# Discontinuous treebank annotation using LCFRS

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# Annotating. 2 down, 40,000 to go ...

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#### Goals

- Minimize total cost of annotation
  - What is the effect of immediate grammar re-training?
- Annotate literary texts
- Explore other annotation tasks / schemes (RRG?)

## Discontinuity with LCFRS



# Discontinuity with LCFRS



Linear Context-Free Rewriting System (LCFRS)  $VP_2(a, bc) \rightarrow WHADVP(a) VB(b) NP(c)$ 

Capture constituency + predicate-argument structure

# Double-DOP: exploiting common tree fragments



Sangati & Zuidema (2011). Accurate parsing w/compact TSGs: Double-DOP

# Double-DOP: exploiting common tree fragments



Capture arbitrary word/constituent co-occurrences.

- Extract fragments that occur at least twice in treebank
- For every pair of trees, extract maximal overlapping fragments
- Fragments can be used as Tree-Substitution Grammar

Sangati & Zuidema (2011). Accurate parsing w/compact TSGs: Double-DOP

Improving parsers with data

Raw text is cheap, annotation is costly

Unsupervised / semi-supervised: word co-occurrences provide some distributional syntactic information, but limited.

Supervised: Very labor intensive, requires very special set of skills, costly, boring, tedious, etc.

Active Learning: Reduce work load without compromising on annotation quality / detail ⇒ this talk

## Actual treebank annotation practice

Manual correction of automatic parses in GUI

PTB: Deterministic parser (Marcus et al 1993, §4.1). Produces only 1 analysis, only provides bracketings it is confident about.

Tiger: Brants et al (2004, §3)

- Interactive annotation with Cascaded Markov Model; advantage: responds to user feedback.
- LFG parser, non-interactive post-editing/disambiguation; advantage: always syntactically consistent.

#### Efficient annotation

#### Interactivity :

Semi-automatic annotation: parser suggests candidates Interactive disambiguation: help annotator identify correct analysis

Active Learning :

Prioritization: Annotate sentences in order that minimizes required user interaction ⇒ learning converges faster Incremental parser training: further automatic parses *immediately* improve from annotation feedback

# Active Learning

- Select data point that model expects to yield the most improvement. (Training Utility Value)
- 2. Expert annotates data point.
- 3. Re-train the model.
- 4. Repeat.

i.e., machine *teaching* instead of machine learning (http://prodi.gy)

Provides substantial annotation speedup: e.g., 80 % reduction in annotation time (Baldridge & Osborne, EMNLP 2004)

> Settles (2010), Active learning literature survey. http://burrsettles.com/pub/settles.activelearning.pdf

# Ranking sentences I: entropy

#### Intuition

Disambiguation is hard when a sentence has many analyses with similar probabilities, ⇒ entropy as Training Utility Value (TUV); Maximizes information gain

- Collect n-best parse trees with probabilities p<sub>i</sub> for a sentence
- 2. Take entropy of probability distribution  $p_1 \dots p_n$ :  $-\sum_i p_i \log p_i$
- 3. Normalize by number of parse trees *n*: TUV(sent) =  $\frac{1}{\log n} \cdot -\sum_i p_i \log p_i$

Hwa (CL journal, 2004) Sample Selection for Statistical Parsing.

# Ranking sentences II: clustering

#### Cluster syntactically similar sentences

- Similarity metric: common tree fragments
- Clustering method: K-Means, with k s.t. clusters consist of about 10 sentences

Combine with entropy ranking by first clustering, then ordering the clusters by mean entropy.

- Cluster 1: Once upon a time ... etc.
- Cluster 2: ... lived happily ever after. etc.
- etc.

