Abstract

We look at the distinction between form and content, or syntax and semantics, or structure and meaning. After making this distinction a bit more precise, we study the composition of meaning.
module FandC

where
import List
import Char
Form

Form is given by syntax. As an example, we give a datatype for syntax trees in Haskell.
data Sent = Sent NP VP
    deriving (Eq,Show)

data NP = Ann | Mary | Bill | Johnny
    | NP1 DET CN | NP2 DET RCN
    deriving (Eq,Show)

data DET = Every | Some | No | The | Most
    | Atleast Int
    deriving (Eq,Show)

data CN = Man | Woman | Boy | Person
    | Thing | House
    deriving (Eq,Show)
data RCN = CN1 CN VP | CN2 CN NP TV
deriving (Eq,Show)

data VP = Laughed | Smiled | VP1 TV NP
deriving (Eq,Show)

data TV = Loved | Respected | Hated | Owned
deriving (Eq,Show)
It is hard to say what content is. But the relevant notion is sameness of content.

Replace the question ‘What is the meaning of a sentence?’ by the more precise question ‘When do two sentences express the same meaning’?

Let us restrict attention to declarative sentences. Declarative sentences are sentences that can be either true or false in a given context.

‘It is raining today in Utrecht’ and ‘I am Dutch’ are declarative sentences. If they are uttered, the context of utterance fixes the meaning of ‘today’ and ‘I’, and the uttered sentences are either true or false in that context.

‘Let’s try to be smarter next time’ is not a declarative sentence. ‘Is drinking coffee bad for you?’ is not a declarative sentence either.
Sameness of Meaning

‘Jan van Eijck is Dutch’ and ‘I am Dutch’ do not have the same meaning, for if I utter them they are both true, and if someone from abroad utters them one will be true and the other false.

‘Jan van Eijck is Dutch’ and ‘Jan van Eijck is Nederlander’ have the same meaning, as have ‘Cinderella est belle’ and ‘Assepoester is mooi’.

To check for ‘Sameness of meaning’ one has to interpret sentences in many different situations, and check if the resulting truth values are always the same.

But what does ‘interpretation of a sentence in a situation’ mean?

To replace the intuitive understanding by a precise understanding we can look at formal examples: the language of predicate logic and its semantics, or the Haskell language, and its interpretation.
Basic Sentences in Predicate Logic, and in Haskell

Predicate logic is the logic of predicates. A predicate is a word that combines with a certain number of proper names to form a basic sentence.

Example:

\( P(a, b) \)

This expresses that \( a, b \) are in the relation given by \( P \). But what is "the relation given by \( P \)? That depends on the interpretation."
Interpretation

What is an interpretation?

An interpretation for predicates consists of a domain of discourse $D$ and an instruction for connecting the predicates to the domain. If $P$ is a predicate that takes a pair of names to form a basic sentence, then an interpretation for $P$ is a binary relation on $D$.

The number of names that a basic predicate needs to form a basic sentence is called the arity of the predicate. Predicates that take one name are called unary. Their interpretation is a subset of the domain of discourse $D$. Predicates that take two names are called binary, predicates that take three names ternary.
Predicate Logic in Haskell

The domain of discourse is some Haskell type. Let us say the type of Integers.

Predicates are properties of integers, such as odd, even, threefold, (>0), and relations such as (>), (<=).

Logical operations on predicates are negation, conjunction, disjunction. ‘even or threefold’ becomes \( x \to \text{even} \ x \lor \text{rem} \ x \ 3 \ = \ 0 \).

‘not even’ becomes \( \text{not} \ . \ \text{even} \) or \( x \to \text{not} \ (\text{even} \ x) \).

Quantifications are ‘some integers in [1..100] are even’, or ‘all integers in [1..] are positive’.
Examples of Quantifications in Haskell

‘some integers in [1..100] are even’

FandC> any even [1..100]
True

‘all integers in [1..100] are positive’:

FandC> all (>0) [1..100]
True
FandC> all (>0) [1..]
{Interrupted!}

Question: what is the type of all and any?

