6.863J Natural Language Processing Lecture 2: Automata, Two-level phonology, & PC-Kimmo (the Hamlet lecture)

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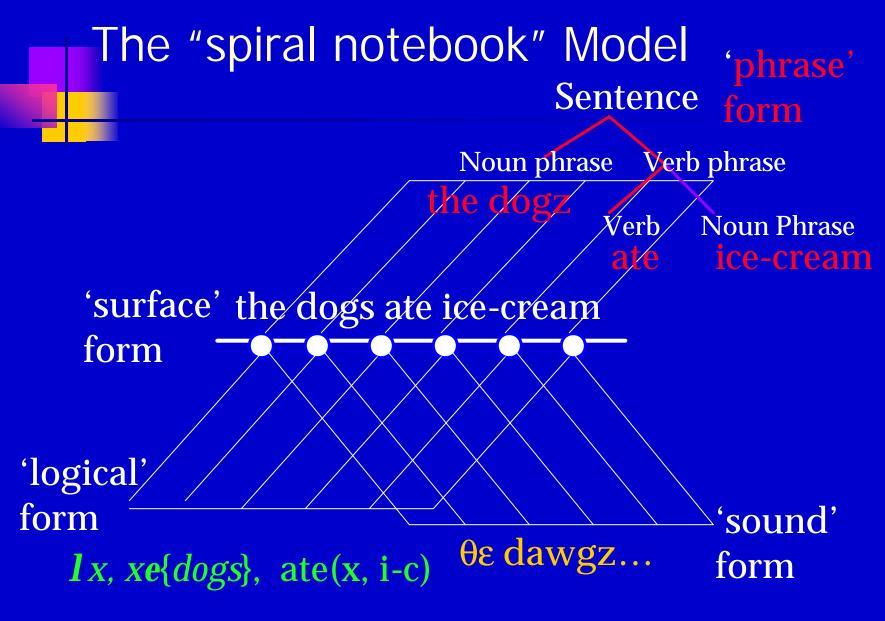


Questionnaire posted (did you email it?) Lab1: split into Lab1a (this time) Lab1b (next time)

- *What* and *How:* word processing, or computational morphology
- What's in a word: morphology
- Modeling morpho-phonology by finite-state devices
- Finite-state automata vs. finite state transducers
- Some examples from English
- PC-Kimmo & Laboratory 1:how-to

Levels of language

- Phonetics/phonology/morphology: what words (or subwords) are we dealing with?
- Syntax: What phrases are we dealing with? Which words modify one another?
- Semantics: What's the literal meaning?
- Pragmatics: What should you conclude from the fact that I said something? How should you react?



Start with words: they illustrate all the problems (and solutions) in NLP

Parsing words

Cats \rightarrow CAT + N(oun) + PL(ural)

- Used in:
 - Traditional NLP applications
 - Finding word boundaries (e.g., Latin, Chinese)
 - Text to speech (boathouse)
 - Document retrieval (example next slide)
- In particular, the problems of *parsing*, *ambiguity*,and *computational efficiency* (as well as the problems of *how people do it*)

Example from information retrieval

- Keywork retrieval: marsupial or kangaroo or koala
- Trying to form equivalence classes ending not important
- Can try to do this without *extensive* knowledge, but then:

organization \rightarrow organ Europe $a / a \rightarrow$ Europe generalization \rightarrow generic noise \rightarrow noisy

Morphology

- <u>Morphology</u> is the study of how *words* are built up from smaller *meaningful* units called morphemes (morph= shape; logos=word)
- Easy in English what about other languages?

What about other languages?

Present indicative	Imperf	Imperf Indic.	Future	Preterite	Present Subjun	Cond	Imp. Subj.	Fi Si	
amo		amaba	amaré	amé	ame	amaría	amara	aı	
amas	ama	amabas	amarás	amaste	ames	amarías	amaras	aı	
	ames								
ama		amamba	amará	amó	ame	amaría	amara	aı	
amamos									
amáis	amad	amambais	amremos	amomos	amemos	amaríanos	amarais	aı	
	amáis								
aman		amamban	amarán	amaron	amen	amarían	amarain	aı	
How to love in Spanishincompleteyou can									
finish it after Valentine's Day									

What about other languages?

Lexical: Paris+mut+nngau+juma+niraq+lauq+sima+nngit+junga Surface: Pari mu nngau juma nira lauq sima nngit tunga

Paris	= (root = Paris)
+mut	= terminalis case ending
+nngau	= go (verbalizer)
+juma	= want
+niraq	= declare (that)
+lauq	= past
+sima	<pre>= (added to -lauq- indicates "distant past")</pre>
+nngit	= negative
+junga	= 1st person sing. present indic (nonspecific)

Figure 2: Inuktitut: Parimunngaujumaniralauqsimanngittunga = "I never said I wanted to go to Paris"

What about other processes?

- Stem: core meaning unit (morpheme) of a word
- Affixes: bits and pieces that combine with the stem to modify its meaning and grammatical functions
 Prefix: *un-*, *anti-*, etc.
 Suffix: *-ity*, *-ation*, etc.
 Infix:

Tagalog: $um + hinigi \rightarrow humingi$ (borrow) Any infixes in 'nonexotic' language like English?

