

Retrieving Multi-Entity Associations: An Evaluation of Combination Modes for Word Embeddings

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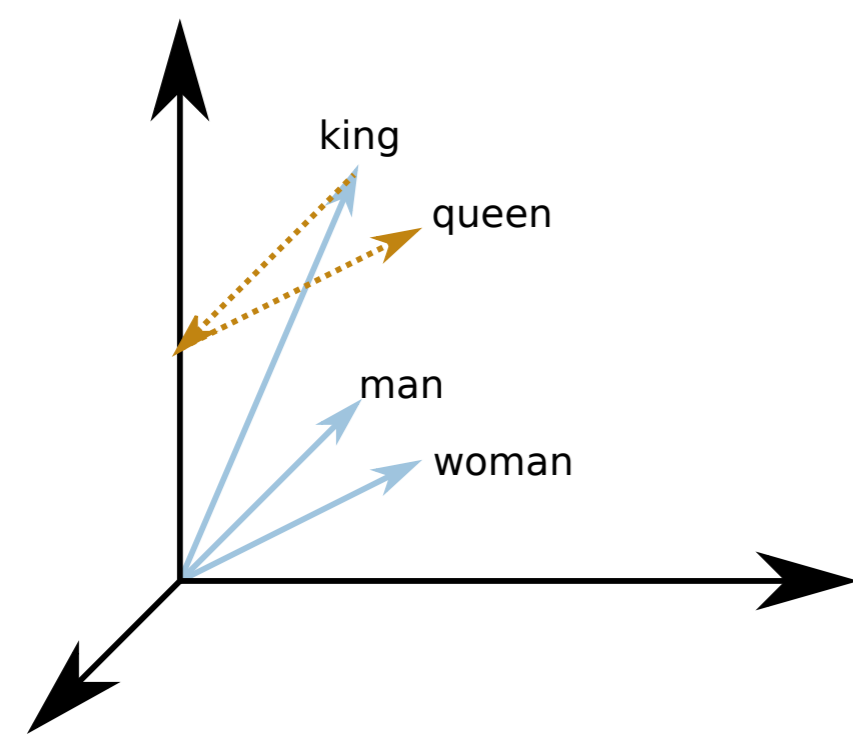
Problem Statement

While word embeddings have been shown to improve the results of many NLP and IR applications, little effort has been devoted to using embeddings for the **retrieval of associations between multiple entities**. We use several embedding methods to generate word representations from entity-annotated news data and evaluate them against a word cooccurrence network for the task of predicting entity participation in events to answer the questions:

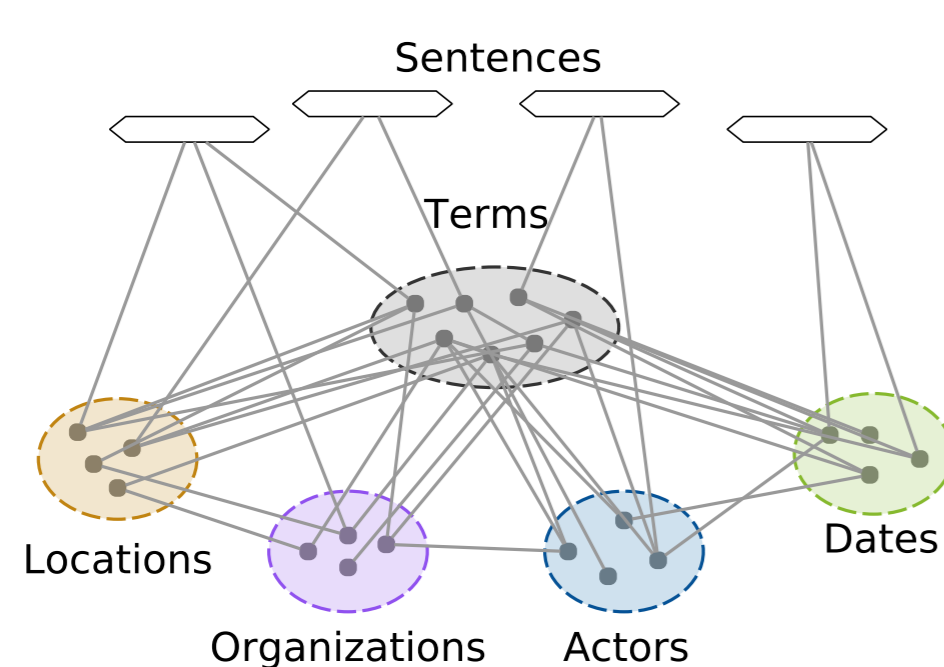
- How should multiple entity embedding vectors be combined?
- How important is the frequency of entities for the performance?

