

## Communication

July 13, 2006  
CS 486/686  
University of Waterloo

## Outline

- Communication
- Symbolic Natural Language Processing
- Reading: R&N Sect. 22.1-22.6

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## Communication

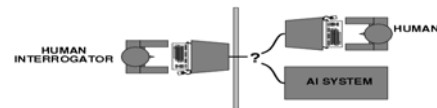
- **Communication:** intentional exchange of information brought about by the production and perception of **signs** drawn from shared system of convention.
- **Language:**
  - Enables us to communicate
  - Intimately tied to thinking

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## Turing Test

- Can a computer fool a human to think that it is communicating with another human?

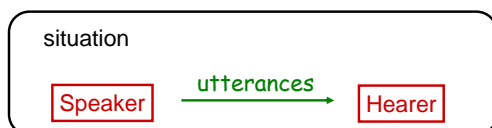


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## Speech

- **Speech:** communication act
  - Talking
  - Writing
  - Facial expression
  - Gesture



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## Components of Communication

- **Intention**
  - Speaker S decides that there is some proposition P worth saying to hearer H.
- **Generation**
  - Speaker plans how to turn proposition P into an utterance (i.e. a sequence of words W)
- **Synthesis**
  - Speaker produces the physical realization W' of the words W (i.e., vibration in air, ink on paper)

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## Components of Communication

- **Perception**
  - Hearer perceives physical realization  $W'$  as  $W_2$  and decodes it as the words  $W_2$  (i.e., speech recognition, optical character recognition)
- **Analysis**
  - Hearer infers  $W_2$  has possible meanings  $P_1, P_2, \dots, P_n$
  - Three parts:
    - Syntactic interpretation
    - Semantic interpretation
    - Pragmatic interpretation

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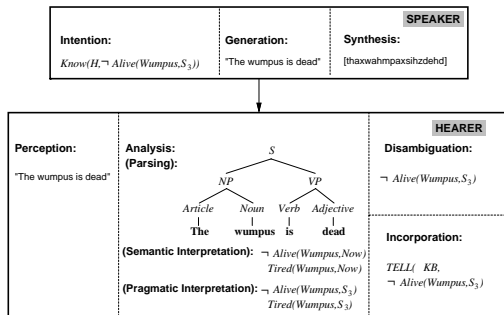
## Components of Communication

- **Disambiguation**
  - Hearer infers that speaker intended to convey  $P_i$  (where ideally  $P_i = P$ ).
- **Incorporation**
  - Hearer decides to believe  $P_i$  (or not).

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## Components of Communication



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## Difficulties

- **How could communication go wrong?**
  - Insincerity
  - Speech recognition errors
  - Ambiguous utterance
  - Different contexts

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## Language

- **Formal language**
  - Set of strings of terminal symbols (words)
  - Strict rules
  - E.g., first order logic, Java
- **Natural language**
  - No strict definition
  - Chinese, Danish, English, etc.

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## Grammar

- Grammar specifies the compositional structure of complex messages
- Each string in a language can be analyzed/generated by the grammar
- **A grammar is a set of rewrite rules**
  - $S \rightarrow NP VP$
  - Article  $\rightarrow the \mid a \mid an \mid \dots$

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## Grammar Types

- **Regular grammar:**
  - nonterminal  $\rightarrow$  terminal [nonterminal]
  - $S \rightarrow a S$
  - $S \rightarrow b$
- **Context free grammar (CFG):**
  - nonterminal  $\rightarrow$  anything
  - $S \rightarrow aSb$

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## Grammar Types

- **Context sensitive grammar:**
  - More symbols on left-hand side
  - $ASB \rightarrow AAaBB$
- **Recursively enumerable grammar:**
  - No constraints

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## Lexicon example

- Noun  $\rightarrow$  breeze | glitter | agent
- Verb  $\rightarrow$  is | see | smell | shoot
- Adjective  $\rightarrow$  right | left | east | dead
- Adverb  $\rightarrow$  there | nearby | ahead
- Pronoun  $\rightarrow$  me | you | I | it
- Name  $\rightarrow$  John | Mary | Boston
- Article  $\rightarrow$  the | a | an

