

# Chapter 15: Logical Representations of Sentence Meaning

Miyamae Yuichi

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics
- 3. First-Order Logic
- 4. Event and State Representations
- 5. Description Logics
- 6. Summary

# Table of Contents

## 0. Introduction of Meaning Representations

1. Computational Desiderata for Representations

2. Model-Theoretic Semantics

3. First-Order Logic

4. Event and State Representations

5. Description Logics

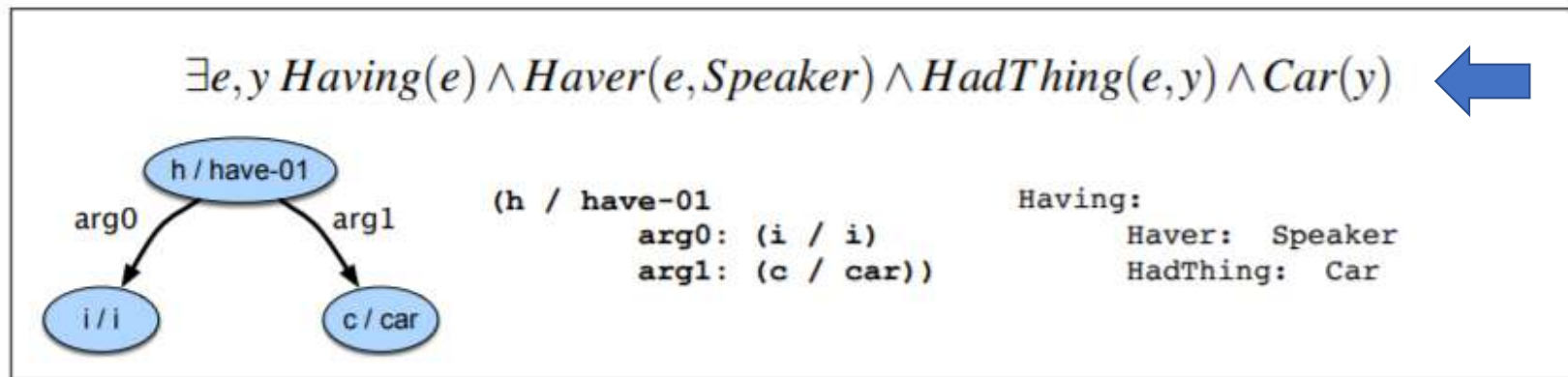
6. Summary

# Introduction of Meaning Representations

- **meaning representations** (MR): Formal structures to capture the meaning of linguistic expressions
- Tasks below require representations that link the linguistic elements to the knowledge of the world
  - Deciding what to order at a restaurant by reading a menu
  - Giving advice about where to go to dinner
  - Following a recipe
  - Learning to use a new software by reading the manual
  - Giving advice on using software

# Introduction of Meaning Representations

- MRs for *I have a car*



First-Order  
Logic

Abstract Meaning  
Representation

framed-based or slot-filler  
representation

# Introduction of Meaning Representations

- They can be viewed from 2 perspectives
  - As representations of the meaning of the particular linguistic inputs *I have a car*
  - As representations of the state of affairs in some world
- **semantic parsing / semantic analysis**: process to create representations and assign to linguistic inputs
- **computational semantics**: designing meaning representations + associated semantic parsers

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations**
- 2. Model-Theoretic Semantics
- 3. First-Order Logic
- 4. Event and State Representations
- 5. Description Logics
- 6. Summary

# 1. Desiderata for Representations

Consider a system that gives restaurant advice to tourists based on a knowledge base (KB).

