## Formal Models of Language



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## Introduction

Hi !

## Formal Languages

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- (Similar to musical/poetic form analysis)


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- If two different grammars can generate/accept the same structures as well, then they have the same strong generative capacity


## Formal Language Hierarchy

|  | Formal Language |
| :---: | :--- |
|  | Non-Turing-acceptable |
| $0:$ | Recursively enumerable |
|  | Recursive/ Decidable |
| $1:$ | Context-sensitive |
|  | Indexed |
|  | Mildly context-sensitive |
| $2:$ | Context-free |
|  | Deterministic context-free |
| $3:$ | Regular |
|  | Finite |
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- For example: long-distance dependencies, complex reordering in machine translation, reduplication, etc.
- You can also get an idea of how fast or slow it will take for a computer (or human) to process sequential stuff (like natural language!)


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- For natural language, this would correspond to having a finite number of possible sentences


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- (There's more discussion on the interwebs if you're interested)


## (A digression on complexity)

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- We can characterize what this means in terms of the length of the input string, which we'll call $n$.
- Then we have something called big- $\mathcal{O}$ notation from computer science. To make a long story short:

| $\mathcal{O}(1)$ | "constant time" | \# units unrelated to input |
| :--- | :--- | :--- |
| $\mathcal{O}(n)$ | "linear time" | \# units lin. proportional to input string |
| $\mathcal{O}\left(n^{2}\right)$ | "quadratic time" | \# unites quadrat. prop. to input string |
| $\ldots$ |  |  |

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- Ok, so maybe for now it's too difficult to list all possible sentences
- Let's assume that the vocabulary $(\Sigma)$ is still fixed (or finite), but we can generate an infinite number of sentences from this fixed vocab
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- Processing regular languages can be done in linear time $(O(n))$, with a constant size of memory $(O(1))$


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- Processing DCF languages can be done in linear time $(\mathcal{O}(n))$, with linear memory usage $(O(n))$


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- For example: abcccol $\mathbf{b}^{\prime} \mathbf{a}^{\prime}$
- Context-free grammars have a full-length history, and they can backtrack for ambiguous sentences
- Processing CF languages can be done in about cubic time $\left(O\left(n^{3}\right)\right)$, with linear memory usage $(\mathcal{O}(n))$


## Mildly Context-Sensitive Languages

- Mildly context-sensitive (MCS) languages include phenomena like reduplication and cross-serial dependencies.
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- Processing MCS languages can be done in about $\mathcal{O}\left(n^{6}\right)$ time, with quadratic memory usage $\left(\mathcal{O}\left(n^{2}\right)\right)$
- Mildly context-sensitive is very different from context-sensitive, which is much more powerful
- Some grammar formalisms that can handle MCS langs:
- Tree Adjoining Grammar (TAG)
- Combinatory Categorial Grammar (CCG)
- Linear Indexed Grammars (LIG) (easy to understand)
- Head Grammars (HG)


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- For example: context-free languages harder to machine-learn than regular languages.

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- Computer vision - maybe we really want explicit descriptions of objects in human language.


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- Dictionary problem: what is the meaning of a feature? Define words in terms of other words?


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- The main question of formal semantics: what do we need to reason about language?