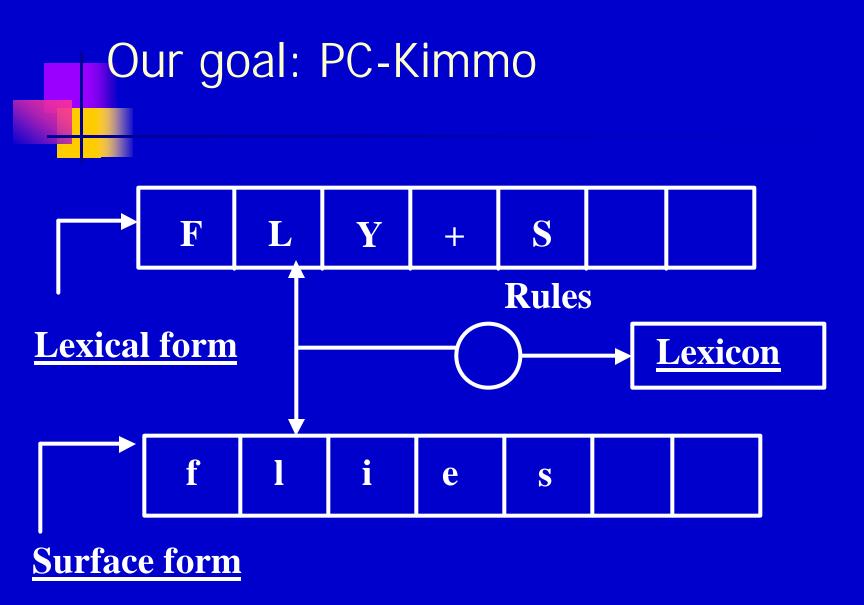
Here's one: *un-f*******-*believable*

OK, now how do we deal with this computationally?

- <u>What</u>knowledge do we need?
- <u>How</u> is that knowledge put to use?
- What:

duckling; beer (implies what K...?) $chase + ed \rightarrow chased$ (implies what K?) $breakable + un \rightarrow unbreakable$ ('prefix')

 <u>How:</u> a bit trickier, but clearly we are at least doing this kind of mapping...



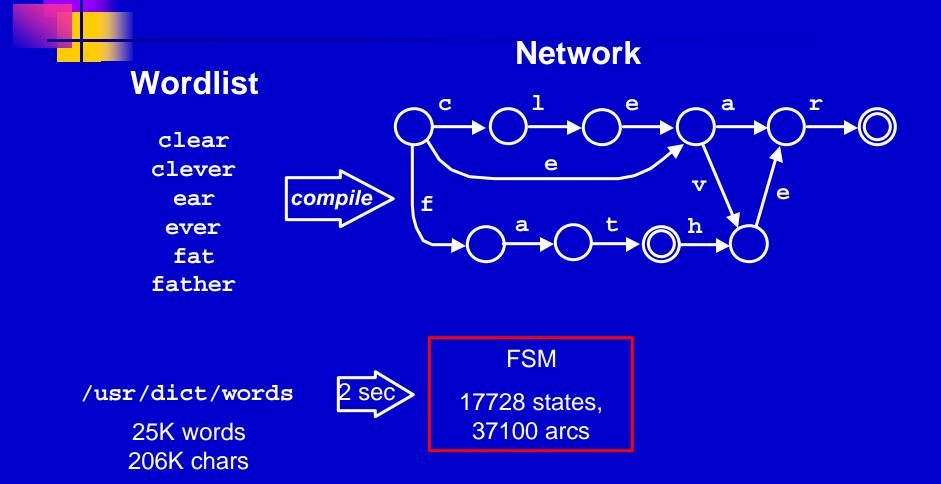
Two parts to the "what"

- 1. Which units can glue to which others (roots and affixes) (or stems and affixes), eg,
- What 'spelling changes' (orthographic changes) occur like dropping the *e* in 'chase + ed'
- OK, let's tackle these one at a time, but first consider a (losing) alternative...

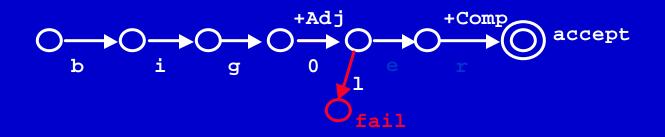
KISS: A (very) large dictionary

- Impractical: some languages associate a single meaning w/ a Sagan number of distinct surface forms (600 billion in Turkish)
 - German: Leben+s+versichergun+gesellschaft+s+angestellter (life+CmpAug+insurance+CmpAug+company+CompAug +employee)
 - Chinese compounding: about 3000 'words,' combine to yield tens of thousands
- Speakers don't represent words as a list Wug test (Berko, 1958)
 Juvenate is rejected <u>slower</u> than pertoire (real prefix matters)

Representing possible roots + affixes as a finite-state automaton



Now add in states to get possible combos, as well as features

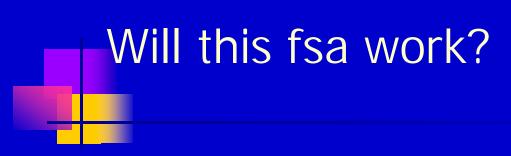


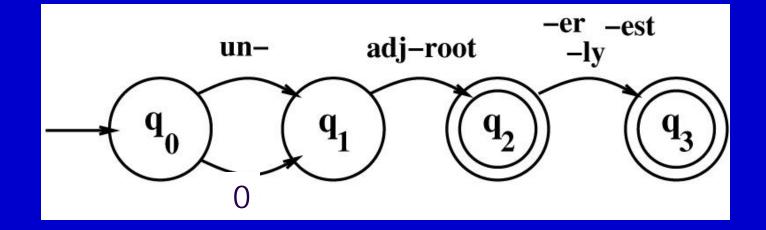
This much is easy – a straightforward fsa States = equivalence classes

English morphology: what states do we need for the fsa?

