



UNIVERSITAS INDONESIA

**SEMANTIC ROLE LABELING IN INDONESIAN CONVERSATIONAL
LANGUAGE USING RECURRENT NEURAL NETWORKS**

SKRIPSI

VALDI RACHMAN

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**FAKULTAS ILMU KOMPUTER
PROGRAM STUDI ILMU KOMPUTER
DEPOK
JUNE 2017**



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**Diajukan sebagai salah satu syarat untuk memperoleh gelar
Sarjana Ilmu Komputer**

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**FAKULTAS ILMU KOMPUTER
PROGRAM STUDI ILMU KOMPUTER**

DEPOK

JUNE 2017

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dan semua sumber baik yang dikutip maupun dirujuk
telah saya nyatakan dengan benar.**

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ABSTRAK

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Judul : Semantic Role Labeling in Indonesian Conversational
Language using Recurrent Neural Networks

Semantic Role Labeling (SRL) has been extensively studied, mostly for understanding English formal language. However, only a few reports exist for informal conversational language, especially for language being used in the chatbot system. The challenges of informal texting language include a wide variety of slangs and abbreviations, short sentences, as well as disorganized grammars. In this work, we propose a new set of semantic roles and a Context-Aware Bi-Directional Long Short-Term Memory Networks model for solving SRL task on informal conversational language. We utilized word embedding and linguistic components as our main features. The SRL task was mainly evaluated on Indonesian informal conversational language used on chatting platform. Although this is a pilot task, we obtained a really promising result with F1 score of 74.78%.

Keywords:

Semantic Role Labeling, deep learning, conversational language, RNNs

ABSTRACT

Name : Valdi Rachman
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Title : Semantic Role Labeling in Indonesian Conversational Language
using Recurrent Neural Networks

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DAFTAR ISI

HALAMAN JUDUL	i
LEMBAR PERNYATAAN ORISINALITAS	ii
LEMBAR PENGESAHAN	iii
REMARKS	iv
LEMBAR PERSETUJUAN PUBLIKASI ILMIAH	v
ABSTRAK	vi
Daftar Isi	viii
Daftar Gambar	xi
Daftar Tabel	xii
Daftar Kode	xiii
1 INTRODUCTION	1
1.1 Background	1
1.2 Problem Statement	3
1.3 Objectives and Contributions	3
1.4 Methodology	3
1.5 Scope	4
1.6 Organization	5
2 LITERATURE REVIEW	6
2.1 Language Models	6
2.1.1 Part-of-Speech Tag (POS Tag)	6
2.1.2 Word Embedding	6
2.2 Deep Learning	8
2.2.1 Recurrent Neural Networks	9
2.2.2 Long Short-Term Memories	11
2.3 Semantic Role Labeling	14
2.3.1 Semantic Roles	14
2.3.2 Annotation Corpus	16
2.3.2.1 Proposition Bank	16
2.3.2.2 FrameNet	17
2.3.3 Problem Definitions	19
2.3.4 Common Features for SRL	19

2.3.5	Historical Perspectives	20
3	METHODOLOGY	22
3.1	Pipeline	22
3.2	Data Gathering	23
3.3	Data Pre-Processing	24
3.4	Data Annotation	24
3.5	Model Development	28
3.5.1	Feature Extraction	28
3.5.1.1	Word Embedding	28
3.5.1.2	Part-of-Speech Tag (POS-Tag)	29
3.5.1.3	Neighboring Word Embeddings	30
3.5.2	Model Architecture	30
3.5.2.1	Vanilla LSTM	31
3.5.2.2	Bi-Directional LSTM (BLSTM)	32
3.5.2.3	CNN-BLSTM	34
3.5.2.4	Context-Aware BLSTM (CA-BLSTM)	35
3.6	Experiment	37
3.7	Evaluation	38
4	IMPLEMENTATION	40
4.1	Computer Specification	40
4.2	Data Annotation and Pre-processing	40
4.3	Model Development	41
4.3.1	Feature Extraction	41
4.3.1.1	Word Embedding	42
4.3.1.2	POS Tag	42
4.3.1.3	Neighboring Word Embeddings	43
4.3.2	Model Architecture	43
4.3.2.1	Vanilla LSTM (LSTM)	44
4.3.2.2	Bi-Directional LSTM (BLSTM)	45
4.3.2.3	CNN-BLSTM	46
4.3.2.4	Context-Aware BLSTM (CA-BLSTM)	46
4.4	Experiment	47
4.5	Evaluation	47
5	EXPERIMENTS	49
5.1	Evaluation Metrics	49
5.2	Data Statistics	49
5.3	Experiment Design	49
5.4	Scenario 1: Feature Selection	49
5.4.1	Scenario 2: Model Selection	50
6	CONCLUSIONS	52
6.1	Kesimpulan	52
6.2	Saran	52

	x
Daftar Referensi	53
LAMPIRAN	1

DAFTAR GAMBAR

2.1	Arsitektur Word2Vec	8
2.2	A simple Recurrent Neural Networks (RNN). (left) folded RNN. (right) unfolded RNN	9
2.3	A Recurrent Neural Networks (RNN). (left) folded RNN. (right) unfolded RNN	11
2.4	One memory block in LSTM	13
3.1	Methodology Pipeline	23
3.2	An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4	31
3.3	An LSTM unit in time step t	32
3.4	An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4	33
3.5	An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4	34
3.6	An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4	36

DAFTAR TABEL

2.1	An example predicate and its arguments	14
2.2	An example predicate and its deep roles	15
2.3	Examples of thematic roles	16
3.1	Set of Semantic Roles for Conversational Language	25
3.2	Set of Semantic Roles for Conversational Language	27
3.3	An example of word embedding vector representation with dimension of 3	29
3.4	An example of POS Tag feature and its respective one-hot-vector . .	29
3.5	An example of neighboring word embedding vectors of every time step	30
4.1	Server Specifications	40
5.1	Results of Feature Combination Scenario	50
5.2	Results of Model Architecture Scenario	51

DAFTAR KODE

4.1	A pseudocode for converting labels of a sentence into one-hot-vectors	41
4.2	A pseudocode to train word embedding model using Word2Vec . . .	42
4.3	A pseudocode to transform words into vectors by word embedding model	42
4.4	A pseudocode for converting POS tags of a sentence into one hot vectors	43
4.5	A pseudocode to extract neighboring word embeddings	44
4.6	A pseudocode for building and training vanilla LSTM architecture . .	45
4.7	A pseudocode for building and training BLSTM architecture	46
4.8	A pseudocode for building and training CNN-BLSTM architecture .	47
4.9	A pseudocode for building and training CA-BLSTM architecture . .	48

BAB 1

INTRODUCTION

1.1 Background

Semantic Role Labeling (SRL) is a task in Natural Language Processing (NLP) which aims to automatically assign semantic roles to each argument for each predicate in a given input sentence. As for a brief definition, given an input sentence, SRL system will give an output of *"Who did what to whom"* with *what* as the predicate and *who* and *whom* being the argument of the predicate. SRL is an integral part of understanding natural language as it helps machine to retrieve semantic information from the input. In practice, SRL has been widely used as one of the intermediate steps for many NLP tasks, some of which are information extraction Emanuele et al. (2013); Surdeanu et al. (2003), machine translation Liu dan Gildea (2010); Lo et al. (2013), question-answering Shen dan Lapata (2007); Moschitti et al. (2003).

In the chat bot industry, the bots need to understand semantic information of the user's text in order to generate more personalized response. To illustrate, suppose that the user send a text chat to the bot as follows.

Input: *"I just ate chicken rice! Haha"*

The SRL system then extracts the semantic roles of the text.

Roles:

Predicate: *eat*

Agent: *I*

Patient: *chicken rice*

By knowing that the user just ate a chicken rice, the bot can thus response with *"That's great! how was the chicken?"*. This way, the user will be more engaged to the conversation with the bot.

SRL has been extensively studied for English formal language. Most of the traditional SRL systems are built based on language-dependent features such as syntactic parsers (Gildea dan Jurafsky, 2002; Gildea dan Palmer, 2002; Pradhan et al., 2005). This syntactic information plays a pivotal role in solving SRL problem for traditional systems as it addresses SLR's long distance dependency. Unfortunately, this approach hardly depends on the linguistic experts experience assigning

the correct syntactic information to the training data, which is costly. Moreover, if we want to build such system for another language, we have to define the syntactic information all over again. In order to address such problem, Jie Zhou et al. proposed an end-to-end learning of SRL using Recurrent Neural Networks (RNN) (Zhou dan Xu, 2015). In their research, they used Deep Bi-Directional Long Short-Term Memory (DB-LSTM) as the approach for RNN. The advantage of their system is that it only needs words of sentences as the input feature, and does not need any syntactic parsing since LSTM approach addresses the long distance relationship property of SLR problem. The research result outperforms the previous state-of-the-art traditional SLR systems as it achieved F1 score of 81,07%. Other works involving deep learning for SRL are done by Collobert et al. and Folland Jr. et al.

On the other hand, the number of research focusing on SRL for Indonesian language (next, will be called as *Indonesian*) is still low. One example would be a research done by Dewi [x], which proposed SRL for Indonesian using Support Vector Machine. The research done by Dewi used the TreeBank data (in English) translated to Indonesian language using Google Translate. The research result opens a window of improvement as the best result consists of 61,6% precision and 66,8% recall. Another work focusing on SRL for Indonesian was done by Nur Indrawati et al., which used case grammar theory for SRL [x]. However, the research concludes that not all sentences could be labeled as it did not cover all types of verbs in Indonesian. Moreover, little number of instances is used as the test data showing that the data set is relatively small. These facts open an opportunity to explore a more robust approach for Indonesian SRL as well as the need for a more reliable data.

Kata.ai is a technology company focusing on Artificial Intelligence (AI) and NLP development in Indonesian. Its goal is to empower businesses by leveraging the power of AI and NLP towards customer engagement in a form of chat-bot. In order to achieve it, there has been an ongoing research project by the company focusing on Indonesian NLP. Since it uses chatting platforms as the medium, the scope of the project is for conversational Indonesian language. Conversational language is the most natural way people use to communicate in their daily life and thus, we found it interesting to understand it better through SRL.

Telling from the characteristics, conversational Indonesian language has its own challenges. It has many slang words for daily conversations. For example, the verb 'belikan' ('buy') has its informal form which is 'beliin'. Another example would be 'berbicara' ('talk') as 'ngobrol'. It happens to many words in Indonesian. Not

to mention the variety of ways to express pronoun 'aku' ('I') such as 'gw', 'gue', and 'aq'. Yet, they have many kinds of interjection such as 'eh', 'duuh', 'dong', 'kok' which complexify the sentence structure. These are the challenges that the SRL system should tackle in dealing with conversational language.

Based on the fact that we still lack of Indonesian SLR research, it is an interesting opportunity to build SLR system for Indonesian. Our main contribution in this work would be applying SRL to Indonesian conversational language. We will deep dive into the semantic role characteristics found in the language. After that, we will use deep learning as the state-of-the-art approach that has been emerging in NLP field for doing the SRL task. There is a wide variety of features and model architectures that can be used to train the SRL model. It is thus important for us to find the best feature combinations and model architecture for solving SRL in Indonesian conversational language.

1.2 Problem Statement

Based on the motivation described in the background, we therefore propose following problem statements:

1. Which feature combination outputs the best performance?
2. Which deep learning model architecture gives the best result?

1.3 Objectives and Contributions

The objectives of this research includes understanding the semantic role characteristics of informal Indonesian short text and performing Semantic Role Labeling for informal Indonesian short text using deep learning approaches.

1.4 Methodology

The methodology of this work consists of literature review, data gathering, model development, experiment, evaluations and analysis, and conclusion.

1. Literature Review

In this step, we did a comprehensive study on Natural Language Processing (NLP) and Machine Learning (ML) aspects. The NLP aspect includes language model and semantic role labeling. For machine learning, we learned

deep learning approach such as recurrent neural networks and convolutional neural networks. These knowledge are the basis to support our research

2. Data Gathering

Since there seems to be no available corpus for SRL on Indonesian, especially conversational language, we therefore annotated our own corpus. We retrieved the real word data from one of Kata.ai's chat bots. For this annotation, we build a new set of semantic roles crafted for Indonesian conversational language.

3. Model Development

After we gathered our corpus, we then design the model for the experiment in this research. We define the feature extractions and the deep learning model architecture that will be tested. In this section, we also propose our own architecture.

4. Experiment

In this step, we design our experiment scenarios in order to answer the questions being asked in the /perumusan masalah/. There are two set of scenarios consisting of feature and architecture experiments. The first one aims to find which feature combination outputs the best result, meanwhile the later focuses on comparing deep learning architecture models.

5. Evaluation and Analysis

The experiment results are then to be evaluated and analyzed. We use precision, recall, and F1 as the metrics for the evaluation. We also conduct error analysis to get a deeper insight on the results.

6. Conclusion

In the end, we conclude our findings in our research based on the evaluations and analyses of the experiments. We then describe some future works that can be done following the results of this research.

1.5 Scope

We scope our research to these kinds of sentences:

1. Single predicate in a form of verb.
2. Single predicate in a form of adjective.

1.6 Organization

The organization of the rest of this thesis will be divided into 6 chapters. In chapter 2, literature review on the previous works will be shown. The methodology of this research is described in chapter 3, including the features and the model architectures being used. This chapter will also provide the new idea of contribution for this research. In chapter 4, implementation is described with the details of tools used and the measurement setup. The experiment scenarios, results, and analyses are presented in chapter 5. Lastly, the conclusion and possible future works are described in chapter 7.

