Question Answering and Generation from Structured and Unstructured Data

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- Background on QA & QG
- Background on GNNs
- Dissertation Contributions
- Part I: QG from Text
- Part II: QG from KG
- Conclusion & Future Directions



What is Question Answering?

Automated question answering (QA) is the process of finding answers to natural language questions using certain knowledge sources.



Ref: https://www.csee.umbc.edu/courses/graduate/691/fall19/07/



Ref: https://images.app.goo.gl/6pshxSDujQLTqnMK8

Ref: https://images.app.goo.gl/qvEnqksAACwqercBA

DOCUMENTS



Question Answering Applications

- Natural language interfaces to databases
- Spoken dialog systems
- Beyond search engines



Ref: https://8kmiles.com/blog/natural-language-interface-databases/





https://images.app.goo.gl/ViagZT2oG1QERsR89

https://images.app.goo.gl/agDJmSVg5KaKc5o6A





Challenges of QA

Lexical gap

- Lexical gap between the question and context.
- Most previous methods ignore the subtle interrelationships between the question and context.

Complex reasoning

- Multi-hop reasoning.
- Diverse constraints.
- Many previous methods focus on single-hop QA without modeling various constraints.

Conversational QA

- Sequential questions.
- Most previous methods do not effectively capture conversation history.



What is Question Generation?

Natural question generation (QG) is the task of generating natural language questions from certain knowledge sources.



Ref: https://www.csee.umbc.edu/courses/graduate/691/fall19/07/



Ref: https://images.app.goo.gl/6pshxSDujQLTqnMK8

Ref: https://images.app.goo.gl/qvEnqksAACwqercBA

DOCUMENTS



Question Generation Applications

- Improving the QA task by providing more training data
- Generating practice exercises for educational purposes
- Helping dialog systems



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https://images.app.goo.gl/FqaxidYkmBN7BMHm7

https://images.app.goo.gl/ViagZT2oG1QERsR89

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Challenges of QG

Context modeling

- Modeling long/large context.
- Modeling structure information in context.
- Most previous methods focus on short/small context and do not utilize rich structure info of context.

Answer utilization

- Answer info for guiding the generation of relevant and meaningful questions.
- Most previous methods either do not consider or fail to effectively utilize answer info.

Model training

- Cross-entropy based sequence training has limitations.
- Most previous methods rely on cross-entropy loss or simple reinforcement learning (RL) loss for training.



QA & QG as Dual Tasks

- The input and the output of QA and QG are (almost) reverse.
- QA and QG can help improve each other.





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GNN: Toward Geometric Deep Learning

- Graph Neural Networks (GNNs) generalize (structured) deep neural models to non-Euclidean domains such as graphs.
- GNNs have been widely applied to many tasks/domains:
 - Computer vision (CV)
 - Natural language processing (NLP)
 - Drug discovery
 - Social network analysis
 - Recommendation systems



Ref: https://tkipf.github.io/graph-convolutional-networks/



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Applications

- Dialog systems
- Machine comprehension
- X-to-text generation (e.g., AMR, SQL, etc.)
- Machine translation



- Only applicable to problems with graphstructured input.
- Converting non-graph input to graphstructured input is crucial and non-trivial.





GNN: A Message Passing Perspective

- Computational steps within a GNN
 - (a) Edge update: passing node information to neighboring edges.
 - (b) Node update: for each node, aggregating information from neighboring edges.
 - (c) Global update: aggregating all node information.



Ref: Battaglia, Peter W., et al. "Relational inductive biases, deep learning, and graph networks." arXiv preprint arXiv:1806.01261 (2018).



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Contributions: QA

QA















































Contributions: QG

QG



QG

QG from KG (EMNLP 2020 under review)

- Bidirectional GNN encoder to encode the KG subgraph.
- RNN decoder enhanced with node-level copying mechanism.
- Achieving new state-of-the-art scores on two benchmarks.
- QG from text (ICLR 2020, NeurIPS GRL 2019)
 - RL-based Graph2Seq model equipped with a hybrid evaluator.
 - Deep Alignment Network for incorporating the answer information into the passage.
 - Outperforming existing methods by a significant margin on a standard benchmark.



