

The intersection of a weighted finite-state grammar and a weighted context-free grammar

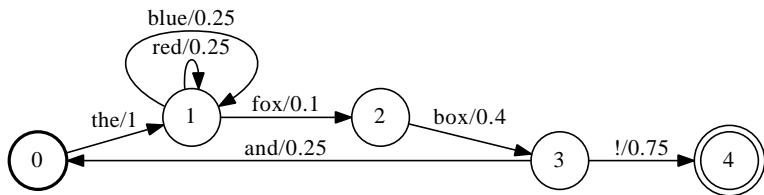
Roger Levy

UC San Diego
Department of Linguistics

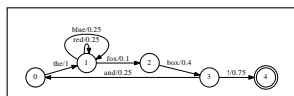
Computational Psycholinguistics
LSA Summer Institute course 008
July 26, 2011

Weighted Finite-State Automata (WFSA)

- ▶ An example of a WFSA:



Weighted Finite-State Automata (WFSA) Take Two



A WEIGHTED FINITE-STATE AUTOMATON (WFSA) consists of a tuple (Q, V, S, R) such that:

- ▶ Q is a finite set of STATES $q_0 q_1 \dots q_N$, with q_0 the designated START STATE;
- ▶ Σ is a finite set of terminal symbols;
- ▶ $F \subseteq Q$ is the set of FINAL STATES;
- ▶ Δ is a finite set of TRANSITIONS each of the form $q \xrightarrow{i} q'$, meaning that “if you are in state q and see symbol i you can consume it and move to state q' ”;
- ▶ λ is a function mapping transitions to real numbers (weights);
- ▶ ρ is a function mapping final states to real numbers (weights).

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- ▶ ρ is a function mapping final states to real numbers (weights).

- ▶ $w_{1\dots N} \in \Sigma^N$ is ACCEPTED or RECOGNIZED by an automaton iff there is a PATH of transitions $\xrightarrow{1\dots N}$ to a final state $q^* \in F$ such that

$$q_0 \xrightarrow[1]{w_1} \xrightarrow[2]{w_2} \dots \xrightarrow[N-1]{w_{N-1}} \xrightarrow[N]{w_N} q^*$$

- ▶ The WEIGHT of such a path $\xrightarrow{1\dots N}$ is the product of the weights of each of the transitions, together with the weight of the final state:

$$P(q_0 \xrightarrow[1]{w_1} \xrightarrow[2]{w_2} \dots \xrightarrow[N-1]{w_{N-1}} \xrightarrow[N]{w_N} q^*) = \rho(q^*) \prod_{i=1}^N \lambda(\xrightarrow{i}) \quad (1)$$

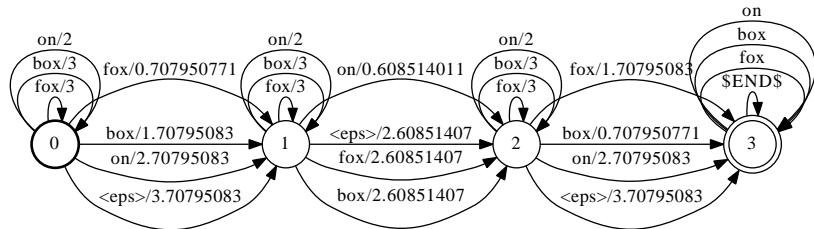
Integrating uncertain input and grammatical knowledge

Here's a toy PCFG – eight rules which we'll call our “grammatical knowledge”

Probabilities		Surprisals (negative log-probs, in nats)	
1	ROOT →NP	0	ROOT →NP
0.5	NP →N	0.6931472	NP →N
0.3	NP →N N	1.203973	NP →N N
0.2	NP →NP PP	1.609438	NP →NP PP
1	PP →P NP	0	PP →P NP
1	P →on	0	P →on
0.8	N →box	0.2231436	N →box
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Integrating uncertain input and grammatical knowledge

Here's a toy weighted finite-state automaton for uncertain input corresponding to *fox on box* . . .



