

# Natural Language Understanding: Foundations and State-of-the-Art

Percy Liang



"Foundations of ML" Bootcamp  
January 26, 2017

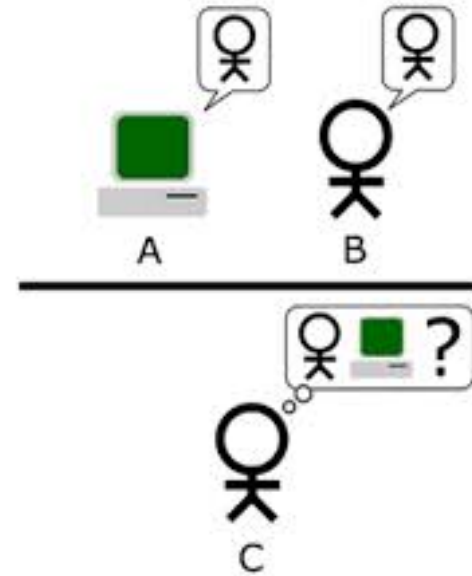
# The Imitation Game (1950)

"Can machines think?"



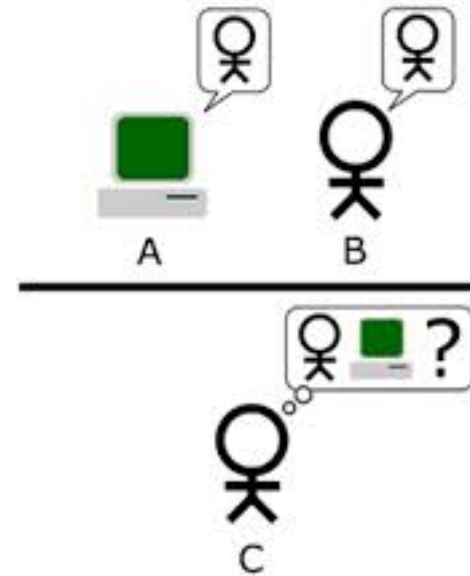
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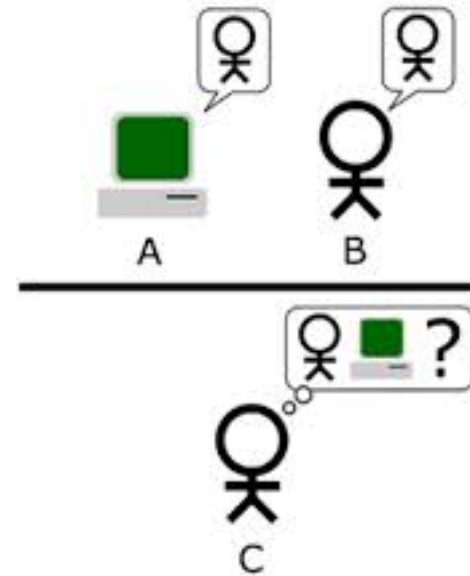
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- Q: Please write me a sonnet on the subject of the Forth Bridge.
- A: Count me out on this one. I never could write poetry.
- Q: Add 34957 to 70764.
- A: (Pause about 30 seconds and then give as answer) 105621.

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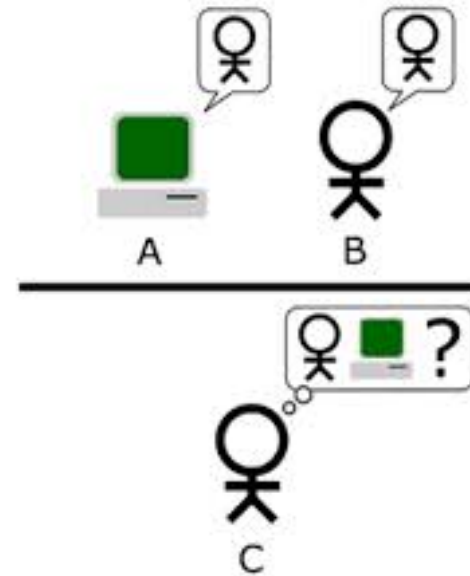
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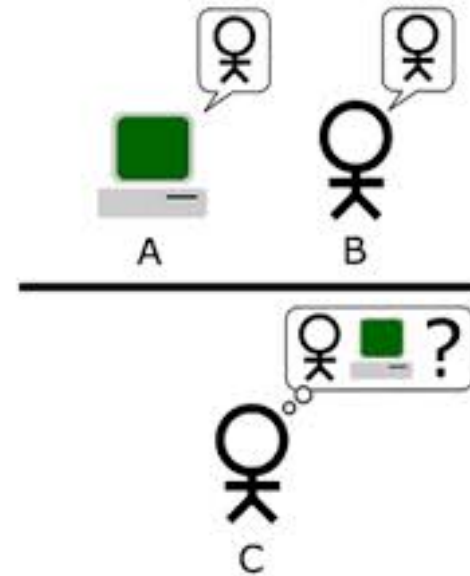
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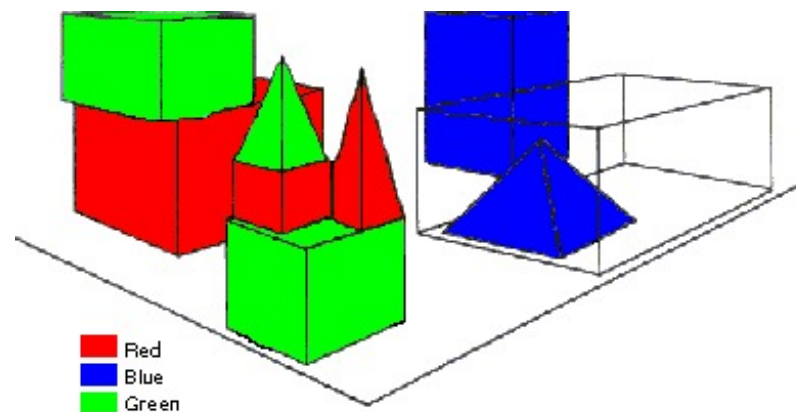
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# SHRDLU (1971)



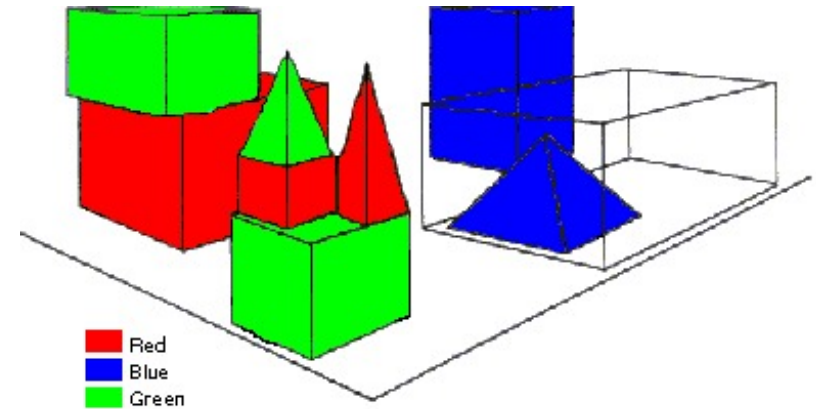


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**Person:** Pick up a big red block.

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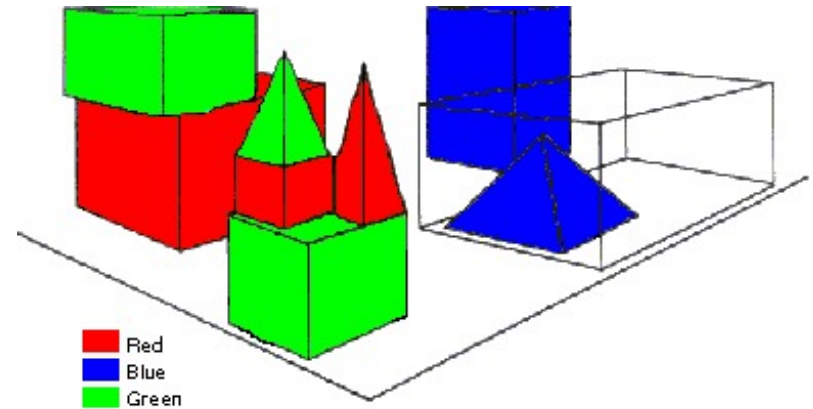


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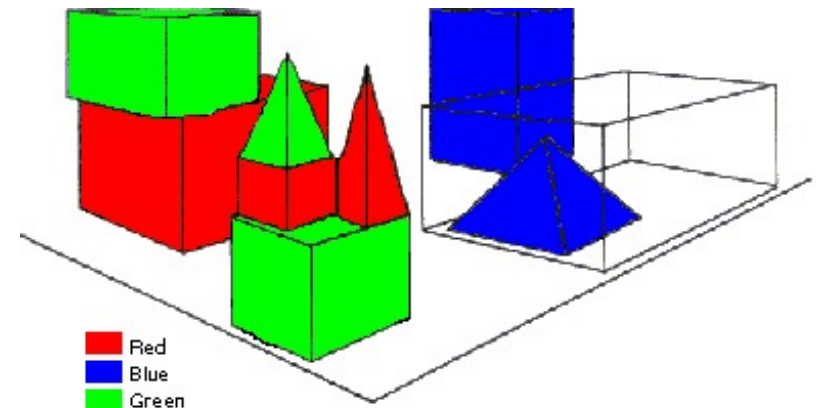
**Computer:** OK.

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**Person (changing their mind):** Find a block which is taller than the one you are holding and put it into the box.

**Computer:** By "it", I assume you mean the block which is taller than the one I am holding.



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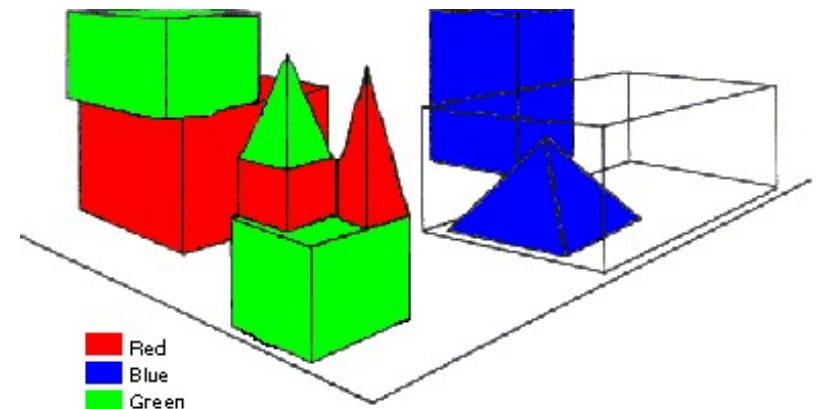
**Computer:** OK.

**Person:** What does the box contain?

**Computer:** The blue pyramid and the blue block.

**Person:** What is the pyramid supported by?

**Computer:** The box.



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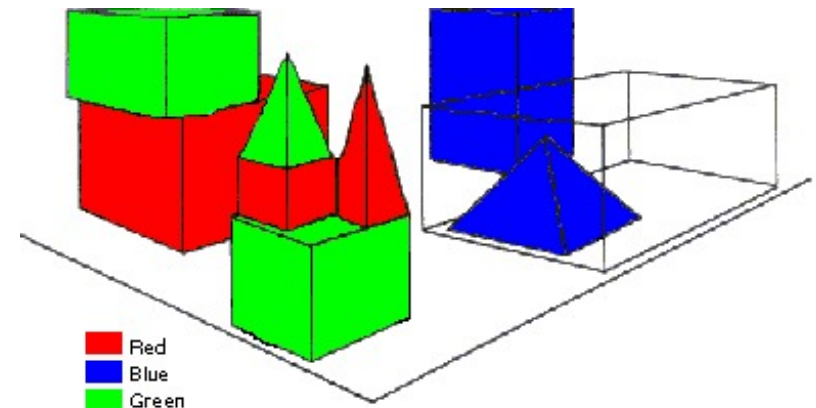
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end-to-end



# The Complexity Barrier

A number of people have suggested to me that large programs like the SHRDLU program for understanding natural language represent a kind of **dead end** in AI programming. **Complex interactions** between its components give the program much of its power, but at the same time they present a formidable obstacle to understanding and extending it. In order to grasp any part, it is necessary to understand how it fits with other parts, presents a dense mass, with **no easy footholds**. Even having written the program, I find it near the limit of what I can keep in mind at once.

— Terry Winograd (1972)

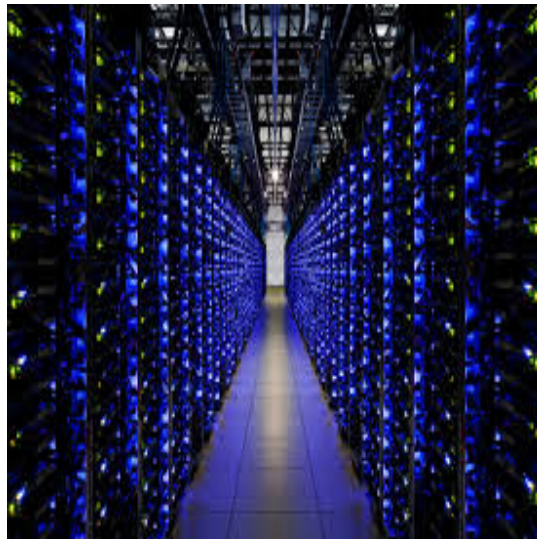
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Compute

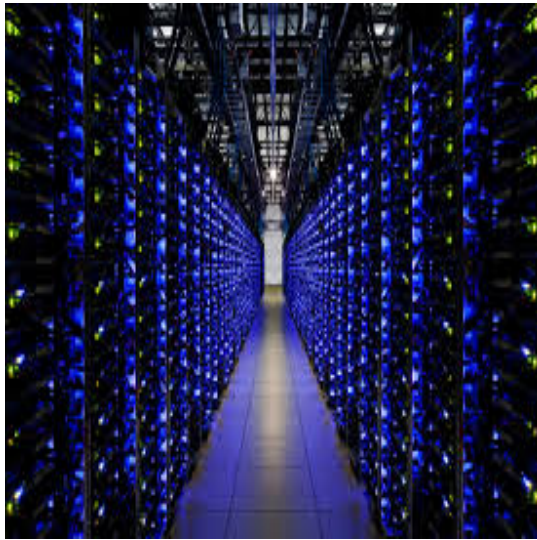




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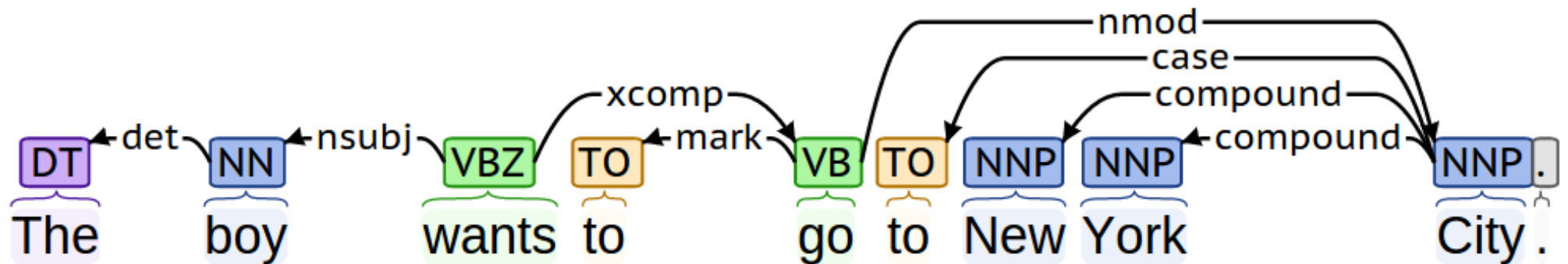


