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Moses & Treex Hybrid MT Systems Bestiary

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English-to-Czech MT

- Individual Systems
 - Moses & Factored Moses
 - Treex & TectoMT
- 8 System Combinations
 - description
 - evaluation
- Conclusion

WARNING

- an overview paper
 - we review already existing work
- described systems come from other authors
 - still, usually an overlap with authors of this paper
- BLEU scores
 - numbers taken from previously published papers
 - various datasets, various approaches...
 - gain in BLEU vs vanilla Moses/TectoMT baseline
- all references in the paper

Moses

- well-known phrase-based statistical MT system
- extremely poor in explicit linguistic knowledge
 - tokenization, truecasing... (and not much more)
- Czech is a hard target language
 - morphologically rich
 - unigram sparsity
 - free word order, long distance dependencies
 - n-gram sparsity

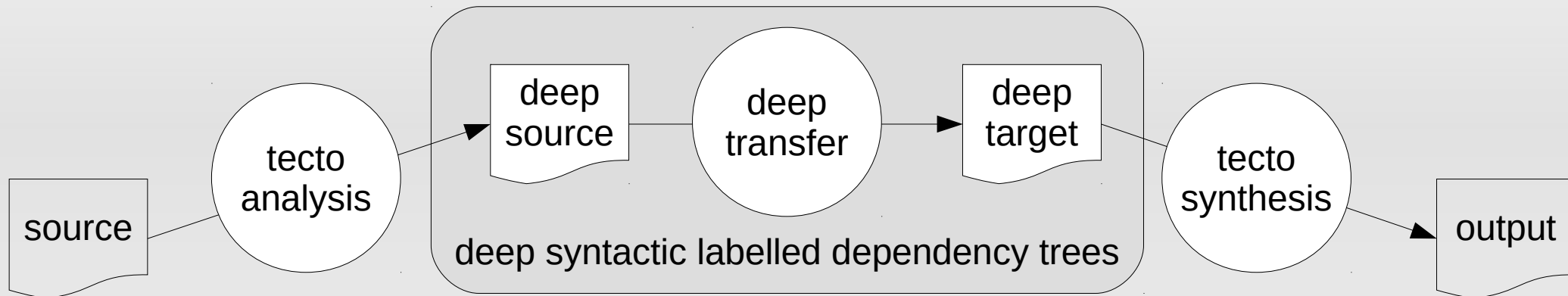
Factored Moses

- factored representation of Czech
 - word = (word form, part of speech tag)
- additional language model on PoS tags
 - helps overcome data sparsity
- PoS tags provided by Treex

Treex

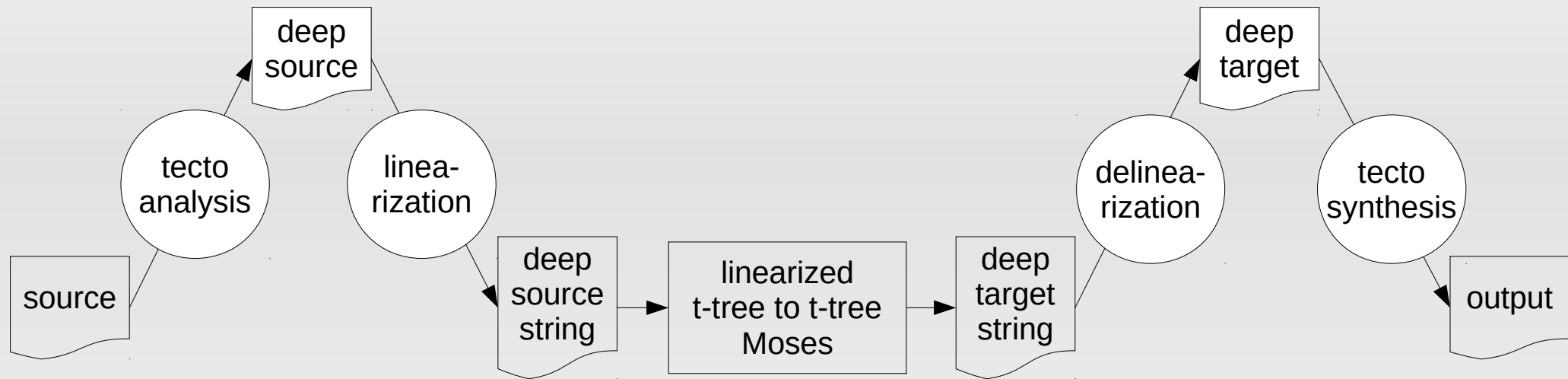
- linguistically motivated modular NLP framework
 - individual components (blocks) – tagger, parser...
 - both rule-based and machine-learned
 - flexibly combined into complex processing pipelines
- several layers of linguistic abstraction
 - based on Prague Dependency Treebank
 - a-tree (surface syntax), t-tree (deep syntax)...
 - rich linguistic annotation for each token
 - abstraction over inflection, word order, aux words...
- multilingual

TectoMT



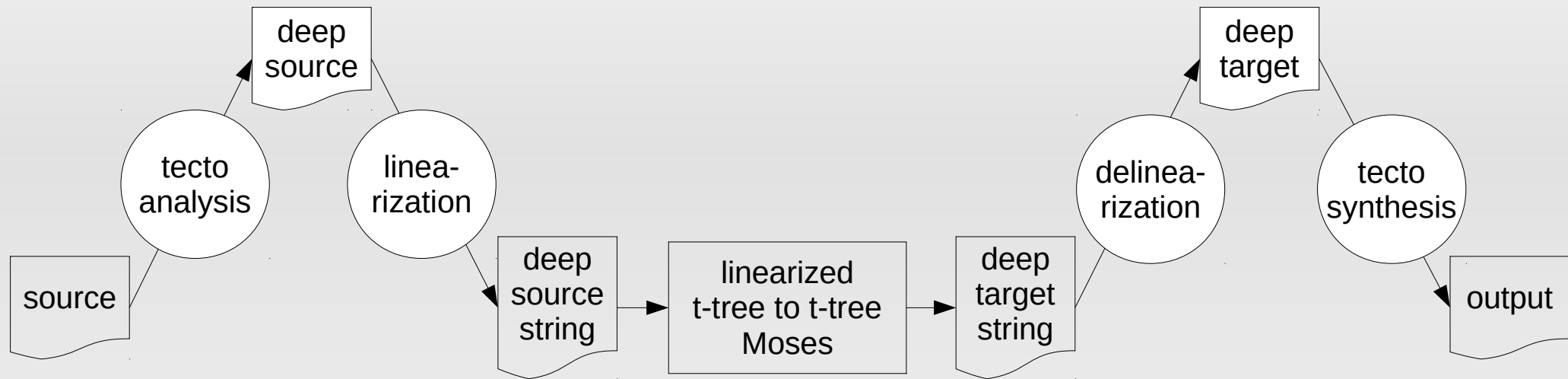
- hybrid MT system implemented in Treex
- deep transfer of t-trees
 - t-tree structure and grammemes copied 1:1
 - isomorphic transfer
 - lemmas and formemes generated by ML models
- typically worse than Moses by ~4 BLEU points

