

Embodied Semantics

Towards a cognitive grounding of formal semantics

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Outline

- 1 Computational Linguistics and Robotics?
- 2 Example: the proper processing of events

A starting point

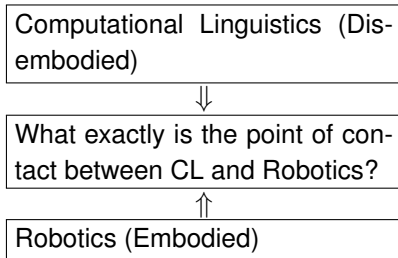
- Acceptance of robotic assistance crucially depends on the possibility of **natural** interaction between man and machine.
 - 'Natural':
 - Multimodal, Realtime, Goal-directed, . . .
 - In general: Aspects of spatiotemporal embodiedness of both cognitive *and* bodily abilities.
- ⇒ Grounding of higher mental functions connects Computational Linguistics (CL) and Robotics.

State of the art, roughly

CL and Robotics figuratively approach each other:

- CL: Top-Down to the model theory of formal NL-semantics (e.g. CandC Tools: CCG+DRT).
- Robotics: Bottom-Up to behaviour-based pragmatics (e.g. BDI-based planning).

State of the art, figuratively



Objective: Connect CL and Robotics

- Extend the sensomotoric capabilities of a robot with the ability to construct, maintain and manipulate complex symbolic representations and corresponding models
- ← Ground complex symbolic representations and corresponding models in the sensomotoric embodiedness of a robot
- ⇒ How to achieve this?

Events

- The proper processing of events constitutes the core mechanism of natural human-machine interaction
 - E.g., events carry the pragmatic force of speech acts by means of their semantic structure
 - A proper account to events must consider both semantics and pragmatics of events
- ⇒ Does the traditional approach to events in CL fulfill these requirements?

Events

- Davidson [1967]: Introduce a new ontological class of entities besides individuals: events.
- E.g. 'x build a house':
 $\exists e. \exists x. \exists y. agent(x) \wedge house(y) \wedge build(e, x, y)$

Vendler Classes

- Vendler [1957]: different verbs can have very different 'temporal profiles' in that they are used to describe very different *event complexes*:
- E.g. 'build a house' refers to a process of construction that brings about a house
- E.g. 'reach the top' refers to a punctual event

Event Nucleus

- Moens and Steedman [1988] capture Vendler's observation by the introduction of a subatomic structure of events:
- Event Nucleus:= preparatory state, culmination, consequent state
- E.g. 'build a house':= process of construction, topping-out ceremony, existence of the house

Simple-minded DRT

In Discourse Representation Theory (Kamp et al. [2007])

x, y, e $e : build(x, y)$ $house(y)$
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Meaning Postulate 1:

<table border="1"><tr><td>x, y, e $e : build(x, y)$ $house(y)$</td></tr></table> \Rightarrow <table border="1"><tr><td>s^{res} $e : build(x, y)$ $e)(s^{res}$ $s^{res} : house(y)$</td></tr></table>	x, y, e $e : build(x, y)$ $house(y)$	s^{res} $e : build(x, y)$ $e)(s^{res}$ $s^{res} : house(y)$
x, y, e $e : build(x, y)$ $house(y)$		
s^{res} $e : build(x, y)$ $e)(s^{res}$ $s^{res} : house(y)$		

Meaning Postulate 2:

<table border="1"><tr><td>x, y, e $e : build(x, y)$ $house(y)$</td></tr></table> \Rightarrow <table border="1"><tr><td>s^{prep} $e : build(x, y)$ $s^{prep} \subseteq e$ $s^{prep} : \neg house(y)$</td></tr></table>	x, y, e $e : build(x, y)$ $house(y)$	s^{prep} $e : build(x, y)$ $s^{prep} \subseteq e$ $s^{prep} : \neg house(y)$
x, y, e $e : build(x, y)$ $house(y)$		
s^{prep} $e : build(x, y)$ $s^{prep} \subseteq e$ $s^{prep} : \neg house(y)$		

Model theory: Evaluation of DRS event conditions

Given a set of events and states EV structured by $<$, a universe of individuals U and an interpretation function I ,

- $g \models_M e : R(x_1, \dots, x_n)$ iff $\langle g(e), g(x_1), \dots, g(x_n) \rangle \in I(R)$

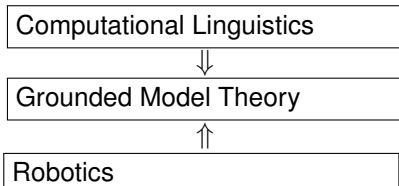
where g is an assignment that maps e onto an element of EV and x_1, \dots, x_n onto elements of U .

