



Latent Variable Models of Lexical Semantics

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Agenda

- Topic Modeling Tutorial
- Quick Overview of Lexical Semantics
- Examples & Practical Tips
 - Selectional Preferences
 - Argument types for relations extracted from the web
 - Event Type Induction
 - Induce types for events extracted from social media
 - Weakly Supervised Named Entity Classification
 - Classify named entities extracted from social media into types such as PERSON, LOCATION, PRODUCT, etc...

TOPIC MODELING

Useful References:

- **Parameter estimation for text analysis**
 - Gregor Heinrich
 - <http://www.arbylon.net/publications/text-est.pdf>
- **Gibbs Sampling for the Uninitiated**
 - Philip Resnik, Eric Hardisty
 - <http://www.cs.umd.edu/~hardisty/papers/gsfu.pdf>
- **Bayesian Inference with Tears**
 - Kevin Knight
 - <http://www.isi.edu/natural-language/people/bayes-with-tears.pdf>

Topic Modeling: Motivation

- Uncover Latent Structure
- Lower Dimensional Representation
- Probably a good fit if you have:
 - Large amount of grouped data
 - Unlabeled
 - Not even sure what the labels should be?

Topic Modeling: Motivation

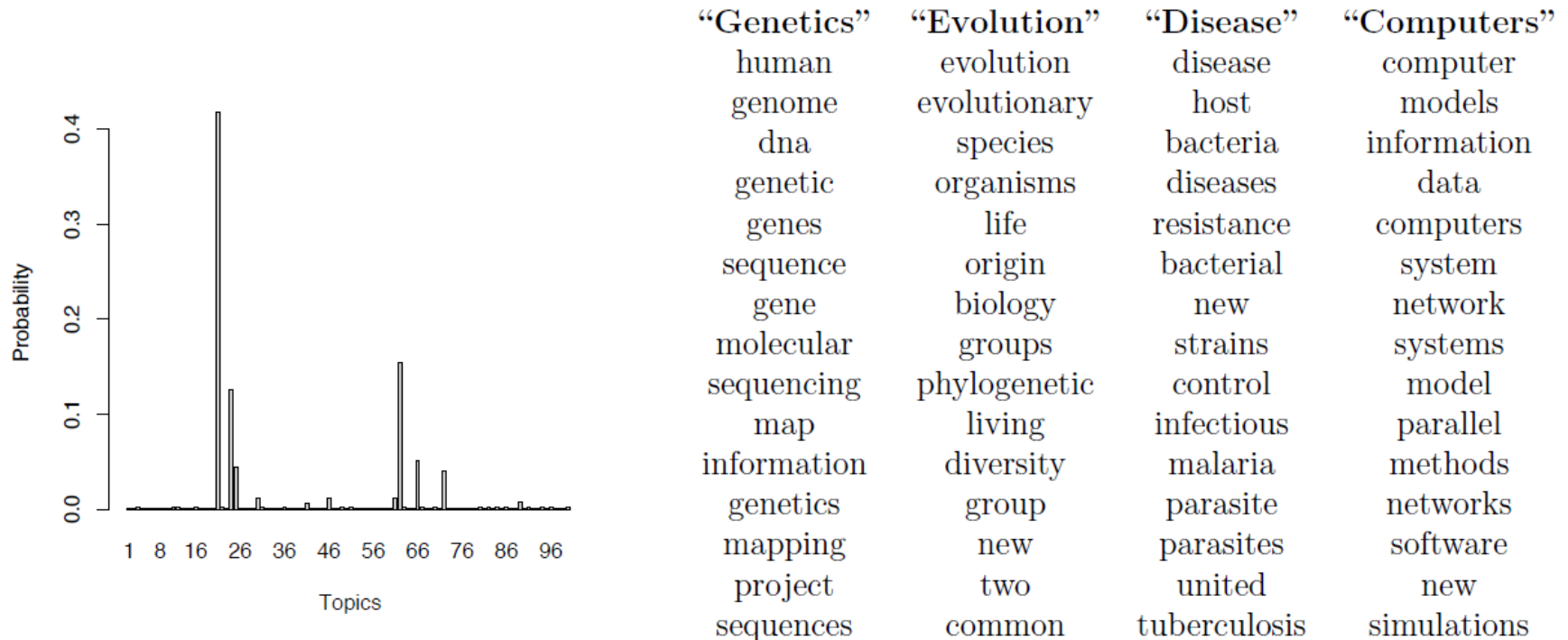


Figure 2: **Real inference with LDA.** We fit a 100-topic LDA model to 17,000 articles from the journal *Science*. At left is the inferred topic proportions for the example article in Figure 1. At right are the top 15 most frequent words from the most frequent topics found in

Terminology

- I'm going to use the terms:
 - Documents / Words / Topics
- Really these models apply to any kind of grouped data:
 - Images / Pixels / Objects
 - Users / Friends / Groups
 - Music / Notes / Genres
 - Archeological Sites / Artifacts / Building Type

Estimating Parameters from Text

- Consider document as a bag of random words:

$$P(D|\theta) = \prod_j P(w_j|\theta) = \prod_j \theta_{w_j} = \prod_w \theta_w^{N_w}$$

- How to estimate θ ?

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

$$\text{Posterior} = \frac{\text{Likelihood} \times \text{Prior}}{\text{Evidence}}$$

What is $P(\theta)$?

Dirichlet Distribution ($\text{Dir}(\theta|\alpha)$):

$$P(\theta|\alpha) = \frac{1}{Z(\theta)} \times \prod \theta_j^{\alpha_j - 1}$$

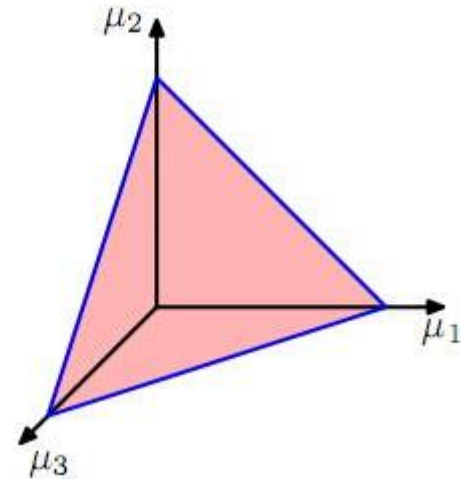
$$\begin{aligned} P(\theta|D, \alpha) &= \frac{\prod_w \theta_w^{n_w} P(\theta|\alpha)}{P(D)} \\ &= \text{Dir}(\theta|n + \alpha) \end{aligned}$$

What is $P(\theta)$?

- Dirichlet Distribution ($\text{Dir}(\theta|\alpha)$):

$$P(\theta|\alpha) = \frac{1}{Z(\theta)} \times \prod \theta_j^{\alpha_j - 1}$$

The Dirichlet distribution over three variables μ_1, μ_2, μ_3 is confined to a simplex (a bounded linear manifold) of the form shown, as a consequence of the constraints $0 \leq \mu_k \leq 1$ and $\sum_k \mu_k = 1$.



What is $P(\theta)$?

- Dirichlet Distribution ($\text{Dir}(\theta|\alpha)$):

$$P(\theta|\alpha) = \frac{\Gamma(\sum \theta_j)}{\prod \Gamma(\theta_j)} \prod \theta_j^{\alpha_j - 1}$$

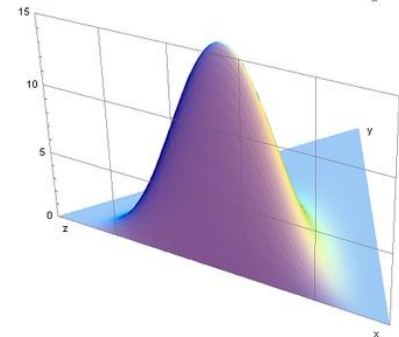
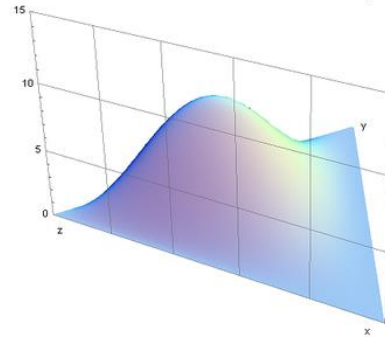
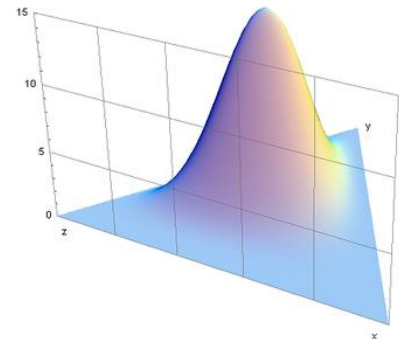
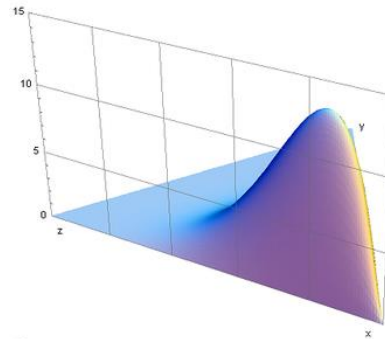
- Examples:

$\text{Dir}(6,2,2)$

$\text{Dir}(3,7,5)$

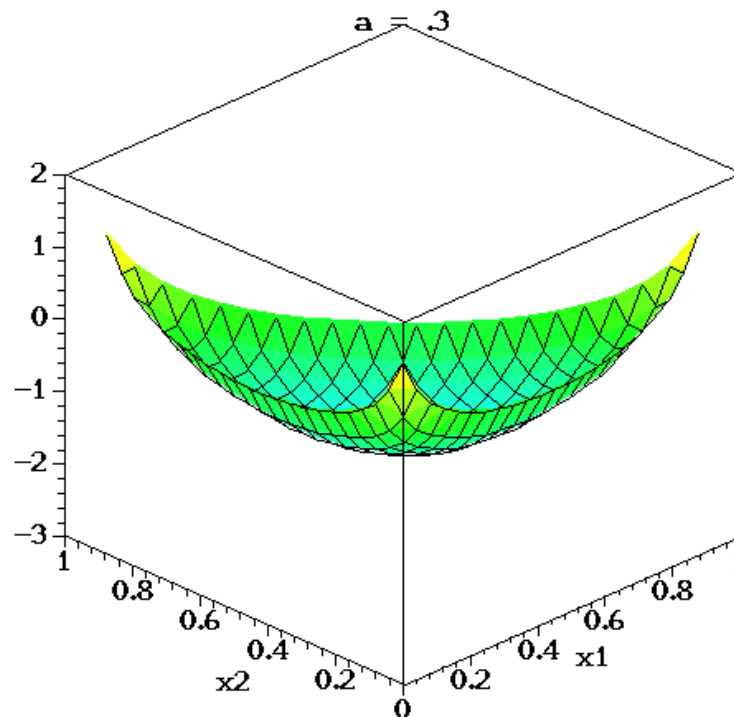
$\text{Dir}(6,2,6)$

$\text{Dir}(2,3,4)$



What is $P(\theta)$?

- Sparse Prior: $0 < \alpha < 1$
 $\log(\text{Dir}(\theta|\alpha, \alpha, \alpha))$

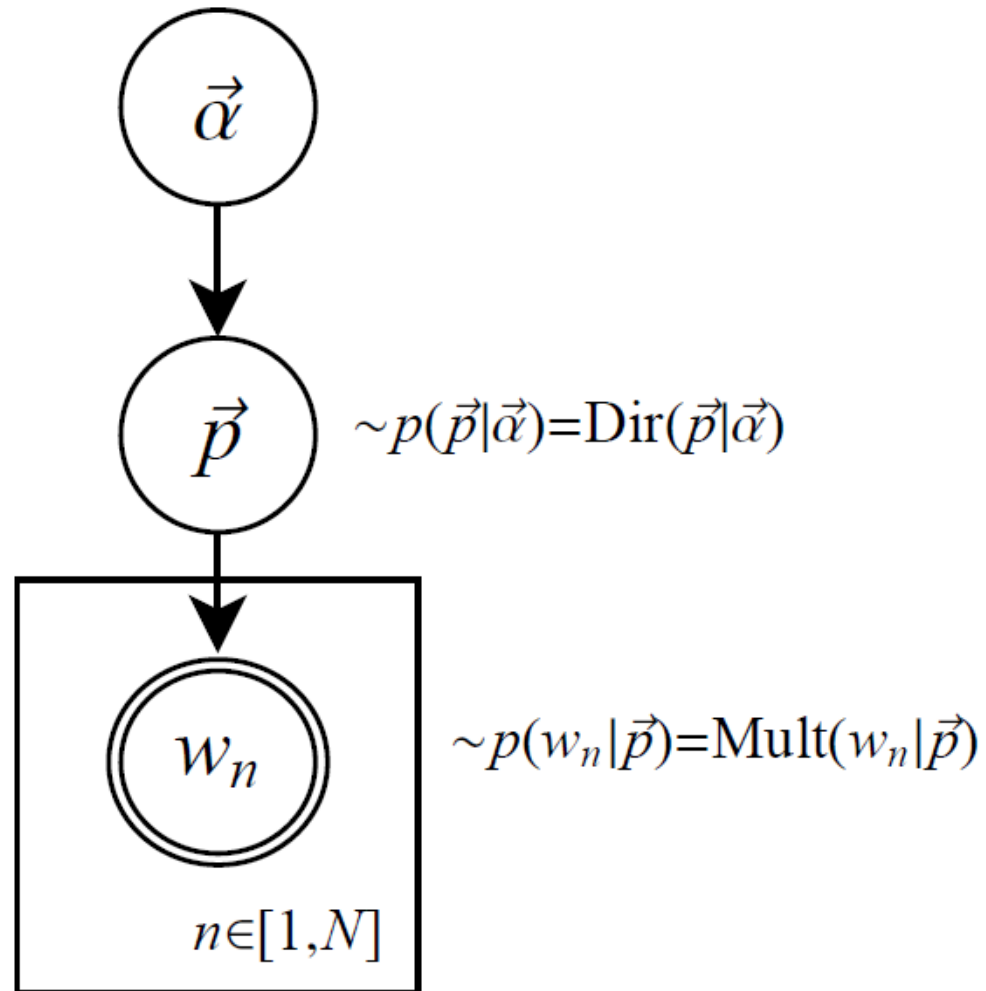


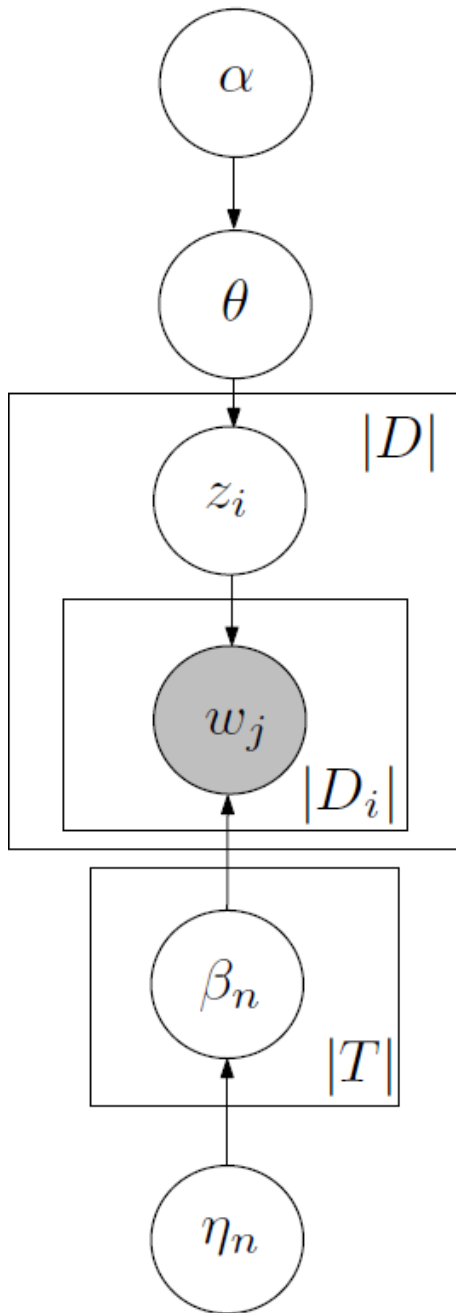
Generative Latent Variable Models

- Make up a story about how the data were generated
 - Involves Latent Variables which we never see
- Apply Bayesian inference to invert generative model
- Generative Story:

$$\theta \sim \text{Dir}(\theta | \alpha)$$
$$w \sim \text{Mult}(w | \theta)$$

Graphical Models: Plate Notation

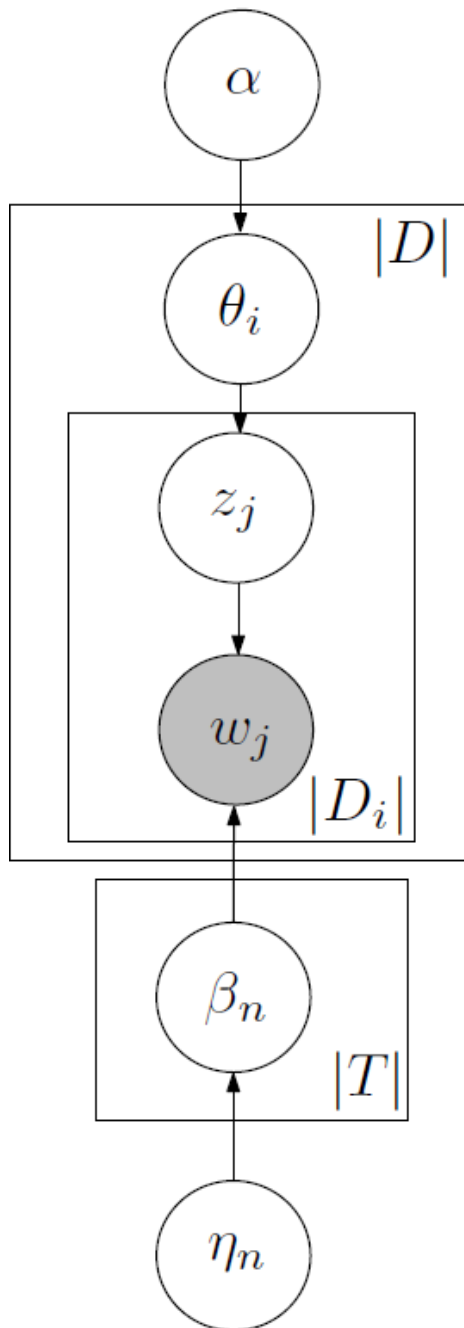




Naïve Bayes Mixture Model

- Data is a set of “documents”
- Hidden Variables are categories
- Inference typically performed using EM
 - Maximize lower bound on likelihood

Latent Dirichlet Allocation



- Admixture Model
- Grouped Data
 - Each group is a mixture of underlying causes

Latent Dirichlet Allocation

Topics

gene	0.04
dna	0.02
genetic	0.01
...	

life	0.02
evolve	0.01
organism	0.01
...	

brain	0.04
neuron	0.02
nerve	0.01
...	

data	0.02
number	0.02
computer	0.01
...	

