

# Introduction to DS-TTR: a personal view

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July 17, 2017

## Introductory Motivation

What is grammar?

## TTR to formalise conceptual structure

TTR elements adopted

Dynamic Syntax

DS elements adopted

Dynamic Syntax (DS)

## DS-TTR

## Hannes Rieser's Questions

## General conclusions

DS-TTR and cognition - abandoning competence vs performance

## Appendix 1

## Appendix 2

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Appendix 1

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# developing utterances (together) in dialogue

- ▶ real **conversation** happens bit by bit, without respecting the boundaries of sentences:
  - ▶ half-starts, suggested add-ons, pauses, interruptions, corrections
- (1) [Context: Friends of the Earth club meeting]
- A: So what is that? Is that er... booklet or something?
- B: It's a book
- C: Book
- B: Just ... talking about al you know alternative
- D: On erm... renewable yeah
- B: energy really I think.....
- A: Yeah [BNC:D97]

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    - (9) A: **Have you** read ...  
B: **any** of your chapters?  
cf. \*I have read any of your chapters
    - (10) A: Oh, I am so sorry, did **you** burn  
B: **myself**? No, its OK.  
cf. # Oh, I am so sorry, did you burn myself?

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- (a) the **incremental** licensing and interpretation of NL strings
- (b) the **context shift** (e.g. change of speaker-roles) within a single clause,
- (c) while still implementing traditional **syntactic/syntactic constraints**:

(13) a. John likes himself vs. \*him

- b. John likes everyone [ Mary does ] vs.  
\*John likes everyone [ Mary admires the man [ who does ] ]

- ▶ conversational data and the nature of **grammar**: the view from DS-TTR
  - ▶ no separate syntactic level of representation:
    - ▶ no syntactic categories for strings of words;
    - ▶ no phrase-structure rules;
    - ▶ no “constructions”
  - ▶ grammatical ontology of **processes** (rather than *representations*)
    - ▶ incrementality, prediction, and underspecification as properties of the grammar (“syntax”)

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## Appendix 2

- ▶ Martin-Löf Type Theory
- ▶ **objects**/entities belong to types
- ▶ **propositions** are regarded as types of proofs (“propositions as types” principle)
- ▶ **proofs** are objects
  - ▶ e.g. the proofs of *there is a prime number between 212 and 222* are the prime numbers between 212 and 222
  - ▶ Ranta (1984): a proof of  
(14) John hugged Mary.  
is some event during which John hugged Mary

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  - ▶ e.g., events (including contexts)
- ▶ *record types* model **categorisations** of events/individuals
  - ▶ classification of a situation to be of a certain type with potential for further elaboration

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- ▶ **record types** are **true** iff they are *inhabited/witnessed*

- ▶ types can be **dependent** on earlier (higher-up) types:

$$\left[ \begin{array}{l} l_1 : T_1 \\ l_2 : T_2(l_1) \\ l_3 : T_3(l_1, l_2) \end{array} \right]$$

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- ▶ **recursivity**: we can have *nested* records and record types:

$$\left[ \begin{array}{l} l_1 : T_1 \\ l_2 : \left[ \begin{array}{l} l'_1 : T'_1 \\ l'_2 : T'_2 \end{array} \right] \\ l_3 : T_3(l_1, l_2.l'_1, l_2.l'_2) \end{array} \right]$$

- ▶ we have **functional** record types:

$$\lambda r : \left[ \begin{array}{l} l_1 : T_1 \\ l_2 : T_2 \end{array} \right] \left( \left[ \begin{array}{l} l_3 : T_3 \\ l_4 : T_4(r.l_1, r.l_2) \end{array} \right] \right)$$

# TTR (Type Theory with Records) – appealing features

- ▶ synthesis of ideas of **frame semantics** and **Montague Grammar**
  - ▶ invoked frames as background knowledge
  - ▶ integrates standard formal semantic tools like the lambda calculus
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  - ▶ TTRs subtype relation allows complete semantics extraction for any partial tree, and incremental further specification as parsing proceeds
  - ▶ **sublexical** conceptual **structure**
    - ▶ distributed representations
    - ▶ **atomic concepts** correspond to patterns of activation (not single neurons)
- ⇒ complex record structures for single concepts (not atoms as in standard logics)

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- ▶ types are grounded in classifiers
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However, TTR is static

# Arrival: holistic logograms



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# TTR - introducing dynamics: desiderata for incrementalising TTR

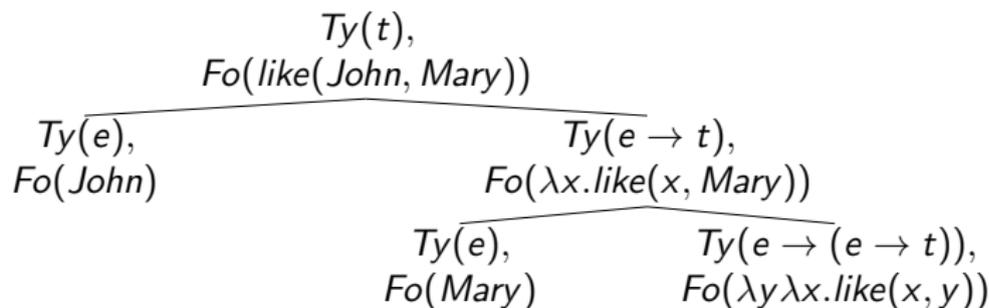
- ▶ dynamic incremental conceptualisation implemented in DS-TTR to provide actions to:
  - ▶ modify, delete, add fields while the rest stay the same (lexical semantics)
  - ▶ compute similarity between concepts (record types( (e.g. metaphor, quotation)
  - ▶ check subsumption incrementally (generation, repair, Hough)
  - ▶ extract all available semantic information incrementally (Hough)
  - ▶ encompass multimodal aspects of processing (e.g. gesture, affect, Eshghi)
  - ▶ model defeasible inference rules as functions from objects of a type to another type (e.g. associative view of reasoning) (Ellen)
  - ▶ model frequency and context effects as probabilistic type assignments

- ▶ DS-TTR:
  - ▶ conceptualises grammar as a set of actions
  - ▶ no syntactic level of representation for words
  - ▶ grammatical/lexical actions build/linearise (ad hoc) conceptual structure
  - ▶ procedural definitions: constraints on *how* not what
  - ▶ single level of operations integrating all aspects of context-dependency

# Dynamic Syntax: conceptual structure

- ▶ Incrementally building/linearising conceptual structure
- ▶ Nodes decorated with  $Ty()$  type and  $Fo()$  formula labels

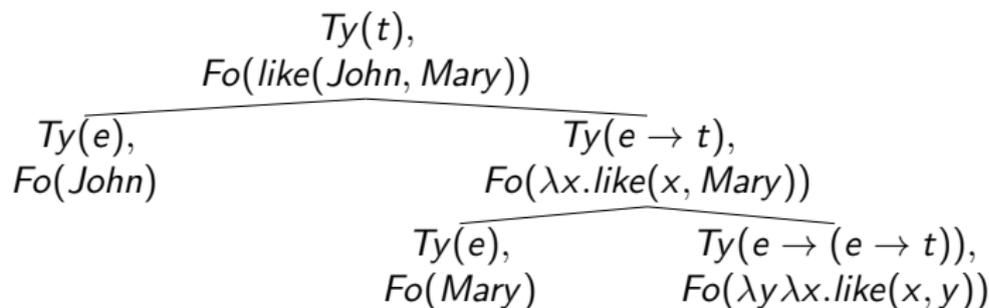
John likes Mary:



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John likes Mary:



- ▶ Daughter order does not reflect sentence order
- ▶ Nodes interpretable as terms in the  $\lambda$ -calculus

# Multilevel underspecification + update (discontinuity)

- ▶ Pronouns, elliptical elements, tree relations can be introduced as **underspecified** an in need of update:

*Who did Mary upset?*

Starting with an **unfixed** (underspecified) node

$Tn(0), \dots ?Ty(t),$   
|  
|  
|  
|  
 $\langle \uparrow_* \rangle Tn(0)$   
 $?Ty(e), ?\exists x Tn(x), \diamond$

- ▶ Processing *Who did Mary upset*

$Tn(0), \dots ?Ty(t), \diamond$

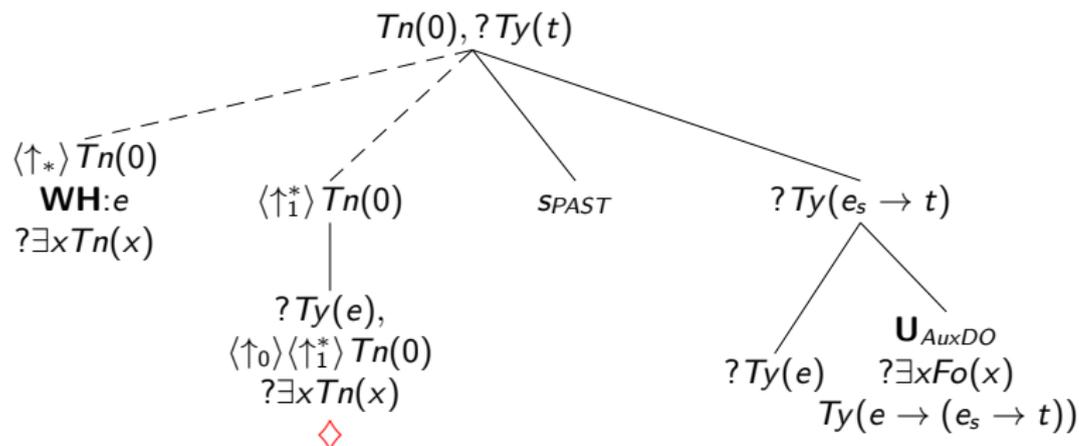
⋮

$\langle \uparrow_* \rangle Tn(0)$

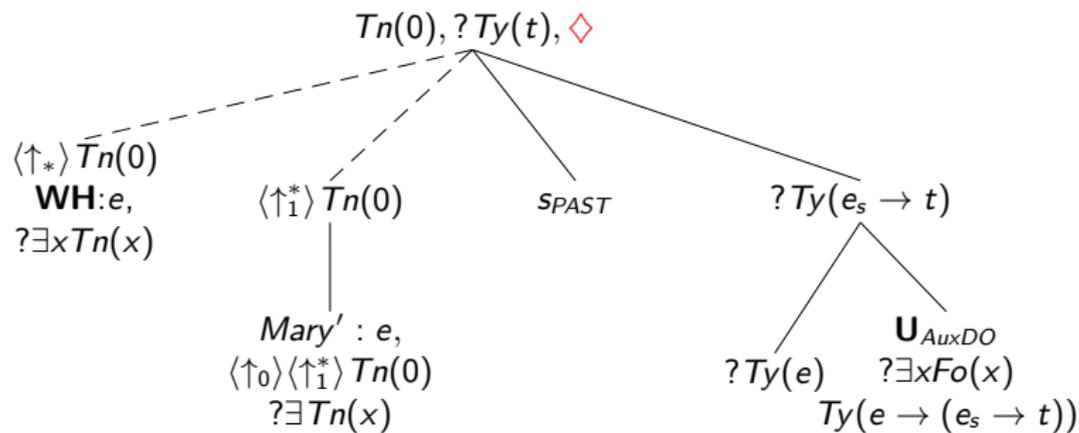
**WH** :  $e, ?\exists x Tn(x)$

# Multilevel underspecification + incremental update

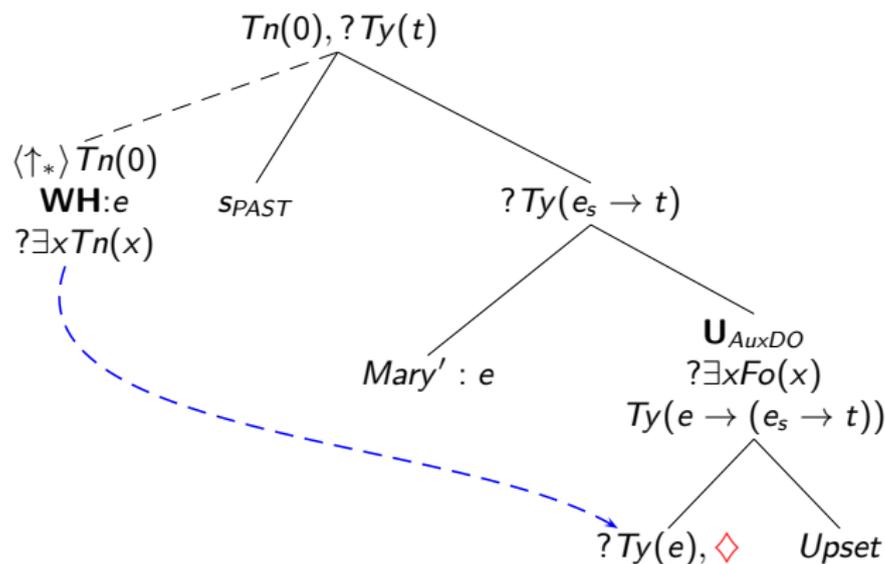
- ▶ Processing *Who did Mary upset*
- ▶ Auxiliary projects subject-predicate template