For 'x build a house': Events described by occurrences of 'build a house' are events that stand in some 'build'-relation to the one who is doing the building (or the ones who are doing the building) and the thing that is built.

Some consequent Problems

- This semantics does not *identify* (Searle [1969]) the building of a house as an action but as a relation \Rightarrow No pragmatic dimension of meaning.
 - Where do U, I, EV, g come from? \Rightarrow Requires cognitive grounding, vs. the purely structural nature of Tarski-Models
 - How can a robot draw any information from such a semantics about an appropriate understanding of what it means to build a house?
- \Rightarrow 'Blind alley' with respect to the desiderata of natural human-robot interaction.

Improve on the model theory



⇒ Provide the robot with mechanisms to construct and maintain
 U, I, EV, g

How do humans do that?

Given a perception of unsegmented temporal variation:

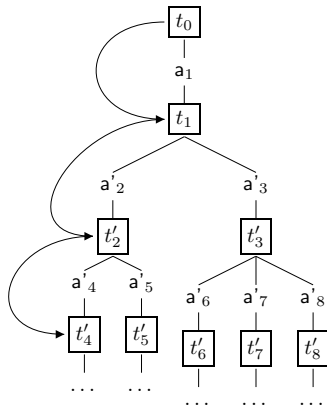
- Psychology: Humans structure a perceived temporal variation along the lines of plan-goal relationships and causal structures Zacks et al. [2001], Zacks and Swallow [2007]
- Philosophy: Causal, behavioural and intentional explanation of temporal variation. (E.g. Dretske [1988], Dennett [1989], Hartmann and Janich [1991])
- E.g. 'x is building a house': ascription of an underlying intention to x to predict x's behaviour.

⇒ Conservative transfer of these insights to a DRT-like setup.

Grounding

- Sensomotoric grounding: Output of a perpetual flow of snapshots from the object recognition.
- Behavioural grounding: Output from a BDI-based multi-agent planner.
- Combined grounding results in a branching time model, where the past and present is anchored by sensomotoric grounding and the future is anchored in behavioural grounding.

Grounded branching-time Models



Dynamic online models

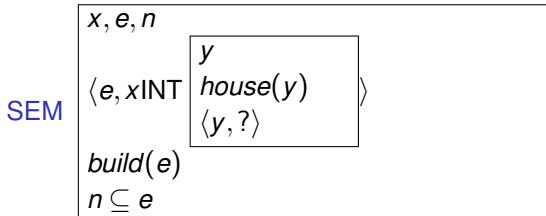
- Combined grounding can be formalized with a modal Kripke semantics/CTL.
 - But: the model must incorporate a notion of dynamics resulting from the permanent temporal move of the present and consequent revisions of the future (vs. the timelessness and offline construction of Tarski-Models).
- ⇒ Dynamic 'online' model of an agent x at time t : $M(x)(t)$
- How must the semantic representations of events look like to match such dynamic models?
- ⇒ Dovetail semantic representations and model structures.

Event anchoring

- Semantic specification of the event \Rightarrow Event anchoring (Extend [Asher, 1986, Kamp, 1990] to temporal anchors).
 - Involved agents
 - The explanation type that identifies/constructs the event
 - Causes/Goals/Intended states of affairs
 - Tense
- Pragmatic specification of the event \Rightarrow Course of action corresponding to the event
 - Causal Chains, Plans, Intentions, other action-related information
 - Specifies a partial structure of the model (!)

Dummy example for event anchoring

E.g. 'x is building a house':



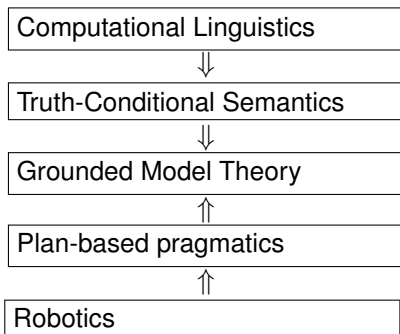
PRG t_0 – get-materials – t_1 – lay-bricks – t_2 – make-roof – t_3

Embodied semantics of events

Embodied event semantics comprises both the semantic and pragmatic dimension of events by means of anchoring.

- Semantic: truth-conditional structure embedding (word-to-world fit).
 - Pragmatic: model manipulations via the adoption of new goals, beliefs or the execution of actions (world-to-word fit) specified by the semantic structure of the representation.
- ⇒ Reciprocal influence of semantics and pragmatics.
- ⇒ Computation of event meaning via incremental anchor resolution.
- ⇒ Leads to a notion of dynamic realtime interpretation

The connection between CL and Robotics



⇒ Grounding of higher mental functions connects Computational Linguistics (CL) and Robotics.

Thank you for your attention.

- Discussion
- Questions

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