

# 6.863J Natural Language Processing

## Lecture 15: The meaning of it all

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### The Menu Bar

#### • Administrivia:

- Lab 3b out; due April 12
- Lab 4a on lexical semantics, out April 12

#### Agenda:

What does this all mean?

Frege's principle of compositionality

Representation and lambda calculus



## Cognition as computation

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- Computation manipulates formal symbols
- The symbols are represented
- The symbol manipulation is purely syntactic
- The symbol manipulation is semantically invariant

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## Our general view

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- Syntactic representations to...
- Semantic representations to...
- Conceptual representations...

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## We know...

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- What syntactic representations are
- We know much less about semantic or conceptual representations, but...
- Assume: they are the representations and vehicle for reasoning...
- So...must preserve what?
- Should be built up compositionally
- Why?

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## Compositionality, Turing, and all that

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- Brown cow →
- Meaning(Brown) & Meaning(cow) & some mode of composition
- Why?
  
- Cf: Purple cow

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## Easy case

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- Bob sleeps
- Bob likes ice-cream
  
- Event: likes(Bob, ice-cream)

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## Hard case

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(But the Accord was redesigned for the 2003 model year.)

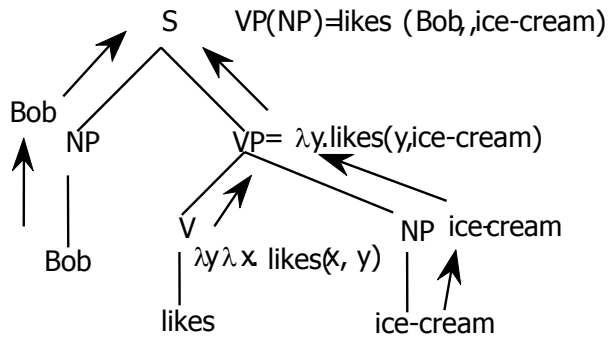
The roomier, faster, and sleeker sedan's sales stabilized last year, falling by just 1,230 units -- a strong showing in a market that saw combined total passenger car sales fall by 471,000 units.

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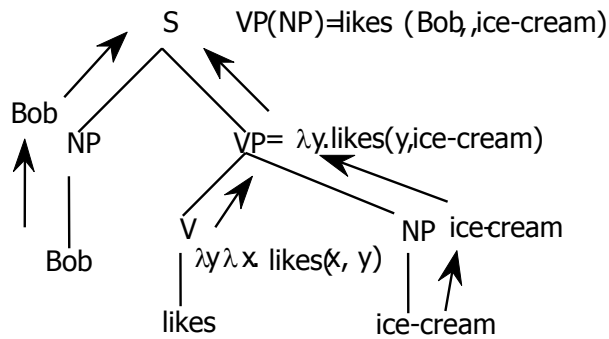
# The envelope please...

$the(x1, e1 \& e3 \& e5 \& e7) \& more'(e1, x1, y1, e2) \& roomy'(e2, x1)$   
 $\& more'(e3, x1, y1, e4) \& fast'(e4, x1) \& more'(e5, x1, y1, e6) \& sleek'(e6, x1)$   
 $\& sedan'(e7, x1) \& poss(x1, z1) \& sale(z1, x2) \& Plur(z1, s1)$   
 $\& stabilize'(e8, s1) \& Past(e8) \& at-time(e8, y2) \& last(y2, u1) \& year(y2)$   
 $\& fall'(e9, s1) \& by(e9, s2) \& just(e6) \& card'(e6, s2, 1230) \& unit(u2) \& Plur(u2, s2)$   
 $\& Appos(e8, e11) \& a(e11, e10 \& e11) \& strong'(e10, e11) \& show'(e11, x3, x4)$   
 $\& in(e10, m) \& a(m, e12 \& e13) \& market'(e12, m) \& see'(e13, m, e14) \& Past(e13)$   
 $\& combine(x5, s3) \& total(s3) \& passenger(p) \& nn(p, c) \& car(c)$   
 $\& nn(c, z2) \& sale(z2, x6) \& Plur(z2, s3)$   
 $\& fall'(e14, s3) \& by(e14, s4) \& card(s4, 471000) \& unit(u3) \& Plur(u3, s4)$

# Why: recover meaning from structure – syntax-directed translation



## How: function application



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## What's meaning? What's semantics – 2 ends of the spectrum

- Answer 1: whatever it is, it's mapping (translation) between representations  
And it depends on *all* of the text
- Answer 2: whatever it is, our answer depends on a much more focused task-specific question, viz., information extraction from texts
- Perhaps call this 'natural language engineering'
- These two ends of the spectrum have different characteristics, and diff't uses
- Deep vs. Shallow?

