# Log-Linear Models with Structured Outputs

Natural Language Processing CS 4120/6120—Spring 2016 Northeastern University

David Smith (some slides from Andrew McCallum)

#### Overview

- Sequence labeling task (cf. POS tagging)
- Independent classifiers
- HMMs
- (Conditional) Maximum Entropy Markov Models
- Conditional Random Fields
- Beyond Sequence Labeling

#### **Sequence Labeling**

- Inputs:  $x = (x_1, ..., x_n)$
- Labels:  $y = (y_1, ..., y_n)$
- Typical goal: Given x, predict y
- Example sequence labeling tasks
  - Part-of-speech tagging
  - Named-entity-recognition (NER)
    - Label people, places, organizations

#### NER Example:

#### Red Sox and Their Fans Let Loose



Fans of the slugger David Ortiz in Boston's Copley Square.

By PETE THAMEL Published: October 31, 2007

BOSTON, Oct. 30 — Jonathan Papelbon turned Boston's World Series victory parade into a full-scale dance party Tuesday as the <u>Red Sox</u> pu an exclamation point on the 2007 season.

	E-MAIL
it	
	REPRINTS
	SAVE

#### First Solution: Maximum Entropy Classifier

- Conditional model p(y|x).
  - Do not waste effort modeling p(x), since x is given at test time anyway.
  - Allows more complicated input features, since we do not need to model dependencies between them.
- Feature functions f(x,y):
  - $-f_1(x,y) = \{ word is Boston & y=Location \}$  $-f_2(x,y) = \{ first letter capitalized & y=Name \}$  $-f_3(x,y) = \{ x is an HTML link & y=Location \}$

#### First Solution: MaxEnt Classifier

- How should we choose a classifier?
- Principle of maximum entropy
  - We want a classifier that:
    - Matches feature constraints from training data.
    - Predictions maximize entropy.
- There is a unique, exponential family distribution that meets these criteria.

#### First Solution: MaxEnt Classifier

- Problem with using a maximum entropy classifier for sequence labeling:
- It makes decisions at each position independently!

#### **Second Solution: HMM**

$$P(\mathbf{y}, \mathbf{x}) = \prod_{t} P(y_t | y_{t-1}) P(x | y_t)$$

- Defines a generative process.
- Can be viewed as a weighted finite state machine.

#### Second Solution: HMM

- How can represent we multiple features in an HMM?
  - Treat them as conditionally independent given the class label?
    - The example features we talked about are not independent.
  - Try to model a more complex generative process of the input features?
    - We may lose tractability (i.e. lose a dynamic programming for exact inference).

#### Second Solution: HMM

• Let's use a conditional model instead.

#### **Third Solution: MEMM**

- Use a series of maximum entropy classifiers that know the previous label.
- Define a Viterbi algorithm for inference.

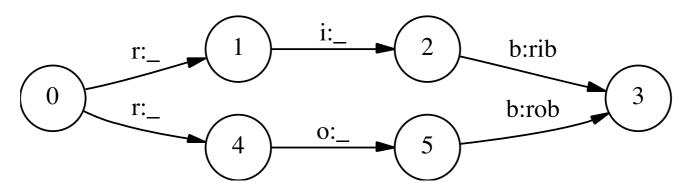
$$P(\mathbf{y} \mid \mathbf{x}) = \prod_{t} P_{y_{t-1}}(y_t \mid \mathbf{x})$$

#### Third Solution: MEMM

- Combines the advantages of maximum entropy and HMM!
- But there is a problem...

#### Problem with MEMMs: Label Bias

 In some state space configurations, MEMMs essentially completely ignore the inputs.



 This is not a problem for HMMs, because the input sequence is generated by the model.

#### Fourth Solution: Conditional Random Field

- Conditionally-trained, undirected graphical model.
- For a standard linear-chain structure:

$$P(\mathbf{y} \mid \mathbf{x}) = \prod_{t} \Psi_{k}(y_{t}, y_{t-1}, \mathbf{x})$$
$$\Psi_{k}(y_{t}, y_{t-1}, \mathbf{x}) = \exp\left(\sum_{k} \lambda_{k} f(y_{t}, y_{t-1}, \mathbf{x})\right)$$

#### Fourth Solution: CRF

- Have the advantages of MEMMs, but avoid the label bias problem.
- CRFs are globally normalized, whereas MEMMs are locally normalized.
- Widely used and applied. CRFs give state-the-art results in many domains.

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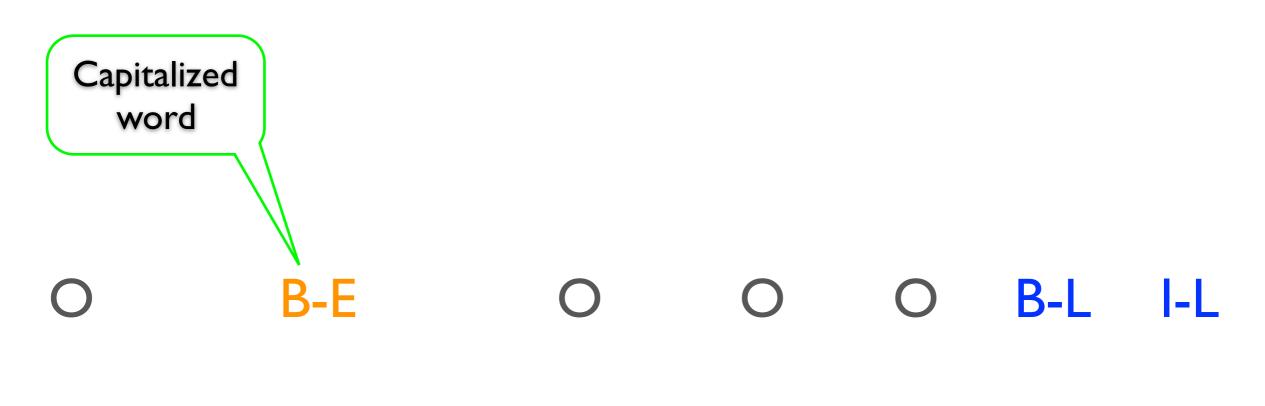
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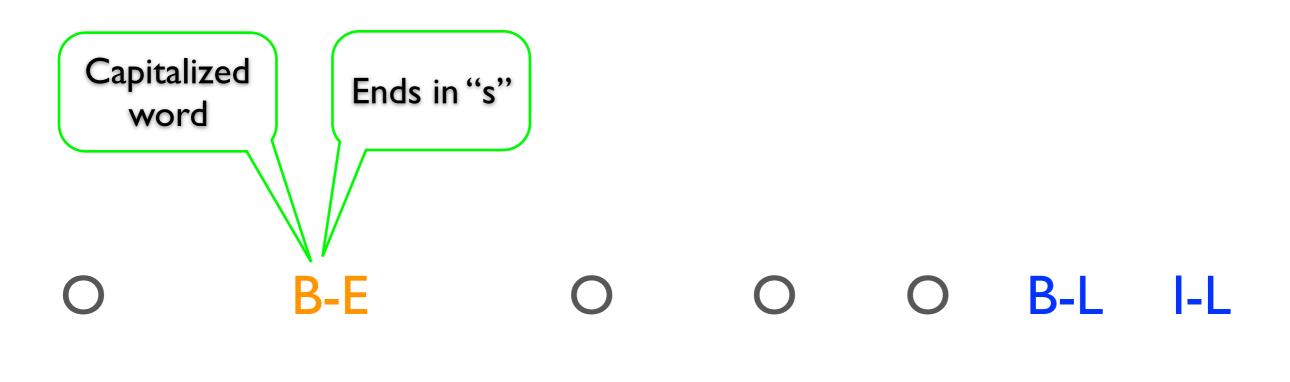
normalization constant. How do we compute it?

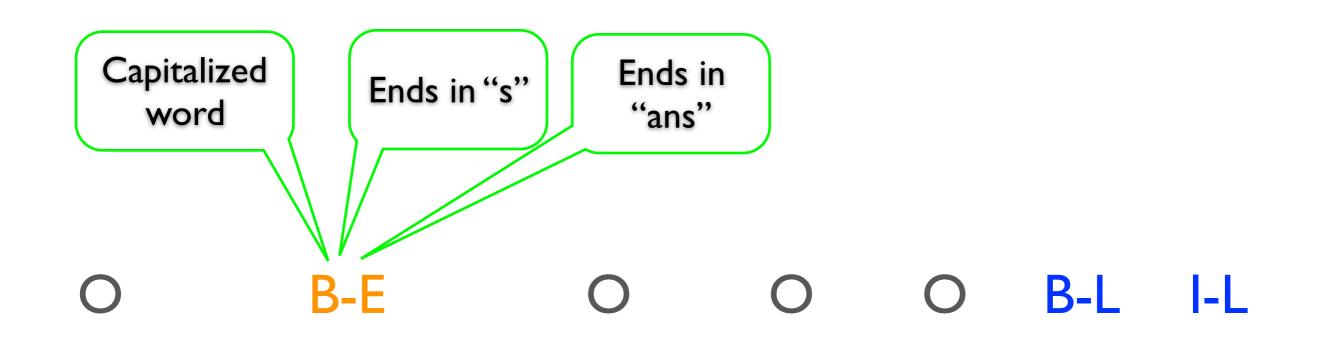
# **CRF Applications**

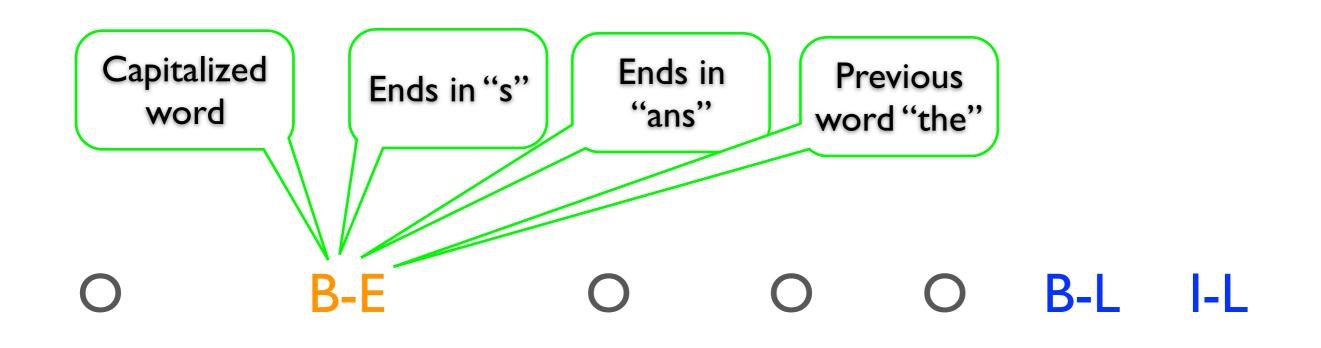
- Part-of-speech tagging
- Named entity recognition
- Document layout (e.g. table) classification
- Gene prediction
- Chinese word segmentation
- Morphological disambiguation
- Citation parsing
- Etc., etc.

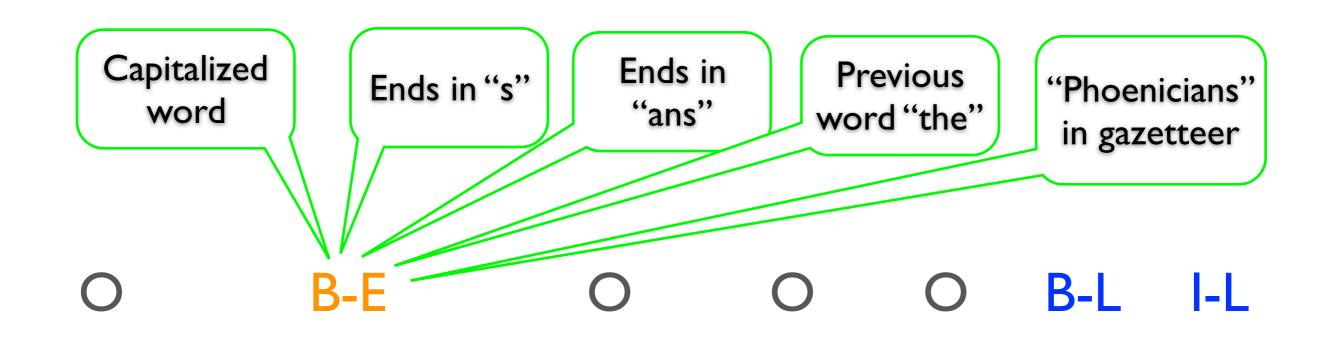
O B-E O O O B-L I-L The Phoenicians came from the Red Sea



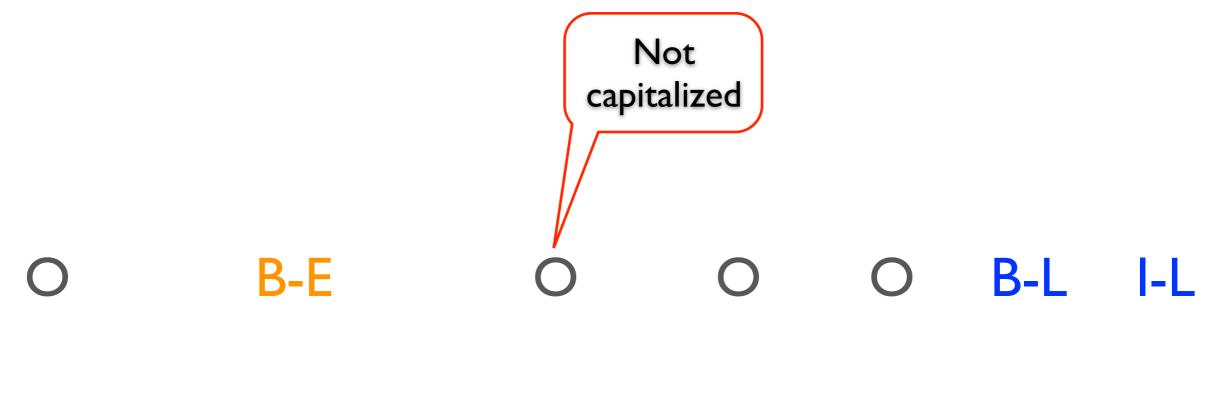


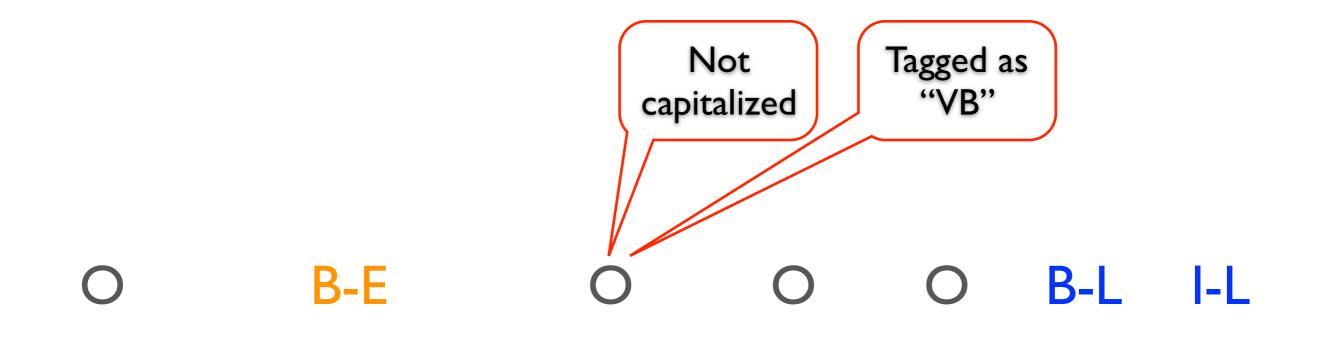


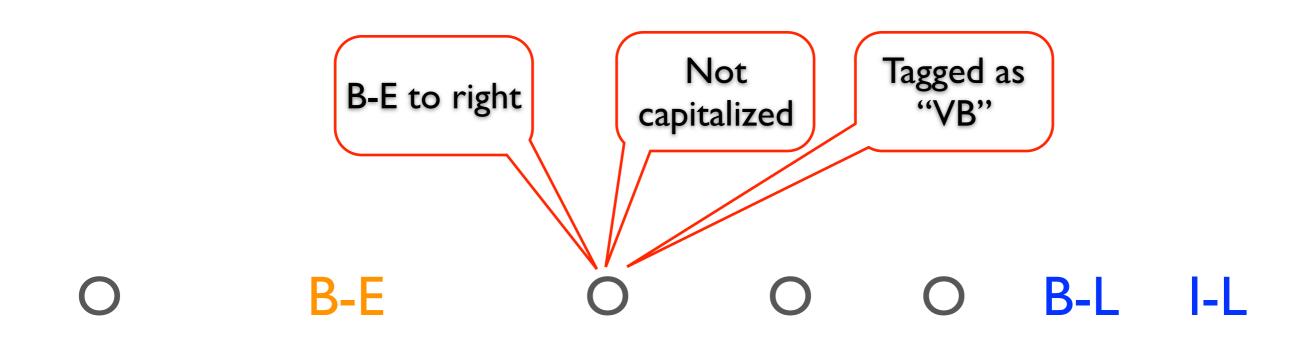




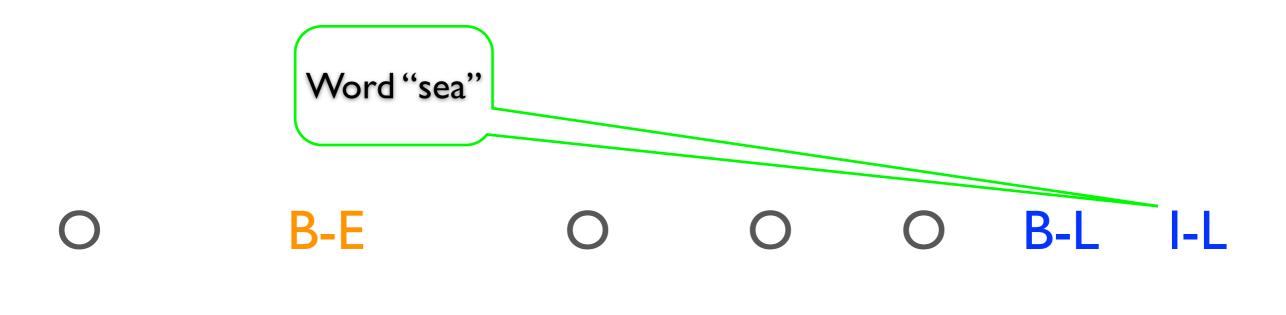
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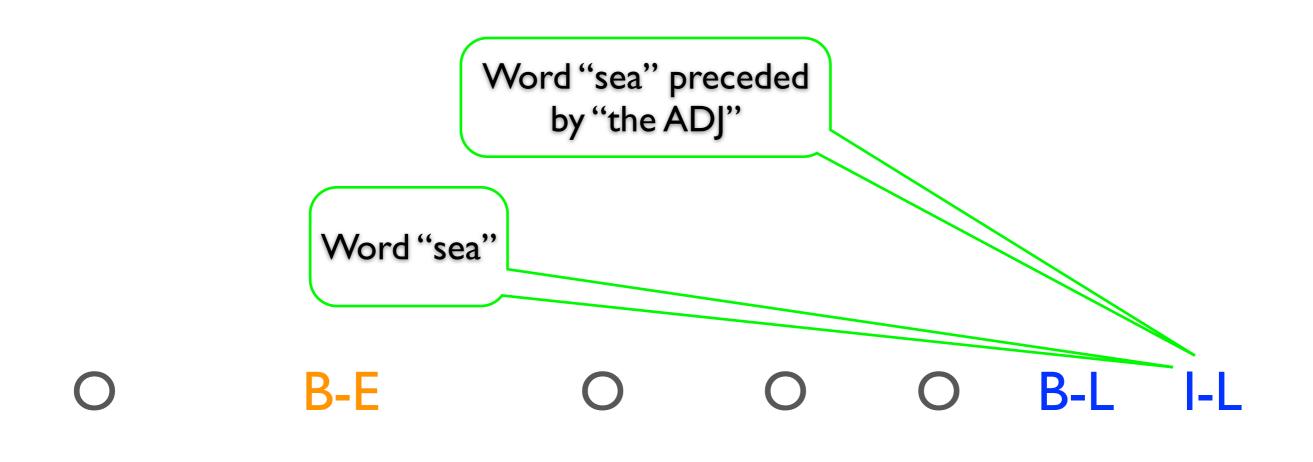


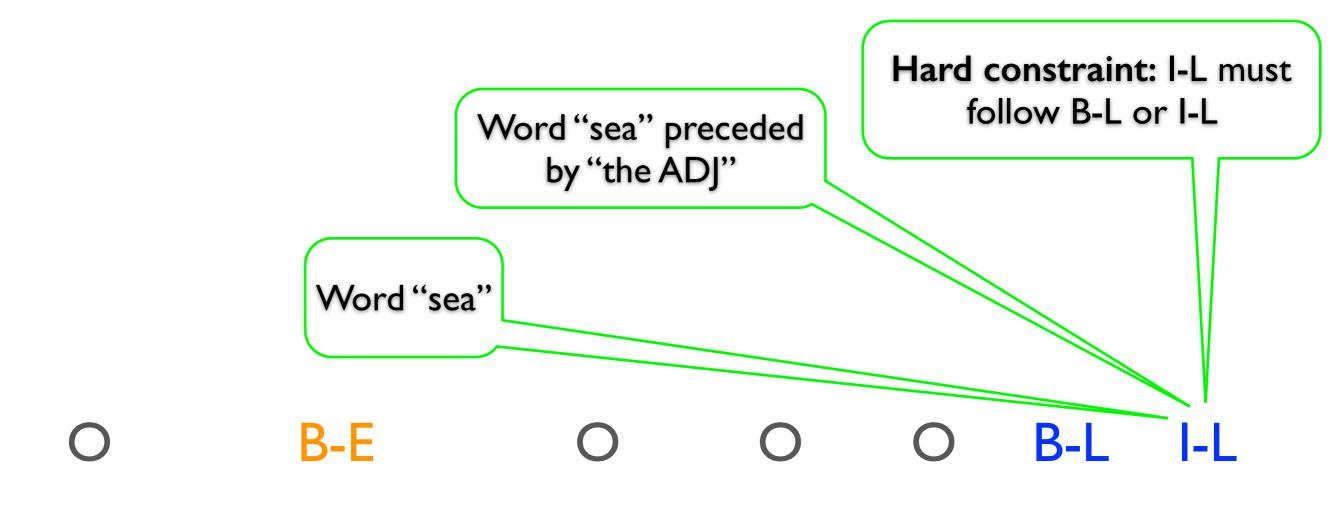




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#### Overview

- What computations do we need?
- Smoothing log-linear models
- MEMMs vs. CRFs again
  - Action-based parsing and dependency parsing

## **Recipe for Conditional** Training of p(y | x)

Gather constraints/features from training data

 $\alpha_{iy} = \tilde{E}[f_{iy}] = \sum_{\substack{\alpha_{iy} \in \alpha_{iy} = \tilde{E}[f_{iy}]}} \int_{-1}^{1} f_{iy}(x_j, y_j) = \sum_{\substack{\alpha_{iy} \in \Omega \\ x_j, y_j \in D}} \int_{-1}^{1} f_{iy}(x_j, y_j)$ **3.**Classify training  $E_{\Theta}[f_{iy}] = \sum_{E_{\Theta}[f_{iy}]} \sum_{e_{\Theta}[F_{\Theta}[f_{iy}]]} \sum_{e_{\Theta}[E_{\Theta}[f_{iy}]]} \sum_{e_{\Theta}[F_{\Theta}[f_{iy}]]} \sum_{e_{\Theta}[F_{\Theta}[f_{iy}]} \sum_{e_{\Theta}[F_{\Theta}[f_{iy}]]} \sum_{e_{\Theta}[F_{\Theta}$ **4.**Gradient is  $\tilde{E}[f_{i}\tilde{E}[f_{iy}] - E_{\Theta}[f_{iy}]$ **5.** Take a step in the direction of the gradient **6.**Repeat from 3 until convergence 43

43

### Recipe for Conditional Training of p(y | x)

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# Gradient-Based Training

- $\lambda := \lambda + rate * Gradient(F)$
- After all training examples? (batch)
- After every example? (on-line)
- Use second derivative for faster learning?
- A big field: numerical optimization

#### Parsing as Structured Prediction

#### **Shift-reduce** parsing

Stack	Input remaining	Action
()	Book that flight	shift
(Book)	that flight	reduce, Verb $ ightarrow$ book, (Choice $\#1$ of 2)
(Verb)	that flight	shift
(Verb that)	flight	reduce, Det $\rightarrow$ that
(Verb Det)	flight	shift
(Verb Det flight)		reduce, Noun $\rightarrow$ flight
(Verb Det Noun)		reduce, NOM $\rightarrow$ Noun
(Verb Det NOM)		reduce, NP $\rightarrow$ Det NOM
(Verb NP)		reduce, VP $\rightarrow$ Verb NP
(Verb)		reduce, $S \rightarrow V$
(S)		SUCCESS!

Ambiguity may lead to the need for backtracking.

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Train log-linear model of p(action | context)

#### Compare to an MEMM

#### Shift-reduce parsing

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Train log-linear model of p(action | context)

• Linear model for scoring structures

 $score(out, in) = \theta \cdot \mathbf{features}(out, in)$ 

- Linear model for scoring structures
- Get a probability distribution by normalizing

$$score(out, in) = \theta \cdot \mathbf{features}(out, in)$$
$$p(out \mid in) = \frac{1}{Z} e^{score(out, in)} \quad Z = \sum_{out' \in GEN(in)} e^{score(out', in)}$$

- Linear model for scoring structures
- Get a probability distribution by normalizing
  - Viz. logistic regression, Markov random fields, undirected graphical models

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- Inference: sampling, variational methods, dynamic programming, local search, ...
- Training: maximum likelihood, minimum risk, etc.

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With latent variables

- Several layers of linguistic structure
- Unknown correspondences
- Naturally handled by probabilistic framework
- Several inference setups, for example:

 $p(out_1 \mid in) = \sum_{out_2, alignment} p(out_1, out_2, alignment \mid in)$ 

With latent variables

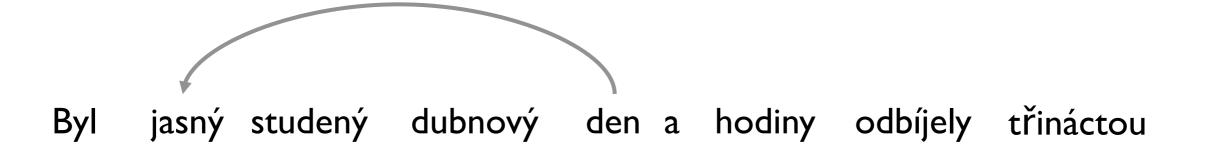
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Another computational problem

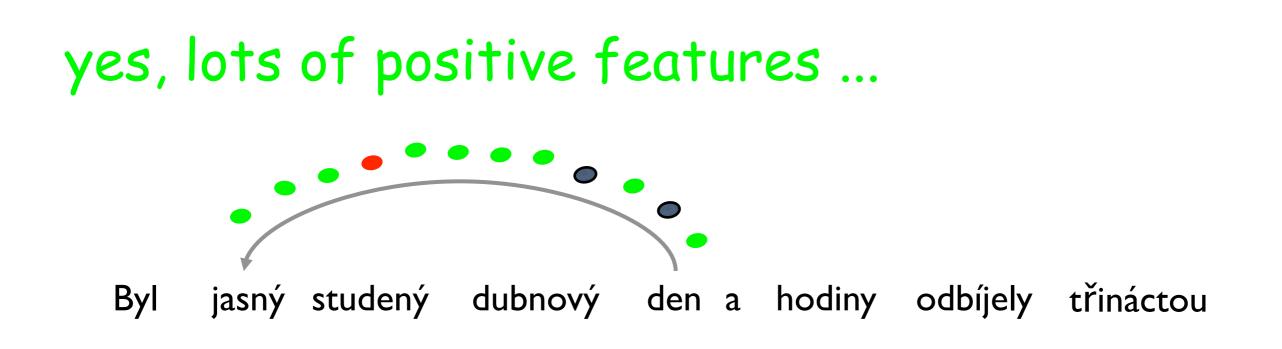
- No global features of a parse (McDonald et al. 2005)
- Each feature is attached to some edge
- MST or CKY-like DP for fast  $O(n^2)$  or  $O(n^3)$  parsing

Byl jasný studený dubnový den a hodiny odbíjely třináctou

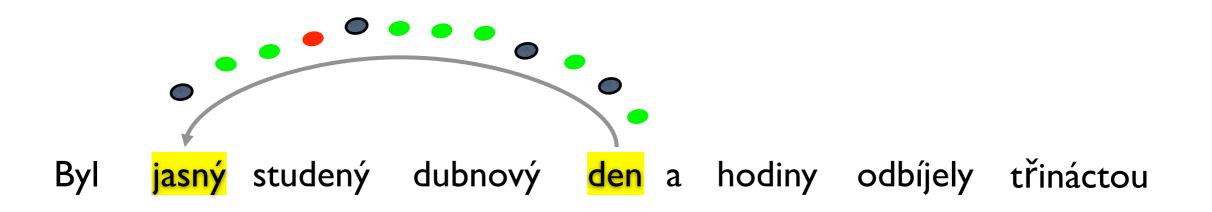
• Is this a good edge?