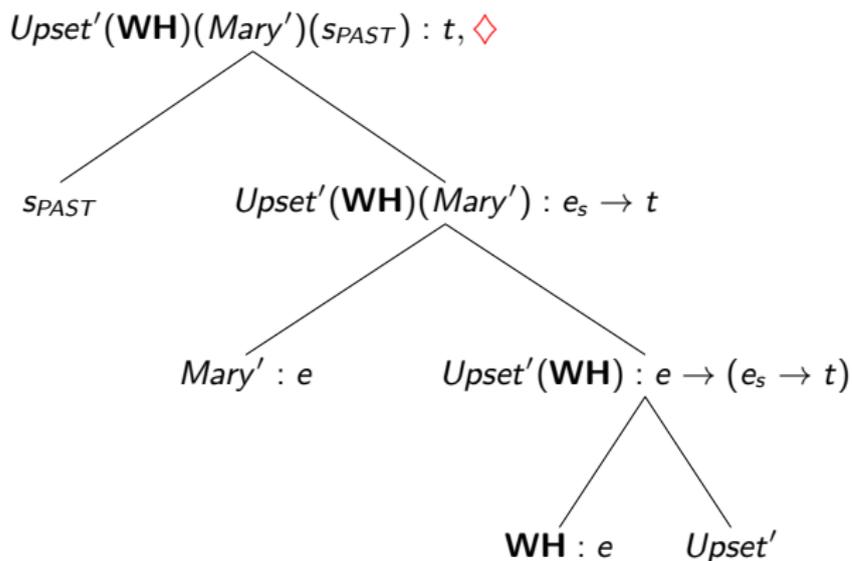
Processing *Who did Mary* *upset*



Processing **Who did Mary upset**



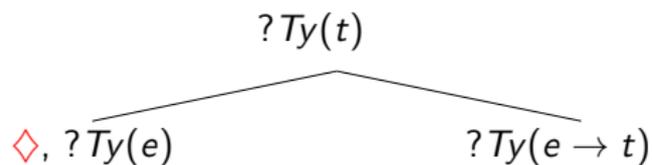
Completing the processing of **Who did Mary upset**



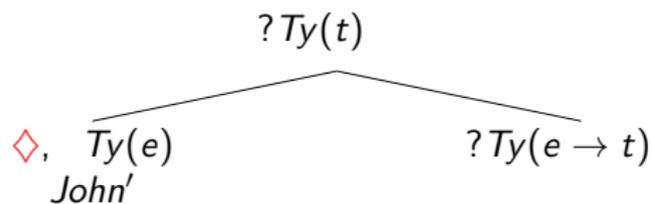
Processing John likes himself

? $Ty(t)$ ,  $\diamond$

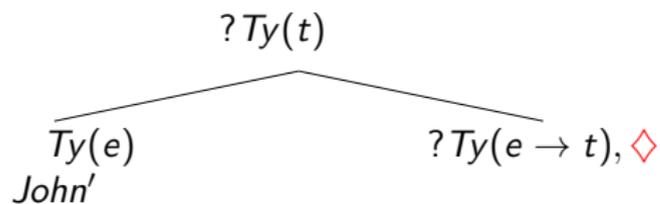
Processing John likes himself



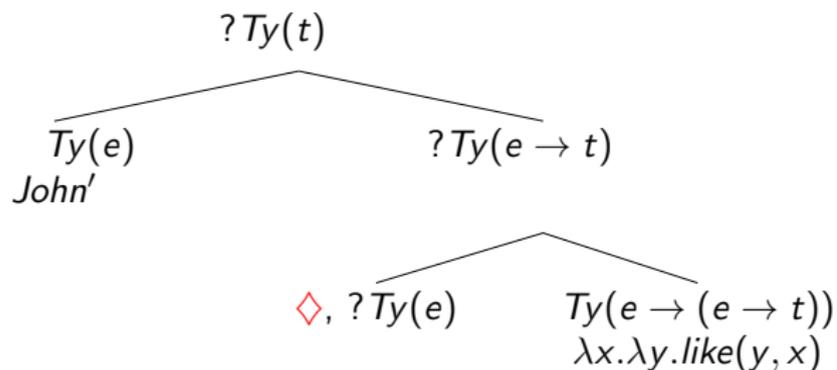
Processing **John** likes himself



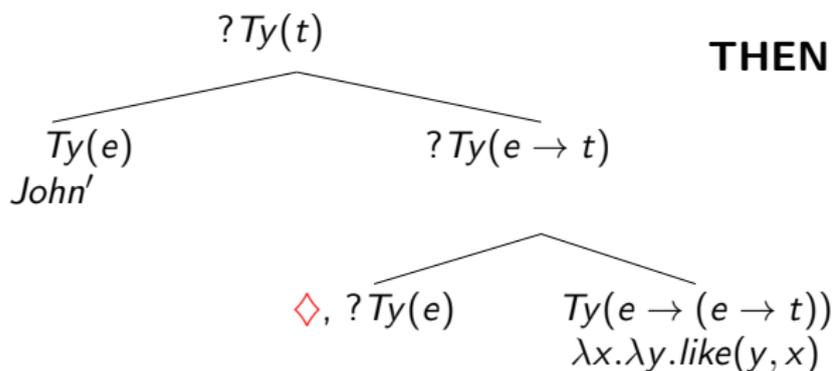
Processing **John** likes himself



Processing *John likes himself*



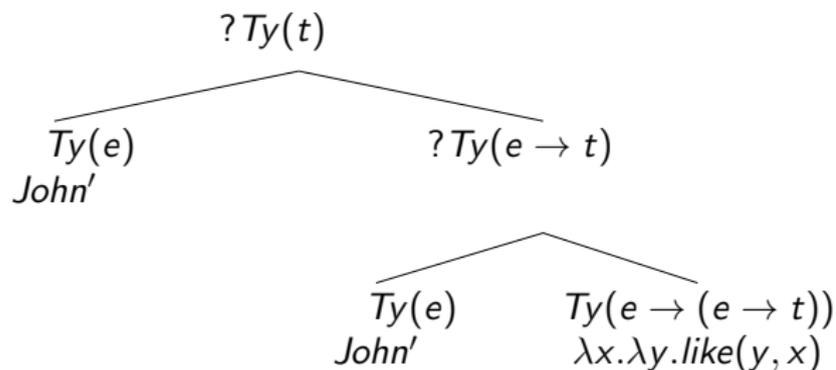
Processing *John likes himself*



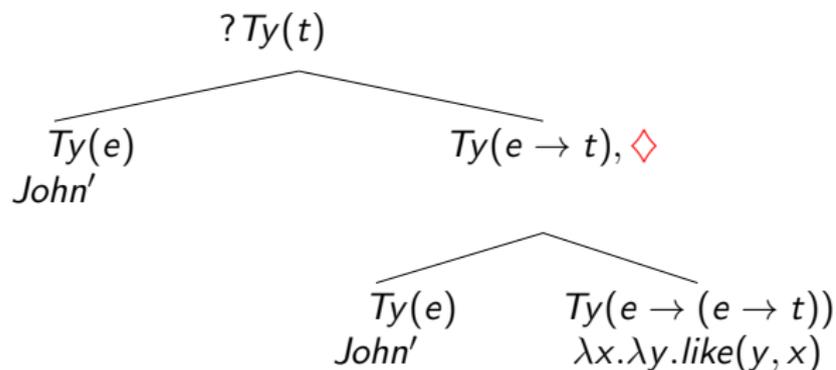
himself

**IF**  $?Ty(e)$   
 $\uparrow_0 \uparrow_1 * \downarrow_0 Fo(X), Ty(e)$   
**THEN**  $put(Fo(X));$   
 $put(Ty(e))$

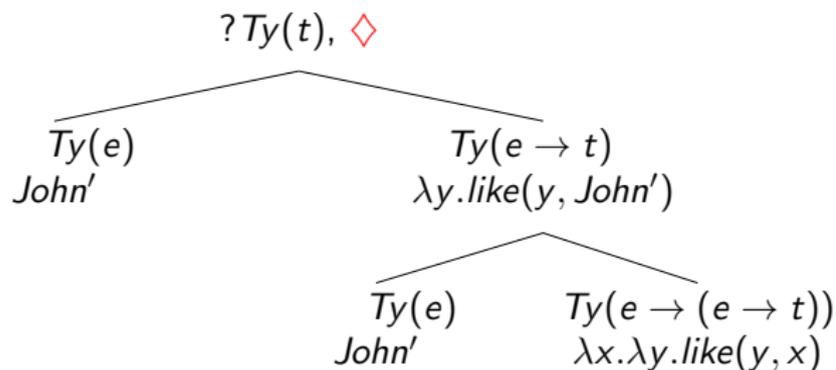
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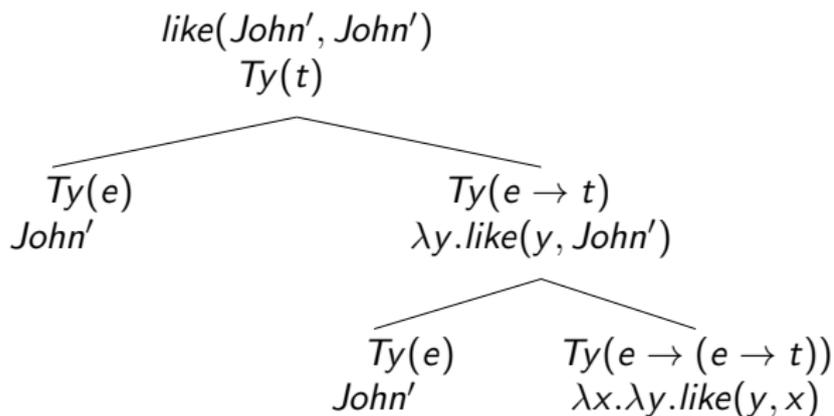
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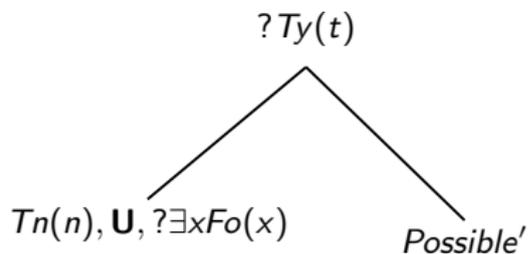
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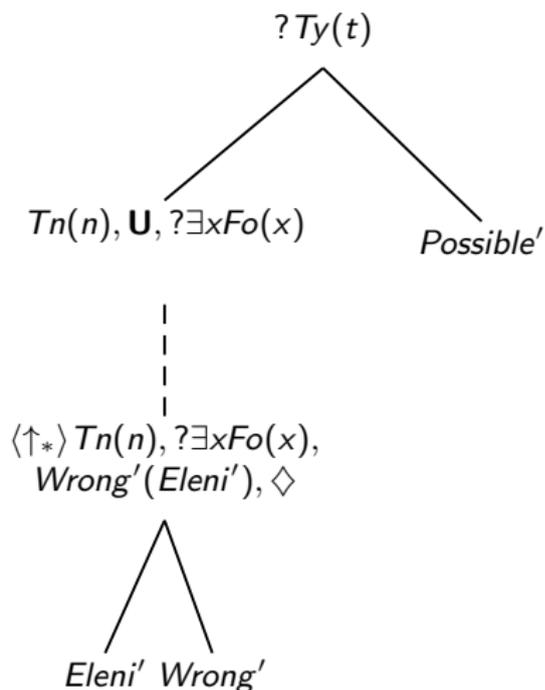
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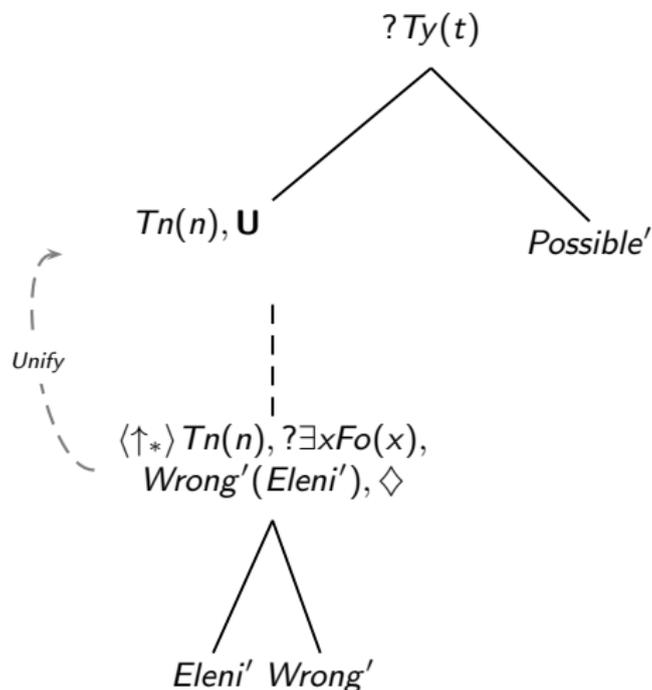
(13c) It's possible ... I am wrong



