The role of Artifical Intelligence within Natural Language

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Toward Multilingual Public Services in Europe

Brussels, Belgium 17th October 2018

What is AI?



What is AI?

Taxonomy of AI definitions (2)

To reason human

- "The exciting new effort to make computers think ... machines with minds, in the full and literal sense" (Haugeland, 1985)
- "The automation of activities that we associate with human thinking, activities such as decision-making, problem solving, learning..." (Bellman, 1978)

To act human

- "The art of creating machines that perform functions that require intelligence when performed by people." (Kurzwil, 1990)
- "The study of how to make computers do things at which, at the moment, people do better." (Rich i Knight, 1991)

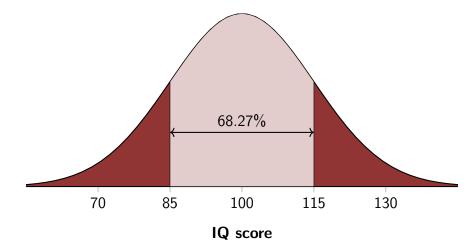
To reason rationally

- "The study of mental faculties through the use of computational models." (Charniak i McDermott, 1985)
- "The study of the computations that make it possible to perceive, reason, act." (Winston, 1992)

To act rationally

- "The field of study that seeks to explain and emulate intelligent behavior in terms of computational processes." (Schalkoff, 1990)
- "The branch of computer science concerned with automation of intelligent behavior" (Luger i Stubblefield, 1993)

What is Intelligence?



What is (A)I?



What is (A)I?

- No universally accepted definition
- Is the complement easier to define?

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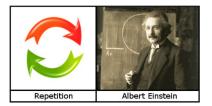
Stupidity?

Stupidity is doing the same thing over and over again and expecting different results!

Digression

Insanity Is Doing the Same Thing Over and Over Again and Expecting Different Results

Albert Einstein? Narcotics Anonymous? Max Nordau? George Bernard Shaw? George A. Kelly? Rita Mae Brown? John Larroquette? Jessie Potter? Werner Erhard?



https://quoteinvestigator.com/2017/03/23/same/

What is AI? or even I?

Anyway, how do we avoid stupidity?

Anyway, how do we avoid stupidity?

By learning from examples, mistakes, the environment, etc.

Key part of intelligence

Anyway, how do we avoid stupidity?

By learning from examples, mistakes, the environment, etc.

- Key part of intelligence
- Machine learning (deep learning!)

Achievements: Deep Blue, Chess



Learning vs. Brute Force

- 1997: Deep Blue versus Garry Kasparov
- Deep Blue won by brute force
- \blacksquare Chess: moves/step ~ 35
- Thinking 8 steps ahead means $\sim 2 \cdot 10^{12}$ states

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That's brute force!

Learning vs. Brute Force

Understanding of **Natural Languages** cannot be approached by brute force

Natural Language understanding is an Al-complete problem

(see later)

Achievements: AlphaGo, Go



Learning vs. Brute Force

- 2016: AlphaGo versus Lee Sedol
- \blacksquare Go: moves/step ~ 250
- Search space > 10¹⁰⁰!
- AlphaGo won using a Monte-Carlo tree search guided by deep neural networks with reinforcement learning

Learning vs. Brute Force

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That's (deep) learning!

Achievements: IBM Watson @Jeopardy



Learning vs. Brute Force

- 2011: IBM Watson @Jeopardy
- Question Answering System:
- Natural language processing, knowledge representation, reasoning, information retrieval...

Natural Language Understanding

Learning vs. Brute Force

- 2011: IBM Watson @Jeopardy
- Question Answering System:
- Natural language processing, knowledge representation, reasoning, information retrieval...

Natural Language Understanding

■ 2018: health, weather, chatbots...

Achievements: (Neural) Machine Translation



- 1 Artificial Intelligence
- 2 Natural Languages
- 3 Natural Language Processing
- 4 Neural Networks and Deep Learning
- 5 Tomorrow (today!) in Europe

Description

Human languages are a tool to communicate thoughts and they are elegant, efficient, flexible, complex

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Cool for a human, but for a machine...

