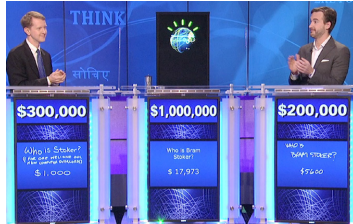


Language Understanding Systems



IBM Watson

Can we create a computer system to compete against the best humans at a task thought to require high levels of intelligence?

NELL

Never-Ending Language Learning System
Tom Mitchell, CMU

Learns continuously from unstructured information on the Web

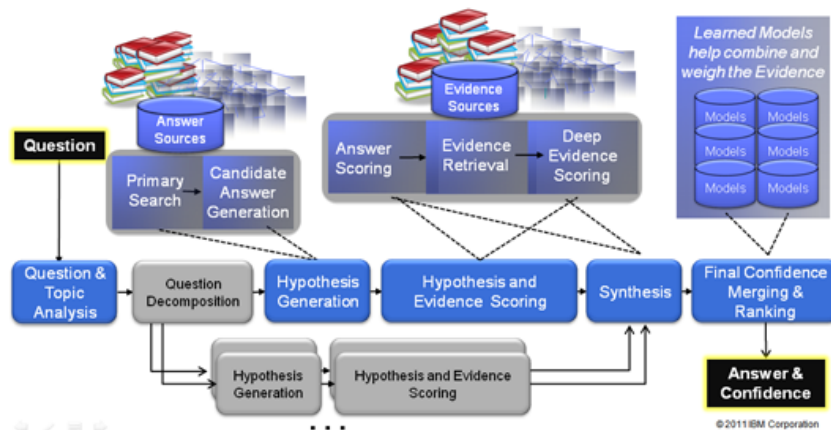


Natural language understanding is hard for computers

- intended meanings, nuanced allusions, connotations

Jeopardy is especially hard:

- puzzling clues, breadth of trivia
- not like search engines – need answers!



DeepQA Architecture

Made possible by advances in *computer speed, memory*

- Early implementation ran on a single processor, took 2 hours to answer a single question
- Now scaled up to over 2,500 computer cores, IBM servers, reduced the time to about 3 seconds

Massive parallelism:

- considers *many* interpretations/hypotheses simultaneously

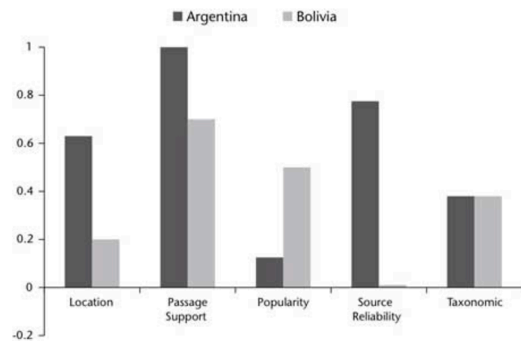
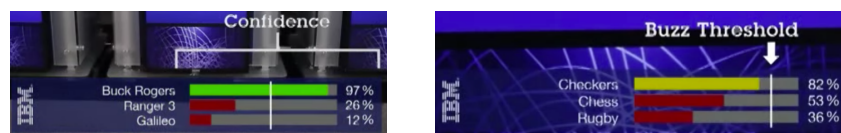
Many experts:

- facilitate integration, application, contextual evaluation of wide range loosely coupled probabilistic question and content “experts”

Pervasive confidence estimation:

- no one component commits an answer, all produce features and associated confidences, scoring different question and content interpretations

Confidence Profile from Many Factors



The Outtakes...