BAB 2

LITERATURE REVIEW

This chapter focuses on literature study on three aspects including language models, deep learning, and semantic role labeling. In language model section, Part-of-Speech tag (POS tag) and word embedding are described. Deep learning section focuses on the architecture widely used for sequence labeling problem. Finally, we explain semantic role labeling in the last section, including the semantic roles definition, annotation corpus, problem definitions, common features, and the historical perspectives.

2.1 Language Models

This section explains the language models usually used in Natural Language Processing (NLP) applications. We first describe the traditional yet important language model, Part-of-Speech tag (POS tag), followed by the so-called word embedding that is often used in recent NLP systems.

2.1.1 Part-of-Speech Tag (POS Tag)

Part-of-Speech (POS) tag defines the class of a word. Some examples of POS tag are noun, verb, adverb, and adjective. POS tags are useful because of the large amount of information they give about a word and its neighbors. Knowing whether a word is a noun or a verb tells us a lot about likely neighboring words (nouns are preceded by determiners and adjectives, verbs by nouns) and about the syntactic structure around the word (nouns are generally part of noun phrases).

2.1.2 Word Embedding

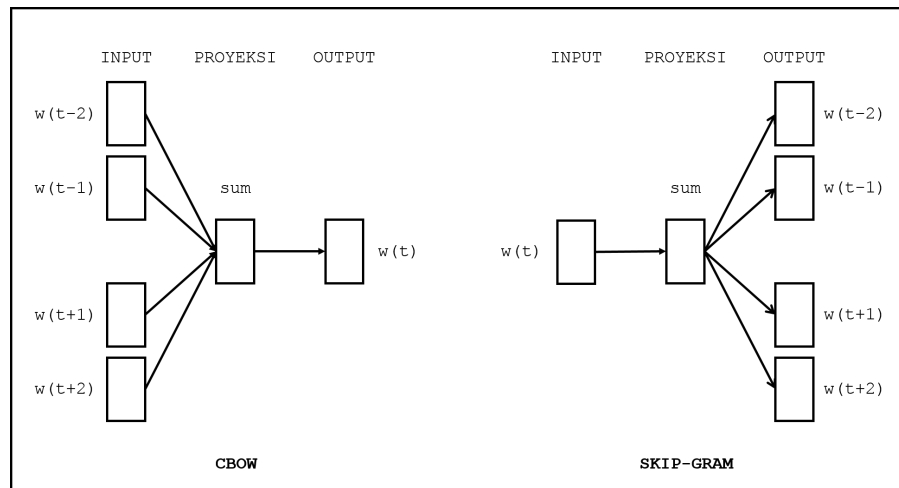
Word representation is an important feature when one wants to build deep learning model for NLP tasks. The idea is to convert words into vectors. There are two approaches for this vector representation, which are traditional and word embedding approach. Traditional approach uses one-hot vectors for the representation, meanwhile word embedding approach uses real values vectors that contain information about the words.

In the traditional approach, the vectors are retrieved based on the index of the word found in the dictionary. The dictionary consists of the word and its index. Suppose that we have four words: *I*, *eat*, *chicken*, *you*. Each of these words has their own index, with *I*:0, *eat*:1, *chicken*:2, *you*:3. These indices will represent the one-hot vectors for the words. For instance, word with index 0 has a one-hot vector [1, 0, 0, 0], word with index 1 has a one-hot vector [0, 1, 0, 0], and so on. The length of the vector is determined by the size of our dictionary. In this case, the size of our dictionary is 4, hence the length of the vector is also 4.

This approach, however, has a drawback since the vector representation is sparse. As we just give the index to all the words based on the dictionary, it does not really represent an important information from the words. For instance, the word *chicken* and *beef*, though have similarity as they are eatable, can be represented by two far indices, say 1 and 100. This representation therefore does not capture the similarity between those words.

To address this issue, there is another better word representation approach: the so-called word embedding. Word embedding is designed to represent word with a dense, low dimension, real-values vector. For example, the word *chicken* is mapped into a vector [0.28, 0.31, -0.17, ..., 0.89]. With this representation, word embedding transforms similar words to similar vectors. From the previous example, the word *chicken* and *beef* will most likely have vectors that are close to each other.

There has been a lot of research on word embedding, such as Word2Vec (Mikolov et al., 2014) and Glove (Pennington et al., 2014). In this section, we only explain Word2Vec since we will use this later in our research. Word2Vec uses unsupervised approach so that we only need a lot of unlabeled data for building word embedding model. Basically, Word2Vec uses neural networks architecture to train the unsupervised data. Word2Vec is able to learn and classify words based on their similarity and represent it in the vector space.



Gambar 2.1: Arsitektur Word2Vec

Word2Vec has two architectures, namely Context Bags of Words (CBOW) and Skipgram, as illustrated in Figure 2.1. In CBOW, the model learns to predict a word based on its neighboring words. Therefore, the input layer is represented with the bag-of-words. In contrast, Skipgram architecture aims to predict the neighbouring words based on a given word. The advantage of CBOW is that it can be used for training a huge amount of data, while Skipgram is best for capturing the average co-occurrence from two words from the data.

Both architectures mainly aim to build a language model, however, one does not need the whole trained model for having the word embedding representation. Instead, we only need to extract the weight matrix used for converting words into vectors from the model. This weight matrix is the word embedding model that we use for transforming the words into dense vectors.

2.2 Deep Learning

Deep learning is a branch of machine learning that has multiple layers inside the model. Deep learning is able to extract implicit features in a high, abstract level (LeCun et al., 2015). Deep learning models have proved to produce robust performance in a variety of research, including computer vision and natural language processing.

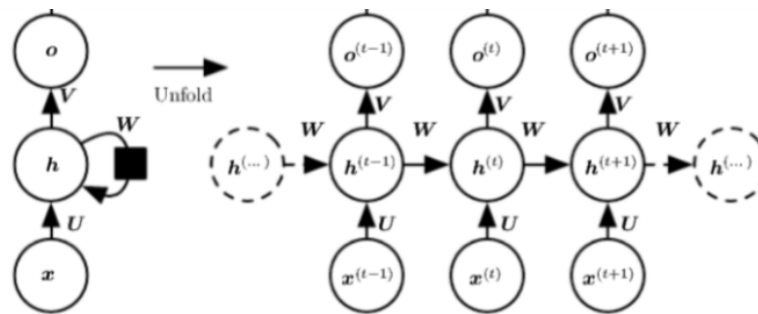
Deep learning is basically a neural networks model with deeper hidden units. Neural networks models are based on how the neuron works inside the human brain. Neurons with deep hidden units are then able to extract features in an abstract level (Bengio et al., 2007). The deep learning structure consists of an input layer, hidden layer, and output layer. The input layer is where the data being fed into the

model, while output layer is the result of the model. The important layer here is the hidden layer in which a linear and/or non-linear functions are approximated in order to get the best predicted outputs.

Deep learning model has proved to give outstanding performances in supervised learning (Goodfellow et al., 2016). A model with deeper layer will learn more implicit features out of the training data. There are a lot of deep learning models that have been proposed, some of which are Recurrent Neural Networks (Elman, 1990) and Convolutional Neural Networks. Each of the deep learning models is designed to fulfill specific computation needs.

2.2.1 Recurrent Neural Networks

Recurrent Neural Networks, shortened as RNN, is one of deep learning models designed for processing sequential data. There are some varieties of RNN, including the one proposed by Elman (1990) and Jordan (1986). Since it is designed for processing sequential data, it has a nature advantage for modeling the sequence labeling problem. Suppose that we have sequence of inputs, RNN will take each input in a time step t to process it in a function. Figure 2.2 shows a general RNN.



Gambar 2.2: A simple Recurrent Neural Networks (RNN). (left) folded RNN. (right) unfolded RNN

The left picture illustrates the folded RNN model applied to all time steps. Note that the black rectangle represents one time step delay, meaning that that input is coming from the output of the previous time step.

The right picture shows the unfolded RNN that is more intuitive since it visualizes the time steps. There are three layers in every time step t , which are input, hidden, and output layers. The input layer is for the input representations. In the hidden layer, it contains information from the input layer as well as those coming from hidden layers in the previous time steps. The output layer consists of the output of the model. These three layers are in a form of vectors. In every time step t , RNN has an input layer $\vec{x}(t) \in \mathbb{R}^A$, hidden layer $\vec{h}(t) \in \mathbb{R}^H$, and output layer $\vec{o}(t) \in \mathbb{R}^B$.

The values of A , H , and B represent the length of the input vector, the number of unit in a hidden layer, and the length of the output vector, respectively. There are three parameters that will be trained, which are U , V , and W . These parameters are the weight matrices for connecting two layers. $U \in \mathbb{R}^{H \times A}$ connects input layer with hidden layer (input-hidden), $W \in \mathbb{R}^{H \times H}$ connects hidden layer with the previous hidden layer (hidden-hidden), and $V \in \mathbb{R}^{B \times H}$ connects hidden layer with output layer (hidden-ouput). These parameters are time-distributed, meaning that they are shared across time steps.

Every input layer $x(\vec{t})$ is mapped into output layer $o(\vec{t})$ in every time step t . In the middle of the process, the model calculates the hidden layer $h(\vec{t})$ from two layers, $x(\vec{t})$ and $h(\vec{t} - 1)$. The output layer $o(\vec{t})$ then is retrieved by performing a function to the hidden layer $h(\vec{t})$. The general equations for RNN are presented as follows:

$$o(\vec{t}) = f2(V \cdot h(\vec{t}) + \vec{c}) \quad (2.1)$$

$$h(\vec{t}) = f1(U \cdot x(\vec{t}) + W \cdot h(\vec{t} - 1) + \vec{b}) \quad (2.2)$$

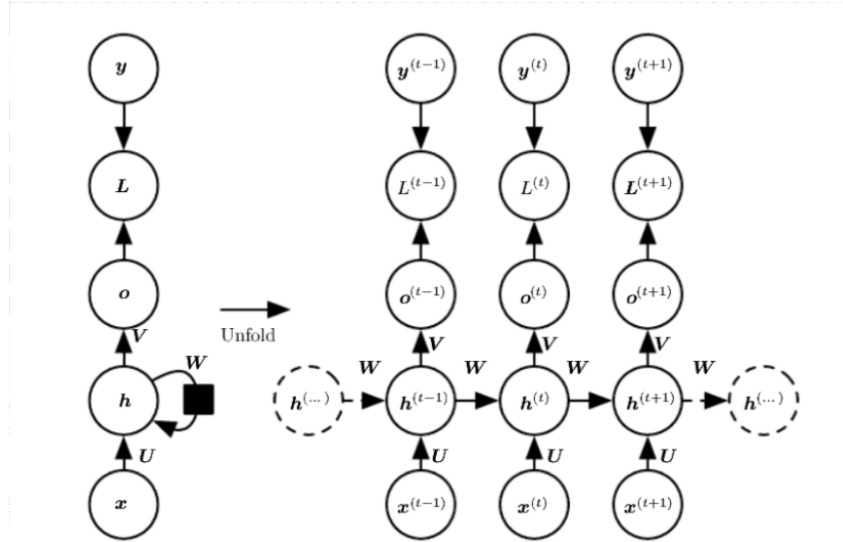
Where $h(\vec{0}) = f1(U \cdot x(\vec{0}))$.

Note that there are two additional parameters to train, which are the bias vectors \vec{b} and \vec{c} . In Equation 2.2, the input $x(\vec{t})$ and $h(\vec{t} - 1)$ are weighted by matrices U and W respectively, added by a bias vector \vec{b} . The result is then inserted to an activation function $f1$ in order to produce hidden layer $h(\vec{t})$. In the Equation 2.1, $h(\vec{t})$ is multiplied by the weight matrix V and added by a bias vector \vec{c} before being processed by the activation function $f2$ to produce $o(\vec{t})$. The examples of activation function $f1$ and $f2$ are tanh and softmax.

Based on this illustration, there are two main characteristics of RNN:

1. It has a cycle in the graph for every time step. Hidden layer $h(\vec{t} - 1)$ will be one of the inputs for forming $h(\vec{t})$.
2. It has shared parameters across time steps.

Figure 2.3 illustrates a more complete RNN model on how it is being trained.



Gambar 2.3: A Recurrent Neural Networks (RNN). (left) folded RNN. (right) unfolded RNN

The goal of training the model is to find the estimated values of parameters W , U , V , \vec{b} , and \vec{c} which produce output $o(\vec{t})$ as close as the expected output $y(\vec{t})$ in the training data.

The loss function L measures the difference between the predicted output $o(\vec{t})$ and the expected output $y(\vec{t})$ in every time step t . The smaller the difference, the better the model. The machine thus has to minimize the result of loss function as small as possible. The parameters W , U , V , \vec{b} , and \vec{c} are unknown in the beginning. At first, these parameters are initiated randomly. For every iteration, called epoch, the machine aims to learn the best values for each parameter.

