

# Representations in Syntax

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# Introduction

**Gereon** (disappointedly)  
everyone is moving to representations

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everyone is moving to representations

## What are representations?

- how should we think of them?
- what are the questions that we should ask?
- what is the trade-off with derivations?

**What are derivations?**  
ibid.

**We should focus on**  
what information we need to support the interface maps

# Representations of Derivations

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# A derivation

# A derivation

1. select *every*  
every

# A derivation

1. select *every*  
    *every*
2. select *boy*  
    *boy*

# A derivation

1. select *every*  
every
2. select *boy*  
boy
3. merge 1 and 2  
[<sub>DP</sub> every [<sub>NP</sub> boy ]]

# A derivation

1. select *every*  
every
2. select *boy*  
boy
3. merge 1 and 2  
[<sub>DP</sub> every [<sub>NP</sub> boy ]]
4. select *laugh*  
laugh

# A derivation

1. select *every*  
    *every*
2. select *boy*  
    *boy*
3. merge 1 and 2  
    [<sub>DP</sub> *every* [<sub>NP</sub> *boy* ]]
4. select *laugh*  
    *laugh*
5. merge 4 and 3  
    [<sub>VP</sub> *laugh* [<sub>DP</sub> *every boy* ]]

# A derivation

1. select *every*  
every
2. select *boy*  
boy
3. merge 1 and 2  
[<sub>DP</sub> every [<sub>NP</sub> boy ]]
4. select *laugh*  
laugh
5. merge 4 and 3  
[<sub>VP</sub> laugh [<sub>DP</sub> every boy ]]
6. select *will*  
will

# A derivation

1. select *every*  
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4. select *laugh*  
laugh
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[<sub>VP</sub> laugh [<sub>DP</sub> every boy ]]
6. select *will*  
will
7. merge 6 and 5  
[<sub>IP</sub> will [<sub>VP</sub> laugh [<sub>DP</sub> every boy ]]]

# A derivation

1. select *every*  
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6. select *will*  
will
7. merge 6 and 5  
[<sub>IP</sub> will [<sub>VP</sub> laugh [<sub>DP</sub> every boy ]]]
8. move *every boy*  
[<sub>IP</sub>[<sub>DP</sub> every boy ] [<sub>I'</sub> will [<sub>VP</sub> laugh *t*]]]

# Derivations are processes

A derivation is the process  
of constructing an expression

- derivations are important
- important things need to be thought about!
- it is helpful to be able to represent important things

# Recipes are representations of processes

- **lexical items** are ingredients
- **merge** and **move** instead of bake, broil, whip, . . .



# Derivations as recipes

1. select *every*
2. select *boy*
3. merge 1 and 2
4. select *laugh*
5. merge 4 and 3
6. select *will*
7. merge 6 and 5
8. move 3 in 7

# Derivations are structured

## Order is important

- Some things must happen before others
  - Sometimes, it doesn't matter
- 
- merge det and noun
  - *before* you merge the verb
  - cream sugar and butter
  - *before* you add the flour

Represent *before*-ness as dominance:

if **A** must happen *before* **B**, then **B** should be higher than **A**

# Representing derivations

# Representing derivations

1. `select every`

`every`

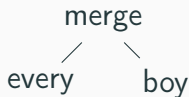
# Representing derivations

1. select *every*
2. select *boy*

every      boy

# Representing derivations

1. select *every*
2. select *boy*
3. merge 1 and 2



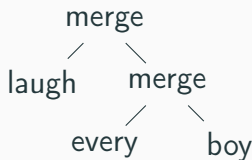
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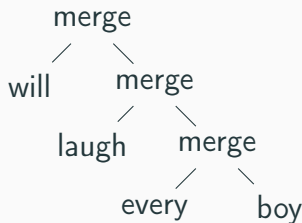
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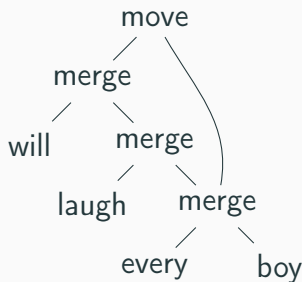
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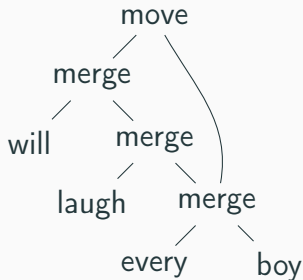


# Representing derivations

1. select *every*
2. select *boy*
3. merge 1 and 2
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5. merge 4 and 3
6. select *will*
7. merge 6 and 5
8. move *every boy*

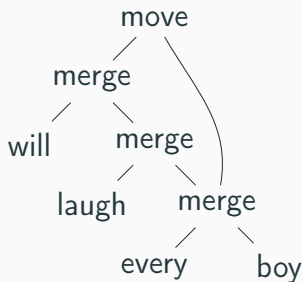


# The structure of derivations



**subtrees:** describe how to construct something

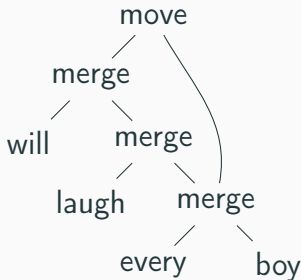
# The structure of derivations



**subtrees:** describe how to construct something

**x dominates y:** to build x, you first have to build y

# The structure of derivations

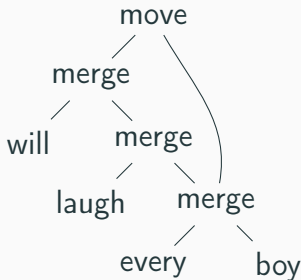


**subtrees:** describe how to construct something

**x dominates y:** to build x, you first have to build y

**x c-commands y:** before x can be used, you first have to build y

# The structure of derivations



**subtrees:** describe how to construct something

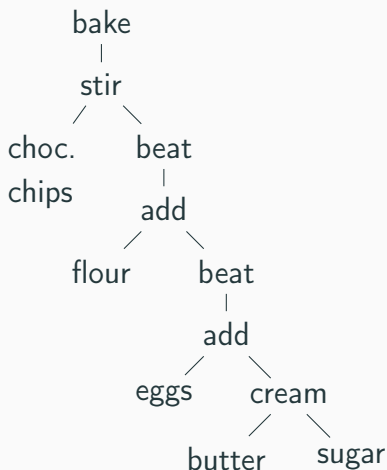
**x dominates y:** to build x, you first have to build y

**x c-commands y:** before x can be used, you first have to  
build y

**x and y are independent:** they can be built in any order

## For comparison

1. cream *sugar* and  
*butter*
2. add *eggs* to 1
3. beat 2
4. add *flour* to 3
5. beat 4
6. stir *chocolate*  
*chips* into 5
7. bake 6



# Infinite regress?

Do we have to build derivation trees?

**NO!!!**

- a recipe is a description of the process, not the process itself
- a recipe is helpful to think about what you did/will do

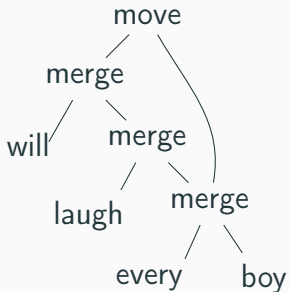
*You can make a cookie without writing down what you did/are doing/will do*

# Properties of Derivations

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# Why do derivations look the way they do?

