

# Neural Machine Translation

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2016-12-6

watashi wa CMU de kouen wo shiteimasu

I am giving a talk at CMU (end)

# Estimate the Probability of Next Word

$F$  = “watashi wa kouen wo shiteimasu”

$P(e_1 = I   F) = 0.96$	$P(e_1 = \text{talk}   F) = 0.03$ $P(e_1 = \text{it}   F) = 0.01$	...	$e_1 = I$
$P(e_2 = \text{am}   F, e_1) = 0.9$	$P(e_2 = \text{was}   F, e_1) = 0.09$	...	$e_2 = \text{am}$
$P(e_3 = \text{giving}   F, e_{1,2}) = 0.4$	$P(e_3 = \text{talking}   F, e_{1,2}) = 0.3$ $P(e_3 = \text{presenting}   F, e_{1,2}) = 0.03$	...	$e_3 = \text{giving}$
$P(e_4 = \text{a}   F, e_{1,3}) = 0.8$	$P(e_4 = \text{my}   F, e_{1,3}) = 0.15$	...	$e_4 = \text{a}$
$P(e_5 = \text{talk}   F, e_{1,4}) = 0.4$ $P(e_5 = \text{presentation}   F, e_{1,4}) = 0.3$	$P(e_5 = \text{lecture}   F, e_{1,4}) = 0.15$ $P(e_5 = \text{discourse}   F, e_{1,4}) = 0.1$	...	$e_5 = \text{talk}$
$P(e_6 = \text{(end)}   F, e_{1,5}) = 0.8$	$P(e_6 = \text{now}   F, e_{1,5}) = 0.1$	...	$e_6 = \text{(end)}$

# In Other Words, Translation Can be Formulated As:

## A Probability Model

$$P(E|F) = \prod_{i=1}^{I+1} P(e_i|F, e_1^{i-1})$$

## A Translation Algorithm

$i = 0$

**while**  $e_i$  is not equal to “(end)”:

$i \leftarrow i+1$

$e_i \leftarrow \operatorname{argmax}_e P(e_i|F, e_{1,i-1})$

We learn the probabilities with  
neural networks!

# Why is This Exciting?

- **Amazing results:**  
Within three years of invention, outperforming models developed over the past 15 years, and deployed in commercial systems
- **Incredibly simple implementation:**  
Traditional machine translation (e.g. 6k lines of Python)  
Neural machine translation (e.g. 280 lines of Python)
- **Machine translation as machine learning:**  
Easy to apply new machine techniques directly

# Predicting Probabilities

# Translation Model → Language Model

## Translation Model Probability

$$P(E|F) = \prod_{i=1}^{I+1} P(e_i | F, e_1^{i-1})$$



Forget the input  $F$

## Language Model Probability

$$P(E) = \prod_{i=1}^{I+1} P(e_i | e_1^{i-1})$$

**Problem:** How to predict next word  $P(e_i | e_1^{i-1})$

# Predicting by Counting

- Calculate word strings in corpus, take fraction

$$P(w_i | w_1 \dots w_{i-1}) = \frac{c(w_1 \dots w_i)}{c(w_1 \dots w_{i-1})}$$

i **live** in pittsburgh . </s>

i **am** a graduate student . </s>

my home is in michigan . </s>

$$P(\text{live} | \langle s \rangle i) = c(\langle s \rangle i \text{ live}) / c(\langle s \rangle i) = 1 / 2 = 0.5$$

$$P(\text{am} | \langle s \rangle i) = c(\langle s \rangle i \text{ am}) / c(\langle s \rangle i) = 1 / 2 = 0.5$$



# Problems With Counting

- Weak when counts are low:

Training:

i live in pittsburgh . </s>  
 i am a graduate student . </s>  
 my home is in michigan . </s>

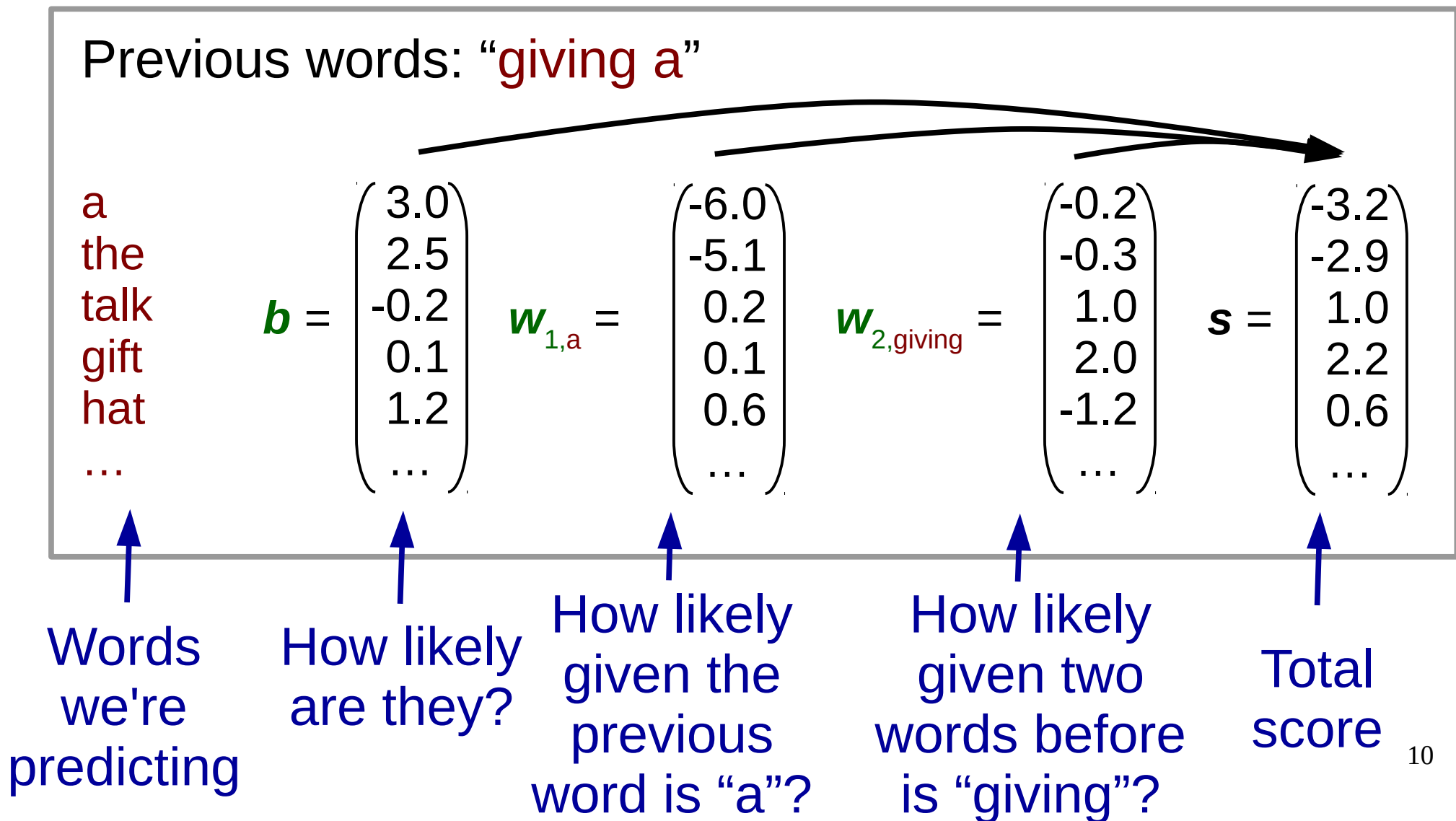
Test:

<s> i live in michigan . </s>  
 ↓  
 $P(\text{michigan} | \text{<s> i live in}) = 0/1 = 0$   
 ↓  
 $P(W = \text{<s> i live in michigan . </s>}) = 0$

- **Solutions:** Restricting length, smoothing

# Log-linear Language Model [Chen+ 00]

- Based on the previous words, give all words a score  $s$

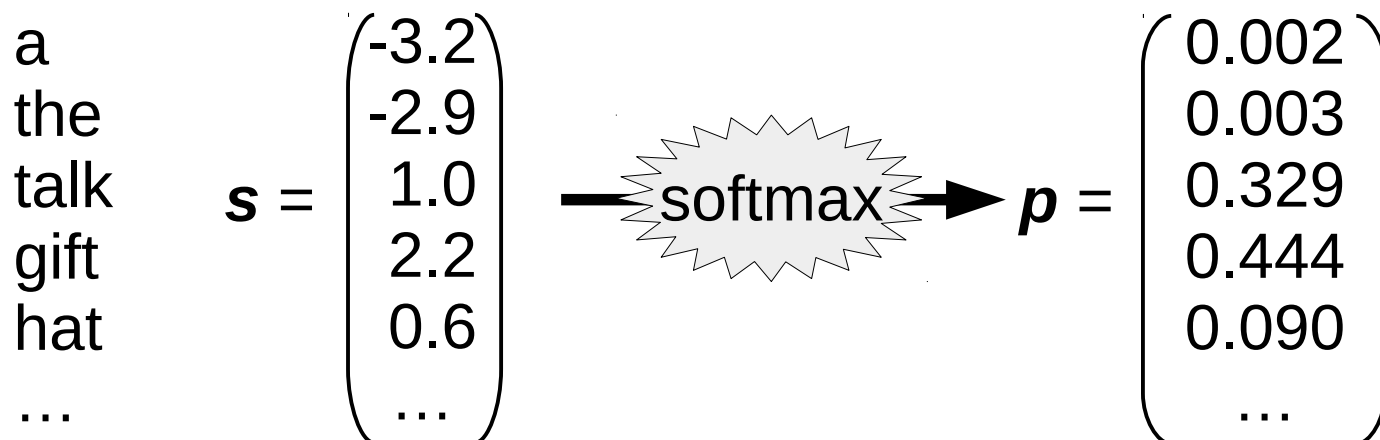


# Log-linear Language Model [Chen+ 00]

- Convert scores into probabilities by taking exponent and normalizing (called the **softmax** function)

$$p(e_i = x | e_{i-n+1}^{i-1}) = \frac{e^{s(e_i = x | e_{i-n+1}^{i-1})}}{\sum_{\tilde{x}} e^{s(e_i = \tilde{x} | e_{i-n+1}^{i-1})}}$$

$$p(e_i | e_{i-n+1}^{i-1}) = \text{softmax}(s(e_i | e_{i-n+1}^{i-1}))$$



# Learning Log Linear Models

- Often learn using Stochastic Gradient Descent (SGD)
- **Basic idea:** Given a training example, find the direction that we should move **parameters  $w$**  to improve probability of **word  $e_i$**

$$\delta = \frac{d}{d \mathbf{w}} p(e_i | e_{i-n+1}^{i-1})$$

(gradient of the probability)

- Move the parameters in that direction

$$\mathbf{w} \leftarrow \mathbf{w} + \alpha \delta$$

## Problem with Linear Models: Cannot Deal with Feature Combinations

farmers eat steak → **high**    cows eat steak → **low**  
farmers eat hay → **low**    cows eat hay → **high**

- Cannot express by just adding features. What do we do?
  - Remember scores for each combination of words

$$\begin{array}{l} \text{steak} \\ \text{hay} \\ \dots \end{array} \mathbf{w}_{2,1,\text{farmers,eat}} = \begin{pmatrix} 2.0 \\ -2.1 \\ \dots \end{pmatrix} \quad \mathbf{w}_{2,1,\text{cows,eat}} = \begin{pmatrix} -1.2 \\ 2.9 \\ \dots \end{pmatrix}$$