The way to do so is by computing the gradient for each iteration. The idea behind computing the gradient values is to show us which parameter setting that brings us into smaller loss function result. By having this information, the machine then sets the better values for each parameter in the next iteration in order to reduce the loss function. From one iteration into another, the machine will find better parameter values to minimize the loss function. The learning method based on the gradient information is called optimization algorithm. Some optimization algorithms available are Stochastic Gradient Descent (), Adam (Kingma and Ba, 2014), and RMSProp (Hinton, 2012).

2.2.2 Long Short-Term Memories

Regular RNN has an issue called vanishing and exploding gradient problem. The RNN architecture repeatedly uses the same parameters for each time steps. Suppose that we use W as the parameter for each time step between the hidden units.

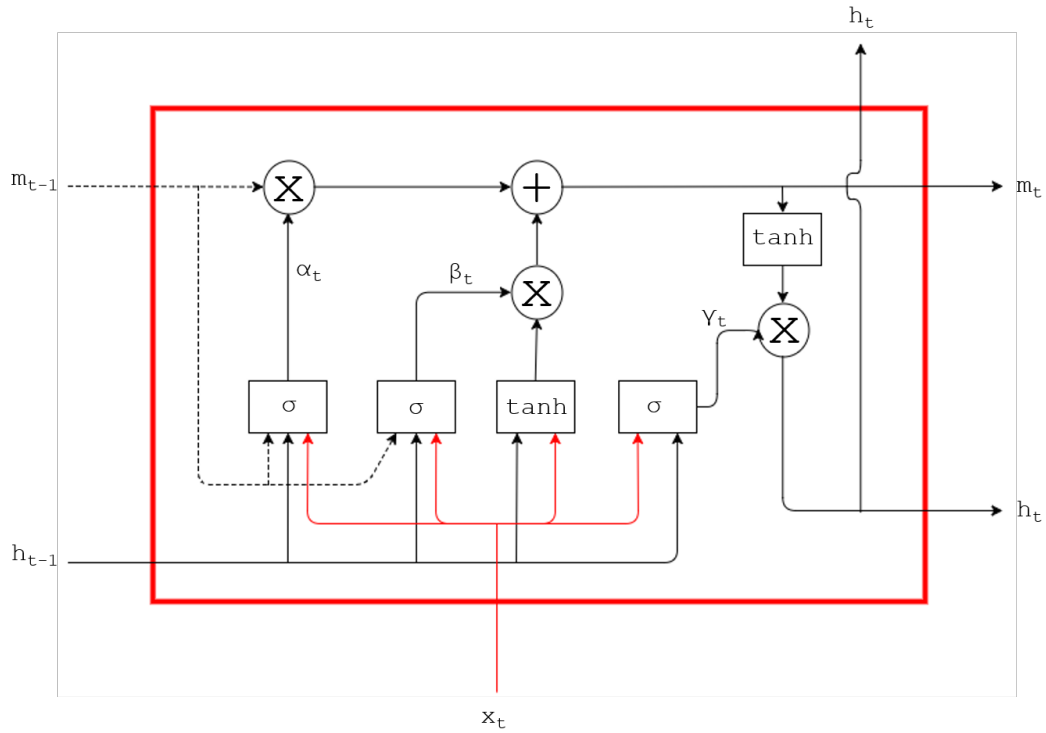
After t time steps, the matrix would be multiplied t times, hence it is the same as multiplying the hidden units with Wt . Assuming that W has an eigen-decomposition $W = X \cdot \text{diag}(\lambda) \cdot X^{-1}$, W^t is equal to:

$$W^t = (X \cdot \text{diag}(\lambda) \cdot X^{-1})^t = (X \cdot \text{diag}(\lambda)^t \cdot X^{-1}) \quad (2.3)$$

The eigenvalues λ in $\text{diag}(\lambda)$ will either vanish if they are less than 1 in magnitude or explode if they are greater than 1 in magnitude. The gradient counted in each time step is aligned with the eigenvalues. Hence, the gradient may also vanish or explode. This is what we called as vanishing and exploding gradient problem. When the gradient vanishes, it is hard for the machine to find the direction to reduce the cost function. In the case of exploding gradient, the learning algorithm will become unstable.

To address this issue, there are solutions proposed such as leaky units (Mozier, 1992), simulated annealing and discrete error propagation (Bengio et al., 1994), time delays (Lang et al., 1990), and hierarchical sequence compression (Schmidhuber et al., 2007). Among these approach, one of the most robust solutions is the Long Short Term Memories (LSTM) (Hochreiter et. al., 1997).

The modification added in LSTM to address the issue is by using gates. It is basically RNN, but the nonlinear units in the hidden layer is replaced by the memory blocks. One nonlinear unit \tanh in RNN is replaced by more complex memory blocks in LSTM. Besides the hidden layer $h(\vec{t})$, LSTM also has $m(\vec{t})$ which is called memory cells. The idea of LSTM is to learn when to forget or remember the memory from previous time steps through multiplicative gates. It thus prevents the vanishing and exploding gradient problem. For example, if the input gate is closed, then the memory will be unchanged.



Gambar 2.4: One memory block in LSTM

Figure 2.4 illustrates a one block memory in LSTM. There are three main gates, which are forget gate, input gate, and output gate. These gates are responsible to determine whether an information is added, kept, or deleted in a cell. Each gate has sigmoid layer and element-wise operations. The sigmoid layer converts the input into a probability between 0 and 1. This probability describes the gate behavior towards the input, whether to accept it (probability close to 1) or not (probability close to 0).

The equations of the sigmoid layers for each of the gates are explained as follows:

1. Forget Gate

This gate is responsible to determine how much the information from the past should be kept in the memory. The equation of the forget gate is given as follows:

$$\alpha_t = \sigma(W_{x\alpha} \cdot x_t + W_{h\alpha} \cdot h_{t-1} + W_{m\alpha} \cdot m_{t-1}) \quad (2.4)$$

2. Input Gate

This gate is responsible to determine how much the current information $x(t)$ should be kept in the memory. The equation of the input gate is given as follows:

$$\beta_t = \sigma(W_{x\beta} \cdot x_t + W_{h\beta} \cdot h_{t-1} + W_{m\beta} \cdot m_{t-1}) \quad (2.5)$$

3. Output Gate

This gate is responsible to determine the output of a time step based on current cell state. The equation of the output gate is given as follows:

$$\gamma_t = \sigma(W_{x\gamma} \cdot x_t + W_{h\gamma} \cdot h_{t-1} + W_{m\gamma} \cdot m_{t-1}) \quad (2.6)$$

In every time step t , the equations for computing cell state $m(t)$ and hidden layer $h(t)$ are presented as follows:

$$m_t = \alpha_t(\times)m_{t-1} + \beta_t(\times)\tanh(W_{xm} \cdot x_t + W_{hm} \cdot h_{t-1}) \quad (2.7)$$

$$h_t = \gamma_t(\times)\tanh(m_t) \quad (2.8)$$

2.3 Semantic Role Labeling

Semantic role labeling (SRL) is a task in Natural Language Processing to assign semantic roles for each argument for each predicate in given input sentence. In this section, the definition of semantic roles and the most commonly used annotation corpus for SRL are explained. In the end, the details on the semantic role labeling task are described.

2.3.1 Semantic Roles

Semantic roles are the representations that express the abstract role of the arguments of a predicate can take in the event (Jurafsky dan James, 2000). When it comes to understanding natural language, one would want to understand the events and their participants of a given input sentence. In this case, the events refer to the predicate and the participants refer to the argument. Table 2.1 illustrates the connection between a predicate and its arguments.

Tabel 2.1: An example predicate and its arguments

<u>Andy</u>	<u>eats</u>	<u>fried chicken</u>
Argument	Predicate	Argument

In this example, eat is the predicate with Andy and fried chicken as its argument. With this point of view, the predicate can be seen as the center of the sentence, followed by the arguments that depend on it.

Knowing the predicate and its arguments is not enough to understand the sentence since the roles of the arguments towards the predicate are unknown. In

the previous example, it will be more meaningful to differentiate that Andy is the Eater and fried chicken is the EatenThing. Eater and thing eaten are the examples of semantic roles for the predicate eat. These semantic roles could be used to identify the roles of the arguments regardless its position in the sentence. The previous example could be represented in two ways, as presented in Table 2.2

Tabel 2.2: An example predicate and its deep roles

<u>Andy</u>	<u>eats</u>	<u>fried chicken</u>
Eater	Predicate	EatenThing
<u>The fried chicken</u>	is <u>eaten</u>	by <u>Andy</u>
EatenThing	Predicate	Eater

Both sentences represent the role of Andy and fried chicken as eater and thing eaten respectively, regardless of their position in the sentence as a subject or object.

There are many ways to define such semantic roles. From the examples above, the semantic roles are very specific for its predicate, known as deep roles (Jurafsky dan James, 2000). Eater and ThingEaten are semantic roles for the predicate eat, Kicker and KickedThing are semantic roles for the predicate kick, and so on. In order to further knowing more about the semantics of these arguments, these semantic roles could be generalized into more abstract roles. Eater and Kicker have something in common: they are volitional actors having direct causal responsibility for the predicate. For this reason, thematic roles are introduced as a set of semantic roles designed to capture semantic commonality between Eater and Kicker (Jurafsky dan James, 2000). With this in mind, Kicker and Eater can be represented as AGENT, which represents the abstract concept that is a volitional causer of an event (or predicate). On the other hand, EatenThing and KickedThing both represent the direct objects that are affected by the event. The semantic role for EatenThing and KickedThing is THEME.

Table 2.3 shows the thematic roles often used across computational papers (Jurafsky dan James, 2000)

Tabel 2.3: Examples of thematic roles

Thematic Role	Definition	Example
AGENT	The volitional causer of an event	<u>The waiter</u> spilled the soup
EXPERIENCER	The experiencer of an event	<u>John</u> has a headache
FORCE	The non-volitional causer of the event	<u>The wind</u> blows debris
THEME	The participant directly affected by an event	Benjamin Franklin broke <u>the ice</u>
RESULT	The end product of an event	The city built a <u>regulation-size baseball diamond</u>
CONTENT	The content of a propositional event	Mona asked " <u>Did you met Mary Ann?</u> "
INSTRUMENT	An instrument used in an event	He stunned catfish with a <u>shocking device</u>
BENEFICIARY	The beneficiary of an event	Ann Callahan makes hotel reservations for <u>her boss</u>
SOURCE	The origin of the object of a transfer event	I flew in from <u>Boston</u>
GOAL	The destination of an object of a transfer event	I drove <u>to Portland</u>

2.3.2 Annotation Corpus

There are available annotated corpus for SRL consists of sentences labeled with semantic roles. Researchers are using these annotated corpus for building supervised machine learning model for SRL. The two most commonly used annotation corpus for SRL are Proposition Bank and FrameNet.

2.3.2.1 Proposition Bank

Proposition Bank (Kingsbury dan Palmer, 2002), shortened as PropBank, is a corpus in which sentences are annotated with semantic roles. PropBank corpus is available for many languages, such as English, Chinese, Hindi, Arabic, Finnish, and Portuguese. The main approach used for its semantic roles grouping is based on proto-roles and verb-specific semantic roles. Every verb sense has its set of semantic roles with argument numbers rather than names, for example: Arg0, Arg1, Arg2, etc. Generally, Arg0 represents PROTO-AGENT while Arg1 represents PROTO-PATIENT. Other argument number representations may vary based on each verb sense.

The PropBank entries are called frame files. One example of the frame files for one sense of verb eat is presented as follows.

Frame File:

Eat.01

Arg0: Eater

Arg1: Things Eaten

Arg2: Instrument used

Example:

Ex1: [Arg0 Andy] eats [Arg1 fried chicken] [Arg2 with spoon]

Ex2: [Arg1 That fried chicken] is eaten by [Arg0 Andy] [Arg2 with spoon]

For verb sense Eat.01, Arg0 acts as the Eater (PROTO-AGENT), and Arg1 represents the Things Eaten (PROTO-PATIENT). As we can see from the example above, we can infer the commonality between examples Ex1 and Ex2 regardless its structure, be it in a passive or active voice. In both examples, Andy is the Eater and fried chicken is the Things Eaten. In this frame file, there is also another argument, Arg2, that represents the instrument used by the Eater. In example Ex1 and Ex2, the instrument is spoon.

Other non-numbered arguments are available in PropBank, the so-called ArgMs, representing modifiers that could be used across frame files. Some examples of ArgMS include:

TMP: When?
 LOC: Where?
 DIR: Where to/from?

The next annotation corpus is called FrameNet which has different approach on how to group the set of semantic roles. Instead of using verb-specific, it uses frame-specific grouping.

2.3.2.2 FrameNet

FrameNet (Baker et al., 1998) is an annotation corpus for semantic roles that are specific to a frame. In PropBank, the semantic roles are defined based on each sense of a verb. In contrast, a frame in FrameNet could include more than one predicate (verbs or nouns) that have the same background context. Each frame consists of two elements: 1.) A set of semantic roles related to this frame, and 2.) A set of predicates using the respective semantic roles.

One example is a frame called **change_position_on_a_scale** defined as:

This frame consists of words that indicate the change of an Item's position on a scale (the Attribute) from a starting point (Initial value) to an end point (Final value).

The set of semantic roles for a frame is divided into two roles: Core roles and Non-Core Roles. Core Roles are specific to a frame while Non-Core Roles are more general across frames (like ArgMs in PropBank). The set of semantic roles of the frame **change_position_on_a_scale** is explained as bellow:

Core Roles

ITEM: The entity that has a position on the scale.

