

# DSC190: Machine Learning with Few Labels

Case study: text generation

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**UC San Diego**

**HALICIOĞLU DATA SCIENCE INSTITUTE**

# Outline

- Text generation (50mins)
- 2 Paper presentations (30 mins)
  - **Viswesh Uppalapati:**
  - **James Yu: UCPhrase: Unsupervised Context-aware Quality Phrase Tagging**

# Text Generation Tasks

- Generates **natural language** from input **data or machine representations**

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- Generates **natural language** from input **data or machine representations**
- Spans a broad set of natural language processing (NLP) tasks:

<u>Task</u>	<u>Input X</u>	<u>Output Y (Text)</u>
Chatbot / Dialog System	Utterance	Response
Machine Translation	English	Chinese
Summarization	Document	Short paragraph
Description Generation	Structured data	Description
Captioning	Image/video	Description
Speech Recognition	Speech	Transcript

# Two Central Goals

- Generating human-like, grammatical, and readable text
  - I.e., generating **natural** language
- Generating text that contains desired information inferred from inputs
  - Machine translation
    - Source sentence --> target sentence w/ the same meaning
  - Data description
    - Table --> data report describing the table
  - Attribute control
    - Sentiment: positive --> "I like this restaurant"
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    - Control conversation strategy and topic

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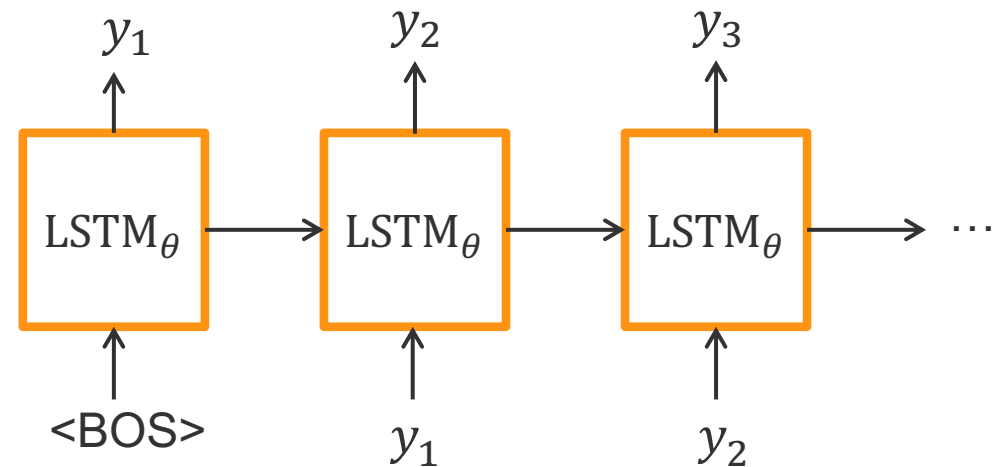
- Generating human-like, grammatical, and readable text
  - I.e., generating **natural** language
  - (1) Model
  - (2) Learning

# Common Model for Text Generation: Left-to-Right Language Model

- Calculates the probability of a sentence:
  - Sentence:

$$\mathbf{y} = (y_1, y_2, \dots, y_T)$$

$$p_{\theta}(\mathbf{y}) = \prod_t p_{\theta}(y_t | \mathbf{y}_{1:t-1})$$



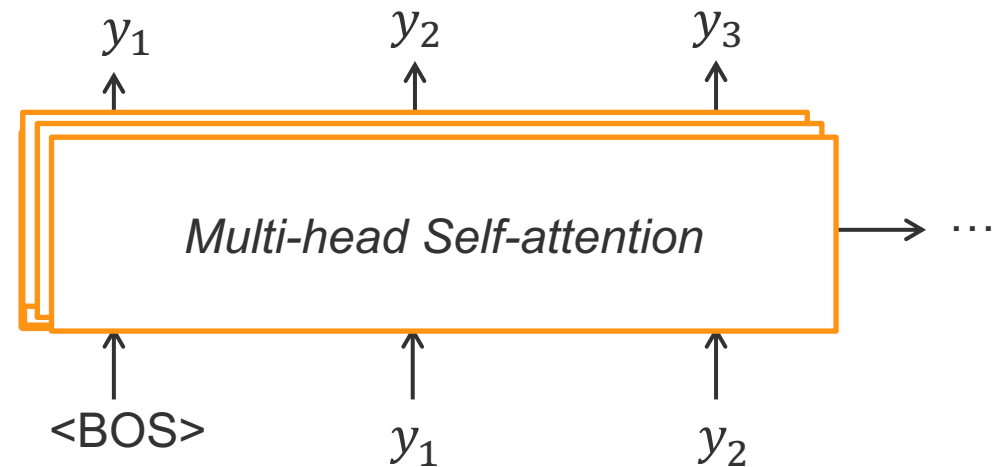


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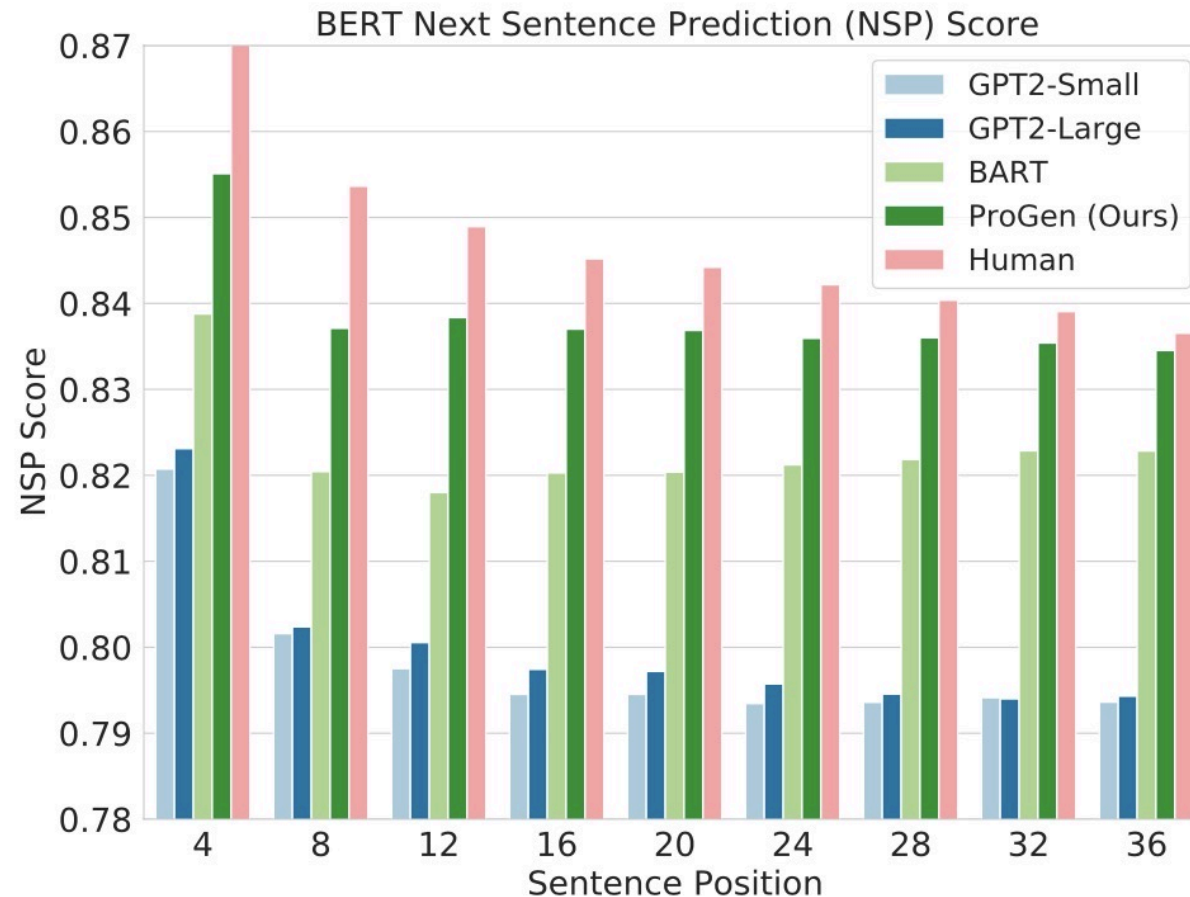
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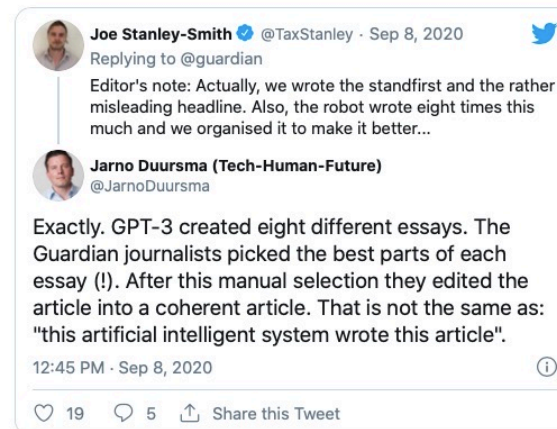
AI MARKETING

September 18th 2020

## GPT-3 Exposed: Behind the Smoke and Mirrors

The Guardian wrote an article in September with the title [A robot wrote this entire article. Are you scared yet, human?](#)

They had to piece together 8 different 500-word essays to come up with something that was fit to be published. Think about that for a minute. There's nothing efficient about that!



No human being could ever give an editor 4,000 words and expect them to edit it down to 500! What this reveals is that on average, each essay contained about 60 words (12%) of usable content.

# Progressive Text Generation Model

- Informative words: decisive, have long-term impact on the whole content of the passage
- Non-informative words (e.g., stop words): do not require many contexts
- Intuition:
  - First generate most informative words
  - Then progressively refine the sequence by adding finer-grained details