Question: does a quantification over an infinite list (like [1..]) always run forever?
A Domain of Discourse in Haskell

```haskell
data Entity = A | B | C | D | E | F | G
            | H | I | J | K | L | M | N
            | O | P | Q | R | S | T | U
            | V | W | X | Y | Z | Unspec
deriving (Eq, Bounded, Enum)
```

Because Entity is a bounded and enumerable type, we can put all of its elements in a finite list:

```haskell
entities :: [Entity]
entities = [minBound..maxBound]
```
A Show Function for Entities

instance Show Entity where
  show (A) = "A"; show (B) = "B"; show (C) = "C";
  show (D) = "D"; show (E) = "E"; show (F) = "F";
  show (G) = "G"; show (H) = "H"; show (I) = "I";
  show (J) = "J"; show (K) = "K"; show (L) = "L";
  show (M) = "M"; show (N) = "N"; show (O) = "O";
  show (P) = "P"; show (Q) = "Q"; show (R) = "R";
  show (S) = "S"; show (T) = "T"; show (U) = "U";
  show (V) = "V"; show (W) = "W"; show (X) = "X";
  show (Y) = "Y"; show (Z) = "Z"; show (Unspec)= "*"

FandC> entities
Relations on the Domain

Example relation:

```
rel1 :: Entity -> Entity -> Bool
rel1 A A = True
rel1 B A = True
rel1 D A = True
rel1 C B = True
rel1 C C = True
rel1 C D = True
rel1 _ _ = False
```

```
FandC> filter (\x -> rel1 x A) entities
[A,B,D]
```
Arity Reduction on Binary Relations

\[
\text{self} :: (\text{a} \to \text{a} \to \text{b}) \to \text{a} \to \text{b} \\
\text{self} = \lambda f \ x \to f \ x \ x
\]

The following definition picks the reflexive part out of \text{rel1}:

\[
\text{rel2} = \text{self} \ \text{rel1}
\]

FandC> \text{filter (self rel1) entities}  \\
[A,C]
Representing a Model

Interpretations for proper names:

\[
\begin{align*}
\text{ann, bill, lucy, mary, johnny} & \quad \text{:: Entity} \\
\text{ann} & \quad = \text{A} \\
\text{bill} & \quad = \text{B} \\
\text{lucy} & \quad = \text{L} \\
\text{mary} & \quad = \text{M} \\
\text{johnny} & \quad = \text{J}
\end{align*}
\]
Conversion function

For easy specification of (unary) predicates:

\[
\text{list2pred} :: \text{Eq } a \Rightarrow [a] \rightarrow a \rightarrow \text{Bool}
\]
\[
\text{list2pred} = \text{flip elem}
\]

This uses:

\[
\text{flip} :: (a \rightarrow b \rightarrow c) \rightarrow b \rightarrow a \rightarrow c
\]
\[
\text{flip } f \ x \ y = f \ y \ x
\]
Interpretations for Predicates

man, boy, woman, tree, house :: Entity -> Bool
leaf, stone, gun, person, thing :: Entity -> Bool

man = list2pred [B,J]
woman = list2pred [A,C,M,L]
boy = list2pred [J]
tree = list2pred [T,U,V]
house = list2pred [H,K]
leaf = list2pred [X,Y,Z]
stone = list2pred [S]
gun = list2pred [G]
A person is a man or a woman, and a thing is everything which is neither a person nor the special object Unspec:

\[
\begin{align*}
\text{person} & = \lambda x \rightarrow (\text{man } x \ || \ \text{woman } x) \\
\text{thing} & = \lambda x \rightarrow \text{not} \ (\text{person } x \ || \ x = \text{Unspec})
\end{align*}
\]
Meanings for Intransitive Verbs

Same type as CN meanings:

\[
\text{laugh, smile :: Entity} \rightarrow \text{Bool} \\
\text{laugh} = \text{list2pred} \ [M] \\
\text{smile} = \text{list2pred} \ [A,B,J,M]
\]
Binary Relations: Meanings for Transitive Verbs

