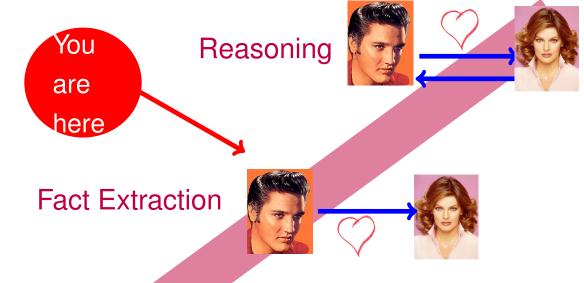
Information Extraction by Reasoning

Fabian M. Suchanek

Semantic IE



Instance Extraction





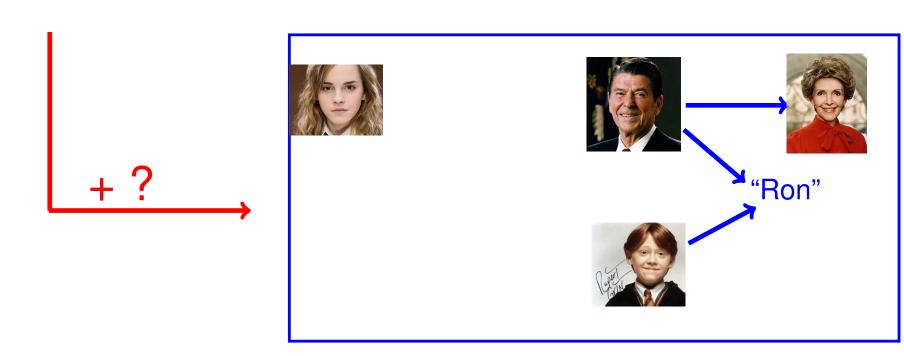
Entity Disambiguation

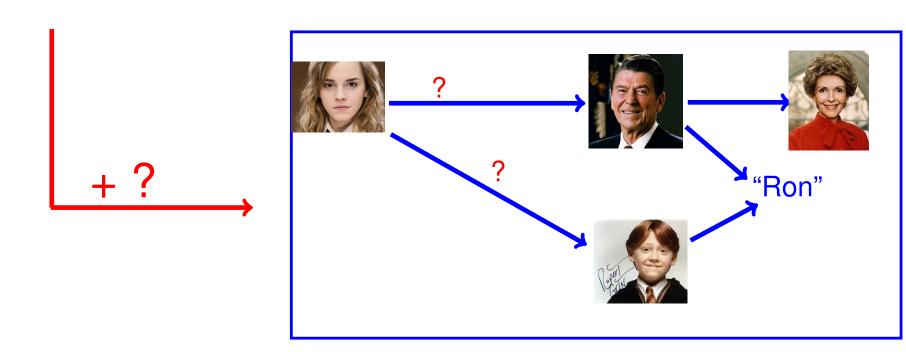
singer Elvis

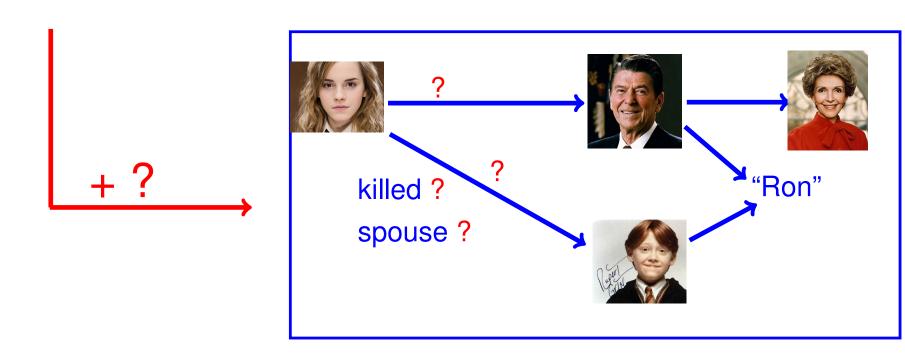
Entity Recognition



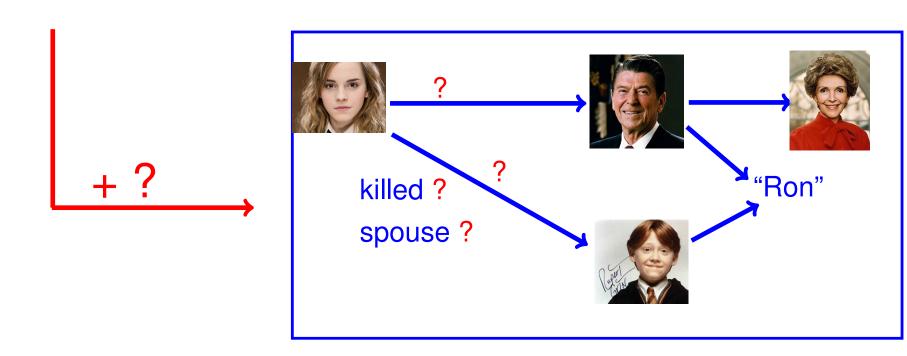
Source Selection and Preparation







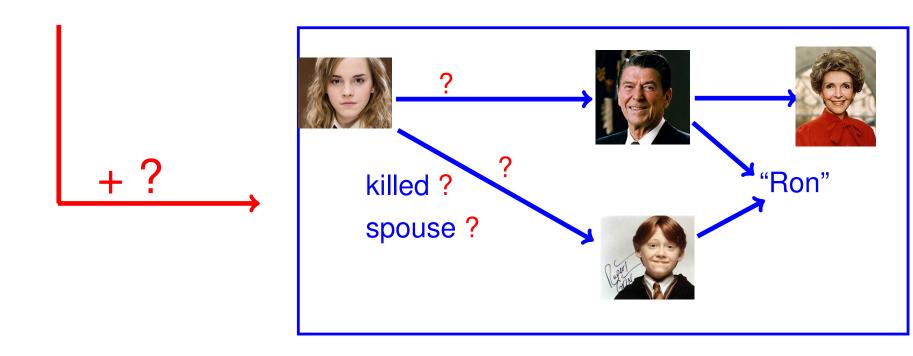
