

# 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**.

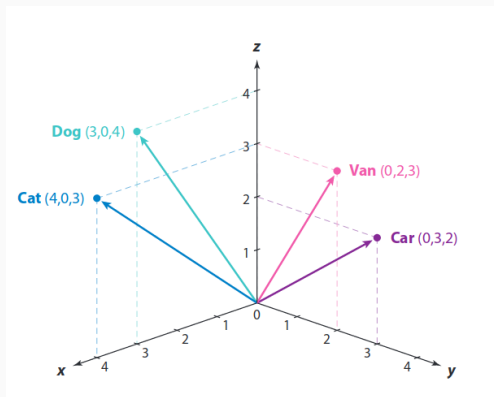
- Background
  - Compositional Distributional Semantics
  - Generalized Event Knowledge
  - MUC: neurobiological model of language and processing
- Model
  - Description
  - Evaluation
- Discussion
  - Error analysis

# Background

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# 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 semantics<sup>1</sup>.

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 approaches<sup>2</sup>.

**Vector addition** still shows reasonable performances overall<sup>3</sup>, its success being quite puzzling from the linguistic and cognitive point of view.

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<sup>1</sup>Lenci 2018

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

<sup>3</sup>or 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)<sup>4</sup> about **typical** events, and that this knowledge is crucially exploited **during** online language processing, constraining the speakers' expectations about upcoming linguistic input<sup>5</sup>.

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

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

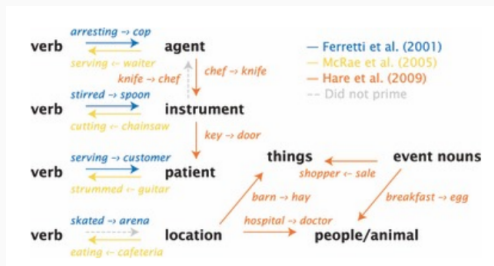
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<sup>4</sup>Elman 2011; Hagoort e Berkum 2007; Hare et al. 2009

<sup>5</sup>McRae 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**<sup>6</sup>.

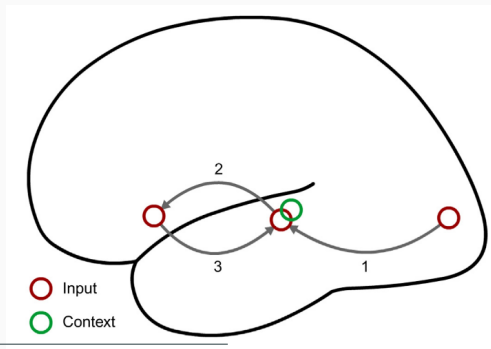
<sup>6</sup>Kuperberg e Jaeger 2016



# Memory, Unification and Control

The architecture is based on the Memory, Unification and Control (MUC) model<sup>7</sup>:

- 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

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

It is directly inspired by previous models<sup>8</sup> and consists of two components:

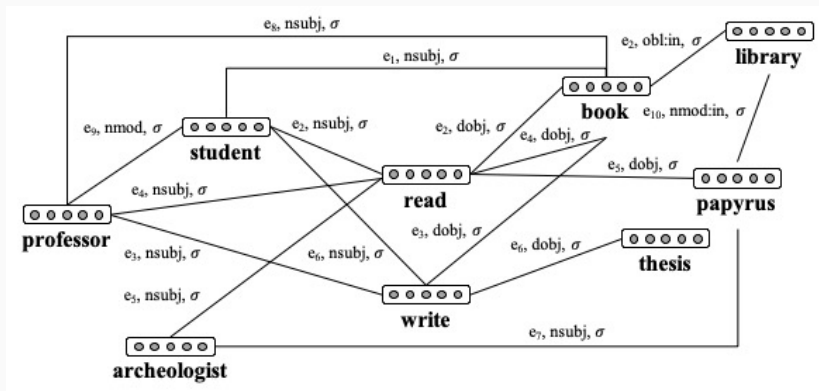
**Distributional Event Graph (DEG)** - embeddings in a network of syntagmatic relations, modeling a fragment of semantic memory activated by lexical units;

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

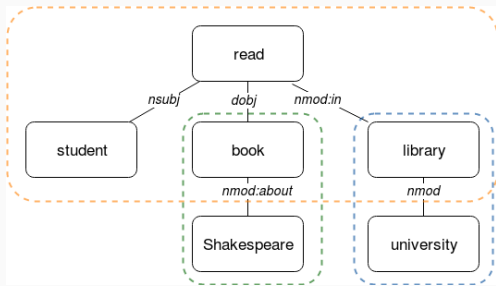
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<sup>8</sup>Chersoni, Lenci e Blache 2017

