

# Parsing Combinatory Categorical Grammar with Answer Set Programming: Preliminary Report

Yuliya Lierler    Peter Schüller



Computer Science Department, University of Kentucky

KBS Group – Institut für Informationssysteme, Technische Universität Wien

WLP – September 30, 2011

- ▶ Required for transforming natural language into KR language(s)
- ▶ First step: obtaining sentence structure
- ▶ Example:

John saw the astronomer with the telescope.

⇒ two distinct structures = “structural ambiguity”

John [saw the astronomer] [with the telescope].

John saw [the astronomer [with the telescope]].

- ▶ “Wide-coverage parsing”

⇒ parsing unrestricted natural language (e.g., newspaper)



- ▶ Goals of this work:
  - ▶ **Wide-coverage** parsing
  - ▶ obtaining **all distinct structures**
  
- ▶ Approach:
  - ▶ Parsing represented as **planning**
  - ▶ **Answer Set Programming** for realizing the planning
  - ▶ Use of ASP with **Function symbols**
  - ▶ Optimization for best-effort parsing
  - ▶ Framework using python, gringo, clasp
  - ▶ Visualization

**Planning:**

- ▶ actions, executability, effects
- ▶ initial and goal state
- ▶  $\Rightarrow$  find sequence of actions from initial to goal state

**Answer Set Programming:**

- ▶ declarative programming paradigm
- ▶ logic programming rules and function symbols
- ▶ stable model semantics
- ▶ guess & check — resp. GENERATE - DEFINE - TEST paradigm

- ▶ GENERATE all possible action sequences
- ▶ DEFINE action effects starting from initial state
- ▶ TEST executability
- ▶ TEST goal conditions

- ▶ Categories for words and constituents:
  - ▶ **Atomic** categories, e.g.: noun  $N$ , noun phrase  $NP$ , sentence  $S$
  - ▶ **Complex** categories: specify argument and result, e.g.:
    - ▶  $S \backslash NP \Rightarrow$  expect  $NP$  to the left, result is  $S$
    - ▶  $(S \backslash NP) / NP \Rightarrow$  expect  $NP$  to the right, result is  $S \backslash NP$
- ▶ Given CCG lexicon  $\Rightarrow$  **represent words by corresponding categories:**

$$\frac{\textit{The}}{NP/N}$$

$$\frac{\textit{dog}}{N}$$

$$\frac{\textit{bit}}{(S \backslash NP) / NP}$$

$$\frac{\textit{John}}{NP}$$

- ▶ Words may have multiple categories  $\Rightarrow$  handle all combinations

- ▶ **Combinators** are grammar rules that combine categories:

application

$$\frac{A/B \quad B}{A} >$$

composition

$$\frac{A/B \quad B/C}{A/C} > \mathbf{B}$$

type raising

$$\frac{A}{B/(B \setminus A)} > \mathbf{T}$$

- ▶ **Combinators** are grammar rules that combine categories:

application

$$\frac{A/B \quad B}{A} >$$

composition

$$\frac{A/B \quad B/C}{A/C} > \mathbf{B}$$

type raising

$$\frac{A}{B/(B \setminus A)} > \mathbf{T}$$

- ▶ **Instantiation** of combinators used for parsing, e.g.:

$$\frac{NP/N \quad N}{NP} >$$

- ▶ Example derivation, resp. parse tree:

$$\frac{\frac{\frac{The}{NP/N} \quad \frac{dog}{N}}{NP} > \quad \frac{\frac{bit}{(S \setminus NP)/NP} \quad \frac{John}{NP}}{S \setminus NP} >}{S} <$$



- ▶ **State** = Abstract Sequence Representation (ASR):  
ASR contains categories, numbered from left to right.

Example:

$\frac{The}{NP/N}$	$\frac{dog}{N}$	$\frac{bit}{(S \setminus NP)/NP}$	$\frac{John}{NP}$
--------------------	-----------------	-----------------------------------	-------------------

is represented by the **Initial State ASR**:

$$[NP/N^1, N^2, (S \setminus NP)/NP^3, NP^4]$$

- ▶ **State** = Abstract Sequence Representation (ASR):  
ASR contains categories, numbered from left to right.

