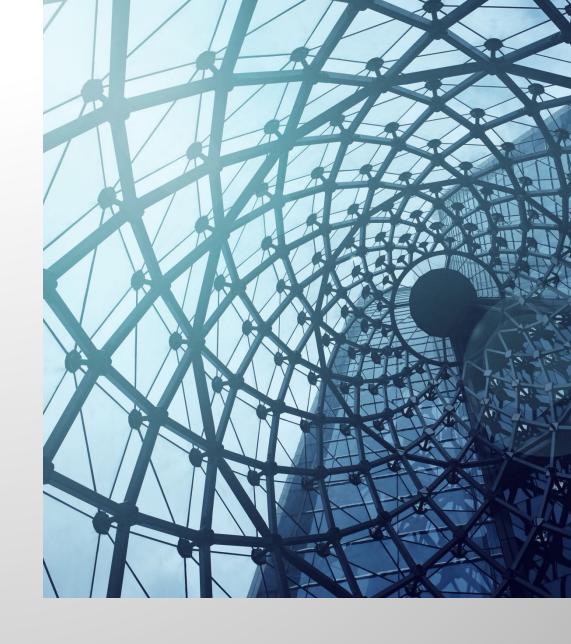
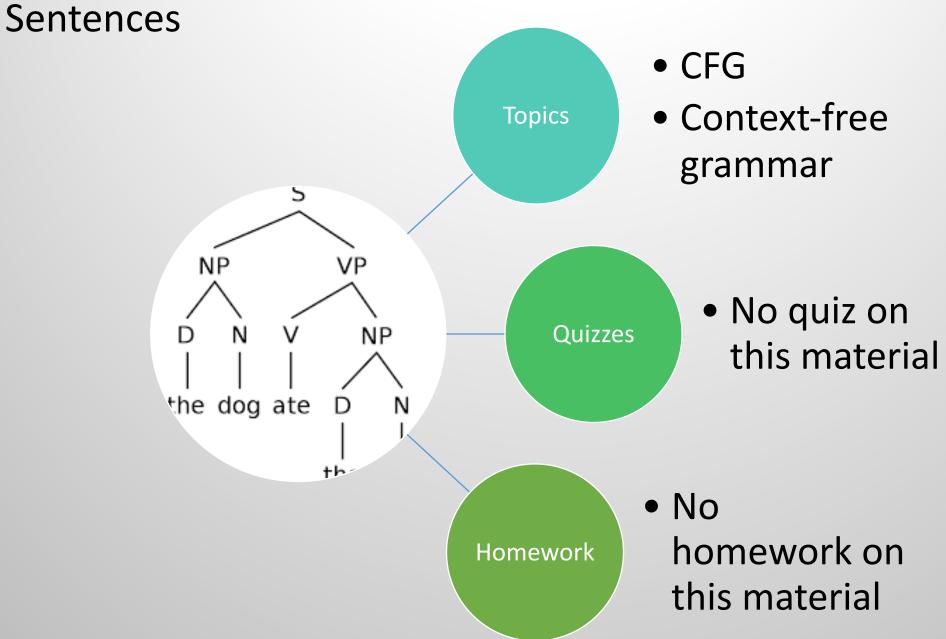
Natural Language Processing

Dr. Karen Mazidi



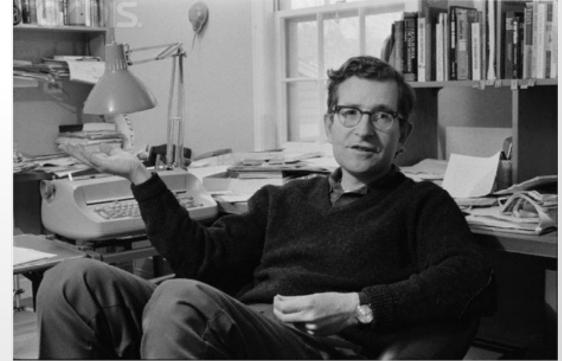
Part Three:





Noam Chomsky

- American theoretical linguist
- 1950s developed theory that language learning is innate
 - Contrast to 'tabula rasa' view of children's minds
 - Refutation of behaviorists
- 1956 MIT professor
 - Retired as professor emeritus 2002
- https://www.britannica.com/ biography/Noam-Chomsky/ Linguistics





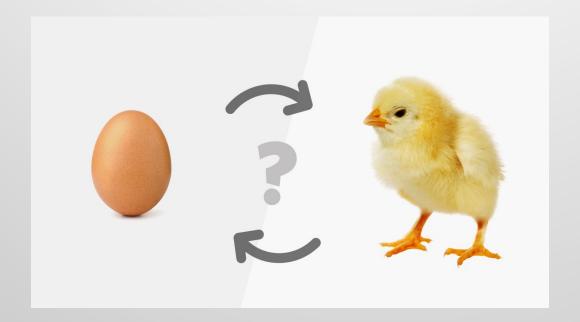
Children and language

- Language is caught not taught
- Evidence for innate structures:
 Poverty of the stimulus
- What is innate?
 - Principles
 - Parameters
 - Ability to construct a grammar



Universal grammar

- Genetic component of language abilities
- Guides language acquisition in any language



Kinds of rules

- Prescriptive the way that grammar teachers tell you to create wellformed language; explicitly taught
 - Ex: don't split infinitives; don't end sentence with prep
 - The 'correct' way is often the older way, ex: who/whom
- Descriptive observations of the way that people use a given language; studied by linguists
 - Induced from observations, 'rules'
 - By observing corpora:
 - What is grammatical? Not?

Example of inducing a rule

- Coordinate structure constraint:
 - Anna read a book.
 - Which book did Anna read?
 - Anna read a book and a newspaper.
 - * Which book did Anna read and a newspaper?
- This rule was never taught explicitly but every native speaker will recognize the problem in the * sentence
- A linguist would have to formalize this into a rule

Children as linguists

- They form these rules by hearing language around them, but the rules remain unconscious
 - No one teaches these rules
 - They all learn in the same path, order
 - Children tend to ignore explicit instruction anyway
 - A list of grammatical sentences is impossible

Sentence components

- A sentence has one or more clauses
 - A clause has a verb and a noun
 - Mary said that John is smart.
- A clause consists of one or more phrases, like NP, VP, PP
- A phrase may contain other components

Constituents

- Sentences consist of constituents which in turn may consist of constituents
- What is the evidence that given words form a constituent:
 - Can the sequence be replaced by a single word?
 - The sad girl looked out the window.
 - She looked out the window.
 - Can the sequence be moved elsewhere in the sentence?
 - John broke the window.
 - The window was broken by John.

Phrases

- Noun phrases (NP): the little dog
- Adjective phrases (JJP): fairly recent
- Prepositional phrases (PP): on the table
- Verb phrases (VP): ran amuck
- Phrases:
 - Have head words that determine type of phrase; a word 'projects' a phrase
 - Phrase has no meaning without the head word
 - Head word determines singular/plural
 - Other languages, head word determines: gender

Noun Phrase ambiguity example

- Visiting relatives can be boring.
 - Problem: 'can' doesn't reveal agreement
 - Replace with 'be' to clarify ambiguity
- Visiting relatives is boring.
 - 'Visiting' is head
- Visiting relatives are boring.
 - 'relatives' is head

Noun Phrase substitution

- Can be replaced by a pronoun
- John saw the boy who fed the cats.
- John saw him.

Prepositional phrases

- On the table
- In English the preposition is first, other languages it is a postposition;
 often called <u>adposition</u>
- Categories of prepositions can be replaced:
 - Locative: at the movies → there
 - Temporal: in 2008 → then

Adjective phrases

- Mary is <u>extremely ill</u>.
- The noise is too loud to be tolerable.
- Adjective phrases can be used:
 - Predicatively: Mary is ill.
 - Attributively: A very sad Mary cried relentlessly.