Data

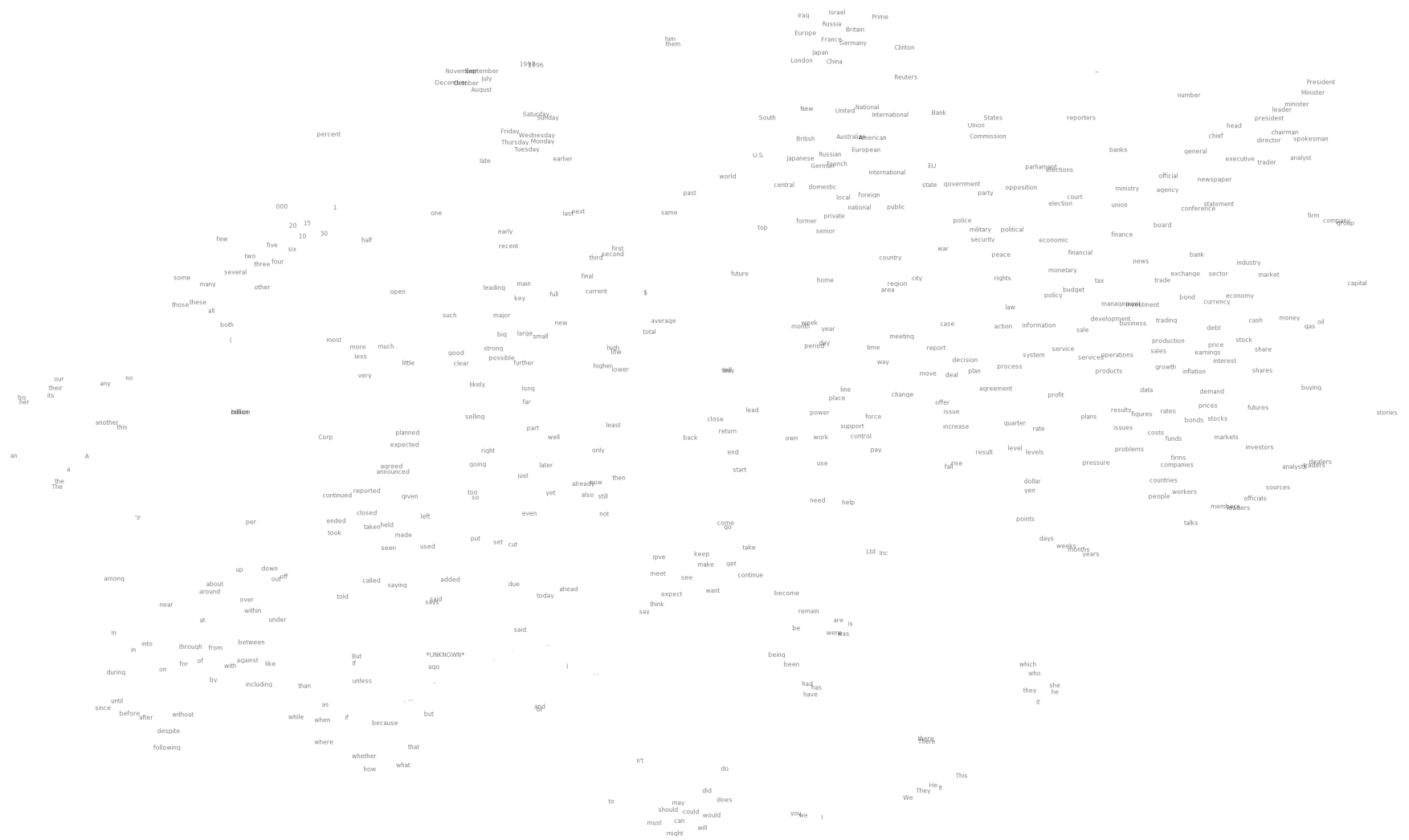


# Statistical NLP: dependency parsing

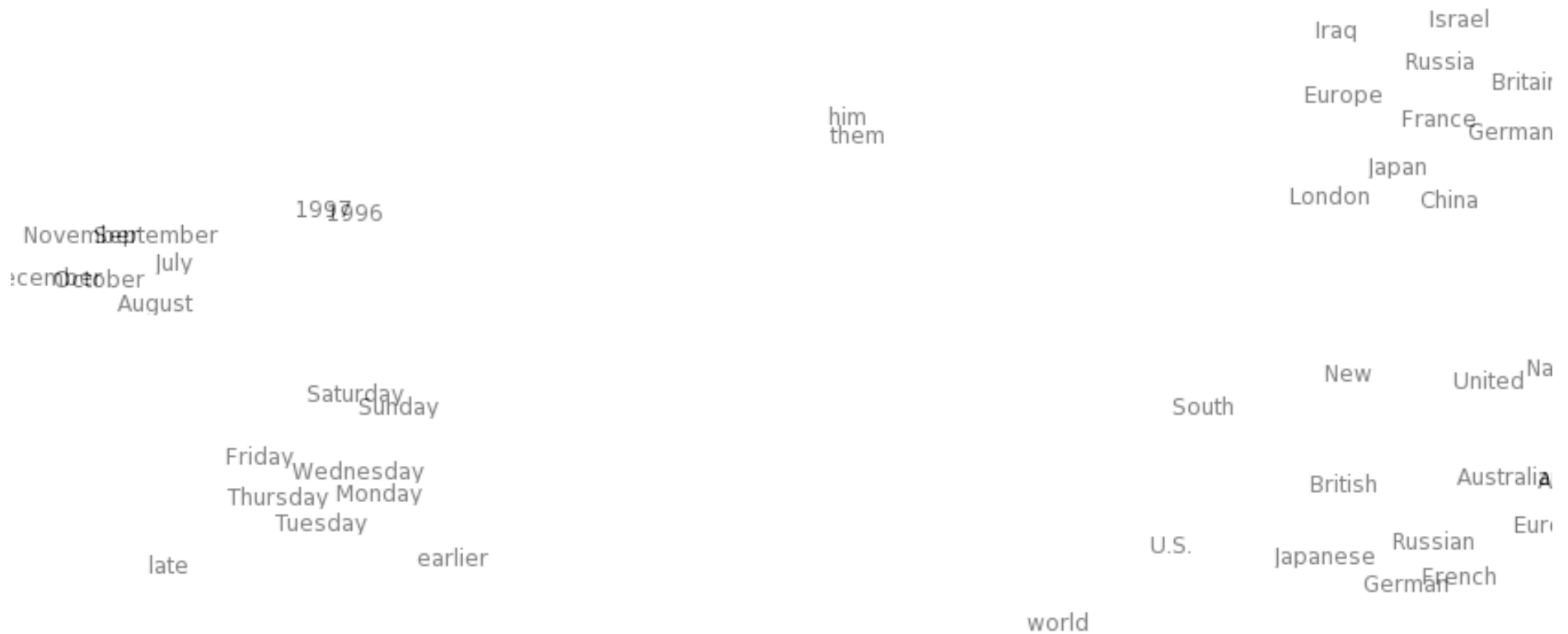
*The boy wants to go to New York City.*



# Statistical NLP: word vectors

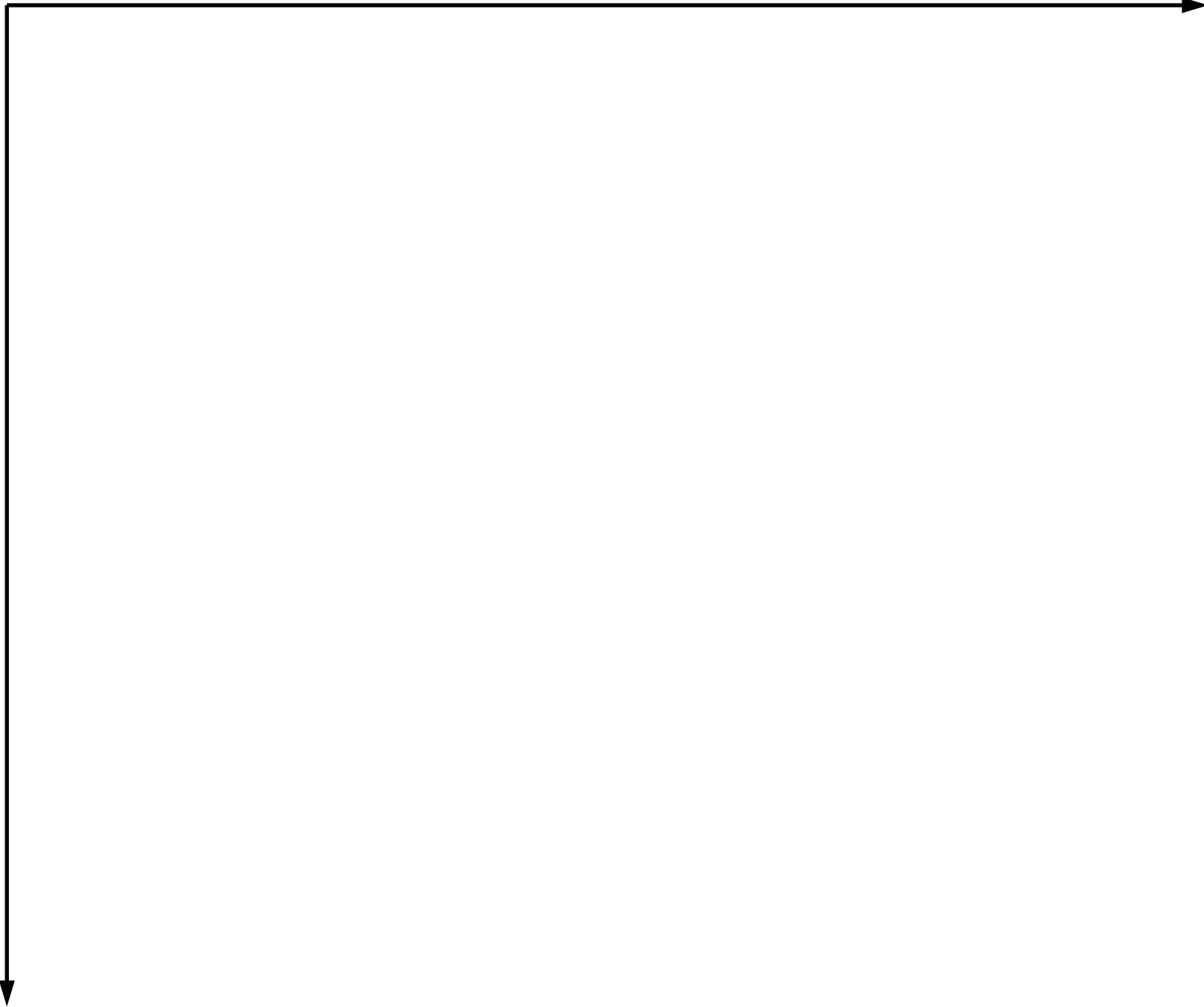


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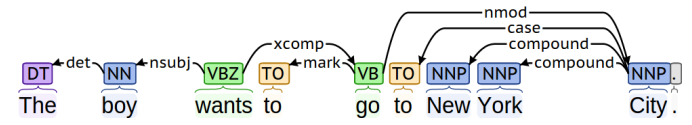
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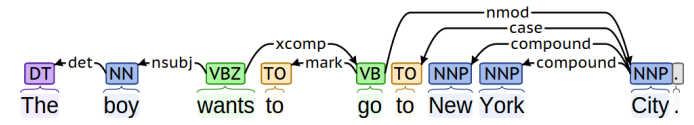


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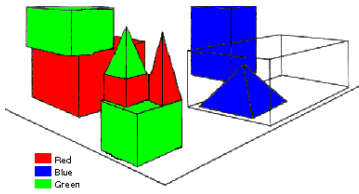
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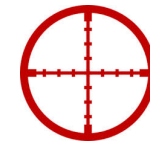
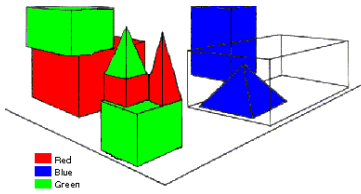
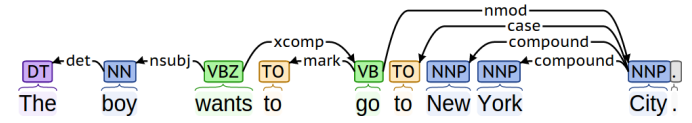


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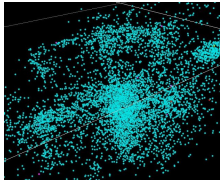
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- now: **???** for natural language understanding

# Outline



## Properties of language



## Distributional semantics



## Frame semantics



## Model-theoretic semantics



## Interactive learning



## Reflections

# Levels of linguistic analyses

*natural language utterance*



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**Syntax:** what is grammatical?

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**Semantics:** what does it mean?

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**Pragmatics:** what does it do?

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Good **semantics**, bad **pragmatics**:

correct implementation of deep neural network  
for estimating coin flip prob.

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*light*



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Multi-word expressions: meaning unit beyond a word

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Polysemy: one word has multiple meanings (**word senses**)

- *The **light** was filtered through a soft glass window.*
- *He stepped into the **light**.*
- *This lamp **lights** up the room.*
- *The load is not **light**.*

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But there's more to meaning than similarity...



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Useful for **entailment**:

*I am giving a talk about natural language semantics.*

⇒

*I am speaking.*

# Compositional semantics

Two ideas: **model theory** and **compositionality**

Model theory: sentences refer to the world

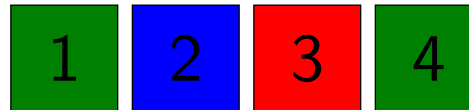
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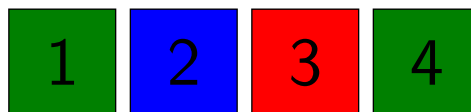


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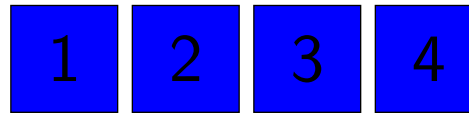
Compositionality: meaning of whole is meaning of parts

*The [block left of the red block] is blue.*

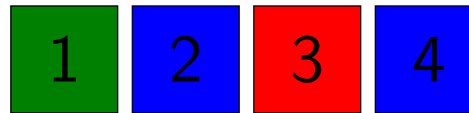
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Universal and existential quantification:

**Every** *block is blue.*



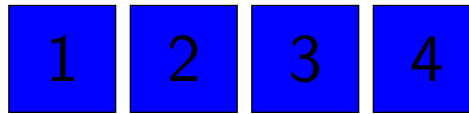
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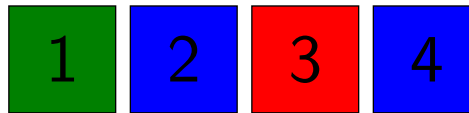
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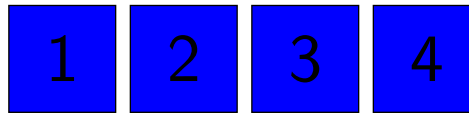




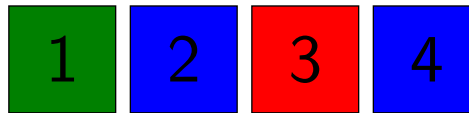
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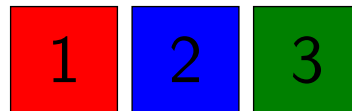


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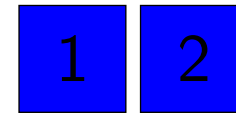
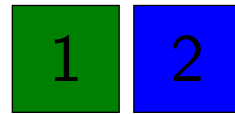
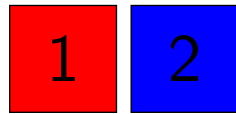
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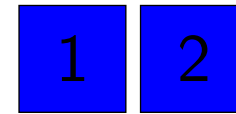
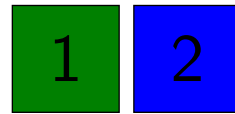
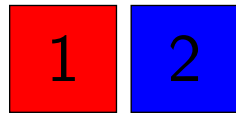
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Beliefs:

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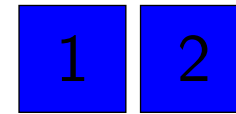
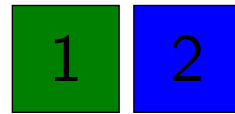
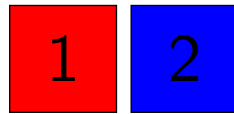


Superman

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Superman

*Lois believes Superman is a hero.*

$\neq$

*Lois believes Clark Kent is a hero.*

# Pragmatics

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- *A: What on earth has happened to the roast beef?*

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- Presupposition: *I once was eating meat.*



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Pragmatics: what is the speaker really conveying?

- Underlying principle (Grice, 1975): language is cooperative game between speaker and listener
- Implicatures and presuppositions depend on people and context and involves soft inference (machine learning opportunities here!)

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**Uncertainty:** due to an imperfect statistical model

*The witness was being **contumacious**.*

# Summary so far

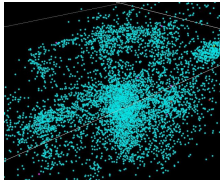


- **Analyses:** syntax, semantics, pragmatics
- **Lexical semantics:** synonymy, hyponymy/meronymy
- **Compositional semantics:** model theory, compositionality
- **Challenges:** polysemy, vagueness, ambiguity, uncertainty

# Outline



Properties of language



**Distributional semantics**



Frame semantics



Model-theoretic semantics



Interactive learning



Reflections



# Distributional semantics: warmup

*The new design has ----- lines.*

*Let's try to keep the kitchen -----.*

*I forgot to ----- out the cabinet.*

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What does ----- mean?