"Hermione is married to Ron"



IE faces at least 3 problems:

- Understand patterns ("X is married to Y" = killed(X,Y)?)
- Disambiguate entities ("Ron"= Ronald Reagan?)
- Resolve inconsistencies (Reagan married to 2 women?)

"Hermione is married to Ron"

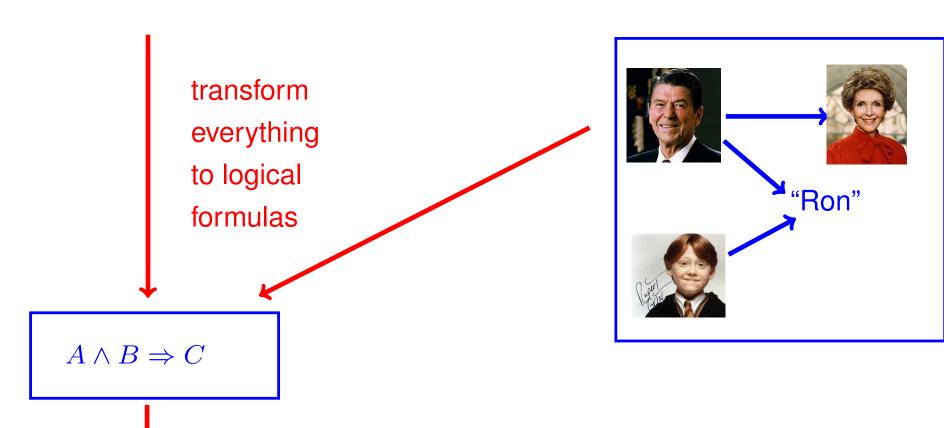


- Disambiguation avoids inconsistency
- Pattern helps disambiguation
- Consistency helps finding pattern

=> Solve all 3 problems together!