Verb phrases

- To insult your mother is disgraceful.
- Jenny will attend the conference.
- "do so" can often be a substitute

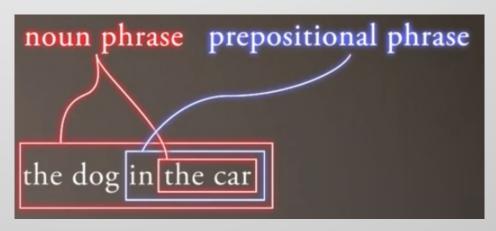
Constituent recursion

- A finite number of words and a finite way to combine them form a practically infinite number of sentences
- John regrets that Mary was not invited.
- The sentence contains a sentence.

The constraints on recursion are not part of language but on practical

considerations

Noun phrase example:



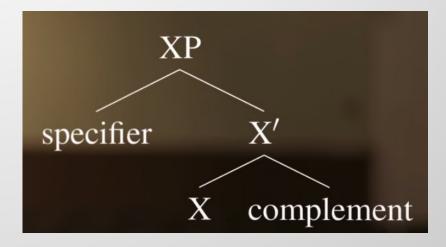
Verbs and complements

- Verbs can be transitive or intransitive
 - John wants ice cream.
 - John left.
 - John left his wallet.

X-bar schema

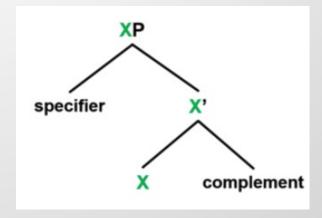
(https://www.youtube.com/watch?v=jgRMBykXg4Q&t=2s)

- Asserts that all phrases have a similar structure
- X is head
- Specifier
- X' (X bar) contains the complement
- The collection of bicycles
 - Head: collection
 - Complement: bicycles
 - Specifier: the
- The noun projects to the other components
- Specifier and complement can be omitted



X-bar theory

- Lexical items tend to have three levels of structure
 - X head
 - X' complement
 - XP specifier
- Example: NP under the table
 - Under: X
 - The: specifier
 - Table: complement
- The X' allows for complex sentences

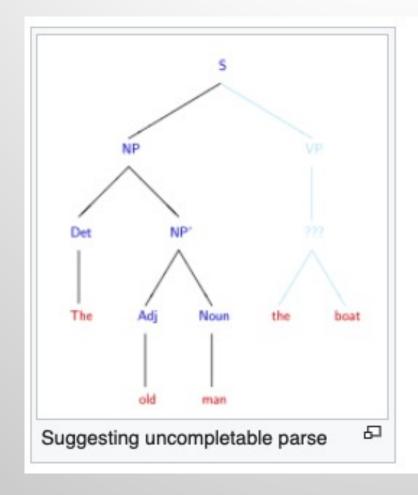


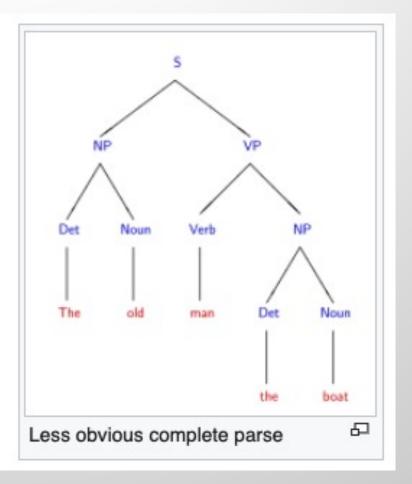
Garden path sentence

• The horse raced past the barn fell.



Syntax supports semantics





By Jochen Burghardt - Own work, CC BY-SA 4.0, https://commons.wikimedia.org/w/index.php?curid=92742400

Constituency

- A constituent is a group of words that belong together as a unit, examples: NP, VP, etc.
- Constituent structure is hierarchical: constituents within constituents
- Constituents have a head word (not relevant for CFG)
 - The book is on the table.
 - The carefree girl chased the dancing butterfly.
 - She danced her cares away.

- Make up a sentence and find all phrases that are constituents
- Discuss with a neighbor
- Any gray areas?

