

# Dependency Parsing

Computational Linguistics

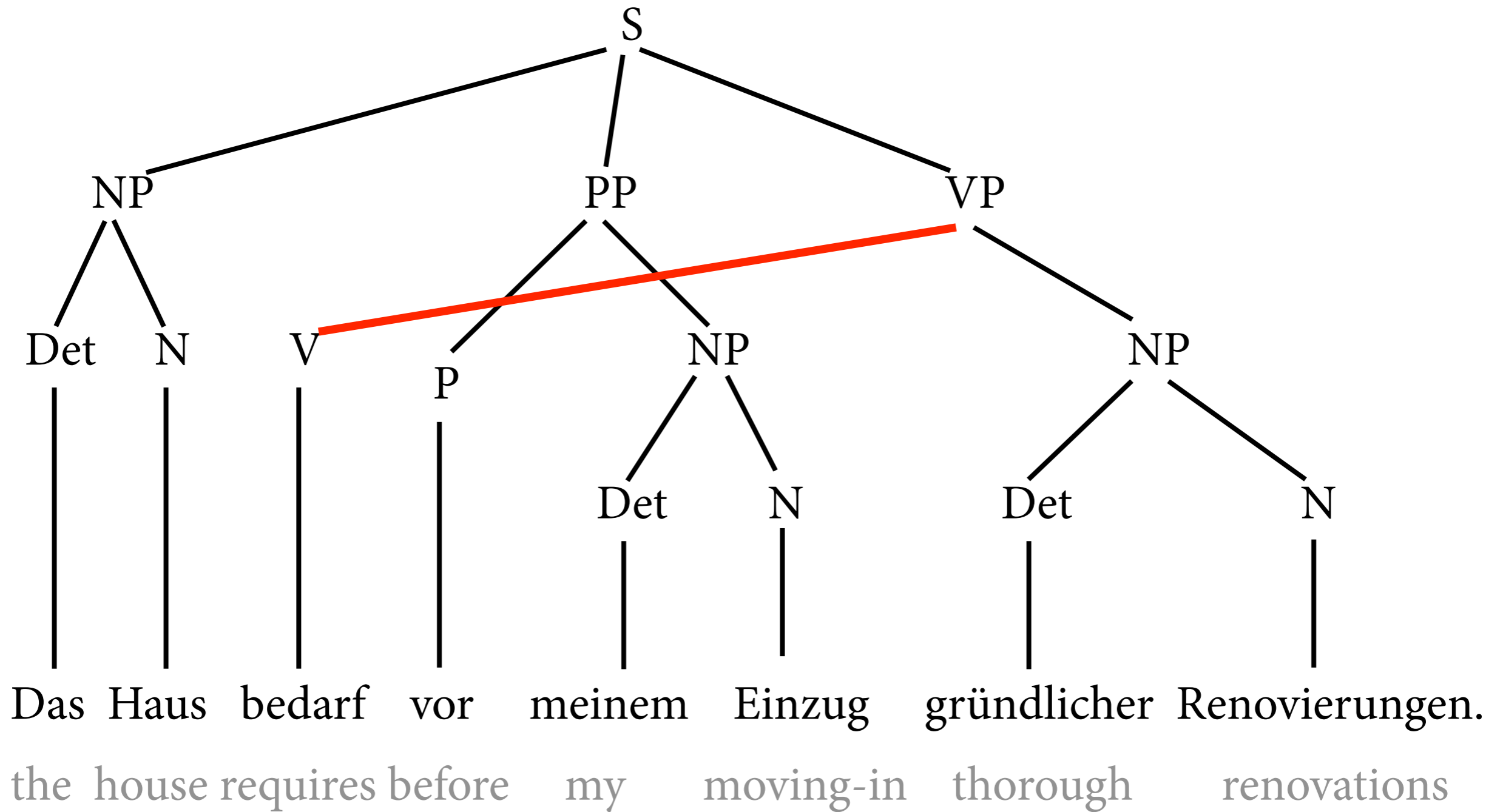
Alexander Koller

14 December 2018

# Discontinuous constituents

- So far, we have talked about *phrase-structure* parsing.
  - ▶ substrings form constituents of various syntactic categories
  - ▶ every constituent must be a contiguous substring
- This assumption mostly correct for English.  
For other languages, it doesn't work so well.

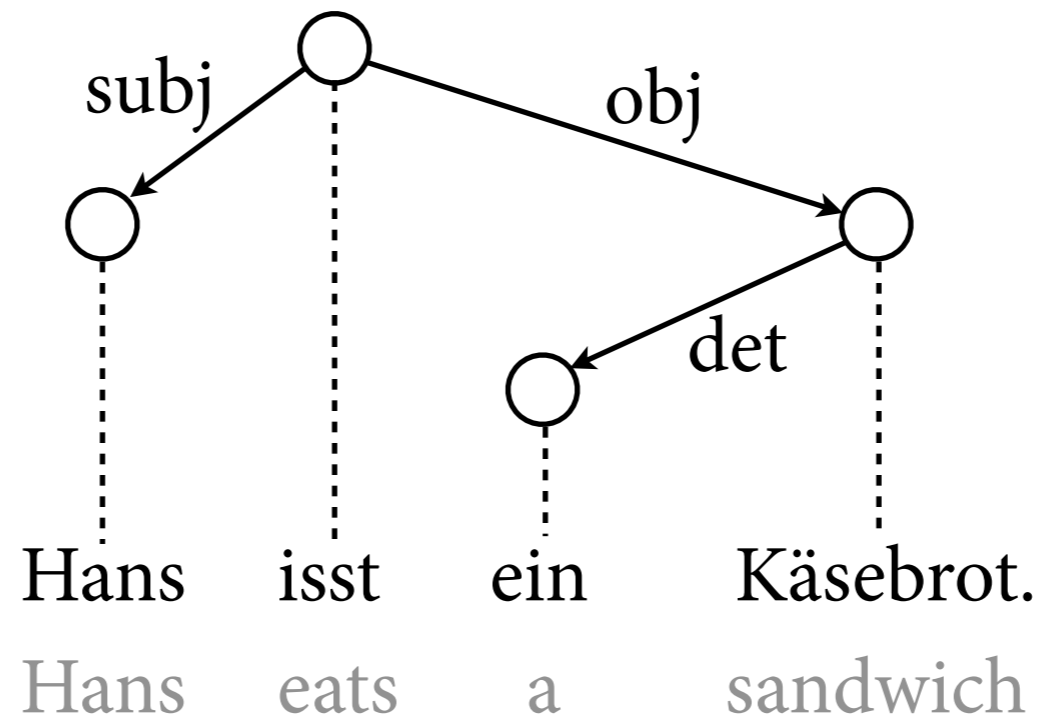
# Example



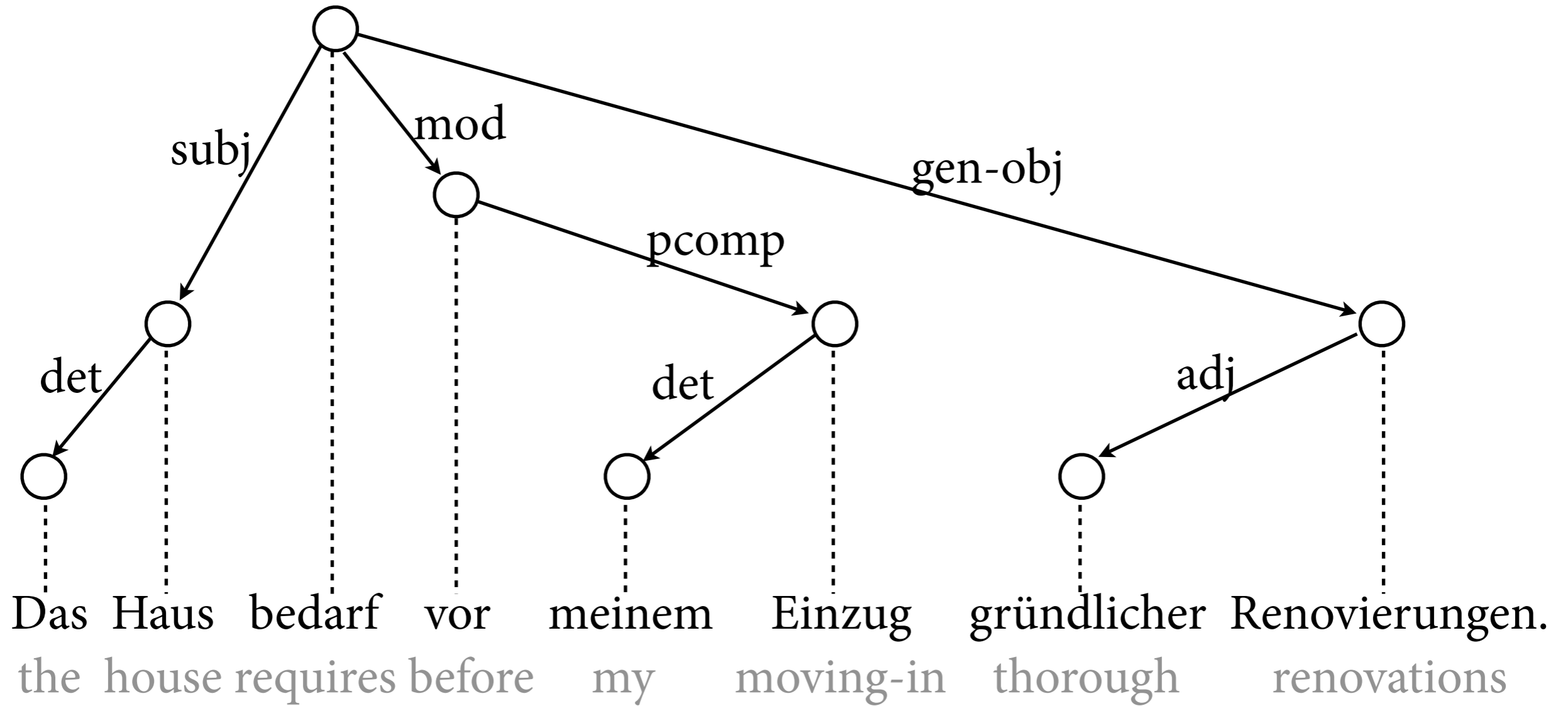
# Dependency trees

- Basic idea:
  - ▶ no constituents, just relations between words
  - ▶ nodes of tree = words; edges = relations
  - ▶ grammar specifies valency of each word
- Brief history:
  - ▶ Tesniere 1953, posthumously
  - ▶ Prague School during Cold War
  - ▶ very important in CL since 2005 or so (Nivre, McDonald)

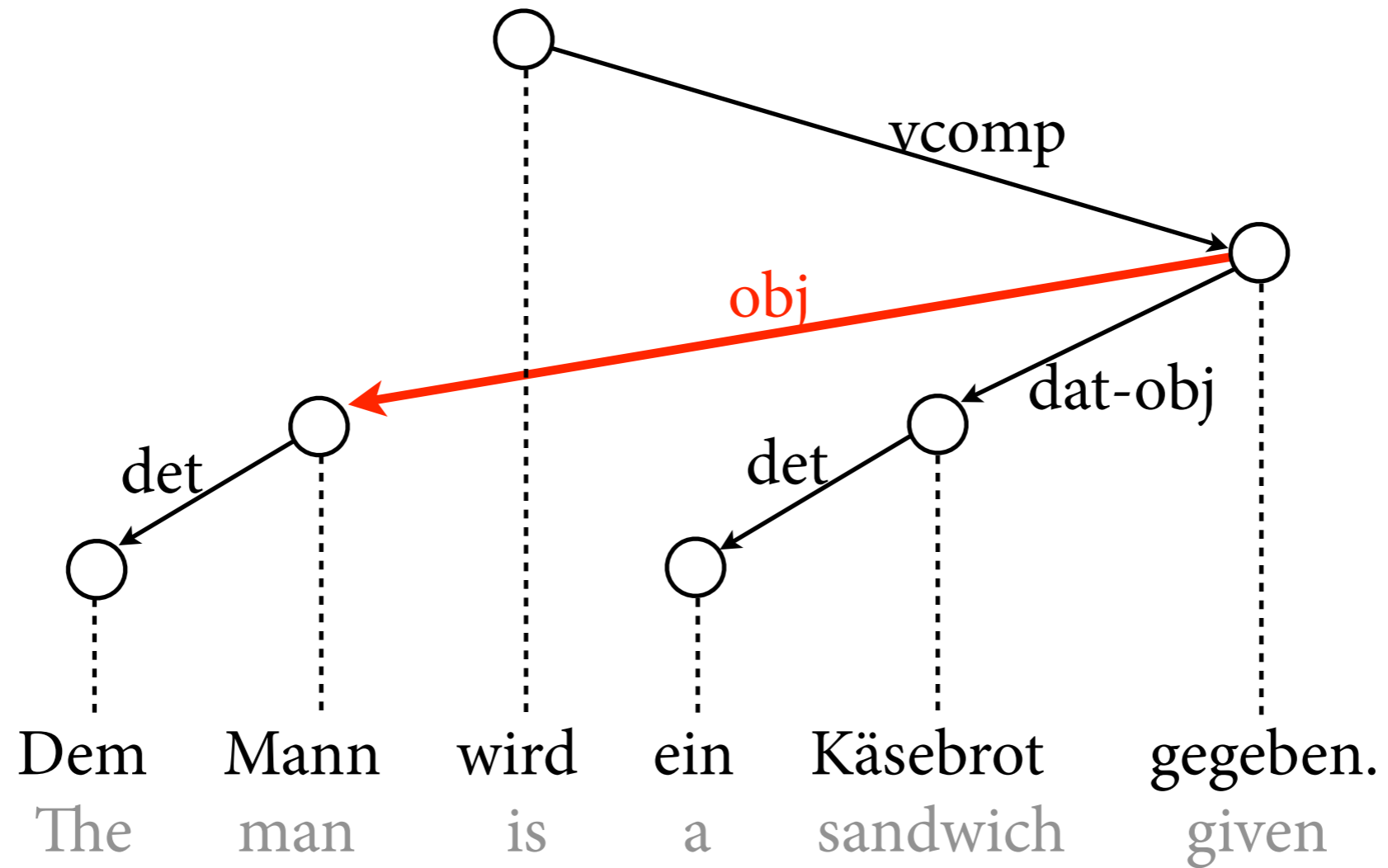
# A dependency tree



# A dependency tree

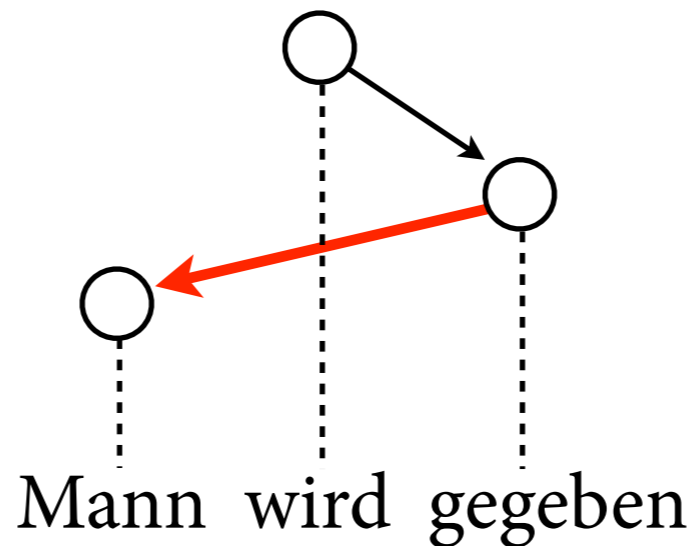


# A dependency tree



# Projectivity

- Dependency tree may have *crossing edges*, which cross the *projection line* of another word.



