



Rosette Entity Extractor Application Developer's Guide

Server Edition

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1. Introduction

1.1. Overview

Entities are the key actors in your text data: the organizations, people, locations, products, and dates mentioned in documents. Rosette uncovers these entities, delivering structure, clarity, and insight to your data with adaptability, easy deployment, and consistent accuracy and performance across a broad range of [languages \[5\]](#) and text genres.

Rosette Entity Extractor (REX) ingests text and identifies people, locations, and organizations, in addition to many other entity types including product, date/time, URL, and email. These entities can be used to add structured metadata to a document or in downstream natural language processing (NLP) tasks, such as extracting themes and ideas, sentiment analysis, and relationship extraction.

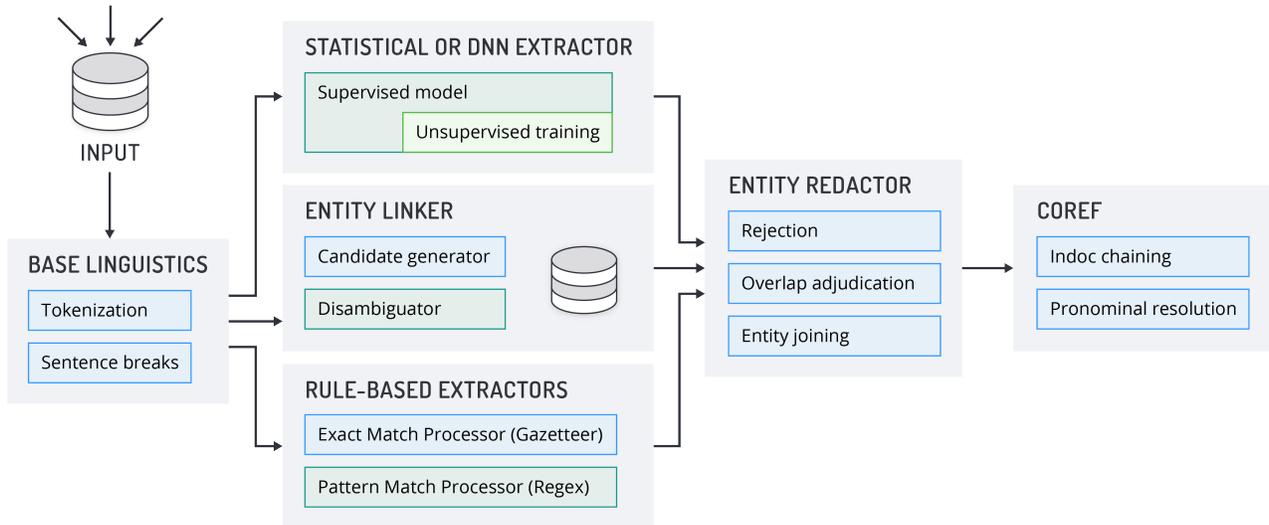
REX is deployed in Rosette Server as the `/entities` endpoint.

Entity Extraction REX comes with multiple entity extraction processors along with a linker processor to link entities to a knowledge base. In case of conflicting entities, a redactor decides which entity extraction result “wins.” REX has extensive customization features, including adding new entity patterns to the pattern-matching processor and new entity lists to the exact match processor. You can add a [custom processor \[26\]](#) to systematically process REX results. Numerous [configuration settings \[8\]](#) let you fit REX to your specific use case.

Entity Linking REX has an entity linking processor which can identify the real-world entities extracted from the text as well as disambiguating between different entities with the same name. Entity linking can determine not only that “Tim Cook” is a person, but it can also determine *who* “Tim Cook” is and disambiguate between multiple possibilities. For example, is he the CEO of Apple or a political science scholar? The entity linking processor looks at the context of each extracted entity to link entities against Wikidata. REX supports linking to other public knowledge bases as well as your organization's custom knowledge bases.

Adaptation & Customization REX gives you a good start, but as with any natural language processor, Basis Technology assumes you will need to adapt REX to your specific task for best results. There is a field training kit (FTK) to optimize REX's performance on your specific data or to add new entity types to the statistical model. The statistical model is context-sensitive, meaning it identifies entities based on the context it appears in and thus can find names of people even if the name has been misspelled. See [Customizing the Statistical Models with the FTK \[38\]](#). The FTK also enables you to perform [entity linking against your own entity knowledge base \[31\]](#).

1.2. Architecture



Basic Entity Extraction with REX:

1. Using Rosette base linguistics, REX processes plain text input into sentences and tokens.
2. Entities are extracted by running the tokens through the statistical processor or DNN, regexes, and gazetteers. If the linker is enabled, the tokens are also run through the linker processor to link entities to a knowledge base.
3. Reject regexes and gazetteers may remove entities from the output. Some adjacent entities may be combined by the joiner into a single result. The final entities are selected by running the extractor results through the redactor.
4. The final extracted entities are returned as output.

1.2.1. Processors for Entity Extraction

REX uses multiple complementary methods to identify entity mentions in the input text: statistical models, pattern matching, and exact matching. With REX version 7.32, we added a deep neural network model which is currently in beta. Pattern-matching and exact matching processors can run in parallel with the statistical or the deep neural network processors, but the statistical and deep neural network processors cannot be used simultaneously.

- **Statistical Processor:** The statistical processor that uses contextual features of the input to identify entities. Using computational linguistics, it has been trained on a body of annotated news stories to extract a variety of entities in a number of languages.
- **Pattern Matching Processor (regular expressions):** Regular expressions (regexes) are a good way to identify language-specific entities and generic entities that appear in a variety of languages. You can modify the standard regexes that we supply, and add your own regexes.
- **Exact Matching Processor (gazetteers):** Gazetteers (entity lists) return exact matches to a predefined list. The REX distribution includes gazetteers for each language and a number of entity types, and a cross-language gazetteer for corporation names (as the name of the corporation does not generally change when it enters international markets). You can modify the standard gazetteers that we supply and add your own gazetteers to extract new entities or entity types.

- **Deep Neural Network Processor:** This processor uses a model trained using a deep neural network. It is slower than the statistical processor, but has shown an error reduction of about 10% for English and Arabic and 30% for Korean, as measured by F-Score, for extracting person, location, organization, and titles. The model is trained on the same data as the statistical model. The model is based on an LSTM neural network and is backed by the TensorFlow library.

**NOTE**

The deep neural network processor is currently available in English, Arabic, Hebrew, and Korean.

- **Name Classifier Processor:** This processor predicts entity types for text that lacks the syntactic context of complete sentences. It can extract entities from structured text, such as list items and tables, which typically contains text fragments instead of full sentences.

Redaction: When two processors return the same or overlapping entities, the [redactor \[23\]](#) chooses an entity based on the length of the competing entity strings. You can also configure the redactor to choose which same-length mention to return based on entity type and/or processor.

1.2.2. Processors to Customize Results

These processors run on the extracted entities to further customize the results.

Joining: You can use a configuration file and the API to establish rules for joining adjacent entities into one (such as joining titles with personal names).

Rejections: You can define regexes and gazetteers to reject entities that otherwise may be returned.

Indoc Coref: In a single document, REX chains together mentions that refer to the same entity (i.e., in-document coreference).

1.2.3. Optional Functionality

Linker Processor: This processor extracts and links entity mentions to a knowledge base of known entities, each with a unique ID. This processor is disabled by default. REX is shipped with a prepackaged default knowledge base linking entity mentions to a Wikidata QID. You can replace the default entity knowledge base with a [custom knowledge base \[31\]](#).

**NOTICE**

Currently, the linker performs its own entity extraction and does NOT use entities found by the default entity extraction processors (statistical, pattern-matching, exact-matching). Therefore, the linker processor's entities will not necessarily match those from the default entity extraction processors.

Pronominal Resolver: REX tries to resolve pronouns with their antecedent entities. This processor is disabled by default. The pronominal resolver is only available for English.

1.3. Standard Entity Types

REX is pre-trained to extract the following entity types.

- **LOCATION**

- A city, state, country, region, or other location that contains both a population and a government.
- A geographic place such as a body of water, mountain, park, or address.
- A structure such as a building or monument.

- **ORGANIZATION**

- A corporation, institution, government agency, or other group of people defined by an established organizational structure.

- **PERSON**

- A human identified by name, nickname, or alias.

- **TITLE**

- Appellation associated with a person by virtue of occupation, office, birth, or as an honorific.

- **NATIONALITY**

- Reference to a country or region of origin, such as American or Swiss.

- **RELIGION**

- Reference to an organized religion or theology as well as its followers.

- **IDENTIFIER:CREDIT_CARDNUM**

- **IDENTIFIER:DISTANCE***

- **IDENTIFIER:EMAIL**

- **IDENTIFIER:LATITUDE_LONGITUDE***

- **IDENTIFIER:MONEY**

- **IDENTIFIER:CURRENCY_AMT** and **IDENTIFIER:CURRENCY_TYPE**

- If CURRENCY is enabled, MONEY extractions will be replaced with CURRENCY_AMT and CURRENCY_TYPE whenever possible (both AMT and TYPE can be extracted). If the extracted value cannot be split, MONEY may be extracted instead.
- To enable CURRENCY, set `regexCurrencySplit` to true. By default, it is set to false.

- **IDENTIFIER:PERSONAL_ID_NUM**

- **IDENTIFIER:PHONE_NUMBER**

- **IDENTIFIER:URL**

- **IDENTIFIER:UTM***

- Geographical coordinates, expressed with the Universal Transverse Mercator System.

- **TEMPORAL:DATE**
- **TEMPORAL:TIME**

Entity types marked with a * are not returned by default. Activate them by instructing REX to load the [supplemental regexes \[21\]](#) in each language's supplemental directory.

When the call includes `{"options": {"includeDBpediaTypes": true}}`, Rosette supports additional top-level entity types and over 700 additional types drawn from the [DBpedia \[30\]](#) ontology. Entity linking must be enabled to return DBpedia entity types.

1.4. Adding New Entity Types

There are several ways to train REX to extract entity types beyond the standard set.

1. [Create new gazetteers \[15\]](#) (i.e., entity lists).
2. [Create new regexes \[20\]](#) for entities that fit a pattern, such as telephone numbers.
3. [Retrain the statistical processor \[38\]](#) on your data to adapt it to the syntax and vocabulary of your text and domain with the FTK.



NOTE

The FTK is not included with the standard REX distribution but is free to any licensee of REX. Contact support@rosette.com to get the FTK package.



NOTE

The REX FTK is not currently available as a Rosette Server application. You can however, install the FTK outside of Rosette Server and use the models generated in Rosette Server environments.

1.5. Language Support

The following tables describe the entity types returned by the different REX processors for each supported language.

Key to processor used to identify each entity type:

- **S** = statistical processor
- **G** = exact matching processor (gazetteer)
- **R** = pattern matching processor (regex)
- **L** = entity linking available
- **D** = deep neural network processor

Statistical, Exact Match (Gazetteer) Extracted Entities, and Linked Entities

Language (ISO code)	Entity Type						
	LOC	ORG	PER	PROD	TTL	NAT	REL
Arabic <i>ara</i>	S/G/D/L	S/G/D/L	S/D/L	L	S	G	G
Chinese, Script-insensitive <i>zho</i>	S/G/L	S/G/L	S/L	L	S	G	G
Chinese, Simplified <i>zhs</i>	S/G/L	S/G/L	S/L	L	S	G	G
Chinese, Traditional <i>zhs</i>	S/G/L	S/G/L	S/L	L	S	G	G
Dutch <i>nld</i>	S/L	S/G/L	S/L	L	G		
English <i>eng</i>	S/G/L/D	S/R/G/L/D	S/L/D	S/L	S	G	G
French <i>fra</i>	S/L	S/G/L	S/L	L	S		
German <i>deu</i>	S/L	S/G/L	S/L	L	S		
Hebrew <i>heb</i>	S/L/D	S/G/L/D	S/L/D	L			
Hungarian <i>hun</i>	S/G/L	S/G/L	S/G/L	S/L	S		
Indonesian <i>ind</i>	S/G/L	S/G/L	S/L	L			
Italian <i>ita</i>	S/L	S/G/L	S/L	L	S		
Japanese <i>jpn</i>	S/L	S/G/L	S/L	L	S	G	G
Korean <i>kor</i>	S/D/L	S/G/D/L	S/D/L	L	S	G	G
Malay, Standard <i>zsm</i>	S/G/L	S/G/L	S/L	L			
Pashto <i>pus</i>	S/L	S/G/L	S/L	L	S		
Persian <i>fas</i>	S/L	S/G/L	S/L	L	G	G	G
Portuguese <i>por</i>	S/L	S/G/L	S/L	L	S		
Russian <i>rus</i>	S/L	S/G/L	S/L	L	S	G	G
Spanish <i>spa</i>	S/L	S/G/L	S/L	L	S		
Swedish <i>swe</i>	S/L	S/G/L	S/L	L	S	S/G	S/G
Urdu <i>urd</i>	S/L	S/G/L	S/L	L	G		
Vietnamese <i>vie</i>	S/L	S/L	S/L	L	G	G	G

The following entity types are not returned by default

Rule-based Extracted Entities

Language (ISO Code)	Entity Type										
	CC#	Dist ^a	EM	LATLNG ^a	MONEY/ CURRENCY	PERS ID	TEL#	URL	UTM ^a	DATE ^a	TIME
Arabic <i>ara</i>	R	R	R	R	R	R	R	R	R	R	R
Chinese, Script-insensitive <i>zho</i>	R	R	R	R	R	R	R	R	R	R	R
Chinese, Simplified <i>zhs</i>	R	R	R	R	R	R	R	R	R	R	R
Chinese, Traditional <i>zhs</i>	R	R	R	R	R	R	R	R	R	R	R
Dutch <i>nld</i>	R	R	R	R	R	R	R	R	R	R	R
English <i>eng</i>	R	R	R	R	R	R	R	R	R	R	R
French <i>fra</i>	R	R	R	R	R	R	R	R	R	R	R
German <i>deu</i>	R	R	R	R	R	R	R	R	R	R	R
Hebrew <i>heb</i>	R	R	R	R	R	R	R	R	R	R	R
Hungarian <i>hun</i>	R	R	R	R	R	R	R	R	R	R	R
Indonesian <i>ind</i>	R	R	R		R	R	R	R	R	R	R

Language (ISO Code)	Entity Type											
	CC#	Dist ^a	EM	LATLNG ^a	MONEY/ CURRENCY	PERS ID	TEL#	URL	UTM ^a	DATE ^a	TIME	
Italian <i>ita</i>	R	R	R	R	R	R	R	R	R	R	R	R
Japanese <i>jpn</i>	R	R	R	R	R	R	R	R	R	R	R	R
Korean <i>kor</i>	S	S/G	S		S	G	G					
Malay, Standard <i>zsm</i>	R	R	R		R	R	R	R	R	R	R	R
Pashto <i>pus</i>	R	R	R	R	R	R	R	R	R	R	R	R
Persian <i>fas</i>	R	R	R	R	R	R	R	R	R	R	R	R
Portuguese <i>por</i>	R	R	R	R	R	R	R	R	R	R	R	R
Russian <i>rus</i>	R	R	R	R	R	R	R	R	R	R	R	R
Spanish <i>spa</i>	R	R	R	R	R	R	R	R	R	R	R	R
Swedish <i>swe</i>	R	R	R	R	R	R	R	R	R	R	R	R
Urdu <i>urd</i>	R		R		R	R	R	R	R			
Vietnamese <i>vie</i>	R	R	R		R	R	R	R		R		R

2. Getting Started

Install Rosette Server as described in the *Rosette Server User Guide*.

2.1. Using the REX SDK in an OSGi Bundle



NOTE

These steps are only necessary when REX is configured to use linking.

The REX linker uses Java's `ServiceLoader` to dynamically discover and load connectors. This functionality does not work well when REX is embedded in an OSGi service bundle without additional configuration, and REX may fail on initialization. To use REX inside an OSGi bundle, we recommend Apache's SPI Fly, a reference implementation of the OSGi ServiceLoader Mediator specification. Follow these steps to configure your OSGi project for REX:

1. Visit <https://aries.apache.org/modules/spi-fly.html> and follow the instructions to include SPI Fly's Dynamic Weaving OSGi bundle and associated dependencies in your project by either using Maven to manage its dependency or by manually downloading and including them in your project.
2. Add the following lines to `MANIFEST.MF` file of the OSGi bundle that embeds the REX SDK:

```

Require-Capability: osgi.serviceloader;
filter:="(osgi.serviceloader=com.basistech.rosette.flinx.api.service.KnowledgeBaseVariantFactory)";
cardinality:=multiple,osgi.extender;
filter:="(osgi.extender=osgi.serviceloader.processor)",osgi.extender;
filter:="(osgi.extender=osgi.serviceloader.registrar)"
Provide-Capability: osgi.serviceloader;
osgi.serviceloader=com.basistech.rosette.flinx.api.service.KnowledgeBaseVariantFactory
SPI-Consumer: *
    
```

3. Configuring the Entity Extractor

The entity extraction endpoint (<https://localhost:8181/rest/v1/entities>) comes fully configured to extract entities. This guide explains how to modify the configuration of the extractor for your use case.