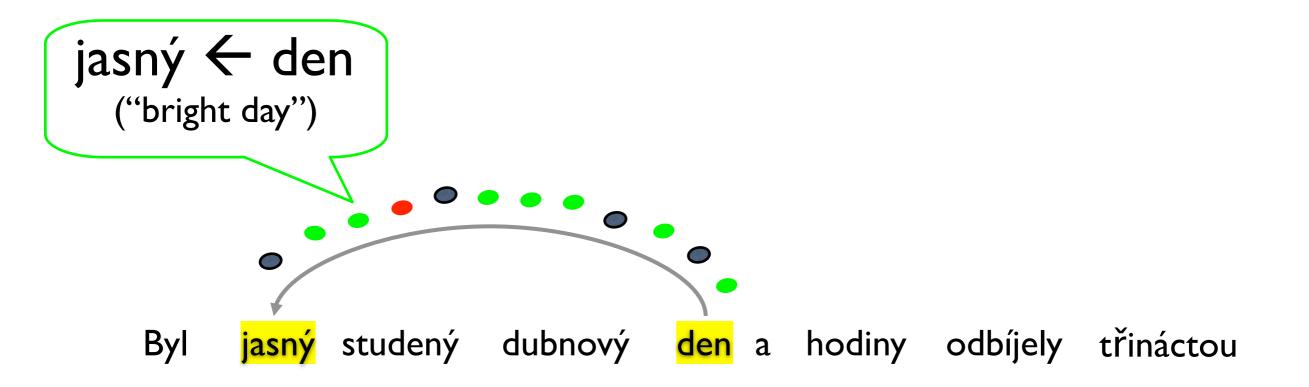
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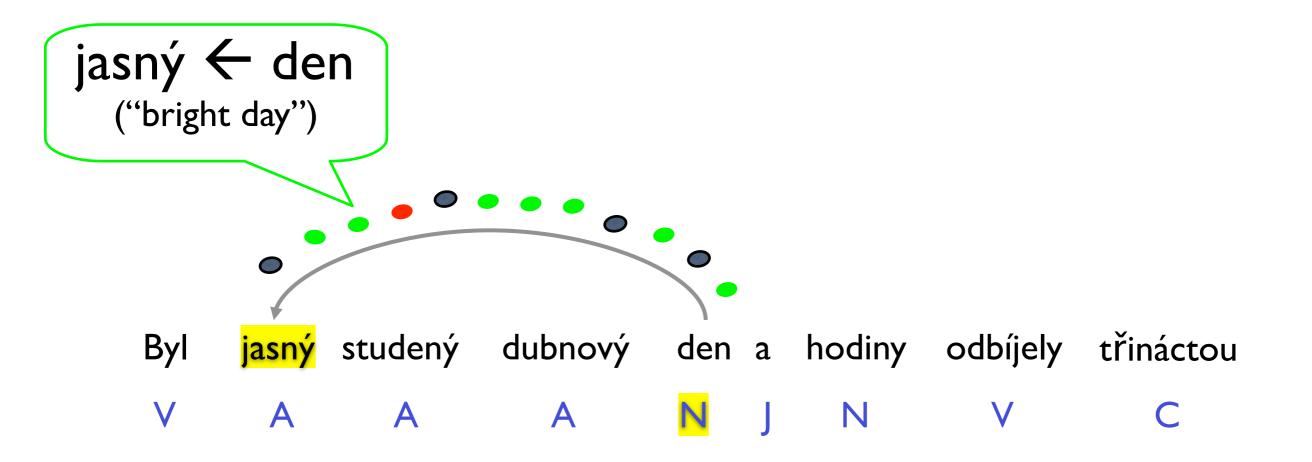
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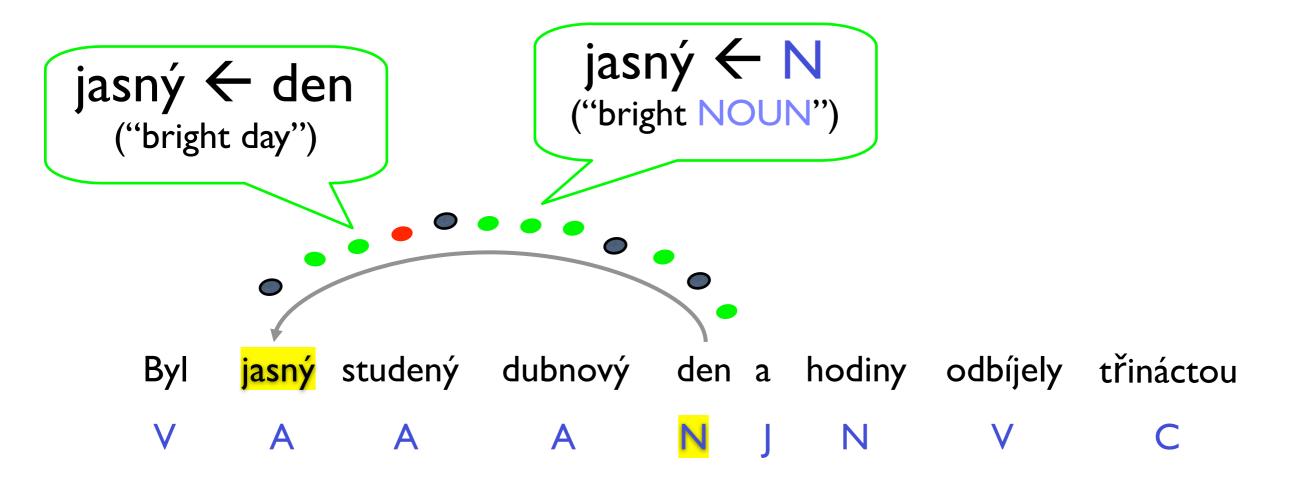
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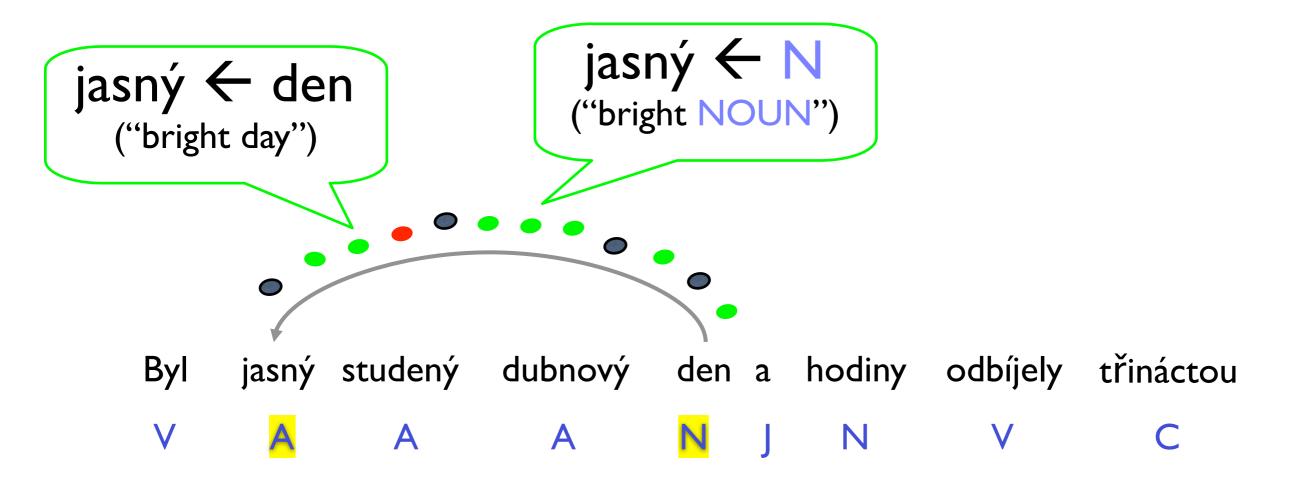
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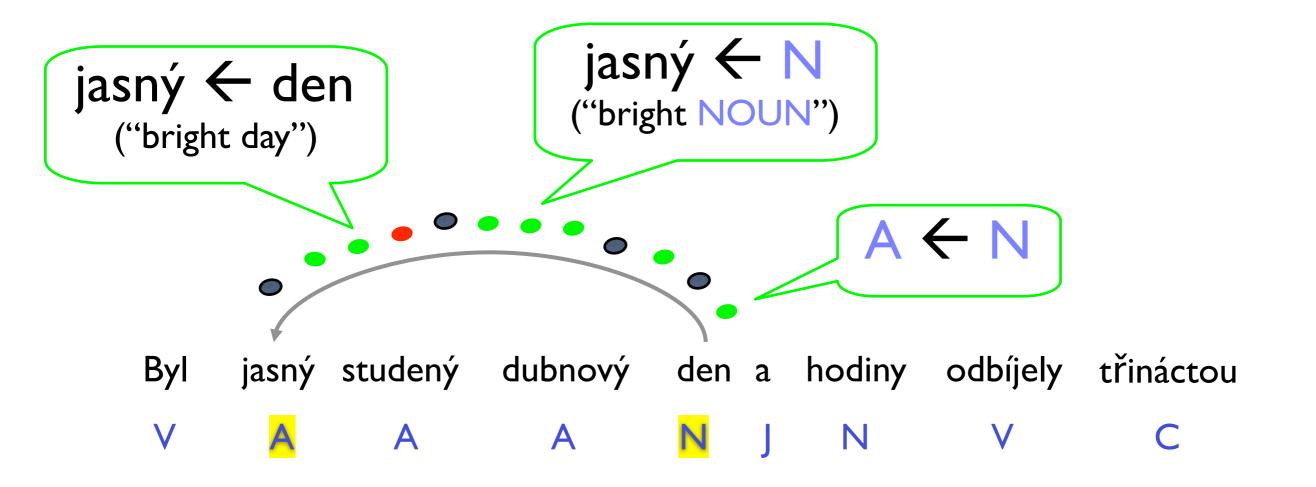
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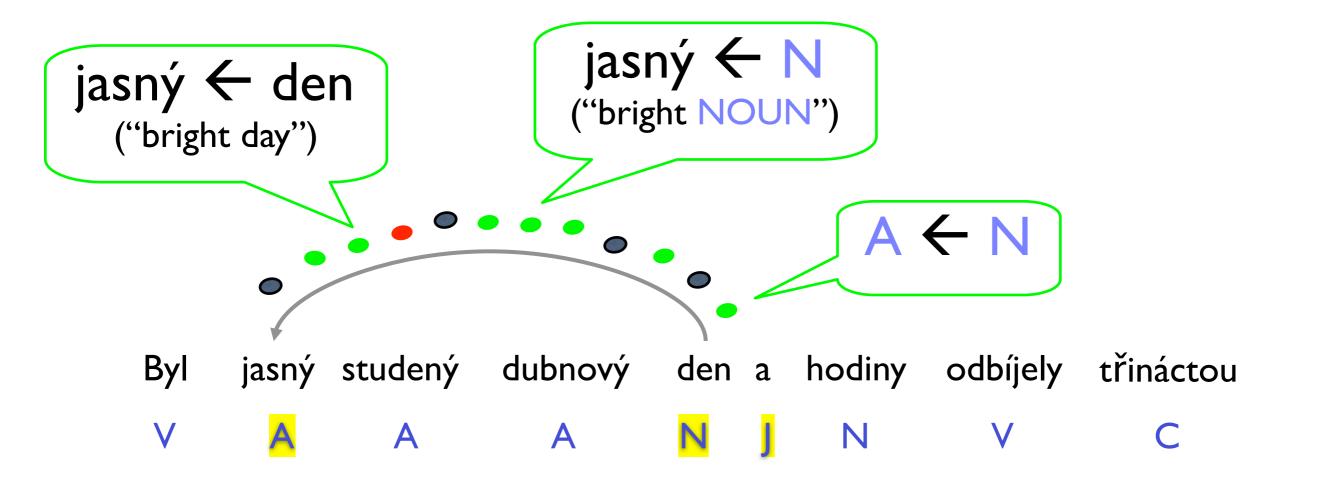
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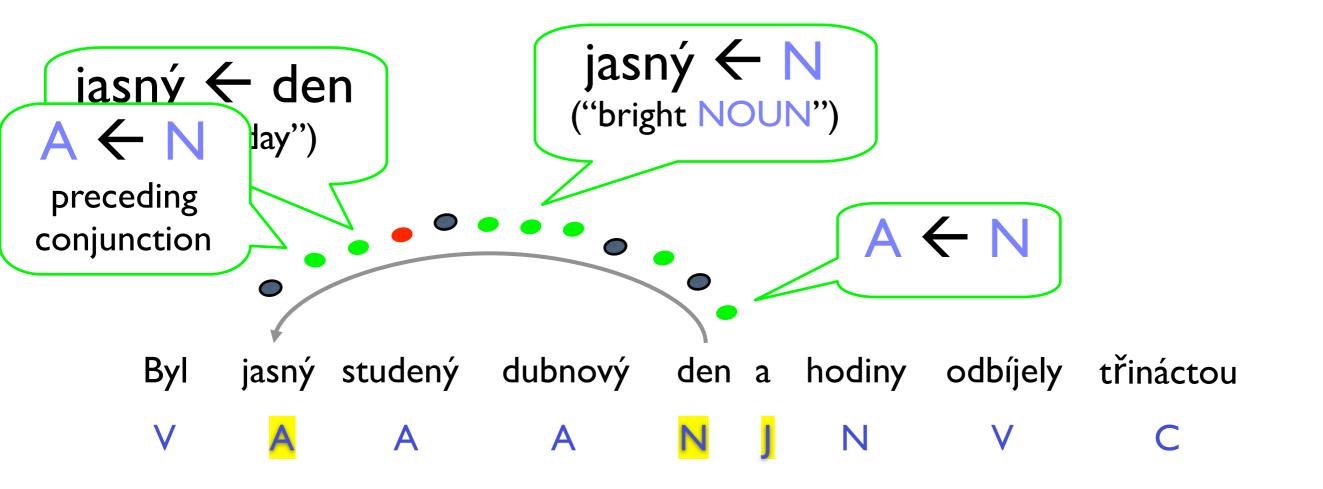
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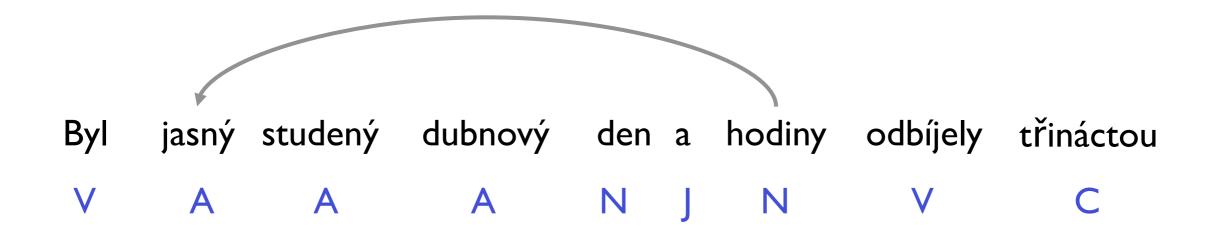
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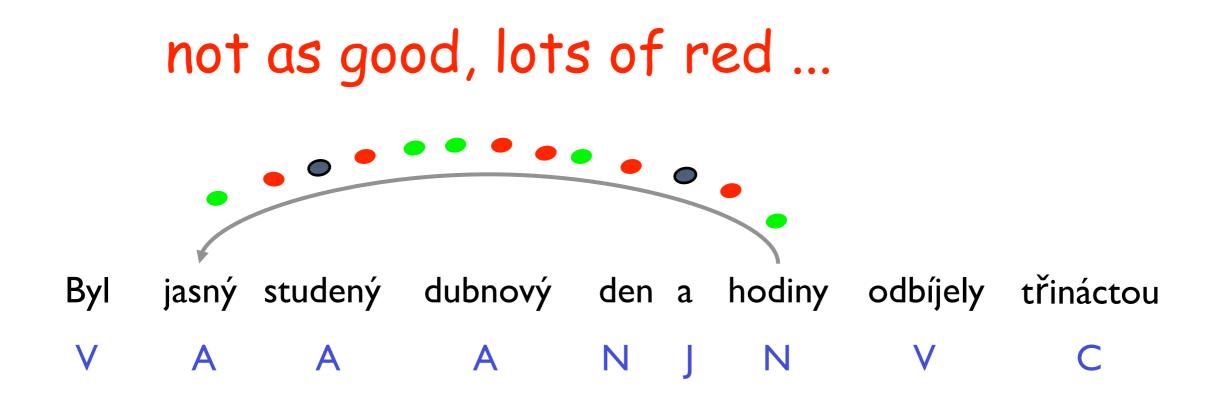
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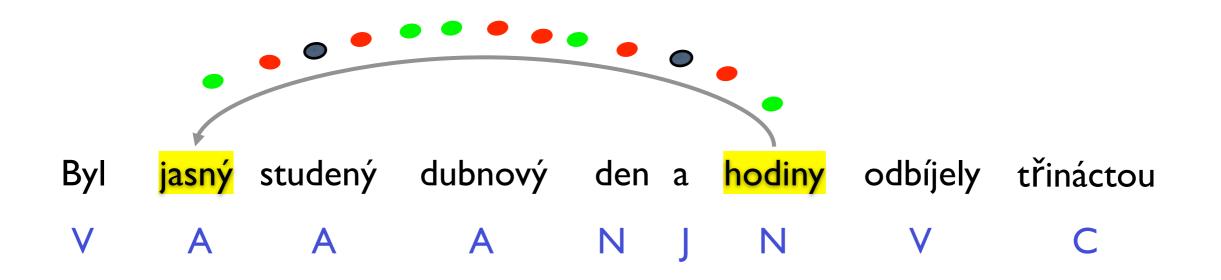
• How about this competing edge?



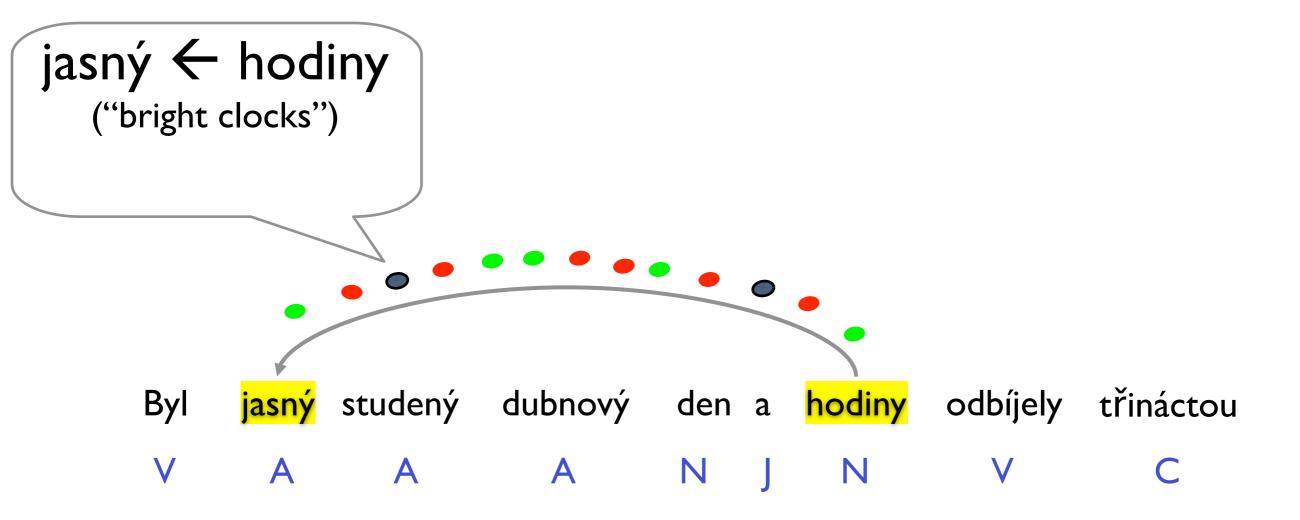
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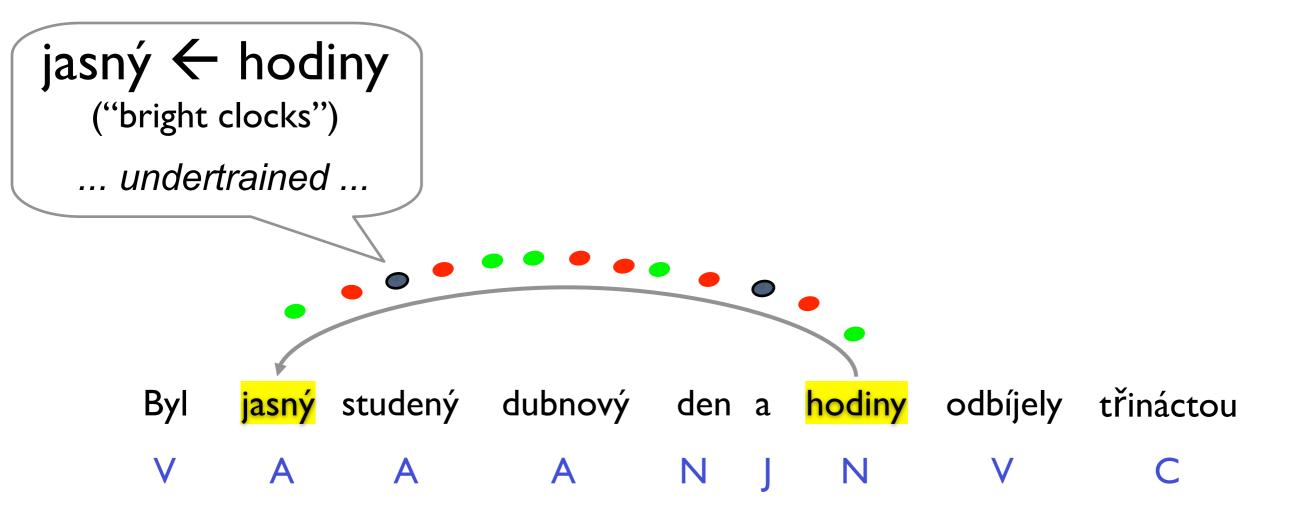
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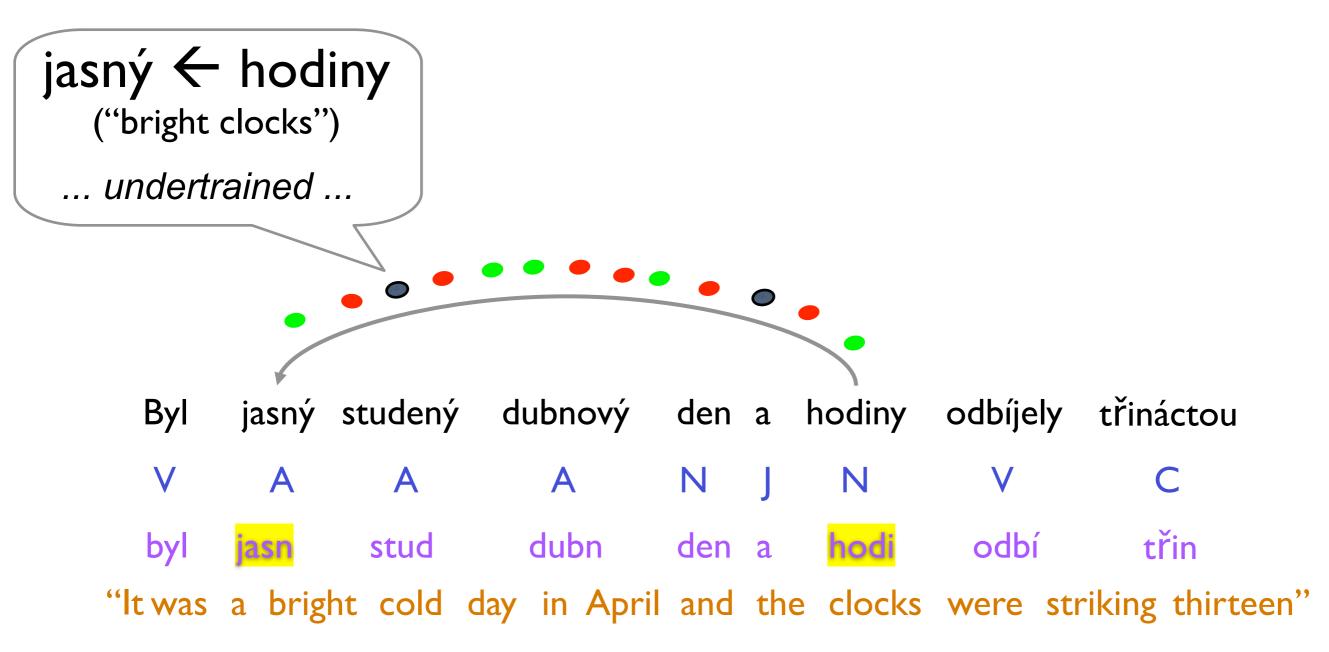


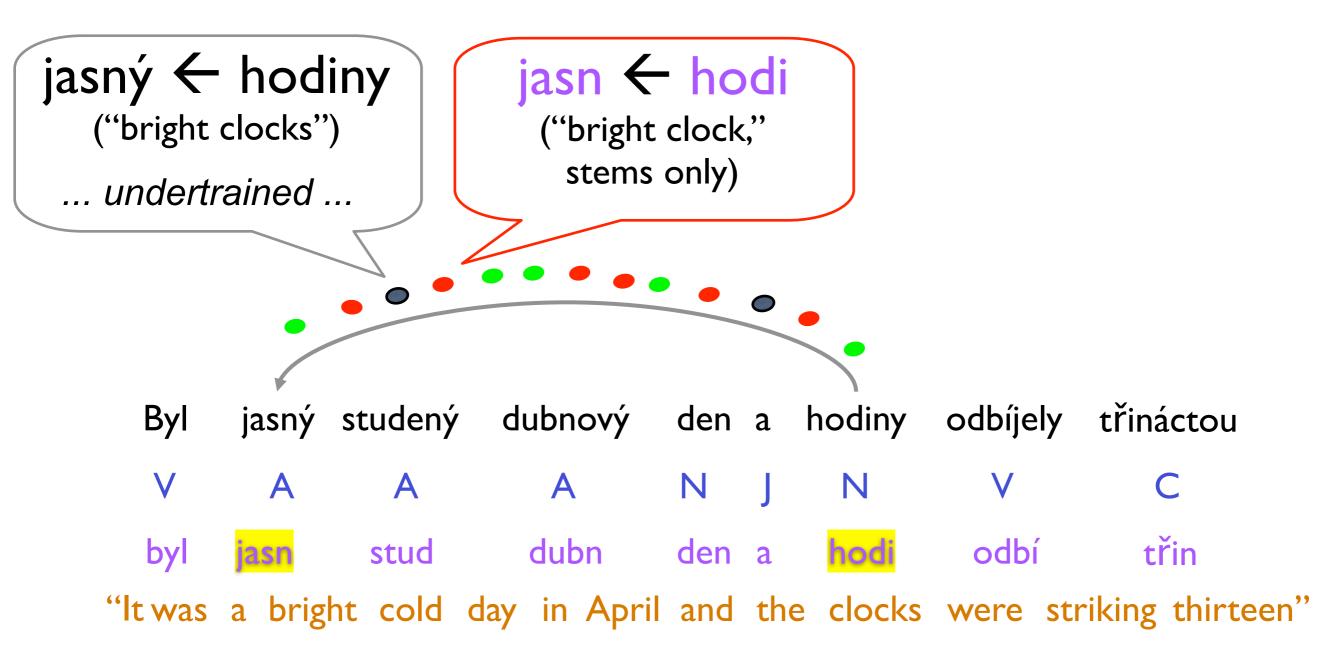
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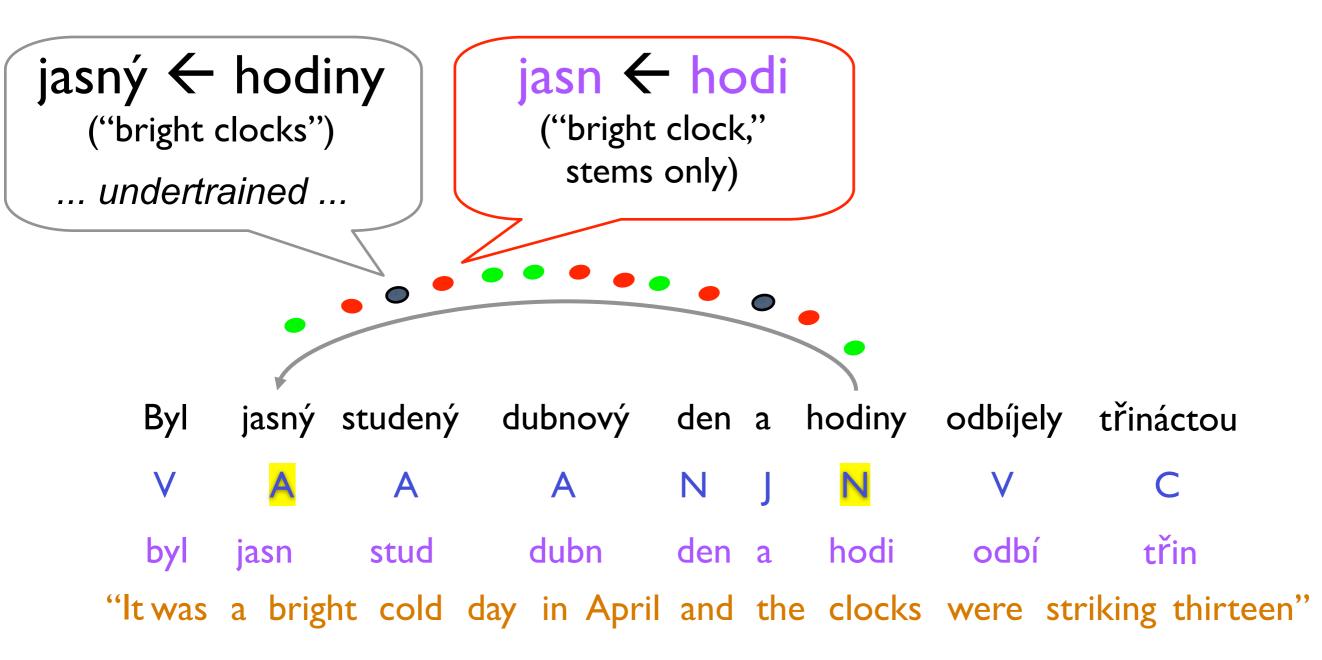


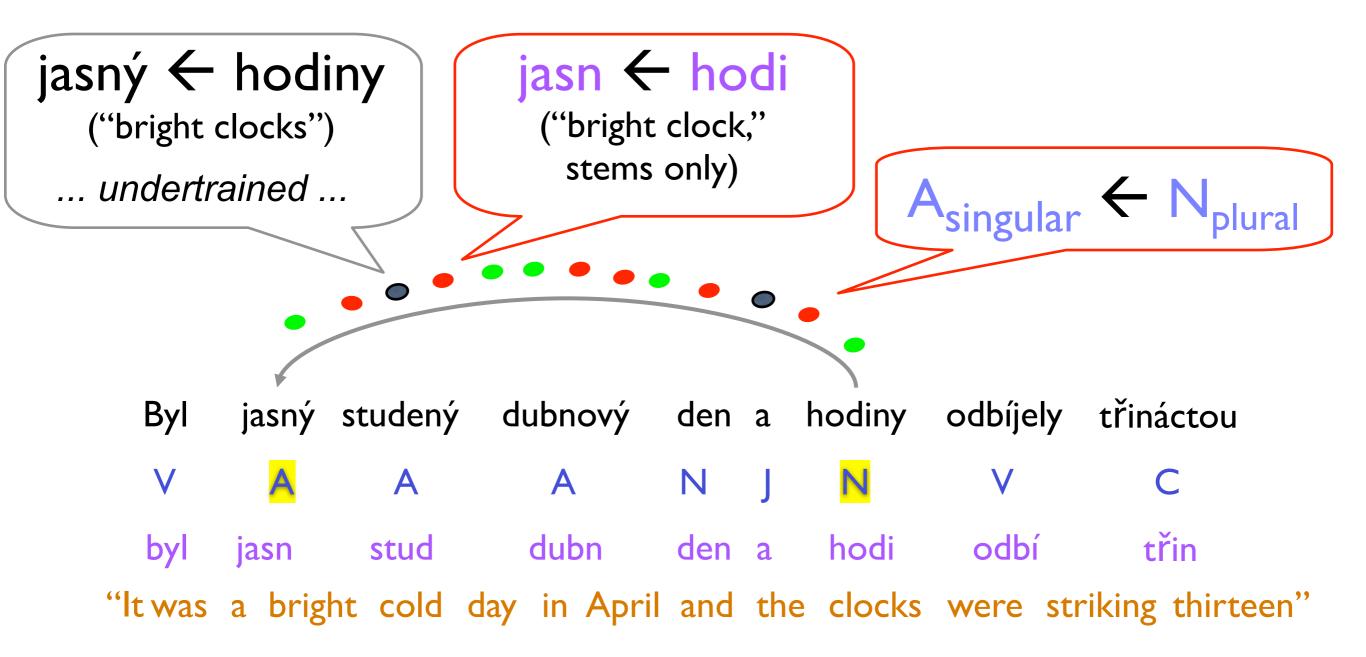
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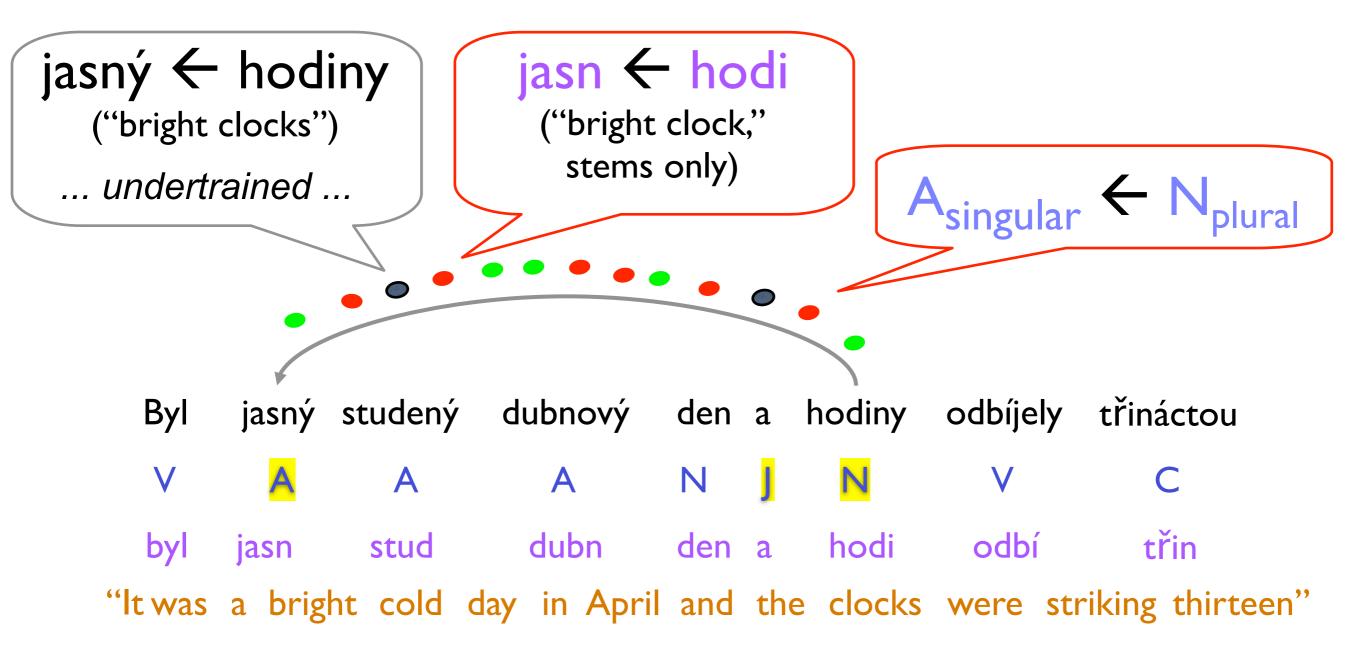




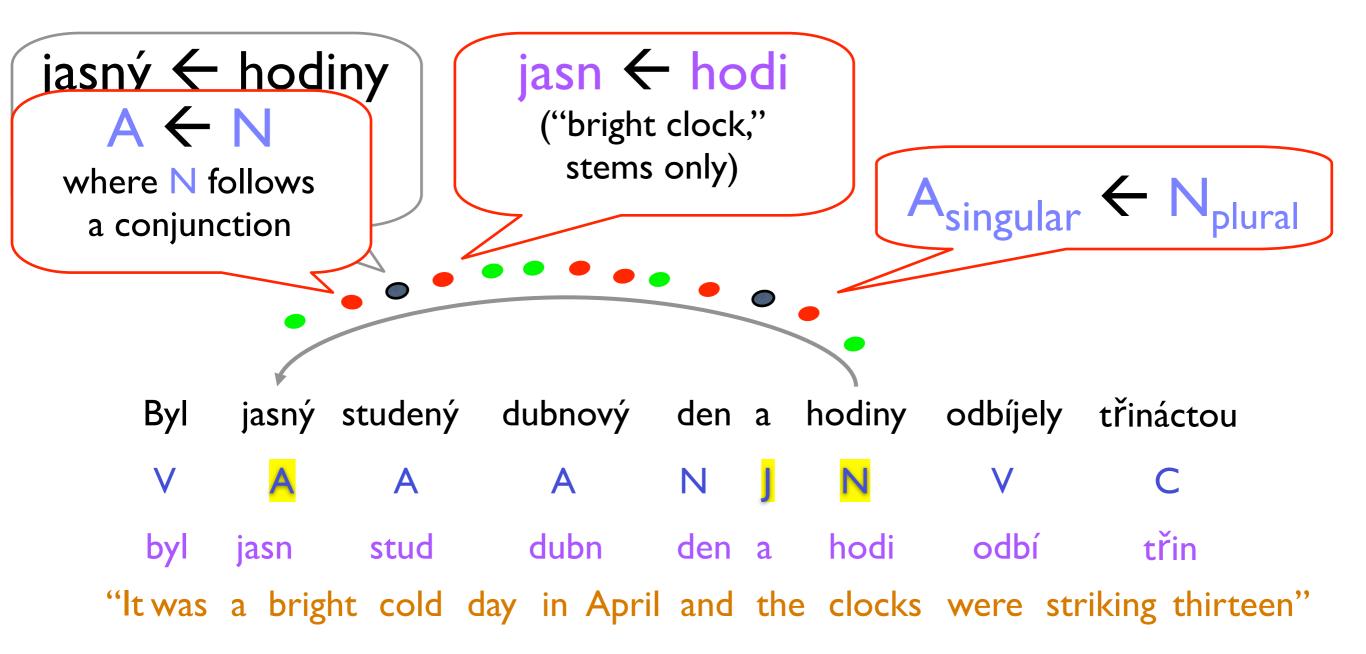




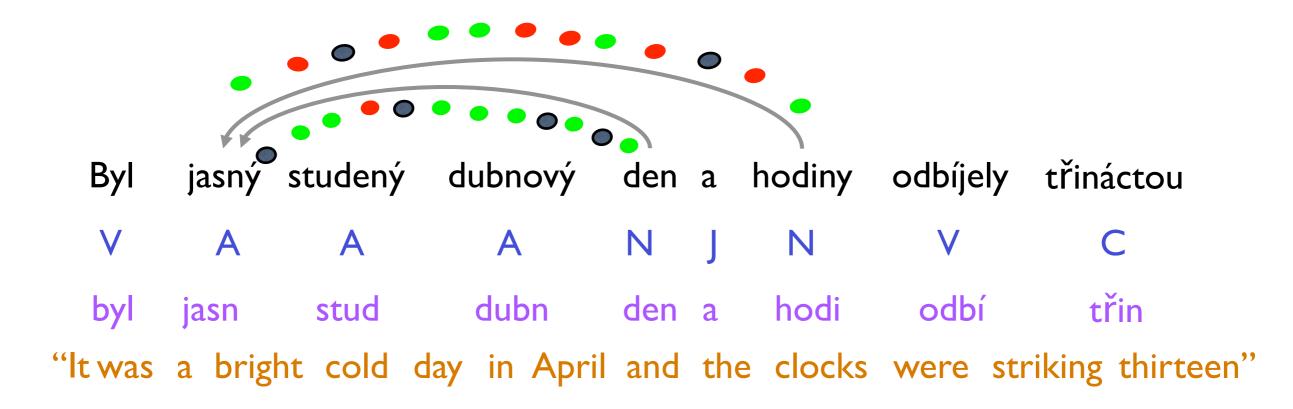




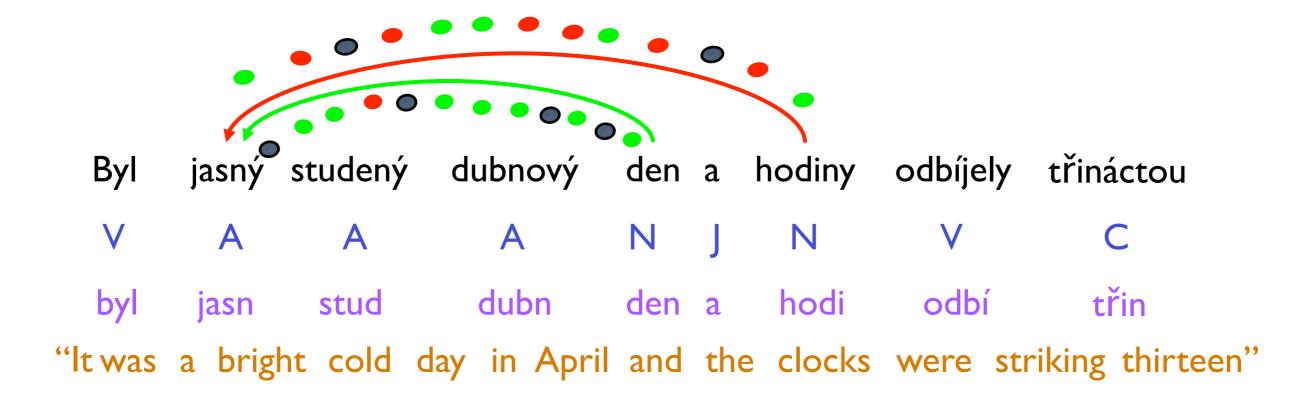
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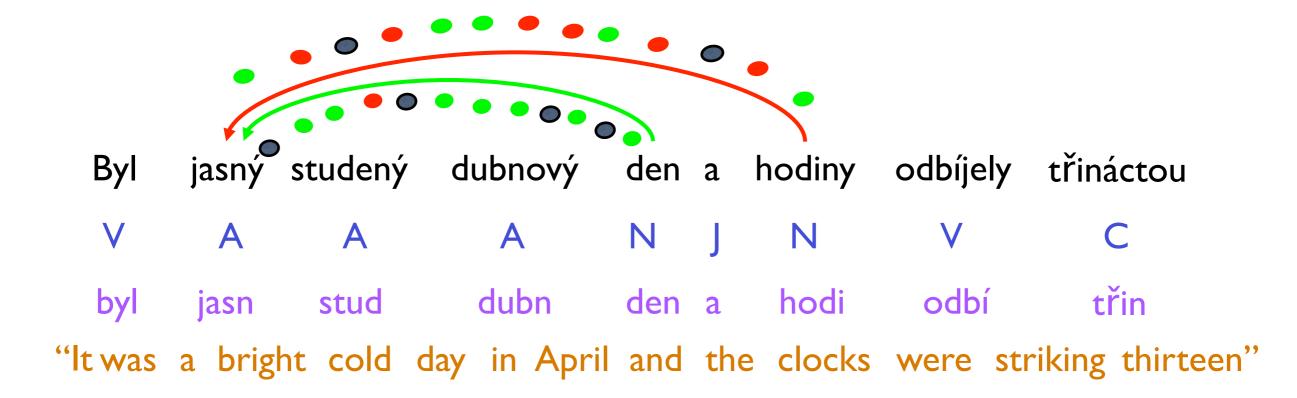
- Which edge is better?
  - "bright day" or "bright clocks"?



