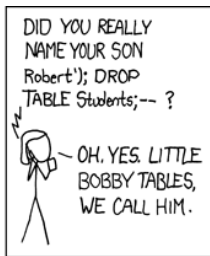
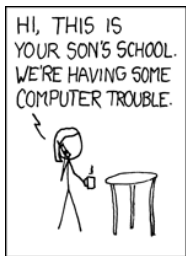


Quoting side effects

Chung-chieh Shan
Rutgers University
2007-10-13

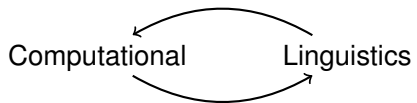


<http://xkcd.com/327/>

Computational

Linguistics





?

Outline

► **Natural vs programming languages**

Side effects

- State in programming languages
- Control in programming languages
- State in natural languages
- Control in natural languages

Quotation

- Code generation
- Mixed quotation

Together

How do natural languages work?

How should programming languages work?

How do natural languages work?

How do people learn to speak?

How should programming languages work?

How should computers be designed?

How do natural languages work?

How do people learn to speak?

How do people understand utterances?

How should programming languages work?

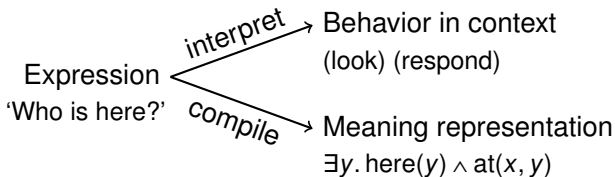
How should computers be designed?

How should computers run programs?

How do natural languages work?

How do people learn to speak?

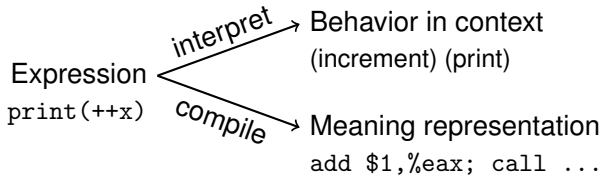
How do people understand utterances?



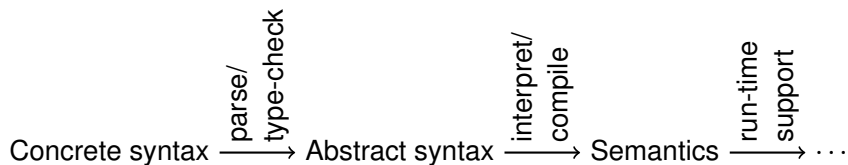
How should programming languages work?

How should computers be designed?

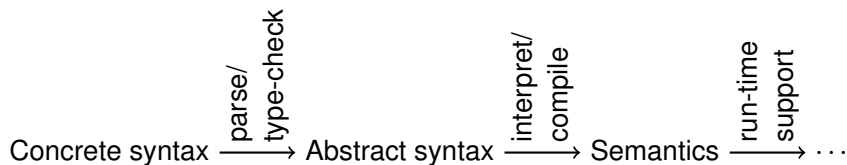
How should computers run programs?



Fact checking



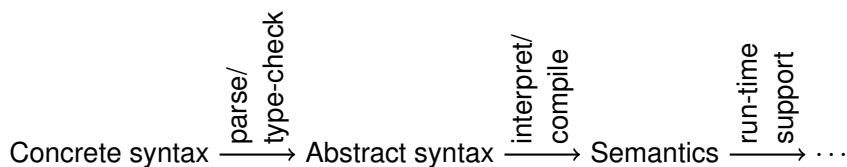
Fact checking



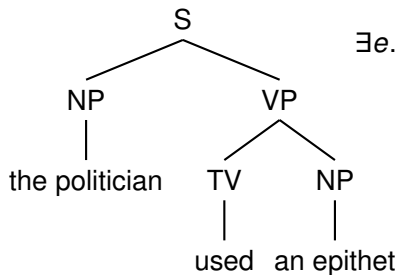
'The politician
used an epithet.'