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## Grammar example

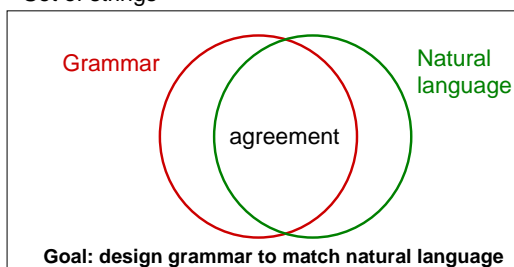
- $S \rightarrow NP VP \mid S \text{ Conjunction } S$
- $NP \rightarrow \text{Pronoun} \mid \text{Name} \mid \text{Noun} \mid \text{Article Noun} \mid NP PP \mid NP \text{RelClause}$
- $VP \rightarrow \text{Verb} \mid VP NP \mid VP \text{Adjective} \mid VP PP \mid VP \text{Adverb}$
- $PP \rightarrow \text{Preposition } PP$
- $\text{RelClause} \rightarrow \text{that } VP$

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## Grammaticality Judgements

Set of strings



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## Grammaticality Judgements

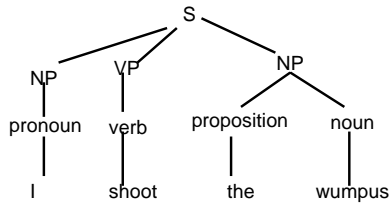
- **Overgeneration** examples:
  - Me go Boston.
  - I smell pit gold wumpus nothing east.
- **Undergeneration** example:
  - I think the wumpus is smelly

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## Syntactic Analysis

- **Parsing**: process of finding a parse tree for a given input string

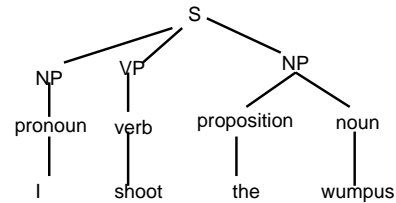


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## Top-down parsing

- Start with S and search for a tree that has strings at leaves

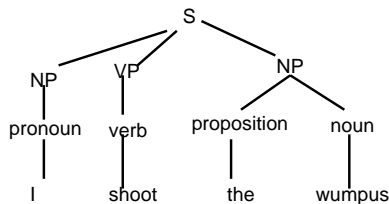


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## Bottom up parsing

- Start with string and search for a tree that has S as root



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## Parsing efficiency

- Top-down and bottom up parsing inefficient...
  - Exponential running time
- Alternative: **chart parsing**
  - Dynamic programming
  - Cubic running time

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## Augmented Grammars

- Grammars tend to **overgenerate**
  - Ex: "me eat apple"
- Augment grammar to require
  - Agreement between subject and verb
    - Ex: "I smells" vs "I smell"
  - Agreement between verb subcategory and complement
    - Ex: "give the gold to me"
    - Ex: "give me the gold"

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## Parse ambiguity

- Some sentences have many grammatical parses
- Example:
  - "Fall leaves fall and spring leaves spring"

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## Semantic Interpretation

- Extract meaning from utterances
- Traditional approach
  - Express meaning with logic
- Problem
  - Ambiguous semantics
  - Ex: "Helicopter powered by human flies"

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## Ambiguity

- Possible causes:
  - **Metonymy**: figure of speech in which one object is used to stand for another
  - **Metaphor**: figure of speech in which a phrase with one literal meaning is used to suggest a different meaning by analogy
  - **Vagueness**
  - **Unknown context**

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## Context/Experience

- Meaning often grounded in **experience**
- But humans and machines have different experiences because of different sensors...
- Is that a problem for natural language understanding?

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## Next Class

- Next Class:
  - Probabilistic Language Processing
  - Russell and Norvig Ch. 23

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