

# KyotoEBMT System Description for the 2nd Workshop on Asian Translation

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# Outline

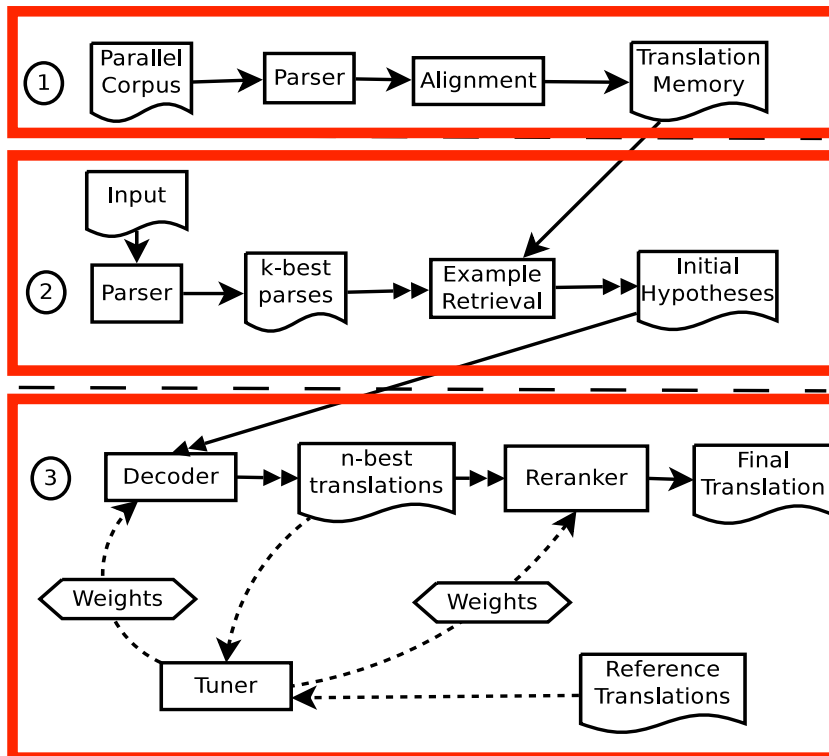
- Overview of the system
- Improvements since WAT2014
- Results for WAT2015
- Conclusion

# Overview of Kyoto-EBMT

# KyotoEBMT Overview

- **Example-Based MT** paradigm
  - Need parallel corpus
  - Few language-specific assumptions
    - still a few language-specific rules
- **Tree-to-Tree** Machine Translation
  - Maybe the least commonly used variant of x-to-x
  - Sensitive to parsing quality of both source and target languages
  - Maximize the chances of preserving information
- **Dependency** trees
  - Less commonly used than Constituent trees
  - Most natural for Japanese
  - Should contain all important semantic information

