

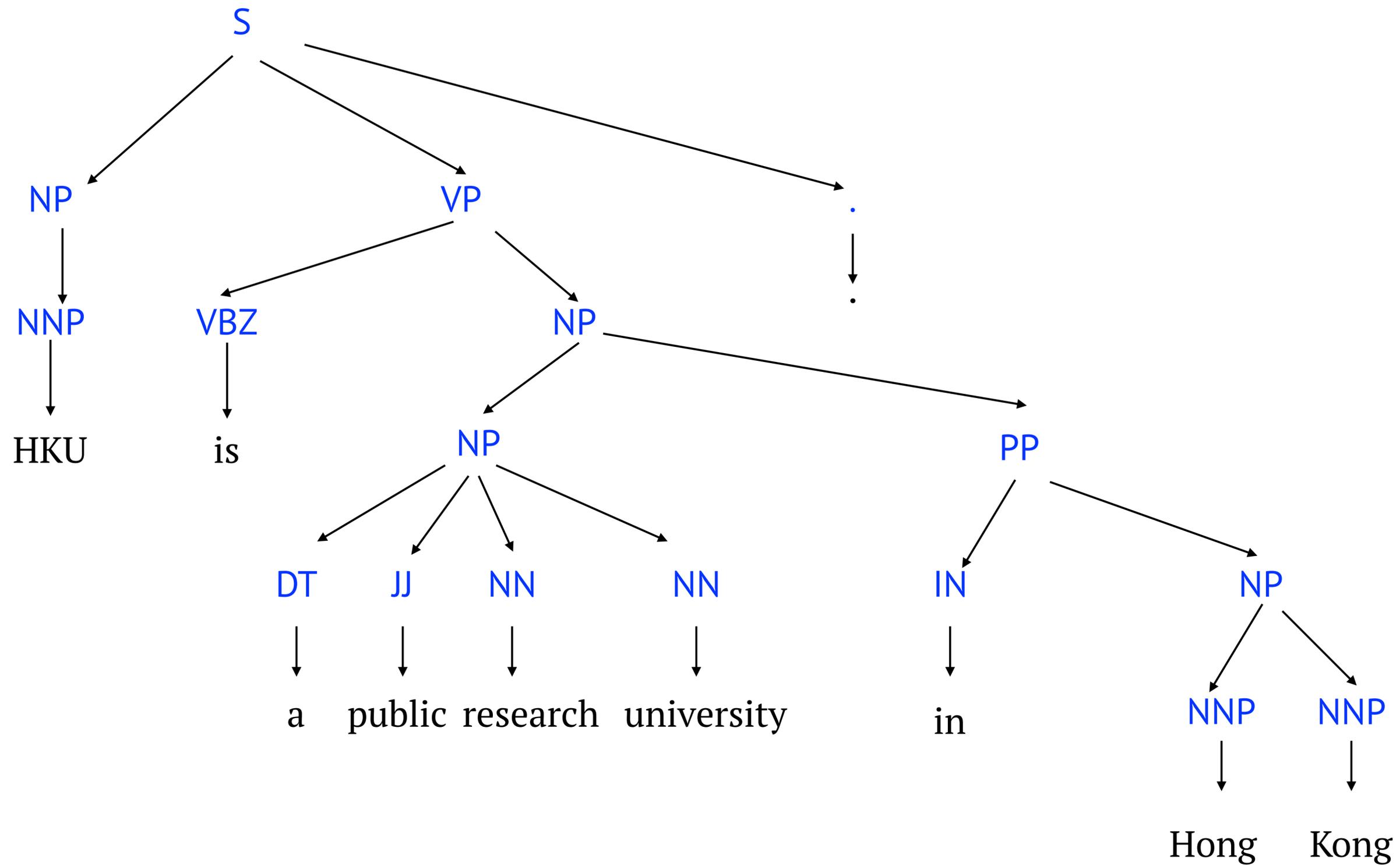
# Recursive Neural Networks, Shift-reduce Parsing

