# Appendix to Bayesuvius Chapter about SentenceAx

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The SentenceAx (Sax) software (at github repo Ref.[4]) is a complete re-write of the Openie6 (O6) software (at github repo Ref.[1]).

The O6 software is described by its creators in the paper Ref.[2], which we will henceforth refer to as the O6 paper.

Before reading this appendix, you should read the document entitled "Sentence Splitting with SentenceAx" (Ref.[2]) that is a chapter excerpt from my book Bayesuvius (Ref.[3]). I will henceforth refer to that chapter as the Sax chapter. The purpose of this Appendix is to record details about Sax that were deemed too fine-grained or ephemeral to be included in the Sax chapter.

## 1 PyTorch code for calculating Penalty Loss

The Sax chapter gives all the equations associated with Penalty Loss. But how does one code them with PyTorch? The O6 software does it masterfully. Here is the pertinent code snippet from Sax. It comes directly from the O6 software, modulus changes in notation.

```
16
      Returns
17
18
      float
19
           penalty loss
20
21
22
      batch size, num depths, num words, icode dim = \
23
           Illl word scoreT.shape
      penalty_loss = 0
25
      llll index = x d["ll osent verb loc"].
26
           unsqueeze(1).unsqueeze(3).repeat(1, num depths, 1, icode dim)
      Illl verb trust = torch.gather(
28
           input=llll word scoreT,
29
           \dim =2,
30
           index=llll index)
      lll_verb_rel_trust = llll_verb_trust[:, :, :, 2]
32
      # (batch_size, depth, num_words)
33
      lll bool = (x d["ll osent verb loc"] != 0).unsqueeze(1).float()
34
35
      lll_verb_rel_trust = lll_verb_rel_trust * lll_bool
36
      # every head-verb must be included in a relation
37
      if 'hvc' in con to weight:
38
           ll\ column\_loss = \setminus
               torch.abs(1 - torch.sum(lll verb rel trust, dim=1))
40
           ll column loss = 
41
               ll column loss [x d["ll osent verb loc"] != 0]
42
           penalty loss += con to weight['hvc'] * ll column loss.sum()
43
44
      # extractions must have at least k-relations with
45
      # a head verb in them
46
      if 'hvr' in con to weight:
47
          l_a = x_d["ll_osent_verb_bool"].sum(dim=1).float()
48
          1 b = \text{torch.max}(111 \text{ verb rel trust}, \text{dim}=2)[0].\text{sum}(\text{dim}=1)
49
           row_rel_loss = F.relu(l_a - l_b)
50
           penalty_loss += con_to_weight['hvr'] * row rel loss.sum()
52
      # one relation cannot contain more than one head verb
      if 'hve' in con to weight:
           ll_ex_loss = 
               F. relu(torch.sum(lll\_verb\_rel\_trust, dim=2) - 1)
           penalty loss += con to weight['hve'] * ll ex loss.sum()
      if 'posm' in con_to_weight:
           llll index = \setminus
               x_d["ll_osent_pos_loc"]. unsqueeze(1). unsqueeze(3).
               repeat (1, num depths, 1, icode dim)
           Illl pred trust = torch.gather(
               input=llll word scoreT,
64
               \dim =2,
65
               index=1111 index)
66
```

#### 2 Sax bnet

The Sax chapter gives a drawing of the Sax bnet, and a list of its structural equations. Both were produced with the texnn tool (Ref.[5])

In this section, we provide evidence that Sax does indeed implement that bnet correctly.

This section has 3 parts.

- 1. texnn output
- 2. Sax code that implements the bnet.
- 3. Excerpt of print-out to console produced when I run the jupyter notebook for training the warmup NN for task=ex. (The jupyter notebooks for warmup training have verbose=True. Those for non-warmup training have verbose=False).

### 2.1 texnn output

```
a^{[86]}:
               ll_greedy_ilabel
B^{[121],[768]}:
               lll_hidstate
d^{[121],[768]}:
               lll_hidstate
E^{[86],[768]}:
               lll_pred_code
\overline{G}^{[86],[768]}:
               lll_word_hidstate
I^{[121],[768]}:
               lll_hidstate
L^{[86],[6]}:
               lll_word_score
M^{[86],[300]}:
               lll_word_hidstate
S^{[86],[768]}:
               lll_word_hidstate
X^{[86],[6]}:
               lll_word_score
                            a^{[86]} = \operatorname{argmax}(X^{[86],[6]}; dim = -1)
                                                                                              (1a)
                                  : ll greedy ilabel
```

$$\begin{split} B^{[121],[768]} &= \mathrm{BERT}() \\ &: \texttt{lll hidstate} \end{split} \tag{1b}$$

