

# XMG: Using principles

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## Principles: motivation

- As fragments become more numerous, controlling their combination (and the scope of variables) gets difficult
- Idea: adding new constraints on top of dominance and precedence
- Principles: sets of additional constraints for the solver, introduced in [Crabbé and Duchier, 2004]

## A set of principles

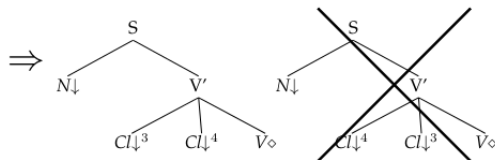
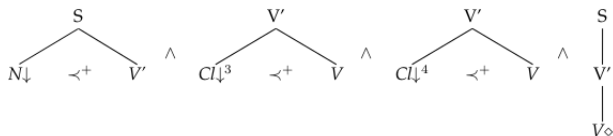
XMG offers several sets of additional constraints over the models (principles):

- colors: polarities for node unification
- rank: linear order constraints on nodes
- unicity: uniqueness of a feature inside a model

## Rank: Clitics ordering

- The ordering of clitic pronouns (in Spanish or French for example) is known to be problematic when formalizing a grammar
- In a metagrammar, when combining fragments, nodes representing these clitics have to come in a specific order
  
- Pedro nos la da
- \*Pedro la nos da
- Je le lui laisse
- \*Je lui le laisse

## Rank: Clitics ordering (in French)



- Every produced model has to satisfy the order constraint

## Using principles: rank

```
use rank with () dims (syn)  
type RANK=[1..7]  
property rank: RANK
```

```
class CliticIobjectII  
import nonReflexiveClitic[]  
{  
  <syn>{  
    node xCl(rank=2)  
      [top=[func=iobj, pers = @{1,2}]]  
  }  
}
```

## Using principles: unicity

```
use unicity with (rank=1) dims (syn)
use unicity with (rank=2) dims (syn)
use unicity with (rank=3) dims (syn)
use unicity with (rank=4) dims (syn)
use unicity with (rank=5) dims (syn)
use unicity with (rank=6) dims (syn)
use unicity with (rank=7) dims (syn)
```

## Using principles: colors

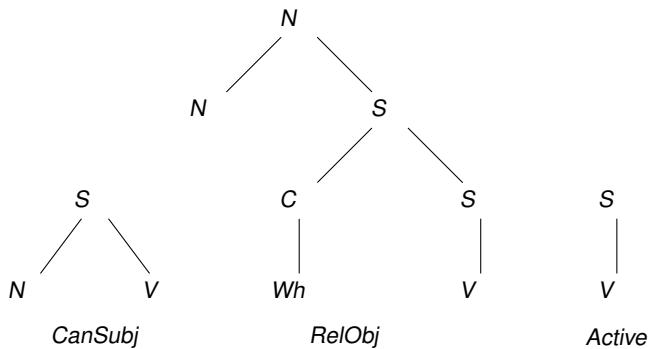
- Colors are a solution to guide the combination of fragments
- A color is affected to every node
- New constraints on node unification

	● <sub>B</sub>	● <sub>R</sub>	○ <sub>W</sub>	⊥
● <sub>B</sub>	⊥	⊥	● <sub>B</sub>	⊥
● <sub>R</sub>	⊥	⊥	⊥	⊥
○ <sub>W</sub>	● <sub>B</sub>	⊥	○ <sub>W</sub>	⊥
⊥	⊥	⊥	⊥	⊥

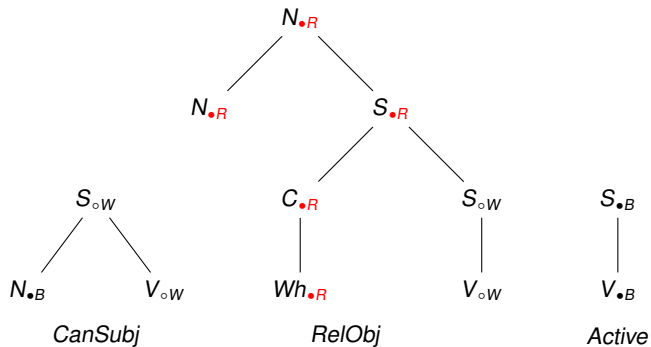
- Valid models only have red and black nodes



## Combination with polarities

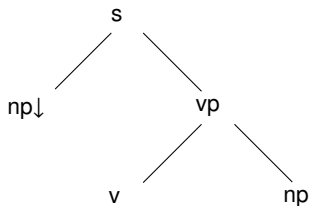


## Combination with polarities



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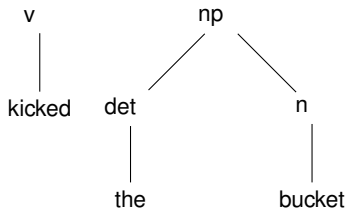
nx0Vnx1



kick

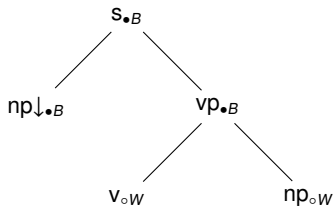
v◇      np↓

kick\_the\_bucket



# Combination with polarities

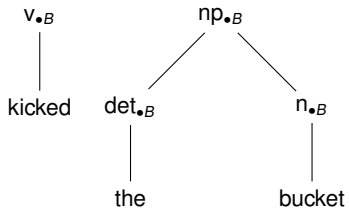
nx0Vnx1



kick

v◦.B    np↓.B

kick\_the\_bucket



## Using principles: colors

```

use color with () dims (syn)
type COLOR={red,black,white}
property color: COLOR

class nx0Vnx1
declare ?S ?NP_Subj ?VP ?V ?NP_Obj
{
  <syn>{
    ?S (color=red)[cat=s] {
      ?NP_Subj (color=black, mark=subst) [cat=np]
      ?VP (color=black)[cat=vp] {
        ?V (color=white)[cat=v]
        ?NP_Obj (color=white)[cat=np]
      }
    }
  }
}

```

## Exercise

Adapt the existing toy metagrammar of verbs

- Every node must get a color
- The set of models should remain identical
- You may have to decide again which variables should be exported or not
- You can use the file `Metagrammars/synsem/Misc/Verbs/verbs4_colors_TODO.mg` (after a `bzr pull`)



Crabbé, B. and Duchier, D. (2004).

**Metagrammar Redux.**

*In International Workshop on Constraint Solving and Language Processing, Copenhagen.*