COMP7607 — Week 7

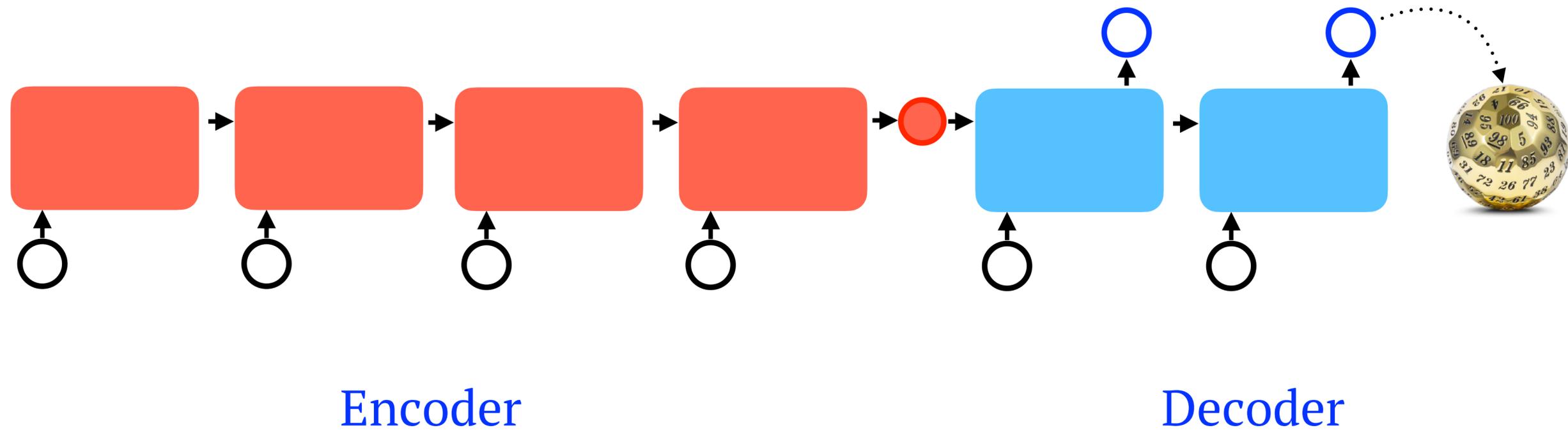
Lingpeng Kong

Department of Computer Science, The University of Hong Kong

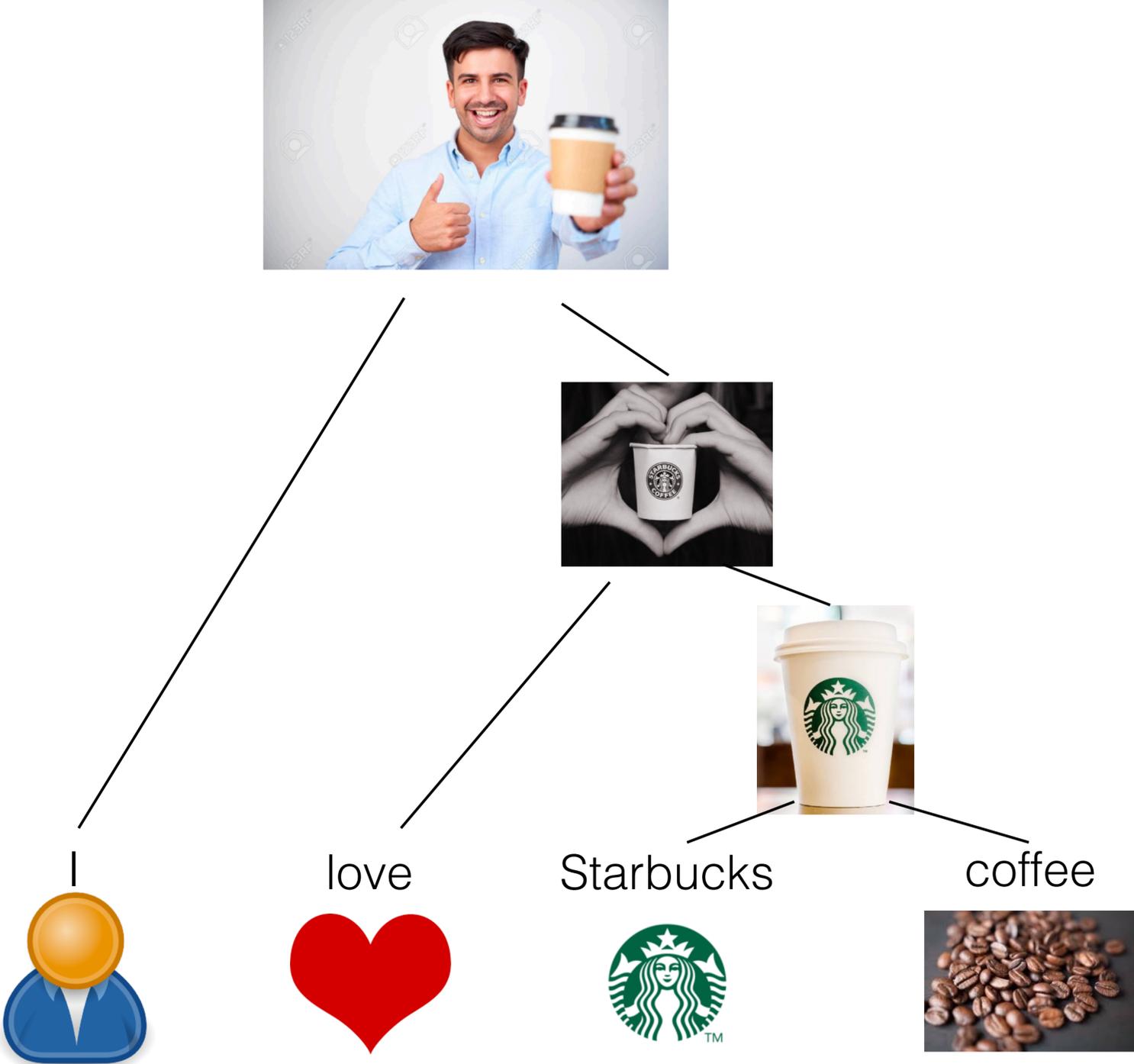
# Parse Trees



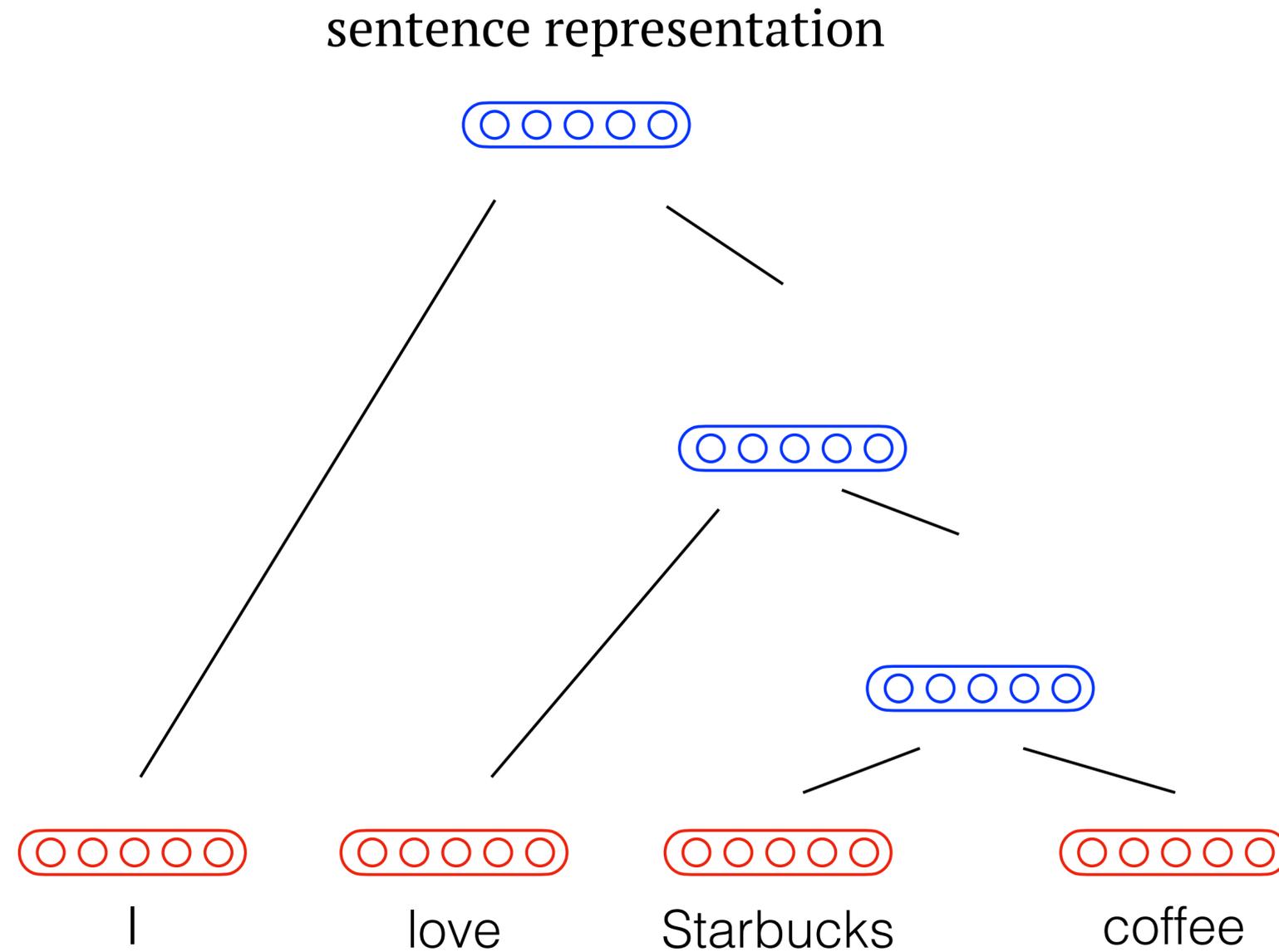
# Sequence to Sequence Model



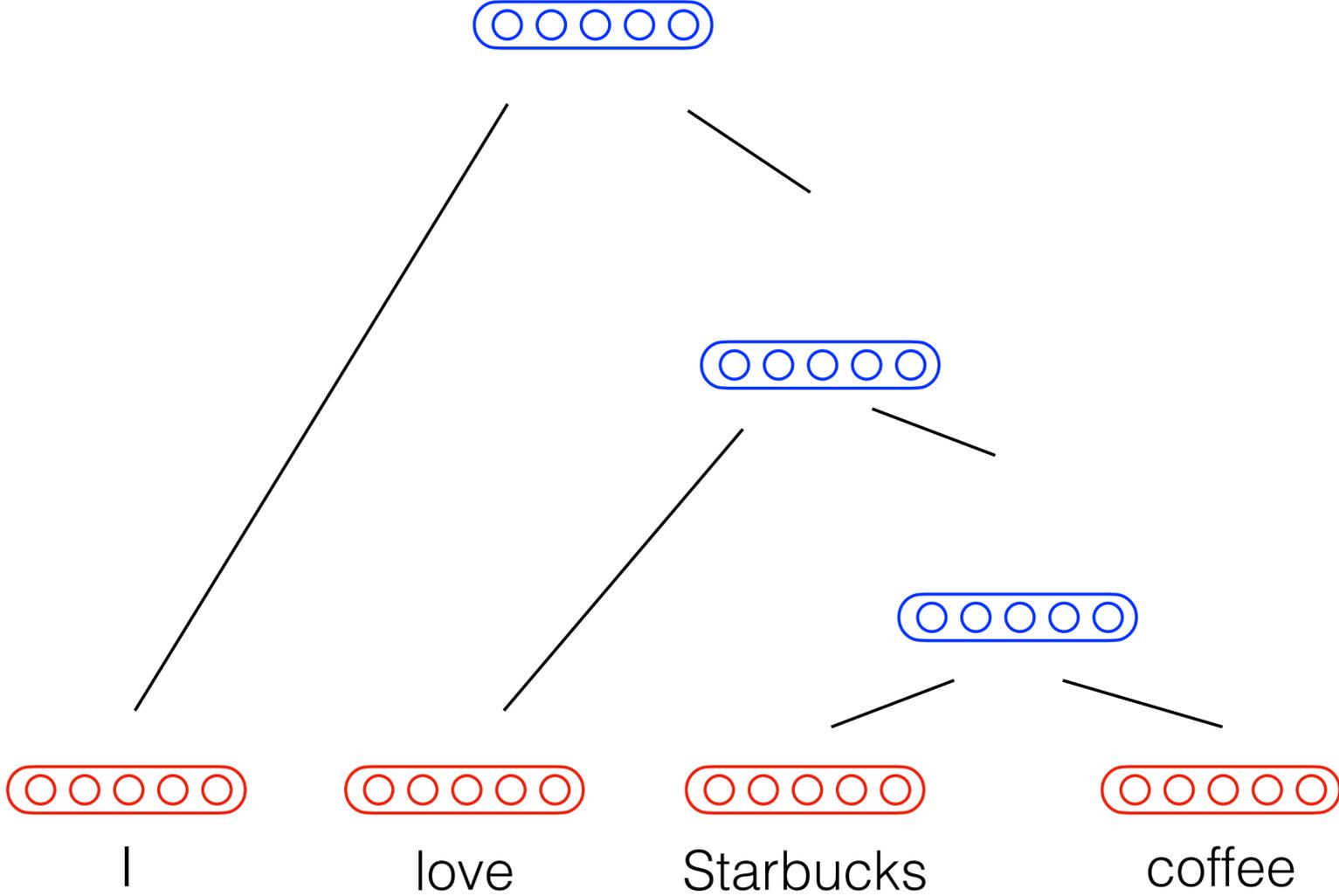
# Recursive Neural Networks as Encoder



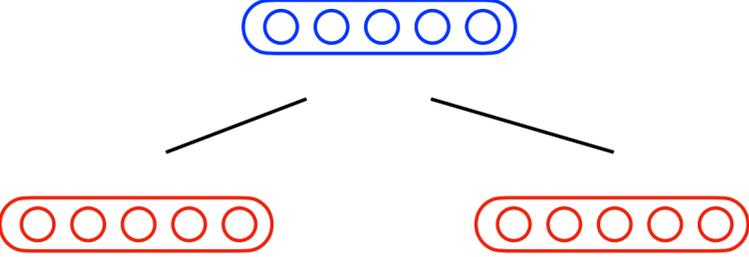
# Recursive Neural Networks as Encoder



# Recursive Neural Networks as Encoder



compositional function:



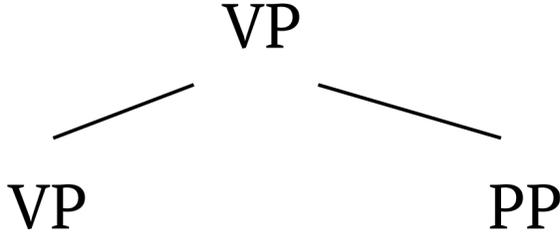
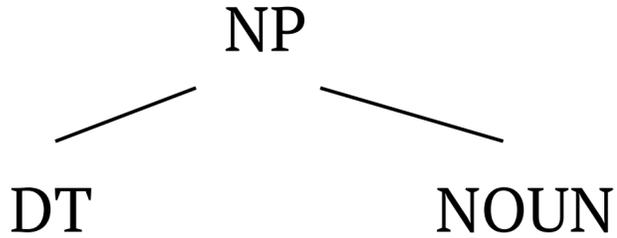
$$\text{blue vector} = f(\text{red vector}, \text{red vector})$$

for example:

$$\text{blue vector} = W_1 \text{ red vector} + W_2 \text{ red vector} + b$$

# Recursive Neural Networks as Encoder

compositional function:

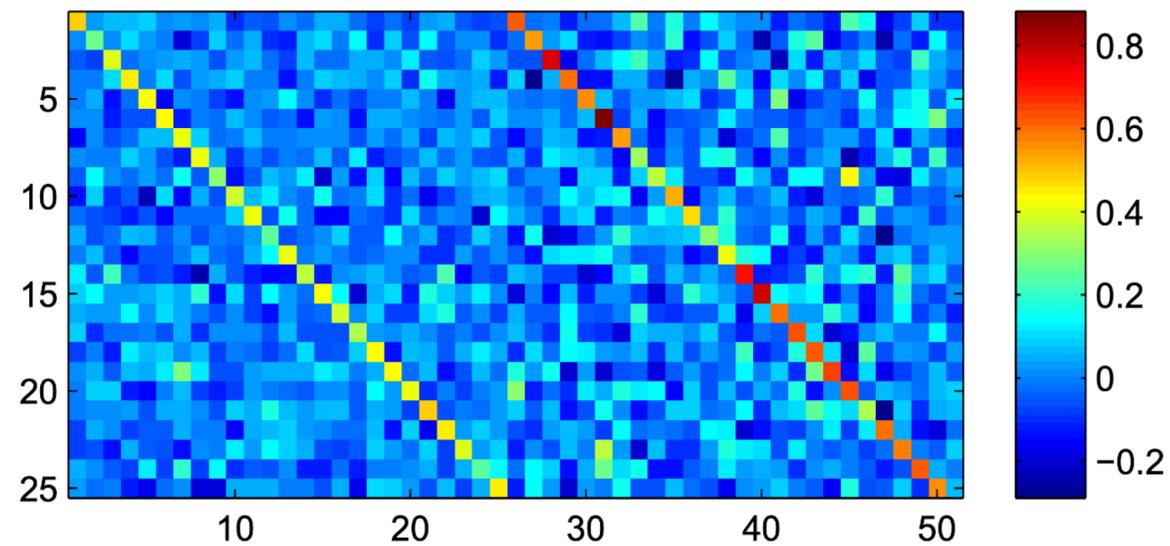


$$\begin{aligned} \text{blue vector} &= f(\text{red vector}, \text{red vector}, \text{NP} \rightarrow \text{DT NOUN}) \\ \text{blue vector} &= f(\text{red vector}, \text{red vector}, \text{VP} \rightarrow \text{VP PP}) \end{aligned}$$

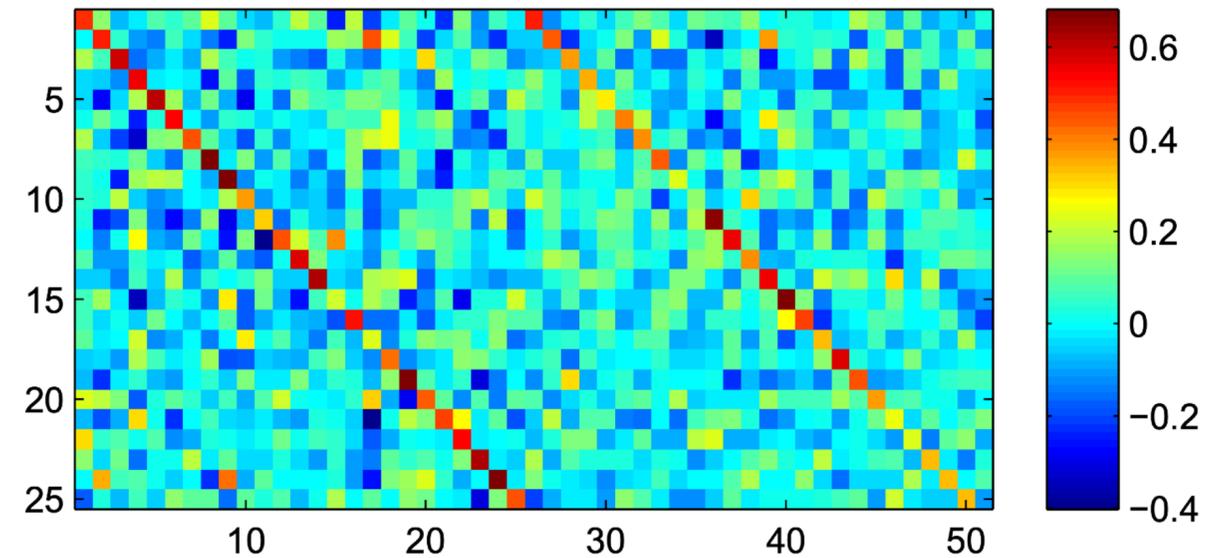
what's good about it?

# Recursive Neural Networks as Encoder

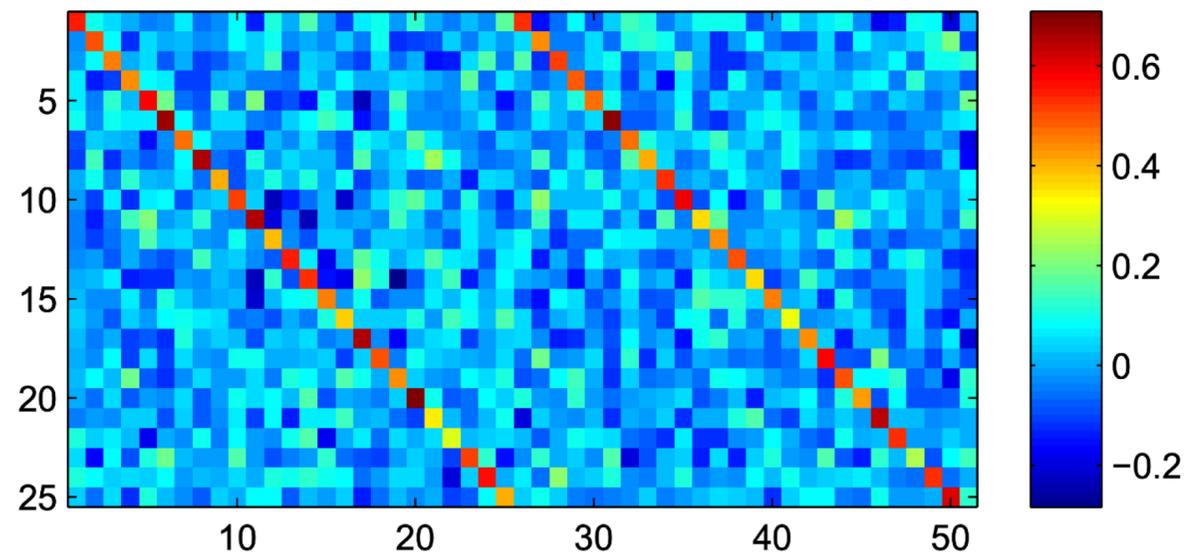
compositional function:



DT-NP

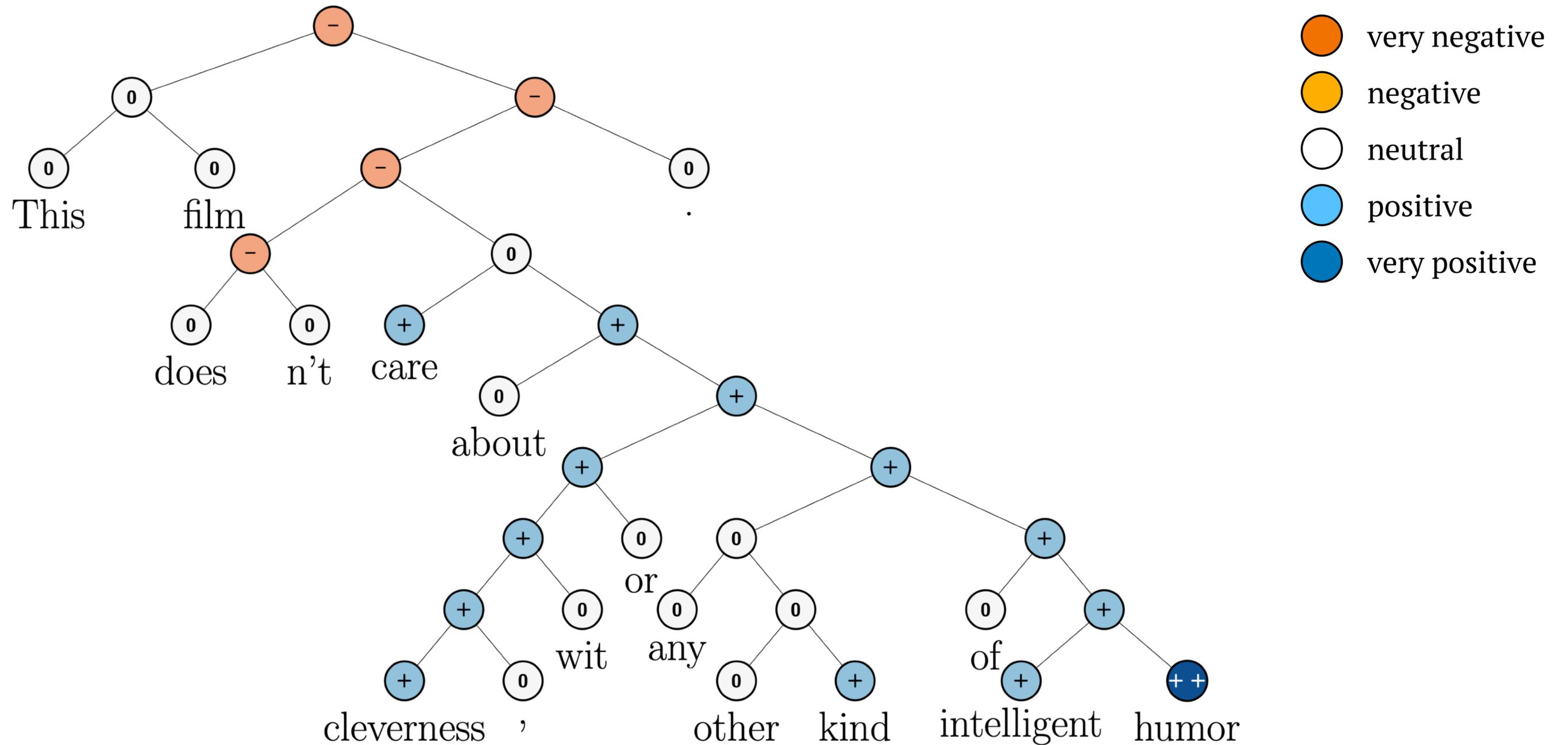


VP-NP

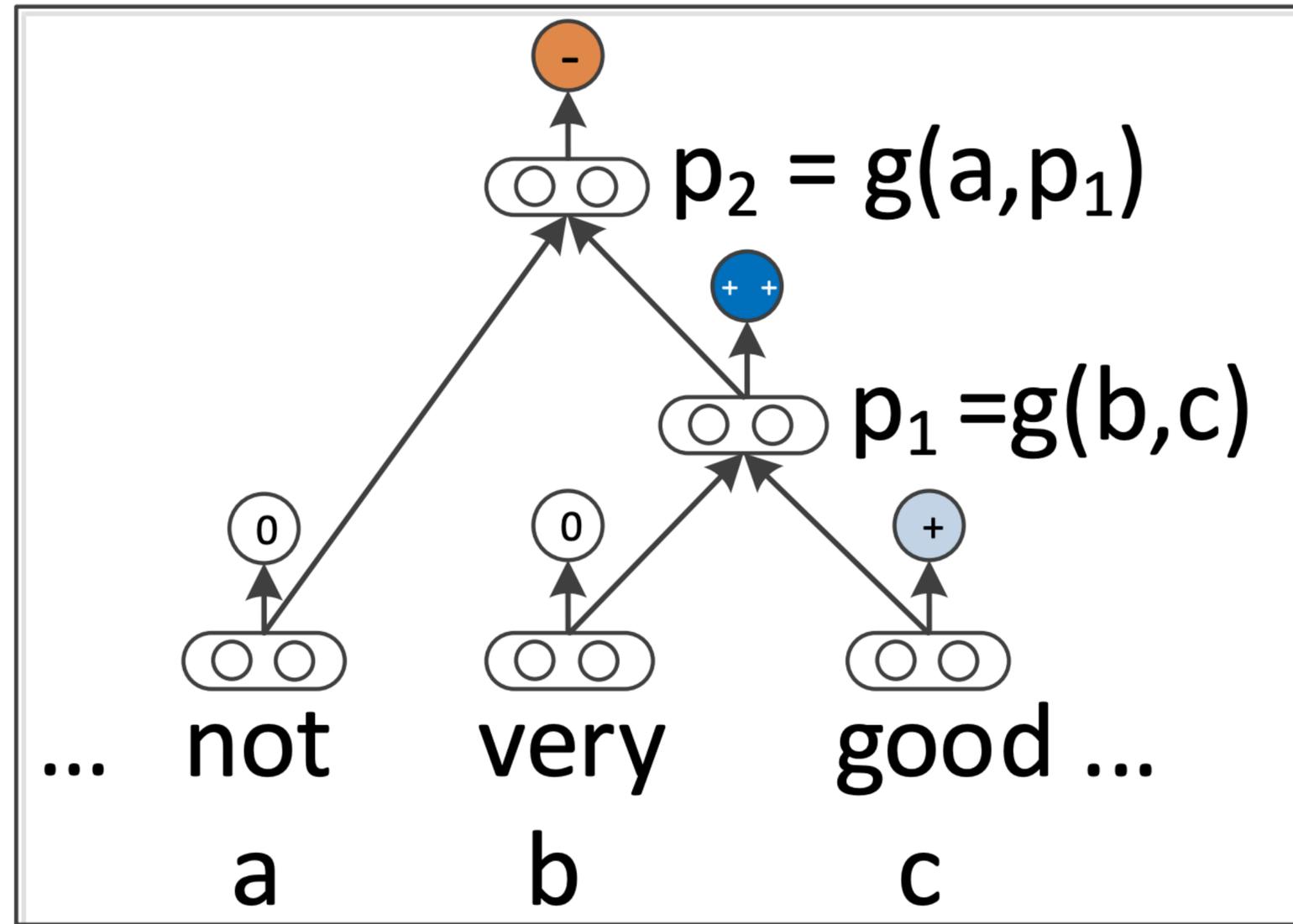


ADJP-NP

# Stanford Sentiment Treebank



# Training in Recursive Neural Network



$$\text{softmax}(W a)$$

Classification with 5 classes:

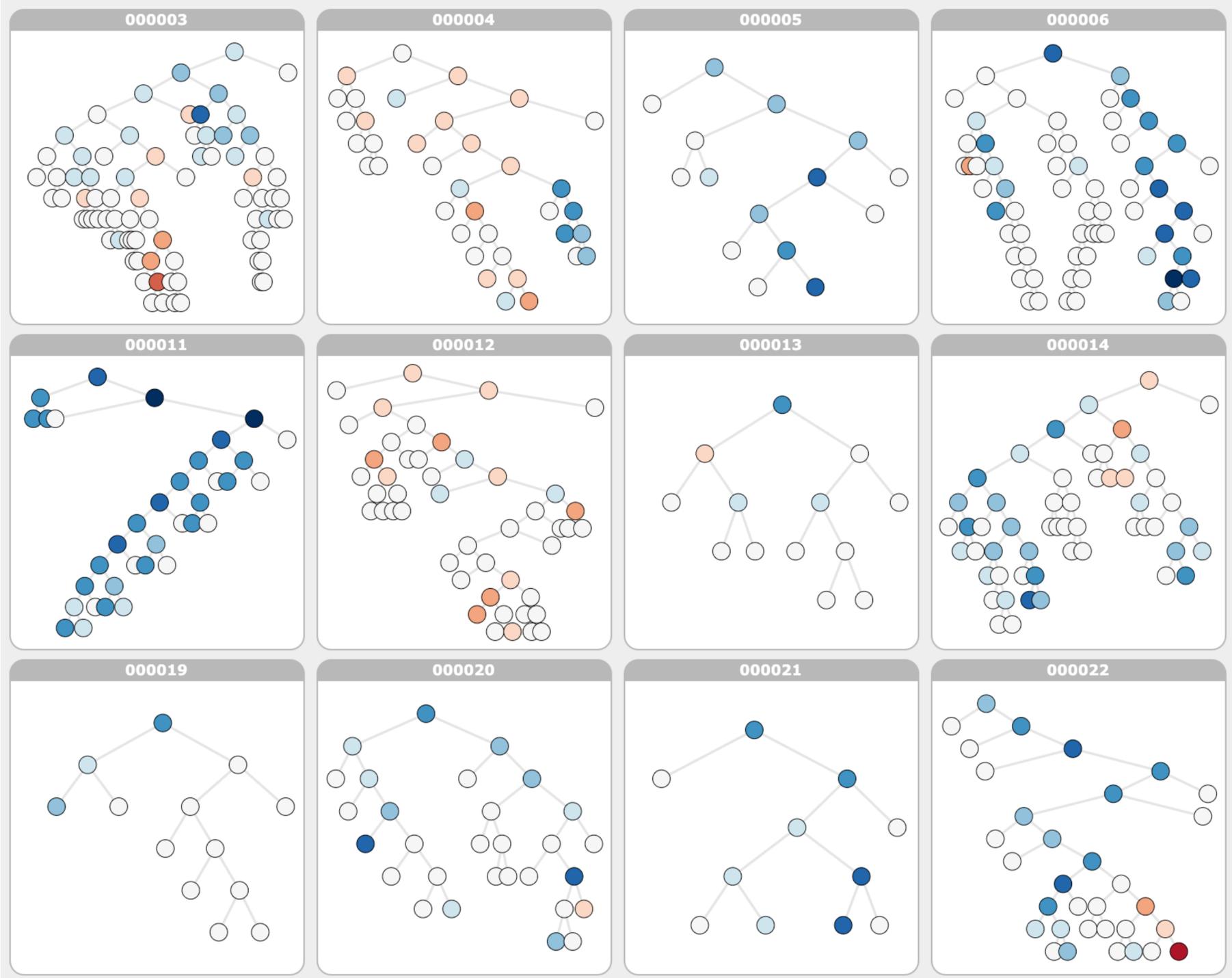
$$W \in \mathbb{R}^{5 \times d}$$

# Recursive Neural Network

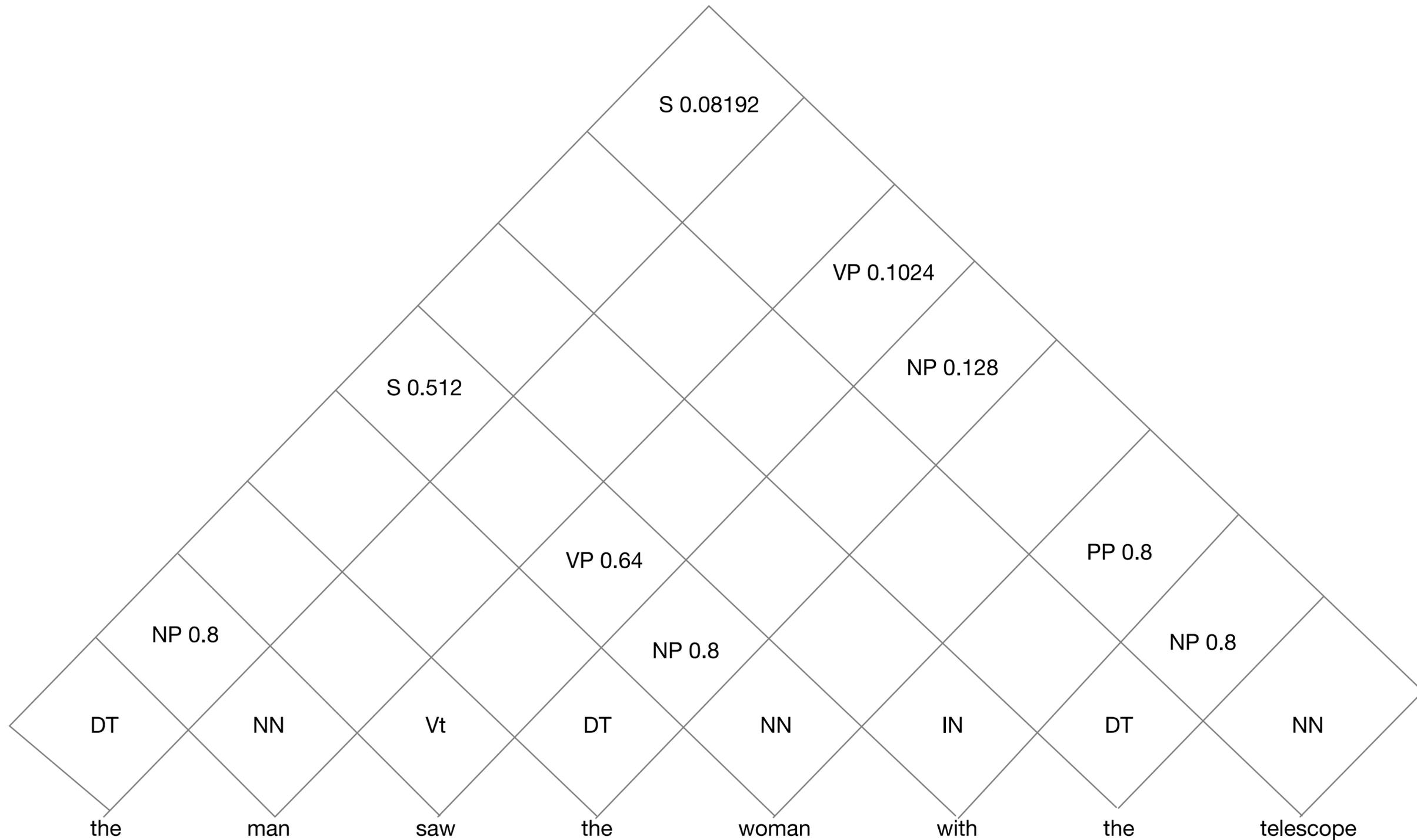
What's bad about it?

Or, what's good about Recurrent NN?

hard to batch, parse tree errors, difficult to pretrain (or use pretrained models) ...



# Parsing with PCFGs (CYK Algorithm)



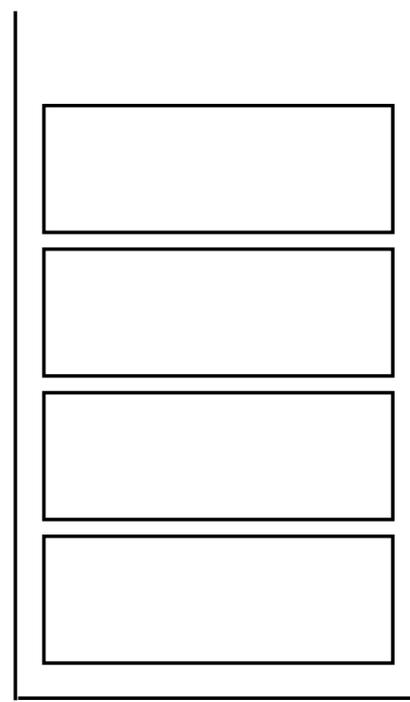
# Shift-reduce Parsing

The hungry cat meows .

