

# **Event Detection and Coreference**

**TAC KBP 2015** 

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### Overview

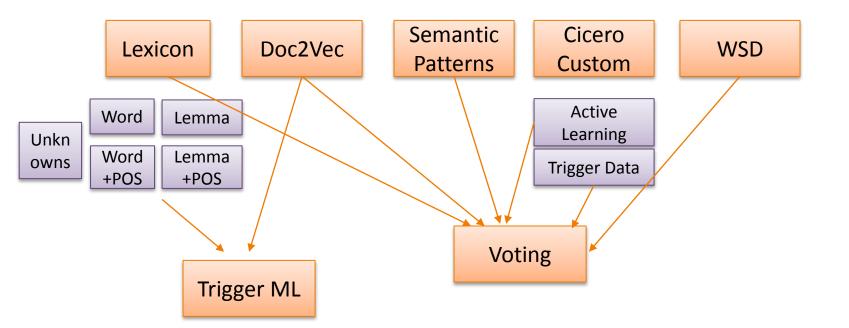
- Event Detection (Task 1)
  - What worked and what didn't
  - Lexical Knowledge
  - Annotation Ideas
- Event Hoppers (Task 2 / 3)

## **Event Detection – Problem Description**

- Find the text which indicates the event
  - Triggers
    - "Find the smallest extent of text (usually a word or short phrase) that expresses the occurrence of an event)"
  - Nugget
    - Find the maximal extent of a textual event indicator
- Event Types
  - 38 different event types (subtypes)
  - Each with a different definition and different requirements
    - Highly varying performance per type
- Difficult Cases
  - Unclear context "The politician attacked his rivals"
  - Unclear event "There's murder in his blood"

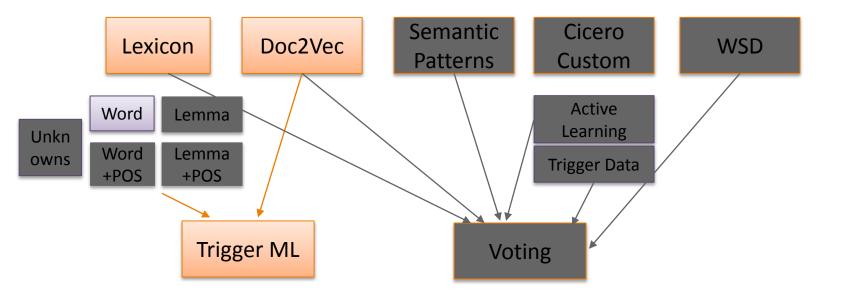
## **Event Detection – All Strategies**

• We experimented with a lot of different strategies





• Many of the strategies didn't work

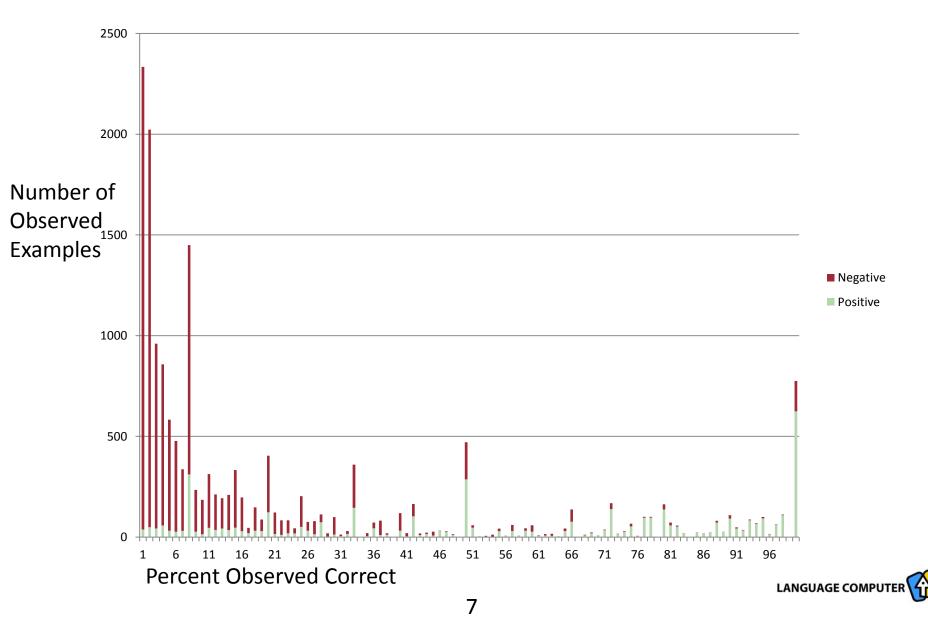


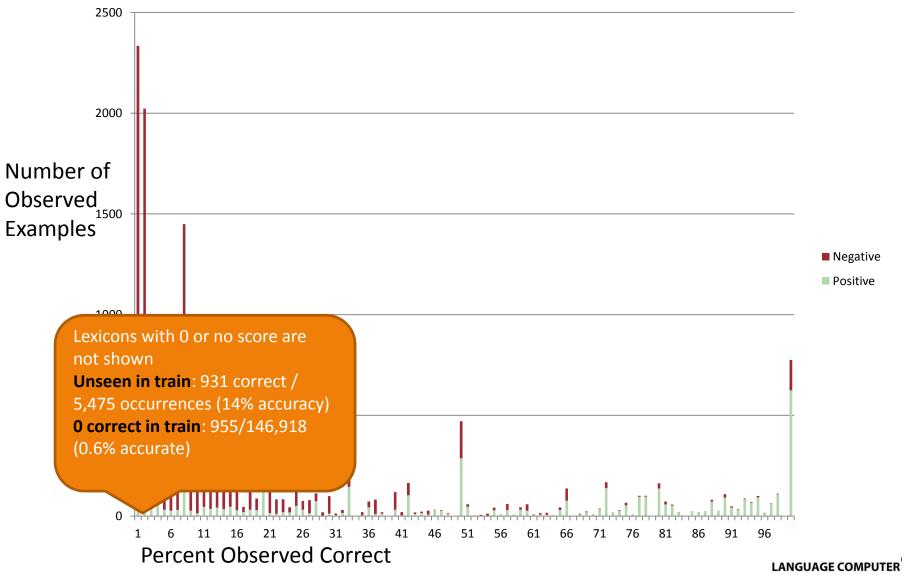


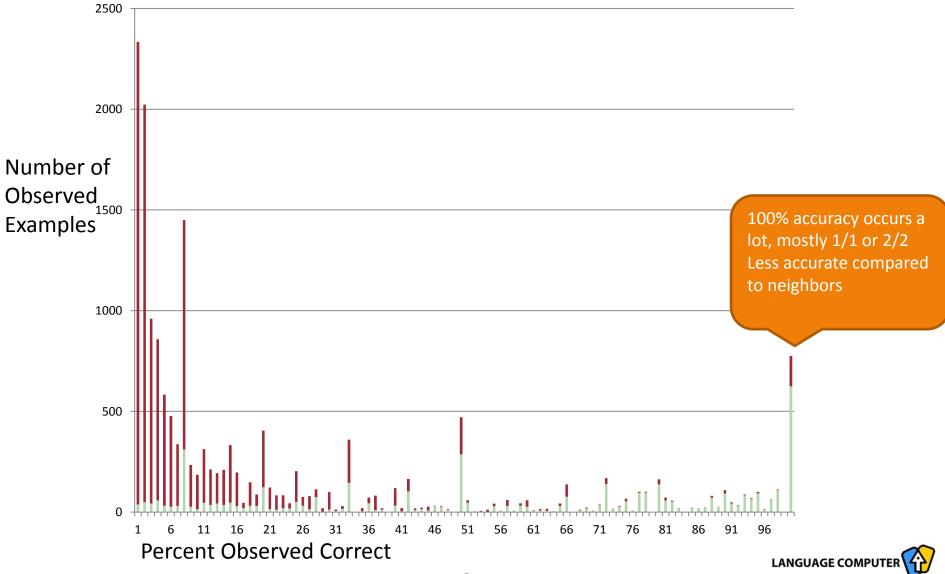
## **Event Detection – Lexicon Strategy**

