

# Computational Semantics



CS224N 2007  
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(Borrows some slides from Mary Dalrymple,  
Jason Eisner, and Jim Martin)



## Why study computational semantics?

- Because everyone has been wanting me to talk about this all course!?
- Obvious high-level applications
  - Summarization
  - Translation
  - Question answering
  - Information access
  - Talking to your pet robot
  - Speech user interfaces
- The next generation of intelligent applications need deeper semantics than we have seen so far
  - Often you must understand well to be able to act

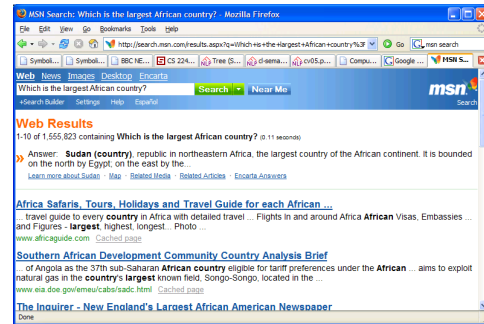


## Shallow vs. deep semantics

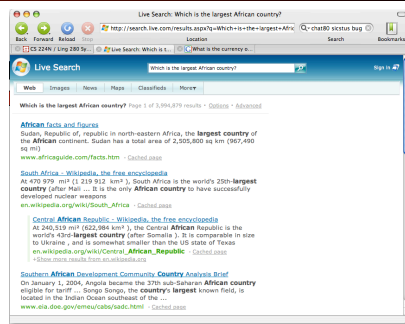
- We can do more than one might have thought without deep linguistic analysis
  - This is *the* lesson of the last decade
- But we can't do everything we would like:
  - Not all tasks can ignore higher structure
  - Unsuitable if new text must be generated
  - Unsuitable if machine must act rather than relying on user to interpret material written by the author of the document
- You get what you pay for:
  - Cheap, fast, low-level techniques are appropriate in domains where speed and volume are more important than accuracy
  - More computationally expensive, higher-level techniques are appropriate when high-quality results are required



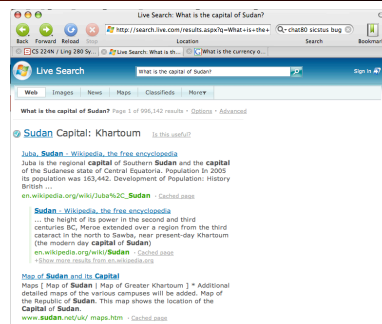
## MSN Search: Which is the largest African country?



## Live Search: Which is the largest African country?

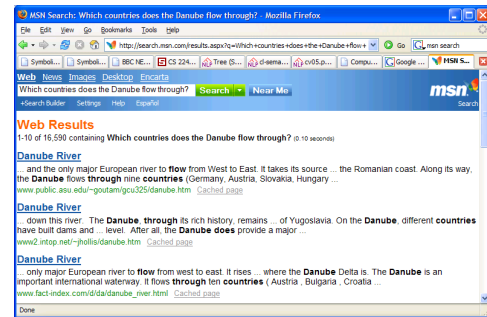


## Live Search: What is the capital of Sudan?

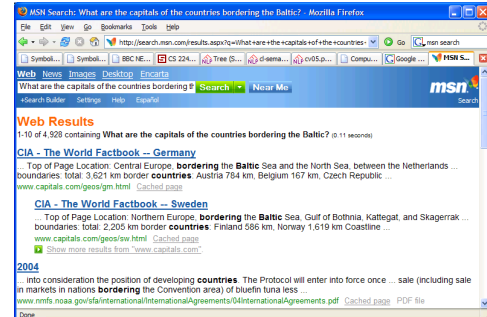




## MSN Search: Which countries does the Danube flow through?



## MSN Search: What are the capitals of the countries bordering the Baltic?



## Precise semantics. An early example: Chat-80

- Developed between 1979 and 1982 by Fernando Pereira and David Warren; became Pereira's dissertation
- Proof-of-concept natural language interface to database system
- Used in projects: e.g. Shoptalk (Cohen et al. 1989), a natural language and graphical interface for decision support in manufacturing
- Even used in an AppliedNLP-2000 conference paper! [Asking about train routes and schedules]
- Available in cs224n src directory
  - Need sicstus prolog: /usr/sweet/bin/sicstus