$\exists e. \text{epithet}(e) \wedge$
 $\text{used}(p, e)$

Fact checking

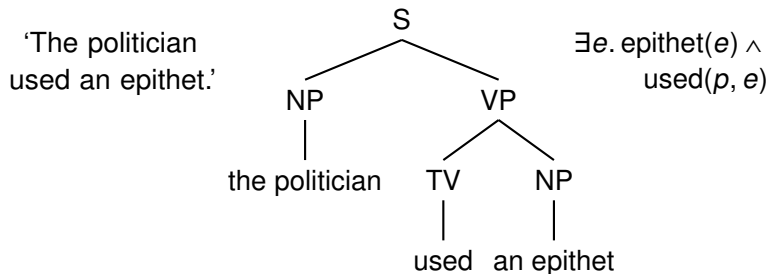
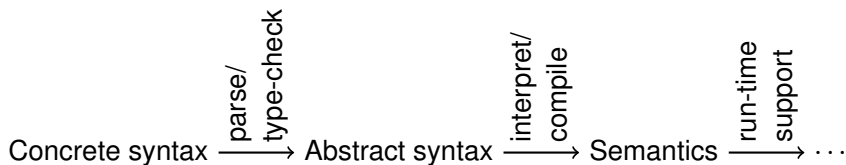


'The politician
used an epithet.'



$\exists e. \text{epithet}(e) \wedge$
 $\text{used}(p, e)$

Fact checking



Challenges: language and the world are ambiguous and complex.
Never mind the query language—what is the database schema?
‘The journalist knows which politician used an epithet.’

Outline

Natural vs programming languages

► **Side effects**

State in programming languages

Control in programming languages

State in natural languages

Control in natural languages

Quotation

Code generation

Mixed quotation

Together

Unsound reasoning

A is better than B. B is better than C.

Therefore, A is better than C.

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

A is shorter than B. B is shorter than C.

Therefore, A is shorter than C.

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

Alicia is shorter than her mom. Her mom is shorter than Alicia.

Therefore, Alicia is shorter than Alicia.

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

Alicia is shorter than her mom. Her mom is shorter than Alicia.

Therefore, Alicia is shorter than Alicia.

$$\frac{A < B \quad B < C}{A < C}$$

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

Alicia is shorter than her mom. Her mom is shorter than Alicia.

Therefore, Alicia is shorter than Alicia.

$$\frac{x < \neg\neg y \quad \neg\neg y < x}{x < x}$$

Unsound reasoning

The devil is better than nobody. Nobody is better than God.

Therefore, the devil is better than God.

Alicia is shorter than her mom. Her mom is shorter than Alicia.

Therefore, Alicia is shorter than Alicia.

$$\frac{x < \neg\neg y \quad \neg\neg y < x}{x < x}$$

Side effects make substitution unsound.

In natural language:

nobody her who anyone know the king of France ...

In programming languages:

```
-- throw print open amb ...
```

Operational semantics

`x < --y && --y < x`

Operational semantics

$x < \text{--}y \ \&\& \ \text{--}y < x$ $\begin{matrix} x \\ \boxed{1} \end{matrix}$ $\begin{matrix} y \\ \boxed{2.5} \end{matrix}$

Operational semantics

$x < \neg\neg y \ \&\& \ \neg\neg y < x$	x	y
$1 < \neg\neg y \ \&\& \ \neg\neg y < x$	1	2.5
	1	2.5

Operational semantics

	x	y
$x < \text{--}y \ \&\& \ \text{--}y < x$	1	2.5
$1 < \text{--}y \ \&\& \ \text{--}y < x$	1	2.5
$1 < 1.5 \ \&\& \ \text{--}y < x$	1	1.5

Operational semantics

	x	y
$x < \neg\neg y \ \&\& \ \neg\neg y < x$	1	2.5
$1 < \neg\neg y \ \&\& \ \neg\neg y < x$	1	2.5
$1 < 1.5 \ \&\& \ \neg\neg y < x$	1	1.5
$\neg\neg y < x$	1	1.5

Operational semantics

	x	y
$x < \text{--}y \ \&\& \ \text{--}y < x$	1	2.5
$1 < \text{--}y \ \&\& \ \text{--}y < x$	1	2.5
$1 < 1.5 \ \&\& \ \text{--}y < x$	1	1.5
$\text{--}y < x$	1	1.5
$0.5 < x$	1	0.5

Operational semantics

	x	y
$x < \neg\neg y \ \&\& \ \neg\neg y < x$	1	2.5
$1 < \neg\neg y \ \&\& \ \neg\neg y < x$	1	2.5
$1 < 1.5 \ \&\& \ \neg\neg y < x$	1	1.5
$\neg\neg y < x$	1	1.5
$0.5 < x$	1	0.5
$0.5 < 1$	1	0.5

Operational semantics

	x	y
<code>x < --y && --y < x</code>	1	2.5
<code>1 < --y && --y < x</code>	1	2.5
<code>1 < 1.5 && --y < x</code>	1	1.5
<code>--y < x</code>	1	1.5
<code>0.5 < x</code>	1	0.5
<code>0.5 < 1</code>	1	0.5
<code>▶ true</code>	1	0.5

Why is state useful?

