Tree-based Translation with Tectogrammatical Representation Part 2: Treelet Decoding



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Overview of Part 2

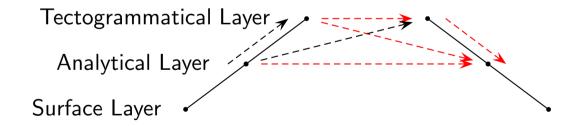


- Synchronous Tree-Substitution Grammars (STSG).
 - Illustrations, definitions,
 - Tree-to-tree alignments by heuristics or EM,
 - Beam-search decoding of STSG.
- Risks of data sparseness and back-off methods.
- Properties of the current version of my decoder.

Synchronous Tree-Substitution Grammars (STSG)



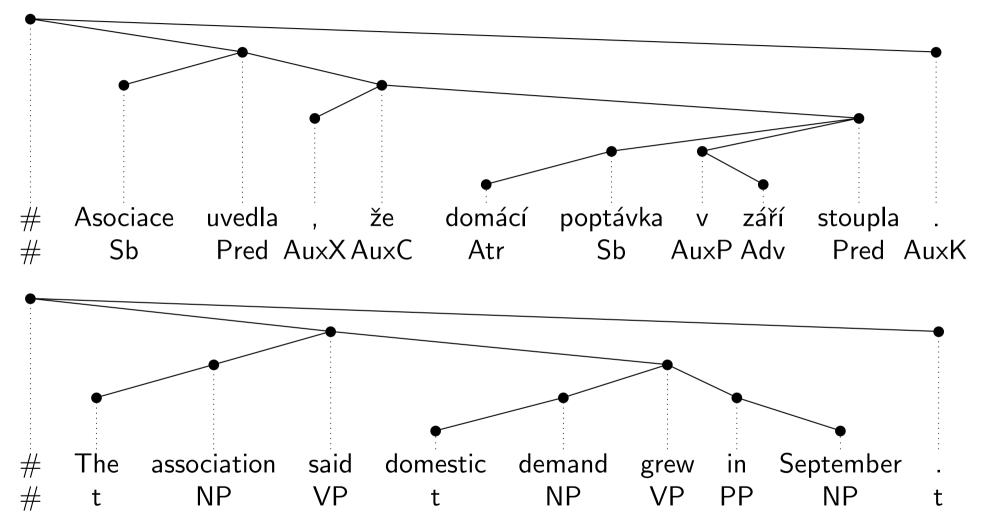
- Introduced by Hajič et al. (2002) and formalized by Eisner (2003) and Čmejrek (2006).
- Basic assumption when applied to MT: source and target sentences are structurally parallel.
 - Not all training sentences are like that, because not all translations are literal enough.
- Generic model for non-isomorphic tree-to-tree transformation.
 Can be applied at or across various layers:



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Idea: Observe a Pair of Dependency Trees



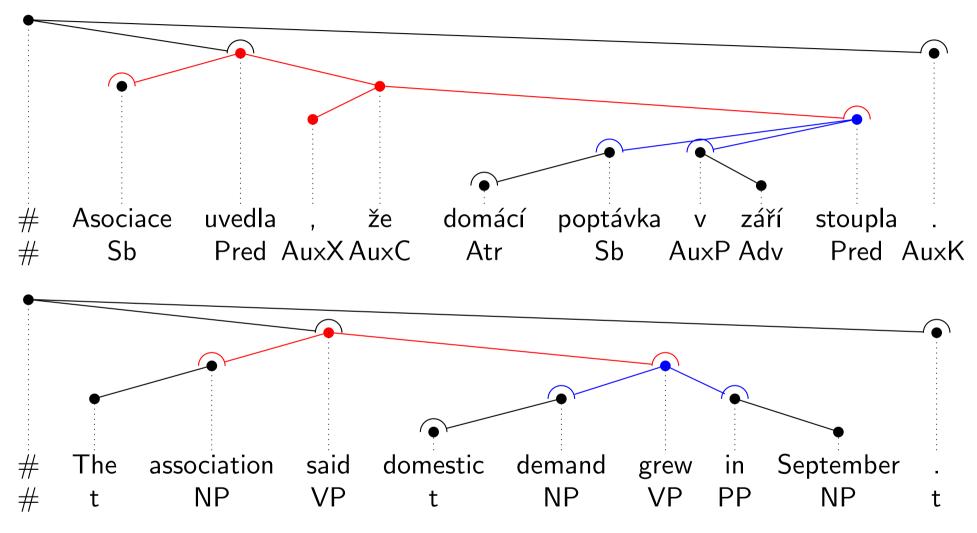


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Idea: Decompose Trees into Treelets



