

Learning to Organize Knowledge with N-Gram Machines

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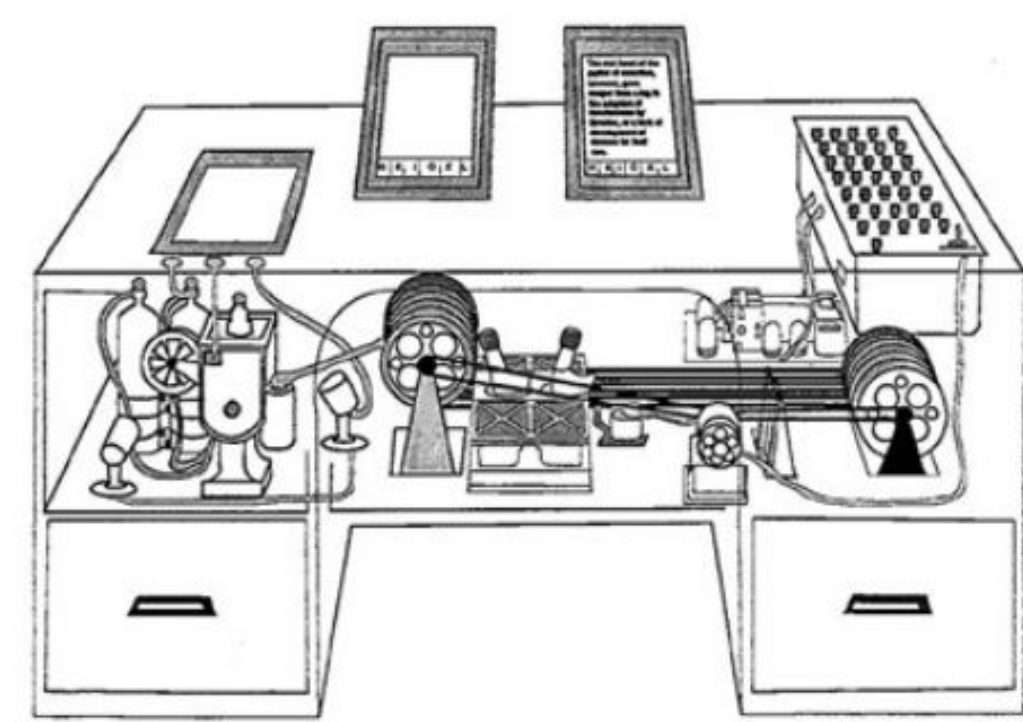
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How should information be organized?

- Task-oriented, model free, and life-long learning.
- Support fast retrieval and reasoning.

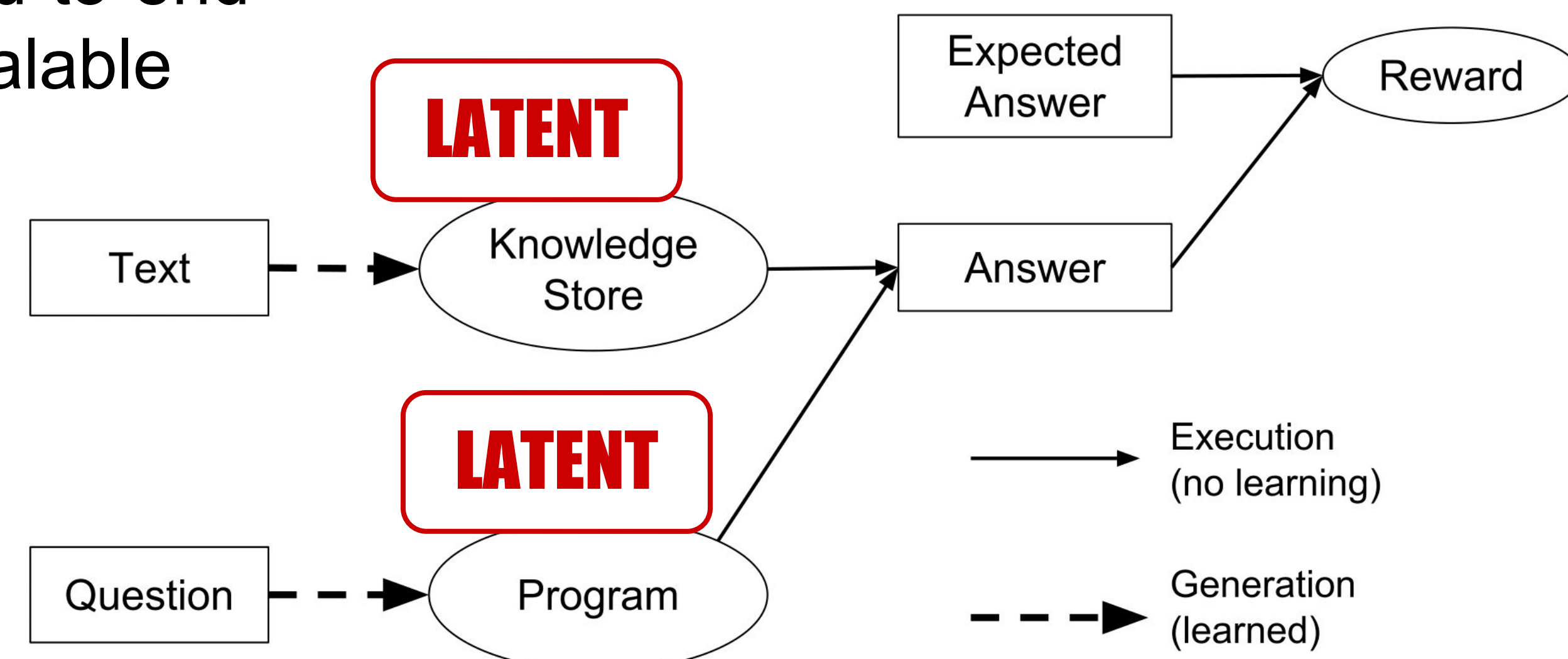
"AS WE MAY THINK"
(1945)



