CMP462: Natural Language Processing

Lecture 09: CKY Parser

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Agenda

- CKY Parsing Algorithm
- Worked example
- Parsing Evaluation
- PCFG Training

Acknowledgment:
Most slides adapted from Chris Manning and Dan Jurafsky's NLP class on Coursera.

Review: Context Free Grammars (CFGs)

- G = (T, N, S, R)
  - T is a set of terminal symbols e.g. fish, people
  - N is a set of nonterminal symbols e.g. NP, VP
  - S is the start symbol ($S \in N$)
  - R is a set of rules/productions of the form $X \rightarrow \gamma$ where $X \in N$ and $\gamma \in (N \cup T)^*$ e.g. S → NP VP

- A grammar G generates a language L.

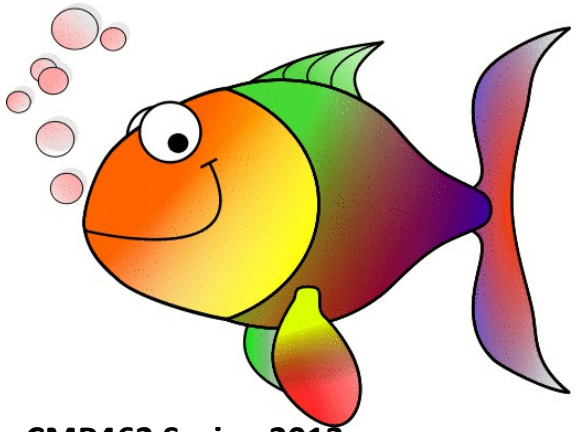
Review: Probabilistic Context Free Grammars (PCFGs)

- G = (T, N, S, R, P)
  - T is a set of terminal symbols
  - N is a set of nonterminal symbols
  - S is the start symbol (S ∈ N)
  - R is a set of rules/productions of the form $X \rightarrow \gamma$
  - P is a probability function
    - P: R → [0,1]
    - $\forall X \in N, \sum_{X \rightarrow \gamma \in R} P(X \rightarrow \gamma) = 1$

Review: A PCFG

S → NP VP	1.0	
VP → V NP	0.6	Sum to 1
VP → V NP PP	0.4	
NP → NP NP	0.1	Sum to 1
NP → NP PP	0.2	
NP → N	0.7	
PP → P NP	1.0	

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0



[With empty NP removed so less ambiguous]

Review: The probability of trees and strings

- P(t) – The probability of a tree t is the product of the probabilities of the rules used to generate it.
- P(s) – The probability of the string s is the sum of the probabilities of the trees which have that string as their yield

$$P(s) = \Sigma_j P(t) \text{ where } t \text{ is a parse of } s$$

Review: Chomsky Normal Form

- All rules are of the form $X \rightarrow Y\ Z$ or $X \rightarrow w$
  - $X, Y, Z \in N$ and $w \in T$
- A transformation to this form doesn't change the weak generative capacity of a CFG
  - That is, it recognizes the same language
    - But maybe with different trees
- Transformations:
  - Empties and unaries are removed recursively
  - n-ary rules are divided by introducing new nonterminals (n > 2)

Original CFG

S → NP VP

VP → V NP

VP → V NP PP

NP → NP NP

NP → NP PP

NP → N

NP → *e*

PP → P NP

N → people

N → fish

N → tanks

N → rods

V → people

V → fish

V → tanks

P → with

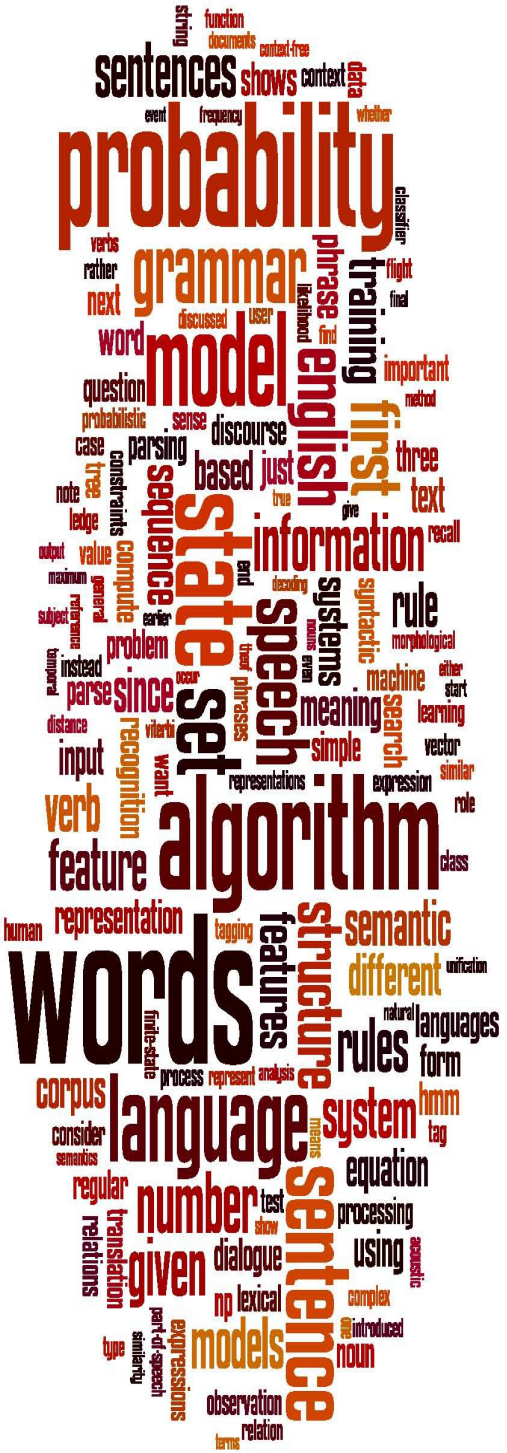
people fish tanks

people fish with rods

CFG in Chomsky Normal Form

S → NP VP
VP → V NP
S → V NP
VP → V @VP_V
@VP_V → NP PP
S → V @S_V
@S_V → NP PP
VP → V PP
S → V PP
NP → NP NP
NP → NP PP
NP → P NP
PP → P NP

NP → *people*
NP → *fish*
NP → *tanks*
NP → *rods*
V → *people*
S → *people*
VP → *people*
V → *fish*
S → *fish*
VP → *fish*
V → *tanks*
S → *tanks*
VP → *tanks*
P → *with*
PP → *with*