TectoMoses



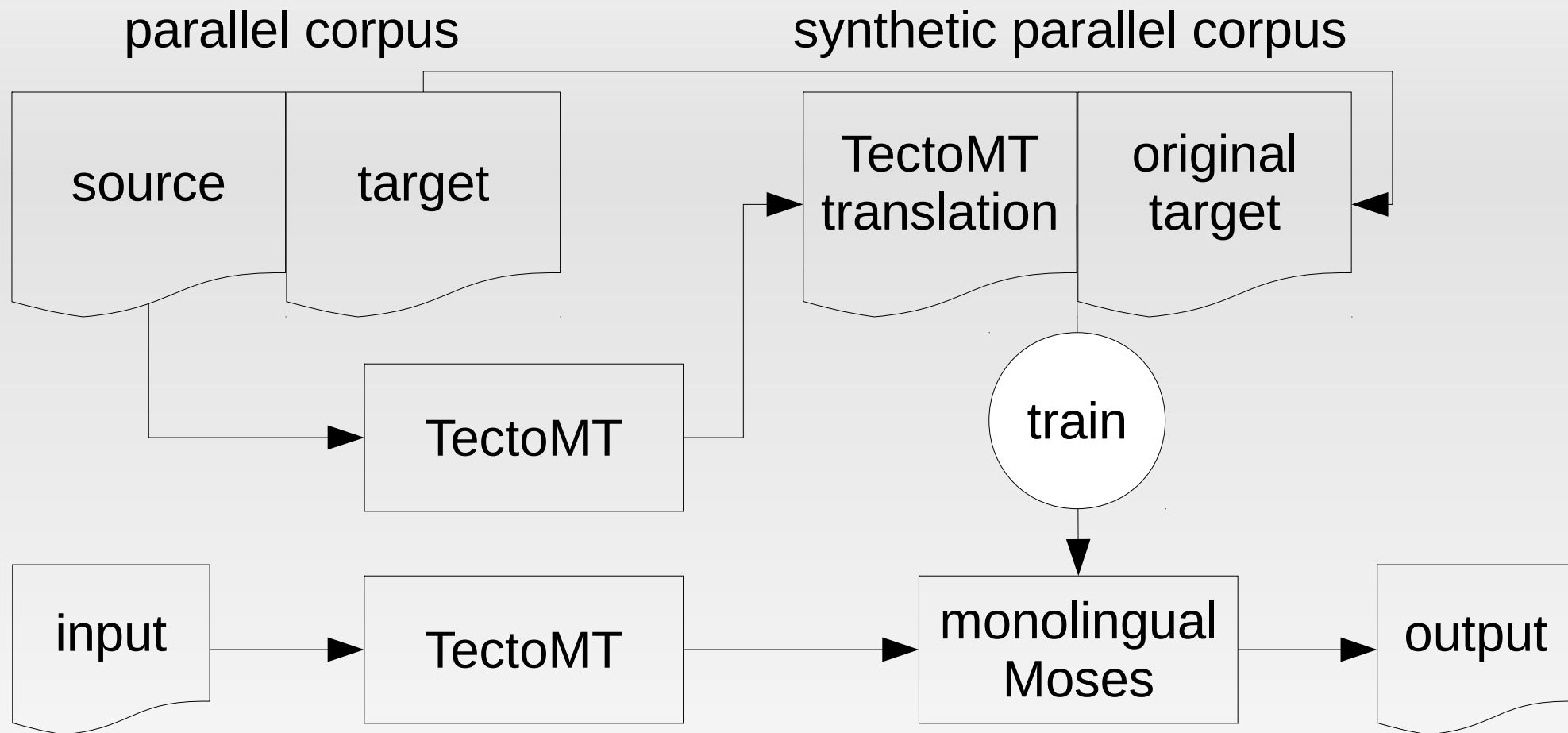
1. source t-tree → string of lemmas and formemes
2. string translated by specially trained Moses
3. target string → target t-tree
 - dependencies projected through alignment
- supports non-isomorphic transfer

