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# Data Intensive Linguistics — Lecture 16

## Machine translation (III): Decoding

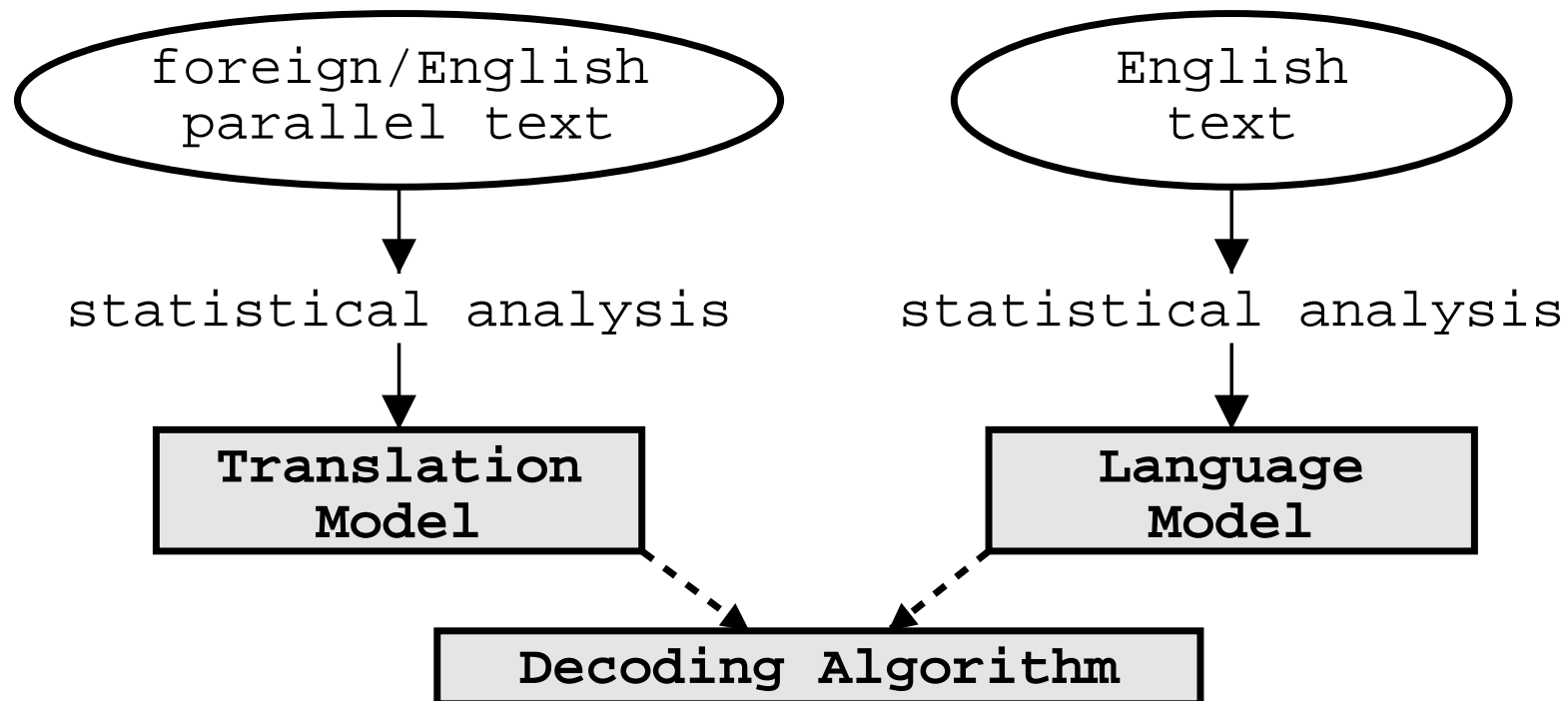
Philipp Koehn

6 March 2006

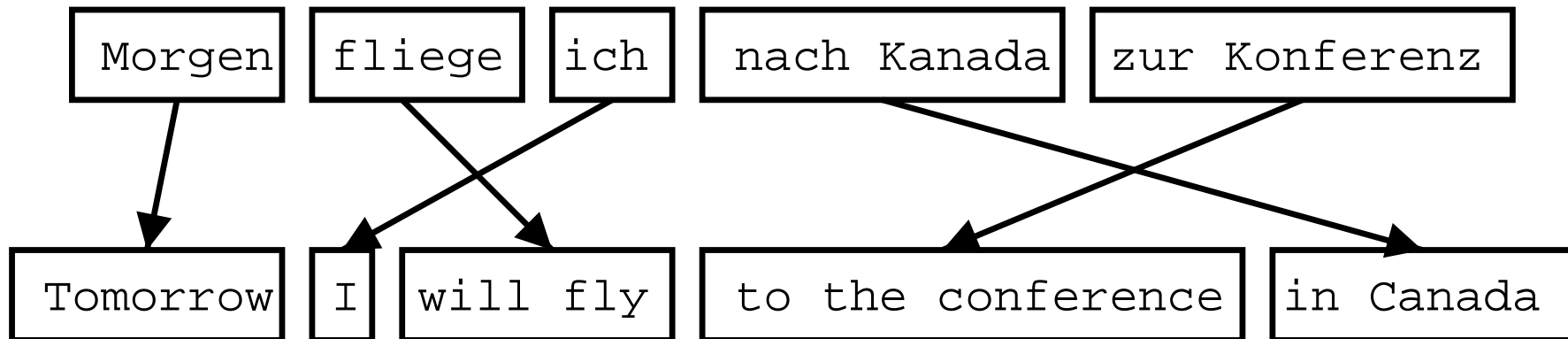


# Statistical Machine Translation

- Components: Translation model, language model, decoder



## Phrase-Based Translation



- Foreign input is segmented in phrases
  - any sequence of words, not necessarily linguistically motivated
- Each phrase is translated into English
- Phrases are reordered

## Phrase Translation Table

- Phrase Translations for “den Vorschlag” :