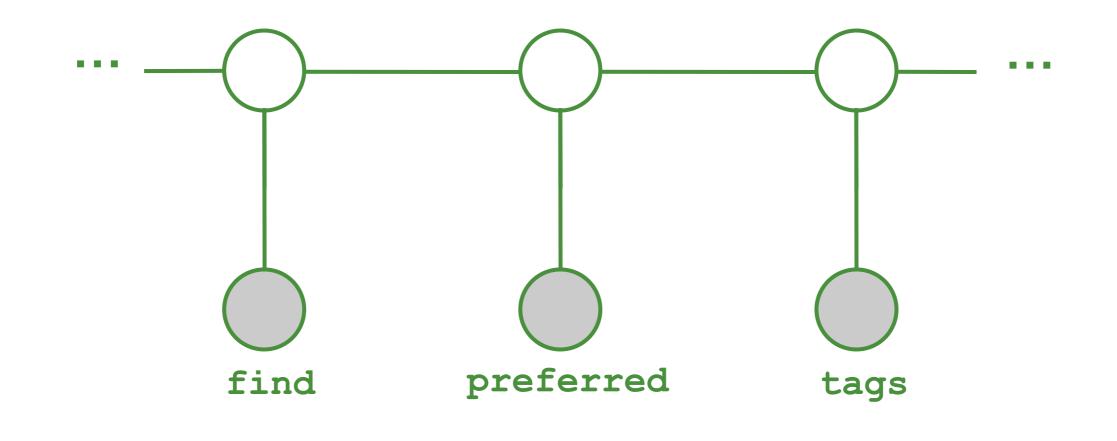
- Which edge is better?
- Score of an edge  $e = \theta \cdot features(e)$
- Standard algos 
   → valid parse with max <u>total</u> score



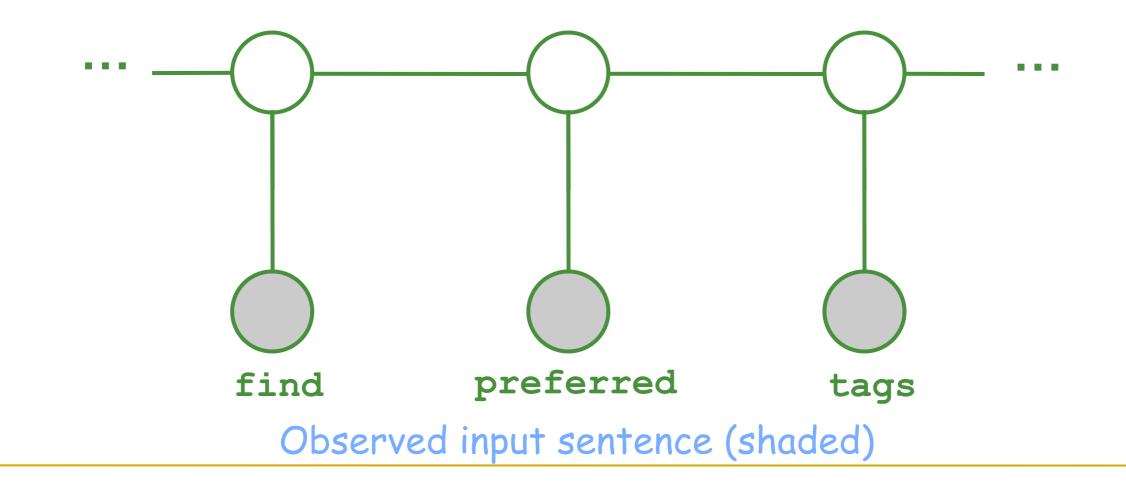
- Which edge is better? our current weight vector
- Score of an edge  $e = \theta$  features(e)
- Standard algos 
   → valid parse with max <u>total</u> score



- First, a familiar example
  - Conditional Random Field (CRF) for POS tagging

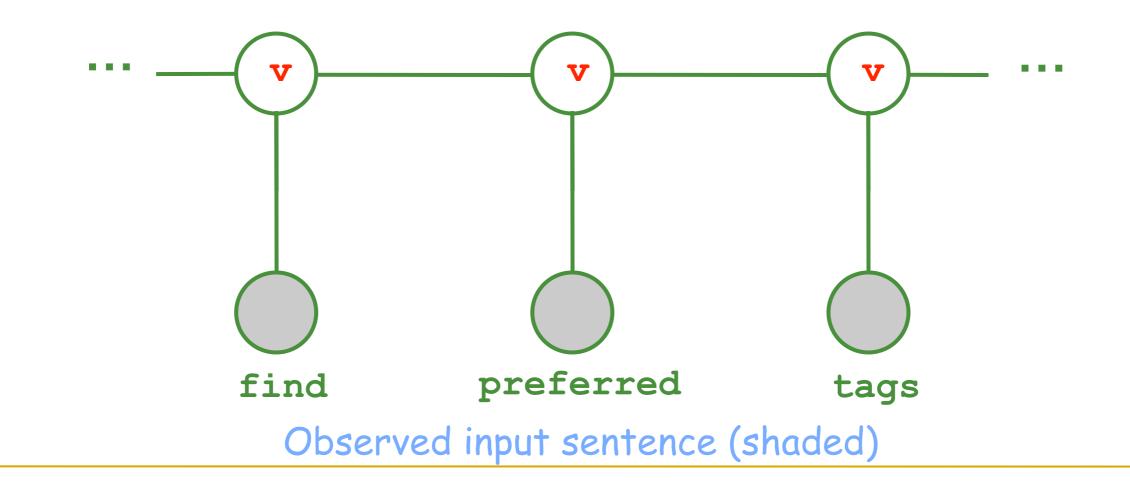


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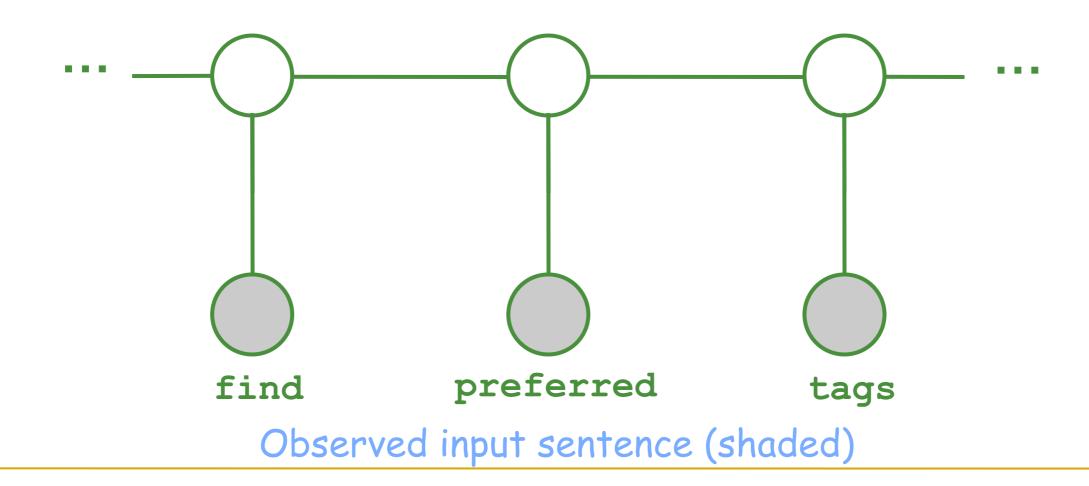
First, a familiar example
 Conditional Random Field (CRF) for POS tagging

Possible tagging (i.e., assignment to remaining variables)



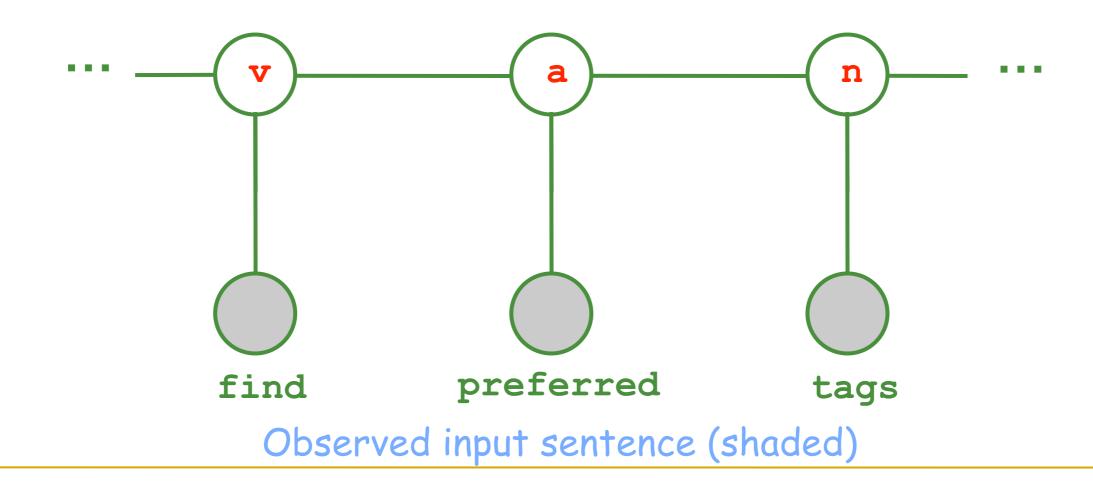
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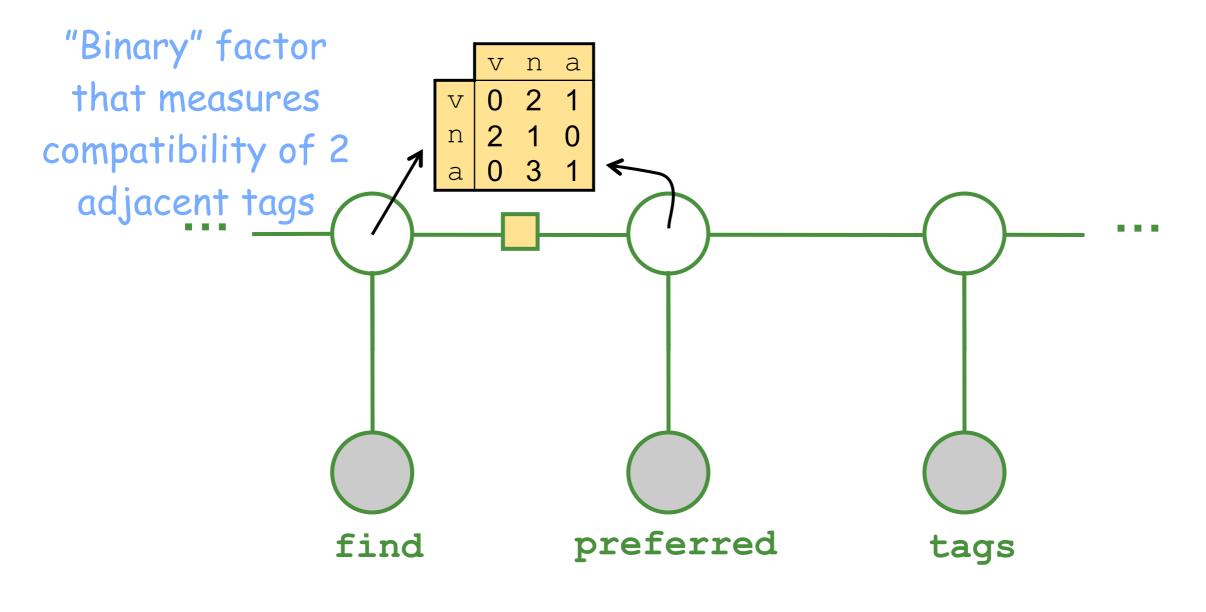


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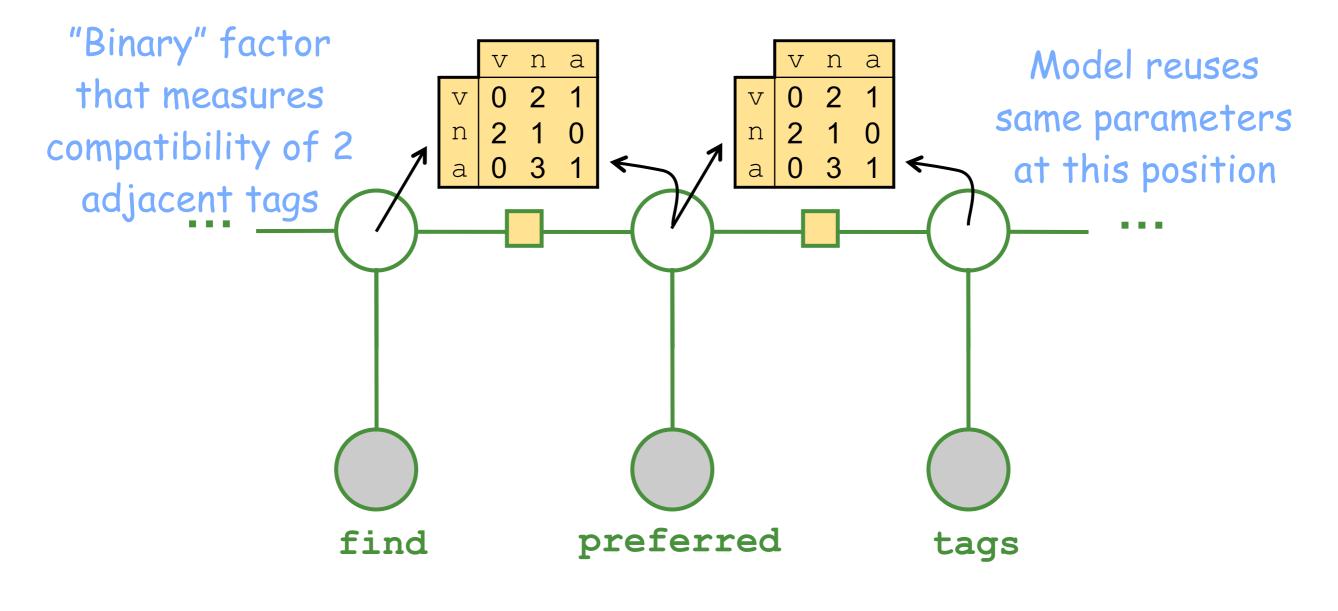
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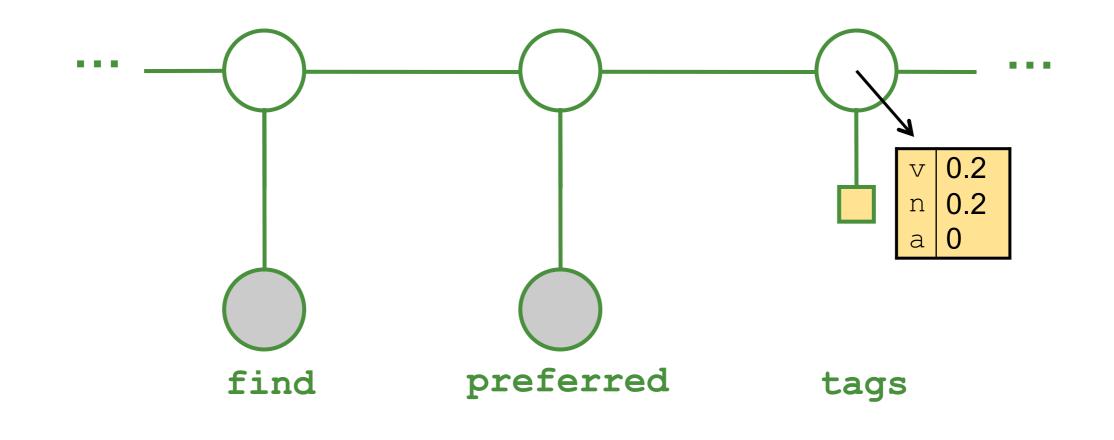
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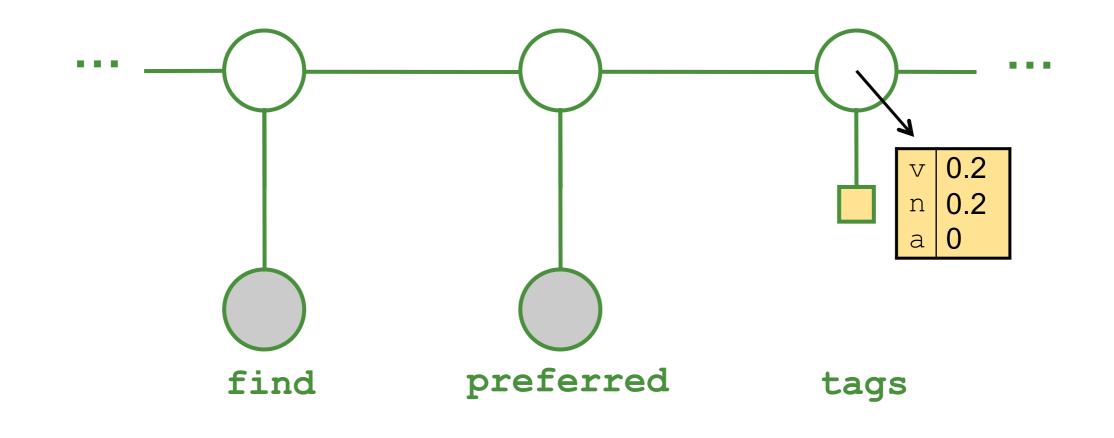
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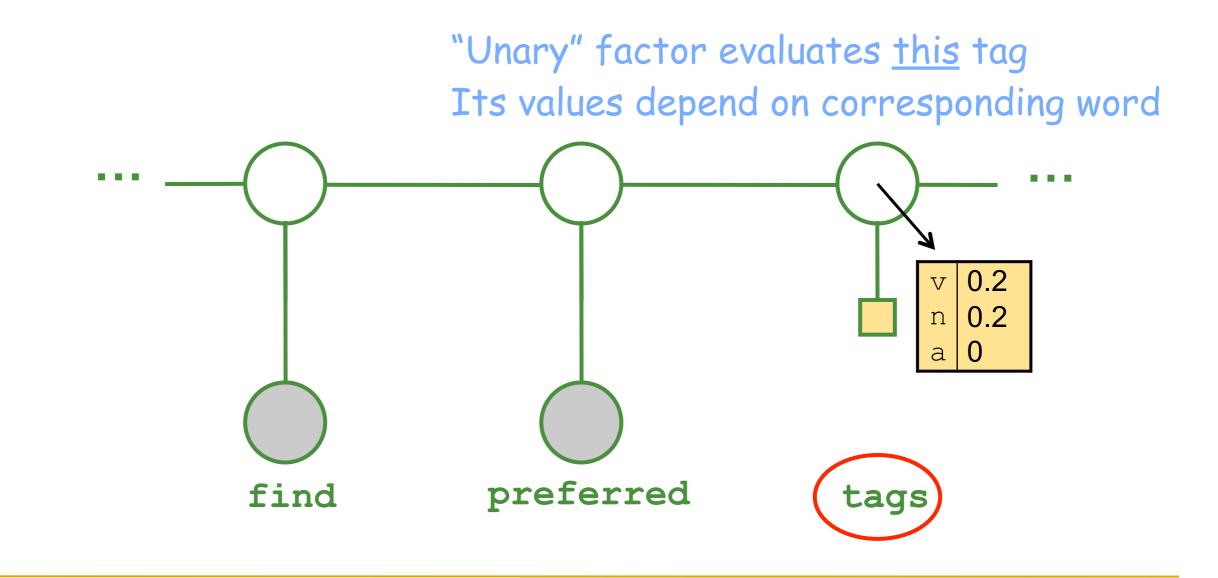
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Conditional Random Field (CRF) for POS tagging

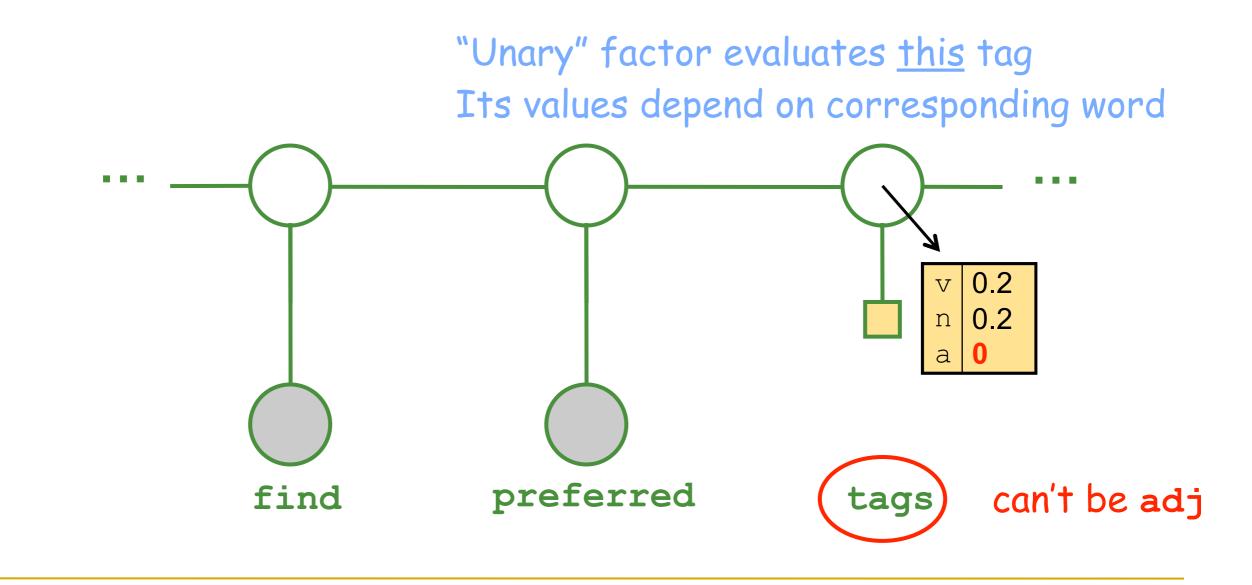
"Unary" factor evaluates <u>this</u> tag



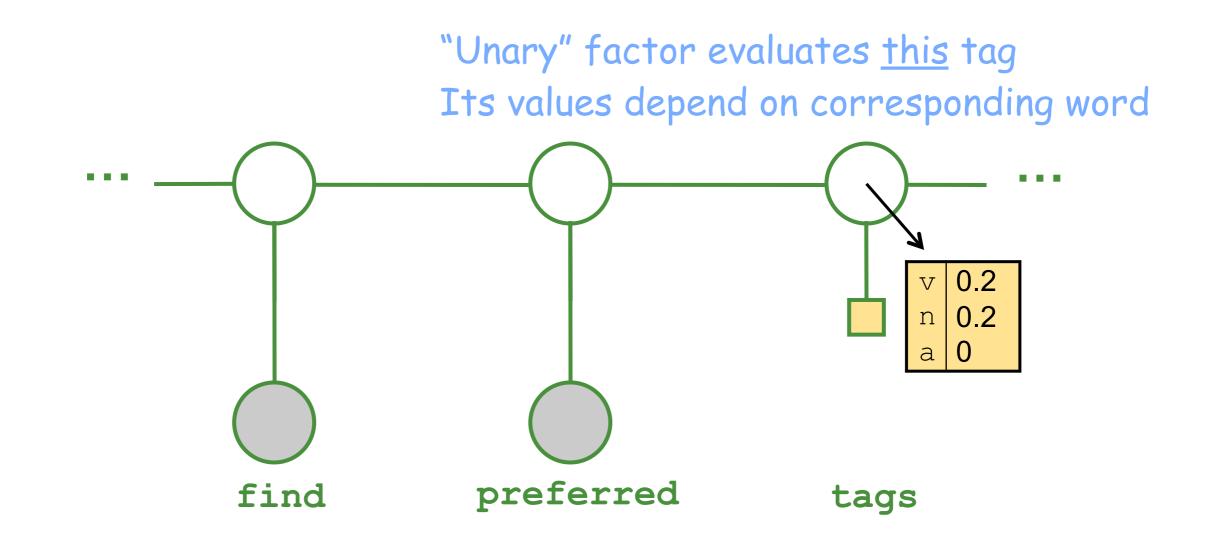
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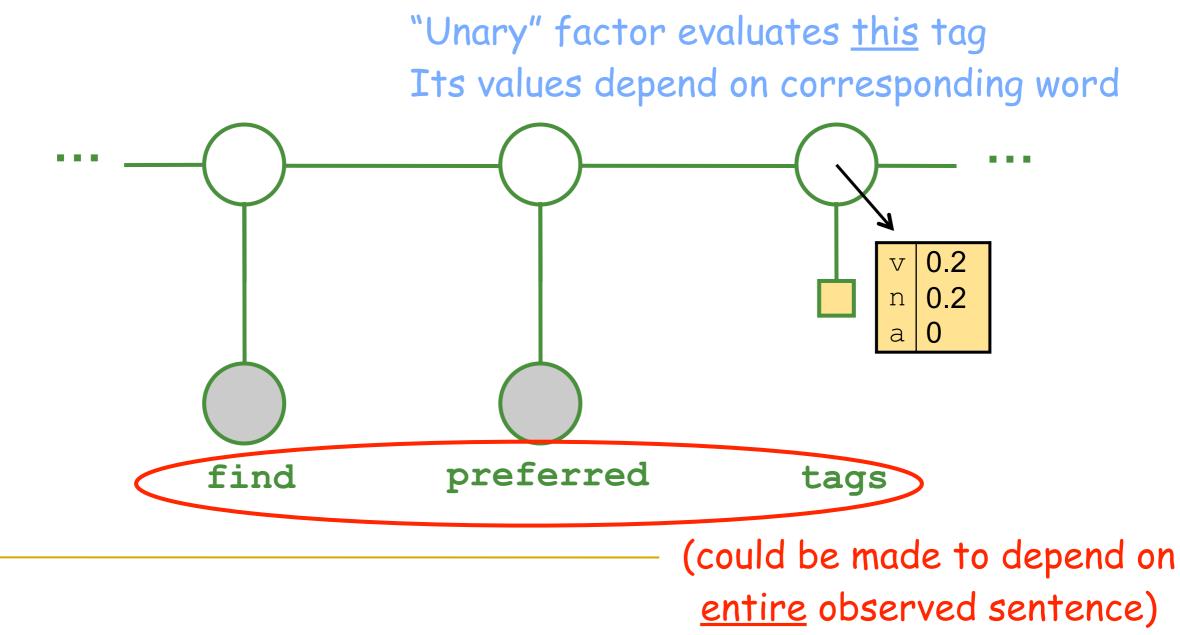
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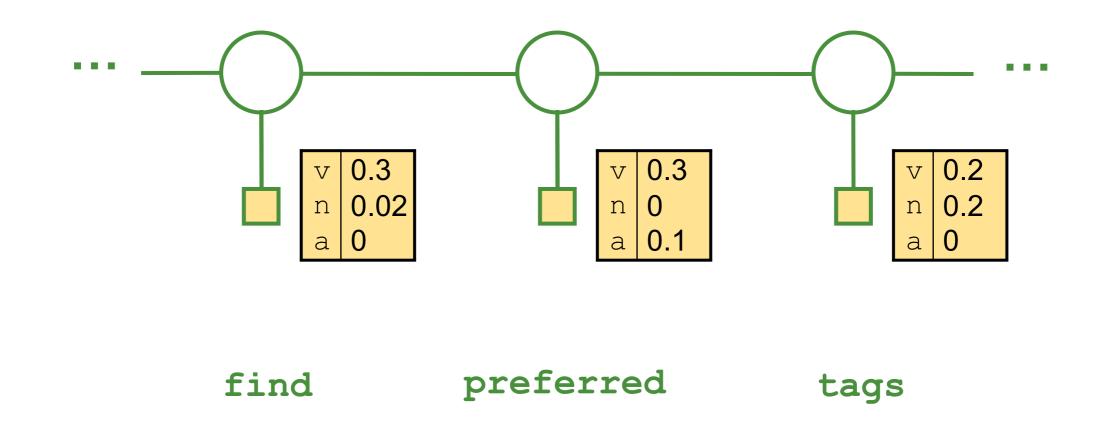
- First, a familiar example
  - Conditional Random Field (CRF) for POS tagging



