

# Class 07: Semantic roles and PropBank

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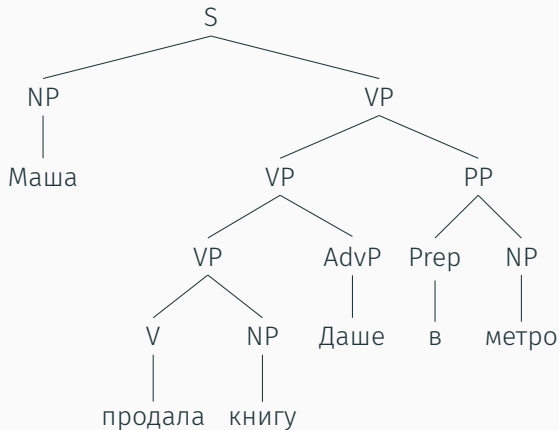
October 18, 2017

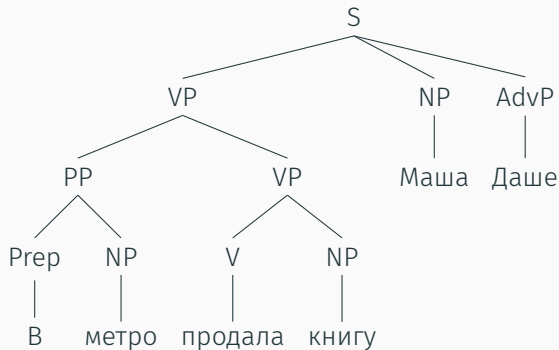
# Introduction

Кто ?	сделал что ?	кому ?	где ?
Маша	продала книгу	Даше	в метро
<i>Maša</i>	<i>sold the book</i>	<i>to Daša</i>	<i>on the metro</i>

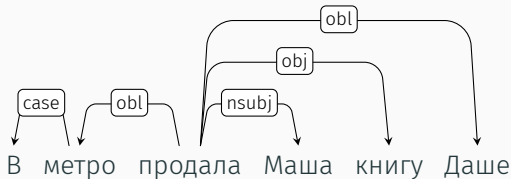
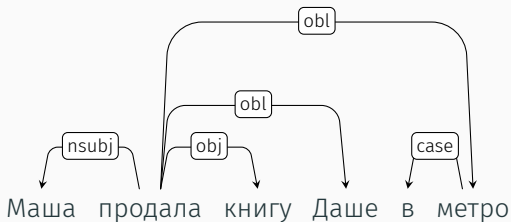
- Что кто-то сделал ?
- Кто продал книгу?
- Кому продала Маша книгу ?
- Где Маша продала книгу ?

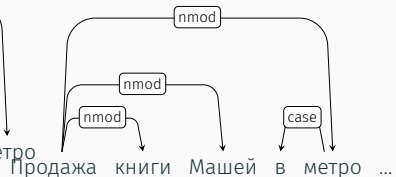
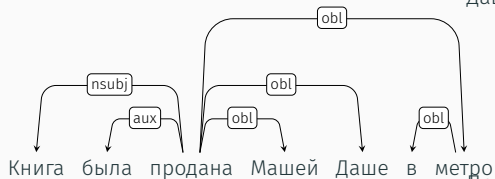
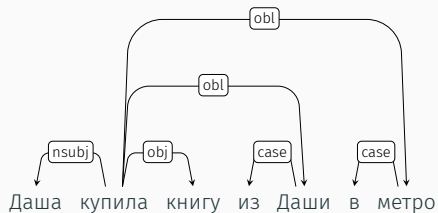
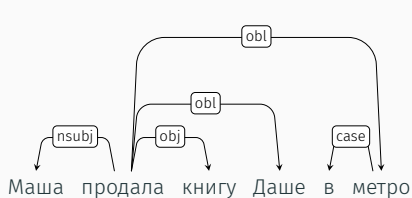
- Question answering
- Machine translation





Doesn't dependency parsing solve this ?





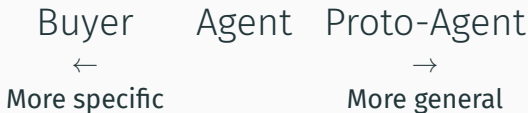
## Semantic roles



# Shallow representation

Predicates (like продать, купить) represent an **event**.

Semantic roles (like Agent, Theme) express the abstract role of the arguments of the predicate.