# Progressive Text Generation Model

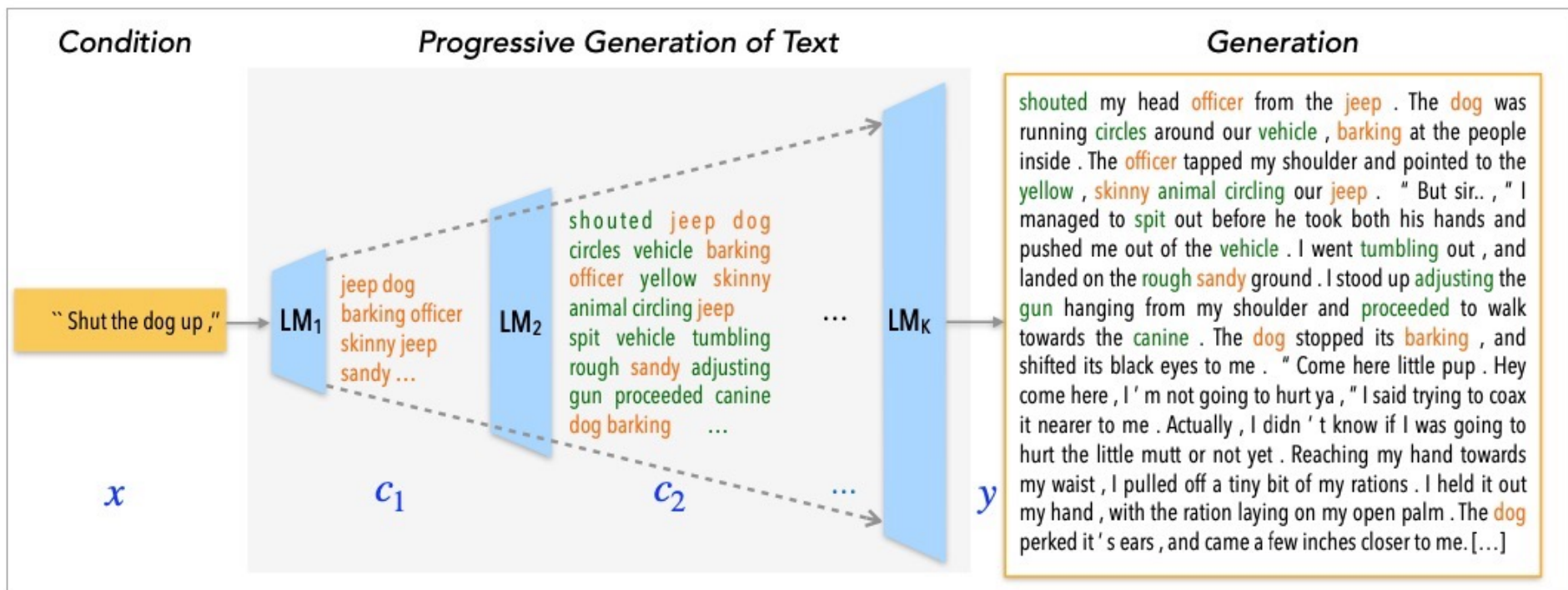
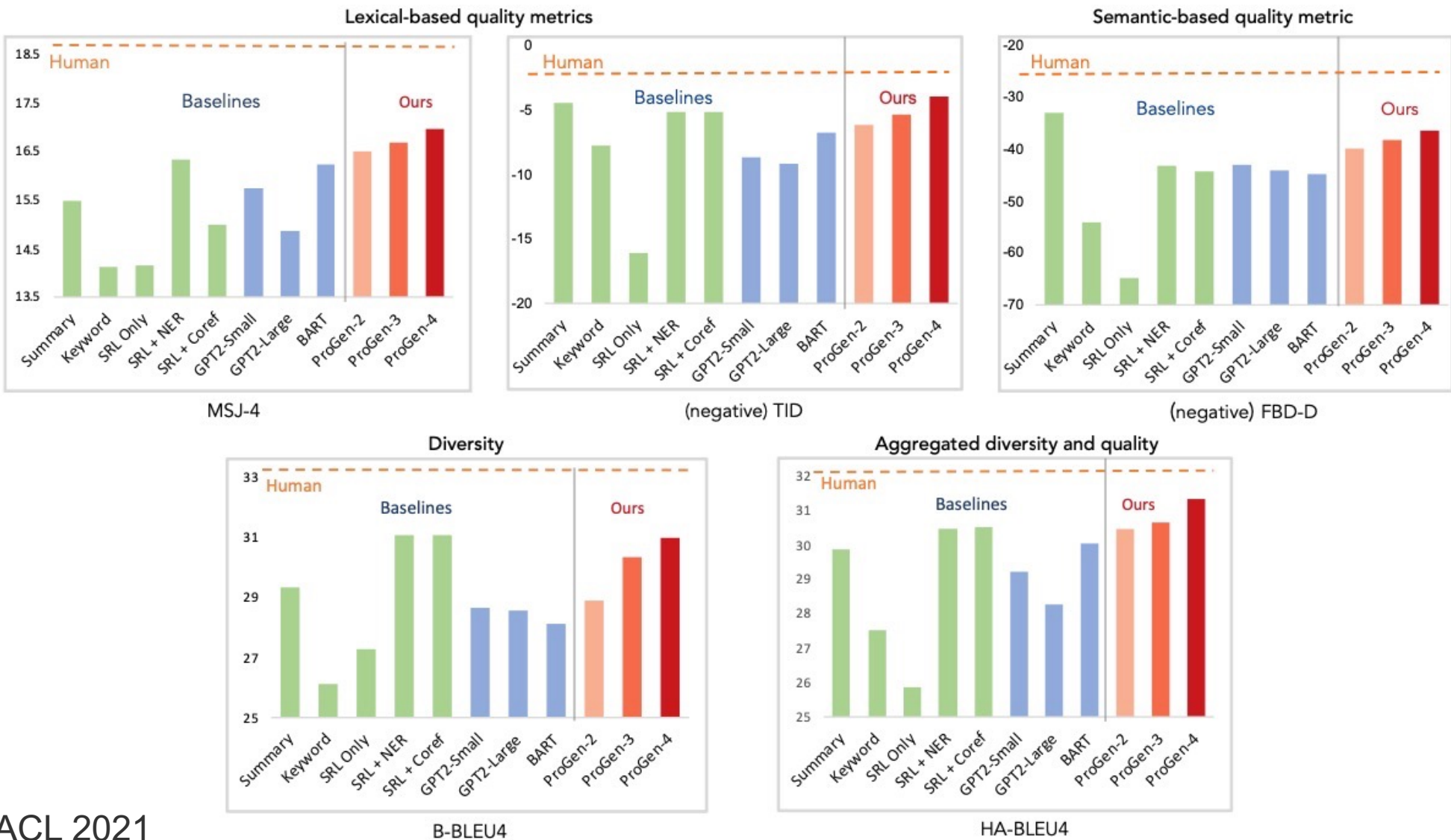


Figure 2: Progressive generation of long text  $y$  given any condition  $x$ . Each stage refines the results from the previous stage by adding finer-grained details. Added content at each stage is highlighted in different colors.

Informativeness of words measured by TF-IDF

# Progressive Text Generation Model



# Progressive Text Generation Model

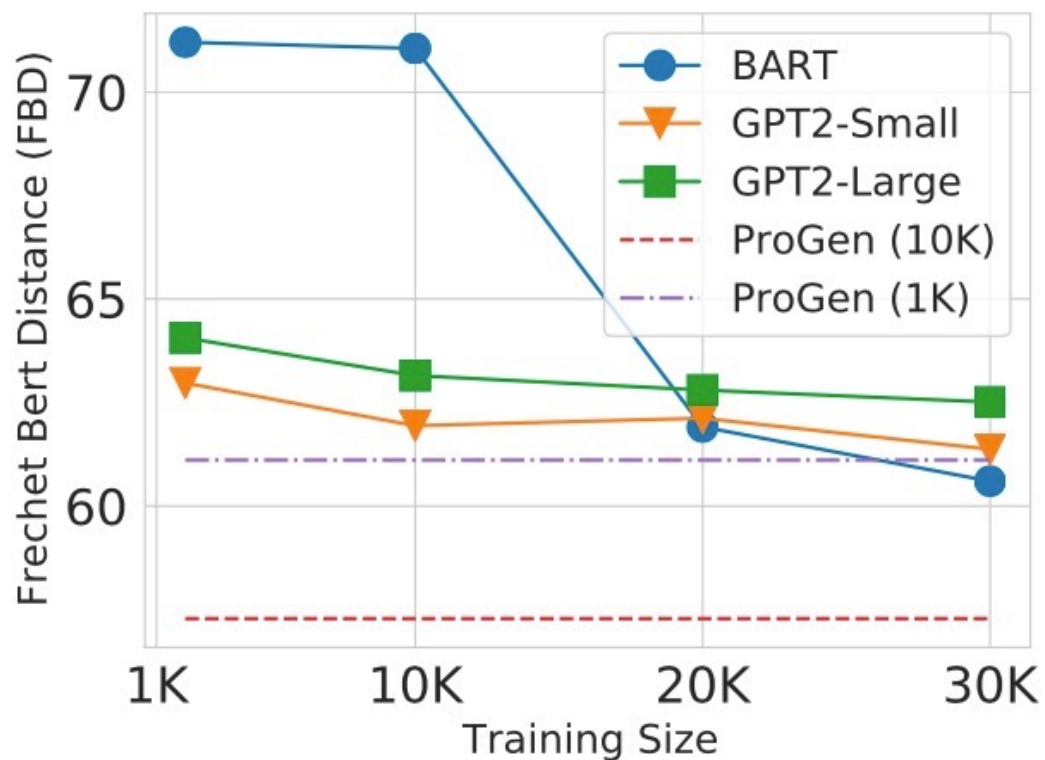


Figure 5: Sample efficiency on the story domain with the FBD metric (the lower, the better).