Integrating uncertain input and grammatical knowledge

- ▶ Beautiful property of (weighted) context-free grammars: *closure under intersection with (weighted) finite-state automata (??)*
- ▶ This means that for any CFG G and any FSA A , a CFG $G' = G \cap A$ can be constructed such that every string and only strings accepted by both G and A are accepted by G'
- ▶ If the grammars are weighted, the weight assigned to a string by G' is the combined weight assigned by G and A

Intersecting weighted FSAs and CFGs

Constructive procedure for $G' = G \cap A$ (assuming G is at most binary branching):

- ▶ If ROOT is the root category of G and q_0 is the start state of A , then call ROOT the root category of G' and for every final state q_i in A with weight p construct a rule $\text{ROOT} \rightarrow \text{ROOT}_{[0,i]}$ with weight p

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- ▶ For every binary rule $X \rightarrow YZ$ with weight p in G and state triple (q_i, q_j, q_k) in A , construct a rule $X_{[i,k]} \rightarrow Y_{[i,j]} Z_{[j,k]}$ with weight p

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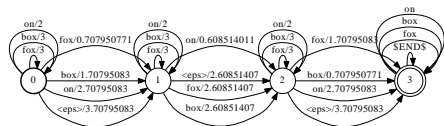
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- ▶ For every unary rule $X \rightarrow Y$ with weight p in G and state pair (q_i, q_j) in A , construct a rule $X_{[i,j]} \rightarrow Y_{[i,j]}$ with weight p
- ▶ For every transition $q_i \xrightarrow{w} q_j$ with weight p in A , construct a rule $w_{[i,j]} \rightarrow w$ with weight p

Intersecting weighted FSAs and CFGs

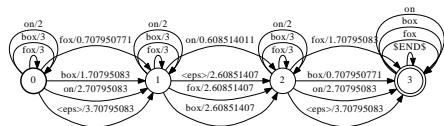
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Rules that go into the intersection:

Intersecting weighted FSAs and CFGs

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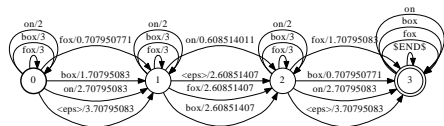


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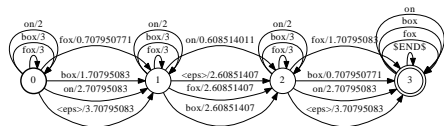


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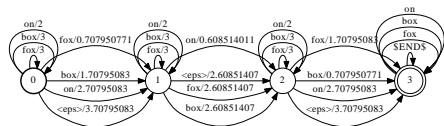


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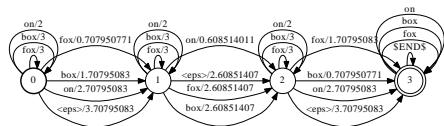


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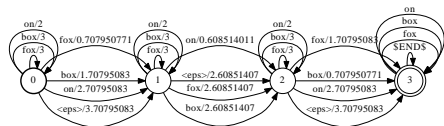


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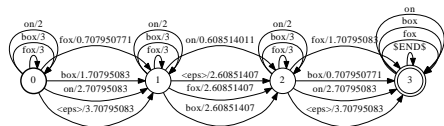


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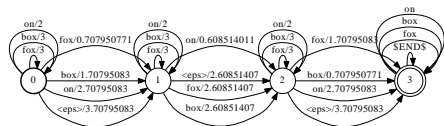
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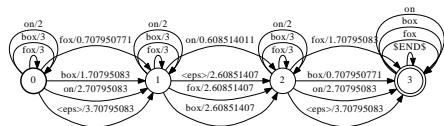


