



# KNOWLEDGE REPRESENTATIONS + SCHEMATA

CIS-700 Interactive Fiction and Text Generation

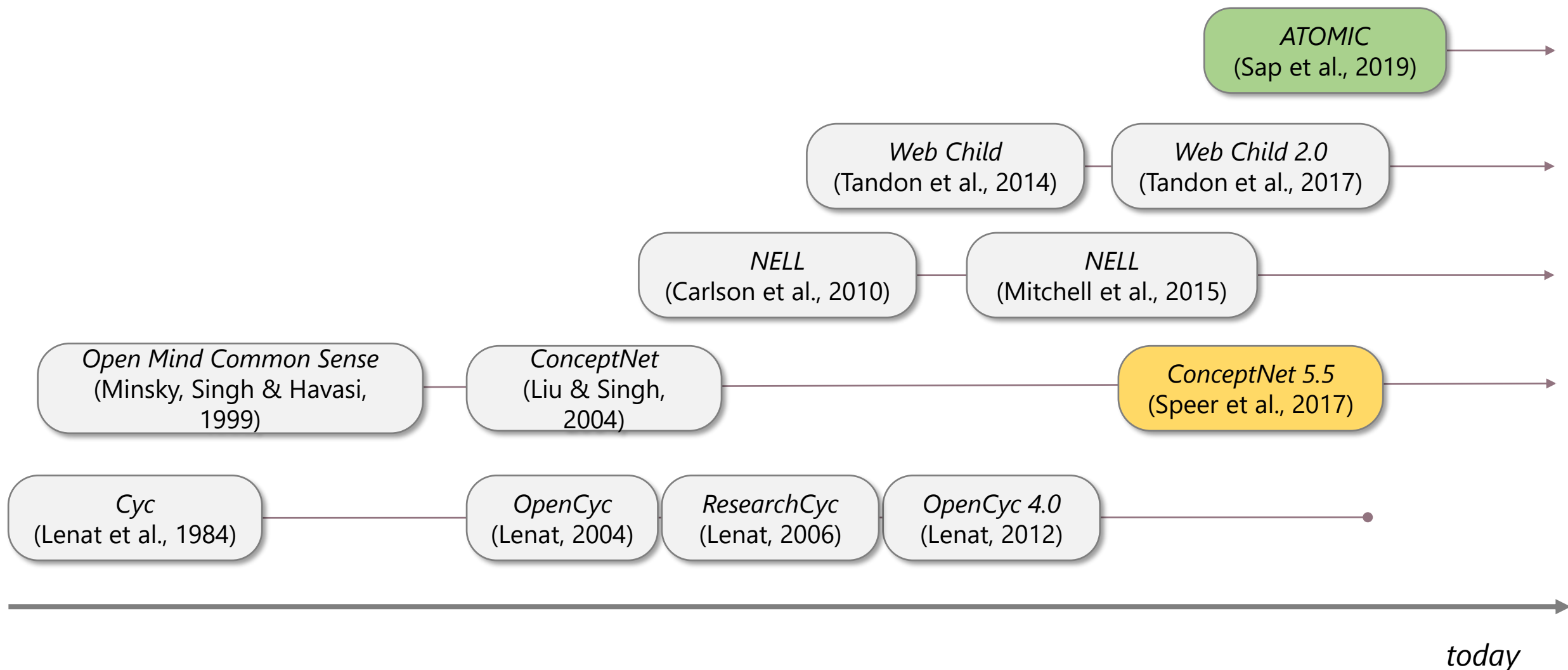
Module 4 - 3/3/2022

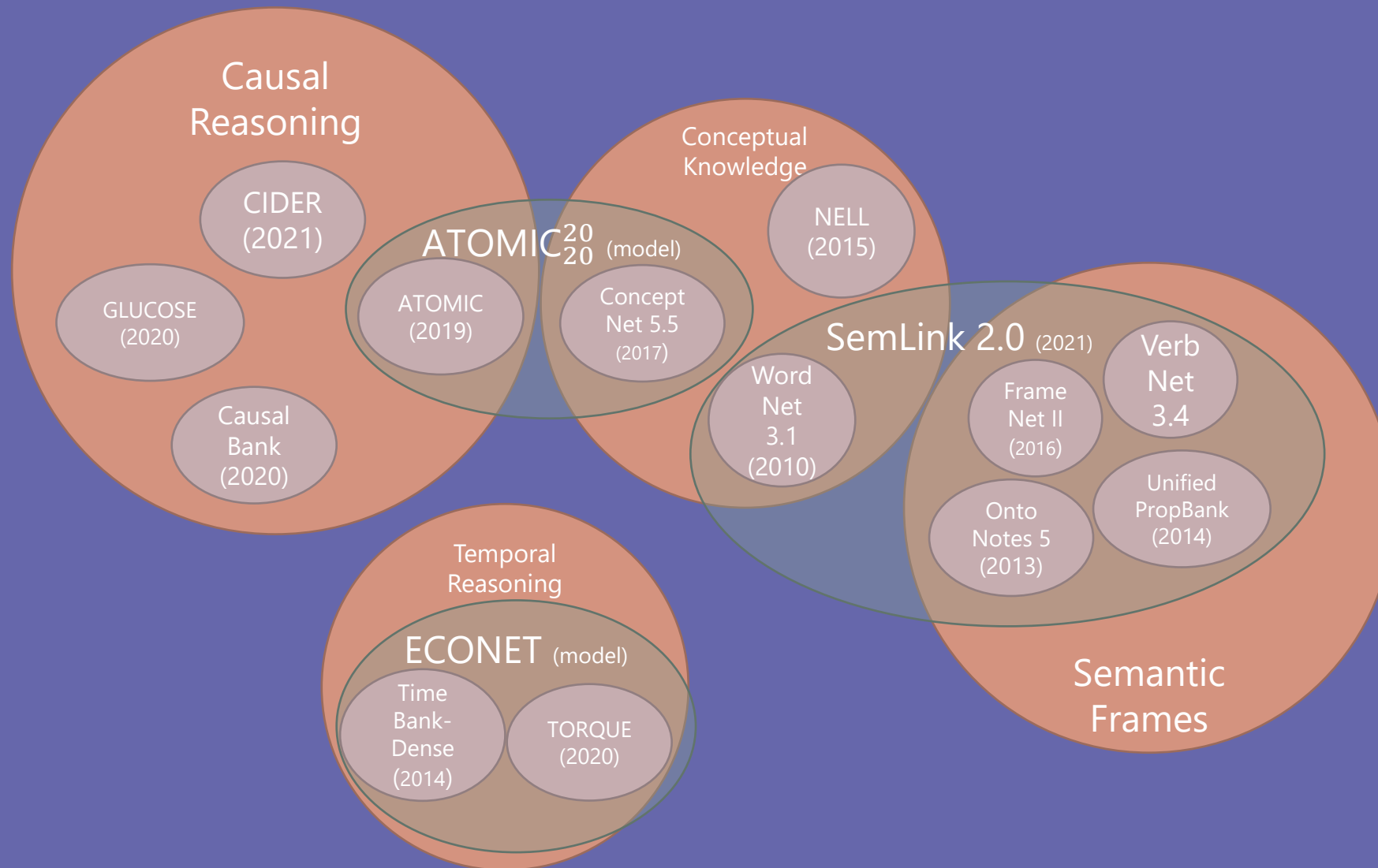
Dr. Lara J. Martin

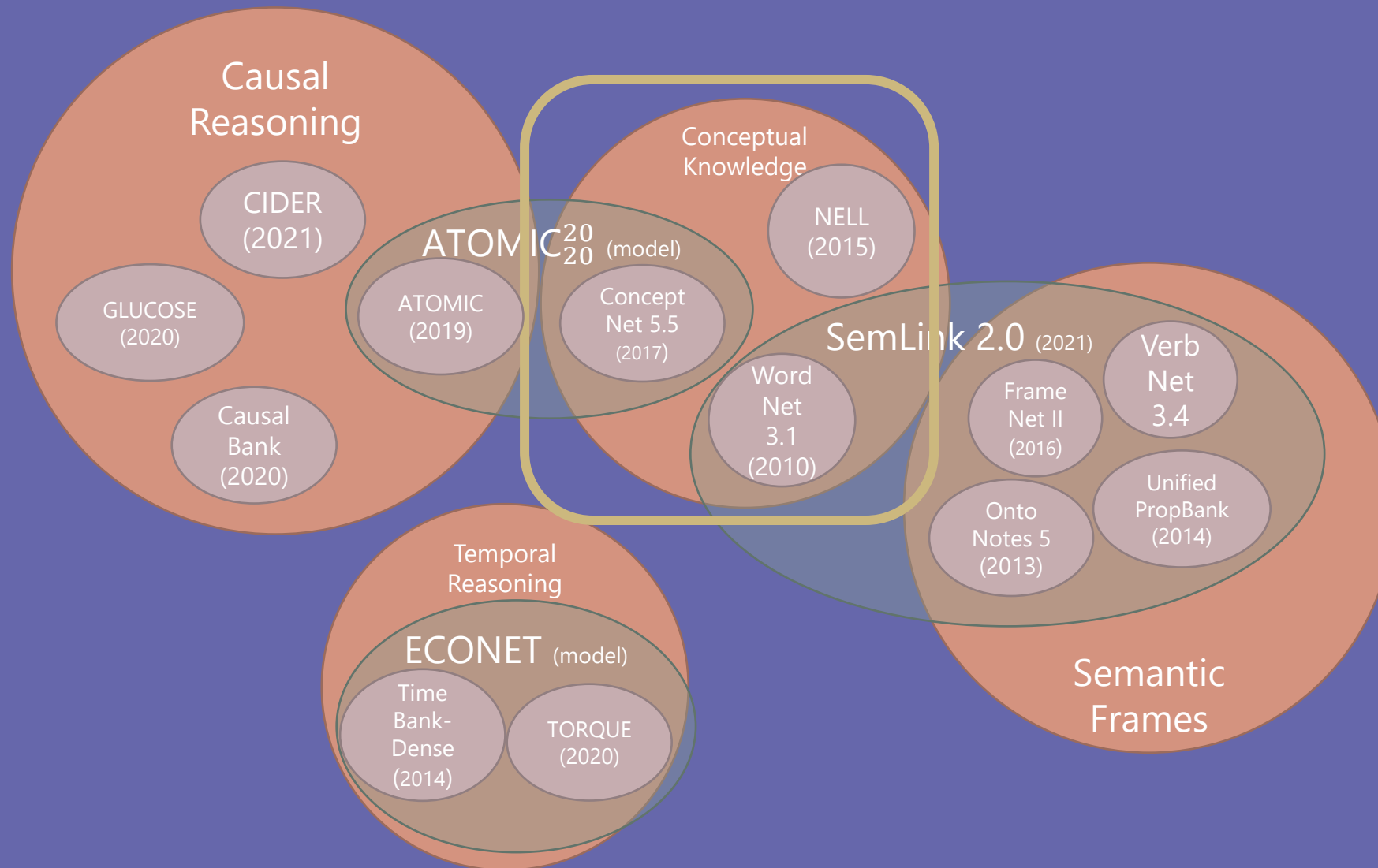
# Learning Objectives

- Recognize what each knowledge representation can be used for and when to apply them
- Note where to find the knowledge databases, how to access them, and call their APIs
- Manipulate data from knowledge representations to form schemas

# History of Knowledge Bases







The background features a series of thin, white, wavy lines that flow from the left side towards the right, creating a sense of movement and depth. The lines are set against a solid blue gradient that transitions from a darker shade at the top to a lighter shade at the bottom.