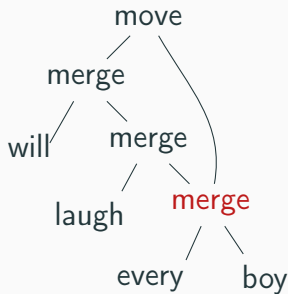
Why?



# Why do derivations look the way they do?

Why?

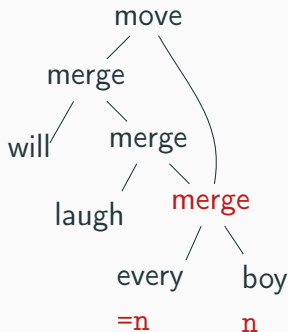
because *every* selects for a *N*, and *boy* is an *N*



# Why do derivations look the way they do?

Why?

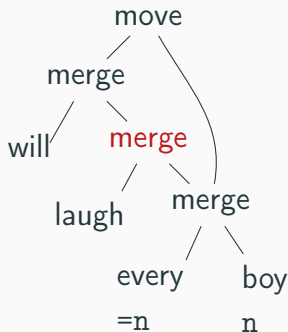
because *every* selects for a *N*, and *boy* is an *N*



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Why?

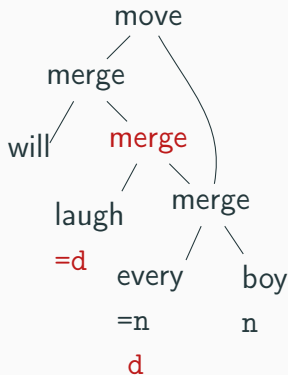
because *laugh* selects for an *D*, and *every* is a *D*



# Why do derivations look the way they do?

Why?

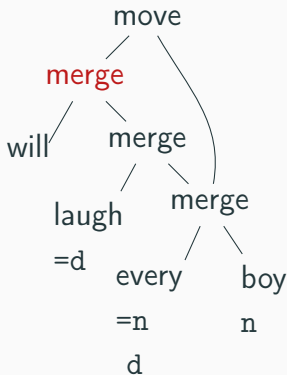
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# Why do derivations look the way they do?

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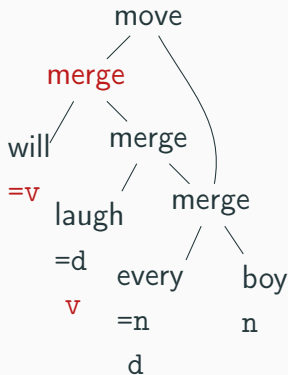
because *will* selects for a *V*, and *laugh* is a *V*



# Why do derivations look the way they do?

Why?

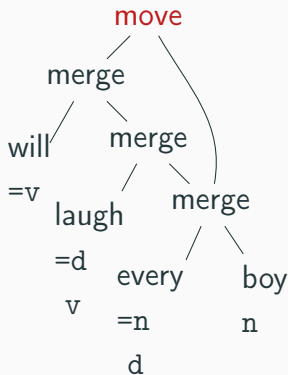
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# Why do derivations look the way they do?

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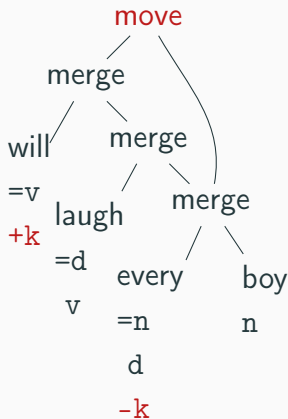
because *every boy* needs case, and *will* assigns case



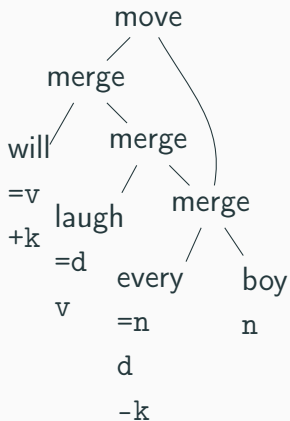
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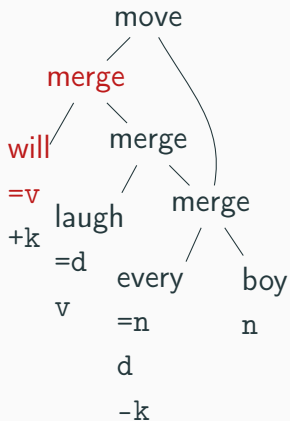
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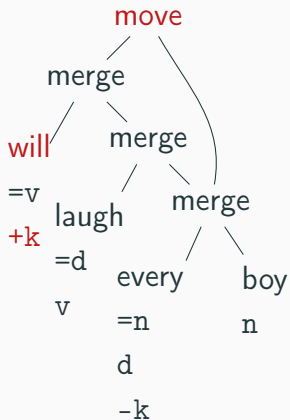
# Derivations are endocentric



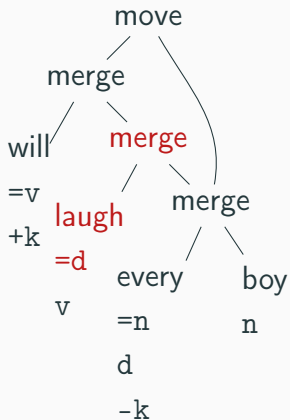
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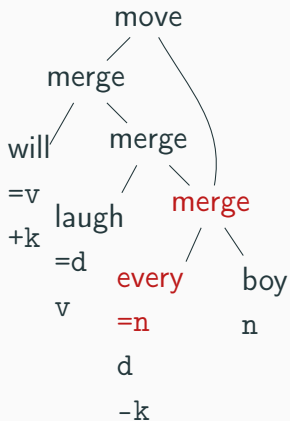
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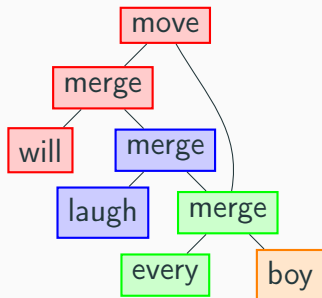
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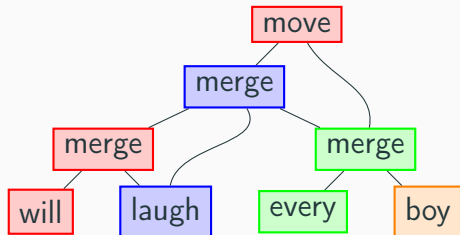


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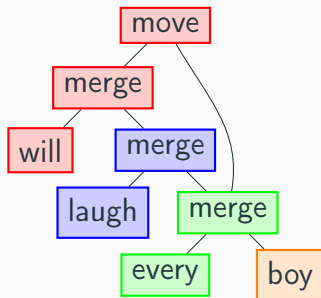