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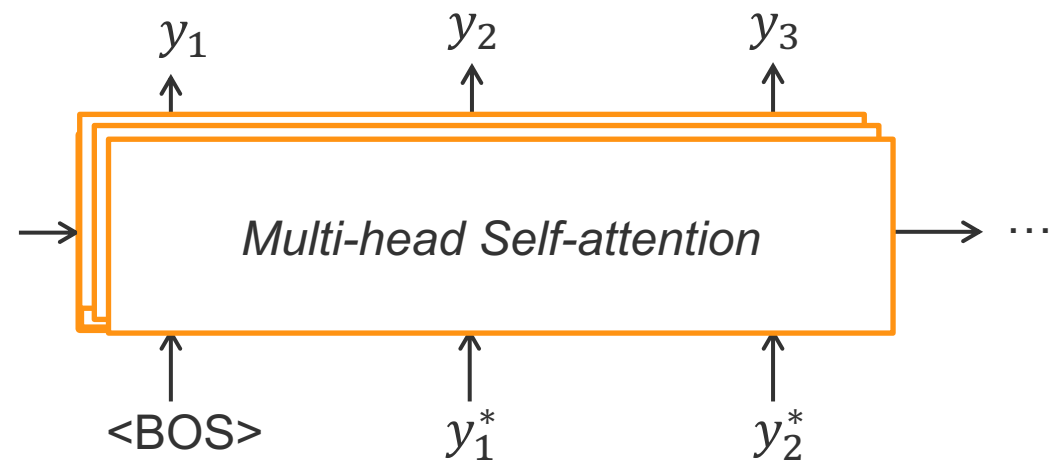


# Common Learning Algorithm: Maximum Likelihood Estimation (MLE)

- Training
  - Maximize data log-likelihood
  - Given ground-truth data

$$\mathbf{y}^* = (y_1^*, y_2^* \dots, y_{T^*}^*)$$

$$\mathcal{L}_{\text{MLE}}(\boldsymbol{\theta}) = \log p_{\boldsymbol{\theta}}(\mathbf{y}^* | \mathbf{x}) = \log \prod_t p_{\boldsymbol{\theta}}(y_t^* | \mathbf{y}_{1:t-1}^*, \mathbf{x})$$



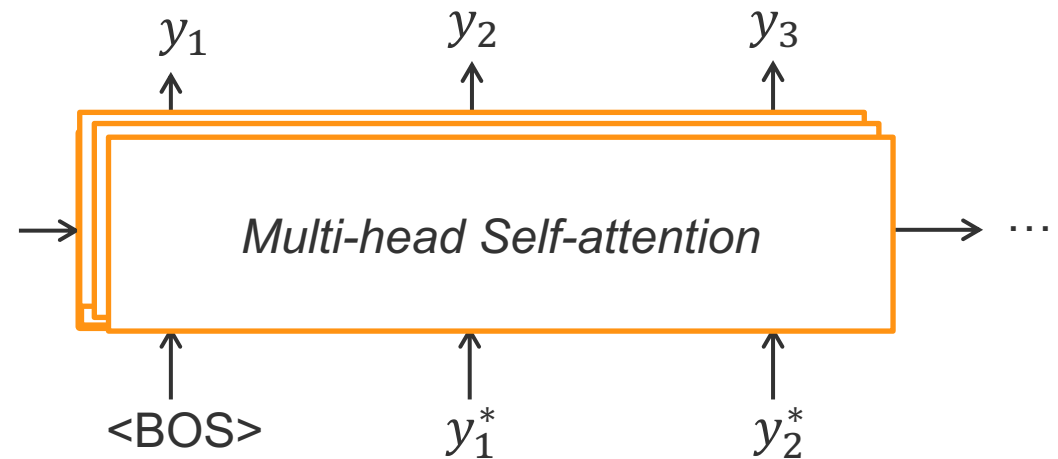
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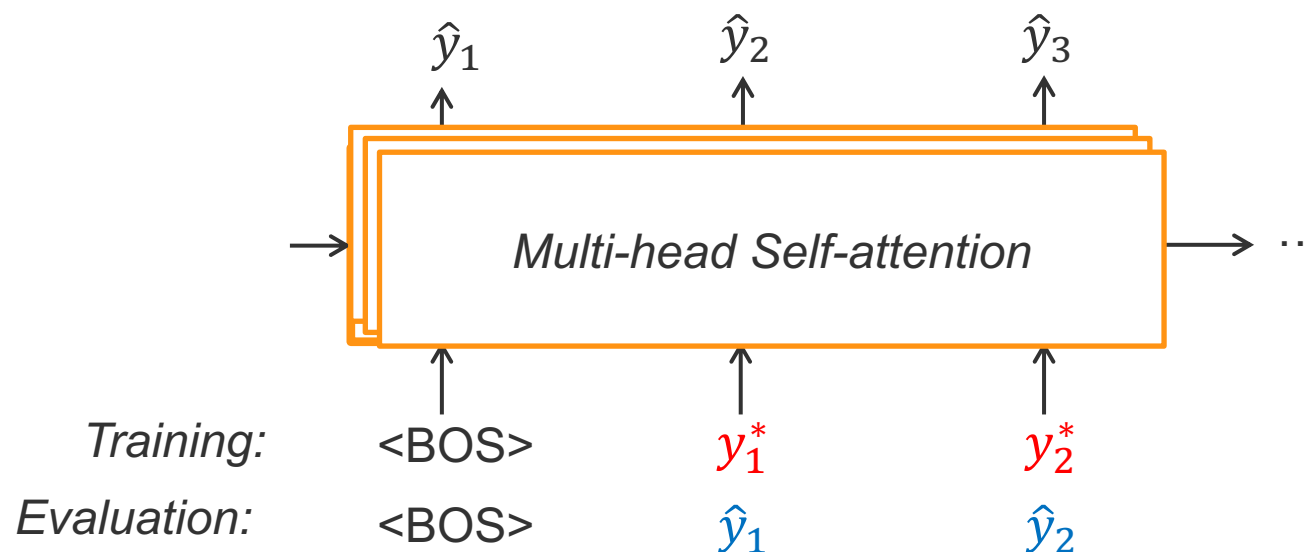
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- Evaluation
  - Task-specific metrics
    - BLEU for machine translation
    - ROUGE for summarization
    - ....



