

# Language Technology

<http://cs.lth.se/edan20/>  
Chapter 15: Lexical Semantics

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# Words and Meaning

Referred to as lexical semantics:

- Classes of words: If it is hot, can it be cold?
- Definition: What is a meal? What is a table?
- Reasoning: The meal is on the table. Is it cold?



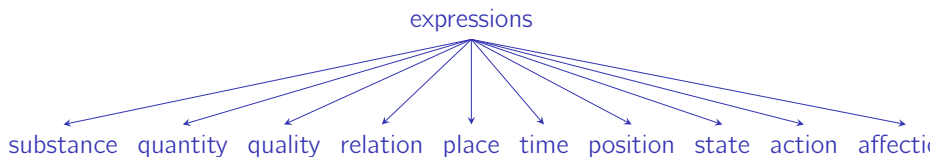
# Categories of Words

*Expressions, which are in no way composite, signify substance, quantity, quality, relation, place, time, position, state, action, or affection. To sketch my meaning roughly, examples of substance are 'man' or 'the horse', of quantity, such terms as 'two cubits long' or 'three cubits long', of quality, such attributes as 'white', 'grammatical'. 'Double', 'half', 'greater', fall under the category of relation; 'in the market place', 'in the Lyceum', under that of place; 'yesterday', 'last year', under that of time. 'Lying', 'sitting', are terms indicating position, 'shod', 'armed', state; 'to lance', 'to cauterize', action; 'to be lanced', 'to be cauterized', affection.*

Aristotle, *Categories*, IV. (trans. E. M. Edghill)



# Representation of Categories



# Classes

- Synonymy/Antonymy
- Polysemy
- Hyponyms/Hypernyms `is_a(tree, plant)`, life form, entity
- Meronyms/Holonyms `part_of(leg, table)`
- Grammatical cases: [*nominative* I] *broke* [*accusative* the window] [*ablative* with a hammer]
- Semantic cases: [*actor* I] *broke* [*object* the window] [*instrument* with a hammer]
- Case ambiguity (*The window broke/ I broke the window*)



# Lexical Database

```
%% is_a(?Word, ?Hypernym)
is_a(hedgehog, insectivore).
is_a(cat, feline).
is_a(feline, carnivore).
is_a(insectivore, mammal).
is_a(carnivore, mammal).
is_a(mammal, animal).
is_a(animal, animate_being).

hypernym(X, Y) :- is_a(X, Y).
hypernym(X, Y) :- is_a(X, Z), hypernym(Z, Y).
```



# Semantic Networks



# An Example: WordNet

|            |   |
|------------|---|
| Nouns      | hyponyms/hypernyms<br>synonyms/antonyms<br>meronyms   |
| Adjectives | synonyms/antonyms<br>relational fraternal → brother   |
| Verbs      | Semantic domains (body function, change, communication, perception, contact, motion, creation, possession, competition, emotion, cognition, social interaction, weather)<br>Synonymy, Antonymy: (rise/fall, ascent/descent, live/die)<br>“Entailment”: succeed/try, snore/sleep |





# Semantics and Reasoning

*The caterpillar ate the hedgehog.*

Representation:

$$\exists(X, Y), \text{caterpillar}(X) \wedge \text{hedgehog}(Y) \wedge \text{ate}(X, Y).$$

Reasoning (inference):

It is untrue because the query:

?- predator(X, hedgehog)

X = foxes, eagles, car drivers, ...

but no caterpillar.



# Lexicons

Words are ambiguous: A same form may have more than one entry and sense.

The *Oxford Advanced Learner's Dictionary* (OLAD) lists five entries for *bank*:

- ① *noun*, raised ground
- ② *verb*, turn
- ③ *noun*, organization
- ④ *verb*, place money
- ⑤ *noun*, row or series

and five senses for the first entry.



# Definitions

Short texts describing a word:

- A **genus** or superclass using a hypernym.
- Specific attributes to differentiate it from other members of the superclass. This part of the definition is called the *differentia specifica*.

bank (1.1): **a land** sloping up along each side of a canal or a river.

hedgehog: **a small animal** with stiff spines covering its back.

waiter: **a person** employed to serve customers at their table in a restaurant, etc.