## (... unless countercyclicity)

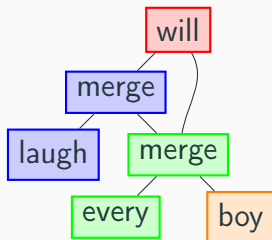
1. select *laugh*
2. select *will*
3. merge 2 and 1
4. select *every*
5. select *boy*
6. merge 4 and 5
7. LATE merge 6 to 1 in 3
8. move 6 in 7



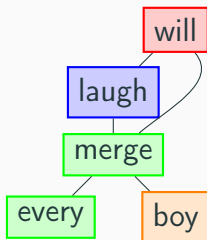
# Headedness



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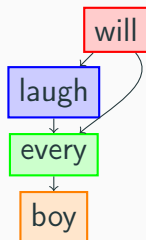
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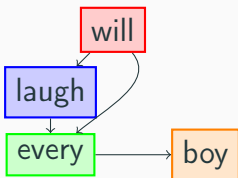
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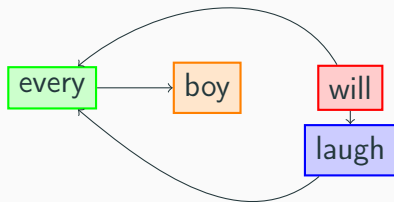
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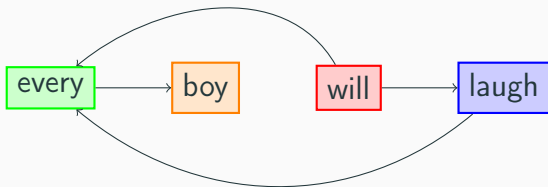
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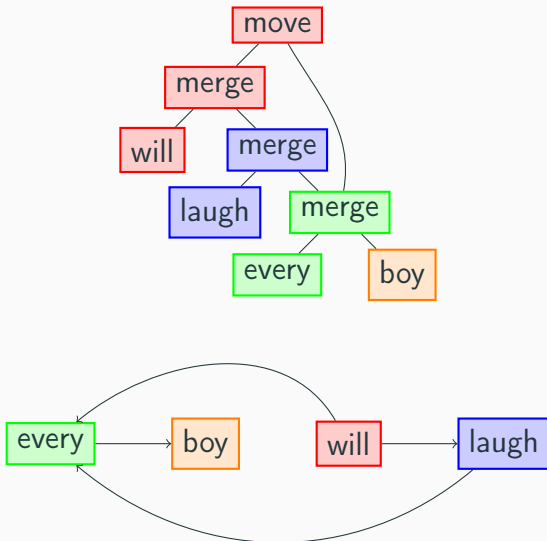
# Headedness



# Headedness



# The same recipe



# Derived structure

every

every

# Derived structure

every

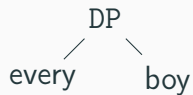
every

# Derived structure

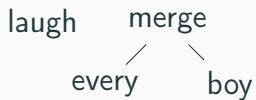
every boy

every boy

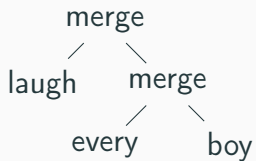
# Derived structure



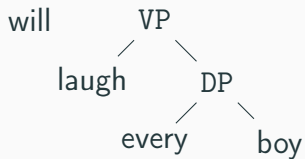
# Derived structure



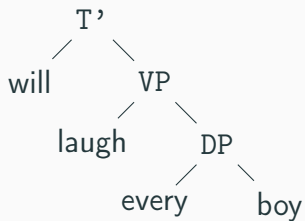
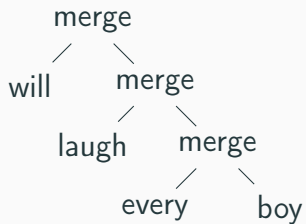
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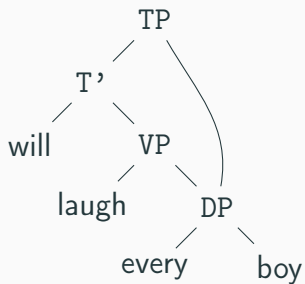
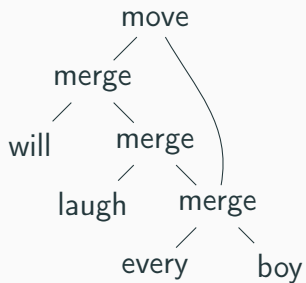
# Derived structure



## Derived structure



## Derived structure



## Derived structure (II)

every

every

## Derived structure (II)

every

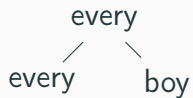
every

## Derived structure (II)

every boy

every boy

## Derived structure (II)

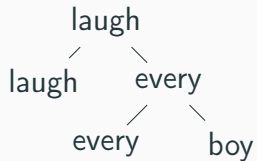
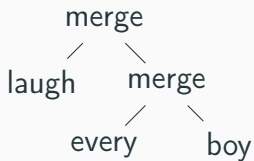


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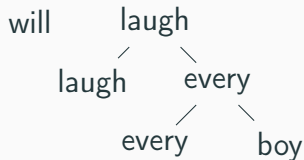
laugh      merge  
          /    \  
      every    boy

laugh      every  
          /    \  
      every    boy

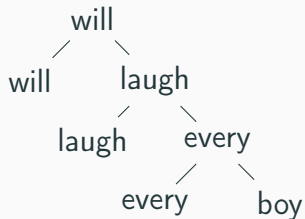
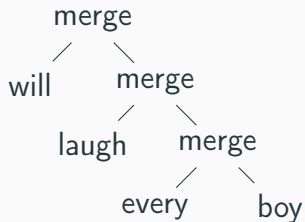
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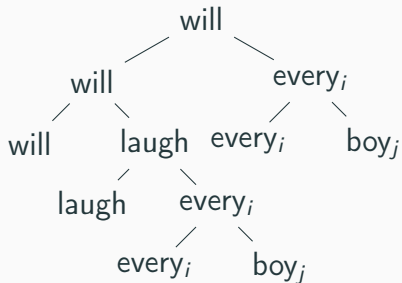
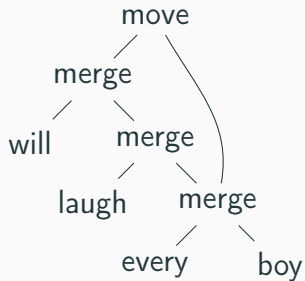
## Derived structure (II)



## Derived structure (II)



## Derived structure (II)



## Derived structure (III)

every

every

## Derived structure (III)

every

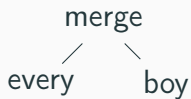
every

## Derived structure (III)

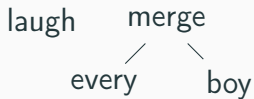
every boy

every boy

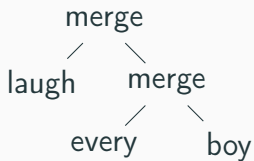
## Derived structure (III)



