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Language Models: Background

Overview

- N-gram language models
- Evaluation
- Neural language models
- Pre-trained language models



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N-Gram Language Models

Probabilistic Language Models

- Goal: Assign a probability to a sentence
- Why?
 - Machine Translation
 - $P(\text{high winds tonight}) > P(\text{large winds tonight})$
 - Spell Correction
 - $P(\text{about fifteen minutes from}) > P(\text{about fifteen minuets from})$
 - Speech Recognition
 - $P(\text{I saw a van}) \gg P(\text{eyes awe of an})$
 - + many other tasks

Probabilistic Language Model

- Goal: compute the probability of a sentence or sequence of words:
 - $P(W) = P(w_1, w_2, w_3, w_4, w_5 \dots w_n)$
- Related task: probability of an upcoming word:
 - $P(w_5 | w_1, w_2, w_3, w_4)$
- A model that computes either of these:
 - $P(W)$ or $P(w_n | w_1, w_2, w_3, \dots, w_{n-1})$ is called a language model.

How to compute $P(W)$

- How to compute this joint probability:
 - $P(\text{its, water, is, so, transparent, that})$
- Intuition: let's rely on the Chain Rule of Probability

How to compute P(W)

- Recall the definition of conditional probabilities
 - $P(B|A) = \frac{P(A,B)}{P(A)}$
 - Then we can rewrite: $P(A,B) = P(A)P(B|A)$
- The Chain Rule in General
 - $P(x_1, x_2, x_3, \dots, x_n) = P(x_1)P(x_2|x_1)P(x_3|x_1, x_2) \dots P(x_n|x_1 \dots x_{n-1})$

The Chain Rule applied to compute joint probability of words in sentence

$$P(w_1, w_2, \dots, w_n) = \prod P(w_i | w_1 w_2 \dots w_{i-1})$$

- $P(\text{"its water is so transparent"}) = P(\text{its}) \times P(\text{water}|\text{its}) \times P(\text{is}|\text{its water}) \times P(\text{so}|\text{its water is}) \times P(\text{transparent}|\text{its water is so})$
- How do we estimate these probabilities?

How to estimate these probabilities?

- Try 1: count and divide?
 - $P(\text{transparent} | \text{its water is so}) = \frac{\text{Count}(\text{its water is so transparent})}{\text{Count}(\text{its water is so})}$
- Too many possible sentences!
- We'll never see enough data for estimating these

Markov Assumption

- Simplifying assumption:
 - $P(\text{transparent} \mid \text{its water is so}) \approx P(\text{transparent} \mid \text{its water})$
- More generally:
 - $P(w_1, w_2, \dots, w_n) \approx \prod_i P(w_i \mid w_{i-k} \dots w_{i-1})$
- Unigram model: $P(w_1, w_2, \dots, w_n) \approx \prod_i P(w_i)$
- Bigram model: $P(w_1, w_2, \dots, w_n) \approx \prod_i P(w_i \mid w_{i-1})$
- Trigram, 4-gram, 5-gram etc.
 - In general, this is insufficient since language has long-term dependencies, but we can often get away with it

Estimating bi-gram probabilities

- Bigram model: $P(w_1, w_2, \dots, w_n) \approx \prod_i P(w_i | w_{i-1})$
- Maximum likelihood estimate
 - $P(w_i | w_{i-1}) = \frac{\text{count}(w_{i-1}, w_i)}{\text{count}(w_{i-1})}$

<s> I am Sam </s>

<s> Sam I am </s>

<s> I do not like green eggs and ham </s>

$$P(\mathbf{I} | \langle \mathbf{s} \rangle) = \frac{2}{3} = .67 \quad P(\mathbf{Sam} | \langle \mathbf{s} \rangle) = \frac{1}{3} = .33 \quad P(\mathbf{am} | \mathbf{I}) = \frac{2}{3} = .67$$

$$P(\langle \mathbf{s} \rangle | \mathbf{Sam}) = \frac{1}{2} = 0.5 \quad P(\mathbf{Sam} | \mathbf{am}) = \frac{1}{2} = .5 \quad P(\mathbf{do} | \mathbf{I}) = \frac{1}{3} = .33$$

Practical considerations

- Typically put everything into log space (avoid underflow and adding is faster than multiplying)
- What do we do about rare words? We might have word combinations we never saw in the training set (that we used to estimate probabilities)
 - Smoothing, backoff, interpolation
- There can be LOTS of n-grams
 - Pruning (only store probabilities for frequent ones)
 - Efficient data structures



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Evaluation



Extrinsic (in-vivo) Evaluation

- To compare models A and B:
 - Put each model in a real task: Machine Translation, speech recognition, etc.
 - Run the task, get a score for A and for B
 - How many words translated correctly
 - How many words transcribed correctly
 - Compare accuracy for A and B
- Disadvantages:
 - Expensive, time-consuming
 - Doesn't always generalize to other applications

Intrinsic (in-vitro) evaluation

- Perplexity
 - Directly measures language model performance at predicting words
 - Single general metric for language models
 - Doesn't necessarily correspond with real application performance
 - Useful for large language models (LLMs) as well as n-grams
- Data setup:
 - Train model (e.g. estimate probabilities) on training set
 - Compute perplexity on held-out test set

