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Efficiently extract recurring tree fragments from large treebanks

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Abstract
In this paper we describe FragmentSeeker, a tool which is capable to identify all those tree constructions which are recurring multiple times in a large Phrase Structure treebank. The tool is based on an efficient kernel-based dynamic algorithm, which compares every pair of trees of a given treebank and computes the list of fragments which they both share. We describe two different notions of fragments we will use, i.e. standard and partial fragments, and provide the implementation details on how to extract them from a syntactically annotated corpus. We have tested our system on the Penn Wall Street Journal treebank for which we present quantitative and qualitative analysis on the obtained recurring structures, as well as provide empirical time performance. Finally we propose possible ways our tool could contribute to different research fields related to corpus analysis and processing, such as parsing, corpus statistics, annotation guidance, and automatic detection of argument structure.

1. Introduction
In many current linguistic theories, language users produce and understand sentences without necessarily decomposing them to just ‘words’ and ‘rules’; rather, multi-word units may function as the elementary building blocks (Goldberg, 1995; Kay and Fillmore, 1997; Tomasello, 2000). An important question for computational linguistics is whether it can contribute to identifying such building blocks using statistical regularities in large corpora (Culicover and Nowak, 2003; Dennis, 2003; Zuidema, 2006).

A natural assumption in such work is to consider a construction linguistically relevant if there is some empirical evidence about its reusability in a representative corpus of examples. This assumption is at the base of several algorithms in the Data-Oriented-Parsing (DOP) tradition (Bod, 1992; Bod, 2001; Zuidema, 2007) and other approaches based on Tree Substitution Grammars (TSG) (Cohn et al., 2009; O’Donnell et al., 2009). These methods collect a large number of linguistic constructions, viz. tree fragments, from a syntactically annotated corpus, in order to parse novel sentences. However, the set of all possible fragments occurring in a big corpus is prohibitively large: it grows exponentially in the size of the treebank trees. Many of the existing approaches are therefore forced to work with a restricted portion of this set, usually a random sample. Moreover, as we will show in section 4.1., the majority of these constructions occur only once in the training corpus, and have little chance to be reused in novel sentences.

So then, how could we extract only those fragments which are reused in the data? In this paper we describe a solution to this challenge. We present FragmentSeeker\(^1\), a tool which serves to extract all recurring maximal fragments\(^2\), together with their frequencies, from a Phrase Structure (PS) treebank. The tool compares every pair of trees of a given treebank, and computes the list of all maximal fragments which are present in both.

\(^1\)The tool is publicly available at [http://staff.science.uva.nl/~fsangati](http://staff.science.uva.nl/~fsangati)

\(^2\)All the maximal fragments which occur at least twice in the corpus. For a definition of maximal fragments, see section 2.

The tool is based on an efficient kernel-based algorithm, which is conceptually similar to previously proposed methods using this technique (Collins and Duffy, 2001; Moschitti, 2006). The main difference, however, is that, while in previous work kernels are mainly used to numerically quantify the similarity between two trees, in the current project we are interested in identifying the actual constructions they share, i.e. the maximal fragments.

In section 2, we will describe two different notions of fragments which we will use, section 3 will give the details about the implementation, and section 4 will present a case study on the Penn Wall Street Journal (WSJ) treebank (Marcus et al., 1993). Finally section 5 will explain how this methodology could contribute to different research fields related to corpus analysis and processing.

2. Fragments and Partial Fragments
There are two types of constructions that we will focus on. The first one, which we will refer to as fragment, is in line with previous work on DOP and TSG. Given a PS tree of a sentence, a fragment extracted from it is a connected subset of nodes, in which every node has either the same daughters as in the original tree, or none.

The second type, which we will call partial fragment, is less restrictive, in the sense that it can include any connected subset of nodes of the original tree. This means that for every selected node of a tree structure, any number of its original daughters can be discarded. This type of fragments are particularly interesting if we want to find regularities in flat constructions that present a big number of daughters, e.g. distinguishing the arguments from the adjuncts in a verbal phrase (see also section 5.2.).