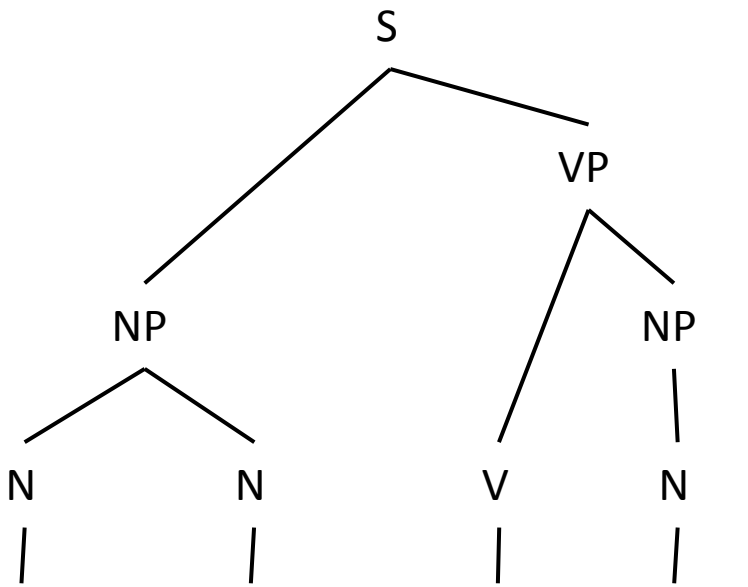


CKY Parsing

Exact polynomial time parsing of (P)CFGs

Constituency Parsing

Arrive at a parse tree consistent with the grammar



Start with a sentence

PCFG

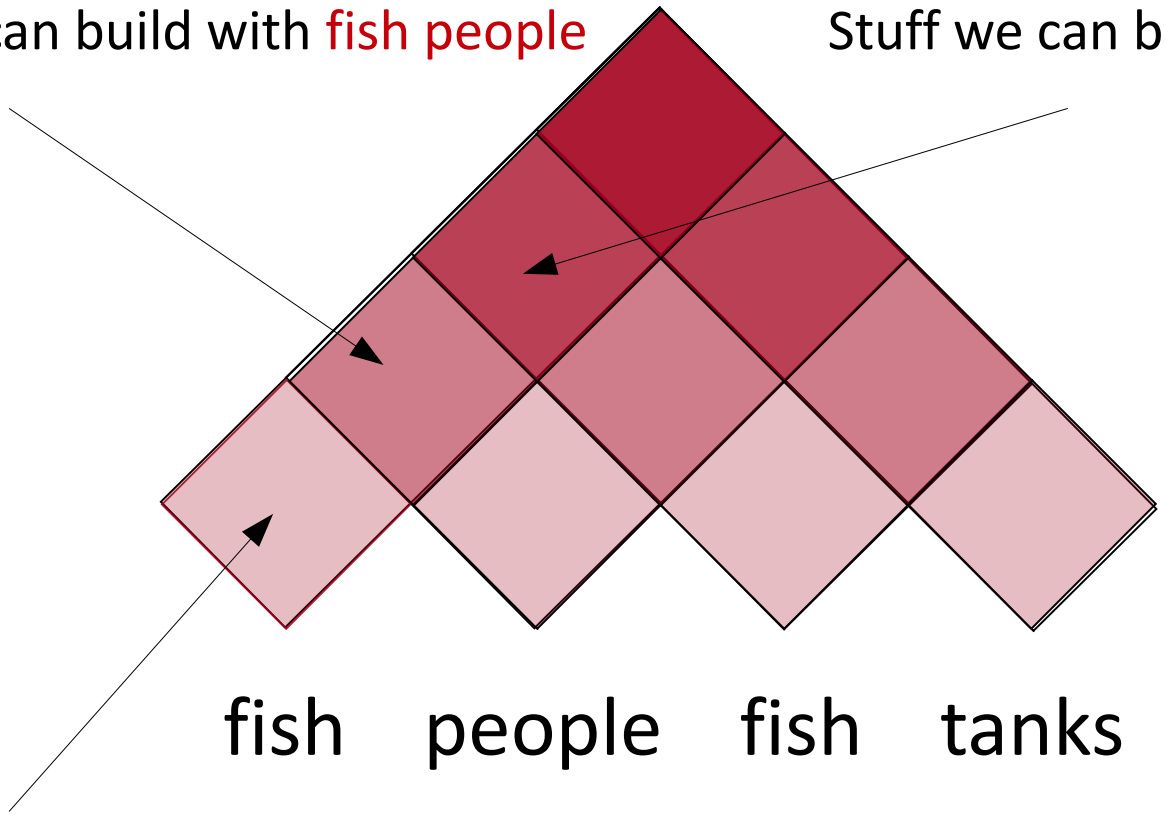
Rule	Prob θ_i
$S \rightarrow NP\ VP$	θ_0
$NP \rightarrow NP\ NP$	θ_1
...	
$N \rightarrow$ fish	θ_{42}
$N \rightarrow$ people	θ_{43}
$V \rightarrow$ fish	θ_{44}
...	

Cocke-Kasami-Younger (CKY) Constituency Parsing

Parse Triangle or Chart

Stuff we can build with fish people

Stuff we can build with fish people fish



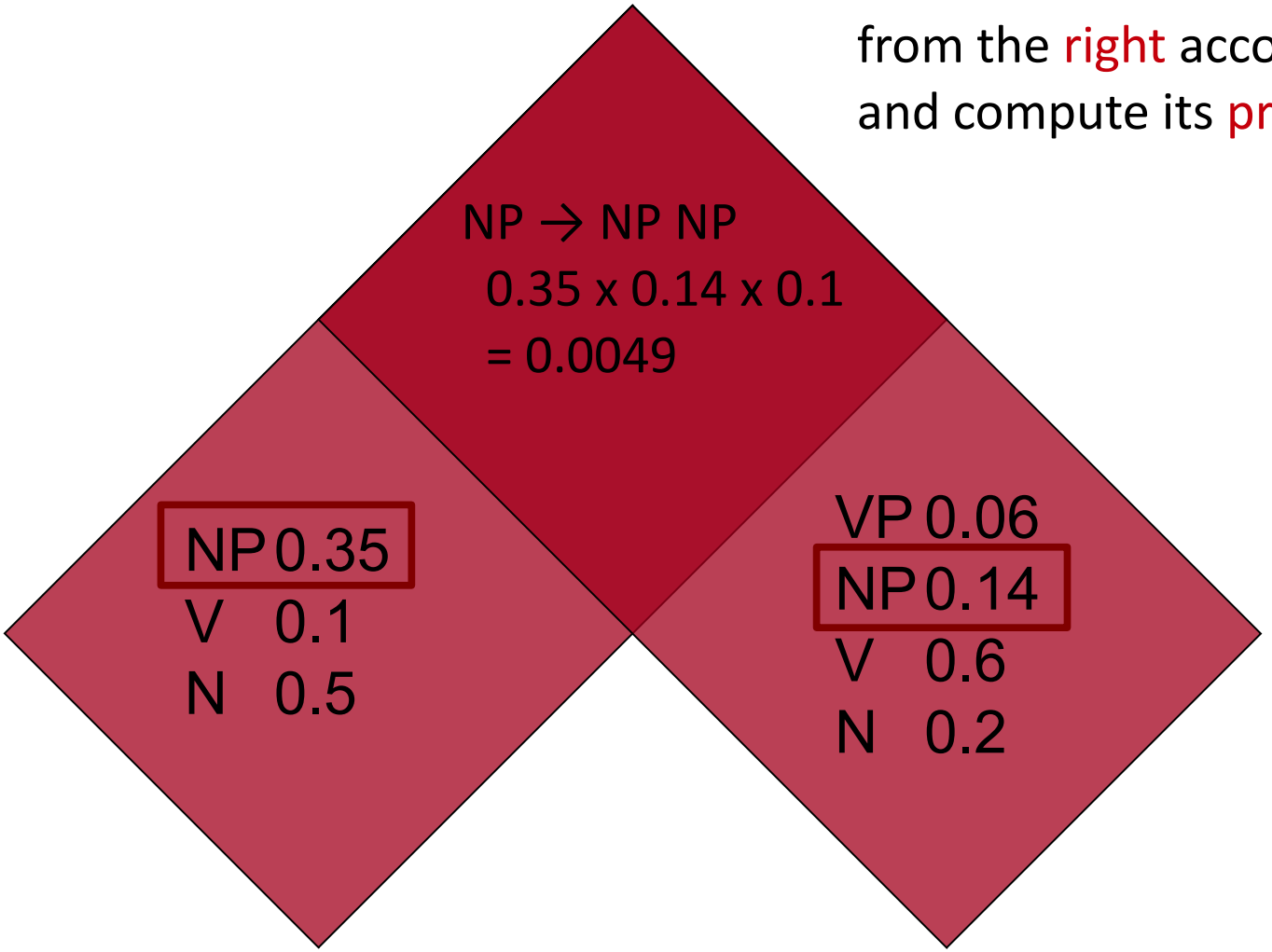
Fill chart bottom-up

fish people fish tanks

Stuff we can build with fish

Viterbi (Max) Scores

Combine a constituent from the left with one from the right according to a grammar rule and compute its probability



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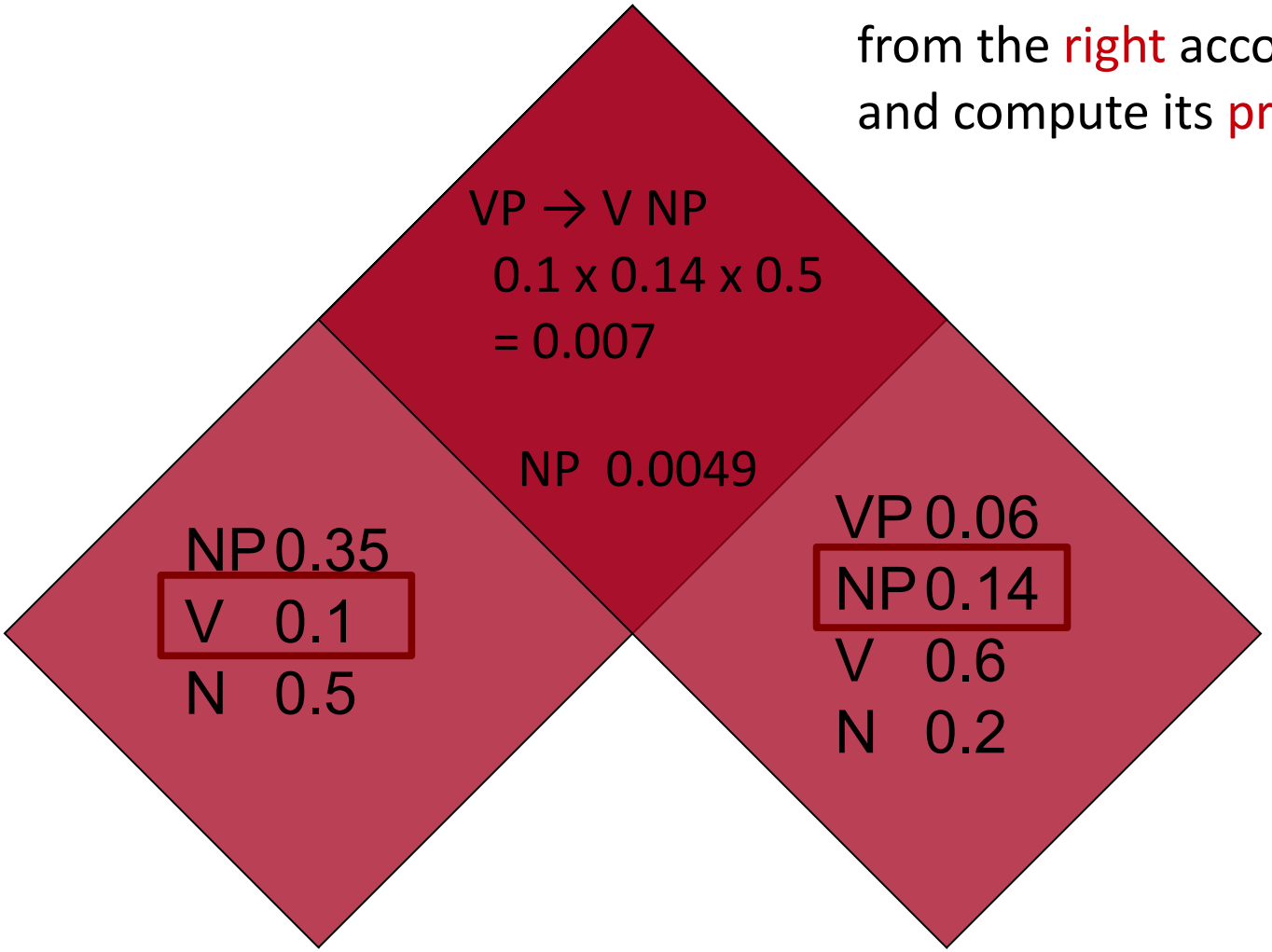
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

