

CS5740: Natural Language Processing
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Machine Translation

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Slides adapted from Michael Collins

English German Spanish Hebrew - detected



Indonesian English German

Translate

להזדקן זה עסק מכוער. הגוף והשכל מתפרקים בהדרגה, בתהליך איטי ומדחל, שסופו עגום ומוחלט. כל אדם חווה תסמינים שונים, אבל חווית ההזדקנות היא מה שמאחד את כל בעלי החיים. במקרה של וולברין בן ה-200 שנה, הזיקנה מקבלת ביטויים שונים לגמרי, אבל גם בני תמותה רגילים יוכלו להדהות עם התהליך שעובר גיבור-העל בסרט "לוגאן — וולברין".

היקום הקולנועי של אקס־מן נפרד כיום מבנו הבכור והאהוב. יו ג'קמן, שהכריז שלא יחזור לגלם את המוטאנט הוותיק, הוא שיזם את הפרידה הקולנועית מהדמות שהפכה אותו לכוכב־על. מאז "אקס־מן" הראשון בכיכובו בשנת 2000, חזר ג'קמן לנעליו ולטפריו של וולברין בעשרה סרטים, כאשר "לוגאן — וולברין" הוא השלישי והאחרון בקו העלילה העצמאי של וולברין. ג'יימס מנגולד ("הולך בדרכי", "3:10 ליומה"), שביים את הסרט השני בטריולוגיה "וולברין", נרתם למאמץ המודע לסיים את סיפורה של הדמות עם סרט שיתבדל מכל שאר סרטי אקס־מן. לכן מדובר בסרט שעומד לבדו, ללא צורך אמיתי בהיכרות עם הסרטים הקודמים.

869/5000



This is an ugly business to grow old. Body and mind are broken down gradually, in a slow and creeping, and absolutely bleak ending. Each person experiences different symptoms, but the experience of aging is what unites all the animals. In the case of Wolverine 200 years old, old age gets a completely different expressions, but also ordinary mortals will be able to identify with the process goes superhero movie "Logan - Wolverine."

The cinematic universe of separate Aks-mn now his eldest son and favorite. Hugh Jackman, who announced he will not return to play the old mutant, he initiated the separation film from the character that made him Lcoob-al. Since "Aks-mn" starring first in 2000, Jackman returned his shoes and Wolverine's claws ten films as "Logan - Wolverine" is the third and final independent plot line of Wolverine. James Mangold ("Walk the Line," "3:10 to Yuma"), who directed the second film in the trilogy "Wolverine", joined the conscious effort to finish the story of a movie character materialize all the other films Aks-mn. So this is a film that stands alone, without the need for a real familiarity with previous films.



Suggest an edit

Overview

- Challenges in machine translation
- Classical machine translation
- A brief introduction to statistical MT

Challenges: Lexical Ambiguity

Book the flight → reservar

Read the **book** → libro

Kill a man → matar

Kill a process → acabar

Challenges: Differing Word Order

- English: subject-verb-object
- Japanese: subject-object-verb

English: IBM bought Lotus

“Japanese”: IBM Lotus bought

English: Sources said that IBM bought Lotus yesterday

“Japanese”: Source yesterday IBM Lotus bought that said

Syntactic Structure is not Always Preserved

The bottle floated into the cave



La botella entro a la cuerva flotando
(the bottle entered the cave floating)

Syntactic Ambiguity Causes Problems

John hit the dog with the stick



John golpeo el perro [con palo / que tenia el palo]

Pronoun Resolution

The computer outputs the data; it is fast.



La computadora imprime los datos; **es** rapida.

The computer outputs the data; it is stored in ascii.



La computadora imprime los datos; **están**
almacendos en ascii.