# KyotoEBMT pipeline



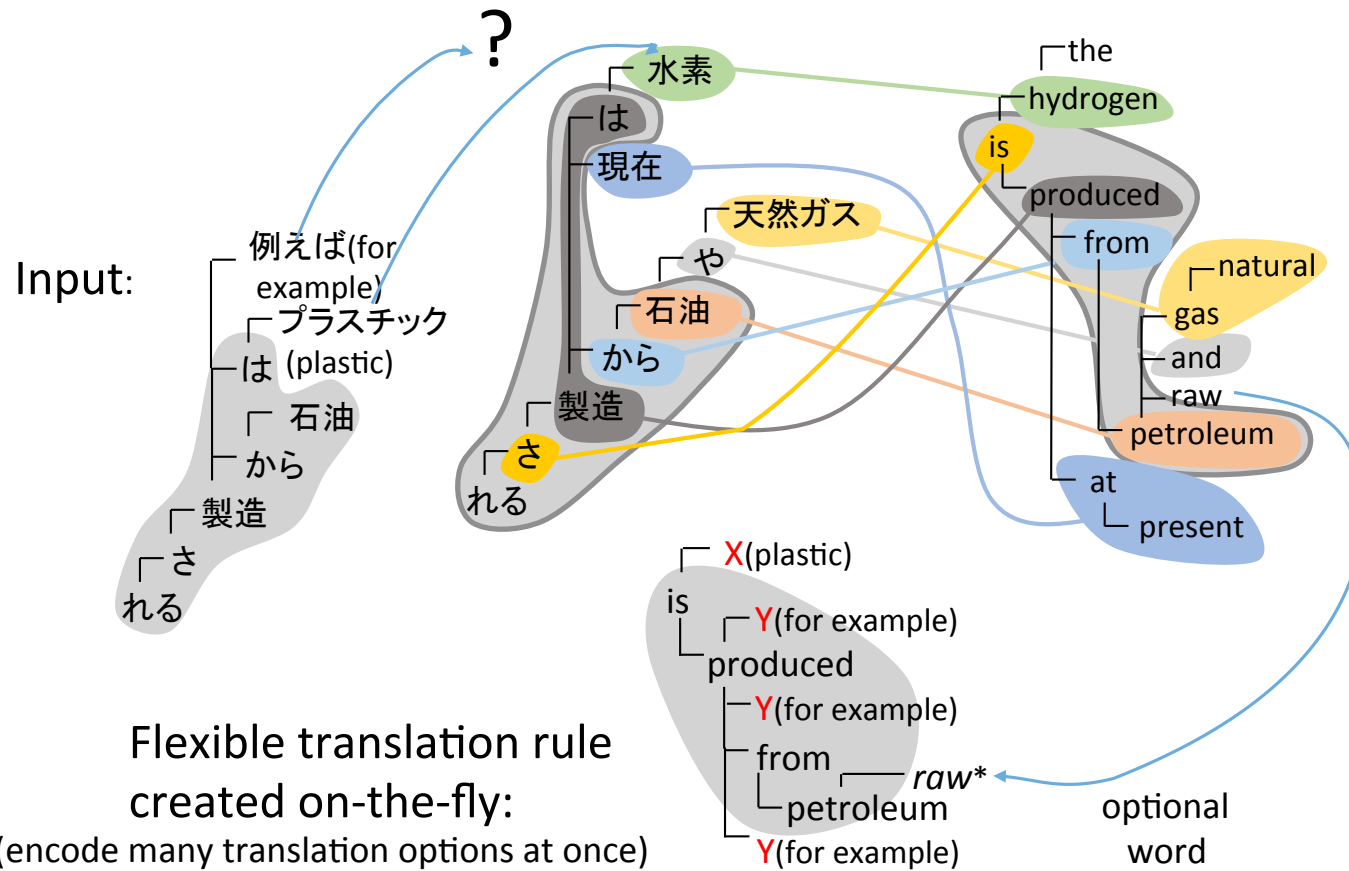
- Somehow classic\_pipeline
  - 1- Preprocessing of the parallel corpus
  - 2- Processing of input sentence
  - 3- Decoding/Tuning/Reranking
- Tuning and reranking done with kbMira
  - seems to work better than PRO for us

# Other specificities

- No “phrase-table”
  - all translation rules computed on-the-fly for each input
  - cons:
    - possibly slower (but not so slow)
    - computing significance/ sparse features more complicated
  - pros:
    - **full-context** available for computing features
    - **no limit** on the size of matched rules
    - **possibility to output perfect translation** when input is very similar to an example
- “Flexible” translation rules
  - Optional words
  - Alternative insertion positions
  - Decoder can process flexible rules **more efficiently** than a long list of alternative rules
    - some “flexible rules” may actually encode >millions of “standard rules”

# Flexible Rules Extracted on-the-fly

Matched Example:



X: Simple case  
(X has an equivalent in the source example)