- A dependency tree is called *projective* iff it has no crossing edges.



# Nivre-style dependency parsing



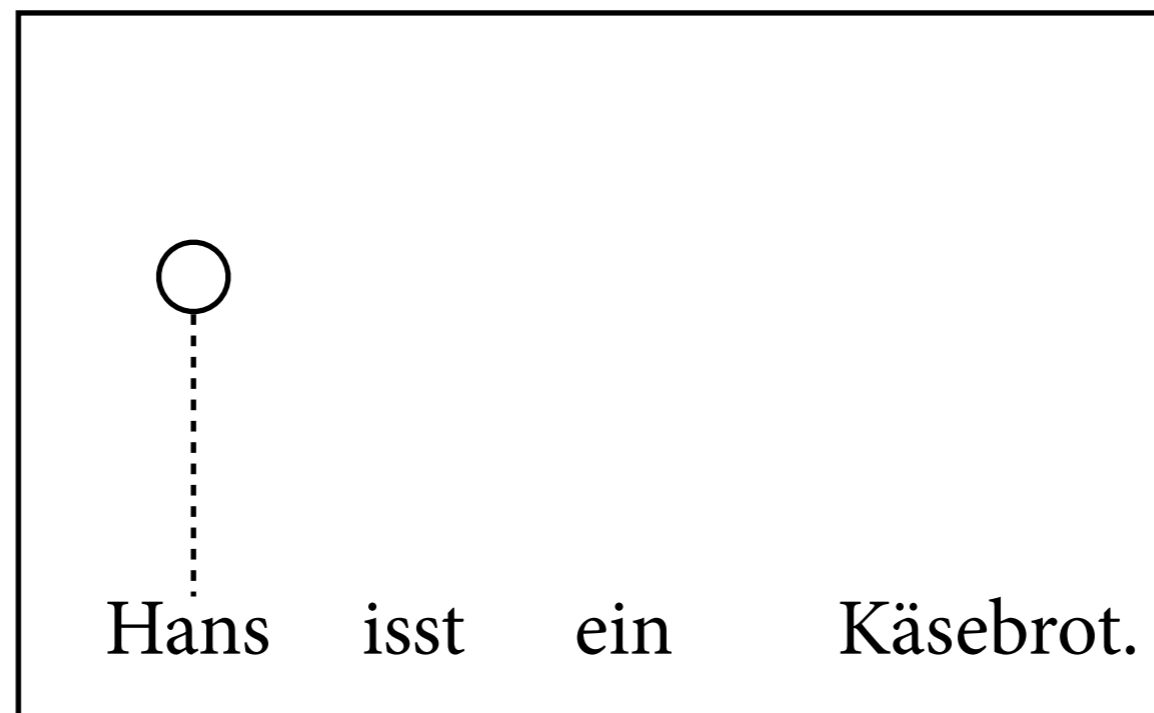
- Idea by Joakim Nivre (2003):
  - ▶ read sentence word by word, left to right
  - ▶ after each word, select a *parser operation* from large set by consulting a machine-learned classifier
  - ▶ original algorithm constructs only projective trees; can be extended to non-projective parsing too

Hans isst ein Käsebrot.

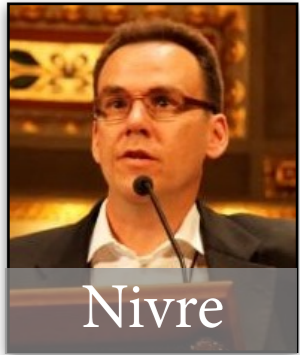
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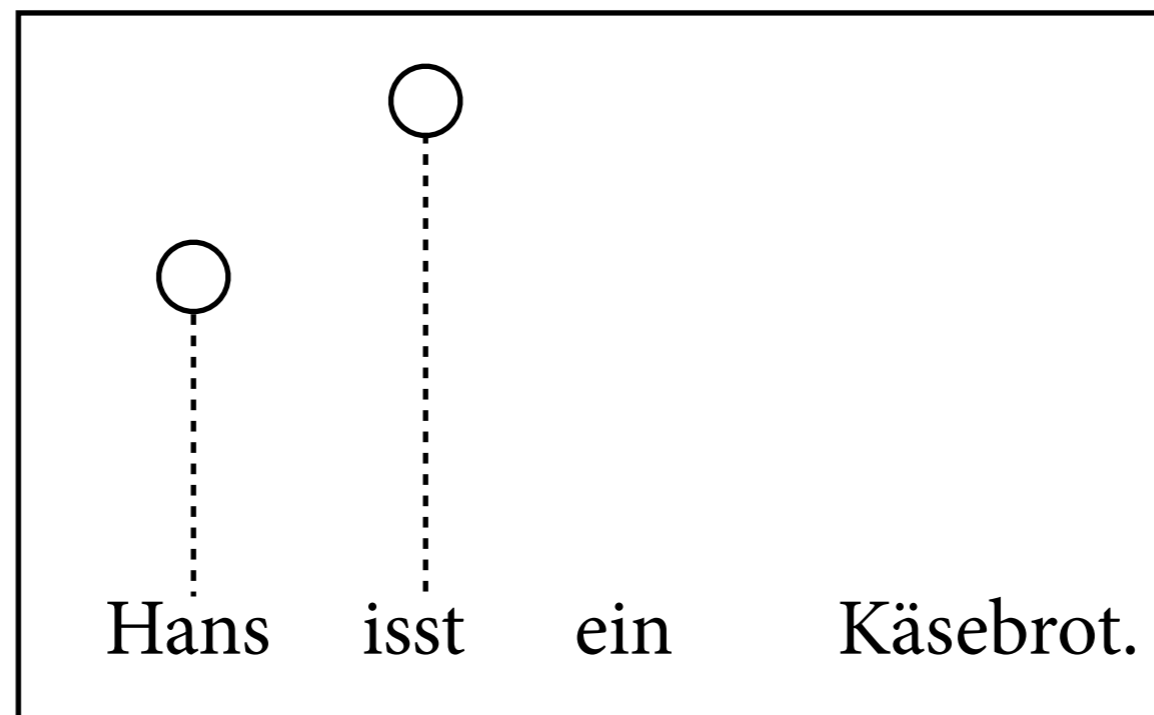
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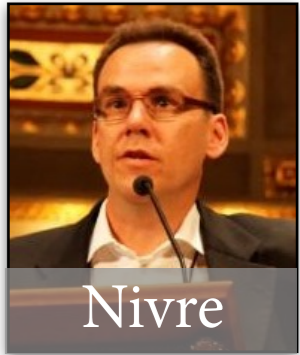
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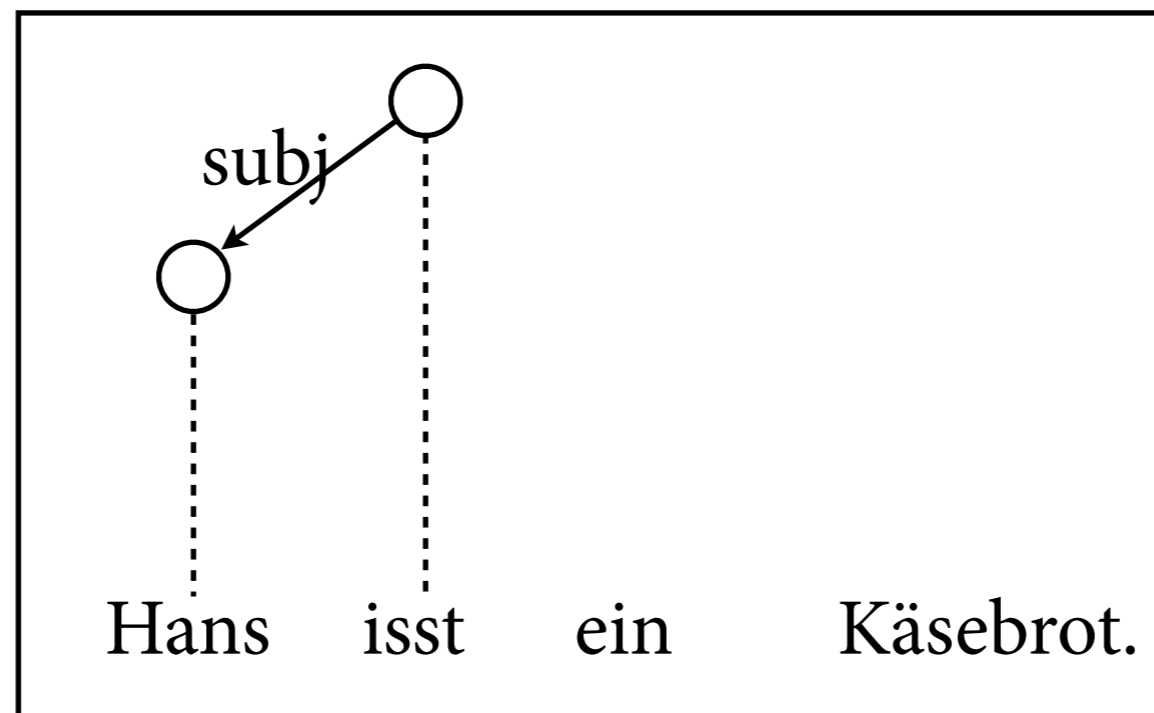
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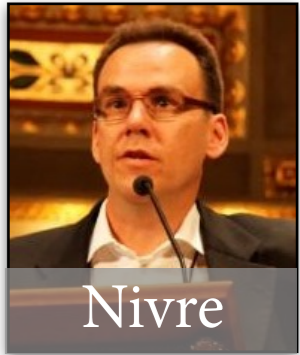
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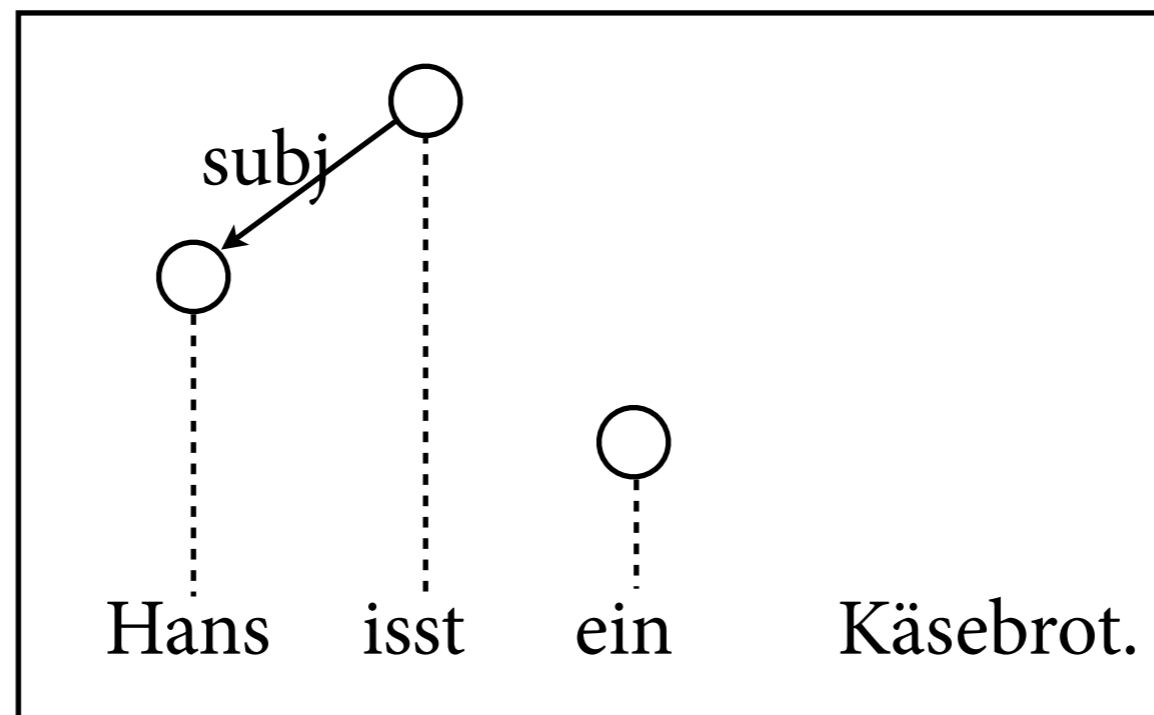
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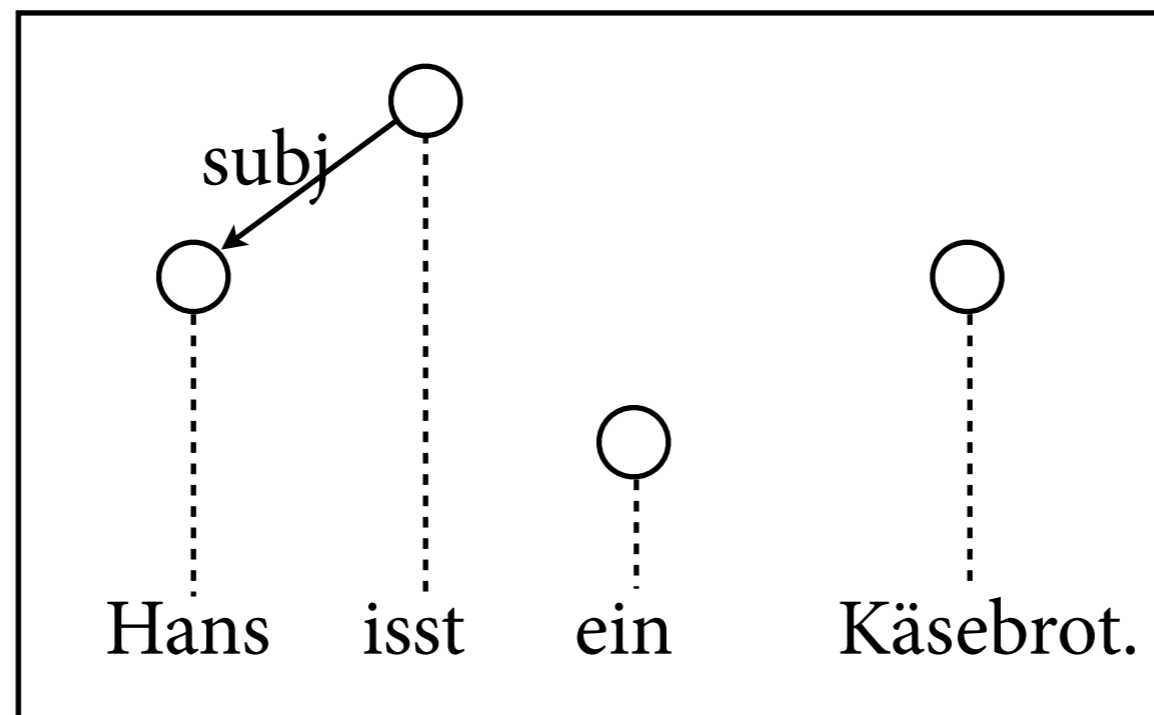
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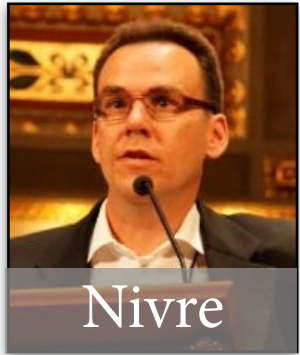
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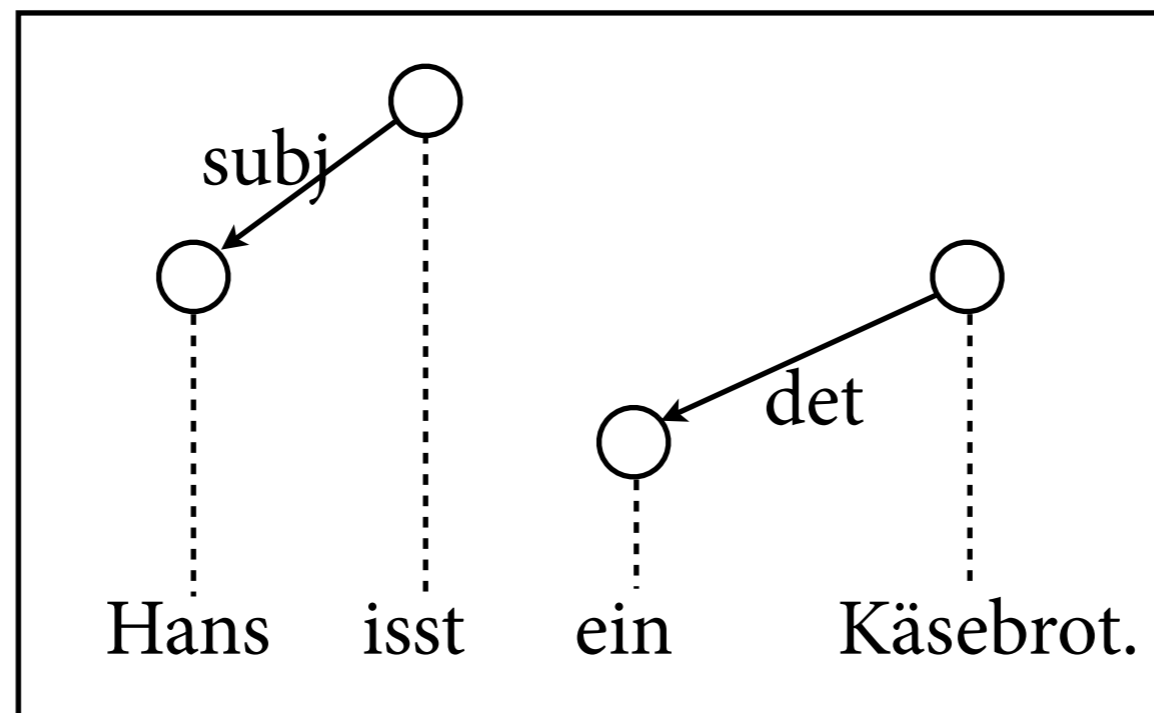
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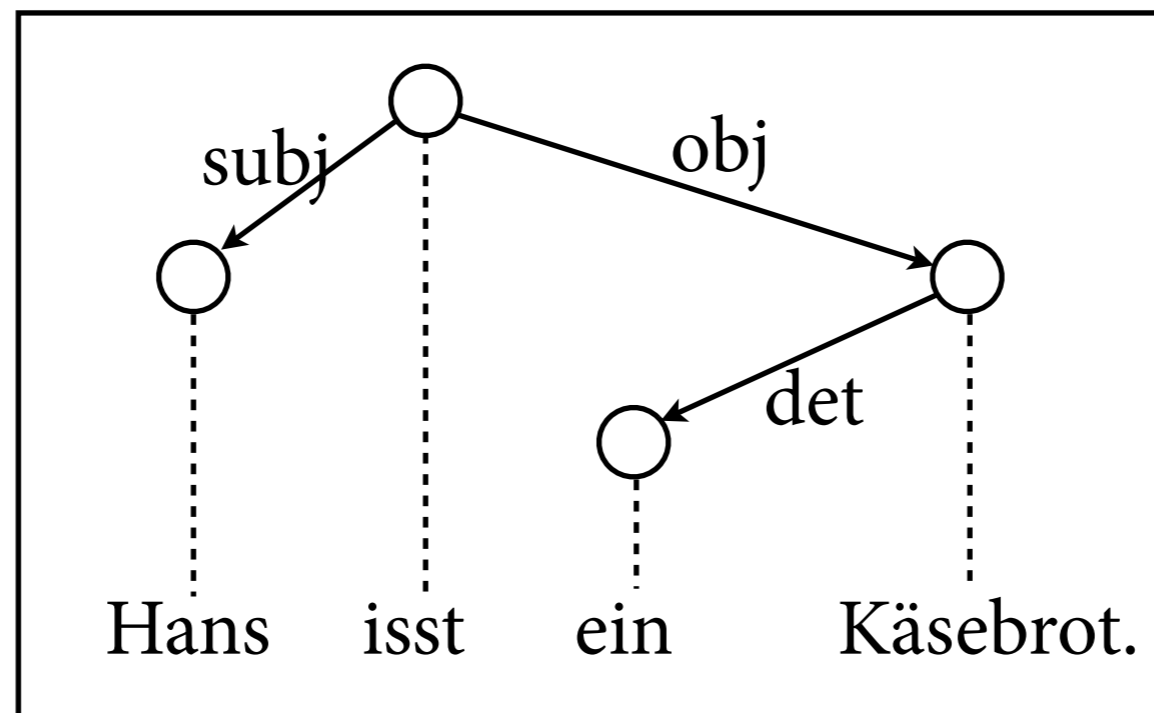
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# Nivre-style dependency parsing