Manipulating the context

```
every(4,6,9) % some(2,3) == 0
```

Manipulating the context

```
every(4,6,9) % some(2,3) == 0
```

```
[4 % some(2,3) == 0] &&
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```


Manipulating the context

```
every(4,6,9) % some(2,3) == 0
```

```
[4 % some(2,3) == 0] &&
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```

```
[4 % 2 == 0 || 4 % 3 == 0] &&
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```

Manipulating the context

```
every(4,6,9) % some(2,3) == 0
```

```
[4 % some(2,3) == 0] &&
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```

```
[4 % 2 == 0 || 4 % 3 == 0] &&
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```

```
[6 % some(2,3) == 0] &&
```

```
[9 % some(2,3) == 0]
```

Manipulating the context

```
every(4,6,9) % some(2,3) == 0  
  
[4 % some(2,3) == 0] &&  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[4 % 2 == 0 || 4 % 3 == 0] &&  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[6 % 2 == 0 || 6 % 3 == 0] &&  
[9 % some(2,3) == 0]
```

Manipulating the context

```
every(4,6,9) % some(2,3) == 0  
  
[4 % some(2,3) == 0] &&  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[4 % 2 == 0 || 4 % 3 == 0] &&  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[6 % some(2,3) == 0] &&  
[9 % some(2,3) == 0]  
  
[6 % 2 == 0 || 6 % 3 == 0] &&  
[9 % some(2,3) == 0]  
  
...
```

Backtracking search; back button

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than **her** mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Alicia's mom
and her mom is shorter than Alicia

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than **Alicia's mom**
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Beatrice
and her mom is shorter than Alicia

Beatrice

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Alicia's mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Beatrice
and her mom is shorter than Alicia

Beatrice

Alicia

her mom is shorter than Alicia

Beatrice

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Alicia's mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Beatrice
and her mom is shorter than Alicia

Beatrice

Alicia

her mom is shorter than Alicia

Beatrice

Alicia

Beatrice's mom is shorter than Alicia

Beatrice

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Alicia's mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Beatrice
and her mom is shorter than Alicia

Beatrice

Alicia

her mom is shorter than Alicia

Beatrice

Alicia

Beatrice's mom is shorter than Alicia

Beatrice

Alicia

Clara is shorter than Alicia

Clara

Beatrice

Alicia

Anaphora

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia is shorter than her mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Alicia's mom
and her mom is shorter than Alicia

Alicia

Alicia is shorter than Beatrice
and her mom is shorter than Alicia

Beatrice

Alicia

her mom is shorter than Alicia

Beatrice

Alicia

Beatrice's mom is shorter than Alicia

Beatrice

Alicia

Clara is shorter than Alicia

Clara

Beatrice

Alicia

▶ true

Clara

Beatrice

Alicia

More sophisticated theory of discourse referents

Quantification

the devil is better than nobody

Quantification

the devil is better than **nobody**

the devil is not better than Alicia

and the devil is not better than Beatrice

and the devil is not better than Clara

Quantification

the devil is better than nobody

the devil is not better than Alicia

and the devil is not better than Beatrice

and the devil is not better than Clara

the devil is not better than Beatrice

and the devil is not better than Clara

Quantification

the devil is better than nobody

the devil is not better than Alicia

and the devil is not better than Beatrice

and the devil is not better than Clara

the devil is not better than Beatrice

and the devil is not better than Clara

the devil is not better than Clara

Quantification

the devil is better than nobody

the devil is not better than Alicia

and the devil is not better than Beatrice

and the devil is not better than Clara

the devil is not better than Beatrice

and the devil is not better than Clara

the devil is not better than Clara

▶ true

In-situ quantifiers

Outline

Natural vs programming languages

Side effects

State in programming languages

Control in programming languages

State in natural languages

Control in natural languages

► Quotation

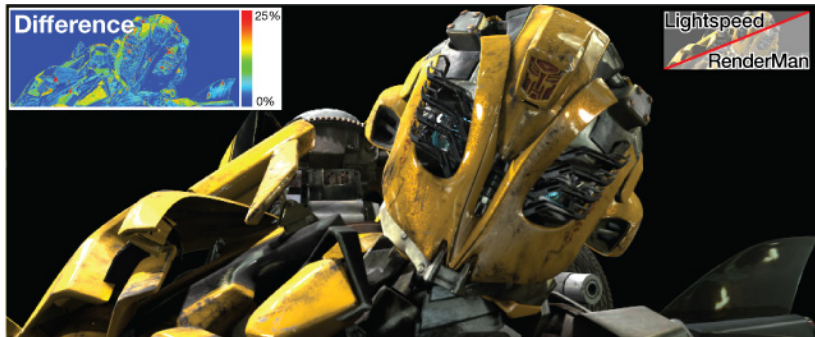
Code generation

Mixed quotation

Together

A recurring situation

render (scene, lighting)



Ragan-Kelley et al., SIGGRAPH 2007

A recurring situation

Program	Static input	Dynamic input
render	(scene,	lighting)
power	(exponent,	base)
parse	(grammar,	string)
invert	(size,	matrix)
compile	(headers,	source)
	⋮	

A recurring situation

Specialized program	Dynamic input
render_robot	(lighting)
power_12	(base)
parse_java	(string)
invert_16	(matrix)
compile_gui	(source)
	⋮

A recurring situation

Cogen	Static input	Dynamic input
renderGen	(scene)	(lighting)
powerGen	(exponent)	(base)
parseGen	(grammar)	(string)
invertGen	(size)	(matrix)
compileGen	(headers)	(source)
	⋮	

Quotation helps write cogens

