# A CNL for Contract-Oriented diagrams

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#### REMU

# **Reliable Multilingual Digital Communication:**Methods and Applications

http://remu.grammaticalframework.org/





#### REMU

- 1. Hybrid machine translation
  - Grammars + statistics
- 2. Formal methods for grammars
  - Ambiguity detection
- 3. Contract reasoning



# Contracts

#### What is a contract?

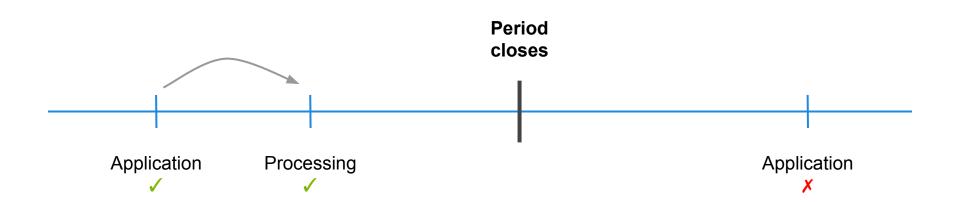
- Document containing norms prescribing procedures, behaviours, rights
- Examples
  - requirement specification
  - privacy policy
  - o terms of service
  - service-level agreement

#### Motivating example

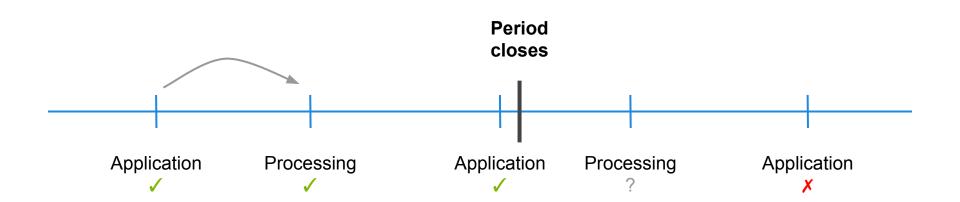
#### **Application procedure**

- Applications may be submitted between 1st– 31st May.
- 2. The secretary must process each application within 5 days.
- 3. The secretary should not process any applications after the period has closed.

## Motivating example



## **Motivating example**



#### **Potential conflicts**

- Is something wrong with this contract?
- Should it be changed?

- That's for a human to decide
- Computer can find potential conflicts

#### **Desired tasks: static**

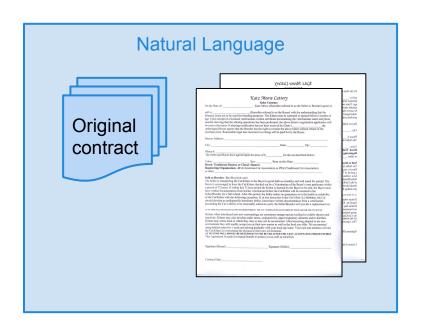
- Detect conflicts
  - While writing (author)
  - Before accepting (party)
- Query
- Check properties
- Simulate

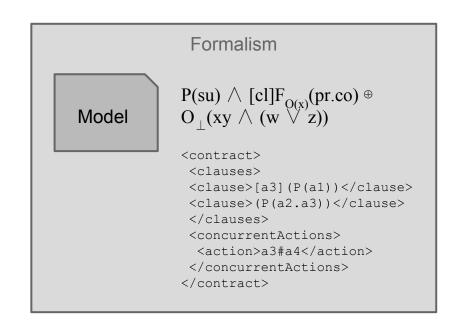
#### **Desired tasks: runtime**

- Detect violations
- Enact reparations
- Logs, without interference

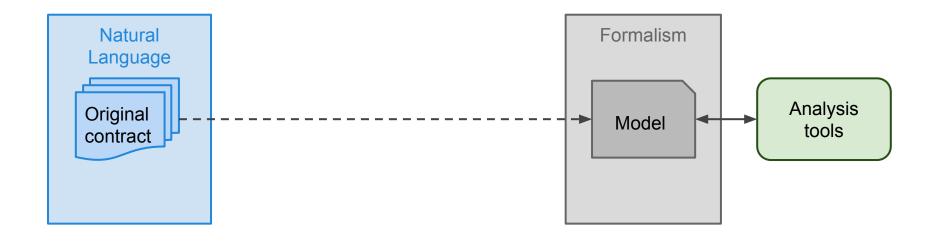
#### Only computer-mediated transactions

