



# High-order Low-rank Tensors for Semantic Role Labeling

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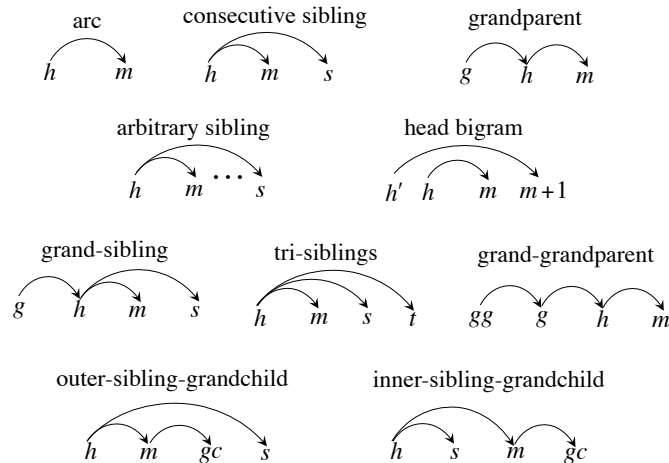
# Structural Prediction

- Traditional structural prediction requires **huge feature engineering**

Example: syntactic dependency parsing

*more than 10 groups of features*

*>100 feature templates*



- **Problem**: feature sparsity, hard to generalize to unseen data

# Structural Prediction

- **Recent advance:**

learn low-dim. representations and their interactions (compositions) to achieve better generalization

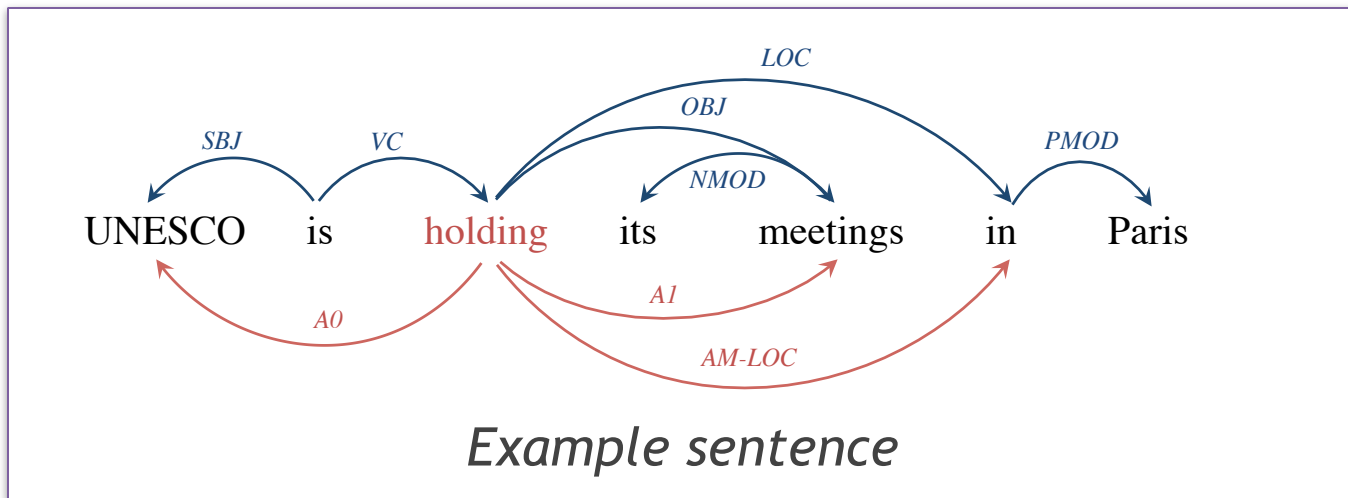
- ♦ Neural networks (Stenetorp 2013; Socher et al 2013; Chen and Manning 2014; Weiss et al 2015)
- ♦ Tensor factorization (Quattoni et al 2014; Lei et al 2014; Srikumar and Manning 2014)

