

Communication and Natural Language Processing

CPSC 470 – Artificial Intelligence

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Time to switch gears...

- We started by talking about general-purpose systems
 - Search
 - Logic
 - Planning
 - Machine Learning
- Now we are starting to focus on things that are much more special-purpose task domains

Communication

- Intentional exchange of information brought about by the production and perception of signs drawn from a shared system of conventional signs
- Formal languages: LISP, FOPC, C++
- Natural languages: Danish, German, ASL
 - Vervets, dolphins, bees, and humans

Component Steps of Communication

Intention

Know(H, ¬Alive(Wumpus, S3))

Incorporation

Tell(H, ¬Alive(Wumpus, S3))

Disambiguation

¬Alive(Wumpus, S3)

Generation

The wumpus is dead.

Analysis

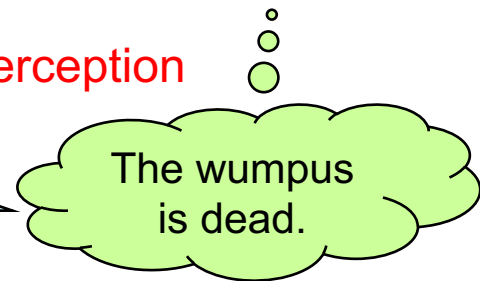
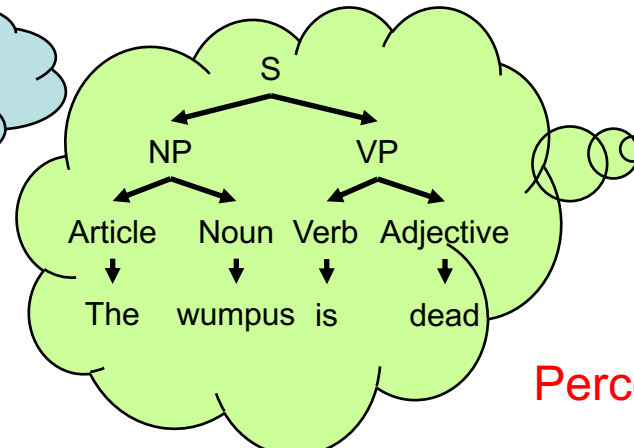
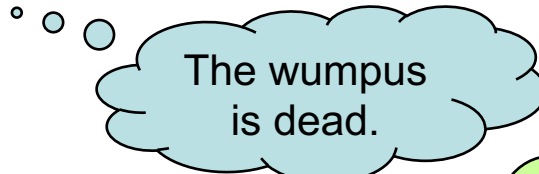
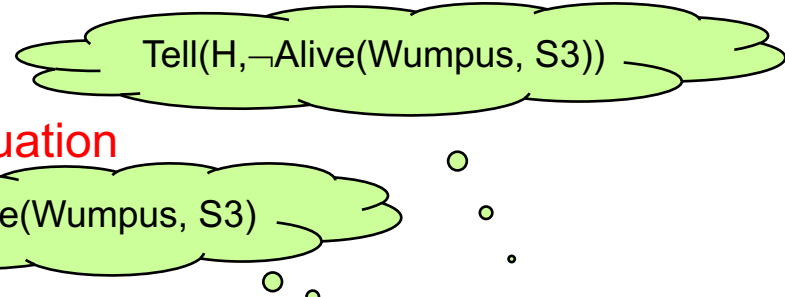
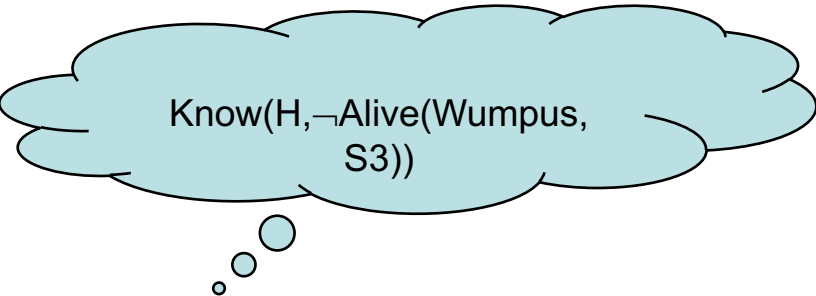
S
NP VP
Article Noun Verb Adjective
↓ ↓ ↓ ↓
The wumpus is dead

Perception

The wumpus is dead.

