

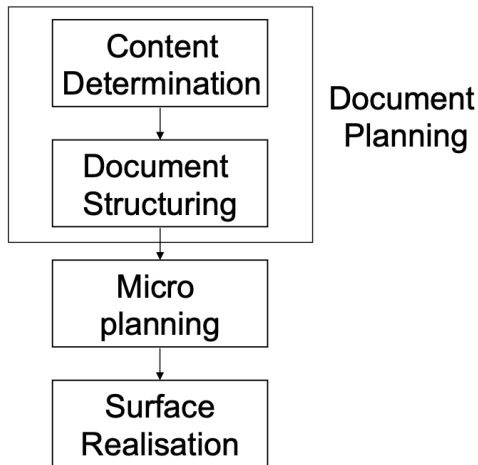
# COM6115: Text Processing

## *Natural Language Generation 3*

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# The Architectural View



- Second stage of NLG
  - ◊ Choosing language to express content
- Several subtasks
  - ◊ Lexical choice: Which words to use
  - ◊ Reference: How to refer to objects
  - ◊ Aggregation: How/when combine phrases into sentences

- Problem: There are zillions of ways of expressing a message in words
  - ◇ John sold the book to Mary
  - ◇ Mary bought the book from John
  - ◇ John sold the book. Mary bought it
  - ◇ Etc, etc
- Which one should we use?

- Theoretical

- ◊ Define what “best” means, make microplanning choices that optimise it
- ◊ Hard to do in practice because we don't have good models of the effects of choices

- Pragmatic

- ◊ Imitate corpus
  - Use statistical learning if corpus large enough
- ◊ Problem: sometimes corpus texts may not be very good from a microplanning perspective

- Lexical choice: the task of choosing the right words or lemmas to express the contents of the message
- I.e., which word should be used to communicate a concept?
  - ◇ Buy vs sell
  - ◇ Ascended vs rose vs surfaced
  - ◇ Too fast vs too rapidly
  - ◇ Recommend vs suggest
  - ◇ etc


# Issues that affect lexical choice

- Frequency (affects readability)
  - ◇ lie vs prevarication
- Formality:
  - ◇ Error vs howler
- Focus, expectations
  - ◇ not many, few, a few, only a few [students failed the exam]
- Technical terms
  - ◇ (statistics) standard error, not
  - ◇ standard mistake
- Convention
  - ◇ Temperature falls, Wind speed eases

## **Statistics-Based Lexical Choice for NLG from Quantitative Information**



- NLG systems express information in human language

Forecasted numeric data				Forecast Text	
Wind Direction (azimuth)	Wind Speed (knots)	Gust (knots)			
2	9	11		SE 10-12	
92	20	30		E 20-22 GUSTS 30	
130	4	5		MAINLY 8 OR LESS	

- Systems need to “know” what expressions are most suitable for expressing a given piece of information.

**wd=130**



**“SE”**

**wd=92**



**“E”**

**ws=4**

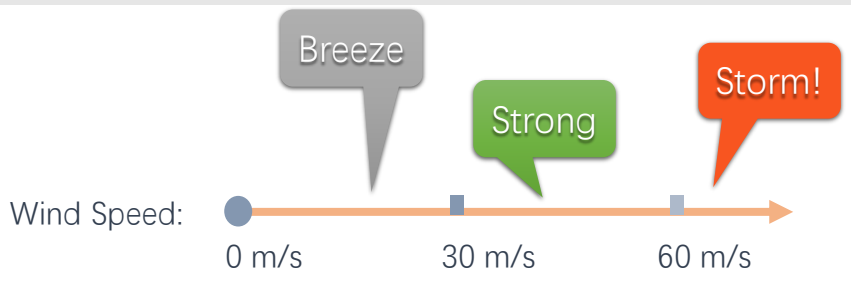


**“8 OR LESS”**



# Motivation

- Systems need to “know” what expressions are most suitable for expressing a given piece of information.



- To develop a statistical algorithm for lexical choice for quantitative information, which can
  - ◇ Detect the relationship between data dimensions (aka. attributes) and words
  - ◇ Does not rely on hand-crafted rules;
  - ◇ Predict both when and which word(s) should be used;
  - ◇ One word can refer to multiple dimensions.

