# **Fuzzy ILP and Semantic Information Extraction form Texts**

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#### **Outline**

Introduction

- Introduction
  - Our Information Extraction System
  - Linguistics we have used.
  - Domain of fire-department articles
- **Our Information Extraction Method** 
  - Manually created rules
  - Learning of rules
- **Fuzzy ILP** 
  - Introd. example, theory, architecture and an experiment
  - Fuzzy ILP Implementation
  - Evaluation and Conclusion
- Conclusion

#### **Introduction to Presented Work**

- Extraction of semantic information form texts.
  - In Czech language.
  - Coming form web pages.
- Using of Semantic Web ontologies.
  - RDF, OWL
- Exploiting of linguistic tools.
  - Mainly from the Prague Dependency Treebank project.
  - Experiments with the Czech WordNet.
- Rule based extraction method.
  - Extraction rules ≈ tree queries
  - ILP learning of extraction rules

Our Information Extraction System

Introduction

### Schema of the extraction process



1) Extraction of text



2) Linguistic annotation



3) Data extraction



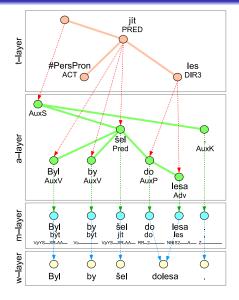
4) Semantic representation

Ontology

- Extraction of text
  - Using RSS feed to download pages.
  - Regular expression to extract text.
- 2 Linguistic annotation
  - Using chain of 6 linguistic tools (see on next slides).
- Data extraction
  - Exploitation of linguistic trees.
  - Using extraction rules.
- Semantic representation of data
  - Ontology needed.
  - Semantic interpretation of rules.
  - Far form finished in current state.

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## Layers of linguistic annotation in PDT



- Tectogrammatical layer
- Analytical layer
- Morphological layer

#### Sentence:

Byl by šel dolesa. He-was would went toforest. Linguistics we have used.

Introduction

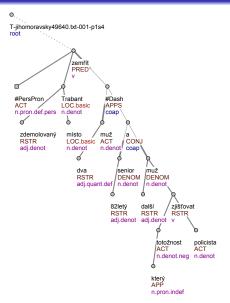
#### Tools for machine linguistic annotation

#### Available on the PDT 2.0 CD-ROM

- Segmentation and tokenization
- Morphological analysis
- Morphological tagging
- Collins' parser Czech adaptation
- Analytical function assignment
- Tectogrammatical analysis
  - Developed by Václav Klimeš

Linguistics we have used.

#### **Example of tectogrammatical tree**



- Lemmas
- Functors
- Semantic parts of speech

#### Sentence:

Ve zdemolovaném trabantu na místě zemřeli dva muži – 82letý senior a další muž, jehož totožnost zjišťují policisté.

Two men died on the spot in demolished trabant – . . .

Domain of fire-department articles

Introduction

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## Example of the web-page with a report of a fire department



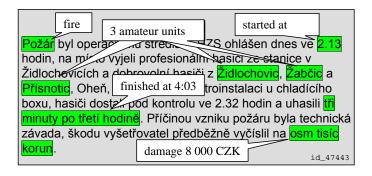
### Domain of our experiments

- Fire-department articles
- Published by The Ministry of Interior of the Czech Republic<sup>1</sup>
- Processed more than 800 articles from different regions of Czech Republic
- 1.2 MB of textual data
- Linguistic tools produced 10 MB of annotations, run time 3.5 hours
- Extracting information about injured and killed people
- 470 matches of the extraction rule,
   200 numeric values of quantity (described later)

<sup>1</sup> http://www.mvcr.cz/rss/regionhzs.html

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### **Example of processed text**



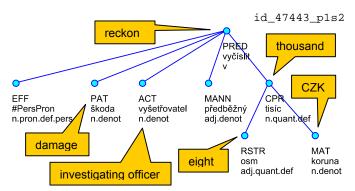
- Information to be extracted is decorated.
- See the last sentence on the next slide.

