

COMP90042 LECTURE 5

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# CONTEXT-FREE GRAMMARS

# SYNTACTIC CONSTITUENTS

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- ▶ Sequential models like HMMs assume entirely flat structure

- ▶ But language clearly isn't like that

[*A man*] [*saw* [*a dog*] [*in* [*the park*]]]

- ▶ Words group together to form syntactic constituents
  - ▶ Can be replaced, or moved around *as a unit*
- ▶ Grammars allow us to formalize these intuitions
  - ▶ Symbols correspond to syntactic constituents

# OUTLINE

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- ▶ The context-free grammar formalism
- ▶ Parsing with CFGs
- ▶ Representing English with CFGs

# BASICS OF CONTEXT-FREE GRAMMARS

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- ▶ Symbols
  - ▶ Terminals: words such as *book*
  - ▶ Non-terminal: syntactic labels such as NP or NN
- ▶ Productions (rules)
  - ▶ Exactly one non-terminal on left-hand side (LHS)
  - ▶ An ordered list of symbols on right-hand side (RHS)

# A SIMPLE GRAMMAR

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Terminal symbols: *rat, the, ate, cheese*

Non-terminal symbols: S, NP, VP, DT, VBD, NN

Productions:

$S \rightarrow NP VP$

$NP \rightarrow DT NN$

$VP \rightarrow VBD NP$

$DT \rightarrow the$

$NN \rightarrow rat$

$NN \rightarrow cheese$

$VBD \rightarrow ate$

# GENERATING SENTENCES WITH CFGS

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Always start with S (the sentence/start symbol)

**S**

Apply rule with S on LHS ( $S \rightarrow NP VP$ ), i.e substitute RHS

**NP VP**

Apply rule with NP on LHS ( $NP \rightarrow DT NN$ )

**DT NN VP**

Apply rule with DT on LHS ( $DT \rightarrow the$ )

***the* NN VP**

Apply rule with NN on LHS ( $NN \rightarrow rat$ )

***the rat* VP**

# GENERATING SENTENCES WITH CFGS

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Apply rule with VP on LHS ( $VP \rightarrow VBD\ NP$ )

*the rat* **VBD NP**

Apply rule with VBD on LHS ( $VBD \rightarrow ate$ )

*the rat ate* **NP**

Apply rule with NP on LHS ( $NP \rightarrow DT\ NN$ )

*the rat ate* **DT NN**

Apply rule with DT on LHS ( $DT \rightarrow the$ )

*the rat ate the* **NN**

Apply rule with NN on LHS ( $NN \rightarrow cheese$ )

