

# Distributional semantics meets MRS?

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## Distributional semantics and DELPH-IN

Distributional semantics: family of techniques for representing word meaning based on contexts of use. Simplest approaches use vector representation based on characteristics words extracted from window. Parsed data sometimes better.

it was authentic scrumpy, rather sharp and very strong  
we could taste a famous local product — scrumpy  
spending hours in the pub drinking scrumpy

1. Theoretical issues: lexicalised compositionality (Copestake and Herbelot)
2. Distributions from DELPH-IN output
3. Distributional techniques improving DELPH-IN performance?
4. Providing deeper semantics?

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## Combining compositional and distributional semantics

- ▶ Combining compositional and distributional techniques, based on existing approaches to compositional semantics.
- ▶ Replace (or augment) the standard notion of lexical denotation with a distributional notion. e.g., instead of  $cat'$ , use  $cat^{\circ}$ : the set of all linguistic contexts in which the lexeme *cat* occurs.
- ▶ Contexts are expressed as logical forms.
- ▶ Primary objective: better models of lexical semantics with compositional semantics.
- ▶ Psychological plausibility: Hebbian learnability.

<http://www.cl.cam.ac.uk/~aac10/papers/lc1-0web.pdf>

## Ideal distribution with grounded utterances

Microworld  $S_1$ : A jiggling black sphere (a) and a rotating white cube (b)

Possible utterances (restricted lexemes, no logical redundancy in utterance):

*a sphere jiggles*  
*a black sphere jiggles*  
*a cube rotates*  
*a white cube rotates*  
*an object jiggles*  
*a black object jiggles*  
*an object rotates*  
*a white object rotates*

## LC context sets

Logical forms:

a sphere jiggles:  $a(x1), \text{sphere}^\circ(x1), \text{jiggle}^\circ(e1, x1)$

a black sphere jiggles:

$a(x2), \text{black}^\circ(x2), \text{sphere}^\circ(x2), \text{jiggle}^\circ(e2, x2)$

Context set for *sphere* (paired with  $S_1$ ):

$$\text{sphere}^\circ = \{ \langle [x1][a(x1), \text{jiggle}^\circ(e1, x1)], S_1 \rangle, \\ \langle [x2][a(x2), \text{black}^\circ(x2), \text{jiggle}^\circ(e2, x2)], S_1 \rangle \}$$

Context set: pair of **distributional argument tuple** and **distributional LF**.



## LF assumptions and slacker semantics

Slacker assumptions:

1. don't force distinctions which are unmotivated by syntax
2. keep representations 'surfacy'
3. (R)MRS, but simplified LFs here

Main points:

- ▶ Word sense distinctions only if syntactic effects: don't even distinguish traditional *bank* senses.
- ▶ Underspecification of quantifier scope etc
- ▶ Eventualities, (neo-)Davidsonian.
- ▶ Equate entities (i.e., x1 etc) only according to sentence syntax.

Ideal distribution for  $S_1$ 

$$\text{sphere}^\circ = \{ \langle [x1][a(x1), \text{jiggle}^\circ(e1, x1)], S_1 \rangle, \\ \langle [x2][a(x2), \text{black}^\circ(x2), \text{jiggle}^\circ(e2, x2)], S_1 \rangle \}$$

$$\text{cube}^\circ = \{ \langle [x3][a(x3), \text{rotate}^\circ(e3, x3)], S_1 \rangle, \\ \langle [x4][a(x4), \text{white}^\circ(x4), \text{rotate}^\circ(e4, x4)], S_1 \rangle \}$$

$$\text{object}^\circ = \{ \langle [x5][a(x5), \text{jiggle}^\circ(e5, x5)], S_1 \rangle, \\ \langle [x6][a(x6), \text{black}^\circ(x6), \text{jiggle}^\circ(e6, x6)], S_1 \rangle, \\ \langle [x7][a(x7), \text{rotate}^\circ(e7, x7)], S_1 \rangle, \\ \langle [x8][a(x8), \text{white}^\circ(x8), \text{rotate}^\circ(e8, x8)], S_1 \rangle \}$$

$$\text{jiggle}^\circ = \{ \langle [e1, x1][a(x1), \text{sphere}^\circ(x1)], S_1 \rangle, \\ \langle [e2, x2][a(x2), \text{black}^\circ(x2), \text{sphere}^\circ(x2)], S_1 \rangle, \\ \langle [e5, x5][a(x5), \text{object}^\circ(x5)], S_1 \rangle, \\ \langle [e6, x6][a(x6), \text{black}^\circ(x6), \text{object}^\circ(x6)], S_1 \rangle \}$$

## Ideal distribution for $S_1$ , continued

$$\begin{aligned}
 \text{rotate}^\circ &= \{ \langle [e3, x3][a(x3), \text{cube}^\circ(x3)], S_1 \rangle, \\
 &\quad \langle [e4, x4][a(x4), \text{white}^\circ(x4), \text{cube}^\circ(x4)], S_1 \rangle, \\
 &\quad \langle [e7, x7][a(x7), \text{object}^\circ(x7)], S_1 \rangle, \\
 &\quad \langle [e8, x8][a(x8), \text{white}^\circ(x8), \text{object}^\circ(x8)], S_1 \rangle \} \\
 \text{black}^\circ &= \{ \langle [x2][a(x2), \text{sphere}^\circ(x2), \text{jiggle}^\circ(e2, x2)], S_1 \rangle, \\
 &\quad \langle [x5][a(x5), \text{object}^\circ(x5), \text{jiggle}^\circ(e5, x5)], S_1 \rangle \} \\
 \text{white}^\circ &= \{ \langle [x4][a(x4), \text{cube}^\circ(x4), \text{rotate}^\circ(e4, x4)], S_1 \rangle, \\
 &\quad \langle [x8][a(x8), \text{object}^\circ(x8), \text{rotate}^\circ(e8, x8)], S_1 \rangle \}
 \end{aligned}$$

