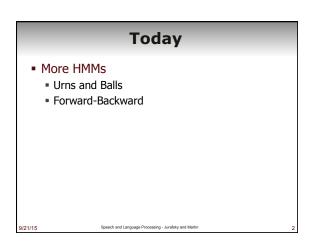
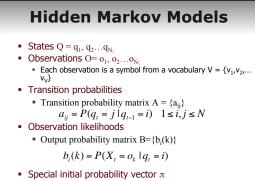
# Natural Language Processing

Lecture 10-10/1/2013

Jim Martin





 $\pi_i = P(q_1 = i) \quad 1 \le i \le N$ 

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# **3 Problems**

- Given this framework there are 3 problems that we can pose to an HMM
  - Given an observation sequence and a model, what is the probability of that sequence?
  - Given an observation sequence and a model, what is the most likely state sequence?
  - Given an observation sequence, infer the best model parameters for a partial model

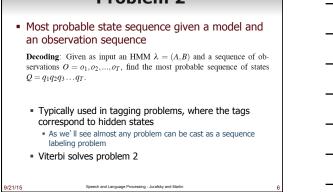
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# Problem 1 The probability of a sequence given a model... Computing Likelihood: Given an HMM λ = (A, B) and an observation sequence O, determine the likelihood P(O|λ). Used in model development... How do I know if some change I made to the model is making it better And in classification tasks Word spotting in ASR, language identification, speaker identification, author identification, etc. Train one HMM model per dass Given an observation, pass it to each model and compute P(seq|model).

# **Problem 2**



# **Problem 3**

- Infer the best model parameters, given a skeletal model and an observation sequence...
  - That is, fill in the A and B tables with the right numbers...
    - The numbers that make the observation sequence most likely
  - Useful for getting an HMM without having to hire annotators...

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### Solutions

- Problem 1: Forward
- Problem 2: Viterbi
- Problem 3: EM

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Or Forward-backward (or Baum-Welch)

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#### **The ViteBild Algorithm Function** VITERBI(observations of len *T*, state-graph of len *N*) returns best-path recate a path probability matrix viterbi(*N*+2,*T*] for each state s from 1 to *N* do ; initialization step witerbi[s,1] - 0, s + bb(o\_1) backpointer[s,1] + 0 for each state s from 2 to *T* do ; recursion step for each state s from 1 to *N* do witerbi[s,1] - max viterbi[s', t - 1] \* as', s + bs(o\_t) backpointer[s,1] - max viterbi[s', t - 1] \* as', g \* (termination step) witerbi[af\_,T] - max viterbi[s,T] \* as, aff ; termination step return the backtrace path by following backpointers to states back in time from backpointer[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step return the backtrace path by following backpointers to states back in time from backpointer[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[s,T] \* as, aff ; termination step witerbi[af\_,T] = argmax viterbi[af\_,T] \* aff ; termination step ; termination ; termin

### Forward

- Given an observation sequence return the probability of the sequence given the model...
  - Well in a normal Markov model, the states and the sequences are identical... So the probability of a sequence is the probability of the path sequence

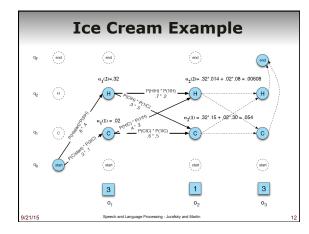
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But not in an HMM...

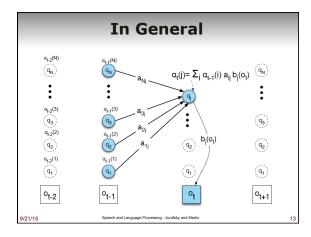
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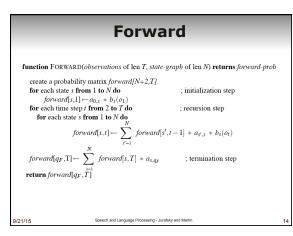
# Forward Efficiently computes the probability of an observed sequence given a model P(sequence|model) Nearly identical to Viterbi; replace the MAX with a SUM

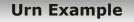












• A genie has two urns filled with red and blue balls. The genie selects an urn and then draws a ball from it (and replaces it). The genie then selects either the same urn or the other one and then selects another ball...