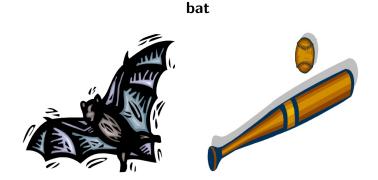
One word/sentence may mean many things

Homonymy and Polysemy



One word/sentence may mean many things

Homonymy and Polysemy



Meaning depends on context

Bats!

Meaning depends on context

Bats! (I'm inside a cave)

Meaning depends on context

Bats! (I'm inside a cave)

This **bat** is brown

Meaning depends on context

Bats! (I'm inside a cave)

This **bat** is brown (*I'm watching a baseball match*)

Meaning depends on context

Bats! (I'm inside a cave)

This **bat** is brown (*I'm watching a baseball match*)

Streaks and slumps are as common to baseball as bats

He bats the flies away

We bat around a wide variety of issues

When he told me what he'd done, I didn't bat an eye

Many ways of saying the same thing

Synonymy





Literal and figurative language (metaphors)

This coffee shop is an ice box

VS.

It is very cold in this coffee shop

Language is culture

The early bird catches the worm

vs.

Morgenstund hat Gold im Mund

VS.

Qui matina fa farina

VS.

A quien madruga, Dios le ayuda

Language is culture

Jurafsky & Martin, 2007 (Ch.25)

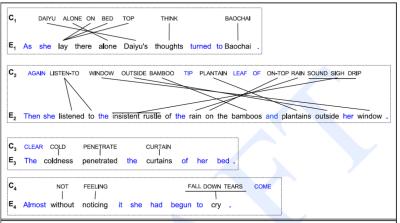


Figure 25.1 A Chinese passage from *Dream of the Red Chamber*, with the Chinese words represented by English glosses IN SMALL CAPS. Alignment lines are drawn between 'Chinese' words and their English translations. Words in blue are Chinese words not translated into English, or English words not in the original Chinese. Natural Languages

Learning vs. Brute Force

Understanding of **Natural Languages** cannot be approached by brute force

Natural Language understanding is an Al-complete problem

(from the intro)

Natural Languages

Some Numbers

There are more than 7000 languages (even if the definition of language is not straightforward!)

141 language families

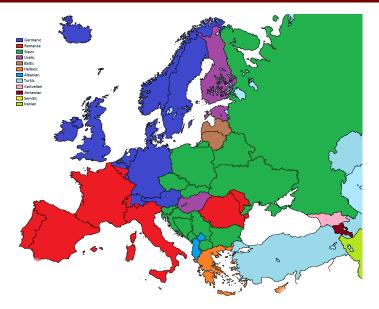
(6 of them account for 2/3 of all languages and 5/6 of the world's population)





Natural Languages

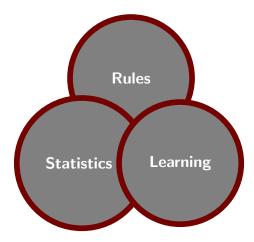
Language Families in Europe



1 Artificial Intelligence

- 2 Natural Languages
- 3 Natural Language Processing
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General Approaches



Rules in Machine Translation

```
function DIRECT_TRANSLATE_MUCH/MANY(word) returns Russian translation

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 a noun return mnogii

else return mnogo
```

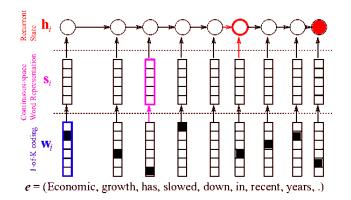
Figure 25.7 A procedure for translating *much* and *many* into Russian, adapted from Hutchins' (1986, pg. 133) discussion of Panov 1960. Note the similarity to decision list algorithms for word sense disambiguation.

