ADVENTURES IN MEANING BANKING

Johan Bos

ADVENTURES IN MEANING BANKING

- 1 A new adventure
- Choice of currency
- 3 Preparation
- Off we go!
- 5 Help from strangers
- 6 Well on our way
- Sweet memories
- 8 Bumps on the road
- 9 Lost in translation



Chapter I

A NEW ADVENTURE

WHERE ARE WE NOW?

Computational semantics is now at a point where computational syntax was twenty (thirty?) years ago:

- robust semantic parsing only for small domains
- semantic tasks often carried out in isolation
- lack of large semantically annotated linguistic resources

OUR GOAL

- Syntactic parsing made a breakthrough by developing treebanks in the 1990s
- We want to develop a large semantically annotated resource and ...
- ... cause a similar breakthrough in computational semantics!

THE MOTLEY CREW





THE GRONINGEN MEANING BANK

- large (English) corpus of public domain texts
- ▶ annotated with deep (formal), not shallow semantics
- largest annotated units are texts (not sentences)
- integrates various phenomena in one formalism
- automatically produced, manually corrected



Groningen



OBJECTIVES OF THE GMB

- develop, refine, and evaluate wide-coverage semantic parsers
- develop NLG components from formal meaning representations
- revise semantic theory where needed

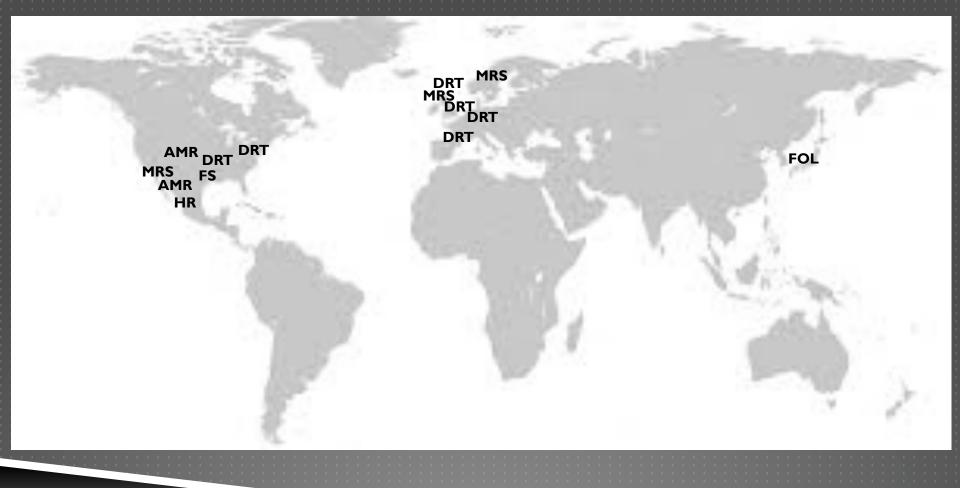




Chapter 2

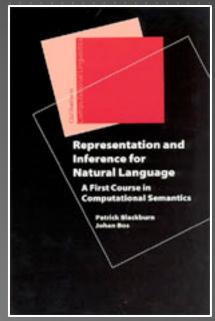
CHOICE OF CURRENCY

DISTRIBUTION OF REPRESENTATION EMPIRES



REPRESENTATION AND INFERENCE

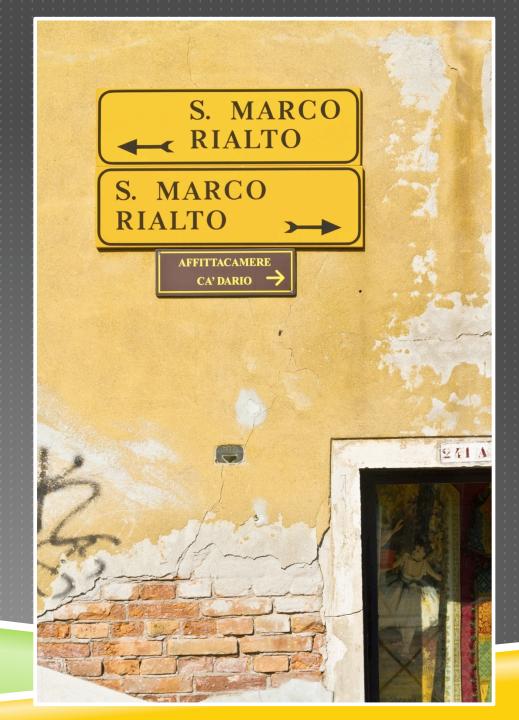
- > syntactic representation serve to build meaning representations
- meaning representations serve to perform inferences



Blackburn & Bos 2005

EXAMPLE: VENICE

Turn left and or right to reach San Marco.



EXAMPLE: BOLT

Bolt is faster than everyone else. **YES**Bolt is in last position. **NO**



EXAMPLE: PETS

No pets are allowed in this area.

All pets must be on the leash in this area.



EXAMPLE: BUSH

"... when there's more trade, there's more commerce."

not informative

George W. Bush, at the Summit of the Americas in Quebec City, April 21, 2001 (source: Language Log 24/10/2004)

CONTROLLING INFERENCE

λx λP higher-order logic

∀P ∃P second-order logic

∀x ∃x first-order logic (predicate logic)

discourse representation structure

[] <> modal logics description logics

→ v propositional logic



undecidable





Butch stole a chopper. It was parked in a garage.

no events

xyuv

Butch(x) chopper(y)

stole(x,y)

u=y

garage(v)

parked-in(u,v)

Davidsonian

xyeuve'

Butch(x)

chopper(y)

stole(e,x,y)

u=y

garage(v)

parked(e',u)

in(e',v)

Hobbsian

xyeuve'abcd

Butch(x)

chopper(y)

stole(e,x,a,b)

agent(e,x)

u=y

garage(v)

parked(e',u,c,d)

in(e',v)

neo-Davidsonian

xyeuve'

Butch(x)

chopper(y)

stole(e)

agent(e,x)

theme(e,y)

u=y

garage(v)

parked(e')

theme(e',u)

location(e',v)



Chapter 3

PREPARATION

SURVIVAL TOOLS

- ► Good tools are needed to reach wide coverage
- ► Tokenisation, Tagging, Parsing
- ► Compositional semantics, semantic resolution: Boxing

BOXER

▶ Input: syntactic tree (categorial grammar derivation)

CCG: see Steedman

Output: resolved semantic representation

(box, i.e. a Discourse Representation Structure)

Boxer works with the C&C parser and easyCCG

Online demo: http://www.let.rug.nl/basile/gsb/webdemo/demo.php



Chapter 4

OFF WE GO!

