# Introduction to Symbolic and Statistical NLP in Scheme

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#### **Course Issues**

#### • Goals:

- Introduction to Scheme (DrScheme, MzScheme)
- Implementation of simple counting algorithms
- Implementation of parsing algorithms

#### • Prerequisites:

Some idea of computation, linguistics . . .

#### **Course Issues**

- Web-site with course material:
  - http://web.mac.com/dcavar/ESSLLI2006/
- Practical part:
  - Online coding and discussion during the class session
  - Repetitorium: extra-lab session if/when possible with reimplementation, questions, extensions
  - Questions, suggestions, corrections

## **A**genda

- Introduction to Scheme
- Statistics (counting, N-gram models)
- Parsing (Simple to-down and bottom-up, chart parser)
- Clustering (K-Means, Expectation Maximization)

## **Introduction to Scheme**

- Installing and running Scheme
  - DrScheme IDE
- Using MzScheme
  - interactively
  - scripting

## Readings

- Documentation with DrScheme:
  - Teach Yourself Scheme in Fixnum Days (by D. Sitaram)
  - Revised<sup>5</sup> Report on the Algorithmic Language Scheme
- Free online books and tutorials
  - The Scheme Programming Language [Dybvig(2003)]

# **Starting Scheme**

- Command line or IDE
- Command line:

```
Damirs: dcavar$ mzscheme
Welcome to MzScheme version 351, Copyright (c) 2004-2006 PLT Scheme Inc.
> 4 + 2
4
> #<primitive:+>
> 2
> (+ 4 2)
6
>
```

## **Command line**

- Exit the interactive scheme interpreter:
  - Unix: Ctrl-D
  - Windows: Ctrl-Z
  - Commands:
- > (exit)

#### Interaction

• Hello-world example:

```
> (display "Hello world")
Hello world> (newline)

> (begin
  (display "Hello world")
  (newline))
Hello world

> (printf "Hello world\n")
Hello world
>
```

#### Interaction

• hello1.ss from within the interactive interpreter:

```
> (load "hello1.ss")
Hello world!
>
```

• via command-line and file:

```
Damirs: dcavar$ mzscheme -r hello1.ss
Hello world!
Damirs: dcavar$ mzscheme --script hello1.ss
Hello world!
Damirs: dcavar$
```

## Interaction

• For help on command line parameters:

Damirs: ~ dcavar\$ mzscheme -h

# Calculating with Scheme

```
> (+ 5 4)
> (* 5 3)
15
> (/ 6 2)
> (- 7 3)
> (* (- 4 2) 5)
10
> (/ 6 4)
1 1/2
> (/ 6.0 4.0)
1.5
```

## **Arithmetic**

- Examples: boolean.ss
  - #t = true
  - #f = false
  - type: boolean?
  - negation: not

#### **Arithmetic**

- Examples: arithmetic1-4.ss
  - procedures:  $+ * \setminus ...$
  - comparisons: eqv? = > < >= <=
  - types: number? complex? real? rational? integer?

## **Characters**

- Examples: char.ss
  - type: char?
  - comparison: char=? char>? char<? char>=? char-ci=?
  - conversion: char-downcase char-upcase

# **Symbols**

- Examples: symbols1-2.ss
  - Naming convention: sequences of characters
  - Not self evaluating
  - type: symbol?
  - global variable: (define x 1)
  - change: (set! x 2)

#### **Variables**

#### Dynamically typed

- Types do not have to be declared in the program.
- Types of variables can change during program flow, i.e. integers can become strings or lists and vice versa.

#### Garbage collection

No allocation and memory handling for variables and their content from the programmers perspective.

## **Sequences**

- Examples: sequences1-2.ss
  - Mutable ordered sequences of all data types
  - Strings, Vectors, Dotted pairs, and Lists

# **Type Conversion**

- Example: types.ss
  - char->integer integer->char
  - string->list
  - number->string string->number
  - symbol->string string->symbol

#### **Procedures**

- Example: procedures.ss
  - define lambda
  - parameters and return values

## **Hash-tables**

- Example: hash-table.ss
  - Not ordered storage for key-value pairs (touples)
  - Efficient

## Flow Control

- Conditions
- Loops
- Input and Output
- ullet  $\to$  now with practical example

#### References

[Dybvig(2003)] R. Kent Dybvig. *The Scheme Programming Language*. The MIT Press, Cambridge, MA, third edition edition, October 2003. ISBN 0-262-54148-3. URL http://www.scheme.com/tspl3/.