# CONCEPTUAL KNOWLEDGE

# Concepts

A mental representation/reference for something grounded in the real world

- Can be explained via a set of features (e.g. a CAT is a carnivore with fur, sharp claws, long tail, ...)
- Can be abstract (e.g. UNICORN)
- Can be composed to create more complex concepts (e.g. black cat = BLACK + CAT)

Lexical concepts

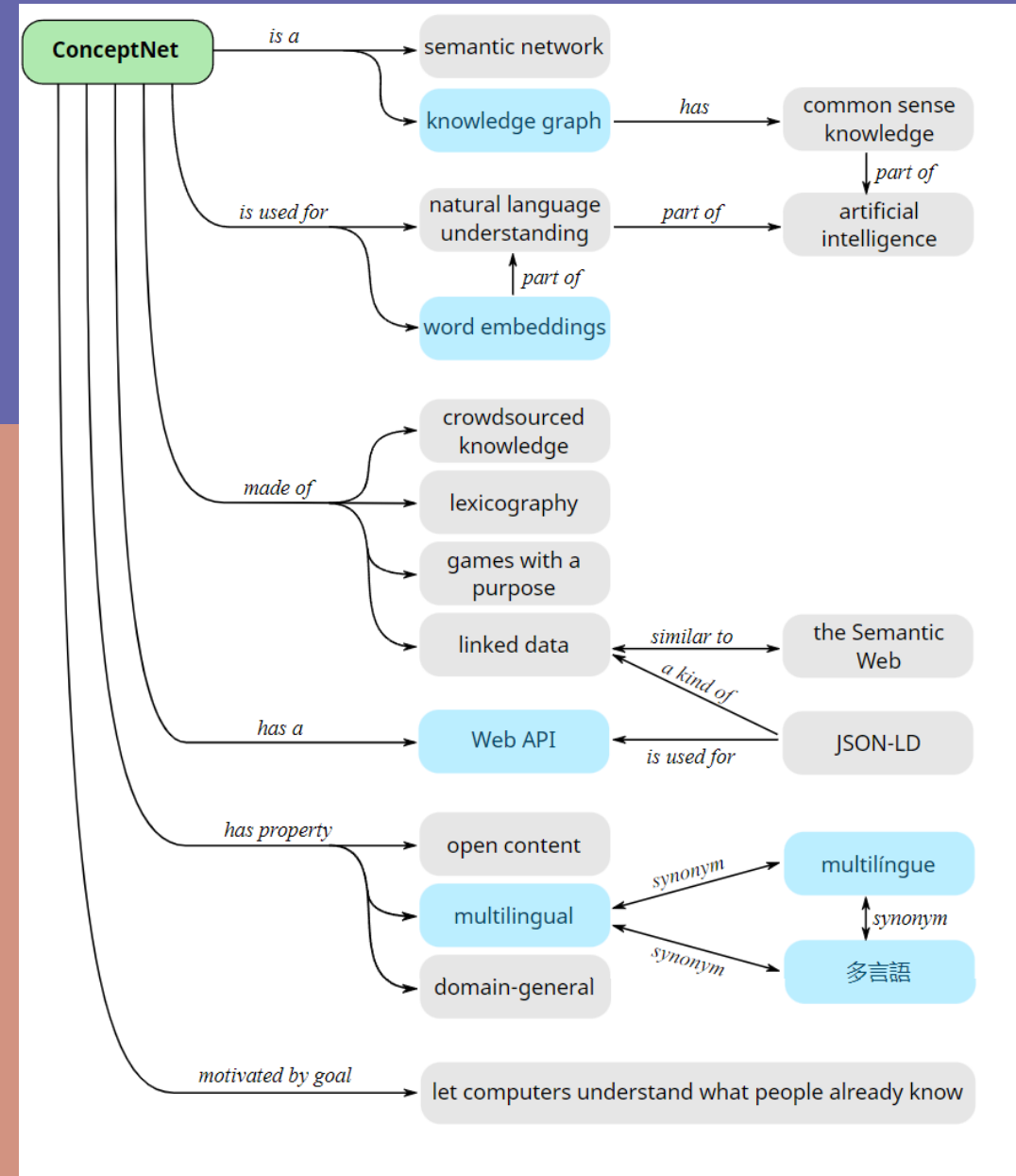
- Words to refer to ideas

# ConceptNet 5.5

<https://conceptnet.io/>

**Data Source:** crowdsourced + other sources like Wikis, OpenCyc  
**(Core) Languages:** English, French, Italian, German, Spanish, Russian, Portuguese, Japanese, Dutch, Chinese

