# Effect-Driven Parsing

Formal studies on a categorical approach to semantic parsing





- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
- 4 Semantic Parsing





- 1 Introduction
  - General Introduction
  - Categorical Introduction





#### Context

**Goal.** Categorical formalization of a type–effects system for natural-language semantics (following [BC25]).

**Method.** Develop a graphical, type-driven parsing formalism that derives sentence meaning compositionally from word meanings.





### **Typed Semantics for Natural Languages**

Expression	Type	$\lambda$ -Term
planet	$ extstyle{e}  ightarrow  extstyle{t}$	$\lambda x.\mathbf{planet}x$
	Generalizes to common nouns	
carnivorous	$(\mathtt{e}  o \mathtt{t})$	$\lambda x. \mathbf{carnivorous}  x$
	Generalizes to predicative adjectives	
skillful	$(\mathtt{e}  o \mathtt{t})  o (\mathtt{e}  o \mathtt{t})$	$\lambda p.\lambda x.px \wedge \mathbf{skillful}x$
	Generalizes to predicate modifier adjectives	
Jupiter	е	$\mathbf{j} \in \mathrm{Var}$
	Generalizes to proper nouns	
sleep	$ extstyle{e}  ightarrow  extstyle{t}$	$\lambda x.\mathbf{sleep}x$
	Generalizes to intransitive verbs	







## **Syntactic Types and Semantic Types**

■ What is the type of a cat or Jupiter, a planet?





- What is the type of a cat or Jupiter, a planet?
- Syntactically, a cat and the cat should be interchangeable and have the same type.
- No single canonical **cat** exists: that type cannot be **e**.



### Syntactic Types and Semantic Types

- What is the type of a cat or Jupiter, a planet?
- Syntactically, a cat and the cat should be interchangeable and have the same type.
- No single canonical **cat** exists: that type cannot be **e**.

We will use **(side-)effects** to do the difference between them:

$$\mathbf{a} \ \mathbf{cat} = \{c \mid \mathbf{cat} \ c\}$$

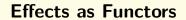
the cat = 
$$x$$
 if cat<sup>-1</sup>( $\top$ ) = { $x$ } else #



- 1 Introduction
  - General Introduction
  - Categorical Introduction







 $Monads\ model\ side-effects\ [Mog89].$ 





#### **Effects as Functors**

Monads model side-effects [Mog89]. Here, **functors suffice**: we may forbid merging/creating effects; lighter structures are useful.





### **String Diagrams**

String Diagrams are a formalism (see [HM23] for example) that allows to visually represent the different threads of a computation and the possible side-effects that appear.







**String Diagrams** are a formalism (see [HM23] for example) that allows to visually represent the different threads of a computation and the possible side-effects that appear.

Categorical foundations: [JS91]; Used as a tool for parsing: [CSC10].







### Other Categorical Theories

[Mar], and [SM25] use Hopf algebras to give a model for parsing.

They integrate morphological features inside the syntactic structures without breaking the model chosen for syntax.





- 2 Category-theoretical type system

- 1 Introduction
- 2 Category-theoretical type system
  - Type system
  - Introducing a language
- 3 Effect Handling
- 4 Semantic Parsing





### **Notations**

 $\blacksquare$  Language:  $\mathcal{L};$  words compose denotationally.







#### **Notations**

- Language:  $\mathcal{L}$ ; words compose denotationally.
- Base CCC: C; effects: functors  $\mathcal{F}(\mathcal{L})$ .
- Closure:  $\bar{\mathcal{C}} = \text{closure of } \mathcal{C} \text{ under } \mathcal{F}(\mathcal{L})^*, \text{ products and exponentials.}$

Intuition: all (effect-sequence, base type) combos, with functions/products.





### Intuitionistic-style Typing Judgements

We then have typing judgements for basic combinations:

$$\begin{split} \frac{\Gamma \vdash x : \tau & \Gamma \vdash F \in \mathcal{F}(\mathcal{L})}{\Gamma \vdash Fx : F\tau} \mathsf{Cons} \\ \frac{\Gamma \vdash x : F\tau_1 & \Gamma \vdash \varphi : \tau_1 \to \tau_2}{\Gamma \vdash \varphi x : F\tau_2} \mathsf{fmap} \end{split}$$



### **Intuitionistic-style Typing Judgements**

We then have typing judgements for basic combinations:

$$\frac{\Gamma \vdash x : \tau_1 \qquad \Gamma \vdash \varphi : \tau_1 \to \tau_2}{\Gamma \vdash \varphi x : \tau_2} \mathsf{App}$$
 
$$\frac{\Gamma \vdash x : A\tau_1 \qquad \Gamma \vdash \varphi : A\left(\tau_1 \to \tau_2\right)}{\Gamma \vdash \varphi x : A\tau_2} \mathord{<\!\!\!\!*>}$$