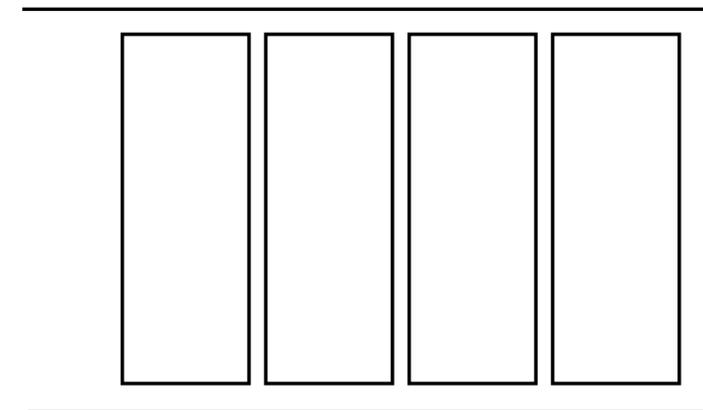
( S ( NP The hungry cat ) ( VP meows ) . )

Stack	Buffer	Action
-------	--------	--------

# Shift-reduce Parsing

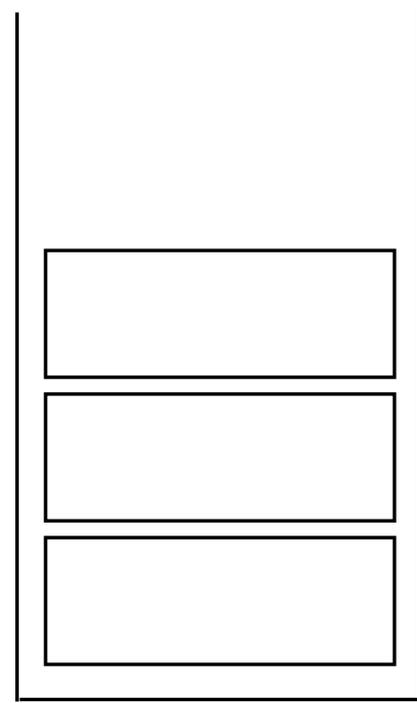


Stack

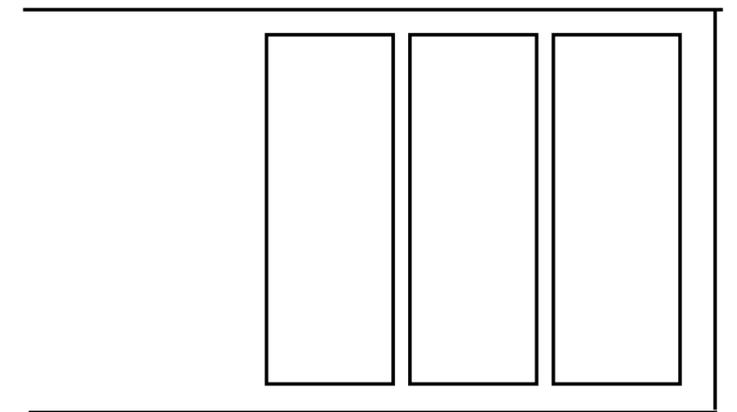
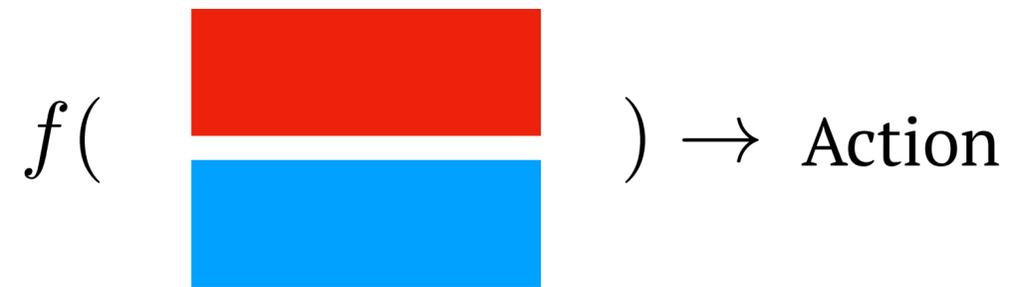


Buffer

# Shift-reduce Parsing



Stack



Buffer

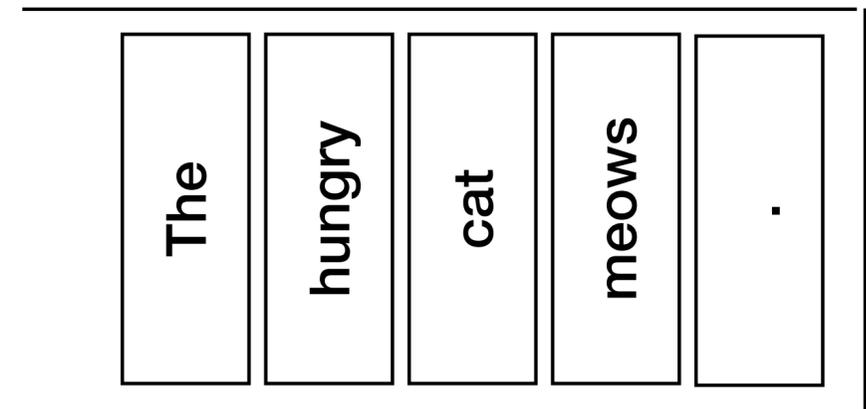
# Shift-reduce Parsing

Action	NT(S)	
	NT(NP)	push an open non-terminal onto the stack
	NT(VP)	
	SHIFT	shift a symbol from the buffer onto the stack
	REDUCE	repeatedly pops completed subtrees or terminal symbols from the stack until an open nonterminal is encountered, and then this open NT is popped and used as the label of a new constituent that has the popped subtrees as its children. This new completed constituent is pushed onto the stack as a single composite item.

# Shift-reduce Parsing



Stack



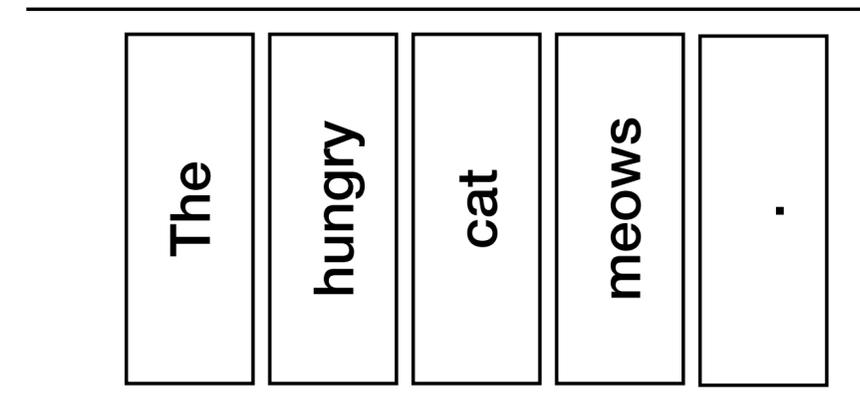
Buffer

# Shift-reduce Parsing

NT(S)

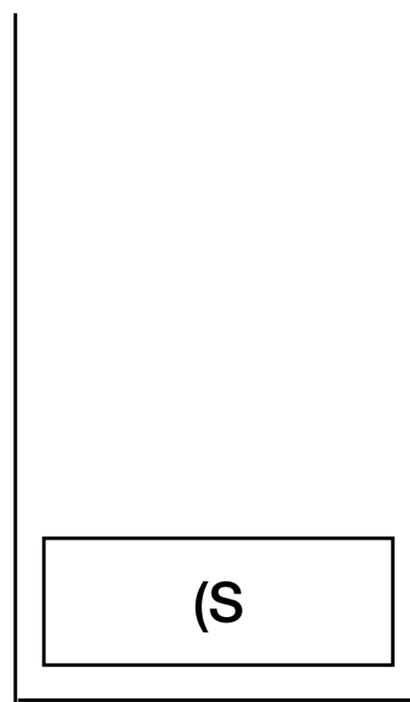


Stack

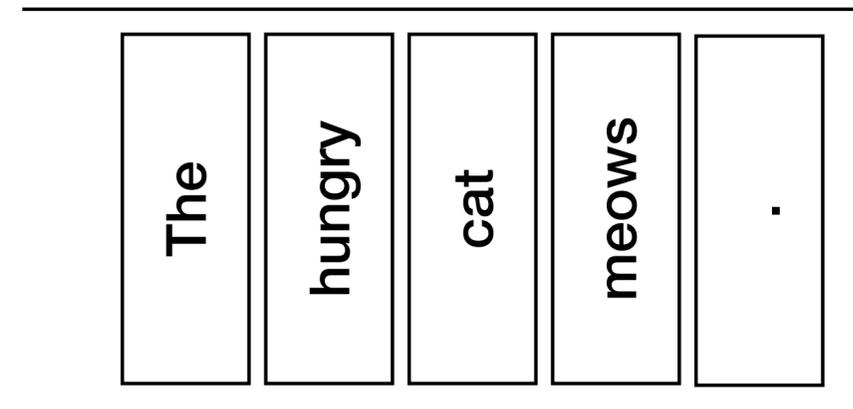


Buffer

# Shift-reduce Parsing



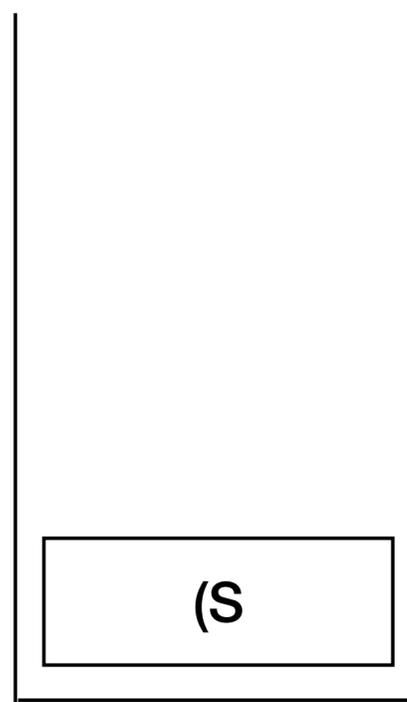
Stack



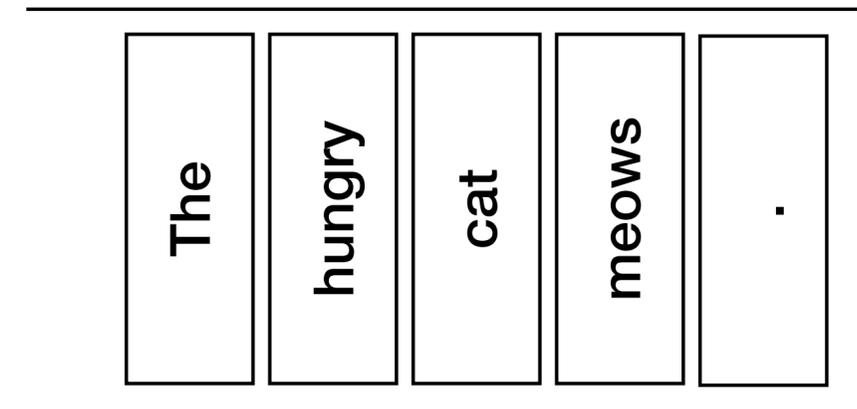
Buffer

# Shift-reduce Parsing

NT(NP)