```
power (0, x) = 1
```

```
power (n, x) = x * power (n-1, x)
```

```
power 12 2
```

```
▶ 4096
```

Quotation helps write cogens

```
power (0, x) = 1
```

```
power (n, x) = x * power (n-1, x)
```

```
power 12 2
```

```
▶ 4096
```

```
powerGen (0, x) = <1>
```

```
powerGen (n, x) = <~x * ~(powerGen (n-1, x))>
```


Quotation helps write cogens

```
power (0, x) = 1
```

```
power (n, x) = x * power (n-1, x)
```

```
power 12 2
```

```
▶ 4096
```

```
powerGen (0, x) = <1>
```

```
powerGen (n, x) = <~x * ~(powerGen (n-1, x))>
```

```
<fun x -> ~(powerGen (12, <x>))>
```

```
▶ <fun x -> x*x*x*x*x*x*x*x*x*x*x*x*1>
```

Mixed quotation

I am sorry to have used an ‘epithet’.

Mixed quotation

I am sorry to have used an ‘epithet’.

Quine said that quotation ‘has a certain anomalous feature’.

(Davidson 1979)

Bush also said his administration would ‘achieve our objectives’
in Iraq.

(*New York Times*, 2004-11-04)

Outline

Natural vs programming languages

Side effects

- State in programming languages

- Control in programming languages

- State in natural languages

- Control in natural languages

Quotation

- Code generation

- Mixed quotation

► **Together**

Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = <1>
```

```
powerGen (n, x) = ++count; <~x * ~(powerGen (n-1, x))>
```

Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = <1>
```

```
powerGen (n, x) = ++count; <~x * ~(powerGen (n-1, x))>
```

Control for generating variable bindings

```
<fun x -> ~(powerGen (4, powerGen (3, <x>)))>
```

```
▶ <fun x -> (x*x*x*1)*(x*x*x*1)*(x*x*x*1)*(x*x*x*1)*1>
```

Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = ⟨1⟩
```

```
powerGen (n, x) = ++count; ⟨~x * ~(powerGen (n-1, x))⟩
```

Control for generating variable bindings

```
⟨fun x -> ~(powerGen (4, powerGen (3, ⟨x⟩)))⟩
```

```
⟨fun x -> let y = x*x*x*1 in ~(powerGen (4, ⟨y⟩))⟩
```

Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = ⟨1⟩
```

```
powerGen (n, x) = ++count; ⟨~x * ~(powerGen (n-1, x))⟩
```

Control for generating variable bindings

```
⟨fun x -> ~(powerGen (4, powerGen (3, ⟨x⟩)))⟩
```

```
⟨fun x -> let y = x*x*x*1 in ~(powerGen (4, ⟨y⟩))⟩
```

```
⟨fun x -> let y = x*x*x*1 in let z = y*y*y*y*1 in ~⟨z⟩⟩
```


Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = ⟨1⟩
```

```
powerGen (n, x) = ++count; ⟨~x * ~(powerGen (n-1, x))⟩
```

Control for generating variable bindings

```
⟨fun x -> ~(powerGen (4, powerGen (3, ⟨x⟩)))⟩
```

```
⟨fun x -> let y = x*x*x*1 in ~(powerGen (4, ⟨y⟩))⟩
```

```
⟨fun x -> let y = x*x*x*1 in let z = y*y*y*y*1 in ~⟨z⟩⟩
```

```
▶ ⟨fun x -> let y = x*x*x*1 in let z = y*y*y*y*1 in z⟩
```

Code generation with side effects

State for counting operations

```
count = 0
```

```
powerGen (0, x) = ⟨1⟩
```

```
powerGen (n, x) = ++count; ⟨~x * ~(powerGen (n-1, x))⟩
```

Control for generating variable bindings

```
⟨fun x -> ~(powerGen (4, powerGen (3, ⟨x⟩)))⟩
```

```
⟨fun x -> let y = x*x*x*1 in ~(powerGen (4, ⟨y⟩))⟩
```

```
⟨fun x -> let y = x*x*x*1 in let z = y*y*y*y*1 in ~⟨z⟩⟩
```

```
▶ ⟨fun x -> let y = x*x*x*1 in let z = y*y*y*y*1 in z⟩
```

Also, generating code with side effects

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve **our objectives**’ in Iraq, but what are **they** precisely?

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve our objectives’ in Iraq, but what are they precisely?

Quantification and mixed quotation

Someone is shorter than **everyone**. (scope ambiguity)

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve our objectives’ in Iraq, but what are they precisely?

Quantification and mixed quotation

Someone is shorter than **everyone**.

‘Someone is shorter than [everyone].’

(scope ambiguity)

(code generation)

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve our objectives’ in Iraq, but what are they precisely?

Quantification and mixed quotation

Someone is shorter than everyone. (scope ambiguity)

‘Someone is shorter than [everyone].’ (code generation)

Nobody is shorter than **anybody**. (polarity sensitivity)

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve our objectives’ in Iraq, but what are they precisely?

Quantification and mixed quotation

Someone is shorter than everyone. (scope ambiguity)

‘Someone is shorter than [everyone].’ (code generation)

Nobody is shorter than anybody. (polarity sensitivity)

× **Anybody** is shorter than **nobody**. (no inverse scope)

Mixed quotation with side effects

Anaphora and mixed quotation

Bush also said his administration would ‘achieve our objectives’ in Iraq, but what are they precisely?

Quantification and mixed quotation

Someone is shorter than everyone. (scope ambiguity)

‘Someone is shorter than [everyone].’ (code generation)

Nobody is shorter than anybody. (polarity sensitivity)

× **Anybody** is shorter than **nobody**. (no inverse scope)

× ‘Anybody is shorter than [nobody].’ (quotation failure)

Conclusion

Natural languages Programming languages

Conclusion

Natural languages

Programming languages

Side effects

- State
- Control

Quotation

Conclusion

Natural languages

Programming languages

Side effects

- State
- Control

her
nobody

--y
some(2,3)

Quotation

use an 'epithet'

`<fun x -> x*x*x*1>`

Conclusion

Natural languages	Programming languages
-------------------	-----------------------

Side effects

- State
- Control

her	\longleftrightarrow	--y
nobody		some(2,3)

Quotation

use an 'epithet' \longleftrightarrow $\langle \text{fun } x \rightarrow x*x*x*1 \rangle$

Conclusion

Natural languages	Programming languages
-------------------	-----------------------

Side effects

- State
- Control

her	↔	--y
nobody		some(2,3)
↕		↕

Quotation

use an 'epithet'	↔	<fun x -> x*x*x*1>
------------------	---	--------------------