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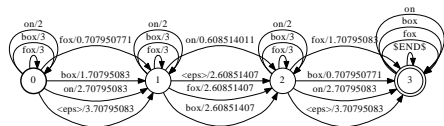
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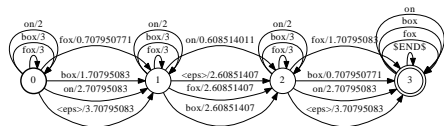
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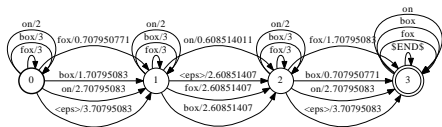
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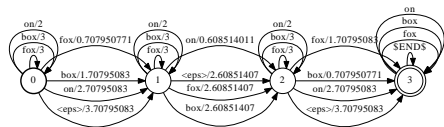
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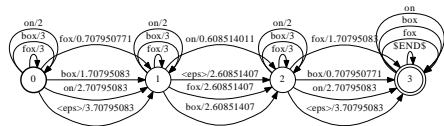
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0.2	NP → NP PP	1.609438	NP → NP PP	
1	PP → P NP	0	PP → P NP	
1	P → on	0	P → on	
0.8	N → box	0.2231436	N → box	
0.2	N → fox	1.609438	N → fox	

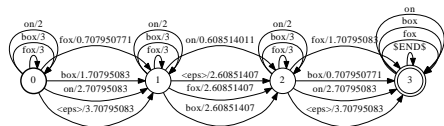


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]
0	ROOT _[0,1]	→ NP _[0,1]	1.609438	NP _[0,0]	→ NP _[0,2]	PP _[2,0]
0	ROOT _[0,2]	→ NP _[0,2]	1.609438	NP _[0,0]	→ NP _[0,3]	PP _[3,0]
0	ROOT _[0,3]	→ NP _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,1]
0	ROOT _[1,3]	→ NP _[1,3]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,1]
...			...			

Intersecting weighted FSAs and CFGs

	Probabilities	Surprisals (negative log-probs, in nats)		Surprisals (negative log-probs, in nats)
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0.2	NP → NP PP	1.609438	NP → NP PP	
1	PP → P NP	0	PP → P NP	
1	P → on	0	P → on	
0.8	N → box	0.2231436	N → box	
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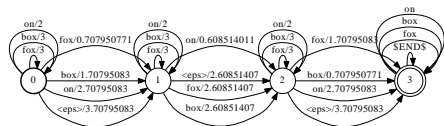


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]			
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]	2	on _[0,0]	→ on
0	ROOT _[0,1]	→ NP _[0,1]	1.609438	NP _[0,0]	→ NP _[0,2]	PP _[2,0]			
0	ROOT _[0,2]	→ NP _[0,2]	1.609438	NP _[0,0]	→ NP _[0,3]	PP _[3,0]			
0	ROOT _[0,3]	→ NP _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,1]			
0	ROOT _[1,3]	→ NP _[1,3]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,1]			
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Intersecting weighted FSAs and CFGs

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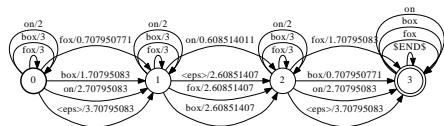


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]		
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]	2	on _[0,0] → on
0	ROOT _[0,1]	→ NP _[0,1]	1.609438	NP _[0,0]	→ NP _[0,2]	PP _[2,0]	3	box _[0,0] → on
0	ROOT _[0,2]	→ NP _[0,2]	1.609438	NP _[0,0]	→ NP _[0,3]	PP _[3,0]		
0	ROOT _[0,3]	→ NP _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,1]		
0	ROOT _[1,3]	→ NP _[1,3]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,1]		
...			...					

Intersecting weighted FSAs and CFGs

	Probabilities	Surprisals (negative log-probs, in nats)		Surprisals (negative log-probs, in nats)
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1	PP → P NP	0	PP → P NP	
1	P → on	0	P → on	
0.8	N → box	0.2231436	N → box	
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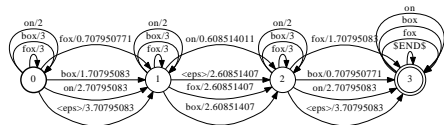


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]		
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]	2	on _[0,0] → on
0	ROOT _[0,1]	→ NP _[0,1]	1.609438	NP _[0,0]	→ NP _[0,2]	PP _[2,0]	3	box _[0,0] → on
0	ROOT _[0,2]	→ NP _[0,2]	1.609438	NP _[0,0]	→ NP _[0,3]	PP _[3,0]	3	fox _[0,0] → on
0	ROOT _[0,3]	→ NP _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,1]		
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...			...					