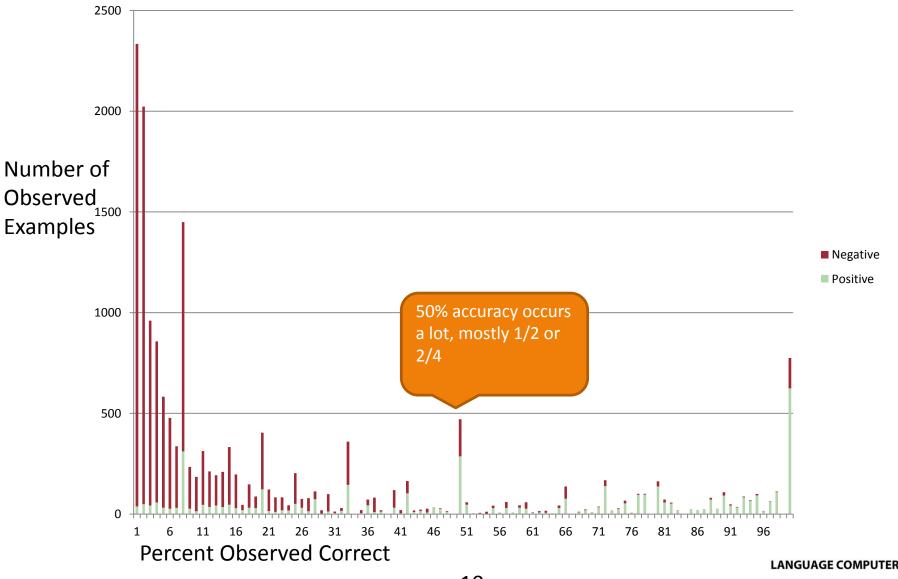
- Build a lexicon from training sources for nuggets
- C\_P\_word: Count the times the word/phrase occurs as a positive example
- C\_T\_word: Count the times the word/phrase occurs as a string
- Lexicon\_score\_word = C\_P\_word / C\_T\_word
- Also experimented with
  - Lexicon\_score\_lemma
    - Attack, attacks, attackers
  - Lexicon\_score\_pos
    - Attack#n, Attack#v
  - Lexicon\_score\_lemma\_pos
    - Attacked, attacking -> Attack#v
    - Attackers, the attack -> Attack#n

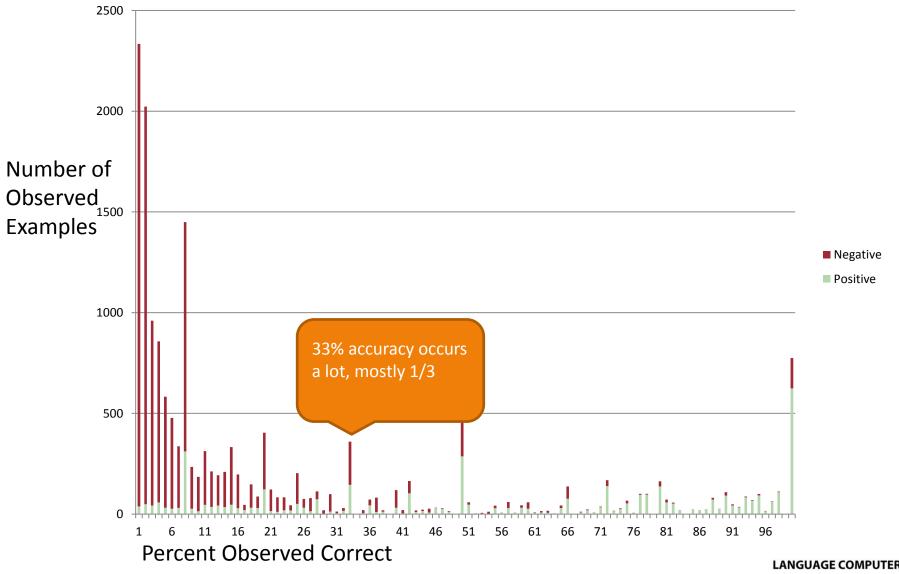


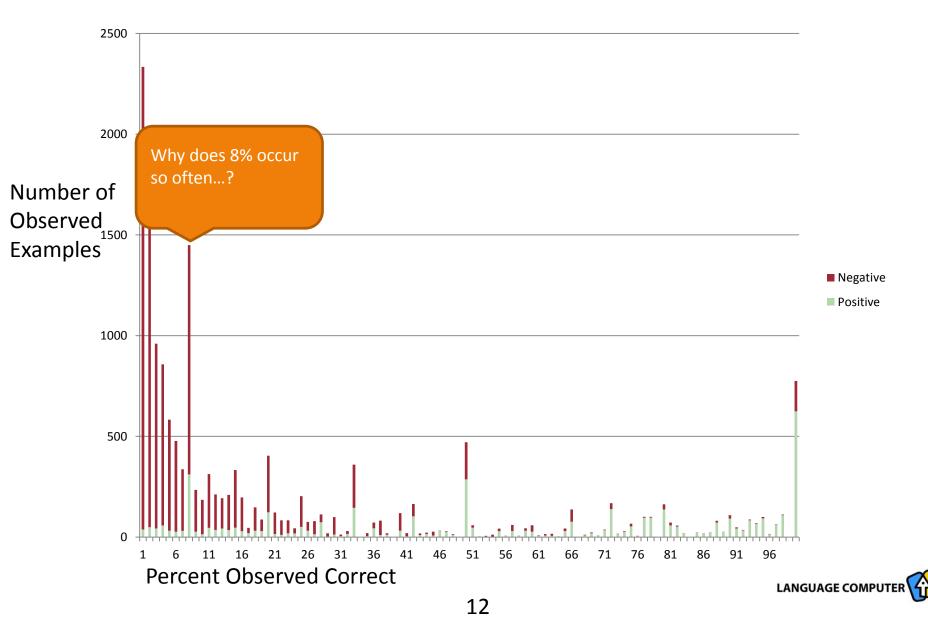




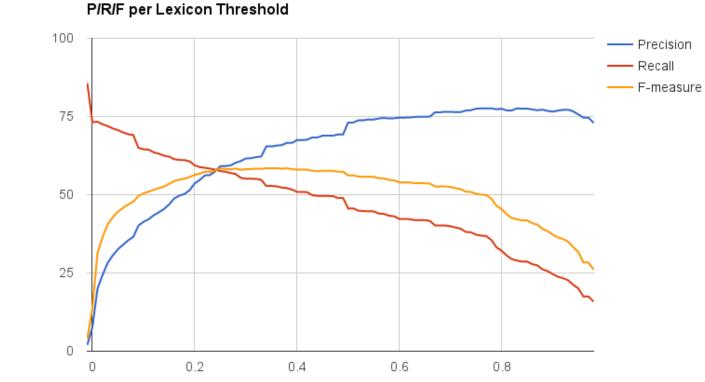






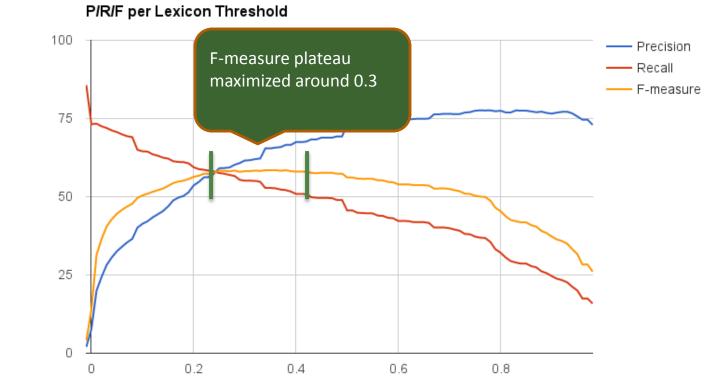


#### **Event Detection – Selecting Threshold**



Lexicon Percentage Threshold

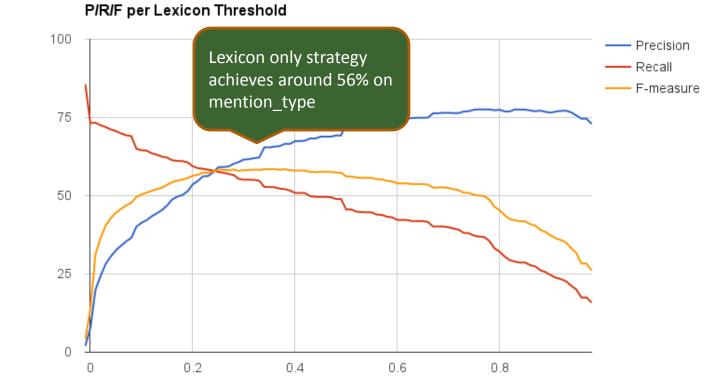
#### **Event Detection – Selecting Threshold**