Synthesis

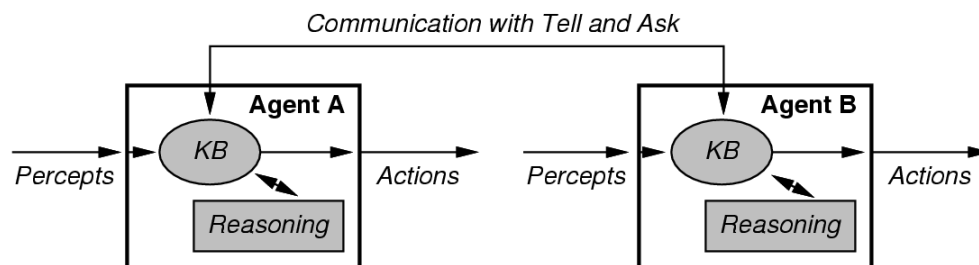
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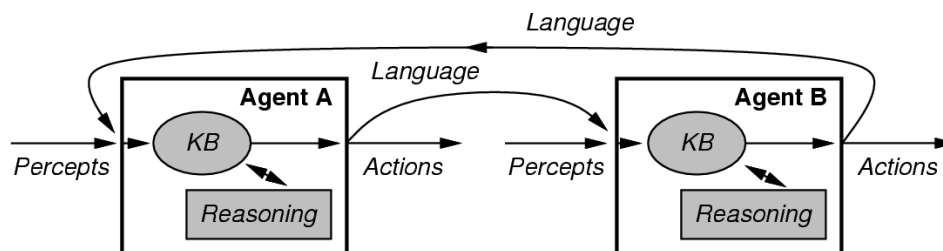
Communication as Perception and Action

- Agents that can share information from one KB to another
 - Difficulties of matching context and background knowledge
- Situated language model: Agents that can share information using formal languages

Telepathic Agents



Agents using a Formal Language



Where AI Traditionally Starts: Syntax and Grammars

- Terminal symbols
 - Could be words, phonemes, letters, etc
 - Traditionally lower-case letters
- Non-terminal symbols
 - Categories that stand for some expansion into terminal symbols
 - Noun phrase (NP), verb phrase (VP), sentence (S)
 - Traditionally upper-case letters
- Combine terminal and non-terminal symbols using rewrite (or production) rules
 - $S \rightarrow NP VP$

A sample English-based grammar for the Wumpus world

- Backus-Naur Form
- Lexicon (list of vocabulary words)
 - Terminals

Noun → *stench* | *breeze* | *glitter* | *pit* | *wumpus* | ...

Verb → *is* | *see* | *smell* | *shoot* | *grab* | *turn* | *kill* | ...

Adjective → *right* | *left* | *east* | *south* | *back* | *smelly* | ...

Adverb → *here* | *there* | *nearby* | *ahead* | *east* | *south* | ...

Pronoun → *me* | *you* | *it* | ...

Article → *the* | *an* | *a*

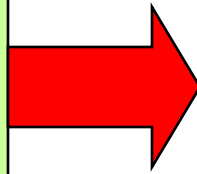
Preposition → *to* | *in* | *on* | *over* | *under* | ...

Conjunction → *and* | *or* | *but* | ...

A sample English-based grammar for the Wumpus world

- Categories (phrase structure)
- Non-terminals

S → NP VP
S → S Conjunction S
NP → Pronoun
NP → Noun
NP → NP PP
NP → NP RelClause
...
VP → Verb
VP → Verb Adjective
VP → VP PP
...
RelClause → *that* VP



I + feel a breeze
I feel a breeze + and + I smell a wumpus
I
Wumpus
The wumpus to the east
The wumpus that is smelly
...
Stinks
Is + smelly
Turn + to the east
...
That + is smelly

