



Natural Language Processing

Info 159/259

Lecture 12: Neural sequence labeling (Feb 25, 2021)

David Bamman, UC Berkeley

MEMM Training

$$\prod_{i=1}^n P(y_i \mid y_{i-1}, x, \beta)$$

For all training data, we want probability of the true label y_i conditioned on the previous true label y_{i-1} to be high.

This is simply multiclass logistic regression

Label bias

$$\prod_{i=1}^n P(y_i \mid y_{i-1}, x, \beta)$$

- For a given conditioning context, the probability of a tag (e.g., VBZ) only competes against other tags with that same context (e.g., NN)

NN TO VB

will to fight

vs.

MD TO VB

will to fight

$P(y_1 = \text{MD} \mid y_0 = \text{START}, x, \beta)$	0.9
$P(y_1 = \text{NN} \mid y_0 = \text{START}, x, \beta)$	0.1

These probabilities must sum to 1 because the conditioning context is the same (local normalization)

$P(y_2 = \text{TO} \mid y_1 = \text{MD}, x, \beta)$	1.0
$P(y_2 = \text{TO} \mid y_1 = \text{NN}, x, \beta)$	1.0

Different conditioning contexts; $P(y_2 = \text{TO})$ will be 1 no matter the context.

$P(y_3 = \text{VB} \mid y_1 = \text{TO}, x, \beta)$	1.0
---	-----

$$P(\text{NN TO VB} \mid x, \beta) = 0.1$$

$$P(\text{MD TO VB} \mid x, \beta) = 0.9$$

NN TO VB

will to fight

vs.

MD TO VB

will to fight

$P(y_1 = \text{MD} \mid y_0 = \text{START}, x, \beta)$	0.9
$P(y_1 = \text{NN} \mid y_0 = \text{START}, x, \beta)$	0.1

$P(y_2 = \text{TO} \mid y_1 = \text{MD}, x, \beta)$	1.0
$P(y_2 = \text{TO} \mid y_1 = \text{NN}, x, \beta)$	1.0

$P(y_3 = \text{VB} \mid y_1 = \text{TO}, x, \beta)$	1.0
---	-----

Here, the information that TO *almost never* follows MD is lost and **can't influence the tagging decision**. We end up with an incorrect tagging.

$$P(\text{NN TO VB} \mid x, \beta) = 0.1$$

$$P(\text{MD TO VB} \mid x, \beta) = 0.9$$

Conditional random fields

$$P(y \mid x, \beta) = \frac{\exp(\Phi(x, y)^\top \beta)}{\sum_{y' \in \mathcal{Y}} \exp(\Phi(x, y')^\top \beta)}$$

Feature vector scoped over the entire input and label sequence

$$\Phi(x, y) = \sum_{i=1}^n \phi(x, i, y_i, y_{i-1})$$

ϕ is the same feature vector we used for local predictions using MEMMs

In an MEMM, we estimate $P(y_t \mid y_{t-1}, x, \beta)$
 from each $\phi(x, t, y_t, y_{t-1})$ independently

	will $\phi(x, 1, y_1, y_0)$	to $\phi(x, 2, y_2, y_1)$	fight $\phi(x, 3, y_3, y_2)$
$x_i = \text{will} \wedge y_i = \text{NN}$	1	0	0
$y_{i-1} = \text{START} \wedge y_i = \text{NN}$	1	0	0
$x_i = \text{will} \wedge y_i = \text{MD}$	0	0	0
$y_{i-1} = \text{START} \wedge y_i = \text{MD}$	0	0	0
...			
$x_i = \text{to} \wedge y_i = \text{TO}$	0	1	0
$y_{i-1} = \text{NN} \wedge y_i = \text{TO}$	0	1	0
$y_{i-1} = \text{MD} \wedge y_i = \text{TO}$	0	0	0
...			
$x_i = \text{fight} \wedge y_i = \text{VB}$	0	0	1
$y_{i-1} = \text{TO} \wedge y_i = \text{VB}$	0	0	1

In a CRF, we use features from the entire sequence (by summing the individual features at each time step)

	will	to	fight	$\Phi(x, \text{NN TO VB})$
	$\phi(x, 1, y_1, y_0)$	$\phi(x, 2, y_2, y_1)$	$\phi(x, 3, y_3, y_2)$	
$x_i=\text{will} \wedge y_i = \text{NN}$	1	0	0	1
$y_{i-1}=\text{START} \wedge y_i = \text{NN}$	1	0	0	1
$x_i=\text{will} \wedge y_i = \text{MD}$	0	0	0	0
$y_{i-1}=\text{START} \wedge y_i = \text{MD}$	0	0	0	0
...				
$x_i=\text{to} \wedge y_i = \text{TO}$	0	1	0	1
$y_{i-1}=\text{NN} \wedge y_i = \text{TO}$	0	1	0	1
$y_{i-1}=\text{MD} \wedge y_i = \text{TO}$	0	0	0	0
...				
$x_i=\text{fight} \wedge y_i = \text{VB}$	0	0	1	1
$y_{i-1}=\text{TO} \wedge y_i = \text{VB}$	0	0	1	1

This lets us isolate the global sequence features that separate good sequences (in our training data) from bad sequences (not in our training data)

	$\Phi(x, \text{NN TO VB})$ GOOD	$\Phi(x, \text{MD TO VB})$ BAD	
$x_i = \text{will} \wedge y_i = \text{NN}$	1	0	these are the different (and so are potentially predictive of a good label sequence)
$y_{i-1} = \text{START} \wedge y_i = \text{NN}$	1	0	
$x_i = \text{will} \wedge y_i = \text{MD}$	0	1	
$y_{i-1} = \text{START} \wedge y_i = \text{MD}$	0	1	
...			
$y_{i-1} = \text{NN} \wedge y_i = \text{TO}$	1	0	these are the same (and so are not)
$y_{i-1} = \text{MD} \wedge y_i = \text{TO}$	0	1	
$x_i = \text{to} \wedge y_i = \text{TO}$	1	1	
$x_i = \text{fight} \wedge y_i = \text{VB}$	1	1	
$y_{i-1} = \text{TO} \wedge y_i = \text{VB}$	1	1	

Conditional random fields

With a CRF, we have exactly the same parameters as we do with an equivalent MEMM; but we learn the best values of those parameters that leads to the best probability of the **sequence** overall (in our training data)

MEMM

	TO
$x_i = \text{to} \wedge y_i = \text{TO}$	10000000
$y_{i-1} = \text{NN} \wedge y_i = \text{TO}$	0
$y_{i-1} = \text{MD} \wedge y_i = \text{TO}$	0

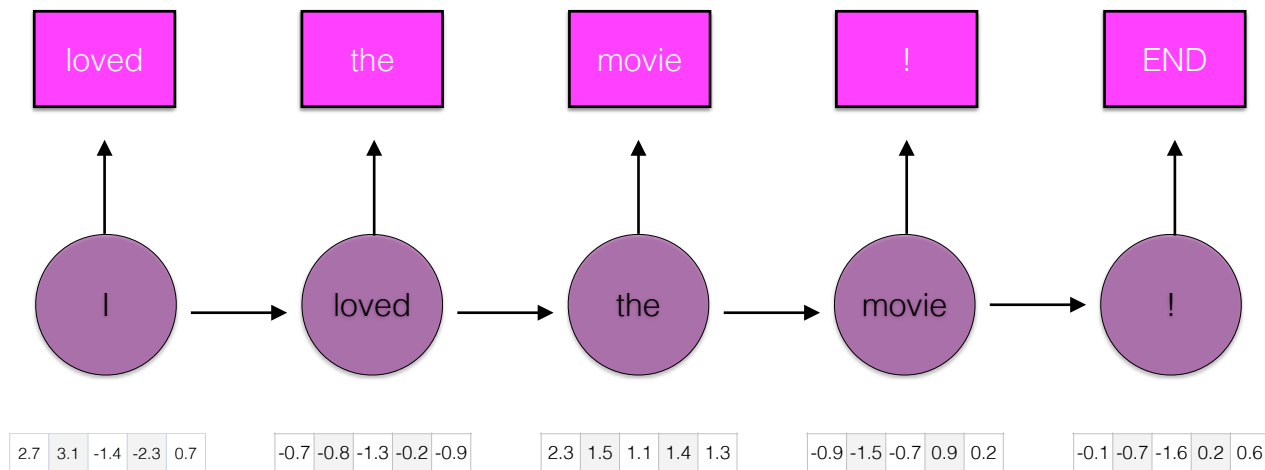
CRF

	TO
$x_i = \text{to} \wedge y_i = \text{TO}$	7.8
$y_{i-1} = \text{NN} \wedge y_i = \text{TO}$	1.4
$y_{i-1} = \text{MD} \wedge y_i = \text{TO}$	-5.8

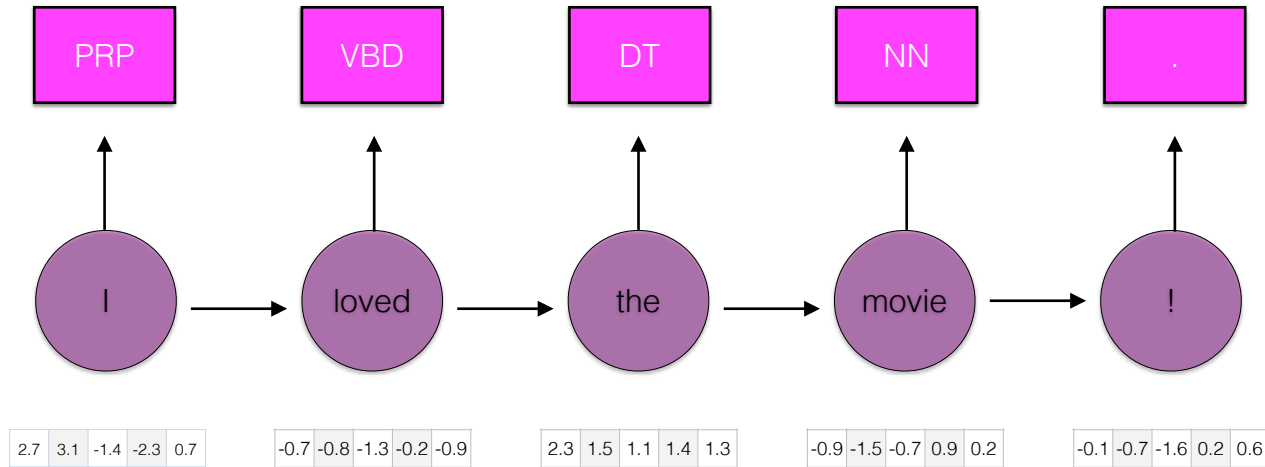
Recurrent neural network

- RNNs allow arbitrarily-sized conditioning contexts and condition on the entire sequence history.

