

# Computational Semantics 2



CS224N

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(Borrows some slides from Mary Dalrymple,  
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# Central Problems

Parsing

Learning

Modeling



# Compositional Semantics

- We've discussed what semantic representations should look like.
- **But how do we get them from sentences???**
- **First** - parse to get a syntax tree.
- **Second** - look up the semantics for each word.
- **Third** - build the semantics for each constituent
  - Work from the bottom up
  - The syntax tree is a “recipe” for how to do it
- **Principle of Compositionality**
  - The meaning of a whole is derived from the meanings of the parts, via composition rules



# A simple grammar of English

(in Definite Clause Grammar, DCG, form – as in Prolog)

sentence --> noun\_phrase, verb\_phrase.

noun\_phrase --> proper\_noun.

noun\_phrase --> determiner, noun.

verb\_phrase --> verb, noun\_phrase.

proper\_noun --> [John]

proper\_noun --> [Mary]

determiner --> [the]

determiner --> [a]

verb --> [ate]

verb --> [kissed]

noun --> [cake]

noun --> [lion]



# Extending the grammar to check number agreement between subjects and verbs

$S \rightarrow NP(Num), VP(Num).$

$NP(Num) \rightarrow \text{proper\_noun}(Num).$

$NP(Num) \rightarrow \text{det}(Num), \text{noun}(Num).$

$VP(Num) \rightarrow \text{verb}(Num), NP(_).$

$\text{proper\_noun}(s) \rightarrow [\text{Mary}].$

$\text{det}(s) \rightarrow [\text{the}].$

$\text{det}(p) \rightarrow [\text{the}].$

$\text{noun}(s) \rightarrow [\text{lion}].$

$\text{noun}(p) \rightarrow [\text{lions}].$

$\text{verb}(s) \rightarrow [\text{eats}].$

$\text{verb}(p) \rightarrow [\text{eat}].$



# A simple DCG grammar with semantics

sentence(SMeaning) --> noun\_phrase(NPMeaning),  
verb\_phrase(VPMeaning), {combine (NPMeaning,  
VPMeaning, SMeaning)}.

verb\_phrase(VPMeaning) --> verb(Vmeaning),  
noun\_phrase(NPMeaning), {combine (NPMeaning,  
VMeaning, VPMeaning)}.

noun\_phrase (NPMeaning) --> name(NPMeaning).

name(john) --> [john].

verb( $\lambda x$ .jumps(x)) --> [jumps]

name(mary) --> [mary].

verb( $\lambda y$ . $\lambda x$ .loves(x,y)) -->[loves]

Combine(X, Y, Z) --> apply(Y, X, Z)



# Formal Compositional Semantics ...

- **Richard Montague**  
(1930-1971)
- “... *I reject the contention that an important theoretical difference exists between formal and natural languages ...*”





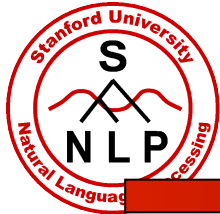
# Augmented CFG Rules

- We can also accomplish this just by attaching semantic formation rules to our syntactic CFG rules