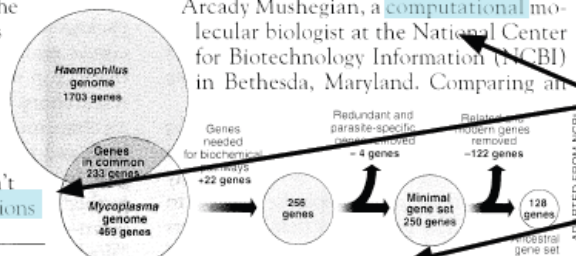
Documents

Seeking Life's Bare (Genetic) Necessities

COLD SPRING HARBOR, NEW YORK—How many genes does an organism need to survive? Last week at the genome meeting here,* two genome researchers with radically different approaches presented complementary views of the basic genes needed for life. One research team, using computer analyses to compare known genomes, concluded that today's organisms can be sustained with just 250 genes, and that the earliest life forms required a mere 128 genes. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those predictions

"are not all that far apart," especially in comparison to the 75,000 genes in the human genome, notes Siv Andersson of Uppsala University in Sweden, who arrived at the 800 number. But coming up with a consensus answer may be more than just a genetic numbers game, particularly as more and more genomes are completely mapped and sequenced. "It may be a way of organizing any newly sequenced genome," explains Arcady Mushegian, a computational molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing an



* Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

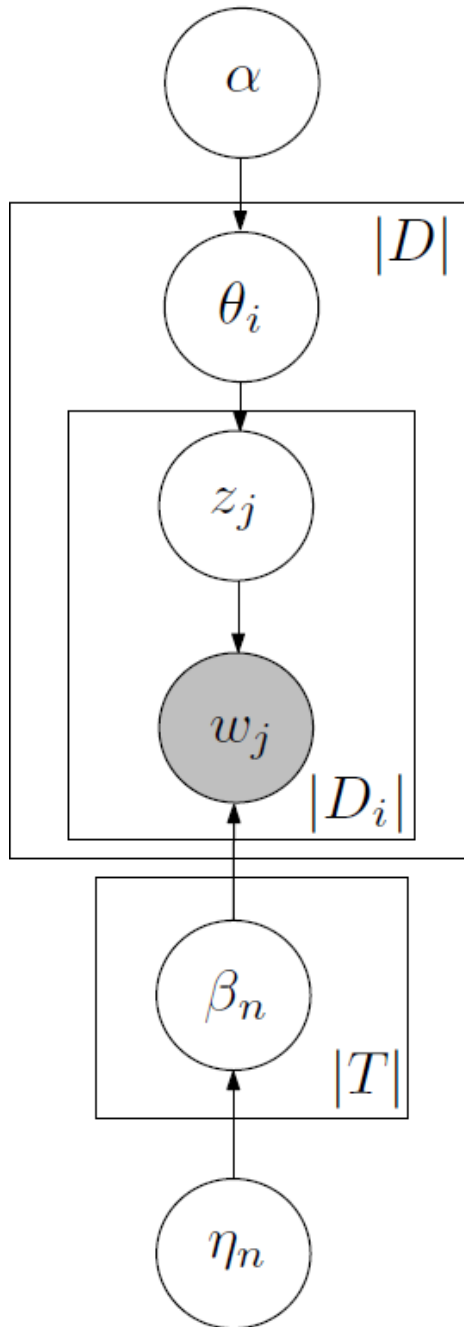
Stripping down. Computer analysis yields an estimate of the minimum modern and ancient genomes.

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Topic proportions and assignments



Inference



- Exact Inference is Generally Intractable
- Instead, use approximate inference:
 - **Collapsed Gibbs Sampling**
 - Mean-Field Variational Inference
 - Expectation Propagation

Markov Chain Monte Carlo (MCMC)

1. Hidden Variables assignments are state space
2. Design a transition function
3. Start with arbitrary assignment to hidden variables
4. Randomly transition around the state space
5. After sufficient “burn in” samples come from the desired posterior

Gibbs Sampling

- Start with random assignment to hidden variables
- Iteratively sample each hidden variable
 - Forget the value of z_i
 - Condition on assignment to all other z 's
 - Analytically integrate out parameters
- Want to sample from:

$$z_j \sim P(z_j | Z_{-j}, W)$$

Sampling $z_j \sim P(z_i | Z_{-i}, W)$

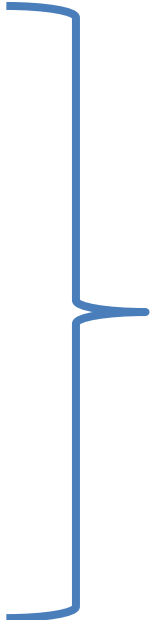
- $P(z_j | Z_{-j}, W) = \frac{P(z_j, Z_{-j}, W)}{P(Z_{-j}, W)}$
- Note: parameters integrated out
 - A bunch of gamma functions cancel out...

$$P(z_j = z | Z_{-j}, W) = \frac{n_{w_{-j}}^z + \beta_{w_j}}{n^z + \beta} \times \frac{n_{z_{-j}}^d + \alpha_{z_j}}{n^d + \alpha}$$

Collapsed Gibbs Sampling for LDA

- Maintain counts:
 - n_d^z = Document topic counts
 - n_z^w = Topic word counts
- For each word position j in document i :
 - Forget z_j :
 - Decrement $n_{d_i}^{z_j}$
 - Decrement $n_{z_j}^{w_j}$
 - Sample new z_j :
 - $z_j \sim P(z_j | Z_{-j}, W)$
 - Increment counts for new z_j :
 - Increment $n_{d_i}^{z_j}$
 - Increment $n_{z_j}^{w_j}$

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 - Increment counts for new z_j :
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 - Increment $n_{z_j}^{w_j}$
- 
- One Gibbs Iteration

Gibbs Sampling in Practice

- Start out with random assignment to z_j 's
- Run gibbs sampling for some number of “burn in iterations”
 - No way to really tell when the markov chain has converged to the posterior distribution
 - 1000 iterations often works well in practice...
- Use final assignment to z_j 's to estimate θ_i 's and β_k 's

Gibbs Sampling: Scalability

- For each word, have to enumerate distribution over possible topics before sampling:
 - $O(w \times t)$
- Parallelization (**Newmann et. al. 2009**)
 - Simple approach to parallelization
 - Approximation (to approximate inference technique)
 - Works great in practice

LEXICAL SEMANTICS

Semantics

- Semantic Parsing:
 - Translate sentences into meaning representations

Semantics

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 - Translate sentences into meaning representations

What	states	border	Texas
$(S/(S \backslash NP))/N$	N	$(S \backslash NP)/NP$	NP
$\lambda f. \lambda g. \lambda x. f(x) \wedge g(x)$	$\lambda x. state(x)$	$\lambda x. \lambda y. borders(y, x)$	$texas$
$\xrightarrow{>}$		$\xrightarrow{>}$	
$S/(S \backslash NP)$		$(S \backslash NP)$	
$\lambda g. \lambda x. state(x) \wedge g(x)$		$\lambda y. borders(y, texas)$	
$\xrightarrow{>}$			
S			
$\lambda x. state(x) \wedge borders(x, texas)$			

Semantics

- Semantic Parsing:
 - Translate sentences into meaning representations

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$S/(S \setminus NP)$		$(S \setminus NP)$	
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$\xrightarrow{>}$			
$\lambda x. \boxed{state}(x) \wedge \overset{S}{\boxed{borders}}(x, \boxed{texas})$			

S: (n) **state**, province (the territory occupied by one of the constituent administrative districts of a nation) *"his state is in the deep south"*

S: (n) **state** (the way something is with respect to its main attributes) *"the current state of knowledge"; "his state of health"; "in a weak financial state"*

S: (n) **state** (the group of people comprising the government of a sovereign state) *"the state has lowered its income tax"*

- S: (n) **state**, nation, country, land, commonwealth, res publica, body politic (a politically organized body of people under a single government) *"the state has elected a new president"; "African nations"; "students who had come to the nation's capitol"; "the country's largest manufacturer"; "an industrialized land"*

S: (n) state of matter, **state** ((chemistry) the three traditional states of matter are solids (fixed shape and volume) and liquids (fixed volume and shaped by the container) and gases (filling the container)) *"the solid state of water is called ice"*

S: (n) **state** (a state of depression or agitation) *"he was in such a state you just couldn't reason with him"*

S: (n) country, **state**, land (the territory occupied by a nation) *"he returned to the land of his birth"; "he visited several European countries"*

S: (n) Department of State, United States Department of State, State Department, **State**, DoS (the federal department in the United States that sets and maintains foreign policies) *"the Department of State was created in 1789"*

ons

Texas

NP

texas

>

$\lambda g. \lambda x. state(x) \wedge g(x)$

$\lambda y. borders(y, texas)$

$\lambda x. state(x) \wedge borders(x, texas)$

Why Latent Variable Models?

- Automatically Induce dictionaries
 - Similar to topics in topic models
 - Matches the domain
- Little Supervision/Annotation Required
 - Annotate/Train/Test paradigm doesn't scale well to problems in Lexical Semantics
- Generative Models Provide Principled Answers:
 - How to learn dictionaries from corpora?
 - How to disambiguate words in context?
 - Answer a wide variety of task-specific queries

Latent Variables in Lexical Semantics: Selected Work

- **Word Sense Induction**
(Brody and Lapata 2009)
(Reisinger and Mooney 2011)
- **Selectional Preferences**
(Ritter, Mausam, Etzioni 2010)
(O Seaghdha 2010)
- **Named Entity Classification**
(Elsner, Charniak, Johnson 2009)
(Ritter, Clark, Mausam, Etzioni 2011)
- **Event Type Induction**
(Ritter, Mausam, Etzioni, Clark 2012)


Selectional Preferences

- Encode admissible arguments for a predicate
 - E.g. “eat X”

Plausible	Implausible
chicken	Windows XP
eggs	physics
cookies	the document
...	...

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Motivating Examples

- “...the **Lions** *defeated* the Giants....”



Motivating Examples

- “...the **Lions** *defeated* the Giants....”



Motivating Examples

- “...the *Lions* *defeated* the Giants....”
- X defeated Y => X played Y
 - Lions *defeated* the Giants
 - Britian *defeated* Nazi Germany

Topic Modeling For Selectional Preferences

born_in(Sergey Brin,Moscow)
headquartered_in(Microsoft, Redmond)

born_in(Bill Gates, Seattle)

born_in(Einstein, March)
founded_in(Google, 1998)

headquartered_in(Google, Mountain View)
born_in(Sergey Brin,1973)
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Verbs as “Documents”

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born_in(Bill Gates, Seattle)

founded_in(Microsoft,
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1973)

Args can have multiple Types

headquartered_in(Google,
headquartered_in(Microsoft,

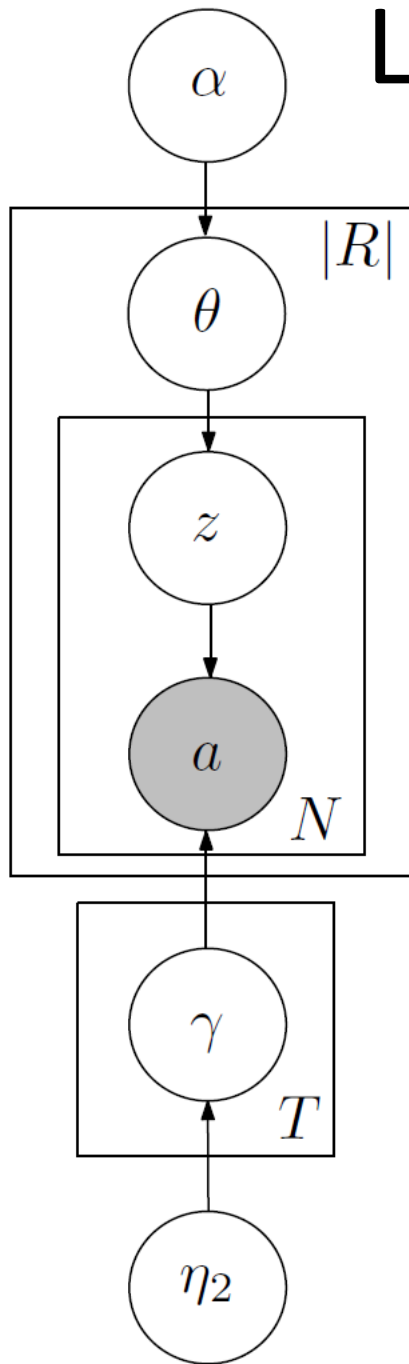
Mountain View)
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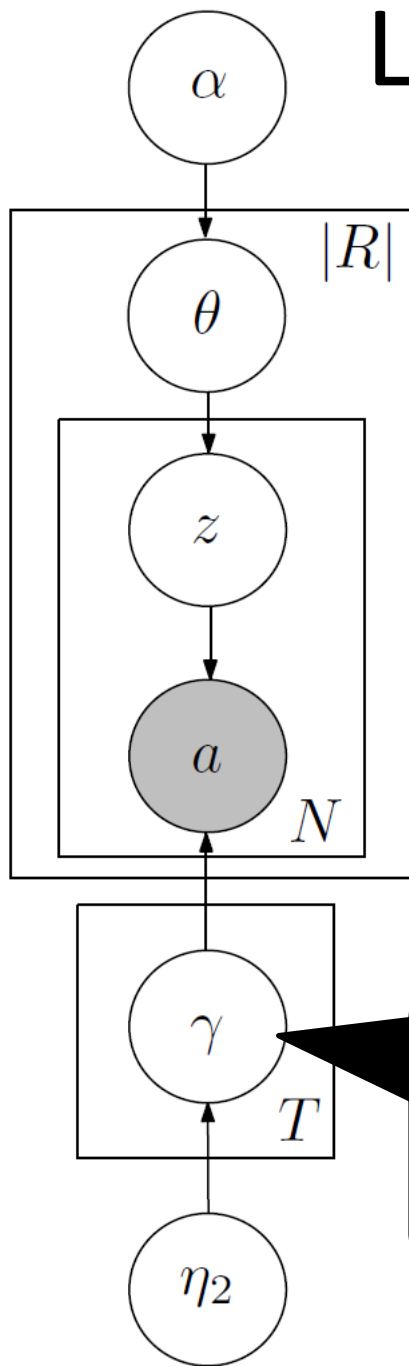
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LDA Generative “Story”

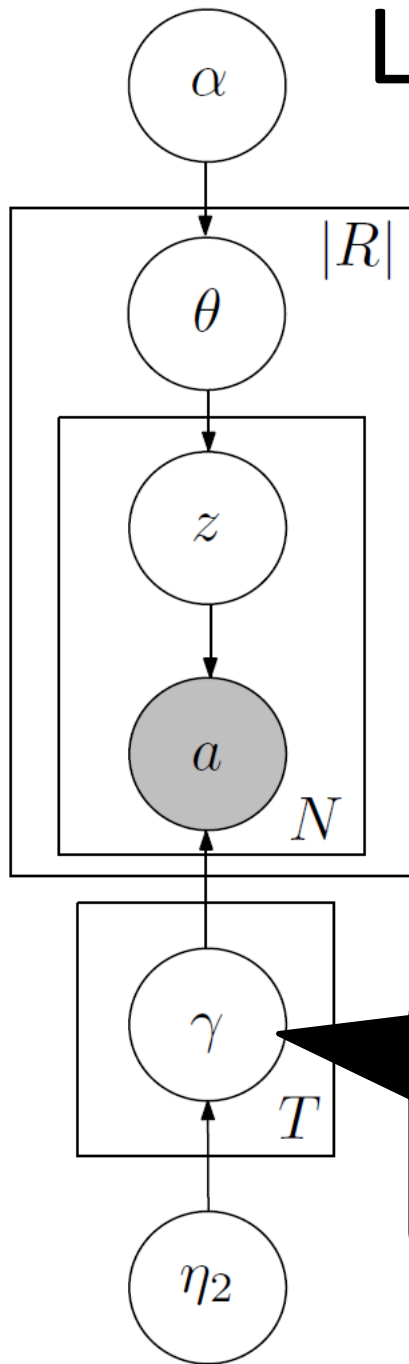


LDA Generative “Story”



For each type, pick
a random
distribution over
words

LDA Generative “Story”



For each type, pick
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distribution over
words

Type 1: **Location**

$P(\text{New York} | T1) = 0.02$

$P(\text{Moscow} | T1) = 0.001$

...