## The CHAT-80 Database

```
% Facts about countries.
% country(Country,Region,Latitude,Longitude,
% Area (sqmiles), Population, Capital,Currency)
country(andorra,southern_europe,42,-1,179,
25000,andorra_la_villa,franc_peseta).
country(angola,southern_africa,-12,-18,481351,
5810000,luanda,?).
country(argentina,south_america,-35,66,1072067,
23920000,buenos_aires,peso).

capital(C,Cap) :- country(C,_,_,_,_,_,_,_).

```



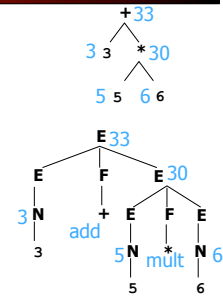
## Chat-80 trace (illegibly small)

Question: What is the capital of Australia?	np_head
Parse: 0.0sec.	det(the(sin))
whq	capital
SVAR	pp
1	prep(of)
s	np
np	3+sin
3+sin	wh(B)
wh(B)	name(australia)
verb(be,active,pres+fin,[],pos)	capital(australia,B)
arg	canberra.
dir	
np	
3+sin	



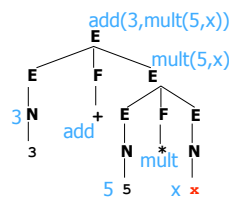
## Programming Language Interpreter

- What is meaning of  $3+5*6$ ?
- First parse it into  $3+(5*6)$
- Now give a meaning to each node in the tree (bottom-up)



## More complex meanings

- How about  $3+5*x$ ?
- Don't know  $x$  at compile time
- "Meaning" at a node is a piece of code, not a number
- Form is "rule-to-rule" translation
  - We provide a way to form the semantics of each parent in terms of the semantics of the children



## What Counts as Understanding?

- A somewhat difficult philosophical question
- We understand if we can respond appropriately
  - "throw axe at dwarf"
- We understand statement if we can determine its truth
- We understand statement if we can use it to answer questions [similar to above - requires reasoning]
  - Easy: John ate pizza. What was eaten by John?
- Understanding is the ability to translate
  - English to Chinese? requires deep understanding?? String transduction!
  - English to logic? deepest - the definition we'll use!
    - all humans are mortal =  $\forall x [\text{human}(x) \Rightarrow \text{mortal}(x)]$
- We assume we have logic-manipulating rules to tell us how to act, draw conclusions, answer questions ...



## Lecture Plan

- Today:
  - Look at some sentences and phrases
  - What would be reasonable logical representations for them?
  - Get some idea of compositional semantics
  - An alternative semantic approach
    - Semantic grammars
- Next wednesday:
  - How can we build those representations?
- Another course (somewhere in AI, hopefully):
  - How can we reason with those representations?
- Last week of lectures:
  - Lexical semantics
  - Question answering/semantic search/textual entailment



## Logic: Some Preliminaries

### Three major kinds of objects

1. Booleans (Bool)
  - Roughly, the semantic values of sentences
2. Individuals/Entities (Ind)
  - Values of NPs, i.e., objects
  - Maybe also other types of entities, like times
3. Functions of various types
  - A function returning a boolean is called a "predicate"
    - e.g.,  $\text{frog}(x)$ ,  $\text{green}(x)$
    - A predicate defines a set of individuals that satisfy it
    - A one argument predicate is called a "property"
  - More complex functions return other functions!
  - Some functions take other functions as arguments!
    - (Higher order functions.)