TectoMoses



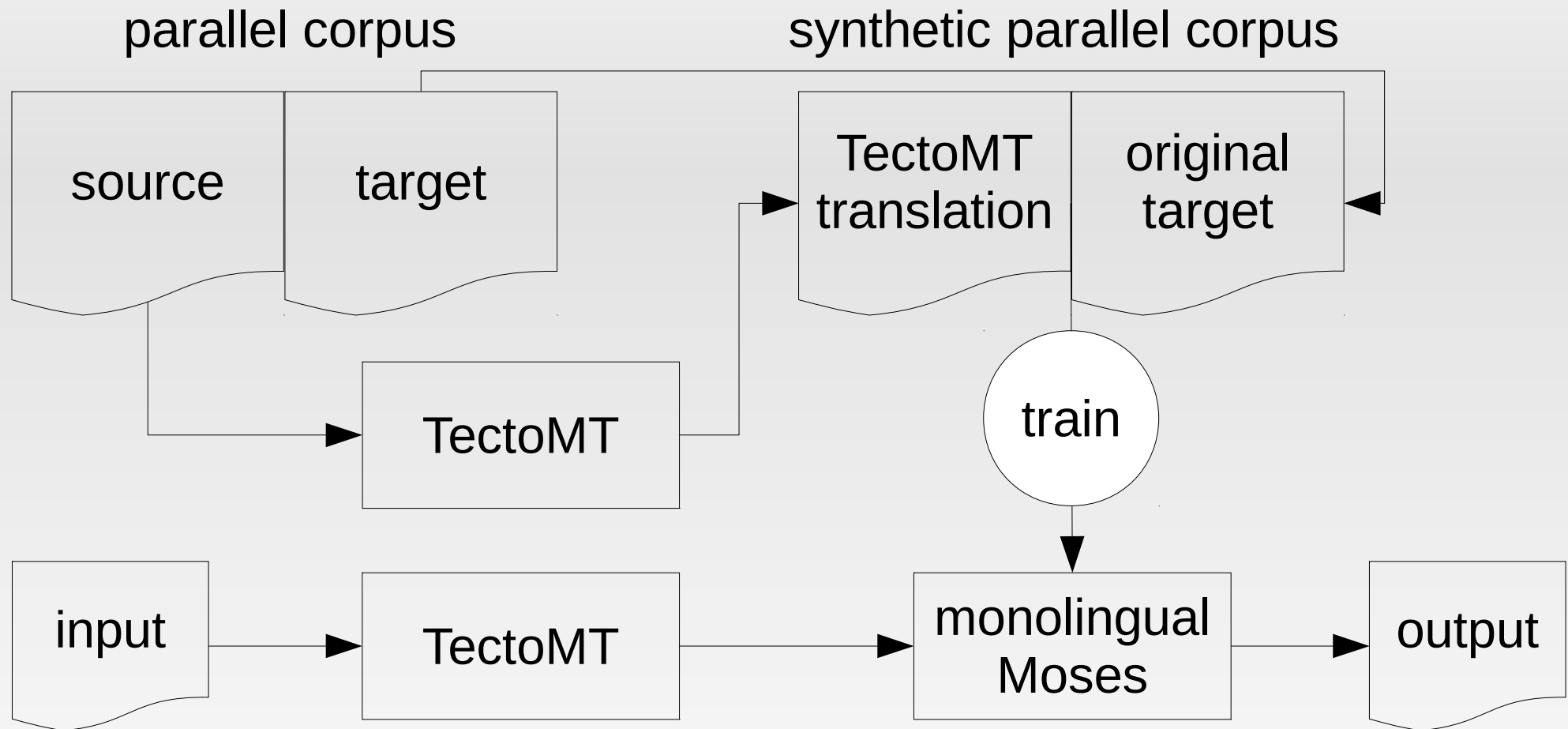
- -2.2 BLEU vs vanilla TectoMT baseline

PhraseFix: Moses post-editing



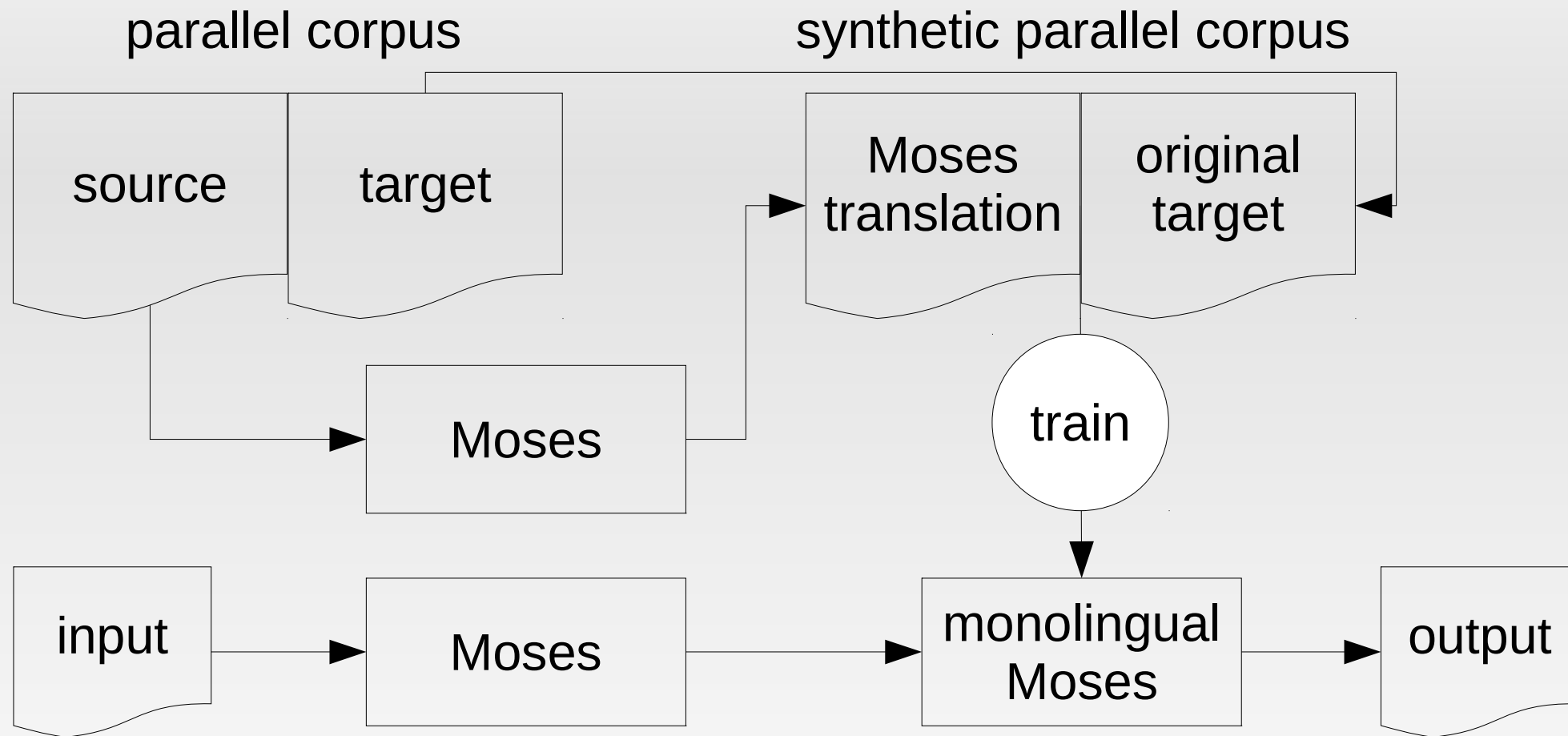
- train Moses to post-edit outputs of TectoMT

