

# Semester project presentation

## *Extending Dynamic Structure in Memory Network for Response Generation*

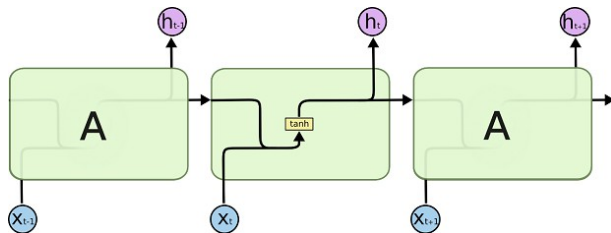
- Supervisor: Mi Fei
- Director: Prof .Boi Faltings
- Myself: André Cibils

### Plan:

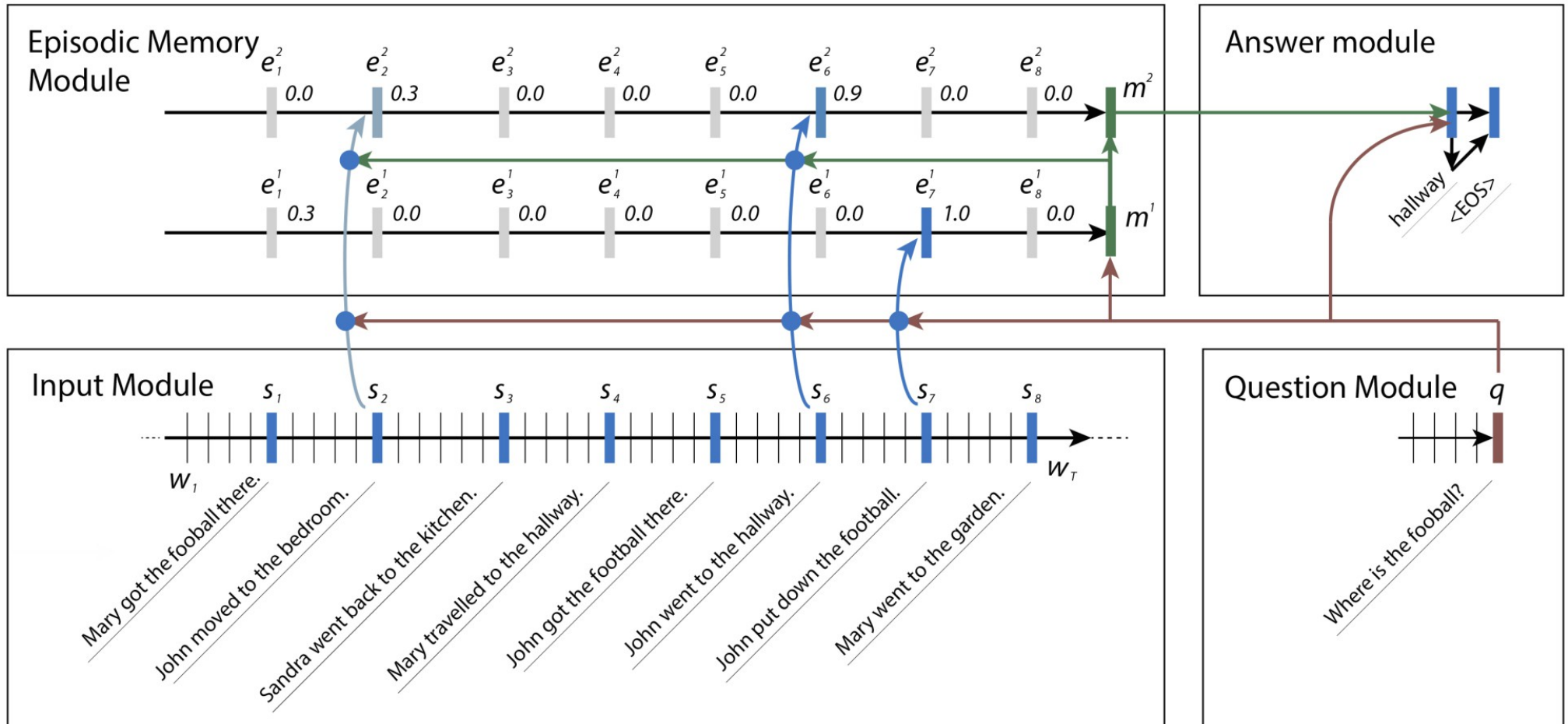
- 1. Introduction
- 2. Encoder-Decoder modification
- 3. Pointer Network modification
- 4. Conclusion
- 5. Questions