## 1. Verifiability

- The system can compare the state of affairs described by MR to ones in some world as models in a KB

*Does Maharani serve vegetarian food?*

➡ *Serves(Maharani, VegetarianFood)*

then match it against KB and find a representation matching it



# 1. Desiderata for Representations

## 2. Unambiguous Representations

- MRs cannot be ambiguous
- A single linguistic expression can have 2 meanings
  - I wanna eat someplace that's close to ICSI.*
    - The speaker wants to eat at some nearby location
    - The speaker wants to devour some nearby location
- **vagueness** doesn't give rise to multiple representations
  - I want to eat Italian food.*

# 1. Desiderata for Representations

## 3. Canonical Form

- Distinct inputs that mean the same thing should have the same meaning representation

*Does Maharani serve vegetarian food?*

- *Does Maharani have vegetarian dishes?*
- *Does Maharani serve vegetarian fare?*
- *Do they have vegetarian food at Maharani?*
- *Are vegetarian dishes served at Maharani?*

# 1. Desiderata for Representations

## 4. Inference and Variables

- **inference**: The system need to draw valid conclusions based on the MR of inputs and its background knowledge

*Can vegetarians eat at Maharani?*

- The same answer as *Does Maharani serve vegetarian food?*
- But it needs a connection between what vegetarians eat and what vegetarian restaurants serve

# 1. Desiderata for Representations

## 4. Inference and Variables

- **variables**: Meaning representations can handle indefinite references

*I'd like to find a restaurant where I can get vegetarian food.*

➡ *Serves( $x$ , VegetarianFood)*

# 1. Desiderata for Representations

## **5. Expressiveness**

- Meaning representation must be expressive enough to handle a wide range of subject matter
- First-Order Logic is expressive enough (explained later)

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics**
- 3. First-Order Logic
- 4. Event and State Representations
- 5. Description Logics
- 6. Summary

## 2. Model-Theoretic Semantics

- **model**: formal construct that stands for the particular state of affairs in the world
  - Expressions in MR can be mapped to elements of the model
- Vocabulary of MR
  - **non-logical vocabulary**:  
objects, properties of objects, relations among objects
  - **logical vocabulary**:  
symbols, operators, quantifiers ( $\forall$ ,  $\exists$ ), links, etc.

## 2. Model-Theoretic Semantics

<b>Domain</b>	$\mathcal{D} = \{a, b, c, d, e, f, g, h, i, j\}$
Matthew, Franco, Katie and Caroline	$a, b, c, d$
Frasca, Med, Rio	$e, f, g$
Italian, Mexican, Eclectic	$h, i, j$
<b>Properties</b>	
Noisy	$Noisy = \{e, f, g\}$
Frasca, Med, and Rio are noisy	
<b>Relations</b>	
Likes	$Likes = \{\langle a, f \rangle, \langle c, f \rangle, \langle c, g \rangle, \langle b, e \rangle, \langle d, f \rangle, \langle d, g \rangle\}$
Matthew likes the Med	
Katie likes the Med and Rio	
Franco likes Frasca	
Caroline likes the Med and Rio	
Serves	$Serves = \{\langle f, j \rangle, \langle g, i \rangle, \langle e, h \rangle\}$
Med serves eclectic	
Rio serves Mexican	
Frasca serves Italian	

**Figure 15.2** A model of the restaurant world.



## 2. Model-Theoretic Semantics

<b>Domain</b>	$\mathcal{D} = \{a, b, c, d, e, f, g, h, i, j\}$
<u>Matthew</u> , <u>Franco</u> , <u>Katie</u> and <u>Caroline</u>	<u><math>a, b, c, d</math></u>
<u>Frasca</u> , <u>Med</u> , <u>Rio</u>	<u><math>e, f, g</math></u>
<u>Italian</u> , <u>Mexican</u> , <u>Eclectic</u>	<u><math>h, i, j</math></u>
<b>Properties</b>	
<u>Noisy</u>	$Noisy = \{e, f, g\}$ $\rightarrow$ extensional
Frasca, Med, and Rio are noisy	
<b>Relations</b>	
<u>Likes</u>	$Likes = \{\langle a, f \rangle, \langle c, f \rangle, \langle c, g \rangle, \langle b, e \rangle, \langle d, f \rangle, \langle d, g \rangle\}$
Matthew likes the Med	
Katie likes the Med and Rio	
Franco likes Frasca	
Caroline likes the Med and Rio	

non-logical  
vocabulary

interpretation

denotation

## 2. Model-Theoretic Semantics

### Relations

*Likes*

Matthew likes the Med

Katie likes the Med and Rio

Franco likes Frasca

Caroline likes the Med and Rio

$$Likes = \{\langle a, f \rangle, \langle c, f \rangle, \langle c, g \rangle, \langle b, e \rangle, \langle d, f \rangle, \langle d, g \rangle\}$$