Figure 1 shows an example of parsetree, while figure 2 reports one of its fragments (left) and one of its partial fragments (right).

An other notion that we will use in this paper is the one of shared maximal (partial) fragment. A (partial) fragment \(\tau\) shared between to trees is maximal if there is no other shared (partial) fragment starting with the same node as in \(\tau\) and including all its nodes.
Figure 1: Example of a parsentree taken from the WSJ.

Figure 2: Example of a fragments (left) belonging to the tree structure of figure 1, and one of its partial fragments (right). In the fragment, all nodes preserve the same number of daughters as in the original tree, besides the terminal nodes NP-SBJ and VP. In the partial fragment the daughter NP-SBJ of S has been discarded.

3. Implementation Details

In order to extract the fragments and partial fragments which occur at least twice in a given treebank, we compare every pair of trees in the corpus and extract from it all shared maximal (partial) fragments. We employ a kernel method technique previously used in Natural Language Processing (Collins and Duffy, 2001; Moschitti, 2006) to compare the similarity between a pair of trees. While in previous work, the result of the algorithm corresponds to the number of (partial) fragments shared between the two structure, in our implementation we want to keep track of the actual (partial) fragments which are shared.

Algorithm 1 reports the pseudocode of the procedure to extract all maximal fragments and partial fragments from a treebank. For every pair of trees (t_i, t_j) in the corpus, and every pair of nodes (N_i, N_j) between the two structures, algorithm 2 and algorithm 3 are called.

3.1. Maximal Fragments

Algorithm 2 is used to identify the single maximal fragment in common between two PS structures starting at nodes (N_i, N_j). The result is empty in case N_i and N_j differ in their labels, it contains only N_j if the labels are equal but their sequences of daughters differ, and it is constituted by multiple nodes if both root labels and daughter sequences coincide. In this last case the result is computed recursively by calling the same function on the pairs of daughters of the two initial nodes occupying the same position.

The time complexity of algorithm 1, when we only extract fragments (and not partial fragments), is $O(n^2 \cdot m^2)$ where $n$ is the size of the treebank and $m$ the number of nodes in the biggest tree of the corpus. In terms of space the number of maximal fragments which are extracted for every pair of trees is in the worst case $m^2$. In our implementation we make use of bitset structures to efficiently represent fragments and perform set operations on them.

Algorithm: ExtractFragments\(T\)

Input: a corpus T of PS trees
Output: a set of fragments and partial fragments

begin
for each tree $t_i \in T$ do
  for each tree $t_j \in T$ where $T_i \neq T_j$ do
    for each node $N_i \in t_i$ do
      for each node $N_j \in t_j$ do
        FragList.addAll(ExtractMaxFragments($N_i$, $N_j$));
        PartFragList.addAll(ExtractMaxPartialFragments($N_i$, $N_j$));
  return {FragList, PartFragList};
end

Algorithm 1: Pseudocode of the algorithm used for extracting the list of recurring maximal fragments, and maximal partial fragments from a corpus of PS trees.

Algorithm: ExtractMaxFragments($N_i$, $N_j$)

Input: two PS nodes ($N_i$, $N_j$)
Output: a set of nodes representing the maximal fragment rooted in $N_i$ and $N_j$

begin
if $N_i \neq N_j$ then return {};
NodeSet = ${N_i}$;
if $N_i$.daughters = $N_j$.daughters then
  for $d \in \{1, 2, \ldots, N_i$.daughters.size\}$ do
    $D_i$ = $N_i$.leaf[$d$];
    $D_j$ = $N_j$.leaf[$d$];
    NodeSetD = ExtractMaxFragments($D_i$, $D_j$);
    NodeSet.union(NodeSetD);
return NodeSet;
end

Algorithm 2: Pseudocode of the algorithm used for extracting the maximal fragments rooted in two nodes of two different PS trees.
3.2. Maximal Partial Fragments

Algorithm 3 is used to extract the maximal partial fragments shared between two PS structures starting at nodes \((N_i, N_j)\). The main difference with respect to the previous case is that while there is at most one maximal shared fragment starting at a specific pair of nodes of two structures, there might be multiple possible maximal partial fragments in common. In fact, the two nodes might share multiple subsequences of daughters (mappings), but even if they have in common a single subsequence, every pair of corresponding daughters might have in turn multiple subsequences of daughters in common. In this last case every way of choosing a possible tree continuation leads to a different shared maximal partial fragment\(^3\).