Domain of fire-department articles

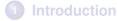
Introduction

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### Example of a linguistic tree



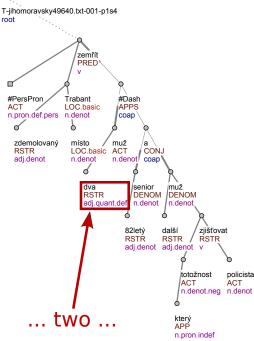
- ..., škodu vyšetřovatel předběžně vyčíslil na osm tisíc korun.
- ..., investigating officer preliminarily reckoned the damage to be 8 000 CZK.
- Our IE method uses tree queries (tree patterns)



- Our Information Extraction System
- Linguistics we have used
- Domain of fire-department articles

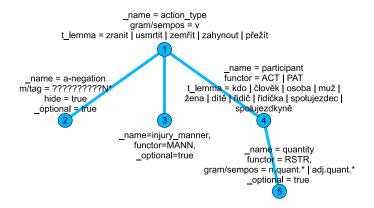
# Our Information Extraction Method

- Manually created rules
- Learning of rules
- Fuzzy ILP
  - Introd. example, theory, architecture and an experiment
  - Fuzzy ILP Implementation
  - Evaluation and Conclusion
- Conclusion



 How to extract the information about two dead people?

### **Extraction rules – Netgraph queries**

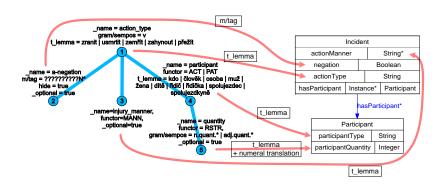


- Tree patterns on shape and nodes (on node attributes).
- Evaluation gives actual matches of particular nodes.
- Names of nodes allow use of references.

### Raw data extraction output

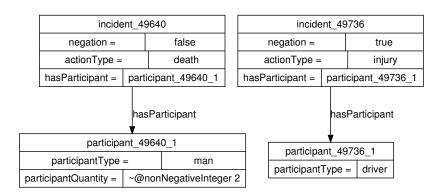
```
<QueryMatches>
  <Match root id="T-vvsocina63466.txt-001-pls4" match string="2:0.7:3.8:4.11:2">
    <Sentence>
      Při požáru byla jedna osoba lehce zraněna - jednalo se
      o majitele domu, který si vykloubil rameno.
    </Sentence>
    <Data>
      <Value variable name="action type" attribute name="t lemma">zranit</Value>
      <Value variable name="injury manner" attribute name="t lemma">lehký</Value>
      <Value variable name="participant" attribute name="t lemma">osoba</Value>
      <Value variable name="quantity" attribute name="t lemma">jeden</Value>
    </Data>
  </Match>
  <Match root_id="T-jihomoravsky49640.txt-001-p1s4" match_string="1:0,13:3,14:4">
    <Sentence>
      Ve zdemolovaném trabantu na místě zemřeli dva muži - 82letý senior
      a další muž, jehož totožnost zjišťují policisté.
    </Sentence>
    <Data>
     <Value variable name="action type" attribute name="t lemma">zemřít</Value>
      <Value variable name="participant" attribute name="t lemma">muž</Value>
      <Value variable name="guantity" attribute name="t lemma">dva</Value>
    </Data>
  </Match>
  <Match root id="T-jihomoravsky49736.txt-001-p4s3" match string="1:0.3:3.7:1">
    <Sentence>Čtyřiatřicetiletý řidič nebyl zraněn.
    <Data>
      <Value variable name="action type" attribute name="t lemma">zranit</Value>
      <Value variable_name="a-negation" attribute_name="m/tag">VpYS---XR-(N)A---
      </Value>
      <Value variable_name="participant" attribute_name="t_lemma">řidič</Value>
    </Data>
  </Match>
</OuervMatches>
```

## Semantic interpretation of extraction rules



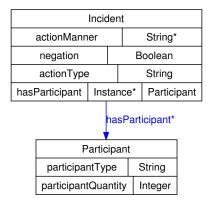
- Determines how particular values of attributes are used.
- Gives semantics to extraction rule.
- Gives semantics to extracted data.

## Semantic data output



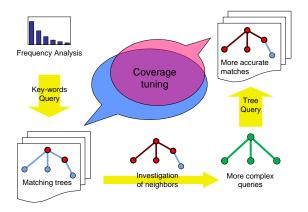
Two instances of two ontology classes.

## The experimental ontology



- Two classes
  - Incident and Participant
- One object property relation
  - hasParticipant
- Five datatype property relations
  - actionManner (light or heavy injury)
  - negation
  - actionType (injury or death)
  - participantType (man, woman, driver, etc.)
  - participantQuantity

### Design of extraction rules – iterative process



- Frequency analysis → representative key-words.
- ② Investigating of matching trees → tuning of tree query.
- **3** Complexity of the query  $\cong$  complexity of extracted data.



