Ling 566 Oct 7, 2009

Feature Structures
Headed Rules, Trees

Overview

- Review: problems with CFG
- Modeling
- Feature structures, unification (pizza)
- Features for linguistic description
- Reformulate grammar rules
- Notion of head/headedness
- Licensing of trees

Our Goals

- Descriptive, generative grammar
 - Describing English (in this case)
 - Generating all possible well-formed sentences (and no ill-formed ones)
 - Assigning appropriate structures
- Design/discover an appropriate *type* of model (through incremental improvement)
- Create a particular model (grammar

Problems with Context-Free Grammar (atomic node labels)

- Potentially arbitrary rules
- Gets clunky quickly with cross-cutting properties
- Not quite powerful enough for natural languages

Solution: Replace atomic node labels with feature structures.

Cross-cutting Grammatical Properties

	3rd singular subject	plural subject
direct object NP	denies	deny
no direct object NP	disappears	disappear

Two Kinds of Language Models

- Speakers' internalized knowledge (their grammar)
- Set of sentences in the language

Things Involved in Modeling Language

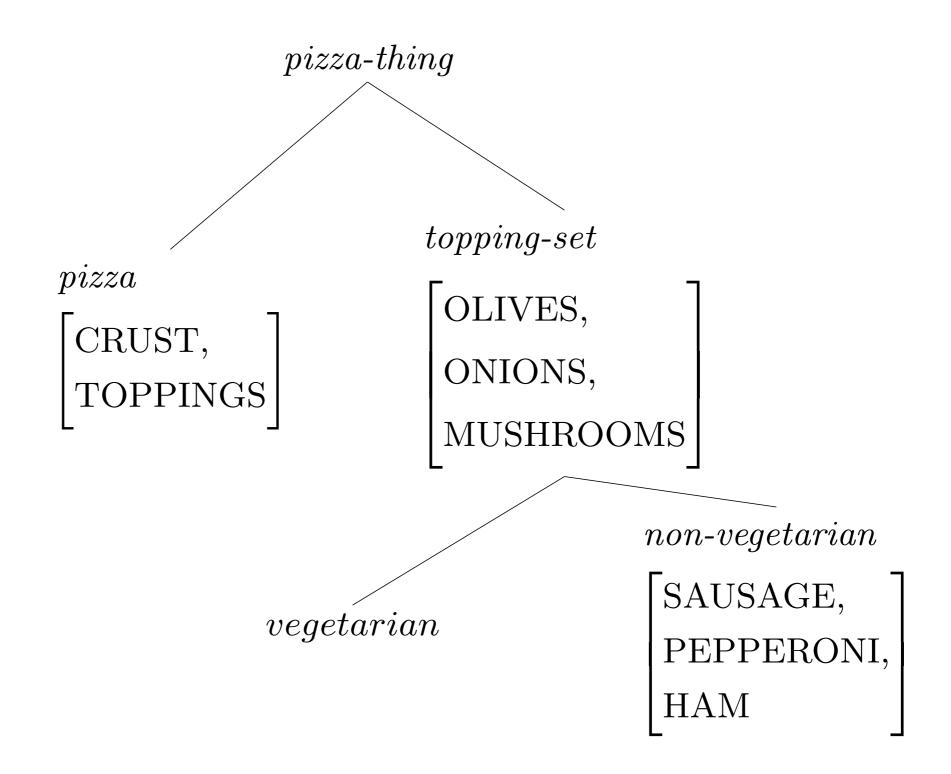
- Real world entities
- Models
- Descriptions of the models

Feature Structure Descriptions

FEATURE₁ VALUE₁
FEATURE₂ VALUE₂

 $\mathrm{FEATURE}_n$ VALUE_n

A Pizza Type Hierarchy



TYPE	FEATURES/VALUES	IST
pizza-		
pizza	$\begin{bmatrix} \text{CRUST} & \left\{ \text{thick, thin, stuffed} \right\} \\ \text{TOPPINGS} & topping\text{-}set \end{bmatrix}$	pizza-thing
topping- set	$\begin{bmatrix} \text{OLIVES} & \{+, -\} \\ \text{ONIONS} & \{+, -\} \\ \text{MUSHROOMS} & \{+, -\} \end{bmatrix}$	pizza-thing
vegetarian		topping-set
non- vegetarian	$\begin{bmatrix} \text{SAUSAGE} & \{+, -\} \\ \text{PEPPERONI} & \{+, -\} \\ \text{BBQ CHICKEN} & \{+, -\} \end{bmatrix}$	topping-set

Type Hierarchies

A type hierarchy....