- **In this work,**

we extend our tensor factorization method to SRL

# Feature Construction in SRL

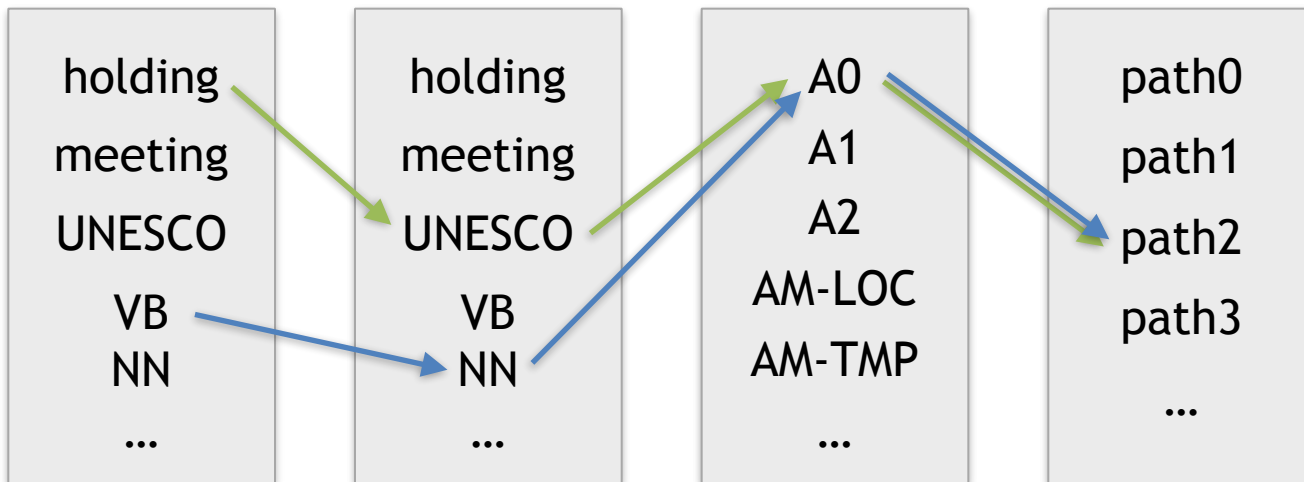
- Features defined over tuples ( *pred*, *arg*, *role*, *path* )
  - pred* — predicate      **holding**
  - arg* — argument      UNESCO
  - role* — role label      **A0**
  - path* — syntactic path



# Feature Construction in SRL

- Features defined over tuples ( $pred, arg, role, path$ )

Selecting 1 up to 4 of them to construct features:

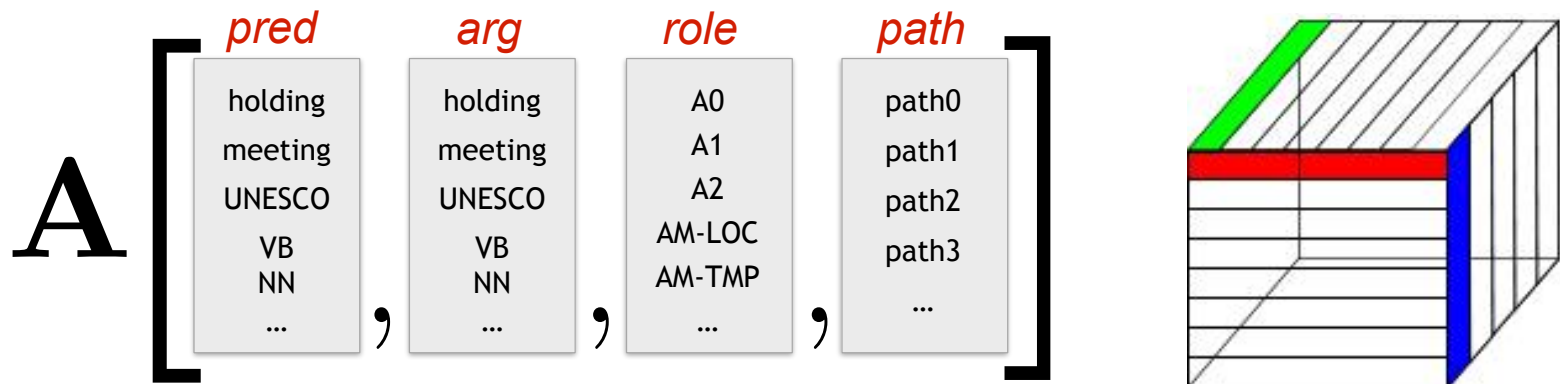


Each combination defines a feature

Needs to learn the corresponding **feature weights** (i.e. parameters)

# A Tensor View of the Parameters

- Parameters of feature combinations indexed by a **4-way tensor**:

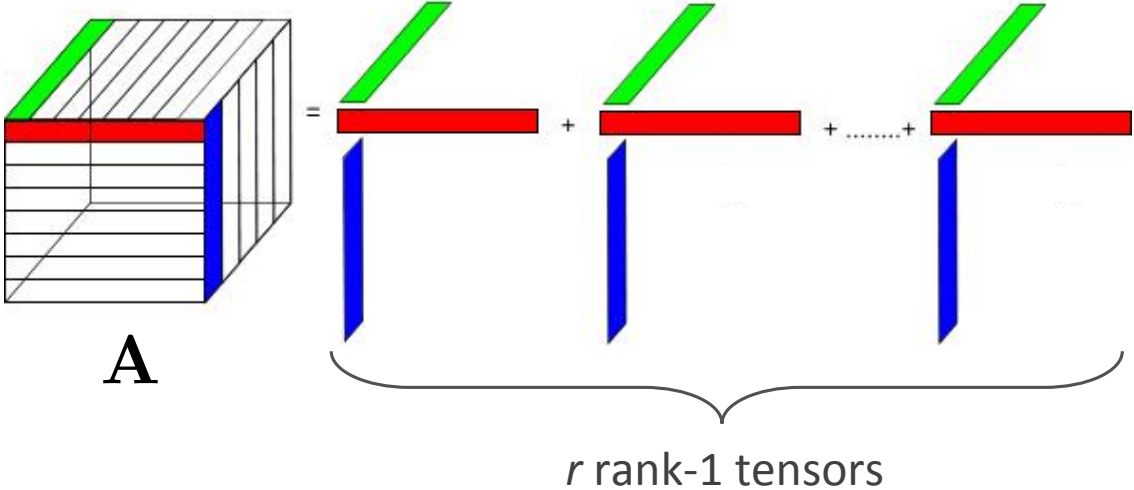


*Entries of **A** stores the feature weights*

# Avoid Explosion via Low-rank

- Learn a **low-rank factorization** of A, optimized for parsing

$$A = \sum_{i=1}^r P(i) \otimes Q(i) \otimes R(i) \otimes S(i)$$



*\* here we use 3-way tensor for better visualization*

# Online Learning

- Adopt standard max-margin framework

$$\forall \mathbf{z}_{\text{sem}} \in \mathcal{Z}(\hat{\mathbf{x}}, \mathbf{y}_{\text{syn}}) :$$

$$S_{\text{sem}}(\hat{\mathbf{x}}, \mathbf{y}_{\text{syn}}, \mathbf{z}_{\text{sem}}) \geq S_{\text{sem}}(\hat{\mathbf{x}}, \mathbf{y}_{\text{syn}}, \hat{\mathbf{z}}_{\text{sem}}) + \text{cost}(\hat{\mathbf{z}}_{\text{sem}}, \mathbf{z}_{\text{sem}})$$

*score of gold  
structure*

*score of pred.  
structure*

*margin*

Optimize parameters to satisfy this as much as possible

- Jointly update all parameter matrices via a **new modified** version of **passive-aggressive algorithm**

$$\Delta \boldsymbol{\theta} = \max \left\{ C, \frac{\text{loss}(\boldsymbol{\theta})}{\|g\boldsymbol{\theta}\|^2} \right\} g\boldsymbol{\theta}$$



# Tensor Initialization

- Performance can be impacted by initial values of P,Q,R,S
- Basic initialization steps:

(i) learn a traditional model, obtain **sparse subset** of parameter values

(ii) store the values as a **sparse tensor  $T$**

(iii) find a low-rank approximation of  $T$

$$\min_{P,Q,R,S} \|T - \sum_i P(i) \otimes Q(i) \otimes R(i) \otimes S(i)\|_2^2$$

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$$\min_{P,Q,R,S} \|T - \sum_i P(i) \otimes Q(i) \otimes R(i)\|_F^2$$

In our previous work (Lei et al 2014), we use **SVD** initialization, which doesn't apply here

# Iterative Power Method for Initialization

- Approximately find one component —  $P(i)$ ,  $Q(i)$ ,  $R(i)$  and  $S(i)$  using an iterative algorithm, **one by one**

- 1: Randomly initialize four unit vectors  $p$ ,  $q$ ,  $r$  and  $s$
- 2:  $T' = T - \sum_j P(j) \otimes Q(j) \otimes R(j) \otimes S(j)$
- 3: **repeat**
- 4:  $p = \langle T', -, q, r, s \rangle$  and normalize it
- 5:  $q = \langle T', p, -, r, s \rangle$  and normalize it
- 6:  $r = \langle T', p, q, -, s \rangle$  and normalize it
- 7:  $s = \langle T', p, q, r, - \rangle$
- 8:  $norm = \|s\|_2^2$
- 9: **until**  $norm$  converges
- 10:  $P(i) = p$  and  $Q(i) = q$
- 11:  $R(i) = r$  and  $S(i) = s$