Category: "Letters"

Clue: "In the late 40s a mother wrote to this artist that his picture
Number Nine looked like her son's finger painting"

Correct answer: "Jackson Pollock"

Watson's answer: "Rembrandt"

Reason: Watson failed to recognize that "late 40s" referred to the 1940s

Category: "U.S. City"

Clue: "Its largest airport is named for a World War II hero, its second
largest for a World War II battle"

Correct answer: "Chicago"

Watson's answer: "Toronto"

Reasons:

- (1) by studying previous competitions, Watson "learned" to pay less attention to the category part of the rule
- (2) Watson knew that a Toronto team is in the U.S. baseball league, and one of Toronto's airports is named for a WWI hero

Question: *Can we create a computer system to compete against the best humans at a task thought to require high levels of intelligence?*

Some of Watson's legacy:

- great piece of engineering
- remarkable performance (not thought possible at outset)
- re-ignited public interest in Artificial Intelligence
- new technology with broad applications

But ...

- IBM has not created a machine that thinks like us
- Watson's success does not bring us closer to understanding human intelligence
- Watson's occasional blunders should remind everyone that this problem is still not solved

NELL: Never-Ending Language Learner

“We will never truly understand machine or human learning until we can build computer programs that, *like people*,

- learn many different types of knowledge or functions,
- from years of diverse, mostly self-supervised experience,
- in a staged curricular fashion, where previously learned knowledge enables learning further types of knowledge,
- where self-reflection and the ability to formulate new representations and new learning tasks enable the learner to avoid stagnation and performance plateaus.”

Mitchell et al., AAAI, 2015



Natural language *understanding* requires a *belief system*

- I understand, and already knew that
- I understand, and didn't know, but accept it
- I understand, and disagree because ... “

NELL: Never-Ending Language Learner

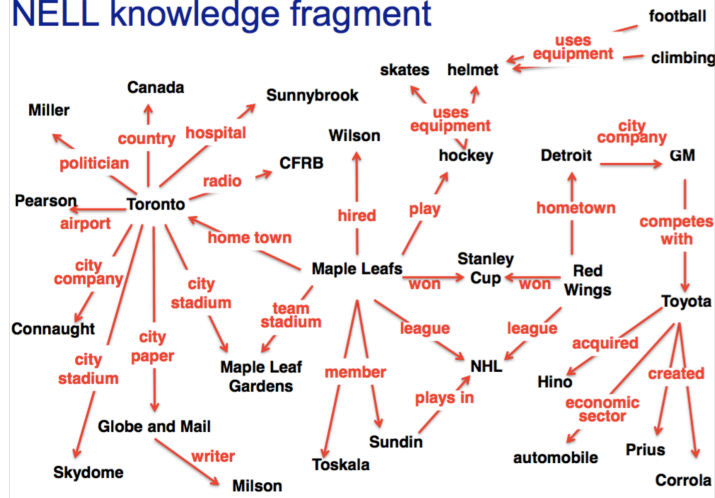
Inputs:

- initial *ontology* with hundreds of categories and relations to “read about” on the web
 - *categories*, e.g. person, sportsTeam, fruit, emotion
 - *relations*, e.g.
 - playsOnTeam(athlete, sportsTeam)
 - playsInstrument(musician, instrument)
- 10-15 examples of each category and relation
- the web (~ 500 million webpages + access to search engines)

The task:

- run continuously, forever
- each day:
 - 1) extract new instances of categories and relations (noun phrases)
 - 2) learn to read (perform step (1)) better than yesterday

NELL knowledge fragment

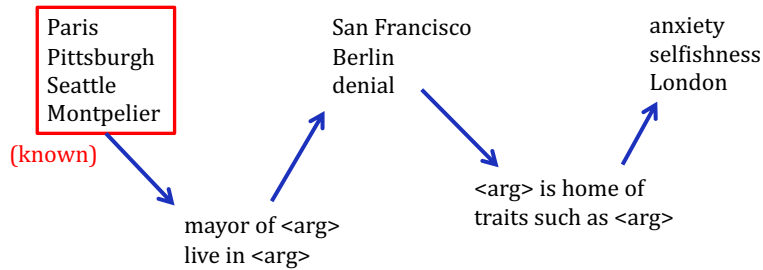


<http://rtw.ml.cmu.edu/rtw>

Early Work – Simple “Bootstrap” Learning

Learn which noun phrases are cities:

Too unconstrained!