*Matthew likes Frasca*  $\rightarrow Likes(a, e) \rightarrow \text{false}$

*Katie likes the Rio and Matthew likes the Med.*

- *Katie likes the Rio*  $\rightarrow Likes(c, g)$
- *Matthew likes the Med*  $\rightarrow Likes(a, f)$
- **truth-conditional semantics**: method for determining the truth of a complex expression

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics
- 3. First-Order Logic**
- 4. Event and State Representations
- 5. Description Logics
- 6. Summary

### 3. First-Order Logic (FOL)

<i>Formula</i>	→	<i>AtomicFormula</i>
		<i>Formula</i> <i>Connective</i> <i>Formula</i>
		<i>Quantifier</i> <i>Variable</i> , ... <i>Formula</i>
		$\neg$ <i>Formula</i>
		( <i>Formula</i> )
<i>AtomicFormula</i>	→	<i>Predicate</i> ( <i>Term</i> , ...)
<i>Term</i>	→	<i>Function</i> ( <i>Term</i> , ...)
		<i>Constant</i>
		<i>Variable</i>
<i>Connective</i>	→	$\wedge$   $\vee$   $\implies$
<i>Quantifier</i>	→	$\forall$   $\exists$
<i>Constant</i>	→	<i>A</i>   <i>VegetarianFood</i>   <i>Maharani</i> ...
<i>Variable</i>	→	<i>x</i>   <i>y</i>   ...
<i>Predicate</i>	→	<i>Serves</i>   <i>Near</i>   ...
<i>Function</i>	→	<i>LocationOf</i>   <i>CuisineOf</i>   ...

**Figure 15.3** A context-free grammar specification of the syntax of First-Order Logic representations. Adapted from Russell and Norvig (2002).

## 3-1. Basic Elements of FOL

- **term**: device for referring objects
  - **constant**: refer to specific objects  
e.g. A, B, Maharani, Harry
  - **function**: correspond to genitives  
e.g. *LocationOf(Frasca)* = Frasca's location
  - **variable**: refer to anonymous objects  
e.g. x, y
- **predicate**: symbol that refer to the relations  
e.g. *Serves(Maharani, VegetarianFood)*

## 3-1. Basic Elements of FOL

*Maharani serves vegetarian food.*

*Serves(Maharani, VegetarianFood)*

*Maharani is a restaurant.*

*Restaurant(Maharani)*

I only have five dollars and I don't have a lot of time.

*Have(Speaker, FiveDollars)  $\wedge$   $\neg$  Have(Speaker, LotOfTime)*



logical connectives

## 3-2. Variables and Quantifiers

- variables: used in two ways through **quantifiers**
  - refer to particular anonymous objects
  - refer generically to all objects
- **quantifiers**:
  - $\exists$  (existential quantifier): there exists
  - $\forall$  (universal quantifier) : for all

## 3-2. Variables and Quantifiers

*a restaurant that serves Mexican food near ICSI.*

$$\begin{aligned} \exists x \text{ Restaurant}(x) \wedge \text{Serves}(x, \text{MexicanFood}) \\ \wedge \text{Near}(\text{LocationOf}(x), \text{LocationOf}(\text{ICSI})) \end{aligned}$$

*All vegetarian restaurants serve vegetarian food.*

$$\forall x \text{ VegetarianRestaurant}(x) \Rightarrow \text{Serves}(x, \text{VegetarianFood})$$



## 3-3. Lambda Notation

- **lambda notation**: way to abstract from FOL.

