Multihop question answering for short and long narrative

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Overview

Introduction of QA over multiple paragraphs

2 Paper 2: Simple and Effective

Introduction

- Question answering (QA) is the ability of reading text and getting the knowledge/insight about it.
- The crucial difference between single-hop QA and multihop QA is **the clues' distributing among passages**.

Example about a multihop QA dataset

A question - supporting documents - answer triple of **HotpotQA** - a typical multihop QA dataset.



Differences between multihop QA and single passage dataset

- Multihop QA datasets are given more than single passage (SQuAD) to search for the answer
- Answers of multihop QA datasets are keywords or their combination or free form (NarrativeQA); that of single QA datasets are keywords (SQuAD) or cloze-type (Children's Book Test) or multiple choices
- Length of supporting documents of multihop are varied vs usually short of single hop: Short paragraphs (HotpotQA, QAngaroo), enourmously long (NarrativeQA)

Reasoning is the key

In order to extract the answer, clues or something you can think of must be combined, i.e. **reasoned.**

My definition of Reasoning

Reasoning is a way of combining facts or clues from document(s) to get the final answer.

There are several tools used for reasoning: attention, graph.

Simple and Effective Curriculum Pointer-Generator Networks for Reading Comprehension over Long Narratives

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This work differs in previously presented one the followings:

- Deal with NarrativeQA a multihop QA dataset much much harder than HotpotQA
- It employs IAL as reasoning tool. This module is mainly inspired from attention.

Outline of this section:

- Overview of system
- IR block using Curriculum Learning
- Attention-based IAL block for reasoning
- Inferring answer with Pointer-Generator Network
- Result

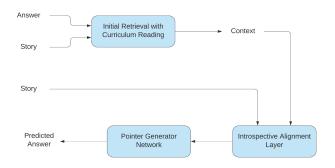
Fews about NarrativeQA

Few characteristics of NarrativeQA dataset are worth mentioning:

- Context is very long movie script or book and it is not decomposed into paragraphs beforehand
- Annotators are given summary of each context to produce question and answer and they are encouraged to produce answer in free form
 question and answers in many case do not share any common word with context
- ⇒ NarrativeQA is really challenging multihop QA problem.

Overview

This figure illustrates the model.



IR with Curriculum Learning



- This block selects which context is used to train the IAL model in next step
- Curriculum Learning is rather a training strategy than a model

Idea of Curriculum Learning: Model which is trained with easy contexts first and hard contexts are provided gradually produces better result.

Humans and animals learn much better when the examples are not randomly presented but organized in a meaningful order which illustrates gradually more concepts, and gradually more complex ones. Here, we formal-

In this paper, Curriculum Learning is used in selecting context to train. In other words, different contexts with different characteristics are provided to train the model.

Characteristics of context:

- Where the context is derived from (from question or answer)
 (Answerability)
- How big the context is (50 words, 100 words...) (Understandability)

To combine 2 metrics, they use 3 term n, E_n and H_n , where:

- n a set containing several predefined lengths of context $k \in \{50, 100, 200, 500\}$
- E_n a set of questions and corresponding contexts contexts are inferred from **answer**; context's length are n words
- H_n a set of questions and corresponding contexts contexts are inferred from **question**; context's length are n words

For the details of how to create such sets, they use a *ranking function*.

Pseudo code

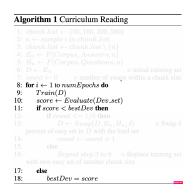


Figure: Pseudo code of normal training process

```
Algorithm 1 Curriculum Reading

    chunk_list ← {50, 100, 200, 500}

2: n \leftarrow sample \ i \ in \ chunk\_list
                                          Set up:
 3: chunk\_list \leftarrow chunk\_list \setminus \{n\}
                                          - Fn
4: E_n \leftarrow F(Corpus, Answers, n)
                                          - Hn
 5: H_n \leftarrow F(Corpus, Questions, n)
 6: D ← E<sub>n</sub>

    initial training set

 7: count ← 0
                     > number of swaps within a chunk size
 8: for i \leftarrow 1 to numEpochs do
       Train(D)
10:
        score \leftarrow Evaluate(Dev\_set)
                                            Increase
                                            Answerability
        if score < bestDev then
11:
            if count <= 1/\delta then
13:
                D \leftarrow Swap(D, E_n, H_n, \delta)
                                                    ⊳ Swap δ
    percent of easy set in \hat{D} with the hard set
14:
                count \leftarrow count + 1
15:
            else
                16.
    with new easy set of another chunk size
17.
        else
                                     Increase
18:
            bestDev = score
                                     Understandability
```

Figure: Pseudo code of training process embedding Curriculum Reader

Pseudo code (cont.)