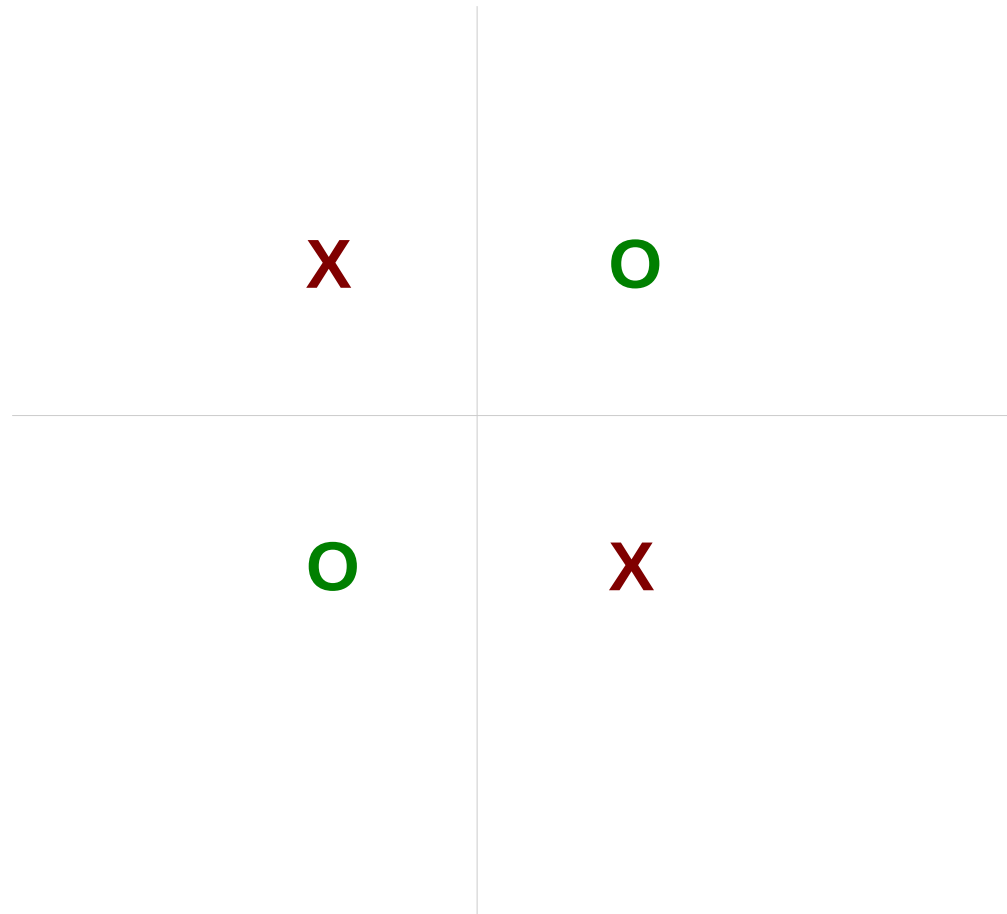
explosion in number of parameters, memory usage

- **Neural nets!**

# Neural Networks

# Problem: Can't learn Feature Combinations

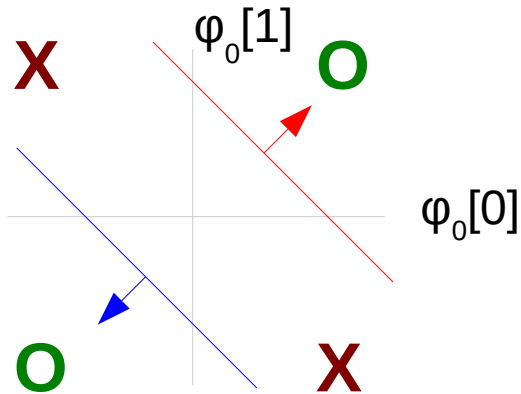
- Cannot achieve high accuracy on non-linear functions



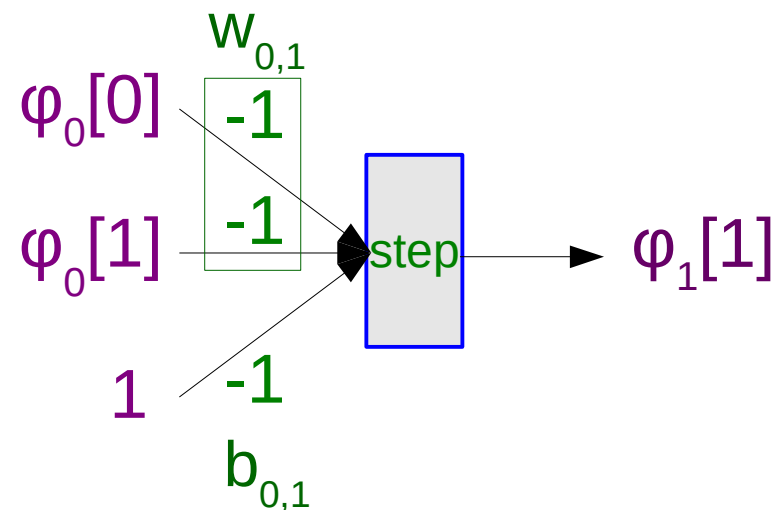
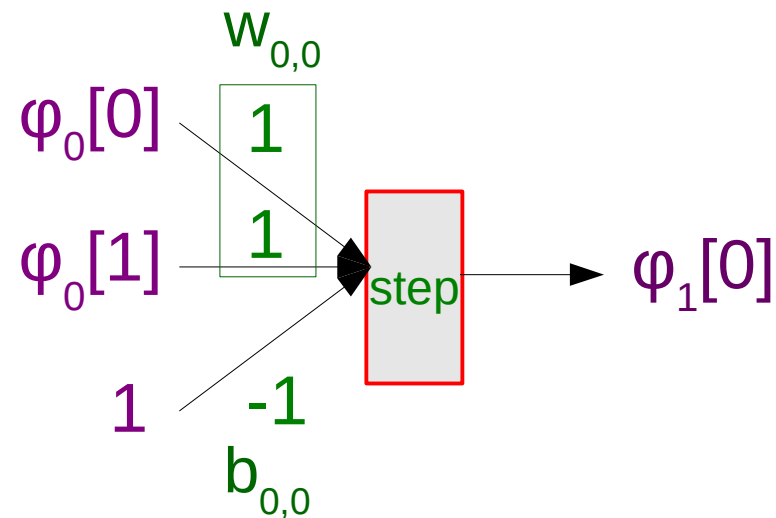
# Solving Non-linear Classification

- Create two classifiers

$$\varphi_0(x_1) = \{-1, 1\} \quad \varphi_0(x_2) = \{1, 1\}$$



$$\varphi_0(x_3) = \{-1, -1\} \quad \varphi_0(x_4) = \{1, -1\}$$



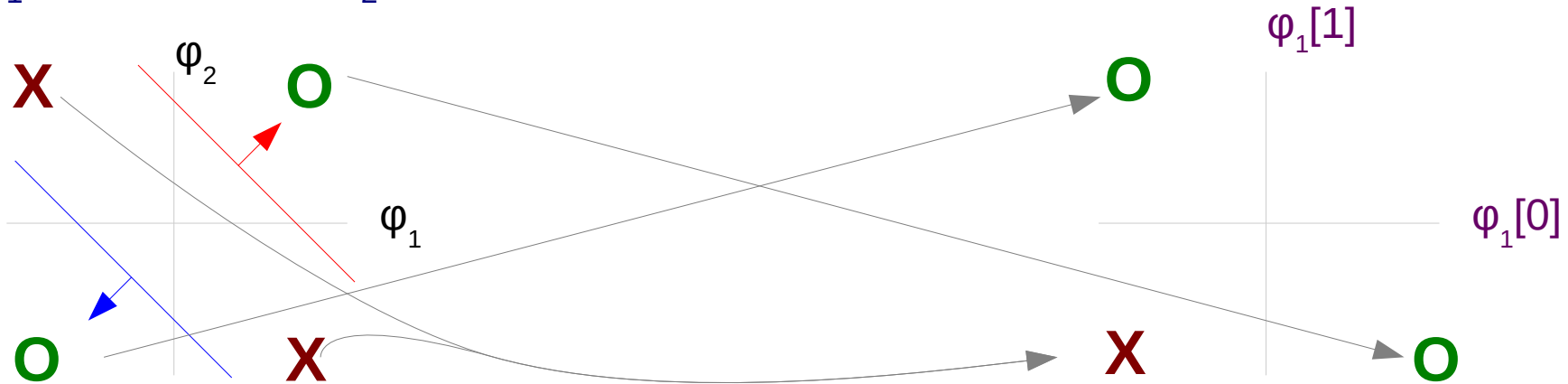


# Example

- These classifiers map to a new space

$$\varphi_0(x_1) = \{-1, 1\} \quad \varphi_0(x_2) = \{1, 1\}$$

$$\varphi_1(x_3) = \{-1, 1\}$$



$$\varphi_0(x_3) = \{-1, -1\} \quad \varphi_0(x_4) = \{1, -1\}$$

$$\varphi_1(x_1) = \{-1, -1\}$$

$$\varphi_1(x_2) = \{1, -1\}$$

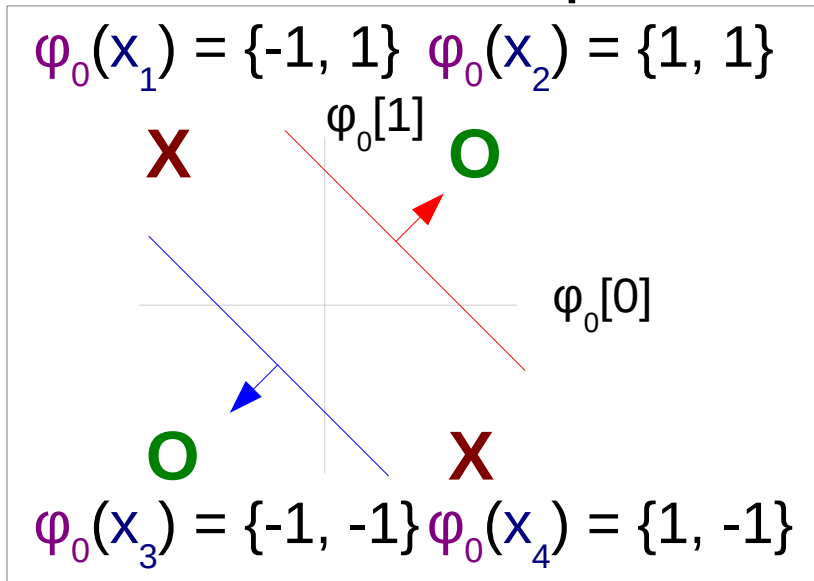
$$\varphi_1(x_4) = \{-1, -1\}$$

$$\begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} \rightarrow \varphi_1[0]$$

$$\begin{bmatrix} -1 \\ -1 \\ -1 \end{bmatrix} \rightarrow \varphi_1[1]$$

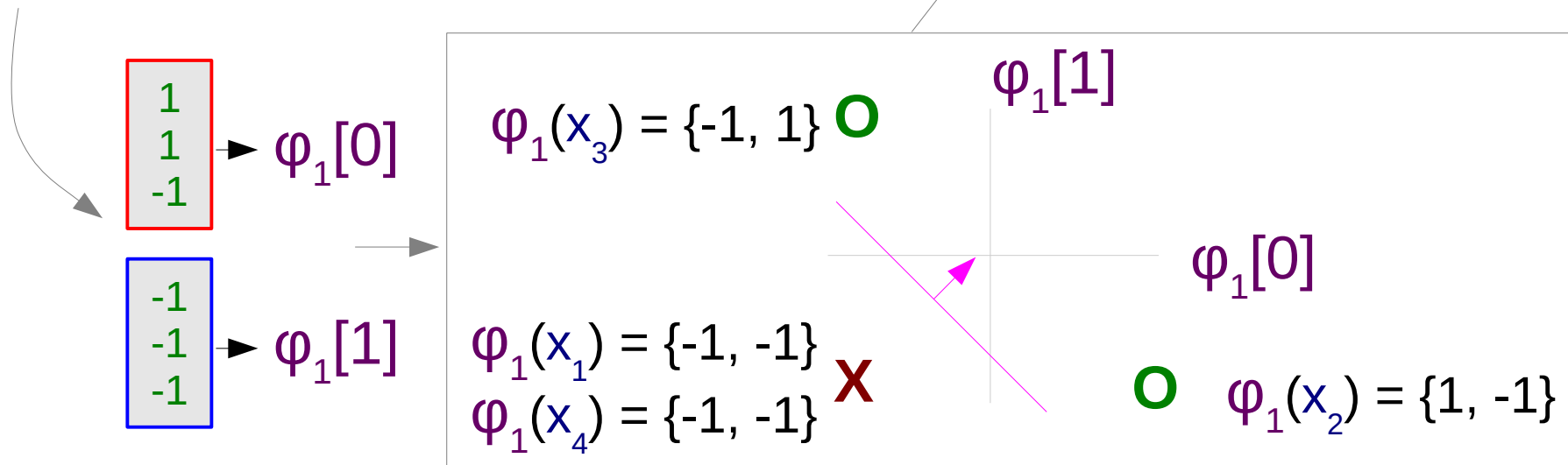
# Example

- In the new space, the examples are linearly separable!