$$\lambda x. P(x)$$

- **$\lambda$ -reduction**: apply to logical term to yield to new FOL

$$\lambda x. P(x)(A) \Rightarrow P(A)$$

- **currying**: way of converting a predicate with multiple arguments into a sequence of single-argument predicates

$$\lambda x. \lambda y. Near(x, y)$$

$$\lambda x. \lambda y. Near(x, y)(Bacaro) \Rightarrow \lambda y. Near(Bacaro, y)$$

$$\lambda y. Near(Bacaro, y)(Centro) \Rightarrow Near(Bacaro, Centro)$$

## 3-4. The Semantics of FOL

- FOL employs the model-theoretic approach to let non-logical vocabularies acquire their meanings
- The interpretation of formulas involving logical connectives is based on the truth table

$P$	$Q$	$\neg P$	$P \wedge Q$	$P \vee Q$	$P \Rightarrow Q$
<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>	<i>True</i>
<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>
<i>True</i>	<i>False</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>
<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>True</i>

**Figure 15.4** Truth table giving the semantics of the various logical connectives.

## 3-5. Inference

- **modus ponens**: a form of inference by if-then reasoning

$$\frac{\alpha \quad \alpha \implies \beta}{\beta}$$

If the **antecedent** ( $\alpha$ ) is true,  
then the **consequent** ( $\beta$ ) can be inferred

- Example of using modus ponens:

$$\frac{\text{VegetarianRestaurant}(\text{Leaf}) \quad \forall x \text{VegetarianRestaurant}(x) \implies \text{Serves}(x, \text{VegetarianFood})}{\text{Serves}(\text{Leaf}, \text{VegetarianFood})}$$

## 3-5. Inference

- **forward chaining:**

- If  $\alpha \Rightarrow \beta$  and  $\alpha$ , then  $\beta$
- A new fact is added to the KB
  - All applicable rules are found and applied
  - Results (new facts) are added to the KB
  - Repeat until no further facts are deduced

$$\frac{\alpha \Rightarrow \beta}{\beta}$$

- **backward chaining:**

- See if  $\beta$  is in the KB
  - If not, search for applicable rules in the KB
  - See if  $\alpha$  is true

## 3-5. Inference

- **abduction**: plausible reasoning from  $\beta$  to  $\alpha$

- if  $\alpha \Rightarrow \beta$  and  $\beta$ , then  $\alpha$  is plausible

$$\frac{\alpha \Rightarrow \beta}{\beta}$$

- Neither forward and backward chaining are **complete**
  - There are valid inferences that cannot be found by them
- **resolution** is sound and complete
  - but far more computationally expensive

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics
- 3. First-Order Logic
- 4. Event and State Representations**
- 5. Description Logics
- 6. Summary

## 4. Event and State Representations

- **state**: conditions that remain unchanged
- **event**: changes in some state of affairs
- Predicates in FOL have fixed **arity**  
*Serves(Leaf, VegetarianFare)*
- Choosing the number of arguments for *eat* is tricky
  - I ate.
  - I ate a turkey sandwich.
  - I ate a turkey sandwich for lunch at my desk.

## 4. Event and State Representations

- **neo-Davidsonian** event representations:
  - Donald Davidson introduced the notion of an **event variable**
  - **e**: event variable

*I ate a turkey sandwich for lunch at my desk.*

$$\begin{aligned} \exists e \text{ Eating}(e) \wedge \text{Eater}(e, \text{Speaker}) \\ \wedge \text{Eaten}(e, \text{TurkeySandwich}) \\ \wedge \text{Meal}(e, \text{Lunch}) \\ \wedge \text{Location}(e, \text{Desk}) \end{aligned}$$



## 4-1. Representing Time

- **temporal logic**: the representation of time information
- **tense logic**: the ways verb tenses convey temporal info
- Sentences below have the same kind of event, but differ in verb tense
  - I arrived in New York.
  - I am arriving in New York.
  - I will arrive in New York.