# Dynamic Memory Network [1]

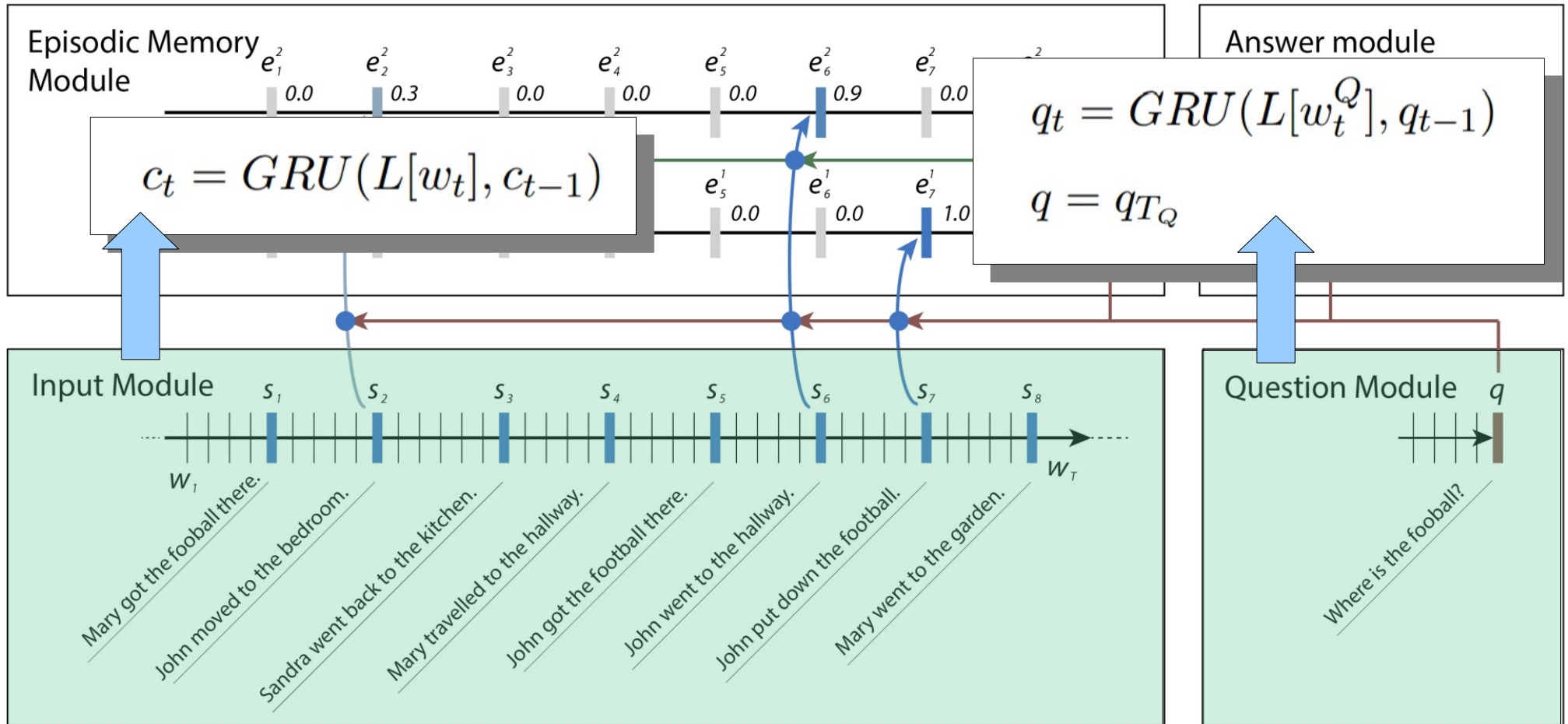
- 4 parts:
  - Input module
  - Question module
  - Episodic memory module
  - Answer module
- Neural network based framework
- Internal memory representation (memory vector  $m$ )
- Uses lot of Gated Recurrent Units
- End-to-end