**Use:** [python package](#), [AWS](#), [raw data](#)





# NELL

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

**Data Source:** web crawling

**Languages:** English

**Use:** [raw data](#)

Recently-Learned Facts [twitter](#) Refresh

instance	iteration	date learned	confidence		
<a href="#">the_net_tv_show</a> is a <a href="#">TV show</a>	1111	06-jul-2018	99.9		
<a href="#">philippians_2_15_16</a> is an <a href="#">ethnic group</a>	1111	06-jul-2018	97.3		
<a href="#">preservation_meeting</a> is a <a href="#">perception action</a>	1111	06-jul-2018	95.4		
<a href="#">media_methods_magazine</a> is a <a href="#">magazine</a>	1111	06-jul-2018	99.8		
<a href="#">jane_williams</a> is a <a href="#">U.S. politician</a>	1111	06-jul-2018	100.0		
<a href="#">polo</a> is a sport <a href="#">taught in</a> the country <a href="#">__america</a>	1116	12-sep-2018	99.2		
<a href="#">burlington_international</a> is an attraction that <a href="#">will be fall</a> in city <a href="#">burlington</a>	1116	12-sep-2018	93.8		
<a href="#">andrew_jacobs</a> is a journalist that <a href="#">writes for</a> the publication <a href="#">times</a>	1112	24-jul-2018	98.4		
<a href="#">air_france</a> has <a href="#">acquired</a> <a href="#">netherlands</a>	1111	06-jul-2018	100.0		
<a href="#">la_voz</a> is a newspaper <a href="#">in the city</a> <a href="#">santa_barbara</a>	1116	12-sep-2018	100.0		

# WordNet 3.1

<https://wordnet.princeton.edu/>

**Use:** hierarchical dictionary of "cognitive synonyms"

**Data Source:** hand-crafted

**Languages:** English, but other have made similar efforts: <http://globalwordnet.org/>

Use: [nltk](#), [raw data](#)

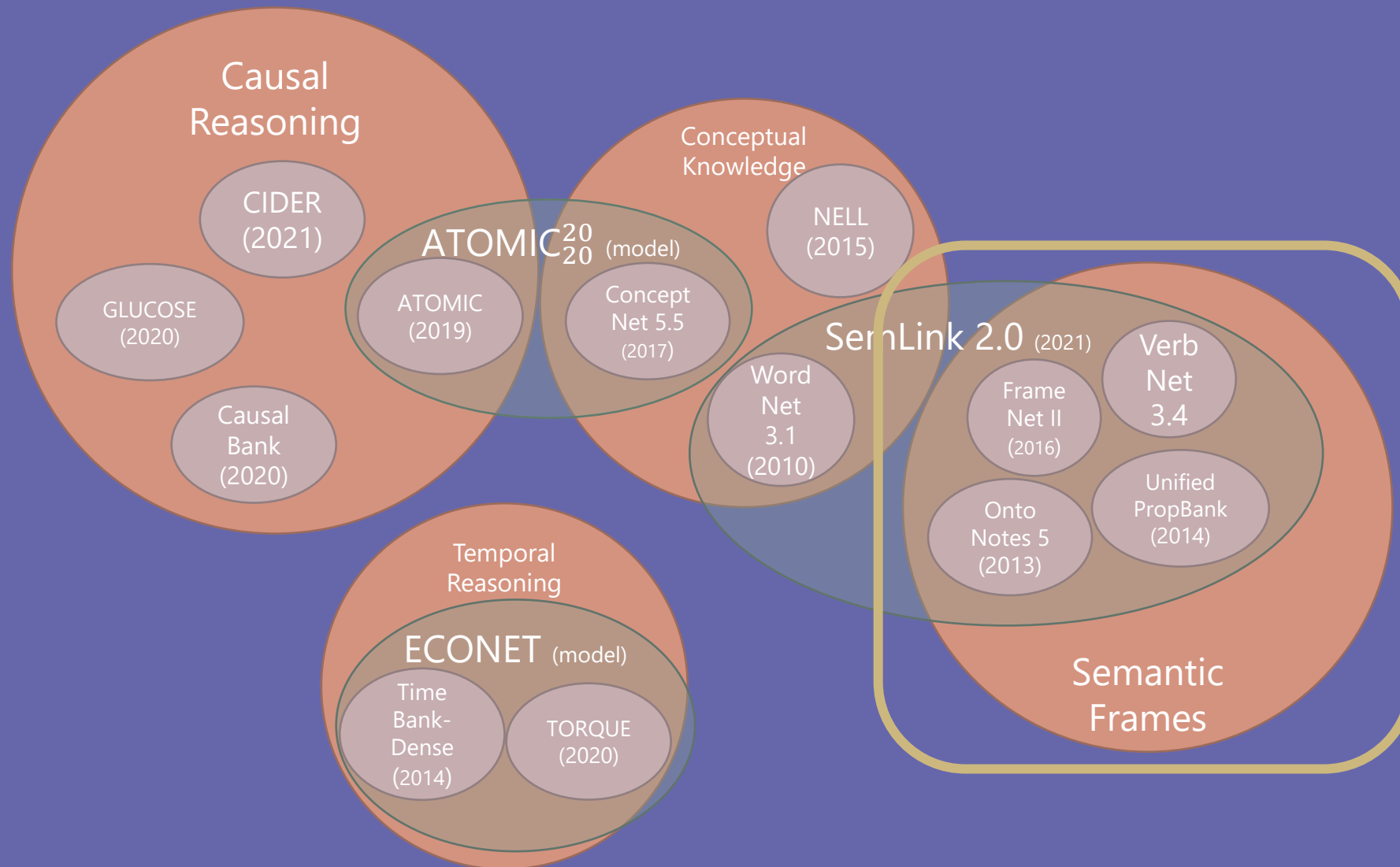
**Demo:** <http://wordnetweb.princeton.edu/perl/webwn>

## Noun

- **S: (n) dog**, [domestic dog](#), [Canis familiaris](#) (a member of the genus *Canis* (probably descended from the common wolf) that has been domesticated by man since prehistoric times; occurs in many breeds) "*the dog barked all night*"
  - [direct hyponym](#) / [full hyponym](#)
  - [part meronym](#)
  - [member holonym](#)
  - [direct hypernym](#) / [inherited hypernym](#) / [sister term](#)
    - **S: (n) canine**, [canid](#) (any of various fissiped mammals with nonretractile claws and typically long muzzles)
      - [direct hyponym](#) / [full hyponym](#)
      - [part meronym](#)
      - [member holonym](#)
      - [direct hypernym](#) / [inherited hypernym](#) / [sister term](#)
        - **S: (n) carnivore** (a terrestrial or aquatic flesh-eating mammal) "*terrestrial carnivores have four or five clawed digits on each limb*"
          - [derivationally related form](#)
  - **S: (n) domestic animal**, [domesticated animal](#) (any of various animals that have been tamed and made fit for a human environment)



# SEMANTIC FRAMES & PROPOSITIONS



# What is a semantic frame?

“people understand the meaning of words largely by virtue of the frames which they evoke”

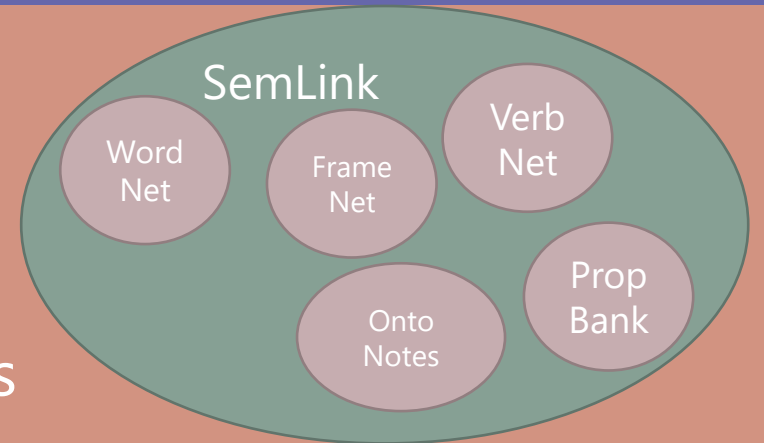
- Understanding words in context
- Based on recurring experiences