### Intuitionistic-style Typing Judgements

Typing judgements for natural transformations:

$$\frac{\Gamma \vdash x : \tau}{\Gamma \vdash x : A\tau} \texttt{pure/return}$$

$$\frac{\Gamma \vdash x : MM\tau}{\Gamma \vdash x : M\tau} \gt\gt=$$

$$\forall F \overset{\theta}{\Longrightarrow} G, \qquad \frac{\Gamma \vdash x : F\tau \qquad \Gamma \vdash G : S' \subseteq \star \qquad \tau \in S'}{\Gamma \vdash x : G\tau} \mathrm{nat}$$



- 2 Category-theoretical type system
  - Type system
  - Introducing a language





#### Information

To present the language we need:

- The syntax of the language.
- An typed lexicon (possibly with effects).





### **Updated Lexicon**

Expression	Type	$\lambda$ -Term
it	Ge	$\lambda g.g_0$
$\cdot, \mathbf{a} \cdot$	$ extsf{e}  ightarrow ( extsf{e}  ightarrow  extsf{t})  ightarrow  extsf{We}$	$\lambda x.\lambda p.\langle x,px\rangle$
which	$(\mathtt{e}  o \mathtt{t})  o \mathtt{Se}$	$\lambda p. \{x \mid px\}$
the	$(\mathtt{e}  o \mathtt{t})  o \mathtt{Me}$	$\lambda p.x \text{ if } p^{-1}(\top) = \{x\} \text{ else } \#$
a	$(\mathtt{e} \to \mathtt{t}) \to \mathtt{De}$	$\lambda p.\lambda s. \left\{ \left\langle x, x + s \right\rangle   px \right\}$
every	$(\mathtt{e} \to \mathtt{t}) \to \mathtt{Ce}$	$\lambda p.\lambda c. \forall x, px \Rightarrow cx$







### **Introducing Higher-Order Constructs**

We implement higher-order semantics (e.g. the future and plural) via functors:

 $future(be(I, a cat)) \xrightarrow{nat} be(future(I), a cat) \xrightarrow{nat} be(future(I), a cat)$ 





### **Introducing Higher-Order Constructs**

We implement higher-order semantics (e.g. the future and plural) via functors:

 $\mathbf{future}\left(\mathbf{be}\left(\mathbf{I},\mathbf{a}\ \mathbf{cat}\right)\right) \xrightarrow{\mathtt{nat}} \mathbf{be}\left(\mathbf{future}\left(\mathbf{I}\right),\mathbf{a}\ \mathbf{cat}\right) \xrightarrow{\mathtt{nat}} \mathbf{be}\left(\mathbf{future}\left(\mathbf{I}\right),\mathbf{a}\ \mathbf{cat}\right)$ 

Those constructs are integrated by using natural transformations explaining their propagation through other effects, as those are purely semantic predicates.



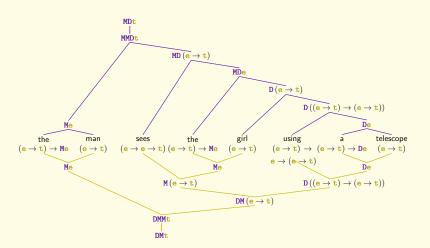
### **Introducing Higher-Order Constructs**

For the plural, this gives:

CN(P)	$\Gamma \vdash p : (\mathbf{e} \to \mathbf{t})$	$\Pi(p) = \lambda x. (px \land  x  \ge 2)$
ADJ(P)	$\Gamma \vdash p : (\mathbf{e} \to \mathbf{t})$	$\Pi(p) = \lambda x. (px \land  x  \ge 2)$
	$\Gamma \vdash p : (\mathbf{e} \to \mathbf{t}) \to (\mathbf{e} \to \mathbf{t})$	$\Pi(p) = \lambda \nu. \lambda x. (p(\nu)(x) \land  x  \ge 2)$
NP -	$\Gamma dash p: \mathbf{e}$	$\Pi(p) = p$
	$\Gamma \vdash p : (\mathbf{e} \to \mathbf{t}) \to \mathbf{t}$	$\Pi(p) = \lambda \nu . p\left(\Pi \nu\right)$
IV(P)/VP	$\Gamma dash p : \mathbf{e}  o \mathbf{t}$	$\Pi(p) = \lambda o. (po \land  x  \ge 2)$
TV(P)	$\Gamma \vdash p : \mathbf{e} \to \mathbf{e} \to \mathbf{t}$	$\Pi(p) = \lambda s. \lambda o. (p(s)(o) \land  s  \ge 2)$



### **Ambiguity**







- 3 Effect Handling



- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
  - Notion and usage of handlers
  - String diagrams for effect handling
  - Reducing in string diagrams
- 4 Semantic Parsing





#### **Handlers**

A handler for an effect F is a natural transformation  $F\Rightarrow \mathrm{Id}$  ([WSH14]).