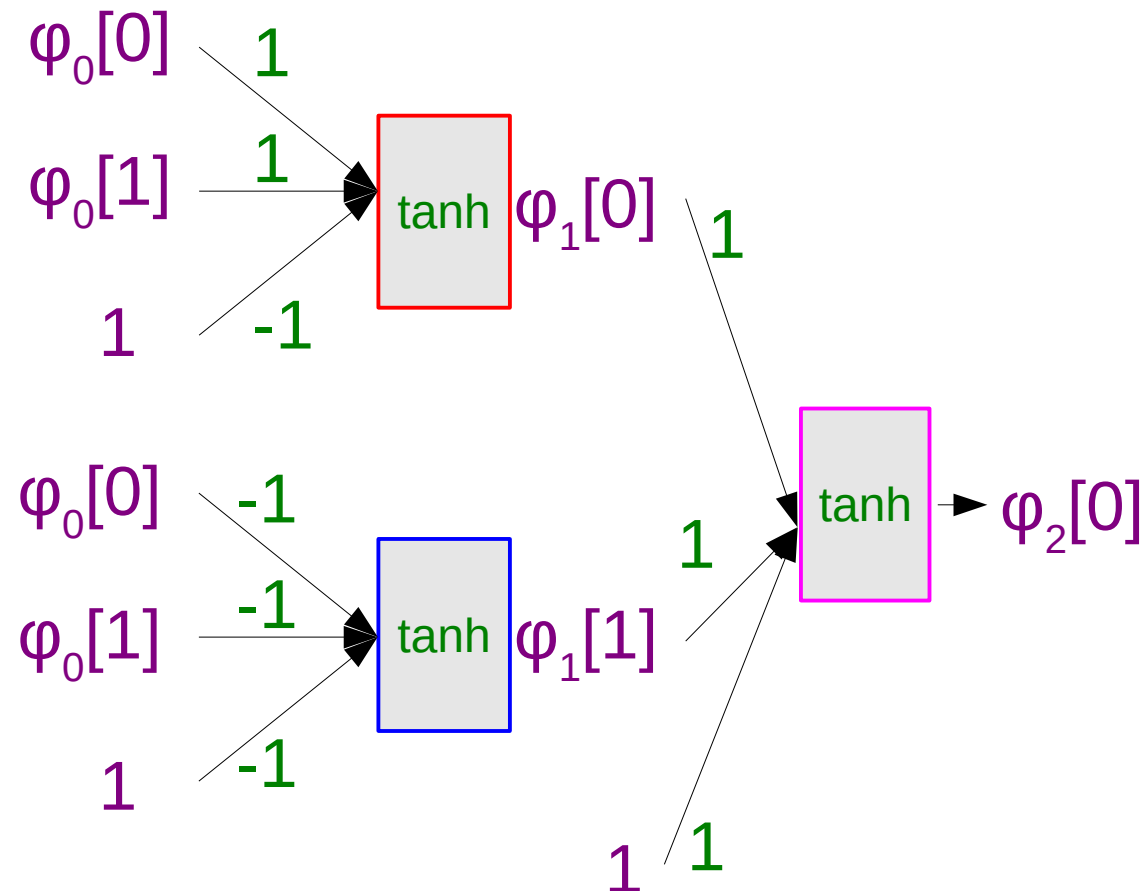
$\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$

$\varphi_2[0] = y$



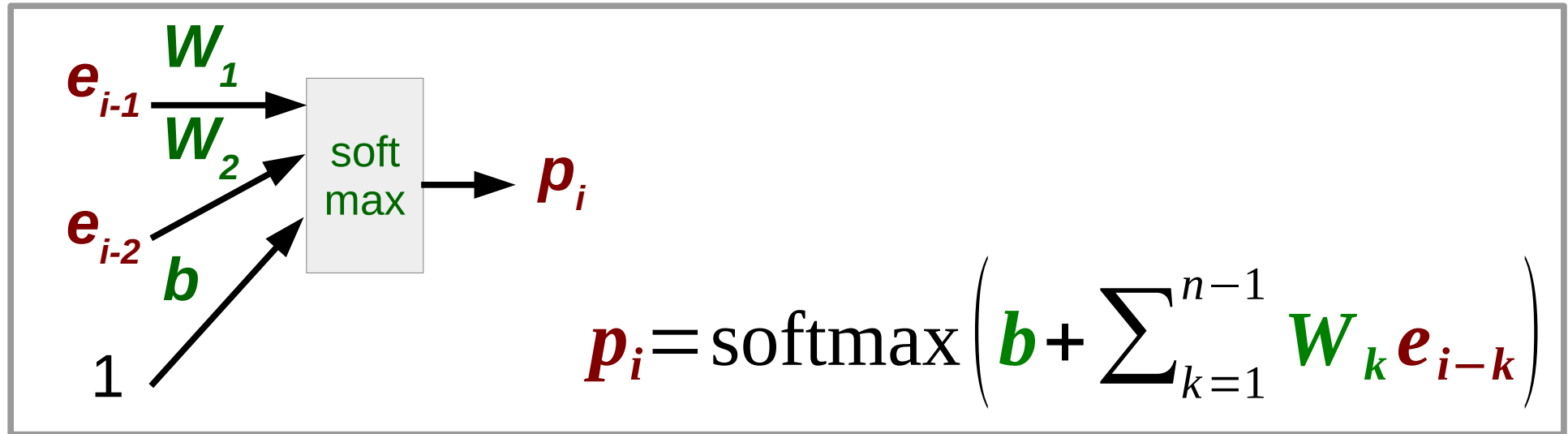
# Example

- The final net



# Language Modeling with Neural Nets

# Overview of Log Linear Language Model



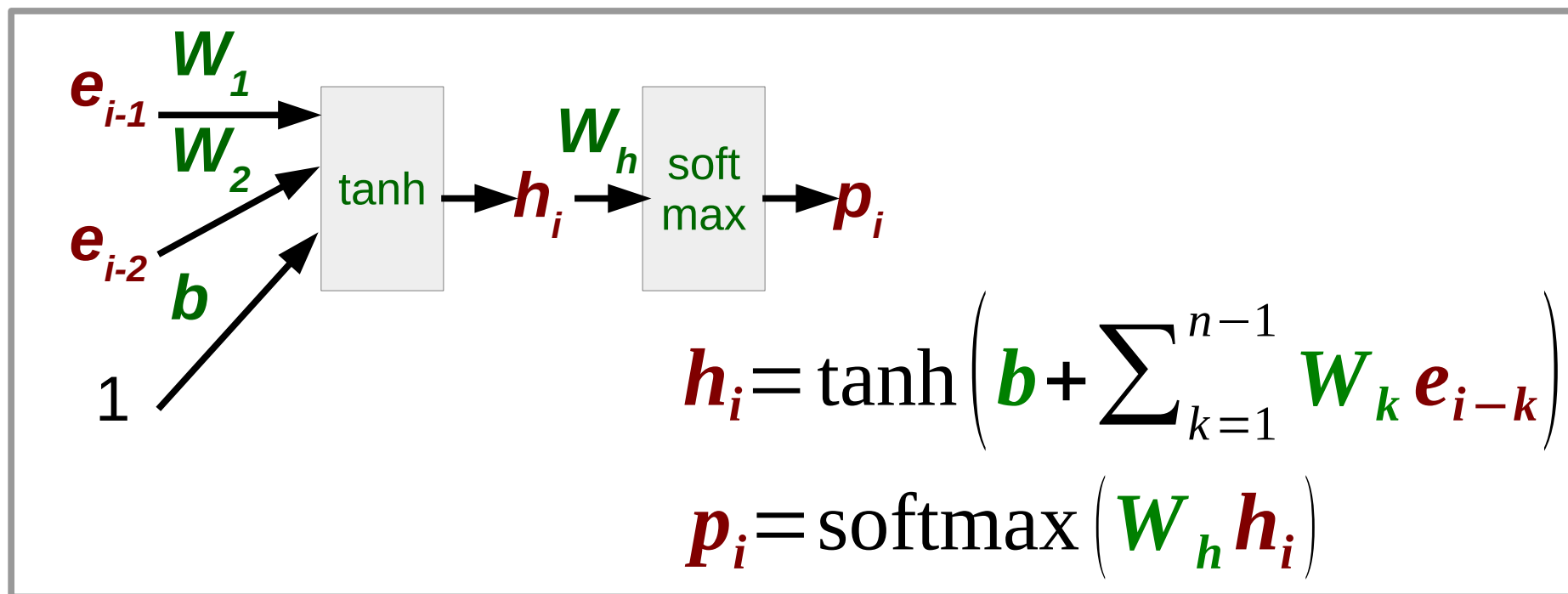
$e_{i-1}$  and  $e_{i-2}$  are vectors where the element corresponding to the word is 1:

	a	the	talk	gift	giving	...
$e_{i-1}$	1	0	0	0	0	...
$e_{i-2}$	0	0	0	0	1	...

