Introduction to Syntax and Parsing ACS 2015/16 Stephen Clark L3: Graph-Based Dependency Parsing



Untyped Dependency Trees



Taken from McDonald et al.

A tree is projective iff an edge from word w to word u implies that w is an ancestor of all words between w and u



Edge-Based Linear Model



taken from Wang and Zhang, NAACL tutorial 2010

$$score(x_i \to x_j) = \sum_k \lambda_k \cdot f_k(x_i \to x_j)$$



Dependency Parsing Formally

$$s(\boldsymbol{x},\boldsymbol{y}) = \sum_{(i,j)\in\boldsymbol{y}} s(i,j) = \sum_{(i,j)\in\boldsymbol{y}} \mathbf{w} \cdot \mathbf{f}(i,j)$$

x is a sentence, y is a tree
(i,j) is an edge from ith word to jth word
s is the scoring function
f is the feature function, w is the weight vector



Maximum Spanning Trees

Assume we know the weight vector, **w** Consider the following directed graph for sentence *x*:

 $G_{\boldsymbol{x}} = (V_{\boldsymbol{x}}, E_{\boldsymbol{x}})$ where

$$V_{\boldsymbol{x}} = \{x_0 = \operatorname{root}, x_1, \dots, x_n\} \text{ and}$$
$$E_{\boldsymbol{x}} = \{(i, j) : x_i \neq x_j, x_i \in V_{\boldsymbol{x}}, x_j \in V_{\boldsymbol{x}} - \operatorname{root}\}$$

The highest-scoring (projective) dependency tree is equivalent to the (projective) *maximum spanning tree*



Decoding: finding the MST

The Chu-Liu-Edmonds algorithm (1965,67) finds the MST for *non-projective* trees; there is an $O(n^2)$ implementation

For projective trees, the CKY algorithm can be adapted for dependency parsing to give an $O(n^5)$ algorithm

There is a clever alternative chart-based algorithm from Eisner (1996) which runs in $O(n^3)$



CKY-style Dependency Parsing





Why CKY is O(n^5) not O(n^3)



Slide thanks to Jason Eisner



Dependency Parsing Algorithms

Name	Inventor	Projectivity	Complexity
CKY-style chart parsing	Cocke– Younger– Kasami	Projective	O(n ⁵)
Eisner O(n ³) parsing alg.	Eisner (96)	Projective	O(n ³)
Maximum Spanning Tree	Chu-Liu- Edmonds (65, 67)	Non-projective	O(n²)
Shift-Reduce style parsing	Yamada, Nivre	Projective	0(n)

taken from Wang and Zhang, NAACL tutorial 2010



- S Shift
- R Reduce
- AL ArcLeft
- AR ArcRight

He does it here

taken from Wang and Zhang, NAACL tutorial 2010



- S Shift
- R Reduce
- AL ArcLeft
- AR ArcRight

He does it here $-S \rightarrow$ He does it here



- S Shift
- R Reduce
- AL ArcLeft
- AR ArcRight

























Greedy Local Search



taken from Wang and Zhang, NAACL tutorial 2010

Suffers from search errors, but potentially very fast (linear time)



Beam Search



Suffers from fewer search errors, but less fast (still linear time)

