

# New Algorithms for Semantics- Based Machine Translation

USC/ISI

2012 November 2

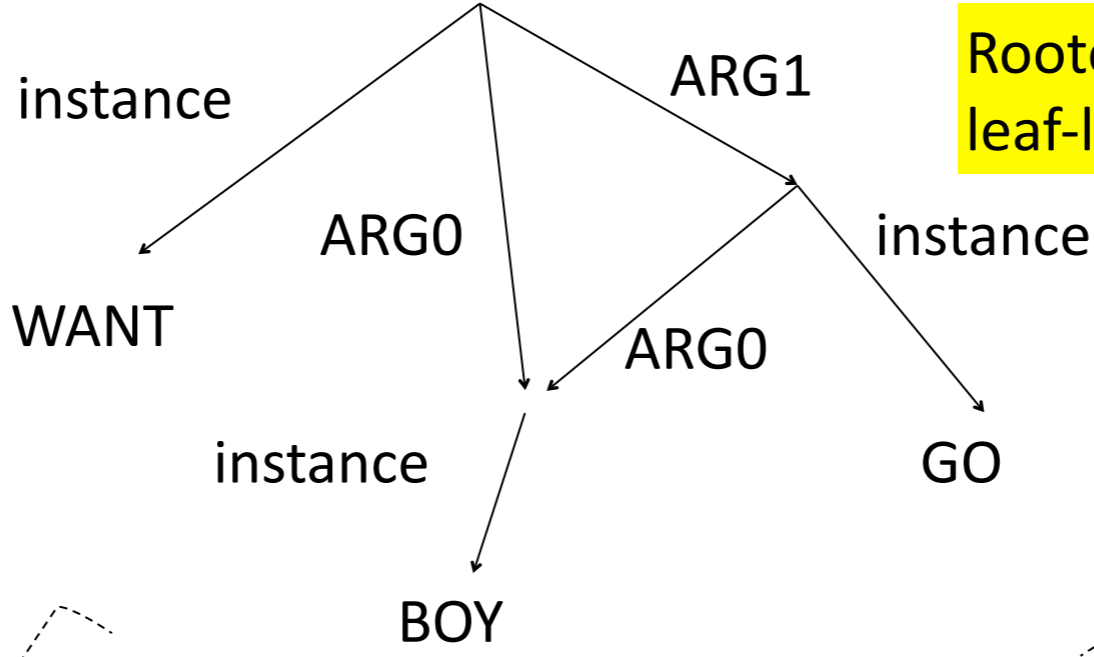


**USC** University of  
Southern California

# Why Semantics?

- Explicit meaning representation will improve meaning-preserving translation
- Modeling meaning instead of surface realizations  
→ learn more from less data

Rooted, edge-labeled,  
leaf-labeled graph



NLU

NLG

source  
string

target  
string

The boy wants to go.

男孩子想去。

# Five Equivalent Meaning Representation Formats

“The boy wants  
to go.”

## LOGICAL FORM

$$\begin{aligned} \exists w, b, g : & \text{instance}(w, \text{WANT}) \wedge \\ & \text{instance}(g, \text{GO}) \wedge \\ & \text{instance}(b, \text{BOY}) \wedge \\ & \text{agent}(w, b) \wedge \\ & \text{patient}(w, g) \wedge \\ & \text{agent}(g, b) \end{aligned}$$

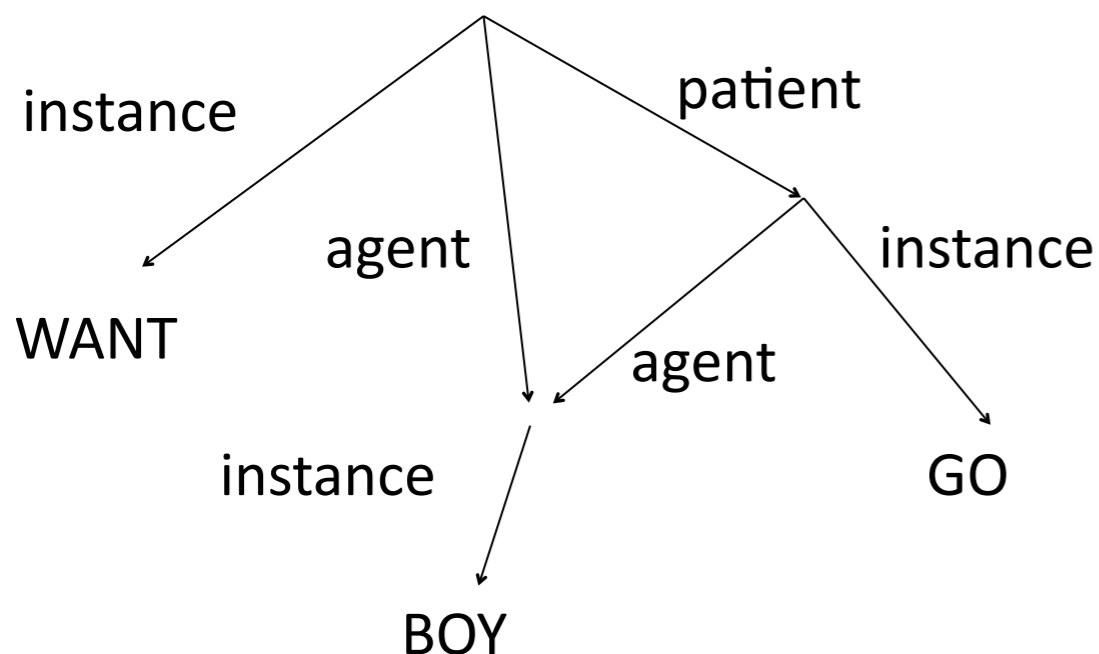
## PENMAN

(w / WANT  
:agent (b / BOY)  
:patient (g / GO  
:agent b)))

## PATH EQUATIONS

$$\begin{aligned} ((x0 \text{ instance}) &= \text{WANT}) \\ ((x1 \text{ instance}) &= \text{BOY}) \\ ((x2 \text{ instance}) &= \text{GO}) \\ ((x0 \text{ agent}) &= x1) \\ ((x0 \text{ patient}) &= x2) \\ ((x2 \text{ agent}) &= x1) \end{aligned}$$

## DIRECTED ACYCLIC GRAPH

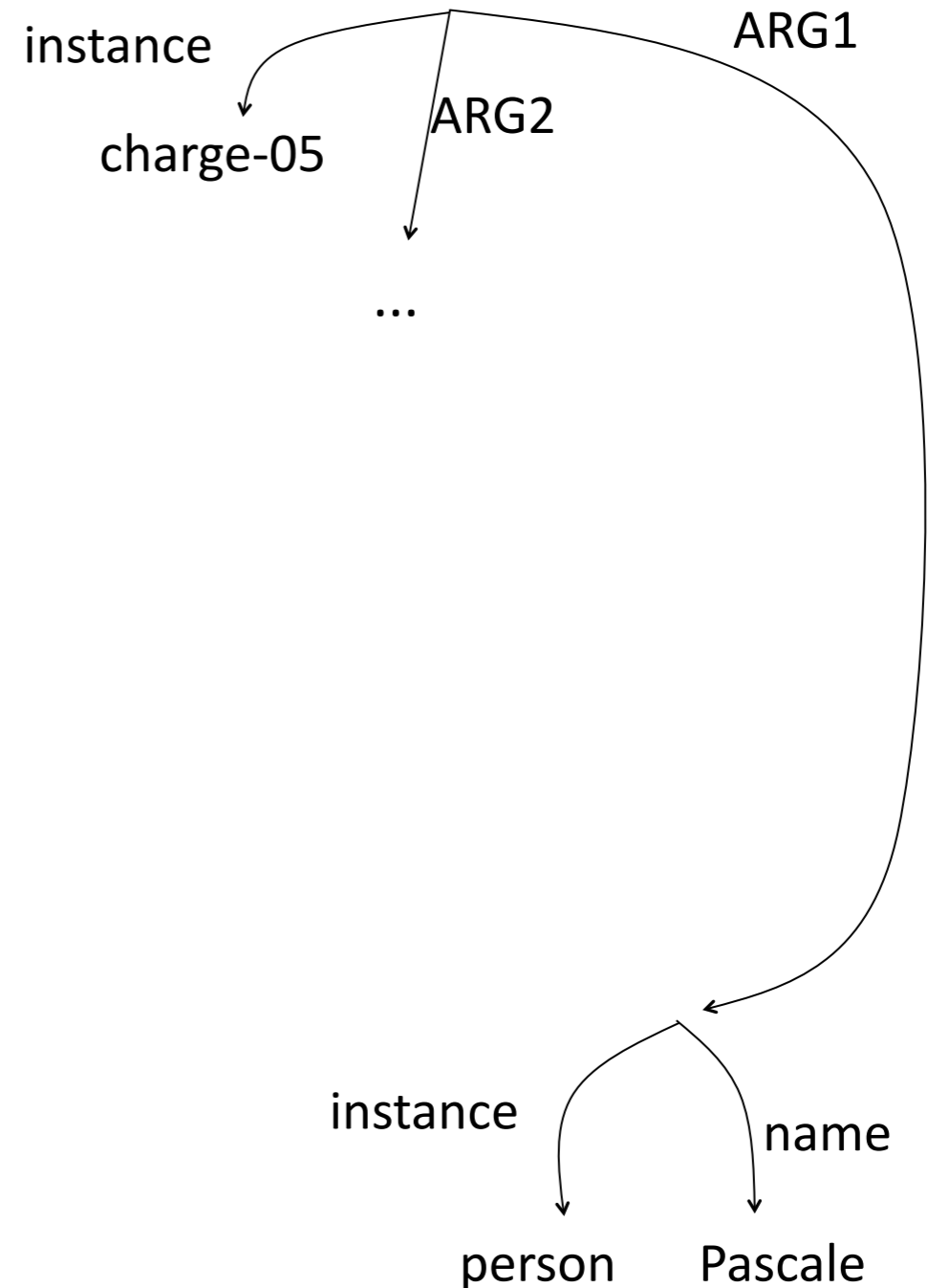


## FEATURE STRUCTURE

$$\left( \begin{array}{l} \text{instance: WANT} \\ \text{agent: } \boxed{1} \left( \text{instance: BOY} \right) \\ \text{patient: } \left( \begin{array}{l} \text{instance: GO} \\ \text{agent: } \boxed{1} \end{array} \right) \end{array} \right)$$

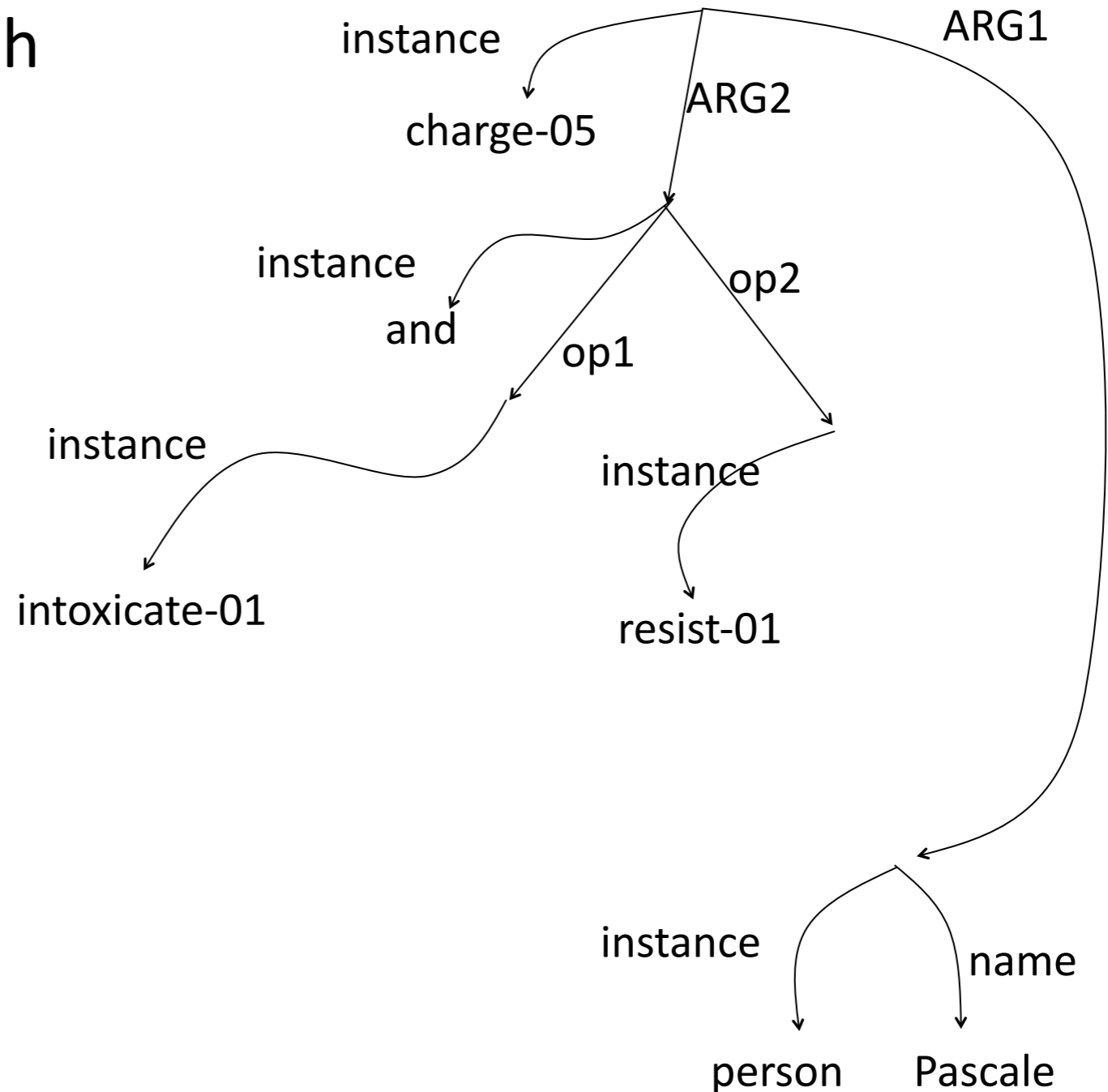
# Multiple Roles → Graph Structure

“Pascale was charged with public intoxication and resisting arrest.”