At the beginning of algorithm 3 we compute the Maximal Set of Mappings (MSM) between the two sequences of daughters of the two nodes. This step is performed by algorithm 4, which is a dynamic algorithm similar to the one computing the Longest Common Subsequence between two strings (Atallah and Fox, 1998) and the one which finds All Common Subsequences (Wang and Lin, 2003).

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\(^3\)This might cause a combinatorial explosion of partial fragments. In our experiments on the WSJ treebank, we found only very few cases where the number of combinations was hard to handle computationally. To solve this issue we have set an upper bound on the number of combinations (1000 by default).

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Algorithm 3: Pseudocode of the algorithm used for extracting the maximal partial fragments rooted in two nodes of two different PS trees.

Algorithm: ExtractMaxPartialFragments\((N_i, N_j)\)

Input: two PS nodes \((N_i, N_j)\)

Output: a set of partial fragments rooted in \(N_i\) and \(N_j\)

begin

if \(N_i \neq N_j\) then return \{\};
MappingsSet \leftarrow\text{MaxSetMappings}(N_i, N_j, 0, 0, true);
if MappingsSet = \{} then return \{\{N_i\}\};
PartFragSet: a set of partial fragments;
foreach Mapping \in\text{MappingsSet}\ do
MaxPartialFragmentsPair: an array of sets of partial fragments (array size = # pairs in Mappings);
i := 0;
foreach Pair \in\text{Mapping}\ do
\(N_1 \leftarrow\text{Pair}.\text{first}();\)
\(N_2 \leftarrow\text{Pair}.\text{second}();\)
MaxPartialFragmentsPair[i] :=\text{ExtractMaxPartialFragments}(N_i, N_j);
\(i := i + 1;\)
foreach way of choosing one set for every element in the array MaxPartialFragmentsPair\ do
NodeSet := union between the chosen sets;
NodeSet.\text{union}(N_i);
PartFragSet.\text{add}(NodeSet);
return PartFragSet;
end

Algorithm 4: Pseudocode of the algorithm used for finding the maximal mappings between the daughters of two PS nodes.

Algorithm: MaxSetMappings\((N_i, N_j, x, y, \text{firstCall})\)

Input: two PS nodes \((N_i, N_j)\), 2 indexes \((x, y)\) indicating the cell position in the chart table, and a boolean variable \((\text{firstCall})\) specifying whether this is the first time the method is being called;

Output: a set of maximal mapping between the daughters of \(N_i\) and \(N_j\)

begin
Mappings: a set of mappings (list of pairs of daughters);
\(\text{startX} \leftarrow\text{firstCall}() ? x : x + 1;\)
\(\text{startY} \leftarrow\text{firstCall}() ? y : y + 1;\)
\(\text{endX} \leftarrow N_i.\text{daughters.size} - 1;\)
\(\text{endY} \leftarrow N_j.\text{daughters.size} - 1;\)
\(\text{startXExists} \leftarrow \text{startX} < N_i.\text{daughters.size};\)
\(\text{startYExists} \leftarrow \text{startY} < N_j.\text{daughters.size};\)
while \(\text{startXExists} \lor \text{startYExists}\) do

if \(\text{startXExists}\) then
foreach cellY \in \{\text{endY}, . . . , \text{startY} + 1\}\ do
if \(N_i[\text{startX}] = N_j[\text{cellY}]\) then
\(\text{endY} \leftarrow\text{cellY};\)
subMappings :=\text{MaxSetMappings}(N_i, N_j, \text{startX, cellY, false});
if \(\neg\text{firstCall}\) then add pair \((N_i[\text{startX}], N_j[\text{cellY}])\) in every mapping of subMappings;
Mappings.\text{addAll}(subMappings);