# SemLink/Unified Verb Index 2.0

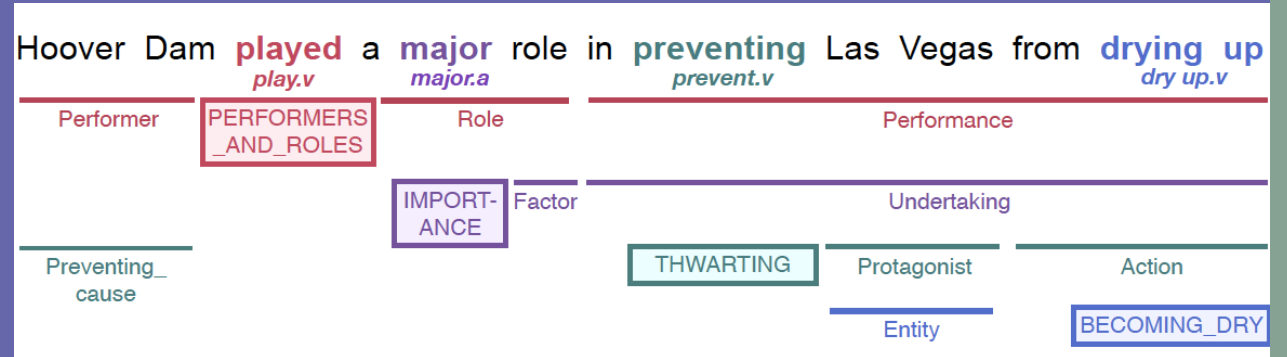
<https://github.com/cu-clear/semlink>

Combines 4 systems:  
VerbNet, PropBank, FrameNet, WordNet and OntoNotes

**Use:** above link



# FrameNet II



<https://framenet.icsi.berkeley.edu/fndrupal/>

**Data Source:** British National Corpus, US newswire, American National Corpus; annotated

**Languages:** English, global initiative: <https://www.globalframenet.org/>

**Use:** [Open-SESAME](#); [Raw data](#) needs to be requested

# VerbNet v3.4

<https://verbs.colorado.edu/verbnet/>

Verb classes based on Beth Levin (1993)

**Data Source:** hand-crafted

**Languages:** English

**Use:** [raw data](#), my code (will be provided in upcoming homework), [semparse](#)

**Demo:** [https://uvi.colorado.edu/uvi\\_search](https://uvi.colorado.edu/uvi_search)

The screenshot displays the VerbNet v3.4 interface. At the top left, a 'Full Class View' box shows a class hierarchy for 'get-13.5.1' and 'get-13.5.1-1'. To the right, 'Member Verb Lemmas' are listed in a grid: ATTAIN, BOOK, BUY, CALL, CATCH, CHARTER, CHOOSE, FIND, GATHER, HIRE, LEASE, ORDER, PHONE, PICK, PLUCK, PROCURE, PULL, REACH, RENT, RESERVE, TAKE, WIN. Below this, 'Roles' are listed: Agent [+animate | +organization], Theme, Source [+concrete], Beneficiary [+animate | +organization], and Asset [-location & -region]. The 'Frames' section shows a table with the following entries: NP V NP (highlighted), NP V NP PP.source, NP V NP PP.beneficiary, NP V NP.beneficiary NP, NP V NP PP.asset, NP.asset V NP, and NP V NP PP.source NP.asset. To the right of the frames, an 'EXAMPLE:' shows the sentence 'Carmen bought a dress.' with a 'SHOW DEPENDENCY PARSE TREE' button. Below the example, 'SYNTAX:' is shown as 'Agent VERB Theme' with a note 'Syntax of this frame (NP V NP) with roles'. 'SEMANTICS:' includes 'HAS\_POSSESSION(e1, ?Source, Theme)', '→ HAS\_POSSESSION(e1, Agent, Theme)', 'TRANSFER(e2, Agent, Theme, ?Source)', 'CAUSE(e2, e3)', 'HAS\_POSSESSION(e3, Agent, Theme)', and '→ HAS\_POSSESSION(e3, ?Source, Theme)'. A vertical purple bar on the right side of the semantics section is labeled 'Predicates'.

K. Kipper Schuler, "VerbNet: A Broad-Coverage, Comprehensive Verb Lexicon," University of Pennsylvania, 2005.

Levin, B. (1993) "English Verb Classes and Alternations: A Preliminary Investigation", University of Chicago Press, Chicago, IL.



# Unified\* PropBank

<http://proppbank.github.io/>

Proposition → true/false statement

**Data Source:** hand-crafted; added to PennTreebank

**Languages:** English, Hindi, Chinese, Arabic, Finnish, Portuguese, Basque, Turkish (Plus a way to map English to different languages)

**Use:** [raw data](#)

\*semantic propositions regardless of part of speech (e.g. create & creation)

Martha Palmer, Dan Gildea, Paul Kingsbury, The Proposition Bank: A Corpus Annotated with Semantic Roles *Computational Linguistics Journal*, 31:1, 2005.  
Claire Bonial, Julia Bonn, Kathryn Conger, Jena Hwang and Martha Palmer (2014) PropBank: Semantics of New Predicate Types. *The 9th edition of the Language Resources and Evaluation Conference*. Reykjavik, Iceland.

**Event relation: Offer**

25. **Predicate:** *offer-verb*  
**Roleset id:** offer.01 transaction  
**Roles:** Arg0: entity offering  
Arg1: commodity  
Arg2: price  
Arg3: benefactive or entity offered to  
**Example:** *He offered to buy the house.*

26. **Predicate:** *offer-noun*  
**Roleset id:** offer.01 transaction  
**Roles:** Arg0: entity offering  
Arg1: commodity  
Arg2: price  
Arg3: benefactive or entity offered to  
**Example:** *His offer to buy the house...*  
*He made an offer to buy the house.*

27. **UNIFIED ROLESSET**  
**Predicate aliases:** *offer-verb, offer-noun*  
**Roleset id:** offer.01 transaction  
**Roles:** Arg0: entity offering  
Arg1: commodity  
Arg2: price  
Arg3: benefactive or entity offered to  
**Example:** *He offered to buy the house.*  
*His offer to buy the house..*  
*He made an offer to buy the house.*

```
(o / offer-01
  :ARG0 (h2 / he)
  :ARG1 (b2 / buy-01
    :ARG0 h2
    :ARG1 (h3 / house)))
```