# Distributional semantics

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Observation: **context** can tell us a lot about word meaning

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Roots in linguistics:

- **Distributional hypothesis**: Semantically similar words occur in similar contexts [Harris, 1954]
- "You shall know a word by the company it keeps." [Firth, 1957]

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- "You shall know a word by the company it keeps." [Firth, 1957]
- Contrast: Chomsky's generative grammar (lots of hidden prior structure, no data)

# Distributional semantics

*The new design has ----- lines.*

Observation: **context** can tell us a lot about word meaning

Context: local window around a word occurrence (for now)

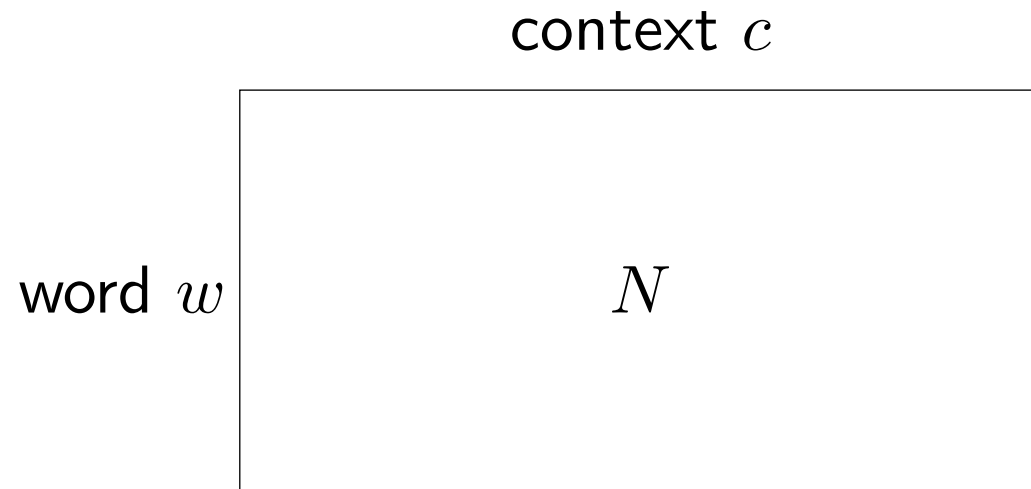
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Upshot: **data-driven!**

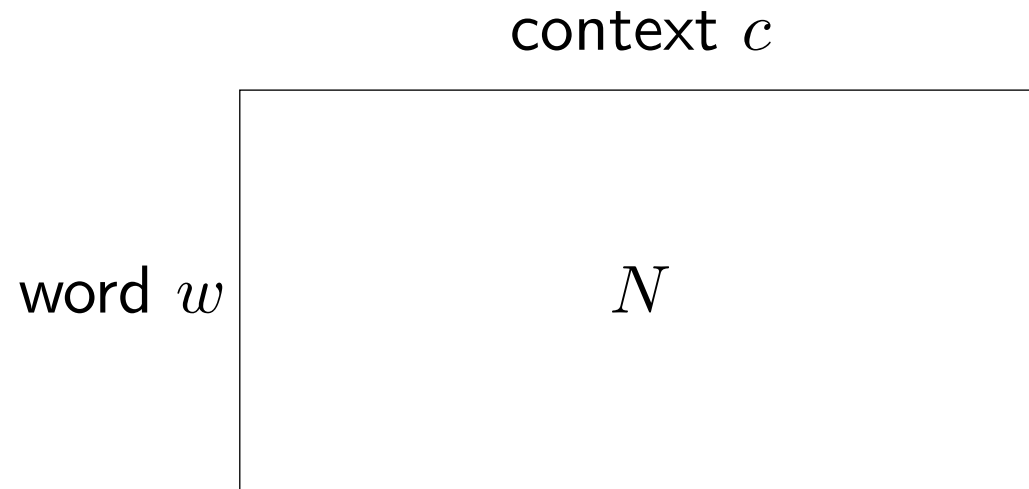
# General recipe

1. Form a **word-context matrix** of counts (data)

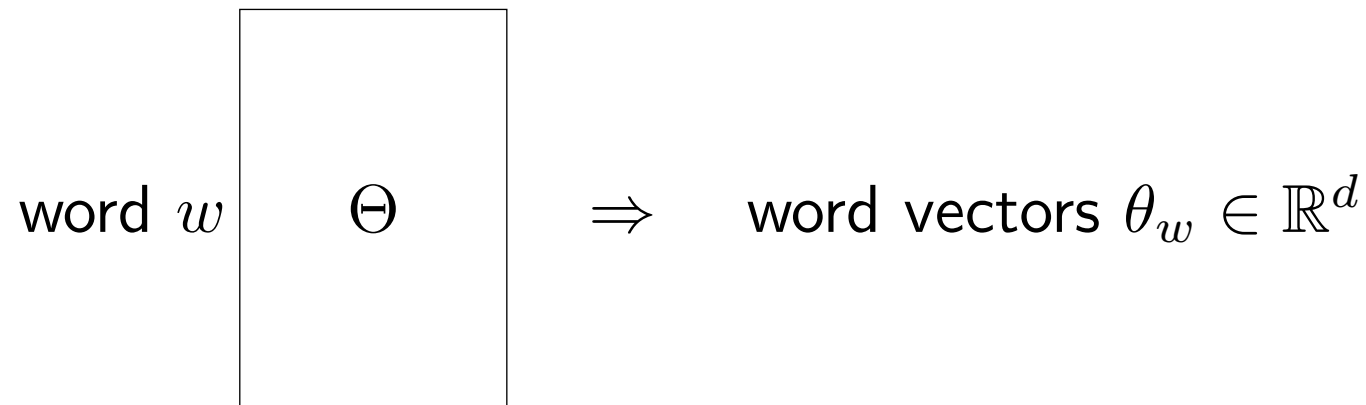


# General recipe

1. Form a **word-context matrix** of counts (data)



2. Perform **dimensionality reduction** (generalize)





# Latent semantic analysis

Data:

Doc1: *Cats have tails.*

Doc2: *Dogs have tails.*

# Latent semantic analysis

Data:

Doc1: *Cats have tails.*

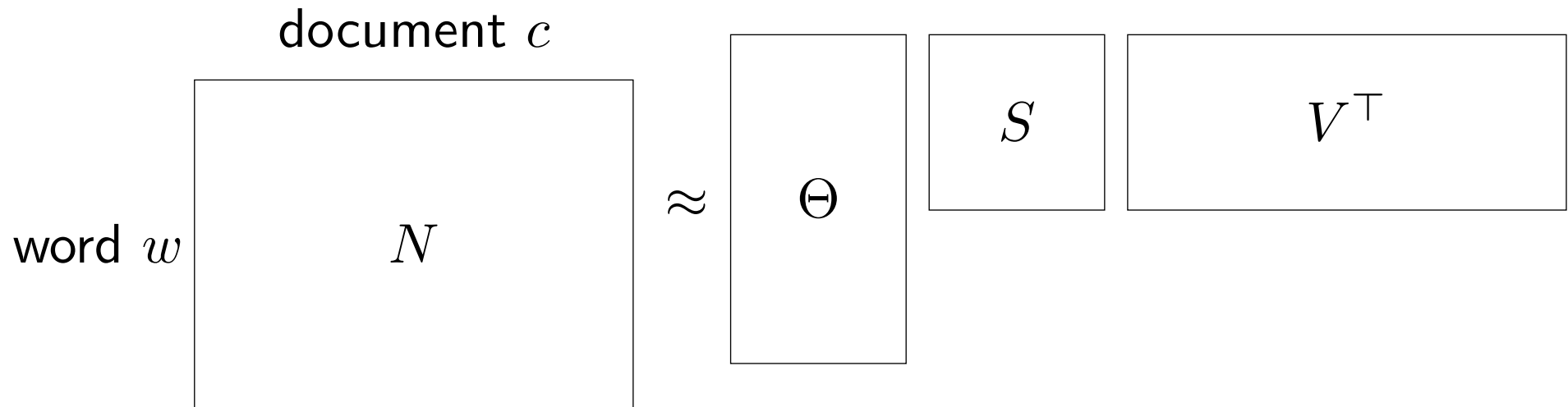
Doc2: *Dogs have tails.*

Matrix: contexts = **documents** that word appear in

	Doc1	Doc2
cats	1	0
dogs	0	1
have	1	1
tails	1	1

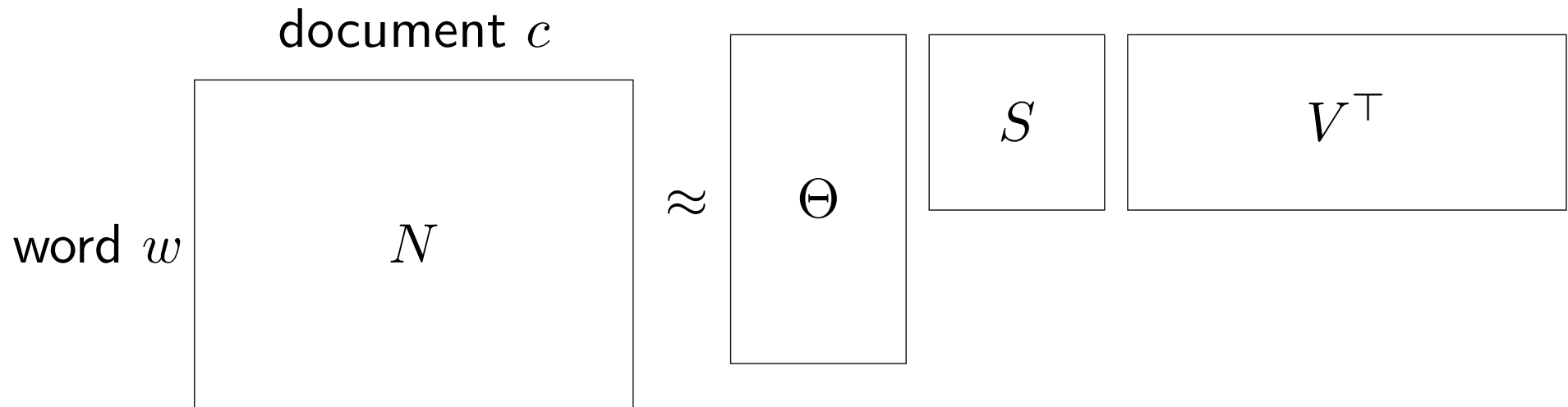
# Latent semantic analysis

Dimensionality reduction: **SVD**



# Latent semantic analysis

Dimensionality reduction: **SVD**



- Used for information retrieval
- Match query to documents in latent space rather than on keywords

# Skip-gram model with negative sampling

Data:

*Cats and dogs have tails.*

# Skip-gram model with negative sampling

Data:

*Cats and dogs have tails.*

Form matrix: contexts = words in a window

	cats	and	dogs	have	tails
cats	0	1	0	0	0
and	1	0	1	0	0
dogs	0	1	0	1	0
have	0	0	1	0	1
tails	0	0	0	1	0

# Skip-gram model with negative sampling

Dimensionality reduction: **logistic regression with SGD**

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Model: predict good  $(w, c)$  using logistic regression

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Positives:  $(w, c)$  from data

Negatives:  $(w, c')$  for irrelevant  $c'$  ( $k$  times more)

+ (cats, AI)      - (cats, linguistics)      - (cats, statistics)

# Other models

## Multinomial models:

- HMM word clustering [Brown et al., 1992]
- Latent Dirichlet Allocation [Blei et al., 2003]

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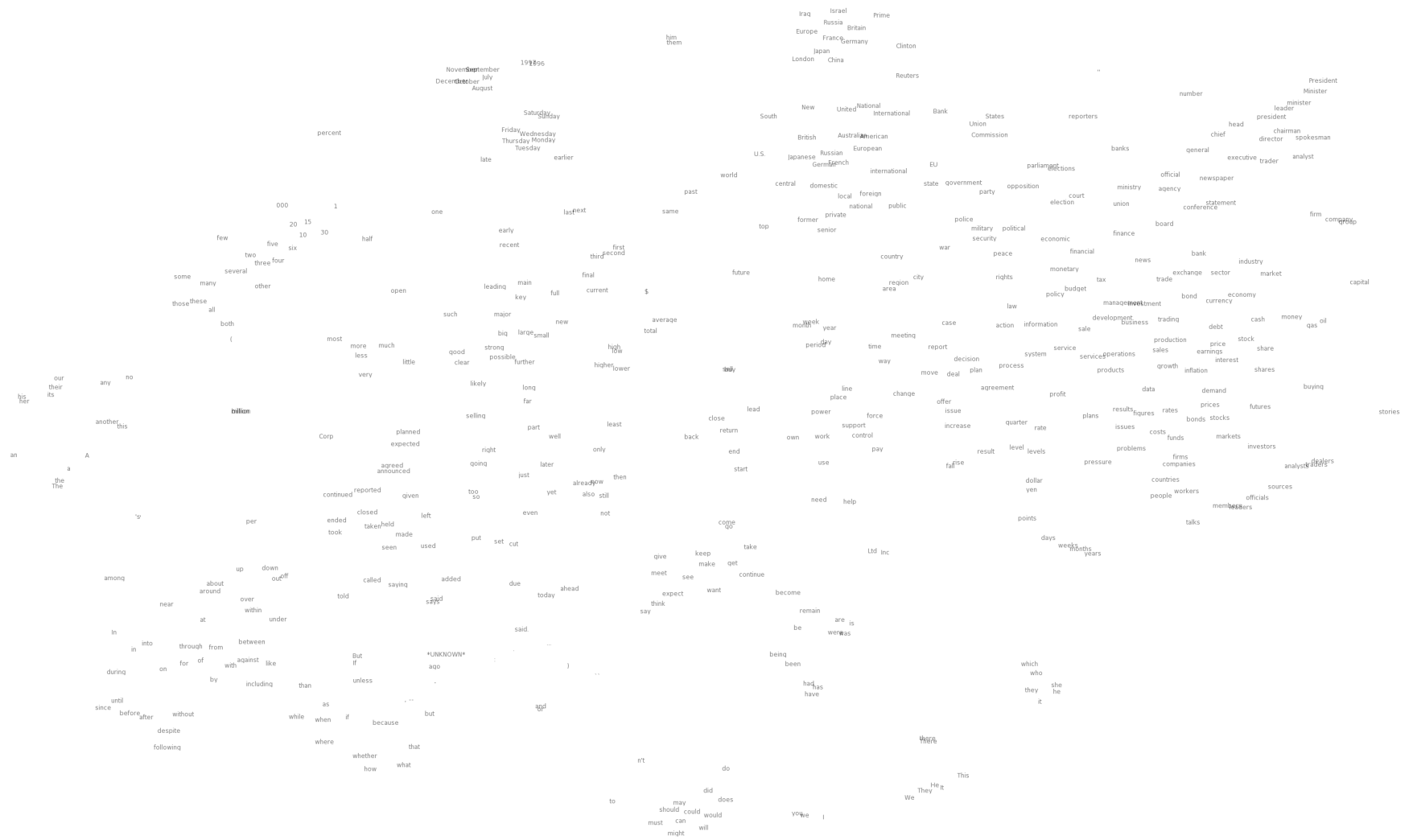
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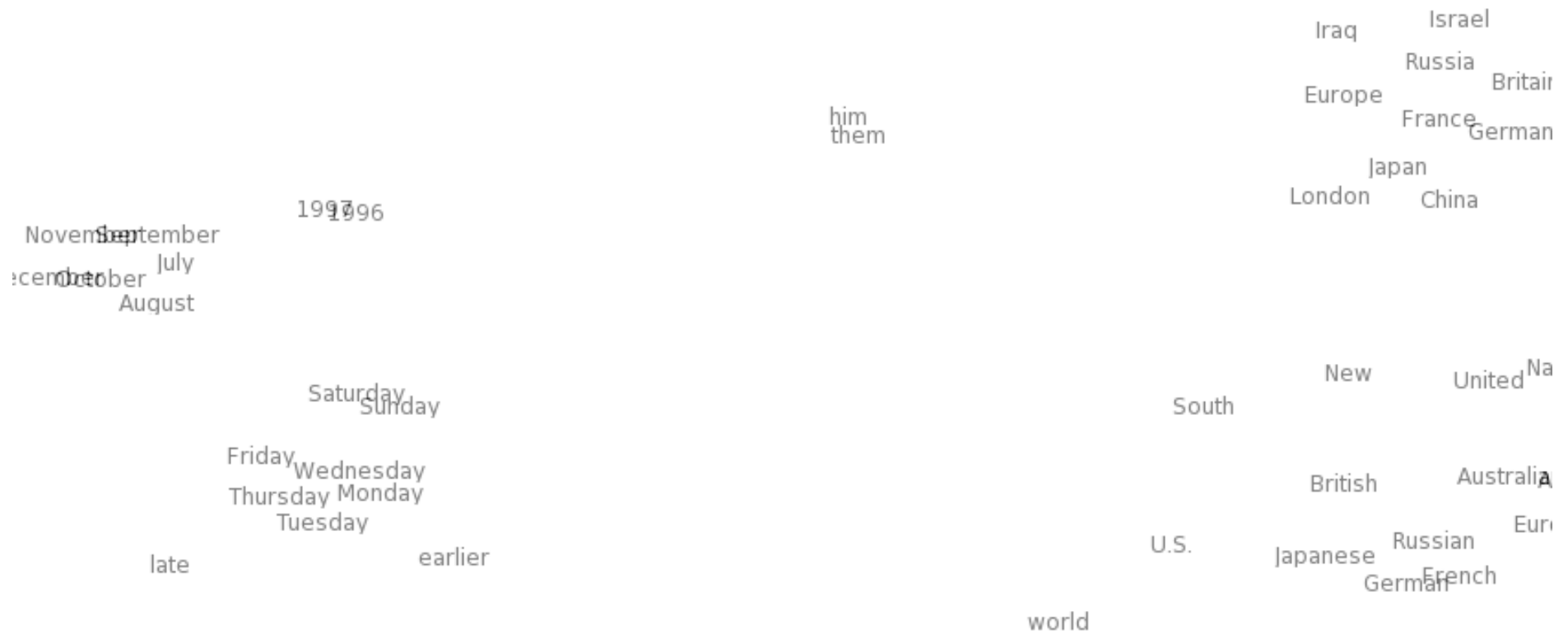
## Recurrent/recursive models: (can embed phrases too)

- Neural language models [Bengio et al., 2003]
- Neural machine translation [Sutskever/Vinyals/Le, 2014, Cho/Merrienboer/Bahdanau/Bengio, 2014]
- Recursive neural networks [Socher/Lin/Ng/Manning, 2011]

# 2D visualization of word vectors



# 2D visualization of word vectors



# Nearest neighbors

**cherish**

(words)

*adore*  
*love*  
*admire*  
*embrace*  
*rejoice*

(contexts)

*cherish*  
*both*  
*love*  
*pride*  
*thy*

quasi-synonyms

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**tiger**

(words)

*leopard*  
*dhole*  
*warthog*  
*rhinoceros*  
*lion*

(contexts)

*tiger*  
*leopard*  
*panthera*  
*woods*  
*puma*

co-hyponyms



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Many things under **semantic similarity!**

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Suppose *Barack Obama* always appear together (a **collocation**).