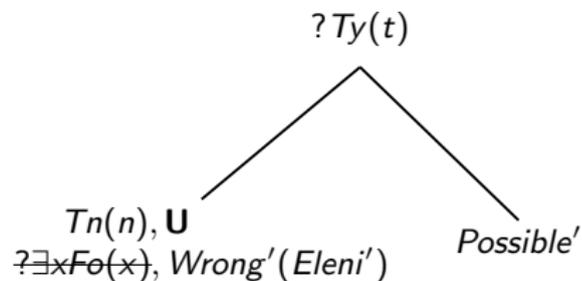
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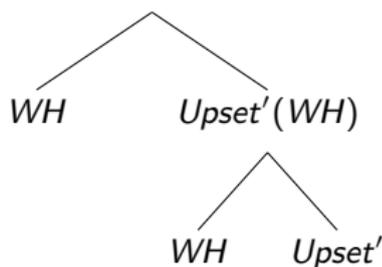
# Re-running actions – short answers

e.g. Who upset himself? John *did*.

## Context

TREE:

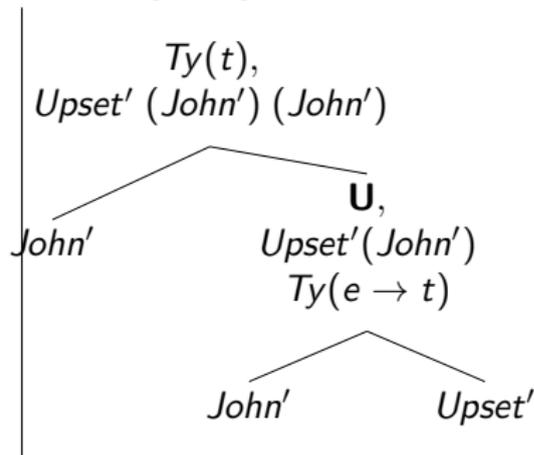
$Upset'(WH)(WH)$



ACTIONS:

$\langle \dots upset, himself, \text{COMPLETION, EVALUATION} \rangle$

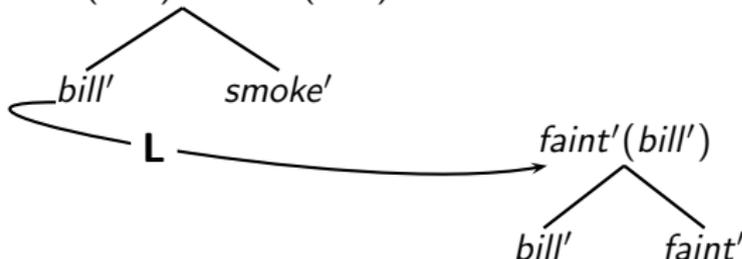
## Complete parse tree



- ▶ **Relative clauses:** pairs of LINKed trees evaluated as conjunction

e.g. Bill, **who fainted**, smokes.

$smoke'(bill') \wedge faint'(bill')$



- ▶ Also used for apposition, clarification and confirmation, implicatures ...

# Re-running actions – ACE

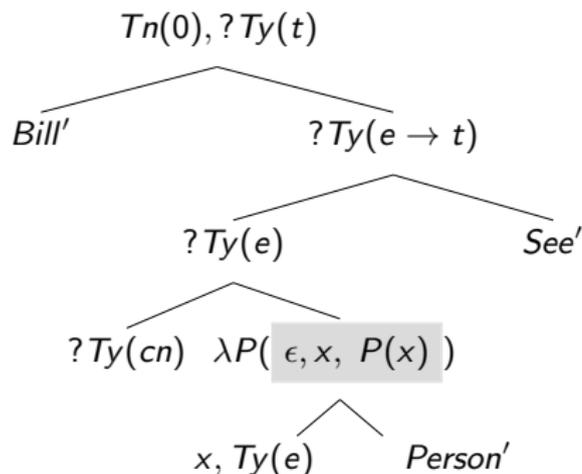
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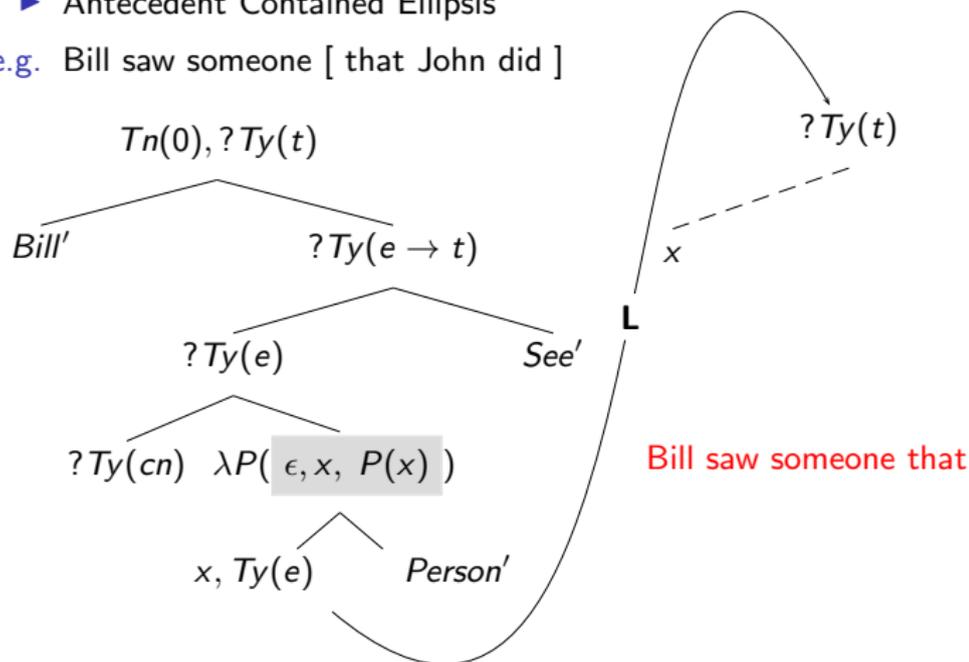


