

The Maximum-Entropy Stewpot



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summary of half of the course (statistics)

Probability is Useful

- We love probability distributions!
 - We've learned how to define & **use** $p(\dots)$ functions.
- Pick best output text T from a set of candidates
 - speech recognition (HW2); machine translation; OCR; spell correction...
 - maximize $p_1(T)$ for some appropriate distribution p_1
- Pick best annotation T for a fixed input I
 - text categorization; parsing; part-of-speech tagging ...
 - maximize $p(T | I)$; equivalently maximize joint probability $p(I, T)$
 - often define $p(I, T)$ by noisy channel: $p(I, T) = p(T) * p(I | T)$
 - speech recognition & other tasks above are cases of this too:
 - we're maximizing an appropriate $p_1(T)$ defined by $p(T | I)$
- Pick best probability distribution (a meta-problem!)
 - really, pick best **parameters** θ : train HMM, PCFG, n-grams, clusters ...
 - maximum likelihood; smoothing; EM if unsupervised (incomplete data)
 - Bayesian smoothing: $\max p(\theta | \text{data}) = \max p(\theta, \text{data}) = p(\theta)p(\text{data} | \theta)$

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summary of other half of the course (linguistics)

Probability is Flexible

- We love probability distributions!
 - We've learned how to **define** & use $p(\dots)$ functions.
- We want $p(\dots)$ to define probability of *linguistic* objects
 - Trees of (non)terminals (PCFGs; CKY, Earley, pruning, inside-outside)
 - Sequences of words, tags, morphemes, phonemes (n-grams, FSAs, FSTs; regex compilation, best-paths, forward-backward, collocations)
 - Vectors (decis. lists, Gaussians, naive Bayes; Yarowsky, clustering/k-NN)
- We've also seen some not-so-probabilistic stuff
 - Syntactic features, semantics, morph., Gold. Could be stochasticized?
 - Methods can be quantitative & data-driven but not fully probabilistic: transf.-based learning, bottom-up clustering, LSA, competitive linking
- But probabilities have wormed their way into most things
- $p(\dots)$ has to capture our intuitions about the ling. data

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really so alternative?

An ~~Alternative~~ Tradition

- Old AI hacking technique:
 - Possible parses (or whatever) have scores.
 - Pick the one with the best score.
 - How do you define the score?
 - Completely ad hoc!
 - Throw anything you want into the stew
 - Add a bonus for this, a penalty for that, etc.
- "Learns" over time – as you adjust bonuses and penalties by hand to improve performance. ☺
- Total kludge, but totally flexible too ...
 - Can throw in **any** intuitions you might have



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Exposé at 9
 Probabilistic Revolution
 Not Really a Revolution,
 Critics Say
 Log-probabilities no more
 than scores in disguise
 "We're just adding stuff up
 like the old corrupt regime
 did," admits spokesperson



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Nuthin' but adding weights

- n-grams: $\dots + \log p(w_7 | w_5, w_6) + \log(w_8 | w_6, w_7) + \dots$
- PCFG: $\log p(\text{NP VP} | S) + \log p(\text{Papa} | \text{NP}) + \log p(\text{VP PP} | \text{VP}) \dots$
- HMM tagging: $\dots + \log p(t_7 | t_5, t_6) + \log p(w_7 | t_7) + \dots$
- Noisy channel: $[\log p(\text{source})] + [\log p(\text{data} | \text{source})]$
- Cascade of FSTs:

$$[\log p(A)] + [\log p(B | A)] + [\log p(C | B)] + \dots$$
- Naive Bayes:

$$\log p(\text{Class}) + \log p(\text{feature1} | \text{Class}) + \log p(\text{feature2} | \text{Class}) \dots$$
- Note: Today we'll use +logprob not -logprob: i.e., bigger weights are better.**