- Swap: In training set D, remove several easy context belonging to E_n with hard context belonging to H_n
- If swapping time exceeds $1/\delta$, stop swapping and replace with new training dataset containing only easy context (i.e. redo step $2 \rightarrow 7$)

```
Algorithm 1 Curriculum Reading
 1: chunk\_list \leftarrow \{50, 100, 200, 500\}

 n ← sample i in chunk_list

                                           Set up:
 3: chunk\_list \leftarrow chunk\_list \setminus \{n\}
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 5: H_n \leftarrow F(Corpus, Questions, n)
 6: D ← E<sub>n</sub>

    initial training set

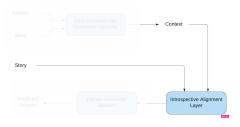
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                 D \leftarrow Swap(D, E_n, H_n, \delta)
                                                      ⊳ Swap δ
    percent of easy set in D with the hard set
14:
                count \leftarrow count + 1
15:
            else
16:
                 Repeat step 3 to 8

⊳ Replace training set

    with new easy set of another chunk size
17:
        else
                                       Increase
            bestDev = score
18:
                                       Understandability
```

Figure: Pseudo code of training process embedding Curriculum Reader

Introspective Alignment Reader



This block aims to find contextual representation of context given raw context and question. Reasoning step occurs within this.

Introspective Alignment Reader

Given:

- Raw context
- Raw question

Output:

• Context matrix $Y \in \mathbb{R}^{l_c \times 2d}$

How to do:

- Input and Context embedding
- Introspective Alignment
- Reasoning over alignments
- Local block-based self-attention

IAL-Reader: Input embedding

It passes context C and question Q in raw form into same BiLSTM layer

$$H^C = BiLSTM(C); H^Q = BiLSTM(Q)$$

where

$$H^C \in \mathbb{R}^{I_c \times d}$$
; $H^Q \in \mathbb{R}^{I_q \times d}$

IAL-Reader: Introspective Alignment

This step creates alignments from question embd and context embd.

Step 1: Co-attention between H^C and H_Q

$$E_{ij} = F(h_i^C)^\top F(h_j^Q)$$

Matrix $E \in \mathbb{R}^{l_c \times l_q}$ is soft matching matrix ; i.e. Affinity matrix in some materials.

Step 2: Learn alignments between context and question

$$A = softmax(E)H^Q$$

Rows of matrix $A \in \mathbb{R}^{l_c \times d}$ are aligned representation of H^C .

IAL-Reader: Reasoning over alignments

To do so, it computes self-attentive reasoning over alignments.

$$G_{ij} = F_s([A_i; H_i^c; A_i - H_i^c, A_i \odot H_i^c])^{\top} \cdot F_s([A_j; H_j^c; A_j - H_j^c, A_j \odot H_j^c])$$

Note that this calculation is done with index i and j satisfying the following condition:

$$|i-j| \leq b$$

where b is hyperparameter.

The appearance of this condition is to ensure the computation doesn't become prohibitive as $l_c > 2000$.

IAL-Reader: Local Block-based Self-attention

To calculate introspective alignment representation, it uses the following equation:

$$B = \text{Softmax}(G) [A; H^c; A - H^c; A \odot H^c]$$

Matrix B above is then passes through BiLSTM layer to aggregate final representation of context, say Y:

$$Y = \mathsf{BiLSTM}([B;A;H^c;A-H^c;A\odot H^c])$$

Inferring answer with Pointer Generator Network



Recall that, NarrativeQA dataset encourages generating answer in free from and many questions have no answer in plain text in context. As such, Pointer Generator Network is suitable for this.

A key advantage of the pointer-generator is that it allows us to generate answers even if the answers do not exist in the context. This also enables us to explore multiple (diverse) views of contexts to train our model. However, to this end, we must

For more information about how to apply Pointer Generator Network into this problem, please visit the paper.

Result

Model		Dev Set				Test Set			
	· l	BLEU-1	BLEU-4	Meteor	Rouge	BLEU-1	BLEU-4	Meteor	Rouge
IR (BLEU)	-	6.73	0.30	3.58	6.73	6.52	0.34	3.35	6.45
IR (ROUGE)	-	5.78	0.25	3.71	6.36	5.69	0.32	3.64	6.26
IR (Cosine)	-	6.40	0.28	3.54	6.50	6.33	0.29	3.28	6.43
BiDAF	-	5.82	0.22	3.84	6.33	5.68	0.25	3.72	6.22
ASR	200	16.95	1.26	3.84	1.12	16.08	1.08	3.56	11.94
ASR	400	18.54	0.00	4.2	13.5	17.76	1.10	4.01	12.83
ASR	1K	18.91	1.37	4.48	14.47	18.36	1.64	4.24	13.4
ASR	2K	20.00	2.23	4.45	14.47	19.09	1.81	4.29	14.03
ASR	4K	19.79	1.79	4.60	14.86	19.06	2.11	4.37	14.02
ASR (Ours)	4K	12.03	1.06	3.10	8.87	11.26	0.65	2.66	8.68
R^3	-	16.40	0.50	3.52	11.40	15.70	0.49	3.47	11.90
RNET-PG	4K	17.74	0.00	3.95	14.56	16.89	0.00	3.84	14.35
RNET-CPG	4K	19.71	2.05	4.91	15.05	19.27	1.45	4.87	15.50
IAL-CPG	4K	23.31	2.70	5.68	17.33	22.92	2.47	5.59	17.67
Rel. Gain	-	+31%	+51%	+23%	+17%	+20%	+17%	+28%	+26%

Figure: Result of model

Conclusion

- Multihop RC requires more than just search answer keywords from text, it needs reasoning
- Many available reasoning strategies: graph-based, attention-based
- Some datasets (like NarrativeQA) is really difficult

The End