

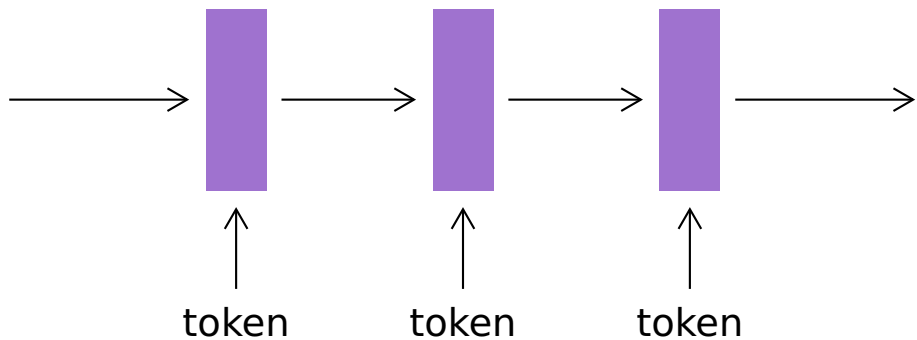
A horizontal bar at the top of the slide, divided into an orange section on the left and a purple section on the right.

# Continuous Feature Structures

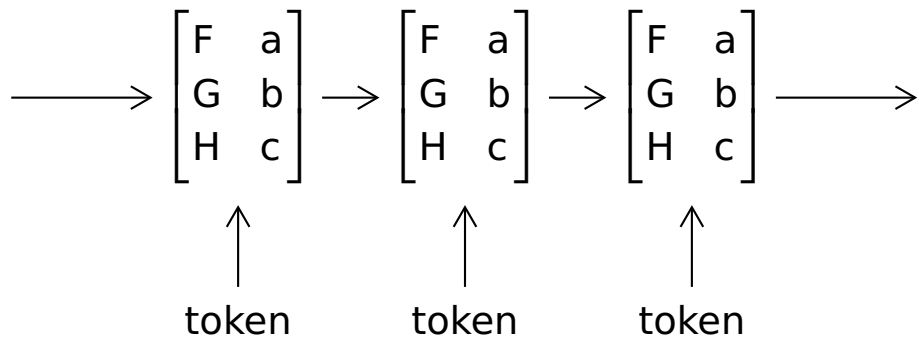
Guy Emerson

Delph-in 2017

# Recursive Neural Networks



# Recursive Neural Networks

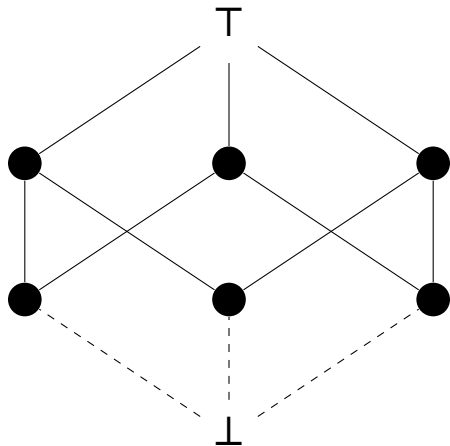


# Overview

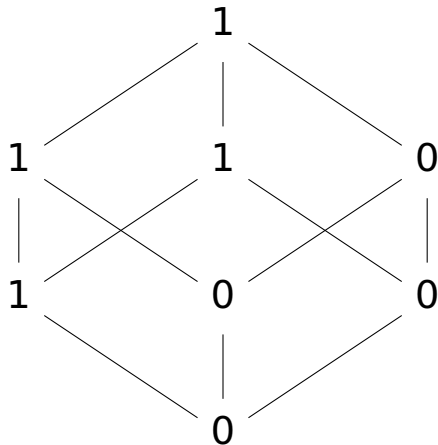


- Continuous types
- Abstract feature structures
- Continuous abstract feature structures

