

Incremental Processing

# Incremental Semantic Parsing

*Referent*  
*Nikolina Koleva*

*16 June 2011*

# Motivation

Why incremental **semantic** parsing?

- more suitable for slot filling
- enables modeling dialogue phenomena
  - *shared utterances, ellipsis, alignment*

➡ for dialogue systems

# Overview

## 1. RUBISC's Incremental Chunkig

1.1 Regular Grammar for Semantics

1.2 Unification

1.3 Robustness

1.4 Incrementality

1.5 End-of-Sentence Detection

1.6 Evaluation

## 2. Incremental Parsing, or Incremental Grammar?

2.1 Parsing vs. Generation

2.2 Contextual Model

2.3 Shared Utterances

2.4 Cross-Speaker Ellipsis

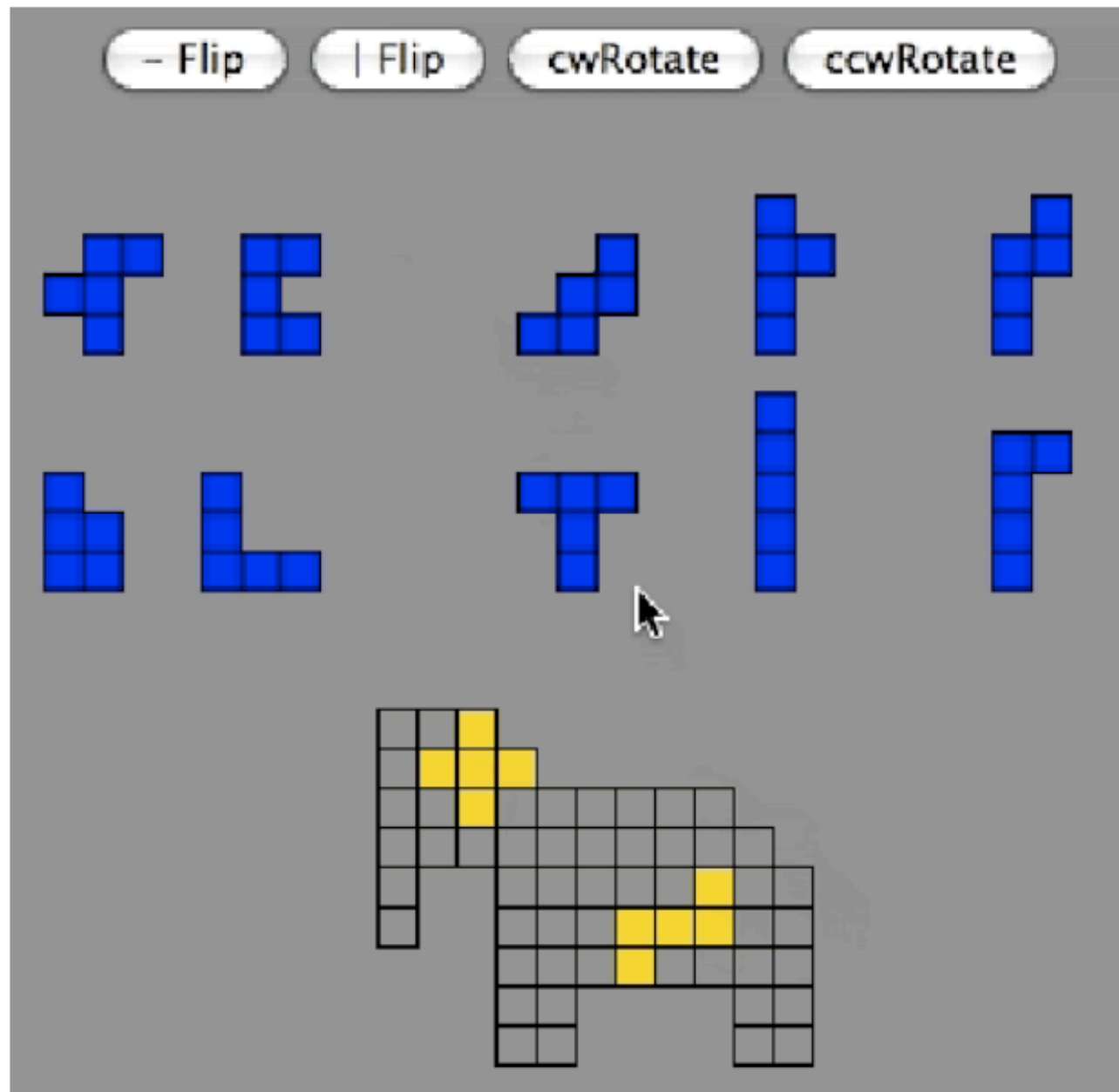
2.5 Alignment

# RUBISC

a **R**obust **U**nification-**B**ased **I**ncremental **S**emantic **C**hunker

- incremental slot filling
- chunks based on semantic content rather than syntax
- partial or complete semantics during the incoming speech
- evaluated on German speech corpus

# RUBISC's Domain



- Actions

*turn, flip, move, grasp*

- Objects

*cross, l etc.*

- End positions

*head, back, leg etc.*

# Semantic Slots & Grammar Rules

@: action

@: entity: xpos

@: entity: name

@: entity: ypos

@: end

|   |  |
|---|--|
| action: grasping, end: empty → nimm   nehme                                   | <i>{take}</i>  |
| action: turning → drehe?  | <i>{turn}</i>  |
| action: flipping → spig(le   el)  | <i>{flip}</i>  |
| action: movement → bewegt   | <i>{moved}</i>   |
| entity: name: x → kreuz   plus   ((das   ein) x\$)                            | <i>{cross   plus (the   a) x}</i>                            |
| entity: name: w → treppe   ((das   ein) w\$)                                  | <i>{staircase   (the   a) w}</i>                             |
| end: head → (in   an) den kopf  | <i>{(on   in) the head}</i>                                  |
| end: leg2 → ins? das (hinterbein   hintere bein   rechte bein   zweites bein) | <i>{in the hind leg   back leg   right leg   second leg}</i> |
| entity: ypos: 1 → der (unteren   zweiten) reihe                               | <i>{(lower   second) row}</i>                                |
| entity: xpos: 1 → das erste   | <i>{the first}</i>   |
| entity: xpos: -1 → das letzte   | <i>{the last}</i>  |
| end: horizontal, action: flipping → horizontal                                | <i>{horizontally}</i>  |

# Semantic Slots & Grammar Rules

@: action

@: entity: xpos

@: entity: name

@: entity: ypos

@: end

**action: grasping, end: empty** → nimm | nehme

*{take}*

**action: flipping** → spieg(le | el)

*{flip}*

action: turning → drehe?

*{turn}*

action: movement → bewegt

*{moved}*

**entity: name: x** → kreuz | plus | ((das | ein) x\$)

*{cross | plus (the | a) x}*

entity: name: w → treppe | ((das | ein) w\$)

*{staircase | (the | a) w}*

**end: head** → (in | an) den kopf

*{(on | in) the head}*

end: leg2 → ins? das (hinterbein | hintere bein | rechte bein | zweites bein)