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Suppose *Barack Obama* always appear together (a **collocation**).

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- so-called more "semantic"

Local context (neighbors):

- different context  $\Rightarrow \theta_{\text{Barack}}$  far from  $\theta_{\text{Obama}}$
- so-called more "syntactic"

# Summary so far

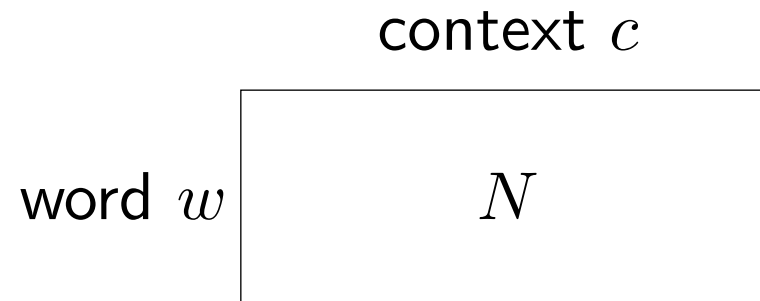


- **Premise:** semantics = context of word/phrase

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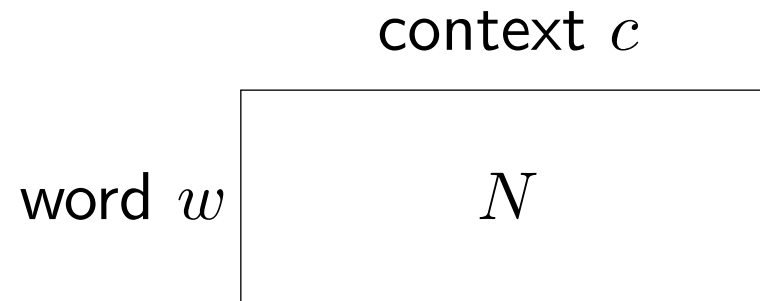
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# Summary so far



- **Premise:** semantics = context of word/phrase
- **Recipe:** form word-context matrix + dimensionality reduction



## Pros:

- Simple models, leverage tons of raw text
- Context captures nuanced information about usage
- Word vectors useful in downstream tasks



# Food for thought



What **contexts**?

- No such thing as pure unsupervised learning, representation depends on choice of context (e.g., global/local/task-specific)
- Language is not just text in isolation, context should include world/environment

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Examples to ponder:

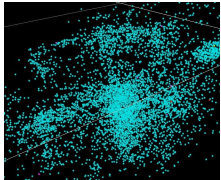
*Cynthia sold the bike for \$200.*

*The bike sold for \$200.*

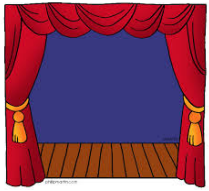
# Outline



Properties of language



Distributional semantics



**Frame semantics**



Model-theoretic semantics



Interactive learning



Reflections

# Word meaning revisited

*sold*

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Distributional semantics: all the contexts in which *sold* occurs

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Frame semantics: meaning given by a **frame**, a stereotypical situation

Commercial transaction

SELLER : ?

BUYER : ?

GOODS : ?

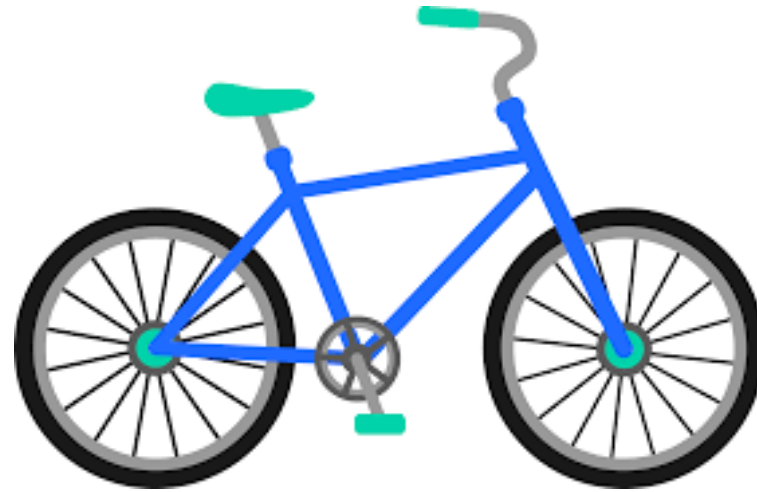
PRICE : ?

# An example

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Commercial transaction

**SELLER** : *Cynthia*

**GOODS** : *the bike*

**PRICE** : *\$200*



# Two properties of frames

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*widow*

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*Cynthia sold the bike (to Bob).*

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- *rob* highlights person, *steal* highlights goods

*Cynthia robbed Bob (of the bike).*

*Cynthia stole the bike (from Bob).*

# Historical developments

## Linguistics:

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## NLP:

- FrameNet (1998) and PropBank (2002)

# From syntax to semantics

Commercial transaction

SELLER : *Cynthia*

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GOODS : *the bike*

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*Cynthia sold the bike to Bob for \$200.*

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**Goal: syntactic positions**  $\Rightarrow$  **semantic roles**

# Semantic role labeling

Task:

Input: *Cynthia sold the bike to Bob for \$200*

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## Subtasks:

1. Frame identification (PREDICATE)
2. Argument identification (SELLER, GOODS, etc.)

# A brief history

- First system (on FrameNet) [Gildea/Jurafsky, 2002]
- CoNLL shared tasks [2004, 2005]
- Use ILP to enforce constraints on arguments [Punyakanok/Roth/Yih, 2008]
- No feature engineering or parse trees [Collobert/Weston, 2008]
- Semi-supervised frame identification [Das/Smith, 2011]
- Embeddings for frame identification [Hermann/Das/Weston/Ganchev, 2014]
- Dynamic programming for some argument constraints [Tackstrom/Ganchev/Das, 2015]

# Abstract meaning representation (AMR)

Semantic role labeling:

- predicate + semantic roles

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Cynthia went back to Lille because she liked it.

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Person  
Cynthia went back to Lille because she liked it.
   
Loc

Coreference resolution:

Mention  
Cynthia went back to Lille because she liked it .
   
Ment      M      M

Dashed lines labeled "Coref" connect the "Mention" box to the "Ment" box, and the "Ment" box to both "M" boxes.

# Abstract meaning representation (AMR)

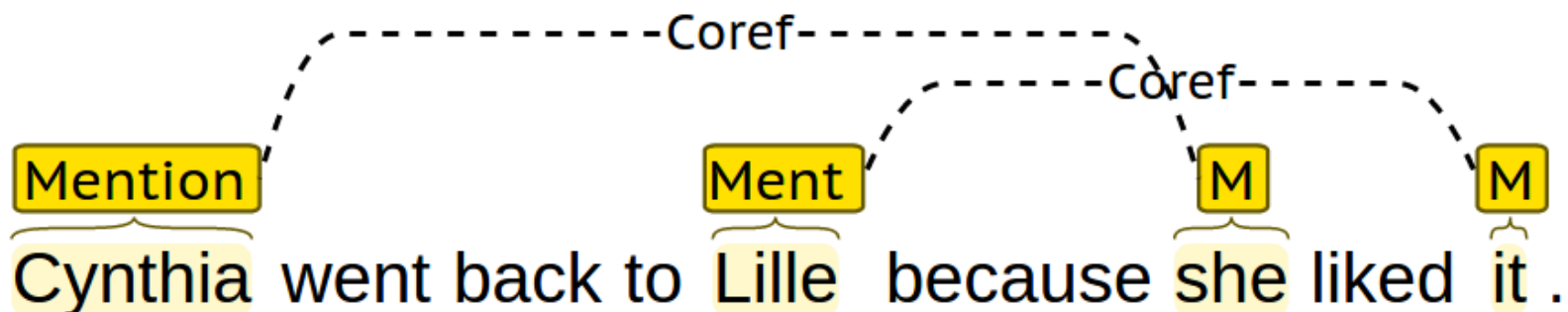
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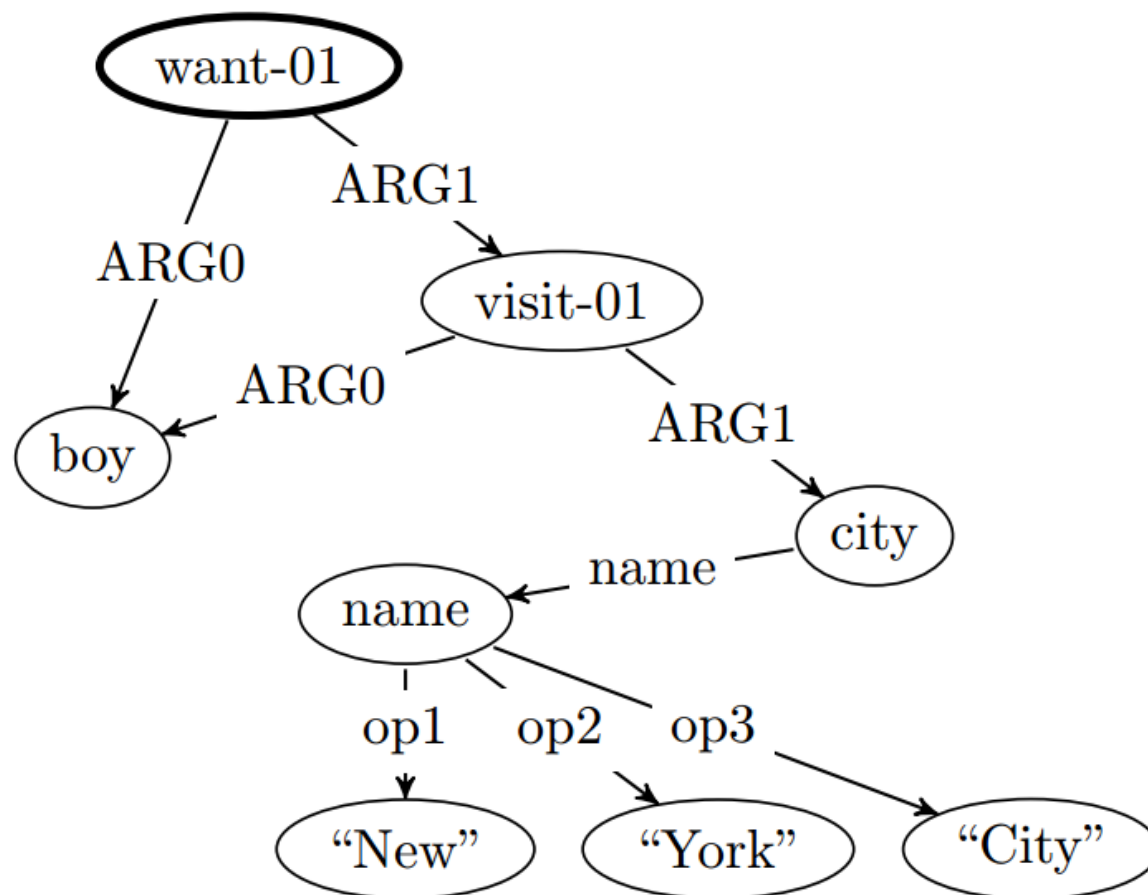
Motivation of AMR: **unify all semantic annotation**

# AMR parsing task

Input: sentence

*The boy wants to go to New York City.*

Output: graph



# Summary so far



- **Frames:** stereotypical situations that provide rich structure for understanding



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- **Frames**: stereotypical situations that provide rich structure for understanding
- **Semantic role labeling (FrameNet, PropBank)**: resource and task that operationalize frames
- **AMR graphs**: unified broad-coverage semantic annotation
- **Methods**: classification (featurize a structured object), structured prediction (not a tractable structure)

# Food for thought



- Both distributional semantics (DS) and frame semantics (FS) involve compression/abstraction
- Frame semantics exposes more structure, more tied to an external world, but requires more supervision

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Examples to ponder:

*Cynthia went to the bike shop **yesterday**.*

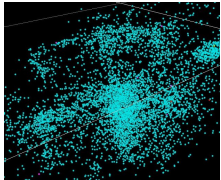
*Cynthia bought the **cheapest** bike.*



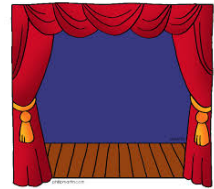
# Outline



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**Model-theoretic semantics**



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# Types of semantics

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Frame semantics: *is next to* has two arguments, *block* and *block*

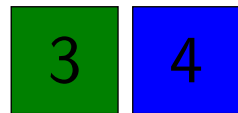
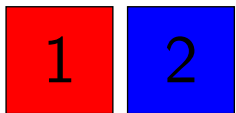
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**Every non-blue block is next to some blue block.**

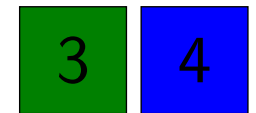
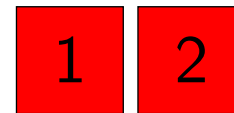
Distributional semantics: *block* is like *brick*, *some* is like *every*

Frame semantics: *is next to* has two arguments, *block* and *block*

Model-theoretic semantics: tell the difference between



and





[database]

# Executable semantic parsing

*What is the largest city in Europe by population?*



[database]

# Executable semantic parsing

*What is the largest city in Europe by population?*



semantic parsing

Cities



[database]

# Executable semantic parsing

*What is the largest city in Europe by population?*



semantic parsing

Cities

Europe



[database]

# Executable semantic parsing

*What is the largest city in Europe by population?*



semantic parsing

Cities

ContainedBy(Europe)



[database]

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*What is the largest city in Europe by population?*



semantic parsing

Cities  $\cap$  ContainedBy(Europe)



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semantic parsing

Cities  $\cap$  ContainedBy(Europe)      Population





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*What is the largest city in Europe by population?*



semantic parsing

$\text{argmax}(\text{Cities} \cap \text{ContainedBy}(\text{Europe}), \text{Population})$



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semantic parsing

$\text{argmax}(\text{Cities} \cap \text{ContainedBy}(\text{Europe}), \text{Population})$



execute

Istanbul



[calendar]

# Executable semantic parsing

*Remind me to buy milk after my last meeting on Monday.*



[calendar]

# Executable semantic parsing

*Remind me to buy milk after my last meeting on Monday.*



semantic parsing

Add(Buy(Milk), argmax(Meetings  $\cap$  HasDate(2016-07-18), EndTime))



[calendar]

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semantic parsing

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execute

[reminder added]



[context]

# Executable semantic parsing

[sentence]



semantic parsing

[program]



execute

[behavior]

# A brief history of semantic parsing

GeoQuery [Zelle & Mooney 1996]

Inductive logic programming [Tang & Mooney 2001]

String kernels [Kate & Mooney 2006]

Synchronous grammars [Wong & Mooney 2007]

Higher-order unification [Kwiatkowski et al. 2011]

Language + vision [Matsusek et al. 2012]

Large-scale KBs [Berant et al.; Kwiatkowski et al. 2013]

Reduction to paraphrasing [Berant & Liang 2014]

Compositionality on tables [Pasupat & Liang, 2015]

CCG [Zettlemoyer & Collins 2005]

Relaxed CCG [Zettlemoyer & Collins 2007]

Learning from world [Clarke et al. 2010]

Learning from answers [Liang et al. 2011]

Regular expressions [Kushman et al. 2013]

Instruction following [Artzi & Zettlemoyer 2013]

Dataset from logical forms [Wang et al. 2015]



Richard Montague

# Compositional semantics

*cities in Europe*



$\text{Cities} \cap \text{ContainedBy}(\text{Europe})$





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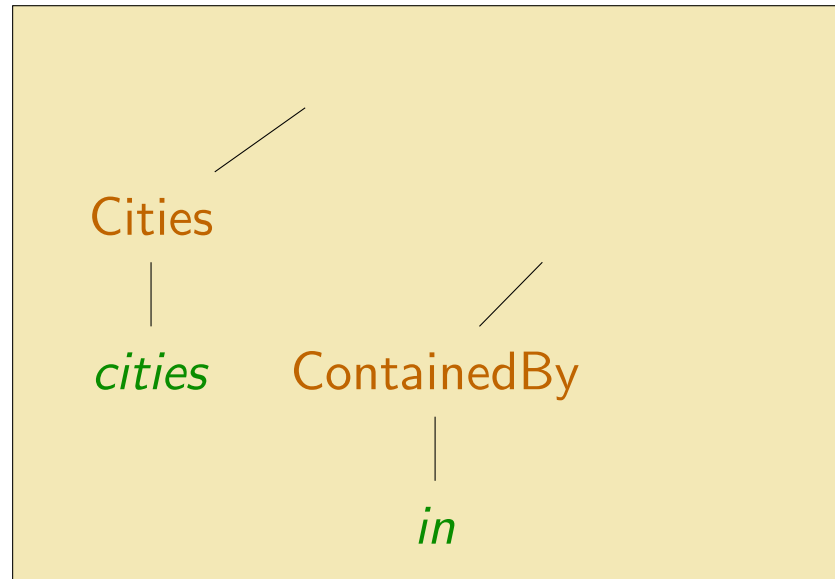