ITERATIVE DEVELOPMENT

- Annotations are produced by machines, corrected by humans (crowdsourcing + experts)
- ► A lot of it is done by (statistical) NLP tools: C&C tools + **Boxer**



MEANING BANK DEVELOPMENT

Document 28 of 10110 , ID: 70 / 0726 Go!	size: 3 sentences, 21 tokens last processed: 21 November 2013, 05:08:49										
< first << previous next >> last > random C&C tools/Boxer revision: 2415											
Status: accepted history Update tools Reprocess document report issue											
Change to: accepted Comment: Submit											
metadata raw tokens sentences discourse 1 bit of wisdom 0 warnings											
metadata law tokens sentences discourse i bit of wisdom o warnings											
Show: ☑ POS ☐ lemmas ☐ namex ☐ numex ☐ timex ☐ animacy ☐ senses ☐ roles ☐ relations ☐ coreference ☐ syntax											
1 + We PRP VBP RB .											
2 + You PRP VBP VBN DT JJ NN .											
3 + Please rotate your PRP\$ phone PRP\$ of CD NNS CC VB RB .											

LAYERS IN THE MEANING BANK

- ▶ PTB part of speech tags
- Animacy classes
- Named entity types
- WordNet senses
- ▶ VerbNet roles
- CCG derivations (syntax)
- DRT boxes (semantics)
- ► SDRT rhetorical relations (discourse)



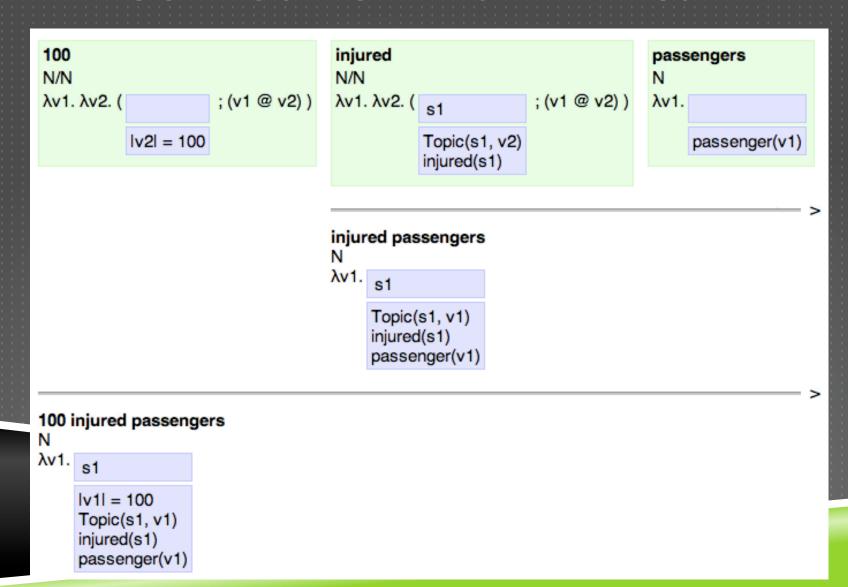




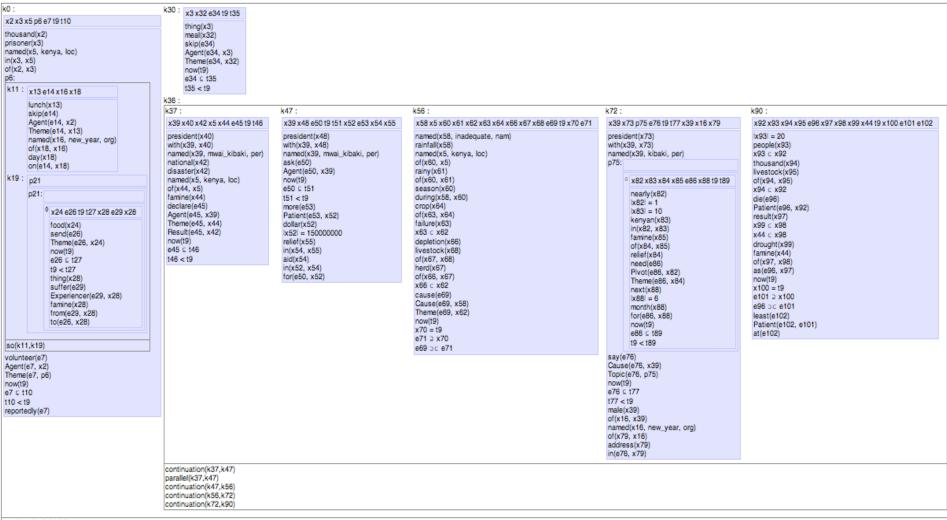
ANNOTATION LAYERS

Document 28 of 10110, ID: 70 / 0726 Go! < first << previous next >> last > random															
metadata raw tokens sentences discourse 1 bit of wisdom 0 warnings Show: POS □ lemmas □ namex □ numex □ timex □ animacy □ senses roles □ relations □ coreference syntax															
1 +	We PRP NP	RP VBP RB . [Patient]													
2 (+)	You PRP NP	have VBP (S[dcl]\NP)/(S	S[pt]\NP)	reached VBN [Theme (S[pt]\N	,Agent]	an DT NP/N	imagir JJ N/N		numbe NN N		S[dci]\S[dci]				
3 (+)		e,Agent] IP)/(S[b]\NP)	rotate VB [Theme,/ (S[b]\NP		your PRP\$ NP/N	phone NN N/N		degree NNS N	С	nd C onj	try VB [Experience S[b]\NP	r]	again RB (S[b]\NP)\(S[b]\NP)	(S[b]\NP)\(S[b]\NP)	

THE COMPOSITIONAL SEMANTICS LAYER



SEGMENTED DISCOURSE REPRESENTATION STRUCTURE (SDRS)