RNNs for language modeling are already performing a kind of sequence labeling: at each time step, predict the **word** from $\mathcal{V}$ conditioned on the context



For POS tagging, predict the **tag** from ***y*** conditioned on the context



RNNs for POS

NN TO VB

will to fight

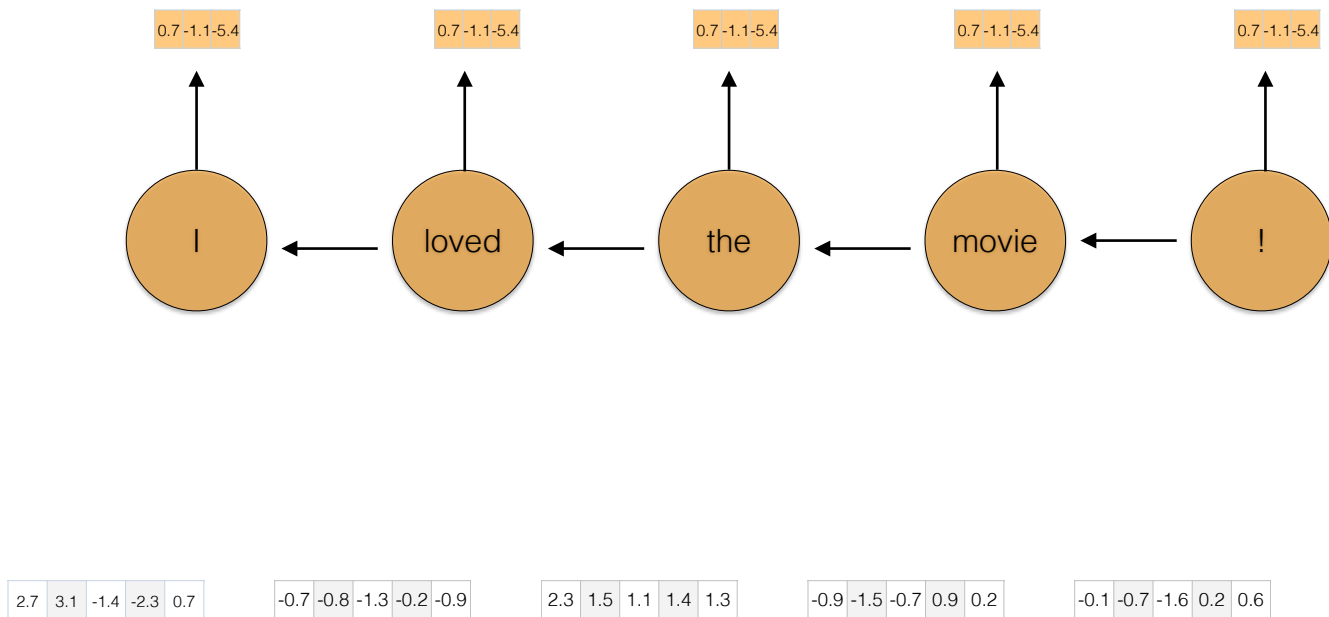
- To make a prediction for y_t , RNNs condition on all input seen through time t ($x_1, \dots, x_t$)
- But knowing something about the future can help ($x_{t+1}, \dots, x_n$)

Bidirectional RNN

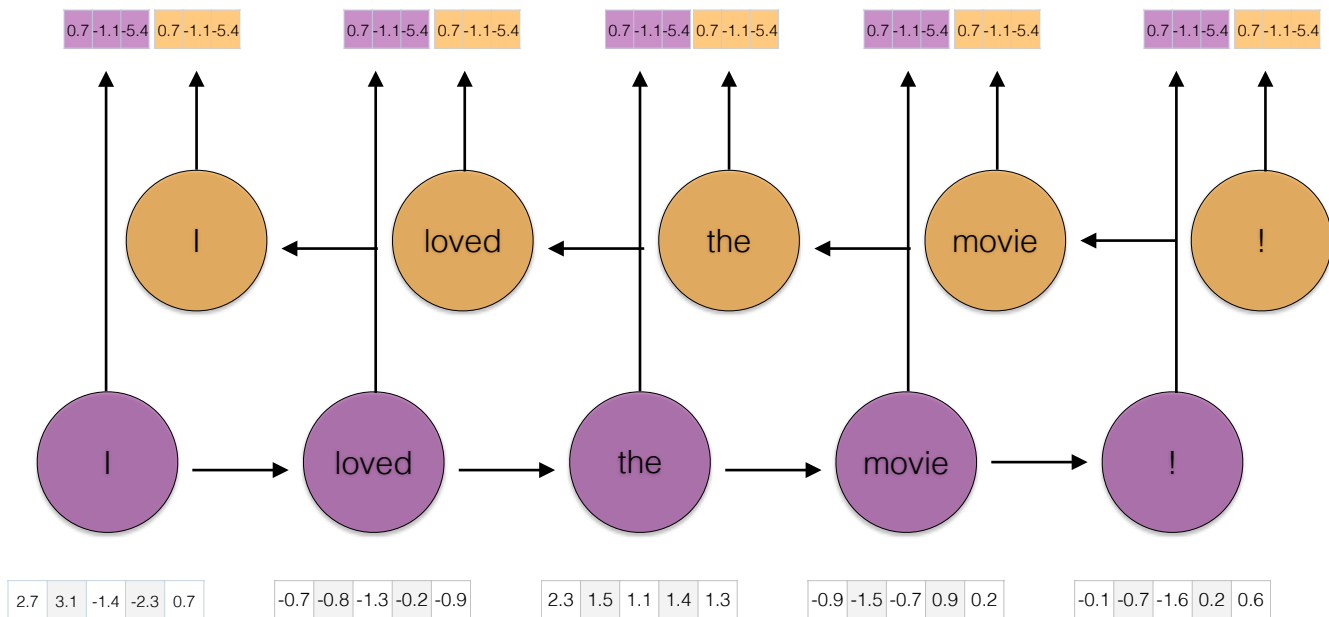
- A powerful alternative is make predictions conditioning both on the **past** and the **future**.
- Two RNNs
 - One running left-to-right
 - One right-to-left
- Each produces an output vector at each time step, which we concatenate