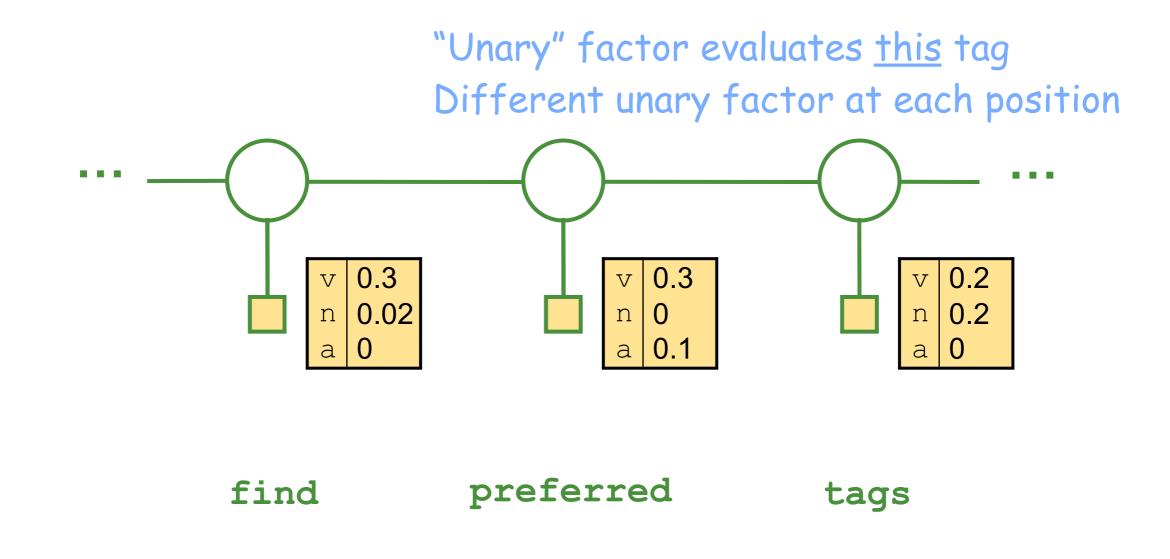
First, a familiar example



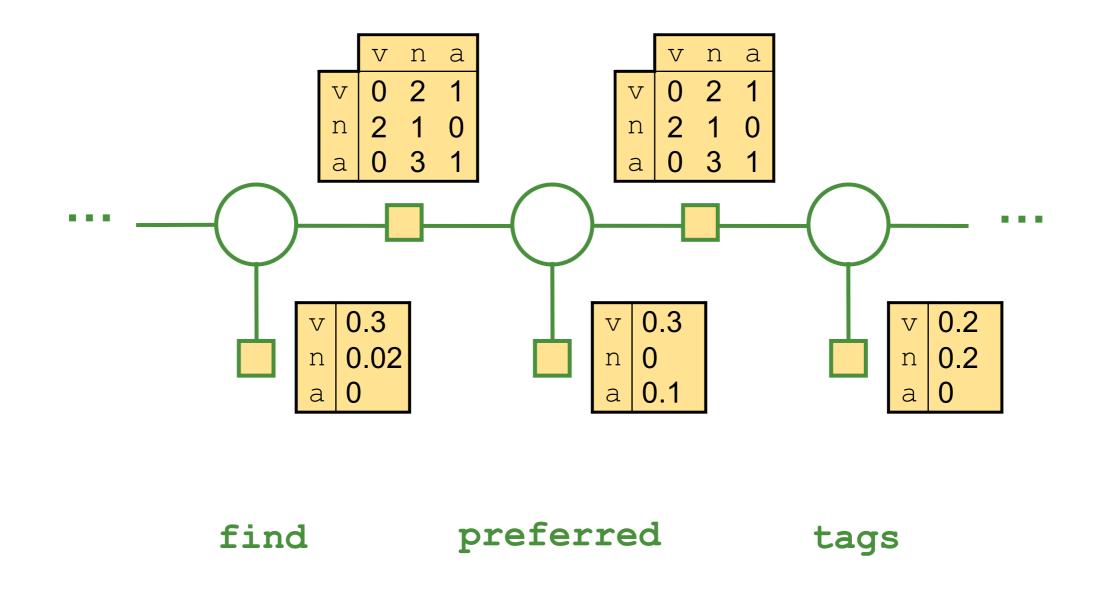
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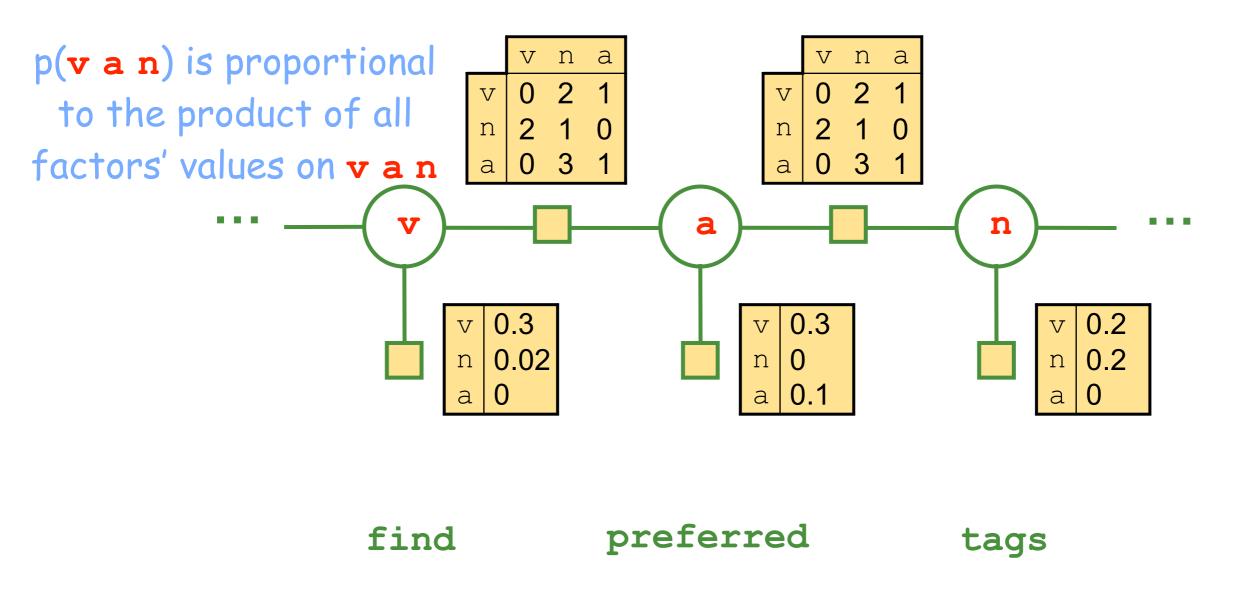
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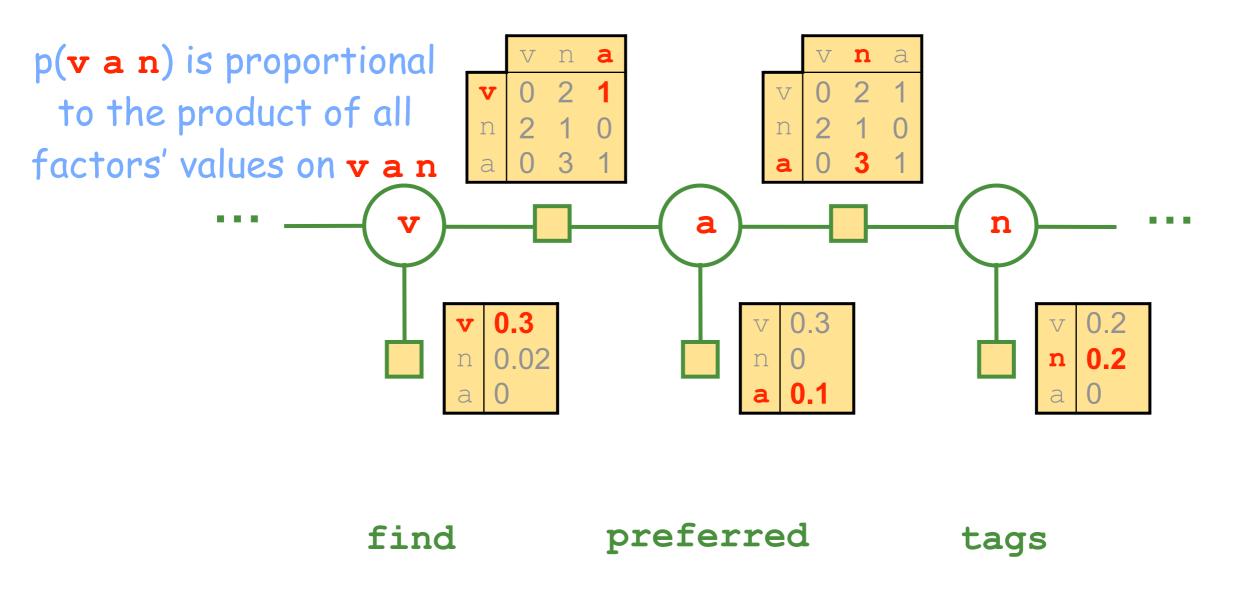
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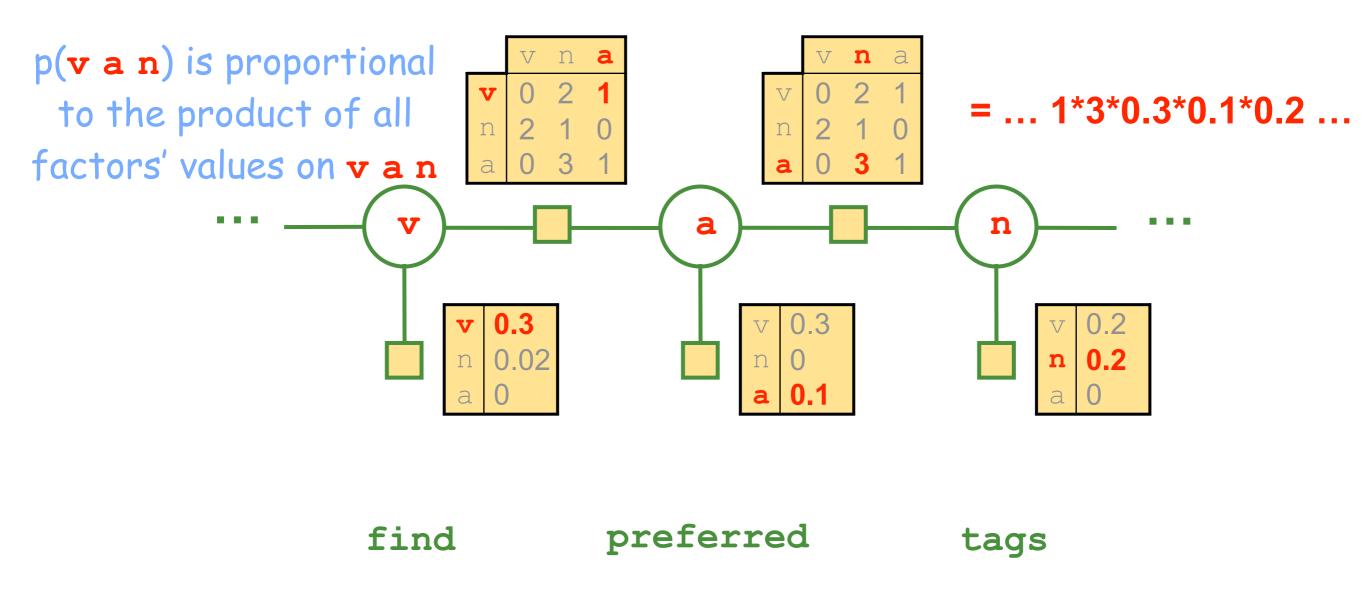
#### First, a familiar example



#### First, a familiar example



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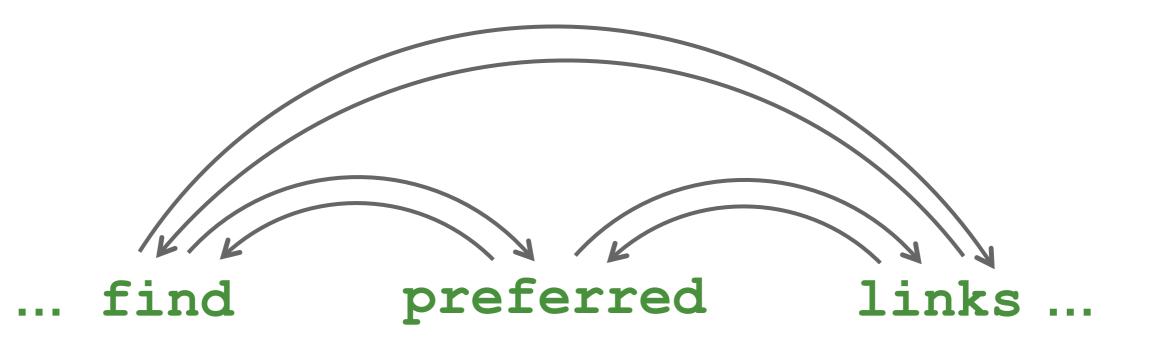


a

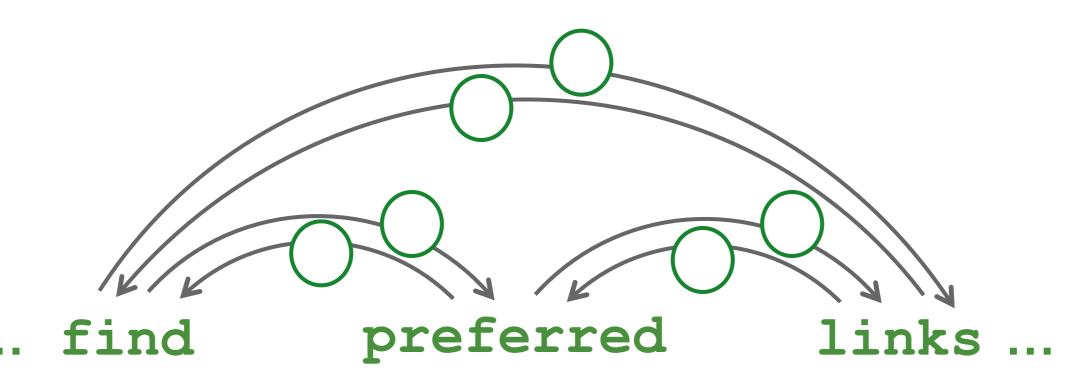
- First, a labeling example
  - CRF for POS tagging
- Now let's do dependency parsing!
  - O(n<sup>2</sup>) boolean variables for the possible links



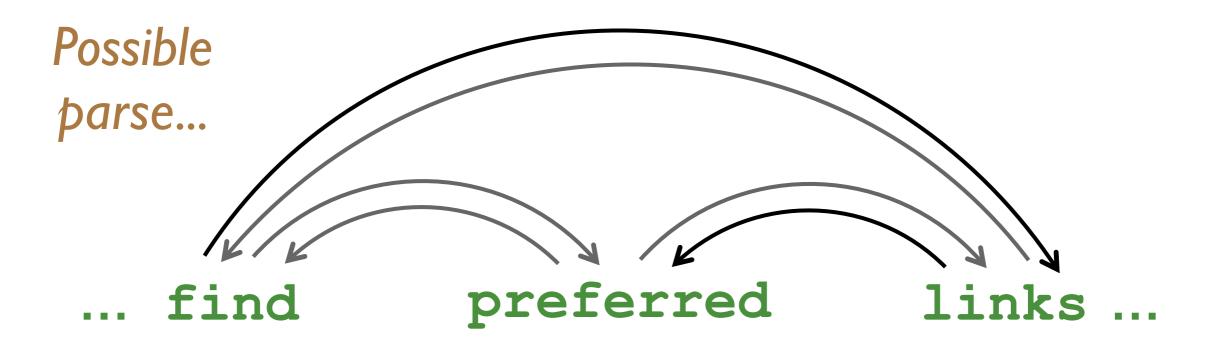
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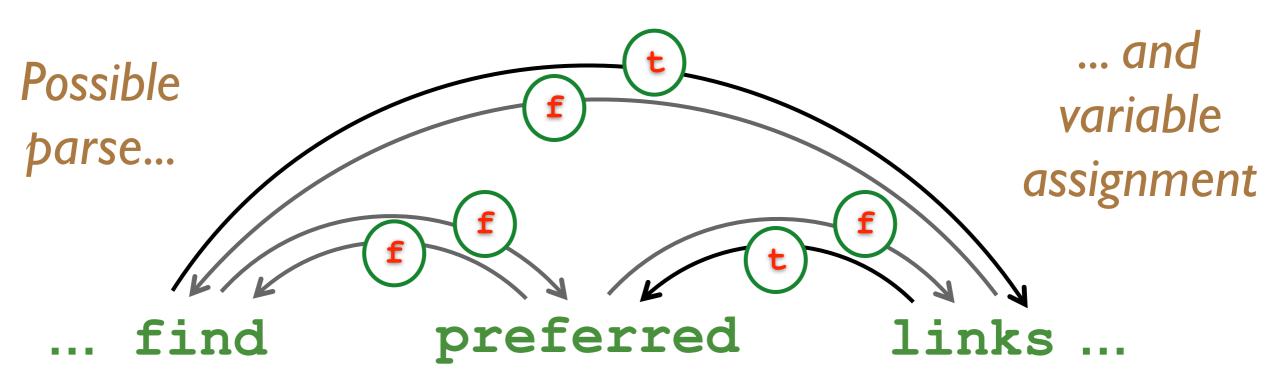
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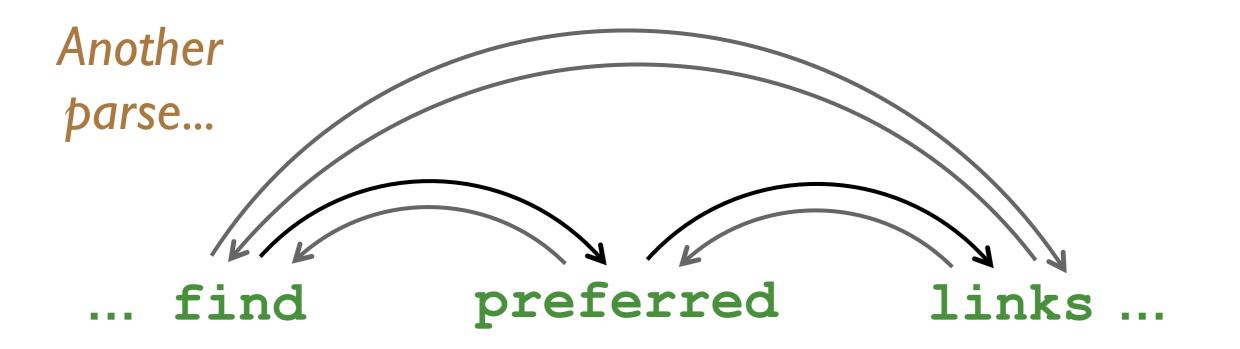
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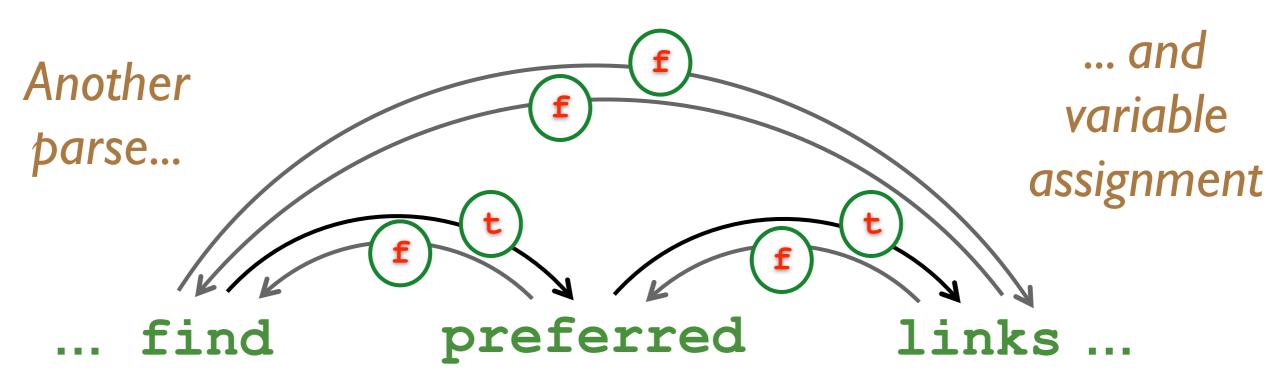
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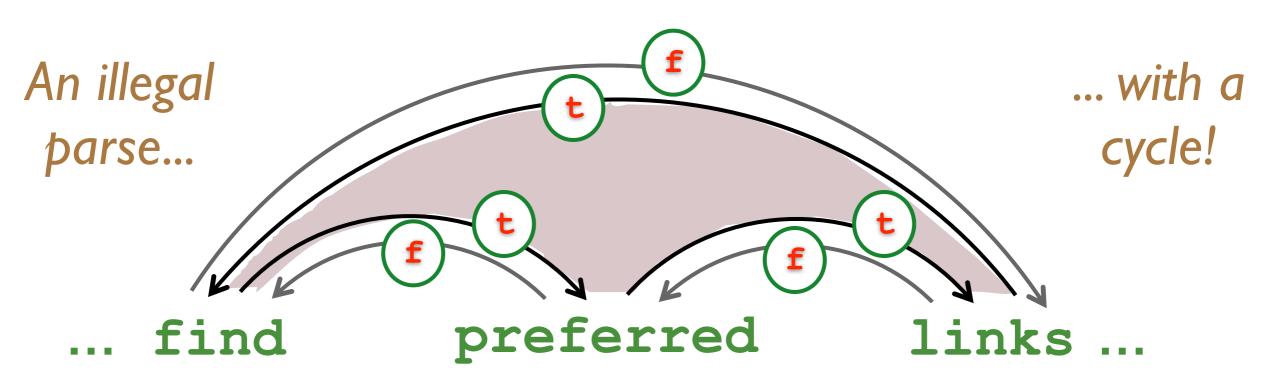


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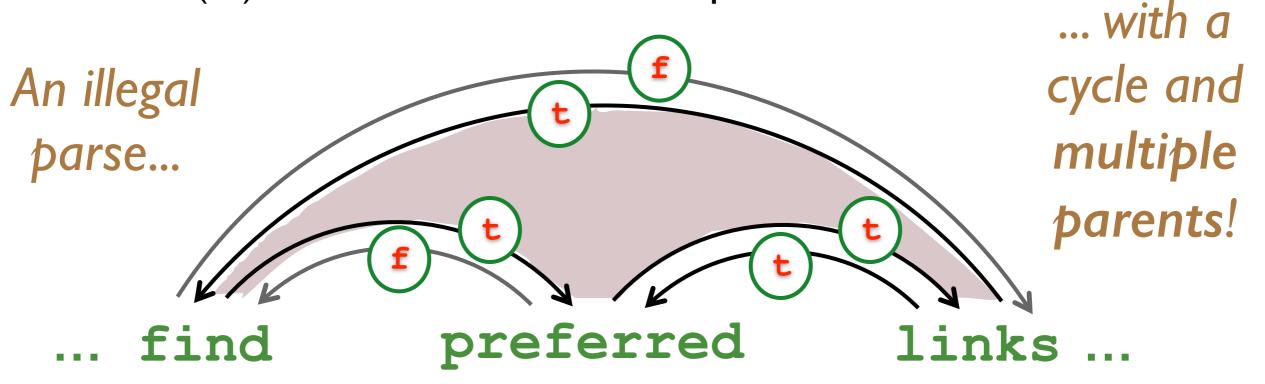
2

- First, a labeling example
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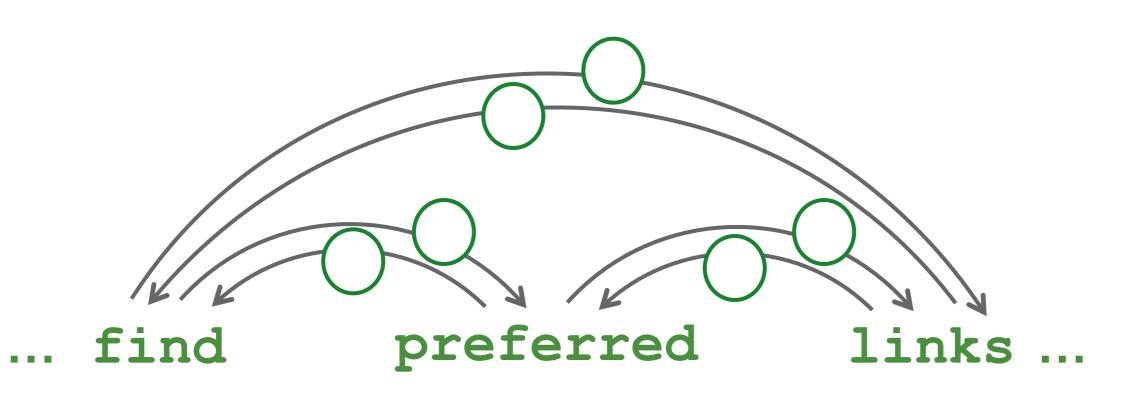


2

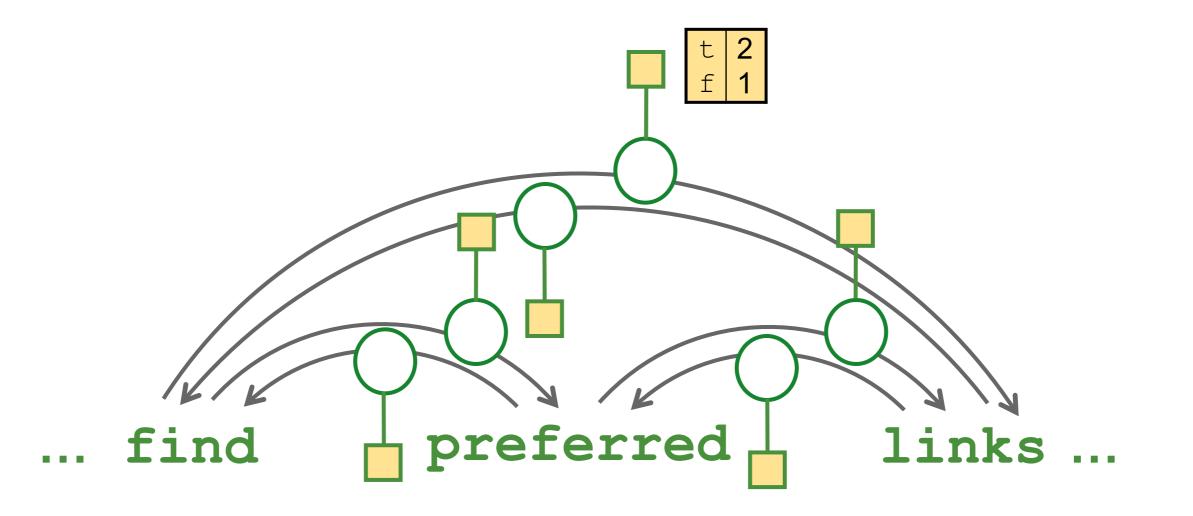
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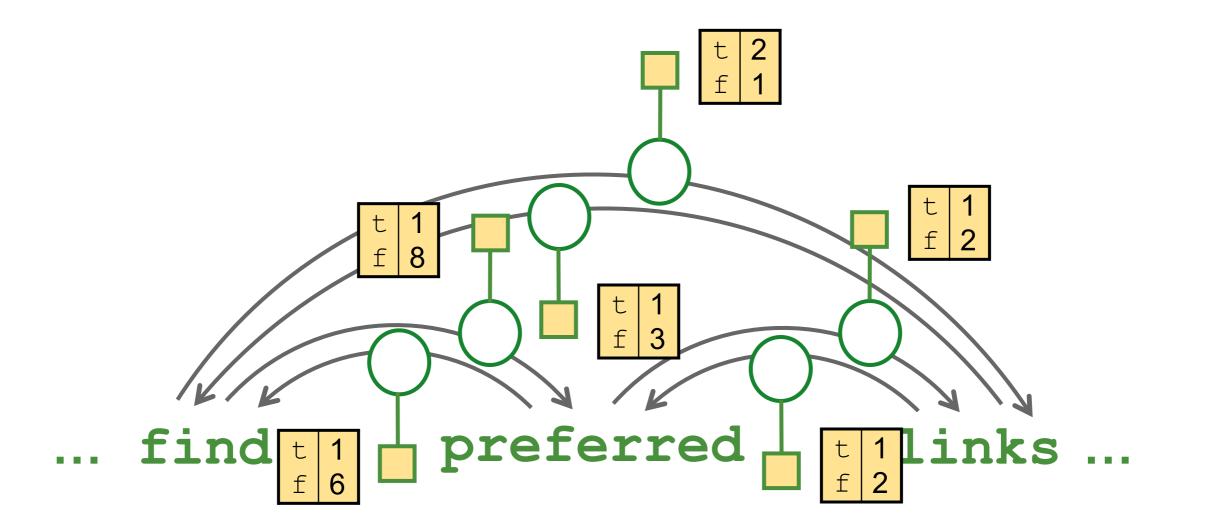
### • What factors determine parse probability?



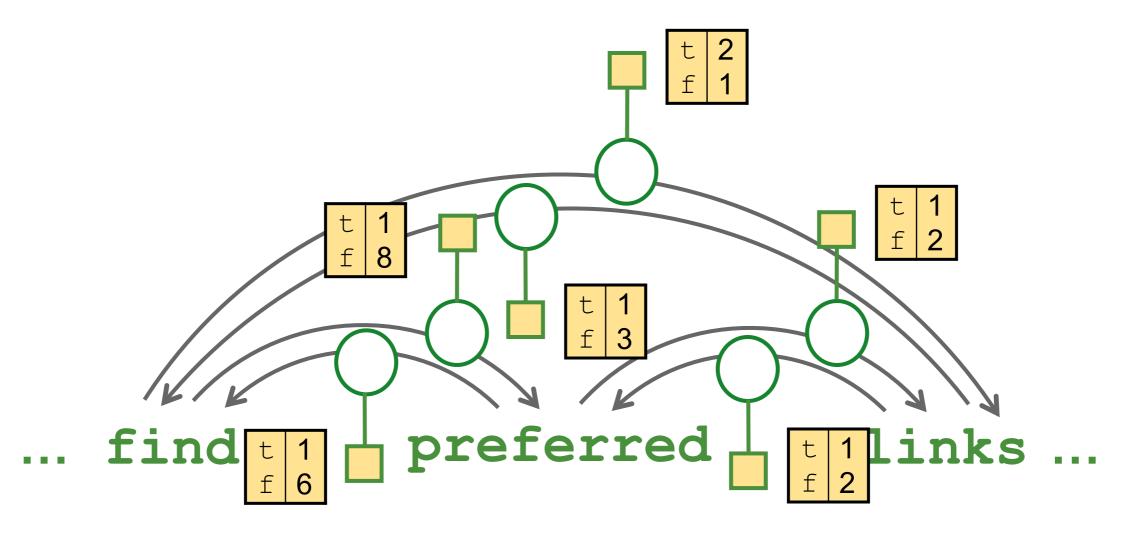
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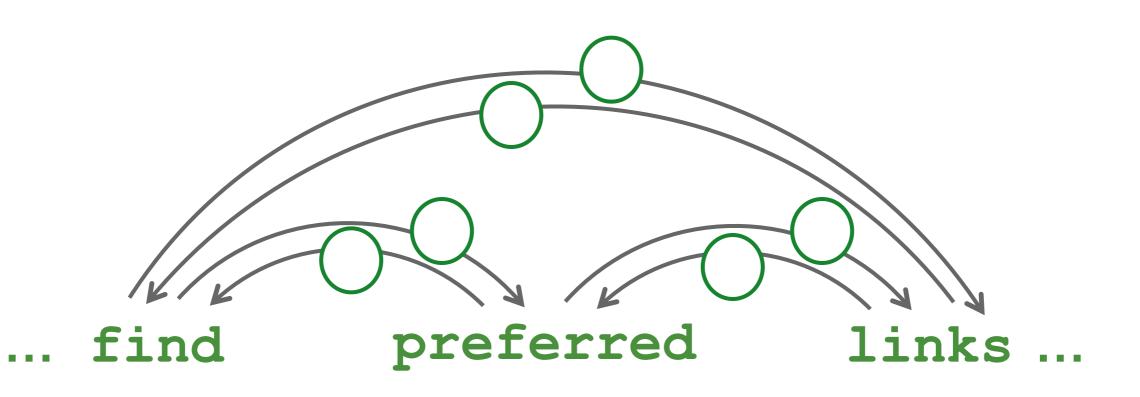


- What factors determine parse probability?
  - Unary factors to score each link in isolation
- But what if the best assignment isn't a tree?