Statistics in Machine Translation

					CLASSIC SOUPS Sm.	Lg.
清	嫩	雞	*	57.	House Chicken Soup (Chicken, Celery,	
					Potato, Onion, Carrot)1.50	2.75
雞	Í	5	:	58.	Chicken Rice Soup1.85	3.25
雞	3	<u>s</u>	:*	59.	Chicken Noodle Soup1.85	3.25
曆	東	雪	杏	60.	Cantonese Wonton Soup1.50	2.75
¥	茄	季		61.	Tomato Clear Egg Drop Soup1.65	2.95
雪	2	\$	**	62.	Regular Wonton Soup	2.10
酸	勇	*	*	63. 2	Hot & Sour Soup	2.10
푷	Ŧ	ŧ		64.	Egg Drop Soup1.10	2.10
雪雲	1 and	F	:*	65.	Egg Drop Wonton Mix1.10	2.10
료	窟	莱	*	66.	Tofu Vegetable SoupNA	3.50
雞				67.	Chicken Corn Cream SoupNA	3.50
-	肉王	1 *	:	68.	Crab Meat Corn Cream SoupNA	3.50
海				69.	Seafood SoupNA	3.50

(from Josef van Genabith slides)

Learning in Machine Translation



(from Kyunghyun Cho slides)

Data-based Approaches for Machine Translation

Standard Corpora

Language Pair	<pre># segments (app.)</pre>	# words (app.)
En–De	$4.5\cdot 10^6$	$222\cdot 10^6$
En–Fr	$36.3 \cdot 10^6$	$2100\cdot 10^6$

Data-based Approaches for Machine Translation

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Books

Title	<pre># words (approx.)</pre>
The Bible	$0.8\cdot 10^6$
The Dark Tower series	$1.2\cdot 10^6$
Encyclopaedia Britannica	$44\cdot 10^6$

Other NLP Tasks

Named-Entity Recognition

Other NLP Tasks

Named-Entity Recognition



Other NLP Tasks

Named-Entity Recognition

POS Tagging



Other NLP Tasks

Named-Entity Recognition



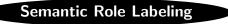
POS Tagging

Other NLP Tasks

Named-Entity Recognition

Sentiment Analysis

POS Tagging



Other NLP Tasks

Named-Entity Recognition

Sentiment Analysis

POS Tagging



Semantic Role Labeling

Other NLP Tasks

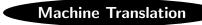
Named-Entity Recognition

Sentiment Analysis

POS Tagging

Question Answering

Semantic Role Labeling



Other NLP Tasks

Named-Entity Recognition

Sentiment Analysis

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Question Answering

Semantic Role Labeling



Machine Translation

Other NLP Tasks

Named-Entity Recognition

Sentiment Analysis

POS Tagging

Question Answering

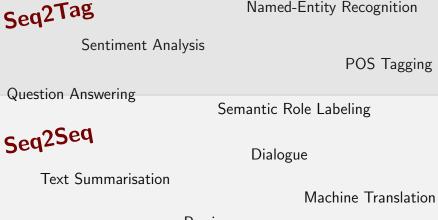
Semantic Role Labeling

Dialogue

Text Summarisation

Machine Translation

Other NLP Tasks



Data-based Approaches

Yesterday

Shallow Machine Learning models —XGB, SVM, logistic regression trained on (lots of!) features

Data-based Approaches

Yesterday

Shallow Machine Learning models —XGB, SVM, logistic regression trained on (lots of!) features

Tomorrow

 (Deep) Neural Networks using dense vector representations and learned features 1 Artificial Intelligence

- 2 Natural Languages
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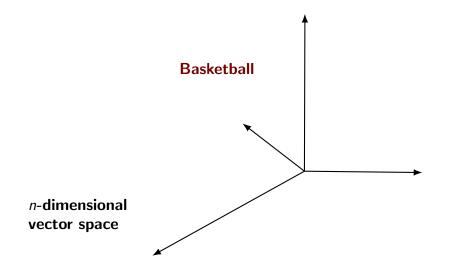
A World where Words are Numbers

