Games, walks and grammars: Problems I've worked on

Vervoort, M.R.

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Overview

In this section of the dissertation we consider the EMILE program, a program that reads a text, and without prior knowledge, attempts to determine the grammatical structure of the language.
In chapter 11, we consider the problem of grammar inference, and introduce some of the basic concepts of EMILE.
In chapter 12, we study the algorithm underlying EMILE, starting with a very simple version of the basic algorithm, and changing it to the full algorithm in several steps, elaborating on the motivations for the change at each step.
In chapter 13, we consider the results of the EMILE program, both in theory and in practice. It is conjectured that natural languages satisfy the condition of *shallowness*, and that this implies that the EMILE program will work well for natural languages.
Finally, appendix A lists the sub-algorithms used in EMILE, giving both a synopsis and explicit pseudo-code for each sub-algorithm.