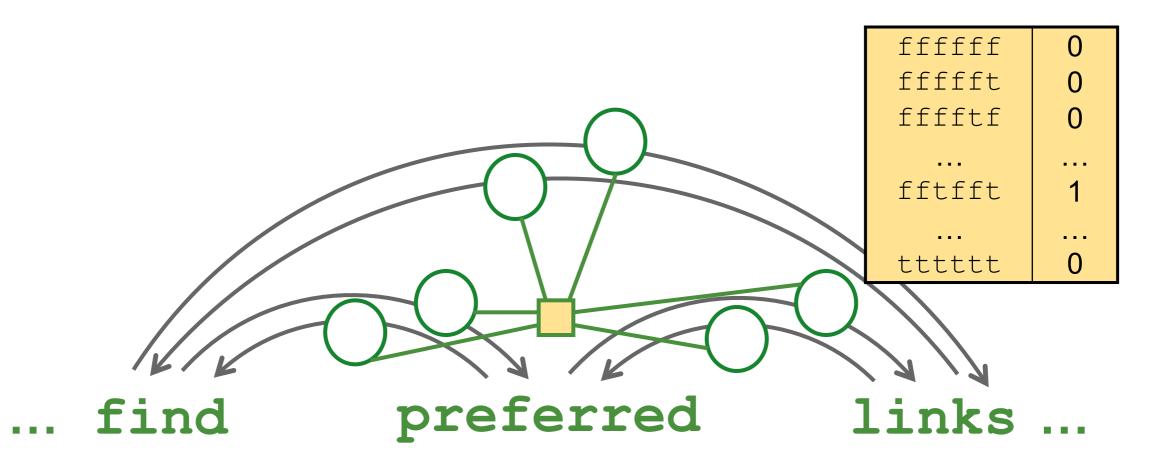


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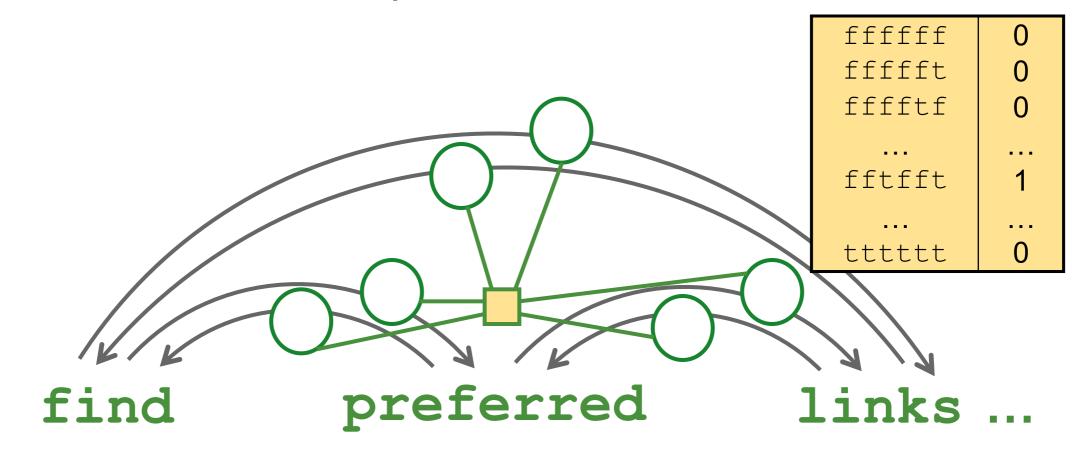
Unary factors to score each link in isolation



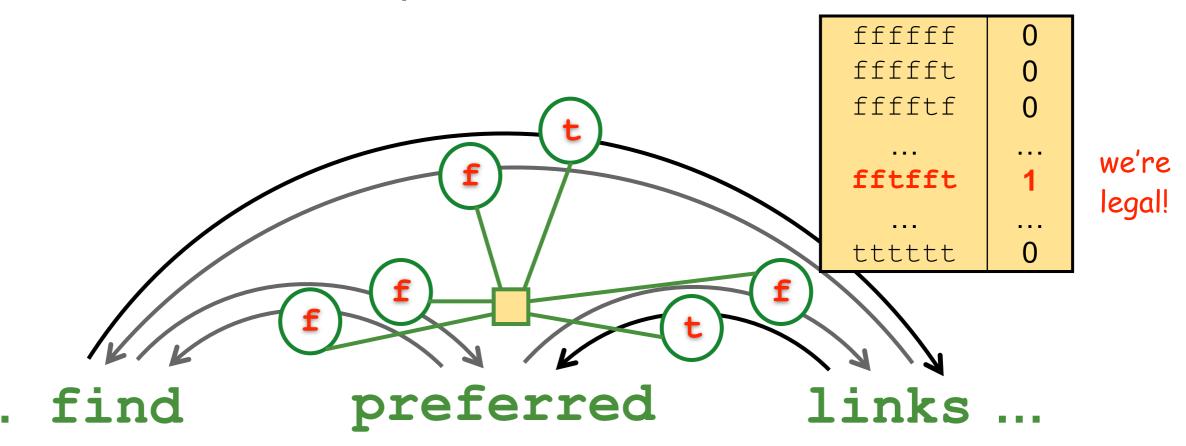
- What factors determine parse probability?
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  - \* Global TREE factor to require links to form a legal tree

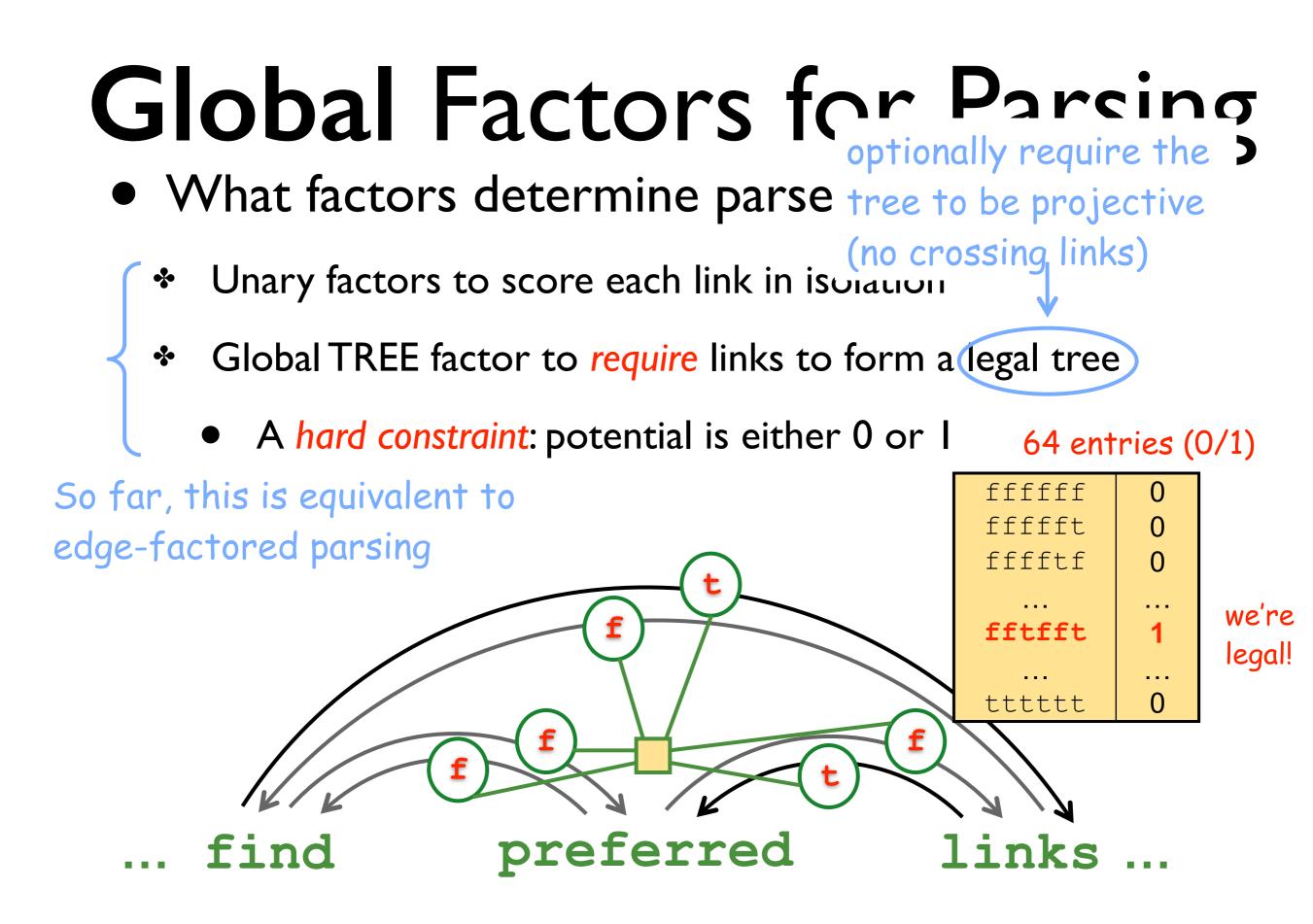


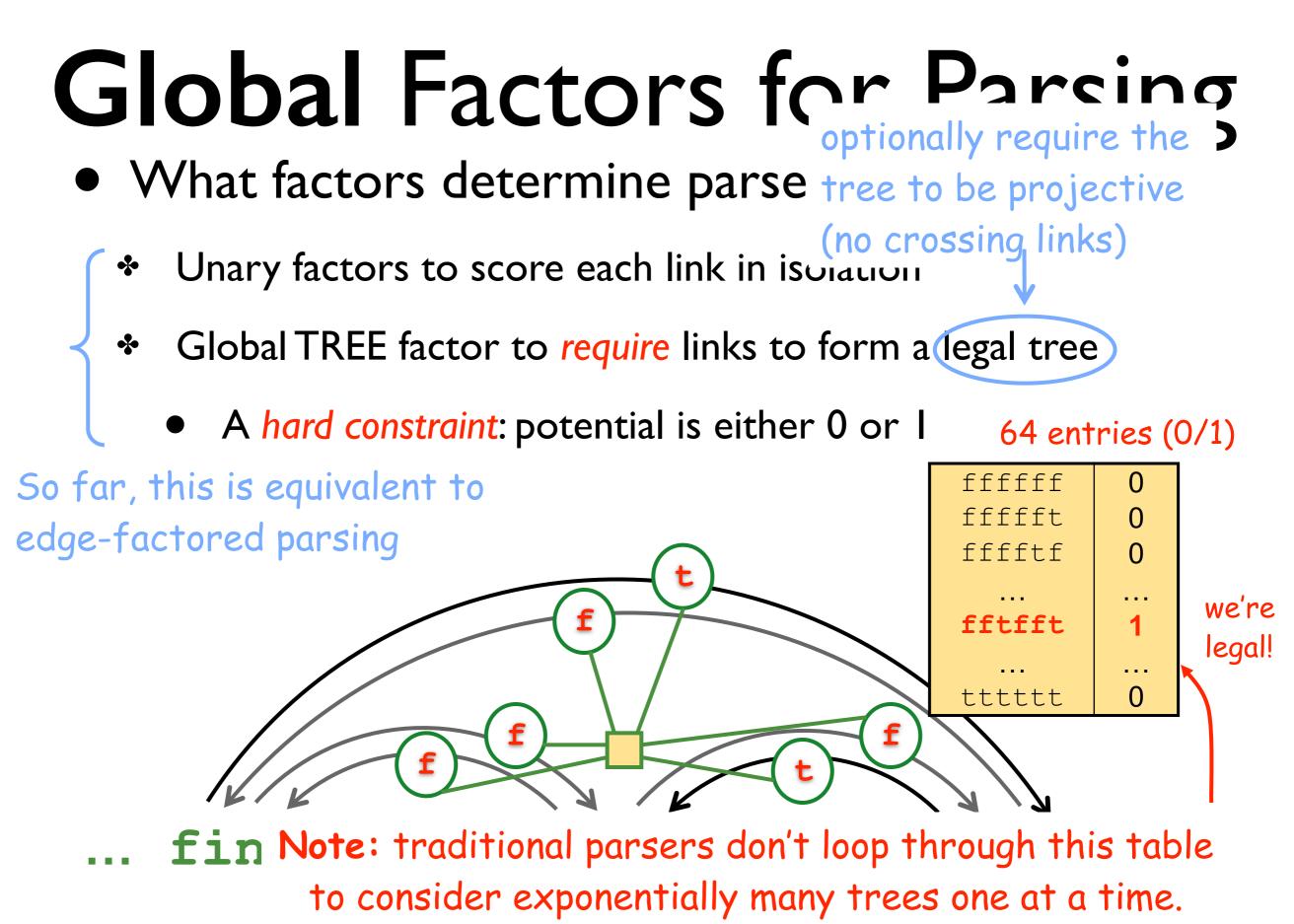
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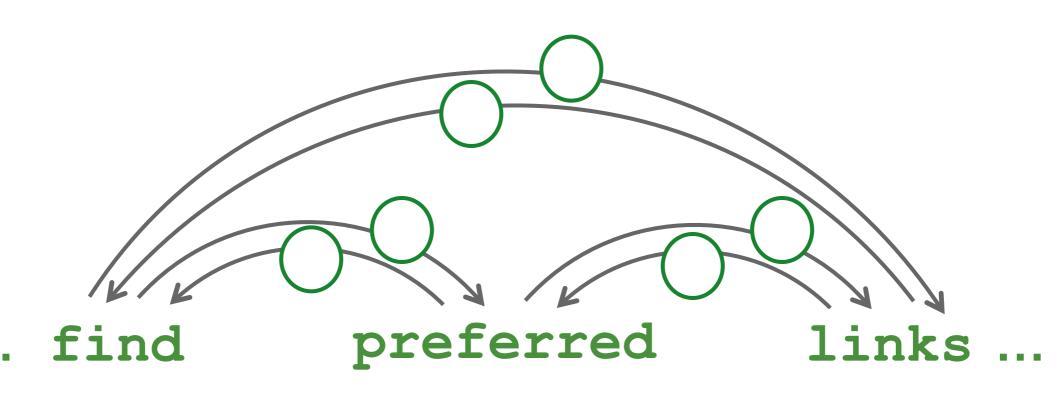




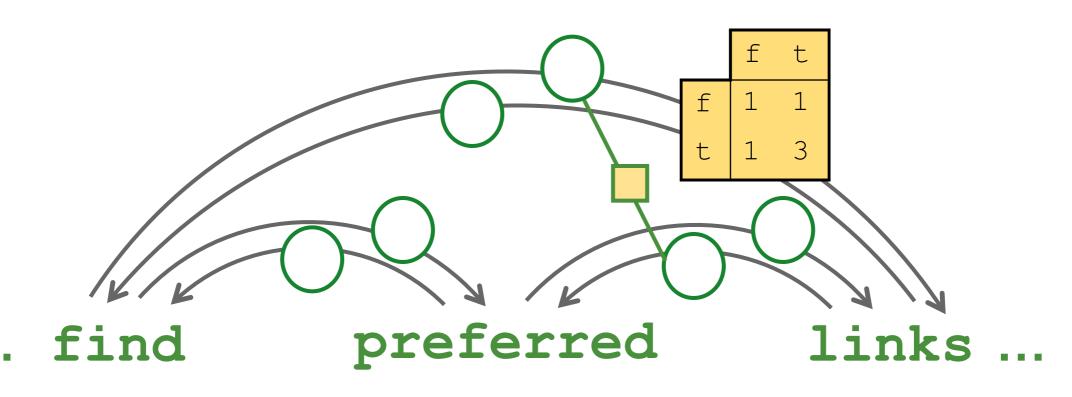


They use combinatorial algorithms; so should we!

- What factors determine parse probability?
  - Unary factors to score each link in isolation
  - Global TREE factor to require links to form a legal tree
    - A hard constraint: potential is either 0 or 1
  - Second order effects: factors on 2 variables
    - Grandparent-parent-child chains

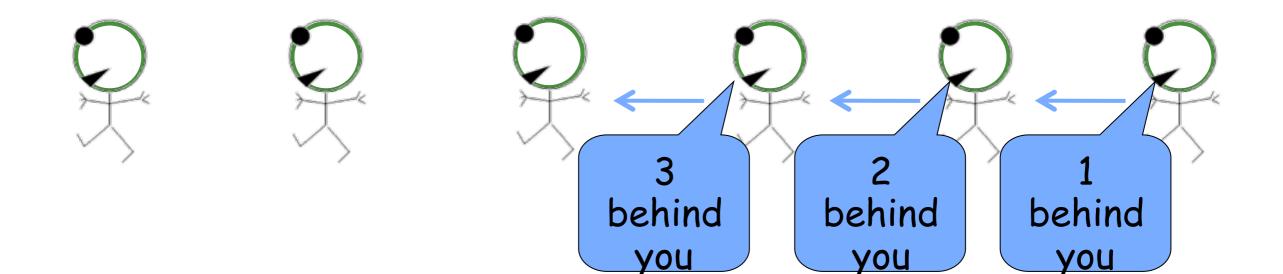


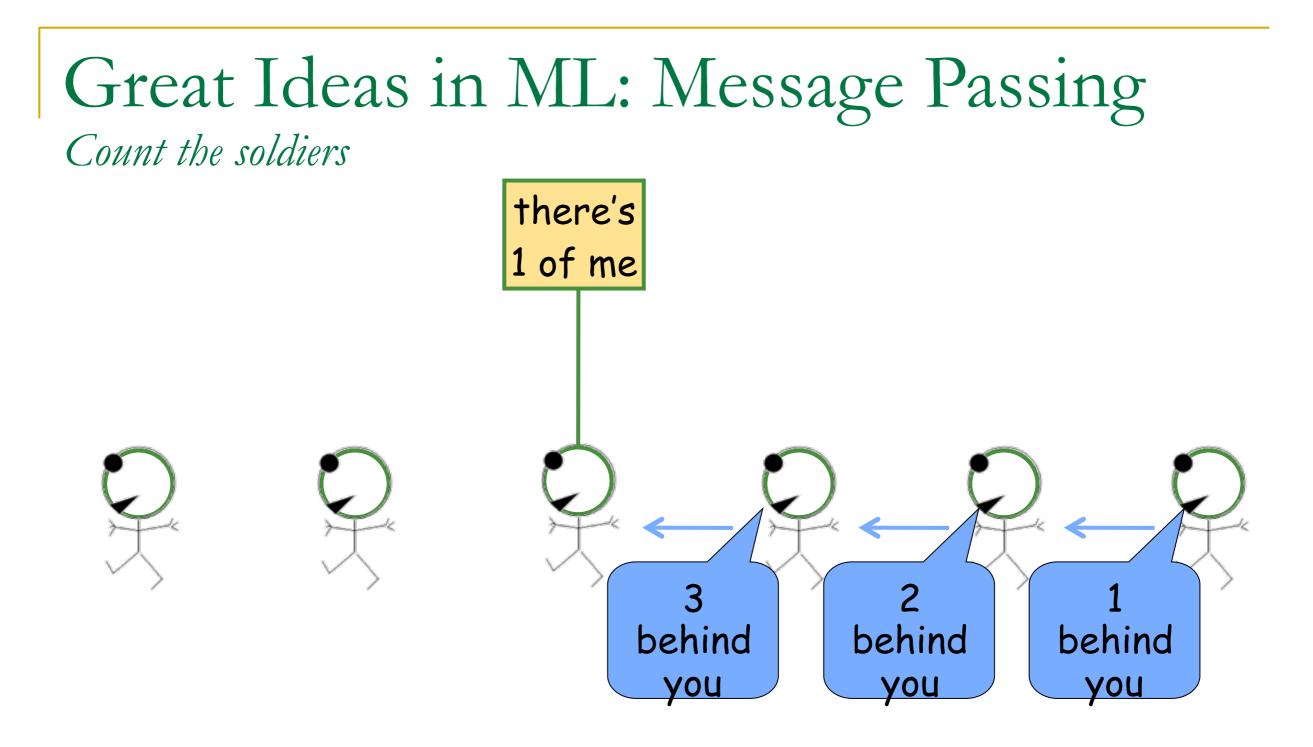
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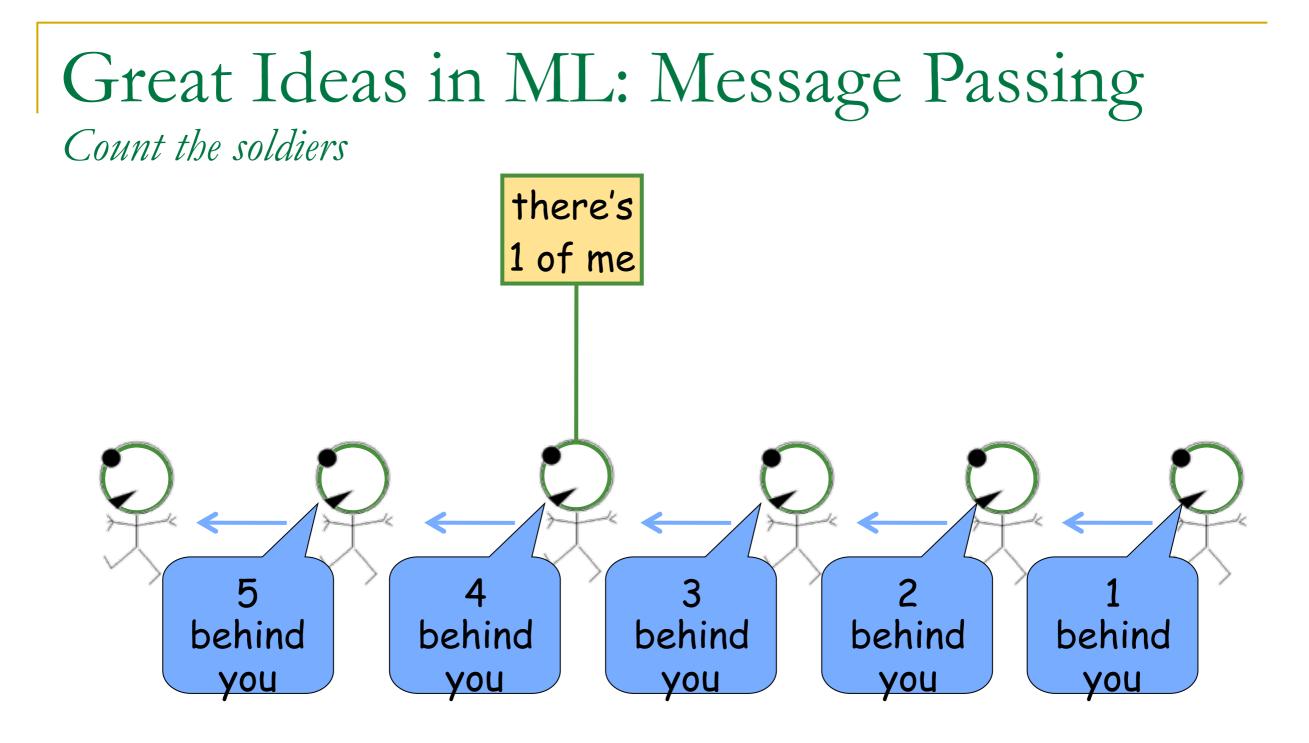


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  - Global TREE factor to require links to form a legal tree
    - A hard constraint: potential is either 0 or 1
  - Second order effects: factors on 2 variables
    - Grandparent-parent-child chains
    - No crossing links
    - Siblings
  - Hidden morphological tags
  - Word senses and subcategorization frames

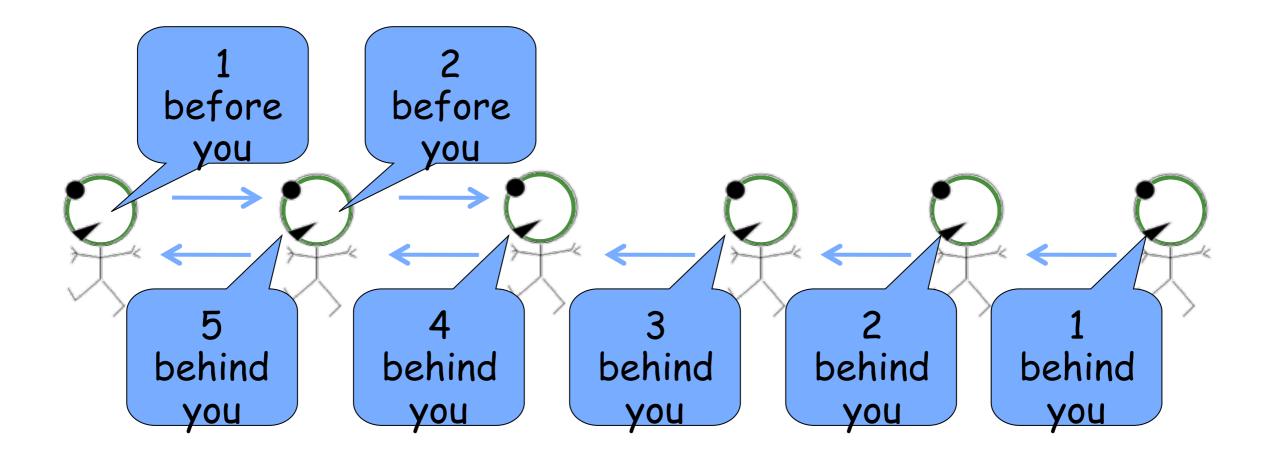




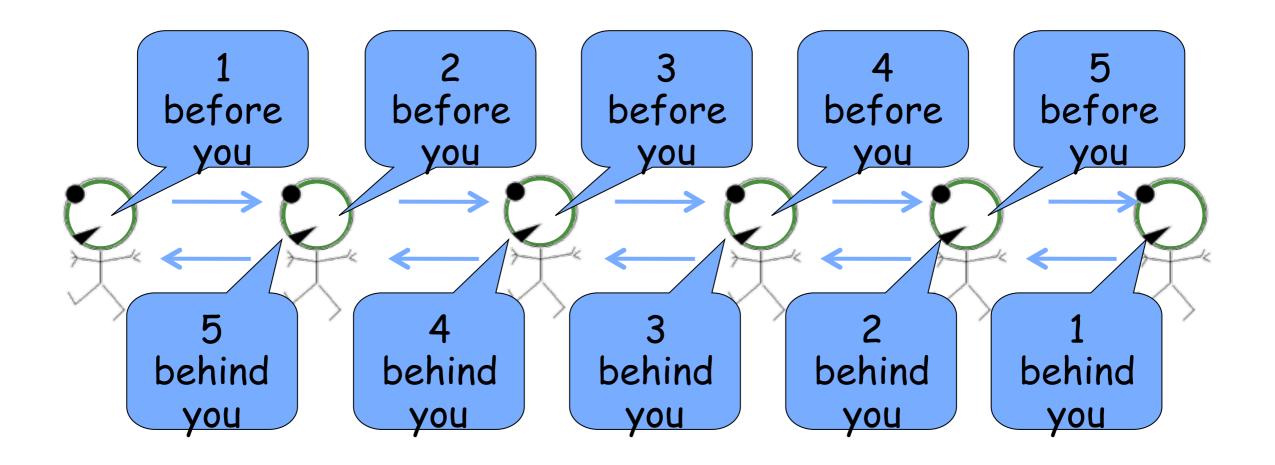


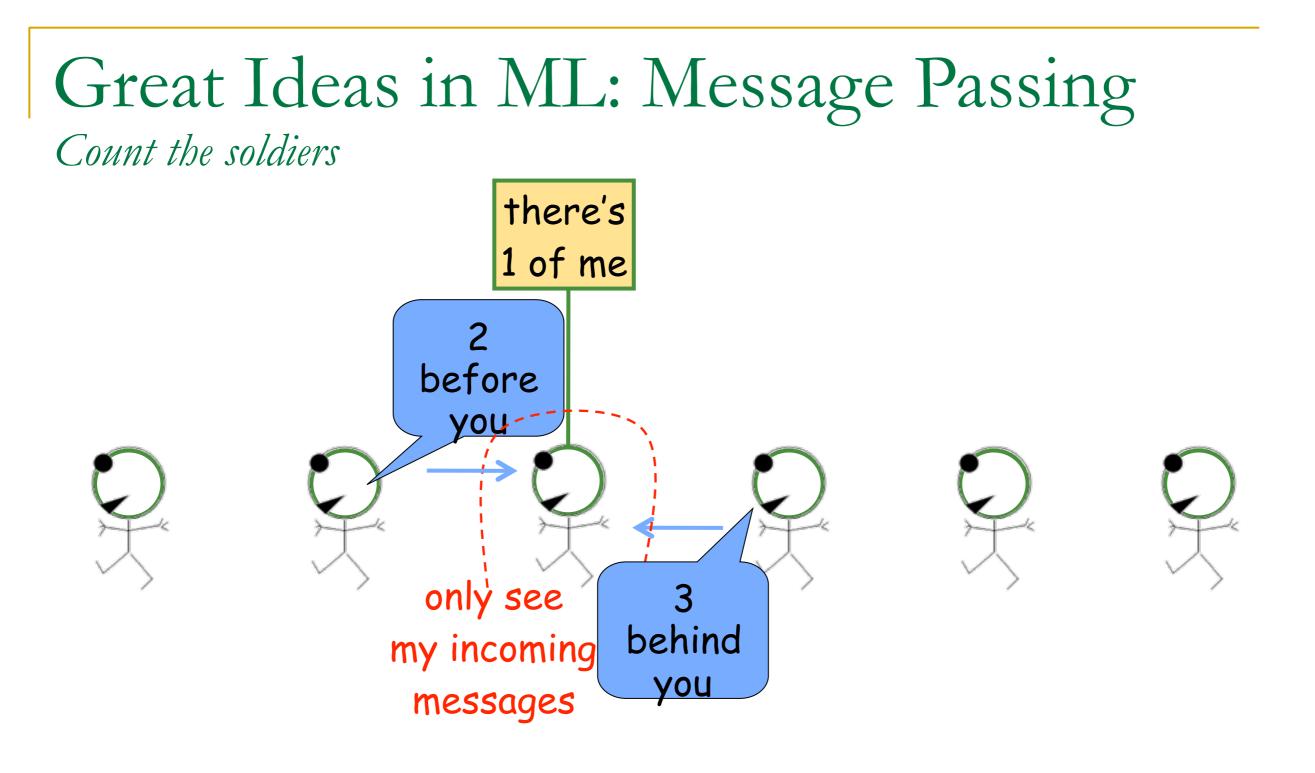


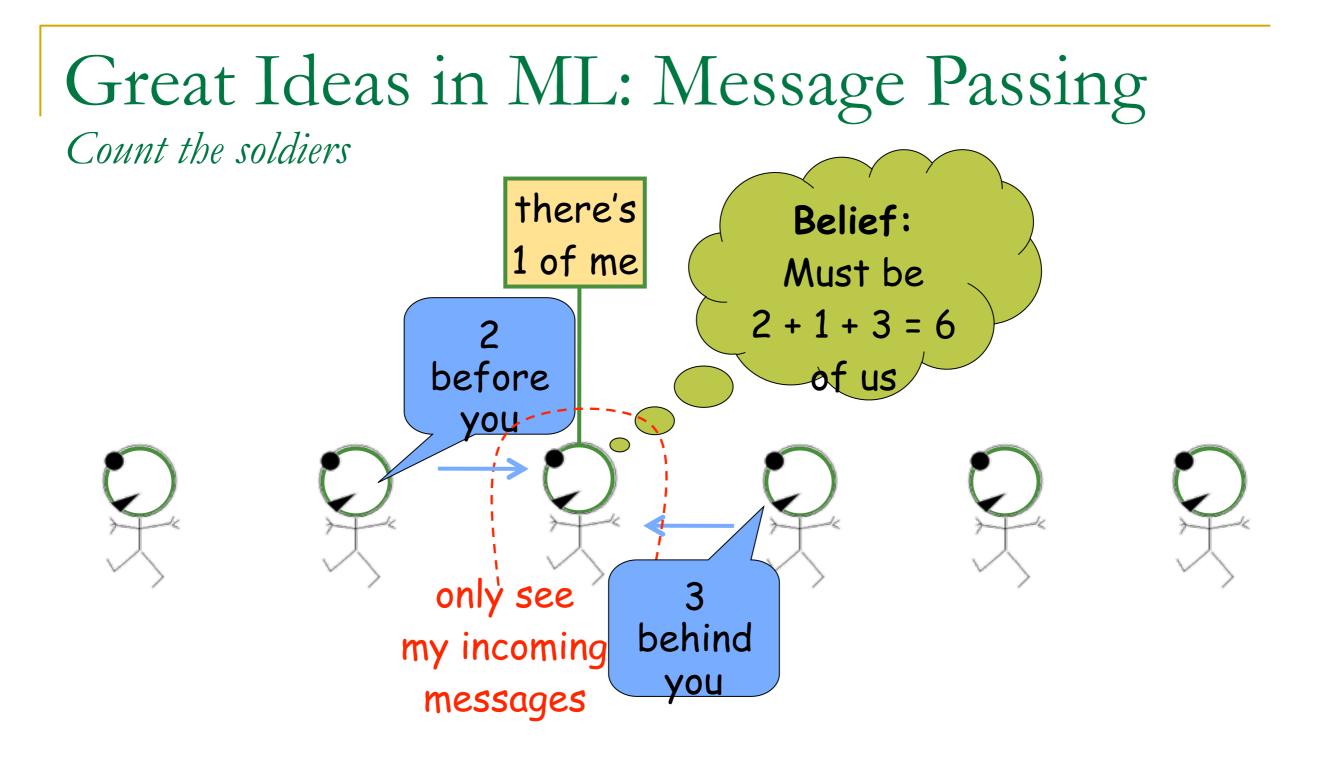
#### Great Ideas in ML: Message Passing Count the soldiers

