Semantic analysis of simple sentences: the way to go for Estonian

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Outline

- Motivation
- Steps to Go
- Frames and Semantic Roles

Real language understanding in a limited domain

- Real understanding of texts
- Semantic representation of what reader knows after reading the text
- Question answering
- Towards an intelligent device acting in real room

Steps to Go

- plain text
- morphological analysis and disambiguation
- syntactic analysis and disambiguation
- word sense disambiguation
- frame semantics (and disambiguation)
- inferences
- sentence generation

Steps to Go

Mary went from Tartu to Nelijärve. Mari läks Tartust Nelijärvele.

- Where Mary was?
- Mary was in Tartu
- Where Mary is?
- Mary is at Nelijärve

```
Mari
   Mari+0 //_H sq q, sq n, //
   mari+0 //_S_ sg g, sg n, sg p, //
   mari+0 // S sq n, //
läks
   mine+s // V s, //
Tartust
   Tartu+st //_H_ sq el, //
Nelijärvele
    neli_järv+le //_S_ sq all, //
```

- Kus Mari oli?
- Mari oli Tartus
- Kus Mari on?
- Mari on Nelijärvel

Main problems

- inventory of semantic roles
- moving from syntactic tree to a semantic frame
- inferences
- world knowledge

Frames and Semantic Roles

- "Estonian" frames: 4 basic motion frames
 - agentive (self-)motion
 - non-agentive (self-)motion
 - agentive (causing) motion
 - non-agentive (causing) motion
- Framenet frames: many motion frames e.g. self_motion, cause_motion, using_vechile, mass_motion ... (we are currently using 17)

AGENTIVE SELF-MOTION
HYPERONYM: MOTION
ROLE STRUCTURE
Participant Roles
AGENT (participant who controls his/her
activity,
the instigator of the event)

FRAME: ASETSEMA1 'be located'

Object: = Agent

Loc = Locfrom

Time = Timefrom

FRAME: ASETSEMA2

Object = Agent

Loc = Locto

Time = Timeto

INSTRUMENT

[the same ASETSEMA subframes attached as by AGENT only Object = Instrument,

which means that INSTRUMENT is supposed to move the same way as AGENT]

4 D > 4 P > 4 E > 4 E > E 990

```
Loc-Roles
    LOCFROM (starting place, e.g. from the garden,
      from under the table, from the box)
      Locfrom-in
      Locfrom-at
   LOC (where the motion takes place, e.g.
        on the street,
in the garden, under the table)
      Loc-in
      Loc-at.
   LOCTO (the ending place, e.g. onto the street,
    into the garden, into the box)
      Locto-in
      Locto-at.
```

```
Time-roles
  [The same system: TIMEFROM, TIME,
    TIMETO, DURATION]
/---/
Other roles
  Not important in the given context:
    DIRECTON, PATH,
    MANNER, about 30 in total.
```

Mary went from Tartu to Nelijärve

```
AGENTIVE SELF-MOTION
HYPERONYM: MOTION
AGENT = Mary
FRAME: ASETSEMA1 [before]
Object = Mary
Loc = Tartu
FRAME: ASETSEMA2 [after]
Object = Mary
Loc = Nelijärve
```

John threw ball into the box

```
AGENTIVE CAUSING MOTION
```

HYPERONYM: MOTION

AGENT = John

FRAME: ASETSEMA1 [before]

Object = John

Loc = previous>

FRAME: ASETSEMA2 [after]

Object = John

Loc = previous>

FRAME: ASETSEMA1 [before]

Object = ball

Loc = previous>

FRAME: ASETSEMA2 [after]

Object = ball

Loc = box



Steps to Go

John threw ball into the box

- Where John was?
- John was here
- Where John is?
- John is here
- Where ball was?
- ball was here
- Where ball is?
- ball is in the box



Summary

- Morphological analysis and disambiguation
- Syntactic analysis and disambiguation
- Word sense disambiguation (?)
- Frames: From Framenet or our own?
- World knowledge
- Inferences