

# Computational Linguistics: Syntax-Semantics

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# 1. The Three Tasks Revised

**Task 1** Specify a reasonable **syntax** for the natural language fragment of interest.

**We can do this using CFG.**

**Task 2** Specify semantic representations for the **lexical items**. **We know what this involves**

**Task 3** Specify the **translation** of an item  $\mathcal{R}$  whose parts are  $\mathcal{F}$  and  $\mathcal{A}$  with the help of functional application. That is, we need to specify which part is to be thought of as functor (here it's  $\mathcal{F}$ ), which as argument (here it's  $\mathcal{A}$ ) and then let the resultant translation  $\mathcal{R}'$  be  $\mathcal{F}'(\mathcal{A}')$ . **We know that  $\beta$ -conversion (with the help of  $\alpha$ -conversion), gives us the tools needed to actually construct the representation built by this process.**

## 2. Lambda terms and CFG

We will look at the compositional approach to the syntax-semantics interface and build the meaning representation in parallel to the syntactic tree. This reduces to have a **rule-to-rule** system, i.e. each syntactic rule correspond to a semantic rule.

**Syntactic Rule 1**  $S \rightarrow NP VP$

**Semantic Rule 1** If the logical form of the  $NP$  is  $\alpha$  and the logical form of the  $VP$  is  $\beta$  then the logical form for the  $S$  is  $\beta(\alpha)$ .

**Syntactic Rule 2**  $VP \rightarrow TV NP$

**Semantic Rule 2** If the logical form of the  $TV$  is  $\alpha$  and the logical form of the  $NP$  is  $\beta$  then the logical form for the  $VP$  is  $\alpha(\beta)$ .

## 2.1. Augumenting CFG with terms

That can also be abbreviated as below where  $\gamma, \alpha$  and  $\beta$  are the meaning representations of  $S, NP$  and  $VP$ , respectively.

$$S(\gamma) \rightarrow NP(\alpha) VP(\beta) \quad \gamma = \beta(\alpha)$$

This implies that lexical entries must now include semantic information. For instance, a way of writing this information is as below.

$$TV(\lambda x.\lambda y.wrote(y, x)) \rightarrow wrote$$

**2.1.1. Exercise** (a) Write the semantic rules for the following syntactic rules:

s --> np vp

vp --> iv

vp --> tv np

np --> pn

pn --> John | Mia

tv --> knows

iv --> left

(b) apply these labeled rules to build the sentences “John knows Mia” and “John left”

### 3. CG: syntax-semantics interface

Summing up, CG specifies a language by describing the **combinatorial possibilities of its lexical items** directly, without the mediation of phrase-structure rules. Consequently, two grammars in the same system differ only in the lexicon.

The **close relation between the syntax and semantics** comes from the fact that the two syntactic rules are application of a functor category to its argument that corresponds to functional application of the lambda calculus.

We have to make sure that the lexical items are associated with **semantic terms** which correspond to the **syntactic categories**.

## 3.1. Mapping: types-categories

To set up the form-meaning correspondence, it is useful to build a language of semantic types in parallel to the syntactic type language.

**Definition 3.1 (Types)** Given a non-empty set of basic types  $\text{Base}$ , the set of types  $\text{TYPE}$  is the smallest set such that

- i.  $\text{Base} \subseteq \text{TYPE}$ ;
- ii.  $(a \rightarrow b) \in \text{TYPE}$ , if  $a$  and  $b \in \text{TYPE}$ .

Note that this definition closely resembles the one of the syntactic categories of  $\text{CG}$ . The only difference is the lack of directionality of the functional type  $(a \rightarrow b)$ . A function mapping the syntactic categories into  $\text{TYPE}$  can be given as follows.

**Definition 3.2 (Categories and Types)** *Let us define a function  $\text{type} : \text{CAT} \rightarrow \text{TYPE}$  which maps syntactic categories to semantic types.*

$$\begin{array}{ll} \text{type}(np) = e; & \text{type}(A/B) = (\text{type}(B) \rightarrow \text{type}(A)); \\ \text{type}(s) = t; & \text{type}(B \setminus A) = (\text{type}(B) \rightarrow \text{type}(A)); \\ \text{type}(n) = (e \rightarrow t). & \end{array}$$

## 3.2. CG: categories and terms

Modus ponens corresponds to functional application.

$$\frac{B/A : t \quad A : r}{B : t(r)} \text{ (MP}_r\text{)} \qquad \frac{A : r \quad A \setminus B : t}{B : t(r)} \text{ (MP}_l\text{)}$$

**Example**

$$\frac{np : \text{john} \quad np \setminus s : \text{walk}}{s : \text{walk}(\text{john})} \text{ (MP}_l\text{)}$$

$$np \setminus s : \lambda x. \text{walk}(x) \quad (\lambda x. \text{walk}(x))(\text{john}) \rightsquigarrow_{\lambda\text{-conv.}} \text{walk}(\text{john})$$

$$\frac{np : \text{john} \quad \frac{(np \setminus s) / np : \text{know} \quad np : \text{mary}}{np \setminus s : \text{know}(\text{mary})} \text{ (MP}_r\text{)}}{s : \text{know}(\text{mary})(\text{john})} \text{ (MP}_l\text{)}$$