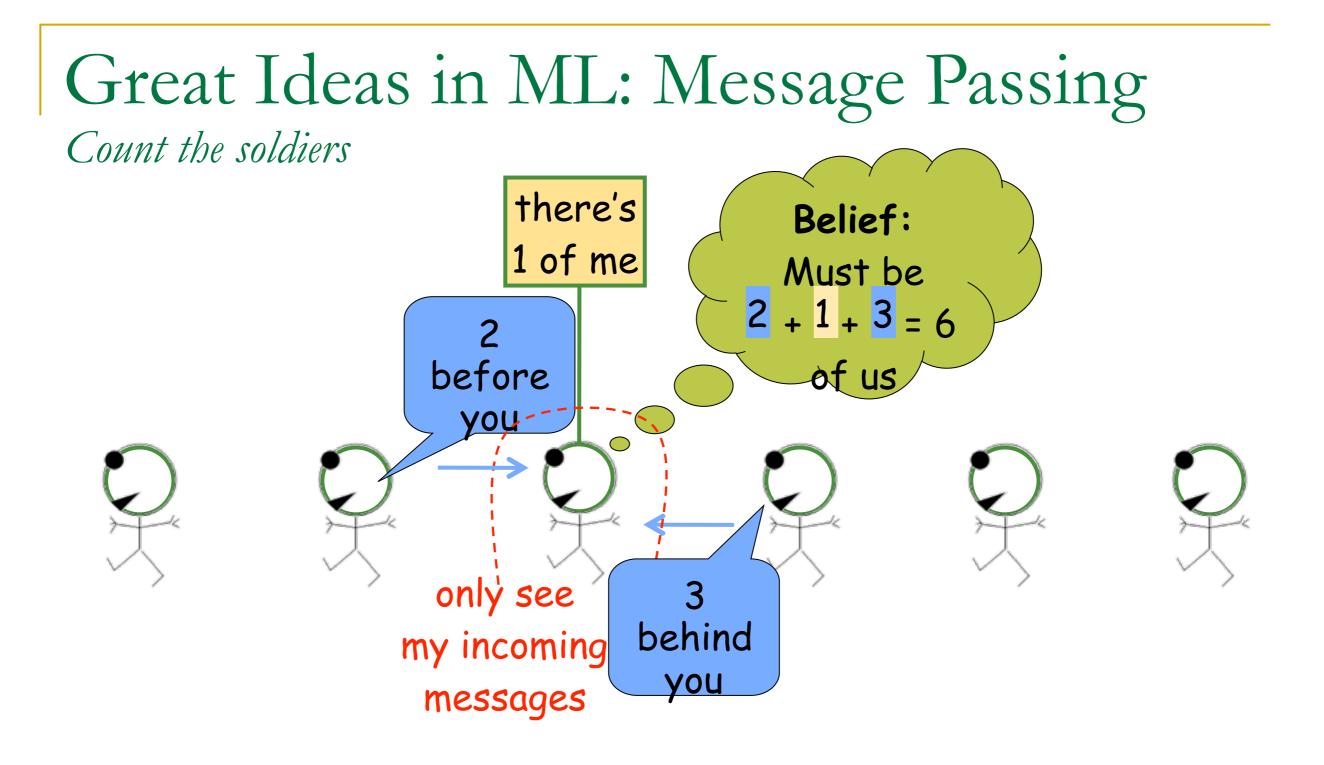


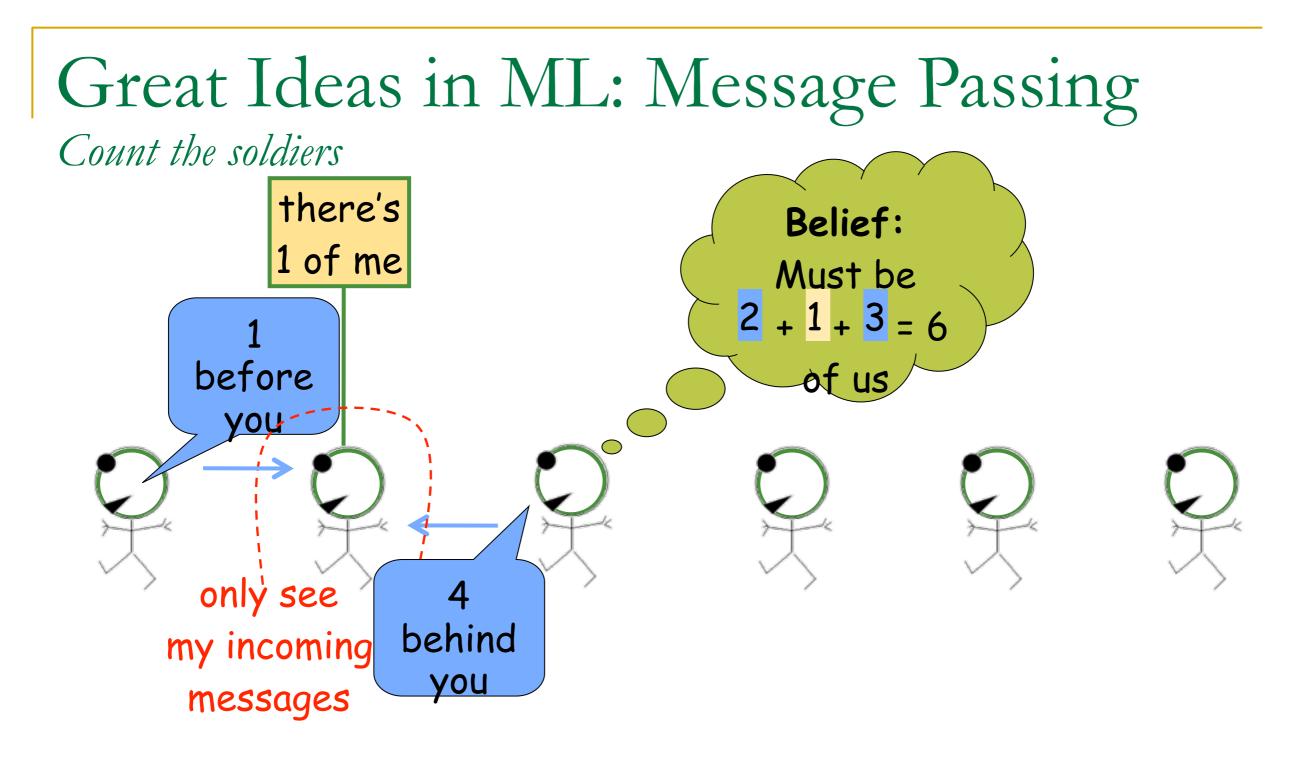
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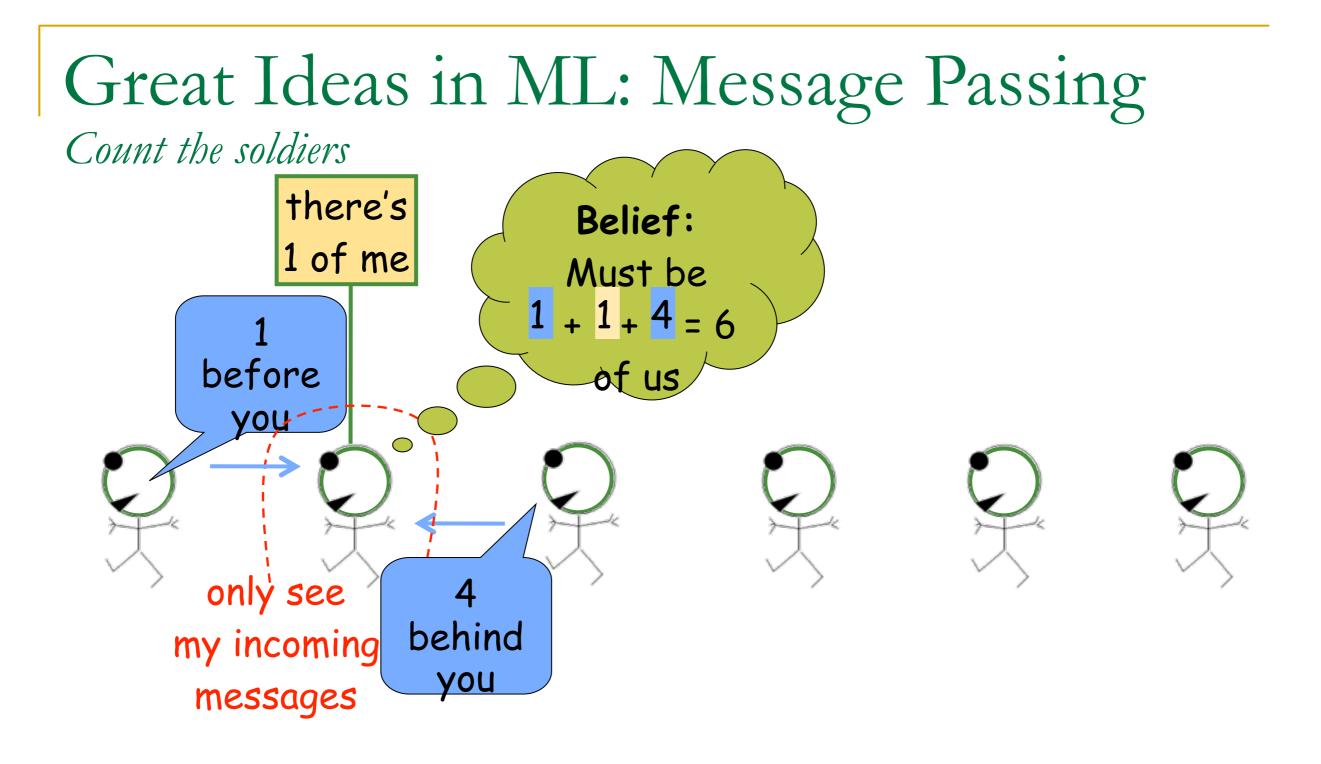




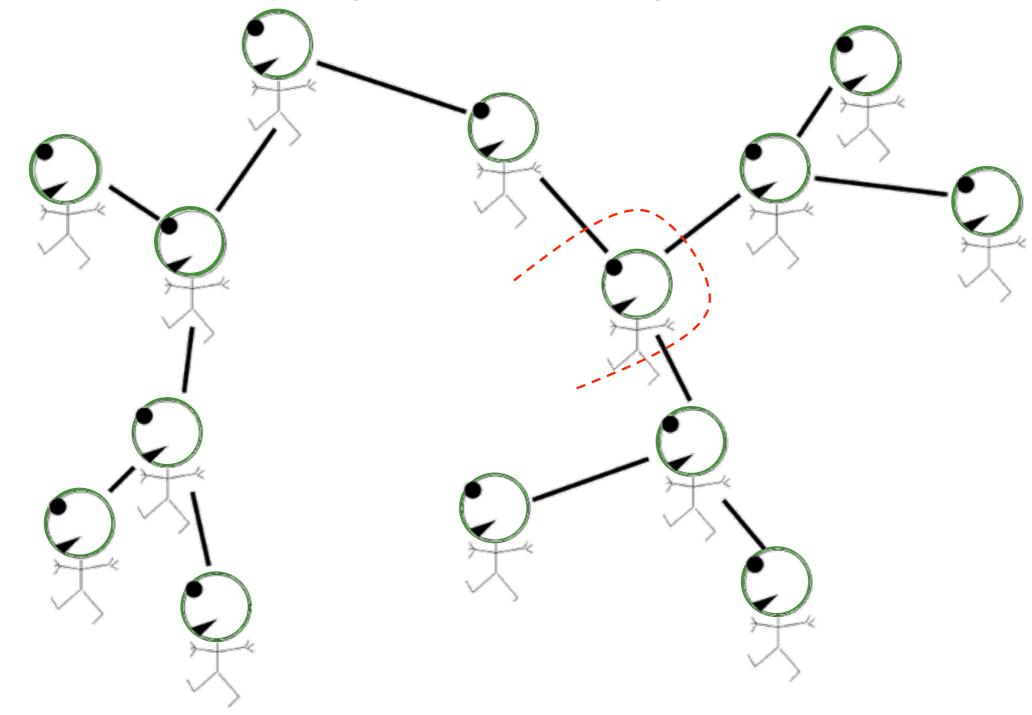




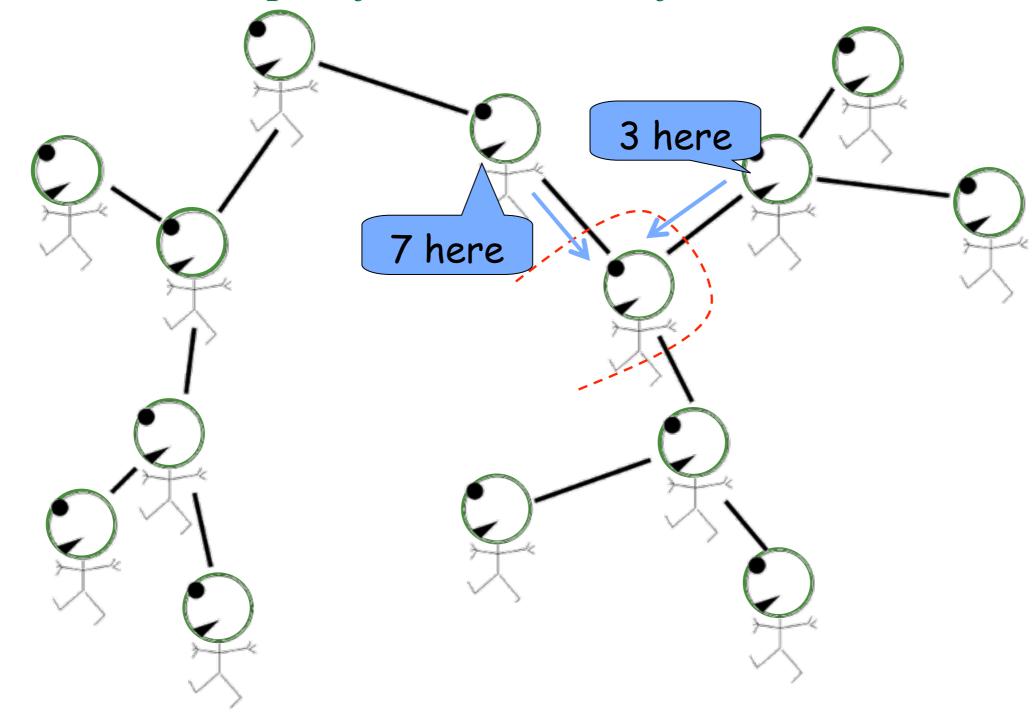




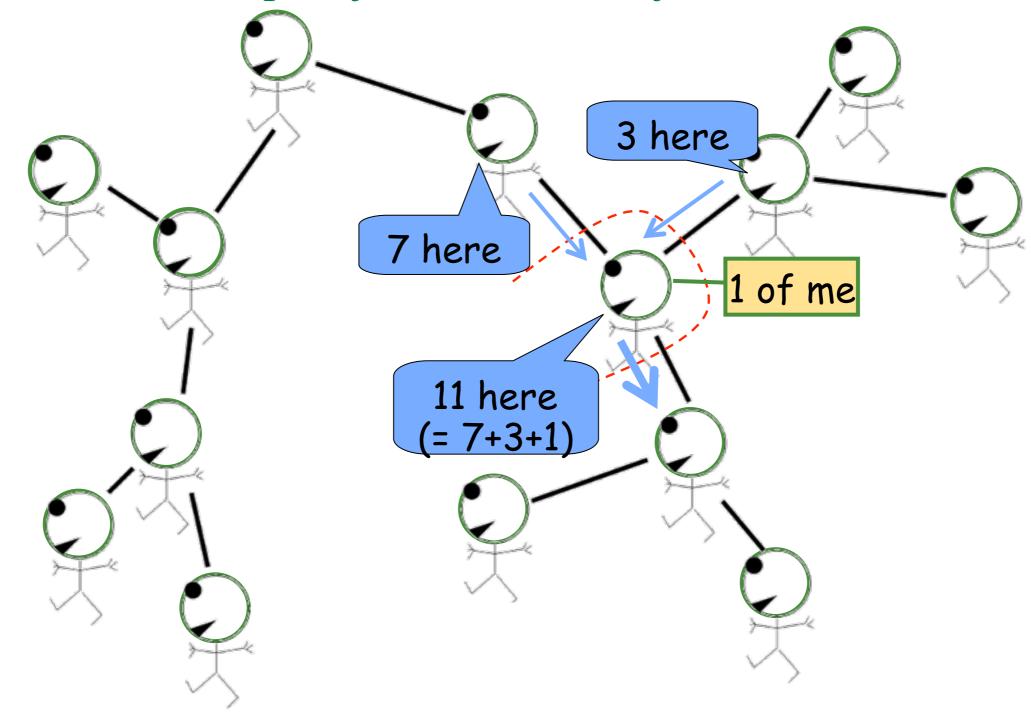
Each soldier receives reports from all branches of tree



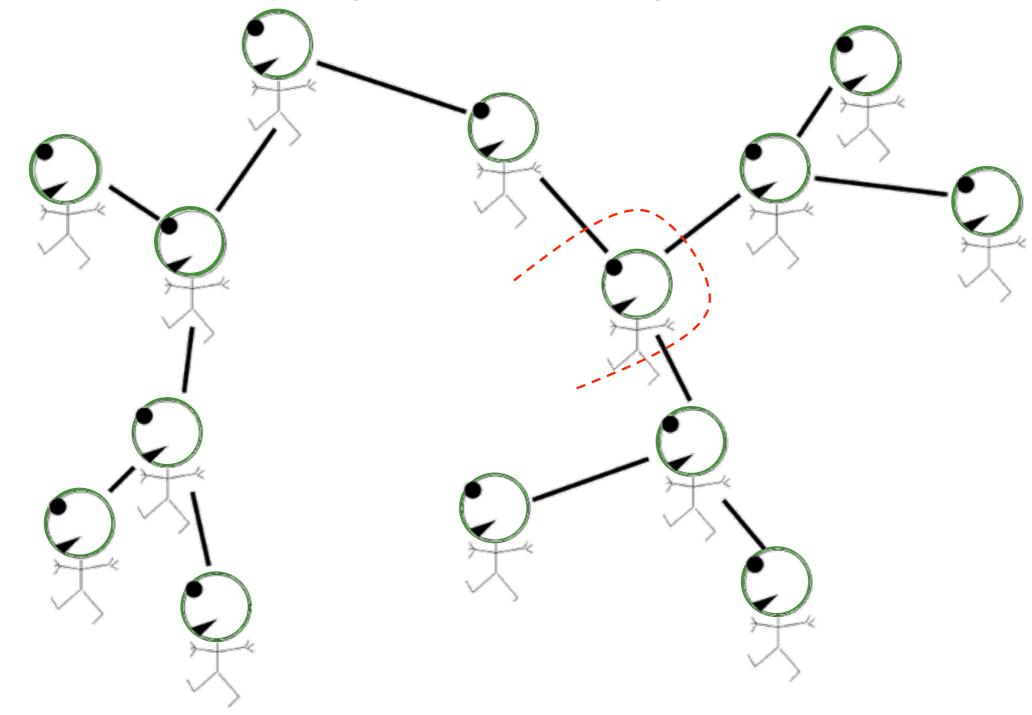
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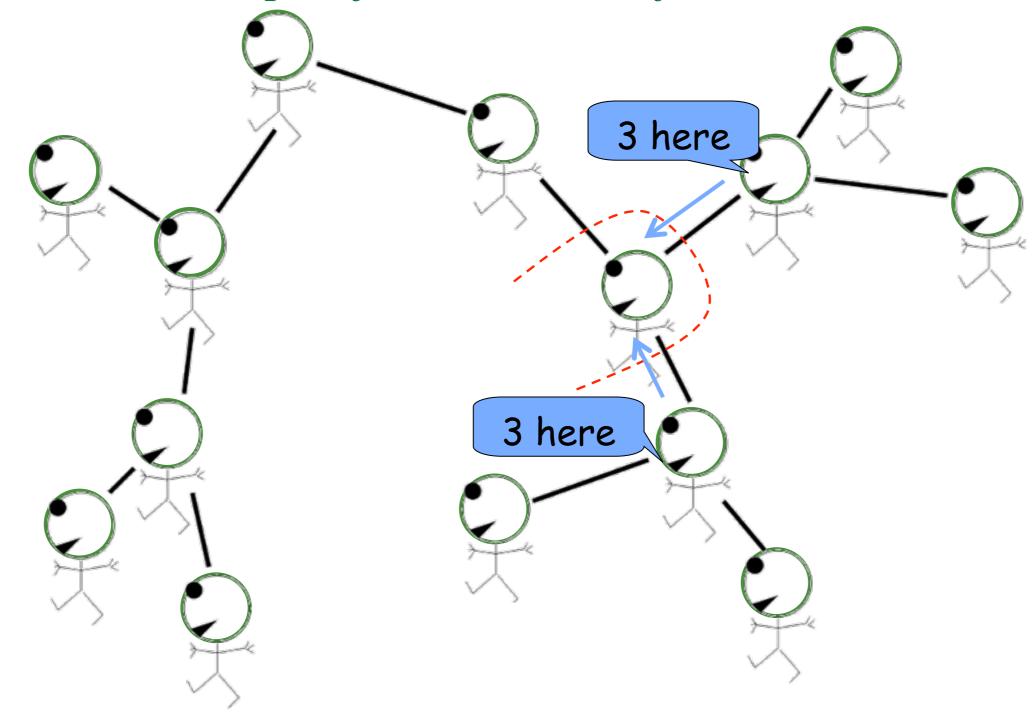
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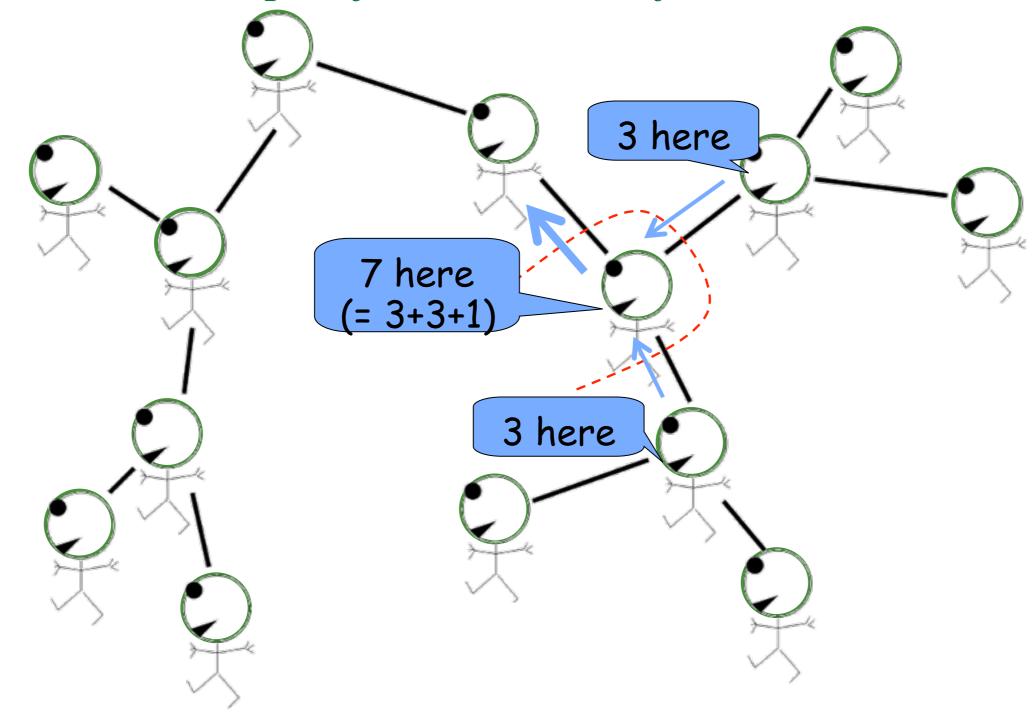
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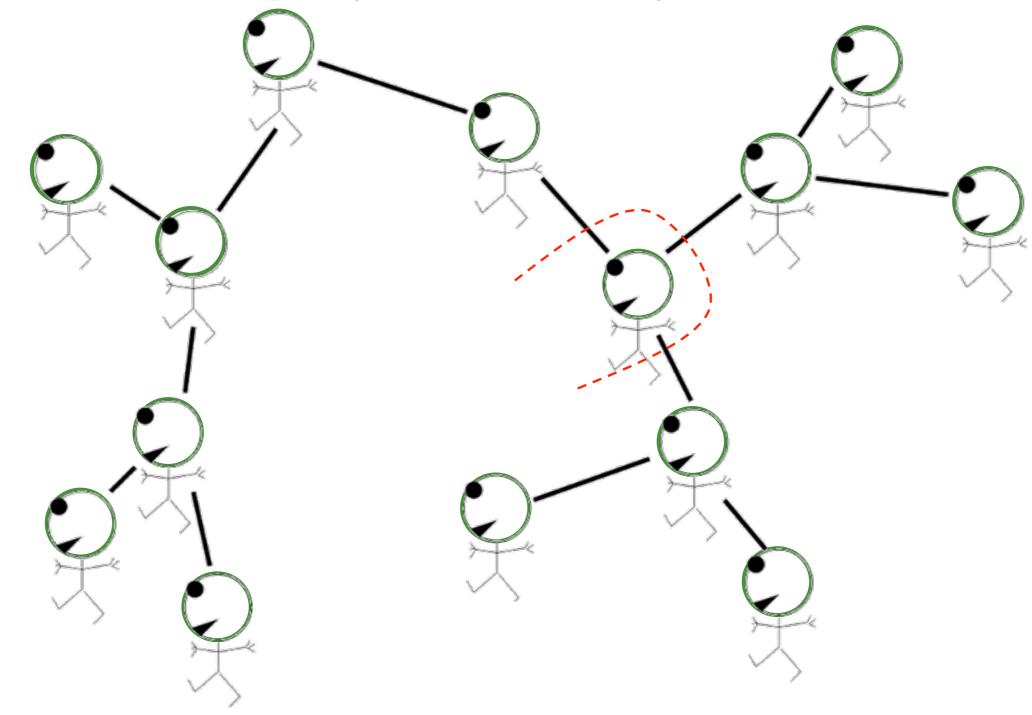
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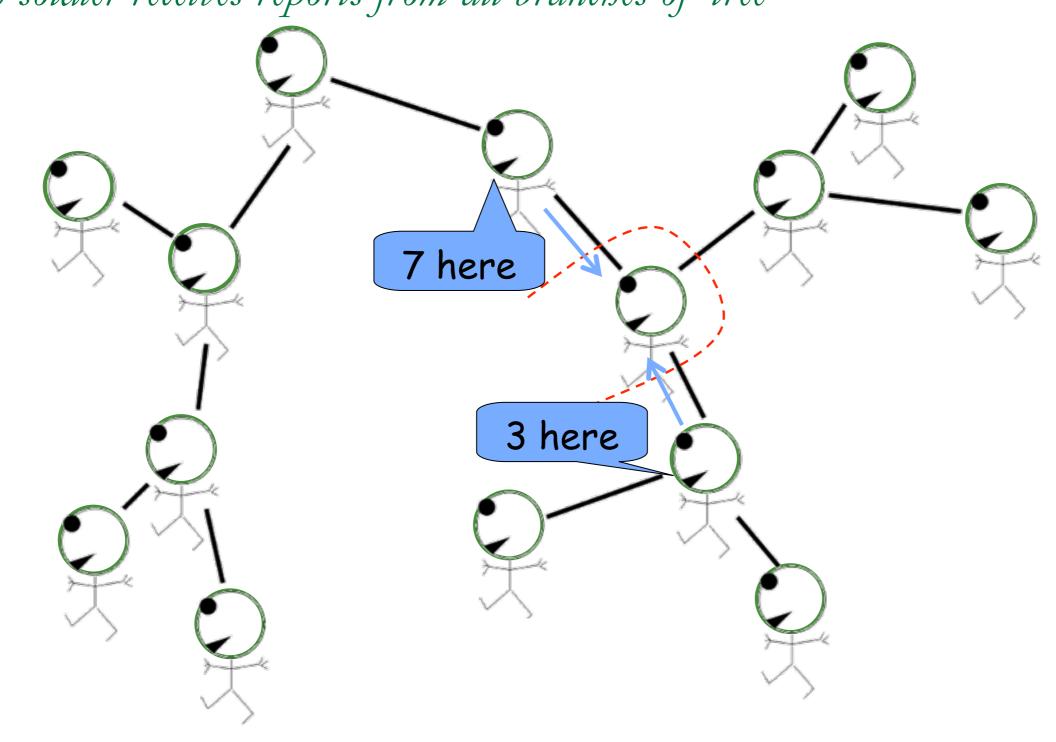
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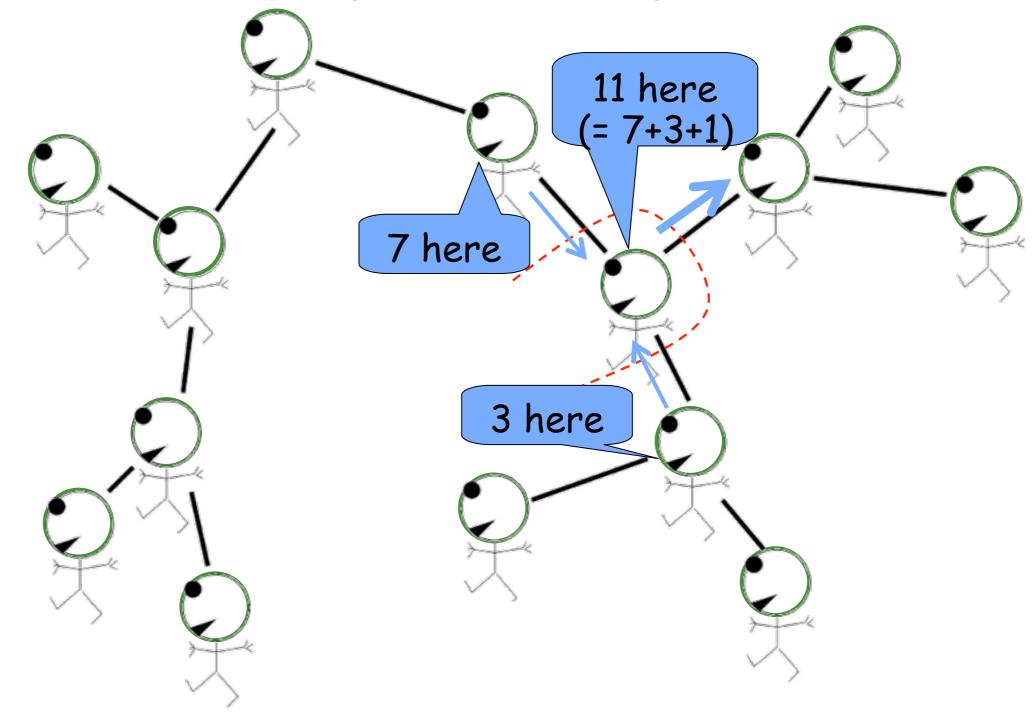
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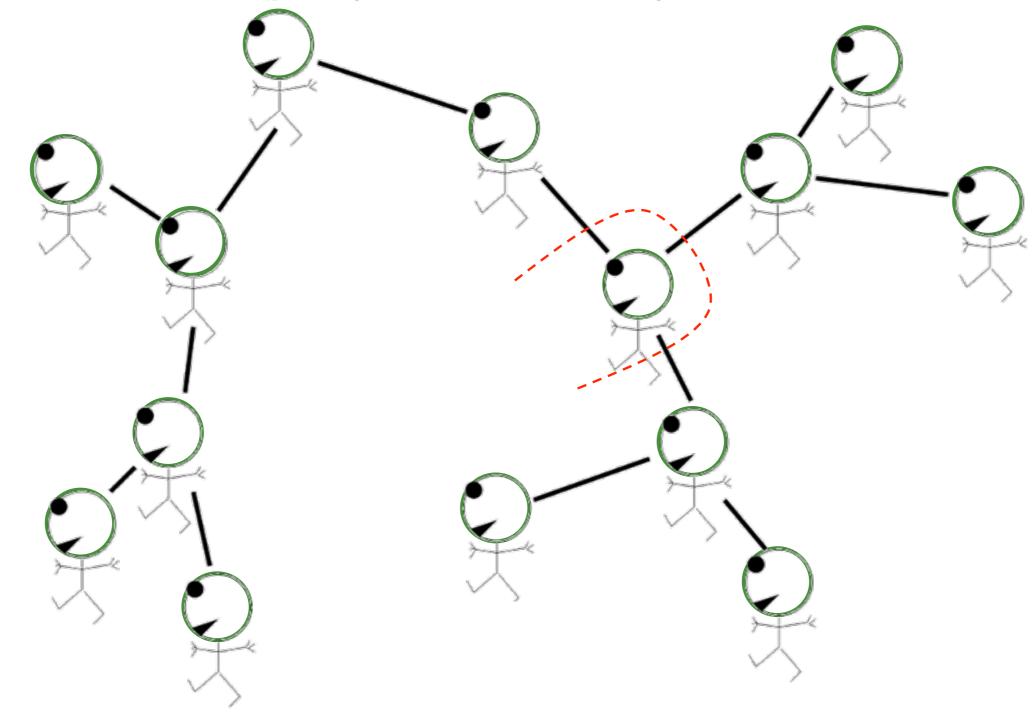
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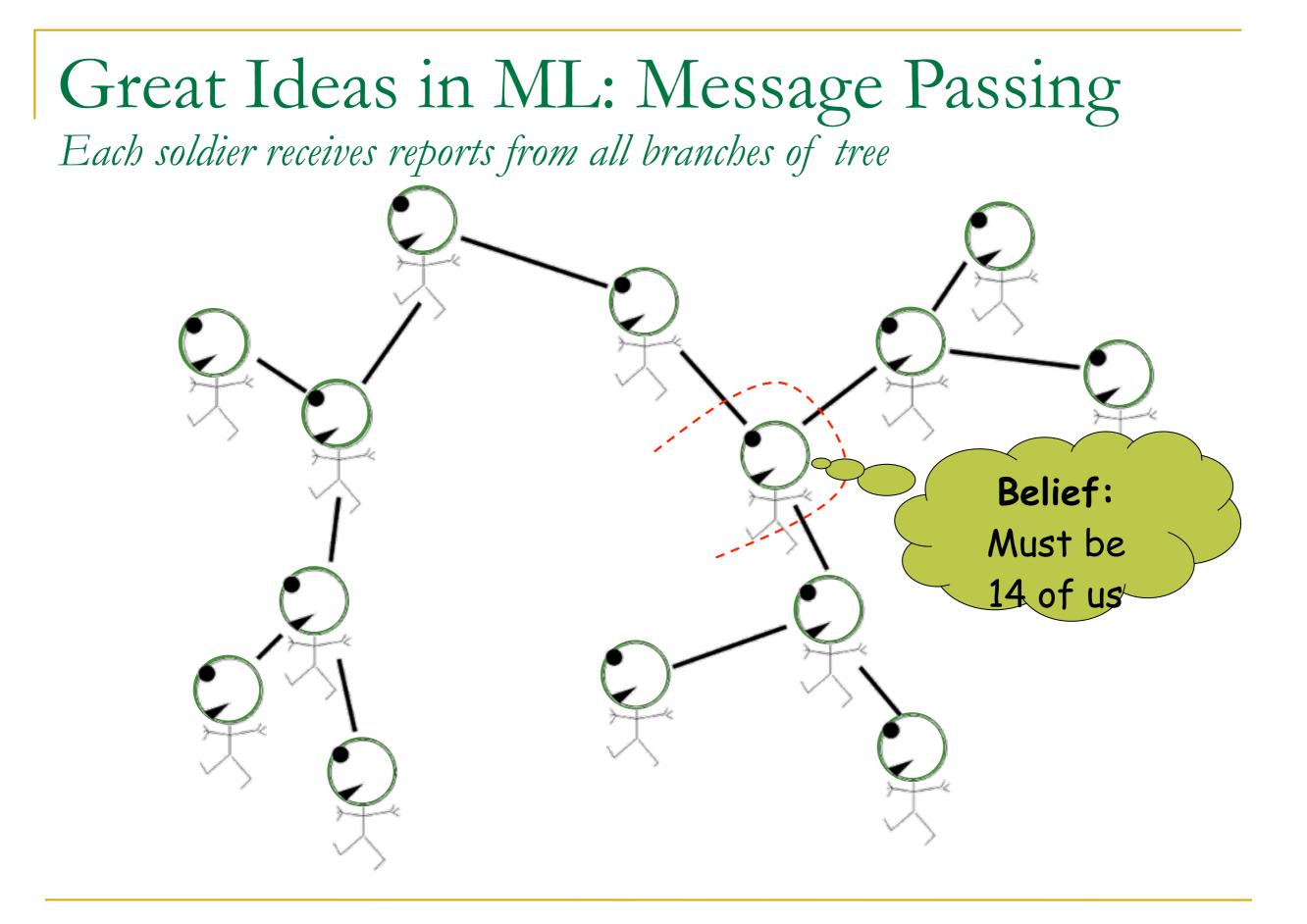


