

A Shortest-path Method for Arc-factored Semantic Role Labeling

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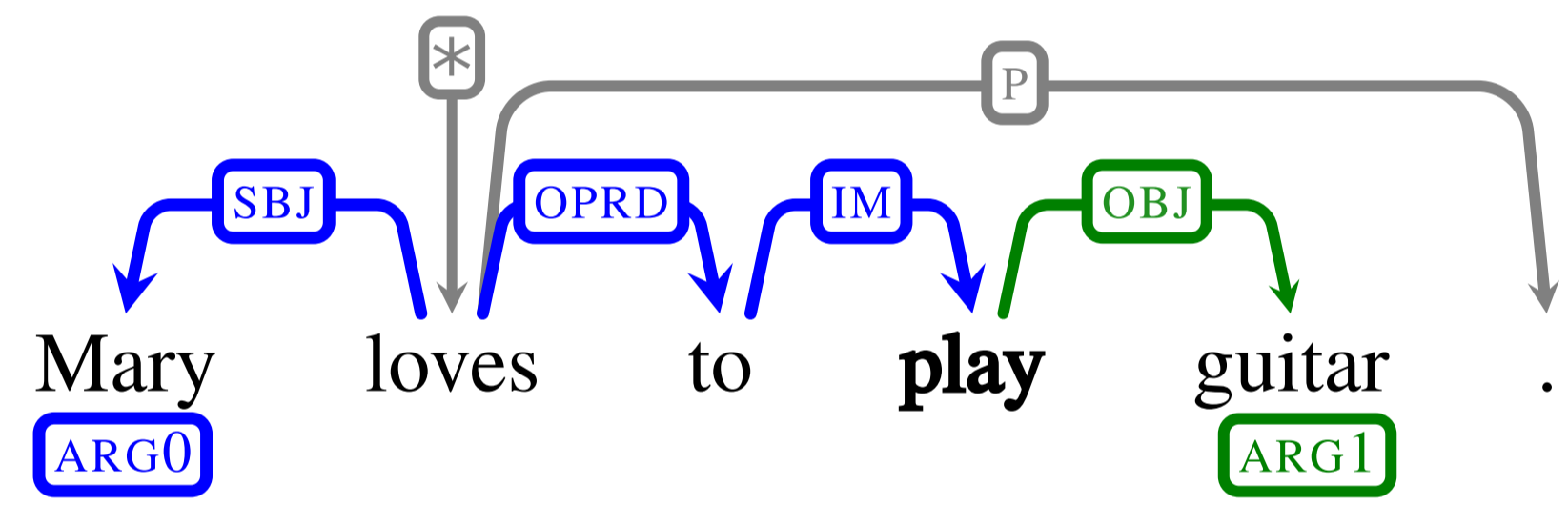


Abstract

- We propose a Semantic Role Labeling (SRL) model to jointly find semantic roles and syntactic paths
 - SRL as the end goal
 - Syntactic parsing as an intermediate step to compute SRL features
 - Assumption: arc-factored SRL features
- Contributions:
 - SRL in terms of **shortest-path** inference
 - Use of the **efficient** Dijkstra's algorithm
 - Ability to capture **unrestricted** predicate-argument paths

Motivation

- Predict together syntactic paths and semantic roles
 - Assume a given predicate, e.g., *play*
 - Find the arguments *Mary* and *guitar* and also their predicate-argument paths



- Syntactic path as the source of features
- Distribution of path patterns in CoNLL-2009 data
 - English: Xue and Palmer (2004) rule
 - Czech: many ↓↓ ending patterns
 - Japanese: long tail of infrequent patterns

English			Czech			Japanese		
Σ %	%	path	Σ %	%	path	Σ %	%	path
63.63	63.6298	↓	63.90	63.8956	↓	37.20	37.1977	↓↓
73.97	10.3429	↑↓	86.26	22.3613	↓↓	51.52	14.3230	↓
80.63	6.65915	○	90.24	3.98078	↑↓	60.79	9.27270	↓↓↓
85.97	5.33352	↑	93.95	3.71713	↓↓↓	70.03	9.23857	↑
90.78	4.81104	↑↑↓	95.48	1.52168	↑↑↓	74.17	4.13359	↓↓↓↓
93.10	2.31928	↑↑↑↓	96.92	1.44091	↑	76.76	2.59117	↑↑
95.19	2.09043	↑↑	97.68	0.76714	↑↑↑	78.82	2.06111	↑↑↓
96.26	1.07468	↑↑↑↑↓	98.28	0.59684	↓↓↓↓	80.85	2.03381	↓↓↓↓↓
97.19	0.92482	↓↓	98.60	0.31759	↑↑↑↑	82.66	1.80631	↑↑↑
97.93	0.74041	↑↑↑	98.88	0.28227	↑↑↑↑↓	83.71	1.05558	↑↑↑
98.41	0.48565	↑↑↑↑↑↓	99.15	0.26721	↑↑↑↑	84.74	1.02828	↑↑↑↑↓
98.71	0.29769	↑↑↑↑	99.27	0.12430	↓↓↓↓↓	85.68	0.93500	↑↑↑↑↓
98.94	0.22733	↑↑↑↑↑↑↓	99.37	0.10103	↑↑↑↑↓	86.61	0.93273	↓↓↓↓↓↓
99.11	0.17805	↑↑↓	99.47	0.09747	↑↑	87.29	0.68249	↑↑↑↑↓
99.27	0.15316	↓↓↓	99.56	0.08515	↑↑↑↑↓	87.90	0.60969	↑↑↑↓
99.39	0.12065	↑↑↑↑↑	99.63	0.07419	↑↑↑↑↓	88.47	0.56646	↑↑↑↓↓↓