Perplexity: Intuition

- A good LM is one that assigns a higher probability to the next word that actually occurs
- “Its water is so _____”
 - Model A: transparent: 0.3, blue: 0.3, orange: 0.01, red: 0.02
 - Model B: transparent: 0.01, blue: 0.01, orange: 0.01, red: 0.9
- Generalize to all words: best LM assigns high probability to the entire test set
- When comparing two LMs, A and B
 - We compute $P_A(\text{test set})$ and $P_B(\text{test set})$
 - The better LM will give a higher probability to (=be less surprised by) the test set than the other LM

Perplexity

- Probability depends on size of test set
 - Probability gets smaller the longer the text
 - Better: a metric that is **per-word**, normalized by length
- Perplexity is the inverse probability of the test set, normalized by the number of words

$$\begin{aligned} PP(W) &= P(w_1 w_2 \dots w_N)^{-\frac{1}{N}} \\ &= \sqrt[N]{\frac{1}{P(w_1 w_2 \dots w_N)}} \end{aligned}$$

Perplexity

- Perplexity is the inverse probability of the test set, normalized by the number of words

$$\begin{aligned} PP(W) &= P(w_1 w_2 \dots w_N)^{-\frac{1}{N}} \\ &= \sqrt[N]{\frac{1}{P(w_1 w_2 \dots w_N)}} \end{aligned}$$

(The inverse comes from the original definition of perplexity from cross-entropy rate in information theory)

Probability range is $[0,1]$, perplexity range is $[1,\infty]$

Minimizing perplexity is the same as maximizing probability

Perplexity

- Perplexity for a bigram model

$$\text{PP}(W) = \sqrt[N]{\prod_{i=1}^N \frac{1}{P(w_i|w_{i-1})}}$$



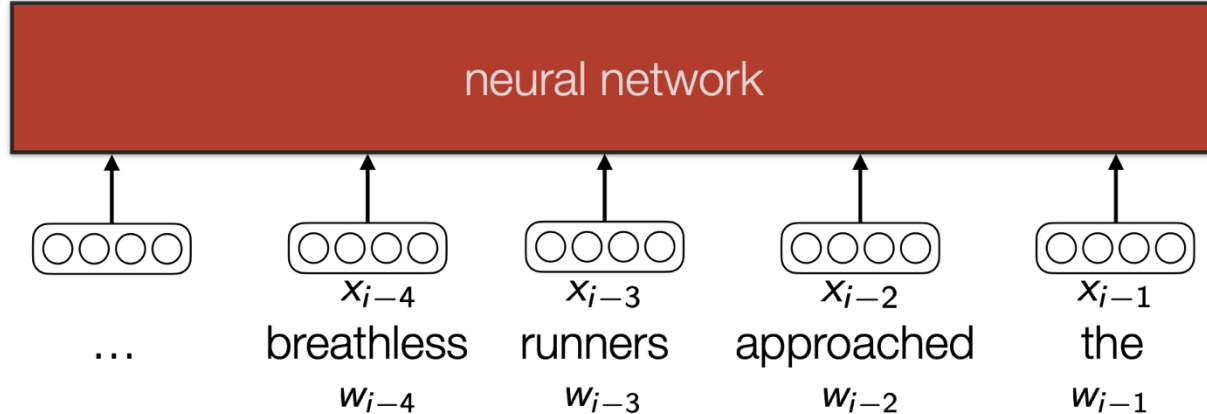
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Neural Language Models