Basketball = (0.101159, 0.550446, 0.543801, -0.973852, -0.680835, 0.417193, -0.247181, 0.209725, -1.136055, -0.059531, -0.401640, 0.171540, 0.925121, -0.143815, 0.781714, -1.482425, 0.347008, -0.112342, 0.442418. -1.020457. -0.071752. 1.873548. -0.222886. -0.729569. -0.830224. -0.868407. 0.203496. 0.469911. -0.191363, 0.565102, 0.687738, 0.480823, 0.842358, -0.173656, -0.265585, 0.685740, 0.488047, -0.359772, -0.576064, -0.802884, 0.081554, 0.046882, -0.861532, -0.461855, 0.613098, -1.534642, -0.884534, 0.207728, 1.396512, -0.242900, -0.383959, 0.570844, -0.703350, -1.368813, -1.008194, 1.534660, 0.171693, 0.640925, -0.233116. 0.324685. 0.483171. 0.337947. -0.963290. -0.400558. 0.830977. 0.913474. 0.251693. -0.589420. -0.299622, 1.047515, -0.266679, -1.247186, 1.087610, -0.549028, 1.600710, -1.538516, -1.703301, -1.393499, -0.894448, 0.717204, 0.105767, -0.189234, -0.615609, -0.658315, 0.051877, 0.014180, -0.791282, 0.150424, 1.343751, -0.464859, 0.871426, 1.542864, -1.202150, -0.767113, -1.734738, 0.073633, -1.012583, 0.747787, 0.476070. -0.454807. 0.642685. -0.854152. -0.071798. 0.233724. 0.712329. -0.097752. -0.531132. 0.323271. -0.447342, 0.657913, 1.199492, -0.107360, -0.154234, -1.131168, 1.354793, 1.721385, -0.240023, 0.655765, -0.217006, -0.801722, 0.553369, 0.213377, 0.323267, -1.516051, 2.106244, -0.134282, 0.742155, 0.426344, 0.197991. -0.806768. 0.372546. -0.160200. -1.552847. -0.286178. -0.707796. 0.527352. -0.259658. 0.230387. 0.105294. -0.194481. 0.301772. -1.022163. 0.557191. 1.096709. 0.058422. -1.036384. 0.353412. -0.623097. -0.689515, 0.091472, 0.783885, 0.184088, -0.367950, 0.952462, 0.183704, 0.677562, 0.293917, -0.214309, -0.487794, 0.934296, 0.311513, 0.286514, -0.085511, 0.777691, 1.232603, -0.309367, -0.225086, 0.005091, -0.099195, -0.293117, 1.305563, 0.595816, 0.950316, 0.568706, -0.561446, 0.911634, -0.383941, 0.758054, -0.197820, 0.506777, -0.290767, -0.356727, 1.229474, -0.156489, -0.782741, -0.210163, -0.029169, 0.602664, 0.418375, 0.148975, -0.761796, 1.322690, -0.173410, 0.204111, -1.344531, 1.081905, -0.660543, -0.225615, -0.444753, -0.929671, 0.054136, 0.052031, -0.164926, 0.159312, -1.316333, 0.837011, -1.290353, 0.958403, 1.247478. 0.442009. 0.455497. -1.856268. -0.358823. -0.230839. -0.206271. 0.227012. -0.454163. 0.747798. -1.252855, 1.436849, -0.427915, -0.810428, -0.628144, -0.288458, 0.087355, 0.356739, 0.153036, 0.516594, -0.504978, 0.814432, 1.052940, 1.094526, -0.219595, 0.722178, 0.267325, -0.087458, -1.270262, -0.039461, 0.991926, -0.112005, -0.009605, 0.149920, 0.164717, 0.280475, 0.966384, 0.327598, 0.189590, -0.208946, 0.838261, 0.051847, -0.277932, -0.788527, -0.768702, -1.688721, 0.388215, 0.170153, -0.555723, -0.529565, -0.528982, -0.659930, 0.588041, -0.368195, -0.850188, -0.004996, 0.925476, 1.046587, -0.731761, 0.519435, 0.193188. -0.709557. 0.123329. -0.454316. 1.885830. -0.201841. -0.728933. -0.953455. -0.205837. -0.724068. 0.120158, 1.765389, -0.192159, 1.062490, -0.002634, 0.125790, -0.846565, 0.548899, -1.062821, -2.146826, 0.134681, 0.570950, 0.851783, 0.436544, 0.688986, 1.229008, 1.435449, 0.118766, -0.132411, 2.527890, 0.778142)