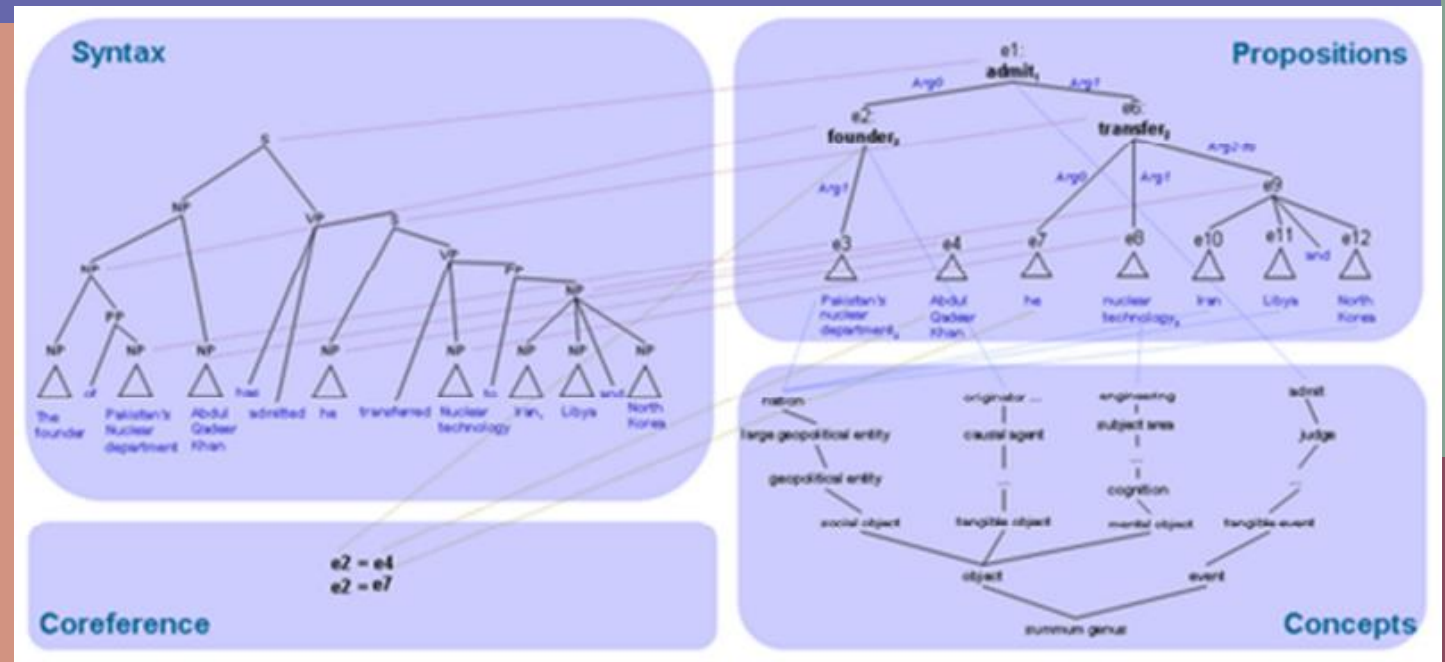
# OntoNotes 5.0

<https://catalog.ldc.upenn.edu/LDC2013T19>

**Data Source:** news, telephone conversations, blogs, talk shows, etc.

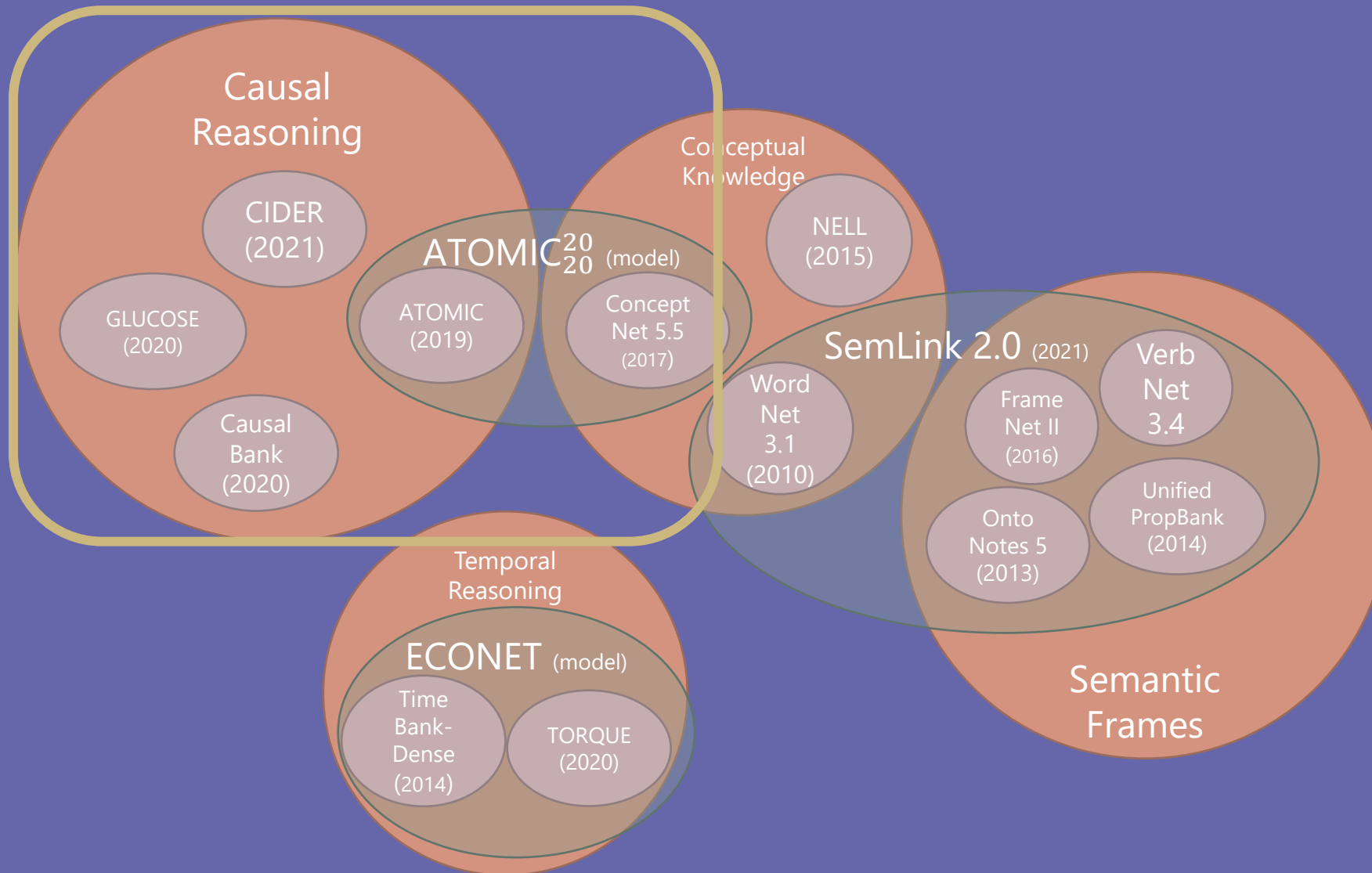
**Languages:** English, Chinese, Arabic

**Use:** raw data (same link)





# CAUSAL ORDERINGS



# RECAP: CAUSAL VS PROBABILISTIC ORDERINGS

## CAUSAL

Occur because of one another

Example:

I pour dog food in my dog's bowl.

My dog eats dog food.

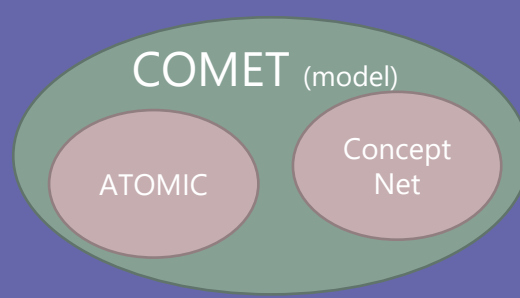
## PROBABILISTIC

Occur frequently together (not necessarily because they had to)

Example:

I pour dog food in my dog's bowl.

I pet my dog.