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## What Counts as Understanding?

some notions

- We understand statement if we know *how* to determine its truth
  - What are exact conditions under which it would be true?
    - necessary + sufficient
  - Equivalently, derive all its consequences
    - what else must be true if we accept the statement?
  - Philosophers tend to use this definition
- We understand statement if we can use it to answer questions [very similar to above – requires reasoning]
  - Easy: John ate pizza. What was eaten by John?
  - Hard: White's first move is P-Q4. Can Black checkmate?
  - Constructing a *procedure* to get the answer is enough

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## What Counts as Understanding?

- Be able to translate

• Depends on target language

- English to English?      bah humbug!
- English to French?      reasonable
- English to Chinese?      requires deeper understanding
- English to *logic*?      deepest

all humans are mortal      =       $\forall x [\text{human}(x) \Rightarrow \text{mortal}(x)]$

- Assume we have logic-manipulating rules to tell us how to act, draw conclusions, answer questions ...

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## Answer 1: translation – from ‘syntactic’ rep to ‘semantic’ rep, aka “Deep”

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- Mirrors the programming language approach
- When is it used?
- DB Q&A (but answer 2 can be used here...when and how?)
- Text understanding: when *all* the text is relevant - voice, inference, paraphrase, important
- Intentions, beliefs, desires (non-extensional= not just sets of items)

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## What requirements must meaning representations fulfill?

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- Verifiability: The system should allow us to compare representations to facts in a Knowledge Base (KB)
  - Cat(Huey)
- Ambiguity: The system should allow us to represent meanings unambiguously
  - ‘German teachers’ has 2 representations
- Vagueness: The system should allow us to represent vagueness
  - He lives somewhere in the south of France.

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## Requirements: Canonical Form

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- Inputs that mean the same thing have the same representation.
  - Huey eats kibble.
  - Kibble, Huey will eat.
  - What Huey eats is kibble.
  - It's kibble that Huey eats.
- Alternatives
  - Four different semantic representations
  - Store all possible meaning representations in Knowledge Base

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## Requirements: Semantic Ambiguity

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- Parallel to syntactic ambiguity
  - *Happy [cats and dogs] live on the farm*
  - *[Happy cats] and dogs live on the farm*
- Independent of syntactic structure
  - *Every boy loves a dog*
  - "all boys love a single dog"
  - "foreach boy, there is a dog he loves"

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## Requirements: Inference

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- Draw valid conclusions based on the meaning representation of inputs and its store of background knowledge.

Does Huey eat kibble?

thing(kibble)

$\text{Eat}(\text{Huey}, x) \wedge \text{thing}(x)$

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## Word Senses & Ambiguity

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- Q: Can the basic unit of meaning rep be a word?
- A: No, words have different senses
- Example: *go* has many senses (to move, depart, pass, vanish, reach, extend, ...)
- Senses are organized into an ontology

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## Requirements: Word Senses

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- Ontology
  - Example: Aristotle's classes
    - substance (physical objects)
    - quantity (e.g., numbers)
    - quality (e.g., being red)
    - Others: relation, place, time, position, state, action, affection
  - Important: actions, events
    - Provide a structure for organizing the interpretation of sentences

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## Requirements: Actions and Events

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- *We lifted the box. It was hard work.*
  - The pronoun *it* refers to the whole action (not just *the box*)
- *We lifted the box. It was heavy.*
  - The pronoun *it* refers to *the box*

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## Need some kind of logical calculus

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- Not ideal as a meaning representation and doesn't do everything we want - but close
  - Supports the determination of truth
  - Supports compositionality of meaning
  - Supports question-answering (via variables)
  - Supports inference
- What are its elements?
- What else do we need?

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## Logical Form Language

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- Similar to first-order predicate calculus (FOPC)
- Constants: word senses
- Terms: constants that describe objects in the world
- Predicates: constants that describe relations or properties
- Propositions: predicate + terms

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# First order predicate calculus (FOPC)

Propositional logic: Don't look inside propositions: P, Q, R, ...  
First-order logic: Look inside propositions: p(x,y), like(J,M), ...

Constants: John1, Sam1, ..., Chair-46, ..., 0, 1, 2, ...

Variables: x, y, z, ...

**Predicate** symbols: p, q, r, ..., like, hate, ...

**Function** symbols: motherOf, sumOf, ...

All the logical connectives of propositional logic.

Predicates and functions apply to a fixed number of arguments:

Predicates: like(John1,Mary1), hate(Mary1,George1), tall(Sue3), ...

Functions: motherOf(Sam1) = Mary1, sumOf(2,3) = 5, ...

In the expression:  $3 + 2 > 4$   
                          ↑     ↑  
                          function     predicate


Predicates applied to arguments are propositions and yield True or False.  
Functions applied to arguments yield entities in the domain.

