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

Instructor: Robert C. Berwick

## The Menu Bar

Administrivia

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?


## The "spiral notebook" Model

 Sentence
'surface' the dogs ate ice-crean form
'logical' form
$\lambda x, x \varepsilon\{d o g s\}$, ate $(x, i-c) \quad \theta \varepsilon$ dawgz... form
6.863J/9.611J SP03 Lecture 2

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

- Parsing words

$$
\text { Cats } \rightarrow \text { CAT }+N(\text { oun })+\mathrm{PL}(\text { ural })
$$

- 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 $\quad$ Europe $\not \subset$ al $^{\prime} \rightarrow$ Europe generalization $\rightarrow$ generic noise $\rightarrow$ noisy


## Morphology

- Morphology 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 <br> indicati | Imperf | Imperf <br> Indic. | Future | Preterite | Present <br> Subjun | Cond | Imp. <br> Subj. | Si <br> amo |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| amas | ama | amabas | amarás | amaste | ames | amarías | amaras | ar |
| ames |  | amara | ar |  |  |  |  |  |
| ama |  | amamba | amará | amó | ame | amaría | amara | ar |
| amamos |  |  |  |  |  |  |  |  |
| amáis | amad | amambais | amremos | amomos | amemos | amaríanos | amarais | ar |
|  | amáis |  |  |  |  |  |  |  |
| aman |  | amamban | amarán | amaron | amen | amarían | amarain | ar |

How to love in Spanish...incomplete...you 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 = (added to -lauq- indicates "distant past")
+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? 

- What knowledge do we need?
- How is that knowledge put to use?
- What:
duckling; beer (implies what K...?) chase + ed $\rightarrow$ chased (implies what K?) breakable + un $\rightarrow$ unbreakable ('prefix')
- How: a bit trickier, but clearly we are at least doing this kind of mapping...


## Our goal: PC-Kimmo


6.863J/9.611J SP03 Lecture 2

## Two parts to the "what"

1. Which units can glue to which others (roots and affixes) (or stems and affixes), eg,
2. 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

1. 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
2. Speakers don't represent words as a list Wug test (Berko, 1958)
Juvenate is rejected slower than pertoire (real prefix matters)

# Representing possible roots + affixes as a finite-state automaton 

## Wordlist

clear clever ear ever fat

Network

father
/usr/dict/words 25K words 206K chars


# 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

## Will this fsa work?



## Ans: no!

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


## Revised picture


6.863J/9.611J SP03 Lecture 2

## How does PC-Kimmo represent this?

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

# PC-Kimmo states for affix combos (portion) = lexicon tree 



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

$\checkmark$ Which units can glue to which others (roots and affixes) (or stems and affixes)
2. What 'spelling changes' (orthographic changes) occur - like dropping the e in 'chase + ed'

## Mapping between surface form \& underlying form



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.:

## Conventional notation

| Lexical (underlying) form: | $\mathbf{c}$ | $\mathbf{h}$ | $\mathbf{a}$ | $\mathbf{s}$ | $\mathbf{e}$ | + | $\mathbf{e}$ | $\mathbf{d}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Surface form: | $\mathbf{c}$ | $\mathbf{h}$ | $\mathbf{a}$ | $\mathbf{s}$ | 0 | 0 | $\mathbf{e}$ | $\mathbf{d}$ |

The 0'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


## Definition of finite-state automaton (fsa)

- A (deterministic) finite-state automaton
(FSA) is a quintuple ( $\mathrm{Q}, \Sigma, \delta, \mathrm{q}_{0}, \mathrm{~F}$ ) where
- Q is a finite set of states
- $\quad \Sigma$ is a finite set of terminal symbols, the alphabet
- $\mathrm{q}_{0} \in \mathrm{Q}$ is the initial state
- $\mathrm{F} \subseteq \mathrm{Q}$, the set of final states
- $\delta$ is a function from $\mathrm{Q} \times \Sigma \rightarrow \mathrm{Q}$, the transition function


## Definition of finite-state transducer

- state set Q
- initial state $\mathrm{q}_{0}$
- set of final states F
- input alphabet S (also define $\Sigma^{*}, \Sigma^{+}$)
- output alphabet D
- transition function $\delta: \mathrm{Q} \times \Sigma \rightarrow 2^{\mathrm{Q}}$
- output function $\sigma$ : Q $\times \Sigma \times \mathrm{Q} \rightarrow \mathrm{D}^{*}$


## Regular relations on strings

- Relation: like a function, but multiple outputs ok
- Regular: finite-state
- Transducer: automaton w/ outputs
- $b \rightarrow\{b\} \quad a \rightarrow\}$
- aaaaa $\rightarrow$ \{ac, aca, acab, acabc\}



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

## Acceptors (FSAs)



Transducers (FSTs)


## 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: Insert e before non initial x.s,z
- Instantiation as an fst (using PC-Kimmo notation)

| f | o | x | 0 | $e$ | s | \# | surface |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $\mathbf{F}$ | O | $\mathbf{X}$ | + | $\mathbf{0}$ | $\mathbf{S}$ | \# lexical |  |

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



## Successful pairing of foxes,fox+s




Now we combine the fst for the rules and the fsa for the lexicon by composition
big | clear | clever | ear | fat | ...


## So we're done, no?

$\checkmark$ Which units can glue to which others (roots and affixes) (or stems and affixes)
$\checkmark$ 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! Fst's 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: $x \rightarrow y / \varphi \_\gamma$
- 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 isTuring complete - can simulate general steps of any computation.. So, gulp, how do we cram them into finite-state devices...?