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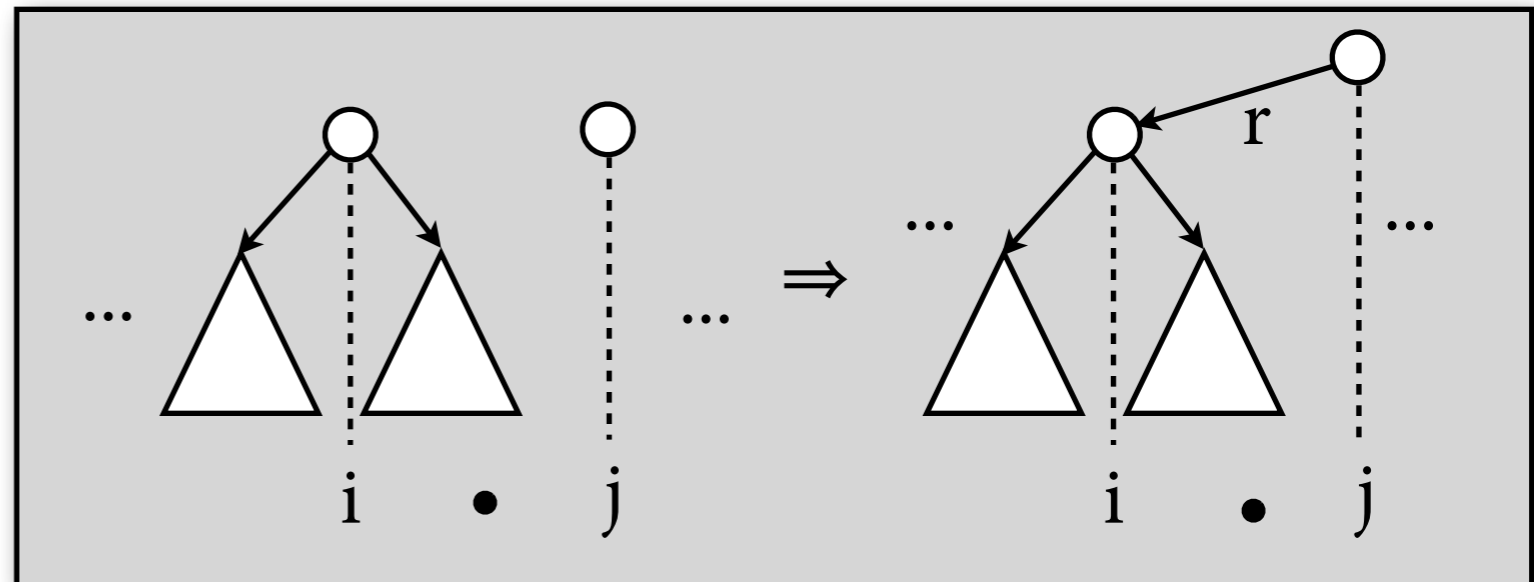




# Left-Arc operation

- Left-Arc( $r$ ): Topmost token  $i$  on stack becomes left  $r$ -child of next input token  $j$ .

$$\frac{(\sigma \cdot i, j \cdot \tau, h, d) \quad h(i) = 0}{(\sigma, j \cdot \tau, h[i \mapsto j], d[i \mapsto r])}$$

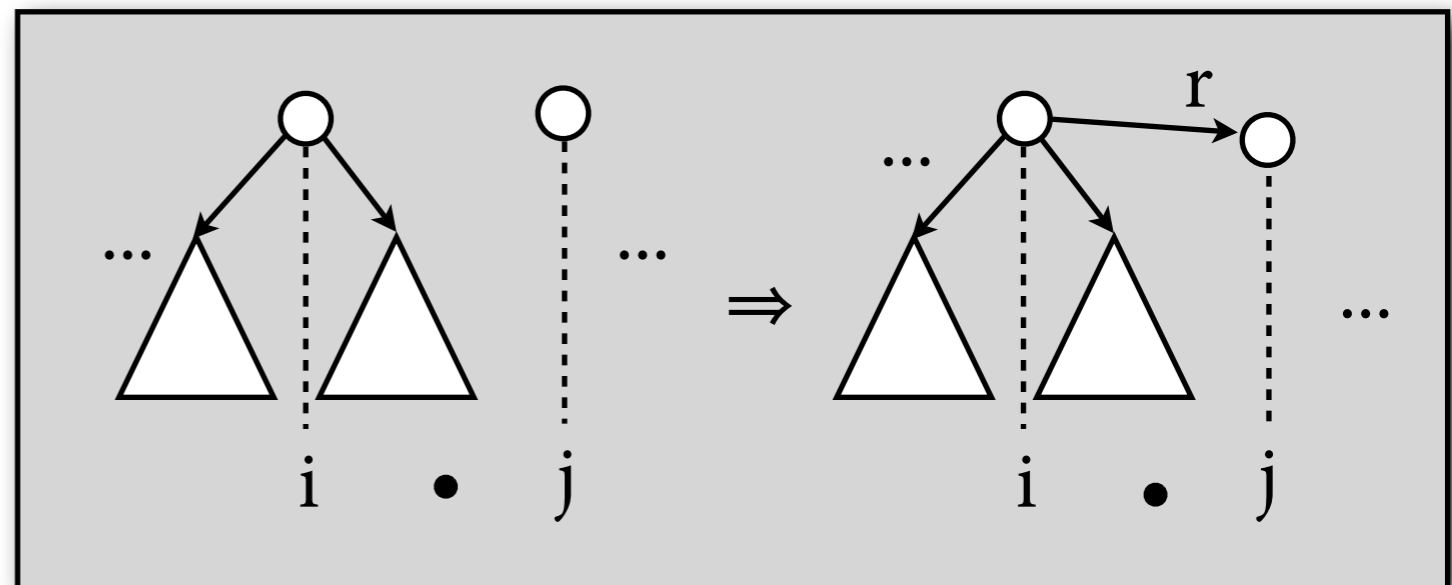


- $i$  disappears from stack, because  $i$  can't get further children in a projective tree