Tang et al (ACL 2002), Active Learning for Stat. Nat. Lang. Parsing

## Selecting from n-best list: decision tree

Reduce *n*-best list to a decision tree of `discriminants'

- Entropy-based decision tree
- Features: presence of bracketings
- Leaves: n-best trees
- Use probabilities: lower prob.  $\Rightarrow$  longer path
- Pruning: discard trees with p < 1/n

Osborne & Baldridge (EMNLP 2004), Ensemble-based Active Learning for Parse Selection

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	NP 0:1	NP 0:2	VP 1:2	 NP-0:2?	
Tree 1	1	0	0	 tree-1	NP-0:1?
Tree 2	1	1	0	 liee-i	
Tree 3	0	1	1		tree-3 tree-2

Osborne & Baldridge (EMNLP 2004), Ensemble-based Active Learning for Parse Selection

## User interface



- parser obtains n-best trees
- user walks through decision tree or: edit tree manually
- user accepts tree; grammar is augmented with fragments of this tree before parsing next sentence

# Why DOP



- Memory-based, "training" is conceptually simple & cheap: new tree ⇒ extract fragments ⇒ update grammar
- Incremental model fitting more challenging/expensive with other methods:
  - Split-merge grammars (EM),
  - Bayesian grammars (Gibbs sampling),
  - Deep Learning (SGD).

Bod (1992); Sangati & Zuidema (EMNLP 2011): 2DOP

# Augmenting the grammar

Given a new tree T and the current grammar G, a multiset of tree fragments.

- extract recurring fragments among initial training set and new tree
- new fragment compile into new, unique rules existing fragment increment relative frequency of existing rules
- bookkeeping: re-normalize grammar, re-sort indexes of rules, etc.

Typically takes < 1 second to add 1 parse tree to the grammar.

#### Robustness

#### How to avoid dreaded "no parse"?

- Ideally, a statistical parser finds a parse tree for any input
- However, when grammar contains discontinuous constituents, function tags, not all productions may be available.

Workaround: extract partial parses from incomplete chart w/recursive algorithm:

- 1. Extract largest, most probable subtree from chart
- 2. Repeat for rest of sentence

Results become siblings under ROOT label.

#### Pilot experiment

 initial grammar: DOP grammar of FTB (13k sentences *Le Monde* newspaper)

F1 POS %

2DOP, Sangati & van Cra. (2015) 79.3 96.3 Stanford parser, Green et al (2013) 79.0

- new data: first 2 chapters of Madame Bovary (Flaubert 1856, 215 sentences).
   Annotated by yours truly.
- 50% split of new trees: extra train trees, test set

# Evaluation



out-of-domain effect is small: 7 % rel. error increase

▶ 5 % relative error reduction from just 100 new trees

#### Observations about annotation / UI

- Decision tree useful to guide attention, but for obvious mistakes, editing is faster.
- Long sentences don't fit on screen ...
- Partial parses not very good.
- Inconsistent parses, e.g. multiple subjects.

# Sketch of larger experiment

- Grimm's fairy tales (how many sentences?)
- Multiple annotators (how many?)
- Measure:
  - effect of order of annotation: original, random, ranked
  - Track time/mouse clicks per sentence

#### Conclusion

# Yes, we can ...

#### Conclusion

Yes, we can . . .

Make Annotation Great Again!

Encouraging results:

- Literary, out-of-domain text parsed relatively well
- Small number of annotations already improve accuracy
- More comprehensive experiments needed to see to what extent incremental learning really helps

Code will be made available at http://github.com/andreasvc/disco-dop

# Possible improvements

General:

- Gamification: encourage inter-annotator agreement
- Optimize workflow; keyboard-based UI

Ideas from previous work:

- Osborne & Baldridge (EMNLP 2004):
  - Use diverse ensemble of parsers
- Baldridge & Palmer (EMNLP 2009):
  - Model annotator expertise/fallibility
  - Model cost of annotation given sentence
- Mirroshandel & Nasr (IWPT 2011):
  - Rank per-token uncertainty instead of by sentence

#### Wild ideas

- Bootstrap a new treebank when no initial grammar is available? (endangered / low-resource languages)
- Add new levels of annotation to an existing treebank?
  e.g.,
  - multi-word expressions
  - semantic frames etc.
- Joint annotation of constituency and dependency structures?
- Grammar engineering instead of treebank annotation; e.g., LTAG, RRG