$P(\text{"muggy"} \mid \text{ws}=20, \text{temp}=35, \text{humid}=97, \dots)$

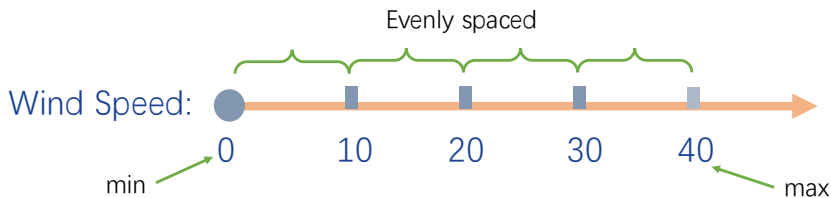
- Each data record consists of attribute-value pairs.
- E.g., dir=2,ws=9,gusts=11, where the attributes are “dir”, “ws”, and “gusts”.

Forecasted	numerical	data
<b>Wind Direction (azimuth)</b>	<b>Wind Speed (knots)</b>	<b>Gust  (knots)</b>
<b>2</b>	<b>9</b>	<b>11</b>
<b>92</b>	<b>20</b>	<b>30</b>
<b>130</b>	<b>4</b>	<b>5</b>

# Representing Data in Vector

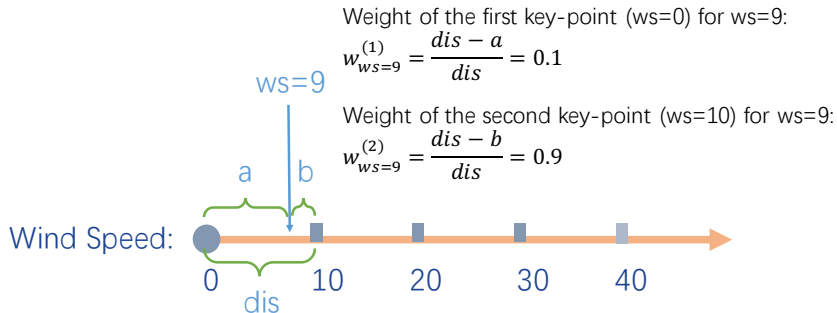
We represent each attribute (e.g. wind speed) as a combination of some weighted **key-points**.

- The key-points are derived by:
  - ◇ Taking the min and max values of the attribute (from training data)
  - ◇ Key-points are evenly spaced between the min and max values
- The number of the key-points for an attribute are fixed



# Data Representation

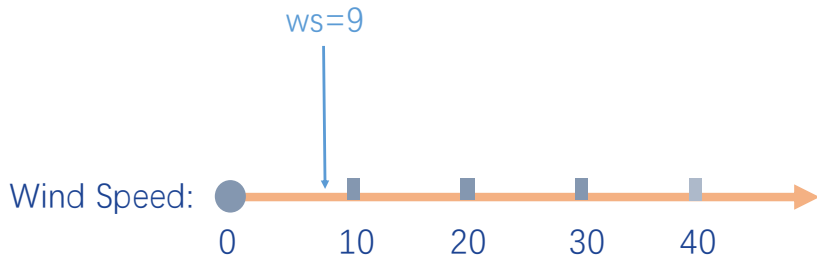
An example of deriving the key point weights for the attribute value  $ws=9$  (i.e., wind speed dimension).



# Data Representation

An example of deriving the key point weights for the data record  $ws=9$  (i.e., wind speed dimension).

- In this way, an attribute value (e.g.  $ws=9$ ) can be represented by a key point weight vector
- I.e. the weight vector of  $ws=9$  is  $[0.1, 0.9, 0, 0, 0]$ .





# Representing Data in Vector

Similarly, a data record (i.e., a set of attribute-value pairs) can be represented by multiple groups of key-points, e.g.:

$$ws = 9 \rightarrow [0.1, 0.9, 0, 0, 0]$$

$$dir = 2 \rightarrow [0.97, 0.03, 0, 0, 0]$$

Thus, to represent a set of attribute-value pairs, we concatenate the individual weight vectors, e.g.:

$$\{ws = 9, dir = 2\} \rightarrow [0.1, 0.9, 0, 0, 0, 0.97, 0.03, 0, 0, 0]$$

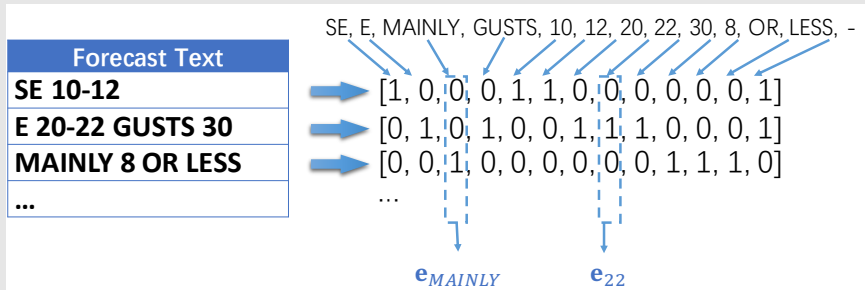
# Representing Data in Vector

The entire data-text corpus can then be represented with a vector matrix ( $\mathbf{K}$ ), whose row corresponds to the weight vector of a data record.

$$\begin{array}{l} \{ws = 9, dir = 2, \dots\} \\ \{ws = 20, dir = 130, \dots\} \\ \{ws = 2, dir = 90, \dots\} \\ \dots \end{array} \rightarrow \mathbf{K} = \begin{array}{c} \begin{array}{cc} \text{Wind speed} & \text{Wind direction} \end{array} \\ \begin{array}{ccccccccc} \hline & \underbrace{\hspace{2cm}} & & \underbrace{\hspace{2cm}} & & \\ \hline \end{array} \begin{bmatrix} 0.1 & 0.9 & 0 & 0 & 0 & 0.97 & 0.03 & 0 & 0 & 0 & \dots \\ 0 & 0 & 1 & 0 & 0 & 0 & 0.66 & 0.44 & 0 & 0 & \dots \\ 0.8 & 0.2 & 0 & 0 & 0 & 1 & 0.86 & 0.14 & 0 & 0 & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{bmatrix} \end{array}$$

# Representing Text

- We use a column vector (namely  $\mathbf{e}_i$ ) to represent the text of a data record. Each element of  $\mathbf{e}_i$  indicates whether a word appears in the data record, e.g.:



# Representing Words in Vector

- So far, data are represented by weight vectors, whose values can be calculated using key points.
- We represent words in the corpus using the same weight vectors whose values are unknown.

$$\{ws = 9, dir = 2\} \rightarrow v_{data} = [0.1, 0.9, 0, 0, 0, 0.97, 0.03, 0, 0, 0]$$
$$"muggy" \rightarrow v_{muggy} = [?, ?, ?, ?, ?, ?, ?, ?, ?, ?]$$

**Task:** To estimate  $v_i$  for word  $i$  given a data-to-text corpus as input.

**Assumption:**  $v_i$  and  $v_d$  should be close to each other in the vector space if word  $i$  appears in data record  $d$

$$\frac{v_{d1} \cdot v_i}{\|v_{d1}\| \|v_i\|} = \text{appear}(i, d1)$$

$$\frac{v_{d2} \cdot v_i}{\|v_{d2}\| \|v_i\|} = \text{appear}(i, d2)$$

...

NB:  $\text{appear}(i, d1) = 1$  if word  $i$  appears in data record  $d$  and 0 otherwise.

Our task is to find the weight vector  $v_i$  for each word  $i$ , such that the similarity of  $v_i$  and  $v_d$  is close to  $appear(i, d)$  as much as possible for each data record  $(d)$ .

$$v_i = \min_{v_i} \sqrt{\sum_d (\text{sim}(v_i, v_d) - \text{appear}(i, d))^2}$$

- Finding  $v_i$  equivalent to finding the optimal solution the following equation using least squares

$$\mathbf{K}' \cdot \frac{v_i}{\|v_i\|} = \mathbf{e}_i$$
$$\text{opt}\left(\frac{v_i}{\|v_i\|}\right) = (\mathbf{K}'^T \mathbf{K}')^{-1} \mathbf{K}'^T \mathbf{e}_i$$

- Once  $v_i$  is solved, we can then estimate the most appropriate words for for unseen data .

