

# ACS Statistical Machine Translation

## Lecture 1: Introduction to MT



UNIVERSITY OF  
CAMBRIDGE

Stephen Clark

Natural Language and Information Processing (NLIP) Group

sc609@cam.ac.uk

- “Nobody in my team is able to read Chinese characters,” says Franz Och, who heads Google’s machine-translation (MT) effort. Yet, they are producing ever more accurate translations into and out of Chinese - and several other languages as well. ([www.csmonitor.com/2005/0602/p13s02-stct.html](http://www.csmonitor.com/2005/0602/p13s02-stct.html))
- Typical (garbled) translation from MT software: “Alpine white new presence tape registered for coffee confirms Laden.”
- Google translation: “The White House confirmed the existence of a new Bin Laden tape.”

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- Machine Translation (MT) was one of the first applications envisaged for computers
  - Warren Weaver (1949):  
*I have a text in front of me which is written in Russian but I am going to pretend that it is really written in English and that it has been coded in some strange symbols. All I need to do is strip off the code in order to retrieve the information contained in the text.*
  - First demonstrated by IBM in 1954 with a basic word-for-word translation system.
  - But MT was found to be much harder than expected (for reasons we'll see)

- EU spends more than 1,000,000,000 Euro on translation costs each year - even semi-automation would save a lot of money
- U.S. has invested heavily in MT for Intelligence purposes
- Original MT research looked at Russian → English
  - What are the popular language pairs now?

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- Computer Science, Linguistics, Languages, Statistics, AI
  - The “holy grail” of AI
    - MT is “AI-hard”: requires a solution to the general AI problem of representing and reasoning about (inference) various kinds of knowledge (linguistic, world ...)
    - or does it? ...
    - the methods we will investigate make no pretence at solving the difficult problems of AI (and it’s debatable how accurate these methods can get)

- Word order
- Word sense
- Pronouns
- Tense
- Idioms

- English word order is *subject-verb-object*  
Japanese order is *subject-object-verb*
- English: *IBM bought Lotus*  
Japanese: *IBM Lotus bought*
- English: *Reporters said IBM bought Lotus*  
Japanese: *Reporters IBM Lotus bought said*

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- *Bank* as in river  
*Bank* as in financial institution
  - *Plant* as in tree  
*Plant* as in factory
  - Different word senses will likely translate into different words in another language

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- Japanese is an example of a **pro-drop** language
  - *Kono kēki wa oishii. Dare ga yaita no?*  
This cake TOPIC tasty. Who SUBJECT made?  
This cake is tasty. Who made it?
  - *Shiranai. Ki ni itta?*  
know-NEGATIVE. liked?  
I don't know. Do you like it?

[examples from Wikipedia]

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- Some languages like Spanish can drop subject pronouns
  - In Spanish the verbal inflection often indicates which pronoun should be restored (but not always)
    - o = I
    - as = you
    - a = he/she/it
    - amos = we
    - an they
  - When should the MT system use *she*, *he* or *it*?

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- Spanish has two versions of the past tense: one for a definite time in the past, and one for an unknown time in the past
  - When translating **from English to Spanish** we need to choose which version of the past tense to use

- “to kick the bucket” means “to die”
- “a bone of contention” has nothing to do with skeletons
- “a lame duck”, “tongue in cheek”, “to cave in”

- Word-for-word translation
- Syntactic transfer
- Interlingual approaches
- Example-based translation
- Statistical translation

- Use a machine-readable bilingual dictionary to translate each word in a text
- Advantages:
  - easy to implement
  - results give a rough idea of what the text is about (perhaps)
- Disadvantages:
  - no account of word order
  - dictionary doesn't tell us which word to translate to in the case of polysemous words
  - results in low-quality translation

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- Parse the sentence
  - Rearrange constituents (grammatical units)
  - Translate the words

(insert picture here)