ATTRIBUTE: The ATTRIBUTE is a scalar property that the ITEM possesses

DIFFERENCE: The distance by which an ITEM changes its position on the scale.

FINAL STATE: A description that presents the ITEM's state after the change in the ATTRIBUTE's value as an independent predication.

FINAL VALUE: The position on the scale where the ITEM ends up.

INITIAL STATE: A description that presents the ITEM's state before the change in the ATTRIBUTE's value as an independent predication.

INITIAL VALUE: The initial position on the scale from which the ITEM moves away.

VALUE RANGE: A portion of the scale, typically identified by its end points, along which the values of the ATTRIBUTE fluctuate.

Non-Core Roles

DURATION SPEED GROUP

The length of time over which the change takes place.

The rate of change of the VALUE.

For instance, the possible predicates of the frame change position on a scale are: *rose*, *increase*, *fell*.

The example of semantic roles of the frame change position on a scale can be seen as follows:

[ITEM Oil] rose [ATTRIBUTE in price] [DIFFERENCE by 2%].

[ITEM It] has increased [FINAL STATE to having them 1 day a month].

[ITEM Microsoft shares] fell [FINAL VALUE to 7 5/8].

[ITEM Colon cancer incidence] fell [DIFFERENCE by 50%] [GROUP among men]

a steady increase [INITIAL VALUE from 9.5] [FINAL VALUE to 14.3] [ITEM in dividends]

a [DIFFERENCE 5%] [ITEM dividend] increase...

As we can see from the examples above, *rose*, *fell*, and *increase* have the same set of semantic roles under the frame change position on a scale. Instead of defining the semantic roles for each verb sense one by one, FrameNet groups predicates (not limited to verbs) that have same semantic roles as one frame.

2.3.3 Problem Definitions

Semantic Role Labeling (SRL) is one of Natural Language Processing task which aims to automatically assign semantic roles for each constituent (argument) for each predicate in a sentence (Jurafsky dan James, 2000). Current approach to solve this task is by using supervised machine learning. Given a labeled data, the machine learns from it and builds a generalization model. Researches often used PropBank or FrameNet corpus as the sources of annotated data. In this section, we describe the approaches to define the problem of SRL task, followed by the common features used for building supervised model for SRL.

There are two ways to see SRL problem, either as Classification or Sequence Labeling problem. Classification approach assigns semantic roles for each word independently. Meanwhile, Sequence Labeling approach traverses from assigning semantic role for the first word until the last one in a sentence sequentially. In Sequence Labeling, the next label (semantic role) prediction of time step t is dependent to labels predicted on previous time steps $(1..t-1)$.

In classification approach approach, suppose that we have an input of n words $w = (w_1, w_2, \dots, w_n)$. Each vector w_i is classified into a label y_i that represents the semantic role. The probabilities of the label in each time step i is described as follows.

$$P(y_i|w_i) \quad (2.9)$$

In sequence labeling approach, suppose that we have an input of n words $w = (w_1, w_2, \dots, w_n)$, the goal is to find the best label sequence $y = (y_1, y_2, \dots, y_n)$, with y_i representing the semantic roles. The probabilities of the label in each time step i is described as follows.

$$P(y_i|w_{i-l}, \dots, w_{i+l}, y_{i-l}, \dots, y_{i+l}) \quad (2.10)$$

whereby l is a small number.

2.3.4 Common Features for SRL

The first set of features for SRL is proposed by Gildea and Jurafsky (2000). They are the first ones who used supervised machine learning approach to solve SRL. Over the years, many research proposed new set of features to improve the result, but they still used the basic features proposed by Gildea and Jurafsky (2000). The common features used for solving SRL task are:

1. The predicate.

Usually in a form of verb.

2. The phrase type of the constituent.
NP, PP, etc
3. The headword of the constituent.
The black bird. Headword: bird.
4. The headword part of speech of the constituent.
Example: NNP.
5. The path of the parse tree from constituent to predicate.
This is to represent the grammatical relationships between the constituent and the predicate. Example: NP S VP VBD
6. The voice of the clause, active or passive.
Example: I eat chicken rice (active), Chicken rice is eaten by me (passive).
7. The binary linear position of the constituent from the predicate.
Could be before or after the predicate.
8. The subcategorization of the predicate
Set of arguments that appear in the verb phrase VP. Example: NP and PP in
'VP -> VBD NP PP'
9. The named entity type of the constituent
Example: Organization, Person, Location
10. The first and last words of the constituent.

There are also other additional features that could be used for SRL, such as sets of n-grams inside the constituent. Another variation is to use dependency parser instead of syntactic parser for extracting features.

2.3.5 Historical Perspectives

SRL can be seen as either a classification or sequence labeling problem. The earlier research on SRL was conducted with the classification approach, meaning that each argument is being predicted independently from the others. Those research focused on how to extract meaningful features out of syntactic parsers (Gildea dan Jurafsky, 2002; Gildea dan Palmer, 2002; Pradhan et al., 2005), such as the path to predicate and constituent type. This syntactic information plays a pivotal role in

solving SRL problem (Punyakanok et al., 2008) as it addresses SLR's long distance dependency (Zhou dan Xu, 2015). Thus, traditional SRL system heavily depends on the quality of the parsers. The analysis done by Pradhan et al. shows that most errors of the SRL system were caused by the parser's error (Pradhan et al., 2005). In addition, those parsers are costly to build, since it needs linguistic experts to annotate the data. If we want to create an SRL system on another language, one should build a new parser all over again for it (Zhou dan Xu, 2015).

In order to minimize the number of hand-crafted features, Collobert et al. utilized deep learning for solving NLP tasks including Part-of-Speech Tagging (POS), Chunking (CHUNK), Named Entity Recognition (NER), and Semantic Role Labeling (SRL) with classification approach (Collobert et al., 2011). The research aims to prevent using any task-specific feature in order to achieve state-of-the-art performance. The word embedding is used as the main feature across tasks, combined with Convolutional Neural Networks (CNN) architecture to train the model. They achieve promising results for the POS Tagging and Chunking, while for SRL features from the parsers are still needed to achieve competitive results.

Different from the previous works, Zhou et al. view SRL as a sequence labeling problem in which the arguments are labeled sequentially instead of independently (Zhou dan Xu, 2015). They proposed an end-to-end learning of SRL using Deep Bi-Directional Long Short-Term Memories (DB-LSTM), with word embedding as the main feature. Their analysis suggests that the DB-LSTM model implicitly extracts the syntactic information over the sentences and thus, syntactic parser is not needed. The research result outperforms the previous state-of-the-art traditional SLR systems as it achieves F1 score of 81,07%. The research also shows that the performance of the sequence labeling approach using DB-LSTM is better than the classification approach using CNN, since the DB-LSTM can extract syntactic information implicitly.

BAB 3

METHODOLOGY

In this chapter, we describe the methodology used in this research. It consists of data gathering, data pre-processing, data annotation, experiment, and evaluation. Before we describe each part in details, we explain the big picture of the methodology in a form of pipeline.

3.1 Pipeline

The goal of this research is to build a model that predicts the semantic roles of each Indonesian sentence. In other languages such as English, there are already semantic role corpus from which the SRL system is built. Unfortunately, that is not the case for Indonesian, since there is no annotated corpus available yet. We therefore create our own with the annotation guideline crafted for Indonesian conversational language. In this research, we focus on building SRL system for the conversational Indonesian language.

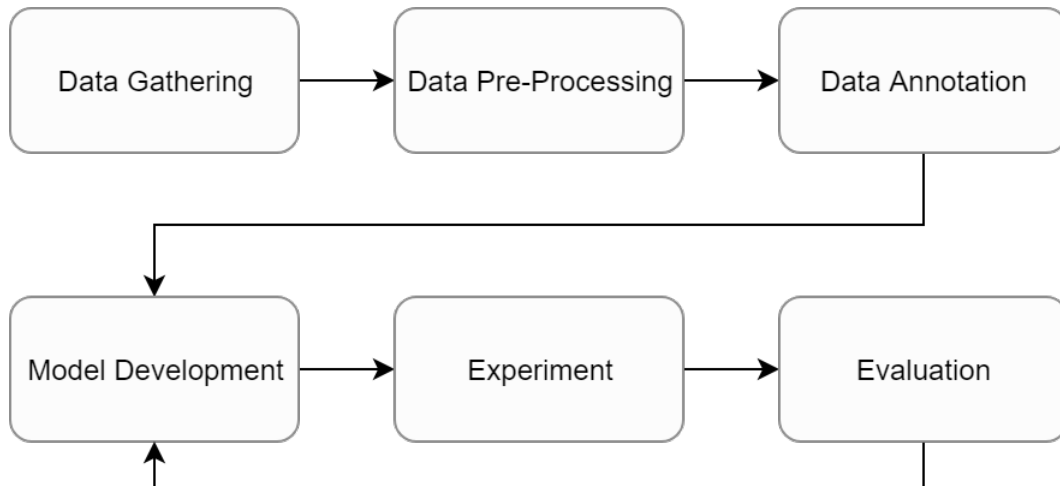
We view SRL as a sequence labeling problem. Suppose that we have an input of n words $w = (w_1, w_2, \dots, w_n)$, the goal is to find the best label sequence $y = (y_1, y_2, \dots, y_n)$, with y_i representing the semantic roles. The probabilities of the label in each time step i is described as follows.

$$P(y_i | w_{i-l}, \dots, w_{i+l}, y_{i-l}, \dots, y_{i+l}) \quad (3.1)$$

whereby l is a small number.

In this section, we explain our research methodology including the data annotation, features used, and the proposed model architecture. Figure 3.1 shows the pipeline of this research.

This research uses the data from one of Kata.ai's chat bots. Firstly, the data is pre-processed before going into the next steps. After that, the data is then annotated with semantic roles based on the annotation guideline proposed by us for Indonesian conversational language.



Gambar 3.1: Methodology Pipeline

There are 2 main scenarios for the experiment. The first scenario aims for finding the best set of features that output the best performance. The goal of the second scenario is to find which deep learning model architecture has the best result. In the first scenario, we have three features, which are word embedding, POS tag, and neighboring word embeddings. In the second scenario, we compare four model architectures, namely vanilla Long Short-Term Memories (LSTM), Bi-Directional LSTM (BLSTM), CNN-BLSTM, and Context-Aware BLSTM (CA-BLSTM).

We use 5-fold cross validation for every experiment. Each experiment is evaluated based on precision, recall, and F1 of each semantic roles with partial match approach. The performance of a model is retrieved by averaging precision, recall, and F1 of every semantic role. We then analyze and explain the results of each experiment scenario.

3.2 Data Gathering

In this research we use real-world data from one of Kata.ai chat bots. We firstly retrieved data consisting of 40.000 instances of text chats. We then manually deleted junk chats which contain, for example, only laugh or greeting. After that, we run a script to delete duplicate chats. The deletion process outputs a clean data with 30.000 instances in total. Finally, we randomly selected 9.000 out of 30.000 instances as the data to be annotated. This data set will be the one which is trained and tested to build the SRL system.

It is worth to note that conversational language has unique characteristics. First, they use slangs and abbreviations. For example, one might use "u" instead of "you" in "I brought u a present". The grammars are often unstructured and thus, one

cannot rely on syntactic parsers to build SRL system for conversational language. The sentences are also filled with interjections such as "*haha*" and "*lol*". Lastly, since conversational sentences are really short, averaging around 5-7 words per sentence, it sometimes contains incomplete information. These are the interesting challenges the SRL system should learn and tackle.

3.3 Data Pre-Processing

After the data has been gathered, the next step is to pre-process the data so that it could be fed into the machine learning model later. In this step, each sentence is going through a process called tokenization. Tokenization splits sentence into its individual words. Traditionally, one can split sentence by *space*, however, it does not work for sentences in conversational language since number or symbol are often concatenated with words, such as "makan2". It thus needs further tokenization technique, that is, splitting alphabet with number and symbol tokens. This way, "makan2" will be tokenized as "makan 2". In addition to tokenization by *space*, the rules are listed as follows:

1. <alphabet><numeric> to be <alphabet><space><numeric>
2. <numeric><alphabet> to be <numeric><space><alphabet>
3. <alphabet><symbol> to be <alphabet><space><symbol>
4. <symbol><alphabet> to be <symbol><space> <alphabet>

3.4 Data Annotation

In this work, we create a new set of semantic roles mainly crafted for informal conversational language. The summary of semantic roles proposed with its examples are presented in Table 3.1.

Tabel 3.1: Set of Semantic Roles for Conversational Language

Semantic Roles	<i>Example</i>
AGENT	<u>Aku</u> beliin kamu kado
PATIENT	Aku beliin kamu <u>kado</u>
BENEFICIARY	Aku beliin <u>kamu</u> kado
GREET	Hai <u>Budi</u> ! Aku beliin kamu kado
MODAL	Aku <u>bisa</u> makan di rumah besok
LOCATION	Aku bisa makan di <u>rumah</u> besok
TIME	Aku bisa makan di rumah <u>besok</u>

These semantic roles are mainly inspired by the work of Saeed (1997), except that AGENT and PATIENT refer to PROTO-AGENT and PROTO-PATIENT as explained by Dowty (1991). The main difference of this set of semantic roles compared to the previous ones is GREET.