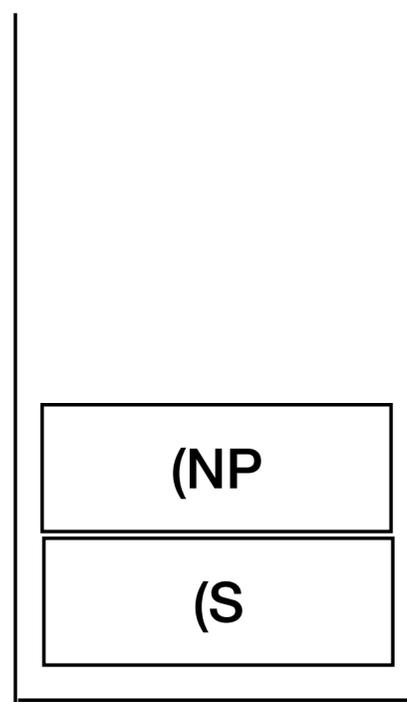


Stack

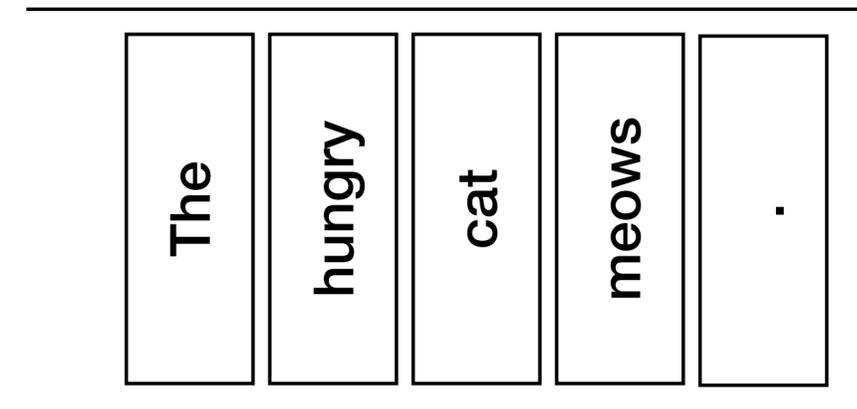


Buffer

# Shift-reduce Parsing



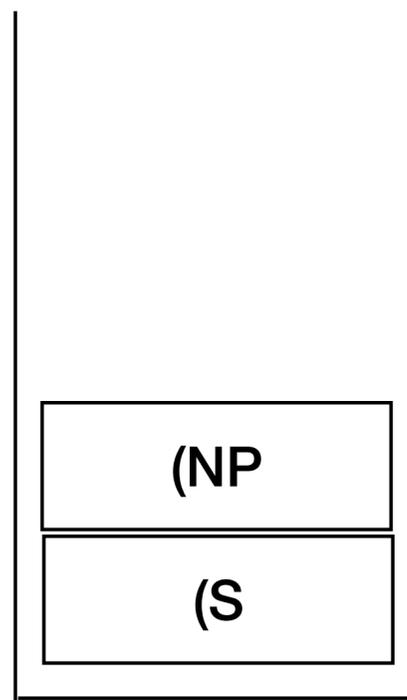
Stack



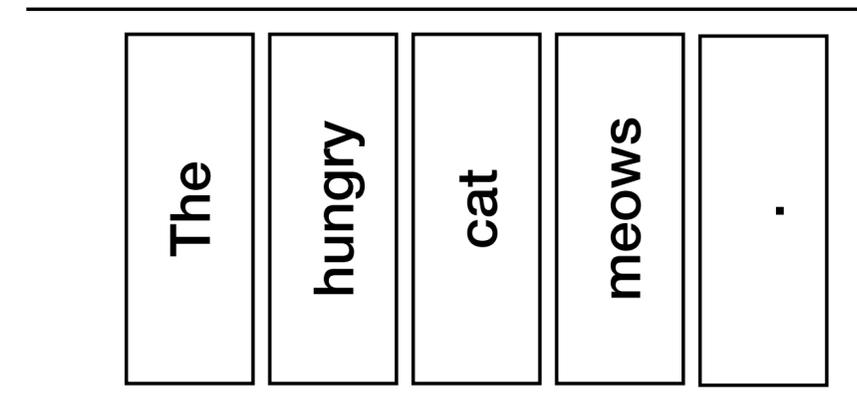
Buffer

# Shift-reduce Parsing

Shift

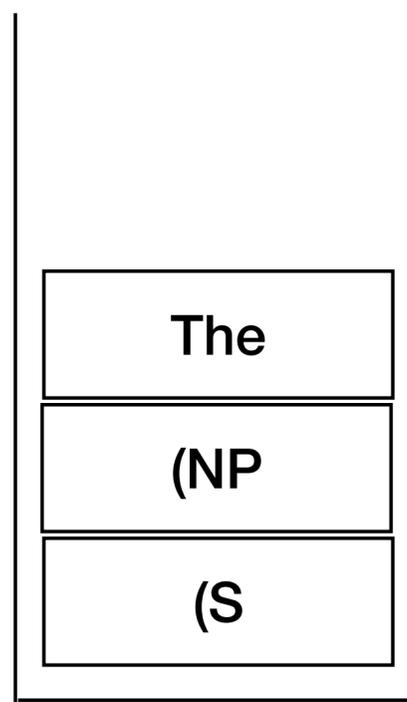


Stack

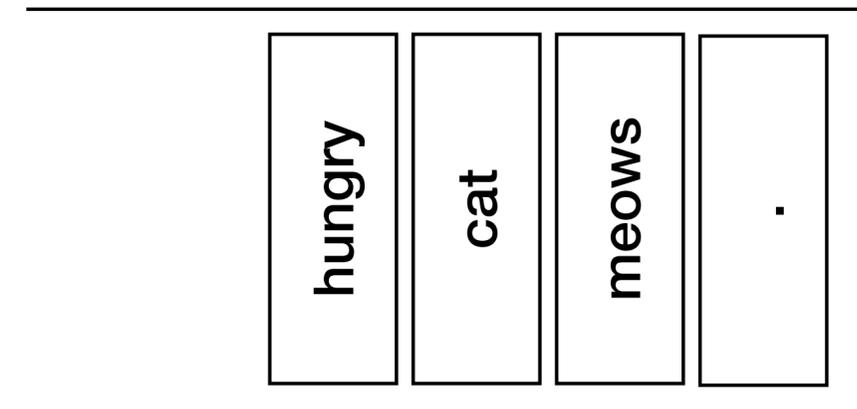


Buffer

# Shift-reduce Parsing



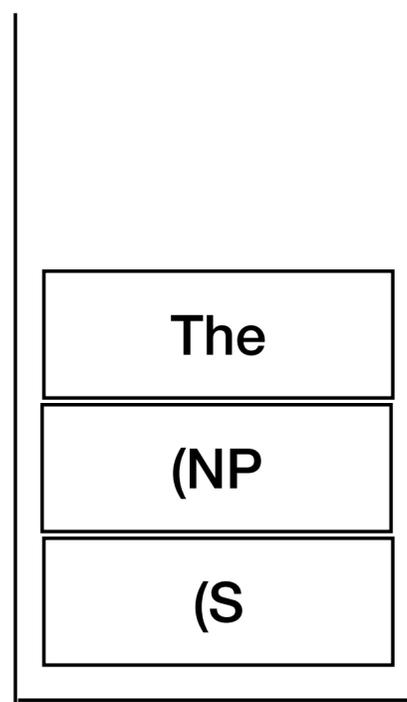
Stack



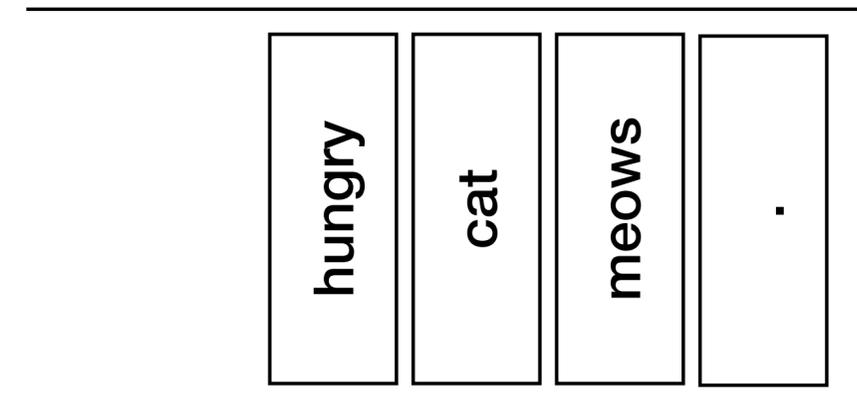
Buffer

# Shift-reduce Parsing

Shift

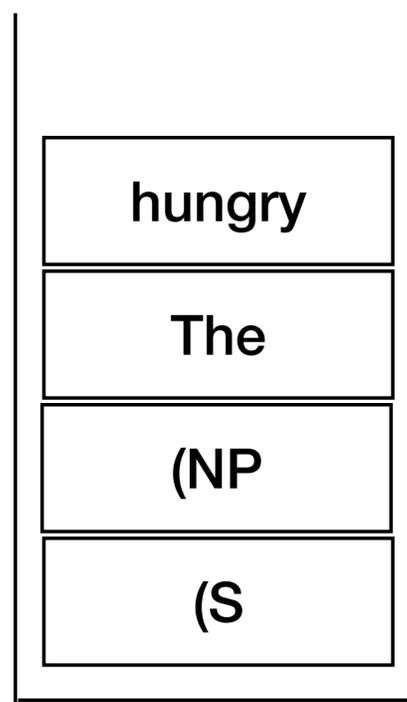


Stack

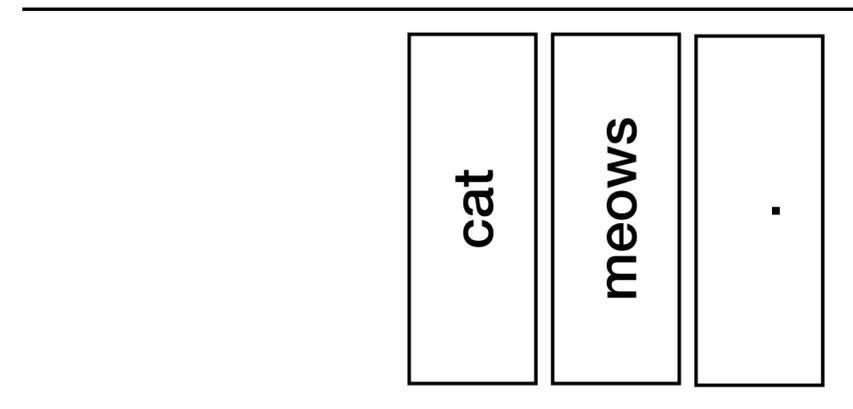


Buffer

# Shift-reduce Parsing



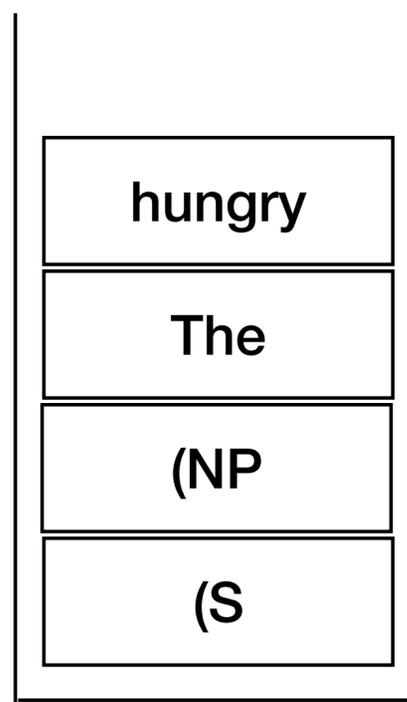
Stack



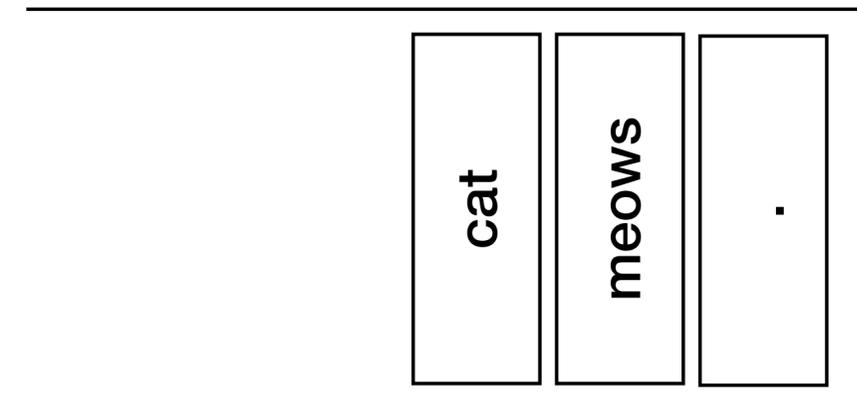
Buffer