As an example, consider adjectives

 Big, bigger, biggest
 Cool, cooler, coolest, coolly
 Red, redder, reddest
 Clear, clearer, clearest, clearly, unclear, unclearly
 Happy, happier, happiest, happily
 Unhappy, unhappier, unhappiest, unhappily
 Real, unreal, silly

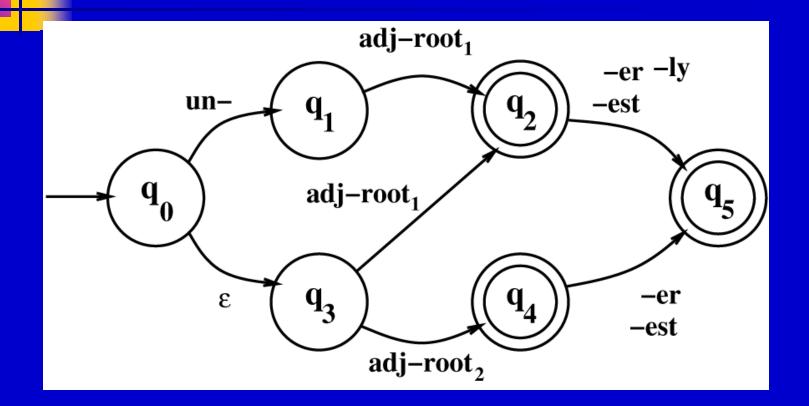






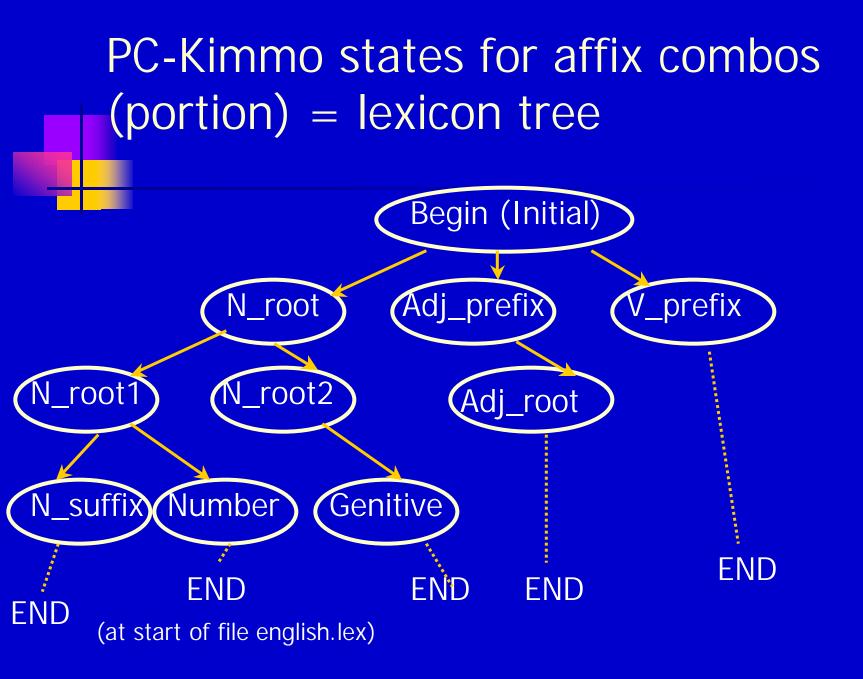
- Accepts all adjectives above, but
- Also accepts unbig, readly, realest
- Common problem: *overgeneration*
- Solution?

Revised picture



How does PC-Kimmo represent this?

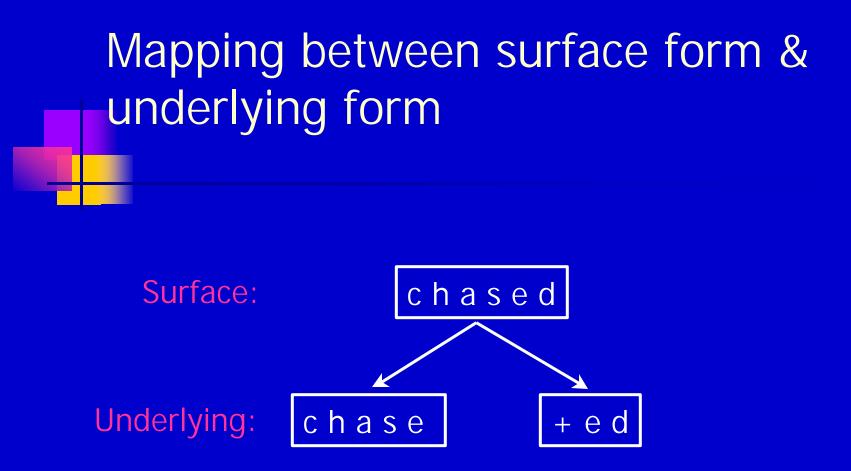
Here's what the pc-kimmo fsa looks like – the fsa states are called 'alternation classes' or 'lexicons'



Next: what about the spelling changes? That's harder!

