

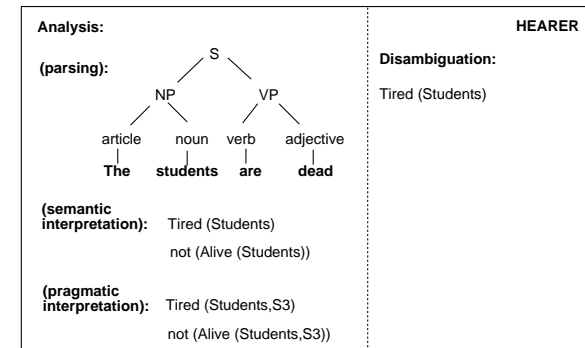
## Today: Pragmatics and the problem of inference

- Text coherence
- Scripts

Slide CS674-1

## Pragmatics

Understanding sentences in context.



Slide CS674-2

## Interpretation in Context

Jack took out a match. He lit a candle.

Jack took out a match. The sun set.

Useful to divide context into:

- **discourse context:** information from preceding text
- **situational context:** relevant world knowledge

Slide CS674-3

## The Problem of Inference

When the balloon touched the light bulb, it broke. This made the baby cry. Mary gave John a dirty look and picked up the baby. John shrugged and picked up the balloon.

Slide CS674-4

### NLU as Abduction

If  $A \rightarrow B$  is true and B true, then A true.

$X =$  *Fred desperately needed money for the mortgage payment.*

$B =$  *Fred called his sister.*

**Rule1** = If you need money then you can get it from a family member.

**Rule2** = If you want to get something from someone, then you can ask them for it.

**Rule3** = One way to ask someone for something is to call them.

Slide CS674–5

### Framework for Using World Knowledge

#### Expectation-Based Processing

1. Assume setting of discourse is represented by content of previous sentences and any inferences made when interpreting those sentences.
2. Use this information to **generate a set of expectations** about plausible eventualities.
3. **Match** possible interpretations of new sentences against expectations generated from the previous discourse.

Slide CS674–6

### Knowledge About Action and Causality

#### Forms of Causality:

[**effect causality**] Set of intended effects or side effects typically caused by an action.

[**precondition causality**] Set of conditions that typically must hold just before action starts.

[**enablement**] A enables B if the effects of the first establish the preconditions of the second.

[**decomposition**] A is a substep of B if A is the first is one of a sequence of steps that constitute the execution of B.

Slide CS674–7

### Definition of BUY

**Roles:** Buyer, Seller, Object, Money

**Constraints:** Human(Buyer), SalesAgent(Seller), IsObject(Object), Value(Money, Price(Object))

**Preconditions:** AT(Buyer, Loc(Seller)), OWNS(Buyer, Money), OWNS(Seller, Object)

**Effects:**  $\neg$ OWNS(Buyer, Money),  $\neg$ OWNS(Seller, Object), OWNS(Buyer, Object), OWNS(Seller, Money)

**Decomposition:** GIVE(Buyer, Seller, Money), GIVE(Seller, Buyer, Object)

Slide CS674–8

### Scripts [Schank & Abelson]

- Prepackaged chain of causal relations between events and states that encodes expectations.
- Don't have to generate expectations from first principles using causality reasoning.
- Knowledge structure that encodes stereotypical sequences of events.

*John was hungry. He went into Goldstein's and ordered a pastrami sandwich. It was served to him quickly. He left the server a large tip.*

Slide CS674-9

### \$RESTAURANT Script

**Roles:** Customer(S), Server(W), Cook(C), Cashier(M), Food(F)

**Props:** Table, Utensils, etc.

**Constraints:** HUMAN(S), HUMAN(W), etc.

**Preconditions:** HAS-MONEY(S)

**Effects:**

HAS-LESS-MONEY(S), HAS-MORE-MONEY(M),  
¬HUNGRY(S), ¬PLEASED(S)

Slide CS674-10

### Decomposition (Conceptual Dependency form):

1. **Enter:** S PTRANS S into Restaurant; S ATTEND Eyes to Tables; S MBUILD where to sit; S PTRANS S to Table; S MOVE S to sitting position.
2. **Order:** S MTRANS food-order to W (main)
3. **Eat:** S INGEST X (main)
4. **Exit:** S ATRANS money to M (main)

Slide CS674-11

### Using Scripts to Understand a Story

Assume: script \$S, consisting of events  $e_1, e_2, \dots$

For each sentence,  $s$  in text:

1. Parse  $s$  into its propositional CD form.
2. While event,  $e$ , in list of script events:
  - (a) If  $s$  matches  $e$ ,
    - i. Instantiate  $e$  with current script roles.
    - ii. Instantiate all intervening events,  $i$ , with current script roles.
  - (b) Else move pointer to next event, saving  $e$  in  $i$ .

Output is instantiated script.

Slide CS674-12

### Problems with Scripts

1. Script selection
2. Managing multiple scripts
3. Aborting scripts  
*John went to Goldstein's. He left.*
4. Allowing for optional paths through scripts  
*John was pick-pocketed on the way to restaurant.*
5. Knowledge engineering requirements

Slide CS674-13

### Novel Situations

*John was hungry. He took out some ground beef.*

*John was hungry. He took out the Yellow Pages.*

*John needed money for the mortgage payment. He called his sister.*

*John needed money for the mortgage payment. He got a gun.*

Slide CS674-14