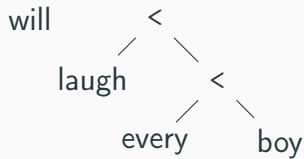
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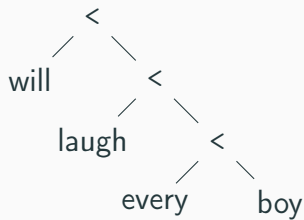
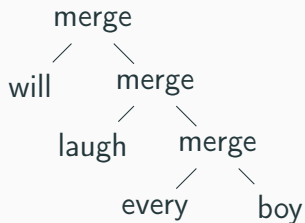
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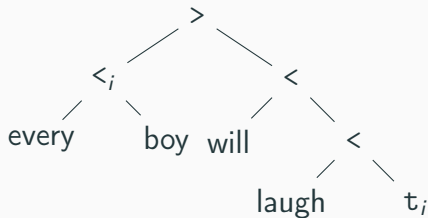
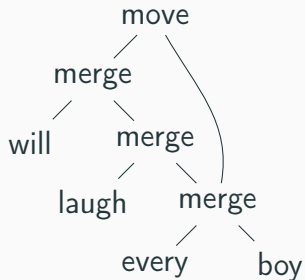
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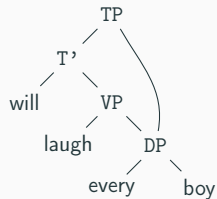
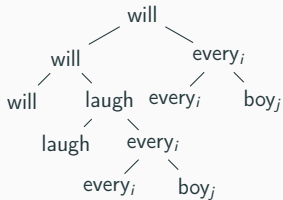
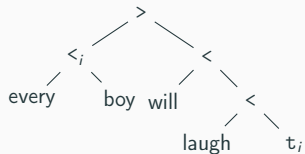
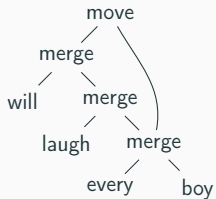
## Derived structure (III)



## Derived structure (III)



# Same or Different?



# Comparing Derived and Derivational Structure

- easy identity conditions for derivational structure
- derived structure is a copy of the derivation

Can we *replace* derived structure  
with derivational structure?

- what is at issue here?

# Processing

---

# Is derivational structure real or not?

Previously:

Do we have to build derivation trees?

**NO!!!**

But now ...?

- am I proposing to replace derived trees w/ derivation trees?
- does this change things?

# A parser

must construct a

1. well-formed
2. structure

the derivation

1. determines whether an expression is well-formed
2. gives you all the information you could ever want

*a parser*

# A parser

must construct a

1. well-formed
2. structure

the derivation

1. determines whether an expression is well-formed
2. gives you all the information you could ever want

*a parser 1. must reconstruct a derivation*

# A parser

must construct a

1. well-formed
2. structure

the derivation

1. determines whether an expression is well-formed
2. gives you all the information you could ever want

*a parser*

1. must reconstruct a derivation and
2. needn't reconstruct anything else

# Parsing top down

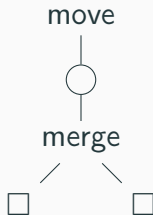


# Parsing top down

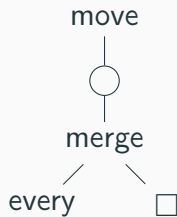
move



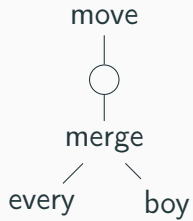
# Parsing top down



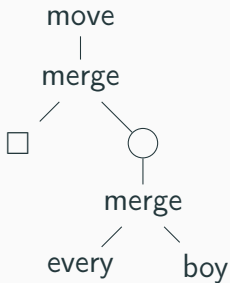
# Parsing top down



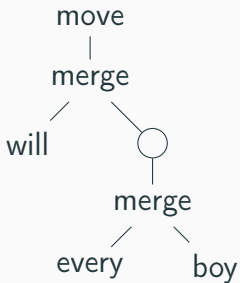
# Parsing top down



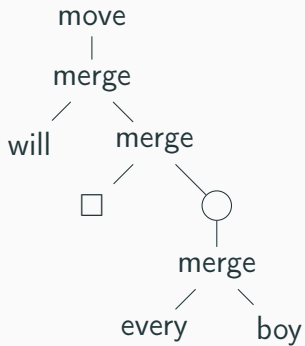
# Parsing top down



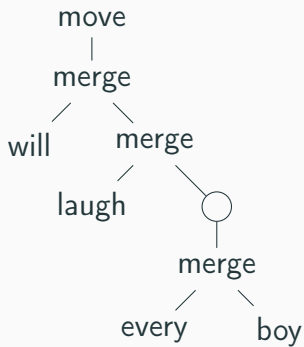
# Parsing top down



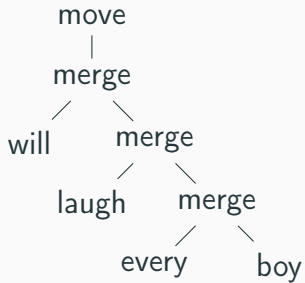
# Parsing top down



# Parsing top down



# Parsing top down



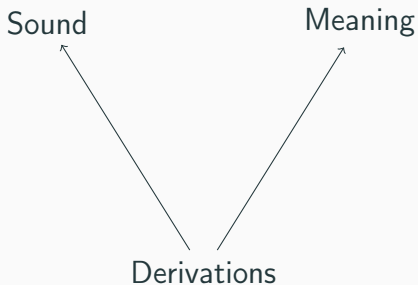
# Looking at the parsing model

- parser must reconstruct the derivation
- so the derivation *is* a 'real' level of structure?

# Compositionality

---

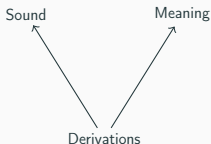
# Grammatical architecture



## The question

how do we go from *derivations* to sounds and meanings?

# Interpreting derivations



## a canonical idea

1. start w/ derivation tree
2. do the derivation described
3. interpret the derived object

But step 2. is just building a copy of what we started with!

# Globality vs Locality

**What is agreed upon?**

never need to see the whole previous structure to decide about  
outcome of next step

'phases'

# Ultra-locality

## Compositionality

only use information about immediate arguments, and mode of combination, to determine result

$$\left[ \begin{array}{c} \text{merge} \\ \swarrow \quad \searrow \\ \alpha \quad \beta \end{array} \right] = f_{\text{merge}} \llbracket \alpha \rrbracket \llbracket \beta \rrbracket$$

# Ultra-locality

## Compositionality

only use information about immediate arguments, and mode of combination, to determine result

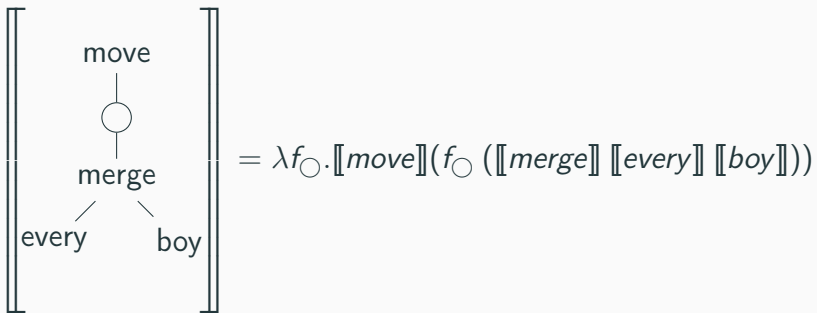
$$\left[ \begin{array}{c} \text{merge} \\ \swarrow \quad \searrow \\ \alpha \quad \beta \end{array} \right] = f_{\text{merge}} \llbracket \alpha \rrbracket \llbracket \beta \rrbracket$$

if interface maps are compositional

- then we never need to construct a derivation tree
- can interpret every step as we postulate it

