

# Grammar Implementation: XMG

## XMG Tutorial

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## How does it work?

XMG processing steps are as follow:

- The metagrammar is compiled: metagrammatical language is translated into executable code
- The generated code is executed: accumulation of descriptions into the dimensions
- Descriptions are solved: every dimension comes with a dedicated solver
- Models are converted into the output language (XML)

# Tools

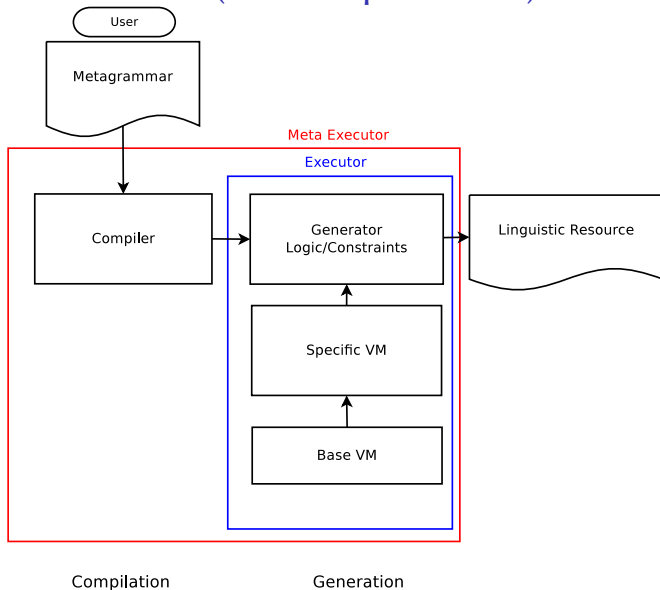
## XMG-1

- eXtensible (?) Metagrammar
- Only 3 dimensions

## XMG-2

- Arbitrarily many dimensions, with DSLs
- Modular assembly of DSL, using bricks
- Methodology to generate a whole processing chain

## XMG-2: Architecture (relevant part for us)



## Installing XMG 2

Three options, provided by the documentation:  
`dokufarm.phil.hhu.de/xmg`

- Follow the steps (Ubuntu), or
- Install VirtualBox and get the XMG image
- Use the online compiler(s): `http://xmg.phil.hhu.de/index.php/upload/compile\_grammar`

# Installing contributions

- Making a contribution available is done with the `install` command

```
xmg@xmg:~/xmg-ng$ cd contributions
xmg@xmg:~/xmg-ng/contributions$ xmg install core
xmg@xmg:~/xmg-ng/contributions$ xmg install treemg
xmg@xmg:~/xmg-ng/contributions$ xmg install compat
xmg@xmg:~/xmg-ng/contributions$ xmg install
    synsemCompiler
```

# Installing compilers

- A set of already assembled compilers is available
- Building one of them can be done with the build command

```
xmg@xmg:~/xmg-ng$ cd contributions/synsemCompiler/  
xmg@xmg:~/xmg-ng/.../synsemCompiler$ cd compilers/  
    synsem/  
xmg@xmg:~/xmg-ng/.../synsem$ xmg build
```

- To avoid these steps: scripts (reinstall.sh)

# Compiling a first metagrammar

The compile command takes two arguments

- The compiler which will be used
- The metagrammar

```
xmg@xmg:~/xmg-ng$ xmg compile synsem MetaGrammars/synsem  
/TagExample.mg
```



## Drawing trees

The output of XMG2 can be given to a parser or a generator, but also be inspected by a tree viewer

- XMG comes with a built-in tree viewer:

```
xmg@xmg:~/xmg-ng$ xmg gui tag
```

- Pytreeview (<https://gitlab.com/parmenti/pytreeview>) is a light tree viewer installed on the Virtualbox distribution of XMG2:

```
xmg@xmg:~/xmg-ng$ pytreeview --mode WEB -i input-file.  
xml
```

- A tree and frame viewer is available online: [http://xmg.phil.hhu.de/index.php/upload/xmg\\_viewer](http://xmg.phil.hhu.de/index.php/upload/xmg_viewer)

