



**SI 630**

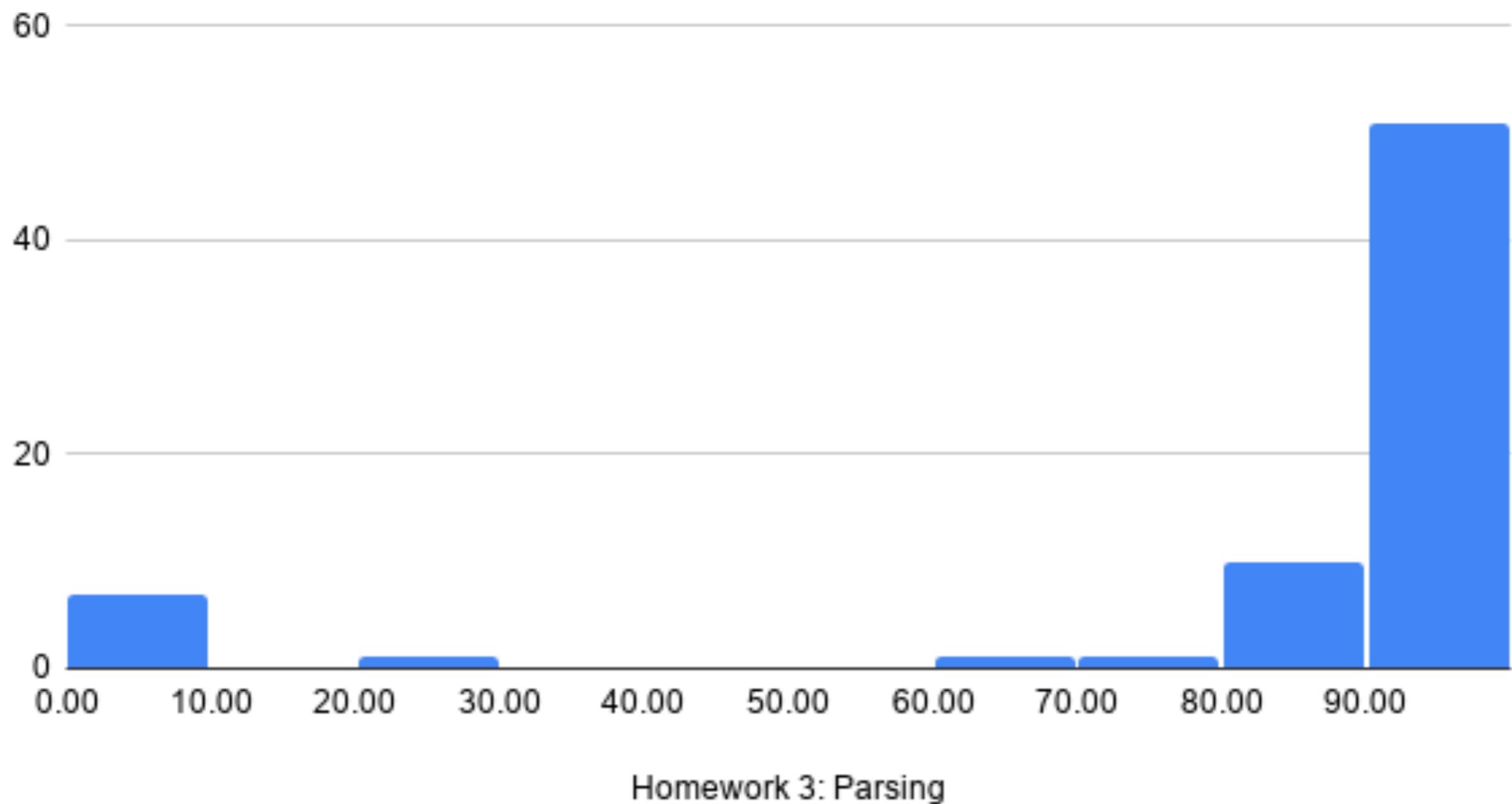
# Natural Language Processing: Algorithms and People

Lecture 11: Semantics + Midterm Review  
March 25, 2019



# Administration

## Histogram of Homework 3: Parsing



# Homework 5 goes out today (the last one!!)

- Story Generation!



# Homework 5

## Due Wednesday, April 15

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## Due Wednesday, April 15

- Two person homework!
- We give you lots of stories as training data
- Two-fold goal:
  - Train a deep learning system (GPT) to generate stories
  - Train a deep learning system (BERT) to detect computer generated stories

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- Get familiar with using cutting edge deep learning libraries
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- Be able to do generation/classification tasks for course projects, jobs, research, fun, etc.
- Make you super employable

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  - Jobs are limited to two hours

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- Overarching goals:
  - Practice communicating technical results to a general audience
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  - Be useful to other people interested in your topic
- Ask yourself: what can I teach others about my topic and how to solve my research problem?

# Project ~~Presentations~~ Blog Posts

- You can use any platform you want, though we recommend Medium
- Blog must be public, unless you seek approval first
- Blog post should **not** be:
  - A jupyter notebook with just a few comments
  - A mostly word-based blog (we want to see example, figures, tables, and even some code snippets!)
  - A copy of your final report
    - Important distinction:
      - report is expert-to-expert communication
      - blog post is expert-to-layperson (who is tech-savvy)

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  - Don't start at 10:00pm without at least looking at it prior

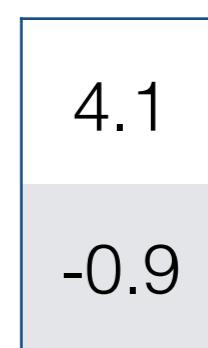


# Semantics

# Word representation

...	...
the	0
a	0
an	0
for	0
in	0
on	0
dog	1
cat	0
...	...

dog



*dog* is a point in V-dimensional space

*dog* is a point in 2-dimensional space

# Polysemy

the movie is so **bad** , in fact , that it  
retains that ridiculous tarzan call that  
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# Polysemy

Oxford English Dictionary

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slang (orig. U.S.). Formidable, good.

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## Sense 1

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# Polysemy

	Sense 1	Sense 2
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- $\text{bank}_1$  = “financial institution”
- $\text{bank}_2$  = “sloping mound”
- $\text{bank}_3$  = “biological repository”
- $\text{bank}_4$  = “building where a  $\text{bank}_1$  does its business”

# Word senses

- A word sense is a representation of one **aspect** of a word's meaning.

# Breakout session time! (5 min)

- How many meanings are there for
  - “line” (noun)
  - “hot” (adj)
  - “serve” (verb)
- We’ll discuss, so write your definitions down notes somewhere

# “Bank”

S: (n) **bank** (sloping land (especially the slope beside a body of water)) "they pulled the canoe up on the bank"; "he sat on the bank of the river and watched the currents"

S: (n) depository financial institution, **bank**, banking concern, banking company (a financial institution that accepts deposits and channels the money into lending activities) "he cashed a check at the bank"; "that bank holds the mortgage on my home"

S: (n) **bank** (a long ridge or pile) "a huge bank of earth"

S: (n) **bank** (an arrangement of similar objects in a row or in tiers) "he operated a bank of switches"

S: (n) **bank** (a supply or stock held in reserve for future use (especially in emergencies))

S: (n) **bank** (the funds held by a gambling house or the dealer in some gambling games) "he tried to break the bank at Monte Carlo"

S: (n) **bank**, cant, camber (a slope in the turn of a road or track; the outside is higher than the inside in order to reduce the effects of centrifugal force)

S: (n) savings bank, coin bank, money box, **bank** (a container (usually with a slot in the top) for keeping money at home) "the coin bank was empty"

S: (n) **bank**, bank building (a building in which the business of banking transacted) "the bank is on the corner of Nassau and Witherspoon"

S: (n) **bank** (a flight maneuver; aircraft tips laterally about its longitudinal axis (especially in turning)) "the plane went into a steep bank"

# line

## Noun

- S: (n) **line** (a formation of people or things one beside another) "*the line of soldiers advanced with their bayonets fixed*"; "*they were arrayed in line for battle*"; "*the cast stood in line for the curtain call*"
- S: (n) **line** (a mark that is long relative to its width) "*He drew a line on the chart*"
- S: (n) **line** (a formation of people or things one behind another) "*the line stretched clear around the corner*"; "*you must wait in a long line at the checkout counter*"
- S: (n) **line** (a length (straight or curved) without breadth or thickness; trace of a moving point)
- S: (n) **line** (text consisting of a row of words written across a page or computer screen) "*the letter consisted of three short lines*"; "*there are lines in every stanza*"
- S: (n) **line** (a single frequency (or very narrow band) of radiation in a spectrum)
- S: (n) **line** (a fortified position (especially one marking the most forward position of troops)) "*they attacked the enemy's line*"
- S: (n) **argumentation, logical argument, argument, line of reasoning, line of thought** (a course of reasoning aimed at demonstrating a truth or falsehood; the methodical process of logical reasoning) "*I can't follow your line of reasoning*"
- S: (n) **cable, line, transmission line** (a conductor for transmitting electrical signals or optical signals or electric power)
- S: (n) **course, line** (a connected series of events or actions or developments) "*the government took a firm course*"; "*historians can only point out the lines for which evidence is available*"
- S: (n) **line** (a spatial location defined by a real or imaginary unidimensional extent)
- S: (n) **winkle, furrow, crease, crinkle, seam, line** (a slight depression or ridge in the smoothness of a surface) "*his face has many lines*"; "*ironing gets rid of most wrinkles*"
- S: (n) **pipeline, line** (a pipe used to transport liquids or gases) "*a pipeline runs from the wells to the seaport*"
- S: (n) **line, railway line, rail line** (the road consisting of railroad track and roadbed)
- S: (n) **telephone line, phone line, telephone circuit, subscriber line, line of credit**

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S: (v) **serve**, serve well (promote, benefit, or be useful or beneficial to) "Art serves commerce"; "Their interests are served"; "The lake serves recreation"; "The President's wisdom has served the country well"

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S: (v) **serve**, attend to, wait on, attend, assist (work for or be a servant to) "May I serve you?"; "She attends the old lady in the wheelchair"; "Can you wait on our table, please?"; "Is a salesperson assisting you?"; "The minister served the King for many years"

S: (v) **serve**, process, swear out (deliver a warrant or summons to someone) "He was processed by the sheriff"

S: (v) suffice, do, answer, **serve** (be sufficient; be adequate, either in quality or quantity) "A few words would answer"; "This car suits my purpose well"; "Will \$100 do?"; "A 'B' grade doesn't suffice to get me into medical school"; "Nothing else will serve"

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S: (v) **serve**, service (mate with) "male animals serve the females for breeding purposes"

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# Word senses

- They rarely *serve* red meat
- He *served* as U.S. ambassador to Norway
- He might have *served* his time.

Jurafsky & Martin (2008)

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  - You are free to execute your laws and your citizens as you see fit. (ST:TNG)
  - I like my X like I like my Y: Z

# Word senses

I'm going to the bank

Je vais à la \_\_\_\_\_

# Word senses

I'm going to the bank

Je vais à la banque

(financial institution)

# Word senses

I'm going to the bank

Je vais à la rive

(side of the river)

# Relationship between senses

- Synonymy/antonymy
- Hypernymy
- Metonymy
- Meronymy

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couch	sofa
filbert	hazelnut
car	automobile
fair	impartial
fair	pale

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# Synonymy

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- How **big** is that plane?
- Would I be flying on a **large** or small plane?
- Miss Nelson, for instance, became a kind of **big** sister to Benjamin
- ?Miss Nelson, for instance, became a kind of **large** sister to Benjamin

# Antonymy

- Two senses of different words are synonyms of each other if their meaning is nearly opposite
- All aspects of meaning are nearly identical between antonyms, *except one* (very much like synonyms in this respect)

long	short	both describe length
big	little	both describe size
fast	slow	both describe speed
cold	hot	both describe temperature
dark	light	both describe luminescence

# Hyponymy

hypo = “under”  
(e.g., hypothermia)

- Sense A is a hyponym of sense B if A is a subclass of B
- Formally, entailment: for entity x,  $A(x) \Rightarrow B(x)$

hyponym/subordinate	hypernym/superordinate
car	vehicle
mango	fruit
chair	furniture
dog	mammal
mammal	animal

# Hyponymy

hypo = “under”  
(e.g., hypothermia)

- Hyponymy is generally transitive

hyponym/subordinate	hypernym/superordinate
car	vehicle
mango	fruit
chair	furniture
dog	mammal
mammal	animal
dog	animal

# Meronymy

- Part-whole relations. A meronym is a part of a holonym.

meronym	holonym
leg	chair
wheel	car
car	automobile

# WordNet

- Lexical database for nouns, verbs and adjectives/adverbs.
- Each word sense is arranged in a synset (category of near-synonyms) and each synset is related to others in terms of their sense relations.

# Relations

<b>Relation</b>	<b>Also Called</b>	<b>Definition</b>	<b>Example</b>
Hypernym	Superordinate	From concepts to superordinates	<i>breakfast</i> <sup>1</sup> → <i>meal</i> <sup>1</sup>
Hyponym	Subordinate	From concepts to subtypes	<i>meal</i> <sup>1</sup> → <i>lunch</i> <sup>1</sup>
Instance Hypernym	Instance	From instances to their concepts	<i>Austen</i> <sup>1</sup> → <i>author</i> <sup>1</sup>
Instance Hyponym	Has-Instance	From concepts to concept instances	<i>composer</i> <sup>1</sup> → <i>Bach</i> <sup>1</sup>
Member Meronym	Has-Member	From groups to their members	<i>faculty</i> <sup>2</sup> → <i>professor</i> <sup>1</sup>
Member Holonym	Member-Of	From members to their groups	<i>copilot</i> <sup>1</sup> → <i>crew</i> <sup>1</sup>
Part Meronym	Has-Part	From wholes to parts	<i>table</i> <sup>2</sup> → <i>leg</i> <sup>3</sup>
Part Holonym	Part-Of	From parts to wholes	<i>course</i> <sup>7</sup> → <i>meal</i> <sup>1</sup>
Substance Meronym		From substances to their subparts	<i>water</i> <sup>1</sup> → <i>oxygen</i> <sup>1</sup>
Substance Holonym		From parts of substances to wholes	<i>gin</i> <sup>1</sup> → <i>martini</i> <sup>1</sup>
Antonym		Semantic opposition between lemmas	<i>leader</i> <sup>1</sup> ⇔ <i>follower</i> <sup>1</sup>
Derivationally		Lemmas w/same morphological root	<i>destruction</i> <sup>1</sup> ⇔ <i>destroy</i> <sup>1</sup>
Related Form			

**Figure 17.2** Noun relations in WordNet.

# Synsets

synset	gloss
mark, grade, score	a number or letter indicating quality
scratch, scrape, scar, mark	an indication of damage
bell ringer, bull's eye, mark, home run	something that exactly succeeds in achieving its goal
chump, fool, gull, mark, patsy, fall guy, sucker, soft touch, mug	a person who is gullible and easy to take advantage of
mark, stigma, brand, stain	a symbol of disgrace or infamy

# Synsets

- S: (n) victim, dupe (a person who is tricked or swindled)
  - S: (n) person, individual, someone, somebody, mortal, soul (a human being) "*there was too much for one person to do*"
    - S: (n) organism, being (a living thing that has (or can develop) the ability to act or function independently)
    - S: (n) living thing, animate thing (a living (or once living) entity)
      - S: (n) whole, unit (an assemblage of parts that is regarded as a single entity) "*how big is that part compared to the whole?*"; "*the team is a unit*"
      - S: (n) object, physical object (a tangible and visible entity; an entity that can cast a shadow) "*it was full of rackets, balls and other objects*"
      - S: (n) physical entity (an entity that has physical existence)
        - S: (n) entity (that which is perceived or known or inferred to have its own distinct existence (living or nonliving))

Hypernyms of {chump, fool, gull, mark, patsy, fall guy, sucker, soft touch, mug} sunset

# WordNet + Distributional Semantics

- WordNet encodes human-judged measures of similarity. Learn distributed representations of words that respect WordNet similarities (Faruqui et al. 2015)
- By indexing word senses, we can build annotated resources on top of it for **word sense disambiguation**.

# Semcor

- Semcor: 200K+ words from Brown corpus tagged with Wordnet senses.
  - <http://web.eecs.umich.edu/~mihalcea/downloads/semcor/semcor3.0.tar.gz>

original	It urged that the city take steps to remedy this problem
lemma sense	It <b>urge</b> <sup>1</sup> that the <b>city</b> <sup>2</sup> <b>take</b> <sup>1</sup> <b>step</b> <sup>1</sup> to <b>remedy</b> <sup>1</sup> this <b>problem</b> <sup>2</sup>
synset number	It <b>urge</b> <sup>2:32:00</sup> that the <b>city</b> <sup>1:15:01</sup> <b>take</b> <sup>2:41:04</sup> <b>step</b> <sup>1:04:02</sup> to <b>remedy</b> <sup>2:30:00</sup> this <b>problem</b> <sup>1:10:00</sup>

[www.bit.ly/wordnet-serve](http://www.bit.ly/wordnet-serve)

- They rarely **serve** red meat
- Eisenhower **served** as Supreme Commander of the Allied Expeditionary Forces during WWII.
- He might have **served** his time.

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# “All-word” Word Sense Disambiguation (WSD)

“Only<sub>only1</sub> a relative<sub>relative1</sub> handful<sub>handful1</sub> of such<sub>such0</sub> reports<sub>report3</sub> was received<sub>receive2</sub>”

- For all **content** words in a sentence, resolve each token to its sense in an fixed sense inventory (e.g., WordNet).

# Word Sense Disambiguation (WSD)

- Dictionary methods (Lesk)
- Supervised (machine learning)
- Semi-supervised (Bootstrapping)

# Dictionary methods

- Predict the sense a given token that has the highest overlap between the token's **context** and sense's dictionary **gloss**.

# Dictionary methods

bank <sup>1</sup>	Gloss: Examples:	a financial institution that accepts deposits and channels the money into lending activities “he cashed a check at the bank”, “that bank holds the mortgage on my home”
bank <sup>2</sup>	Gloss: Examples:	sloping land (especially the slope beside a body of water) “they pulled the canoe up on the bank”, “he sat on the bank of the river and watched the currents”

“The boat washed up on the the river **bank.**”

# Lesk Algorithm

```
function SIMPLIFIED LESK(word, sentence) returns best sense of word
    best-sense  $\leftarrow$  most frequent sense for word
    max-overlap  $\leftarrow$  0
    context  $\leftarrow$  set of words in sentence
    for each sense in senses of word do
        signature  $\leftarrow$  set of words in the gloss and examples of sense
        overlap  $\leftarrow$  COMPUTEOVERLAP(signature, context)
        if overlap  $>$  max-overlap then
            max-overlap  $\leftarrow$  overlap
            best-sense  $\leftarrow$  sense
    end
    return(best-sense)
```

# Lesk Algorithm

- Extension (Basile et al. 2014): measure similarity between gloss  $g = \{g_1, \dots, g_G\}$  and context  $c = \{c_1, \dots, c_C\}$  as cosine similarity between sum of distributed representations

$$\cos \left( \sum_{i=1}^G g_i, \sum_{i=1}^C c_i \right)$$

# Supervised WSD

- We have labeled training data; let's **learn** from it.
  - Decision trees (Yarowsky 1994)
  - Naive Bayes, log-linear classifiers, support vector machines (Zhong and Ng 2010)
  - Bidirectional LSTM (Raganato et al. 2017)

# Supervised WSD

- Collocational: words in specific positions before/after the target word to be disambiguation
- Bag-of-words: words in window around target (without encoding specific position)

feature
$w_{i-1} = \text{fish}$
$w_{i-2} = \text{fish}$
$w_{i+1} = \text{fish}$
$w_{i+2} = \text{fish}$
word in context = fish
...

# Supervised learning

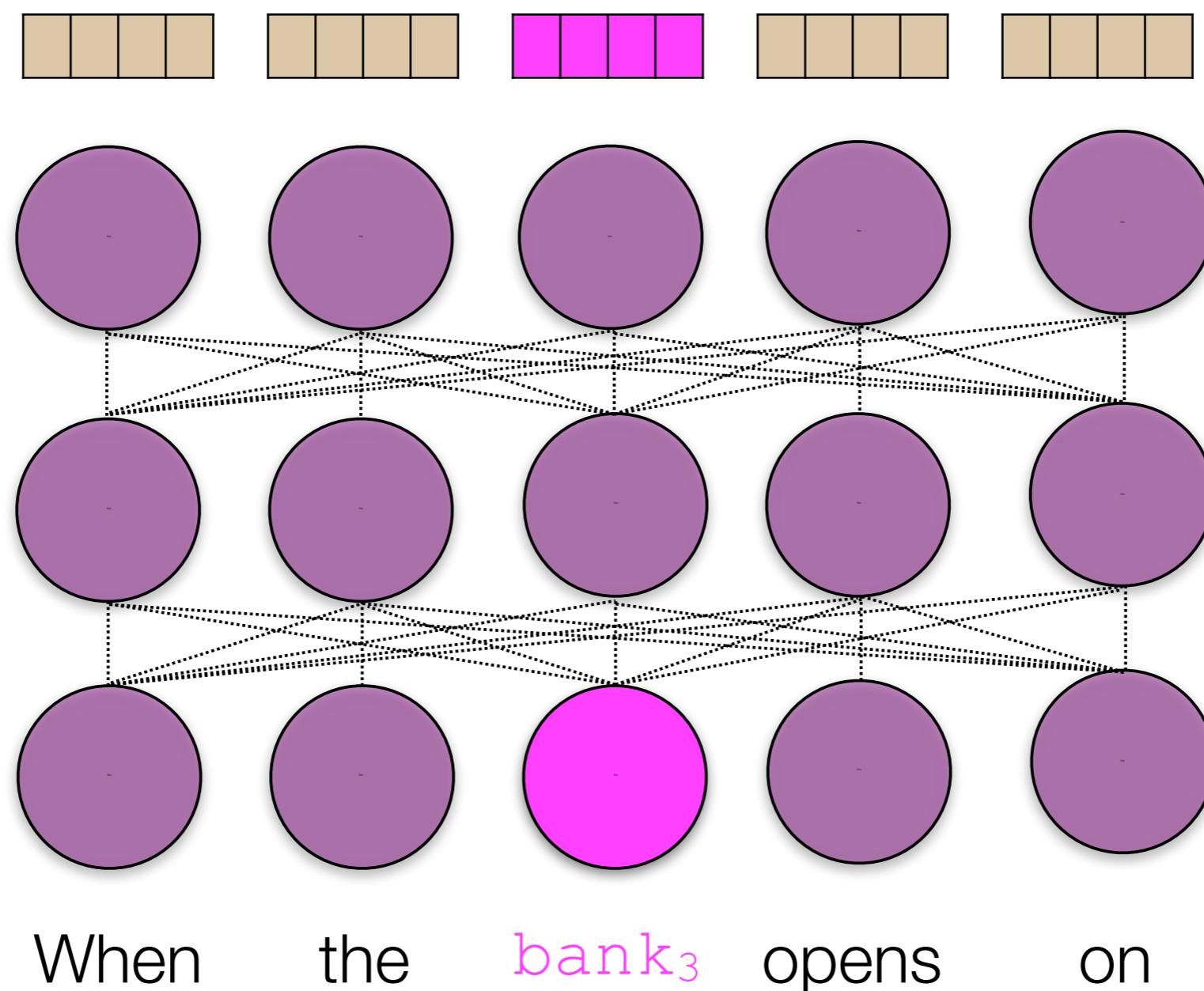
“I got money from the bank to buy a bass”

- Pre-processing: part of speech tagging, lemmatization, syntactic parsing (headwords, dependency relations)
- Collocations:
  - Token 1 word to the left, 1 word to the right
  - All words within window of n tokens

	Dev	Test Datasets				Concatenation of All Test Datasets					
		SE07	SE2	SE3	SE13	SE15	Nouns	Verbs	Adj.	Adv.	All
BLSTM	61.8	71.4	68.8	65.6	69.2		70.2	56.3	75.2	<b>84.4</b>	68.9
BLSTM + att.	62.4	71.4	<b>70.2</b>	66.4	70.8		71.0	<b>58.4</b>	75.2	83.5	69.7
BLSTM + att. + LEX	63.7	<b>72.0</b>	69.4	66.4	<b>72.4</b>		<b>71.6</b>	57.1	<b>75.6</b>	83.2	<b>69.9</b>
BLSTM + att. + LEX + POS	<b>64.8</b>	<b>72.0</b>	69.1	<b>66.9</b>	71.5		71.5	57.5	75.0	83.8	<b>69.9</b>
Seq2Seq	60.9	68.5	67.9	65.3	67.0		68.7	54.5	74.0	81.2	67.3
Seq2Seq + att.	62.9	69.9	69.6	65.6	67.7		69.5	57.2	74.5	81.8	68.4
Seq2Seq + att. + LEX	64.6	70.6	67.8	66.5	68.7		70.4	55.7	73.3	82.9	68.5
Seq2Seq + att. + LEX + POS	63.1	70.1	68.5	66.5	69.2		70.1	55.2	75.1	84.4	68.6
IMS	61.3	70.9	69.3	65.3	69.5		70.5	55.8	75.6	82.9	68.9
IMS+emb	<b>62.6</b>	<b>72.2</b>	<b>70.4</b>	65.9	71.5		<b>71.9</b>	56.6	<b>75.9</b>	<b>84.7</b>	<b>70.1</b>
Context2Vec	61.3	71.8	69.1	65.6	<b>71.9</b>		71.2	<b>57.4</b>	75.2	82.7	69.6
Lesk <sub>ext</sub> +emb	*56.7	63.0	63.7	66.2	64.6		70.0	51.1	51.7	80.6	64.2
UKB <sub>gloss</sub> w2w	42.9	63.5	55.4	*62.9	63.3		64.9	41.4	69.5	69.7	61.1
Babelfy	51.6	*67.0	63.5	<b>66.4</b>	70.3		68.9	50.7	73.2	79.8	66.4
MFS	54.5	65.6	*66.0	63.8	*67.1		67.7	49.8	73.1	80.5	65.5

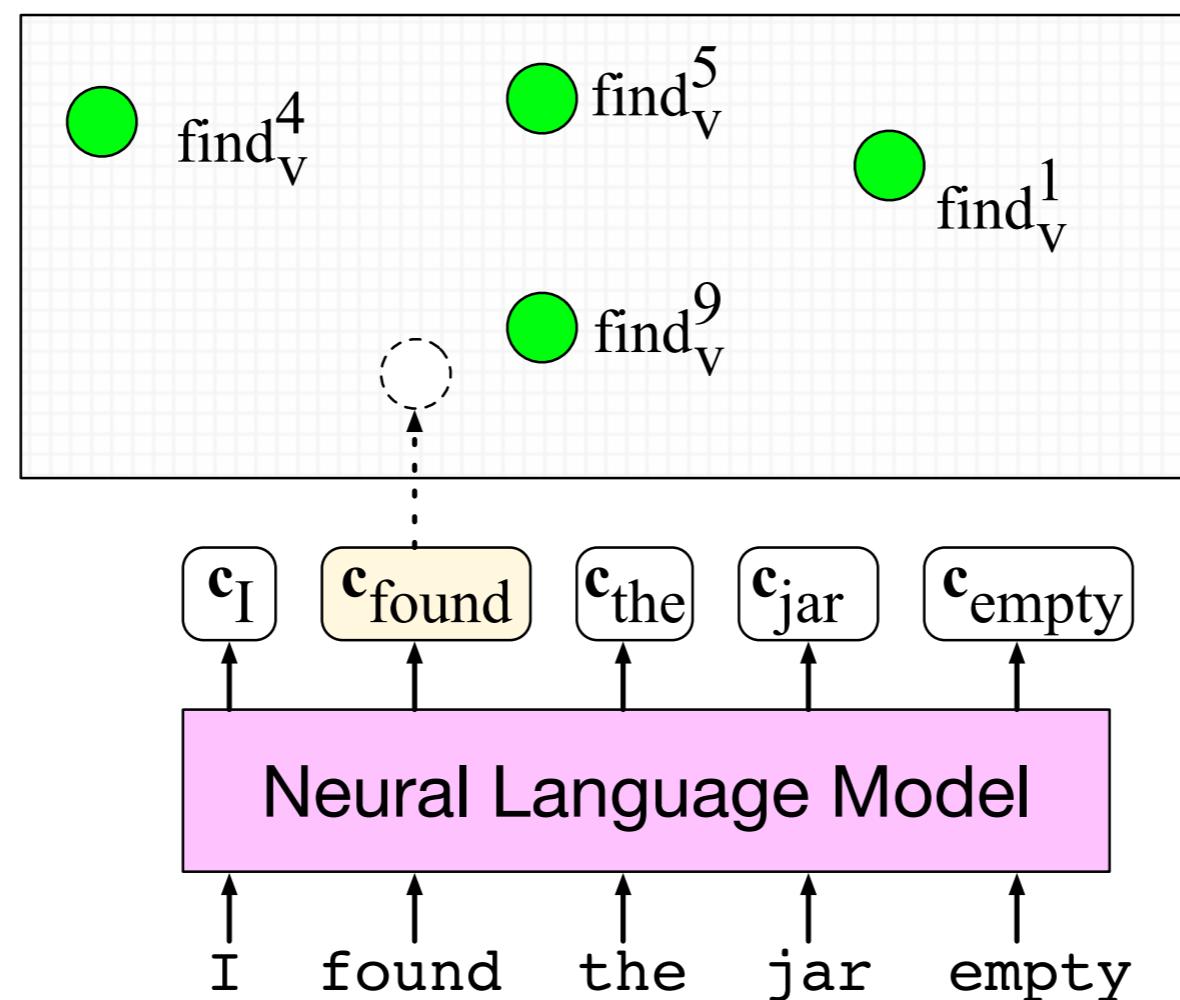
# WSD with Neural Language Models

Training: Use contextual embeddings on sense-tagged data to learn what each sense “looks like”



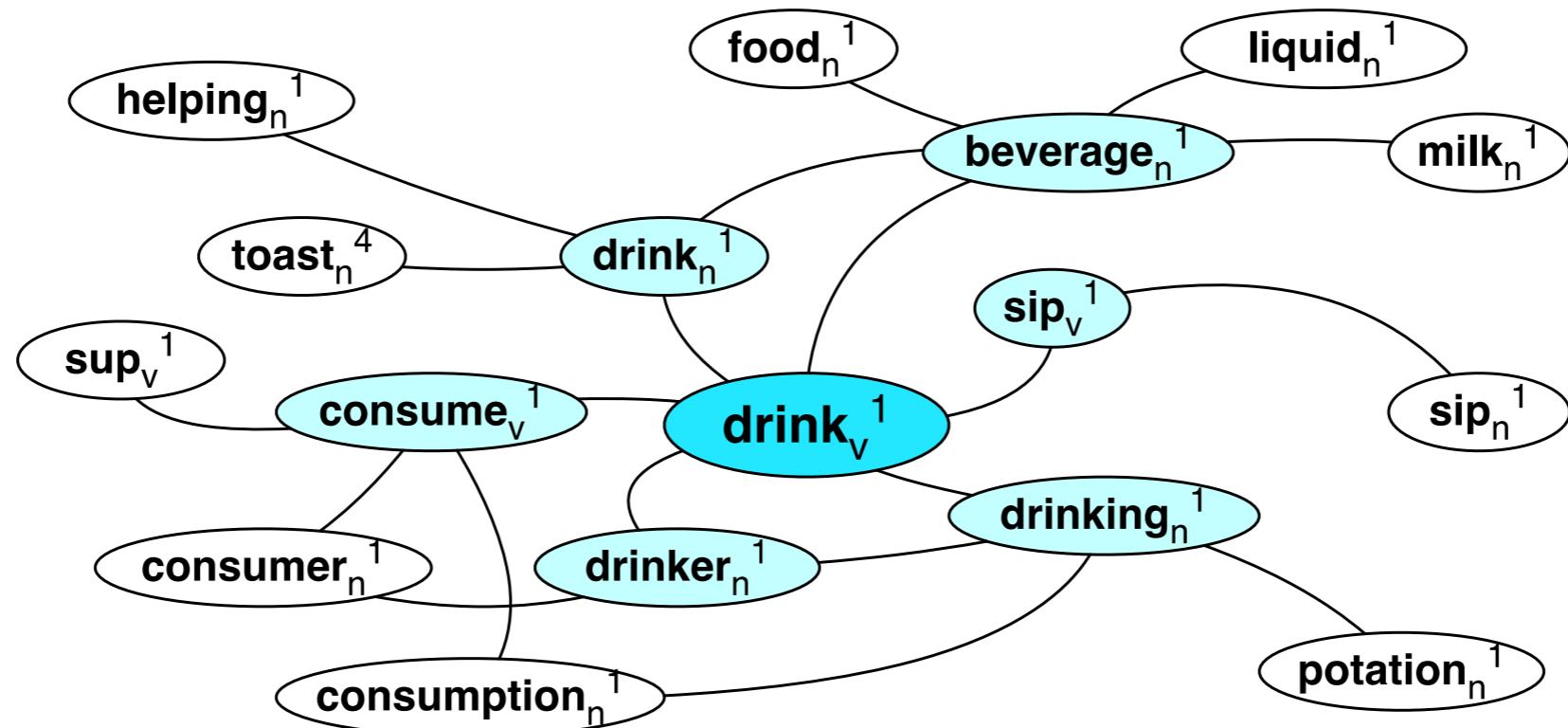
# WSD with Neural Language Models

During testing, generate a contextual embedding for the target word and choose the nearest neighbor of the sense-tagged contextual embeddings from training