*(an example is coming)*

## The meaning of partial parse trees



# Deforestation of parsing



$\lambda x_{\square}.x_{\square}$

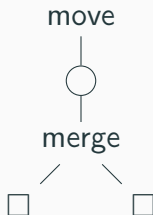
# Deforestation of parsing

move



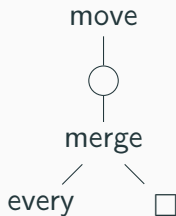
$$\lambda x_{\square}, f_{\circ} . (f_{\circ} x_{\square})'$$

# Deforestation of parsing



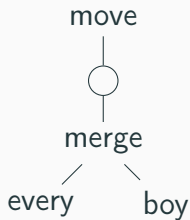
$$\lambda x_{\square}, y_{\square}, f_{\bigcirc}. (f_{\bigcirc} (x_{\square} \oplus y_{\square}))'$$

# Deforestation of parsing



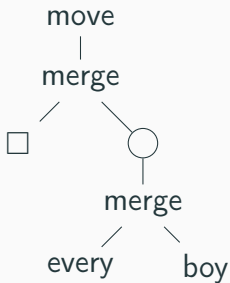
$$\lambda y_{\square}, f_{\bigcirc}. (f_{\bigcirc} (\llbracket \text{every} \rrbracket \oplus y_{\square}))'$$

# Deforestation of parsing



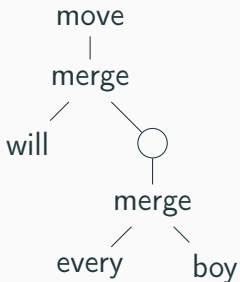
$$\lambda f_{\bigcirc} . (f_{\bigcirc} (\llbracket \text{every} \rrbracket \oplus \llbracket \text{boy} \rrbracket))'$$

# Deforestation of parsing



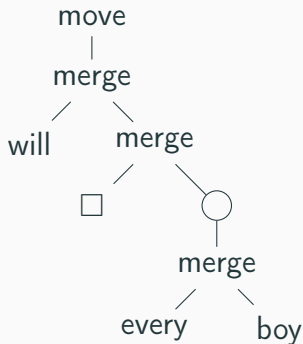
$$\lambda x_{\square}, f_{\circ}.(x_{\square} \oplus (f_{\circ} (\llbracket \text{every} \rrbracket \oplus \llbracket \text{boy} \rrbracket))))'$$

# Deforestation of parsing



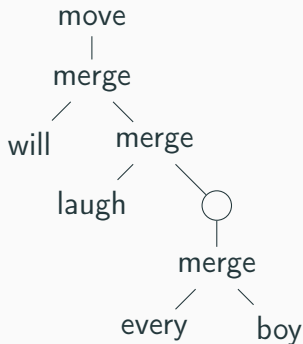
$$\lambda f_{\bigcirc}.(\llbracket will \rrbracket \oplus (f_{\bigcirc} (\llbracket every \rrbracket \oplus \llbracket boy \rrbracket)))'$$

# Deforestation of parsing



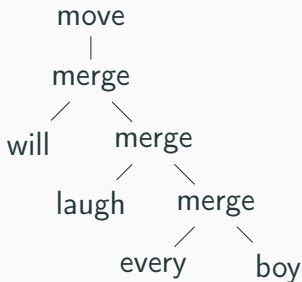
$$\lambda x_{\square}, f_{\circ}.(\llbracket will \rrbracket \oplus (x_{\square} \oplus (f_{\circ} (\llbracket every \rrbracket \oplus \llbracket boy \rrbracket)))))'$$

# Deforestation of parsing



$$\lambda f_{\bigcirc}.([\![will]\!] \oplus ([\![laugh]\!] \oplus (f_{\bigcirc}([\![every]\!] \oplus [\![boy]\!]))))'$$

# Deforestation of parsing



$$(\llbracket will \rrbracket \oplus (\llbracket laugh \rrbracket \oplus (\llbracket every \rrbracket \oplus \llbracket boy \rrbracket)))'$$

# Dirty Tricks

## A trick

add input structures to output domain

$$f_{\text{merge}} \ a \ b = \begin{array}{c} \text{merge} \\ \swarrow \quad \searrow \\ \alpha \quad \beta \end{array}$$

# Dirty Tricks

## A trick

add input structures to output domain

$$f_{\text{merge}} \ a \ b = \begin{array}{c} \text{merge} \\ \swarrow \quad \searrow \\ \alpha \quad \beta \end{array}$$

This is the point of derived structure

# Compositionality

Compositionality is a restriction when (Kracht)

1. we limit what  $f_{\text{merge}}$  and  $f_{\text{move}}$  can do, *and*
2. we restrict what interpretations can be

# Compositionality

Compositionality is a restriction when (Kracht)

1. we limit what  $f_{\text{merge}}$  and  $f_{\text{move}}$  can do, *and*
2. we restrict what interpretations can be

What should interpretations be?

- whatever we need
- if we end up needing craziness, we should worry

# One man's junk ...

## Computer scientists

usually are happy to attach extra information to interpretations

- as long as it is finite

# One man's junk . . .

## Computer scientists

usually are happy to attach extra information to interpretations

- as long as it is finite

## Example

add categorial information to strings

# One man's junk . . .

## Computer scientists

usually are happy to attach extra information to interpretations

- as long as it is finite

## Example

add categorial information to strings

because we can think of this as being part of the operations instead:

not just merge, but merge-D-NP, merge-V-DP, . . .

# What do we need

keep track of the unchecked syntactic features  
(I won't talk about this here)

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keep track of the unchecked syntactic features  
(I won't talk about this here)

**For PF**

keep track of which phrases are still moving

but not of their internal structure

# An example

# An example

every

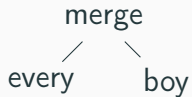
(every, =n.d.-k)

# An example

every      boy

(every, =n.d.-k)      (boy, n)

## An example



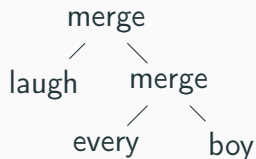
$$\frac{(\text{every}, =n.d.-k) \quad (\text{boy}, n)}{(\text{every boy}, d.-k)}$$

## An example



$$\frac{(\text{laugh}, =\text{d.v}) \quad \frac{(\text{every}, =\text{n.d.-k}) \quad (\text{boy}, \text{n})}{(\text{every boy}, \text{d.-k})}}{(\text{every boy}, \text{d.-k})}$$