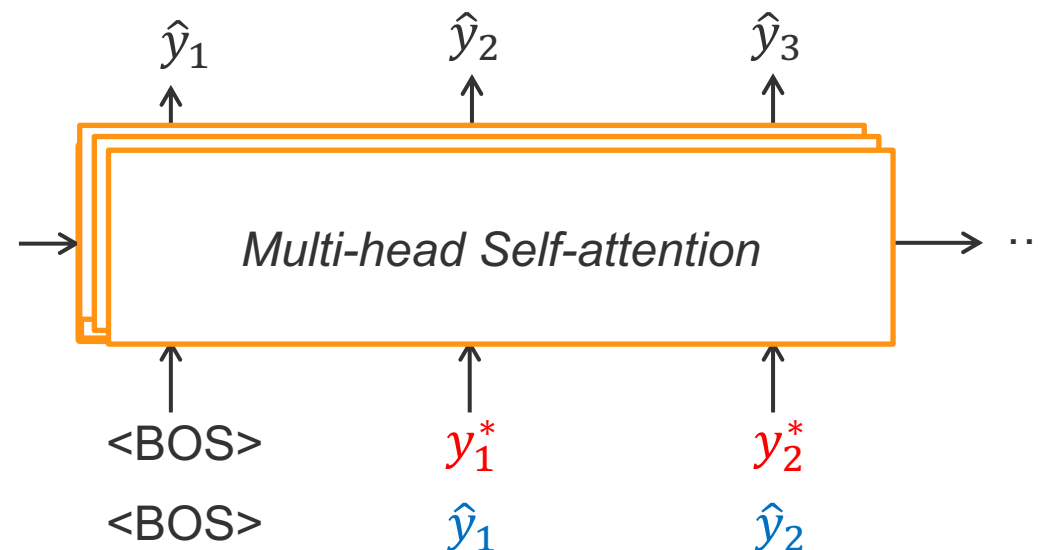
# Two Issues of MLE

- Exposure bias [Ranzato et al., 2015]
  - **Training:** predict next token given the previous **ground-truth sequence**
  - **Evaluation:** predict next token given the previous **sequence that are generated by the model itself**



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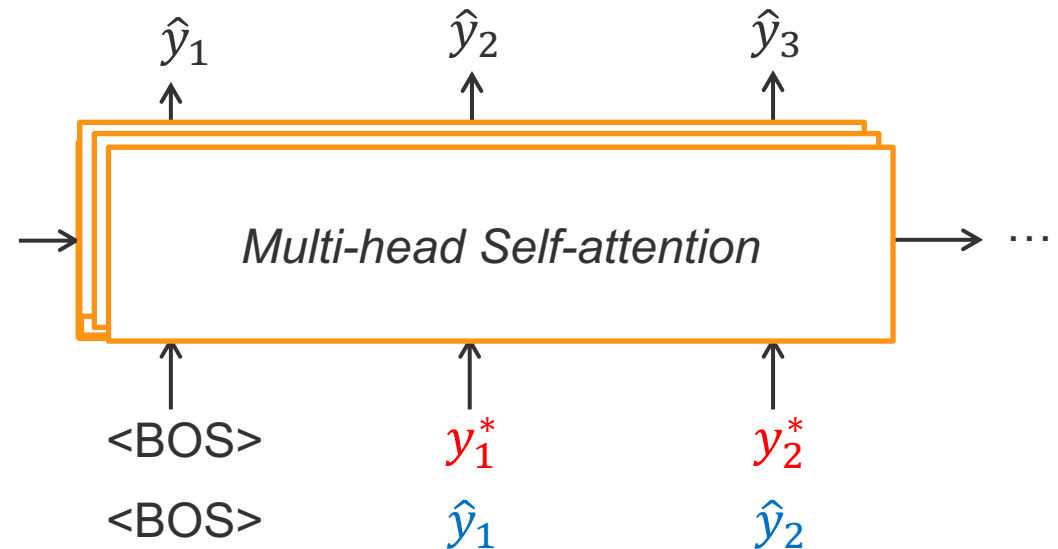
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- Mismatch between training & evaluation criteria
  - Train to maximize **data log-likelihood**
  - Evaluate with, e.g., **BLEU**



# Two Issues of MLE

Solution: Reinforcement learning for text generation (next lecture)

- Exposure bias [Ranzato et al., 2015]
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    - Source sentence --> target sentence w/ the same meaning -----> 10s of millions
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# Two Central Goals

*Controlled generation in unsupervised settings*

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  - Progressive generation
  - Exposure bias, criteria mismatch: reinforcement learning (next lecture)
- Generating text that contains desired information inferred from inputs #supervision data
  - Machine translation
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# Unsupervised Controlled Generation of Text

- Sentence-level control
  - Text attribute transfer (style transfer) [Hu et al., 2017; Yang et al., 2018]
  - Text content manipulation [Wang, Hu et al., 2019]
- Conversation-level control
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# Text Attribute Transfer

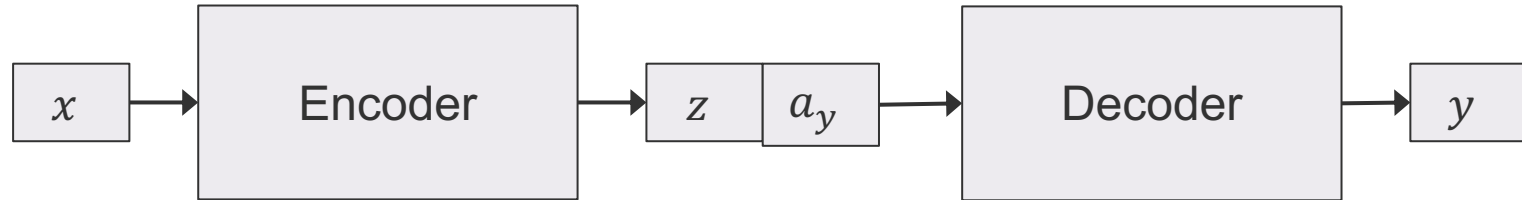
- Modify a given sentence to
  - Have desired attribute values
  - While keeping all other aspects unchanged
- Attribute: sentiment, tense, voice, gender, ...
  
- E.g., transfer sentiment from **negative** to **positive**:
  - “It was super **dry** and had a **weird** taste to the entire slice .”
  - “It was super **fresh** and had a **delicious** taste to the entire slice .”
  