Entity Relation Models

- Embeddings:
 - word2vec: skip-gram, CBOW [1]
 - GloVe [2]



- Implicit Networks [3]



Task: Predicting Entity Participation

- Event: Set of k participating entities.
- Query generation:
 - Input: $k - 1$ entities
 - Output: 1 entity
 - Example: $\{e_1, e_2, ?\} \rightarrow \{t\}$

News Article Data

- 127.5k news articles (June – Nov 2016)
- Entities replaced by Wikidata IDs
- Ground truth: Wikipedia Current Events descriptions of events from data set

References

- [1] Tomas Mikolov, Ilya Sutskever, Kai Chen, Gregory S. Corrado, and Jeffrey Dean. **Distributed Representations of Words and Phrases and their Compositionality**. 2013, *NeurIPS'13*
- [2] Jeffrey Pennington, Richard Socher, and Christopher D. Manning. **Glove: Global Vectors for Word Representation**. 2014, *EMNLP'14*
- [3] Andreas Spitz and Michael Gertz. **Terms over LOAD: Leveraging Named Entities for Cross-Document Extraction and Summarization of Events**. 2016, *SIGIR'16*

Evaluation: Combining Embedding Vectors

$$t_{\text{MINMAX}} = \underset{x \in X}{\operatorname{argmin}} \underset{q \in Q}{\operatorname{argmax}} \operatorname{cosdist}(\theta_q, \theta_x)$$

$$t_{\text{SUM}} = \underset{x \in X}{\operatorname{argmin}} \sum_{q \in Q} \operatorname{cosdist}(\theta_q, \theta_x)$$