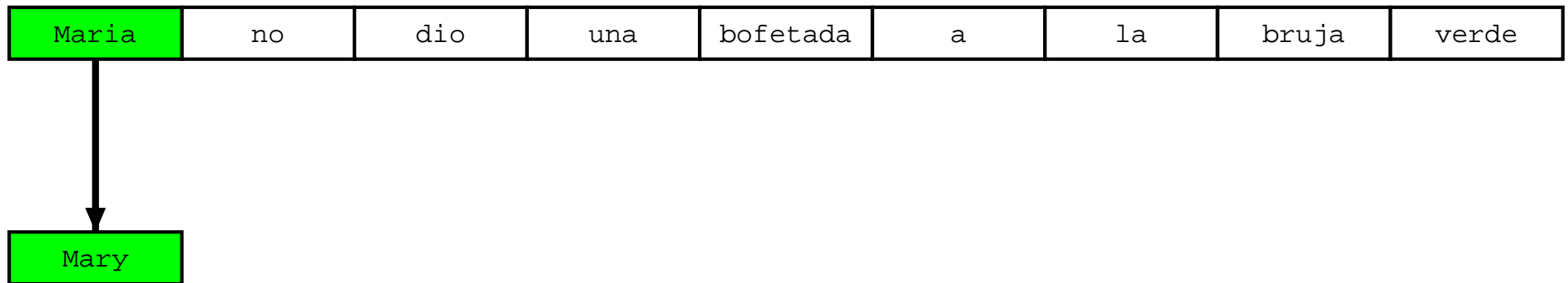
English	$\phi(e f)$	English	$\phi(e f)$
the proposal	0.6227	the suggestions	0.0114
's proposal	0.1068	the proposed	0.0114
a proposal	0.0341	the motion	0.0091
the idea	0.0250	the idea of	0.0091
this proposal	0.0227	the proposal ,	0.0068
proposal	0.0205	its proposal	0.0068
of the proposal	0.0159	it	0.0068
the proposals	0.0159	...	...

# Decoding Process

Maria	no	dio	una	bofetada	a	la	bruja	verde
-------	----	-----	-----	----------	---	----	-------	-------

- Build translation left to right
  - *select foreign* words to be translated

# Decoding Process



- Build translation *left to right*
  - select foreign words to be translated
  - *find English* phrase translation
  - *add English* phrase to end of partial translation

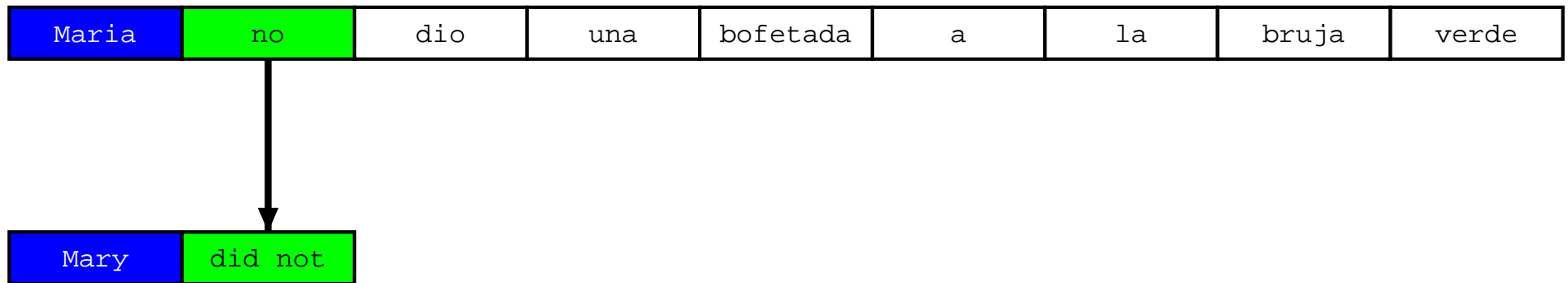
# Decoding Process

Maria	no	dio	una	bofetada	a	la	bruja	verde
-------	----	-----	-----	----------	---	----	-------	-------

Mary

- Build translation left to right
  - select foreign words to be translated
  - find English phrase translation
  - add English phrase to end of partial translation
  - *mark foreign* words as translated