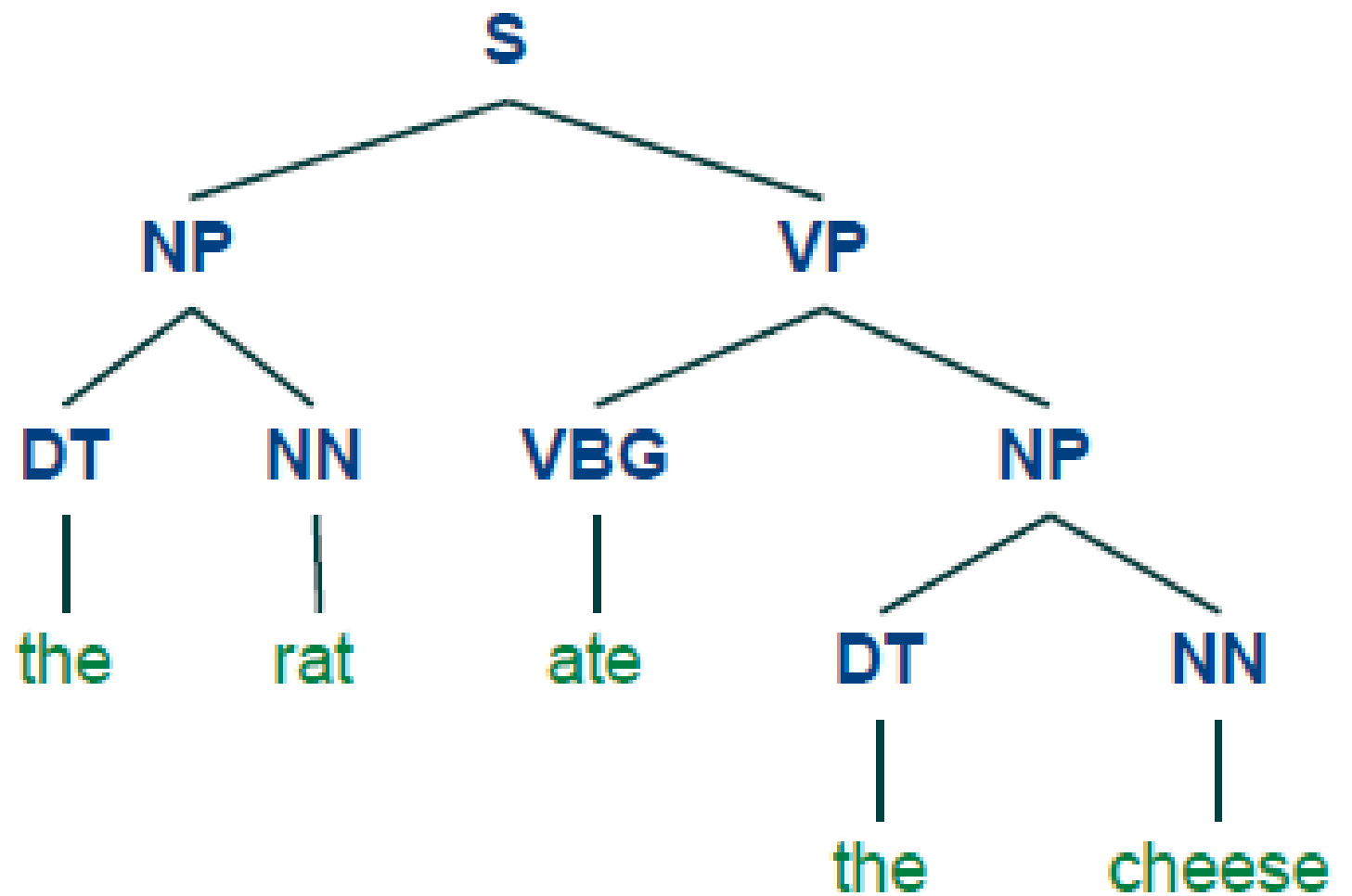
*the rat ate the cheese*

# CFG TREES

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- ▶ Generation corresponds to a syntactic tree
- ▶ Non-terminals are internal nodes
- ▶ Terminals are leaves

(S (NP (DT the)  
         (NN rat))  
  (VP (VBG ate)  
      (NP (DT the)  
          (NN cheese)))))





# PARSING CFGS

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- ▶ Parsing: given string, identify possible structures
- ▶ Brute force search is intractable for non-trivial grammars
  - ▶ Good solutions use dynamic programming
- ▶ Two general strategies
  - ▶ Bottom-up
    - ▶ Start with words, work up towards S
    - ▶ CYK parsing
  - ▶ Top-down
    - ▶ Start with S, work down towards words
    - ▶ Earley parsing

# THE CYK PARSING ALGORITHM

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- ▶ Convert grammar to Chomsky Normal Form (CNF)
- ▶ Fill in a parse table
- ▶ Use table to derive parse
- ▶ Covert result back to original grammar

# CONVERT TO CNF

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- ▶ Change grammar so all rules of form  $A \rightarrow BC$  or  $A \rightarrow a$
- ▶ Step 1: Convert  $A \rightarrow Bc$  to  $A \rightarrow BC, C \rightarrow c$ 
  - ▶ Not usually necessary in POS-based grammars
- ▶ Step 2: Convert  $A \rightarrow BCD$  to  $A \rightarrow BX, X \rightarrow CD$ 
  - ▶ Usually necessary, but not for our toy grammar

# PARSE TABLE

	<i>the</i>	<i>rat</i>	<i>ate</i>	<i>the</i>	<i>cheese</i>
	DT	NP			S
	[0,1]	[0,2]	[0,3]	[0,4]	[0,5]
		NN			
		[1,2]	[1,3]	[1,4]	[1,5]
			VBD		VP
			[2,3]	[2,4]	[2,5]
				DT	NP
				[3,4]	[3,5]
					NN
					[4,5]

S → NP VP

NP → DT NN

VP → VBD NP

DT → *the*

NN → *rat*

NN → *cheese*

VBD → *ate*

# CYK: RETRIEVING THE PARSES

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- ▶ S in the top-left corner of parse table indicates success
- ▶ To get parse(s), follow pointers back for each match
- ▶ Convert back from CNF by removing new non-terminals

# EARLEY PARSING

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- ▶ Create a chart of applied rules (edges)
  - ▶ Length of chart = length of sentence + 1
  - ▶ Edges are rules which are augmented with
    - ▶ A dot which indicates how much of the rule has been satisfied
    - ▶ A range over which it has been applied so far
    - ▶ E.g.  $S \rightarrow NP \bullet VP$  [0,2]
- ▶ Chart is filled from left to right with 3 operations
  - ▶ Predictor
  - ▶ Scanner
  - ▶ Completer