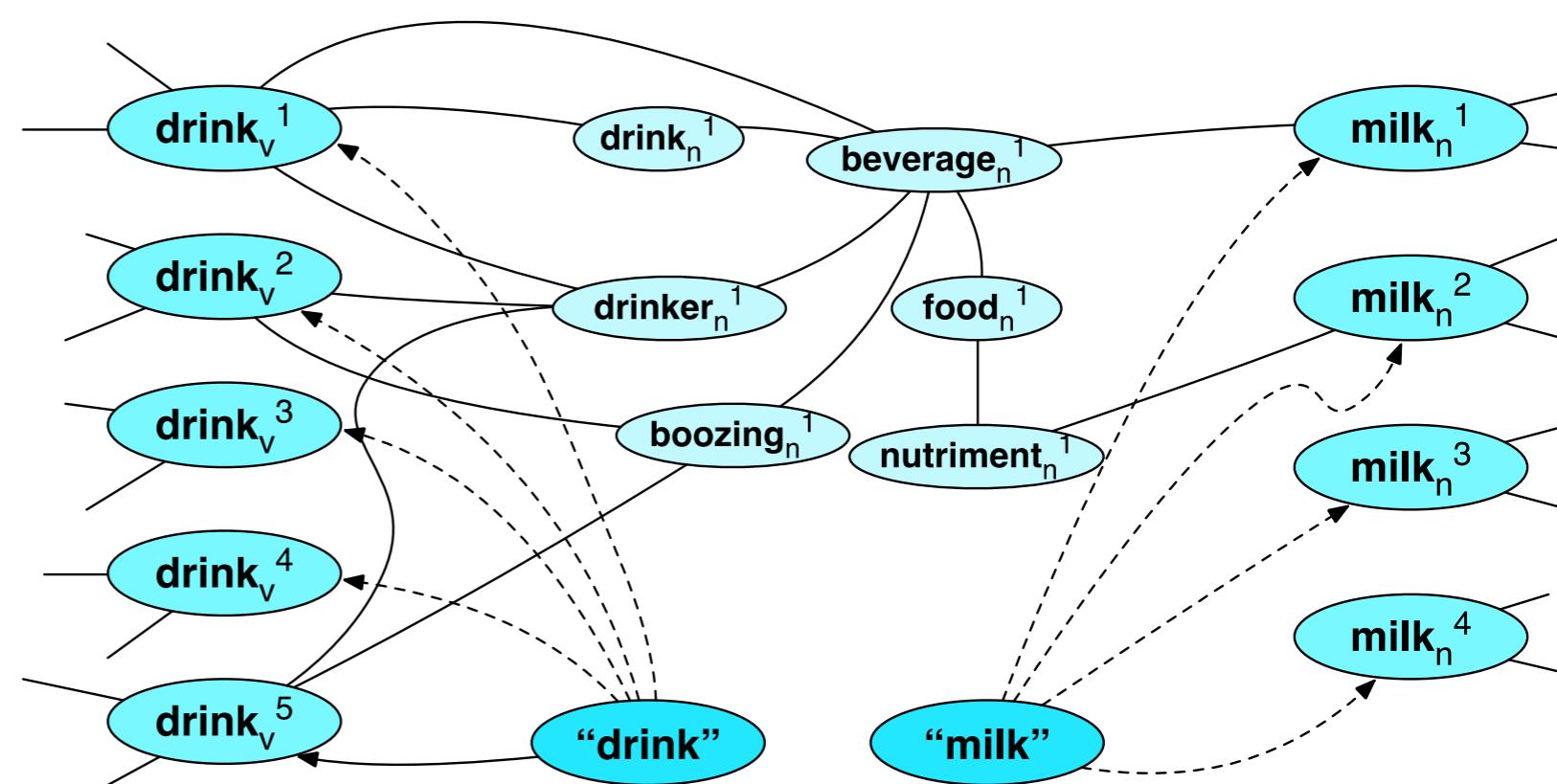
# Graph-based WSD methods

- WordNet can be viewed as a knowledge graph
  - senses are nodes
  - relations (hypernymy, meronymy) are edges
  - Also add edge between word and unambiguous gloss words



# How to use the graph for WSD

- Insert target word and words in its sentential context into the graph, with directed edges to their senses
- “She drank some milk”
- Now choose the most central sense
- Add some probability to “drink” and “milk” and compute node with highest PageRank



# One sense per discourse

- If a word appears **multiple times** in a document, it's usually with the **same sense**. (Gale et al. 1992)
  - Articles about financial banks don't use talk about river banks.

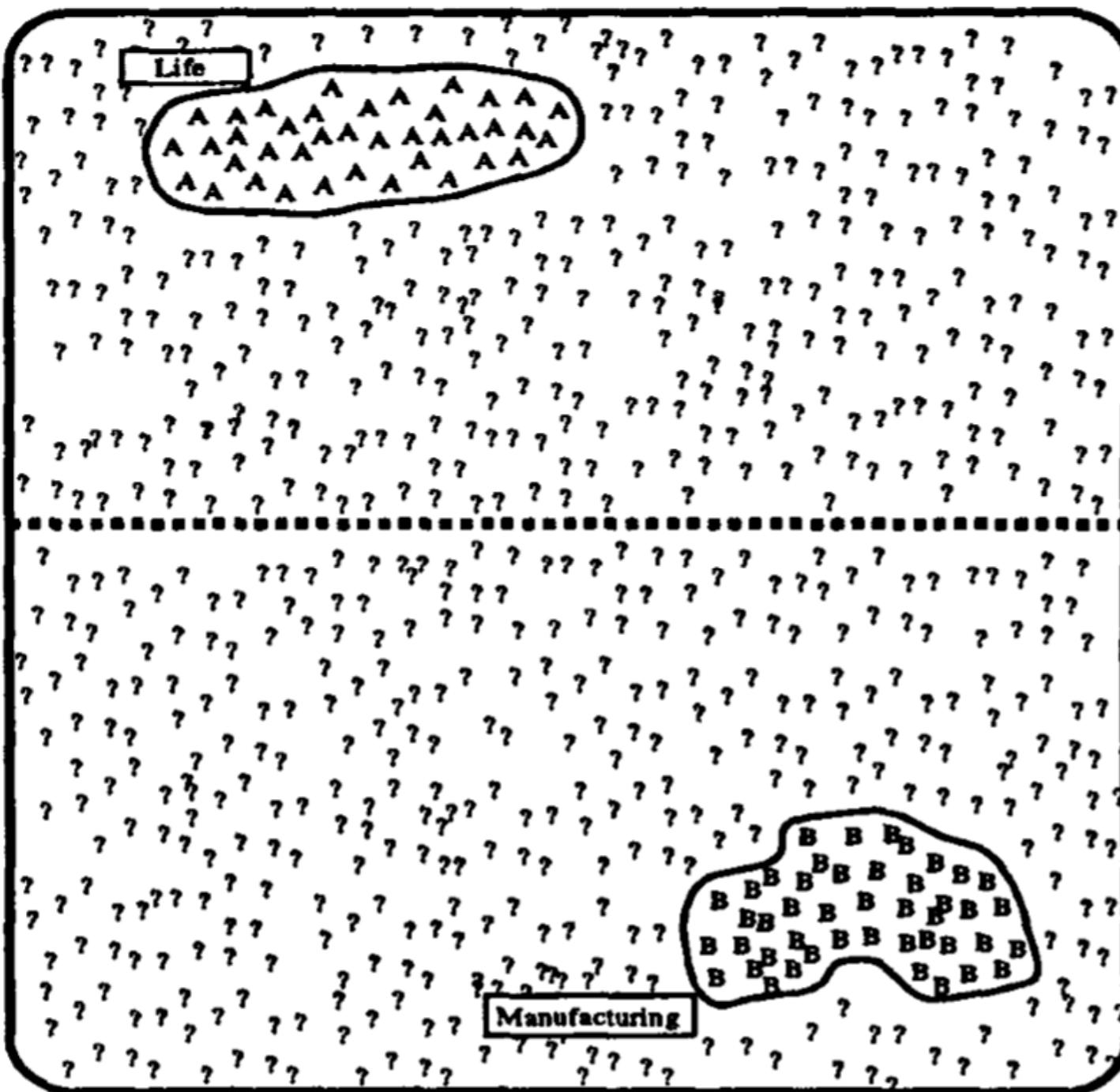
# Supervised learning

But WSD is not POS tagging! *Why?*

# Semi-supervised WSD

1. Produce seeds (dictionary definitions, single defining collocate, or label common collocates)
2. Repeat until convergence:
  1. Train supervised classifier on labeled examples
  2. Label all examples, and keep labels for high-confidence instances

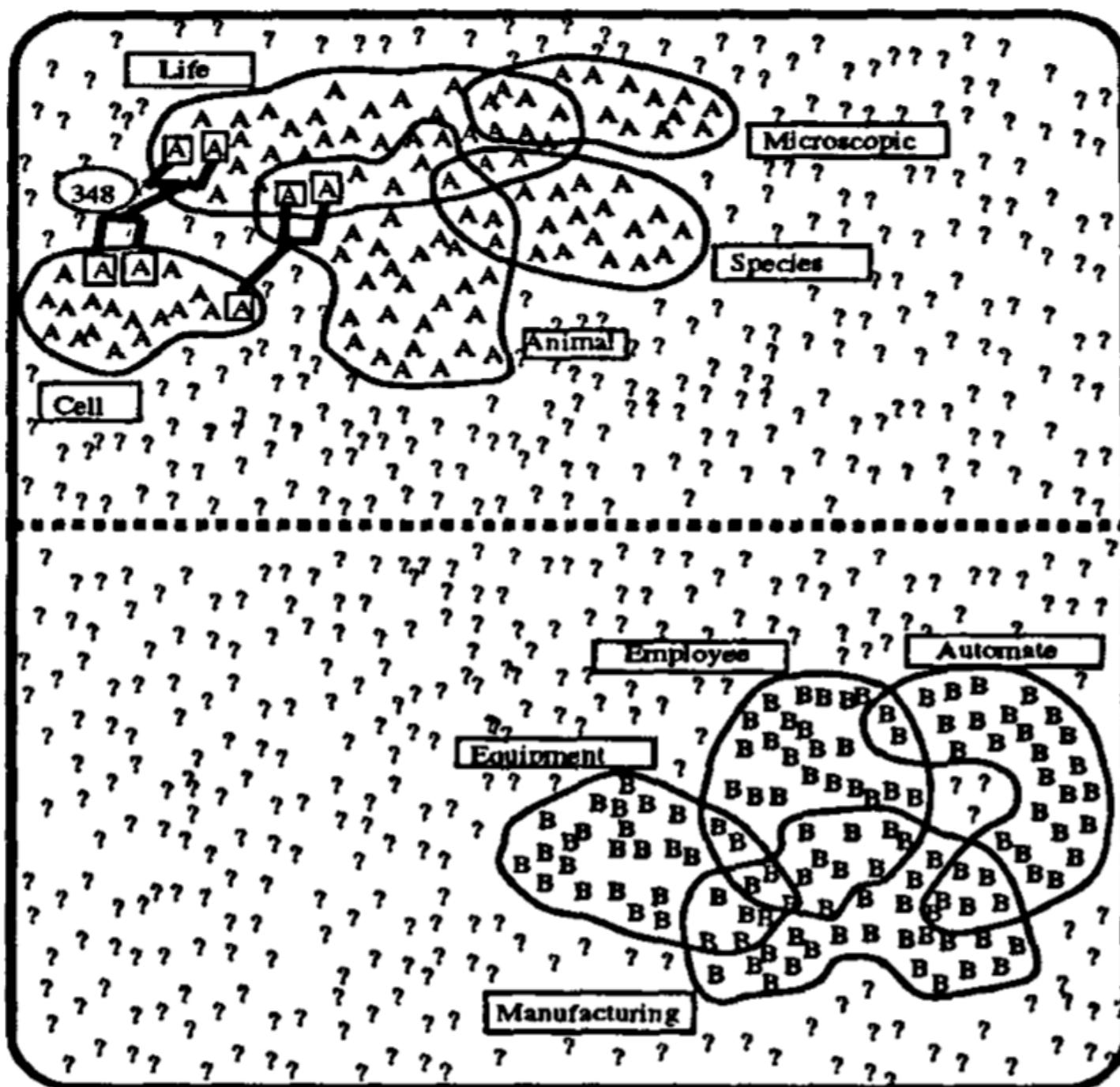
# Semi-supervised WSD



"Plant"

A = SENSE-A training example  
B = SENSE-B training example  
? = currently unclassified training example  
**Life** = Set of training examples containing the collocation "life".

# Semi-supervised WSD



“Plant”

A = SENSE-A training example  
B = SENSE-B training example

? = currently unclassified training example  
[Life] = Set of training examples containing the collocation “life”.

# Evaluation

- Annotated data; cross-validation.
  - Semcor
  - Ontonotes
- Semeval/Senseval competitions

# Hyponymy

# Hyponymy

Horse

# Hyponymy

Equine

Horse

# Hyponymy

Ungulate

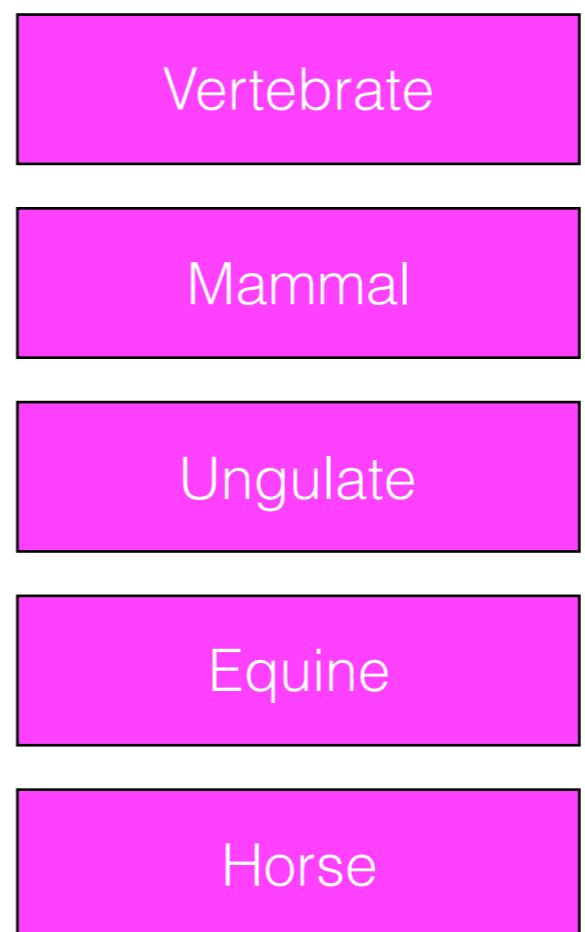
Equine

Horse

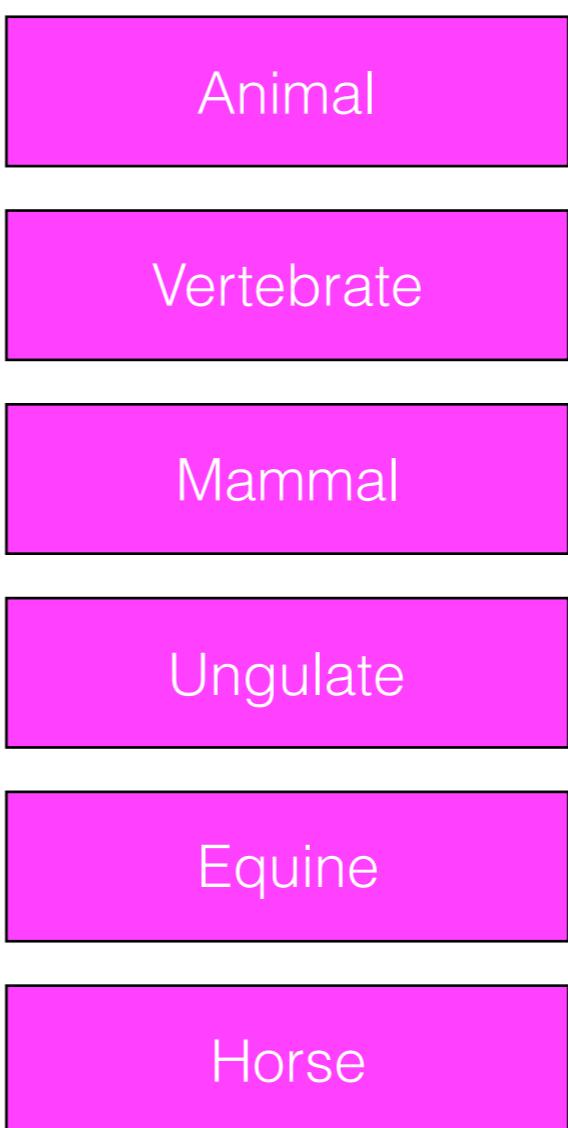
# Hyponymy



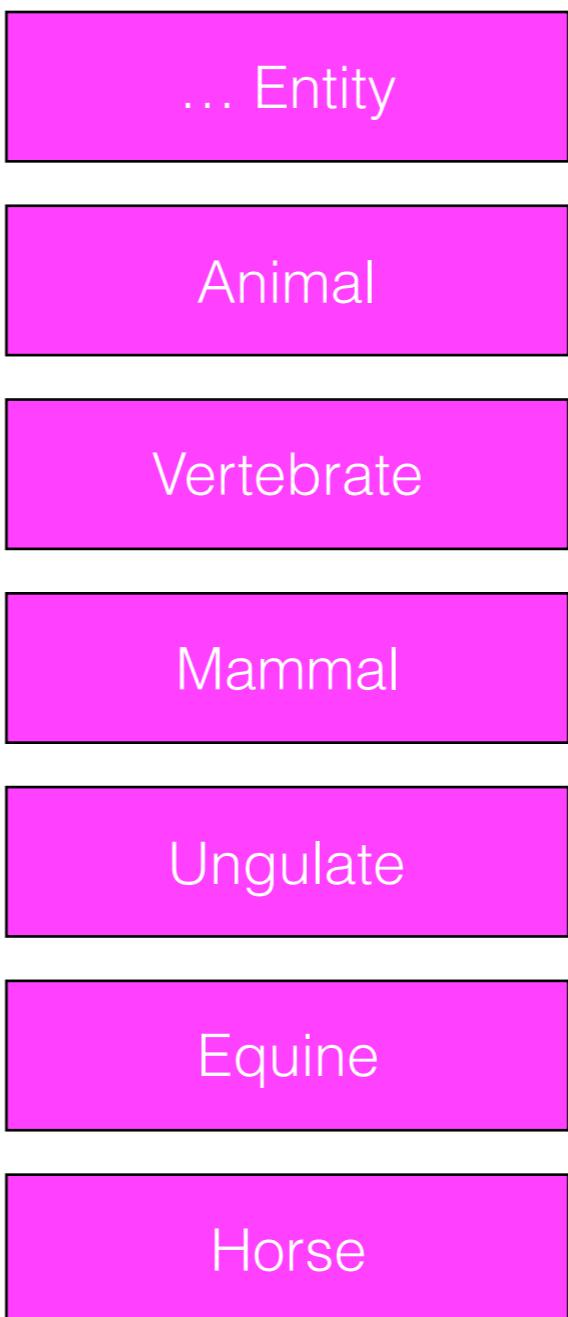
# Hyponymy



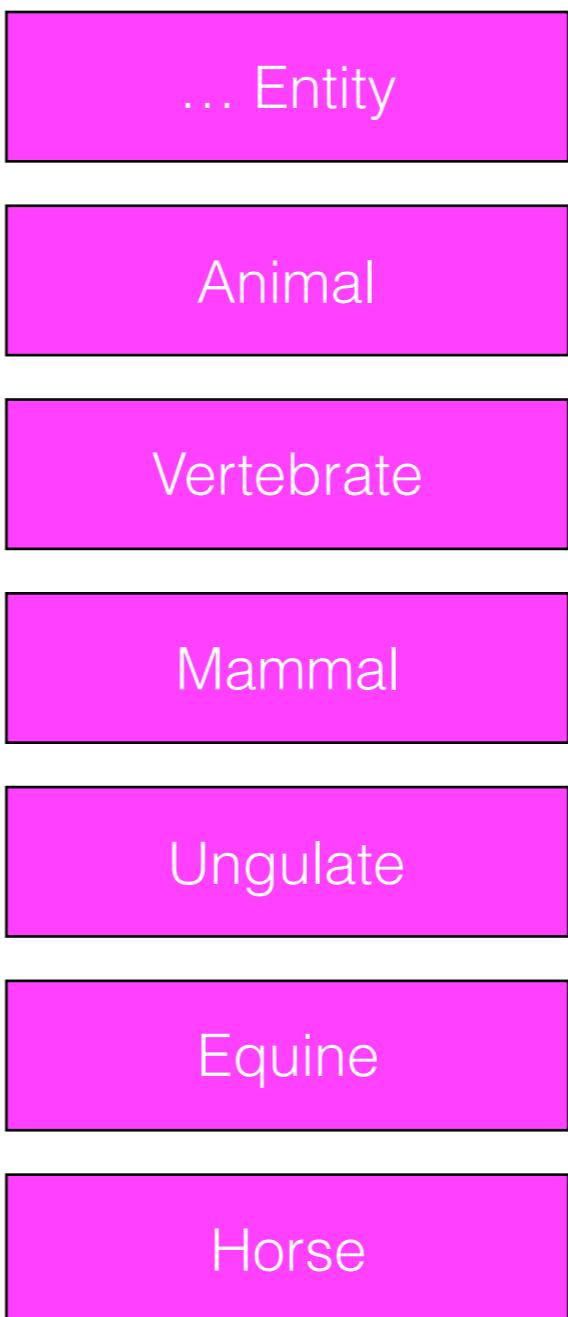
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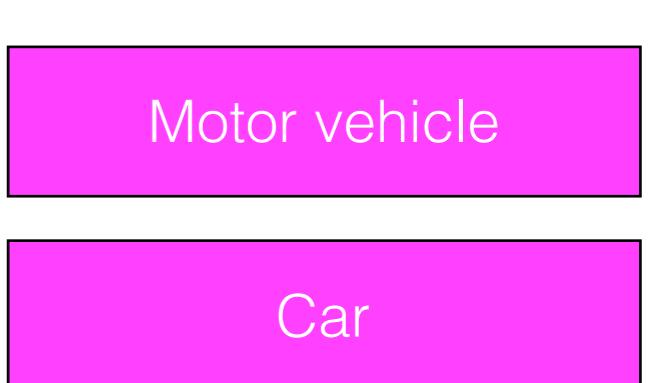
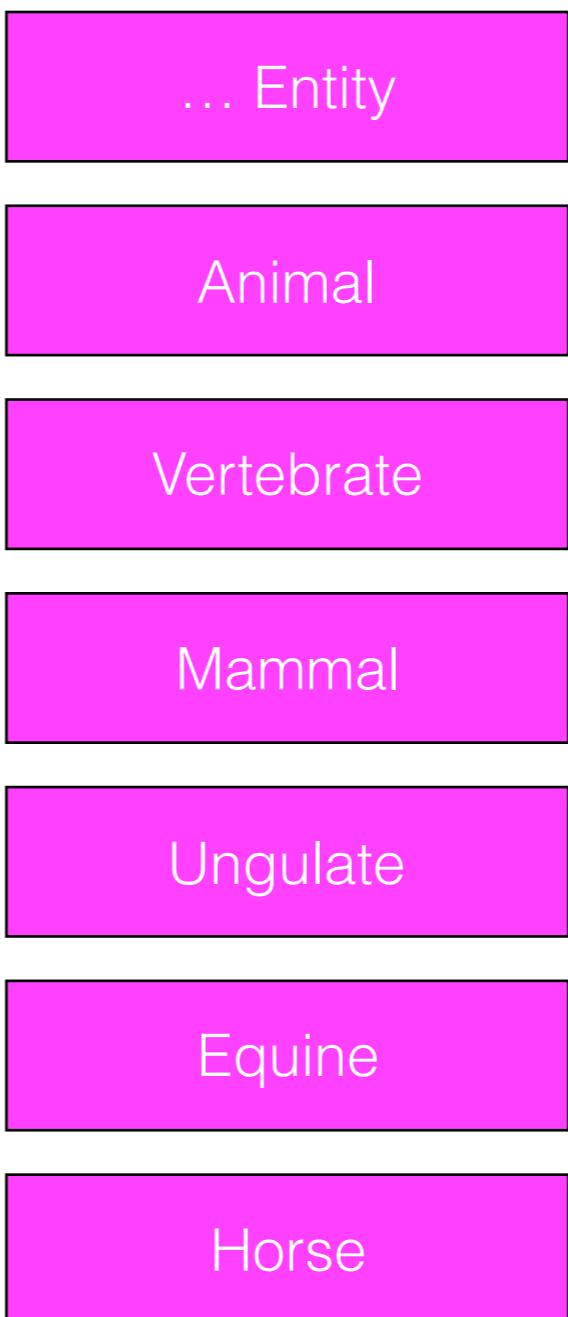


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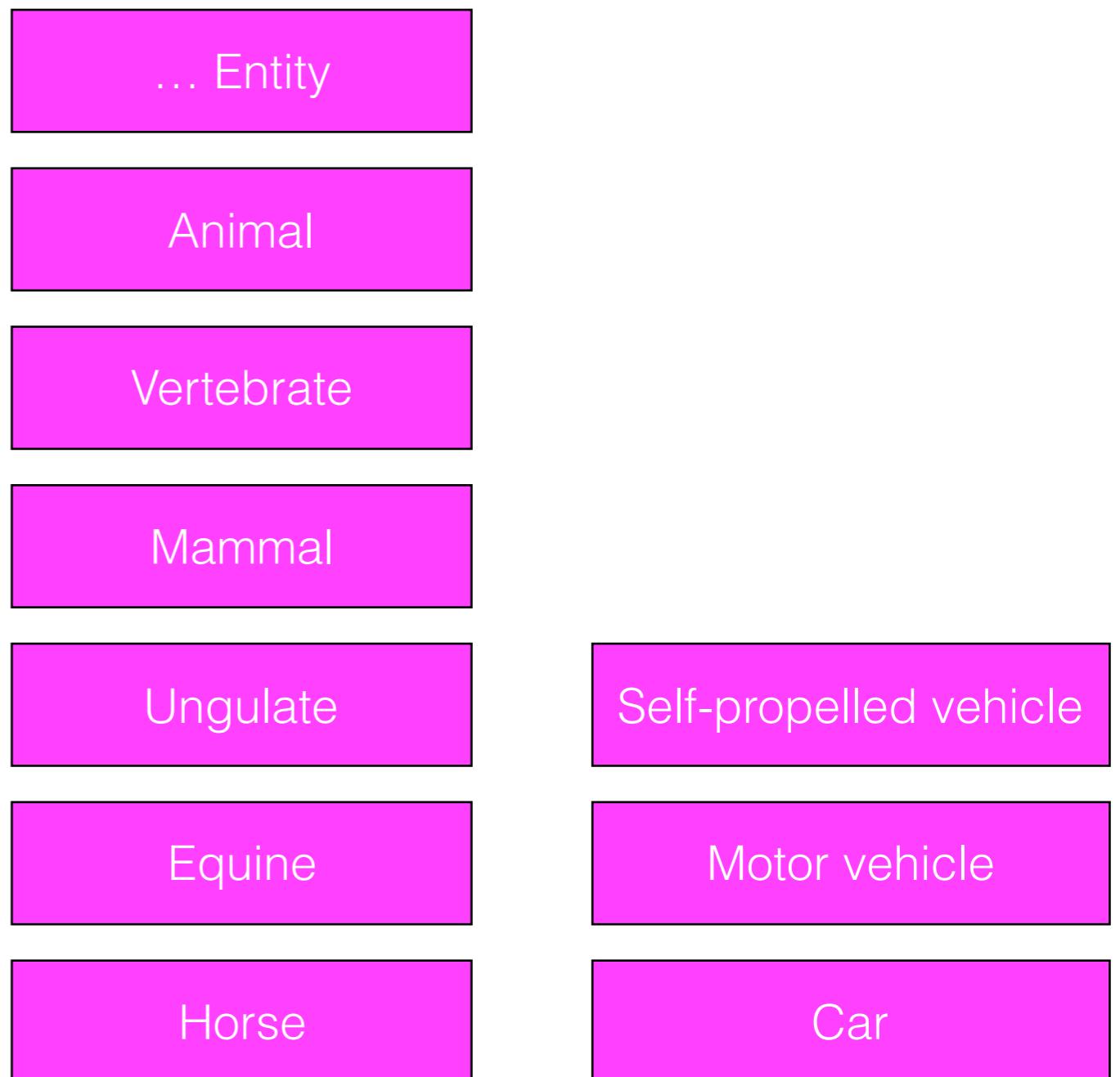