Consider a future device for individual use, which is a sort of mechanized private file and library. It needs a name, and to coin one at random, memex will do. A memex is a device in which an individual stores all his books, records, and communications, and which is mechanized so that it may be consulted with exceeding speed and flexibility. It is an enlarged intimate supplement to his memory.

Question answering as a test bed

- End-to-end
- Scalable



NGM Framework

- Probabilistic Knowledge storage

$$P(\Gamma|s; \theta_{\text{enc}}) = \prod_{\Gamma_i \in \Gamma} P(\Gamma_i | s_i, s_{i-1}; \theta_{\text{enc}})$$

Table 1: Example of probabilistic knowledge storage. Each sentence may be converted to a distribution over multiple tuples, but only the one with the highest probability is shown here.

Sentences	Knowledge tuples		
	Time stamp	Symbols	Probability
Mary went to the kitchen.	1	mary to kitchen	0.9
Mary picked up the milk.	2	mary the milk	0.4
John went to the bedroom.	3	john to bedroom	0.7
Mary journeyed to the garden.	4	mary to garden	0.8

- Programs

Table 2: Functions in N-Gram Machines. The knowledge storage on which the programs can execute is Γ , and a knowledge tuple Γ_i is represented as $(i, (\gamma_1, \dots, \gamma_N))$. "FR" means *from right*.

Name	Inputs	Return
Hop	$v_1 \dots v_L$	$\{\gamma_{L+1} \mid \text{if } (\gamma_1 \dots \gamma_L) == (v_1, \dots, v_L), \forall \Gamma \in \Gamma\}$
HopFR	$v_1 \dots v_L$	$\{\gamma_{N-L} \mid \text{if } (\gamma_{N-L+1} \dots \gamma_N) == (v_L, \dots, v_1), \forall \Gamma \in \Gamma\}$
Argmax	$v_1 \dots v_L$	$\text{argmax}_i \{(\gamma_{L+1}, i) \mid \text{if } (\gamma_1 \dots \gamma_L) == (v_1, \dots, v_L), \forall \Gamma_i \in \Gamma\}$
ArgmaxFR	$v_1 \dots v_L$	$\text{argmax}_i \{(\gamma_{N-L}, i) \mid \text{if } (\gamma_{N-L+1} \dots \gamma_N) == (v_L, \dots, v_1), \forall \Gamma_i \in \Gamma\}$

- Seq2Seq models

○ Knowledge encoder $P(\Gamma_i | s_i, s_{i-1}; \theta_{\text{enc}})$

○ Knowledge decoder $P(s_i | \Gamma_i, s_{i-1}; \theta_{\text{dec}})$

○ Programmer $P(C | q, \Gamma; \theta_{\text{prog}})$

s_{i-1} for co-references

Γ for code assist

Inference

- Beam search instead of MCMC to avoid huge variances.
- To solve a hard search problem:
 - Stabilized auto-encoding (AE)
 - Structure tweak (ST)