# Right-Arc operation

- Right-Arc( $r$ ): Input token  $j$  becomes (right)  $r$ -child of topmost stack token  $i$ .

$$\frac{(\sigma \cdot i, \quad j \cdot \tau, \quad h, d) \quad h(j) = 0}{(\sigma \cdot i \cdot j, \quad \tau, \quad h[j \mapsto i], d[j \mapsto r])}$$

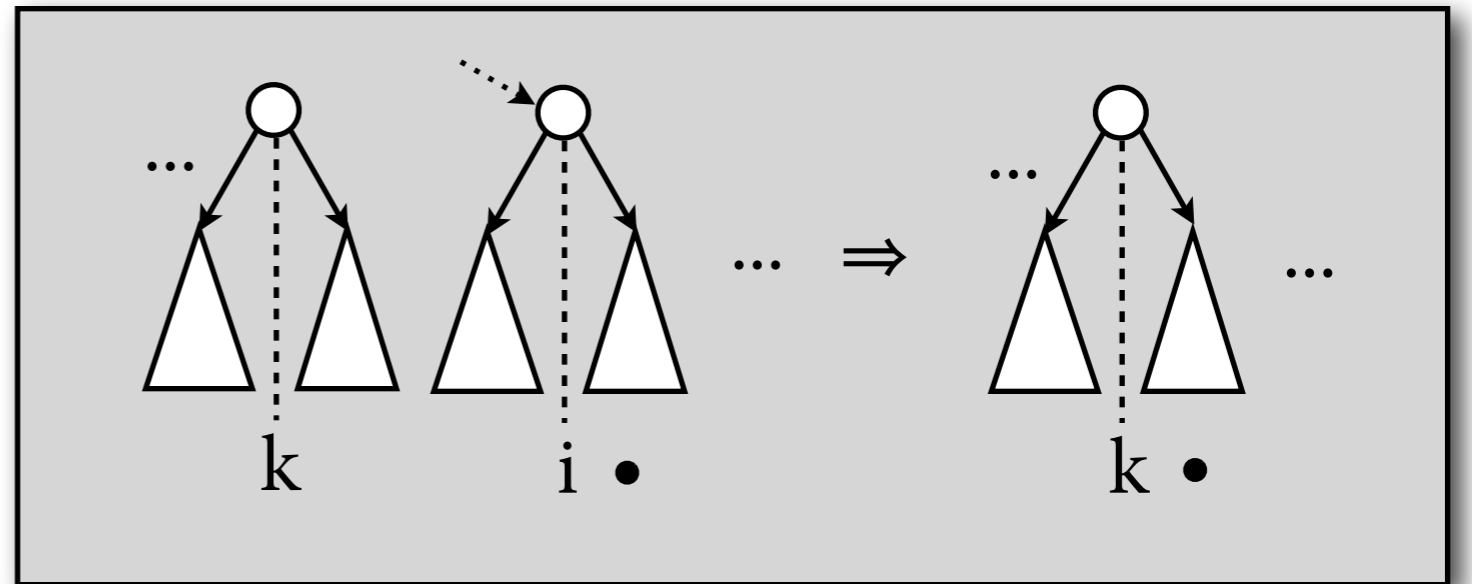


- $i, j$  both remain on stack because they can receive further children (on the right).

# Reduce operation

- Reduce: Remove topmost token from stack.

$$\frac{(\sigma \cdot i, \tau, h, d) \quad h(i) \neq 0}{(\sigma, \tau, h, d)}$$

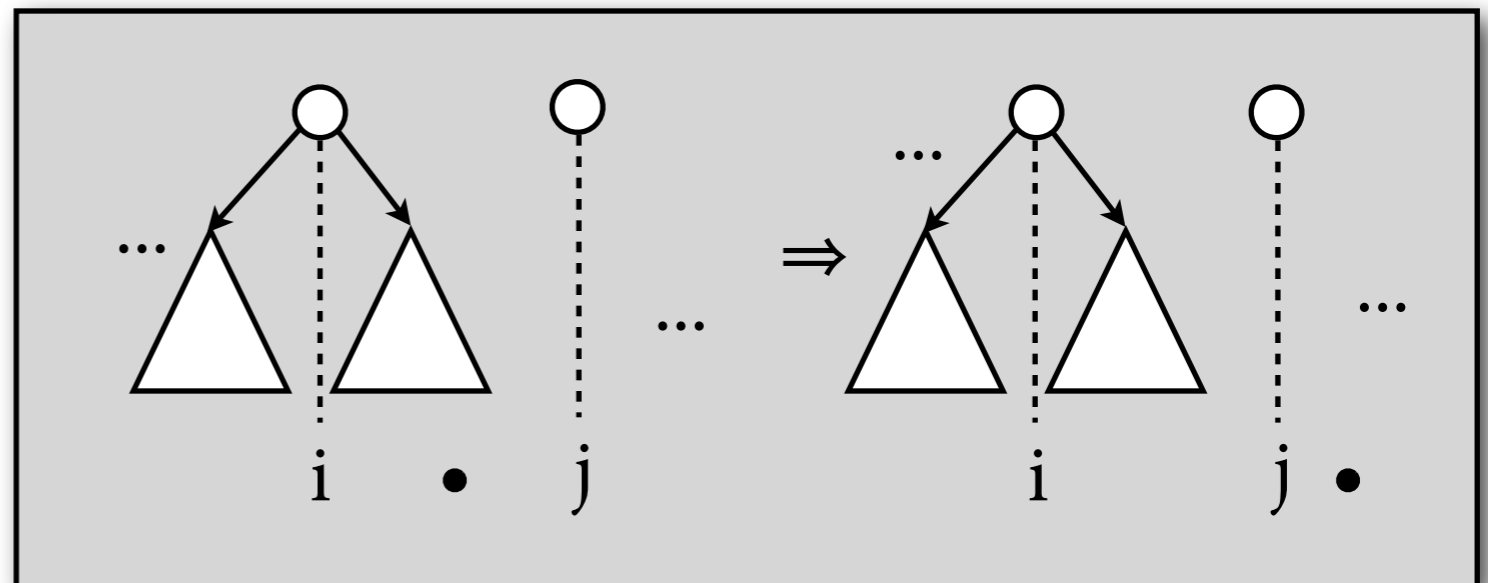


- This decides that we have seen all children of  $i$ , and makes words further to the left available for receiving further right children.
- Rule requires that  $i$  already has a parent.

# Shift operation

- Shift: Moves next input token  $j$  to stack.

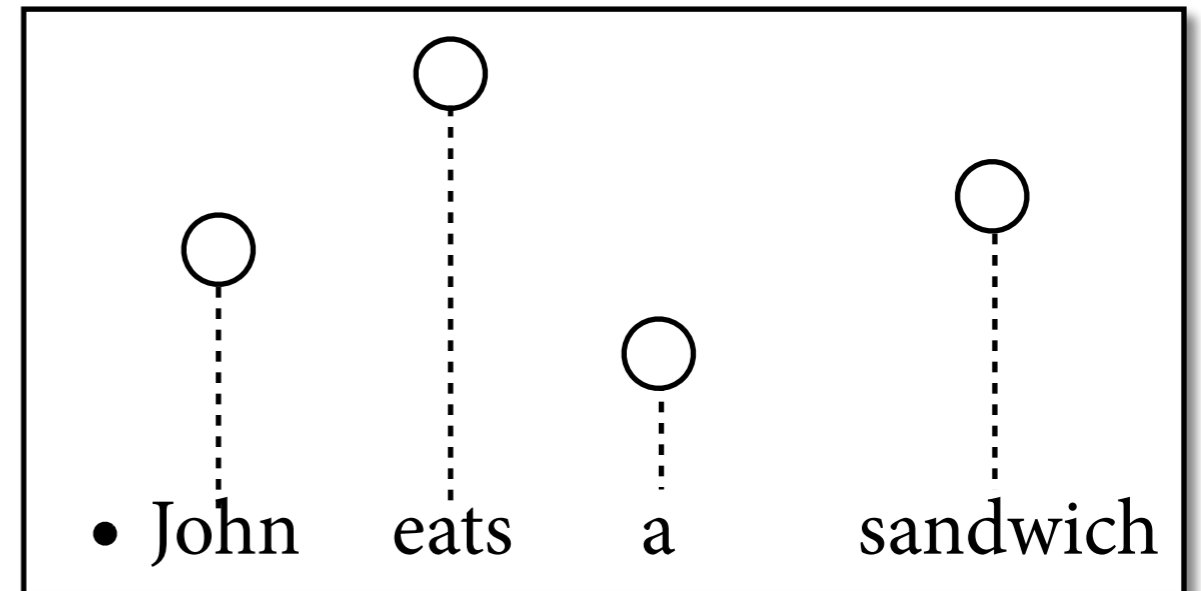
$$\frac{(\sigma, \quad j \cdot \tau, \quad h, d)}{(\sigma \cdot j, \quad \tau, \quad h, d)}$$



- Decides that  $j$  and any word  $i$  on stack are in disjoint tree positions.

# Example run

( $\epsilon$ , J eats a sw)



John eats a sandwich

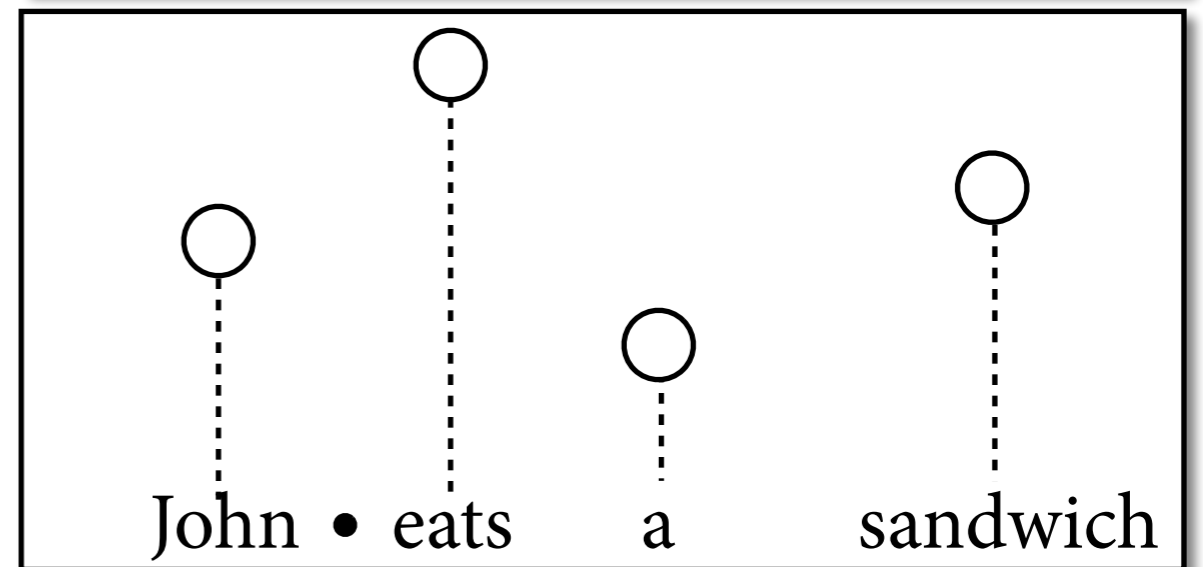
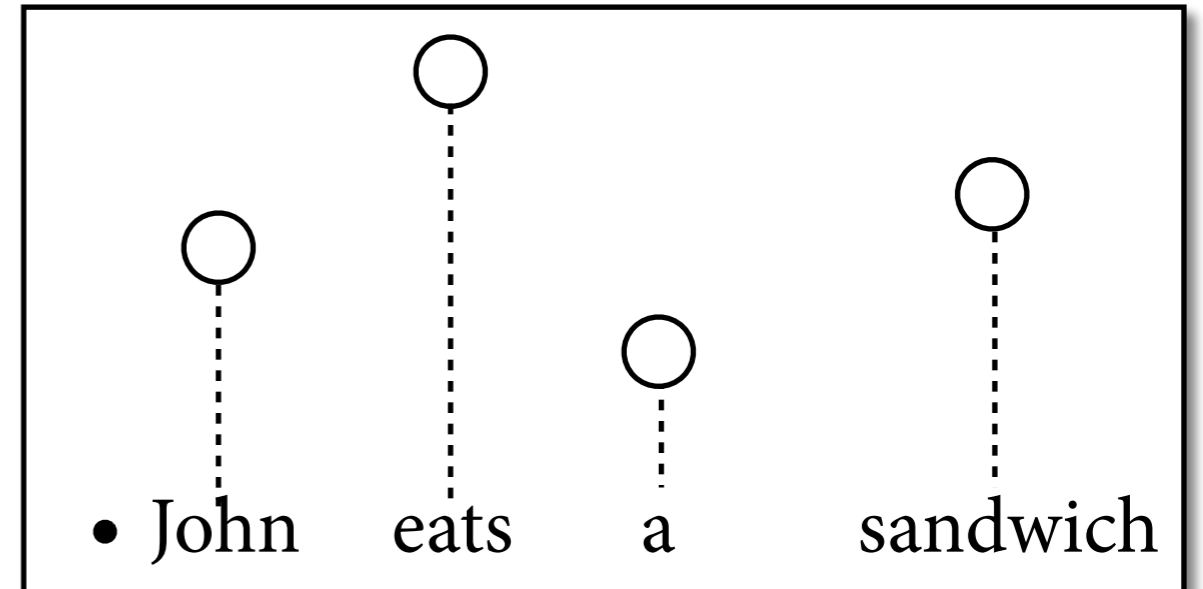
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# Example run

( $\epsilon$ , J eats a sw)

⇓ Shift

(J, eats a sw)