*{in the hind leg | back leg | right leg | second leg}*

**entity: ypos: 1** → der (unteren | zweiten) reihe

*{(lower | second) row}*

**entity: xpos: 1** → das erste

*{the first}*

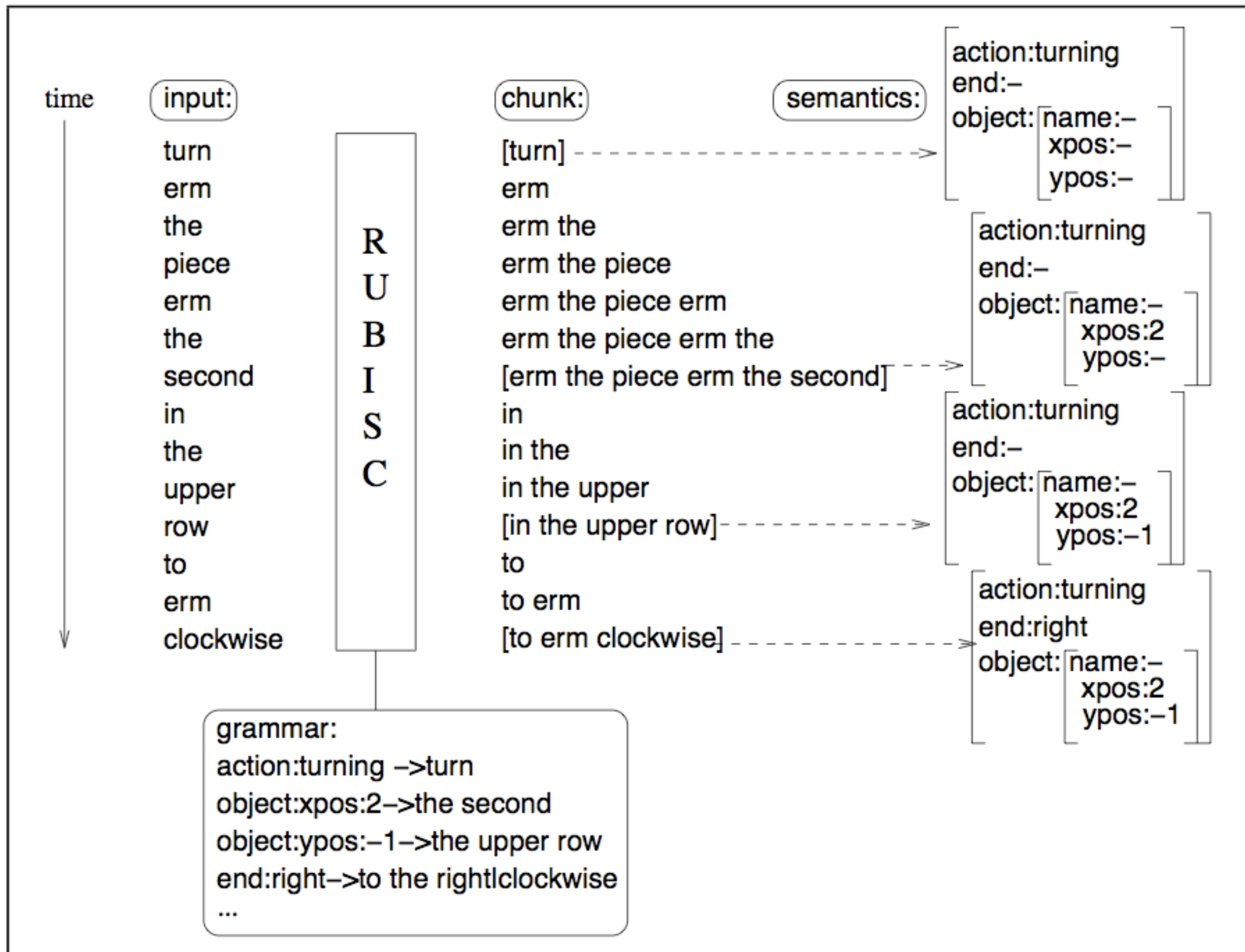
entity: xpos: -1 → das letzte

*{the last}*

**end: horizontal, action: flipping** → horizontal

*{horizontally}*

# Incremental Chunking





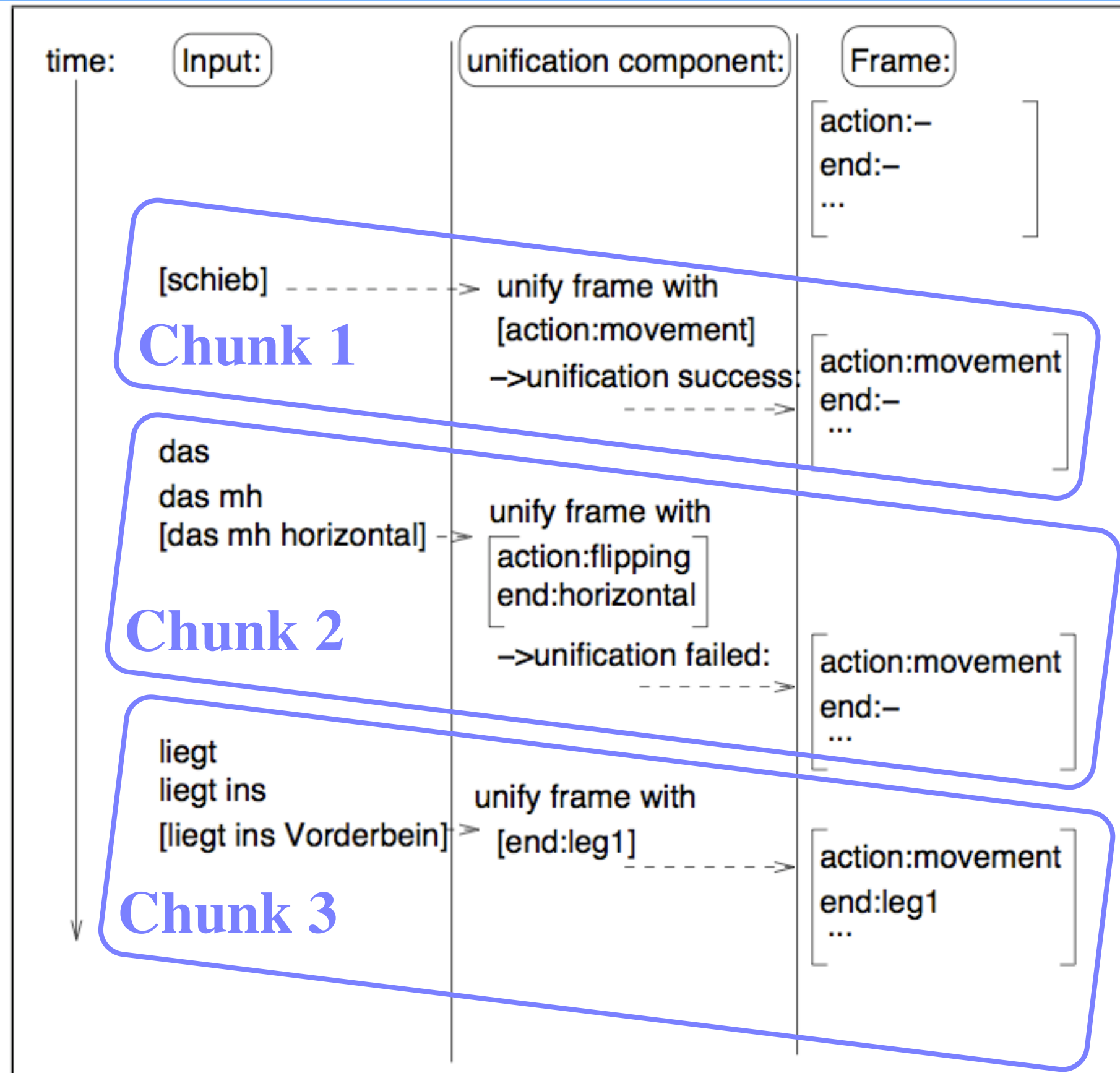
# RUBISC

- Unification-based
- Robust
- Incremental

# Unification

schieb das mh... das  
horizontal mh liegt ins  
Vorderbein

*{move that mh which is  
horizontal into the front  
leg}*



# Robustness

- pronunciation variants considered

spieg(le | el)      *{flip}*

- search only for relevant information in a chunk

in uh der zweiten äh Reihe → zweite Reihe **is found**  
*{in uh the second uh row}*      *{second row}*

- mechanism for jumping over words

das merkwürdige Kreuz → das Kreuz **is found**  
*{the strange cross}*      *{the cross}*

☞ merkwürdig *{strange}* is unknown word

# Incrementality

- not strictly incremental
- sometimes more than one word required for a chunk

|                         |                   |              |
|-------------------------|-------------------|--------------|
| in das rechte           | <b>waiting...</b> | Bein         |
| <i>{into the right}</i> |                   | <i>{leg}</i> |

- first slot filled after 3.5 words
- average length of utterance = 12.4 words

# End-of-Sentence Detection

- semantic-pragmatic completeness
- certain slots filled
- in RUBISC
  1. action
  2. end
  3. name or (xpos and ypos)

# Evaluation

- 500 utterances manual labeled
- run on 400 unseen utterances
- 100 labelled and 50 other utterances for grammar development

! annotators could influence the grammar or the chunker to perform better  $\Rightarrow$  they weren't involved in their development

- used baseline (no slot filling)
  - ▶ always returns the empty frame

|              |      |
|--------------|------|
| action:      | None |
| end:         | None |
| entity:name: | None |
| entity:xpos: | None |
| entity:ypos: | None |

# Evaluation

| Evaluation results in % | baseline | RUBISC | without unification | without robustness | inter annotator agreement |
|-------------------------|----------|--------|---------------------|--------------------|---------------------------|
| concept error           | 83,0     | 45,5   | 49,5                | 73,3               | 32,3                      |
| frame correct           | 17,0     | 54,5   | 50,3                | 26,8               | 67,8                      |
| slots correct           | 64,3     | 86,8   | 84,6                | 78,8               | 92,1                      |
| action correct          | 27,8     | 90,3   | 85,8                | 64,3               | 89,0                      |
| end correct             | 68,0     | 85,8   | 81,0                | 73,8               | 95,8                      |
| name correct            | 48,0     | 86,3   | 84,5                | 79,0               | 86,8                      |
| xpos correct            | 87,5     | 83,0   | 83,0                | 86,5               | 94,5                      |
| ypos correct            | 89,5     | 88,8   | 88,8                | 90,3               | 94,5                      |



**worst case**



**best case**

# Evaluation

| Evaluation results in % | baseline    | RUBISC      | without unification | without robustness | inter annotator agreement |
|-------------------------|-------------|-------------|---------------------|--------------------|---------------------------|
| concept error           | 83,0        | 45,5        | 49,5                | 73,3               | 32,3                      |
| frame correct           | <b>17,0</b> | <b>54,5</b> | <b>50,3</b>         | <b>26,8</b>        | <b>67,8</b>               |
| slots correct           | 64,3        | 86,8        | 84,6                | 78,8               | 92,1                      |
| action correct          | 27,8        | 90,3        | 85,8                | 64,3               | 89,0                      |
| end correct             | 68,0        | 85,8        | 81,0                | 73,8               | 95,8                      |
| name correct            | 48,0        | 86,3        | 84,5                | 79,0               | 86,8                      |
| xpos correct            | 87,5        | 83,0        | 83,0                | 86,5               | 94,5                      |
| ypos correct            | 89,5        | 88,8        | 88,8                | 90,3               | 94,5                      |



worst case



best case



# Evaluation

| Evaluation results in % | baseline    | RUBISC      | without unification | without robustness | inter annotator agreement |
|-------------------------|-------------|-------------|---------------------|--------------------|---------------------------|
| concept error           | 83,0        | 45,5        | 49,5                | 73,3               | 32,3                      |
| frame correct           | 17,0        | 54,5        | 50,3                | 26,8               | 67,8                      |
| slots correct           | 64,3        | 86,8        | 84,6                | 78,8               | 92,1                      |
| action correct          | <b>27,8</b> | <b>90,3</b> | <b>85,8</b>         | <b>64,3</b>        | <b>89,0</b>               |
| end correct             | 68,0        | 85,8        | 81,0                | 73,8               | 95,8                      |
| name correct            | 48,0        | 86,3        | 84,5                | 79,0               | 86,8                      |
| xpos correct            | 87,5        | 83,0        | 83,0                | 86,5               | 94,5                      |
| ypos correct            | 89,5        | 88,8        | 88,8                | 90,3               | 94,5                      |



worst case



best case

# Evaluation

| Evaluation results in % | baseline    | RUBISC      | without unification | without robustness | inter annotator agreement |
|-------------------------|-------------|-------------|---------------------|--------------------|---------------------------|
| concept error           | 83,0        | 45,5        | 49,5                | 73,3               | 32,3                      |
| frame correct           | 17,0        | 54,5        | 50,3                | 26,8               | 67,8                      |
| slots correct           | 64,3        | 86,8        | 84,6                | 78,8               | 92,1                      |
| action correct          | 27,8        | 90,3        | 85,8                | 64,3               | 89,0                      |
| end correct             | 68,0        | 85,8        | 81,0                | 73,8               | 95,8                      |
| name correct            | 48,0        | 86,3        | 84,5                | 79,0               | 86,8                      |
| xpos correct            | <b>87,5</b> | <b>83,0</b> | <b>83,0</b>         | <b>86,5</b>        | <b>94,5</b>               |
| ypos correct            | <b>89,5</b> | <b>88,8</b> | <b>88,8</b>         | <b>90,3</b>        | <b>94,5</b>               |



worst case



best case

# Error Analysis

- 50 utterances
  - vocabulary restrictions
  - restrictions in regular expressions

in den Rücken  
*{into the back}*



so dass es den Rücken berührt  
*{such that it touches the back }*



- start positions confusable with end positions

# Intermediate Conclusion

- incremental chunking by sense units suitable for spoken dialogue systems
- expressive power limited to extra coding work
  - lack of generalization
  - suitable for restricted domain

