

# Improving Information Extraction by Acquiring External Evidence with Reinforcement Learning

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- Narasimhan, Karthik, Adam Yala, and Regina Barzilay.  
"Improving information extraction by acquiring external  
evidence with reinforcement learning." arXiv preprint  
arXiv:1603.07954 (2016)

# Motivation

*ShooterName:* Scott Westerhuis  
*NumKilled:* 6

**A couple and four children** found dead in their burning South Dakota home had been shot in an apparent murder-suicide, officials said Monday.

...

**Scott Westerhuis's** cause of death was "shotgun wound with manner of death as suspected suicide," it added in a statement.

Example database: shooting incidents

- Difficult to extract such expression
- A large annotated training set may not cover
- Quiz:
  - Can you give an approach to solve the "difficult expression" when extracting information?

# Motivation

The **six members** of a South Dakota family found dead in the ruins of their burned home were fatally shot, with one death believed to be a suicide, authorities said Monday.

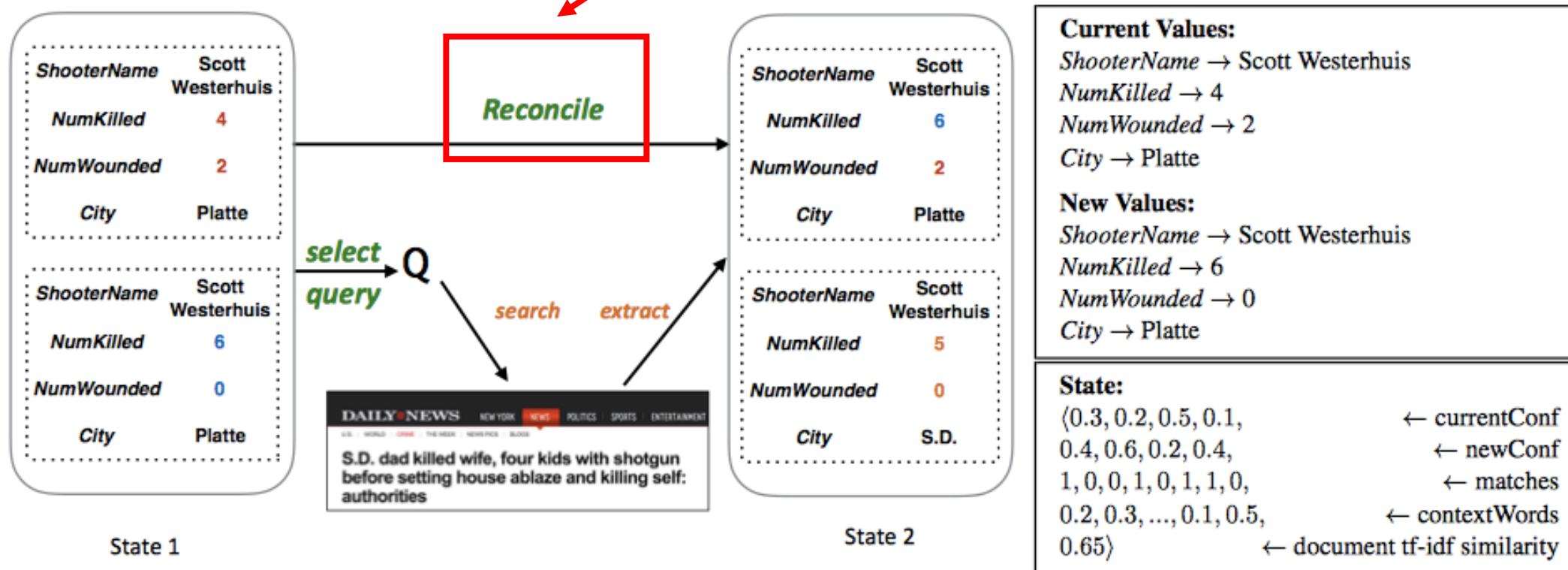
AG Jackley says all evidence supports the story he told based on preliminary findings back in September: **Scott Westerhuis** shot his wife and children with a shotgun, lit his house on fire with an accelerant, then shot himself with his shotgun.

Two other articles on the same shooting case.

- Another 2 articles describing same event
  - The target of extraction is expressed explicitly
- Challenges
  - performing event co-reference
  - reconciling the entities extracted from these different documents

# Outline

RL model provides action



# FRAMEWORK—MDP

- markov decision process
- Tuple  $\langle S, A, T, R \rangle$
- $S = \{s\}$  is the space of all possible states
- $A = \{a = (d, q)\}$  is the set of all actions
- $R(s, a)$  is the reward function
- $T(s' | s, a)$  is the transition function.

# MDP—States

- Confidence scores of current and newly extracted entity values.
- One-hot encoding of matches between current and new values.
- Unigram/tf-idf counts of context words.
- tf-idf similarity between the original article and the new article

**State:**

0.3, 0.2, 0.5, 0.1,	← currentConf
0.4, 0.6, 0.2, 0.4,	← newConf
1, 0, 0, 1, 0, 1, 1, 0,	← matches
0.2, 0.3, ..., 0.1, 0.5,	← contextWords
0.65}	← document tf-idf similarity

# MDP—Actions

At each step, the agent is required to take two actions

- a reconciliation decision  $d$  and a query choice  $q$ .

