

## Lecture 15: Coreference Resolution

2018 年 8 月 5 日

# 1 Introduction

## 1.1 Coreference

In linguistics, coreference, sometimes written co-reference, occurs when two or more expressions in a text refer to the same person or thing; they have the same referent.

## 1.2 Types of Coreference

- **Anaphora** 回指

The  $music_i$  was so loud that  $it_i$  couldn't be enjoyed.

The anaphor( $it_i$ ) follows its antecedent( $music_i$ ).

- **Cataphora**

If  $they_i$  are angry about the music, the  $neighbors_i$  will call the cops.

The anaphor( $they_i$ ) precedes its antecedent( $neighbors_i$ ).

- **Split antecedents**

$Carol_i$  told  $Bob_i$  to attend the party.  $They_i$  arrived together.

The anaphor  $they$  has a split antecedent, referring to both  $Carol$  and  $Bob$ .

- **Coreferring noun phrases** 共指

The  $project\ leader_i$  is refusing to help. The  $jerk_i$  thinks only of himself.

Coreferring noun phrases, whereby the second noun phrase is a predication over the first.

在 NLP 领域，一般只研究回指和共指。

- **Anaphora**

Text



World



- **(Co)Reference**

Text



World



### 1.3 Coreference Resolution

Identify all noun phrases that refer. Find which entity in physical world that the noun refer to.

#### Mentions

- 人名: Akash, Krishna
- 代词: His, herself, it
- 普通词组: A couple of years, a naughty child

#### Applications

- 机器翻译 (土耳其语不区分 ‘他’ 和 ‘她’ )。
- IR 和 QA: 对代词进行提问。
- 全文理解与文本摘要。

#### 几种指代消解模型

- Mention Pair models:

将所有 anaphor 与 antecedent 视作一系列 pair, 对每个 pair 进行二分类。

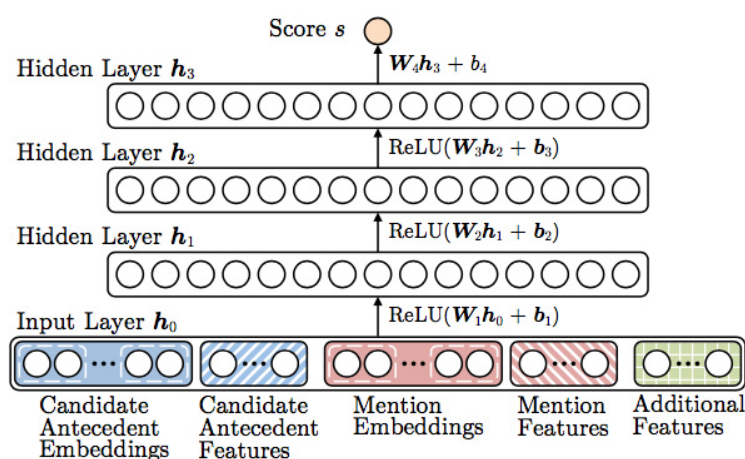
- Mention ranking model:

显式地将 mention 作为 query, 对 candidate antecedents 做 ranking。

- Entity-Mention models

找出所有 entity 及其上下文, 通过上下文进行聚类, 在同一类中的 mention 消解为同一个 entity。

## 2 Simple Neural Network Model

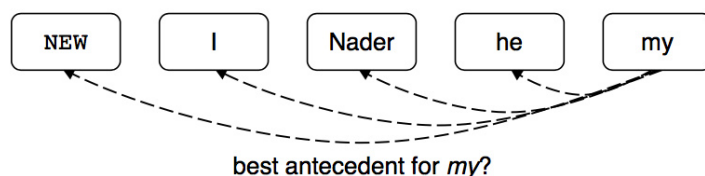


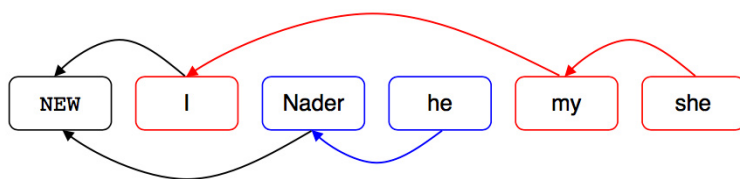
最基本的前馈神经网络，输入特征包括 Current Mention Embedding 以及 Candidate Antecedent Embeddings 加上大量的 hand-crafted Features.

- **Person/Number/Gender agreement**
  - Jack gave **Mary** a gift. **She** was excited.
- **Semantic compatibility**
  - ... **the mining conglomerate** ... **the company** ...
- **Certain syntactic constraints**
  - John bought **him** a new car. [him can not be John]
- **More recently mentioned entities preferred for referenced**
  - **John** went to a movie. **Jack** went as well. **He** was not busy.
- **Grammatical Role: Prefer entities in the subject position**
  - **John** went to a movie with **Jack**. **He** was not busy.
- **Parallelism:**
  - **John** went with **Jack** to a movie. **Joe** went with **him** to a bar.
- ...

实验表明，这些手工 feature 仍然具有非常大的作用，人们在致力于减少这些 features，最新的模型已经将其减少至 13 个。

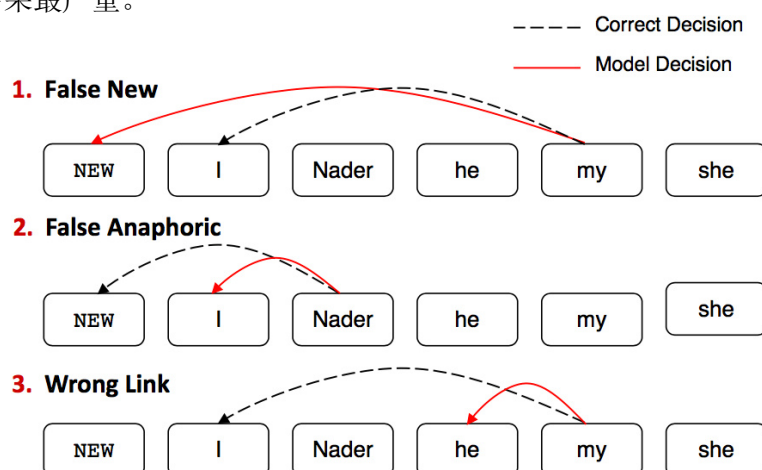
**模型 idea** 对每一个 entity，考虑那些之前的词与之构成指代，对每一个 pair 放进 model 进行打分。新出现的词与 NEW 相连。





### 3 Reinforcement Learning

虽然可以根据分数来优化模型，然而不同预测错误的严重性是不同的，如下图第三种错误的后果最严重。



#### 3.1 RL 算法 1

将 mention-pair 模型的打分 softmax 成概率，最大化决策序列的奖励期望。

- Define probability distribution over actions:

$$p_{\theta}((c, m)) \propto e^{s(c, m)} \text{ for any action } a = (c, m)$$

- Maximize expected reward

$$J(\theta) = \mathbb{E}_{[a_{1:T} \sim p_{\theta}]} R(a_{1:T})$$

- Sample trajectories of actions to approximate gradient

缺陷：该算法存在一个很严重的问题，所有决策序列的奖励期望是提高了，但我们真正目的并不在此，而是想要的是让得分最高的那一个决策序列的分值尽量高。

#### 3.2 Reward-Rescaling 算法

不再人工指定惩罚系数，而是用当前决策序列下，改动某一个决策所带来的奖励的下降来作为惩罚系数。RL 实际上犯了更多的错误，但它擅长不犯致命错误。