Viterbi (Max) Scores

Combine a constituent from the left with one from the right according to a grammar rule and compute its probability



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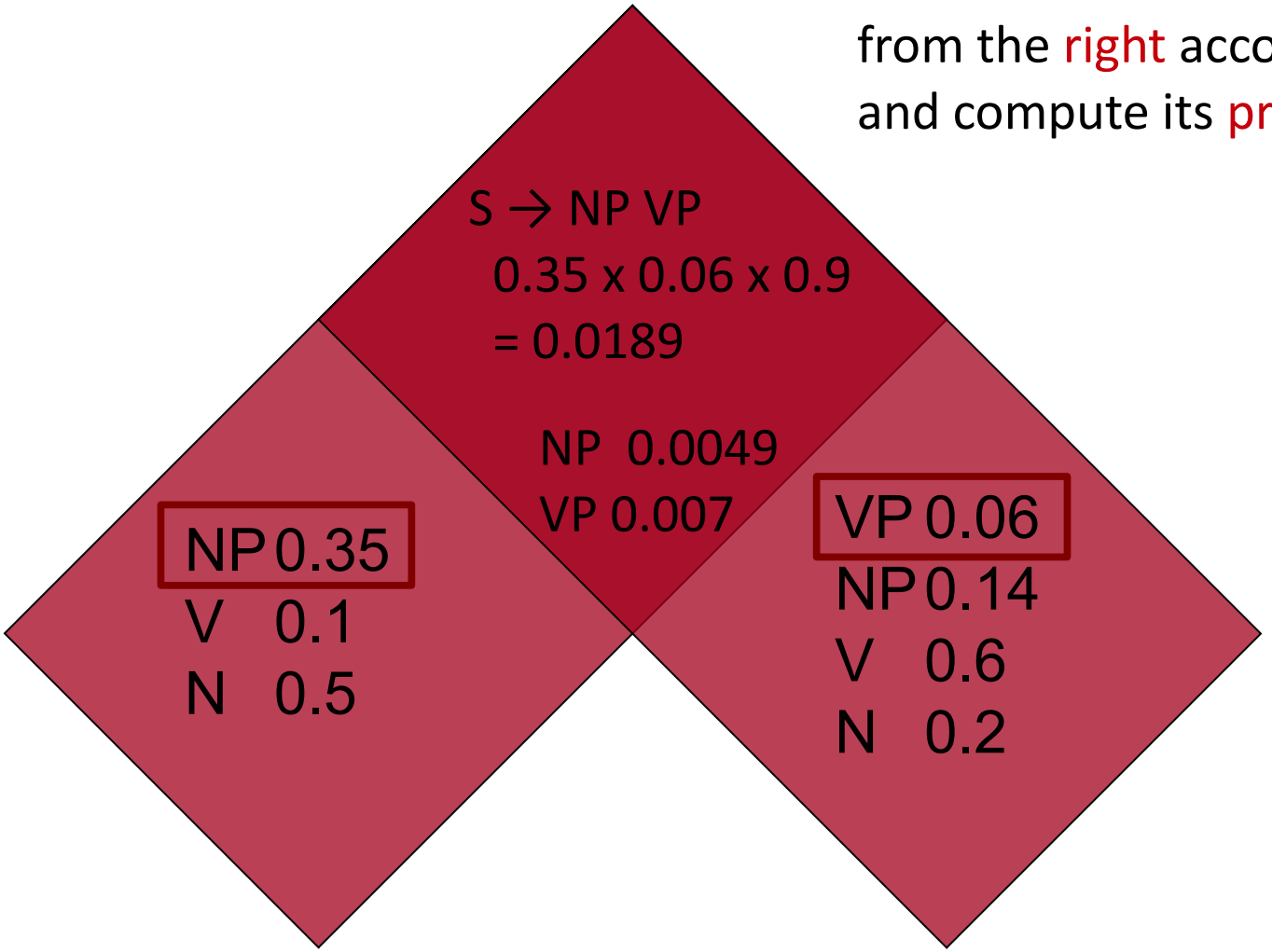

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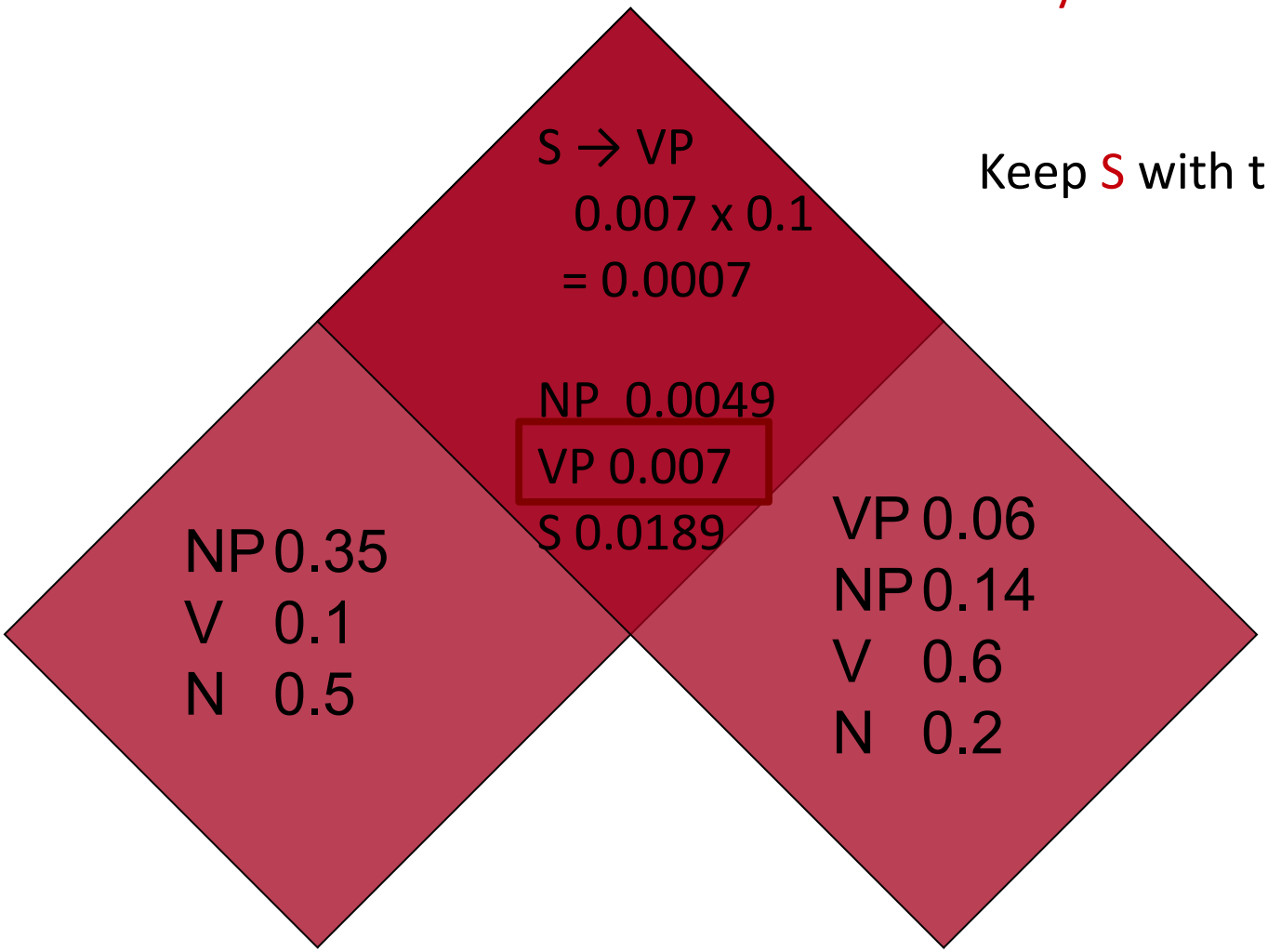
Viterbi (Max) Scores