## Relationship to standard notion of extension

For a predicate  $P$ , the distributional arguments of  $P^\circ$  in  $I_{C_0}$  correspond to  $P'$ , assuming real world equalities.

$$\text{sphere}^\circ = \{ \langle [x1][a(x1), \text{jiggle}^\circ(e1, x1)], S_1 \rangle, \\ \langle [x2][a(x2), \text{black}^\circ(x2), \text{jiggle}^\circ(e2, x2)], S_1 \rangle \}$$

distributional arguments  $x1, x2 =_{rw} a$  (where  $=_{rw}$  stands for real world equality):

$$\text{object}^\circ = \{ \langle [x5][a(x5), \text{jiggle}^\circ(e5, x5)], S_1 \rangle, \\ \langle [x6][a(x6), \text{black}^\circ(x6), \text{jiggle}^\circ(e6, x6)], S_1 \rangle, \\ \langle [x7][a(x7), \text{rotate}^\circ(e7, x7)], S_1 \rangle, \\ \langle [x8][a(x8), \text{white}^\circ(x8), \text{rotate}^\circ(e8, x8)], S_1 \rangle \}$$

distributional arguments  $x5, x6 =_{rw} a, x7, x8 =_{rw} b$

## Ideal distribution properties

- ▶ Logical inference is possible.
- ▶ Lexical similarity, hyponymy, (denotational) synonymy in terms of context sets.
- ▶ Word 'senses' as subspaces of context sets.
- ▶ Given context sets, learner can associate lexemes with real world entities on plausible assumptions about perceptual similarity.
- ▶ Ideal distribution is unrealistic, but a target to approximate (partially) from actual distributions.

## Actual distributions and ‘individuated’, situation-annotated corpora

- ▶ Actual distributions correspond to an individual’s language experience (problematic with existing corpora).
  - ▶ For low-to-medium frequency words, individuals’ experiences will differ.  
e.g., BNC very roughly equivalent to 5 years exposure(?):  
*rancid* occurs 77 times, *rancorous* 20.  
Essential to model individual differences, negotiation of meaning.
  - ▶ Google-sized distributional models MAY help approximate real world knowledge, but not realistic for knowledge of word use.
- ▶ Some (not all) contexts involve perceptual grounding.
- ▶ Word frequencies are apparent in actual distributions.

## Lexicalised compositionality: status and plans

- ▶ Investigation of various semantic phenomena from the ideal distribution perspective.
- ▶ Possible pilot experiments with corpus acquisition and/or language learner corpora.
- ▶ Build distributions based on predicates applied to particular entities: feasible, but implies anaphora resolution, hence ERG parsing unsuitable without robustness.

## Adjective and binomial ordering

- ▶ *gigantic striped box* not *striped gigantic box*
- ▶ *brandy and soda* not *soda and brandy*
- ▶ ordering principles partially semantic
- ▶ lots of discussion about gendered examples: e.g., *boy and girl*
- ▶ our hypothesis: humans maintain order of known examples, order unseen by semantic similarity with seen



## Adjective and binomial ordering: Kumar (2012)

- ▶ Same type of model for adjectives and binomials: unseen cases ordered by k-nearest neighbour comparison to seen examples using distributional similarity.
- ▶ Unparsed WikiWoods data: significantly better than using positional probabilities.
- ▶ Parsed WikiWoods converted to DMRS, limited relations: similar results to positional probabilities (but much less data).
- ▶ Expect further improvement using phonological features in addition.



## Characteristic contexts for **strength**

reflect\_v ARG1 membership\_n ARG2 \*  
decrease\_v ARG1 pressure\_n ARG2 \*  
assess\_v ARG1 player\_n ARG2 \*  
attack\_v ARG1 \* ARG2 Prussia  
begin\_v ARG1 \* ARG2 bleed\_v  
describe\_v ARG1 part\_n ARG2 \*  
describe\_v ARG1 point\_n ARG2 \*  
draw\_v ARG1 \* ARG2 reaction\_n  
help\_v ARG1 \* ARG2-4 overcome\_v  
inhibit\_v ARG1 \* ARG2 growth\_n  
moreover\_r ARG1 interaction\_n ARG2 \*  
provide\_v ARG1 hull\_n ARG2 \*  
provide\_v ARG1 soil\_n ARG2 \*  
reach\_v ARG1 bond\_n ARG2 \*

from [Discourse.cpp](#)

## Similarities for **strength**

strength 1	battalion 0.0157682
companionship 0.0410899	myth 0.0149577
discretion 0.0325424	factor 0.0143694
needle 0.0282791	knowledge 0.0137592
standing 0.0249236	detail 0.0117955
battlefield 0.0242123	soldier 0.0115114
depth 0.0164379	advance 0.0108719
representation 0.0160898	tone 0.0107681

**strength** the poem: Content selected out of the 16 nouns most similar to strength. Two nouns changed into gerunds. Prepositions and conjunctions added afterwards.

from [Discourse.cpp](#)

## Strength

Needle standing battlefield

Depth of representation

Battalion myths and

Soldier advancing tone

OR

Companionship

## Whisky

some fubar song with a wawa... the phoneme p... the  
backwash starts... liquor, turpentine... the broth: marijuana  
beverage with expressionism... with honey... it curds and clogs  
and mashes its own debris with a snobbery of naturalist...  
- - - banker with his - - - leather... - - - banker...

I chill.

I age.

I darken.

I blend.

Like an old punk, sulphide in her veins.