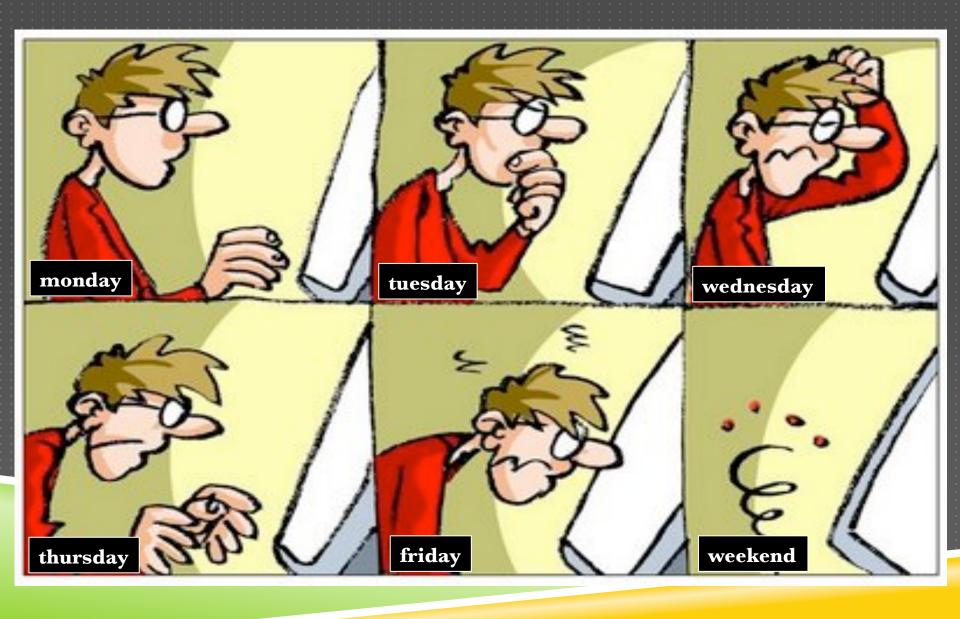
continuation(k0,k30) after(k30,k36)



Chapter 5

HELP FROM STRANGERS

TRADITIONAL ANNOTATION



AMAZON'S MECHANICAL TURK

CROWDSOURCING

- Outsourcing tasks to a distributed group of people
- ▶ The internet provides infrastructure
- ▶ The GMB has two crowds:



Expert Annotators





GWAP players

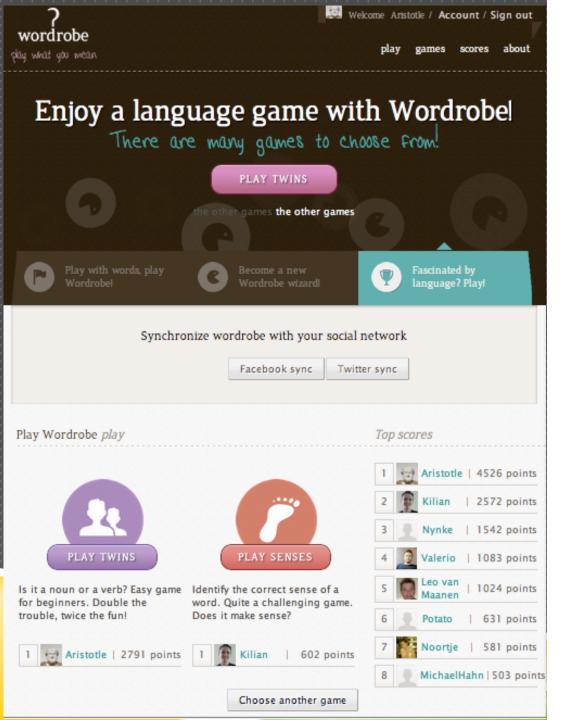


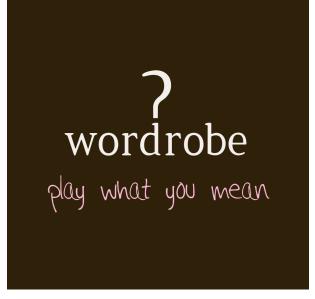
GWAP (GAME WITH A PURPOSE)





With **Duolingo** you learn a language for free while helping to translate the web





www.wordrobe.org

WORDROBE PHILOSOPHY

- not a single game, but a <u>series of games</u> that share same structure and scoring strategies
- each linguistic phenomenon that requires annotation corresponds to a different game
- every game consists of multiple-choice questions
- each question is presented by a text snippet plus a (small) number of possible answers
- these questions (and answers) areautomatically generated from the corpus

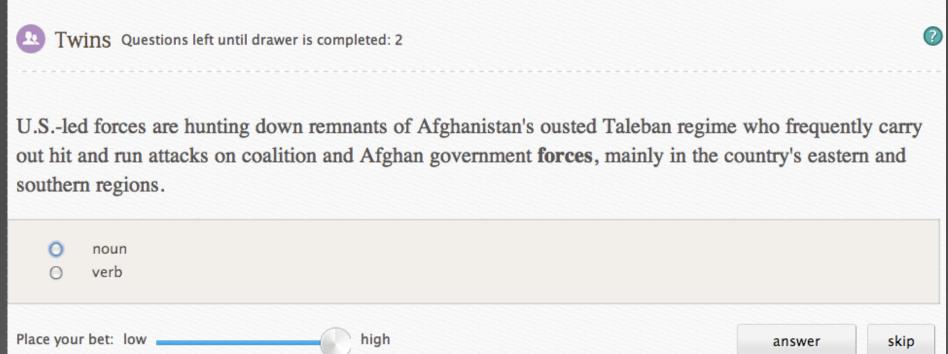






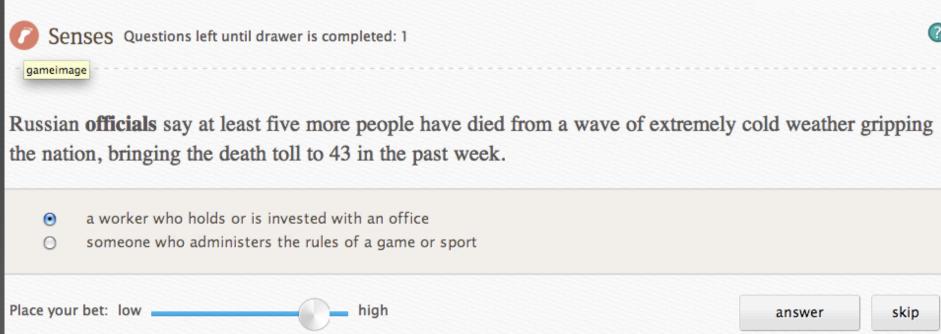
"TWINS" (HOMOGRAPHS)





