

Meaning Representation and Parsing

Daniel Hershcovich

DIKU Bits
February 18, 2020

Short Introduction

2005–2010

B.Sc. in Mathematics and Computer Science,
The Open University of Israel



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2008–2019

Software Engineer
IBM Research



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Ph.D. in Computational Neuroscience
The Hebrew University of Jerusalem



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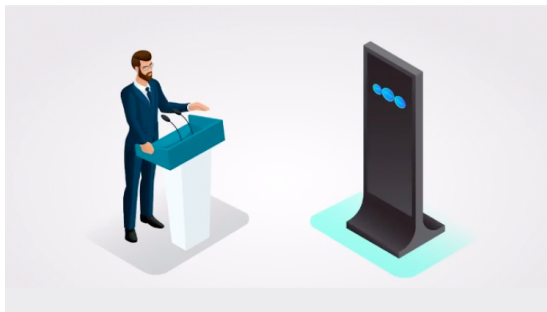


Since 2019
University of Copenhagen



IBM Project Debater (2012–2019)

AI system that can debate humans on complex topics
(e.g., **We should ban the sale of violent video games**)



5 research papers, e.g.,

Context Dependent Claim Detection (2014)

Argument Invention from First Principles (2019)

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AI system that can debate humans on complex topics
(e.g., **We should ban the sale of violent video games**)



Because violence in video games is interactive and not passive, critics such as Dave Grossman and Jack Thompson argue that **violence in games hardens children to unethical acts**, calling first-person shooter games “murder simulators”, although no conclusive evidence has supported this belief

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AI system that can debate humans on complex topics
(e.g., **We should ban the sale of violent video games**)



Freedom of choice → People have the right to make their own choices, including bad ones

Black market → Prohibition is counterproductive and only leads to increased demand

5 research papers, e.g.,

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Argument Invention from First Principles (2019)

What can we teach computers to do with language?

Translate:

Dave Grossman and Jack Thompson argue that violent games are harmful



Dave Grossman og Jack Thompson hævder, at voldsomme spil er skadelige

Recognize entities:

Dave Grossman and Jack Thompson argue that violent games are harmful

Infer:

Violence in games hardens children to unethical acts

↓ entails

Violent games are harmful

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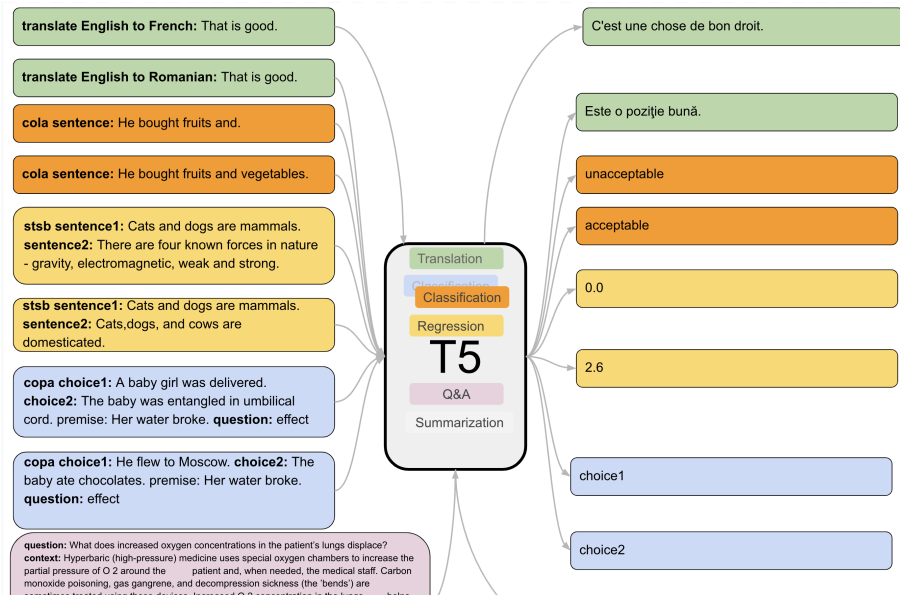
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What can we teach computers to do with language?



Natural Language Processing in 2020: The Basics

1. Pre-train *representations*:

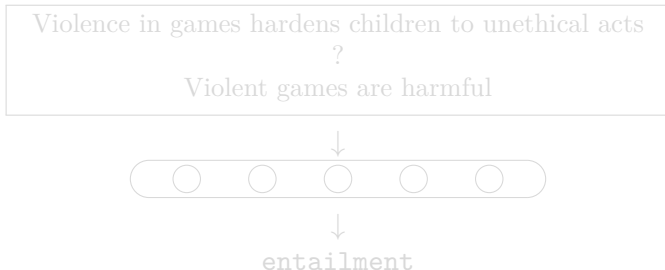
$$\Sigma^* \rightarrow \mathbb{R}^n$$

2. Train classifiers:

$$\mathbb{R}^n \rightarrow Y$$

3. Deploy:

$$\Sigma^* \rightarrow Y$$



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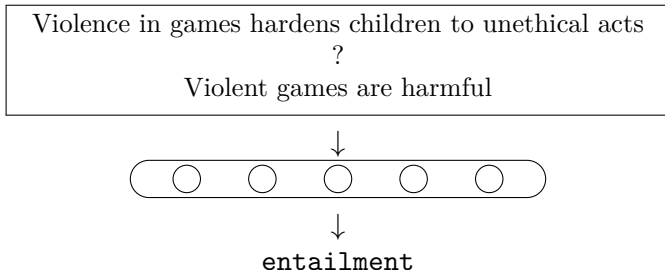
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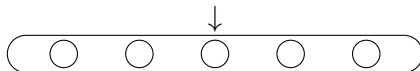
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Violence in games hardens children to unethical acts
?

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↓
entailment

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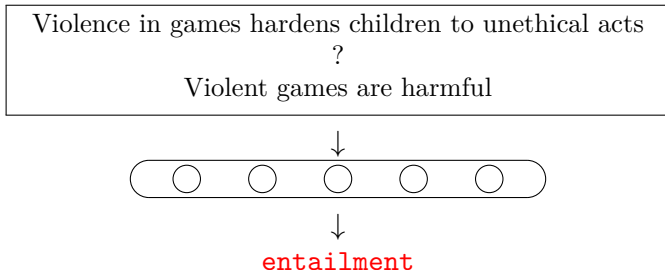
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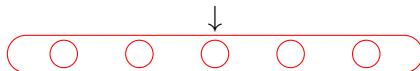
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Natural Language Processing in 2020: The Basics

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Violence in games hardens children to unethical acts
?

Violent games are harmful

Representation = vector of real numbers?

↓
entailment

Learning from plain text: masked language modeling

Which Sesame Street ? is your favorite



Learning from plain text: masked language modeling

Which ? Street character is your favorite



Learning from plain text: masked language modeling

Which Sesame ? character is your favorite



Learning from plain text: masked language modeling

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BERT (Bidirectional Encoder Representations from Transformers):

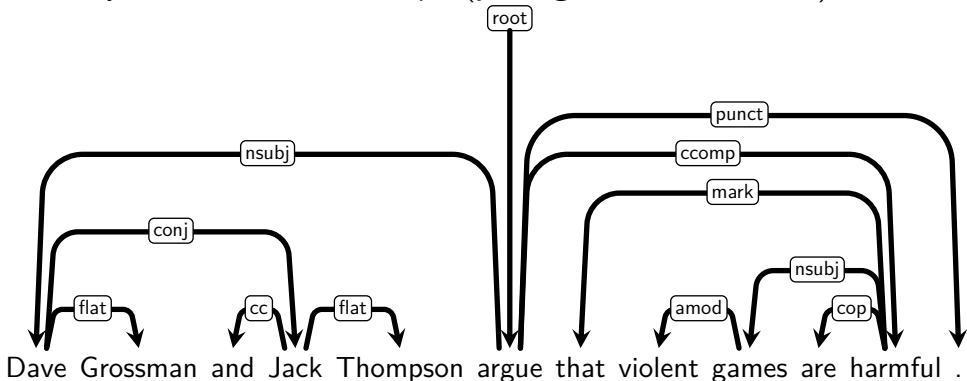
- Trained on 16GB of text.
- 16 TPU chips for 4 days.