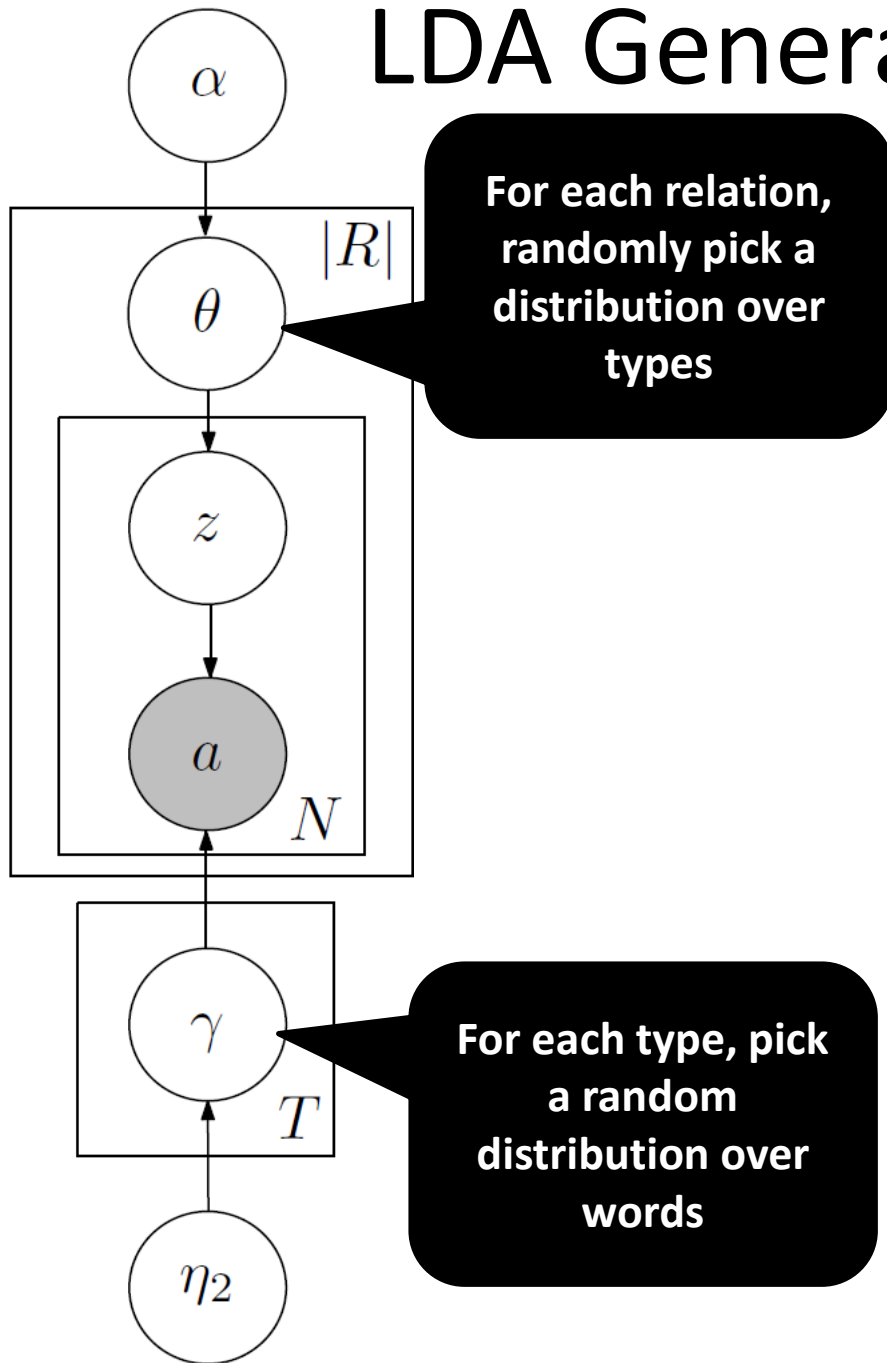
Type 2: **Date**

$P(\text{June} | T2) = 0.05$

$P(1988 | T2) = 0.002$

...

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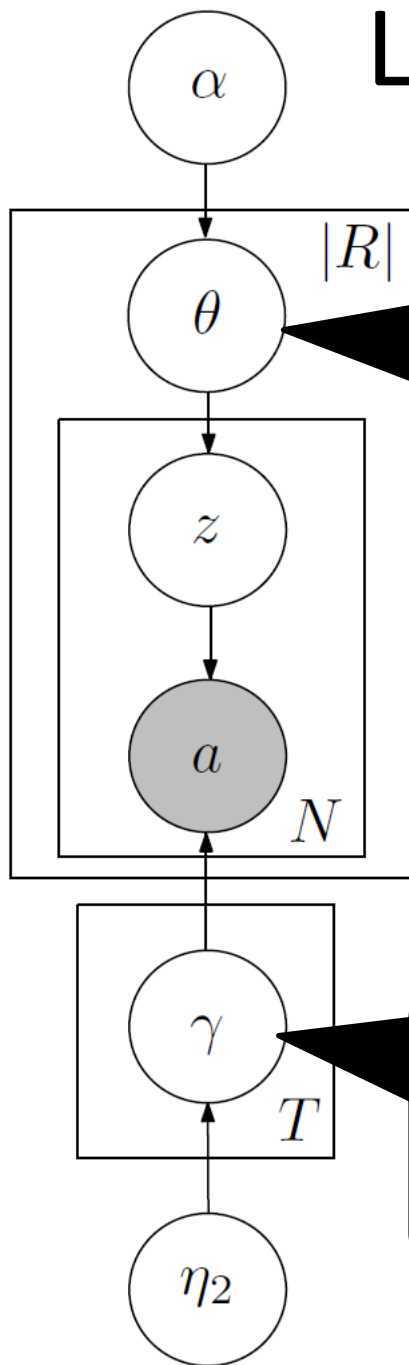
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LDA Generative “Story”



For each relation,
randomly pick a
distribution over
types

born_in X

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...

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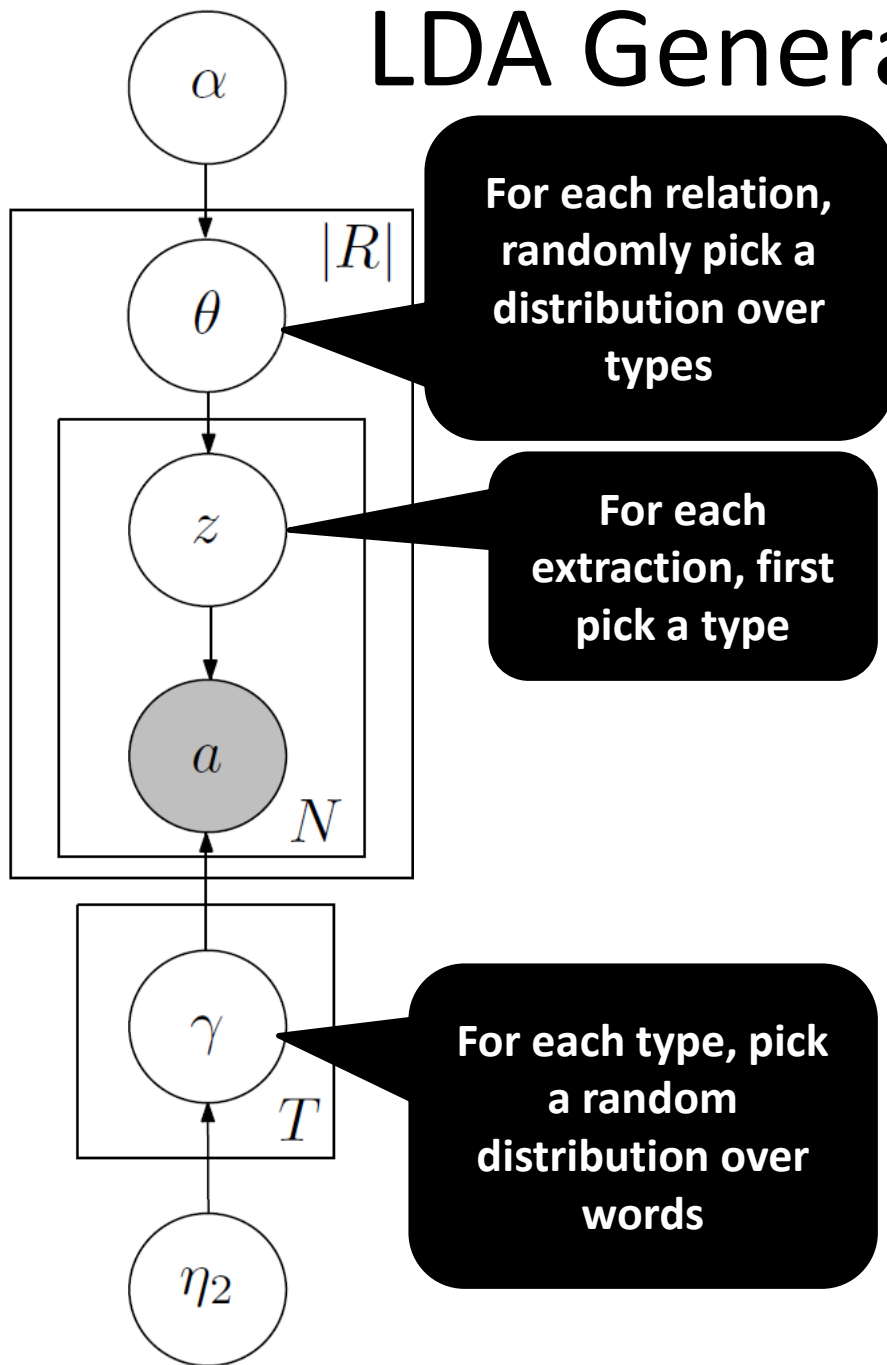
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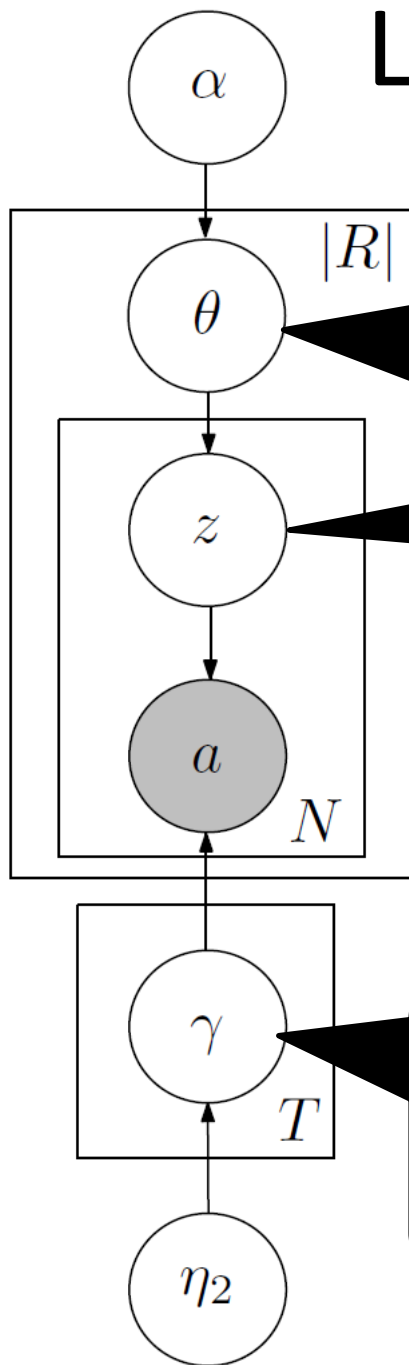
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LDA Generative “Story”



For each relation,
randomly pick a
distribution over
types

For each
extraction, first
pick a type

For each type, pick
a random
distribution over
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 $P(\text{Location} | \text{born_in}) = 0.5$
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born_in **Location**

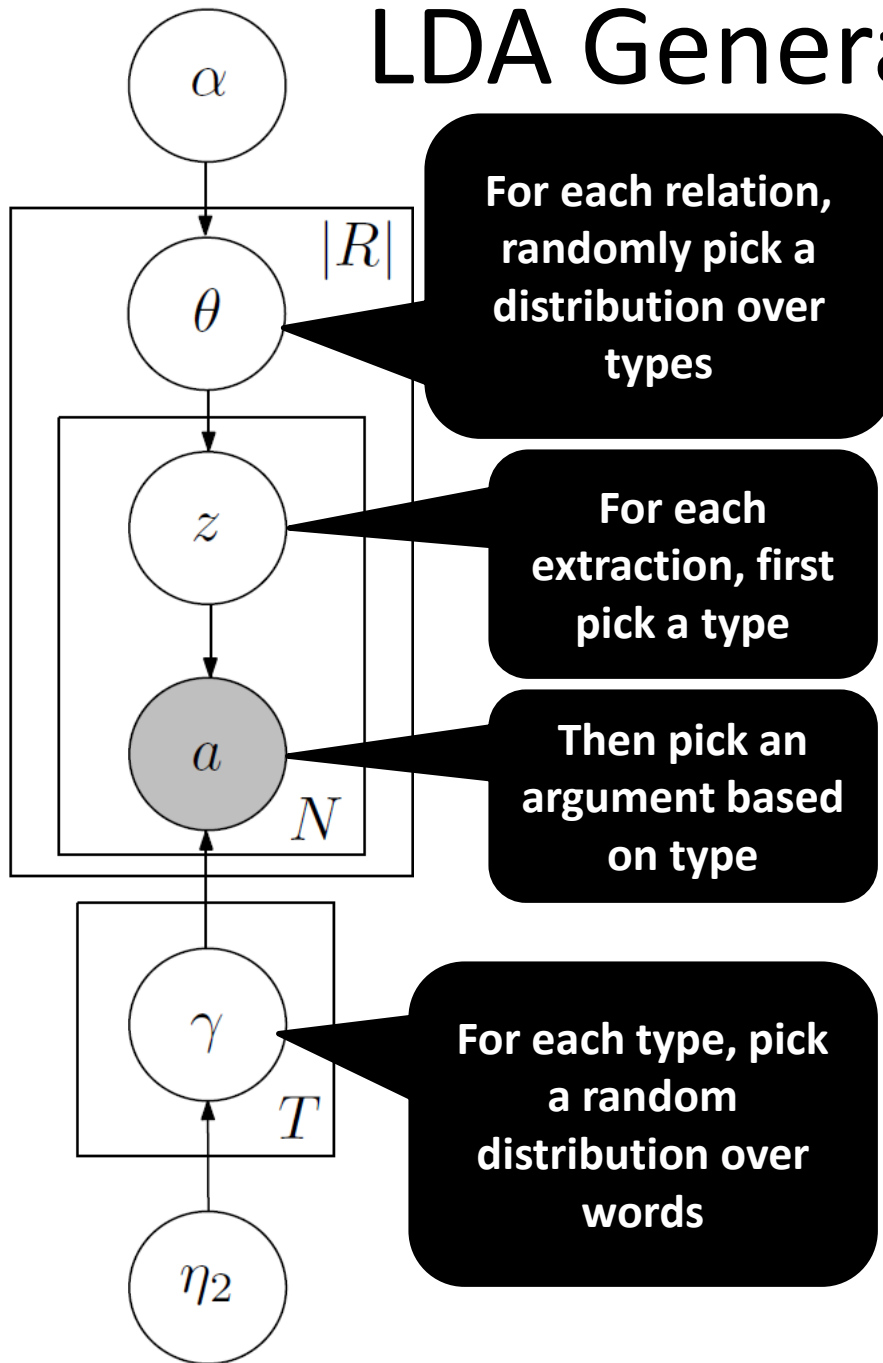
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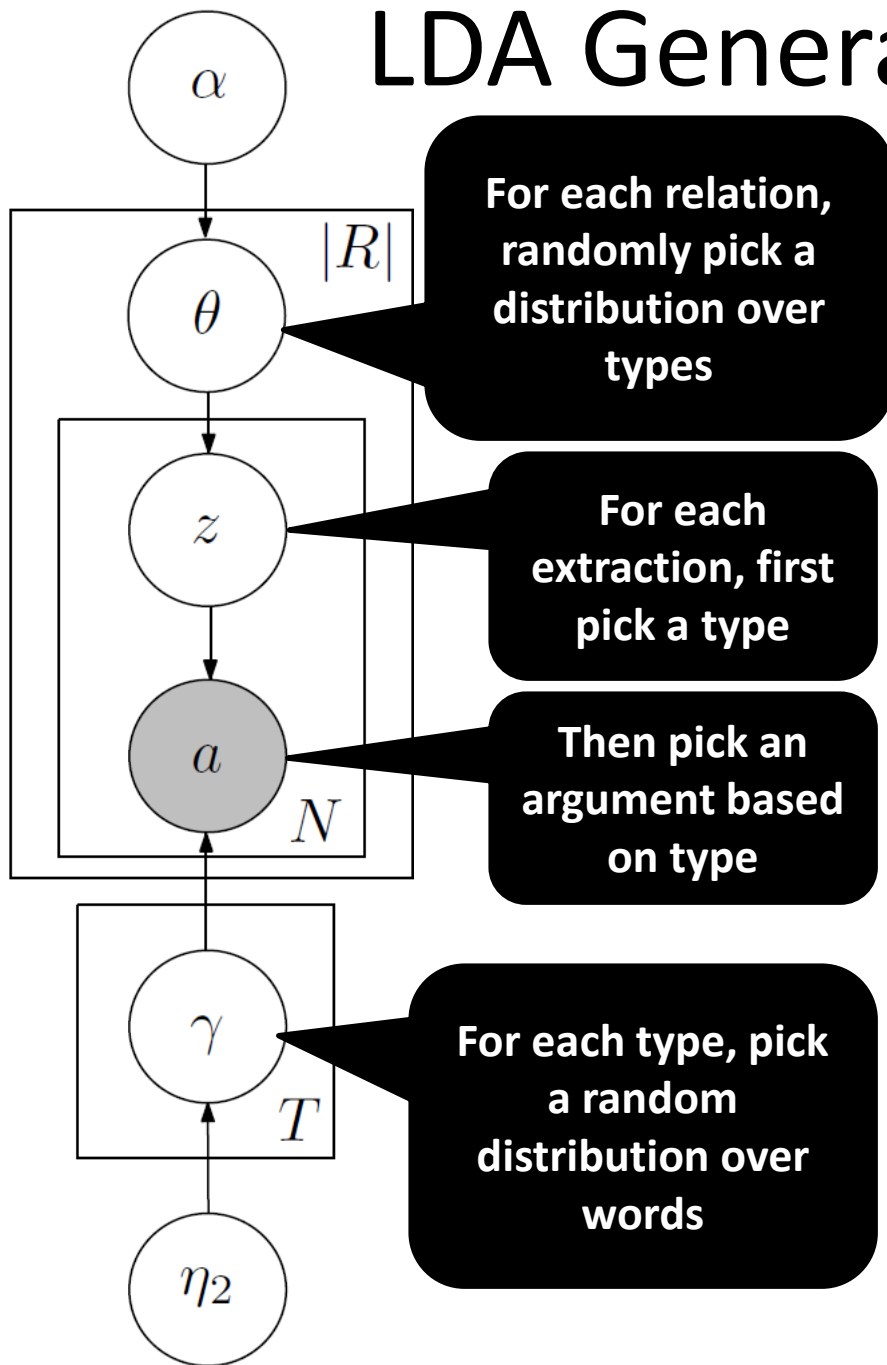
born_in X
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P(**Date**|born_in)= 0.3
...



born_in **Location**

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...	...