Example:

$$\frac{\textit{The}}{NP/N} \quad \frac{\textit{dog}}{N} \quad \frac{\textit{bit}}{(S \setminus NP)/NP} \quad \frac{\textit{John}}{NP}$$

is represented by the **Initial State ASR**:

$$[NP/N^1, N^2, (S \setminus NP)/NP^3, NP^4]$$

- ▶ **Actions** = Combinators that operate on precondition ASR.  
Combinators yield a single result category.  
Result category is numbered like the leftmost precondition category.

Example:

$$\frac{NP/N^1 \quad N^2}{NP^1} >$$

- ▶ **Action Effect** = replace precondition sequence by result category.

Example:

$$\begin{aligned} \text{time step 1: ASR} &= [NP^1, (S \setminus NP) / NP^3, NP^4] \\ \Rightarrow \text{action} & \frac{(S \setminus NP) / NP^3 \quad NP^4}{S \setminus NP^3} > \end{aligned}$$

$$\begin{aligned} \text{time step 2: ASR} &= [NP^1, S \setminus NP^3] \\ \Rightarrow \text{action} & \frac{NP^1 \quad S \setminus NP^3}{S^1} > \end{aligned}$$

$$\text{time step 3: ASR} = [S^1]$$

- ▶ **Goal State** = ASR  $[S^1]$
- ▶ **Concurrent execution** of actions possible.

- ▶ Redundant parse trees yield same semantic result.

Example:

$$\begin{array}{c}
 \frac{\frac{\textit{The}}{NP/N \ \lambda\alpha.\alpha} \quad \frac{\textit{dog}}{N \ d}}{NP \ d} \quad > \quad \frac{\frac{\textit{bit}}{(S\backslash NP)/NP \ \lambda\alpha\beta.b(\beta, \alpha)} \quad \frac{\textit{John}}{NP \ j}}{S\backslash NP \ \lambda\beta.b(\beta, j)} \quad > \\
 \hline
 S \ b(d, j) \quad <
 \end{array}$$

- ▶ Redundant parse trees yield same semantic result.

Example:

$$\frac{\frac{\frac{\textit{The}}{NP/N} \lambda\alpha.\alpha \quad \frac{\textit{dog}}{N} d}{NP} d}{S \setminus NP} \lambda\beta.b(\beta, j) > \frac{\frac{\frac{\textit{bit}}{(S \setminus NP)/NP} \lambda\alpha\beta.b(\beta, \alpha) \quad \frac{\textit{John}}{NP} j}{S \setminus NP} \lambda\beta.b(\beta, j)}{S} b(d, j) <$$

versus

$$\frac{\frac{\frac{\frac{\textit{The}}{NP/N} \lambda\alpha.\alpha \quad \frac{\textit{dog}}{N} d}{NP} d}{S/(S \setminus NP)} \lambda\gamma\delta.\gamma(d, \delta) > \mathbf{T} \frac{\frac{\textit{bit}}{(S \setminus NP)/NP} \lambda\alpha\beta.b(\beta, \alpha)}{S/NP} \lambda\delta.[\lambda\alpha\beta.b(\beta, \alpha)](d, \delta) = \lambda\delta.b(d, \delta) > \mathbf{B} \frac{\textit{John}}{NP} j > \frac{S}{S} b(d, j) >$$

- ▶ Such parse trees are called **spurious** and should be suppressed.

ASPCCGTK implements known methods for eliminating spurious parses:

- ▶ Allow only one **branching direction** for functional compositions:

$$\begin{array}{ccc}
 \begin{array}{c}
 W/X \quad X/Y \quad Y/Z \\
 \hline
 \phantom{W/X} \phantom{X/Y} \phantom{Y/Z} \rightarrow \mathbf{B} \\
 W/Y
 \end{array} & \begin{array}{c} \text{normalize} \\ \Downarrow \end{array} & \begin{array}{c}
 W/X \quad X/Y \quad Y/Z \\
 \hline
 \phantom{W/X} \phantom{X/Y} \phantom{Y/Z} \rightarrow \mathbf{B} \\
 X/Z
 \end{array} \\
 \begin{array}{c}
 \phantom{W/X} \phantom{X/Y} \phantom{Y/Z} \rightarrow \mathbf{B} \\
 \hline
 W/Z
 \end{array} & \Rightarrow & \begin{array}{c}
 \phantom{W/X} \phantom{X/Y} \phantom{Y/Z} \rightarrow \mathbf{B} \\
 \hline
 W/Z
 \end{array}
 \end{array}$$