## An example



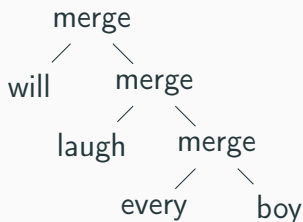
$$\frac{\frac{(laugh, =d.v)}{\quad} \quad \frac{\frac{(every, =n.d.-k) \quad (boy, n)}{(every \text{ boy}, d.-k)}}{\quad}}{(laugh, v), (every \text{ boy}, -k)}$$

## An example



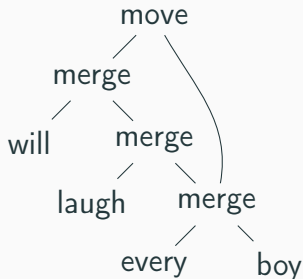
$$\frac{\begin{array}{c} \text{(will, =v.+k.s)} \\ \hline \text{(laugh, =d.v)} \end{array} \quad \frac{\begin{array}{c} \text{(every, =n.d.-k)} \quad \text{(boy, n)} \\ \hline \text{(every boy, d.-k)} \end{array}}{\text{(laugh, v), (every boy, -k)}}$$

## An example



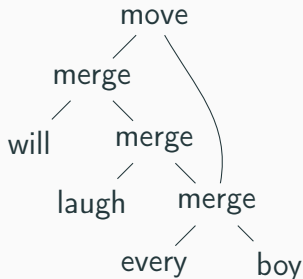
$$\frac{\displaystyle \frac{\displaystyle (will, =v.+k.s) \quad \frac{\displaystyle (laugh, =d.v) \quad \frac{\displaystyle (every, =n.d.-k) \quad (boy, n)}{\displaystyle (every\ boy, d.-k)}}{\displaystyle (laugh, v), (every\ boy, -k)}}{\displaystyle (will\ laugh, +k.s), (every\ boy, -k)}}$$

## An example



$$\begin{array}{c}
 \frac{\frac{\frac{(will, =v.+k.s)}{\quad} \quad (laugh, v), (every\ boy, -k)}{(will\ laugh, +k.s), (every\ boy, -k)} \quad \frac{\frac{(laugh, =d.v) \quad \frac{(every, =n.d.-k) \quad (boy, n)}{(every\ boy, d.-k)}}{(every\ boy, -k)}}{(every\ boy\ will\ laugh, s)}
 \end{array}$$

## An example



$$\begin{array}{c}
 \frac{\frac{\frac{(will, =v.+k.s)}{\quad} \quad (laugh, v), (every\ boy, -k)}{(will\ laugh, +k.s), (every\ boy, -k)} \quad \frac{\frac{(laugh, =d.v) \quad \frac{(every, =n.d.-k) \quad (boy, n)}{(every\ boy, d.-k)}}{(every\ boy, -k)}}{(every\ boy\ will\ laugh, s)}
 \end{array}$$

# Semantics

---

# What is necessary for semantics?

keep track of the unchecked syntactic features  
(I won't talk about this here)

**For PF**

keep track of which phrases are still moving

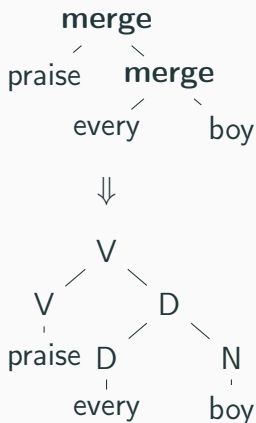
but not of their internal structure

**For LF**

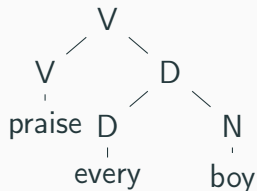
???

## Revisiting meaningless parts

What is the contribution of *praise*  
*every boy* to expressions it is part of?



## Revisiting meaningless parts



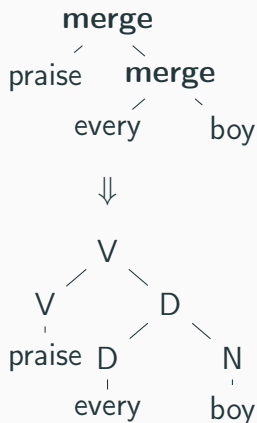
What is the contribution of *praise*  
*every boy* to expressions it is part of?

a quantifier part

$\text{every}(\text{boy})(\lambda x. \dots)$

and a property part  $\text{praise}(x)$

## Revisiting meaningless parts



What is the contribution of *praise*  
*every boy* to expressions it is part of?

a quantifier part

$\text{every}(\text{boy})(\lambda x. \dots$

and a property part  $\text{praise}(x)$

Let's write instead:

$[\text{every}(\text{boy})]_x \vdash \text{praise}(x)$

## Notation and Operations

$$[\text{every}(\text{boy})]_x \vdash \text{praise}(x)$$

The general case, with multiple stored quantifiers:

$$[Q_1]_{x_1}, \dots, [Q_i]_{x_i} \vdash M$$

# Notation and Operations

$$[\text{every}(\text{boy})]_x \vdash \text{praise}(x)$$

The general case, with multiple stored quantifiers:

$$[Q_1]_{x_1}, \dots, [Q_i]_{x_i} \vdash M$$

The entire point is to ignore what is stored

$$\frac{M}{\vdash M} \uparrow$$

$$\frac{\Gamma \vdash M \quad \Delta \vdash N}{\Gamma, \Delta \vdash M N} \langle * \rangle$$

## Working with Storage

$$\frac{\frac{\text{seem}}{\vdash \text{seem}} \uparrow \quad \frac{\frac{\text{Pass}}{\vdash \text{Pass}} \uparrow \quad \frac{\vdots}{[\text{every}(\text{boy})]_x \vdash \text{praise}(x)} \quad \frac{[\text{every}(\text{boy})]_x \vdash \text{Pass}(\text{praise}(x))}{\text{}} \text{<*>}}{[\text{every}(\text{boy})]_x \vdash \text{seem}(\text{Pass}(\text{praise}(x)))} \text{<*>}$$

## Building *praise every boy*

$$\frac{\frac{\text{praise}}{\vdash \text{praise}} \uparrow \quad \frac{\frac{\text{every}}{\vdash \text{every}} \uparrow \quad \frac{\text{boy}}{\vdash \text{boy}} \uparrow}{\vdash \text{every boy}} \langle * \rangle}{\vdash \text{praise every boy}} \langle * \rangle$$

type mismatch!