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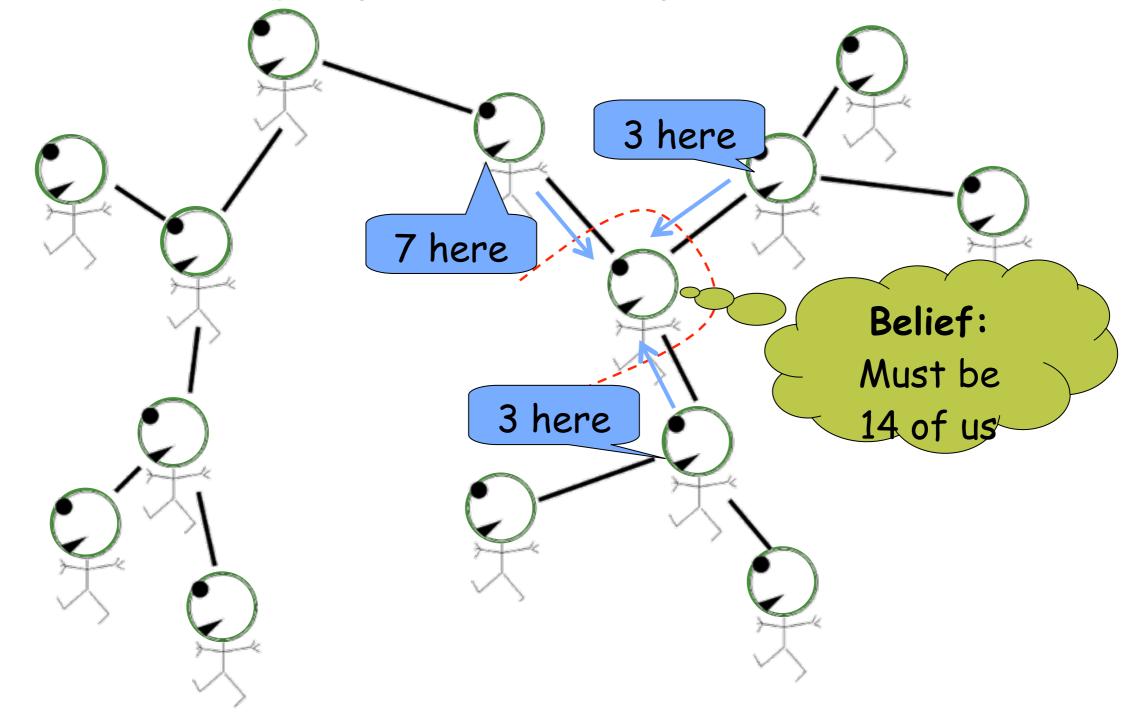


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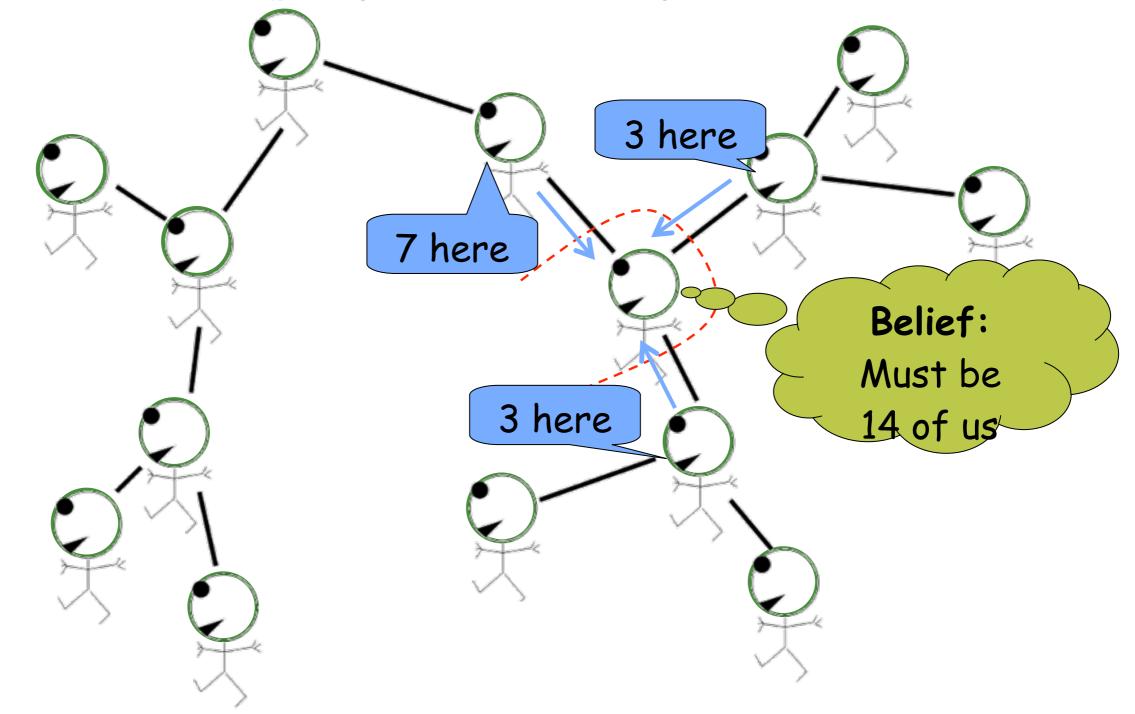




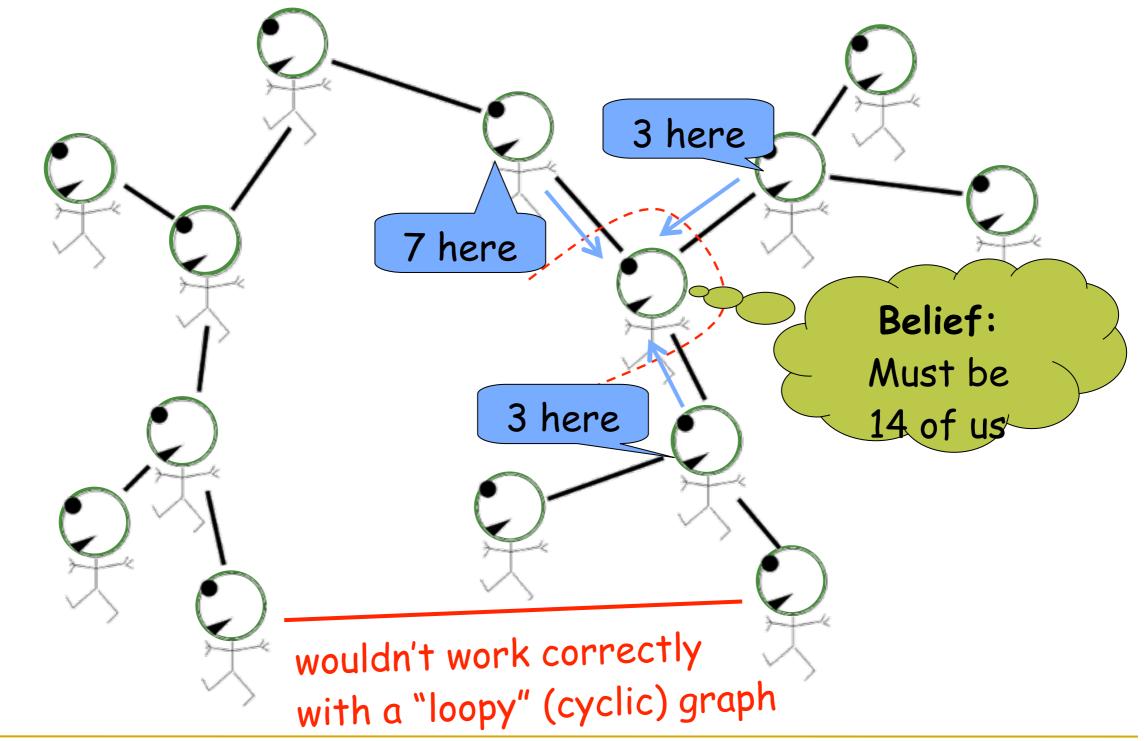
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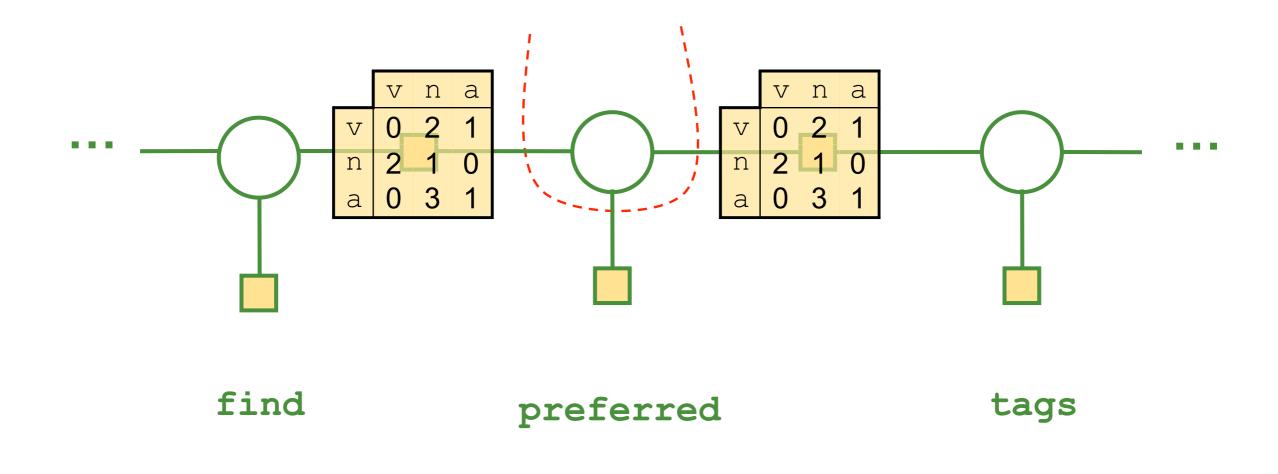


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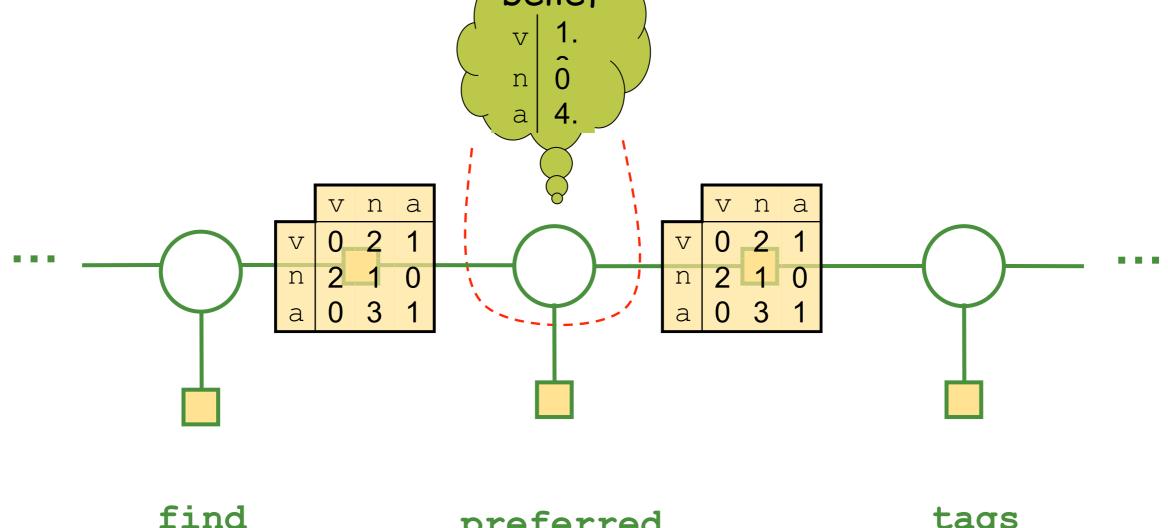


Great ideas in ML: Forward-Backward

In the CRF, message passing = forward-backward= "sum-product algorithm"



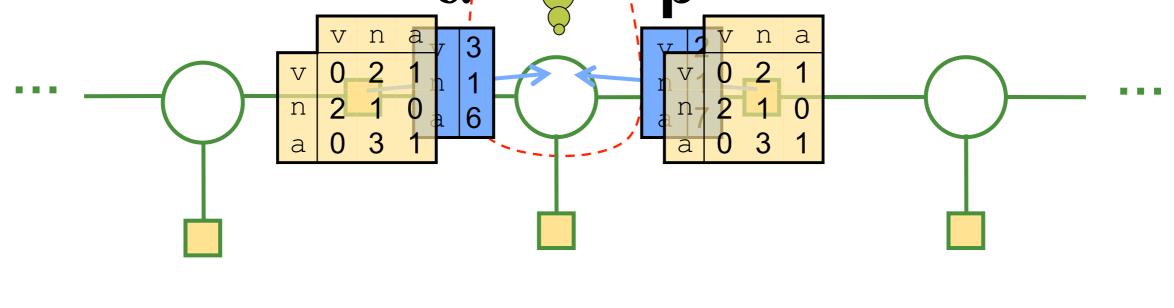
In the CRF, message passing = forward-backward= "sum-product algorithm" belief



preferred

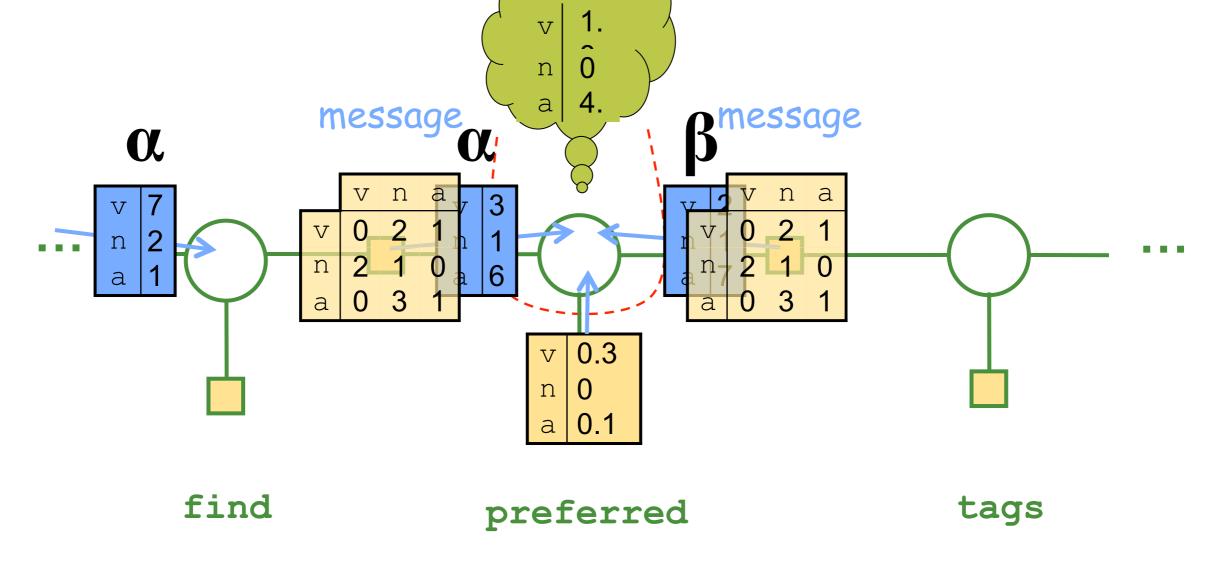
tags

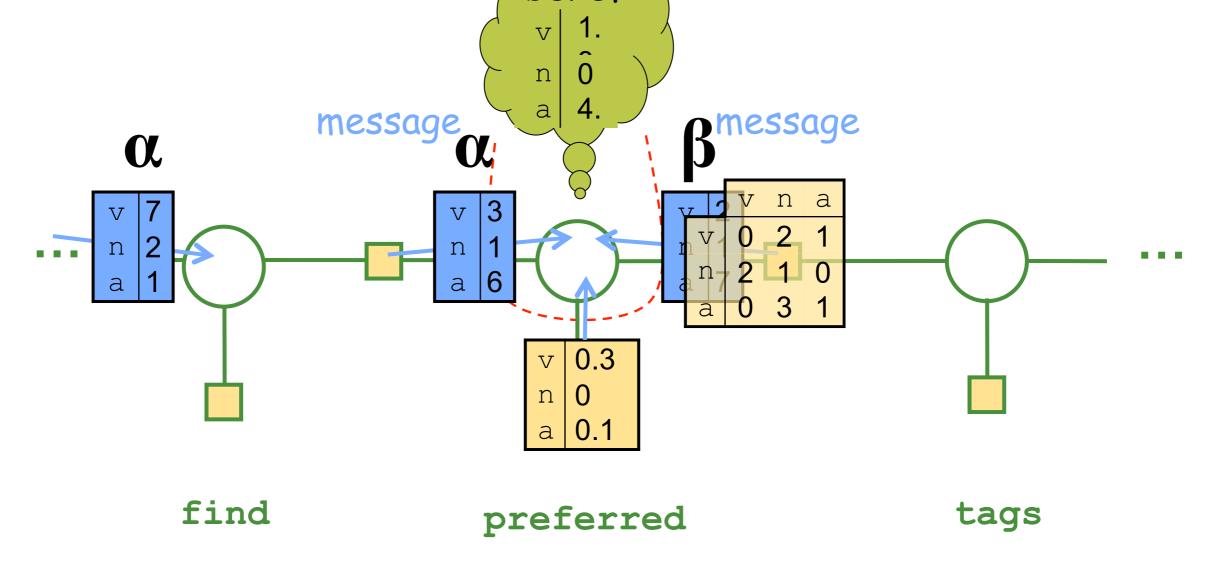
In the CRF, message passing = forward-backward= "sum-product algorithm" v 1. n 0 a 4.
βmessage

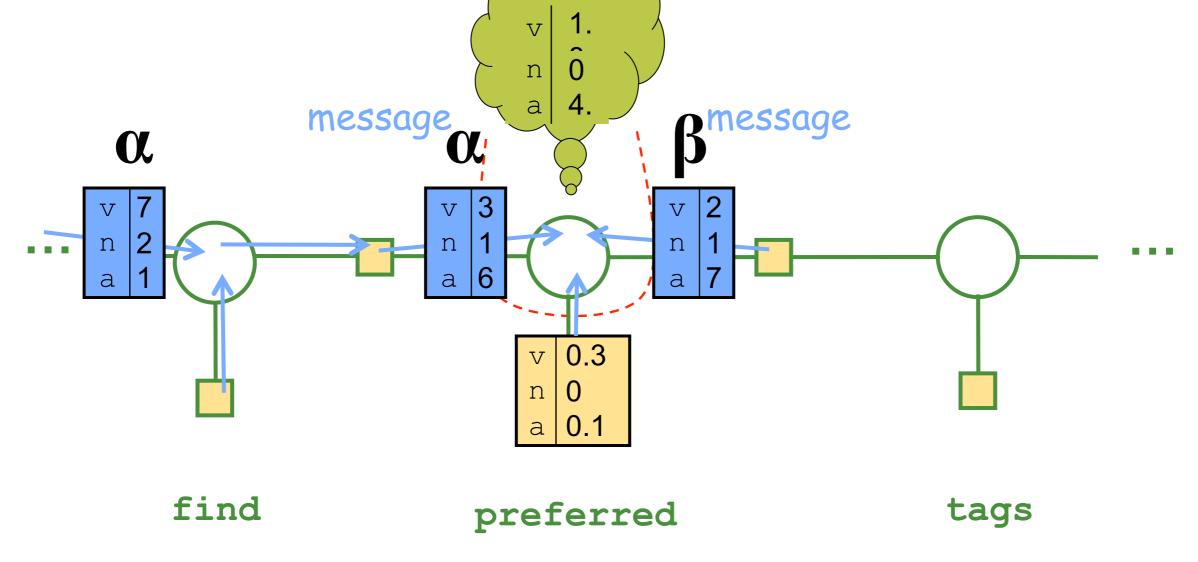


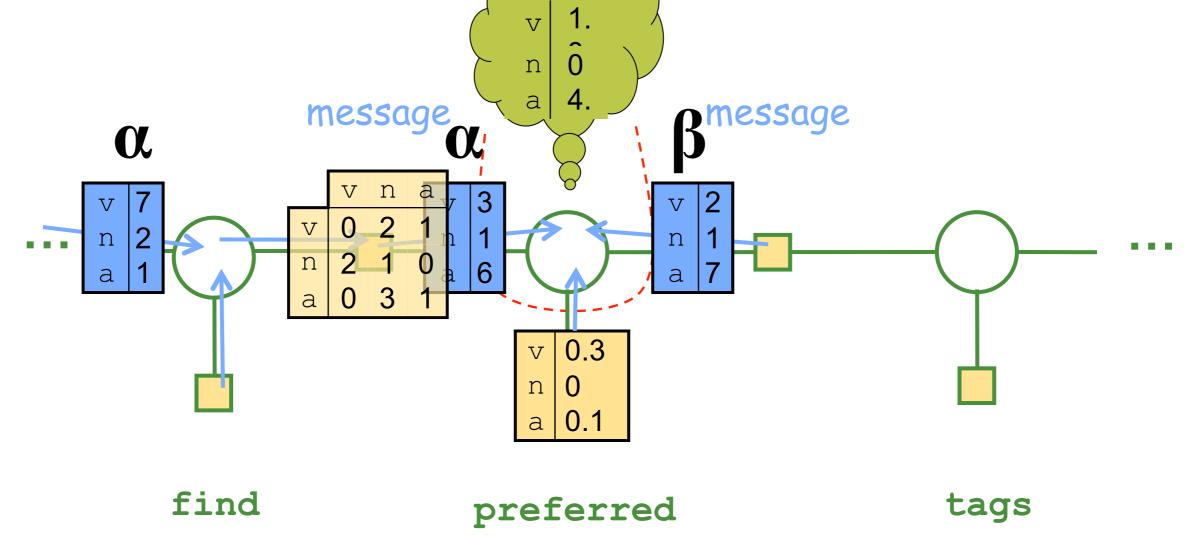
find preferred tags

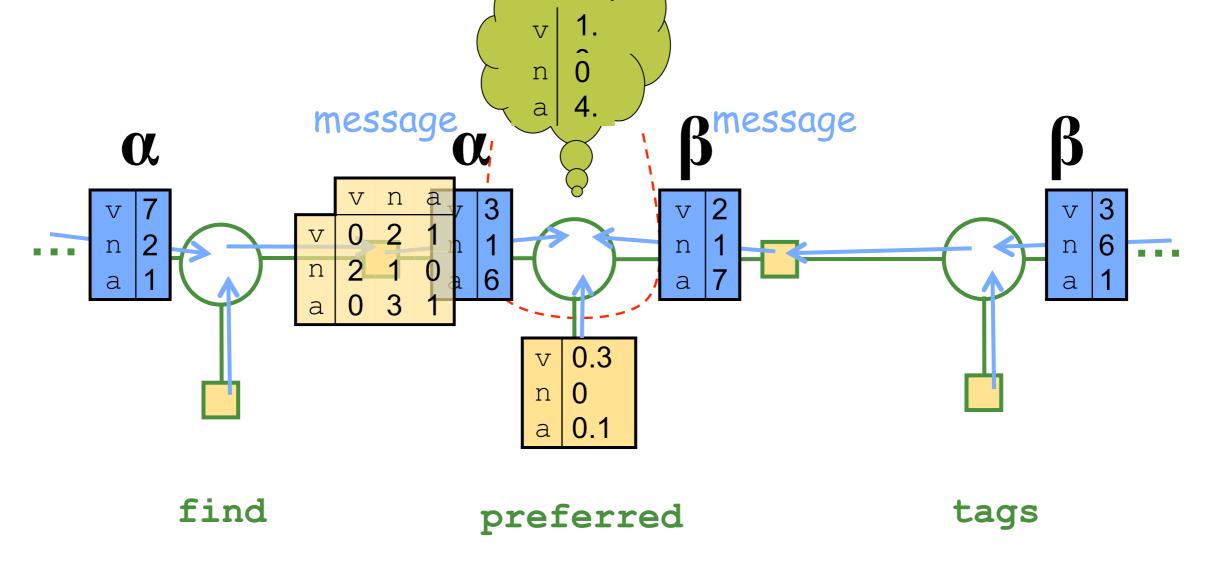
In the CRF, message passing = forward-backward= "sum-product algorithm" belief V n а message nessage v n a n а 3 2 0 V 2 n 6 3 3 0 а 0.3 V 0 n 0.1 а find tags preferred

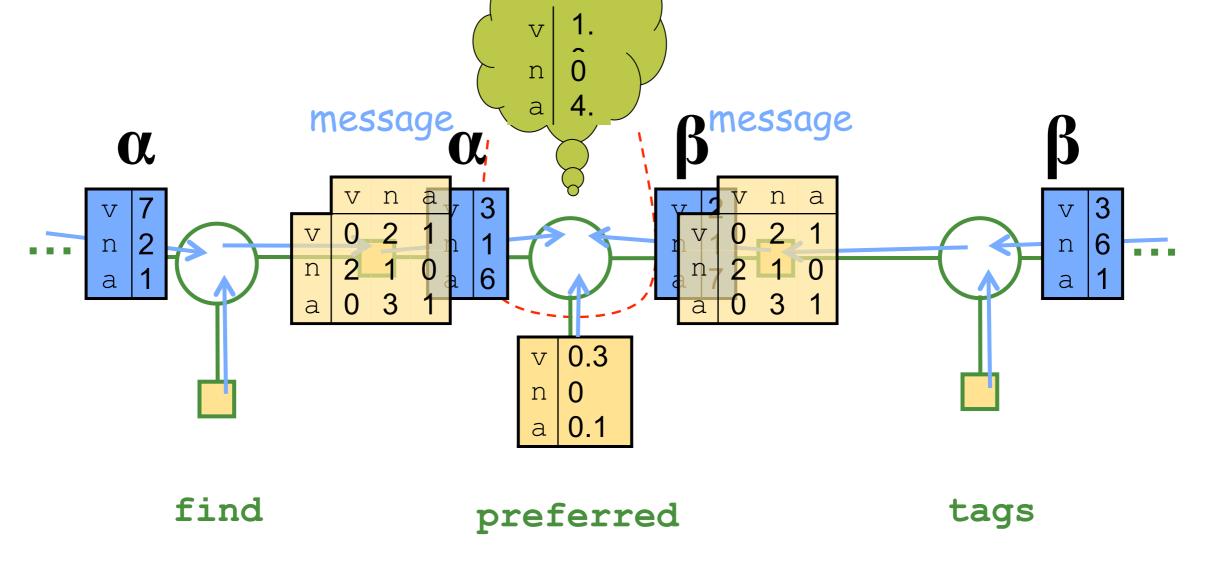










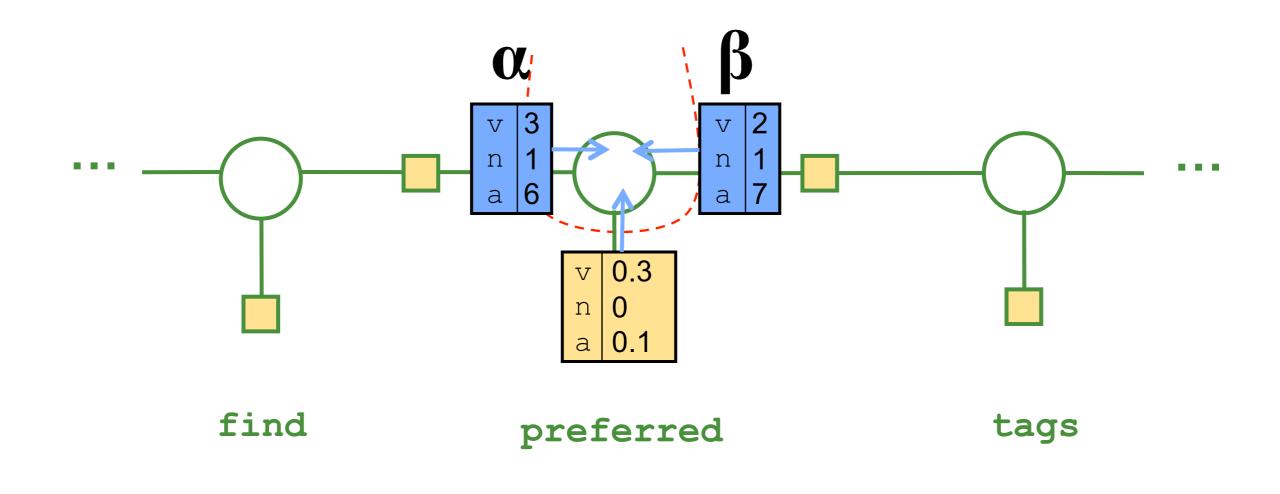


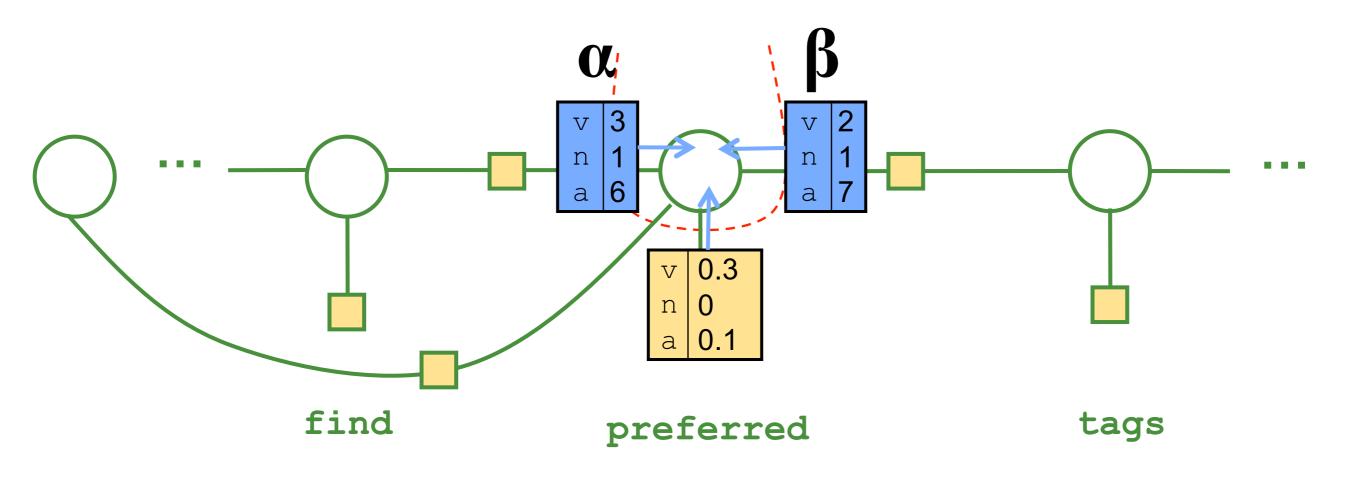
### Sum-Product Equations

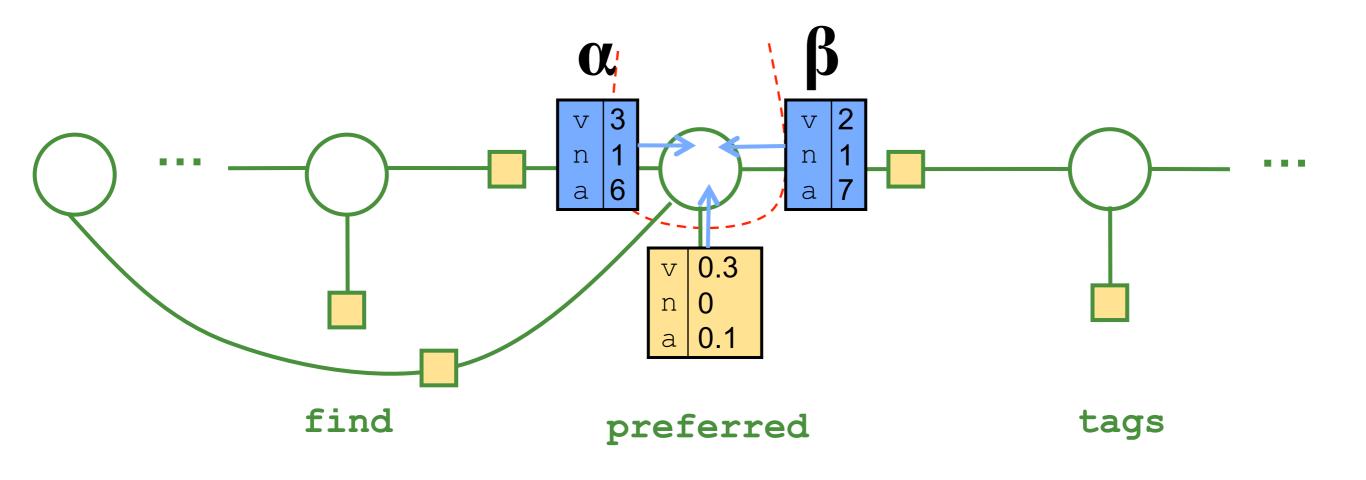
Message from variable v to factor f

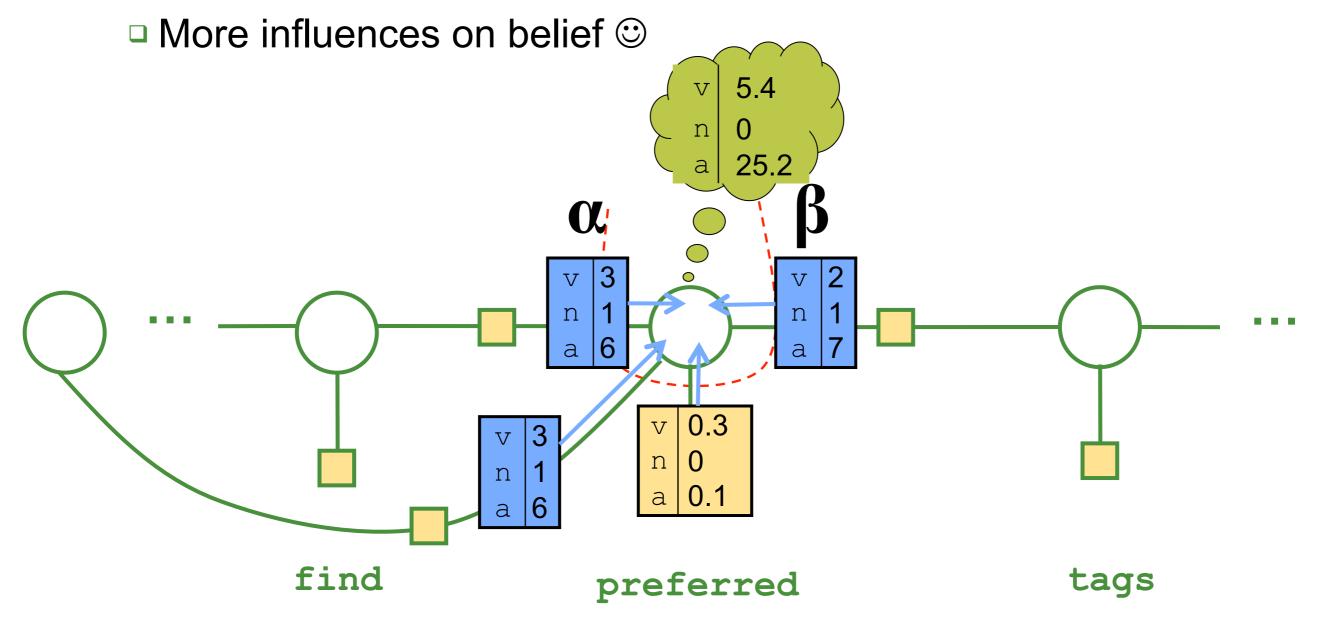
$$m_{v \to f}(x) = \prod_{f' \in N(v) \setminus \{f\}} m_{f' \to v}(x)$$
Message from factor *f* to variable *v*