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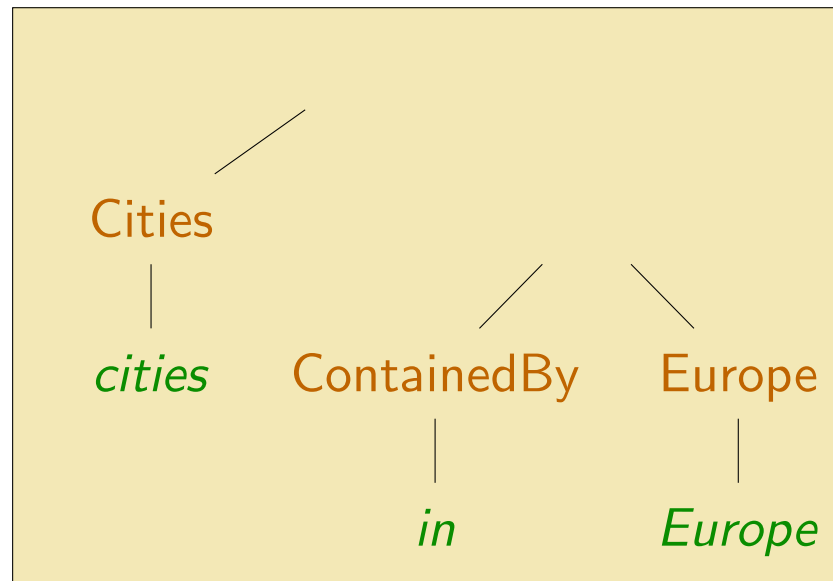


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# Compositional semantics

*cities in Europe*



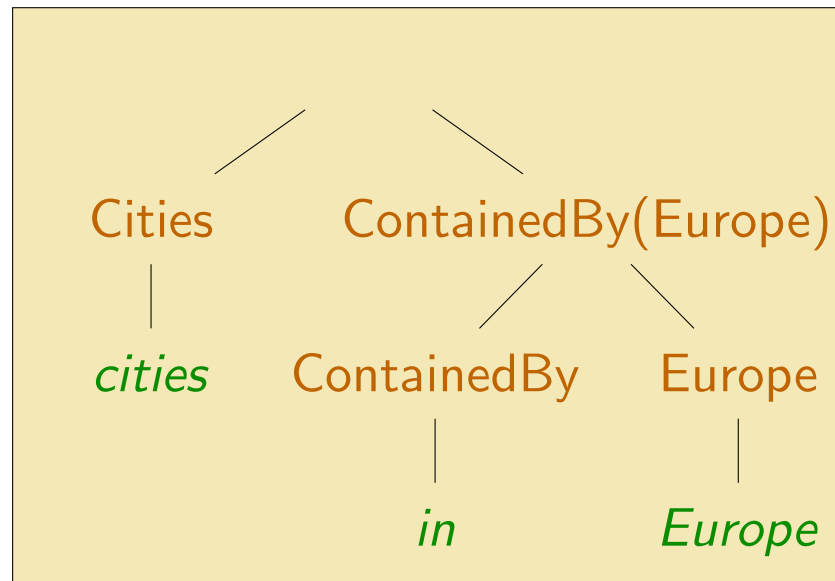
$Cities \cap ContainedBy(Europe)$



# Compositional semantics

Richard Montague

*cities in Europe*



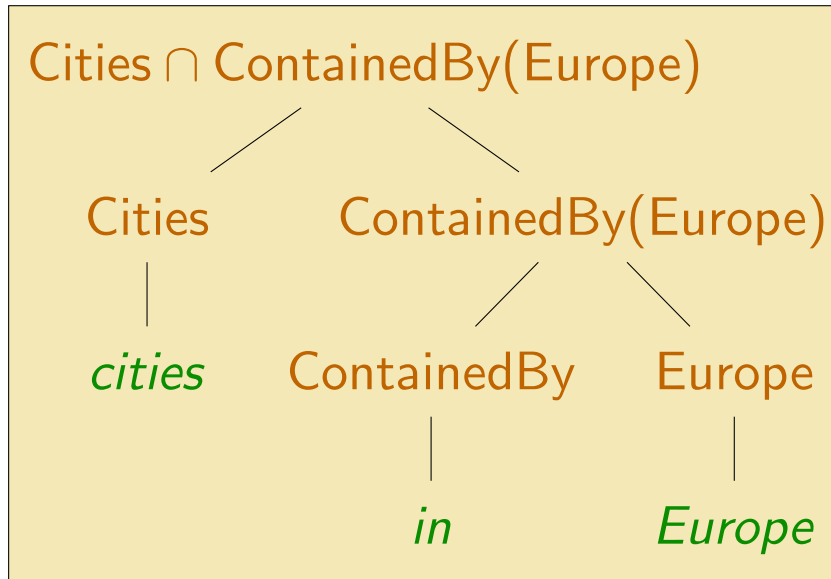
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# Compositional semantics

Richard Montague

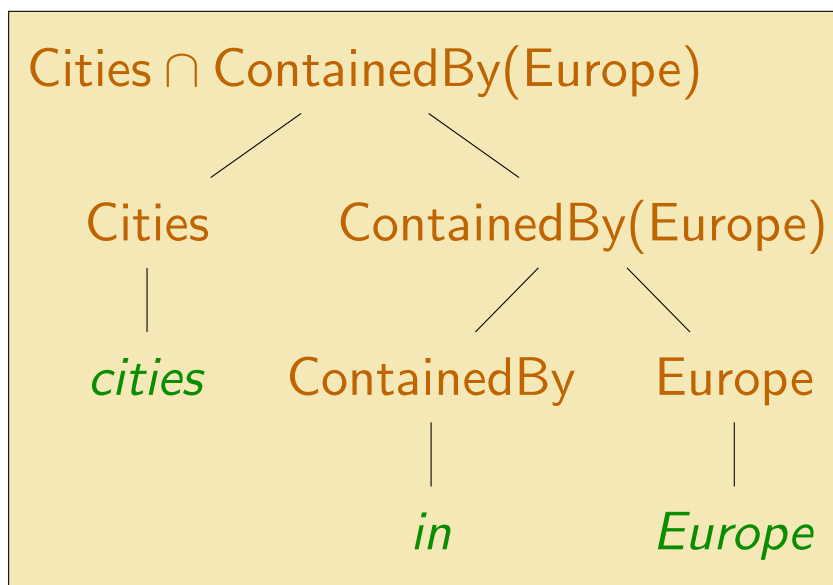
*cities in Europe*



$Cities \cap ContainedBy(Europe)$

# Language variation

*cities in Europe*



Cities  $\cap$  ContainedBy(Europe)

# Language variation

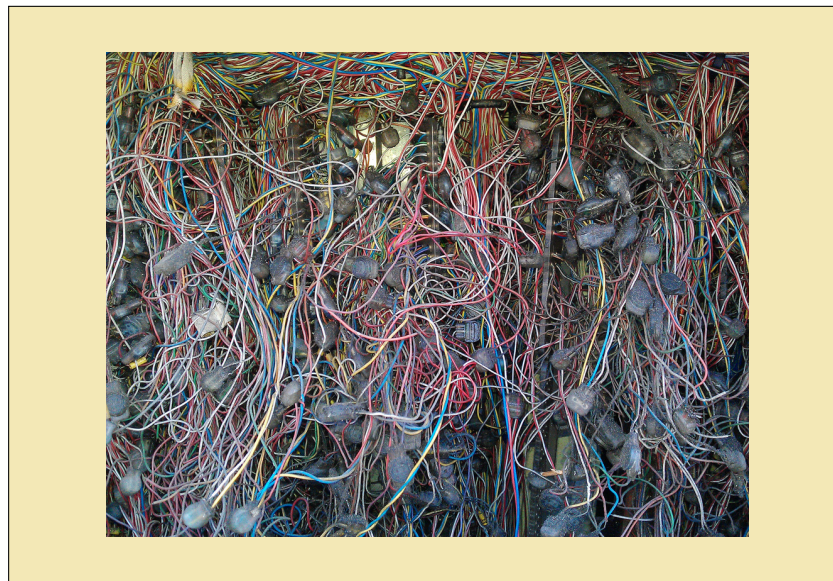
*cities in Europe*

*European cities*

*cities that are in Europe*

*cities located in Europe*

*cities on the European continent*



$Cities \cap ContainedBy(Europe)$

# Language variation

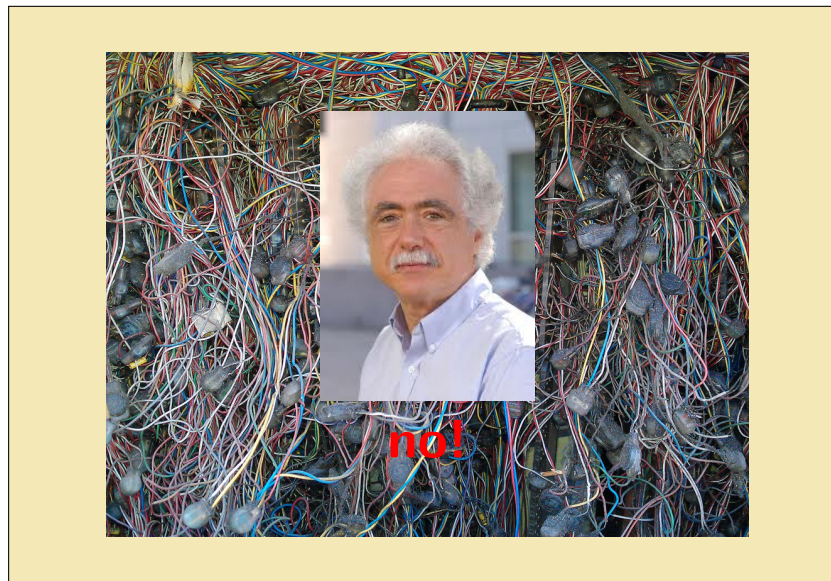
*cities in Europe*

*European cities*

*cities that are in Europe*

*cities located in Europe*

*cities on the European continent*

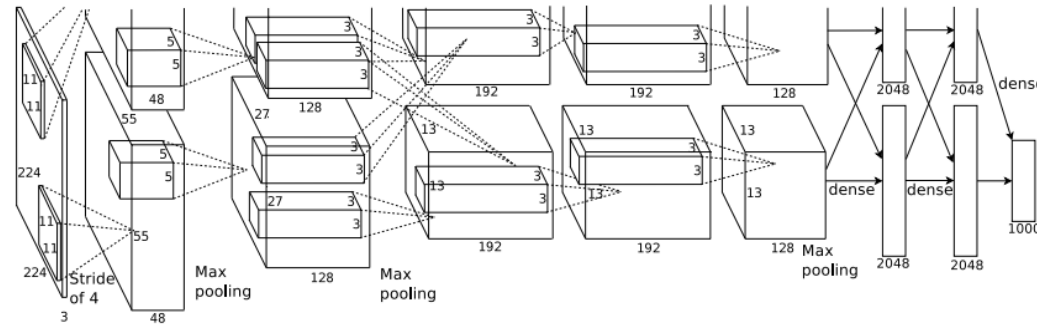


Cities  $\cap$  ContainedBy(Europe)



# Deep learning

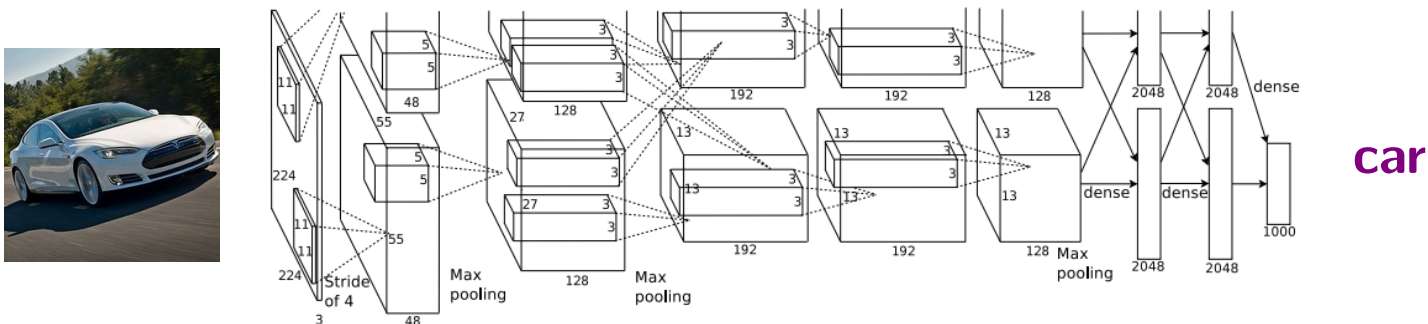
Object recognition: Krizhevsky/Sutskever/Hinton (2012)



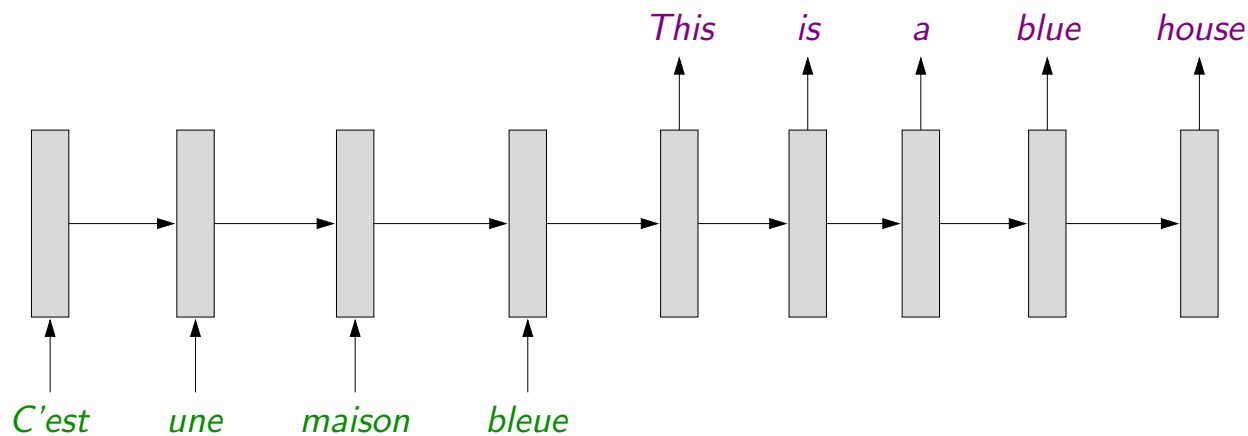
car

# Deep learning

Object recognition: Krizhevsky/Sutskever/Hinton (2012)

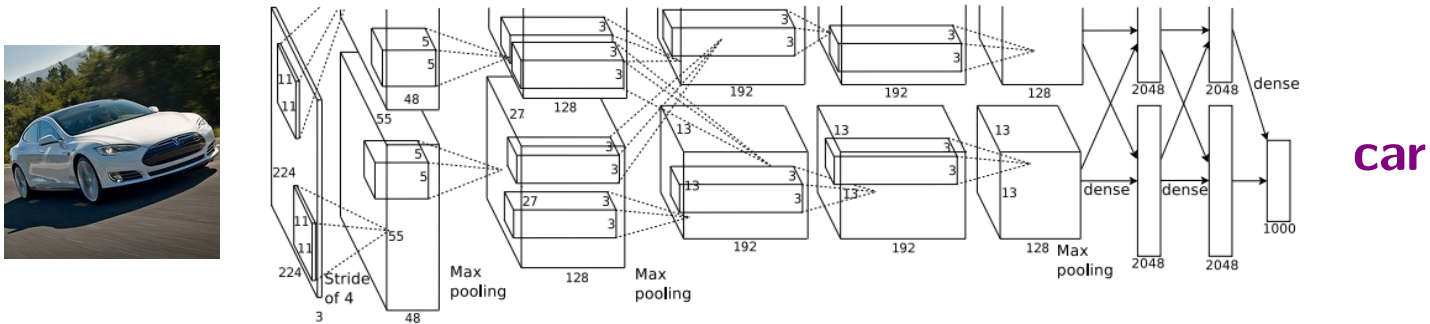


Machine translation: Sutskever/Vinyals/Le (2014)