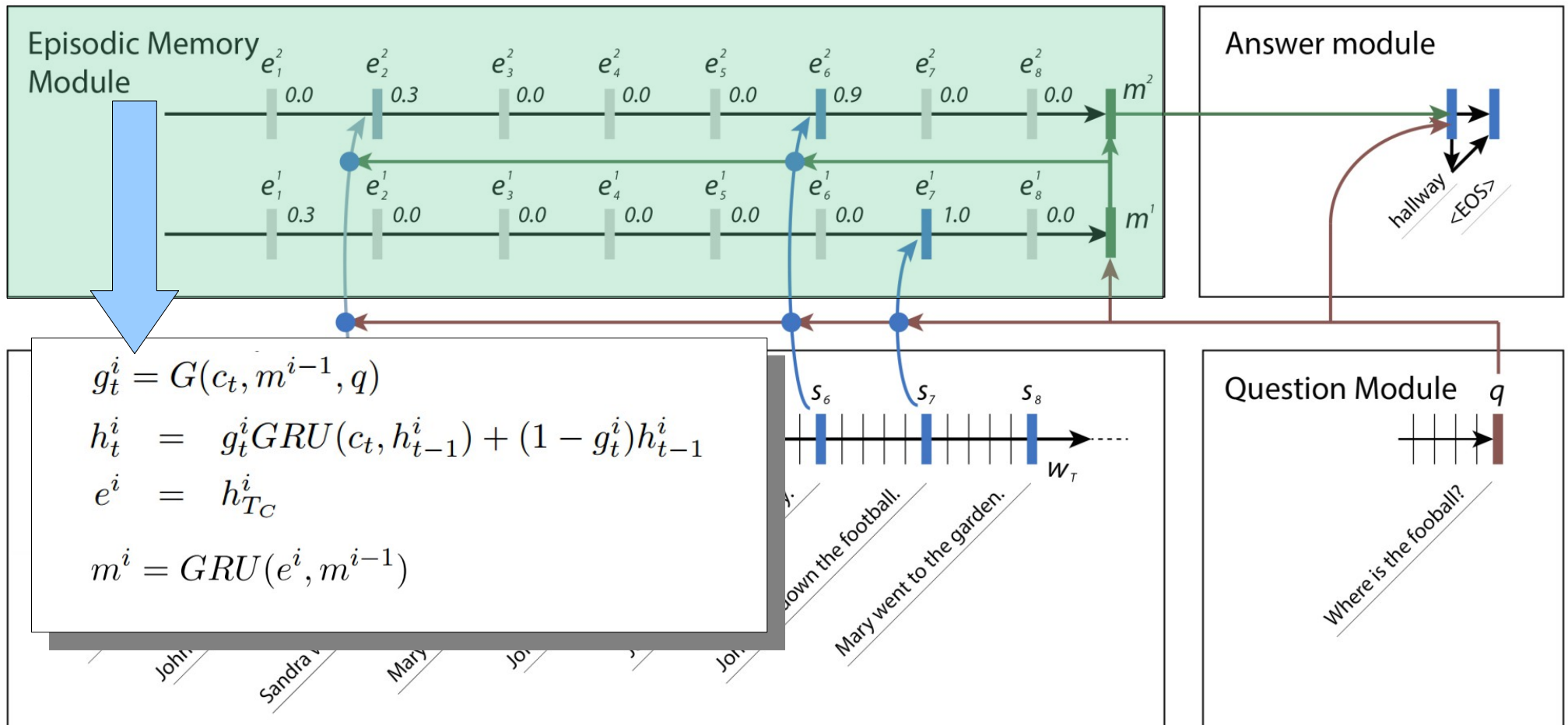
# Dynamic Memory Network



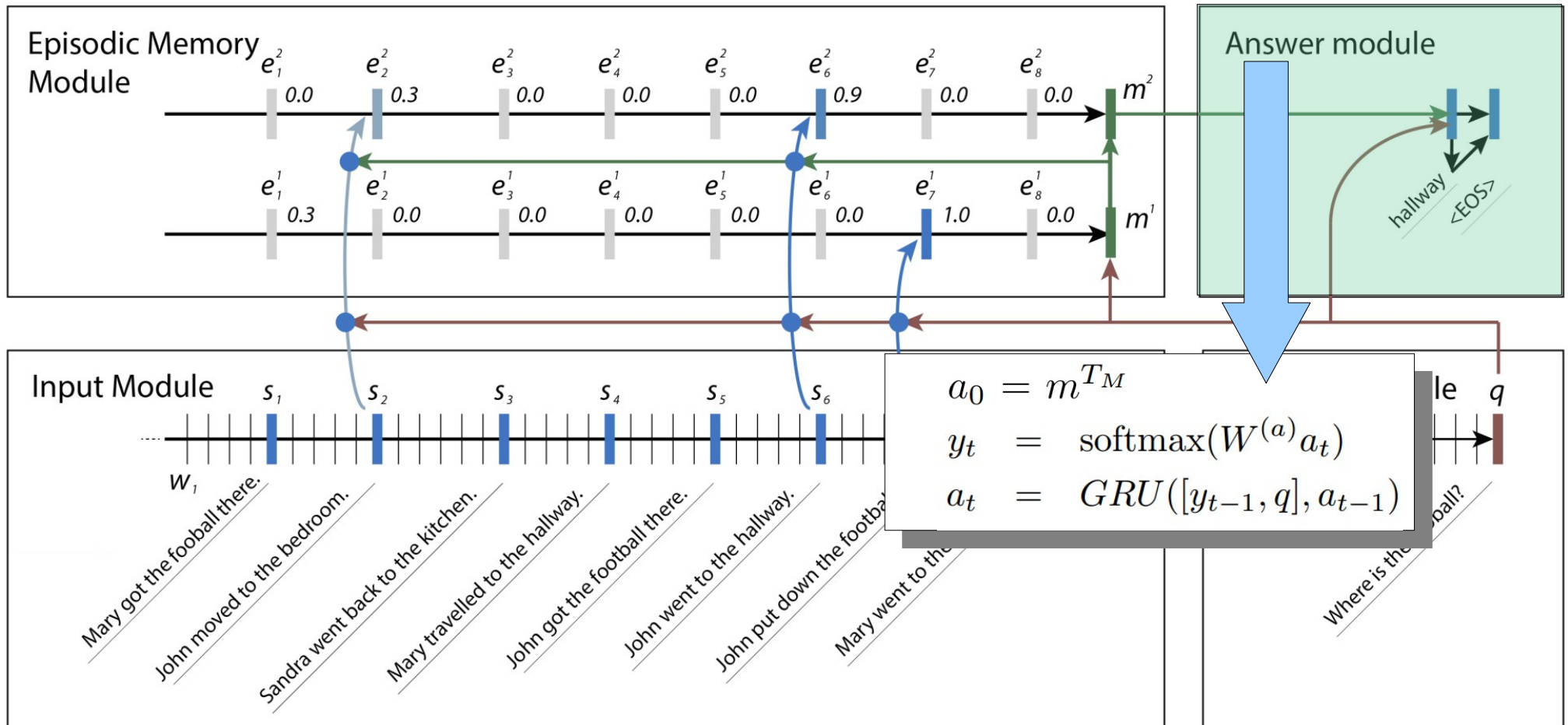
# Dynamic Memory Network



# Dynamic Memory Network



# Dynamic Memory Network



# Implementation details

- Supervised classification problem
- Model is end-to-end!
- Trained via back propagation through time and gradient descent
- Use  $L_2$  regularisation

# Goal?

- Given a text and a question as input, generate a sentence as an answer

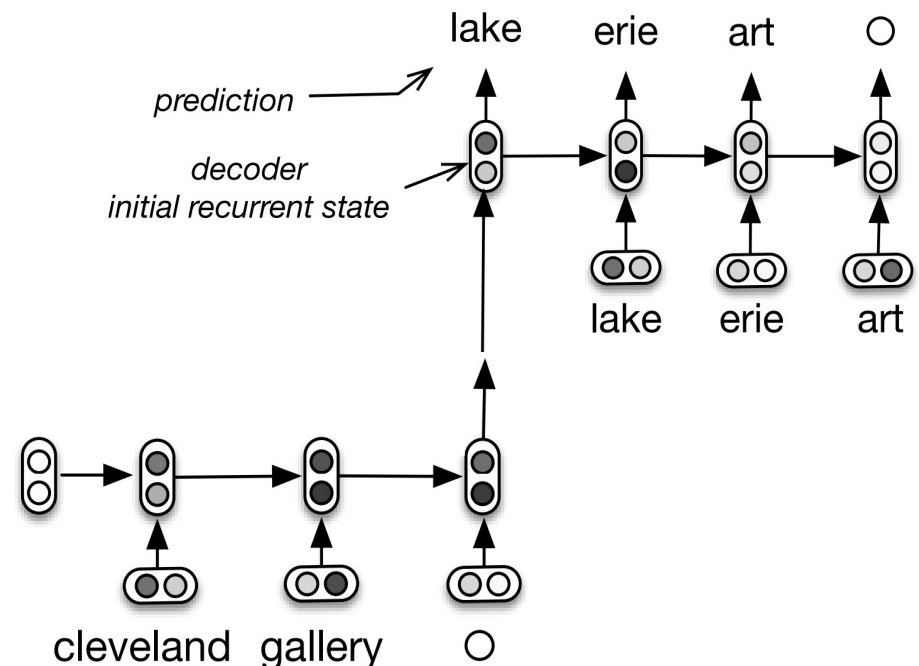
This require the ability to retrieve facts and reason over them, but also to be able to generate a sentence

- General idea to solve this problem:
  - Use DMN as it showed multiple skills like deduction or coreference resolution
  - Combine it with a sentence generative model



# First modification: Encoder-Decoder [2]

- Use DMN for all the reasoning part
- Use the Encoder-Decoder architecture to generate sentences



- Idea: see the answer module as a decoder
- It can now produce a fixed & limited number of words.