**Optimize one vector while fixing the other three**

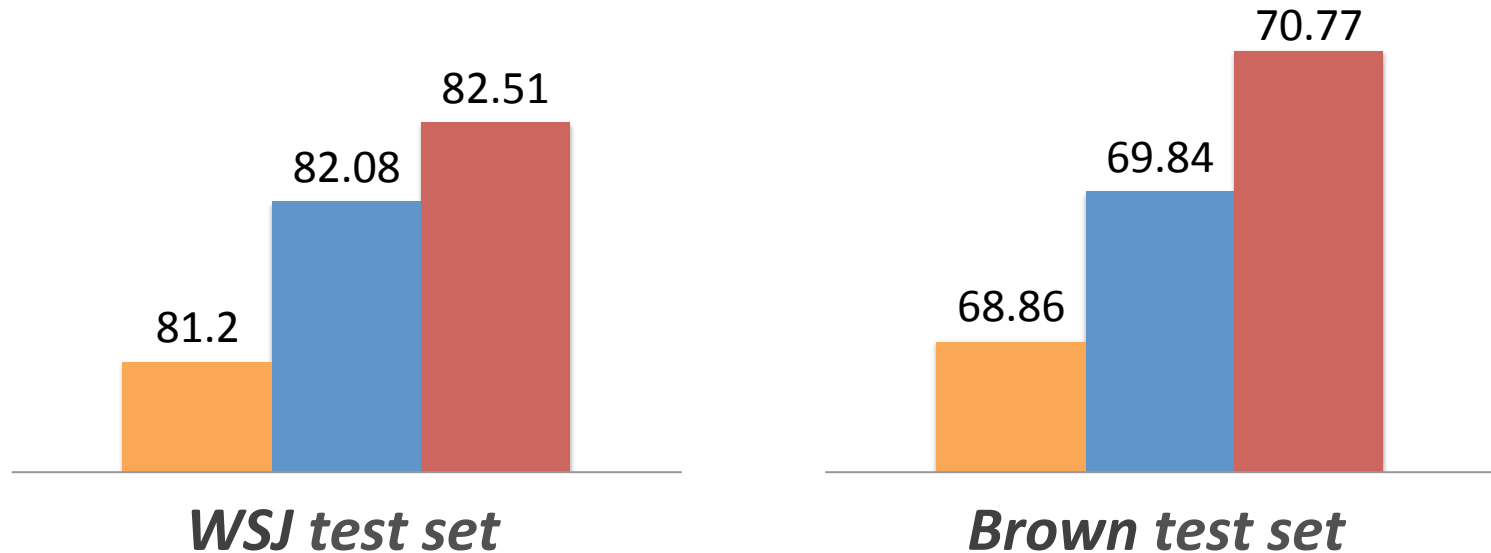
# Experimental Setup

- **Decoding:** weighted bipartite assignment (Lluís et al. 2013)
- **Dataset:** CoNLL-2009 joint syntactic and semantic parsing
- **Features:**
  - a traditional set of 14 templates (Johansson, 2009)
  - + our tensor component
- **Baselines:**
  - best systems participated CoNLL-2009 and their improved versions
  - (Che et al., 2009; Zhao et al., 2009; Bjorkelund et al., 2010; Roth and Woodsend, 2014)

All explored much richer feature sets, language-specific tuning and system combination