<https://demo.allennlp.org/masked-lm>



What can we teach computers to do with language?

Identify relations between concepts (**parsing**, various frameworks):



Breaking it down

[Meaning], [Representation] and [Parsing]

1. What we mean, 2. How to represent (something), 3. How to parse (something)

or

[Meaning Representation] and [Parsing]

1. How to represent what we mean, 2. How to parse (something)

or

[Meaning [Representation and Parsing]]

1. How to represent what we mean, 2. How to parse what we mean

or

[Meaning Representation] and [Parsing (*to Meaning Representation*)]

1. How to represent what we mean, 2. How to parse (1)

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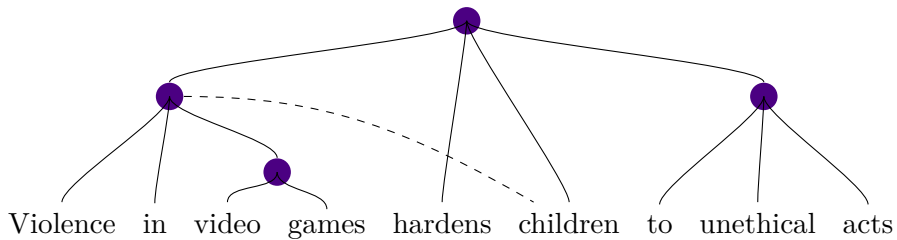
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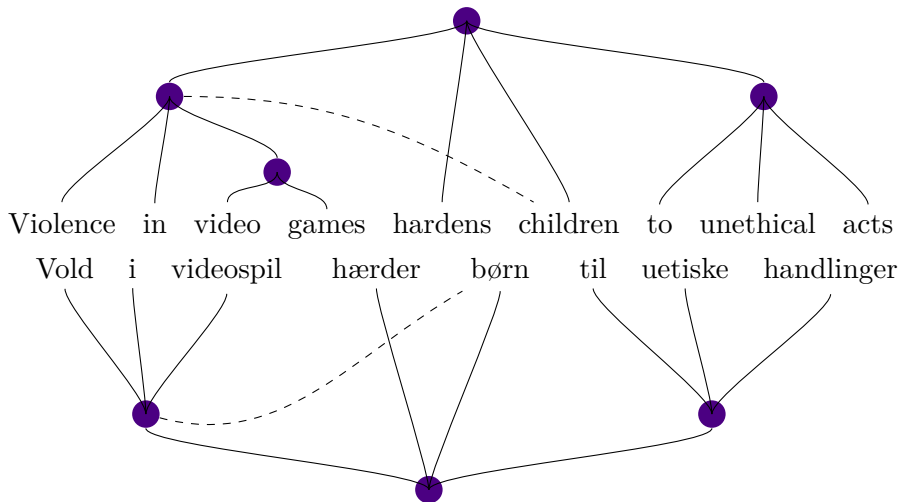
[Meaning Representation] and [Parsing (*to Meaning Representation*)]

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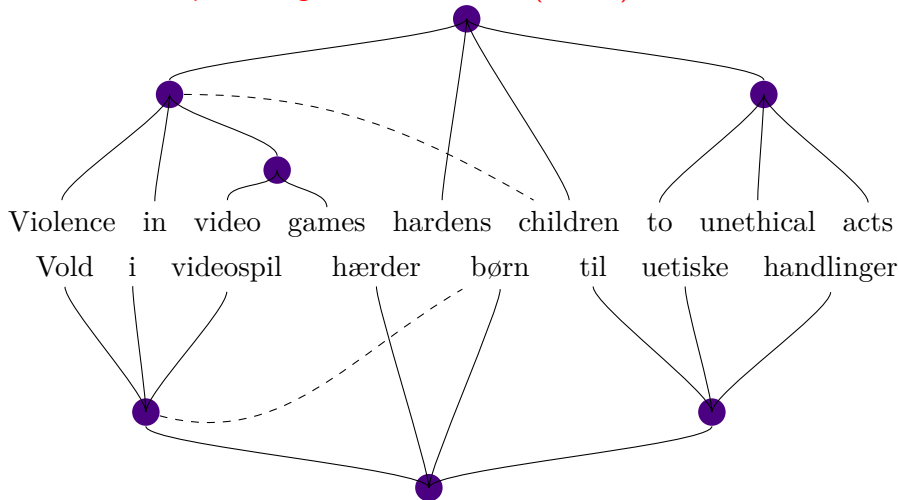
Graphs



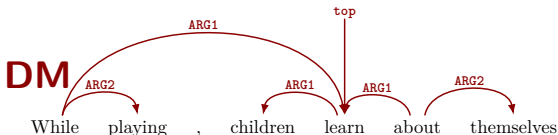
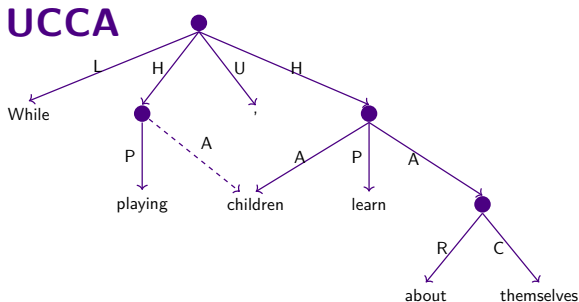
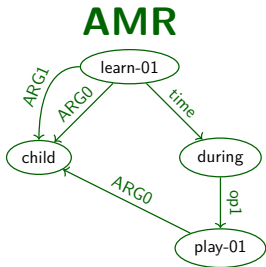
Graphs



Universal Conceptual Cognitive Annotation (UCCA):



Many meaning representation frameworks exist



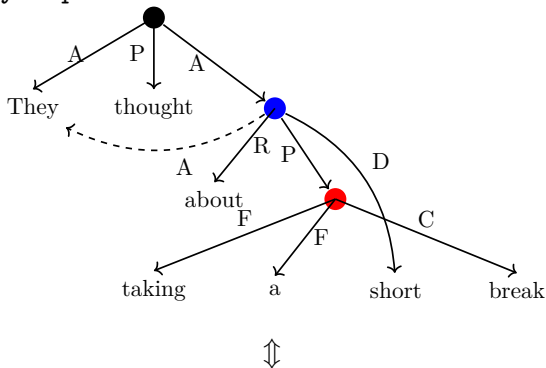
A Transition-Based Directed Acyclic Graph Parser for UCCA (2017)

<http://bit.ly/tupademo>

Parsing

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SHIFT, RIGHT-EDGE_A, SHIFT, SWAP, RIGHT-EDGE_P, REDUCE, SHIFT, SHIFT, NODE_R,
REDUCE, LEFT-REMOTE_A, SHIFT, SHIFT, NODE_C, REDUCE, SHIFT, RIGHT-EDGE_P,
SHIFT, RIGHT-EDGE_F, REDUCE, SHIFT, SWAP, RIGHT-EDGE_D, REDUCE, SWAP,
RIGHT-EDGE_A, REDUCE, REDUCE, SHIFT, REDUCE, SHIFT, RIGHT-EDGE_C, FINISH

TUPA: Transition-based UCCA Parser

Parses text $w_1 \dots w_n$ to graph G incrementally by applying transitions to the parser state, consisting of: stack, buffer and constructed graph.

