

# Unifying Broad-Coverage Lexical Resources and Logical Reasoning

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# Questions

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- What properties should meaning representations have in order to facilitate inference?
- What kind of information should lexical resources encode to facilitate inference?
- What kinds of inferential relations are essential for textual inference?
- How is ambiguity and underspecification factored in, e.g. of scope, word senses, anaphora, factored in?
- Can we have 'robust inference'? Does the notion even make sense?



# The team

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# Moving beyond shallow semantics

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We need to move beyond shallow semantic parsing to deeper semantic analysis of text;

Understanding sentences requires more than identifying events and participants and giving them semantic role labels;

It is essential to recognize temporal sequencing within the event and any changes in state that might have occurred.

*Many fighters have fled to the south through Syrian army lines.*

Theme

VerbNet class:  
Escape-51.1

Trajectory

*Many fighters* *have fled* *to the south through Syrian army lines.*

**has\_location**(e1, Theme, ?Initial\_Location)

**motion**(e2, Theme, Trajectory)

**has\_location**(e3, Theme, ?Destination)

Theme

VerbNet class:  
Escape-51.1

Trajectory

*Many fighters* *have fled* *to the south through Syrian army lines.*

**has\_location**(e1, Theme, ?Initial\_Location)

**motion**(e2, Theme, Trajectory)

**has\_location**(e3, Theme, ?Destination)

Theme

VerbNet class:  
Escape-51.1

Trajectory

*Many fighters* have *fled* *to the south through Syrian army lines.*

**has\_location**(e1, Many fighters, ?Initial\_Location)

**motion**(e2, Many fighters, to the south through...)

**has\_location**(e3, Many fighters, ?Destination)

implicit  
arguments



Agent

VerbNet class:  
Concealment-16

Destination

*Some have hidden near Damascus.*

**visible**(e1, Agent)

**do**(e2, Agent)

**¬visible**(e3, Agent)

**location**(e3, Agent, Destination)

**cause**(e2, e3)

Agent

VerbNet class:

Concealment-16

Destination

*Some have hidden near Damascus.*

**visible**(e1, Some fighters)

**do**(e2, Some fighters)

**¬visible**(e3, Some fighters)

**location**(e3, Some fighters, near Damascus)

**cause**(e2, e3)

# Our Goal: A Whole that Is Greater than the Sum of Its Parts



Bring resources and theories together to enable not just better extraction of events and participants from text, but deeper semantic analysis and clearer linking of events and participants across sentences and documents.

- VerbNet: comprehensive verb resource; generalizations across related verbs; predicate argument structure;
- Generative Lexicon: best known for semantic components (qualia) of nouns, but compelling theory of contextual meaning arising from the interaction of noun and verb meaning; more recently, event decomposition
- REO: event-focused ontology

# Outline

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- Improve our ability to identify a verb's VerbNet class (state-of-art WSD)
- Improve VerbNet semantic role labeling (state-of-art SRL)
- Enrich VerbNet semantic representations (nuanced temporal and causal sequencing, arguments with selectional preferences, verb-specific features)
- Link to relevant ontologies and other resources (REO, Corelex, BSO)

# VerbNet overview

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Domain-independent verb lexicon

Verbs grouped into hierarchical classes

- Semantic similarities
- Shared syntactic alternations

Explicitly described class properties

- Thematic roles involved in the predicate-argument structure
- Selectional preferences for those roles
- Syntactic frames
- Semantic representations

# Run-51.3.2

## MEMBERS

AMBLE (FN 1; WN 1; G 1)	GOOSE_STEP (WN 1)
AMBULATE (WN 1; G 1)	HIKE (FN 1; WN 2; G 1)
BACKPACK (WN 1)	HITCHHIKE (WN 1)
BOLT (FN 1, 2, 3, 4; WN 4; G 1)	HOPSCOTCH
BOUND (FN 1; WN 1; G 1)	JOUNCE
BREEZE	LIMP (FN 1; WN 1, 2)
BUSTLE (WN 1)	LOLLOP (WN 1)

## ROLES

- AGENT [+ANIMATE]
- THEME [+ANIMATE | +MACHINE]
- LOCATION [+CONCRETE]

## FRAMES

### NP V

EXAMPLE	"The horse jumped."
SYNTAX	<u>THEME</u> V
SEMANTICS	MOTION(DURING(E), THEME)