3.1. General Configuration Options

Parameter	Description	Default
rootDirectory	A REX root directory contains language models and necessary configuration files.	\${rex-root}
rblRootDirectory	The directory containing the RBL root for REX to use.	\${rex-root}/rbl-je
snapToTokenBoundaries	Regular expressions and gazetteers may be configured to match tokens partially independent from token boundaries. If true, reported offsets correspond to token boundaries.	true
maxEntityTokens	The maximum number of tokens allowed in an entity returned by Statistical Entity Extractor. Entity Redactor discards entities from Statistical Entity Extractor with more than this number of tokens.	8
customProcessors	Custom processors to add to annotators. See Creating Custom Processors [26] for more details on custom processors.	null
customProcessorClasses	Register a custom processor class.	null
excludedEntityType	Entity types to be excluded from extraction.	null
dataOverlayDirectory	An overlay directory [10] is a directory shaped like the <code>data</code> directory. REX will look for files in both the overlay directory and the root directory, using files from both locations. However, if a file exists in both places (as identified by its path relative to the overlay or root data directory), REX prefers the version in the overlay directory. If REX finds a zero-length file in the overlay directory, it ignores both that file and any corresponding file in the root data directory.	null
calculateSalience	If true, entity chain salience values are calculated. Can be overridden by specifying <code>calculateSalience</code> in the API call.	false
retainSocialMediaSymbols	The option to retain social media symbols ('@' and '#') in normalized output	false
keepEntitiesInInput	The option to keep existing annotated text entities.	false
structuredRegionsProcessingType	Configures how structured regions will be processed. It has three values: <code>none</code> , <code>nerModel</code> , and <code>nameClassifier</code> .	none
regexCurrencySplit	Determines if money values should be extracted as <code>MONEY</code> or <code>CURRENCY_AMT</code> and <code>CURRENCY_TYPE</code> . If true, REX tries to extract <code>CURRENCY</code> instead of <code>MONEY</code> .	false

3.2. Handling Structured Regions

The REX statistical model is trained to extract entities from unstructured text, where the model uses the syntactic context in sentences to help identify entities and entity types. But not all data is unstructured.

Often input documents contain some sections of structured text, such as tables and lists, along with the unstructured text. Structured text usually does not contain full sentences and is often missing the syntactic context that REX expects. This can lead to noisy results and false positives.

In addition to sentences and token, the Rosette Base Linguistics (RBL) processor identifies structured and unstructured regions. For structured regions, REX disables the statistical processor. The text in structured regions is still processed by the rule-based processors (gazetteers and regexes) and the linker. Additionally, for some languages, another extractor, the [name classifier \[15\]](#), can extract entities from structured regions of text.

By default, structured regions are processed the same as unstructured regions.

To change how structured text is processed, set `structuredRegionsProcessingType` in the `rex-factory-config.yaml` file. You can also set the value in the call as an option. It has three values:

- **none:** (default) Disables the statistical/DNN models from processing structured regions. When set to `none`, REX does not attempt to extract entities from structured regions using the statistical processor or DNN models. The rule-based extractors (gazetteers, regex) and the linker are used to process structured regions.
- **nerModel:** Processes the entire document as unstructured text. Structured regions are processed the same as unstructured regions.
- **nameClassifier:** Disables the statistical/DNN models from processing structured regions and enables the name classifier on the structured regions.

You can enable the Apache Tika processor to extract lists and tables for `contentUri` (HTML) input by setting the `enableStructuredRegion` option to `true` as the default in the `rex-factory-config.yaml` file or in the call as an option:

```
"options": {"enableStructuredRegion": true}
```

Some structured regions may contain enough syntactic context for the statistical/DNN models to accurately extract entities. You can set a minimum number of tokens required in a structured region to override the structured region processor setting. If the number of tokens in the region exceeds this minimum, the region will be processed with the statistical/DNN models. The default value is 0. With this default, all structured regions are processed as defined by the `structuredRegionsProcessingType`.

To set the minimum number of tokens, change the value of `RegionProcessingSentenceTokensMin` in the `rosette-factory-config.yaml` file.

3.3. Fragment Boundary Detector



NOTE

Disabling the fragment boundary detector will classify the entire text as unstructured. This has a similar effect to setting `structuredRegionsProcessingType` to `nerModel`.

REX detects entities within sentences. By default, REX uses a fragment boundary detector to identify structured regions, adding sentence boundaries at tabs, newlines, and multiple whitespace characters (such

as 3 or more spaces) in text fragments, such as lists and tables. This enables the detection of multiple entities in text fragments that do not form standard sentences. Consider the following text:

```
George Washington  
John Adams  
Thomas Jefferson
```

Without the fragment boundary detector, the statistical model identifies the preceding text as a single PERSON entity. With the fragment boundary detector, the statistical model identifies three separate PERSON entities.

Turn off the fragment boundary detector in the `rex-factory-config.yaml` file.

```
#Regular expressions and gazetteers may be configured to match tokens  
#partially independent from token boundaries. If true, reported offsets  
#correspond to token boundaries.  
snapToTokenBoundaries: false
```



NOTE

While the fragment boundary detector improves REX's performance on tables, lists, and other non-prose content, REX is, by design, tuned for prose and may not return high accuracy results on content with significant non-prose elements.

3.4. Overlay Data Directory

If your project has a set of unique data files that you would like to keep separate from other data files, you can put them in their own directory, also known as an overlay directory. This is an additional data directory, which takes priority over the default REX data directory.

The overlay directory must have the same directory tree as the provided `data` directory. If an overlay directory is set, REX searches both it and the default `data` directory.

- If a file exists in both places, the version in the overlay directory is used.
- If there is an empty file in the overlay directory, REX will ignore the corresponding file in the default `data` directory.
- If there is no file in the overlay directory, REX will use the file in the default directory.

To specify the overlay directory use:

1. Create an overlay directory:

```
<install-directory>/my-data
```

2. Add the overlay directory to the `rex-factory-config.yaml` file:

```
dataOverlayDirectory:  
  <install-directory>/my-data
```

Turn Off a Specific Language Gazetteer

1. Create an overlay directory:
2. Add an empty file (`gaz-LE.bin`) to the overlay directory:

```
my-data/gazetteer/eng/accept/gaz-LE.bin
```

3. Add the overlay directory to the `rex-factory-config.yaml` file:

```
dataOverlayDirectory:  
  <install-directory>/my-data
```

The default English gazetteer will not be used in calls.

Use a Custom German Reject Gazetteer

In the above example, add a reject gazetteer file:

```
my-data/gazetteer/deu/reject/reject-names.txt
```

3.5. Entity Saliency

REX can return a saliency score for each extracted entity. Saliency indicates whether the entity is important to the overall scope of the document. Returned saliency scores are binary, either 0 (not salient) or 1 (salient). The decision is made according to several parameters, such as frequency, distance from document start, etc. Saliency is not calculated by default.

To include the saliency in a result for by call, add the option to the request:

```
"options": {"calculateSaliency": true}
```

Or to get the saliency by default, set the `calculateSaliency` parameter to `true` in the `rex-factory-config.yaml` file.

```
#An option to calculate entity-chain saliency values.  
calculateSaliency: true
```

3.6. Retrieving Base Linguistics Configuration

REX internally uses Rosette Base Linguistics (RBL) to analyze the text before processing it. If the user application already uses Base Linguistics for other purposes, it's possible to save processing time and have REX annotate pre-tokenized documents by passing REX's `annotate` function a `tokenized AnnotatedText` instance instead of a string. However, if the user's instance of Base Linguistics and REX's internal instance of Base Linguistics are configured differently, REX's results might be affected.

To solve the problem, `EntityExtractor` provides a `getBaseLinguisticsParameters` function that returns the set of Rosette Base Linguistics options REX uses internally, given a language. This function should be called *after* the `EntityExtractor` has been otherwise configured. It returns an `EnumSet` of keys to the values REX configures them to.

**TIP**

REX provides a sample (`rex-je-<version>/samples/RBLParametersSample.java`) which demonstrates how to retrieve RBL parameters from REX and use RBL directly to process documents before running the REX extractor.

4. Modifying Entity Extraction Processors

REX provides multiple processors for extracting entities. You can optimize REX for your entity extraction tasks by configuring the processors. Examples of the modifications you can make include:

- Removing one or more [processors \[12\]](#)
- Adding [gazetteers \[15\]](#) or gazetteer entries for selecting or rejecting entities
- Adding [regex \[20\]](#) files or individual regex entries
- Adding [custom processors \[26\]](#)
- Customizing the statistical model with the [FTK \[38\]](#)

Each processor has its own set of parameters to customize its behavior.

4.1. Selecting Processors

By default, REX uses all the processors. You can select to use a subset of the processors. For example, you can decide to return only entities extracted by statistical analysis.

REX includes the following processors:

- `statistical`: Entity extractor processor using a statistically-trained model
- `deepNeuralNetwork` Entity extractor processor using a model trained using a deep neural network
- `acceptGazetteer` Rule-based entity extractor based on gazetteers
- `acceptRegex`: Rule-based entity extractor based on regular expressions
- `kbLinker`: Entity extractor based on a knowledge base of known entities
- `redactor` Chooses an entity when multiple processors extract the same or overlapping entities
- `joiner` Joins adjacent entities into a single entity
- `rejectGazetteer` Rule-based entity rejector based on gazetteers
- `rejectRegex`: Rule-based entity rejector based on regular expressions
- `indocCoref` Chains together mentions that refer to the same entity (in-document coreference)

- `pronominalResolver` Pronomial resolver

The order of execution of the processors is determined internally and cannot be changed. Some processors are prerequisites for other processors. REX will throw an exception if the processor list is missing a required processor.

Edit the `rex-factory-config.yaml` file, modifying the list of active processors for an entity extraction run.

Return Statistical Entities Only

```
#List the set of active processors for an entity extraction run.
#All processors are active by default. This method provides a way
#to turn off selected processors. The order of the processors cannot be changed.
#Note that turning off redactor can cause overlapping and unsorted
#entities to be returned.
#Default processors:
#acceptGazetteer,
#acceptRegex,
#rejectGazetteer,
#rejectRegex,
#statistical,
#indocCoref,
#redactor,
#joiner
#
processors:
  statistical
```



NOTE

The redactor chooses among the entities when processors extract the same or overlapping entities. Turning off the redactor will return all entities found by all processors. This can cause overlapping and unsorted entities to be returned.

4.2. Statistical Processor

The statistical processor uses models based on computational linguistics and human-annotated training documents. You can add other statistical models to improve extraction for your use case. Extract new entity types or improving the results of the statistical model requires training a new model with using the [field training kit \[38\]](#) (FTK).

Statistical model based extractions can return confidence scores for each entity. Confidence scores correlate well with precision and may be used for thresholding and removal of false positives. Confidence is calculated by default if linking is enabled. Otherwise, use the `calculateConfidence` parameter to enable confidence scores. To set a threshold value, use the `confidenceThreshold` parameter.

Statistical Processor Parameters

Parameter	Description	Default
<code>calculateConfidence</code>	If true, entity confidence values are calculated. Can be overridden by specifying <code>calculateConfidence</code> in the API call.	<code>false</code>

Parameter	Description	Default
<code>confidenceThreshold</code>	The confidence value threshold below which entities extracted by the statistical processor are ignored.	-1.0
<code>statisticalModels</code>	Additional files used to produce statistical entities for the given language. You may pass multiple statistical models. The parameter should be formatted in trios of values specifying language, case-sensitivity and the model file, separated by commas. Case-sensitivity can be <code>automatic</code> , <code>caseInsensitive</code> or <code>caseSensitive</code> . For example, setting two models for case-sensitive English and Japanese might look like: <code>eng,caseSensitive,english-model.bin,jpn,automatic,japanese-model.bin</code>	null
<code>caseSensitivity</code>	The capitalization (aka 'case') used in the input texts. Processing standard documents requires <code>caseSensitive</code> , which is the default. Documents with all-caps, no-caps or headline capitalization may yield higher accuracy if processed with the <code>caseInsensitive</code> value. Can be <code>automatic</code> , <code>caseSensitive</code> or <code>caseInsensitive</code>	<code>caseSensitive</code>

4.3. Deep Neural Network Processor

REX has a deep neural network (DNN) model that can be used in place of the statistical model for selected languages. By default, REX uses the statistical models rather than the DNN model. You can customize which model Rosette uses.

The deep neural network processor is using TensorFlow 2.3.1 (Java version 0.2.0). Ubuntu Linux 14.04+, Windows 7+, and MacOS 10.11+ are fully supported, but you should be able to run the processor successfully on other modern Linux flavors as well. To use the processor on platforms which are not otherwise supported, or to improve the speed on supported platforms, you can replace the TensorFlow library shipped with the product with one that's built from source.

To make use of GPUs, you should download [tensorflow-core-platform-gpu](#) and add it to the top of your classpath.

To select which model will be used, set the `modelType` option in your calls. The default value for `modelType` is `statistical`. To enable the deep neural network model, provide `DNN` for the `modelType`.

Example:

```
{"content": "your_text_here", "options": {"modelType": "DNN"}}
```

Currently, REX has DNN models for the following languages:

- Arabic (`ara`)
- English (`eng`)
- Hebrew (`heb`)
- Korean (`kor`)



IMPORTANT

The deep neural network model and the statistical model cannot be used together. When selected, the DNN replaces the statistical model.

4.4. Name Classifier

REX has a name classifier which can be used in place of the statistical model for structured regions. The name classifier is a machine learning model that tries to predict an entity type for an input string. It processes the entire structured region (the input string) as a single entity, predicting a label (PERSON, LOCATION, ORGANIZATION, or NONE) for the string. It works best on tables cells or list items where the entire entry is a single entity. If a structured region contains more text than the entity mention itself, the name classifier will usually label it as NONE.

To enable the name classifier for structured regions, set `structuredRegionsProcessingType` to `nameClassifier` in the `rex-factory-config.yaml` file.

Currently, REX supports the name classifier processor for the following languages:

- Arabic
- English
- French
- German
- Hebrew
- Japanese

Each language has its own configuration file, `data/name_classifier/<lang>/<lang>_config.yaml`, where `<lang>` is the 3 letter language code. The `labelScoreThresholds` field determines the chance that a classifier will label a phrase with a given entity type. Lowering the threshold will label more phrases, which will find more true positives, but may also identify more false positives.

To disable an entity type completely, remove or comment out the corresponding entry from the `<lang>_config.yaml` file. Example:

```
# labelScoreThresholds
# Set the model score thresholds for each entity type.
# To turn off an entity from the model, comment it out.
# The accuracy of the current ORG model is too low and so it is better to turn it off for now.
labelScoreThresholds:
  PER: 1.2
  LOC: 3.2
  # ORG: 5.2
```



NOTE

Currently, the ORG entity type is excluded for all languages. LOC is enabled for English and Japanese only.

4.5. Accept Gazetteer

A gazetteer is a list of exact matches in a predefined closed class. For example, you can use a gazetteer to match all the countries in the world, as there is a precise and unambiguous list of countries. An entry

would count as ambiguous if it has multiple possible meanings, such as "Apple", which could be either an ORGANIZATION or a fruit. The gazetteers are very fast at extracting entities. If you are searching for specific words or phrases in your data, a custom gazetteer is a good way to find them quickly.

REX is shipped with default gazetteer files which you can modify, Gazetteer files are located in a subdirectory of the `data` directory, defined by language using the three-letter ISO-639-3 language code. A directory which applies to all languages, uses `xxx` for the language code. For example:

```
<install-directory>/roots/rex-<version>/data/gazetteer/eng/reject/
<install-directory>/roots/rex-<version>/data/gazetteer/xxx/accept/
```

By default, the data files are located in the `<install-directory>/roots/rex-<version>` directory. If you want your custom files to be in a separate location, use an [Overlay Data Directory \[10\]](#).

Accept Gazetteer Parameters

Parameter	Description	Default
<code>allowPartialGazetteerMatches</code>	The option to allow partial gazetteer matches. For the purposes of this setting, a partial match is one that does not line up with token boundaries as determined by the internal tokenizer. This only applies to accept gazetteers.	<code>false</code>
<code>acceptGazetteers</code>	Additional gazetteer files used to produce entities for the given language.	<code>null</code>

4.5.1. Creating a Custom Gazetteer

You can create your own, custom gazetteers. To create a custom gazetteer, put the new file in the appropriate location in the `data/gazetteer` tree.

- language-specific: `data/gazetteer/<lang>/accept`
- all languages: `data/gazetteer/xxx/accept`

A gazetteer file:

- Is a `.txt` file encoded in UTF-8.
- Each comment line is prefixed with `#`.
- The first non-comment line is `TYPE [: SUBTYPE]`, where `TYPE` is required and `SUBTYPE` is optional. The type is applied to the entire gazetteer and defines the entity type name for output. `TYPE` and `SUBTYPE` may be predefined or user-defined.

Gazetteer entries and potential matches are space normalized to treat any whitespace between words as a single space. This enables the gazetteer to match entities with differences in whitespace.



TIP

To improve performance, text gazetteers can be compiled to a binary gazetteer using `build-binary-gazetteer` with the [REX Field Training Kit \[38\]](#). The binary gazetteer file name must end with `"-LE.bin"`.

Gazetteers to Track Infectious Diseases

To track common infectious diseases, create a gazetteer like this:

```
# File: infectious-diseases-gazetteer.txt
#
DISEASE:INFECTIOUS
tuberculosis
e. coli
malaria
influenza
```

A single gazetteer may not be enough; you can create as many gazetteers as you need. To search for the scientific names of the infectious disease, you can create a file like this:

```
# File: latin-infectious-gazetteer.txt
#
DISEASE:INFECTIOUS
Mycobacterium tuberculosis
Escherichia coli
Plasmodium malariae
Orthomyxoviridae
```

To track certain diseases by their causes:

```
# File: infectious-bacterial-gazetteer.txt
#
DISEASE:BACTERIAL
Escherichia coli
E. coli
Staphylococcus aureus
Streptococcus pneumoniae
Salmonella
```

Or to track the drugs used to treat them:

```
# File: antimicrobial-drugs-gazetteer.txt
#
DRUG:ANTIMICROBIAL
methicillin
vancomycin
macrolide
fluoroquinolone
```



TIP

By default, the data files are located in the `<install-directory>/roots/rex-<version>` directory. To install custom gazetteer files in a separate directory, use an [Overlay Data Directory \[10\]](#).

4.5.2. Partial Gazetteer Matches

By default, gazetteer matches must match token boundaries in the input text. You can enable partial matches that do not start and/or do not end on token boundaries. You can also set individual regexes to return partial matches by including `allow-partial-matches="yes"` in a regex.

Partial matches require in-document coreference to be disabled. As a result, the mentions will not be grouped into entities.

```
#An option for document entity resolution (also known as entity chaining).  
indocType: NULL
```



TIP

We do not recommend that you enable partial matches. It adds processing time and may match more than you expect. An entry such as "red" in a COLOR gazetteer will match "Frederick" in the input text.