Idea: Solve all problems together

"Hermione is married to Ron"



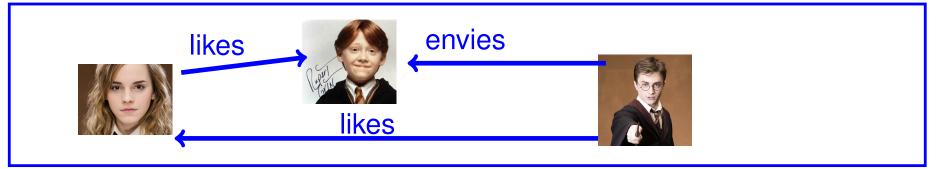
hasSpouse(Hermione, RonWeasley)

Find best conclusion

Refresh: Atoms and KBs

An atom A is a propositional statement. A is a positive literal, and $\neg A$ is a negative literal. The polarity is positive for A, and negative for $\neg A$. A positive literal holds ("is true") in a KB, if it appears in the KB.

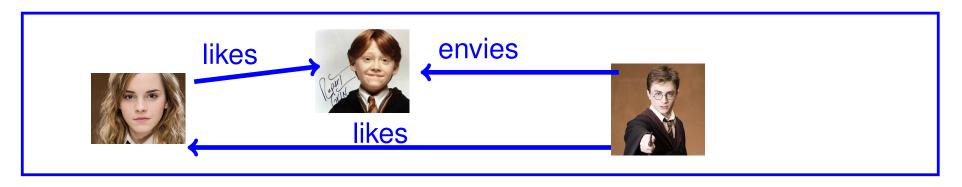
A negative literal $\neg A$ holds in a KB if A does not hold.



likes(Hermione, Ron)? $\neg envies(Ron, Harry)$?

Refresh: Atoms and KBs

- An positive literal holds ("is true") in a KB, if it appears in the KB.
- A negative literal $\neg A$ holds in a KB if A does not hold.
- A conjunction $A \wedge B \wedge ... \wedge Z$ holds in a KB, if all of its elements hold.



```
likes(Hermione, Ron)?
\neg envies(Ron, Harry)?
\neg envies(Ron, Harry) \wedge likes(Harry, Hermione) \quad \tau
envies(Harry, Ron) \wedge likes(Hermione, Ron) \wedge likes(Harry, Elvis)
```

F

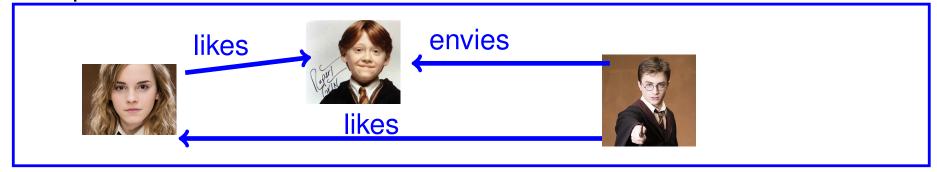
Refresh: Implications

An positive literal holds ("is true") in a KB, if it appears in the KB.

A negative literal $\neg A$ holds in a KB if A does not hold.

A conjunction $A \wedge B \wedge ... \wedge Z$ holds in a KB, if all of its elements hold.

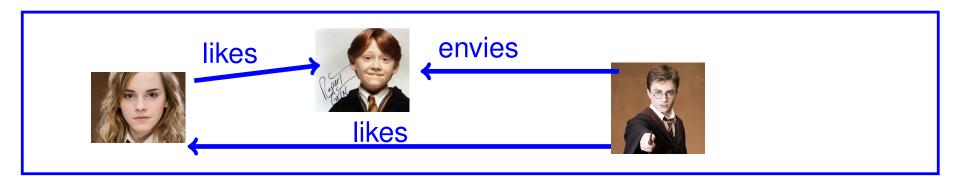
An implication $\vec{B} \Rightarrow H$ holds in a KB if \vec{B} does not hold or H holds.



```
likes(Hermione, Ron) \Rightarrow likes(Harry, Ron) \vdash likes(Harry, Ron) \Rightarrow hasSpouse(Harry, Hermione) \neg likes(Hermione, Harry) \Rightarrow envies(Harry, Ron) \neg likes(Hermione, Harry) \Rightarrow hasSpouse(Harry, Ron) likes(Herm., Ron) \land \neg envies(Harry, Ron) \Rightarrow ffe(Harry, Ron)
```

