

Zen and The Art of Grammar Maintenance

Denys Duchier

LIFO, Université d'Orléans

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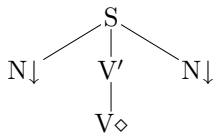
Outline

1 Motivations

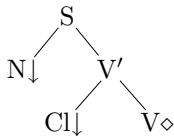
2 Metagrammars as Logic Programs

3 XMG Formalism

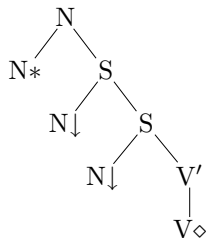
Factorization and Reuse



Jean mange une pomme

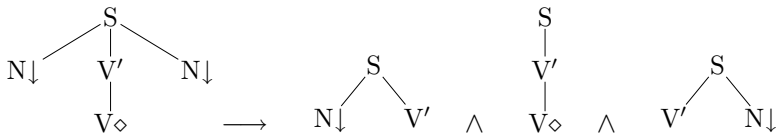


Jean la mange



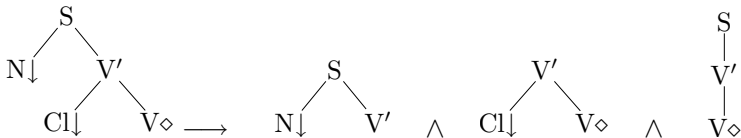
la pomme que Jean mange

Jean mange une pomme



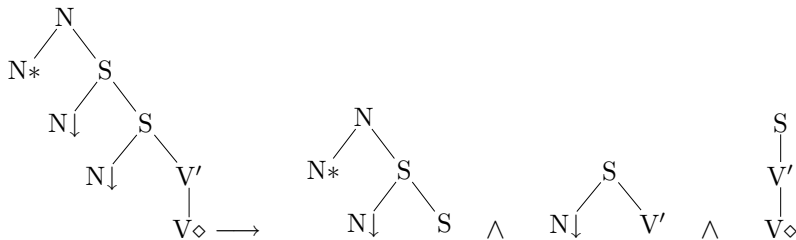
- Canonical Subject
- Active Verb Form
- Canonical Object

Jean la mange



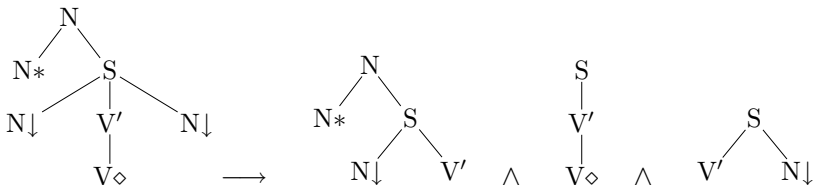
- Canonical Subject
- Clitic Object
- Active Verb Form

La pomme que Jean mange



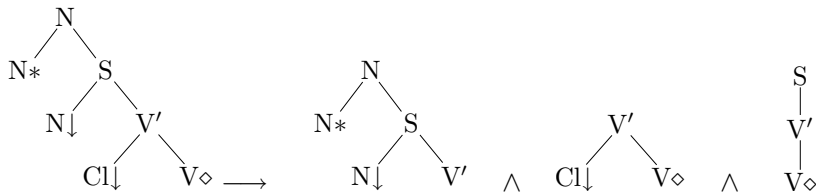
- Relative Object
- Canonical Subject
- Active Verb Form