Lexicon Percentage Threshold

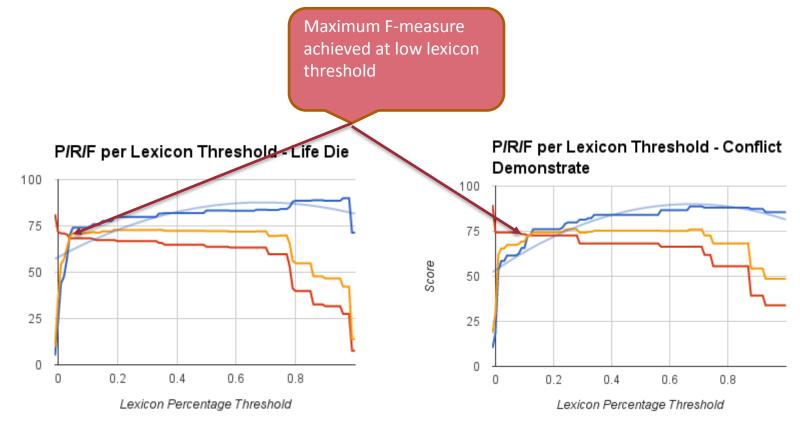


#### **Event Detection – Selecting Threshold**



Lexicon Percentage Threshold

### **Event Detection – High Precision Types**

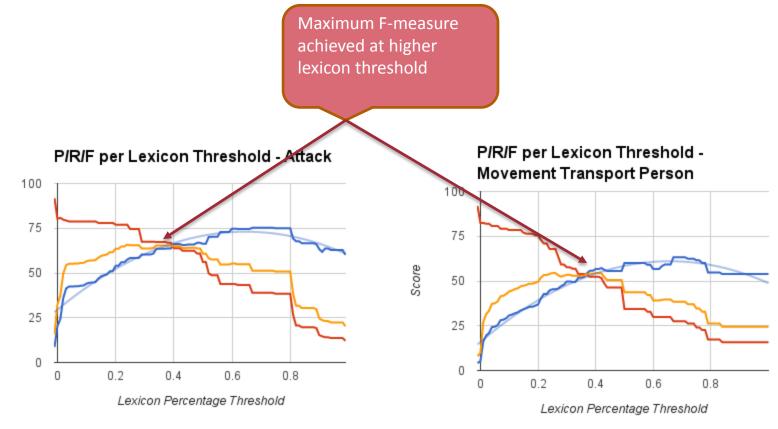


Recall Precision F-Measure Precision Trendline



Score

#### **Event Detection – Medium Precision Types**

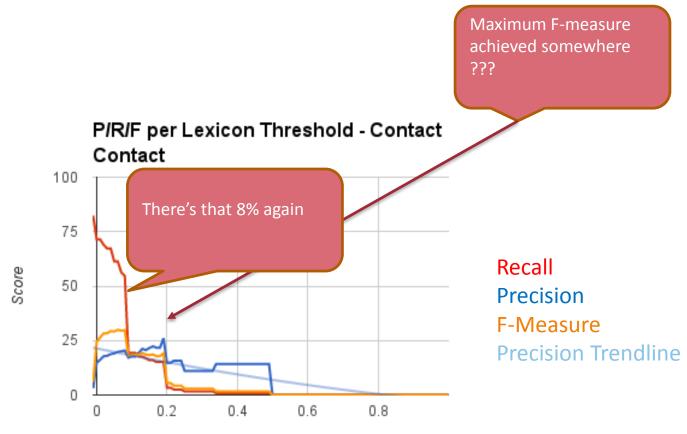


Recall Precision F-Measure Precision Trendline



Score

### **Event Detection – Low Precision Types**



Lexicon Percentage Threshold



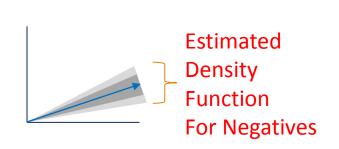
## **Event Detection – Context Modelling**

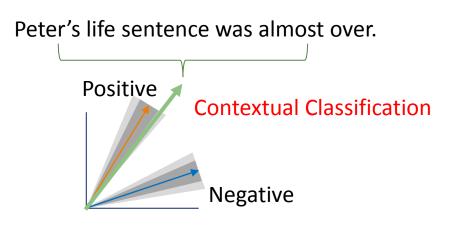
#### Example: Justice Sentence

John was given a life sentence.



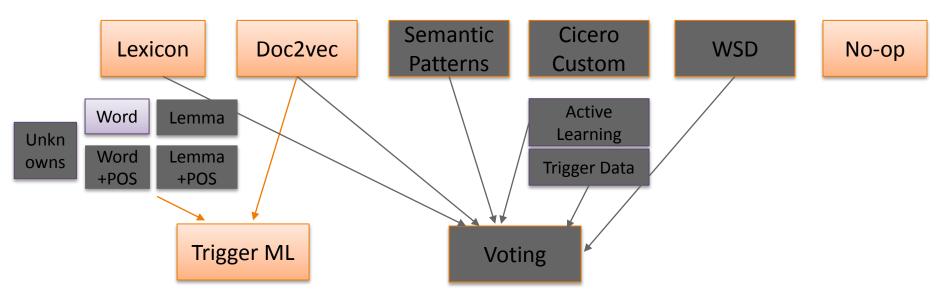
John wrote a sentence about life. The sentence had 17 words.

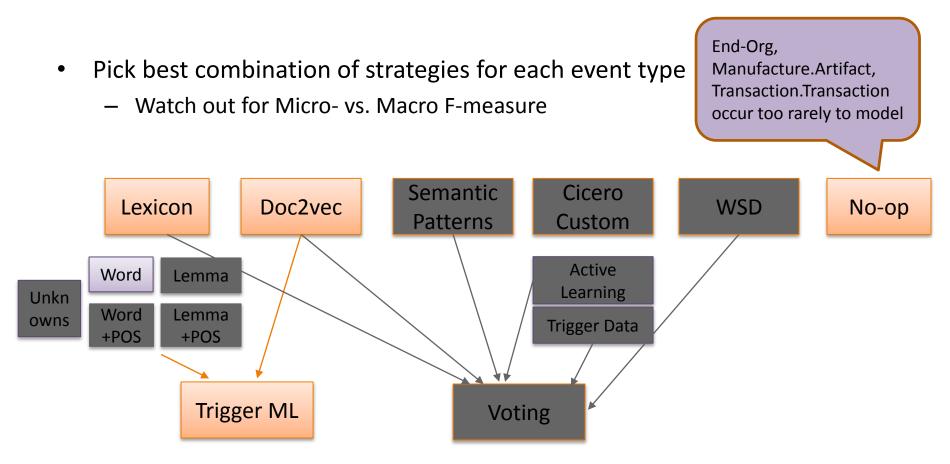


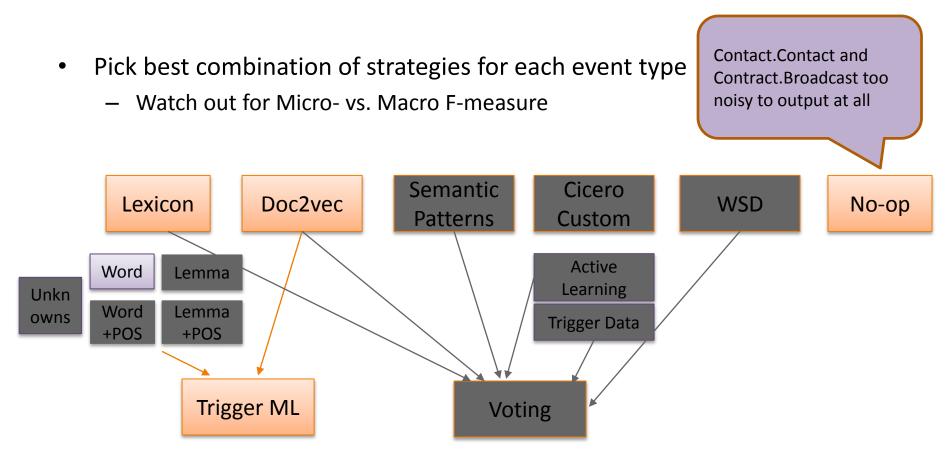




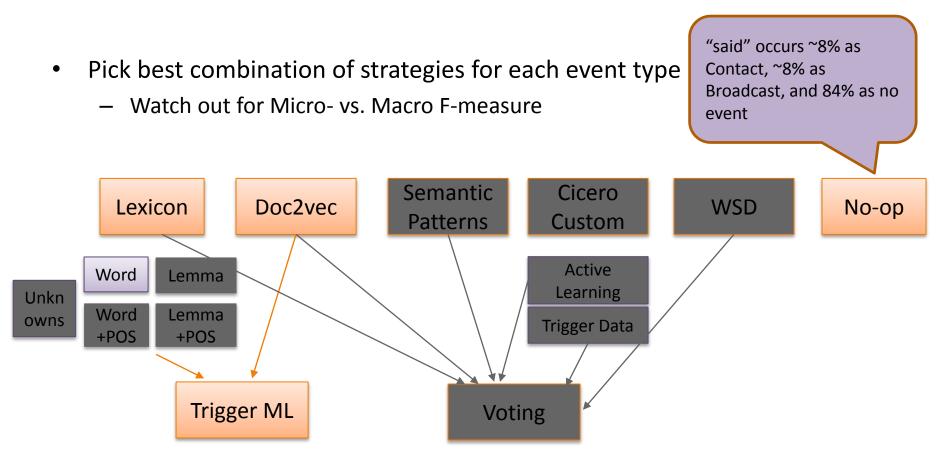
- Pick best combination of strategies for each event type
  - Watch out for Micro- vs. Macro F-measure
    - In order to optimize Micro, we use the No-op strategy for some types











#### **Event Detection – Evaluation**

#### Task 1

test	Event (mention_type)			+realis_status		
	Р	R	F	Р	R	F
LCC1	66.86	53.31	59.32	49.80	39.71	44.18

eval	Event (mention_type)			+realis_status		
	Р	R	F	Р	R	F
Rank1			58.41			44.24
LCC2	73.95	45.61	57.18	49.22	31.02	38.06
LCC1	72.92	45.91	56.35	48.92	30.81	37.81
Median			48.79			34.78

