

Event Knowledge in Compositional Distributional Semantics

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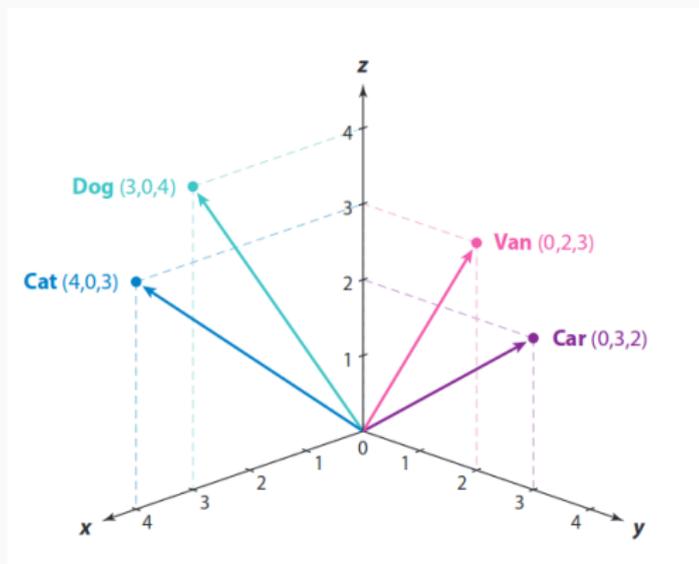
Aim: investigate the use of **distributional methods** in a model of **compositional meaning** that is both **linguistically motivated** and **cognitively inspired**.

- Background
 - Compositional Distributional Semantics
 - Generalized Event Knowledge
 - MUC: neurobiological model of language and processing
- Model
 - Description
 - Evaluation
- Discussion
 - Error analysis

Background

Compositional Distributional Semantics (1): DH

"what people know when they know a word is not how to recite its dictionary definition – they know how to use it (when to produce it and how to understand it) in everyday discourse" (Miller e Charles 1991)



Compositional Distributional Semantics (2)

Composing word representations into larger phrases and sentences notoriously represents a big challenge for distributional semantics¹.

Various approaches have been proposed ranging from simple arithmetic operations on word vectors, to algebraic compositional functions on higher-order objects, as well as neural networks approaches².

Vector addition still shows reasonable performances overall³, its success being quite puzzling from the linguistic and cognitive point of view.

¹Lenci 2018

²Mitchell e Lapata 2008; Coecke, Clark e Sadrzadeh 2010; Socher, Manning e Ng 2010; Mikolov et al. 2013; Baroni, Bernardi e Zamparelli 2014

³or at least it was when we started this work

Generalized Event Knowledge (1): Acceptability vs. Plausibility

The problem of compositionality has for long been addressed as a distinction between *possible* and *impossible* sentences:

- (1) The musician plays the flute in the theater.
- (2) * The nominative plays the global map in the pot.

The first class subsumes a great amount of phenomena, coalescing **typical** and **atypical** sentences:

- (3) The gardener plays the castanets in the cave.

Generalized Event Knowledge (2)

Psycholinguistic evidence shows that lexical items activate a great amount of **generalized event knowledge** (GEK)⁴ about **typical** events, and that this knowledge is crucially exploited **during** online language processing, constraining the speakers' expectations about upcoming linguistic input⁵.

(4) The **man** arrested...*by the police*

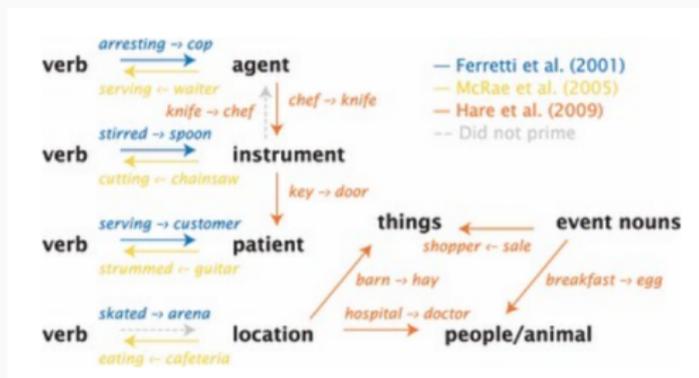
(5) The **cop** arrested...*a man yesterday*

⁴Elman 2011; Hagoort e Berkum 2007; Hare et al. 2009

⁵McRae e Matsuki 2009

Generalized Event Knowledge (3): the lexicon

The mental lexicon is organized as a **network of mutual expectations** which are in turn able to influence comprehension.