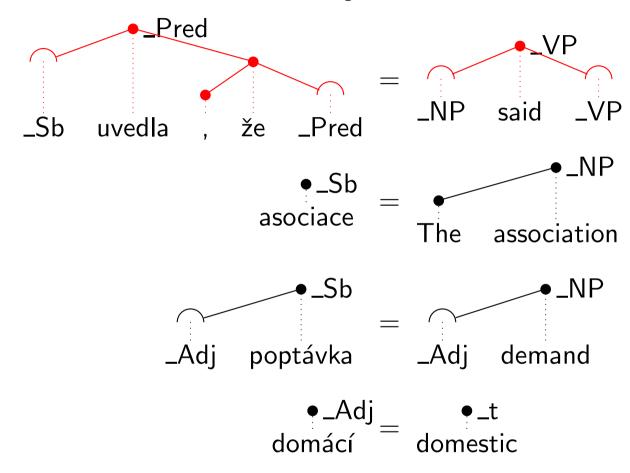


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Idea: Collect Dictionary of Treelet Pairs



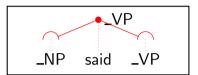


Little Trees Formally



Given a set of states Q and a set of word labels L, we define:

A LITTLE TREE or TREELET t is a tuple (V, V^i, E, q, l, s) where:



- ullet V is a set of NODES,
- $V^i \subseteq V$ is a nonempty set of INTERNAL NODES. The complement $V^f = V \setminus V^i$ is called the set of FRONTIER NODES,
- $E \subseteq V^i \times V$ is a set of directed edges starting from internal nodes only and forming a directed acyclic graph,
- $q \in Q$ is the ROOT STATE,
- $l:V^i \to L$ is a function assigning labels to internal nodes,
- $s: V^f \to Q$ is a function assigning states to frontier nodes.

Optionally, we can keep track of local or global ordering of nodes in treelets.

I depart from Čmejrek (2006) in a few details, most notably I require at least one internal node in each little tree.





A TREELET PAIR $t_{1:2}$ is a tuple (t_1, t_2, m) where:

- t_1 and t_2 are little trees for source and target languages $(L_1 \text{ and } L_2)$ and states $(Q_1 \text{ and } Q_2)$,
- m is a 1-1 MAPPING of frontier nodes in t_1 and t_2 .

 Unlike Čmejrek (2006), I require all frontier nodes mapped, i.e. equal number of left and right frontier nodes.

From a starting SYNCHRONOUS STATE $Start_{1:2} \in Q_1 \times Q_2$, a SYNCHRONOUS DERIVATION δ constructs a pair of dependency trees by:

- ullet attaching treelet pairs $t_{1:2}^0,\dots,t_{1:2}^k$ at corresponding frontier nodes, and
- ullet ensuring that the root states $q_{1:2}^0,\ldots,q_{1:2}^k$ of the attached treelets pairs $t_{1:2}^0,\ldots,t_{1:2}^k$ match the frontier states of the corresponding frontier nodes.

Can define probability of a derivation: $p(\delta) = p(t_{1:2}^0|Start_{1:2}) * \prod_{i=1}^k p(t_{1:2}^k|q_{1:2}^k)$

Practical Issues



How big should the treelets be?

- ullet The bigger, the better translation. imes The bigger, the worse data sparseness.
- Currently, I consider all up to a certain size (e.g. 3 internals and 7 frontiers).

Given a pair of sentences (trees), how to learn treelet pairs?

- Heuristics similar to common phrase-extraction techniques:
 - Obtain node-to-node(s) alignments.
 - Sometimes for free: Tectogrammatical layer contains links to analytical nodes.
 - Or use GIZA++ word alignments as node-alignments.
 - Count all treelet pairs somehow compatible with word alignment.
- Expectation-maximization loop: Čmejrek (2006):
 - Assume all possible/reasonable decompositions and alignments equally likely.
 - Recalculate probabilities using corpus counts; iterate.

Decoding STSG



Given an input dependency tree, in all possible ways:

- Decompose it into translatable treelets,
- Replace treelets by their translations,
- Join output treelets and produce output final tree (or string).