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Nuthin' but adding weights

- n-grams: $\dots + \log p(w_7 | w_5, w_6) + \log(w_8 | w_6, w_7) + \dots$
- PCFG: $\log p(\text{NP VP} | S) + \log p(\text{Papa} | \text{NP}) + \log p(\text{VP PP} | \text{VP}) \dots$
 - Can regard any linguistic object as a collection of features (here, tree = a collection of context-free rules)
 - Weight of the object = total weight of features
 - Our weights have always been conditional log-probs (≤ 0)
 - but that is going to change in a few minutes!
- HMM tagging: $\dots + \log p(t_7 | t_5, t_6) + \log p(w_7 | t_7) + \dots$
- Noisy channel: $[\log p(\text{source})] + [\log p(\text{data} | \text{source})]$
- Cascade of FSTs:

$$[\log p(A)] + [\log p(B | A)] + [\log p(C | B)] + \dots$$

Naïve Bayes

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83% of Probabilists Rally Behind Δ Paradigm

“.2, .4, .6, .8! We're not gonna take your bait!”

- Can estimate our parameters *automatically*
 - e.g., $\log p(t_7 | t_5, t_6)$ (trigram tag probability)
 - from supervised or unsupervised data
- Our results are more meaningful
 - Can use probabilities to place bets, quantify risk
 - e.g., how sure are we that this is the correct parse?
- Our results can be meaningfully combined \Rightarrow modularity!
 - Multiply indep. conditional probs – normalized, unlike scores
 - $p(\text{English text}) * p(\text{English phonemes} | \text{English text}) * p(\text{Jap. phonemes} | \text{English phonemes}) * p(\text{Jap. text} | \text{Jap. phonemes})$
 - $p(\text{semantics}) * p(\text{syntax} | \text{semantics}) * p(\text{morphology} | \text{syntax}) * p(\text{phonology} | \text{morphology}) * p(\text{sounds} | \text{phonology})$

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Probabilists Regret Being Bound by Principle

- Ad-hoc approach does have one advantage
- Consider e.g. Naive Bayes for text categorization:
 - Buy this supercalifragilistic Ginsu knife set for only \$39 today ...
- Some useful features:
 - Contains Buy
 - Contains supercalifragilistic
 - Contains a dollar amount under \$100
 - Contains an imperative sentence
 - Reading level = 8th grade
 - Mentions money (use word classes and/or regexp to detect this)
- Naïve Bayes: pick C maximizing $p(C) * p(\text{feat 1} | C) * \dots$
- What assumption does Naive Bayes make? True here?

spam
.5
.02

.9
.1

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Probabilists Regret Being Bound by Principle

- But ad-hoc approach does have one advantage
 - Can adjust scores to compensate for feature overlap ...
- Some useful features of this message:

	log prob	adjusted
Contains a dollar amount under \$100	-1	-5.6
Mentions money	-15	-3.3
- Naïve Bayes: pick C maximizing $p(C) * p(\text{feat 1} | C) * \dots$
- What assumption does Naive Bayes make? True here?

spam
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.02

.9
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Revolution Corrupted by Bourgeois Values

- Naive Bayes needs overlapping but *independent* features
- But not clear how to restructure these features like that:
 - Contains Buy
 - Contains supercalifragilistic
 - Contains a dollar amount under \$100
 - Contains an imperative sentence
 - Reading level = 7th grade
 - Mentions money (use word classes and/or regexp to detect this)
 - ...
- Boy, we'd like to be able to throw all that useful stuff in without worrying about feature overlap/independence.
- Well, maybe we can add up scores and pretend like we got a log probability:

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Revolution Corrupted by Bourgeois Values

- Naive Bayes needs overlapping but **independent** features
- But not clear how to restructure these features like that:
 - +4 Contains Buy
 - +0.2 Contains supercalifragilistic
 - +1 Contains a dollar amount under \$100
 - +2 Contains an imperative sentence
 - 3 Reading level = 7th grade
 - +5 Mentions money (use word classes and/or regexp to detect this)
 - ...
- Boy, we'd like to be able to throw all that useful stuff in without worrying about feature overlap/independence.
- Well, maybe we can add up scores and **pretend** like we got a log probability: **$\log p(\text{feats} \mid \text{spam}) = 5.77$**
- Oops, then **$p(\text{feats} \mid \text{spam}) = \exp 5.77 = 320.5$**