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Initial state:

stack



buffer

They	thought	about	taking	a	short	break
------	---------	-------	--------	---	-------	-------

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Parses text $w_1 \dots w_n$ to graph G incrementally by applying transitions to the parser state, consisting of: stack, buffer and constructed graph.

Initial state:

stack



buffer

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------	---------	-------	--------	---	-------	-------

Transitions:

{SHIFT, REDUCE, **NODE_x**, LEFT-EDGE_x, RIGHT-EDGE_x,
LEFT-REMOTE_x, **RIGHT-REMOTE_x**, **SWAP**, FINISH}

Example: TUPA Transition Sequence

⇒ SHIFT

stack

●	They
---	------

buffer

thought	about	taking	a	short	break
---------	-------	--------	---	-------	-------

graph



Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_A$

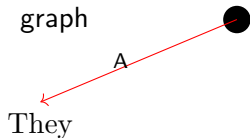
stack

●	They
---	------

buffer

thought	about	taking	a	short	break
---------	-------	--------	---	-------	-------

graph



Example: TUPA Transition Sequence

⇒ SHIFT

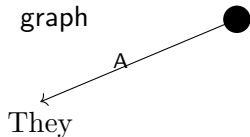
stack

●	They	thought
---	------	---------

buffer

about	taking	a	short	break
-------	--------	---	-------	-------

graph



Example: TUPA Transition Sequence

⇒ SWAP

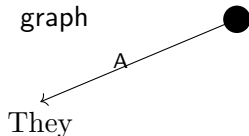
stack

●	thought
---	---------

buffer

They	about	taking	a	short	break
------	-------	--------	---	-------	-------

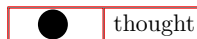
graph



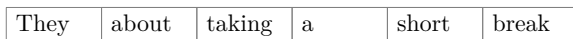
Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_P$

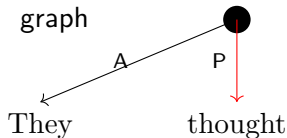
stack



buffer



graph



Example: TUPA Transition Sequence

⇒ REDUCE

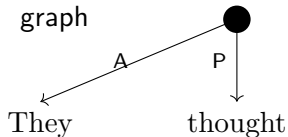
stack



buffer

They	about	taking	a	short	break
------	-------	--------	---	-------	-------

graph



Example: TUPA Transition Sequence

⇒ SHIFT

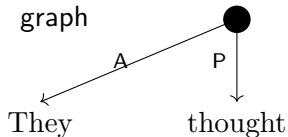
stack



buffer



graph



Example: TUPA Transition Sequence

⇒ SHIFT

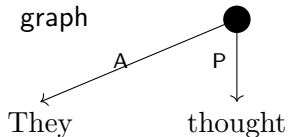
stack

●	They	about
---	------	-------

buffer

taking	a	short	break
--------	---	-------	-------

graph



Example: TUPA Transition Sequence

$\Rightarrow \text{NODE}_R$

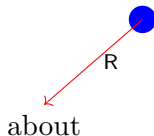
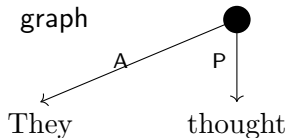
stack

●	They	about
---	------	-------

buffer

●	taking	a	short	break
---	--------	---	-------	-------

graph



Example: TUPA Transition Sequence

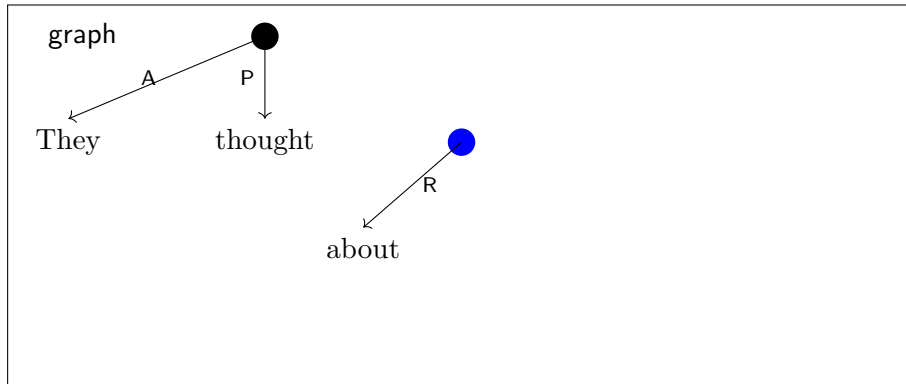
⇒ REDUCE

stack

●	They
---	------

buffer

●	taking	a	short	break
---	--------	---	-------	-------



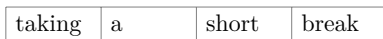
Example: TUPA Transition Sequence

⇒ SHIFT

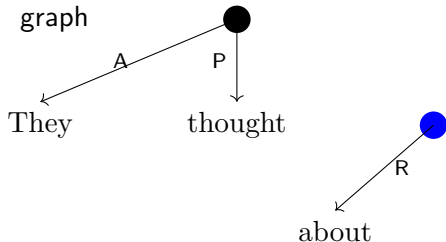
stack



buffer



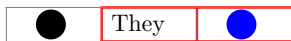
graph



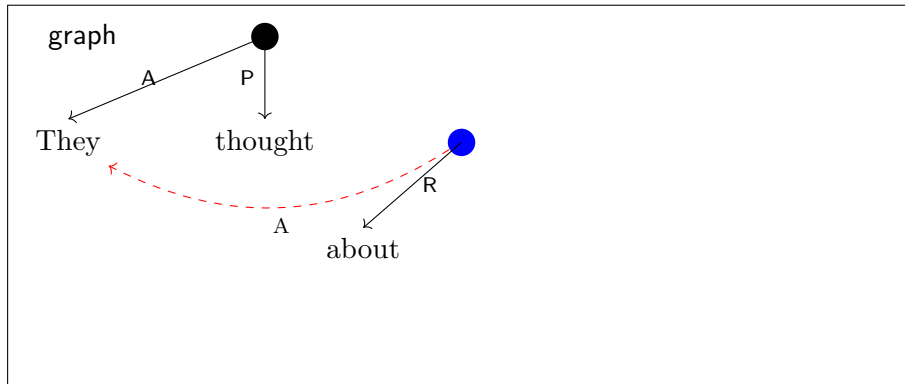
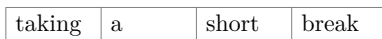
Example: TUPA Transition Sequence