Bill saw someone

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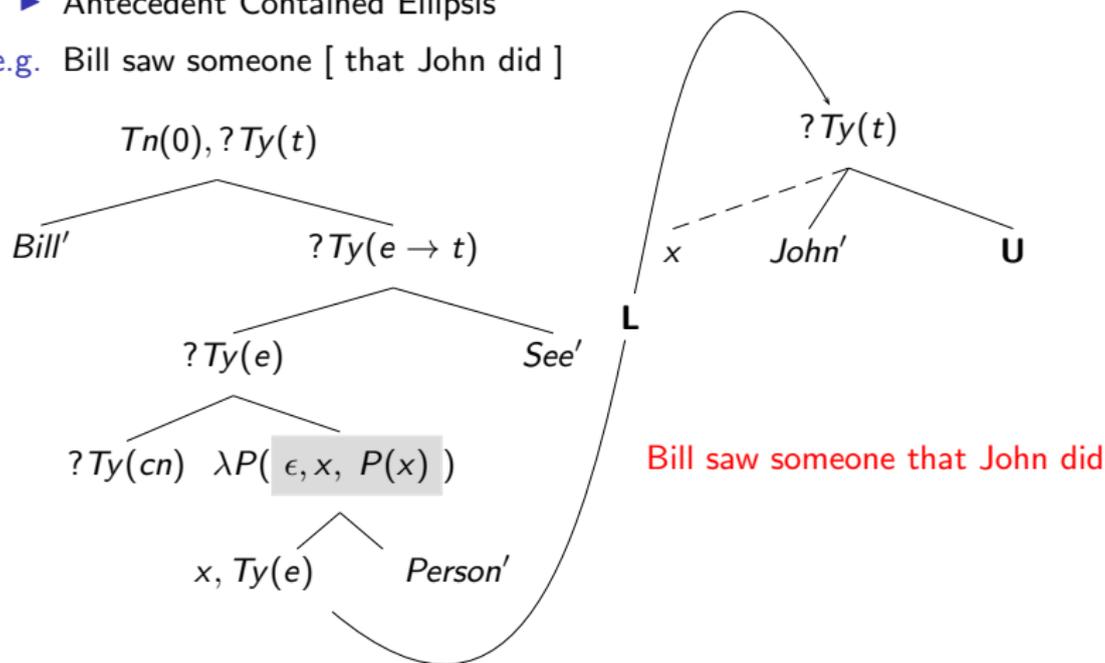
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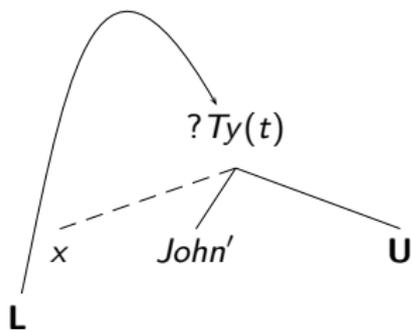
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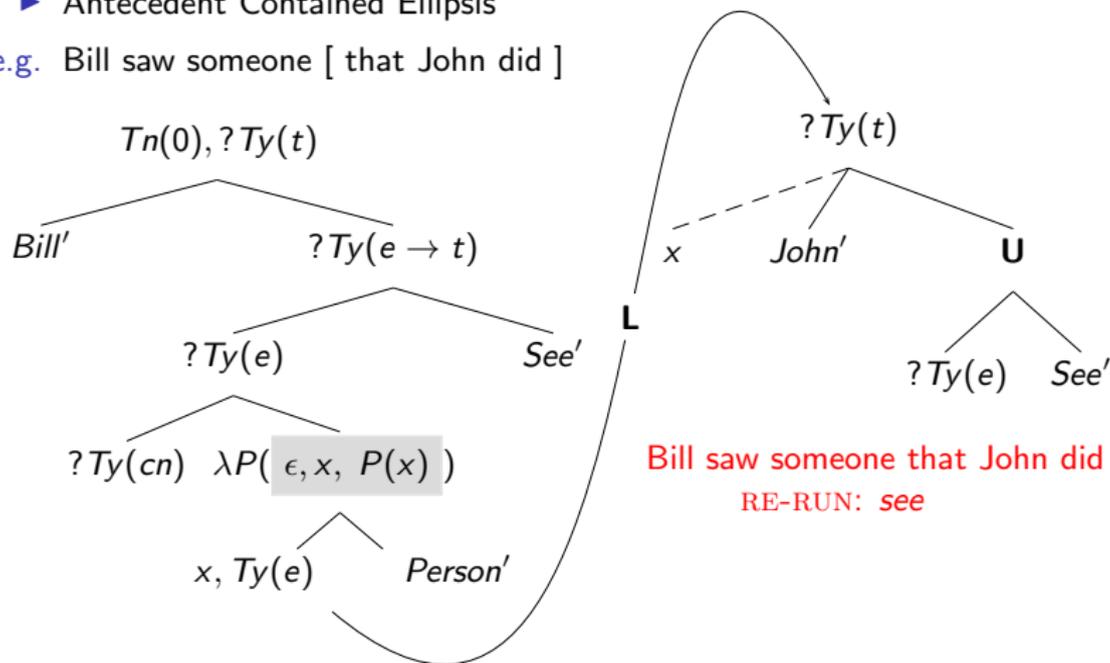
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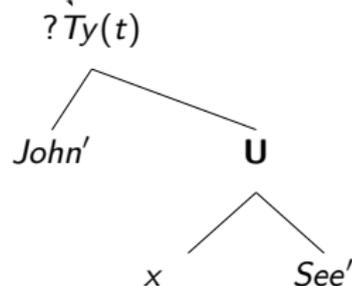
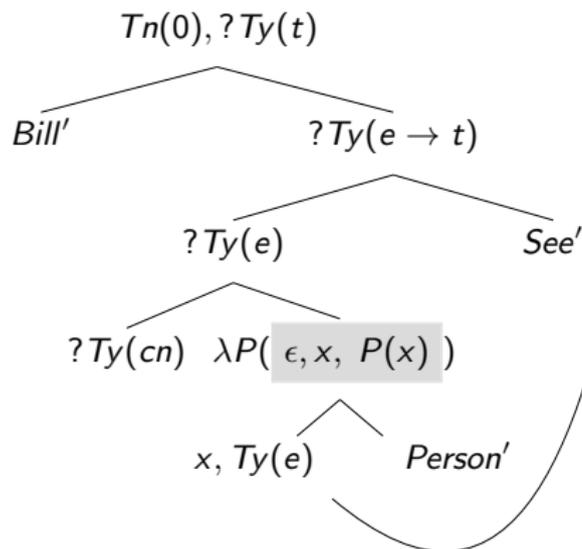
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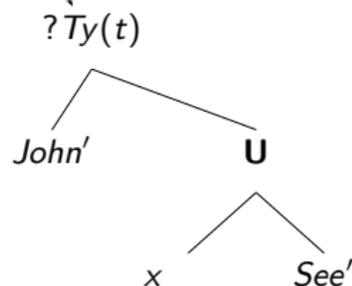
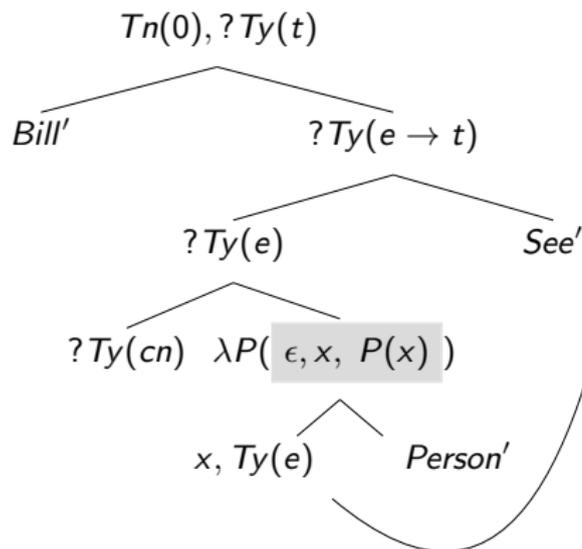


Bill saw someone that John did  
RE-RUN: see  
UNIFICATION

# Re-running actions – ACE

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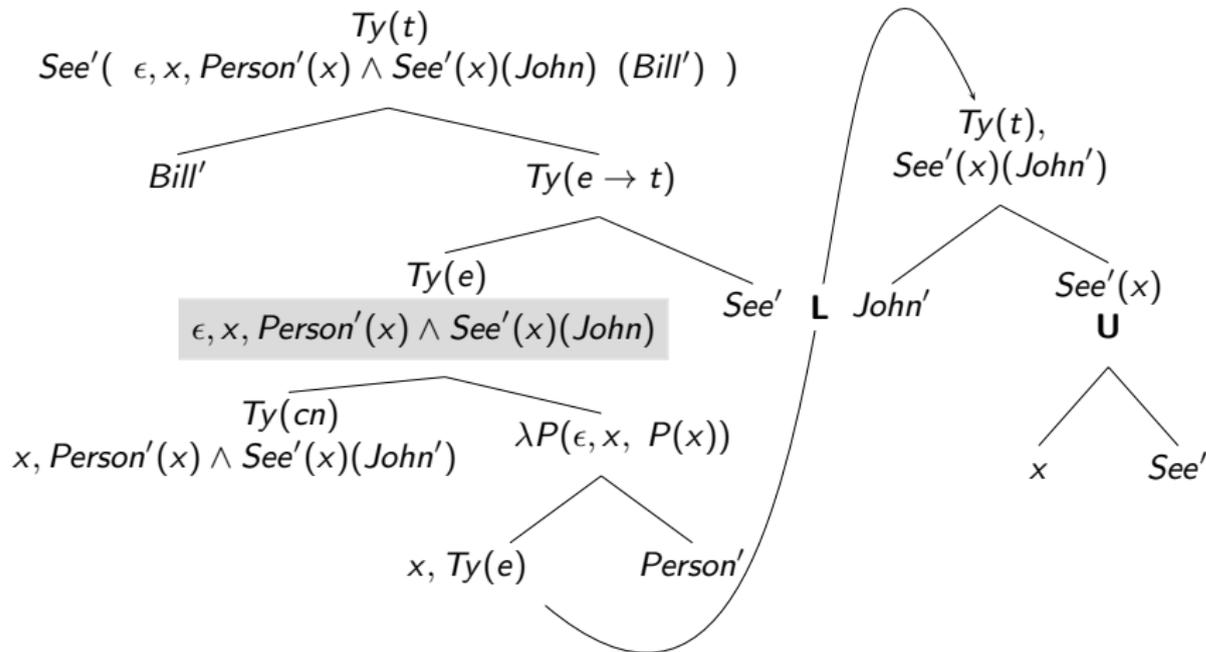
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Bill saw someone that John did  
RE-RUN: see  
UNIFICATION  
COMPLETION of tree:

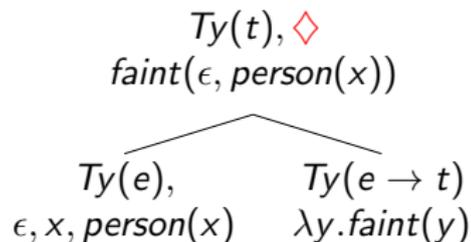
# Rerunning actions – ACE

e.g. Bill saw someone that John did



- ▶ Speakers go through the same actions, except they also have a somewhat richer goal tree.
- ▶ Each word licensed must update partial tree towards the goal tree via *subsumption* constraint
- \* Generating **Someone fainted**

GOAL TREE

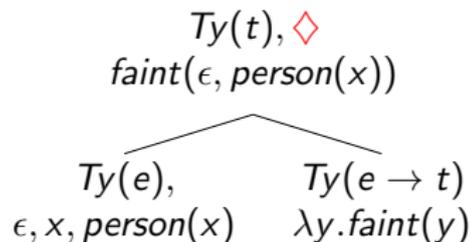


TEST TREE

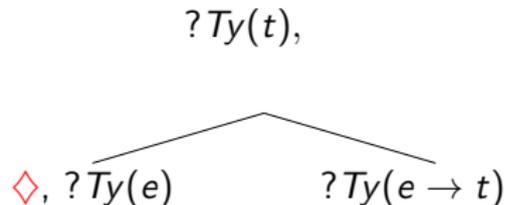
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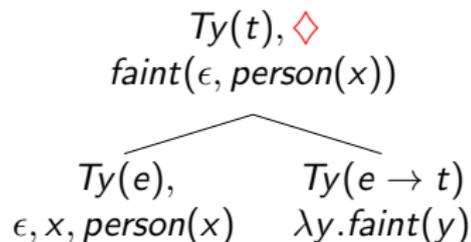


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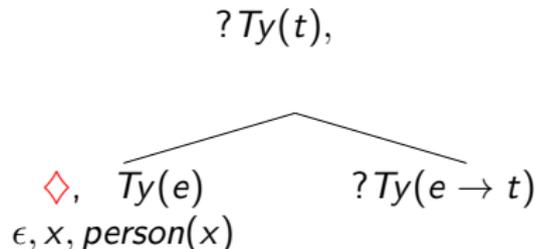


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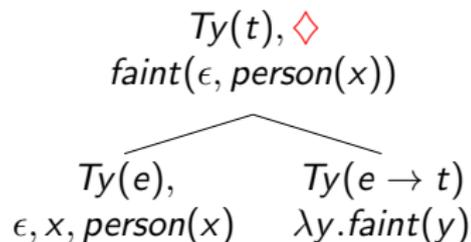
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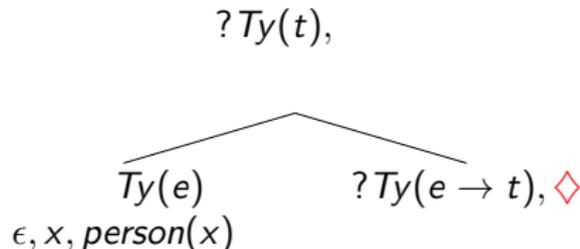
Gen: "Someone

- ▶ Speakers go through the same actions, except they also have a somewhat richer goal tree.
- ▶ Each word licensed must update partial tree towards the goal tree via *subsumption* constraint
- \* Generating **Someone fainted**

GOAL TREE



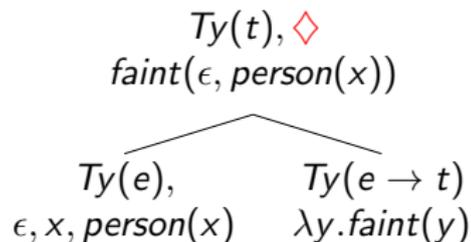
TEST TREE



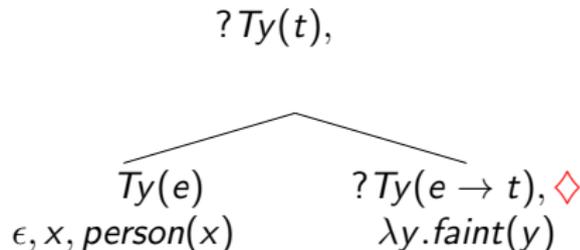
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GOAL TREE



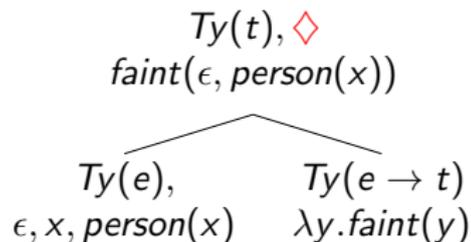
TEST TREE



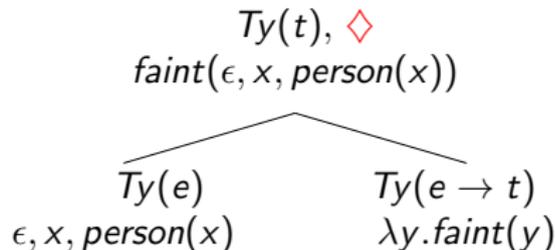
Gen: "Someone fainted"

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- \* Generating **Someone fainted**

GOAL TREE



TEST TREE



Gen: "Someone fainted"

# Alignment: rerunning of actions induces parallelism

- ▶ Using **actions** from context – *sloppy readings*:

(1) A: John upset **his** mother.  
B: Harry too.