# Significance of the Sense

| French       | German      | Danish      |
|--------------|-------------|-------------|
| <i>arbre</i> | <i>Baum</i> |             |
|              | <i>Holz</i> | <i>Træ</i>  |
| <i>bois</i>  |             |             |
| <i>forêt</i> | <i>Wald</i> | <i>Skov</i> |

| French      | Welsh         |
|-------------|---------------|
|             | <i>gwyrdd</i> |
| <i>vert</i> |               |
| <i>bleu</i> | <i>glas</i>   |
| <i>gris</i> |               |
|             | <i>llwyd</i>  |
| <i>brun</i> |               |



# Sense Tagging Using the Oxford Advanced Learner's Dictionary (OALD)

Sentence: *The patron ordered a meal*

| Words             | Definitions  | Sense      |
|-------------------|--|------------|
| <i>The patron</i> | <b>Correct sense:</b> A customer of a shop, restaurant, theater  | <b>1.2</b> |
|                   | <b>Alternate sense:</b> A person who gives money or support to a person, an organization, a cause or an activity | <b>1.1</b> |
| <i>ordered</i>    | <b>Correct sense:</b> To request somebody to bring food, drink, etc in a hotel, restaurant etc.                  | <b>2.3</b> |
|                   | <b>Alternate senses:</b> To give an order to somebody  | <b>2.1</b> |
|                   | To request somebody to supply or make goods, etc   | <b>2.2</b> |
|                   | To put something in order  | <b>2.4</b> |
| <i>a meal</i>     | <b>Correct sense:</b> The food eaten on such occasion  | <b>1.2</b> |
|                   | <b>Alternate sense:</b> An occasion where food is eaten  | <b>1.1</b> |



# Identifying Senses

Semantic tagging looks like POS tagging: it assumes the sense of a word depends on its context.

*We analyze the interaction between **bank** and market finance in a model where bankers gather information through monitoring...*

Statistical techniques optimize a sequence of semantic tags.

The context  $C$  of word  $w$  is defined as:

$$W_{-m}, W_{-m+1}, \dots, W_{-1}, W, W_1, \dots, W_{m-1}, W_m.$$

If  $w$  has  $n$  senses,  $s_1..s_n$ , the optimal sense given  $C$  is defined as:

$$\hat{s} = \arg \max_{s_i, 1 \leq i \leq n} P(s_i | C).$$

Using Bayes' rule, we have:

$$\begin{aligned} \hat{s} &= \arg \max_{s_i, 1 \leq i \leq n} P(s_i) P(C | s_i), \\ &= \arg \max_{s_i, 1 \leq i \leq n} P(s_i) P(W_{-m}, W_{-m+1}, \dots, W_{-1}, W_1, \dots, W_{m-1}, W_m | s_i). \end{aligned}$$



# Naïve Bayes

The Naïve Bayes classifier uses the bag-of-word approach.  
We replace

$$P(w_{-m}, w_{-m+1}, \dots, w_{-1}, w_1, \dots, w_{m-1}, w_m | s_i)$$

with the product of probabilities:

$$\prod_{j=-m, j \neq 0}^m P(w_j | s_i).$$

SemCor is a sense-annotated corpus for English.  
Semisupervised and unsupervised algorithms



# Using Dictionaries (Lesk and derived methods)

*We analyze the interaction between **bank** and market **finance** in a model where bankers gather information through monitoring and screening*

Maximally overlapping definitions (Oxford Advanced Learner's Dictionary, 1995):

- Bank:

Sense 1: The land sloping up along each side of a river or a canal; the ground near a river

Sense 3: An organization or a place that provides a financial service. Customers keep their **money** in the bank safely and it is paid out when needed by the means of cheques, etc.

- Finance:

Sense 1: The **money** used or needed to support an activity project, etc; the management of **money**





# Beyond Words: Predicates and Arguments

Dictionaries store information about how words combine with other words to form larger structures.

This information is called valence (cf. valence in chemistry)

In the *Oxford Advanced Learner's Dictionary*, **tell**, sense 1, has the valence patterns:

tell something (to somebody) / tell somebody (something)  
as in:

- *I told a lie to him*
- *I told him a lie*

Both have the same predicate–argument representation:

tell.01(Speaker: I, Utterance: a lie, Hearer: him)



# Case Grammar

Verbs have semantic cases (or semantic roles):

- An Agent – Instigator of the action (typically animate)
- An Instrument – Cause of the event or object in causing the event (typically animate)
- A Dative – Entity affected by the action (typically animate)
- A Factitive – Object or being resulting from the event
- A Locative – Place of the event
- A Source – Place from which something moves,
- A Goal – Place to which something moves,
- A Beneficiary – Being on whose behalf the event occurred (typically animate)
- A Time – Time at which the event occurred
- An Object – Entity that is acted upon or that changes, the most general case.



