# Log-Linear Models with Structured Outputs

Natural Language Processing CS 6120—Spring 2014 Northeastern University

David Smith (some slides from Andrew McCallum)

### Overview

- Sequence labeling task (cf. POS tagging)
- Independent classifiers
- HMMs
- (Conditional) Maximum Entropy Markov Models
- Conditional Random Fields
- Beyond Sequence Labeling

#### Sequence Labeling

- Inputs:  $x = (x_1, ..., x_n)$
- Labels:  $y = (y_1, ..., y_n)$
- Typical goal: Given x, predict y
- Example sequence labeling tasks
	- Part-of-speech tagging
	- Named-entity-recognition (NER)
		- Label people, places, organizations

### **NER Example:**

#### Red Sox and Their Fans Let Loose



Fans of the slugger David Ortiz in Boston's Copley Square.

By PETE THAMEL Published: October 31, 2007

BOSTON, Oct. 30  $-$  Jonathan Papelbon turned Boston's World Series victory parade into a full-scale dance party Tuesday as the Red Sox put an exclamation point on the 2007 season.



#### First Solution: Maximum Entropy Classifier

- Conditional model  $p(y|x)$ .
	- $-$  Do not waste effort modeling  $p(x)$ , since x is given at test time anyway.
	- Allows more complicated input features, since we do not need to model dependencies between them.
- Feature functions  $f(x,y)$ :
	- $-f_1(x,y) = \{$  word is Boston & y=Location }  $-f<sub>2</sub>(x,y) = {$  first letter capitalized & y=Name }  $-f_3(x,y) = \{ x \text{ is an HTML link } \& \text{ y=Location} \}$

#### First Solution: MaxEnt Classifier

- How should we choose a classifier?
- Principle of maximum entropy
	- We want a classifier that:
		- Matches feature constraints from training data.
		- Predictions maximize entropy.
- There is a unique, exponential family distribution that meets these criteria.

#### First Solution: MaxEnt Classifier

- Problem with using a maximum entropy classifier for sequence labeling:
- It makes decisions at each position independently!

#### Second Solution: HMM

$$
P(\mathbf{y}, \mathbf{x}) = \prod_{t} P(y_t | y_{t-1}) P(x | y_t)
$$

- Defines a generative process.
- Can be viewed as a weighted finite state machine.

#### Second Solution: HMM

- How can represent we multiple features in an HMM?
	- Treat them as conditionally independent given the class label?
		- The example features we talked about are not independent.
	- Try to model a more complex generative process of the input features?
		- We may lose tractability (i.e. lose a dynamic programming for exact inference).

#### Second Solution: HMM

• Let's use a conditional model instead.

#### Third Solution: MEMM

- Use a series of maximum entropy classifiers that know the previous label.
- Define a Viterbi algorithm for inference.

$$
P(\mathbf{y} \mid \mathbf{x}) = \prod_{t} P_{y_{t-1}}(y_t \mid \mathbf{x})
$$

#### Third Solution: MEMM

- Combines the advantages of maximum entropy and HMM!
- But there is a problem…

#### Problem with MEMMs: Label Bias

• In some state space configurations, MEMMs essentially completely ignore the inputs.



• This is not a problem for HMMs, because the input sequence is generated by the model.  $t_{\text{t}}$  is the symbol output label. We present the model, describe two training procedures and

maximum entropy framework. Previously published exper-

imental results show MEMMs increasing recall and dou-

bling precision relative to HMMs in a FAQ segmentation

MEMMs and other non-generative finite-state models

based on next-state classifiers, such as discriminative

Markov models (Bottou, 1991), share a weakness we call

here the *label bias problem*: the transitions leaving a given

state compete only against each other, rather than against

all other transitions in the model. In probabilistic terms,

transition scores are the conditional probabilities of pos-

sible next states given the current state and the observa-

tion sequence. This per-state normalization of transition

scores implies a "conservation of score mass" (Bottou,

1991) whereby all the mass that arrives at a state must be

distributed among the possible successor states. An obser-

 $\alpha$  affect which destination states get the mass, but the mass, bu

#### Fourth Solution: Conditional Random Field

- Conditionally-trained, undirected graphical model.
- For a standard linear-chain structure:

$$
P(\mathbf{y} \mid \mathbf{x}) = \prod_{t} \Psi_{k}(y_{t}, y_{t-1}, \mathbf{x})
$$

$$
\Psi_{k}(y_{t}, y_{t-1}, \mathbf{x}) = \exp\left(\sum_{k} \lambda_{k} f(y_{t}, y_{t-1}, \mathbf{x})\right)
$$

#### Fourth Solution: CRF

- Have the advantages of MEMMs, but avoid the label bias problem.
- CRFs are globally normalized, whereas MEMMs are locally normalized.
- Widely used and applied. CRFs give state-the-art results in many domains.