Car

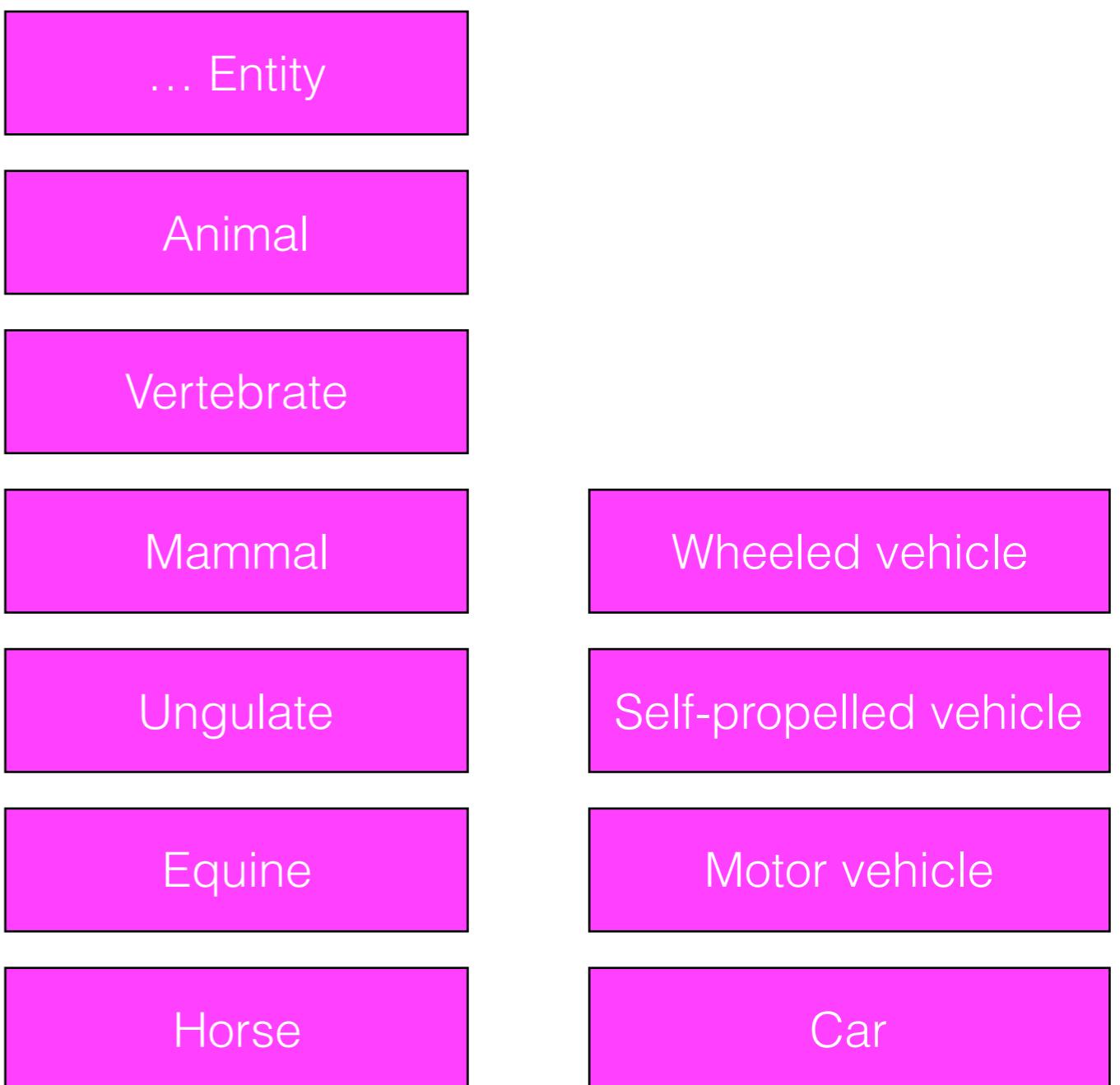
# Hyponymy



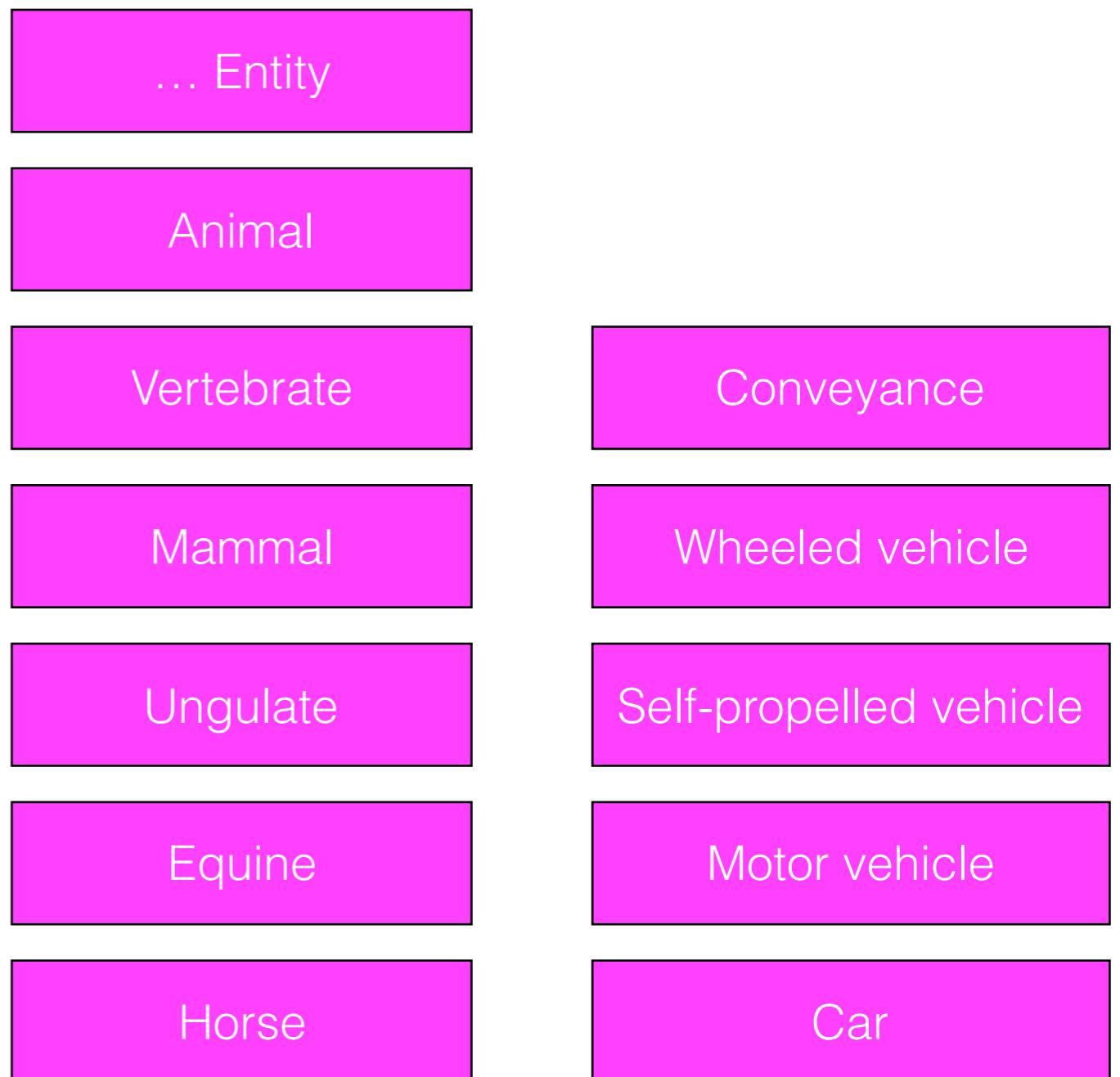
# Hyponymy



# Hyponymy



# Hyponymy



# Hyponymy

... Entity

Animal

Vertebrate

Mammal

Ungulate

Equine

Horse

Instrumentality

Conveyance

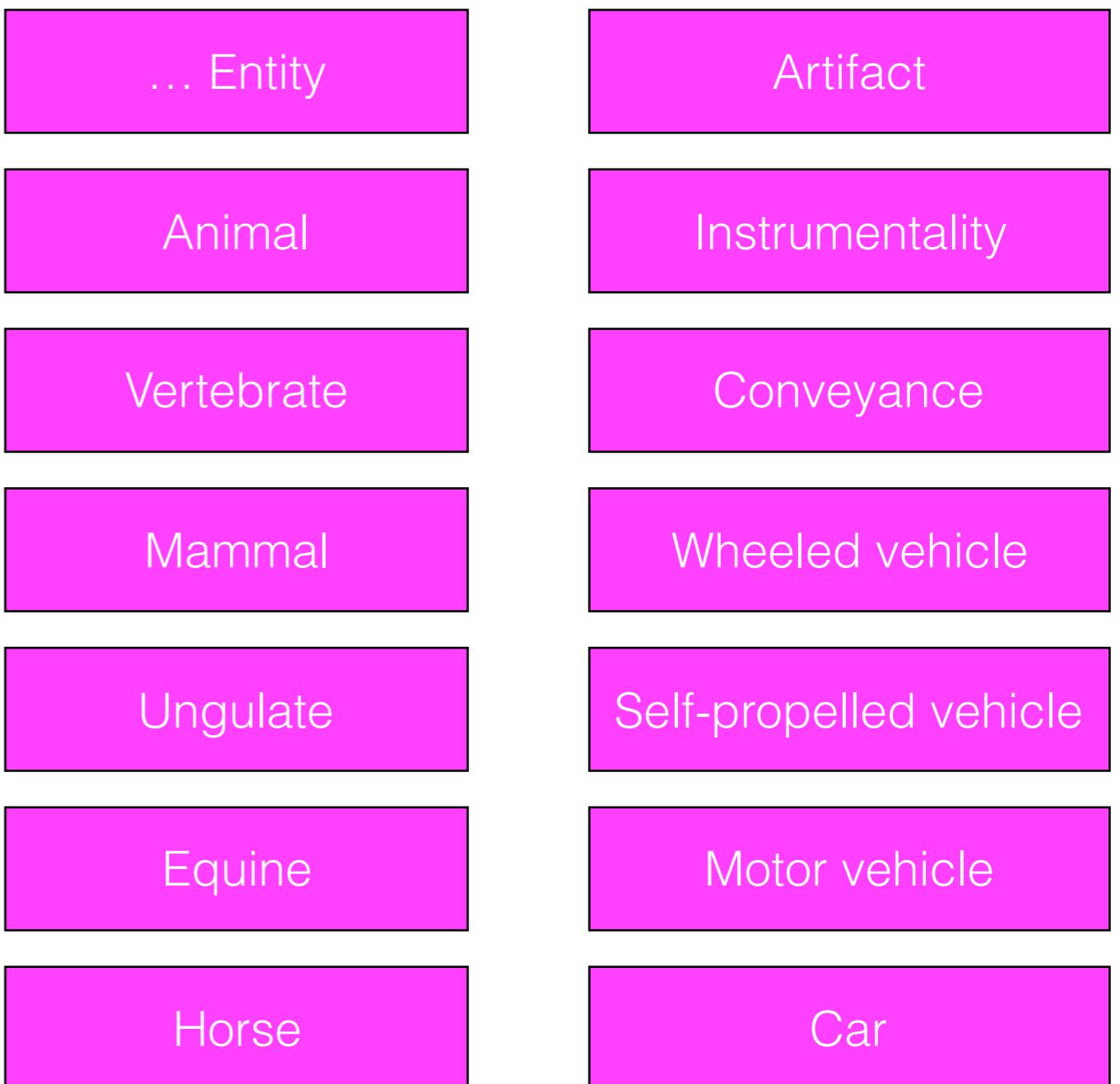
Wheeled vehicle

Self-propelled vehicle

Motor vehicle

Car

# Hyponymy



# Hyponymy



NOUNS			
SUPERSENSE	NOUNS DENOTING	SUPERSENSE	NOUNS DENOTING
act animal artifact attribute body cognition communication event feeling food group location motive	acts or actions animals man-made objects attributes of people and objects body parts cognitive processes and contents communicative processes and contents natural events feelings and emotions foods and drinks groupings of people or objects spatial position goals	object quantity phenomenon plant possession process person relation shape state substance time Tops	natural objects (not man-made) quantities and units of measure natural phenomena plants possession and transfer of possession natural processes people relations between people or things or ideas two and three dimensional shapes stable states of affairs substances time and temporal relations abstract terms for unique beginners
VERBS			
SUPERSENSE	VERBS OF	SUPERSENSE	VERBS OF
body change cognition communication competition consumption contact creation	grooming, dressing and bodily care size, temperature change, intensifying thinking, judging, analyzing, doubting telling, asking, ordering, singing fighting, athletic activities eating and drinking touching, hitting, tying, digging sewing, baking, painting, performing	emotion motion perception possession social stative weather	feeling walking, flying, swimming seeing, hearing, feeling buying, selling, owning political and social activities and events being, having, spatial relations raining, snowing, thawing, thundering

# Supersense tagging

artifact

artifact

motion

time

group

The station wagons arrived at noon, a long shining line

motion

location

location

that coursed through the west campus.

# Supersense tagging

- Ciaramita and Altun (2006). Trained on data from Semcor (Miller et al. 1993); Brown corpus annotated with WordNet synset labels
- Token-level predictor – each instance of a word has its own supersense tag.
- Maximum-entropy Markov Model (MEMM) trained with averaged perceptron. Features for: word token identity, part-of-speech tag, word shape, previous label + supersense for most frequent synset for word.
- In-domain accuracy: 77.1 F score (cf. 66 F MFS baseline)

# Data

- Semcor: 200K+ words tagged with Wordnet senses.  
<http://www.cse.unt.edu/~rada/downloads.html#semcor>
- WordNet  
<https://wordnet.princeton.edu/wordnet/download/>
- CROWN  
<https://github.com/davidjurgens/crown>



# Frame Semantics

# What do you know about this situation?

The travelers spent a few hours on \_\_\_\_\_

# What do you know about this situation?

The travelers spent a few hours on land

# What do you know about this situation?

The travelers spent a few hours on land  
the ground

# What do you know about this situation?

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the ground

Frame semantics aim to capture this type of background information that readers naturally infer

# Frame semantics

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# Frame semantics

- A semantic frame is a coherent structure of related concepts
- Alternative view: a frame is a data-structure representing a **stereotyped situation** (Minsky, 1975).
- Assumes the meaning of a word cannot be understood without access to all the knowledge that relates to that word.

Sally gave Bill \$100 for (a) \_\_\_\_\_

Sally gave Bill \$100 for (a) tip  
ransom  
allowance

Sally gave Bill \$100 for (a) tip  
ransom  
allowance  
refund

Sally gave Bill \$100 for (a) tip

ransom

allowance

refund

honorarium

Sally gave Bill \$100 for (a) tip

ransom

allowance

refund

honorarium

bounty

Sally gave Bill \$100 for (a) tip

ransom

allowance

refund

honorarium

bounty

tuition

Sally gave Bill \$100 for (a) tip

ransom

allowance

refund

honorarium

bounty

tuition

retainer

Sally gave Bill \$100 for (a) tip

- ransom
- allowance
- refund
- honorarium
- bounty
- tuition
- retainer
- bonus

Sally gave Bill \$100 for (a) tip

ransom  
allowance  
refund  
honorarium  
bounty  
tuition  
retainer  
bonus  
rent

Sally gave Bill \$100 for (a) tip

ransom  
allowance  
refund  
honorarium  
bounty  
tuition  
retainer  
bonus  
rent  
fare

Sally gave Bill \$100 for (a) tip

- ransom
- allowance
- refund
- honorarium
- bounty
- tuition
- retainer
- bonus
- rent
- fare
- child support

Sally gave Bill \$100 for (a) tip

ransom  
allowance  
refund  
honorarium  
bounty  
tuition  
retainer  
bonus  
rent  
fare  
child support  
bus money

Sally gave Bill \$100 for (a) tip

ransom  
allowance  
refund  
honorarium  
bounty  
tuition  
retainer  
bonus  
rent  
fare  
child support  
bus money  
salary

Sally gave Bill \$100 for (a) tip

- ransom
- allowance
- refund
- honorarium
- bounty
- tuition
- retainer
- bonus
- rent
- fare
- child support
- bus money
- salary
- reward

Sally gave Bill \$100 for (a) tip

ransom  
allowance  
refund  
honorarium  
bounty  
tuition  
retainer  
bonus  
rent  
fare  
child support  
bus money  
salary  
reward  
alimony

# Break out session time

- What are the different people, things, events involved in a “ordering food” frame?

# Representation of meaning

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  - $\forall$  (universal quantifier)

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- $\text{likes}(\text{Pat}, \text{Sal}) = \text{true}$
- $\llbracket \text{likes} \rrbracket = \{(\text{Pat}, \text{Sal}), (\dots, \dots)\}$

# Representation of meaning

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  - $\forall x \exists y \text{ speaks}(x,y)$
  - $\exists y \forall x \text{ speaks}(x,y)$

# Representation of meaning

- Relations:  $\text{likes}(x,y)$  is scoped over two variables
- We can represent the partial representation of meaning with lambda expressions:

$\lambda x.\text{likes}(x,\text{Sal})$

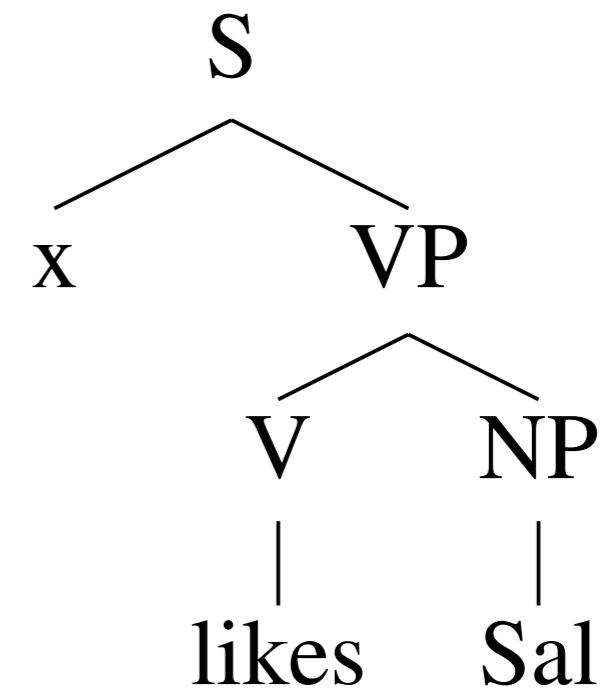


Expect one other argument to complete the meaning of this relation

# Representation of meaning

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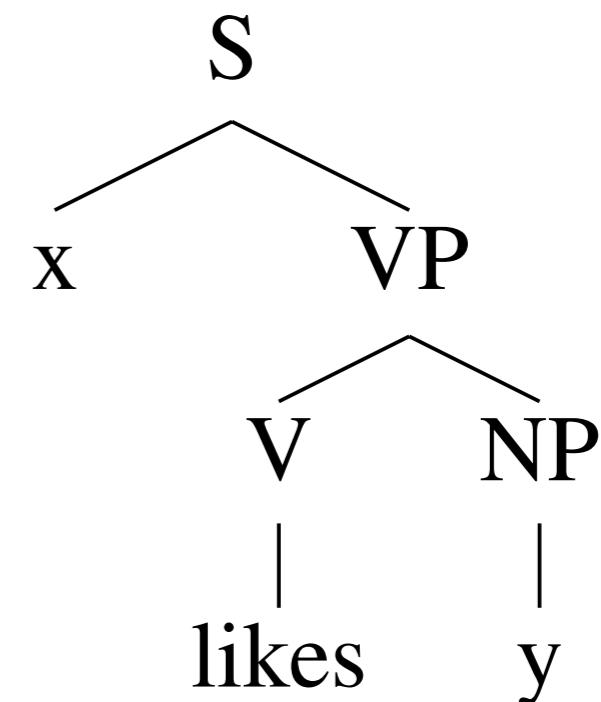
Lambda expressions  
let us tie semantics  
explicitly to phrases  
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# Representation of meaning

$\lambda y. \lambda x. \text{likes}(x, y)$

Lambda expressions  
let us tie semantics  
explicitly to phrases  
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# Event semantics

Pat gives Sal a book

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$$\exists x. \text{book}(x) \wedge \text{GIVE}(\text{Pat}, \text{Sal}, x)$$

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Yesterday, Pat gives Sal a book reluctantly

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- One option: extend the **arity** of the relation (require more arguments)

# Event semantics

Yesterday, Pat gives Sal a book reluctantly

$\exists x. \text{book}(x) \wedge \text{GIVE}(\text{Pat}, \text{Sal}, x, \text{yesterday}, \text{reluctantly})$

- One option: extend the *arity* of the relation (require more arguments)

# Event semantics

Yesterday, Pat gives Sal a book reluctantly

$\exists x. \text{book}(x) \wedge \text{GIVE}(\text{Pat}, \text{Sal}, x, \text{yesterday}, \text{reluctantly})$

- One option: extend the [arity](#) of the relation (require more arguments)
- But that's not great because we need a separate predicate for every possible combination of arguments (even those that aren't required).

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We can reify the event  
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$\exists e, x. \text{GIVE-EVENT}(e)$

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relations.

$$\exists e, x. \text{GIVE-EVENT}(e) \\ \wedge \text{GIVER}(e, \text{Pat})$$

# Event semantics

We can reify the event to an existentially quantified variable of its own, and then use it as a argument in other relations.

$$\exists e, x. \text{GIVE-EVENT}(e) \wedge \text{GIVER}(e, \text{Pat}) \wedge \text{GIFT}(e, x)$$

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We can reify the event to an existentially quantified variable of its own, and then use it as a argument in other relations.

$$\begin{aligned} & \exists e, x. \text{GIVE-EVENT}(e) \\ & \wedge \text{GIVER}(e, \text{Pat}) \\ & \wedge \text{GIFT}(e, x) \\ & \wedge \text{BOOK}(e, x) \\ & \wedge \text{RECIPIENT}(e, \text{Sal}) \end{aligned}$$

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# Event semantics

We can reify the event to an existentially quantified variable of its own, and then use it as a argument in other relations.

$$\exists e, x. \text{GIVE-EVENT}(e) \wedge \text{GIVER}(e, \text{Pat}) \wedge \text{GIFT}(e, x) \wedge \text{BOOK}(e, x) \wedge \text{RECIPIENT}(e, \text{Sal}) \wedge \text{TIME}(e, \text{yesterday}) \wedge \text{MANNER}(e, \text{reluctantly})$$

# Event semantics

Neo-Davidson event semantics: the event is central, and relations are predicated of the event.

Each argument of an event holds its own relation.

$$\begin{aligned} & \exists e, x. \text{GIVE-EVENT}(e) \\ & \wedge \text{GIVER}(e, \text{Pat}) \\ & \wedge \text{GIFT}(e, x) \\ & \wedge \text{BOOK}(e, x) \\ & \wedge \text{RECIPIENT}(e, \text{Sal}) \\ & \wedge \text{TIME}(e, \text{yesterday}) \\ & \wedge \text{MANNER}(e, \text{reluctantly}) \end{aligned}$$

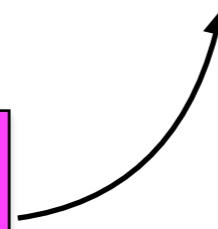
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Neo-Davidson event semantics: the event is central, and relations are predicated of the event.

Each argument of an event holds its own relation.

$$\begin{aligned} & \exists e, x. \text{GIVE-EVENT}(e) \\ & \wedge \text{GIVER}(e, \text{Pat}) \\ & \wedge \text{GIFT}(e, x) \\ & \wedge \text{BOOK}(e, x) \\ & \wedge \text{RECIPIENT}(e, \text{Sal}) \\ & \wedge \text{TIME}(e, \text{yesterday}) \\ & \wedge \text{MANNER}(e, \text{reluctantly}) \end{aligned}$$

In model-theoretic semantics, each of these has a denotation in a world model



# Event semantics

Sasha broke the window

# Event semantics

$\exists e, y. \text{BREAKING-EVENT}(e)$

Sasha broke the window

# Event semantics

Sasha broke the window

$$\exists e, y. \text{BREAKING-EVENT}(e) \wedge \text{BREAKER}(e, \text{Sasha})$$

# Event semantics

Sasha broke the window

$$\exists e, y. \text{BREAKING-EVENT}(e) \wedge \text{BREAKER}(e, \text{Sasha}) \wedge \text{BROKEN-THING}(e, y)$$

# Event semantics

Sasha broke the window

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$

# Event semantics

Sasha broke the window

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$

Pat opened the door

# Event semantics

Sasha broke the window

$$\exists e, y. \text{BREAKING-EVENT}(e) \wedge \text{BREAKER}(e, \text{Sasha}) \wedge \text{BROKEN-THING}(e, y) \wedge \text{WINDOW}(e, y)$$

Pat opened the door

$$\exists e, y. \text{OPENING-EVENT}(e)$$

# Event semantics

Sasha broke the window

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$

Pat opened the door

$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \end{aligned}$$

# Event semantics

Sasha broke the window

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$

Pat opened the door

$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \\ & \wedge \text{OPENED-THING}(e, y) \end{aligned}$$

# Event semantics

Sasha broke the window

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$

Pat opened the door

$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \\ & \wedge \text{OPENED-THING}(e, y) \\ & \wedge \text{DOOR}(e, y) \end{aligned}$$

# Event semantics

In model-theoretic semantics, each of these has some denotation in the world model.

Example: `WINDOW` has a identifier in some knowledge base (e.g., Freebase) uniquely identifying its properties.

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$
$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \\ & \wedge \text{OPENED-THING}(e, y) \\ & \wedge \text{DOOR}(e, y) \end{aligned}$$

# Event semantics

This requires a comprehensive representation of the world

$$\exists e, y. \text{BREAKING-EVENT}(e) \wedge \text{BREAKER}(e, \text{Sasha}) \wedge \text{BROKEN-THING}(e, y) \wedge \text{WINDOW}(e, y)$$
$$\exists e, y. \text{OPENING-EVENT}(e) \wedge \text{OPENER}(e, \text{Pat}) \wedge \text{OPENED-THING}(e, y) \wedge \text{DOOR}(e, y)$$

# Shallow semantics

$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$
$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \\ & \wedge \text{OPENED-THING}(e, y) \\ & \wedge \text{DOOR}(e, y) \end{aligned}$$

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$$\begin{aligned} & \exists e, y. \text{BREAKING-EVENT}(e) \\ & \wedge \text{BREAKER}(e, \text{Sasha}) \\ & \wedge \text{BROKEN-THING}(e, y) \\ & \wedge \text{WINDOW}(e, y) \end{aligned}$$
$$\begin{aligned} & \exists e, y. \text{OPENING-EVENT}(e) \\ & \wedge \text{OPENER}(e, \text{Pat}) \\ & \wedge \text{OPENED-THING}(e, y) \\ & \wedge \text{DOOR}(e, y) \end{aligned}$$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\exists e, y. \text{BREAKING-EVENT}(e)$   
 $\wedge \text{BREAKER}(e, \text{Sasha})$   
 $\wedge \text{BROKEN-THING}(e, y)$   
 $\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{OPENING-EVENT}(e)$   
 $\wedge \text{OPENER}(e, \text{Pat})$   
 $\wedge \text{OPENED-THING}(e, y)$   
 $\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

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# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\wedge \text{"window"}(y)$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\wedge \text{"window"}(y)$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{EVENT}(e)$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\wedge \text{"window"}(y)$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Pat})$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$ $\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$ $\wedge \text{RECIPIENT-OF-ACTION}(e, y)$ $\wedge \text{"window"}(y)$	$\exists e, y. \text{BREAKING-EVENT}(e)$ $\wedge \text{BREAKER}(e, \text{Sasha})$ $\wedge \text{BROKEN-THING}(e, y)$ $\wedge \text{WINDOW}(e, y)$
$\exists e, y. \text{EVENT}(e)$ $\wedge \text{CAUSER-OF-ACTION}(e, \text{Pat})$ $\wedge \text{RECIPIENT-OF-ACTION}(e, y)$	$\exists e, y. \text{OPENING-EVENT}(e)$ $\wedge \text{OPENER}(e, \text{Pat})$ $\wedge \text{OPENED-THING}(e, y)$ $\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Sasha})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\wedge \text{"window"}(y)$

$\exists e, y. \text{BREAKING-EVENT}(e)$

$\wedge \text{BREAKER}(e, \text{Sasha})$

$\wedge \text{BROKEN-THING}(e, y)$

$\wedge \text{WINDOW}(e, y)$

$\exists e, y. \text{EVENT}(e)$

$\wedge \text{CAUSER-OF-ACTION}(e, \text{Pat})$

$\wedge \text{RECIPIENT-OF-ACTION}(e, y)$

$\wedge \text{"door"}(y)$

$\exists e, y. \text{OPENING-EVENT}(e)$

$\wedge \text{OPENER}(e, \text{Pat})$

$\wedge \text{OPENED-THING}(e, y)$

$\wedge \text{DOOR}(e, y)$

These roles have a lot in common: direct causal responsibility for the events, have volition, often animate

# Shallow semantics

$\exists e, y. \text{EVENT}(e)$ $\wedge \text{AGENT}(e, \text{Sasha})$ $\wedge \text{THEME}(e, y)$ $\wedge \text{"window"}(y)$	$\exists e, y. \text{BREAKING-EVENT}(e)$ $\wedge \text{BREAKER}(e, \text{Sasha})$ $\wedge \text{BROKEN-THING}(e, y)$ $\wedge \text{WINDOW}(e, y)$
$\exists e, y. \text{EVENT}(e)$ $\wedge \text{AGENT}(e, \text{Pat})$ $\wedge \text{THEME}(e, y)$ $\wedge \text{"door"}(y)$	$\exists e, y. \text{OPENING-EVENT}(e)$ $\wedge \text{OPENER}(e, \text{Pat})$ $\wedge \text{OPENED-THING}(e, y)$ $\wedge \text{DOOR}(e, y)$

# Shallow semantics

Agent: Sasha

Theme: window

$$\begin{aligned} \exists e, y. & \text{BREAKING-EVENT}(e) \\ \wedge & \text{BREAKER}(e, \text{Sasha}) \\ \wedge & \text{BROKEN-THING}(e, y) \\ \wedge & \text{WINDOW}(e, y) \end{aligned}$$

Agent: Pat

Theme: door

$$\begin{aligned} \exists e, y. & \text{OPENING-EVENT}(e) \\ \wedge & \text{OPENER}(e, \text{Pat}) \\ \wedge & \text{OPENED-THING}(e, y) \\ \wedge & \text{DOOR}(e, y) \end{aligned}$$

# Thematic roles

# Thematic roles

Thematic roles capture the semantic commonality among arguments for different relations (predicates)

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Thematic roles capture the semantic commonality among arguments for different relations (predicates)

- John broke the window

# Thematic roles

Thematic roles capture the semantic commonality among arguments for different relations (predicates)

- John broke the window
- The window was broken by John

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# Thematic roles

Thematic roles capture the semantic commonality among arguments for different relations (predicates)

- John broke the window
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Different syntactic roles, but the same thematic role.

# Thematic roles

# Thematic roles

Agent	The volitional causer of an event
-------	-----------------------------------

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

# Thematic roles

# Thematic roles

Agent

*The waiter spilled the soup.*

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	<i>John has a headache.</i>

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>

# Thematic roles

Agent	<i>The waiter</i> spilled the soup.
Experiencer	John has a <i>headache</i> .
Force	<i>The wind</i> blows debris from the mall into our yards.
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...
Content	Mona asked “ <i>You met Mary Ann at a supermarket?</i> ”

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...
Content	Mona asked “ <i>You met Mary Ann at a supermarket?</i> ”
Instrument	He poached catfish, stunning them with <i>a shocking device</i> ...

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...
Content	Mona asked “ <i>You met Mary Ann at a supermarket?</i> ”
Instrument	He poached catfish, stunning them with <i>a shocking device</i> ...
Beneficiary	Whenever Ann makes hotel reservations for <i>her boss</i> ...

# Thematic roles

Agent	<i>The waiter</i> spilled the soup.
Experiencer	John has a <i>headache</i> .
Force	<i>The wind</i> blows debris from the mall into our yards.
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...
Content	Mona asked “ <i>You met Mary Ann at a supermarket?</i> ”
Instrument	He poached catfish, stunning them with <i>a shocking device</i> ...
Beneficiary	Whenever Ann makes hotel reservations for <i>her boss</i> ...
Source	I flew in from <i>Boston</i> .

# Thematic roles

Agent	<i>The waiter spilled the soup.</i>
Experiencer	John has a <i>headache</i> .
Force	<i>The wind blows debris from the mall into our yards.</i>
Theme	Only after Benjamin Franklin broke <i>the ice</i> ...
Result	The city built <i>a regulation-size baseball diamond</i> ...
Content	Mona asked “ <i>You met Mary Ann at a supermarket?</i> ”
Instrument	He poached catfish, stunning them with <i>a shocking device</i> ...
Beneficiary	Whenever Ann makes hotel reservations for <i>her boss</i> ...
Source	I flew in from <i>Boston</i> .
Goal	I drove to <i>Portland</i> .

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

# Thematic roles

Agent	The volitional causer of an event
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Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
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Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window
- The window was broken by John

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
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Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window
- The window was broken by John
- John broke the window with a rock

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window
- The window was broken by John
- John broke the window with a rock
- The rock broke the window

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window
- The window was broken by John
- John broke the window with a rock
- The rock broke the window
- The window broke

# Thematic roles

Agent	The volitional causer of an event
Experiencer	The experiencer of an event
Force	The non-volitional causer of the event
Theme	The participant most directly affected by an event
Result	The end product of an event
Content	The proposition or content of a propositional event
Instrument	An instrument used in an event
Beneficiary	The beneficiary of an event
Source	The origin of the object of a transfer event
Goal	The destination of an object of a transfer event

- John broke the window
- The window was broken by John
- John broke the window with a rock
- The rock broke the window
- The window broke

# Thematic roles

The thematic roles for verbs generally are predictable by the syntactic position of the argument (specific to each verb class). Some allow for consistent alternations:

Doris gave the book to Cary

Doris gave Cary the book

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The thematic roles for verbs generally are predictable by the syntactic position of the argument (specific to each verb class). Some allow for consistent alternations:

Agent

Doris gave the book to Cary

Doris gave Cary the book

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The thematic roles for verbs generally are predictable by the syntactic position of the argument (specific to each verb class). Some allow for consistent alternations:

Agent

Theme

Doris gave the book to Cary

Doris gave Cary the book

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Goal

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Theme

Goal

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Goal

Doris gave Cary the book

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The thematic roles for verbs generally are predictable by the syntactic position of the argument (specific to each verb class). Some allow for consistent alternations:

Agent

Theme

Goal

Doris gave the book to Cary

Agent

Goal

Theme

Doris gave Cary the book

# Thematic roles

- Thematic roles are very useful but difficult to formally define AGENT, THEME, etc.
- At the same time, they may be too coarse for some applications.

# Thematic roles

# Thematic roles

- The cook opened the jar with the new gadget

# Thematic roles

- The cook opened the jar with the new gadget
- The new gadget opened the jar

# Thematic roles

- The cook opened the jar with the new gadget
- The new gadget opened the jar
- Shelly ate the sliced banana with a fork

# Thematic roles

- The cook opened the jar with the new gadget
- The new gadget opened the jar
- Shelly ate the sliced banana with a fork
- \*The fork ate the sliced banana

# Thematic roles

*Intermediary* instruments can be subjects

- The cook opened the jar with the new gadget
- The new gadget opened the jar
- Shelly ate the sliced banana with a fork
- \*The fork ate the sliced banana

# Thematic roles

*Intermediary* instruments can be subjects

- The cook opened the jar with the new gadget
- The new gadget opened the jar
  
- Shelly ate the sliced banana with a fork
- \*The fork ate the sliced banana

*Enabling* instruments cannot

# Coarsening: Proto-roles

- Proto-roles = generalized thematic roles
- Proto-agent: causing an event, having volition wrt event, moving, acting with intention
- Proto-patient: change of state, causally affected by event)

# Propbank

- Sentences from the Penn Treebank annotated with proto-roles, along with lexical entries for each sense of a verb identifying the specific meaning of each proto-role for that verb sense.

<https://propbank.github.io>

# Propbank

## (22.11) **agree.01**

Arg0: Agree

Arg1: Proposition

Arg2: Other entity agreeing

Ex1: [Arg0 The group] *agreed* [Arg1 it wouldn't make an offer].