Bottom-Up Parsing

function BOTTOM-UP-PARSE(*words*, *grammar*) **returns** a parse tree

forest ← *words*

loop do

if LENGTH(*forest*) = 1 **and** CATEGORY(*forest*[1]) = START(*grammar*) **then**
 return *forest*[1]

else

i ← **choose** from {1...LENGTH(*forest*)}

rule ← **choose** from RULES(*grammar*)

n ← LENGTH(RULE-RHS(*rule*))

subsequence ← SUBSEQUENCE(*forest*, *i*, *i+n-1*)

if MATCH(*subsequence*, RULE-RHS(*rule*)) **then**

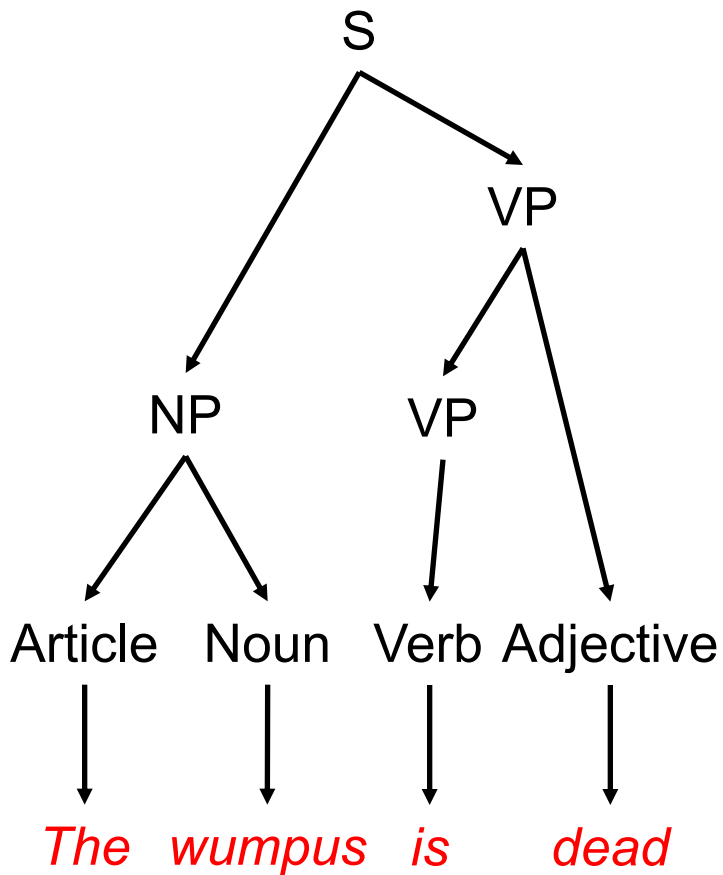
forest[*i*...*i+n-1*] ← [MAKE-NODE(RULE-LHS(*rule*), *subsequence*)]

else fail

end

- Treat the list of words as a parse forest (an ordered list of parse trees)
- Non-deterministically find some rule that matches a subsequence of words/symbols

Bottom-Up Parsing Example



<u>Forest</u>	<u>Rule being applied</u>
<i>The wumpus is dead</i>	Article → <i>the</i>
Article <i>wumpus is dead</i>	Noun → <i>wumpus</i>
Article Noun <i>is dead</i>	NP → Article Noun
NP <i>is dead</i>	Verb → <i>is</i>
NP Verb <i>dead</i>	Adjective → <i>dead</i>
NP Verb Adjective	VP → Verb
NP VP Adjective	VP → VP Adjective
NP VP	S → NP VP
S	

Generative Capacity of a Grammar

Recursively Enumerable

- No restrictions on the grammar
- $A B \rightarrow C$
- Sample language: Any

Context-Free Grammars

- LHS consists of only a single non-terminal
- $S \rightarrow a S b$
- Sample language: $a^n b^n$

Context-Sensitive

- RHS must have at least as many symbols as LHS
- $A B \rightarrow B A$
- Sample language: $a^n b^n c^n$

Regular Grammars

- LHS is single non-terminal, RHS is terminal + optional non-terminal
- $S \rightarrow a S$
- Sample language: $a^* b^*$