4.5.3. Chinese Gazetteers

REX can analyze both simplified and traditional Chinese language documents. The following three language codes for are all used for Chinese:

- Chinese (`zho`)
- Simplified Chinese (`zhs`)
- Traditional Chinese (`zht`)

`zho` is the Chinese language code; it applies to both simplified and traditional Chinese. Gazetteers using `zho` as the language code apply to documents with a language code of `zhs` or `zht`. Users should include both simplified and traditional Chinese words in the `zho` gazetteer, so that it will work for all Chinese language codes.

Adding a Simplified and Traditional Word for "lion"

```
{  
  "language": "zho",  
  "configuration": {  
    "entities": { "ANIMAL": [ "狮子", "獅子" ] }  
  }  
}
```

4.5.4. Adding Dynamic Gazetteers

You can use the API to dynamically add gazetteer entries to the `/entities` endpoint. The REST endpoint is:

```
https://localhost:8181/rest/v1/entities/configuration/gazetteer/add
```

Parameters:

- **language:** The 3 letter language code of the new values. For example, to add an English value, the language would be `eng`. To add the value to all languages, the language code is `xxx`. The language must be supported by the `/entities` endpoint.
- **entity type:** The type of the entity. For example, `PERSON`, `LOCATION`, `ORGANIZATION`, or `TITLE`. The entity type must already exist in the system.
- **values:** One or more values to be added to the gazetteer.
- **profileId (Optional):** Custom profile id

Dynamically adding a gazetteer entry as a string

In this example, we're adding the companies New Corp and Best Business, to the entities gazetteer for all languages (`xxx`).

```
curl --request POST \
--url http://localhost:8181/rest/v1/entities/configuration/gazetteer/add \
--header 'accept: application/json' \
--header 'content-type: application/json' \
--data '{"language": "xxx", "configuration":{"entities":{"COMPANY": ["New Corp", "Best Business"]}}}'
```

Dynamically adding a gazetteer entry to a custom profile

In this example, we're adding the same data as above, to the profile named `group1`.

```
curl --request POST \
--url http://localhost:8181/rest/v1/entities/configuration/gazetteer/add \
--header 'accept: application/json' \
--header 'content-type: application/json' \
--data '{"language": "xxx", \
"configuration":{"entities":{"COMPANY": ["New Corp", "Best Business"]}, "profileId": "group1"}'}
```

Dynamically adding a gazetteer entry as a file

In this example, the new values are in a file called `new_companies.json`:

```
{"language": "xxx", "configuration": {"entities":{"COMPANY": ["New Corp", "Best Business"] } } }
```

The cURL command to add the file values:

```
curl --request POST \
--url http://localhost:8181/rest/v1/entities/configuration/gazetteer/add \
--header 'accept: application/json' \
--header 'content-type: application/json' \
--data '@new_companies.json'
```



CAUTION

Dynamic gazetteer entries are held completely in memory and state is not saved on disk. When Rosette enterprise is brought down, the contents are lost. To save the new entries, [add the new values to the related gazetteer file \[20\]](#) before restarting Rosette enterprise.

4.6. Accept Regex

Regular expressions (regexes) are used for finding entities which follow a strict pattern with a rigid form and infinite combinations, such as URLs and credit card numbers. In the default REX installation the regex files are:

- **language specific:** `data/regex/<lang>/accept/regexes.xml` where `<lang>` is the ISO 639-3 language code
- **cross-language:** `data/regex/xxx/accept/regexes.xml`

You can modify these files to add new patterns to extract the same entity type.

Accept Regex Parameters

Parameter	Description	Default
<code>acceptRegularExpressionSets</code>	Additional files used to produce regex entities.	<code>null</code>
<code>supplementalRegularExpressionPaths</code>	The option to add supplemental regex files, usually for entity types that are excluded by <code>#default</code> . The supplemental regex files are located at <code>data/regex/<lang>/accept/supplemental</code> and are not used unless specified.	<code>null</code>
<code>regexCurrencySplit</code>	When set to true, REX will attempt to split entities extracted with the regex engine of type <code>IDENTIFIER:MONEY</code> into two entities: <code>IDENTIFIER:CURRENCY_AMT</code> and <code>IDENTIFIER:CURRENCY_TYPE</code> . These types represent the amount of the currency (50,000) and the currency type (\$), respectively	<code>false</code>

To extract new entity types that have predictable patterns, add a new XML regex file, either the language-specific (`<lang>`) or generic (`xxx`) location. REX uses the [Tcl regex format](#) for defining the regex patterns.

REX modifies the regex matcher so that `\n` in a regex expression matches straight new lines (`\n`), carriage returns (`\r`), or a combination of both (`\r\n`). Regardless of what is matches, offsets and lengths in the result will match the input document.

By default, the data files are located in the `<install-directory>/roots/rex-<version>` directory. If you want your custom files to be in a separate location, use an [Overlay Data Directory \[10\]](#).

4.6.1. Creating a New Regex

Each regex is defined in a `regexp`, which may contain a `lang` attribute and may refer to `define` elements.

The `lang` attribute designates the language for the regex. If the regex applies to text in any language, there is no `lang` attribute. For example, all the regexes in `data/regex/eng` should include `lang="eng"`. The regexes in `data/regex/xxx` do not include the `lang` attribute, since they apply to text in any language.

A `define` element contains a regex and a `name` attribute. By naming the regex, you can include the regex in multiple `regexp` files.

Defining a Regular Expression: `time_ampm`

1. Define the regular expression in a `define` statement:

```
<define lang="eng" name="time_ampm">(?:[pa]\.\.?s?m\.)</define>
```

2. Use the regular expression in a `regexp` statement:

```
<regexp lang="eng" type="TEMPORAL:TIME">...${time_ampm}...</regexp>
```

When REX evaluates the `regexp` statement, it follows these steps:

1. When `${time_ampm}` appears in a `regexp lang="eng"` element, REX looks for a `define name="time_ampm" lang="eng"` statement.
2. If it does not find the element, Rosette REX looks for a `define name="time_ampm"` element without the `lang` attribute.
3. If it does not find such an element, an error occurs.

If you include an `id` attribute setting, that value is returned as the "subsource" of an entity returned by this `regexp`.

4.6.2. Supplemental Regexes

REX is shipped with supplemental regexes which are not activated by default. The supplemental regexes are located in the `data/regex/<lang>/accept/supplemental` directory.

```
#The option to add supplemental regex files, usually for entity types that are excluded by
default. The supplemental regex files are located at data/regex/<lang>/accept/supplemental and
are not used unless specified.
```

```
supplementalRegularExpressionPaths:
- data/regex/eng/accept/supplemental/geo-regexes.xml
```

Supplemental Regexes by Language

Language (ISO Code)	Currency	Date	Distance	Geo	License-Plate	Numbers	Org	Personal-ID	Phone	Time
Arab ara		X	X	X	X	X				X
German deu		X	X	X		X				X
English eng		X	X	X		X	X			X
Farsi fas		X	X	X		X				X
French fra		X	X	X		X				X
Hebrew heb		X	X	X		X				X
Hungarian hun		X	X	X		X				X
Hindu ind		X	X							X
Italian ita		X	X	X		X				X
Japanese jpn		X	X	X		X				X
Korean kor		X	X	X		X				X
Dutch nld		X	X	X		X				X
Portuguese por		X	X	X		X				X
Pursian pus		X	X	X		X				X

Language (ISO Code)	Currency	Date	Distance	Geo	License-Plate	Numbers	Org	Personal-ID	Phone	Time
Russian rus		X	X	X		X				X
Spanish spa		X	X	X		X				X
Swedish swe		X	X	X		X				X
Upper-case English uen		X	X	X		X				X
Vietnamese vie	X	X	X							X
Simplified Chinese zhs		X	X	X		X				X
Traditional Chinese zht		X	X	X		X				X
Malay, Standard zsm		X	X							X

4.7. Joiner

The joiner combines adjacent entities into a single entity, based on the joiners rules. REX then returns the single entity.

The configuration file for joining adjacent entities is in `data/etc`.

Joiner Parameters

Parameter	Description	Default
<code>joinerRuleFiles</code>	File containing additional joiner rules.	<code>null</code>
<code>runJoinerPostRedactor</code>	Run the joiner after the redactor, instead of before.	<code>false</code>

The file `neredact-config.xml` specifies the rules for joining adjacent entities. Adjacent TITLE entities are joined into a single TITLE entity. The `joiner` elements for joining TITLE and PERSON entities into a PERSON entity are commented out by default.

```
<neredactconfig>
  <joiners>
    <joiner left='TITLE' right='TITLE' joined='TITLE'/>
  <!-- Not joined by default
    <joiner language='eng' left='TITLE' right='PERSON' joined='PERSON'/>
    <joiner language='jpn' left='PERSON' right='TITLE' joined='PERSON'/>
  -->
  </joiners>
</neredactconfig>
```

Rules can optionally specify a language, in which case they will apply only to entities of that specific language. If a language is not specified, the rule will apply for any language.

Entities are considered adjacent if they are separated by no more than 5 whitespace characters.

For example, to join "Barack Obama" and "President" in "Barack Obama, President", the joiner rule is:

```
<joiner left='PERSON' adjacency-regex=',\s+' right='TITLE' joined='PERSON'/>
```

The joiner runs before the redactor, as of release 7.46.2. To run the joiner after the redactor, set the parameter `runJoinerPostRedactor` to `true` in the `rex-factory-config.yaml` file.

4.8. Redactor

The redactor determines which entity to choose when multiple mentions for the same entity are extracted. The redactor first chooses longer entity mentions over shorter ones. If the length of the mentions are the same, the redactor uses weightings to select an entity mention.

Different processors can extract overlapping entities. For example, a gazetteer extracts "Newton", Massachusetts as a LOCATION, and the statistical processor extracts "Isaac Newton" as a PERSON. When two processors return the same or overlapping entities, the redactor chooses an entity based on the length of the competing entity strings. By default, a conflict between overlapping entities is resolved in favor of the longer candidate, "Isaac Newton".



TIP

The correct entity mention is almost always the longer mention. There can be examples, such as the example of "Newton" above, where the shorter mention is the correct mention. While it might seem that turning off the option to prefer length is the easiest fix, it usually just fixes a specific instance while reducing overall accuracy. We strongly recommend keeping the default `redactorPreferLength` as `true`.

The redactor can be configured to set weights by:

- entity type
- processor

4.8.1. Configuring the Redactor

The configuration file for setting redactor weights is in `<data/etc`.

Set weight by entity type

Each of the `ne-type` elements in `ne-types.xml` defines weightings for a specified entity type. For example, to assign weights for IDENTIFIER entities:

```
<ne_type>
  <name>IDENTIFIER</name>
  <subtypes>
    <name>EMAIL</name>
    <name>URL</name>
    <name>DOMAIN_NAME</name>
    <name>IP_ADDRESS</name>
    <name>PHONE_NUMBER</name>
    <name>FAX_NUMBER</name>
    <name>PERSONAL_ID_NUM</name>
    <name>CREDIT_CARD_NUM</name>
    <name>MONEY</name>
    <name>PERCENT</name>
    <name>NUMBER</name>
  </subtypes>
  <weight name="statistical" value="9" />
</ne_type>
```

```
<weight name="gazetteer" value="10" />
<weight name="regex" value="10" />
</ne_type>
```

This assigns weights for the IDENTIFIER entities. They are also weighted by processor.

Set weights by processor

The processor weights are relative values; they do not have to add up to any specific value. For example, to favor gazetteer entries over regexes, and favor both over values returned by statistical analysis, you could set the weights as follows:

```
<weight name="statistical" value="1" />
<weight name="gazetteer" value="10" />
<weight name="regex" value="5" />
```

Some processors offer subsources to identify specific instances. The kb-linker processor returns a subsource indicating the knowledge base the extraction originated in. To set a weight to a specific subsource set the name property to `PROCESSOR:SUBSOURCE`. For example, to favor your custom knowledge base (myKB) over other extractions but keep other linker extractions low, you could set the weights as follows:

```
<weight name="kb-linker:MyKB" value="20" />
<weight name="kb-linker" value="1" />
```

When you define new entity types for gazetteers and regexes, you should add those entity types to `ne-types.xml` if you want to control how the redactor resolves conflicts. Types that do not appear in this file receive weights of 10 for all three processors.

For an entity type with subtypes, the settings apply to all the subtypes.

4.9. Reject Gazetteer

Instead of adding entities to extract when matched you can define a list of entities to reject when matched. These are reject gazetteers.

The format of a reject gazetteer is identical to the format of an accept gazetteer except the wildcard (*) is allowed in the entity type. As with accept gazetteers, they are arranged by language.

- language-specific: `data/gazetteer/<lang>/reject`
- all languages: `data/gazetteer/xxx/reject`

If, for example, it is for rejecting German entities, put it in `data/gazetteer/deu/reject`. If it is for rejecting entities in multiple languages, put it in `data/gazetteer/xxx/reject`.

Pronominal Resolution Parameters

Parameter	Description	Default
<code>rejectGazetteers</code>	Additional gazetteer files used to reject entities for the given language.	<code>null</code>

Reject Gazetteer

The following .txt file in `data/gazetteer/eng/reject`, rejects the PERSON entity named "George Watson" when processing English documents.

```
PERSON
George Watson
```

A wildcard entity type would match any types. The value "George Watson" would be rejected from all entity types, not just PERSON.

```
*
George Watson
```

4.10. Reject Regex

A typical regex is used to identify entities of a specified entity type. You can also define a regex to reject entities; that is whenever the pattern is identified, the entity is rejected as the defined type. Reject regexes follow the same format as accept regexes with the addition that the wildcard (*) is allowed for the entity type.

Place your reject regex files in the following directories:

- language-specific: `data/regex/<lang>/reject`
- all languages: `data/regex/xxx/reject`

Reject Regex Parameters

Parameter	Description	Default
<code>rejectRegularExpressionSets</code>	Additional regex files used to reject entities.	<code>null</code>

For example, a file to reject German entities, is named `data/regex/deu/reject`. Files rejecting entities in multiple languages go in `data/regex/xxx/reject`.

Regex to Reject a Location

The following .xml file in `data/regex/eng/reject` rejects **Baltimore** as a **LOCATION** entity when processing English documents.

```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<!DOCTYPE regexps PUBLIC "-//basistech.com//DTD RLP Regular Expression Config 7.1//EN"
    "urn:basistech.com:7.1:rlpregexp.dtd">

<regexps>
  <regexp lang="eng" type="LOCATION">Baltimore</regexp>
</regexps>
```



NOTE

Lookbehind assertions are not supported.

4.11. In-document Coreference

Documents often contain multiple references to a single entity. In-document coreference (indoc coref) chains together all mentions to the same entity.

Configuration Parameters

Parameter	Description	Default
<code>indocType</code>	An option for document entity resolution (also known as entity chaining). Valid values are: HIGH, STANDARD, STANDARD_MINUS or NULL	STANDARD
<code>maxResolvedEntities</code>	The maximum number of entities for in-document coreference resolution (a.k.a. chaining).	2000

4.12. Pronominal Resolution

If `resolvePronouns` is enabled (it is disabled by default), REX will try to resolve pronouns with the corresponding antecedent entities.

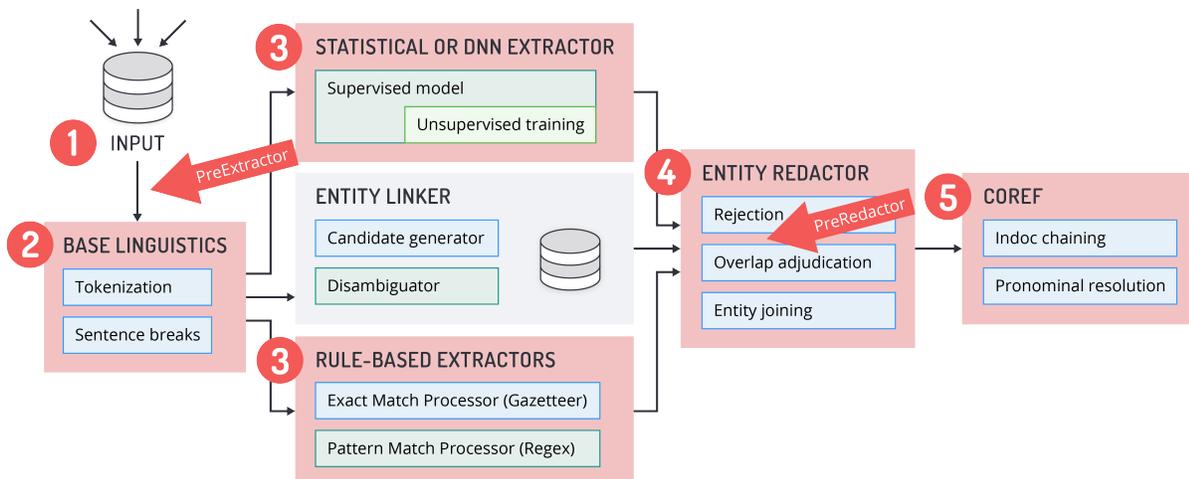
Pronominal Resolution Parameters

Parameter	Description	Default
<code>resolvePronouns</code>	When true, resolve pronouns to person entities.	false

5. Creating Custom Processors

REX has a plugin architecture that allows users to create custom processors that can be inserted into the REX pipeline at two points.

1. At the `preExtractor` phase - a custom processor may insert additional text pre-processing after input, but before tokenization and sentence breaks (either provided by Rosette Base Linguistics or the user's own tokenizer and sentence breaker).
2. At the `preRedaction` phase - a custom processor may insert corrections or modifications to output from the default extractors (statistical, regex, gazetteer), using the full information and context that the default extractors have access to (e.g., plain text data, sentence boundaries, tokens, full list of entities extracted and the source extractors which found them, boundaries, and processor types, etc.)



5.1. Pre-Extraction Custom Processors: For Additional Text Pre-Processing

Custom processors at the `preExtractor` phase can provide additional text pre-processing. For example, if the files contain boilerplate, footers, and navigation bar text that are not the target of the analysis, including these parts of the document in the analysis may trip up the tokenization process and thus decrease the overall quality of extraction results. A `preExtractor` custom processor can strip footers of emails or add metadata to the target files.