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 QG from KG (EMNLP 2020 under review) Bidirectional GNN encoder to encode the KG subgraph. RNN decoder enhanced with node-level copying mechanism. Achieving new state-of-the-art scores on two benchmarks.
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 QG from KG (EMNLP 2020 under review) Bidirectional GNN encoder to encode the KG subgraph. Context modeling RNN decoder enhanced with node-level copying mechanism. Achieving new state-of-the-art scores on two benchmarks.
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Part I

Reinforcement Learning Based Graphto-Sequence Model for Question Generation from Text

Yu Chen, Lingfei Wu, and Mohammed J. Zaki. "Reinforcement learning based graph-to-sequence model for natural question generation." *ICLR 2020.*



Question Answering and Generation from Structured and Unstructured Data

Problem Formulation



Ref: https://images.app.goo.gl/TJEqwFS8nBNW8n8SA

Input:

- A text passage $X^p = \{x_1^p, x_2^p, ..., x_N^p\}$

- A target answer $X^a = \{x_1^a, x_2^a, \dots, x_L^a\}$

Output:

– A natural language question $\hat{Y} = \{y_1, y_2, ..., y_T\}$

which maximizes the conditional likelihood

$$\hat{Y} = \operatorname{arg\,max}_{Y} P(Y|X^{p}, X^{a})$$



Context modeling

- Previous works: ignoring the rich structure information hidden in text.
- Our solution: applying a GNN-based encoder to capture rich structure information.

Answer utilization

- Previous works: Failing to fully exploit the answer information.
- Our solution: proposing a deep alignment network for attention-based soft alignment between passage and answer.

Model training

- Previous works: Solely relying on cross-entropy loss or simple RL loss for training.
- Our solution: designing a hybrid loss combining both cross-entropy loss and RL loss.



- We propose a novel RL-based Graph2Seq model for question generation from text. To the best of our knowledge, we are the first to introduce the Graph2Seq architecture for QG.
- We design a novel deep alignment network to effectively utilize the answer information.
- We present a mixed loss function combining both cross-entropy loss and RL loss.
- We explore both static and dynamic ways of constructing graphs from text and are the first to systematically investigate their performance impacts on a GNN encoder.
- The proposed model outperforms existing methods by a significant margin on the standard SQuAD benchmark for QG.



Overall Model Architecture





- Previous methods neglect potential semantic relationships between passages and answers when utilizing answer information.
- We explicitly model the global interactions among passages and answers in the embedding space.
 - A deep alignment network for incorporating the answer information into passages with multiple granularity levels.
 - We perform attention-based soft-alignment at both the word level and the contextual level.



Deep Answer Alignment: Formulation





- On the passage side
 - We perform deep answer alignment between passage and answer based on their word embeddings to obtain the passage embeddings H
 ^p.
 - A BiLSTM is applied to $\tilde{\mathbf{H}}^p$ to obtain contextualized passage embeddings.
- On the answer side
 - A BiLSTM is applied to the answer word embedding sequence to obtain the contextualized answer embeddings.



Deep Answer Alignment: Contextual Level

- On the passage side
 - We perform deep answer alignment between passage and answer based on their contextualized embeddings.
 - A BiLSTM is applied to the above obtained passage embeddings to compute the final passage embeddings x.



- Syntax-based static graph construction
 - A directed and unweighted passage graph based on dependency parsing.
- Semantics-aware dynamic graph construction
 - A directed and weighted graph modeling semantic relationships among passage words.

Attention matrix
$$\rightarrow \mathbf{A} = \operatorname{ReLU}(\mathbf{U}\widetilde{\mathbf{H}}^{p})^{T} \operatorname{ReLU}(\mathbf{U}\widetilde{\mathbf{H}}^{p})$$

Sparse attention $\rightarrow \overline{\mathbf{A}} = kNN(\mathbf{A})$
matrix
Normalized
attention matrix
 $\widetilde{\mathbf{A}}^{-1}, \mathbf{A}^{\vdash} = \operatorname{softmax}(\{\overline{\mathbf{A}}, \overline{\mathbf{A}}^{T}\})$
 $\widetilde{\mathbf{H}}^{p}$ is the passage representation