LDA Generative “Story”



born_in X
 $P(\text{Location}|\text{born_in})= 0.5$
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...



born_in **Location**

born_in New York



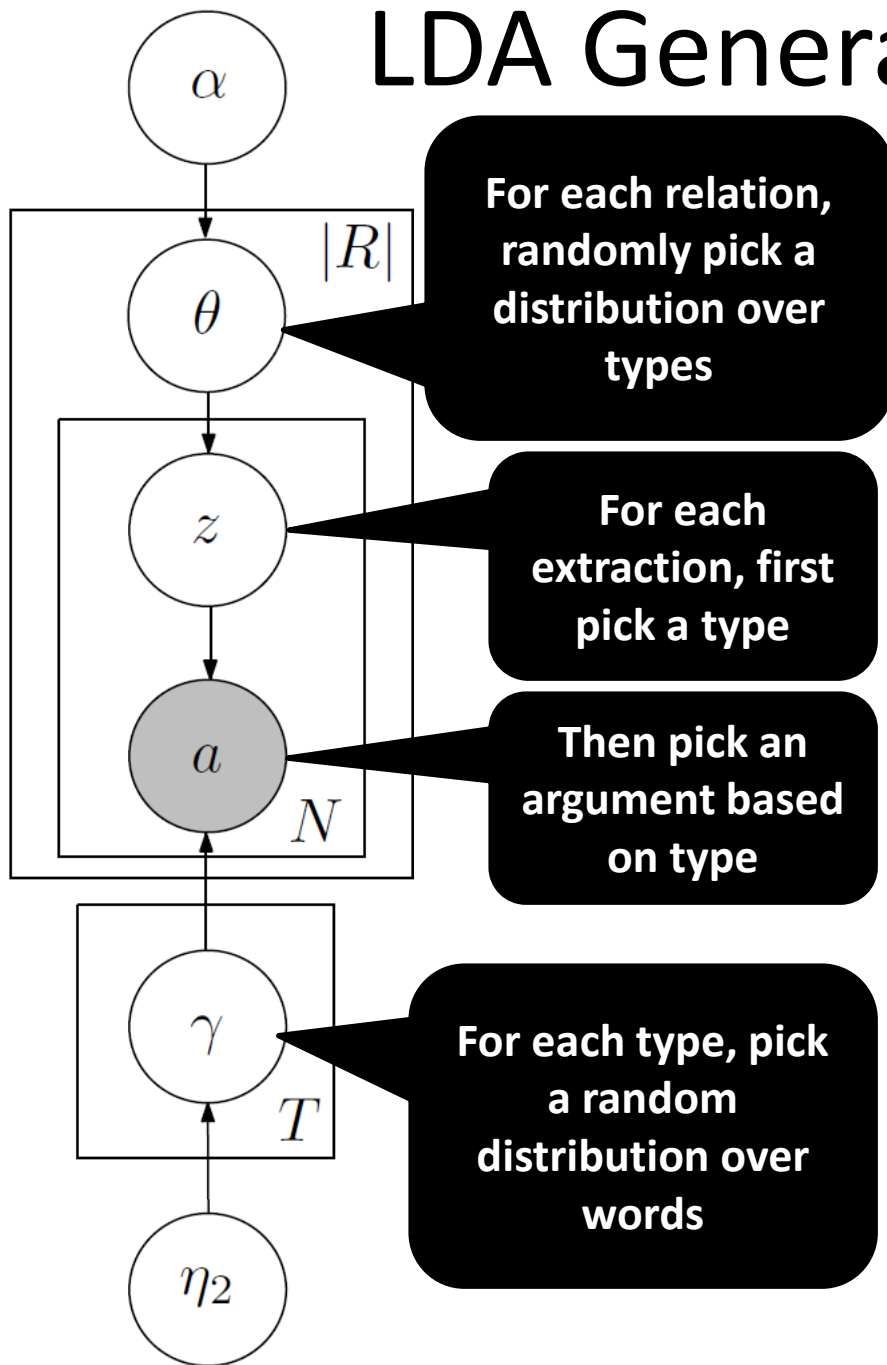
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LDA Generative “Story”



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born_in **Location**

born_in **Date**

born_in New York



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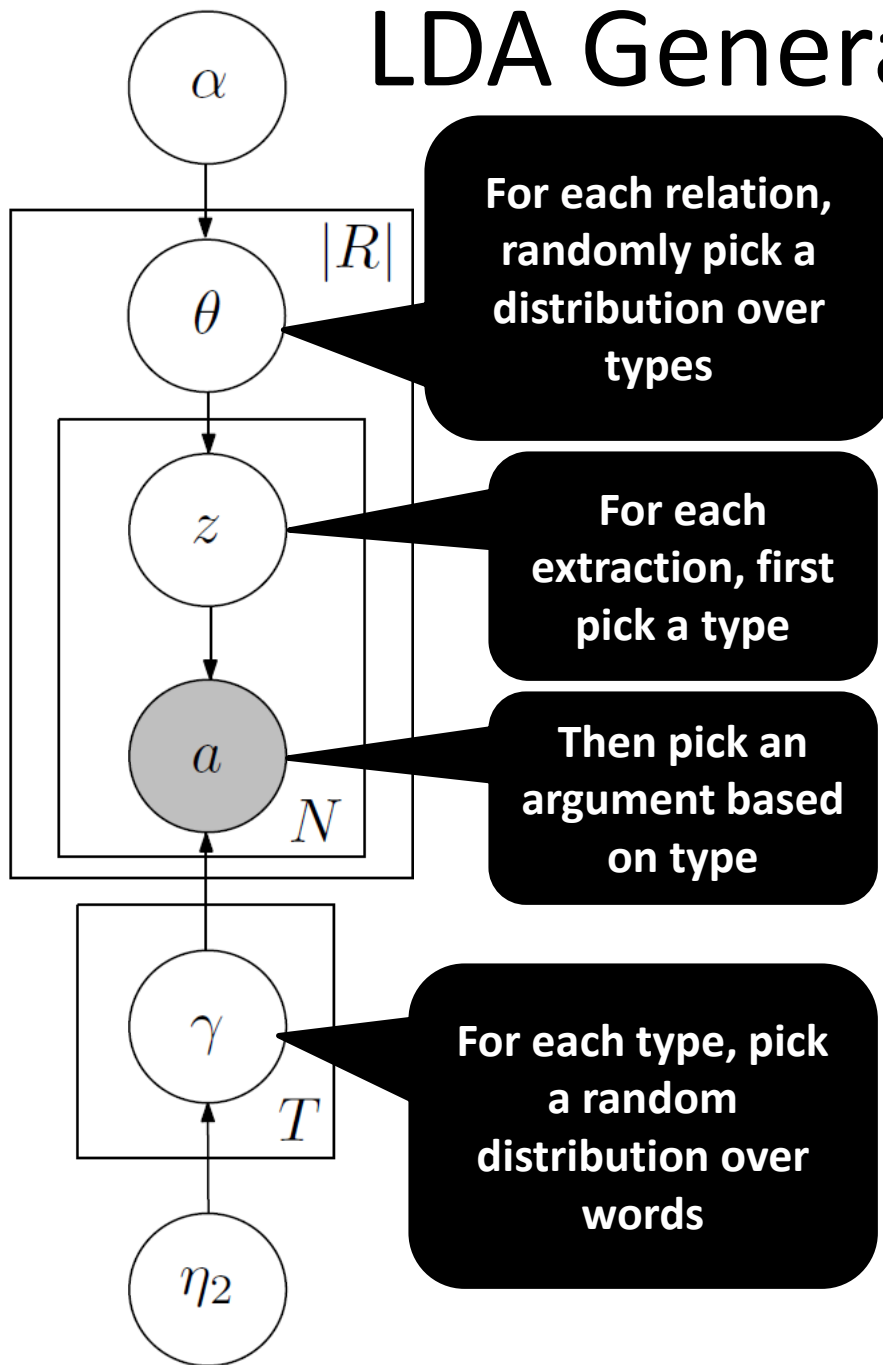
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LDA Generative “Story”



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born_in **Location**

born_in **Date**

born_in New York

born_in 1988



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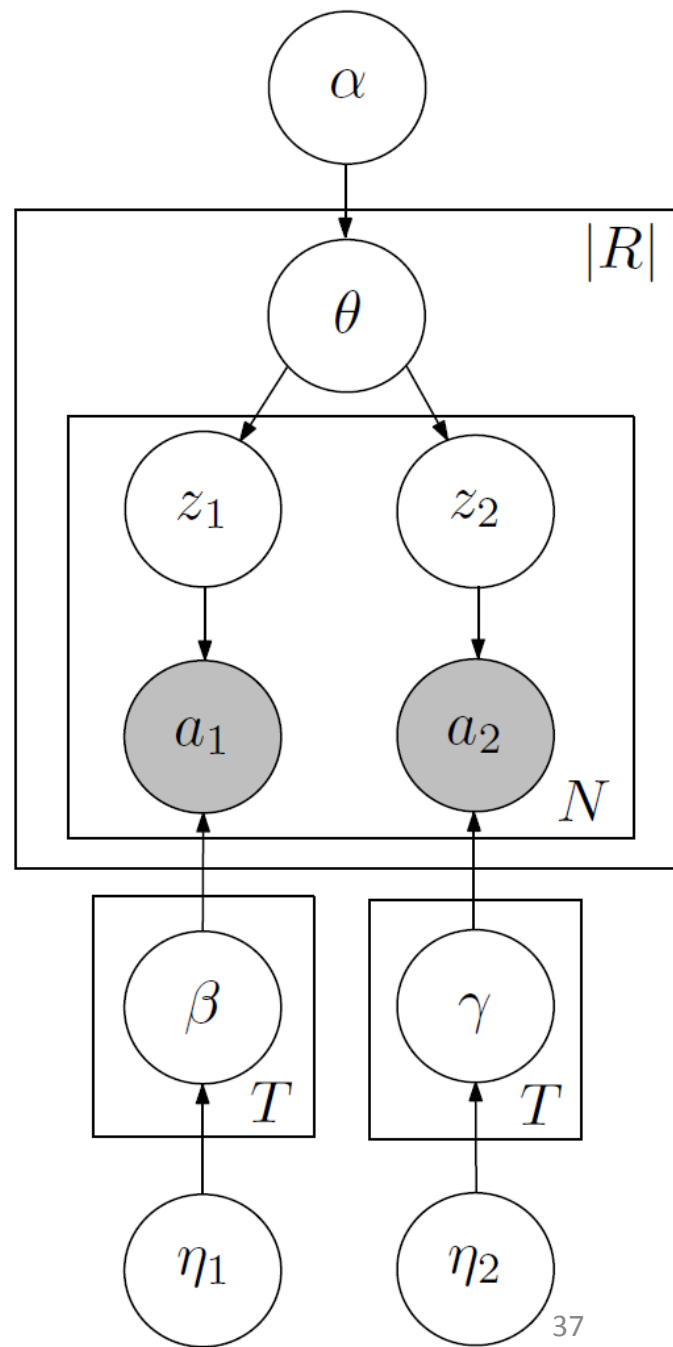
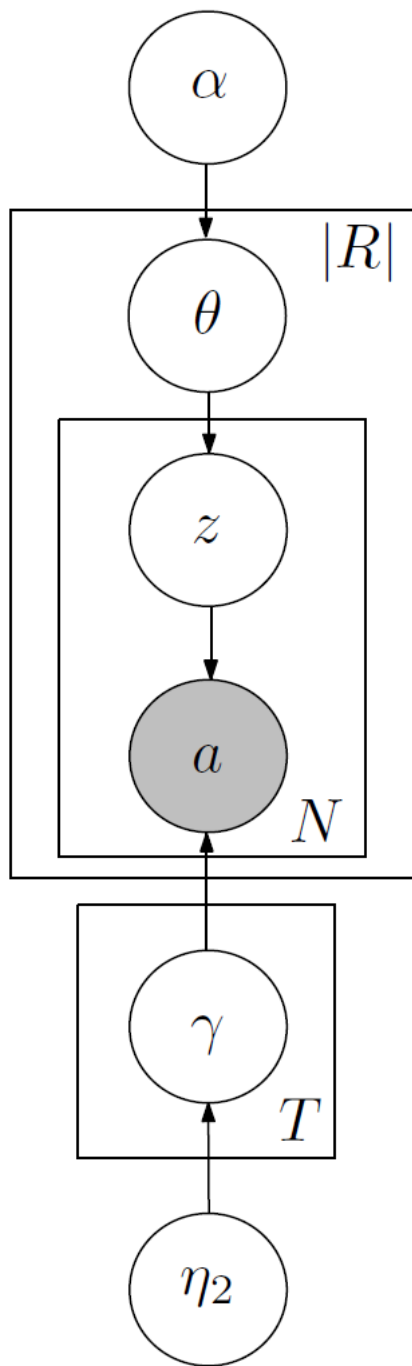
$P(\text{June} | T2) = 0.05$

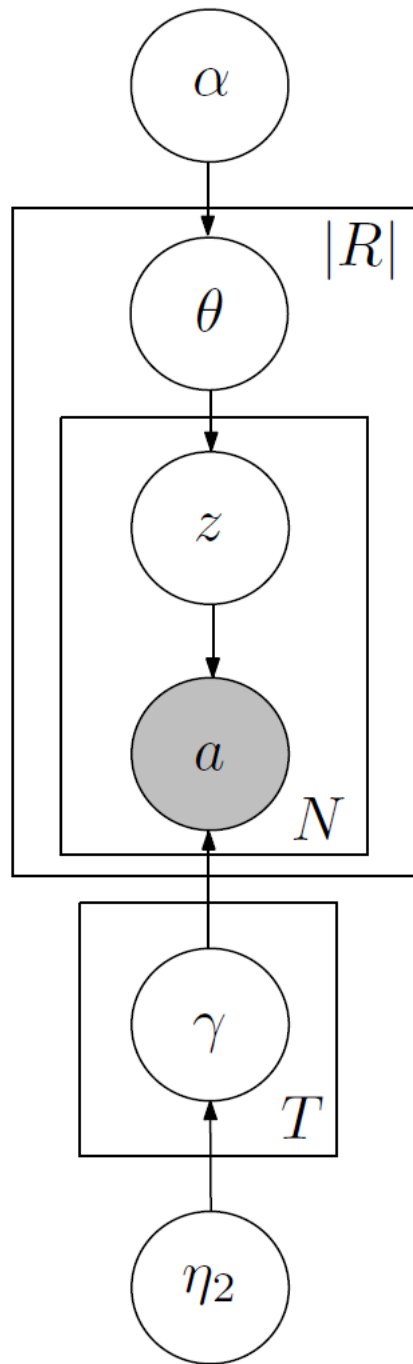
$P(1988 | T2) = 0.002$

...