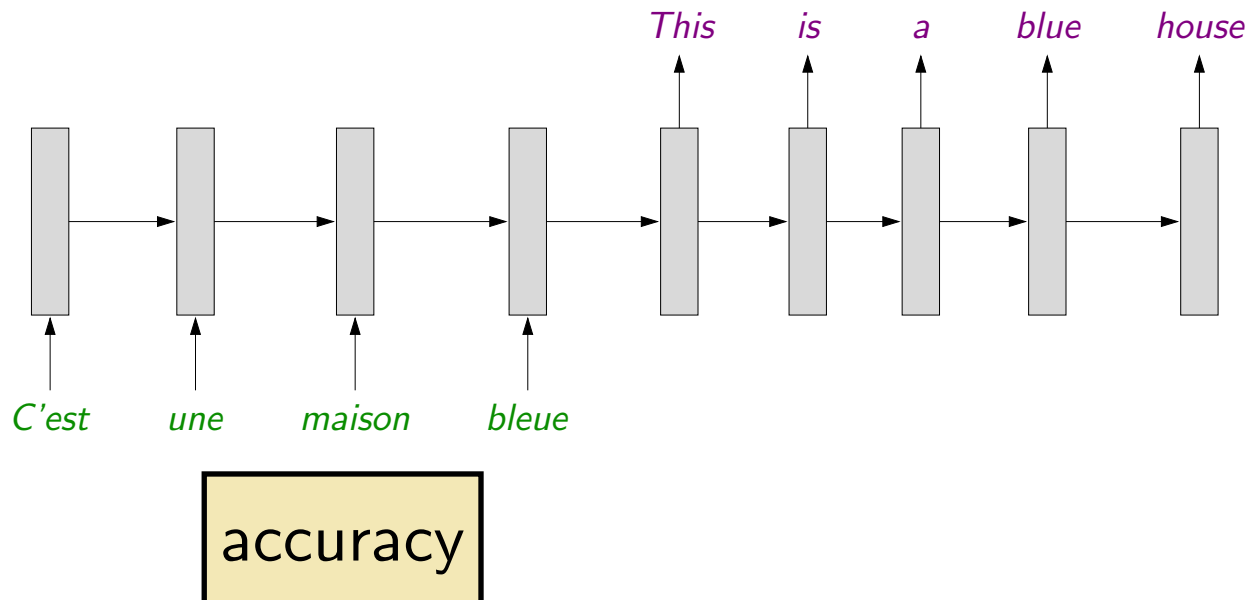


# Deep learning

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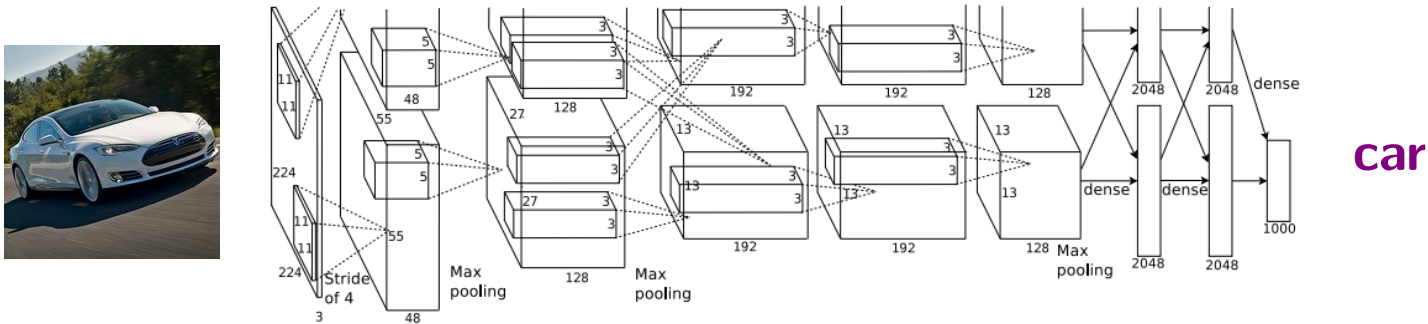


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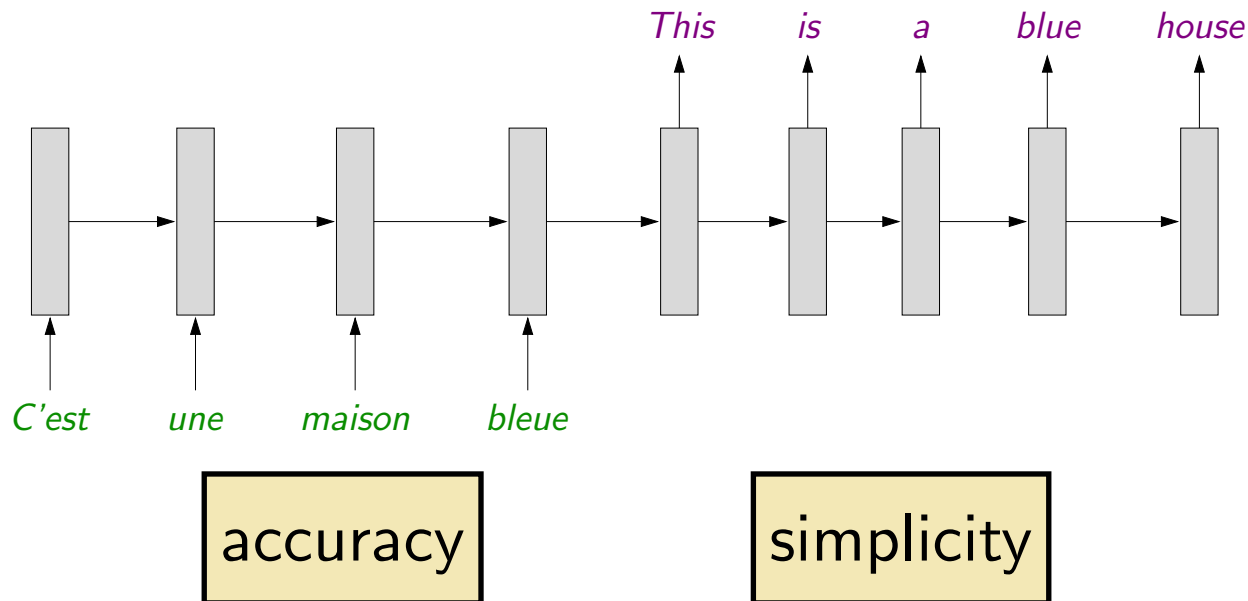


# Deep learning

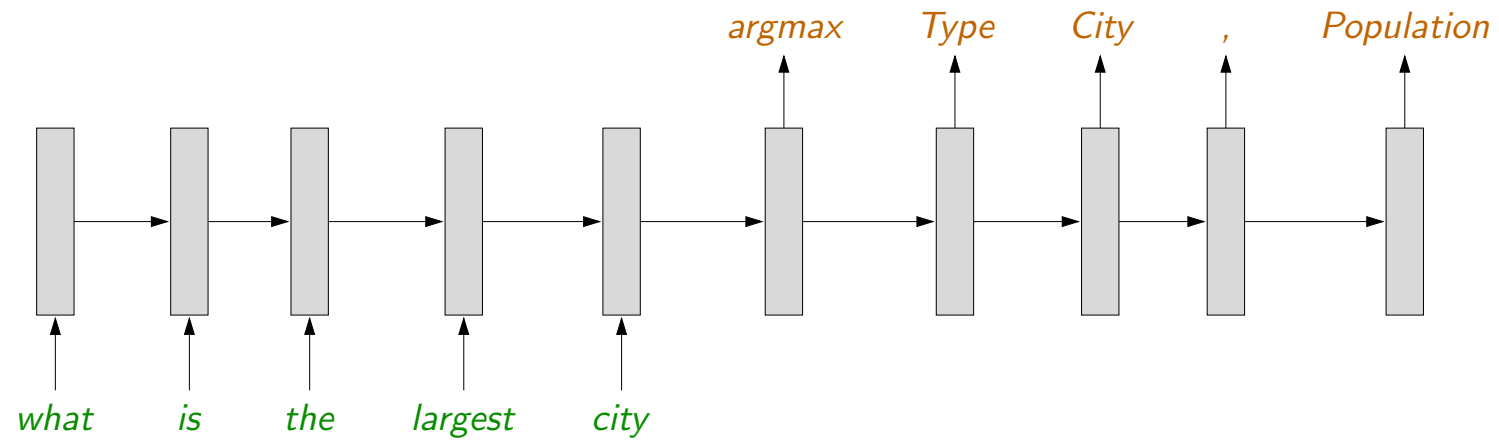
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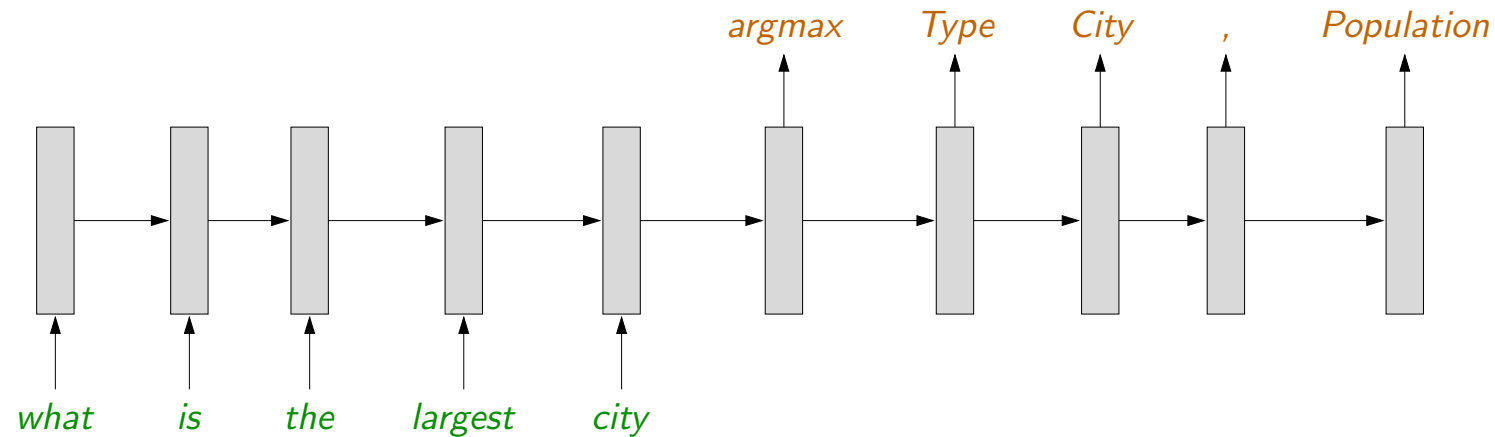
Machine translation: Sutskever/Vinyals/Le (2014)



# Neural semantic parsing

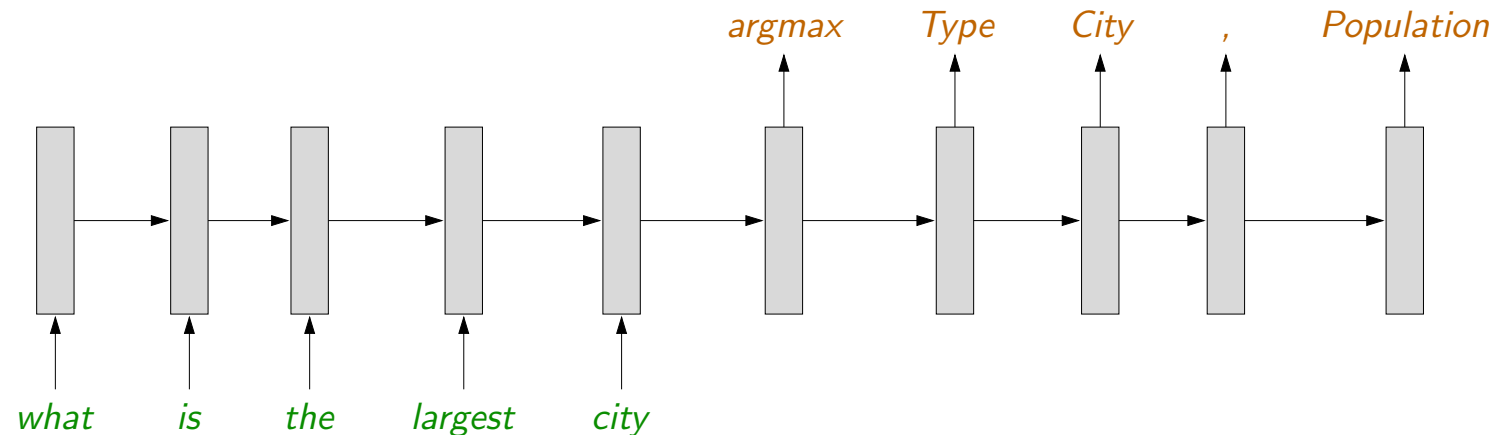


# Neural semantic parsing



- Learn semantic composition without predefined grammar

# Neural semantic parsing



- Learn semantic composition without predefined grammar
- Encode compositionality through **data recombination**

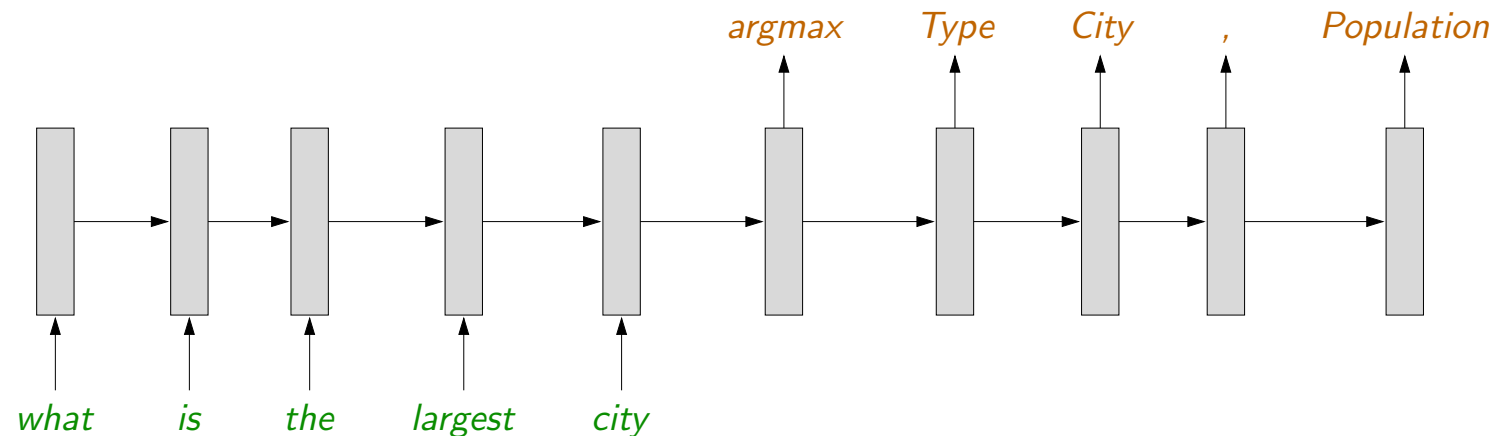
*what's the capital of Germany?*

CapitalOf(Germany)

*what countries border France?*

Borders(France)

# Neural semantic parsing



- Learn semantic composition without predefined grammar
- Encode compositionality through **data recombination**

*what's the capital of Germany?*

CapitalOf(Germany)

*what countries border France?*

Borders(France)

*what's the capital of France?*

CapitalOf(France)

*what countries border Germany?*

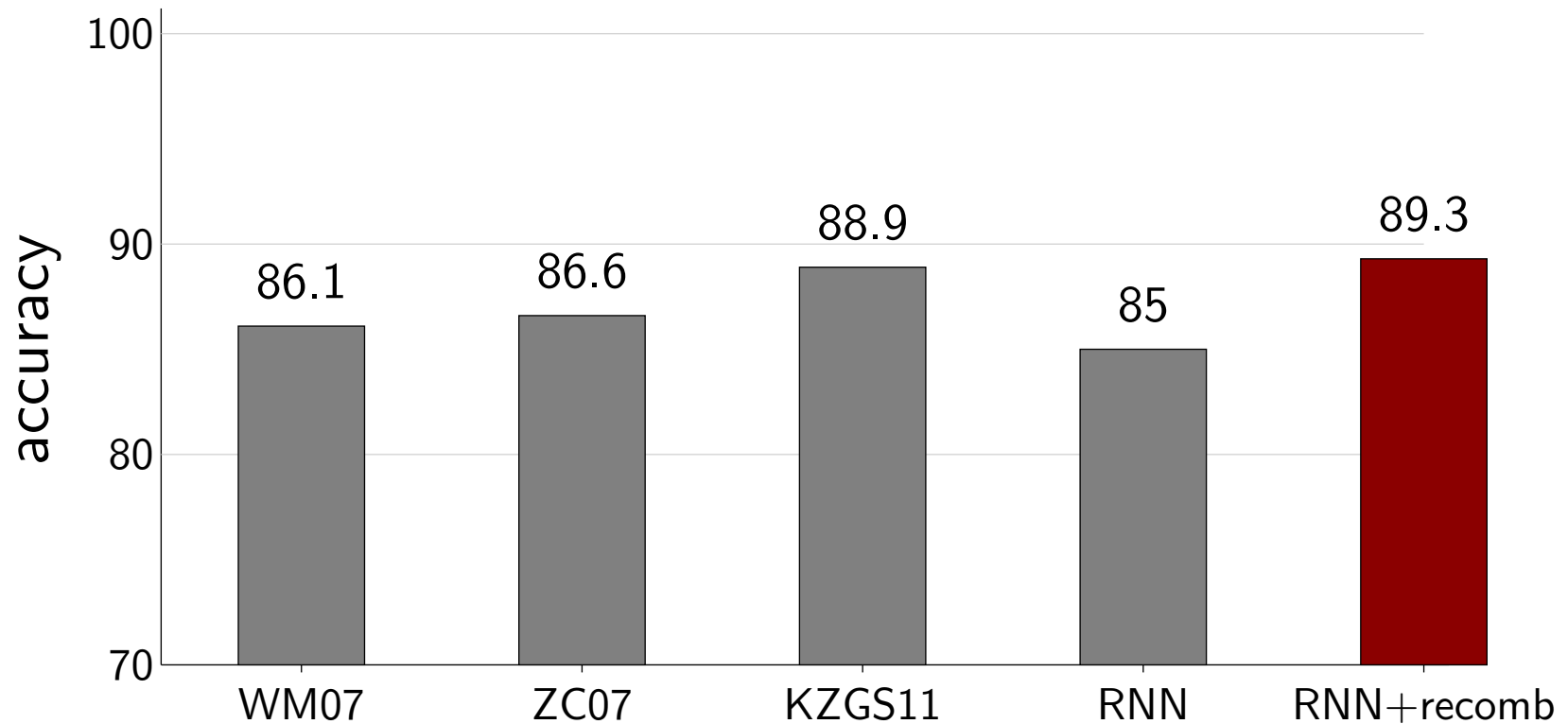
Borders(Germany)



# Neural semantic parsing

Dataset: US Geography dataset (Zelle & Mooney, 1996)

*What is the highest point in Florida?*



state-of-art, simpler



# Summary so far



[context]

*What is the largest city in Europe by population?*



semantic parsing

$\text{argmax}(\text{Cities} \cap \text{ContainedBy}(\text{Europe}), \text{Population})$



execute

Istanbul

- Language encodes computation
- Semantic parsing represents language as programs
- Recurrent neural networks + semantic parsing

# Training data for semantic parsing

## Heavy supervision

*What's Bulgaria's capital?*

CapitalOf(Bulgaria)

*When was Walmart started?*

DateFounded(Walmart)

*What movies has Tom Cruise been in?*

Movies  $\cap$  Starring(TomCruise)

...