- Applications:
  - Personalized article writing, conversation systems, authorship obfuscation

# Text Attribute Transfer

- Original sentence  $x$ , original attribute  $a_x$
- Target sentence  $y$ , target attribute  $a_y$
- Task:  $(x, a_y) \rightarrow y$ 
  - $y$  has the desired attribute  $a_y$
  - $y$  keeps all attribute-independent properties of  $x$
- Usually, only have pairs of  $(x, a_x)$ , but no  $((x, a_x), (y, a_y))$  for training
  - E.g., two sets of sentences: one with positive sentiment, the other with negative

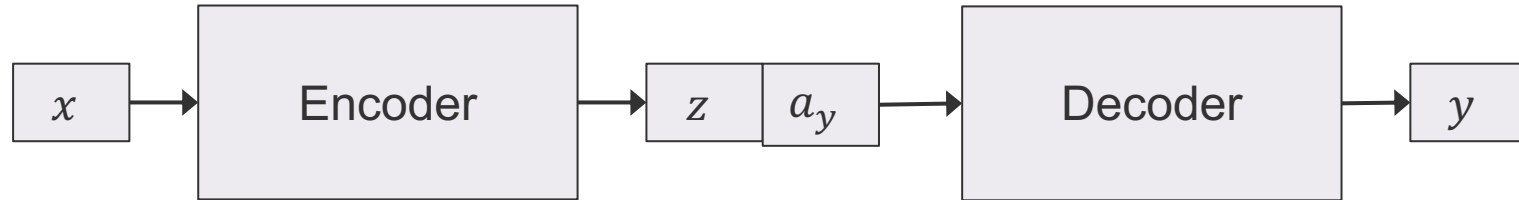
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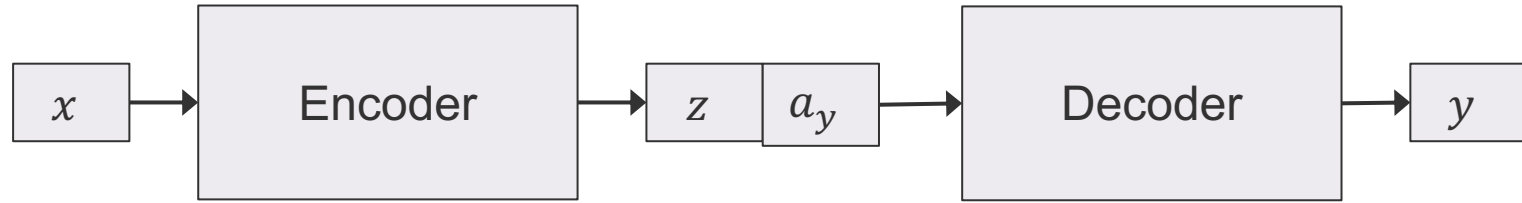


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  - Decompose the task into competitive sub-objectives
  - Use direct supervision for each of the sub-objectives



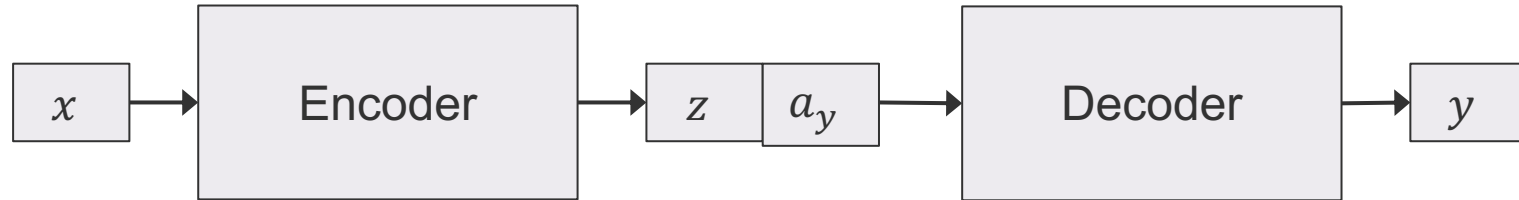
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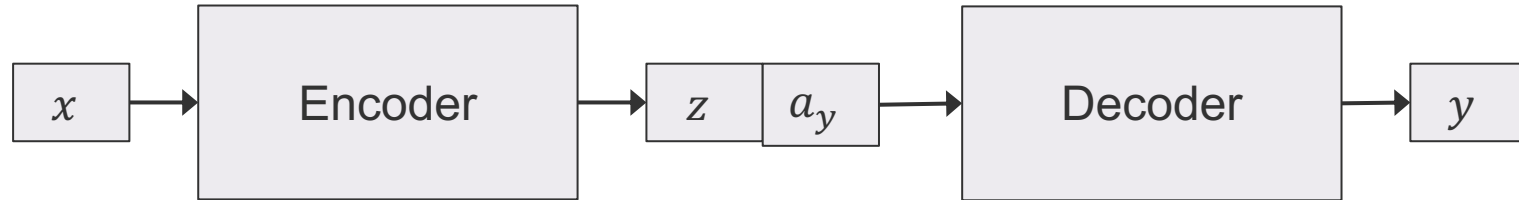


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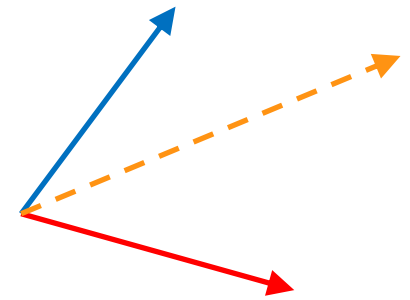


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- Auto-encoding loss:  $(x, a_x) \rightarrow x$
- Classification loss:  $\hat{y} \sim p_\theta(y|x, a_y), f(\hat{y}) \rightarrow a_y$ 
  - where  $f$  is a pre-trained attribute classifier

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- The above two losses are competitive; minimize jointly to avoid collapse



# Text Attribute Transfer: Results & Improvement

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  - Language quality is often not good
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**Original:** if i could give them a zero star review i would !

**Output:** if i **lite** give them a **sweetheart** star review i would !

**Original:** uncle george is very friendly to each guest

**Output:** uncle george is very **lackluster** to each guest

**Original:** the food is fresh and the environment is good

**Output:** the food is **atrocious** and the environment is **atrocious**

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  - $\hat{y} \sim p_{\theta}(y|x, a_y), \max_{\theta} \text{LM}(\hat{y})$
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**+ LM:** if i can give them a great star review i would !

**Original:** uncle george is very friendly to each guest

**Output:** uncle george is very **lackluster** to each guest

**+ LM:** uncle george is very rude to each guest

**Original:** the food is fresh and the environment is good

**Output:** the food is **atrocious** and the environment is **atrocious**

**+ LM:** the food is bland and the environment is bad .

# Unsupervised Controlled Generation of Text

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# Text Content Manipulation

- Generate a sentence to describe content in a given data record
- But language is rich with variation -- there are diverse possible ways of saying the same content (writing style):
  - word choice, expressions, transitions, tones, ...