Ex2: [ArgM-TMP Usually] [Arg0 John] *agrees* [Arg2 with Mary]  
[Arg1 on everything].

## (22.12) **fall.01**

Arg1: Logical subject, patient, thing falling

Arg2: Extent, amount fallen

Arg3: start point

Arg4: end point, end state of arg1

Ex1: [Arg1 Sales] *fell* [Arg4 to \$25 million] [Arg3 from \$27 million].

Ex2: [Arg1 The average junk bond] *fell* [Arg2 by 4.2%].

# Propbank

- Verb-specific argument structures lets us map the commonalities among the different surface forms
  - [Arg<sub>0</sub> Big Fruit Co. ] increased [Arg<sub>1</sub> the price of bananas].
  - [Arg<sub>1</sub> The price of bananas] was increased again [Arg<sub>0</sub> by Big Fruit Co. ]
  - [Arg<sub>1</sub> The price of bananas] increased [Arg<sub>2</sub> 5%].

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- [Arg<sub>1</sub> The price of bananas] increased [Arg<sub>2</sub> 5%].
- [Arg<sub>1</sub> The price of bananas] rose [Arg<sub>2</sub> 5%].
- There has been a [Arg<sub>2</sub> 5%] rise [Arg<sub>1</sub> in the price of bananas].

# FrameNet

- Propbank maps argument structure for individual verb senses
- FrameNet maps argument structure for **frames**, which are evoked by a **lexical unit** (typically a verb)

[https://framenet.icsi.berkeley.edu/fndupal/framenet\\_data](https://framenet.icsi.berkeley.edu/fndupal/framenet_data)

# Frames

AI

- Schank and Abelson 1975, 1977
- Minsky 1974

Linguistics

- Fillmore 1975, 1982, Tannen 1979

Cognitive Psychology

- Rumelhart 1975, 1980

Sociology

- Goffman 1975

Media Studies

- Entman 1993

# Frames

John went into a restaurant. He ordered a hamburger and coke. He asked the waitress for the check and left.

(Schank & Abelson 75)

# Frames

- “A frame is a data-structure for representing a stereotyped situation” (Minsky 1975)
- By the term ‘frame’ I have in mind any system of concepts related in such a way that to understand any one of them you have to understand the whole structure in which it fits; *when one of the things in such a structured is introduced ... all of the others are automatically made available.*” (Fillmore 1982)

# Who did what to whom?

# Who did what to whom?

- John **bought** the car at the dealership

# Who did what to whom?

- John **bought** the car at the dealership
- The car was **bought** by John

# Who did what to whom?

- John **bought** the car at the dealership
- The car was **bought** by John
- John's **purchase** of the car

# Who did what to whom?

- John **bought** the car at the dealership
- The car was **bought** by John
- John's **purchase** of the car
- The **sale** of the car cleared their inventory.

# Who did what to whom?

*commercial\_transaction*

- John **bought** the car at the dealership
- The car was **bought** by John
- John's **purchase** of the car
- The **sale** of the car cleared their inventory.

# Who did what to whom?

*Buyer*

- John bought the car at the dealership
- The car was bought by John
- John's purchase of the car
- The sale of the car cleared their inventory.

# Who did what to whom?

*Thing bought*

- John bought **the car** at the dealership
- **The car** was bought by John
- John's purchase of **the car**
- The sale of **the car** cleared their inventory.

# Semantic Frame

## **APPLY\_HEAT**

- Lexical units:

*bake.v, barbecue.v, blanch.v, boil.v, braise.v, broil.v, brown.v, char.v, coddle.v, cook.v, deep fry.v, fry.v, grill.v, microwave.v, parboil.v, plank.v, poach.v, roast.v, saute.v, scald.v, sear.v, simmer.v, singe.v, steam.v, steep.v, stew.v, toast.v*

- Core Frame Elements:

Cook	The Cook applies heat to the Food.
Food	Food is the entity to which heat is applied by the Cook.
Heating instrument	The entity that directly supplies heat to the Foo
Container	The Container holds the Food to which heat is applied.
Temperature setting	The Temperature_setting of the Heating_instrument for the Food.

# Semantic Frame

## DESTROY

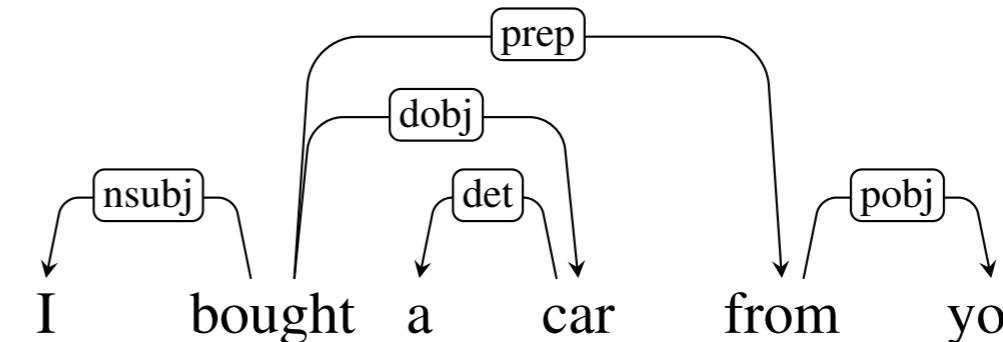
- Lexical units:

*annihilate.v, annihilation.n, blast.v, blow up.v, demolish.v, demolition.n, destroy.v, destruction.n, destructive.a, devastate.v, devastation.n, dismantle.v, dismantlement.n, lay waste.v, level.v, obliterate.v, obliteration.n, raze.v, ruin.v, take out.v, unmake.v, vaporize.v*

- Core Frame Elements:

Cause	The event or entity which is responsible for the destruction of the Patient.
Destroyer	The conscious entity, generally a person, that performs the intentional action that results in the Patient's destruction.
Patient	The entity which is destroyed by the Destroyer.

# Semantic representations

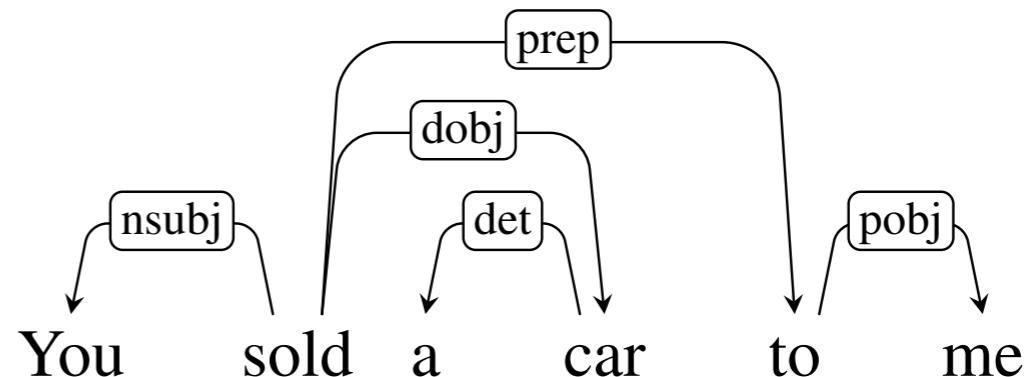


BUYER

GOODS

SELLER

Two different  
perspectives on a  
commercial transaction

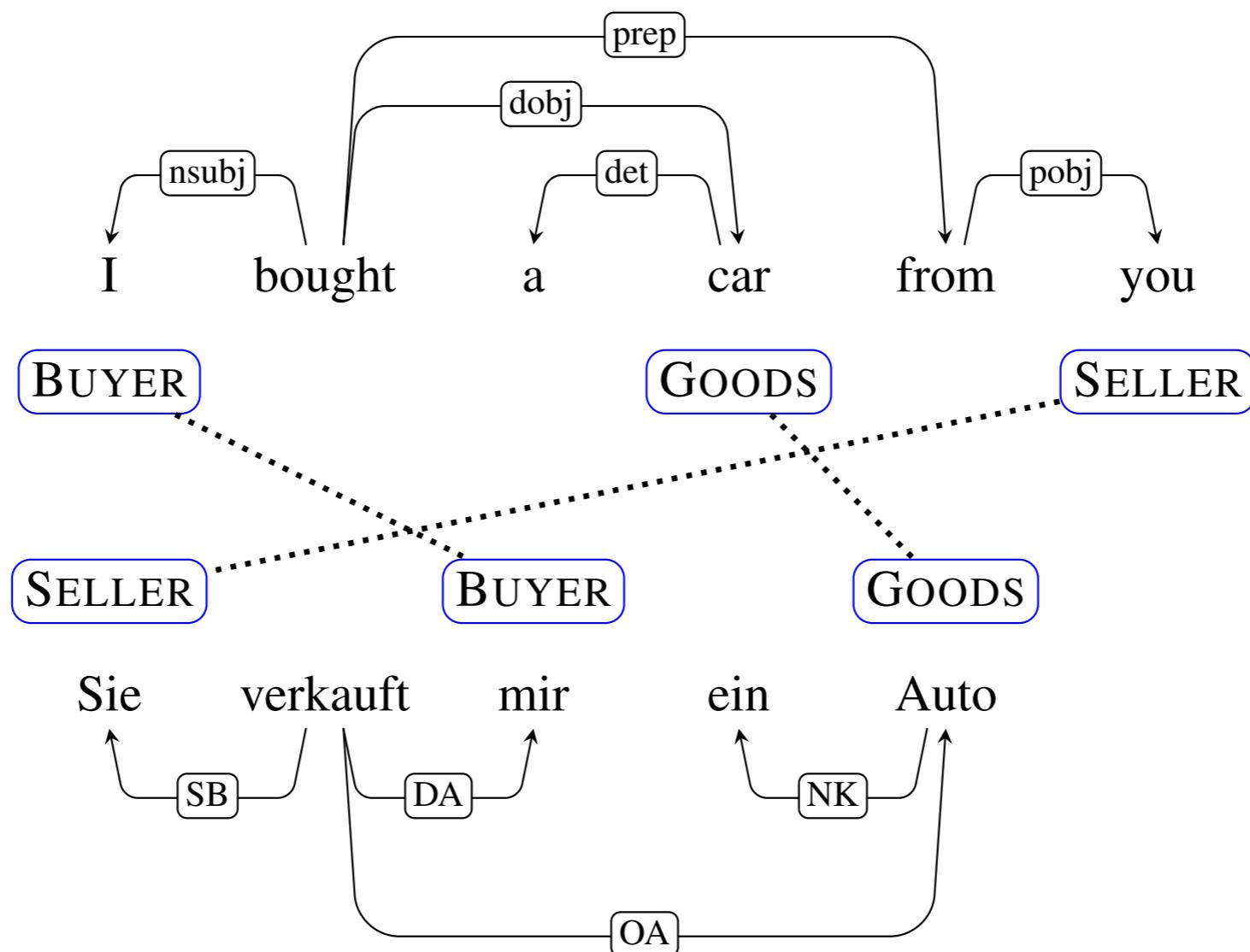


SELLER

GOODS

BUYER

# Multilingual frames



# Multilingual frames

- French
- Chinese
- Brazilian Portuguese
- German
- Spanish
- Japanese
- Swedish
- Korean

[https://framenet.icsi.berkeley.edu/fndrupal/framenets\\_in\\_other\\_languages](https://framenet.icsi.berkeley.edu/fndrupal/framenets_in_other_languages)

# Semantic role labeling

# Semantic role labeling

- Input: a sentence

# Semantic role labeling

- Input: a sentence
- Output:

# Semantic role labeling

- Input: a sentence
- Output:
  - A list of predicates, each containing:

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- Input: a sentence
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    - a set of arguments, each containing:

# Semantic role labeling

- Input: a sentence
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  - A list of predicates, each containing:
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# Semantic role labeling

- Input: a sentence
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    - a span
    - a set of arguments, each containing:
      - a label (thematic role, FrameNet role)
      - a span

# Semantic role labeling

FrameNet

[You] can't [blame] [the program] [for being unable to identify it]  
COGNIZER TARGET EVALUUEE REASON

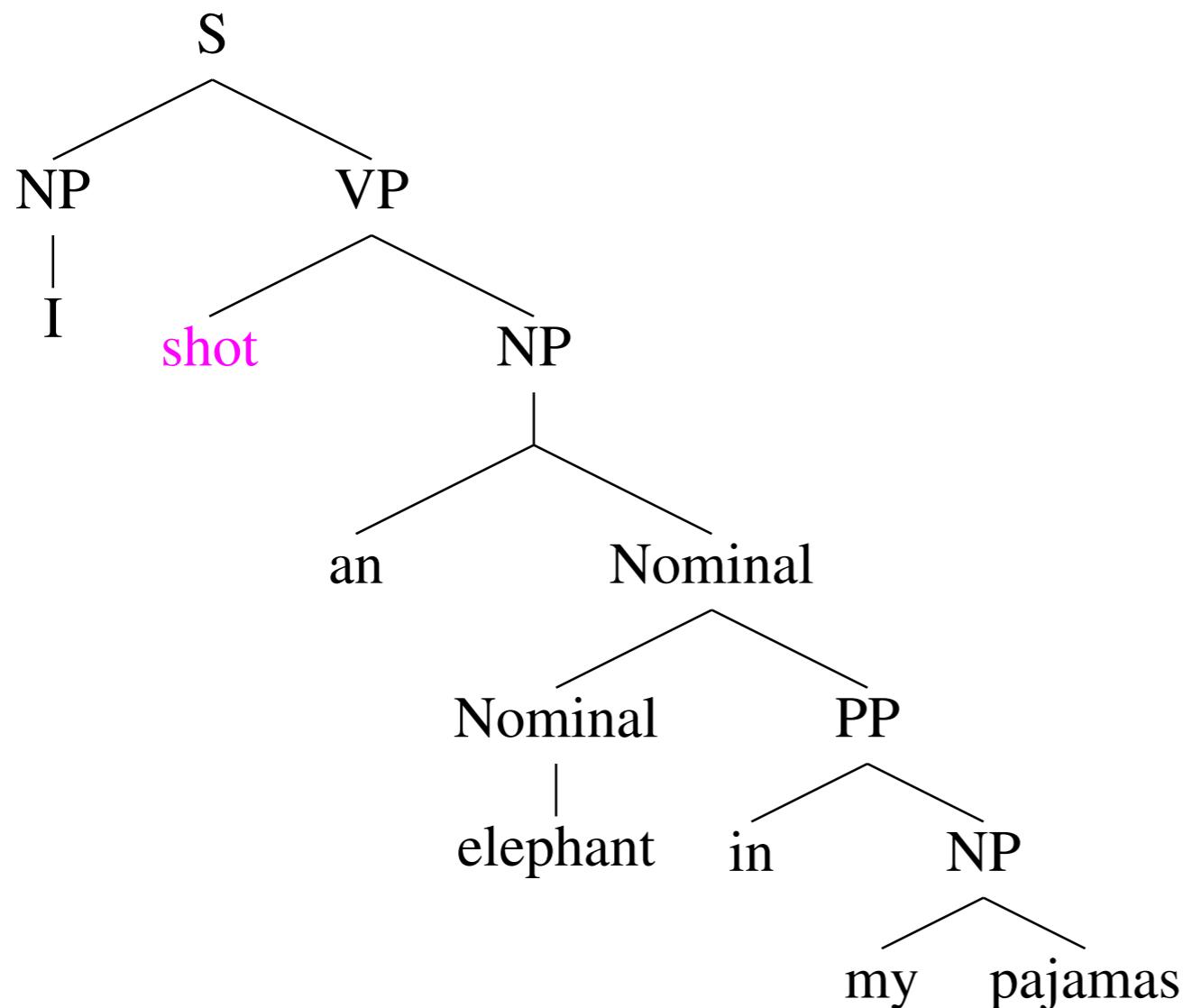
PropBank

[The San Francisco Examiner] issued [a special edition] [yesterday]  
ARG0 TARGET ARG1 ARGM-TMP

# Semantic role labeling

```
function SEMANTICROLELABEL(words) returns labeled tree  
    parse  $\leftarrow$  PARSE(words)  
    for each predicate in parse do  
        for each node in parse do  
            featurevector  $\leftarrow$  EXTRACTFEATURES(node, predicate, parse)  
            CLASSIFYNODE(node, featurevector, parse)
```

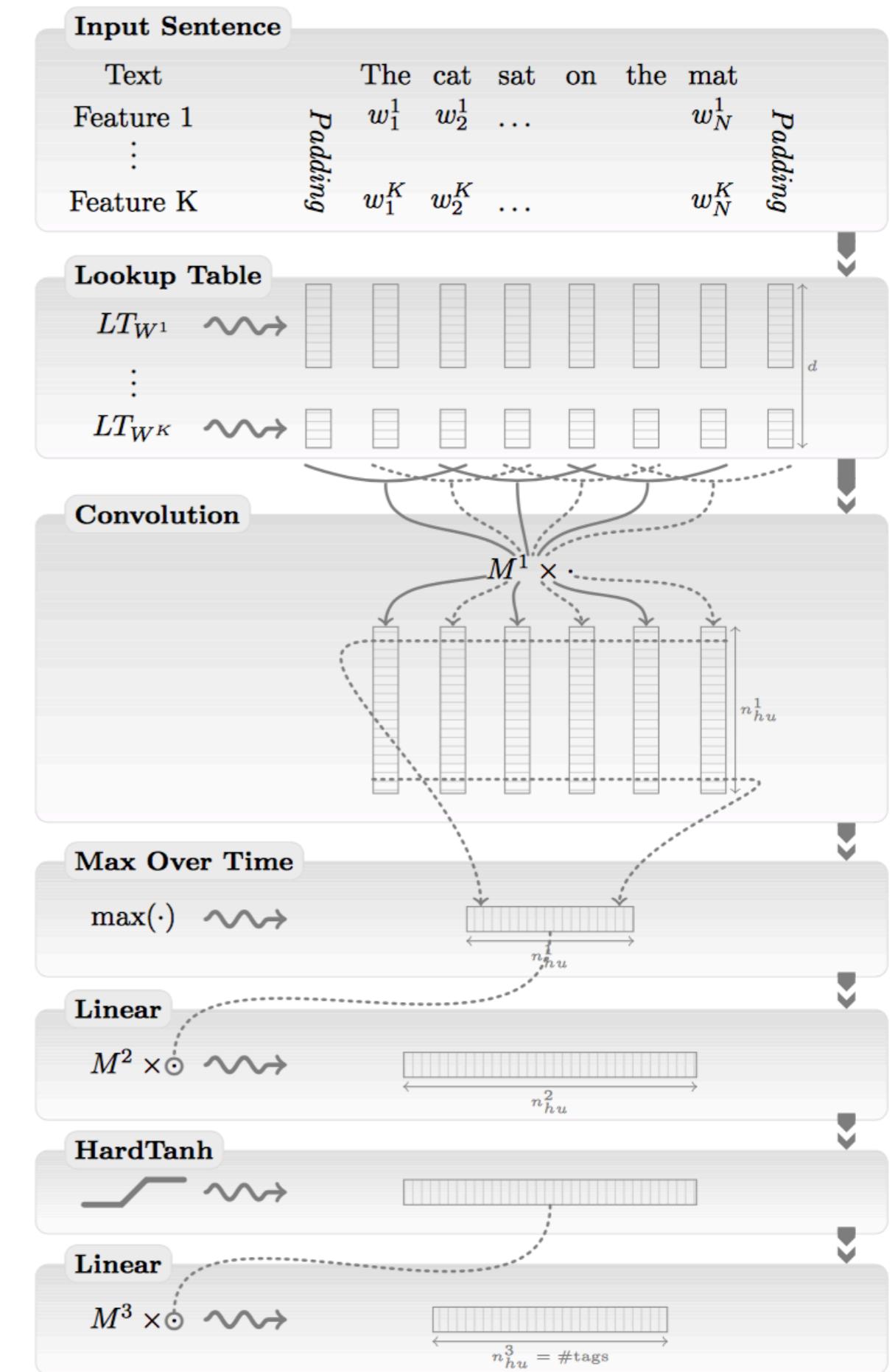
# Semantic role labeling



feature
predicate: shot
phrase type = NP
headword of phrase = elephant
path = NP↑S↓VP
voice of verb = active
voice of verb = passive
phrase before verb?
first/last words of phrase

# Semantic role labeling

Collobert et al. (2011), Natural Language Processing (Almost) from Scratch



# Semantic role labeling

- Sentence-level constraints:
  - Arguments can't overlap
  - For a given predicate, typically only one argument of each type (e.g., ARG0, BUYER)
- Approximate joint decoding (Das et al. 2010)
- Constrained optimization (e.g., ILP)

# Data

- CCGBank [through UCB Library]  
<http://groups.inf.ed.ac.uk/ccg/ccgbank.html>
- PropBank  
<https://propbank.github.io>
- FrameNet  
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# Semantic Parsing

# Semantic Parsing

- “Semantic Parsing” is, ironically, a semantically ambiguous term
  - Semantic role labeling
  - Finding generic relations in text
  - Transforming a natural language sentence into its meaning representation

# Semantic Parsing

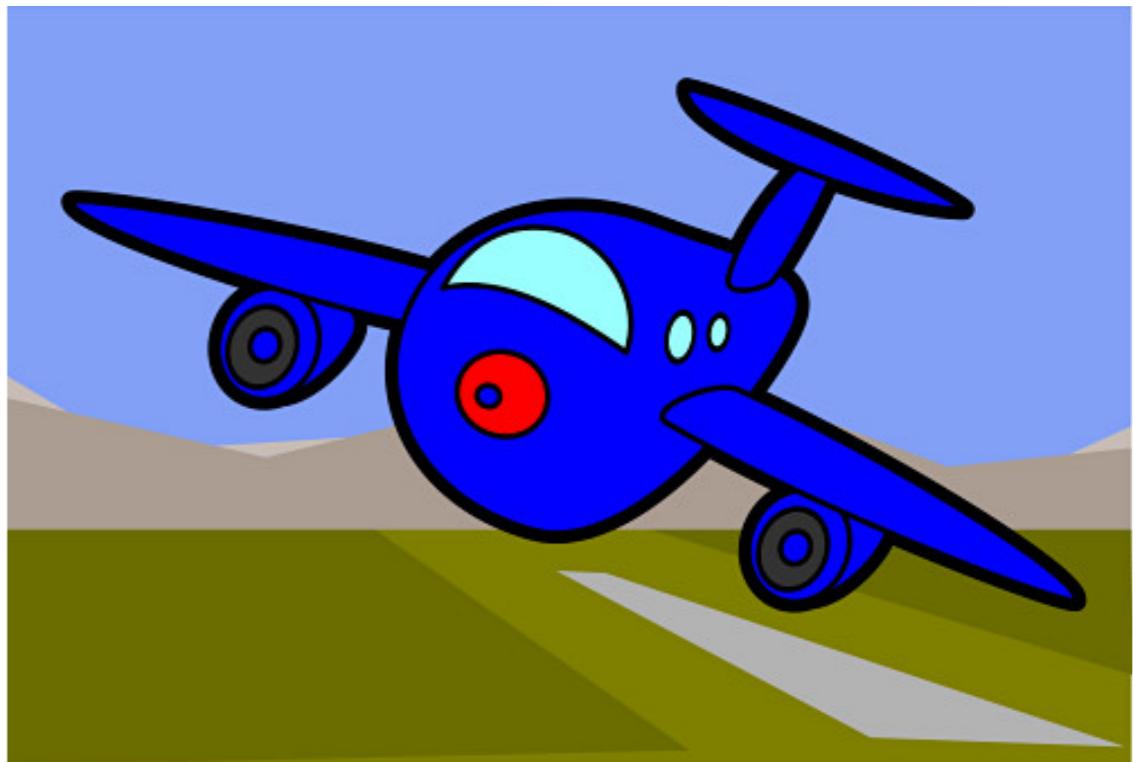
- “Semantic Parsing” is, ironically, a semantically ambiguous term
  - Semantic role labeling
  - Finding generic relations in text
- • Transforming a natural language sentence into its meaning representation

# Semantic Parsing

- Semantic Parsing: Transforming natural language (NL) sentences into computer executable complete meaning representations (MRs) for domain-specific applications
- Realistic semantic parsing currently entails domain dependence
- Example application domains
  - ATIS: Air Travel Information Service
  - CLang: Robocup Coach Language
  - Geoquery: A Database Query Application

# ATIS: Air Travel Information Service

- Interface to an air travel database [Price, 1990]
- Widely-used benchmark for spoken language understanding

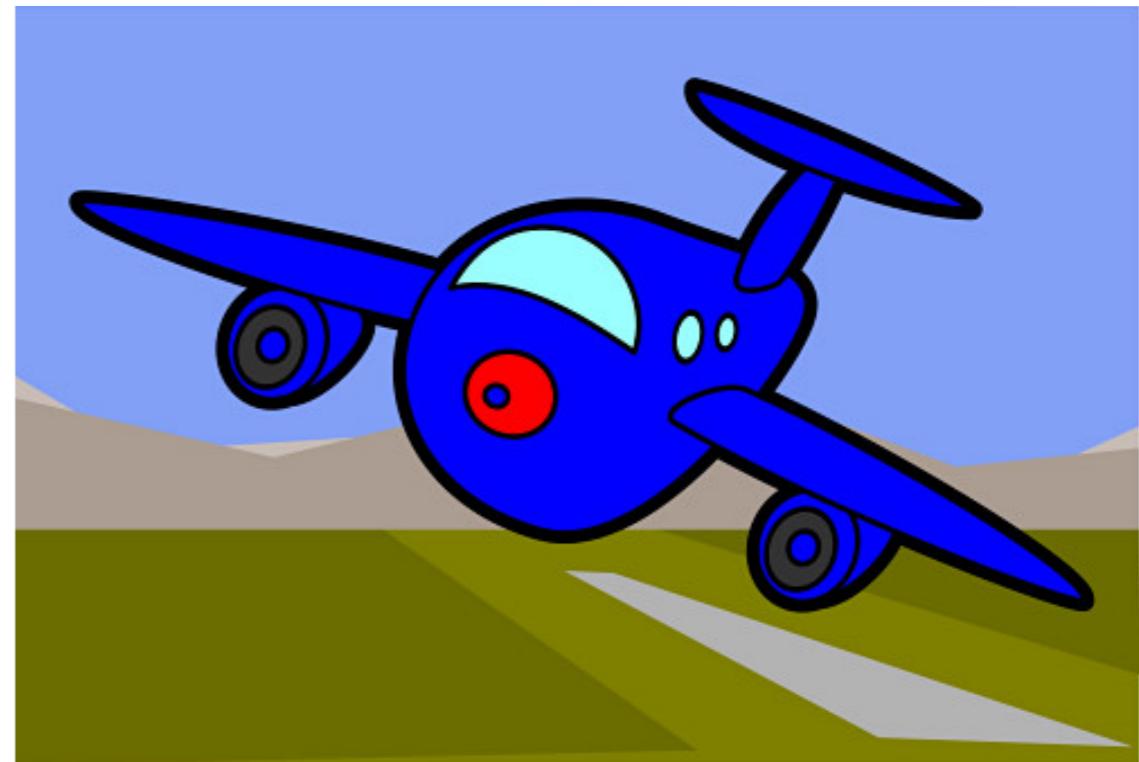


May I see all the flights from Cleveland to Dallas?

**Air-Transportation**  
Show: (Flight-Number)  
Origin: (City "Cleveland")  
Destination: (City "Dallas")

# ATIS: Air Travel Information Service

- Interface to an air travel database [Price, 1990]
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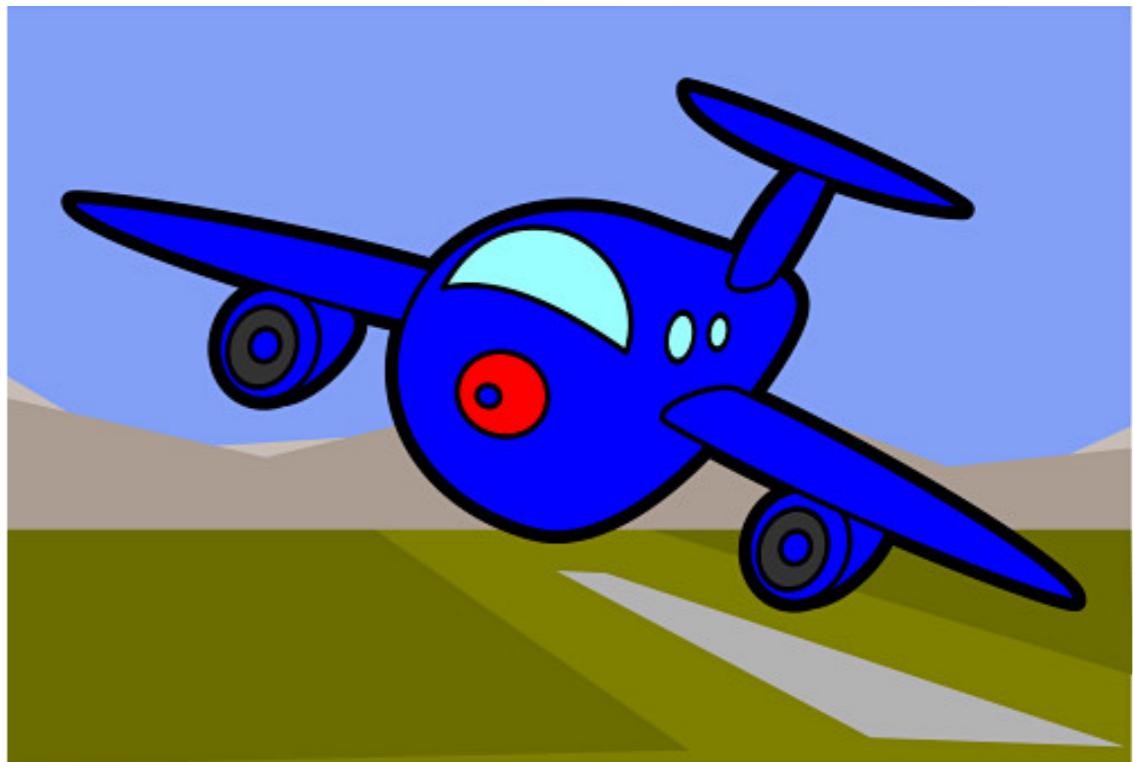
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Semantic  
Parsing

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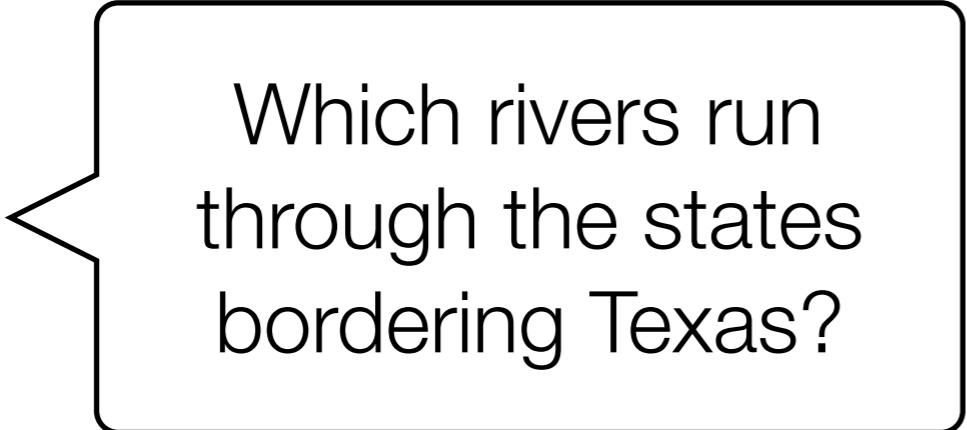
Semantic  
Parsing

**Air-Transportation**  
Show: (Flight-Number)  
Origin: (City "Cleveland")  
Destination: (City "Dallas")

Query

NA 1439,  
TQ 23,  
...

# Geoquery: A Database Query Application



Which rivers run through the states bordering Texas?