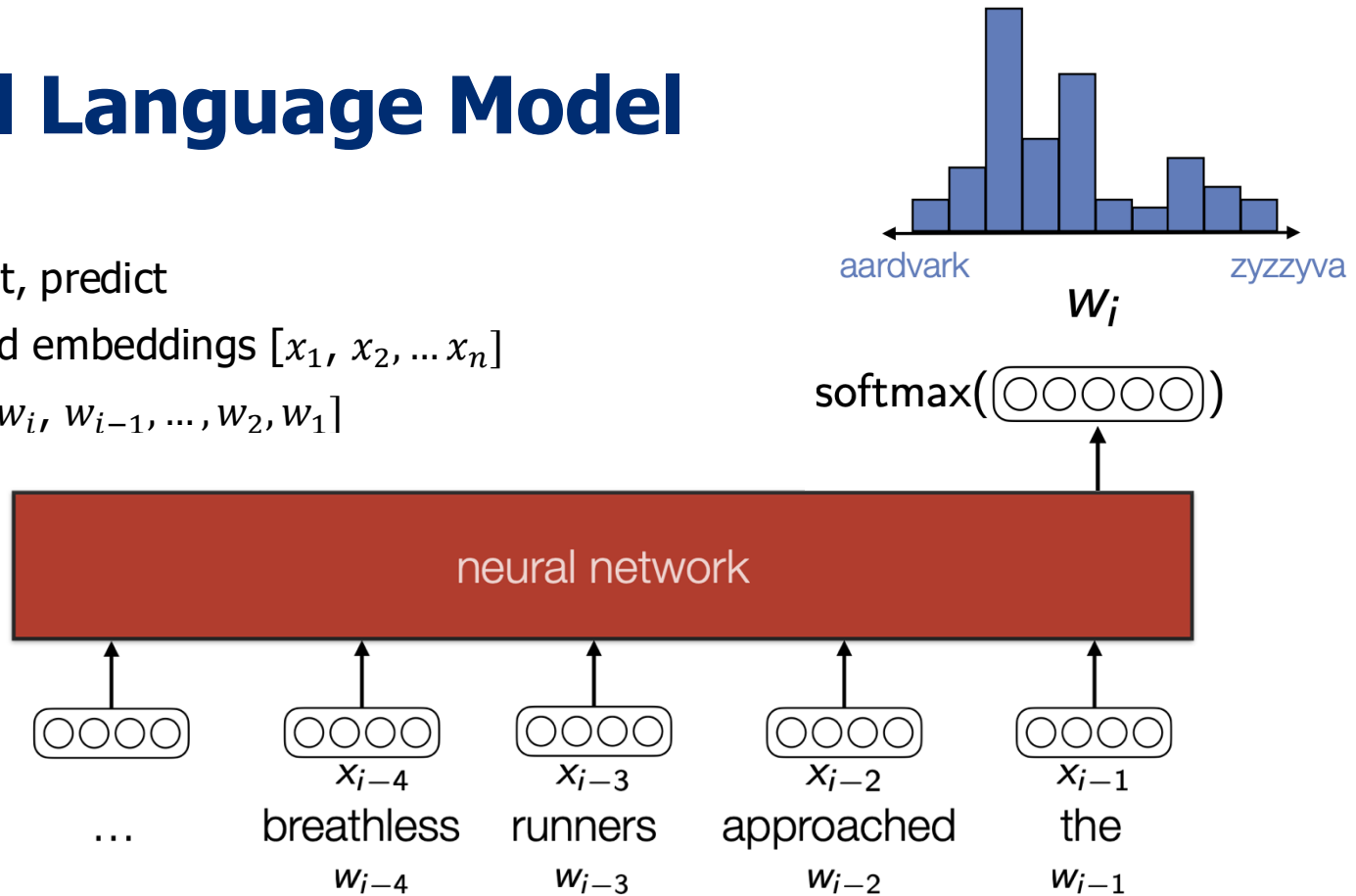
Neural Language Model

- Don't count, predict
- Input: word embeddings $[x_1, x_2, \dots, x_n]$



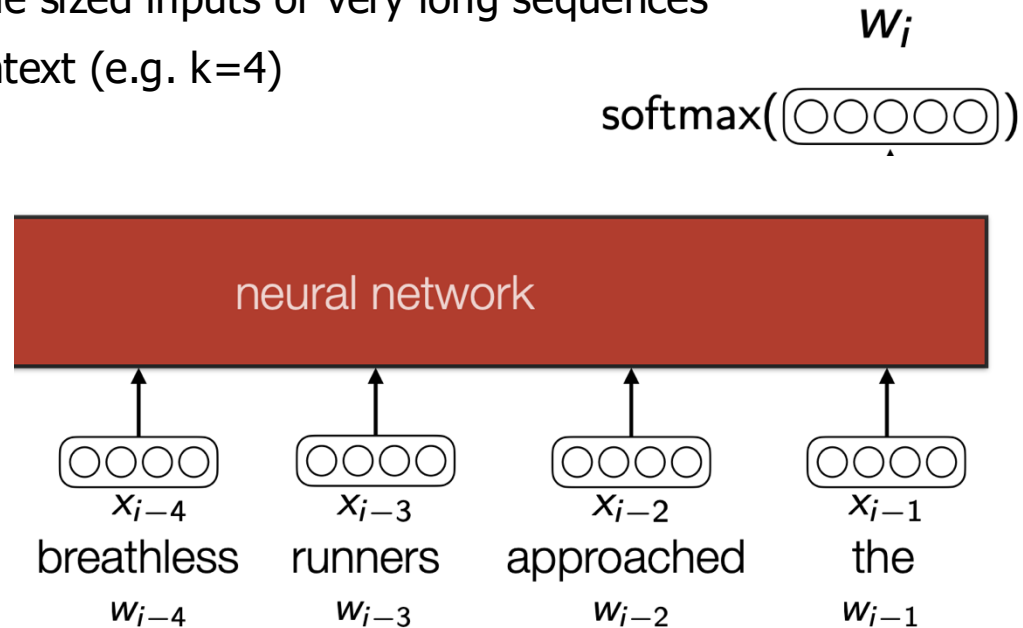
Neural Language Model

- Don't count, predict
- Input: word embeddings $[x_1, x_2, \dots, x_n]$
- Output: $P(w_i, w_{i-1}, \dots, w_2, w_1)$



A feed-forward neural language model

- We can't handle variable sized inputs or very long sequences
- Fix size of previous context (e.g. $k=4$)