# Training data for semantic parsing

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## Light supervision

*What's Bulgaria's capital?*

Sofia

*When was Walmart started?*

1962

*What movies has Tom Cruise been in?*

TopGun, VanillaSky, ...

...



# Training data for semantic parsing

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*What's Bulgaria's capital?*

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1962

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TopGun, VanillaSky, ...

...



# Training intuition

*Where did Mozart live?*

**Vienna**



# Training intuition

*Where did Mozart tupress?*

PlaceOfBirth(WolfgangMozart)

PlaceOfDeath(WolfgangMozart)

PlaceOfMarriage(WolfgangMozart)

**Vienna**

# Training intuition

*Where did Mozart live?*

PlaceOfBirth(WolfgangMozart) ⇒ Salzburg

PlaceOfDeath(WolfgangMozart) ⇒ Vienna

PlaceOfMarriage(WolfgangMozart) ⇒ Vienna

**Vienna**

# Training intuition

*Where did Mozart tupsress?*

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PlaceOfDeath(WolfgangMozart) ⇒ Vienna

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**Vienna**

*Where did Hogarth tupress?*

PlaceOfBirth(WilliamHogarth)

PlaceOfDeath(WilliamHogarth)

PlaceOfMarriage(WilliamHogarth)

**London**

# Training intuition

*Where did Mozart tupress?*

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*Where did Hogarth tupress?*

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PlaceOfDeath(WilliamHogarth) ⇒ London

PlaceOfMarriage(WilliamHogarth) ⇒ Paddington

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# Searching...

*Greece held its last Summer Olympics in which year?*

?

2004

Year	City	Country	Nations
1896	Athens	Greece	14
1900	Paris	France	24
1904	St. Louis	USA	12
...	...	...	...
2004	Athens	Greece	201
2008	Beijing	China	204
2012	London	UK	204

# Searching...

*Greece held its last Summer Olympics in which year?*

$\mathbb{R}[\text{Index}].\text{Country.Greece}$

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argmax(Country.Greece, Nations)

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# Searching...

*Greece held its last Summer Olympics in which year?*

... (thousands of logical forms later) ...

2004

Year	City	Country	Nations
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# Searching...

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```
ℝ[Date].ℝ[Year].argmax(Country.Greece, Index)
```


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Year	City	Country	Nations
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# WikiTableQuestions

Year ↕	Competition ↕	Venue ↕	Position ↕	Event ↕	Notes ↕
<b>Representing  Poland</b> ↕					
2001	World Youth Championships	Debrecen, Hungary	2nd	400 m	47.12
			1st	Medley relay	1:50.46
	European Junior Championships	Grosseto, Italy	1st	4x400 m relay	3:06.12
2002	World Junior Championships	Kingston, Jamaica	4th	4x400m relay	3:06.25
2003	European Junior Championships	Tampere, Finland	3rd	400 m	46.69
			2nd	4x400 m relay	3:08.62
2005	European U23 Championships	Erfurt, Germany	11th (sf)	400 m	46.62
			1st	4x400 m relay	3:04.41
	Universiade	Izmir, Turkey	7th	400 m	46.89
			1st	4x400 m relay	3:02.57
2006	World Indoor Championships	Moscow, Russia	2nd (h)	4x400 m relay	3:06.10
	European Championships	Gothenburg, Sweden	3rd	4x400 m relay	3:01.73
2007	European Indoor Championships	Birmingham, United Kingdom	3rd	4x400 m relay	3:08.14
	Universiade	Bangkok, Thailand	7th	400 m	46.85
			1st	4x400 m relay	3:02.05
2008	World Indoor Championships	Valencia, Spain	4th	4x400 m relay	3:08.76
	Olympic Games	Beijing, China	7th	4x400 m relay	3:00.32
2009	Universiade	Belgrade, Serbia	2nd	4x400 m relay	3:05.69

In what city did Piotr's last 1st place finish occur?

# Language & world

Talks | Spring 2017

---



## Natural Language Understanding: Foundations and State-of-the-Art

*Friday, January 27th, 2017 2:00 pm – 3:30 pm*

Event: [Foundations of Machine Learning Boot Camp](#)

[Add to Calendar](#)

---

**Speaker:** [Percy Liang, Stanford University](#)

*How long is Percy's talk?*

# Language & world

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LengthOf(PercyTalk)

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`Header(PercyTalk)[1] – Header(PercyTalk)[0]`

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natural language understanding

language

world

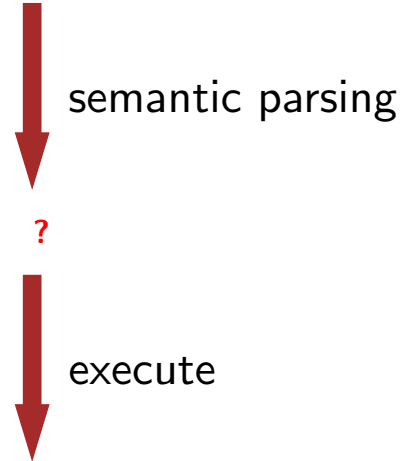


[context]

# Summary so far



*What is the largest city in Europe by population?*



Istanbul

- Two ideas: model theory and compositionality, both about factorization / **generalization**
- Applications: question answering, natural language interfaces to robots, programming by natural language
- Search is hard, needed even to get training signal

# Food for thought



- Learning from denotations is hard; implicitly moving from easy to harder examples; don't have good formalism yet

# Food for thought



- Learning from denotations is hard; implicitly moving from easy to harder examples; don't have good formalism yet
- Semantic parsing works on short sentences (user to computer); distributional/frame semantics has broader coverage; how to bridge the gap?



# Food for thought

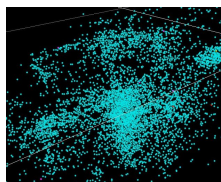


- Learning from denotations is hard; implicitly moving from easy to harder examples; don't have good formalism yet
- Semantic parsing works on short sentences (user to computer); distributional/frame semantics has broader coverage; how to bridge the gap?
- What is the best way to produce answer from question? Logical forms are means to an end. Fully neural [Neelakantan et al. 2016]?

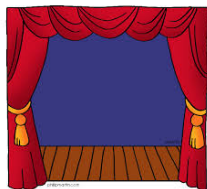
# Outline



Properties of language



Distributional semantics



Frame semantics



Model-theoretic semantics

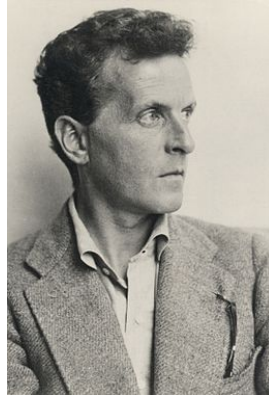


**Interactive learning**



Reflections

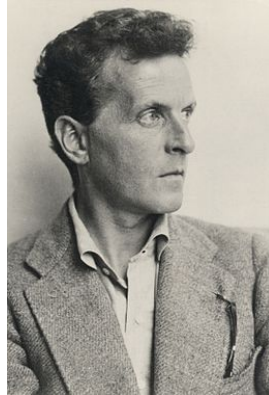
# Language game



Wittgenstein (1953):

*Language derives its meaning from use.*

# Language game

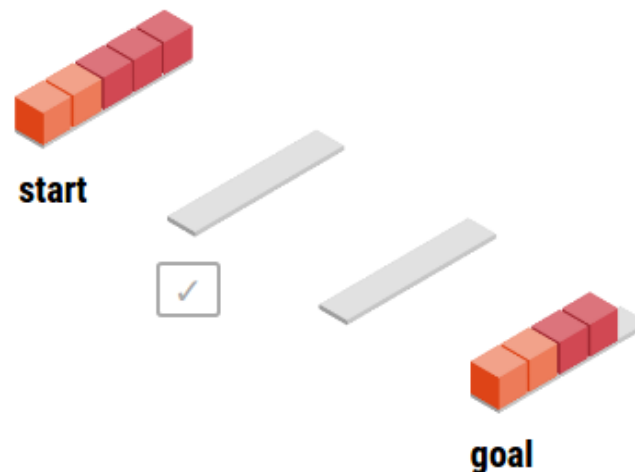


Wittgenstein (1953):

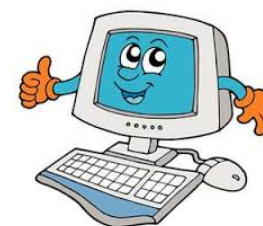
*Language derives its meaning from use.*



# SHRDLUR

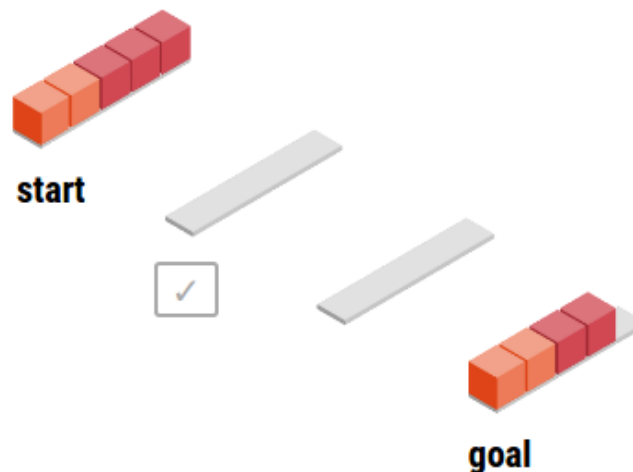


sees goal  
has language



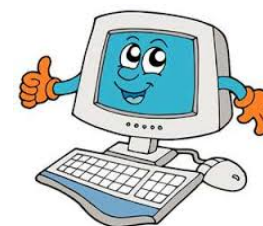
perform actions  
no language

# SHRDLURN



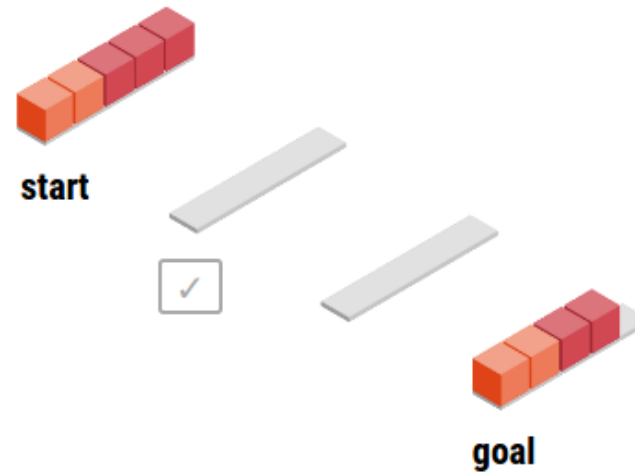
sees goal  
has language

*remove red*



perform actions  
no language

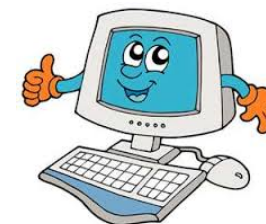
# SHRDLURN



sees goal  
has language

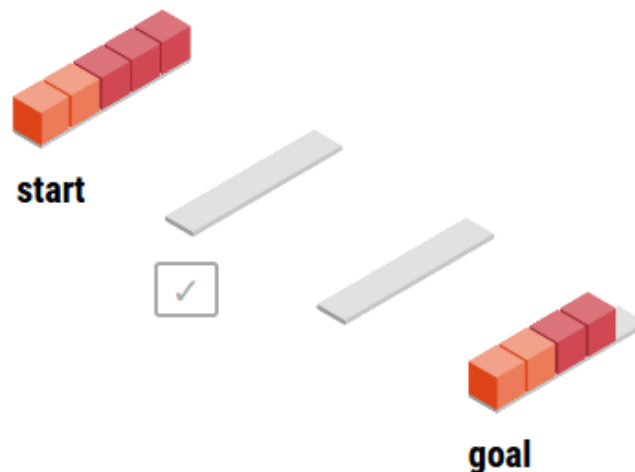
*remove red*

add(hascolor(red))  
add(hascolor(brown))  
remove(hascolor(red))  
remove(hascolor(brown))



perform actions  
no language

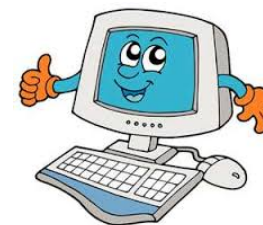
# SHRDLURN



sees goal  
has language

*remove red*

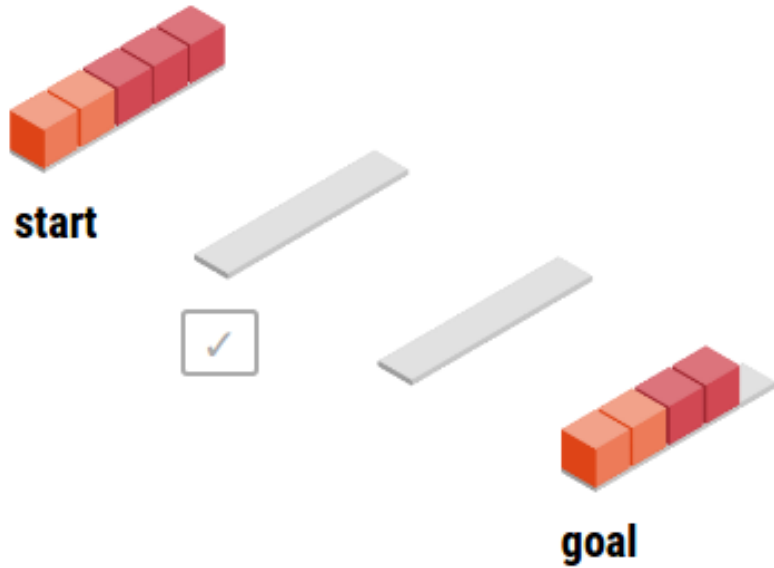
```
add(hascolor(red))
add(hascolor(brown))
remove(hascolor(red))
remove(hascolor(brown))
```




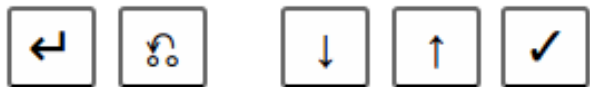
perform actions  
no language



# SHRDLURN



 enter a command, you did it! solve this puzzle 6 more times to advance.



`shrdlurn.sidaw.xyz/ac116`

# Experiments

100 players from Amazon Mechanical Turk

6 hours  $\Rightarrow$  10K utterances



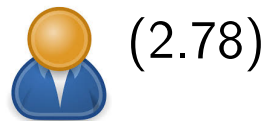
# Results: top players (rank 1-20)



*rem cy pos 1  
stack or blk pos 4  
rem blk pos 2 thru 5  
rem blk pos 2 thru 4  
stack bn blk pos 1 thru 2  
fill bn blk  
stack or blk pos 2 thru 6  
rem cy blk pos 2 fill rd blk*



*Remove the center block  
Remove the red block  
Remove all red blocks  
Remove the first orange block  
Put a brown block on the first brown block  
Add blue block on first blue block*



*remove the brown block  
remove all orange blocks  
put brown block on orange blocks  
put orange blocks on all blocks  
put blue block on leftmost blue block in top row*

# Results: average players (rank 21-50)



*reinsert pink*  
*take brown*  
*put in pink*  
*remove two pink from second layer*  
*Add two red to second layer in odd intervals*  
*Add five pink to second layer*  
*Remove one blue and one brown from bottom layer*



*move second cube*  
*double red with blue*  
*double first red with red*  
*triple second and fourth with orange*  
*add red*  
*remove orange on row two*  
*add blue to column two*  
*add brown on first and third*



*remove red*  
*remove 1 red*  
*remove 2 4 orange*  
*add 2 red*  
*add 1 2 3 4 blue*  
*remove 1 3 5 orange*  
*add 2 4 orange*  
*add 2 orange*  
*remove 2 3 brown*  
*add 1 2 3 4 5 red*  
*remove 2 3 4 5 6*  
*remove 2*  
*add 1 2 3 4 6 red*

# Results: worst players (rank 51-100)



(12.6)

*'add red cubes on center left  
center right  
far left and far right'  
'remove blue blocks on row two column two  
row two column four'  
remove red blocks in center left and center right on second row*



(14.32)

*laugh with me  
red blocks with one aqua  
aqua red alternate  
brown red red orange aqua orange  
red brown red brown red brown  
space red orange red  
second level red space red space red space*



(14.15)

*holdleftmost  
holdbrown  
holdleftmost  
blueonblue  
brownonblue1  
blueonorange  
holdblue  
holdorange2  
blueonred2  
holdends1  
holdrightend  
hold2  
orangeonorangerightmost*

# Results: interesting players



(Polish)

*usuń brązowe klocki*

*postaw pomarańczowy klocek na pierwszym klocku*

*postaw czerwone klocki na pomarańczowych*

*usuń pomarańczowe klocki w górnym rzędzie*

# Results: interesting players

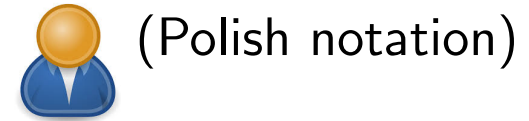


*usuń brazowe klocki*

*postaw pomarańczowy klocek na pierwszym klocku*

*postaw czerwone klocki na pomarańczowych*

*usuń pomarańczowe klocki w górnym rzędzie*



*rm scat + 1 c*

*+ 1 c*

*rm sh*

*+ 1 2 4 sh*

*+ 1 c*

*- 4 o*

*rm 1 r*

*+ 1 3 o*

*full fill c*

*rm o*

*full fill sh*

*- 1 3*

*full fill sh*

*rm sh*

*rm r*

*+ 2 3 r*

*rm o*

*+ 3 sh*

*+ 2 3 sh*

# Pragmatics: motivation

*remove red*