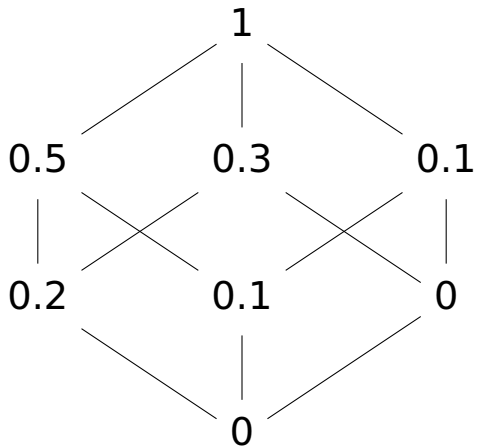
# “Trails” – Continuous Types



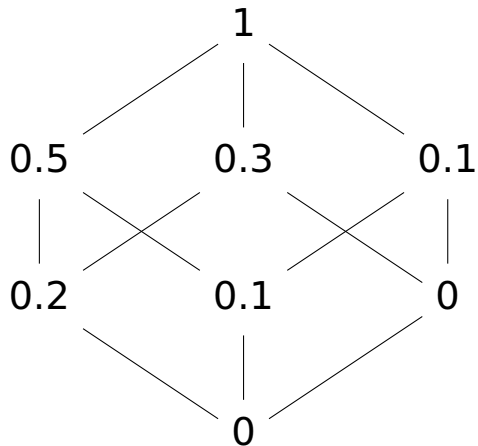
# “Trails” – Continuous Types



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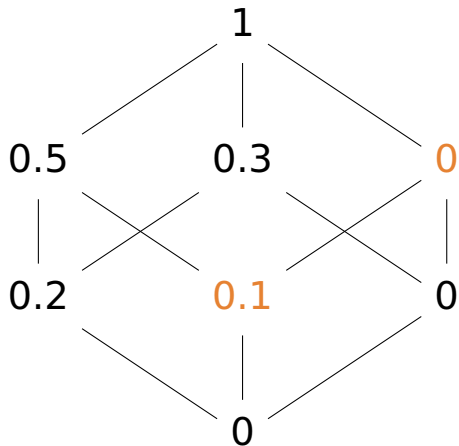
# “Trails” – Continuous Types



- $\tau : H \rightarrow [0, 1]$
- Decreasing with lower types
- $\tau(a \sqcup b) \geq \tau(a) + \tau(b) - 1$

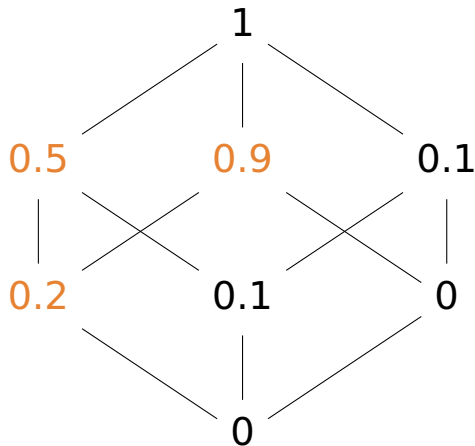


# “Trails” – Continuous Types



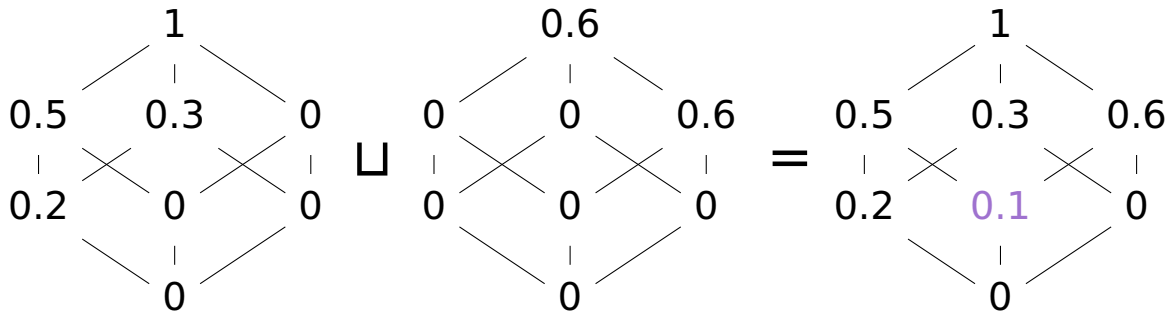
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# “Trails” – Continuous Types



- $\tau : H \rightarrow [0, 1]$
- Decreasing with lower types
- $\tau(a \sqcup b) \geq \tau(a) + \tau(b) - 1$

# Trail Unification



# Abstract Feature Structures

$$\left[ \begin{array}{c} a \\ F \\ G \end{array} \left[ \begin{array}{c} \boxed{1} \\ c \\ H \\ G \end{array} \right] b \right] a$$

- paths  $\{\epsilon, F, G, GH, GG\}$
- types  $\{\epsilon:a, F:b, G:c, GH:a, GG:b\}$
- re-entrancies  $\{(F, GG)\}$

# Abstract Feature Structures

Given features  $F$  and type hierarchy  $H$ :