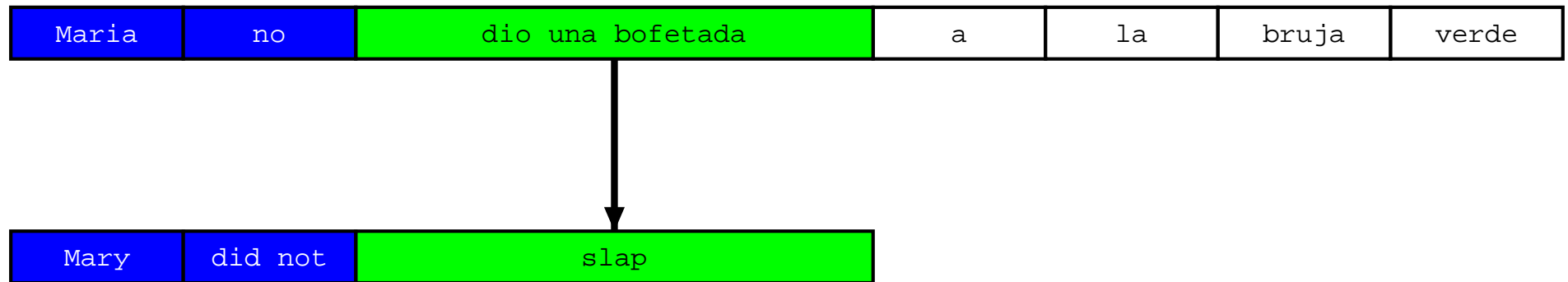
# Decoding Process



- *One to many* translation



# Decoding Process



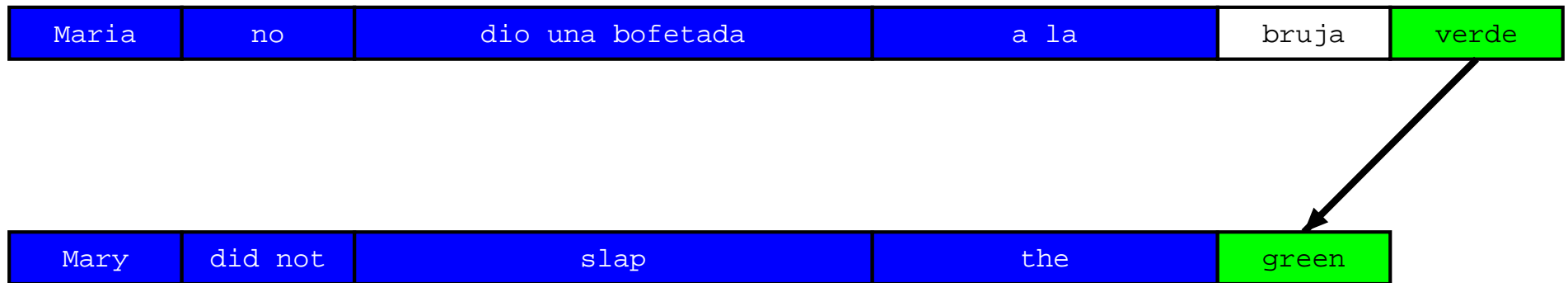
- Many to one translation

# Decoding Process



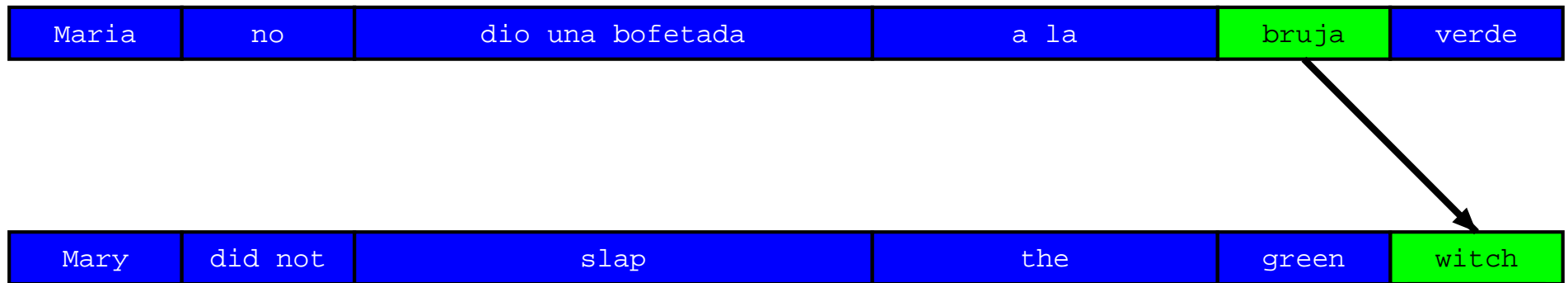
- *Many to one* translation

# Decoding Process



- *Reordering*

# Decoding Process



- Translation *finished*

# Translation Options

Maria	no	dio	una	bofetada	a	la	bruja	verde
<u>Mary</u>	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
	<u>did not</u>		<u>a</u>	<u>slap</u>	<u>by</u>		<u>green</u>	<u>witch</u>
	<u>no</u>		<u>slap</u>		<u>to the</u>			
	<u>did not give</u>				<u>to</u>			
					<u>the</u>			
			<u>slap</u>			<u>the</u>	<u>witch</u>	

- Look up *possible phrase translations*
  - many different ways to *segment* words into phrases
  - many different ways to *translate* each phrase

# Hypothesis Expansion

Maria	no	dio	una	bofetada	a	la	bruja	verde
-------	----	-----	-----	----------	---	----	-------	-------

<del>Mary</del>	<del>not</del>	<del>give</del>	<del>a</del>	<del>slap</del>	<del>to</del>	<del>the</del>	<del>witch</del>	<del>green</del>
	<del>did not</del>		<del>a</del>	<del>slap</del>	<del>by</del>		<del>green</del>	<del>witch</del>
	<del>no</del>		<del>slap</del>		<del>to</del>	<del>the</del>		
	<del>did not</del>	<del>give</del>			<del>to</del>			
				<del>slap</del>		<del>the</del>		
							<del>the</del>	<del>witch</del>

```
e:
f: -----
p: 1
```

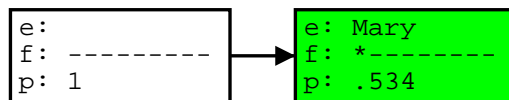
- Start with **empty hypothesis**
  - e: no English words
  - f: no foreign words covered
  - p: probability 1

# Hypothesis Expansion

Maria	no	dio	una	bofetada	a	la	bruja	verde
-------	----	-----	-----	----------	---	----	-------	-------

Mary	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
	<u>did not</u>		<u>a slap</u>		<u>by</u>		<u>green witch</u>	
	<u>no</u>		<u>slap</u>		<u>to the</u>			
	<u>did not give</u>				<u>to</u>			
					<u>the</u>			
			<u>slap</u>			<u>the witch</u>		



- Pick *translation option*
- Create *hypothesis*
  - e: add English phrase Mary
  - f: first foreign word covered
  - p: probability 0.534

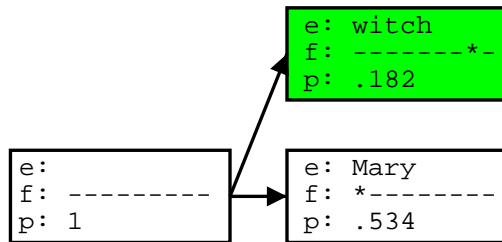
## A Quick Word on Probabilities

- Not going into detail here, but...
- *Translation Model*
  - phrase translation probability  $p(\text{Mary}|\text{Maria})$
  - reordering costs
  - phrase/word count costs
  - ...
- *Language Model*
  - uses trigrams:
  - $p(\text{Mary did not}) =$   
 $p(\text{Mary}|\text{START}) \times p(\text{did}|\text{Mary,START}) \times p(\text{not}|\text{Mary did})$