LinkLDA

[Erosheva et. al. 2004]

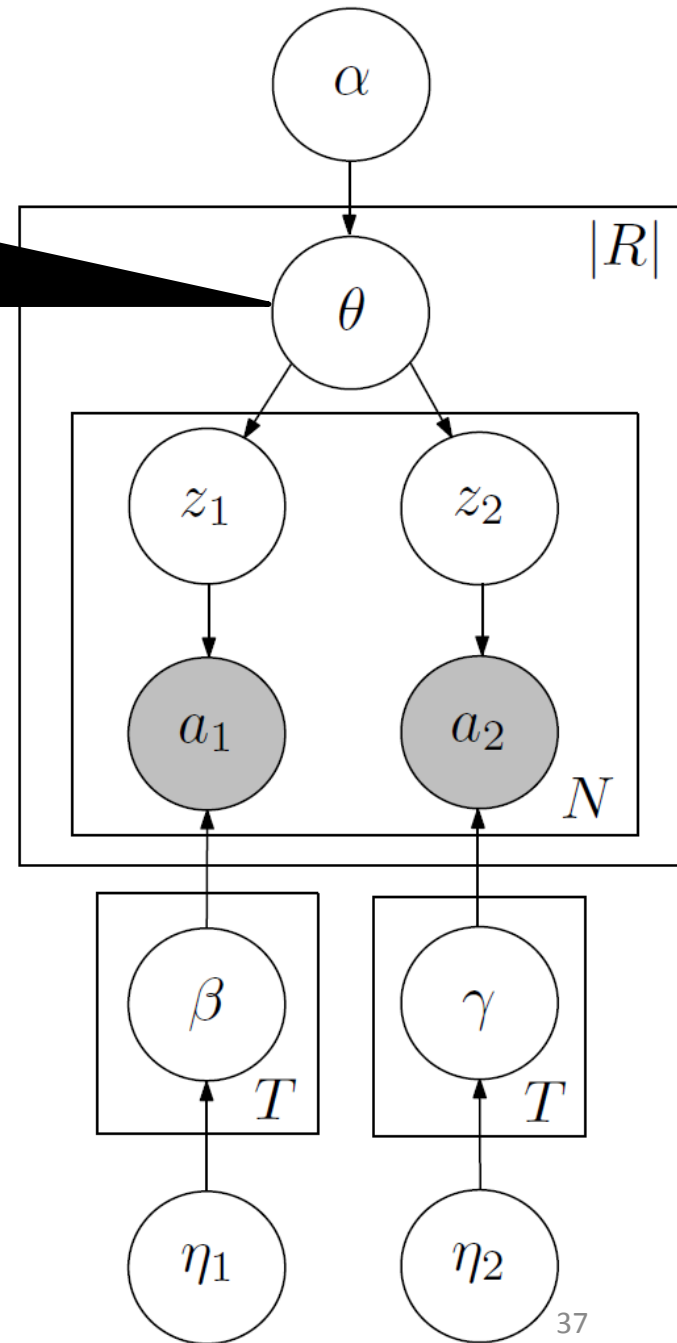


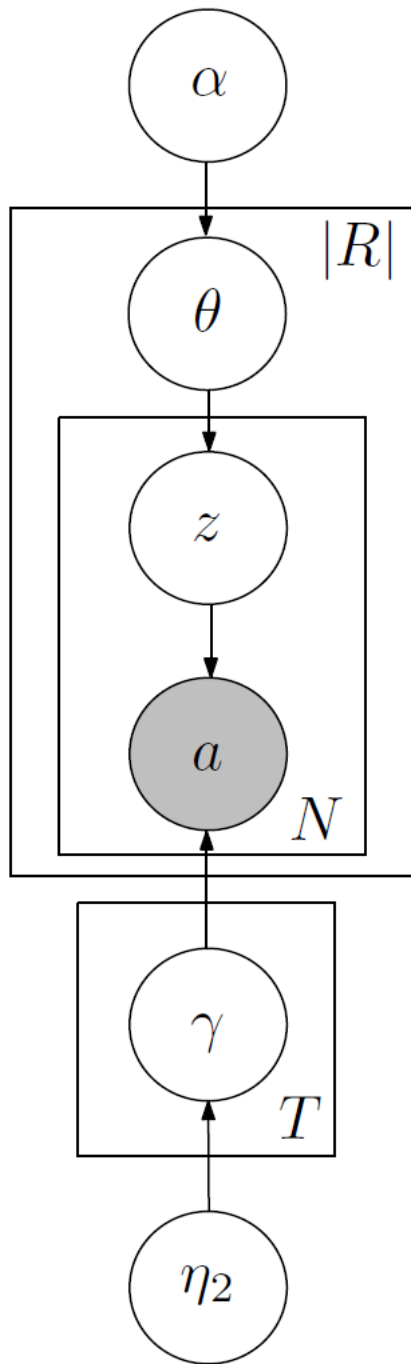


LinkLDA

[Erosheva et. al. 2004]

Both arguments
share a
distribution over
topics



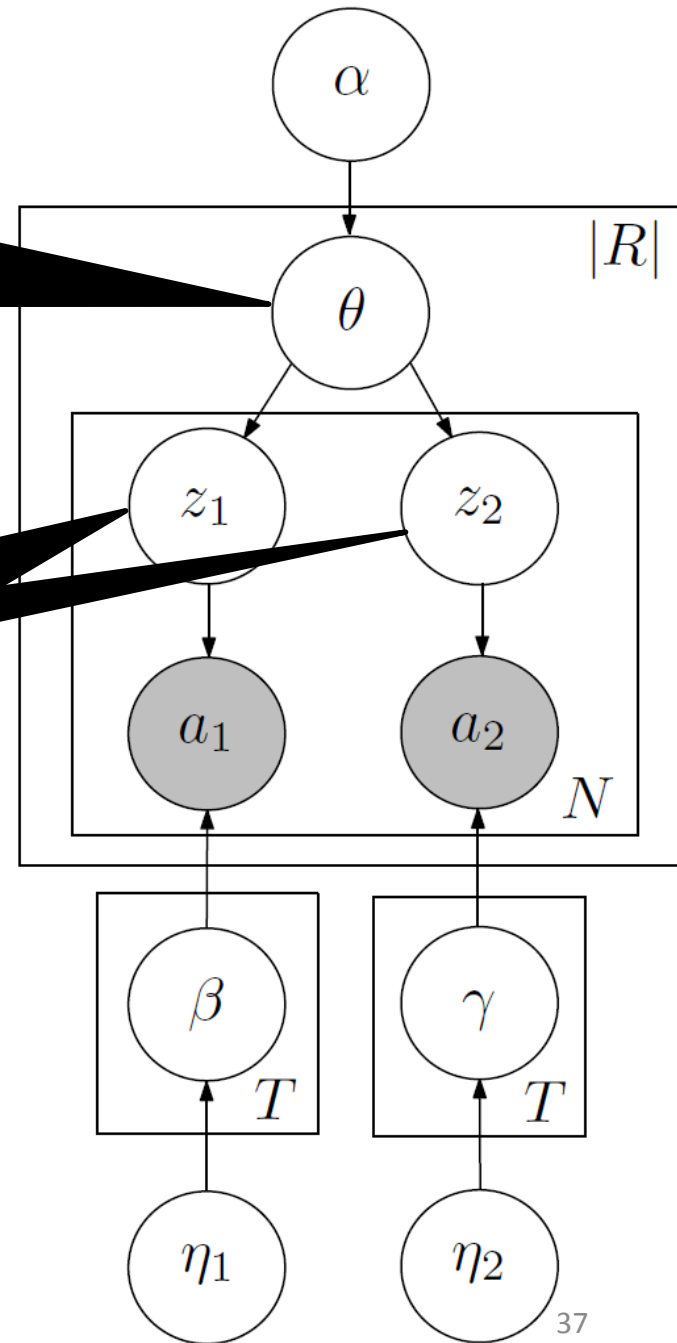


LinkLDA

[Erosheva et. al. 2004]

Both arguments
share a
distribution over
topics

Likely that $z_1 = z_2$
(Both drawn from
same distribution)



Example inferred topics

Topic t	Arg1	Relations which assign highest probability to t	Arg2
18	The residue - The mixture - The reaction mixture - The solution - the mixture - the reaction mixture - the residue - The reaction - the solution - The filtrate - the reaction - The product - The crude product - The pellet - The organic layer - Thereto - This solution - The resulting solution - Next - The organic phase - The resulting mixture - C.)	was treated with, is treated with, was poured into, was extracted with, was purified by, was diluted with, was filtered through, is dissolved in, is washed with	EtOAc - CH ₂ Cl ₂ - H ₂ O - CH.sub.2Cl.sub.2 - H.sub.2O - water - MeOH - NaHCO ₃ - Et ₂ O - NHCl - CHCl.sub.3 - NHCl - dropwise - CH ₂ Cl.sub.2 - Celite - Et.sub.2O - Cl.sub.2 - NaOH - AcOEt - CH ₂ Cl ₂ - the mixture - saturated NaHCO ₃ - SiO ₂ - H ₂ O - N hydrochloric acid - NHCl - preparative HPLC - to 0 C
151	the Court - The Court - the Supreme Court - The Supreme Court - this Court - Court - The US Supreme Court - the court - This Court - the US Supreme Court - The court - Supreme Court - Judge - the Court of Appeals - A federal judge	will hear, ruled in, decides, upholds, struck down, overturned, sided with, affirms	the case - the appeal - arguments - a case - evidence - this case - the decision - the law - testimony - the State - an interview - an appeal - cases - the Court - that decision - Congress - a decision - the complaint - oral arguments - a law - the statute
211	President Bush - Bush - The President - Clinton - the President - President Clinton - President George W. Bush - Mr. Bush - The Governor - the Governor - Romney - McCain - The White House - President - Schwarzenegger - Obama	hailed, vetoed, promoted, will deliver, favors, denounced, defended	the bill - a bill - the decision - the war - the idea - the plan - the move - the legislation - legislation - the measure - the proposal - the deal - this bill - a measure - the program - the law - the resolution - efforts - the agreement - gay marriage - the report - abortion
224	Google - Software - the CPU - Clicking - Excel - the user - Firefox - System - The CPU - Internet Explorer - the ability - Program - users - Option - SQL Server - Code - the OS - the BIOS	will display, to store, to load, processes, cannot find, invokes, to search for, to delete	data - files - the data - the file - the URL - information - the files - images - a URL - the information - the IP address - the user - text - the code - a file - the page - IP addresses - PDF files - messages - pages - an IP address

Event Type Induction

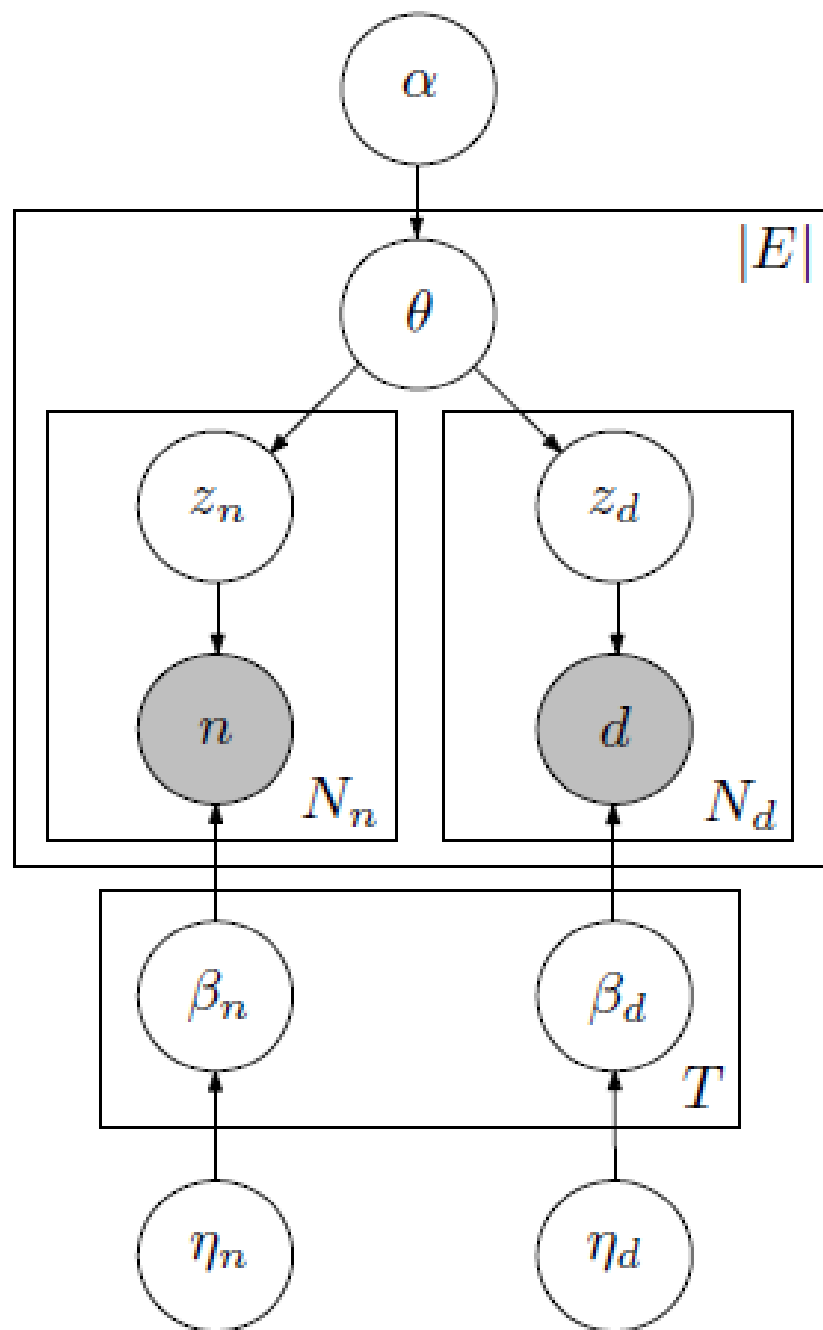
Entity	Event Phrase	Date
Steve Jobs	died	10/6/11
iPhone	announcement	10/4/11
GOP	debate	9/7/11
...

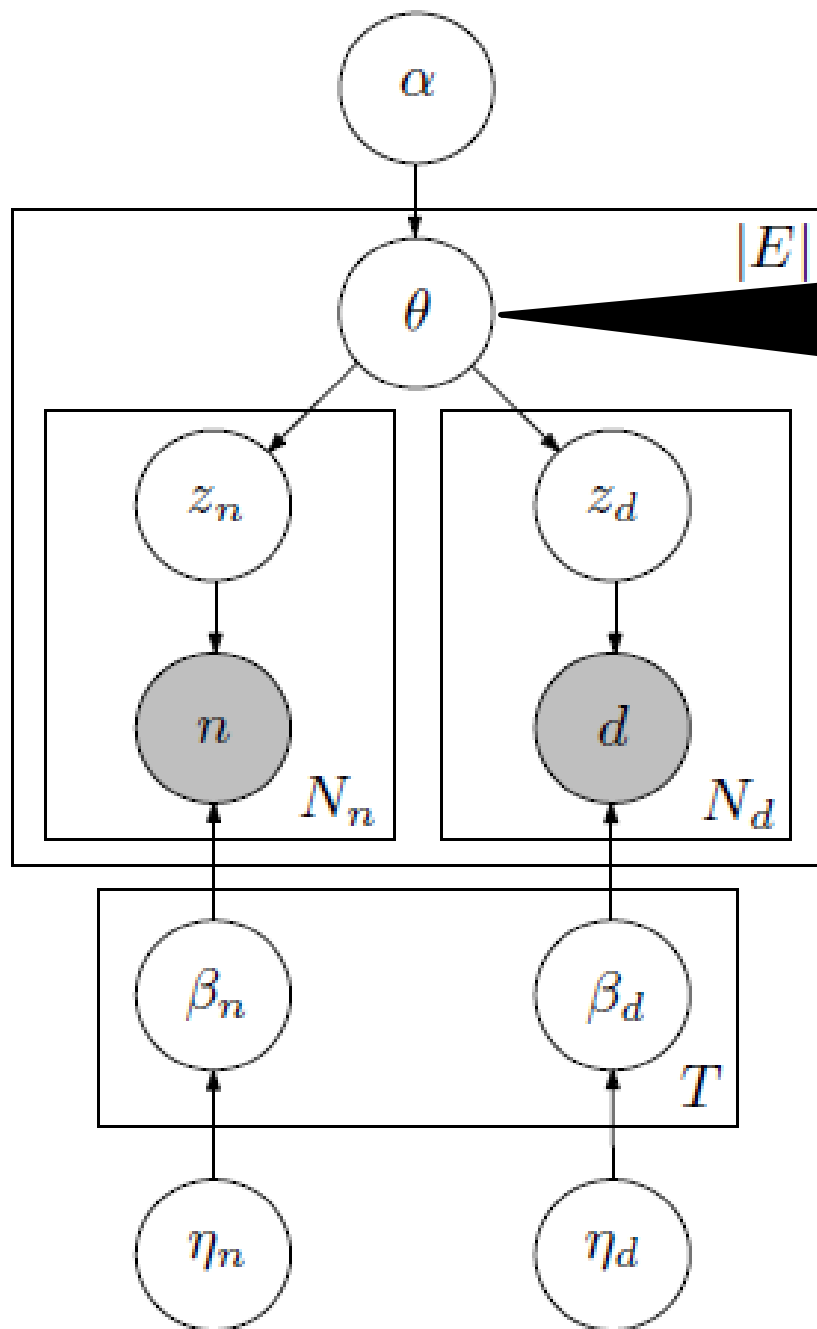
Event Type Induction

Entity	Event Phrase	Date	Type
Steve Jobs	died	10/6/11	DEATH
iPhone	announcement	10/4/11	PRODUCT LAUNCH
GOP	debate	9/7/11	POLITICAL EVENT
...