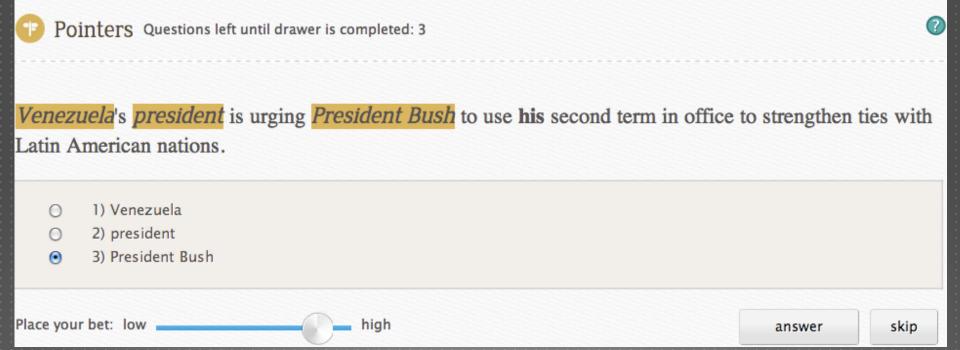
"SENSES" (WORDNET)





"POINTERS" (PRONOUNS)





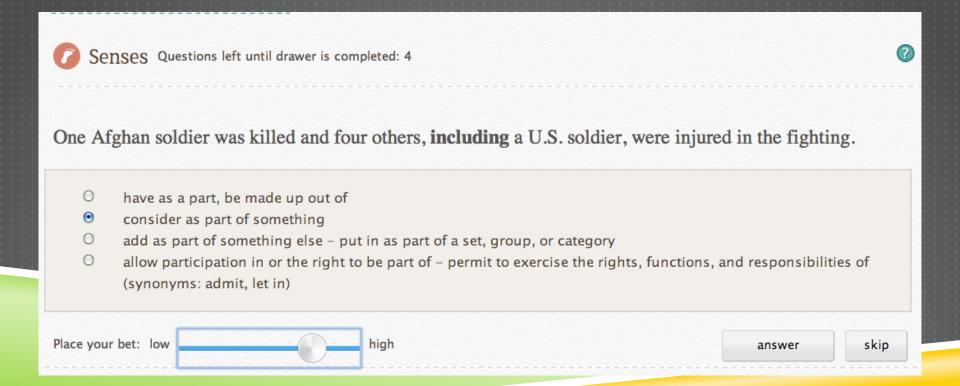
SCORING IN WORDROBE

- Every answer increases the score of a player
- The more overlap of a player's answer with other players, the higher the score
- Total scores for a game are calculated over answers given in the last N days (N=50)

1	Aristotle	ı	4186 points
2	Kilian	1	2399 points
3	Nynke	-	1473 points
4	Valerio	1	1058 points
5	Leo van Maanen	I	1004 points
6	Potato	ı	618 points
7	Erik	- 1	471 points
8	Noortje	-	466 points

A SCORE WITH A TWIST

- In addition, Wordrobe players can take risks and bet on the correctness of an answer
- ▶ The higher the bet, the more points you can win (or loose)



WHY DO PEOPLE PLAY WORDROBE?

- unlocking achievements
- outperforming other players
- learning about language
- help computational linguists

Kilian



Facebook page

Personal information

Name: Kilian

Completed drawers: 33

Senses: 10

Pointers: 13

Twins: 10





















Chapter 6

WELL ON OUR WAY

SEMANTIC PHENOMENA IN THE GMB

Included

- Scope (negation, quantifiers)
- Anaphoric pronouns
- Word senses (WordNet)
- Thematic Roles (VerbNet)
- Presuppositions
- Tense and aspect
- neo-Davidsonian events
- Rhetorical relations

Planned

- Collective vs distributive NPs
- Reflexive pronouns
- Verb phrase ellipsis
- Background knowledge