Specific for a predicate,

- Maša broke the window
- Saša opened the door

Subjects of *break* and *open*: **Breaker** and **Opener**

The objects are: **BrokenThing** and **OpenedThing**

Hard to reason with for applications

But both **Breaker** and **Opener** have something in common:

- Volitional actors
- Often animate
- Direct causal responsibility for their events

Thematic roles capture this similarity,

- **Breaker** and **Opener** are both AGENTS
  - Volitional actors with causal responsibility for an event
- **BrokenThing** and **OpenedThing** are both THEMES
  - Inanimate objects affected in some way by an action

One of the first linguistic models:

- Introduced by the grammarian Pāṇini between the 7th and 4th centuries BCE
- Called *karaka* in Sanskrit/Indo-Aryan linguistics

Modern formulation by Fillmore (1966):

- Influenced by Tesnière (1959)'s dependency syntax
- Called first *actants* (following Tesnière) and then later *case*

The terminology is confusing.

## Thematic roles/3

Role	Definition
AGENT	The volitional causer of an event <b>Маша</b> разбила окно
EXPERIENCER	The experiencer of an event <b>Саше</b> болеет голова
FORCE	Non-volitional causer of an event <b>Ветер</b> сдувал снег
THEME	Participant most directly affected by an event Маша продала <b>книгу</b>
INSTRUMENT	An instrument used in an event Она написала письмо <b>ручкой</b>
BENEFICIARY	The beneficiary of an event Я купил <b>тебе</b> кофе
SOURCE	Origin of a transfer event Ты не приехала <b>из Кызыла?</b>
GOAL	The destination of a transfer event Я хочу <b>в Якутск</b>

# Thematic «grid»

*разбить:*

- AGENT
- THEME
- INSTRUMENT

Realisations:

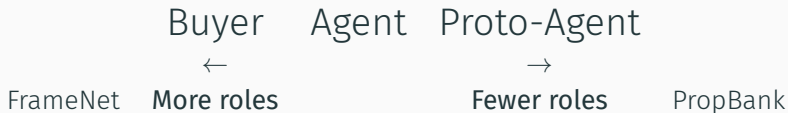
- AGENT/Subject THEME/Object
- AGENT/Subject THEME/Object INSTRUMENT/NP<sub>ins</sub>
- THEME/Subject

<i>Маша</i> AGENT	<i>разбила</i>	<i>окно</i> THEME	
<i>Маша</i> AGENT	<i>разбила</i>	<i>окно</i> THEME	<i>молотом</i> INSTRUMENT
<i>Молот</i> INSTRUMENT	<i>разбил</i>	<i>окно</i> THEME	
<i>Окно</i> THEME	<i>разбилось</i>		
<i>Окно</i> THEME	<i>было</i>	<i>разбито</i>	<i>Машей</i> AGENT

Very hard to create a standard set of roles or formally define them.

For example for INSTRUMENT,

- **intermediary instruments** can appear as subjects:
  - The cook opened the jar with the new gadget
  - The new gadget opened the jar
- **enabling instruments** cannot:
  - They ate rice with chopsticks
  - \*The chopsticks ate rice



## PropBank:

- Generalised roles defined as prototypes

## FrameNet:

- Define roles specific to a group of predicates



## PropBank and FrameNet

A **PropBank**<sup>1</sup> is a corpus annotated with predicates and arguments

The English PropBank:

- Annotated on top of the Penn Treebank
- Not freely available

Uses numbered arguments:

- Arg0: PROTO-AGENT
- Arg1: PROTO-PATIENT
- Arg2: BENEFACTIVE, INSTRUMENT, ATTRIBUTE END STATE
- ...

PropBanks exist for: English\*, Chinese\*, Arabic\*, Finnish, Russian?

<sup>1</sup>Martha Palmer, Daniel Gildea and Paul Kingsbury (2005) "The Proposition Bank: An Annotated Corpus of Semantic Roles". *Computational Linguistics* 31(1):71–106

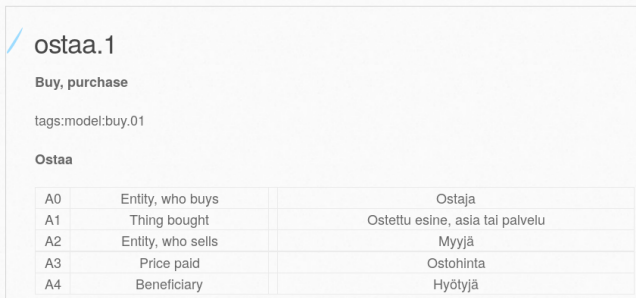
## Proto-Agent:

- Volitional involvement in event or state
- Sentience (and/or perception)
- Causes an event or change of state in another participant
- Movement (relative to position of another participant)

## Proto-Patient:

- Undergoes change of state
- Causally affected by another participant
- Stationary relative to movement of another participant

PropBank comes with **frame files** which contain predicates and their argument structure.