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Renormalize by 1/Z to get a Log-Linear Model

- $p(\text{feats} \mid \text{spam}) = \exp 5.77 = 320.5$ scale down so everything < 1 and sums to 1!
- $p(m \mid \text{spam}) = (1/Z(\lambda)) \exp \sum_i \lambda_i f_i(m)$ where
 - m is the email message
 - λ_i is weight of feature i
 - $f_i(m) \in \{0,1\}$ according to whether m has feature i
 - More generally, allow $f_i(m)$ = count or strength of feature.
- $1/Z(\lambda)$ is a normalizing factor making $\sum_m p(m \mid \text{spam}) = 1$ (summed over all possible messages m ! hard to find!)
- The weights we add up are basically arbitrary.
- They don't have to mean anything, so long as they give us a good probability.
- Why is it called "log-linear"?

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Why Bother?

- Gives us probs, not just scores.
 - Can use 'em to bet, or combine w/ other probs.
- We can now learn weights from data!
 - Choose weights λ_i that maximize logprob of labeled training data = $\log \prod_j p(c_j) p(m_j \mid c_j)$
 - where $c_j \in \{\text{ling}, \text{spam}\}$ is classification of message m_j
 - and $p(m_j \mid c_j)$ is log-linear model from previous slide
 - Convex** function – easy to maximize! (why?)
- But:** $p(m_j \mid c_j)$ for a given λ requires $Z(\lambda)$: hard!

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Attempt to Cancel out Z

- Set weights to maximize $\prod_j p(c_j) p(m_j \mid c_j)$
 - where $p(m \mid \text{spam}) = (1/Z(\lambda)) \exp \sum_i \lambda_i f_i(m)$
 - But** normalizer $Z(\lambda)$ is awful sum over all possible emails
- So instead:** Maximize $\prod_j p(c_j \mid m_j)$
 - Doesn't model the emails m_j , only their classifications c_j
 - Makes more sense anyway given our feature set
- $p(\text{spam} \mid m) = p(\text{spam})p(m \mid \text{spam}) / (p(\text{spam})p(m \mid \text{spam}) + p(\text{ling})p(m \mid \text{ling}))$
- Z appears in both numerator and denominator
- Alas, doesn't cancel out because Z differs for the spam and ling models
- But we can fix this ...

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So: Modify Setup a Bit

- Instead of having separate models $p(m \mid \text{spam}) * p(\text{spam})$ vs. $p(m \mid \text{ling}) * p(\text{ling})$
- Have just one joint model $p(m, c)$ gives us both $p(m, \text{spam})$ and $p(m, \text{ling})$
- Equivalent to changing feature set to:
 - spam \leftarrow weight of this feature is $\log p(\text{spam}) + \text{a constant}$
 - spam and Contains Buy \leftarrow old spam model's weight for "contains Buy"
 - spam and Contains supercalifragilistic
 - ...
 - ling \leftarrow weight of this feature is $\log p(\text{ling}) + \text{a constant}$
 - ling and Contains Buy \leftarrow old ling model's weight for "contains Buy"
 - ling and Contains supercalifragilistic
- No **real** change, but 2 categories now share single feature set and single value of $Z(\lambda)$

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Now we can cancel out Z

Now $p(m, c) = (1/Z(\lambda)) \exp \sum_i \lambda_i f_i(m, c)$ where $c \in \{\text{ling}, \text{spam}\}$

- Old:** choose weights λ_i that maximize prob of labeled training data = $\prod_j p(m_j, c_j)$
- New:** choose weights λ_i that maximize prob of labels given messages = $\prod_j p(c_j \mid m_j)$
- Now Z cancels out of conditional probability!
 - $p(\text{spam} \mid m) = p(m, \text{spam}) / (p(m, \text{spam}) + p(m, \text{ling}))$
 - $= \exp \sum_i \lambda_i f_i(m, \text{spam}) / (\exp \sum_i \lambda_i f_i(m, \text{spam}) + \exp \sum_i \lambda_i f_i(m, \text{ling}))$
 - Easy to compute now ...
 - $\prod_j p(c_j \mid m_j)$ is still convex, so easy to maximize too

