McELI

- A micro version of the English Language Interpreter (ELI), which later was refined into the Conceptual Analyzer (CA)
- Emphasizes use of semantic expectations to guide parsing
- A scheme version is available at http://homes.luddy.indiana.edu/leake/cbr/code

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McELI's Knowledge

- Knowledge is stored in packets, indexed by words.
- Packets are lists of requests.
- Requests have the form:

((TEST expression)

(ASSIGN variable expression variable expression)

(NEXT-PACKET request request))

McELI's State

- McELI tracks information in variables:
 - *WORD*: The word currently under consideration
 - *SENTENCE*: The remainder of the sentence after *WORD*
 - *CD-FORM*: The most recent cd-form
 - *PART-OF-SPEECH*: The most recent part of speech
 - *CONCEPT*: The final meaning being built up for the sentence

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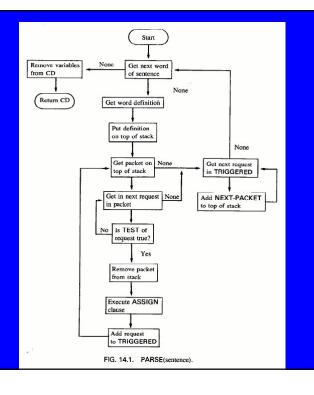
Example Word Definitions

; He is a noun phrase that means a person.

Request for "Went" ; WENT means someone (the subject) PTRANSed himself; from somewhere to somewhere. WENT looks for "to <noun phrase>" or "home" to fill the TO slot. (def-word 'went '((assign *part-of-speech* 'verb *cd-form* '(ptrans (actor (*var* go-var1)) (object (*var* go-var1)) (to (*var* go-var2)) (from (*var* go-var3))) go-var1 *subject* go-var2 '() go-var3 '()) (next-packet ((test (equal? *word* 'to)) (next-packet ((test (equal? *part-of-speech* 'noun-phrase)) (assign go-var2 *cd-form*)))) ((test (equal? *word* 'home)) (assign go-var2 '(house))))))

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SAM

- SAM was a model of script-based story understanding
 - Scripts are fossilized inference chains
 - Scripts guide choices of inferences and help to distinguish routine and non-routine situations
 - Scripts guided inferencing
- SAM could summarize stories, translate them, and answer questions

Sample Q/A Dialogue

- Input text:
- John went to a restaurant. He ordered a hot dog. The waiter said they didn't have any. He asked for a hamburger. When the hamburger came, it was burnt. He left the restaurant.

- Q4: What did the waiter serve John?
- The waiter served John a hamburger.
- Q5: Why didn't John eat the hamburger?
- Because the hamburger was overdone.
- Q6: Did John pay the check?
- No, John was angry because the hamburger was overdone and so he left the restaurant.

Questions and Answers

- Q1: Did John sit down in the restaurant?
- Probably.
- Q2: Did John order a hot dog?
- Yes.
- Q3: Did John eat a hot dog?
- No, the waiter told John the management was unable to give it to him.

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Breakout Groups

 Write basic (very high level) steps for a highlevel algorithm for a script-based understander. It should take a natural language story as input and output a summary of the story

One Top-Level Process

- ELI
- SAM
- BABEL

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McSAM

 Micro version of Cullingford's Script Applier Mechanism

