

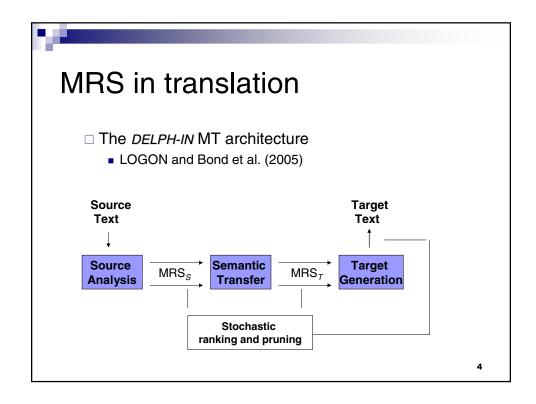
Bond et al. (2005)

- Future work
 - ☐ How much of the semantic representation can be shared between languages (and thus require little or no transfer)?



Issues for discussion

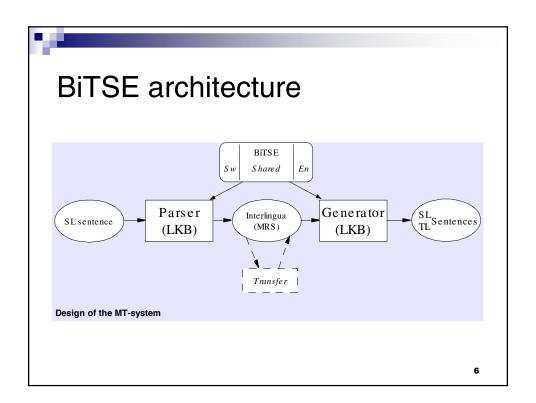
- Semantic types and features
 - □ Language-specific or shared
- Granularity of semantic representations
 - □ unanalysed or decomposed
- Structure of the semantic space
 - □ none, simple hierarchy, network structure, ...
- Architecture
 - □ Pipelined or embedded components





MRS in translation

- Characteristics of the *DELPH-IN* approach
 - Grammars, parsers and generators of different frameworks can be combined freely as long as they use MRS as semantic representations (as in LOGON)
 - MRSs are language-specific
 - "... source and target grammars do most of the work"
 - Transfer must use all EPs of a source MRS and often results in more than one target MRS
 - Stochastic approach to selection/disambiguation





MRS in translation

- Characteristics of the BiTSE approach
 - One grammar using language features to separate languages
 - Either language can be taken as source
 - MRSs are shared across languages
 - The grammar does all of the work
 - Translation amounts to selection from (sets of) sets of sentences sharing a MRS (paraphrase sets)
 - Stochastic ranking may be used to support selection (but is currently not)
 - Transfer may be used when a paraphrase set is mono-lingual

7

Paraphrase sets

```
{ the dog barks, hunden skäller }
```

```
<h1,e2,

{h3:def_q(x4,h5,h6),

h7:dog(x4),

h9:bark(e2,x4),

h1:prop_m(h10),

{h5 qeq h7, h10 qeq h9}}>
```



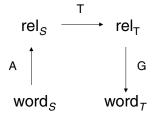
Paraphrase sets for ambiguous sentences

```
{ We saw her smile, Vi såg henne le, ... } 
 { We saw her smile, Vi såg hennes leende, ... }
```

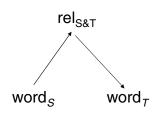
9

Linking words to relations

DELPH-IN



BiTSE





Pros and cons

- Flexibility, application development
 - ☐ Transfer rules model translational relations much more flexibly than a common MRS, but ...
- Theoretical insights
 - ☐ Transfer rules, whether called semantic or not, do not (usually) model semantic relations.

11



Transfer and semantics

- Equivalence
 - $\text{dog}(x_i) \to \text{hund}(x_i)$
- Narrowing
 - $\textbf{wall}(x_i) \to \textbf{v\"{a}gg}(x_i)$
 - $wall(x_i) \rightarrow mur(x_i)$
- Broadening
 - $\mathbf{ceiling}(\mathbf{x_i}) \to \mathbf{tak}(\mathbf{x_i})$



Transfer and semantics

Words vs. constructions

```
\begin{aligned} &\textbf{give}(e_i, x_j, x_k, x_l) \, \land \, \textbf{answer}(x_l) \rightarrow \textbf{svara}(e_i, x_j, x_k) \\ &\textbf{embarass}(e_i, x_i, x_k) \rightarrow \textbf{g\"ora}(e_i, x_j, e_m) \, \land \, \textbf{generad}(e_m, x_k) \end{aligned}
```

Note: the problem is the same for text understanding, question-answering with a single language

13



Pros and cons

- The relation of translation to semantics
 - □ there is definitely more to translation than semantic equivalence, but a translation must not misrepresent the content of the source. It should give "more or less" the same information.
- Grammar harmonisation
 - Multilingual grammars encourage you to consider several languages in the same framework, and evaluate proposed solutions for more than one language at a time.



Pros and cons

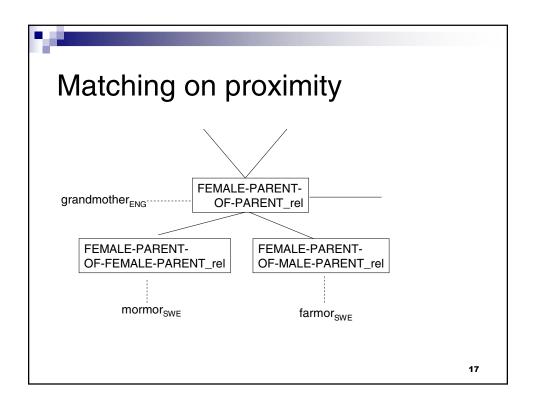
- Translatability and the nature of languages
 - □ all meanings are not shared, though in the global village a large part of the world *is* shared.
 - a dog is a dog whether pet or food?'
 - ☐ TL may require grammatical distinctions that are not made in the SL
 - Strict common IL is then out of the question
 - Both approaches require extra machinery

15



Structure of a semantic space

- Semantic relations
 - □ homonymy, partonomy, antonomy, ...
 - □ sense distinctions
 - decomposition
- Semantic proximity and semantic neigborhoods



Issues for discussion

- Semantic types and features
 - ☐ Language-specific or shared
- Granularity of semantic representations
 - $\hfill\square$ unanalysed or decomposed
- Structure of the semantic space
 - $\hfill\square$ none, simple hierarchy, network structure, \dots
 - □ measures of proximity
- Architecture
 - □ Pipelined or embedded components