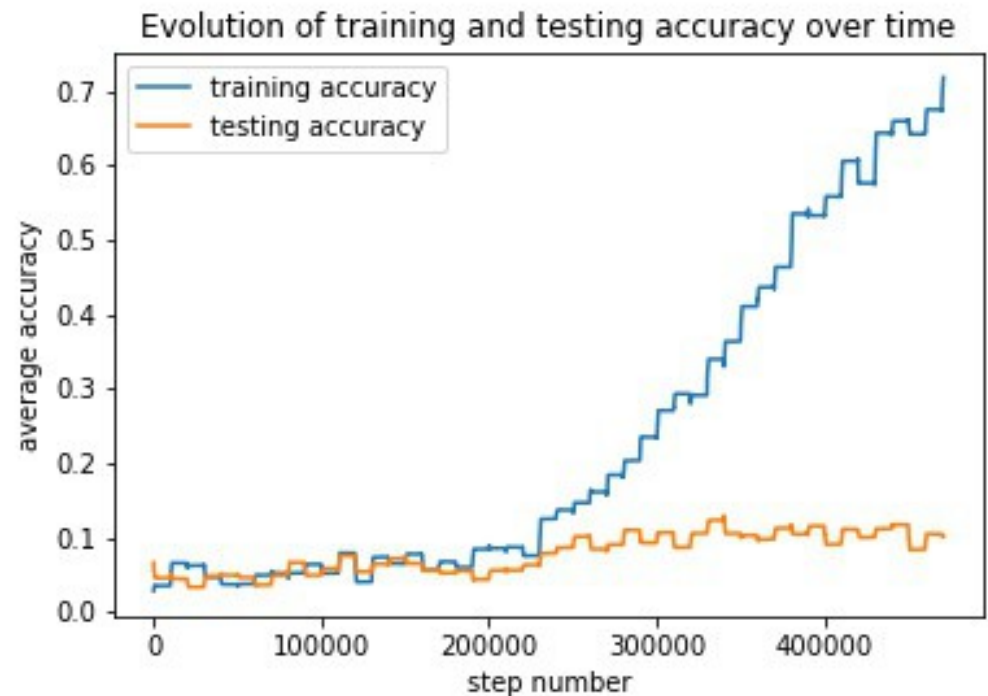
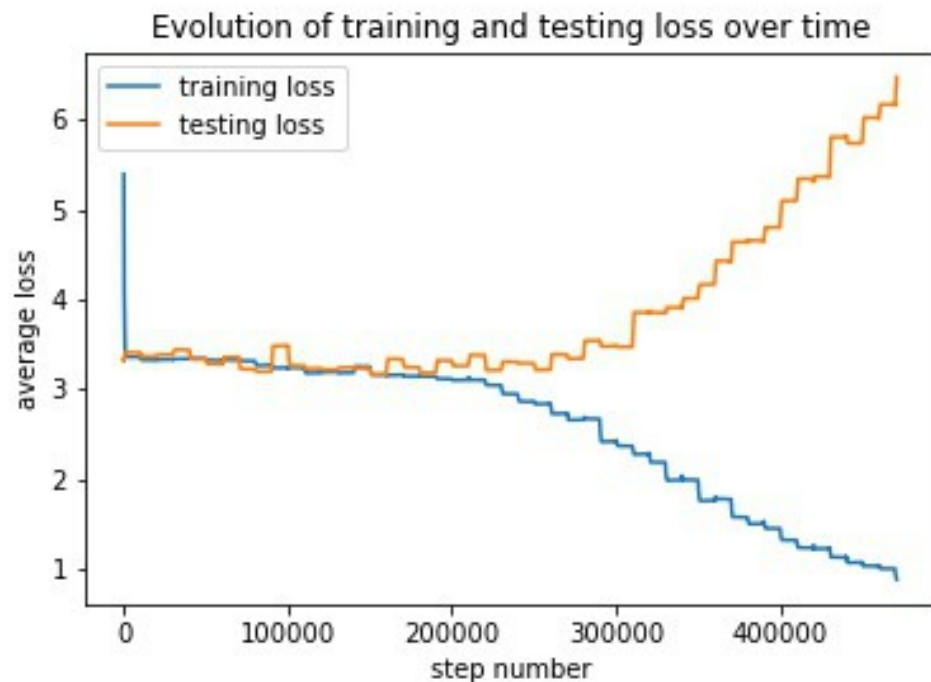
# Implementation details

- Modification of the bAbi data set
- Simple sentences as answers
- Use GloVe to have word embeddings
- Answers always have the same architecture

<Subject> moved to the <Place>. (ex: "Marie moved to the office.")

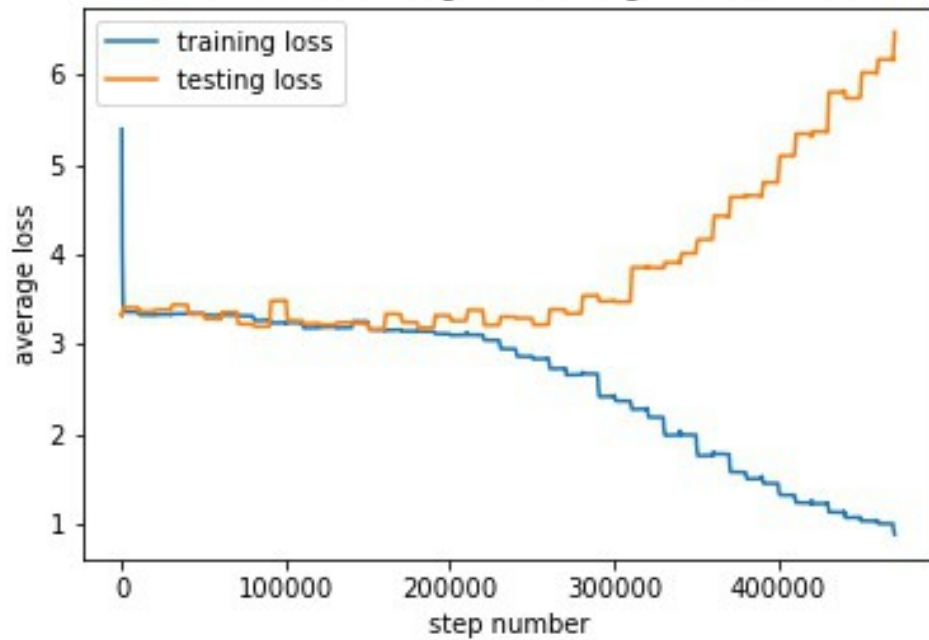
```
1 Mary moved to the bathroom.
2 John went to the hallway.
3 Where is Mary?           bathroom
4 Daniel went back to the hallway.
5 Sandra moved to the garden.
6 Where is Daniel?         hallway
```

```
1 Mary moved to the bathroom.
2 John went to the hallway.
3 Where is Mary? —————> Mary moved to the bathroom.
4 Mary moved to the bathroom.
5 John went to the hallway.
6 Daniel went back to the hallway.
7 Sandra moved to the garden.
8 Where is Daniel? —————> Daniel moved to the hallway.
```