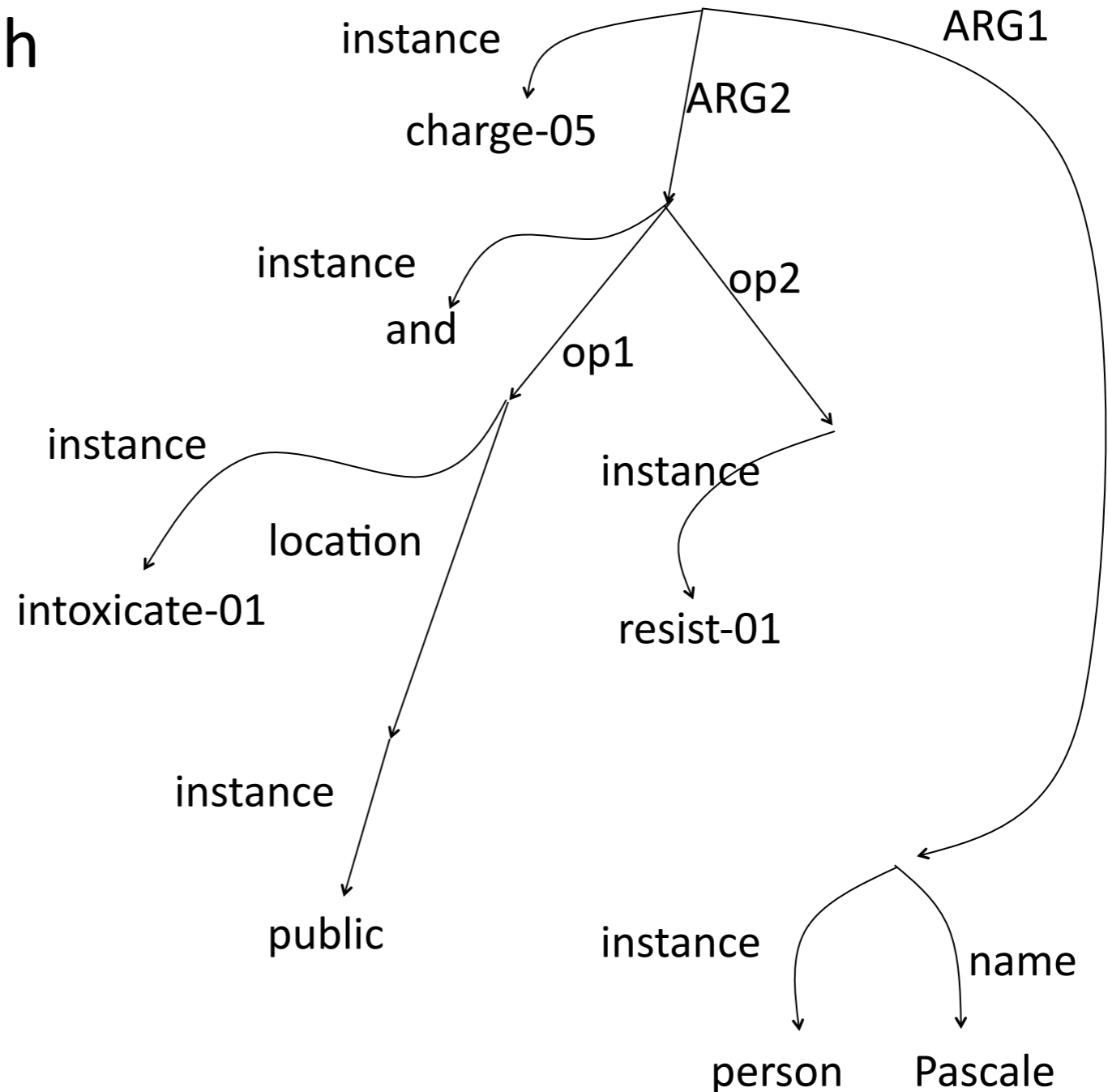
# Multiple Roles → Graph Structure

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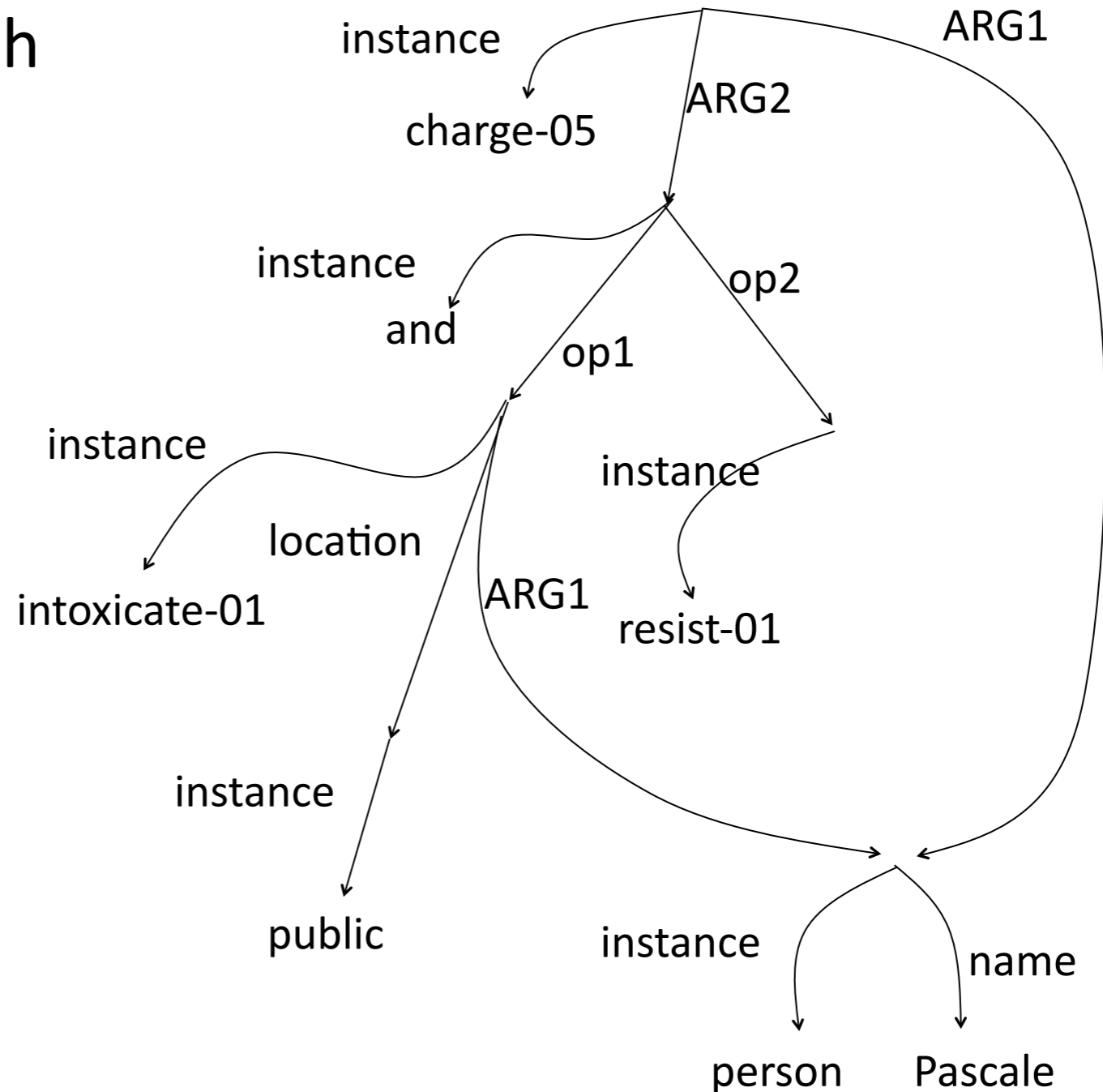
# Multiple Roles → Graph Structure

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# Multiple Roles → Graph Structure

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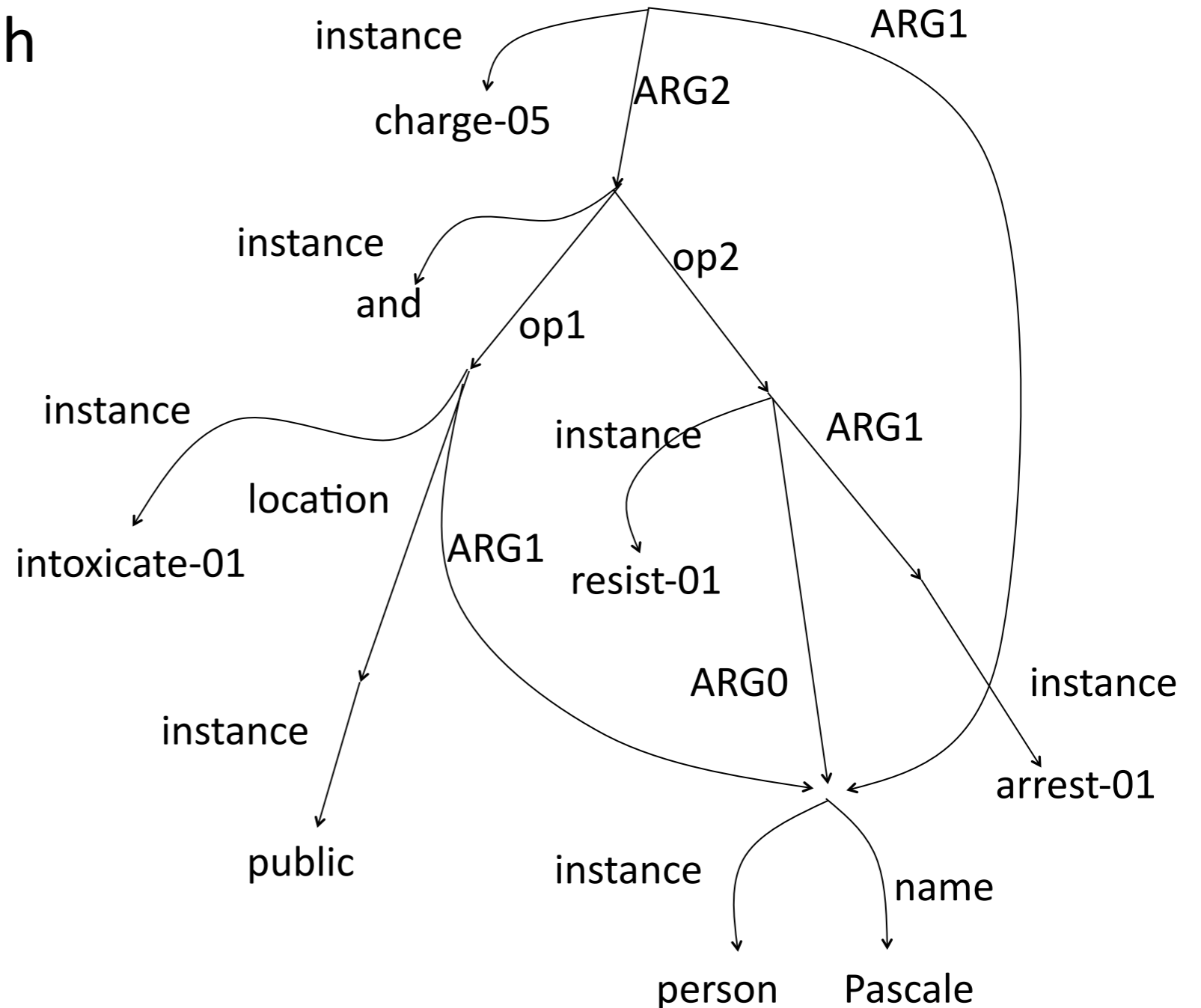






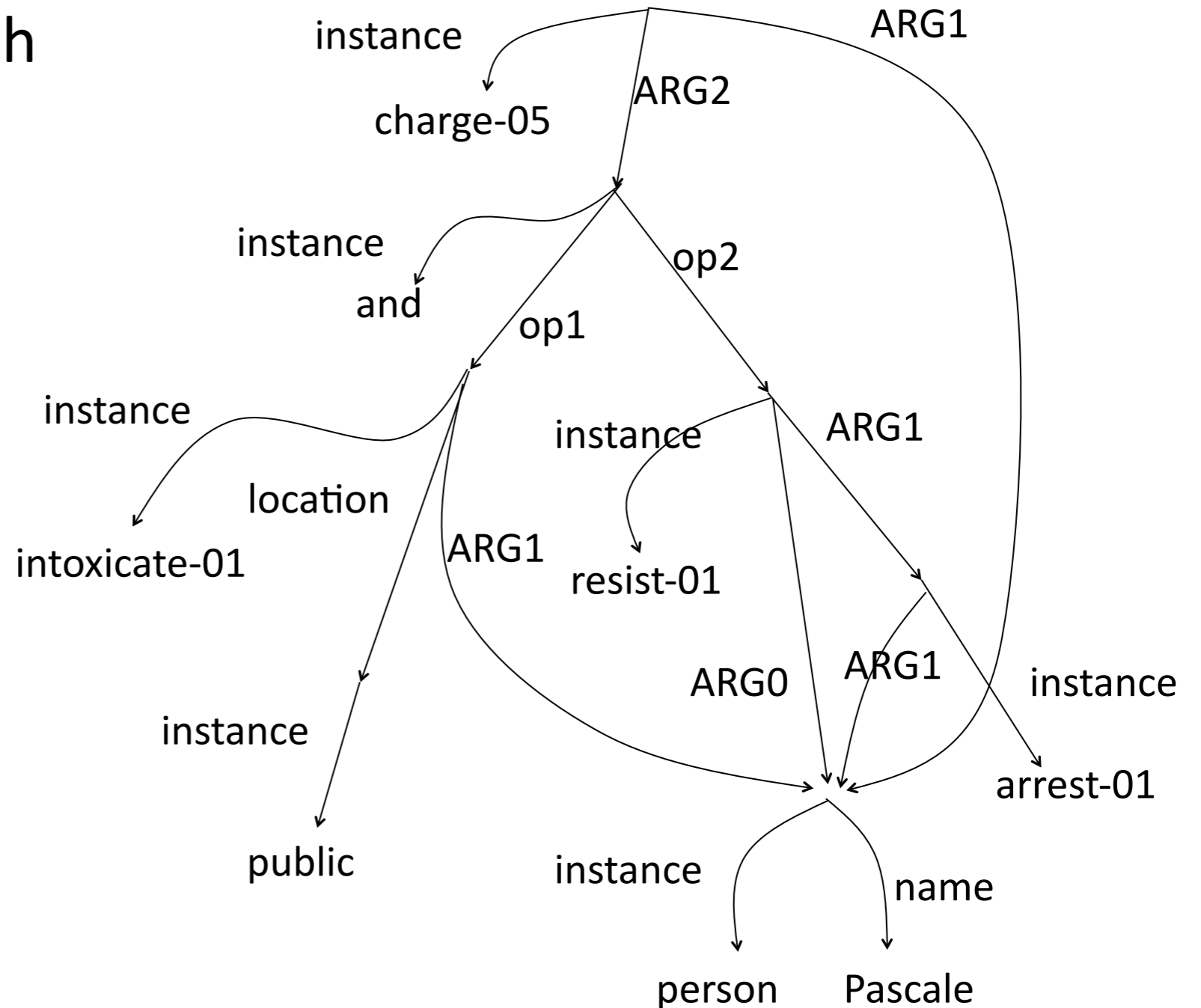
# Multiple Roles → Graph Structure

“Pascale was charged with public intoxication and resisting arrest.”