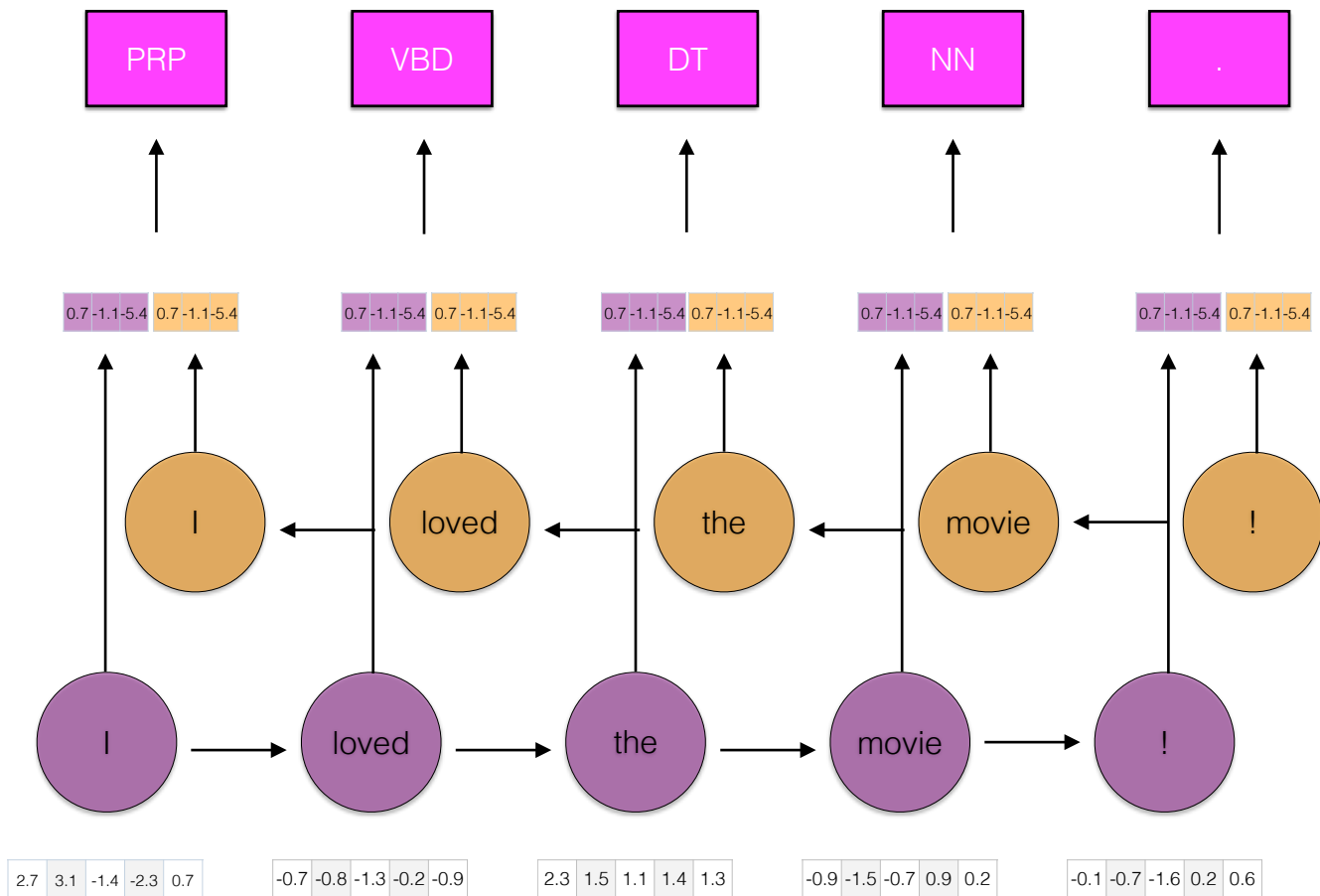
Bidirectional RNN

backward RNN



Bidirectional RNN





Training BiRNNs

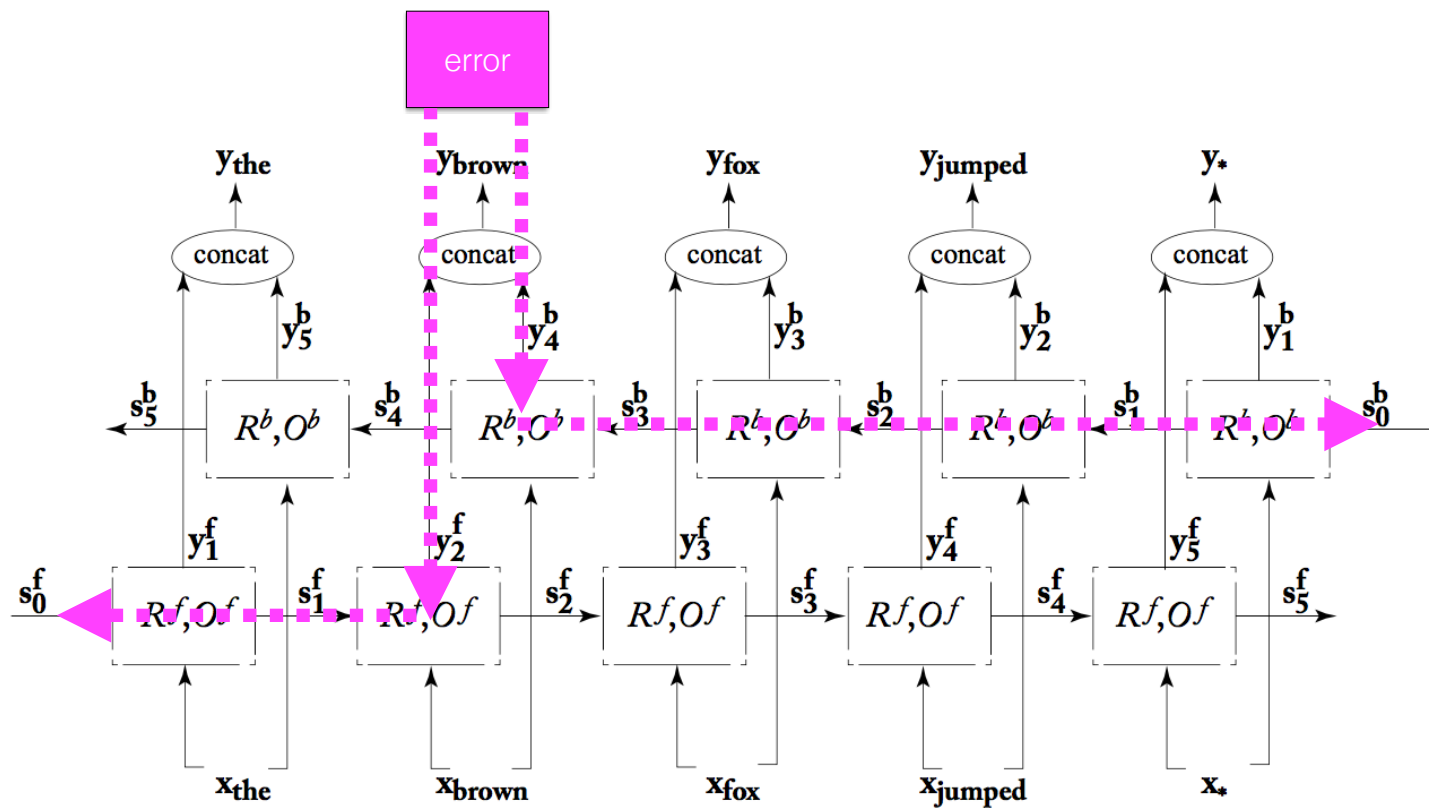
- Given this definition of an BiRNN:

$$s_b^i = R_b(x^i, s_b^{i+1}) = g(s_b^{i+1}W_b^s + x^iW_b^x + b_b)$$

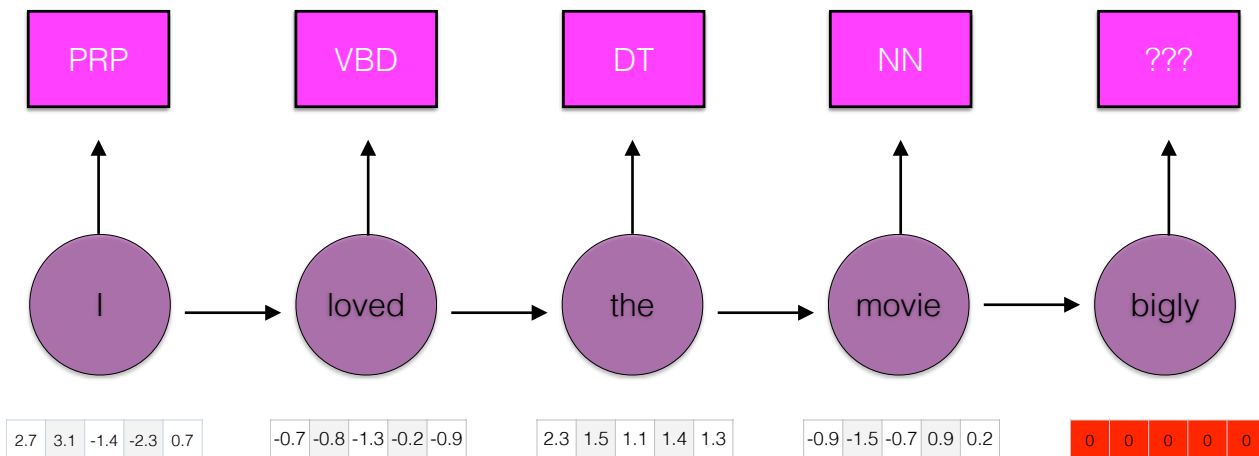
$$s_f^i = R_f(x^i, s_f^{i-1}) = g(s_f^{i-1}W_f^s + x^iW_f^x + b_f)$$

$$y_i = \text{softmax}([s_f^i; s_b^i]W^o + b^o)$$

- We have 8 sets of parameters to learn (3 for each RNN + 2 for the final layer)



How do we fix this?



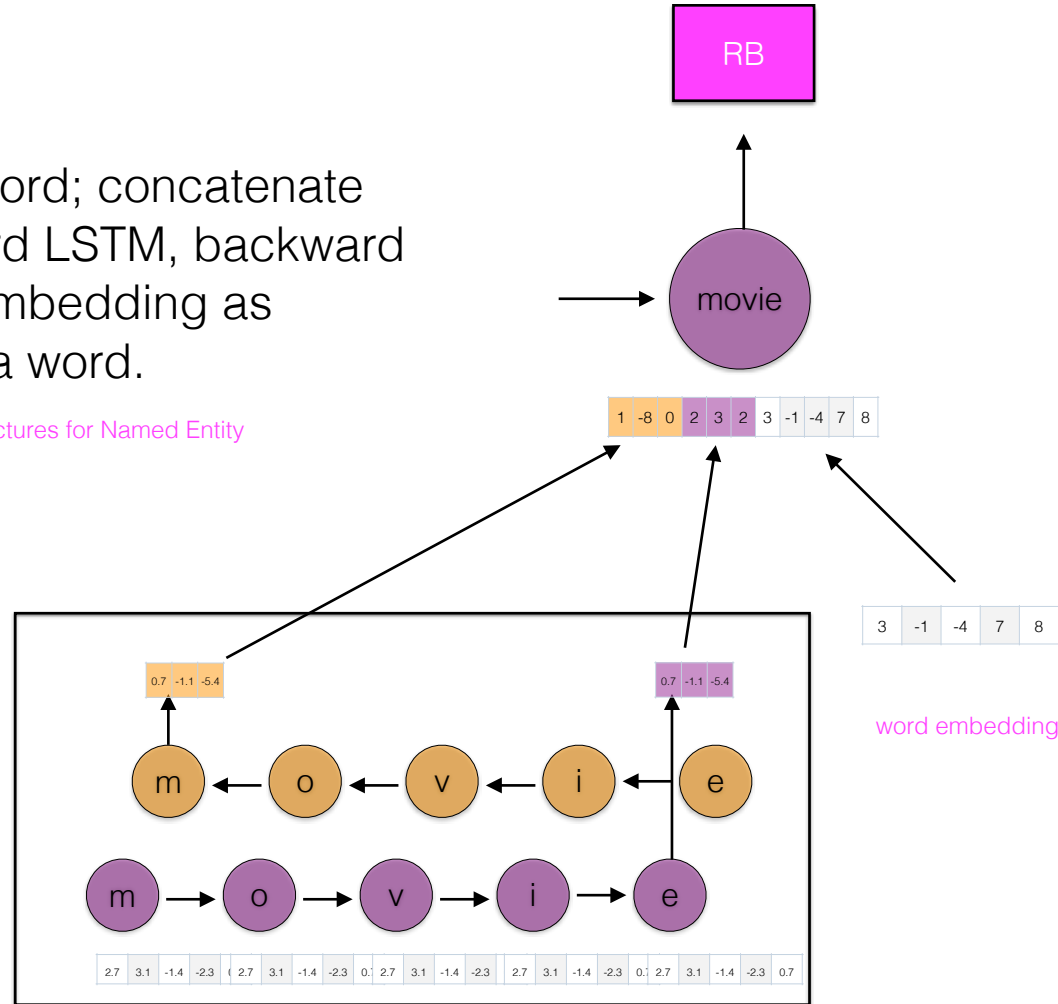
Subword information

- We saw subword information used for creating embeddings (FastText)
- Another alternative is to use standard word embeddings and reason about subword information **within a model**.

