# from neural networks to the structure of language: a physicist's perspective 

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## successes of machine learning

speech recognition

image recognition


Example output of the model

Karpathy \& Li. Proc. IEEE CVPR 2015

## neural network architecture

X
y
p
hidden layer


## neural network architecture



$$
\begin{aligned}
& x=\text { input } \\
& y=\text { hidden variables } \\
& =f(A x+b) \\
& \text { A = parameter matrix } \\
& \text { b = offset parameter vector } \\
& \mathrm{f}=\text { component-wise activation } \\
& \text { function } \\
& \mathrm{p}=\text { probabilities } \\
& =g(y)
\end{aligned}
$$

goal of learning: determine optimal $A, b$

## neural network architecture

$x \quad y^{(1)} \quad y^{(2)} \quad y^{(3)} \quad p$
input layer
hidden layer 1 hidden layer 2 hidden layer 3

deep neural network = network with several hidden layers

## activation

how to choose f?
consider dp vs dx

$$
x \quad y=f(A x+b)
$$


any change in input leads to change in y
all elements contribute to dp
referendum machine


## activation

## how to choose f?

consider dp vs dx

$$
x \quad y=f(A x+b)
$$


any change in input leads to change in $y$
all elements contribute to dp
referendum machine

common choice: clamp ${ }^{1}$


$$
f(x)= \begin{cases}x & x \geq 0 \\ 0 & x<0\end{cases}
$$

no change in output for $x<0$
elements can be indifferent
expert machine

1 'ReLU’ = rectified linear

## composition

- essential to have nonlinear activation
- saturation in activation $\Rightarrow$ elements can act compositionally
(expert elements rather than jack-of-all-trades)
- allows approximate factorization of data space $\Rightarrow$ fewer parameter DOF
- theory? (see Tubiana Monasson PRL 2016)
$1^{\text {st }}$ principle of successful machine learning: composition


## composition

- essential to have nonlinear activation
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- theory? (see Tubiana Monasson PRL 2016)
$1^{\text {st }}$ principle of successful machine learning: composition
e.g. handwritten digits

hidden units ~ elementary strokes



## hierarchy


$y^{(1)}$
what is role of deep structure?

$y^{(2)}$
input layer
$y^{(3)}$


Lee, H, et al. Comm. ACM 54.10 (2011): 95-103.

## hierarchy


$y^{(1)}$
what is role of deep structure?

$y^{(2)}$


Lee, H, et al. Comm. ACM 54.10 (2011): 95-103.

- deep structure $\Rightarrow$ hierarchical features
- can represent functions with exponentially fewer parameters (Lin,Tegmark,Rolnick J.Stat.Phys 2017)
- empirically, deeper = better


## neural network paradigm

architecture: composition \& hierarchy training?
consider `supervised' learning  have training data pairs (Xdata, \(\mathrm{p}_{\text {data }}\) ) known exactly define `energy' $E(A, b)=\Sigma\left(p\left(X_{\text {data }}\right)-p_{\text {data }}\right)^{2}$

- minimizing E is a disordered physics problem ( disorder = fixed training data )
- do gradient descent
- phenomenology ~ classic glassy systems
what are the principles for learning?



## limitations

## neural networks now (2018) are still very far from human intelligence!

e.g. Winograd challenge

1. The city councilmen refused the demonstrators a permit because they feared violence.
2. The city councilmen refused the demonstrators a permit because they advocated violence.

Give 1. Ask `who feared violence?’ Give 2. Ask `who advocated violence?'

$$
\begin{array}{rr}
\text { humans: } & >90 \% \\
\text { state-of-the-art (2016): } & 58 \%
\end{array}
$$

what is the structure that makes these questions easy for us?

## a personal goal:

## teach a machine to read \& understand a book

## why?

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| 2013 | 2014 | 2015 | 2016 |
| :---: | :---: | :---: | :---: |
| 720,968 | 887,502 | 809,128 | $1,140,078$ |

\# articles added to
PubMed each year

## rigidity of language

1. Is John the man who is tall?
2. *Is John is the man who tall?

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3. Colorless green ideas sleep furiously.
4. *Furiously sleep ideas green colorless.