$\exists e \text{ Arriving}(e) \wedge \text{Arriver}(e, \text{Speaker}) \wedge \text{Destination}(e, \text{NewYork})$

## 4-1. Representing Time

*I arrived in New York.*

$$\exists e, i, n \text{ Arriving}(e) \wedge \text{Arriver}(e, \text{Speaker}) \wedge \text{Destination}(e, \text{NewYork}) \\ \wedge \text{IntervalOf}(e, i) \wedge \text{EndPoint}(i, n) \wedge \text{Precedes}(n, \text{Now})$$

*I am arriving in New York.*

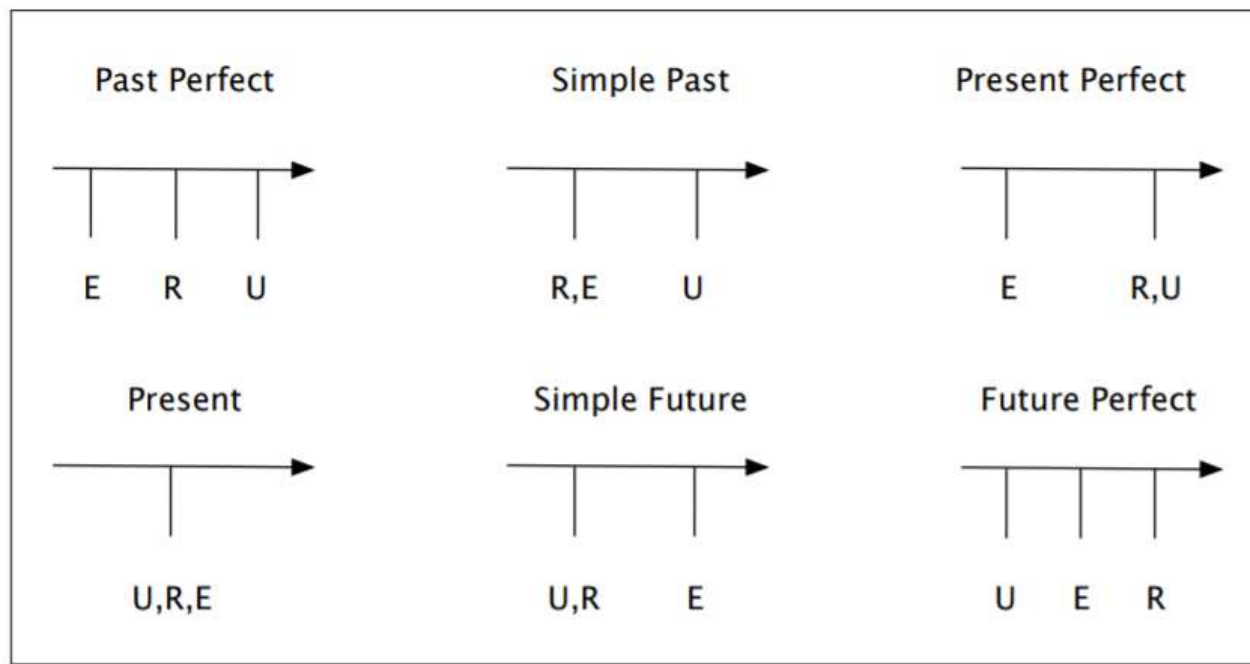
$$\exists e, i, n \text{ Arriving}(e) \wedge \text{Arriver}(e, \text{Speaker}) \wedge \text{Destination}(e, \text{NewYork}) \\ \wedge \text{IntervalOf}(e, i) \wedge \text{MemberOf}(i, \text{Now})$$

*I will arrive in New York.*

$$\exists e, i, n \text{ Arriving}(e) \wedge \text{Arriver}(e, \text{Speaker}) \wedge \text{Destination}(e, \text{NewYork}) \\ \wedge \text{IntervalOf}(e, i) \wedge \text{EndPoint}(i, n) \wedge \text{Precedes}(\text{Now}, n)$$

## 4-1. Representing Time

- Reichenbach introduced the notion **reference point**
  - When Mary's flight departed, I ate lunch.
  - When Mary's flight departed, I had eaten lunch.