Jean qui mange la pomme



- Relative Subject
- Active Verb Form
- Canonical Object

Jean qui la mange

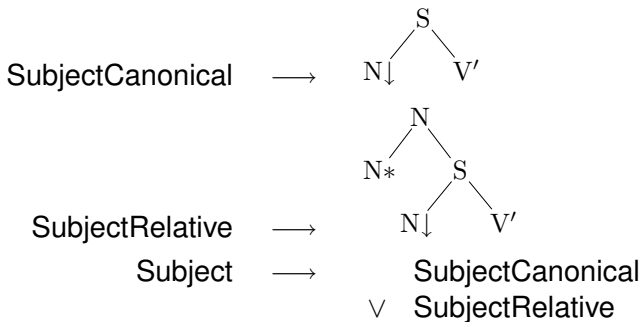


- Relative Subject
- Clitic Object
- Active Verb Form

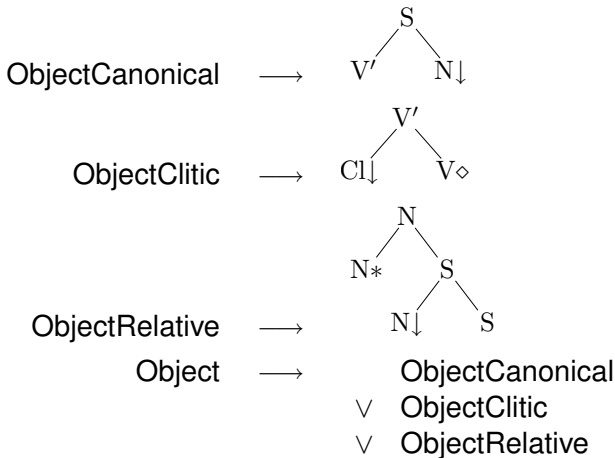
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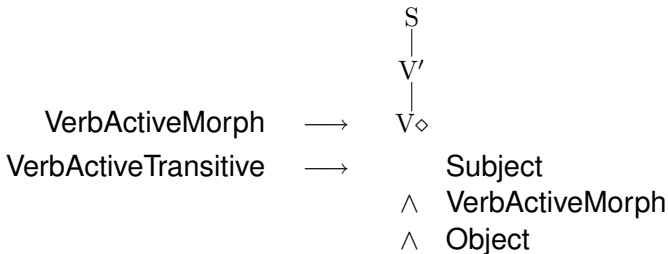
Subject



Object



Transitive Active Verb



Metagrammars as DCGs

- a metagrammar is a DCG
- terminals are tree descriptions

a metagrammar is the grammar of a grammar

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Model-Theoretic View

Set of tree descriptions \models Metagrammar
Lexical entry \models Set of tree descriptions

Operational View

- a metagrammar is a logic program
- its execution accumulates tree descriptions
- which are then processed by a solver
- resulting in the production of a lexical entry
- backtrack to obtain the rest of the lexicon

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Type definitions

```
type CAT={n,v,p}
```

```
type PERS=[1..3]
```

```
type FLEX=[num:NUMBER, gen:GENDER, pers:PERS]
```

Property definitions

```
property extraction : bool
```

Property definitions

```
property extraction : bool {extra = +}
```

`extra` \equiv `extraction = +`

Feature definitions

```
feature num : NUMBER
```

Class definitions

```
class C1
import C2 []
export ?X ?Y
declare ?X ?Y !Z
{
  Statement
}
```

Restricted imports

```
class C1  
import C2 [] as [?X1, ..., ?Xn]  
export ?X ?Y  
declare ?X ?Y !Z  
{  
    Statement  
}
```

Renamings

```
class C1  
import C2 [] as [?X1=?Y1, ..., ?Xn]  
export ?X=?U ?Y  
declare ?X ?Y !Z  
{  
    Statement  
}
```


Statements

$$\begin{aligned} S &::= S_1 ; S_2 \\ &| S_1 | S_2 \\ &| E_1 = E_2 \\ &| \text{Class}[E_1, \dots, E_n] \\ &| \langle \text{Dim} \rangle \{ \dots \} \\ &| S * = [f = E, \dots] \end{aligned}$$

Expressions

$$\begin{aligned} E & ::= ?X \mid !X \\ & \mid Atom \mid Int \mid String \\ & \mid @\{Atom, \dots, Atom\} \\ & \mid ?X = [f_1 = E_1, \dots, f_n = E_n] \\ & \mid E_1.E_2 \\ & \mid E(E_1, \dots, E_n) \\ & \mid E_1|E_2 \\ & \mid (E) \end{aligned}$$

Dimension-specific description languages

$\langle Dim \rangle \{ \dots \}$

- tree descriptions
- hole semantics
- AVM, (semi-)lattices

There are currently 3 built-in dimensions: $\langle \text{syn} \rangle$ $\langle \text{sem} \rangle$ $\langle \text{dyn} \rangle$

Tree Description Language

$\langle \text{syn} \rangle \{ \text{Syn} \}$

$\text{Syn} ::= \text{Syn}; \text{Syn}$
 | $\text{Syn} | \text{Syn}$
 | **node** $?X (p = E, \dots) [f = E, \dots]$
 | $E \rightarrow E \mid E \rightarrow^+ E \mid E \rightarrow^* E$
 | $E \gg E \mid E \gg^+ E \mid E \gg^* E$
 | $E = E$
 | $E \langle E_1, \dots, E_n \rangle$

Alternative Syntax

■ dominance

```
node {      node }
```

```
node { ...+ node }
```

```
node { ... node }
```

■ precedence

```
node      node
```

```
node    , , , + node
```

```
node    , , , node
```

Flat Semantics Description Language

$\langle \text{sem} \rangle \{ \text{Sem} \}$

$\text{Sem} ::= \text{Sem}; \text{Sem}$
| $\text{Sem} | \text{Sem}$
| $\text{Var} : E(E, \dots, E)$
| $\text{Var} : \sim E(E, \dots, E)$
| $\text{Var} \ll \text{Var}$

Mutual Exclusion Sets

mutex SUBJ-INV

mutex SUBJ-INV += CanonicalObject

mutex SUBJ-INV += InvertedNominalSubject

2 classes in the same mutex cannot both be used in the same derivation

Principles