BiLSTM for each word; concatenate final state of forward LSTM, backward LSTM, and word embedding as representation for a word.

Lample et al. (2016), "Neural Architectures for Named Entity Recognition"

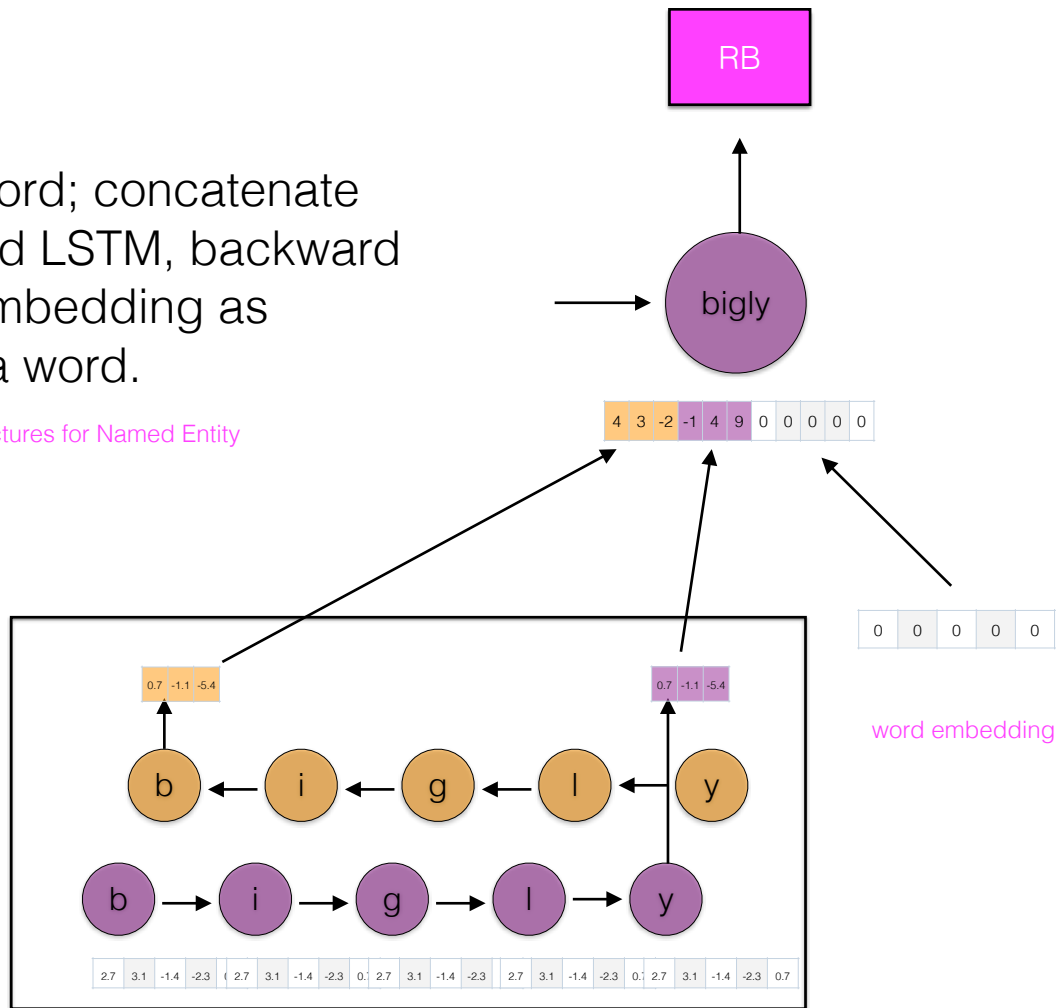
character BiLSTM



BiLSTM for each word; concatenate final state of forward LSTM, backward LSTM, and word embedding as representation for a word.

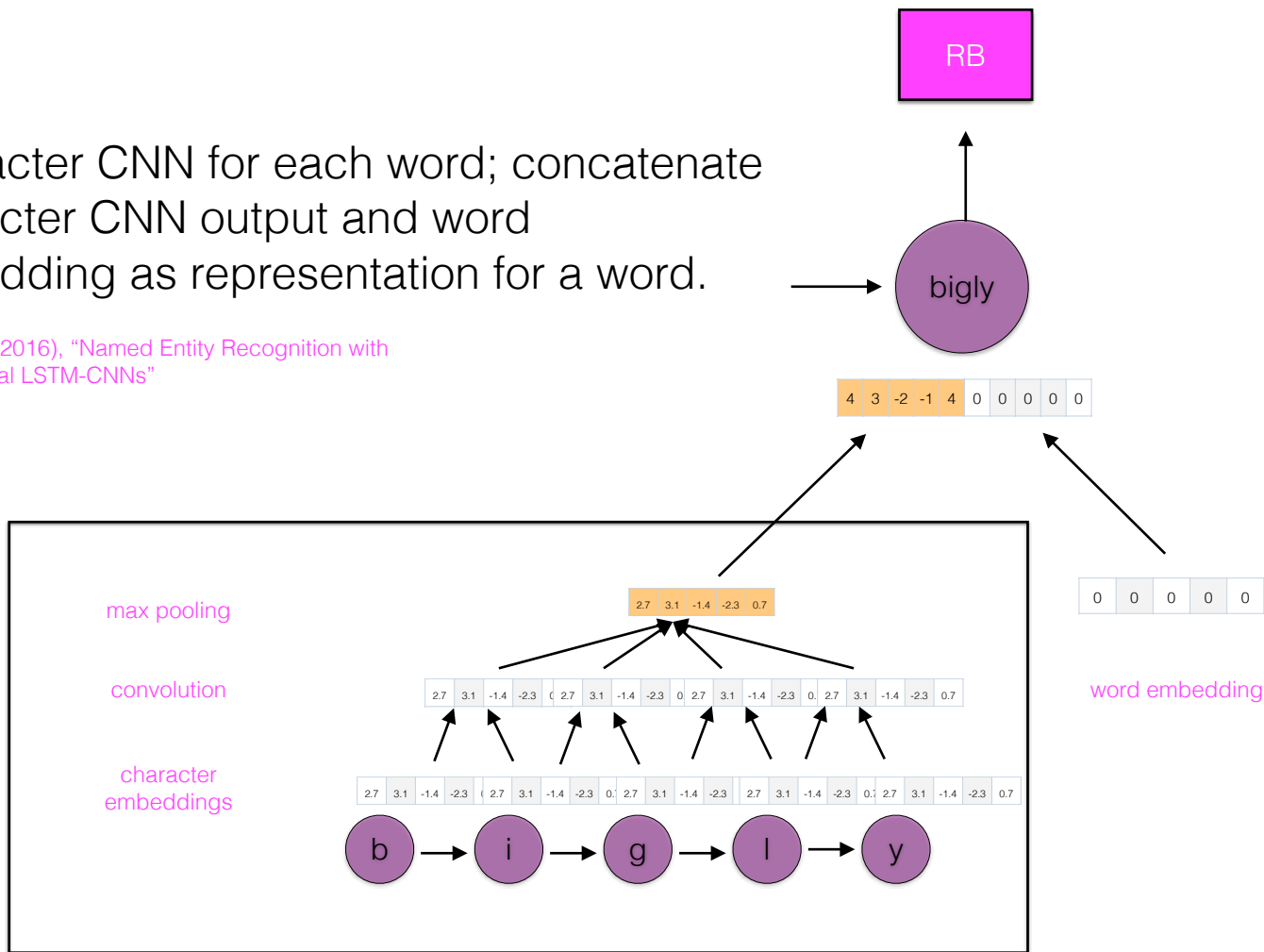
Lample et al. (2016), "Neural Architectures for Named Entity Recognition"

character BiLSTM

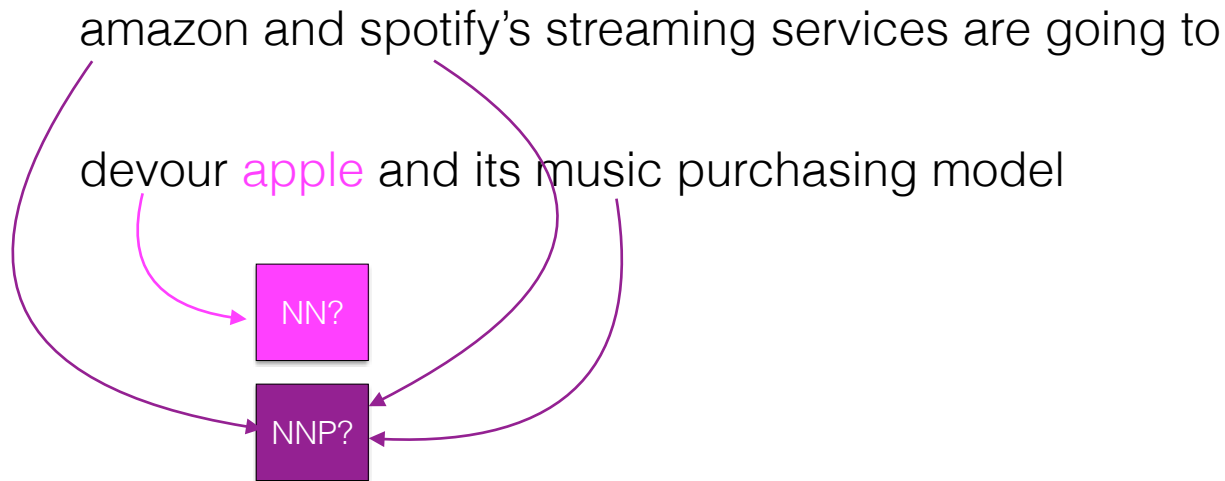


Character CNN for each word; concatenate character CNN output and word embedding as representation for a word.