ASPCGTK implements known methods for eliminating spurious parses:

- ▶ Allow only one **branching direction** for functional compositions:

$$\begin{array}{ccc} \frac{W/X \quad X/Y \quad Y/Z}{W/Y} \rightarrow^{\mathbf{B}} & \xRightarrow{\text{normalize}} & \frac{W/X \quad X/Y \quad Y/Z}{X/Z} \rightarrow^{\mathbf{B}} \\ \frac{\quad}{W/Z} \rightarrow^{\mathbf{B}} & & \frac{\quad}{W/Z} \rightarrow^{\mathbf{B}} \end{array}$$

- ▶ Disallow **certain combinations** of rule applications:

$$\begin{array}{ccc} \frac{X/Y \quad Y/Z \quad Z}{X/Z} \rightarrow^{\mathbf{B}} & \xRightarrow{\text{normalize}} & \frac{X/Y \quad Y/Z \quad Z}{Y} \rightarrow \\ \frac{\quad}{X} \rightarrow & & \frac{\quad}{X} \rightarrow \end{array}$$

- ▶ Implemented as **executability conditions** of actions.

- ▶  $posCat(p, c, t) \Rightarrow$  category  $c$  is annotated with (position)  $p$  at time  $t$
- ▶  $posAdjacent(p_L, p_R, t) \Rightarrow$  position  $p_L$  is adjacent to position  $p_R$  at time  $t$
- ▶ categories represented as **function symbols**  $rfunc$ ,  $lfunc$ , and strings

Example: “The dog bit John.” is represented as the EDB

$posCat(1, rfunc("NP", "N"), 0)$ .  $posCat(2, "N", 0)$ .  
 $posCat(3, rfunc(lfunc("S", "NP"), "NP"), 0)$ .  $posCat(4, "NP", 0)$ .  
 $posAdjacent(1, 2, 0)$ .  $posAdjacent(2, 3, 0)$ .  $posAdjacent(3, 4, 0)$ .



- ▶ GENERATE part of encoding for  $\frac{A/B \ B}{A} >$ 

$$\{occurs(ruleFwdAppl, L, R, T)\} \leftarrow$$

$$posCat(L, rfunc(A, B), T), posCat(R, B, T), posAdjacent(L, R, T),$$

$$not\ ban(ruleFwdAppl, L, T), time(T), T < maxsteps.$$
- ▶ DEFINE part for *ban/2* realizes normalizations

- ▶ DEFINE part of encoding for **explicit effects** of  $\frac{A/B}{A} B >$

$$posCat(L, A, T+1) \leftarrow \begin{array}{l} occurs(ruleFwdAppl, L, R, T), \\ posCat(L, rfunc(A, B), T), \\ time(T), T < maxsteps. \end{array}$$

- ▶ DEFINE part of encoding for **implicit effect** called “affectedness”:

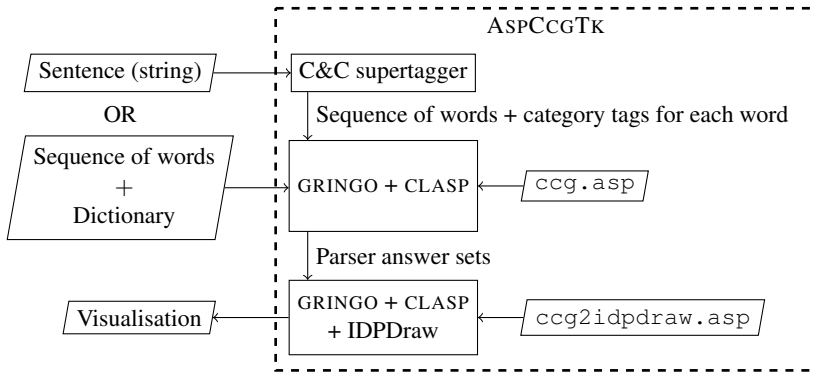
$$posAffected(L, T+1) \leftarrow \begin{array}{l} occurs(Act, L, R, T), binary(Act), \\ time(T), T < maxsteps. \end{array}$$