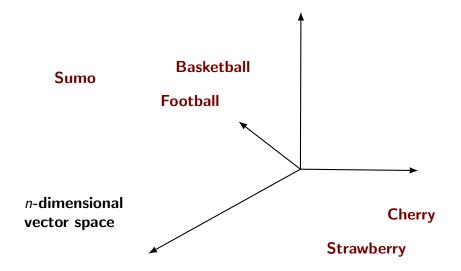
Word Vector Space

Basketball

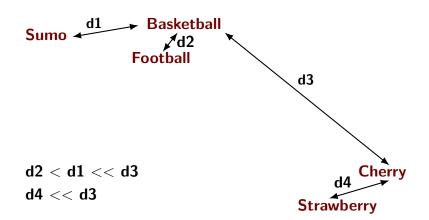
Word Vector Space



Word Vector Space



A World where Words are Numbers

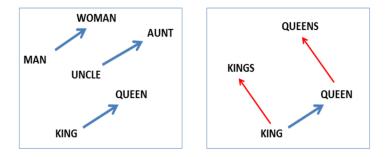


A World where Words are Numbers

Would that allow language understanding?

Word Embeddings

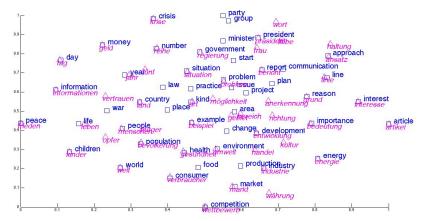
King - Man + Woman = Queen



(Mikolov et al., NAACL HLT, 2013)

Multilinguality

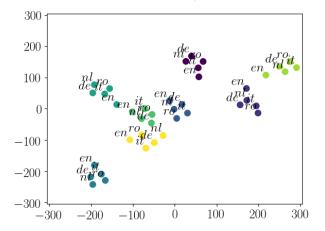
(Luong, Pham & Manning, NAACL, 2015)



Barnes-Hut-SNE visualisation of bilingual embeddings German/English

Multilinguality & Sentence Embeddings

(España-Bonet & van Genabith, 2018)

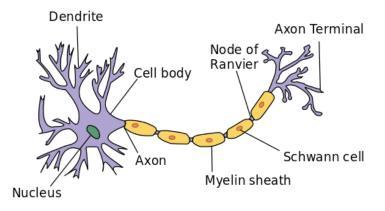


ML-NMT {de, en, nl, it, ro} \rightarrow {de, en, nl, it, ro} with TED talks

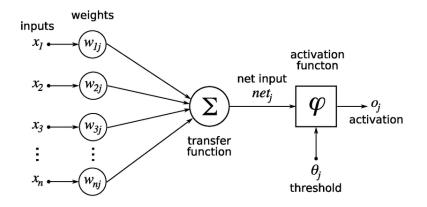
Embeddings

How? What for?

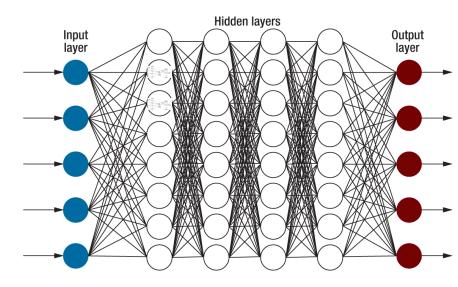
How? Neurons or Units?



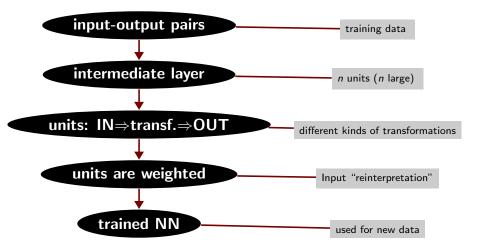
How? Neurons or Units?



How? (Deep) Neural Networks

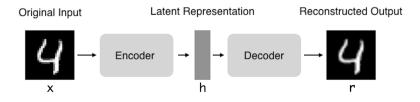


Neural Networks (feed-forward-like)



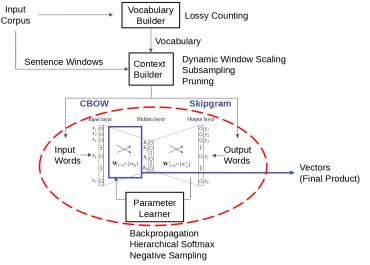
Input Reinterpretation

Example: Autoencoder



(https://towardsdatascience.com/deep-inside-autoencoders)

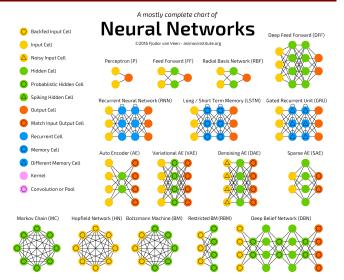
Word Embeddings, also a Reinterpretation (word2vec example)



Credits: Xin Rong

Neural Networks, (D)NNs, in Plural!