### NP V PP.LOCATION

EXAMPLE	"The horse jumped over the fence."
SYNTAX	<u>THEME</u> V {{+SPATIAL}} <u>LOCATION</u>
SEMANTICS	MOTION(DURING(E), THEME) PREP(E, THEME, LOCATION)

# VerbNet widely used

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Linking lexical resources to ontologies (Brown et al., 2017)

Semantic role labeling tasks (Shi and Mihalcea, 2005)

Word sense disambiguation for verbs (Abend et al., 2008; Brown et al., 2011; Kawahara and Palmer, 2014; Palmer et al., 2018)

Inference-enabling tasks (Giuglea and Moschitti, 2006; Loper et al., 2007; Zaenen et al., 2008; Kawahara and Palmer, 2014)

# Verb sense disambiguation

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JAMES GUNG

# Class members are verb senses

Example: *draw*



<b>VerbNet Class</b>	<b>Example</b>	<b>Ontonotes Sense</b>	<b>Wordnet Senses</b>
Carry-11.4	<i>She drew the cart into the barn.</i>	1	1, 20, 27
Lure-59.3	<i>They drew him into the conspiracy.</i>	2	16, 24, 26
Remove-10.1	<i>The nurse drew blood.</i>	3	5, 7, 9, 13, 14, 17
Split-23.2	<i>She drew away from the crowd.</i>	4	12
Scribble-25.2	<i>He drew the symbols over the door.</i>	6	3, 6, 19
Create-26.4	<i>She drew him a picture.</i>	6	6, 8, 19



# Verb Sense Disambiguation – James Gung

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ClearWSD: Classifier-per-verb word sense disambiguation system for VerbNet classes

Rich semantic feature set using knowledge resources and word representation techniques

State-of-the-art accuracy on two benchmark datasets

<https://github.com/jgung/ClearWSD/tree/master/src/main/java/edu/colorado/clear/wsd/ontonotes>

Martha Palmer, James Gung, Claire Bonial, Jinho Choi, Orin Hargraves, Derek Palmer, Kevin Stowe, The Pitfalls of Shortcuts: Tales from the word sense tagging trenches, (2018) *Essays in Lexical Semantics and Computational Lexicography - In Honor of Adam Kilgarriff*. M. Diab, A. Villavicencio, M. Apidianaki, V. Kordoni, A. Korhonen, P. Nakov, M. Stevenson (editors). Springer series Text, Speech and Language Technology. Springer

# Results



System	Accuracy
Kawahara & Palmer 2014	0.9716
Our System	<b>0.9803</b>

System comparison on Semlink  
1.2.2c

System	Accuracy
Brown et al. 2011	0.8867
Croce et al. 2012	0.8672
Our System	<b>0.9160</b>

System comparison on Semlink 1.1

# VerbNet semantic role labeling

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JAMES GUNG

# VerbNet Semantic Role Labeling

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Automatically find the participants in an event and identify the role they play - Helpful on its own; essential building block for deeper representations of a text's meaning

Theme

Trajectory

*Many fighters* have fled *to the south through Syrian army lines*.

**has\_location**(e1, Theme, ?Initial\_Location)

**motion**(e2, Theme, Trajectory)

**has\_location**(e3, Theme, ?Destination)

# Verb-specific features

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# Adding verb-specific features

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VerbNet classes generalize across verbs with similar semantics and syntactic patterns

Useful for

- event linking within and across documents
- inferences about novel words that fit a class's pattern
- highlighting essential semantic components

However, classes can often be subdivided based on additional semantic features of the verbs

- selectional restrictions on a thematic role
- directionality of motion
- manner of an action
- change of value on a scale
- affect of a participant

# Calibratable-change-of-state

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Increase (e.g., *build, soar, grow, jump*)

Decrease (e.g., *fall, drop, plunge*)

Fluctuate (e.g., *swing, seesaw, fluctuate*)

*The price of oil soared to \$50 a barrel.*

has\_val(e1, Patient, Initial\_State)

change\_value(e2, **direction**, ?Extent, Attribute, Patient)

has\_val(e3, Patient, Result)

# Revising VerbNet semantic representations

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# VerbNet semantic representations

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Each class contains semantic representations compatible with all the members and syntactic frames of the class

Representations make use of semantic predicates:

- **motion**
- **perceive**
- **cause**

Reference semantic role participants and an event variable  $E$ .