## Example from English ("gemination")

## underlying quiz + S

Rule A: s -> es after z
intermediate quiz + es
Rule B: z doubles before
Suffix beginning with vowel
surface
quizzes

## 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.,


## When is this possible?



## 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

| Name | Description | Example |
| :---: | :---: | :---: |
| Consonant Doubling (gemination, G) | 1-letter consonant doubled before -ing/ed | beg/begging |
| E deletion (elision, EL), | Silent e dropped before -ing, -ed | make/making |
| E insertion (epenthesis, EP) | e added after $-s,-z$, - <br> ch, -sh before -s | fox/foxes |
| Y replacement <br> (Y) | -y changes to -ie before -ed | try/tries |
| I spelling (I) | I goes to y before VOWe펴/9.611J SPO3 Lecture ? | lie/lying |

## 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 lc ... 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
$\mathrm{a}: \mathrm{b}=>$ l_r
- If the symbol pair a:b appears, it must be in context l_r
- If the symbol pair a:b appears outside the context l_r, FAIL

lar lar lbx xay lbr lar lbr yox

## Example: epenthesis

; LR: fox+0s kiss+0s church+0s spy+0s
;SR:fox0es kiss0es church0es spiOe
(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 => [C sib|ch|sh|y:i] +:0___s [+:0|\#\#" 79

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


$\mathrm{a}: \mathrm{b}<=$ l_r

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

lar lay lbr xay<br>lbr スax lbr xby

## Y-I spelling

; y:i-spelling
; LR: spy+s happy+ly spot0+y+ness
; SR: spies happiOly spott0iOness

RULE "5 y:i-spelling, y:i <= :C__+:0~[i|]" 47
$\mathrm{a}: \mathrm{b}<=>$ l_r

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



## 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: J apanese past tense

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

$\mathrm{M}\{\mathrm{abmg}\}$
$\mathrm{a}: \mathrm{b}<=/ l_{\text {_r }}$

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

\#ay lax lbx xay<br>yox lax lbx 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:]" 516

## 2-Level Rule Semantics: summary

$$
\begin{aligned}
& \text { a:b <=> } 1 \text { _ } \text {; } \\
& a: b<=1 \text { _r; }
\end{aligned}
$$

$$
\begin{aligned}
& \text { lbr } \mathfrak{Z a x} \text { lbr xby } \\
& \begin{array}{l}
\text { lax lax lbr xay } \\
\text { lbr lax lbr } \% \text { : }
\end{array} \\
& \text { yay lax lbx xay } \\
& \text { phex lax lbx xby }
\end{aligned}
$$

## 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...


## Shudder...

RULE "16 Gemination, 0:0 /<= ’:0 C*V \{C \}__+:0 [V|y:]" 516
V y b d f g l m n prst+@
0 V @ b d f g l m n prsto @
1: 21111111111111111111
2: 242222222222212

4: $2 \begin{array}{lllllllllllllll} & 1 & 1 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 1\end{array} 1$
5: 21111111111111111131

## Limits?

- Can PC-KIMMO do INFIXES?

Infix:
Tagalog: um+hinigi $\rightarrow$ 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) --> (1 $\left.1 \begin{array}{lllll}1 & 1 & 2 & 1 & 1\end{array}\right)$
EP G Y EL I

1 (a.a) --> (1 $\left.1 \begin{array}{lllll}1 & 4 & 1 & 2 & 1\end{array}\right)$ EP G Y EL I
$2 \quad(c . c)-->\left(\begin{array}{llllll}1 & 2 & 16 & 2 & 11 & 1\end{array}\right)$
$3 \quad(\mathrm{e} .0)-->\left(\begin{array}{llllll}1 & 1 & 16 & 1 & 12 & 1\end{array}\right)$ EP G Y EL I

## More to go...

Problem: $\boldsymbol{e}$ 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)!

| 5 6 | Entry /O ends --> new lexicon C 1, config $\left(\begin{array}{llllll}1 & 1 & 16 & 1 & 12 & 1\end{array}\right)$ EP G Y EL I <br> Entry /0 is word-final --> path rejected (leftover input) |
| :---: | :---: |
| 5 | $\begin{array}{r} (+.0)-->\left(\begin{array}{llllll} 1 & 1 & 16 & 1 & 13 & 1 \end{array}\right) \\ \\ \\ \text { EP } \end{array}$ |
| 6 | Nothing to do. |
| 5 | (+.e) --> automaton Epenthesis blocks from state 1. |
| 4 | Entry \|racel ends $-->$ new lexicon P3, config ( $\left.\begin{array}{lllllll}1 & 1 & 16 & 1 & 12 & 1\end{array}\right)$ |

## 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...

```
(e.e) --> (1 1 1 16 1 14 1)
    EP G Y EL I
Entry |race| ends --> new lexicon N, (\begin{array}{llllll}{1}&{1}&{16}&{1}&{14}&{1}\end{array})
                                    E G Y EL I
    Entry /0 ends --> new lexicon C1, config(1) (1 1 16 1 14 1)
    Entry /0 is word-final -->rejected (leftover input)
        (+.0) --> (1 1 1 16 1 1 15 1)
            (s.s) --> (lllllll
            Entry +/s ends--> new lexicon C2, (1 4 16 2 1 1)
                Entry /O is word-final -->rejected(leftover input)
                    ('.') --> (1 1 1 16 1 1 1)
                        End --> lexical form ("race+s'" (N PL GEN))
```



## The End

