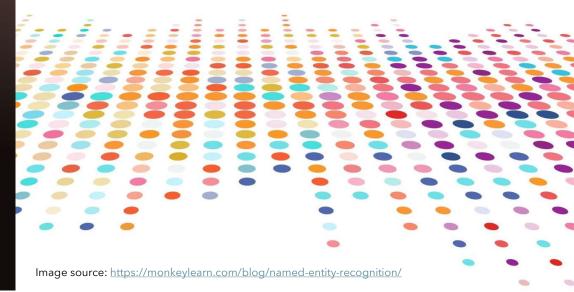
SAMPLE HUGGINGFACE MODELS WITH MULTINERD-DATA IN ENGLISH.



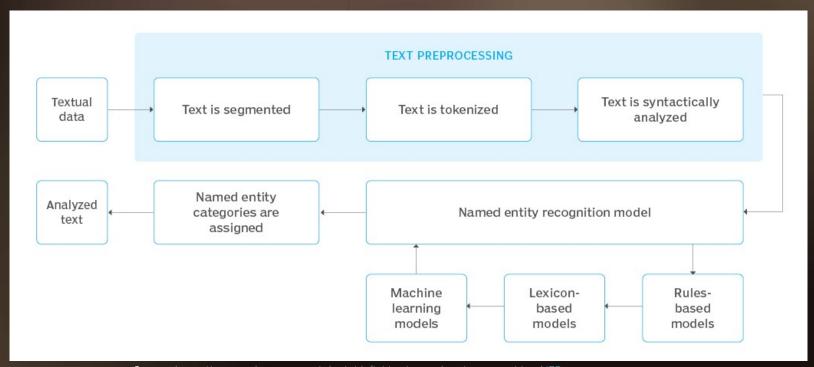


Named entity recognition (NER) – also called entity identification or entity extraction – is a natural language processing (NLP) technique that automatically identifies named entities in a text and classifies them into predefined categories. Entities can be names of people, organizations, locations, times, quantities, monetary values, percentages, and more.

Ousted WeWork founder Adam Neumann lists his Manhattan penthouse for \$37.5 million

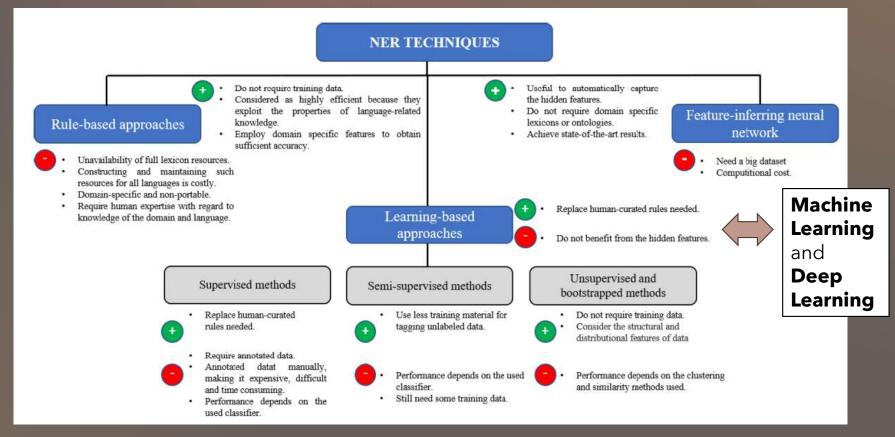
[organization] [person] [location] [monetary value]

-- Process --

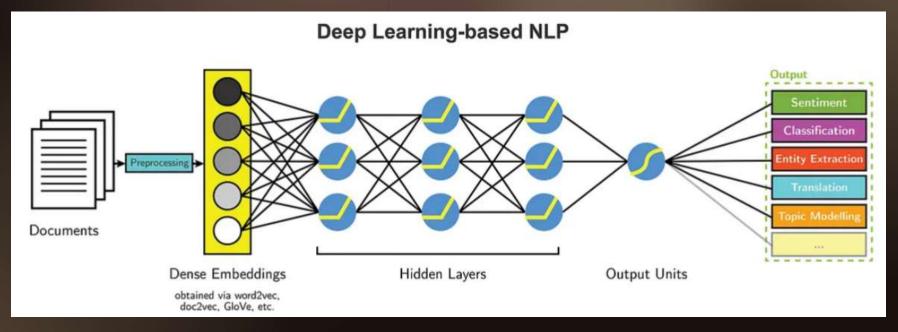


Source: https://www.techtarget.com/whatis/definition/named-entity-recognition-NER