Use unary rules inside the cell

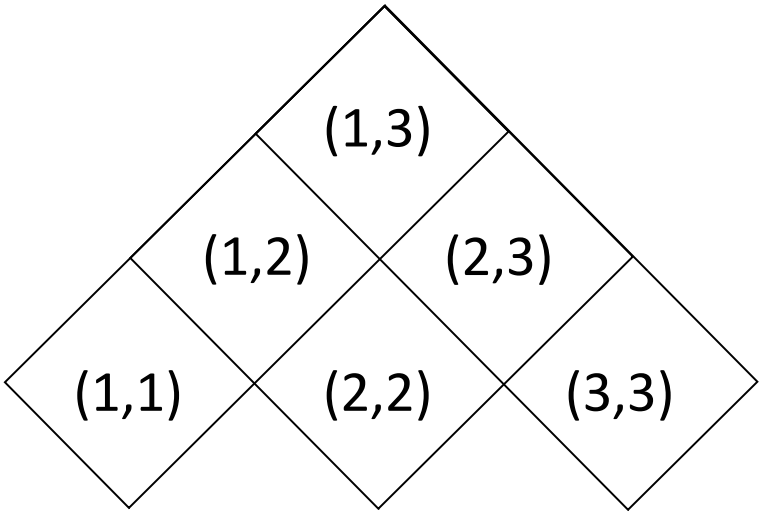


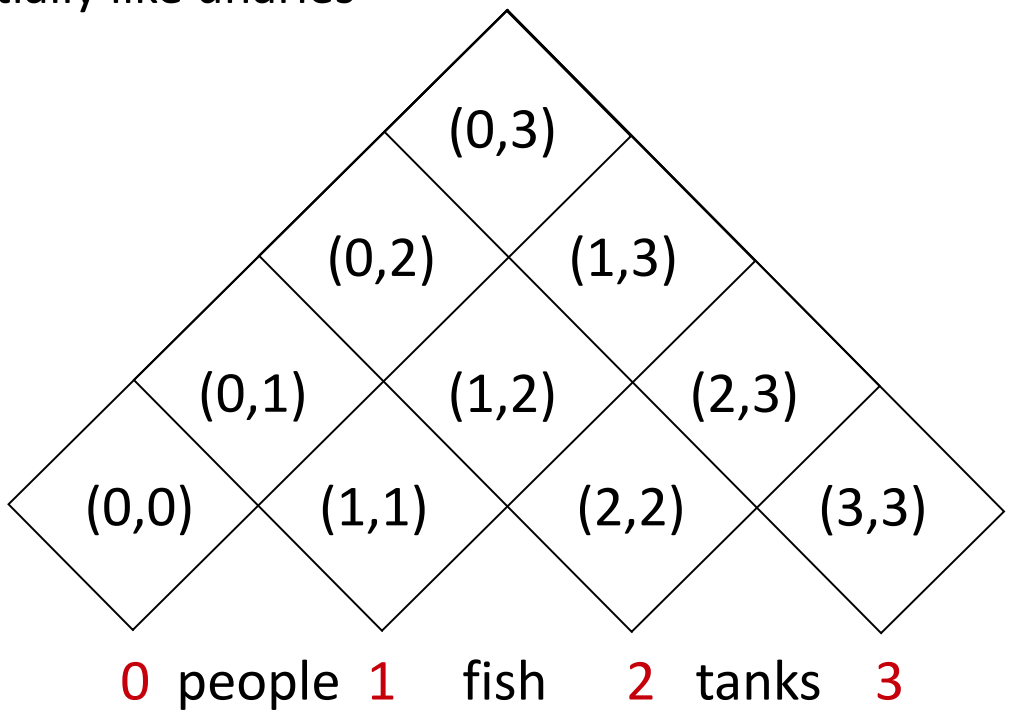
Keep S with the highest probability

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

Extended CKY parsing

- Unaries can be incorporated into the algorithm
  - Messy, but doesn't increase algorithmic complexity
- Empties can be incorporated
  - Use fenceposts
  - Doesn't increase complexity; essentially like unaries





Extended CKY parsing

- Unaries can be incorporated into the algorithm
  - Messy, but doesn't increase algorithmic complexity
- Empties can be incorporated
  - Use fenceposts
  - Doesn't increase complexity; essentially like unaries

- Binarization is *vital*
  - Without binarization, you don't get parsing cubic in the length of the sentence and in the number of nonterminals in the grammar
    - Binarization may be an explicit transformation or implicit in how the parser works (Earley-style dotted rules), but it's always there.

The CKY algorithm (1960/1965) … extended to unaries

```
function CKY(words, grammar) returns [most_probable_parse,prob]
  score = new double[#(words)+1][#(words)+1][#(nonterms)]
  back = new Pair[#(words)+1][#(words)+1][#nonterms]]
  for i=0; i<#(words); i++
    for A in nonterms
      if A -> words[i] in grammar
        score[i][i+1][A] = P(A -> words[i])
    //handle unaries
    boolean added = true
    while added
      added = false
      for A, B in nonterms
        if score[i][i+1][B] > 0 && A->B in grammar
          prob = P(A->B)*score[i][i+1][B]
          if prob > score[i][i+1][A]
            score[i][i+1][A] = prob
            back[i][i+1][A] = B
            added = true
```

Array of scores one element per nonterminal per cell

back pointers for reconstructing the best parse tree

The CKY algorithm (1960/1965)
… extended to unaries

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function CKY(words, grammar) returns [most_probable_parse,prob]
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    for A in nonterms
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          prob = P(A->B)*score[i][i+1][B]
          if prob > score[i][i+1][A]
            score[i][i+1][A] = prob
            back[i][i+1][A] = B
            added = true
```

Lexicon

Rules A → word

Unary Rules B → A

The CKY algorithm (1960/1965) … extended to unaries

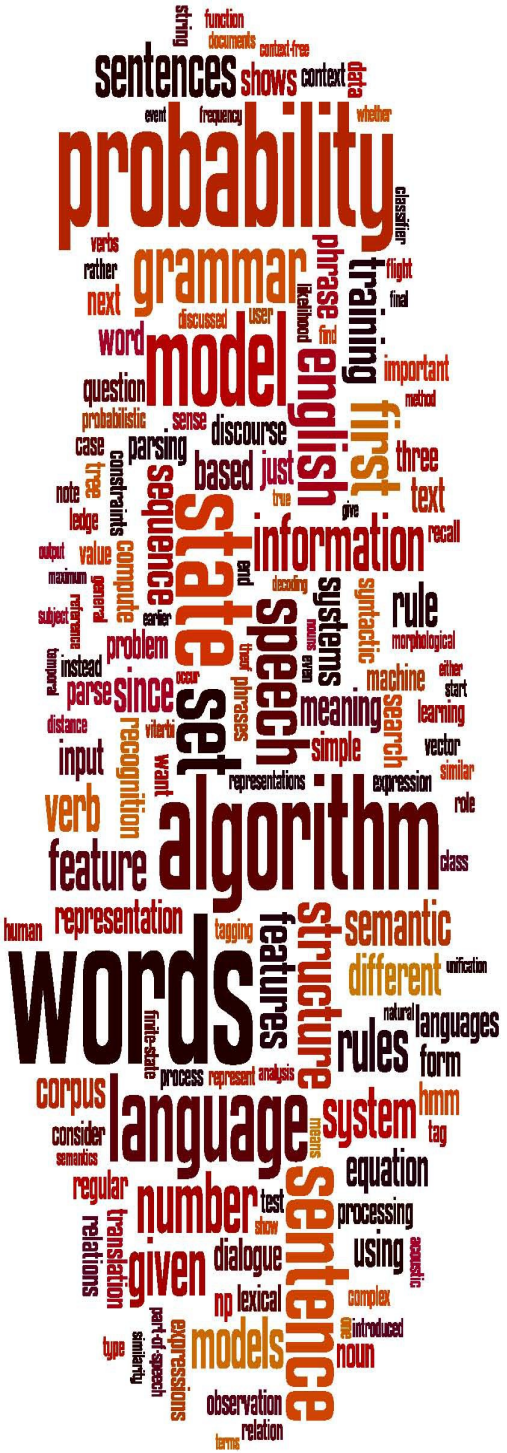
Grammar