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Node aggregation for the syntax-based static graph

$$\begin{split} \mathbf{h}_{\mathcal{N}_{\dashv(v)}}^{k} &= \mathrm{MEAN}(\{\mathbf{h}_{v}^{k-1}\} \cup \{\mathbf{h}_{u}^{k-1}, \forall u \in \mathcal{N}_{\dashv(v)}\}) \\ \mathbf{h}_{\mathcal{N}_{\vdash(v)}}^{k} &= \mathrm{MEAN}(\{\mathbf{h}_{v}^{k-1}\} \cup \{\mathbf{h}_{u}^{k-1}, \forall u \in \mathcal{N}_{\vdash(v)}\}) \end{split}$$

Node embeddings are initialized to the passage embeddings X returned by Deep Alignment Network.

Node aggregation for the semantics-based static graph

$$\mathbf{h}_{\mathcal{N}_{\dashv(v)}}^{k} = \sum_{\forall u \in \mathcal{N}_{\dashv(v)}} \mathbf{a}_{v,u}^{\dashv} \mathbf{h}_{u}^{k-1}, \quad \mathbf{h}_{\mathcal{N}_{\vdash(v)}}^{k} = \sum_{\forall u \in \mathcal{N}_{\vdash(v)}} \mathbf{a}_{v,u}^{\vdash} \mathbf{h}_{u}^{k-1}$$





Generator: Bidirectional Gated GNN Encoder (Cont'd)

Fuse the aggregated node embeddings from both directions at each GNN hop

$$\mathbf{h}_{\mathcal{N}_{(v)}}^{k} = \operatorname{Fuse}(\mathbf{h}_{\mathcal{N}_{\dashv(v)}}^{k}, \mathbf{h}_{\mathcal{N}_{\vdash(v)}}^{k})$$

Fuse(**a**, **b**) = **z** \odot **a** + (1 - **z**) \odot **b**
 $\mathbf{z} = \sigma(\mathbf{W}_{z}[\mathbf{a}; \mathbf{b}; \mathbf{a} \odot \mathbf{b}; \mathbf{a} - \mathbf{b}] + \mathbf{b}_{z})$



Linear Projection + Maxpool

Update the node embeddings using fused information

$$\mathbf{h}_{v}^{k} = \mathrm{GRU}(\mathbf{h}_{v}^{k-1}, \mathbf{h}_{\mathcal{N}_{(v)}}^{k})$$

where GRU is a Gated Recurrent Unit (Cho et al., 2014).

After n hops of GNN computation, we obtain the final node/graph embeddings.

Cho, Kyunghyun, et al. "Learning phrase representations using RNN encoder-decoder for statistical machine translation." arXiv preprint arXiv:1406.1078 (2014).



Graph Embedding

Node Embeddings

- We adopt a state-of-the-art attention-based LSTM decoder with copy and coverage mechanisms (See et al., 2017).
- Initial hidden states are based on graph embeddings.
- Node embeddings can be accessed via attention mechanism as a memory bank.

See, Abigail, Peter J. Liu, and Christopher D. Manning. "Get to the point: Summarization with pointer-generator networks." arXiv preprint arXiv:1704.04368 (2017).



- Cross-entropy based training has limitations, e.g., exposure bias.
- A mixed loss combining both cross-entropy loss and RL loss
 - Ensure the generation of syntactically and semantically valid text

• Two-stage training strategy:

nsselaer

- Train the model with cross-entropy loss
- Finetune the model by optimizing the mixed objective function

SQuAD:

- Popular benchmark for the task of Machine Reading Comprehension.
- Our QG benchmarks:
 - SQuAD split 1: 75,500/17,934/11,805 (train/development/test) examples
 - SQuAD split 2: 86,635/8,965/8,964 examples

In meteorology, precipitation is any product of the condensation of atmospheric water vapor that falls under **gravity**. The main forms of precipitation include drizzle, rain, sleet, snow, **graupel** and hail... Precipitation forms as smaller droplets coalesce via collision with other rain drops or ice crystals **within a cloud**. Short, intense periods of rain in scattered locations are called "showers".