Intersecting weighted FSAs and CFGs

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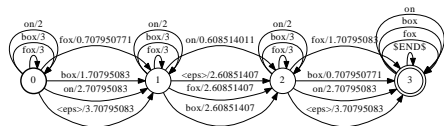


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]		
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]	2	on _[0,0] → on
0	ROOT _[0,1]	→ NP _[0,1]	1.609438	NP _[0,0]	→ NP _[0,2]	PP _[2,0]	3	box _[0,0] → on
0	ROOT _[0,2]	→ NP _[0,2]	1.609438	NP _[0,0]	→ NP _[0,3]	PP _[3,0]	3	fox _[0,0] → on
0	ROOT _[0,3]	→ NP _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,1]	0.70795	fox _[0,1] → fox
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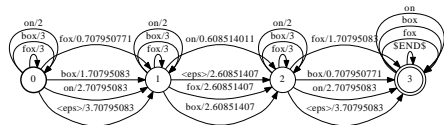


Rules that go into the intersection:

0	ROOT	→ ROOT _[0,3]	1.609438	NP _[0,0]	→ NP _[0,0]	PP _[0,0]		
0	ROOT _[0,0]	→ NP _[0,0]	1.609438	NP _[0,0]	→ NP _[0,1]	PP _[1,0]	2	on _[0,0] → on
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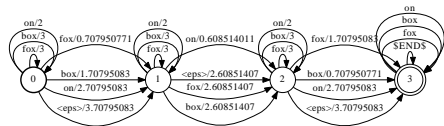
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... As you can see, there's a lot of waste here!

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...			...					

... As you can see, there's a lot of waste here!

Test question: how many rules are there in G' ?

Intersecting weighted FSAs and CFGs

How many rules are there in G' ?

- ▶ A has 4 states (one of which is final) and 25 arcs
- ▶ G has 3 binary rules and 5 unary rules

Recap of constructive procedure:

- ▶ If ROOT is the root category of G and q_0 is the start state of A , then call ROOT the root category of G' and for every final state q_i in A with weight p construct a rule $\text{ROOT} \rightarrow \text{ROOT}_{[0,i]}$ with weight $p \rightarrow$ **1 rule in G'**

Intersecting weighted FSAs and CFGs

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- ▶ For every binary rule $X \rightarrow YZ$ with weight p in G and state triple (q_i, q_j, q_k) in A , construct a rule $X_{[i,k]} \rightarrow Y_{[i,j]} Z_{[j,k]}$ with weight p → $3 \times 4^3 = 192$ rules in G'

Intersecting weighted FSAs and CFGs

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- ▶ For every unary rule $X \rightarrow Y$ with weight p in G and state pair (q_i, q_j) in A , construct a rule $X_{[i,j]} \rightarrow Y_{[i,j]}$ with weight $p \rightarrow 4 \times 4^2 = 80$ rules in G'

Intersecting weighted FSAs and CFGs

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- ▶ For every unary rule $X \rightarrow Y$ with weight p in G and state pair (q_i, q_j) in A , construct a rule $X_{[i,j]} \rightarrow Y_{[i,j]}$ with weight $p \rightarrow 4 \times 4^2 = 80$ rules in G'
- ▶ For every transition $q_i \xrightarrow{w} q_j$ with weight p in A , construct a rule $w_{[i,j]} \rightarrow w$ with weight $p \rightarrow 25$ rules in G'

Intersecting weighted FSAs and CFGs

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- ▶ G has 3 binary rules and 5 unary rules