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• The urns are hidden

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The balls are observed

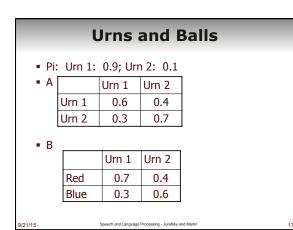
### Urn

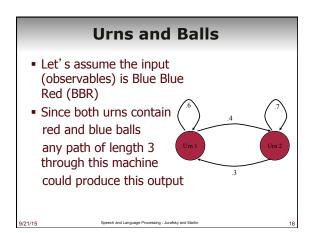
- Based on the results of a long series of draws...
  - Figure out the distribution of colors of balls in each urn
    - Observation probabilities (B table)
  - Figure out the genie's preferences in going from one urn to the next

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Transition probabilities (A table)

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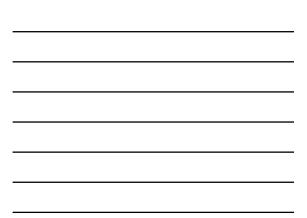
Urns and Balls			
Blue Blu	Blue Blue Red		
111	(0.9*0.3)*(0.6*0.3)*(0.6*0.7)=0.0204		
112	(0.9*0.3)*(0.6*0.3)*(0.4*0.4)=0.0077		
121	(0.9*0.3)*(0.4*0.6)*(0.3*0.7)=0.0136		
122	(0.9*0.3)*(0.4*0.6)*(0.7*0.4)=0.0181		
211	(0.1*0.6)*(0.3*0.7)*(0.6*0.7)=0.0052		
212	(0.1*0.6)*(0.3*0.7)*(0.4*0.4)=0.0020		
221	(0.1*0.6)*(0.7*0.6)*(0.3*0.7)=0.0052		
222	(0.1*0.6)*(0.7*0.6)*(0.7*0.4)=0.0070		
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Urns and Balls			
Viterbi	Says 111 is the most likely state sequence		
111	(0.9*0.3)*(0.6*0.3)*(0.6*0.7)=0.0204		
112	(0.9*0.3)*(0.6*0.3)*(0.4*0.4)=0.0077		
121	(0.9*0.3)*(0.4*0.6)*(0.3*0.7)=0.0136		
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		_	
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221	(0.1*0.6)*(0.7*0.6)*(0.3*0.7)=0.0052		
222	(0.1*0.6)*(0.7*0.6)*(0.7*0.4)=0.0070		
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Urns and Balls				
Forwar	d: P(BBR  model) = .0792 ∑			
111	(0.9*0.3)*(0.6*0.3)*(0.6*0.7)=0.0204			
112	(0.9*0.3)*(0.6*0.3)*(0.4*0.4)=0.0077			
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211	(0.1*0.6)*(0.3*0.7)*(0.6*0.7)=0.0052	2		
212	(0.1*0.6)*(0.3*0.7)*(0.4*0.4)=0.0020	)		
221	(0.1*0.6)*(0.7*0.6)*(0.3*0.7)=0.0052	2		
222	(0.1*0.6)*(0.7*0.6)*(0.7*0.4)=0.0070	)		
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# **Urns and Balls**

EM

- What if I told you I lied about the numbers in the model (Priors,A,B). I just made them up.
- Can I get better numbers just from the input sequence?

# **Urns and Balls**

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Yup

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- Just count up and prorate the number of times a given transition is traversed while processing the observations inputs.
- Then use that pro-rated count to re-estimate the transition probability for that transition

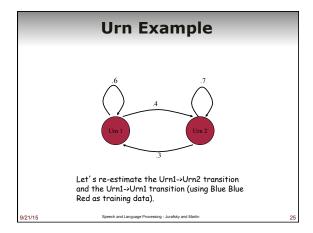
# **Urns and Balls**

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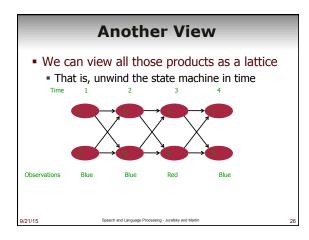
But... we just saw that don't know the actual path the input took, its hidden!
 So prorate the counts from all the possible paths based on the path probabilities the model gives you

Basically do what Forward does

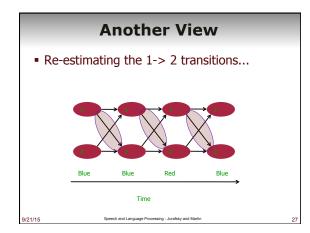
 But you said the numbers were wrong
 Doesn't matter; use the original numbers then replace the old ones with the new ones.