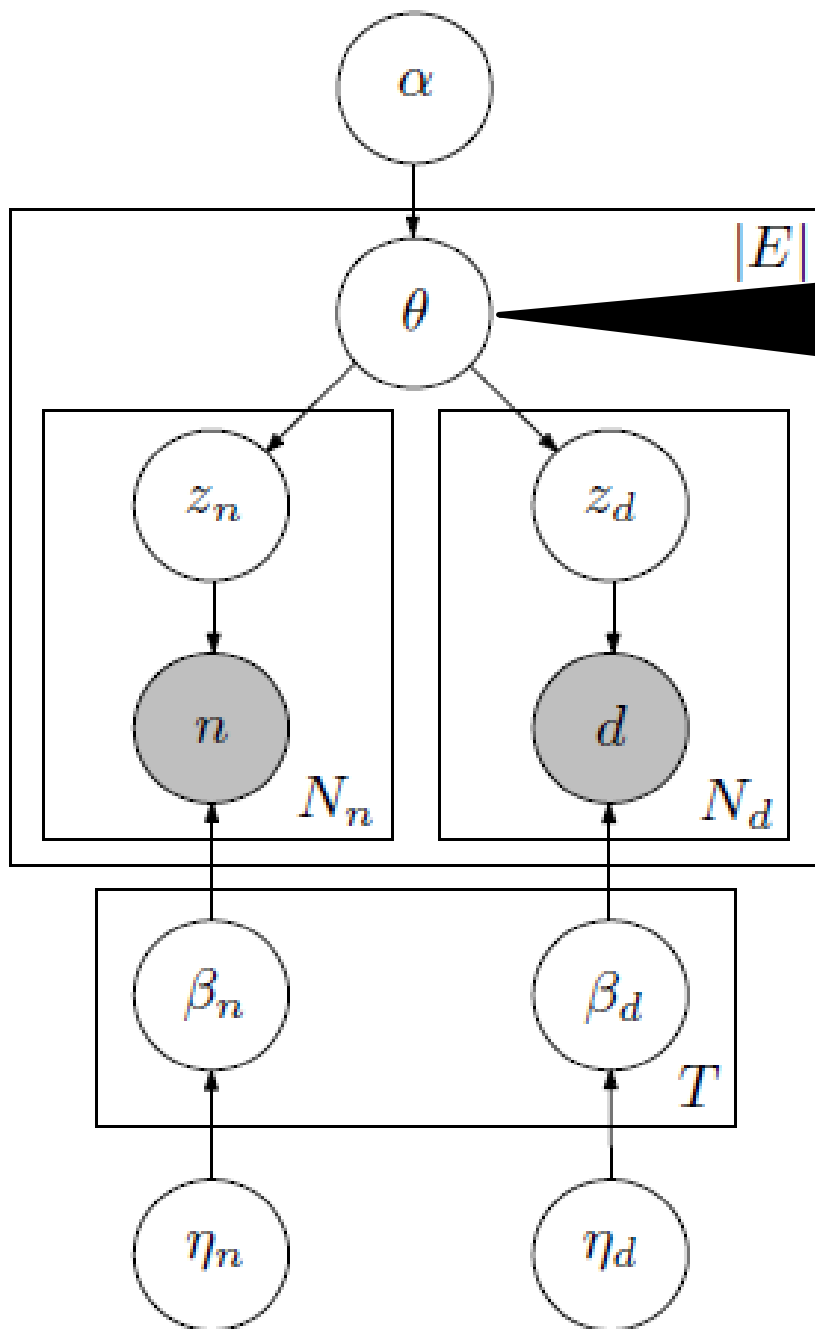
Classifying Events: Challenges

- Many Different Types
- Not sure what is the right set of types
- Set of types might change
 - Might start talking about different things
 - Might want to focus on different groups of users





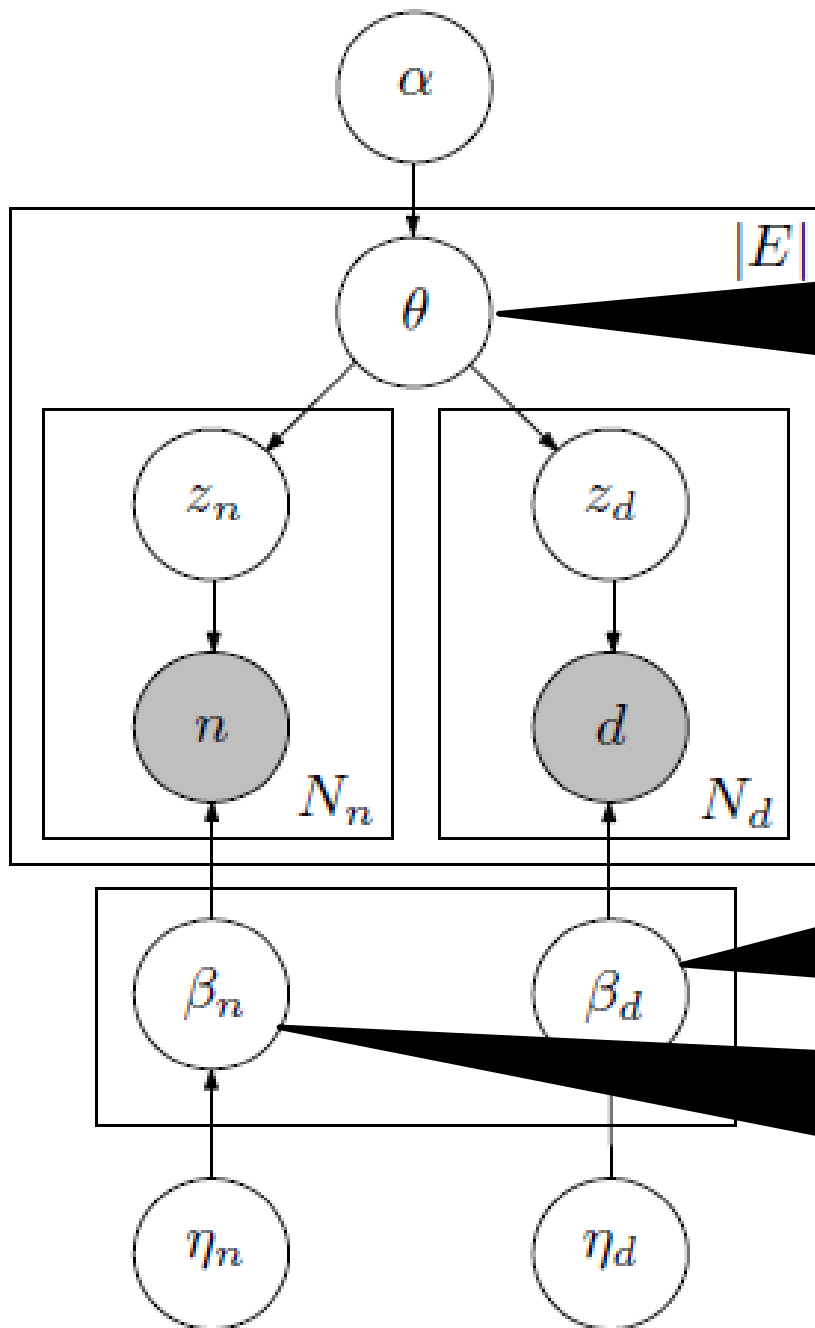
Each **Event Phrase** is modeled as a mixture of types



Each **Event Phrase** is modeled as a mixture of types

$$P(\text{SPORTS} | \text{cheered}) = 0.6$$

$$P(\text{POLITICS} | \text{cheered}) = 0.4$$



Each **Event Phrase** is modeled as a mixture of types

$$P(\text{SPORTS} | \text{cheered}) = 0.6$$

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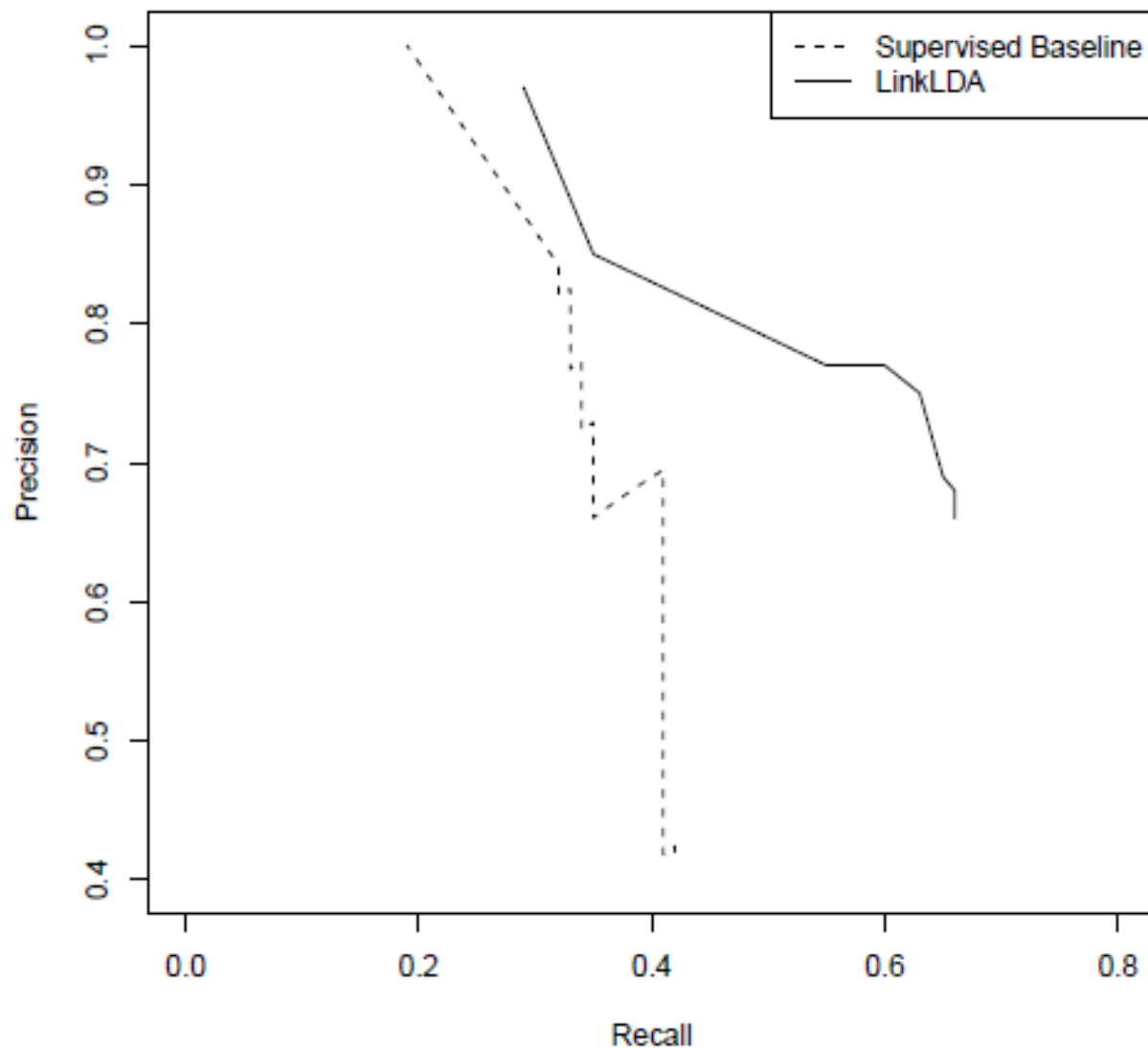
Each **Event Type** is Associated with a Distribution over Entities and Dates

Topic t	Entity	Event Phrases which assign highest probability to t	Date
60	obama, gop, anna, president obama, india, reuters, libya, congress, perry, cnn, israel, anna hazare, china, pakistan, delhi, washington, republican, senate, new delhi, rick perry, white house, america tripoli, #bahrain, romney, parliament, syria, ians, egypt, #syria, cairo, ron paul, gaddafi, #libya, ontario, iran, president barack obama, florida, united states	accused - address - addressing - advised - approved - arrested - attack - attacked - backs - bill - bombing - boost - briefing - campaign - charged - debate - discuss - elected - election - endorsed - fast - fasting - fired - meets - movement - plan - plea - poll - proposed - protests - reform - rejected - scam - seeks - sends - speaks - speech - talks - urged - violence - visits - vote - voted - voting - warned	20110922, 20110907, 20110912, 20110919, 20110913, 20110926, 20110927, 20110920, 20110928, 20110923, 20111004, 20111006, 20110908, 20110921, 20111003, 20110915, 20111005, 20110816, 20110906, 20110929, 20110826, 20110914, 20110825, 20110824, 20110817, 20111011, 20111007, 20110930, 20111017, 20110909, 20110827, 20110901
4	itunes, ipod, cole, drake, carter iv, pandora, wayne, cd, christmas, uk, ep, carter, unbroken, cole world, amazon, nirvana, nevermind, mv, j cole, mixtape, australia, blink, rihanna, walmart, midnight, lil wayne, japan, madden, blue slide park, kung fu panda 2, prince	album - bumping - cop - copy - download - downloaded - downloading - droppin - dropping - drops - leaked - preordered - produced - release - released - releases - releasing - single	20110927, 20110920, 20111004, 20110829, 20110926, 20110913, 20110919, 20110923, 20110921, 20110928, 20111003, 20110816, 20110916, 20111007, 20110922, 20110914, 20110912, 20111005, 20111024, 20110906, 20110929, 20110915, 20110924, 20110823
50	england, eagles, arsenal, nfl, chelsea, espn, yankees, ireland, wales, red sox, packers, stoke, michigan, dallas, lsu, saints, jets, united, good luck, detroit, spurs, barcelona, liverpool, rangers, colts, auburn, falcons, scotland, miami, cowboys, lions, bolton, tigers, ravens, alabama, rugby, mlb, the lions, phillies, bears, romo, the game, florida, redskins, manchester united, france, college, texas, tom brady, clemson, ortiz, torres	#football - action - assist - baseball - beat - beaten - beating - beats - betting - bounce back - career - cheer - cheering - choke - clash - clinch - clinched - coaching - collapsed - combined - comeback - completed - conceded - crush - crushing - debut - defeat - defeated - defending - destroy - destroyed - dissapointing - dominate - dominated - dominating - draft - draw - drew - eliminated - facing - football - game - gameday - games - goals - great result - great win - hopping - improve - injured - injury - inning - kick	20110917, 20110924, 20110918, 20110925, 20110910, 20110911, 20111001, 20111002, 20110923, 20110916, 20111007, 20110926, 20111009, 20111008, 20110912, 20110903, 20110919, 20110927, 20110902, 20110908, 20110828, 20110920, 20110901, 20110928, 20110909, 20110930, 20110827, 20110921, 20110906, 20110913, 20111003, 20110922, 20110915, 20110826, 20110914, 20111006, 20111004, 20110821, 20110825, 20110904
79	jersey shore, glee, netflix, uk, america, mtv, abc, fox, nbc, true blood, dexter, big brother, hbo, cbs, vmas, charlie sheen, espn, vma, vampire diaries, bbc, x factor, harry potter, nfl, twilight, bb, grey, dvr, sons of anarchy, sky, big bang, terra nova, towie	air - airing - airs - breaking - cast - caught up - documentary - episode - new season - premier - premiere - premiered - premieres - premiering - premiers - returns - season - seasons - series - shore - shown - starts - stream - tuning - watch - watched - watching	20110919, 20110922, 20110925, 20110920, 20110923, 20110926, 20110924, 20110921, 20110915, 20110828, 20111002, 20110912, 20110917, 20110913, 20110918, 20110927, 20111004, 20110914, 20110928, 20111003, 20110829, 20111005

Experiment: Categorizing Events

- Randomly Sampled 100 (entity, date) pairs
- Annotated with event types
 - Using types discovered by the topic model
- Baseline:
 - Supervised classification using 10-fold cross validation
 - Treat event phrases like bag of words

Event Classification Performance



Named Entity Classification in Twitter: Challenges

- Plethora of distinctive, **infrequent** types
 - Bands, Movies, Products, etc...
 - Very Little training data for these
 - Can't simply rely on supervised classification
- Very terse (often contain insufficient context)

Named Entity Classification in Twitter: Challenges

- Plethora of distinctive, **infrequent** types
 - Bands, Movies, Products, etc...
 - Very Little training data for these
 - Can't simply rely on supervised classification
- Very terse (often contain insufficient context)

KKTNY in 45min.....

Weakly Supervised NE Classification

(Collins and Singer 99) (Etzioni et. al. 05) (Kozareva 06)

- Freebase lists provide a source of supervision
- But entities often appear in many different lists, for example “China” could be:
 - A country
 - A band
 - A person (member of the band “metal boys”)
 - A film (released in 1943)

Weakly Supervised NE Classification

(Collins and Singer 99) (Etzioni et. al. 05) (Kozareva 06)

- Freebase lists provide a source of supervision
- But entities often appear in many different lists, for example “China” could be:
 - A country
 - A band
 - A person (member of a band)
 - A film (released in 1964)

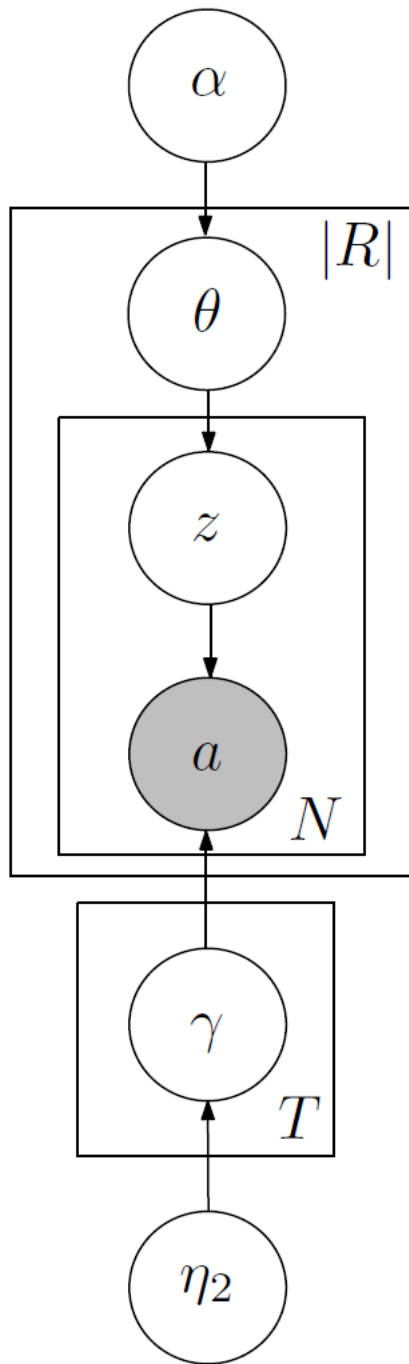


We need Some way
to disambiguate

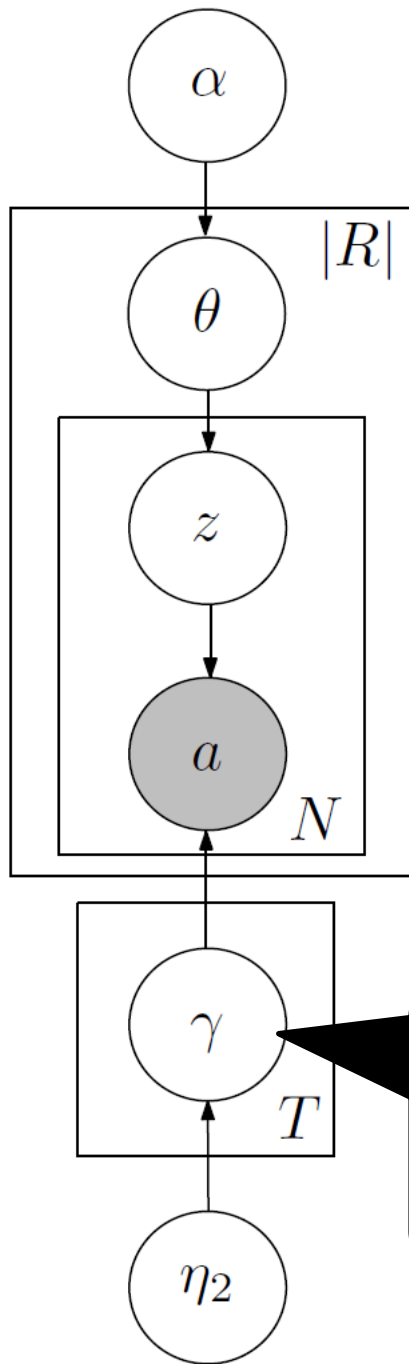
Distant Supervision With Topic Models

- Treat each entity as a “document”
 - Words in document are those which co-occur with entity
- LabeledLDA (**Ramage et. al. 2009**)
 - Constrained Topic Model
 - Each entity is associated with a distribution over topics
 - Constrained based on FB dictionaries
 - Each topic is associated with a type (in Freebase)

Generative Story

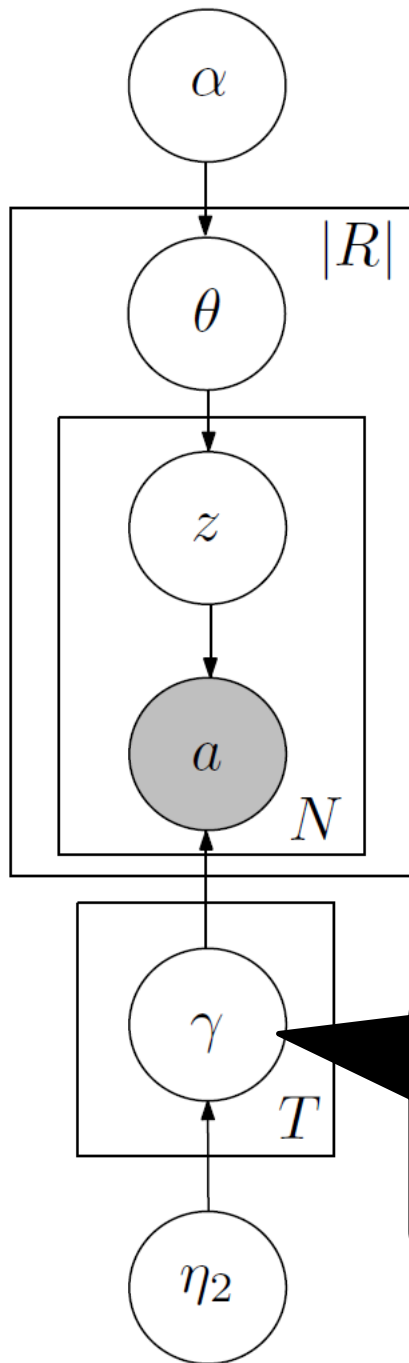


Generative Story



For each type, pick
a random
distribution over
words

Generative Story



For each type, pick
a random
distribution over
words

Type 1: **TEAM**

$P(\text{victory} | T1) = 0.02$

$P(\text{played} | T1) = 0.01$

...