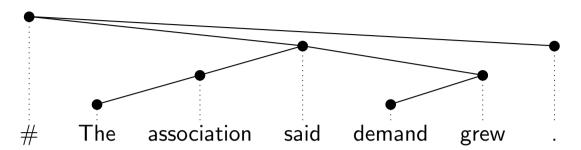
Find target tree such that the synch. derivation δ is most likely.

Implemented as top-down beam-search similar to Moses:

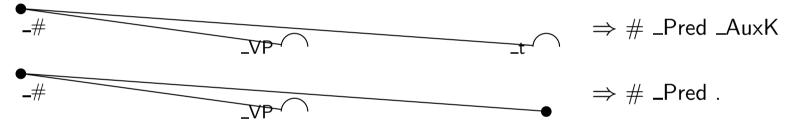
- 1. For input tree of k words, prepare translation options table:
- 2. For each source node, record τ -best possible target treelets.
- 3. Create stacks s_0, \ldots, s_k to hold partial hypotheses, stack s_i for hyps covering i input nodes.
- 4. Insert initial hypothesis into s_0 .
- 5. **for** $i \in 0 \dots k-1$
- foreach hypothesis $h \in s_i$
- Expand h by attaching one of possible translation options at a pair of pending frontiers,
- 8. extending the set of covered words and adding output words.
- Insert the expanded h' (j words covered) to s_j , pruning s_j to at most σ hyps.
- 10. Output top-scoring h^* from s_k .

Translation Options Example





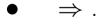
Sample translation options at root:



Sample translation options at 'said':

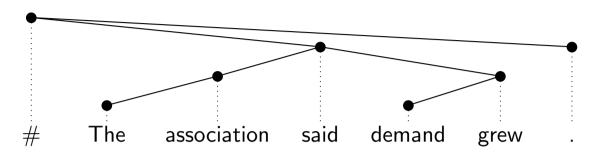


Sample translation options at '.':

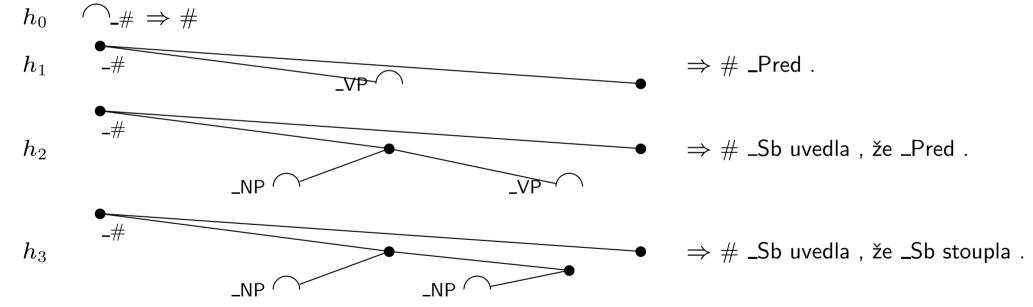


Expanding Hypothesis Example





Sample Derivation:



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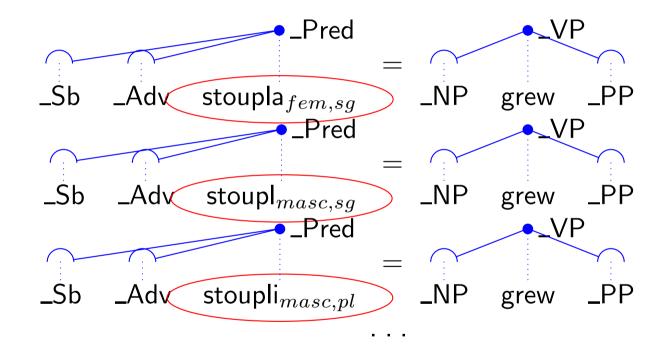
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Risks of Data Sparseness (1)



Morphological richness:

not an issue at a higher layer, where nodes hold lemmas.



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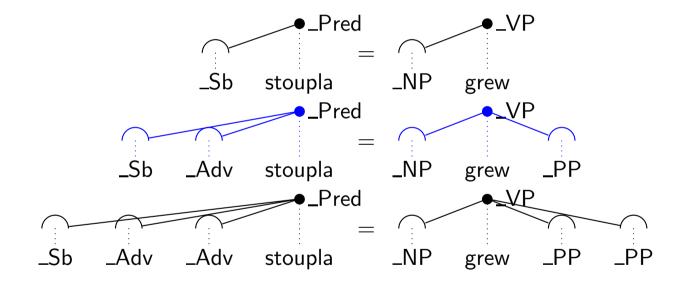
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Risks of Data Sparseness (2)



Frontiers for additional adjuncts, state labels for root and frontiers:

• Once a node is used as internal, all its children have to be included in the little tree as internals or frontiers. (There is no adjunction in STSG.)