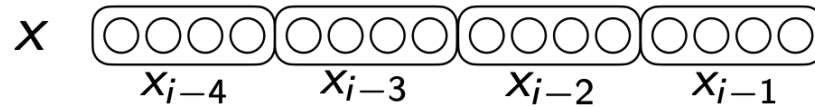


A feed-forward neural language model

Dimensionality

We can start with pretrained embeddings like word2vec or train the embeddings along with the model

Concatenate k word embeddings: $\mathbf{x} = [x_{i-4}; x_{i-3}; x_{i-2}; x_{i-1}]$



$4d_{\text{word embeddings}}$

breathless runners approached the
 w_{i-4} w_{i-3} w_{i-2} w_{i-1}

A feed-forward neural language model

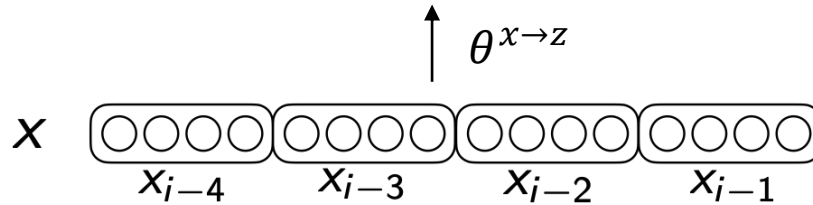
Dimensionality

Hidden layer $f(\theta^{x \rightarrow z} \mathbf{x})$



d_z

Concatenate k word embeddings: $\mathbf{x} = [x_{i-4}; x_{i-3}; x_{i-2}; x_{i-1}]$