- ↑ upwards dependency from modifier to head
- ↓ downwards dependency from head to modifier
- the argument is the predicate itself

Arc-factored SRL

- Notation
 - x sentence
 - p predicate
 - a argument
 - r role
- Given fixed x, p, r find best argument

$$\operatorname{argmax}_a s(x, p, r, a)$$
- Decompose s in the sum of s₀ and a s_{syn}

$$s(x, p, r, a) = s_0(x, p, r, a) + \max_{\pi} s_{\text{syn}}(x, p, r, a, \pi)$$
- The path π is scored by s_{syn}
- First-order factorization of the path scores

$$s_{\text{syn}}(x, p, r, a, \pi) = \sum_{\langle h, m, l \rangle \in \pi} s_{\text{syn}}(x, p, r, a, \langle h, m, l \rangle)$$

SRL as Shortest Path

- Assume a fixed predicate p and role r
- Find paths from p to a with the smaller penalty θ

$$\min_{\pi} \sum_{\langle h, m, l \rangle \in \pi} \theta_{\langle h, m, l \rangle}$$

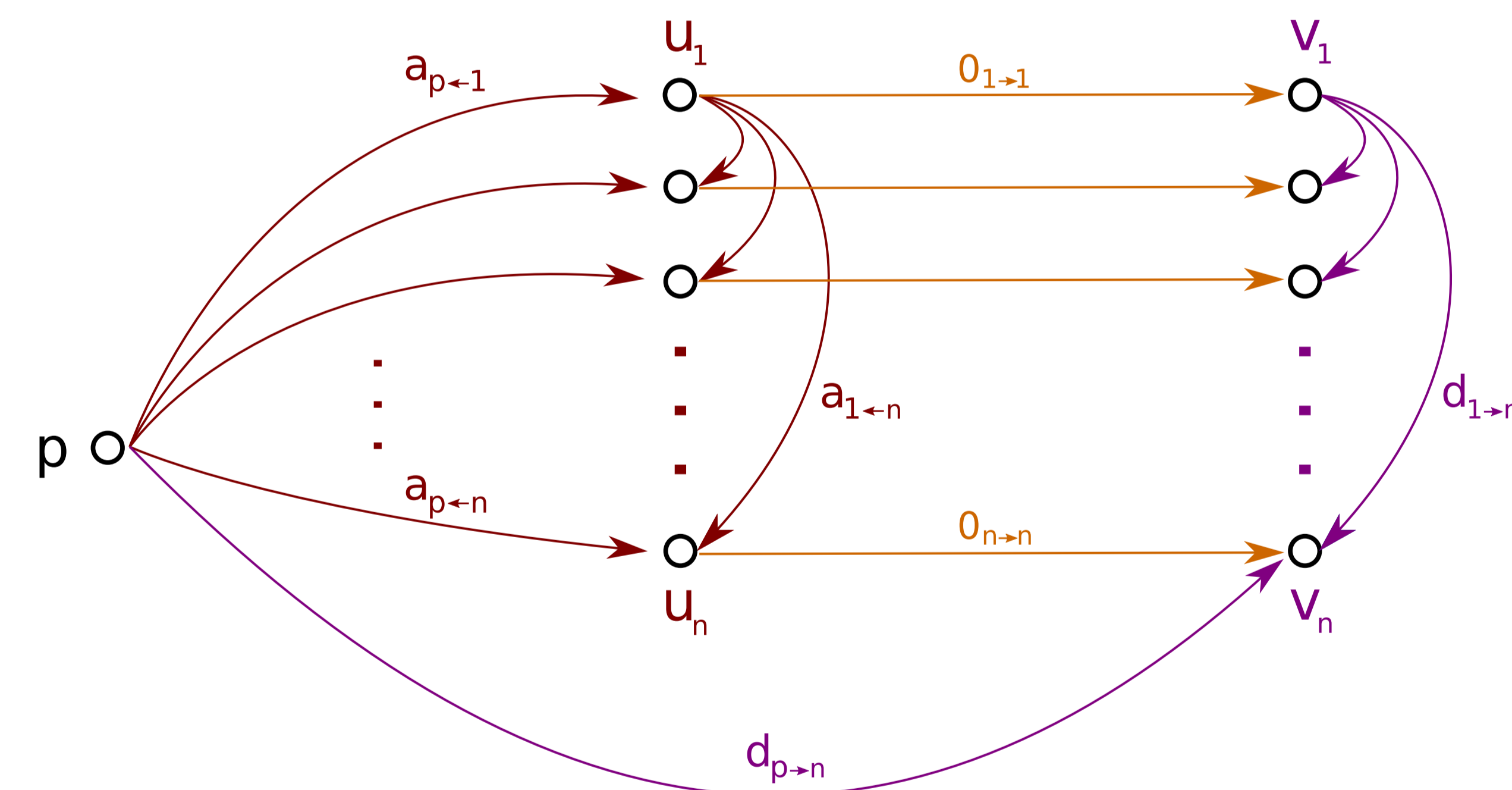
- Given $\bar{x} = \langle x, p, r, a \rangle$, define a non-negative penalty as