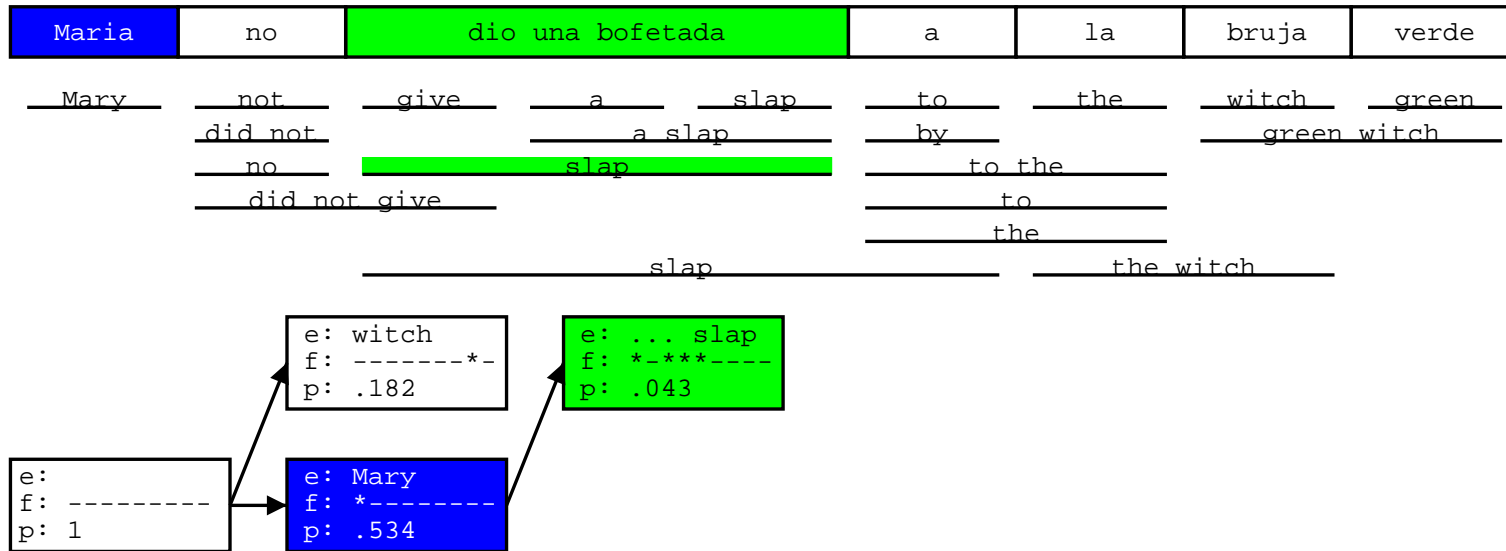
# Hypothesis Expansion

Maria	no	dio	una	bofetada	a	la	bruja	verde
<u>Mary</u>	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
	<u>did not</u>		<u>a slap</u>		<u>by</u>		<u>green witch</u>	
	<u>no</u>		<u>slap</u>		<u>to the</u>			
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					<u>the</u>			
				<u>slap</u>			<u>the witch</u>	