The center of all semantic roles is the PREDICATE. As in English, PREDICATE in Indonesian is usually in a form of *verb*, as illustrated by the examples below:

- "Kemarin aku makan di rumah"
- "Aku ada ujian nih hari Senin"

In Indonesian, however, predicate can also be an adjective. Some examples are presented as follows:

- "Kamu cantik deh"
- "Aku lagi sedih nih"

In this section, we briefly explain each semantic roles with their respective examples.

1. AGENT

An entity is called as AGENT if one of this following properties is fulfilled:

Volitional involvement in event or state

Sentience (and/or perception)

Causing an event or change of state in another participant

Movement (relative to position of another participant) (exists independently of event named)

The examples of AGENT in a sentence are given as follows:

- "Aku makan ayam dulu ya"
- "Kamu gak tidur?"
- "Kamu mau beliin aku pulsa?"

2. PATIENT

An entity is called as PATIENT if one of this following properties is fulfilled:

Volitional involvement in event or state

Sentience (and/or perception)

Causing an event or change of state in another participant

Movement (relative to position of another participant) (exists independently of event named)

The examples of PATIENT in a sentence are given as follows:

- "Aku makan ayam dulu ya"
- "Kamu mau beliin aku pulsa?"
- "Aku lagi sedih nih.."

3. BENEFICIARY

BENEFICIARY is an entity which gets benefit of the predicate. It is usually in a form of indirect object. The examples of BENEFICIARY in a sentence are given as follows:

- "Kamu mau beliin aku pulsa?"
- "Aku pengen ngobrol sama kamu"

4. GREET

GREET is the main difference of this set of semantic roles for conversational language. GREET refers to an animate object, usually a person, which is being greeted in a chat. In conversational language, one often calls the name of person it is talking to. This information is useful, for instance, we can derive that "you" refers to "Budi" in "*Halo Budi! Aku beliin kamu kado loh*". The examples of GREET in a sentence are given as follows:

- "Hai rizky! kamu udah makan belum?"
- "aku ga bisa tidur nih Val"

5. MODAL

MODAL refers to *modal verb* of a predicate. The word examples are "*boleh, harus, pernah, sudah, udah, mesti, perlu, akan, lagi, bisa, mau, ingin, pengen, pingin*". The examples of MODAL in a sentence are given as follows:

- "Aku mau makan dulu ya!"
- "Kamu udah tidur belum?"

6. LOCATION

LOCATION refers to the location of a predicate. The examples of LOCATION in a sentence are given as follows:

- "Aku mau makan di rumah ya!"
- "Kamu gak pergi ke sekolah?"

7. TIME

TIME refers to the time of a predicate. The examples of TIME in a sentence are given as follows:

- "Kemarin aku makan di rumah"
- "Aku ada ujian nih hari Senin"

Following Collobert et al., all the labels are tagged using BIO (Begin Inside Outside) tagging Collobert et al. (2011). Suppose that a label PATIENT consists of more than one word, such as "*ayam goreng*" in "Aku makan *ayam goreng*", "*ayam*" and "*goreng*" are tagged as "B-Patient" and "I-Patient", respectively. If the label has only one word, than it is tagged as "B-Patient". Word that does not have any label is thus tagged as "O" which means "Others".

After the data has been labeled, the labels need to be encoded in a way the deep learning model understands. To do so, the labels are then transformed into *one-hot-vector*. Each label is mapped into a unique one-hot-vector, hence the relation is 1-to-1.

Tabel 3.2: Set of Semantic Roles for Conversational Language

Sentence	Aku	pengen	makan	ayam
BIO-Label	B-AGEN	B-MD	B-PRED	B-PATIENT
One-Hot-Vector	[1, 0, 0, .., 0]	[0, 1, 0, .., 0]	[0, 0, 1, .., 0]	[0, .., 1, 0, 0]

Table 3.2 shows an example of how sentence is labeled with the one-hot vectors representations of BIO format.

3.5 Model Development

In this section, the features and model architecture are described. We firstly describe word embedding and POS Tag as the feature candidates. Following after that, the four model architectures, one of which is the new architecture we propose, are explained.

3.5.1 Feature Extraction

In this step, we extract features from the data that has been annotated with semantic roles. We propose three features which will be combined later to find the best feature selection that outputs the best result. Those features are word embedding, POS-Tag, and neighboring word embeddings.

3.5.1.1 Word Embedding

Word embedding represents word as a vector. Word embedding has proved to be one of the most contributing features by a lot of deep learning research, such as for SRL system proposed by Zhou dan Xu (2015) and Collobert et al. (2011). The interesting characteristic of word embedding is that similar words have proved to have similar vectors. This is very important when dealing with conversational language which has a lot of slang words. For instance, pronoun "Aku" will have similar vector with its slang form, "Gue". We believe that this feature will contribute greatly to the model performance. Therefore, we utilized our embedding as one of our feature candidates.

In order to utilize word embedding as our features, we conduct three steps which consist of: 1.) data gathering for building word embedding model, 2.) training the word embedding model, and 3.) converting words into vectors with the trained word embedding model.

1. Data gathering for building word embedding model

We first gather an unlabeled dataset in order to build the word embedding model. The dataset is retrieved from 1.300.000 sentences of chats from Kata.ai.

2. Training the word embedding model

The word embedding model is trained using the afore-mentioned unlabeled data set. This model is used to transform words into their respective vector representations.

3. Converting words into vectors with the trained word embedding model

The trained word embedding model is then used to convert words into vectors.

The example of this conversion can be seen in Table 3.3

Tabel 3.3: An example of word embedding vector representation with dimension of 3

Sentence	Aku	pengen	makan	ayam
Word Vector	[0.2, -0.4, 0.9]	[0.7, 0.1, 0.2]	[0.1, 0.6, -0.5]	[0.9, 0.1, 0.8]

In Table 3.3 provides an example assuming that the vector dimension is 3. This means that every word is mapped into a vector with a length of 3.

3.5.1.2 Part-of-Speech Tag (POS-Tag)

POS Tag is a feature to represent the class of each word. In this research, we use POS Tag annotation which is mainly inspired by the work of Ruli Manurung (20XX). The POS Tags that we use are: Verb (V), Noun (NN), Adjective (ADJ), Adverb (ADV), Coordinative Conjunction (CC), Subordinative Conjunction (SC), Interjection (INTJ), Question (WH), Preposition (PREP), and Negation (NEG). Before feeding the feature to the deep learning model, we encode the POS tag features as a one-hot vector. Each one-hot vector represents each POS tag uniquely.

The example of POS Tag features is presented in Table 3.4

Tabel 3.4: An example of POS Tag feature and its respective one-hot-vector

Sentence	Aku	pengen	makan	ayam
POS Tag	NN	ADV	V	NN
One-Hot-Vector	[1, 0, 0, ..., 0]	[0, 1, 0, ..., 0]	[0, 0, 1, ..., 0]	[0, ..., 1, 0, 0]

While most of the deep learning research aims for not using such feature, we argue that POS tag is still important for building a robust model in our case. This is because of the fact that size of our corpus is relatively small compared to the huge English-based SRL corpus such as ConLL 2015 by Carreras dan Màrquez (2005). We argue that having Verb as one of our POS Tag will help to determine which one is the predicate, since predicate is usually in a form of verb, though some can also be adjectives. As the arguments having semantic role are mostly in a form of Noun, POS Tag Noun will be a helpful information as well. Other POS tags will help to determine which word that obviously does not have any semantic role.

In this work, we use gold-standard POS tag on our data as the features to prevent propagation errors from the POS tag model. This way, we can focus on analyzing errors resulting from the SRL model later in chapter 5.

3.5.1.3 Neighboring Word Embeddings

Neighboring word embeddings are the vector representations of words located before and after the word being processed. We use specifically one word before and after the word being processed. Suppose that we are processing the word w_t at time step t , the neighboring words embeddings are the vector representations of the word w_{t-1} and w_{t+1} . We argue that this feature can be useful for capturing the context of the word by looking at the surrounding words. Suppose that the machine is processing the word "*rumah*" in "*aku tidur di rumah*". By looking at the previous word, which is the preposition "*di*", it gives a hint that "*rumah*" might have the semantic role LOCATION.

Tabel 3.5: An example of neighboring word embedding vectors of every time step

Sentence	Aku	pengen	makan	ayam
Word Vector	[0.2, -0.4, 0.9]	[0.7, 0.1, 0.2]	[0.1, 0.6, -0.5]	[0.9, 0.1, 0.8]
Neighbor Vector	[0.0, 0.0, 0.0]	[0.2, -0.4, 0.9]	[0.7, 0.1, 0.2]	[0.1, 0.6, -0.5]
	[0.7, 0.1, 0.2]	[0.1, 0.6, -0.5]	[0.9, 0.1, 0.8]	[0.0, 0.0, 0.0]

Table 3.5 illustrates the neighboring word embeddings of every time step. The table shows that in every time step, it adds the word vector information from the left and right. Since the first word does not have any previous word, its left neighbor is a vector $\vec{0}$. This is also the case for the last word which does not have any subsequent word. Hence, the right neighbor of the last word is also a vector $\vec{0}$.

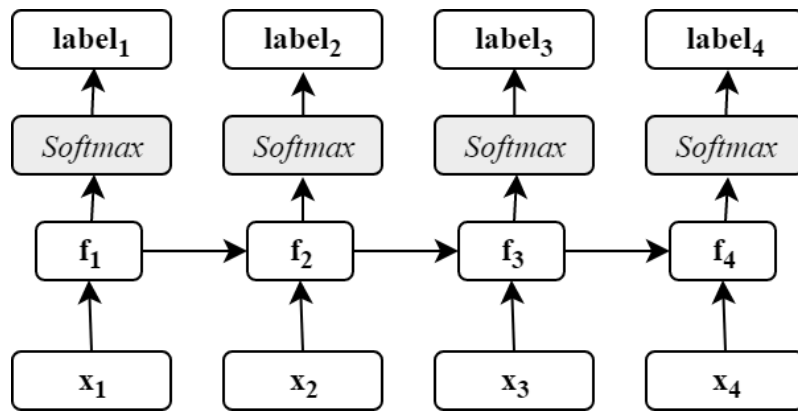
3.5.2 Model Architecture

Recurrent Neural Networks (RNN) has a nature advantage for solving sequence labeling problem Zhou dan Xu (2015). Hochreiter dan Schmidhuber (1997) proposed Long Short-Term Memories (LSTM) as the specific version of RNN designed to overcome vanishing and exploding gradient problem. In this research, we experiment on various LSTM architectures, namely vanilla Long Short-Term Memories (LSTM), Bi-Directional LSTM (BLSTM), Convolutional Neural Network BLSTM (CNN-BLSTM), and Context-Aware BLSTM (CA-BLSTM). Each architecture is built incrementally upon the previous architectures, starting

from the vanilla LSTM. The last architecture, CA-BLSTM, is the one we propose in this work.

3.5.2.1 Vanilla LSTM

Vanilla LSTM is the basic, one-directional LSTM networks designed to overcome vanishing and exploding gradient problem found in RNN. To do so, it has forget gates, a gate to open or close incoming information from the previous time steps. We firstly explain the LSTM networks as the big picture for solving sequence labeling problem, followed by the details of every LSTM unit.



Gambar 3.2: An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4

Figure 3.2 illustrates the big picture of the vanilla LSTM networks used in this research. Suppose that we have sequence of input tensors $[x_1; x_2; \dots; x_n]$, with n denotes the number of time steps. Each input tensor x_t represents features of the word in time step t . For every time step t , each input tensor x_t is fed into the LSTM layer, resulting tensor f_t , as shown in Equation 3.2.

$$f_t = LSTM(x_t) \quad (3.2)$$

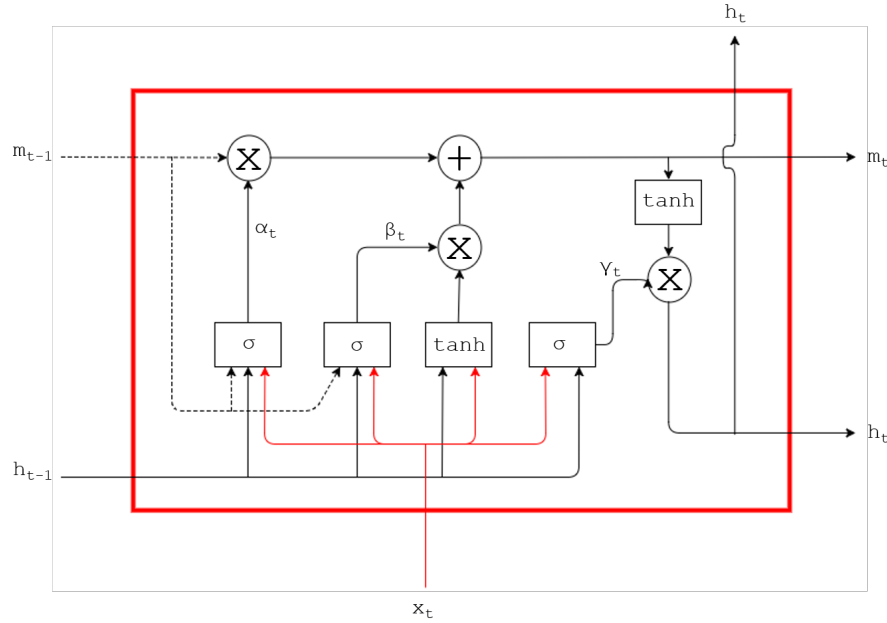
Equation 3.3 shows that each LSTM output from every time step is then processed by the time-distributed softmax layer to produce the probabilities of every possible label.

$$label_t = Softmax(f_t) \quad (3.3)$$

In each time step, label with highest probability among others will be the final output. This way, we have all the predicted labels for every time step.