Constituents

Main types of phrases:

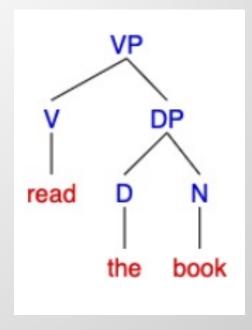
- S sentence
- NP noun phrase (Jack)
- VP verb phrase (jumped)
- PP prepositional phrase (over the candlestick)
- JJP (extremely energetic)
- RBP (very quickly)

CFG Context-Free Grammar

- A formal grammar is a set of rules for rewriting strings to form correct syntax
- A formal grammar consists of:
 - A set of rules
 - A start symbol
- Developed independently by Noam Chomsky 1956 (linguistics) and John Backus 1960s (BNF form computer languages), but also dates back to Panini's rules for Sanskrit (6th-4th C BCE)

CFG context free grammar

- Generative
- Recursive
- Merge two syntactic structures combine
 - Sentence structure is generated bottom-up
 - Syntactic structure is binary
 - Constituency based
- https://www.youtube.com/watch?v=9JScy7ulDpE&t=6s



CFG – NLP exploration

- Context-free grammar example:
 - Set of rules
 - Start symbol 'S'
 - Set of terminal symbols (happy, sad, ...)

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
'NN' -> ['cat', 'dog', 'clown'],
'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

CFG

- Can be used to:
 - Generate correct sentences
 - Parse a sentence to check the syntax

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
'NN' -> ['cat', 'dog', 'clown'],
'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

Question

- Generate a random sentence
- Is this sentence valid: A clown plays

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
'NN' -> ['cat', 'dog', 'clown'],
'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

```
mirror_mod.mirror_object
                          mirror object to mirror
                        peration == "MIRROR_X":
                        irror_mod.use_x = True
                        irror mod.use_y = False
                          Lrror_mod.use_>
                         irror_mod.use_y = Tru
           Code Example - "MIRROR_Z"

CFG_1_mod_use_z = False

CFG_1_mod_use_z = True
                           er ob.select=1
                           ntext.scene.objects.actl
"Selected" + str(modifice
Key points:

    how to set up production rules

    generating sentences from the rules

                              OPERATOR CLASSES ----
                             K mirror to the select
                         ject.mirror_mirror_x"
ror X"
```

Generate

Notebook CFG_1

```
Code 9.1.1 — CFG. Function to generate sentences.
# expand function - recursive version
def expand(expanded, expand_me, rules):
    if isinstance(expand_me, list):
        for token in expand_me:
            r = random.randint(0, len(rules[token])-1)
            replacement = rules[token][r]
            expand(expanded, replacement, rules)
    else: # append the terminal
        expanded.append(expand_me)
    return expanded
```

New rules

Add production rules:

```
rules['VP'].append(['CP', 'JJ'])
rules['CP'] = ['is']
```

New sentence types:

```
['the', 'cat', 'is', 'silly']
['the', 'silly', 'clown', 'is', 'sad']
```

```
mirror_mod.mirror_object
                        mirror object to mirror
                       peration == "MIRROR_X":
                      irror_mod.use_x = True
                      "Irror mod.use_y = False
                        operation
                        lrror_mod.use_
                        lrror_mod.use_y = Tru
                       rror_mod.use_z = False
Operation = "MIRROR_Z"
      A better example
                        rror_mod.use_z = True
                          er ob.select=1
                          ntext.scene.objects.act
"Selected" + str(modific
Key points:

    More complex rules

    https://www.youtube.com/watch?v=R=OVyF===0

  rBhiU
                           Y mirror to the select
                        ject.mirror_mirror_x"
```

```
mirror_mod.mirror_object
                            mirror object to mirror
                          peration == "MIRROR_X":
                          irror_mod.use_x = True
                          irror_mod.use_y = False
                            operation
                            Lrror_mod.use >
                           lrror_mod.use_y = True
           Code Example - "MIRROR_Z"

CFG_2_mod_use_z = False

CFG_2_mod_use_z = True
                             er ob.select=1
                              ntext.scene.objects.actl
"Selected" + str(modific
Key points:
```

how to use production rules to check syntax

```
Y mirror to the select
ject.mirror_mirror_x"
```

