Technical Report for WAIC Challenge of Financial QA under Market Volatility

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Abstract

This technical report presents the 1st winning model for Financial Community Question-and-Answering (FCQA), which is a task newly introduced in the Challenge of Financial QA under Marker Volatility in WAIC 2022. FCQA aims to respond to the user's queries in the financial forums with the assistance of heterogeneous knowledge sources. We address this problem by proposing a graph transformer based model for the efficient multi-source information fusion. As a result, we won the first place out of 4278 participating teams and outperformed the second place by 5.07 times on BLUE.

1. Introduction

Community Question Answering [12, 13, 19, 22] (CQA) is a well-defined task that aim to respond to user's queries timely and improve the experience in various platforms including software user communities, interest groups, etc. It has potential applications in various downstream tasks, including video understanding [6,25–27], multi-modal analysis [1,4,5,9,14], content generation [2,3,7,8,10,15,23], recommendation system [24, 25, 29], etc. The Financial Community Question-and-Answering (FCQA) is a new challenge introduced in WAIC¹. As shown in Figure 1, FCQA focuses on the Q&A tasks in financial scenarios. Compared to the general scenarios, FCQA has the following two difficulties: 1) Marker volatility. The financial data fluctuate over time; 2) High dependence on domain knowledge and expertise. The user questions often require domain expertise for better understanding.

In this challenge, besides the question-and-answer pair, four different types of information sources are also provided including 1) user articles, 2) article comments, 3) related questions and 4) their answers.

To solve FCQA, we propose a novel graph transformer based method to effectively leverage the heterogeneous information source. Benefitting from this, our method



Figure 1. Example of Financial Community Question-and-Answering (FCQA).

Notations	Definition			
q	Question			
d	Related document			
q_s	Related question			
a_s	Related answer			
c	Related comment			

Table 1. The referred notations.

achieves the first place among all the competing teams.

2. Our Model

In this section, we present our graph transformer based approach. As shown in Figure 2, our method has three major components.

2.1. Multi-source Encoder

We employ BART [17] to encode all the source information (*i.e.*, questions, source information, and answers). Specifically, we represent each node with the output hidden state of the BART encoder.

Formally, the definitions of some notations referred to in this section are summarized in Table 1.

2.2. Graph Transformer

The Graph Neural Network (GNN) [28] has achieved promising results in QA tasks [11, 16] due to its ability of

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¹https://tianchi.aliyun.com/competition/
entrance/532010/introduction

Figure 2. Pipeline of our method.

message passing over nodes. Therefore, we also resort to the graph transformer architecture to aggregate questionrelated information from different types of input.

Node Representation: We regard the question-answer pair as well as the multiple source information as the specific nodes. All of them are embedded by BART [17] as stated before.

Edge Construction: Intuitively, we build up four types of edges to connect all the nodes: 1) related document to question $\langle d, q \rangle$; 2) related question to question $\langle q_s, q \rangle$; 3) related answer to related question $\langle a_s, q_s \rangle$; 4) related comment to related document $\langle c, d \rangle$.

Question-aware Aggregation: Based on the established edges, we aim to fuse the information in neighbor nodes into the target node representation. Here we employ a vanilla attention mechanism [21]. Firstly, we project the input node representation into two spaces.

where p_s and p_t denote the source and target nodes, respectively.

Secondly, we calculate the relevance between each node pair as the attention scores.

$$\alpha(s, e) = \text{Softmax}\left(\boldsymbol{p_e} \cdot \boldsymbol{W} \cdot \boldsymbol{p_s}\right), \quad (2)$$

where W is the learnable parameter.

Thirdly, we also incorporate the edge type into the attention score calculation.

$$M(s, e) = \text{MLP}\left(\text{feat}(\boldsymbol{s}) \cdot W^{msg}\right), \quad (3)$$

where W^{msg} is the edge type-specific parameter matrix.

Lastly, we apply a weighted sum over all the messages passed from all the source nodes.

feat
$$(t) = \sum \alpha(s, e) \cdot M(s, e).$$
 (4)

2.3. Decoder

We employ the pre-trained BART decoder as our answer generator. To incorporate both the input question and the multi-source knowledge simultaneously, we compute the attentive scores as follows.

$$p_{out} = \text{MHA} (\text{feat}(i), q_s) + \text{MHA} (\text{feat}(i), a_s)$$
$$\text{MHA} (\text{feat}(i), d) + \text{MHA} (\text{feat}(i), c).$$
(5)

where MHA denotes the multi-head attention mechanism.

We employ the text generation cross-entropy loss as our final loss function.



Figure 3. The design of our graph transformer.

Method	BLEU	BLEU@1	@2	@3	@4
Ours	12.20	23.02	12.82	9.45	7.95
Runner-up	2.01	6.66	2.03	1.20	1.00

Table 2. Comparison results (%).

3. Experiment

3.1. Dataset and Metrics

The provided dataset contains 376,948, 1,920, and 2,409 samples for the training, validation, and testing split, respectively.

We report five common automatic metrics: BLEU and BLEU@k (k = 1, 2, 3, 4) [18].

3.2. Implementation Details

All of our experiments are conducted in eight NVIDIA V100 GPUs. The pre-trained BART-Chinese-base [20] model is employed to initialize the encoder and decoder.

3.3. Results

The comparison results in the challenge are listed in Table 2. All results are presented on a percentage scale. As shown, our method outperforms the runner-up by 5.07 times on BLUE (12.20 v.s. 2.01).

4. Conclusion

In this paper, we address the Financial Community Question-and-Answering (FCQA) task. Accordingly, we propose a graph transformer based model to extract and align multi-source information. We achieved the inspiring performance and won first place out of 4278 participating teams.

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