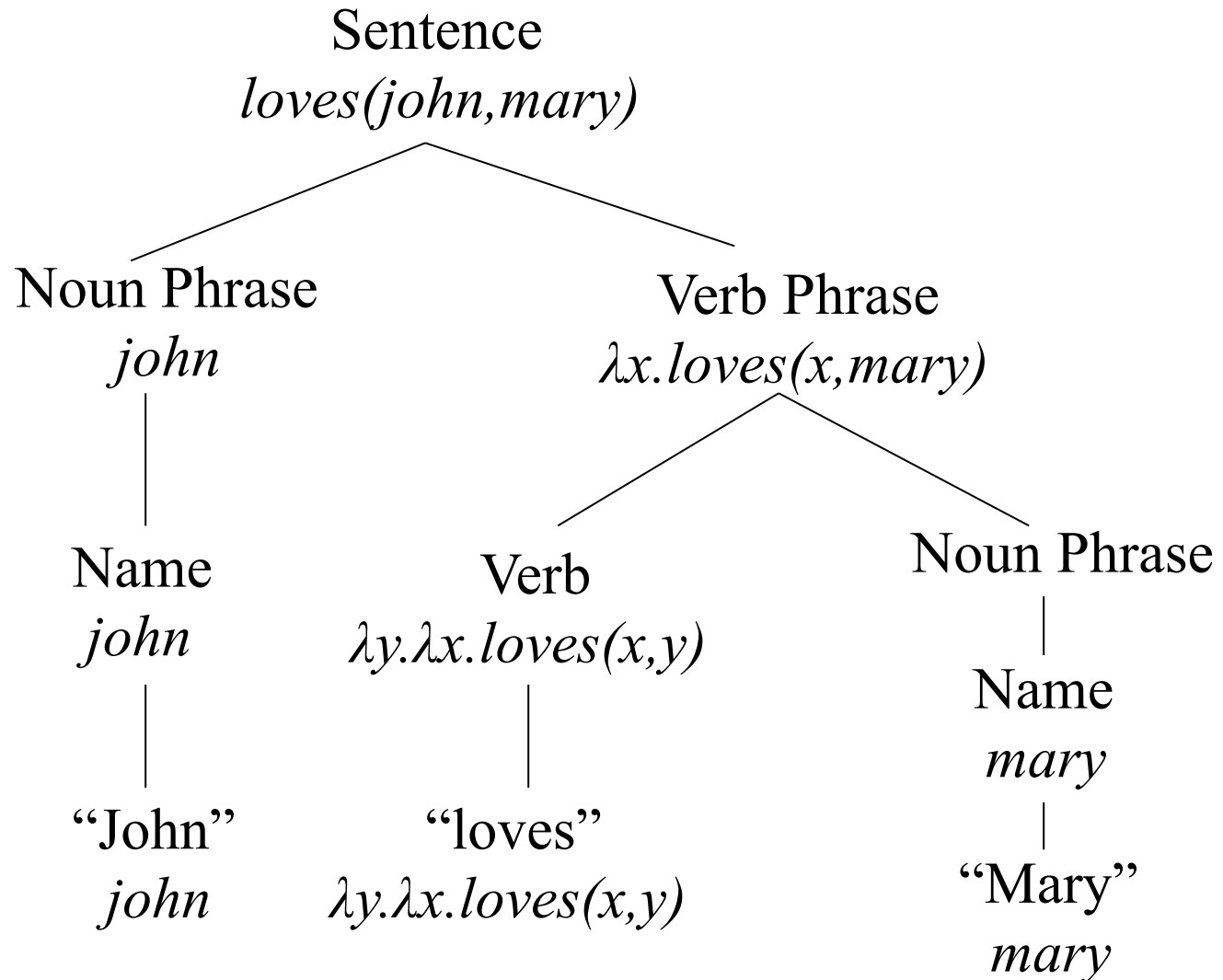
$$A \rightarrow \alpha_1 \dots \alpha_n \quad \{f(\alpha_1.sem, \dots, \alpha_n.sem)\}$$

- This should be read as the semantics we attach to A can be computed from some function applied to the semantics of A's parts.
- The functions/operations permitted in the semantic rules are restricted, falling into two classes
  - Pass the semantics of a daughter up unchanged to the mother
  - Apply (as a function) the semantics of one of the daughters of a node to the semantics of the other daughters





# Parse tree with associated semantics



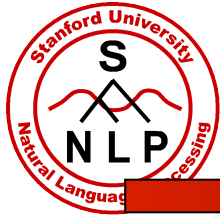


# In detail: Beta-Reduction

$(\lambda y \lambda x. \text{love}(x, y))[\text{mary}][\text{john}]$

$\beta \Rightarrow (\lambda x. \text{love}(x, \text{mary}))[\text{john}]$

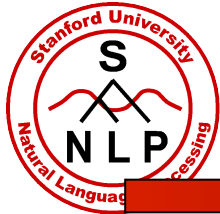
$\beta \Rightarrow \text{love}(\text{john}, \text{mary})$



# How do things get more complex?

## (The former) GRE analytic section

- Six sculptures – C, D, E, F, G, H – are to be exhibited in rooms 1, 2, and 3 of an art gallery.
  - Sculptures C and E may not be exhibited in the same room.
  - Sculptures D and G must be exhibited in the same room.
  - If sculptures E and F are exhibited in the same room, no other sculpture may be exhibited in that room.
  - At least one sculpture must be exhibited in each room, and no more than three sculptures may be exhibited in any room.
- If sculpture D is exhibited in room 3 and sculptures E and F are exhibited in room 1, which of the following may be true?
  1. Sculpture C is exhibited in room 1.
  2. Sculpture H is exhibited in room 1.
  3. Sculpture G is exhibited in room 2.
  4. Sculptures C and H are exhibited in the same room.
  5. Sculptures G and F are exhibited in the same room.



# Scope Needs to be Resolved!

*At least one sculpture must be exhibited in each room.*

The same sculpture in each room?