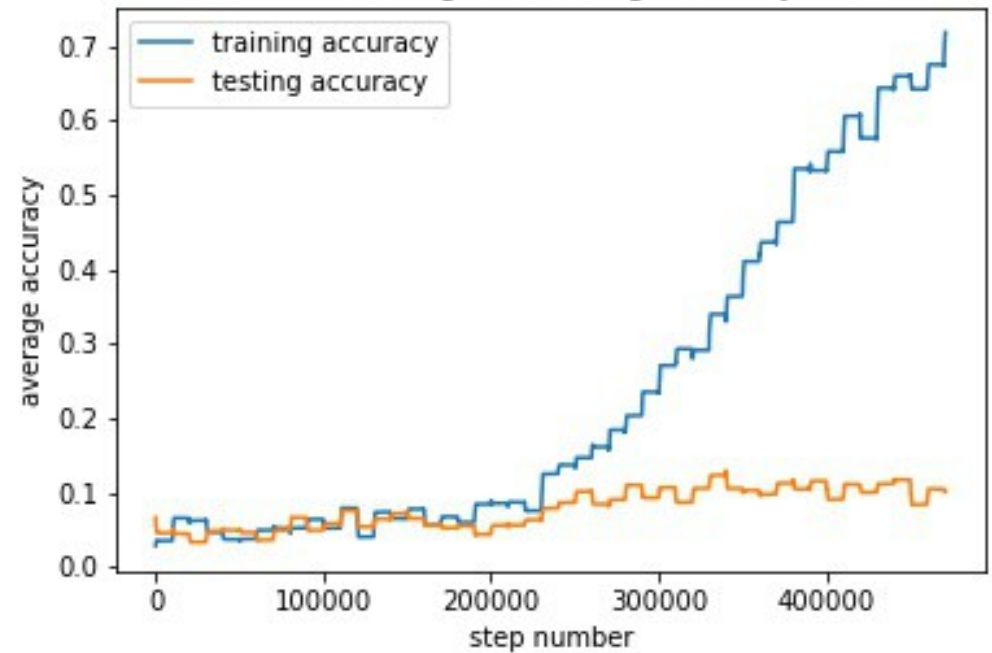


- Only 1000 examples
- Over-fitting
- Accuracy: either 1 if the model predicted the right sentence or 0!

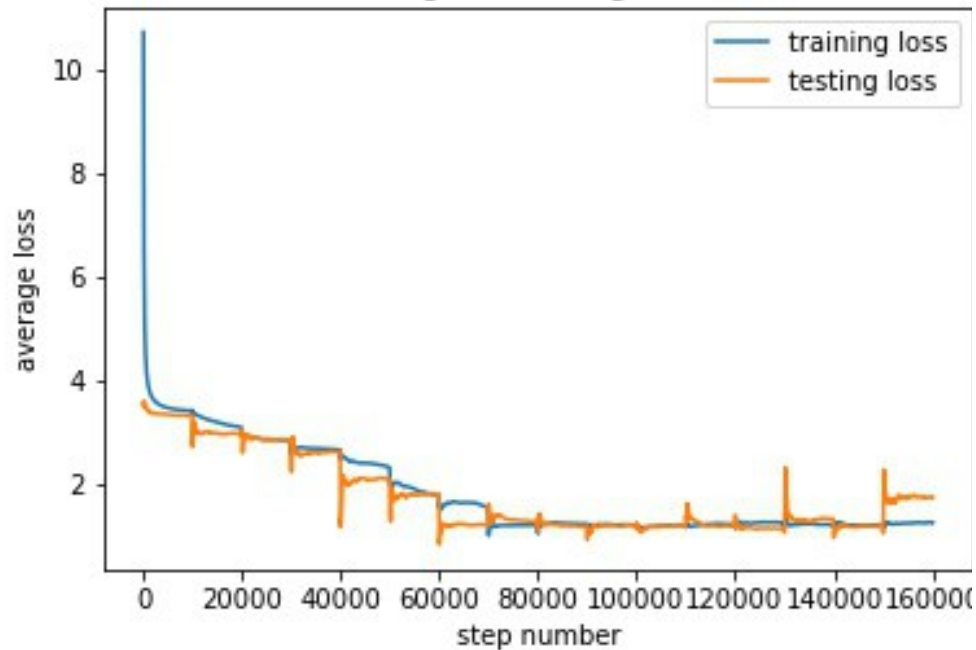
Evolution of training and testing loss over time