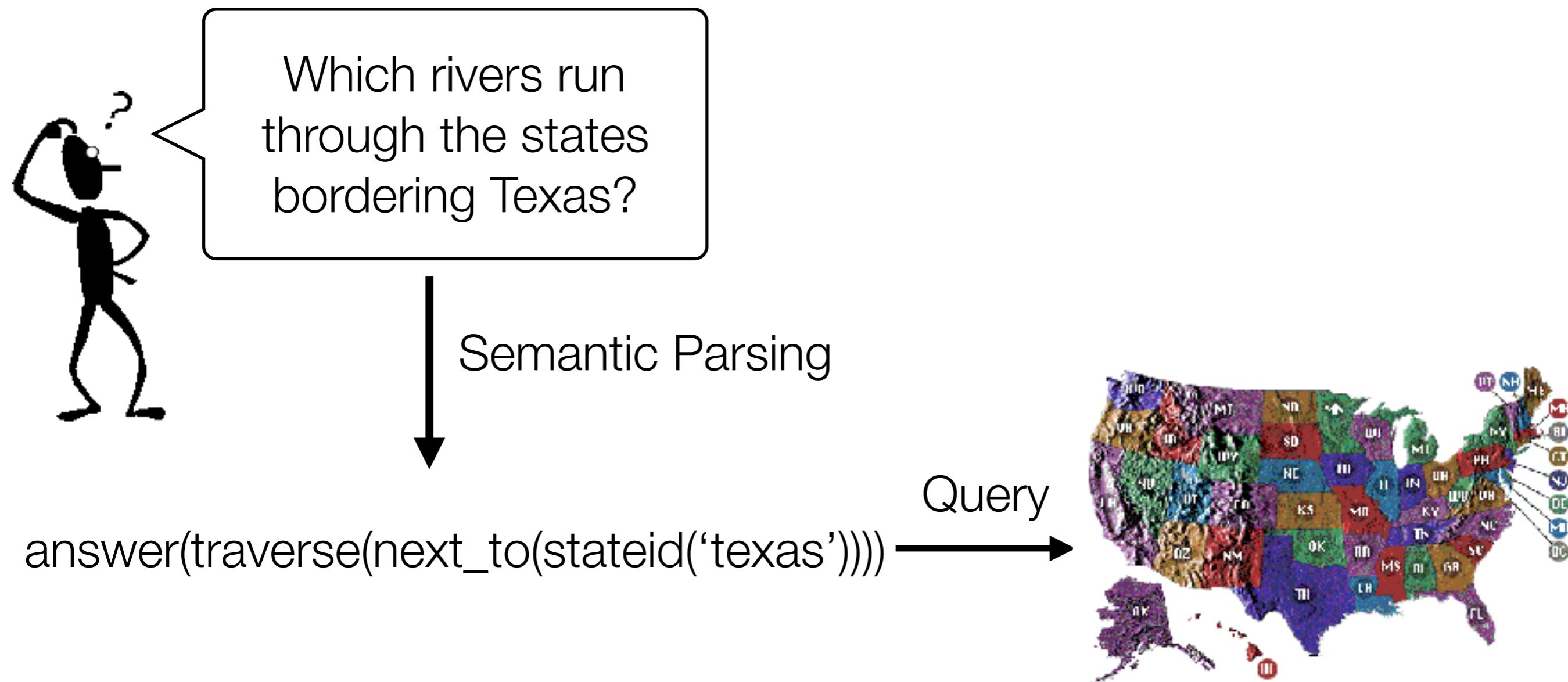
# Geoquery: A Database Query Application

Which rivers run through the states bordering Texas?

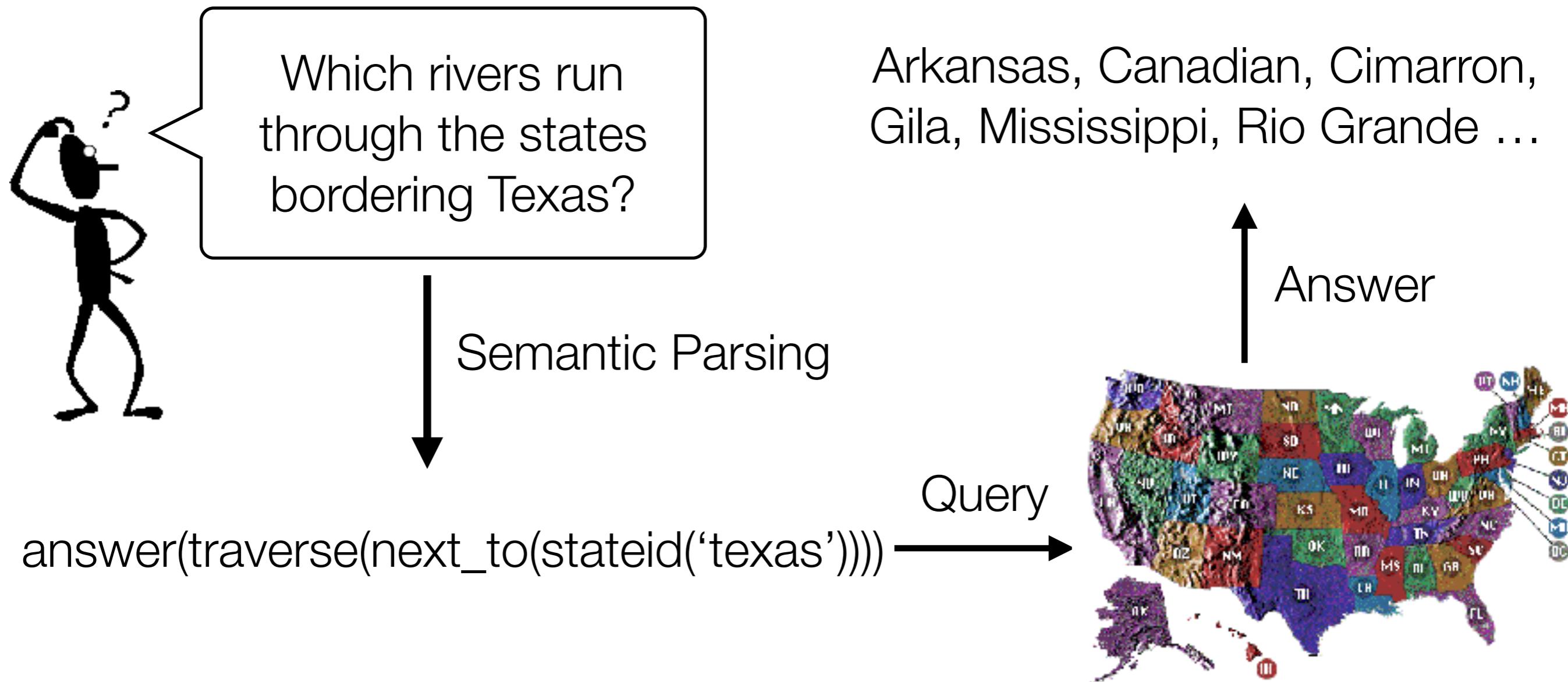


```
answer(traverse(next_to(stateid('texas'))))
```

# Geoquery: A Database Query Application



# Geoquery: A Database Query Application



# Meaning Representation Languages

- Meaning representation language (MRL) for an application is assumed to be present
- MRL is designed by the creators of the application to suit the application's needs independent of natural language
- CLang was designed by RoboCup community to send formal coaching instructions to simulated players
- Geoquery's MRL was based on the Prolog database

# Engineering Motivation for Semantic Parsing

- Applications of domain-dependent semantic parsing
  - Natural language interfaces to computing systems
  - Communication with robots in natural language
  - Personalized software assistants
  - Question-answering systems
- Machine learning makes developing semantic parsers for specific applications more tractable
- Training corpora can be easily developed by tagging natural-language glosses with formal statements

# Distinctions from Other NLP Tasks

- Shallow semantic processing
  - Information extraction
  - Semantic role labeling
- Intermediate linguistic representations
  - Part-of-speech tagging
  - Syntactic parsing
  - Semantic role labeling
- Output meant for humans
  - Question answering
  - Summarization
  - Machine translation



# Midterm Content Review

(at a high level)

How do you go out and solve new  
problems involving text?

1. Language has **structure**

“... is a film which still causes real, not figurative, chills to run along my spine, and it is certainly the bravest and most ambitious fruit of Coppola's genius”

Roger Ebert, *Apocalypse Now*

“I hated this movie. Hated hated hated  
hated hated this movie. Hated it. Hated  
every simpering stupid vacant audience-  
insulting moment of it. Hated the  
sensibility that thought anyone would like  
it.”

Roger Ebert, *North*

# Bag of words

Representation of text  
only as the counts of  
words that it contains

	Apocalypse now	North
the	1	1
of	0	0
hate	0	9
genius	1	0
bravest	1	0
stupid	0	1
like	0	1
...		

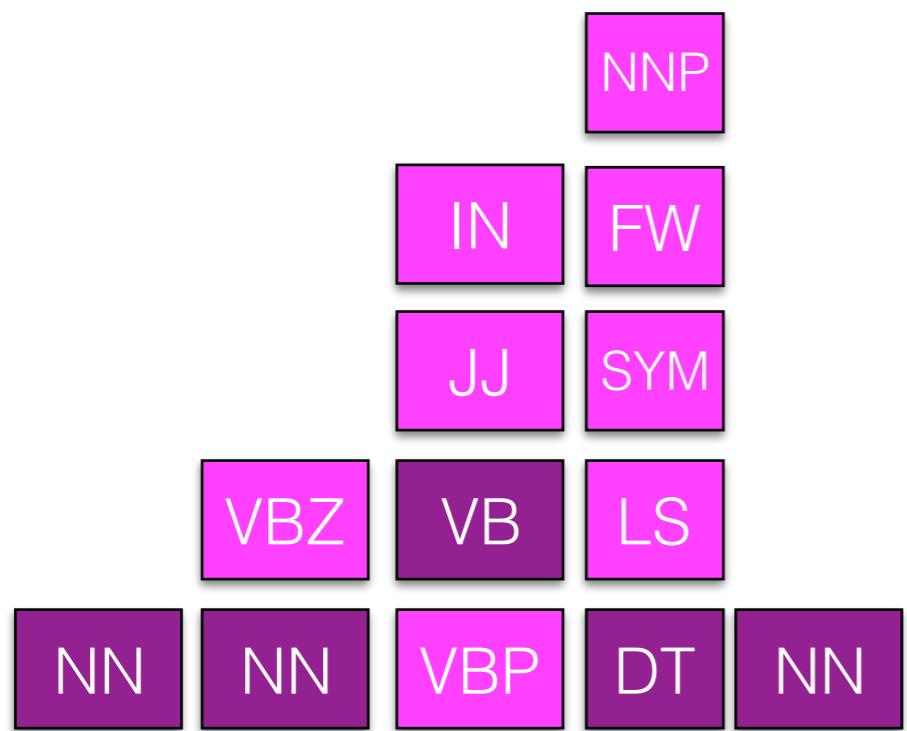
# Language model

“Hillary Clinton seemed to add Benghazi to her already-long list of culprits to blame for her upset loss to Donald \_\_\_\_\_”

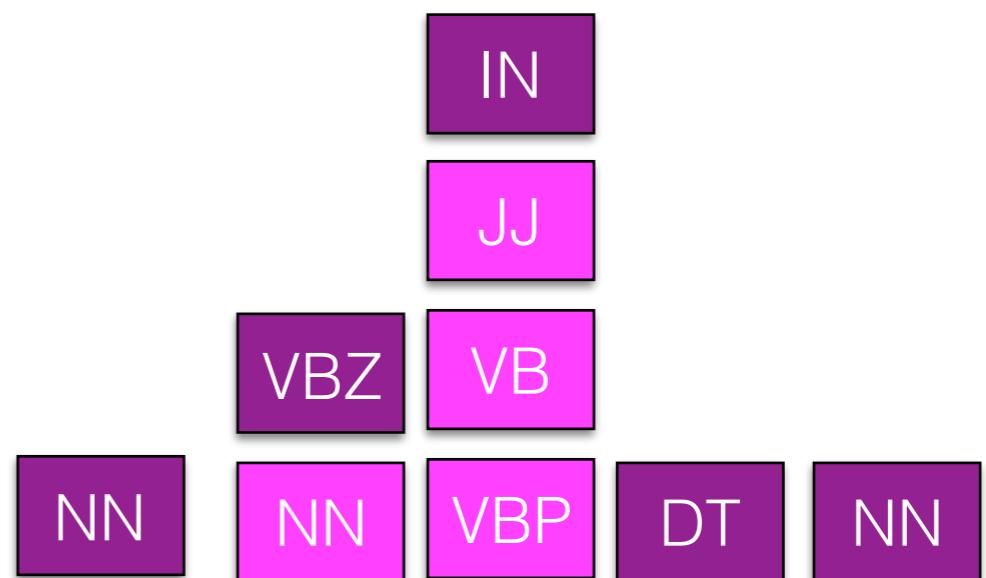
<http://www.foxnews.com/politics/2017/09/13/clinton-laments-how-benghazi-tragedy-hurt-her-politically.html>

# POS tagging

Labeling the tag that's correct  
for the context.



Fruit flies like a banana



Time flies like an arrow

(Just tags in evidence within the Penn Treebank — more are possible!)

# Word senses

original

It urged that the city take steps to remedy this problem

lemma sense

It **urge<sup>1</sup>** that the **city<sup>2</sup>** **take<sup>1</sup>** **step<sup>1</sup>** to **remedy<sup>1</sup>** this **problem<sup>2</sup>**

synset number

It **urge<sup>2:32:00</sup>** that the **city<sup>1:15:01</sup>** **take<sup>2:41:04</sup>** **step<sup>1:04:02</sup>** to **remedy<sup>2:30:00</sup>** this  
**problem<sup>1:10:00</sup>**

# Supersense tagging

artifact

artifact

motion

time

group

The station wagons arrived at noon, a long shining line

motion

location

location

that coursed through the west campus.

# Thematic roles

The thematic roles for verbs generally are predictable by the syntactic position of the argument (specific to each verb class). Some allow for consistent alternations:

Agent

Theme

Goal

Doris gave the book to Cary

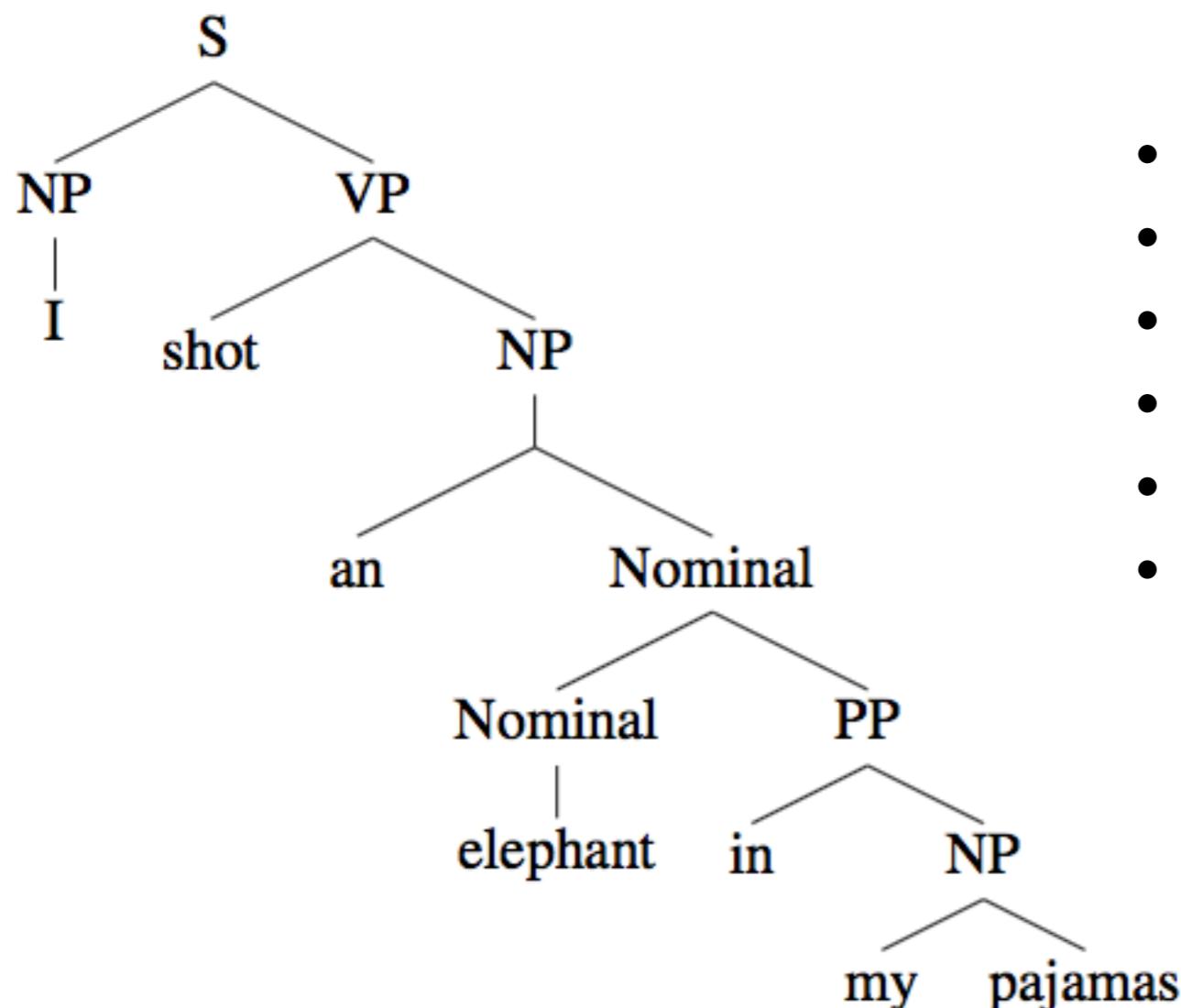
Agent

Goal

Theme

Doris gave Cary the book

# Phrase-structure syntax

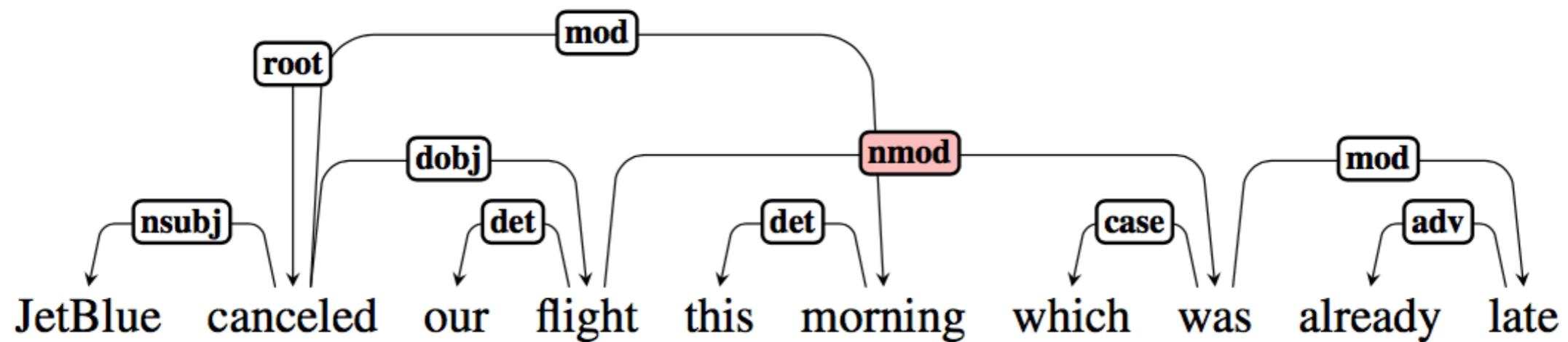


*Every internal node is a phrase*

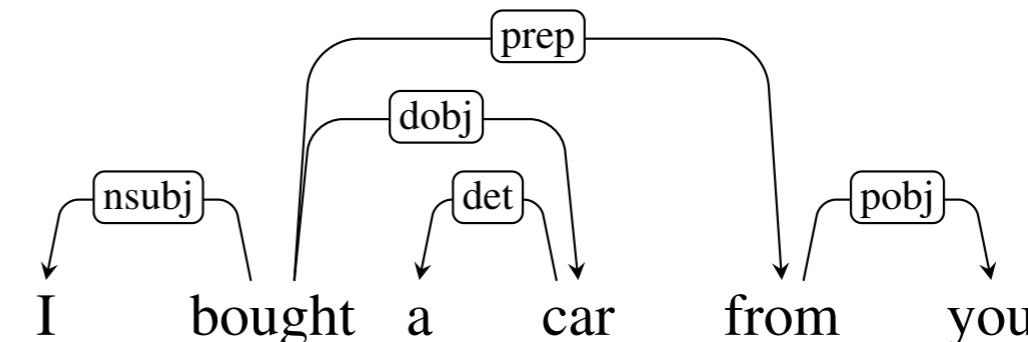
- my pajamas
- in my pajamas
- elephant in my pajamas
- an elephant in my pajamas
- shot an elephant in my pajamas
- I shot an elephant in my pajamas

Each phrase could be replaced by another of the same type of constituent

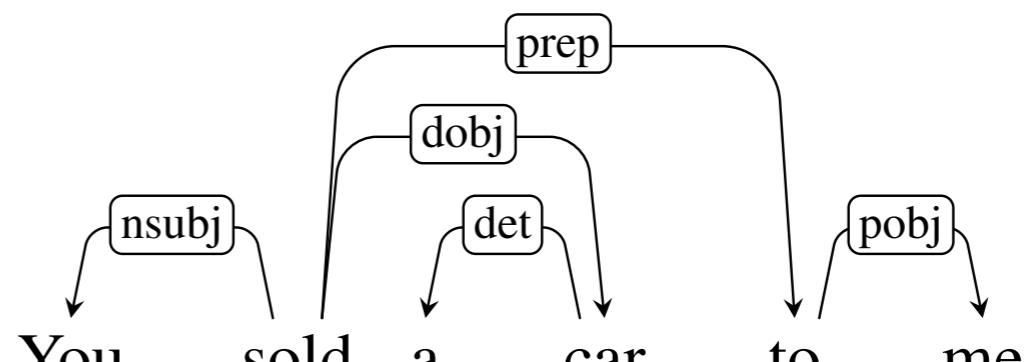
# Dependency syntax



# Semantic Frame



Two different  
perspectives on a  
commercial transaction



SELLER

GOODS

BUYER

# Compositional semantics

Utah

borders

Idaho

# Compositional semantics

NP  
**utah**

Utah

(S\NP)/NP  
 **$\lambda x.\lambda y(\text{borders}(y,x))$**

borders

NP  
**idaho**

Idaho

# Compositional semantics

S\NP  
 **$\lambda y(\text{borders}(y,\text{idaho})$**

---

NP  
**utah**

Utah

(S\NP)/NP  
 **$\lambda x.\lambda y(\text{borders}(y,x)$**

borders

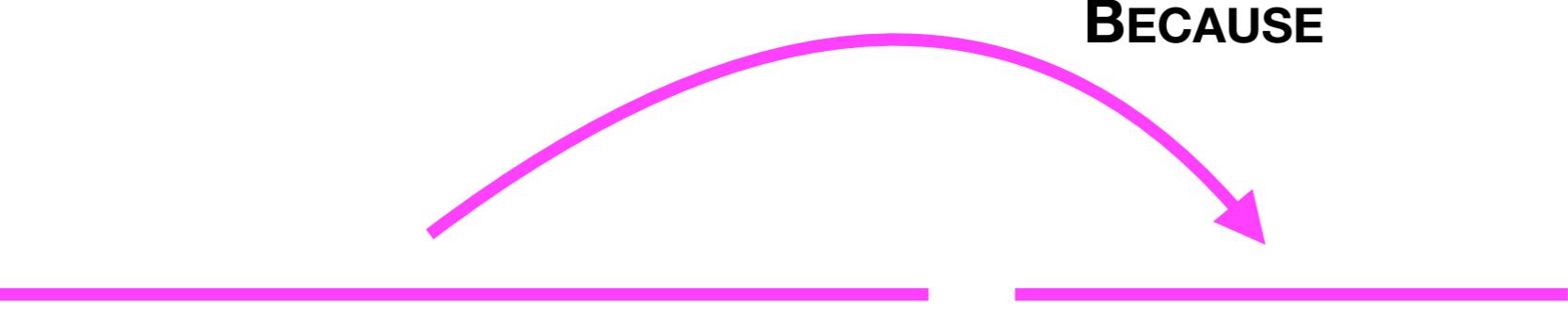
NP  
**idaho**

Idaho

# Compositional semantics

		S
		<b>borders(utah,idaho)</b>
		—————
		S\NP
		<b><math>\lambda y(\text{borders}(y,\text{idaho})</math></b>
		—————
NP	(S\NP)/NP	NP
<b>utah</b>	<b><math>\lambda x.\lambda y(\text{borders}(y,x)</math></b>	<b>idaho</b>
Utah	borders	Idaho

# Discourse structure

- 
- The diagram consists of two horizontal pink lines. A pink curved arrow originates from the left line and points to the right line. The word "BECAUSE" is written in black capital letters above the arrow.
- John hid Bill's car keys. He was drunk
  - John hid Bills car keys. He likes spinach.

With its  
distant orbit,

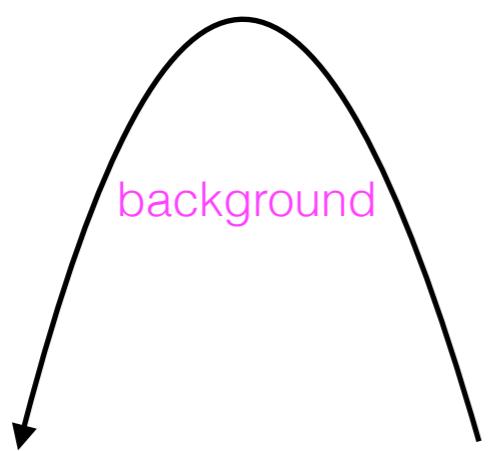
Mars  
experiences  
frigid  
weather.

Surface  
temperatures average  
-60 C

and can dip  
to -123 C

Only the  
midday sun at  
tropical  
latitudes is  
warm enough

to thaw the  
ice



With its  
distant orbit,

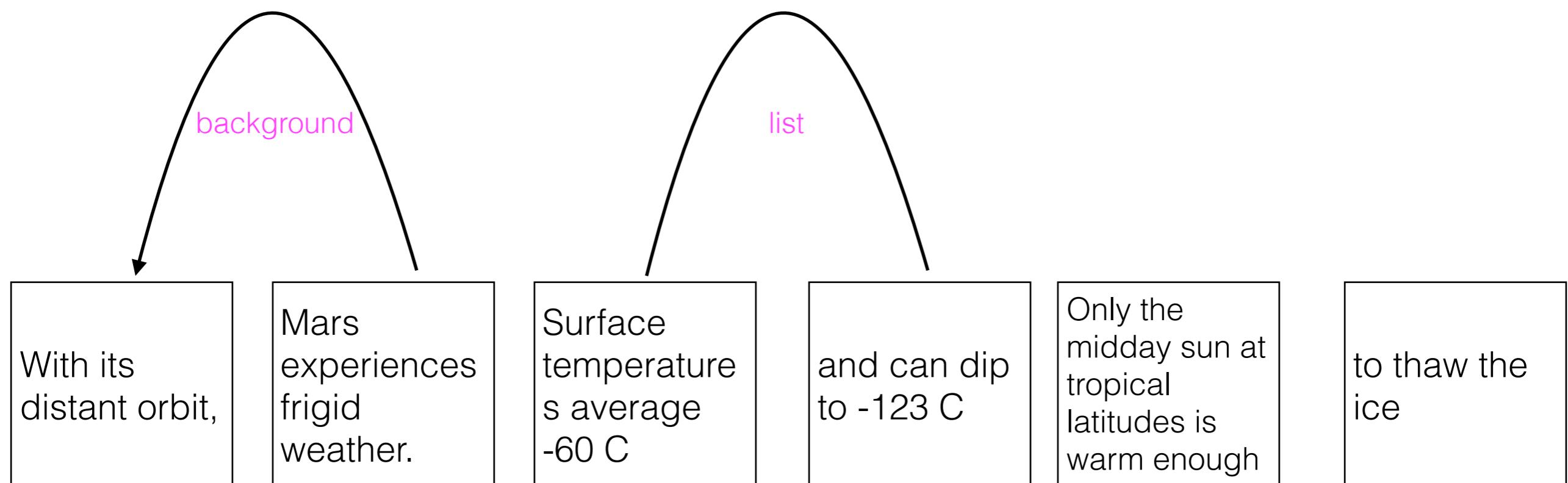
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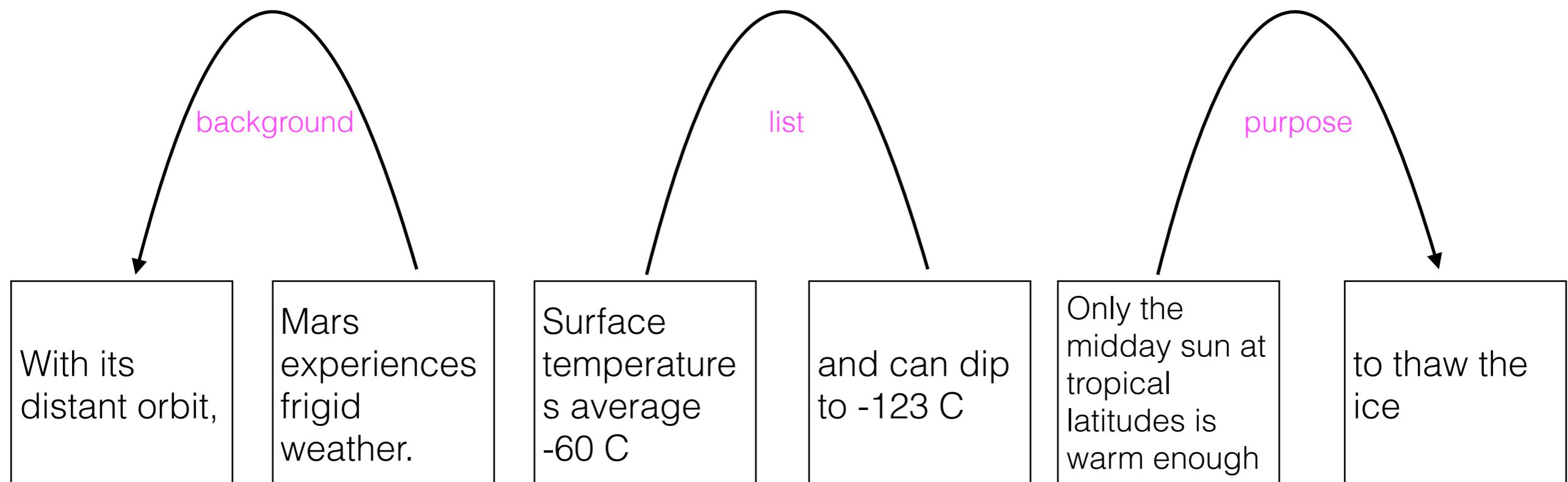
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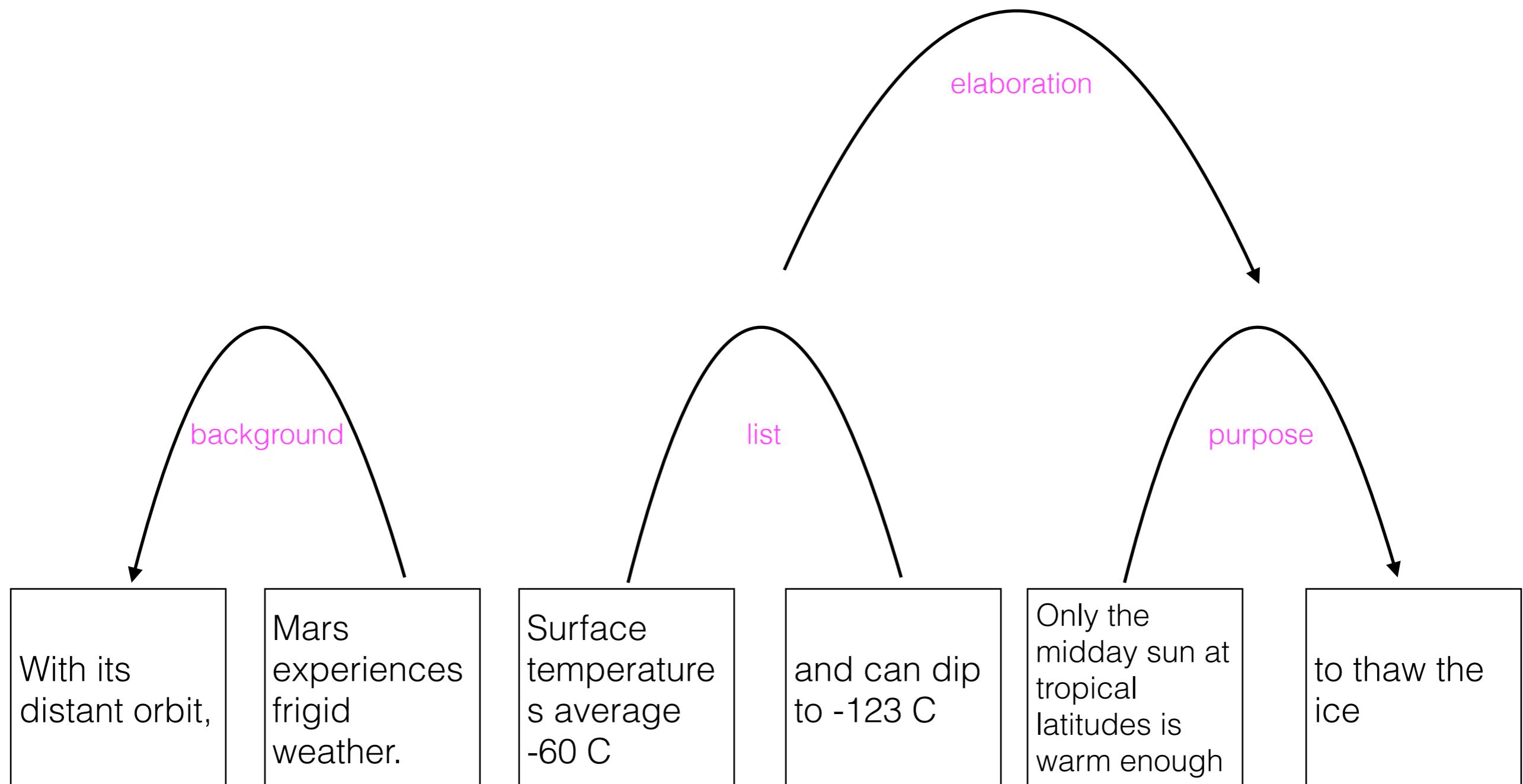
to thaw the  
ice