5.2. Pre-Redaction Custom Processors: For Correcting/Modifying Extractor Output

Custom processors at the `preRedaction` phase are run after the default processors (statistical, gazetteer, regex) and any filters (reject files for regex and gazetteer) have run, but before the redactor. A custom processor at the `preRedaction` phase receives all information and context of the intermediate results from the output of the default extraction processors, and can make modifications to those results before the redactor phase adjudicates conflicts between the results from statistical, gazetteer, and regex processors.

Only entities and metadata attributes fields can be updated with the pre-redaction custom processor. If the custom processor attempts to make changes in forbidden fields, specifically data (input), token, or sentence attributes, the specified changes will be ignored and a warning will be logged.

Examples of cases that are correctable with a custom processor include:

1. Reject a mention as an entity: Cases where REX incorrectly extracts a mention that is not an entity can be excluded from the new list of entity results.
2. Correcting the entity type: If, for example, your dataset consists of personal letters, and you have high confidence that after a closing such as "Love," or "Sincerely yours," the entity that follows should be a PERSON, but REX is identifying it as an ORGANIZATION.
3. Modifying entity boundaries: If, for example, REX is incorrectly extracting "Hi" as part of a PERSON entity, as in "Hi Joe" instead of just extracting "Joe".

The code sample in our public github repository at <https://github.com/rosette-api/custom-processor-sample> includes a custom processor called `SampleCustomProcessor.java` which corrects an entity type.



NOTE

Filters (reject files) vs. Pre-Redaction Custom Processors

The reject files for [regexes \[20\]](#) and [gazetteers \[15\]](#) simply filter out a list of words or a pattern-matched set of words the user does not want to extract as entities. These reject functions operate without considering the context in which these words appear. By contrast, custom processors at the `preRedaction` phase have access to the entire context in which an extracted entity appears, and thus can implement smarter rules.

5.3. Implementing the Custom Processor

You can implement the `CustomProcessor` and `Annotator` interfaces in Java in your own JAR and register them via the extractor's `setCustomProcessors`. Your custom processor is the factory of the annotator

implementation and thus should be familiar with the requirements of your annotators, and provide them with the correct parameters for the language and the phase requests. The `Annotator` is the interface to the ADM (i.e., annotated text) and based on the custom processor it manipulates the ADM and outputs it to the next phase.

5.4. Walk-Through Example of preRedaction Phase Custom Processors

A custom `preRedaction` annotator receives entity mentions from all extraction processors, after reject processors run and before redactor and coref processors run. It can reject (remove) entity mentions, modify entity types or adjust entity mention offsets. These modifications will affect the input of the next processors in the pipeline. For example coref would not consider chaining together PERSON and ORGANIZATION mentions into the same entity, so a mention whose entity type was changed from ORGANIZATION to PERSON by a custom processor would only be chained to other PERSON entities. After the `Redactor` phase, the rest of the pipeline runs as usual.

The code sample in our public github repository at <https://github.com/rosette-api/custom-processor-sample> includes a custom processor called `SampleCustomProcessor.java` which corrects an entity type.

The steps to create a custom processor:

1. Copy the custom processor java code into the `$ROSAPI_HOME/launcher/bundles` directory.
2. Edit the `$ROSAPI_HOME/launcher/config/rosapi/rex-factory-config.yaml` file:

- Add the custom processors to the `customProcessors` section:

```
#Custom processors to add to annotators.
customProcessors:
  - personContextAnnotator
  - boundaryAdjustAnnotator
  - metadataAnnotator
```

- Register the custom processor class:

```
#Register a custom processor class.
customProcessorClasses:
  - sample.SampleCustomProcessor
```

3. Run Rosette Server.

6. Entity Linking

Entity linking provides a mechanism for disambiguating the identity of similarly named entities mentioned in a document. For example, “Rebecca Cole” is the second African-American woman to become a doctor in the United States and also the name of an Australian professional basketball player. Linking helps establish the identity of the entity by disambiguating common names and matching a variety of names, such as nicknames and formal titles, with an entity ID.

6.1. Linker Processor

To link entities to a knowledge base, REX uses a statistical disambiguation model trained on a knowledge base. The linker processor is delivered with a model based on a default [Wikidata](#) knowledge base. If the

entity exists in Wikidata, then REX returns the Wikidata QID, such as [Q1](#) for the Universe, in the `entityId` field. Once enabled, the linker can also return:

- [DBpedia Types \[30\]](#)
- [Refinitiv PermIDs \[30\]](#)

If the linker is disabled (the default), a random string is returned as the `entityId`. The string starts with a "T" (temporary id) followed by a random number, which is unique per document.

In addition to the default Wikidata knowledge base, you can train a disambiguation model for a custom knowledge base. The [custom knowledge base \[31\]](#) model can replace or run in parallel with the default knowledge base.

Linker Processor Files The linker processor is packaged as part of the standard REX distribution. The linker files are in the subdirectory `data/flinx`.

By default, the linker processor both extracts and links entity candidates. These functions are separate from the default REX entity extraction performed by the statistical, pattern-matching, and exact-matching processors.

You can choose to link the candidates from the statistical, pattern-matching, and exact-matching processors instead of using the linker processor to extract candidates. Set the parameter `linkMentionMode` to `entities` to use the other processors, not the linker processor. By default, `linkMentionMode` is set to `text`, in which case the linker processor extracts the candidate entities from the text.



IMPORTANT

If you use the linker processor to extract entities, the **entities from the linker processor may differ** from those returned by the statistical, pattern-matching, and exact-matching processors. The redactor will resolve any overlapping or conflicting entity results.

Linker Configuration Parameters

Parameter	Description	Default
<code>kbs</code>	Custom list of Knowledge Bases for the linker, in order of priority	<code>null</code>
<code>linkEntities</code>	The option to link mentions to knowledge base entities with disambiguation model. Enabling this option also enables <code>calculateConfidence</code> .	<code>false</code>
<code>calculateConfidence</code>	If true, entity confidence values are calculated. Can be overridden by specifying <code>calculateConfidence</code> in the API call.	<code>false</code>
<code>useDefaultConfidence</code>	The option to assign default confidence value 1.0 to non-statistical entities instead of null.	<code>false</code>
<code>linkingConfidenceThreshold</code>	The confidence value threshold below which linking results by the <code>kbLinker</code> processor are ignored.	<code>-1.0</code>
<code>linkMentionMode</code>	If set to <code>entities</code> , the linker processor uses the statistical, pattern-matching, and exact-matching processors. When set to <code>text</code> , the linker extracts its own candidates.	<code>text</code>

Entity linking is enabled by setting the `linkEntities` value to `true` in the `rex-factory-config.yaml` file or by adding `{"options": {"linkEntities": true}}` to an API call.

By default, REX factory is configured so the linker finds candidates in text before attempting to link them with knowledge base entries. To change this behavior and use pre-existing mentions extracted by the statistical, pattern-matching and exact-matching processors set the `linkMentionMode` in `rex-factory-config.yaml` to `entities`. In addition it is possible to pass the `linkMentionMode` option in the API call `{"options": {"linkEntities": true, "linkMentionMode": "entities"}}`. In both cases entity linking must be enabled.

6.1.1. Selecting a Knowledge Base for Linking

By default, all knowledge bases under the `data/flinx/data/kb` directory inside the REX installation will automatically be used for linking. Any custom knowledge bases placed in this directory will be loaded each time REX launches.

You can enable dynamic loading, controlling which custom knowledge bases will be loaded in the `rex-factory-config.yaml` file with the `kbs` parameter, which takes a `List of Paths` to knowledge bases.

```
kbs:
- /customKBS/kb1
- /customKBS/kb2
- /rosette/server/roots/rex/7.44.1.c62.2/data/flinx/data/kb/basis
```

The list is in priority order; the match from the highest knowledge base on the list will be returned.



IMPORTANT

Setting the list of knowledge bases completely overwrites the list of knowledge bases the linker uses. If you want the default Wikidata knowledge base to be included, it must be on the list of knowledge bases.

6.1.2. DBpedia Types for Linked Entities

The linker processor can associate entities with types drawn from the [DBpedia ontology \[52\]](#), which provides over 700 types at up to seven levels of granularity.

Providing both primary and secondary entity types increases the usability of the linker processor's results for many NLP applications. For example, classifying Pheobe Buffay (QID: Q682396) as `PERSON` is a necessary first step towards effective pronominal resolution, whereas the secondary type path `Agent/FictionalCharacter/SoapCharacter` paves the way for identifying the relationship of Pheobe Buffay with Lisa Kudrow (Q179041).

Turning on the `includeDBpediaType` flag increases the recall of the linker processor's results. When the flag is enabled, the linker will return both non-named entities like "guitar" (Q6607), type `MISC`, or named entities of new types, such as "2018 World Cup" (Q170645), type `EVENT`.

By default, providing DBpedia types is turned off. To turn it on, add `{"options": {"includeDBpediaTypes": true}}` to your API call.

6.1.3. PermIDs

The linker processor can return the Refinitiv PermID for a subset of entities which are identified with a QID. By default, linking to PermIDs is turned off.

To return the PermID, add `{"options": {"includePermID": true}}` to your call. To return PermIDs, entity linking must also be enabled.

6.2. Creating a Custom Knowledge Base for Linking



NOTE

Linking to a custom knowledge base is licensed separately. Contact [Rosette support](#) for a license for this functionality. Custom knowledge base linking is currently only available in the Java Edition of REX.

The linker supports linking from multiple knowledge bases. In addition to the default Wikidata knowledge base, you can train a disambiguation model for a custom knowledge base. Your custom knowledge base model can replace or run in parallel with the default Wikidata knowledge base.

To create a new disambiguation model:

1. [Define \[32\]](#) the custom knowledge base.
2. [Train \[34\]](#) the disambiguation model with the REX FTK.

To use the new model for linking:

1. Copy the new knowledge base folder `<rex-field-training-home>/asset/custom-kb` to be a subdirectory of `<rex-home>/data/flinx/data/kb/`. Restart REX to use the new model.
2. [Customize \[30\]](#) (optional) the set and priority of linking knowledge bases. REX does not have to be restarted to use the new model, it will be uploaded dynamically.



NOTE

The REX FTK is not currently available as a Rosette Server application. You can however, install the FTK outside of Rosette Server and use the models generated in Rosette Server environments.

6.2.1. Overview of Linking and Custom Seeding

How does entity linking work?

The linker processor first identifies possible entity mentions (“candidates”) through exact matching. It walks through the input text token by token, looking for matches in an `aliases.bin` file, which contains the alias phrases in the json input files. Then each candidate mention is resolved to a known entity with an ID or labeled as “NONE”. NONE here means the candidate mention could not be linked to an entry in the knowledge base.

The disambiguation phase applies a machine-learned SVM ranking model on each candidate mention in isolation. That is, the linking of one candidate doesn’t affect the linking of another. Features for each

mention can look at context, but the model is still applied separately to each mention. Context is provided by `contextWords` and `relatedEntityIds`.

Generating binaries

In this phase we read and process the knowledge base's json files, generating easy-to-load binary files. The binary files are used both for candidate generation and selecting features for the disambiguation model.

Different knowledge bases may provide different details about the entities. For example, most knowledge bases can provide information about the prevalence score of each entity, but very few knowledge bases indicate if a phrase is likely to be an entity or not. Those details are used for disambiguation, so a byproduct of this phase is the `config` file, which lists the available features for the training process.

Training the disambiguation model

After producing a list of the available features, the actual training is performed on a pre-annotated corpus provided by BasisTech for training the disambiguation model. The first step of the process extracts all available features for each annotated entity sample. While there are over a dozen features that could be used, not all may be usable if the required data is not available in the user's knowledge base. The second step trains the SVM model.

At the end of this phase, both the binaries and the new model are found in the `/asset/custom-kb` directory, ready to be copied to `<rex-home>/data/flinx/data/kb/`.

Custom knowledge bases without a disambiguation model

Passing `-d` as an argument to `train-linker-model` creates a custom knowledge base without a disambiguation model. Such knowledge bases act as "enhanced gazetteers"; like a gazetteer they will always extract any aliases contained in them. They will also add an ID provided by the knowledge base. Entities extracted from a knowledge base without a disambiguation model will have `1.0` as their linking confidence value. If several entities in the knowledge base have the same alias, one will be returned if the alias is encountered in the text, but which is returned is indeterminate. Overlapping aliases will return the longest one.

6.2.2. Defining a Custom Knowledge Base

A custom knowledge base for the linker processor requires the following files:

- A file `kb.json` containing language-agnostic information, such as entity ID or entity type. Each knowledge base typically has a single file of this type.
- One or more files `<lang>-kb.json` containing language-dependent information, such as an entity's primary name. `<lang>` is the three-letter ISO 639-3 code indicating the language of the file contents.

For example, if the knowledge base contains entities with information for Japanese and Korean languages, the expected input files are: `kb.json`, `jpn-kb.json` and `kor-kb.json`. If a knowledge base contains only a single language, the `kb.json` file is not required; all data can go into a single file, the language-specific file (e.g. `jpn-kb.json`).

kb.json file

The `kb.json` file lists language-agnostic entity definitions.

Field	Required	Description
entityId	Y	Unique identifier for the entity. In the default knowledge base BasisTech provides, the entityId is the Wikidata QID.
entityType	Y	The entity's REX entity type, either standard [3] (e.g., PERSON, LOCATION, ORGANIZATION) or custom [5] (e.g., DRUG, BACTERIA, FRUIT).
prevalence	N	A popularity score showing the relative frequency of this entity in the training corpus, represented as an unbounded non-negative integer. In the default knowledge base, the prevalence is defined as the number of times the entry is a destination link from other Wikipedia pages.
relatedEntityIds	N	List of IDs of entities related to this entity in some way. In the default knowledge base, a related entity is one that appears in the first paragraph of the entity's Wikipedia page. Note that it is possible for an entity to be mentioned in a Wikipedia article but for the entity to not have a QID.

Language-Agnostic Definitions (kb.json)

```
[
  {
    "entityId": "B1",
    "entityType": "ORGANIZATION",
    "prevalence": 100,
    "relatedEntityIds": [
      "B2"
    ]
  },
  {
    "entityId": "B2",
    "entityType": "PERSON",
    "prevalence": 95,
    "relatedEntityIds": [
      "B1"
    ]
  }
]
```

<lang>-kb.json file

This file provides a list of entity definitions, not necessarily corresponding to the list in kb.json. Information for each entity may duplicate any of the language-agnostic fields in kb.json, and also includes language-dependent information:

Field	Required	Description
entityId	Y	A unique identifier of Latin alphanumeric characters starting with a capital letter.
entityType	Y (unless specified elsewhere)	The entity's REX entity type, either standard [3] (e.g., PERSON, LOCATION, ORGANIZATION) or custom [5] (e.g., DRUG, BACTERIA, FRUIT).
prevalence	N	The relative frequency of this entity in the training corpus, represented as an unbounded non-negative integer. In the default knowledge base, the prevalence is the number of times the entry appears as a destination link from other Wikipedia pages.
relatedEntityIds	N	List of IDs of entities related to this entity in some way. In the default knowledge base, a related entity is one that appears in the first paragraph of the entity's Wikipedia page. Note that it is possible for an entity to be mentioned in a Wikipedia article but not have a QID.
entityName	N	Primary language-specific name of entity. In the default knowledge base, this is the name of the entity's Wikipedia page.

Field	Required	Description
aliases	N	List of language-specific aliases for this entity. Each alias is defined by a JSON record with the following 3 fields:
phrase	Y	The actual alias name or phrase referring to the entity.
aliasProbability	N	A number from 0 to 1 describing the likelihood that when the associated entity is mentioned in a particular language, the mention matches this phrase.
isEntityProbability	N	A number from 0 to 1 describing the likelihood that this phrase refers to an entity (although not necessarily this one). In our default knowledge base, this value is the likelihood the phrase was used as a Wikipedia anchor tag.
contextWords	Y	List of language-specific words that are strongly related to this entity. In the default knowledge base, a context word is one that appears in the first paragraph of the entity's Wikipedia page. For a custom knowledge base, it is up to the author to decide how/if this field gets populated. However, contextWords should be chosen judiciously, limited to only words that have a very strong connection. For example, for film actor Kevin Bacon, list which school he attended, but not every person who has ever met him.

Language-Specific Definitions (eng-kb.json):

```
[
  {
    "entityId": "B1",
    "entityName": "Basis Technology",
    "entityType": "ORGANIZATION",
    "aliases": [ {
      "phrase": "Basis Technology"
    }, {
      "phrase": "BasisTech"
    }
    ],
    "contextWords": [ "Software", "NLP", "Rosette", "Text Analytics" ]
  }, {
    "entityId": "B2",
    "entityName": "Carl W. Hoffman",
    "entityType": "PERSON",
    "aliases": [ {
      "phrase": "Carl Hoffman"
    }, {
      "phrase": "Carl"
    }
    ],
    "contextWords": [ "Software", "NLP", "Rosette", "Text Analytics" ]
  }
]
```

If the knowledge base contains only a single language, all necessary information may be represented in a single file. This file, `eng-kb.json`, is the only file necessary.

6.2.3. Generating Linker Files with the FTK

The FTK converts your knowledge base definition files into the linker input format, generating binaries from the data, and training the disambiguation model to your custom knowledge base.



NOTE

The REX field training kit (FTK) is not part of the standard REX distribution. Contact support@rosette.com to obtain the FTK package.

**NOTE**

The REX FTK is not currently available as a Rosette Server application. You can however, install the FTK outside of Rosette Server and use the models generated in Rosette Server environments.

Setup the FTK and Training Files

Once you have defined the custom knowledge base in the [prescribed format \[32\]](#), you are ready to setup the FTK in preparation for training the model. These directions assume you have successfully installed REX and have the docker version of the REX FTK package.

Unzip the Linker data (`rex-je-linker-data-<version>.zip`) into the `rex-je` root directory.