\[
\begin{align*}
\text{love, respect, hate, own, wash, shave, drop0} & \quad :: \text{(Entity, Entity)} \rightarrow \text{Bool} \\
\text{love} & \quad = \text{list2pred} \quad [(B,M),(J,M),(J,J),(M,J),(A,J),(B,J)] \\
\text{respect} & \quad = \text{list2pred} \quad [(x,x) \\
& \quad \quad \quad \quad | \quad x \leftarrow \text{entities, person x}] \\
\text{hate} & \quad = \text{list2pred} \quad [(x,B) \\
& \quad \quad \quad \quad | \quad x \leftarrow \text{entities, woman x}] \\
\text{own} & \quad = \text{list2pred} \quad [(M,H)] \\
\text{wash} & \quad = \text{list2pred} \quad [(A,A),(A,J),(L,L),(B,B),(M,M)] \\
\text{shave} & \quad = \text{list2pred} \quad [(A,J),(B,B)] \\
\text{drop0} & \quad = \text{list2pred} \quad [(T,X),(U,Y),(U,Z),(Unspec,V)]
\end{align*}
\]
Ternary Relations

break0, kill ::
    (Entity, Entity, Entity) -> Bool
break0 = list2pred [(M,V,S), (J,W,G)]
kill = list2pred [(M,L,G), (Unspec,A,D), (Unspec,J,Unspec)]

The verbs **give** and **sell** are also interpreted as ternary relations.

give, sell :: (Entity, Entity, Entity) -> Bool
give = list2pred [(M,V,L), (L,G,M)]
sell = list2pred [(J,J,M), (J,T,M), (A,U,M)]
Conversions for Ternary Relations

\[
\text{curry3} :: ((a,b,c) \to d) \\
\to a \to b \to c \to d \\
\text{curry3} \ f \ x \ y \ z = f \ (x,y,z)
\]

\[
\text{uncurry3} :: \\
(a \to b \to c \to d) \to ((a,b,c) \to d) \\
\text{uncurry3} \ f \ (x,y,z) = f \ x \ y \ z
\]
Semantic Interpretation: Compositionality

Fix a *situation*: a domain of discourse with properties and relations defined on it. Logicians call this a *model*.

Next, fix the interpretation of individual words, by linking proper names to entities in the domain of discourse, intransitive verbs and common nouns to properties, transitive verbs to binary relations, and so on.

Finally, define a *composition function* that computes the meanings of composite expressions from the meanings of their parts.

This is called: *compositional interpretation*.

Note: The *semantic type* of the interpretation depends on the *syntactic category* of the expression that gets interpreted.
Semantic Interpretation: Sentences

Syntactic categories get interpretations of appropriate types. Type for the interpretation of sentences: \texttt{Bool}.

\begin{verbatim}
intSent :: Sent \rightarrow \texttt{Bool}
intSent (Sent np vp) = (intNP np) (intVP vp)
\end{verbatim}
Semantic Interpretation: Noun Phrases

Type for the interpretation of NPs: \((\text{Entity} \rightarrow \text{Bool}) \rightarrow \text{Bool}\).

\[
\begin{align*}
\text{intNP} & : \text{NP} \rightarrow (\text{Entity} \rightarrow \text{Bool}) \rightarrow \text{Bool} \\
\text{intNP} \text{ Ann} & = \backslash p \rightarrow p \text{ ann} \\
\text{intNP} \text{ Mary} & = \backslash p \rightarrow p \text{ mary} \\
\text{intNP} \text{ Bill} & = \backslash p \rightarrow p \text{ bill} \\
\text{intNP} \text{ Johnny} & = \backslash p \rightarrow p \text{ johnny} \\
\text{intNP} (\text{NP1 det cn}) & = (\text{intDET} \text{ det}) (\text{intCN} \text{ cn}) \\
\text{intNP} (\text{NP2 det rcn}) & = (\text{intDET} \text{ det}) (\text{intRCN} \text{ rcn})
\end{align*}
\]
Semantic Interpretation: Verb Phrases

\[
\text{intVP} :: \text{VP} \to \text{Entity} \to \text{Bool} \\
\text{intVP Laughed} = \text{laugh} \\
\text{intVP Smiled} = \text{smile}
\]

\[
\text{intVP} (\text{VP1 tv np}) = \\
\quad \backslash \text{subj} \to \\
\quad \quad \text{intNP np} (\backslash \text{obj} \to \text{intTV tv (subj, obj)})
\]
Semantic Interpretation: Transitive Verbs

\[\text{intTV} :: \text{TV} \rightarrow (\text{Entity,Entity}) \rightarrow \text{Bool}\]

\[
\begin{align*}
\text{intTV Loved} & = \text{love} \\
\text{intTV Respected} & = \text{respect} \\
\text{intTV Hated} & = \text{hate} \\
\text{intTV Owned} & = \text{own}
\end{align*}
\]
Semantics Interpretation: Common Nouns