Some of these are meant to describe the participants during various stages of the event evoked by the syntactic frame.

# Assumptions

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The arguments of each predicate are represented using the semantic roles for the class;

Participants mentioned in the syntax as well as those not expressed are accounted for in the semantics;

OLD - Temporal sequencing is indicated with the second-order predicates start, during, and end;

# Semantically coherent classes

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Semantic representations capture generalizations about the semantic behavior of the class member as a group;

For some classes (e.g., Battle-36.4), verbs are semantically coherent, battle, skirmish, war ;

Sparta warred with Athens.

NP V PP

Agent V with Co-Agent

social interaction(during(E), Agent, Co-Agent)

conflict(during(E), Agent, Co-Agent)

possible contact(during(E), Agent, Co-Agent)

manner(Hostile, Agent)

# Impetus for change

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Zaenen et al. (2008) show VerbNet is unable to support some temporal and spatial inferencing tasks;

From The diplomat left Bhagdad you can't infer The diplomat was in Bhagdad;

For several motion classes, End(E) was given but not Start(E);

Some classes involving change of location of participants (e.g., gather, mix) did not include a motion predicate at all.

Efforts to use VerbNet in human-computer interaction found that an enriched event representation would facilitate the interaction between the language parsing and the planning components of the system (Narayan-Chen et al., 2017);

# Impetus for change

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Attempts to use VerbNet in robotics show the need for:

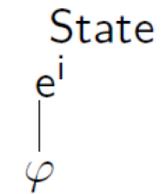
a 1st-order representation;

more specific event causal relation, instead of  
`cause(Agent,E)`;

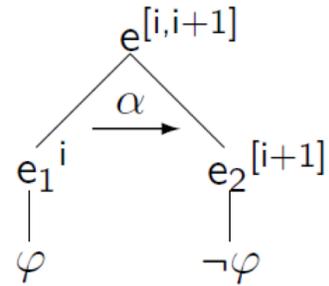
more explicit temporal relations, over reified events rather  
than functional expressions over the matrix event, E.

# Generative Lexicon event structure

## Two Primitive Event Types



## Simple Transition

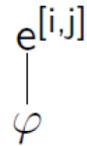


## Derived Vendler Event Types

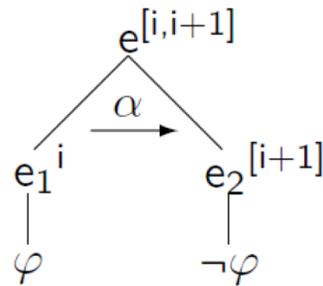
a. State



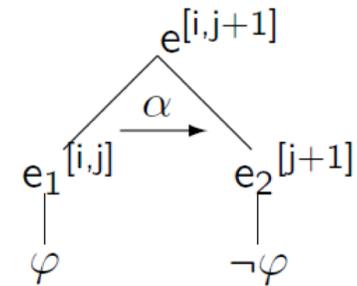
b. Process



c. Achievement



d. Accomplishment



# VerbNet with GL event structure

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Elimination of tripartite division of temporal span of the event, i.e., Start, During, End;

Subevents introduced as 1st-order quantified individuals,  $e_1; e_2; \dots$ ;

Temporal (Allen-like) relations can be employed for verb-class specific semantics:

$\text{before}(e_2; e_3)$

$\text{meets}(e_2; e_3)$

$\text{while}(e_2; e_3)$

Causation is an event-relation:  $\text{cause}(e_1; e_2)$

# *More fighters fled across Syrian lines.*

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NEW VERBNET

has location(e1, Theme, ?Initial Location)

motion(e2, Theme, Trajectory)

has location(e3, Theme, ?Destination)

# Ongoing revision

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Major theoretical work has been completed.