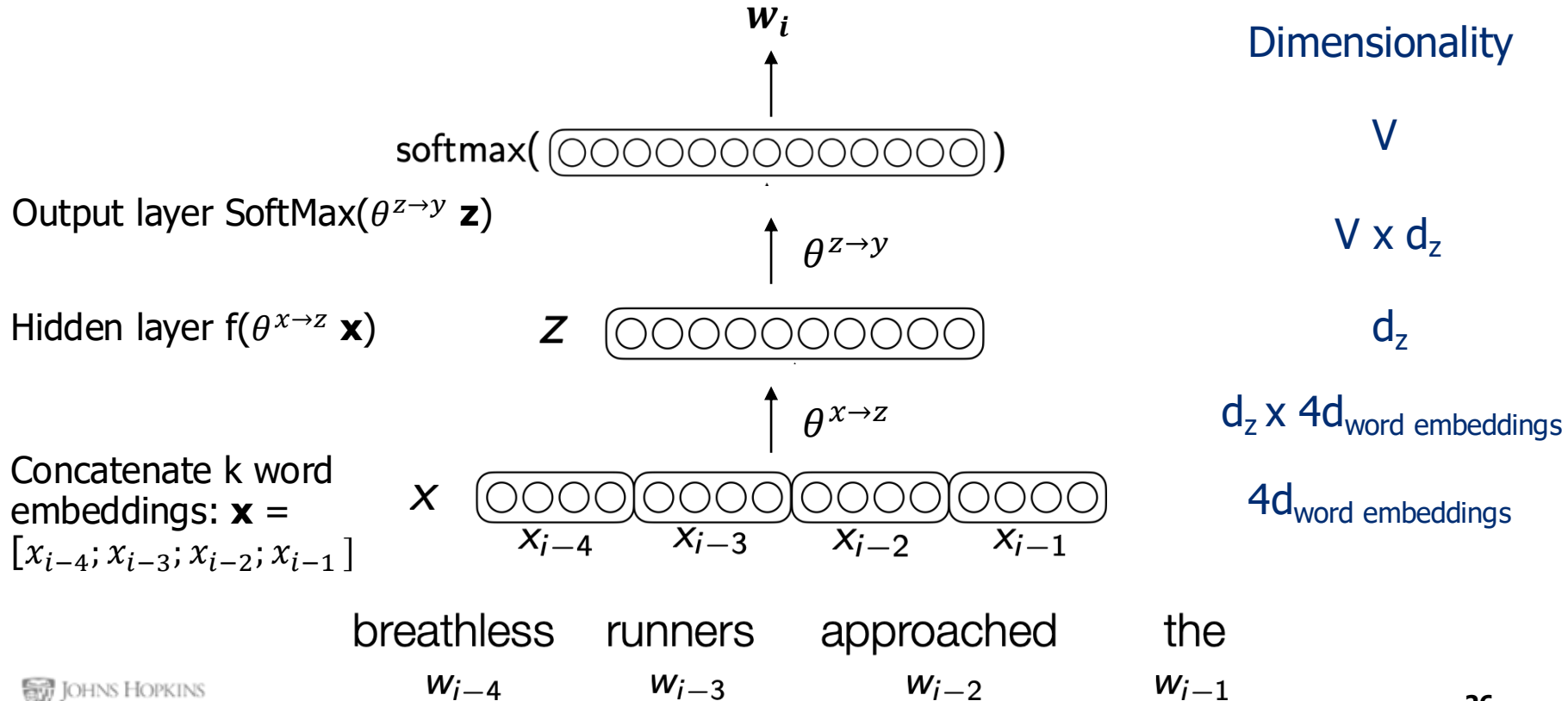


$d_z \times 4d_{\text{word embeddings}}$

$4d_{\text{word embeddings}}$

breathless runners approached the
 w_{i-4} w_{i-3} w_{i-2} w_{i-1}

A feed-forward neural language model

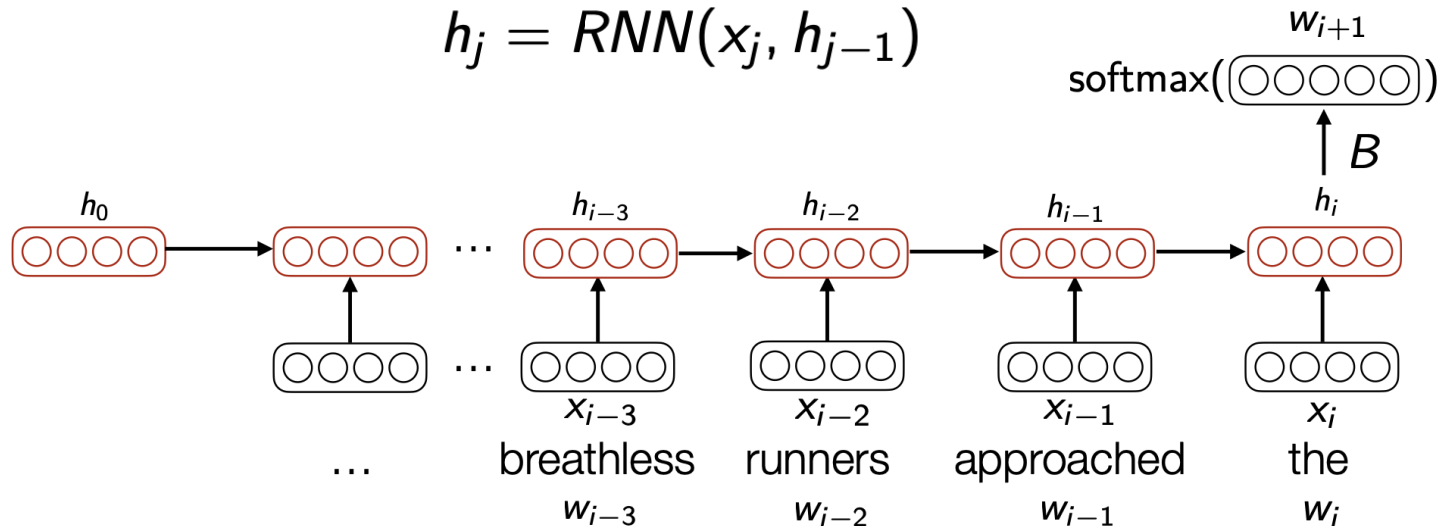


Comparison with n-gram language model

- Improvements:
 - Model size: $O(V)$ instead of $O(V^n)$
 - Lack of sparsity
 - Sharing of representations across words
- Remaining challenges:
 - We still need to truncate context; model size grows linearly with context size

Solutions: *Recurrent* neural network

- Maintain a context vector, h . At each timestep (w_j), compose the context with the
- current word x_j to create a new context for the next timestep:

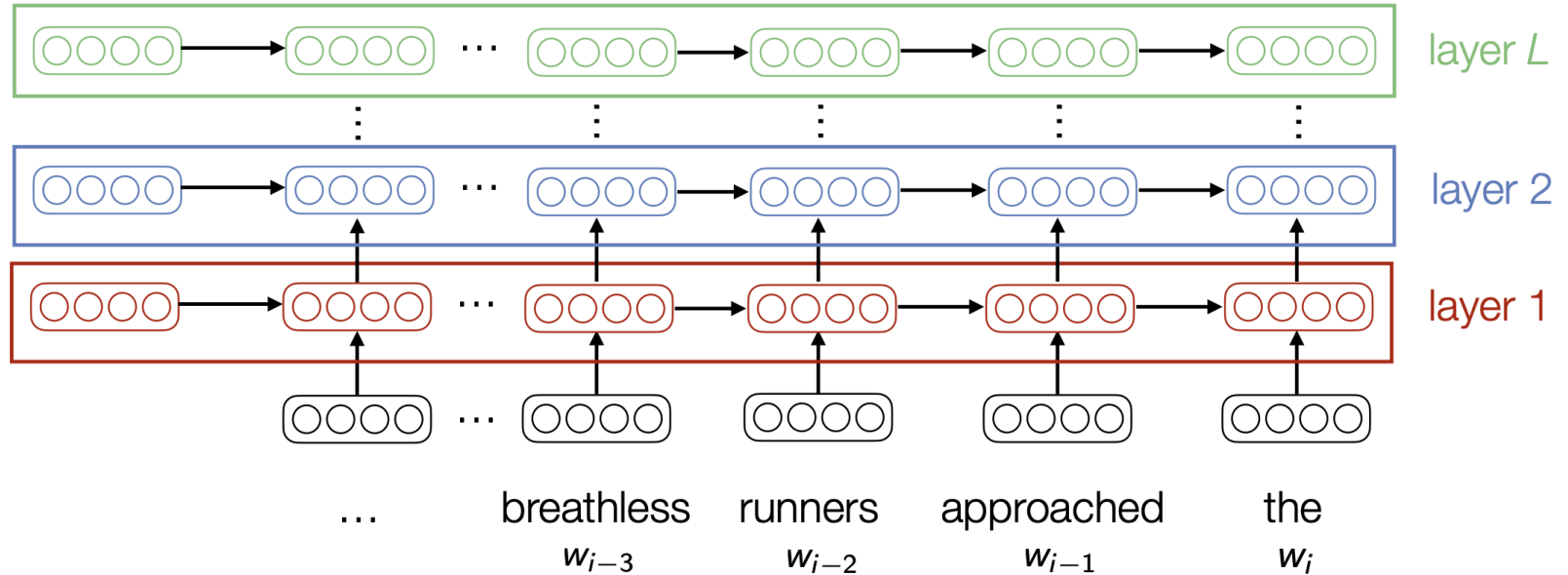


Training tricks

- Same problem with word embeddings, softmax over the vocabulary is expensive → hierarchical softmax
- In theory, we can propagate information over arbitrarily long context → in practice gradient can *vanish* or *explode* → gradient clipping, gating mechanisms
- Overfitting → dropout and regularization

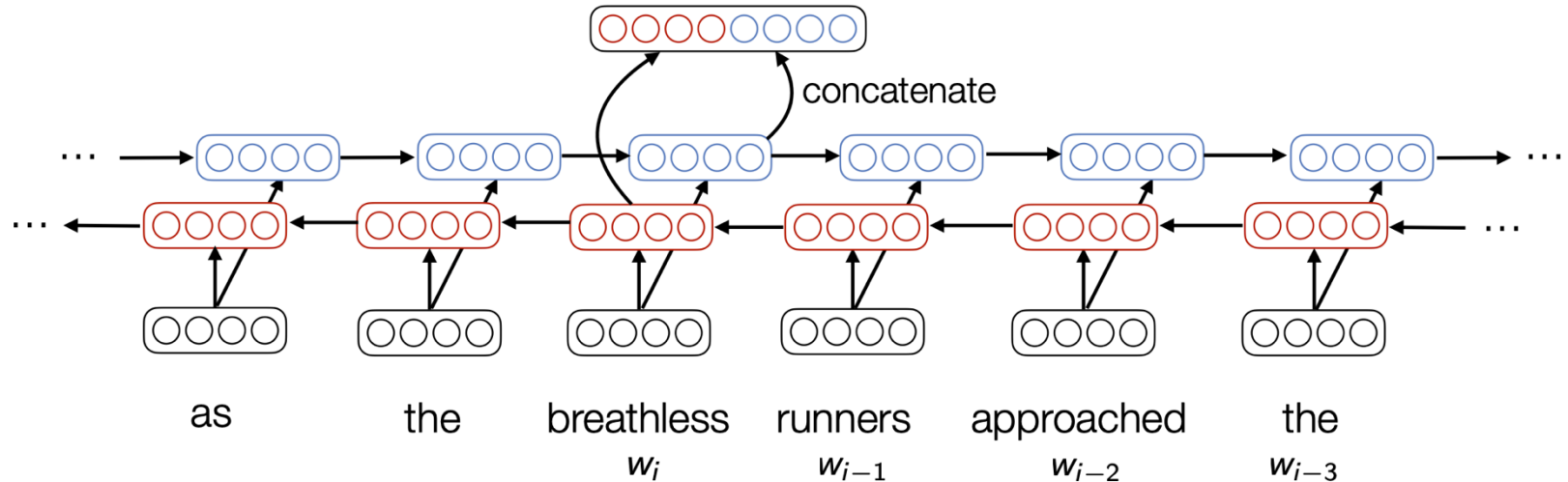
- Other architectures:
 - Long short term memory (LSTM)

Stacking RNNs



Bidirectional RNNs

- In language it's often useful to model *past* and *future* context
- We can run an RNN in the opposite direction (reverse reading order)
- Combining forwards and backwards directions works best





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Pre-trained Language Models

Recall: Word Embeddings

- Key idea: pre-train word embeddings with a self-supervised objective (e.g. CBOW or skip-gram in word2vec)
- Incorporate pre-trained word embeddings into task-specific models
- Problem:
 - Single embedding representation for each word

Recall: Word Embeddings

play =

-1.36	-0.9	0.71	-0.22	0.77	-1.36	-0.72	0.71	0.15
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 ...