# Multiple Roles → Graph Structure

“Pascale was charged with public intoxication and resisting arrest.”



# Meaning-based MT

- Too big for just this MURI:
  - What content goes into the meaning representation?
    - linguistics, annotation (Nathan Schneider, CMU)
  - How are meaning representations probabilistically generated, transformed, scored, ranked?
    - automata theory, efficient algorithms
  - How can a full MT system be built and tested?
    - engineering, language modeling, features, training

AMR Editor knight Older versions: [1.2](#) [1.3](#) [1.4](#) [1.5](#)  
Written by Ulf Hemjakob, USC/ISI Version 1.6 June 19, 2012

Sentence: Pierre Vinken , 61 years old , will join the board as a nonexecutive director Nov. 29 .

```
(j / join-01
  :ARG0 (p / person
    :name (p2 / name
      :op1 "Pierre"
      :op2 "Vinken")
    :age (t / temporal-quantity
      :unit (y / year)
      :quant 61))
  :ARG1 (b / board)
  :prep-as (d2 / director
    :mod (e / executive
      :polarity -))
  :time (d / date-entity
    :month 11
    :day 29))
```

- ### Abstract Meaning Representation
- 35-page guidelines.
  - Extensive use of PropBank predicates, but cover all words in sentence.
  - AMR Editor with logins and worksets.
  - 7 minutes per sentence, enabling very large-scale Sembanking.

Enter text command:

[QuickRef](#)

Last command: Load AMR from workset list

Or select an action template:

Workset wsj100-sent 1/100  nw.wsj\_0001.1 (saved)  Next: nw.wsj\_0001.2

Log: initialized empty AMR  
For role checking, loaded 99 roles and 6 non-roles.  
For OntoNotes frame availability check, loaded 5528 verbs.

# Meaning-based MT

- Too big for just this MURI:
  - What content goes into the meaning representation?
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# General-Purpose Algorithms for Feature Structures (Graphs)

	String World (words)	Tree World (syntax)	Graph World? (semantics)
<b>Acceptor</b>	Finite-state acceptors	Tree automata	
<b>Transducer</b>	Finite-state transducers	Tree transducers	
<b>Membership checking</b>	$O(n)$	$O(n)$ for trees $O(n^3)$ for strings	
<b>N-best ...</b>	... paths through an WFSA (Viterbi, 1967; Eppstein, 1998)	... trees in a weighted forest (Jiménez & Marzal, 2000; Huang & Chiang, 2005)	
<b>EM training</b>	Forward-backward EM (Baum/Welch, 1971; Eisner 2002)	Tree transducer EM training (Graehl & Knight, 2004)	
<b>Intersection</b>	WFSA intersection	Tree acceptor intersection	
<b>Transducer composition</b>	WFST composition (Pereira & Riley, 1996)	Many tree transducers not closed under composition (Maletti et al 09)	
<b>General tools</b>	Carmel, OpenFST	Tiburón (May & Knight 10)	

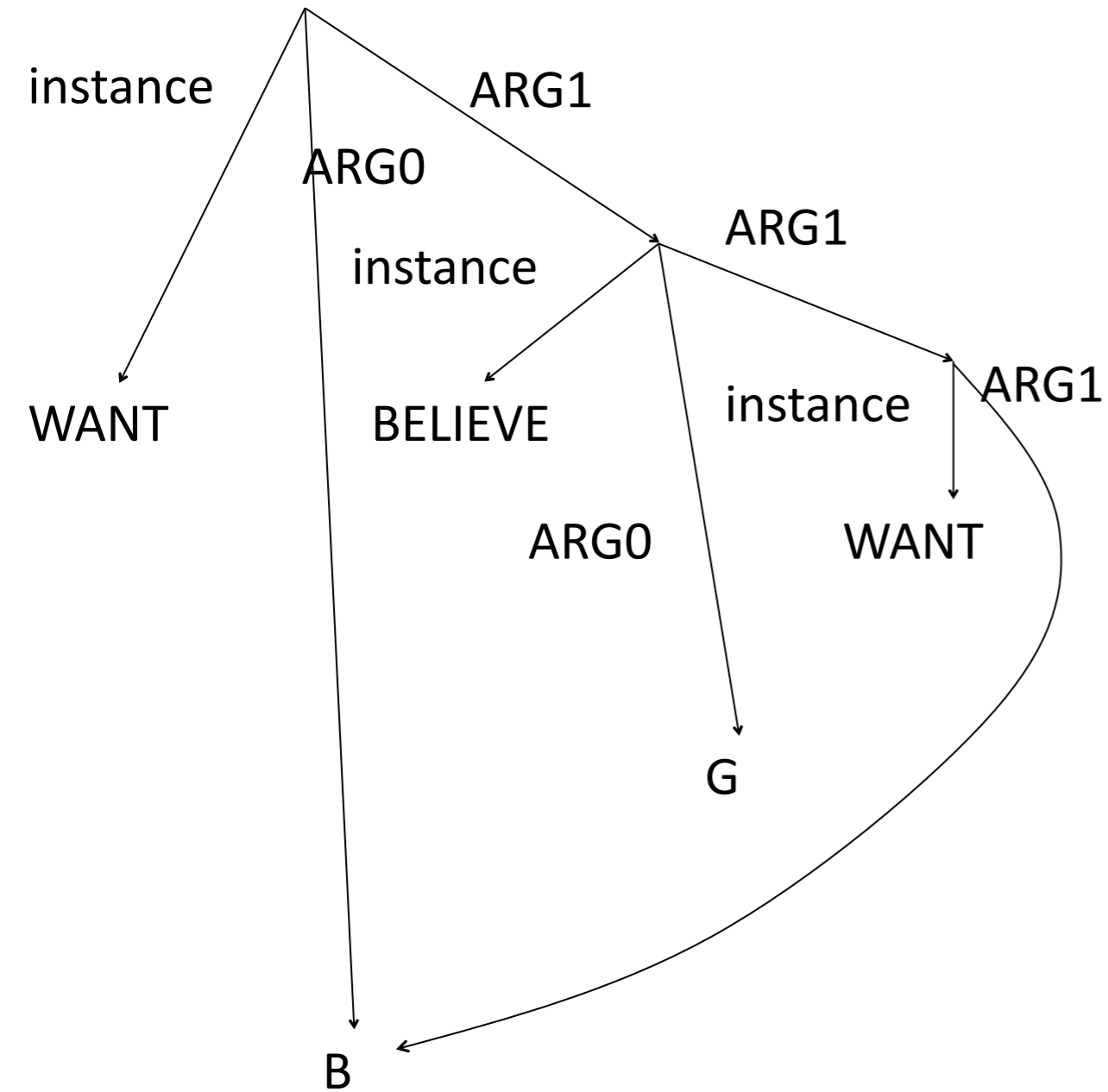
# Hyperedge Replacement Grammars

- Survey: Drewes et al., 1997
- Several NLP-related publications from USC/ISI forthcoming
- Key idea: context-free rewriting



# HRG Derivation

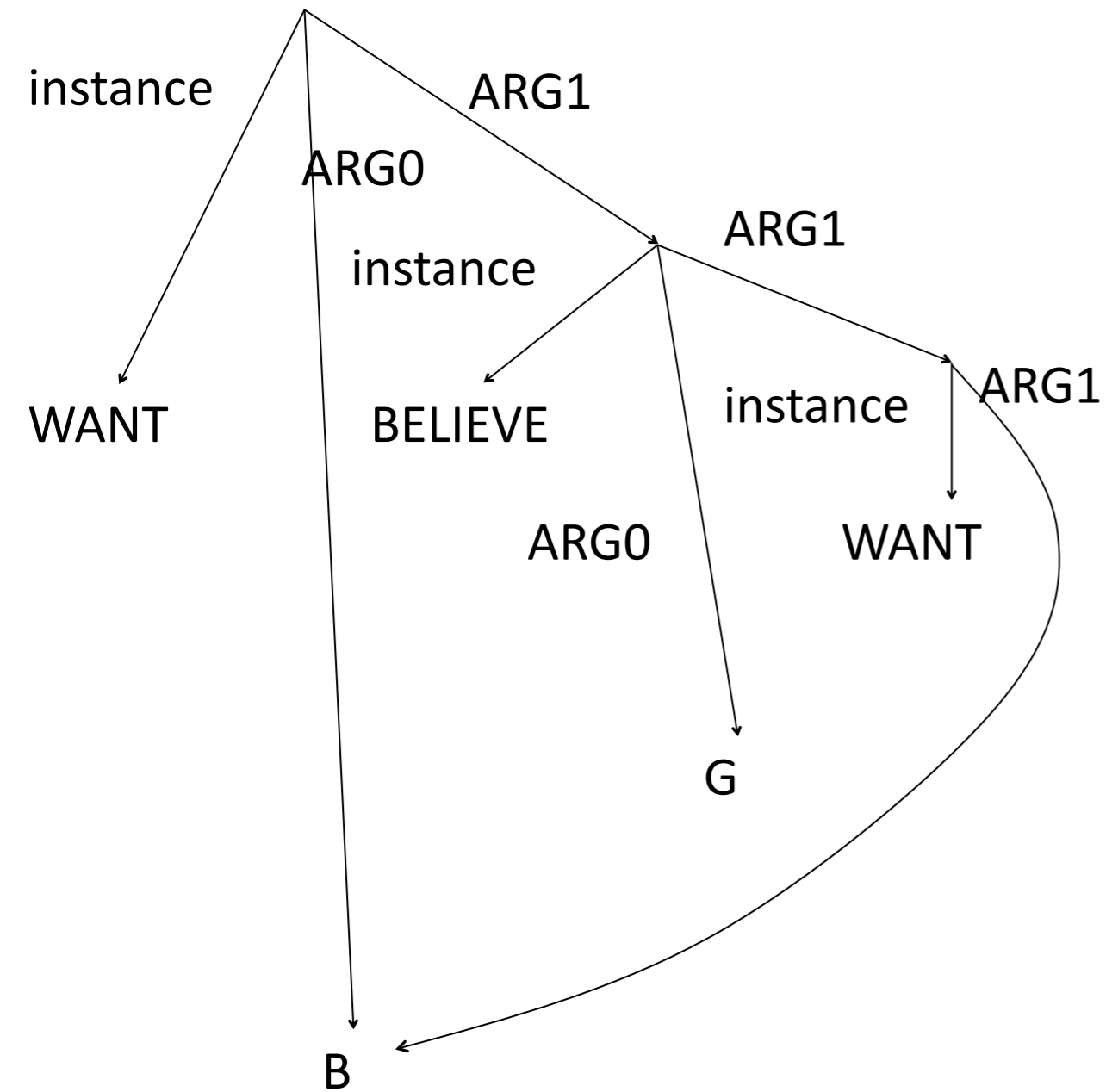
LET'S DERIVE THIS:



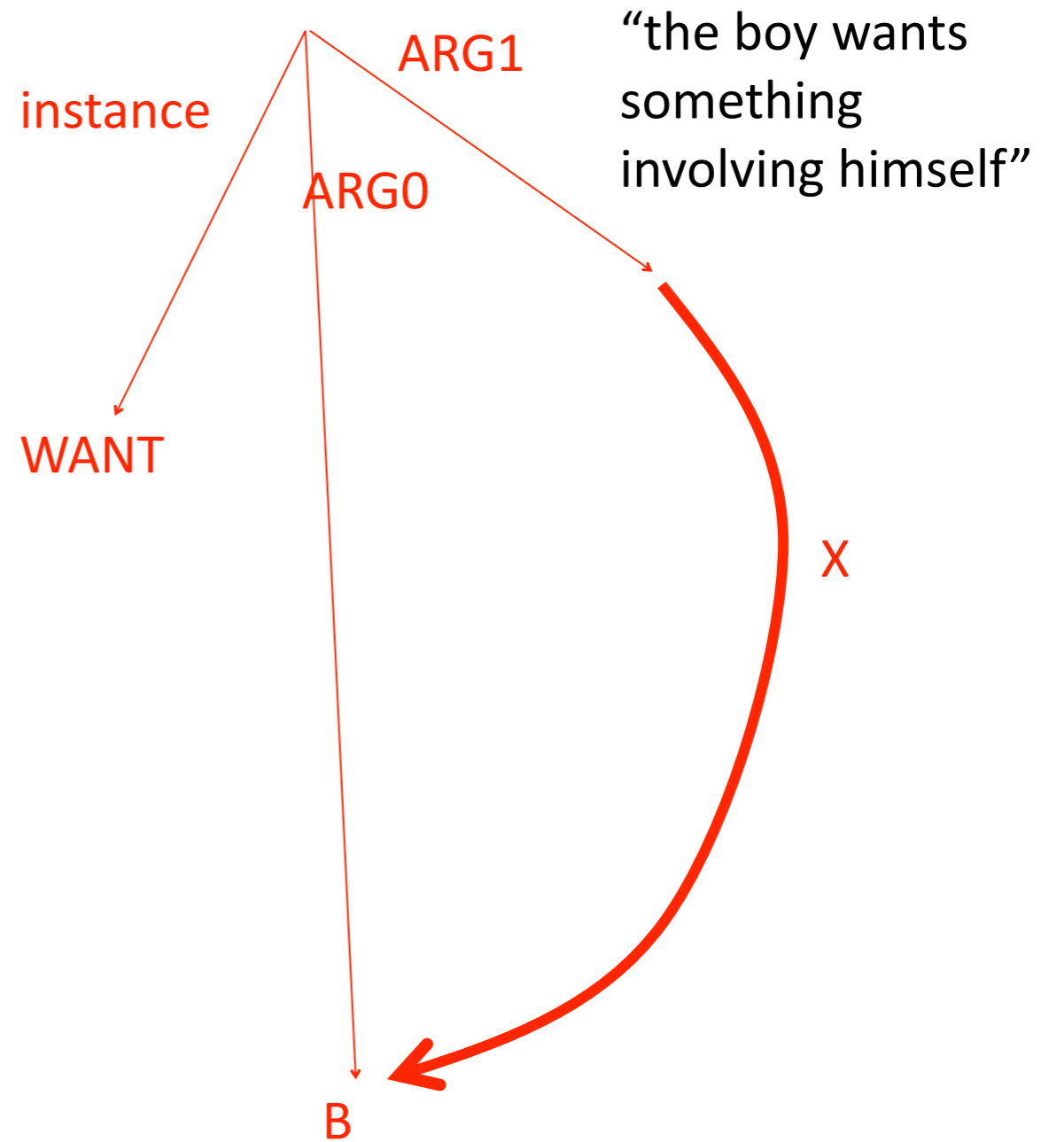
= boy wants girl to believe that he is wanted