PhraseFix: Moses post-editing



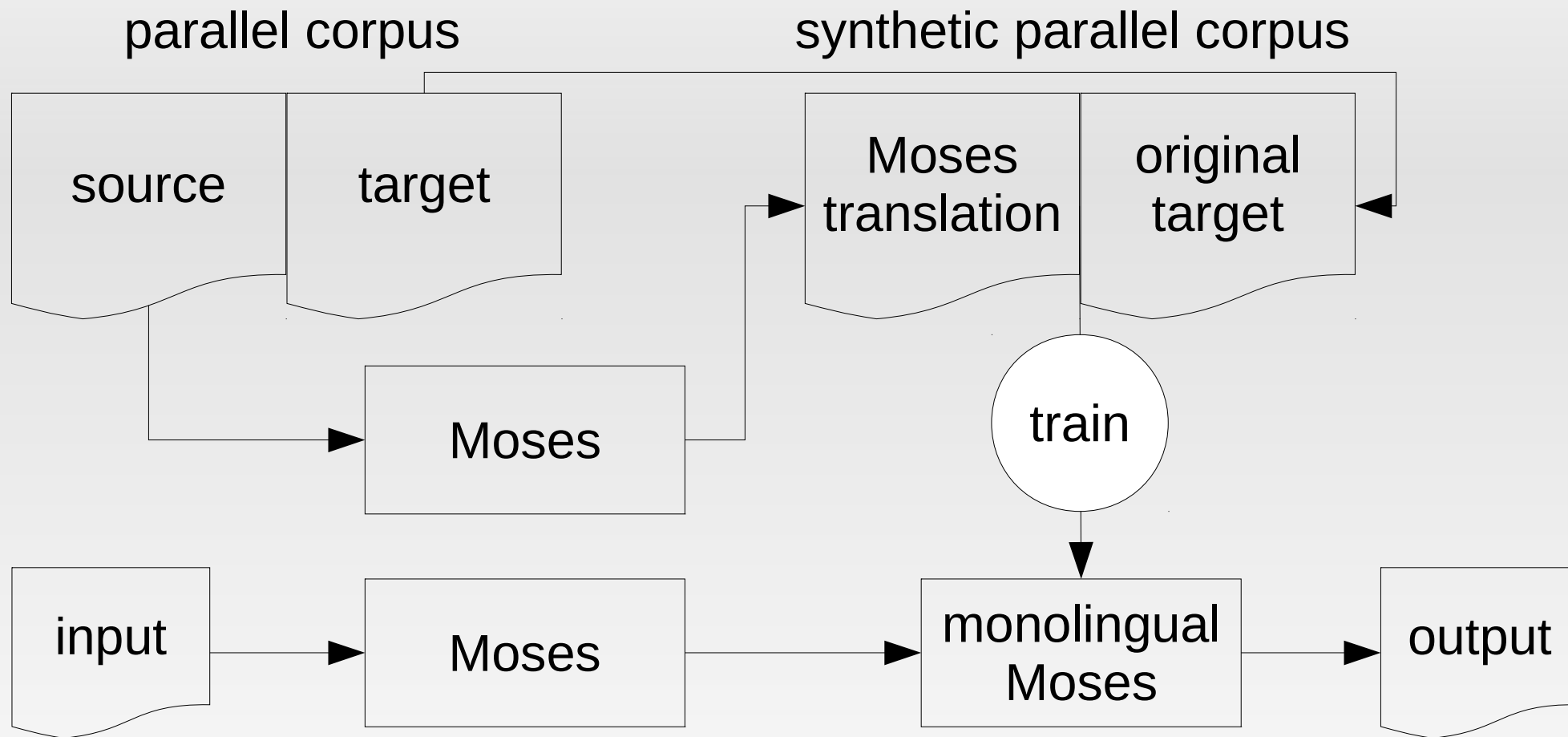
- up to +3.2 BLEU vs TectoMT
 - but still worse than Moses

Moses + Moses post-editing



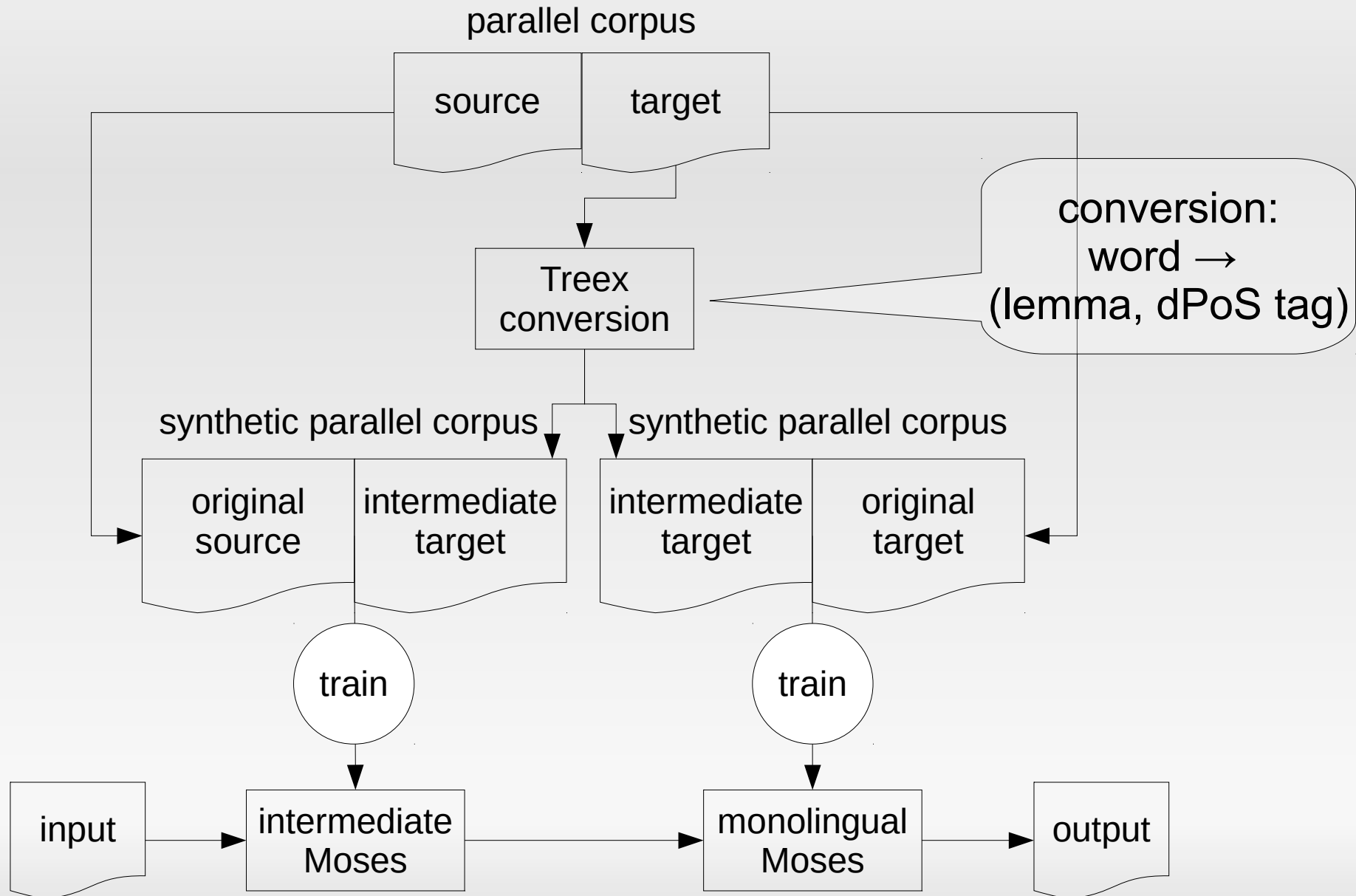
- train Moses to post-edit outputs of Moses