Current Methods



Current Methods -- Deep Learning --

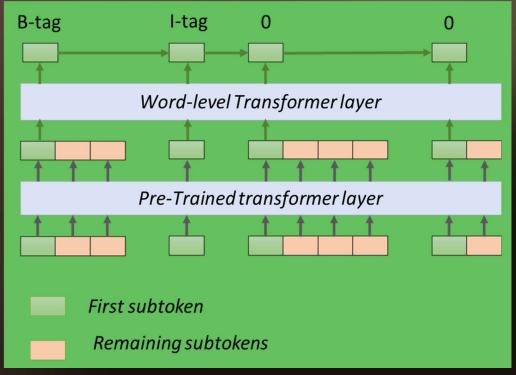


Source: https://medium.com/intro-to-artificial-intelligence/entity-extraction-using-deep-learning-8014acac6bb8

-- Deep Learning --

- There are many pre-trained models for this task. For example, you can see the previous paper here (https://aclanthology.org/2020.coling-main.334.pdf, https://pahulpreet86.github.io/name-entity-recognition-pre-trained-models-review/ and https://pahulpreet86.github.io/name-entity-recognition-pre-trained-models-review/).
- In this work, I used the Huggingface pre-trained model, namely Distillbert. This is because it is a small model with six deep learning layers and is suitable to run on my machine. You can try with other models such as Roberta and Bert-base. You can find it with the NER task here.

-- HuggingFace--



-- Distillbert Pre-trained Model --

```
Layer (type:depth-idx)

DistilBertForTokenClassification

DistilBertModel: 1-1

LEmbeddings: 2-1

LEmbedding: 3-1

LEmbedding: 3-2

LAyerNorm: 3-3

LDropout: 3-4

LTransformer: 2-2

ModuleList: 3-5

Dropout: 1-2

Linear: 1-3
```

- Scenario A: Select a model from huggingface and run the MultiNERD data for English. Fine-tune the parameters with suitable metrics to get the best results.
- Scenario B: Similar to scenario A. However, the entity types belong to one of the following five entity types: PERSON(PER), ORGANIZATION(ORG), LOCATION(LOC), DISEASES(DIS), ANIMAL(ANIM).

- You can find out the results of SystemA at SystemADistilbert.ipynb
- Testing the SystemA with an example sentence (SystemADistilbert_Testing.ipynb).
- You can find out the results of SystemB at SystemBDistilbert.ipynb
- Testing the SystemB with an example sentence (SystemBDistilbert_Testing.ipynb).

-- Pre-processing data --

- I only loaded the data and followed the instructions from Huggingface.
- I selected small samples for all training, validation and test sets in two systems because of the limitation of my Machine. You can see it in the codes.
- For SystemB, I only kept the entity types which belong to one of the following five entity types: PERSON(PER), ORGANIZATION(ORG), LOCATION(LOC), DISEASES(DIS), ANIMAL(ANIM).

```
'B-CEL',
'B-DIS',
'B-EVE',
'B-FOOD',
'B-INST',
'B-LOC',
'B-MEDIA',
'B-MYTH',
'B-ORG',
'B-PER',
'B-PLANT',
'B-TIME',
'B-VEHI',
'I-ANIM',
'I-BIO',
'I-CEL',
'I-DIS',
'I-EVE',
'I-FOOD',
'I-INST',
'I-LOC',
'I-MEDIA',
'I-MYTH',
'I-ORG',
'I-PER'.
'I-PLANT',
'I-TIME',
'I-VEHI',
'0']
```