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Classical I: Direct MT

- Translation is word-by-word
- Very little analysis of source text – no syntax, no semantics
- Relies on large bilingual dictionary:
 - For each word in the source language, specifies a set of translation rules
- After words are translated, simple re-ordering rules are applied
 - Example: move adjectives after nouns when translating from English to French

Classical I: Direct MT

- Rules for translating *much* or *many* into Russian:

if preceding word is *how* **return** *skol'ko*

else if preceding word is *as* **return** *stol'ko zhe*

else if word is *much*

if preceding word is *very* **return** *nil*

else if following word is a noun **return** *mnogo*

else (word is *many*)

if preceding word is a preposition and following word is noun **return** *mnogii*

else return *mnogo*

Classical I: Direct MT

- Lack of analysis of source language causes problems:

- Difficult to capture long-range orderings

English: Sources said that IBM bought Lotus yesterday

Japanese: Sources yesterday IBM Lotus bought that said

- Words are translated without disambiguation of their syntactic role

e.g., *that* can be a complementizer or determiner, and will often be translated differently for these two cases

They said that ...

They like that ice-cream

Classical II: Transfer-based Approaches

- Three phases in translation:
 - **Analysis:** Analyze the source language sentence
 - Example: build a syntactic analysis of the source language sentence
 - **Transfer:** Convert the source-language parse tree to a target-language parse tree
 - **Generation:** Convert the target-language parse tree to an output sentence

Classical III: Interlingua-based Translation

- Two phases:
 - **Analysis**: Analyze the source language sentence into a (language-independent) representation of its meaning
 - **Generation**: Convert the meaning representation into an output sentence

Classical III: Interlingua-based Translation

- Advantage: if we need to translate between n languages, need only n analysis and generation systems.
 - In transfer systems, would need n^2
- Disadvantage: what would a language-independent representation look like?

Classical III: Interlingua-based Translation

- How to represent different concepts in an interlingua?
- Different languages break down concepts in quite different ways:
 - **German** has two words for wall: one for an internal wall, one for a wall that is outside
 - **Japanese** has two words for brother: one for an elder brother, one for a younger brother
 - **Spanish** has two words for leg: pierna for a human's leg, pata for an animal's leg, or the leg of a table
- A simple intersection of these different ways of breaking down concepts is not satisfactory
 - And very hard to design

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- Parallel corpora are available in multiple language pairs
- Basic idea: use a parallel corpus as a training set of translation examples
- Classic example: IBM work on French-English translation using Canadian Hansards (1.7M pairs)
- Idea goes back to Warren Weaver's (1949) suggestion to use cryptanalytic techniques

... one naturally wonders if the problem of translation could conceivably be treated as a problem in cryptography. When I look at an article in Russian, I say: “This is really written in English, but it has been coded in some strange symbols. I will now proceed to decode.”

Warren Weaver, 1949,
in a letter to Norbert Wiener

The Noisy Channel Model

- Goal: translate from French to English
- Have a model $p(e/f)$ to estimate the probability of an English sentence e given a French sentence f
- Estimate the parameters from training corpus
- A noisy channel model has two components:

$p(e)$ **the language model**
 $p(f/e)$ **the translation model**

- Giving:

$$p(e|f) = \frac{p(e, f)}{p(f)} = \frac{p(e)p(f|e)}{\sum_e p(e)p(f|e)}$$

and

$$\arg \max_e p(e|f) = \arg \max_e p(e)p(f|e)$$

Example

- Translating from Spanish to English

Que hombre tengo yo



What hunger have

$$p(s/e) = 0.000014$$

Hungry I am so

$$p(s/e) = 0.000001$$

I am so hungry

$$p(s/e) = 0.0000015$$

Have I that hunger

$$p(s/e) = 0.000020$$

Example

- Translating from Spanish to English

Que hombre tengo yo



What hunger have
Hungry I am so
I am so hungry
Have I that hunger

$$p(s/e)p(e) = 0.000014 \times 0.000001$$

$$p(s/e)p(e) = 0.000001 \times 0.0000014$$

$$p(s/e)p(e) = 0.0000015 \times 0.0001$$

$$p(s/e)p(e) = 0.000020 \times 0.00000098$$