- Our Information Extraction System
- Linguistics we have used
- Domain of fire-department articles

# Our Information Extraction Method

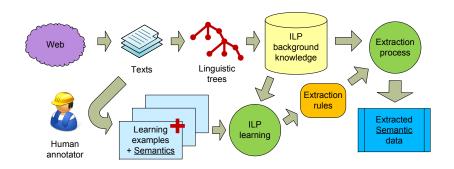
- Manually created rules
- Learning of rules

# Fuzzy ILP

- Introd. example, theory, architecture and an experiment
- Fuzzy ILP Implementation
- Evaluation and Conclusion
- Conclusion

Learning of rules

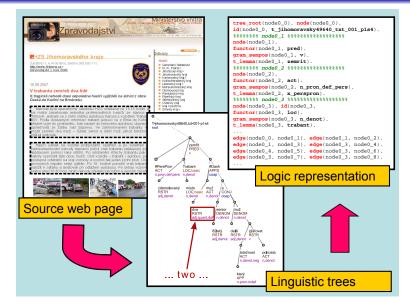
## Integration of ILP in our extraction process



- Transformation of trees to logic representation.
- Today: just first promising experiments.

Learning of rules

# Logic representation of linguistic trees



Learning of rules

### First promising results :-)

# **Example**

```
contains num injured(A) :- t lemma(A,1).
contains_num_injured(A)
                        :- t lemma(A,2).
contains num injured(A)
                        :- t lemma(A,23).
contains num injured(A)
                        :- edge(A,B), m form(B, jeden).
contains num injured(A)
                        :- edge(A,B), m_tag(B,cn_s1___
                        :- edge(B,A), functor(B,coni).
contains_num_injured(A)
contains num injured(A)
                        :- edge(B,A), t lemma(B,dite).
contains num injured(A)
                        :- edge(B,A), t lemma(B,muz).
contains_num_injured(A)
                        :- edge(B,A), edge(B,C), m_tag14(C,1).
contains num injured(A)
                        :- edge(B,A), edge(B,C), t lemma(C,tezky).
contains num injured(A)
                        :- edge(B,A), edge(B,C), t lemma(C,nasledek).
contains num injured(A)
                        :- edge(A,B), edge(C,A), m_tag4(B,1), functor(C,pat).
contains num injured(A)
                        :- edge(A,B), edge(C,A), functor(C,act), a afun(B,sb).
                        :- edge(B,A), edge(C,B), edge(C,D), t lemma(D,vloni).
contains num injured(A)
contains_num_injured(A)
                        :- edge(B,A), edge(C,B), t_lemma(B,osoba), t_lemma(C,zranit).
contains num injured(A)
                        :- edge(B,A), edge(C,B), t lemma(B,osoba), t lemma(C,zemrit).
contains num injured(A)
                        :- edge(B,A), edge(C,B), functor(B,act), edge(C,D),
                           a afun(D.obi).
contains_num_injured(A)
                        :- edge(B,A), edge(C,B), t lemma(B,osoba), edge(C,D), edge(D,E).
                           functor (D, twhen) .
                           edge(B,A), t_lemma(A,tri), edge(B,C), edge(D,B), edge(E,D),
contains num injured(A) :-
                           m_tag2(C, m).
```

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- 4 Conclusion

#### ILP Example

## Types of ground variables

```
animal(dog). animal(dolphin) ... animal(penguin).
class(mammal). class(fish). class(reptile). class(bird).
covering(hair). covering(none). covering(scales).
habitat(land). habitat(water). habitat(air).
```

### **Background knowledge**

```
has_covering(dog, hair). has_covering(crocodile, scales). has_legs(dog,4). ... has_legs(penguin, 2). etc. has_milk(dog). ... has_milk(platypus). etc. homeothermic(dog). ... homeothermic(penguin). etc. habitat(dog, land). ... habitat(penguin, water). etc. has_eggs(platypus). ... has_eggs(eagle). etc. has_gills(trout). ... has_gills(eel). etc.
```