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- Advantages:
    - deals with the word order problem
  - Disadvantages:
    - need to automatically analyse (parse) the sentence in the source language
    - need to construct transfer rules for each possible language pair
    - sometimes there is a syntactic mismatch:
      - The bottle floated into the cave*
      - La botella entro a la cuerva flotando =*
      - The bottle entered the cave floating (Spanish)*

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- Assign a logical form (meaning representation) to sentences
  - *John must not go* =  
OBLIGATORY(NOT(GO(JOHN)))  
*John may not go* =  
NOT(PERMITTED(GO(JOHN)))
  - Use logical form to generate a sentence in another language

(wagon-wheel picture)

- Advantages:

- single logical form means that we can translate between all languages and only write a parser/generator for each language once ( $2n$  vs.  $n^2$  systems)

- Disadvantages:

- difficult to define a single logical form (English words in all capital letters probably won't do)
- difficult to create parsers and generators, even if we can agree on the representation

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- Fundamental idea:
    - human translators do not translate by performing deep linguistic analysis
    - they translate by decomposing a sentence into fragments, translating each of those, and then composing the individual translations
  - Translate the parts *by analogy*
    - similar to case-based reasoning, instance-based reasoning, analogical-based reasoning, ... seen in AI, psychology, ...

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- Translate *He buys a book on international politics* into Japanese with the examples:
    - *He buys a notebook*  
*Kare ha nouto wo kau*
    - *I read a book on international politics*  
*Watashi ha kokusaiseiji nitsuite kakareta hon wo yomu*

(picture of how to do the translation)

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- Locating similar sentences
  - Aligning sub-sentential fragments
  - Combining multiple fragments of example translations into a single sentence
  - Selecting the best translation out of many candidates

- Advantages:
  - uses fragments of human translations which can result in higher quality
- Disadvantages:
  - may have limited coverage depending on the size of the example database, and the flexibility of the matching heuristics

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- Find *most probable* English sentence given a foreign language sentence
  - Automatically align words and phrases within sentence pairs in a parallel corpus
  - Probabilities are determined automatically by training a statistical model using the parallel corpus

(pdf of parallel corpus)

- Advantages:
  - has a way of dealing with lexical ambiguity
  - requires minimal human effort
  - can be created for any language pair that has enough training data
- Disadvantages:
  - does not explicitly deal with syntax (reordering is performed at the word or phrase level)
  - requires a large parallel corpus
- Hybrid models are possible (eg hybrid EBMT/SMT, syntax-based SMT) and much recent research is concerned with improving the basic SMT model

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- Many challenges in MT, many different ways of approaching the task
  - What approach you prefer may depend on your background (eg logicians go for interlingua, linguists syntactic transfer)
  - Objectively choosing a method is tricky

- Do we want to design a system for a single language or many languages?
- Can we assume a constrained vocabulary or do we need to deal with unrestricted text?
- What resources already exist for the languages that we're dealing with?
- How long will it take us to develop the resources, and how large a staff will we need?

- Data driven
- Language independent
- No need for staff of linguists or language experts
- Can prototype a new system quickly and at low cost

- Economic reasons:
  - low cost
  - rapid prototyping
- Practical reasons:
  - many language pairs don't have NLP resources, but do have parallel corpora
- Quality reasons:
  - uses chunks of human translations as its building blocks
  - produces state-of-the-art results when very large data sets are available

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- Statistical Machine Translation, Philipp Koehn, CUP, 2010
  - [www.statmt.org](http://www.statmt.org) has some excellent introductory tutorials (including the ESSLLI tutorial by Callison-Burch and Koehn, on which these slides are based), and also the classic IBM paper (Brown, Della Petra, Della Petra and Mercer)
  - Foundations of Statistical Natural Language Processing, Manning and Schutze, ch. 13
  - Speech and Language Processing, Jurafsky and Martin, ch. 21
  - The Unreasonable Effectiveness of Data, IEEE Intelligent Systems, vol. 24 (2009), available from <http://research.google.com/pubs/author1092.html>