

GF + MMT = GLF

From Language to Semantics through LF

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“Mary runs and John is happy.” $\text{run}'(\text{mary}') \wedge \text{happy}'(\text{john}')$

“Everyone loves Mary.” $\forall x.\text{love}'(x, \text{mary}')$

“He loves her.” $\exists X_M, Y_F.\text{love}'(X_M, Y_F)$

“John isn't allowed to run.” $\neg \diamond \text{run}'(\text{john}')$

Definition

NL semantics studies the meaning of NL utterances

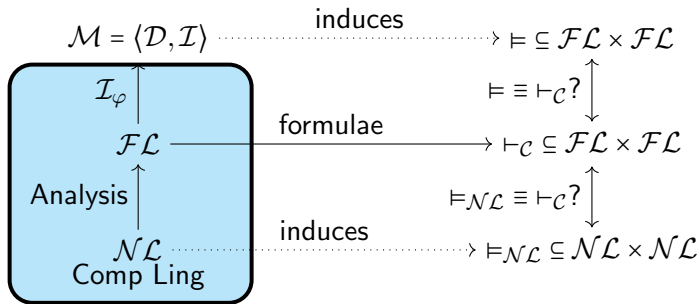
How could we do this?

Look at a fragment of English and define a suitable logic [Mon70]

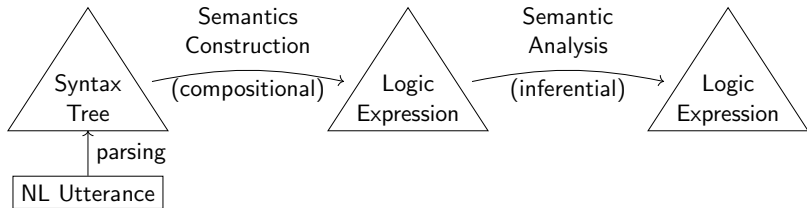
→ we could cheat a little:

“Mary runs. She is happy.” $\text{run}'(\text{mary}') \wedge \text{happy}'(\text{mary}')$

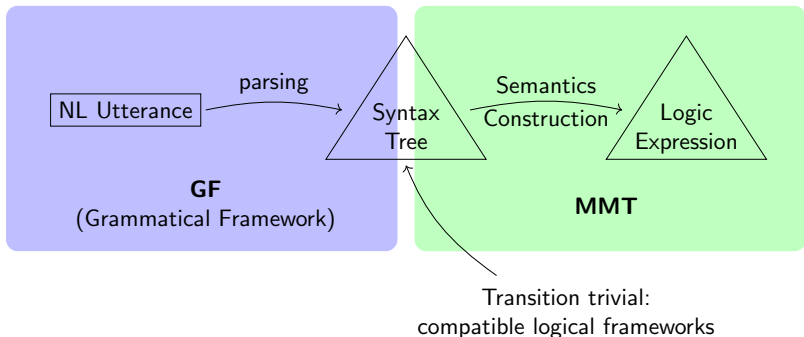
→ describe the translation as well



Natural Language Understanding (NLU) Systems



The Grammatical Logical Framework (GLF)



GF = **grammar** *development framework*

+ **MMT** = **logic** *development framework*

GLF = **semantics** *development framework*

“Everyone runs.” $\forall x.\text{run}'(x)$

“Someone is happy.” $\exists x.\text{happy}'(x)$

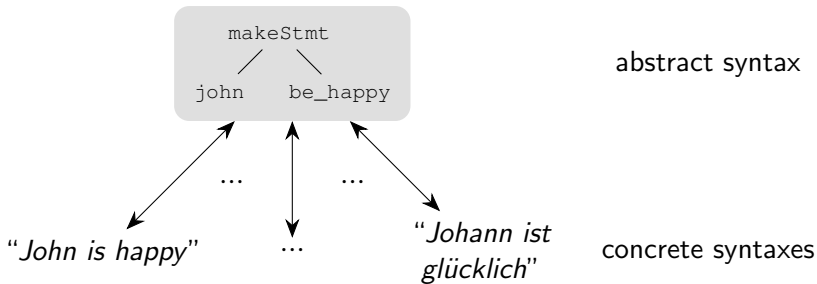
“John and Mary are happy.” $\text{happy}'(\text{john}') \wedge \text{happy}'(\text{mary}')$

Fragment of English

Target logic: FOL

The Grammatical Framework (GF) [Ran11]