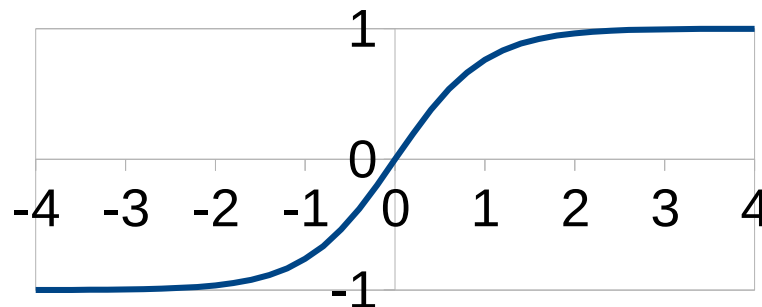
$W_1$ ,  $W_2$  are weight matrices  $b$  is a weight vector

# Neural Network Language Model

- Add a “hidden layer” that calculates representations



$\tanh \rightarrow$



# What Can We Do With Neural Nets?

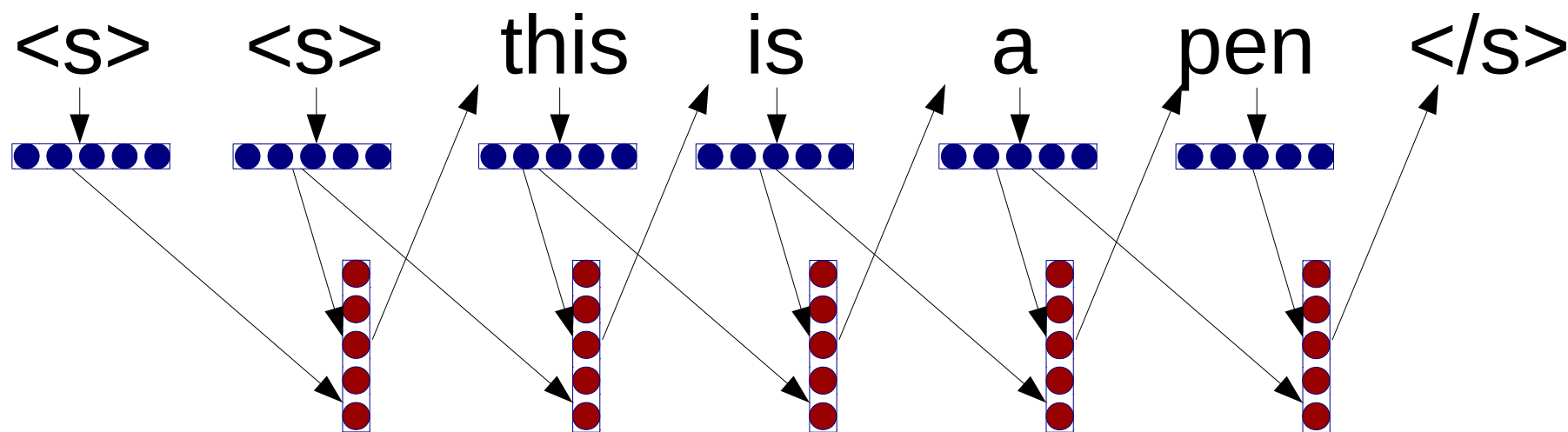
- Learn shared “features” of the context
- Example: **What do livestock eat?**  
 “ {cows, horses, sheep, goats} {eat, consume, ingest}”

eat	$W_2[1] = \begin{pmatrix} -1 \\ -1 \\ -1 \\ 1 \\ 1 \\ 1 \\ 1 \\ \dots \end{pmatrix}$	$W_1[1] = \begin{pmatrix} 1 \\ 1 \\ -1 \\ -1 \\ -1 \\ -1 \\ \dots \end{pmatrix}$	$b[1] = -1$	cows eat → $\tanh(1)$
consume				men eat → $\tanh(-1)$
ingest				cows find → $\tanh(-1)$
cows				
horses				
sheep				
goats				
...				

- If both are true, positive number, otherwise negative
- Simple features must remember all 4x3 combinations!<sup>23</sup>

# Neural Network Language Model

## [Nakamura+ 90, Bengio+ 06]

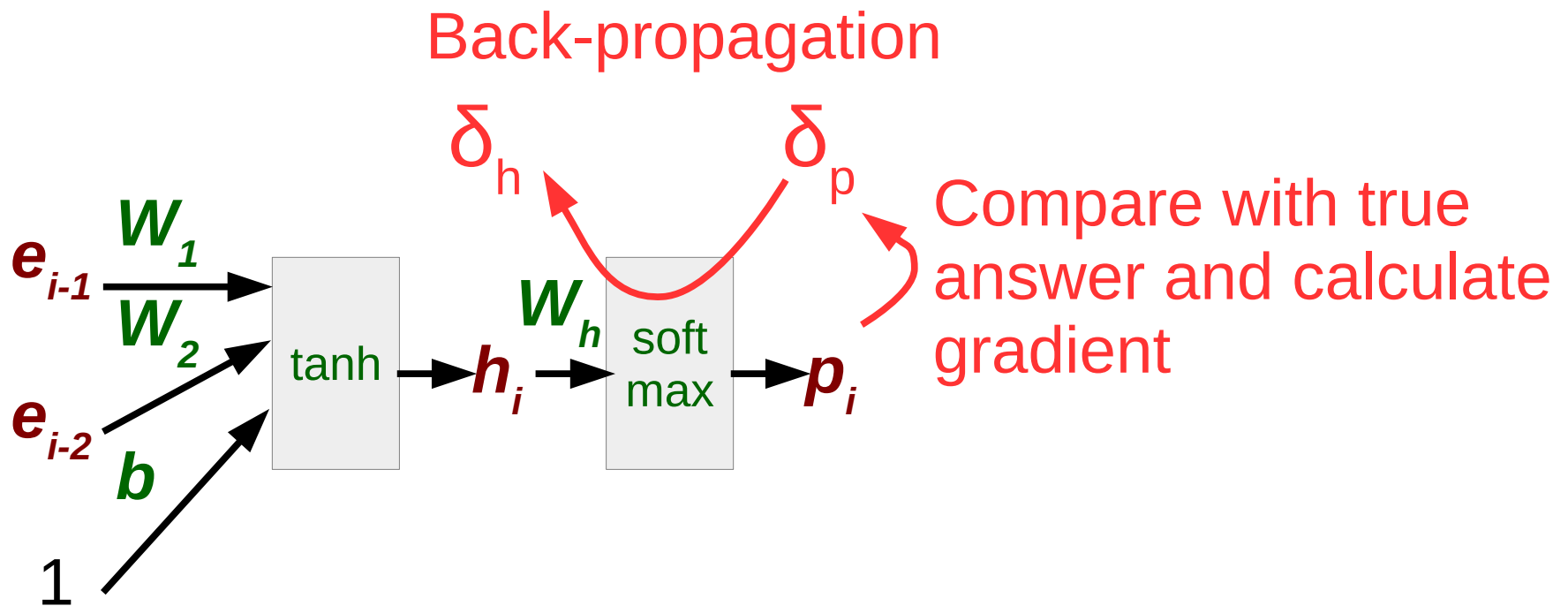


- Convert each word into **word representation**, considering word similarity
- Convert the context into **low-dimensional hidden layer**, considering contextual similarity



# Learning Neural Networks: Back Propagation

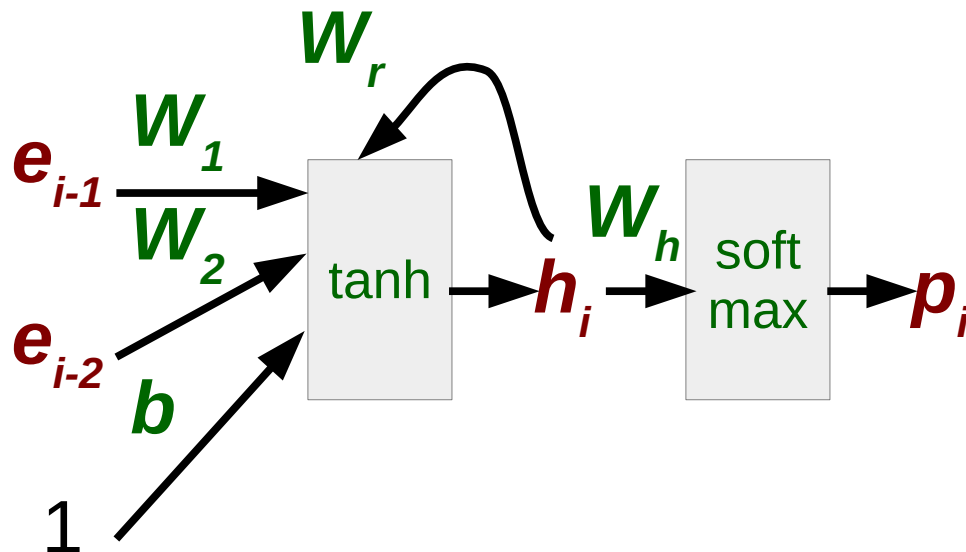
- Calculate the direction the last layer needs to go in
- Pass this information backwards through the network



# Recurrent Neural Nets

# Recurrent Neural Nets (RNN)

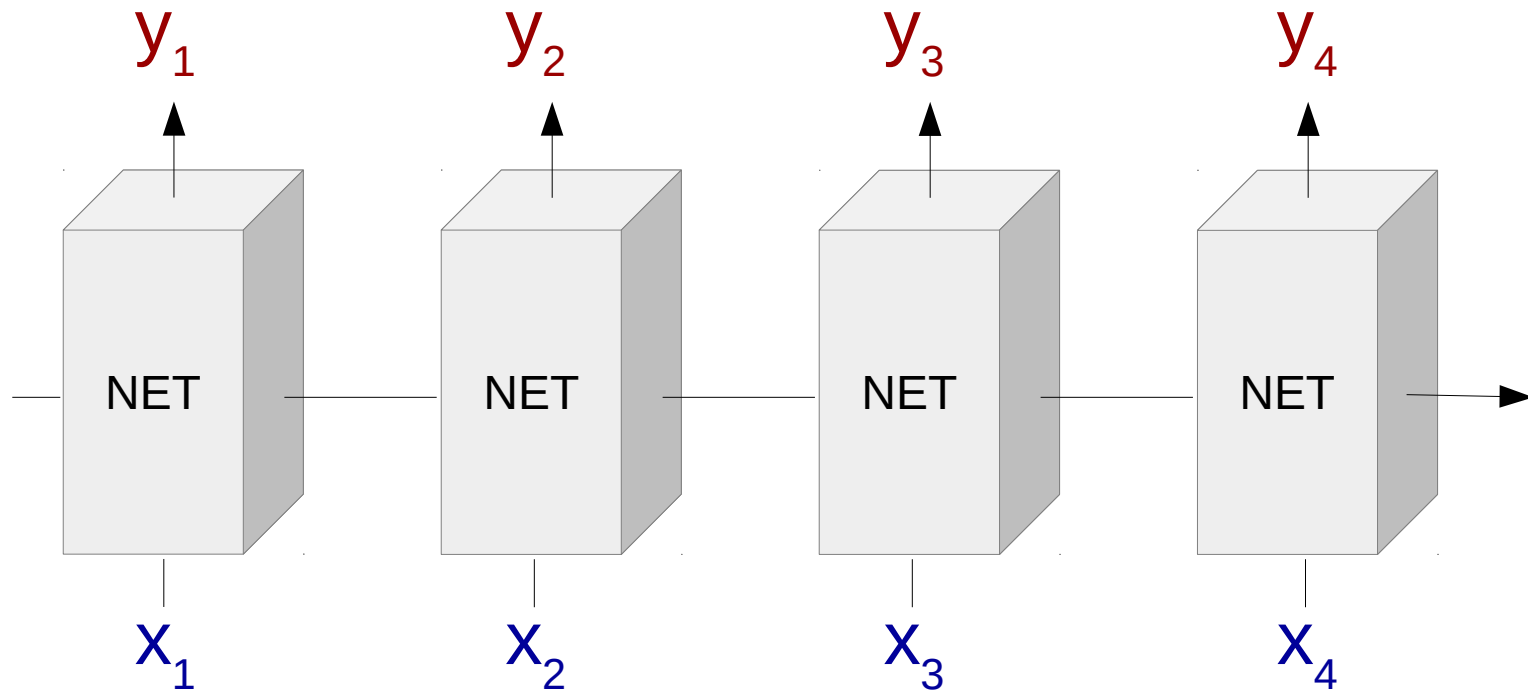
- Pass output of the hidden layer from the last time step back to the hidden layer in the next time step