After explaining the big picture of LSTM networks, we describe the details of

every LSTM unit in time step t shown in Equation 3.2. That is, given an input tensor \mathbf{x}_t , each LSTM unit will output tensor \mathbf{f}_t . Figure 3.3 illustrates the architecture of one LSTM unit in time step t .



Gambar 3.3: An LSTM unit in time step t

The LSTM unit in time step t requires an input tensor a_t . As explained in subchapter X, the equations to produce output tensor \mathbf{f}_t are presented as follows:

$$\mathbf{m}_t = \alpha_t \cdot \mathbf{m}_{t-1} + \beta_t \cdot \tanh(W_{xm} \cdot \mathbf{x}_t + W_{fm} \cdot \mathbf{f}_{t-1}) \quad (3.4)$$

$$\mathbf{f}_t = \gamma_t \cdot \tanh(\mathbf{m}_t) \quad (3.5)$$

where α_t , β_t , and γ_t are the gates:

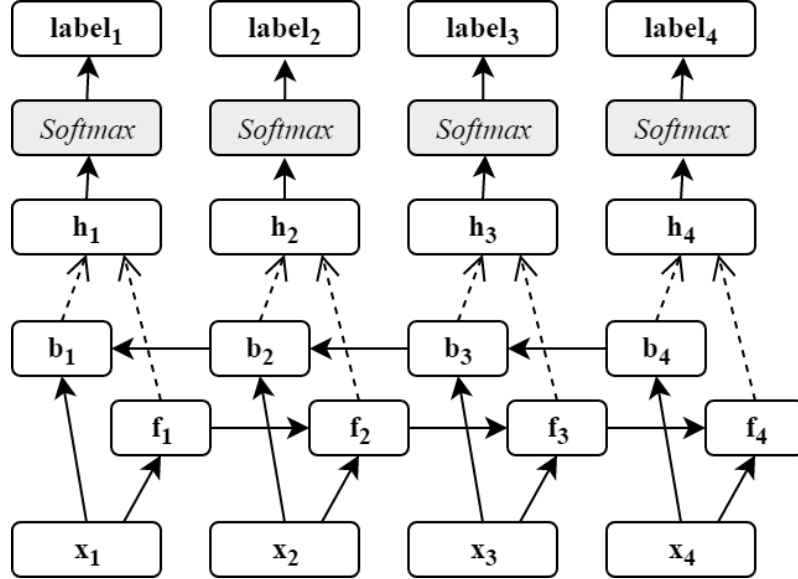
1. *Forget gates:* $\alpha_t = \sigma(W_{x\alpha} \cdot \mathbf{x}_t + W_{f\alpha} \cdot \mathbf{f}_{t-1} + W_{m\alpha} \cdot \mathbf{m}_{t-1})$
2. *Input gates:* $\beta_t = \sigma(W_{x\beta} \cdot \mathbf{x}_t + W_{f\beta} \cdot \mathbf{f}_{t-1} + W_{m\beta} \cdot \mathbf{m}_{t-1})$
3. *Output gates:* $\gamma_t = \sigma(W_{x\gamma} \cdot \mathbf{x}_t + W_{f\gamma} \cdot \mathbf{f}_{t-1} + W_{m\gamma} \cdot \mathbf{m}_{t-1})$

It is worth noting that the LSTM layer is recursive, meaning that one of the inputs comes from the output of previous time step. This way, the result of each time step also depends on the previous ones.

3.5.2.2 Bi-Directional LSTM (BLSTM)

Bi-Directional LSTM (BLSTM) is a modification of LSTM networks. While vanilla LSTM only goes one direction, BLSTM goes both ways in order to capture context

information from the past and future, as explained by Zhou dan Xu (2015). This characteristic is suitable for SRL task, since information from the right (future) might be useful to determine the label of current time step, as explained by Zhou dan Xu (2015). The idea is to have two LSTM layers, one for going forward and another for going backward, as illustrated in Figure 3.4



Gambar 3.4: An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4

Figure 3.4 shows that the input \mathbf{x}_t in every time step t is fed into two LSTM layers, the first one for going forward and the second one for going backward. These are illustrated in Equation 3.6 and Equation 3.7

$$\mathbf{f}_t = \text{ForwardLSTM}(\mathbf{x}_t) \quad (3.6)$$

$$\mathbf{b}_t = \text{BackwardLSTM}(\mathbf{x}_t) \quad (3.7)$$

In each time step, the result tensors \mathbf{f}_t and \mathbf{b}_t are then concatenated to be one tensor output \mathbf{h}_t , as shown in Equation 3.8

$$\mathbf{h}_t = \text{Concatenate}(\mathbf{f}_t, \mathbf{b}_t) \quad (3.8)$$

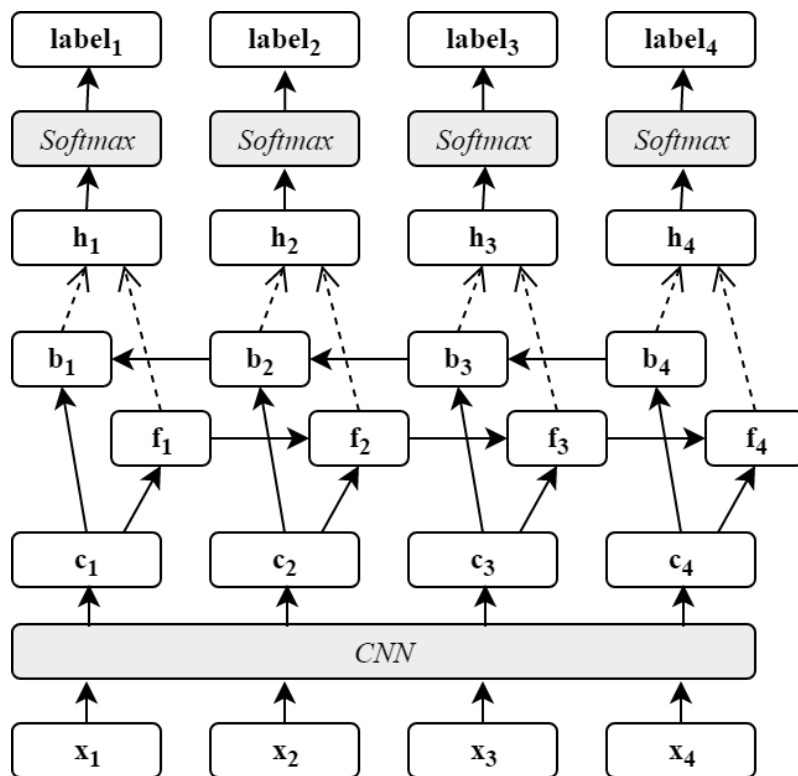
Likewise in vanilla LSTM architecture, the output tensor \mathbf{h}_t is then fed into softmax layer, as shown in Equation 3.9

$$\text{label}_t = \text{Softmax}(\mathbf{h}_t) \quad (3.9)$$

After which, the output of the softmax layer will determine the final label for each time step.

3.5.2.3 CNN-BLSTM

In addition to the BLSTM architecture, we also experiment on adding Convolutional Neural Networks (CNN) layer underneath the BLSTM layer. The rationale is to capture raw context from the neighboring input tensors. This way, CNN can implicitly extract meaningful context information. Figure 3.5 illustrates the big picture of the CNN-BLSTM architecture.



Gambar 3.5: An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4

Instead of feeding the BLSTM with raw input tensor \mathbf{x}_t , CNN-BLSTM firstly processes it through CNN layer, resulting output tensor \mathbf{c}_t , as shown in Equation ??.

$$[\mathbf{c}_1; \mathbf{c}_2; \dots; \mathbf{c}_n] = CNN([\mathbf{x}_1; \mathbf{x}_2; \dots; \mathbf{x}_n]) \quad (3.10)$$

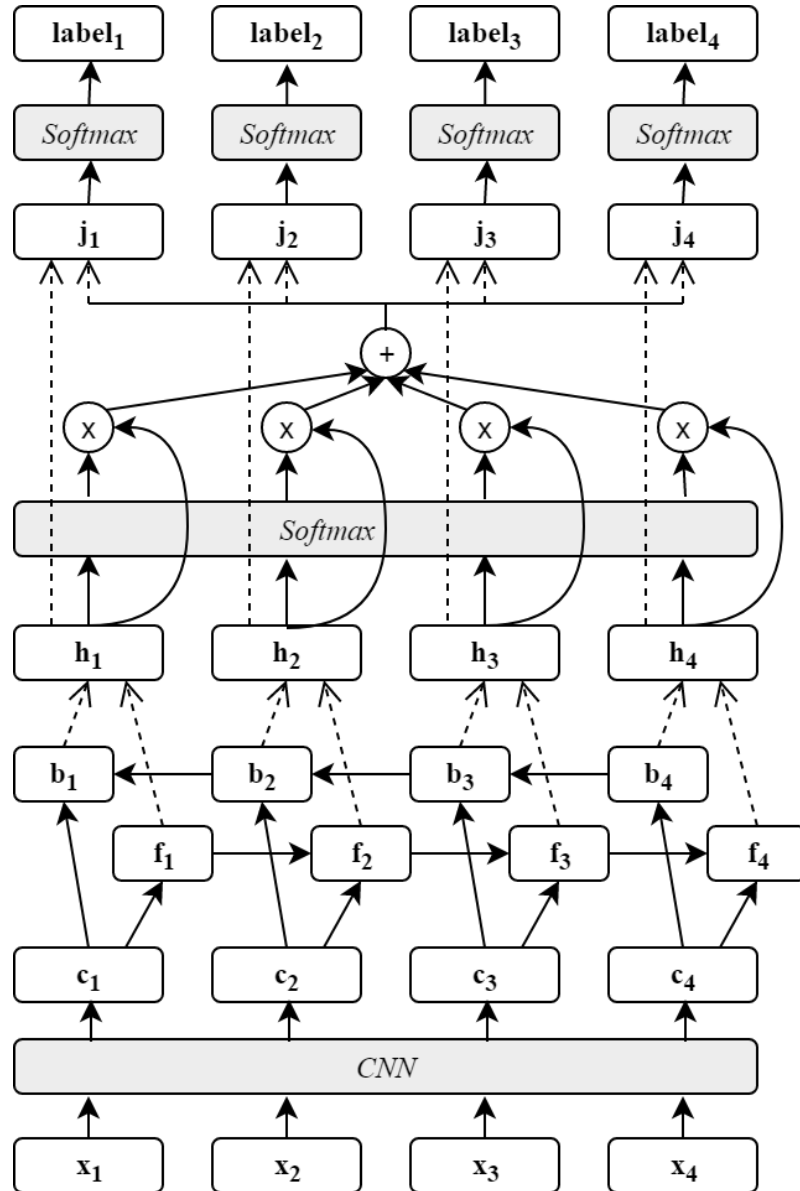
The result tensor \mathbf{c}_t is then fed into the BLSTM layer, as explained in section 3.5.2.2. To simplify the notation, the BLSTM layer equation is summarized as follows.

$$\mathbf{h}_i = BLSTM(\mathbf{c}_i) \quad (3.11)$$

As explained in section 3.5.2.2, the BLSTM's output tensor \mathbf{h}_i is then processed by the time-distributed softmax layer to determine the final output label.

3.5.2.4 Context-Aware BLSTM (CA-BLSTM)

In this work, we propose a new LSTM architecture named Context-Aware Bi-Directional Long Short-Term Memory Networks (CA-BLSTM). The rationale is to add a dense yet useful high-level information containing a sentence context to every time step in order to help the machine to decide semantic roles better. With this in mind, we design an attention mechanism on top of the LSTM networks layers, as illustrated in Figure 3.6



Gambar 3.6: An architecture of Context-Aware Bi-Directional Long Short Term Memories with total time step of 4

The attention mechanism firstly collects the context information by multiplying trainable weights with all the vectors from every time step of the last LSTM output. We sum each element for each weighted vectors to reduce the dimension. The results are then fed into a hidden softmax layer which outputs weights with a total of 1. The original output vectors of the last LSTM output are multiplied by these distributed weights respectively. We then sum all the multiplication results as the final context information. The original LSTM outputs are concatenated with this context information before going to the last softmax layer to predict the semantic roles.