Recap of constructive procedure:

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- ▶ For every binary rule $X \rightarrow YZ$ with weight p in G and state triple (q_i, q_j, q_k) in A , construct a rule $X_{[i,k]} \rightarrow Y_{[i,j]} Z_{[j,k]}$ with weight p → $3 \times 4^3 = 192$ rules in G'
- ▶ For every unary rule $X \rightarrow Y$ with weight p in G and state pair (q_i, q_j) in A , construct a rule $X_{[i,j]} \rightarrow Y_{[i,j]}$ with weight p → $4 \times 4^2 = 80$ rules in G'
- ▶ For every transition $q_i \xrightarrow{w} q_j$ with weight p in A , construct a rule $w_{[i,j]} \rightarrow w$ with weight p → 25 rules in G'

So we're talking about $1 + 192 + 80 + 25 = 298$ rules in G' !

Intersecting weighted FSAs and CFGs

- ▶ As you have seen, however, many of the rules in G' cannot actually be used
- ▶ Fortunately, there are tools for finding a *minimal* equivalent representation for G' :
 - ▶ Perform ϵ -removal (find an equivalent WFSA with no ϵ -transitions)
 - ▶ Parse the WFSA bottom-up and then top-down to get only the necessary rules
 - ▶ Find the PARTITION FUNCTIONS (also called NORMALIZING CONSTANTS; ??) for all symbols in G' and use them to find new rule probabilities (?)
- ▶ This G' is actually a *probabilistic* CFG—rule weights sum to 1!

