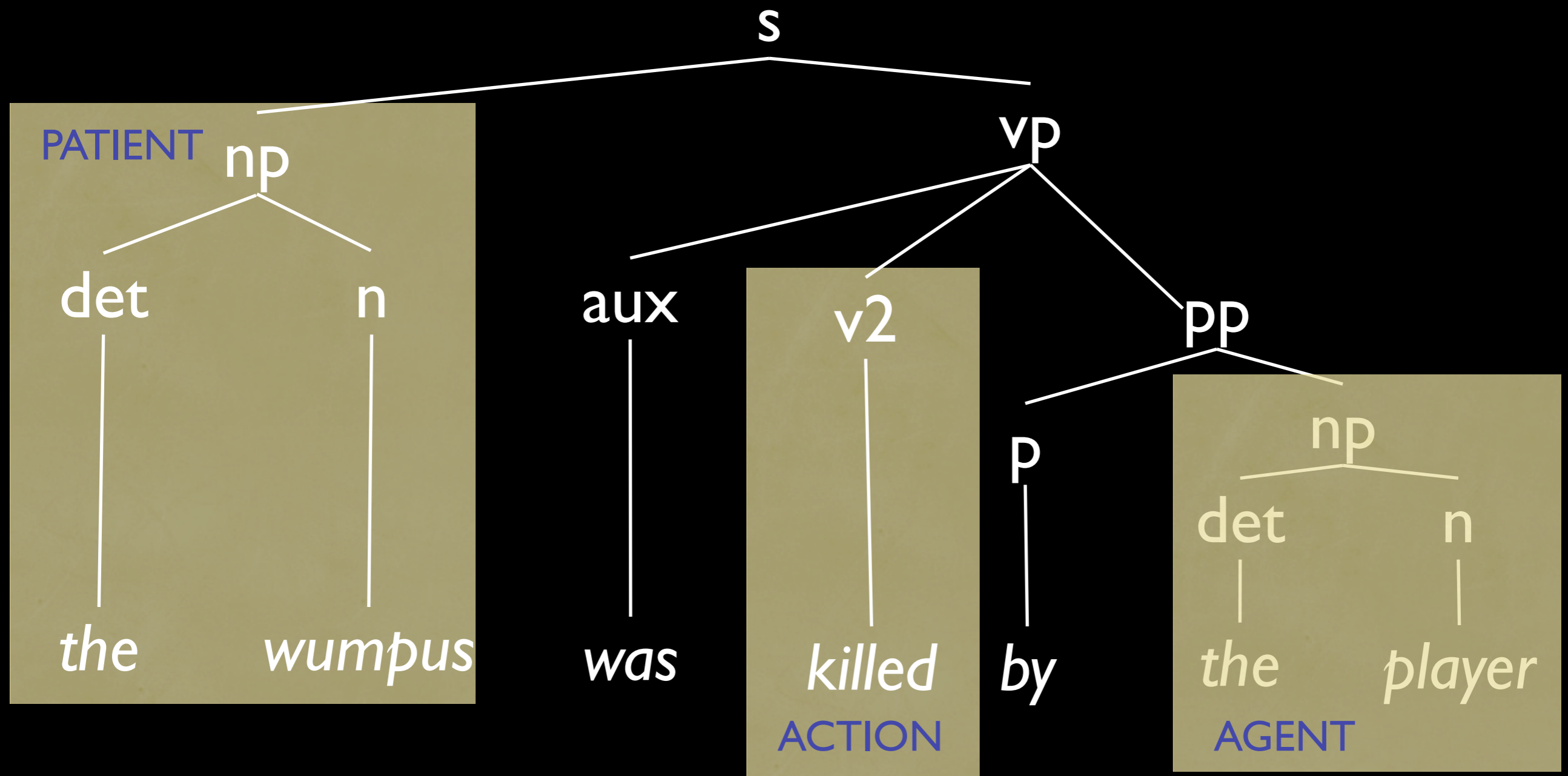


# Natural Language Processing in Prolog Part III: Miscellaneous Topics

CSCI 315: Artificial Intelligence  
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# Style: Many-To-One Words-To-Meaning