if \(\text{startYExists}\) then
foreach cellX \in \{\text{endX}, . . . , \text{startX} + 1\}\ do
if \(N_i[\text{cellX}] = N_j[\text{startY}]\) then
\(\text{endX} \leftarrow\text{cellX};\)
subMappings :=\text{MaxSetMappings}(N_i, N_j, \text{cellX, startY, false});
if \(\neg\text{firstCall}\) then add pair \((N_i[\text{cellX}], N_j[\text{startY}])\) in every mapping of subMappings;
Mappings.\text{addAll}(subMappings);

if \(\text{startXExists} \land \text{startYExists} \land\)
\(N_i[\text{startX}] = N_j[\text{startY}]\) then
subMappings :=\text{MaxSetMappings}(N_i, N_j, \text{startX, startY, false});
if \(\neg\text{firstCall}\) then add pair \((N_i[\text{startX}], N_j[\text{startY}])\) in every mapping of subMappings;
Mappings.\text{addAll}(subMappings);
break (while);
if \(\text{startX} + 1 \leq\text{endX}\) then \(\text{startX} \leftarrow \text{startX} + 1;\)
else \(\text{startXExists} \leftarrow false;\)
if \(\text{startY} + 1 \leq\text{endY}\) then \(\text{startY} \leftarrow \text{startY} + 1;\)
else \(\text{startYExists} \leftarrow false;\)
return Mappings;
end
In order to illustrate algorithm 4, figure 3 shows the chart table storing the intermediate results when comparing two nodes $P$ and $Q$ whose sequences of daughters are $\{A_0, B_1, B_2, A_3, B_4, B_5\}$ and $\{A_0, B_1, B_2\}$ respectively. A mapping between the two sequences of daughters is a list of pairs of indexes $(p_0, q_0), (p_1, q_1), \ldots, (p_m, q_m)$ such that $P[p_0], P[p_1], \ldots, P[p_m]$ is a subsequence of daughters of $P$ obtained by removing zero or more elements (analogously for $Q$). A set of mappings is said to be maximal if no mapping in the set is contained in another mapping. In this example there are in total 11 maximal mappings in $\text{MSM}(P, Q)$.

The time complexity of algorithm 4 is $O(d^3)$ where $d$ is the maximum number of daughters in the two nodes being analyzed, but the space complexity is exponential in the worse case. In our experiments, we encounter only very few cases when the computation of the $\text{MSM}$ becomes intractable.

4 The subscript figures are used as placeholders to help distinguishing nodes with the same labels but differing in positions. 5 This means that the relative positions of the daughters of $P$ and $Q$ is always preserved, and the pairs in a mapping never cross. 6 $\text{MSM}(P, Q) = \{(3,0),(4,2)\}, \{(3,0),(5,1)\}, \{(3,0),(4,1),(5,2)\}, \{(0,0),(1,2)\}, \{(0,0),(5,1)\}, \{(0,0),(4,1),(5,2)\}, \{(0,0),(2,1),(5,2)\}, \{(0,0),(2,1),(4,2)\}, \{(0,0),(1,1),(5,2)\}, \{(0,0),(1,1),(4,2)\}, \{(0,0),(1,1),(2,2)\}$. 7 For instance if the two sequences of daughters are $\{A_0, A_1, \ldots, A_n\}$ and $\{A_0, A_1, \ldots, A_m\}$, with $n \geq m$, the number of mappings is $n!/(n-m)! \cdot m!$.

These are cases where for instance, a coordinated structure with a big number of conjuncts is paired with a similar but not identical structure. In order to prevent this problem from happening, we generate an approximate solution when the number of $\text{MSM}$ is greater than a specified limit (1000 in the default settings). The approximate solution which is used when the number of $\text{MSM}$ exceeds the limit, consists of applying a simple heuristic to extract two mappings, by immediately matching all possible elements and skipping items only from the first or the second list of daughters in turn. Using the same example, the two mappings in the approximate solution coincide, since no elements need to be skipped: $\text{MSM}_{\text{approx}}(P, Q) = \{(0,0),(1,1),(2,2)\}$.

