## Augmenting Low-Resource Text Classification with Graph-Grounded Pre-training and Prompting

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Outline

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Methodology

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samples

#### Low-resource multi-task text classification



Many tasks and each task is a different text classification task

3



### Text data are grounded on network structures



- Text data are frequently grounded on **network structures**
- Graph structures expose valuable relationships
- **GNNs** are designed to learn from graph structures



#### Challenges and present work

Q1: How do we capture **finegrained textual** semantics, while leveraging **graph structure** information jointly? We propose a graph-grounded contrastive pre-training, to maximize the alignment between text and graph representations based on three types of graph interaction.

Q2: How do we **augment** lowresource multi-task text classification given a jointly pretrained **graph-text** model?

We propose a novel approach of "prompting" a jointly pre-trained graphtext model instead of fine-tuning it.



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- Consider a set of documents D, which is grounded on a graph G such that each document d<sub>i</sub> is a node v<sub>i</sub> in the graph
- Documents are linked via edges

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- Each node  $v_i$  is also associated with a feature vector  $X_i$
- Each document/node has a class label





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Overall framework of G2P2. (a) During pre-training, it jointly trains a text and a graph encoder through three contrastive strategies. (b) During testing, it performs prompt-assisted zero- or few-shot classification



#### Preliminary: prompt learning

 Prompt learning in NLP: the process of formulating effective prompts or instructions to guide pre-trained language models to generate desired outputs.



Figure from [1]



### Our proposed graph-grounded contrastive pre-training



 Learn a dual-modal embedding space jointly training a text encoder and graph encoder through 3 contrastive strategies.

(a) Graph-grounded contrastive pre-training

## Graph-grounded contrastive pre-training

#### **Dual-encoders**



(6)

The translation ...

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- 1. Text-encoder: a transformer
  - $\mathbf{t}_i = \Phi_T(d_i; \theta_T)$
- 2. Graph-encoder: a GCN

$$\mathbf{z}_i = \Phi_Z(v_i; \theta_G)$$



#### Text-node interaction

<u>ے</u>	Text-node interaction						
• •	<b>z</b> <sub>1</sub>	$\mathbf{z}_1 \mathbf{t}_1$	$\mathbf{z}_1 \mathbf{t}_2$		$\mathbf{z}_1 \mathbf{t}_6$		
• Prce	<b>z</b> <sub>2</sub>	$\mathbf{z}_2 \mathbf{t}_1$	$\mathbf{z}_2\mathbf{t}_2$		<b>z</b> <sub>2</sub> <b>t</b> <sub>6</sub>		
• he	•						
irap •	<b>z</b> <sub>6</sub>	$\mathbf{z}_6 \mathbf{t}_1$	$\mathbf{z}_6 \mathbf{t}_2$		$\mathbf{z}_6 \mathbf{t}_6$		
U							
		<b>t</b> <sub>1</sub>	<b>t</b> <sub>2</sub>	•••	<b>t</b> <sub>6</sub>		
		•	<b>≜</b>	<b>A</b>	<b>▲</b>		
		Т	Text encoder				

- Graph-grounded texts naturally implies a bijection between nodes and texts
- Predict the **text** of a document **matches** which **node** in the graph.
- Given n documents and the corresponding n nodes, there are n^2 possible document node pairs
- Only n pairs with **i** = **j** are true matching
- The remaining n^2-n pairs are false matching
- Maximize the cosine similarity of n matching pairs, while minimizing that of the n<sup>2</sup> – n unmatching pairs



#### **Text-summary interaction**



- Each document has a set of neighboring documents defined by graph topology
- The neighboring documents are a **summary** of the target document
- Employ a simple **mean** pooling to generate the summary embedding

$$\mathbf{s}_i = rac{1}{|\mathcal{N}_i|} \sum_{j \in \mathcal{N}_i} \mathbf{t}_j$$

 Align the text embedding and its corresponding summary text embedding



#### **Node-summary interaction**



- Neighborhood based summary s<sub>i</sub> for document d<sub>i</sub> also serves as a semantic description of node v<sub>i</sub>.
  - Align the node embedding z<sub>i</sub> and its neighborhood-based summary text embedding s<sub>i</sub>.



### **Overall pre-training objective**



- Integrate the three contrastive losses based on the text-node, text-summary and node-summary interactions
- Obtain a pre-trained model  $\theta^0$  consisting of the parameters of the **dual encoders**

$$\theta^{0} = \arg\min_{\theta_{T}, \theta_{G}} \mathcal{L}_{1} + \lambda(\mathcal{L}_{2} + \mathcal{L}_{3})$$
Hyperparameter



• Discrete prompt for zero-shot classification



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- Predict the class whose label text embedding has the highest similarity to the node embedding
  - Classification weights can be generated by the text encoder based on the class label texts

$$\mathbf{w}_y = \phi_T("\texttt{prompt} [\texttt{CLASS}]"; \theta_T^0)$$

e.g., "A paper of " label text, e.g., "NLP"

Class distribution is predicted as

$$p(y \mid \mathbf{z}_i) = \frac{\exp\left(\langle \mathbf{z}_i, \mathbf{w}_y \rangle\right)}{\sum_{y=1}^N \exp\left(\langle \mathbf{z}_i, \mathbf{w}_y \rangle\right)}$$
cosine similarity



### Graph-grounded prompt tuning



- Discrete prompts are difficult to optimize.
- Resort to prompt tuning, substituting discrete prompts with learnable continuous vectors, while keeping the parameters of PLM frozen
- Instead of a sequence of **discrete tokens**, we use a sequence of **continuous embeddings**

$$\mathbf{w}_y = \phi_T([\mathbf{h}_1, \cdots, \mathbf{h}_M, \mathbf{h}_{\mathsf{CLASS}}]; \theta_T^0)$$

- We initialize the prompt embeddings with graph contexts.
- A node  $v_i$  and its neighbor set  $\{v_j | j \in \mathcal{N}_i\}$  are collectively called the graph contexts of  $v_i$ .