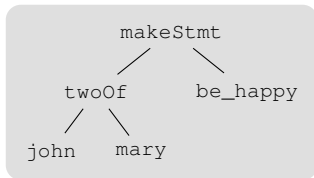
- GF is a programming language for multilingual grammar applications
- **Abstract syntax:** describes parse trees
- **Concrete syntaxes:** language-specific linearization rules



Describing the Fragment in GF – Abstract Syntax

```
abstract Gossip = {  
  cat  
    Actor; Action; Stmt;  
  fun  
    everyone : Actor;  
    someone  : Actor;  
    makeStmt : Actor -> Action -> Stmt;  
    twoOf    : Actor -> Actor -> Actor;  
}
```

```
abstract GossipLex = Gossip ** {  
  fun  
    john, mary : Actor;  
    run        : Action;  
    be_happy   : Action;  
}
```



`makeStmt (twoOf john mary) be_happy`

Describing the Fragment in GF – Concrete Syntax

```
concrete GossipEng of Gossip = {  
  lincat  
    Actor = Str; Action = Str; Stmt = Str;  
  lin  
    everyone           = "everyone";  
    someone            = "someone";  
    makeStmt actor action = actor ++ action;  
    twoOf a b          = a ++ "and" ++ b;  
}  
  
concrete GossipLexEng of GossipLex = GossipEng ** {  
  lin  
    john      = "John";  
    mary      = "Mary";  
    run       = "runs";  
    be_happy  = "is happy";  
}
```

Concrete Syntax for English (first attempt)

```
In [50]: 1 concrete GossipEng0 of Gossip = {  
2   lincat  
3     Actor = Str; Action = Str; Stmt = Str;  
4   lin  
5     everyone           = "everyone";  
6     someone           = "someone";  
7     makeStmt actor action = actor ++ action;  
8     and a b           = a ++ "and" ++ b;  
9 }
```

Abstract changed, previous concretes discarded.

```
In [51]: 1 concrete GossipLexEng0 of GossipLex = GossipEng0 ** {  
2   lin  
3     john   = "John";  
4     mary  = "Mary";  
5     run   = "runs";  
6     be_happy = "is happy";  
7 }
```

Abstract changed, previous concretes discarded.

Let's try it out!

```
In [52]: 1 parse -lang=Eng0 -cat=Stmt "John runs"
```

makeStmt john run

```
In [53]: 1 parse -lang=Eng0 -cat=Stmt "John and Mary are happy"
```

The parser failed at token 4: "are"

```
In [54]: 1 linearize makeStmt (and john mary) be_happy
```

John and Mary is happy

Problem

*“John **is** happy”* vs *“John and Mary **are** happy”*

Solutions

- More sophisticated grammar rules
- Use the *resource grammar library*

Describing the Fragment in GF – Concrete Syntax

```
concrete GossipEng of Gossip = {  
  param  
    Plurality = Sg | Pl;  
  lincat  
    Actor   = {s : Str; p : Plurality};  
    Action  = Plurality => Str;  
    Stmt    = Str;  
  lin  
    everyone = {s = "everyone"; p = Sg};  
    someone  = {s = "someone"; p = Sg};  
    makeStmt actor action = actor.s ++ action ! actor.p;  
    twoOf a b = {s = a.s ++ "and" ++ b.s; p = Pl};  
}
```

Let's try it out!

```
In [47]: 1 parse -lang=Eng1 -cat=Stmt "John runs"
```

```
makeStmt john run
```

```
In [48]: 1 parse -lang=Eng1 -cat=Stmt "John and Mary are happy"
```

```
makeStmt (and john mary) be_happy
```

```
In [49]: 1 parse -lang=Eng1 -cat=Stmt "John and Mary is happy"
```

```
The parser failed at token 4: "is"
```

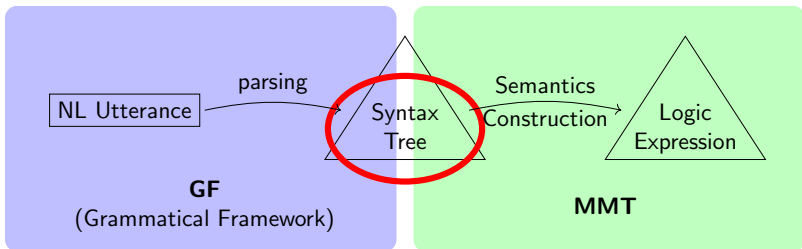
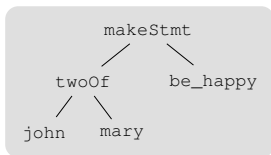
Describing the Fragment in GF – Concrete Syntax