# HRG Derivation

LET'S DERIVE THIS:

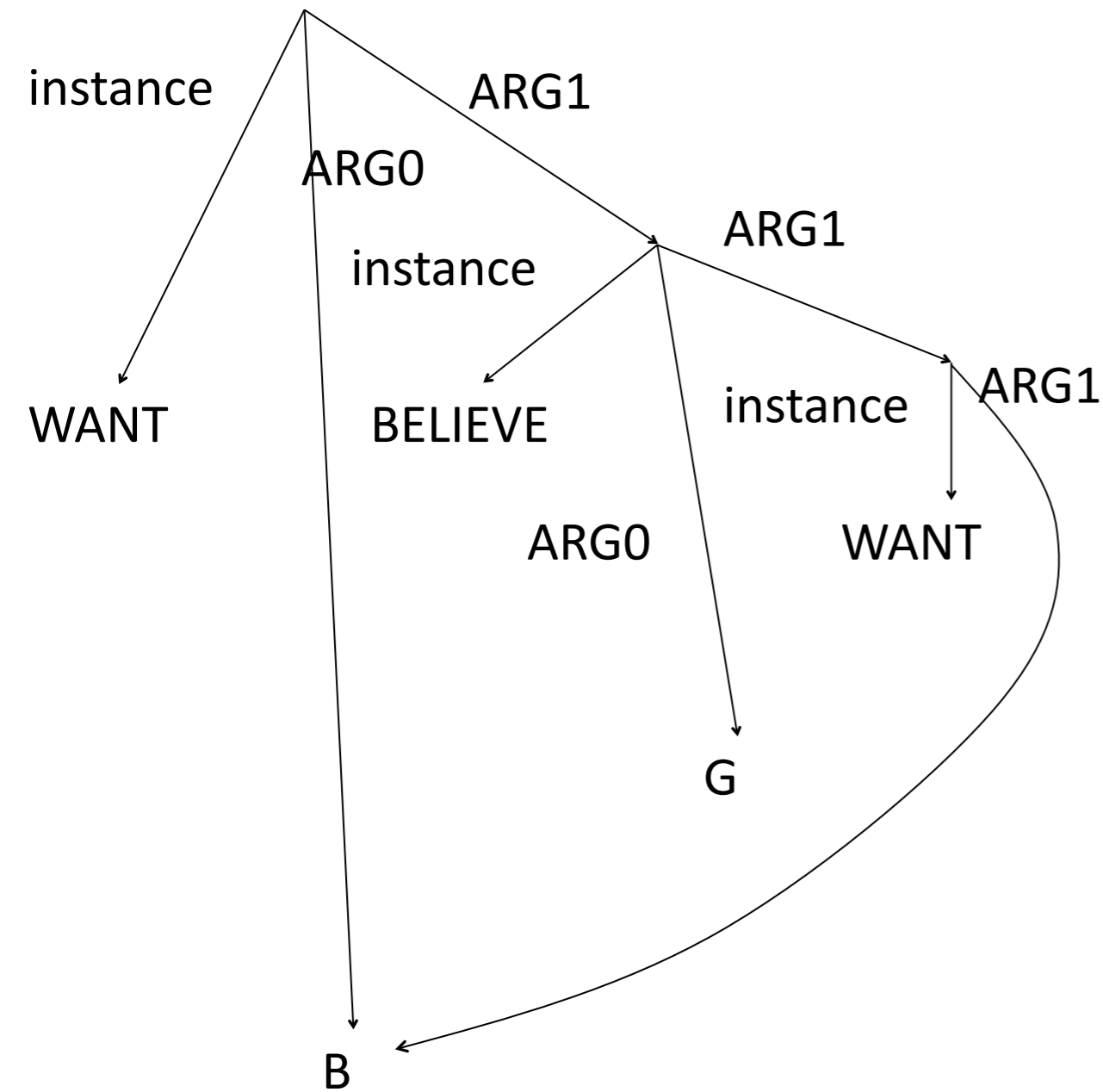


= boy wants girl to believe that he is wanted

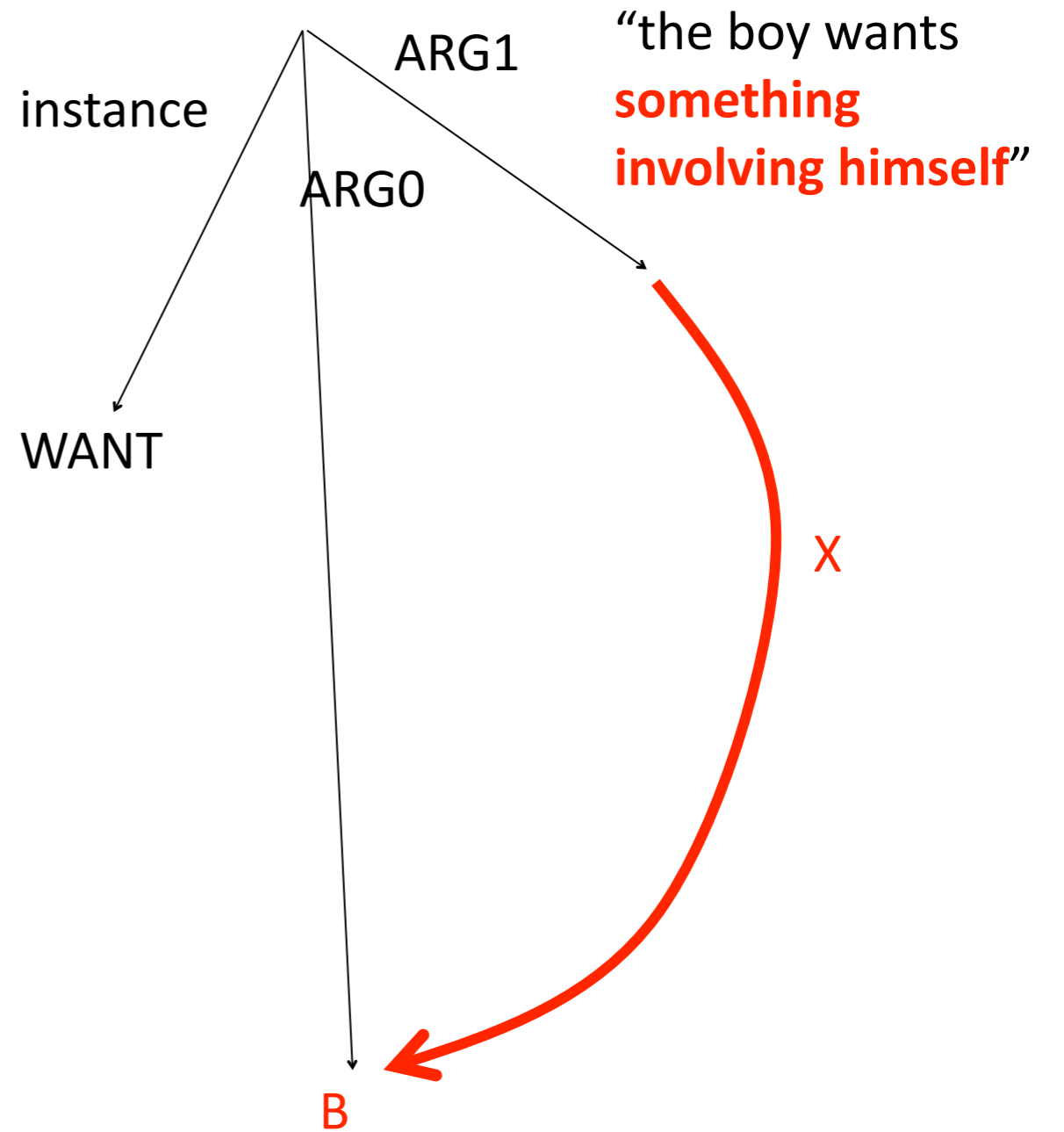


# HRG Derivation

LET'S DERIVE THIS:



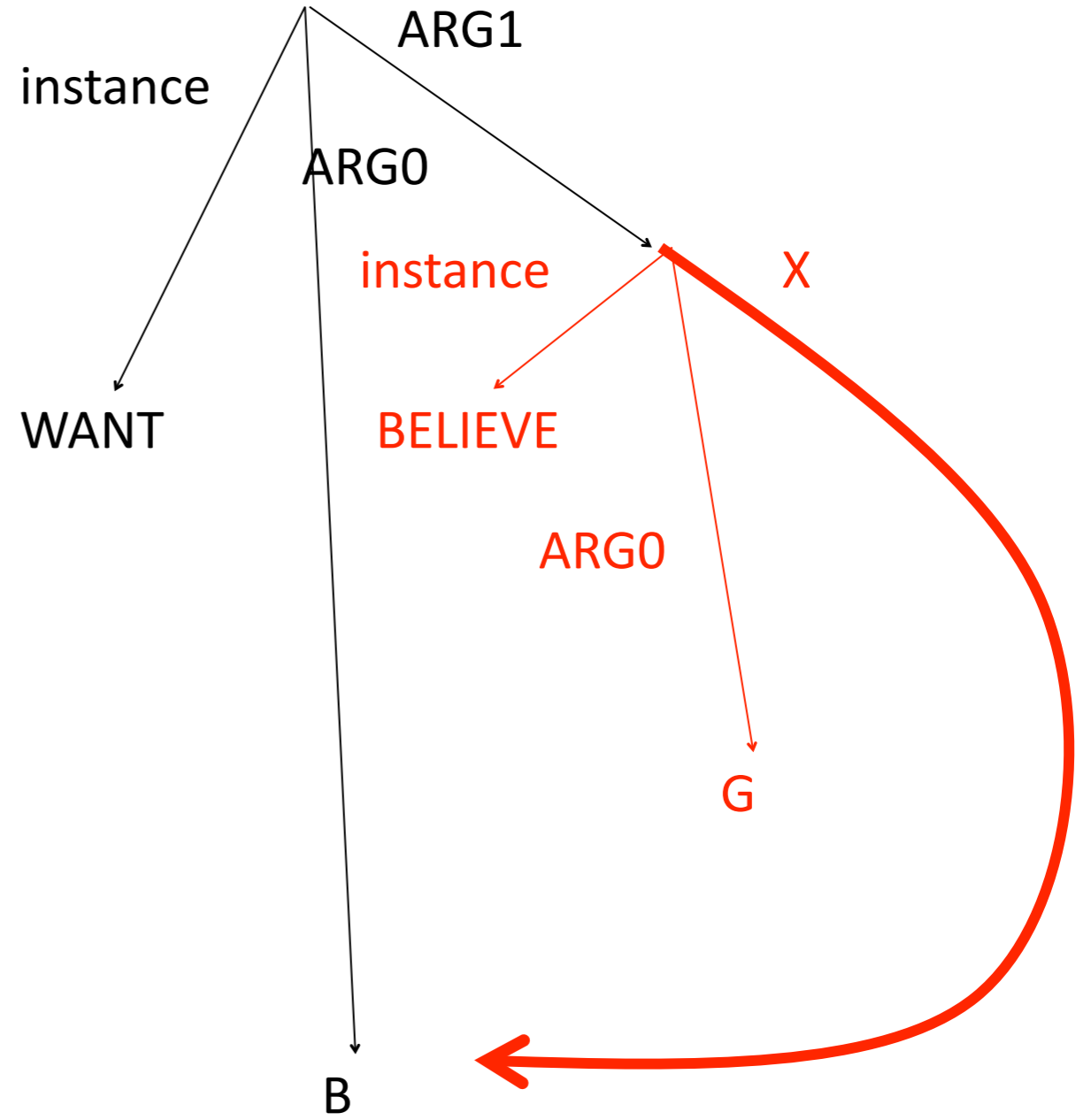
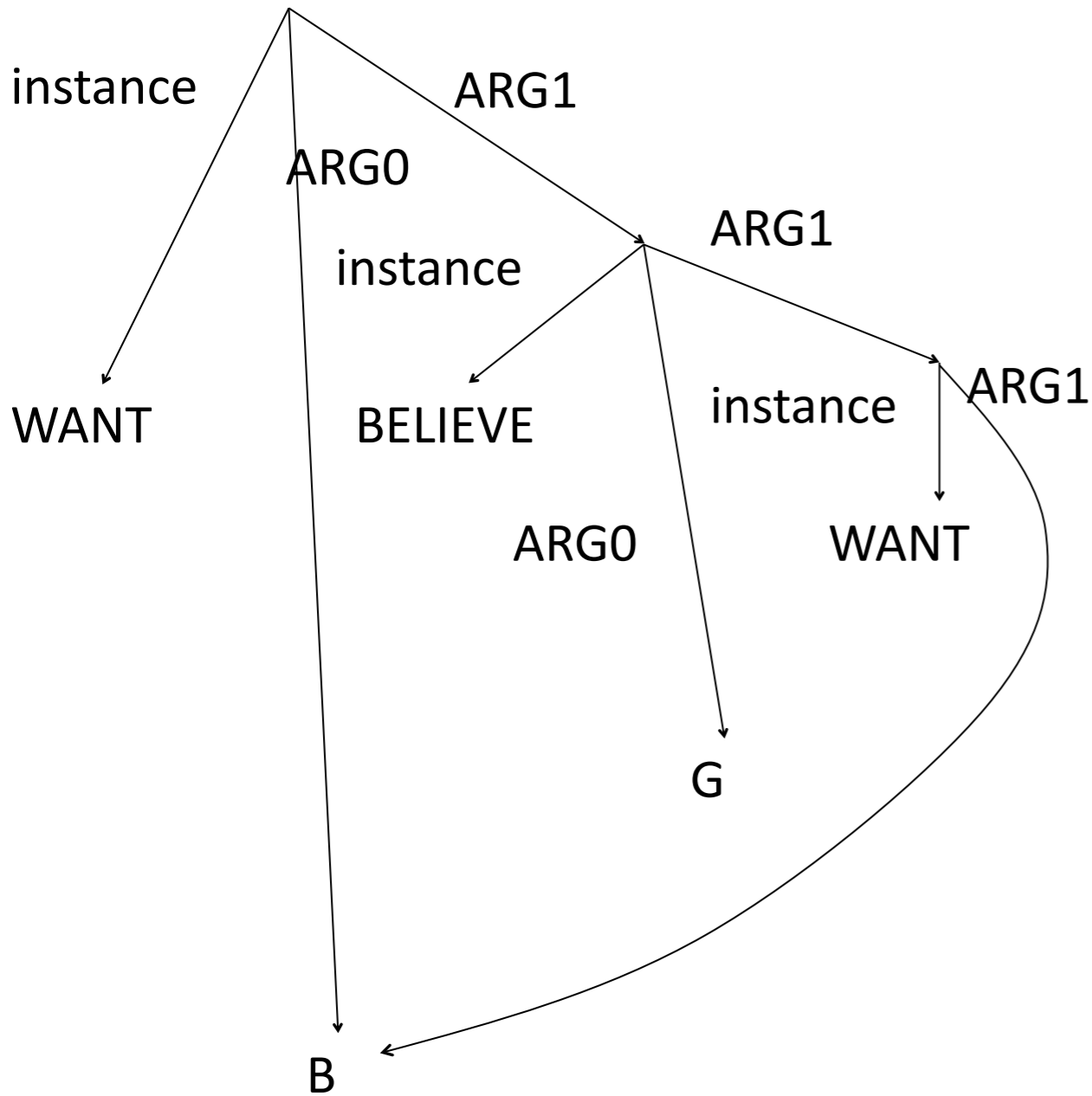
= boy wants girl to believe that he is wanted