**ostaa.1**

**Buy, purchase**

tags:model:buy.01

**Ostaa**

A0	Entity, who buys	Ostaja
A1	Thing bought	Ostettu esine, asia tai palvelu
A2	Entity, who sells	Myyjä
A3	Price paid	Ostohinta
A4	Beneficiary	Hyötyjä

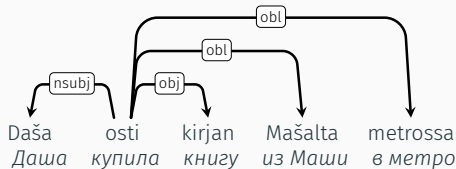
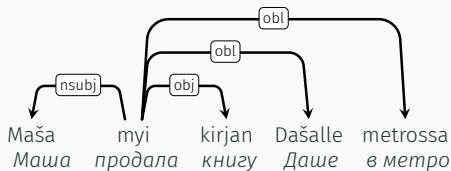
- Finnish PropBank is freely available
- [https://github.com/TurkuNLP/Finnish\\_PropBank](https://github.com/TurkuNLP/Finnish_PropBank) (data branch)

PropBank comes with **frame files** which contain predicates and their argument structure.

/ tykätä.1		
To like someone or something		
(tags: model:like.01, seed:tykätä, colloquial)		
Pitää jostakin		
(tags: model:like.01, seed:tykätä, colloquial)		
A0	Creature feeling affection	Olento, joka tuntee kiintymystä
A1	Object of affection	Kiintymyksen kohde

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PropBank-style annotation allows us to see commonalities:



## Summary:

- A propbank is a corpus annotated with predicate–argument structure
- Predicate–argument structure generalises over syntax
- There is a free PropBank for Finnish

## But how about Russian?

- There is a semantically-annotated corpus based on FrameNet
- It could be converted into a PropBank
- For more info ask Olya Lyashevskaya

FrameNet is very popular:

- Semantically-annotated database/electronic resource

It contains (for English):

- 1,200 frames
- 13,000 lexical units (word–meaning correspondence)
- 202,000 example sentences



## Frames:

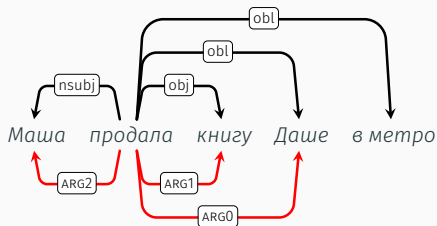
- Conceptual structure involving participants, events and background knowledge
- Extremely specific, e.g.
  - Commerce\_goods-transfer
  - Being\_born
  - Criminal\_process

## Frame elements:

- **Core:** essential to the meaning of the Frame
  - Seller, Buyer, Goods
- **Non-core:** descriptive, e.g. time, place, manner
  - Place, Purpose

# vs. PropBank

## PropBank:



## FrameNet:

<i>Маша</i>	<i>продала</i>	<i>книгу</i>	<i>Даше</i>	<i>в метро</i>
Seller		Goods	Buyer	
продать.1				
Commerce_goods-transfer				

# Semantic role labelling

# Semantic role labelling

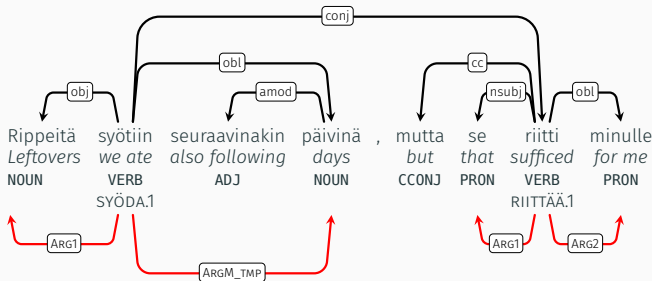
A generic algorithm:

```
function SEMANTICROLELABEL(words) returns labeled tree  
    parse ← PARSE(words)  
    for each predicate in parse do  
        for each node in parse do  
            featurevector ← EXTRACTFEATURES(node, predicate, parse)  
            CLASSIFYNODE(node, featurevector, parse)
```

How do we decide what is a predicate ?

- **PropBank**: Use the verbs
- **FrameNet**: Use what was labelled as such in the training data

# Features



Headword of constituent	Rippeitä
Headword POS	NOUN
Headword Morph. features	Case=Par
Voice of clause	Active
Linear position (wrt. predicate)	before

- Download Finnish PropBank
  - [https://github.com/TurkuNLP/Finnish\\_PropBank](https://github.com/TurkuNLP/Finnish_PropBank) (data branch)
- Write a semantic role labeller