 Which units can glue to which others (roots and affixes) (or stems and affixes)

What 'spelling changes' (orthographic changes) occur – like dropping the *e* in 'chase + ed'



But clearly this can go either way – given the underlying form, we can *generate* the surface form – so we really have a *relation* betw. surface & underlying form, viz.:



Lexical (underlying) form:chase+edSurface form:chas00ed

The O's "line up" the lexical & surface strings This immediately suggests a finite-state automaton 'solution' : an extension known as a *finite-state transducer*

Finite-state transducers: a pairing between lexical/surface strings C H A S c h a s s surface string

• Or more carefully

Definition of finite-state automaton (fsa)

- A <u>(deterministic) finite-state automaton</u> (FSA) is a quintuple (Q,Σ,δ, q₀, F) where
 - *Q* is a *finite* set of <u>states</u>
 - Σ is a finite set of terminal symbols, the <u>alphabet</u>
 - $q_0 \hat{I} Q$ is the <u>initial state</u>
 - $F \subseteq Q$, the set of <u>final states</u>
 - δ is a function from $Q \ge \Sigma \rightarrow Q$, the transition function

Definition of finite-state transducer

- state set Q
- initial state q₀
- set of final states F
- input alphabet S (also define Σ^*, Σ^+)
- output alphabet D
- transition function δ : Q x $\Sigma \rightarrow 2^{Q}$
- output function σ : $Q \times \Sigma \times Q \rightarrow D^*$

Regular relations on strings

Relation: like a function, but multiple outputs ok

a:0

b:b

<mark>?:</mark>C

?:a

?:b

a:c

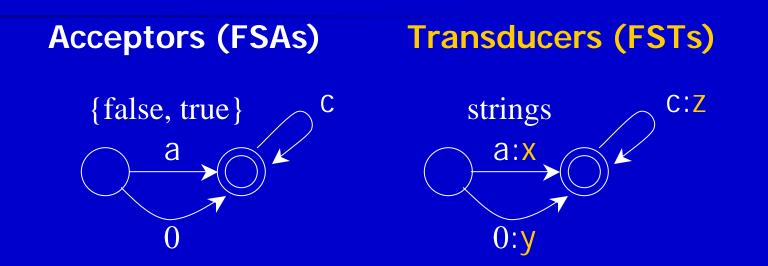
a:a

b:b

b:0

- Regular: finite-state
- Transducer: automaton w/ outputs
- $b \rightarrow \{b\}$ $a \rightarrow \{\}$
- $aaaaa \rightarrow \{ac, aca, acab, acab, acabc\}$

The difference between (familiar) fsa's and fst's: functions from...