# Case Grammar: An Example

`open(Object, {Agent}, {Instrument})`

*The door opened*

*John opened the door*

*The wind opened the door*

*John opened the door with a chisel*

Object = *door*

Object = *door* and Agent = *John*

Object = *door* and Agent = *wind*

Object = *door*, Agent = *John*, and  
Instrument = *chisel*



# Parsing with Cases

*The waiter brought the meal to the patron*

Identify the verb **bring** and apply constraints:

| Case                        | Type    |              | Value             |
|-----------------------------|---------|--------------|-------------------|
| <b>Agentive</b>             | Animate | (Obligatory) | <i>The waiter</i> |
| <b>Objective (or theme)</b> |         | (Obligatory) | <i>the meal</i>   |
| <b>Dative</b>               | Animate | (Optional)   | <i>the patron</i> |
| <b>Time</b>                 |         | (Obligatory) | <i>past</i>       |



# FrameNet

In 1968, Fillmore wrote an oft cited paper on case grammars.

Later, he started the FrameNet project:

<http://framenet.icsi.berkeley.edu/>

FrameNet is an extensive lexical database itemizing the case (or frame) properties of English verbs.

In FrameNet, Fillmore no longer uses universal cases but a set of frames – predicate argument structures – where each frame is specific to a class of words.



# The *Impact* Frame

Impact:

*bang.v, bump.v, clang.v, clunk.v, collide.v, collision.n, crash.v, crash.n, crunch.v, glancing.a, graze.v, hit.v, hit.n, impact.v, impact.n, plop.v, plough.v, plunk.v, run.v, slam.v, slap.v, smack.v, smash.v, strike.v, thud.v, thump.v*

Frame elements:

*cause, force, impactee, impactor, impactors, manner, place, result, speed, sub\_location, time.*



# The *Revenge* Frame

15 lexical units (verb, nouns, adjectives):

*avenge.v, avenger.n, get back (at).v, get\_even.v, retaliate.v, retaliation.n, retribution.n, retributive.a, retributory.a, revenge.n, revenge.v, revengeful.a, revenger.n, vengeance.n, vengeful.a, and vindictive.a.*

Five frame elements (FE):

*Avenger, Punishment, Offender, Injury, and Injured\_party.*

The lexical unit in a sentence is called the target.



# Annotation

- ① [*<Avenger>* His brothers] **avenged** [*<Injured\_party>* him].
- ② With this, [*<Avenger>* El Cid] at once **avenged** [*<Injury>* the death of his son].
- ③ [*<Avenger>* Hook] tries to **avenge** [*<Injured\_party>* himself] [*<Offender>* on Peter Pan] [*<Punishment>* by becoming a second and better father].

FrameNet uses three annotation levels: Frame elements, Phrase types (categories), and grammatical functions.

GFs are specific to the target's part-of-speech (i.e. verbs, adjectives, prepositions, and nouns).

For the verbs, three GFs: Subject (Ext), Object (Obj), Complement (Dep), and Modifier (Mod), i.e. modifying adverbs ended by *-ly* or indicating manner





# The Valence Pattern

|         |               |    |         |               |          |            |
|---------|---------------|----|---------|---------------|----------|------------|
| Sent. 1 | <i>avenge</i> | FE | Avenger | Injured_party |          |            |
|         |               | PT | NP      | NP            |          |            |
|         |               | GF | Ext     | Object        |          |            |
| Sent. 2 | <i>avenge</i> | FE | Avenger | Injury        |          |            |
|         |               | PT | NP      | NP            |          |            |
|         |               | GF | Ext     | Obj           |          |            |
| Sent. 3 | <i>avenge</i> | FE | Avenger | Injured_party | Offender | Punishment |
|         |               | PT | NP      | NP            | PP       | PPing      |
|         |               | GF | Ext     | Obj           | Comp     | Comp       |



# Automatic Frame-semantic Analysis (Johansson, 2008)

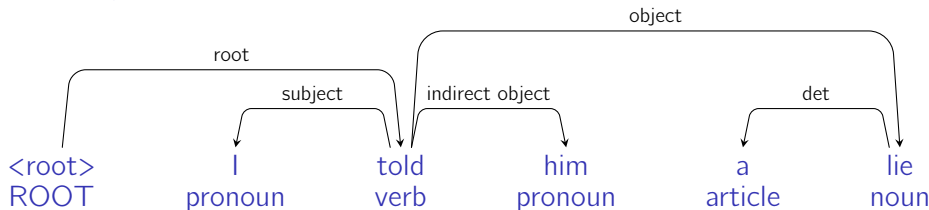
Given a sentence:

*I **told** him a lie*

and a target word – **tell** –, find the semantic arguments.