Handlers should invert monadic and applicative units: motivating the omission of the unit rule out of certain situations.





### **Defining Handlers**

Two types of handlers:

Language-Defined Handlers arise from fundamental properties of the considered effects.







### **Defining Handlers**

#### Two types of handlers:

- Language-Defined Handlers arise from fundamental properties of the considered effects.
- Speaker-dependant handlers which are dependent on the speaker.







### Scope Islands

The notion of handlers allows us to enforce the notion of scope islands as introduced in [BC25].





### **Scope Islands**

The notion of handlers allows us to enforce the notion of scope islands as introduced in [BC25].

We would for example have:

$$\mathbf{if} \,: (\mathbf{t} \setminus \mathcal{F}(\mathcal{L})^* \, \mathbf{Ct}) \to \mathbf{t} \to \mathbf{t}$$

to enforce in the type system the resolution of continuations.



- 3 Effect Handling
  - Notion and usage of handlers
  - String diagrams for effect handling
  - Reducing in string diagrams





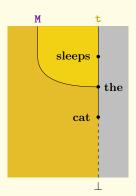
## **String Diagrams Representation of Sentences**

String diagram are a representation of the side-effects and types of a sentence across its computation.



# **String Diagrams Representation of Sentences**

String diagram are a representation of the side-effects and types of a sentence across its computation.







- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
  - Notion and usage of handlers
  - String diagrams for effect handling
  - Reducing in string diagrams
- 4 Semantic Parsing



# **Deformation of String Diagrams**

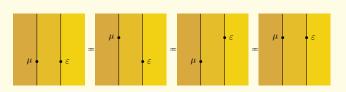
Theorem 3.1 — Theorem 3.1 [Sel10], Theorem 1.2 [JS91] A well-formed equation between morphism terms in the language of monoidal categories follows from the axioms of monoidal categories if and only if it holds, up to planar isotopy, in the graphical language.



# **Equations on String Diagrams I**

Properties of functors, monads, natural transformations, adjunctions and more can be explained in terms of commutative diagrams, but also as string diagrams.

The Elevator Equations represent Theorem 3.1:



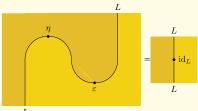






## **Equations on String Diagrams II**

The Snake Equations are a rewriting of the properties of an adjunction:

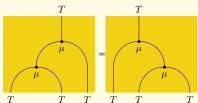






# **Equations on String Diagrams III**

The Monadic equations are a rewriting of the properties of a monad:



 $(\mu)$ 







## Confluence of Reductions I

Theorem 3.2 — Confluence Our reduction system is confluent and therefore defines normal forms:

- 1 Right reductions are confluent and therefore define right normal forms for diagrams under the equivalence relation induced by exchange.
- 2 Equational reductions are confluent and therefore define equational normal forms for diagrams under the equivalence relation induced by exchange.





## Confluence of Reductions II

**Theorem 3.3** — **Normalization Complexity** Reducing a diagram to its normal form is done in quadratic time in the number of natural transformations in it.

This is accomplished using a formalism based on [DV22].



## Plan

- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
- 4 Semantic Parsing

## Plan

- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
- 4 Semantic Parsing
  - The general method
  - String diagrams for parsing
  - String diagrams for reductions



We use a Context-Free Grammar in five parts to model our typing system:

1 We reintroduce the grammar defining the type and effect system.







- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].



- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].
- 3 We introduce rules for basic type combinations.



- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].
- 3 We introduce rules for basic type combinations.
- 4 We introduce rules for higher-order unary type combinators.



- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].
- 3 We introduce rules for basic type combinations.
- 4 We introduce rules for higher-order unary type combinators.
- 5 We introduce rules for higher-order binary type combinators.



- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].
- 3 We introduce rules for basic type combinations.
- 4 We introduce rules for higher-order unary type combinators.
- 5 We introduce rules for higher-order binary type combinators.