John eats a sandwich

# Example run

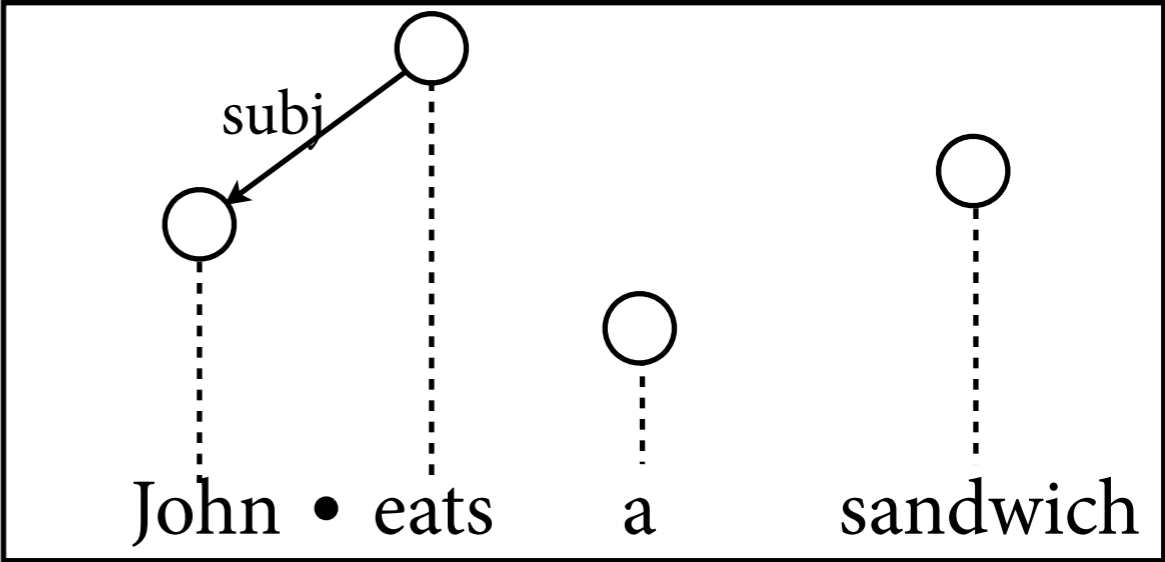
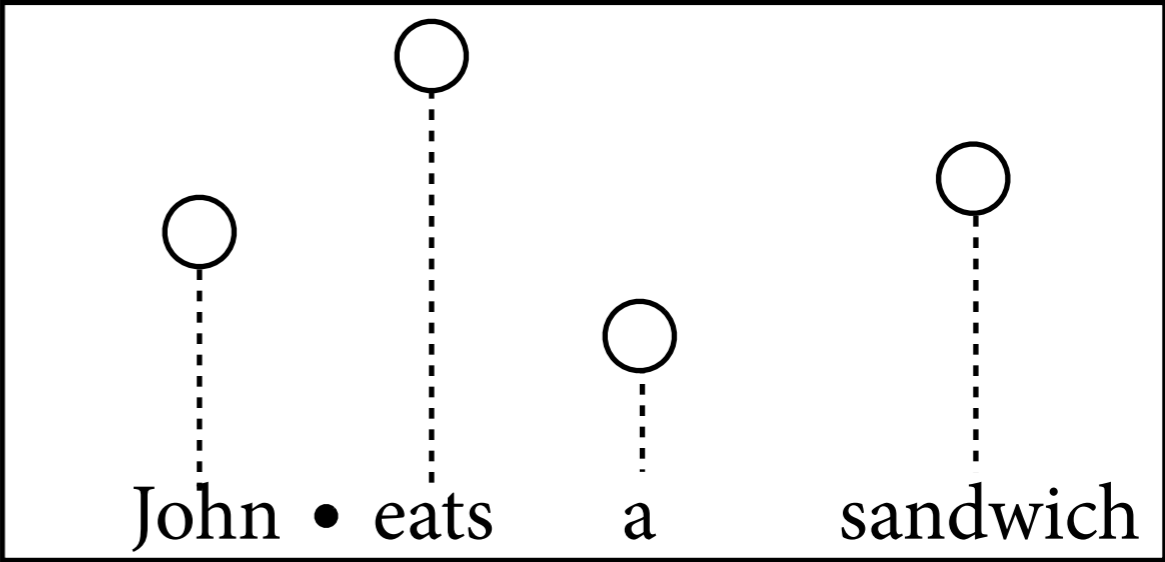
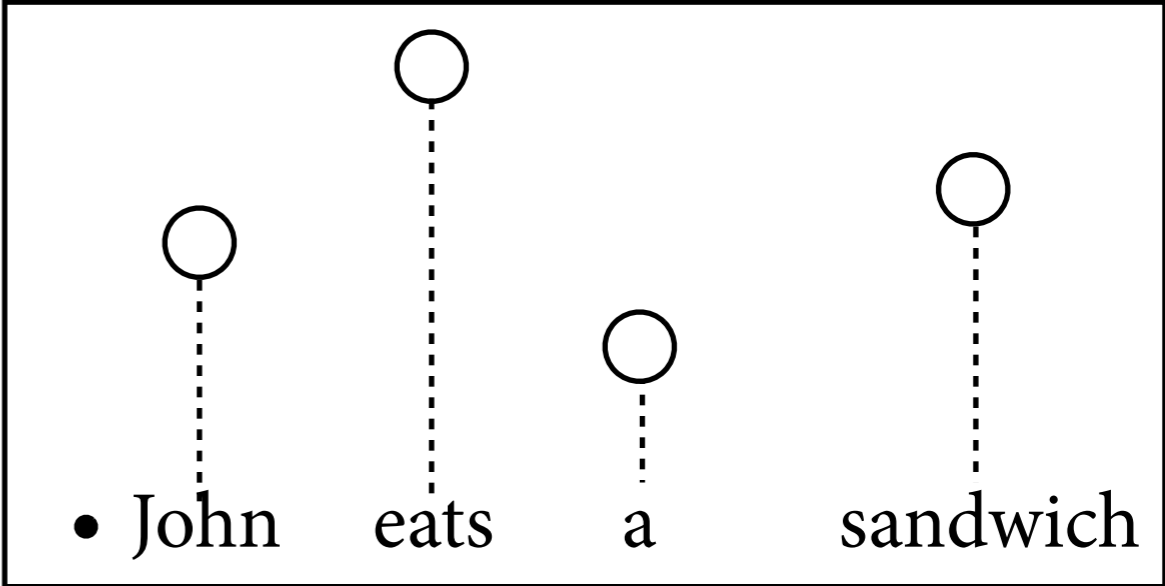
( $\epsilon$ , J eats a sw)

⇓ Shift

(J, eats a sw)

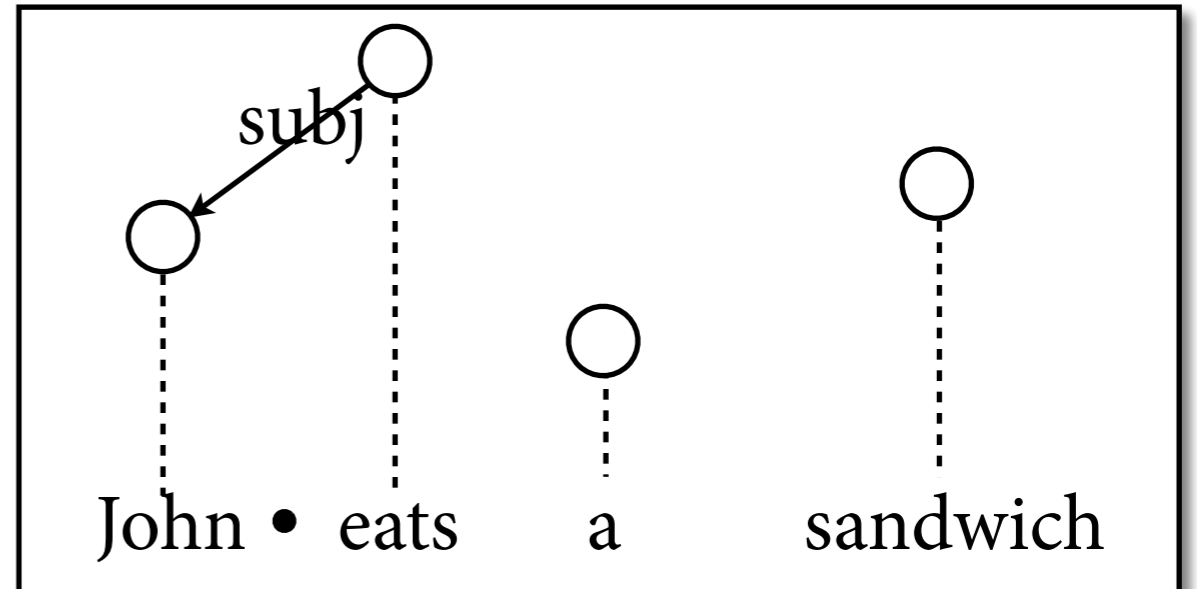
⇓ Left-Arc(subj)

( $\epsilon$ , eats a sw)



# Example run

( $\epsilon$ , eats a sw)



John eats a sandwich

John eats a sandwich

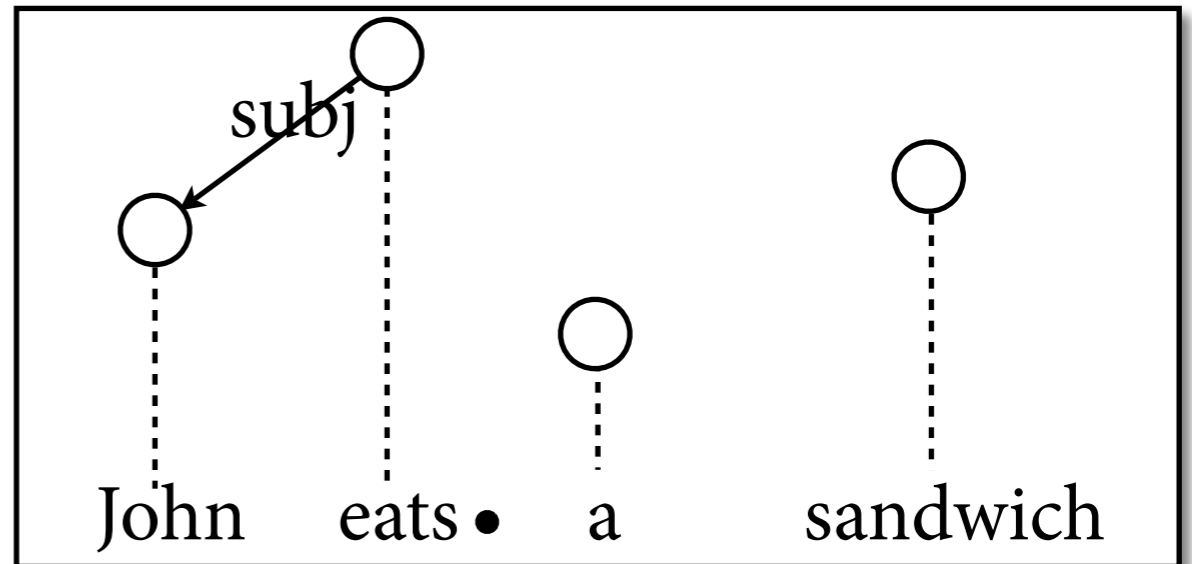
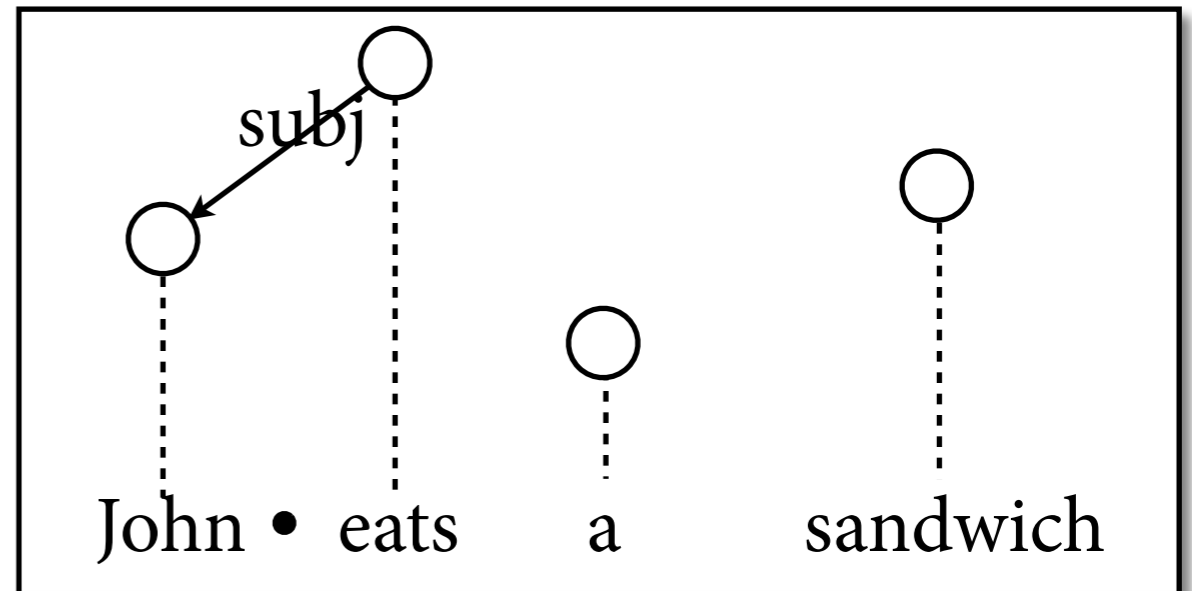


# Example run

( $\epsilon$ , eats a sw)

⇓ Shift

(eats, a sw)