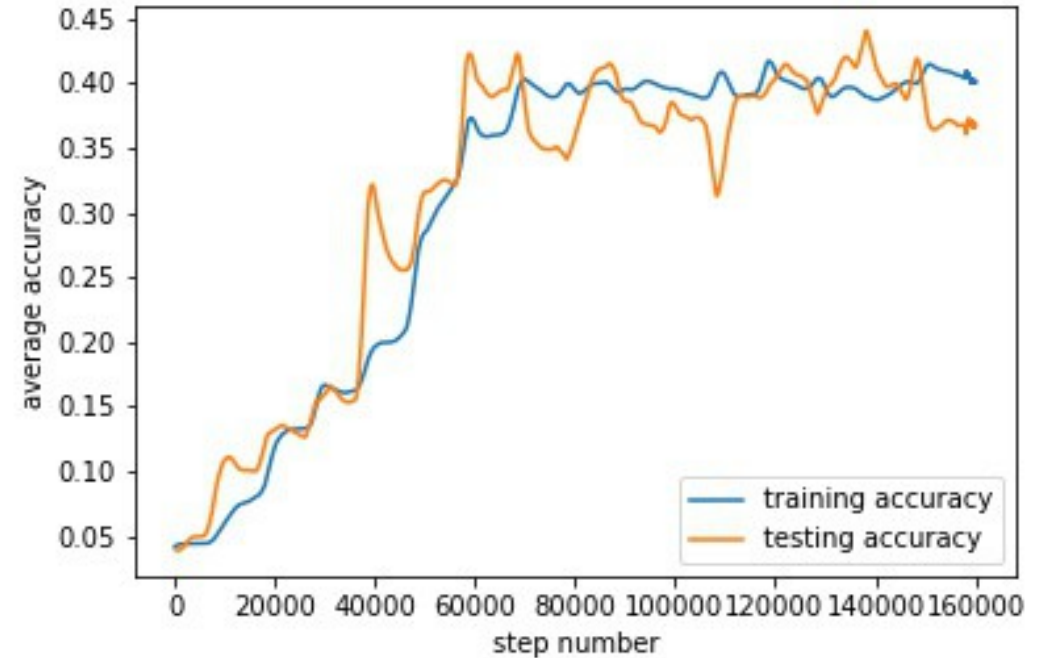
Evolution of training and testing accuracy over time



Evolution of training and testing loss over time (10k)



Evolution of training and testing accuracy over time (10k)



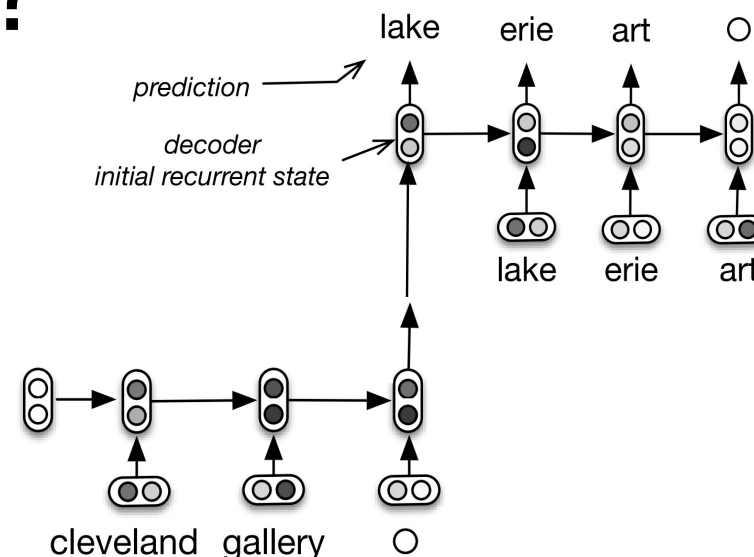
# First version of the Encoder-Decoder: analyse of the results

- High tendencie to overfit
- However, with a lot of data, seems to work
- Models focus on learning the easy part of the sentence: reasoning ability is compromised

<Subject> went to the <Place>. (ex: "Marie went to the office.")

# Encoder-Decoder – Why does it fail?

- The GRU decoder is hard to train.
  - Idea: make it easier for the model
- Small modification of the answer module: Add the original memory vector as input