U: utterance  
E: event  
R: reference

## 4-2. Aspect

- **stative**: at a single point in time  
I know my departure gate.
- **activity**: no particular end point, over some span of time  
John is flying
- **accomplishment**:  
Sally booked her flight
- **achievement**:  
She found her gate
- **telic eventualities**: accomplishment + achievement

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics
- 3. First-Order Logic
- 4. Event and State Representations
- 5. Description Logics**
- 6. Summary

## 5. Description Logics (DL)

- DL: useful and computationally tractable subsets of FOL
- **terminology**: set of categories, or concepts
- knowledge base = **TBox** + **ABox**
  - TBox contains the terminology
  - ABox contains facts about individuals
- **ontology**: hierarchical organization that the terminology is arranged into

## 5. Description Logics (DL)

- domain concepts

FOL:  $\text{Restaurant}(x)$       DL: Restaurant

- the fact about a domain element

- FOL:  $\text{Restaurant}(\text{Frasca})$       DL: Restaurant(Frasca)

## 5. Description Logics (DL)

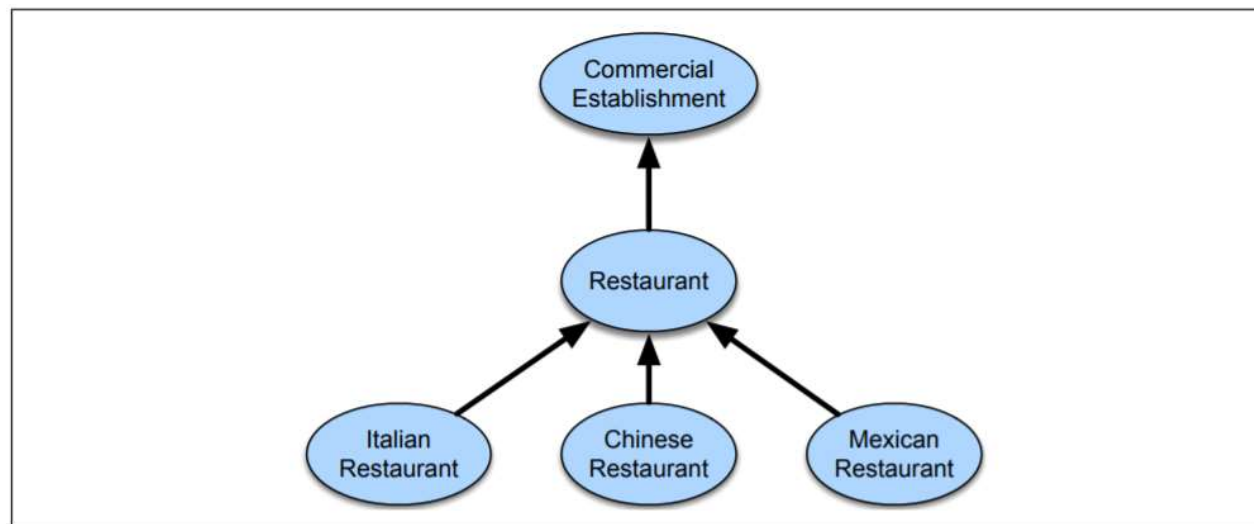
- There are 2 ways to arrange categories into a hierarchical structure
  1. Directly assert relations between categories that are related hierarchically
  2. Provide complete definitions for concepts and then rely on inference to provide hierarchical relationships



## 5. Description Logics (DL)

- **subsumption** relations: to specify a hierarchical structure

Restaurant  $\sqsubseteq$  CommercialEstablishment  
ItalianRestaurant  $\sqsubseteq$  Restaurant  
ChineseRestaurant  $\sqsubseteq$  Restaurant  
MexicanRestaurant  $\sqsubseteq$  Restaurant



**Figure 15.6** A graphical network representation of a set of subsumption relations in the restaurant domain.

## 5. Description Logics (DL)

- Chinese restaurants can't also be Italian restaurants.