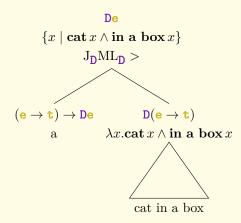
We use a Context-Free Grammar in five parts to model our typing system:

- 1 We reintroduce the grammar defining the type and effect system.
- 2 We introduce a structure for the semantic parse trees and their labels, the combination modes from [BC25].
- 3 We introduce rules for basic type combinations.
- 4 We introduce rules for higher-order unary type combinators.
- 5 We introduce rules for higher-order binary type combinators.

Complexity in  $\mathcal{O}(|\mathcal{F}(\mathcal{L})| |\mathcal{S}| n^3)$ .



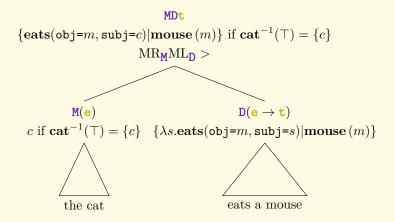
## Semantic Parse Trees I





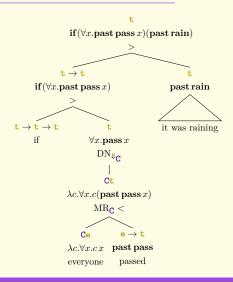


## Semantic Parse Trees II





## Semantic Parse Trees III





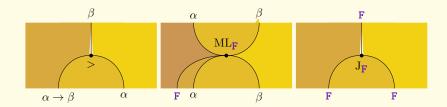
## **Plan**

- 1 Introduction
- 2 Category-theoretical type system
- 3 Effect Handling
- 4 Semantic Parsing
  - The general method
  - String diagrams for parsing
  - String diagrams for reductions





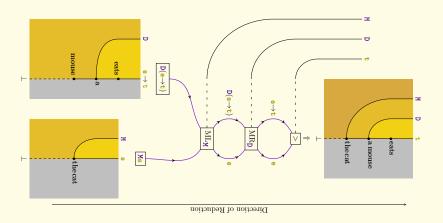
# **Combinators as String Diagrams**







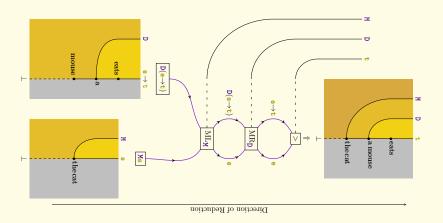
# A Parsing Diagram Step







# A Parsing Diagram Step









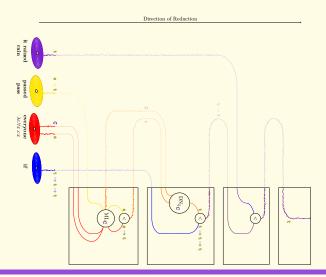
# **Building an Intuition**







# A Full Parsing Diagram





- 4 Semantic Parsing
  - The general method
  - String diagrams for parsing
  - String diagrams for reductions



## Reducing the grammar

We introduce denotations for our combinators, to allow us to define reductions that relieve a bit the ambiguity of the parsing grammar:

$$>= \lambda \varphi. \lambda x. \varphi x$$
 
$$\mathsf{ML_F} = \lambda M. \lambda x. \lambda y. (\mathsf{fmap_F} \lambda a. M(a,y)) x$$
 
$$\mathsf{A_F} = \lambda M. \lambda x. \lambda y. (\mathsf{fmap_F} \lambda a. \lambda b. M(a,b))(x) <*>y$$
 
$$\mathsf{UL_F} = \lambda M. \lambda x. \lambda \varphi. M(x, \lambda b. \varphi(\eta_F b))$$
 
$$\mathsf{J_F} = \lambda M. \lambda x. \lambda y. \mu_F M(x,y)$$







## Reductions

#### Reductions include the following:

- When two effects commute, we choose an order to apply them.
- We use UR instead of using MR or DNMR when possible.
- We always use modes J, C and DN as early as possible. The fact this works is a consequence of Theorem 3.1 on the denotation diagrams.
- All the rules provided in the previous section can be rewritten here too.





## **Conclusion**

We have formalised an enhancement of usual type systems for natural language semantics.

Thanks to the introduction of the string diagrams, this did not come at the cost of comprehension of the system nor efficiency.





## **Conclusion**

We have formalised an enhancement of usual type systems for natural language semantics.

Thanks to the introduction of the string diagrams, this did not come at the cost of comprehension of the system nor efficiency.

I would like to thank Simon Charlow for his advice, my mother for the knitting, Antoine Groudiev for the rotation of the snakes in equation labels, Bella Senturia, Bob Frank and Paul-André Melliès for their suggestions of papers to read about categories and linguistics.







