

Introduction

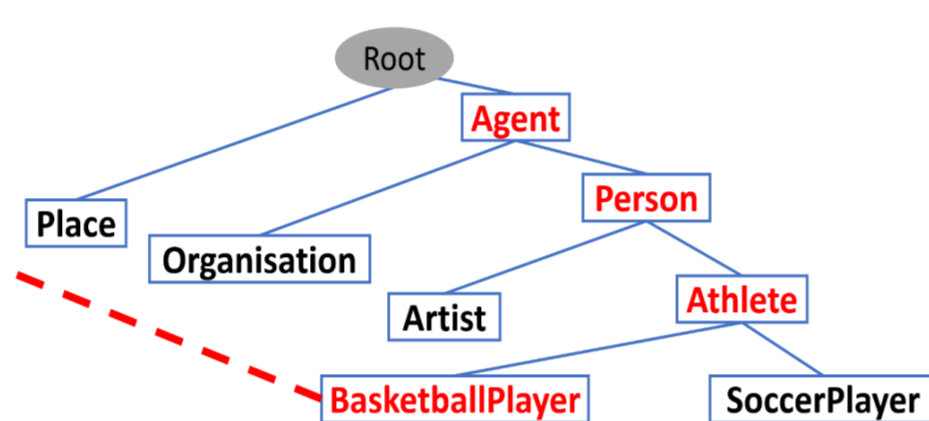
- In the real world, some large \mathcal{KB} s are lack of type information. Fine-grained entity typing aims at identifying semantic types of an entity in \mathcal{KB} . Existing methods suffer from two main problems:
 - ◆ Ignoring rich structural and partial-labeled information in \mathcal{KB} .
 - ◆ Requiring large scale corpus in which entity mentions are annotated.
- We propose **APE** model, which can fully utilize various kinds of information comprehensively. Our work benefits many real applications, such as relation extraction, entity linking and QA system.