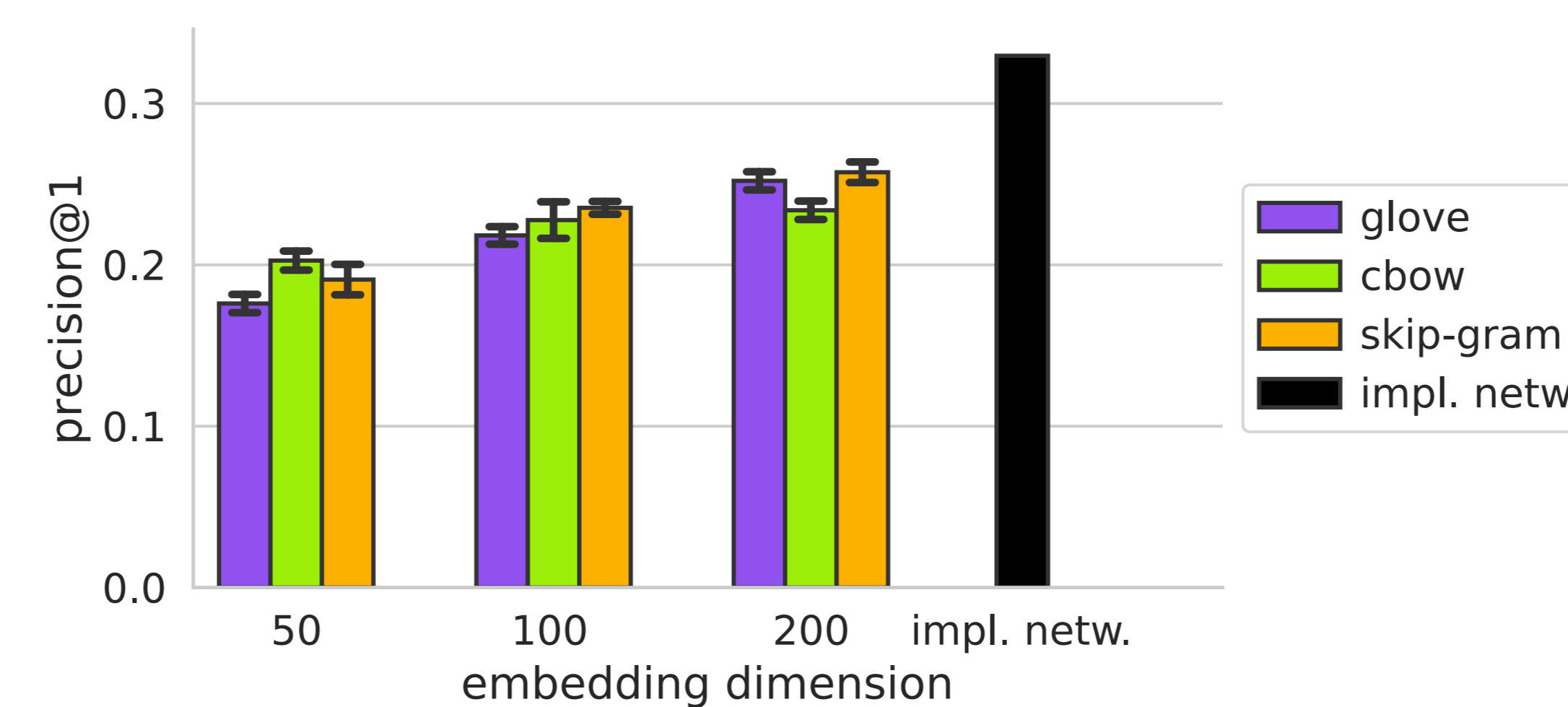
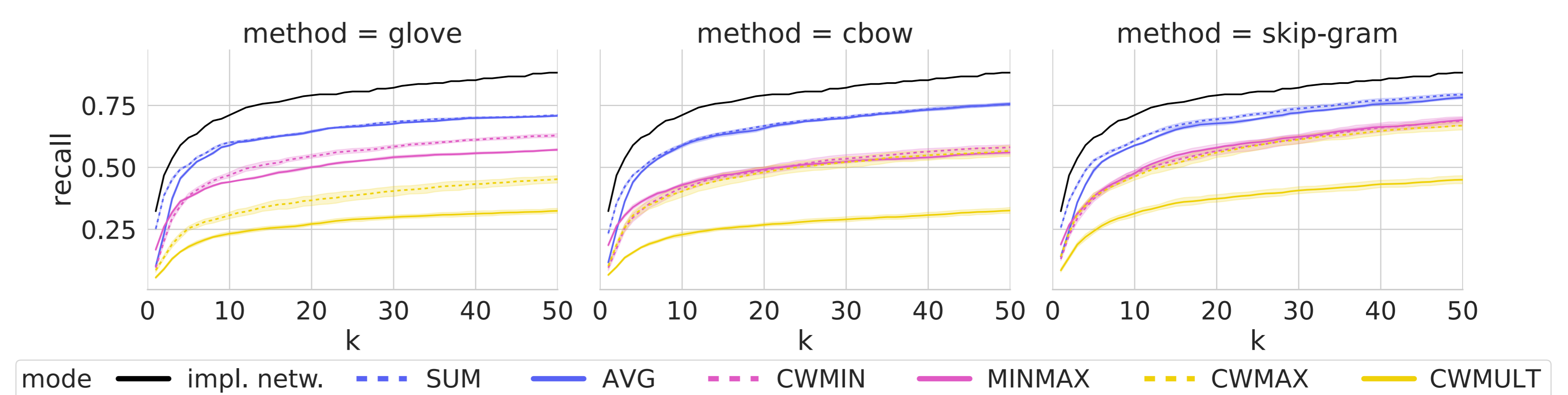
$$t_{\text{AVG}} = \underset{x \in X}{\operatorname{argmin}} \operatorname{cosdist}\left(\frac{1}{|Q|} \sum_{q \in Q} \theta_q, \theta_x\right)$$