We describe the formulation of the networks from the first layer all the way to

the top. Like the previous architectures, it begins with these two equations:

$$[\mathbf{c}_1; \mathbf{c}_2; \dots; \mathbf{c}_n] = CNN([\mathbf{x}_1; \mathbf{x}_2; \dots; \mathbf{x}_n]) \quad (3.12)$$

$$\mathbf{h}_i = BLSTM(\mathbf{c}_i) \quad (3.13)$$

\mathbf{x}_i , \mathbf{c}_i , and \mathbf{h}_i are the input tensors, the output of CNN layer, and the output of BLSTM layer respectively, with i indicating the time step.

$$g(\mathbf{h}_i) = Sum(\mathbf{W} \cdot \mathbf{h}_i) \quad (3.14)$$

\mathbf{h}_i is then fed into a differentiable neural networks function $g(\mathbf{h}_i)$ in which it is multiplied by the time-distributed matrix $\mathbf{W} \in \mathbb{R}^{H \times K}$ and all the elements in it are summed. H is the vector dimension of \mathbf{h}_i , meanwhile K is the dimension size that we want as an output when we multiply W with \mathbf{h}_i .

$$[\alpha_1, \alpha_2, \dots, \alpha_n] = Softmax([g(\mathbf{h}_1); g(\mathbf{h}_2); \dots, g(\mathbf{h}_n)]) \quad (3.15)$$

$$\mathbf{r}_i = \alpha_i \cdot \mathbf{h}_i \quad (3.16)$$

Once we have all the values of $[g(\mathbf{h}_1); g(\mathbf{h}_2); \dots; g(\mathbf{h}_n)]$, we make it as an input for the softmax layer, resulting weights $[\alpha_1; \alpha_2; \dots; \alpha_n]$. All the original LSTM outputs $[\mathbf{h}_1; \mathbf{h}_2; \dots; \mathbf{h}_n]$ are multiplied by these weights, with the results of $[\mathbf{r}_1; \mathbf{r}_2; \dots; \mathbf{r}_n]$

$$\mathbf{z} = \mathbf{r}_1 + \mathbf{r}_2 + \dots + \mathbf{r}_n \quad (3.17)$$

$$\mathbf{j}_i = Concatenate(\mathbf{h}_i, \mathbf{z}) \quad (3.18)$$

We then sum all these vectors element-wise to have a context tensor \mathbf{z} . All the original LSTM outputs are thus concatenated with tensor \mathbf{z} as the additional information to predict the semantic roles.

$$label_i = Softmax(\mathbf{j}_i) \quad (3.19)$$

Lastly, the time-distributed softmax layer produces the final semantic roles label.

3.6 Experiment

We use 5-fold cross validation for our experiments and thus, the data set is firstly split into 5 sets. These 5 sets are divided into training and testing sets with the ratio

of 4:1. After that, we train the model using the training set and evaluate it using the testing set. This process is done 5 times until every set of data is tested.

3.7 Evaluation

In each scenario, we evaluate the trained model in order to see how good it predicts the semantic roles as expected. The metrics for our evaluation are precision, recall, and F1. These metrics is applied to all semantic role labels. We then average each metrics from all semantic role labels to get the average precision, recall, and F1 of a model. The evaluation approach used is partial match in which a set of predicted labels is counted right if there is an intersection with the gold-standard (Seki dan Mostafa, 2003).

Suppose that we are evaluating the semantic role PATIENT. The rules for evaluation using partial match for semantic role PATIENT are explained as follows.

1. Counting *True Positive* (TP)

For every gold standard label that has intersection with the predicted label, the value of True Positive (*TP*) is added by 1.

Gold-standard: Aku pengen makan <Patient>**ayam goreng**</Patient> deh
 Predicted.1: Aku pengen makan <Patient>**ayam goreng**</Patient> deh
 Predicted.2: Aku pengen makan <Patient>**ayam**</Patient> goreng deh
 Predicted.3: Aku pengen makan <Patient>**ayam goreng deh** </Patient>
 Predicted.4: Aku pengen makan ayam goreng deh

The examples above illustrate four scenarios of possible predicted results, denoted as Predicted.1, Predicted.2, Predicted.3, and Predicted.4, given a gold-standard called Expected which has "ayam goreng" as the PATIENT.

Predicted.1 predicts exactly the same as the Expected, hence the value of *TP* is added by 1. The result of Predicted.2 has an intersection with the gold-standard, which is "ayam", the value of *TP* is then added by 1 as well. Although Predicted.3 predicts too much as it includes "deh" as part of PATIENT, it also has an intersection with the gold-standard, which is "ayam goreng". The Predicted.3 therefore also adds the value of *TP* by 1. Meanwhile, Predicted.4 does not predict anything. In this case, the value of *TP* is not added at all.

2. Counting *False Positive* (FP)

For every predicted label that should not be predicted according to gold-standard, the value of False Positive (*FP*) is added by 1.

Gold-standard: Aku pengen makan <Patient>**ayam goreng**</Patient> deh
 Predicted.1: <Patient>Aku</Patient> pengen makan ayam goreng deh

From the example above, "Aku" is predicted as PATIENT, while it should not be predicted as PATIENT according to the gold-standard. This will add the value of *FP* by 1.

3. Counting *False Negative* (FN)

For every gold-standard label that is either not predicted or predicted with wrong label, the value of False Negative (*FN*) is added by 1.

Gold-standard: Aku pengen makan <Patient>**ayam goreng**</Patient> deh
 Predicted.1: Aku pengen makan <Agent>**ayam goreng**</Agent> deh
 Predicted.2: Aku pengen makan ayam goreng deh

From the example above, Predicted.1 predicts "ayam goreng" as AGENT, while it should be predicted as PATIENT. In this case, the value of *FP* is added by 1. Predicted.2 illustrates an example which does not predict "ayam goreng" with any label, while it should be predicted as PATIENT. In this case, the value of *FP* is added by 1 as well.

After we have the value of *TP*, *FP*, and *FN* for the semantic role PATIENT, we then count the precision, recall, and F1 with following equations:

$$Precision = \frac{TP}{TP + FP} \quad (3.20)$$

$$Recall = \frac{TP}{TP + FN} \quad (3.21)$$

$$F - Measure = 2 \cdot \frac{Precision \cdot Recall}{Precision + Recall} \quad (3.22)$$

Other semantic roles, such as AGENT and BENEFICIARY, are also evaluated by following these rules. After we have the value of precision, recall, and F1 for every semantic role, we average them to get the average precision, recall, and F1 for the model being evaluated.

BAB 4

IMPLEMENTATION

This chapter explains the implementations of the methodology explained in chapter 3. It includes the implementation of data annotation and pre-processing, model development, experiment, as well as the evaluation.

4.1 Computer Specification

For every experiment, we use GPU-based virtual server provided by Kata.ai. The specifications of the server are explained as follows.

Tabel 4.1: Server Specifications

Processor	i7-4770S
Number of Cores	8 core
Processor Frequency	3.1 GHz per core
RAM	8 GB
Operating System	Ubuntu 14

The server uses 8-core i7 processor with 3.1 GHz per core frequency. The size of the RAM is 8 GB. We use Ubuntu 14 distribution as the operating system.

4.2 Data Annotation and Pre-processing

For data annotation, we use an in-house tool provided by Kata.ai, named *kata-annotator*. The total amount of data to be annotated was 9000 sentences. The data was annotated by three linguists with each of them annotating different set of data containing 3000 sentences for 8 weeks. In order to align the annotation understanding between them, the three linguists annotated the same trial set consisting of 100 sentences before starting to annotate the real one. The annotation differences found are then discussed in order to align the understanding between them.

After 8 weeks of annotation, the total amount of data that has been annotated is 8000 sentences. The other 1000 sentences missing is due to one annotator that could not complete the annotation on time. After finish annotating, the tool outputs the tokenized annotation result as JSON in BIO format. An example is given as follows:

```
[
  {
    "data": ["Aku", "pengen", "makan", "ayam", "goreng", "dong"],
    "label": ["B-AGENT", "B-MD", "B-PRED", "B-PATIENT", "I-PATIENT", "O"]
  },
  {
    "data": ["Kamu", "gak", "tidur", ",", "Andi", "?"],
    "label": ["B-AGENT", "O", "B-PRED", "O", "B-GREET", "O"]
  }
]
```

The label is then converted into a one-hot-vector representation which is presented in Pseudocode 4.1

Kode 4.1: A pseudocode for converting labels of a sentence into one-hot-vectors

```
1 Function convertLabelToOneHotVector(arrLabel) is
   |   Input : array of labels of a sentence
   |   Output: array of one hot vectors
2   oneHotVectorLabel = [];
3   foreach label in arrLabel do
4   |   oneHotVectorLabel.append(label.convertToOneHotVector())
5   return oneHotVectorLabel;
```

It turns out there are only 5000 sentences which contain predicate in it. These 5000 sentences are the main data set to be trained and tested.

4.3 Model Development

This section explains the implementation of model development, including the feature extraction and model architecture. We use Python as our main programming language for all implementations.

4.3.1 Feature Extraction

The features to be extracted are word embedding, POS tag, and neighboring word embedding.

4.3.1.1 Word Embedding

We use Gensim's Word2Vec as the library for training the word embedding model as well as converting words into vectors. Pseudocode 4.2 explains on how to train the word embedding model.

Kode 4.2: A pseudocode to train word embedding model using Word2Vec

```

1 Function trainWordEmbeddingModel(corpus, contextWindow,
  vectorDimension) is
  |   Input : training corpus, context window, vector dimension
  |   Output: Word2Vec model
2   model = Word2Vec.createModel(corpus, contextWindow,
  |   vectorDimension)
3   return model;

```

There are two parameters, which are context window and vector dimension. Context window determines the area of interest in building the word embedding model. Vector dimension represents the length of the output vector. In this work, the context window and vector dimension used are 5 and 32, respectively.

Kode 4.3: A pseudocode to transform words into vectors by word embedding model

```

1 Function wordToVector(model, arrWord) is
  |   Input : trained word embedding model, array of words of a sentence
  |   Output: array of word vectors
2   arrVector = [];
3   foreach word in arrWord do
4   |   arrVector.append(model.getVector(word))
5   return arrVector;

```

From the Pseudocode 4.2, the output is the trained word embedding model. 4.3 shows how to use the model to convert words into vectors.

4.3.1.2 POS Tag

For POS Tag feature, we use the gold-standard POS tag annotated by the three linguists. The annotation tool *kata-annotator* is also used for annotating the POS tag. The output example of the POS tag from the tool in a form of JSON is given as follows:


```
[
  {
    "data": ["Aku", "pengen", "makan", "ayam", "goreng", "dong"],
    "label": ["NN", "ADV", "V", "NN", "V", "INTJ"]
  },
  {
    "data": ["Kamu", "gak", "tidur", ",", "Andi", "?"],
    "label": ["NN", "NEG", "V", "O", "NN", "O"]
  }
]
```

The JSON file consists of an array of sentences. Each word in a sentence is labeled with the POS tag accordingly.

Kode 4.4: A pseudocode for converting POS tags of a sentence into one hot vectors

```
1 Function convertPOSTagToOneHotVector(arrPOS) is
   |   Input : array of POS tags of a sentence
   |   Output: array of one hot vector
2   posTagFeature = [];
3   foreach pos in arrPOS do
4   |   posTagFeature.append(pos.convertToOneHotVector())
5   return posTagFeature;
```

Each of the POS tag in a sentence is then converted into one-hot-vector. The implementation is presented in Pseudocode 4.4.

4.3.1.3 Neighboring Word Embeddings

For neighboring word embeddings, we extract one vector on the left and one on the right of the word being processed. Pseudocode 4.5 shows the implementation of extracting neighboring word embeddings.

The parameter here is the window. Since we only extract one word on the left and another on the right of the word being processed, the value of parameter window is 1.

4.3.2 Model Architecture

As explained in chapter 3, we experiment on four model architectures, namely vanilla LSTM (LSTM), Bi-Directional LSTM (BLSTM), CNN-BLSTM, and

Kode 4.5: A pseudocode to extract neighboring word embeddings

```

1 Function extractNeighboringWordEmbedding(sentenceVector) is
   Input : array of word embedding vectors of a sentence
   Output: array of neighboring word embedding vectors
2   window = 1 vectorDimension = getVectorDimension(sentenceVector);
3   padded = window * [vectorDimension*[0.]] + sequence + window *
     [vectorDimension*[0.]];
4   neighboringVectors = [];
5   for i in 0...sentenceVector.length - 1 do
6     left = [item for sublist in padded[i:(i + window)] for item in sublist];
7     right = [item for sublist in padded[(i+ window + 1):(i + nbContexts)]
      for item in sublist];
8     concat = left + right;
9     neighboringVectors.append(concat);
10  end
11  return neighboringVectors;
12 end

```

Context-Aware BLSTM (CA-BLSTM). In this section, each implementation of the model architecture is explained. We use Keras 2.0 (Chollet, 2015) as our deep learning library with Tensorflow 1.0 backend for all the architectures. We use the *functional model* of Keras. Keras model only receives input data with a fixed number of time steps for all sentences. Suppose that the maximum number of time steps in our data is l . Thus, sentences in our data whose number of time steps is lower than l have to be padded with vector $\vec{0}$ in order to get a fixed number of time steps of l . To do the padding, we use *padsequences* function available from Keras.

4.3.2.1 Vanilla LSTM (LSTM)

Vanilla LSTM (LSTM) consists of only one layer of forward LSTM. Pseudocode ?? shows the implementation of the LSTM architecture.