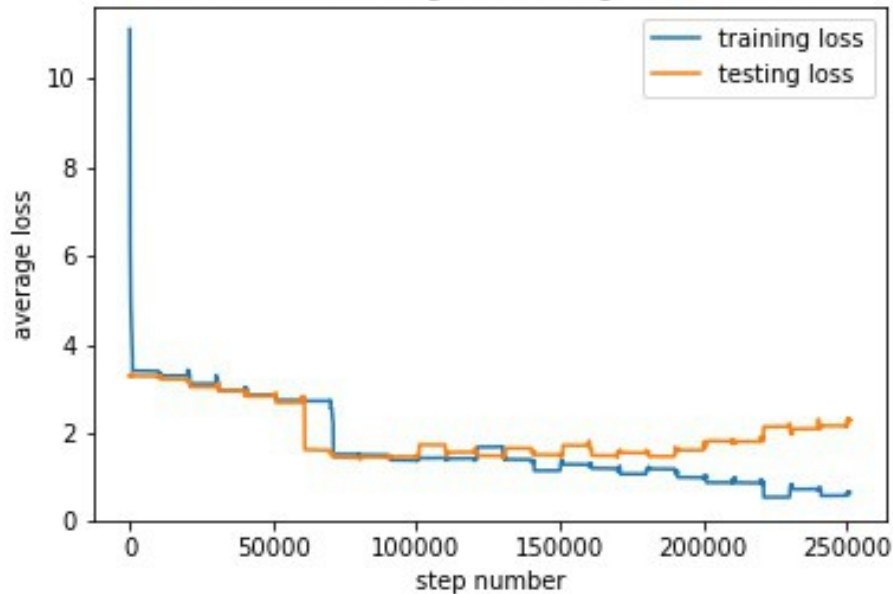
$$y_t = \text{softmax}(W^{(a)} a_t)$$

$$a_t = GRU([y_{t-1}, q], a_{t-1})$$

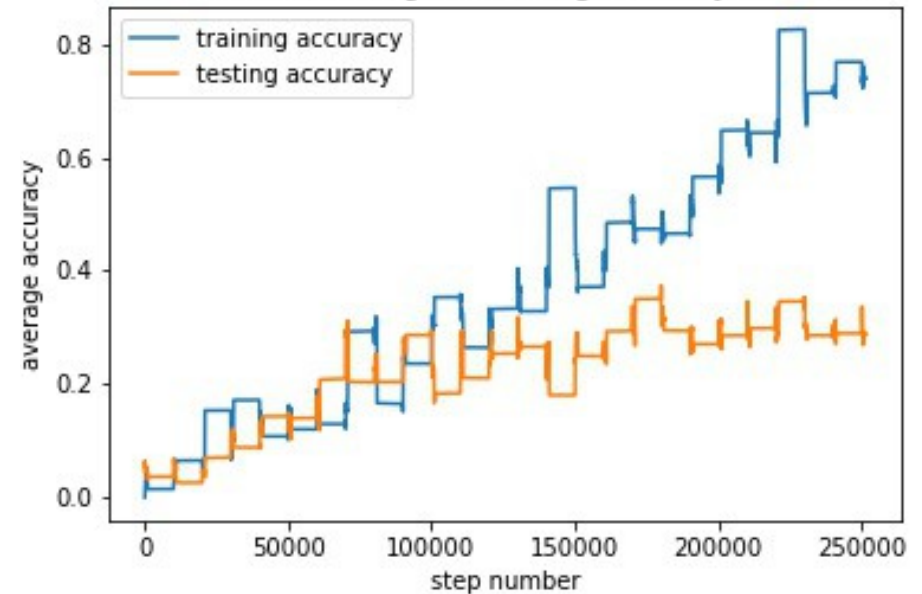
$$a_t = GRU([y_{t-1}, q, a_0], a_{t-1})$$

## 2. Encoder-Decoder modification

Evolution of training and testing loss over time



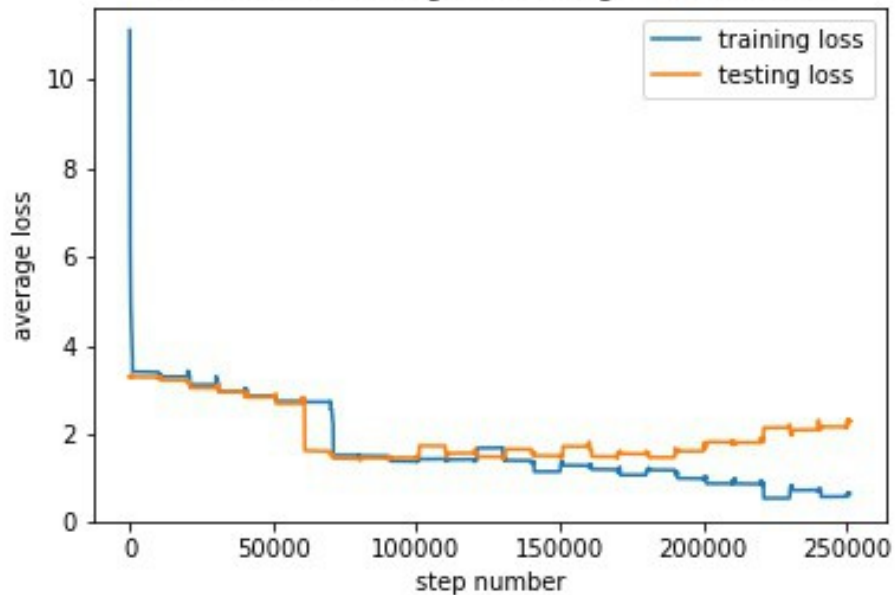
Evolution of training and testing accuracy over time



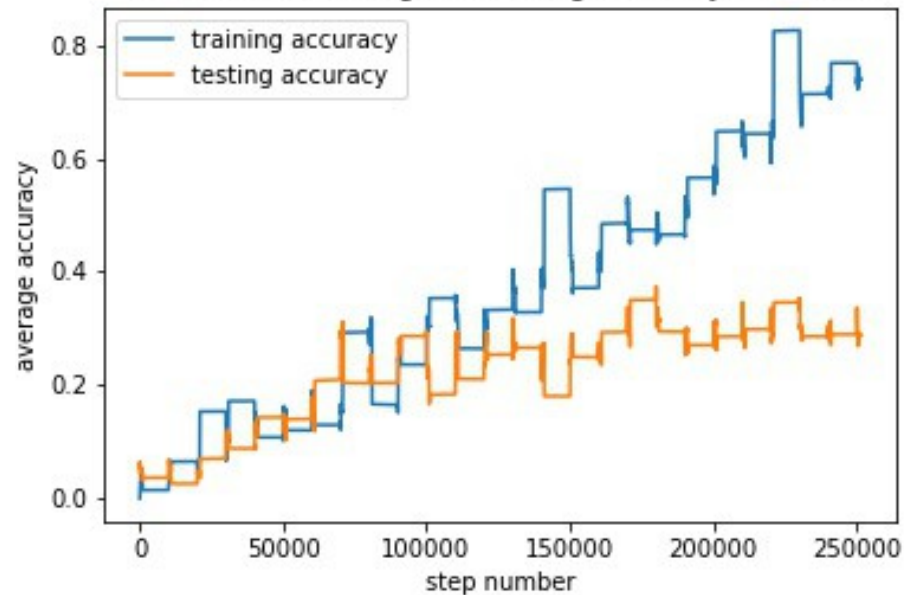
- Only 1000 examples
- Over-fitting, again



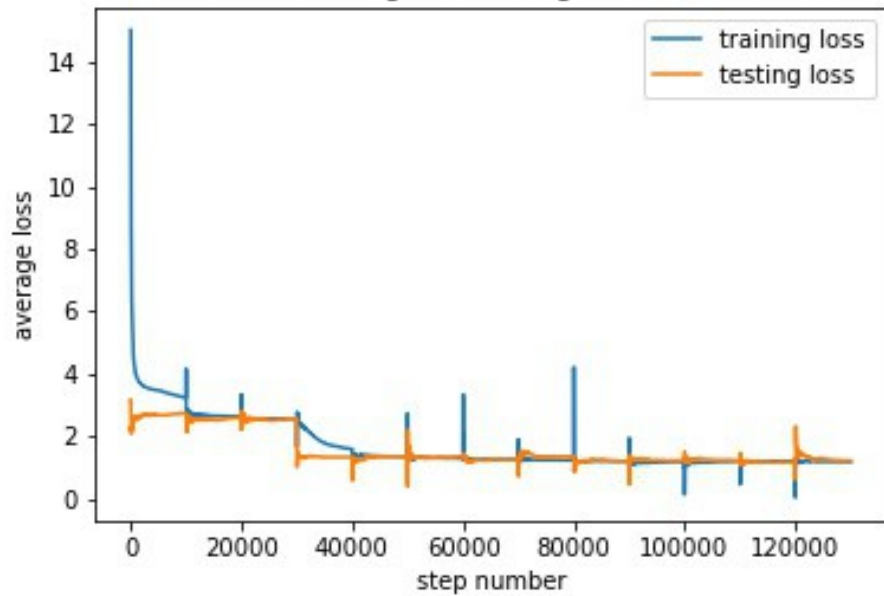
Evolution of training and testing loss over time