# (COMET)-ATOMIC<sup>20</sup><sub>20</sub>

<https://github.com/allenai/comet-atomic-2020>

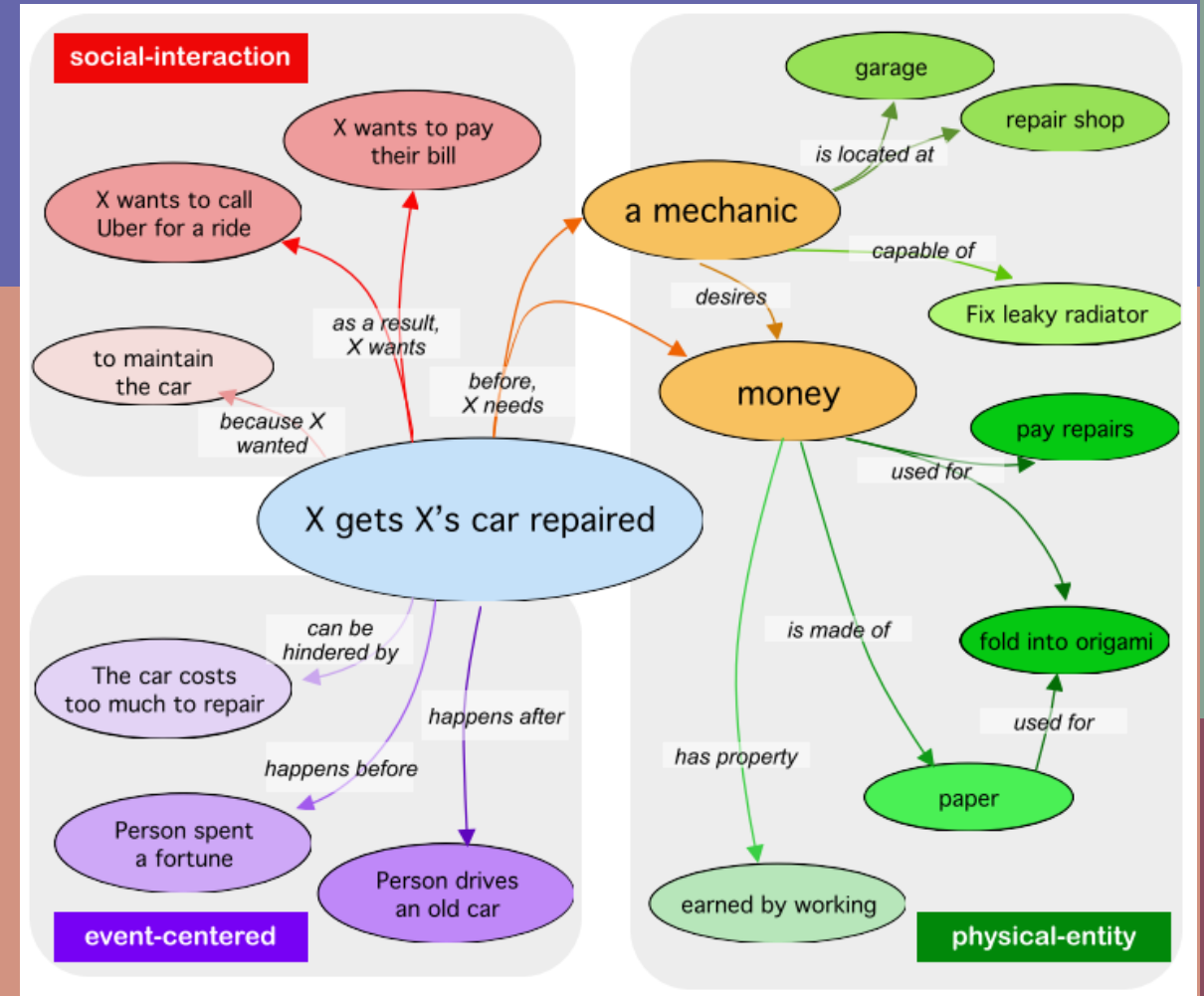
GPT-3 COMET With ConceptNet + ATOMIC

**Data Source:** crowdsourcing

**Languages:** English

**Use:** above link

**Demo:** [https://mosaickg.apps.allenai.org/kg\\_atomic2020](https://mosaickg.apps.allenai.org/kg_atomic2020)



# GLUCOSE

<https://github.com/ElementalCognition/glucose>

Causal relations within ROCStories

**Data Source:** crowdsourcing

**Languages:** English

**Use:** above link

Dimension	Semi-structured Specific Statement and Inference Rule: antecedent <i>connective</i> consequent
1: Event that directly causes or enables $X$	<p>A car turned in front of him Causes/Enables Gage turned his bike subject verb preposition object subject verb object</p> <p>Sth<sub>A</sub> turns in front of Sth<sub>B</sub> (that is Someone<sub>A</sub>'s vehicle) Causes/Enables Someone<sub>A</sub> turns Sth<sub>B</sub> away from Sth<sub>A</sub> subject verb preposition object subject verb object1 preposition object2</p>
2: Emotion or basic human drive that motivates $X$	<p>Gage wants safety Causes/Enables Gage turned his bike subject verb object subject verb object</p> <p>Someone<sub>A</sub> wants safety Causes/Enables Someone<sub>A</sub> moves away from Something<sub>A</sub> (that is dangerous) subject verb object subject verb preposition object</p>
3: Location state that enables $X$	<p>Gage was close to a car Enables Gage turned his bike away from the car subject verb preposition object subject verb object1 preposition object2</p> <p>Someone<sub>A</sub> is close to Something<sub>A</sub> Enables Someone<sub>A</sub> moves away from Something<sub>A</sub> subject verb preposition object subject verb preposition object</p>
4: Possession state that enables $X$	<p>Gage possesses a bike Enables Gage turned his bike subject verb object subject verb object</p> <p>Someone<sub>A</sub> possesses Something<sub>A</sub> Enables Someone<sub>A</sub> moves Something<sub>A</sub> subject verb object subject verb object</p>
5: Other attributes enabling $X$ : N/A (the dimension is not applicable for this example)	
6: Event that $X$ directly causes or enables	<p>Gage turned his bike Causes/Enables He fell off his bike subject verb object subject verb object</p> <p>Someone<sub>A</sub> turns Sth<sub>B</sub> (that is Someone<sub>A</sub>'s vehicle) Causes/Enables Someone<sub>A</sub> falls off Sth<sub>B</sub> subject verb object subject verb object</p>
7: An emotion that is caused by $X$ : N/A	
8: A change in location that $X$ results in	<p>Gage turned his bike away from the car Results in Gage was further from the car subject verb object1 preposition object2 subject verb object1 preposition object2</p> <p>Someone<sub>A</sub> moves away from Something<sub>A</sub> Results in Someone<sub>A</sub> is further from Something<sub>A</sub> subject verb preposition object subject verb preposition object</p>

