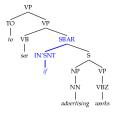


Tag Splits

- Problem: Treebank tags are too coarse.
- Example: Sentential, PP, and other prepositions are all marked IN.
- Partial Solution:
 - Subdivide the IN tag.



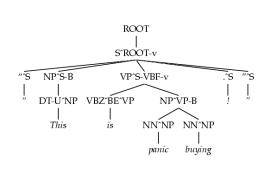
Annotation	F1	Size
Previous	78.3	8.0K
QDI IT INI	8U 3	Q 1 Κ

Other Tag Splits

- UNARY-DT: mark demonstratives as DT^U ("the X" vs. "those")
- UNARY-RB: mark phrasal adverbs as RB^U ("quickly" vs. "very")
- TAG-PA: mark tags with non-canonical parents ("not" is an RB^VP)
- SPLIT-AUX: mark auxiliary verbs with –AUX [cf. Charniak 97]
- SPLIT-CC: separate "but" and "&" from other conjunctions
- SPLIT-%: "%" gets its own tag.

_	
F1	Size
80.4	8.1K
80.5	8.1K
81.2	8.5K
81.6	9.0K
81.7	9.1K
81.8	9.3K

A Fully Annotated (Unlex) Tree

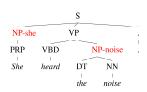


Some Test Set Results

Parser	LP	LR	F1	СВ	0 CB
Magerman 95	84.9	84.6	84.7	1.26	56.6
Collins 96	86.3	85.8	86.0	1.14	59.9
Unlexicalized	86.9	85.7	86.3	1.10	60.3
Charniak 97	87.4	87.5	87.4	1.00	62.1
Collins 99	88.7	88.6	88.6	0.90	67.1

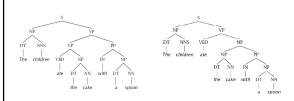
- Beats "first generation" lexicalized parsers.
- Lots of room to improve more complex models next.

The Game of Designing a Grammar

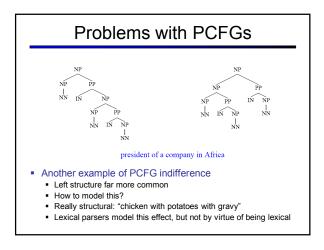


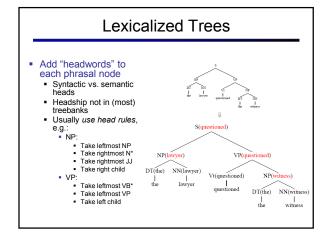
- Annotation refines base treebank symbols to improve statistical fit of the grammar
 - Structural annotation [Johnson '98, Klein and Manning 03]
 - Head lexicalization [Collins '99, Charniak '00]

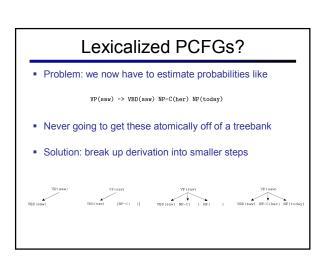
Problems with PCFGs

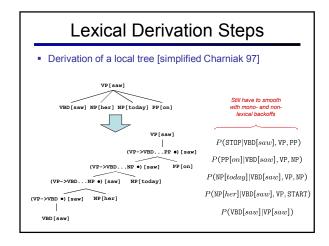


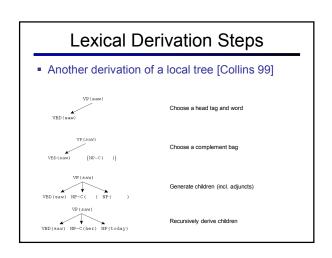
- If we do no annotation, these trees differ only in one rule:
 - VP → VP PP
 NP → NP PP
- Parse will go one way or the other, regardless of words
- We addressed this in one way with unlexicalized grammars (how?)
- Lexicalization allows us to be sensitive to specific words