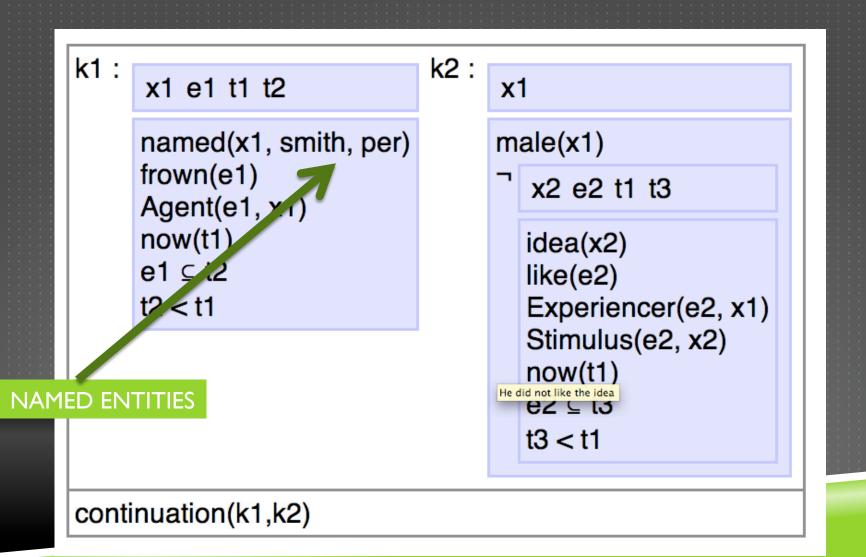


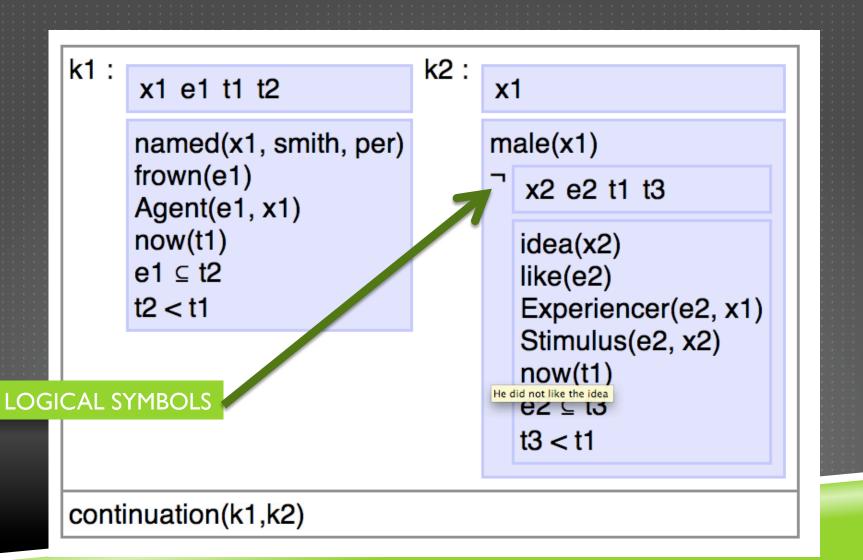
GMB: CORPUS SIZE

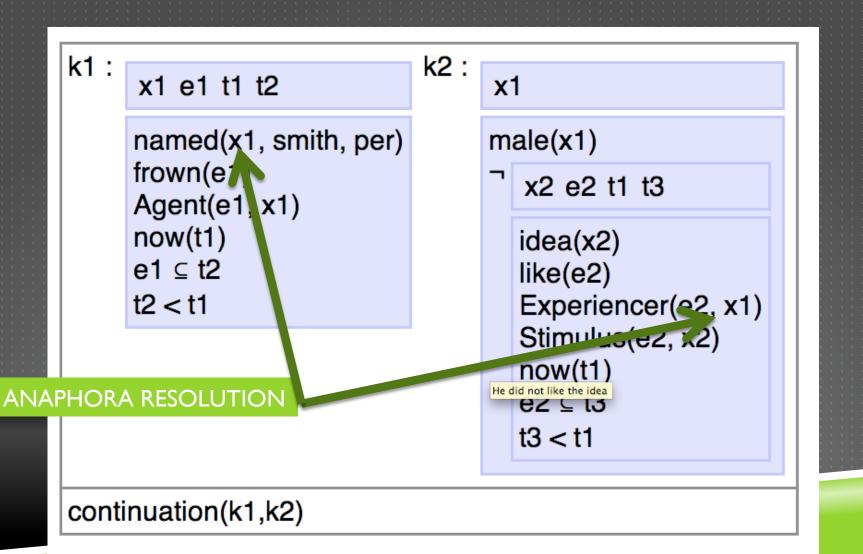
	genre	texts	sentences	words	s/t	w/s
Voice of America	newswire	9,207	57,174	1,238,576	6.2	21.7
CIA world factbook	almanac	514	4,436	112,516	8.6	25.4
Aesop's Fables	narrative	224	949	23,105	4.2	24.3
jokes	humor	122	443	7,531	3.6	17.0
MASC		35	291	6,985	8.3	24.0
RTE		1,338	1,537	29,854	1.1	19.4
		11,440	64,830	1,418,567	5.7	21.9

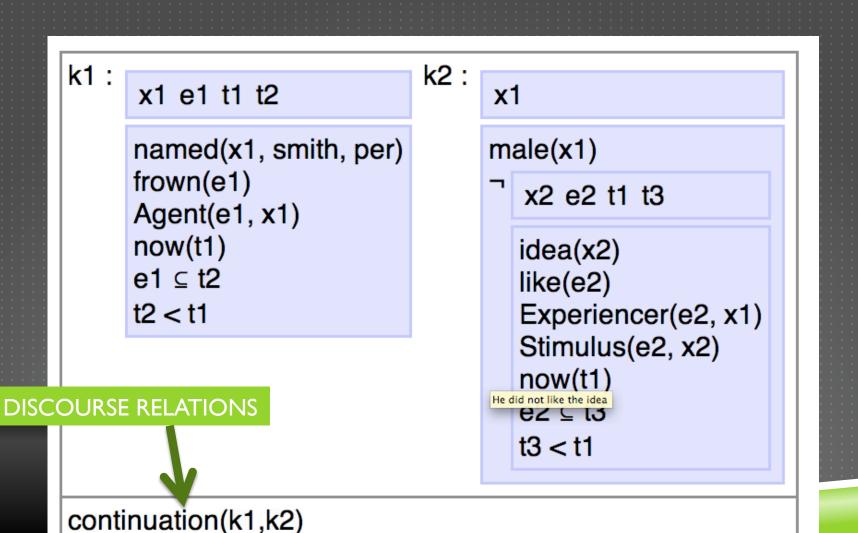
```
k1:
                             k2:
                                   x1
     x1 e1 t1 t2
     named(x1, smith, per)
                                   male(x1)
     frown(e1)
                                     x2 e2 t1 t3
     Agent(e1, x1)
     now(t1)
                                     idea(x2)
     e1 ⊆ t2
                                     like(e2)
                                     Experiencer(e2, x1)
     t2 < t1
                                     Stimulus(e2, x2)
                                     now(t1)
                                     t3 < t1
continuation(k1,k2)
```

```
k1:
                                   k2:
                                        x1
           x1 e1 t1 t2
          named(x1, smith, per)
                                        male(x1)
          frown(e1)
                                           x2 e2 t1 t3
          Agent(e1, x1)
          r v(t1)
                                           idea(x2)
           _1 ⊆ t2
                                           like(e2)
                                           Experiencer(e2, x1)
          t2 < t1
                                           Stimulus(e2, x2)
                                           now(t1)
VERBNET ROLES
                                           t3 < t1
     continuation(k1,k2)
```









```
k1:
                                  k2:
                                        x1
           x1 e1 t1 t2
          named(x1, smith, per)
                                        male(x1)
          frown(e1)
                                           x2 e2 t1 t3
          Agent(e1, x1)
          nov(t1)
                                          idea(x2)
          e1 ⊆ t2
                                          like(e2)
                                          Experiencer(e2, x1)
          t2 < t1
                                          Stimulus(e2, x2)
                                          now(t1)
WORD SENSES
                                          t3 < t1
     continuation(k1,k2)
```

```
k1:
                                     k2:
                                           x1
           x1 e1 t1 t2
           named(x1, smith, per)
                                          male(x1)
           frown(e1)
                                             x2 e2 t1 t3
           Agent(e1, x1)
           now(t1)
                                             idea(x2)
           e1 ⊆ t2
                                             like(e2)
                                             Experiencer(e2, x1)
           t2 < t1
                                             Stimulus(e2, x2)
                                             now(t1)
                                            did not like the idea
TENSE & ASPECT
                                             t3 < t1
     continuation(k1,k2)
```

