

# Natural Language Processing

## CSCI 4152/6509 — Lecture 16

### Efficient Inference with HMM

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Time and date: 16:05 – 17:25, 26-Oct-2023

Location: Rowe 1011

## Previous Lecture

- Reminders: no Lab 7, A2, P1
- **POS tagging: Introduction**
- Reading: [JM] Ch5 Part-of-Speech Tagging
- Open word categories
- Closed word categories
- Other word categories
- **Hidden Markov Model (HMM):**
  - ▶ idea, definition, graphical representation
  - ▶ HMM assumption

# HMM use in POS Tagging

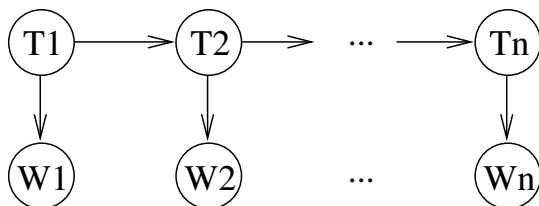
- Hidden states = POS Tags
- Observable variables = words
- In practice: higher-order HMM taggers are used, where the nodes keep a bit longer history (e.g., two previous tags)
- Described in [JM] Sec 5.5 (HMM POS Tagging)

# Computational Tasks for HMM

- Evaluation: use HMM assumption formula
- Generation: generate in the order dictated by the “unrolled” graphical representation
- Inference:
  - ▶ marginalization, conditioning, completion
  - ▶ need for an efficient method (will discuss it)
- Learning: MLE if labeled examples are given

# HMM POS Example

- Walk-through example to illustrate inference



- Conditional probability tables required:  
 $P(T_1)$ ,  $P(T_{i+1}|T_i)$ , and  $P(W_i|T_i)$

# Learning HMM (Training)

- Let us Learn HMM from completely labeled data:

swat V flies N like P ants N

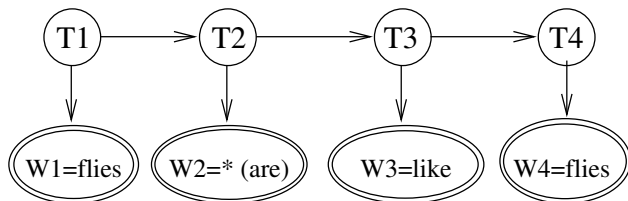
time N flies V like P an D arrow N

- We will use smoothing in word generation, by giving a 0.5 count to all unseen words

# Generated Tables

| $T_1$ | $P(T_1)$ | $T_{i-1}$ | $T_i$ | $P(T_i T_{i-1})$ | $T_i$ | $W_i$ | $P(W_i T_i)$              |
|-------|----------|-----------|-------|------------------|-------|-------|---------------------------|
| N     | 0.5      | D         | N     | 1                | D     | an    | $2/3 \approx 0.666666667$ |
| V     | 0.5      | N         | P     | 0.5              | D     | *     | $1/3 \approx 0.333333333$ |
|       |          | N         | V     | 0.5              | N     | ants  | $2/9 \approx 0.222222222$ |
|       |          | P         | D     | 0.5              | N     | arrow | $2/9 \approx 0.222222222$ |
|       |          | P         | N     | 0.5              | N     | flies | $2/9 \approx 0.222222222$ |
|       |          | V         | N     | 0.5              | N     | time  | $2/9 \approx 0.222222222$ |
|       |          | V         | P     | 0.5              | N     | *     | $1/9 \approx 0.111111111$ |
|       |          |           |       |                  | P     | like  | 0.8                       |
|       |          |           |       |                  | P     | *     | 0.2                       |
|       |          |           |       |                  | V     | flies | 0.4                       |
|       |          |           |       |                  | V     | swat  | 0.4                       |
|       |          |           |       |                  | V     | *     | 0.2                       |

# Tagging Example



$$\begin{aligned} & \arg \max_T P(T|W = \text{sentence}) = \\ & = \arg \max_T \frac{P(T, W = \text{sentence})}{P(W = \text{sentence})} = \arg \max_T P(T, W = \text{sentence}) \\ & = \arg \max_T P(T_1) \cdot P(W_1 = \text{flies}|T_1) \cdot P(T_2|T_1) \cdot P(W_2 = *|T_2) \\ & \quad \cdot P(T_3|T_2) \cdot P(W_3 = \text{like}|T_3) \cdot P(T_4|T_3) \cdot P(W_4 = \text{flies}|T_4) \end{aligned}$$



## “Brute-Force” Approach

- Try all combinations of variable values  $T_1, T_2, T_3,$  and  $T_4$
- Calculate the overall probability for each of them using the formula

$$\begin{aligned} &P(T_1) \cdot P(W_1 = \text{flies}|T_1) \\ &\cdot P(T_2|T_1) \cdot P(W_2 = *|T_2) \\ &\cdot P(T_3|T_2) \cdot P(W_3 = \text{like}|T_3) \\ &\cdot P(T_4|T_3) \cdot P(W_4 = \text{flies}|T_4) \end{aligned}$$