# HRG Derivation

LET'S DERIVE THIS:

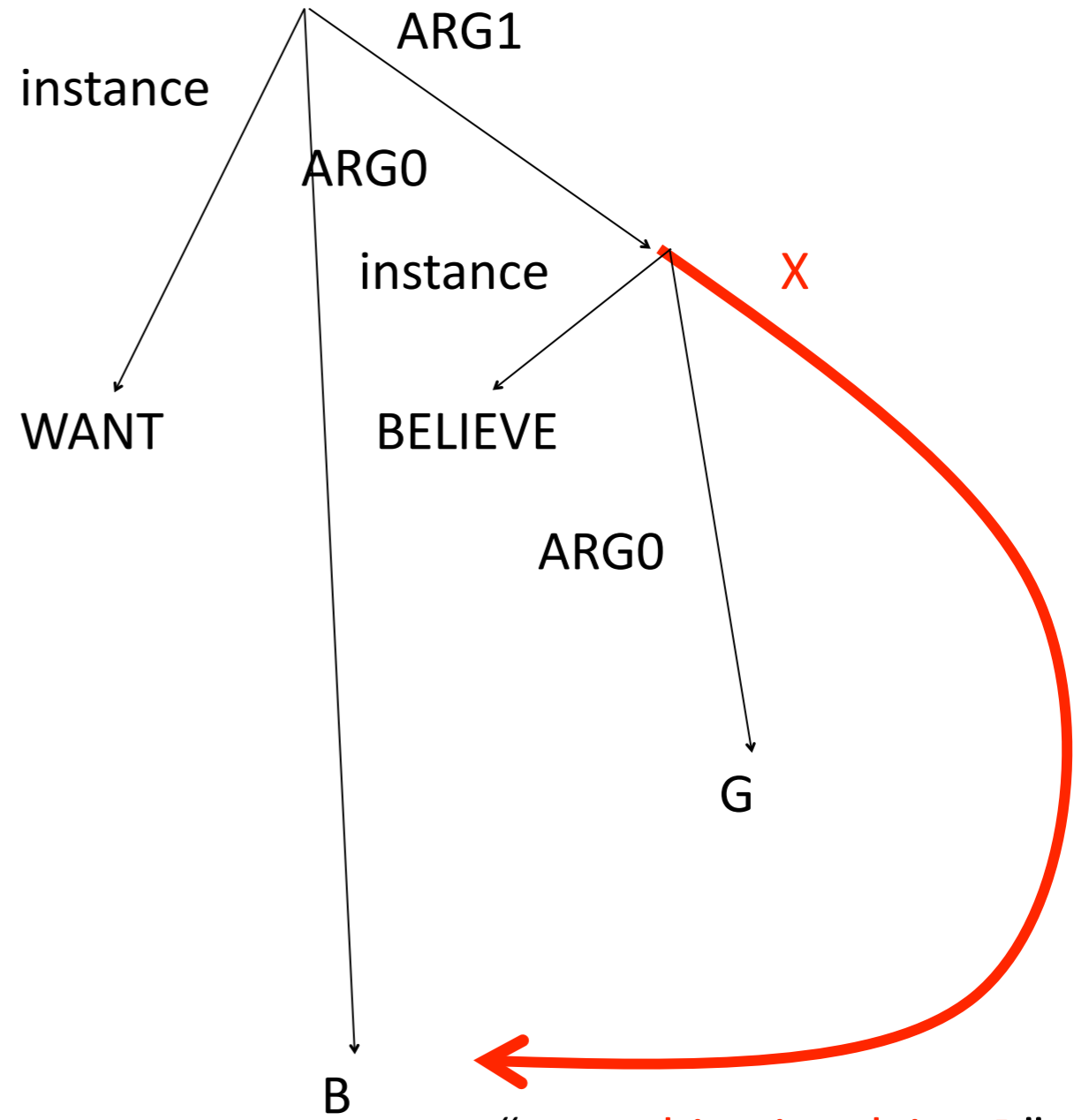
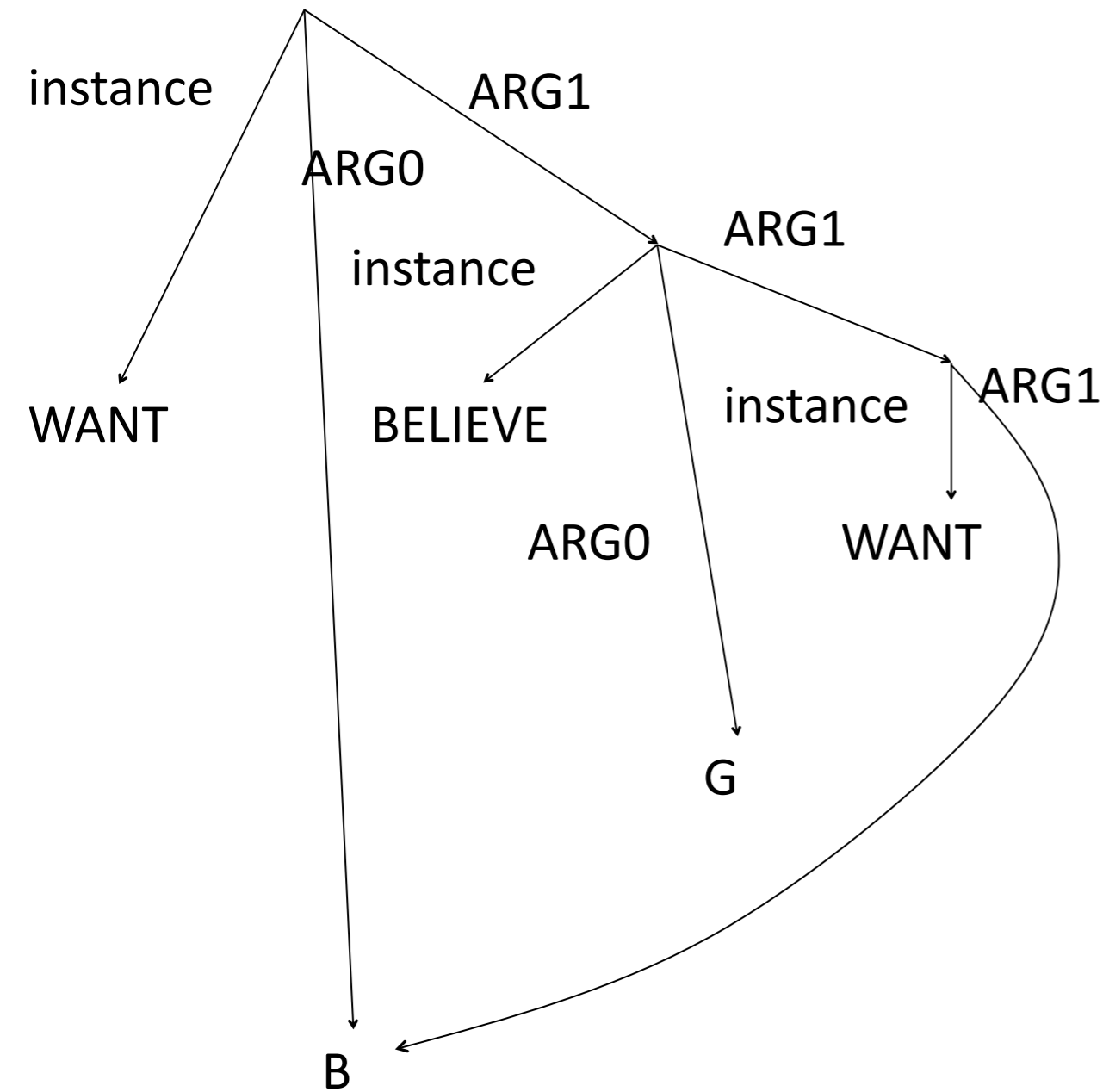
“the boy wants the girl to believe **something involving him**”



= boy wants girl to believe that he is wanted

# HRG Derivation

LET'S DERIVE THIS:

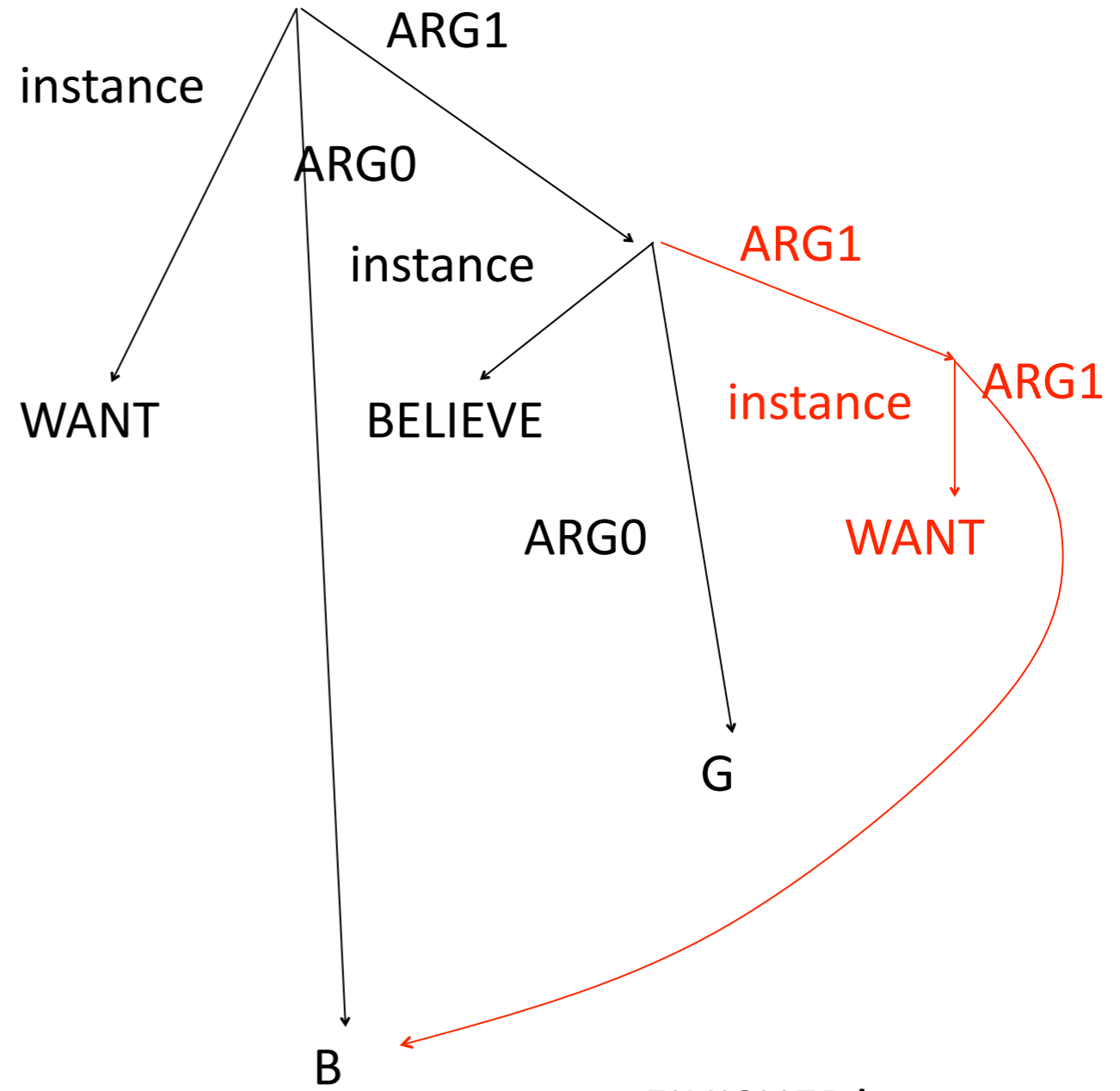
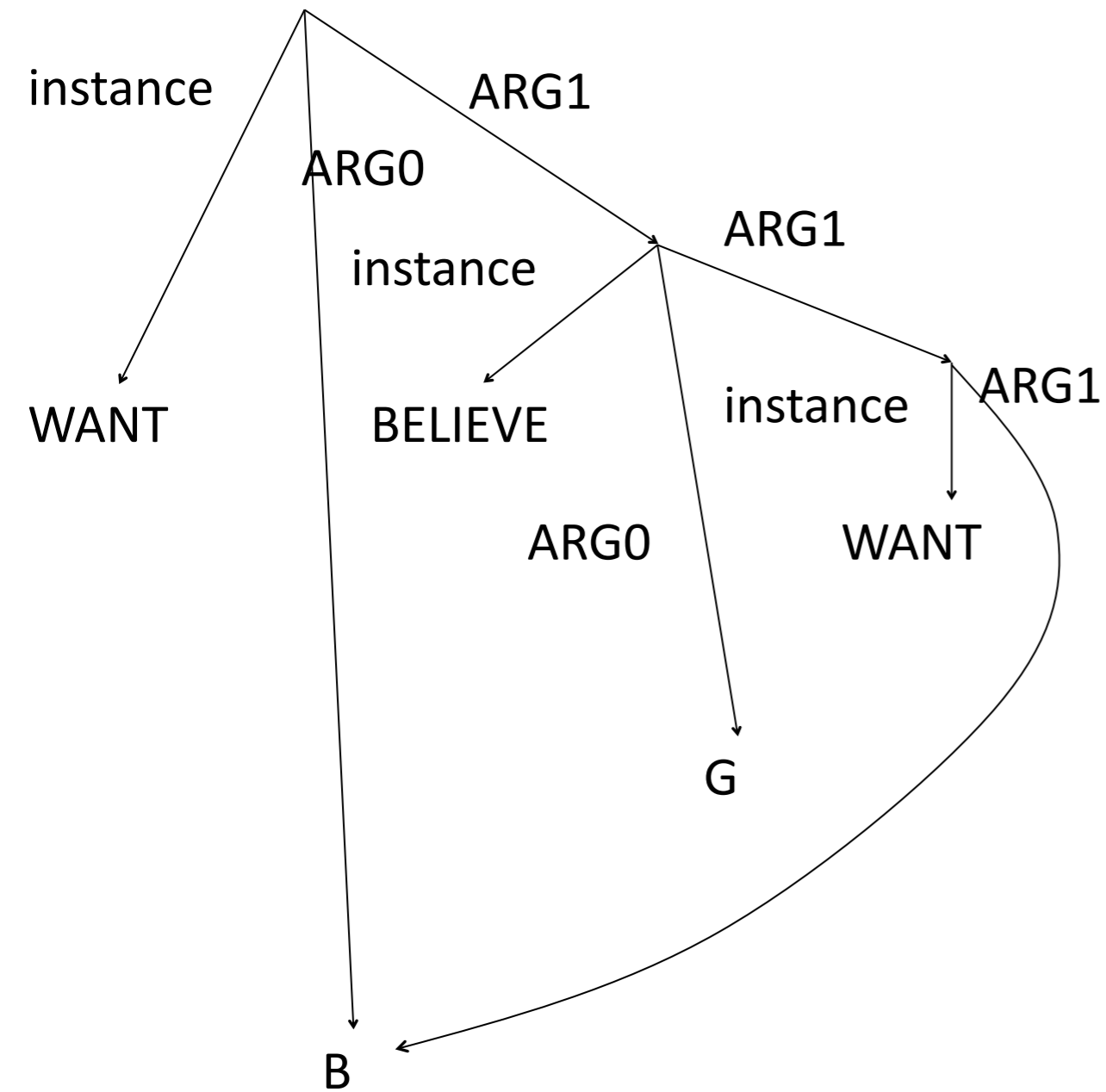