Adding Meaning to a Syntax

- Backus-Naur form describes the syntax, but tells us nothing about the meaning
- Resort to a **logic grammar** for semantics

Backus-Naur Form

$S \rightarrow NP VP$

$Noun \rightarrow stench \mid \dots$

First-Order Logic

$NP(s1) \wedge VP(s2) \Rightarrow S(\text{Append}(s1,s2))$

$(s = \text{"stench"} \vee \dots) \Rightarrow Noun(s)$

- Unrestricted logical inference is too expensive
- Definite Clause Grammar (DCG): every sentence is a Horn clause with one atom in the consequent **$A \wedge B \wedge C \wedge \dots \Rightarrow X$**

Augmenting a Grammar

- Our current grammar overgenerates non-grammatical sentences
 - Me smells a stench
- Handling subjective and objective cases: create more non-terminals

$S \rightarrow NP_S VP$

$NP_S \rightarrow \text{Pronoun}_S \mid \text{Noun} \mid \text{Article Noun}$

$NP_O \rightarrow \text{Pronoun}_O \mid \text{Noun} \mid \text{Article Noun}$

$VP \rightarrow VP NP_O \mid \dots$

$PP \rightarrow \text{Preposition } NP_O$

$\text{Pronouns}_S \rightarrow \textit{i} \mid \textit{you} \mid \textit{he} \mid \textit{she} \mid \dots$

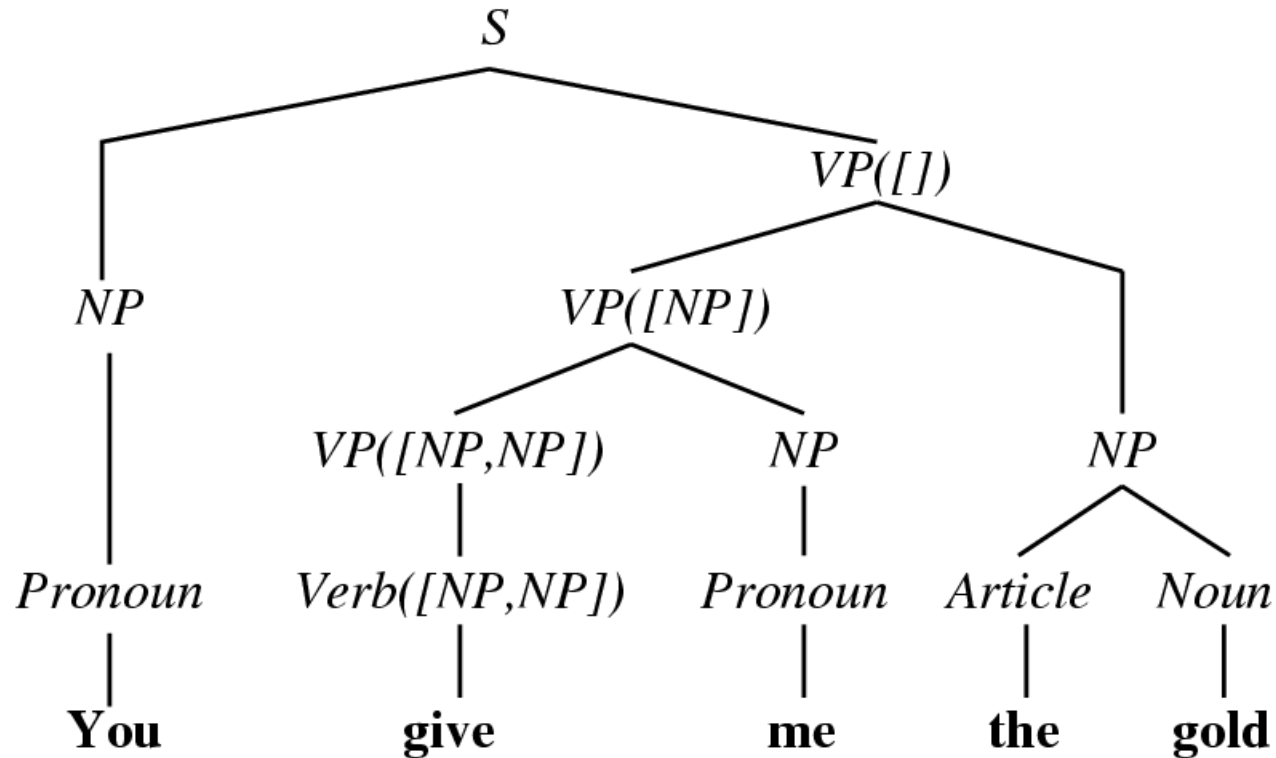
$\text{Pronouns}_O \rightarrow \textit{me} \mid \textit{you} \mid \textit{him} \mid \textit{her} \mid \dots$