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## Predicates

- *Fido is a dog*  
(DOG1 FIDO1)  
unary predicate
- *Sue loves Jack*  
(LOVES SUE1 JACK1) or LOVES(Sue, Jack)  
binary predicate
- We shall place this into an event structure:  
Event(Loves1 :Agent Sue1 :Patient Jack1  
Time: present)

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## Extension of a predicate

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The semantics of a unary predicate is the set of all entities in the domain for which the predicate is true.

The predicate `dog`  $\rightarrow$  the set of all dogs (in the real world)

This is the extension of the predicate `dog`.

That leaves out possible dogs, future dogs, etc.; makes dog-ness depend on 'accidental' historically contingent properties of the world

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## Possible Worlds

Possible world: A technical device in logic for handling "possible"

And a very powerful tool for analyzing some concepts.

You can use them without believing in them.

Duality between possible worlds and propositions:

A proposition can be viewed as the set of all possible worlds in which the proposition is true.

A possible world can be viewed as the set of all propositions that are true in it.

Add another proposition that has to be true

$\leftarrow \rightarrow$  Make the set of possible worlds smaller

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## Possible worlds to define 'intension' of a predicate

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**Intension:** Map the predicate *dog* into a mapping from all possible worlds to the set of dogs in that possible world.

the predicate *dog*  $\rightarrow$  [F: possible world  $w \rightarrow$  the set of dogs in  $w$ ]

Given a predicate and a possible world, the intension will tell you the set of things that satisfy that predicate in that world.

Intension does a better job of capturing the essence of the concept.

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## A simple semantics for sentences

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- Assuming that meaning of sentence is the proposition  $p$  expressed by sentence
- Simply its 'truth conditional' content, I.e.,  
 $p:w \rightarrow \{0,1\}$  ( $w =$  'a possible world')

This function (the proposition  $p$  expressed by  $s$ ) may be viewed as:

- The truth conditions of a sentence  $s$
- Assigning the values 0 or 1 for any given  $w$
- Or as the set of possible worlds or situations where  $s$  is true

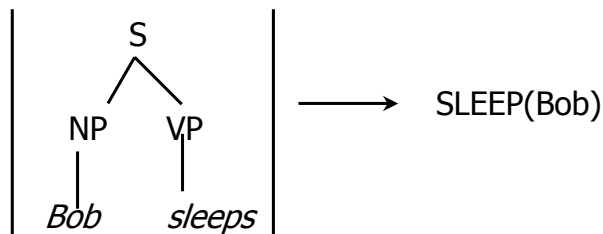
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## From syntactic structures to semantic structures

- We know what the structure of a simple subject-predicate sentence is
- We also know its meaning: the proposition of set of (all possible, not just actual) situations given by  $\{sit \mid \text{Peter sleeps in } sit\}$
- Or: where individual denoted by "Peter" is in the extension of the predicate sleeps, I.e., in the set of all individuals that sleep

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## Syntax to semantics



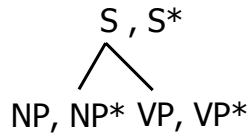
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## The master principles

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- Compositionality
- In a structure like this:



- The meaning of the S is computed as the function application of the meaning of the VP to the meaning of the NP:  
 $S^* = VP^*(NP^*)$
- Intuitively: the concept expressed by the VP is asserted of the object to which the NP refers

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## The Principles

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- Rule-to-rule hypothesis (Frege): semantic interpretation guided by syntactic structure;  
For each syntactic rule, there is a corresponding rule of semantic interpretation

- Compositionality

We assume that the meaning of a complex expression is determined by the meaning of its parts

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## How to execute?

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- Composition as function composition, I.e., function application
- We'll need a way to express this...
- Also need a way to express predicates generally...

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## NP meanings

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- If just a common noun (CN), e.g., "Bob", "ice-cream", then it's like a constant (i.e., picks out all the "Bobs" in the world...)
- We'll see how to express this in a moment...

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## VP meanings

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- VP - sleeps (as intransitive)
- The meaning of the VP sleeps, then, is a function  $f$  from an individual  $x$  into a proposition (or a set of situations)  
$$f(x) = \{situation \mid x \text{ sleeps in } situation\}$$

How can we express this function?

