

## Implementing context-free grammars

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## Representing context-free grammars in Prolog

- Towards a basic setup:
  - What needs to be represented?
  - On the relationship between context-free rules and logical implications
  - A first Prolog encoding
- Encoding the string coverage of a node:  
From lists to difference lists
- Adding syntactic sugar:  
Definite clause grammars (DCGs)
- Representing simple English grammars as DCGs

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## What needs to be represented?

We need representations (data types) for:

- terminals, i.e., words
- syntactic rules
- linguistic properties of terminals and their propagation in rules:
  - syntactic category
  - other properties
    - string covered (“phonology”)
    - case, agreement, ...
- analysis trees, i.e., syntactic structures

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## On the relationship between context-free rules and logical implications

- Take the following context-free rewrite rule:

$$S \rightarrow NP VP$$

- Nonterminals in such a rule can be understood as predicates holding of the lists of terminals dominated by the nonterminal.

- A context-free rule then corresponds to a logical implication:

$$\forall X \forall Y \forall Z NP(X) \wedge VP(Y) \wedge \text{append}(X, Y, Z) \Rightarrow S(Z)$$

- Context-free rules can thus directly be encoded as logic programs.

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## Components of a direct Prolog encoding

- terminals: unit clauses (facts)
- syntactic rules: non-unit clauses (rules)
- linguistic properties:
  - syntactic category: predicate name
  - other properties: predicate’s arguments, distinguished by position
    - \* in general: compound terms
    - \* for strings: list representation
  - analysis trees:  
compound term as predicate argument

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## A small example grammar $G = (N, \Sigma, S, P)$

$$N = \{S, NP, VP, V_i, V_t, V_s\}$$
$$\Sigma = \{a, clown, Mary, laughs, loves, thinks\}$$
$$S = S$$
$$P = \left\{ \begin{array}{ll} S \rightarrow NP VP & NP \rightarrow Det N \\ VP \rightarrow V_i & NP \rightarrow PN \\ VP \rightarrow V_t NP & PN \rightarrow Mary \\ VP \rightarrow V_s S & Det \rightarrow a \\ V_i \rightarrow laughs & V_t \rightarrow loves \\ V_s \rightarrow thinks & N \rightarrow clown \end{array} \right\}$$

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## An encoding in Prolog dcg/append\_encoding1.pl

```
s(S) :- np(NP), vp(VP), append(NP, VP, S).

vp(VP) :- vi(VP).
vp(VP) :- vt(VT), np(NP), append(VT, NP, VP).
vp(VP) :- vs(VS), s(S), append(VS, S, VP).

np(NP) :- pn(NP).
np(NP) :- det(Det), n(N), append(Det, N, NP).

pn([mary]).      n([clown]).    det([a]).
vi([laughs]).   vt([loves]).    vs([thinks]).
```

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## A modified encoding dcg/append\_encoding2.pl

```
s(S) :- append(NP, VP, S), np(NP), vp(VP).

vp(VP) :- vi(VP).
vp(VP) :- append(VT, NP, VP), vt(VT), np(NP).
vp(VP) :- append(VS, S, VP), vs(VS), s(S).

np(NP) :- pn(NP).
np(NP) :- append(Det, N, NP), det(Det), n(N).

pn([mary]).      n([clown]).    det([a]).
vi([laughs]).   vt([loves]).    vs([thinks]).
```

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## Difference list encoding dcg/diff\_list\_encoding.pl

```
s(X0, Xn) :- np(X0, X1), vp(X1, Xn).

vp(X0, Xn) :- vi(X0, Xn).
vp(X0, Xn) :- vt(X0, X1), np(X1, Xn).
vp(X0, Xn) :- vs(X0, X1), s(X1, Xn).

np(X0, Xn) :- pn(X0, Xn).
np(X0, Xn) :- det(X0, X1), n(X1, Xn).

pn([mary|X], X).      n([clown|X], X).    det([a|X], X).
vi([laughs|X], X).   vt([loves|X], X).    vs([thinks|X], X).
```

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## Basic DCG notation for encoding CFGs

A DCG rule has the form "*LHS* --> *RHS*." with

- *LHS*: a Prolog atom encoding a non-terminal, and
- *RHS*: a comma separated sequence of
  - Prolog atoms encoding non-terminals
  - Prolog lists encoding terminals

When a DCG rule is read in by Prolog, it is expanded by adding the difference list arguments to each predicate.