## Building *praise every boy*

$$\frac{\text{praise}}{\vdash \text{praise}} \uparrow \quad \frac{\frac{\text{every}}{\vdash \text{every}} \uparrow \quad \frac{\text{boy}}{\vdash \text{boy}} \uparrow}{\vdash \text{every boy}} <*>$$

We want to 'insert a trace'

$$\frac{\vdash M}{[M]_x \vdash x} \square$$

## Building *praise every boy*

$$\frac{\text{praise}}{\vdash \text{praise}} \uparrow \quad \frac{\frac{\text{every}}{\vdash \text{every}} \uparrow \quad \frac{\text{boy}}{\vdash \text{boy}} \uparrow}{\vdash \text{every boy}} <*> \\
 \hline
 \frac{}{[\text{every boy}]_x \vdash x} \square$$

We want to 'insert a trace'

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# Building *praise* every boy

$$\frac{\frac{\text{praise}}{\vdash \text{praise}} \uparrow \quad \frac{\frac{\frac{\text{every}}{\vdash \text{every}} \uparrow \quad \frac{\text{boy}}{\vdash \text{boy}} \uparrow}{\vdash \text{every boy}} \langle * \rangle}{\frac{\vdash \text{every boy}}{[\text{every boy}]_x \vdash x} \square} \uparrow}{[\text{every boy}]_x \vdash \text{praise } x} \langle * \rangle$$

## We want to 'insert a trace'

$$\frac{\vdash M}{[M]_x \vdash x} \quad \square$$

## Taking things out of storage

$$\frac{\frac{\text{seem}}{\vdash \text{seem}} \uparrow \quad \frac{\frac{\text{Pass}}{\vdash \text{Pass}} \uparrow \quad \frac{\vdots}{[\text{every}(\text{boy})]_x \vdash \text{praise}(x)} \quad \frac{[\text{every}(\text{boy})]_x \vdash \text{Pass}(\text{praise}(x))}{\text{}} \langle * \rangle}{[\text{every}(\text{boy})]_x \vdash \text{seem}(\text{Pass}(\text{praise}(x)))} \langle * \rangle$$

# Taking things out of storage

$$\frac{\frac{\text{seem}}{\vdash \text{seem}} \uparrow \quad \frac{\frac{\text{Pass}}{\vdash \text{Pass}} \uparrow \quad \frac{\vdots \quad [\text{every}(\text{boy})]_x \vdash \text{praise}(x)}{[\text{every}(\text{boy})]_x \vdash \text{Pass}(\text{praise}(x))} \langle * \rangle}{[\text{every}(\text{boy})]_x \vdash \text{seem}(\text{Pass}(\text{praise}(x)))} \langle * \rangle$$

retrieval

$$\frac{\Gamma, [M_i]_{x_i}, \Delta \vdash N}{\Gamma, \Delta \vdash M_i \oplus (\lambda x_i. N)} \langle \cdot \rangle_{\oplus}^i$$

# Taking things out of storage

$$\frac{\frac{\text{seem}}{\vdash \text{seem}} \uparrow \quad \frac{\frac{\text{Pass}}{\vdash \text{Pass}} \uparrow \quad \frac{\vdots}{[\text{every}(\text{boy})]_x \vdash \text{praise}(x)} \quad \frac{[\text{every}(\text{boy})]_x \vdash \text{Pass}(\text{praise}(x))}{\text{Pass}}}{[\text{every}(\text{boy})]_x \vdash \text{seem}(\text{Pass}(\text{praise}(x)))} \langle * \rangle}{\vdash \text{every}(\text{boy})(\lambda x. \text{seem}(\text{Pass}(\text{praise}(x))))} \langle \cdot \rangle_{\text{FA}}^1$$

retrieval

$$\frac{\Gamma, [M_i]_{x_i}, \Delta \vdash N}{\Gamma, \Delta \vdash M_i \oplus (\lambda x_i. N)} \langle \cdot \rangle_{\oplus}^i$$

# Manipulating Stores

pure

$$\frac{M}{\vdash M} \uparrow$$

apply

$$\frac{\Gamma \vdash M \quad \Delta \vdash N}{\Gamma, \Delta \vdash M N} \langle * \rangle$$

retrieve

$$\frac{\Gamma, [M_i]_{x_i}, \Delta \vdash N}{\Gamma, \Delta \vdash M_i \oplus (\lambda x_i. N)} \langle \cdot \rangle_{\oplus}^i$$

store

$$\frac{\vdash M}{[M]_x \vdash x} \square$$

# Understanding stores

$$\begin{aligned} [M_1]_{x_1}, \dots, [M_i]_{x_i} &\vdash N \\ \Rightarrow \lambda k.k \ M_1 \ \dots \ M_i \ (\lambda x_1, \dots, x_i.N) \end{aligned}$$

## Example

$$\begin{aligned} [\text{every boy}]_x &\vdash \text{praise } x \\ \Rightarrow \lambda k.k \ (\text{every boy}) \ (\lambda x.\text{praise } x) \end{aligned}$$

# Some examples

pure

$$\frac{M}{\vdash M} \uparrow$$

$\Downarrow$

$$\frac{M}{\lambda k.k M} \uparrow$$

$$M^\uparrow \equiv \lambda k.k M$$

storage

$$\frac{\vdash M}{[M]_x \vdash x} \square$$

$\Downarrow$

$$\frac{\lambda k.k M}{\lambda k.k M (\lambda x.x)} \square$$

$$\square m \equiv \lambda k.m (\lambda M.k M (\lambda x.x))$$

# More notation

## idiom brackets

write  $(f\ a_1\ \dots\ a_i)$   
for  $f^\uparrow\ <*>\ a_1\ <*>\ \dots\ <*>\ a_i$

## application

Forward  $f\triangleleft a := f\ a$

Backward  $a\triangleright f := f\ a$

# Minimalist semantics

$$\llbracket \text{merge} \rrbracket \mapsto \lambda m, n. (m \oplus n)$$

$$\llbracket \text{merge} \rrbracket \mapsto \lambda m, n. (m \oplus \Box n)$$

$$\llbracket \text{move} \rrbracket \mapsto \lambda m. m$$

$$\llbracket \text{move} \rrbracket \mapsto \lambda m. \langle m \rangle_{\oplus}^k$$

$$\llbracket \ell \rrbracket = \mathcal{I}(\ell)^{\uparrow}$$

for  $\oplus \in \{\triangleleft, \triangleright\}$

# Unpacking the notation

Recall that

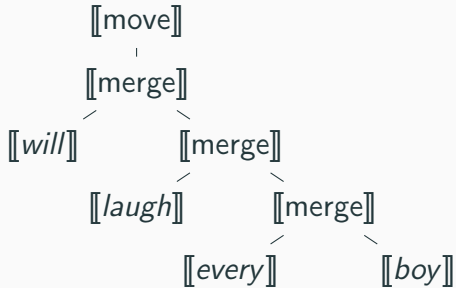
$$\lambda m, n. (m \triangleleft n)$$

means

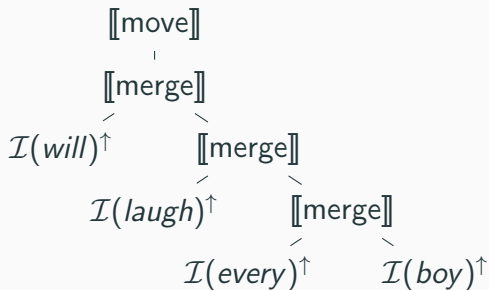
$$\lambda m, n. (\triangleleft)^{\uparrow} \langle * \rangle m \langle * \rangle n$$

$$\frac{\frac{\triangleleft}{\vdash \triangleleft} \uparrow \quad \frac{(m)}{\Gamma \vdash M} \quad \frac{(n)}{\Delta \vdash N}}{\frac{\Gamma \vdash M \triangleleft \quad \Delta \vdash N}{\Gamma, \Delta \vdash M \triangleleft N} \langle * \rangle} \langle * \rangle$$