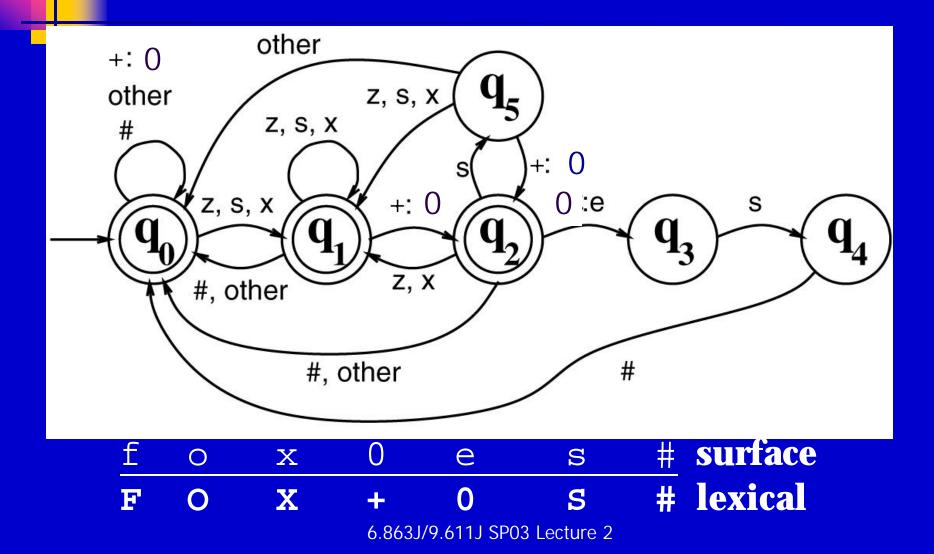


Defining an fst for a spelling-change rule

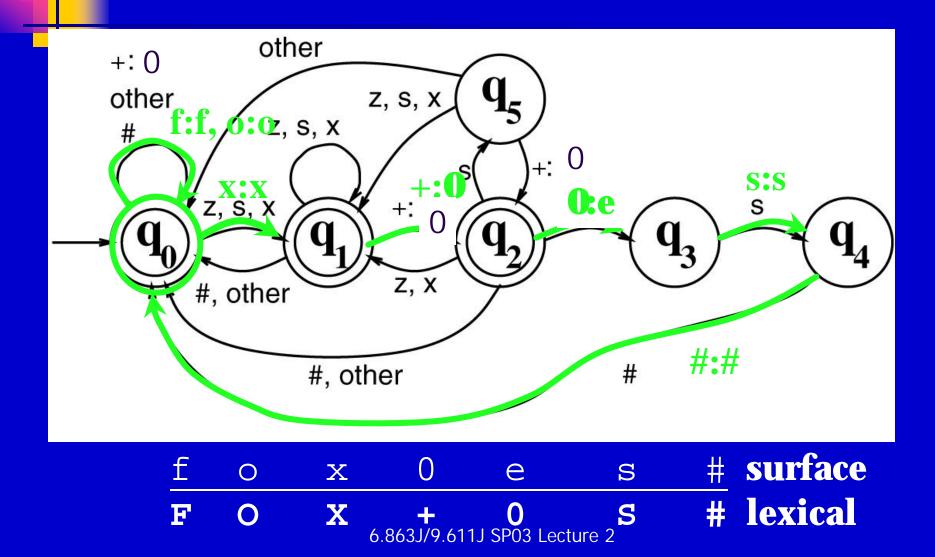
- Suggests all we need to do is build an fst for a spelling-change rule that 'matches' lexical and surface strings
- Example: fox+s, foxes; buzz+s, buzzes
- Rule: <u>Insert e before non initial x,s,z</u>
- Instantiation as an fst (using PC-Kimmo notation)

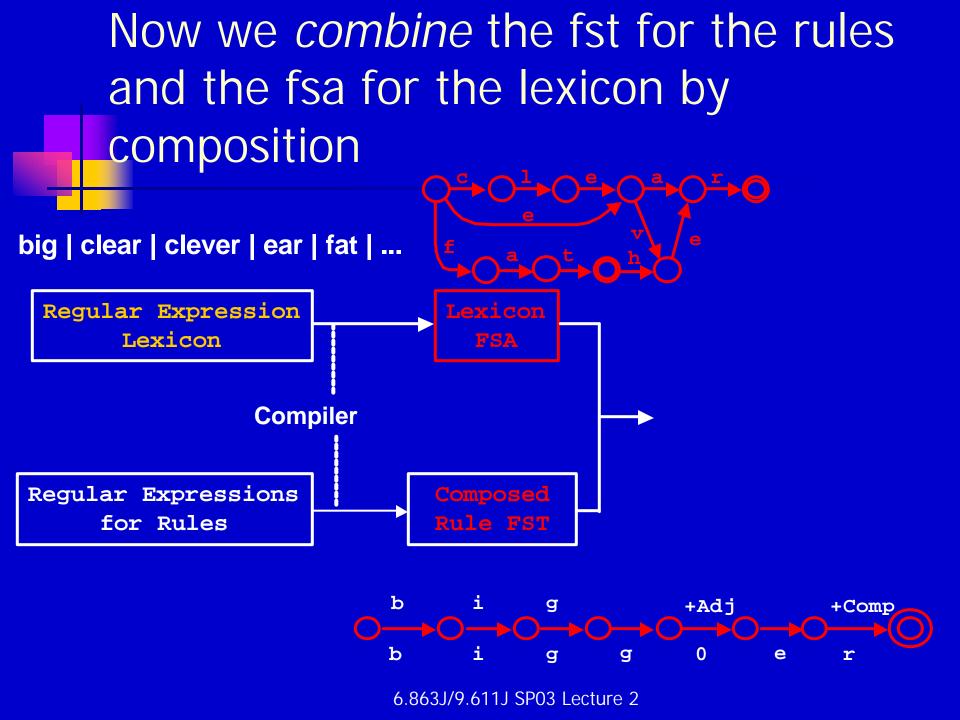
f	0	X	0	е	S	<u>#</u> surface
F	0	X	+	0	S	# lexical

Insert 'e' before non-initial z, s, x ("epenthesis")



Successful pairing of foxes,fox+s





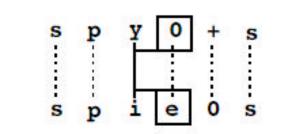
So we're done, no?

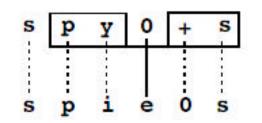
✓ Which units can glue to which others (roots and affixes) (or stems and affixes)

What 'spelling changes' (orthographic changes) occur – like dropping the *e* in 'chase + ed'

So, we're done, right?

- Not so fast...!!!!
- Sometimes, more than 1 spelling change rule applies. Example: spy+s, spies: y
- y goes to i before an inserted e (compare, "spying"
- e inserted at affix +s