= boy wants girl to believe that he is wanted

"something involving B"

# HRG Derivation

LET'S DERIVE THIS:



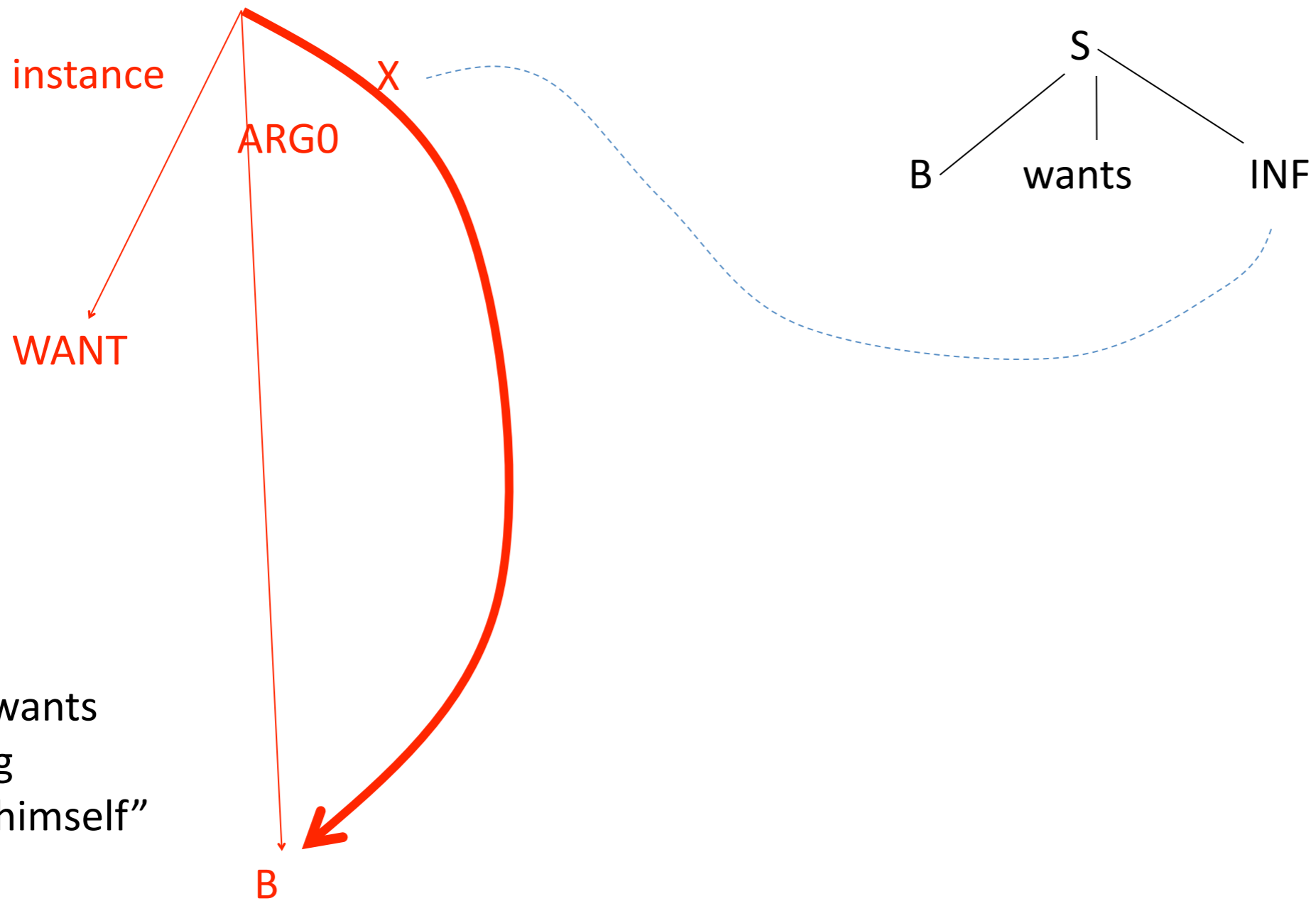
FINISHED!

= boy wants girl to believe that he is wanted

# General-Purpose Algorithms for Feature Structures (Graphs)

	String World (words)	Tree World (syntax)	Graph World (semantics)
<b>Acceptor</b>	Finite-state acceptors	Tree automata	HRG
<b>Transducer</b>	Finite-state transducers	Tree transducers	Synchronous HRG
<b>Membership checking</b>	$O(n)$	$O(n)$ for trees $O(n^3)$ for strings	$O(n^{k+1})$ for graphs
<b>N-best ...</b>	... paths through an WFSA (Viterbi, 1967; Eppstein, 1998)	... trees in a weighted forest (Jiménez & Marzal, 2000; Huang & Chiang, 2005)	... graphs in a weighted forest
<b>EM training</b>	Forward-backward EM (Baum/Welch, 1971; Eisner 2003)	Tree transducer EM training (Graehl & Knight, 2004)	EM on forests of graphs
<b>Intersection</b>	WFSA intersection	Tree acceptor intersection	Not closed
<b>Transducer composition</b>	WFST composition (Pereira & Riley, 1996)	Many tree transducers not closed under composition (Maletti et al 09)	Not closed
<b>General tools</b>	Carmel, OpenFST	Tiburón (May & Knight 10)	Bolinas

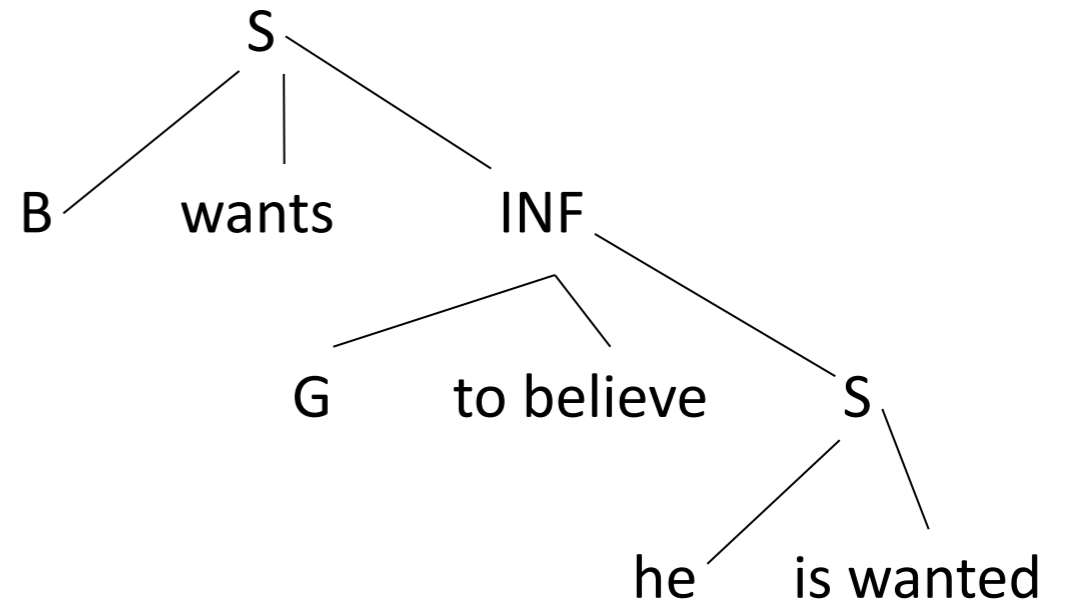
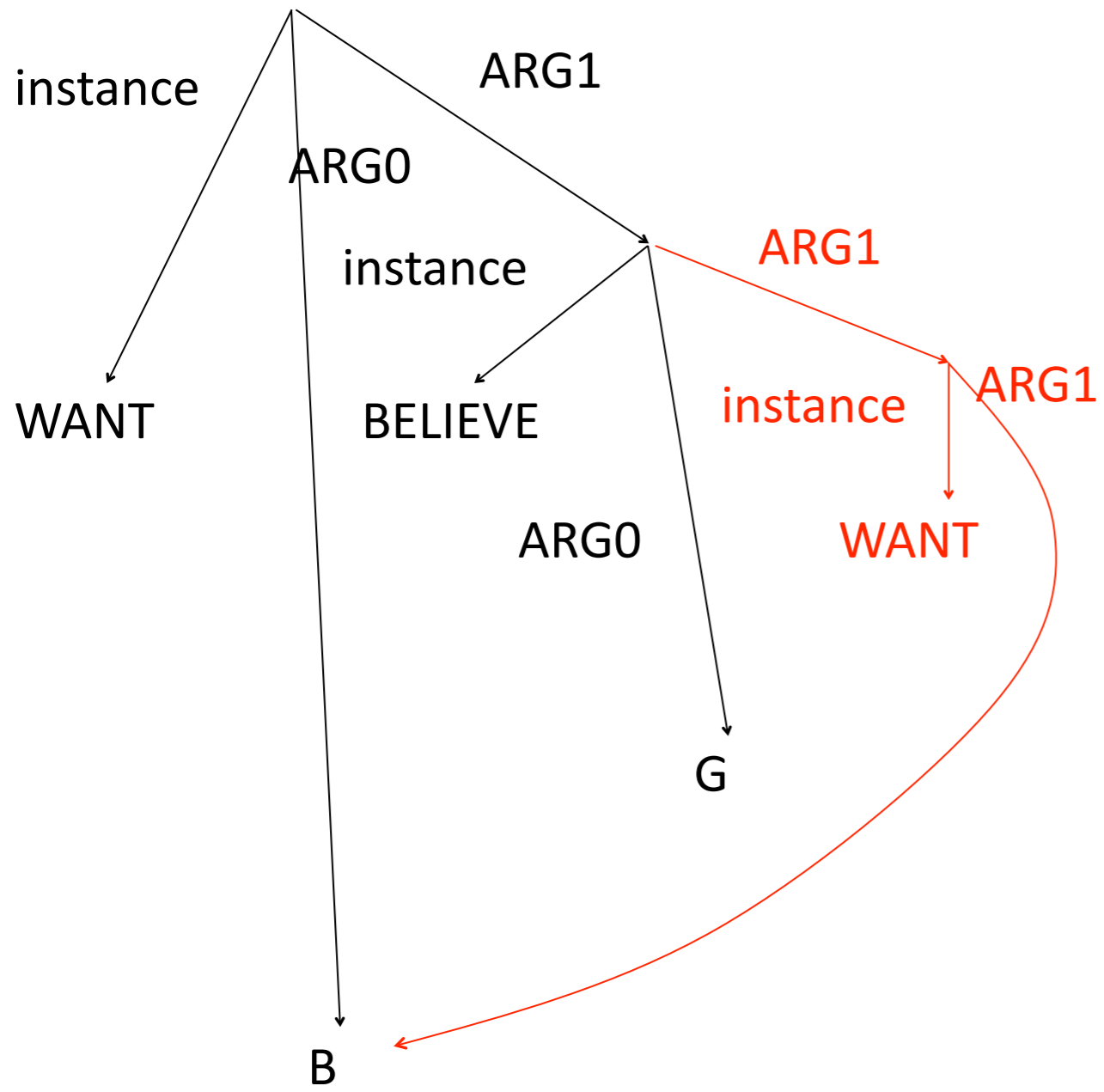
# SHRG Derivation



