SlotGAN: Detecting Mentions in Text via Adversarial Distant Learning Extended Abstract*

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Abstract. Keywords: Information extraction \cdot Mention detection \cdot Distant supervision.

Introduction Detecting mentions of entities in text is a crucial component when solving the task of information extraction. An effective Mention Detection (MD) module is essential for downstream tasks such as named entity recognition [11,13], entity linking [14,1], and relation extraction [3,17]

Recent results on the use of neural networks trained via supervised learning show that the task can be solved successfully, provided enough labeled data [11,15,13]. However, obtaining such data often entails the use of costly domain expertise and a lengthy annotation process.

An alternative that addresses this issue is distant supervision, which encompasses a broad range of methods that in general, create labeled datasets automatically rather than through human annotators [9,5,16,8,10,4]. While distant supervision greatly reduces the cost of generating training data, additional noise is incorporated into the data, for example, in the form of false negatives (mentions of entities that are missed by the automatic annotation procedure, and are labeled as negatives).

SlotGAN Towards methods that reduce annotation costs, and also avoid training with false negatives, we propose SlotGAN: a method based on Generative Adversarial Networks (GANs, [2]) that only requires unlabeled text, and a list of entity names for training (also known as an *gazetteer*). SlotGAN consists of a generator network G that takes as input a sentence, and outputs a set of spans containing words that it deems as named entities. Furthermore, a discriminator D is in charge of determining whether a span of words comes from G, or from the gazetteer (see Fig. 1).

There are a number of challenges arising in SlotGAN that are usually not present in application of GANs. First, the spans extracted by the generator are

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Fig. 1. SlotGAN consists of a generator G that extracts spans from an input sentence, and a discriminator D that determines if a span was generated from G or from a gazetteer.

Table 1. Mention detection results evaluated via exact match precision (P), recall (R), and F1 score; and overlap metrics (preceded with O). The "Data" column indicates what is required to train the model in addition to a corpus.

Method	Data	Р	R	F1	OP	OR	OF1
String matching ACE [13] AutoNER [10] Unsupervised [7]	Gazetteer Gold labels Type dictionary Domain concepts	76.2 96.0 88.4 80.0	54.0 97.1 94.2 72.0	63.2 96.5 91.2 76.0	57.4 98.3 97.4	61.3 98.1 97.2	58.6 98.1 96.9
SlotGAN - no pretraining SlotGAN - pretrained	Gazetteer	$\begin{array}{c} 55.9\\ 60.1 \end{array}$	$66.1 \\ 71.1$	$\begin{array}{c} 60.6 \\ 65.2 \end{array}$	82.9 93.2	$\begin{array}{c} 79.5\\ 83.0 \end{array}$	82.9 84.7

discrete selections of words at the input, whose count is not known in advance. We design a mechanism based on Slot Attention [6] to group input words into distinct *slots* that represent a span. The second challenge is that of generating valid spans, which can also be empty if the input sentence does not contain any mentions. To address this, we randomly zero out spans from the gazetteer before passing them to the discriminator, and modify the training objective with a constraint that penalizes spans that are not contiguous.

Experimental results We evaluate the model on the CoNLL dataset for named entity recognition [12], and compare it with a string matching baseline, and supervised, distantly supervised, and unsupervised methods. Results are shown in Table 1. The overlap metrics show that when SlotGAN predicts a span, it overlaps well with gold labels. However, it does not perform well when evaluating exact boundary match. Furthermore, we observe that SlotGAN tends to generate more spans than actually present in the input sentence. This indicates that an additionaly filtering mechanism is likely to improve performance. Directions of future work include an error analysis of the architecture in the fully-supervised setting, and its applications as an end-to-end differentiable architecture for learning to extract spans for information extraction.

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