John eats a sandwich

# Example run

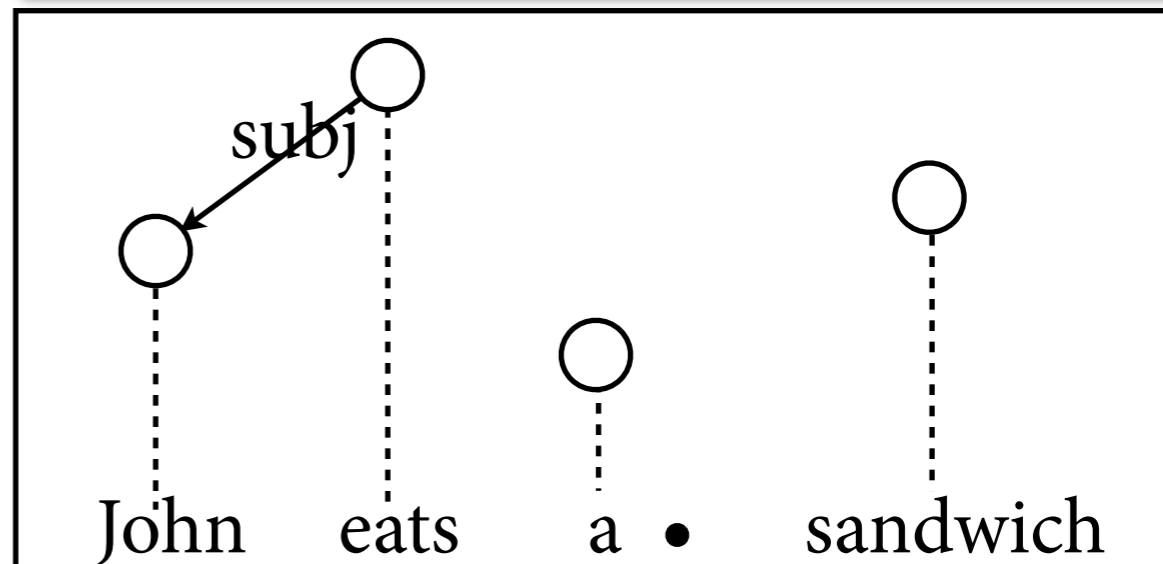
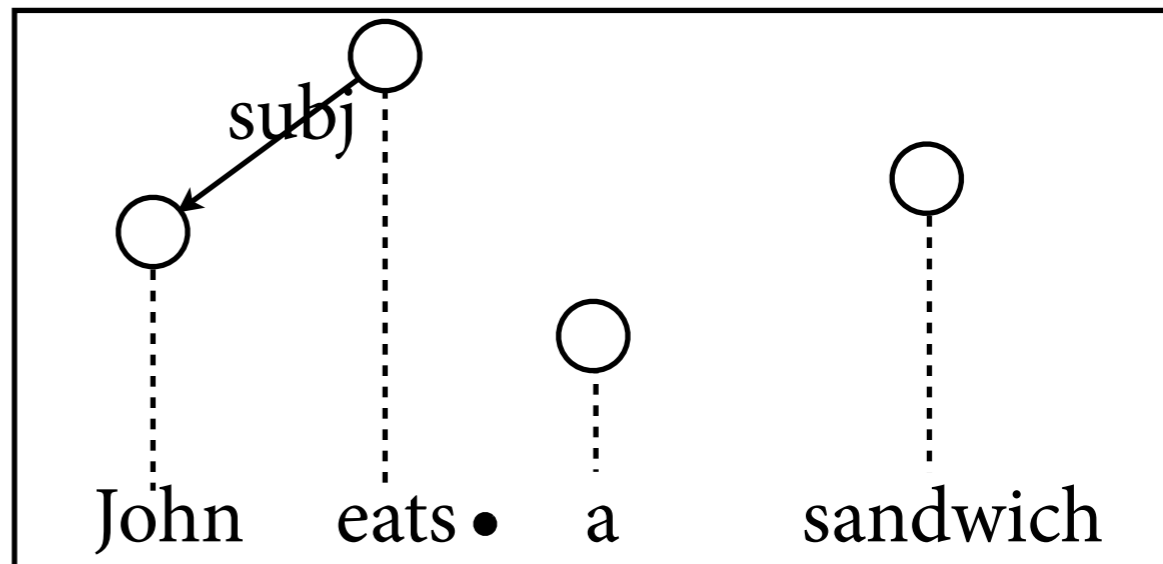
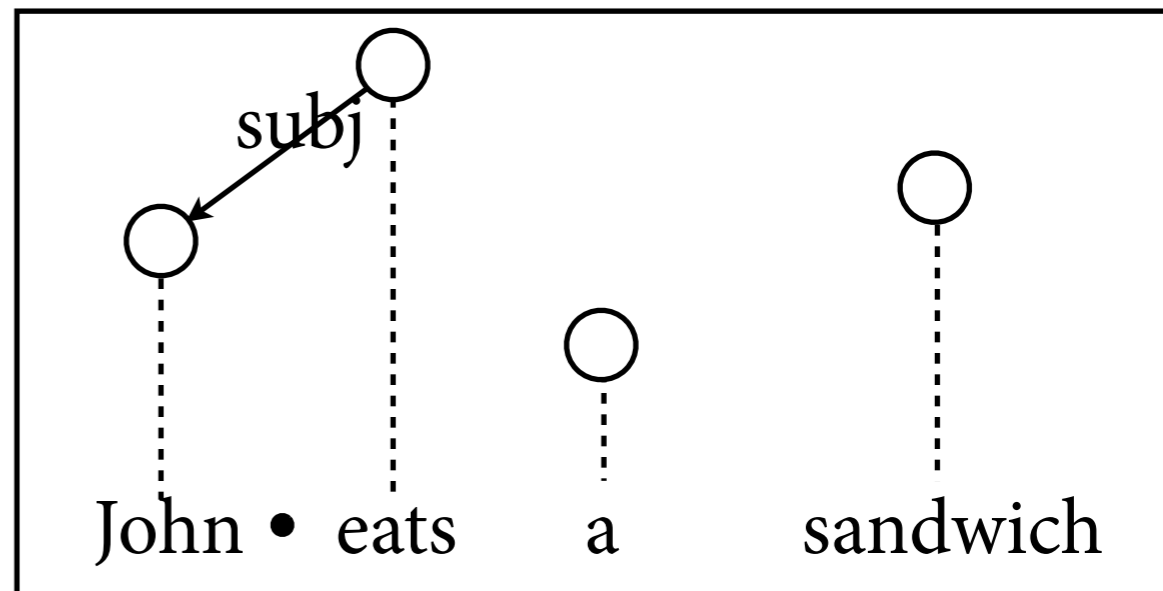
( $\epsilon$ , eats a sw)

⇓ Shift

(eats, a sw)

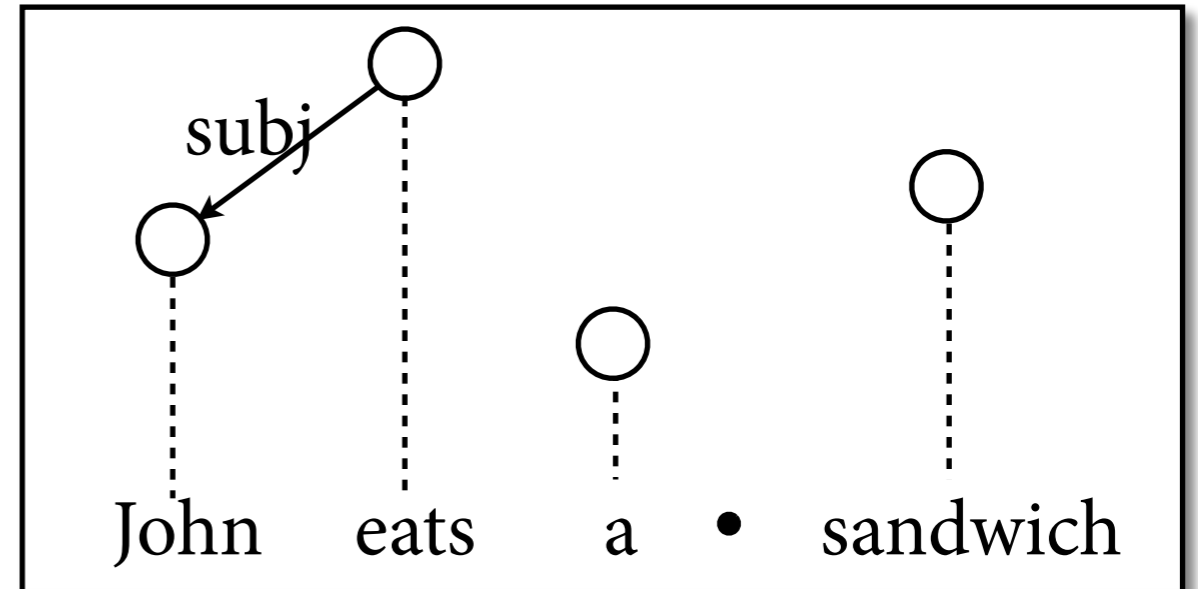
⇓ Shift

(eats a, sw)



# Example run

(eats a, sw)



John eats a • sandwich

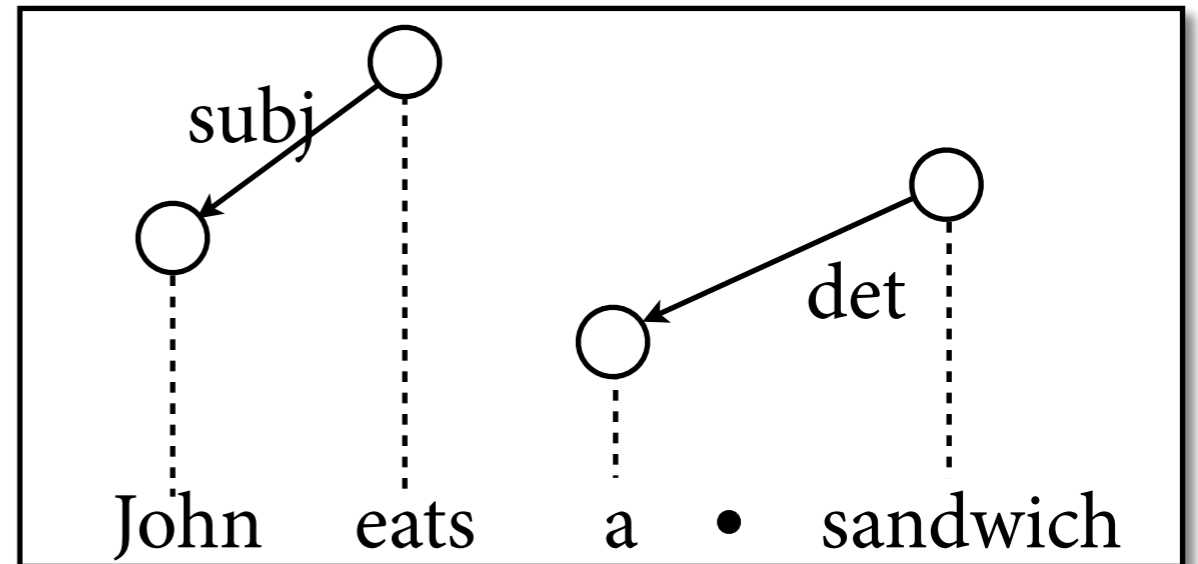
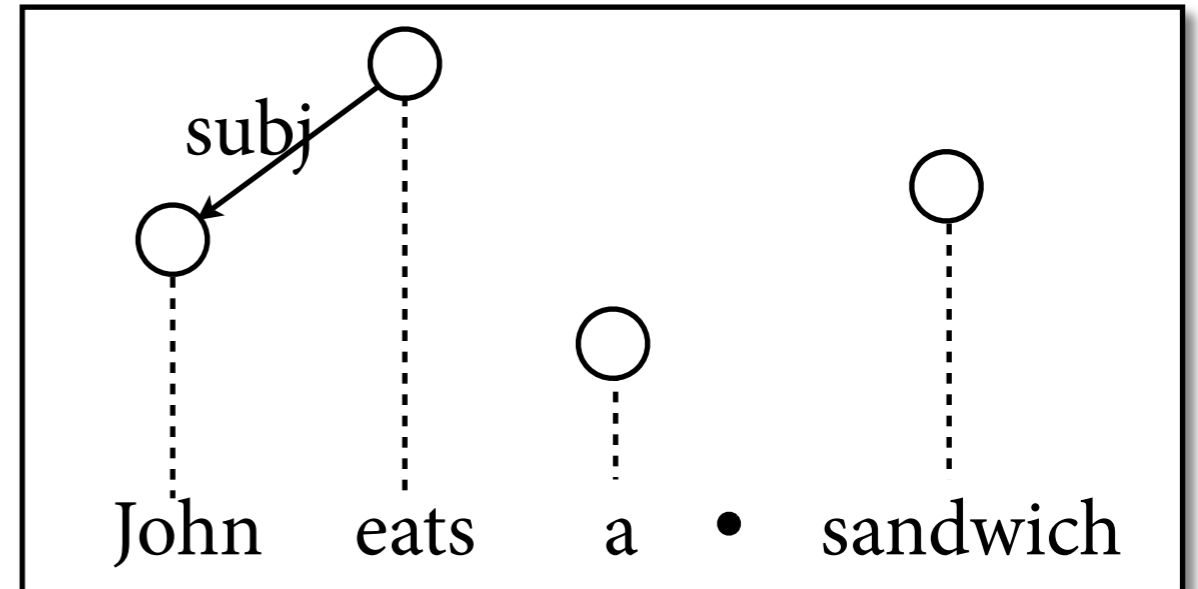
John eats a sandwich

# Example run

(eats a, sw)

⇓ Left-Arc(det)