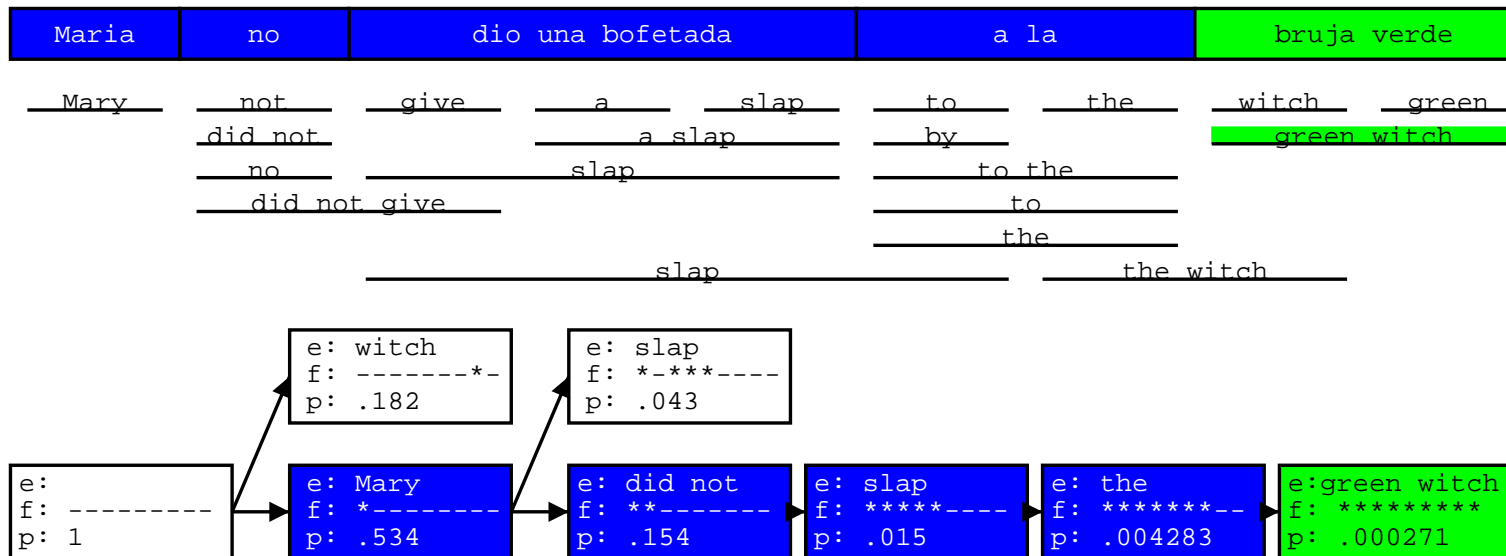
- Add another *hypothesis*

# Hypothesis Expansion



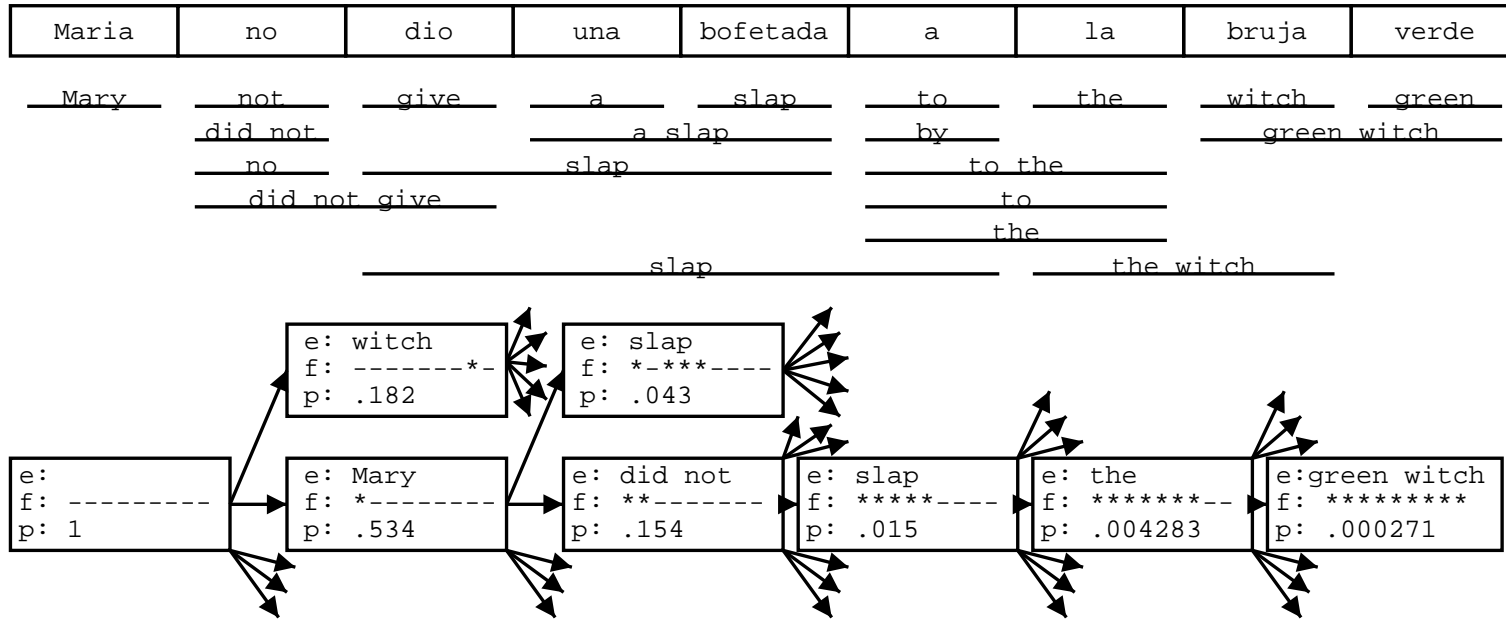
- Further *hypothesis expansion*

# Hypothesis Expansion



- ... until all foreign words *covered*
  - find *best hypothesis* that covers all foreign words
  - *backtrack* to read off translation

# Hypothesis Expansion



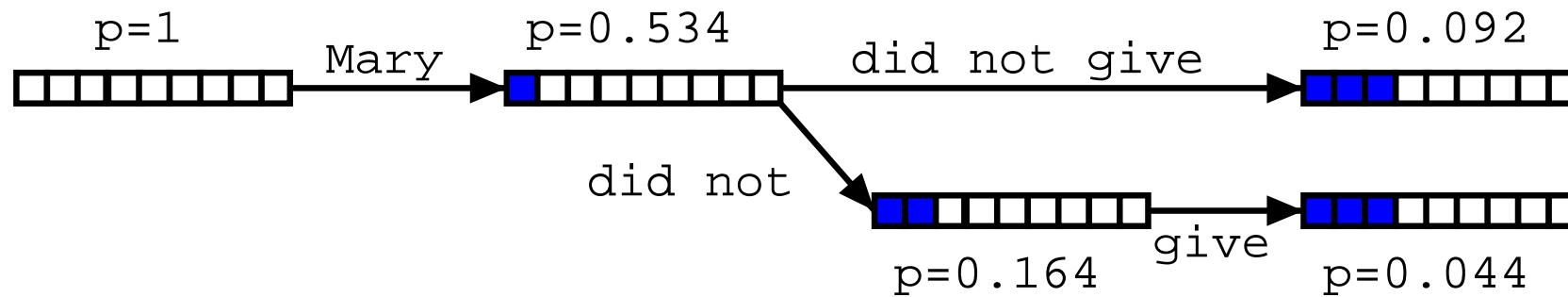
- Adding more hypothesis

⇒ *Explosion* of search space

## Explosion of Search Space

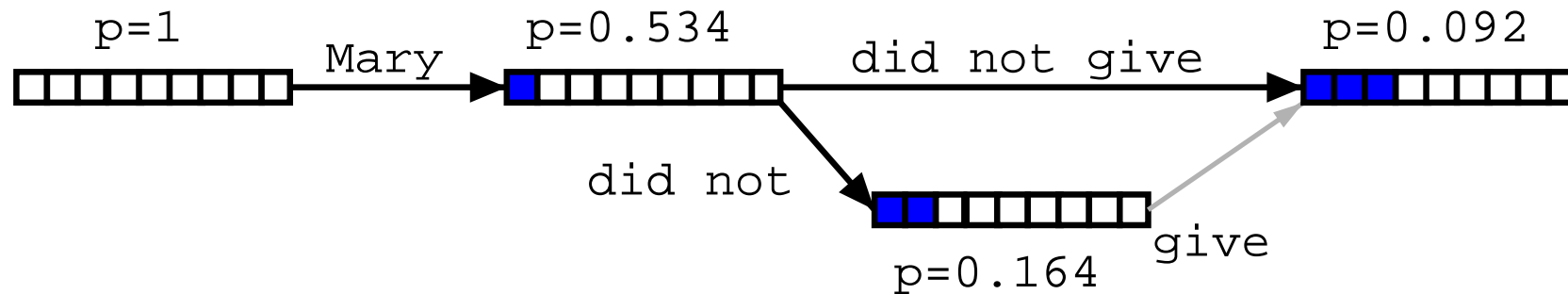
- Number of hypotheses is *exponential* with respect to sentence length
- ⇒ Decoding is NP-complete [Knight, 1999]
- ⇒ Need to *reduce search space*
- risk free: hypothesis **recombination**
  - risky: **histogram/threshold pruning**