Y: ambiguous insertion position

"raw": null-aligned -> optional

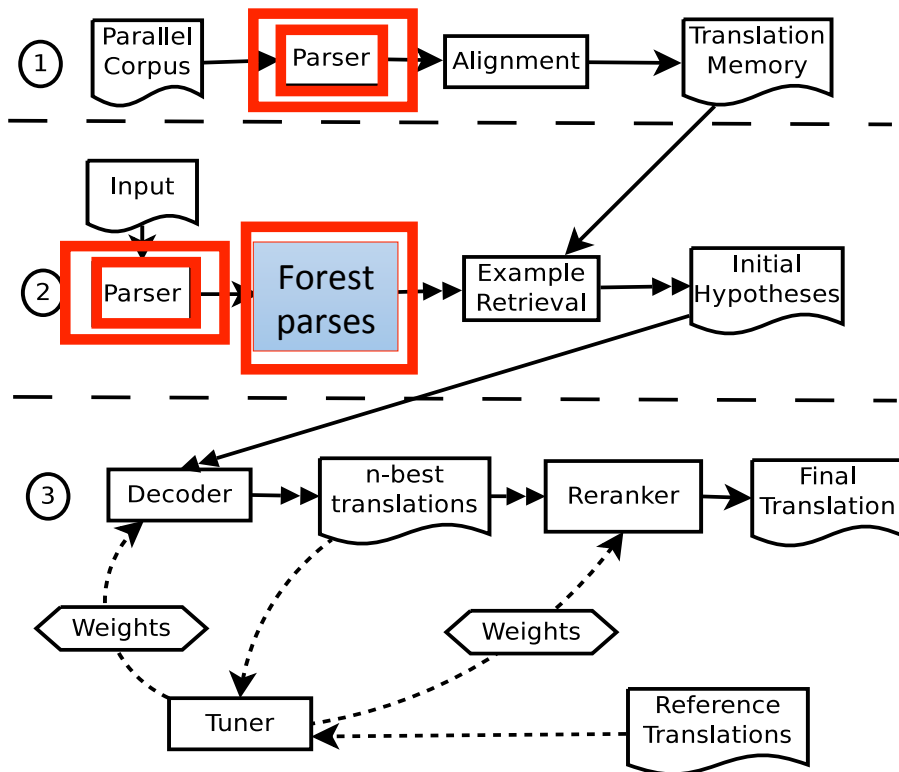
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# Improvements since WAT2014

# KyotoEBMT improvements

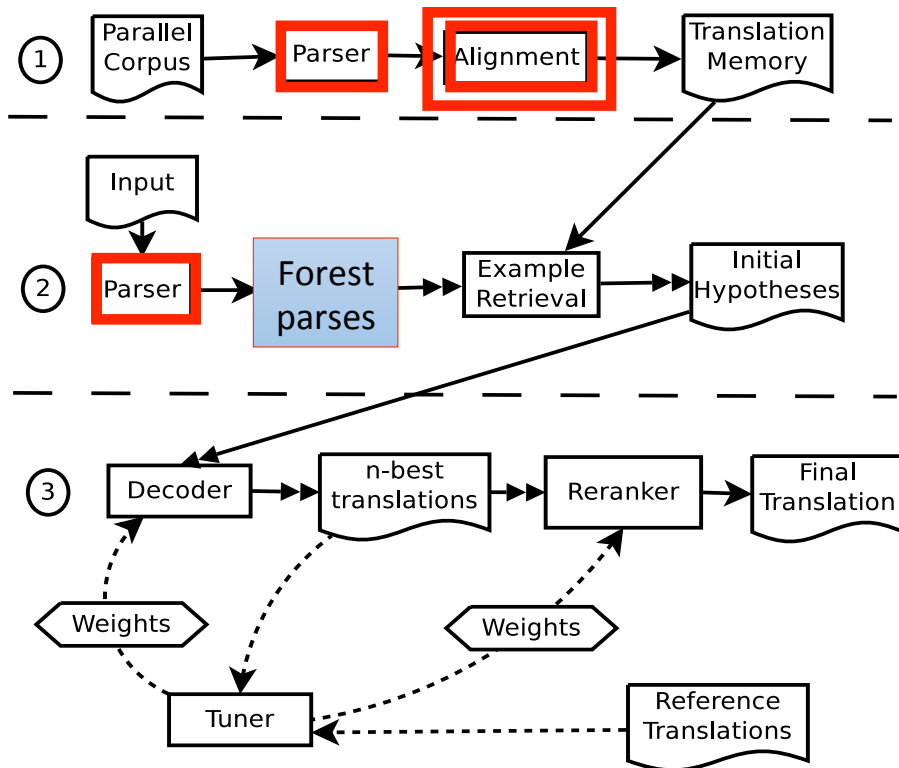


- Our system is very sensitive to parsing errors
- Continuous improvements to
  - Juman
  - KNP
  - SKP
- Added support for parse forests
  - (compact representations)

# Forest Input

- A partial solution to the issues of Tree-to-Tree MT
  - Can help with parsing errors
  - Can help with syntactic divergences
- In WAT2014,
  - we used 20-best input parses
  - n-best list of all inputs merged and reranked
- Now, with forest:
  - an **exponential** number of input parses can be encoded
  - the selection of parses is done **during decoding**