## 6.001 to the rescue

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- The function  $f$  can be given by the  $\lambda$ -expression  
$$\lambda x \text{ SLEEPS}(x)$$
- When this function is applied to the argument 'Bob', as usual this binds the variable  $x$ :  
$$\lambda x \text{ SLEEPS}(x)\text{Bob} \rightarrow \text{SLEEPS}(\text{Bob})$$

## $\lambda$ Abstraction to the rescue

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- SLEEPS(BOB) is composed of the VP meaning which is the function  $\lambda x$  SLEEPS(x), applied to an argument, the NP meaning, which is Bob
- Execution: associate with each context-free rule a corresponding semantic rule

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## Context-free semantics

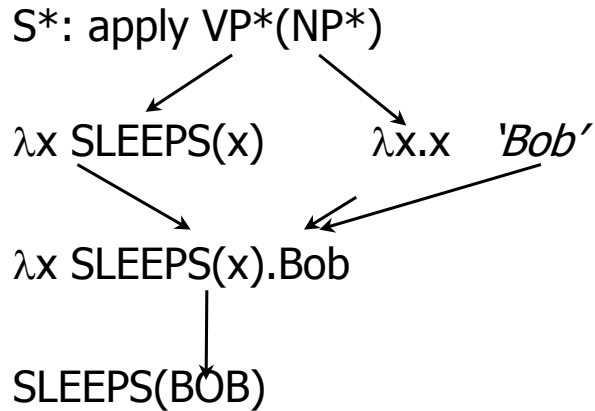
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<u>Item or rule</u>	<u>Semantic translation</u>
$S \rightarrow NP VP$	$S^*$ : apply $VP^*(NP^*)$
$VP \rightarrow sleeps$	$VP^*$ : $\lambda x$ SLEEPS(x)
$NP \rightarrow CN$	$NP^*$ : $\lambda x.x$
$CN \rightarrow Bob$	$CN^*$ : 'Bob' (ie, a constant)

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It all works...

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OK, the next step... meaning of a transitive verb

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- Bob likes ice-cream
- We already know the meaning of a VP likes *sleeps*, so we know the meaning of, e.g., '*likes ice-cream*'
- But what is the meaning of likes?
- $\{ \textit{situation} \mid \text{Bob likes ice-cream in } \textit{situation} \}$
- We need a function that combines w/ ice-cream  
Goal: yield an intransitive VP meaning, as above,
- Intransitive:  $\lambda x \text{ Likes-ice-cream}(x)$

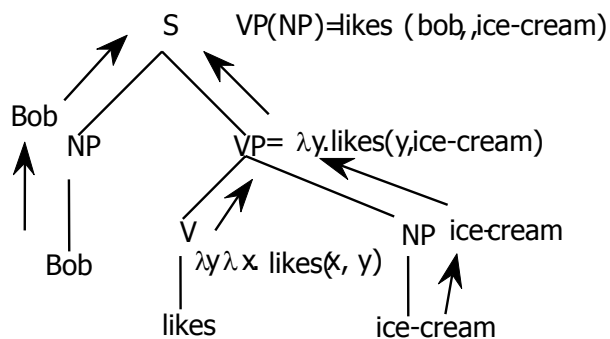
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## Transitive verb meaning

- Intransitive:  $\lambda x \text{ Likes-ice-cream}(x)$ 
    - $\lambda y g(y) \rightarrow \text{LIKES}(\text{ice-cream})$
    - Lambda abstract:
      - $\lambda y \text{ LIKES}(y)$  for the VP
  - Replace this in Likes-ice-cream(x):
    - $\lambda x (\lambda y \text{ LIKES}(x, y))$  or to fix order
    - $\lambda y \lambda x \text{ LIKES}(x, y)$ . ice-cream . Bob
- This is the meaning of likes

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## This gives us:



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## From sentence meanings to phrase meanings – intermediate summary

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- Sentence meanings are propositions or sets of possible worlds or situations – those situations where the sentence is true
- NP meanings (meanings of proper names) are individuals
- Intransitive verb meanings are functions from individuals to sentence meanings (propositions)
- Transitive verb meanings are functions from individuals to intransitive verb meanings

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## Are we done?

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- I wish!
- All the NPs so far are proper names, and so 'constants' – referring expressions
- Now we must consider lots more...
- The ice-cream, an ice-cream on the table, every ice-cream,...so much ice-cream, so little time...
- Bob likes no ice-cream..

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## The trouble with tribbles

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- What would FOPC be for:
- Every person likes ice-cream

$\forall x (\text{Person } x \rightarrow \text{LIKE}(x, \text{ice-cream}))$

$\exists x (\text{Person } x \ \& \ \text{LIKE}(x, \text{ice-cream}))$

Let's try our trick out on this...

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## Quantifiers cause problems

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- If we apply composition following the syntax, what do we get?
- $\lambda y \lambda x \text{LIKES}(x, y). \text{ice-cream}, \forall x (\text{Person } x)$
- But this yields:

$\text{LIKES}(\forall x (\text{Person } x), \text{ice-cream})$  NOT

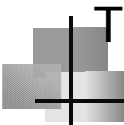
$\forall x (\text{Person } x \rightarrow \text{LIKE}(x, \text{ice-cream}))$

What happened to the NP 'every person'?

What to do???

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## The solution next time...!

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- But there is a lot more to do...