Similar to that of Verb Phrases:

\[
\text{intCN} :: \text{CN} \rightarrow \text{Entity} \rightarrow \text{Bool} \\
\text{intCN Man} = \text{man} \\
\text{intCN Boy} = \text{boy} \\
\text{intCN Woman} = \text{woman} \\
\text{intCN Person} = \text{person} \\
\text{intCN Thing} = \text{thing} \\
\text{intCN House} = \text{house}
\]
Semantic Interpretation of Determiners: Some and Every

Type of interpretation function:

\[
\text{intDET} :: \text{DET} \rightarrow (\text{Entity} \rightarrow \text{Bool}) \\
\quad \rightarrow (\text{Entity} \rightarrow \text{Bool}) \rightarrow \text{Bool}
\]

\[
\text{intDET Some } p \ q = \text{any } q \ (\text{filter } p \ \text{entities})
\]

\[
\text{intDET Every } p \ q = \text{all } q \ (\text{filter } p \ \text{entities})
\]
Semantic Interpretation of Determiners: The

The interpretation of \textit{The} consists of two parts:

1. a check that the CN property is unique, i.e., that it is true of precisely one entity in the domain,

2. a check that the CN and the VP property have an element in common, in other words, the \textit{Some} check on the two properties.

\[
\text{intDET} \text{ The } p \ q = \text{singleton } \text{plist} \land \land q (\text{head plist})
\]
where
\[
\text{plist} = \text{filter } p \text{ entities}
\]
\[
\text{singleton } [x] = \text{True}
\]
\[
\text{singleton } _ = \text{False}
\]
Semantic Interpretation of Determiners: No

The interpretation of **No** is just the negation of the interpretation of **Some**:

\[
\text{intDET No } p \; q = \text{not (intDET Some } p \; q) 
\]
Semantic Interpretation of Determiners: Most

The interpretation of Most compares the length of the list of entities satisfying the first argument (the restrictor argument) with the length of the list of entities satisfying the second argument (the body argument).

\[
\text{intDET Most } p \ q = \text{length } p\text{qlist } > \text{length } (p\text{list } \setminus \ q\text{list})
\]

where

\[
\begin{align*}
p\text{list} &= \text{filter } p \ \text{entities} \\
q\text{list} &= \text{filter } q \ \text{entities} \\
pq\text{list} &= \text{filter } q \ p\text{list}
\end{align*}
\]

Exercise: Implement the interpretation function for (Atleast \( n \)).
Semantic Interpretation of Relativized CNs

Relativised common nouns of the form that CN VP:

\[
\text{intRCN} :: \text{RCN} \to \text{Entity} \to \text{Bool} \\
\text{intRCN} (\text{CN1} \ cn \ \text{vp}) = \\
\quad \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\quad \text{\(\lambda\ e \rightarrow ((\text{intCN} \ cn \ e) \land (\text{intVP} \ \text{vp} \ e))\)}
\]

Relativised common nouns of the form that CN NP TV:

\[
\text{intRCN} (\text{CN2} \ cn \ \text{np} \ \text{tv}) = \text{\(\lambda\ e \rightarrow\)} \\
\quad \quad \quad ((\text{intCN} \ cn \ e) \land \text{\(\quad (\text{intNP} \ np \ (\lambda \ \text{subj} \rightarrow (\text{intTV} \ tv \ (\text{subj},e))))\)}))
\]
Example Queries

FandC> intSent (Sent (NP1 The Boy) Smiled)
True
FandC> intSent (Sent (NP1 The Boy) Laughed)
False
FandC> intSent (Sent (NP1 Some Man) Laughed)
False
FandC> intSent (Sent (NP1 No Man) Laughed)
True
FandC> intSent (Sent (NP1 Some Man)
    (VP1 Loved (NP1 Some Woman)))
True
FandC> intSent (Sent (NP2 No (CN1 Man (VP1 Loved Mary)))
    Laughed)
True
Next Time

More about logic . . .