Load the Docker image

1. Create a working directory, which we will refer to as `<rex-field-training-home>`.
2. Load the image:

```
docker load -i rex-training-docker-<version>.tar.gz
```

3. Validate that the image is loaded:

```
docker images
```

Confirm there is an image named `rex-field-training` in the images list.

Prepare the training files directory

1. Create the directory `asset/seeding-input/` in `<rex-field-training-home>`.

```
mkdir -p <rex-field-training-home>/asset/seeding-input
```

The `asset` directory is used for transferring data in and out of it. In the case of docker container FTK, this is your mounted `asset` directory.

2. Copy your knowledge base json input files to `asset/seeding-input/`. After placing them, the directory should look like this:

```
ls <rex-field-training-home>/asset/seeding-input  
eng.json jpn.json kb.json kor.json
```

Run the Docker Container

```
docker run -it --rm -v <local-asset-dir-full-path>:/asset -v <rex-installation-path>:/basis/rex rex-field-training
```

A startup message similar to the one below, should now appear in your console window, confirming that your Docker is set up correctly:

```

REX field training tools (docker) version
Please refer to the legal notices in /basis/ftk/dependencies/ThirdPartyLicenses.txt.
Copyright (c) 2016 Basis Technology Corporation All Rights Reserved.
Support@basistech.com
http://www.basistech.com

brat instance started on port 8080 in this container. brat data: /asset/bratdata

Available commands:

Statistical model:
  generate-ngram, cluster-ngram, train-model, evaluate

Advanced tools: learning-curve

Linker model:
  generate-linker-binaries, train-linker-model

Binary gazetteer:
  build-binary-gazetteer

```

Train the Model

The following is a brief rundown of the steps for custom seeding. For additional information about what is happenings behind the scenes as these steps are carried out, please refer to [Overview of Linking and Custom Seeding \[31\]](#).

1. From your console, generate the binary files:

```
generate-linker-binaries
```

2. Edit the existing configuration file for each language located at `<rex-field-training-home>/asset/config/features/` to show only the features that you will be using for training your disambiguation model. The feature set will depend partly on what data is available inside your knowledge base's json files.

`NO_ENTITY_THRESHOLD` **DO NOT REMOVE this required item.** This item does not represent a feature, but rather is the minimum required score for linking to happen.

`IS_ENTITY_PROBABILITY` Use this feature if your json file has the `isEntityProbability` field filled out. This feature is the probability that a matching candidate is an entity.

`ALIAS_LOWERCASE_PROBABILITY` Use this feature if your json file has the `isEntityProbability` field filled out. This feature uses the probability that a matching candidate name in lowercase is still an entity.

`ALIAS_TITLECASE_PROBABILITY` Use this feature if you want your model to be case-sensitive in disambiguation. This feature uses the probability that the original candidate is titlecased, based on all aliases (pre-computed per candidate).

`MENTION_TOKEN_COUNT` An optional feature that may or may not be helpful in your model. Given the number of tokens in a mention, how likely is it to be linked to an entity.

`IS_MENTION_TITLECASE` A feature helpful in languages which have case sensitivity (e.g., English but not Japanese). Looks to see if the mention at runtime is in title case.

`IS_MENTION_ACRONYM` A feature helpful in languages which use acronyms, or if your knowledge base contains acronyms. Looks to see if a mention is an acronym.

`CANDIDATE_PREVALENCE` Use this feature if your json file has the `prevalence` field filled out. There are cases where you may not want to use this feature, such as if you don't want your model to be biased against entities which have low prevalence.

`contextWords = 8` This feature enables context-sensitive entity linking. This feature is required if you have the `contextWords` field filled out for 5% or more of your knowledge base. If `contextWords` data doesn't exist or is sparse, turn this feature off. A high value for this feature indicates your context words are reliable, i.e., high quality context words that really help identify the entity; while a low value indicates lower quality, i.e., every place this person ever visited or person they ever met.

Choosing a value for the `CONTEXT_WORDS` feature The entities in the knowledge base are in a continuum from an entity that has very few context words (for whom every connection is thus precious and distinguishing), such as a near hermit, to someone that has a great many context words (for whom every connection is less precious and distinguishing), such as for Barack Obama. During training, context words are divided into "bins" and more bins means a finer grained distinction in this area. We recommend starting with 8 and then trying different values to see what produces the best results for you.

3. From your console, train the disambiguation model

```
train-linker-model
```

4. Copy the new knowledge base folder `<rex-field-training-home>/asset/custom-kb` to be a subdirectory of `<rex-home>/data/flinx/data/kb/`. Restart REX to use the new model.
5. Run `REXCmd` to observe new model results on sample documents from your domain, with entities that exist in the knowledge base. If there are too few results, update the `NIL_BIAS` coefficient value in `custom-kb/<lang_code>/params` file to with a number between 0 and 1. If you want to improve the results further, try to update the feature list in `/asset/config/features/<lang_code>` and train again.



NOTE

We recommend that after you run through the whole process once, try repeating steps 2 and 3 to see how different features and configurations affect the performance of your disambiguation model, until you arrive at a model that seems to work for you. Feel free to reach out to the customer engineering group at `<support@rosette.com>` at Basis Technology if you have questions.

6.2.4. Custom Knowledge Base Connectors

You can add a custom Knowledge Base Connector that retrieves linking information from a knowledge base backed by any external data source or code. Knowledge Base Connectors are an advanced customization feature, and should be used with care; unoptimized connector implementations can greatly affect REX's performance.

Custom Knowledge Base Connectors are created by implementing the `com.basistech.rosette.flinx.api.internal.KnowledgeBase` interface. The interface contains functions that provide information about entities to the linker disambiguation model features,

as described in [Train the Model \[36\]](#). At a minimum, a connector must implement the `findCandidates` candidates that identifies potential candidates for linking in a document, the `lookupEntityType` and `getLabels` functions that return basic information about entities supported by the Knowledge Base, and the `getContextVector` function that provides a general context vector for entities.

SQLite Connector Sample

A complete example of a custom Knowledge Base Connector that uses a knowledge base backed by a SQLite database is provided in our public github repository at <https://github.com/rosette-api/sqlite-kb-connector>.



WARNING

The sample uses a SQLite database which is simple and easy to install for demonstration purposes, but is not optimized for performance. Your installation will depend on your requirements and existing knowledge bases.

The file `SQLiteKnowledgeBase.java` is well commented and can be used as an example for how to build your own connector.

To build and run the sample, follow the directions in the `README.md` file in the repository. The files are dependent on the version of Rosette Server installed.

7. Customizing Statistical Models with the Field Training Kit (FTK)

REX has a field training system to customize and retrain the statistical models to improve the extraction results in your domain. The two primary types of customization are:

- improving accuracy on data in your specific domain
- extracting additional entity types

The REX FTK is also used to create custom knowledge base models for linking, as described in [Creating a Custom Knowledge Base for Linking \[31\]](#).

If your domain of information is similar to the default REX domain, news stories, then we recommend that you first use [Unsupervised Training \[44\]](#) and unannotated text to retrain the models. If your domain is very different from the default REX, then we recommend [Supervised Training \[47\]](#) with annotated text to retrain the statistical models.

You can customize the models to statistically extract new types of entities. The default models extract the following entity types: Person, Location, Organization, Product, and Title. The models use linguistic context disambiguate between "Apple Inc." and an "apple". You can extract car parts, medical terms, weapons, and other entity types specific to your use case.

The FTK can be shipped as a Docker container or as a package of scripts (supported by only CentOS currently). The requisites and setup instruction of the two package is somewhat different, as discussed in [Requirements \[39\]](#) and the installation instructions for each package.

**NOTE**

The REX FTK is not currently available as a Rosette Server application. You can however, install the FTK outside of Rosette Server and use the models generated in Rosette Server environments.

7.1. Installing the Field Training Kit

7.1.1. Requirements

BasisTech software

- Installed REX package
- Field training kit, one of:
 - `rex-training-docker-<version>.tar.gz`
 - `rex-training-<version>.tar.gz`.
- Field training language resources, `rex-training-lang-<lang>.tar.gz`, where `<lang>` is the language code in [ISO 693-3 Language Codes \[50\]](#).

Third party software and hardware

- 64-bit processor architecture
- 50 GB of storage, minimum

For base Field Training Kit

- 12 GB of RAM, minimum
- Java 11 or above
- Python 3.5
- CentOS 6+

For Docker Field Training Kit

- Docker Engine (<http://docs.docker.com/engine/installation>)
- 12 GB of RAM on the [Docker Machine](#)

For example, if using Oracle VirtualBox as the VM platform that hosts Docker, run this command:

```
docker-machine create --driver virtualbox --virtualbox-memory "12288" default
```



WARNING

Windows with Docker.

Due to Docker limitations, the customization process may be slower and more complicated when running on Windows than with Mac or Linux. Plan your time and hardware resources accordingly.

Data Training Files

Corpus of text in UTF-8, without markup.

This corpus may be annotated for Named Entities or left in its plain-text form, depending on the type of statistical customization (supervised or unsupervised) and whether you require an objective quantitative accuracy estimation.

We measure a corpus' size by the number of tokens, or words, that comprise it. This includes both entities and non-entities.

We recommend that for both customization methods that you annotate a corpus that meets the minimum required size, which depends on the type of customization. Annotate content from your domain that closely resembles the input that REX will process.

If you train REX with supervised training (or add a new entity type), you must have a separate annotated corpus for evaluation. You should annotate a large enough corpus for both training and evaluation.

7.1.2. Installing without Docker

The following section will guide you through the common setup steps that are needed for either kind of statistical training, annotation or evaluation.



IMPORTANT

Before installing the FTK, REX must already be installed in your environment.

Install the FTK:

1. Unzip the field training kit `rex-training-kit-<version>.tar.gz`. A directory named `basis` will be created where you unzipped the file. Let `<basis-ftk-path>` be the absolute path to the directory where the `basis` directory was created.
2. Create a directory named `asset`. Unzip the field training language resource `rex-training-lang-<lang>.tar.tz` within the `asset` directory.

From within the unzipped field training language resource:

1. Create a directory for each language `asset/input/<lang>`:

```
mkdir -p asset/input/<lang>
```

2. Set environment variables with `<rex-field-training-home>` being one directory above the `asset` directory and `<rex-installation-path>` being the root directory of the unzipped REX package `rex-je-<version>.zip`:

```
PATH=<basis-ftk-path>/basis/ftk/bin:$PATH  
export REX_JE_ROOT=<rex-installation-path>  
export ASSET=<rex-field-training-home>/asset
```

3. Copy your example text files to `<rex-field-training-home>/asset/input/<lang>`. Reminder:



IMPORTANT

The training process requires clean utf-8 input documents with no markup. If acquiring text from the web please make sure to remove HTML tags, javascript, CSS, metadata etc.

4. To display the usage menu:

```
ftk help
```

7.1.3. Installing with Docker

Load the Docker image

1. Create a working directory, which we will refer to as `<rex-field-training-home>`.
2. Load the image:

```
docker load -i rex-training-docker-<version>.tar.gz
```

3. Validate that the image is loaded:

```
docker images
```

Confirm there is an image named `rex-field-training` in the images list.

Prepare the training files directory

1. Make the directories `asset/input/<lang>` in `<rex-field-training-home>`.

```
mkdir -p asset/input/<lang>
```

The `asset` directory will be mounted to the Docker container and is used for transferring data in and out of it.

2. Extract the language resource to `<rex-field-training-home>/asset`.

```
cd asset
tar xvf ../rex-training-lang-<lang>.tar.gz
```

After extracting the files, make the `asset` directory and sub-directories writable by anyone.

3. Copy your example text files to `<rex-field-training-home>/asset/input/<lang>`.



IMPORTANT

The training process requires clean utf-8 input documents with no markup. If acquiring text from the web please make sure to remove HTML tags, javascript, CSS, metadata etc.

Run the Docker container

```
docker run -it --rm -v <local-asset-dir-full-path>:/asset
-v <rex-installation-path>:/basis/rex rex-field-training
```

Optional: If you're planning to perform any annotations using the bundled Brat server (see [Annotating \[45\]](#) below), please add port mapping to the `run` command:

```
docker run -it --rm -v <local-asset-dir-full-path>:/asset -v <rex-installation-path>:/basis/rex
-p <local_port_number>:8080 rex-field-training
```

Windows: Note the special syntax used on Windows machines to denote mounted path names:

```
docker run -it --rm -v '//<rex-field-training-home>:/asset'
-v '//<rex-installation-path>:/basis/rex' rex-field-training
```

An example filepath for Windows is `//c/Users/basis/asset:/asset`



TIP

You may find it convenient to run the container inside a `screen` session (or another terminal multiplexer of your choice), so you can later detach and reattach to your session from a terminal.

A startup message similar to the one below, should now appear in your console window, confirming that your Docker is set up correctly:

```
REX field training tools (docker) version
Please refer to the legal notices in /basis/ftk/dependencies/ThirdPartyLicenses.txt.
Copyright (c) 2016 Basis Technology Corporation All Rights Reserved.
Support@basistech.com
http://www.basistech.com

brat instance started on port 8080 in this container. brat data: /asset/bratdata
```

```
Available commands:

Statistical model:
  generate-ngram, cluster-ngram, train-model, evaluate

Advanced tools: learning-curve

Linker model:
  generate-linker-binaries, train-linker-model

Binary gazetteer:
  build-binary-gazetteer
```

The previous command placed you at a shell prompt inside a running field training docker container. From here, you may proceed to perform supervised training, unsupervised training, evaluation, or annotation.

7.2. Using the Field Training Kit

The field training system enables you to customize and retrain the statistical models with your input to improve the extraction results in your domain. This customization expands the extraction to include entities REX has not encountered.

You have the option of retraining the models on unannotated (unsupervised) or annotated text (supervised). If your domain of information is similar to the default REX domain, news stories, then we recommend that you first use [Unsupervised Training \[44\]](#) and unannotated text to retrain the models. If your domain is very different from the default REX, then we recommend [Supervised Training \[47\]](#) with annotated text to retrain the statistical models.

The major benefit of unsupervised training is that the process does not require the human-intensive effort to annotate example data. The model will discover entities using the context of words within the plain text input. It will generate groupings of words that appear in similar contexts and assign them to the same cluster, like "Boston", "Texas", and "France". The model then uses that cluster information to extract entities from your input.

If your domain is very different from the news stories that REX was trained on, after performing [Unsupervised Training](#), you can use [Supervised Training \[47\]](#) to improve the extraction results using annotated data from your domain. To perform supervised training, you need to annotate a corpus of text. You can use any annotation tool. The REX training system includes the [Brat Rapid Annotation Tool \[45\]](#).

7.3. Retraining Rex Models

Generating N-Gram Distributions

Taking the customer-provided example text from `/asset/input`, the system splits it into unigram and bigram counts. It breaks the input into sentences, then tokenizes and normalizes the input to begin generating the n-grams. Using Rosette Base Linguistics, we determine the normalized form for each input token. For some languages we use lemmatization to determine the dictionary-form of a token, and then disambiguate to return the correct meaning of the word from multiple lemmas.

Next, the system scans the normalized input to calculate the distribution of unigrams and bigrams. The new distributions are combined with the previously trained and annotated corpus in `/asset/corpora/<lang>/news/train`. The combined n-grams are placed in `/asset/combined/<lang>.ftk.{uni,bi}.gz`. The n-gram distributions are the building blocks for the clusters, which are created in the next step.

Creating Clusters

Reading the n-grams produced in `/asset/combined/<lang>.ftk.{uni,bi}.gz`, the system applies a mutual-information clustering algorithm to determine the correlation between n-grams. The system creates the final word clusters and stores them in `/asset/wordclasses/<lang>.gz`.

The algorithm groups up to one thousand words into a cluster, empirically designed to yield the optimal extraction accuracy.

Training Models

Using the newly created word clusters from the previous step, the system can now retrain the model. The system reads the word clusters generated and produces the files `model-{LE,BE}.bin` and `model_uc-{LE,BE}.bin` in `/asset/models/<lang>`.

The supervised training algorithm creates a sequence labeler, a structured, averaged perceptron. It is informed by the annotated text and the unlabeled clusters generated in the previous step.

The field training language resources from BasisTech contain annotated news documents used for training the default REX statistical model. These documents are intentionally encrypted for BasisTech use only.

The model is then compiled into a binary format, which can be read by the REX system. Once the binary model is deployed, REX will use it to extract entities from your domain.

7.4. Unsupervised Training

Customer input

- 100MB (or more) of text in UTF-8 without markup.
This is the recommended minimum to improve the model's accuracy. The amount of input you need depends on how different the target domain is from the original text used to train the model.



IMPORTANT

Creating word clusters can take a significant amount of time to complete. Our tests indicate that retraining the models on high-resource languages like English, Spanish, and Chinese could take up to a few days to complete, when using server-grade machines.

7.4.1. Performing Unsupervised Training

1. Generate the n-gram distributions:

```
generate-ngram <lang>
```

The local `asset/generated` directory now contains compressed word ngrams statistics derived from your corpus.

2. Create the new clusters:

```
cluster-ngram <lang>
```

The local `<rex-field-training-home>/asset/wordclasses/` directory now contains the results of the clustering algorithm applied on the word ngrams.

3. Train the models on the new clusters:

```
train-model <lang>
```

The output is a one or more binary files that comprise the retrained statistical model (for languages in Latin script there will be two files created: a case-sensitive and a case-insensitive one.)

4. Copy the new models from `<rex-field-training-home>/asset/models/<lang>` to `<rex-home>/data/statistical/<lang>`, and remove the default models. Keep the naming convention of the models.
Alternatively, call `EntityExtractor.setStatisticalModels` method and point the system at the new model(s) for that language.
5. Continue to [Evaluating \[49\]](#) to measure the accuracy of the new statistical models on your input.

7.5. Annotating Documents

7.5.1. Annotating with Brat

Manual annotation of documents is required for the following use cases:

- When improving REX's accuracy via [supervised training \[47\]](#).
- When adding support for [additional entity types \[49\]](#).
- For obtaining a "golden" data set for use as an objective, [quantitative evaluation \[49\]](#) of REX's accuracy.



