CL-1 Project Report

# Problem Statement -

To write a program which automatically generates questions out of Fables.

We are interested in finding out how a human mind generates a question out of a given paragraph/story and finding the logic (and mathematics) behind it and using that , generating the questions from Fables.

# Approach-

Our approach to solve the above problem statement is by using semantic roles to transform sentences into the questions containing ‘Wh’ words. We can build some simple algorithms using first order logics to convert a statement to a question. Furthermore we are still brainstorming it, studying the required works and will think of the problems which cannot be solved by past simpler methods.

For Example

Rahul invited the officer. -> Who invited the officer?

(agent) (theme)

(Logic could be, if Agent Verb Theme -> Who Verb Theme ? If agent is of class Noun)

# What we did till now-

Finding out what Fables are exactly like (is there a commonality?) and what kind of fables do we need to target i.e fables written for the children which have clear moral values and dropping those which answers some deeper and complex human philosophy.

So for that we found the perfect corpus we could take up here-> <https://www.moralstories.org/fables/>

And a lot of brainstorming.

# What could be expected at interim dates-

Some proper transformational rules in a sematic role context for generating questions and at the end of the project we would try to list all the rules.

And will progress to build an algorithm which takes the fable as input and generate questions from it and can again find a solution such that it create questions which are unambiguous for the whole story.

# References -

Phrase Structure Tree- chp 6: fromkin , rhodman , hyams book

Karaka theory

Juafsky – 14.3 First-Order Logic

CHAPTER18 SEMANTIC ROLE LABELING (18.1-18.5)

And our TA who is very sweet and helping.