#### Originals & models

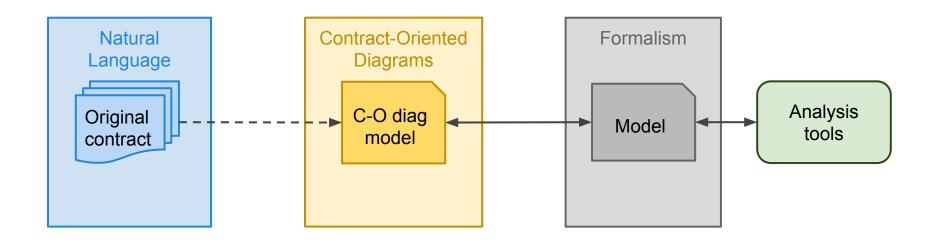




#### The divide



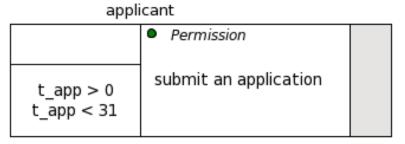
## Introducing C-O diagrams



# Contract-Oriented diagrams

#### Contract-Oriented diagrams

- A visual representation of a contract
- Modular
- Boxes as clauses
- Modalities
  - Obligation O
  - Permission P
  - Prohibition F

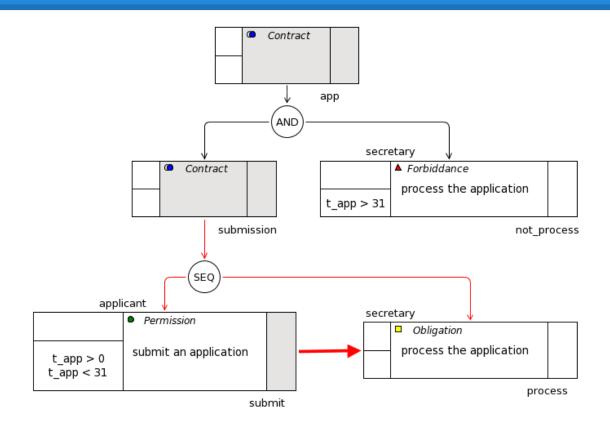


submit

#### **Contract-Oriented diagrams**

- Guards & timing constraints
- Complex actions, contracts
  - conjunction / choice / sequence
- Reparations
- Cross-references

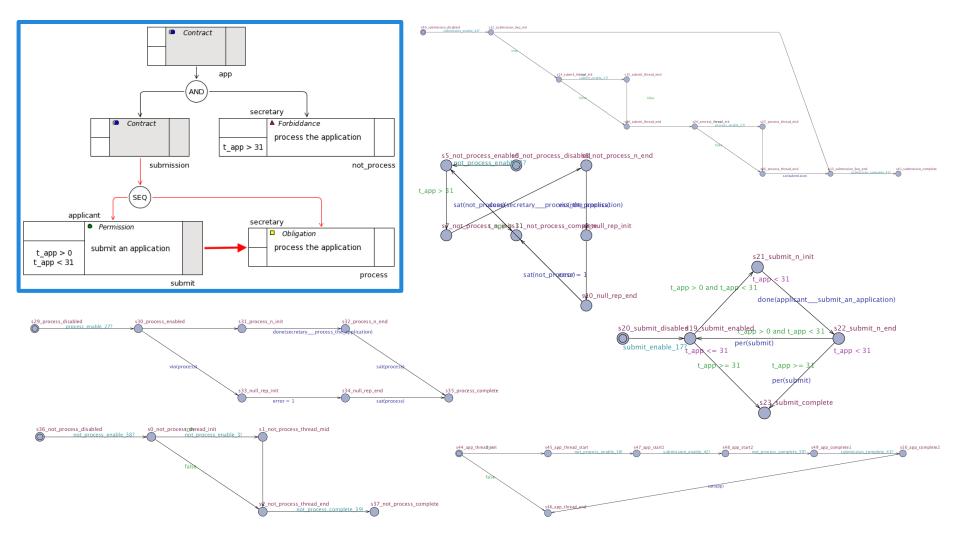
#### First example



#### **Conversion to NTA**

#### Translation into networks of timed automata

- Real clocks
- Guards on transitions
- Automata running in parallel
- Synchronisation channels



#### Model checking

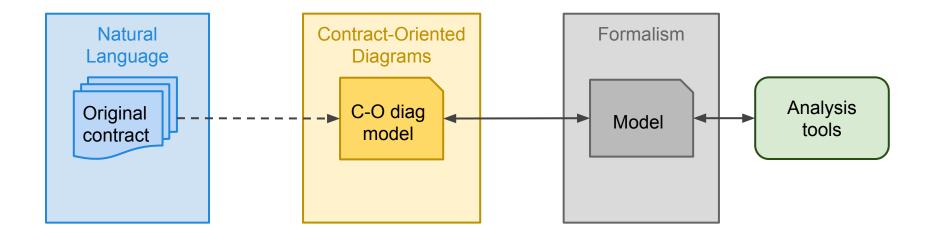
What can we do with automata?