Chu et al. (2016), "Named Entity Recognition with Bidirectional LSTM-CNNs"



RNNs for POS



RNNs for POS

amazon and spotify's streaming services are going to
devour **apple** and its music purchasing model

Prediction:

Can the information from far away get to the time step that needs it?

Training:

Can error reach that far back during backpropagation?

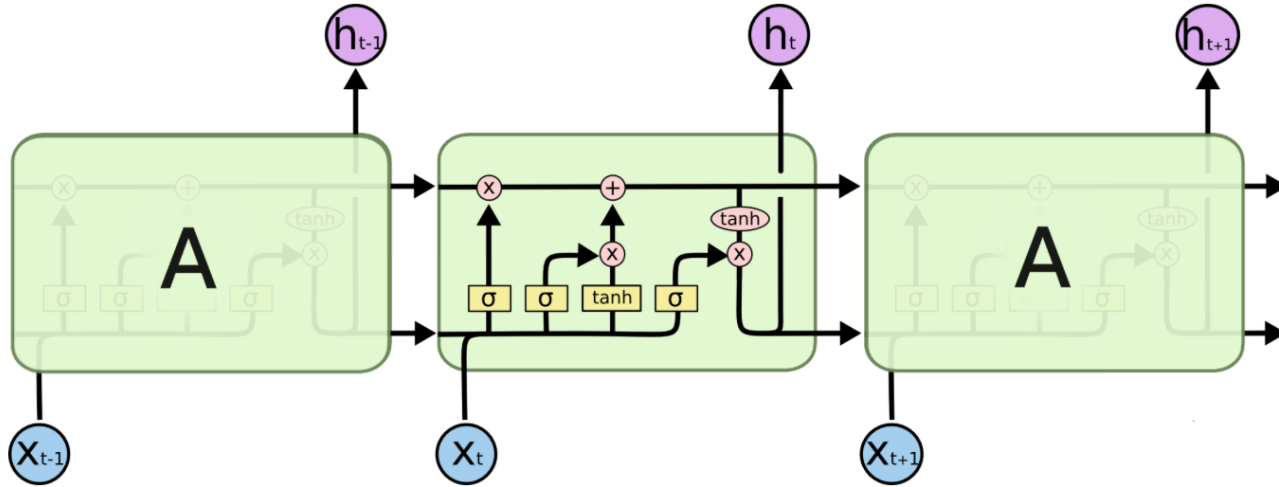
RNNs

- Recurrent networks are deep in that they involve one “layer” for each time step (e.g., words in a sentence)
- **Vanishing gradient problem**: as error is back propagated through the layers of a deep network, they tend toward 0.

Long short-term memory network (LSTM)

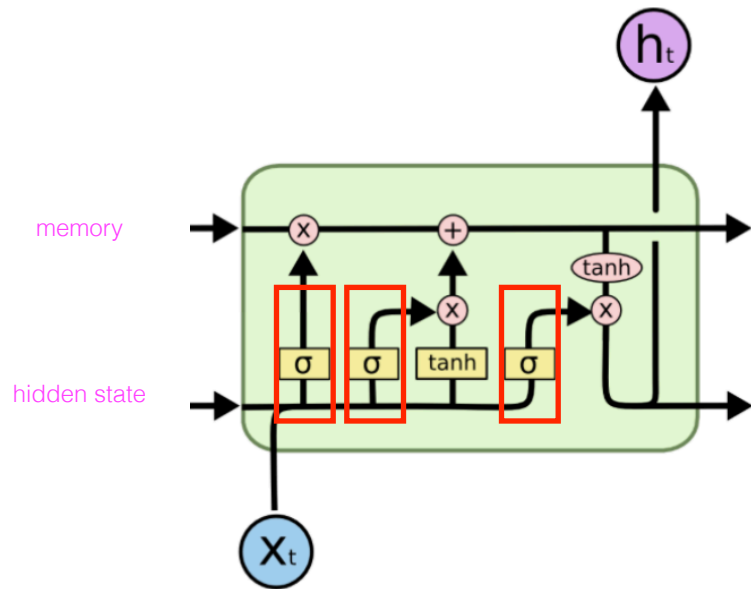
- Designed to account for the vanishing gradient problem
- Basic idea: split the s vector propagated between time steps into a **memory** component and a **hidden state** component

LSTMs



Gates

- LSTMs gates control the flow of information



- A sigmoid squashes its input to between 0 and 1
- By multiplying the output of a sigmoid elementwise with another vector, we forget information in the vector (if multiplied by 0) or allow it to pass (if multiplied by 1)

input

3.7	1.4	-0.7	-1.4	7.8
-----	-----	------	------	-----

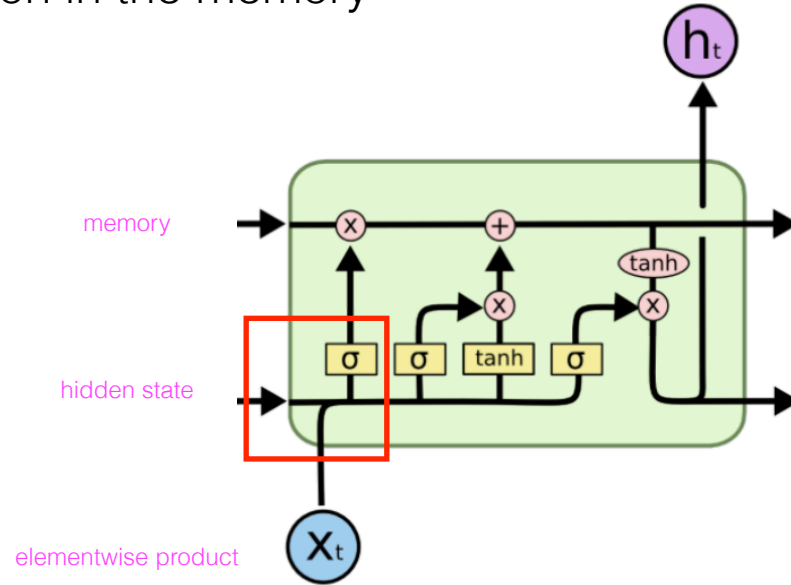
gate

0.01	0.99	0.5	0.98	0.01
------	------	-----	------	------

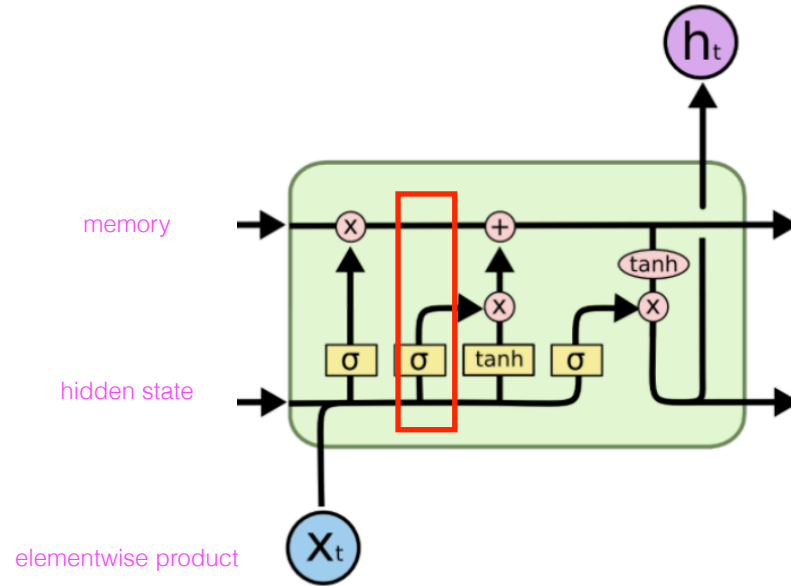
output

0.03	1.4	-0.35	-1.38	0.08
------	-----	-------	-------	------

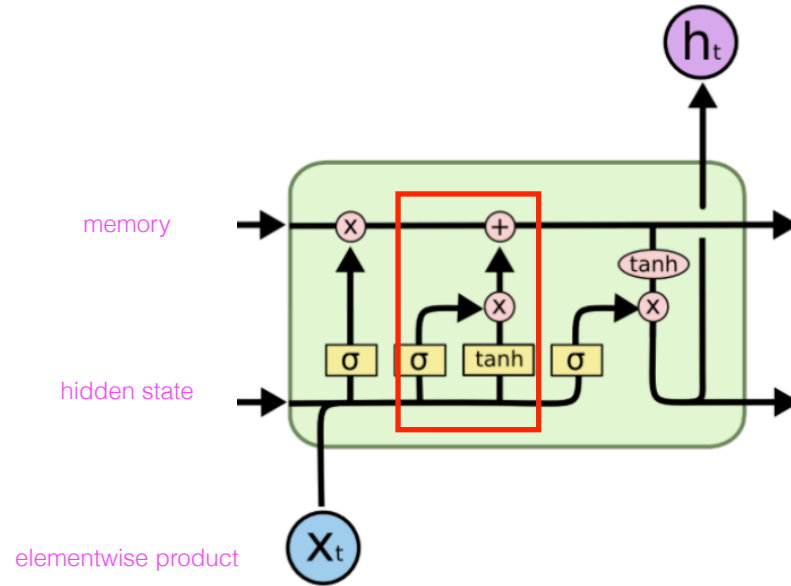
Forget gate: as a function of the previous hidden state and current input, forget information in the memory