*No more than three sculptures may be exhibited in any room.*

**Reading 1:** For every room, there are no more than three sculptures exhibited in it.

**Reading 2:** Only three or less sculptures are exhibited ( the rest are not shown).

**Reading 3:** Only a certain set of three or less sculptures may be exhibited in any room ( for the other sculptures there are restrictions in allowable rooms).

- Some readings will be ruled out by being uninformative or by contradicting other statements
- Otherwise we must be content with distributions over scope-resolved semantic forms



# Generalized Quantifiers

- Generalized quantifiers are a relation between two properties (predicates on entities)
- $\text{most}(\text{pig}, \text{big})$  = “most pigs are big”
  - Equivalently,  $\text{most}(\lambda x \text{ pig}(x), \lambda x \text{ big}(x))$
  - returns true if most of the things satisfying the first predicate also satisfy the second predicate
- similarly for other quantifiers
  - $\text{all}(\text{pig}, \text{big})$  (equivalent to  $\forall x \text{ pig}(x) \Rightarrow \text{big}(x)$ )
    - the set of pigs are a subset of the set of big things
  - $\text{a}(\text{pig}, \text{big})$  (equivalent to  $\exists x \text{ pig}(x) \text{ AND } \text{big}(x)$ )
  - can even build complex quantifiers from English phrases:
    - “between 12 and 75”; “a majority of”; “all but the smallest 2”



# An alternative: Semantic Grammars

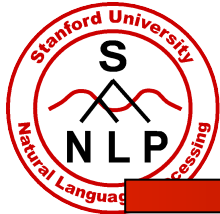
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- A problem with traditional linguistic grammars is that they don't necessarily reflect the semantics in a straightforward way
- You can deal with this by...
  - Fighting with the grammar
    - Complex lambdas and complex terms, etc.
  - Rewriting the grammar to reflect the semantics
    - And in the process give up on some syntactic niceties
    - known as "Semantic grammars"
      - Simple idea, dumb name



# Lifer Semantic Grammars

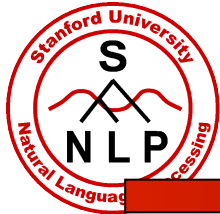
- Example domain—access to DB of US Navy ships
  - S → <present> the <attribute> of <ship>
  - <present> → what is | [can you] tell me
  - <attribute> → length | beam | class
  - <ship> → the <shipname>
  - <shipname> → kennedy | enterprise
  - <ship> → <classname> class ships
  - <classname> → kitty hawk | lafayette
- Example inputs recognized by above grammar:
  - can you tell me the class of the Enterprise*
  - what is the length of Kitty Hawk class ships*
  - Many categories are not "true" syntactic categories
  - Words are recognized by their context rather than category (e.g. *class*)
  - Recognition is strongly directed
  - Strong direction useful for error detection and correction
    - G. Hendrix, E. Sacerdoti, D. Sagalowicz, and J. Slocum. 1978. Developing a natural language interface to complex data. ACM Transactions on Database Systems 3:105-147