Intersecting weighted FSAs and CFGs

- ▶ In our example, a minimal G' has only 96 rules:

```
ROOT -> ROOT[0,1] 1.0
ROOT[0,1] -> NP[0,1] $ENDS[1,1] 0.96840954
ROOT[0,1] -> NP[0,2] $ENDS[2,1] 0.013195342
ROOT[0,1] -> NP[0,3] $ENDS[3,1] 0.018306052
NP[0,0] -> N[0,0] N[0,0] 0.02898563
NP[0,0] -> N[0,0] 0.9703199
N[0,0] -> fox[0,0] 0.19999999
N[0,0] -> box[0,0] 0.79999995
FP[0,0] -> P[0,0] NP[0,0] 1.0
P[0,0] -> on[0,0] 1.0
NP[0,1] -> NP[0,0] FP[0,1] 0.0044827187
NP[0,1] -> NP[0,1] FP[1,1] 0.19999103
NP[0,1] -> NP[0,2] FP[2,1] 0.014011657
NP[0,1] -> NP[0,3] FP[3,1] 0.52381814
NP[0,1] -> N[0,1] N[1,1] 0.018886833
NP[0,1] -> N[0,2] N[2,1] 0.018886833
NP[0,1] -> N[0,3] N[3,1] 0.1875152
NP[0,1] -> N[0,1] 0.031478055
NP[0,2] -> NP[0,0] FP[0,2] 0.0029028896
NP[0,2] -> NP[0,3] FP[3,2] 0.07255861
NP[0,2] -> N[0,0] N[0,2] 0.0039330553
NP[0,2] -> N[0,2] N[2,2] 0.0039330553
NP[0,2] -> N[0,3] N[3,2] 0.78431565
NP[0,2] -> N[0,2] 0.13166262
NP[0,3] -> N[0,0] N[0,3] 0.028147077
NP[0,3] -> N[0,3] N[3,3] 0.028147077
NP[0,3] -> N[0,3] 0.94224906
N[0,1] -> fox[0,1] 0.08422382
N[0,1] -> box[0,1] 0.9157763
NP[0,1] -> P[0,0] NP[0,1] 0.15490696
NP[0,1] -> P[0,1] NP[1,1] 0.0111635
NP[0,1] -> P[0,2] NP[2,1] 0.5433943
PP[0,1] -> P[0,3] NP[3,1] 0.29053518
PP[1,1] -> P[1,1] NP[1,1] 1.0000267
PP[2,1] -> P[2,1] NP[1,1] 0.5286748
PP[2,1] -> P[2,2] NP[2,1] 0.4713301
PP[3,1] -> P[3,1] NP[1,1] 0.019618757
PP[3,1] -> P[3,2] NP[2,1] 0.954962
PP[3,1] -> P[3,3] NP[3,1] 0.025420623
N[1,1] -> fox[1,1] 0.19999999
N[1,1] -> box[1,1] 0.8
N[0,2] -> fox[0,2] 0.19999999
N[0,2] -> box[0,2] 0.79999995
N[2,1] -> fox[2,1] 0.08422382
N[2,1] -> box[2,1] 0.9157762
N[0,3] -> fox[0,3] 0.40460965
N[0,3] -> box[0,3] 0.5953903
N[3,1] -> fox[3,1] 0.0842238
N[3,1] -> box[3,1] 0.91577613
P[0,1] -> on[0,1] 1.0
NP[1,1] -> NP[1,1] FP[1,1] 0.19999105
NP[1,1] -> N[1,1] N[1,1] 0.3000053
NP[1,1] -> N[1,1] 0.50000894
P[0,2] -> on[0,2] 1.0
NP[2,1] -> NP[2,1] FP[1,1] 0.19999108
NP[2,1] -> NP[2,1] FP[2,1] 0.0014732869
NP[2,1] -> N[2,1] N[1,1] 0.29396322
NP[2,1] -> N[2,2] N[2,1] 0.01463557
NP[2,1] -> N[2,1] 0.48993886
P[0,3] -> on[0,3] 1.0
NP[3,1] -> NP[3,1] FP[1,1] 0.19999103
NP[3,1] -> NP[3,2] FP[2,1] 0.02100433
NP[3,1] -> NP[3,3] FP[3,1] 0.027316585
NP[3,1] -> N[3,1] N[1,1] 0.20226231
NP[3,1] -> N[3,2] N[2,1] 0.20226222
NP[3,1] -> N[3,3] N[3,1] 0.010070053
NP[3,1] -> N[3,1] 0.33710387
NP[0,2] -> P[0,0] NP[0,2] 0.23921143
FP[0,2] -> P[0,2] NP[2,2] 0.088231556
FP[0,2] -> P[0,3] NP[3,2] 0.672557
FP[2,2] -> P[2,2] NP[2,2] 1.0
FP[3,2] -> P[3,2] NP[2,2] 0.72489583
FP[3,2] -> P[3,3] NP[3,2] 0.27510414
N[2,2] -> fox[2,2] 0.19999999
N[2,2] -> box[2,2] 0.79999995
N[3,2] -> fox[3,2] 0.20000005
N[3,2] -> box[3,2] 0.79999995
NP[2,2] -> N[2,2] N[2,2] 0.02898563
NP[2,2] -> N[2,2] 0.9703199
NP[3,2] -> NP[3,3] FP[3,2] 0.002524153
NP[3,2] -> N[3,2] N[2,2] 0.028097434
NP[3,2] -> N[3,3] N[3,2] 0.028097434
NP[3,2] -> N[3,2] 0.9405865
FP[0,3] -> P[0,0] NP[0,3] 0.91090643
FP[0,3] -> P[0,3] NP[3,3] 0.08909376
FP[3,3] -> P[3,3] NP[3,3] 1.0
NP[3,3] -> fox[3,3] 0.19999999
N[3,3] -> box[3,3] 0.79999995
NP[3,3] -> N[3,3] N[3,3] 0.02898563
NP[3,3] -> N[3,3] 0.9703199
P[1,1] -> on[1,1] 1.0
P[2,1] -> on[2,1] 1.0
P[2,2] -> on[2,2] 1.0
P[3,1] -> on[3,1] 1.0
P[3,2] -> on[3,2] 1.0
P[3,3] -> on[3,3] 1.0
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Intersecting weighted FSAs and CFGs

- ▶ Really cool: we can *sample* from this grammar just like we can from any PCFG

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