### **ILP Example**

#### Positive examples

```
class(lizard, reptile).
class(trout, fish).
class(bat, mammal).
```

### **Negative examples**

```
class(trout, mammal).
class(herring, mammal).
class(platypus, reptile).
```

#### **Induced rules**

# Classical ILP and Fuzzy ILP principles

- Learning examples  $E = P \cup N$  (Positive and Negative)
- Background knowledge B
- ILP task to find hypothesis H such that:

$$(\forall e \in P)(B \cup H \models e) \& (\forall n \in N)(B \cup H \not\models n).$$

- Fuzzy learning examples  $\mathcal{E}: E \longrightarrow [0,1]$
- Fuzzy background knowledge  $\mathcal{B}: B \longrightarrow [0, 1]$
- Fuzzy ILP task to find hyp.  $\mathcal{H}: H \longrightarrow [0,1]$  such that:

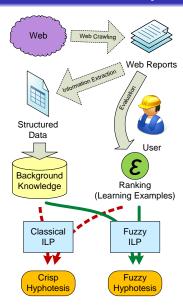
$$(\forall e_1, e_2 \in E)(\forall \mathcal{M})(\mathcal{M} \models_f \mathcal{B} \cup \mathcal{H}) \ : \ \mathcal{E}(e_1) > \mathcal{E}(e_2) \Rightarrow \|e_1\|_{\mathcal{M}} \geq \|e_2\|_{\mathcal{M}}$$

## **Generalized Annotated Programs**

- Fuzzy ILP is equivalent to Induction of Generalized Annotated Programs<sup>2</sup>
- For implementation we use GAP or strictly speaking:
   Definite Logic Programs with monotonicity axioms (also equivalent)
- Basic paradigm: deal with values as with degrees.
  - We don't have to normalize values, they order is enough.
- For example with monotonicity axioms we can use rule: serious (A, 4)  $\leftarrow$  fatalities (A, 10). and form the fact fatalities (id\_123, 1000) deduce serious\_alt(id\_123, 4).

<sup>&</sup>lt;sup>2</sup>See in S. Krajci, R. Lencses and P. Vojtas: "A comparison of fuzzy and annotated logic programming", Fuzzy Sets and Systems, vol.144, pp.173–192, 2004.

# Schema of the whole system



- Web Crawling
- Information Extraction and User Evaluation
- Logic representation
  - Construction of background knowledge
  - Construction of learning examples
- ILP Learning
  - Crisp
  - Fuzzy
- Comparison of results

#### **Accident attributes**

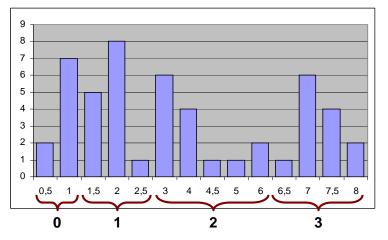
	distinct	missing	
attribute name	values	values	monotonic
size (of file)	49	0	yes
type (of accident)	3	0	no
damage	18	30	yes
dur_minutes	30	17	yes
fatalities	4	0	yes
injuries	5	0	yes
cars	5	0	yes
amateur_units	7	1	yes
profesional_units	6	1	yes
pipes	7	8	yes
lather	3	2	yes
aqualung	3	3	yes
fan	3	2	yes
ranking	14	0	yes

- Information that could be extracted.
- Missing values.
- Almost all attributes are numeric.
  - So monotonic
  - This will be used for "fuzzyfication"
- Artificial target attribute seriousness ranking.

Fuzzy ILP

Introduction

# Histogram of the seriousness ranking attribute



- 14 different values, range 0.5 8
- Divided into four approximately equipotent groups.

- Introduction
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Fuzzy ILP Implementation

### Essential difference between learning examples

# **Crisp learning examples**

```
serious_2(id_47443). %positive
serious_0(id_47443). %negative
serious_1(id_47443). %negative
serious_3(id_47443). %negative
```

## Monotonized learning examples

```
serious_atl_0(id_47443). *positive serious_atl_1(id_47443). *positive serious_atl_2(id_47443). *positive serious_atl_3(id_47443). *negative
```

For one evidence (occurrence):

- Crisp:
   Always one positive and three negative learning examples
- Monotonized:
   Up to the observed degree positive, the rest negative.