```
for span = 2 to #(words)
  for begin = 0 to #(words)- span
    end = begin + span
    for split = begin+1 to end-1
      for A,B,C in nonterms
           prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
        if prob > score[begin][end][A]
          score[begin][end][A] = prob
          back[begin][end][A] = new Triple(split,B,C)
    //handle unaries
    boolean added = true
    while added
      added = false
      for A, B in nonterms
        prob = P(A->B)*score[begin][end][B];
        if prob > score[begin][end][A]
          score[begin][end][A] = prob
          back[begin][end][A] = B
          added = true
return buildTree(score, back)
```

Loop on spans

Rules A → B C

Rules C → A



CKY Parsing

A worked example

The grammar: Binary, no epsilons,

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S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

Rotate the triangle 45 degrees to the right!

	fish	1	people	2	fish	3	tanks	4
0	score[0][1]		score[0][2]		score[0][3]		score[0][4]	
1			score[1][2]		score[1][3]		score[1][4]	
2					score[2][3]		score[2][4]	
3							score[3][4]	
4								

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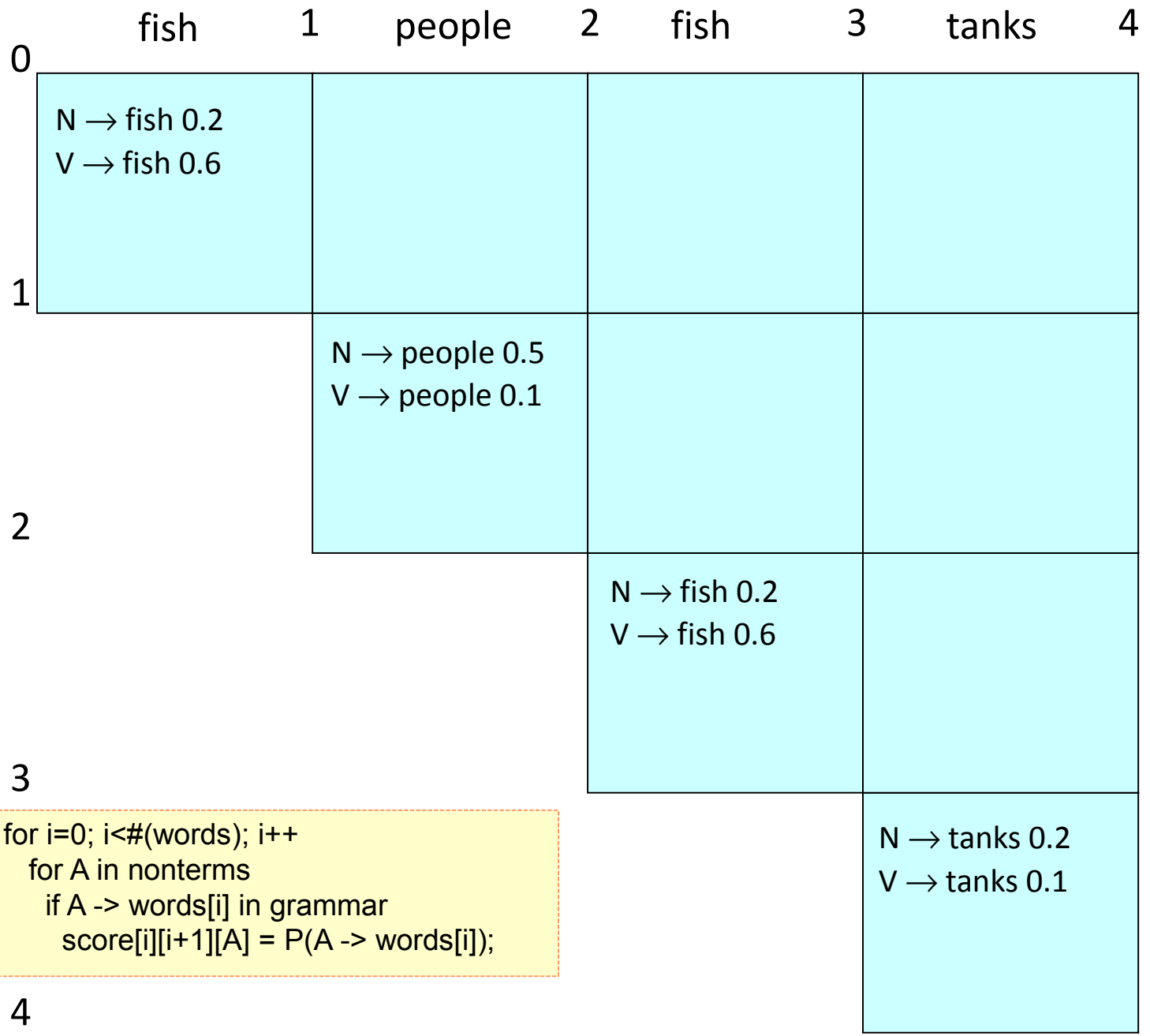

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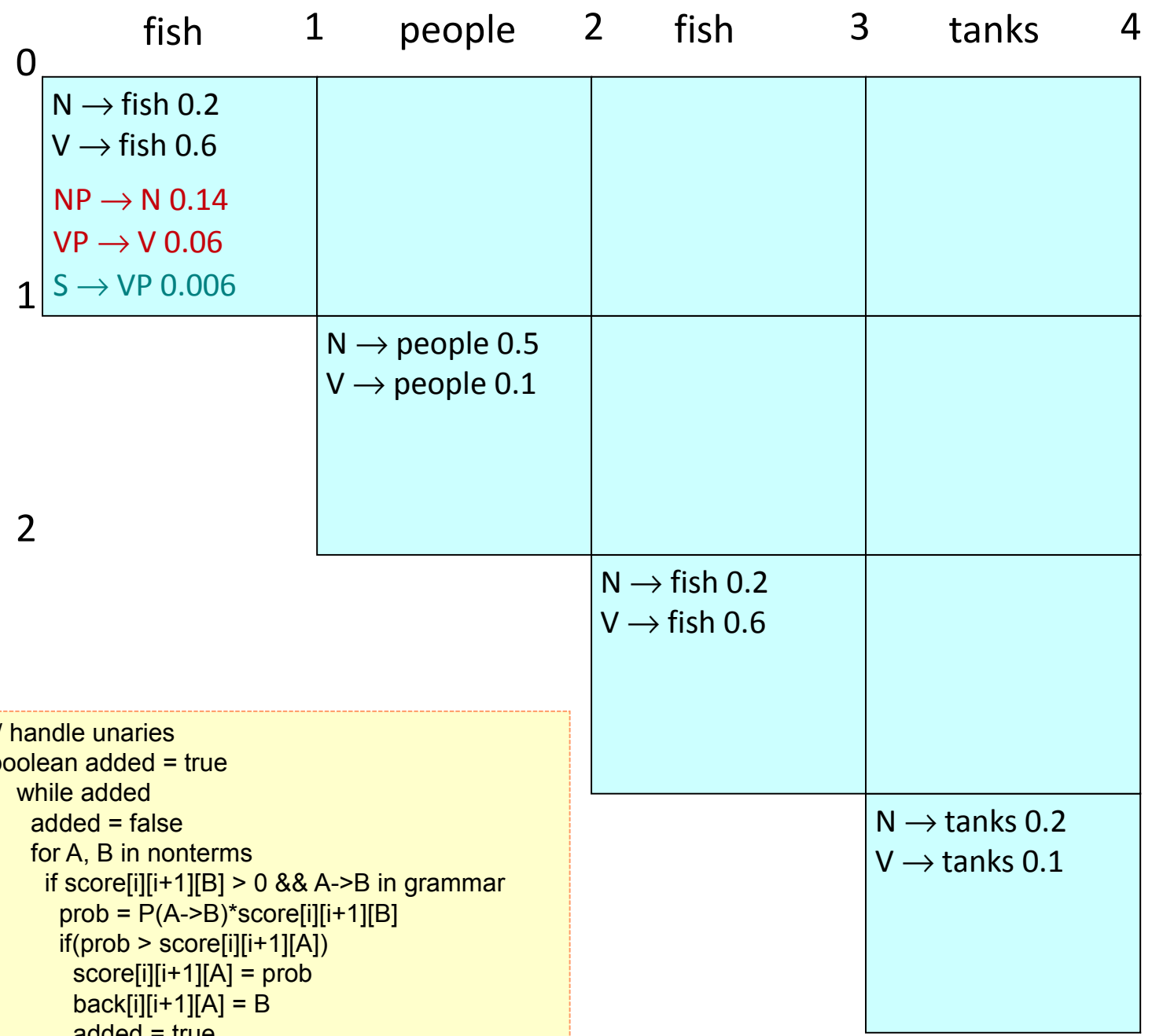