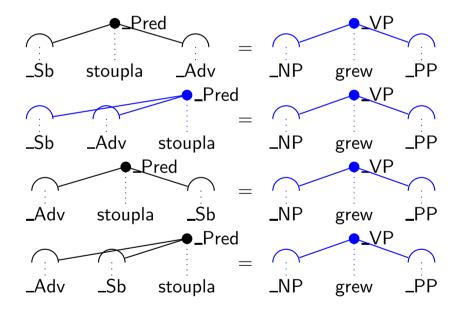






Ordering of nodes:

- Czech has a relatively free word order, many permutations possible.
- Not an issue if we decide to leave the tricky part for someone else,
 e.g. a tecto→analytical generator.



Back-off Schemes



Preserve all. Full-featured treelets are collected in training phase. Required treelets often never seen in training data ⇒ back-off needed.

Drop frontiers. Observed treelets reduced to internal nodes only. Given a source treelet, internals translated by the dictionary, frontiers generated on the fly, labelled and positioned probabilistically.

Keep a word non-translated to handle unknown words.

Allowed only for single-internal treelets, frontiers mapped probabilistically.

Transfer numeric expression, showing possibility to include hand-coded rules.

Adjoin on the fly like Quirk, Menezes, and Cherry (2005); not implemented.

Modular approach to back-off schemes, config says:

- which methods to use
- in which order, or whether more should be attempted at simultaneously.





To allow for end-to-end BLEU evaluation, I mainly experiment with:

- analytical trees (treelets fully lexicalized with word forms, locally ordered),
- heuristic treelet dictionary extraction,
- target treelet structure disregarded (output linearized right away).

Features already supported:

- GDBM to store and access treelet tables (zero loading time).
- IrstLM to promote hypotheses containing frequent trigrams.
- MERT by Philipp Koehn (Och, 2003) or Smith and Eisner (2006).

Future:

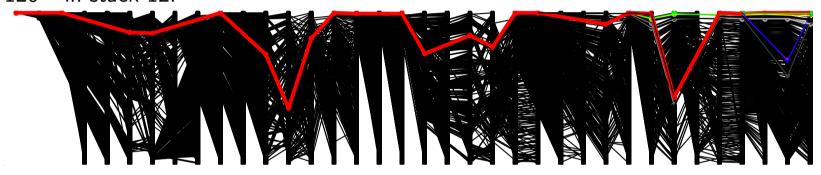
- Tectogrammatical transfer, chain of transfers.
- Impact of EM training, input parse quality.

Current Problems



• Search errors.

Input sentence of 35 words, stack size 200. The final best hypothesis (red) ranked as the 126^{th} in stack 12.



- MERT won't work with many search errors.
- ullet Bad parses mislead translation \Rightarrow plan to allow uncertain input.
- ⇒ Currently terribly beaten by Moses. (English→Czech BLEU 7 or 8 instead of 13)

Summary



Bigger picture: MT model preserving dependency syntax:

- STSG can be used to model dependency tree-to-tree mapping.
- Linguistically motivated layers reduce sparseness. (STSG is applicable at or across various layers: $t \rightarrow t$, $a \rightarrow a$, $t_{cs} \rightarrow a_{en}$, $t_{en} \rightarrow a_{en}$.)
- Heuristics or EM to obtain treelet pairs.

"Smaller" picture:

- Czech-English data available at various layers of annotation.
- A preliminary version of an STSG decoder.
 Implemented in Mercury, a functional language compiled to C.
 Sharable with all interested.
 No public release yet, contact me directly. Eventually GPL'd.

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Additional Useful Links



bojar@ufal.mff.cuni.cz For all interested in collaboration.

More Czech-English Data http://ufal.mff.cuni.cz/czeng/ Czech is a challenge for anyone!

Mercury http://www.cs.mu.oz.au/research/mercury/
Pure, functional, (higher order), statically type- and mode-checked
⇒ If it compiles, it runs.

Compiled to plain C

 \Rightarrow seamless integration with C/C++ components; efficient.

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