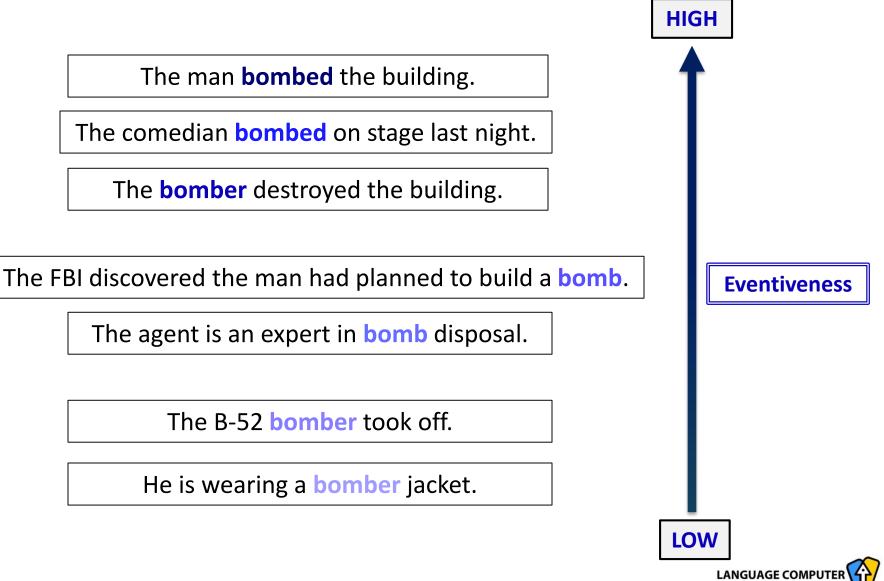


### **Event Detection – Challenge**

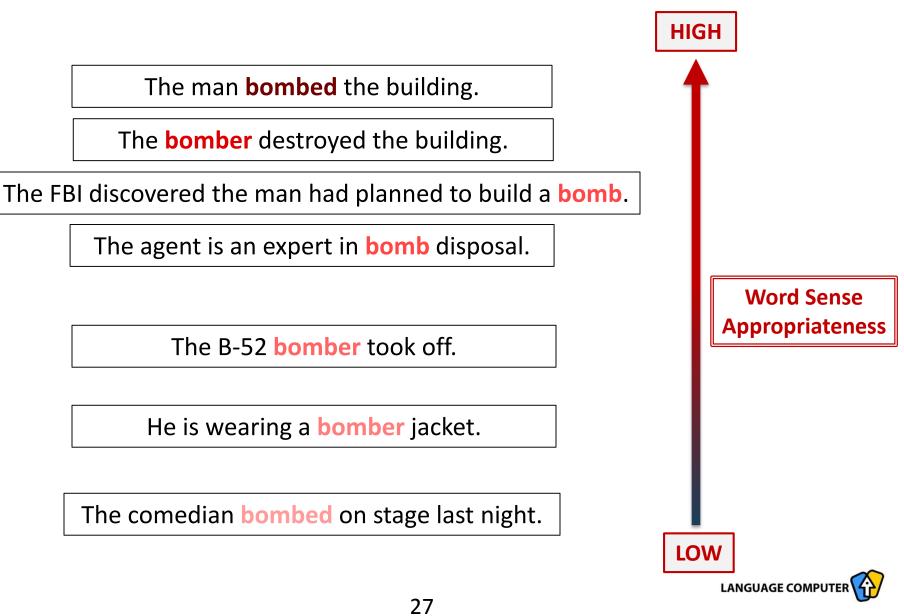
- Data is one-dimensional
  - This text is a trigger for this event type
- Problem is multi-dimensional
  - 1. Does this meet the minimum threshold to be considered an "event"?
  - 2. Is this text describing the appropriate event type?
- Could access to extra annotation data provide a solution?

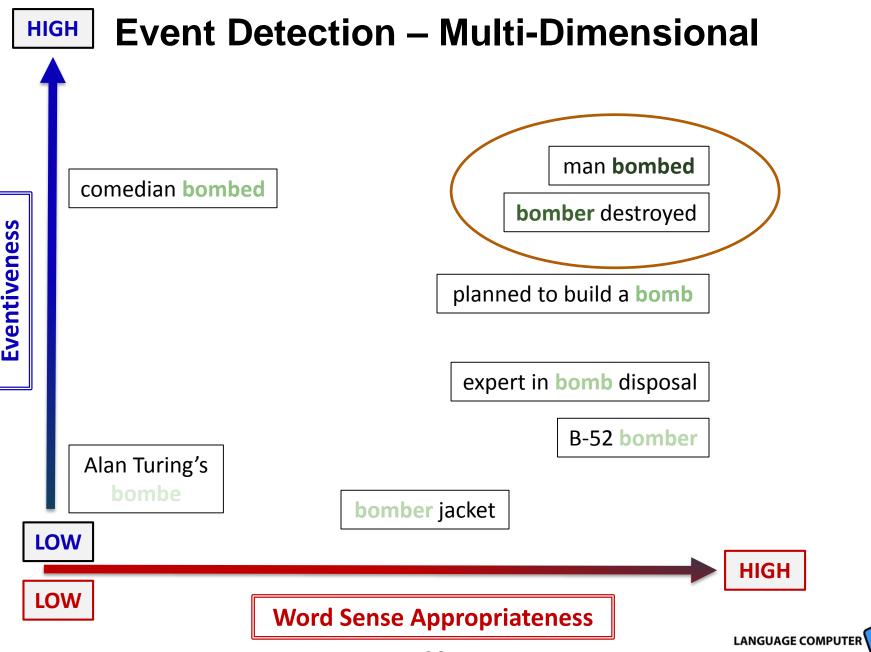


### **Event Detection – Eventiveness**



#### **Event Detection – Word Sense Appropriateness**



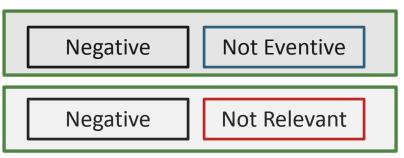


## **Event Detection – Detailed Annotations**

1. One-dimensional outcome



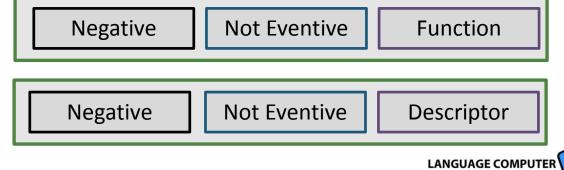
2. Two-dimensional outcome



3. Three-dimensional outcome

Abusive Husband

– B52-bomber



### Overview

- Event Detection (Task 1)
- Event Hoppers (Task 2 / 3)
  - Compatibility Modules
  - Hopperator
  - Scores on Diagnostic vs. System events

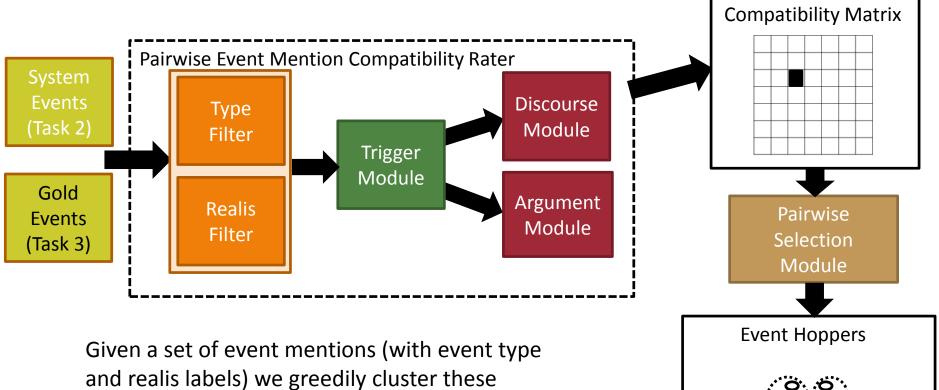
## **Event Hoppers - Description**

- Event Hoppers consist of event mentions that refer to the same event occurrence.
- For this purpose, we define a more inclusive, less strict notion of event coreference as compared to ACE and Light ERE.
- Event hoppers contain mentions of events that **"feel" coreferential** to the annotator.
- Event mentions that have the following features go into the same hopper:
  - They have the same event type and subtype (with exceptions for Contact.Contact and Transaction.Transaction)
  - They have the **same temporal** and **location scope**.
- The following do not represent an incompatibility between two events.
  - Trigger specificity can be different (assaulting 32 people vs. wielded a knife)
  - Event arguments may be non-coreferential or conflicting (18 killed vs. dozens killed)
  - Realis status may be different (will travel [OTHER] to Europe next week vs. is on a 5-day trip [ACTUAL])



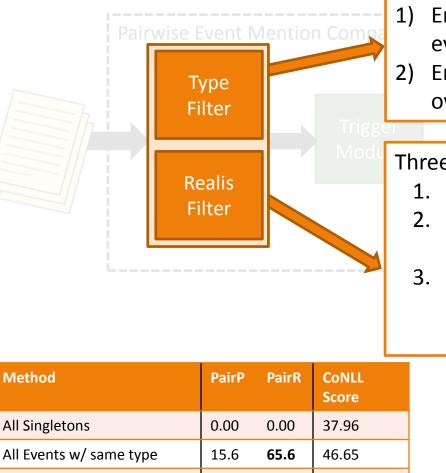
## **Event Hoppers – Metrics**

- Formal
  - KBP the arithmetic mean of the following four metrics for clustering evaluation:
  - B-Cubed, MUC, CEAFE, and BLANC.
  - Note: A script was provided by the KBP organizers to run these four metrics and compute the mean.
- Internal Metrics
  - Provides a way to compare systems that the formal metric does not
  - PairP hopper precision over event mention pairs (PairP = JNT/SH)
  - PairR hopper recall over event mention pairs (PairR = JNT/GH)
  - GH is the number of event mention pairs in the gold-standard hoppers
  - SH is the number of pairs in the system-generated hoppers
  - JNT is the number of system hopper pairs that are also paired in the gold hoppers



and realis labels) we greedily cluster these mentions into hoppers through a suite of metrics analyzing the compatibility of their **types, realis labels, triggers,** and **arguments** and by detecting cues in the **discourse**.