# Hypothesis Recombination



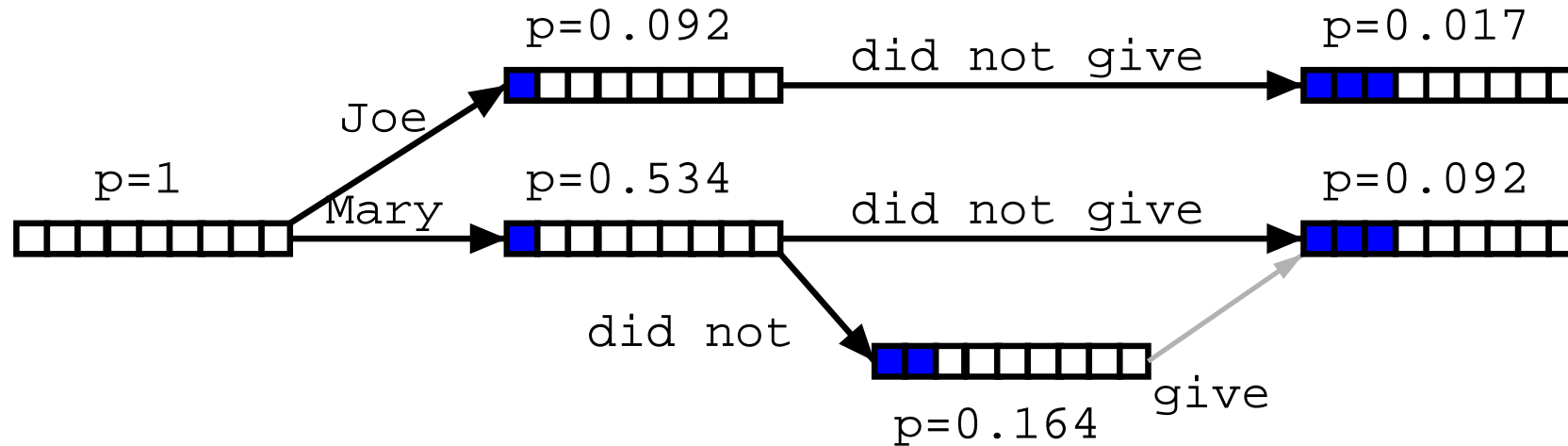
- Different paths to the *same* partial translation

## Hypothesis Recombination



- Different paths to the same partial translation
- ⇒ *Combine paths*
- *drop weaker* path
  - keep pointer from weaker path (for lattice generation)

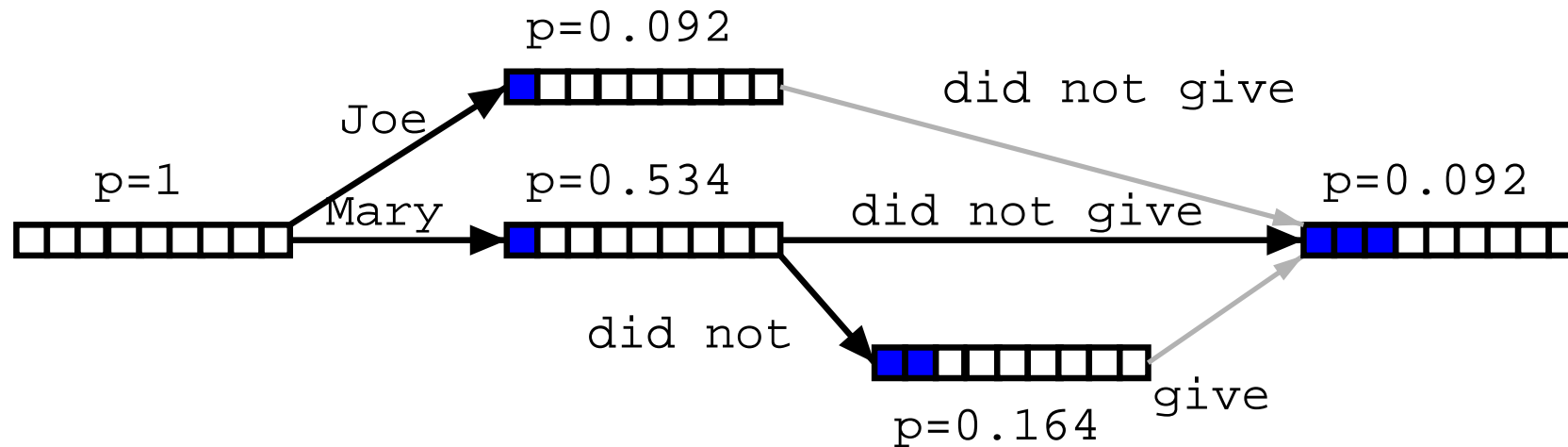
## Hypothesis Recombination



- Recombined hypotheses do *not* have to *match completely*
- No matter what is added, weaker path can be dropped, if:
  - *last two English words* match (matters for language model)
  - *foreign word coverage* vectors match (effects future path)



## Hypothesis Recombination



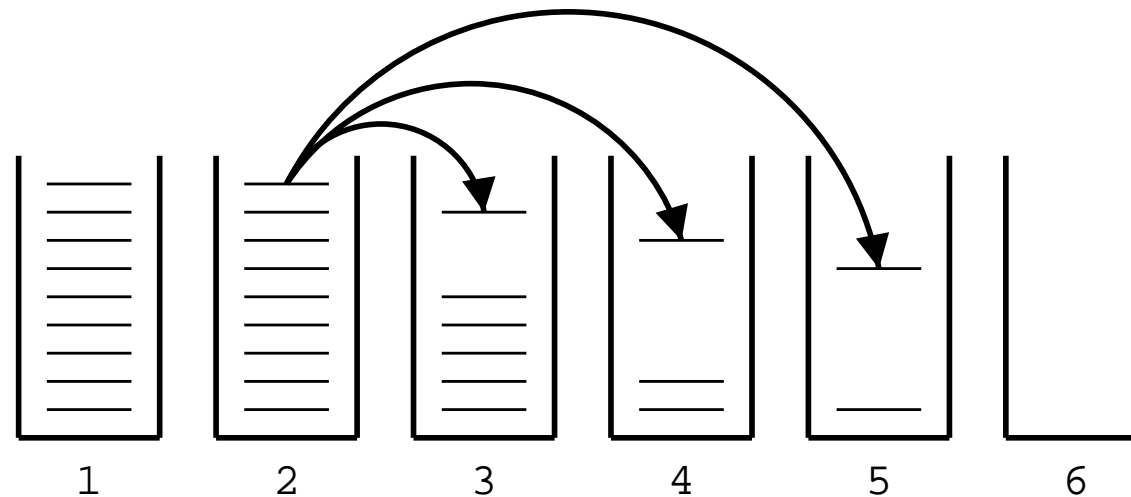
- Recombined hypotheses do not have to match completely
- No matter what is added, weaker path can be dropped, if:
  - last two English words match (matters for language model)
  - foreign word coverage vectors match (effects future path)

⇒ *Combine paths*

# Pruning

- Hypothesis recombination is *not sufficient*
- ⇒ Heuristically *discard* weak hypotheses early
- Organize Hypothesis in **stacks**, e.g. by
    - *same* foreign words covered
    - *same number* of foreign words covered
    - *same number* of English words produced
  - Compare hypotheses in stacks, discard bad ones
    - **histogram pruning**: keep top  $n$  hypotheses in each stack (e.g.,  $n=100$ )
    - **threshold pruning**: keep hypotheses that are at most  $\alpha$  times the cost of best hypothesis in stack (e.g.,  $\alpha = 0.001$ )