$$t_{\text{CWMIN}} = \underset{x \in X}{\operatorname{argmin}} \operatorname{cosdist}\left([\min(\Theta_1^Q), \dots, \min(\Theta_{|Q|}^Q)]^T, \theta_x\right)$$

$$t_{\text{CWMULT}} = \underset{x \in X}{\operatorname{argmin}} \operatorname{cosdist}\left(\theta_{q_1} \odot \dots \odot \theta_{q_{|Q|}}, \theta_x\right), q_i \in Q$$

Precision@1:

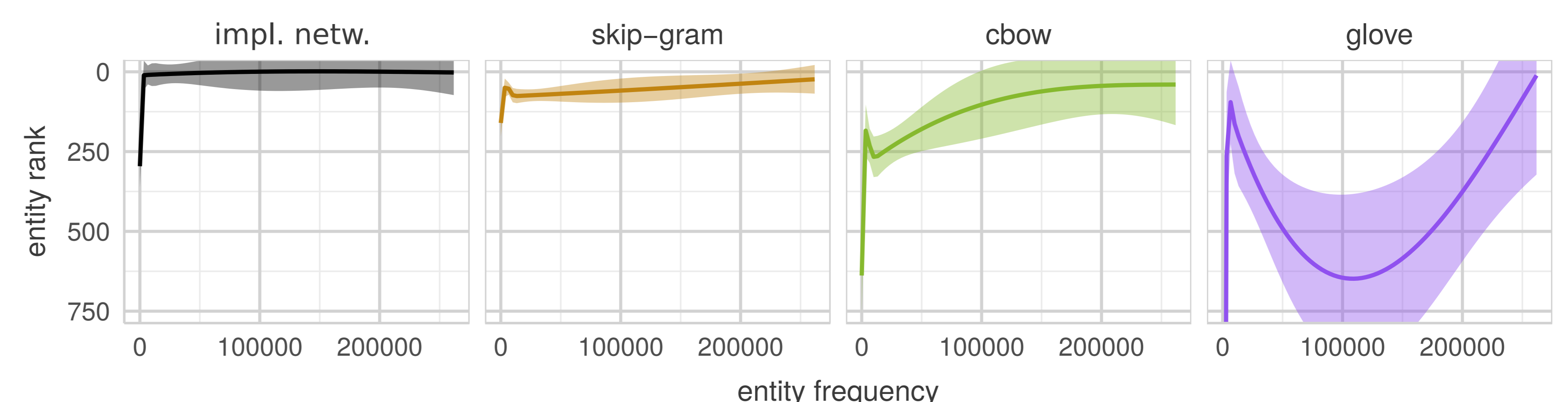
	skip-gram	CBOW	GloVe
MINMAX	0.189	0.186	0.168
SUM	0.257	0.234	0.252
AVG	0.140	0.116	0.101
CWMIN	0.130	0.095	0.095
CWMAX	0.140	0.102	0.085
CWMULT	0.085	0.066	0.056