```
remove(hascolor(red))
```



# Pragmatics: motivation

*remove red*

```
remove(hascolor(red))
```

*remove cyan*

# Pragmatics: motivation

*remove red*

```
remove(hascolor(red))
```

*remove cyan*

```
remove(hascolor(red))
```

```
remove(hascolor(cyan))
```

```
remove(hascolor(brown))
```

```
remove(hascolor(orange))
```

# Pragmatics: motivation

*remove red*

```
remove(hascolor(red))
```

*remove cyan*

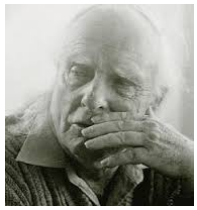
```
remove(hascolor(red))
```

```
remove(hascolor(cyan))
```

```
remove(hascolor(brown))
```

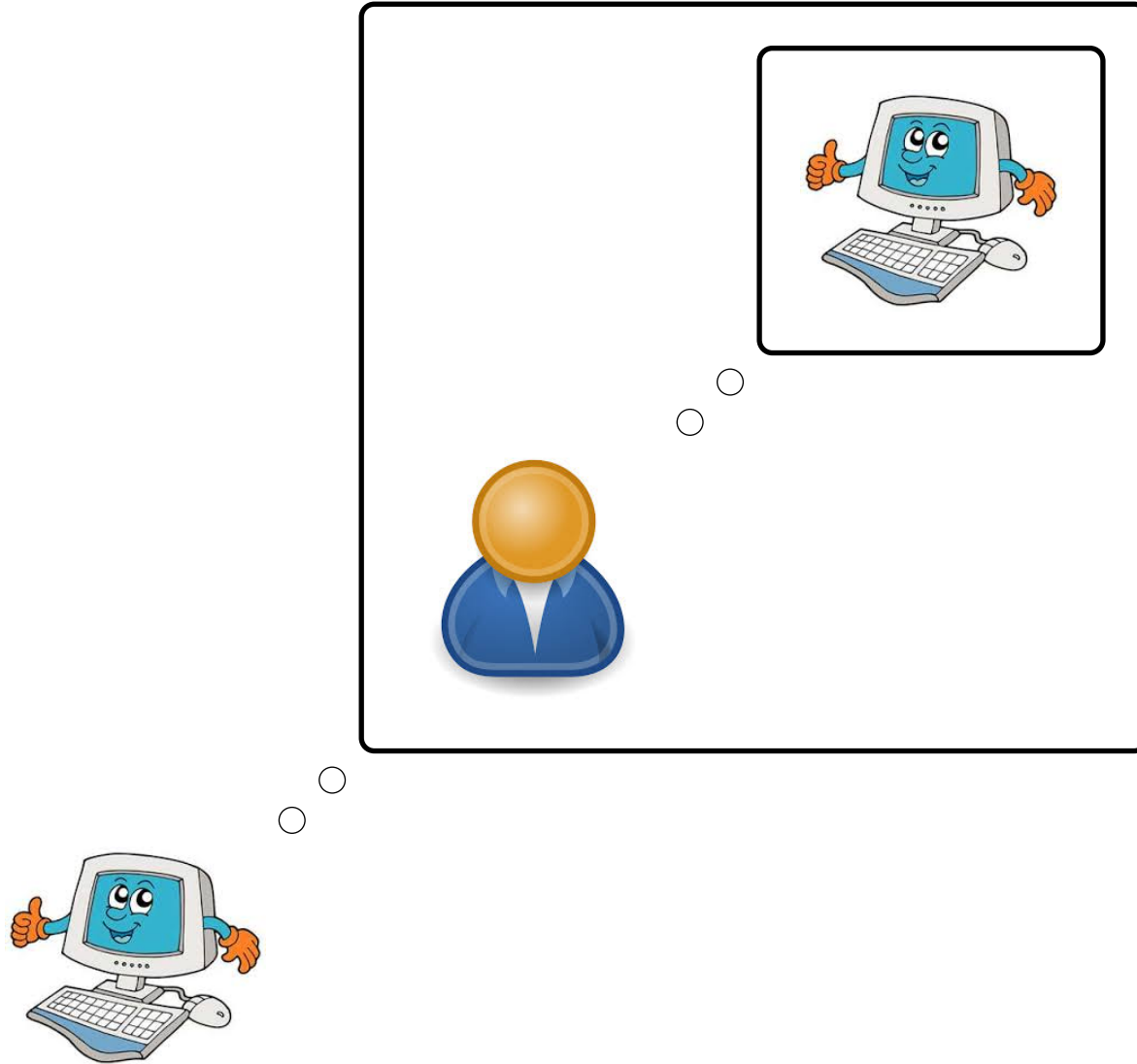
```
remove(hascolor(orange))
```

**Key intuition: mutual exclusivity**

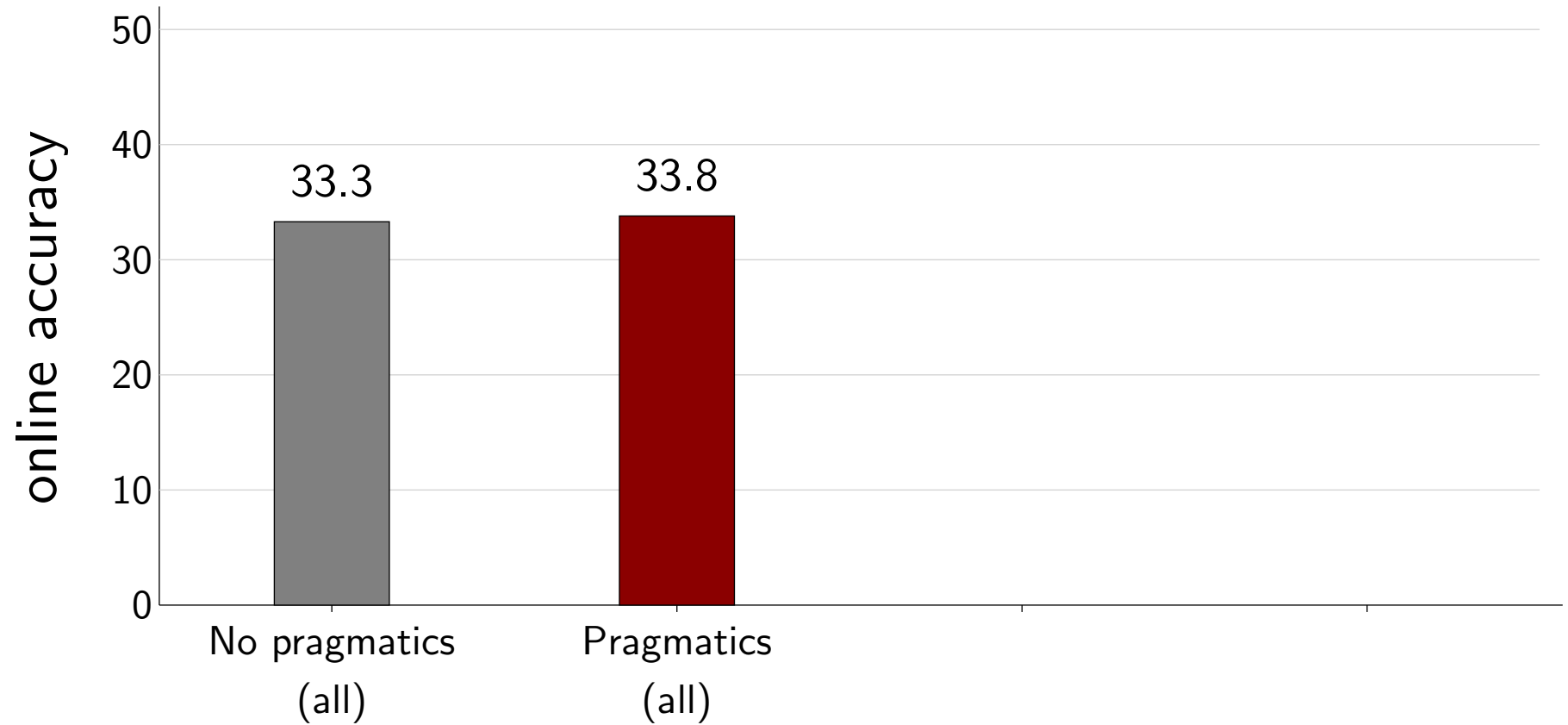


Paul Grice

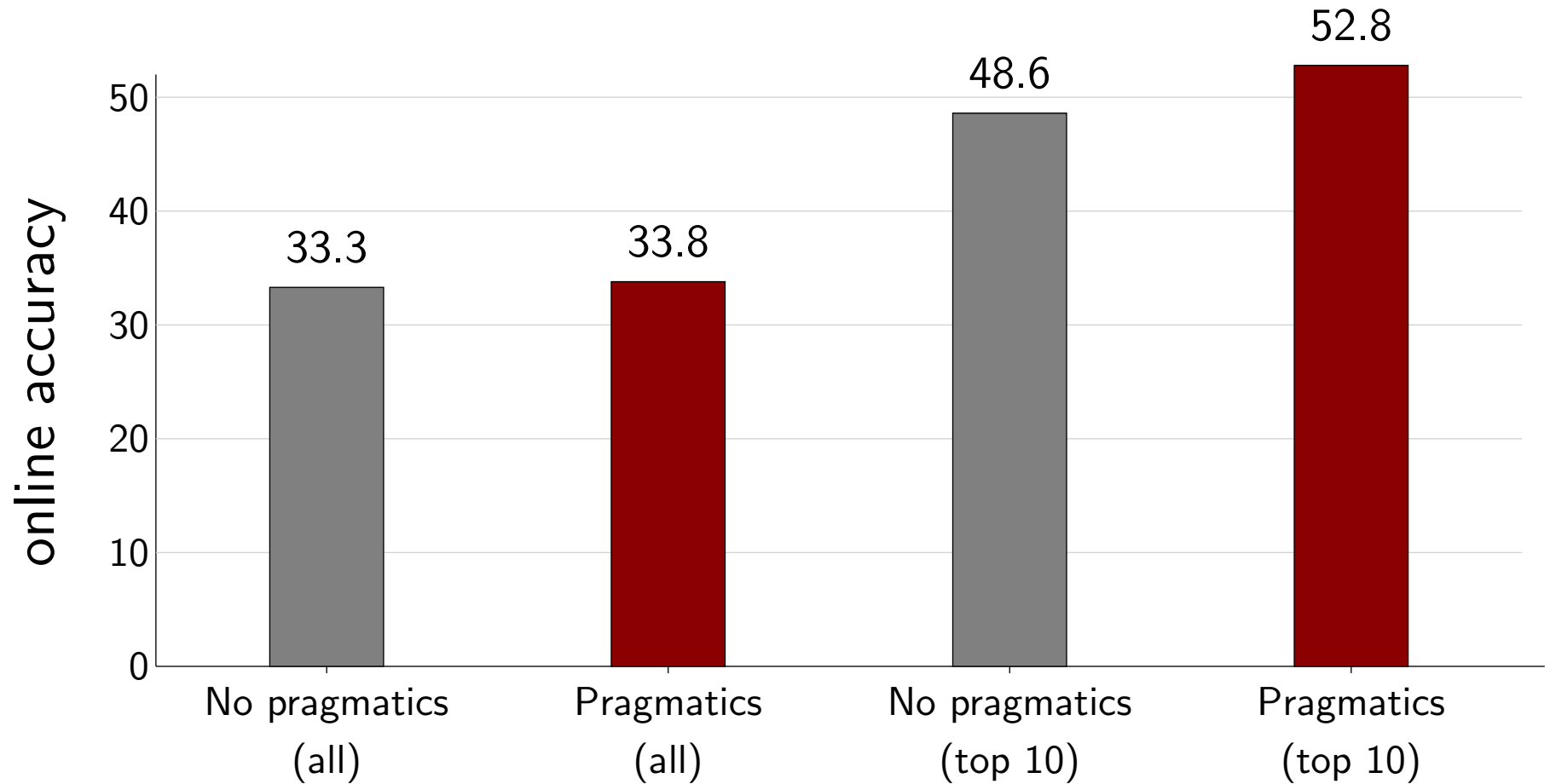
# Pragmatics: model



# Pragmatics: results

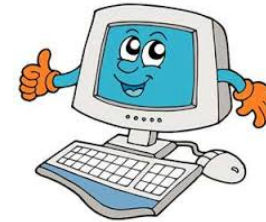


# Pragmatics: results



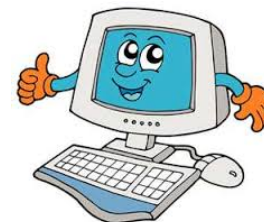
**pragmatics helps top (cooperative, rational) players**

# Summary so far



- Downstream goal drives language learning

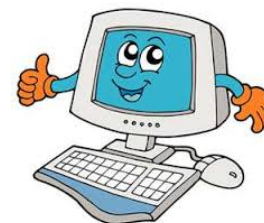
# Summary so far



- Downstream goal drives language learning
- Both human and computer learn and adapt



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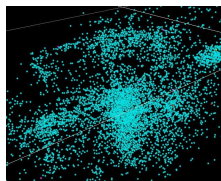


- Downstream goal drives language learning
- Both human and computer learn and adapt
- Require online learning with instance-level precision

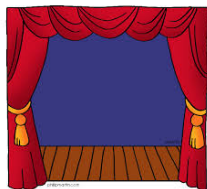
# Outline



Properties of language



Distributional semantics



Frame semantics



Model-theoretic semantics



Interactive learning



**Reflections**

# Three types of semantics

## 1. Distributional semantics:

- Pro: Most broadly applicable, ML-friendly
- Con: Monolithic representations

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- Pro: Most broadly applicable, ML-friendly
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## 2. Frame semantics:

- Pro: More structured representations
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## 3. Model-theoretic semantics:

- Pro: Full world representation, rich semantics, end-to-end
- Con: Narrower in scope

**many opportunities for synthesis**



# Reading comprehension

In meteorology, precipitation is any product of the condensation of atmospheric water vapor that falls under **gravity**. The main forms of precipitation include drizzle, rain, sleet, snow, **graupel** and hail... Precipitation forms as smaller droplets coalesce via collision with other rain drops or ice crystals **within a cloud**. Short, intense periods of rain in scattered locations are called "showers".

What causes precipitation to fall?

**gravity**

What is another main form of precipitation besides drizzle, rain, snow, sleet and hail?

**graupel**

Where do water droplets collide with ice crystals to form precipitation?

**within a cloud**



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SQuAD (100K examples)

[stanford-qa.com](http://stanford-qa.com)



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Team	F1
MSR-A	82.2%
AI2	81.1%
Salesforce	80.4%
...	...
Log. regression	51.0%





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- Solve end-to-end task without explicit model of world

# Dialogue

Time	User	Utterance
[12:21]	dell	well, can I move the drives?
[12:21]	cucho	dell: ah not like that
[12:21]	RC	dell: you can't move the drives
[12:21]	RC	dell: definitely not
[12:21]	dell	ok
[12:21]	dell	lol
[12:21]	RC	this is the problem with RAID:)
[12:21]	dell	RC haha yeah
[12:22]	dell	cucho, I guess I could just get an enclosure and copy via USB...
[12:22]	cucho	dell: i would advise you to get the disk

Ubuntu Dialogue Corpus [Lowe et al. 2015]

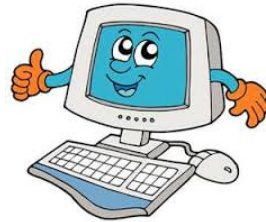
- Involves both understanding and generation
- Grounding? task-oriented versus chatbots
- Challenge: how to evaluate?

# Takeaway 1/2



most of language understanding is about the world

# Takeaway 2/2



language is about communication, interactive

# Open questions



How to combine **logical** and **distributional**?

# Open questions



How to combine **logical** and **distributional**?



How to represent **knowledge, context, memory**?

# Open questions



How to combine **logical** and **distributional**?



How to represent **knowledge, context, memory**?



How to create **interactive** learning environment?

Questions?