Fuzzy ILP

#### Monotonization of attributes

### damage → damage atl

```
damage_atl(ID,N) :- %unknown values
       damage(ID,N), not(integer(N)).
damage_atl(ID,N) :- %numeric values
       damage(ID,N2), integer(N2),
       damage(N), integer(N), N2>=N.
```

- We infer all lower values as sufficient.
- Treatment of unknown values.
- Negation as failure.

```
serious_0(A):-type(A,fire),pipes(A,0).
serious_0(A):-fatalities(A,0),pipes(A,1),lather(A,0).
serious_1(A):-amateur_units(A,1).
serious_1(A):-amateur_units(A,0),pipes(A,2),aqualung(A,1).
serious_1(A):-damage(A,300000).
serious_1(A):-damage(A,unknown),type(A,fire),prof_units(A,1).
```

serious\_1(A):-dur\_minutes(A,unknown), fatalities(A,0), cars(A,1). serious\_2(A):-lather(A,unknown). serious\_2(A):-lather(A,0), aqualung(A,1), fan(A,0). serious\_2(A):-amateur\_units(A,2),prof\_units(A,2). serious\_2(A):-dur\_minutes(A,unknown).injuries(A,2).

serious\_3(A):-fatalities(A,1). serious\_3(A):-fatalities(A,2).

serious\_3(A):-injuries(A,2), cars(A,2). serious\_3(A):-pipes(A,4).

serious O(A):-dur minutes(A,8).

serious\_atl\_0(A). serious\_atl\_1(A):-injuries\_atl(A,1). serious\_atl\_1(A):-lather\_atl(A,1).

serious\_atl\_1(A):-pipes\_atl(A,3). serious\_atl\_1(A):-dur\_minutes\_atl(A,unknown).

serious\_atl\_1(A):-size\_atl(A,764),pipes\_atl(A,1). serious\_atl\_1(A):-damage\_atl(A,8000),amateur\_units\_atl(A,3).

serious\_atl\_1(A):-type(A,car\_accident).
serious\_atl\_1(A):-pipes\_atl(A,unknown), randomized\_order\_atl(A,35).
serious\_atl\_2(A):-pipes\_atl(A,3), aqualung\_atl(A,1).
serious\_atl\_2(A):-type(A,car\_accident), cars\_atl(A,2),prof\_units\_atl(A,2).

serious\_atl\_2(A):-injuries\_atl(A,1),prof\_units\_atl(A,3),fan\_atl(A,0). serious\_atl\_2(A):-lype(A,other), aqualung\_atl(A,1). serious\_atl\_2(A):-dur\_minutes\_atl(A,59), pipes\_atl(A,3).

serious\_atl\_2(A):-dur\_minutes\_atl(A,59), pipes\_atl(A,3 serious\_atl\_2(A):-injuries\_atl(A,2), cars\_atl(A,2). serious\_atl\_2(A):-fatalities\_atl(A,1).

serious\_atl\_3(A):-fatalities\_atl(A,1). serious\_atl\_3(A):-dur\_minutes\_atl(A,unknown),pipes\_atl(A,3). Crisp hypothesis

- Monotonized hypothesis
  - Monotonicity axioms
  - Monotonized learning examples

**Evaluation and Conclusion** 

Introduction

## **Evaluation and Comparison of Results**

		Raw ILP	Monot. ILP
Monot. test set	TP:	42	57
positive: 64	FP:	7	6
negative: 36	Precision:	0,857	0,905
sum: 100	Recall:	0,656	0,891
	F-measure:	0,743	0,898
Crisp test set	TP:	12	15
positive: 25	FP:	13	10
negative: 75	Precision:	0,480	0,600
sum: 100	Recall:	0,480	0,600
	F-measure:	0,480	0,600

- Rules evaluated on both testing sets.
  - By use of conversion predicates (next slide)
- Monotonized rules better in both cases.
- Even better than other classifiers (Znalosti 2010).

**Evaluation and Conclusion** 

#### **Conversion of Results**

### crisp → monotone

### monotone → crisp

```
serious_atl_0(ID) :- serious_2(ID).
serious_atl_1(ID) :- serious_2(ID).
serious atl 2(ID) :- serious 2(ID).
```

#### **Summary**

Introduction

- Proposed a system for extraction of semantic information
- Based on linguistic tools for automatic text annotation
- Extraction rules adopted from Netgraph application.
- ILP used for learning rules.
- Our future research will concentrate on:
  - Learning of extraction rules.
  - Extension of the method with WordNet technology.
  - Adaptation of this method on other languages.
  - Evaluation of the method.