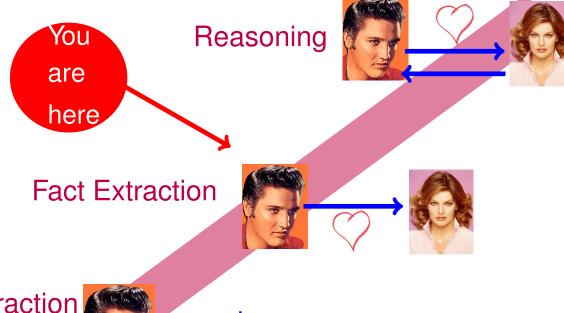
Information Extraction by Reasoning

Fabian M. Suchanek

Semantic IE



Instance Extraction





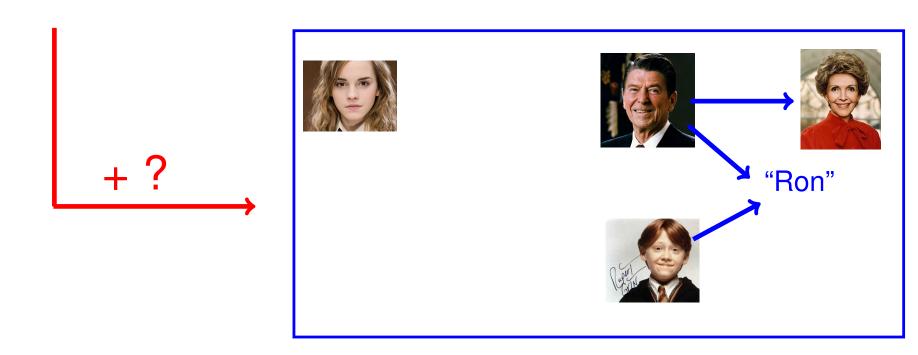
Entity Disambiguation

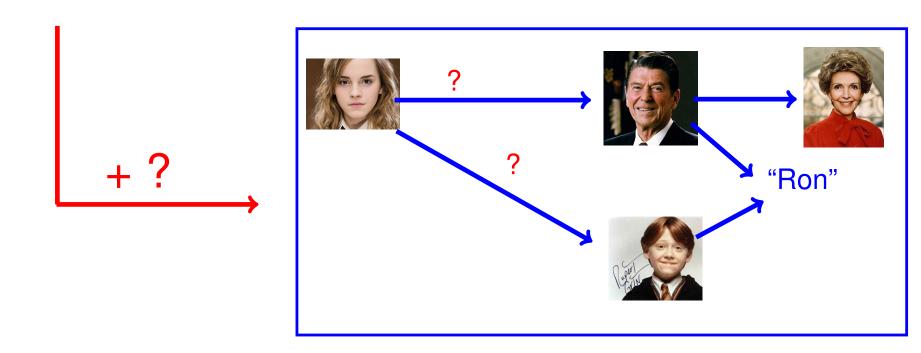
singer Elvis

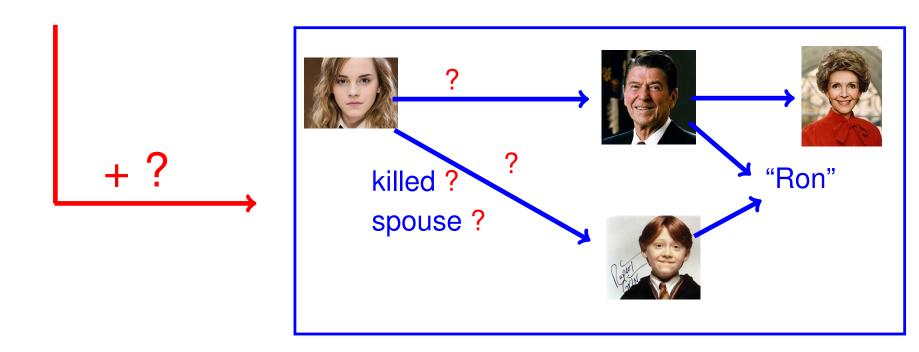
Entity Recognition



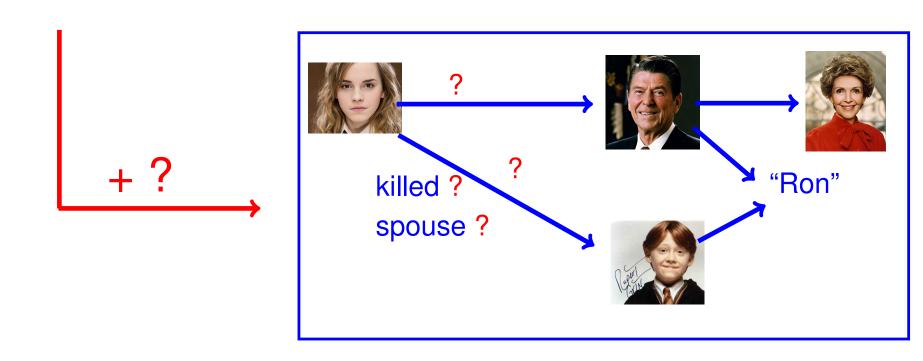
Source Selection and Preparation







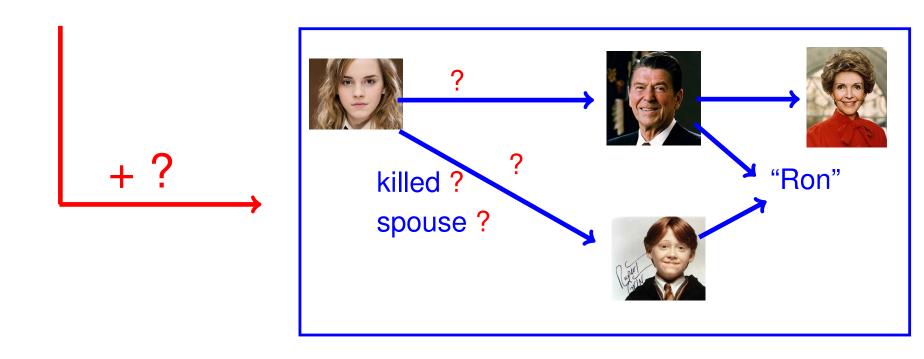
"Hermione is married to Ron"



IE faces at least 3 problems:

- Understand patterns ("X is married to Y" = killed(X,Y)?)
- Disambiguate entities ("Ron"= Ronald Reagan?)
- Resolve inconsistencies (Reagan married to 2 women?)

"Hermione is married to Ron"



- Disambiguation avoids inconsistency
- Pattern helps disambiguation
- Consistency helps finding pattern