TIP

We strongly recommend that you first perform [Unsupervised Training \[44\]](#), which does not require any annotation, before attempting supervised training in order to improve the extraction results at a minimal human effort.

To help with the annotation process, the [Brat Rapid Annotation Tool](#) is included in the Docker field training container. Once you map to a port on your machine, you can access Brat with your web browser. See the [Brat Manual](#) for more information on using and customizing Brat.

When you've finished annotating the corpus, this guide will instruct you on how to convert the files to Rosette's Annotated Data Model (ADM) which REX subsequently uses to retrain the statistical models.

The following section guides you through the process of annotating data files using the bundled Brat server.

**TIP**

The bundled Brat server is configured for Left-To-Right languages by default. To annotate Right-To-Left languages, (Hebrew, Arabic, etc), edit `visual.conf` in your Brat collection (default `bratdata`) to include:

```
[options]
Text direction:rtl
```

Instructions

1. Create a world-writable directory in `<rex-field-training-home>/asset/` named `bratdata`:

```
mkdir <rex-field-training-home>/asset/bratdata
```

2. Copy your corpus of plain, unannotated text (`<filename>.txt`) files into the `bratdata` directory. This can be a subset of the corpus you had previously placed in `asset/input/<lang>`.
3. For each `filename.txt` file, create an empty `<filename>.ann` file in the `bratdata` directory.
4. Make all of the individual files (`<filename>.txt` and `<filename>.ann`) as well as the directory itself readable and writable by anyone. For example:

```
chmod -R ugo+rw <rex-field-training-home>/asset/bratdata
```

5. If you haven't done so already, run the Docker container while mapping the Brat port (8080) to a free port on your machine. See the [General Setup Instructions \[40\]](#) above. The container startup scripts populate the empty `asset/bratdata` directory with configuration files.
6. Open a browser and go to `http://<docker_machine_ip>:<local_port_number>`. Note that on systems that use a `docker-machine` you'll need to obtain its IP to be able to access it. See the [Docker documentation](#) for additional details. Follow the instructions to select the files to annotate.
7. In the top, right-hand corner, click Login. You will need to login to Brat every time you start the Docker container.
 - Username: `brat`
 - Password: `brat`
8. **If you're annotating for a new entity type**, open the `asset/bratdata/annotation.conf` file. Add the name of the new entity type to the list on a new line, for example "MEDICAL".
9. Annotate the examples with Brat in the browser. The Brat output will be in the `<filename>.ann` files. Brat uses a 'standoff' annotation method where the original `.txt` files are read-only and the annotations are stored in the readable/writable `.ann` files, which represent the annotation in simple tabular format. Below is an excerpt of an `.ann` file that represents annotations of the entity type `FRUIT` in some Spanish text file:

```
T1      FRUIT 277 284  Manzana
T2      FRUIT 313 320  toronja
T3      FRUIT 571 579  manzanas
```

10. Create a directory for the ADM output files

```
mkdir /asset/<admoutput>
```

11. When you're done annotating, convert the Brat files to ADM using the `corpuscmd` utility:

```
corpuscmd Brat2Adm --bratInput /asset/bratdata --output /asset/<admoutput>
```

The output json-serialized-ADM files created will have the `.txt.adm.json` extension.

12. Continue to [Supervised Trainingt \[47\]](#) to retrain the models, to [Add a New Entity Type \[49\]](#), or to [Evaluate the Restrained Statistical Model \[49\]](#).

7.5.2. Alternate Ways to Generate Annotated Data

You can also generate annotated data in ADM json format directly. This is the representation and serialization used by REX for training and evaluation. The output generated by `REXCcmd`, REX's command-line utility, also uses json-serialized ADMs as its output. You may simply generate (or convert) your corpus following the `REXCcmd` generated json as an example.

Some users find Brat's standoff annotation format (comprised of `.ann` and `.txt` files) a convenient way to represent annotations. If you wish to write Brat files yourself (without using the bundled Brat server) you may do so and then start the process discussed above from step 10.

Please contact [<support@basistech.com>](mailto:support@basistech.com) for more information about the Rosette Annotated Data Model and ADM files.

7.6. Supervised Training to Improve Accuracy in a Domain

You can improve the extraction of the default entity types from your input by customizing the statistical processor with annotated data. If your domain is drastically different from the default REX domain, then it will have a larger impact on the REX results.

7.6.1. Annotating Instructions

1. [Setup Brat and annotate data. \[45\]](#)

For Supervised Training, we recommend that you annotate a corpus containing a minimum of 60,000 tokens. However, if your target domain is very different from the default REX domain then we recommend a larger corpus. The greater the difference between the domains, the more tokens necessary to create a new statistical model.

2. Copy your corpora of ADM files in a directory (`<train corpus path>`) accessible from the container. (You may want to replace the Basis-provided training corpus for "New Model Only" training explained below. To do so, copy your adm files to `/asset/corpora/<lang>/news/train`, and remove `*.enc` files in the directory. Please make sure your corpus contains at least 1000 unique tokens.)
3. Put all available raw, unannotated plain text into `<rex-field-training-home>/asset/input/<lang>/`.

4. Setup Docker [41]

Supervised Training

1. From your Docker console, generate the n-gram distributions:

```
generate-ngram <lang>
```

2. From your Docker console, create the new clusters:

```
cluster-ngram <lang>
```

Instructions for New or Mixed Statistical Models

You must choose whether to extract entities using both the new and the default statistical models together, which we call model mixing, or if you want to exclusively use the new statistical Model.

With model mixing, REX runs both the new and the default models in parallel and uses the redactor module to adjudicate the overlapping results.

Model Mixing

1. From your Docker console, train the model on the new clusters:

```
train-model -T <entity types> -t <train corpus path> <lang>
```

where `<entity types>` is a comma-delimited list of entity types in the annotated corpus, e.g. `-T FRUIT, DRUGS`. The output is a binary file of the retrained statistical model. For languages in Latin script there will be two models: case-sensitive and case-insensitive.

2. Copy the new models from `<rex-field-training-home>/asset/models/<lang>` to `<rex-home>/data/statistical/<lang>` with the existing models. Keep the naming convention of the models.

Alternatively, call `EntityExtractor.setStatisticalModels` method and point the system at both the new and default model(s) for that language. Only pointing to the new model(s) will overwrite the default model(s).



NOTE

You can [Customize the Redactor \[23\]](#) to favor output from the new statistical model(s).

3. Once you have retrained the models, proceed to [Evaluating the Retrained Statistical Model \[49\]](#).

Using New Model Only

1. From your Docker console, train the model on the new clusters:

```
train-model -w /asset/wordclasses/<lang>.customer.gz -T <entity types> -t <train corpus path> <lang>
```

The output is a binary file of the retrained statistical model. For languages in Latin script there will be two statistical models: case-sensitive and case-insensitive.

2. Copy the new models from `<rex-field-training-home>/asset/models/<lang>` to `<rex-home>/data/statistical/<lang>`, and remove the default models. Keep the naming convention of the models.
Alternatively, call `EntityExtractor.setStatisticalModels` method and point the system at the new model(s) for that language.
3. Once you have retrained the models, proceed to [Evaluating the Retrained Statistical Model \[49\]](#).



TIP Model Naming Convention

The prefix must be `model.` and the suffix must be `-LE.bin`. Any alphanumeric ASCII characters are allowed in between.

Example valid model names:

- `model.fruit-LE.bin`
- `model.customer4-LE.bin`

7.7. Adding New Statistical Entity Types

The REX statistical processor can also be retrained to extract types of entities that are specific to your domain. This customization functions best with a distinct category of entities which do not have a set pattern, or which have an unlimited number of possibilities. If the entities appear in a pattern, such as license plate numbers, then you should [Create a Regex \[20\]](#) for extracting plate numbers. If there is a finite number of possible entities, such as movies that have won an Academy Award, then you should [Create a Gazetteer \[15\]](#) to extract the movie titles.

When you annotate content, you can add new entity types to the Brat configuration. Then REX will take the annotated content and statistically extract domain-specific entities, such as medical terms.

7.7.1. Instructions

1. [Setup Brat and annotate data \[45\]](#)
If you are adding a new entity type, we recommend that you annotate a corpus with a minimum of 100,000 tokens. The corpus is much larger as REX needs more data to accurately extract a new entity type and to avoid conflicts with similar entities. More annotated data increases accuracy for that new entity type.
2. Retrain the model, following the steps in [Supervised Training \[47\]](#).
3. Continue to [Evaluation \[49\]](#) to review the new model's performance.

7.8. Evaluating the Retrained Statistical Model

7.8.1. Initial Accuracy Quick Test

When the statistical training is complete, the system will evaluate the resulting model against a standard data set and report F-scores. These numbers are part of the output generated by `train-model` and

measure the accuracy of the freshly retrained model on the original evaluation input from BasisTech. They are a useful quick test to ensure that the models are functioning properly. If you encounter dramatically low or unexpectedly high F-scores, it could be a sign that something went wrong in the training process.

Since the model has been adapted to your target domain, these F-scores are not a valid reflection of the actual accuracy of the new model's performance. It is expected that the scores may be moderately lower because the retrained model is no longer adapted for news documents.

7.8.2. Measuring Accuracy on Your Data

To perform a methodical evaluation of the performance of the default or customized models on **your** dataset, you must first annotate a corpus of text from your domain. Do not reuse documents that were already used for training.

Instructions

1. [Annotate data. \[45\]](#)

For evaluating the performance of REX, we recommend that you annotate a corpus with a minimum of 30,000 tokens. A larger corpus will produce more statistically significant F-scores.

2. Replace the files in `/asset/corpora/<lang>/news/eval` with the new ADM files.

3. If you haven't done so already, make sure the [Field Training Docker \[41\]](#) container is ready for use.

4. From your Docker console, evaluate the models on your domain:

```
evaluate <lang>
```

As in `train-model`, you can use a specific set of entity types with `-T <entity types>`.

The `-v` flag will produce verbose output, which is especially useful when using custom entity types

5. The Docker console will report the F-scores, precision, and recall.

8. ISO 639-3 Language Codes

REX uses ISO 639-3 codes to specify the language of the input text.

Language	Code
Arabic	ara
Chinese, Script-insensitive**	zho**
Chinese, Simplified	zhs
Chinese, Traditional	zht
Dutch	nld
English	eng
English Uppercase**	uen
French	fra
German	deu
Hebrew	heb
Hungarian	hun
Indonesian	ind

Language	Code
Italian	ita
Japanese	jpn
Korean	kor
Malay, Standard	zsm
Persian (Iranian Persian, Afghan Persian)	fas
Portuguese	por
Pashto	pus
Russian	rus
Spanish	spa
Swedish	swe
Urdu	urd
Vietnamese	vie
Generic, Cross-Language	xxx

9. Tcl Regex Format

The [Pattern Matching Processor \[20\]](#) uses the Tcl regular expression engine to identify named entities in input text. To see the named entity types that the Pattern Matching Processor with the shipped regexes file returns, see [Language Support \[5\]](#) of Named Entities. For background information about adding your own regexes, see [Accept Regex \[20\]](#).

For information on Tcl syntax, see the [Tcl re_syntax Manual Page](#).

REX modifies the regex matcher so that `\n` in a regex expression matches straight new lines (`\n`), carriage returns (`\r`), or a combination of both (`\r\n`). Regardless of what it matches, offsets and lengths in the result will match the input document.

9.1. Tcl License

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10. Entity Types and DBpedia Types

10.1. Entity Types and DBpedia Types

Entity type	DBpedia type
ACTIVITY	Activity
ACTIVITY	Activity/Game
ACTIVITY	Activity/Sales
ACTIVITY	Activity/Sport
ACTIVITY	Activity/Sport/Athletics
ACTIVITY	Activity/Sport/TeamSport
ACTIVITY	Activity
ANATOMY	AnatomicalStructure
ANATOMY	AnatomicalStructure/Artery
ANATOMY	AnatomicalStructure/BloodVessel
ANATOMY	AnatomicalStructure/Bone
ANATOMY	AnatomicalStructure/Brain
ANATOMY	AnatomicalStructure/Embryology
ANATOMY	AnatomicalStructure/Ligament
ANATOMY	AnatomicalStructure/Lymph
ANATOMY	AnatomicalStructure/Muscle
ANATOMY	AnatomicalStructure/Nerve
ANATOMY	AnatomicalStructure/Vein
DISEASE	Disease
EVENT	Event
EVENT	Event/Competition
EVENT	Event/Competition/Contest
EVENT	Event/LifeCycleEvent
EVENT	Event/LifeCycleEvent/PersonalEvent
EVENT	Event/NaturalEvent
EVENT	Event/NaturalEvent/Earthquake
EVENT	Event/NaturalEvent/SolarEclipse
EVENT	Event/NaturalEvent/StormSurge
EVENT	Event/PenaltyShootOut
EVENT	Event/SocietalEvent

Entity type	DBpedia type
EVENT	Event/SocietalEvent/AcademicConference
EVENT	Event/SocietalEvent/Attack
EVENT	Event/SocietalEvent/Convention
EVENT	Event/SocietalEvent/Election
EVENT	Event/SocietalEvent/FilmFestival
EVENT	Event/SocietalEvent/HistoricalEvent
EVENT	Event/SocietalEvent/Meeting
EVENT	Event/SocietalEvent/MilitaryConflict
EVENT	Event/SocietalEvent/MusicFestival
EVENT	Event/SocietalEvent/Rebellion
EVENT	Event/SocietalEvent/SpaceMission
EVENT	Event/SocietalEvent/SportsEvent
EVENT	Event/SocietalEvent/SportsEvent/CyclingCompetition
EVENT	Event/SocietalEvent/SportsEvent/FootballMatch
EVENT	Event/SocietalEvent/SportsEvent/GrandPrix
EVENT	Event/SocietalEvent/SportsEvent/InternationalFootballLeagueEvent
EVENT	Event/SocietalEvent/SportsEvent/MixedMartialArtsEvent
EVENT	Event/SocietalEvent/SportsEvent/NationalFootballLeagueEvent
EVENT	Event/SocietalEvent/SportsEvent/Olympics
EVENT	Event/SocietalEvent/SportsEvent/Olympics/OlympicEvent
EVENT	Event/SocietalEvent/SportsEvent/Race
EVENT	Event/SocietalEvent/SportsEvent/Race/CyclingRace
EVENT	Event/SocietalEvent/SportsEvent/Race/HorseRace
EVENT	Event/SocietalEvent/SportsEvent/Race/MotorRace
EVENT	Event/SocietalEvent/SportsEvent/Tournament
EVENT	Event/SocietalEvent/SportsEvent/Tournament/GolfTournament
EVENT	Event/SocietalEvent/SportsEvent/Tournament/SoccerTournament
EVENT	Event/SocietalEvent/SportsEvent/Tournament/TennisTournament
EVENT	Event/SocietalEvent/SportsEvent/Tournament/WomensTennisAssociationTournament
EVENT	Event/SocietalEvent/SportsEvent/WrestlingEvent
EVENT	Holiday
EVENT	SportsSeason
EVENT	SportsSeason/MotorsportSeason
EVENT	SportsSeason/SportsTeamSeason
EVENT	SportsSeason/SportsTeamSeason/BaseballSeason
EVENT	SportsSeason/SportsTeamSeason/FootballLeagueSeason
EVENT	SportsSeason/SportsTeamSeason/FootballLeagueSeason/NationalFootballLeagueSeason
EVENT	SportsSeason/SportsTeamSeason/NCAATeamSeason
EVENT	SportsSeason/SportsTeamSeason/SoccerClubSeason
EVENT	SportsSeason/SportsTeamSeason/SoccerLeagueSeason
EVENT	Statistic
EVENT	TimePeriod
EVENT	TimePeriod/CareerStation
EVENT	TimePeriod/CareerStation/MilitaryService
EVENT	TimePeriod/GeologicalPeriod
EVENT	TimePeriod/HistoricalPeriod
EVENT	TimePeriod/PeriodOfArtisticStyle

Entity type	DBpedia type
EVENT	TimePeriod/PrehistoricalPeriod
EVENT	TimePeriod/ProtohistoricalPeriod
EVENT	TimePeriod/Reign
EVENT	TimePeriod/Tenure
EVENT	TimePeriod/Year
EVENT	TimePeriod/YearInSpaceflight
EVENT	UnitOfWork/Case
EVENT	UnitOfWork/Case/LegalCase
EVENT	UnitOfWork/Case/LegalCase/SupremeCourtOfTheUnitedStatesCase
EVENT	UnitOfWork/Project
EVENT	UnitOfWork/Project/ResearchProject
EVENT	E4_Period
FOOD	Food
FOOD	Food/Beverage
FOOD	Food/Beverage/Beer
FOOD	Food/Beverage/Vodka
FOOD	Food/Beverage/Wine
FOOD	Food/Beverage/Wine/ControlledDesignationOfOriginWine
FOOD	Food/Cheese
IDENTIFIER	Identifier
IDENTIFIER	Identifier/TopLevelDomain
LANGUAGE	Language
LANGUAGE	Language/ProgrammingLanguage
LOCATION	ElectricalSubstation
LOCATION	Place
LOCATION	Place/ArchitecturalStructure
LOCATION	Place/ArchitecturalStructure/AmusementParkAttraction
LOCATION	Place/ArchitecturalStructure/AmusementParkAttraction/RollerCoaster
LOCATION	Place/ArchitecturalStructure/AmusementParkAttraction/WaterRide
LOCATION	Place/ArchitecturalStructure/Arena
LOCATION	Place/ArchitecturalStructure/Building
LOCATION	Place/ArchitecturalStructure/Building/Casino
LOCATION	Place/ArchitecturalStructure/Building/Castle
LOCATION	Place/ArchitecturalStructure/Building/Factory
LOCATION	Place/ArchitecturalStructure/Building/HistoricBuilding
LOCATION	Place/ArchitecturalStructure/Building/Hospital
LOCATION	Place/ArchitecturalStructure/Building/Hotel
LOCATION	Place/ArchitecturalStructure/Building/Museum
LOCATION	Place/ArchitecturalStructure/Building/Prison
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Church
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Monastery
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Mosque
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Shrine
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Synagogue
LOCATION	Place/ArchitecturalStructure/Building/ReligiousBuilding/Temple
LOCATION	Place/ArchitecturalStructure/Building/Restaurant