# Incremental Parsing, or Incremental Grammar?

*Nikolina:* Now, I'm going to continue with

*Benjamin:* The second paper.

*Nikolina:* the second paper.

*Ruth:* What did Alex ...

*Hugh:* Design? A kaleidoscope.

# Dialogue Modeling

- to model shared utterances, cross-speaker ellipses, alignment
- Need for
  1. incrementality
  2. interaction between parsing and generation processes

# Background: Dynamic Syntax

- parsing-directed grammar formalism
- **semantic** interpretation of an utterance represented by decorated tree structure
- grammaticality  $\equiv$  parsability
  - ➔ successful incremental construction of a tree structure
  - logical form

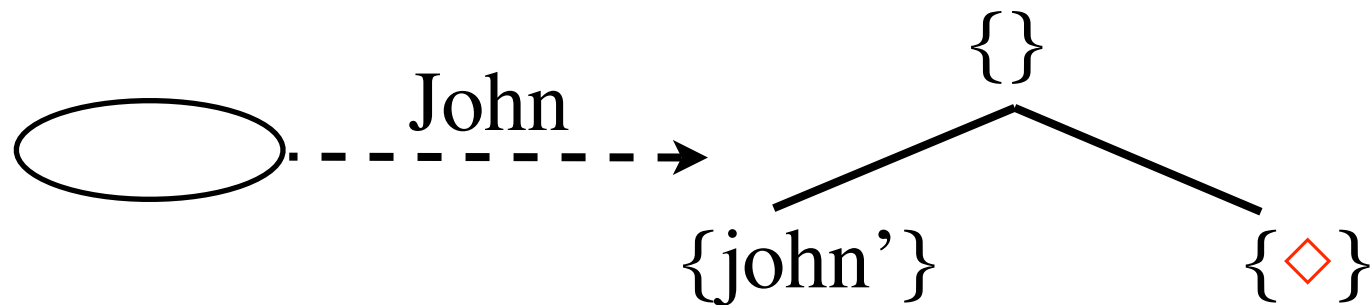
# Parsing with Dynamic Syntax

John likes Mary.



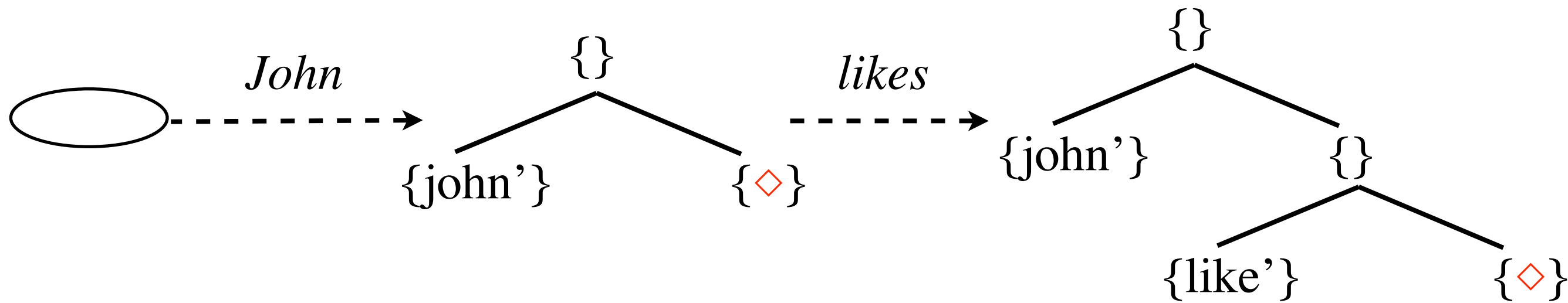
# Parsing with Dynamic Syntax

John likes Mary.



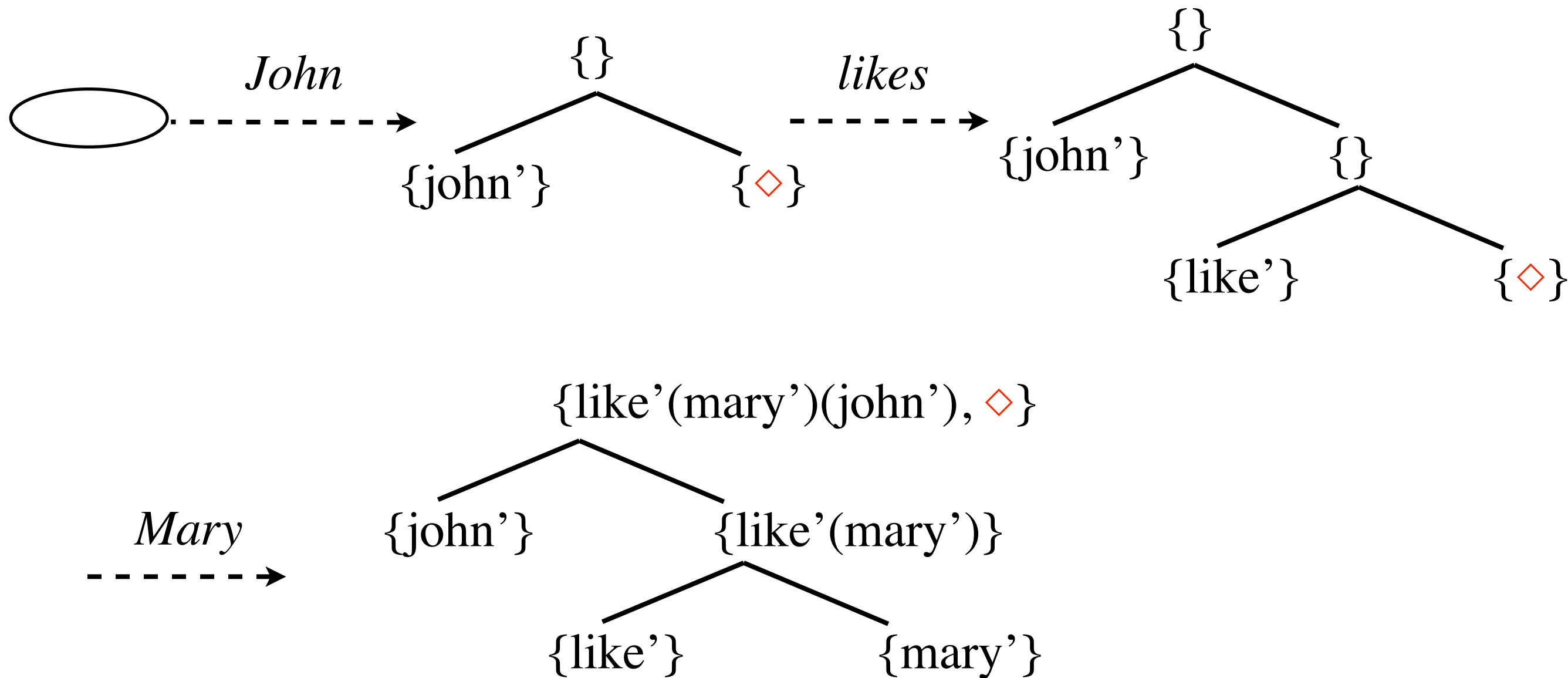
# Parsing with Dynamic Syntax

John likes Mary.