```
// handle unaries
boolean added = true
    while added
      added = false
      for A, B in nonterms
        if score[i][i+1][B] > 0 && A->B in grammar
          prob = P(A->B)*score[i][i+1][B]
          if(prob > score[i][i+1][A])
            score[i][i+1][A] = prob
            back[i][i+1][A] = B
            added = true
```

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P → *with*	1.0

	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	VP → V NP 0.105 S → NP VP 0.00126 NP → NP NP 0.0049		
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001		
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

```
prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
if (prob > score[begin][end][A])
    score[begin]end][A] = prob
    back[begin][end][A] = new Triple(split,B,C)
```

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1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189		
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → NP VP 0.00378	
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003	
4					

Handle *unaries*

```
//handle unaries
boolean added = true
while added
  added = false
  for A, B in nonterms
    prob = P(A->B)*score[begin][end][B];
    if prob > score[begin][end][A]
      score[begin][end][A] = prob
      back[begin][end][A] = B
      added = true
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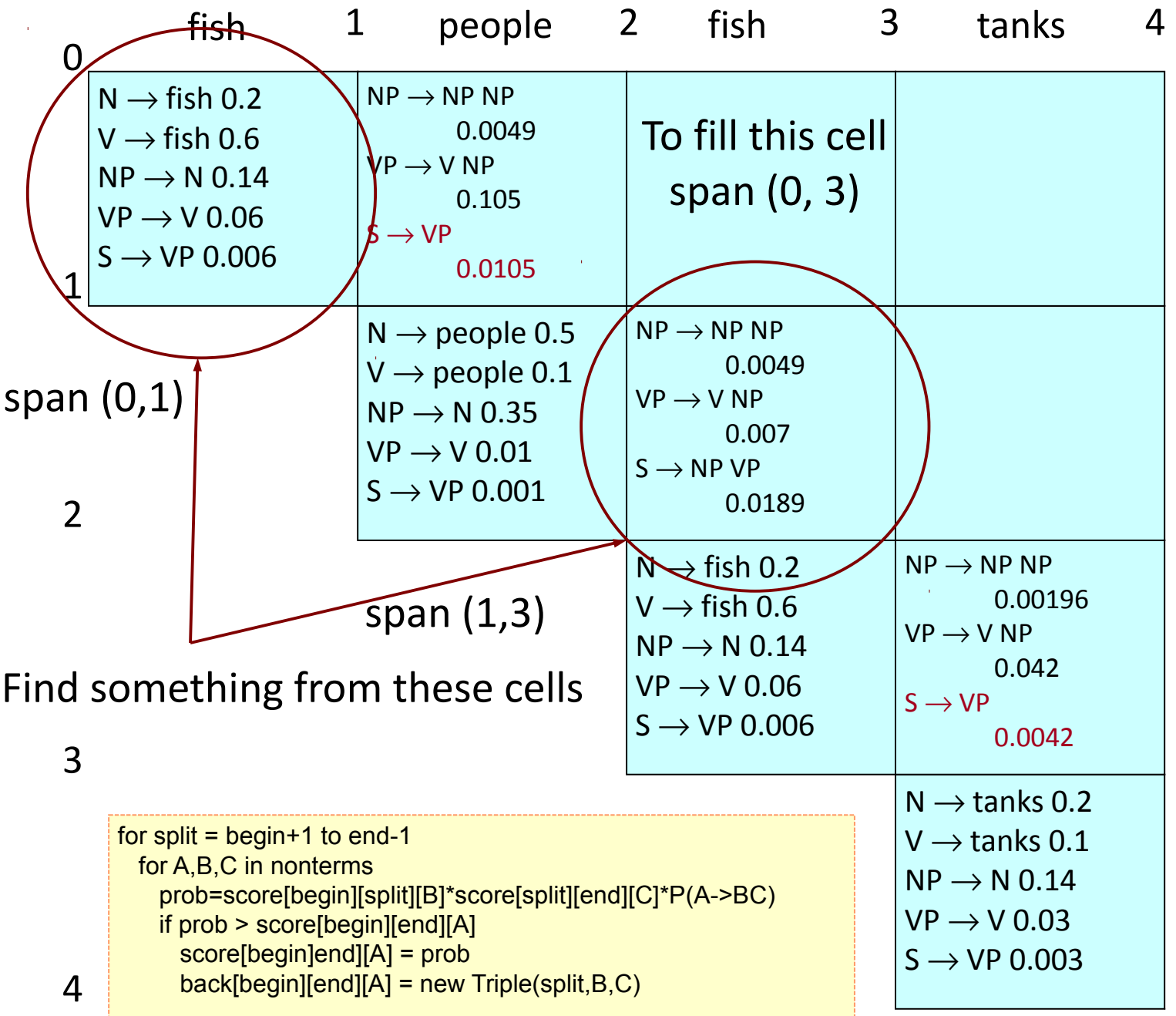

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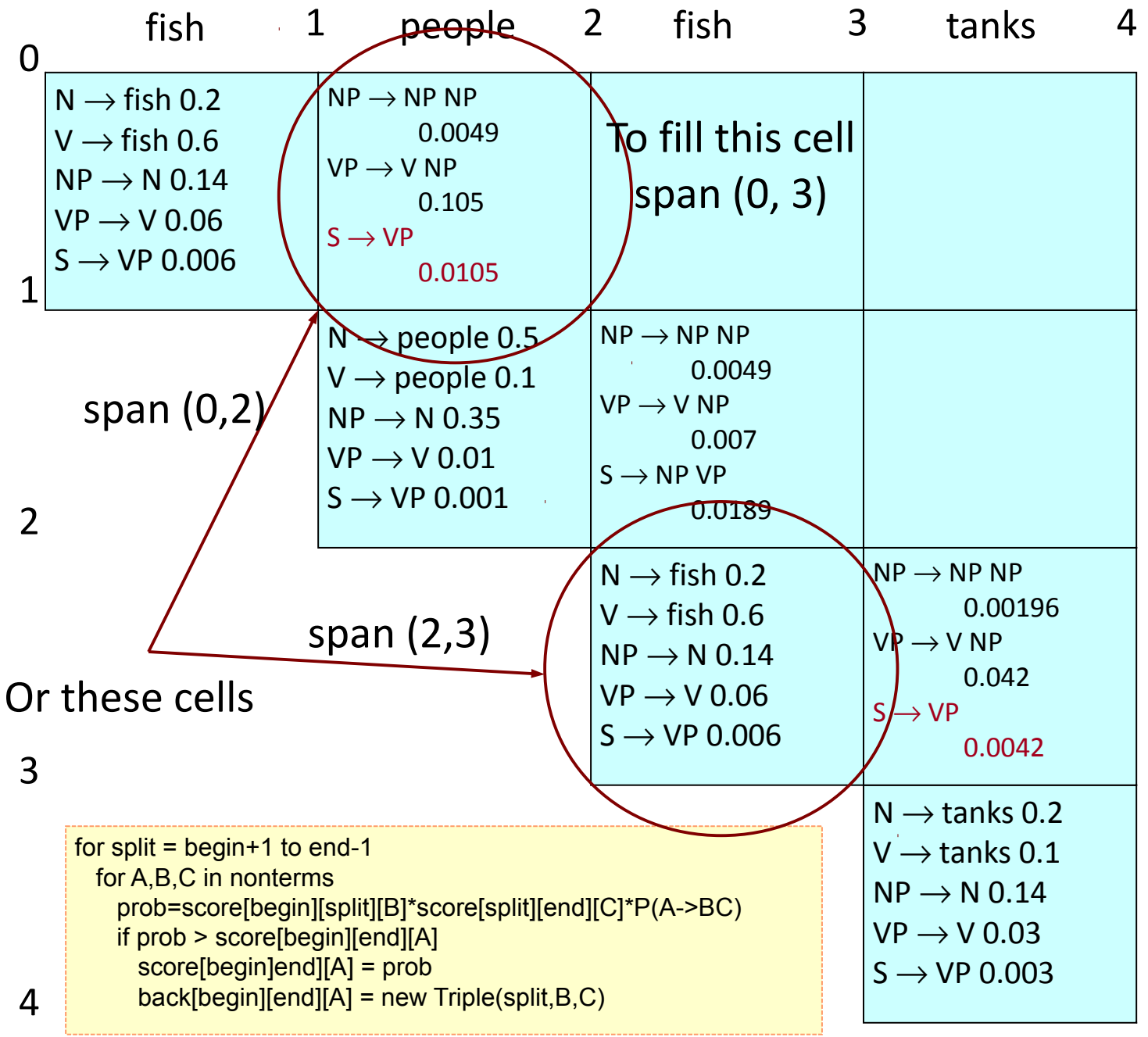

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for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	0 fish	1 people	2 fish	3 tanks	4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP S → NP VP NP → NP NP VP → V NP S → NP VP		
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189		
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042	
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003	
4					

Keep NP and S with highest probability

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

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NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	fish	1	people	2	fish	3	tanks	4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006		NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105		NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882			
1			N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001		NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189			
2					N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006		NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042	
3							N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003	
4								

Handle unaries!