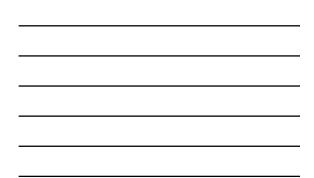


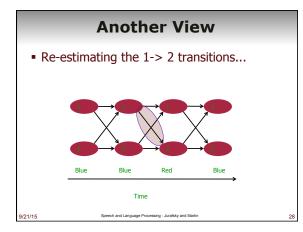














Urns and Balls			
Blue Blu	Blue Blue Red		
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122	(0.9*0.3)*(0.4*0.6)*(0.7*0.4)=0.0181		
First, what	exactly is this probability?		
211	(0.1*0.6)*(0.3*0.7)*(0.6*0.7)=0.0052	]	
212	(0.1*0.6)*(0.3*0.7)*(0.4*0.4)=0.0020		
221	(0.1*0.6)*(0.7*0.6)*(0.3*0.7)=0.0052		
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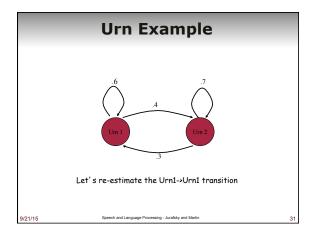
- So the probability of passing through 1->2 is the weighted sum of the paths taken through that transition given the observations
   (.0077\*1)+(.0136\*1)+(.0181\*1)+(.0020\*1)
  - = .0414

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- But, that's not the probability we want, it needs to be divided by the probability of leaving Urn 1 total.
  There's only one other way out of Urn 1 (going back to
- urn1)

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So let's reestimate Urn1-> Urn1





Urns and Balls			
Blue Blu	Blue Blue Red		
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That's

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- **•** (2\*.0204)+(1\*.0077)+(1\*.0052) = .0537
- Again, not what we need but we're closer... we just need to normalize using those two numbers.

# **Urns and Balls**

- The 1->2 transition probability is .0414/(.0414+.0537) = 0.435
- The 1->1 transition probability is .0537/(.0414+.0537) = 0.565
- So in re-estimation the 1->2 transition went up from .4 to .435 and the 1->1 transition went down from .6 to .565

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# **EM Re-estimation**

- Not done yet. No reason to think those values are right. They're just more right than they used to be.
  - So do it again, and again and....
  - Until convergence

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- Convergence does not guarantee a global optima, just a local one
- As with Problems 1 and 2, you wouldn't actually compute it this way. Enumerating all the paths is infeasible.

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#### Break

- First quiz will be on October 6
  - Finite state automata/Morphology
  - N-Gram models
  - HMMs/POS tagging
  - Naïve Bayes/Logistic regression
  - Text classification/Sentiment analysis
- Office hours

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• Tuesday 11-12:30 and Friday 9:30 to 11

# **Forward-Backward**

**Learning:** Given an observation sequence O and the set of possible states in the HMM, learn the HMM parameters A and B.

- Baum-Welch = Forward-Backward Algorithm (Baum 1972)
- Is a special case of the EM or Expectation-Maximization algorithm
- The algorithm will let us train the transition probabilities A=  $\{a_{ij}\}$  and the emission probabilities B={b\_i(o\_t)} of the HMM

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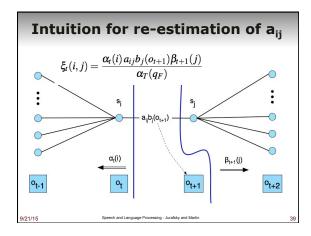
# Intuition for re-estimation of $\boldsymbol{a}_{ij}$

- We will estimate  $\hat{a}_{ij}$  via this intuition:
  - $\hat{a}_{ij} = \frac{\text{expected number of transitions from state } i \text{ to state } j}{\text{expected number of transitions from state } i}$
- Numerator intuition:

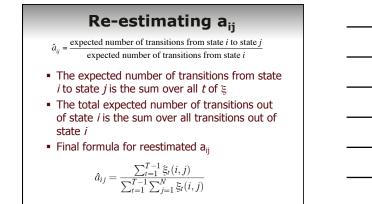
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- Assume we had some estimate of probability that a given transition i→j was taken at time t in a observation sequence.
- If we knew this probability for *each* time *t*, we could sum over all *t* to get expected value for i→j.

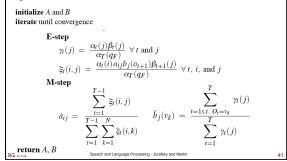






# **The Forward-Backward Alg**

function FORWARD-BACKWARD(observations of len T, output vocabulary V, hidden state set Q) returns HMM=(A,B)



# Summary: Forward-Backward Algorithm

1) Intialize  $\Phi = (A,B)$ 

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2) Compute  $\alpha$ ,  $\beta$ ,  $\xi$  using observations

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- 3) Estimate new  $\Phi' = (A,B)$
- 4) Replace  $\Phi$  with  $\Phi'$

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5) If not converged go to 2

# **POS Example**

- For practical applications we don't usually start with random numbers in the initial tables
- And we don't really run to convergence
- In POS

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- Use a dictionary to limit observation probabilities to allowable tag assignments
- Use rough ordering of likely probabilities in initial assignments
- Use a small amount of supervised data to get transition probabilities

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# **Next time**

- Read Chapter 7 from the draft 3Ed.
- Naïve Bayes and logistic regression for text classification and sentiment analysis