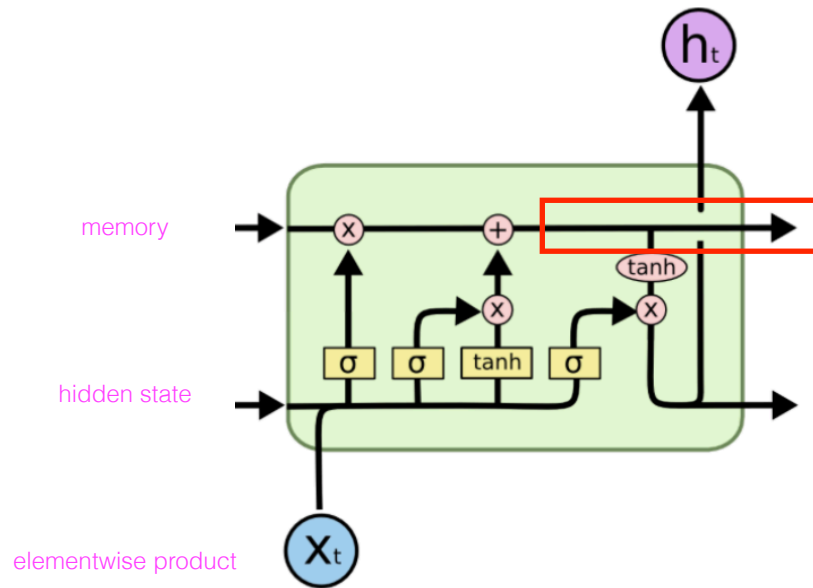
Input gate (but forget some information about the
current observation)



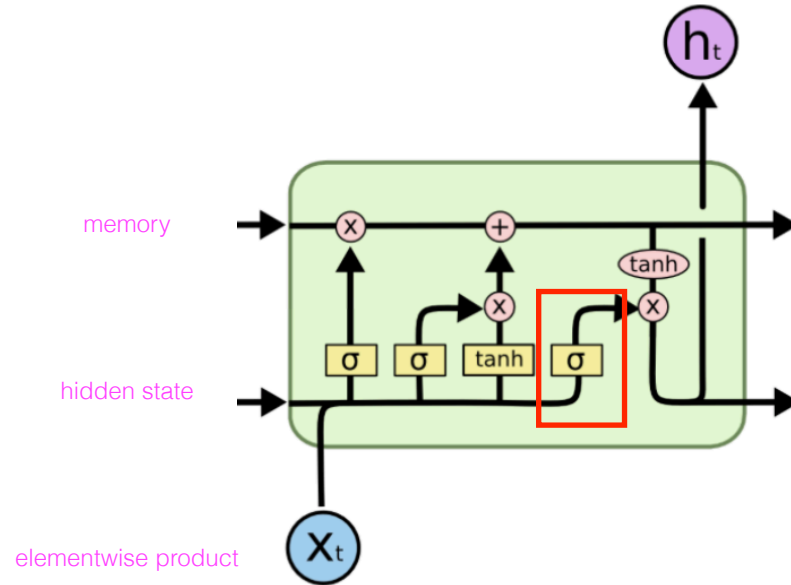
Update the memory (but forget some information about the current observation)



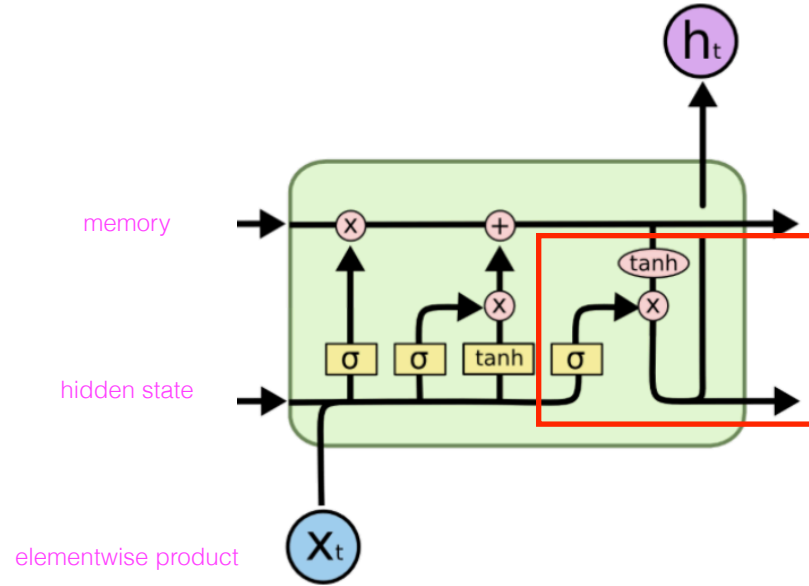
The memory passes directly to the next state



Output gate: forget some information to send to the hidden state

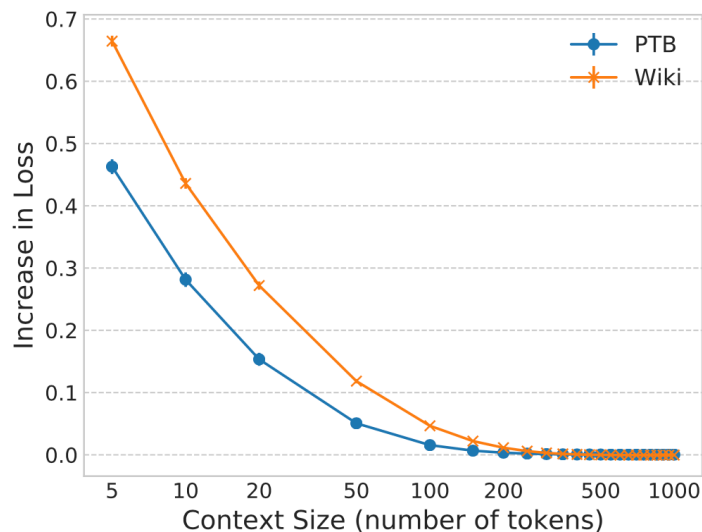


The hidden state is updated with the current observation and new context.



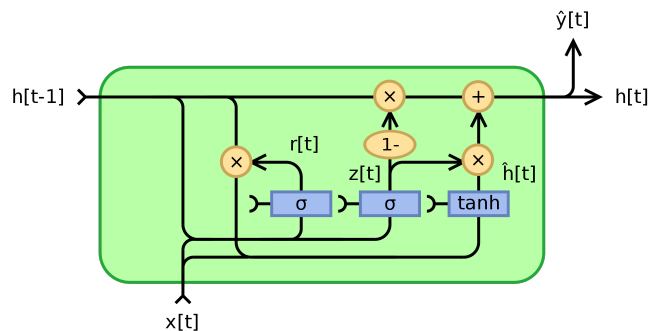
How much context?

- For language modeling, LSTMs are aware of about 200 words of context
- Ignores word order beyond 50 words



GRU

- A gated recurrent unit adopts the same gating mechanism as an LSTM, but reduces the number of parameters to learn.



- Only one context vector (not a separate memory and hidden state vector) gets passed between timesteps.
- 2 gates (reset and update) instead of 3.

Neural sequence labeling

- Large design space for exploration in these models:
 - RNN/LSTM/GRU
 - Stacking
 - Hidden dimension size
 - Training with dropout and other forms of regularization.

LSTM/RNN

- Is an RNN the same kind of sequence labeling model as an MEMM or CRF?
- It doesn't use nearby **labels** in making predictions! (More like logistic regression in this respect)

Sequence labeling models

model	form	label dependency	rich features?
Hidden Markov Models	$\prod_{i=1}^N P(x_i y_i) P(y_i y_{i-1})$	Markov assumption	no
MEMM	$\prod_{i=1}^N P(y_i y_{i-1}, x, \beta)$	Markov assumption	yes
CRF	$P(y x, \beta)$	pairwise through entire sequence	yes
RNN	$\prod_{i=1}^N P(y_i x_{1:i}, \beta)$	none	distributed

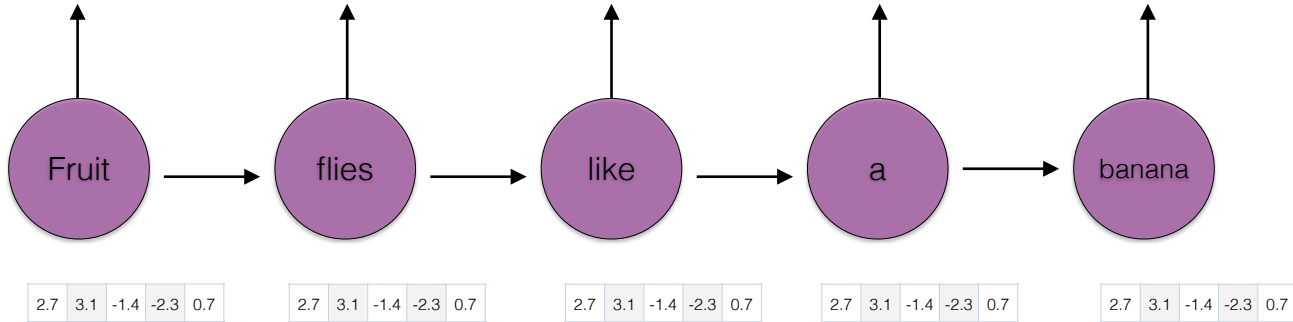
NN

VBZ

VB

VBZ	0.51
NNS	0.48
JJ	0.01
NN	0
...	...

The information that's passed between states is not the categorical choice (VBZ) but a hidden state that generated the distribution.