What causes precipitation to fall? gravity

What is another main form of precipitation besides drizzle, rain, snow, sleet and hail? graupel

Where do water droplets collide with ice crystals to form precipitation? within a cloud

Sample question-answer pairs from SQuAD 1.0. Ref: <u>https://arxiv.org/abs/1606.05250</u>.



Experimental Setup: Evaluation Metrics

- Automatic evaluation
 - BLEU-4
 - METEOR
 - ROUGE-L
 - Q-BLEU1
- Human evaluation
 - Syntactically correct
 - Semantically correct
 - Relevant



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Mathada		Split-1				Split-2		
Methous	BLEU-4	METEOR	ROUGE-L	Q-BLEU1	BLEU-4	METEOR	ROUGE-L	Q-BLEU1
Transformer	2.56	8.98	26.01	16.70	3.09	9.68	28.86	20.10
SeqCopyNet	—	_	_	—	13.02	_	44.00	_
NQG++	—	—	—	—	13.29	_	—	—
MPQG+R*	14.39	18.99	42.46	52.00	14.71	18.93	42.60	50.30
AFPQA	—	_	—	—	15.64	_	_	—
s2sa-at-mp-gsa	15.32	19.29	43.91	—	15.82	19.67	44.24	_
ASs2s	16.20	19.92	43.96	—	16.17	_	—	_
CGC-QG	—	—	_	_	17.55	21.24	44.53	_
G2S _{dyn} +BERT+RL	17.55	21.42	45.59	55.40	18.06	21.53	45.91	55.00
$G2S_{sta}$ +BERT+RL	17.94	21.76	46.02	55.60	18.30	21.70	45.98	55.20

Table 1: Automatic evaluation results on the SQuAD test set. (higher scores indicate better results).



Methods	Syntactically correct	Semantically correct	Relevant
MPQG+R*	4.34 (0.15)	4.01 (0.23)	3.21 (0.31)
$G2S_{sta}$ +BERT+RL	4.41 (0.09)	4.31 (0.12)	3.79 (0.45)
Ground-truth	4.74 (0.14)	4.74 (0.19)	4.25 (0.38)

Table 2: Human evaluation results (± standard deviation) on the SQuAD split-2 test set. (higher scores indicate better results).



Methods	BLEU-4	Methods	BLEU-4
$G2S_{dyn}$ +BERT+RL	18.06	$G2S_{dyn}$ w/o feat	16.51
$G2S_{sta}$ +BERT+RL	18.30	$G2S_{sta}$ w/o feat	16.65
$G2S_{sta}$ +BERT-fixed+RL	18.20	${ m G2S}_{dyn}$ w/o DAN	12.58
$G2S_{dyn}$ +BERT	17.56	$G2S_{sta}$ w/o DAN	12.62
$G2S_{sta}$ +BERT	18.02	$G2S_{sta}$ w/ DAN-word only	15.92
$G2S_{sta}$ +BERT-fixed	17.86	G2S _{sta} w/ DAN-contextual only	16.07
$G2S_{dyn}$ +RL	17.18	G2S _{sta} w/ GGNN-forward	16.53
$G2S_{sta}$ +RL	17.49	G2S _{sta} w/ GGNN-backward	16.75
$G2S_{dyn}$	16.81	G2S _{sta} w/o BiGGNN, w/ Seq2Seq	16.14
$G2S_{sta}$	16.96	G2S _{sta} w/o BiGGNN, w/ GCN	14.47



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$G2S_{sta}$	16.96	G2S _{sta} w/o BiGGNN, w/ GCN	14.47