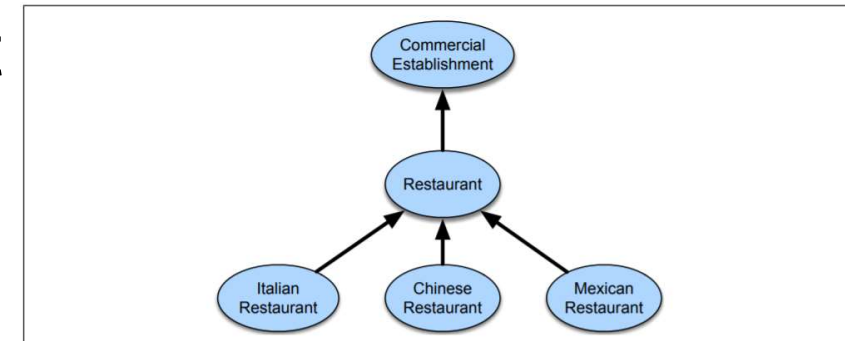
$\text{ChineseRestaurant} \sqsubseteq \text{not ItalianRestaurant}$

- To specify that a set of subconcepts covers a category

$\text{Restaurant} \sqsubseteq (\text{or ItalianRestaurant ChineseRestaurant MexicanRestaurant})$

## 5. Description Logics (DL)

- We don't know anything about what makes a restaurant a restaurant
- Needs for what it means to be a member of any of these categories
- In DL, such statements come in the form of relations between the concepts



**Figure 15.6** A graphical network representation of a set of subsumption relations in the restaurant domain.

## 5. Description Logics (DL)

- hasCuisine relation: what kinds of food restaurants serve
- hasPriceRange relation: how pricey restaurants tend to be

MexicanCuisine  $\sqsubseteq$  Cuisine

ItalianCuisine  $\sqsubseteq$  Cuisine

ChineseCuisine  $\sqsubseteq$  Cuisine

VegetarianCuisine  $\sqsubseteq$  Cuisine

ExpensiveRestaurant  $\sqsubseteq$  Restaurant

ModerateRestaurant  $\sqsubseteq$  Restaurant

CheapRestaurant  $\sqsubseteq$  Restaurant

## 5. Description Logics (DL)

- Italian restaurants serve Italian cuisine.

$\text{ItalianRestaurant} \sqsubseteq \text{Restaurant} \sqcap \exists \text{hasCuisine}.\text{ItalianCuisine}$

- When translated into FOL:

$$\begin{aligned} \forall x \text{ItalianRestaurant}(x) \rightarrow & \text{Restaurant}(x) \\ & \wedge (\exists y \text{Serves}(x, y) \wedge \text{ItalianCuisine}(y)) \end{aligned}$$

## 5. Description Logics (DL)

ItalianRestaurant  $\equiv$  Restaurant  $\sqcap \exists \text{hasCuisine. ItalianCuisine}$

ModerateRestaurant  $\equiv$  Restaurant  $\sqcap \text{hasPriceRange. ModeratePrices}$

VegetarianRestaurant  $\equiv$  Restaurant  
 $\sqcap \exists \text{hasCuisine. VegetarianCuisine}$   
 $\sqcap \forall \text{hasCuisine. VegetarianCuisine}$

## 5. Description Logics (DL)

### Inference

- **subsumption**: determine whether a superset/subset relationship exists between two concepts

`IlFornaio  $\sqsubseteq$  ModerateRestaurant  $\sqcap \exists \text{hasCuisine. ItalianCuisine}$`