## Logic: Lambda Terms

- Lambda terms:
  - A way of writing "anonymous functions"
    - No function header or function name
    - But defines the key thing: **behavior** of the function
    - Just as we can talk about 3 without naming it "x"
  - Let  $\text{square} = \lambda p. p * p$
  - Equivalent to `int square(p) { return p*p; }`
  - But we can talk about  $\lambda p. p * p$  without naming it
  - Format of a lambda term:  $\lambda \text{variable} . \text{expression}$



## Logic: Lambda Terms

- Lambda terms:
  - Let  $\text{square} = \lambda p. p * p$
  - Then  $\text{square}(3) = (\lambda p. p * p)(3) = 3 * 3$
  - **Note:  $\text{square}(x)$  isn't a function! It's just the value  $x * x$ .**
  - But  $\lambda x. \text{square}(x) = \lambda x. x * x = \lambda p. p * p = \text{square}$   
(proving that these functions are equal - and indeed they are, as they act the same on all arguments: what is  $(\lambda x. \text{square}(x))(y)$ ?)
  - Let  $\text{even} = \lambda p. (p \bmod 2 == 0)$  a predicate: returns true/false
  - $\text{even}(x)$  is true if  $x$  is even
  - How about  $\text{even}(\text{square}(x))$ ?
  - $\lambda x. \text{even}(\text{square}(x))$  is true of numbers with even squares
    - Just apply rules to get  $\lambda x. \text{even}(x * x) = \lambda x. (x * x \bmod 2 == 0)$
    - This happens to denote the same predicate as  $\text{even}$  does



## Logic: Multiple Arguments

- All lambda terms have one argument
- But we can fake multiple arguments ...
- Suppose we want to write  $\text{times}(5,6)$
- Remember:  $\text{square}$  can be written as  $\lambda x. \text{square}(x)$
- Similarly,  $\text{times}$  is equivalent to  $\lambda x. [\lambda y. \text{times}(x,y)]$
- Claim that  $\text{times}(5)(6)$  means same as  $\text{times}(5,6)$ 
  - $\text{times}(5) = (\lambda x. \lambda y. \text{times}(x,y)) (5) = \lambda y. \text{times}(5,y)$ 
    - If this function weren't anonymous, what would we call it?
  - $\text{times}(5)(6) = (\lambda y. \text{times}(5,y))(6) = \text{times}(5,6)$
- Referred to as "currying"



## Logic: Interesting Constants

- We have "constants" that name some of the entities and functions (e.g.,  $\text{times}$ ):
  - $\text{GeorgeWBush}$  - an entity
  - $\text{red}$  - a predicate on entities
    - holds of just the red entities:  $\text{red}(x)$  is true if  $x$  is red!
  - $\text{loves}$  - a predicate on 2 entities
    - $\text{loves}(\text{GeorgeWBush}, \text{LauraBush})$
    - *Question:* What does  $\text{loves}(\text{LauraBush})$  denote?
- Constants used to define meanings of words
- Meanings of phrases will be built from the constants



## Logic: Interesting Constants

- **Generalized Quantifiers**
- $\text{most}$  - a predicate on 2 predicates on entities
  - $\text{most}(\text{pig}, \text{big}) = \text{"most pigs are big"}$
  - Equivalently,  $\text{most}(\lambda x. \text{pig}(x), \lambda x. \text{big}(x))$
  - returns true if most of the things satisfying the first predicate also satisfy the second predicate
- similarly for other quantifiers
  - $\text{all}(\text{pig}, \text{big})$  (equivalent to  $\forall x. \text{pig}(x) \Rightarrow \text{big}(x)$ )
  - $\text{exists}(\text{pig}, \text{big})$  (equivalent to  $\exists x. \text{pig}(x) \text{ AND } \text{big}(x)$ )
  - can even build complex quantifiers from English phrases:
    - "between 12 and 75"; "a majority of"; "all but the smallest 2"