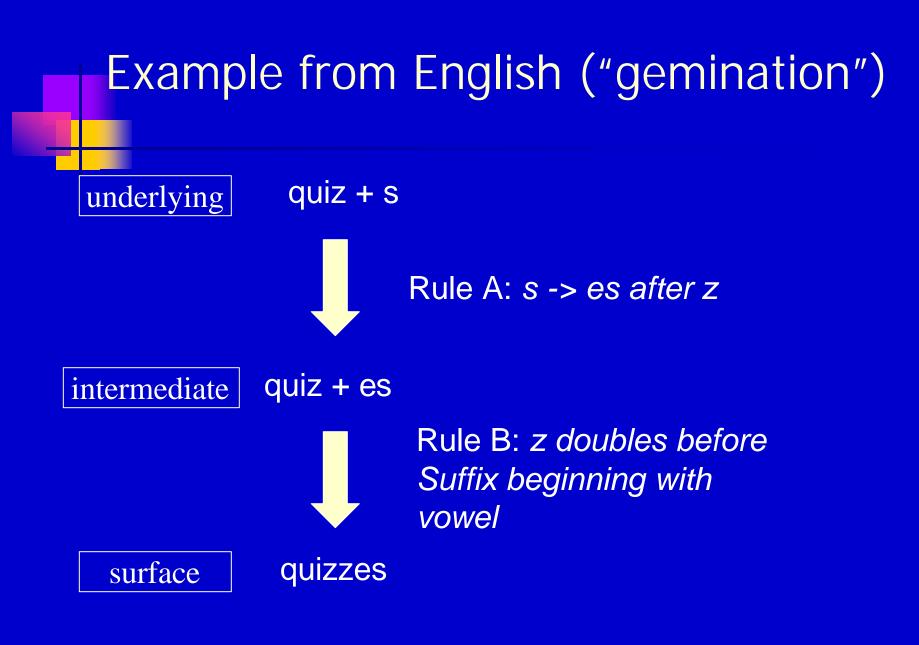


Simultaneous rules

- All we gotta do is write one fst for each of the spelling change rules we can think of, no?
- Since fsa's are *closed* under intersection, we can apply all the rules simultaneously... can we?
- No! <u>Fst's</u> cannot, in general, be intersected... (but, they can, under certain conditions...)

The classical problem

- Traditional phonological grammars consisted of a cascade of general rewrite rules, in the form: x→y/φ_γ
- If a symbol x is rewritten as a symbol y, then afterwards x is no longer available to other rules
- Order of rules is important
- Note this system is *Turing complete* can simulate general steps of any computation.. So, gulp, how do we cram them into finite-state devices...?

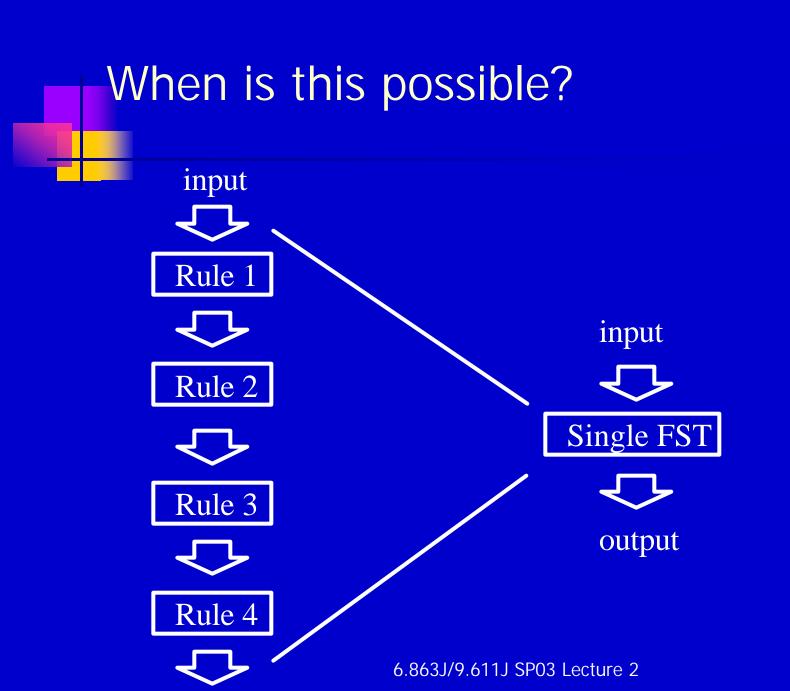


What's the difference?

- FSA isomorphic to *regular languages* (sets of strings)
- FST isomorphic to *regular relations*, or *sets of pairs of strings*
- Like FSAs, closed under union, but unlike FSAs, FSTs are not closed under complementation, intersection, or set difference

But this is a problem...

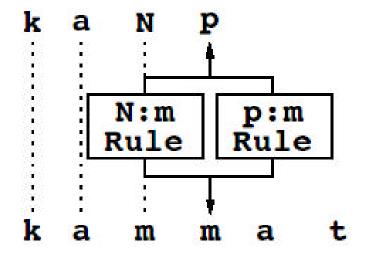
- How do we know which order of rules?
- A transducer merely computes a static *regular relation*, and is therefore inherently reversible – so equally viable for analysis or synthesis
- The constraints are *declarative*
- Since the rules describe such *relations*, in general, more than one possible answer – which do we pick? (Inverting the order becomes hard)
- This blocked matters until C. Johnson recalled a theorem of Schuztenberger [1961] viz.,



Schuztenberger's condition on closure of fst's

- The relations described by the individual transducers add up to a regular relation (I.e., a single transducer) when considered as a whole if
- The transducers act in lockstep: each character pair is seen simultaneously by all transducers, and they must all "agree" before the next character pair is considered
- No transducer can make a move on one string while keeping the other one in place unless all the other transducers do the same