# CausalBank

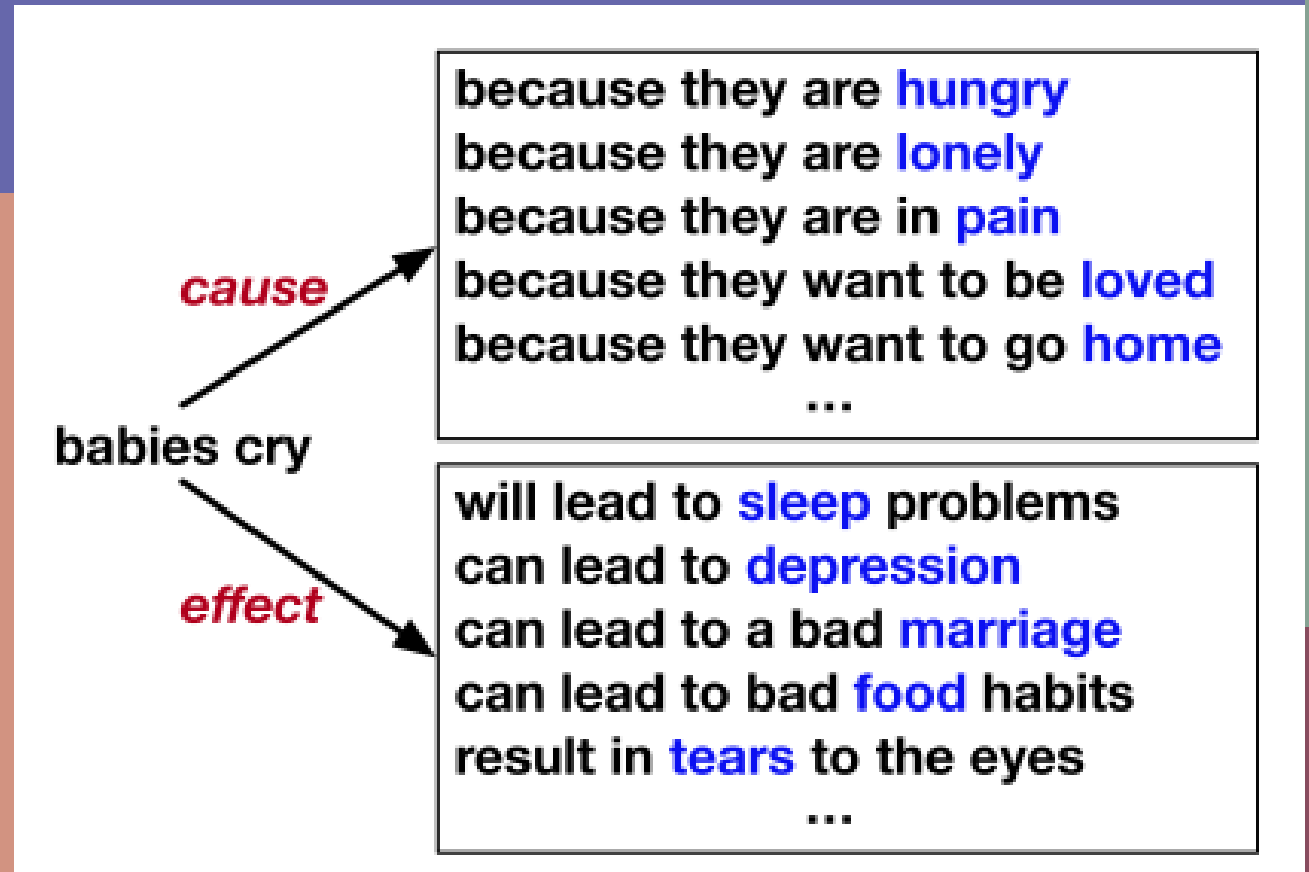
<https://nlp.jhu.edu/causalbank/>

Large, graph-based cause & effect

**Data Source:** Common Crawl  
Corpus

**Languages:** English

**Use:** [raw data](#), [COD3S](#)





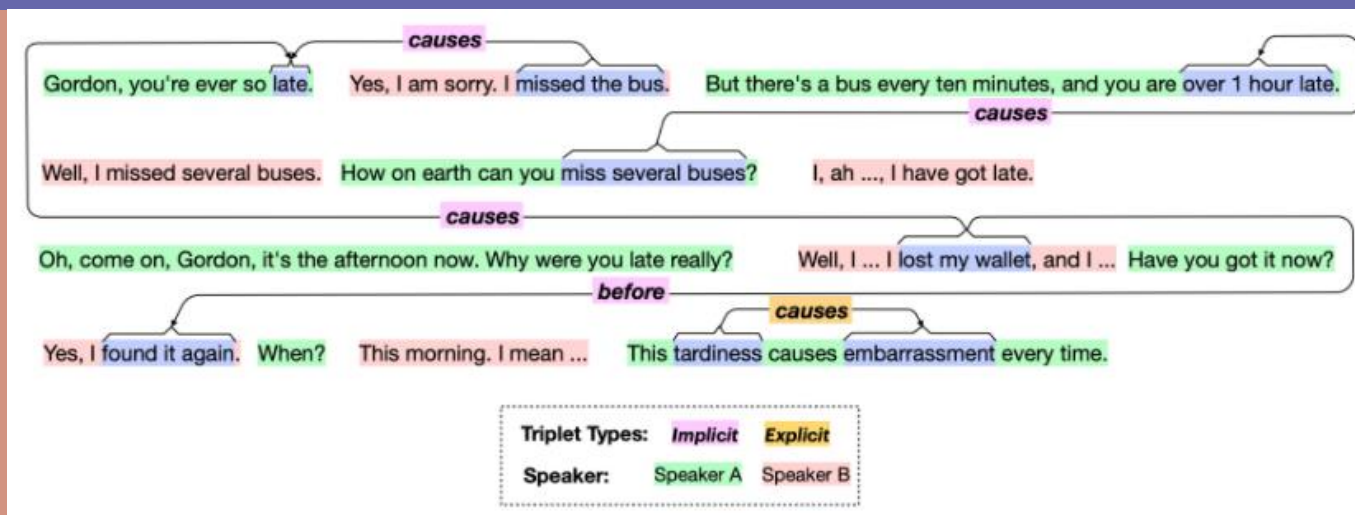
# CIDER

<https://cider-task.github.io/cider/>

**Data Source:** annotated dyadic (2-person) dialogues

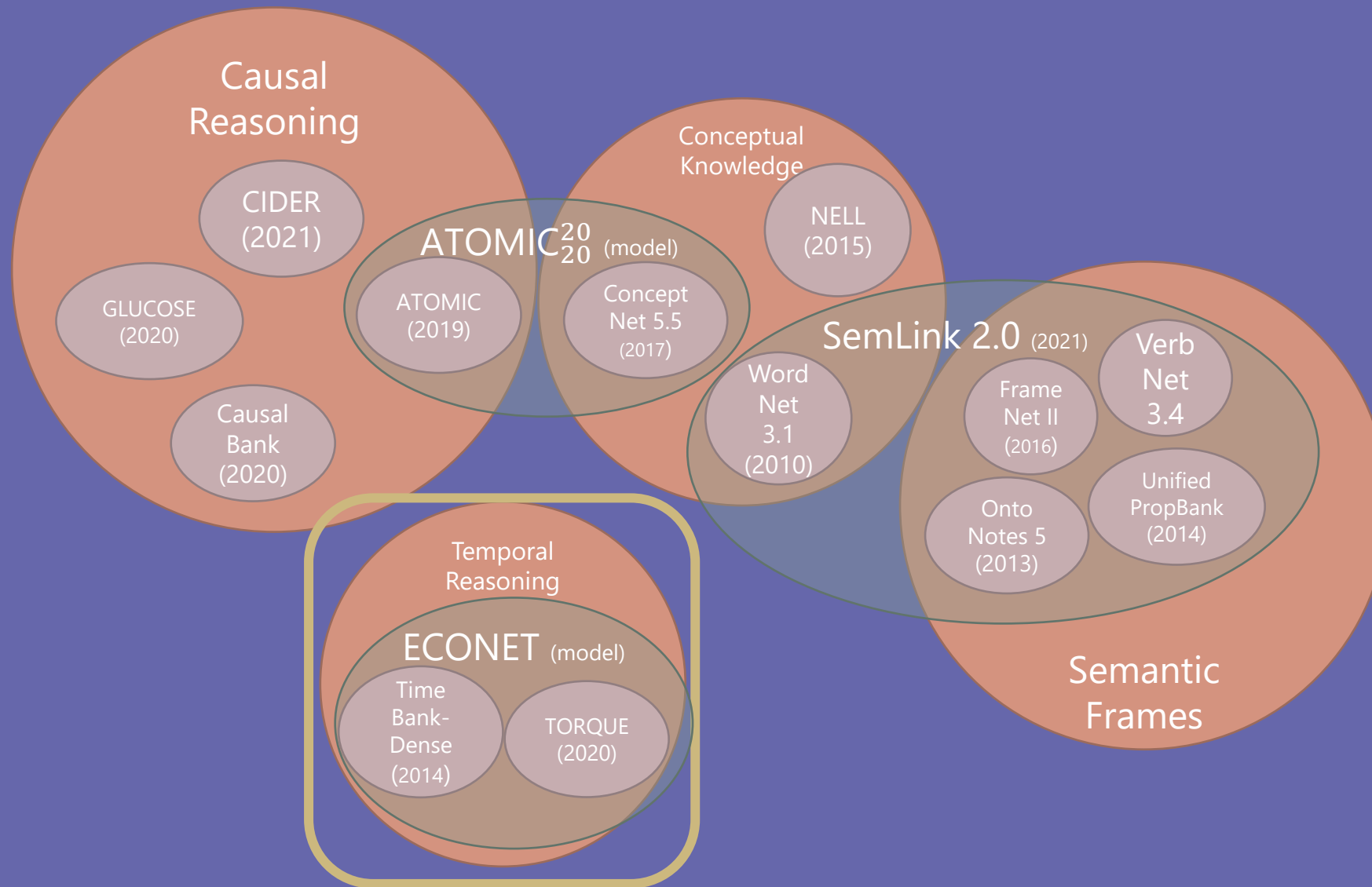
**Languages:** English

**Use:** [repo](#)



The background features a series of white, wavy lines that flow across the frame from left to right. These lines are composed of many thin, parallel strokes, creating a sense of motion and depth. The overall color palette is a gradient of blue, transitioning from a darker shade at the top to a lighter shade at the bottom.