Resource Grammar Library: grammar rules for 36 languages

```
concrete GossipEng of Gossip = open SyntaxEng, DictEng in {  
  lincat  
    Actor = NP;  
    Action = VP;  
    Stmt = S;  
  lin  
    everyone = everyone_NP;  
    someone = someone_NP;  
    makeStmt actor action = mkS (mkCl actor action);  
    twoOf a b = mkNP and_Conj a b;  
}
```

*“John and Mary
are happy”*

↦



MMT – “anything you can do we can do meta” [RK13]

- You may remember “Rapid Prototyping Formal Systems in MMT: 5 Case Studies” [MR19]
- Meta meta theories/meta meta tool set
- Little theories
- Bring your own logic
- Logic development environment
- Foundation-independent

Abstract syntax (GF)

```

abstract Gossip = {
  cat
  Actor;
  Action;
  Stmt;
  fun
  everyone : Actor;
  someone  : Actor;
  makeStmt :
    Actor->Action->Stmt;
  twoOf:Actor->Actor->Actor;
}

```

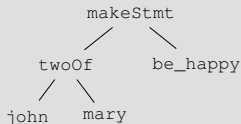
Language theory (MMT)

```

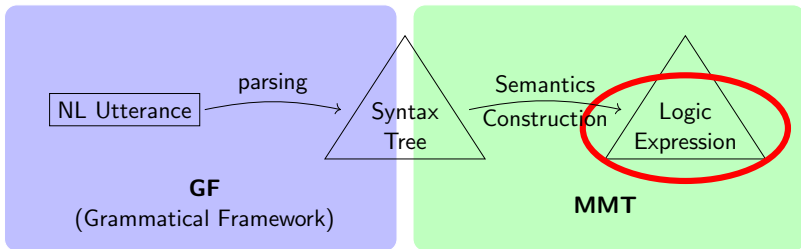
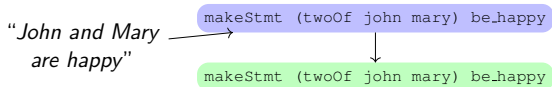
theory Gossip : ur:?LF =
  Actor  : type ||
  Action : type ||
  Stmt   : type ||

  everyone : Actor ||
  someone  : Actor ||
  makeStmt :
    Actor → Action → Stmt ||
  twoOf:Actor → Actor → Actor ||
  []

```



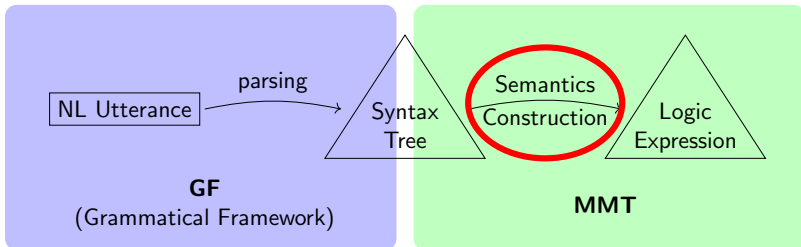
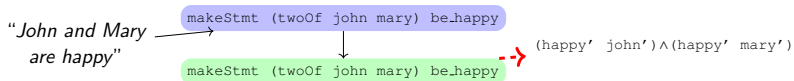
↳ makeStmt (twoOf john mary) be_happy



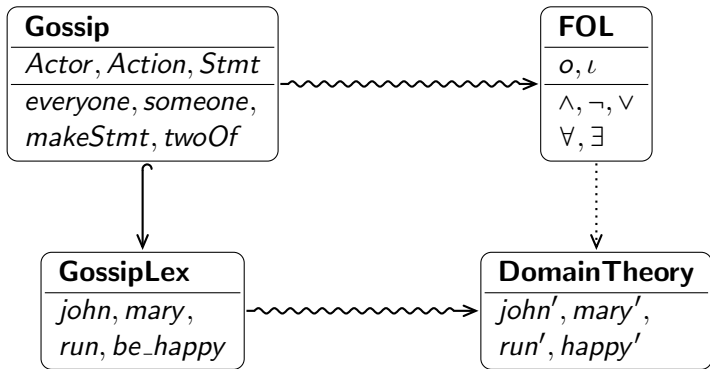
Target Logic and Domain Theory in MMT

```
theory FOL : ur:?LF =  
  prop   : type           | # o           ||  
  and    : o → o → o     | # 1 ∧ 2     ||  
  neg    : o → o          | # ¬ 1        ||  
  or     : o → o → o     | # 1 ∨ 2 |  
          = [x,y] ¬ ( (¬ x) ∧ (¬ y) ) ||  
  
  ind    : type           | # ι         ||  
  forall : (ι → o) → o  | # ∀ 1       ||  
  exists : (ι → o) → o  | # ∃ 1 |  
          = [p] ¬ (∀ [x] (¬ p x))      ||  
□
```

```
theory DomainTheory : ?FOL =  
  mary   : ι           | # mary'      ||  
  john   : ι           | # john'      ||  
  run    : ι → o      | # run' 1     ||  
  happy  : ι → o      | # happy' 1   ||  
□
```