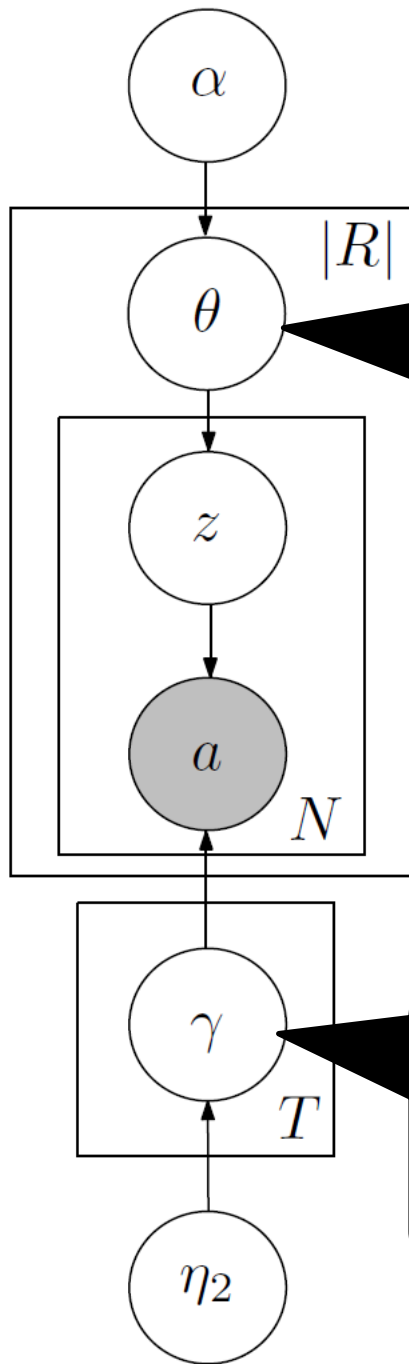
Type 2: **LOCATION**

$P(\text{visiting} | T2) = 0.05$

$P(\text{airport} | T2) = 0.02$

...

Generative Story



For each entity,
pick a distribution
over types
(constrained
by Freebase)

For each type, pick
a random
distribution over
words

Type 1: **TEAM**

$P(\text{victory} | T1) = 0.02$

$P(\text{played} | T1) = 0.01$

...

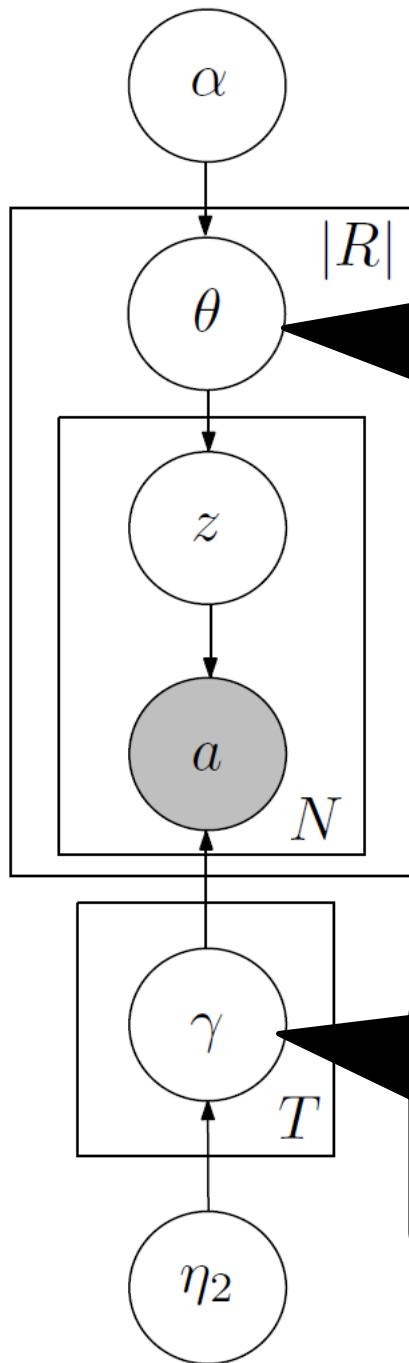
Type 2: **LOCATION**

$P(\text{visiting} | T2) = 0.05$

$P(\text{airport} | T2) = 0.02$

...

Generative Story



For each entity,
pick a distribution
over types
(constrained
by Freebase)

Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$

For each type, pick
a random
distribution over
words

Type 1: TEAM

$$P(\text{victory} | T1) = 0.02$$

$$P(\text{played} | T1) = 0.01$$

...

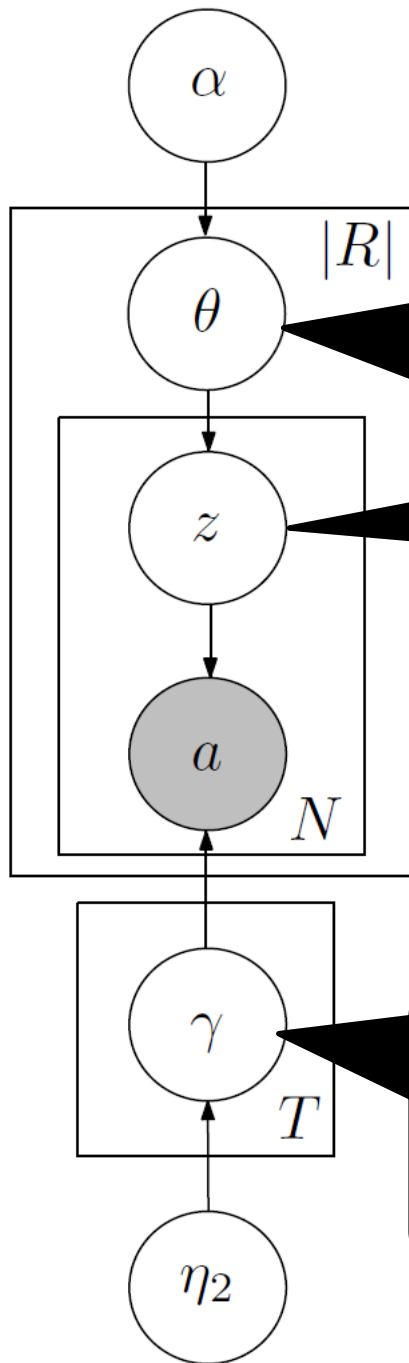
Type 2: LOCATION

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Generative Story



For each entity,
pick a distribution
over types
(constrained
by Freebase)

For each
position, first
pick a type

For each type, pick
a random
distribution over
words

Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$

Type 1: TEAM

$$P(\text{victory} | T1) = 0.02$$

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...

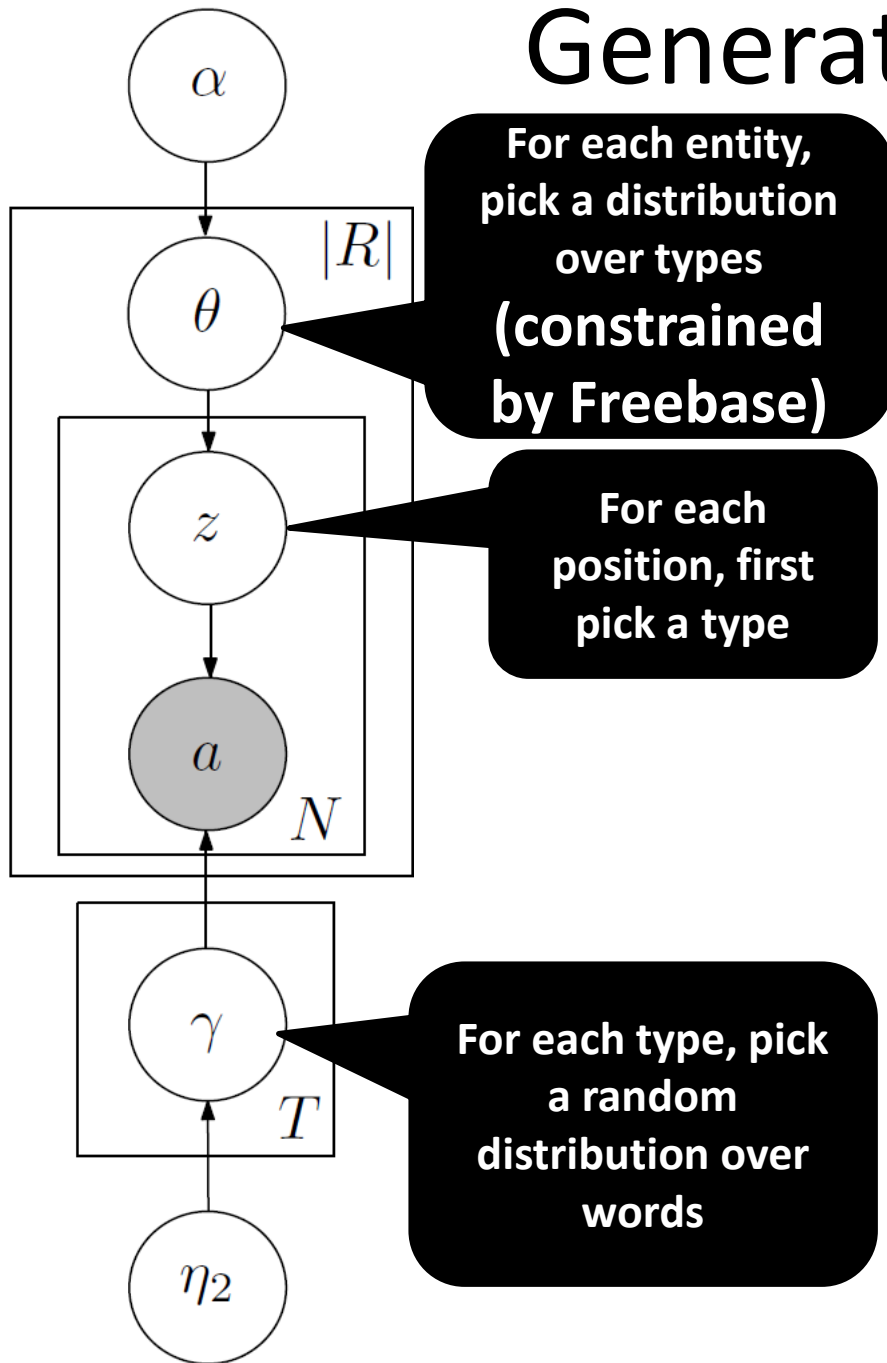
Type 2: LOCATION

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Generative Story



Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$



Is a **TEAM**

Type 1: **TEAM**

$$P(\text{victory} | T1) = 0.02$$

$$P(\text{played} | T1) = 0.01$$

...

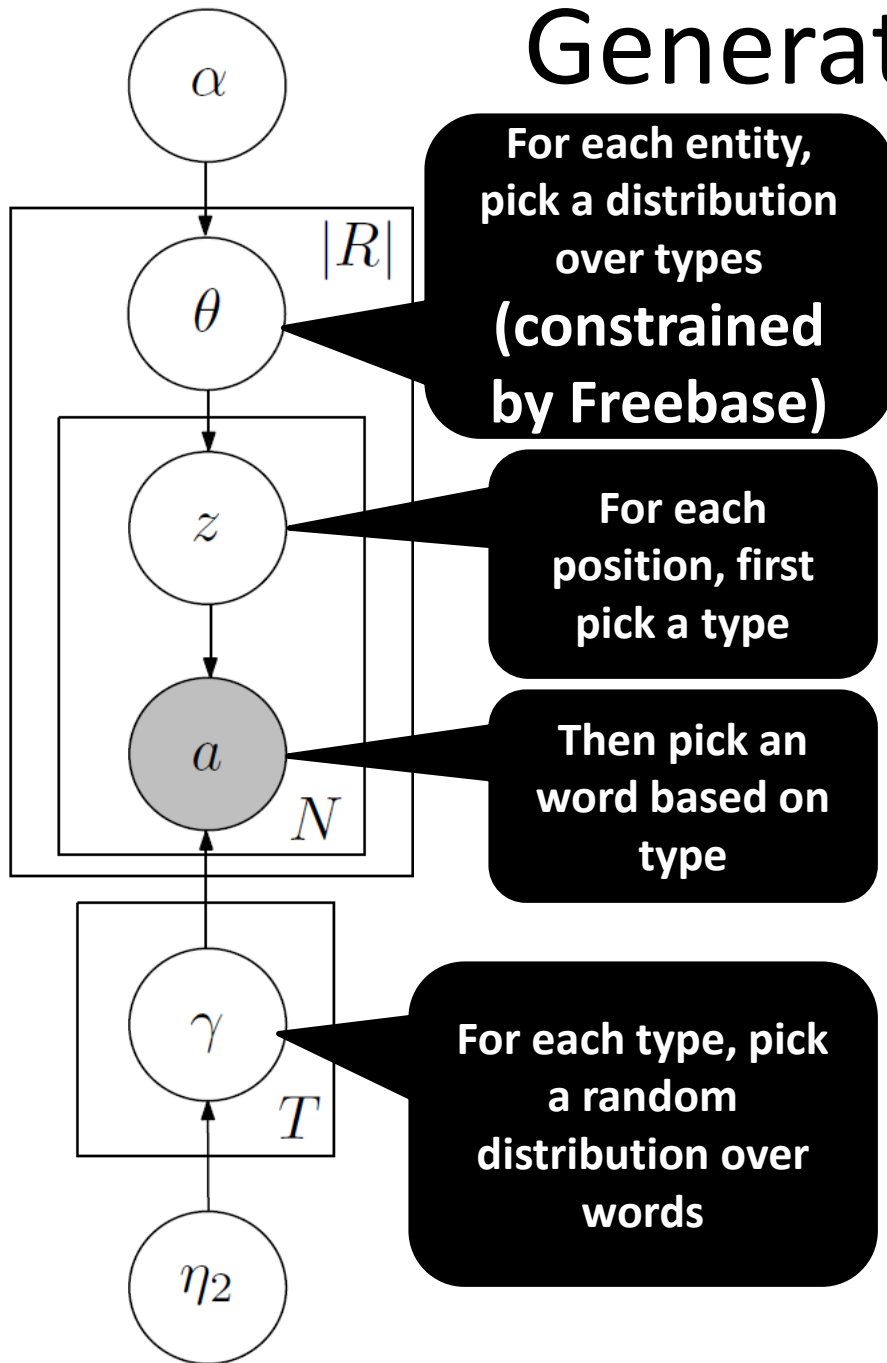
Type 2: **LOCATION**

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Generative Story



Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

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...