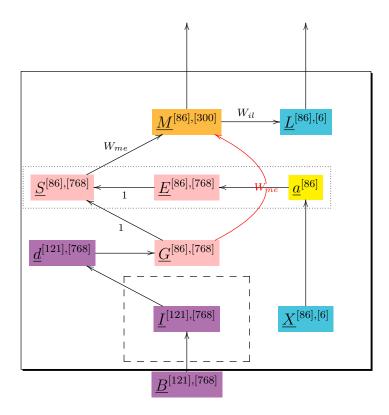


Figure 1: Sax bnet. 2 copies of dashed box are connected in series. 5 copies (5 depths) of plain box are connected in series. However, in the first of those 5 plain box copies, the dotted box is omitted and node  $\underline{G}$  feeds directly into node  $\underline{M}$  (indicated by red arrow). We display the tensor shape superscripts in the PyTorch L2R order. All tensor shape superscripts have been simplified by omitting a  $[s_{ba}]$  from their left side, where  $s_{ba} = 24$  is the batch size.

$$\begin{split} d^{\text{[121]},\text{[768]}} &= \text{dropout}(I^{\text{[121]},\text{[768]}}) \\ &: \text{lll hidstate} \end{split} \tag{1c}$$

$$\begin{split} E^{[86],[768]} &= \operatorname{embedding}(a^{[86]}) \\ &: \texttt{lll pred code} \end{split} \tag{1d}$$

$$\begin{split} G^{[86],[768]} &= \text{gather}(d^{[121],[768]}; dim = -2) \\ &: \texttt{lll word hidstate} \end{split} \tag{1e}$$

$$I^{[121],[768]} = \left[ B^{[121],[768]} \mathbb{1}(depth = 0) + M^{[86],[300]} \mathbb{1}(depth > 0) \right]$$
 : lll hidstate (1f)

$$\begin{split} L^{[86],[6]} &= M^{[86],[300]} W_{il}^{[300],[6]} \\ &: \texttt{lll word score} \end{split} \tag{1g}$$

$$\begin{split} M^{[86],[300]} &= \left[ G^{[86],[768]} \mathbb{1}(depth=0) + S^{[86],[768]} \mathbb{1}(depth>0) \right] W_{me}^{[768],[300]} \\ &: \texttt{lll} \ \texttt{word hidstate} \end{split} \tag{1h}$$

$$S^{[86],[768]} = E^{[86],[768]} + G^{[86],[768]}$$
  
: 111 word hidstate (1i)

$$\begin{split} X^{[86],[6]} &= L^{[86],[6]} \mathbb{1}(depth > 0) \\ &: \texttt{ll1 word score} \end{split} \tag{1j}$$