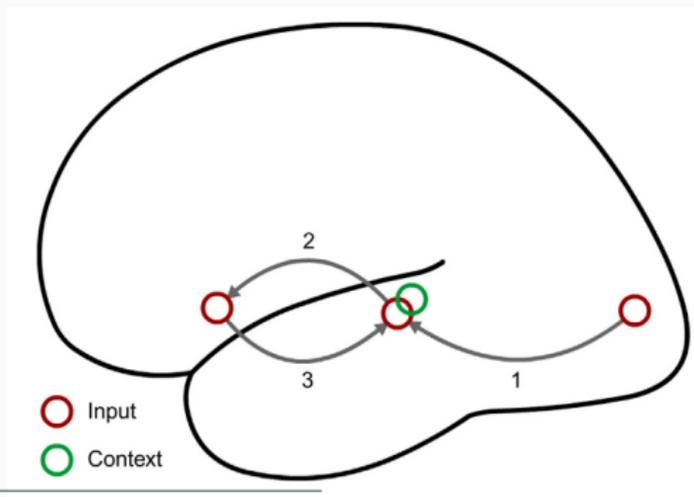
Sentence comprehension is phrased as the **identification of the event that best explains the linguistic cues used in the input**⁶.

⁶Kuperberg e Jaeger 2016

Memory, Unification and Control

The architecture is based on the Memory, Unification and Control (MUC) model⁷:

- Memory** - linguistic knowledge stored in long-term memory
- Unification** - constraint-based assembly of linguistic items in working memory
- Control** - relating language to joint action and interaction



Model

The purpose is to **integrate** vector addition with **Generalized Event Knowledge** activated by lexical items.

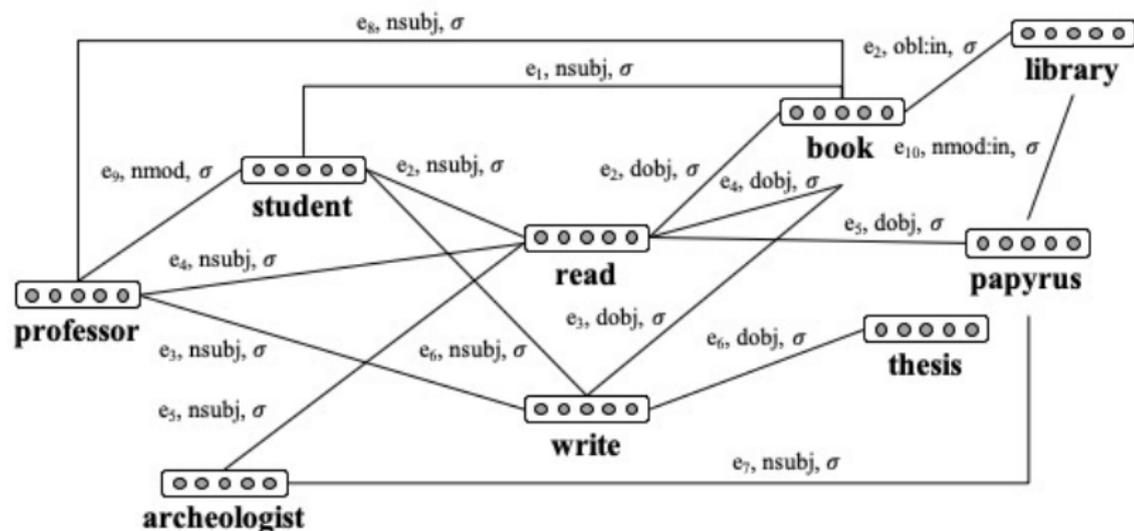
It is directly inspired by previous models⁸ and consists of two components:

Distributional Event Graph (DEG) - embeddings in a network of syntagmatic relations, modeling a fragment of semantic memory activated by lexical units;