# Shift-reduce Parsing

Shift

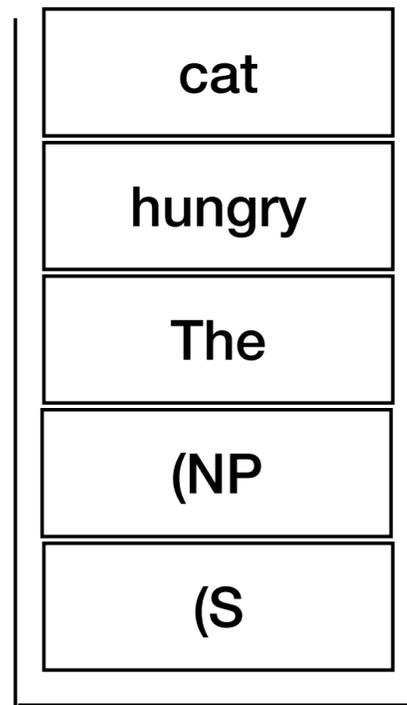


Stack

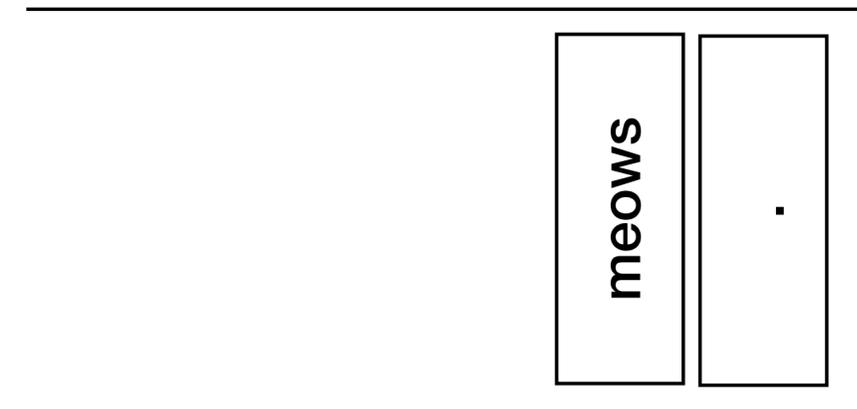


Buffer

# Shift-reduce Parsing



Stack



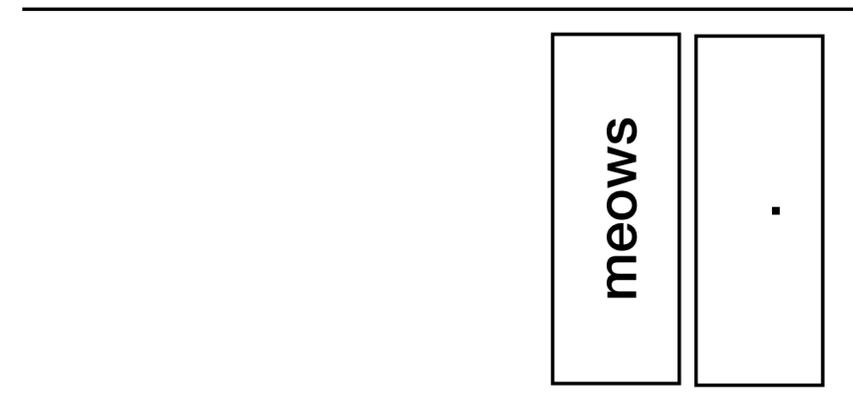
Buffer

# Shift-reduce Parsing

Reduce

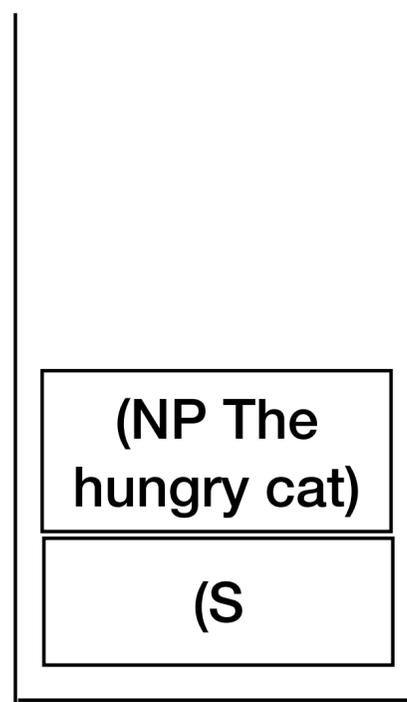


Stack

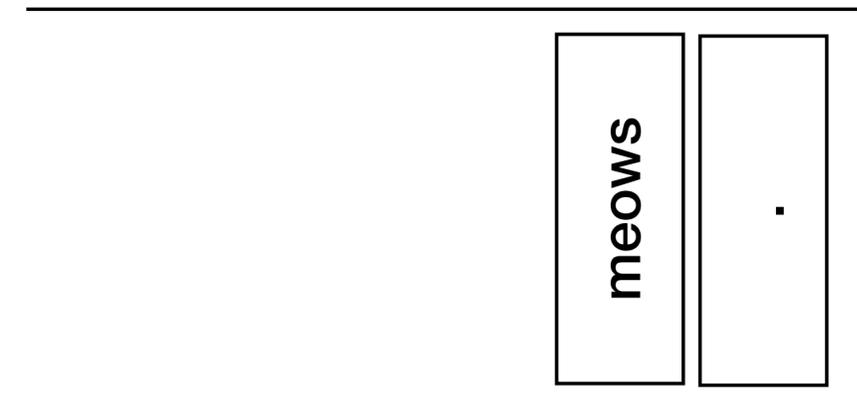


Buffer

# Shift-reduce Parsing

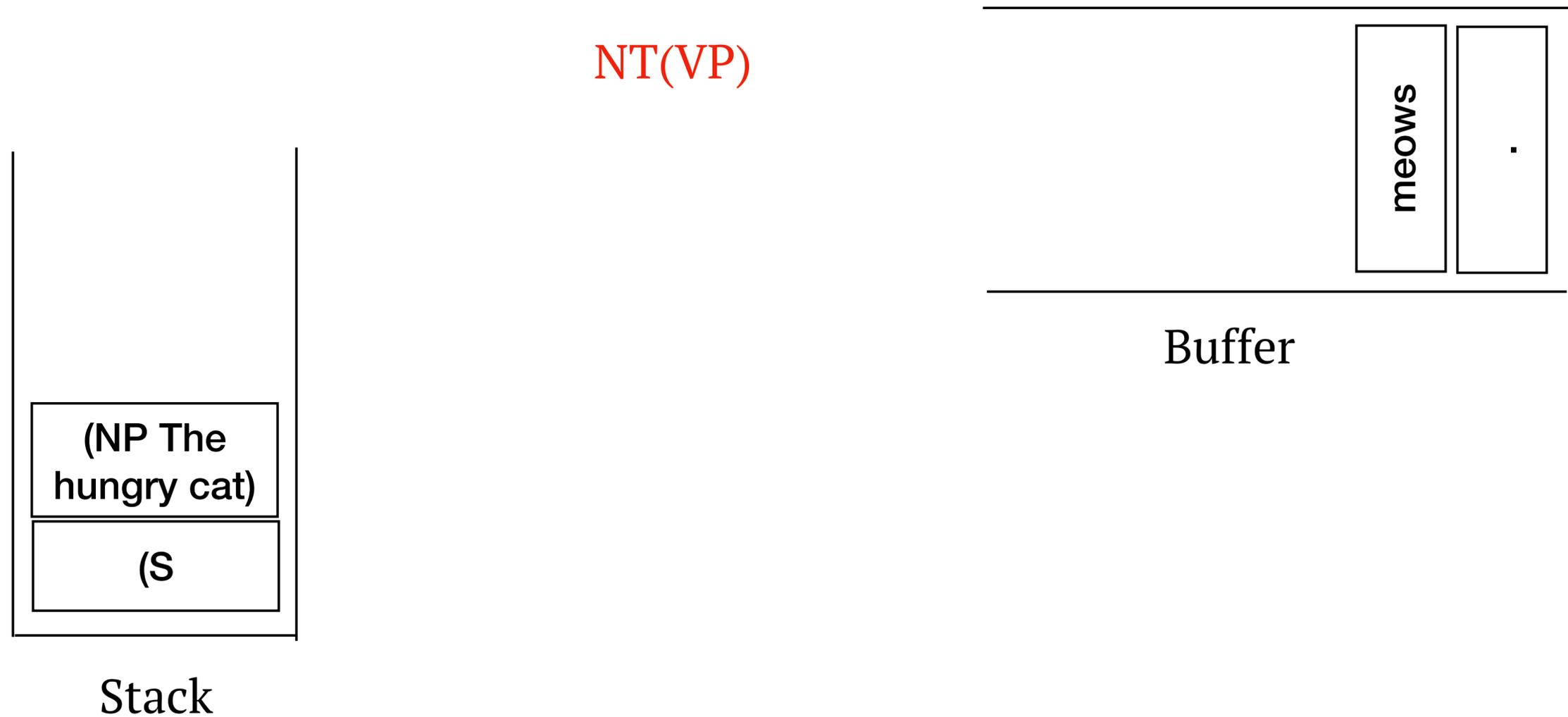


Stack

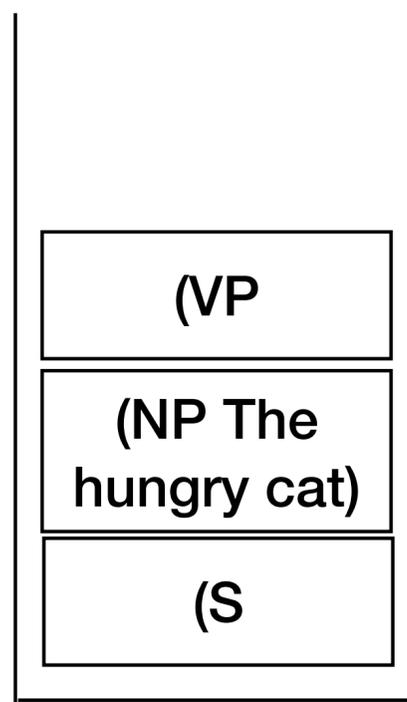


Buffer

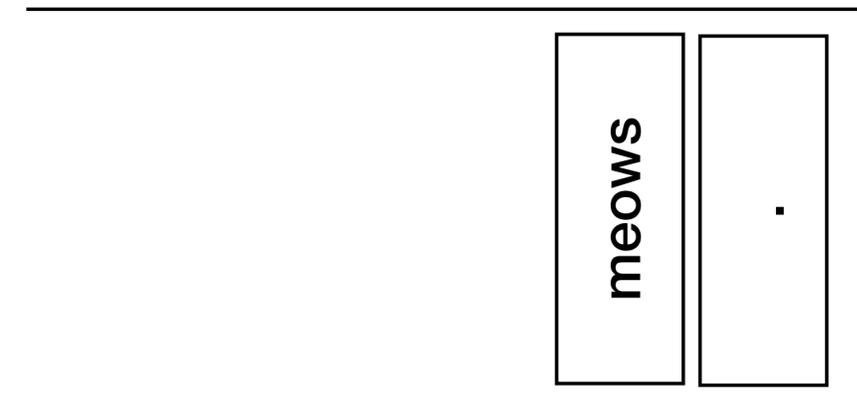
# Shift-reduce Parsing



# Shift-reduce Parsing



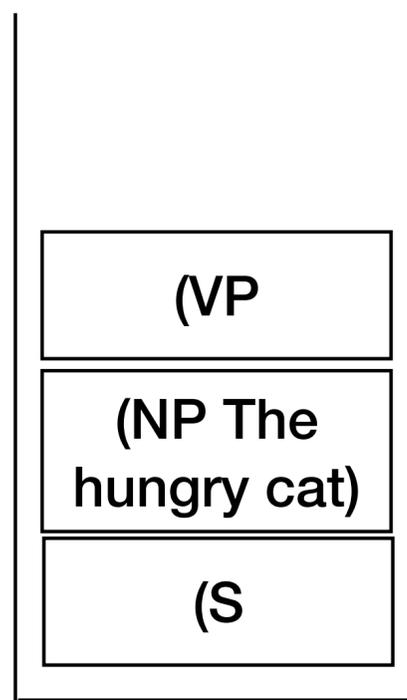
Stack



Buffer

# Shift-reduce Parsing

Shift

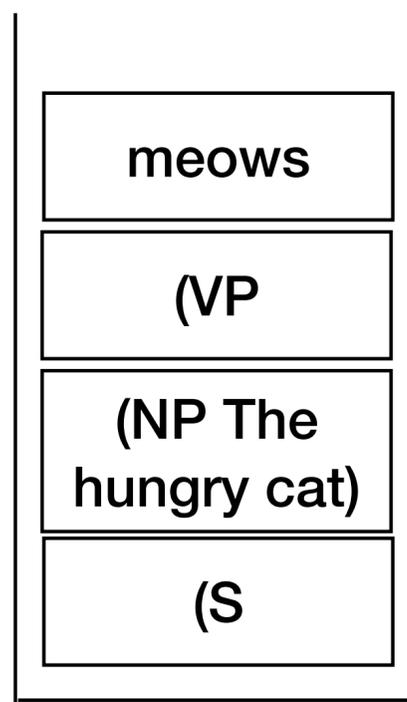


Stack

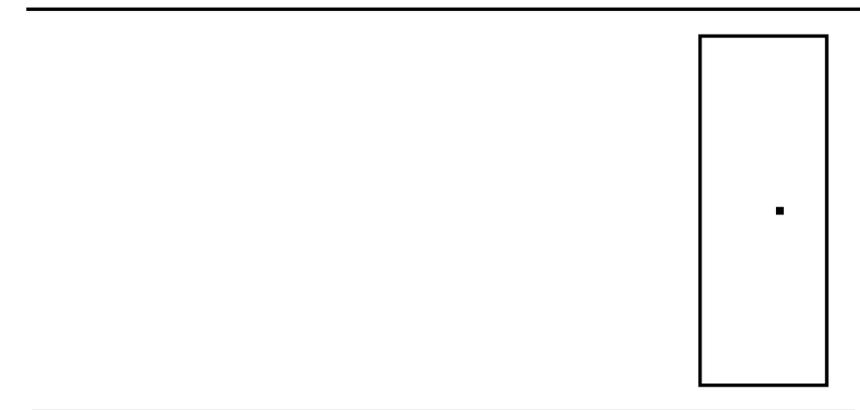


Buffer