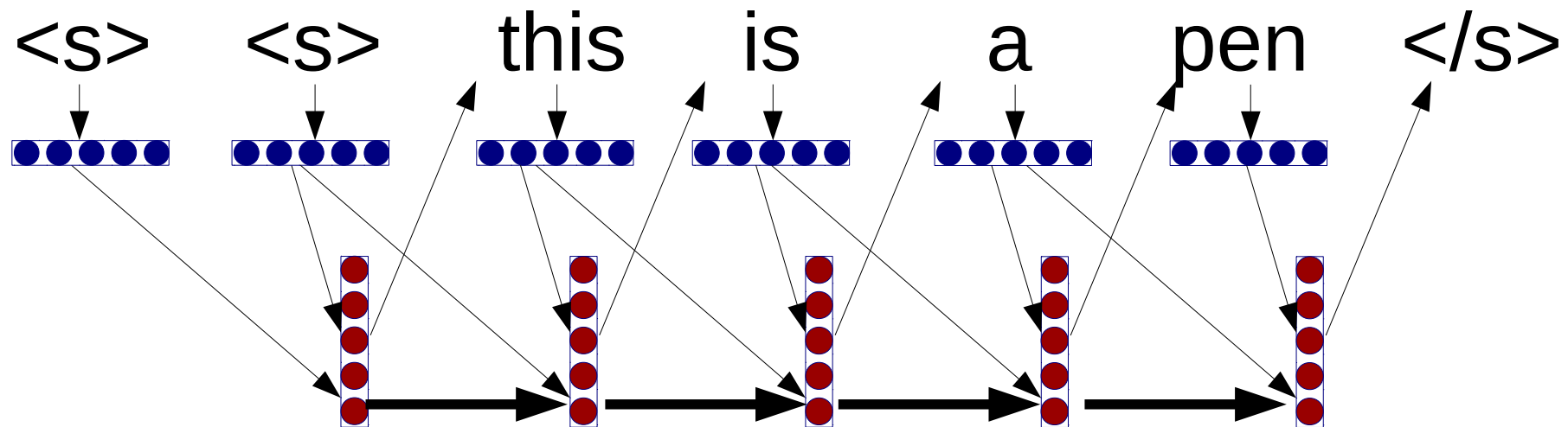
- Why?:** Can remember long distance dependencies
- Example:**

He doesn't have very much confidence in **himself**  
 She doesn't have very much confidence in **herself**

# RNNs as Sequence Models

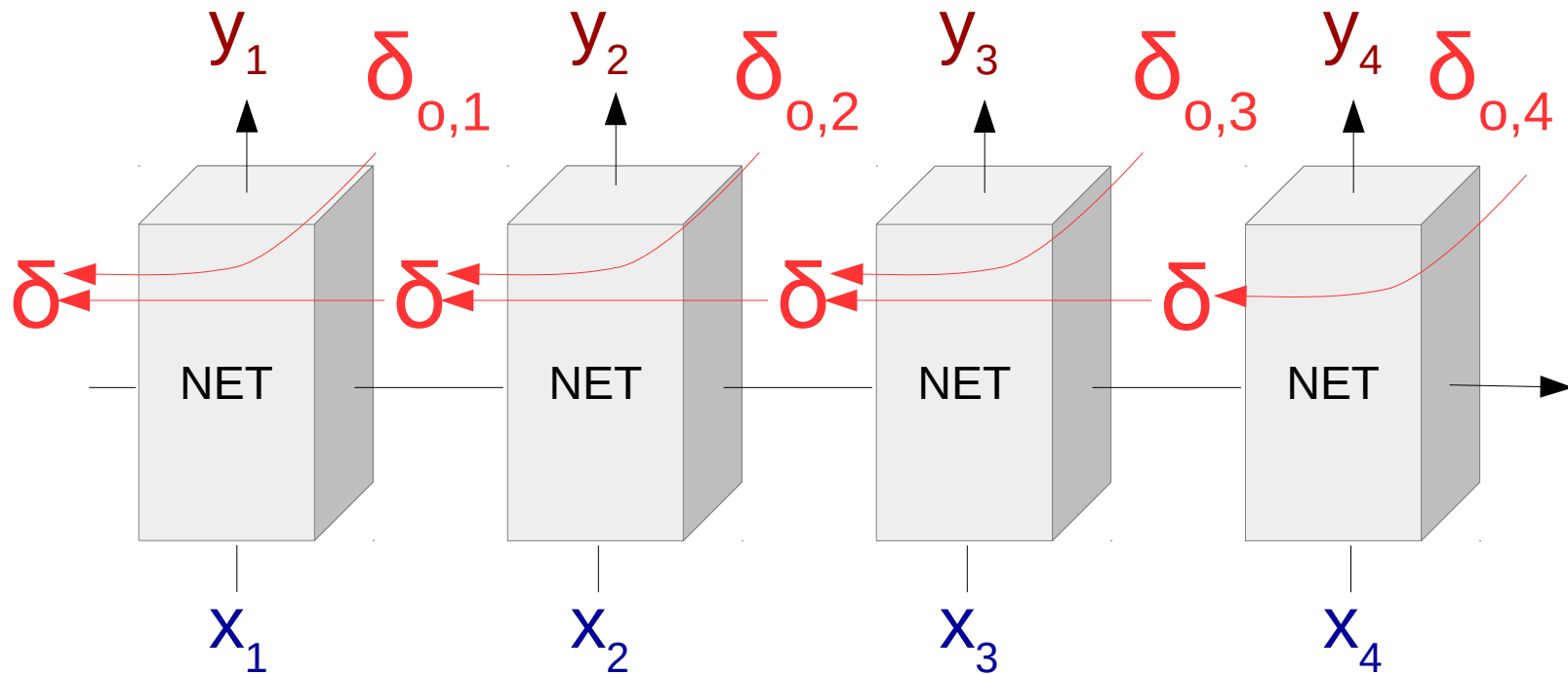


# Recurrent Neural Network Language Model [Mikolov+ 10]



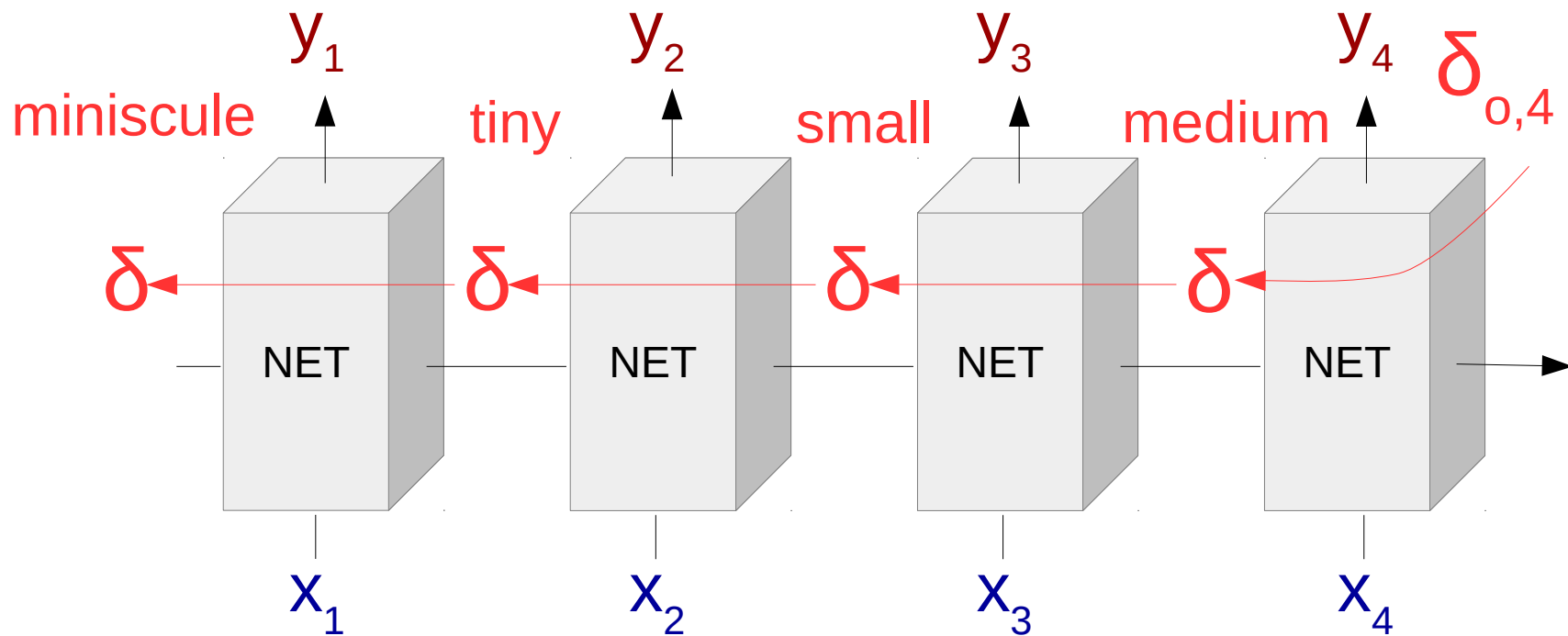
- Greatly improves accuracy of machine translation, speech recognition, etc.

# Calculating Gradients for RNNs



- First, calculate values forward
- Propagate errors backward

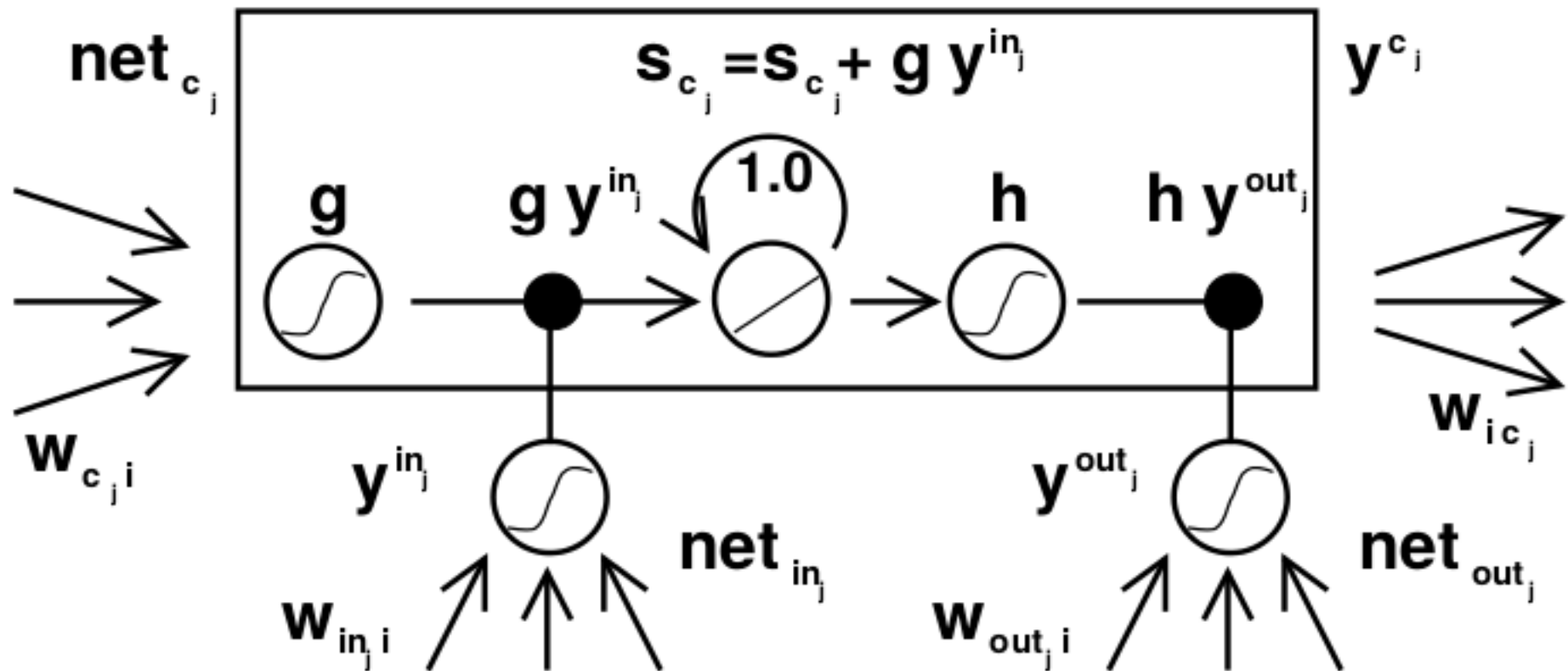
# The Vanishing Gradient Problem



# Long Short-term Memory

## [Hochreiter+ 97]

- Based on a linear function that preserves previous values
- Gating structure to control information flow