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- Have the advantages of MEMMs, but avoid the label bias problem.
- CRFs are globally normalized, whereas MEMMs are locally normalized.
- Widely used and applie state-the-art results in  $n = R$  emember,  $\overline{Z}$  is the

normalization constant. How do we compute it?

# CRF Applications

- Part-of-speech tagging
- Named entity recognition
- Document layout (e.g. table) classification
- Gene prediction
- Chinese word segmentation
- Morphological disambiguation
- **Citation parsing**
- Etc., etc.

The Phoenicians came from the Red Sea

 $\bigcirc$  $B - E$  $\bigcap$ **B-L** -l-L  $\bigcap$  $\bigcap$ from the Red Phoenicians came The Sea









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### Overview

- What computations do we need?
- Smoothing log-linear models
- MEMMs vs. CRFs again
	- Action-based parsing and dependency parsing

#### **Recipe for a Condition** MaxEnt Classifier Recipe for a Conditional Recipe for a Conditional Recipe for Conditional Training of p(y | x)

1.Gather constraints/features from training data 1. Gather constraints from training data: .Gather constraints/features from

**2.**Initialize  $\alpha_{iy} = \tilde{E}[f_{iy}] = \sum_{x_i, y_i \in D} f_i$ 3. Classify training  $\sum_{k=1}^{J^{n}J} \sum_{i=1}^{J^{n}J} \sum_{p_{\alpha}(y'|x_{i})} f_{i\alpha}(x_{i}, y')$  alculate expectations 4.Gradient is 5. Take a step in the direction of the gradient 6. Repeat from 3 until convergence  $\mathcal{L}$ . Initialize  $\mathcal{L}^{a}$   $\alpha_{iy}$   $\mathcal{L}^{a}$  $\omega_j$ ,  $\omega_j$ assify trainiı  $\mathbf{5.5}$  Cradient is  $\tilde{E}$   $\omega_{\text{U}yy}$   $\omega_{\text{U}yy}$ 43  $\alpha_{iy} = E[j_{iy}] = \sum_{z} I_{iy}(x_j, y_j)$  $\overline{C}$  interval parameters to  $\overline{C}$ **3. Classify training**  $E_{\Theta}[f_{iy}] = \sum_{\alpha} \sum_{\beta} p_{\Theta}(y'|x_i) f_{iy}(x_i, y')$  are dectations. 4. Gradient is  $\overline{\mathcal{L}}$   $\overline{\$  $\overline{\mathbf{r}}$  $\mathcal{L}_{\Theta}[J_{iy}] = \sum_{\mathcal{L}} P_{\Theta}[y | x_j] J_{iy}(x_j, y)]$ ations  $E_0$ radient is  $|E|$ .  $\frac{1}{2}$ . The  $\frac{1}{2}$  step in the direction of the gradient Re a step in the an eccion of the  $8^{\circ}$ 

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 $6311$
### Gradient-Based Training

- $\lambda := \lambda$  + rate \* Gradient(F)
- After all training examples? (batch)
- After every example? (on-line)
- Use second derivative for faster learning?
- A big field: numerical optimization

## Overfitting

- If we have too many features, we can choose weights to model the training data perfectly
- If we have a feature that only appears in spam training, not ham training, it will get weight  $\infty$  to maximize  $p$ (spam | feature) at 1.
- These behaviors
	- Overfit the training data
	- Will probably do poorly on test data

### Solutions to Overfitting

- Throw out rare features.
	- Require every feature to occur  $>$  4 times, and  $>$  0 times with ling, and  $> 0$  times with spam.
- Only keep, e.g., 1000 features.
	- Add one at a time, always greedily picking the one that most improves performance on held-out data.
- Smooth the observed feature counts.
- Smooth the weights by using a prior.
	- max  $p(\lambda|data) = max p(\lambda, data) = p(\lambda)p(data|\lambda)$
	- decree  $p(\lambda)$  to be high when most weights close to 0

# Smoothing with Priors

- What if we had a prior expectation that parameter values wouldn't be very large?
- We could then balance evidence suggesting large (or infinite) parameters against our prior expectation.
- The evidence would never totally defeat the prior, and parameters would be smoothed (and kept finite)
- We can do this explicitly by changing the optimization objective to maximum posterior likelihood:

 $\log P(y, \lambda | x) = \log P(\lambda) + \log P(y | x, \lambda)$ 

Posterior Prior Likelihood



#### Smoothing: Priors

- Gaussian, or quadratic, priors:
	- limitarition: parameters shouldn't be large.
	- Formalization: prior expectation that each parameter will be distributed according to a gaussian with mean  $\mu$  and variance  $\sigma^2$ .

$$
P(\lambda_i) = \frac{1}{\sigma_i \sqrt{2\pi}} \exp\left(-\frac{(\lambda_i - \mu_i)^2}{2\sigma_i^2}\right)
$$

- Penalizes parameters for drifting to far from their mean prior value (usually  $\mu=0$ ).
- $\blacksquare$  2 $\sigma^2$ =1 works surprisingly well.



#### Parsing as Structured Prediction

#### Shift-reduce parsing



Ambiguity may lead to the need for backtracking.

#### Shift-reduce parsing



and a

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#### Shift-reduce parsing



Ambiguity may lead to the need for backtracking.

Train log-linear model of p(action | context)

#### Compare to an MEMM

#### Shift-reduce parsing



Ambiguity may lead to the need for backtracking

Train log-linear model of p(action | context)

• Linear model for scoring structures

 $score(out, in) = \theta \cdot features(out, in)$ 

- Linear model for scoring structures
- Get a probability distribution by normalizing

$$
score(out, in) = \theta \cdot \mathbf{features}(out, in)
$$

$$
p(out \mid in) = \frac{1}{Z} e^{score(out, in)} \quad Z = \sum_{out' \in GEN(in)} e^{score(out', in)}
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	- ✤ Viz. logistic regression, Markov random fields, undirected graphical models

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- Linear model for scoring structures
- Get a probability distribution by normalizing
	- ✤ Viz. logistic regression, Markov random fields, undirected graphical models
- Inference: sampling, variational methods, dynamic programming, local search, ...
- Training: maximum likelihood, minimum risk, etc.

29  $p(out \mid in) = \frac{1}{Z}$  $\frac{1}{Z}e^{score(out,in)}$ Usually the  $\text{score}(out, in) = \theta \cdot \text{features}(out, in)$ bottleneck in NLP  $Z = \sum$  $out$ <sup> $\in$ </sup>*GEN* $(in)$  $e^{score(out',in)}$ 

*With latent variables*

- Several layers of linguistic structure
- Unknown correspondences
- Naturally handled by probabilistic framework
- Several inference setups, for example:

 $p(out_1 \mid in) = \sum p(out_1, out_2, alignment \mid in)$ *out*2*,alignment*

*With latent variables*

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$$
p(out_1 | in) = \sum_{out_2, alignment} p(out_1, out_2, alignment | in)
$$
  
Another computational problem

- No global features of a parse (McDonald et al. 2005)
- Each feature is attached to some edge
- MST or CKY-like DP for fast  $O(n^2)$  or  $O(n^3)$  parsing

**Byl** jasný studený dubnový den a hodiny odbíjely třináctou

• Is this a good edge?



• How about this competing edge?












- Which edge is better?
	- "bright day" or "bright clocks"?



- Which edge is better?
- Score of an edge  $e = \theta \cdot$  **features**(e)
- Standard algos  $\rightarrow$  valid parse with max total score



- Which edge is better? our current weight vector
- Score of an edge  $e = \theta$  **features**(e)
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- **First, a familiar example** 
	- □ Conditional Random Field (CRF) for POS tagging



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Possible tagging (i.e., assignment to remaining variables)



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"Unary" factor evaluates this tag



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- First, a labeling example
	- CRF for POS tagging
- Now let's do dependency parsing!
	- ✤ O(n2) boolean variables for the possible links



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- What factors determine parse probability?
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- But what if the best assignment isn't a tree?