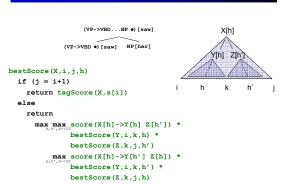




Naïve Lexicalized Parsing

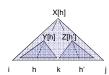
- Can, in principle, use CKY on lexicalized PCFGs
 - O(Rn³) time and O(Sn²) memory
 - But R = rV² and S = sV
 - Result is completely impractical (why?)
 - Memory: 10K rules * 50K words * (40 words)²*8 bytes ≈ 6TB
- Can modify CKY to exploit lexical sparsity
 - Lexicalized symbols are a base grammar symbol and a pointer into the input sentence, not any arbitrary word
 - Result: O(rn⁵) time, O(sn³)
 - Memory: 10K rules * (40 words)³ * 8 bytes ≈ 5GB

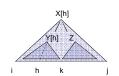
Lexicalized CKY



Quartic Parsing

Turns out, you can do (a little) better [Eisner 99]

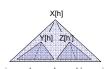




- Gives an O(n⁴) algorithm
- Still prohibitive in practice if not pruned

Pruning with Beams

- The Collins parser prunes with per-cell beams [Collins 99]
 - Essentially, run the O(n⁵) CKY
 - Remember only a few hypotheses for each span <i,j>.
 - If we keep K hypotheses at each span, then we do at most O(nK²) work per span (why?)
 - Keeps things more or less cubic
- Also: certain spans are forbidden entirely on the basis of punctuation (crucial for speed)



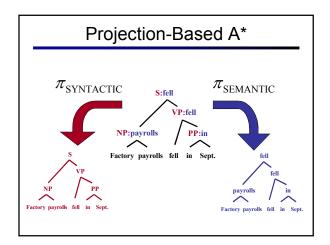
Pruning with a PCFG

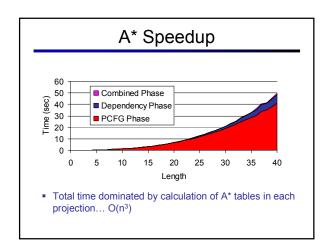
- The Charniak parser prunes using a two-pass approach [Charniak 97+]
 - First, parse with the base grammar
 - For each X:[i,j] calculate P(X|i,j,s)
 - This isn't trivial, and there are clever speed ups
 - Second, do the full O(n⁵) CKY
 - Skip any X :[i,j] which had low (say, < 0.0001) posterior
 - Avoids almost all work in the second phase!
- Charniak et al 06: can use more passes
- Petrov et al 07: can use many more passes

Pruning with A*

- You can also speed up the search without sacrificing optimality
- For agenda-based parsers:
 - Can select which items to process first
 - Can do with any "figure of merit" [Charniak 98]
 - If your figure-of-merit is a valid A* heuristic, no loss of optimiality [Klein and Manning 03]







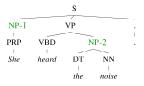
Results

- Some results
 - Collins 99 88.6 F1 (generative lexical)
 - Charniak and Johnson 05 89.7 / 91.3 F1 (generative lexical / reranked)
 - Petrov et al 06 90.7 F1 (generative unlexical)
 - McClosky et al 06 92.1 F1 (gen + rerank + self-train)

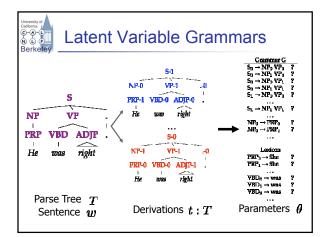
However

- Bilexical counts rarely make a difference (why?)
- Gildea 01 Removing bilexical counts costs < 0.5 F1
- Bilexical vs. monolexical vs. smart smoothing

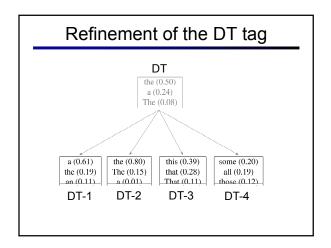
The Game of Designing a Grammar

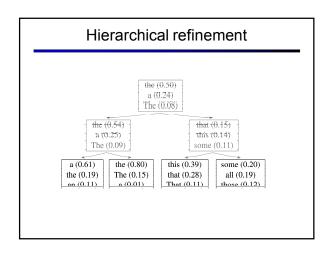


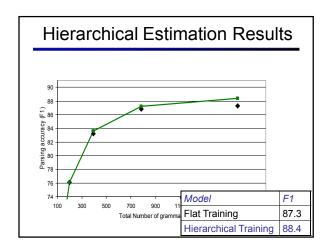
- Annotation refines base treebank symbols to improve statistical fit of the grammar
 - Structural annotation
 - Head lexicalization
 - Automatic clustering?