In Propbank, the possible arguments of **tell.01** are *speaker* (Arg0), *utterance* (Arg1), and *hearer* (Arg2)

Input: a syntax tree:



# Classification of Semantic Arguments (Johansson, 2008)

Two steps:

- Find the arguments,
- Determine the role (name) of each argument

The identification of semantic arguments can be modeled as a statistical classification problem.

What features are useful for this task? Examples:

- Grammatical function: subject, object, ...
- Voice: *I told a lie* / *I was told a lie*
- Semantic classes: *I told him* / *the note told him*
- Semantic class usually not available: use word instead



# Feature Extraction (Johansson, 2008)

Given a dependency tree:



We select the three dependents of *told* and we extract features to determine if it is a semantic argument and its name.

| Word       | Grammatical function | Voice  | Argument                |
|------------|----------------------|--------|-------------------------|
| <i>I</i>   | Subject              | Active | <i>speaker</i> (Arg0)   |
| <i>him</i> | Indirect object      | Active | <i>hearer</i> (Arg2)    |
| <i>lie</i> | Direct object        | Active | <i>utterance</i> (Arg1) |



# Propbank

Semantic analysis often uses Propbank instead of Framenet because of Propbank's larger annotated corpus

CoNLL 2008 and 2009 used Propbank for their evaluation of semantic parsers.

CoNLL annotation format of the sentence:

*The luxury auto maker last year sold 1,214 cars in the U.S.*

| ID | Form   | Lemma  | PLemma | POS | PPOS | Feats | PFeats | Head | PHead | Deprel | PDeprel | FillPred | Sense    | APred1 | APred2 |
|----|--------|--------|--------|-----|------|-------|--------|------|-------|--------|---------|----------|----------|--------|--------|
| 1  | The    | the    | the    | DT  | DT   | —     | —      | 4    | 4     | NMOD   | NMOD    | —        | —        | —      | —      |
| 2  | luxury | luxury | luxury | NN  | NN   | —     | —      | 3    | 3     | NMOD   | NMOD    | —        | —        | A1     | —      |
| 3  | auto   | auto   | auto   | NN  | NN   | —     | —      | 4    | 4     | NMOD   | NMOD    | —        | —        | A1     | —      |
| 4  | maker  | maker  | maker  | NN  | NN   | —     | —      | 7    | 7     | SBJ    | SBJ     | Y        | maker.01 | A0     | A0     |
| 5  | last   | last   | last   | JJ  | JJ   | —     | —      | 6    | 6     | NMOD   | NMOD    | —        | —        | —      | —      |
| 6  | year   | year   | year   | NN  | NN   | —     | —      | 7    | 7     | TMP    | TMP     | —        | —        | —      | AM-TMP |
| 7  | sold   | sell   | sell   | VBD | VBD  | —     | —      | 0    | 0     | ROOT   | ROOT    | Y        | sell.01  | —      | —      |
| 8  | 1,214  | 1,214  | 1,214  | CD  | CD   | —     | —      | 9    | 9     | NMOD   | NMOD    | —        | —        | —      | —      |
| 9  | cars   | car    | car    | NNS | NNS  | —     | —      | 7    | 7     | OBJ    | OBJ     | —        | —        | —      | A1     |
| 10 | in     | in     | in     | IN  | IN   | —     | —      | 7    | 7     | LOC    | LOC     | —        | —        | —      | AM-LOC |
| 11 | the    | the    | the    | DT  | DT   | —     | —      | 12   | 12    | NMOD   | NMOD    | —        | —        | —      | —      |
| 12 | U.S.   | u.s.   | u.s.   | NNP | NNP  | —     | —      | 10   | 10    | PMOD   | PMOD    | —        | —        | —      | —      |



# Visualizing Dependencies

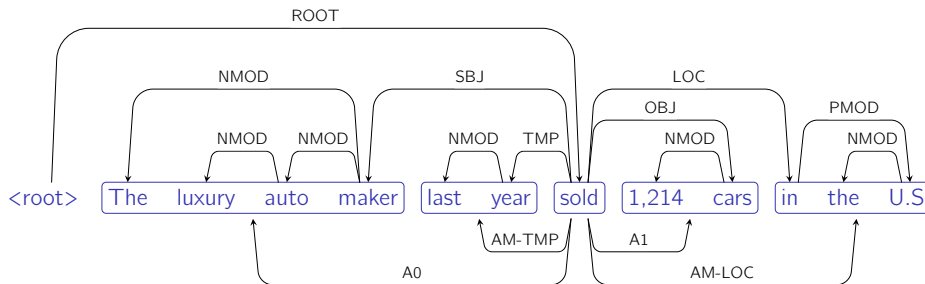
Syntactic dependencies:



Semantic dependencies (predicate–argument structures):



# Alternative Visualization



|          |     |        |      |       |        |      |      |       |      |        |     |      |
|----------|-----|--------|------|-------|--------|------|------|-------|------|--------|-----|------|
|          | The | luxury | auto | maker | last   | year | sold | 1,214 | cars | in     | the | U.S. |
| maker.01 |     | A1     |      | A0    |        |      |      |       |      |        |     |      |
| sell.01  | A0  |        |      |       | AM-TMP |      |      | A1    |      | AM-LOC |     |      |

# Parsing Pipeline

## Input sentence

The luxury auto maker last year sold 1,214 cars in the U.S.

## Predicate identification

The luxury auto **maker** last year **sold** 1,214 cars in the U.S.

(maker.??)

(sell.??)

## Predicate sense disambiguation

The luxury auto **maker** last year **sold** 1,214 cars in the U.S.

(maker.01)

(sell.01)

## Argument identification

The luxury auto maker last year **sold** 1,214 cars in the U.S.



## Argument labeling

The luxury auto maker last year **sold** 1,214 cars in the U.S.





# Parsing Components

Almost all the semantic parsers (or semantic role labelers) start with a parsing step: either dependencies or constituents.

The semantic parser consists of a sequence of classifiers.

Logistic regression is among the best classifiers.

Each classifier uses a set of features extracted from the previous steps.



# Features for the Predicate Identification

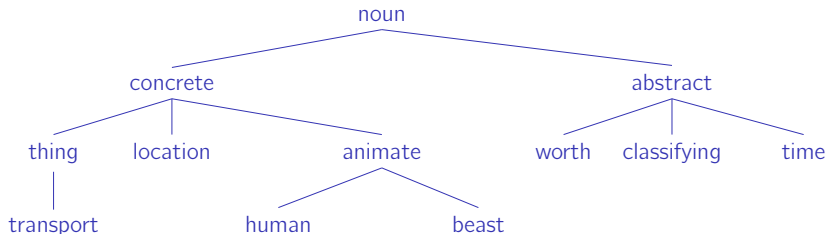
Features used by Johansson and Nugues (2008) and values for *sold* in *The luxury auto maker last year sold 1,214 cars in the U.S.*

| Feature         | Value                                   |
|-----------------|---|
| PredForm        | sold                                    |
| PredLemma       | sell                                    |
| PredHeadForm    | ROOT                                    |
| PredHeadPOS     | ROOT                                    |
| PredDeprel      | ROOT                                    |
| ChildFormSet    | {maker, year, cars, in}                 |
| ChildPOSSet     | {NN, NNS, IN}                           |
| ChildDepSet     | {SBJ, TMP, OBJ, LOC}                    |
| DepSubcat       | SBJ+TMP+OBJ+LOC                         |
| ChildFormDepSet | {maker+SBJ, year+TMP, cars+OBJ, in+LOC} |
| ChildPOSDepSet  | {NN+SBJ, NN+TMP, NNS+OBJ, IN+LOC}       |



# EVAR

EVAR is a German project that aims at providing information on trains



# EVAR's Case Grammar

- ① fahren1.1 (*The train is going from Hamburg to Munich*)
  - Instrument: noun group (nominative), Transport, obligatory
  - Source: prepositional group (Origin), Location, optional
  - Goal: prepositional group (Direction), Location, optional
- ② fahren1.2 (*I am going by train from Hamburg to Munich*)
  - Agent: noun group (nominative), Animate, obligatory
  - Instrument: prepositional group (prep = mit), Transport, optional
  - Source: prepositional group (Origin), Location, optional
  - Goal: prepositional group (Direction), Location, optional
- ③ Abfahrt1.1 (*The departure of the train at Hamburg for Munich*)
  - Object: noun group (genitive), Transport, optional
  - Location: prepositional group (Place), Location, optional
  - Time: prepositional group (Moment), Time, optional



# Application: Carsim

Identify the events (actions) and the semantic relations related to car accidents.

In Framenet, the **Impact** class consists of 38 verbs or nouns with the roles: **Impactor**, **Impactee**, **Impactees**

[<Impactor> The rock ] **HIT** [<Impactee> the sand ] with a thump

Source: <http://framenet.icsi.berkeley.edu/>

In Carsim:

[ACTOR En personbil ] **körde** [TIME vid femtiden ] [TIME på torsdagseftermiddagen ] in [VICTIM i ett radhus ] [LOC i ett äldreboende ] [LOC på Alvägen ] [LOC i Enebyberg ] [LOC norr om Stockholm ].