The Pseudocode 4.6 takes x_{train} , y_{train} , number of time steps, number of features, x_{test} and y_{test} as the inputs. The model starts with the defining the input layer, with the input shape of (timesteps, features). The input layer is then connected to the LSTM layer that has 128 hidden units. These hidden units are the output of the LSTM layer. We use recurrent dropout in LSTM, as recommended by He et al. (2017). The recurrent dropout used is 0.2. We also use dropout layer on top of the LSTM layer by the value of 0.2. The output of the dropout layer is connected to the time-distributed dense layer with softmax activation function. These last layer produces the labels of semantic roles. The model is trained with

Kode 4.6: A pseudocode for building and training vanilla LSTM architecture

```

1 Function lstm(xTrain, yTrain, timesteps, features, xTest, yTest) is
   Input : x train, y train, number of time steps, number of features, x test,
           y test
   Output: trained model, testing prediction result
2   inputLayer = Input(shape=(timesteps, features));
3   forwardLayer = LSTM(units=128, returnSequences=True,
                        recurrentDropout=0.2)(inputLayer);
4   dropoutLayer = Dropout(0.2)(forwardLayer);
5   outputLayer = TimeDistributed(Dense(units=17,
                                         activation='softmax'))(dropoutLayer);
6   model = Model(inputs=[inputLayer], outputs=[outputLayer]);
7   model.compile(loss='categoricalCrossentropy', optimizer='adam');
8   model.fit(xTrain, yTrain, epochs=50, batchSize=50);
9   prediction = model.predict(xTest);
10  return model, prediction;

```

categorical crossentropy loss function and Adam optimizer. The number of epochs and batch size used are both 50. After the model has been trained, we use it to predict the semantic roles the x test data which later will be evaluated. The function returns the trained model as well as the prediction result of the test data.

4.3.2.2 Bi-Directional LSTM (BLSTM)

Bi-Directional LSTM (BLSTM) consists of two layers of LSTM. The first layer is moving forward and the other is moving backward. Pseudocode 4.7 shows the implementation of the BLSTM architecture.

The Pseudocode 4.7 takes x train, y train, number of time steps, number of features, x test and y test as the inputs. The model starts with the defining the input layer, with the input shape of (timesteps, features). The input layer is then connected to two LSTM layers: forward layer and backward layer. Both forward and backward LSTM layers have 128 hidden units. The recurrent dropout used is 0.2. The output of both forward and backward layers are concatenated, resulting a vector whose length is 256. We also use dropout layer on top of the concatenated layer by the value of 0.2. The output of the dropout layer is connected to the time-distributed dense layer with softmax activation function. This last layer produces the labels of semantic roles. The model is trained with categorical crossentropy loss function and Adam optimizer. The number of epochs and batch size used are both 50. After the model has been trained, we use it to predict the semantic roles the x

Kode 4.7: A pseudocode for building and training BLSTM architecture

```

1 Function blstm(xTrain, yTrain, timesteps, features, xTest, yTest) is
   Input : x train, y train, number of time steps, number of features, x test,
           y test
   Output: trained model, testing prediction result
2   inputLayer = Input(shape=(timesteps, features));
3   forwardLayer = LSTM(units=128, returnSequences=True,
                        recurrentDropout=0.2)(inputLayer);
4   backwardLayer = LSTM(units=128, returnSequences=True,
                        goBackwards=True, recurrentDropout=0.2)(inputLayer);
5   mergedLayer = Concatenate([forwardLayer, backwardLayer]);
6   dropoutLayer = Dropout(0.2)(mergedLayer);
7   outputLayer = TimeDistributed(Dense(units=17,
                                         activation='softmax'))(dropoutLayer);
8   model = Model(inputs=[inputLayer], outputs=[outputLayer]);
9   model.compile(loss='categoricalCrossentropy', optimizer='adam');
10  model.fit(xTrain, yTrain, epochs=50, batchSize=50);
11  prediction = model.predict(xTest);
12  return model, prediction;

```

test data which later will be evaluated. The function returns the trained model as well as the prediction result of the test data.

4.3.2.3 CNN-BLSTM

CNN-BLSTM adds a CNN layer underneath the BLSTM layers. Pseudocode 4.8 shows the implementation of the CNN-BLSTM architecture.

In this architecture, the CNN layer is added before the BLSTM layers. Thus, the input layer is connected with the CNN layer. The parameters of the CNN layer are filters, kernel size, and strides. Filters represent the number of output hidden layers. Kernel size defines the context window of the CNN layer. Strides define the amount of slide for every time step. The value of filters, kernel size, and strides parameters are 128, 3, and 1, respectively. CNN layer is then connected to the BLSTM layers as explained in the previous section.

4.3.2.4 Context-Aware BLSTM (CA-BLSTM)

CA-BLSTM adds an attention mechanism on top of the BLSTM layers. Pseudocode 4.9 shows the implementation of the CA-BLSTM architecture.

The output of the dropout layer from BLSTM is then fed into a time-distributed,

Kode 4.8: A pseudocode for building and training CNN-BLSTM architecture

```

1 Function cnnblstm(xTrain, yTrain, timesteps, features, xTest, yTest) is
   Input : x train, y train, number of time steps, number of features, x test,
           y test
   Output: trained model, testing prediction result
2   inputLayer = Input(shape=(timesteps, features));
3   cnnLayer = Conv1D(filters=128, kernelSize=3, padding='same',
   activation='relu', strides=1)(inputLayer);
4   forwardLayer = LSTM(units=128, returnSequences=True,
   recurrentDropout=0.2)(cnnLayer);
5   backwardLayer = LSTM(units=128, returnSequences=True,
   goBackwards=True, recurrentDropout=0.2)(cnnLayer);
6   mergedLayer = Concatenate([forwardLayer, backwardLayer]);
7   dropoutLayer = Dropout(0.2)(mergedLayer);
8   outputLayer = TimeDistributed(Dense(units=17,
   activation='softmax'))(dropoutLayer);
9   model = Model(inputs=[inputLayer], outputs=[outputLayer]);
10  model.compile(loss='categoricalCrossentropy', optimizer='adam');
11  model.fit(xTrain, yTrain, epochs=50, batchSize=50);
12  prediction = model.predict(xTest);
13  return model, prediction;

```

raw dense layer. The output dimension of this dense layer is set to 512. The output of this layer is then summed for each time step. The result of this sum is then fed into the dense layer with softmax activation function. This dense layer outputs the weights alpha for each time step. Lambda function *kaliAlphaSum* firstly multiplies the original dropout output of the BLSTM with the alpha values. The function then sums all the result element-wise in order to get a context vector z . Vector z is then duplicated by the number of time steps before it is concatenated with all the original dropout output of the BLSTM layers. These concatenated vectors are then fed into the last softmax layer to produce the output labels.

4.4 Experiment

4.5 Evaluation

Kode 4.9: A pseudocode for building and training CA-BLSTM architecture

```

1 Function cablstm(xTrain, yTrain, timesteps, features, xTest, yTest) is
   Input : x train, y train, number of time steps, number of features, x test,
           y test
   Output: trained model, testing prediction result
2   inputLayer = Input(shape=(timesteps, features));
3   cnnLayer = Conv1D(filters=filters, kernelSize=3, padding='same',
   activation='relu', strides=128)(inputLayer);
4   forwardLayer = LSTM(units=128, returnSequences=True,
   recurrentDropout=0.2)(cnnLayer);
5   backwardLayer = LSTM(units=128, returnSequences=True,
   goBackwards=True, recurrentDropout=0.2)(cnnLayer);
6   mergedLayer = Concatenate([forwardLayer, backwardLayer]);
7   dropoutLayer = Dropout(0.2)(mergedLayer);
8   outs1 = TimeDistributed(RawDense(outputDim=512))(dropoutLayer);
9   m = Lambda(sum)(outs1);
10  alpha = Dense(timesteps, activation="softmax")(m);
11  z = Lambda(kaliAlphaSum)([alpha, dropoutLayer]);
12  dropoutZ = Dropout(0.2)(z);
13  repeatedZ = RepeatVector(timesteps)(dropoutZ);
14  outFinal = concatenate([dropoutLayer, repeatedZ]);
15  outputLayer = TimeDistributed(Dense(units=17,
   activation='softmax'))(outFinal);
16  model = Model(inputs=[inputLayer], outputs=[outputLayer]);
17  model.compile(loss='categoricalCrossentropy', optimizer='adam');
18  model.fit(xTrain, yTrain, epochs=50, batchSize=50);
19  prediction = model.predict(xTest);
20  return model, prediction;

```

BAB 5

EXPERIMENTS

In this chapter, we describe the data statistics followed by experiment scenarios, results, and analyses.

5.1 Evaluation Metrics

5.2 Data Statistics

5.3 Experiment Design

In this section, we present our experiment results and the analysis accordingly. There are two set of scenarios. The first scenario set aims to find the best combination set of features. This scenario consists of four combinations of three features, namely feature Word Embedding (WE), POS Tag (POS), and Word Embedding of Neighbors (WE-N) as presented in Table 5.1.

The second scenario set evaluates two different architectures, which are the original BLSTM and CA-BLSTM. Underlying both architectures is a Convolutional Neural Network (CNN) layer, in order to catch more information surrounding each time step. This second scenario also aims to see the effect of hyper-parameter tuning for the CA-BLSTM.

As for evaluation, we use precision, recall and F1 metrics for all scenarios. The results are evaluated with partial match approach. To illustrate, suppose that the expected label consists of two words or more and the predicted contains only one word of it, partial match will still count it as a true positive.

5.4 Scenario 1: Feature Selection

Table 5.1 shows the scenario results of four feature combinations. The highest result is achieved with combination of WE + POS, followed by WE + WE-N + POS, WE, and WE + WE-N, with F1 scores of 72.29%, 72.22%, 62.00%, and 61.92% respectively. From these results, we can see the big impact POS Tag contributes for the performance. Using POS Tag enhances the result up to 10.29%, when we compare WE + POS and WE combinations. The explanation would be the fact

that POS Tag contains meaningful information such as Noun and Adjective which describes the word, it thus supports the word embedding feature when the training data size is relatively low.

Surprisingly, when we combine the neighboring words of the argument as in WE + WE-N, the result slightly decreases by 0.08%, compared to only using WE feature. This is also the case when we compare WE + WE-N with WE + WE-N + POS scenarios, which decreases by 0.07% when we used neighboring words. It shows us that neighboring words do not improve the performance at all. We suggest that this is because the CNN layer already extracts these information implicitly, by capturing surrounding information and compressed it into one vector. Hence, we do not need explicit neighboring words as part of our features.

Table 5.1: Results of Feature Combination Scenario

Features	Precision	Recall	F1
WE	64.68%	60.25%	62.00%
WE + POS	74.24%	71.26%	72.29%
WE + WE-N	64.17%	60.29%	61.92%
WE + POS + WE-N	74.51%	70.69%	72.23%

Since WE + POS outputs the best result in terms of F1 score in this scenario set, we will use it for the next set of scenarios.

5.4.1 Scenario 2: Model Selection

The experiment results of the second scenario set are presented in Table 5.2. First we show the result using the original BLSTM with F1 score of 72.29%. On the next experiment, we added the attention mechanism on top of the BLSTM layer, with three different dimensions K of weight matrix $W \in \mathbb{R}^{H \times K}$ from the Equation 3.14. The three dimensions of K are 64, 128, and 256. When we experimented on the first dimension size of K , 64, it is notable that the F1 score increases by 0.76%. The performance keeps increasing as we add the dimension size of K until 256 with F1 score of 74.78% which increased by 2.49% compared to the original BLSTM. We also obtained the highest precision and recall with dimension size K of 256. However, when we added more dimension above 256, the model seems to be overfitting.

The results show that the CA-BLSTM architecture outperforms the original BLSTM architecture. We suggest that our proposed model can capture context information at abstract level. We believe that the attention mechanism plays an

essential role to extract which word has the most significant value as a hint to predict the semantic roles of each time step.

Tabel 5.2: Results of Model Architecture Scenario

Name	Precision	Recall	F1
BLSTM	74.24%	71.26%	72.29%
CA-BLSTM-64	73.37%	73.25%	73.05%
CA-BLSTM-128	76.25%	73.52%	74.05%
CA-BLSTM-256	77.03%	73.55%	74.78%

BAB 6

CONCLUSIONS

6.1 Kesimpulan

Semantic Role Labeling (SRL) is an integral part of understanding semantic information of a text. One of its applications is to make chat bots understand user's chat better and thus, it can provide more engaging answers. Even though the SRL on formal language has been widely studied, the conversational language used on chatting platform is barely tapped. In this work, we introduce a new set of semantic roles for conversational language and propose a new model architecture called Context-Aware Bi-Directional Long Short-Term Memories (CA-BLSTM). CA-BLSTM adds an attention mechanism on top of the BLSTM layer, by collecting context information from all the words in a sentence and representing it as a vector that is concatenated to all the output of BLSTM.

We conducted two set of experiment scenarios, which are evaluating feature combinations and architectures. Our experiments on feature combination show that when the size of training data is relatively small, one still needs to use traditional feature such as POS tag in addition to word embedding. For the experiment on architecture, the results show that our proposed architecture, CA-BLSTM, can outperforms the original BLSTM. Based on the increasing result of all precision, recall, and F1, we suggest that our architecture successfully extracts context information at higher level. Since it becomes more context-aware, our analysis shows that CA-BLSTM can predict the labels more carefully.

For future works, once the SRL system is established, one can focus on building the Natural Language Generation (NLG) system for chat bots based on the semantic roles of the conversational language. This way, we can create more intelligent chat bots which understand deeper on conversational language. Another interesting work would be integrating coreference resolution on the SRL system knowing that conversational language is usually in a form of dialogues.

6.2 Saran

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