Input data	
<b>Month</b>	Oct
<b>Cloud Cover</b>	11%
<b>Precipitation</b>	0 mm
<b>Temperature</b>	25° C



Output	
Word	Weight
<b>sunny</b>	3.908
<b>bright</b>	3.797
<b>warm</b>	2.852
<b>lovely</b>	2.61
<b>moody</b>	2.477
<b>hot</b>	2.3
<b>dependable</b>	2.093
<b>muggy</b>	1.978
<b>calm</b>	1.933
<b>clear</b>	1.804
<b>autumny</b>	1.699



- Which phrase should be used to identify an object?
- Referring expression generation: the task of selecting the content (and, to some extent, the form) of referential noun phrases in text.
  - ◊ Look at the big dog
  - ◊ Look at Fido
  - ◊ Look at it

# Types of reference

- Pronoun – it, them, him, you,...
- Name – Dr Adam Smith, Adam Smith, Adam, Dr Smith
- Definite NP – the big black dog, the big dog, the black dog, the dog

- Use pronoun if possible
  - ◇ Referent mentioned recently
  - ◇ Pronoun is not ambiguous
- Else use name if possible
  - ◇ Shortest form which is unambiguous and stylistically allowed
- Else use definite NP
  - ◇ Shortest one, prefer basic-level words
- Only use forms seen in corpus

- Aggregation: the task of merging distinct representations into a single, more concise representation
- When/how should we combine phrases?
  - ◇ Your first ascent was fine. Your second ascent was fine.
  - ◇ Your first ascent was fine, and your second ascent was fine.
  - ◇ Your first ascent and your second ascent were fine.
  - ◇ Your first and second ascents were fine.

# Suggestions on Aggregation

- Generally use the deepest one we can
  - ◇ Your first ascent was safe, and your second ascent was safe.
  - ◇ Your first ascent and your second ascent were safe.
  - ◇ Your first and second ascents were safe.
- Depends on how similar phrases are.
- Depends on genre (corpus)

- Decide how to best express a message in language
  - ◊ Essential for producing “nice” texts
- Imitating corpus works to some degree, but not perfectly
  - ◊ Currently more of an art than a science
- Key is better understanding of how linguistic choices affected readers
  - ◊ Our SumTime weather-forecast generator microplans better than human forecasters

- Third (last) NLG stage
- Creating linear text from (typically) structured input; ensuring syntactic correctness
- Take care of details of language
  - ◇ Syntactic details
    - Eg Agreement (the dog runs vs the dogs run)
  - ◇ Morphological details
    - Eg, plurals (dog/dogs vs box/boxes)
  - ◇ Presentation details
    - Eg, fit to 80 column width

- Problem: There are lots of finicky details of language which most people developing NLG systems don't want to worry about
- Solution: Automate this using a realiser



- Sentences must obey the rules of English grammar
  - ◇ Specifies which order words should appear in, extra function words, word forms
- Many aspects of grammar are somewhat bizarre
- Just tell realiser verb, tense, whether negated, and it will figure out the verb group
  - ◇ (watch, future) -> will watch
  - ◇ (watch, past, negated) -> did not watch
  - ◇ Etc
- Similarly automate other “obscure” encodings of information

In linguistics, morphology is the study of words, how they are formed, and their relationship to other words in the same language. E.g.,

- Variations of a root form of a word, e.g., prefixes, suffixes
- Inflectional morphology - same core meaning
  - ◇ plurals, past tense, superlatives, e.g., dog, dogs
  - ◇ part of speech unchanged
- Derivational morphology - change meaning
  - ◇ prefix *re* means do again: reheat, resit
  - ◇ suffix *er* means one who: teacher, baker
  - ◇ part of speech changed

- Calculates morphological variants automatically
  - ◇ (dog, plural) -> dogs
  - ◇ (box, plural) -> boxes
  - ◇ (child, plural) -> children
  - ◇ etc
- Automatically insert appropriate punctuation for a structure
- Many possible output formats
  - ◇ Simple text
  - ◇ HTML
  - ◇ MS Word

- simpleNLG – relatively limited functionality, but well documented, fast, easy to use, tested
  - ◊ Most popular, easy-to-use, programmatically controllable and extendable realisation engine.
  - ◊ Has adapted into many (western) languages: French, German, Mandarin ...
- KPML – lots of functionality but poorly documented, buggy, slow
- openCCG – somewhere in between
- Many more

## Realiser

- creates linear text from (typically) structured input; ensuring syntactic correctness
- automates the finicky details of language
  - ◇ So NLG developer doesn't have to worry about these
  - ◇ One of the advantages of NLG