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Maximum Entropy

- Suppose there are 10 classes, A through J.
- I don't give you any other information.
- Question:** Given message m: what is your guess for $p(C | m)$?
- Suppose I tell you that 55% of all messages are in class A.
- Question:** Now what is your guess for $p(C | m)$?
- Suppose I also tell you that 10% of all messages contain Buy and 80% of these are in class A or C.
- Question:** Now what is your guess for $p(C | m)$, if m contains Buy?
- OUCH!**

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Maximum Entropy

	A	B	C	D	E	F	G	H	I	J
Buy	.051	.0025	.029	.0025	.0025	.0025	.0025	.0025	.0025	.0025
Other	.499	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446

- Column A sums to 0.55 ("55% of all messages are in class A")

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Maximum Entropy

	A	B	C	D	E	F	G	H	I	J
Buy	.051	.0025	.029	.0025	.0025	.0025	.0025	.0025	.0025	.0025
Other	.499	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446

- Column A sums to 0.55
- Row Buy sums to 0.1 ("10% of all messages contain Buy")

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Maximum Entropy

	A	B	C	D	E	F	G	H	I	J
Buy	.051	.0025	.029	.0025	.0025	.0025	.0025	.0025	.0025	.0025
Other	.499	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446

- Column A sums to 0.55
- Row Buy sums to 0.1
- (Buy, A) and (Buy, C) cells sum to 0.08 ("80% of the 10%")

- Given these constraints, fill in cells "as equally as possible": maximize the entropy (related to cross-entropy, perplexity)

Entropy = $-.051 \log .051 - .0025 \log .0025 - .029 \log .029 - \dots$
 Largest if probabilities are evenly distributed

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Maximum Entropy

	A	B	C	D	E	F	G	H	I	J
Buy	.051	.0025	.029	.0025	.0025	.0025	.0025	.0025	.0025	.0025
Other	.499	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446	.0446

- Column A sums to 0.55
- Row Buy sums to 0.1
- (Buy, A) and (Buy, C) cells sum to 0.08 ("80% of the 10%")
- Given these constraints, fill in cells "as equally as possible": maximize the entropy
- Now $p(\text{Buy}, C) = .029$ and $p(C | \text{Buy}) = .29$
- We got a compromise: $p(C | \text{Buy}) < p(A | \text{Buy}) < .55$

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Generalizing to More Features

		A	B	C	D	E	F	G	H	...	
Buy		.051	.0025	.029	.0025	.0025	.0025	.0025	.0025		
Other		.499	.0446	.0446	.0446	.0446	.0446	.0446	.0446		

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What we just did

- For each feature ("contains Buy"), see what fraction of training data has it
- Many distributions $p(c, m)$ would predict these fractions (including the unsmoothed one where all mass goes to feature combos we've actually seen)
- Of these, pick distribution that has max entropy
- **Amazing Theorem:** This distribution has the form $p(m, c) = (1/Z(\lambda)) \exp \sum_i \lambda_i f_i(m, c)$
 - So it is log-linear. In fact it is the same log-linear distribution that maximizes $\prod_j p(m_j, c_j)$ as before!
- Gives another motivation for our log-linear approach.

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Overfitting

- If we have too many features, we can choose weights to model the training data perfectly.
- If we have a feature that only appears in spam training, not ling training, it will get weight ∞ to maximize $p(\text{spam} \mid \text{feature})$ at 1.
- These behaviors overfit the training data.
- Will probably do poorly on test data.

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Solutions to Overfitting

1. Throw out rare features.
 - Require every feature to occur > 4 times, and > 0 times with ling, and > 0 times with spam.
2. Only keep 1000 features.
 - Add one at a time, always greedily picking the one that most improves performance on held-out data.
3. Smooth the observed feature counts.
4. Smooth the weights by using a prior.
 - $\max p(\lambda \mid \text{data}) = \max p(\lambda, \text{data}) = p(\lambda)p(\text{data} \mid \lambda)$
 - decree $p(\lambda)$ to be high when most weights close to 0

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