\Rightarrow LEFT-REMOTE_A

stack



buffer



Example: TUPA Transition Sequence

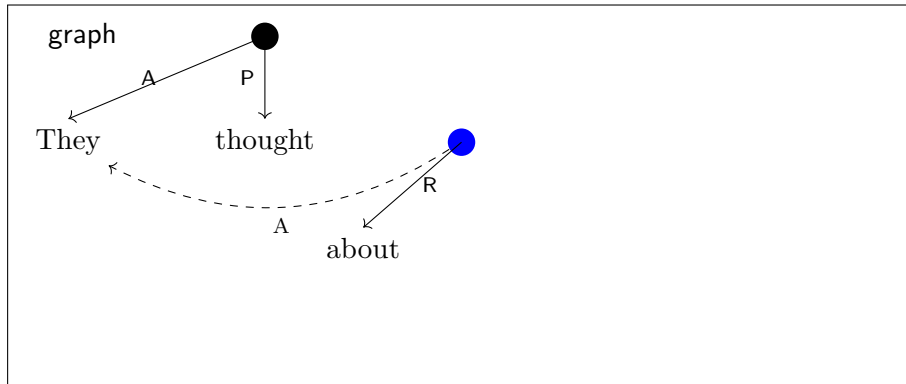
⇒ SHIFT

stack

●	They	●	taking
---	------	---	--------

buffer

a	short	break
---	-------	-------



Example: TUPA Transition Sequence

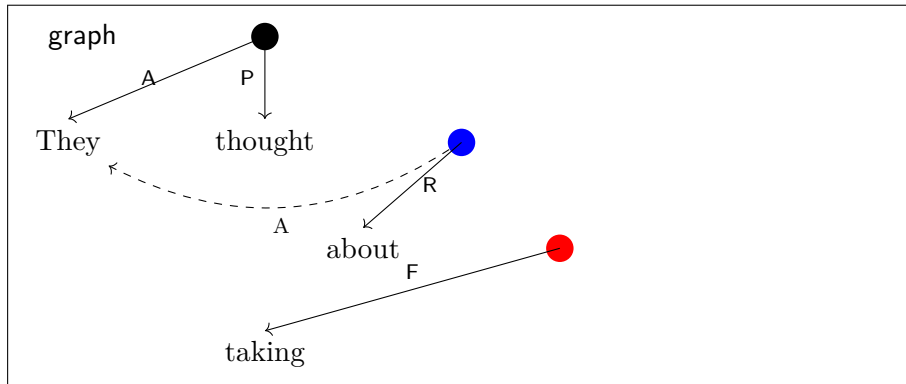
$\Rightarrow \text{NODE}_C$

stack

●	They	●	taking
---	------	---	--------

buffer

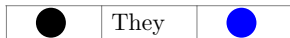
●	a	short	break
---	---	-------	-------



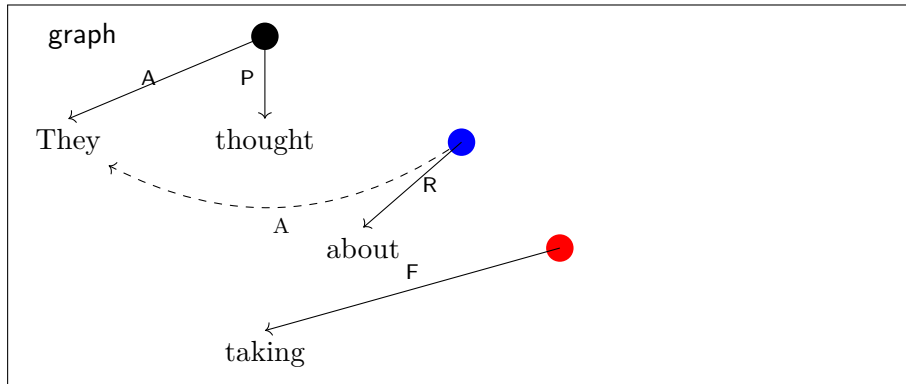
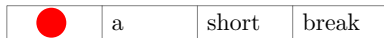
Example: TUPA Transition Sequence

⇒ REDUCE

stack



buffer



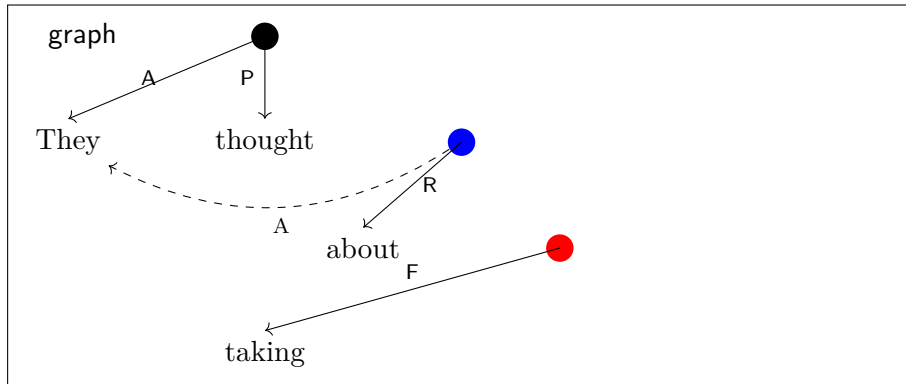
Example: TUPA Transition Sequence

⇒ SHIFT

stack



buffer



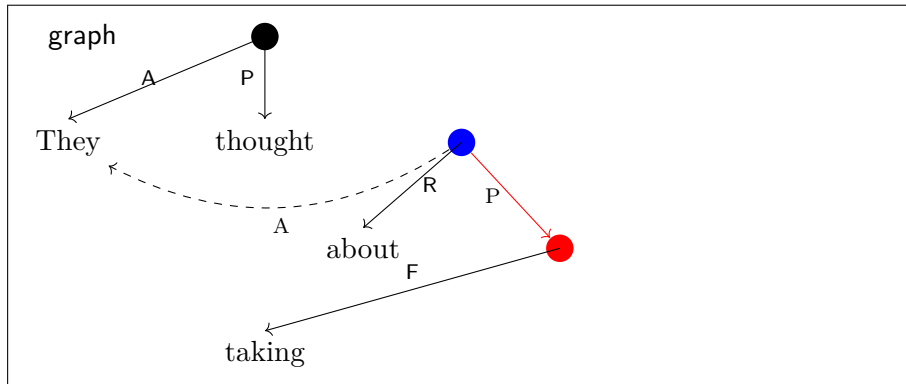
Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_P$

stack



buffer



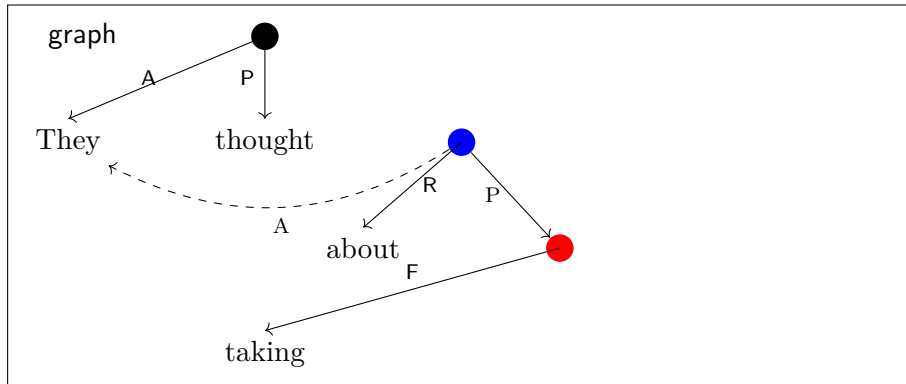
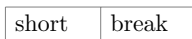
Example: TUPA Transition Sequence

⇒ SHIFT

stack



buffer



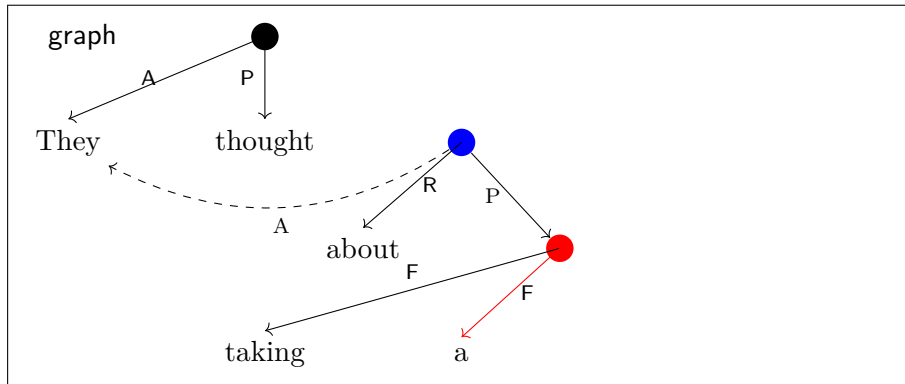
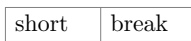
Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_F$