# Shift-reduce Parsing



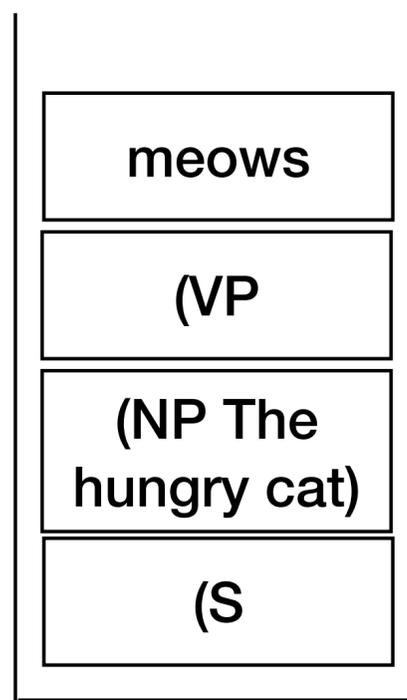
Stack



Buffer

# Shift-reduce Parsing

Reduce

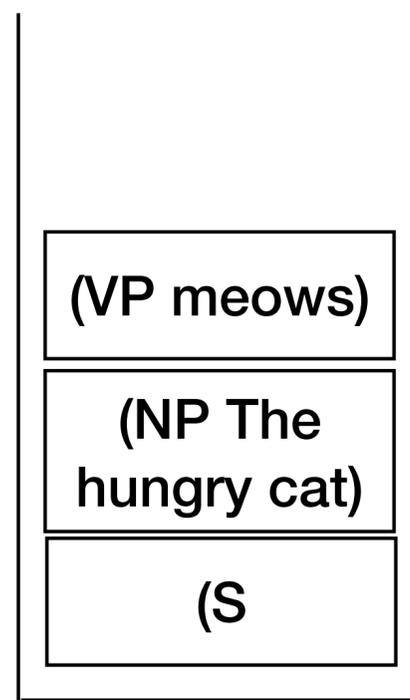


Stack

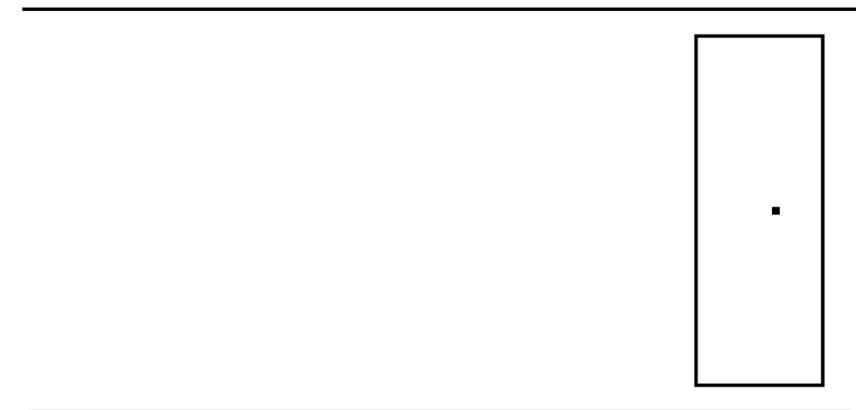


Buffer

# Shift-reduce Parsing



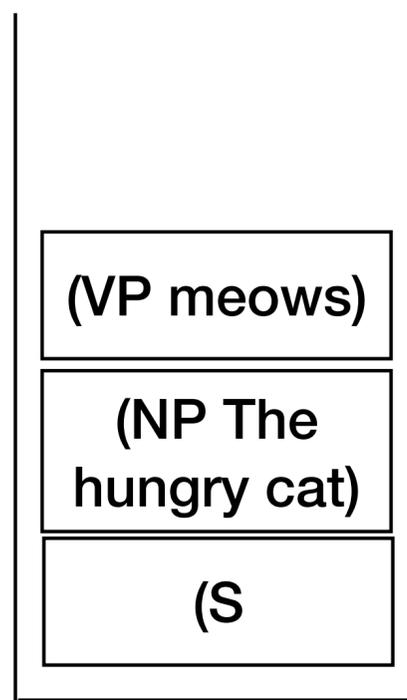
Stack



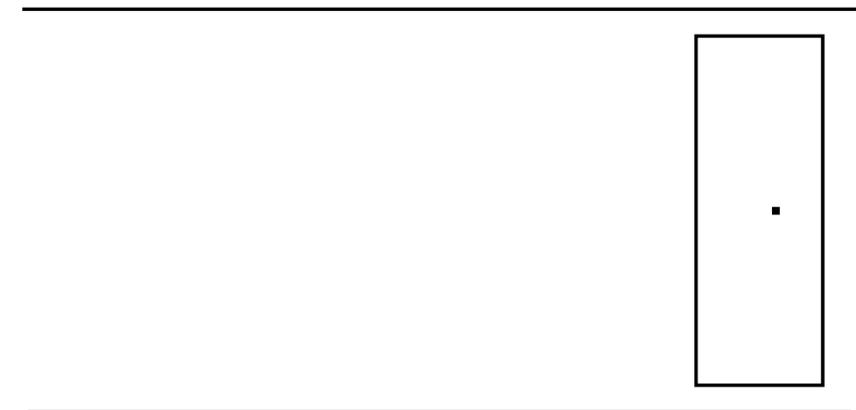
Buffer

# Shift-reduce Parsing

Shift

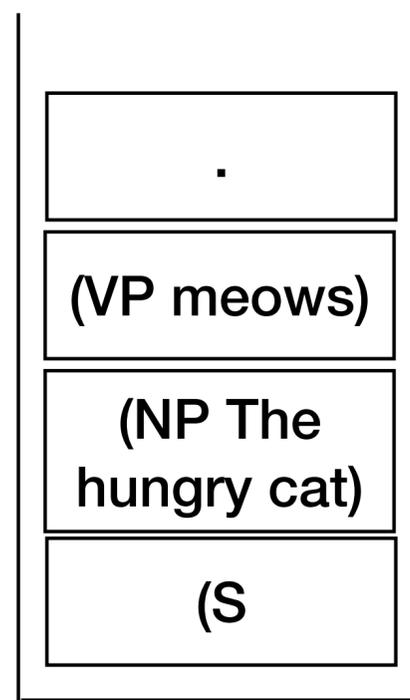


Stack

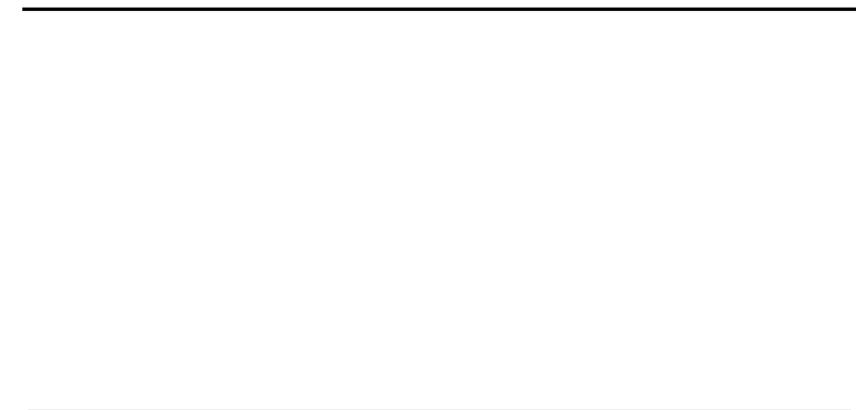


Buffer

# Shift-reduce Parsing



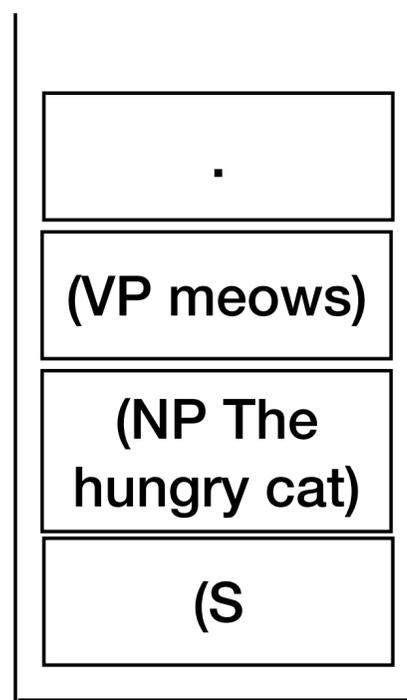
Stack



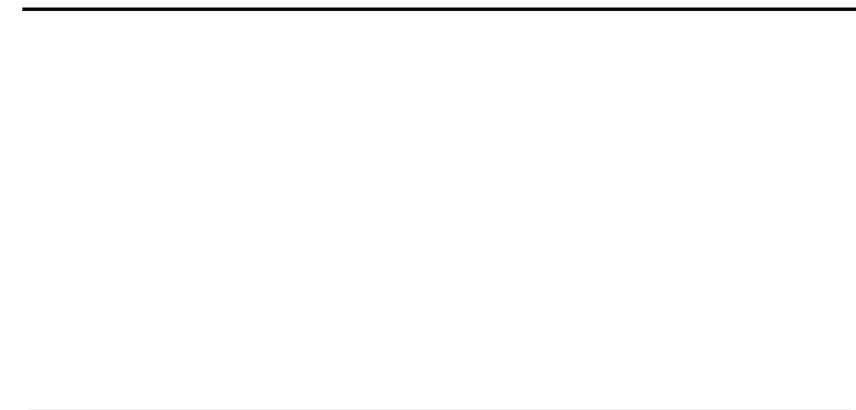
Buffer

# Shift-reduce Parsing

Reduce

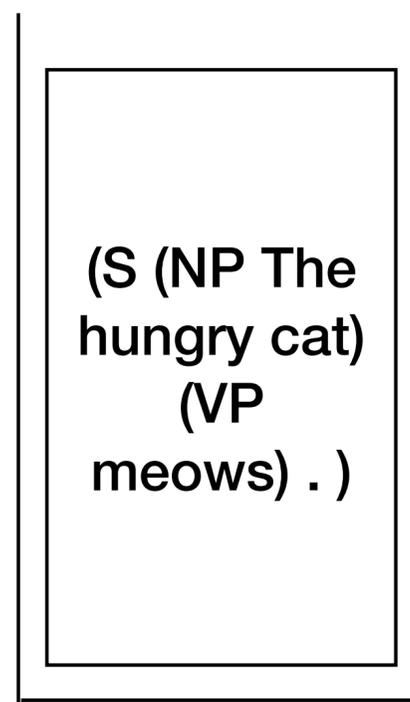


Stack

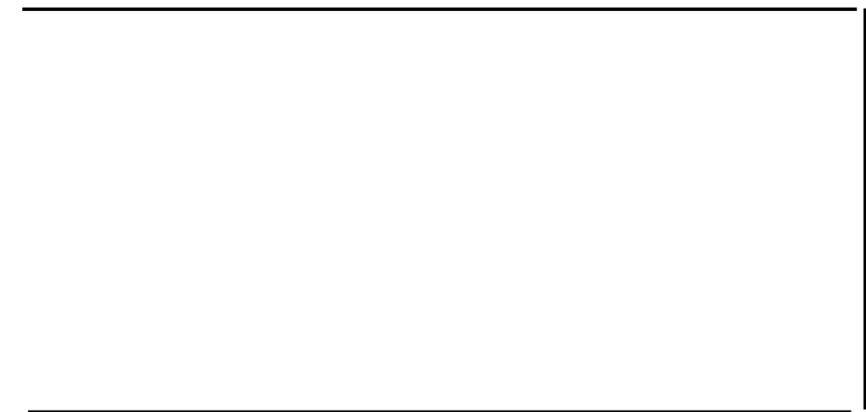


Buffer