#### 2.2 Sax code

```
def sax_get_llll_word_score(self, x_d, ttt, verbose=False):
2
4 This method is used inside self.forward() and is the heart of that
5 method. It contains a while loop over depths that drives a batch
6 through the layers of the model and returns 'llll word score'.
7 Setting 'verbose' to True prints out a detailed trail of what occurs
s in this method. The following example was obtained from such a
  verbose trail.
11 Assume:
12 batch size= 24,
hidden_size= 768,
14 NUM ILABELS= 6,
15 MERGE DIM= 300
16 2 iterative layers and 5 depths.
18 lll word score is the output of the last ilabelling layer for each
19 depth
21 llll word score is a list of lll word score
len (Illl word score) = 5 = num depths
```

```
24
25 Note that Illl word scoreT = Ten(Illl word score)
27 Parameters
29 x d: OrderedDict
30 ttt: str
31 verbose: bool
  Returns
33
  list [torch. Tensor]
      llll word score
37
  11 11 11
39 # 111 label is similar to Openie6.labels
40 # first (outer) list over batch/sample of events
41 # second list over extractions
42 # third (inner) list over number of labels in a line
43 # after padding and adding the 3 unused tokens
45 # batch size, num depths, num words = y d["lll ilabel"].shape
46 # sometimes num depths will exceed max.
_{47}\ \#\ This\ doesn't\ happen\ when\ training\ ,\ because
48 # num depths is specified when training.
49 num depths = get num depths (self.params.task)
51 # 'loss fun' is not used in this function anymore
_{52} \# loss fun, lstm loss = 0, 0
54 # batch text = " ".join(redoL(meta d["l orig sent"]))
55 # starting model input = \
        torch. Tensor(self.auto_tokenizer.encode(batch_text))
57 hstate count = Counter(verbose, "111 hidstate")
  word_hstate_count = Counter(verbose, "lll_word_hidstate")
  lll_hidstate, _ = self.starting_model(x_d["ll_osent_icode"])
60 hstate count.new one(reset=True)
61
  comment (
      verbose,
62
      prefix="after starting model",
63
      params d=\{
           "ll osent icode.shape": x d["ll osent icode"].shape,
65
          "lll hidstate.shape": lll hidstate.shape})
67 lll\_word\_score = Ten([0]) \# this statement is unnecessary
68 llll word score = [] # ~ Openie6.all depth scores
depth = 0
70 # loop over depths
  while True:
      for ilay, layer in enumerate (self.iterative transformer):
72
          comment (verbose,
73
                   prefix="******** Starting iterative layer",
```

```
params_d={"ilay": ilay})
75
           # layer(lll hidstate)[0] returns a copy
76
           # of the tensor III hidstate after transforming it
77
           # in some way. [0] chooses first component
           comment (
               verbose,
80
                prefix="Before iterative layer",
               params d={
82
                    "ilay": ilay,
                    "depth": depth,
84
                    "lll hidstate.shape": lll hidstate.shape})
           lll hidstate = layer(lll hidstate)[0]
86
           hstate count.new one()
           comment (
88
               verbose,
89
                prefix="After iterative layer",
90
91
               params d=\{
                    "ilay": ilay,
92
                    "depth": depth,
93
                    "Ill hidstate.shape": Ill hidstate.shape})
94
       comment (verbose,
95
               prefix="Before dropout",
96
               params d={
97
                    "depth": depth,
                    "Ill hidstate.shape": Ill hidstate.shape})
99
       lll hidstate = self.dropout fun(lll hidstate)
100
       hstate count.new one()
       comment (verbose,
                prefix="After dropout",
               params d=\{
104
                    "depth": depth,
                    "Ill hidstate.shape": Ill hidstate.shape})
106
       lll_loc = x_d["ll_osent_wstart_loc"].unsqueeze(2).
107
           repeat (1, 1, lll hidstate.shape [2])
108
       lll_word_hidstate = torch.gather(
           input=lll hidstate,
110
           \dim =1,
111
112
           index=111 loc)
       comment (
           verbose,
114
           prefix="Gather's 2 inputs, then output",
           params d={
                "Ill hidstate.shape": Ill hidstate.shape,
                "lll_loc.shape": lll_loc.shape,
118
                "Ill word hidstate.shape": Ill word hidstate.shape})
119
       word hstate count.new one(reset=True)
120
       if depth != 0:
121
           comment (
               verbose,
123
                prefix="before argmax",
124
               params d={"lll word score.shape": lll word score.shape})
```

```
ll_greedy_ilabel = torch.argmax(lll_word_score, dim=-1)
126
           comment (
127
               verbose,
128
                prefix="after argmax",
129
               params d={"ll greedy ilabel.shape":
                               ll_greedy_ilabel.shape})
           # not an integer code/embedding
           comment (
                verbose,
                prefix="before embedding",
               params d={"ll greedy ilabel.shape":
                               ll greedy ilabel.shape})
           lll pred code = self.embedding(ll greedy ilabel)
138
           comment (
               verbose,
140
                prefix="after embedding",
141
               params_d={"lll_word_hidstate.state":
                               lll_word_hidstate.shape})
143
           lll word hidstate += lll pred code
144
           word hstate count.new one()
           comment (
146
               verbose,
147
                prefix="just summed two signals with this shape",
148
               params d={
                    "depth": depth,
                    "Ill word hidstate.shape": Ill word hidstate.shape})
       comment (verbose,
                prefix="Before merge layer",
               params_d = {
154
                    "depth": depth,
                    "Ill word hidstate.shape": Ill word hidstate.shape})
156
157
       lll word hidstate = self.merge layer(lll word hidstate)
       comment (
158
           verbose,
159
           prefix="After merge layer",
160
           params d=\{
161
                "depth": depth,
162
                "lll word hidstate.shape": lll_word_hidstate.shape})
163
       comment (
164
           verbose,
           prefix="Before ilabelling",
           params d={
167
                "depth": depth,
               "lll_word_hidstate.shape": lll_word_hidstate.shape})
       lll word score = self.ilabelling layer(lll word hidstate)
170
       comment (
           verbose,
           prefix="After ilabelling",
           params d={
174
               "depth": depth,
                "Ill word score.shape": Ill word score.shape})
```

```
llll_word_score.append(lll_word_score)
177
178
       depth += 1
179
       if depth >= num depths:
180
           break
182
       if ttt != 'train':
           ll pred ilabel = torch.max(lll word score, dim=2)[1]
184
            valid extraction = False
            for l_pred_ilabel in ll_pred_ilabel:
186
                if is valid label list (
187
                         l pred ilabel, self.params.task, "ilabels"):
                    valid extraction = True
189
                    break
190
191
            if not valid extraction:
                break
192
193
   comment (
       verbose,
194
       params d=
195
           "len(llll word score)": len(llll word score),
196
           "llll_word_score[0].shape": llll_word_score[0].shape})
197
198 return llll word score
```