stack



buffer



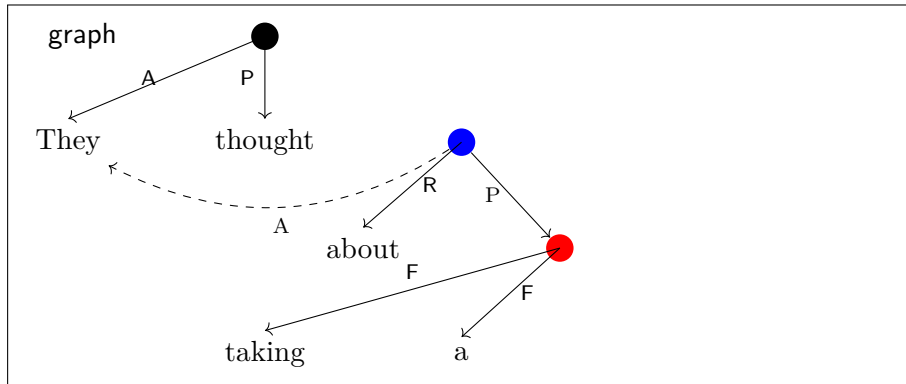
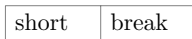
Example: TUPA Transition Sequence

⇒ REDUCE

stack



buffer



Example: TUPA Transition Sequence

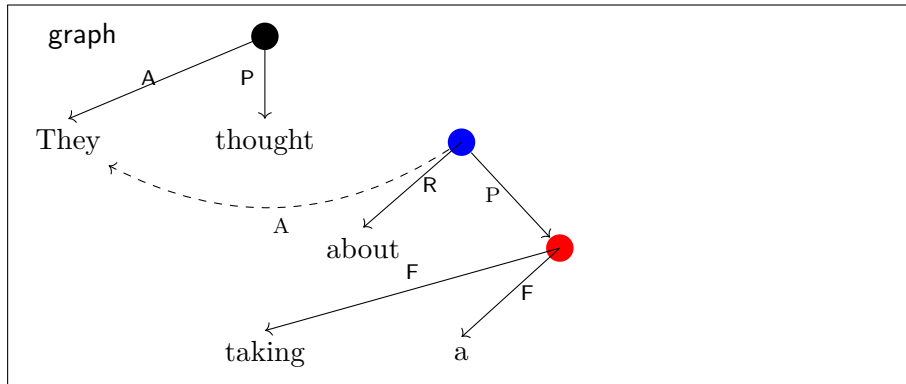
⇒ SHIFT

stack



buffer

break



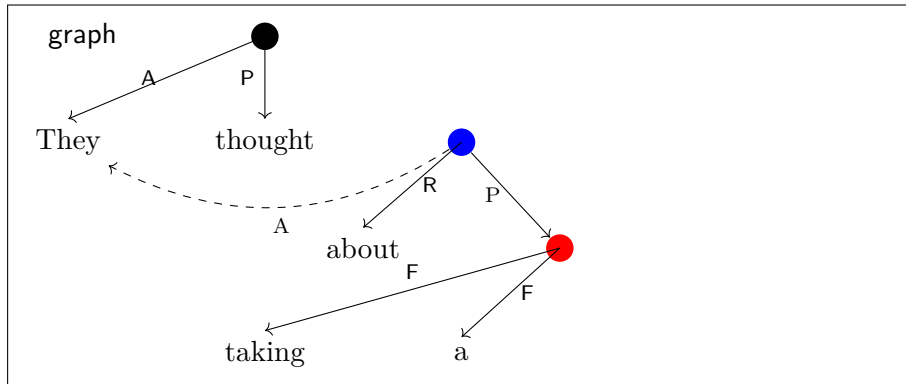
Example: TUPA Transition Sequence

⇒ SWAP

stack



buffer



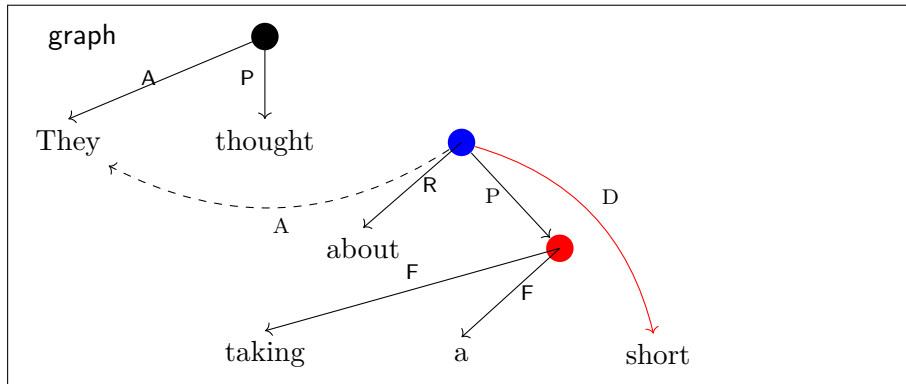
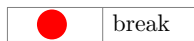
Example: TUPA Transition Sequence

\Rightarrow RIGHT-EDGE_D

stack



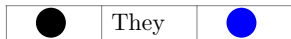
buffer



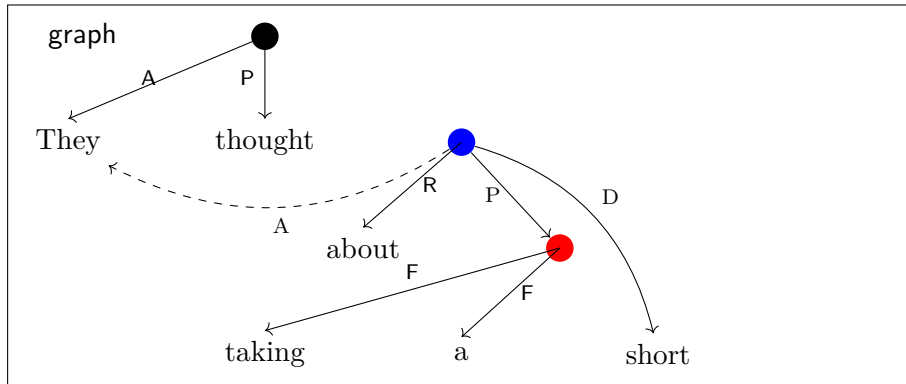
Example: TUPA Transition Sequence

⇒ REDUCE

stack



buffer



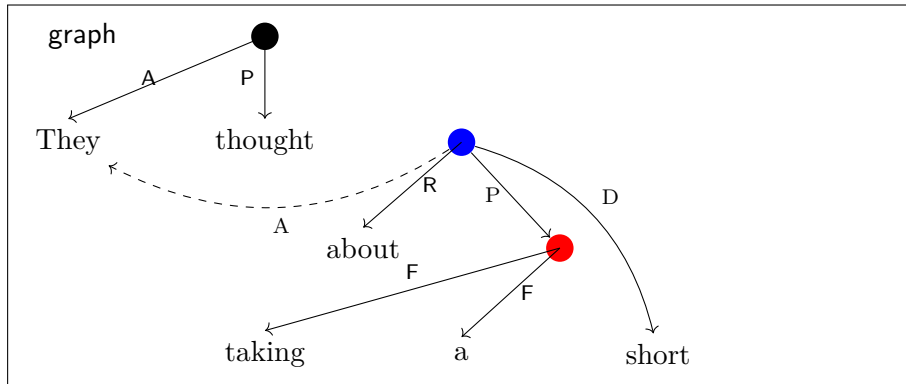
Example: TUPA Transition Sequence

⇒ SWAP

stack



buffer



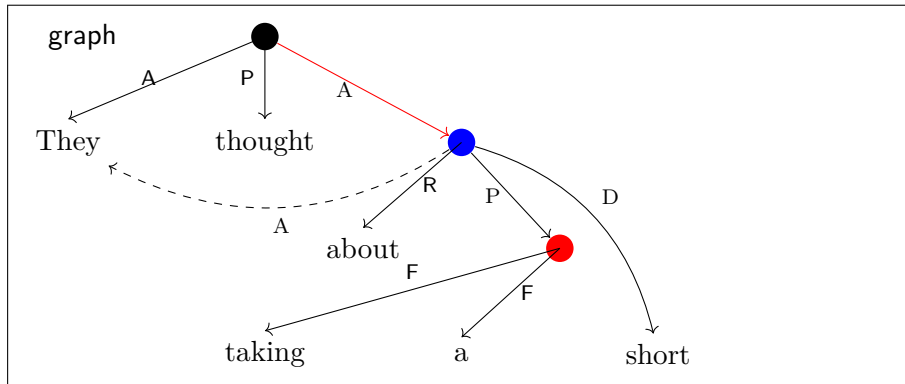
Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_A$