=> Solve all 3 problems together!

Idea: Solve all problems together

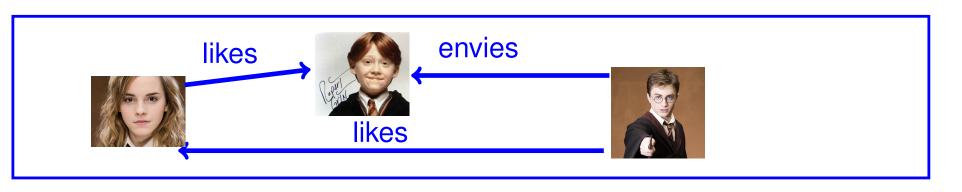
"Hermione is married to Ron"



has Spouse (Hermione, RonWeasley)

Refresh: Atoms and KBs

- An atom holds ("is true") in a KB, if it appears in the KB.
- A negated atom $\neg A$ holds in a KB if A does not hold.
- A conjunction $A \wedge B \wedge ... \wedge Z$ holds in a KB, if all of its elements hold.



```
likes(Hermione, Ron)?
\neg envies(Ron, Harry)?
\neg envies(Ron, Harry) \wedge likes(Harry, Hermione)
envies(Harry, Ron) \wedge likes(Hermione, Ron) \wedge likes(Harry, Elvis)
```

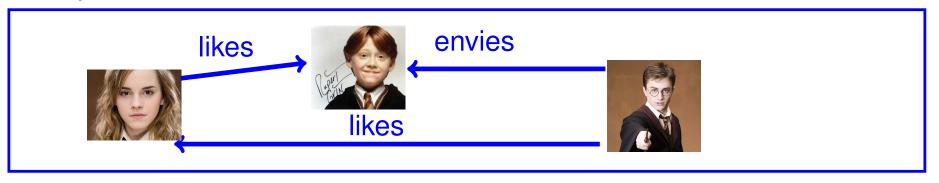
Refresh: Implications

An atom holds ("is true") in a KB, if it appears in the KB.

A negated atom $\neg A$ holds in a KB if A does not hold.