Methods	BLEU-4	Methods	BLEU-4
$G2S_{dyn}$ +BERT+RL	18.06	$G2S_{dyn}$ w/o feat	16.51
$G2S_{sta}$ +BERT+RL	18.30	$G2S_{sta}$ w/o feat	16.65
$G2S_{sta}$ +BERT-fixed+RL	18.20	$G2S_{dyn}$ w/o DAN	12.58
$G2S_{dyn}$ +BERT	17.56	G2S _{sta} w/o DAN	12.62
$G2S_{sta}$ +BERT	18.02	$G2S_{sta}$ w/ DAN-word only	15.92
$G2S_{sta}$ +BERT-fixed	17.86	G2S _{sta} w/ DAN-contextual only	16.07
$G2S_{dyn}$ +RL	17.18	G2S _{sta} w/ GGNN-forward	16.53
$G2S_{sta}$ +RL	17.49	G2S _{sta} w/ GGNN-backward	16.75
$G2S_{dyn}$	16.81	G2S _{sta} w/o BiGGNN, w/ Seq2Seq	16.14
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Passage: the church operates three hundred sixty schools and institutions overseas . **Gold:** how many schools and institutions does the church operate overseas ? **G2S**_{sta} w/o BiGGNN (Seq2Seq): how many schools does the church have ? **G2S**_{sta} w/o DAN.: how many schools does the church have ? **G2S**_{sta}: how many schools and institutions does the church have ? **G2S**_{sta}+BERT: how many schools and institutions does the church have ? **G2S**_{sta}+BERT: how many schools and institutions does the church have ? **G2S**_{sta}+BERT+RL: how many schools and institutions does the church operate ? **G2S**_{dyn}+BERT+RL: how many schools does the church operate ?



Passage: for the successful execution of a project, <u>effective planning</u> is essential. **Gold:** what is essential for the successful execution of a project?

G2S_{sta} w/o BiGGNN (Seq2Seq): what type of planning is essential for the project ?

 $G2S_{sta}$ w/o DAN.: what type of planning is essential for the successful execution of a project ? $G2S_{sta}$: what is essential for the successful execution of a project ?

 $G2S_{sta}$ +BERT: what is essential for the successful execution of a project ?

 $G2S_{sta}$ +BERT+RL: what is essential for the successful execution of a project ?

 $G2S_{dyn}$ +BERT+RL: what is essential for the successful execution of a project ?

Passage: the church operates three hundred sixty schools and institutions overseas .

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G2S_{sta} w/o BiGGNN (Seq2Seq): how many schools does the church have ?

 $G2S_{sta}$ w/o DAN.: how many schools does the church have ?

 $G2S_{sta}$: how many schools and institutions does the church have ?

G2S_{sta}+**BERT:** how many schools and institutions does the church have ?

 $G2S_{sta}$ +BERT+RL: how many schools and institutions does the church operate ?

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Experimental Results: Case Study

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- Background on QA & QG
- Background on GNNs
- Dissertation Contributions
- Part I: QG from Text
- Part II: QG from KG
- Conclusion & Future Directions



Part II

Toward Subgraph Guided Knowledge Graph Question Generation with Graph Neural Networks

Yu Chen, Lingfei Wu, and Mohammed J. Zaki. "Toward Subgraph Guided Knowledge Graph Question Generation with Graph Neural Networks." Submitted to *EMNLP 2020.*



Question Answering and Generation from Structured and Unstructured Data

Graph2Seq for QG from KG: Overall Architecture





Method	WQ			PQ		
	BLEU-4	METEOR	ROUGE-L	BLEU-4	METEOR	ROUGE-L
L2A	6.01	25.24	26.95	17.00	19.72	50.38
Transformer	8.94	13.79	32.63	56.43	43.45	73.64
MHQG+AE	11.57	29.69	35.53	25.99	33.16	58.94
G2S+AE	29.45	30.96	55.45	61.48	44.57	77.72
$G2S_{edge}$ +AE	29.40	31.12	55.23	59.59	44.70	75.20

Table 5: Evaluation results on WQ and PQ. (higher scores indicate better results).



QG-driven Data Augmentation for QA





- Background on QA & QG
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KBQA

 A bidirectional attentive memory network framework for modeling the two-way flow of interactions between the questions and the KB.

Conversational MRC

 A Recurrent Graph Neural Network based flow mechanism for modeling the temporal dependencies in a sequence of context graphs.

QG from KG

- Bidirectional GNN encoder to encode the KG subgraph.
- RNN decoder enhanced with nodelevel copying mechanism.
- QG from Text
 - A RL-based Graph2Seq model with a hybrid evaluator.
 - Deep Alignment Network for incorporating the answer information into the passage.



Future Directions



QG

- Personalized QG
- Conversational QG
- QG from multimodal data
- Joint learning of QA & QG

































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and many more!

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Question Answering and Generation from Structured and Unstructured Data



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