Augmenting a Grammar

Verb	Subcats	Example Verb Phrase
give	[NP, PP] [NP, NP]	give the gold in 3 3 to me give me the gold
smell	[NP] [Adjective] [PP]	smell a wumpus smell awful smell like a wumpus
is	[Adjective] [PP] [NP]	is smelly is in 2 2 is a pit
died	[]	died
believe	[S]	believe the smelly wumpus in 2 2 is dead

- Subcategorization gives the types of structures that follows a symbol
- Example
 - *Give* is followed by a NP and a PP or a NP and a NP

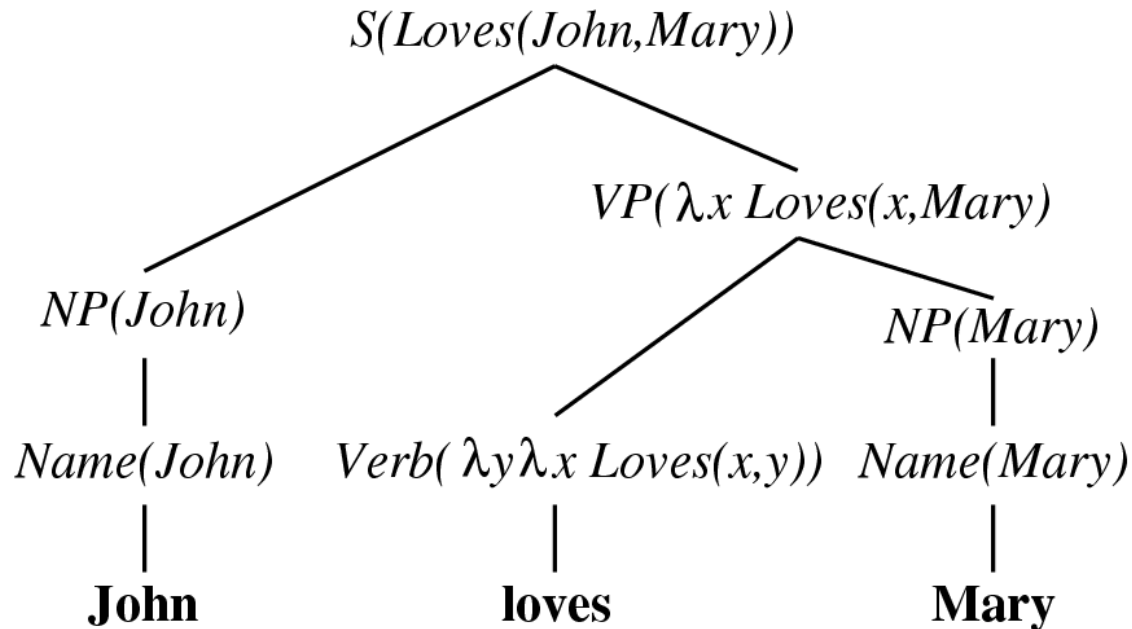
Parsing using Subcategorizations



- Subcats restrict the selection of other symbols, but can just be seen as a specialization of a symbol

$VP([]) \rightarrow VP([NP]) \ NP$

Parsing with Semantics



- Using lambda-notation, we define the semantic content as a type of subcat
 $\text{Verb}(\lambda x \lambda y \text{Loves}(x, y)) \rightarrow \textit{loves}$

Quasi-Logical Forms

- An intermediary between syntactic structure and first-order logic for semantics that allows parsing
- Includes
 - All of first-order logic notation
 - Lambda expressions
 - Quantified terms
 - Looks like a logical sentence, but treated like a term
 - “every agent” is quantified as $[\forall a \text{ Agent}(a)]$