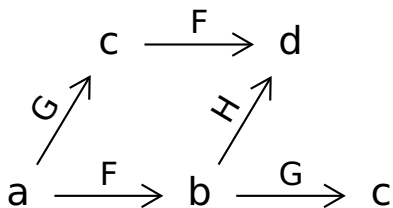
- paths  $P \subset F^*$ , finite
- types  $\theta : P \rightarrow H$
- re-entrancies  $\approx : P \times P \rightarrow \{0, 1\}$

# Abstract Feature Structures

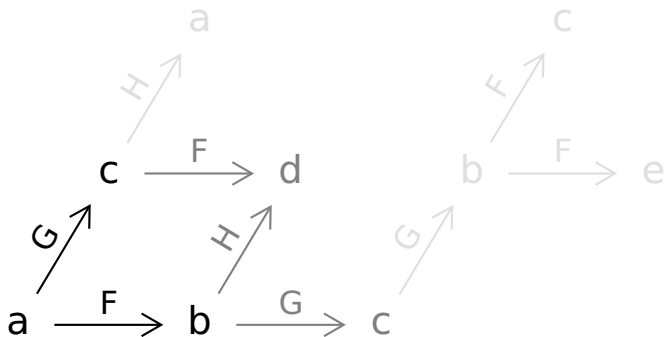
Given features  $F$  and type hierarchy  $H$ :

- paths  $P \subset F^*$ , finite
- types  $\theta : P \rightarrow H$
- re-entrancies  $\approx : P \times P \rightarrow \{0, 1\}$
- $\approx$  equivalence relation
- shorter paths exist:  $\pi\alpha \in P \Rightarrow \pi \in P$
- $\approx$  propagates:  $\pi\alpha \in P, \pi \approx \pi' \Rightarrow \pi'\alpha \in P, \pi\alpha \approx \pi'\alpha$
- $\theta$  respects  $\approx$ :  $\pi \approx \pi' \Rightarrow \theta(\pi) = \theta(\pi')$

# “Plumes” – Cts. Abstract Feature Structures

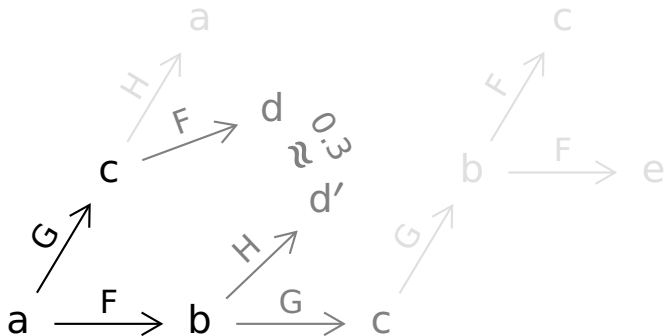


# “Plumes” – Cts. Abstract Feature Structures





# “Plumes” – Cts. Abstract Feature Structures



# “Plumes” – Cts. Abstract Feature Structures

Given features  $F$  and type hierarchy  $H$ :

- types  $\theta : F^* \rightarrow H \cup \{0\}$ , finite nonzero
- re-entrancies  $\approx : F^* \times F^* \rightarrow \{0, 1\}$ , finite nonzero

# “Plumes” – Cts. Abstract Feature Structures

Given features  $F$  and trails  $T(H)$  over type hierarchy  $H$ :

- types  $\theta : F^* \rightarrow T(H)$ , finite nonzero
- re-entrancies  $\approx : F^* \times F^* \rightarrow [0, 1]$ , finite nonzero

# “Plumes” – Cts. Abstract Feature Structures

Given features  $F$  and trails  $T(H)$  over type hierarchy  $H$ :

- types  $\theta : F^* \rightarrow T(H)$ , finite nonzero
- re-entrancies  $\approx : F^* \times F^* \rightarrow [0, 1]$ , finite nonzero
- $\approx (\pi_1, \pi_2) = \approx (\pi_2, \pi_1)$
- $\approx (\pi_1, \pi_3) \geq \approx (\pi_1, \pi_2) + \approx (\pi_2, \pi_3) - 1$
- $\theta(\pi)(T) \geq \theta(\pi\alpha)(T)$
- $\approx (\pi_1\alpha, \pi_2\alpha) \geq \approx (\pi_1, \pi_2) + \theta(\pi_1\alpha)(T) - 1$
- $\max_t |\theta(\pi_1)(t) - \theta(\pi_2)(t)| \leq 1 - \approx (\pi_1, \pi_2)$