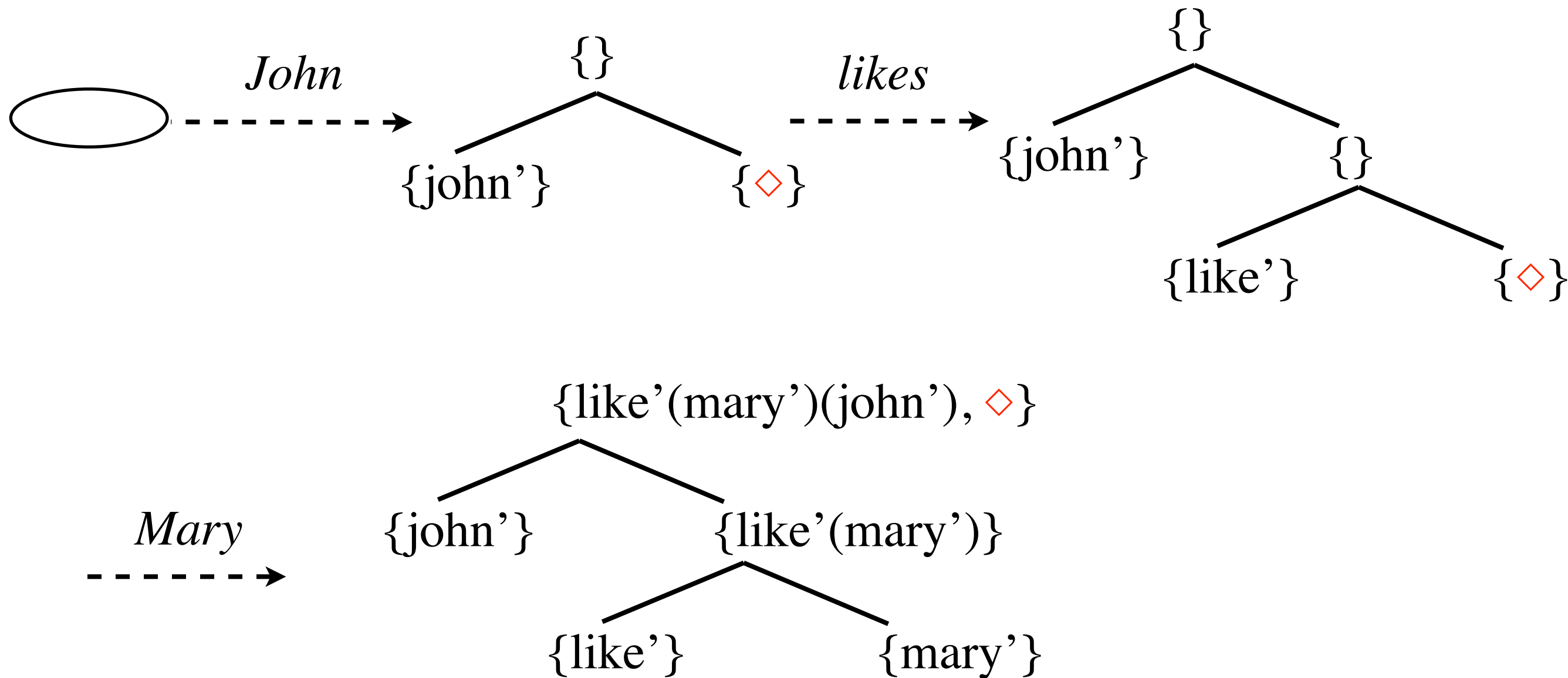
# Parsing with Dynamic Syntax

John likes Mary.



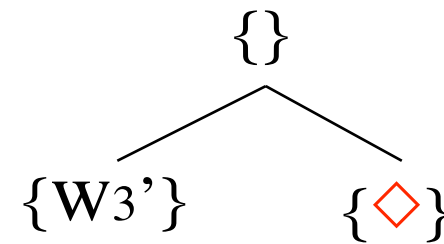
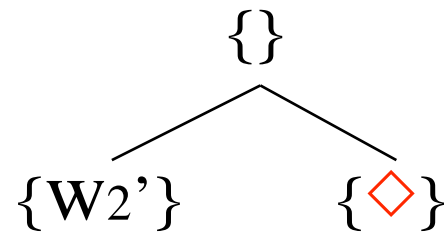
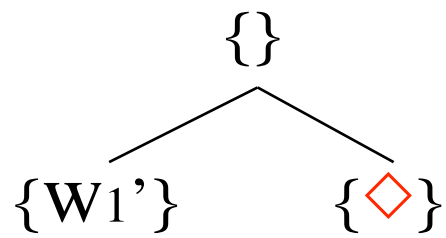
# Parsing with Dynamic Syntax

John likes Mary.