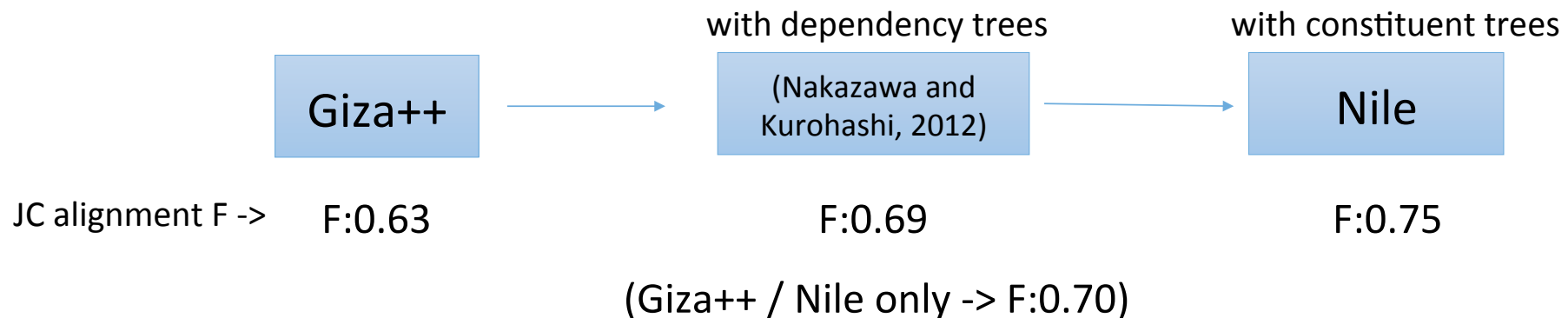
# KyotoEBMT improvements



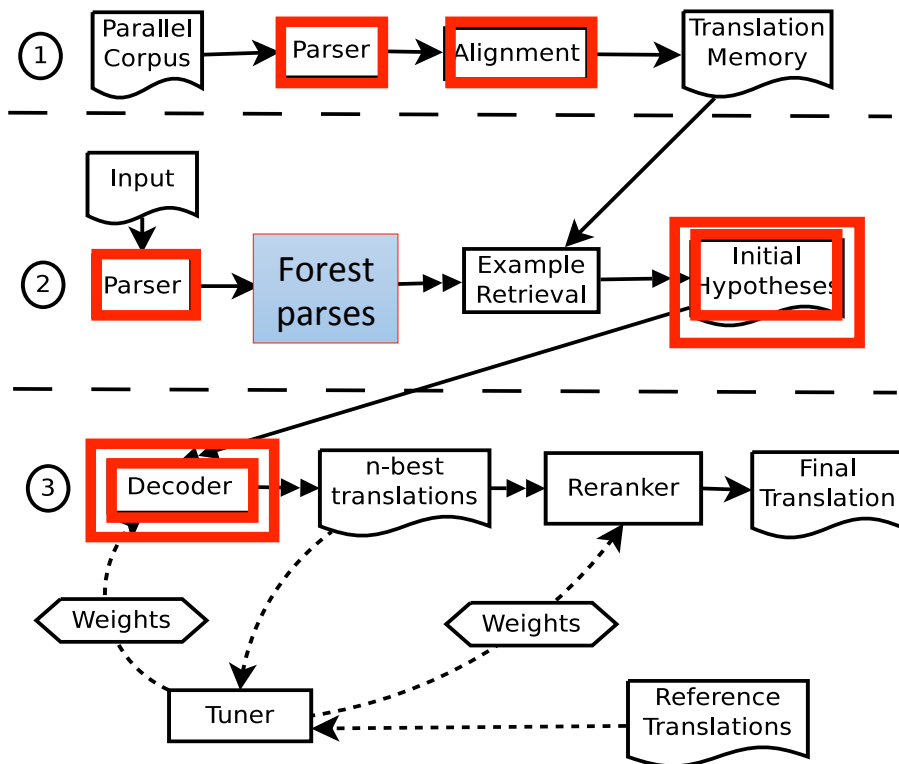
- System is also very sensitive to alignment errors
- We used to correct alignments by using dependency trees (Nakazawa and Kurohashi, 2012)
- Now we further improve them with Nile (Riesa et al., 2011)

# Alignment Improvements

- Used Nile (Riesa et al., 2011) to improve the alignment
  - As suggested by (Neubig and Duh, 2014)
  - Require us to parse into constituent trees as well
    - Ckylark parser for Japanese (Oda+, 2015)
    - Berkeley Parser for Chinese/English
- Nile becomes the **third element of an alignment pipeline**