# The control language

## XMG descriptions:

- Associate a content to an identifier (abstraction)
- Describe structures inside dimensions, with dedicated languages
- Use other abstractions (classes)
- Combine contents in a disjunctive or a conjunctive way

$$\begin{aligned} \textit{Class} &:= \textit{Name} \rightarrow \textit{Content} \\ \textit{Content} &:= \langle \textit{Dimension} \rangle \{ \textit{Description} \} \mid \textit{Name} \mid \\ &\quad \textit{Content} \vee \textit{Content} \mid \textit{Content} \wedge \textit{Content} \end{aligned}$$

# Describing trees

## The <syn> dimension

- Declaring nodes: keyword **node**, optional node variable, optional features and properties  
**node** ?S [cat=s]
- Expressing constraints between nodes: dominance operators (->, ->+, ->\*) and precedence operators (>>, >>+, >>\*)
- Combining these statements: with logical operators (; and |)

Example:

```
1   node ?S [cat=s];
2   node ?VP [cat=vp];
3   node ?V (mark=anchor) [cat=v];
4   node ?NP (mark=subst) [cat=n];
5   ?S -> ?VP;
6   ?VP -> ?V;
7   ?S -> ?NP;
8   ?NP >> ?VP
```

# Alternative syntax: bracket notation

## The <syn> dimension

- Declaring nodes: same as for the standard notation
- Expressing dominance and precedence constraints thanks to bracketing, and special operators for non immediate relations

```
1   node ?S [cat=s]{
2     node ?NP (mark=subst) [cat=np]
3     node ?VP [cat=vp]{
4       node ?V (mark=anchor) [cat=v]
5     }
6   }
```

# Using dimensions

## Contributing descriptions

- Descriptions (constraints) are accumulated into dimensions
- Every dimension is associated to a solver (sometimes identity)
- **<syn>**: a tree solver generates all minimal models

```
1 <syn>{
2     node ?S [cat=s];
3     node ?VP [cat=vp];
4     node ?V (mark=anchor) [cat=v];
5     node ?NP (mark=subst) [cat=n];
6     ?S -> ?VP;
7     ?VP -> ?V;
8     ?S -> ?NP;
9     ?NP >> ?VP
10 }
```

# Syntactic nodes

Two nodes can be unified if:

- their feature structures can be unified
- their properties can be unified

Unification of nodes happens at two different stages:

- During the execution of the code (“explicit” unification: unification instruction = or reuse of variable)
- After solving: some nodes may be merged to obtain a minimal model

# Minimal models

A minimal model is a model of the description where:

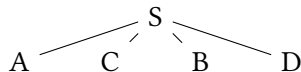
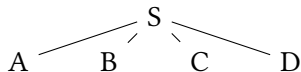
- no constraint is violated
- no additional node is created

What are the minimal models for the following sets of constraints?

1 ?S -> + ?A ; ?S -> ?B

1 ?S -> ?A ; ?S -> ?B ; ?S -> ?C ; ?A >>\* ?C

Which set of constraints leads to the following minimal models?



# Definition of types and constants

Everything inside the metagrammar has a type: values, feature structures, nodes, dimensions...

## Four ways to define new types:

- Enumerated type: type  $T = \{a, b, c, d\}$
- Structured type: type  $T = [a_1:t_1, \dots, a_n:t_n]$
- Interval type: type  $T = [1..3]$
- Unspecified type: type  $T!$



## Definition of types and constants

We can now specify the types of features and properties:

```
1  type CAT=  {np,vp,s,n,v,det}
2  type MARK= {lex,anchor,subst}
3  type LABEL !
4  type PERS= [1..3]
5  type GEN = {m,f}
6  type NUM = {sg,pl}
7  type AGR = [gen:GEN, num:NUM]
8
9
10 feature cat:  CAT
11 feature e:    LABEL
12 feature pers: PERS
13 feature agr:  AGR
14
15 property mark: MARK
```

## 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 <sup>CrabbeDuchier:04</sup>

## A set of principles

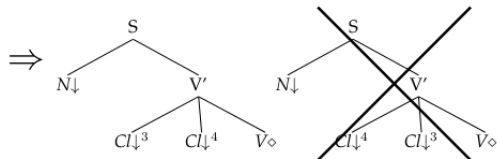
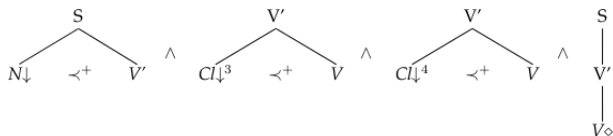
XMG offers several sets of additional constraints over the models (principles):