Def: Rules, Disjunctions, Clauses

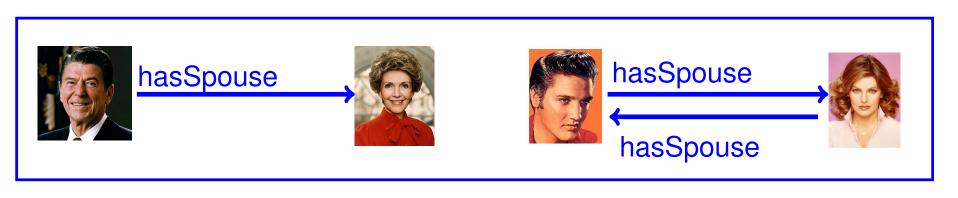
An implication (also: rule) $B_1 \wedge ... \wedge B_n \Rightarrow H$ is equivalent to a disjunction $\neg B_1 \vee ... \vee \neg B_n \vee H$ which we also write as a clause $\{\neg B_1, ..., \neg B_n, H\}$.



```
likes(Hermione, Ron) \Rightarrow likes(Harry, Ron)
is equivalent to
\neg likes(Hermione, Ron) \lor likes(Harry, Ron)
is equivalent to
\{\neg likes(Hermione, Ron), likes(Harry, Ron)\}
"at least one of these has to hold"
```

Refresh:Universally quantified formulas

A universally quantified formula holds in a KB, if all of its instantiations hold.



```
hasSpouse(x, y)

hasSpouse(x, y) \Rightarrow hasSpouse(y, x)

hasSpouse(Elvis, y) \Rightarrow hasSpouse(y, Elvis)

hasSpouse(Ron, y) \Rightarrow hasSpouse(y, Ron)
```

Refresh:Universally quantified formulas

In the following, we consider only instantiated rules.

A universally quantified rule is a shorthand notation for all relevant instantiations.



 $hasSpouse(x, y) \Rightarrow hasSpouse(y, x)$

```
relevant
instantiations
```

 $hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)$ $hasSpouse(Elvis, Elvis) \Rightarrow hasSpouse(Elvis, Elvis)$ $hasSpouse(Davis, Reagan) \Rightarrow hasSpouse(Reagan, Davis)$

 $hasSpouse(dog, cat) \Rightarrow hasSpouse(cat, dog)$ irrelevant

Def: Weighted Rule

A weighted rule is a rule with an associated real-valued weight.

```
hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)[3.14]
```

A weighted rule can also be seen as a weighted disjunction...

```
\neg hasSpouse(Elvis, Priscilla) \lor hasSpouse(Priscilla, Elvis)[3.14]
```

...or a weighted clause.

```
{\neg hasSpouse(Elvis, Priscilla), hasSpouse(Priscilla, Elvis)}[3.14]
```

Def: Weight of a KB

Given a set of atoms (= possible world, KB) and a set of instantiated rules with weights, the weight of the KB is the sum of the weights of all rules that hold in the KB.

 $hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)$ [3] $hasSpouse(cat, dog) \Rightarrow hasSpouse(dog, cat)$ [2]



Def: Weight of a KB

Given a set of atoms (= possible world, KB) and a set of instantiated rules with weights, the weight of the KB is the sum of the weights of all rules that hold in the KB.

 $hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)$ [3] $hasSpouse(cat, dog) \Rightarrow hasSpouse(dog, cat)$ [2]



Weight: 2 Weight: 5

Def: Weighted MAX SAT

Given a set of instantiated rules with weights, weighted MAX SAT is the problem of finding the KB with the highest weight. If there are several, find the one with the least number of atoms.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Def: Weighted MAX SAT

Given a set of instantiated rules with weights, weighted MAX SAT is the problem of finding the KB with the highest weight. If there are several, find the one with the least number of atoms.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

```
is(Ron, immature)
```

Best world:

type(Hermione, sorceress)

likes(Hermione, Ron)

weight: 17

Def: Exhaustive search

Exhaustive search is an algorithm for the Weighted MAX SAT problem that tries out all possible worlds with the atoms that appear in the rules in order to find the possible world with the maximal weight.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Atoms:

```
is(Ron, immature), type(H., sorceress), likes(H.Ron)
```