- ... states what kinds of objects we claim exist (the types)
- ... organizes the objects hierarchically into classes with shared properties (the type hierarchy)
- ... states what general properties each kind of object has (the feature and feature value declarations).

Pizza Descriptions and Pizza Models

$$\begin{bmatrix} pizza \\ CRUST & thick \\ & \begin{bmatrix} vegetarian \\ OLIVES \\ + \\ ONIONS \end{bmatrix} \end{bmatrix}$$

How many pizza models (by definition, fully resolved) satisfy this description?

Answer: 2

```
\begin{bmatrix} pizza \\ \text{CRUST} \end{bmatrix} thick \begin{bmatrix} vegetarian \\ \text{OLIVES} \\ + \\ \text{ONIONS} \end{bmatrix}
```

```
{<CRUST, thick>, <TOPPINGS, { <OLIVES,
+>, <ONIONS, +>, <MUSHROOMS, ->}>}
{<CRUST, thick>, <TOPPINGS, { <OLIVES,
+>, <ONIONS, +>, <MUSHROOMS, +>}>}
```

Pizza Descriptions and Pizza Models

$$\begin{bmatrix} pizza \\ CRUST \end{bmatrix}$$
 thick $\begin{bmatrix} vegetarian \\ OLIVES \\ + ONIONS \end{bmatrix}$

How many pizzas-in-the-world do the pizza models correspond to?

Answer: A large, constantly-changing number.

Pizza Descriptions and Pizza Models

$$\begin{bmatrix} pizza \\ \text{CRUST} \end{bmatrix}$$
 thick $\begin{bmatrix} vegetarian \\ \text{OLIVES} \\ + \\ \text{ONIONS} \end{bmatrix}$

'type'/'token' distinction applies to sentences as well

```
\begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ HAM & - \end{bmatrix} & \begin{bmatrix} pizza \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ ONIONS & + \end{bmatrix} \end{bmatrix}
```

```
\begin{bmatrix} pizza \\ CRUST \end{bmatrix} thick \begin{bmatrix} OLIVES \\ ONIONS \\ + \\ HAM \end{bmatrix}
```

$$\begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ HAM & - \end{bmatrix} \end{bmatrix} & \begin{bmatrix} pizza \\ CRUST & thin \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ ONIONS & + \end{bmatrix} \end{bmatrix}$$

$$=\phi$$

$$\begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ HAM & + \end{bmatrix} & \begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & vegetarian \end{bmatrix}$$

$$=\phi$$

$$\begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & \begin{bmatrix} OLIVES & + \\ HAM & - \end{bmatrix} \end{bmatrix} & \begin{bmatrix} pizza \\ CRUST & thick \\ TOPPINGS & vegetarian \end{bmatrix}$$

$$=\phi$$

A New Theory of Pizzas

```
pizza: egin{bmatrix} {
m CRUST} & \left\{ {
m thick \ , thin \ , stuffed} 
ight\} \\ {
m ONE-HALF} & topping-set \\ {
m OTHER-HALF} & topping-set \\ \end{array}
```

$$\begin{bmatrix} pizza \\ ONE-HALF & \begin{bmatrix} ONIONS & + \\ OLIVES & - \end{bmatrix} \end{bmatrix} & \begin{bmatrix} pizza \\ OTHER-HALF & \begin{bmatrix} ONIONS & - \\ OLIVES & + \end{bmatrix} \end{bmatrix}$$

$$\begin{bmatrix} pizza \\ \text{ONE-HALF} & \begin{bmatrix} \text{ONIONS} & + \\ \text{OLIVES} & - \end{bmatrix} \\ \text{OTHER-HALF} & \begin{bmatrix} \text{ONIONS} & - \\ \text{OLIVES} & + \end{bmatrix} \\ \end{bmatrix}$$