# TEMPORAL ORDERINGS



# TORQUE

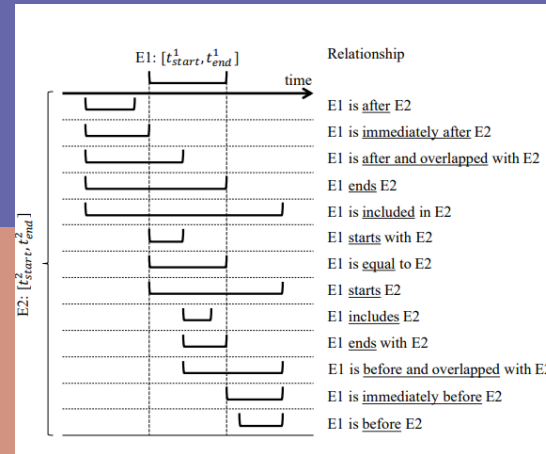
<https://allenai.org/data/torque>

Contains information about time span 

**Data Source:** crowdsourcing

**Languages:** English

**Use:** [raw data](#), [ECONET](#)



Heavy **snow** is **causing disruption** to **transport** across the UK, with heavy **rainfall bringing flooding** to the south-west of England. Rescuers **searching** for a woman **trapped** in a **landslide** at her home in Looe, Cornwall, **said** they had **found** a body.

**Q1: What events have already finished?**

A: **searching** trapped **landslide** **said** found

**Q2: What events have begun but has not finished?**

A: **snow** **causing** **disruption** **rainfall** **bringing** **flooding**

**Q3: What will happen in the future?**

A: No answers.

warm-up

**Q4: What happened before a woman was trapped?**

A: **landslide**

**Q5: What had started before a woman was trapped?**

A: **snow** **rainfall** **landslide**

**Q6: What happened while a woman was trapped?**

A: **searching**

**Q7: What happened after a woman was trapped?**

A: **searching** **said** found

User-provided

**Q8: What happened at about the same time as the snow?**

A: **rainfall**

**Q9: What happened after the snow started?**

A: **causing** **disruption** **bringing** **flooding** **searching** **trapped** **landslide** **said** found

**Q10: What happened before the snow started?**

A: No answers.

User-provided

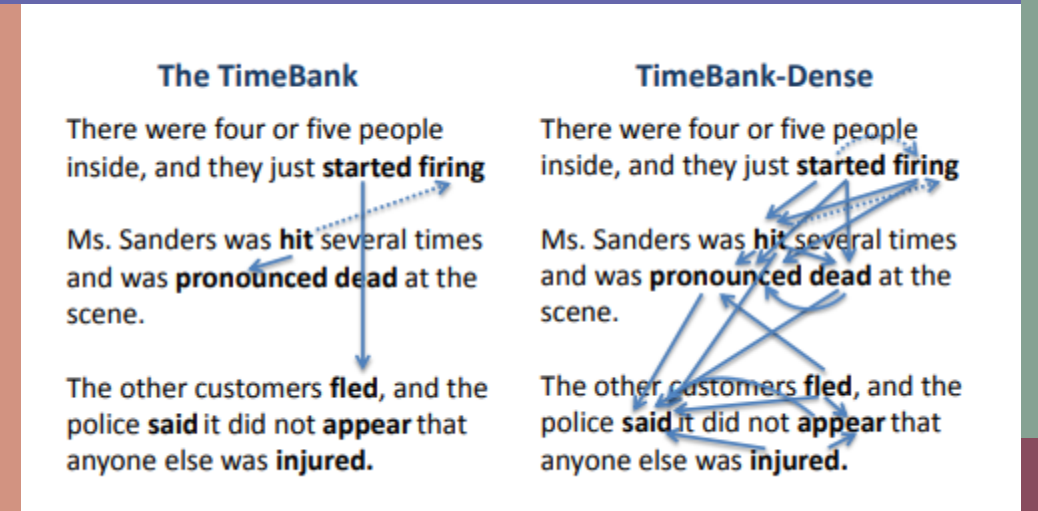
# TimeBank-Dense

<https://www.usna.edu/Users/cs/nchamber/caevo/>

**Data Source:** re-annotated TimeBank  
(news articles annotated)

**Languages:** English

**Use:** [CAEVO](#), [ECONET](#)





# SCHEMAS

# Schema

"a representation of a plan or theory in the form of an outline or model." (from [www.lexico.com/](http://www.lexico.com/))

- Holds a set of facts/information (extracted from input text using knowledge representation)
- Can be used to capture the state of a fictional world and be updated when the fictional world changes (can be changed over time)

# Using VerbNet

**Jen** sent the **book** to **Remy** from **Atlanta**.

ROLES **Agent**                      **Theme**   **Destination**   **Initial\_Location**

has\_location(e1, book, Atlanta)

do(e2, **Jen**)

cause(e2, e3)

motion(e3, book)

!has\_location(e3, book, Atlanta)

has\_location(e4, book, Remy)

**Initial\_Location** : location

**Theme** : concrete

**Agent** : animate or organization

PREDICATES

SELECTIONAL RESTRICTIONS



# Pre-Conditions and Effects

**Jen** sent the **book** to **Remy** from **Atlanta**.

Pre-Conditions

has\_location(e1, book, Atlanta)

do(e2, **Jen**)

cause(e2, e3)

motion(e3, book)

!has\_location(e3, book, Atlanta)

has\_location(e4, book, Remy)

Effects

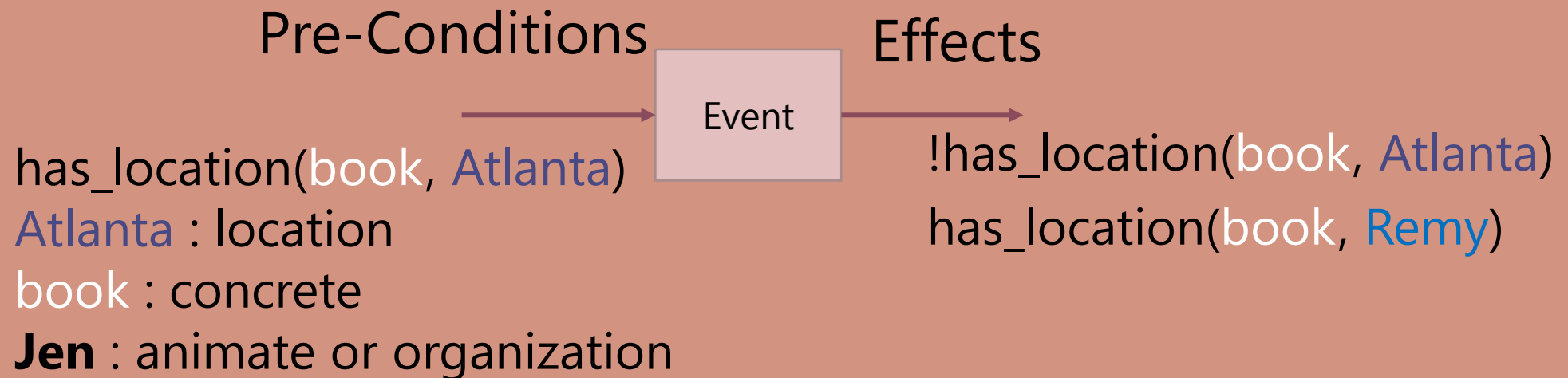
~~Atlanta : location~~

~~book : concrete~~

~~Jen : animate or organization~~

# Pre-Conditions and Effects

**Jen** sent the **book** to **Remy** from **Atlanta**.



# Resulting State Representation

**Jen** sent the **book** to **Remy** from **Atlanta**.

```
Atlanta : location  
book : concrete  
Jen : animate or organization  
!has_location(book, Atlanta)  
has_location(book, Remy)
```



What's the difference between a schema  
and a concept?

# What's the difference between a schema and a concept?

structured representation  
scope  
hypernym - hyponym  
**structure**  
**representation**  
dynamic vs static  
size  
meaning  
explicit - implicit



## IN-CLASS ACTIVITY

[https://interactive-fiction-class.org/in\\_class\\_activities/schemas/schemas.html](https://interactive-fiction-class.org/in_class_activities/schemas/schemas.html)

# Please fill out this mid-semester survey

<https://forms.gle/bQXZz3y8xzrU7wJ68>

Have a good spring break!