Def: Exhaustive search

Exhaustive search is an algorithm for the Weighted MAX SAT problem that tries out all possible worlds with the atoms that appear in the rules in order to find the possible world with the maximal weight.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Atoms:

```
is(Ron, immature), type(H., sorceress), likes(H.Ron)
```

Possible worlds:

```
\{\}: weight 3 \{is(Ron,immature)\}: weight 13, \{is(Ron,immature),type(H.,sorceress)\}: weight 14, etc.
```

Def: Exhaustive search

Exhaustive search is an algorithm for the Weighted MAX SAT problem that tries out all possible worlds with the atoms that appear in the rules in order to find the possible world with the maximal weight.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Atoms:

```
is(Ron, immature), type(H., sorceress), likes(H.Ron)
```

Exhaustive search is a correct and complete algorithm for the Weighted Max Sat problem. However, it has to analyze 2^n possible worlds, where n is the number of atoms.

Unit propagation repeatedly (1) adds the head of a body-less rule to the KB, (2) removes this atom from the bodies of the other rules, and (3) removes definitively satisfied rules.

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Unit propagation repeatedly (1) adds the head of a body-less rule to the KB, (2) removes this atom from the bodies of the other rules, and (3) removes definitively satisfied rules.

```
is(Ron, immature)[10] is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3] type(Hermione, sorceress)[4] 
KB: \{is(Ron, immature)\}
```

Unit propagation repeatedly (1) adds the head of a body-less rule to the KB, (2) removes this atom from the bodies of the other rules, and (3) removes definitively satisfied rules.

```
\frac{is(Ron, immature)[10]}{is(Ron, immature)} \land type(H., sorceress) \Rightarrow likes(H., Ron)[3] type(Hermione, sorceress)[4] 
KB: \{is(Ron, immature)\}
```

Unit propagation repeatedly (1) adds the head of a body-less rule to the KB, (2) removes this atom from the bodies of the other rules, and (3) removes definitively satisfied rules.

```
\frac{is(Ron, immature)[10]}{is(Ron, immature)} \land \frac{type(H., sorceres)}{type(Hermione, sorceres)}) \Rightarrow likes(H., Ron)[3]
\text{KB: } \{is(Ron, immature), type(Hermione, sorceres)\}
```

Unit propagation repeatedly (1) adds the head of a body-less rule to the KB, (2) removes this atom from the bodies of the other rules, and (3) removes definitively satisfied rules.

```
is(Ron, immature)[10]
is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]
type(Hermione, sorceress)[4]
\mathsf{KB}: \{is(Ron, immature), type(Hermione, sorceress), likes(H., Ron)\}
```

```
\{is(Ron, immature)\}[10]
\{\neg is(Ron, immature), \neg type(H., sorceress), likes(H., Ron)\}[3]
\{type(Hermione, sorceress)\}[4]
```

```
\{is(Ron, immature)\}[10]
\{\neg is(Ron, immature), \neg type(H., sorceress), likes(H., Ron)\}[3]
\{type(Hermione, sorceress)\}[4]
\mathsf{KB}: \{is(Ron, immature)\}
```

```
 \begin{aligned} &\{is(Ron,immature)\} [10] \\ &\{\neg is(Ron,immature), \neg type(H.,sorceress), likes(H.,Ron)\} [3] \\ &\{type(Hermione,sorceress)\} [4] \end{aligned} 
  \begin{aligned} &\mathsf{KB} \colon \{is(Ron,immature)\} \end{aligned}
```

```
 \begin{aligned} & \{is(Ron,immature)\} [10] \\ & \{\neg is(Ron,immature), \neg type(H.,sorceress), likes(H.,Ron)\} [3] \\ & \{type(Hermione,sorceress)\} [4] \end{aligned}  KB:  \{is(Ron,immature)\}  etc.
```

Unit propagation repeatedly (1) adds the atom of a unit-clause to the KB, (2) removes all clauses that contain this atom, and (3) removes the negation of the atom from the other clauses.