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Deep Convolutional Network (DCN)



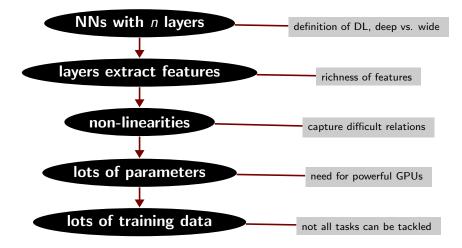




Seq2Seq: a single NN for Several Tasks

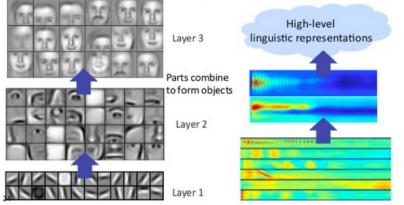
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	希 fairseq latest	Docs » fairseq documentation O Edit on GitHub		
Search docs				
GETTING ST	ARTED	fairseq documentation		
Evaluating Pre-trained Models		Fairseq is a sequence modeling toolkit written in		
Training a New Model		PyTorch that allows researchers and developers to		
Advanced Training Options Command-line Tools		train custom models for translation, summarization, language modeling and other text generation tasks.		
				EXTENDING
Overview		Evolution Decisional Media		
Tutorial: Simple LSTM		 Evaluating Pre-trained Models Training a New Model 		
Tutorial: Cla	assifying Names with a	Advanced Training Options		
🗐 Read the D	Docs v: latest 🗸	Command-line Tools		

Deep Learning: why so good, why now?



Deep Learning: Features

Successive model layers learn deeper intermediate representations



Prior: underlying factors & concepts compactly expressed w/ multiple levels of abstraction

(https://skymind.ai/wiki/neural-network)

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Digital Service Infrastructure

Connecting Europe through digital bridges



Digital Service Infrastructure

Connecting Europe through cross-lingual digital bridges

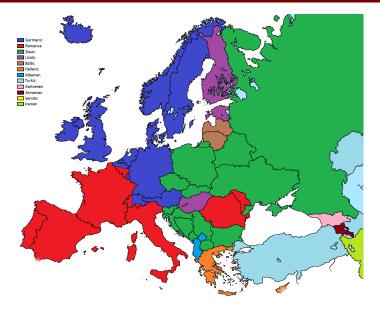


Digression

Time for a disgression on multilinguality with NNs?

let's go!

Different Languages Involved



The role of Artifical Intelligence within Natural Language

- Natural Language Understanding is thought to be an Al-complete problem
- Current advances in computation power have fired deep learning (DL) for NLP
- DL is achieving impressive results for several natural language tasks (human performace)
- In some architectures, multilinguality comes for free

Promote All Languages Used in the EU

- DL needs huge amounts of high-quality data for good performance
- Lots of data for official EU languages
- Non-official languages may lack enough data
- In the DL world, languages without data won't exist

Basque, Catalan, Gaelic, Luxembourgish, Macedonian, Occitan, Romani, Welsh...

Thanks! And...

wait!