- 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

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

1 class CliticIobjectII
2 import nonReflexiveClitic[]
3 {
4   <syn>{
5     node xCl(rank=2)
6         [top=[func=iobj, pers = @{1,2}]]
7   }
8 }
```

## Using principles: unicity

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

## Using principles: colors

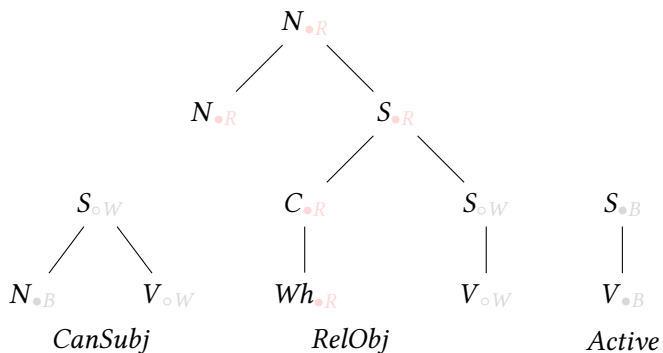
- Colors are a solution to guide the combination of fragments
- A color is affected to every node
- New constraints on node unification

	● <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>	⊥
⊥	⊥	⊥	⊥	⊥

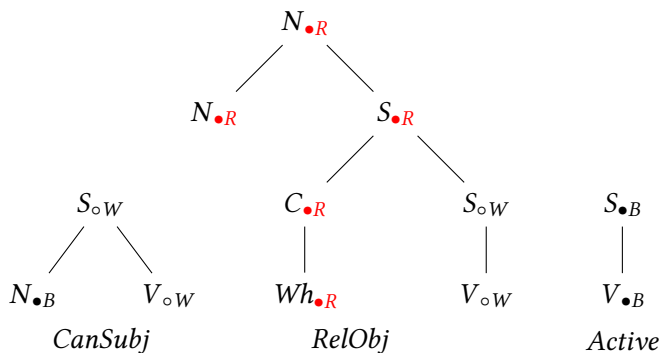
- Valid models only have red and black nodes



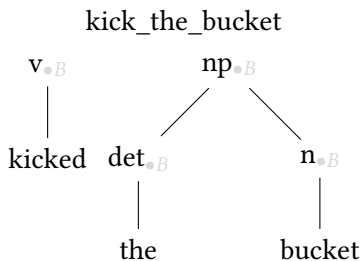
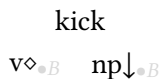
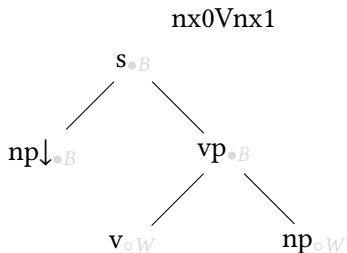
## Combination with polarities



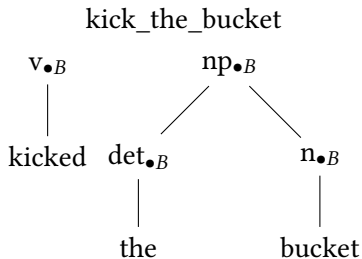
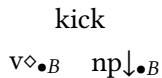
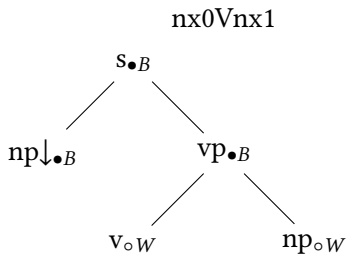
## Combination with polarities



## Combination with polarities



# Combination with polarities



## Using principles: colors

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

1 class nx0Vnx1
2 declare ?S ?NP_Subj ?VP ?V ?NP_Obj
3 {
4   <syn>{
5     ?S (color=red)[cat=s] {
6       ?NP_Subj (color=black, mark=subst) [cat=np]
7       ?VP (color=black)[cat=vp] {
8         ?V (color=white)[cat=v]
9         ?NP_Obj (color=white)[cat=np]
10      }
11    }
12  }
13 }
```