## Quantifier Order

- Groucho Marx celebrates quantifier order ambiguity:
  - In this country a woman gives birth every 15 min.  
Our job is to find that woman and stop her.
  - $\exists \text{woman} (\forall 15 \text{min gives-birth-during}(\text{woman}, 15 \text{min}))$
  - $\forall 15 \text{min} (\exists \text{woman gives-birth-during}(15 \text{min}, \text{woman}))$
  - Surprisingly, both are possible in natural language!
  - Which is the joke meaning?
    - (where it's always the same woman)



## Compositional Semantics

- We've discussed what semantic representations should look like.
- But how do we get them from sentences???**
- First** - parse to get a syntax tree.
- Second** - look up the semantics for each word.
- Third** - build the semantics for each constituent
  - Work from the bottom up
  - The syntax tree is a "recipe" for how to do it
- Principle of Compositionality**
  - The meaning of a whole is derived from the meanings of the parts, via composition rules



## A simple grammar of English

(in Definite Clause Grammar, DCG, form - as in Prolog)

```

sentence --> noun_phrase, verb_phrase.
noun_phrase --> proper_noun.
noun_phrase --> determiner, noun.
verb_phrase --> verb, noun_phrase.

Proper_noun --> [John]           verb --> [ate]
Proper_noun --> [Mary]          verb --> [kissed]
determiner --> [the]             noun --> [cake]
determiner --> [a]               noun --> [lion]

```



## Extending the grammar to check number agreement between subjects and verbs

```

S --> NP(Num), VP(Num).
NP(Num) --> Proper_noun(Num).
NP(Num) --> det(Num), noun(Num).
VP(Num) --> verb(Num), noun_phrase(_).

Proper_noun(s) --> [Mary].   noun(s) --> [[lion].
det(s) --> [the].           noun(p) --> [[lions].
det(p) --> [the].           verb(s) --> [eats].
                                   verb(p) --> [eat].

```



## A simple DCG grammar with semantics

```

sentence(SMeaning) --> noun_phrase(NPMeaning),
  verb_phrase(VPMeaning), {combine (NPMeaning,
  VPMeaning, SMeaning)}.
verb_phrase(VPMeaning) --> verb(VMeaning),
  noun_phrase(NPMeaning), {combine (NPMeaning,
  VMeaning, VPMeaning)}.
noun_phrase (NPMeaning) --> name(NPMeaning).

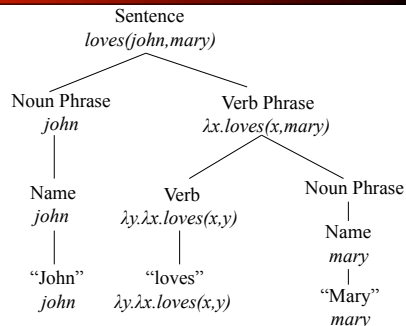
name(john) --> [john].       verb( $\lambda x.$  jumps(x)) --> [jumps]
name(mary) --> [mary].       verb( $\lambda y. \lambda x.$  loves(x,y)) --> [[loves]

Combine(X, Y, Z) --> apply(Y, X, Z)

```



## Parse tree with associated semantics



## Augmented CFG Rules

- We can also accomplish this just by attaching semantic formation rules to our syntactic CFG rules
 
$$A \rightarrow \alpha_1 \dots \alpha_n \quad \{f(\alpha_1.sem, \dots, \alpha_n.sem)\}$$
- This should be read as the semantics we attach to A can be computed from some function applied to the semantics of A's parts.
- The functions/operations permitted in the semantic rules are restricted, falling into two classes
  - Pass the semantics of a daughter up unchanged to the mother
  - Apply (as a function) the semantics of one of the daughters of a node to the semantics of the other daughters



