# Pragmatics and the problem of inference

- Text coherence
- Scripts for text understanding

### Slide CS474-1

### 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.

## 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 sentences
- situational context: relevant world knowledge

## Slide CS474-2

### **NLU** as Abduction

If  $A \to B$  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 CS474-3

## 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 prevous discourse.

#### Slide CS474-5

### 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:** ¬OWNS(Buyer, Money), ¬OWNS(Seller, Object), OWNS(Buyer, Object), OWNS(Seller, Money)

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

### 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 one of a sequence of steps that constitute the execution of B.

#### Slide CS474-6

# 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 Schneider's and ordered a pastrami sandwich. It was served to him quickly. He left the server a large tip.

# 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),

 $\neg$ HUNGRY(S), $\neg$ PLEASED(S)

#### Slide CS474-9

## 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,  $\emph{i}$ , with current script roles.
  - (b) Else move pointer to next event, saving e in i.

Output is instantiated script.

#### Slide CS474-11

## 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 CS474-10

# Problems with Scripts

- 1. Script selection
- 2. Managing multiple scripts
- 3. Aborting scripts

  John went to Schneider's. He left.
- 4. Allowing for optional paths through scripts

  John was pick-pocketed on the way to restaurant.
- $5. \ \ Knowledge\ engineering\ requirements$

# **Novel Situations**

John was hungry. He took out some ground beef.

John was hungry. He took out the Yellow Pages.

 ${\it John \ needed \ money \ for \ the \ mortgage \ payment. \ He \ called \ his \ sister.}$ 

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