#### 2.3 jupyter notebook print-out

```
11 11 11
2 Entering Model.training_step method, batch_idx=0
  'lll hidstate' count changed: 0->1
  after starting model
      ll osent icode.shape=torch.Size([4, 121])
      111 hidstate.shape=torch.Size([4, 121, 768])
6
     ****** Starting iterative layer
      ilay=0
8
  Before iterative layer
      ilay=0
      depth=0
      lll_hidstate.shape=torch.Size([4, 121, 768])
  'lll hidstate' count changed: 1->2
  After iterative layer
14
      ilay=0
      depth=0
16
      lll hidstate.shape=torch.Size([4, 121, 768])
17
     ****** Starting iterative layer
18
      ilay=1
19
  Before iterative layer
20
      ilay=1
21
      depth=0
22
      111 hidstate.shape=torch.Size([4, 121, 768])
  'lll hidstate' count changed: 2->3
25 After iterative layer
```

```
ilay=1
26
      depth=0
27
      111 hidstate.shape=torch.Size([4, 121, 768])
28
  Before dropout
      depth=0
      lll_hidstate.shape=torch.Size([4, 121, 768])
31
  'lll hidstate' count changed: 3->4
  After dropout
      depth=0
34
      111 hidstate.shape=torch.Size([4, 121, 768])
35
  Gather's 2 inputs, then output
      lll hidstate.shape=torch.Size([4, 121, 768])
37
      111 loc.shape=torch.Size([4, 86, 768])
      Ill word hidstate.shape=torch.Size([4, 86, 768])
  'lll word hidstate' count changed: 0->1
40
  Before merge layer
41
      depth=0
      lll_word_hidstate.shape=torch.Size([4, 86, 768])
43
  After merge layer
44
      depth=0
45
      Ill word hidstate.shape=torch.Size([4, 86, 300])
46
  Before ilabelling
      depth=0
48
      lll word hidstate.shape=torch.Size([4, 86, 300])
49
  After ilabelling
      depth=0
51
      Ill word score.shape=torch.Size([4, 86, 6])
      ****** Starting iterative layer
      ilay=0
54
  Before iterative layer
      ilay=0
56
      depth=1
57
      111 hidstate.shape=torch.Size([4, 121, 768])
  'lll hidstate' count changed: 4->5
  After iterative layer
60
      ilay=0
61
      depth=1
63
      111 hidstate.shape=torch.Size([4, 121, 768])
      ****** Starting iterative layer
64
      ilay=1
65
  Before iterative layer
      ilay=1
67
      depth=1
      111 hidstate.shape=torch.Size([4, 121, 768])
  'lll hidstate' count changed: 5->6
  After iterative layer
71
      ilay=1
72
      depth=1
73
      111 hidstate.shape=torch.Size([4, 121, 768])
  Before dropout
      depth=1
```

```
lll_hidstate.shape=torch.Size([4, 121, 768])
   'lll hidstate' count changed: 6->7
  After dropout
       depth=1
80
       111 hidstate.shape=torch.Size([4, 121, 768])
  Gather's 2 inputs, then output
82
       111 hidstate.shape=torch.Size([4, 121, 768])
       111 loc.shape=torch.Size([4, 86, 768])
84
       Ill word hidstate.shape=torch.Size([4, 86, 768])
   'lll word hidstate' count changed: 0->1
   before argmax
       lll_word_score.shape=torch.Size([4, 86, 6])
   after argmax
      ll greedy ilabel.shape=torch.Size([4, 86])
90
  before embedding
       ll greedy ilabel.shape=torch.Size([4, 86])
92
   after embedding
       lll_word_hidstate.state=torch.Size([4, 86, 768])
   'lll word hidstate' count changed: 1->2
   just summed two signals with this shape
       depth=1
97
       Ill word hidstate.shape=torch.Size([4, 86, 768])
   Before merge layer
99
       depth=1
       Ill word hidstate.shape=torch.Size([4, 86, 768])
   After merge layer
       depth=1
103
       Ill word hidstate.shape=torch.Size([4, 86, 300])
104
  Before ilabelling
       depth=1
106
       lll word hidstate.shape=torch.Size([4, 86, 300])
   After ilabelling
108
       depth=1
       lll word score.shape=torch.Size([4, 86, 6])
  11 11 11
```

# References

- [1] Data Analytics and IIT Delhi Intelligence Research (DAIR) Group. Openie6. https://github.com/dair-iitd/openie6.
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- [4] Robert R. Tucci. SentenceAx. https://github.com/rrtucci/SentenceAx.

 $[5] \ \ Robert \ R. \ Tucci. \ texnn. \ \texttt{https://github.com/rrtucci/texnn}.$