Entity type	DBpedia type
LOCATION	Place/ArchitecturalStructure/Building/ShoppingMall
LOCATION	Place/ArchitecturalStructure/Building/Skyscraper
LOCATION	Place/ArchitecturalStructure/Building/Venue
LOCATION	Place/ArchitecturalStructure/Building/Venue/Cinema
LOCATION	Place/ArchitecturalStructure/Building/Venue/Stadium
LOCATION	Place/ArchitecturalStructure/Building/Venue/Theatre
LOCATION	Place/ArchitecturalStructure/Infrastructure
LOCATION	Place/ArchitecturalStructure/Infrastructure/Airport
LOCATION	Place/ArchitecturalStructure/Infrastructure/Dam
LOCATION	Place/ArchitecturalStructure/Infrastructure/Dike
LOCATION	Place/ArchitecturalStructure/Infrastructure/LaunchPad
LOCATION	Place/ArchitecturalStructure/Infrastructure/Lock
LOCATION	Place/ArchitecturalStructure/Infrastructure/Port
LOCATION	Place/ArchitecturalStructure/Infrastructure/PowerStation
LOCATION	Place/ArchitecturalStructure/Infrastructure/PowerStation/NuclearPowerStation
LOCATION	Place/ArchitecturalStructure/Infrastructure/RestArea
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/Bridge
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/RailwayLine
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/RailwayTunnel
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/Road
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/RoadJunction
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/RoadTunnel
LOCATION	Place/ArchitecturalStructure/Infrastructure/RouteOfTransportation/WaterwayTunnel
LOCATION	Place/ArchitecturalStructure/Infrastructure/Station
LOCATION	Place/ArchitecturalStructure/Infrastructure/Station/MetroStation
LOCATION	Place/ArchitecturalStructure/Infrastructure/Station/RailwayStation
LOCATION	Place/ArchitecturalStructure/Infrastructure/Station/RouteStop
LOCATION	Place/ArchitecturalStructure/Infrastructure/Station/TramStation
LOCATION	Place/ArchitecturalStructure/MilitaryStructure
LOCATION	Place/ArchitecturalStructure/MilitaryStructure/Fort
LOCATION	Place/ArchitecturalStructure/Mill
LOCATION	Place/ArchitecturalStructure/Mill/Treadmill
LOCATION	Place/ArchitecturalStructure/Mill/Watermill
LOCATION	Place/ArchitecturalStructure/Mill/WindMotor
LOCATION	Place/ArchitecturalStructure/Mill/Windmill
LOCATION	Place/ArchitecturalStructure/Monument
LOCATION	Place/ArchitecturalStructure/Monument/GraveMonument
LOCATION	Place/ArchitecturalStructure/Monument/Memorial
LOCATION	Place/ArchitecturalStructure/Pyramid
LOCATION	Place/ArchitecturalStructure/SportFacility
LOCATION	Place/ArchitecturalStructure/SportFacility/CricketGround
LOCATION	Place/ArchitecturalStructure/SportFacility/GolfCourse
LOCATION	Place/ArchitecturalStructure/SportFacility/RaceTrack
LOCATION	Place/ArchitecturalStructure/SportFacility/RaceTrack/Racecourse
LOCATION	Place/ArchitecturalStructure/SportFacility/SkiArea
LOCATION	Place/ArchitecturalStructure/SportFacility/SkiArea/SkiResort

Entity type	DBpedia type
LOCATION	Place/ArchitecturalStructure/Square
LOCATION	Place/ArchitecturalStructure/Tower
LOCATION	Place/ArchitecturalStructure/Tower/Lighthouse
LOCATION	Place/ArchitecturalStructure/Tower/WaterTower
LOCATION	Place/ArchitecturalStructure/Tunnel
LOCATION	Place/ArchitecturalStructure/Zoo
LOCATION	Place/CelestialBody
LOCATION	Place/CelestialBody/Asteroid
LOCATION	Place/CelestialBody/Constellation
LOCATION	Place/CelestialBody/Galaxy
LOCATION	Place/CelestialBody/Planet
LOCATION	Place/CelestialBody/Satellite
LOCATION	Place/CelestialBody/Satellite/ArtificialSatellite
LOCATION	Place/CelestialBody/Star
LOCATION	Place/CelestialBody/Star/BrownDwarf
LOCATION	Place/CelestialBody/Swarm
LOCATION	Place/CelestialBody/Swarm/Globularswarm
LOCATION	Place/CelestialBody/Swarm/Openswarm
LOCATION	Place/Cemetery
LOCATION	Place/ConcentrationCamp
LOCATION	Place/CountrySeat
LOCATION	Place/Garden
LOCATION	Place/HistoricPlace
LOCATION	Place/Mine
LOCATION	Place/Mine/CoalPit
LOCATION	Place/NaturalPlace
LOCATION	Place/NaturalPlace/Archipelago
LOCATION	Place/NaturalPlace/Beach
LOCATION	Place/NaturalPlace/BodyOfWater
LOCATION	Place/NaturalPlace/BodyOfWater/Bay
LOCATION	Place/NaturalPlace/BodyOfWater/Lake
LOCATION	Place/NaturalPlace/BodyOfWater/Ocean
LOCATION	Place/NaturalPlace/BodyOfWater/Sea
LOCATION	Place/NaturalPlace/BodyOfWater/Stream
LOCATION	Place/NaturalPlace/BodyOfWater/Stream/Canal
LOCATION	Place/NaturalPlace/BodyOfWater/Stream/River
LOCATION	Place/NaturalPlace/Cape
LOCATION	Place/NaturalPlace/Cave
LOCATION	Place/NaturalPlace/Crater
LOCATION	Place/NaturalPlace/Crater/LunarCrater
LOCATION	Place/NaturalPlace/Desert
LOCATION	Place/NaturalPlace/Forest
LOCATION	Place/NaturalPlace/Glacier
LOCATION	Place/NaturalPlace/HotSpring
LOCATION	Place/NaturalPlace/Mountain
LOCATION	Place/NaturalPlace/MountainPass
LOCATION	Place/NaturalPlace/MountainRange

Entity type	DBpedia type
LOCATION	Place/NaturalPlace/Valley
LOCATION	Place/NaturalPlace/Volcano
LOCATION	Place/Park
LOCATION	Place/PopulatedPlace
LOCATION	Place/PopulatedPlace/Agglomeration
LOCATION	Place/PopulatedPlace/Community
LOCATION	Place/PopulatedPlace/Continent
LOCATION	Place/PopulatedPlace/Country
LOCATION	Place/PopulatedPlace/Country/HistoricalCountry
LOCATION	Place/PopulatedPlace/GatedCommunity
LOCATION	Place/PopulatedPlace/Intercommuality
LOCATION	Place/PopulatedPlace/Island
LOCATION	Place/PopulatedPlace/Island/Atoll
LOCATION	Place/PopulatedPlace/Locality
LOCATION	Place/PopulatedPlace/Region
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/ClericalAdministrativeRegion
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/ClericalAdministrativeRegion/Deanery
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/ClericalAdministrativeRegion/Diocese
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/ClericalAdministrativeRegion/Parish
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Arrondissement
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Canton
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Department
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Department/ OverseasDepartment
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/District
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/District/HistoricalDistrict
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/DistrictWaterBoard
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/MicroRegion
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Municipality
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Municipality/ FormerMunicipality
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Prefecture
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Province
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Province/ HistoricalProvince
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/Regency
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/GovernmentalAdministrativeRegion/SubMunicipality
LOCATION	Place/PopulatedPlace/Region/AdministrativeRegion/HistoricalAreaOfAuthority
LOCATION	Place/PopulatedPlace/Region/HistoricalRegion
LOCATION	Place/PopulatedPlace/Region/NaturalRegion
LOCATION	Place/PopulatedPlace/Settlement
LOCATION	Place/PopulatedPlace/Settlement/City
LOCATION	Place/PopulatedPlace/Settlement/City/Capital
LOCATION	Place/PopulatedPlace/Settlement/City/CapitalOfRegion
LOCATION	Place/PopulatedPlace/Settlement/CityDistrict
LOCATION	Place/PopulatedPlace/Settlement/HistoricalSettlement

Entity type	DBpedia type
LOCATION	Place/PopulatedPlace/Settlement/Town
LOCATION	Place/PopulatedPlace/Settlement/Village
LOCATION	Place/PopulatedPlace/State
LOCATION	Place/PopulatedPlace/Street
LOCATION	Place/PopulatedPlace/Territory
LOCATION	Place/PopulatedPlace/Territory/OldTerritory
LOCATION	Place/ProtectedArea
LOCATION	Place/SiteOfSpecialScientificInterest
LOCATION	Place/WineRegion
LOCATION	Place/WorldHeritageSite
MEASURE	Altitude
MEASURE	Area
MEASURE	Depth
MEASURE	GrossDomesticProduct
MEASURE	GrossDomesticProductPerCapita
MEASURE	Population
MEASURE	SportCompetitionResult
MEASURE	SportCompetitionResult/OlympicResult
MISC	Thing
MISC	Agent
MISC	Agent/Employer
MISC	Agent/Organisation/TermOfOffice
MISC	Award
MISC	Award/Decoration
MISC	Award/NobelPrize
MISC	Blazon
MISC	ChartsPlacements
MISC	Colour
MISC	Demographics
MISC	ElectionDiagram
MISC	EthnicGroup
MISC	Flag
MISC	GeneLocation
MISC	GeneLocation/HumanGeneLocation
MISC	GeneLocation/MouseGeneLocation
MISC	List
MISC	List/TrackList
MISC	Media
MISC	MedicalSpecialty
MISC	Medicine
MISC	Name
MISC	Name/GivenName
MISC	Name/Surname
MISC	PublicService
MISC	Relationship
MISC	SportCompetitionResult/SnookerWorldRanking
MISC	TopicalConcept

Entity type	DBpedia type
MISC	TopicalConcept/AcademicSubject
MISC	TopicalConcept/CardinalDirection
MISC	TopicalConcept/Fashion
MISC	TopicalConcept/Genre
MISC	TopicalConcept/Genre/ArtisticGenre
MISC	TopicalConcept/Genre/LiteraryGenre
MISC	TopicalConcept/Genre/MovieGenre
MISC	TopicalConcept/Genre/MusicGenre
MISC	TopicalConcept/Ideology
MISC	TopicalConcept/MathematicalConcept
MISC	TopicalConcept/PhilosophicalConcept
MISC	TopicalConcept/PoliticalConcept
MISC	TopicalConcept/ScientificConcept
MISC	TopicalConcept/Standard
MISC	TopicalConcept/SystemOfLaw
MISC	TopicalConcept/Tax
MISC	TopicalConcept/Taxon
MISC	TopicalConcept/TheologicalConcept
MISC	TopicalConcept/TheologicalConcept/ChristianDoctrine
MISC	TopicalConcept/Type
MISC	TopicalConcept/Type/DocumentType
MISC	TopicalConcept/Type/GovernmentType
MISC	UnitOfWork
MISC	Unknown
MISC	Unknown/WikimediaTemplate
MISC	Work
MISC	Work/Document
MISC	Work/Document/File
MISC	Work/Document/Image
MISC	Work/Document/Image/MovingImage
MISC	Work/Document/Image/StillImage
MISC	Work/Document/Sound
MISC	Work/MusicalWork/NationalAnthem
MISC	Work/MusicalWork/Song/EurovisionSongContestEntry
MISC	Work/WrittenWork
MISC	Work/WrittenWork/Annotation
MISC	Work/WrittenWork/Annotation/Reference
MISC	Work/WrittenWork/Law
MISC	Work/WrittenWork/Letter
MISC	Work/WrittenWork/Quote
MISC	Work/WrittenWork/Resume
MISC	Work/WrittenWork/StatedResolution
MISC	Work/WrittenWork/Treaty
MISC	Work/Document
MISC	Image
MISC	SpatialThing
MISC	_Feature

Entity type	DBpedia type
MISC	Property
MISC	Concept
MISC	OrderedCollection
MONEY	Currency
ORGANIZATION	Agent/Family
ORGANIZATION	Agent/Family/NobleFamily
ORGANIZATION	Agent/Organisation
ORGANIZATION	Agent/Organisation/Broadcaster
ORGANIZATION	Agent/Organisation/Broadcaster/BroadcastNetwork
ORGANIZATION	Agent/Organisation/Broadcaster/RadioStation
ORGANIZATION	Agent/Organisation/Broadcaster/TelevisionStation
ORGANIZATION	Agent/Organisation/Company
ORGANIZATION	Agent/Organisation/Company/Bank
ORGANIZATION	Agent/Organisation/Company/Brewery
ORGANIZATION	Agent/Organisation/Company/Caterer
ORGANIZATION	Agent/Organisation/Company/LawFirm
ORGANIZATION	Agent/Organisation/Company/PublicTransitSystem
ORGANIZATION	Agent/Organisation/Company/PublicTransitSystem/Airline
ORGANIZATION	Agent/Organisation/Company/PublicTransitSystem/BusCompany
ORGANIZATION	Agent/Organisation/Company/Publisher
ORGANIZATION	Agent/Organisation/Company/RecordLabel
ORGANIZATION	Agent/Organisation/Company/Winery
ORGANIZATION	Agent/Organisation/EducationalInstitution
ORGANIZATION	Agent/Organisation/EducationalInstitution/College
ORGANIZATION	Agent/Organisation/EducationalInstitution/Library
ORGANIZATION	Agent/Organisation/EducationalInstitution/School
ORGANIZATION	Agent/Organisation/EducationalInstitution/University
ORGANIZATION	Agent/Organisation/EmployersOrganisation
ORGANIZATION	Agent/Organisation/GeopoliticalOrganisation
ORGANIZATION	Agent/Organisation/GovernmentAgency
ORGANIZATION	Agent/Organisation/GovernmentAgency/GovernmentCabinet
ORGANIZATION	Agent/Organisation/Group
ORGANIZATION	Agent/Organisation/Group/Band
ORGANIZATION	Agent/Organisation/Group/ComedyGroup
ORGANIZATION	Agent/Organisation/InternationalOrganisation
ORGANIZATION	Agent/Organisation/Legislature
ORGANIZATION	Agent/Organisation/MilitaryUnit
ORGANIZATION	Agent/Organisation/Non-ProfitOrganisation
ORGANIZATION	Agent/Organisation/Non-ProfitOrganisation/RecordOffice
ORGANIZATION	Agent/Organisation/Parliament
ORGANIZATION	Agent/Organisation/PoliticalParty
ORGANIZATION	Agent/Organisation/ReligiousOrganisation
ORGANIZATION	Agent/Organisation/ReligiousOrganisation/ClericalOrder
ORGANIZATION	Agent/Organisation/SambaSchool
ORGANIZATION	Agent/Organisation/SportsClub
ORGANIZATION	Agent/Organisation/SportsClub/HockeyClub
ORGANIZATION	Agent/Organisation/SportsClub/RugbyClub

Entity type	DBpedia type
ORGANIZATION	Agent/Organisation/SportsClub/SoccerClub
ORGANIZATION	Agent/Organisation/SportsClub/SoccerClub/NationalSoccerClub
ORGANIZATION	Agent/Organisation/SportsLeague
ORGANIZATION	Agent/Organisation/SportsLeague/AmericanFootballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/AustralianFootballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/AutoRacingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/BaseballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/BasketballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/BowlingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/BoxingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/CanadianFootballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/CricketLeague
ORGANIZATION	Agent/Organisation/SportsLeague/CurlingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/CyclingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/FieldHockeyLeague
ORGANIZATION	Agent/Organisation/SportsLeague/FormulaOneRacing
ORGANIZATION	Agent/Organisation/SportsLeague/GolfLeague
ORGANIZATION	Agent/Organisation/SportsLeague/HandballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/IceHockeyLeague
ORGANIZATION	Agent/Organisation/SportsLeague/InlineHockeyLeague
ORGANIZATION	Agent/Organisation/SportsLeague/LacrosseLeague
ORGANIZATION	Agent/Organisation/SportsLeague/MixedMartialArtsLeague
ORGANIZATION	Agent/Organisation/SportsLeague/MotorcycleRacingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/PaintballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/PoloLeague
ORGANIZATION	Agent/Organisation/SportsLeague/RadioControlledRacingLeague
ORGANIZATION	Agent/Organisation/SportsLeague/RugbyLeague
ORGANIZATION	Agent/Organisation/SportsLeague/SoccerLeague
ORGANIZATION	Agent/Organisation/SportsLeague/SoftballLeague
ORGANIZATION	Agent/Organisation/SportsLeague/SpeedwayLeague
ORGANIZATION	Agent/Organisation/SportsLeague/TennisLeague
ORGANIZATION	Agent/Organisation/SportsLeague/VideogamesLeague
ORGANIZATION	Agent/Organisation/SportsLeague/VolleyballLeague
ORGANIZATION	Agent/Organisation/SportsTeam
ORGANIZATION	Agent/Organisation/SportsTeam/AmericanFootballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/AustralianFootballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/BaseballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/BasketballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/CanadianFootballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/CricketTeam
ORGANIZATION	Agent/Organisation/SportsTeam/CyclingTeam
ORGANIZATION	Agent/Organisation/SportsTeam/FormulaOneTeam
ORGANIZATION	Agent/Organisation/SportsTeam/HandballTeam
ORGANIZATION	Agent/Organisation/SportsTeam/HockeyTeam
ORGANIZATION	Agent/Organisation/SportsTeam/SpeedwayTeam
ORGANIZATION	Agent/Organisation/TradeUnion
PERSON	Agent/Deity