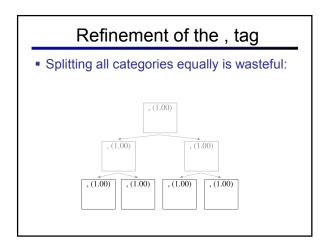


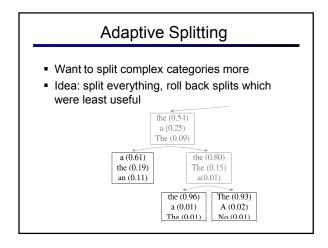
Learning Latent Annotations EM algorithm: Brackets are known Base categories are known Only induce subcategories S[X₁] NP[X₂] NP[X₂] NP[X₃] NP[X₃] NBD[X₅] ADJP[X₆] Just like Forward-Backward for HMMs. Backward

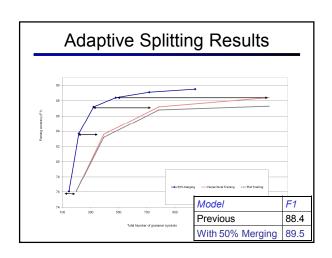


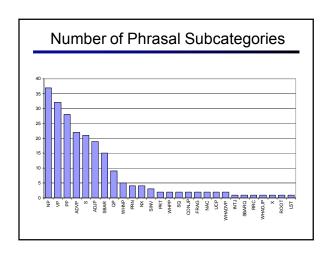


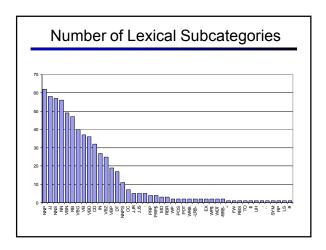




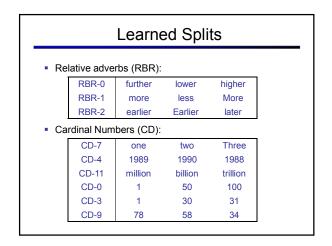


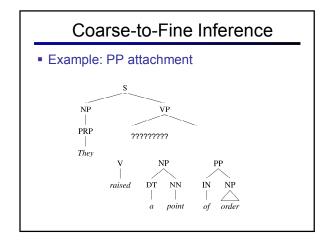


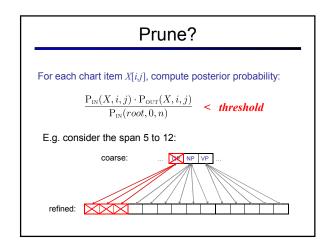


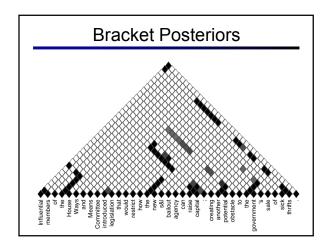


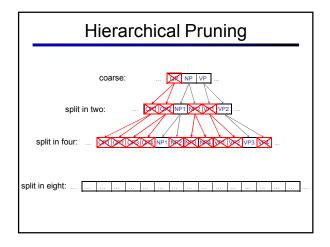
Learned Splits Proper Nouns (NNP): NNP-14 Oct. Nov. Sept. NNP-12 John Robert James NNP-2 J. E. L. NNP-1 Bush Noriega Peters NNP-15 New San Wall NNP-3 York Francisco Street Personal pronouns (PRP): PRP-0 PRP-1 it he they PRP-2 it them him











	Final Results (Accura	icy)
		≤ 40 words F1	all F1
ш	Charniak&Johnson '05 (generative)	90.1	89.6
ENG	Split / Merge	90.6	90.1
<u>@</u>	Dubey '05	76.3	-
GER	Split / Merge	80.8	80.1
Ω	Chiang et al. '02	80.0	76.6
SH	Split / Merge	86.3	83.4