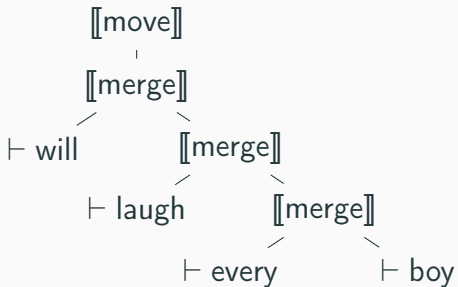
# Every boy laughs



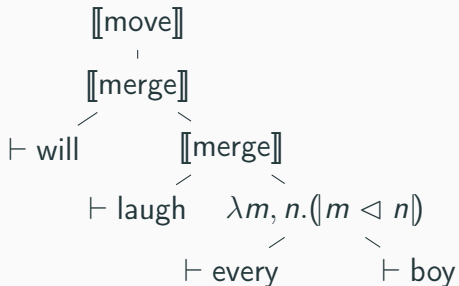
# Every boy laughs



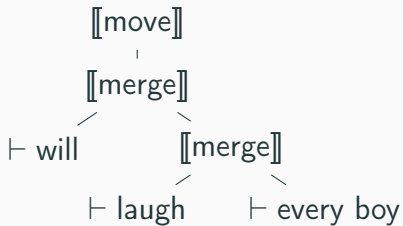
# Every boy laughs



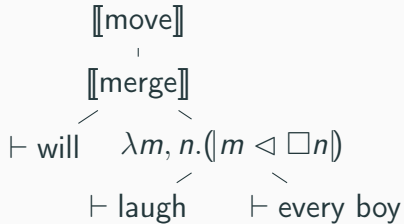
# Every boy laughs



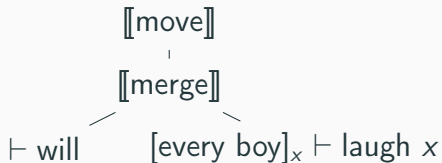
# Every boy laughs



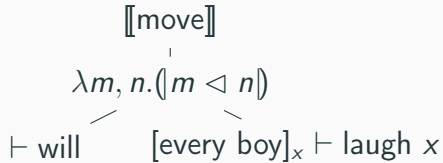
# Every boy laughs



# Every boy laughs



# Every boy laughs



# Every boy laughs

$$\begin{array}{c} \llbracket \text{move} \rrbracket \\ | \\ [\text{every boy}]_x \vdash \text{will (laugh } x) \end{array}$$

# Every boy laughs

$$\lambda m. \langle m \rangle_{\triangleright}^1$$

|

$$[\text{every boy}]_x \vdash \text{will (laugh } x)$$

# Every boy laughs

$\vdash \text{every boy } (\lambda x.\text{will } (\text{laugh } x))$

# Compositional interfaces

**...allow for elimination of representational structure**  
Performance systems can 'use' the derivation in 'the wrong order' to construct the desired interface objects

# Deforestation of parsing (Again)



$\lambda x_{\square}.x_{\square}$

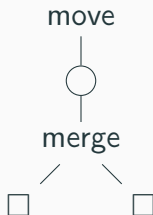
# Deforestation of parsing (Again)

move



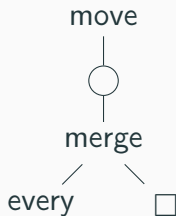
$$\lambda x_{\square}, f_{\bigcirc} . \langle f_{\bigcirc} x_{\square} \rangle_{\oplus}^k$$

# Deforestation of parsing (Again)



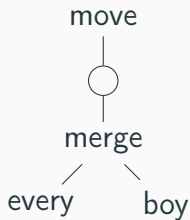
$$\lambda x_{\square}, y_{\square}, f_{\bigcirc} . \langle f_{\bigcirc} ((x_{\square} \oplus y_{\square})) \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



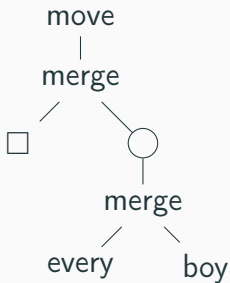
$$\lambda y_{\square}, f_{\bigcirc} . \langle f_{\bigcirc} ((\lambda z. \text{every} \oplus z)^{\uparrow} y_{\square})) \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



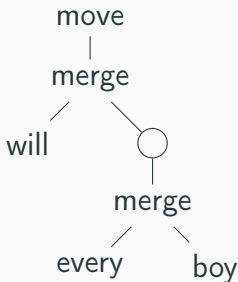
$$\lambda f_{\bigcirc} . \langle f_{\bigcirc} \text{ (every boy}^{\uparrow}) \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



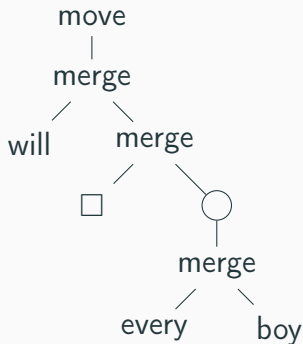
$$\lambda x_{\square}, f_{\circ} . \langle (|x_{\square} \oplus (f_{\circ} (every\ boy^{\uparrow}))|) \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



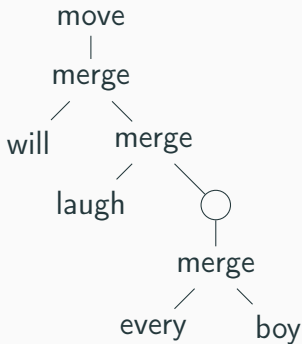
$$\lambda f_{\bigcirc} . \langle \bigl( \bigl( \lambda z . will \oplus z \bigr)^{\uparrow} \bigl( f_{\bigcirc} (every \ boy^{\uparrow}) \bigr) \bigr) \rangle_{\oplus}^k$$

# Deforestation of parsing (Again)



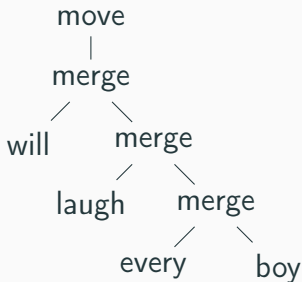
$$\lambda x_{\square}, f_{\circ} . \langle \langle \langle (\lambda z . \text{will} \oplus z)^{\uparrow} \rangle \rangle \langle x_{\square} \oplus (f_{\circ} (\text{every boy}^{\uparrow})) \rangle \rangle \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



$$\lambda f_{\bigcirc} . \langle \big( \big( (\lambda z . \text{will } (\text{laugh} \oplus z))^\uparrow (f_{\bigcirc} (\text{every } \text{boy}^\uparrow)) \big) \big) \rangle_{\oplus}^k$$

## Deforestation of parsing (Again)



*every boy*  $(\lambda z. \text{will } (\text{laugh } z))^{\uparrow}$

# Conclusions

## Derivations have structure

- with clear identity conditions
- of just the kind we want to assign

## Interface maps

focus our attention on what matters:

*how much information (representation) we need to compositionally interpret our derivations*

## Derived structure

is a familiar trick to circumvent compositionality