# DEG (1) at a glance



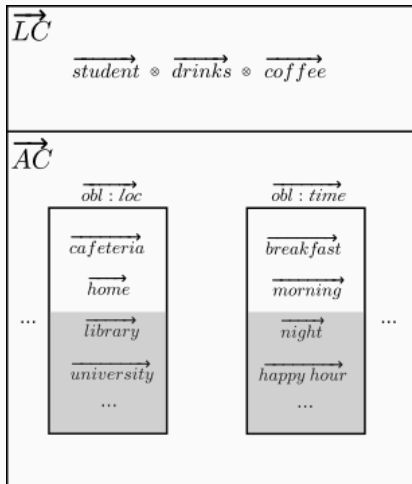
## DEG (2): construction



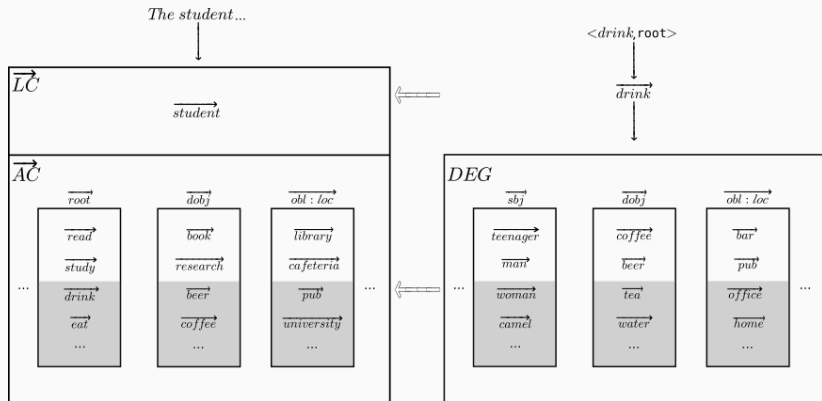
We assume a broad notion of event, corresponding to **any configuration of entities, actions, properties, and relationships**, also schematic or **underspecified**.

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

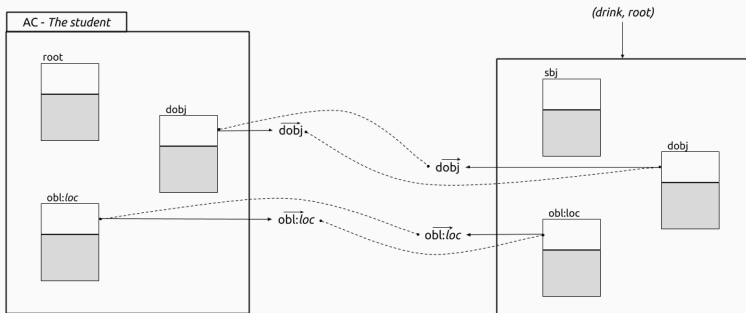
# The student drinks coffee (1)



# The student... (2)

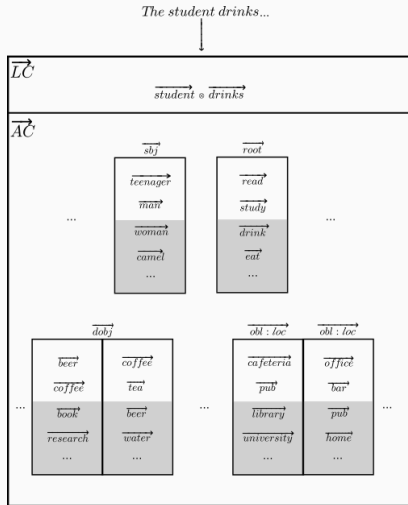


# The student... (3): weighting process





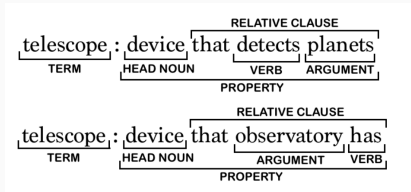
# The student drinks ... (4)



# Evaluation

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## RELPRON<sup>9</sup>:



## TSS dataset<sup>10</sup>:

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

<sup>9</sup>518 semi-automatically created pairs, Rimell et al. 2016.

<sup>10</sup>108 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** -  $(w_1, nsubj), (w_2, root), (w_3, dobj)$

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

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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  $\rho$

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

## Results - RELPRON - MAP scores

|             | RELPRON          |      |             |
|-------------|------------------|------|-------------|
|             | LC <sup>11</sup> | AC   | LC+AC       |
| verb        | 0,18             | 0,18 | <b>0,20</b> |
| arg         | 0,34             | 0,34 | <b>0,36</b> |
| hn+verb     | 0,27             | 0,28 | <b>0,29</b> |
| hn+arg      | 0,47             | 0,45 | <b>0,49</b> |
| verb+arg    | <b>0,42</b>      | 0,28 | 0,39        |
| hn+verb+arg | 0,51             | 0,47 | <b>0,55</b> |

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<sup>11</sup>VECTOR ADDITION ONLY



## Results - TSS - $\rho$ scores

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

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<sup>12</sup>VECTOR ADDITION ONLY

# Error Analysis

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

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

## 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        |
| $\Delta$       | 0,00 | 0,06 | 0,00    | -0,04  | <b>-0,16</b> | -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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