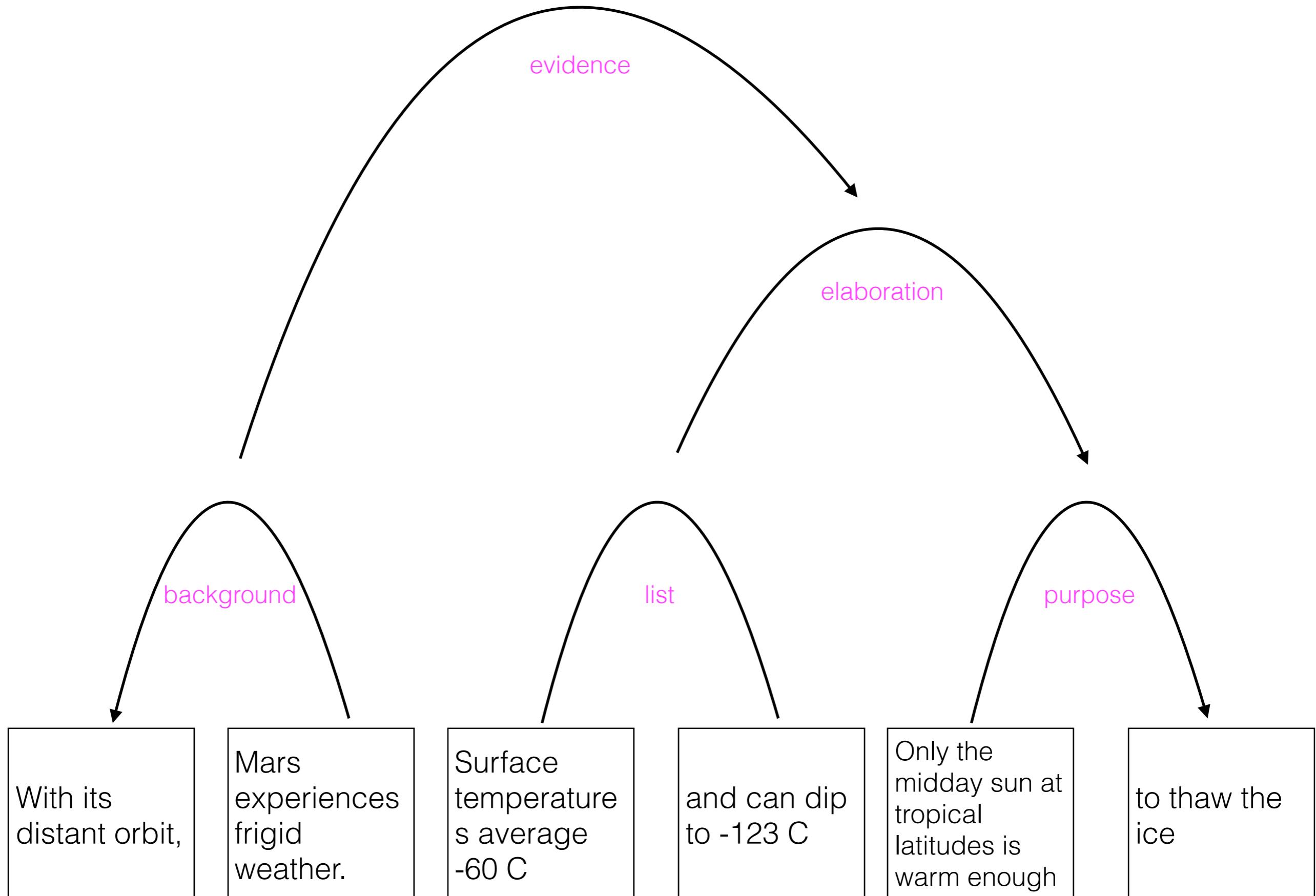
Arrows are directed from nucleus to satellite (undirected edges are nuclei)



Arrows are directed from nucleus to satellite (undirected edges are nuclei)



Arrows are directed from nucleus to satellite (undirected edges are nuclei)



Arrows are directed from nucleus to satellite (undirected edges are nuclei)



# Coreference

**LUKE**  
I'll never join **you!**

**VADER**  
If you only knew the power of the  
dark side. Obi-Wan never told  
you what happened to **your father.**

**LUKE**  
He told me enough! It was **you**  
who killed **him.**

**VADER**  
No. **I am your father.**

**LUKE**  
No. No. That's not true!  
That's impossible!

**VADER**  
Search your feelings. You know  
it to be true.

**LUKE**  
No! No! No!

# Information extraction

The trade deadline is getting much more exciting, though.

We got a taste when [the Jaguars traded for two-time Pro Bowl defensive tackle Marcell Dareus](#) on Friday, and the [Seahawks traded for three-time Pro Bowl offensive tackle Duane Brown](#) on Monday.

But the bombshell came Monday night when the Patriots sent [Jimmy Garoppolo](#) to become the new franchise quarterback of the [49ers](#).

- Who is on the current roster of every NFL team?
- If there are trades between teams, when and who was involved?

2. Most new problems can solved  
with a familiar **class** of algorithms

# Many computation tools available!

- Classification
- Sequence labeling
- Trees
- Graphs

# Many computation tools available!

- Classification
- Sequence labeling
- Trees
- Graphs
- Counting and normalizing (NB, PCFG, HMM, LDA)
- Loglinear (logistic regression, MEMM, CRF)
- Neural (CNN, RNN, LSTM, Transformer)

# Classification

# Bayes' Rule

$$P(Y = y|X = x) = \frac{P(Y = y)P(X = x|Y = y)}{\sum_y P(Y = y)P(X = x|Y = y)}$$

# Bayes' Rule

Prior belief that  $Y = \text{positive}$   
(before you see any data)

$$P(Y = y|X = x) = \frac{P(Y = y)P(X = x|Y = y)}{\sum_y P(Y = y)P(X = x|Y = y)}$$

# Bayes' Rule

Prior belief that  $Y = \text{positive}$   
(before you see any data)

Likelihood of “really really the  
worst movie ever”  
given that  $Y = \text{positive}$

$$P(Y = y|X = x) = \frac{P(Y = y)P(X = x|Y = y)}{\sum_y P(Y = y)P(X = x|Y = y)}$$

# Bayes' Rule

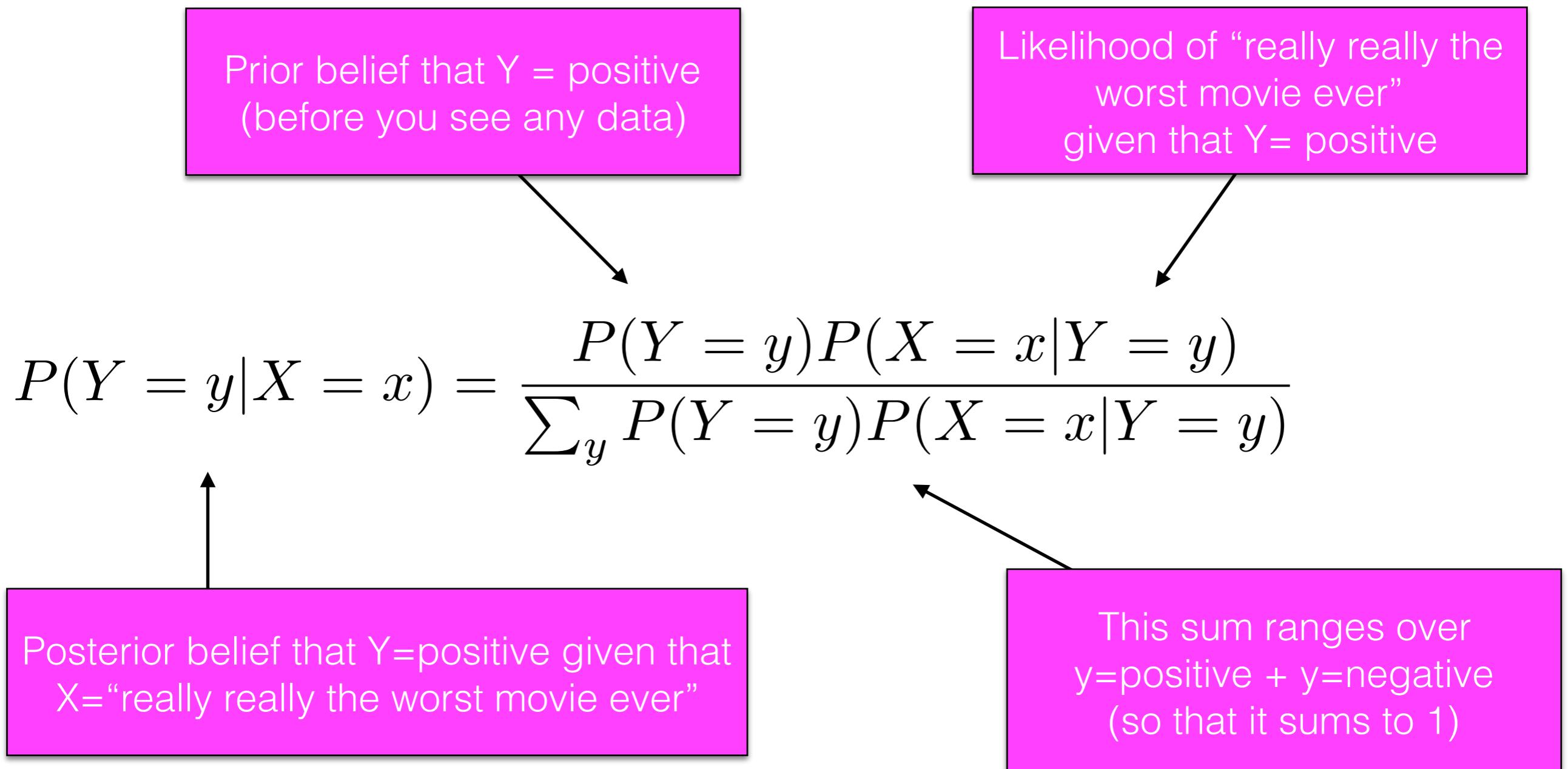
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$$P(Y = y|X = x) = \frac{P(Y = y)P(X = x|Y = y)}{\sum_y P(Y = y)P(X = x|Y = y)}$$

This sum ranges over  
 $y = \text{positive} + y = \text{negative}$   
(so that it sums to 1)

# Bayes' Rule



# Naive Bayes training

Training a Naive Bayes classifier consists of estimating these two quantities from training data for all classes  $y$

$$P(Y = y|X = x) = \frac{P(Y = y)P(X = x|Y = y)}{\sum_y P(Y = y)P(X = x|Y = y)}$$

At test time, use those estimated probabilities to calculate the posterior probability of each class  $y$  and select the class with the highest probability

# Independence Assumption

really really the worst movie ever



We will assume the features are independent:

$$P(x_1, x_2, x_3, x_4, x_6, x_7 \mid c) = P(x_1 \mid c)P(x_2 \mid c)\dots P(x_7 \mid c)$$

$$P(x_i\dots x_n \mid c) = \prod_{i=1}^N P(x_i \mid c)$$

# Logistic regression

$$P(y = 1 \mid x, \beta) = \frac{1}{1 + \exp\left(-\sum_{i=1}^F x_i \beta_i\right)}$$

output space  $\mathcal{Y} = \{0, 1\}$

$x$  = feature vector

Feature	Value
the	0
and	0
bravest	0
love	0
loved	0
genius	0
not	0
fruit	1
BIAS	1

$\beta$  = coefficients

Feature	$\beta$
the	0.01
and	0.03
bravest	1.4
love	3.1
loved	1.2
genius	0.5
not	-3.0
fruit	-0.8
BIAS	-0.1

# Features

- As a discriminative classifier, logistic regression doesn't assume features are independent like Naive Bayes does.
- Its power partly comes in the ability to create richly expressive features with out the burden of independence.
- We can represent text through features that are not just the identities of individual words, but any feature that is scoped over **the entirety of the input**.

features

contains like

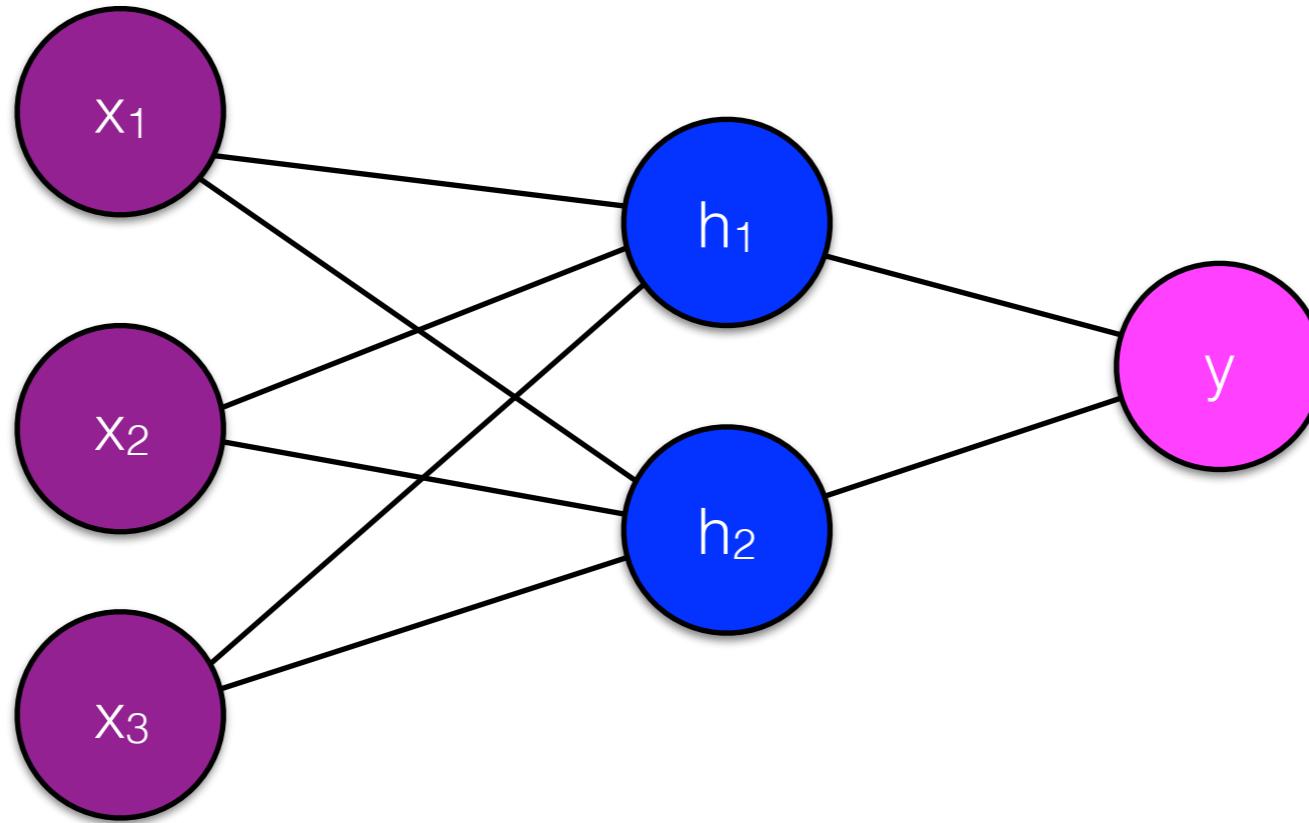
has word that shows up in positive sentiment dictionary

review begins with “I like”

at least 5 mentions of positive affectual verbs (like, love, etc.)

W

V



$$\hat{y} = \sigma \left[ V_1 \left( \sigma \left( \sum_i^F x_i W_{i,1} \right) \right) + V_2 \left( \sigma \left( \sum_i^F x_i W_{i,2} \right) \right) \right]$$

we can express  $y$  as a function only of the input  $x$  and the weights  $W$  and  $V$

# Sequences

# Sequence labeling

$$x = \{x_1, \dots, x_n\}$$

$$y = \{y_1, \dots, y_n\}$$

- For a set of inputs  $x$  with  $n$  sequential time steps, one corresponding label  $y_i$  for each  $x_i$
- Model the structure that exists between within  $y$

# HMM

$$P(x_1, \dots, x_n, y_1, \dots, y_n) \approx \prod_{i=1}^{n+1} P(y_i \mid y_{i-1}) \prod_{i=1}^n P(x_i \mid y_i)$$

# Hidden Markov Model

Prior probability of label sequence

$$P(y) = P(y_1, \dots, y_n)$$

$$P(y_1, \dots, y_n) \approx \prod_{i=1}^{n+1} P(y_i \mid y_{i-1})$$

- We'll make a first-order Markov assumption and calculate the joint probability as the product the individual factors conditioned **only on the previous tag**.

# Hidden Markov Model

$$P(x \mid y) = P(x_1, \dots, x_n \mid y_1, \dots, y_n)$$

$$P(x_1, \dots, x_n \mid y_1, \dots, y_n) \approx \prod_{i=1}^N P(x_i \mid y_i)$$

- Here again we'll make a strong assumption: the probability of the word we see at a given time step is only dependent on its label

# MEMM

$$\arg \max_y P(y \mid x, \beta)$$

$$\arg \max_y \prod_{i=1}^n P(y_i \mid y_{i-1}, x)$$

# MEMM

General maxent form

$$\arg \max_y P(y \mid x, \beta)$$

$$\arg \max_y \prod_{i=1}^n P(y_i \mid y_{i-1}, x)$$

# MEMM

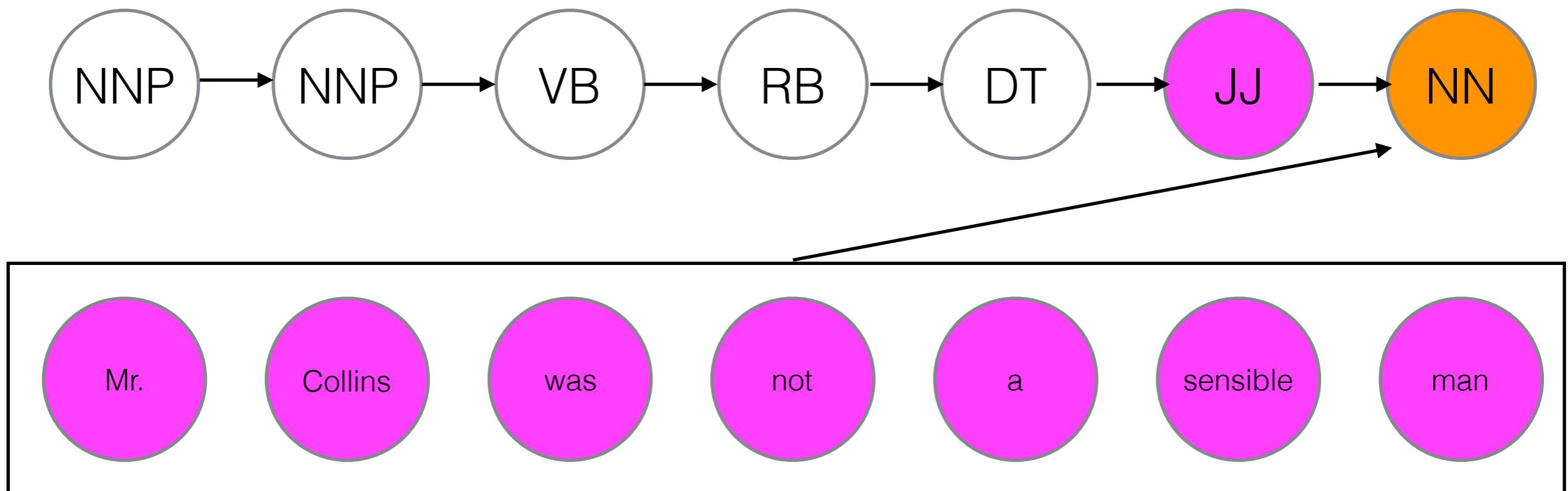
General maxent form

$$\arg \max_y P(y \mid x, \beta)$$

Maxent with first-order Markov assumption: Maximum Entropy Markov Model

$$\arg \max_y \prod_{i=1}^n P(y_i \mid y_{i-1}, x)$$

# MEMM



# Features

$$f(t_i, t_{i-1}; x_1, \dots, x_n)$$

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$$f(t_i, t_{i-1}; x_1, \dots, x_n)$$

Features are scoped over  
the previous predicted  
tag and the entire  
observed input

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$$f(t_i, t_{i-1}; x_1, \dots, x_n)$$

feature	example
---------	---------

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# Features

$$f(t_i, t_{i-1}; x_1, \dots, x_n)$$

feature	example
$x_i = \text{man}$	1

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feature	example
$x_i = \text{man}$	1
$t_{i-1} = \text{JJ}$	1

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$i=n$ (last word of sentence)	1

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feature	example
$x_i = \text{man}$	1
$t_{i-1} = \text{JJ}$	1
$i=n$ (last word of sentence)	1
$x_i \text{ ends in } -ly$	0

# MEMM Training

$$\prod_{i=1}^n P(y_i \mid y_{i-1}, x, \beta)$$

Locally normalized — at each time step,  
each conditional distribution sums to 1

# Conditional random fields

- We can solve this problem using global normalization (over the entire sequences) rather than locally normalized factors.

MEMM

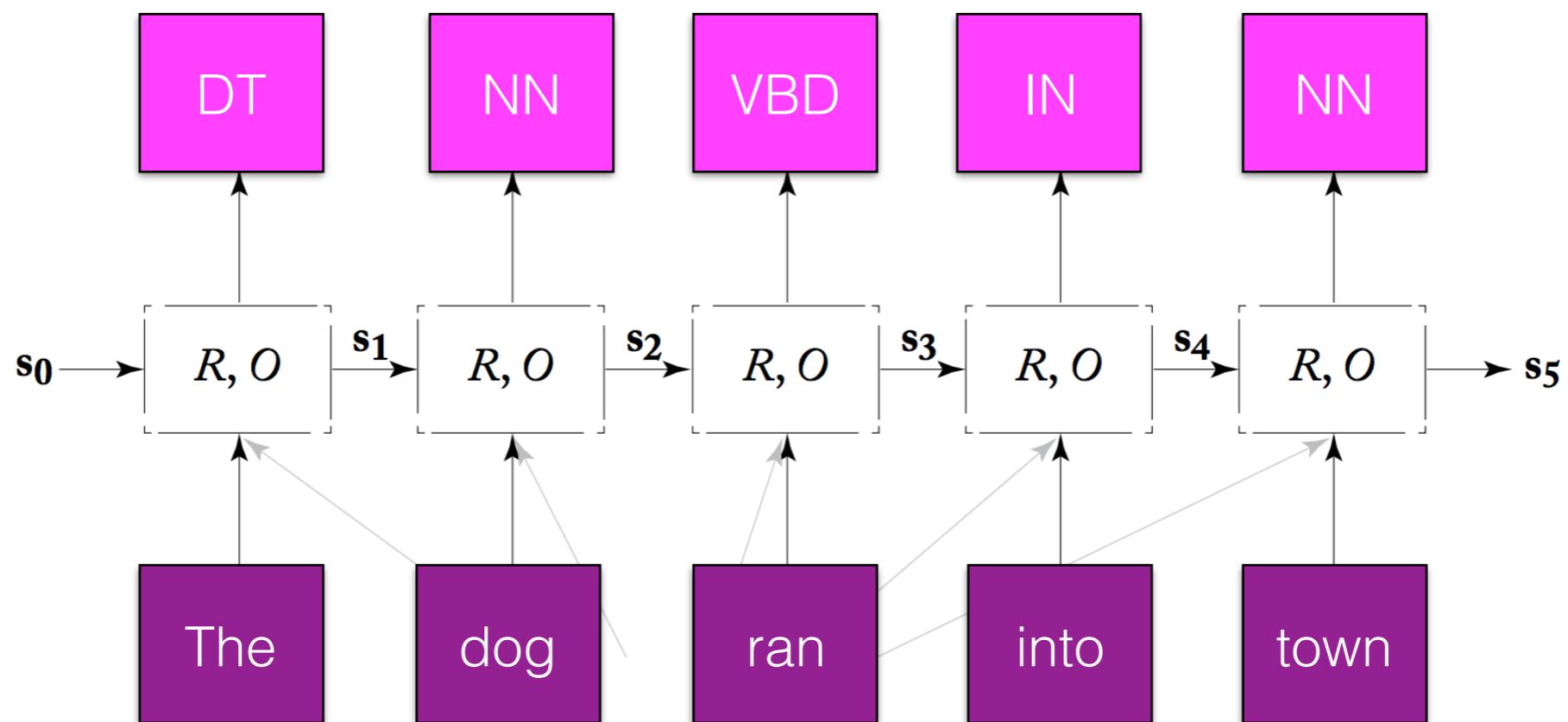
$$P(y \mid x, \beta) = \prod_{i=1}^n P(y_i \mid y_{i-1}, x, \beta)$$

CRF

$$P(y \mid x, \beta) = \frac{\exp(\Phi(x, y)^\top \beta)}{\sum_{y' \in \mathcal{Y}} \exp(\Phi(x, y')^\top \beta)}$$

# Recurrent neural network

- For POS tagging, predict the **tag** conditioned on the context

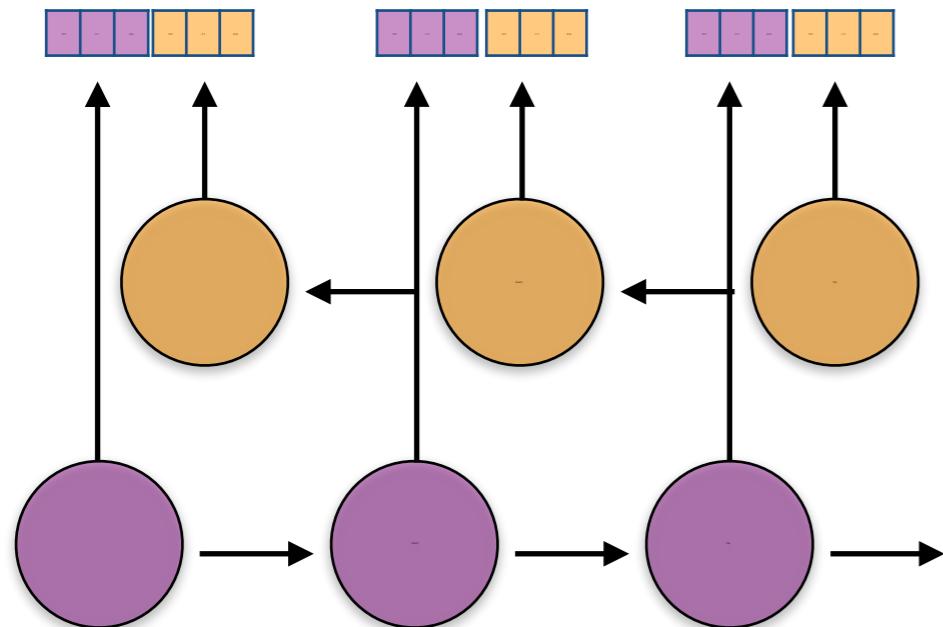


# Bidirectional RNN

- A powerful alternative is make predictions conditioning both on the **past** and the **future**.
- Two RNNs
  - One running left-to-right
  - One right-to-left
- Each produces an output vector at each time step, which we concatenate

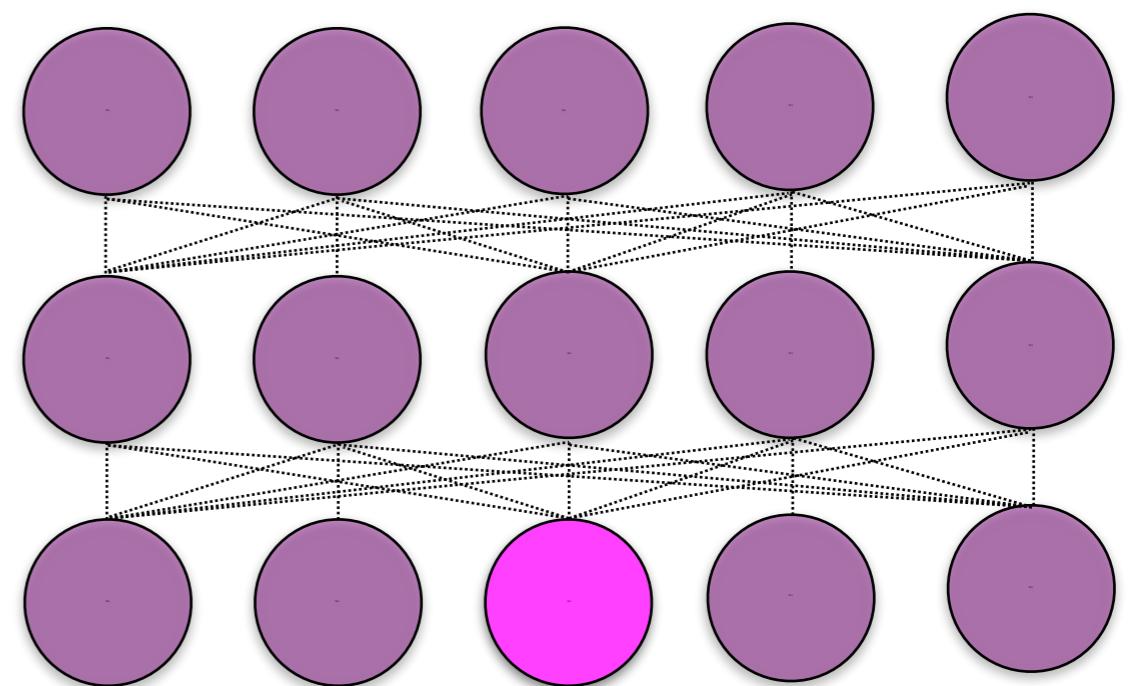
# ELMo and BERT

Stacked BiRNN trained to predict **next word** in language modeling task



Peters et al. 2018

Transformer-based model to predict masked word using **bidirectional** context + next sentence prediction.



Devlin et al. 2019

# Trees

# PCFG

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- Probabilistic context-free grammar: each production is also associated with a probability.