Wikipedia/Unit propagation with a partial model

```
\frac{\{is(Ron, immature)\}}{\{\neg is(Ron, immature), \neg type(H., sorceress), likes(H., Ron)\}}[3]\{type(Hermione, sorceress)\}[4]
```

Unit propagation is a correct (but not complete) algorithm for the Weighted Max Sat Problem, if a unit clause is propagated only when its weight is higher than the sum of the weights of the rules where the literal appears with inverse polarity.

Task: Weighted MAX SAT

Find the KB with the highest weight:

```
is(Hermione, smart)[1]
is(Herm., smart) \land is(Harry, smart) \Rightarrow likes(Herm., Harry)[3]
likes(Hermione, Ron) \Rightarrow \neg likes(Hermione, Harry)[100]
is(Harry, smart)[10]
likes(Hermione, Ron)[20]
```

Solving Weighted MAX SAT

To always find the optimal solution, one has to do an exhaustive search. Since SAT is NP-complete, so is MAX SAT and Weighted MAX SAT.

To find an approximate solution, possible strategies are:

- do an exhaustive search if there are few atoms
- try out several random KBs
- apply unit propagation wherever possible
- give preference to rules/unit clauses with higher weights
- remove atoms that appear only negative,
 add atoms to the KB that appear only positive.



Back to our problem

"Hermione is married to Ron"



hasSpouse(Hermione, RonWeasley)

Consistency

Consistency constraints can be expressed by rules:

```
hasSpouse(X,Y) \land different(Y,Z) \Rightarrow \neg hasSpouse(X,Z)[10]

hasSpouse(X,Y) \Rightarrow type(X,person)[20]

loves(X,Y) \land \neg hasSpouse(X,Y) \Rightarrow type(X,stupidPerson)[3]
```

Rules and weights can be designed manually. Such rules will guide our information extraction process.

A KB can be expressed as rules

Every fact from the KB can be expressed as a weighted rule:

```
type(Hermione, Person)[100]

\uparrow

High weight
```

This is corresponds to the rule

```
\Rightarrow type(Hermione, Person)[100]
```

Assuming completeness

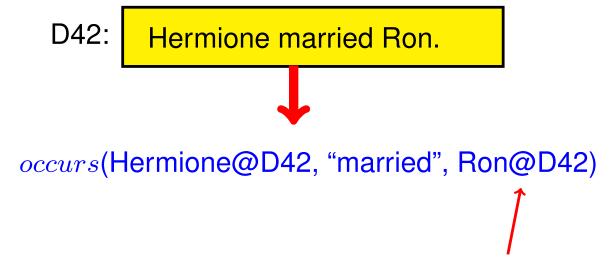
If we assume the KB to be perfect on a relation, we can create negative rules:

```
\neg type(Hermione, X)[100]
         \forall X : type(Hermione, X) \not\in KB
i.e.
     \neg type(Hermione, chicken)[100]
     \neg type(Hermione, cat)[100]
     \neg type(Hermione, mouse)[100]
```

Expressing the corpus as rules



Expressing the corpus as rules



Does not talk about Ronald Reagan or Ron Weasley, but about the word "Ron" in document D42.

Ron@D42 is a "word in context" (wic).

Expressing the corpus as rules

D42: Hermione married Ron.

occurs(Hermione@D42, "married", Ron@D42)

The word "Ron" in document D42 can mean different entities (from KB):

```
means(Ron@D42, RonaldReagan)
means(RonD42, RonWeasley)
```

But only one entity in practice:

```
means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)
```

occurs (Hermione@D42, "married", Ron@D42)[3]

```
means(Ron@D42, RonaldReagan)
```

means(Ron@D42, RonWeasley)

$$means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$$

occurrences

occurs(Hermione@D42, "married", Ron@D42)[3]

means(Ron@D42, RonaldReagan)
means(Ron@D42, RonWeasley)

 $means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$

```
occurs(Hermione@D42, "married", Ron@D42)[3]

From disambiguation by context/prior

means(Ron@D42, RonaldReagan)[5]

means(Ron@D42, RonWeasley)[7]
```

 $means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$

```
occurs (Hermione@D42, "married", Ron@D42)[3]
```

```
means(Ron@D42, RonaldReagan)[5]
means(Ron@D42, RonWeasley)[7]

"Hard" rule with very high weight
means(X,Y) \wedge different(Y,Z) \Rightarrow \neg means(X,Z) [100]
```