Entity type	DBpedia type
PERSON	Agent/FictionalCharacter
PERSON	Agent/FictionalCharacter/ComicsCharacter
PERSON	Agent/FictionalCharacter/ComicsCharacter/AnimangaCharacter
PERSON	Agent/FictionalCharacter/DisneyCharacter
PERSON	Agent/FictionalCharacter/MythologicalFigure
PERSON	Agent/FictionalCharacter/NarutoCharacter
PERSON	Agent/FictionalCharacter/SoapCharacter
PERSON	Agent/Person
PERSON	Agent/Person/Archeologist
PERSON	Agent/Person/Architect
PERSON	Agent/Person/Aristocrat
PERSON	Agent/Person/Artist
PERSON	Agent/Person/Artist/Actor
PERSON	Agent/Person/Artist/Actor/AdultActor
PERSON	Agent/Person/Artist/Actor/VoiceActor
PERSON	Agent/Person/Artist/Comedian
PERSON	Agent/Person/Artist/ComicsCreator
PERSON	Agent/Person/Artist/Dancer
PERSON	Agent/Person/Artist/FashionDesigner
PERSON	Agent/Person/Artist/Humorist
PERSON	Agent/Person/Artist/MusicalArtist
PERSON	Agent/Person/Artist/MusicalArtist/BackScene
PERSON	Agent/Person/Artist/MusicalArtist/ClassicalMusicArtist
PERSON	Agent/Person/Artist/MusicalArtist/Instrumentalist
PERSON	Agent/Person/Artist/MusicalArtist/Instrumentalist/Guitarist
PERSON	Agent/Person/Artist/MusicalArtist/MusicDirector
PERSON	Agent/Person/Artist/MusicalArtist/Singer
PERSON	Agent/Person/Artist/Painter
PERSON	Agent/Person/Artist/Photographer
PERSON	Agent/Person/Artist/Sculptor
PERSON	Agent/Person/Astronaut
PERSON	Agent/Person/Athlete
PERSON	Agent/Person/Athlete/ArcherPlayer
PERSON	Agent/Person/Athlete/AthleticsPlayer
PERSON	Agent/Person/Athlete/AustralianRulesFootballPlayer
PERSON	Agent/Person/Athlete/BadmintonPlayer
PERSON	Agent/Person/Athlete/BaseballPlayer
PERSON	Agent/Person/Athlete/BasketballPlayer
PERSON	Agent/Person/Athlete/Bodybuilder
PERSON	Agent/Person/Athlete/Boxer
PERSON	Agent/Person/Athlete/Boxer/AmateurBoxer
PERSON	Agent/Person/Athlete/BullFighter
PERSON	Agent/Person/Athlete/Canoeist
PERSON	Agent/Person/Athlete/ChessPlayer
PERSON	Agent/Person/Athlete/Cricketer
PERSON	Agent/Person/Athlete/Cyclist
PERSON	Agent/Person/Athlete/DartsPlayer

Entity type	DBpedia type
PERSON	Agent/Person/Athlete/Fencer
PERSON	Agent/Person/Athlete/GaelicGamesPlayer
PERSON	Agent/Person/Athlete/GolfPlayer
PERSON	Agent/Person/Athlete/GridironFootballPlayer
PERSON	Agent/Person/Athlete/GridironFootballPlayer/AmericanFootballPlayer
PERSON	Agent/Person/Athlete/GridironFootballPlayer/CanadianFootballPlayer
PERSON	Agent/Person/Athlete/Gymnast
PERSON	Agent/Person/Athlete/HandballPlayer
PERSON	Agent/Person/Athlete/HighDiver
PERSON	Agent/Person/Athlete/HorseRider
PERSON	Agent/Person/Athlete/Jockey
PERSON	Agent/Person/Athlete/LacrossePlayer
PERSON	Agent/Person/Athlete/MartialArtist
PERSON	Agent/Person/Athlete/MotorsportRacer
PERSON	Agent/Person/Athlete/MotorsportRacer/MotorcycleRider
PERSON	Agent/Person/Athlete/MotorsportRacer/MotorcycleRider/MotocycleRacer
PERSON	Agent/Person/Athlete/MotorsportRacer/MotorcycleRider/SpeedwayRider
PERSON	Agent/Person/Athlete/MotorsportRacer/RacingDriver
PERSON	Agent/Person/Athlete/MotorsportRacer/RacingDriver/DTMRacer
PERSON	Agent/Person/Athlete/MotorsportRacer/RacingDriver/FormulaOneRacer
PERSON	Agent/Person/Athlete/MotorsportRacer/RacingDriver/NascarDriver
PERSON	Agent/Person/Athlete/MotorsportRacer/RacingDriver/RallyDriver
PERSON	Agent/Person/Athlete/NationalCollegiateAthleticAssociationAthlete
PERSON	Agent/Person/Athlete/NetballPlayer
PERSON	Agent/Person/Athlete/PokerPlayer
PERSON	Agent/Person/Athlete/Rower
PERSON	Agent/Person/Athlete/RugbyPlayer
PERSON	Agent/Person/Athlete/SnookerPlayer
PERSON	Agent/Person/Athlete/SnookerPlayer/SnookerChamp
PERSON	Agent/Person/Athlete/SoccerPlayer
PERSON	Agent/Person/Athlete/SquashPlayer
PERSON	Agent/Person/Athlete/Surfer
PERSON	Agent/Person/Athlete/Swimmer
PERSON	Agent/Person/Athlete/TableTennisPlayer
PERSON	Agent/Person/Athlete/TeamMember
PERSON	Agent/Person/Athlete/TennisPlayer
PERSON	Agent/Person/Athlete/VolleyballPlayer
PERSON	Agent/Person/Athlete/VolleyballPlayer/BeachVolleyballPlayer
PERSON	Agent/Person/Athlete/WaterPoloPlayer
PERSON	Agent/Person/Athlete/WinterSportPlayer
PERSON	Agent/Person/Athlete/WinterSportPlayer/Biathlete
PERSON	Agent/Person/Athlete/WinterSportPlayer/BobsleighAthlete
PERSON	Agent/Person/Athlete/WinterSportPlayer/CrossCountrySkier
PERSON	Agent/Person/Athlete/WinterSportPlayer/Curler
PERSON	Agent/Person/Athlete/WinterSportPlayer/FigureSkater
PERSON	Agent/Person/Athlete/WinterSportPlayer/IceHockeyPlayer
PERSON	Agent/Person/Athlete/WinterSportPlayer/NordicCombined

Entity type	DBpedia type
PERSON	Agent/Person/Athlete/WinterSportPlayer/Skater
PERSON	Agent/Person/Athlete/WinterSportPlayer/Ski_jumper
PERSON	Agent/Person/Athlete/WinterSportPlayer/Skier
PERSON	Agent/Person/Athlete/WinterSportPlayer/SpeedSkater
PERSON	Agent/Person/Athlete/Wrestler
PERSON	Agent/Person/Athlete/Wrestler/SumoWrestler
PERSON	Agent/Person/BeautyQueen
PERSON	Agent/Person/BusinessPerson
PERSON	Agent/Person/Chef
PERSON	Agent/Person/Cleric
PERSON	Agent/Person/Cleric/Cardinal
PERSON	Agent/Person/Cleric/ChristianBishop
PERSON	Agent/Person/Cleric/ChristianBishop/Archbishop
PERSON	Agent/Person/Cleric/ChristianPatriarch
PERSON	Agent/Person/Cleric/Pope
PERSON	Agent/Person/Cleric/Priest
PERSON	Agent/Person/Cleric/Saint
PERSON	Agent/Person/Cleric/Vicar
PERSON	Agent/Person/Coach
PERSON	Agent/Person/Coach/AmericanFootballCoach
PERSON	Agent/Person/Coach/CollegeCoach
PERSON	Agent/Person/Coach/VolleyballCoach
PERSON	Agent/Person/Criminal
PERSON	Agent/Person/Criminal/Murderer
PERSON	Agent/Person/Criminal/Murderer/SerialKiller
PERSON	Agent/Person/Economist
PERSON	Agent/Person/Egyptologist
PERSON	Agent/Person/Engineer
PERSON	Agent/Person/Farmer
PERSON	Agent/Person/HorseTrainer
PERSON	Agent/Person/Journalist
PERSON	Agent/Person/Judge
PERSON	Agent/Person/Lawyer
PERSON	Agent/Person/Linguist
PERSON	Agent/Person/MemberResistanceMovement
PERSON	Agent/Person/MilitaryPerson
PERSON	Agent/Person/Model
PERSON	Agent/Person/Monarch
PERSON	Agent/Person/MovieDirector
PERSON	Agent/Person/Noble
PERSON	Agent/Person/OfficeHolder
PERSON	Agent/Person/OrganisationMember
PERSON	Agent/Person/OrganisationMember/SportsTeamMember
PERSON	Agent/Person/Philosopher
PERSON	Agent/Person/PlayboyPlaymate
PERSON	Agent/Person/Politician
PERSON	Agent/Person/Politician/Ambassador

Entity type	DBpedia type
PERSON	Agent/Person/Politician/Chancellor
PERSON	Agent/Person/Politician/Congressman
PERSON	Agent/Person/Politician/Deputy
PERSON	Agent/Person/Politician/Governor
PERSON	Agent/Person/Politician/Lieutenant
PERSON	Agent/Person/Politician/Mayor
PERSON	Agent/Person/Politician/MemberOfParliament
PERSON	Agent/Person/Politician/Minister
PERSON	Agent/Person/Politician/President
PERSON	Agent/Person/Politician/PrimeMinister
PERSON	Agent/Person/Politician/Senator
PERSON	Agent/Person/Politician/VicePresident
PERSON	Agent/Person/Politician/VicePrimeMinister
PERSON	Agent/Person/PoliticianSpouse
PERSON	Agent/Person/Presenter
PERSON	Agent/Person/Presenter/RadioHost
PERSON	Agent/Person/Presenter/TelevisionHost
PERSON	Agent/Person/Producer
PERSON	Agent/Person/Psychologist
PERSON	Agent/Person/Referee
PERSON	Agent/Person/Religious
PERSON	Agent/Person/RomanEmperor
PERSON	Agent/Person/Royalty
PERSON	Agent/Person/Royalty/BritishRoyalty
PERSON	Agent/Person/Royalty/BritishRoyalty/Baronet
PERSON	Agent/Person/Scientist
PERSON	Agent/Person/Scientist/Biologist
PERSON	Agent/Person/Scientist/Entomologist
PERSON	Agent/Person/Scientist/Medician
PERSON	Agent/Person/Scientist/Professor
PERSON	Agent/Person/SportsManager
PERSON	Agent/Person/SportsManager/SoccerManager
PERSON	Agent/Person/TelevisionDirector
PERSON	Agent/Person/TheatreDirector
PERSON	Agent/Person/Writer
PERSON	Agent/Person/Writer/Historian
PERSON	Agent/Person/Writer/MusicComposer
PERSON	Agent/Person/Writer/PlayWright
PERSON	Agent/Person/Writer/Poet
PERSON	Agent/Person/Writer/ScreenWriter
PERSON	Agent/Person/Writer/SongWriter
PERSON	PersonFunction
PERSON	PersonFunction/PoliticalFunction
PERSON	PersonFunction/Profession
PERSON	Person
PRODUCT	Activity/Game/BoardGame
PRODUCT	Activity/Game/CardGame

Entity type	DBpedia type
PRODUCT	Device
PRODUCT	Device/Battery
PRODUCT	Device/Camera
PRODUCT	Device/Camera/DigitalCamera
PRODUCT	Device/Engine
PRODUCT	Device/Engine/AutomobileEngine
PRODUCT	Device/Engine/RocketEngine
PRODUCT	Device/InformationAppliance
PRODUCT	Device/Instrument
PRODUCT	Device/Instrument/Guitar
PRODUCT	Device/Instrument/Organ
PRODUCT	Device/MobilePhone
PRODUCT	Device/Weapon
PRODUCT	Work/Artwork
PRODUCT	Work/Artwork/Painting
PRODUCT	Work/Artwork/Sculpture
PRODUCT	Work/Cartoon
PRODUCT	Work/Cartoon/Anime
PRODUCT	Work/Cartoon/HollywoodCartoon
PRODUCT	Work/CollectionOfValuables
PRODUCT	Work/CollectionOfValuables/Archive
PRODUCT	Work/Database
PRODUCT	Work/Database/BiologicalDatabase
PRODUCT	Work/Film
PRODUCT	Work/LineOfFashion
PRODUCT	Work/MusicalWork
PRODUCT	Work/MusicalWork/Album
PRODUCT	Work/MusicalWork/ArtistDiscography
PRODUCT	Work/MusicalWork/ClassicalMusicComposition
PRODUCT	Work/MusicalWork/Musical
PRODUCT	Work/MusicalWork/Opera
PRODUCT	Work/MusicalWork/Single
PRODUCT	Work/MusicalWork/Song
PRODUCT	Work/RadioProgram
PRODUCT	Work/Software
PRODUCT	Work/Software/VideoGame
PRODUCT	Work/TelevisionEpisode
PRODUCT	Work/TelevisionSeason
PRODUCT	Work/TelevisionShow
PRODUCT	Work/Website
PRODUCT	Work/WrittenWork/Article
PRODUCT	Work/WrittenWork/Book
PRODUCT	Work/WrittenWork/Book/Novel
PRODUCT	Work/WrittenWork/Book/Novel/LightNovel
PRODUCT	Work/WrittenWork/Comic
PRODUCT	Work/WrittenWork/Comic/ComicStrip
PRODUCT	Work/WrittenWork/Comic/Manga

Entity type	DBpedia type
PRODUCT	Work/WrittenWork/Comic/Manhua
PRODUCT	Work/WrittenWork/Comic/Manhwa
PRODUCT	Work/WrittenWork/Drama
PRODUCT	Work/WrittenWork/MultiVolumePublication
PRODUCT	Work/WrittenWork/PeriodicalLiterature
PRODUCT	Work/WrittenWork/PeriodicalLiterature/AcademicJournal
PRODUCT	Work/WrittenWork/PeriodicalLiterature/Magazine
PRODUCT	Work/WrittenWork/PeriodicalLiterature/Newspaper
PRODUCT	Work/WrittenWork/PeriodicalLiterature/UndergroundJournal
PRODUCT	Work/WrittenWork/Play
PRODUCT	Work/WrittenWork/Poem
SPECIES	Species
SPECIES	Species/Archaea
SPECIES	Species/Bacteria
SPECIES	Species/Eukaryote
SPECIES	Species/Eukaryote/Animal
SPECIES	Species/Eukaryote/Animal/Amphibian
SPECIES	Species/Eukaryote/Animal/Arachnid
SPECIES	Species/Eukaryote/Animal/Bird
SPECIES	Species/Eukaryote/Animal/Crustacean
SPECIES	Species/Eukaryote/Animal/Fish
SPECIES	Species/Eukaryote/Animal/Insect
SPECIES	Species/Eukaryote/Animal/Mammal
SPECIES	Species/Eukaryote/Animal/Mammal/Cat
SPECIES	Species/Eukaryote/Animal/Mammal/Dog
SPECIES	Species/Eukaryote/Animal/Mammal/Horse
SPECIES	Species/Eukaryote/Animal/Mollusca
SPECIES	Species/Eukaryote/Animal/Reptile
SPECIES	Species/Eukaryote/Fungus
SPECIES	Species/Eukaryote/Plant
SPECIES	Species/Eukaryote/Plant/ClubMoss
SPECIES	Species/Eukaryote/Plant/Conifer
SPECIES	Species/Eukaryote/Plant/CultivatedVariety
SPECIES	Species/Eukaryote/Plant/Cycad
SPECIES	Species/Eukaryote/Plant/Fern
SPECIES	Species/Eukaryote/Plant/FloweringPlant
SPECIES	Species/Eukaryote/Plant/FloweringPlant/Grape
SPECIES	Species/Eukaryote/Plant/Ginkgo
SPECIES	Species/Eukaryote/Plant/Gnetophytes
SPECIES	Species/Eukaryote/Plant/GreenAlga
SPECIES	Species/Eukaryote/Plant/Moss
SUBSTANCE	Biomolecule
SUBSTANCE	Biomolecule/Enzyme
SUBSTANCE	Biomolecule/Gene
SUBSTANCE	Biomolecule/Gene/HumanGene
SUBSTANCE	Biomolecule/Gene/MouseGene
SUBSTANCE	Biomolecule/Hormone

Entity type	DBpedia type
SUBSTANCE	Biomolecule/Lipid
SUBSTANCE	Biomolecule/Polysaccharide
SUBSTANCE	Biomolecule/Protein
SUBSTANCE	ChemicalSubstance
SUBSTANCE	ChemicalSubstance/ChemicalCompound
SUBSTANCE	ChemicalSubstance/ChemicalElement
SUBSTANCE	ChemicalSubstance/Drug
SUBSTANCE	ChemicalSubstance/Drug/CombinationDrug
SUBSTANCE	ChemicalSubstance/Drug/MonoclonalAntibody
SUBSTANCE	ChemicalSubstance/Drug/Vaccine
SUBSTANCE	ChemicalSubstance/Mineral
TITLE	Diploma
TRANSPORT	MeanOfTransportation
TRANSPORT	MeanOfTransportation/Aircraft
TRANSPORT	MeanOfTransportation/Aircraft/MilitaryAircraft
TRANSPORT	MeanOfTransportation/Automobile
TRANSPORT	MeanOfTransportation/Locomotive
TRANSPORT	MeanOfTransportation/MilitaryVehicle
TRANSPORT	MeanOfTransportation/Motorcycle
TRANSPORT	MeanOfTransportation/On-SiteTransportation
TRANSPORT	MeanOfTransportation/On-SiteTransportation/ConveyorSystem
TRANSPORT	MeanOfTransportation/On-SiteTransportation/Escalator
TRANSPORT	MeanOfTransportation/On-SiteTransportation/MovingWalkway
TRANSPORT	MeanOfTransportation/Rocket
TRANSPORT	MeanOfTransportation/Ship
TRANSPORT	MeanOfTransportation/SpaceShuttle
TRANSPORT	MeanOfTransportation/SpaceStation
TRANSPORT	MeanOfTransportation/Spacecraft
TRANSPORT	MeanOfTransportation/Train
TRANSPORT	MeanOfTransportation/TrainCarriage
TRANSPORT	MeanOfTransportation/Tram