Identity Constraints (tags)

```
\begin{bmatrix} pizza \\ CRUST \\ ONE-HALF \\ ONIONS & 2 \end{bmatrix}
OTHER-HALF \begin{bmatrix} OLIVES & 1 \\ ONIONS & 2 \\ ONIONS & 2 \end{bmatrix}
```

$$\begin{bmatrix} pizza \\ \text{ONE-HALF} & \mathbb{I} \begin{bmatrix} \text{ONIONS} & + \\ \text{OLIVES} & - \end{bmatrix} \& \begin{bmatrix} pizza \\ \text{OTHER-HALF} & \begin{bmatrix} \text{MUSHROOMS} & - \\ \text{OLIVES} & - \end{bmatrix} \end{bmatrix}$$

$$\begin{bmatrix} pizza \\ \text{ONE-HALF} & \begin{bmatrix} \text{ONIONS} & + \\ \text{OLIVES} & - \\ \text{MUSHROOMS} & - \end{bmatrix} \\ \text{OTHER-HALF} & \boxed{1} \\ \end{bmatrix}$$

Note

```
\begin{bmatrix} pizza \\ \text{ONE-HALF} & \begin{bmatrix} \text{ONIONS} & + \\ \text{OLIVES} & - \\ \text{MUSHROOMS} & - \end{bmatrix} \\ \text{OTHER-HALF} & \boxed{1} \\ \end{bmatrix}
```

ONE-HALF

OTHER-HALF

OUIONS +
OLIVES MUSHROOMS -

$$\begin{bmatrix} pizza \\ \text{ONE-HALF} & \boxed{1} \begin{bmatrix} \text{ONIONS} & + \\ \text{OLIVES} & + \end{bmatrix} & & \begin{bmatrix} pizza \\ \text{ONE-HALF} & \begin{bmatrix} \text{SAUSAGE} & + \\ \text{HAM} & - \end{bmatrix} \end{bmatrix}$$

$$=\phi$$

Why combine constraints?

- The pizza example illustrates how unification can be used to combine information from different sources.
- In our grammar, information will come from lexical entries, grammar rules, and general principles.

Linguistic Application of Feature Structures: Making the Mnemonic Meaningful

What do these CFG categories have in common?

NP & VP:

are both phrases

N & V:

are both words

NP & N:

are both 'nouny'

VP & V:

are both 'verby'

