## EDAN20

Language Technology

http://cs.lth.se/edan20/

Chapter 9: Phrase-Structure Grammars in Prolog

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#### Constituents

The waiter brought the meal The waiter brought the meal to the table The waiter brought the meal of the day

Le serveur a apporté le plat Le serveur a apporté le plat sur la table Le serveur a apporté le plat du jour

Der Ober hat die Speise gebracht Der Ober hat die Speise zum Tisch gebracht Der Ober hat die Speise des Tages gebracht



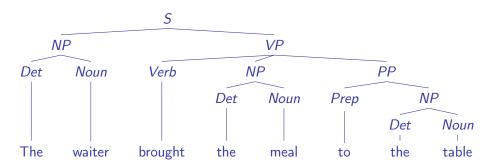
## Representing Constituents



The waiter brought the meal of the day

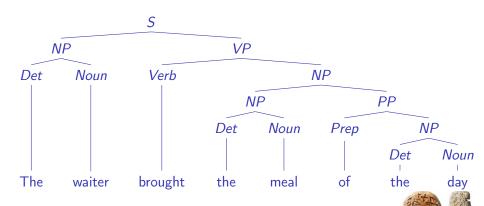


## Syntactic Trees





# Syntactic Trees



## DCG Rules

#### Nonterminal symbols

```
s --> np, vp, {possible_prolog_preds}.
np --> det, noun.
np --> np, pp.
vp --> verb, np.
vp --> verb, np, pp.
pp --> prep, np.
```



### DCG Rules

## Terminal symbols

```
det --> [the].
det --> [a].
noun --> [waiter].
noun --> [meal].
noun --> [table].
noun --> [day].
verb --> [brought].
prep --> [to]. % or prep --> [to]; [of].
prep --> [of].
```



## Prolog Search Mechanism

Proves that a sentence is correct

```
?-s([the, waiter, brought, the, meal, to, the, table], []).
yes.
?- s([the, waiter, brought, the, meal, of, the, day], []).
yes.
```

Generates all the solutions

```
?-s(L, []).
L=[the, waiter, brought, the, waiter];
L=[the, waiter, brought, the, meal], etc.
```



# Conversion in Prolog

```
is translated into
```

 $s \rightarrow np, vp.$ 

$$s(L1, L) := np(L1, L2), vp(L2, L).$$

#### Alternative translation:

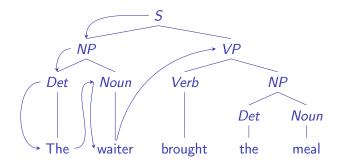
#### Terminal vocabulary:

is translated into

$$det(L1, L) := c(L1, the, L).$$

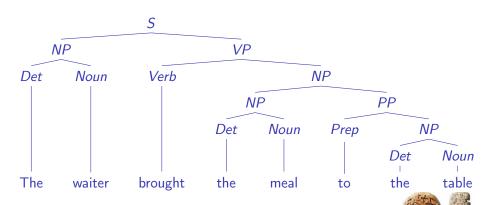


# The Prolog Search





# Ambiguity



## Left-Recursive Rules

```
np \longrightarrow np, pp.
```

The sentence:

\* The brings the meal to the table

traps the parser in an infinite recursion.

```
npx --> det, noun.
np --> npx.
np --> npx, pp.
```



#### Variables

```
np --> det, noun.
det --> [le]; [la].
noun --> [garçon]; [fille].
With variables:
np(Gender) --> det(Gender), noun(Gender).
det(m) --> [le]. det(f) --> [la].
noun(m) --> [garçon]. noun(f) --> [fille].
```



# Getting the Syntactic Structure

```
s(s(NP, VP)) \longrightarrow np(NP), vp(VP).
np(np(D, N)) \longrightarrow det(D), noun(N).
vp(vp(V, NP)) \longrightarrow verb(V), np(NP).
det(det(the)) --> [the].
det(det(a)) --> [a].
noun(noun(waiter)) --> [waiter].
noun(noun(meal)) --> [meal].
noun(noun(table)) --> [table].
noun(noun(tray)) --> [tray].
verb(verb(bring)) --> [brought].
```



## Getting the Syntactic Structure



?-s(S, L, []).

