

# *Parsing with Lexicalised PCFGs*

ACS Introduction to NLP  
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# Chart Parsing plus Search

$$T_{\text{best}} = \arg \max_T P(T, S)$$

- The number of possible parses increases exponentially with sentence length
- For a typical newspaper sentence there are far too many possible parses to enumerate (using a treebank grammar)
- Two key ideas allow the  $\arg \max_T$  to be performed efficiently:
  - dynamic programming leads to an  $n^5$  algorithm (still not efficient enough)
  - heuristic search enables efficient parsing in practice

## Chart Parsing with Lexicalised PCFGs

- Use a standard bottom-up chart parser, based on CKY
- The key data structure is the *chart*
  - $chart[start, end, label]$  is the set of all edges in the chart spanning words *start* to *end* inclusive, with non-terminal label *label*
- We'll look at the parser for Collins Model 1
  - Model 2 just requires some extensions to deal with the modelling of subcategorisation frames

[picture of chart]

## *The edge Datatype*

label	non-terminal label
headlabel	non-terminal label of head child of the edge
headword	the head word
headtag	part of speech tag of the head word
start	index of first word in edge's span
end	index of last word in edge's span
stop	TRUE if the edge has received its stop probabilities
prob	log probability of the edge
children	list of the children of the edge (left to right)

## *Dynamic Programming and Packed Charts*

- A key idea for efficient parsing is the following: if two edges are *equivalent* for the purpose of further parsing, then only one of them needs to be used to form future edges (as long as the other is retained - if we want to represent all parses)
- This notion of equivalence leads to a *packed chart* which can efficiently represent an exponential number of parses

[example]

## *Dynamic Programming and Viterbi*

- If we're only looking for the highest scoring parse, no need to keep all edges in an equivalence class
- If two edges are equivalent for the purposes of future parsing, *and in terms of the probability model*, then the edge with the lowest score can be discarded
- This form of dynamic programming is the Viterbi algorithm

[example]

## *The Equivalence Test*

```
// assume e1 and e2 have the same start and end indices
```

```
boolean edges_equivalent(edge e1, edge e2)
{
    if(e1.label      != e2.label      OR
        e1.headlabel != e2.headlabel OR
        e1.headword  != e2.headword  OR
        e1.headtag   != e2.headtag   OR
        e1.stop      != e2.stop)
        return FALSE;
    else
        return TRUE;
}
```

## *Adding Edges to the Chart*

```
void add_edge(edge e, int start, int end)
{
    foreach edge x in chart[start, end, e.label]
        if(edges_equivalent(e,x))
        {
            if(e.prob > x.prob)
                replace x with e
            return;
        }

    add e to chart[start, end, e.label]
}
```



## *Combining Edges*

```
// e1 is adjacent and to the left of e2
// e2 is a modifier of e1

void join_2_edges_follow(edge e1, edge e2)
{
    edge e3;

    e3.label      = e1.label;
    e3.headlabel  = e1.headlabel;
    e3.headword   = e1.headword;
    e3.headtag    = e1.headtag;
    e3.start      = e1.start;
    e3.end        = e2.end;
    e3.stop       = FALSE;
    e3.children   = e1.children ++ e2;
    e3.prob = e1.prob + e2.prob + log P_r(e1,e2);
    // P_r calculates the additional probability when the modifier is to the right

    add_edge(e3,e1.start,e2.end);
}
```

## *Combining Edges II*

```
// e1 is adjacent and to the left of e2
// e1 is a modifier of e2

void join_2_edges_precede(edge e1, edge e2)
{
    edge e3;

    e3.label      = e2.label;
    e3.headlabel  = e2.headlabel;
    e3.headword   = e2.headword;
    e3.headtag    = e2.headtag;
    e3.start      = e1.start;
    e3.end        = e2.end;
    e3.stop       = FALSE;
    e3.children   = e1.children ++ e2;
    e3.prob = e1.prob + e2.prob + log P_1(e1,e2);
    // P_1 calculates the additional probability when the modifier is to the left

    add_edge(e3,e1.start,e2.end);
}
```

## *Initialising the Chart*

```
void initialise()
{
    edge e;
    for i = 1 to n // n is number of words in input sentence
    {
        if(word_i is an ‘‘unknown’’ word)
            set X = {POS tag from tagger for word_i}
        else
            set X = {set of all tags seen for word_i in training data}

        foreach POS tag T in X
        {
            e.label      = T;    e.headword  = word_i; e.headtag   = T;
            e.stop       = TRUE; e.start    = i;      e.end       = i+1;
            e.prob       = 0;

            add_edge(e,i,i+1);
        }
    }
}
```