['B-ANIM', 'B-BIO',

['B-ANIM',
'B-DIS',
'B-LOC',
'B-ORG',
'B-PER',
'I-ANIM',
'I-DIS',
'I-LOC',
'I-ORG',
'I-PER',
'O']

- -- Pre-processing data --
 - For two scenarios, I used the same configuration to compare the outcomes of the two systems.
 - Metrics: F1 score
 - Learning rate: 5e-5 = 0.00005
 - Epochs: 10

```
training_args = TrainingArguments(
   output_dir="./results",
   evaluation_strategy="steps",
   eval_steps=200,
   save_steps=200,
   num_train_epochs=10,
   per_device_train_batch_size=32,
   per_device_eval_batch_size=32,
   logging_steps=100,
   learning_rate=5e-5,
   load_best_model_at_end=True,
   metric_for_best_model="f1",
)
```

This Repository works -- Results -- SystemA

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support	f1-score	recall	precision		
359	0.99	0.99	0.99	ANIM	
5	0.50	0.40	0.67	BIO	
45	1.00	1.00	1.00	CEL	
228	1.00	1.00	1.00	DIS	
61	1.00	1.00	1.00	EVE	
217	1.00	1.00	1.00	FOOD	
11	0.95	0.91	1.00	INST	
1442	1.00	1.00	1.00	LOC	
151	1.00	1.00	0.99	MEDIA	M
13	1.00	1.00	1.00	MYTH	
654	1.00	1.00	1.00	ORG	
1515	1.00	1.00	1.00	PER	
217	0.99	1.00	0.99	PLANT	P
70	0.99	0.99	1.00	TIME	
14	1.00	1.00	1.00	VEHI	
5002	1.00	1.00	1.00	.cro avg	micro
5002	0.96	0.95	0.98	icro avg	macro
5002	1.00	1.00	1.00	ited avg	weighted

Validation set

	precision	recall	f1-score	support	_
ANIM	0.48	0.46	0.47	151	
BIO	0.00	0.00	0.00	4	
CEL	0.65	0.58	0.61	19	
DIS	0.56	0.58	0.57	250	
EVE	0.84	0.94	0.88	49	
FOOD	0.42	0.38	0.40	329	
INST	0.40	0.40	0.40	5	
LOC	0.97	0.97	0.97	1195	
MEDIA	0.90	0.92	0.91	142	
MYTH	1.00	0.33	0.50	9	
ORG	0.89	0.92	0.90	404	
PER	0.97	0.98	0.98	1122	
PLANT	0.40	0.39	0.39	169	
TIME	0.56	0.33	0.42	42	
VEHI	0.61	0.69	0.65	16	
micro avg	0.84	0.83	0.84	3906	
macro avg	0.64	0.59	0.60	3906	
eighted avg	0.83	0.83	0.83	3906	

Test set

precision recall f1-score support ANIM 0.51 0.58 0.54 246 BIO 0.00 0.00 0.00 1 CEL 0.00 0.00 0.00 3 DIS 0.63 0.58 0.60 126 EVE 0.83 0.86 0.84 50 FOOD 0.38 0.32 0.34 85 INST 0.00 0.00 0.00 3
BIO 0.00 0.00 0.00 1 CEL 0.00 0.00 0.00 3 DIS 0.63 0.58 0.60 126 EVE 0.83 0.86 0.84 50 FOOD 0.38 0.32 0.34 85
CEL 0.00 0.00 0.00 3 DIS 0.63 0.58 0.60 126 EVE 0.83 0.86 0.84 50 FOOD 0.38 0.32 0.34 85
DIS 0.63 0.58 0.60 126 EVE 0.83 0.86 0.84 50 FOOD 0.38 0.32 0.34 85
EVE 0.83 0.86 0.84 50 FOOD 0.38 0.32 0.34 85
FOOD 0.38 0.32 0.34 85
INST 0.00 0.00 0.00 3
LOC 0.97 0.97 0.97 1748
MEDIA 0.86 0.97 0.91 65
MYTH 1.00 0.78 0.88 9
ORG 0.87 0.93 0.90 491
PER 0.97 0.99 0.98 841
PLANT 0.47 0.54 0.50 150
TIME 0.83 0.53 0.65 45
VEHI 0.25 0.60 0.35 5
micro avg 0.87 0.89 0.88 3868
macro avg 0.57 0.58 0.56 3868
ghted avg 0.88 0.89 0.88 3868