Quasi-Logical form for the Wumpus Grammar

Category	Type	Example	Quasi-Logical Form
<i>S</i>	Sentence	I sleep.	$\exists e e \in (\text{Sleep}, \text{Speaker})$ $\wedge \text{During}(\text{Now}, e)$
<i>Adjective</i> <i>Adverb</i> <i>Article</i> <i>Conjunction</i> <i>Digit</i> <i>Noun</i> <i>Preposition</i> <i>Pronoun</i> <i>Verb</i>	<i>object</i> \rightarrow <i>sentence</i> <i>event</i> \rightarrow <i>sentence</i> Quantifier <i>sentence</i> ² \rightarrow <i>sentence</i> Number <i>object</i> \rightarrow <i>sentence</i> <i>object</i> ² \rightarrow <i>sentence</i> Object <i>object</i> ⁿ \rightarrow <i>sentence</i>	smelly today the and 7 wumpus in I eats	$\lambda x \text{Smelly}(x)$ $\lambda e \text{During}(e, \text{Today})$ $\exists!$ $\lambda p, q (p \wedge q)$ 7 $\lambda x \text{Wumpus}(x)$ $\lambda x \lambda y \text{In}(x, y)$ <i>Speaker</i> $\lambda y \lambda x \exists e e \in \text{Eats}(x, y)$ $\wedge \text{During}(\text{Now}, e)$
<i>NP</i> <i>PP</i> <i>RelClause</i> <i>VP</i>	Object <i>object</i> ² \rightarrow <i>sentence</i> <i>object</i> \rightarrow <i>sentence</i> <i>object</i> ⁿ \rightarrow <i>sentence</i>	a dog in [2,2] that sees me sees me	$[\exists d \text{Dog}(d)]$ $\lambda x \text{In}(x, [2, 2])$ $\lambda x \exists e e \in \text{Sees}(x, \text{Speaker})$ $\wedge \text{During}(\text{Now}, e)$ $\lambda x \exists e e \in \text{Sees}(x, \text{Speaker})$ $\wedge \text{During}(\text{Now}, e)$

Parsing with Syntax and Semantics

Every

agent

smells

a

wumpus

Pragmatics

- The study of language as it is used in a social context, including its effect on the agents involved
- Indexicals: refer directly to the current situation
 - Pragmatics of “*I am in Boston today.*”
- Anaphora: refer to something mentioned previously
 - Pragmatics of “*John was hungry. He ate a carrot.*”

Ambiguity

- Ambiguous newspaper headlines
 - Squad helps dog bite victim.
 - Red-hot star to wed astronomer.
 - Helicopter powered by human flies.
 - American pushes bottle up Germans.
- Many places that ambiguity can arise
 - Lexical ambiguity (*star* has more than one meaning)
 - Syntactic ambiguity (is *dog* an adjective or a noun)
 - Semantic ambiguity (A *coast road* can either lead to the coast or run along the coast)
 - Pragmatic ambiguity (*I'll meet you next Wednesday...* is *Wednesday* two days or nine days away?)

Disambiguation

- Two approaches
- Model-based
 - Rely upon the contents of the knowledge base and a model of how the world works (most of the time) to disambiguate
- Statistical
 - Probabilistic context-free grammar
 - $S \rightarrow NP VP$ (90%)
 - $S \rightarrow S \text{ Conjunction } S$ (10%)
- In general, we don't have a good way to do this

Current Systems

- Syntax
 - Not too hard
 - Requires large grammars for natural languages
- Semantics
 - Difficult, but possible
 - Works best in restricted domains
- Pragmatics
 - Somewhat ignored, very difficult

Google Duplex



Reasons to be Skeptical

- Lack of ambient background noise
- Odd conversation
 - The businesses *never* identify themselves
 - The humans picking up the phone never give their names
 - The reservation-takers never request information. No contact phone number. No name.
- California's 2-party consent laws
- No response from Google

Administrivia

- PS 6 out now
- Friday: HMMs and more!