### • What factors determine parse probability?

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	- ✤ Global TREE factor to *require* links to form a legal tree



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	- ✤ Second order effects: factors on 2 variables
		- Grandparent–parent–child chains
		- No crossing links
		- **Siblings**
	- ✤ Hidden morphological tags
	- ✤ Word senses and subcategorization frames

## Great Ideas in ML: Message Passing

### Great Ideas in ML: Message Passing *Count the soldiers*



### Great Ideas in ML: Message Passing *Count the soldiers*



you

you

#### **adapted from MacKay (2003) textbook**

you





### Great Ideas in ML: Message Passing *Count the soldiers*



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**adapted from MacKay (2003) textbook**



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**… …**  $\mathrm{v}$  0.3  $\overline{V}$  $\overline{\mathbf{n}}$  $\overline{a}$ **α** <sup>2</sup> **β** belief message d<sup>a 4</sup> 2 message  $Y^{12}$  $11$  $A^{11}7$  $\blacksquare$  In the CRF, message passing = forward-backward= "sum-product algorithm" 3  $\frac{1}{2}$  | 1 a 6  $v \mid n$  $\mathrm{v}$  0 2  $n$  | 2  $a \mid 0 \mid 3$  $\Gamma$  $v$  0 2 1  $n + 2$  1 0  $\overline{3}$ 



 $n \mid 0$ 

a  $\vert$  0.1













## Sum-Product Equations

■ Message from variable *v* to factor *f* 

$$
m_{v \to f}(x) = \prod_{f' \in N(v) \setminus \{f\}} m_{f' \to v}(x)
$$

■ Message from factor *f* to variable *v* 

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**propagation**

**belief propagation**











- Loopy belief propagation is easy for local factors
- How do combinatorial factors (like TREE) compute the message to the link in question?
	- ✤ "Does the TREE factor think the link is probably **t** given the messages it receives from *all* the other links?"



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Old-school parsing to the rescue!

link in an edge-factored parser This is the **outside probability** of the link in an edge-factored parser!

∴TREE factor computes all outgoing messages at once (given all incoming messages)

Projective case: total  $O(n^3)$  time by inside-outside

**… find preferred links …** Non-projective: total  $O(n^3)$  time by inverting Kirchhoff matrix

# Graph Theory to the Rescue!

Tutte's **Matrix-Tree Theorem** (1948) The **determinant** of the Kirchoff (aka Laplacian) adjacency matrix of directed graph *G* without row and column *r* is equal to the **sum of scores of all directed spanning trees** of *G* rooted at node *r*.



# Graph Theory to the Rescue!

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Exactly the *Z* we need!


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#### *O(n3)* time!

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Exactly the *Z* we need!







$$
\begin{bmatrix}\n0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\
0 & 0 & -s(2,1) & \cdots & -s(n,1) \\
0 & -s(1,2) & 0 & \cdots & -s(n,2) \\
\vdots & \vdots & \vdots & \ddots & \vdots \\
0 & -s(1,n) & -s(2,n) & \cdots & 0\n\end{bmatrix}
$$

- lNegate edge scores
- Sum columns (children)
- Strike root row/col.
- Take determinant





$$
\begin{bmatrix}\n0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\
0 & 0 & -s(2,1) & \cdots & -s(n,1) \\
0 & -s(1,2) & 0 & \cdots & -s(n,2) \\
\vdots & \vdots & \vdots & \ddots & \vdots \\
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$$
\begin{bmatrix}\n0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\
0 & \sum_{j\neq 1} s(1,j) & -s(2,1) & \cdots & -s(n,1) \\
0 & -s(1,2) & \sum_{j\neq 2} s(2,j) & \cdots & -s(n,2) \\
\vdots & \vdots & \vdots & \ddots & \vdots \\
0 & -s(1,n) & -s(2,n) & \cdots & \sum_{j\neq n} s(n,j)\n\end{bmatrix}
$$

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- **In Negate edge scores Sum columns** (children) **Strike root row/col.** 
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- lNegate edge scores **Sum columns** (children) **Strike root row/col.**
- **Take determinant**

*N.B.: This allows multiple children of root, but see Koo et al. 2007.*

- Linear time
- Online
- Train a classifier to predict next action
- Deterministic or beam-search strategies
- But... generally less accurate

**Arc-Eager Shift-Reduce Parsing [Nivre 2003]** Arc-eager shift-reduce parsing (Nivre, 2003)

**Start state:** ([ ]*,* [1*,..., n*]*, { }*) **Final state:** (*S,* [ ]*,A*)



Bare-Bones Dependency Parsing 20(30)





Arc-eager shift-reduce parsing (Nivre, 2003)



*Shift*





Arc-eager shift-reduce parsing (Nivre, 2003)



*Shift*



Arc-eager shift-reduce parsing (Nivre, 2003)



*SBJ*

VG **OBJ SB** did who you see

#### Transition-Based Parsing Parsing Methods and the set of th

Arc-eager shift-reduce parsing (Nivre, 2003)



*Reduce*





Arc-eager shift-reduce parsing (Nivre, 2003)



*SBJ*

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