## **Functor Denotations**

Constructor	fmap	Typeclass
$\mathbf{G}\left(\tau\right) = \mathbf{r} \to \tau$	$\mathbf{G}\varphi\left(x\right)=\lambda r.\varphi\left(xr\right)$	Monad
$\mathbf{W}\left(  au  ight) =  au  imes \mathbf{t}$	$\mathbf{W}\varphi\left(\langle a,p\rangle\right)=\langle\varphi a,p\rangle$	Monad
$\mathbf{S}\left(\tau\right)=\left\{ \tau\right\}$	$\mathbf{S}\varphi\left(\left\{ x\right\} \right)=\left\{ \varphi(x)\right\}$	Monad
$\mathbf{C}(\tau) = (\tau \to \mathbf{t}) \to \mathbf{t}$	$\mathbf{C}\varphi\left(x\right)=\lambda c.x\left(\lambda a.c\left(\varphi a\right)\right)$	Monad
$\mathbf{T}\left(\tau\right) = \mathbf{s} \to \left(\tau \times \mathbf{s}\right)$	$\mathrm{D}\varphi\left(\lambda s.\left\{\left\langle x,x+s\right\rangle  px\right\}\right)=\lambda s.\left\langle \varphi x,\varphi x+s\right\rangle$	Monad
$\mathbf{F}\left(\tau\right)=\tau\times\mathbf{S}\tau$	$\mathbf{F}\varphi\left(\left\langle v,\left\{ x x\in D_{e}\right\} \right\rangle\right)=\left\langle \varphi\left(v\right),\left\{ x x\in D_{e}\right\} \right\rangle$	Monad
$\mathbf{D}\left(  au ight) =\mathbf{s} ightarrow\mathbf{S}\left(  au imes\mathbf{s} ight)$	$\mathrm{D}\varphi\left(\lambda s.\left\{\left\langle x,x+s\right\rangle  px\right\}\right)=\lambda s.\left\{\left\langle \varphi x,\varphi x+s\right\rangle  px\right\}$	Monad
$ extbf{M}( au) =  au + ot$	$\mathbf{M}\varphi\left(x\right) = \begin{cases} \varphi\left(x\right) & \text{if } \Gamma \vdash x : \tau \\ \# & \text{if } \Gamma \vdash x : \# \end{cases}$	Monad





## **CFG** of English

```
CP
    := DP, VP
                         NP ::= AdjP, NP
       Cmp, CP
                                NP, AdjP
       | CP, CBar
                         AdjP ::= TAdj, DP
CBar ::= Cor, CP
                                Deg, AdjP
Dbar ::= Cor, DP
                         VP
                             ::= TV, DP
                                 AV, CP
DP ::= DP, Dbar
                                 VP, AdvP
       Dmp, DP
        Det, NP
                         TV ::= DV, DP
        Gen, TN
                         AdvP ::= TAdv, DP
```

Gen

::= DP, GenD





# **CFG** for Parsing





#### **Combinator Denotations**

$$>= \lambda \varphi.\lambda x. \varphi x \\ <= \lambda x. \lambda \varphi. \varphi x \\ \mathrm{ML}_{F} = \lambda M.\lambda x. \lambda y. (\mathrm{fmap}_{F}\lambda a. M(a,y)) x \\ \mathrm{MR}_{F} = \lambda M.\lambda x. \lambda y. (\mathrm{fmap}_{F}\lambda b. M(x,b)) y \\ \mathrm{A}_{F} = \lambda M.\lambda x. \lambda y. (\mathrm{fmap}_{F}\lambda a. \lambda b. M(a,b)) (x) <*>y \\ \mathrm{UL}_{F} = \lambda M.\lambda x. \lambda \varphi. M(x, \lambda b. \varphi(\eta_{F}b)) \\ \mathrm{UR}_{F} = \lambda M.\lambda \varphi. \lambda y. M(\lambda a. \varphi(\eta_{F}a), y) \\ \mathrm{J}_{F} = \lambda M.\lambda x. \lambda y. \mu_{F} M(x,y) \\ \mathrm{C}_{LR} = \lambda M.\lambda x. \lambda y. \varepsilon_{LR} (\mathrm{fmap}_{L}(\lambda l. \mathrm{fmap}_{R}(\lambda r. M(l,r))(y)) (x)) \\ \mathrm{EL}_{R} = \lambda M.\lambda \varphi. \lambda y. M(\Upsilon_{R}\varphi, y) \\ \mathrm{ER}_{R} = \lambda M.\lambda x. \lambda \varphi. M(x, \Upsilon_{R}\varphi) \\ \mathrm{DN}_{\mathbb{H}} = \lambda M.\lambda x. \lambda y. \Downarrow M(x,y)$$