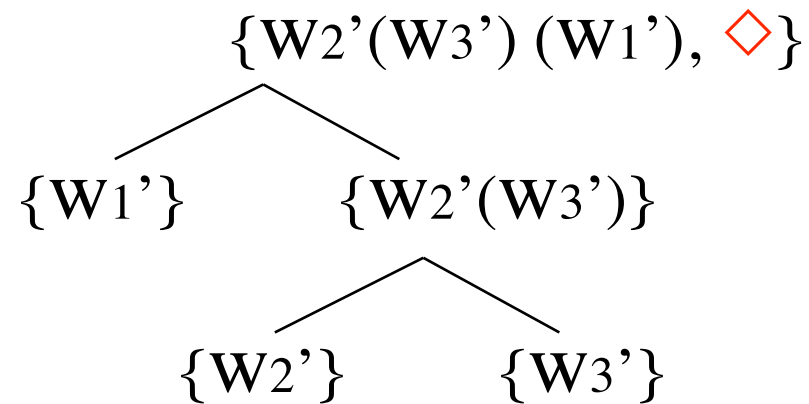


# Generation with Dynamic Syntax

W1, W2, W3

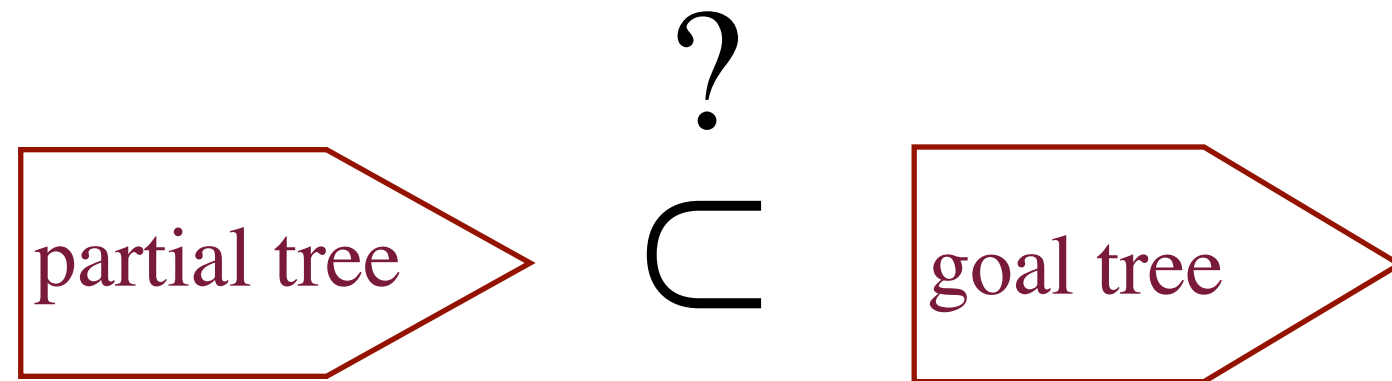


← partial trees

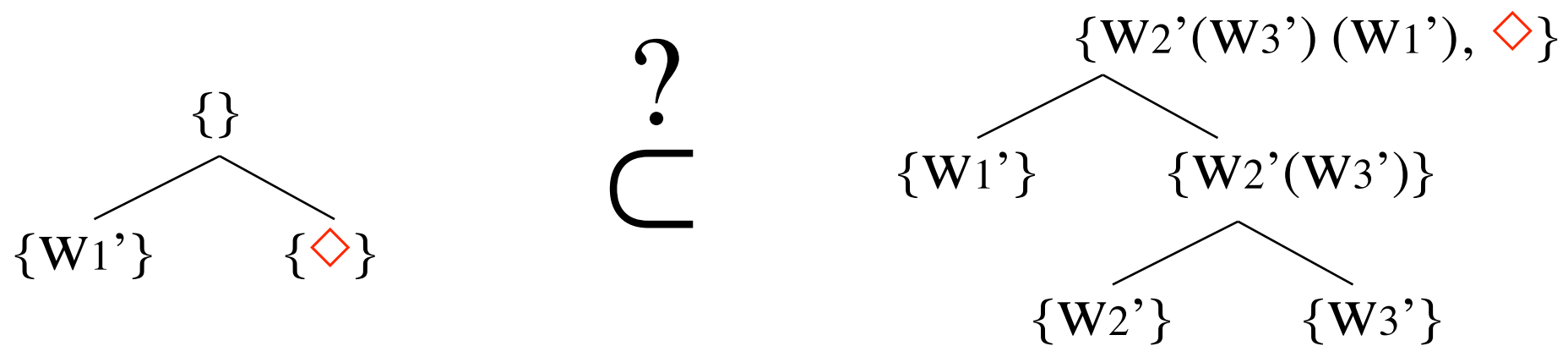


← goal tree

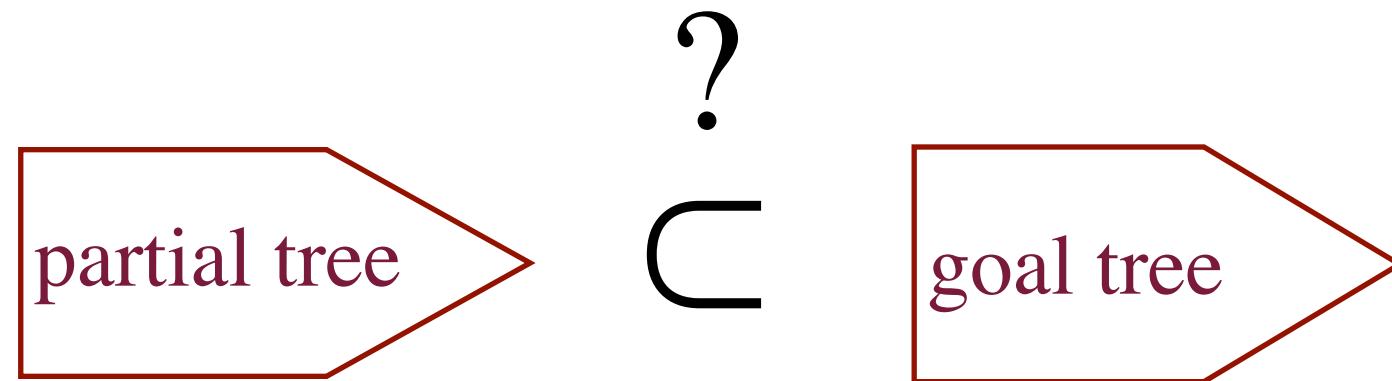
# Generation with Dynamic Syntax



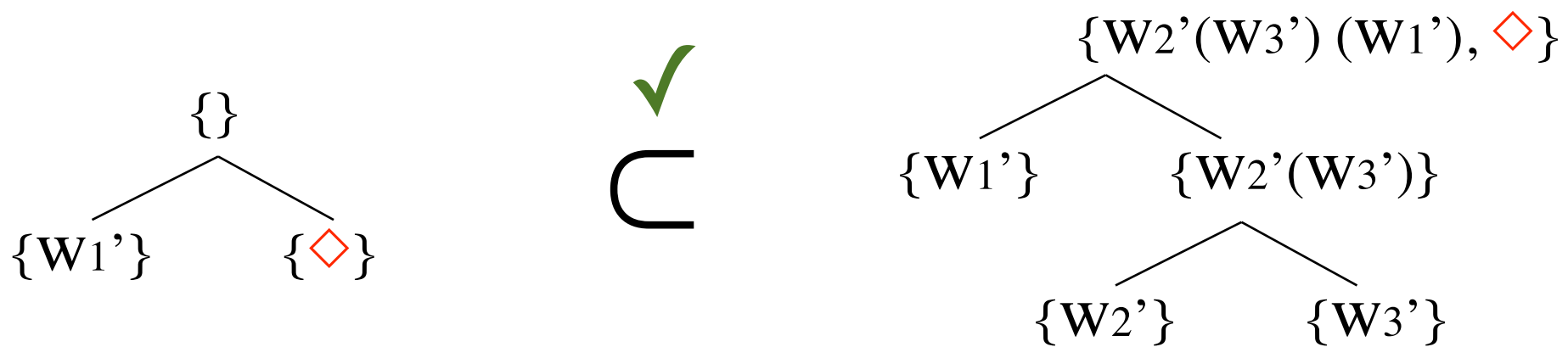
$W_1, W_2, W_3$



# Generation with Dynamic Syntax

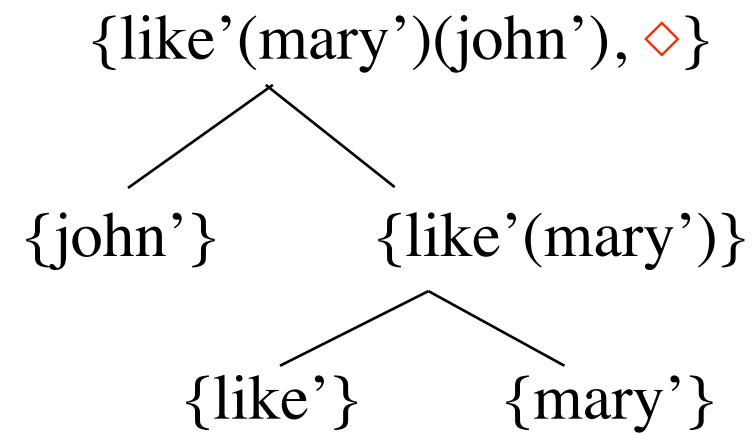


$W_1, W_2, W_3$



# Generation with Dynamic Syntax

John likes Mary.

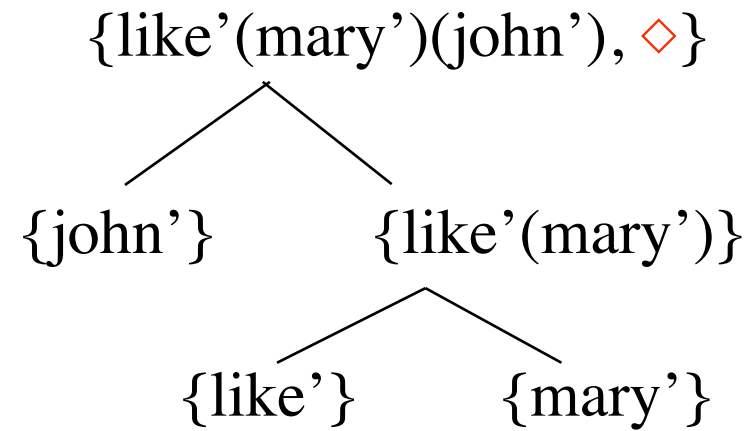
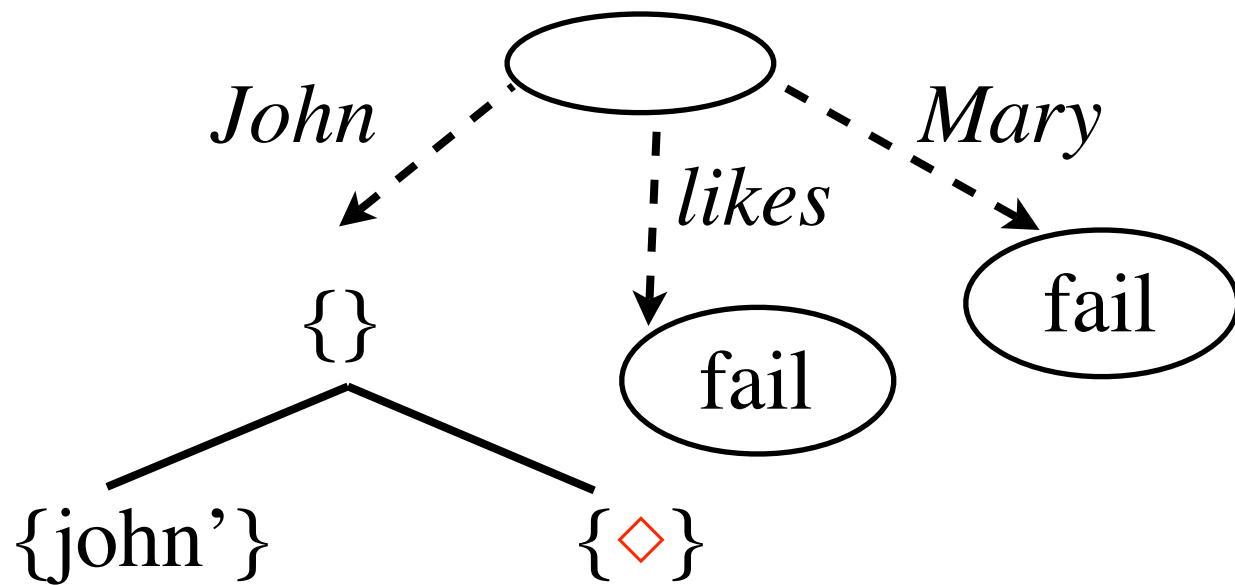


goal tree



# Generation with Dynamic Syntax

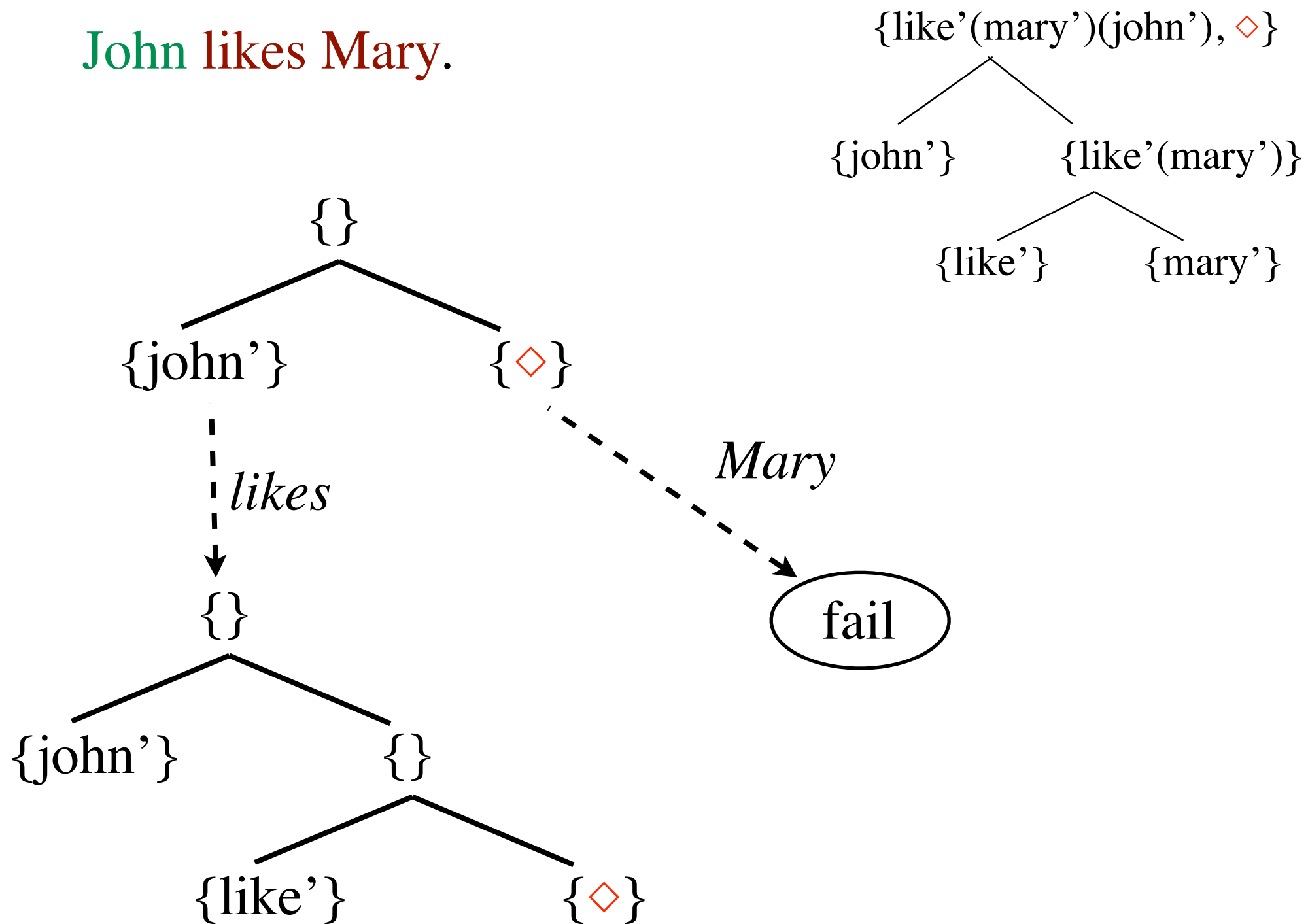
John likes Mary.