- What if we pose the following question to the system

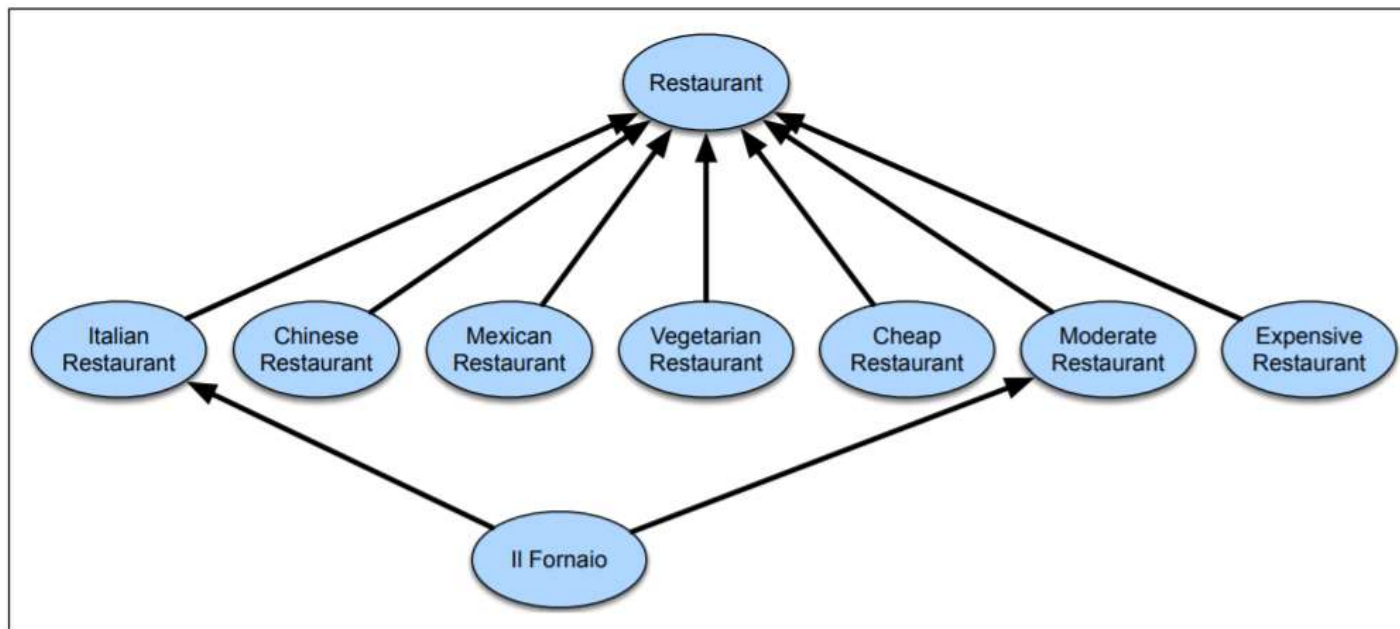
`IlFornaio  $\sqsubseteq$  ItalianRestaurant`

`IlFornaio  $\sqsubseteq$  VegetarianRestaurant`

# 5. Description Logics (DL)

## Inference

- **implied hierarchy**: a related reasoning task, repeated application of the subsumption operator



**Figure 15.7** A graphical network representation of the complete set of subsumption relations in the restaurant domain given the current set of assertions in the TBox.



## 5. Description Logics (DL)

### Inference

- **instance checking**: ask if an individual can be a member of a particular category

Restaurant(Gondolier)  
hasCuisine(Gondolier, ItalianCuisine)

# 5. Description Logics (DL)

## OWL and the Semantic Web

- Web Ontology Language (OWL)
  - OWL embodies a DL
  - This is one of the key components of Semantic Web

# Table of Contents

- 0. Introduction of Meaning Representations
- 1. Computational Desiderata for Representations
- 2. Model-Theoretic Semantics
- 3. First-Order Logic
- 4. Event and State Representations
- 5. Description Logics
- 6. Summary**

## 6. Summary

- A major approach to meaning in computational linguistics involves the creation of **formal meaning representations** that capture the meaning-related content of linguistic inputs. These representations are intended to bridge the gap from language to common-sense knowledge of the world.
- The frameworks that specify the syntax and semantics of these representations are called **meaning representation languages**. A wide variety of such languages are used in natural language processing and artificial intelligence.
- Such representations need to be able to support the practical computational requirements of semantic processing. Among these are the need to determine **the truth of propositions**, to support **unambiguous representations**, to represent **variables**, to support **inference**, and to be sufficiently **expressive**.
- Human languages have a wide variety of features that are used to convey meaning. Among the most important of these is the ability to convey a **predicate-argument structure**.

## 6. Summary

- **First-Order Logic** is a well-understood, computationally tractable meaning representation language that offers much of what is needed in a meaning representation language.
- Important elements of semantic representation including **states** and **events** can be captured in FOL.
- **Semantic networks** and **frames** can be captured within the FOL framework.
- Modern **Description Logics** consist of useful and computationally tractable subsets of full First-Order Logic. The most prominent use of a description logic is the **Web Ontology Language** (OWL), used in the specification of the Semantic Web.