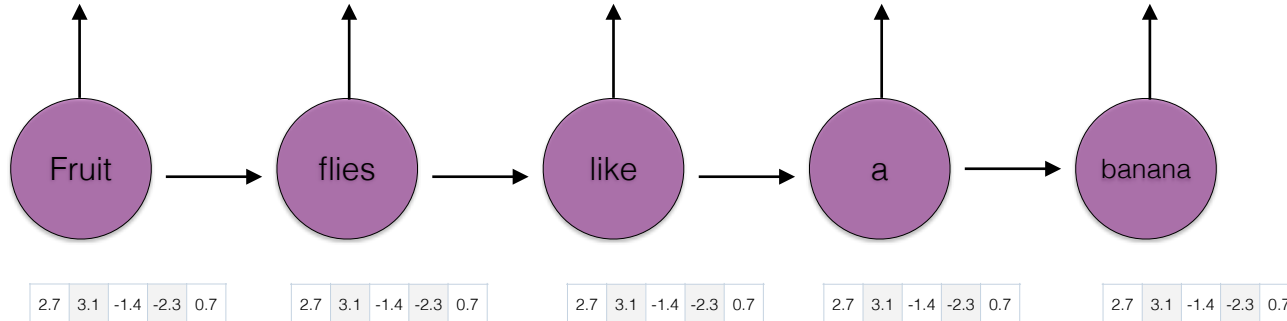
NN

VBZ

VB

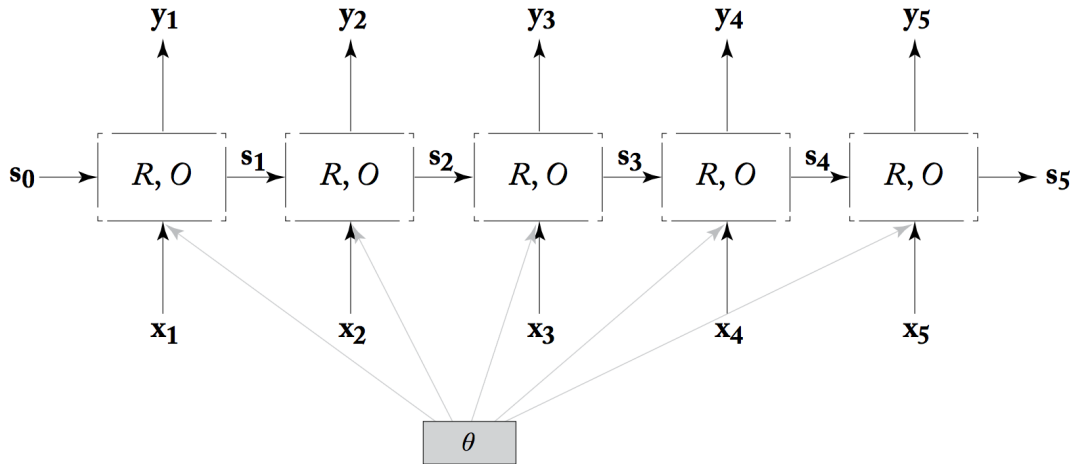
VBZ	0.51
NNS	0.48
JJ	0.01
NN	0
...	...

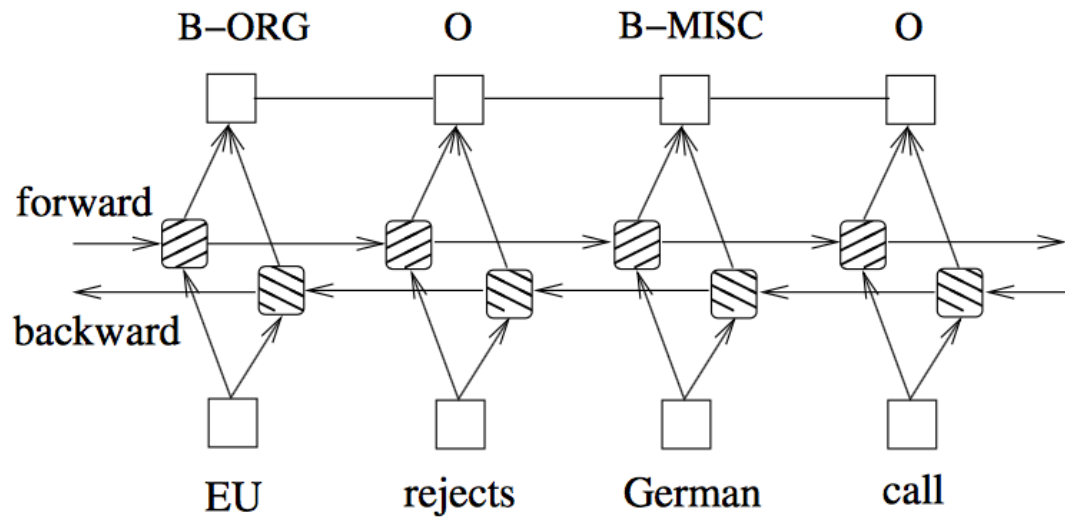
If we knew the categorical choice of VBZ at t_2 , $P(\text{VB})$ at t_3 would be much lower.



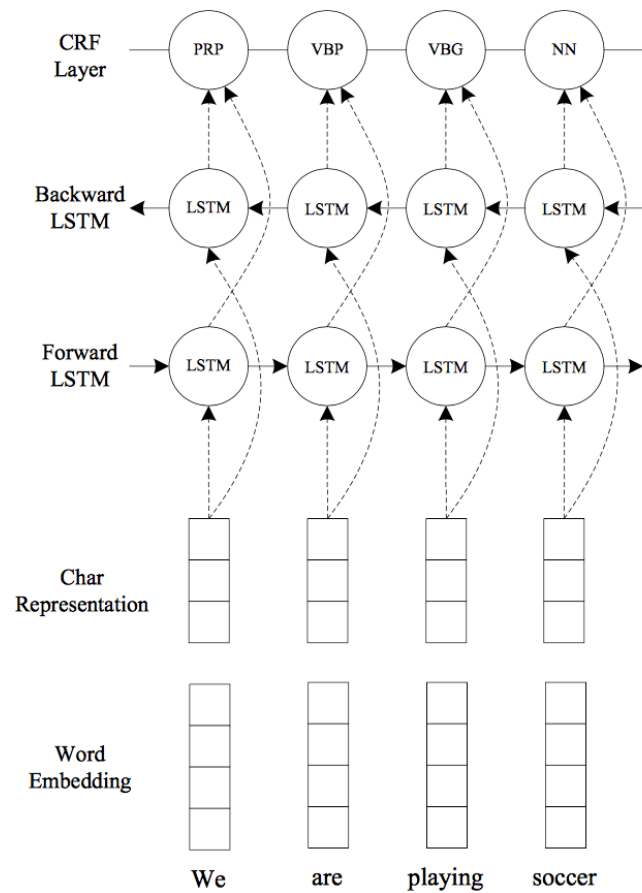
Recurrent neural network

- How could we incorporate nearby label information into a single-direction RNN?





Huang et al. 2015, "Bidirectional LSTM-CRF Models for Sequence Tagging"



Ma and Hovy (2016), "End-to-end Sequence Labeling via Bi-directional LSTM-CNNs-CRF"

Model	POS		NER					
	Dev	Test	Dev			Test		
	Acc.	Acc.	Prec.	Recall	F1	Prec.	Recall	F1
BRNN	96.56	96.76	92.04	89.13	90.56	87.05	83.88	85.44
BLSTM	96.88	96.93	92.31	90.85	91.57	87.77	86.23	87.00
BLSTM-CNN	97.34	97.33	92.52	93.64	93.07	88.53	90.21	89.36
BRNN-CNN-CRF	97.46	97.55	94.85	94.63	94.74	91.35	91.06	91.21

Ma and Hovy (2016), "End-to-end Sequence Labeling via Bi-directional LSTM-CNNs-CRF"

BERT

- Transformer-based model (Vaswani et al. 2017) to predict masked word using bidirectional context + next sentence prediction.
- Generates multiple layers of representations for each token sensitive to its context of use.

Each token in the input starts out represented by token and position embeddings

-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

The

0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

dog

1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

barked

The value for time step j at layer i is the result of attention over all time steps in the previous layer $i-1$

-0.7	-1.3	0.4	-0.4	-0.7
$e_{2,1}$				

-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

The

0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

dog

1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

barked

-0.7	-1.3	0.4	-0.4	-0.7
$e_{2,1}$				

-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

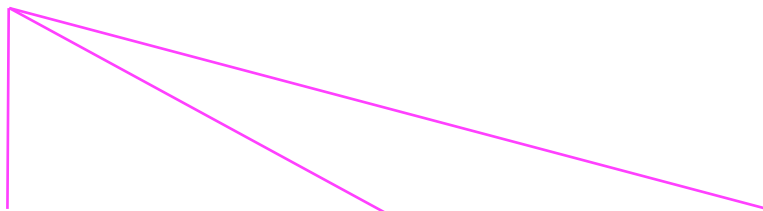
The

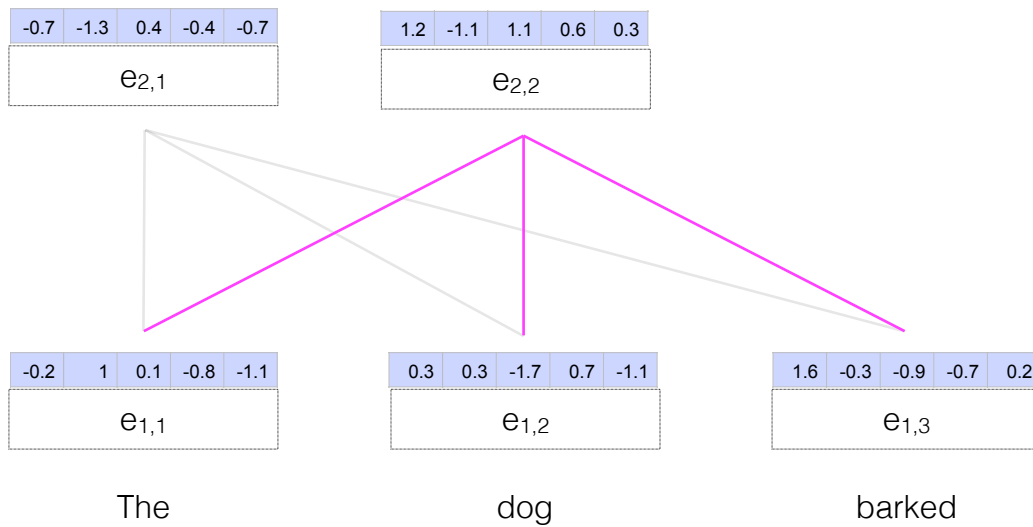
0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