goal tree

# Generation with Dynamic Syntax

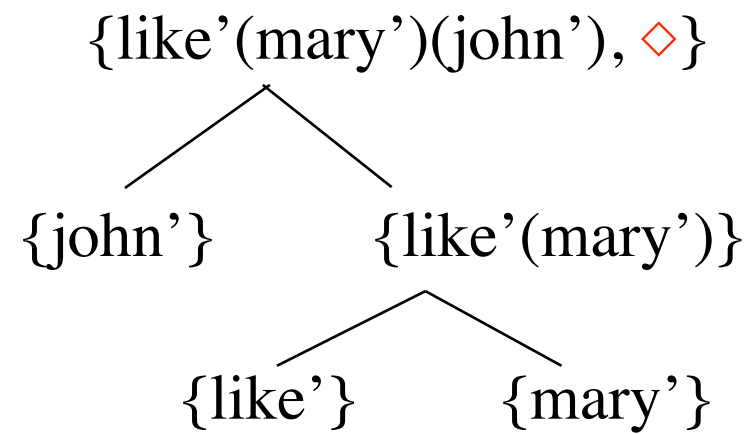
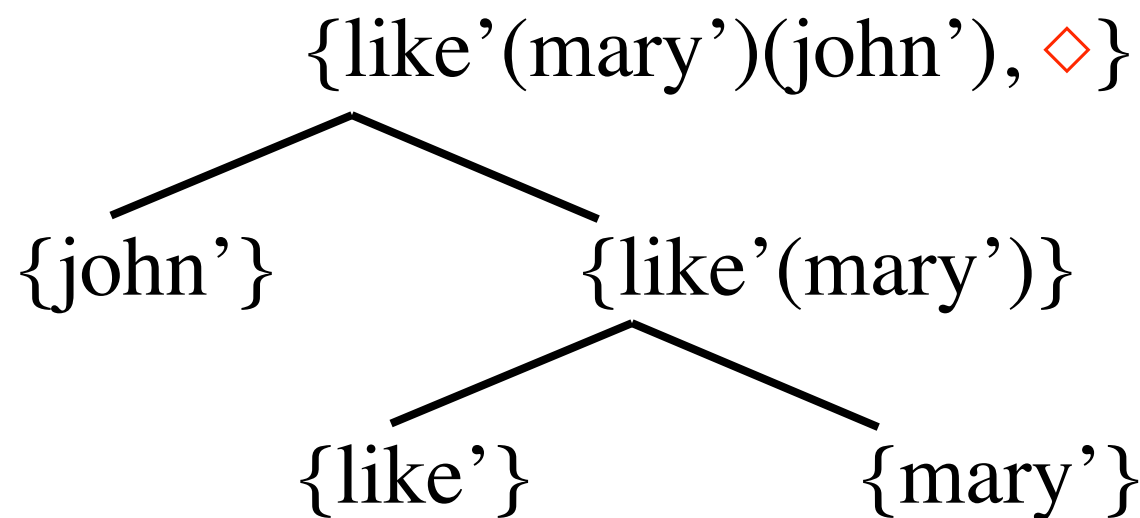
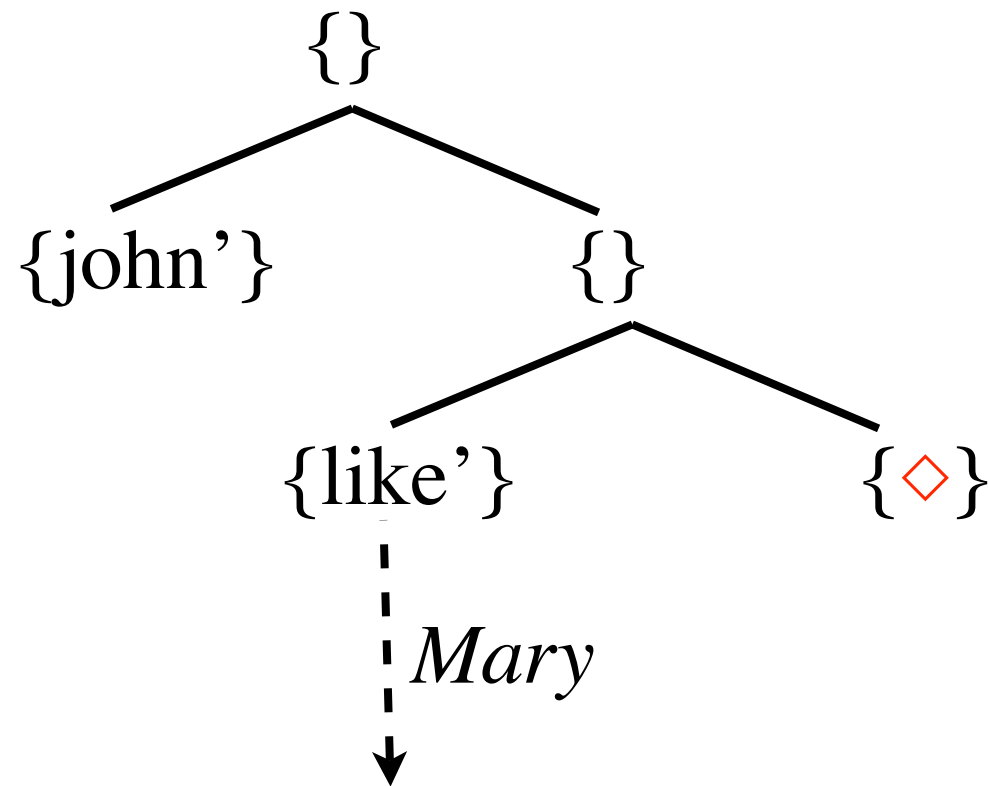
John likes Mary.



goal tree

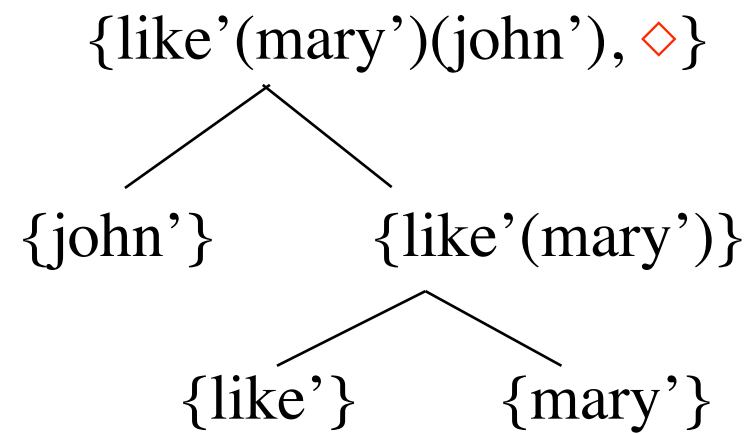
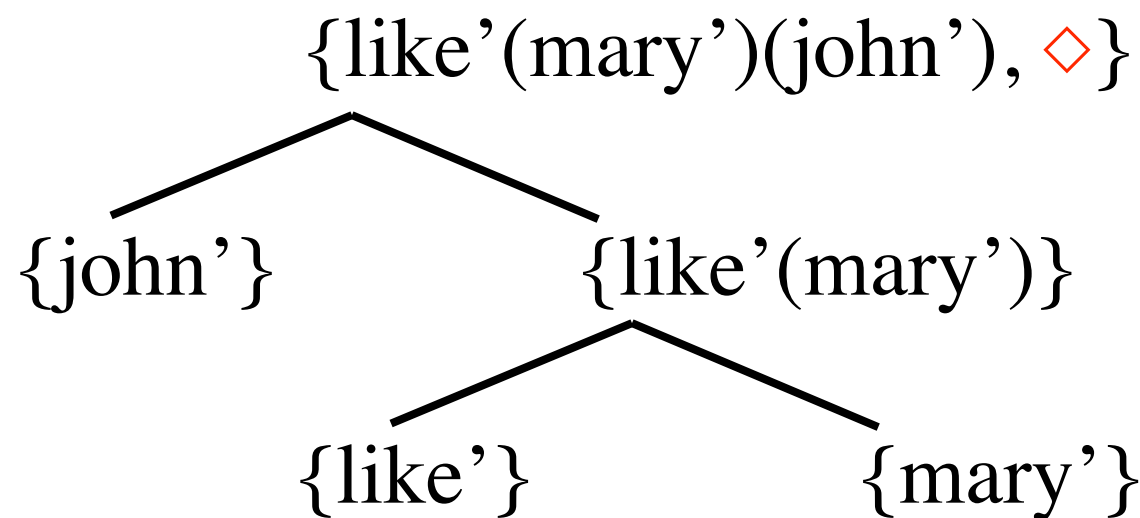
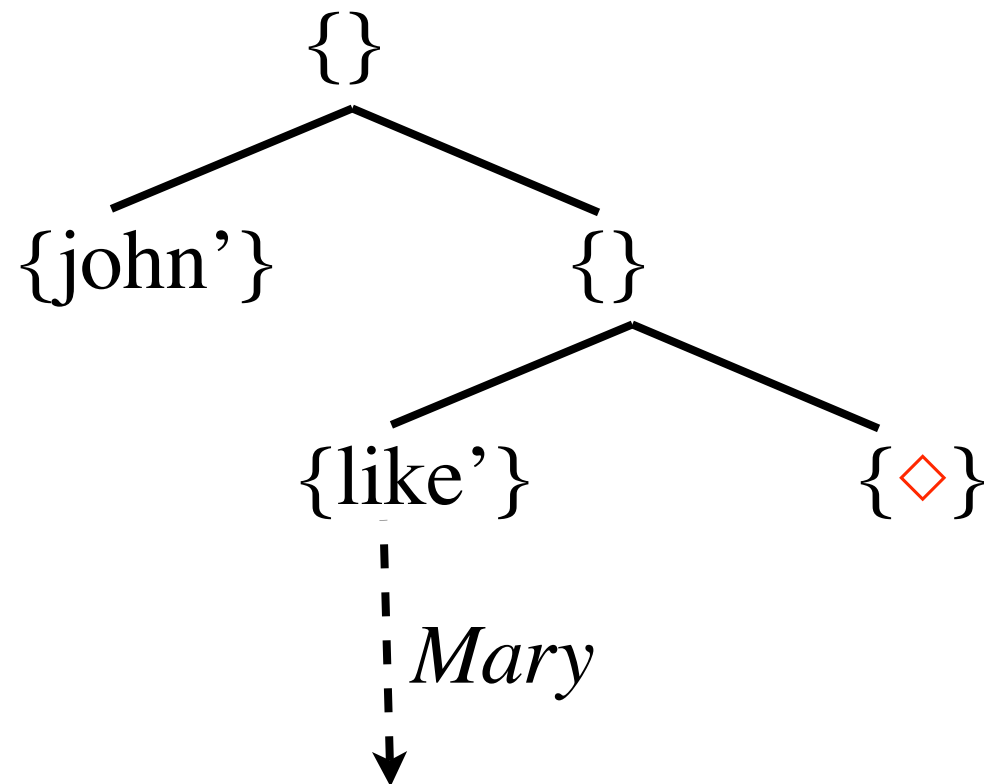
# Generation with Dynamic Syntax