The Beginnings of Our Type Hierarchy

feature-structure

 $expression \qquad \ldots$

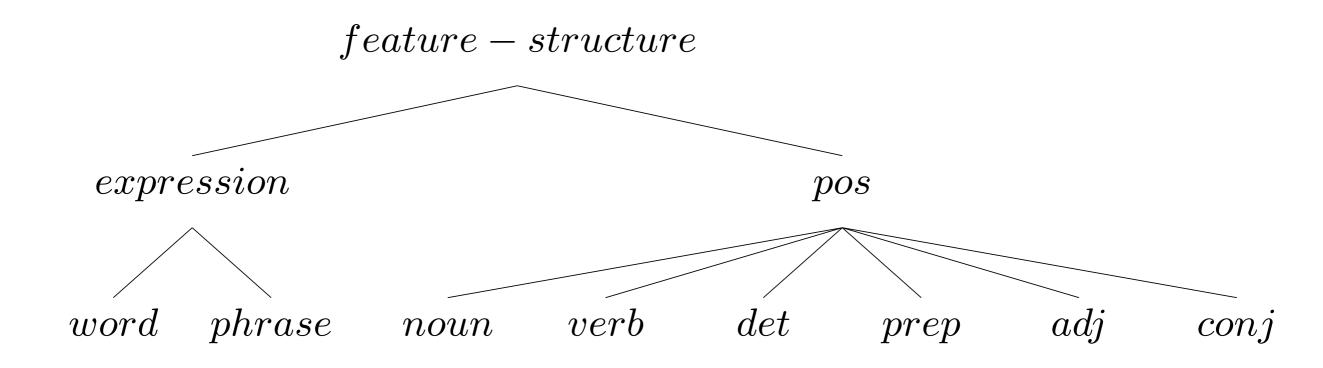
word phrase

A Feature for Part of Speech

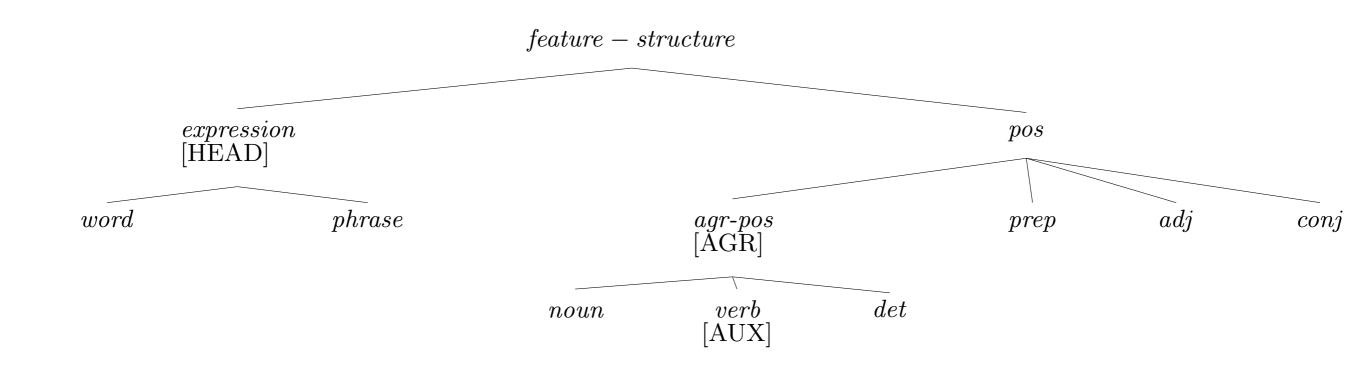
$$NP = \begin{bmatrix} phrase \\ HEAD & noun \end{bmatrix}$$

$$\left\langle \text{bird}, \begin{bmatrix} word \\ \text{HEAD} & noun \end{bmatrix} \right\rangle$$

Type Hierarchy for Parts of Speech I



Type Hierarchy for Parts of Speech II



A Feature for Valence

$$IV = egin{bmatrix} word & & & & \\ HEAD & verb & & \\ VAL & [COMPS & itr] \end{bmatrix}$$

$$ext{TV} = egin{bmatrix} word & & & & & \\ HEAD & verb & & & & \\ VAL & [COMPS & str] \end{bmatrix}$$

$$DTV = \begin{bmatrix} word \\ HEAD & verb \\ VAL & [COMPS & dtr] \end{bmatrix}$$

Underspecification

$$V = \begin{bmatrix} word \\ HEAD & verb \end{bmatrix}$$

$$ext{VP} = \begin{bmatrix} phrase \\ ext{HEAD} & verb \end{bmatrix}$$

[HEAD verb]

Another Valence Feature

$$NP = \begin{bmatrix} phrase \\ HEAD & noun \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & + \end{bmatrix} \end{bmatrix}$$

$$NOM = \begin{bmatrix} phrase \\ HEAD & noun \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix}$$

SPR and Verbs

$$S = \begin{bmatrix} phrase \\ HEAD & verb \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & + \end{bmatrix} \end{bmatrix}$$

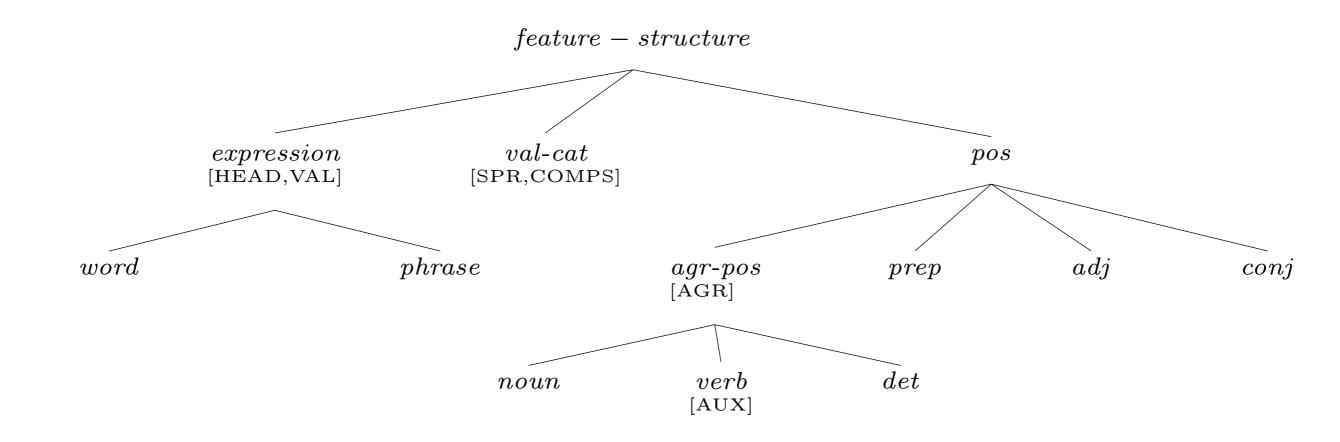
$$VP = \begin{bmatrix} phrase \\ HEAD & verb \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix}$$