Moses + Moses post-editing

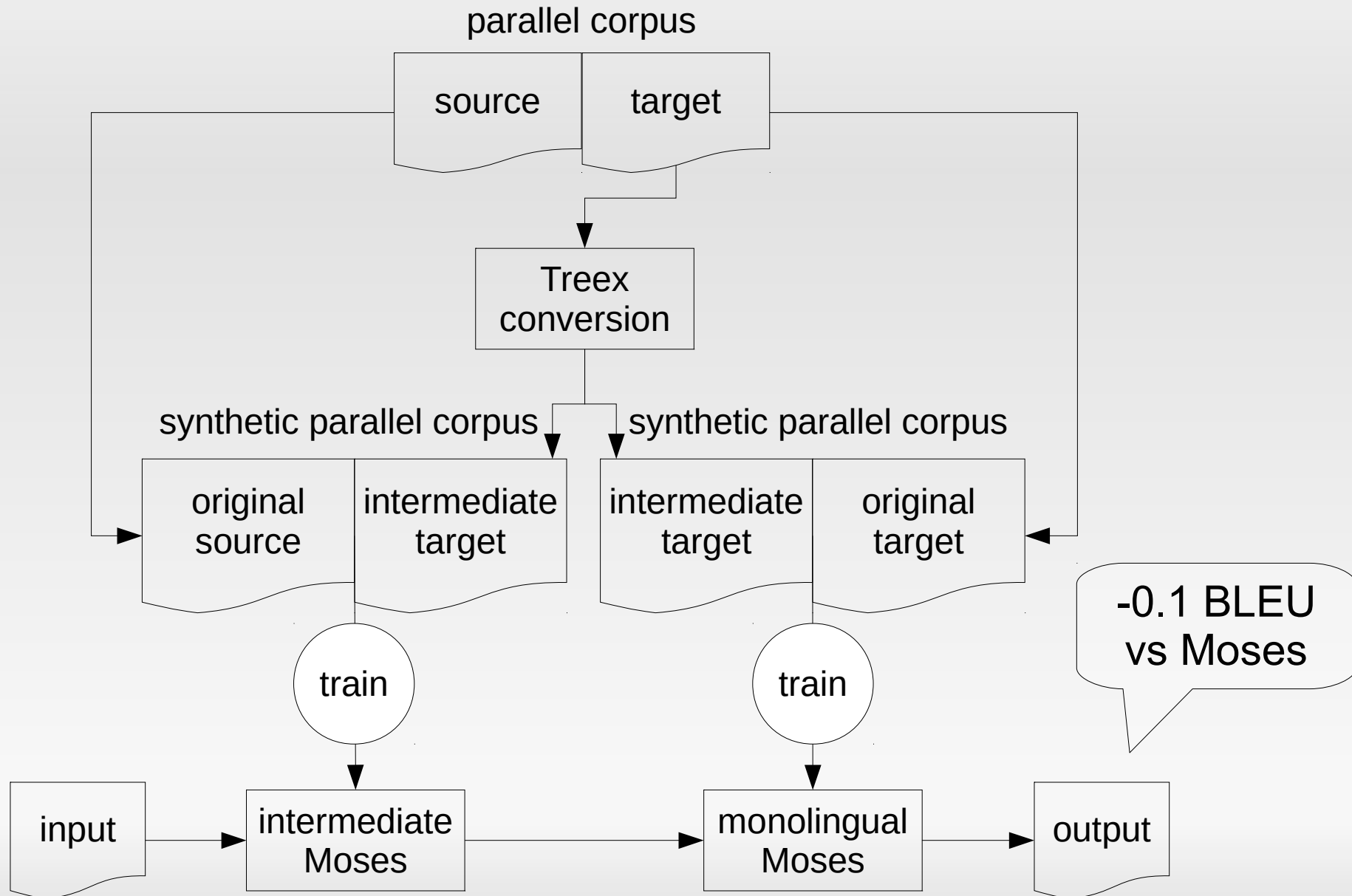


- -0.1 BLEU vs Moses

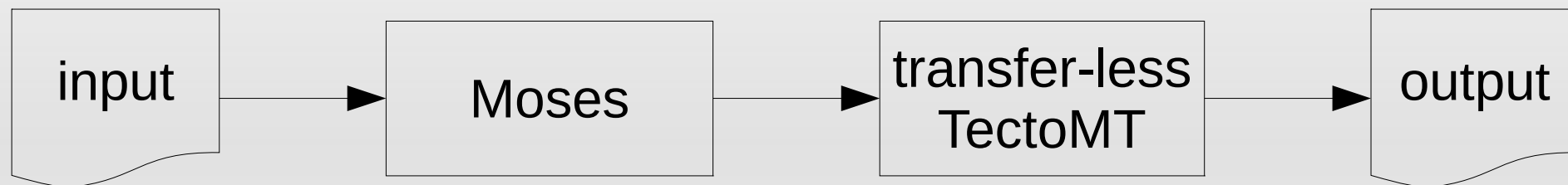
TwoStep Moses



TwoStep Moses

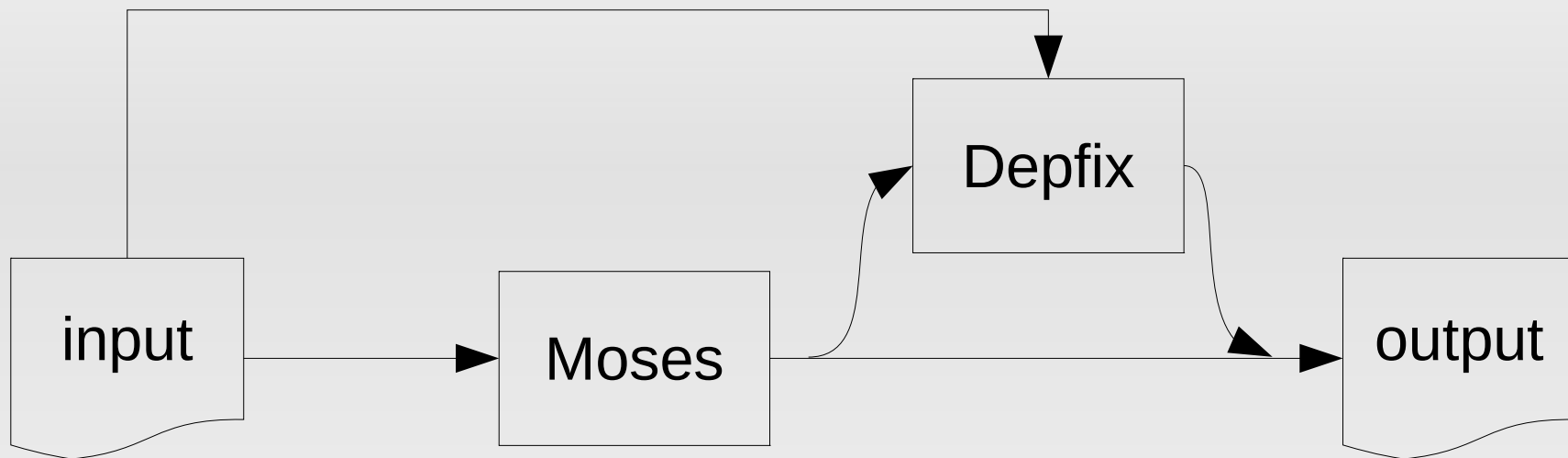


Moses + TectoMT post-editing



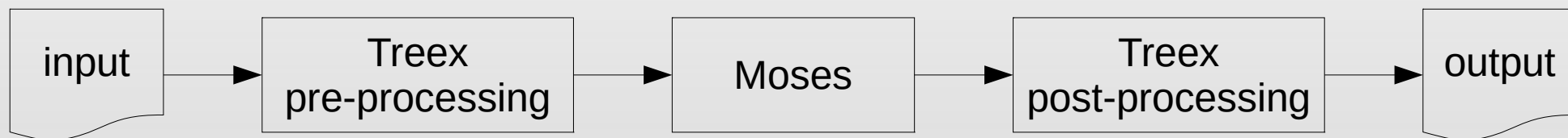
- transfer-less TectoMT (monolingual)
 1. t-analysis (text \rightarrow t-tree)
 2. t-synthesis (t-tree \rightarrow text)
- +2.4 BLEU vs TectoMT, -2.4 BLEU vs Moses
 - occasionally fixes some grammatical agreement etc.
 - t-analysis very noisy \rightarrow t-synthesis also noisy