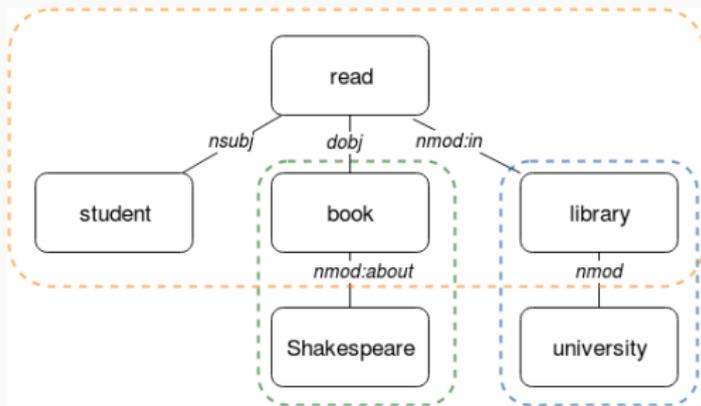
Meaning Composition Function - dynamically builds a **structured object** using information activated from DEG through lexical items.

⁸Chersoni, Lenci e Blache 2017

DEG (1) at a glance



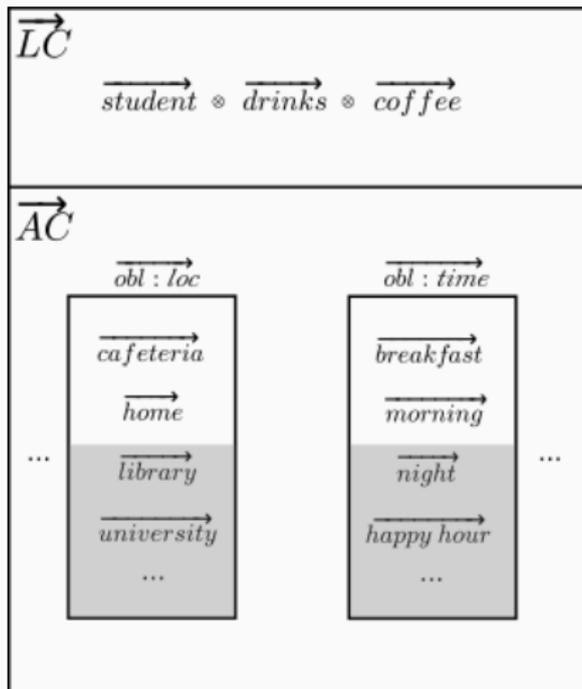
DEG (2): construction



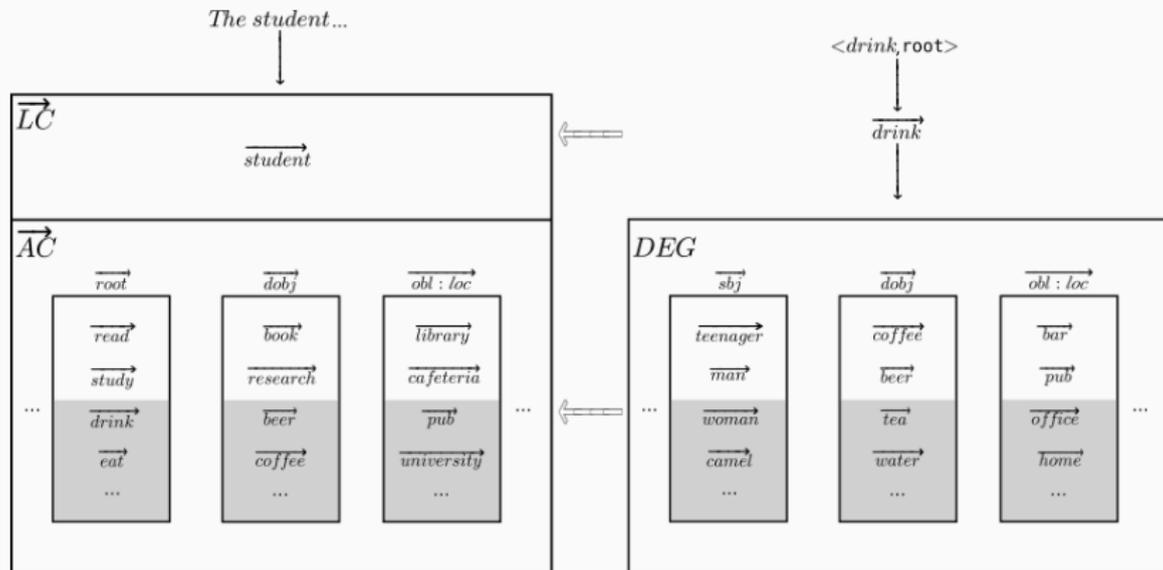
We assume a broad notion of event, corresponding to **any configuration of entities, actions, properties, and relationships**, also schematic or **underspecified**.