S and NP

$$\begin{bmatrix} VAL & \begin{bmatrix} COMPS & itr \\ SPR & + \end{bmatrix} \end{bmatrix}$$

- We created a monster
- our creation of a monster

Type Hierarchy So Far



Reformulating the Grammar Rules I Which Ch 2 rules do these correspond to?

Head-Complement Rule 1:

$$\begin{bmatrix} phrase \\ VAL \end{bmatrix} & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix} \rightarrow \mathbf{H} \begin{bmatrix} word \\ VAL \end{bmatrix} \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix}$$

Head Complement Rule 2:

$$\begin{bmatrix} phrase \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix} \rightarrow \mathbf{H} \begin{bmatrix} word \\ VAL & \begin{bmatrix} COMPS & str \\ SPR & - \end{bmatrix} \end{bmatrix} NP$$

Head Complement Rule 3:

$$\begin{bmatrix} phrase \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix} \rightarrow \mathbf{H} \begin{bmatrix} word \\ VAL & \begin{bmatrix} COMPS & dtr \\ SPR & - \end{bmatrix} \end{bmatrix} \text{ NP NP}$$

Reformulating the Grammar Rules II

Head-Specifier Rule 1:

$$\begin{bmatrix} phrase & & & \\ \text{VAL} & \begin{bmatrix} \text{COMPS itr} \\ \text{SPR} & + \end{bmatrix} \end{bmatrix} \rightarrow \begin{bmatrix} \text{HEAD} & \begin{bmatrix} \text{AGR} & \boxed{1} \end{bmatrix} \end{bmatrix} \quad \mathbf{H} \begin{bmatrix} phrase \\ \text{HEAD} & \begin{bmatrix} verb \\ \text{AGR} & \boxed{1} \end{bmatrix} \\ \text{VAL} & \begin{bmatrix} \text{SPR} & - \end{bmatrix} \end{bmatrix}$$

Head-Specifier Rule 2:

$$\begin{bmatrix} phrase \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & + \end{bmatrix} \end{bmatrix} \rightarrow D \quad \mathbf{H} \begin{bmatrix} phrase \\ HEAD & noun \\ VAL & \begin{bmatrix} SPR & - \end{bmatrix} \end{bmatrix}$$

Reformulating the Grammar Rules III

Non-Branching NP Rule

$$\begin{bmatrix} phrase \\ VAL \end{bmatrix} & \begin{bmatrix} COMPS & itr \\ SPR & + \end{bmatrix} \end{bmatrix} \rightarrow \mathbf{H} \begin{bmatrix} word \\ HEAD & noun \\ VAL & \begin{bmatrix} SPR & + \end{bmatrix} \end{bmatrix}$$

Head-Modifier Rule

$$\begin{bmatrix} phrase \\ VAL & \begin{bmatrix} COMPS & itr \\ SPR & - \end{bmatrix} \end{bmatrix} \rightarrow \mathbf{H} \begin{bmatrix} phrase \\ VAL & \begin{bmatrix} SPR & - \end{bmatrix} \end{bmatrix} PP$$

Coordination Rule

$$\boxed{1} \rightarrow \boxed{1}^{+} \begin{bmatrix} word \\ HEAD & conj \end{bmatrix} \boxed{1}$$

Advantages of the New Formulation

- Subject-verb agreement is stipulated only once (where?)
- Common properties of verbs with different valences are expressed by common features (for example?)
- Parallelisms across phrase types are captured (for example?)