## rigidity of language

1. Is John the man who is tall?
2. *Is John is the man who tall?

3. Colorless green ideas sleep furiously.
4. *Furiously sleep ideas green colorless.
syntax = logical structure
semantics = `meaning' = connection to 'truth'

## formal grammars <br> (Pāṇini 400BC, Chomsky, Backus 1950s)

grammar ${ }^{1}=$ set of string rewriting rules

A,B,C,.... hidden ${ }^{2}$ symbols
a,b,c,.... observable ${ }^{3}$ symbols
begin with start symbol, S
repeatedly apply rules until string of observables

## formal grammars (Pāṇini 400BC, Chomsky, Backus 1950s)

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$\mathrm{a}, \mathrm{b}, \mathrm{c}, \ldots$. observable $^{3}$ symbols
begin with start symbol, S
repeatedly apply rules until string of observables

$$
\begin{aligned}
& \text { e.g. } S \rightarrow S S \\
& S \rightarrow \text { aSb } \\
& S \rightarrow a b \\
& S \rightarrow \text { SS } \rightarrow \text { aSbS } \rightarrow \text { aabbS } \\
& \rightarrow \text { aabbab } \\
& \text { equivalent to (()) () }
\end{aligned}
$$

language = set of observable strings

## Chomsky hierarchy (1950's)

recursively enumerable
context-sensitive
context-free
regular
complex \& rich


## Chomsky hierarchy (1950's)

recursively enumerable
automaton with infinite memory ${ }^{1}$
context-sensitive
automaton with finite memory ${ }^{2}$
context-free $\quad . . \ldots \ldots \ldots \ldots . . . . . .$. automaton with stack memory ${ }^{3}$
regular
finite-state automaton
${ }^{1}$ Turing machine
2 linear-bounded non-deterministic Turing machine
${ }^{3}$ non-deterministic pushdown automaton

## structure of derivations

regular grammar:


- always linear
- used in computer science (e.g. search patterns)


## structure of derivations

regular grammar:


- always linear
- used in computer science (e.g. search patterns)
context-free grammar:
- always a tree
- used in linguistics for phrase structure (Chomsky 1956)
- central to computer science since Backus-Naur works ~1960



## structure of derivations

context-sensitive grammar:

$\mathrm{S} \Rightarrow \mathrm{aSBC} \Rightarrow \mathrm{aaBCBC} \Rightarrow$ aabCBC
$\Rightarrow \mathrm{aabBCC} \Rightarrow \mathrm{aabbCC} \Rightarrow \mathrm{aabbc} C$
$\Rightarrow$ aabbcc

$$
\begin{aligned}
& \mathrm{S} \rightarrow \mathrm{aSBC} \\
& \mathrm{~S} \rightarrow \mathrm{aBC} \\
& \mathrm{CB} \rightarrow \mathrm{BC} \\
& \mathrm{aB} \rightarrow \mathrm{ab} \\
& \mathrm{bB} \rightarrow \mathrm{bb} \\
& \mathrm{bC} \rightarrow \mathrm{bc} \\
& \mathrm{cC} \rightarrow \mathrm{cc}
\end{aligned}
$$

## what about natural languages?

- ~7000 existing languages
- only 2 have confirmed non-context-free features (Swiss-German, Bambara)
i.e. context-free languages define an ensemble for natural language syntax



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meaning of the tree?
'the park' behaves like 'park'
'in the park' behaves like 'in-noun'


$1^{\text {st }}$ principle of language: composition
$2^{\text {nd }}$ principle of language: hierarchy
$\Rightarrow$ statistical mechanics of language !

The feelings of kindness and gentleness which I had entertained but a few moments before gave place to hellish rage and gnashing of teeth.

## random language model

can we understand something about typical context-free grammars?

1. can assume binary tree ${ }^{1}$
all rules either $A \rightarrow B C$ or $A \rightarrow b$

${ }^{1}$ binary tree = 'Chomsky normal form'

## random language model

can we understand something about typical context-free grammars?

1. can assume binary tree ${ }^{1}$
all rules either $A \rightarrow B C$ or $A \rightarrow b$

2. so far, rules have been yes/no. let rules $\rightarrow$ conditional probabilities then a grammar is defined by

$$
\begin{aligned}
M_{A B C} & =\mathbb{P}(A \rightarrow B C \mid A \rightarrow \text { hidden }), \\
O_{A b} & =\mathbb{P}(A \rightarrow b \mid A \rightarrow \text { observable }),
\end{aligned}
$$

${ }^{1}$ binary tree = 'Chomsky normal form'

## random language model

for simplicity, fix tree topology

$$
\begin{aligned}
M_{A B C} & =\mathbb{P}(A \rightarrow B C \mid A \rightarrow \text { hidden }), \\
O_{A b} & =\mathbb{P}(A \rightarrow b \mid A \rightarrow \text { observable }), \\
M_{\sigma_{i} \sigma_{j} \sigma_{k}} & =\mathbb{P}\left(\sigma_{i} \rightarrow \sigma_{j} \sigma_{k} \mid \sigma_{i}, \sigma_{j}, \sigma_{k} \in \chi_{N}\right), \\
O_{\sigma_{i} o_{j}} & =\mathbb{P}\left(\sigma_{i} \rightarrow o_{j} \mid \sigma_{i} \in \chi_{N}, o_{j} \in \chi_{T}\right),
\end{aligned}
$$