3.3. Exact Frequencies
In order to compute the frequencies with which the extracted (partial) fragments occur in the treebank, our algorithm keeps track of the frequency of each encountered shared (partial) fragment. The final count is a very close approximation of the correct one, which nevertheless can be exactly computed by iterating over the tree structures in the corpus, and counting the total number of times each (partial) fragment is present.

4. A case study on the Penn WSJ
In this section we describe some statistics derived from testing FragmentSeeker on the Penn WSJ corpus (Marcus et al., 1993). We have restricted the treebank to the 39,832 structures of sections 02-21 (which are typically used as training sections for parsing results), and removed all null productions and traces from the original structures.

4.1. Fragments statistics
Figure 4 reports some statistics on the set of all maximal fragments which are extracted from the treebank. The total number of extracted fragments types is 527,217 (6,179,059 tokens), and their distribution with respect to their depths, reported on the graph of the same figure, shows that fragments of depth 3 and 4 are the most abundant recurring fragments in the corpus.

Figure 5 shows the distribution of the total number of fragments tokens which are present in the same treebank, with respect to their depths and maximum arities. The maximum arity of a fragment corresponds to the maximum number of daughters of the most prolific node. This variable seems to be a primary factor to affect the number of subtrees present in a tree structure.

The total number of fragments without any restriction in depth and arity, is estimated to be $8.7 \cdot 10^{16}$. It follows that the portion of fragment tokens which are recurring in the treebank (shown in the red-colored area in the same graph), is an infinitesimal fraction of all possible fragments. This means that a random uniform sample over the total set of fragments will be likely to miss most if not all recurring fragments.

4.2. Computation time
In terms of empirical computation time, using a 2.53 GHz processor machine, FragmentSeeker takes about 0.21 msec to extract fragments from a pair of input tree structures of the treebank (around 46 hours in total), and about 1.13 msec when extracting partial fragments (around 250 hours in total).
<table>
<thead>
<tr>
<th>Depth</th>
<th>Types</th>
<th>Tokens</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>27,893</td>
<td>1,570,869</td>
</tr>
<tr>
<td>2</td>
<td>86,512</td>
<td>1,549,523</td>
</tr>
<tr>
<td>3</td>
<td>138,709</td>
<td>1,428,777</td>
</tr>
<tr>
<td>4</td>
<td>128,927</td>
<td>923,315</td>
</tr>
<tr>
<td>5</td>
<td>83,218</td>
<td>455,448</td>
</tr>
<tr>
<td>6</td>
<td>40,524</td>
<td>179,548</td>
</tr>
<tr>
<td>7</td>
<td>14,849</td>
<td>14,133</td>
</tr>
<tr>
<td>8</td>
<td>4,677</td>
<td>52,424</td>
</tr>
<tr>
<td>9</td>
<td>1,343</td>
<td>3,692</td>
</tr>
<tr>
<td>10</td>
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<tr>
<td>11</td>
<td>96</td>
<td>213</td>
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<td>12</td>
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<td>18</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>19</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Total</td>
<td>527,217</td>
<td>6,179,059</td>
</tr>
</tbody>
</table>

Figure 4: Distribution of the types and tokens frequencies of the recurring maximal fragment with respect to their depths. Fragments are extracted from sections 02-21 of the Penn WSJ Treebank.