Simultaneous read heads

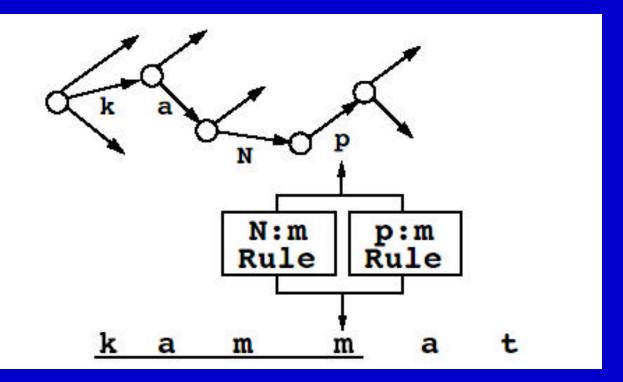


The condition

- For FSTs to act in lockstep, any 0 transitions must be synchronized – that is, the lexical/surface pairing must be *equal length*
- S. called this an *equal length relation*
- Under this condition, fst's can be intersected

 PC-Kimmo program simulates this
 intersection, via simultaneous "read heads"

Plus lexicon – lexical forms always constrained by the path we're following through the lexicon tree



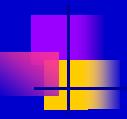
And that's PC-Kimmo, folks... or "Two-level morphology"

• A lexicon tree (a fsa to represent the lexicon)

- A set of (declarative) lexical/underlying relations, represented as a set of fst's that address *both* lexical and surface forms
- For English, roughly 5 rules does most of the work (you've seen 2 already) – 11 rules for a "full scale" system with 20,000 lexical entries (note that this typically achieves a 100-fold compression for English)
- The only remaining business is to tidy up the actual format PC-KIMMO uses for writing fst tables (which is quite bizarre)

Spelling change rules

	\mathbf{O}	
Name	Description	Example
Consonant	1-letter consonant	beg/begging
Doubling	doubled before -ing/ed	
(gemination, G)		
E deletion	Silent e dropped	make/making
(elision, EL),	before - <i>ing</i> , -ed	
E insertion	e added after -s, -z, -	fox/foxes
(epenthesis,	ch, -sh before -s	
EP)		
Y replacement	-y changes to -ie	try/tries
(Y)	before -ed	
I spelling (I)	I goes to y before	lie/lying
	VOWSES J/9.611J SP03 Lecture 2	



How do we write these in PC-Kimmo?

PC-Kimmo 2-level Rules

- Rules look very similar to phonological rewrite rules, but their semantics is entirely different
- 2-level rules are completely declarative. No derivation; no ordering
- Rules are in effect modal statements about how a form can, must, or must not be realized

Form & Semantics of 2-level Rules

- Basic form is
 L:S OP Ic ... rc:
- Lexical L pairs with surface S in (optional) left, right context lc, rc. OP is one of
 => Only but not always,
 <= Always but not only
 <=> Always and only
 /<= Never
- Ic and rc are 2-level i.e. can address lexical and surface strings

a:b => l_r

- If the symbol pair a:b appears, it must be in context 1_r
- If the symbol pair a:b appears outside the context 1_r, FAIL

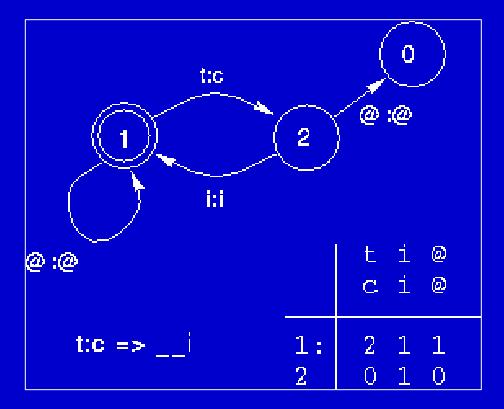
lar lar lbr xay lbr lar lbr xbx

Example: epenthesis

; LR: fox+0s kiss+0s church+0s spy+0s
; SR: fox0es kiss0es church0es spi0e
(note: we NEED the + to mark the end of the root 'fox' – we can't just have fox0s paired with fox0es)

RULE "3 Epenthesis, 0:e => [Csib|ch|sh|y:i] +:0___s [+:0|#]" 7 9

If a lexical *t* corresponds to a surface *c*, it precedes an *i*



a:b <= l_r

- If lexical a appears in context 1_r, then it must be realized as surface b
- If lexical a appears in context 1_r, if it is realized as anything other than surface b, FAIL

lar lar lbr xay lbr lar lbr xby

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RULE "5 y:i-spelling, y:i <= :C__+:0 ~[i|']" 4 7

; y:i-spelling ; LR: spy+s happy+ly spot0+y+ness ; SR: spies happi0ly spott0i0ness

Y-I spelling

a:b <=> l_r

- If the symbol pair a:b appears, it must be in context l_r
- If lexical a appears in context I_r, then it must be realized as surface b
- If the symbol pair a:b appears outside the context l_r, FAIL
- If lexical a appears in context I_r, if it is realized as anything other than surface b, FAIL

lar lar lbr xay lbr lar lbr xby

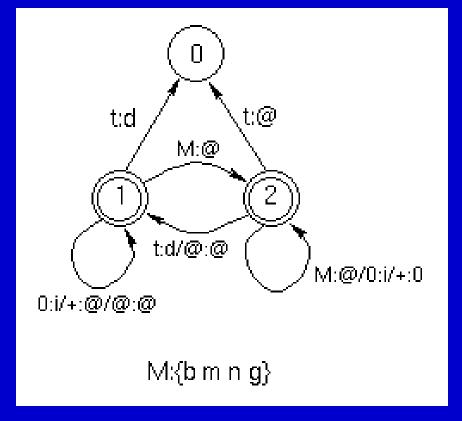
Possessives with 's'