Disadvantages of the New Formulation

- We still have three head complement rules
- We still have two head specifier rules
- We only deal with three verb valences (which ones? what are some others?)
- The non-branching rule doesn't really do any empirical work
- Others?

Heads

- Intuitive idea: A phrase typically contains a word that determines its most essential properties, including
 - where it occurs in larger phrases, and
 - what its internal structure is
- This is called the head
- The term "head" is used both for the head word in a phrase and for all the intermediate phrases containing that word
- NB: Not all phrases have heads

Formalizing the Notion of Head

- Expressions have a feature HEAD
- HEAD's values are of type pos
- For HEAD values of type *agr-cat*, HEAD's value also includes the feature AGR
- Well-formed trees are subject to the Head Feature Principle

The Head Feature Principle

- Intuitive idea: Key properties of phrases are shared with their heads
- The HFP: In any headed phrase, the HEAD value of the mother and the head daughter must be identical.
- Sometimes described in terms of properties "percolating up" or "filtering down", but this is just metaphorical talk

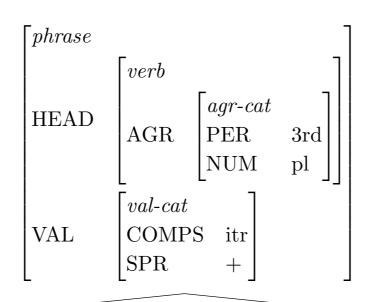
A Tree is Well-Formed if ...

- It and each subtree are licensed by a grammar rule or lexical entry
- All general principles (like the HFP) are satisfied.
- NB: Trees are part of our model of the language, so all their features have values (even though we will often be lazy and leave out the values irrelevant to our current point).

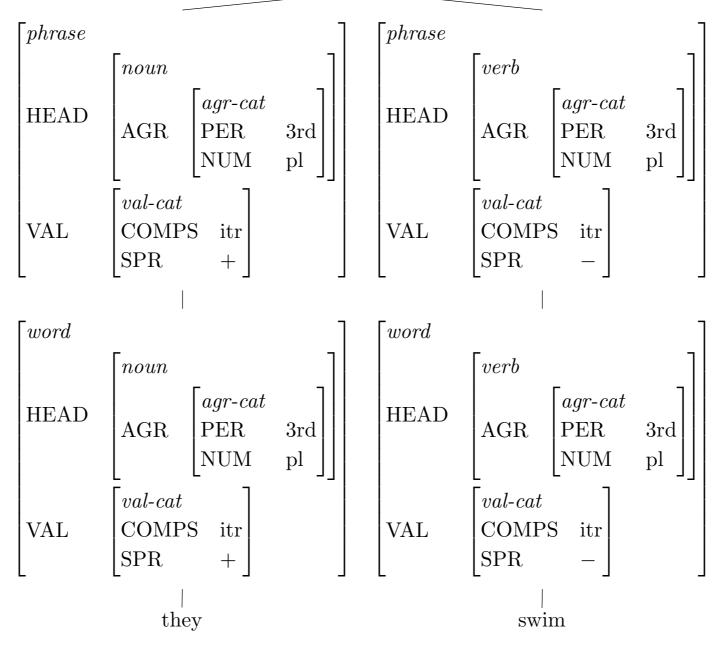
Question:

Do phrases that are not headed have HEAD features?

Which rule licenses each node?



Note the three separate uses of DAGs



A Question:

Since the lexical entry for swim below has only [NUM pl] as the value of AGR, how did the tree on the previous slide get [PER 3rd] in the AGR of swim?

$$\left\langle \text{swim ,} \begin{bmatrix} word \\ \text{HEAD} & \begin{bmatrix} verb \\ \text{AGR } & [\text{NUM pl}] \end{bmatrix} \right\rangle$$

$$\text{VAL} & \begin{bmatrix} \text{COMPS itr} \\ \text{SPR} & - \end{bmatrix}$$

Overview

- Review: problems with CFG
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- Feature structures, unification (pizza)
- Features for linguistic description
- Reformulate grammar rules
- Notion of head/headedness
- Licensing of trees