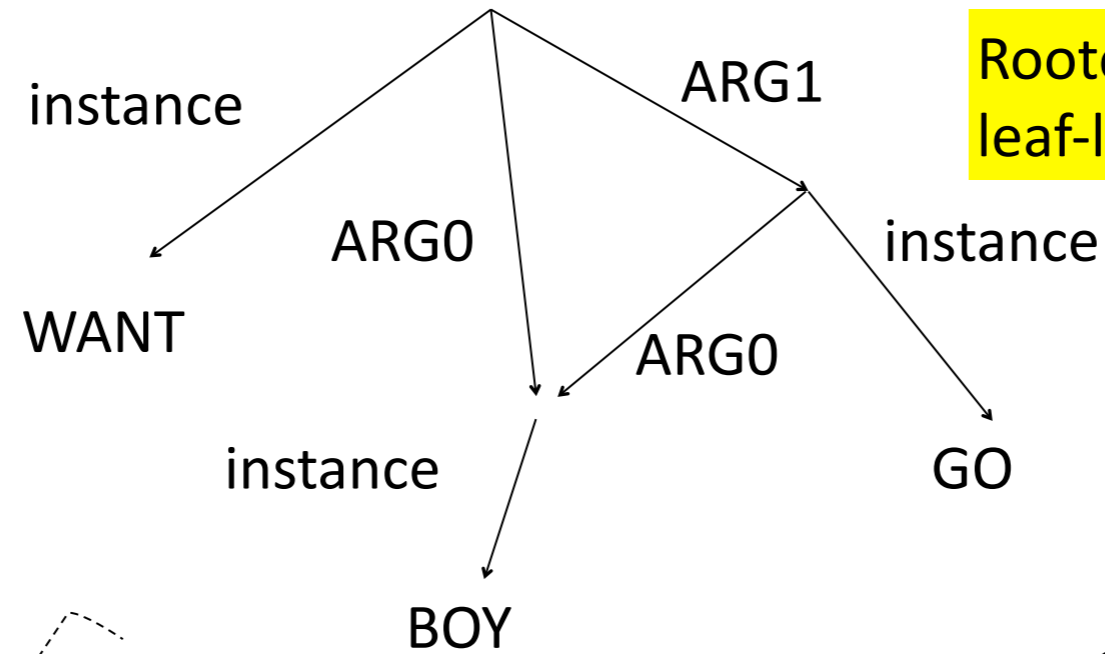




# SHRG Derivation



FINISHED!



Rooted, edge-labeled,  
leaf-labeled graph

NLU

NLG

SHRG

SHRG

source  
string

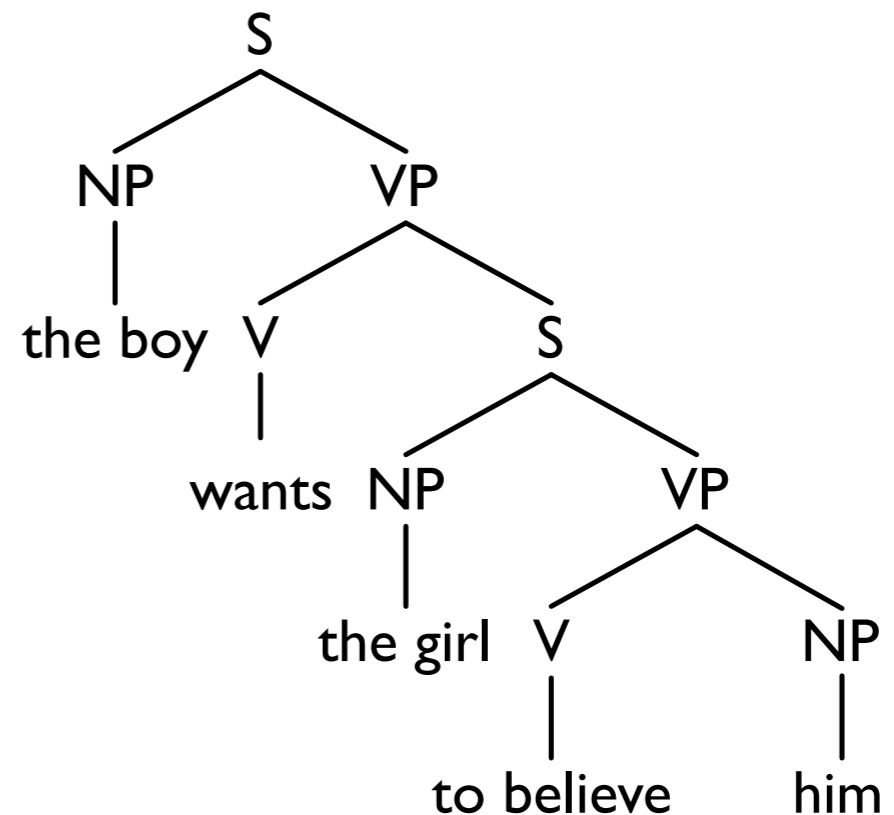
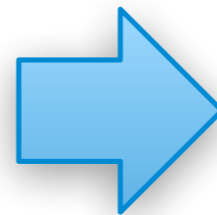
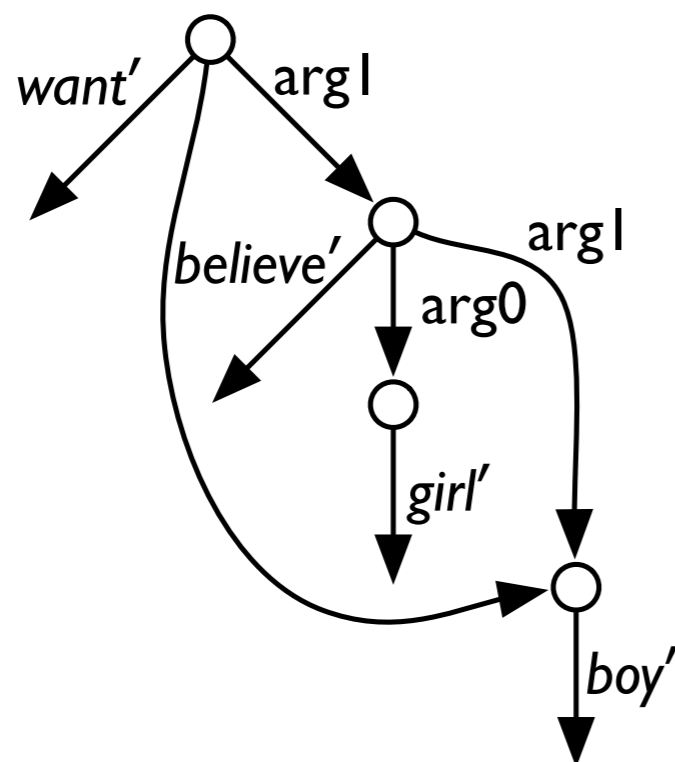
target  
string

The boy wants to go.

男孩子想去。

# Recognizing (hyper)graphs

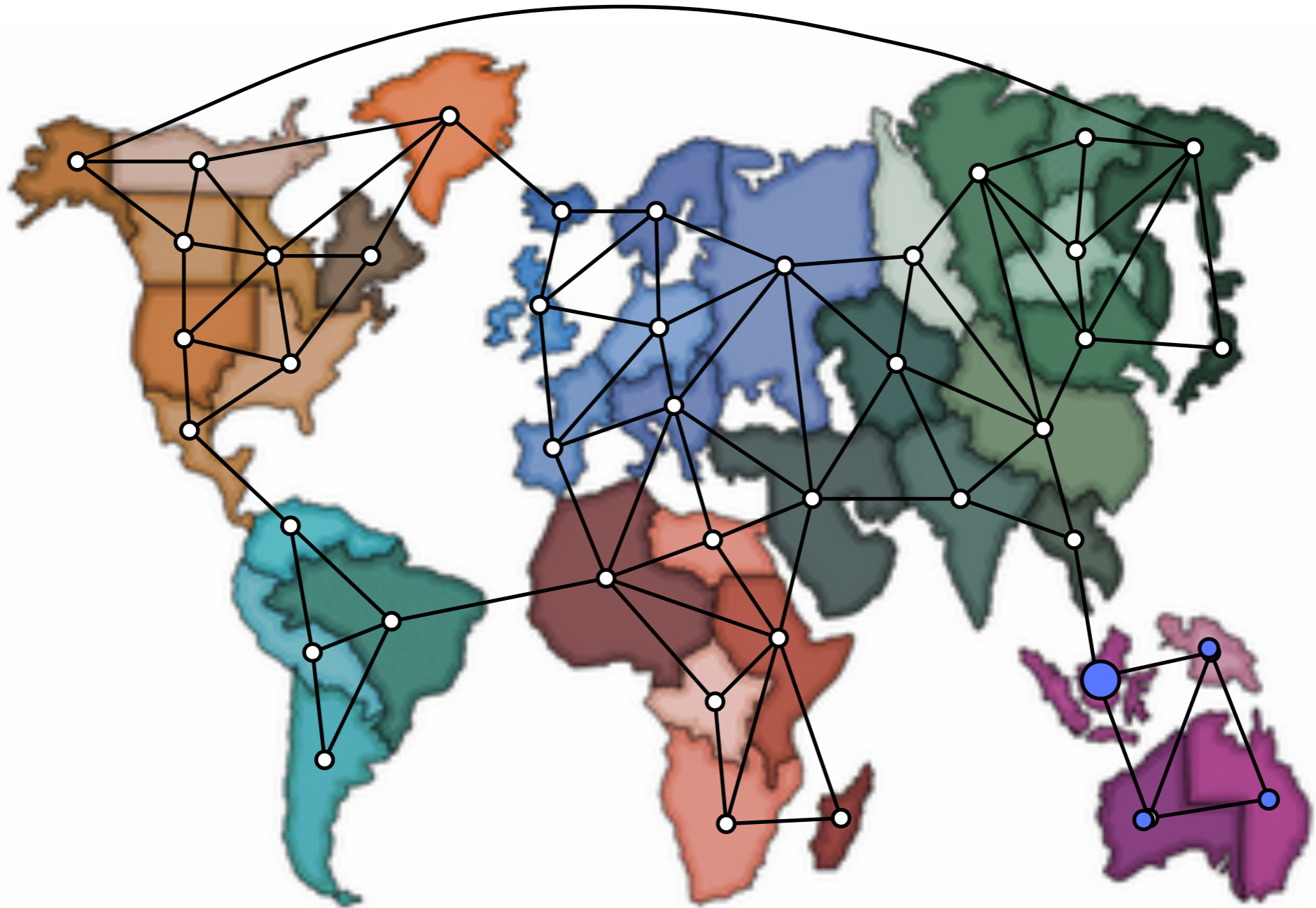
- Task: Given a graph  $H$ , find the best
  - derivation of  $H$
  - transduction of  $H$  into a syntactic tree



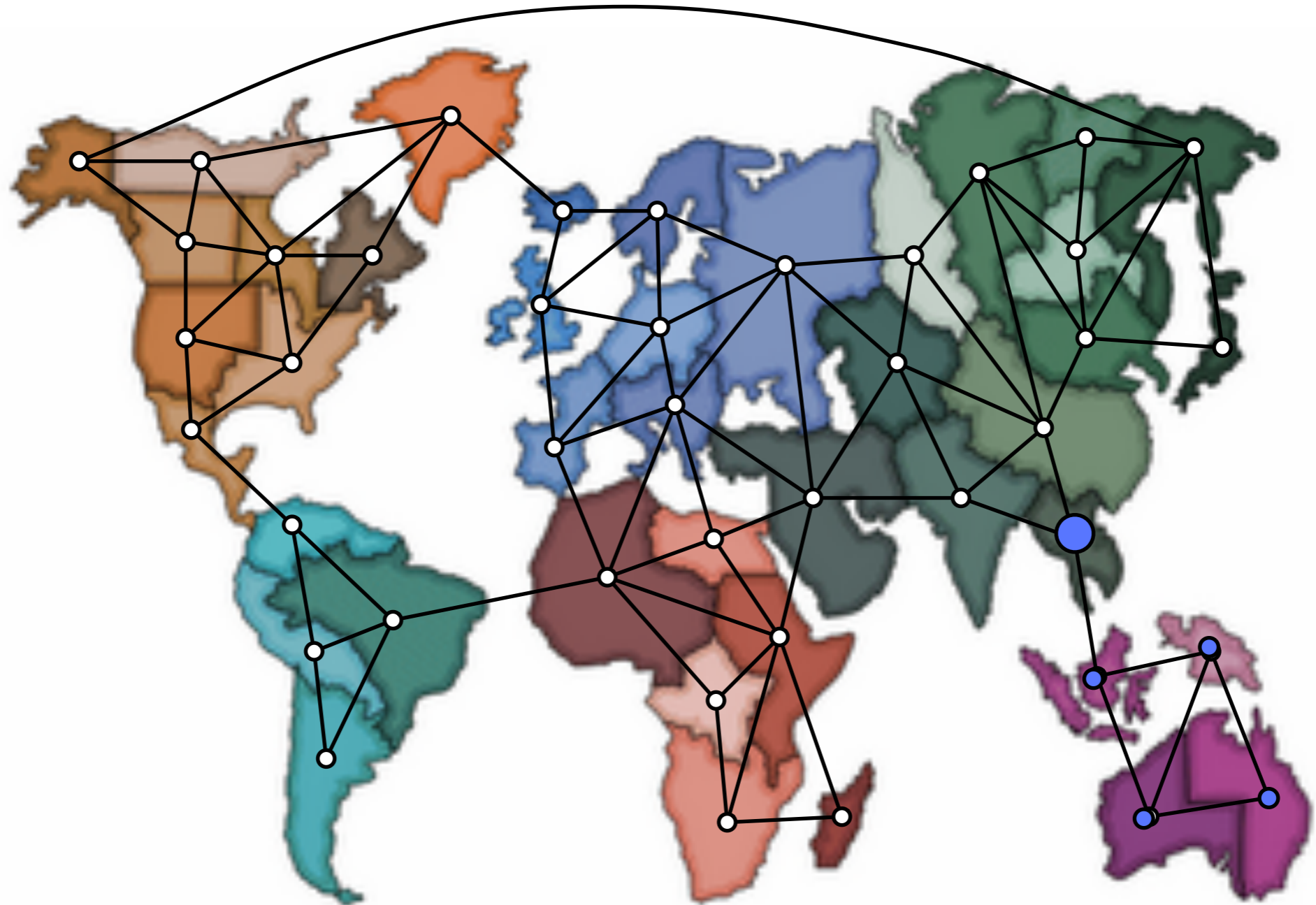
# Recognizing (hyper)graphs

- Previous algorithms (Drewes 1997) fairly theoretical
- What we want:
  - Extract a bunch of HRG rules
  - Throw out the troublemakers
  - Guarantee recognition in  $O(n^k)$  time