- Simulation
- Model checking
  - Test properties in temporal logic
     "it is never the case that x and y"
- Querying by model checking

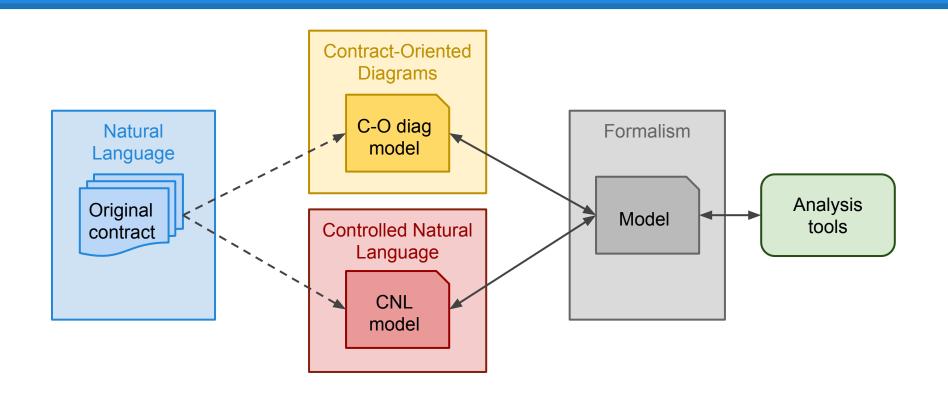
#### The need for CNL

- Some tasks benefit from visualisation
- Natural language cannot be replaced
  - Original documents are in NL
  - We want to produce NL
  - Collaboration with other stakeholders
- Two views for same model
  - Diagrams
  - CNL

#### One view



#### Two views



# CNL

#### **Controlled Natural Language**

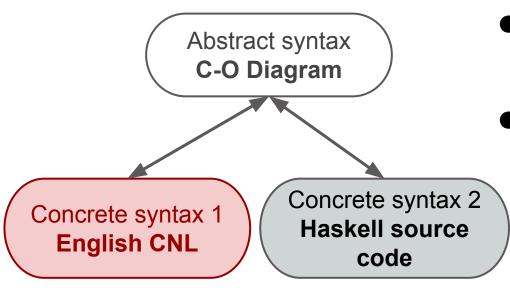
- Existing target of C-O diagrams
- Linearise to / parse from English CNL
- The usual motivations
  - Unambiguous parsing
  - Easily human-readable
  - Human-writable with little training

## **Grammatical Framework (GF)**

- Framework for multilingual grammars
- Language-independent semantic interlingua
- Generation and parsing from single grammar



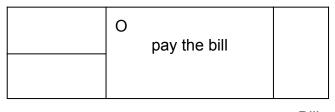
#### **Grammars**



- A.S. matches formal C-O definition
- Haskell C.S. is near trivial, but:
  - Lists
  - Maybe types
  - Type Constructors

#### **CNL Grammar**

#### the customer

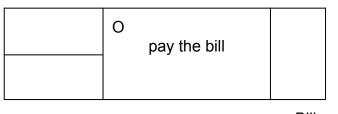


payBill

- A box is a sentence
- Agents are NPs
- Actions are VPs
  - V
  - V2 + NP
  - Optional PP
- DictEng from RGL

## Example 1a: modal variants (O)

the customer



payBill

the customer **is obliged to** pay the bill

the customer is required to pay the bill

the customer **must** pay the bill

#### Example 1a: modal variants (P)

the customer

P pay the bill		
----------------	--	--

payBill

the customer is allowed to pay the bill

the customer is permitted to pay the bill

the customer may pay the bill

#### Example 1a: modal variants (F)

the customer

F pay the bill		
----------------	--	--

payBill

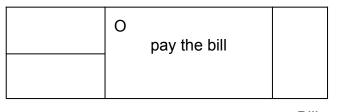
the customer is not allowed to pay the bill

the customer may not pay the bill

the customer **must not** pay the bill

#### **Example 1b: agreement**

#### the customers



payBill

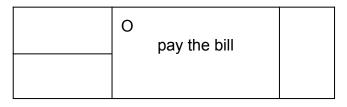
the customers **are** obliged to pay the bill

the customers **are** required to pay the bill

the customers must pay the bill

#### **Example 1b: resulting object**

#### the customers



payBill

```
the customers are obliged to pay the bill
```

```
O

(Agent "the customers")

(N "payBill")

Nothing

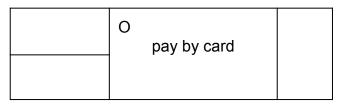
Nothing

(A_Action (Action "pay the bill"))

Just (R Nothing)
```