Learn based on multiple cues *simultaneously*, e.g.:

- (1) distribution of text contexts (appear in phrases with the same words)
- (2) same features of character string (e.g. capitalized, ends with "... burgh")

Coupling of Categories & Relations

NELL is *simultaneously* trying to learn:

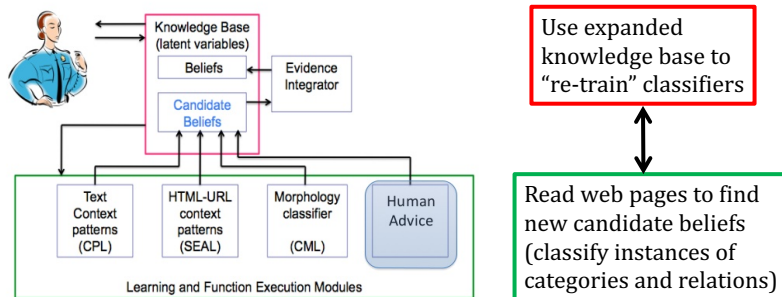
- (1) which noun phrases refer to which categories
- (2) which noun phrases participate in which relations

NELL knows:

- (1) constraints between categories
e.g. **athletes must be people**, **sports cannot be people**
- (2) constraints on categories for relations
e.g. `playsSport(athlete, sport)`



NELL Architecture



Further learning by NELL:

- (1) new constraints between relations:
if (athlete X plays for team Z) **and** (team Z plays sport Y)
then (athlete X plays sport Y)
- (2) new relations:
<musical instrument> master <musician>
<mammals> eat <plant>
- (3) new subcategories, e.g. pets, predators (subcategories of animal)

Learns new relations from frequent co-occurrences of instances of two categories ...

| Category Pair | Frequent Instance Pairs | Text Contexts | Suggested Name |
|-----------------------------|---|---|----------------|
| MusicInstrument Musician | sitar, George Harrison tenor sax, Stan Getz trombone, Tommy Dorsey vibes, Lionel Hampton | ARG1 master ARG2 ARG1 virtuoso ARG2 ARG1 legend ARG2 ARG2 plays ARG1 | Master |
| Disease Disease | pinched nerve, herniated disk tennis elbow, tendonitis blepharospasm, dystonia | ARG1 is due to ARG2 ARG1 is caused by ARG2 | IsDueTo |
| CellType Chemical | epithelial cells, surfactant neurons, serotonin mast cells, histomine | ARG1 that release ARG2 ARG2 releasing ARG1 | ThatRelease |
| Mammals Plant | koala bears, eucalyptus sheep, grasses goats, saplings | ARG1 eat ARG2 ARG2 eating ARG1 | Eat |
| River City | Seine, Paris Nile, Cairo Tiber river, Rome | ARG1 in heart of ARG2 ARG1 which flows through ARG2 | InHeartOf |

- athleteWonAward
- animalEatsFood
- languageTaughtInCity
- clothingMadeFromPlant
- beverageServedWithFood
- fishServedWithFood
- athleteBeatAthlete
- athleteInjuredBodyPart
- arthropodFeedsOnInsect
- animalEatsVegetable
- plantRepresentsEmotion
- foodDecreasesRiskOfDisease
- clothingGoesWithClothing
- bacteriaCausesPhysCondition
- buildingMadeOfMaterial
- emotionAssociatedWithDisease
- foodCanCauseDisease
- agriculturalProductAttractsInsect
- arteryArisesFromArtery
- countryHasSportsFans
- bakedGoodServedWithBeverage
- beverageContainsProtein
- animalCanDevelopDisease
- beverageMadeFromBeverage

... but humans have veto power!