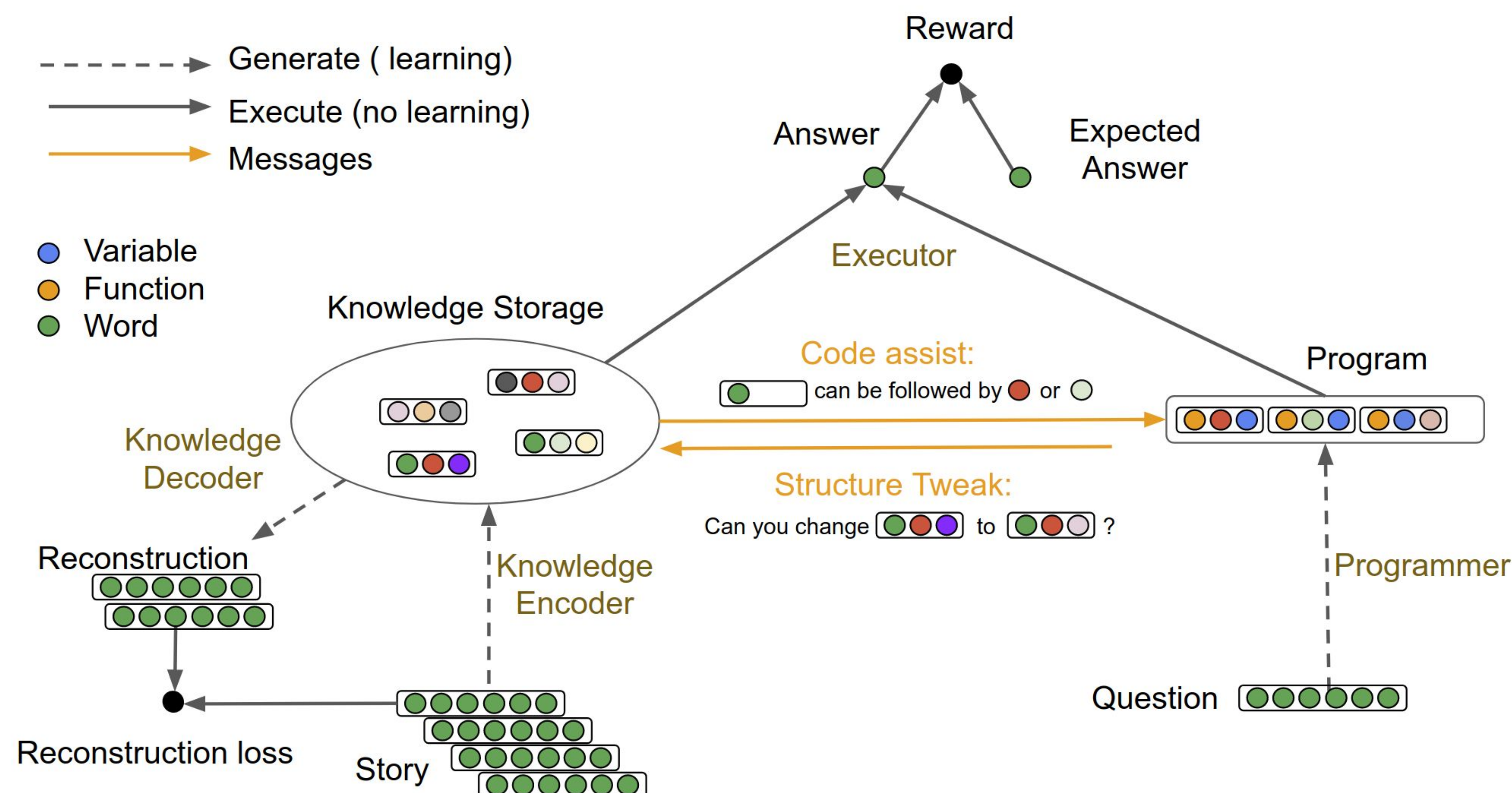
Optimization

- Coordinate descent by REINFORCEs

$$O^{QA}(\theta_{\text{enc}}, \theta_{\text{prog}}) = \sum_{\Gamma} \sum_C P(\Gamma | s; \theta_{\text{enc}}) P(C | q, \Gamma; \theta_{\text{prog}}) R(\Gamma, C, a),$$

$$O^{\text{AE}}(\theta_{\text{enc}}, \theta_{\text{dec}}) = \mathbb{E}_{p(z|x; \theta_{\text{enc}})} [\log p(x|z; \theta_{\text{dec}})] + \sum_{z \in \mathcal{Z}^N(x)} \log p(z|x; \theta_{\text{dec}}),$$

$\mathcal{Z}^N(x)$: all tuples of length N which only consist of words from x



Experiment Results

- Extractive bAbI tasks

Table 3: Test accuracy on bAbI tasks with auto-encoding (AE) and structure tweak (ST)

	Task 1	Task 2	Task 11	Task 15	Task 16
MemN2N	1.000	0.830	0.840	1.000	0.440
QA	0.007	0.027	0.000	0.000	0.098
QA + AE	0.709	0.551	1.000	0.246	1.000
QA + AE + ST	1.000	0.853	1.000	1.000	1.000

- Auto-encoding and structural tweaking help to learn good representations.

QA	QA + AE	QA + AE + ST
went went went mary mary mary john john john mary mary mary there there there	daniel went office mary <u>back</u> garden john <u>back</u> kitchen mary grabbed football sandra got apple	daniel went office mary <u>went</u> garden john <u>went</u> kitchen mary got football sandra got apple
cats cats cats mice mice mice is is cat	cats afraid wolves <u>mice</u> afraid wolves gertrude is cat	<u>cat</u> afraid wolves <u>mouse</u> afraid wolves gertrude is cat

- Example solution

Table 6: Task 2 Two Supporting Facts

Story	Knowledge Storage
Sandra journeyed to the hallway. John journeyed to the bathroom. Sandra grabbed the football. Daniel travelled to the bedroom. John got the milk. John dropped the milk.	Sandra journeyed hallway John journeyed bathroom Sandra got football Daniel journeyed bedroom John got milk John got milk
Question	Program
Where is the milk?	ArgmaxFR milk got Argmax V1 journeyed

- Constant inference time