Semantics Construction in MMT



```
view GossipSem : ?Gossip -> ?FOL =  
  Stmt      = o ||  
  Action    = ι → o ||  
  Actor     = ι ||  
  
  everyone  = ??? ||  
  someone   = ??? ||  
  makeStmt  = [a,φ] φ a ||  
  twoOf     = ??? ||  
|
```

```
view GossipLexSem : ?GossipLex -> ?DomainTheory =  
  include ?GossipSem ||  
  john     = john' ||  
  mary     = mary' ||  
  run      = [x] run' x ||  
  be_happy = [x] happy' x ||  
|
```

Problem

Actor = ι

everyone : Actor = ?

Solution

Actor = $(\iota \rightarrow o) \rightarrow o$

john = $[\varphi] \varphi \text{ john}'$

everyone = $[\varphi] \forall [x] (\varphi x) = [\varphi] \forall \varphi$

Example

“everyone runs” $\mapsto ([\varphi] \forall [x] (\varphi x)) \text{ run}' \rightsquigarrow_{\beta} \forall [x] (\text{run}' x)$

```

view GossipSem : ?Gossip -> ?FOL =
  Stmt      = o ||
  Action    = ι → o ||
  Actor     = (ι → o) → o ||

  everyone  = [φ] ∀ φ ||
  someone   = [φ] ∃ φ ||
  makeStmt  = [a, φ] a φ ||
  twoOf     = [a1, a2] [φ] (a1 φ) ∧ (a2 φ) ||
|

view GossipLexSem : ?GossipLex -> ?DomainTheory =
  include ?GossipSem ||
  john      = [φ] φ john' ||
  mary      = [φ] φ mary' ||
  run       = [x] run' x ||
  be_happy  = [x] happy' x ||
|

```



```

view GossipSem : ?Gossip -> ?FOL =
  Stmt      = o ||
  Action    = ι → o ||
  Actor     = (ι → o) → o ||

  everyone  = [φ] ∀ φ ||
  someone   = [φ] ∃ φ ||
  makeStmt  = [a, φ] a φ ||
  twoOf     = [a1, a2] [φ] (a1 φ) ∧ (a2 φ) ||

```

These views are described in NL semantics papers like [Mon74]:

Rules of conjunction and disjunction

- T11. If $\phi, \psi \in P_t$ and ϕ, ψ translate into ϕ', ψ' respectively, then ϕ **and** ψ translates into $[\phi \wedge \psi]$, ϕ **or** ψ translates into $[\phi \vee \psi]$.
- T12. If $\gamma, \delta \in P_{IV}$ and γ, δ translate into γ', δ' respectively, then γ **and** δ translates into $\hat{x}[\gamma'(x) \wedge \delta'(x)]$, γ **or** δ translates into $\hat{x}[\gamma'(x) \vee \delta'(x)]$.
- T13. If $\alpha, \beta \in P_T$ and α, β translate into α', β' respectively, then α **or** β translates into $\hat{P}[\alpha'(P) \vee \beta'(P)]$.