# THE CHART

Predictor  
Scanner  
Competer

*the*                      *rat*                      *ate*                      *the*                      *cheese*

S → • NP VP [0,0]

VP → • VB NP [2,2]

NP → • DT NN [0,0]

NP → • DT NN [3,3]

DT → the • [0,1]    NN → rat • [1,2]

VB → ate • [2,3]    DT → the • [3,4]    NN → cheese • [4,5]

NP→ DT • NN [0,1]

NP → DT • NN [3,4]

NP→ DT NN • [0,2]

NP→ DT NN • [3,5]

S → NP • VP [0,2]

VP → VB NP • [2,5]

S→ NP VP • [0,5]

VP → VB • NP [2,3]

# EARLEY: RETRIEVING THE PARSES

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- ▶ Completed S rule covering sentence indicates success
- ▶ To get parse(s), follow pointers back for each completion



# TOY GRAMMARS TO REAL GRAMMARS

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- ▶ Toy grammars with handful of productions good for demonstration or extremely limited domains
- ▶ For real texts, we need real grammars
- ▶ Hundreds or thousands of production rules

# KEY CONSTITUENTS IN PENN TREEBANK

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- ▶ Sentence (S)
- ▶ Noun phrase (NP)
- ▶ Verb phrase (VP)
- ▶ Prepositional phrase (PP)
- ▶ Adjective phrase (AdjP)
- ▶ Adverbial phrase (AdvP)
- ▶ Subordinate clause (SBAR)

# BASIC ENGLISH SENTENCE STRUCTURES

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- ▶ Declarative sentences ( $S \rightarrow NP VP$ )
  - ▶ E.g. *The rat ate the cheese*
- ▶ Imperative sentences ( $S \rightarrow VP$ )
  - ▶ E.g. *Eat the cheese!*
- ▶ Yes/no questions ( $S \rightarrow VB NP VP$ )
  - ▶ E.g. *did the rat eat the cheese?*
- ▶ *Wh*-subject-questions ( $S \rightarrow WH VP$ )
  - ▶ *Who ate the cheese?*
- ▶ *Wh*-object-questions ( $S \rightarrow WH VB NP VP$ )
  - ▶ *What did the rat eat?*

# ENGLISH NOUN PHRASES

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- ▶ Pre-modifiers

- ▶ DT, CD, ADJP, NNP, NN

- ▶ E.g. *the two very best Philly cheese steaks*

- ▶ Post-modifiers

- ▶ PP, VP, SBAR

- ▶ A call from Mom coming today that I don't want to miss

$NP \rightarrow (DT) (CD) (ADJP) NN \mid NNP+ PP^* (VP) (SBAR)$

$NP \rightarrow PRP$

# VERB PHRASES

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- ▶ Auxiliaries

- ▶ MD, AdvP, VB, TO

- ▶ E.g. *should really have tried to wait*

$VP \rightarrow MD \mid VB \mid TO \text{ (AdvP) } VP$

- ▶ Arguments and adjuncts

- ▶ NP, PP, SBAR, VP, AdvP

- ▶ E.g. *told him yesterday that I was ready*

- ▶ E.g. *gave John a gift for his birthday to make amends*

$VP \rightarrow VB \text{ (NP) (NP) PP}^* \text{ AdvP}^* \text{ (VP) (SBAR)}$

# OTHER CONSTITUENTS

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- ▶ Prepositional phrase
  - ▶  $PP \rightarrow IN\ NP$  (*in the house*)
- ▶ Adjective phrase
  - ▶  $AdjP \rightarrow (AdvP)\ JJ$  (*really nice*)
- ▶ Adverb phrase
  - ▶  $AdvP \rightarrow (AdvP)\ RB$  (*not too well*)
- ▶ Subordinate clause
  - ▶  $SBAR \rightarrow (IN)\ S$  (*since I came here*)
- ▶ Coordination
  - ▶  $NP \rightarrow NP\ CC\ NP$ ;  $VP \rightarrow VP\ CC\ VP$ ; etc. (*Jack and Jill*)
- ▶ Complex sentences
  - ▶  $S \rightarrow S\ SBAR$ ;  $S \rightarrow SBAR\ ,\ S$ ; etc. (*if he goes, I'll go*)

# A FINAL WORD

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- ▶ Context-free grammars can represent linguistic structure
- ▶ There are relatively fast dynamic programming algorithms to retrieve this structure
- ▶ But what about ambiguity?
  - ▶ Extreme ambiguity will slow down parsing
  - ▶ If multiple possible parses, which is best?

# REQUIRED READING

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- ▶ J&M2 Ch. 12.1-12.5, Ch. 13.1-13.4