- ; s-deletion
- ; LR: cat+s+'s fox+s+'s
- ; SR: cat0s0'0 foxes0'0

RULE "7 s-deletion, s:0 <=> +:0 (0:e) s +:0 '____"

Example: Japanese past tense

• *Voicing*: t:d <=> <b m n g>: (+:0) (0:i) ____



a:b <= /l_r

- Lexical a is <u>never</u> realized as b in context l_r
- If lexical a <u>is</u> realized as b in the context l_r, FAIL

lar lar lbr xay lor lar lbr xby

Gemination (consonant doubling)

; {C} = {b,d,f,g,l,m,n,p,r,s,t} RULE "16 Gemination, 0:0 /<= `:0 C* V {C}___+:0 [V|y:]" 5 16

2-Level Rule Semantics: summary

a:b	<=>	1 _	r;	

a:b <= l _ r;

a:b => 1 _ r;

a:b /<= 1 _ r;

lar lar lbr xay lbr Iar lbr xby lexical

surface

lar lar lbr xay lbr yar lbr xby

lar lar lbr xay lbr lar lbr xby

lar lar lbr xay lor lar lbr xby

Automata Notation (.rul file)

- What were those funny 2 numbers at the end of the 'rewrite' notation?
- They specify the rows and columns of the corresponding automaton
- I'll show you one, but it's like Halloween 6 a nightmare you don't want to remember
- We have a nicer way of writing them...
- OK, here goes...



RULE "16 Gemination, 0:0 /<= $C^* V \{C\}$ +:0 [V|y:]" 5 16 <u>Vybdfglmnprst+@</u> 0 V @ b d f g l m n p r s t 0 @ 1: 2 1 1 1 1 1 1 1 1 1 1 3:20 1 1 1 ()1 1 5 5 5 5 5 5 5 5 5 5 5 1 2 1 4: 5: 2 1 1 1 1 1 1 1 1 1 1 1 1 3 1



 Can PC-KIMMO do INFIXES? Infix:

Tagalog: *um+hinigi* → *humingi* (borrow) Any infixes in 'nonexotic' language like **English?**

Here's one: *un-f believable*

Summary: what have we learned so far?

- FSTs can model many morphophonological systems esp. concatenative (linear) phonology
 - You can compose and parallelize the FSTs
 - Nulls cause nondeterminism why can't we get rid of nondeterminism like in FSAs
 - What can this machine do?
 - What can't it do?
 - How complex can it be? (computational complexity in official sense)
 - How complex is it in practice?
 - Example from Warlpiri

Lab 1: PC-kimmo warmup Login to Athena SUN workstation Athena>attach 6.863 Athena> cd /mit/6.863/pckimmo-old Athena>pckimmo PC-Kimmo>take english PC-Kimmo> recognize flies *`fly+s fly+PL* . . . PC-Kimmo>generate fly+s flies PC-Kimmo>set tracing on PC-Kimmo>quit

An example – try it yourself

Outfoxed? Off to the races... Trace of an example *races* The machine has to dive down many paths... Recognizing surface form "races'". $0 (r.r) \longrightarrow (1 \ 1 \ 2 \ 1 \ 1)$ EP G Y EL I $(a.a) \longrightarrow (1 \ 1 \ 4 \ 1 \ 2 \ 1)$ 1 EP G Y EL I $(c.c) \longrightarrow (1 \ 2 \ 16 \ 2 \ 11 \ 1)$ 2 $(e.0) \longrightarrow (1 \ 1 \ 16 \ 1 \ 12 \ 1)$ 3 EP G Y EL I Entry |race| ends --> new lexicon N, config (1 1 16 1 12 1) 4 EP G Y EL

More to go... **Problem:** *e* was paired with 0 (null)...! (which is wrong - it's guessing that the form is "racing" - has stuck in an *empty* (zero) *character* after c but before e) - elision automaton has 2 choices This is *nondeterminism* in action (or inaction)! Entry /0 ends --> new lexicon C1, config (1 1 16 1 12 1) EP G Y EL T Entry /0 is word-final --> path rejected (leftover input) $(+,0) \longrightarrow (1 \ 1 \ 16 \ 1 \ 13 \ 1)$ EP G Y EL I Nothing to do. (+.e) --> automaton Epenthesis blocks from state 1. Entry |race| ends --> new lexicon P3, config (1 1 16 1 12 1) EP G Y EL

5

6 5

6

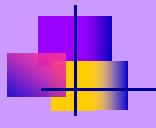
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And still more maze of twisty passages, all alike...it's going to try all the sublexicons w/ this bad guess..

Winding paths...after 22 steps...

3	(e.e)> (1 1 16 1 14 1) EP G Y EL I
4	EFGIELI Entry race ends> new lexicon N, (1 1 16 1 14 1) E GYELI
5	E GILLI Entry /0 ends> new lexicon C1, config (1 1 16 1 14 1)
6	Entry /0 is word-final>rejected (leftover input)
5	(+.0)> (1 1 16 1 15 1)
6	(s.s)> (1 4 16 2 1 1)
7	Entry +/s ends> new lexicon C2, (1 4 16 2 1 1)
8	Entry /0 is word-final>rejected(leftover input)
8	('.')> (1 1 16 1 1 1)
9	End> lexical form ("race+s'" (N PL GEN))



The End