“John and Mary are happy”

↓ parse

makeStmt (twoOf john mary) be_happy

↓ semantics construction

([a, φ] a φ)
 (([a1, a2] [φ] (a1 φ) \wedge (a2 φ)) ([φ] φ john') ([φ] φ mary'))
 ([x] happy' x)

↓ simplify

([a1, a2, φ] (a1 φ) \wedge (a2 φ)) ([φ] φ john') ([φ] φ mary') happy'

↓ simplify

([φ] (φ john') \wedge (φ mary')) happy'

↓ simplify

(happy' john') \wedge (happy' mary')

Adding Transitive Verbs (\leadsto more type raising)

“John and Mary love everyone”



$\forall [x:\iota] (\text{love}' \text{ john}' x) \wedge (\text{love}' \text{ mary}' x)$

(Multi) Modal Logic

Modalities:

- *deontic* – something is obligatory ($\llbracket d \rrbracket$) or permissible ($\langle\langle d \rangle\rangle$)
- *epistemic* – someone believes something is true ($\llbracket e \text{ john}' \rrbracket$) or possible ($\langle\langle e \text{ john}' \rangle\rangle$).

“John doesn't believe that Mary has to run”



$\neg \llbracket (e \text{ john}') \rrbracket \llbracket d \rrbracket (\text{run}' \text{ mary}') .$

Please enter a sentence: John isn't allowed to run

I got the following interpretations:

$\neg \llbracket d \rrbracket (\text{run}' \text{ john}')$

Please enter a sentence: Mary believes that John doesn't have to run

I got the following interpretations:

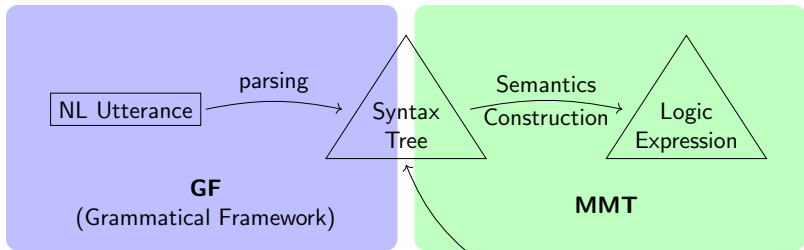
$\llbracket (e \text{ mary}') \rrbracket \neg \llbracket d \rrbracket (\text{run}' \text{ john}')$

Please enter a sentence:

- GLF = tool to implement NLU system
- would have been great in the 90's to avoid pen-and-paperiness
- previous versions used for teaching NL semantics

- work on a Jupyter kernel for GLF
- generic tableau calculus for semantic analysis?

The Grammatical Logical Framework (GLF)



Transition trivial:
compatible logical frameworks

GF = **grammar development framework**
+ MMT = **logic development framework**

GLF = **semantics development framework**

```
Concrete Syntax for English (first attempt)
In [10]:
def parse(sentence):
    """Parse a sentence into a logic expression"""
    # ... (omitted code) ...
    return logic_expr

def semantics(sentence):
    """Semantics construction"""
    # ... (omitted code) ...
    return logic_expr

# Example usage
nl = "The cat sat on the mat."
syntax = parse(nl)
logic = semantics(syntax)
print(logic)
```

Problem:

"John owns a book. It is red."

$(\exists x.\text{own}'(\text{john}', x) \wedge \text{book}'(x)) \wedge \text{red}(x)$

Solution: Define more suitable logic (e.g. discourse representation theory)

“Mary works at a bank”

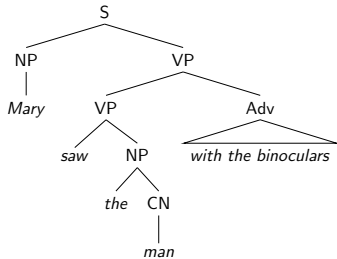
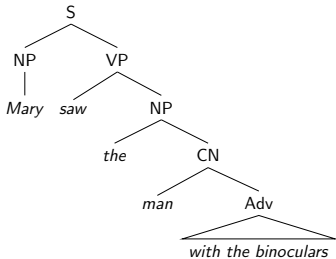
~> river bank or bank institute?

~> two parse trees:

- `work_at mary bank_institute`
- `work_at mary bank_river`

Bonus: Structural Ambiguity

“Mary saw the man with the binoculars”





R. Montague.

English as a Formal Language, chapter Linguaggi nella Società e nella Tecnica, B. Visentini et al eds, pages 189–224.

Edizioni di Comunità, Milan, 1970.

Reprinted in [?], 188–221.



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The proper treatment of quantification in ordinary English.

In R. Thomason, editor, *Formal Philosophy. Selected Papers*.

Yale University Press, New Haven, 1974.



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2019.



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Grammatical Framework: Programming with Multilingual Grammars.

CSLI Publications, Stanford, 2011.

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A scalable module system.

Information & Computation, 0(230):1–54, 2013.