LANGUAGE COMPUTER



19.3

23.6

R=BASIC

R=STRICT

65.0

63.3

48.65

50.69

Compatibility Matrix

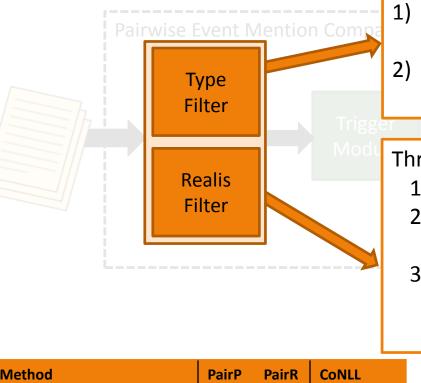
 Ensures that event pairs have compatible event types. Note that CONTACT\_CONTACT and TRANSACTION\_TRANSACTION are compatible with all CONTACT and TRANSACTION types respectively.
 Ensures that event triggers do not have overlapping spans.

#### Three modes:

Task 2

- 1. Realis is ignored.
- 2. GENERIC realis is incompatible with ACTUAL or OTHER. [BASIC]
- 3. GENERIC, ACTUAL, and OTHER are incompatible with one another, excluding ACTUAL + OTHER (future tense). [STRICT]





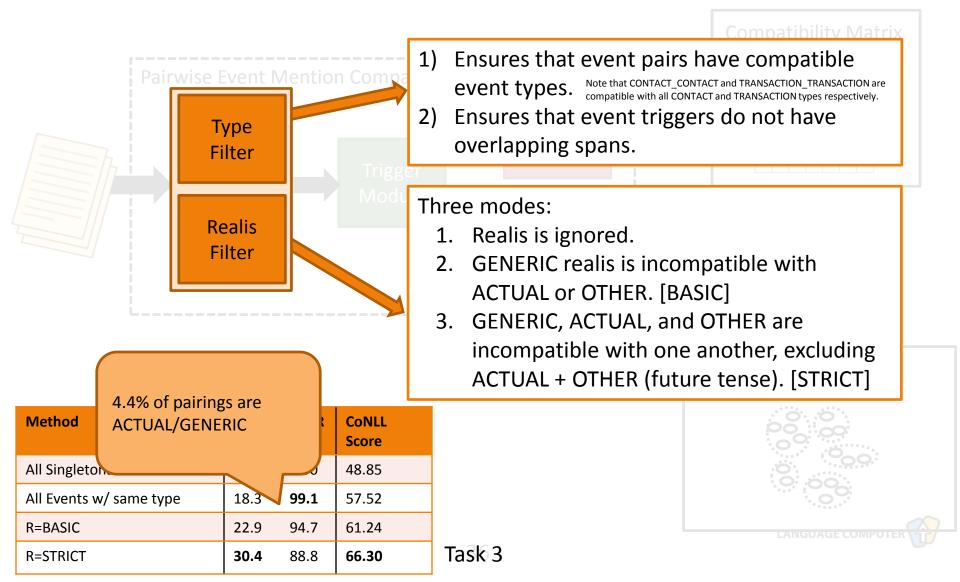
L Compatibility Matrix

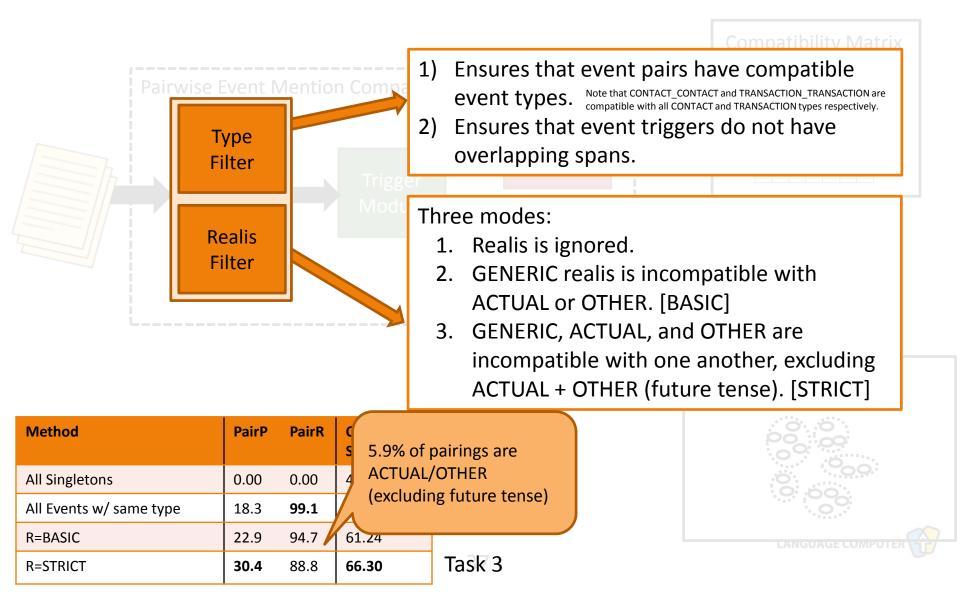
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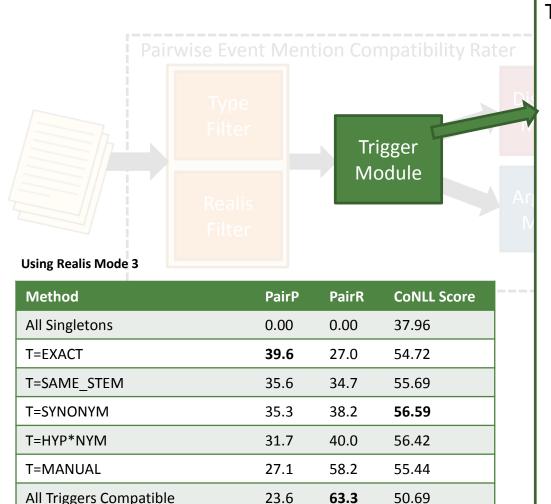
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Method	PairP	PairR	CoNLL Score	
All Singletons	0.00	0.00	48.85	
All Events w/ same type	18.3	99.1	57.52	
R=BASIC	22.9	94.7	61.24	
R=STRICT	30.4	88.8	66.30	Task 3







Six modes:

Triggers are compatible

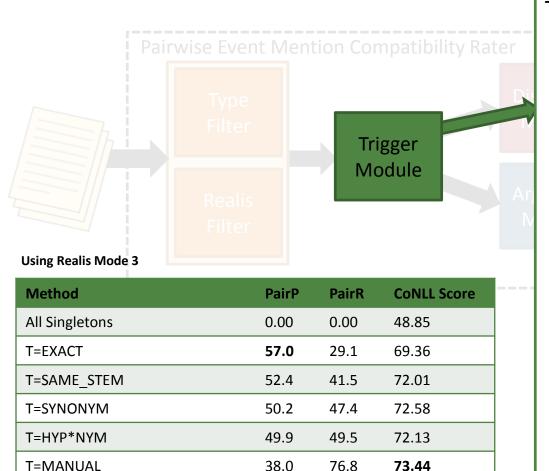
- 1. ...only if they match exactly. kills⇔kills [EXACT]
- 2. ... if they share a stem.

indicted ⇔ indicts [SAME\_STEM]

- 3. ...also if they share a WordNet synset or derived relationship. transport ⇔ ship [synonym] bombings ⇔ bombed
- ...also if they can be linked by a WordNet hypernym relation.

executed 🗇 hanged [HYP\*NYM]

- ...also if they are included in a whitelist derived from training.
   death ⇔ fatally
- 6. ...for all pairs of triggers.
  shoot ⇔ impale



30.4

88.8

66.30

All Triggers Compatible

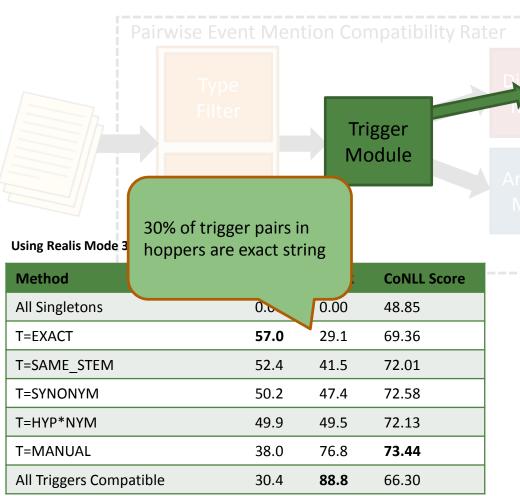
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  shoot ⇔ impale