Approach

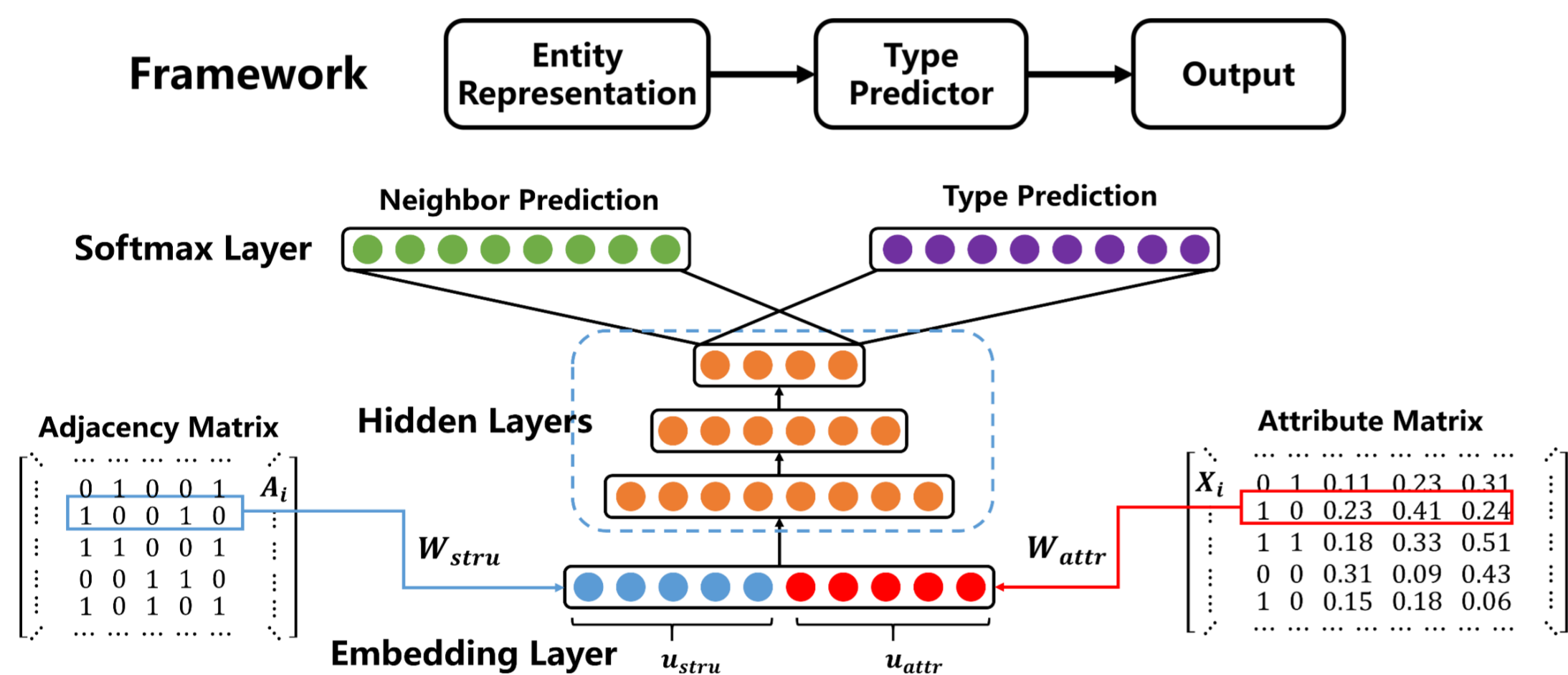
An Example in \mathcal{KB}

Entity	Description	Property	Category
Yao Ming	Yao Ming is a retired [Chinese] professional [basketball player] for the [Houston Rockets] of [National Basketball Association] (NBA).	born in	Shanghai, China
		Spouse	Ye Li
			Basketball players at the 2008 Summer Olympics
		Position	Basketball players from Shanghai

Type Hierarchy



APE Model



A general state-of-the-art architecture consists of two components:

- **Entity Representation**: It learns distributed representation $\vec{v}(e)$ for each entity in \mathcal{KB} (Attributed and Predictive embedding).
- **Type Predictor**: It learns a predict function P . $P(t|e)$ denotes the probability that entity e belongs to type t .

Various Kinds of Information

Three kinds of entity knowledge:

- **Entity Link Relation**: convert entities into a network structure, which reflects the overall structure of \mathcal{KB} .
- **Entity Attribute**: textual description, properties and categories.
- **Entity Type**: part of entities in \mathcal{KB} have been assigned with types, which are useful signals to infer missing type.

Entity Representation

Attributed Embedding

Information Fusion: We present a tower structure neural network model to integrate link structure and entity attributes.

Predictive Embedding

Type Prediction: For a labeled entity, we jointly predict its type and its neighbor entities in the entity network during training.

Type Hierarchy Modeling

Type Order: We define two kinds of type order to model the structure of taxonomy via *Learning to Rank* method.

Experiments

Datasets

We construct a dataset from DBpedia. For each entity, we use the single type-path assigned in DBpedia as the ground truth. Statistics of the dataset as follow:

Type	Entity	Link	Attribute		
			word	property	category
214	300,000	5,243,230	10,000	450	550

Metrics

We use Strict-F1, Mi-F1 and Ma-F1 to evaluate the performance.

Comparison Results

We compare APE with 8 state-of-the-art entity typing methods.

Type	Algorithm	Acc	Ma-F1	Mi-F1
Entity Typing	FIGMENT	0.463	0.619	0.628
	CUTE	0.515	0.673	0.677
	MuLR	0.501	0.654	0.662
	Corpus	0.488	0.662	0.659
	Global	0.457	0.608	0.615
Network Embedding	Planetoid	0.434	0.585	0.590
	ASNE	0.417	0.568	0.573
	PTE	0.352	0.512	0.518
Our Variants	APE _{no.type}	0.492	0.649	0.657
	APE _{no.hierarchy}	0.531	0.694	0.689
	APE	0.545	0.702	0.711

References

1. Liao et al. Attributed Social Network Embedding. TKDE 2018.
2. Yaghoobzadeh et al. Corpus-Level Fine-Grained Entity Typing. JAIR 2017.
3. Yang et al. Revisiting semi-supervised learning with graph embeddings. ICML 2016.
4. Ren et al. AFET: Automatic Fine-Grained Entity Typing by Hierarchical Partial-Label Embedding. EMNLP 2016.