

# Phrase Projectivity in Antigone

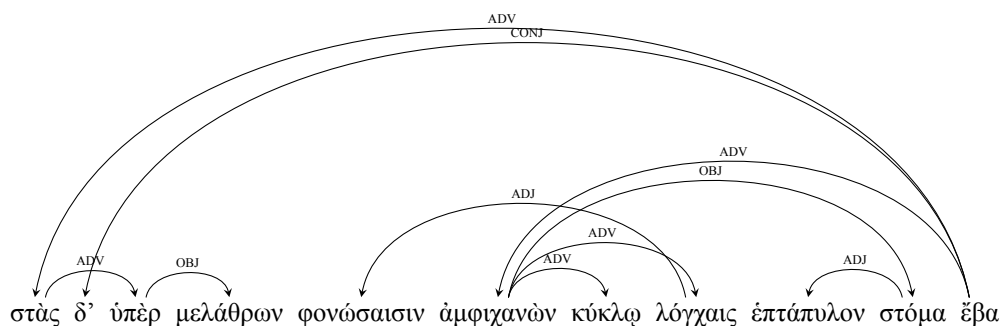
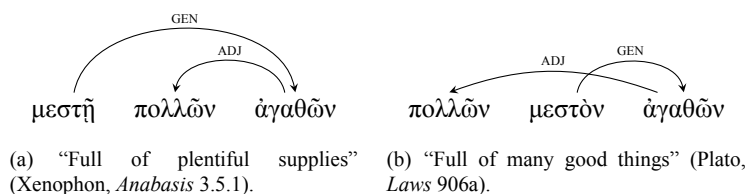
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# 1 Introduction

## 1.1 Dependency Trees and Projectivity

A dependency tree encodes the head-dependent relation for a string of words, where arcs are drawn from heads to their dependents. We consider a phrase *projective* when these arcs do not cross each other, and *discontinuous* inasmuch as any of the arcs do cross. Figure 1 illustrates the various kinds of projectivity violations that may occur.



(c) “And he stood over the rooftops, gaped in a circle with murderous spears around the seven-gated mouth, and left.” (Sophocles, *Antigone* 117–120).

Figure 1: A dependency path wrapping around itself is a projectivity violation, as in (b); interlacing adjacent phrases also violate projectivity, as in (c). Examples (a–b) drawn from Devine & Stephens.

```

data Tree  $\alpha$  =  $\alpha \curvearrowright [\text{Tree } \alpha]$ 

getLabel :: Tree  $\alpha \rightarrow \alpha$ 
getLabel ( $l \curvearrowright \_$ ) =  $l$ 

type Edge  $\alpha$  = ( $\alpha, \alpha$ )
data Range  $\alpha$  =  $\alpha \leftrightarrow \alpha \mid R_\emptyset$ 
data RangeState  $\alpha$  = Integer  $\triangleleft$  Range  $\alpha$ 

getRange :: RangeState  $\alpha \rightarrow$  Range  $\alpha$ 
getRange ( $\_ \triangleleft r$ ) =  $r$ 

getViolations :: RangeState  $\alpha \rightarrow$  Integer
getViolations ( $vs \triangleleft \_$ ) =  $vs$ 

```

A Monoid is an algebraic structure which has a zero  $\mathcal{E}$  and a binary operation  $\cdot \oplus \cdot$ , and which satisfies some laws:

```

class Monoid  $\alpha$  where
   $\mathcal{E} :: \alpha$ 
   $\cdot \oplus \cdot :: \alpha \rightarrow \alpha \rightarrow \alpha$ 
  associativity ::  $l \oplus (c \oplus r) \equiv (l \oplus c) \oplus r$ 
  leftIdentity ::  $l \oplus \mathcal{E} \equiv l$ 
  rightIdentity ::  $\mathcal{E} \oplus l \equiv l$ 

instance Ord  $\alpha \Rightarrow$  Monoid (Range  $\alpha$ ) where
   $\mathcal{E} = R_\emptyset$ 
   $(x \leftrightarrow y) \oplus (u \leftrightarrow v) = \text{rangeFrom } [x, y, u, v]$ 
   $R_\emptyset \oplus xy = xy$ 
   $xy \oplus R_\emptyset = xy$ 

instance (Num  $\alpha$ , Ord  $\alpha$ )  $\Rightarrow$  Monoid (RangeState  $\alpha$ ) where
   $\mathcal{E} = 0 \triangleleft \mathcal{E}$ 
   $(i \triangleleft xy) \oplus (j \triangleleft uv) = \text{count} \triangleleft (xy \oplus uv)$  where
     $\text{count} = \text{if rangesIntersect } xy \ uv$ 
      then  $i + j + 1$ 
      else  $i + j$ 

rangesIntersect :: Ord  $\alpha \Rightarrow$  Range  $\alpha \rightarrow$  Range  $\alpha \rightarrow$  Bool
rangesIntersect  $(x \leftrightarrow y) (u \leftrightarrow v) =$ 

```

```

    ¬ ((x < u ∧ y < u) ∨ (u < v ∧ v < x))
rangesIntersect _ _ = False

```

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rangeFrom :: (Foldable φ, Ord α) ⇒ φ α → Range α
rangeFrom xs = minimum xs ↔ maximum xs

```

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analyzePath :: (Num α, Ord α) ⇒ [α] → RangeState α
analyzePath path = foldl op ℰ (reverse path) where
    op (c < r) i = if inRange r i
    then (c + 1) < r
    else c < (extend r i)

```

```

analyzeTree :: (Num α, Ord α) ⇒ Tree α → Tree (RangeState α)
analyzeTree tree =
    case treeOrPath tree of
        Left (i ∘ ts) → c' < extend r i ∘ children where
            children = analyzeTree ⟨$⟩ ts
            c < r = fold (getLabel ⟨$⟩) children
            c' = c + (genericLength (filter (λr' → inRange r' i) (getRange ∘ getLabel ⟨$⟩ children)))
        Right path → analyzePath path ∘ []

```

```

treeOrPath :: Tree α → Either (Tree α) [α]
treeOrPath (i ∘ []) = Right [i]
treeOrPath (i ∘ [x]) = (i:) ⟨$⟩ treeOrPath x
treeOrPath t          = Left t

```

```

extend :: Ord α ⇒ Range α → α → Range α
extend (x ↔ y) z = rangeFrom [x, y, z]
extend R∅ z = z ↔ z

```

```

inRange :: Ord α ⇒ Range α → α → Bool
inRange (x ↔ y) z = z > x ∧ z < y
inRange R∅ _ = False

```

```

maximalPoint :: Eq α ⇒ [Edge α] → Maybe α
maximalPoint es =
    find (λx → x ∉ snd ⟨$⟩ es) (fst ⟨$⟩ es)

```