## Hypothesis Stacks

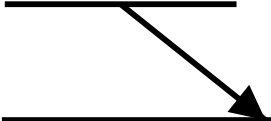


- Organization of hypothesis into stacks
  - here: based on *number of foreign words* translated
  - during translation all hypotheses from one stack are expanded
  - expanded Hypotheses are placed into stacks

## Comparing Hypotheses

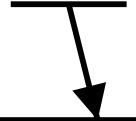
- Comparing hypotheses with *same number of foreign words* covered

Maria no dio una bofetada a la bruja verde



e: Mary did not  
f: \*\*-----  
p: 0.154

**better  
partial  
translation**

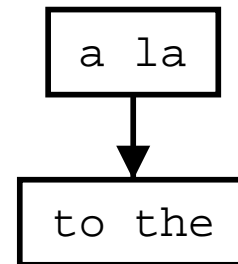


e: the  
f: -----\*\*--  
p: 0.354

**covers  
easier part  
--> lower cost**

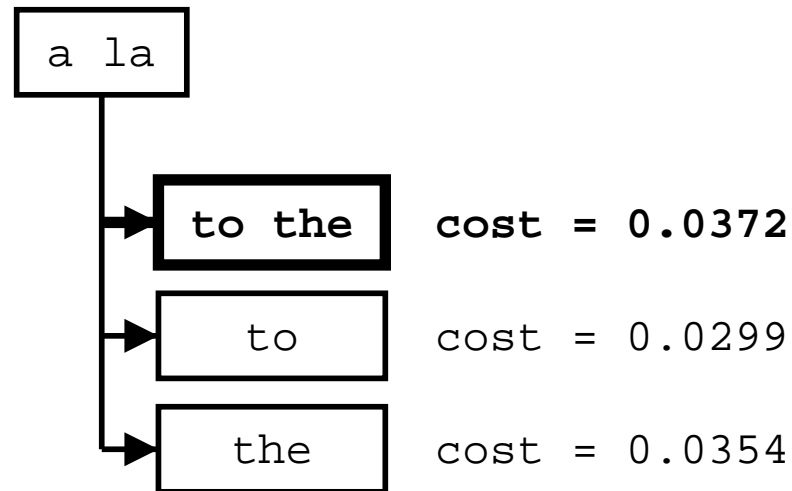
- Hypothesis that covers *easy part* of sentence is preferred
- ⇒ Need to consider **future cost** of uncovered parts

## Future Cost Estimation



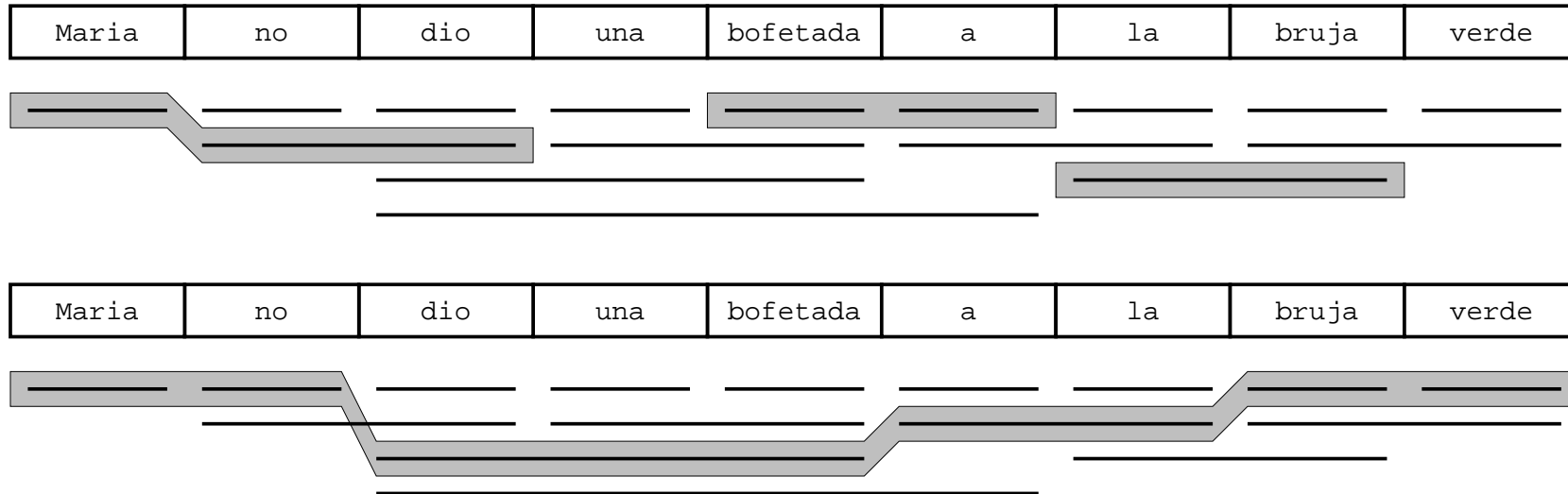
- *Estimate cost* to translate remaining part of input
  - Step 1: estimate future cost for each *translation option*
    - look up translation model cost
    - estimate language model cost (no prior context)
    - ignore reordering model cost
- $LM * TM = p(\text{to}) * p(\text{the}|\text{to}) * p(\text{to the}|\text{a la})$