## How do things get more complex? (The former) GRE analytic section

- Six sculptures – C, D, E, F, G, H – are to be exhibited in rooms 1, 2, and 3 of an art gallery.
  - Sculptures C and E may not be exhibited in the same room.
  - Sculptures D and G must be exhibited in the same room.
  - If sculptures E and F are exhibited in the same room, no other sculpture may be exhibited in that room.
  - At least one sculpture must be exhibited in each room, and no more than three sculptures may be exhibited in any room.
- If sculpture D is exhibited in room 3 and sculptures E and F are exhibited in room 1, which of the following may be true?
  1. Sculpture C is exhibited in room 1.
  2. Sculpture H is exhibited in room 1.
  3. Sculpture G is exhibited in room 2.
  4. Sculptures C and H are exhibited in the same room.
  5. Sculptures G and F are exhibited in the same room.



## Scope Needs to be Resolved!

*At least one sculpture must be exhibited in each room.*

The same sculpture in each room?

*No more than three sculptures may be exhibited in any room.*

**Reading 1:** For every room, there are no more than three sculptures exhibited in it.

**Reading 2:** Only three or less sculptures are exhibited ( the rest are not shown).

**Reading 3:** Only a certain set of three or less sculptures may be exhibited in any room ( for the other sculptures there are restrictions in allowable rooms).

- Some readings will be ruled out by being uninformative or by contradicting other statements
- Otherwise we must be content with distributions over scope-resolved semantic forms



## Semantic Grammars

- A problem with traditional linguistic grammars is that they don't necessarily reflect the semantics in a straightforward way
- You can deal with this by...
  - Fighting with the grammar
    - Complex lambdas and complex terms, etc.
  - Rewriting the grammar to reflect the semantics
    - And in the process give up on some syntactic niceties
    - known as "Semantic grammars"
      - Simple idea, dumb name



## Semantic Grammar

- The term semantic grammar refers to the motivation for the grammar rules
  - The technology (plain CFG rules with a set of terminals) is the same as we've been using
  - The good thing about them is that you get exactly the semantic rules you need
  - The bad thing is that you need to develop a new grammar for each new domain
- Typically used in conversational agents in constrained domains
  - Limited vocabulary
  - Limited grammatical complexity
  - Syntactic parsing can often produce all that's needed for semantic interpretation even in the face of "ungrammatical" input – write fragment rules



## Lifer Semantic Grammars

- Example domain—access to DB of US Navy ships
  - S → <present> the <attribute> of <ship>
  - <present> → what is | [can you] tell me
  - <attribute> → length | beam | class
  - <ship> → the <shipname>
  - <shipname> → kennedy | enterprise
  - <ship> → <classname> class ships
  - <classname> → kitty hawk | lafayette
- Example inputs recognized by above grammar:
  - can you tell me the class of the Enterprise
  - what is the length of Kitty Hawk class ships
  - Many categories are not "true" syntactic categories
  - Words are recognized by their context rather than category (e.g. class)
  - Recognition is strongly directed
  - Strong direction useful for error detection and correction
    - G. Hendrix, E. Sacerdoti, D. Sagalowicz, and J. Slocum. 1978. Developing a natural language interface to complex data. ACM Transactions on Database Systems 3:105-147



## Semantic Grammars Summary

- Advantages:
  - Efficient recognition of limited domain input
  - Absence of overall grammar allows pattern-matching possibilities for idioms, etc.
  - No separate interpretation phase
  - Strength of top-down constraints allows powerful ellipsis mechanisms
    - *What is the length of the Kennedy? The Kittyhawk?*
- Disadvantages:
  - Different grammar required for each new domain
  - Lack of overall syntax can lead to "spotty" grammar coverage
    - E.g. fronting possessive in "<attribute> of <ship>" to <ship>'s <attribute> doesn't imply fronting in "<rank> of <officer>"
  - Difficult to develop grammars past a certain size
  - Suffers from fragility