(2) A: The man [who arrested **John**] failed to read **him his** rights.  
B: The man who arrested Tom did too.

# Alignment: rerunning of actions induces parallelism

- ▶ Using **actions** from context – *sloppy readings*:

(1) A: John upset **his** mother.  
B: Harry too.

(2) A: The man [who arrested **John**] failed to read **him his** rights.  
B: The man who arrested Tom did too.

- ▶ Also more general parallelism effects, e.g. scope:

(4) A: A consultant interviewed every patient.  
B: A junior doctor too.

## Introductory Motivation

What is grammar?

## TTR to formalise conceptual structure

TTR elements adopted

Dynamic Syntax

DS elements adopted

Dynamic Syntax (DS)

## DS-TTR

## Hannes Rieser's Questions

## General conclusions

DS-TTR and cognition - abandoning competence vs performance

## Appendix 1

## Appendix 2

- ▶ from strings to conceptual structure (TTR) or vice-versa

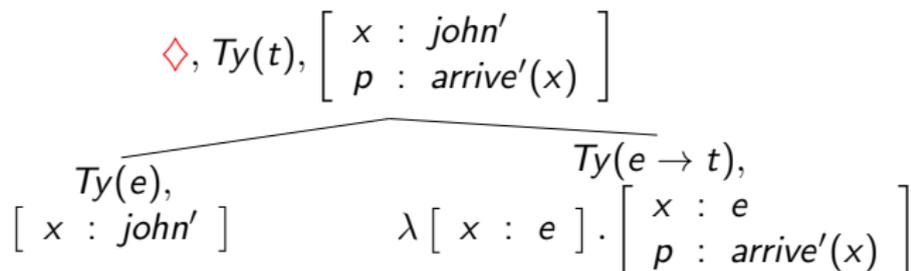
# DS-TTR: parsing and generation

- ▶ from strings to conceptual structure (TTR) or vice-versa
- ▶ *John arrived.*

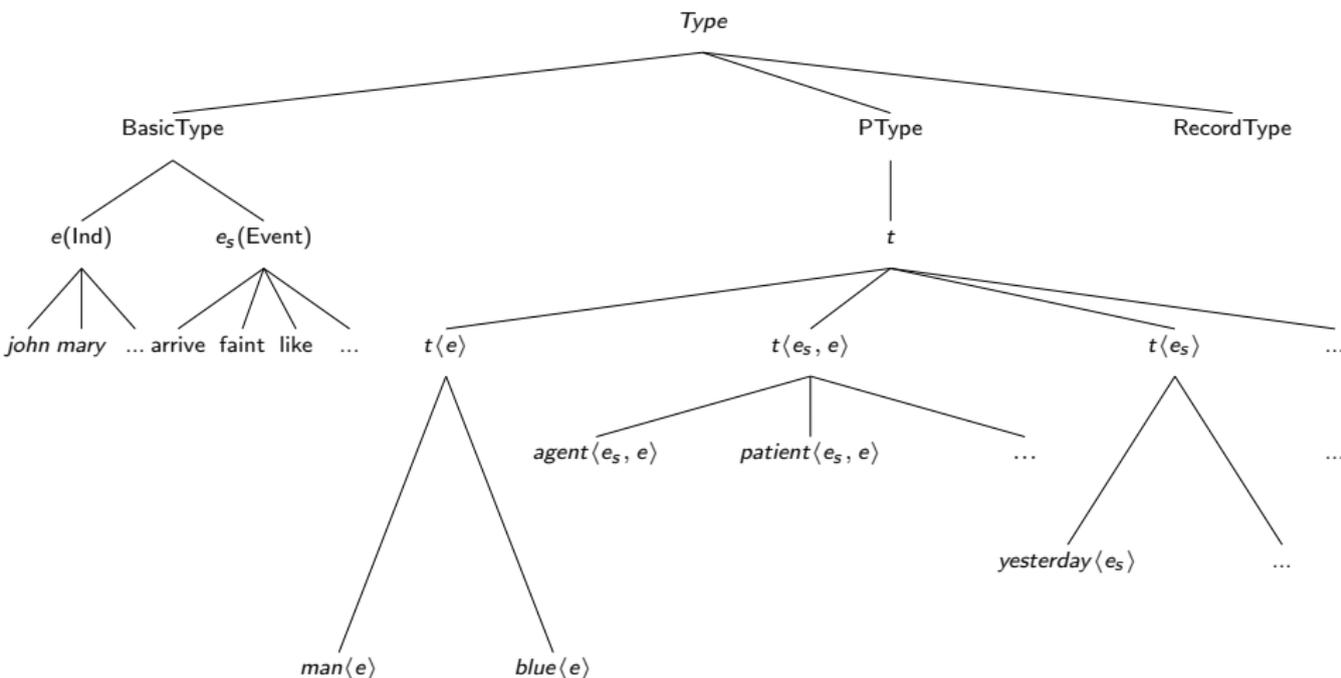
# DS-TTR: parsing and generation

- ▶ from strings to conceptual structure (TTR) or vice-versa
- ▶ *John arrived.*

John arrived  
┆→



# DS-TTR: Types (simplified)



- ▶ parsing/linearising (syntactic/lexical):
  - go [treenode]
  - make[treenode]
  - put[field/value/label/...]
  - IF [value] THEN [actions], ELSE [...]
  - run(list(actions)[...])

- ▶ parsing/linearising (syntactic/lexical):
  - go [treenode]
  - make[treenode]
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- ▶ manipulating complex type articulation
  - add[fields]
  - remove[fields]
  - test[subtyping relation]
  - ...

- ▶ parsing/linearising (syntactic/lexical):
  - go [treenode]
  - make[treenode]
  - put[field/value/label/...]
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- ▶ manipulating complex type articulation
  - add[fields]
  - remove[fields]
  - test[subtyping relation]
  - ...
  
- ▶ exploring the context:
  - freshput[variable/metavariable]
  - find[value/label/...],
  - substitute[values for metavariables]
  - ...

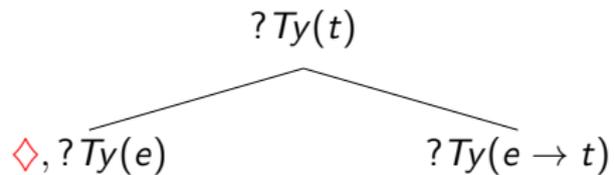
# incremental construction

[START] ... PREDICTION  
┆  
┆→

◇, ? $T_y(t)$

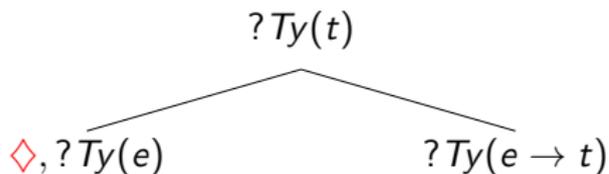
# incremental construction

PREDICTION  
⇨



# incremental construction

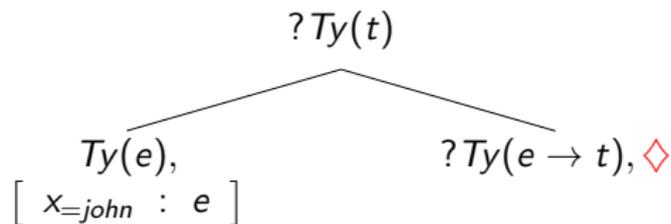
John  
⟶



```
John IF      ?Ty(e)
      THEN   put(Ty(e))
           put([ x=john : e ])
      ELSE   abort
```

# incremental construction

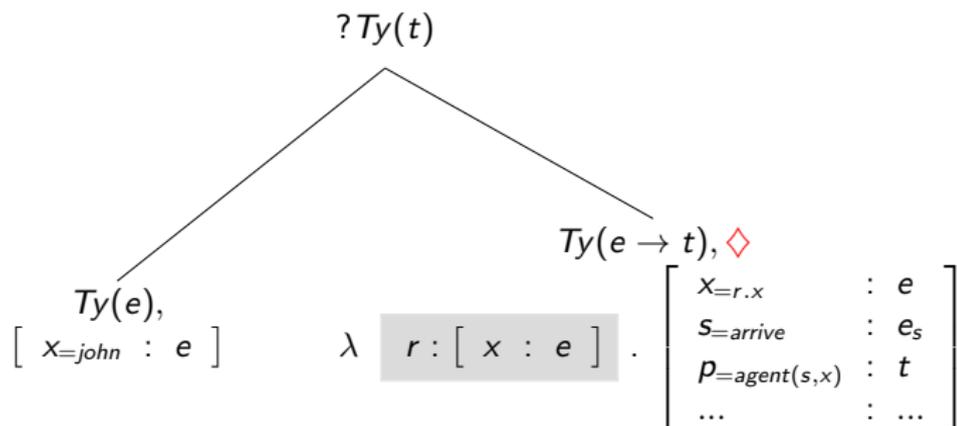
John,..., POINTER-MOVEMENT  
     $\mapsto$



```
John IF      ?Ty(e)
      THEN   put(Ty(e))
           put([ x=john : e ])
      ELSE   abort
```

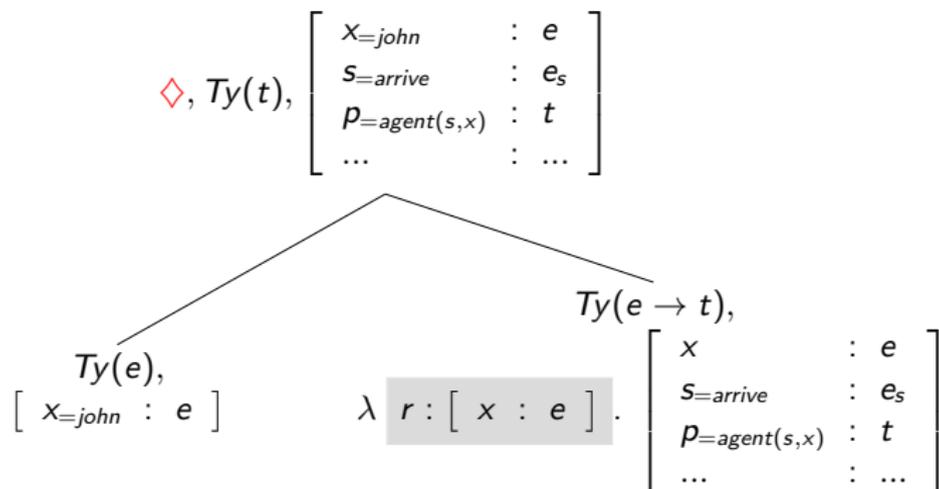
# incremental construction

..., ..., *arrives*  
→



# incremental construction

...[TENSE, ...], COMPLETION  
→



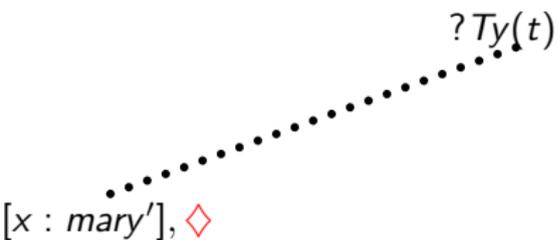
- ▶ Processing **non-contiguous dependencies**
  - ▶ e.g. *Mary, John upset*