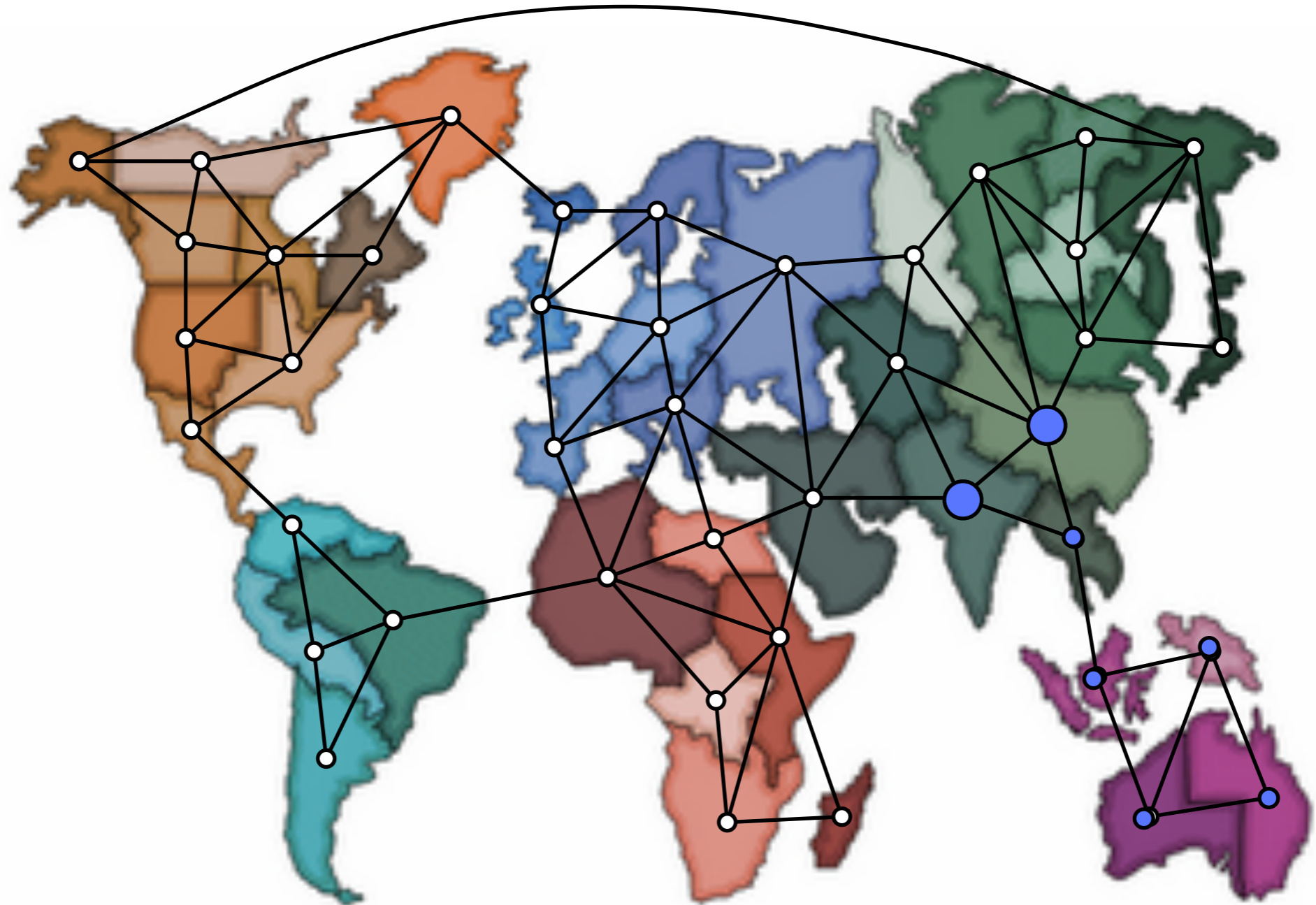
# Pathwidth



# Pathwidth

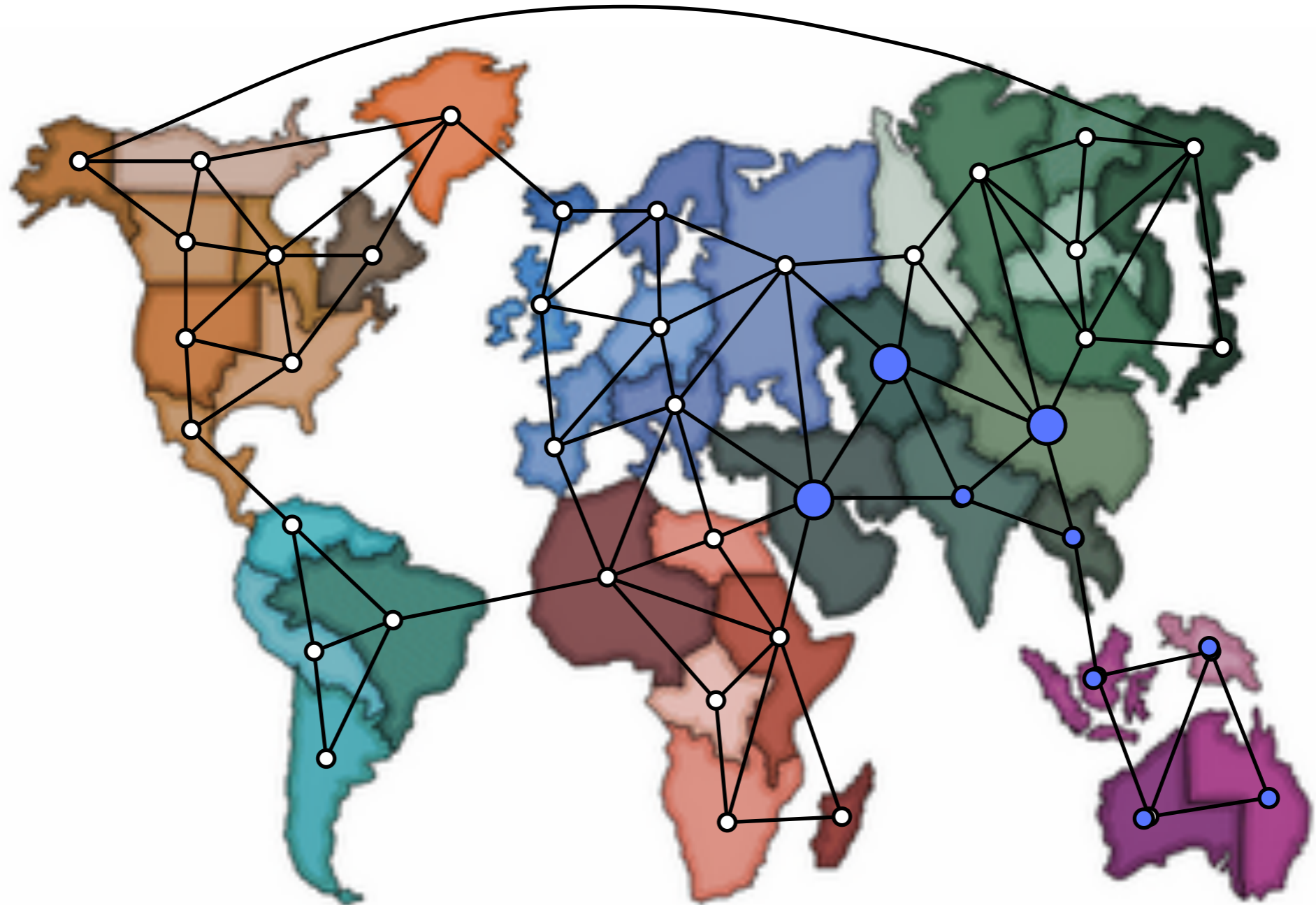


# Pathwidth

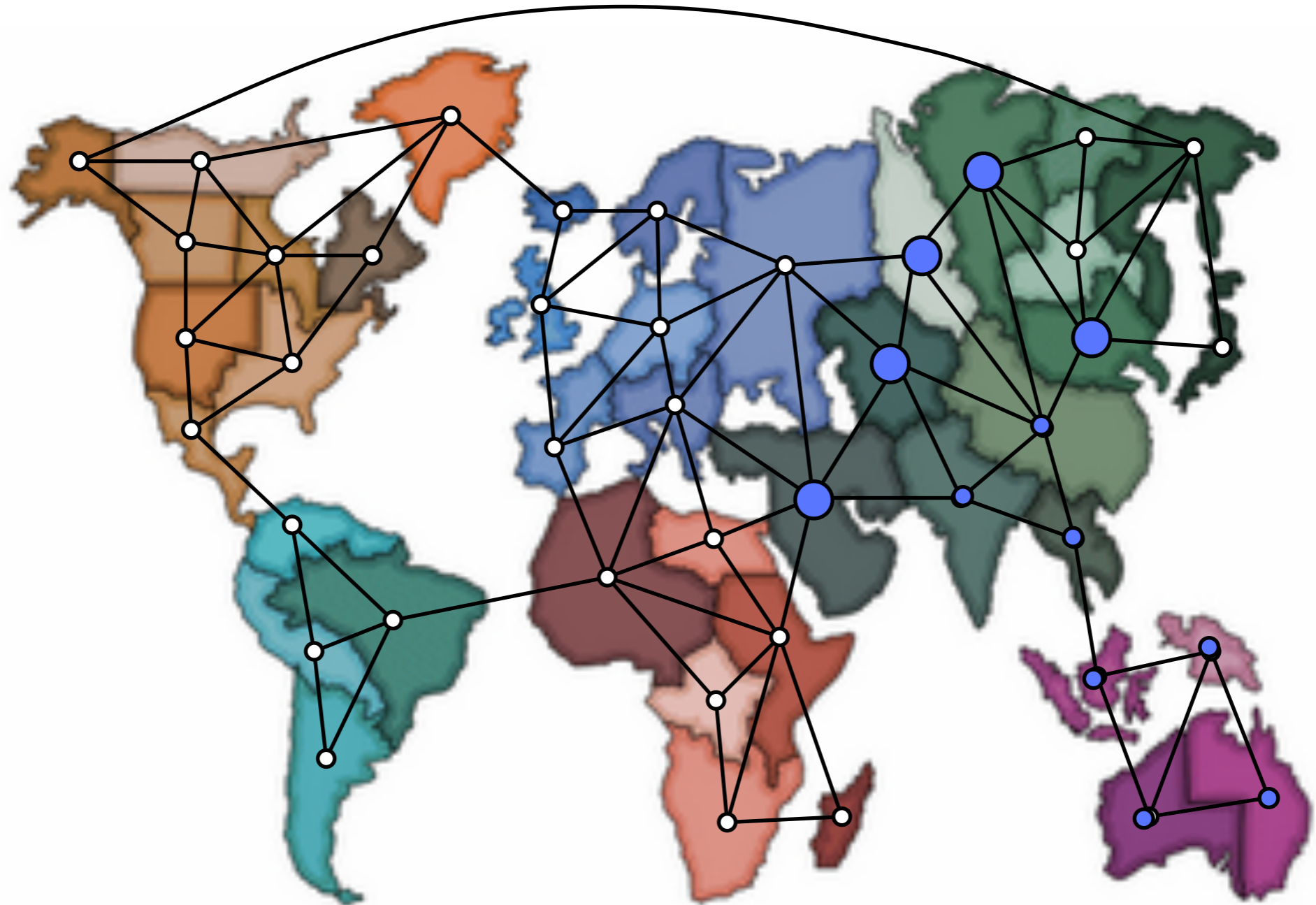




# Pathwidth



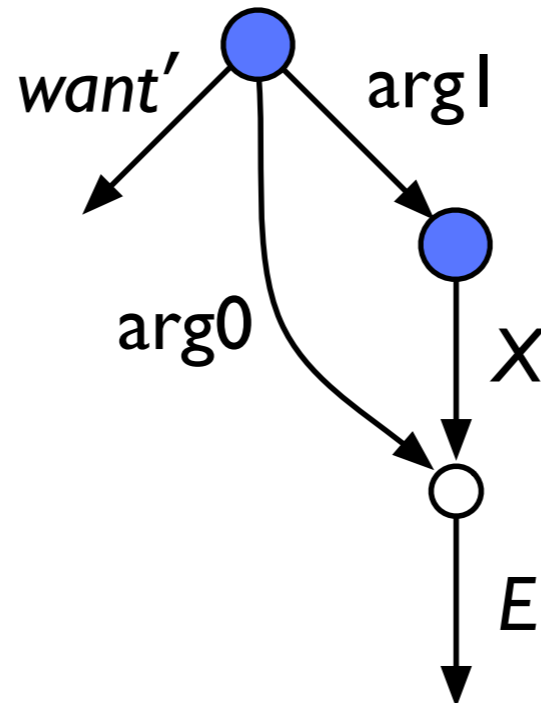
# Pathwidth



# Treewidth

- Pathwidth  $k$  = a single boundary with at most  $k$  nodes
- Treewidth  $k$  = multiple independent boundaries, each with at most  $k$  nodes

# Recognizing (hyper)graphs



treewidth 2

- If rules have treewidth at most  $k$ , we can recognize in time  $O(n^{k+1})$

# Recognizing (hyper)graphs

treewidth	runtime	continents	strings (words)	trees (syntax)	graphs (semantics)
1	$n^2$			CFG	HRG in practice
2	$n^3$	Australia S America	CFG	TAG	
3	$n^4$	Africa			
4	$n^5$	N America Europe			
5	$n^6$	Asia	TAG		