John likes Mary.



# Generation with Dynamic Syntax

John likes Mary.



# Contextual Model

1. semantic trees

2. sequences of words

3. associated lexical actions

➡ available to parsing and generation  $\Rightarrow$  enables modeling of complex dialogue phenomena

# Parsing in Context

Parser state consists of set of triples  $\langle T, W, A \rangle$

- $T$  is (partial) semantic tree
- $W$  is the sequence of words
- $A$  is the set of actions used to create  $T$  from  $W$

initial parser state  $:= \{ \langle T_a, \emptyset, \emptyset \rangle \}$  / $T_a$  is the basic axiom/

☛ any tree: **context**  $:= \{ \langle T_0, W_0, A_0 \rangle, \langle T, W, A \rangle \}$

☛ parse completed (disambiguation resolved)

**context**  $:= \{ \langle T_1, W_1, A_1 \rangle, \langle T, W, A \rangle \}$

# Generation in Context

Generator state consists of pair  $\langle T_g, X \rangle$

- $T_g$  is the goal semantic tree
- $X$  is set of pairs  $(S, P)$ 
  - $S$  is candidate partial string
  - $P$  is the analogous parser state

initial generator state  $:= \langle T_g, \{(\emptyset, P_0)\} \rangle$ , where  $P_0 := \{\langle T_a, \emptyset, \emptyset \rangle\}$

✎ any tree: **context**  $:= \{\langle T_0, W_0, A_0 \rangle, \langle T, W, A \rangle\}$

# Shared Utterances

- *necessarily* same intermediate representation shared
- parsing and generation can start from **any** state

*Hearer to Speaker*

$\langle T_g, \{(\emptyset, P_0)\} \rangle \Rightarrow \langle T_g, \{(\emptyset, P_t)\} \rangle$

Requirement:  $\exists T_a \in P_t \wedge T_a \subset T_g$

*Speaker to Hearer*

$\langle S_t, P'_t \rangle$

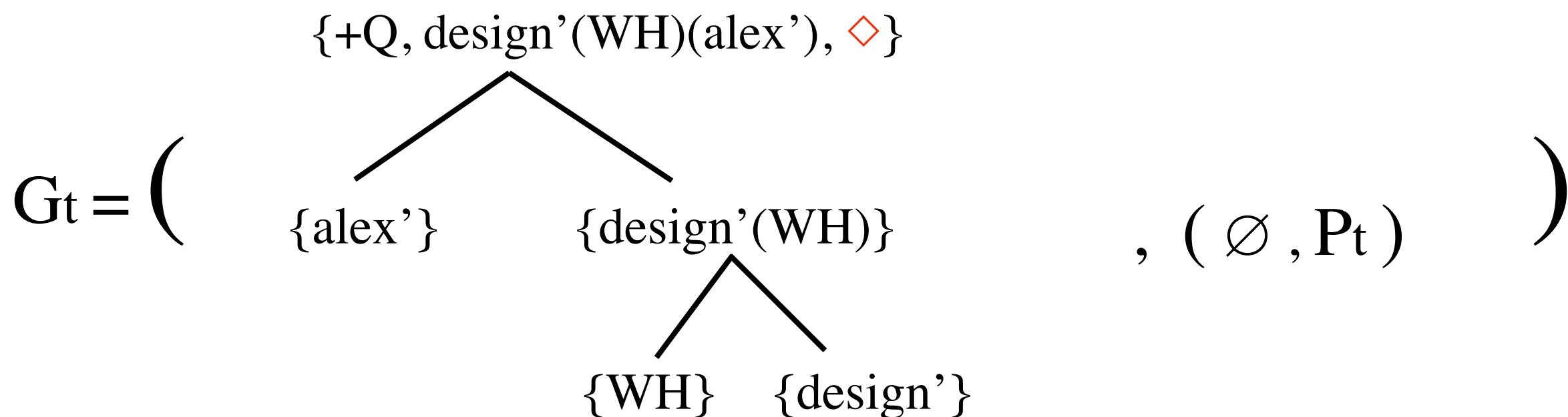
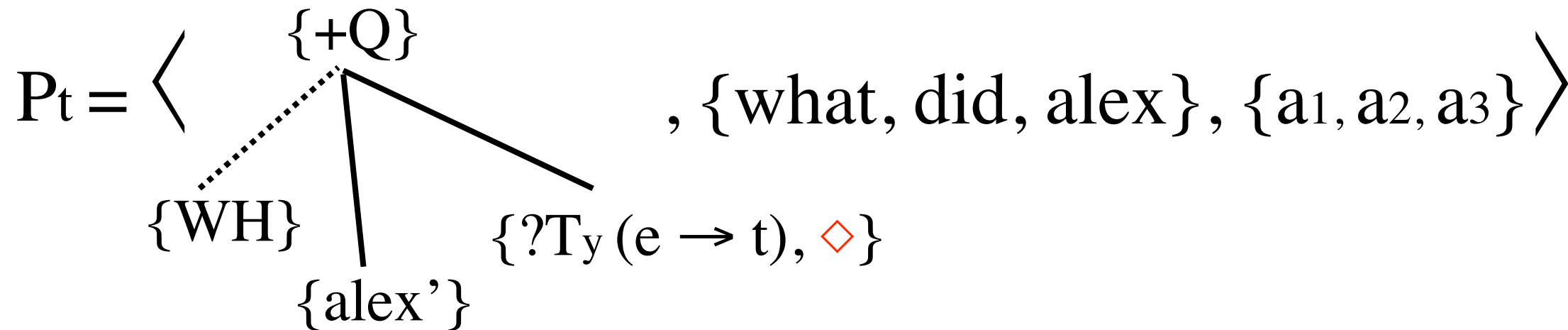
initial speaker needs  $P'_t$

Requirement:  $\forall T_a \in P'_t \wedge T_a \subset T_g$   
 $\rightarrow \text{keep}(T_a)$



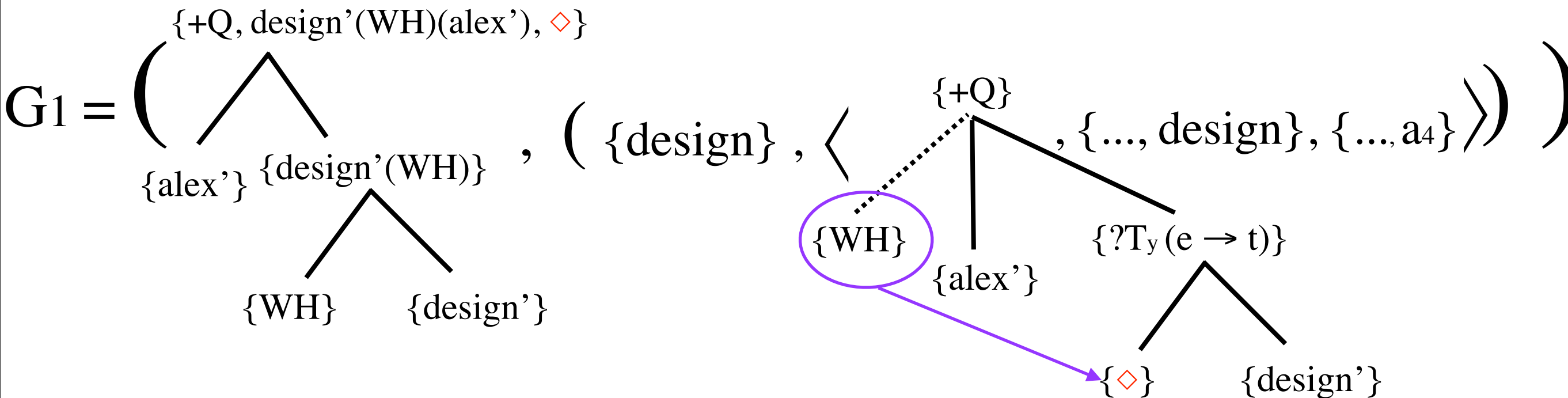
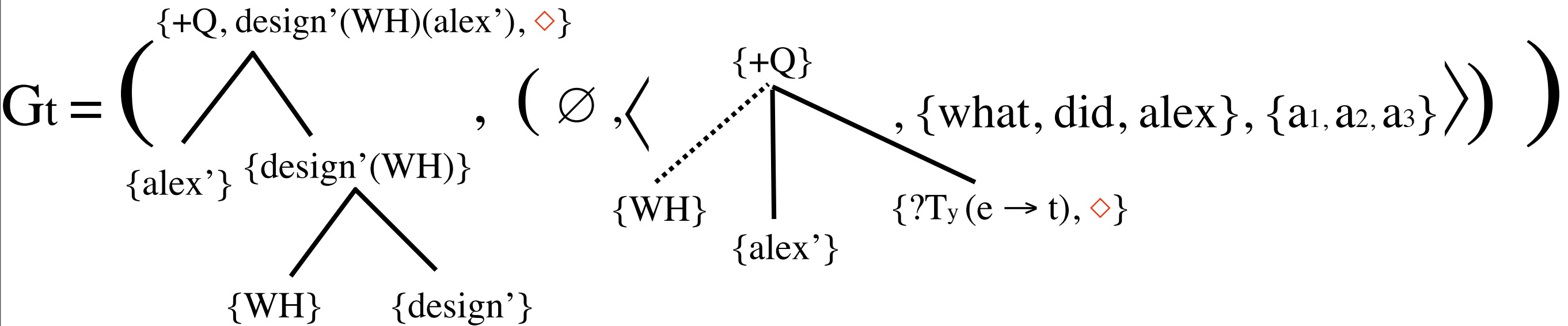
# Shared Utterances: Hearer to Speaker