$\mathbb{P}\left(\left\{\sigma_{i}, o_{t}\right\} \mid M, O, \mathcal{T}\right)=P_{\sigma_{0}} \prod_{\alpha \in \Omega} M_{\sigma_{\alpha_{1}} \sigma_{\alpha_{2}} \sigma_{\alpha_{3}}} \prod_{\alpha \in \partial \Omega} O_{\sigma_{\alpha_{1}} o_{\alpha_{2}}}$,
note: $\mathrm{M}, \mathrm{O}$ are probabilities for a fixed grammar, then we have an ensemble of grammars

## random language model

what is the physics?

$$
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$$

$$
Z=\int D M \int D O \sum_{\mathcal{T}} \sum_{\{\sigma\}} \sum_{\{o\}} e^{\log \mathbb{P}}
$$

Z contains all the context-free grammars \& all grammatical sentences in the universe!

## random language model

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$$



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impose normalization of probabilities
\& \# of nonzero rules

## random language model

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$$
\log \mathbb{P}\left(\left\{\sigma_{i}, o_{t}\right\} \mid M, O, \mathcal{T}\right)=\log P_{\sigma_{0}}+\sum_{\alpha \in \Omega} \log M_{\sigma_{\alpha_{1}} \sigma_{\alpha_{2}} \sigma_{\alpha_{3}}}+\sum_{\alpha \in \partial \Omega} \log O_{\sigma_{\alpha_{1}} o_{\alpha_{2}}}
$$

looks a bit like a spin model ... except


## random language model

remarkably we can count all the context-free grammars in the universe

$$
Z=\int D M \int D O \sum_{\mathcal{T}} \sum_{\{\sigma\}} \sum_{\{0\}} e^{\log \mathbb{P}}
$$

what is the miracle? discrete Fourier transform


$$
Z=Z_{0} \sum_{\mathcal{T}} \sum_{\{\sigma\}} \sum_{\{o\}} e^{-H}
$$

## random language model

remarkably we can count all the context-free grammars in the universe

$$
Z=\int D M \int D O \sum_{\mathcal{T}} \sum_{\{\sigma\}} \sum_{\{o\}} e^{\log \mathbb{P}}
$$

what is the miracle? discrete Fourier transform

$$
H=-k \sum_{\alpha, \beta \in \Omega}\left(N^{2} \delta_{\sigma|\alpha, \sigma| \beta}-\delta_{\sigma_{\alpha_{1}}, \sigma_{\beta_{1}}}\right)+\cdots
$$



## the SETI problem


can we learn its language?

## the SETI problem






can we learn its language?
assume it is generated by a CFG
count number of grammars for which text is grammatical ${ }^{1}$
‘Gardner’ volume

${ }^{1}$ more precisely, below some threshold K in probability

## the SETI problem

what do we expect?



## the SETI problem

what do we expect?


I am working on the full solution..
in a simple (wrong) approximation it is equivalent to Gardner's result for the perceptron

$$
L=\frac{\ell}{N_{D O F}}
$$

## perspectives

For a typical sentence, how many grammatical parses are there?
If $\mathrm{n}=1$, sentence is unambiguous
If $n>1$, sentence is ambiguous
If $\mathrm{n}=0$, sentence is ungrammatical
Natural languages are typically ambiguous, e.g.
"Two cars were reported stolen by the Groverton police yesterday" ${ }^{1}$

## perspectives

ambiguity:
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${ }^{1}$ from S Pinker, The Language Instinct

## perspectives

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which situation?

${ }^{1}$ from S Pinker, The Language Instinct

## perspectives

phase diagram: What is the phase diagram of languages?
Are human languages atypical?
neural networks and learning:

What is the optimal architecture to learn highly compositional functions?
For natural language processing, how best to incorporate syntax into neural network approaches?

Can tools of disordered physics (e.g Thouless-Anderson-Palmer equations) help to learn languages?

## perspectives

semantics: syntax isn't everything..
e.g. who is 'he' in this dialogue: ${ }^{1}$

Alice: I'm leaving you.
Bob: Who is he?!

Is there a physical approach to semantics? c.f. dependency grammars, Montague grammars, ...

## conclusions

- successful machine learning architectures are compositional and hierarchical
- natural languages are also compositional and hierarchical
- context-free grammars define a simple model for these properties
- ensemble of grammars = random language model
- the statistical mechanical problem is not trivial, but not intractable

Mathematical linguistics has been around for 60 years. It's time for physical linguistics!

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