Figure 5: Distribution of the total number of fragments tokens which are present in the trees of sections 02-21 of the Penn WSJ Treebank, with respect to their depths (horizontal axes). Every line corresponds to the total number of fragments at different depth values, when limiting the maximum arity of the fragments to a certain constant (the number reported close to the line). The maximum arity of a fragment is defined to be the maximum number of daughters in the most prolific node of the fragment. The red-colored area at the bottom of the graph represents the portion of fragment tokens which are recurring in the corpus. R1 is the sub-portion including fragments with only unary branching, and similarly R2 and R3 represent sub-portions with fragments with maximum arity 2 and 3.
Figure 6: The most frequent fragments (top) and partial fragments (bottom) containing the verb *say*, when it is a present tense verb (VBP). Below each (partial) fragment we report the exact frequency with which it occurs in the WSJ.
5. Possible Applications

Annotated corpora are valuable resources for people working with natural languages both from theoretical and practical viewpoints. It is nevertheless not obvious how to approach them when it comes to gather meaningful statistics on the occurrences of specific constructions. The types of fragments which are extracted from FragmentSeeker can easily extract meaningful quantitative and qualitative information from a treebank, which can be used for corpus analysis and processing.

5.1. Corpus analysis

In figure 6 we have reported the most frequent fragments and partial fragments of the WSJ containing the verb "say" (when it is a present tense verb). This kind of statistics, can give an insight on the specific template constructions of this particular verb, and can be useful to determine its valency, i.e. the types of arguments it usually accepts. For example, the second fragment at the top of the figure (occurring 342 times) illustrates a specific template construction of the verb, which requires a relative or subordinate clause (SBAR) as first and only argument to its right; this specific construction appears 65% of the times. Moreover the third partial fragment in the second box of the same figure (occurring 491 times) shows that in almost all cases (94%) there is a a subject-noun-phrase (NP-SBJ) preceding the verb.

5.2. Argument/adjunct distinction

The list of partial fragments could also be at the base of an automatic process to infer the argument/adjunct distinction in a corpus of PS trees. This line of research is related to other work on subcategorization (Briscoe and Carroll, 1997) and on the extraction of fragments for more elaborate parsing formalisms such as Tree Adjoining Grammars (Chiang, 2000).

In figure 7 we show an example of a WSJ tree structure which uses the verb gave. The frequencies of the partial fragments listed at the bottom of the same figure, give evidence that both NP daughters of the VP are part of the argument structure of the verb. In fact gave is used as a ditransitive verb half of the times it appears in the treebank. On the other hand, the last daughter (S-PRP) should be marked as an adjunct, since it is present within the scope of this verb only in an other structure of the treebank (beside the one under consideration).

5.3. Corpus annotation

FragmentSeeker could be used as a possible extension of currently available syntactic annotation tools, in projects which aim at expanding partially annotated corpora, as well as those which target a manual revision of automatically annotated treebanks. The availability of the most frequent constructions of a certain lexical item could be beneficial in the annotation and correction process, both in terms of time and consistency.

5.4. Parsing

The set of fragments extracted from a PS treebank together with their frequencies can be easily turned into a probabilistic Tree Substitution Grammar (TSG) for parsing novel sentences (Sangati, 2009). In this framework we can use all the fragments occurring at least twice in the treebank as well as select only those which appear at least a greater number of times. Preliminary results indicate that this direction is promising since it achieves very competitive results even
when the grammar is much smaller than in previous work. The main weakness of TSG is the lack of flexibility of abstracting from the observed local productions (context free grammar rules) in order to be able to generate a subset of daughters from an internal node, or merge several productions into one. We are looking into the possibility of extending the TSG framework to derived a new parsing system based on partial fragments. This would allow to build a more robust and flexible generative grammar without specifying any strong constraint on the types of fragments being used in its derivations as it is the case for Tree Adjoining Grammars (Joshi et al., 1975).

6. Conclusions

We have presented FragmentSeeker, a kernel-based tool to efficiently extract the most relevant construction from large treebanks. The assumption behind this work is that a particular syntactic construction is relevant if it occurs at least twice in a representative corpus of tree structures. The system is able to select all and only those constructions which recur in a treebank, by iteratively compare every possible pair of structures in the corpus. The tool is compatible with any phrase structure treebank, and has been tested on the WSJ, where it was successfully used to build a probabilistic grammar for parsing. Furthermore it can be used in different tasks related to corpus analysis and processing, such as guidance tool for syntactic annotators and automatic detection of argument structure.

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