*What did Alex ... / ...design?*



# Shared Utterances: Hearer to Speaker

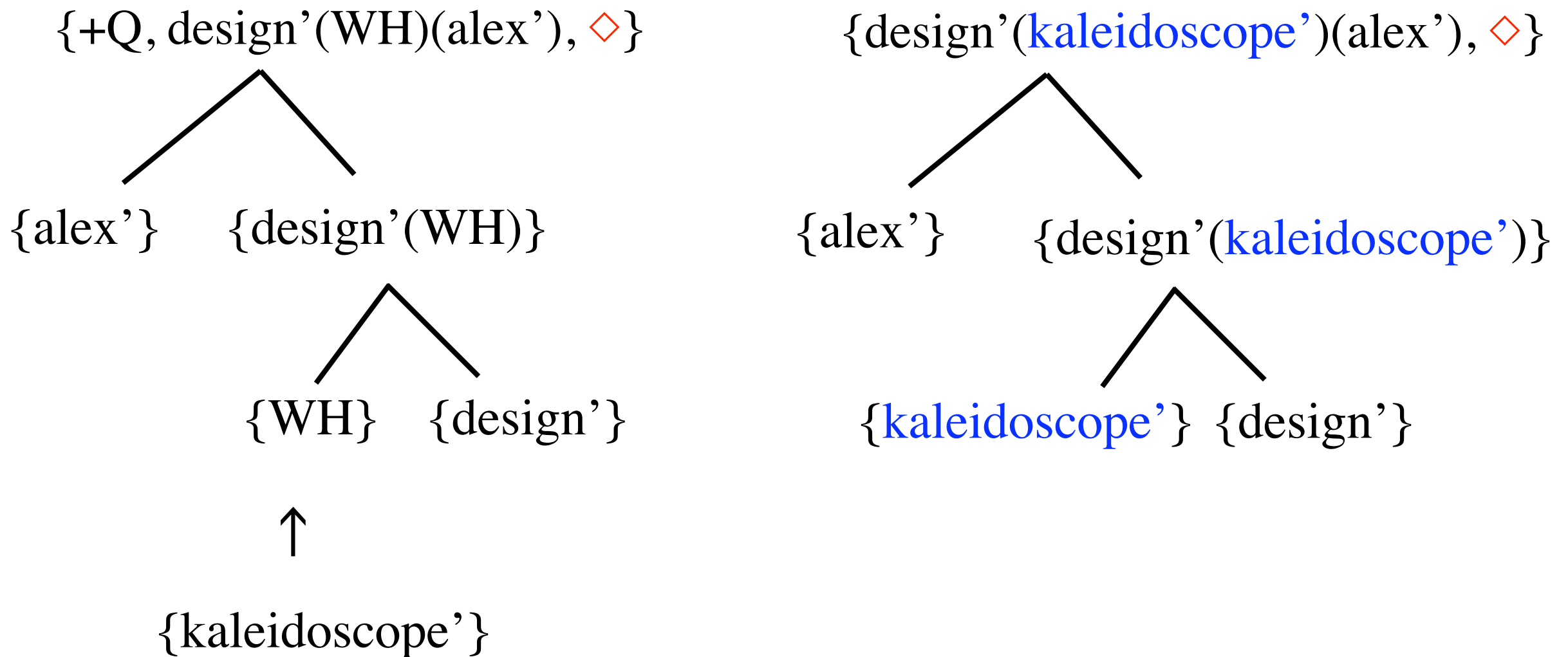
*What did Alex ... / ...design?*



# Cross-Speaker Ellipsis

A: *What did Alex design?*

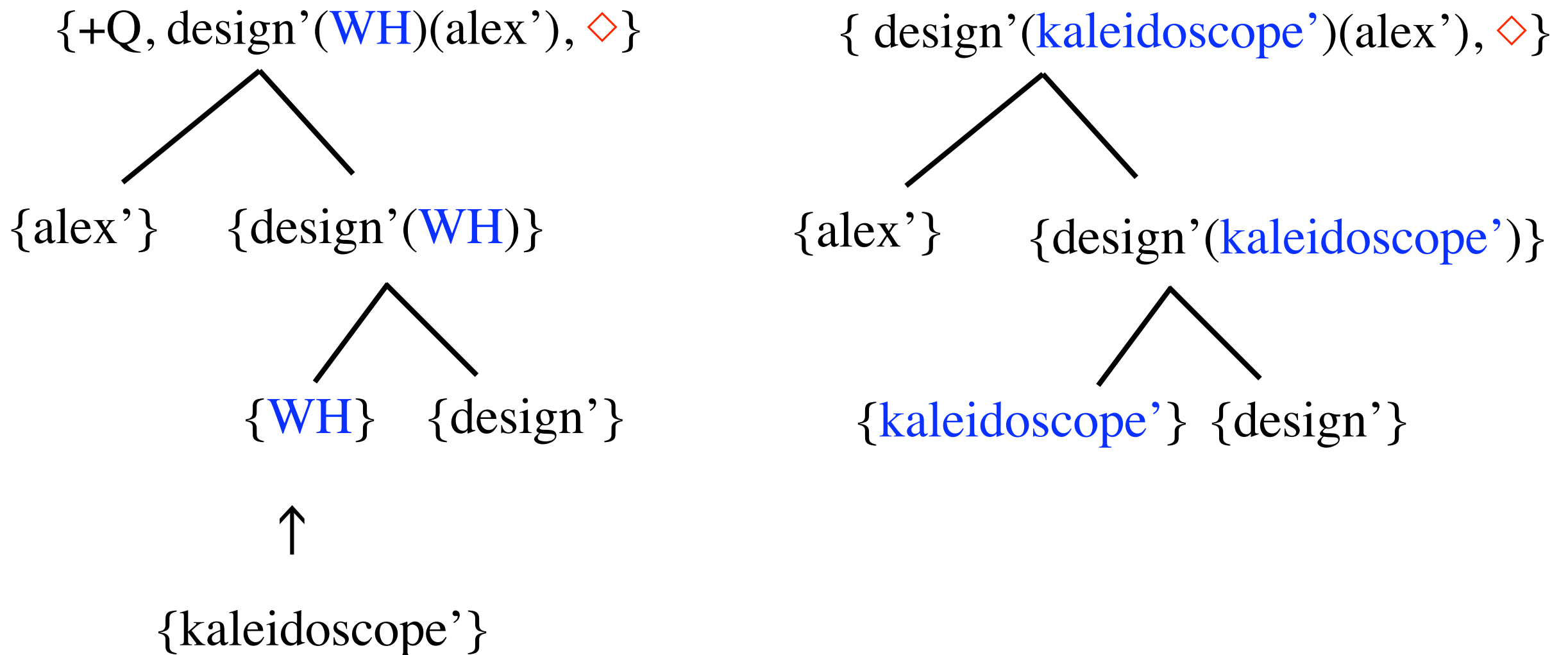
B: *A kaleidoscope.*



# Cross-Speaker Ellipsis

A: *What did Alex design?*

B: *A kaleidoscope.*



# VP Ellipsis

A: *A policeman who arrested Bill read him his rights.*

B: *The policeman who arrested Tom did too.*

**➡ re-use sequence of actions from the context**

# Alignment

- parsing and generation search for suitable entries in the

lexicon

- expensive process

**➡ minimising effort via re-use sequence of selected actions from the context**

# Summary

- semantic parsing
  - suitable for dialogue systems
  - influenced by the current context
  - provides straightforward model of complex dialogue phenomena

# References

- Atterer, M. and David Schlangen [2009] **RUBISC -- a Robust Unification-Based Incremental Semantic Chunker** in *Proceedings of 2nd International Workshop on Semantic Representation of Spoken Language 2009 (SRSL 2009)*, Athens, Greece, March 2009
- Matthew Purver and Ruth Kempson. **Incremental Parsing, or Incremental Grammar?**. In *Proceedings of the ACL Workshop on Incremental Parsing*, pages 74-81, Barcelona, Spain, July 2004.
- <http://www.kcl.ac.uk/research/groups/ds/>
- <http://godel.stanford.edu/mpurver/ds/>



**Thank you for your attention!**

# Discussion

- Is robustness always an advantage?
- Is it a disadvantage that the semantic of the first two

words isn't put together?