THE GMB IN NUMBERS

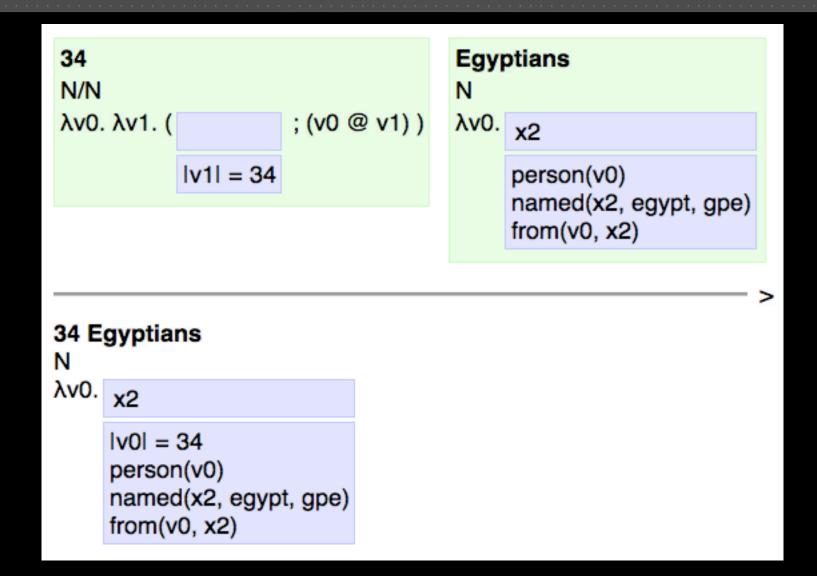
- ▶ 1,285 wordrobe players
- ► 62,102 answers (6,982 "bits of wisdom")
- ▶ 30 expert annotators
- ▶ 50,013 "bits of wisdom"
- ▶ 5 stable releases
- ▶ 233 downloads