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

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S → VP	0.1
VP → V NP	0.5
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NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	1 fish	2 people	3 fish	4 tanks
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882	
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	Fill cell span (1,4)
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
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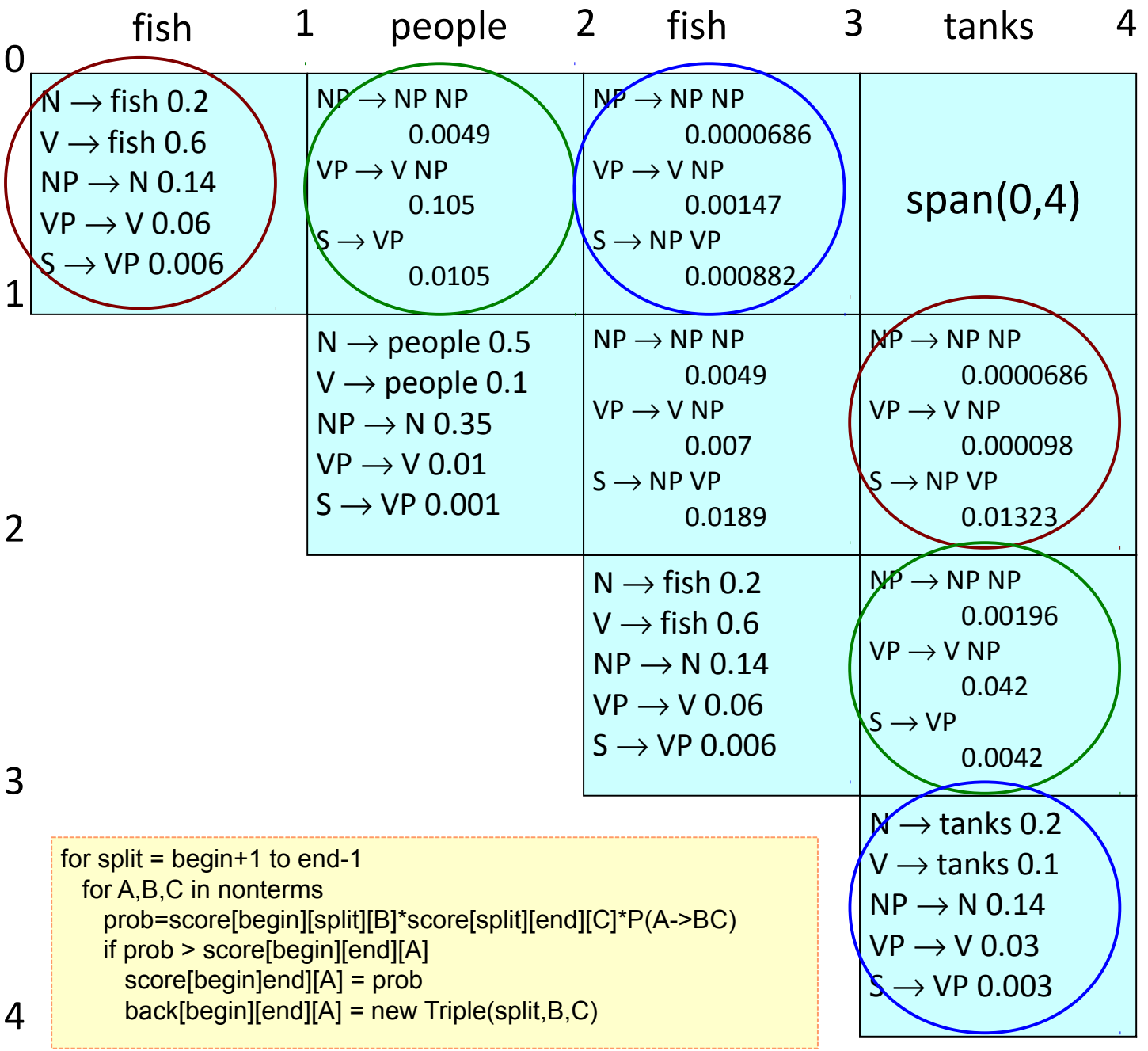
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

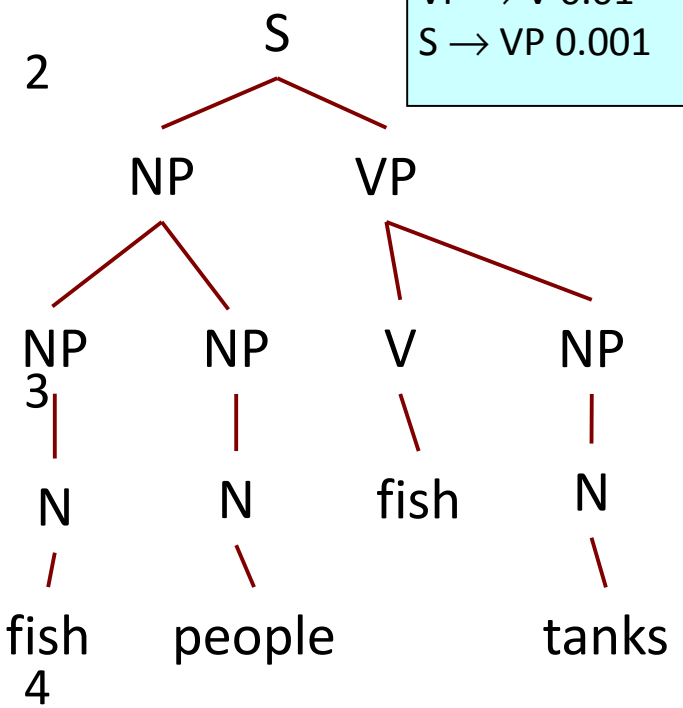
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0



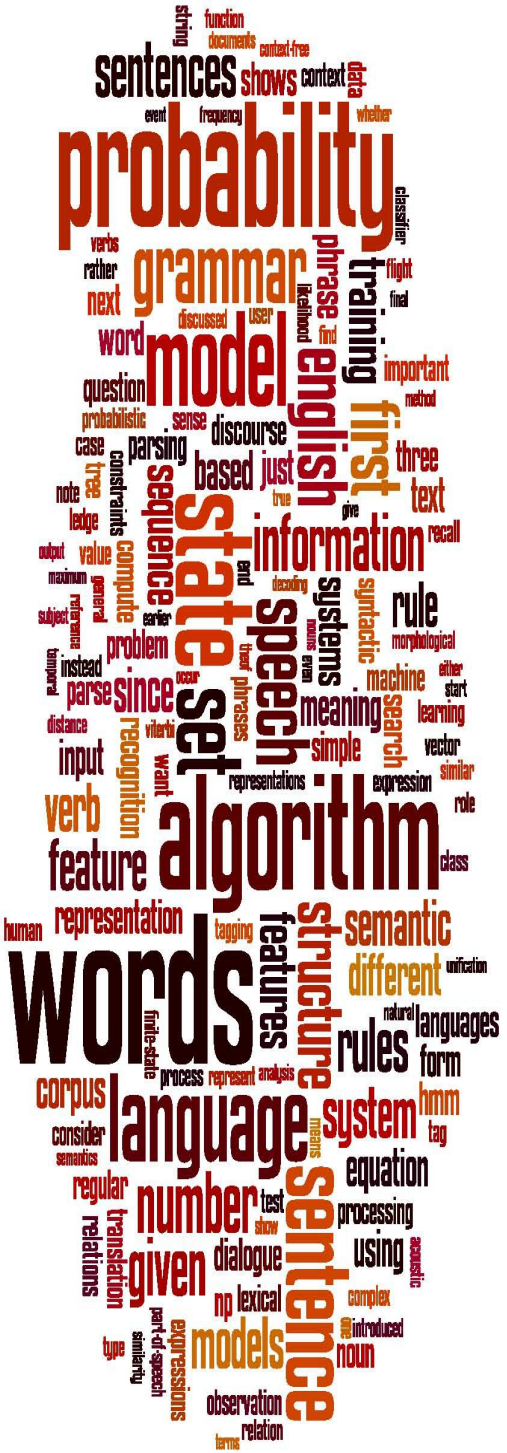
S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	1 fish	2 people	3 fish	4 tanks
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882	NP → NP NP 0.0000009604 VP → V NP 0.00002058 S → NP VP 0.00018522
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	NP → NP NP 0.0000686 VP → V NP 0.000098 S → NP VP 0.01323
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				



