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

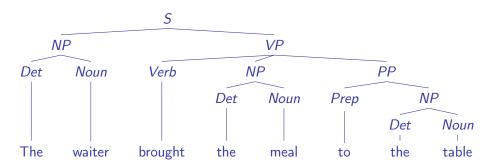


The waiter brought the meal of the day

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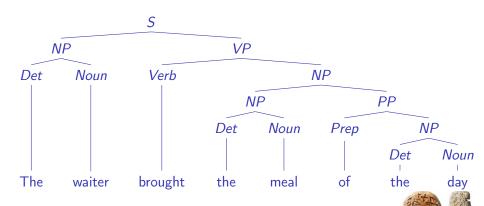


Syntactic Trees





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

```
s \longrightarrow np, vp.
```

is translated into

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

Alternative translation:

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

% not used

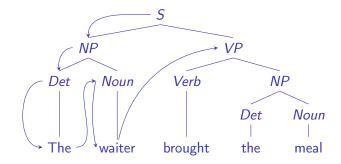
Terminal vocabulary:

is translated into

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

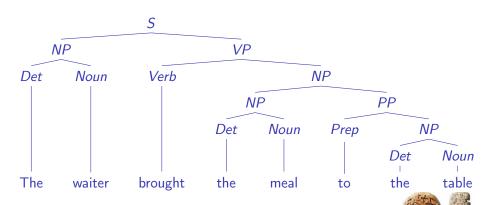


The Prolog Search





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').
```

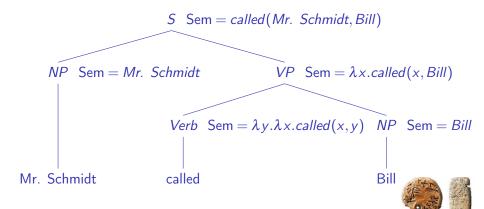
Assumption: We can compose sentence fragments (phrases) into logical forms while parsing

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 a meal X ordered Y
```

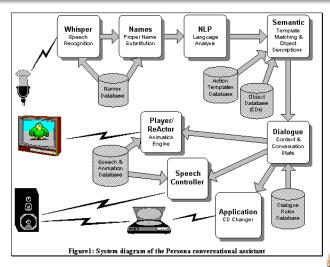
ordered(patron, meal)
X^ordered(X, meal)
Y^X^ordered(X, Y)



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.



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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')
```

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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)))
```