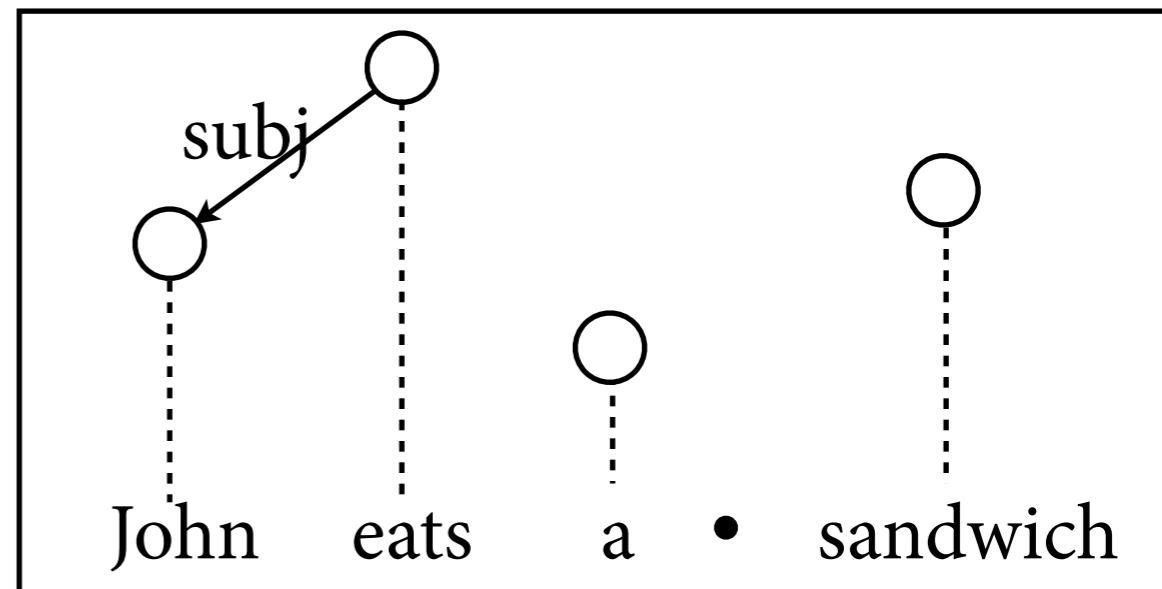
(eats, sw)



John eats a sandwich

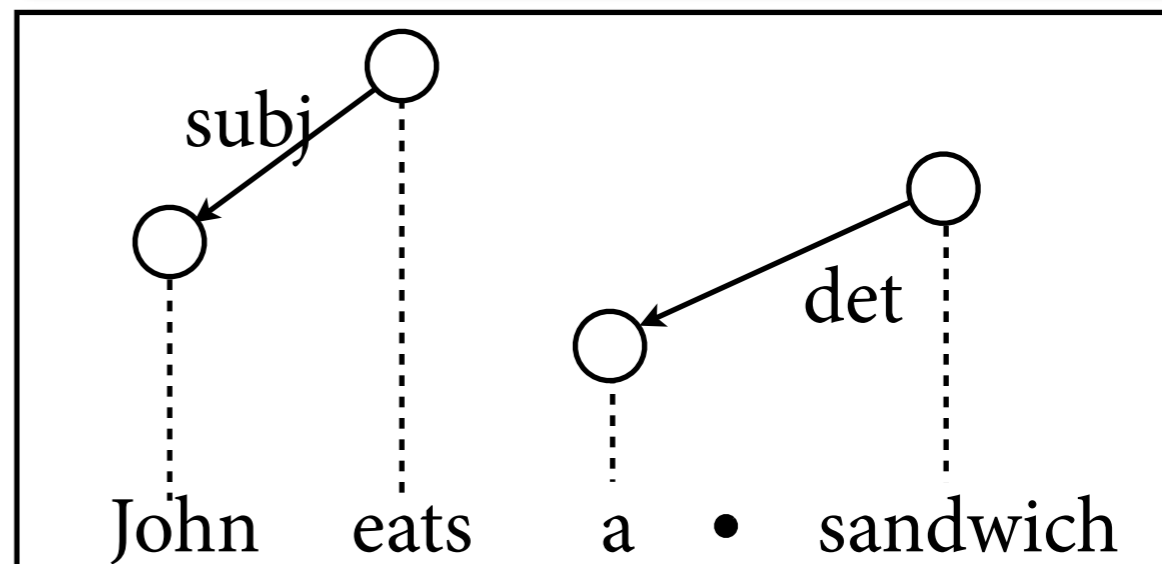
# Example run

(eats a, sw)



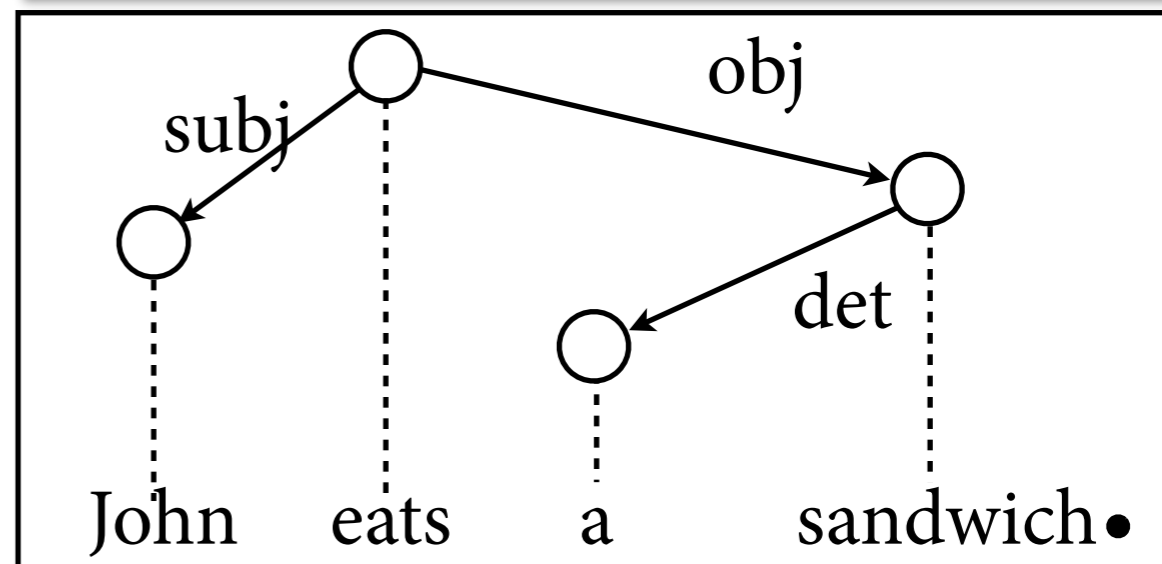
⇓ Left-Arc(det)

(eats, sw)



⇓ Right-Arc(obj)

(eats sw, ε)



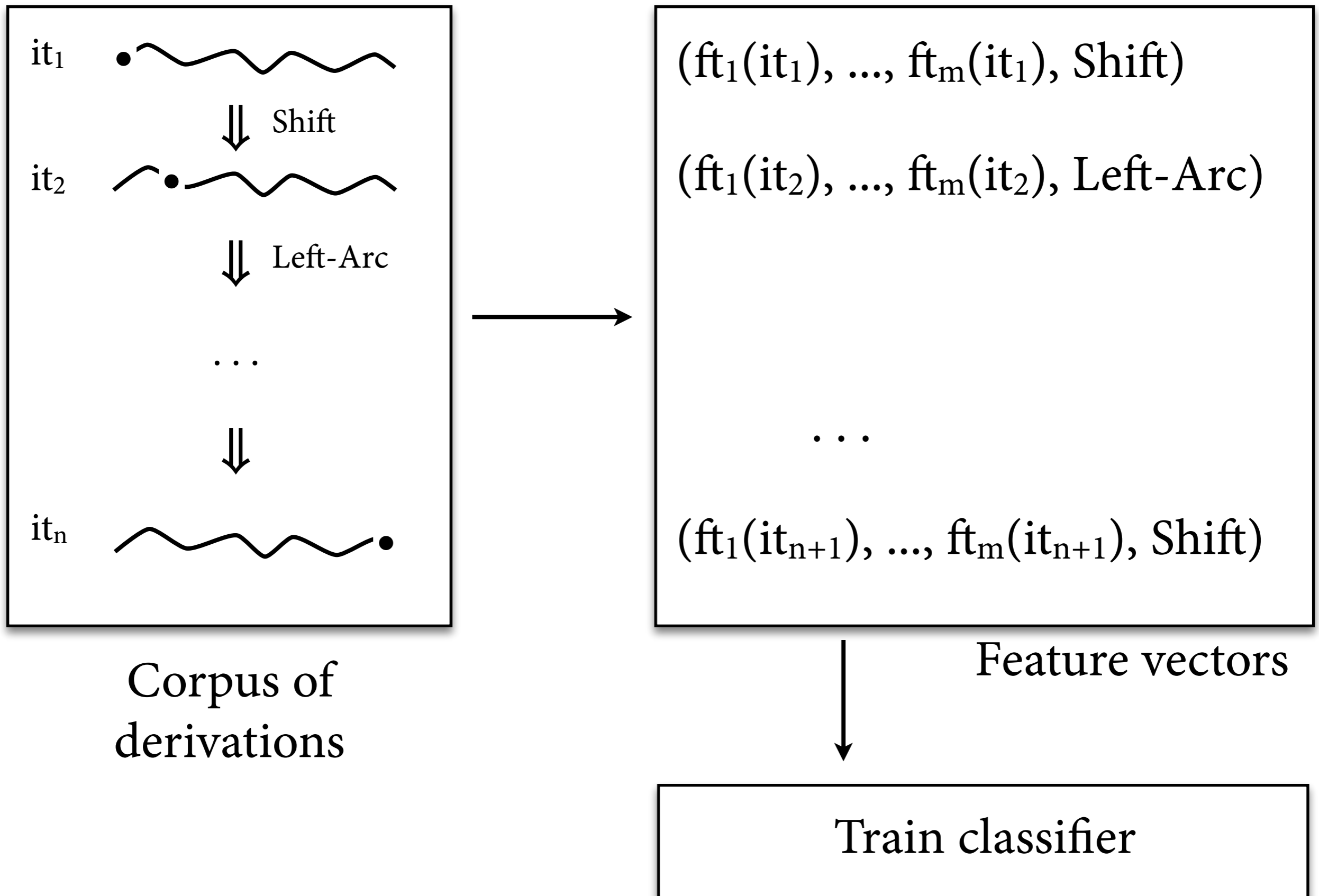
# Parsing as Classification

- Can now do deterministic parsing as follows:

```
c = start-item
while (c not goal-item and can apply
      at least one parsing operation to c):
    op = next-operation(c)
    c = perform-operation(c, op)
```

- “next-operation” chooses parsing operation to be applied to c. How do we get it?

# Learning classifier



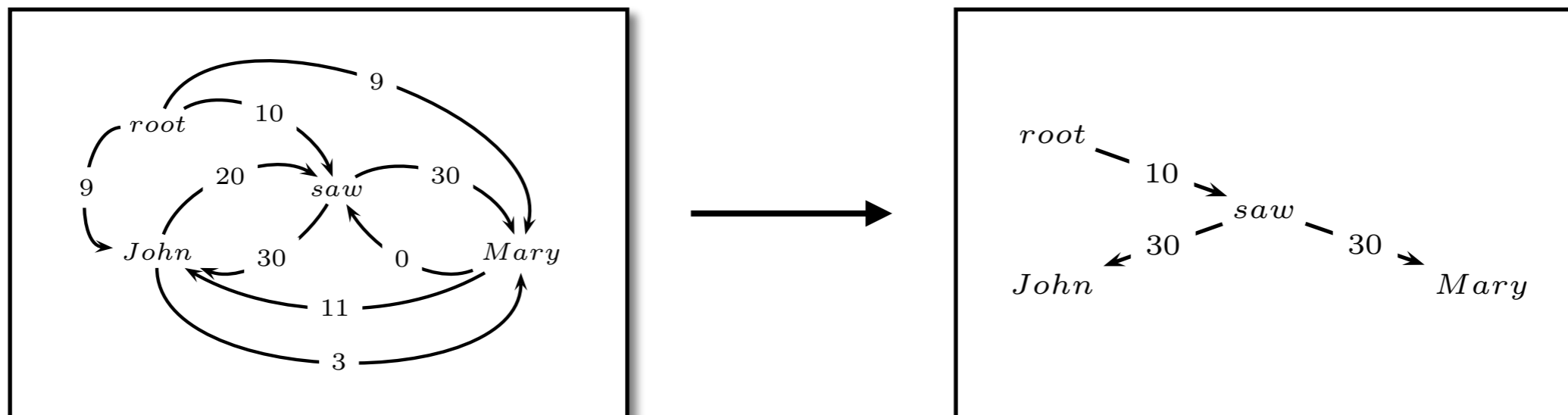
# Features in MaltParser

- MaltParser (= standard implementation of Nivre algorithm) offers “toolbox” for features:
  - ▶  $\sigma_i$ :  $i$ -th stack token (from the top)
  - ▶  $\tau_i$ :  $i$ -th token in remaining input
  - ▶  $h(x)$ : parent of  $x$  in the tree
  - ▶  $l(x)$ ,  $r(x)$ : leftmost (rightmost) child of  $x$  in the tree
  - ▶  $p(x)$ : POS tag of  $x$
  - ▶  $d(x)$ : edge label from  $h(x)$  into  $x$
  - ▶ build arbitrary terms from these, e.g.  $p(l(\sigma_0))$
- Instead of engineering the features, can also use neural network classifier → Google SyntaxNet.