# Shift-reduce Parsing

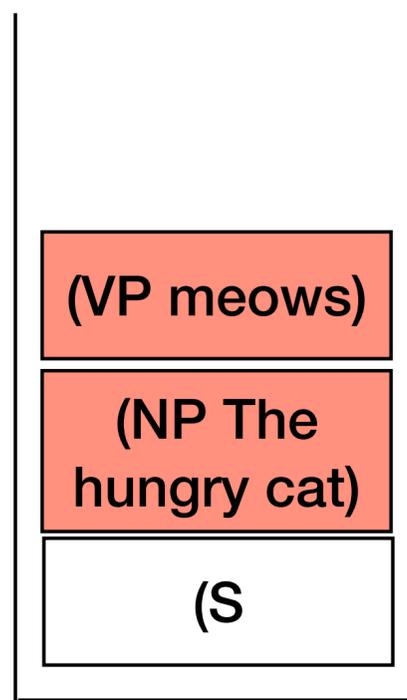


Stack

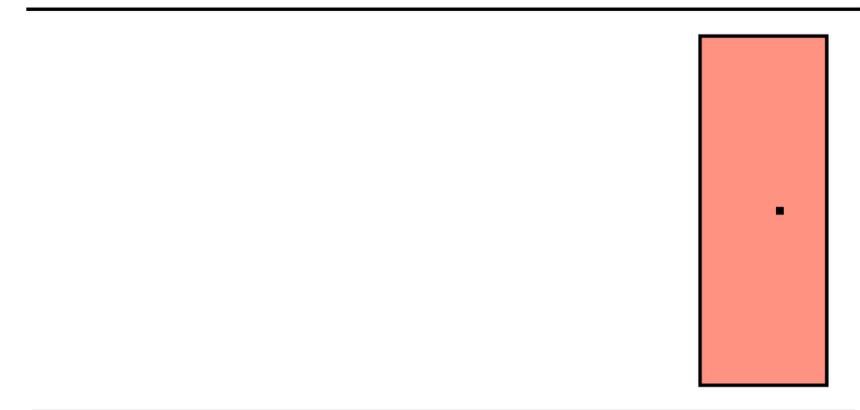


Buffer

# How to make decisions?

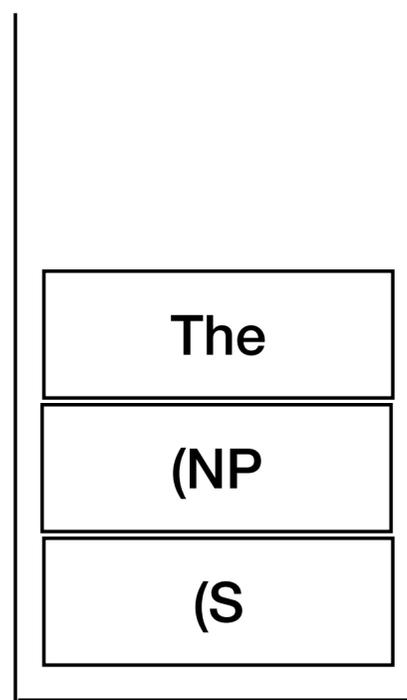


Stack

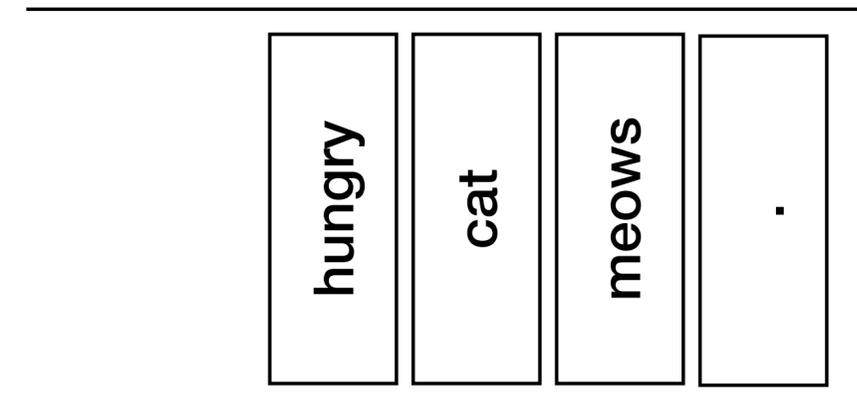


Buffer

# Stack LSTMs

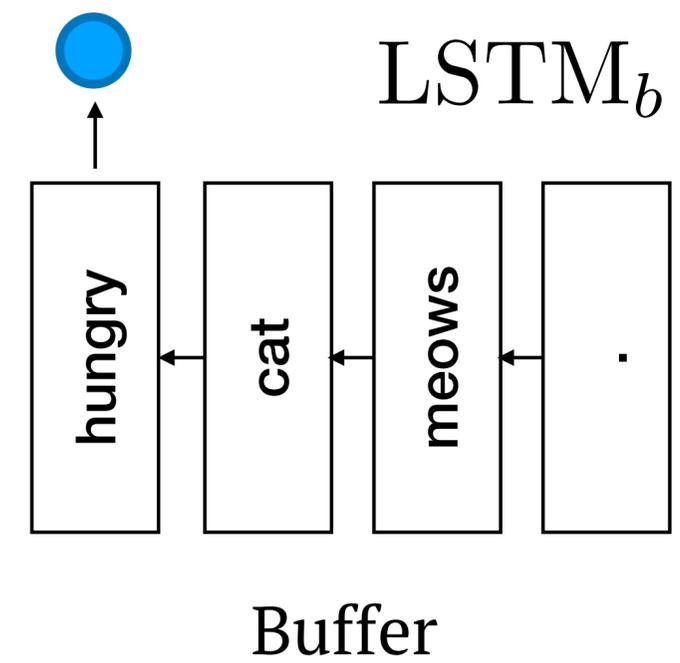
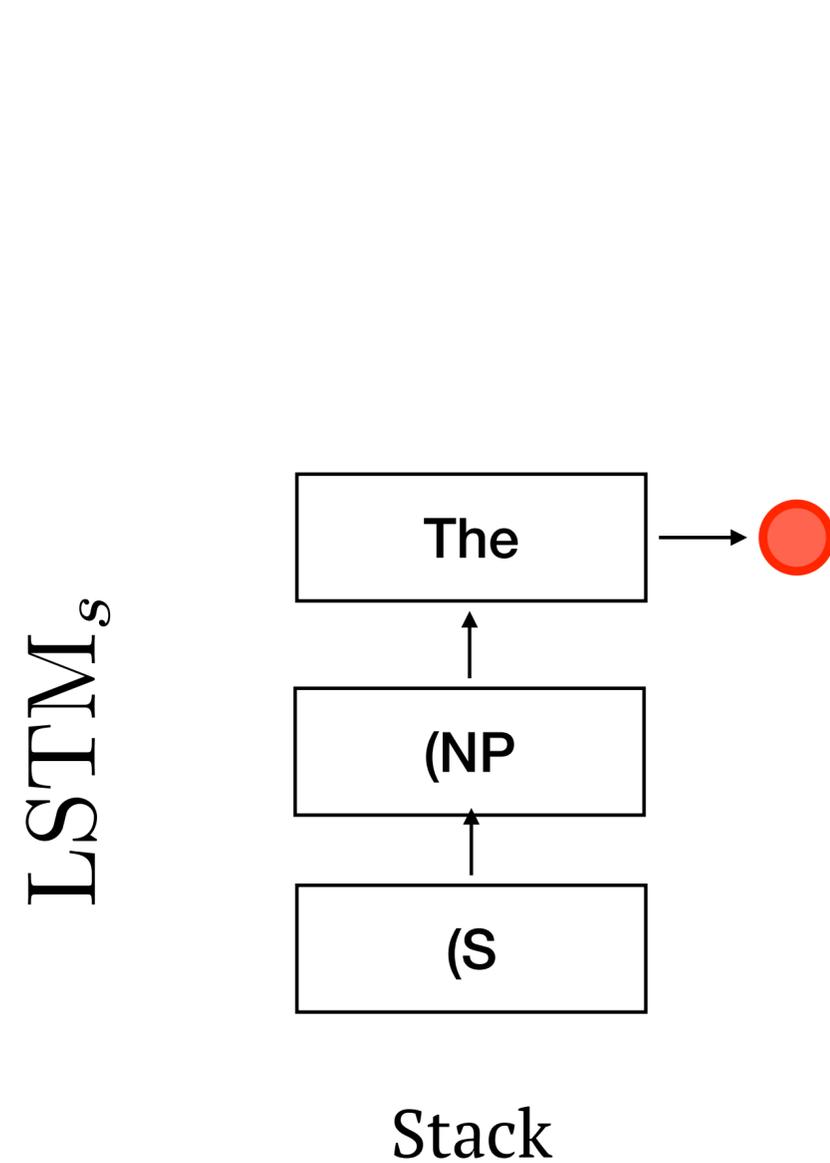


Stack

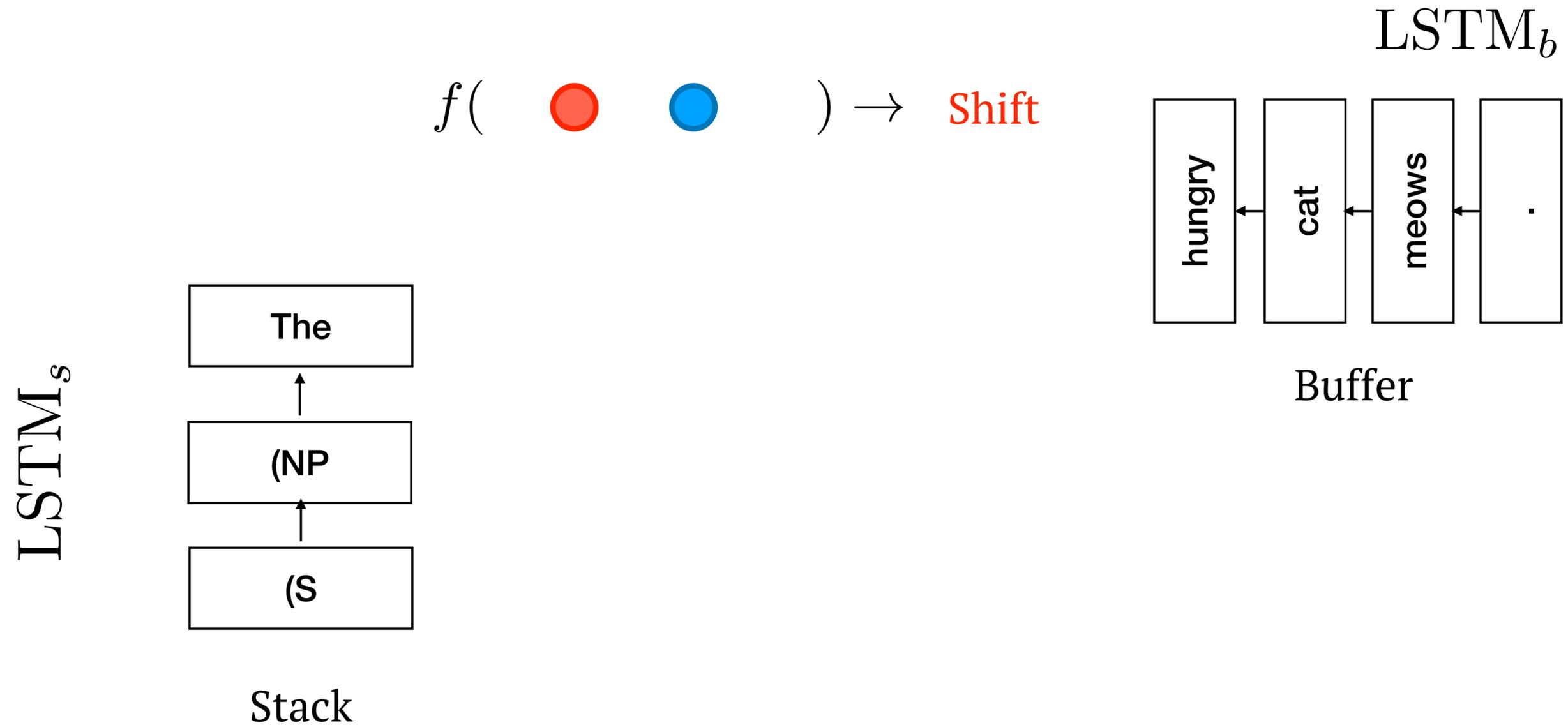


Buffer

# Stack LSTMs

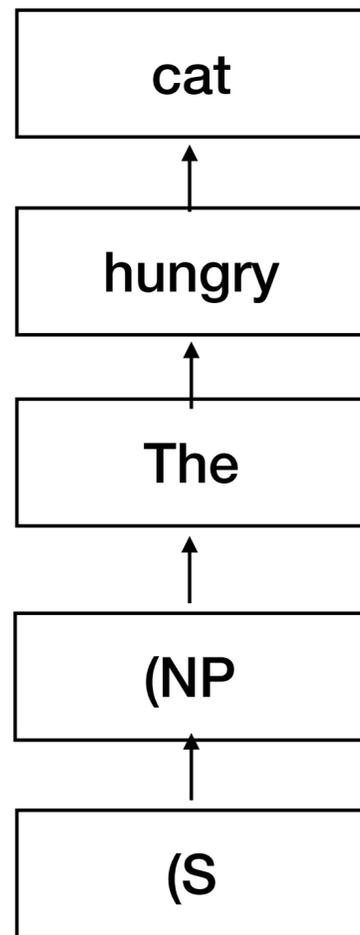


# Stack LSTMs



# Stack LSTMs

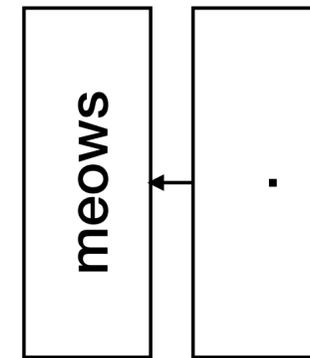
$LSTM_s$



Stack

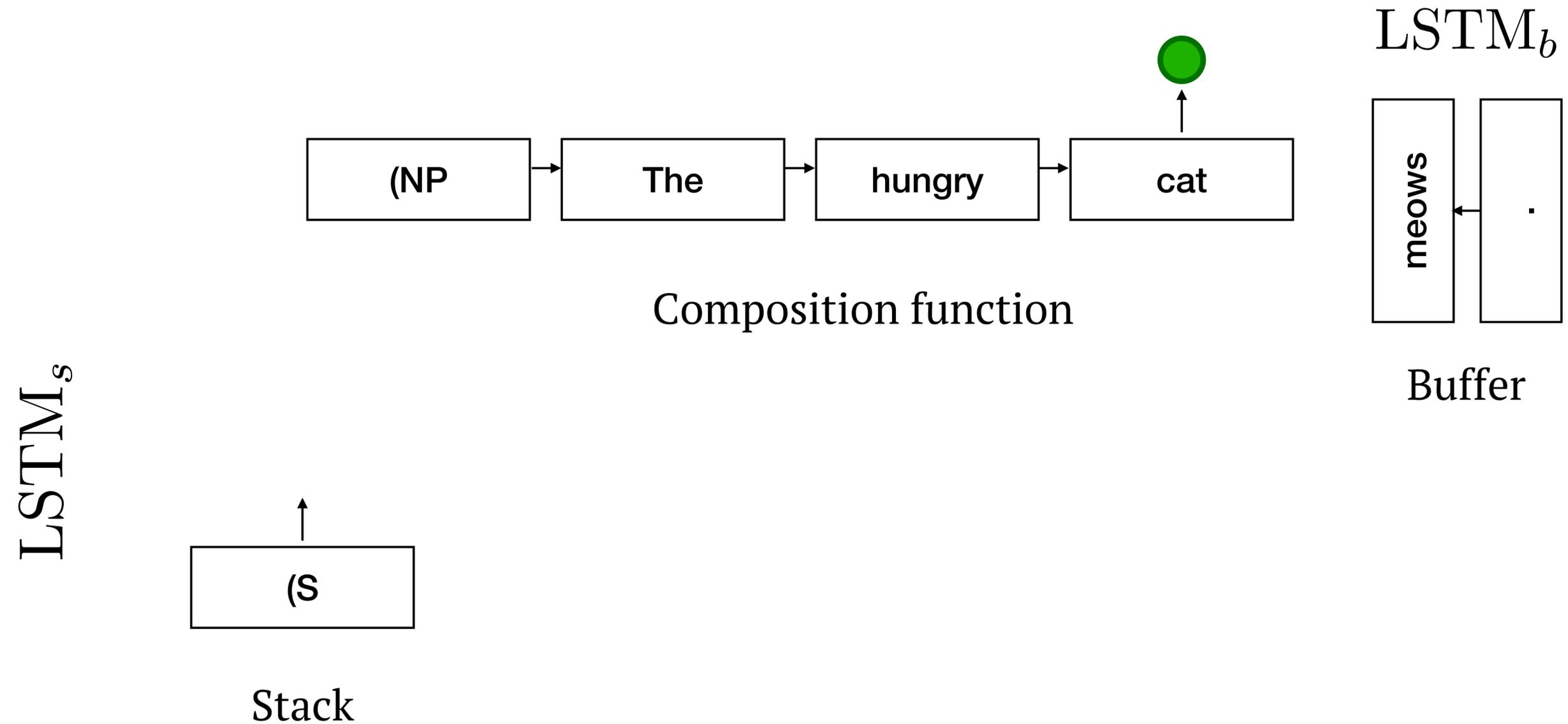
Reduce

$LSTM_b$

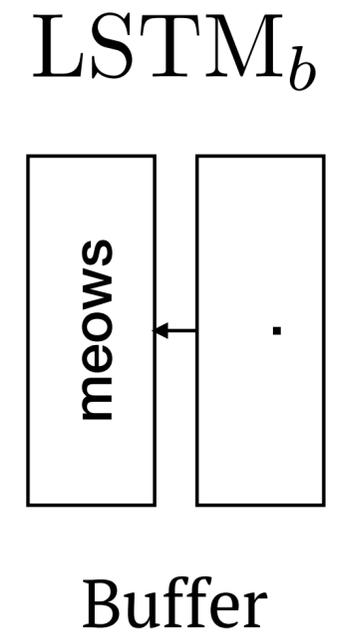
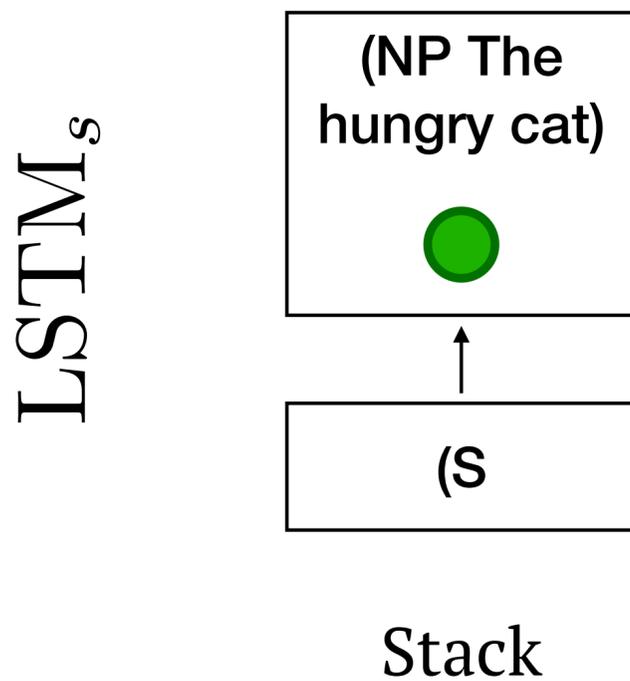


Buffer

# Stack LSTMs



# Stack LSTMs



# Stack LSTMs