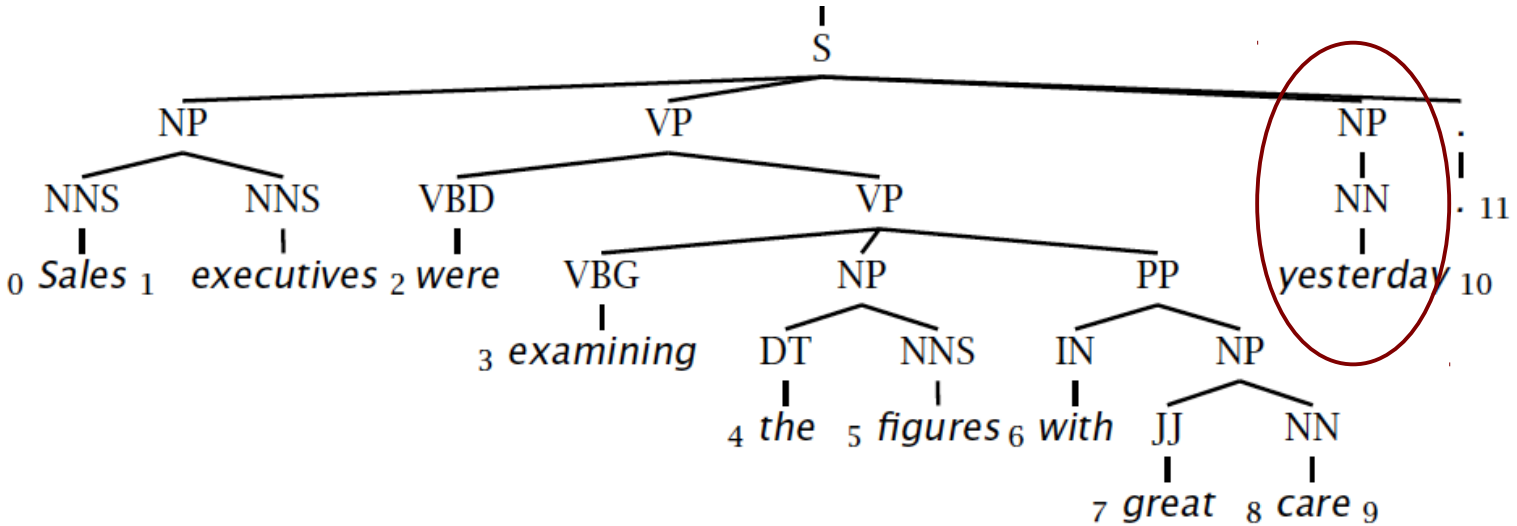
Call buildTree(score, back) to get the best parse



Constituency Parser Evaluation

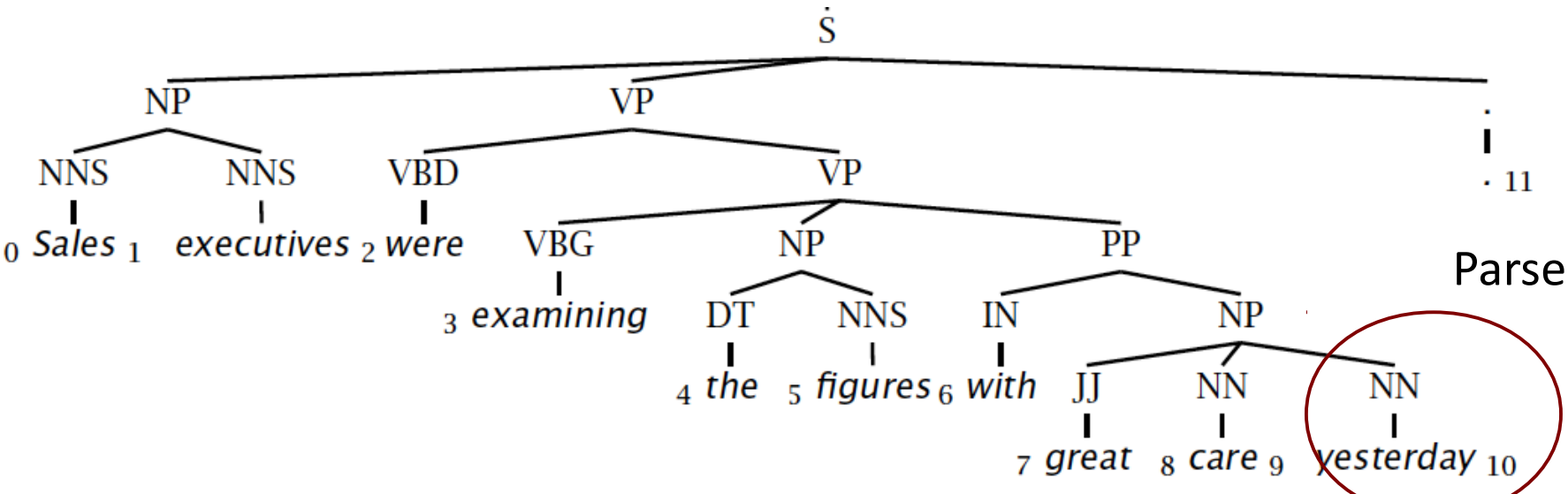
Evaluating constituency parsing

Gold standard brackets: **S-(0:11)**, **NP-(0:2)**, VP-(2:9), VP-(3:9), **NP-(4:6)**, PP-(6-9), NP-(7,9), NP-(9:10)



Gold standard

Candidate brackets: **S-(0:11)**, **NP-(0:2)**, VP-(2:10), VP-(3:10), **NP-(4:6)**, PP-(6-10), NP-(7,10)



Parser Output

Evaluating constituency parsing

Gold standard brackets:

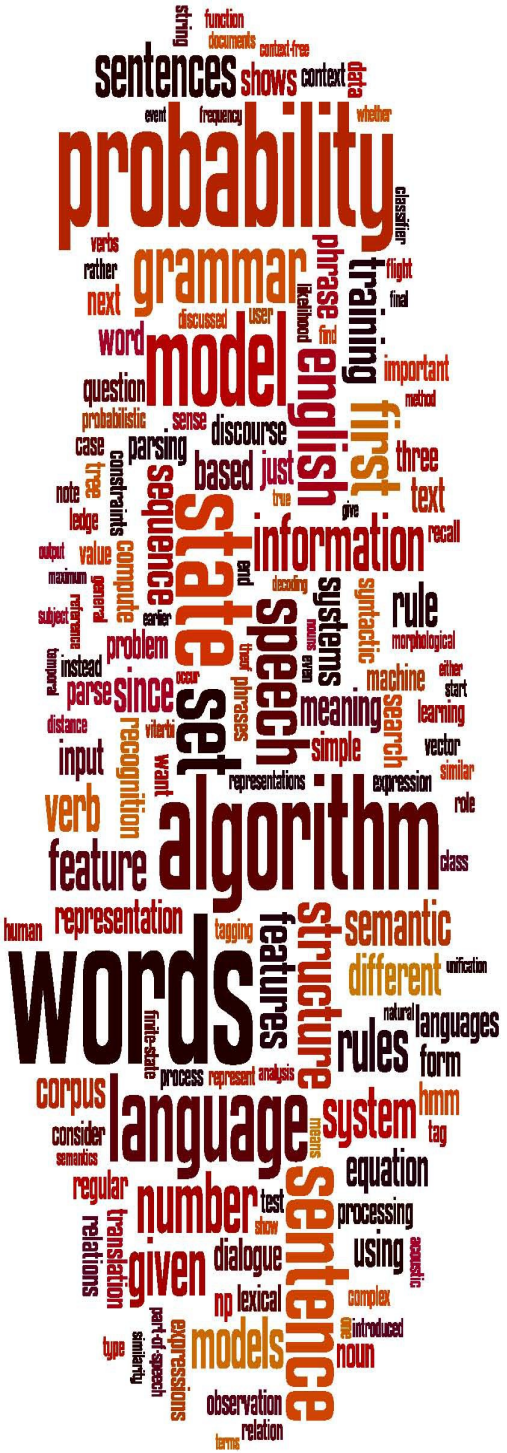
S-(0:11), NP-(0:2), VP-(2:9), VP-(3:9), **NP-(4:6)**, PP-(6-9), NP-(7,9), NP-(9:10)

Candidate brackets:

S-(0:11), **NP-(0:2)**, VP-(2:10), VP-(3:10), **NP-(4:6)**, PP-(6-10), NP-(7,10)

Labeled Precision	3/7 = 42.9%
Labeled Recall	3/8 = 37.5%
LP/LR F1	40.0%
POS Tagging Accuracy	11/11 = 100.0%

One small mistake causes a big drop in the prec/recall!



PCFG Training

PCFG Training

- We saw how to transform an arbitrary PCFG into Chomsky Normal Form
- And we saw how to use a PCFG to get most probable parse of a sentence
- But, where do these PCFGs come from i.e. where to get the grammar rules and their probabilities?

PCFG Training

- The answer is: Treebanks
- To train a PCFG:
  - Use all the hand-labeled rules in the treebank as grammar rules
  - The probability of a given rule is its relative count

$$P(N \rightarrow \zeta) = \frac{\text{Count}(N \rightarrow \zeta)}{\sum_{\gamma} \text{Count}(N \rightarrow \gamma)}$$

Recap

- CKY Parsing Algorithm
- Worked example
- Parsing Evaluation
- PCFG Training