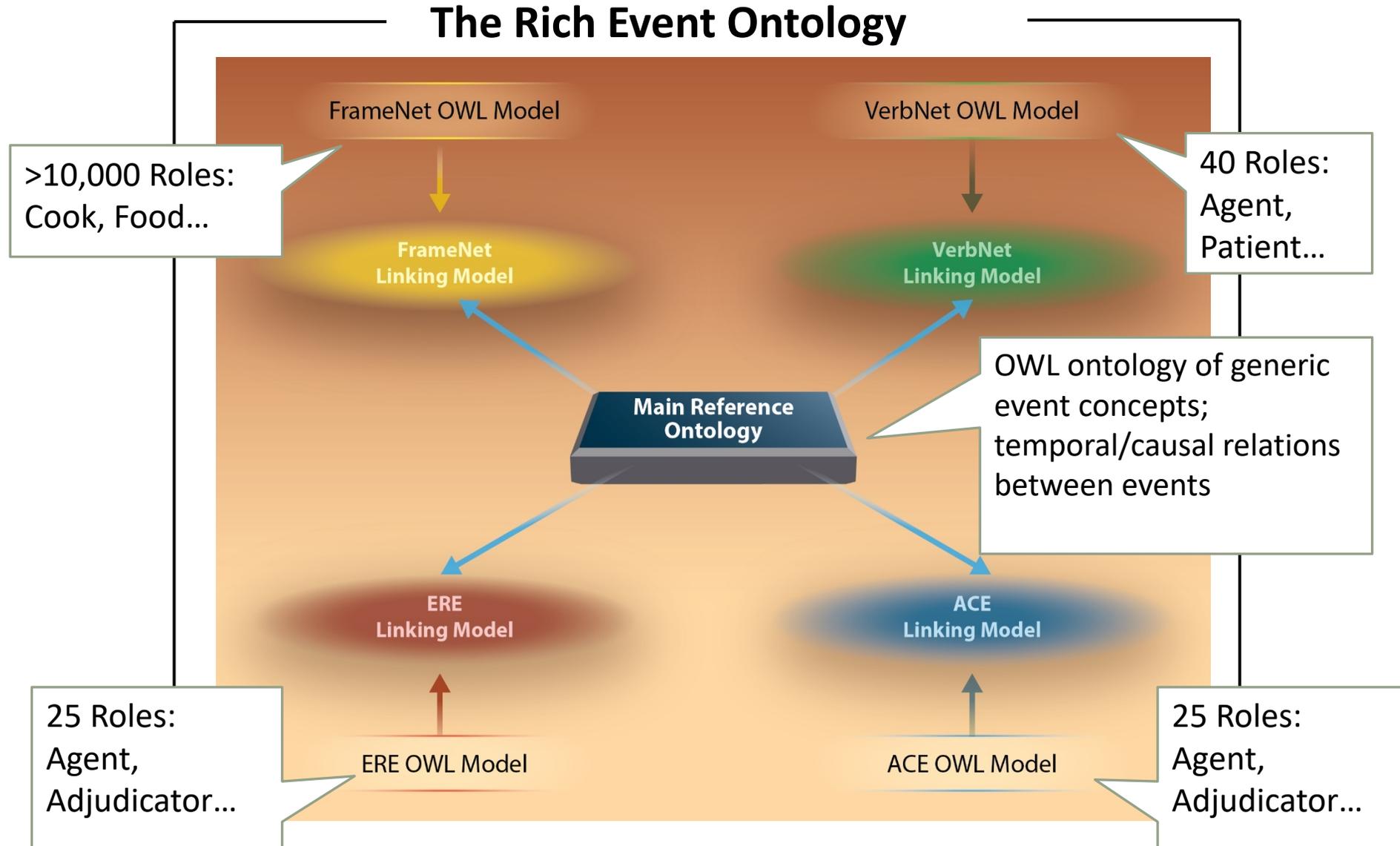
Generic representations for all basic VerbNet frame types have been created.

- change of location
- change of state
- change of possession
- states
- processes

Changes have been made automatically to 65 classes and manually checked for 41.

Future work includes semantics for verbs of creation, perception, and experience.

# REO: Set of Ontologies



# VerbNet Syntactic Frames and Dependency Parses

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SARAH MOELLER

# Mapping to Dependency Tags

## Adjust-26.9

He adapted himself to waking up early.

NP	V	NP	S_ING
nsubj	root	dobj	advcl

## Admire-31.2

Carol loved him writing novels

NP	V	NP	S_ING
nsubj	root	dobj	xcomp

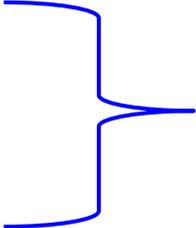
# Why not replace VN syntax with UD tags?