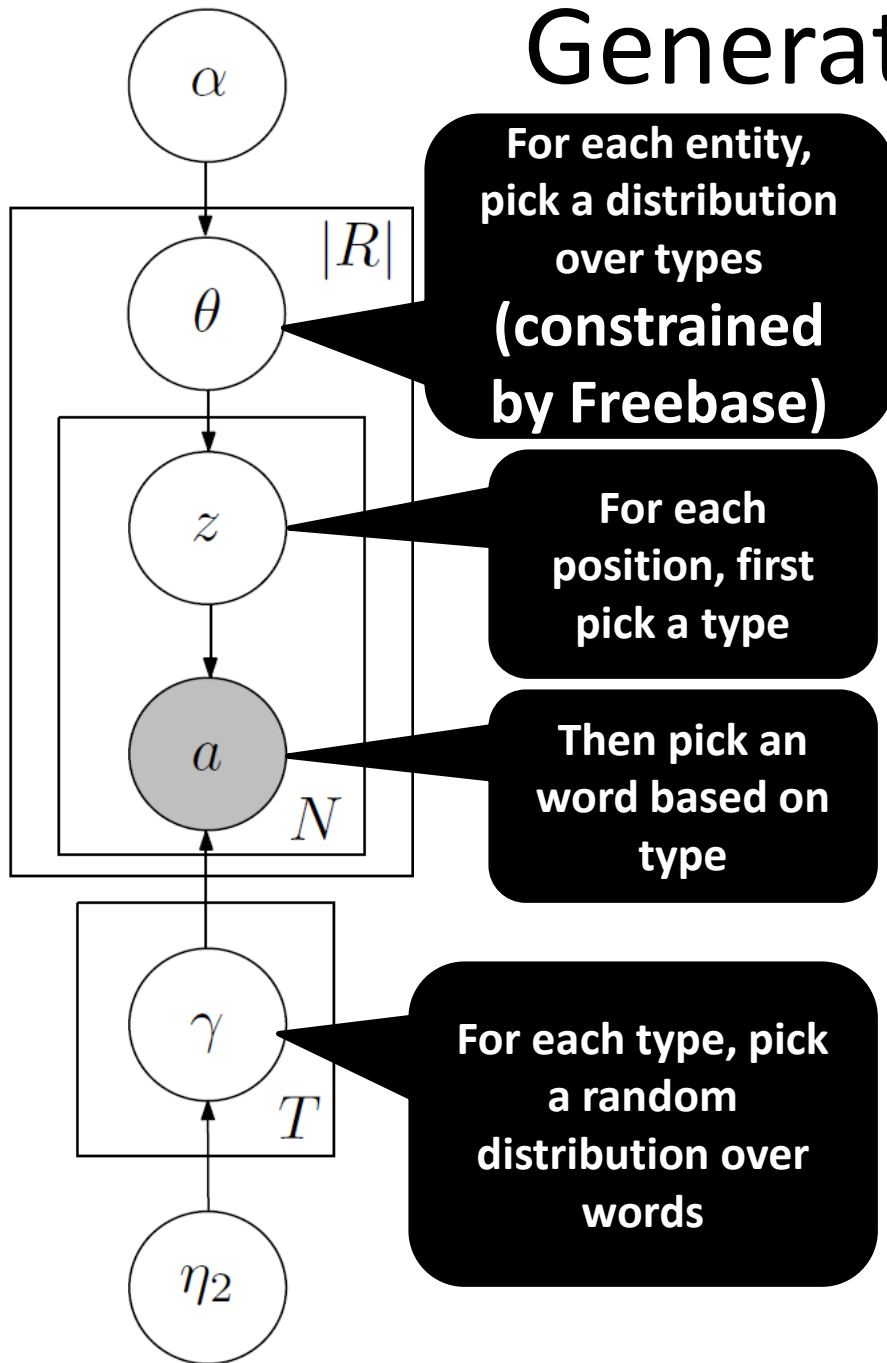
Type 2: **LOCATION**

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Generative Story



Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$



Is a **TEAM**

victory



Type 1: **TEAM**

$$P(\text{victory} | T1) = 0.02$$

$$P(\text{played} | T1) = 0.01$$

...

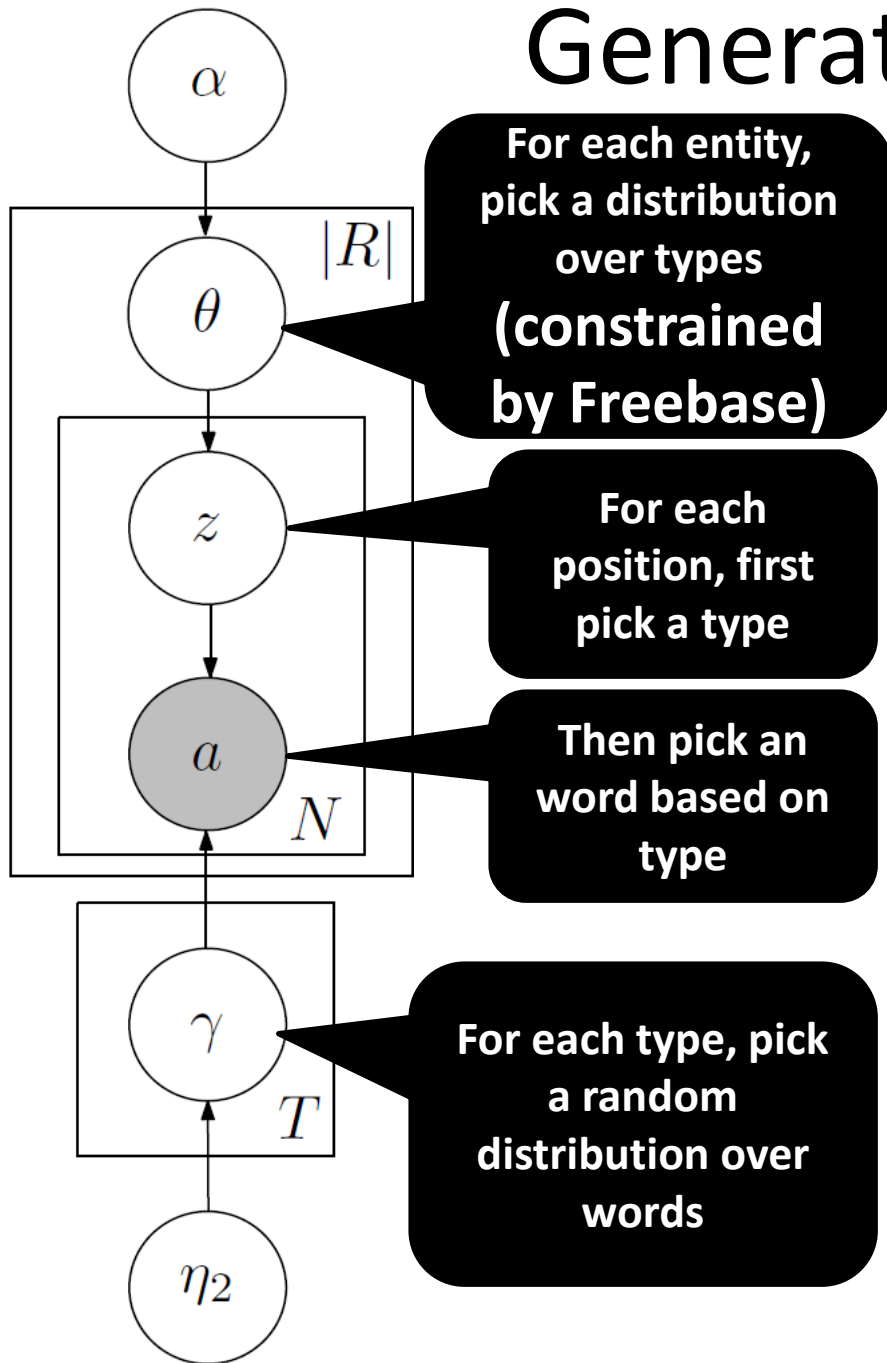
Type 2: **LOCATION**

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Generative Story



Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$



Is a **TEAM**



Is a **LOCATION**

victory



Type 1: **TEAM**

$$P(\text{victory} | T1) = 0.02$$

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...

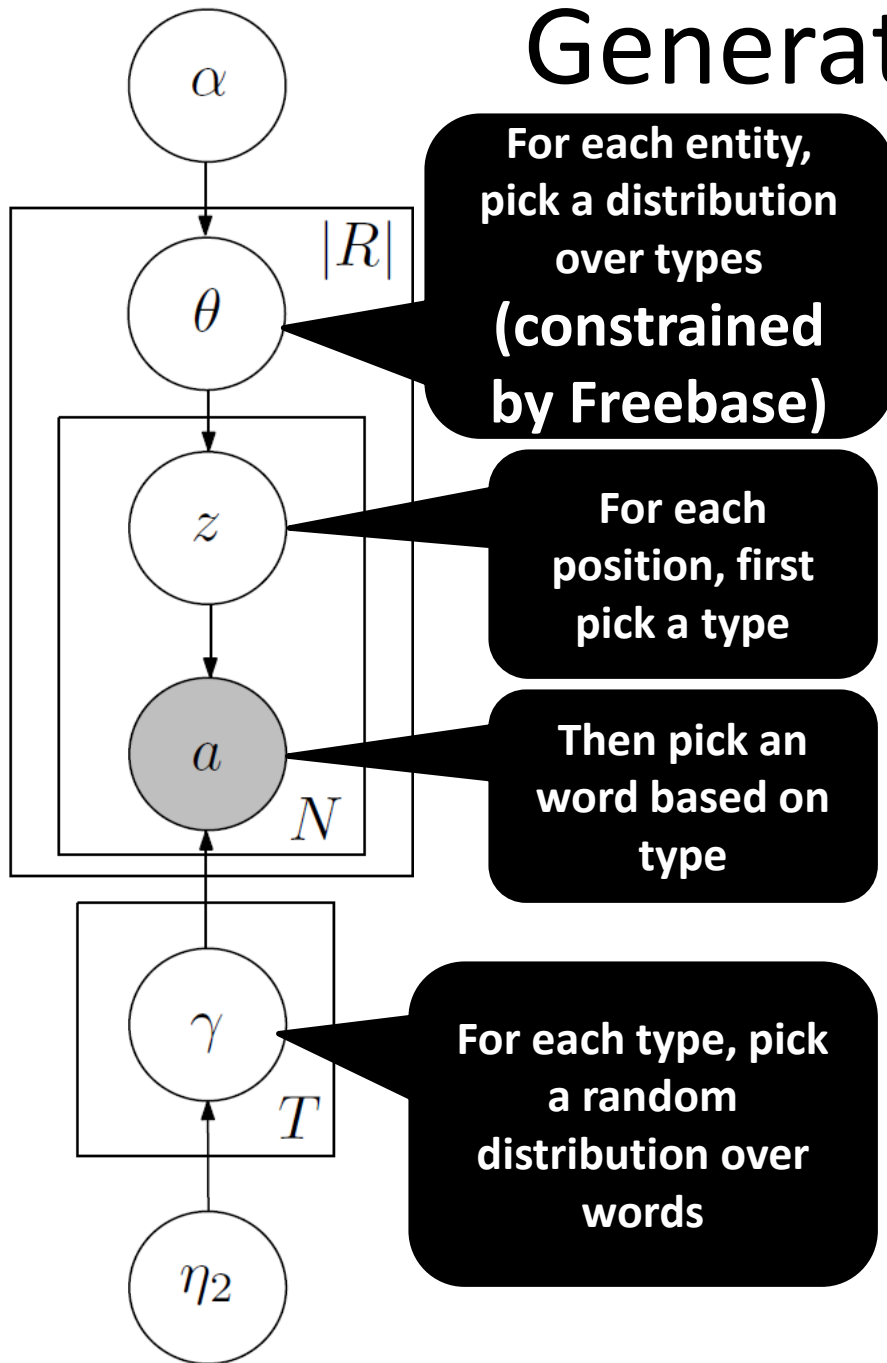
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...

Generative Story



Seattle

$$P(\text{TEAM} | \text{Seattle}) = 0.6$$

$$P(\text{LOCATION} | \text{Seattle}) = 0.4$$



Is a **TEAM**



Is a **LOCATION**

victory



Type 1: **TEAM**

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$$P(\text{played} | T1) = 0.01$$

...

airport



Type 2: **LOCATION**

$$P(\text{visiting} | T2) = 0.05$$

$$P(\text{airport} | T2) = 0.02$$

...

Type Lists

Type	Top 20 Entities not found in Freebase dictionaries
<i>PRODUCT</i>	nintendo ds lite, apple ipod, generation black, ipod nano, apple iphone, gb black, xperia, ipods, verizon media, mac app store, kde, hd video, nokia n8, ipads, iphone/ipod, galaxy tab, samsung galaxy, playstation portable, nintendo ds, vpn
<i>TV-SHOW</i>	pretty little, american skins, nof, order svu, greys, kktny, rhobh, parks & recreation, parks & rec, dawson 's creek, big fat gypsy weddings, big fat gypsy wedding, winter wipeout, jersey shores, idiot abroad, royle, jerseyshore, mr . sunshine, hawaii five-0, new jersey shore
<i>FACILITY</i>	voodoo lounge, grand ballroom, crash mansion, sullivan hall, memorial union, rogers arena, rockwood music hall, amway center, el mocambo, madison square, bridgestone arena, cat club, le poisson rouge, bryant park, mandalay bay, broadway bar, ritz carlton, mgm grand, olympia theatre, consol energy center

Type Lists

Type	Top 20 Entities not found in Freebase dictionaries
<i>PRODUCT</i>	nintendo ds lite, apple ipod, generation black, ipod nano, apple iphone, gb black, xperia, ipods, verizon media, mac app store, kde, hd video, nokia n8, ipads, iphone/ipod, galaxy tab, samsung galaxy, playstation portable, nintendo ds, vph
<i>TV-SHOW</i>	pretty little, american skins, nof, order svu, greys, kktny, rhobh, parks & recreation, parks & rec, dawson 's creek, big fat gypsy weddings, big fat gypsy wedding, winter wipeout, jersey shores, idiot abroad, royle, jerseyshore, mr . sunshine, hawaii five-0, new jersey shore
<i>FACILITY</i>	voodoo lounge, grand ballroom, crash mansion, sullivan hall, memorial union, rogers arena, rockwood music hall, amway center, el mocambo, madison square, bridgestone arena, cat club, le poisson rouge, bryant park, mandalay bay, broadway bar, ritz carlton, mgm grand, olympia theatre, consol energy center

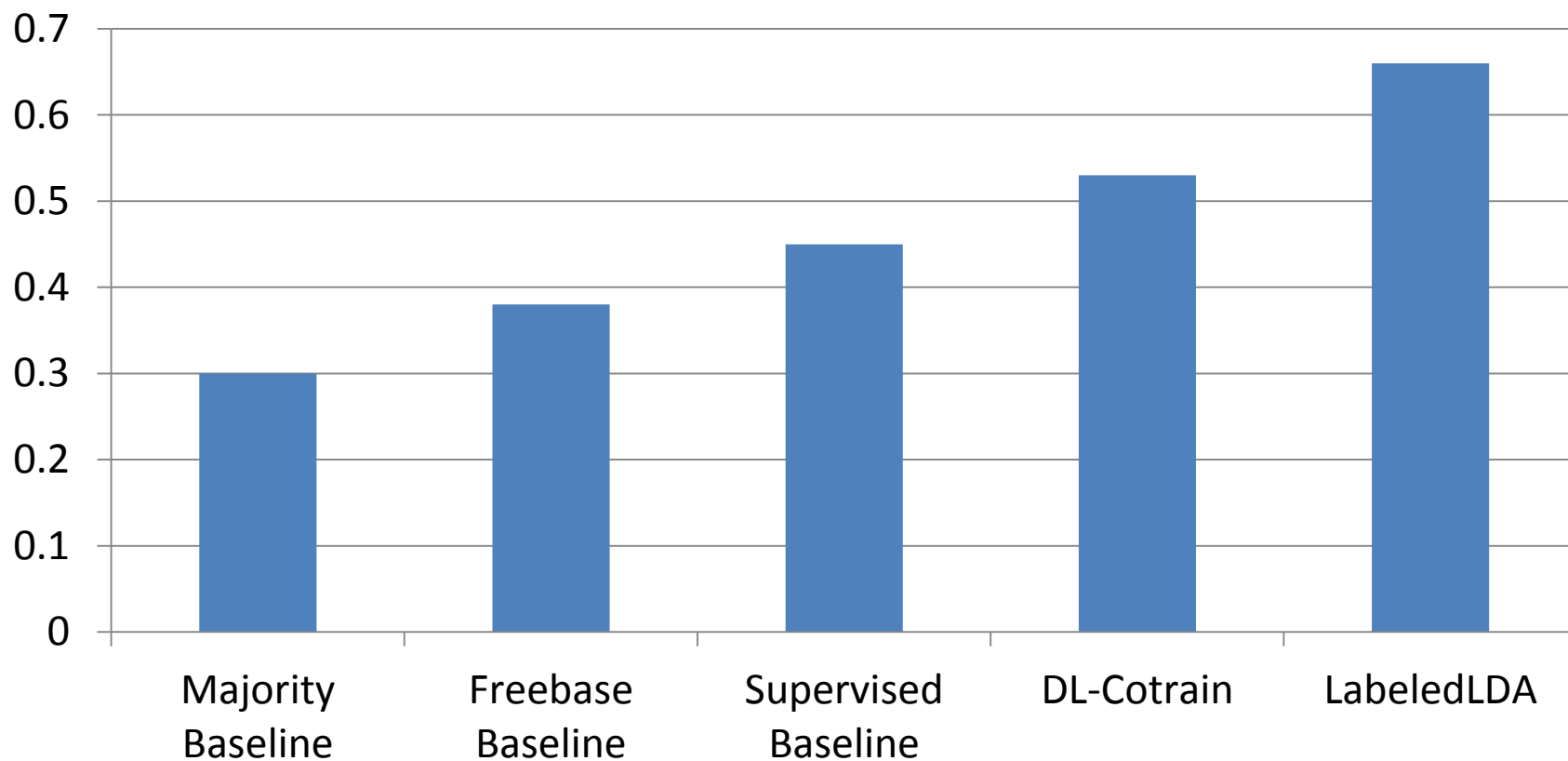
- **KKTNY = Kourtney and Kim Take New York**
- **RHOBH = Real Housewives of Beverly Hills**

Evaluation

- Manually Annotated the 2,400 tweets with the 10 entity types
 - Only used for testing purposes
 - No labeled examples for LLDA & Cotraining

Classification Results: 10 Types (Gold Segmentation)

F1



Summary

- Latent Variable Models can be Useful If:
 - Your problem has many classes
 - You don't have good labeled data
 - Unlabeled data is plentiful
- Automatically induce useful structure
 - Generative models useful for many tasks
 - Principled way to infer latent structure using only a large sample of data