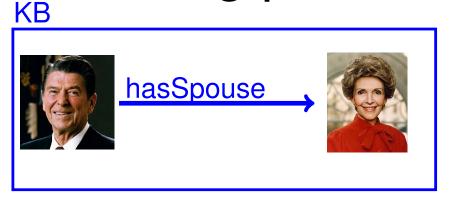
occurs (Hermione@D42, "married", Ron@D42)[3]

```
means(Ron@D42, RonaldReagan)
```

means(Ron@D42, RonWeasley)

$$means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$$
 [100]

Let us ignore the weights for a moment.



+

Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)



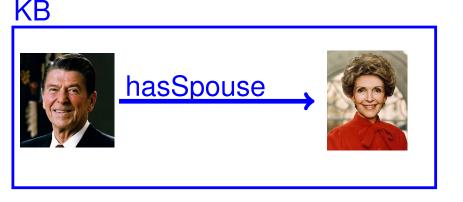
hasSpouse(Reagan, Davis)



Reagan married Davis.



"X married Y" is pattern for hasSpouse(X,Y)



+

Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

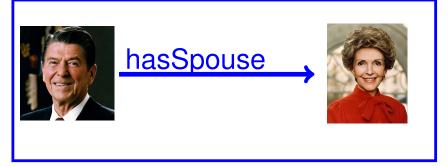
hasSpouse(Reagan, Davis)

occurs(R@1, "married", D@1)

means(R@1, Reagan)

means(D@1, Davis)

KB





Reagan married Davis.



"X married Y" is pattern for hasSpouse(X,Y)

```
hasSpouse(Reagan, Davis)
occurs(R@1,"married", D@1)
means(R@1, Reagan)
means(D@1, Davis)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \wedge R(X',Y')
   \Rightarrow isPatternFor(P,R)
```



hasSpouse





Reagan married Davis.



"X married Y" is pattern for hasSpouse(X,Y)

```
hasSpouse(Reagan, Davis)
occurs(R@1,"married", D@1)
means(R@1, Reagan)
means(D@1, Davis)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \wedge R(X',Y')
   \Rightarrow isPatternFor(P,R)
```

isPatternFor("married", hasSpouse)

"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.





hasSpouse



"X married Y" is pattern for hasSpouse(X,Y)

isPatternFor("married",hasSpouse)



Elvis married Priscilla.





hasSpouse



"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.





hasSpouse



isPatternFor("married",hasSpouse)

occurs(E@1, "married", P@1)

means(E@1, Elvis)

means(P@1, Priscilla)

"X married Y"
is pattern for hasSpouse(X,Y)





```
isPatternFor("married",hasSpouse)
occurs(E@1, "married", P@1)
means(E@1, Elvis)
means(P@1, Priscilla)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \land isPatternFor(P,R)
   \Rightarrow R(X',Y')
```

"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.



```
isPatternFor("married",hasSpouse)
occurs(E@1, "married", P@1)
means(E@1, Elvis)
means(P@1, Priscilla)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \wedge isPatternFor(P,R)
   \Rightarrow R(X',Y')
```

hasSpouse(Elvis, Priscilla)

task>106

Task: Pattern deduction by rules

Pattern deduction:

```
occurs(X, P, Y)
\land means(X, X')
\land means(Y, Y')
\land R(X', Y')
\Rightarrow isPatternFor(P, R)
```

Pattern application:

```
occurs(X, P, Y)

\land means(X, X')

\land means(Y, Y')

\land isPatternFor(P, R)

\Rightarrow R(X', Y')
```

```
    1: occurs(P@1, "adores", E@1)
    2: means(E@1,Elvis)
    3: means(P@1, Priscilla)
    4: hasSpouse(Priscilla, Elvis)
    5: occurs(M@1, "adores", E@1)
```

6 : means(M@1, Madonna)

All rules have weight 1.

Compute facts that will be in the best world.