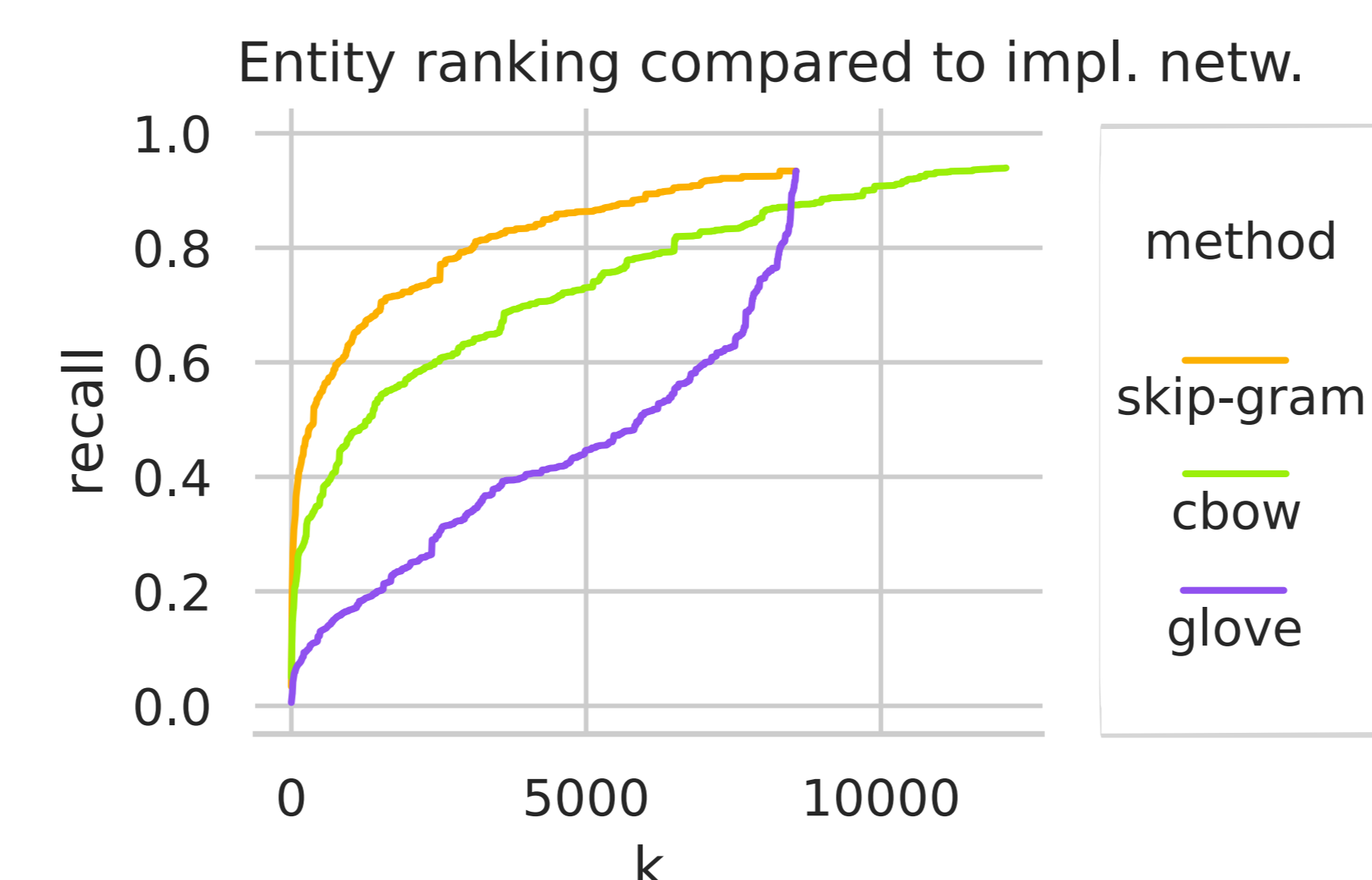
Conclusions:

- SUM performs best.
- Higher embedding dimensions lead to better performance.
- An extended window size of 21 words yields the best results for any method.

Evaluation: The Importance of Entity Frequencies



Open Research Questions



- GloVe models different relations: How can GloVe be used to detect new entity associations?
- How to create ensemble methods?
- Are context-sensitive embeddings, such as ELMo / BERT, a suitable replacement for implicit networks?

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