Parsing

- See online notebook CFG2
- The same production rules used for generation can be used for syntax checking
- CYK algorithm is one approach
 - Bottom-up parsing using dynamic programming
 - Efficient in worst-case scenario: O(n3 * |G|) where G is the size of the grammar

Parsing example

- Parse 'the happy cat plays'
- Bottom level: tokens
- Moving up: 2, 3, n words at a time

the happy cat plays				
the happy cat	happy cat plays			
the happy	happy cat	cat plays		
the	happy	cat	plays	

- Assign pos to tokens by looking at production rules
- Possible pos in the list
- the happy cat plays
- [['DT'], ['JJ'], ['NN'], ['VB']]

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
'NN' -> ['cat', 'dog', 'clown'],
'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

- Pos list taken 2 at a time
- No RHS pattern for 'DT JJ' (and others) so these are X'd out

```
the happy cat plays
the happy cat happy cat plays
DT \ JJ = X \qquad \qquad JJ \ NN = X \qquad \qquad NN \ VB = X
the : DT happy : JJ cat : NN plays : VB
```

'S'

-> [['NP', 'VP']],

'PP' -> [['P', 'DT', 'NN']],

'VB' -> ['plays', 'runs'],

'DT' -> ['a', 'the'],

'VP' -> [['VB'], ['VB', 'PP']],

'JJ' -> ['happy', 'sad', 'silly'],

'P' -> ['with', 'near', 'beside']

'NN' -> ['cat', 'dog', 'clown'],

'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],

Figure 9.2: Search for Patterns

- 3 at a time search
- DT JJ NN is replaced with NP

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
'NN' -> ['cat', 'dog', 'clown'],
'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

```
the happy cat plays DT JJ NN = NP \qquad JJ NN VB = X DT JJ = X \qquad JJ NN = X \qquad NN VB = X the : DT  happy : JJ \qquad cat : NN \qquad plays : VB
```

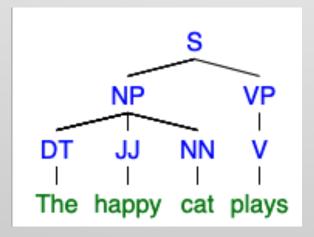
- $S \rightarrow NP VP$
- We've reached the start symbol, so we are done

```
'S' -> [['NP', 'VP']],
'NP' -> [['DT', 'NN'], ['DT', 'JJ', 'NN']],
'VP' -> [['VB'], ['VB', 'PP']],
'PP' -> [['P', 'DT', 'NN']],
'JJ' -> ['happy', 'sad', 'silly'],
'DT' -> ['a', 'the'],
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'VB' -> ['plays', 'runs'],
'P' -> ['with', 'near', 'beside']
```

Bracket Notation

- See: http://mshang.ca/syntree/
- Two forms of same information:
- Bracket notation
- Tree visualization

[S [NP [DT The] [JJ happy] [NN cat]] [VP [V plays]]]



PCFG

- Probabilistic CFG
 - Considers the most likely choice at each step
 - Assigns a probability to each production rule using a corpus like a treebank

Treebanks

- Penn Treebank expert annotated sentences from the Brown Corpus,
 Wall Street Journal, etc.
- Contains about 1 million words
- Grammar rules can be extracted from a Treebank:
- Penn has 17K distinct rule types

Treebank in NLTK

Examine treebank

```
from nltk.corpus import treebank
treebank.fileids()[:10]
['wsj_0001.mrg',
  'wsj_0002.mrg',
  'wsj_0003.mrg',
  . . .
```

```
Code 9.6.1 — Load the treebank. Look at words and POS
print(treebank.words('wsj_0003.mrg'))
  ['A', 'form', 'of', 'asbestos', 'once', 'used', '*', ...]
print(treebank.tagged_words('wsj_0003.mrg'))
[('A', 'DT'), ('form', 'NN'), ('of', 'IN'), ...]
```