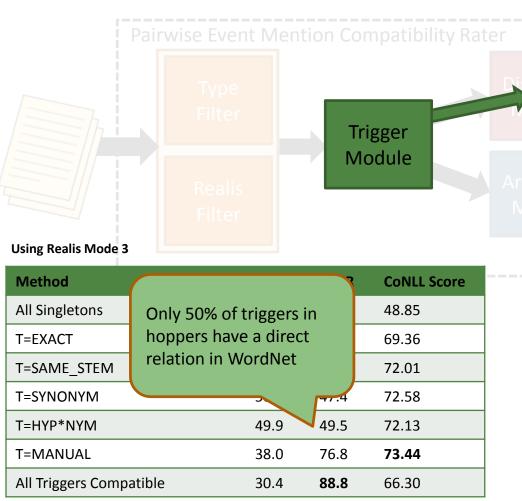
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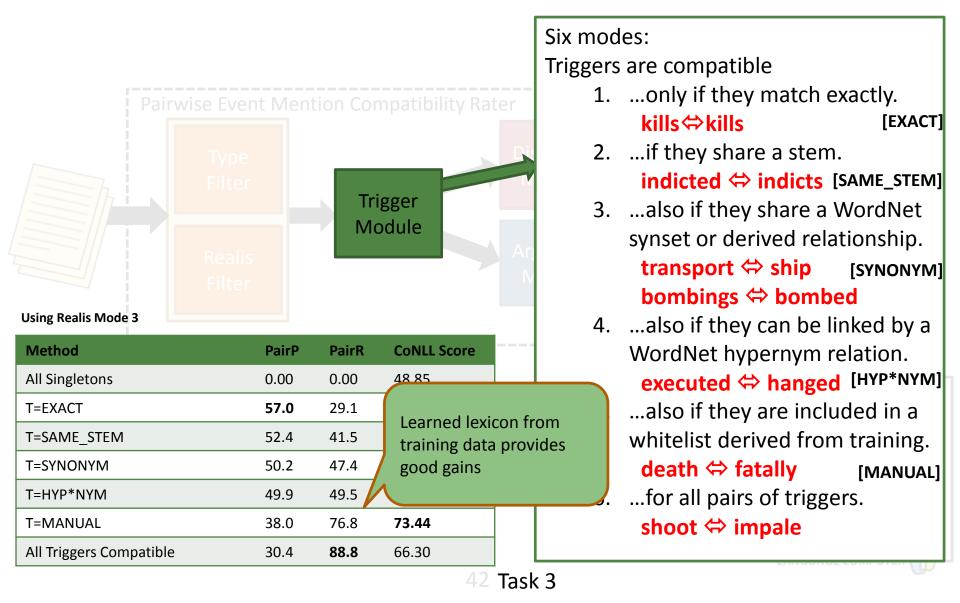
Six modes:

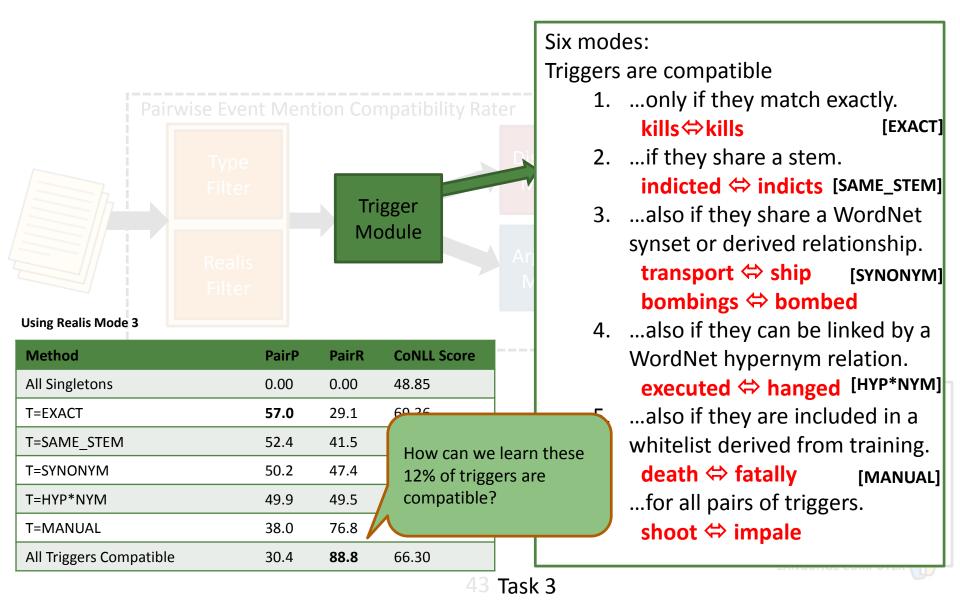
Triggers are compatible

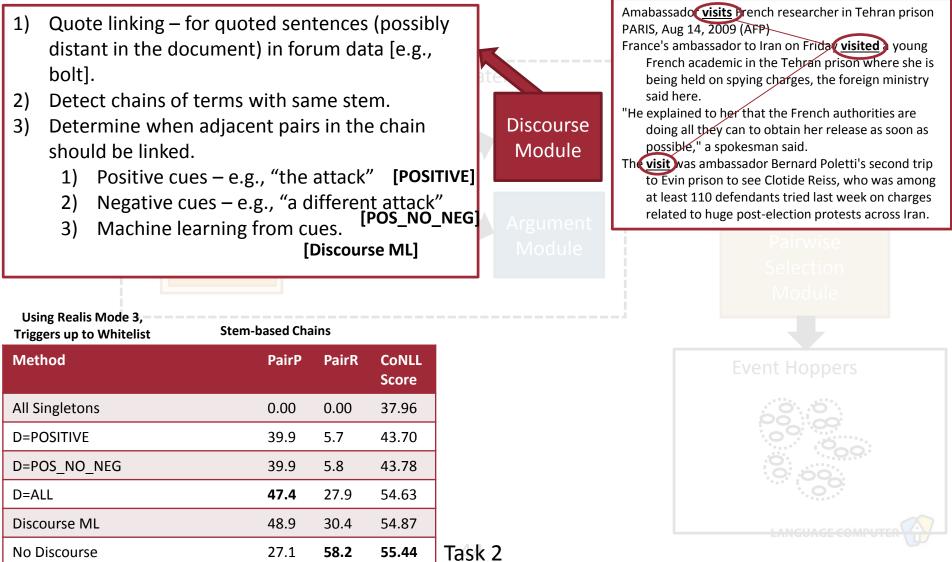
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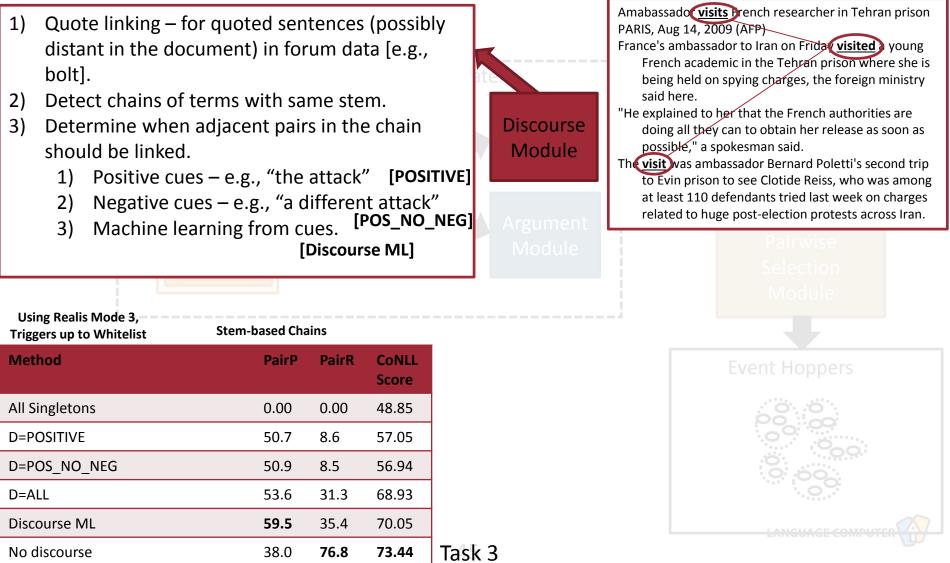
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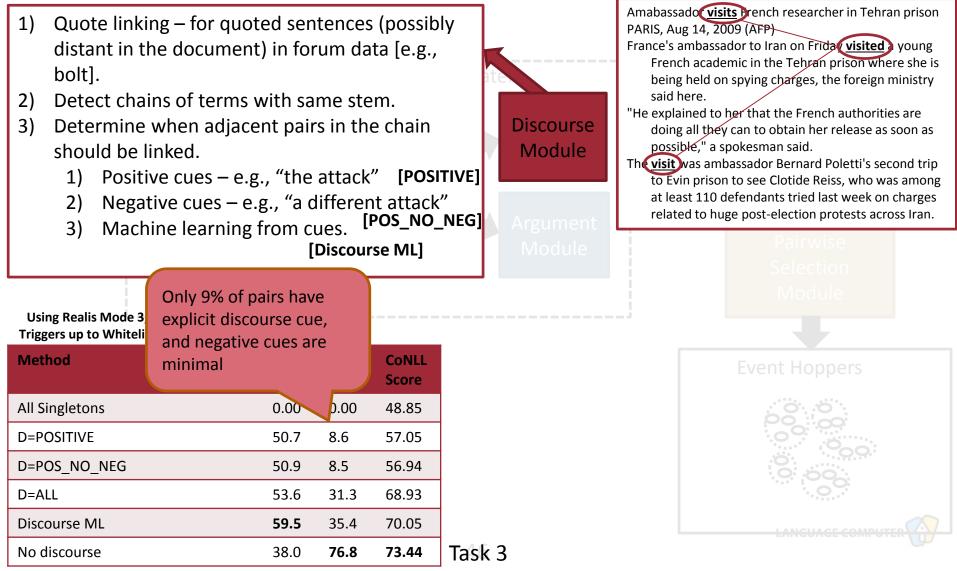
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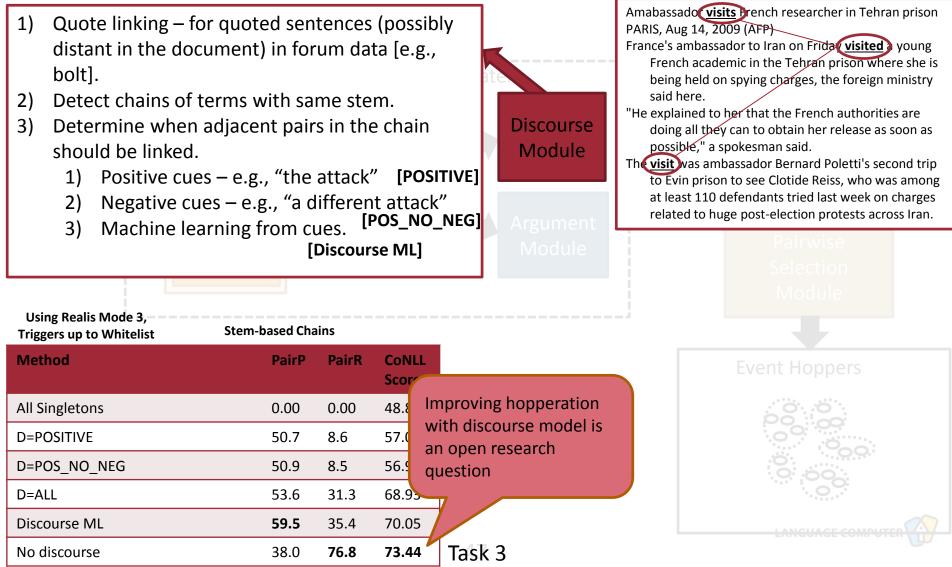