Content Record	PLAYER	PT	RB	AS	PLAYER	PT
	LeBron_James	32	4	7	Kyrie_Irving	20
Reference Sentence	Jrue_Holiday led the way with 26 points and 6 assists , while Goran_Dragic scored 23 points and pulled down 8 rebounds .					
Output	LeBron_James led the way with 32 points , 7 assists and 4 rebounds , while Kyrie_Irving scored 20 points .					

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- We want to control the **writing style**: use the writing style of a reference sentence

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# Text Content Manipulation - Results

Content $x$	PLAYER	PTS	FGM	FGA	FG3M	FG3A	FTM	FTA	AST
	Gerald_Henderson	17	6	13	1	2	4	4	5
Reference $y'$	Kawhi_Leonard also had a solid offensive game , scoring 16 points ( 7 - 13 FG , 0 - 1 3Pt , 2 - 5 FT ) and adding 5 assists and 5 rebounds .								
Rule-based	Gerald_Henderson also had a solid offensive game , scoring 17 points ( 6 - 13 FG , 1 - 2 3Pt , 4 - 4 FT ) and adding 5 assists and 5 rebounds .								
AdvST	Gerald_Henderson also had a solid offensive game , scoring 13 points ( 13 - 13 FG , 2 - 2 3Pt , 4 - 4 FT ) and adding 5 assists and 5 rebounds .								
Ours w/o Cover.	Gerald_Henderson also had a solid offensive game , scoring 17 points ( 6 - 13 FG , 1 - 2 3Pt , 4 - 4 FT ) and adding 5 assists and 5 rebounds .								
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# Text Content Manipulation - Results

		Content		Style
	<b>Model</b>	<b>Precision %</b>	<b>Recall %</b>	<b>BLEU</b>
1	AttnCopy-S2S	88.71±2.45	60.64±1.31	39.15±5.48
	Rule-based	62.63	63.64	100
2	MAST	33.15±0.78	31.09±0.63	<b>95.29±2.53</b>
	AdvST	66.51±1.08	56.03±0.56	72.22±1.47
3	Ours w/o Cover.	75.61±1.03	62.93±0.53	75.09±2.17
	Ours	<b>78.31±0.94</b>	<b>65.64±0.47</b>	80.83±1.89

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# Target-guided Open-domain Conversation

- Task-oriented dialog:
  - Address a specific task, e.g., booking a flight
  - Close domain
- Open-domain chit-chat:
  - Improve user engagement
  - Random conversation, hard to control
- Target-guided conversation:
  - Open-domain conversation
  - Controlled conversation strategy to reach a *desired topic* in the end of conversation
  - Applications:
    - Bridges task-oriented dialog and open-domain chit-chat
    - Conversational recommender system, education, psychotherapy

# Target-guided Open-domain Conversation

- Two goals:
  - Starting from any topic, reach a desired topic in the end of conversation
  - Natural conversation: smooth transition

Target: **e-books**

Agent : hi how are you doing

Human : not so good . i am really tired

Agent : oh i'm sorry to hear

Human : i have a lot of work to do

Agent : what kind was it ?

Human : i am writing a chatbot program

Agent : interesting . i read about coding from a book

Human: really

Agent : i prefer **e-books** over paperback book



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sorry Agent : oh i'm sorry to hear

work Human : i have a lot of work to do

work Agent : what kind was it ?

program Human : i am writing a chatbot program

coding, book Agent : interesting . i read about coding from a book

Human: really

e-books Agent : i prefer **e-books** over paperback book

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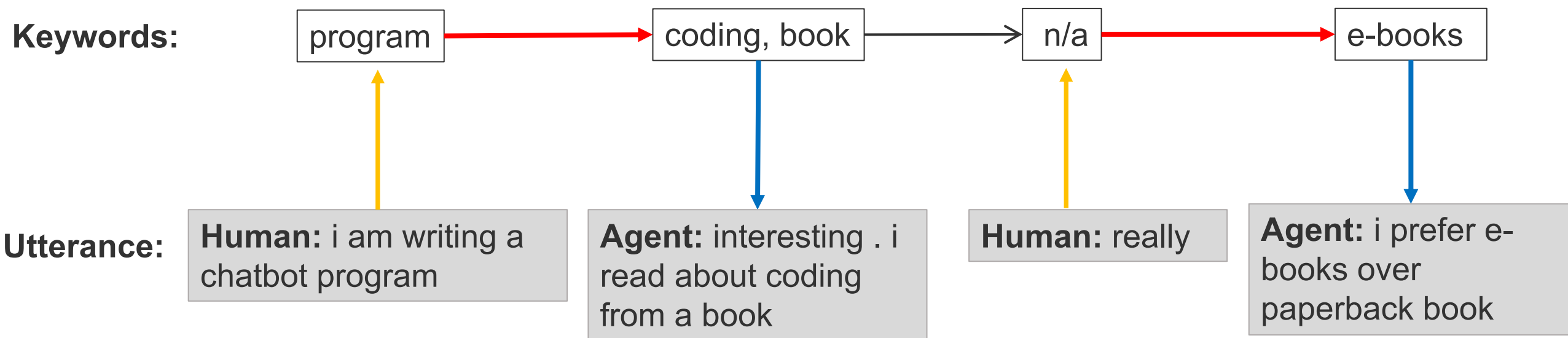
e-books  
Agent : i prefer **e-books** over paperback book

**Challenge:** No supervised data for the task

**Solution:** Use competitive sub-objectives and partial supervision

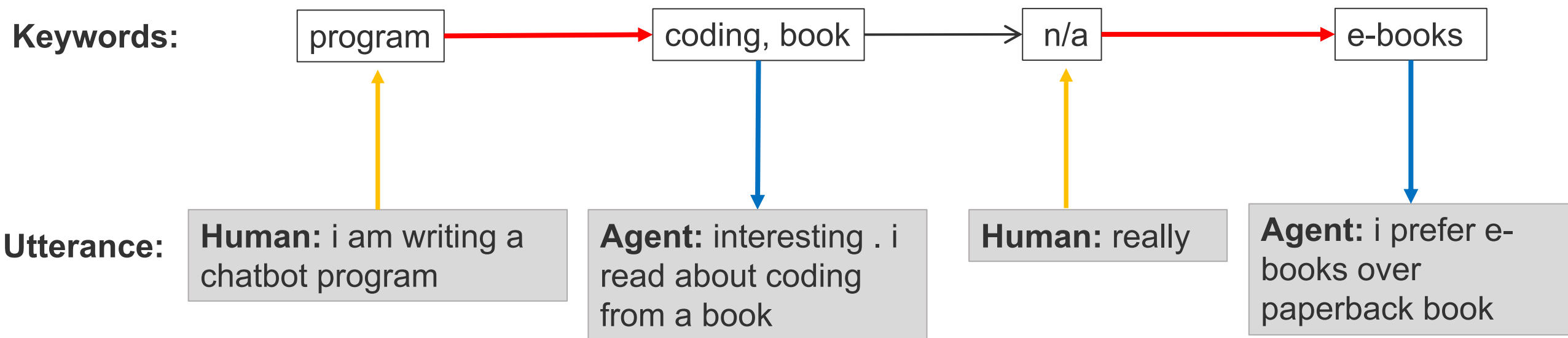
- **Natural conversation:** rich chit-chat data to learn smooth **single-turn** transition
- **Reaching desired target:** rule-based **multi-turn** planning