# Result on English

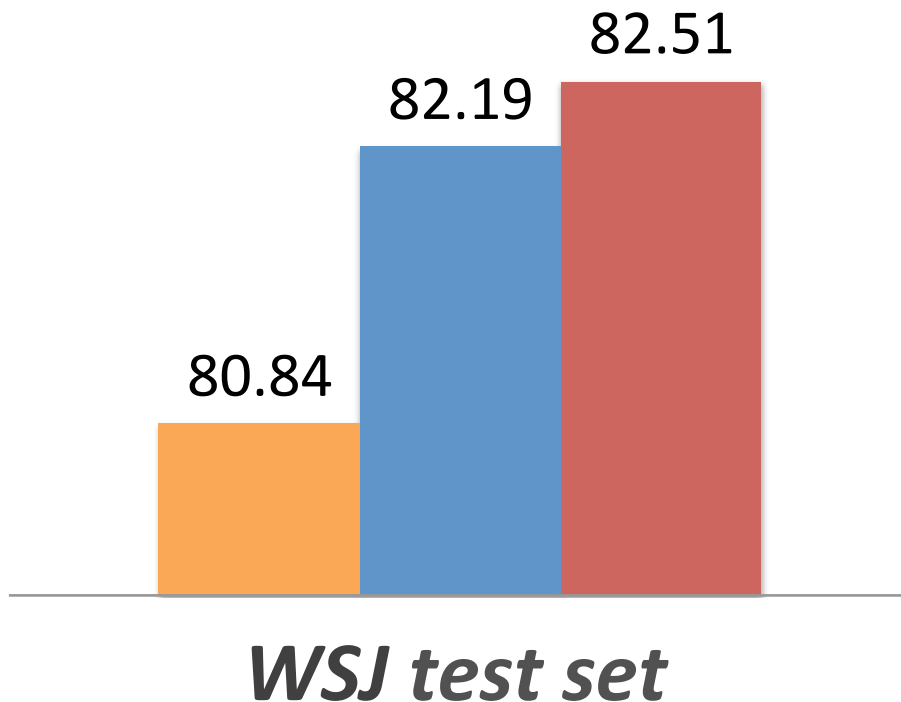
■ CoNLL 2<sup>nd</sup> ■ CoNLL 1<sup>st</sup> ■ Our system



outperforms best single system (w/o reranking) with statistical significance

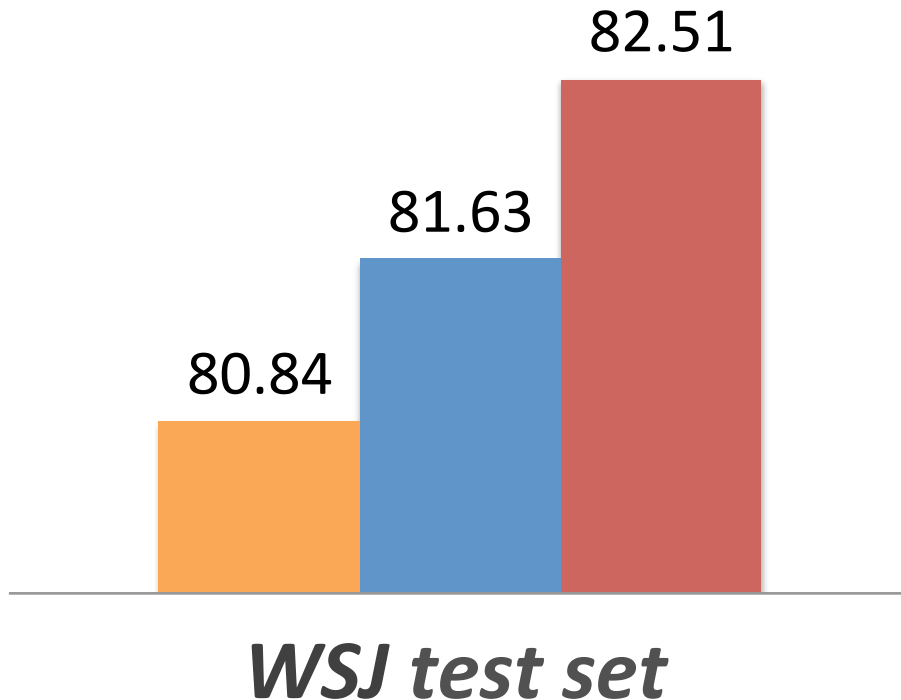
# 3-way vs. 4-way tensor

3-way tensor by merging “role” and “path” into one mode



- basic features
- +3-way tensor
- +4-way tensor

# Random vs. PM Initialization



- basic features
- random init.
- power method init

# Overall Improvement

Dataset	w/ tensor	w/o tensor
English	82.51	80.84
Catalan	74.67	71.86
Chinese	69.16	68.43
German	76.94	74.03
Spanish	75.58	72.85
<b>Average</b>	<b>75.77</b>	<b>73.60</b>

Adding tensor component leads to  $> 2\%$  absolute gain in F-score



# Thank you!

- RBG dependency parser  
<https://github.com/taolei87/RBGParser>
- Semantic role labeling parser  
<https://github.com/taolei87/SRLParser>

# Overall Improvement

Dataset	w/ tensor	w/o tensor	CoNLL-1 (Zhao et al)
English	<b>82.51</b>	80.84	82.08
Catalan	74.67	71.86	<b>76.78</b>
Chinese	<b>69.16</b>	68.43	68.52
German	<b>76.94</b>	74.03	74.65
Spanish	75.58	72.85	<b>77.33</b>
<b>Average</b>	75.77	73.60	75.84