$$\theta_{\langle h, m, l \rangle} = -w \cdot f(\bar{x}, \langle h, m, l \rangle) + \theta_0$$
- where θ₀ shifts all predicted scores to the positive side

$$\theta_0 = \max_{\langle h, m, l \rangle} w \cdot f(\bar{x}, \langle h, m, l \rangle)$$

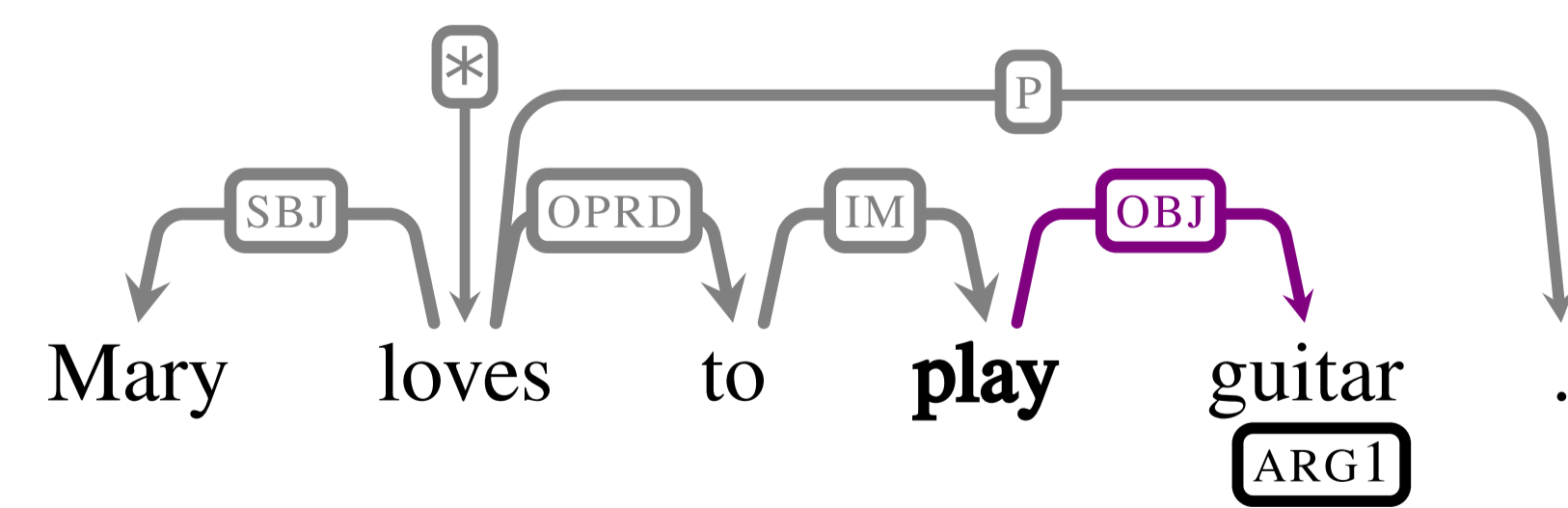
- Perceptron to learn w
- Dijkstra's algorithm finds the optimal path efficiently in O(V²)