stack



buffer



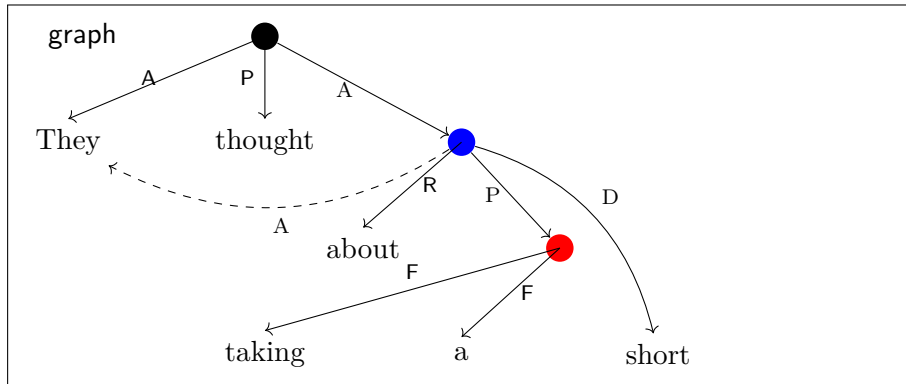
Example: TUPA Transition Sequence

⇒ REDUCE

stack



buffer



Example: TUPA Transition Sequence

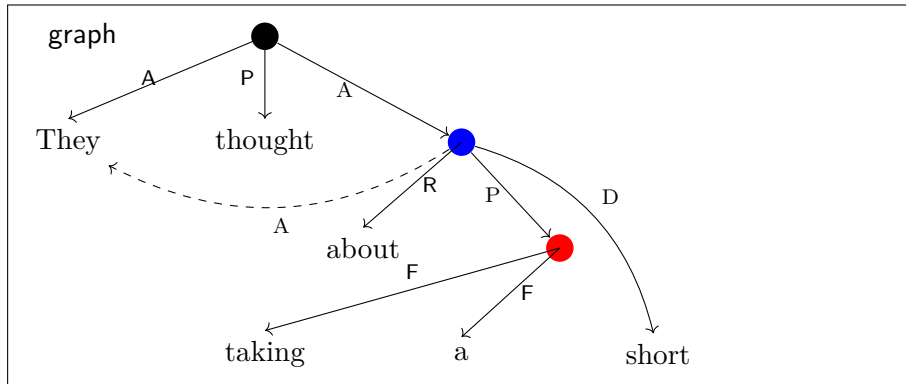
⇒ REDUCE

stack



buffer

They		break
------	---	-------



Example: TUPA Transition Sequence

⇒ SHIFT

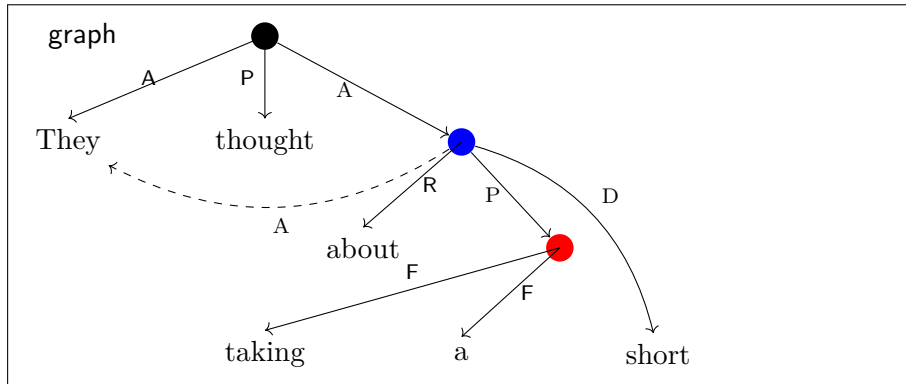
stack

They

buffer



break



Example: TUPA Transition Sequence

⇒ REDUCE

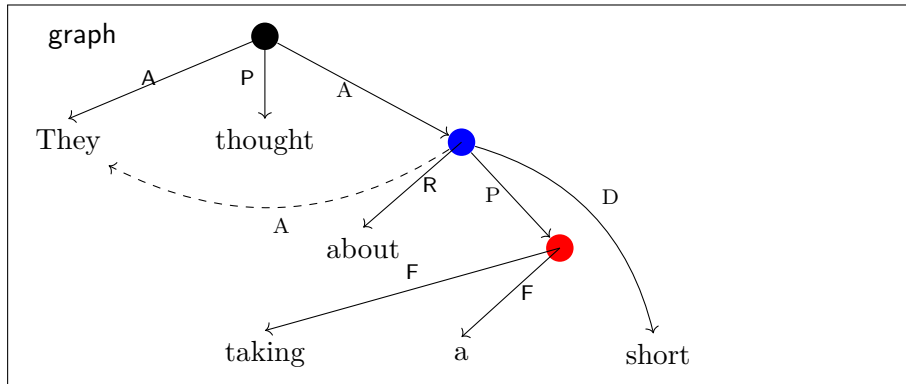
stack



buffer



break



Example: TUPA Transition Sequence

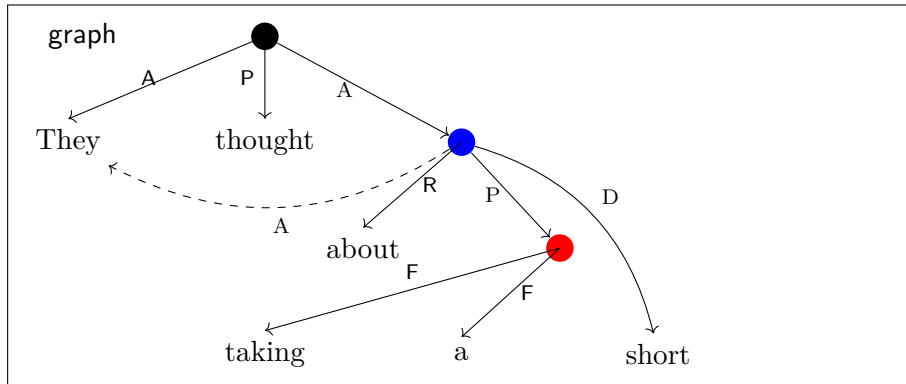
⇒ SHIFT

stack



buffer

break



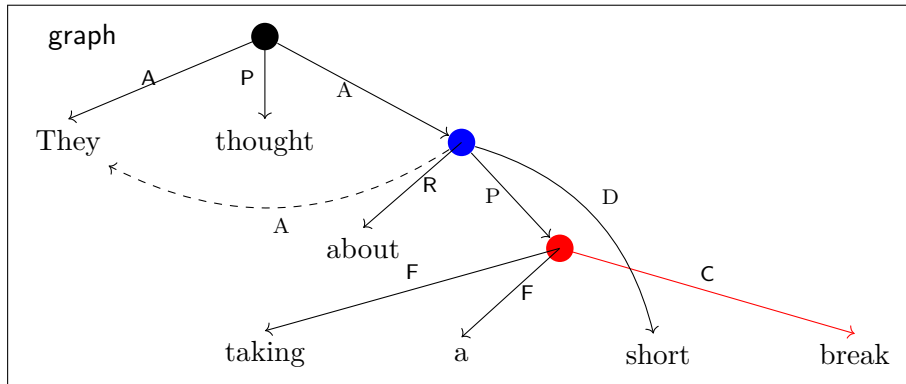
Example: TUPA Transition Sequence

$\Rightarrow \text{RIGHT-EDGE}_C$

stack



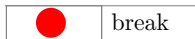
buffer



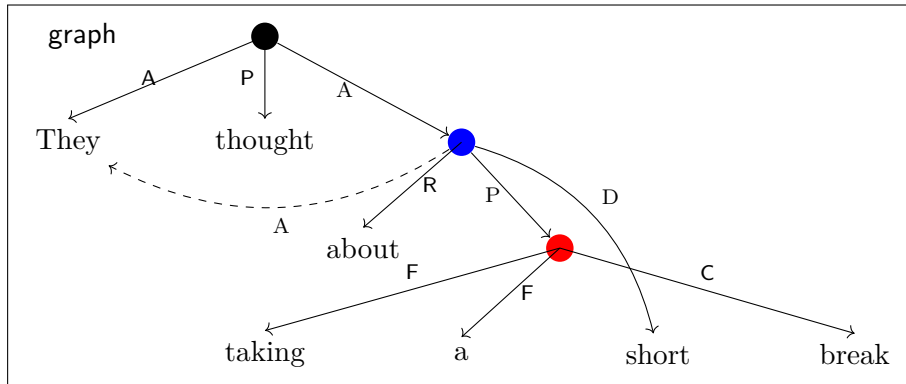
Example: TUPA Transition Sequence

⇒ FINISH

stack

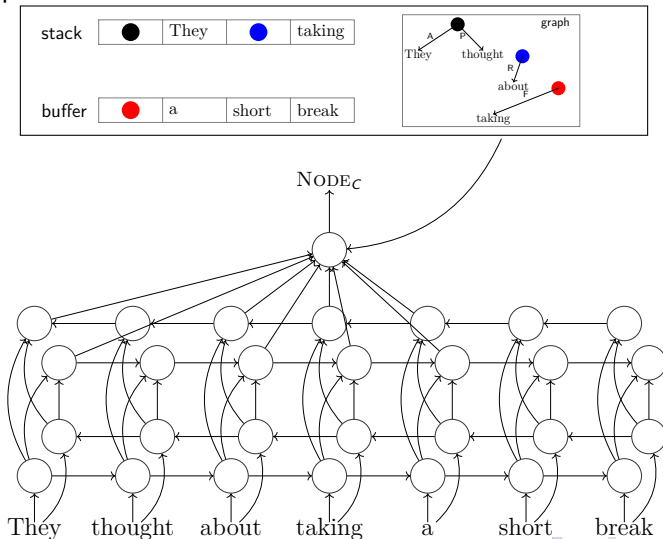


buffer



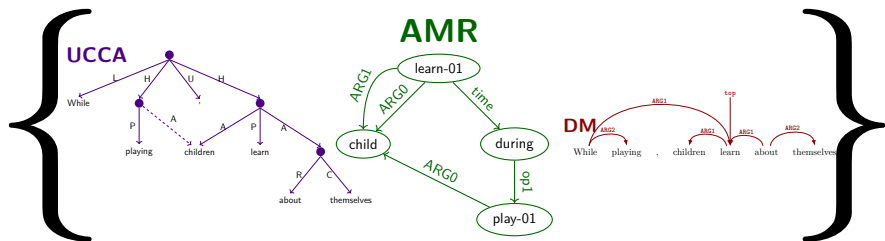
TUPA model

Learns to predict next transition based on current state.



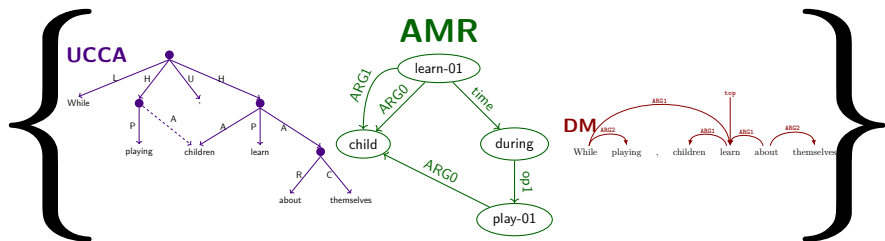