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- This lets us calculate the probability of a parse for a given sentence; for a given parse tree  $T$  for sentence  $S$  comprised of  $n$  rules from  $R$  (each  $A \rightarrow \beta$ ):

# PCFG

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- This lets us calculate the probability of a parse for a given sentence; for a given parse tree  $T$  for sentence  $S$  comprised of  $n$  rules from  $R$  (each  $A \rightarrow \beta$ ):

$$P(T, S) = \prod_i^n P(\beta | A)$$

# Estimating PCFGs

$$\sum_{\beta} P(\beta \mid A) = \frac{C(A \rightarrow \beta)}{\sum_{\gamma} C(A \rightarrow \gamma)}$$

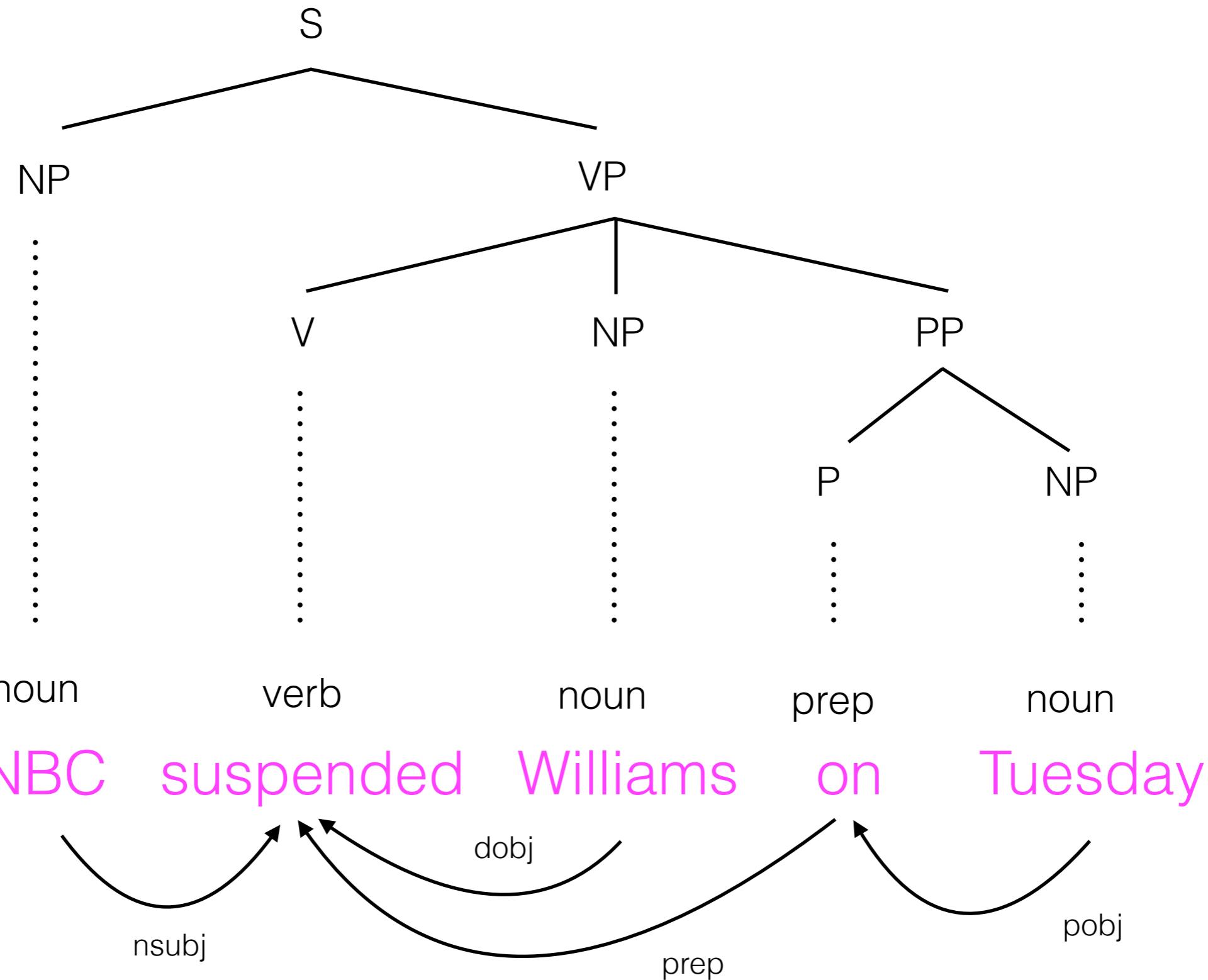
(equivalently)

$$\sum_{\beta} P(\beta \mid A) = \frac{C(A \rightarrow \beta)}{C(A)}$$

A		$\beta$	$P(\beta   NP)$
NP	$\rightarrow$	NP PP	0.092
NP	$\rightarrow$	DT NN	0.087
NP	$\rightarrow$	NN	0.047
NP	$\rightarrow$	NNS	0.042
NP	$\rightarrow$	DT JJ NN	0.035
NP	$\rightarrow$	NNP	0.034
NP	$\rightarrow$	NNP NNP	0.029
NP	$\rightarrow$	JJ NNS	0.027
NP	$\rightarrow$	QP -NONE-	0.018
NP	$\rightarrow$	NP SBAR	0.017
NP	$\rightarrow$	NP PP-LOC	0.017
NP	$\rightarrow$	JJ NN	0.015
NP	$\rightarrow$	DT NNS	0.014
NP	$\rightarrow$	CD	0.014
NP	$\rightarrow$	NN NNS	0.013
NP	$\rightarrow$	DT NN NN	0.013
NP	$\rightarrow$	NP CC NP	0.013

# Dependency parsing

- Transition-based parsing (HW3!)
  - $O(n)$
  - Only projective structures (pseudo-projective [Nivre and Nilsson 2005])
- Graph-based parsing
  - $O(n^2)$
  - Projective and non-projective trees



# Rhetorical Structure Theory (RST)

With its  
distant orbit,

Mars  
experiences  
frigid  
weather.

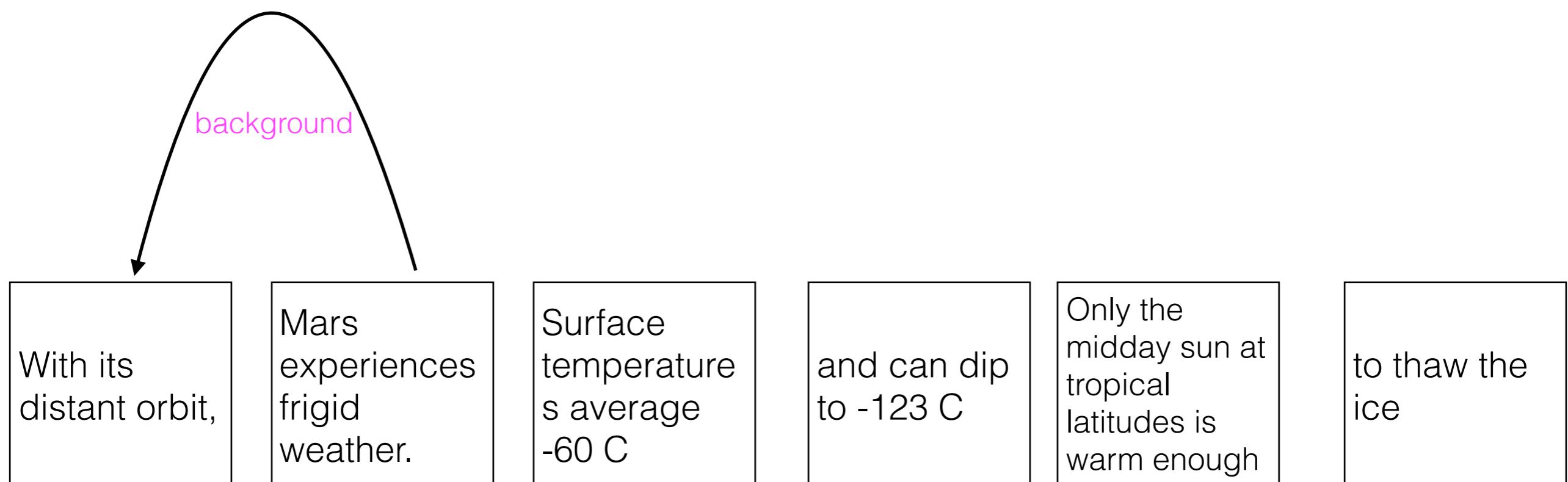
Surface  
temperature  
s average  
-60 C

and can dip  
to -123 C

Only the  
midday sun at  
tropical  
latitudes is  
warm enough

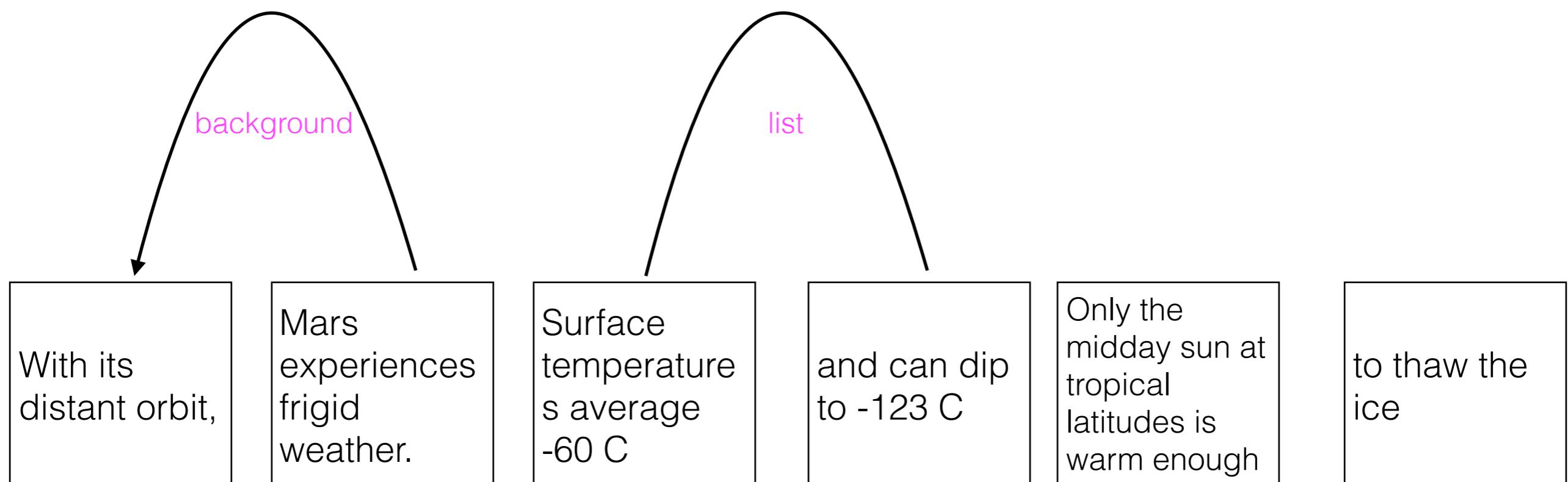
to thaw the  
ice

# Rhetorical Structure Theory (RST)



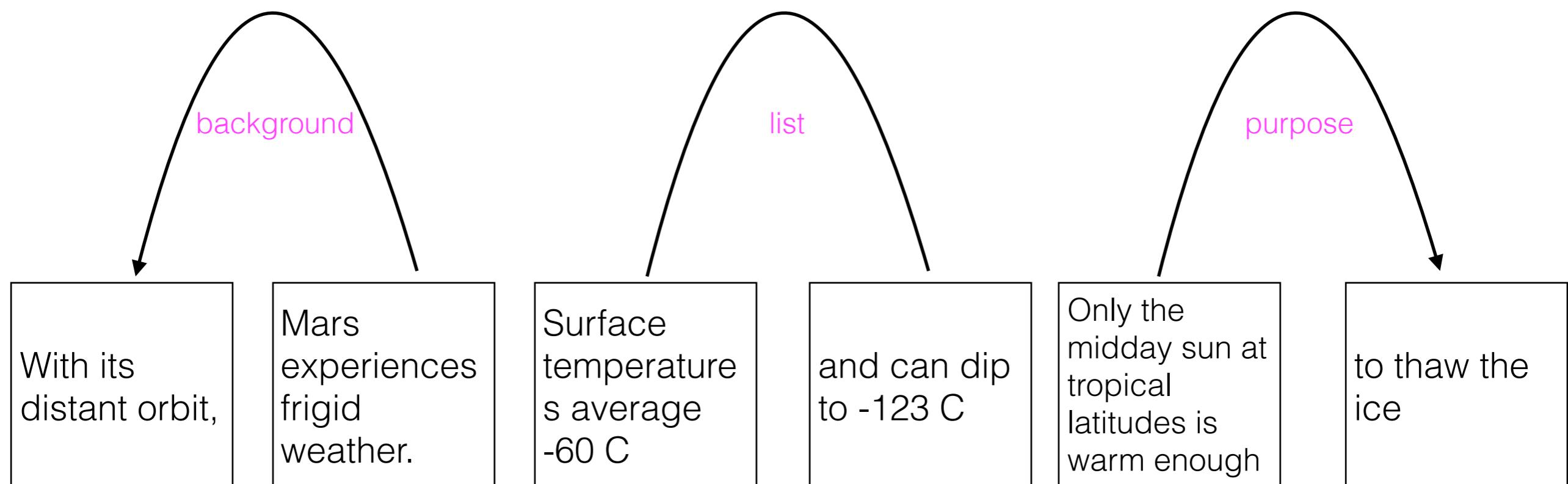
Arrows are directed from nucleus to satellite (undirected edges are nuclei)

# Rhetorical Structure Theory (RST)



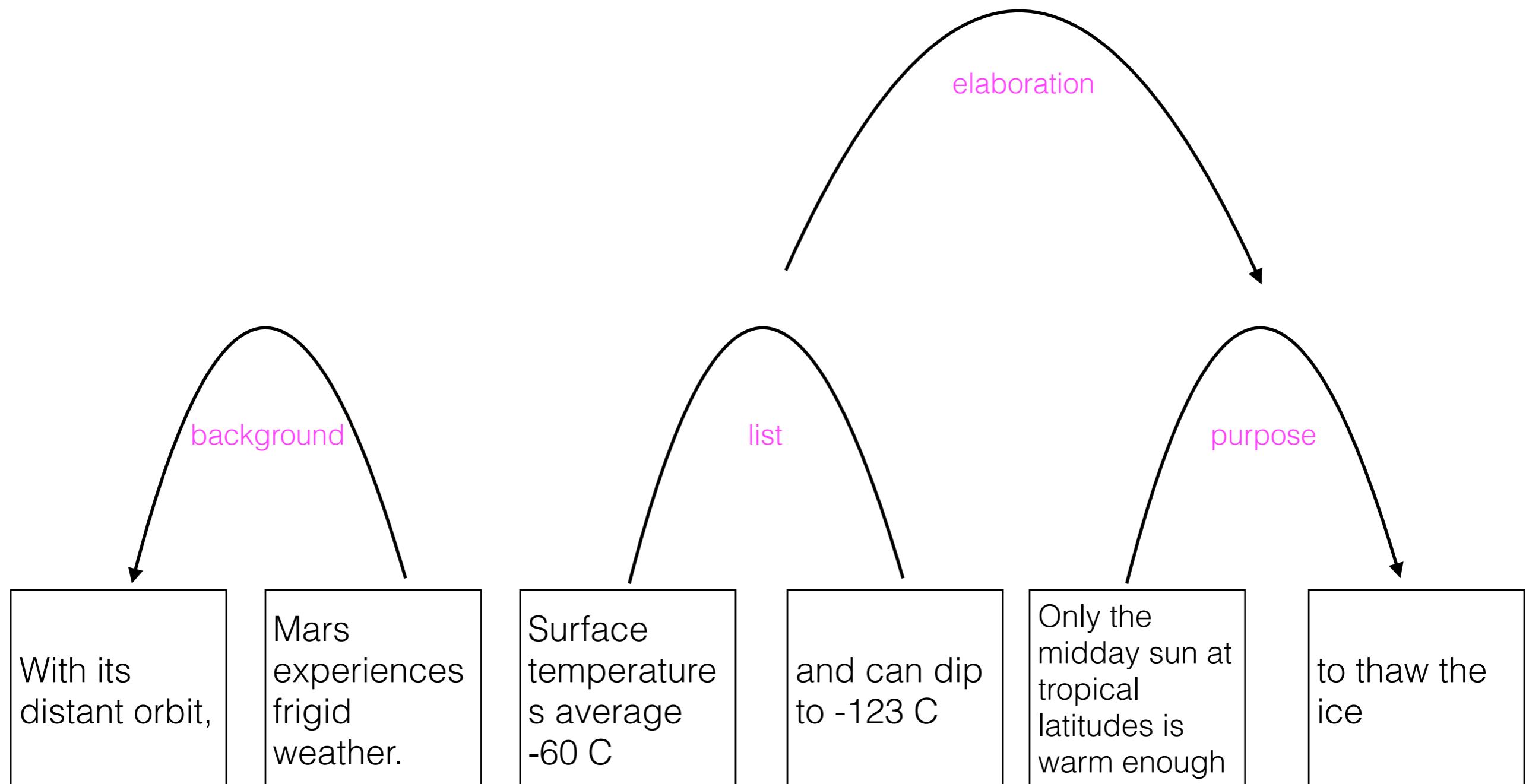
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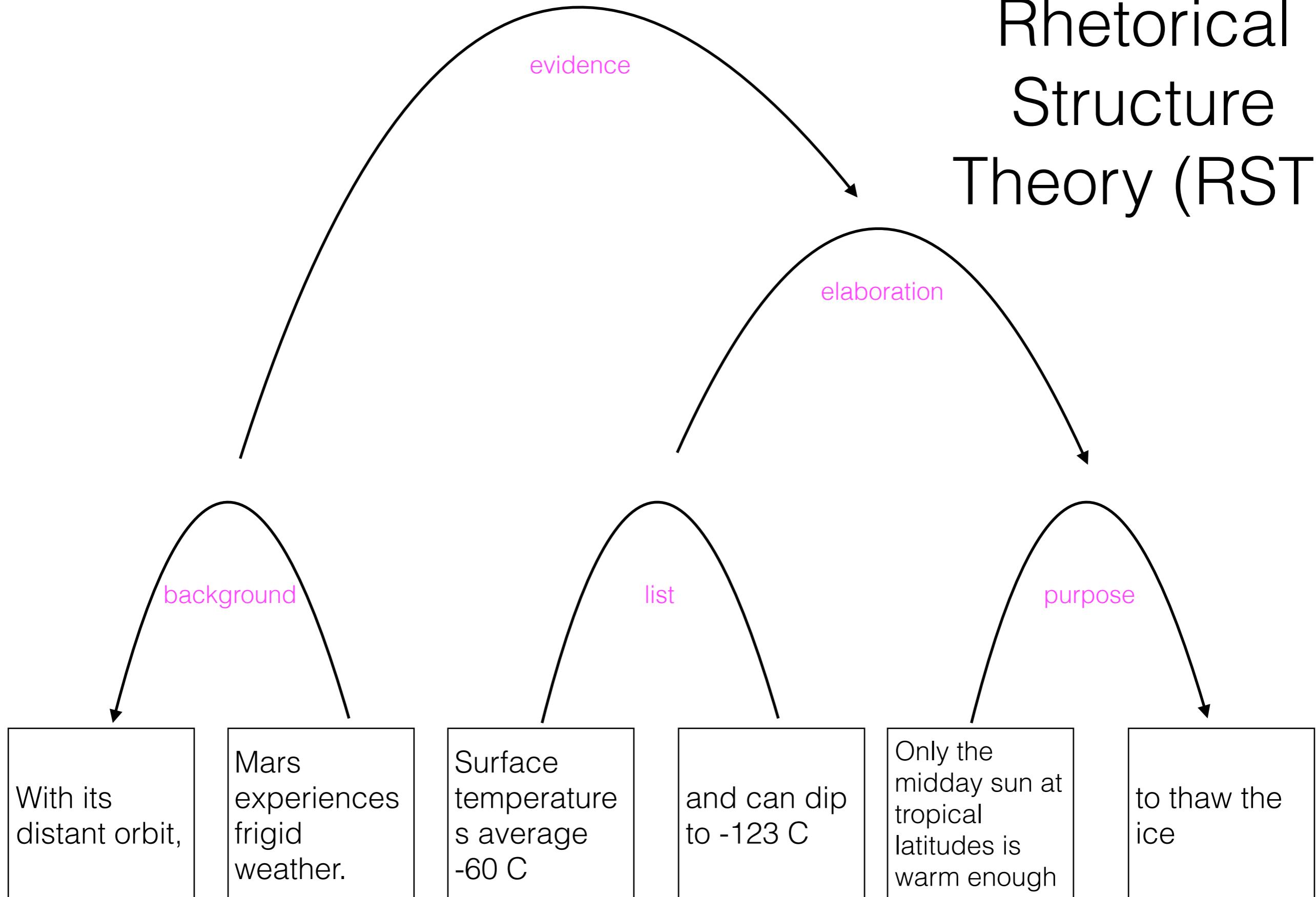
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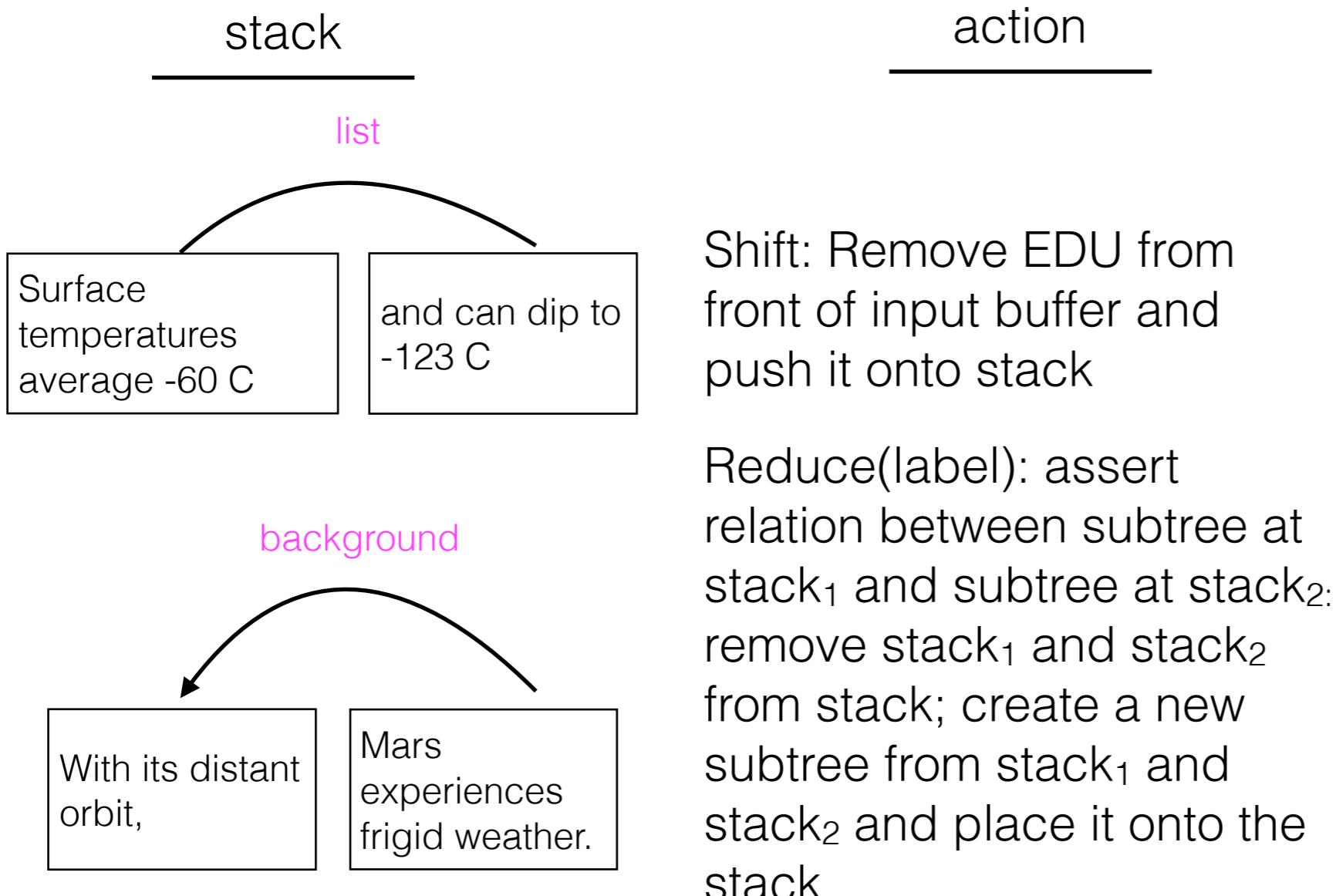


Arrows are directed from nucleus to satellite (undirected edges are nuclei)

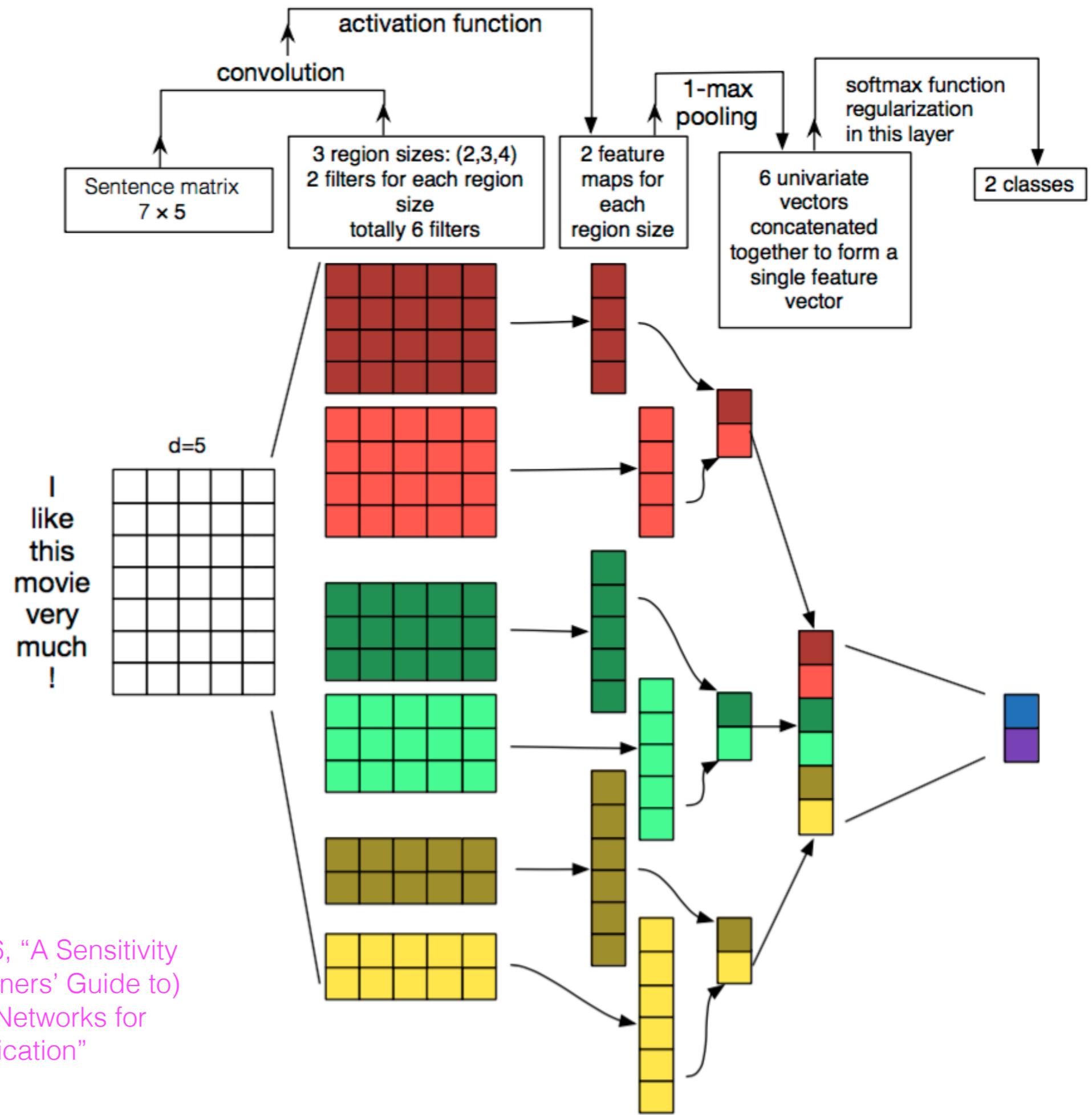
# RST parsing

- Shift-reduce (Marcu 1999, Sagae 2009)
- Neural-network shift reduce (Ji and Eisenstein 2014)
- Recursive neural network (Li et al. 2014)

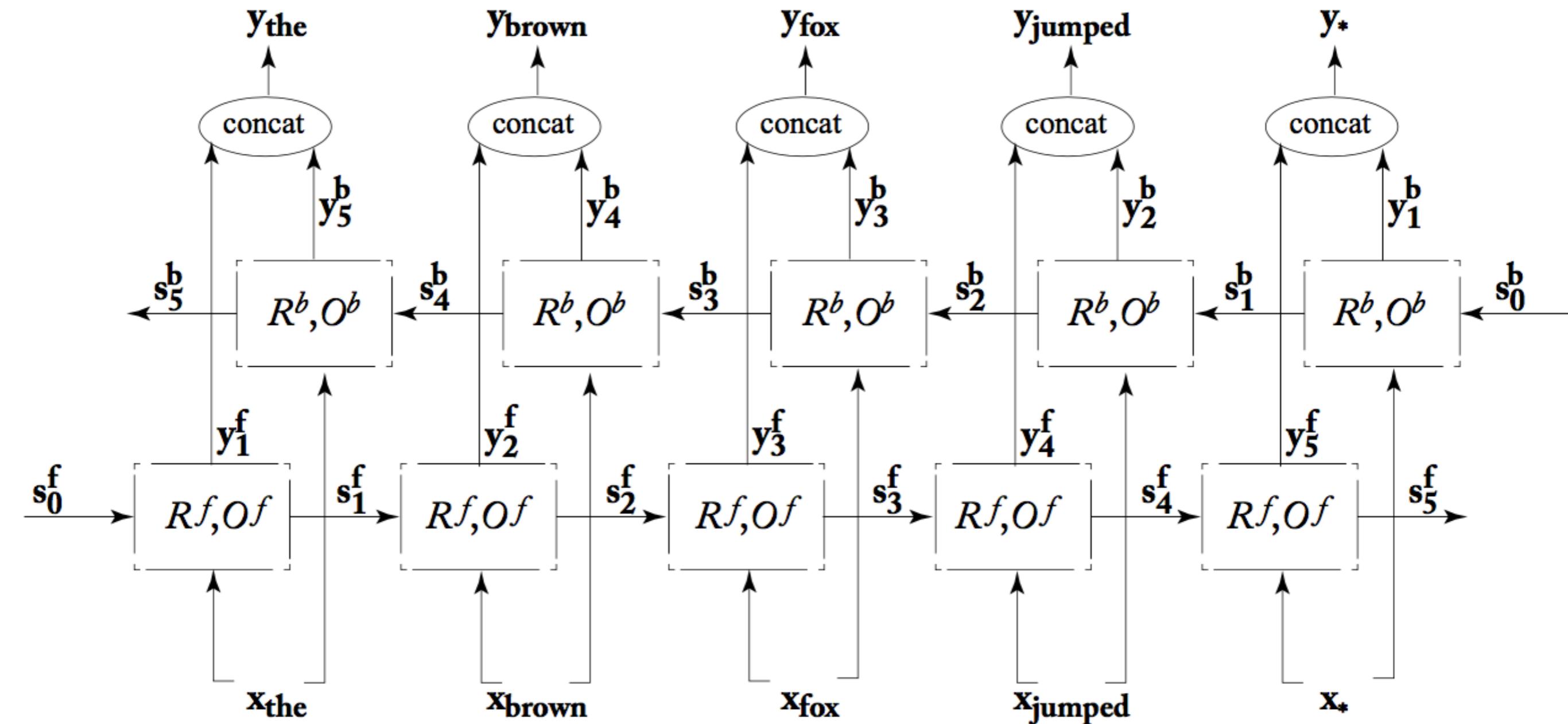
# RST parsing



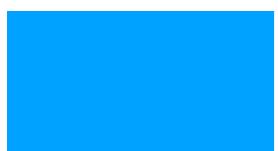
3. Neural methods are generally\* better



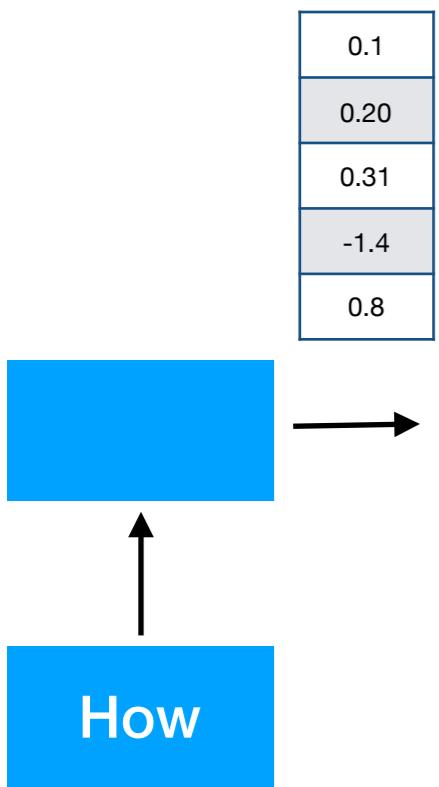
Zhang and Wallace 2016, “A Sensitivity Analysis of (and Practitioners’ Guide to) Convolutional Neural Networks for Sentence Classification”