# What Can a Recurrent Network Learn?

## [Karpathy+ 15]

Cell sensitive to position in line:

```
The sole importance of the crossing of the Berezina lies in the fact that it plainly and indubitably proved the fallacy of all the plans for cutting off the enemy's retreat and the soundness of the only possible line of action--the one Kutuzov and the general mass of the army demanded--namely, simply to follow the enemy up. The French crowd fled at a continually increasing speed and all its energy was directed to reaching its goal. It fled like a wounded animal and it was impossible to block its path. This was shown not so much by the arrangements it made for crossing as by what took place at the bridges. When the bridges broke down, unarmed soldiers, people from Moscow and women with children who were with the French transport, all--carried on by vis inertiae--pressed forward into boats and into the ice-covered water and did not, surrender.
```

Cell that turns on inside quotes:

```
"You mean to imply that I have nothing to eat out of... On the contrary, I can supply you with everything even if you want to give dinner parties," warmly replied Chichagov, who tried by every word he spoke to prove his own rectitude and therefore imagined Kutuzov to be animated by the same desire.
```

```
Kutuzov, shrugging his shoulders, replied with his subtle penetrating smile: "I meant merely to say what I said."
```

Cell that robustly activates inside if statements:

```
static int __dequeue_signal(struct sigpending *pending, sigset_t *mask,
    siginfo_t *info)
{
    int sig = next_signal(pending, mask);
    if (sig) {
        if (current->notifier) {
            if (sigismember(current->notifier_mask, sig)) {
                if (!(current->notifier)(current->notifier_data)) {
                    clear_thread_flag(TIF_SIGPENDING);
                    return 0;
                }
            }
        }
        collect_signal(sig, pending, info);
    }
    return sig;
}
```

A large portion of cells are not easily interpretable. Here is a typical example:

```
/* Unpack a filter field's string representation from user-space
 * buffer. */
char *audit_unpack_string(void **bufp, size_t *remain, size_t len)
{
    char *str;
    if (!*bufp || (len == 0) || (len > *remain))
        return ERR_PTR(-EINVAL);
    /* Of the currently implemented string fields, PATH_MAX
     * defines the longest valid length.
     */
}
```

Cell that turns on inside comments and quotes:

```
/* Duplicate LSM field information. The lsm_rule is opaque, so
 * re-initialized. */
static inline int audit_dupe_lsm_field(struct audit_field *df,
    struct audit_field *sf)
{
    int ret = 0;
    char *lsm_str;
    /* Our own copy of lsm_str */
    lsm_str = kstrdup(sf->lsm_str, GFP_KERNEL);
    if (unlikely(!lsm_str))
        return -ENOMEM;
    df->lsm_str = lsm_str;
    /* Our own (refreshed) copy of lsm_rule */
    ret = security_audit_rule_init(df->type, df->op, df->lsm_str,
        (void **) &df->lsm_rule);
    /* Keep currently invalid fields around in case they
     * become valid after a policy reload. */
    if (ret == -EINVAL) {
        pr_warn("audit rule for LSM '%s' is invalid\n",
            df->lsm_str);
        ret = 0;
    }
    return ret;
}
```

Cell that is sensitive to the depth of an expression:

```
#ifdef CONFIG_AUDITSYSCALL
static inline int audit_match_class_bits(int class, u32 *mask)
{
    int i;
    if (classes[class]) {
        for (i = 0; i < AUDIT_BITMASK_SIZE; i++)
            if (mask[i] & classes[class][i])
                return 0;
    }
    return 1;
}
```

Cell that might be helpful in predicting a new line. Note that it only turns on for some "):

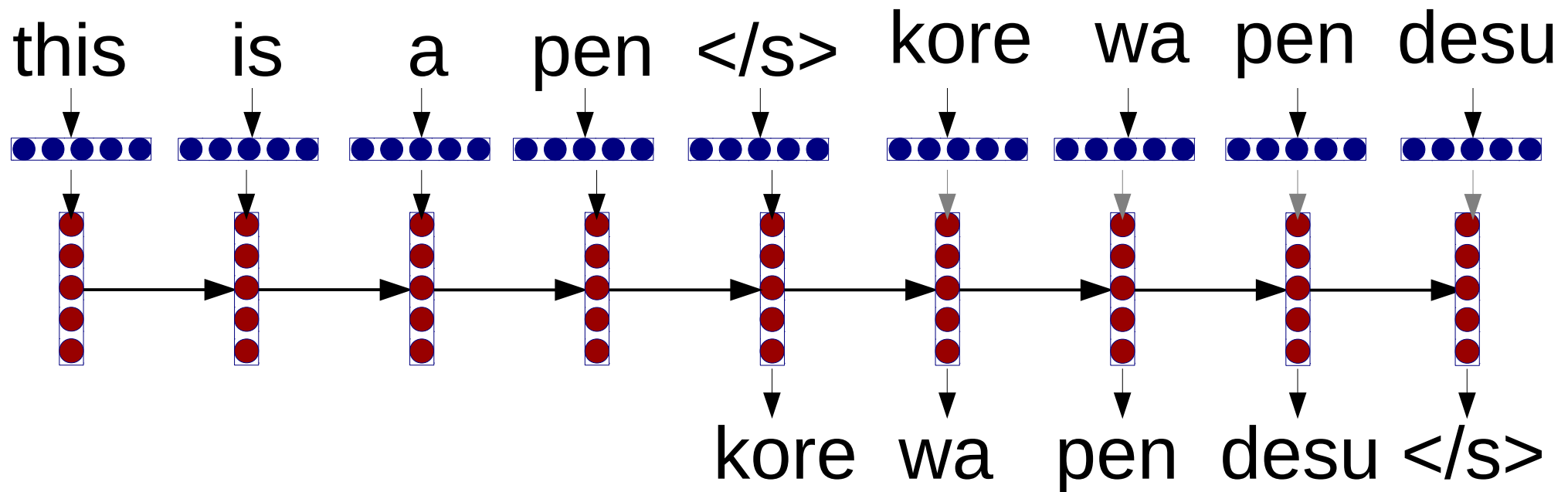
```
char *audit_unpack_string(void **bufp, size_t *remain, si
{
    char *str;
    if (!*bufp || (len == 0) || (len > *remain))
        return ERR_PTR(-EINVAL);
    /* Of the currently implemented string fields, PATH_MAX
     * defines the longest valid length.
     */
    if (len > PATH_MAX)
        return ERR_PTR(-ENAMETOOLONG);
    str = kmalloc(len + 1, GFP_KERNEL);
    if (unlikely(!str))
        return ERR_PTR(-ENOMEM);
    memcpy(str, *bufp, len);
    str[len] = 0;
    *bufp += len;
    *remain -= len;
    return str;
}
```

# Encoder-Decoder Translation Model

[Kalchbrenner+ 13, Sutskever+ 14]

# Recurrent NN Encoder-Decoder Model

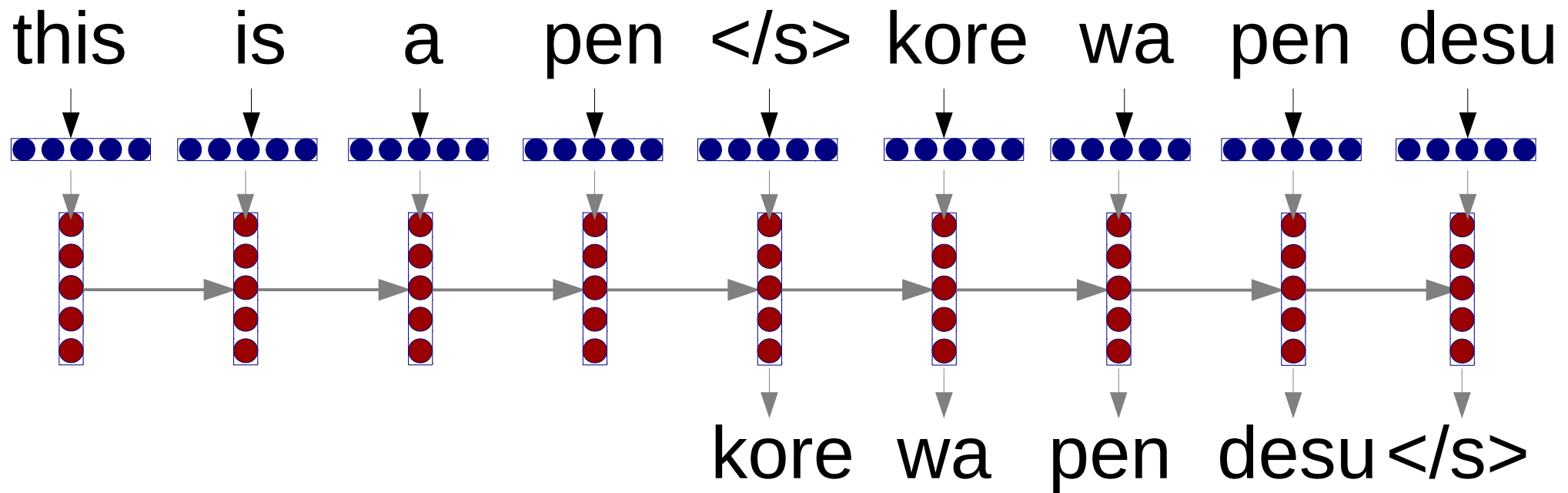
## [Sutskever+ 14]



- In other words, exactly like RNN language model, but first “reads” the input sentence

$$P(e_1^I | f_1^J) = \prod_{i=1}^{I+1} P(e_i | f_1^J, e_1^{i-1})$$

## Example of Generation



Read the input

Write the output

$$\operatorname{argmax}_{e_i} P(e_i | f_1^J, e_1^{i-1}) \quad 36$$

## So, How Well Does It Work?

Method	BLEU
Phrase-based Baseline	33.30
Encoder-Decoder	26.17
Encoder-Decoder w/ Tricks	34.81

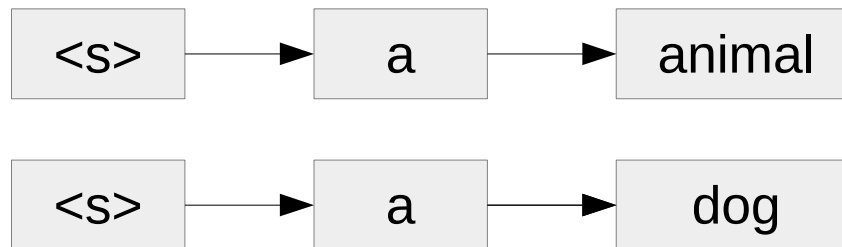
[Sutskever et al. 2014]