## *All Edge Combinations*

```
void complete(int start, int end)
{
    for split = start to end-1
    {
        foreach edge e1 in chart[start,split] such that e1.stop == FALSE
            foreach edge e2 in chart[split+1,end] such that e2.stop == TRUE
                join_2_edges_follow(e1,e2);

        foreach edge e1 in chart[start,split] such that e1.stop == TRUE
            foreach edge e2 in chart[split+1,end] such that e2.stop == FALSE
                join_2_edges_precede(e1,e2);
    }
}
```

## *The Final Parsing Algorithm*

```
edge parse()
{
    initialise();

    // n is the number of words in the sentence
    for span = 2 to n
        for start = 1 to n-span+1
            {
                end = start + span - 1;
                complete(start, end);
            }

    // assume TOP is the start symbol
    X = edge in chart[1,n, TOP] with highest probability;

    return X;
}
```

## Parsing Complexity

- Calls to `join_2_edges_[precede|follow]` take  $O(1)$  time
- These calls are buried within 5 loops:

Complexity	Loop
$O(n)$	for span = 2 to n
$O(n)$	for start = 1 to n-span+1
$O(n)$	for split = start to end-1
$O(n)$	foreach edge e1 in chart[start,split] s.t. e1.stop == FALSE
$O(n)$	foreach edge e2 in chart[split+1,end] s.t. e2.stop == TRUE

- Parsing algorithm is essentially an  $n^5$  algorithm
- I've ignored some constants along the way (related to size of tag set etc)

## *Heuristic Beam Search*

- $n^5$  (plus some non-negligible constants) is inefficient for practical parsing
- We need to prune low-probability constituents in the chart
- This is a “lossy” strategy since we may throw away the correct parse
  - so there are now two sources of possible error in the parser: model error and search error
  - Viterbi finds the optimal solution so does not lead to search errors
- But in practice we can obtain great increases in efficiency with very small losses in accuracy

## *Figures of Merit*

- What score should we use for a partial parse (constituent)?
- Obvious score to use is `prob` - the (log) conditional probability of the constituent:  $P(\text{subtree}|\text{label},\text{head-word},\text{head-tag})$
- This doesn't work too well
  - problem is that the conditional probability does not account for the *prior* probability of seeing the particular (label,head-word,head-tag) triple

[example]



## *Prior for a Figure of Merit*

$$\begin{aligned} \text{Score}(\text{subtree}) &= P(\text{subtree}|\text{label},\text{head-tag},\text{head-word}) \\ &\times P_{\text{prior}}(\text{label},\text{head-tag},\text{head-word}) \end{aligned}$$

- One way to calculate the prior (Collins):

$$\begin{aligned} P_{\text{prior}}(\text{label},\text{head-tag},\text{head-word}) &= P(\text{head-tag},\text{head-word}) \\ &\times P(\text{label}|\text{head-tag},\text{head-word}) \end{aligned}$$

- Probabilities estimated using relative frequency from counts in the corpus; second probability smoothed with interpolation

## *The Beam*

- Let  $\text{bestprob}(\text{start}, \text{end})$  be the highest score for any constituent spanning  $\text{start}.. \text{end}$
- Discard all constituents with span  $\text{start}.. \text{end}$  and with  $\log \text{prob} < \alpha \text{ bestprob}(\text{start}, \text{end})$
- $\alpha$  is the beam width; typical value is  $\frac{1}{10000}$

## *Pros and Cons of the Generative Model*

- Pros:
  - Conceptually easy to understand; well understood techniques
  - Estimation is easy (max. likelihood = relative frequencies)
  - Produces good results
- Cons:
  - Models  $S$  when the sentence is given
  - Independence assumptions required
  - Locality restrictions on features required for efficient estimation and decoding
  - Guarantees on estimation (e.g. soundness) only apply with unlimited training data
  - Choosing the order for the chain rule, and independence assumptions plus smoothing, something of a “black art”

## *References*

- Appendix B, D and E of Collins' thesis
- Caraballo and Charniak (1998), New Figures of Merit for best-first probabilistic chart parsing. *Computational Linguistics*, 24(2), pages 275-298

all available from the web; Collins thesis from Collins' web page