Events are cued by all the potential participants, depending on the statistical association between the event and the participant.

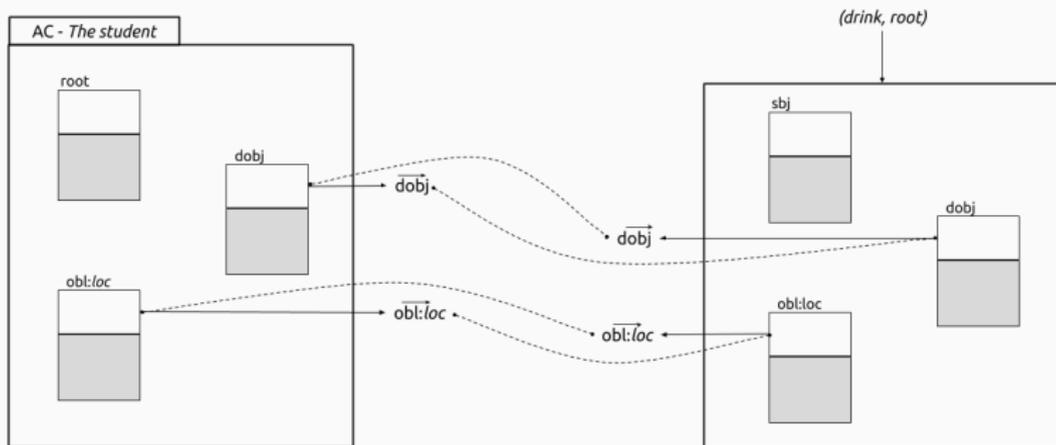
The student drinks coffee (1)



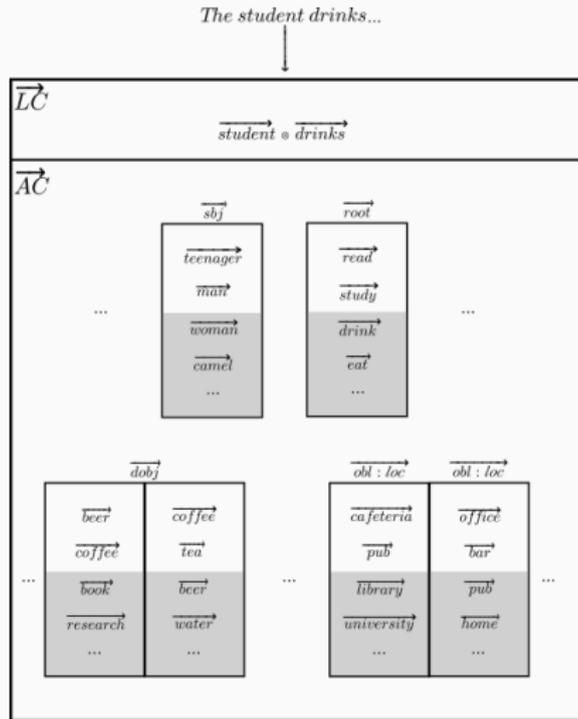
The student... (2)



The student... (3): weighting process

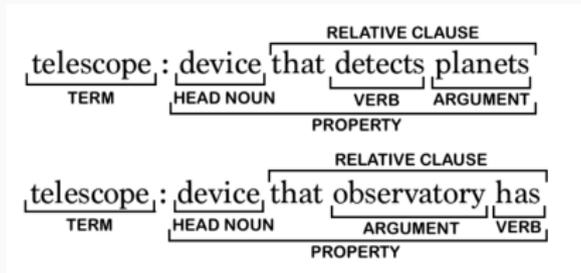


The student drinks ... (4)



Evaluation

RELPRON⁹:



TSS dataset¹⁰:

- (6) a. government use power
- b. authority exercise influence
- (7) a. team win match
- b. design reduce amount

⁹518 semi-automatically created pairs, Rimell et al. 2016.