(Some Prologs also use a special predicate 'C/3 to encode the coverage of terminals, defined as 'C' ([Head|Tail],Head,Tail) .)

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## Examples for some cfg rules in DCG notation

- $S \rightarrow NP VP$   
s --> np, vp.
- $S \rightarrow NP \text{ thinks } S$   
s --> np, [thinks], s.
- $S \rightarrow NP \text{ picks up } NP$   
s --> np, [picks, up], np.
- $S \rightarrow NP \text{ picks } NP \text{ up}$   
s --> np, [picks], np, [up].
- $NP \rightarrow \epsilon$   
np --> [].

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## An example grammar in definite clause notation

dcg/dcg\_encoding.pl

```
s --> np, vp.

np --> pn.
np --> det, n.

vp --> vi.
vp --> vt, np.
vp --> vs, s.

pn --> [mary].   n --> [clown].   det --> [a].
vi --> [laughs]. vt --> [loves].   vs --> [thinks].
```

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## The example expanded by Prolog

```
?- listing.

s(A, B) :-
  np(A, C),
  vp(C, B).

np(A, B) :-
  pn(A, B).

np(A, B) :-
  det(A, C),
  n(C, B).

vp(A, B) :-
  vi(A, B).

vp(A, B) :-
  vt(A, C),
  np(C, B).

vp(A, B) :-
  vs(A, C),
  s(C, B).

pn([mary|A], A).
n([clown|A], A).
det([a|A], A).
vi([laughs|A], A).
vt([loves|A], A).
vs([thinks|A], A).
```

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## More complex terms in DCGs

Non-terminals can be any Prolog term, e.g.:

```
s --> np(Per,Num),
      vp(Per,Num).
```

This is translated by Prolog to

```
s(A, B) :-
  np(C, D, A, E),
  vp(C, D, E, B).
```

Restriction:

- The *LHS* has to be a non-variable, single term (plus possibly a sequence of terminals).

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## Using compound terms to store an analysis tree

dcg/dcg\_tree.pl

```
s(s_node(NP,VP)) --> np(NP), vp(VP).

np(np_node(PN)) --> pn(PN).
np(np_node(Det,N)) --> det(Det), n(N).

vp(vp_node(VI)) --> vi(VI).
vp(vp_node(VT,NP)) --> vt(VT), np(NP).
vp(vp_node(VS,S)) --> vs(VS), s(S).

pn(mary_node) --> [mary].
n(clown_node) --> [clown].
det(a_node) --> [a].
vi(laugh_node) --> [laughs].
vt(love_node) --> [loves].
vs(think_node) --> [thinks].
```

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## Adding more linguistic properties

dcg/dcg\_linguistic.pl

```
s --> np(Per,Num), vp(Per,Num).

vp(Per,Num) --> vi(Per,Num).
vp(Per,Num) --> vt(Per,Num), np(_, _).
vp(Per,Num) --> vs(Per,Num), s.

np(3,sg) --> pn.
np(3,Num) --> det(Num), n(Num).

pn --> [mary].
det(sg) --> [a].   n(sg) --> [clown].
det(_) --> [the]. n(pl) --> [clowns].

vi(3,sg) --> [laughs].   vi(_,pl) --> [laugh].
vt(3,sg) --> [loves].   vt(_,pl) --> [love].
vs(3,sg) --> [thinks].   vs(_,pl) --> [think].
```

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## Additional notation: The RHS of DCGs can include

- **disjunctions** expressed by the ";" operator, e.g.:

```
vp --> vintr;
      vtrans, np.
```

- **groupings** are expressed using parenthesis "( )", e.g.

```
vp --> v, (pp_of; pp_at).
```

- **extra conditions** expressed as prolog relation calls inside "{ }" (! can also occur, and need not be enclosed by {}):

```
s --> np(Case), vp, {check_case(Case)}.
```

```
s --> {write('in rule 1'),nl},
      np, {write('after np'),nl},
      vp, {write('after vp'),nl}.
```

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## Additional notation for the RHS of DCGs: Meta-variables

On the *RHS*, variables can be used for non-terminals and terminals, i.e. as meta-variables. E.g.:

```
verb([up]) --> [pick].

vp --> verb(Particle), % pick
      np, % the ball
      Particle. % up
```

Note: The value of the variable has to be known at the time Prolog attempts to prove the subgoal represented by the variable.

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