Graph Definition and Construction Algorithm

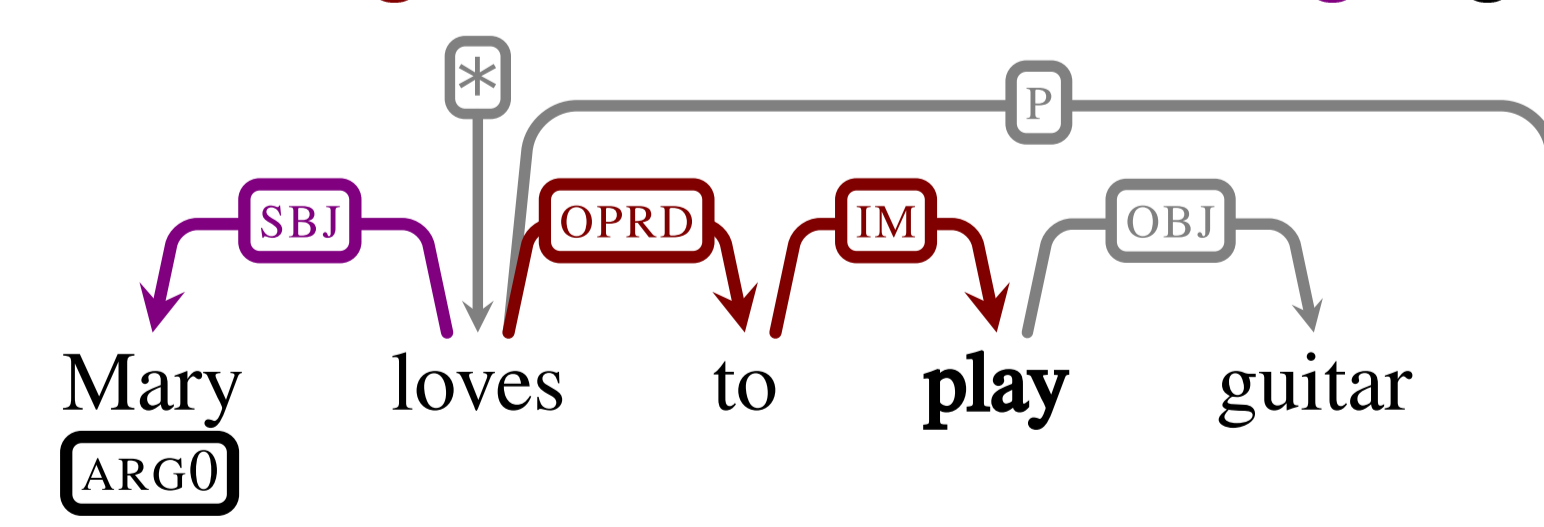


- Add predicate p
- Add ascending segments
 - add nodes u₁, ..., u_n
 - add ascending arcs a_{i→j}
- Add descending segments
 - add nodes v₁, ..., v_n
 - add descending arcs d_{i→j}
- Connect ascending and descending segments with o_{i→i}

- From predicate *play* to argument *guitar* there is a single-edge **descending** path



- From predicate *play* to argument *Mary* there is an **ascending** and then a **descending** segment



Experimental Setting

- Filter dependencies by a probabilistic parser
- Standard path features from Johansson (2009)
- Structured averaged perceptron for learning
- CoNLL-2009 Shared Task English verbal data

Results

- Filter dependencies by γ, a probability factor

Threshold γ	1	0.9	0.5	0.1	0.01
Ratio	1	1.014	1.103	1.500	2.843

- γ=1 is similar to a pipeline

- Development set results

Threshold	prec (%)	rec (%)	F ₁
training γ = 1			
1	77.91	73.97	75.89
0.9	77.23	74.17	75.67
0.5	73.30	75.03	74.16
0.1	58.22	68.75	63.05
0.01	32.83	53.69	40.74
training γ = 0.1			
1	84.03	72.52	77.85
0.9	83.76	72.66	77.82
0.5	82.75	73.33	77.75
0.1	77.25	72.20	74.64
0.01	63.90	65.98	64.92
training γ = 0.01			
1	81.62	69.06	74.82
0.9	81.45	69.19	74.82
0.5	80.80	69.80	74.90
0.1	77.92	68.94	73.16
0.01	74.12	65.92	69.78

- Better to train with some variability
- Better to test with the most restricted syntax

- Test set results

System	prec (%)	rec (%)	F ₁
Non-factored	86.96	75.92	81.06
Factored γ = 1	79.88	76.12	77.96
Factored best	85.26	74.41	79.46

- Overall, we are below the best shared task results: 83.97 F₁ (Zhao et al., 2009)
 - Using arc-factored features penalizes by 1.6 F₁ points
 - Our model uses linear classifiers and less feature engineering
 - Potentially more robust classifiers could be learned

Future Work

- Apply the model to other semantic tasks
- Multilingual evaluation
- Probabilistic path modeling