Examine sentence

• Code:

```
print(treebank.parsed_sents('wsj_0003mrg')[0])
```

```
(S-TPC-1
  (NP-SBJ
    (NP (NP (DT A) (NN form)) (PP (IN of) (NP (NN asbestos))))
      (ADVP-TMP (RB once))
        (VBN used)
        (NP (-NONE- *))
        (S-CLR
          (NP-SBJ (-NONE- *))
            (T0 to)
            (VP
              (VB make)
              (NP (NNP Kent) (NN cigarette) (NNS filters)))))))
 (VP
    (VBZ has)
    (VP
      (VBN caused)
        (NP (DT a) (JJ high) (NN percentage))
        (PP (IN of) (NP (NN cancer) (NNS deaths)))
        (PP-LOC
          (IN among)
            (NP (DT a) (NN group))
            (PP
              (IN of)
                (NP (NNS workers))
                (RRC
                    (VBN exposed)
                    (NP (-NONE- *))
                    (PP-CLR (TO to) (NP (PRP it)))
                    (ADVP-TMP
                        (QP (RBR more) (IN than) (CD 30))
                        (NNS years))
                      (IN ago))))))))))))))
(NP-SBJ (NNS researchers))
(VP (VBD reported) (SBAR (-NONE- 0) (S (-NONE- *T*-1))))
```

Recursion in language

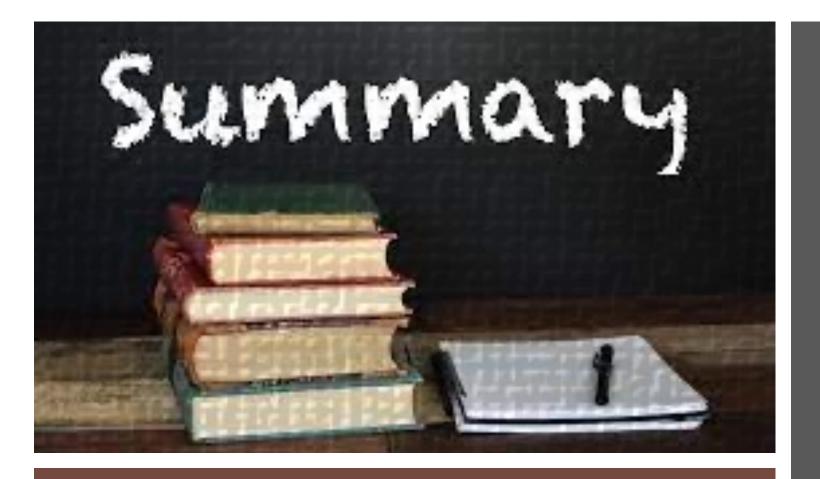
```
Rules with recursion:
NP -> NN
NP -> Noun PP
PP -> Prep NP
                                NP
                                      PP
                         Noun
                         house Prep
                                      fire
                                 on
                                           over there
                             Figure 9.5: Recursive NP
```

Chunking

- The task of chunking divides a sentence into phrases
- NLTK conll2000 corpus (Conference on Computational Natural Language Learning)

```
from nltk.corpus import conll2000
for tree in conll2000.chunked_sents()[:2]:
    print(tree)
```

```
Chancellor/NNP
(PP of/IN)
(NP the/DT Exchequer/NNP)
(NP Nigel/NNP Lawson/NNP)
(NP 's/POS restated/VBN commitment/NN)
(PP to/TO)
(NP a/DT firm/NN monetary/JJ policy/NN)
(VP has/VBZ helped/VBN to/TO prevent/VB)
(NP a/DT freefall/NN)
(PP in/IN)
(NP sterling/NN)
(PP over/IN)
(NP the/DT past/JJ week/NN)
./.)
```



Essential points to note

- CFG exists in the space between linguistics and NLP
- NLP has moved on to neural network methods for learning about sentence patterns
- CFG still useful for defining/compiling programming languages

Next topic

syntax parsers