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#### Datasets

#### Table 1: Statistics of datasets.

Dataset	Cora	Art	Industrial	M.I.
# Documents	25,120	1,615,902	1,260,053	905,453
# Links	182,280	4,898,218	3,101,670	2,692,734
# Avg. doc length	141.26	54.23	52.15	84.66
# Avg. node deg	7.26	3.03	2.46	2.97
# Classes	70	3,347	2,462	1,191





Cora is a collection of research papers

Art, Industrial and Music Instruments (M.I.) are 3 Amazon review datasets



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		Cora		Art		Industrial		M.I.	
		Accuracy	Macro-F1	Accuracy	Macro-F1	Accuracy	Macro-F1	Accuracy	Macro-F1
the terms -	GCN	$41.15 \pm 2.41$	$34.50 \pm 2.23$	22.47±1.78	$15.45 \pm 1.14$	21.08±0.45	$15.23 \pm 0.29$	$22.54 \pm 0.82$	$16.26 \pm 0.72$
	SAGE <sub>sup</sub>	$41.42 \pm 2.90$	$35.14 \pm 2.14$	$22.60 \pm 0.56$	$16.01 \pm 0.28$	$20.74 \pm 0.91$	$15.31 \pm 0.37$	$22.14 \pm 0.80$	$16.69 \pm 0.62$
	TextGCN	$59.78 \pm 1.88$	$55.85 \pm 1.50$	$43.47 \pm 1.02$	$32.20 \pm 1.30$	$53.60 \pm 0.70$	$45.97 \pm 0.49$	$46.26 \pm 0.91$	$38.75 \pm 0.78$
	GPT-GNN	$76.72 \pm 2.02$	$72.23 \pm 1.17$	$65.15 \pm 1.37$	$52.79 \pm 0.83$	62.13±0.65	$54.47 \pm 0.67$	67.97±2.49	$59.89 \pm 2.51$
	DGI	<u>78.42</u> ±1.39	$74.58 \pm 1.24$	$65.41 {\pm} 0.86$	$53.57 \pm 0.75$	52.29±0.66	$45.26 \pm 0.51$	$68.06 \pm 0.73$	$60.64 {\pm} 0.61$
	SAGE <sub>self</sub>	$77.59 \pm 1.71$	$73.47 \pm 1.53$	$76.13 {\pm} 0.94$	$65.25 \pm 0.31$	$71.87 \pm 0.61$	$65.09 \pm 0.47$	$77.70 \pm 0.48$	$70.87 \pm 0.59$
tot 1912	BERT	$37.86 \pm 5.31$	$32.78 \pm 5.01$	46.39±1.05	$37.07 \pm 0.68$	54.00±0.20	$47.57 \pm 0.50$	$50.14 \pm 0.68$	$42.96 \pm 1.02$
	BERT*	$27.22 \pm 1.22$	$23.34 \pm 1.11$	$45.31 {\pm} 0.96$	$36.28 \pm 0.71$	$49.60 \pm 0.27$	$43.36 \pm 0.27$	$40.19 \pm 0.74$	$33.69 {\pm} 0.72$
	RoBERTa	$62.10 \pm 2.77$	$57.21 \pm 2.51$	$72.95 \pm 1.75$	$62.25 \pm 1.33$	$76.35 \pm 0.65$	$70.49 {\pm} 0.59$	$70.67 \pm 0.87$	$63.50 \pm 1.11$
	RoBERTa*	$67.42 \pm 4.35$	$62.72 \pm 3.02$	$74.47 \pm 1.00$	$63.35 \pm 1.09$	$77.08 \pm 1.02$	$71.44 {\pm} 0.87$	$74.61 \pm 1.08$	$67.78 \pm 0.95$
	P-Tuning v2	$71.00 \pm 2.03$	66.76±1.95	$76.86 \pm 0.59$	<u>66.89</u> ±1.14	<u>79.65</u> ±0.38	$\underline{74.33}\pm0.37$	$72.08 \pm 0.51$	$65.44 \pm 0.63$
C. C.	G2P2-p	79.16±1.23	74.99±1.35	$79.59 {\pm} 0.31$	$68.26 \pm 0.43$	80.86±0.40	74.44±0.29	$81.26 \pm 0.36$	$74.82 {\pm} 0.45$
メな	G2P2	80.08*±1.33	<b>75.91</b> *±1.39	<b>81.03</b> *±0.43	<b>69.86</b> *±0.67	<b>82.46</b> *±0.29	76.36*±0.25	<b>82.77</b> *±0.32	<b>76.48</b> *±0.52
	(improv.)	(+2.12%)	(+1.78%)	(+5.43%)	(+4.44%)	(+3.53%)	(+2.7%)	(+6.53%)	(+7.92%)

 G2P2 outperforms the best baseline by around 3–7%, showing the advantage of our contrastive pre-training and graph grounded prompt tuning



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### Conclusion

#### **Key contributions**

- Addressed the problem of **low-resource multi-task text classification**;
- Proposed G2P2, consisting of **three graph interaction-based** contrastive strategies in pretraining, and a **prompting** mechanism for the jointly pre-trained graph-text model in downstream classification.

#### **Limitations**

- The need of a graph to complement the texts
- Cannot do prompt tuning for zero-shot



(b) Graph-grounded prompt tuning (few-shot classification)

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Paper, code, data... <u>www.yfang.site</u>





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