Life is not easy

words are ambiguous

"Ron"

corpora may err

"Madonna is married to Elvis"

parsing may fail

"Coyote dreams Coyote eats Roadrunner"

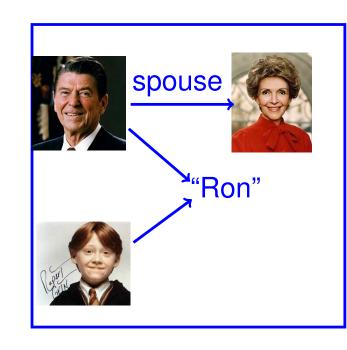
contradictions may occur

Reagan was married twice.

=> we will compute the most plausible world

occurs(W@1, "eats", R@1)

"Hermione married Ron"



World1:

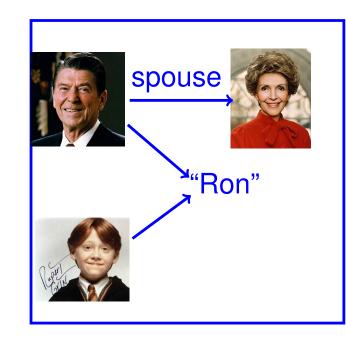


World2:



"Hermione married Ron"

occurs(H@1, "married",R@ 1)[1]
isPatternFor("married", spouse)[1]



World1:



World2:



"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]

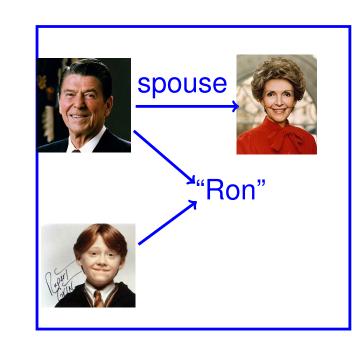
isPatternFor("married", spouse)[1]

means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]
```



World1:



spouse

World2:



spouse



"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]

isPatternFor("married", spouse)[1]

means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X, Y) \land Y \neq Z \Rightarrow \neg means(X, Z)[10]

spouse(X, Y) \land Y \neq Z \Rightarrow \neg spouse(Z, X)[6]
```

spouse "Ron"

- + Symmetry of marriage
- + Pattern Application Rule [10]

World1:





World2:







"Hermione married Ron"

```
occurs(H@1, "married", R@1)[1]

isPatternFor("married", spouse)[1]

means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]

spouse(X,Y) \land Y \neq Z \Rightarrow \neg spouse(Z,X)[6]
```

spouse "Ron"

- + Symmetry of marriage
- + Pattern Application Rule [10]

World1:



spouse



loses 2

wins 3

loses 6

World2:



spouse,



"Hermione married Ron"

```
occurs(H@1, "married", R@1)[1]

isPatternFor("married", spouse)[1]

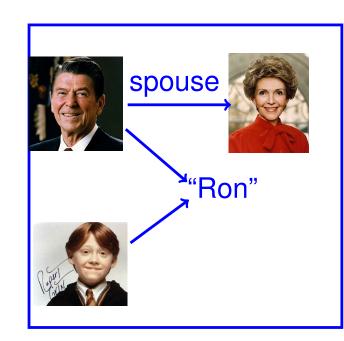
means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]

spouse(X,Y) \land Y \neq Z \Rightarrow \neg spouse(Z,X)[6]
```



World1:



spouse

+ Symmetry of marriage

+ Pattern Application Rule [10]



loses 2 wins 3 loses 6

World2:



spouse,



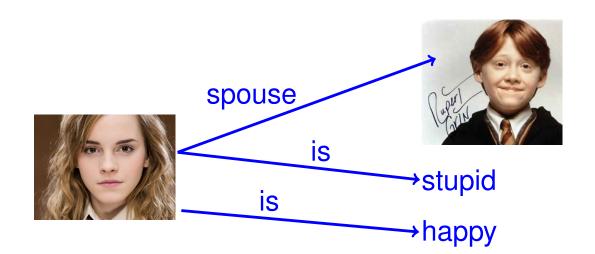
loses 3 wins 6 wins 2

Summary: IE by reasoning

IE by reasoning converts

- background knowledge (existing KB)
- logical constraints
- the corpus

into logical rules and aims to find the most plausible possible world given these evidences.



->markov-logic

->semantic-web

References

SOFIE - a self-organizing framework for IE

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