Moses + Depfix post-editing



- **Depfix = dozens of rule-based Treex blocks**
 - tries to fix only sure errors, does not touch the rest
 - morphological agreement, lost negation...
 - also analyzes the input for additional information
- **up to +0.4 BLEU vs Moses (usually around +0.1)**

Moses + Treex pre-/post-processing

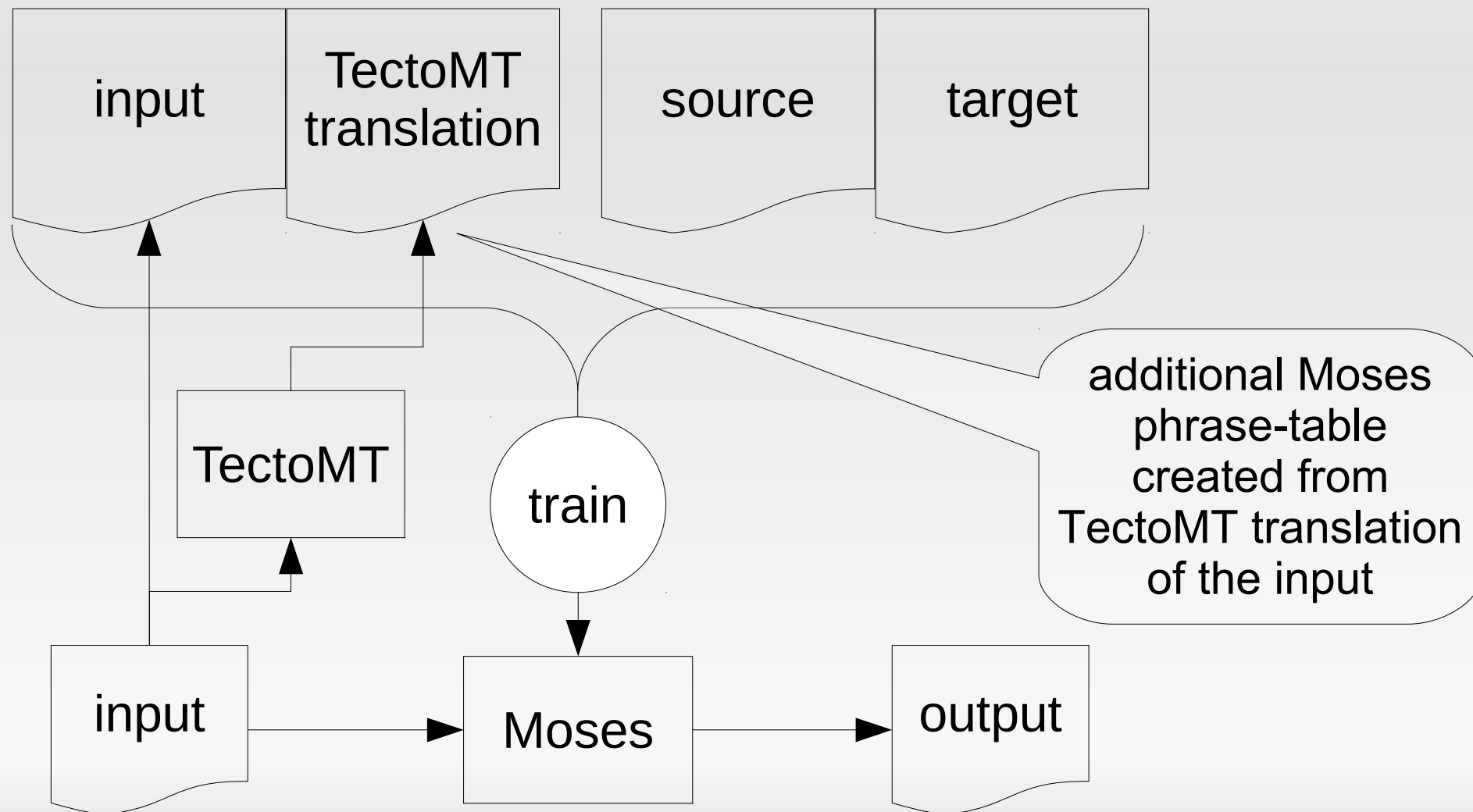


- handle phenomena hard for Moses
 - remove articles, mark subjects, reorder...
 - force-translate named entities using a gazetteer
 - preserve URLs, e-mail addresses, filenames...
- +0.4 BLEU vs Moses

