Overview Learnable representations for languages

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> August 2010 ESSLLI, 2010

Outline

Course Overview

First things first

- Call me Alex.
- Please ask questions: discussion is good.
- Some material is "mature"; some is quite new. There may be errors or omissions on the slides.
- I will post updated slides on the website.

Outline of the course

Methodological part

Learnability is a central concern of linguistics.

- · Learnability and linguistic theory.
- Efficient learnability should be central to language theory
- Design representations to be intrinsically learnable
- Primitives based on objective features of the language

Technical part: recent rapid progress

Some specific models:

- Regular based on the residual languages
- · Context-free based on the syntactic monoid
- Non context-free representations based on the Syntactic Concept Lattice

Fundamentals

- Learnability and linguistics
- Why is it so important?
- What does learnability mean? How can we formalise it?
- Why is learnability hard?
 - Information theoretic problems
 - Complexity problems
- The Argument from the poverty of the stimulus

Joint work with Shalom Lappin

Regular languages

- Classical theory: Work out all of the problems of inference in this small domain
- Myhill-Nerode theorem and the right congruence
- Minimal DFA
- Three learning algorithms:
 - Positive data only reversible languages
 - Query learning Angluin's LSTAR algorithm
 - Stochastic learning of PDFAs.

Congruence based approaches

- Context free inference based on the syntactic congruence
- Close to classic ideas of structuralist learning
- Three learning algorithms:
 - Positive data only substitutable languages
 - Query learning congruential/ NTS languages
 - Stochastic learning of unambiguous NTS languages.
- Not quite powerful enough for linguistic description

Lattice based approaches

- Much richer structures
- Much richer class of languages
- Slightly (Mildly) context-sensitive
- Only partial results FG 2009, CoNLL 2010
 - Positive data and MQs

Option 1

- MCFGs: Derivations which operate on more than one string at a time
- Input and Output
- Two parts of a string with a gap in:
 - Discontinuous constituents

Joint work with Ryo Yoshinaka

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Option 2

General algorithms for grammatical inference