¹⁰108 pairs of sentences annotated with human judgments, Kartsaklis e Sadrzadeh 2014.

Each item was represented as a triplet:

RELPRON - $(hn, r), (w_1, nsubj/root), (w_2, root/dobj)$

TSS - $(w_1, nsubj), (w_2, root), (w_3, dobj)$

Each item was represented as a triplet:

RELPRON - (*hn, r*), (*w₁, nsubj/root*), (*w₂, root/dobj*)

TSS - (*w₁, nsubj*), (*w₂, root*), (*w₃, dobj*)

We tested 6 (7 for TSS) settings, containing all the possible combinations or arguments.

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We tested 6 (7 for TSS) settings, containing all the possible combinations or arguments.

For each model, we built a semantic representation $SR = (LC, AC)$, where:

LC is built through **vector addition** and represents our baseline

AC is limited to the overtly filled participants and is used as a representation of Generalized Event Knowledge

RELPRON - for each target noun, we produced a ranking over all the available properties and computed Mean Average Precision

$$s = \cos(\overrightarrow{\text{target}}, \overrightarrow{LC}) + \cos(\overrightarrow{\text{target}}, \overrightarrow{AC}) \quad (1)$$

TSS - we evaluated the correlation of our scores with human ratings with Spearman's ρ

$$s = \cos(\overrightarrow{LC_1}, \overrightarrow{LC_2}) + \cos(\overrightarrow{AC_1}, \overrightarrow{AC_2}) \quad (2)$$

Results - RELPRON - MAP scores

	RELPRON		
	LC ¹¹	AC	LC+AC
verb	0,18	0,18	0,20
arg	0,34	0,34	0,36
hn+verb	0,27	0,28	0,29
hn+arg	0,47	0,45	0,49
verb+arg	0,42	0,28	0,39
hn+verb+arg	0,51	0,47	0,55

¹¹VECTOR ADDITION ONLY

Results - TSS - ρ scores

	transitive sentences dataset		
	LC ¹²	AC	LC+AC
sbj	0.432	0.475	0.482
root	0.525	0.547	0.555
obj	0.628	0.537	0.637
sbj+root	0.656	0.622	0.648
sbj+obj	0.653	0.605	0.656
root+obj	0.732	0.696	0.750
sbj+root+obj	0.732	0.686	0.750

¹²VECTOR ADDITION ONLY

Error Analysis

Target noun: **navy**

- organization that general commands
- organization that soldier serves
- organization that uses submarine
- organization that blockades port

RELPRON plausibility

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We collected human similarity judgements for highly typical paraphrases and atypical (random) paraphrases.

RELPRON plausibility

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- organization that general commands
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	RELPRON items			RANDOM items		
	LC	AC	LC+AC	LC	AC	LC+AC
verb	0,06	0,08	0,07	0,26	0,23	0,27
arg	0,22	0,16	0,20	0,27	0,32	0,31
hn+verb	0,01	0,04	0,02	0,13	0,21	0,18
hn+arg	0,18	0,15	0,18	0,21	0,28	0,26
verb+arg	0,20	0,06	0,14	0,31	0,30	0,33
hn+verb+arg	0,16	0,09	0,14	0,25	0,24	0,26

subject vs. object relative clauses

Subject relative clauses perform generally worse than *object* clauses, especially in the *verb + arg* setting.

AC	verb	arg	hn+verb	hn+arg	verb+arg	hn+verb+arg
<i>subject</i>	0,19	0,41	0,29	0,47	0,22	0,48
<i>object</i>	0,19	0,34	0,29	0,51	0,38	0,52
Δ	0,00	0,06	0,00	-0,04	-0,16	-0,04

The model processes items in **linear order**: the *verb+arg* setting works differently when applied to subject clauses than to object clauses.

In the subject case the verb is found first, and then its expectations are used to re-rank the object ones. In the object case things proceed the opposite way.

We provided a basic implementation of a meaning composition model, which aims at being **incremental** and **cognitively plausible**.

While still relying on vector addition, our results suggest that distributional vectors do not encode sufficient information about event knowledge, and that, in line with psycholinguistic results, activated GEK plays an important role in building semantic representations during online sentence processing.

Thank you! :)

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