- “the new-look **play** area is due to be completed by early spring 2020”
- “gerrymandered congressional districts favor representatives who **play** to the party base”
- “the freshman then completed the three-point **play** for a 66-63 lead”
- Multiple senses get entangled
- Nearest neighbors:
 - playing played Play
 - game plays football
 - games player multiplayer

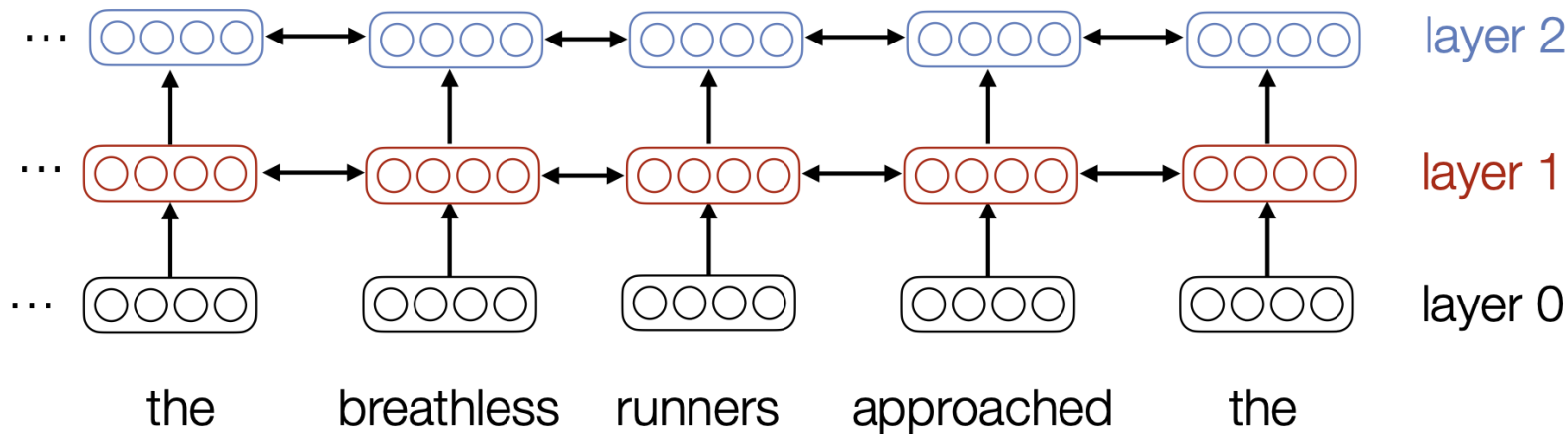
Contextualized Representations

- Preferred approach: *contextualized* representations where the embedding changes with context
- [But still want to leverage self-supervised training on large data]
- ELMo (“**E**mbdings from **L**anguage **M**odel”)
 - Use hidden representation from language model
 - (keep middle layers instead of only the embedding layer)

ELMo: Deep contextualized word embeddings



Stacked bi-directional LSTM



$$\mathbf{breathless} = \gamma \left(s_1 \cdot \text{[blue box]} + s_2 \cdot \text{[red box]} + s_3 \cdot \text{[white box]} \right) \quad \sum_{j=1}^L s_j = 1$$

ELMo: Deep contextualized word embeddings

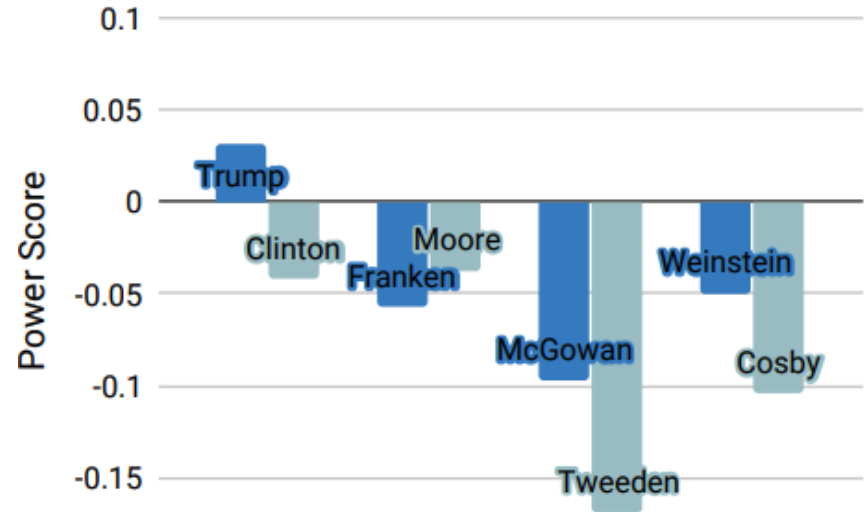
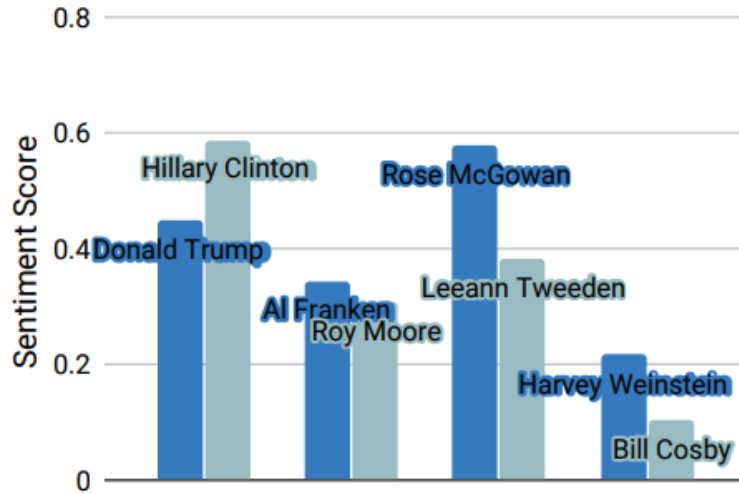
- Adding ELMo to existing state-of-the-art models provides significant improvement on essentially all NLP tasks.