? $Ty(t)$ ,  $\diamond$

# underspecification: structural

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Mary

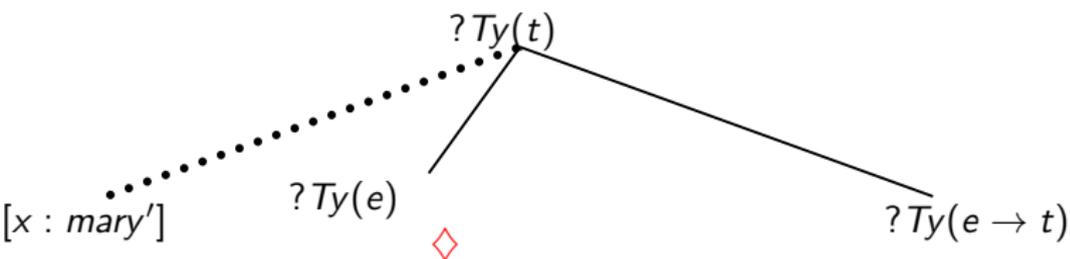


# underspecification: structural

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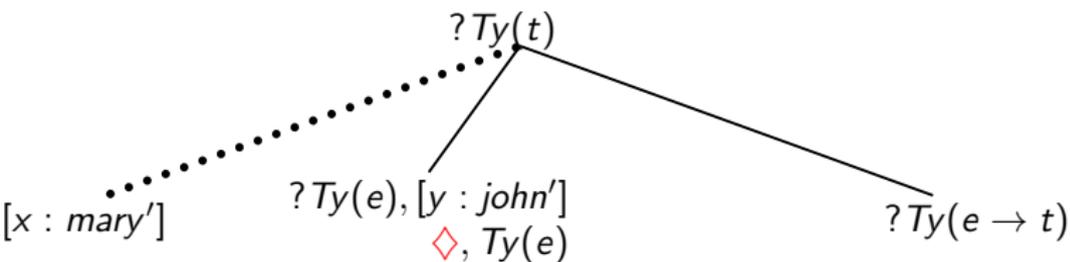


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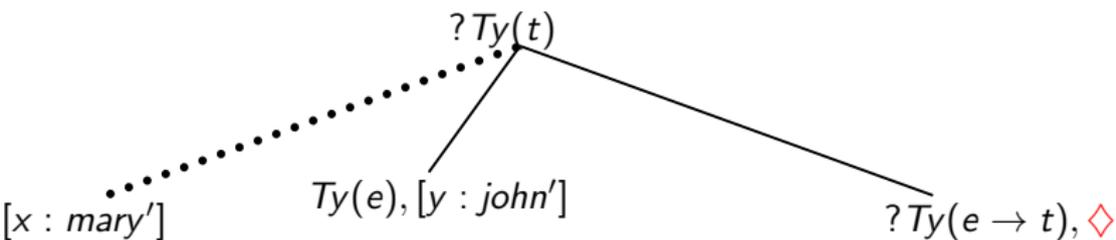


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Mary, John

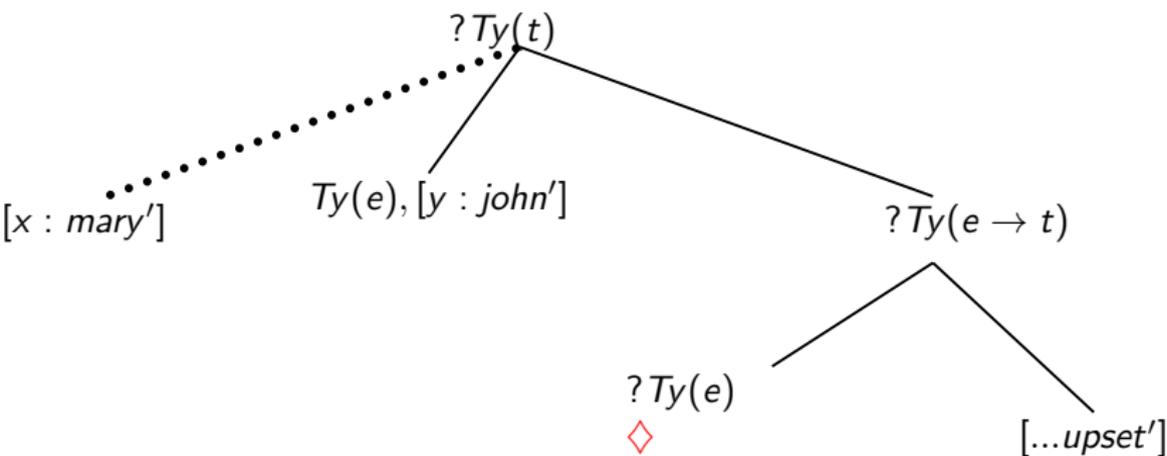


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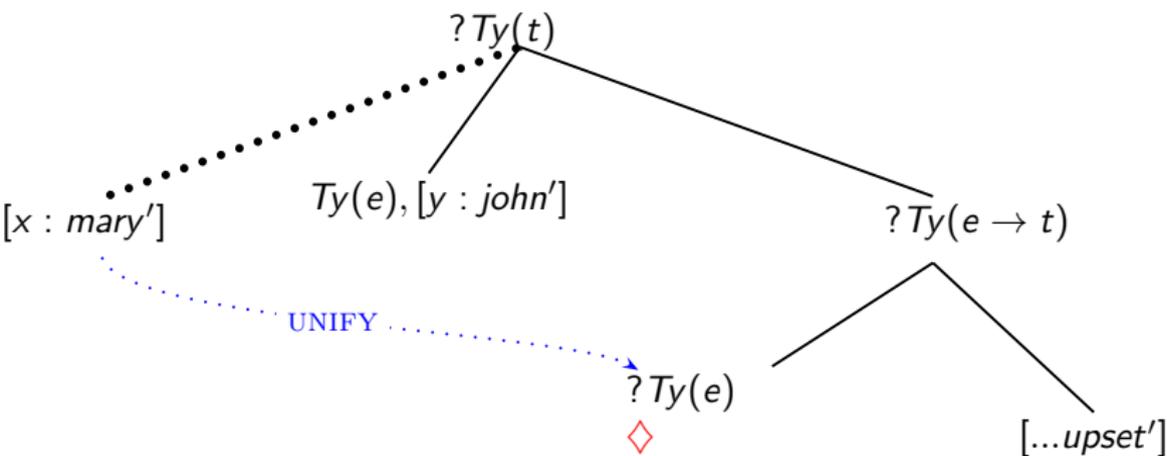


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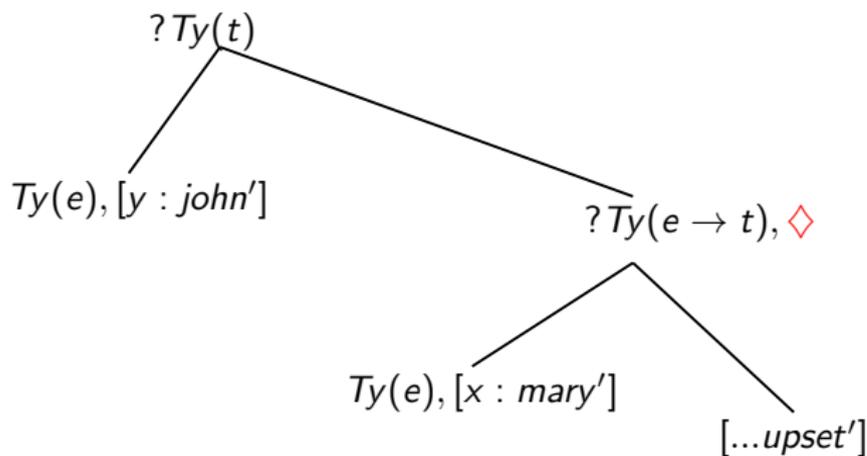


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# underspecification: structural

- ▶ Processing **non-contiguous dependencies**

- ▶ e.g. *Mary, John upset*

Mary, John upset

$Tn(0), Ty(t), [upset'(mary')(john')], \diamond$

$Ty(e), [y : john']$

$Ty(e \rightarrow t), [...upset'(mary')]$

$Ty(e), [x : mary']$

$[...upset']$

$$\diamond, Ty(t), \left[ \begin{array}{l} \text{CONTEXT : } u_1 \oplus u_2 \\ \text{CONTENT : } \left[ \begin{array}{l} x : e \\ p : f(x) \end{array} \right] \end{array} \right]$$

 $Ty(e),$ 

$$\left[ \begin{array}{l} \text{CONTEXT : } u_2 \\ \text{CONTENT : } \left[ x : e \right] \end{array} \right]$$

 $Ty(e \rightarrow t),$ 

$$\left[ \begin{array}{l} \text{CONTEXT : } u_1 \\ \text{CONTENT : } \lambda \left[ x : e \right]. \left[ \begin{array}{l} x : e \\ p : f(x) \end{array} \right] \end{array} \right]$$

# including contextual parameters

John arrived



◇,  $Ty(t)$ ,

CONTEXT :

$$\begin{bmatrix} a : participantA \\ b : participantB \\ \dots : \dots \\ u_1 : utt - event \\ s_{s1} : spkr(u_1, a) \\ s_{a1} : addr(u_1, b) \\ u_2 : utt - event \\ s_{s2} : spkr(u_2, a) \\ s_{a2} : addr(u_2, b) \\ \dots : \dots \end{bmatrix}$$

CONTENT :

$$\begin{bmatrix} x : john \\ p : arrive(x) \end{bmatrix}$$

$Ty(e)$ ,

CONTEXT :

$$\begin{bmatrix} u_1 : utt - event \\ \dots : \dots \\ s_{s1} : spkr(u_1, a) \\ \dots : \dots \end{bmatrix}$$

CONTENT :

$$\begin{bmatrix} x : john \end{bmatrix}$$

$Ty(e \rightarrow t)$ ,

CONTEXT :

$$\begin{bmatrix} u_2 : utt - event \\ \dots : \dots \\ s_{s2} : spkr(u_2, a) \\ \dots : \dots \end{bmatrix}$$

CONTENT :

$$\lambda [x]. \begin{bmatrix} p : arrive(x) \end{bmatrix}$$

A: John ...

B: arrives  $\mapsto$

CONTEXT :	
$u_{1\oplus 2}$	: <i>utt - event</i>
$s_1$	: <i>spkr(A, u<sub>1</sub>)</i>
$s_2$	: <i>spkr(B, u<sub>2</sub>)</i>
...	

CONTENT :	
$Ty(t)$ ,	
$\left[ \begin{array}{l} s=now \\ x=john \end{array} \right]$	$\left[ \begin{array}{l} : e_s \\ : e \end{array} \right]$
$P=arrive(s,x)$	: $t$

CONTEXT :	
$u_1$	: <i>utt - event</i>
$s_1$	: <i>spkr(A, u<sub>1</sub>)</i>
...	
<b>G</b>	: <i>l - use</i>

CONTENT :	
$Ty(e)$ ,	
$\left[ x=john \right]$	: $e$

CONTEXT :	
$u_2$	: <i>utt - event</i>
$s_2$	: <i>spkr(B, u<sub>2</sub>)</i>
...	
<b>G</b>	: <i>l - use</i>

CONTENT :	
$Ty(e \rightarrow t)$ ,	
$\lambda r : \left[ x : e \right].$	$\left[ \begin{array}{l} s=now \\ x \\ P=arrive(s,x) \end{array} \right]$
	$\left[ \begin{array}{l} : e_s \\ : e \\ : t \end{array} \right]$

*I*:

```
IF      ?Ty(e), [ CONTEXT : [ ss : spkr(u, x) ] ]  
THEN   put(Ty(e))  
       put((x))  
ELSE   abort
```

*myself*:

```
IF      ?Ty(e), [ CONTEXT : [ ss : spkr(u, x) ] ],  
       ↑0↑1*↓0 Fo(x)  
THEN   put(Ty(e))  
       put(Fo(x))  
ELSE   abort
```

## utterance event parameters - indexicals

*I*:

```
IF      ? $T_y(e)$ , [ CONTEXT : [  $s_s$  :  $spkr(\mathbf{u}, \mathbf{x})$  ] ]  
THEN   put( $T_y(e)$ )  
       put( $(\mathbf{x})$ )  
ELSE   abort
```

*myself*:

```
IF      ? $T_y(e)$ , [ CONTEXT : [  $s_s$  :  $spkr(\mathbf{u}, \mathbf{x})$  ] ],  
        $\uparrow_0 \uparrow_1 * \downarrow_0$   $F_o(\mathbf{x})$   
THEN   put( $T_y(e)$ )  
       put( $F_o(\mathbf{x})$ )  
ELSE   abort
```

A: Did *you* burn ...