## Future Cost Estimation: Step 2



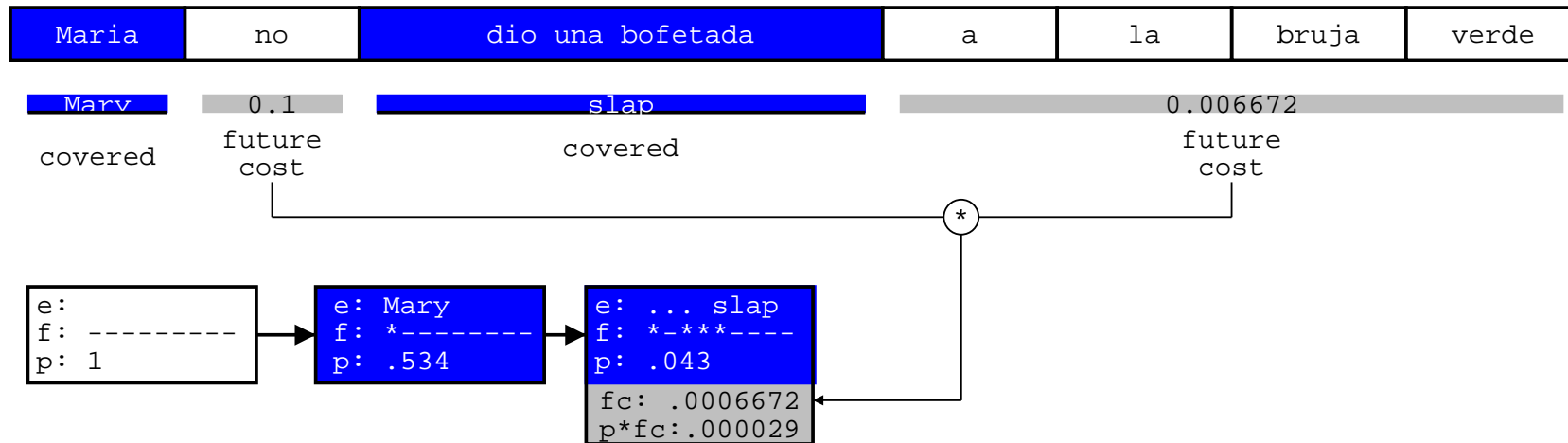
- Step 2: find *cheapest cost* among translation options

## Future Cost Estimation: Step 3



- Step 3: find *cheapest future cost path* for each span
  - can be done *efficiently* by dynamic programming
  - future cost for every span can be *pre-computed*

# Future Cost Estimation: Application



- Use future cost estimates when *pruning* hypotheses
- For each *uncovered contiguous span*:
  - look up *future costs* for each maximal contiguous uncovered span
  - *add* to actually accumulated cost for translation option for pruning



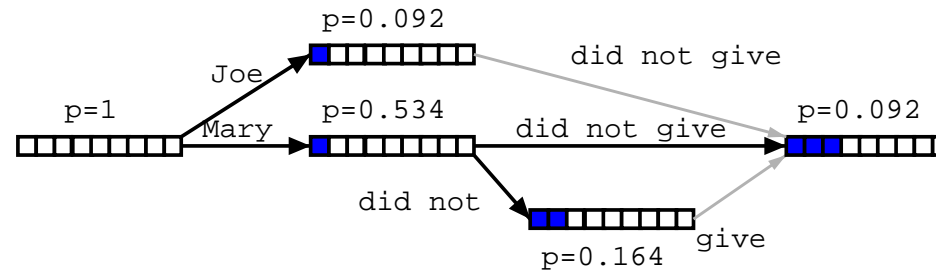
## A\* search

- Pruning might drop hypothesis that lead to the best path (**search error**)
- **A\* search**: safe pruning
  - future cost estimates have to be accurate or underestimates
  - **lower bound** for probability is established early by **depth first search**: compute cost for one complete translation
  - if cost-so-far and future cost are worse than *lower bound*, hypothesis can be safely discarded
- Not commonly done, since not aggressive enough

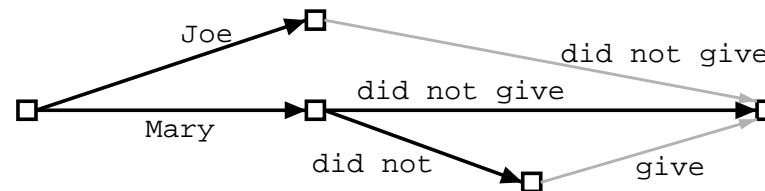
## Limits on Reordering

- Reordering may be **limited**
  - **Monotone** Translation: No reordering at all
  - Only phrase movements of at most  $n$  words
- Reordering limits *speed* up search (polynomial instead of exponential)
- Current reordering models are weak, so limits *improve* translation quality

# Word Lattice Generation



- **Search graph** can be easily converted into a **word lattice**
  - can be further mined for **n-best lists**
  - enables **reranking** approaches
  - enables **discriminative training**



## Sample N-Best List

- Simple **N-best list**:

```
Translation ||| Reordering LM TM WordPenalty ||| Score
this is a small house ||| 0 -27.0908 -1.83258 -5 ||| -28.9234
this is a little house ||| 0 -28.1791 -1.83258 -5 ||| -30.0117
it is a small house ||| 0 -27.108 -3.21888 -5 ||| -30.3268
it is a little house ||| 0 -28.1963 -3.21888 -5 ||| -31.4152
this is an small house ||| 0 -31.7294 -1.83258 -5 ||| -33.562
it is an small house ||| 0 -32.3094 -3.21888 -5 ||| -35.5283
this is an little house ||| 0 -33.7639 -1.83258 -5 ||| -35.5965
this is a house small ||| -3 -31.4851 -1.83258 -5 ||| -36.3176
this is a house little ||| -3 -31.5689 -1.83258 -5 ||| -36.4015
it is an little house ||| 0 -34.3439 -3.21888 -5 ||| -37.5628
it is a house small ||| -3 -31.5022 -3.21888 -5 ||| -37.7211
this is an house small ||| -3 -32.8999 -1.83258 -5 ||| -37.7325
it is a house little ||| -3 -31.586 -3.21888 -5 ||| -37.8049
this is an house little ||| -3 -32.9837 -1.83258 -5 ||| -37.8163
the house is a little ||| -7 -28.5107 -2.52573 -5 ||| -38.0364
the is a small house ||| 0 -35.6899 -2.52573 -5 ||| -38.2156
is it a little house ||| -4 -30.3603 -3.91202 -5 ||| -38.2723
the house is a small ||| -7 -28.7683 -2.52573 -5 ||| -38.294
it 's a small house ||| 0 -34.8557 -3.91202 -5 ||| -38.7677
this house is a little ||| -7 -28.0443 -3.91202 -5 ||| -38.9563
it 's a little house ||| 0 -35.1446 -3.91202 -5 ||| -39.0566
this house is a small ||| -7 -28.3018 -3.91202 -5 ||| -39.2139
```

## XML Markup

Er erzielte `<NUMBER english='17.55'>17,55</NUMBER>` Punkte .

- *Add additional translation options*
  - number translation
  - name translation
- Additional options
  - provide multiple translations
  - provide probability distribution along with translations
  - allow bypassing of provided translations