This Repository works -- Results -- SystemB

Training set

Validation set

Test set

		precision	recall	f1-score	support
AN:	IΜ	0.97	0.95	0.96	359
D	IS	0.92	0.88	0.90	228
L	OC	1.00	1.00	1.00	1442
0	RG	1.00	1.00	1.00	654
P	ER	1.00	1.00	1.00	1515
micro a	vg	0.99	0.99	0.99	4198
macro a	vg	0.98	0.97	0.97	4198
weighted a	vg	0.99	0.99	0.99	4198

	precision	recall	f1-score	support	
ANIM	0.53	0.38	0.44	151	
DIS	0.56	0.43	0.49	250	
LOC	0.96	0.98	0.97	1195	
ORG	0.91	0.88	0.90	404	
PER	0.98	0.98	0.98	1122	
micro avg	0.92	0.89	0.91	3122	
macro avg	0.79	0.73	0.75	3122	
weighted avg	0.91	0.89	0.90	3122	

	preci	sion re	ecall f1	-score su	pport
ANI	IM	0.49	0.50	0.49	246
D:	IS	0.70	0.46	0.56	126
LC	OC	0.96	0.97	0.96	1748
OF	RG	0.87	0.89	0.88	491
PE	ER	0.96	0.98	0.97	841
micro a	vg	0.91	0.91	0.91	3452
macro av	vg	0.80	0.76	0.77	3452
weighted av	vg	0.91	0.91	0.91	3452

-- Load saved models and run sample sentence --

 Testing the SystemA with an example sentence (SystemADistilbert_Testing.ipynb).

A

 Testing the SystemB with an example sentence (SystemBDistilbert_Testing.ipynb).

His	:	0	
father	:	0	
was	:	0	
a	:	0	
surveyor	:	0	
and	:	0	
tavern	:	0	
owner	:	0	
who	:	0	
became	:	0	
close	:	0	
friends	:	0	
with	:	0	
William	:	B-PER	
Henry	:	I-PER	
Harrison	:	I-PER	
while	:	0	
the	:	0	
two	:	0	
served	:	0	
together	:	0	
in	:	0	
the	:	0	
War	:	B-EVE	
of	:	I-EVE	
1812	:	0	
	:	0	

This Repository works -- Findings -

- The testing set is missed a label ('I-BIO' there is only 30 labels) compared to training set (31) and validation set (31).
- Time for running:
 - SystemA: 5619.6813 s ~ 1.56 hour. (31 Labels)
 - SystemB: 5557,2894 ~ 1.5436915.
 - → The times for training of 2 systems are not far different. This is because there are changes in the last layer for the output layer with Transformers. Other layers are trained in similar ways. However, it can be different with larger datasets because I only test these systems on small random data from the original data because of time limitations and my machine.

This Repository works -- Findings -

Accuaracy (Precision | recall | f1 score)

•	System A:	1.0	0.83	0.88
•	System B:	0.99	0.90	0.91

→ System B outperformed System A on average score. This is because of fewer labels compared to system A.

• Limitations:

- Randomly small parts of the data can lead to incorrect evaluation of the models. Therefore, It needs to run with a powerful computer for all datasets.
- Because of time limitations, I only tested on the default learning rate (example) from HuggingFace. It can change the learning rate with different optimizers like Adam. (See more here)
- Epoch = 10. It needs to be tested with more epochs. Note that I run 1 epoch with a full training set. It took more than 8 hours. According to the system, you can consider how many epochs you need for training. GPU is another solution to reduce the time for training.