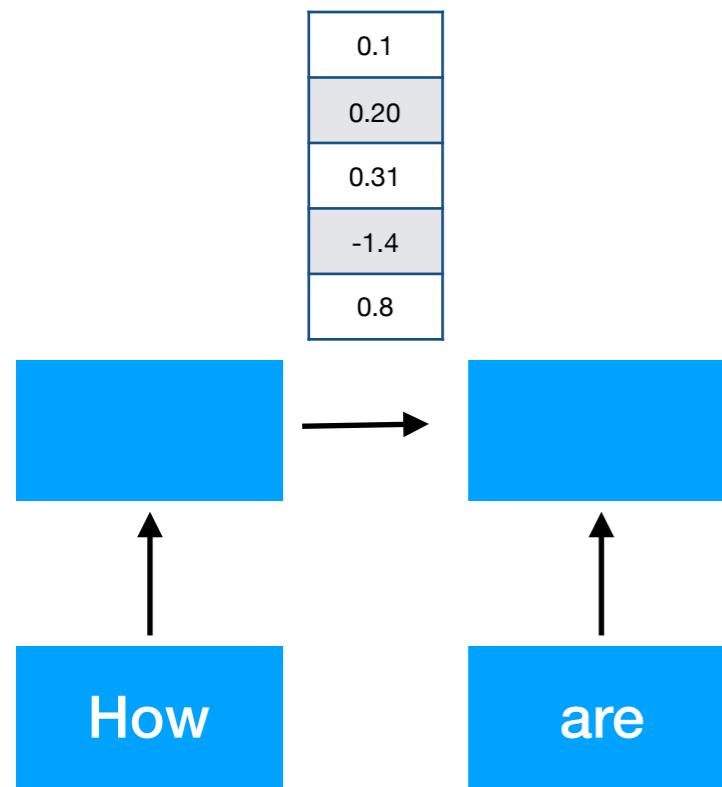


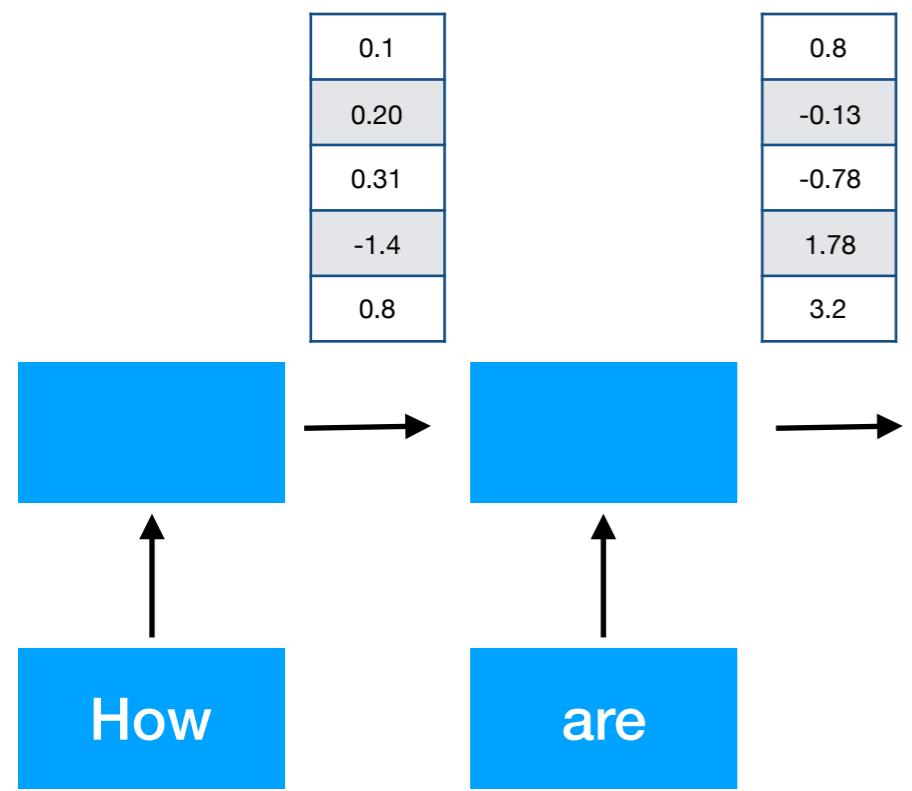
Goldberg 2017

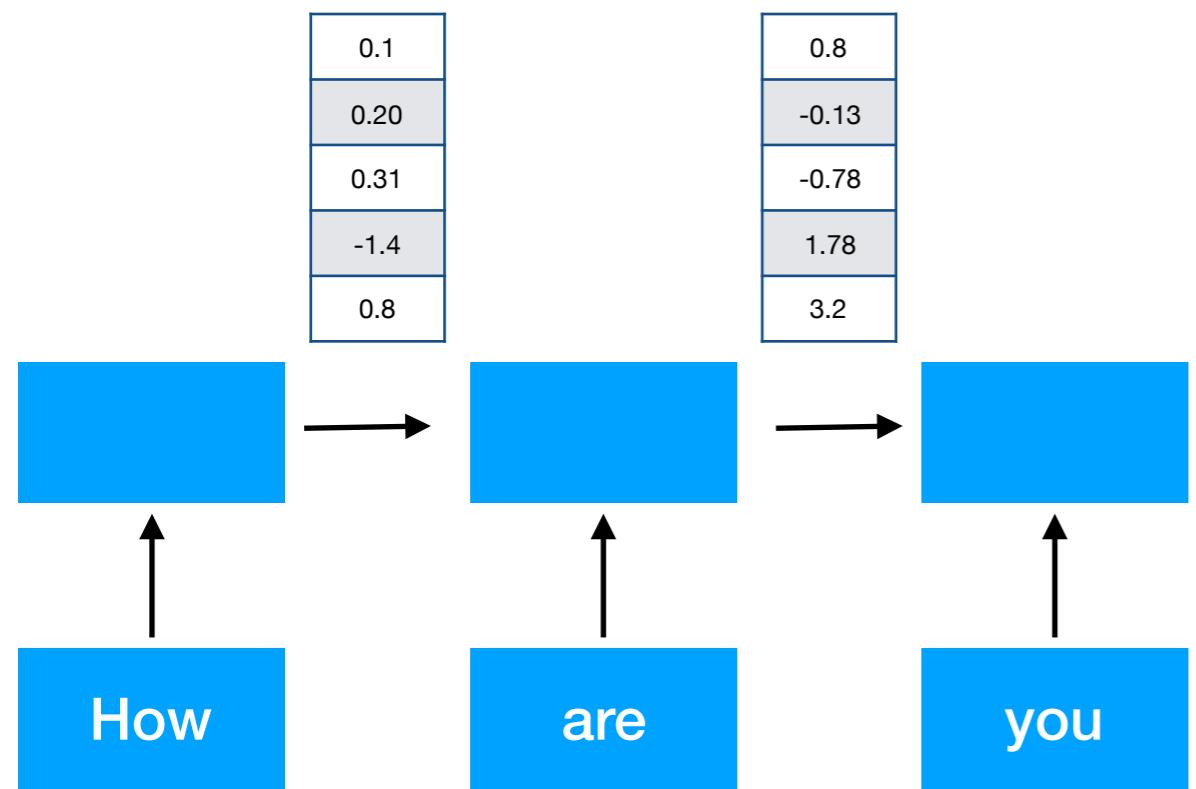


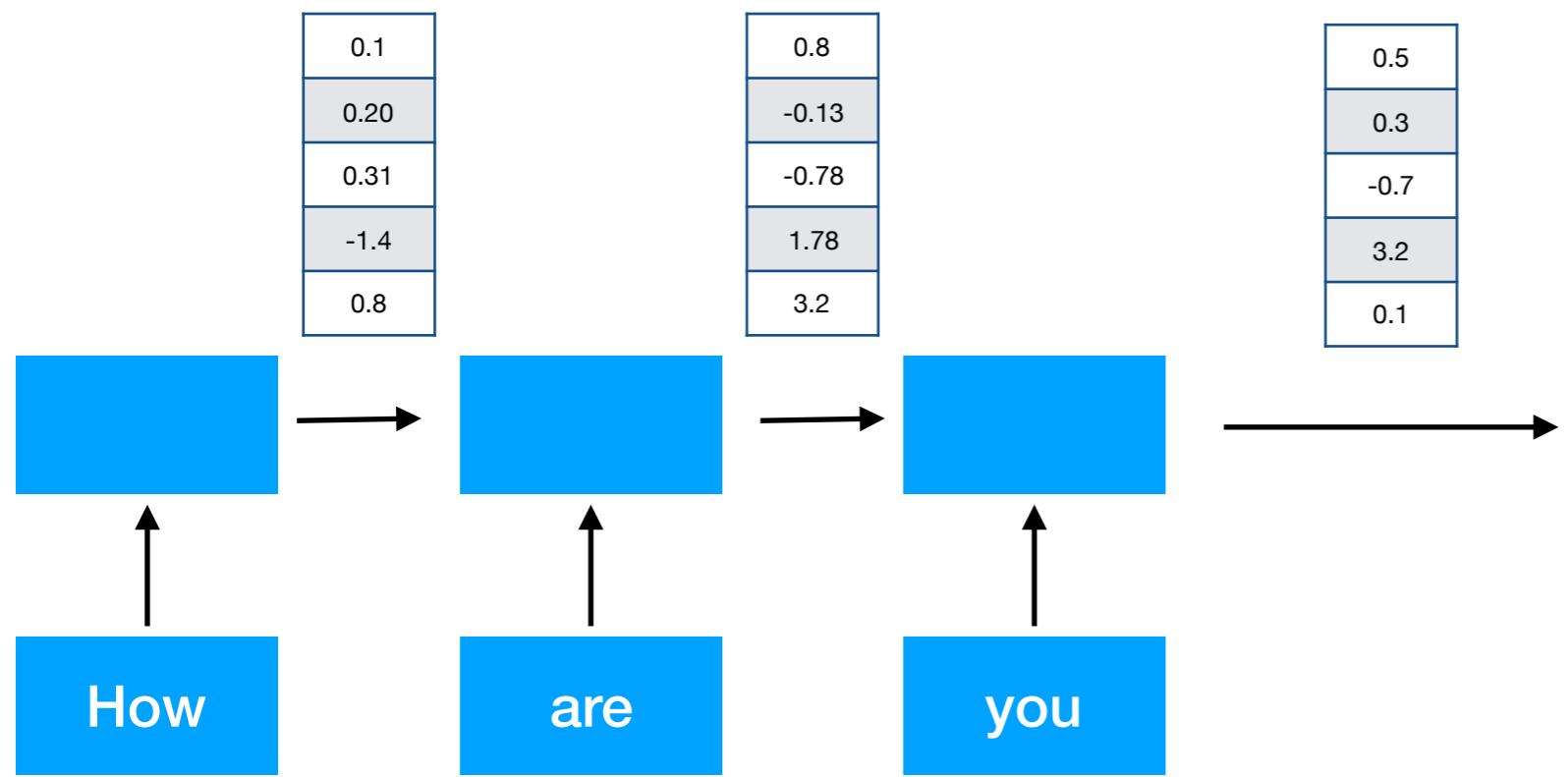
How

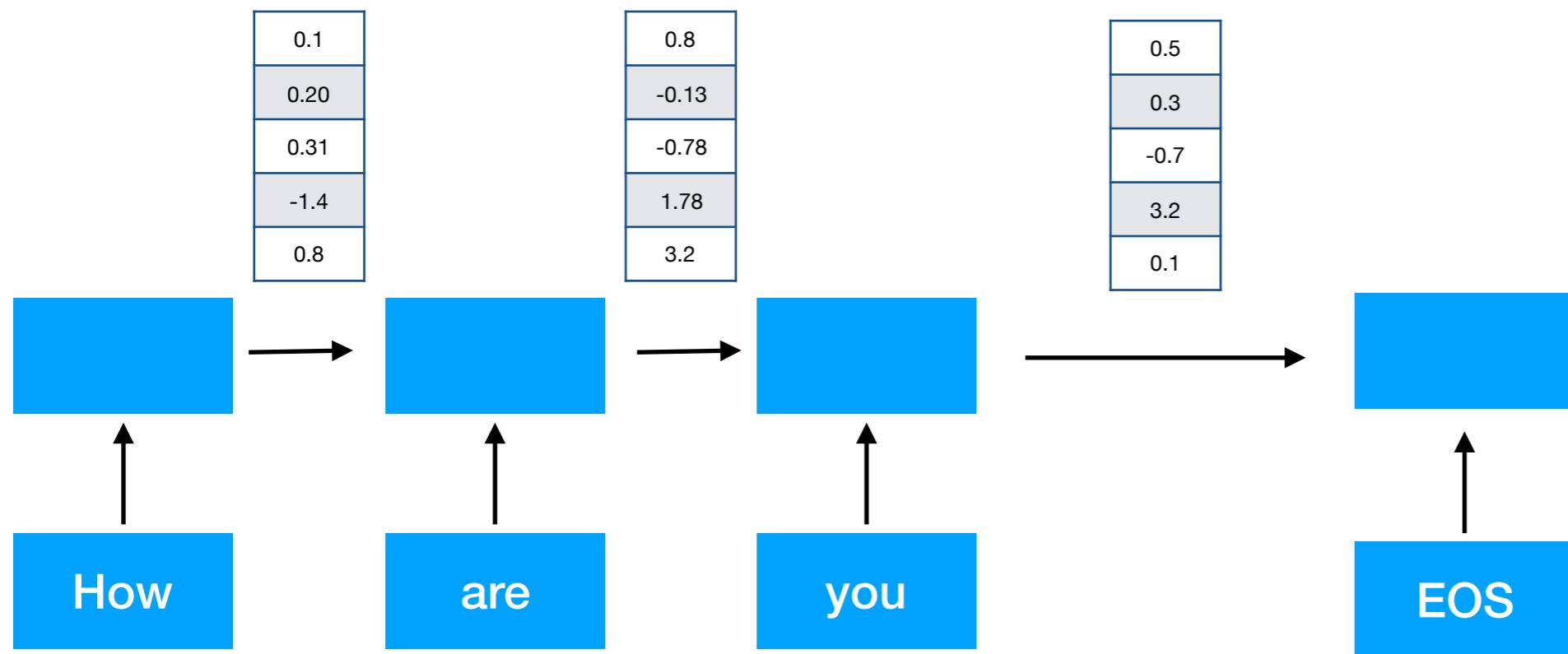


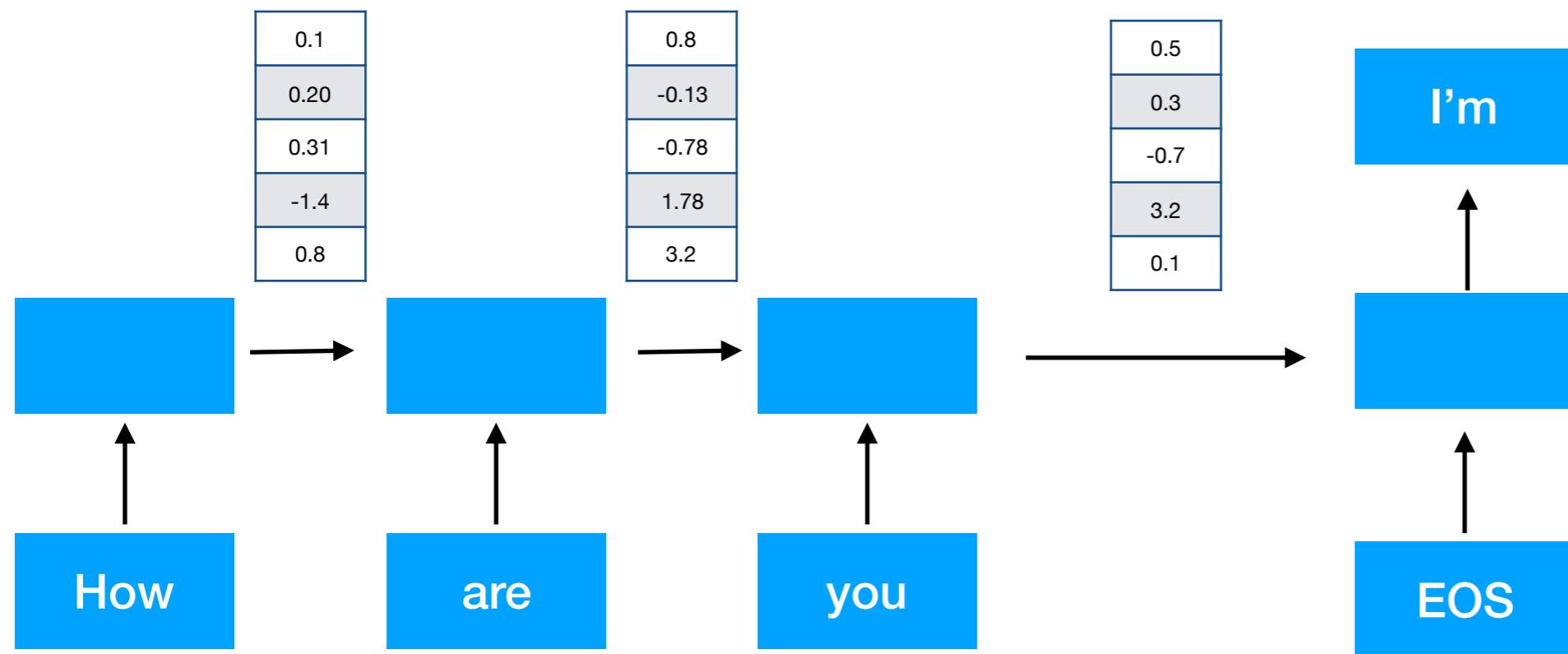


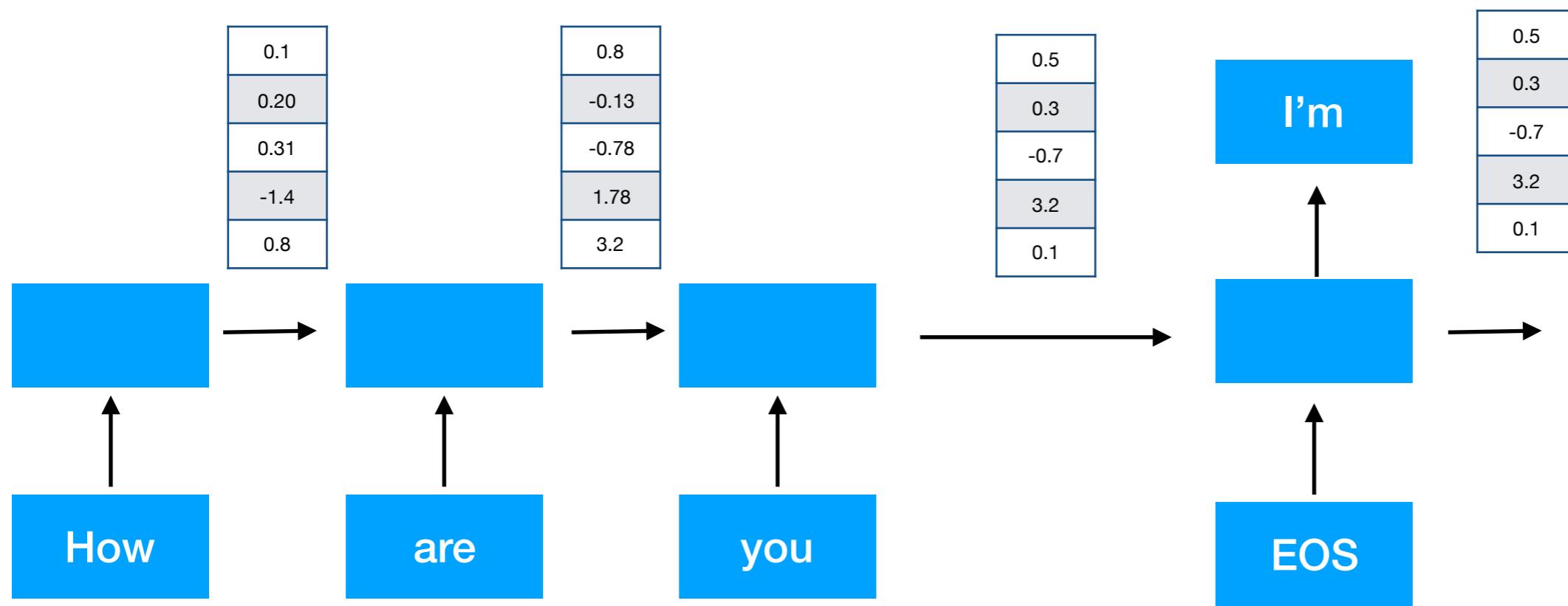


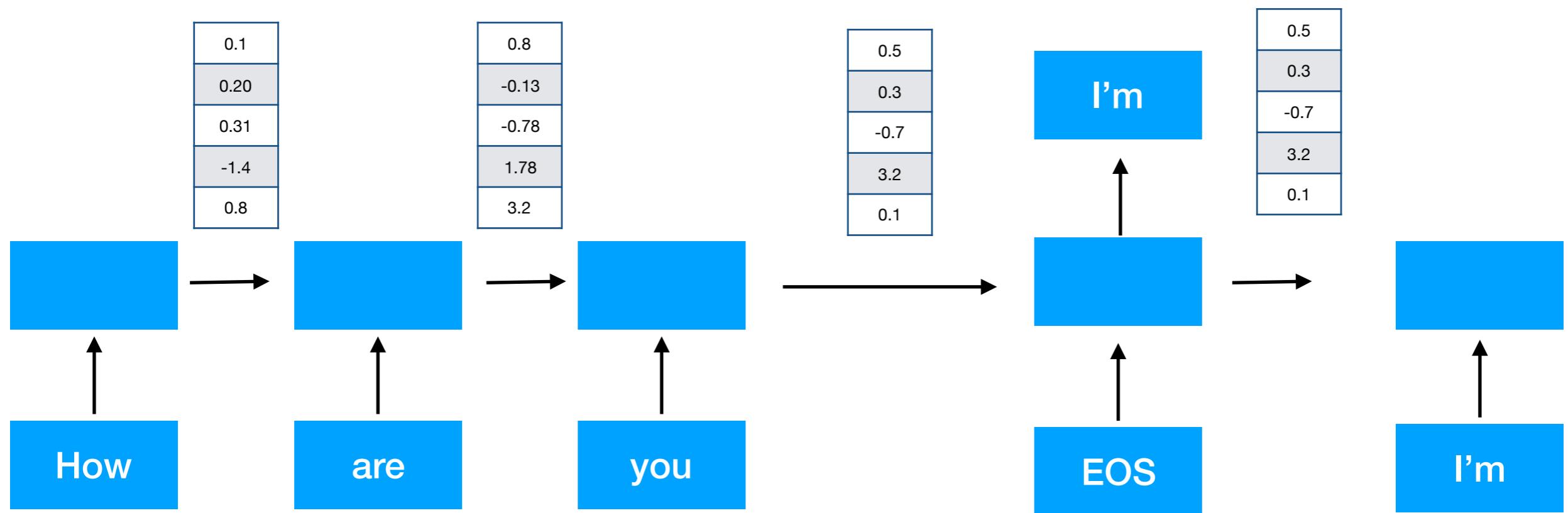


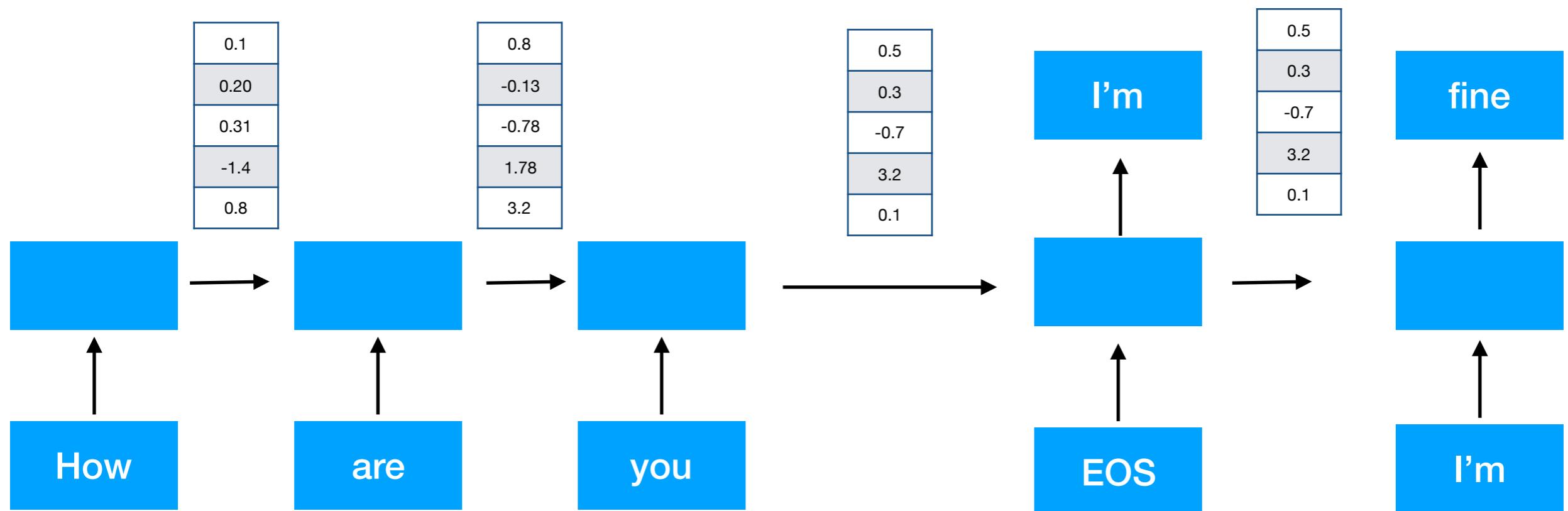


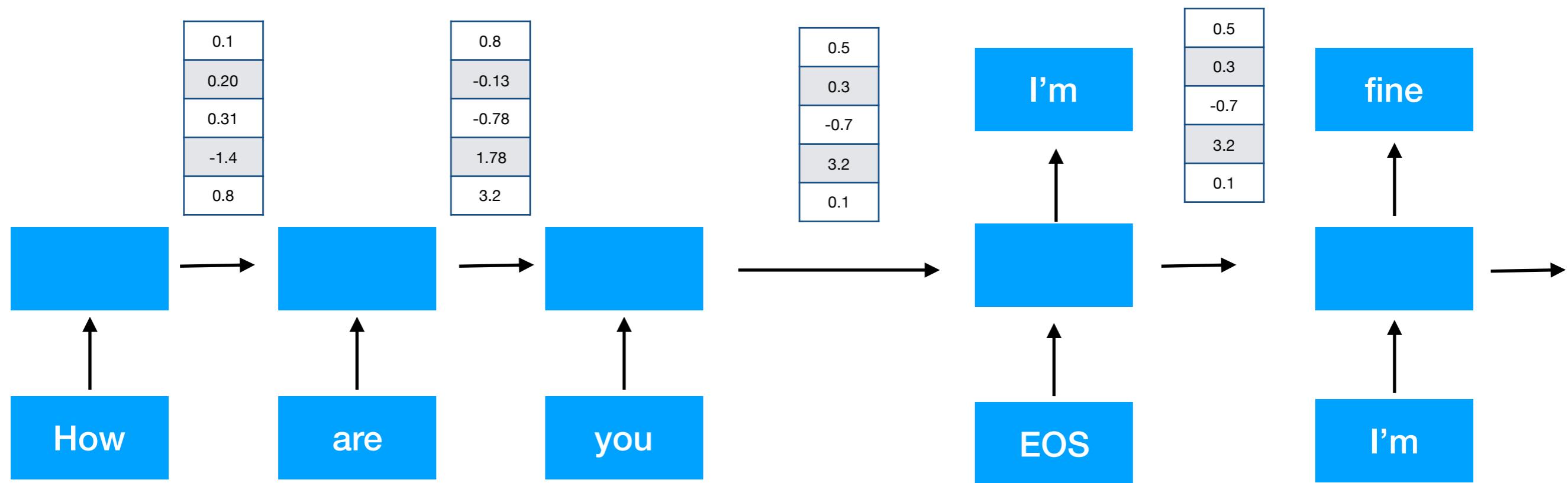












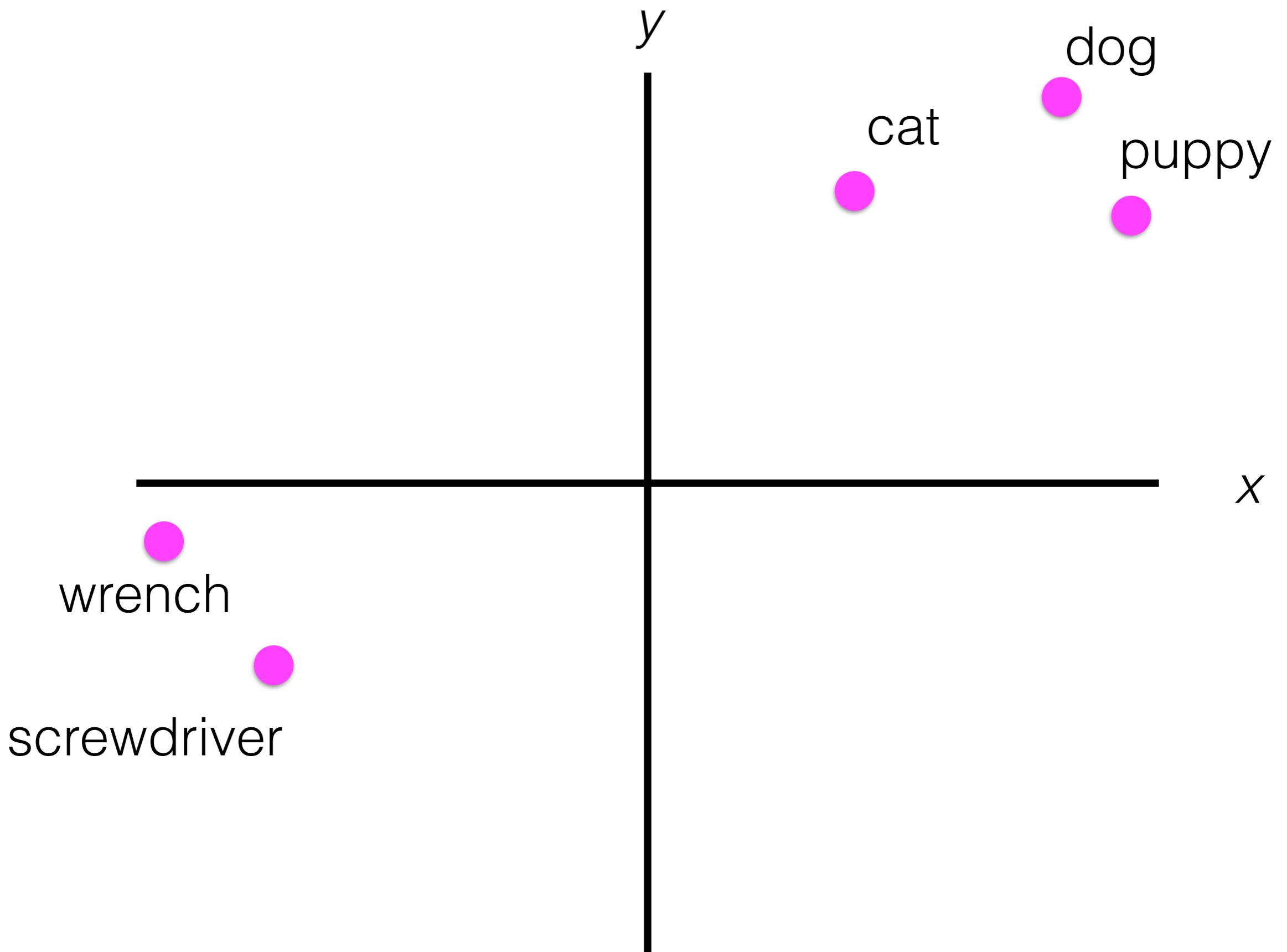
# Lexical semantics

“You shall know a word by the company it keeps”

[Firth 1957]

# Distributed representation

- Vector representation that encodes information about the **distribution** of contexts a word appears in
- Words that appear in similar contexts have similar representations (and similar meanings, by the **distributional hypothesis**).



# Natural language inference

---

A man inspects the uniform of a figure in some East Asian country.	<b>contradiction</b> C C C C C	The man is sleeping
An older and younger man smiling.	<b>neutral</b> N N E N N	Two men are smiling and laughing at the cats playing on the floor.
A black race car starts up in front of a crowd of people.	<b>contradiction</b> C C C C C	A man is driving down a lonely road.
A soccer game with multiple males playing.	<b>entailment</b> E E E E E	Some men are playing a sport.
A smiling costumed woman is holding an umbrella.	<b>neutral</b> N N E C N	A happy woman in a fairy costume holds an umbrella.

---

Bowman et al. 2016

## 4. Evaluation is critical

# Experiment design

	training	development	testing
size	80%	10%	10%
purpose	training models	model selection	evaluation; never look at it until the very end

# Metrics

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- Perplexity

# Metrics

- Perplexity
- Accuracy

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- Perplexity
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- Precision/recall/F1

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- Parseval LAS/UAS (P/R/F1 over labeled constituents)

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- $B^3$
- BLEU

# What's on the midterm

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- Anything from the beginning of the class to today is fair game topic-wise

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- Anything from the beginning of the class to today is fair game topic-wise
- Everything asked about can be learned from reviewing slides + assigned textbook readings
- 4 open-ended questions (1 of which will relate to ethics)
- ~3 short questions that will test your understanding

# Strategies for the midterm

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- Think about what concepts, methods, skills, and topics relate to the question

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- Think about what concepts, methods, skills, and topics relate to the question
- If you have a clear area, go to work
- Otherwise, review that week's readings for inspiration
- If you have no idea what to do with the question, skim some of the slides (or chapter introductions) to see how the content relates to the question



Actual questions from  
previous midterms

# Break-out discussion

- Question is shared in Zoom chat
- Everyone opens question
- Breakout discussion for 5 minutes
- Class discussion based on groups
- Last year's midterm is posted to Canvas after