Sharing for better generalization

Multitask Parsing Across Semantic Representations (2018)



Sharing for better generalization

Multitask Parsing Across Semantic Representations (2018)



Improved UCCA parsing in English, French and German.

Shared tasks: parsing competitions

SemEval 2019 Task 1: Cross-lingual Semantic Parsing with UCCA

- 3 languages.
- 8 teams from 6 countries.



Shared tasks: parsing competitions

SemEval 2019 Task 1: Cross-lingual Semantic Parsing with UCCA

- 3 languages.
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MRP 2019: Cross-Framework Meaning Representation Parsing

- 5 frameworks.
- 18 teams from 8 countries.



Shared tasks: parsing competitions

SemEval 2019 Task 1: Cross-lingual Semantic Parsing with UCCA

- 3 languages.
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MRP 2019: Cross-Framework Meaning Representation Parsing

- 5 frameworks.
- 18 teams from 8 countries.



soon...

MRP 2020

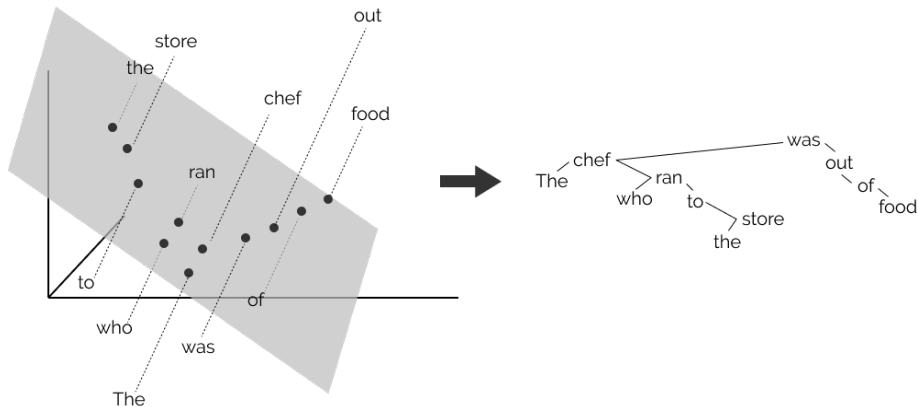
- More frameworks.
- 5 languages.



What can meaning representation do for NLP?