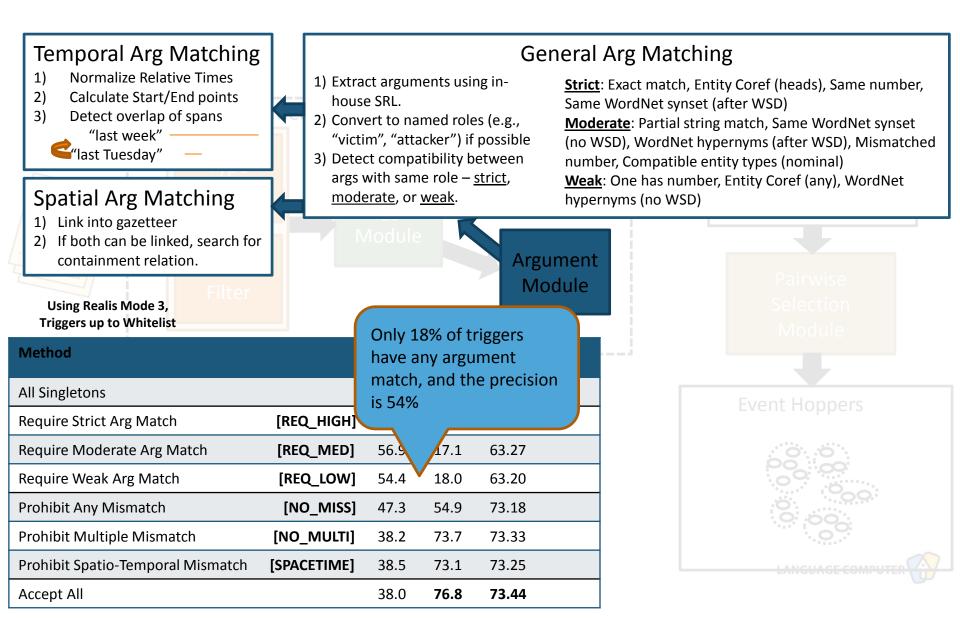


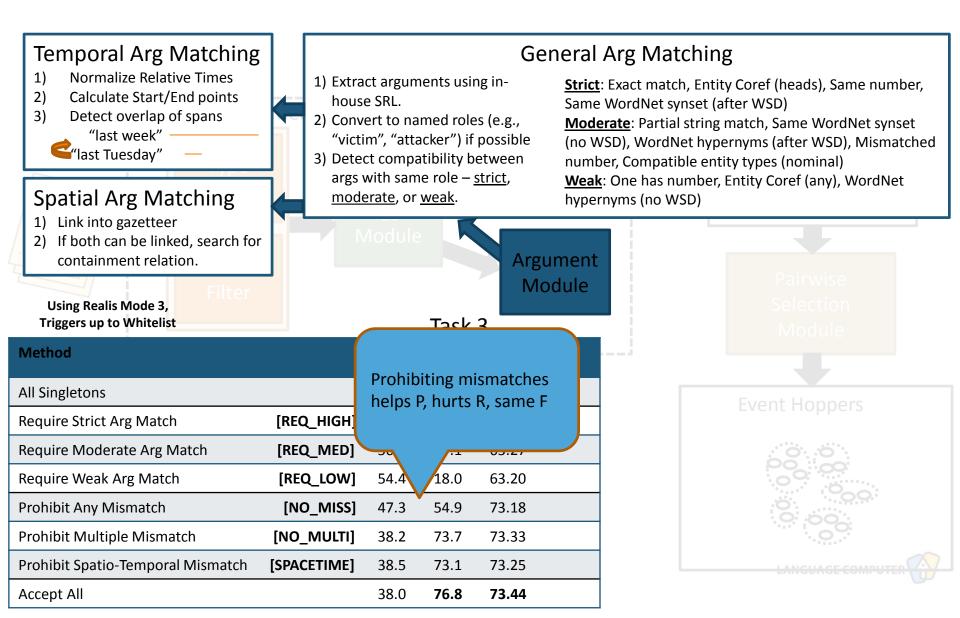


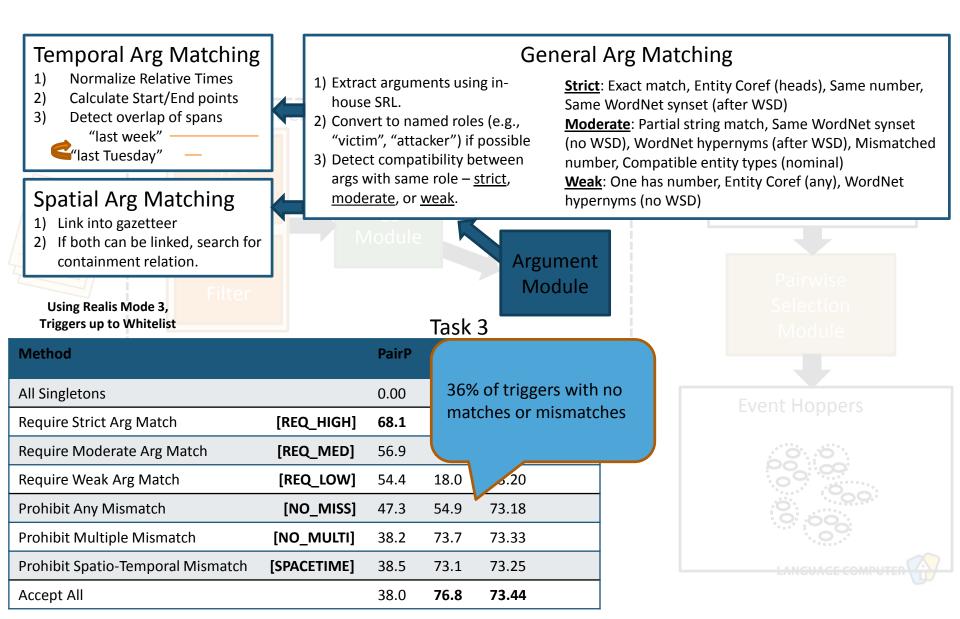


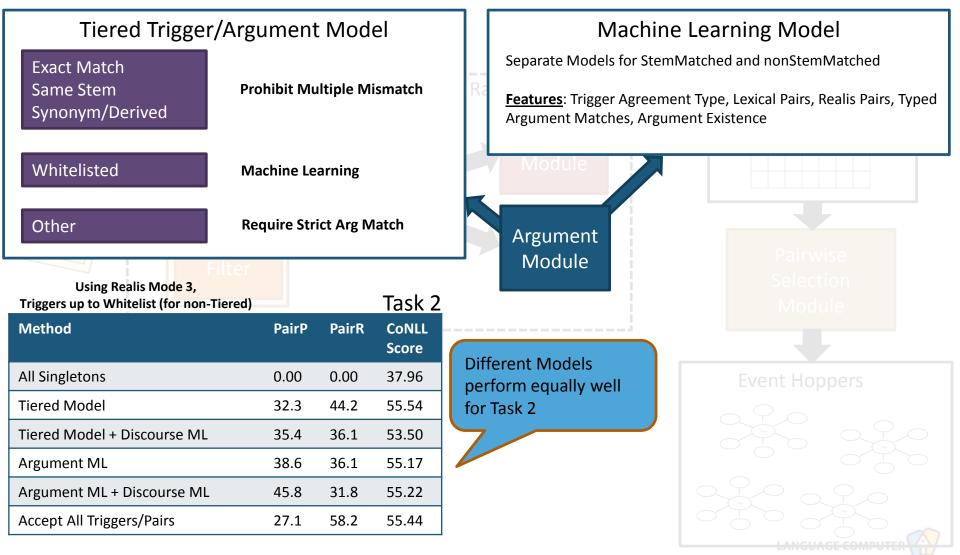


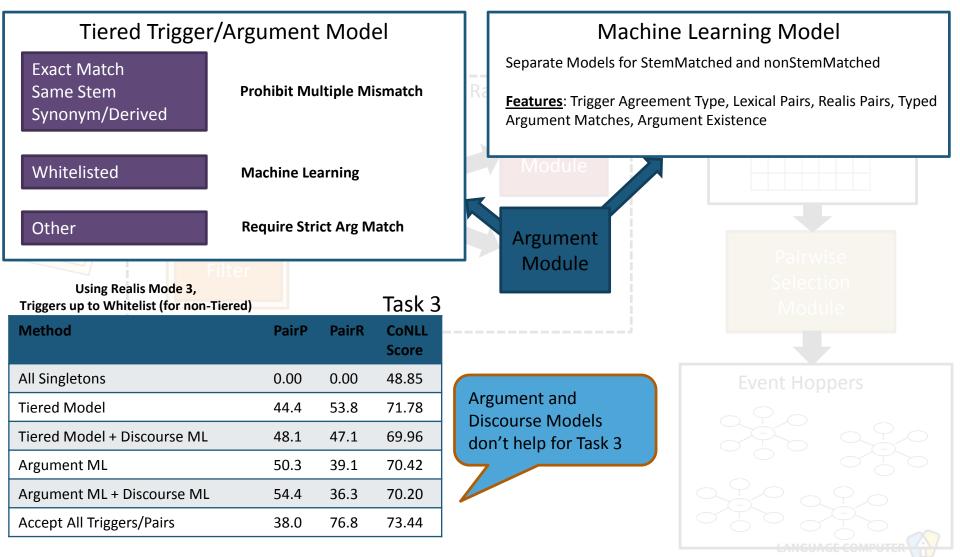




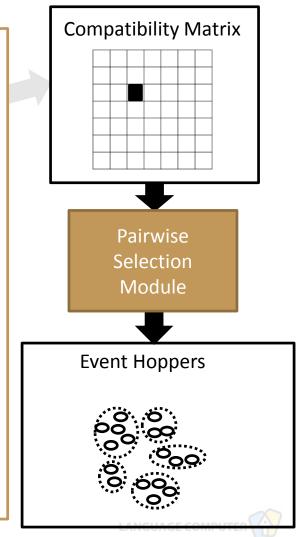








- 1) Results of Type, Realis, Trigger, Discourse, and Argument Components converted into event-event compatibility scores
  - a) Incompatibilities are treated as infinitely negative
  - b) Discourse-based compatibility is heavily weighted.
  - c) Argument compatibilities are additive (more argument overlap increases the evidence for event compatibility).
- 2) Each event starts in its own hopper.
- 3) Greedily find the hoppers associated with the highest scoring pair of events (positive scores only).
- 4) If there are no known incompatibilities between any pair of events within these two hoppers, merge them into one hopper.
- 5) Stop when everything is merged or incompatible.



## **Event Hoppers – Results**

	Task 2		
Methods (Representative Selection, Ordered by decreasing recall)	PairP	PairR	CoNLL Score
All Singletons (Baseline)	0.00	0.00	37.96
All Events (Baseline)	15.6	65.6	46.65
R=STRICT	23.6	63.3	50.69
R=STRICT, T=MANUAL	27.1	58.2	55.44
Tiered Model, R=GENERIC, D=POSITIVE (Task 2: Run 2)	30.7	45.2	54.98
Tiered Model: No Discourse, R=STRICT	32.3	44.2	55.54
R=STRICT, T=MANUAL, A=NO_MISS	30.7	42.4	55.89
R=STRICT, T=SYNONYM	35.3	38.2	56.59
ML Model: No Discourse, R=STRICT, T=MANUAL	38.6	36.1	55.17
R=GENERIC, T=SYNONYM, D=POS NO NEG, A=SPACE TIME (Task 2: Run 1,3)	28.2	35.7	56.54
R=STRICT, T=SAME_STEM	35.6	34.7	55.69
R=STRICT, T=MANUAL, D=ALL (Stem-based Chains)	47.4	27.9	54.63
R=STRICT, T=EXACT	39.6	27.0	54.72
R=STRICT, T=MANUAL, A=REQ_LOW	51.4	14.5	50.69

## **Event Hoppers – Results**

Task 3

Methods (Representative Selection, Ordered by decreasing recall)	PairP	PairR	CoNLL Score
All Singletons (Baseline)	0.00	0.00	48.85
All Events (Baseline)	18.3	99.1	57.52
R=STRICT	30.4	88.8	66.30
R=STRICT, T=MANUAL [High Recall] (Task 3: Run 3)	38.0	76.8	73.44
R=STRICT, T=MANUAL, A=NO_MISS	47.3	54.9	73.19