# Target-guided Open-domain Conversation





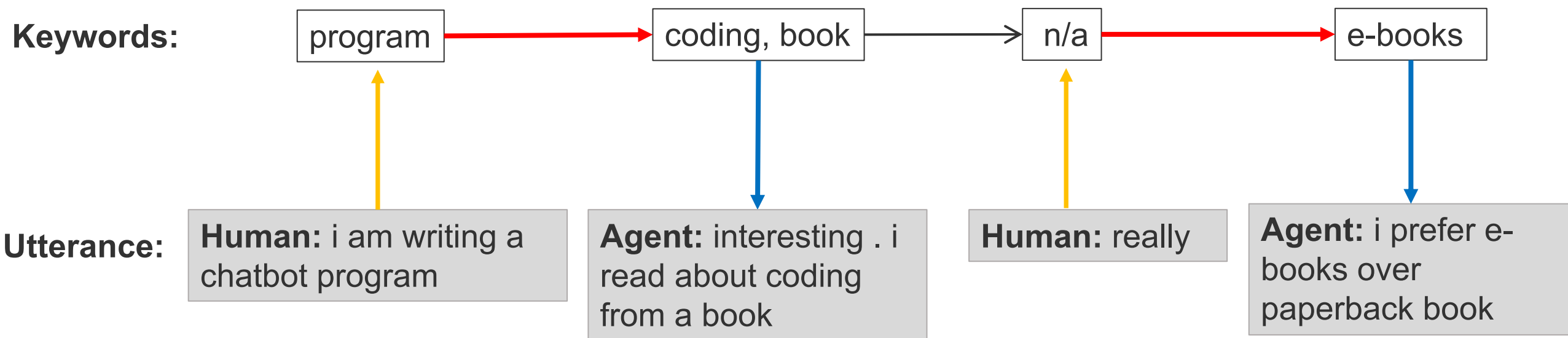
# Target-guided Open-domain Conversation

- → keyword extraction






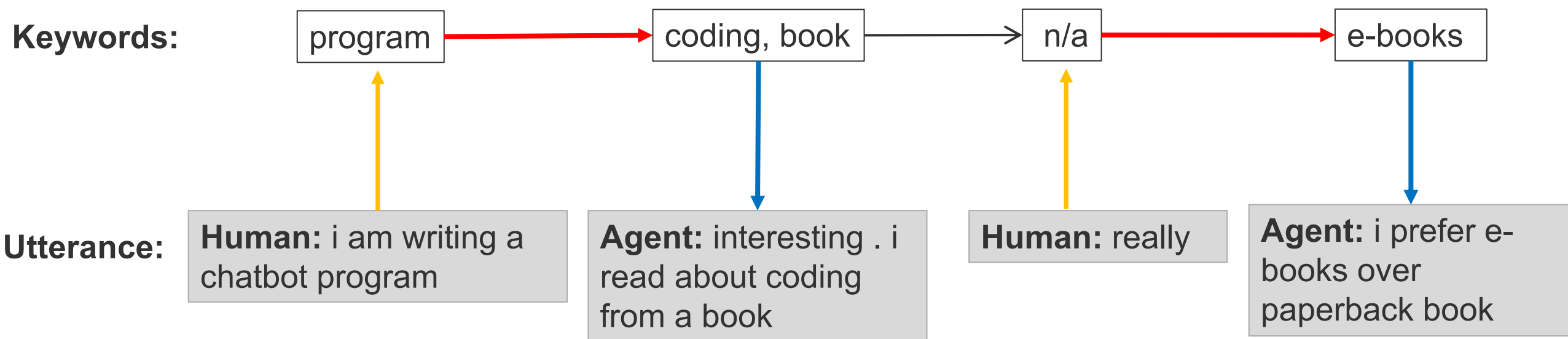
# Target-guided Open-domain Conversation

-  keyword extraction
-  keyword conditional response retrieval



# Target-guided Open-domain Conversation

-  keyword extraction
-  keyword conditional response retrieval
-  learned kernel-based topic transition + target-guided rule:
  - **(1)** transit to keywords that are close in the word embedding space – smooth
  - **(2)** next keywords must get closer to the target keyword – target-guided
  - Tune relative weight of **(1)** and **(2)** to control aggressiveness



# Example Results

**Target: dance**

Agent : hi how is it going with you

Human : fine . I'm playing sports

Agent : i play basketball . u play ?

Human : yeah i also like basketball .

Agent : you like rap music ? i listen to a lot of rap music

Human : no i like classic music

Agent : its a taylor swift song

Human : taylor swift is a great singer

Agent : sing to me , what are you going to sing

Human : i know nothing about singing

Agent : oh i think i can dance lol

# Example Results – Failure Case

**Target: listen**

Agent : hi ! how are you ? i am very exciting about my new job !

Human : fine . what is your new job ?

Agent : that sounds exciting .

Human : i like read books

Agent : what kind of books do you read ?

Human : i read comics

Agent : i do not have tv

Human : watch anime is fun

Agent : what position d you play ?

Human : i play a lot of sports

Agent : oh really ? what kind of music . i listen to classical



# Unsupervised Controlled Generation of Text

- Sentence-level control
  - Text attribute transfer (style transfer) [Hu et al., 2017; Yang et al., 2018]
  - Text content manipulation [Wang, Hu et al., 2019]
- Conversation-level control
  - Target-guided Open-domain Conversation

Key idea:

- Decompose the task into **competitive** sub-objectives
- Use **direct supervision** for each of the sub-objectives

# Key Takeaways: Two Central Goals

- Generating human-like, grammatical, and readable text
  - Progressive generation
  - Exposure bias, criteria mismatch: reinforcement learning (next lecture)
- Generating text that contains desired information inferred from inputs
  - Machine translation
    - Source sentence --> target sentence w/ the same meaning
  - Data description
    - Table --> data report describing the table
  - Attribute control
    - Sentiment: positive --> "I like this restaurant"
  - Conversation control
    - Control conversation strategy and topic

Questions?