# Semantic Parsing

Converts sentences to first-order logic or predicate-argument structures Example:

Mr. Schmidt called Bill

to

```
called('Mr. Schmidt', 'Bill').
```

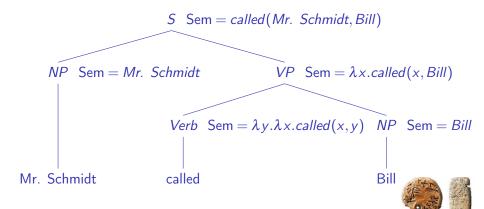
Assumption: We can compose sentence fragments (phrases) into logical forms while parsing

This corresponds to the compositionality principle



## Semantic Composition

Semantic composition can be viewed as a parse tree annotation



## Getting the Semantic Structure

```
Bill rushed rushed('Bill').
```

The verb rushed is represented as a lambda expression:  $\lambda x.rushed(x)$  Beta reduction:  $\lambda x.rushed(x)(Bill) = rushed(Bill)$  Lambda expressions are represented in Prolog as X^rushed(X).

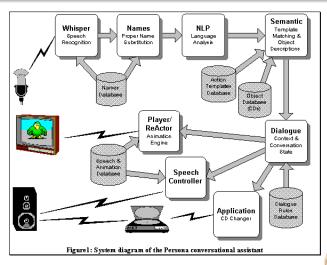
The patron ordered a meal ordered(patron, meal)
ordered a meal X^ordered(X, meal)
ordered Y^X^ordered(X, Y)



# Getting the Semantic Structure

```
s(Semantics) --> np(Subject), vp(Subject^Semantics).
np(X) \longrightarrow det, noun(X).
vp(Subject^Predicate) --> verb(Subject^Predicate).
vp(Subject^Predicate) -->
verb(Object^Subject^Predicate), np(Object).
noun(waiter) --> [waiter].
noun(patron) --> [patron].
noun(meal) --> [meal]. det --> [a].
det --> [the].
verb(X^rushed(X)) --> [rushed].
verb(Y^X^ordered(X, Y)) --> [ordered].
verb(Y^X^brought(X, Y)) --> [brought].
?- s(Semantics, [the, patron, ordered, a, meal], []).
Semantics = ordered(patron, meal)
```

## Persona System Architecture



Source: http:

//research.microsoft.com/research/pubs/view.aspx?pub

# Semantic Analysis

#### A command like:

Play before you accuse me by Clapton

#### is transformed into:

Play track1 by artist1.

#### The procedure is:

- Produce a logical form from the parse tree: verb(subject, object) I would like to hear something → like(i, hear(i, something));
- ② The logical form is transformed into the task graph: like(i, hear(i, something)) → verbPlay(you, objectTrack) You play (verbPlay) a track (objectTrack)

## An Example from Persona

I'd like to hear something composed by Mozart.



# Simpler Sentences

I would like something

```
I would like some Mozart
s(Sem) --> np(Sub), vp(Sub^Sem).
npx(SemNP) --> pro(SemNP).
npx(SemNP) --> noun(SemNP).
npx(SemNP) --> det, noun(SemNP).
np(SemNP) --> npx(SemNP).
noun(SemNP) --> proper_noun(SemNP).
```



### The Verb Phrase

```
verb_group(SemVG) --> verb(SemVG).
verb_group(SemVG) --> aux(SemAux), verb(SemVG).

vp(SemVP) --> verb_group(SemVP).
vp(SemVP) --> verb_group(Obj^SemVP), np(Obj).

verb(Obj^Sub^like(Sub, Obj)) --> [like].
verb(Obj^Sub^hear(Sub, Obj)) --> [hear].
```



# The Vocabulary

```
aux(would) --> [would].
pro('I') --> ['I'].
pro(something) --> [something].
proper_noun('Mozart') --> ['Mozart'].
det --> [some].

?- s(Sem, ['I', would, like, some, 'Mozart'], []).
Sem = like('I', 'Mozart')
```



# More Complex Sentences

I would like to hear something

```
I would like to hear some Mozart

vp_inf(SemVP) --> [to], vp(SemVP).

vp(SemVP) --> verb_group(Obj^SemVP), vp_inf(Obj).

?- s(Sem, ['I', would, like, to, hear, some, 'Mozart'], []).
Sem = like('I', X^hear(X, 'Mozart'))
```



# And Finally

```
np(SemNP) --> npx(SemVP^SemNP), vp_passive(SemVP).
vp_passive(SemVP) --> verb(Sub^SemVP) , [by], np(Sub).
verb(Sub^Obj^compose(Sub, Obj)) --> [composed].
pro(Modifier^something(Modifier)) --> [something].
?- s(Sem, ['I', would, like, to, hear, something,
  composed, by, 'Mozart'], []).
Sem = like('I', X^hear(X, Y^something(compose('Mozart', Y)))
```