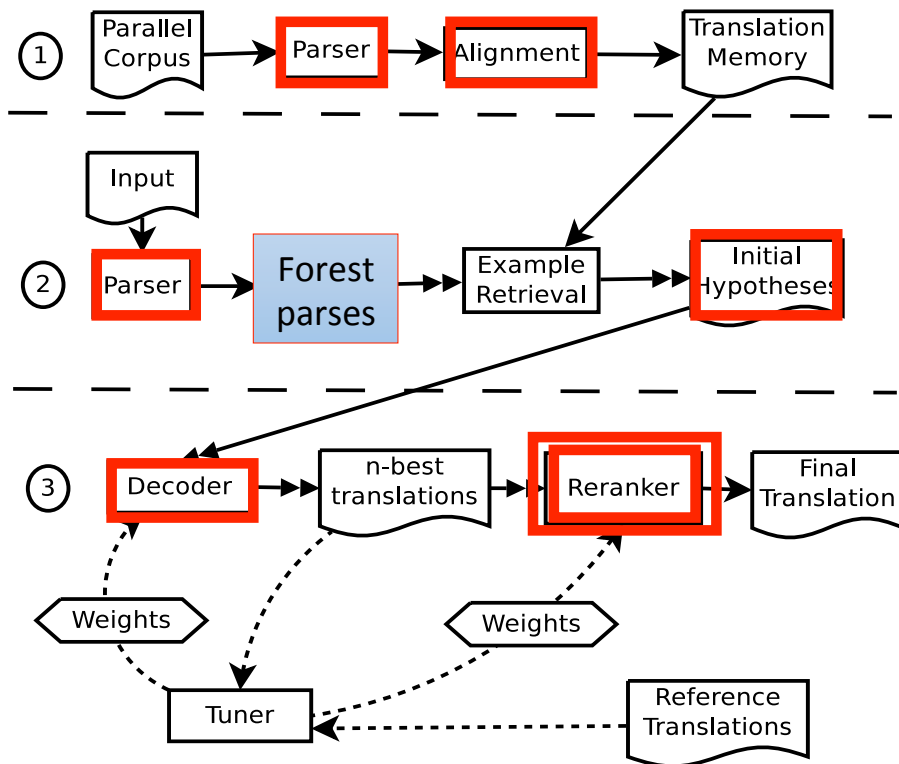


# KyotoEBMT improvements



- Many small improvements
  - Better handling of flexible rules
  - Bug fixes
- 10 new features
  - alignment score
  - context similarity score based on word2vec vectors
  - ...

# KyotoEBMT improvements



- **Reranking**

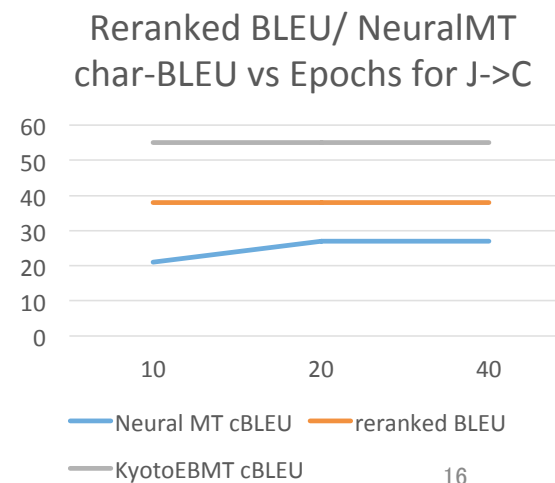
- Previously used features:

- 7-gram language model
- RNNLM language model

- Now also using a **Neural MT** based bilingual Language Model

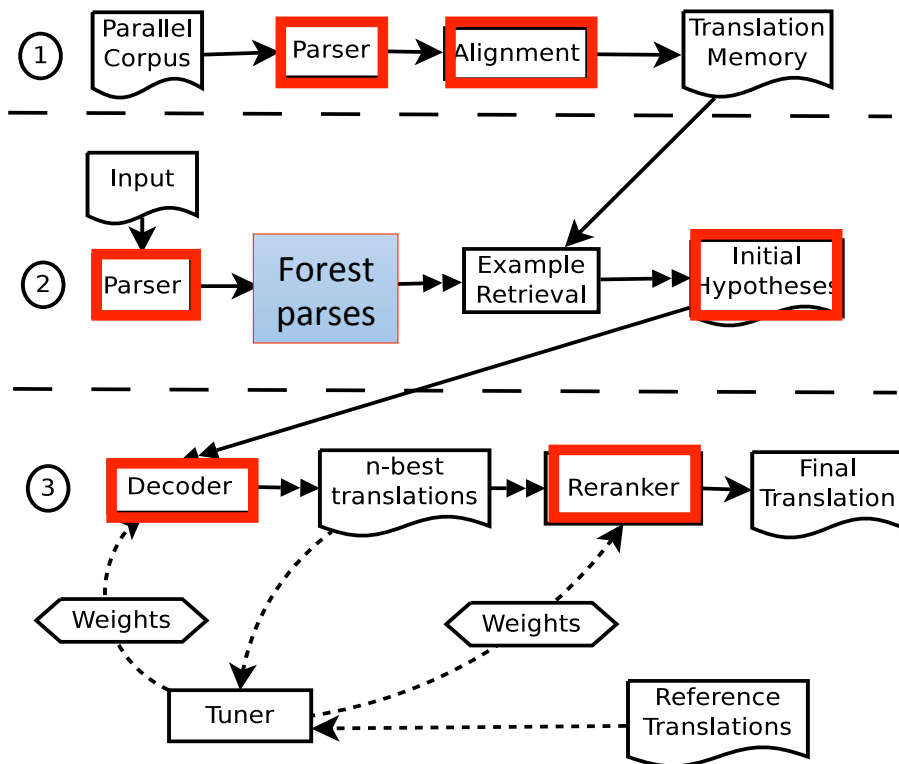
# Bilingual Neural Network Language Model

- Combine **Neural MT** with EBMT
- We use the **state-of-the-art model** described by (Bahdanau et al., 2015)
  - Model seen as a Language Model conditionalized on the input
- Remarks:
  - Processing Japanese and Chinese as **sequences of characters** gave good results
    - No need to limit vocabulary (~4000/6000 characters for J/C)
    - Avoid segmentation issues
    - Faster training
  - **Neural MT models alone produced bad translations**
    - eg. Character BLEU for C->J almost half that of KyotoEBMT
  - Reranking performances saturates before MT performances





# KyotoEBMT improvements



- Improved working methods (that matters!)
  - automatic nightly testing for variations in BLEU/ assertion errors/ memory leaks
- Overall improvements across all the pipeline
- Estimating the global contribution of each element is tough, but here are the final results, ...

# Results

# Results for WAT2015

	Reranking	BLEU	RIBES	HUMAN
J->E	NO	21.31 (+0.71)	70.65 (+0.53)	16.50
	YES	<b>22.89</b> (+1.82)	<b>72.46</b> (+2.56)	<b>32.50</b>
E->J	NO	30.69 (+0.92)	76.78 (+1.57)	40.50
	YES	<b>33.06</b> (+1.97)	<b>78.95</b> (+2.99)	<b>51.00</b>
J->C	NO	29.99 (+2.78)	80.71 (+1.58)	<b>16.00</b>
	YES	<b>31.40</b> (+3.83)	<b>82.70</b> (+3.87)	12.50
C->J	NO	36.30 (+2.73)	81.97 (+1.87)	16.75
	YES	<b>38.53</b> (+3.78)	<b>84.07</b> (+3.81)	<b>18.50</b>

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The various improvements lead to good changes in BLEU. Almost +4 BLEU for the JC/CJ

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**Mystery!**  
 Only for J->C, we find that reranking decreased Human Evaluation score.  
 (While still improving BLEU/RIBES)

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# Code is available and Open-sourced

- Version 1.0 released
  - 1 year after version 0.1
  - 2 years after development started
- Downloadable at: <http://nlp.ist.i.kyoto-u.ac.jp/kyotoebmt/>
- GPL Licence

# Conclusion

- KyotoEBMT is a (Dependency) Tree-to-Tree MT system with state-of-the-art results
- Open-sourced (<http://nlp.ist.i.kyoto-u.ac.jp/kyotoebmt/>)
- Improvements across the whole pipeline lead us to close to +4 BLEU improvements
- Some future works:
  - Make more use of the target structure
  - Use of deep learning features in the decoder
    - eg. as in (Devlin et al., 2014)
  - ...



Thank you!