# Semantic Grammar

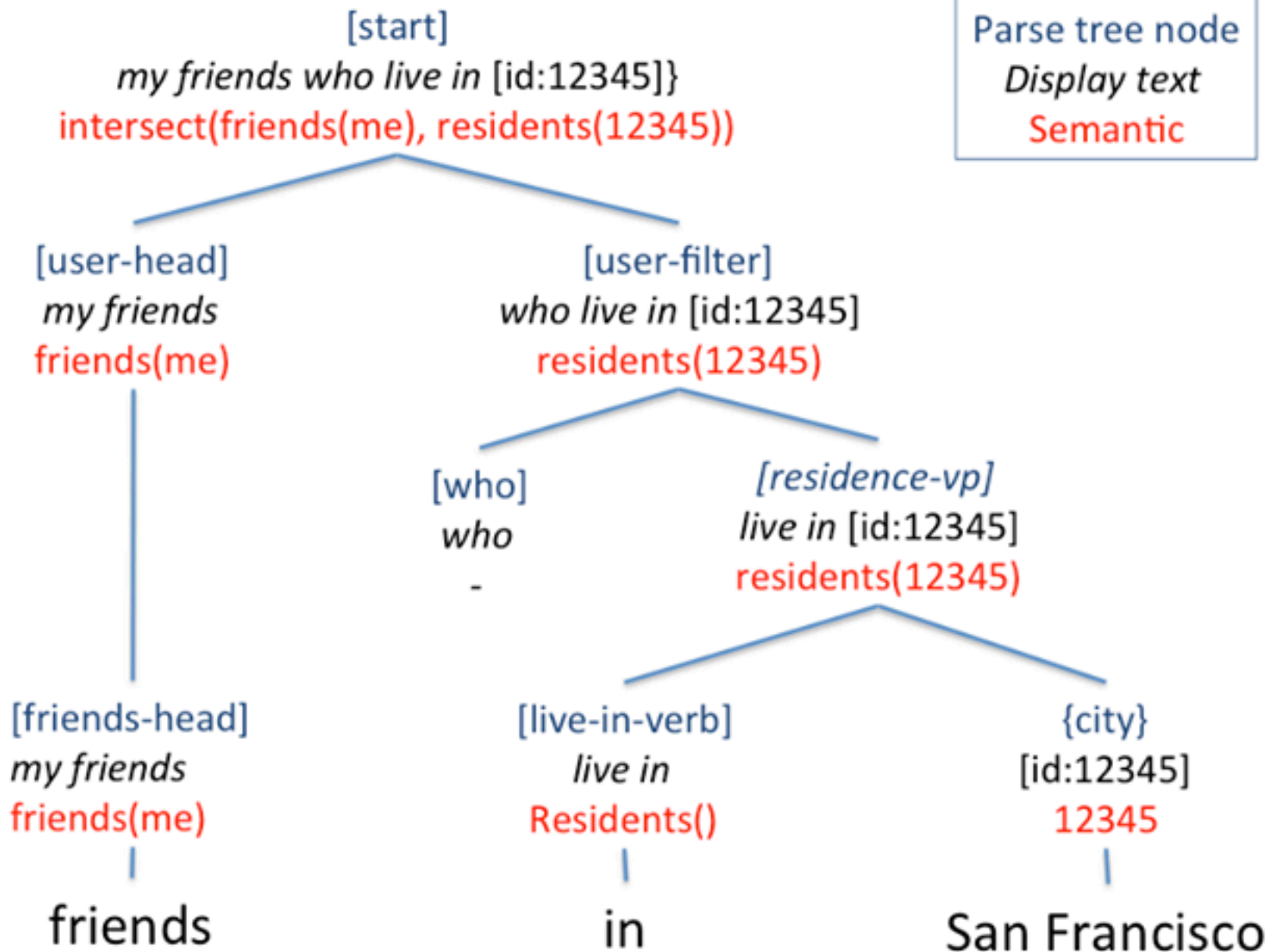
- The term semantic grammar refers to the motivation for the grammar rules
  - The technology (plain CFG rules with a set of terminals) is the same as we've been using
  - The good thing about them is that you get exactly the semantic rules you need
  - The bad thing is that you need to develop a new grammar for each new domain
- Typically used in conversational agents in constrained domains
  - Limited vocabulary
  - Limited grammatical complexity
  - Syntactic parsing can often produce all that's needed for semantic interpretation even in the face of "ungrammatical" input – write fragment rules





# Facebook Graph Search

- Uses a weighted context free grammar (WCFG) to represent the Graph Search query language:
- $[start] \Rightarrow [users]$  \$1
- $[users] \Rightarrow \text{my friend}$  friends(me)
- $[users] \Rightarrow \text{friends of } [users]$  friends(\$1)
- $[users] \Rightarrow \{user\}$  \$1
- $[start] \Rightarrow [photos]$  \$1
- $[photos] \Rightarrow \text{photos of } [users]$  photos(\$1)
- A terminal symbol can be an entity, e.g., {user}, {city}, {employer}, {group}; it can also be a word/phrase, e.g., friends, live in, work at, members, etc. A parse tree is produced by starting from [start] and expanding the production rules until it reaches terminal symbols.



The parse tree, semantic and entity ID used in the above example are for illustration only; they do not represent real information used in Graph Search Beta



# Semantic Grammars Summary

- Advantages:
  - Efficient recognition of limited domain input
  - Absence of overall grammar allows pattern-matching possibilities for idioms, etc.
  - No separate interpretation phase
  - Strength of top-down constraints allows powerful ellipsis mechanisms

*What is the length of the Kennedy? The Kittyhawk?*

- Disadvantages:
  - Different grammar required for each new domain
  - Lack of overall syntax can lead to "spotty" grammar coverage
    - E.g. fronting possessive in "<attribute> of <ship>" to <ship> 's  
<attribute> doesn't imply fronting in "<rank> of <officer>"
  - Difficult to develop grammars past a certain size
  - Suffers from fragility