Two-headed Chimera

synthetic parallel corpus

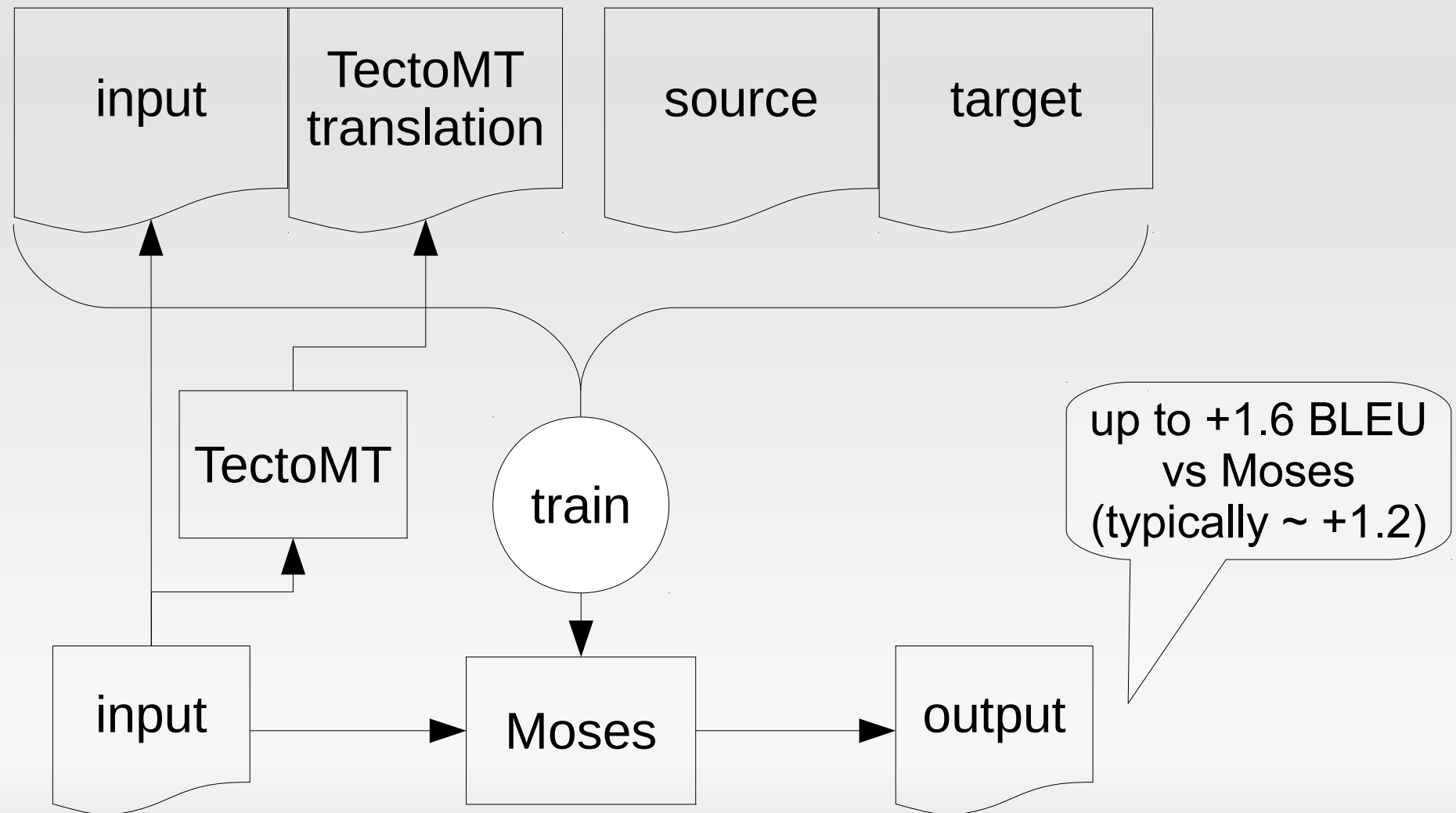
parallel corpus



Two-headed Chimera

synthetic parallel corpus

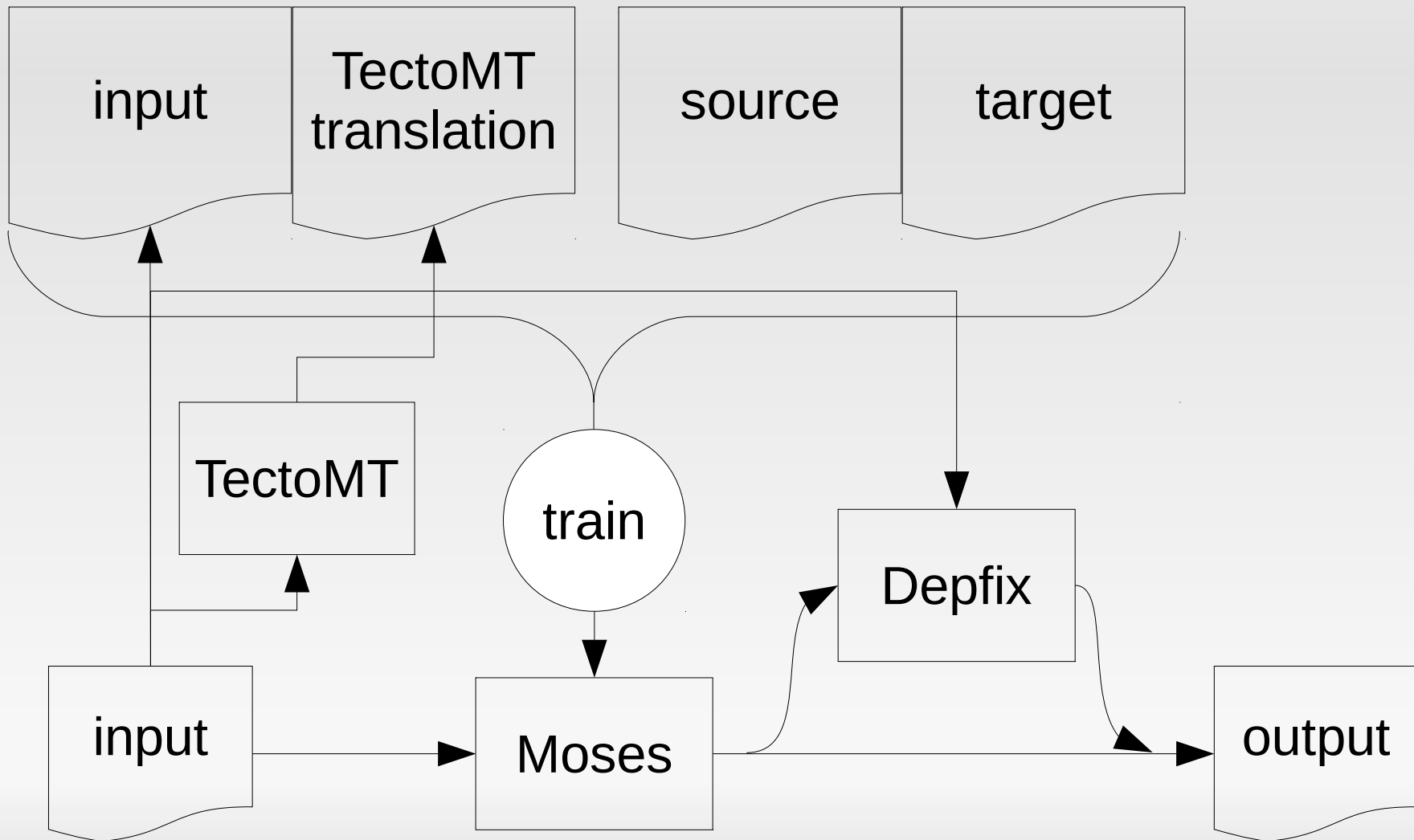
parallel corpus



Three-headed Chimera

synthetic parallel corpus

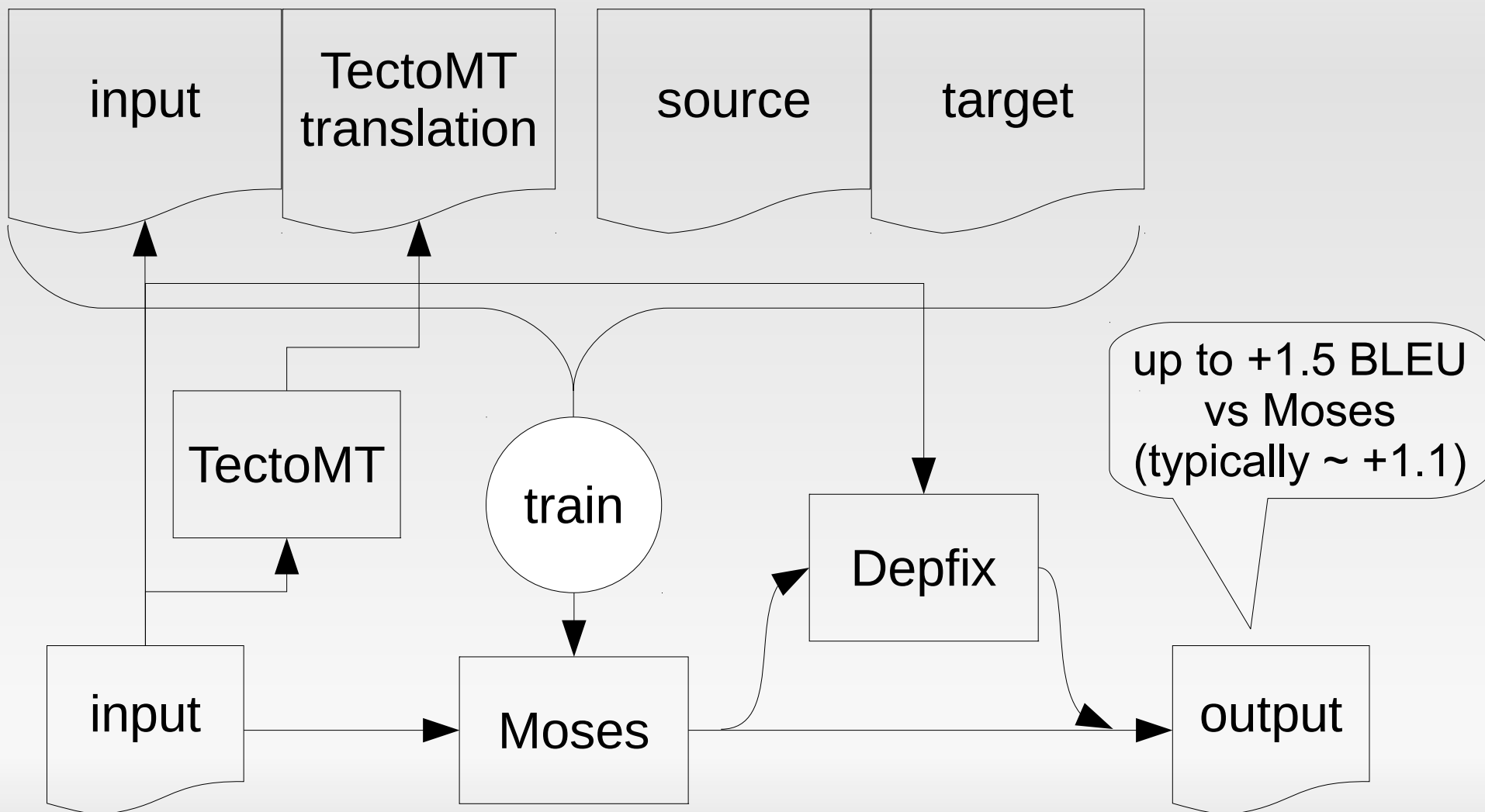
parallel corpus



Three-headed Chimera

synthetic parallel corpus

parallel corpus



Conclusion

- range of Treex/TectoMT & Moses combinations
- some brought significant improvements
 - +1.5 BLEU Chimera (two-headed/three-headed)
 - best system in WMT 2013, 2014, 2015
 - +0.5 BLEU Treex pre-/post-processing
 - +0.4 BLEU Depfix
- other currently not very useful
 - future potential?

Thank you for your attention

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