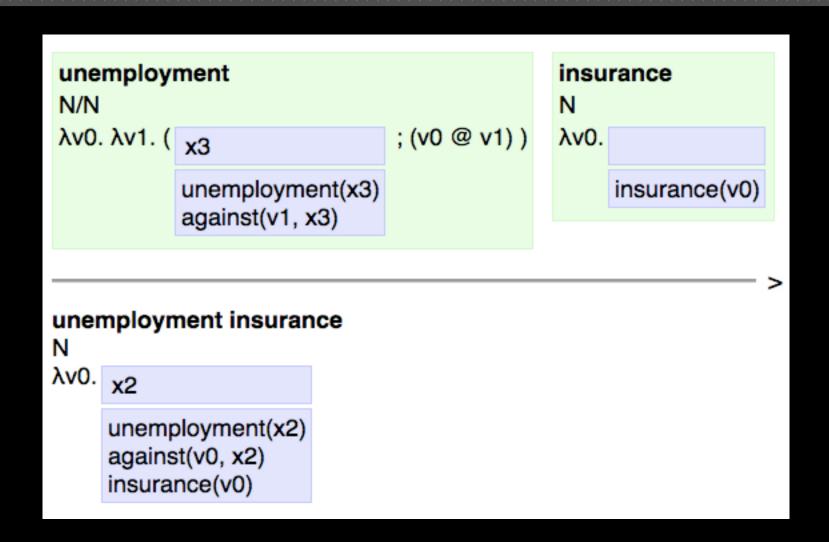
Chapter 7

SWEET MEMORIES

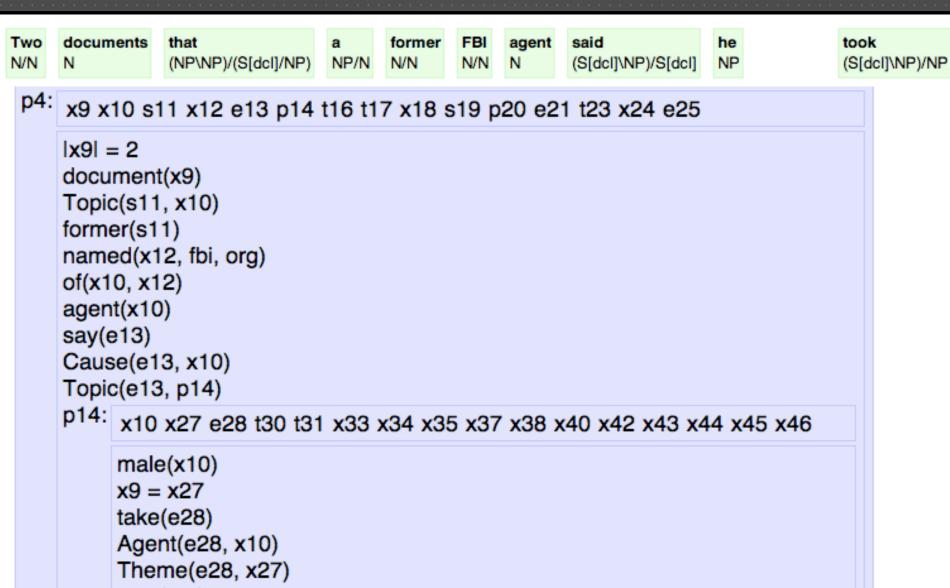
FEATURE #1: DECOMPOSITION



FEATURE #2: NOUN-NOUN COMPOUNDS



FEATURE #3: LONG-DISTANCE DEPENDENCIES





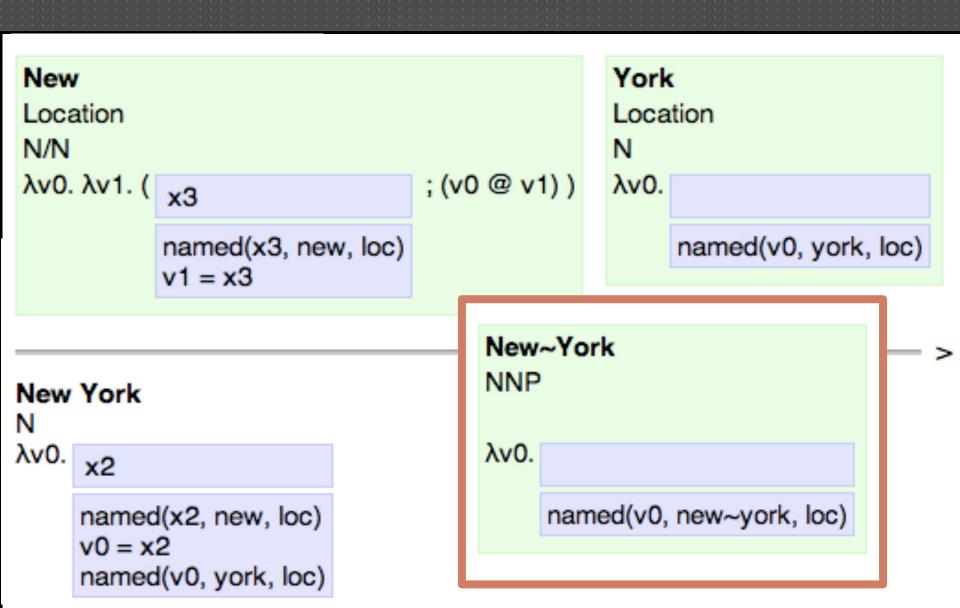
Chapter 8

BUMPS ON THE ROAD

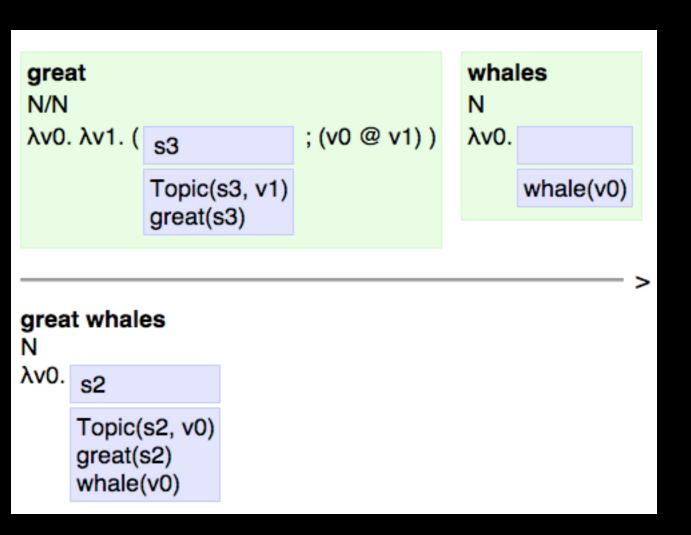
BUMP #1: SEGMENTATION ISSUES

```
York-based
                                                                                                    organization
New
NNP
                                                           VBN
                                                                                                    NN
(N/N)/(N/N)
                                                           N/N
                                                                                                    Ν
                                                           λν0. λν1. ( e3
λν0. λν1. λν2. (
                                                                                     ; (v0 @ v1))
                                      ; ( (v0 @ v1) @ v2) )
                                                                                                    λv0.
                named(v2, new, nam)
                                                                      york-base(e3)
                                                                                                         organization(v0)
                                                                      Theme(e3, v1)
New York-based
N/N
λν0. λν1. ( e3
                                ; (v0 @ v1))
           named(v1, new, nam)
           york-base(e3)
           Theme(e3, v1)
New York-based organization
λv0.
     e2
     named(v0, new, nam)
     york-base(e2)
     Theme(e2, v0)
     organization(v0)
```

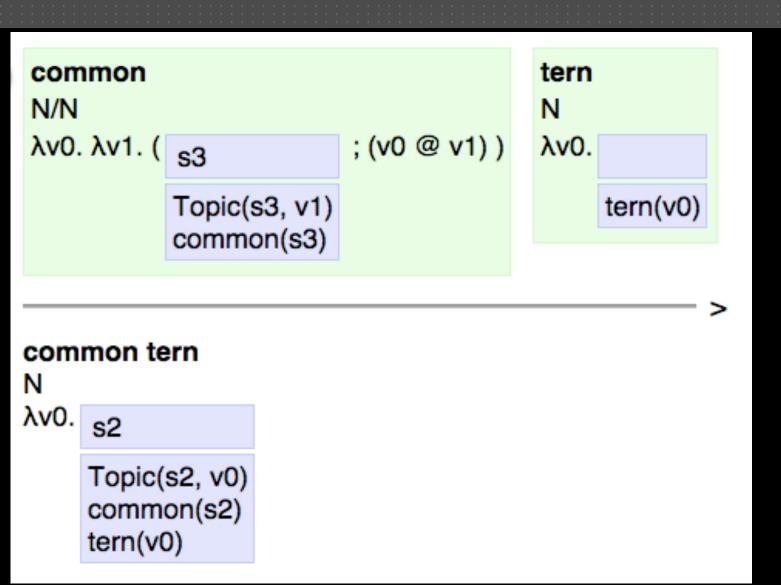
BUMP #1: SEGMENTATION ISSUES



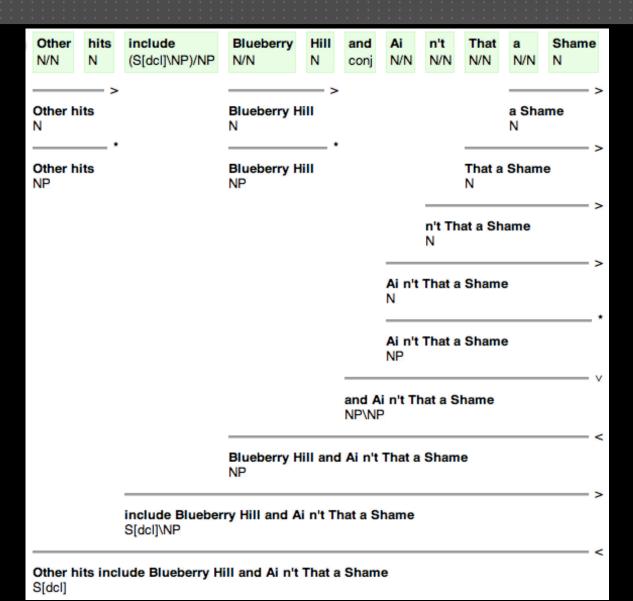
BUMP #2: COMPOUND CLASS NAMES



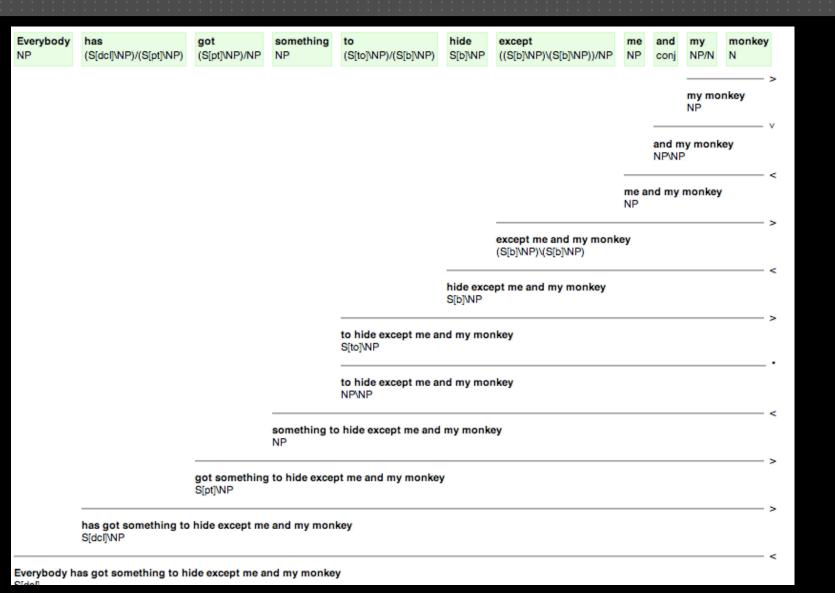
BUMP #2: COMPOUND CLASS NAMES



BUMP #3: ANALYSIS OF NAMES OF CREATIVE WORKS



BUMP #3: ANALYSIS OF NAMES OF CREATIVE WORKS



BUMP #4: INTERNAL STRUCTURE OF NAMED ENTITIES

- Los Angeles Mayor Antonio Villaraigosa
- ▶ U.S. Secretary of State Condoleezza Rice
- Cobourg Glasgow Rangers Supporters Club
- ► Air Force Brigadier General Thomas Hemingway
- Burmese Information Minister Brigadier General Kyaw Hsann