B: *myself*?

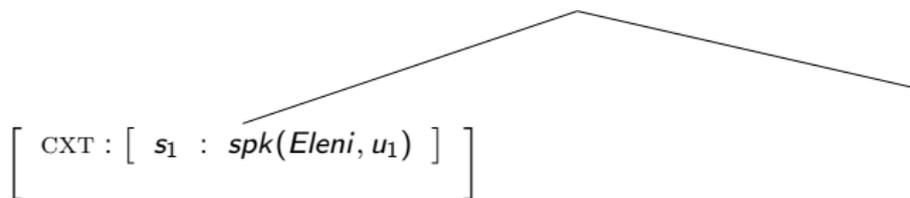
# split utterances with indexicals

Eleni: I burnt ...

Bill: yourself! (as usual)

# split utterances with indexicals

Eleni: I



# split utterances with indexicals

Eleni: I

```
IF      ?Ty(e), [ CONTEXT : [ sS : spkr(u, x) ] ]  
I: THEN put(Ty(e))  
      put((x))  
ELSE   abort
```



$$\left[ \begin{array}{l} \text{CXT} : \left[ s_1 : \text{spk}(Eleni, u_1) \right] \\ \text{CNT} : \left[ x=Eleni : e \right] \end{array} \right]$$

# split utterances with indexicals

Eleni: I burnt ...

$$\left[ \begin{array}{l} \text{CXT} : [ s_1 : \text{spk}(Eleni, u_1) ] \\ \text{CNT} : [ x=Eleni : e ] \end{array} \right]$$

$$\left[ \begin{array}{l} \text{CXT} : [ s_2 : \text{spk}(Eleni, u_2) ] \end{array} \right]$$

# split utterances with indexicals

Eleni: I burnt ...

$$\left[ \begin{array}{l} \text{CXT} : [ s_1 : \text{spk}(Eleni, u_1) ] \\ \text{CNT} : [ x=Eleni : e ] \end{array} \right]$$

$$\left[ \begin{array}{l} \text{CXT} : [ s_2 : \text{spk}(Eleni, u_2) ] \\ \text{CNT} : \lambda \left[ \begin{array}{l} x : e \\ y : e \end{array} \right] . \left[ \begin{array}{l} x : e \\ y : e \\ p : \text{burn}'(y, x) \end{array} \right] \end{array} \right]$$

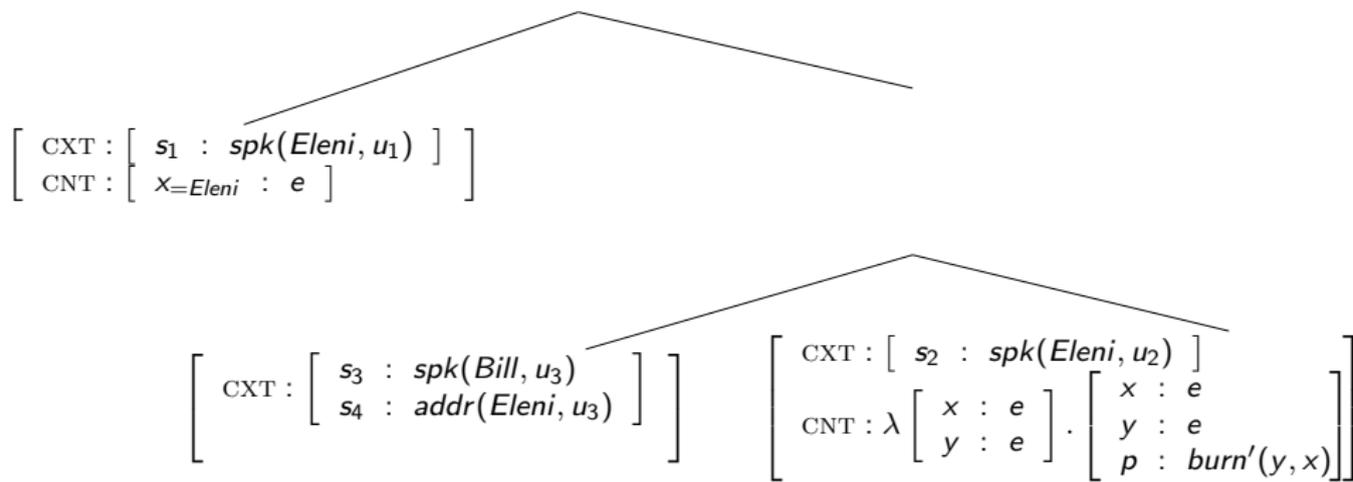
# split utterances with indexicals

Eleni: I burnt ...

Bill: yourself! (as usual)

*yourself*:

IF	$?Ty(e), [ \text{CONTEXT} : [ s_s : \text{addr}(u, x) ] ],$
	$\uparrow_0 \uparrow_{1*} \downarrow_0 Fo(x)$
THEN	$\text{put}(Ty(e))$
	$\text{put}(Fo(x))$
ELSE	abort



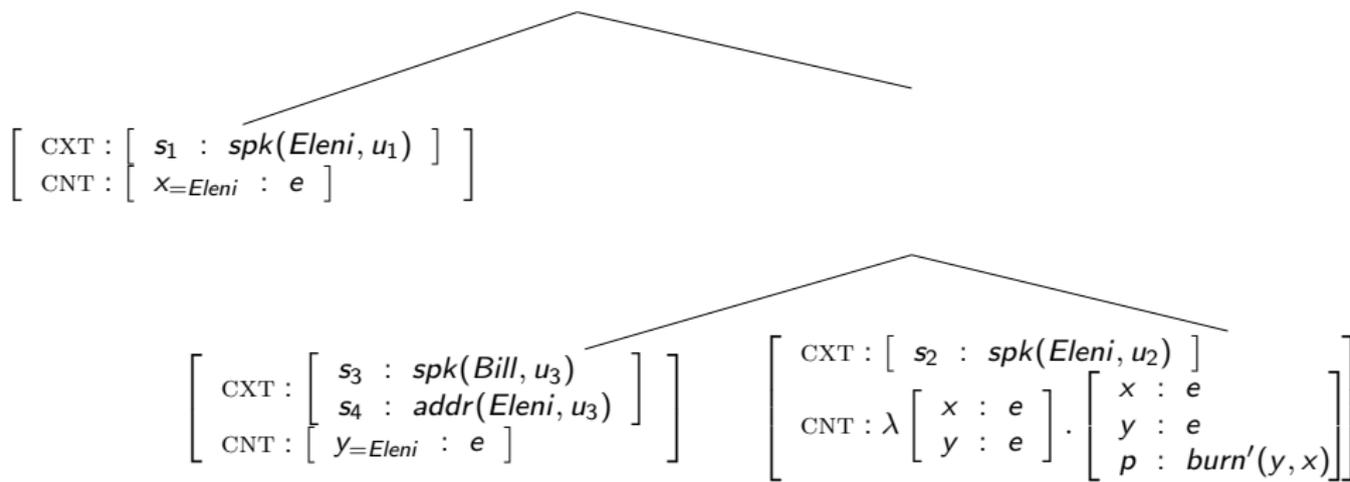
# split utterances with indexicals

Eleni: I burnt ...

Bill: yourself! (as usual)

*yourself:*

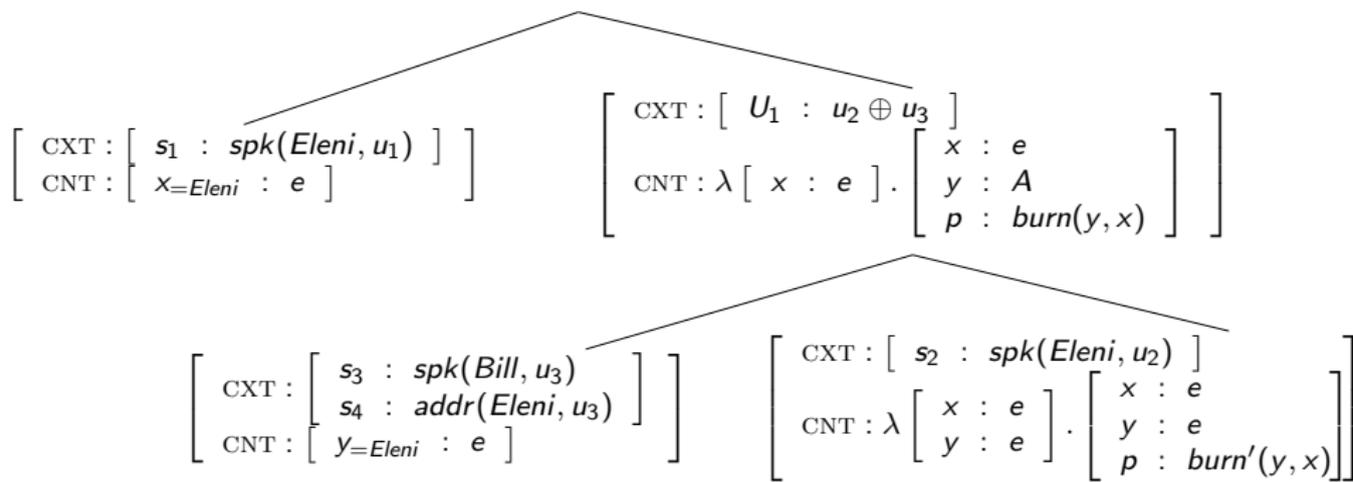
IF	$?Ty(e), [ \text{CONTEXT} : [ s_s : \text{addr}(u, x) ] ],$
	$\uparrow_0 \uparrow_{1*} \downarrow_0 Fo(x)$
THEN	$\text{put}(Ty(e))$
	$\text{put}(Fo(x))$
ELSE	abort



# split utterances with indexicals

Eleni: I burnt ...

Bill: yourself! (as usual)

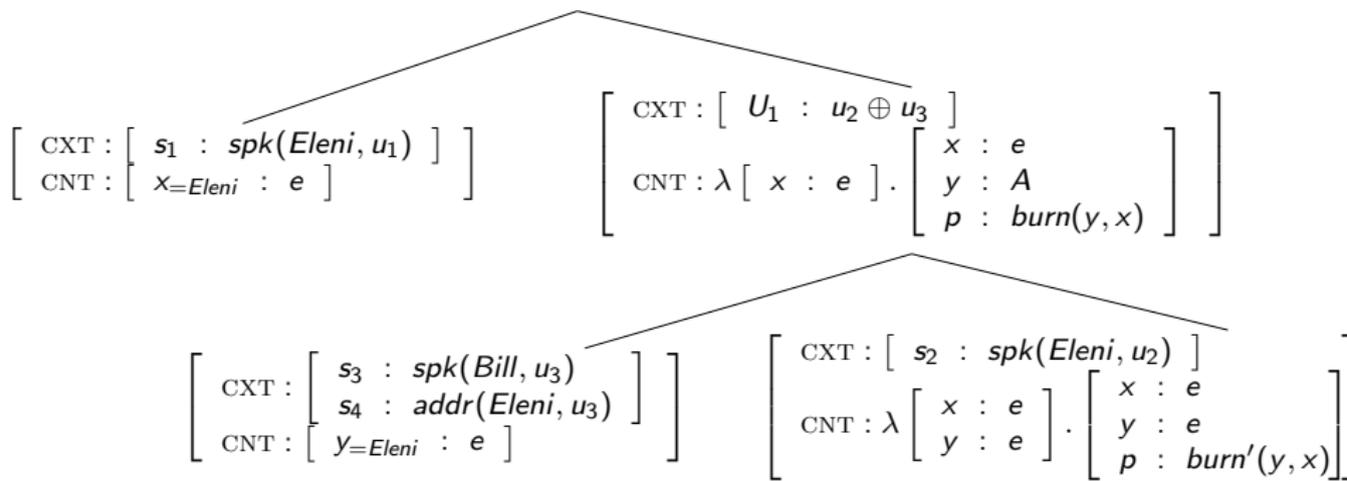


# split utterances with indexicals

Eleni: I burnt ...