#### **Example 2: V and PP**

#### the customers



payBill

the customers must pay by card

#### PP attachment

- Without object, to V eat with friends
- With object, always to NP eat (pizza with friends)

### Timing restrictions

- Determine time frame during which something is applicable
- Different implications for O/P/F
- Expressed as inequalities over clocks
  - Clocks count "real" time
  - Global "wall" clocks, box clocks

# Example 3a: one timing restriction

#### the customer

	Р	
	request a	
t_orderFood > 40	refund	

refund

```
when t_orderFood is greater than
40 the customer may request a
refund
```

```
(Agent "the customer")
(N "refund")
Nothing
(Just (TRL [TR
(Ck "t_orderFood") & C_GT 40]))
(A_Action (Action "pay the bill"))
```

# **Example 3b: two timing restrictions**

#### the customer

	P request a	
t_orderFood > 40 t_orderFood < 60	request a refund	

refund

```
when t_orderFood is greater than 40 and t_orderFood is less than 60 the customer may request a refund
```

```
when
```

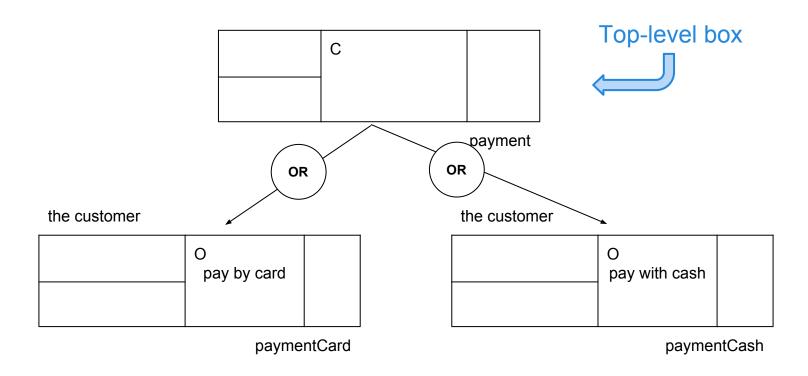
- t orderFood is greater than 40 , and
- t\_orderFood is less than 60

the customer may request a refund

# Complex contracts / refinement

- Boxes can be combined by
  - Conjunction AND
  - Choice OR
  - Sequence SEQ

# **Example 4: refinement**



# **Example 4: refinement**

### Inline

the customer must pay by card **or** the customer is required to pay with cash

### **Bulleted**

### any of

- the customer must pay by card
- the customer is required to pay with cash

## 2-lists and refinement

### Lists and linearisations

- 1 item (no refinement): inlined
- 2 items: inlined or bulleted
- 3 or more: bulleted

### Labels

- Something I left out
- All clauses must include a label

```
payment: any of
   - paymentCard: the customer must pay by card
   - paymentCash: the customer is required to pay with cash
```

- Needed for cross-refs, reparations
- Easily hidden with tools

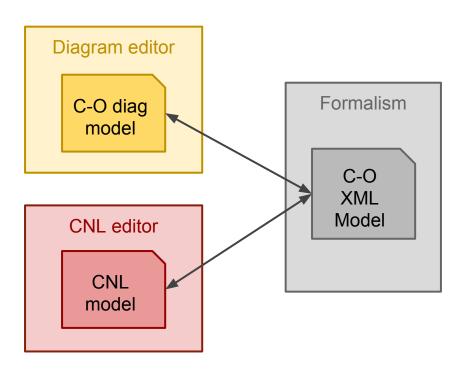
## PENS score (Kuhn, 2014)

Precision	Expressiveness	Naturalness	Simplicity
5	1	2-3	4
Implementing a formal grammar	Restricted to expressivity of formalism	Labels, bullets	Concisely described as a GF grammar

Formal representation, Written, specific Domain, Academic

# Tools

# Two tools



### **CNL** editor

- Basic completion
- Snippets
- Highlighting/folding
- Syntax checking
- Export to visual editor

# Visual diagram editor

- Point and click diagram editor
- Web-based
- Automatic validation
- Export

### Demo

...I will also be at the demo session later!

# Conclusions

## Problems: formalism

## Finding suitable formalism

- Expressivity, features, generality
- Validating translation to target formalism
- Formal semantics (only translation to NTA)

# **Problems: CNL (1)**

- Still un-natural in places
- Making arbitrary algebraic expressions natural is... not natural
- More work on editing tools
  - Constructive error messages

# Problems: CNL (2)

- Parsing agent/action as grammatical chunks
  - Agreement
  - Multi-lingual considerations
  - Analysis of entities
- Out of lexicon words
  - Unable to handle

# Future: query language

### Properties and counter-examples

- We want queries and answers in NL
  - a. NL query → property in temp. logic
  - b. Manipulation of properties to find answer
  - c. "answer" → NL response



# Q & A