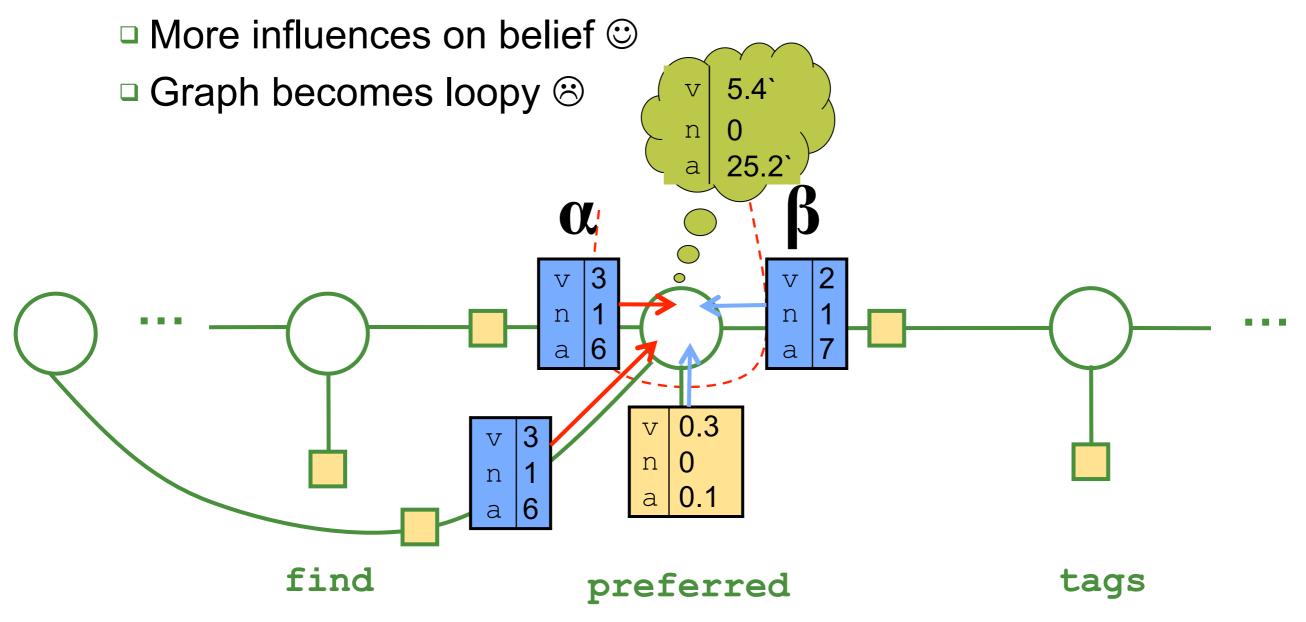
$$m_{f \to v}(x) = \sum_{N(f) \setminus \{v\}} \left[ f(x_m) \prod_{v' \in N(f) \setminus \{v\}} m_{v' \to f}(y) \right]$$



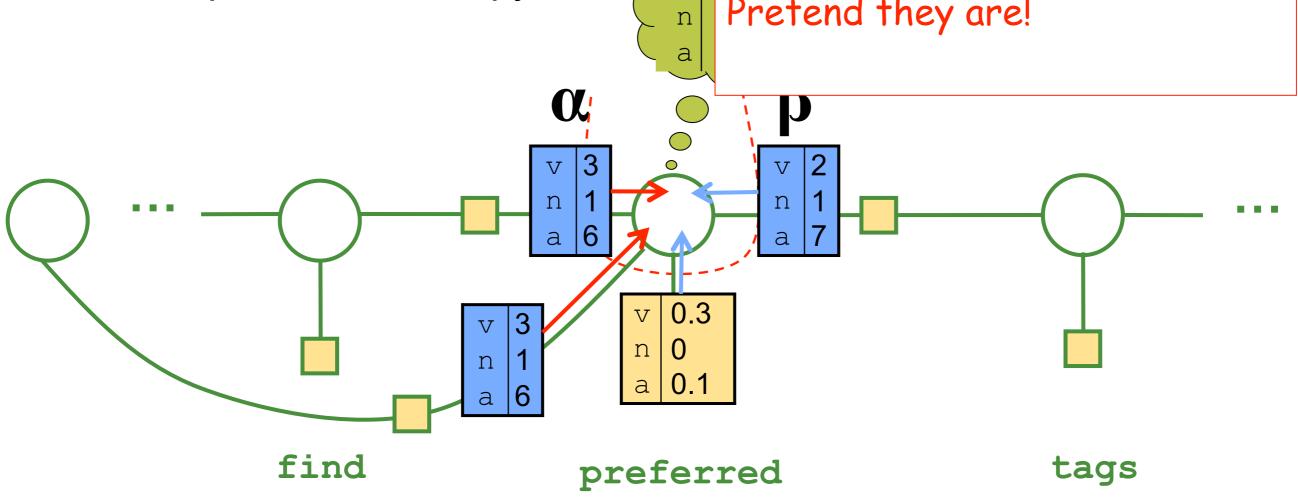


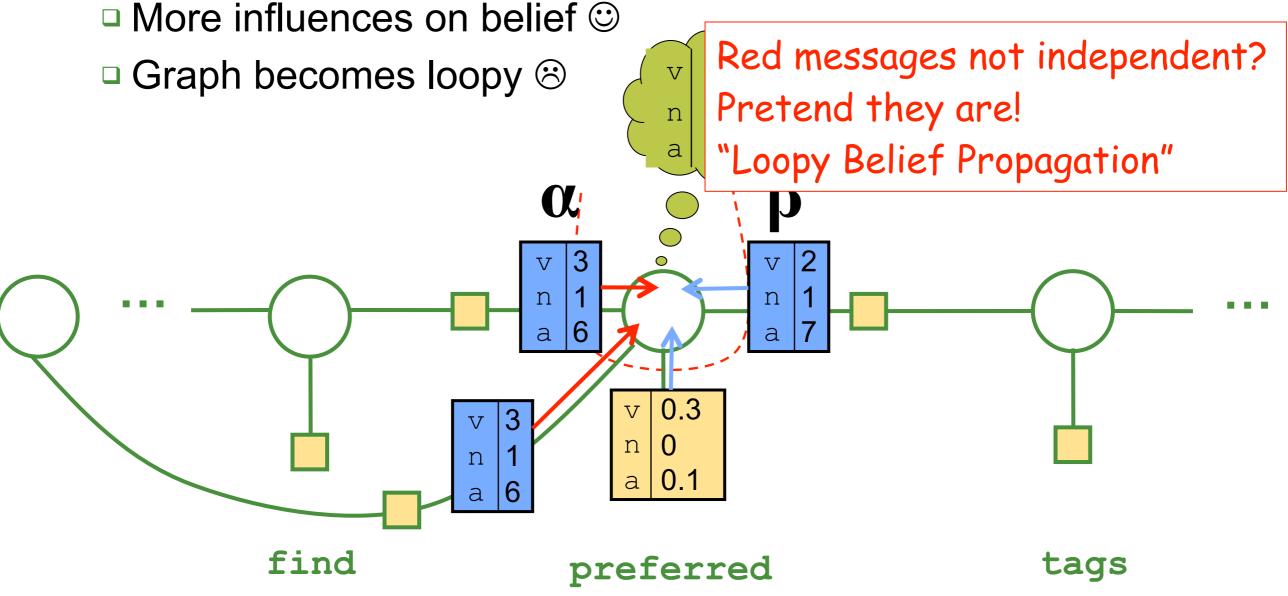






Extend CRF to "skip chain" to capture non-local factor
 More influences on belief 
 Graph becomes loopy 
 V
 Red messages not independent?
 Pretend they are!



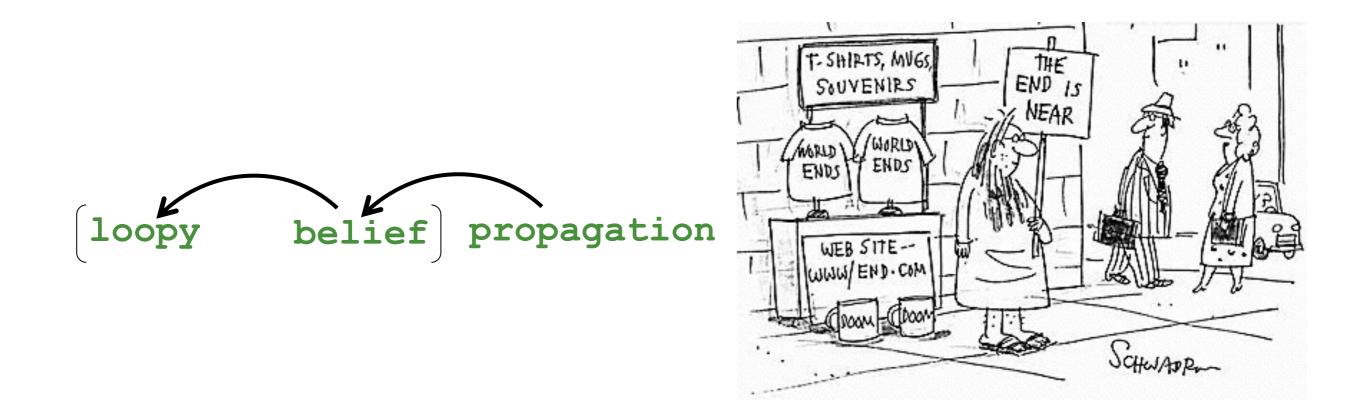


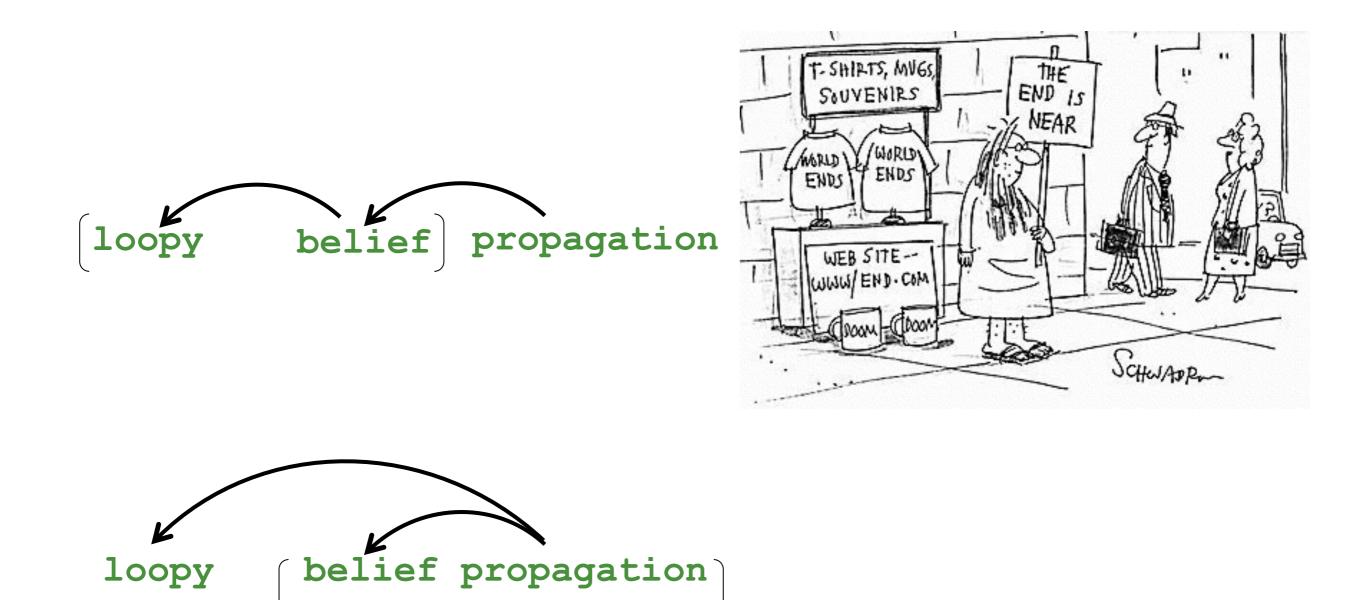
propagation

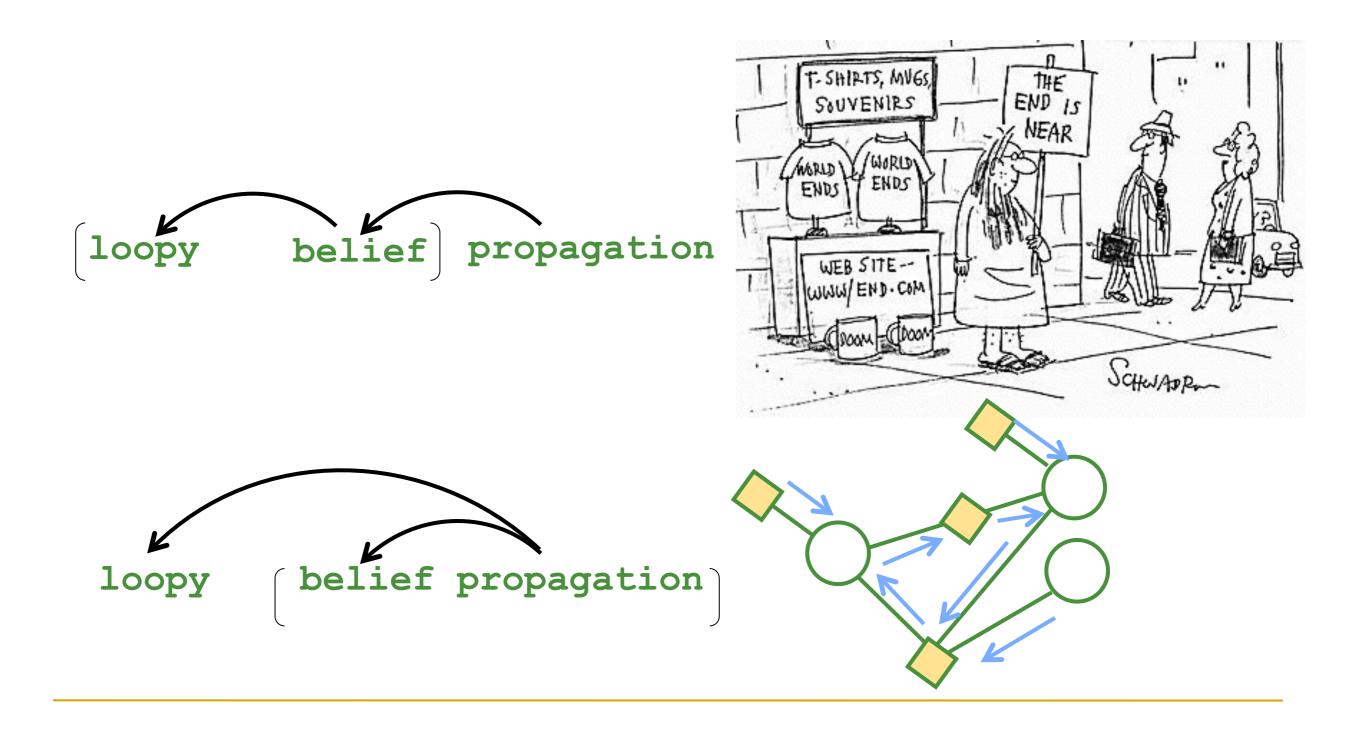
belief propagation



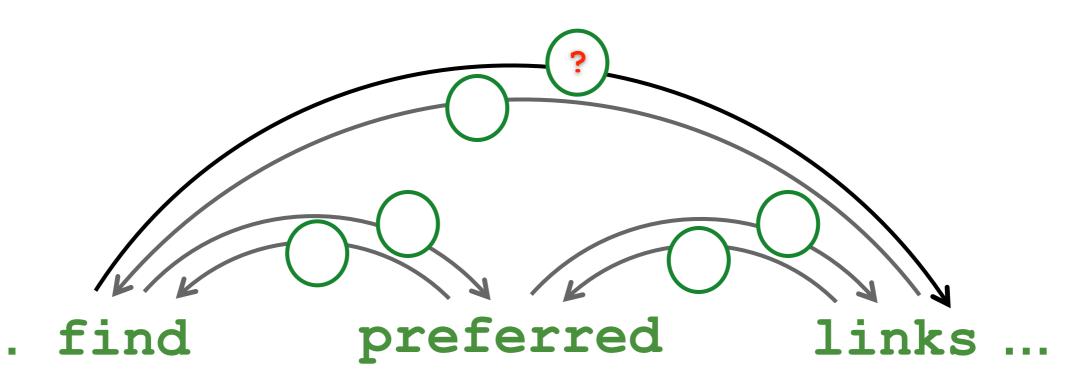




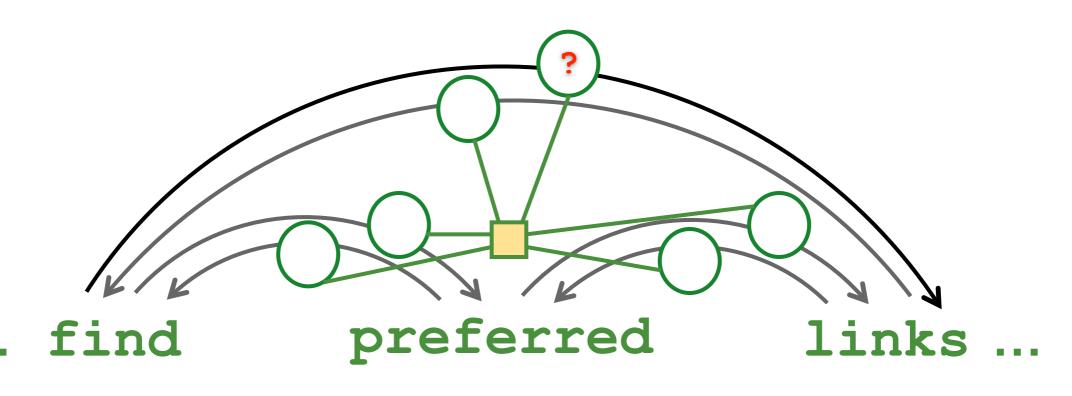




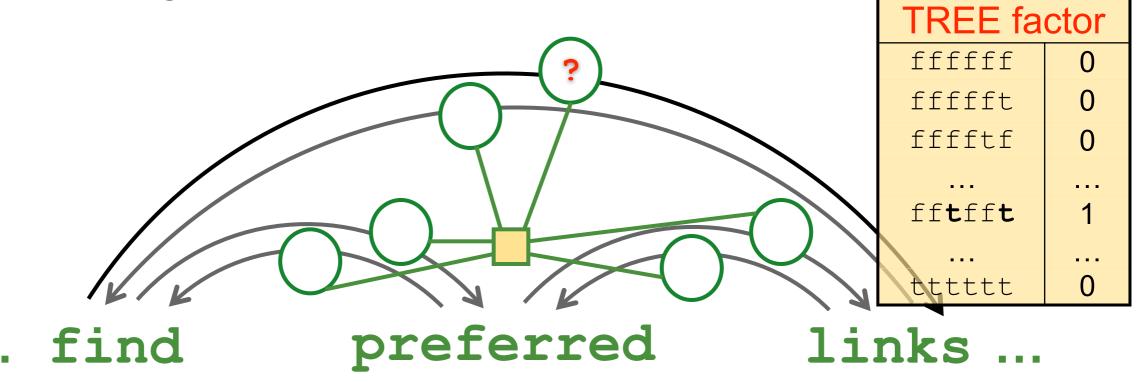
- Loopy belief propagation is easy for local factors
- How do combinatorial factors (like TREE) compute the message to the link in question?
  - \* "Does the TREE factor think the link is probably t given the messages it receives from all the other links?"



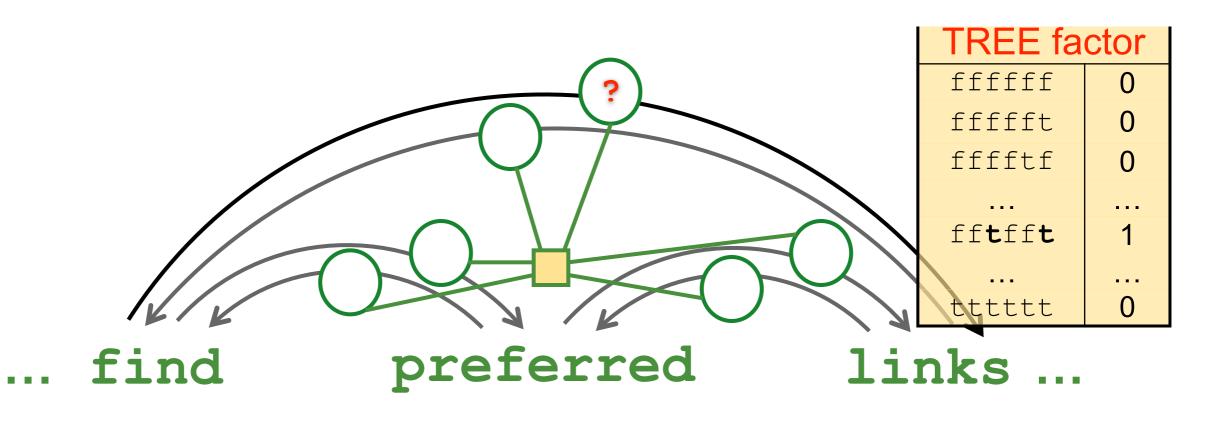
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Old-school parsing to the rescue!

This is the outside probability of the link in an edge-factored parser!

∴TREE factor computes all outgoing messages at once (given all incoming messages)

Projective case: total  $O(n^3)$  time by inside-outside

Non-projective: total  $O(n^3)$  time by inverting Kirchhoff matrix

# Graph Theory to the Rescue!

Tutte's Matrix-Tree Theorem (1948) The determinant of the Kirchoff (aka Laplacian) adjacency matrix of directed graph G without row and column r is equal to the sum of scores of all directed spanning trees of G rooted at node r.



## Graph Theory to the Rescue!

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Exactly the Z we need!



### Graph Theory to the Rescue!

### O(n<sup>3</sup>) time!

The **determinant** of the Kirchoff (aka Laplacian) adjacency matrix of directed graph *G* without row and column *r* is equal to the **sum of scores of all directed spanning trees** or prooted at node *r*.

Exactly the Z we need!







$$\begin{bmatrix} 0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\ 0 & 0 & -s(2,1) & \cdots & -s(n,1) \\ 0 & -s(1,2) & 0 & \cdots & -s(n,2) \\ \vdots & \vdots & \ddots & \vdots \\ 0 & -s(1,n) & -s(2,n) & \cdots & 0 \end{bmatrix}$$

- Negate edge scores
- Sum columns (children)
- Strike root row/col.
- Take determinant





$$\begin{bmatrix} 0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\ 0 & 0 & -s(2,1) & \cdots & -s(n,1) \\ 0 & -s(1,2) & 0 & \cdots & -s(n,2) \\ \vdots & \vdots & \ddots & \vdots \\ 0 & -s(1,n) & -s(2,n) & \cdots & 0 \end{bmatrix}$$

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$$\begin{bmatrix} 0 & -s(1,0) & -s(2,0) & \cdots & -s(n,0) \\ 0 & \sum_{j \neq 1} s(1,j) & -s(2,1) & \cdots & -s(n,1) \\ 0 & -s(1,2) & \sum_{j \neq 2} s(2,j) & \cdots & -s(n,2) \\ \vdots & \vdots & \ddots & \vdots \\ 0 & -s(1,n) & -s(2,n) & \cdots & \sum_{j \neq n} s(n,j) \end{bmatrix}$$

- Negate edge scores
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$$\begin{vmatrix} \sum_{j \neq 1} s(1,j) & -s(2,1) & \cdots & -s(n,1) \\ -s(1,2) & \sum_{j \neq 2} s(2,j) & \cdots & -s(n,2) \\ \vdots & \vdots & \ddots & \vdots \\ -s(1,n) & -s(2,n) & \cdots & \sum_{j \neq n} s(n,j) \end{vmatrix}$$

- Negate edge scores
- Sum columns (children)
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- Take determinant



#### Kirchoff (Laplacian) Matrix



$$\begin{vmatrix} \sum_{j \neq 1} s(1,j) & -s(2,1) & \cdots & -s(n,1) \\ -s(1,2) & \sum_{j \neq 2} s(2,j) & \cdots & -s(n,2) \\ \vdots & \vdots & \ddots & \vdots \\ -s(1,n) & -s(2,n) & \cdots & \sum_{j \neq n} s(n,j) \end{vmatrix}$$

Negate edge scores
Sum columns (children)
Strike root row/col.
Take determinant

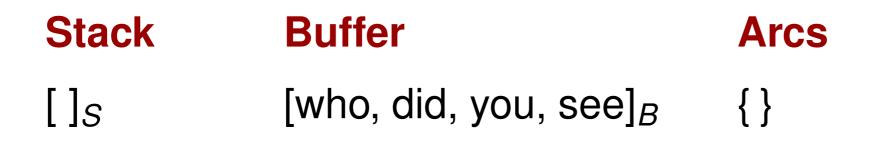
N.B.: This allows multiple children of root, but see Koo et al. 2007.

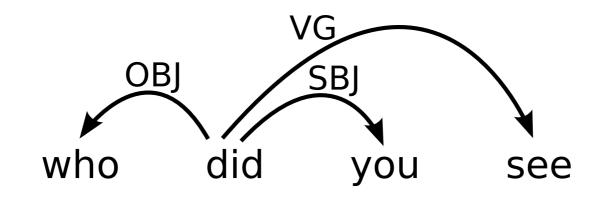
- Linear time
- Online
- Train a classifier to predict next action
- Deterministic or beam-search strategies
- But... generally less accurate

Arc-eager shift-reduce parsing (Nivre, 2003)

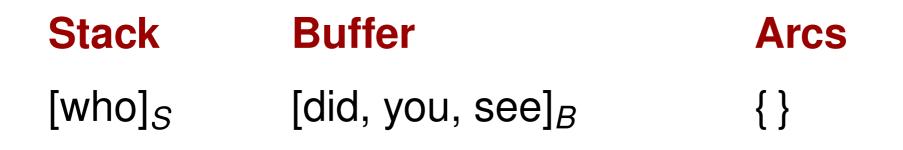
Start state: ([],[1,...,n], { })
Final state: (S,[],A)

Shift:	(S, i B, A)	$\Rightarrow$	(S i, B, A)
Reduce:	(S i, B, A)	$\Rightarrow$	(S, B, A)
<b>Right-Arc:</b>	(S i,j B,A)	$\Rightarrow$	$(S i j, B, A \cup \{i \rightarrow j\})$
Left-Arc:	(S i,j B,A)	$\Rightarrow$	$(S, j   B, A \cup \{i \leftarrow j\})$

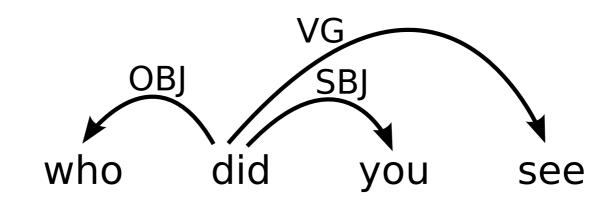


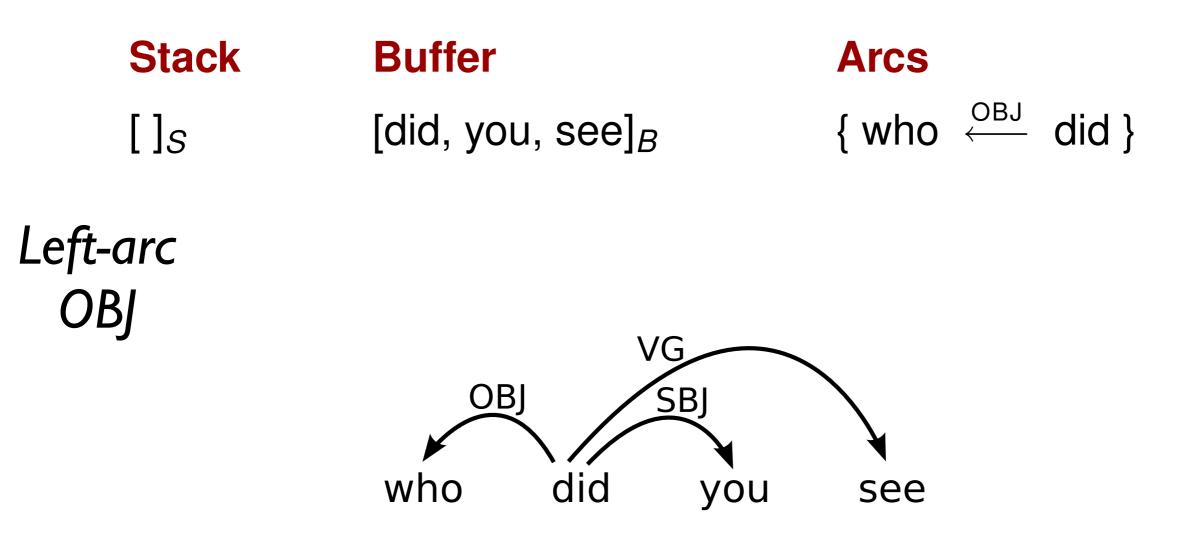


Arc-eager shift-reduce parsing (Nivre, 2003)

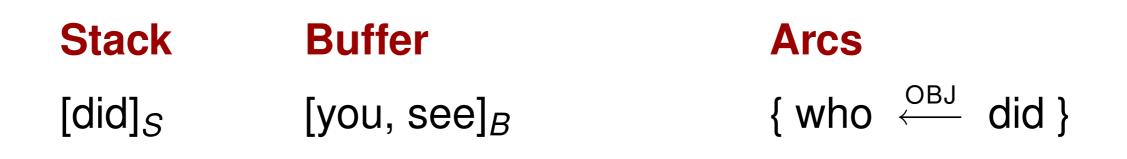


Shift

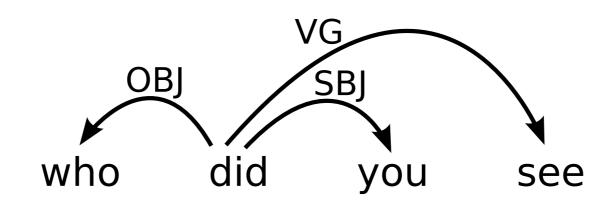




Arc-eager shift-reduce parsing (Nivre, 2003)



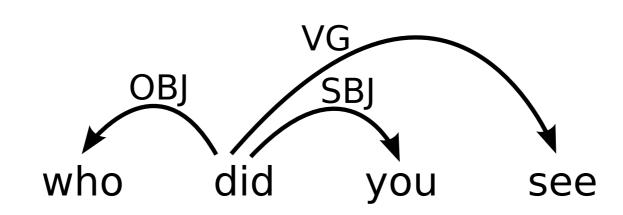
Shift



Arc-eager shift-reduce parsing (Nivre, 2003)



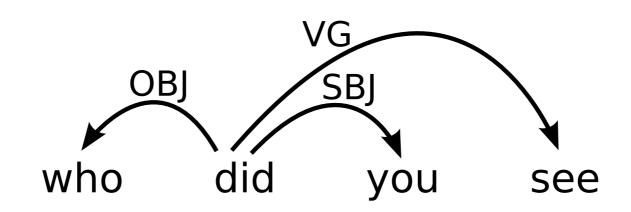
Right-arc SBJ

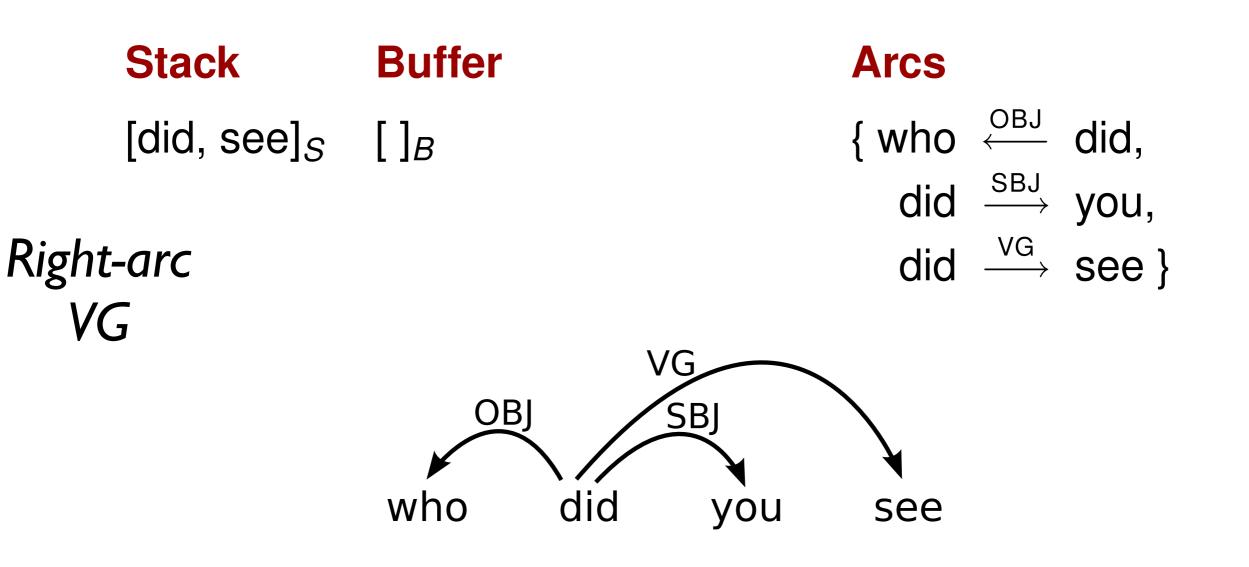


Arc-eager shift-reduce parsing (Nivre, 2003)



Reduce





Arc-eager shift-reduce parsing (Nivre, 2003)



Right-arc SBJ