A conjunction $A \wedge B \wedge ... \wedge Z$ holds in a KB, if all of its elements hold.

An implication $\vec{B} \Rightarrow H$ holds in a KB if \vec{B} does not hold or H holds.



```
likes(Hermione, Ron) \Rightarrow likes(Harry, Ron)

likes(Harry, Ron) \Rightarrow hasSpouse(Harry, Hermione)

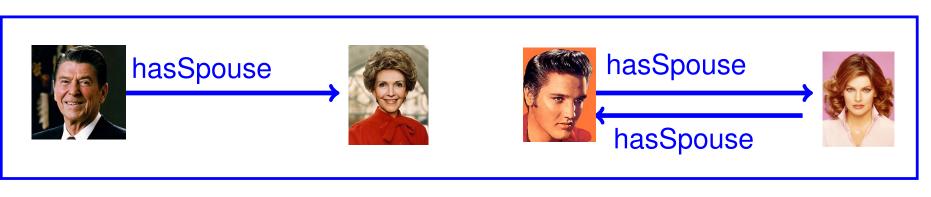
\neg likes(Hermione, Harry) \Rightarrow envies(Harry, Ron)

\neg likes(Hermione, Harry) \Rightarrow hasSpouse(Harry, Ron)

likes(Herm., Ron) \land \neg envies(Harry, Ron) \Rightarrow ffe(Harry, Ron)
```

Refresh:Universally quantified formulas

A universally quantified formula holds in a KB, if all of its instantiations hold.



```
hasSpouse(x,y)
hasSpouse(x,y) \Rightarrow hasSpouse(y,x)
hasSpouse(Elvis,y) \Rightarrow hasSpouse(y,Elvis)
hasSpouse(Ron,y) \Rightarrow hasSpouse(y,Ron)
```

Def: Weighted Rule

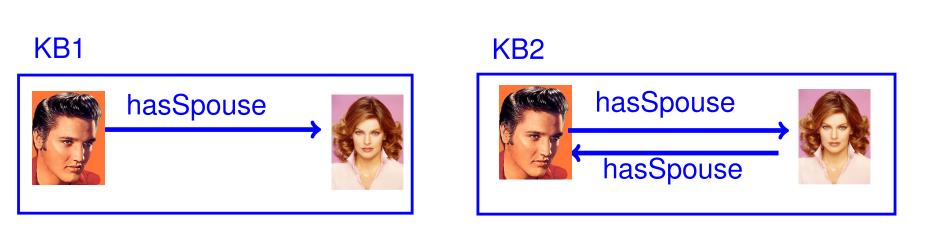
A weighted rule is a rule with an associated real-valued weight.

 $hasSpouse(X,Y) \land different(Y,Z) \Rightarrow \neg hasSpouse(X,Z)$ [3.14]

Def: Weight of a KB

Given a KB (a "possible world") and a set of instantiated rules with weights, the weight of the KB is the sum of the weights of all true rules.

```
hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)[3]
hasSpouse(cat, dog) \Rightarrow hasSpouse(dog, cat)[2]
```



Def: Weight of a KB

Given a KB (a "possible world") and a set of instantiated rules with weights, the weight of the KB is the sum of the weights of all true rules.

```
hasSpouse(Elvis, Priscilla) \Rightarrow hasSpouse(Priscilla, Elvis)[3]
hasSpouse(cat, dog) \Rightarrow hasSpouse(dog, cat)[2]
```



Def: Weighted MAX SAT

Given a set of instantiated rules with weights, weighted MAX SAT is the problem of finding the KB with the highest weight.

(Since SAT is NP-complete, so is MAX SAT and Weighted MAX SAT. There may be multiple such worlds. We are interested in minimal worlds.)

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

Def: Weighted MAX SAT

Given a set of instantiated rules with weights, weighted MAX SAT is the problem of finding the KB with the highest weight.

(Since SAT is NP-complete, so is MAX SAT and Weighted MAX SAT. There may be multiple such worlds. We are interested in minimal worlds.)

```
is(Ron, immature)[10]

is(Ron, immature) \land type(H., sorceress) \Rightarrow likes(H., Ron)[3]

type(Hermione, sorceress)[4]
```

is(Ron, immature)

Best world:

type(Hermione, sorceress)

likes(Hermione, Ron)

weight: 17

Task: Weighted MAX SAT

Find the KB with the highest weight:

```
is(Hermione, smart)[1]
is(Herm., smart) \land is(Harry, smart) \Rightarrow likes(Herm., Harry)[3]
likes(Hermione, Ron) \Rightarrow \neg likes(Hermione, Harry)[100]
is(Harry, smart)[10]
likes(Hermione, Ron)[20]
```



Hint: Start by satisfying disjunctions with one literal and high weight.