The role of Artifical Intelligence within Natural Language

Cristina España-Bonet

Universität des Saarlandes (UdS)

Deutsche Forschungszentrum für Künstliche Intelligenz (DFKI)

Toward Multilingual Public Services in Europe

Brussels, Belgium 17th October 2018

Block I

Similarities and differences among languages

Cultures & Language: Universal Aspects

Different cultures share basic **concepts** and **actions** and communicate them with words



- Vocabulary: We all have a mother, a father, and see trees, water...
- Grammar: nouns and verbs

Cultures & Language: Non-Universal Aspects

But different cultures communicate them with words in different ways and cover different necessities

46 words for snow in Icelandic



https://reportsfromtherock.wordpress.com/page/2/

Differences among languages I

Besides different necessities for concepts and lexicon, languages differ in **morphology**

Western Greenlandic: Aliikkusersuillammassuaanerartassagaluarpaalli

English: However, they will say that he is a great entertainer but... Differences among languages II

Declarative sentences with a ${\bf S}$ ubject, a ${\bf V}$ erb and an ${\bf O}$ bject can follow different ${\bf syntax}$ orders

SOV: Japanese, Hindi... Inu ga (subject) neko (object) o oikaketa (verb)

SVO: English, French, Mandarin... The dog (subject) chased (verb) the cat (object)

VSO: Irish, Arabic... yutarid (verb) alkalb (subject) alqut (object) Differences among languages III

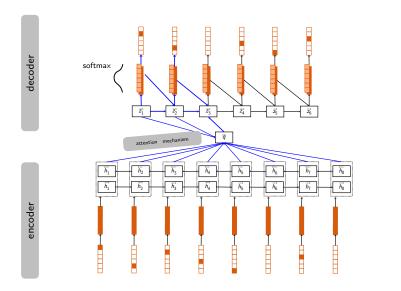
Omision of elements (e.g. pronouns)

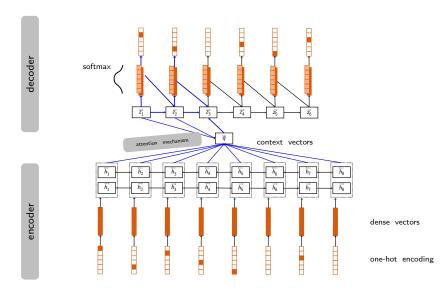
Short range order
 Adj Noun Blue house
 Noun Adj Casa blava

Structure, e.g. dates
 DD/MM/YY British English
 MM/DD/YY American English
 YY/MM/DD Japanese

Block II

Multilinguality with Neural Networks





Multilinguality in NMT

Der Marshmallow muss \overline{Z}_1^{\dagger} \overline{Z}_{4}^{2} \overline{z}_{i}^{2} h, h_4 h_5 h_4 The marshmallow has < eos >to be on top

decoder

encoder

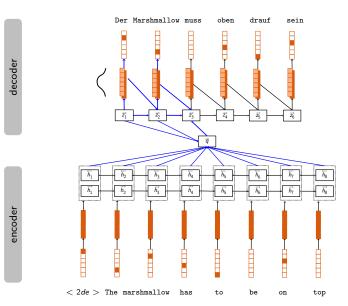
Multilinguality in NMT

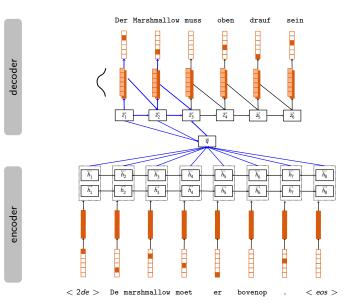
Der Marshmallow muss Vocabulary Marshmallow, muss, oben, h_4 h, Vocabulary marshmallow, has, to, be, top... The marshmallow has < eos >to be on top

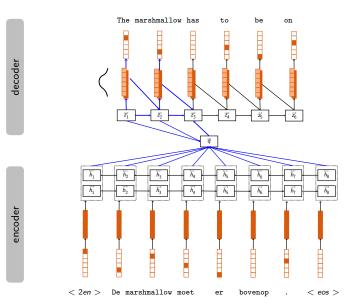
drauf, sein...

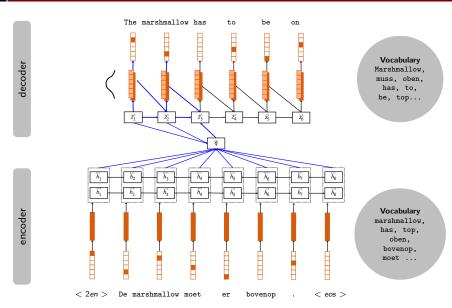
decoder

encoder









Block II

Multilinguality with Neural Networks

let's go back