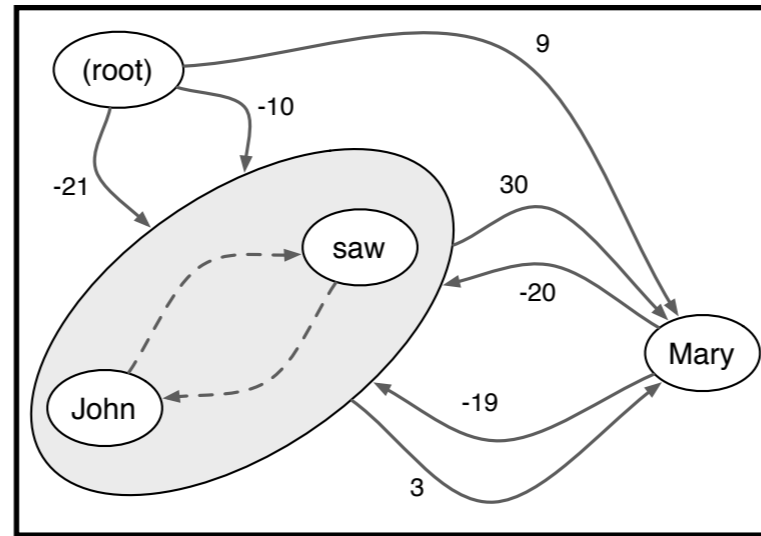
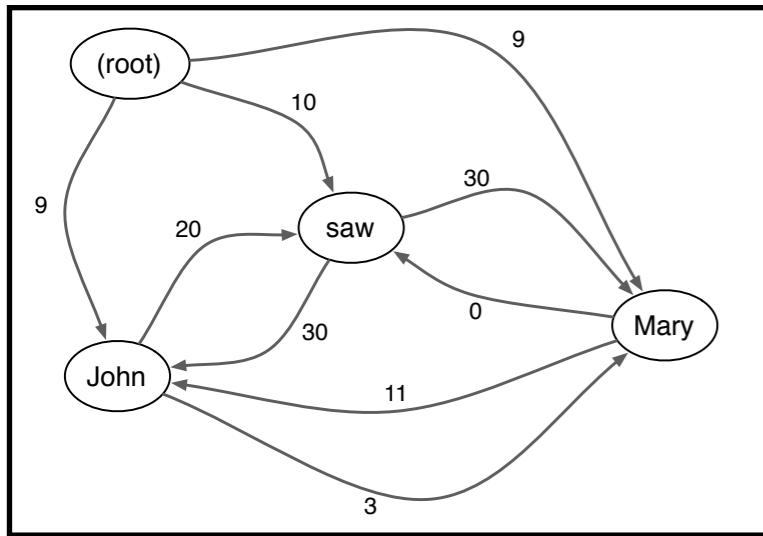
# The MST Parser

- Alternative idea (McDonald & Pereira, ca 2005):
  - ▶ take graph where nodes are words of sentence, and a directed edge between each two nodes
  - ▶ weight of edge represents how plausible a statistical model finds this edge
  - ▶ then calculate *maximum spanning tree*, i.e. tree that contains all nodes and has maximum sum of edge weights.



# Computing MSTs

Using the Chu-Liu-Edmonds algorithm, runtime  $O(n^2)$

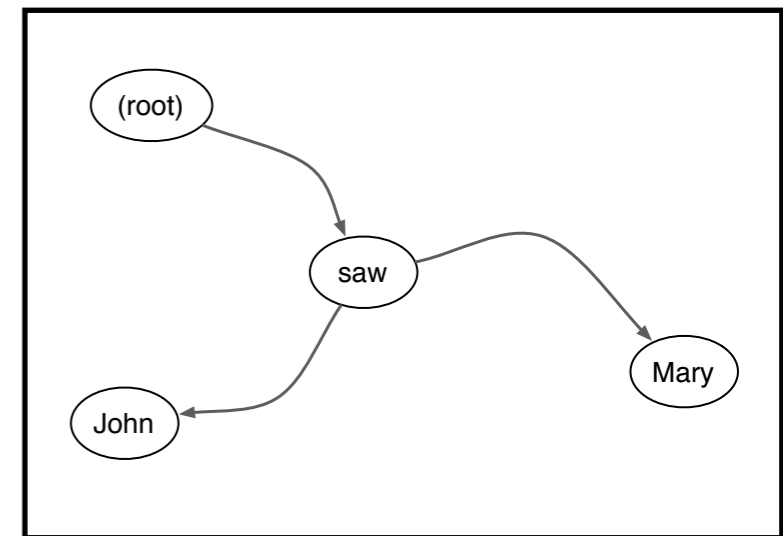
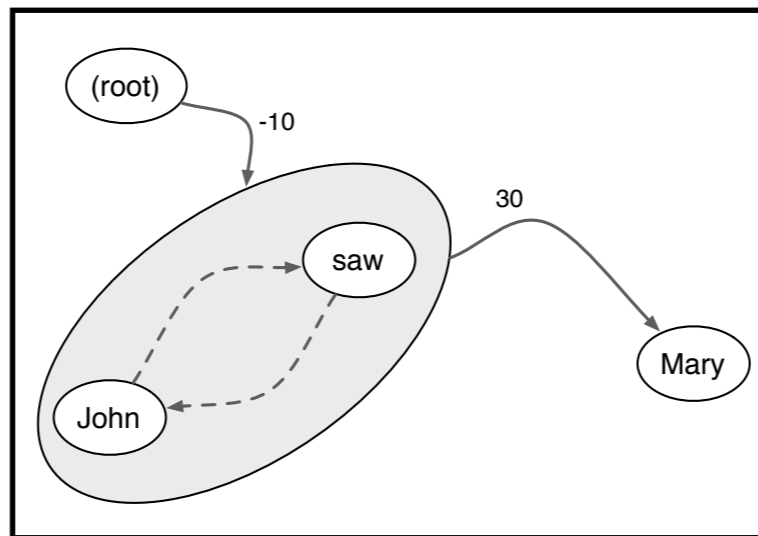
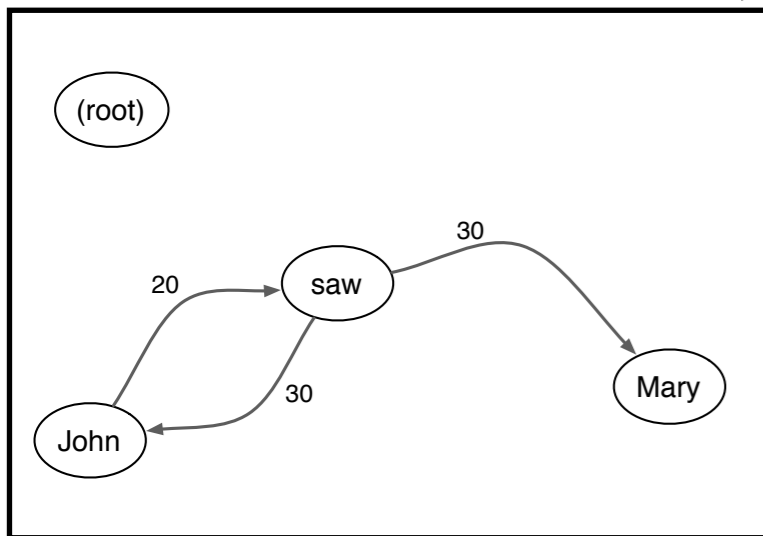


weight of new edge =  
weight of old edge (u,v)  
- weight of best edge into v

pick best  
incoming edges

contract  
cycles

pick best  
incoming edges



# Features

Basic Uni-gram Features
p-word, p-pos
p-word
p-pos
c-word, c-pos
c-word
c-pos

Basic Big-ram Features
p-word, p-pos, c-word, c-pos
p-pos, c-word, c-pos
p-word, c-word, c-pos
p-word, p-pos, c-pos
p-word, p-pos, c-word
p-word, c-word
p-pos, c-pos

In Between POS Features
p-pos, b-pos, c-pos
Surrounding Word POS Features
p-pos, p-pos+1, c-pos-1, c-pos
p-pos-1, p-pos, c-pos-1, c-pos
p-pos, p-pos+1, c-pos, c-pos+1
p-pos-1, p-pos, c-pos, c-pos+1

p = parent; c = child; b = word between parent and child in string

- Learn weight for each feature from training data.
  - ▶ using MIRA algorithm, which tries to maximize difference between score of correct parse and score of best wrong parse
- Instead of features, can also use neural model, e.g. Kiperwasser & Goldberg 2016.

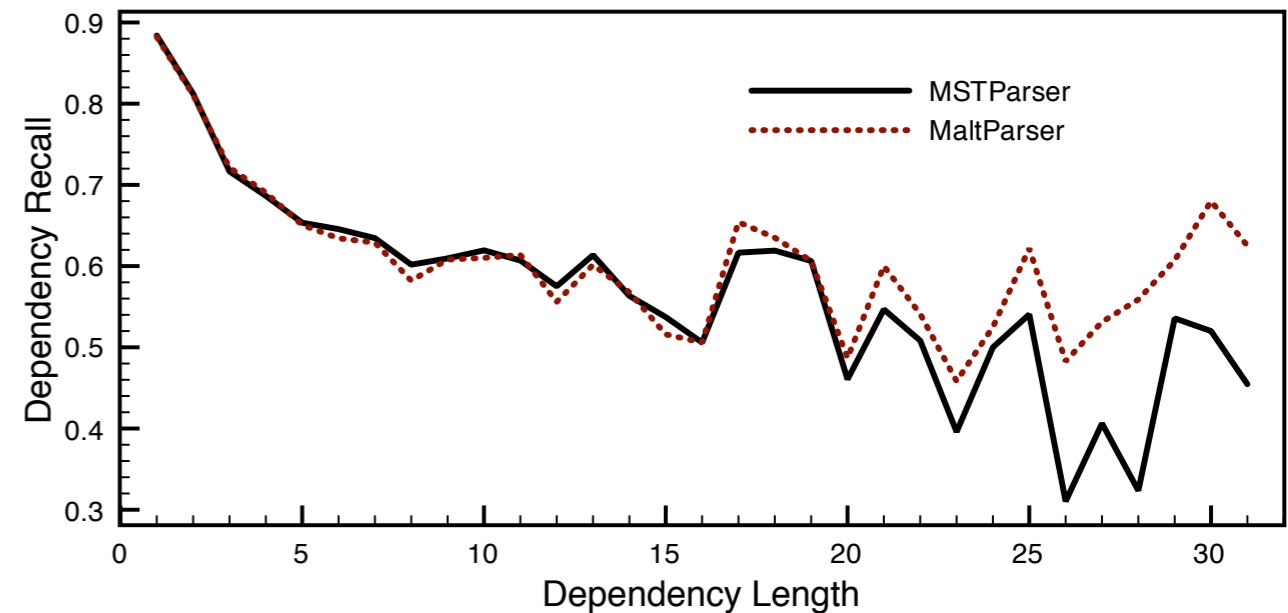
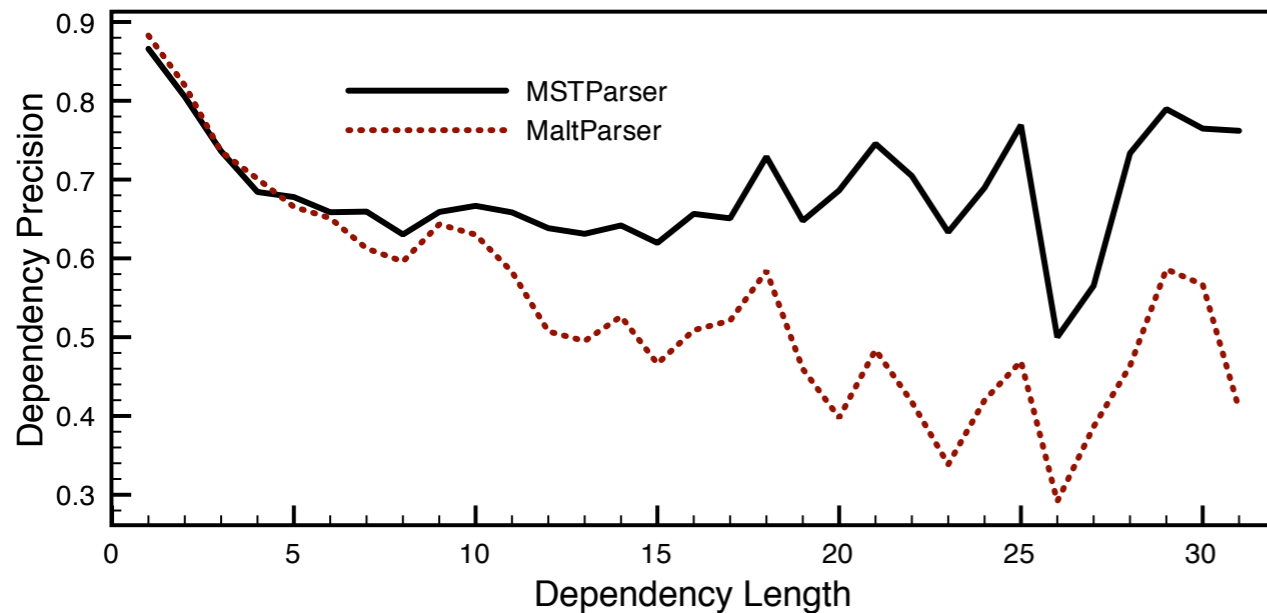
# Evaluation

- Which proportion of edges predicted correctly?
  - ▶ *label accuracy*:  
 $\#(\text{nodes with correct label of incoming edge}) / \# \text{nodes}$
  - ▶ *unlabeled attachment score*:  
 $\#(\text{nodes with correct parent}) / \# \text{nodes}$
  - ▶ *labeled attachment score (LAS)*:  
 $\#(\text{nodes with correct parent and edge label}) / \# \text{nodes}$

# Nivre vs McDonald

	McDonald	Nivre
Arabic	66.91	66.71
Bulgarian	87.57	87.41
Chinese	85.90	86.92
Czech	80.18	78.42
Danish	84.79	84.77
Dutch	79.19	78.59
German	87.34	85.82
Japanese	90.71	91.65
Portuguese	86.82	87.60
Slovene	73.44	70.30
Spanish	82.25	81.29
Swedish	82.55	84.58
Turkish	63.19	65.68
Overall	80.83	80.75

# Comparison



- Observation (McDonald & Nivre 07): MaltParser and MSTParser make complementary mistakes.
  - ▶ MSTParser computes globally optimal tree, whereas MaltParser predicts local parsing choices.
  - ▶ MSTParser features can only look at individual edges, whereas MaltParser features can look at global tree structure.

# Summary

- Dependency parsing: fundamentally different style of parsing algorithm than with PCFGs.
- Much newer parsing style, but now just as popular as PCFG parsing in current research.
- Very fast in practice (e.g. MaltParser is  $O(n)$ ); Google SyntaxNet does  $\sim 600$  words/sec.
- State of the art:
  - ▶ LAS around 92 on English, around 90 on German
  - ▶ cool recent work trains on one language, directly used to parse a different one (with Universal Dependencies)