**Answer:** competitive with strong phrase-based traditional systems! (With a little work...)

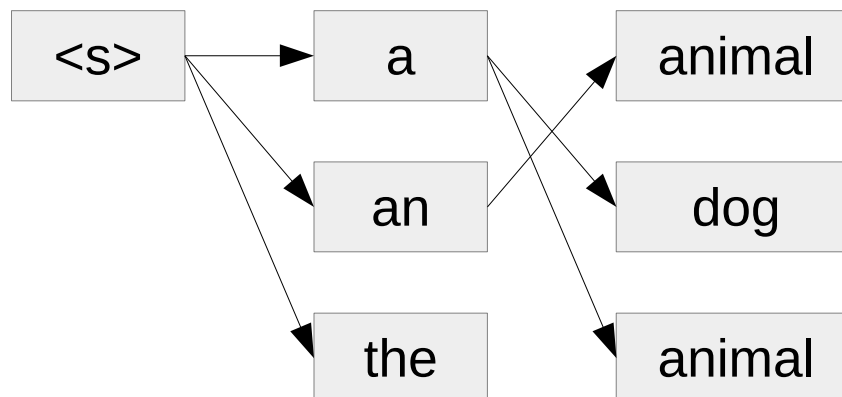
# Trick 1: Beam Search

- **Greedy search:** select one-best at every time step
  - **Problem:** locally optimal decisions not globally optimal

Ref:  
“an animal”

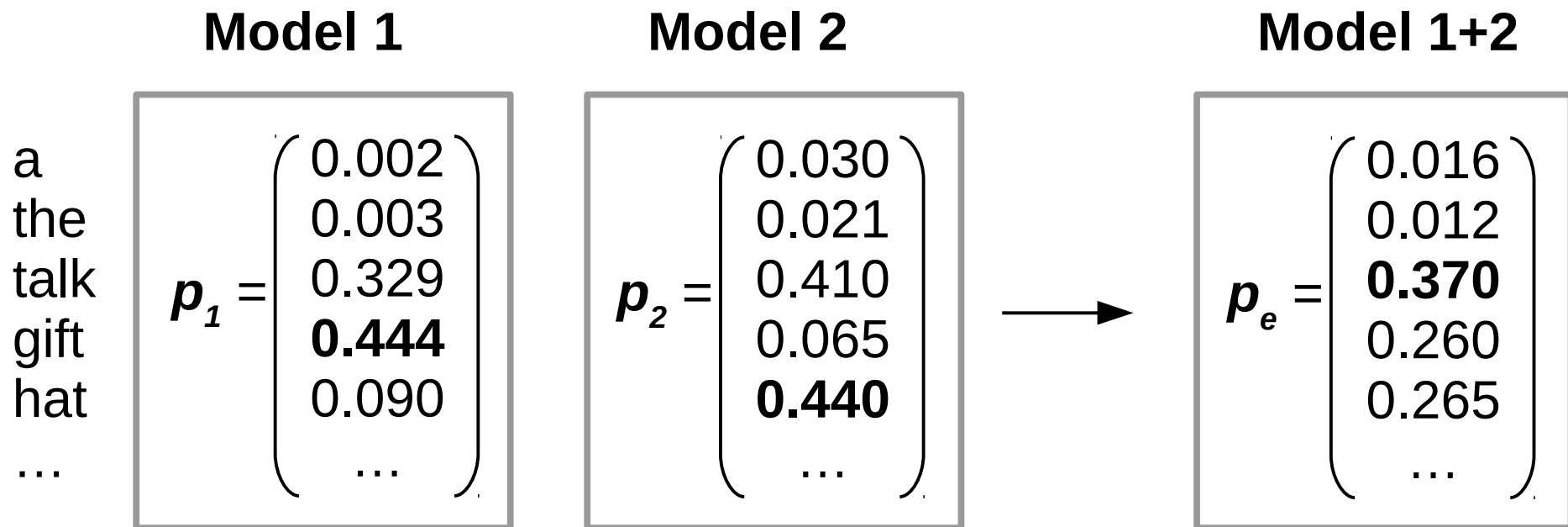


- **Beam search:** maintain several hypotheses every step



## Trick 2: Ensembling

- Average two models together (in regular or log space)



- Why does this work?
  - Errors tend to be **uncorrelated**
  - Errors tend to be **less confident**

# Small Example on Japanese-English

- Trained on 116k short, conversational sentences

	BLEU	RIBES
Moses PBMT	38.6	80.3
Encoder-Decoder	39.0	82.9



## Does it Stand Up to Manual Inspection?

Answer: Yes, to some extent

Input: バスタブからお湯があふれてしまいました。

True: the hot water overflowed from the bathtub .

PBMT: the hot water up the bathtub .

EncDec: the bathtub has overflowed .

Input: コーヒーのクリーム入りをください。

True: i 'll have some coffee with cream , please .

PBMT: cream of coffee , please .

EncDec: i 'd like some coffee with cream .

## But, There are Problems.

### Giving up:

Input: ギブスをしなければなりません。  
True: you 'll have to have a cast .  
PBMT: i have a ギブス .  
EncDec: you have to have a chance .

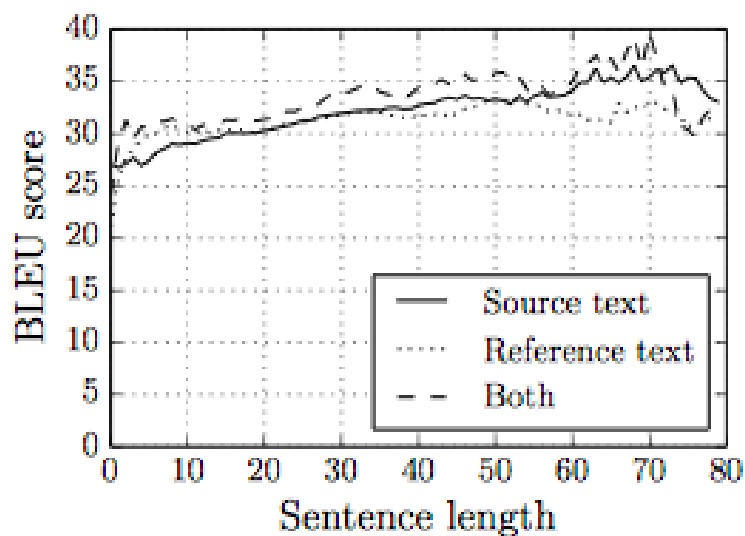
### Repeating:

Input: どのファンデーションが私の肌の色に近いですか。  
True: which foundation comes close to my natural skin color ?  
PBMT: which foundation near my natural skin color ?  
EncDec: which foundation is my favorite foundation with a foundation ?

# Attentional Models

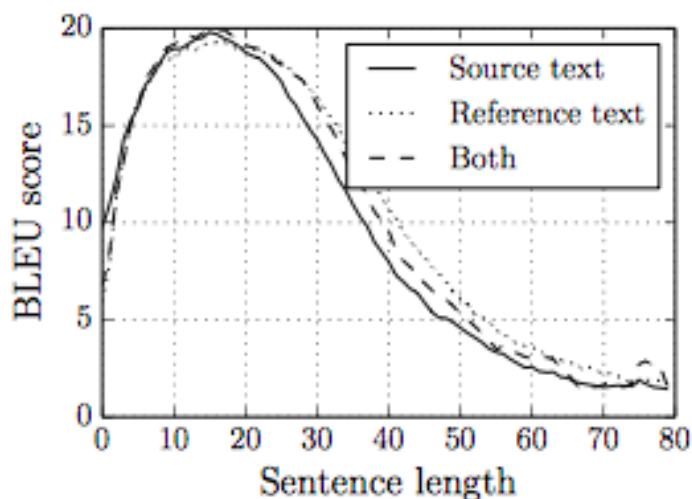
# Problem: Encoder-Decoder Models have Trouble with Longer Sentences

PBMT



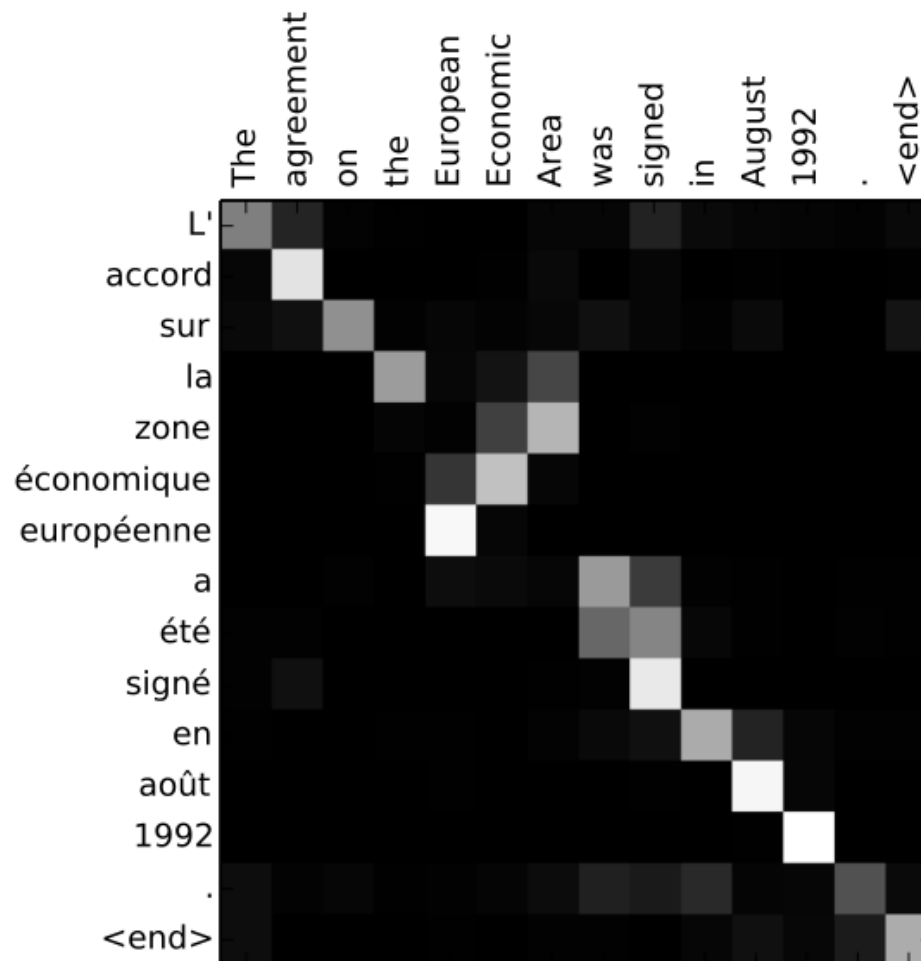
[Pouget-Abadie+ 2014]