# A Little More Grammar

$vp(vp(Aux, V2, PP)) \rightarrow aux(Aux), v2(V2), pp(PP).$

$aux(aux(be)) \rightarrow [was].$

$pp(pp(P, NP)) \rightarrow p(P), np(NP).$

$p(p(by)) \rightarrow [by].$

$v2(v2(killed)) \rightarrow [killed].$  % c.f. *saw/seen*

# Plus a Parsing Rule

```
parse2meaning(s(np(_, n(N1)),  
                vp(aux(_),  
                  v2(V),  
                  pp(_, np(_, n(N2))))),  
event(action(V), agent(N2), patient(N1))).
```

```
| ?- parse(P,  
[the,wumpus,was,killed,by,the,player]),  
parse2meaning(P, M).
```

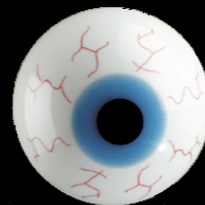
```
P = s(np(det(the),n(wumpus)),vp(aux(be),v2(kill),  
pp(p(by),np(det(the),n(player))))))
```

```
M = event(action(killed),agent(n(player)),patient  
(wumpus))
```

yes

# Ambiguity: Many-to-One Meanings To Words

*Eye drops off shelf*



# Ambiguity: Many-to-One Meanings To Words

$s(s(N, PP)) \rightarrow n(N), pp(PP)$ .

$s(s(N, VP)) \rightarrow n(N), vp(VP)$ .

$pp(pp(P, N)) \rightarrow p(P), n(N)$ .

$vp(vp(V, PP)) \rightarrow v(V), pp(PP)$ .

$n(n(\text{eyedrops})) \rightarrow [\text{eye}, \text{drops}]$ .

$n(n(\text{shelf})) \rightarrow [\text{shelf}]$ .

$p(p(\text{off})) \rightarrow [\text{off}]$ .

$n(n(\text{eye})) \rightarrow [\text{eye}]$ .

$v(v(\text{drops})) \rightarrow [\text{drops}]$ .

# Ambiguity: Many-to-One Meanings To Words

```
| ?- consult(grammar6).  
[grammar6 loaded]
```

```
yes
```

```
| ?- parse(P, [eye,drops,off,shelf]).
```

```
P = s(n(eyedrops),pp(p(off),n(shelf)));
```

```
P = s(n(eye),vp(v(drops),pp(p(off),n(shelf))))
```

```
yes
```

# Machine Translation

```
english2japanese(E, J) :-
```

```
    eparse(M, E),
```

```
    jparse(M, J).
```

```
eparse(P, L) :- es(P, L, []).
```

```
jparse(P, L) :- js(P, L, []).
```

# Machine Translation

```
es(event(action(Action), agent(Agent), patient(Patient)))  
    --> enp(Agent), ev(Action), enp(Patient).  
enp(Entity) --> det, en(Entity).  
det --> [the].  
det --> [a].  
en(wumpus) --> [wumpus].  
en(player) --> [player].  
ev(kill) --> [kills].
```

# Machine Translation

```
js(event(action(Action), agent(Agent), patient(Patient)))  
    --> jnp(Agent), [ga], jnp(Patient), [o], jv(Action).  
jnp(Entity) --> jn(Entity).  
jn(wumpus) --> [wumpusu].  
jn(player) --> [puraya].  
jv(kill) --> [uchitorimasu].
```

# Machine Translation

```
| ?- consult(grammar9).
```

```
[grammar9 loaded]
```

```
yes
```

```
| ?- english2japanese([the,player,kills,the,wumpus], J).
```

```
J = [puraya,ga,wumpusu,o,uchitorimasu]
```

```
yes
```

```
| ?- english2japanese(E, [wumpusu, ga, puraya, o, uchitorimasu]).
```

```
E = [the,wumpus,kills,the,player]
```

```
yes
```