- Probing for linguistic knowledge
- Querying knowledge bases
- Better machine translation

Probing for linguistic knowledge

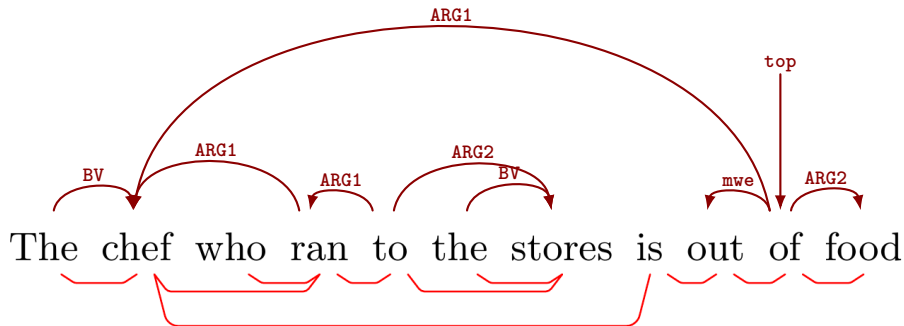


The chef who ran to the stores is out of food

<https://nlp.stanford.edu/~johnhew/structural-probe.html>

Probing for linguistic knowledge

Are meaning representations implicitly learned by pretrained encoders?



<https://nlp.stanford.edu/~johnhew/structural-probe.html>

Querying knowledge bases

Executable meaning representations: SQL, SPARQL

impressionist painters
18th-century American poets
birthplace of the writer of Tarzan
...

Querying knowledge bases

Executable meaning representations: SQL, SPARQL



impressionist painters
18th-century American poets
birthplace of the writer of Tarzan
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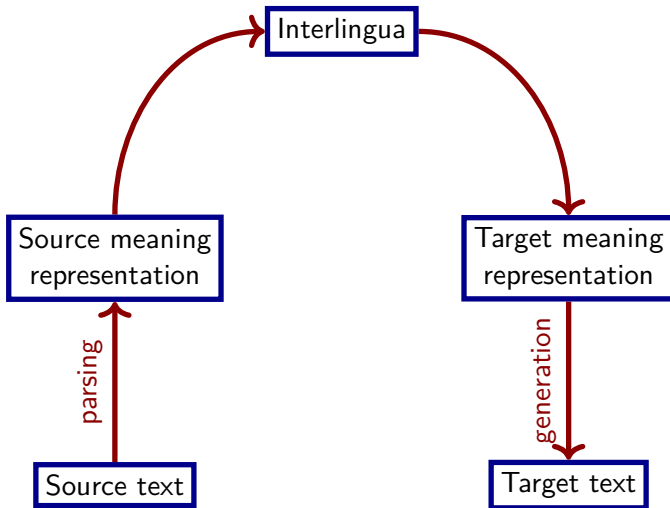
Querying knowledge bases

Executable meaning representations: SQL, SPARQL

```
SELECT DISTINCT ?painter ?painterLabel (count (DISTINCT ?exhibition) as ?  
exhibition_count)  
(group_concat(DISTINCT ?exhibitionLabel; separator=", ") as ?exhibitions)  
WHERE {  
  ?painter wdt:P106 wd:Q1028181 . #give me all people with occupation (P106) painter  
(Q1028181)  
  ?painter wdt:P135 wd:Q40415 . #who belonged to the impressionist (Q40415) movement  
(P135)  
  ?painting wdt:P170 ?painter . #the paintings created by (P170) the painter  
  ?painting wdt:P608 ?exhibition . #have an exhibition history (P608) at an exhibition  
  ?exhibition rdfs:label ?exhibitionLabel . #give me the english Labels of these  
exhibitions, if possible  
  FILTER (lang(?exhibitionLabel) = "en")  
  
  SERVICE wikibase:label {bd:serviceParam wikibase:language "en".}  
} GROUP BY ?painter ?painterLabel
```

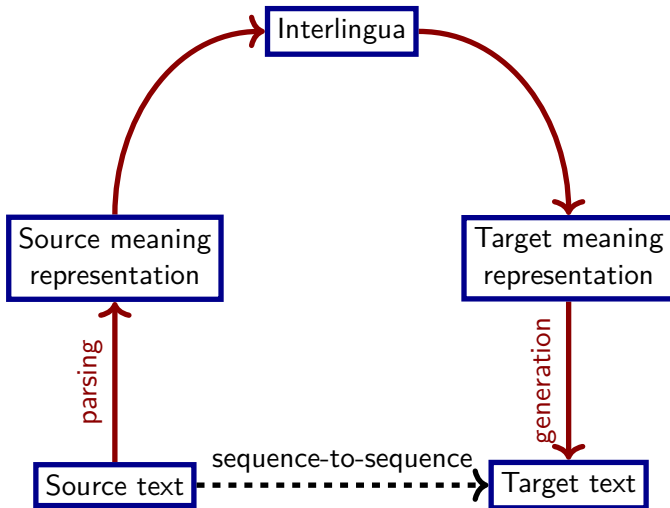

Better machine translation

(Simplified) *Vauquois triangle*:



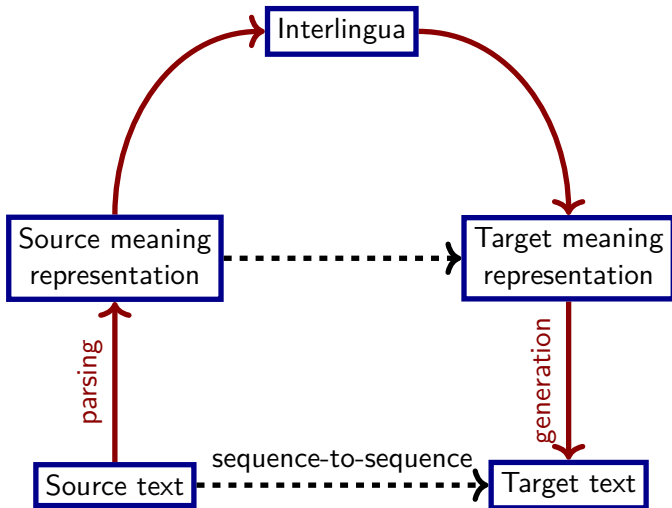
Better machine translation

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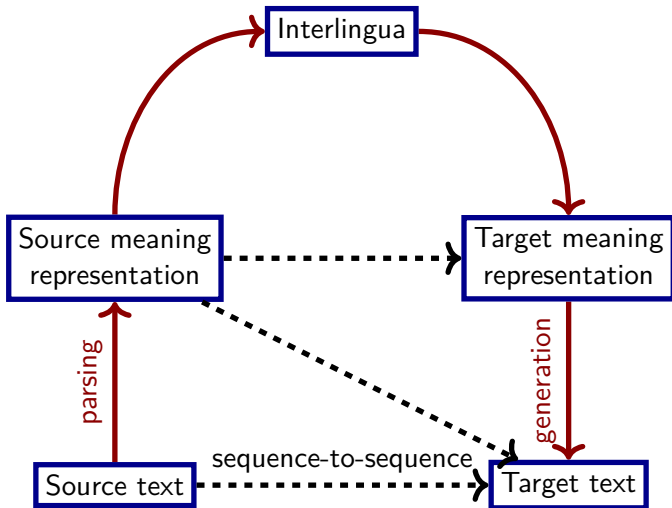
Better machine translation

(Simplified) *Vauquois triangle*:



Better machine translation

(Simplified) *Vauquois triangle*:



DIKU:

- Natural Language Processing
- Advanced Topics in Natural Language Processing
- Elements of Machine Learning
- Machine Learning
- Data Science

Linguistics:

- Semantics and pragmatics
- Language Processing 2
- Language 3 – Semantics, Interaction Analysis, and Linguistic Theory

(I am not teaching yet.)

Contact me...

... if you are interested in a project on

- Multilingual Enhanced Universal Dependency Parsing
- Meaning Representation Encoding for Machine Translation
- Semantic Dependency Probing of Pretrained Encoders
- Linguistic Analysis of Pretraining Methods
- Recursive Composition in Stack Pointer Parsers
- Phase Transitions in Word Representation
- Training Parsers with Translation Signals

dh@di.ku.dk