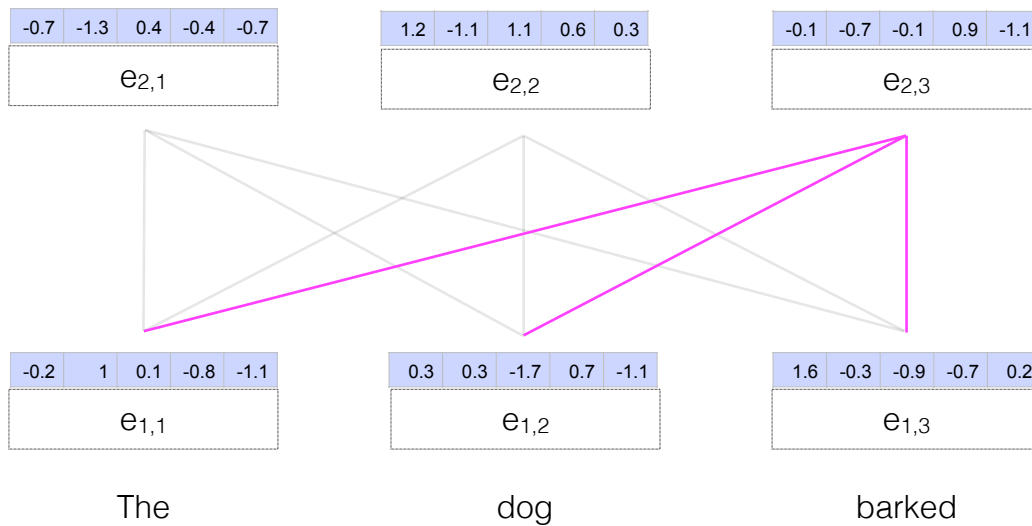
dog

1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

barked







-0.2	0.3	2.1	1.2	0.6
$e_{3,1}$				

-0.7	-1.3	0.4	-0.4	-0.7
$e_{2,1}$				

1.2	-1.1	1.1	0.6	0.3
$e_{2,2}$				

-0.1	-0.7	-0.1	0.9	-1.1
$e_{2,3}$				

-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

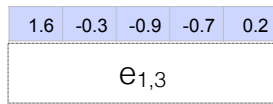
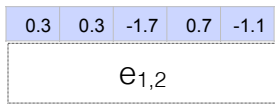
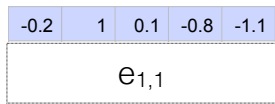
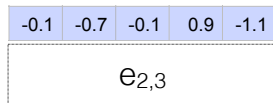
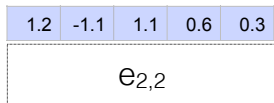
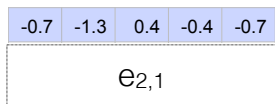
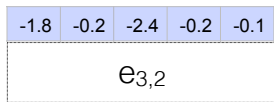
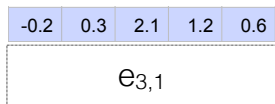
1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

The

dog

barked





The

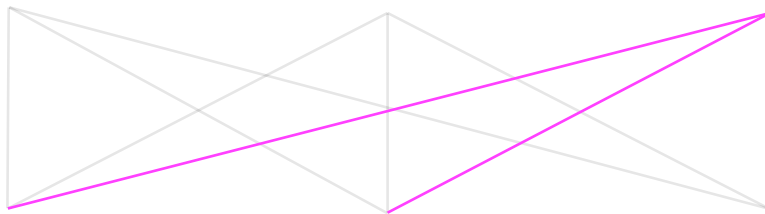
dog

barked

-0.2	0.3	2.1	1.2	0.6
$e_{3,1}$				

-1.8	-0.2	-2.4	-0.2	-0.1
$e_{3,2}$				

-0.9	-1.5	-0.7	0.9	0.2
$e_{3,3}$				



-0.7	-1.3	0.4	-0.4	-0.7
$e_{2,1}$				

1.2	-1.1	1.1	0.6	0.3
$e_{2,2}$				

-0.1	-0.7	-0.1	0.9	-1.1
$e_{2,3}$				



-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

The

dog

barked

At the end of this process, we have one
representation for each layer for each token

-0.2	0.3	2.1	1.2	0.6
$e_{3,1}$				

-1.8	-0.2	-2.4	-0.2	-0.1
$e_{3,2}$				

-0.9	-1.5	-0.7	0.9	0.2
$e_{3,3}$				

-0.7	-1.3	0.4	-0.4	-0.7
$e_{2,1}$				

1.2	-1.1	1.1	0.6	0.3
$e_{2,2}$				

-0.1	-0.7	-0.1	0.9	-1.1
$e_{2,3}$				

-0.2	1	0.1	-0.8	-1.1
$e_{1,1}$				

0.3	0.3	-1.7	0.7	-1.1
$e_{1,2}$				

1.6	-0.3	-0.9	-0.7	0.2
$e_{1,3}$				

The

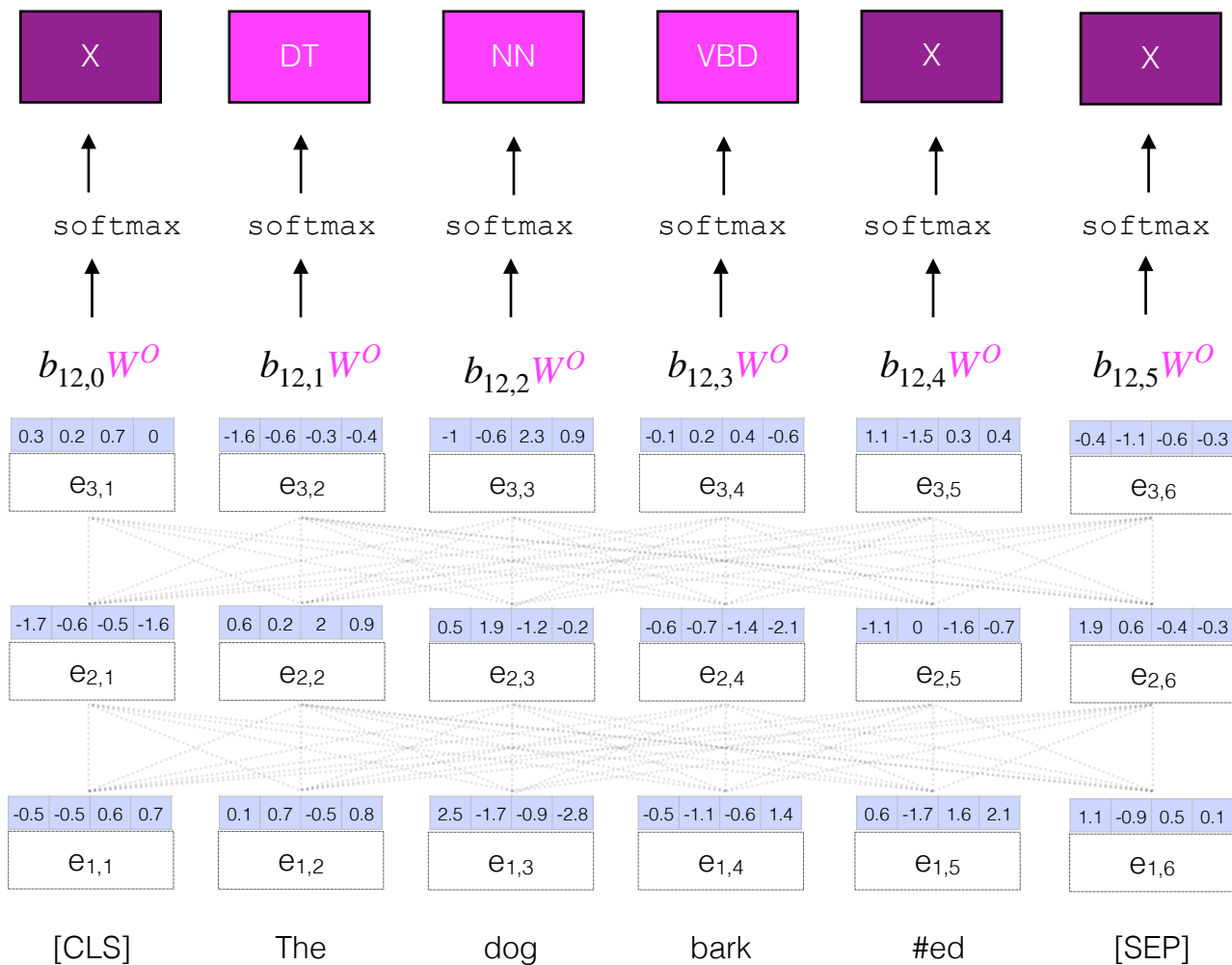
dog

barked

BERT

- BERT can be used not only as a language model to generate contextualized word representations, but also as a predictive model whose parameters are fine-tuned to a task.





BERT

- Pre-training: train BERT through masked language modeling and next-sentence prediction to learn the parameters of BERT layers. Trained on Wikipedia + BookCorpus.
- Task fine-tuning: add additional linear transformation + softmax to get distribution over output space. Trained on annotated data.