BUMP #5: NON-LITERAL INTERPRETATION

- Today Argentina gets out the red carpet for the UK Duke of York.
- ▶ The investment climate suffers from red tape and corruption.
- ▶ The plot of the mystery was full of red herrings.



BUMP #5: NON-LITERAL INTERPRETATION

- Today Argentina gets out the red carpet for the UK Duke of York.
- ▶ The investment climate suffers from red tape and corruption.
- ▶ The plot of the mystery was full of red herrings.



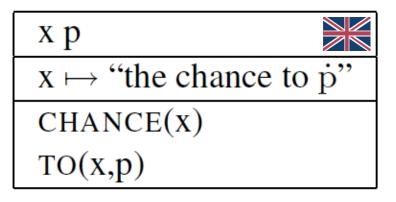


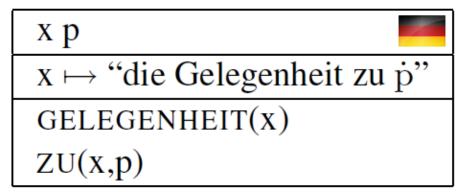
Chapter 9

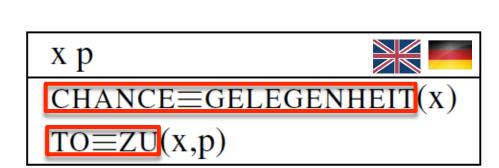
LOST IN TRANSLATION

PARALLEL MEANING BANKING

- Input: parallel corpus (text aligned)
- Idea: translation ought to be meaning-preserving
- Capture the meaning of a translation by a cross-lingual semantic representation that aligns non-logical symbols of both/all languages
- Introduce new machinery for dealing with faithful (=), loose (≈), and informative translations (C)







x e y

x → "The Magpies"
e → "ẋ have produced ẋ"

MAGPIES(x)
AGENT(e,x)
PRODUCE(e)
THEME(e,y)

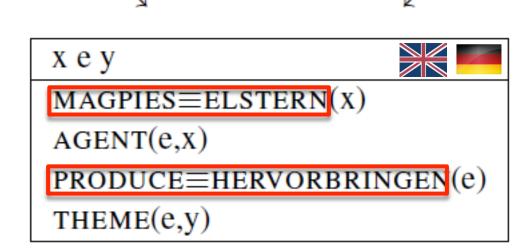
 $x \in y$ $x \mapsto$ "Die Elstern" $e \mapsto$ " \dot{x} brachten \dot{y} hervor"

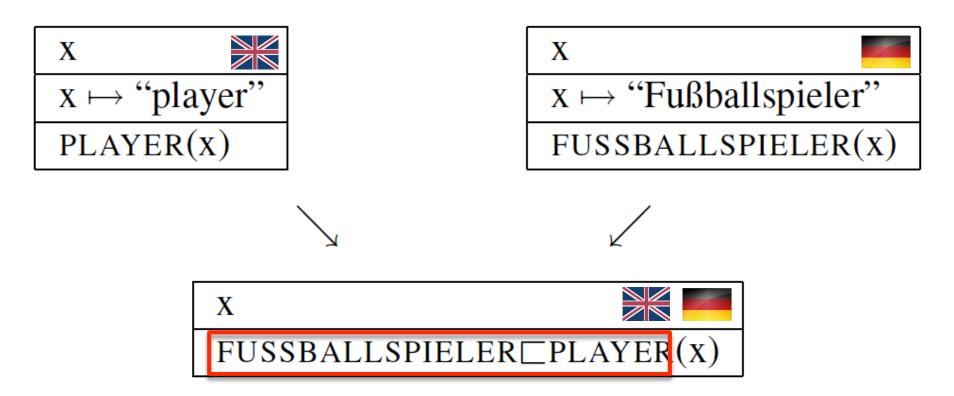
ELSTERN(x)

AGENT(e,x)

HERVORBRINGEN(e)

THEME(e,y)





The "Magpies" have produced some of Britain's finest **players**.

Die "Elstern" brachten einige der besten **Fussballspieler** Grossbritanniens hervor.

e x y

e \mapsto "taste \dot{x} "

x \mapsto " \dot{a} pint of \dot{y} "

y \mapsto "beer"

TASTE(e)

THEME(e,x)

PINT(x)

OF(x,y)

BEER(y)

 $e \times y$ $e \mapsto \text{``x' trinken''}$ $x \mapsto \text{``ein Glas y''}$ $y \mapsto \text{``Bier''}$ TRINKEN(e) THEME(e,x) GLAS(x) RELATION(x,y) BIER(y)





Chapter 10

THE END

CONCLUSION

- The GMB is a public domain corpus with formal semantic annotations for texts (not sentences)
- Anyone can contribute! (experts and street folk)
- Integration of semantic information into one formalism (DRS)
- Everyone can download it (free for research purposes)

http://gmb.let.rug.nl



REFERENCES

- Valerio Basile, Johan Bos, Kilian Evang, Noortje Venhuizen (2012): <u>Developing a large semantically annotated corpus</u>. Proceedings of the Eight International Conference on Language Resources and Evaluation (LREC 2012), pp 3196–3200, Istanbul, Turkey.
- Noortje Venhuizen, Valerio Basile, Kilian Evang, Johan Bos (2013):

 <u>Gamification for Word Sense Labeling</u>. Proceedings of the 10th International Conference on Computational Semantics (IWCS 2013), pp 397–403, Potsdam, Germany
- J. Bos (2014): Semantic Annotation Issues in Parallel Meaning Banking. Proceedings of the Tenth Joint ACL-ISO Workshop on Interoperable Semantic Annotation (ISA-10), pp 17–20, Reykjavik, Iceland.

http://www.let.rug.nl/bos/publications.html