TASK	PREVIOUS SOTA	OUR BASELINE	ELMo + BASELINE	INCREASE (ABSOLUTE/RELATIVE)	
question answering	SQuAD Liu et al. (2017)	84.4	81.1	85.8	4.7 / 24.9%
natural language inference	SNLI Chen et al. (2017)	88.6	88.0	88.7 ± 0.17	0.7 / 5.8%
semantic role labeling	SRL He et al. (2017)	81.7	81.4	84.6	3.2 / 17.2%
coreference	Coref Lee et al. (2017)	67.2	67.2	70.4	3.2 / 9.8%
named entity recognition	NER Peters et al. (2017)	91.93 ± 0.19	90.15	92.22 ± 0.10	2.06 / 21%
sentiment analysis	SST-5 McCann et al. (2017)	53.7	51.4	54.7 ± 0.5	3.3 / 6.8%

How is ELMo useful for social text processing?

- Higher-performance for supervised learning
 - [Mostly eclipsed by future models]
- Adding context to lexicons:
 - Recall connotation frames for power, agency, and sentiment:
 - “The hero **deserves** appellation”
 - “The boy **deserves** punishment”
- Broad approach:
 - Take contextualized embeddings, average them, train a model to predict lexicon score from averaged embeddings
 - Use model to predict lexicon scores in context

Contextual Affective Analysis: A Case Study of People Portrayals in Online #MeToo Stories



How is ELMo useful for social text processing?

- Higher-performance for supervised learning
 - [Mostly eclipsed by future models]
- Adding context to lexicons:
 - “The hero **deserves** appellation”
 - “The boy **deserves** punishment”
- Word embeddings analyses?

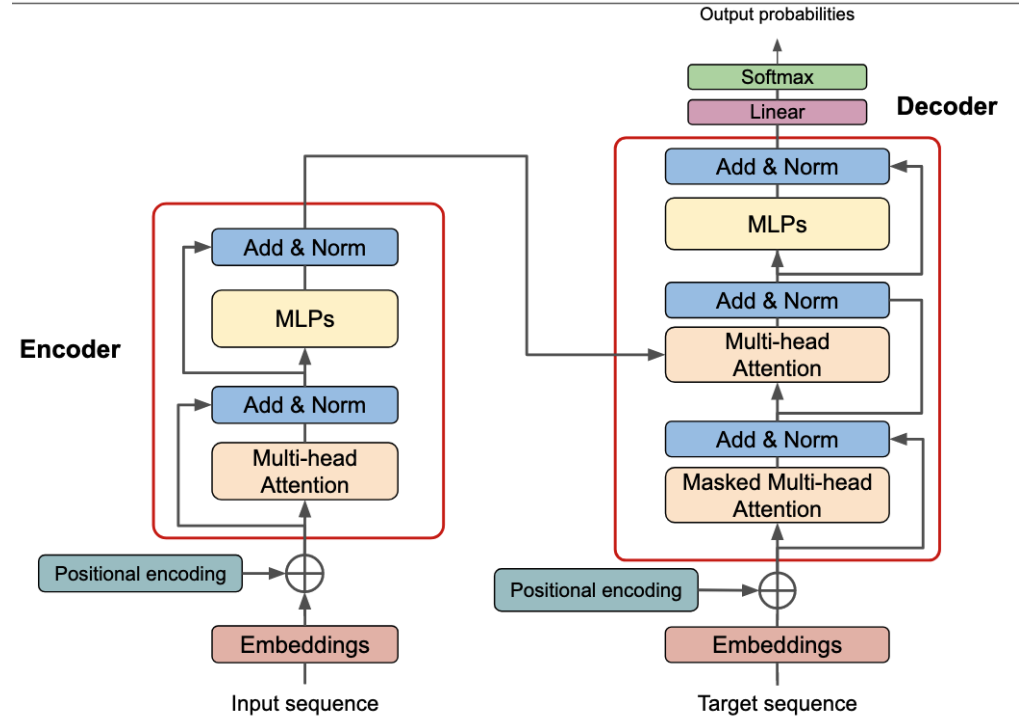
ELMo → BERT



- Key differences:
 - BiLSTM → Transformer
 - Treat layers as static embeddings → keep entire model and update it during task-specific training
 - Next token prediction → Masked Language Modeling training objective

The Transformer

- Stacks of transformer blocks, each of which is a multilayer network that maps sequences of input vectors (x_1, \dots, x_n) to sequences of output vectors (z_1, \dots, z_n) of the same length
- Blocks are made by combining simple linear layers, feedforward networks, and self-attention layers (the key innovation of transformers)



Recap

- N-gram language models
- Evaluation
- Neural language models
- Pre-trained language models (ELMo→BERT)

Next class:

- Masked Language Model use cases in computational social science

Acknowledgements

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