Bill: yourself! (as usual)

$$Ty(t), \left[ \begin{array}{l} \text{CONTEXT : } \left[ \dots, U_0 : u_1 \oplus u_2 \oplus u_3 \dots \right] \\ \text{CONTENT : } \left[ \begin{array}{l} x=Eleni : e \\ y=Eleni : e \\ p : burn(x, y) \end{array} \right] \end{array} \right]$$



- ▶ self-**repair**

A: Peter went swimming with Susan, um, or rather, surfing, yesterday. ['Peter went surfing with Susan yesterday']

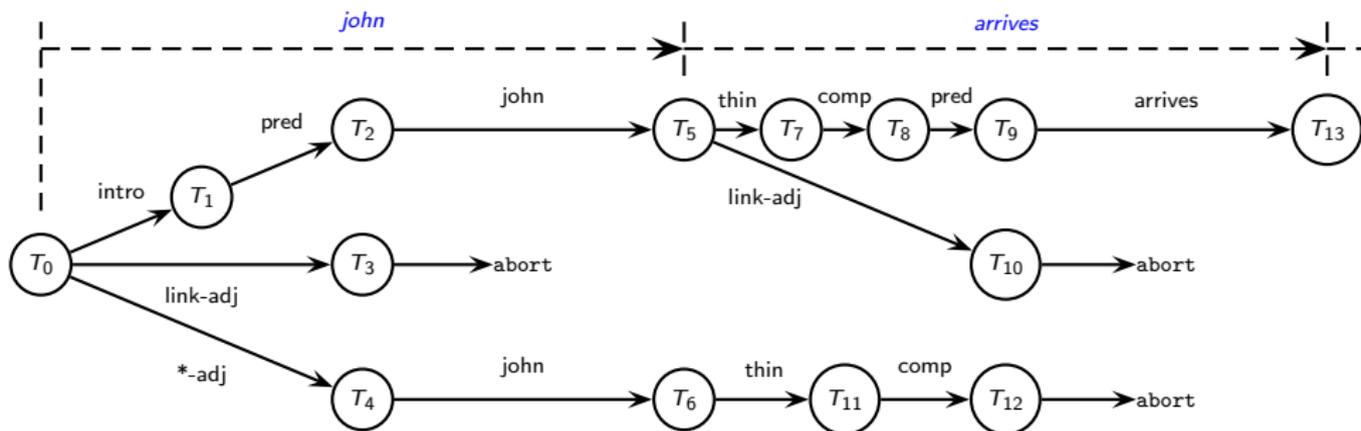
- ▶ other-repair, **clarification** (echoing)

A: Peter went swimming with Susan

B: Susan?

► *Parse/GenIU* =  $\left[ \begin{array}{l} \textit{words} \quad : \textit{list(Words)} \\ \textit{actions} \quad : \textit{list(Actions)} \\ \textit{tree} \quad : \textit{PointedTree} \\ \textit{totalctxt} \quad : \textit{list(Tree)} \\ \textit{cnt} \quad : \textit{RT} \\ \textit{localctxt} \quad : \textit{RT} \end{array} \right]$

# parsing-paths context DAG



- ▶ actions (edges) are transitions between partial trees (nodes)
- ▶ processing paths probabilistically ranked

- ▶ DS features to be maintained:
  - ▶ action-based syntax
  - ▶ no syntactic representation - grammaticality as constraints on update of semantic structures
  - ▶ incremental semantics
  - ▶ unified view of anaphora, ellipsis (quotation)
  - ▶ treat continuations as continuations
  - ▶ speech acts as system updates

## DS-TTR: problems of integration

- ▶ Purver et al (2010)/Eshghi et al (2015): both LINK and TTR-extension: LINKed trees are extensions of RT (concatenation modulo relabelling)
  - ▶ can dispense with LINK but island restrictions?
- ▶ Purver et al (2010)/Eshghi et al (2015): both TTR and epsilon calculus?
- ▶ modality and propositional attitudes: possible worlds vs propositions as types
- ▶ monotonicity: multiple parsing paths – predictivity???
- ▶ dialogue moves: inferred, represented, encoded, default

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What is grammar?

## TTR to formalise conceptual structure

TTR elements adopted

Dynamic Syntax

DS elements adopted

Dynamic Syntax (DS)

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## General conclusions

DS-TTR and cognition - abandoning competence vs performance

## Appendix 1

## Appendix 2

- ▶ What was the original **motivation** for combining DS and TTR and what was the gain to be expected?
- ▶ More specifically: What are the concrete **interface points** for DS and TTR integration?
- ▶ **Update**, **action** and **context** figure prominently in DS as well as in TTR. Are the notions implied similar and, if so, in which respects?
- ▶ How are DS **tree construction** and the **build-up of record types** related in DS-TTR? It seems that if we use DSs lexical actions as the main integration point of DS and TTR and, consequently, put record types into them, we get in principle two “up-ward working” compositional processes, one for the conceptual structure of DS and the other one for the record type construction. Is this impression wrong?
  - ▶ In more detail: Assume for the sake of discussion that both representations get their own semantics, however expressed, then we would have two different semantic values encoded in one DS-TTR-representation. Again, is this impression wrong?

- ▶ DS, as I see it, is **incremental** due to the *unfixed-node* conventions and the representation of the *main verb waiting for input*. Are there comparable mechanisms in TTR? Does TTR have different ones from those?
- ▶ Reconciliation of DS **quantifier theory** using the epsilon calculus and the Generalized Quantifier approach taken in TTR will require major changes in either the one or the other paradigm, right?

- ▶ If we look at TTR we see that it is **pragmatics and dialogue based** tout court (see the modelling of turn-exchange using dialogue game boards), plan-based (see the notion of agenda) and relies heavily on **mental states** (see the labels "private" and "shared" in the information states).
- ▶ In contrast, DS relies on **interaction via grammar** defined on LOFT and avoids use of mental states. Does this fact impose a limit on the integratability of DS-TTR?

- ▶ I see a sort of **division of labour** between DS and TTR in the following way:
  - ▶ DS can, due to its generation-and-parsing facility cope with, e.g. types of ellipses, split utterances, self- or other-repairs, and across-sentence-clitics.
  - ▶ TTR can reconstruct dialogue interaction in a very fine-grained way using different types of modal notions.

- ▶ Both are motivated in different ways and favour different domains of application.
- ▶ A good deal of action and interaction in dialogue seems to be **automatic**, take e.g. alignment, hesitation phenomena, mid-turn acknowledgements, repair indicators and similar things. They are not **intentional** in the sense of “to be reconstructed with an intention operator defined on propositional content” Hence, this seems to be the “natural ‘mechanistic’ domain” of DS.
- ▶ On the contrary, modal notion based concepts seem to have their natural site in TTR. It may of course be controversial which phenomena are to be reconstructed using which technology. Is this an acceptable way to fix the divide between DS and TTR?

- ▶ One gets the idea that **TTR is more directed towards philosophy** (theory of perception and action, allusions to Aristotle, Kant and Russell, semantic puzzles, theory of proper names, reflecting the Montague-Partee-tradition) **DS more towards linguistics** (considering a wealth of natural languages, treating fine-grained data, e.g. morphology). So there is a division of labour in this sense as well. Right or wrong?

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## Appendix 1

## Appendix 2

- ▶ **NL conceptual representations** not domain-specific, common to action/perception
  - ▶ **syntax, lexicon** = set of actions (affordances) that predict, induce, develop structured contexts
  - ▶ **coordinated action** (e.g. conversation) relies on:
    - action-oriented predictive simulative processing
    - non-conceptual procedural mechanisms (not high-order inference)
- ⇒ interaction/coordination is an effect achievable directly from grammar-defined procedures, i.e. from low-level non-conceptual mechanisms  
(cf. Bickhard, 1992; Hurley, 2008; Pezzulo, 2011, 2014; Butterfill & Apperly 2013)

# Thanks!

and thanks to:

Ellen Breitholtz, Ronnie Cann, Stelios Chatzikyriakidis, Robin Cooper, Arash Eshghi, Jonathan Ginzburg, Andrew Gargett, Pat Healey, Christine Howes, Ruth Kempson, Wilfried Meyer-Viol, Greg Mills, Matt Purver, Yo Sato, Graham White.

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## Appendix 1

## Appendix 2

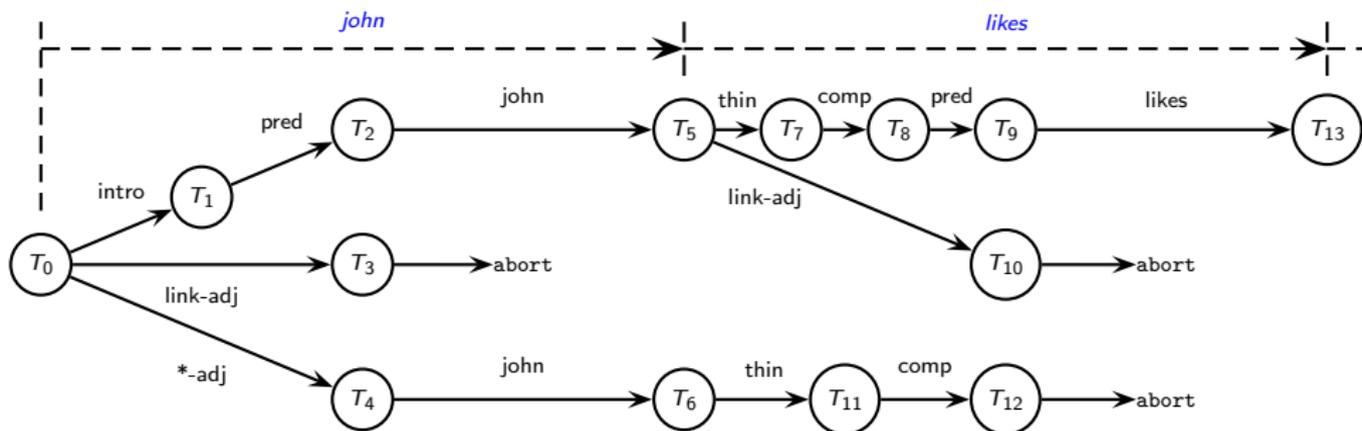
▶ quotational puns:

(15) The menu says that this restaurant serves “breakfast at any time” so I ordered French toast during the Renaissance. [Steven Wright joke]

(16) ‘Marriage’ is not a word, it’s a sentence.

⇒ the **grammar** needs to be able to keep track of abandoned **parsing paths** as well as current viable ones.

# parsing-paths context DAG



- ▶ actions (edges) are transitions between partial trees (nodes)
- ▶ processing paths probabilistically ranked

## Introductory Motivation

What is grammar?

## TTR to formalise conceptual structure

TTR elements adopted

Dynamic Syntax

DS elements adopted

Dynamic Syntax (DS)

## DS-TTR

## Hannes Rieser's Questions

## General conclusions

DS-TTR and cognition - abandoning competence vs performance

## Appendix 1

## Appendix 2