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## UD tag **mark**

- “that” complementizer,
- “whether” complementizer, or
- infinitival complement.

## Use **mark** in VerbNet?

- that S
  - whether S
  - S\_inf
- 
- mark S**

We would lose information.

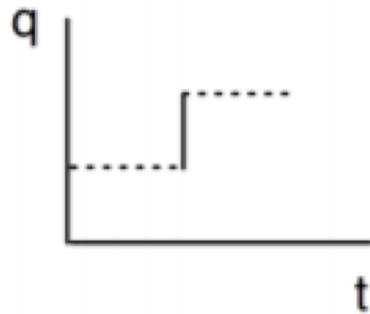
# Future Work

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# Link VerbNet frames to Bill Croft's force dynamic representations

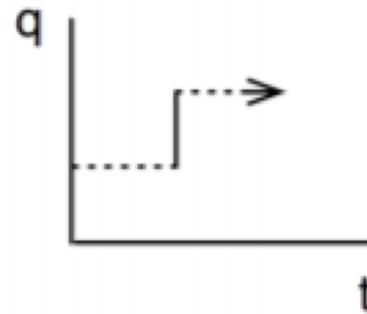


Reversible  
Directed



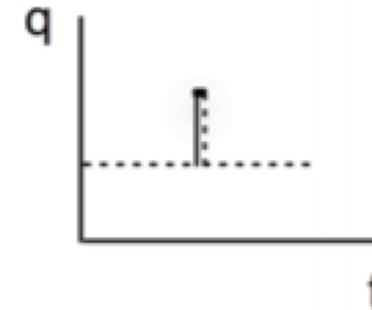
*The door  
opened.*

Irreversible  
Directed



*The window  
shattered.*

Cyclic  
(Semelfactive)



*The mouse  
squeaked.*

William Croft

## Yet more work . . .

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Collaborate with an end user to evaluate the new GL-VN representations in an application, such as Human-Robot interaction, IE, RTE and revise as needed.

Provide a public domain, downloadable Semantic Role Labeling system that automatically produces accurate VerbNet-based semantic representations of sentences.

# Richer Event Descriptions (RED)

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## Moving from Light ERE to Rich ERE

- Increasingly rich event relations

## RED Event Coref

- similar to LDC/CMU event nuggets/hoppers
- Adds event/subevent, set/member, bridging,

## RED also adds event relations:

- Narrative containers, temporal and causal relations, aspectual and reporting events
- All events, not just ERE types, more IRREALIS

## More coarse-grained than RPI

# Temporal & Causal ordering



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*“Saucedo said that guerrillas in one car opened fire on police standing guard, while a second car carrying 88 pounds (40 kgs) of dynamite parked in front of the building, and a third car rushed the attackers away*

- guarding BEFORE/OVERLAP firing
- X CONTAINS [firing, parking, rushing]
- firing BEFORE parking
- parking BEFORE rushed

# Narrative Containers

*Pustejovsky & Stubbs, 2011*



Don't mark the relations between EVENTS.

Instead, put EVENTS in temporal buckets and relate the buckets





# Event Relations and Features

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## BEFORE and OVERLAP

- Cause
- Precondition

## CONTAINS

- Subevent

## COREF has

- Identity
- Set/Member
- Part/Whole
- Bridging

## MODALITY

- Actual
- Generic
- Hypothetical
- Uncertain/Hedged

## POLARITY

- Positive
- Negative

# Event Mention ITA

		IAA (ann-ann)	Kappa (ann-ann)
Event	DocTimeRel	0.86	0.74
	Polarity	0.99	0.83
	Modality	0.94	0.72
	Span Agreement	0.87 (0.79 in THYME)	
Entity	Polarity	0.999	0.40
	Modality	0.98	0.54
	Span Agreement	0.91 (0.87 in THYME)	

# Event Relation ITA

Given agreement that there is a Relation

	F1
All Event Types	.78
Relations w/out subtypes	.90
CONTAIN vs. SUBEVENT	.87
CAUSE VS. Not CAUSE	.78
CAUSE vs. PRECONDITION	.64

Agreement on having a Relation is .58 F1