- Choose the maximal probability

# Brute-Force Approach (graphical view)

# Efficient Tagging with HMM

- Rather than using the brute-force approach, we can incrementally optimize the product expression by partial maximization from left to right
- One way to represent this is by using a table, which leads to the dynamic programming solution, or the Viterbi algorithm
- The second way to represent this computation is using message passing, or product-sum algorithm

# HMM Inference: Dynamic Programming Solution

- Brute-force approach is too inefficient
- Idea for more efficient calculation: maximize sub-products first
- Dynamic Programming approach: divide problem into sub-problems
  - ▶ with a manageable number of sub-problems
- Find maximal partial configurations up to  $T_1$ , then  $T_2$ ,  $T_3$ , and  $T_4$

# Dynamic Programming Approach (graphical view)

# Viterbi Algorithm Example

|   | $T_1 (W_1 = \text{flies})$<br>$P(T_1)P(W_1 T_1)$ | $T_2 (W_2 = *)$<br>$p \cdot P(T_2 T_1)P(W_2 T_2)$   | $T_3 (W_3 = \text{like})$<br>$p \cdot P(T_3 T_2)P(W_3 T_3)$   | $T_4 (W_4 = \text{flies})$<br>$p \cdot P(T_4 T_3)P(W_4 T_4)$   |
|---|--|---|---|--|
| D | $0 \times 0 = 0$                                 | DD: $0 \times 0 \times \frac{1}{3} = 0$<br>ND: $\frac{1}{9} \times 0 \times \frac{1}{3} = 0$<br>PD: 0<br>VD: 0<br>max: 0  | DD: $0 \times 0 \times 0 = 0$<br>ND: $\frac{1}{90} \times 0 \times 0 = 0$<br>PD: $\frac{1}{50} \times \frac{1}{2} \times 0 = 0$<br>VD: $\frac{1}{90} \times 0 \times 0 = 0$<br>max: 0   | DD: $0 \times 0 \times 0 = 0$<br>ND: $0 \times 0 \times 0 = 0$<br>PD: $\frac{1}{225} \times 0.5 \times 0 = 0$<br>VD: $0 \times 0 \times 0 = 0$<br>max: 0   |
| N | $0.5 \times \frac{2}{9} = \frac{1}{9}$           | DN: $0 \times 1 \dots = 0$<br>NN: $\frac{1}{9} \times 0 \dots = 0$<br>PN: $0 \times \dots = 0$<br>VN: $0.2 \times 0.5 \times \frac{1}{9} = \frac{1}{90}$<br>max: $\frac{1}{90}$         | DN: $0 \times 1 \times 0 = 0$<br>NN: $\frac{1}{90} \times 0 \dots = 0$<br>PN: $\frac{1}{50} \times 0.5 \times 0 = 0$<br>VN: $\frac{1}{90} \times 0.5 \times 0 = 0$<br>max: 0  | DN: $0 \times 1 \times \frac{2}{9} = 0$<br>NN: $0 \times 0 \times \frac{2}{9} = 0$<br>PN: $\frac{1}{225} \times 0.5 \times \frac{2}{9} = \frac{1}{2025}$<br>VN: $0 \times 0.5 \times \frac{2}{9} = 0$<br>max: $\frac{1}{2025}$ |
| P | $0 \times 0 = 0$                                 | DP: $0 \times \dots = 0$<br>NP: $\frac{1}{9} \times 0.5 \times 0.2 = \frac{1}{90}$<br>PP: $0 \times \dots = 0$<br>VP: $0.2 \times 0.5 \times 0.2 = \frac{1}{50}$<br>max: $\frac{1}{50}$ | DP: $0 \times 0 \times 0.8 = 0$<br>NP: $\frac{1}{90} \times 0.5 \times 0.8 = \frac{1}{225}$<br>PP: $\frac{1}{50} \times 0 \times 0.8 = 0$<br>VP: $\frac{1}{90} \times 0.5 \times 0.8 = \frac{1}{225}$<br>max: $\frac{1}{225}$ | DP: $0 \times 0 \times 0 = 0$<br>NP: $0 \times 0.5 \times 0 = 0$<br>PP: $\frac{1}{225} \times 0 \times 0 = 0$<br>VP: $0 \times 0.5 \times 0 = 0$<br>max: 0   |
| V | $0.5 \times 0.4 = 0.2$                           | DV: $0 \times \dots = 0$<br>NV: $\frac{1}{9} \times 0.5 \times 0.2 = \frac{1}{90}$<br>PV: $0 \times \dots = 0$<br>VV: $0.2 \times 0 \dots = 0$<br>max: $\frac{1}{90}$                   | DV: $0 \times 0 \times 0 = 0$<br>NV: $\frac{1}{90} \times 0.5 \times 0 = 0$<br>PV: $\frac{1}{50} \times 0 \times 0 = 0$<br>VV: $\frac{1}{90} \times 0 \times 0 = 0$<br>max: 0   | DV: $0 \times 0 \times 0.4 = 0$<br>NV: $0 \times 0.5 \times 0.4 = 0$<br>PV: $\frac{1}{225} \times 0 \times 0.4 = 0$<br>VV: $0 \times 0 \times 0.4 = 0$<br>max: 0   |