- ▶ DEFINE part of encoding for ASR **inertia**:

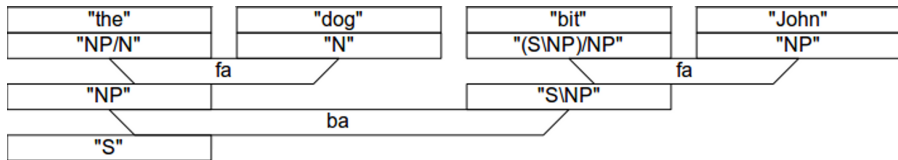
$$\begin{aligned} posCat(P, C, T+1) \leftarrow & \quad posCat(P, C, T), \\ & \quad not\ posAffected(P, T+1), \\ & \quad time(T), \quad T < maxsteps. \end{aligned}$$

- ▶ TEST forbids **invalid concurrency**
- ▶ TEST enforces reaching the **goal** state



- ▶ implemented in ASP controlled by python
- ▶ using/extending BioASP library in potassco
- ▶ <http://www.kr.tuwien.ac.at/staff/ps/aspccgtk/>

$$\frac{\frac{\frac{The}{NP/N} \quad \frac{dog}{N}}{NP} > \frac{\frac{\frac{bit}{(S\backslash NP)/NP} \quad \frac{John}{NP}}{S\backslash NP} >}{S} <$$



- ▶ uses IDPDraw
- ▶ in python: convert  $rfunc(NP, N)$  into "NP/N"



- ▶ Assume, in our lexicon, “bit” always requires someone being bitten (i.e., assume there is no intransitive category for “bit”).
- ▶ “The dog bit” then is not recognized as a sentence.

- ▶ Assume, in our lexicon, “bit” always requires someone being bitten (i.e., assume there is no intransitive category for “bit”).
- ▶ “The dog bit” then is not recognized as a sentence.
- ▶ ASPCGTK will not find a parse and provide a **best-effort** parse:

$$\begin{array}{ccc}
 \frac{\textit{The}}{NP/N} & \frac{\textit{dog}}{N} & \frac{\textit{bit}}{(S\backslash NP)/NP} \\
 \hline
 NP & \xrightarrow{\quad} & \\
 \hline
 \frac{S/(S\backslash NP)}{S/NP} \xrightarrow{\quad} & \text{B} & 
 \end{array}$$



## Recent and Ongoing:

- ▶ using incremental solver ICLINGO
- ▶ performance evaluation on large corpus CCGBank
- ▶ different encodings (configuration, CYK)  
( $\Rightarrow$  there we have the main effort in grounding)

## Future:

- ▶ add features to make ASPCCGTK comparable to C&C  
(probably the most widely used wide coverage CCG parser)
- ▶ make compatible with Boxer
- ▶ correctness evaluation on large corpus



- ▶ Alessandro Cimatti, Marco Pistore, and Paolo Traverso. Automated planning. In *Handbook of Knowledge Representation*. Elsevier, 2008.
- ▶ Jason Eisner. Efficient normal-form parsing for combinatory categorial grammar. In *Proceedings of the 34th annual meeting on Association for Computational Linguistics (ACL'96)*, pages 79–86, 1996.
- ▶ Thomas Eiter, Wolfgang Faber, Nicola Leone, Gerald Pfeifer, and Axel Polleres. A logic programming approach to knowledge-state planning: Semantics and complexity. *ACM Trans. Comput. Logic*, 5:206–263, April 2004.
- ▶ Martin Gebser, Benjamin Kaufmann, Andre Neumann, and Torsten Schaub. Conflict-driven answer set solving. In *IJCAI'07*, pages 386–392, 2007.
- ▶ Michael Gelfond and Vladimir Lifschitz. Classical negation in logic programs and disjunctive databases. *New Generation Computing*, 9:365–385, 1991.
- ▶ Julia Hockenmaier and Mark Steedman. CCGbank: A corpus of CCG derivations and dependency structures extracted from the Penn Treebank. *Comput. Linguist.*, 33:355–396, 2007.