Tiered R=STRICT, D:ALL, A:TIERED [Balanced Precision/Recall] (Task 3: Run 2)	49.0	54.1	72.84
Tiered Model: No Discourse, R=STRICT	44.4	53.8	71.78
R=STRICT, T=SYNONYM	50.2	47.4	72.58
R=STRICT, T=SAME_STEM	52.4	41.5	72.01
ML Model: No Discourse, R=STRICT, T=MANUAL	50.3	39.1	70.42
Arg ML + Discourse ML, R=STRICT, T=MANUAL [High Precision] (Task 3: Run 1)	51.5	38.8	70.87
R=STRICT, T=MANUAL, D=ALL (Stem-based Chains)	53.6	31.3	68.93
R=STRICT, T=EXACT	57.0	29.1	69.36
R=STRICT, T=MANUAL, A=REQ_LOW	54.4	18.0	63.20



## **Event Hoppers – Evaluation Results**

Task 2

Methods (Representative Selection, Ordered by decreasing recall)	CoNLL Score	(Test)
Run 1 – R=GENERIC, T=SYNONYM, D=POS NO NEG, A=SPACE TIME	62.80	56.54
Run 2 – Tiered Model, R=GENERIC, D=POSITIVE	62.95	54.98
Run 3 – R=GENERIC, T=SYNONYM, D=POS NO NEG, A=SPACE TIME	62.63	

Task 3

Methods (Representative Selection, Ordered by decreasing recall)	CoNLL Score	(Test)
Run 1 – Argument ML + Discourse ML, R=STRICT, T=MANUAL	71.86	70.87
Run 2 – Tiered Model, R=STRICT, D:ALL, A:TIERED	74.87	72.84
Run 3 – R:STRICT, T:MANUAL	75.69	73.44

## **Event Hoppers – Conclusions**

- 1. Realis has a significant impact in improving precision.
- 2. Argument matching was shown to be difficult to incorporate properly
  - a. Requiring an argument to match significantly drops recall many events have no arguments OR have arguments which could not be extracted properly.
  - b. Prohibiting mismatched arguments does not impact the score significantly. More attention needs to be paid to this issue.
- 3. Discourse-based modeling has been shown to perform well stand-alone, but not significantly improve results over high-recall, trigger-based approaches.
- 4. Scoring bias is towards high recall better to over-merge than under-merge.
- 5. Spatio-temporal cues (especially conflicting or compatible ones) were rare.

### Conclusions

- Found core of strategies which work well for both tasks
  - More research to incorporate the other pieces
- Demo
  - LCC's KB populated with the event nugget data and hoppers
- Questions?