Back to our problem

"Hermione is married to Ron"



hasSpouse(Hermione, RonWeasley)

Consistency

Consistency constraints can be expressed by rules:

```
hasSpouse(X,Y) \land different(Y,Z) \Rightarrow \neg hasSpouse(X,Z)[10]

hasSpouse(X,Y) \Rightarrow type(X,person)[20]

loves(X,Y) \land \neg hasSpouse(X,Y) \Rightarrow type(X,stupidPerson)[3]
```

Rules and weights can be designed manually. Such rules will guide our information extraction process.

A KB can be expressed as rules

Every fact from the KB can be expressed as a weighted rule:

```
type(Hermione, Person)[100]
```



This is corresponds to the rule

```
\Rightarrow type(Hermione, Person)[100]
```

Assuming completeness

If we assume the KB to be perfect on a relation, we can create negative rules:

```
\neg type(Hermione, X)[100]
         \forall X : type(Hermione, X) \not\in KB
i.e.
     \neg type(Hermione, chicken)[100]
     \neg type(Hermione, cat)[100]
     \neg type(Hermione, mouse)[100]
```

Expressing the corpus as rules



Expressing the corpus as rules



Does not talk about Ronald Reagan or Ron Weasley, but about the word "Ron" in document D42.

Ron@D42 is a "word in context" (wic).

Expressing the corpus as rules

D42: Hermione married Ron.

occurs(Hermione@D42, "married", Ron@D42)

The word "Ron" in document D42 can mean different entities (from KB):

```
means(Ron@D42, RonaldReagan)
means(RonD42, RonWeasley)
```

But only one entity in practice:

```
means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)
```

occurs (Hermione@D42, "married", Ron@D42)[3]

```
means(Ron@D42, RonaldReagan)
```

means(Ron@D42, RonWeasley)

$$means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$$

occurrences

occurs(Hermione@D42, "married", Ron@D42)[3]

means(Ron@D42, RonaldReagan)

means(Ron@D42, RonWeasley)

 $means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$

occurs (Hermione@D42, "married", Ron@D42)[3]

From disambiguation by context/prior

means(Ron@D42, RonaldReagan)[5]

means(Ron@D42, RonWeasley)[7]

 $means(X,Y) \land different(Y,Z) \Rightarrow \neg means(X,Z)$

occurs (Hermione@D42, "married", Ron@D42)[3]

```
means(Ron@D42, RonaldReagan)[5]
```

means(Ron@D42, RonWeasley)[7]

"Hard" rule with very high weight

$$means(X,Y) \wedge different(Y,Z) \Rightarrow \neg means(X,Z)$$
 [100]

occurs (Hermione@D42, "married", Ron@D42)[3]

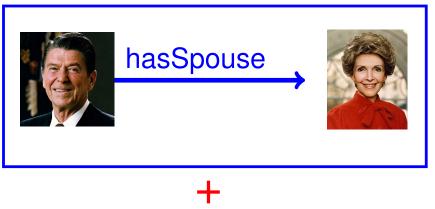
means(Ron@D42, RonaldReagan)

means(Ron@D42, RonWeasley)

 $means(X,Y) \wedge different(Y,Z) \Rightarrow \neg means(X,Z)$ [100]

Let us ignore the weights for a moment.

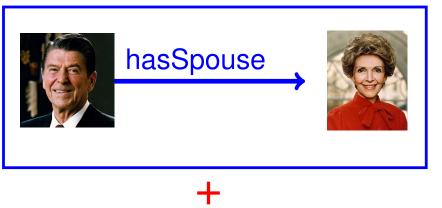
KB



Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

KB

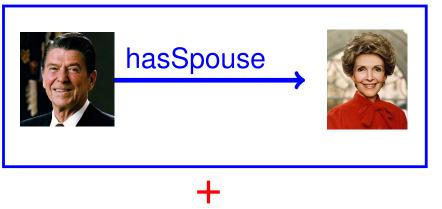


hasSpouse(Reagan, Davis)

Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

KB



Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

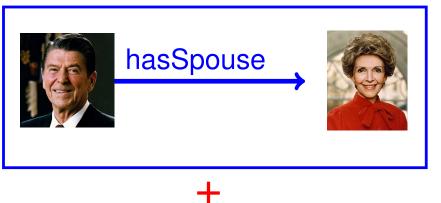
has Spouse (Reagan, Davis)

occurs (R@1, "married", D@1)

means(R@1, Reagan)

means(D@1, Davis)

KB

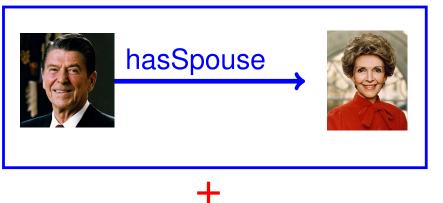


Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

```
hasSpouse(Reagan, Davis)
occurs(R@1,"married", D@1)
means(R@1, Reagan)
means(D@1, Davis)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \wedge R(X',Y')
   \Rightarrow isPatternFor(P,R)
```

KB



Reagan married Davis.

"X married Y" is pattern for hasSpouse(X,Y)

```
hasSpouse(Reagan, Davis)
occurs(R@1,"married", D@1)
means(R@1, Reagan)
means(D@1, Davis)
occurs(X, P, Y)
   \land means(X, X')
   \land means(Y, Y')
   \wedge R(X',Y')
   \Rightarrow isPatternFor(P,R)
```

isPatternFor("married", hasSpouse)

Applying patterns

"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.





"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.





hasSpouse



isPatternFor("married",hasSpouse)

"X married Y" is pattern for hasSpouse(X,Y)



Elvis married Priscilla.





hasSpouse



```
isPatternFor("married",hasSpouse)

occurs(E@1, "married", P@1)

means(E@1, Elvis)

means(P@1, Priscilla)
```

"X married Y" isPatternFor("married",hasSpouse) is pattern for hasSpouse(X,Y)occurs(E@1, "married", P@1) means(E@1, Elvis) Elvis married Priscilla. means(P@1, Priscilla) occurs(X, P, Y) $\land means(X, X')$ hasSpouse $\land means(Y, Y')$ $\wedge isPatternFor(P,R)$ $\Rightarrow R(X',Y')$

```
"X married Y" is pattern for hasSpouse(X,Y)
```

Elvis married Priscilla.



```
isPatternFor("married",hasSpouse)
 occurs(E@1, "married", P@1)
 means(E@1, Elvis)
 means(P@1, Priscilla)
 occurs(X, P, Y)
    \land means(X, X')
    \land means(Y, Y')
    \wedge isPatternFor(P,R)
    \Rightarrow R(X',Y')
                                  task>106
hasSpouse(Elvis, Priscilla)
```

Task: Pattern deduction by rules

Pattern deduction:

```
occurs(X, P, Y)
\land means(X, X')
\land means(Y, Y')
\land R(X', Y')
\Rightarrow isPatternFor(P, R)
```

Pattern application:

```
occurs(X, P, Y)

\land means(X, X')

\land means(Y, Y')

\land isPatternFor(P, R)

\Rightarrow R(X', Y')
```

```
1: occurs(P@1, "adores", E@1)
2: means(E@1,Elvis)
3: means(P@1, Priscilla)
4: hasSpouse(Priscilla, Elvis)
5: occurs(M@1, "adores", E@1)
```

6 : *means*(**M@1**, *Madonna*)

All rules have weight 1.

Compute facts that will be in the best world.

Life is not easy

words are ambiguous

"Ron"

corpora may err

"Madonna is married to Elvis"

occurs(W@1, "eats", R@1)

parsing may fail

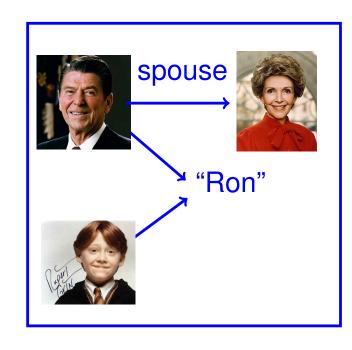
"Coyote dreams Coyote eats Roadrunner"

contradictions may occur

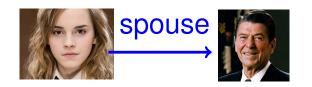
Reagan was married twice.