RNN

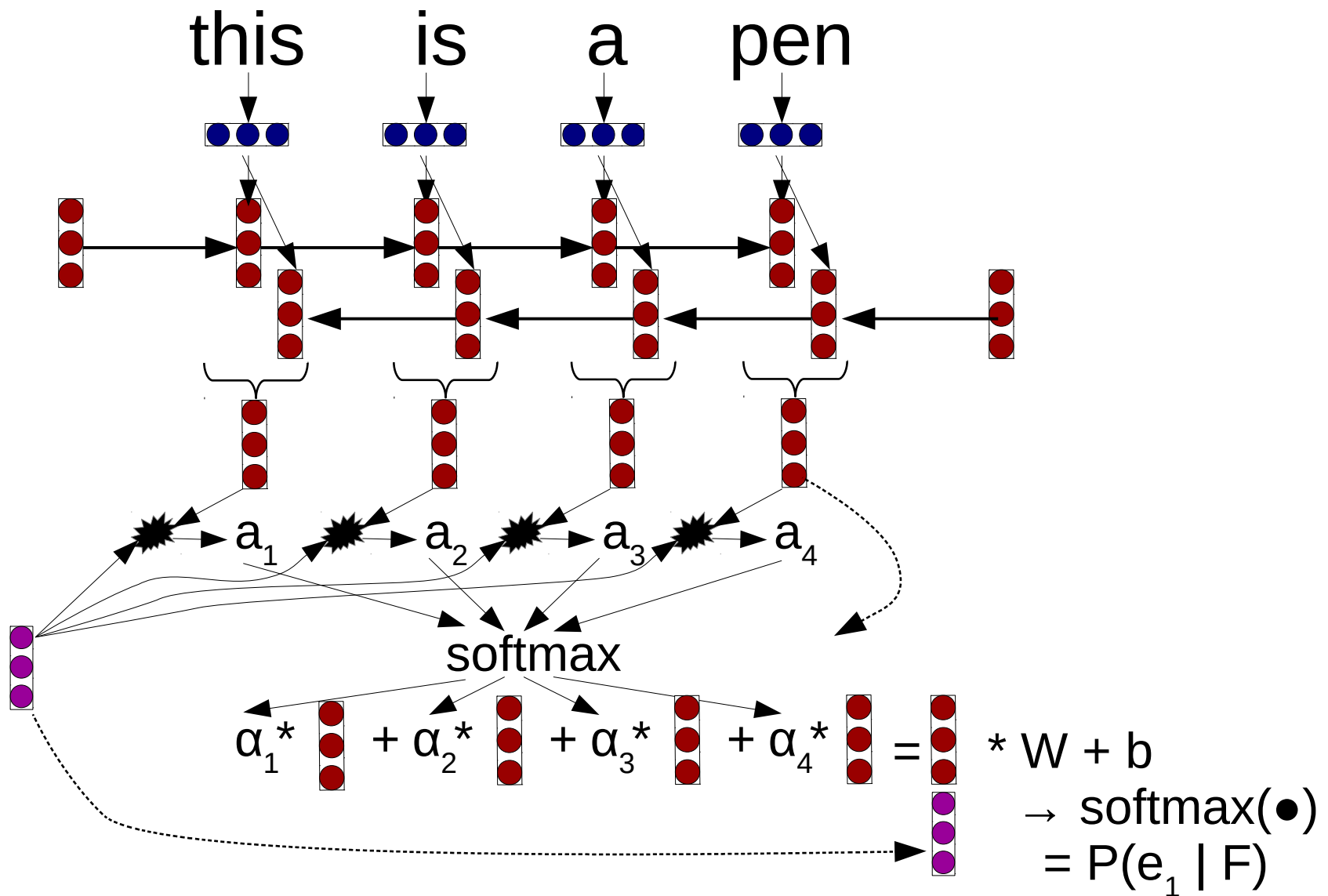


# Attentional Nets [Bahdanau+ 15]

- While translating, decide which word to “focus” on



# Looking Carefully at (One Step of) Attention



## Exciting Results!

- [IWSLT 2015:](#)  
Best results on de-en
- [WMT 2016:](#)  
Best results on most language pairs
- [WAT 2016:](#)  
Best results on most language pairs  
(NAIST/CMU model 1<sup>st</sup> on ja-en)

# What Has Gotten Better?

## Largely Grammar [Bentivogli+ 16]

### Auxiliary-main verb construction [aux:V]:

	SRC	in this experiment , individuals <b>were shown</b> hundreds of hours of YouTube videos	
	HPB	in diesem Experiment , Individuen <b>gezeigt wurden</b> Hunderte von Stunden YouTube-Videos	
(a)	PE	in diesem Experiment <b>wurden</b> Individuen Hunderte von Stunden Youtube-Videos <b>gezeigt</b>	✗
	NMT	in diesem Experiment <b>wurden</b> Individuen hunderte Stunden YouTube Videos <b>gezeigt</b>	
	PE	in diesem Experiment <b>wurden</b> Individuen hunderte Stunden YouTube Videos <b>gezeigt</b>	✓

### Verb in subordinate (adjunct) clause [neb:V]:

	SRC	... when coaches and managers and owners <b>look</b> at this information streaming ...	
	PBSY	... wenn Trainer und Manager und Eigentümer <b>betrachten</b> diese Information Streaming ...	
(b)	PE	... wenn Trainer und Manager und Eigentümer dieses Informations-Streaming <b>betrachten</b> ...	✗
	NMT	... wenn Trainer und Manager und Besitzer sich diese Informationen <b>anschauen</b> ...	
	PE	... wenn Trainer und Manager und Besitzer sich diese Informationen <b>anschauen</b> ...	✓

### Prepositional phrase [pp:PREP det:ART pn:N] acting as temporal adjunct:

	SRC	so like many of us , I 've lived in a few closets <b>in my life</b>	
	SPB	so wie viele von uns , ich habe in ein paar Schränke <b>in meinem Leben</b> gelebt	
(c)	PE	so habe ich wie viele von uns <b>während meines Lebens</b> in einigen Verstecken gelebt	✗
	NMT	wie viele von uns habe ich in ein paar Schränke <b>in meinem Leben</b> gelebt	
	PE	wie viele von uns habe ich <b>in meinem Leben</b> in ein paar Schränken gelebt	✗

### Negation particle [adv:PTKNEG]:

	SRC	but I eventually came to the conclusion that that just did <b>not</b> work for systematic reasons	
	HPB	aber ich kam schlielich zu dem Schluss , dass nur aus systematischen Gründen <b>nicht</b> funktionieren	
(d)	PE	aber ich kam schlielich zu dem Schluss , dass es einfach aus systematischen Gründen <b>nicht</b> funktioniert	✓
	NMT	aber letztendlich kam ich zu dem Schluss , dass das einfach <b>nicht</b> aus systematischen Gründen funktionierte	
	PE	ich musste aber einsehen , dass das aus systematischen Gründen <b>nicht</b> funktioniert	✗



# Other Things to Think About

# What is Our Training Criterion?

- We train our models for likelihood
- Evaluate our models based on quality of the generated sentences (BLEU)
- How do we directly optimize for translation quality?
  - Reinforcement learning [Ranzato+16]
  - Minimum risk training [Shen+16]
  - Beam search optimization [Wiseman+16]

# How Do We Handle Rare Words?

- Neural MT has trouble with large vocabularies
  - **Speed:** Takes time to do a big softmax
  - **Accuracy:** Fail on less common training examples
- Solutions:
  - Sampling-based training methods [Mnih+12]
  - Translate using subword units [Sennrich+16]
  - Translate using characters [Chung+16]
  - Incorporate translation lexicons [Arthur+16]

# Can We Train Multi-lingual Models?

- Multi-lingual data abounds, and we would like to use it
- Methods:
  - Train individual encoders/decoders for each language, but share training [Firat+16]
  - Train a single encoder/decoder for all languages [Johnson+16]
  - Transfer models from one language to another [Zoph+16]

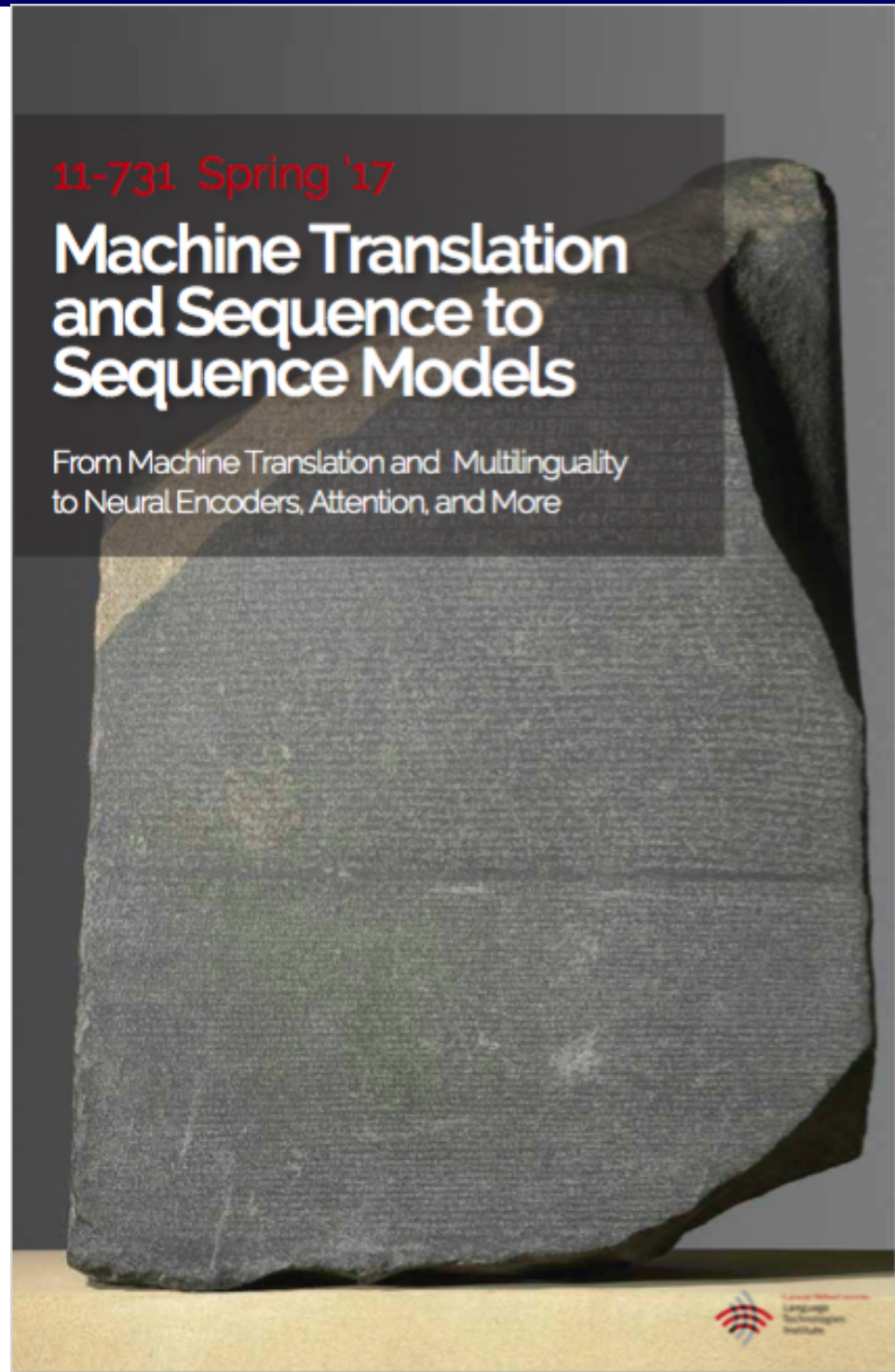
## What Else Can We Do?

- **Conversation** [Sordoni+ 15, Vinyals+ 15]  
Input: utterance, Output: next utterance
- **Executing programs** [Zaremba+ 14]  
Input: program, Output: computation result
- **And many others!**

# Conclusion/Tutorials/Papers

# Conclusion

- Neural MT is exciting!



# Tutorials

- My Neural MT Tips Tutorial:  
<https://github.com/neubig/nmt-tips>
- Kyunghyun Cho's DL4MT Tutorial:  
<http://github.com/nyu-dl/dl4mt-tutorial>
- Thang Luong, Kyunghyun Cho, and Chris Manning's Tutorial at ACL 2016:  
<https://sites.google.com/site/acl16nmt/>
- Rico Sennrich's Tutorial at AMTA 2016:  
<http://statmt.org/mtma16/uploads/mtma16-neural.pdf>



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