- (1) accept a specific entity's value (one action per entity)

- (2) accept all entity values

- (3) reject all values

- (4) stop



# MDP—Rewards

- The reward function is chosen to maximize the final extraction accuracy while minimizing the number of queries.
- Embedded in DQN(Deep Q-Network)

$$R(s, a) = \sum_{\text{entity } j} \text{Acc}(e_{cur}^j) - \text{Acc}(e_{prev}^j)$$

# MDP—Queries

- The queries are based on automatically generated templates

<p><i>⟨title⟩</i></p> <p><i>⟨title⟩</i> + (police   identified   arrested   charged)</p> <p><i>⟨title⟩</i> + (killed   shooting   injured   dead   people)</p> <p><i>⟨title⟩</i> + (injured   wounded   victim)</p> <p><i>⟨title⟩</i> + (city   county   area)</p>
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# MDP—Transitions

- $T(s_0 | s, a)$  incorporates the reconciliation decision  $d$  from the agent in state  $s$  along with the values from the next article retrieved using query  $q$  and produces the next state  $s_0$ .

# Reinforcement Learning

- Utilizes  $Q(s, a)$  to determine which action  $a$  to perform in state  $s$
- Deep Q-learning model
- Iteratively updates  $Q(s, a)$  using the rewards obtained from episodes— $R(s, a)$

$$Q_{i+1}(s, a) = E[r + \gamma \max_{a'} Q_i(s', a') \mid s, a]$$

Quiz:

what's the usage of  $\gamma$  (discounting factor) ?

# Experiment

- Datasets

- Gun Violence archive
- Foodshield EMA database

Number	Shootings			Adulteration		
	Train	Test	Dev	Train	Test	Dev
Source articles	306	292	66	292	148	42
Downloaded articles	8201	7904	1628	7686	5333	1537

- For each source article —download top 20 links using the Bing Search API 11 with different automatically generated queries.
- Train source articles -> base extractor
- Train whole articles -> DQN
- maximum entropy classifier as the base extraction system

# Experiment—Result

System	Shootings				Adulteration		
	ShooterName	NumKilled	NumWounded	City	Food	Adulterant	Location
<i>CRF extractor</i>	9.5	65.4	64.5	47.9	41.2	28.3	51.7
<i>Maxent extractor</i>	45.2	69.7	68.6	53.7	56.0	52.7	67.8
<i>Confidence Agg. (<math>\tau</math>)</i>	45.2 (0.6)	70.3 (0.6)	72.3 (0.6)	55.8 (0.6)	56.0 (0.8)	54.0 (0.8)	69.2 (0.6)
<i>Majority Agg. (<math>\tau</math>)</i>	47.6 (0.6)	69.1 (0.9)	68.6 (0.9)	54.7 (0.7)	56.7 (0.5)	50.6 (0.95)	72.0 (0.4)
<i>Meta-classifier</i>	45.2	70.7	68.4	55.3	55.4	52.7	72.0
RL-Basic	45.2	71.2	70.1	54.0	57.0	55.1	76.1
RL-Query (conf)	39.6	66.6	69.4	44.4	39.4	35.9	66.4
RL-Extract	<b>50.0</b>	<b>77.6*</b>	<b>74.6*</b>	<b>65.6*</b>	<b>59.6*</b>	<b>58.9*</b>	<b>79.3*</b>
ORACLE	57.1	86.4	83.3	71.8	64.8	60.8	83.9

Accuracy of various baselines (italics), our system (DQN) and the Oracle on Shootings and Adulteration datasets

# Experiment—Result

Reconciliation (RL-Extract)	Context	Reward	Accuracy				Steps
			S	K	W	C	
<i>Confidence</i>	tf-idf	Step	47.5	71.5	70.4	60.1	8.4
<i>Majority</i>	tf-idf	Step	43.6	71.8	69.0	59.2	9.9
Replace	<i>No context</i>	Step	44.4	77.1	72.5	63.4	8.0
Replace	<i>Unigram</i>	Step	48.9	76.8	74.0	63.2	10.0
Replace	tf-idf	<i>Episode</i>	42.6	62.3	68.9	52.7	6.8
Replace	tf-idf	Step	<b>50.0</b>	<b>77.6</b>	<b>74.6</b>	<b>65.6</b>	9.4

Effect of using *different reconciliation schemes, context-vectors*, and *rewards* in our RL framework (Shootings domain)

# Conclusion

- Using external evidence to improve information extraction accuracy for domains with limited access to training data.
- Each step
  - search queries
  - extraction from new sources
  - reconciliation of extracted values
- Using a reinforcement learning framework and learn optimal action sequences to maximize extraction accuracy while penalizing extra effort



Thank You!