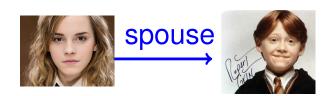
=> we will compute the most plausible world

"Hermione married Ron"



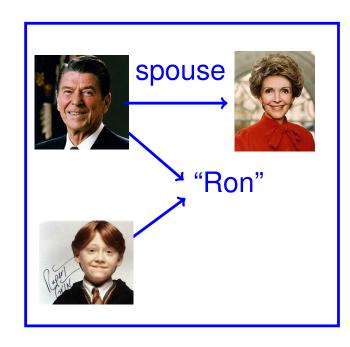
World1:





"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]
isPatternFor("married", spouse)[1]
```



World1:





"Hermione married Ron"

```
occurs(H@1, \text{``married''}, R@1)[1]

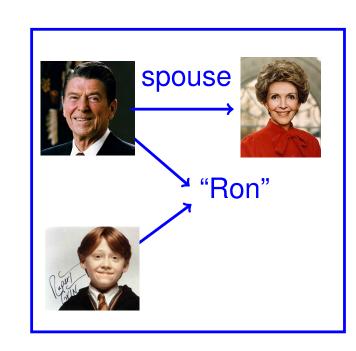
isPatternFor(\text{``married''}, spouse)[1]

means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]
```



World1:





"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]

isPatternFor("married", spouse)[1]

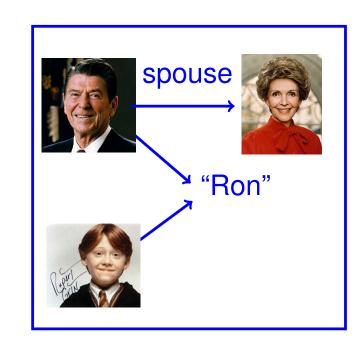
means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]

spouse(X,Y) \land Y \neq Z \Rightarrow \neg spouse(Z,X)[6]
```



World1:



+ Pattern Application Rule [10]



"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]

isPatternFor("married", spouse)[1]

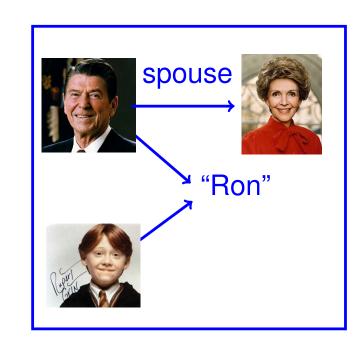
means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]

spouse(X,Y) \land Y \neq Z \Rightarrow \neg spouse(Z,X)[6]
```



World1:



+ Pattern Application Rule [10]

loses 2 wins 3 loses 6





"Hermione married Ron"

```
occurs(H@1, "married", R@ 1)[1]

isPatternFor("married", spouse)[1]

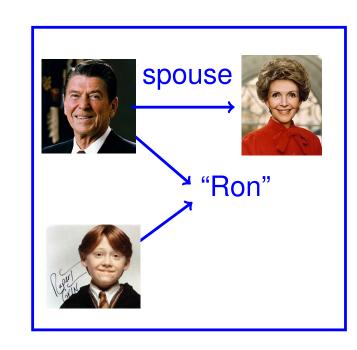
means(H@1, Hermione)[5]

means(R@1, RonWeasley)[2]

means(R@1, Reagan)[3]

means(X,Y) \land Y \neq Z \Rightarrow \neg means(X,Z)[10]

spouse(X,Y) \land Y \neq Z \Rightarrow \neg spouse(Z,X)[6]
```



World1:



+ Pattern Application Rule [10]

loses 2 wins 3 loses 6

World2:



Control of the second of the s

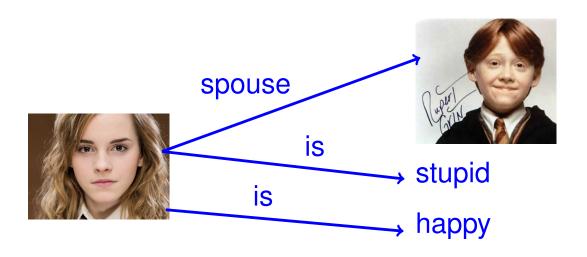
loses 3 wins 6 wins 2

Summary: IE by reasoning

IE by reasoning converts

- background knowledge (existing KB)
- logical constraints
- the corpus

into logical rules and aims to find the most plausible possible world given these evidences.



References

SOFIE - a self-organizing framework for IE

->markov-logic

->semantic-web