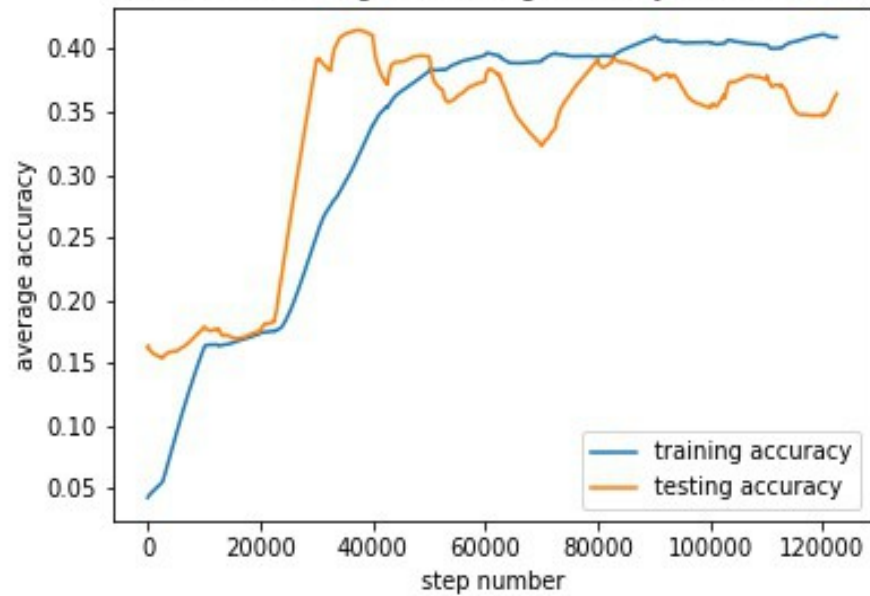
Evolution of training and testing accuracy over time



Evolution of training and testing loss over time (10k)



Evolution of training and testing accuracy over time (10k)

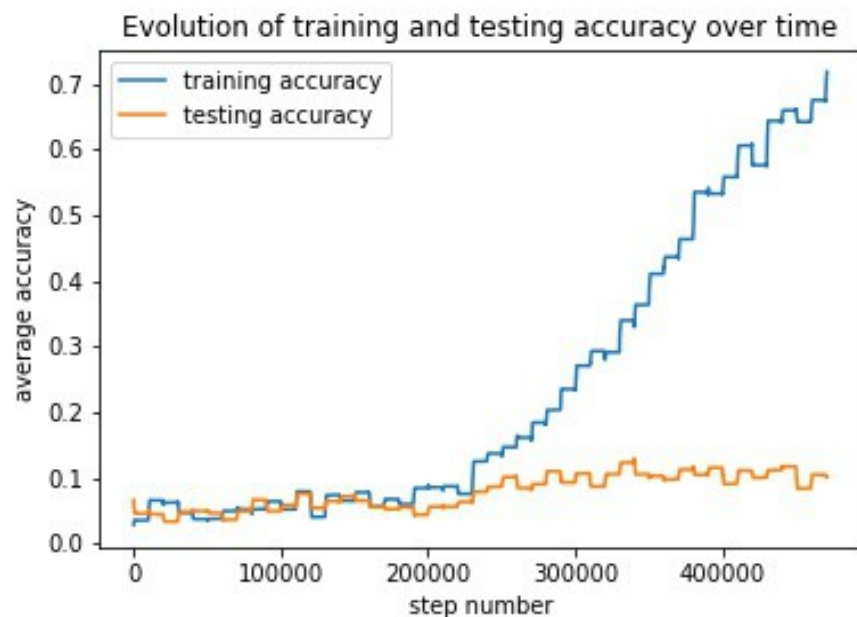




# Evolution of accuracy on a small dataset

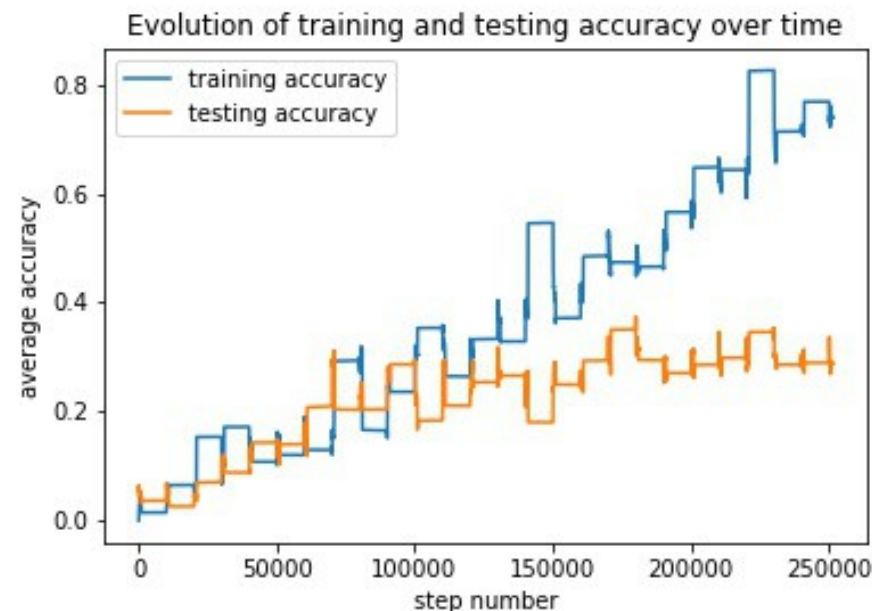
## First modification

Testing accuracy is capped at ~10%

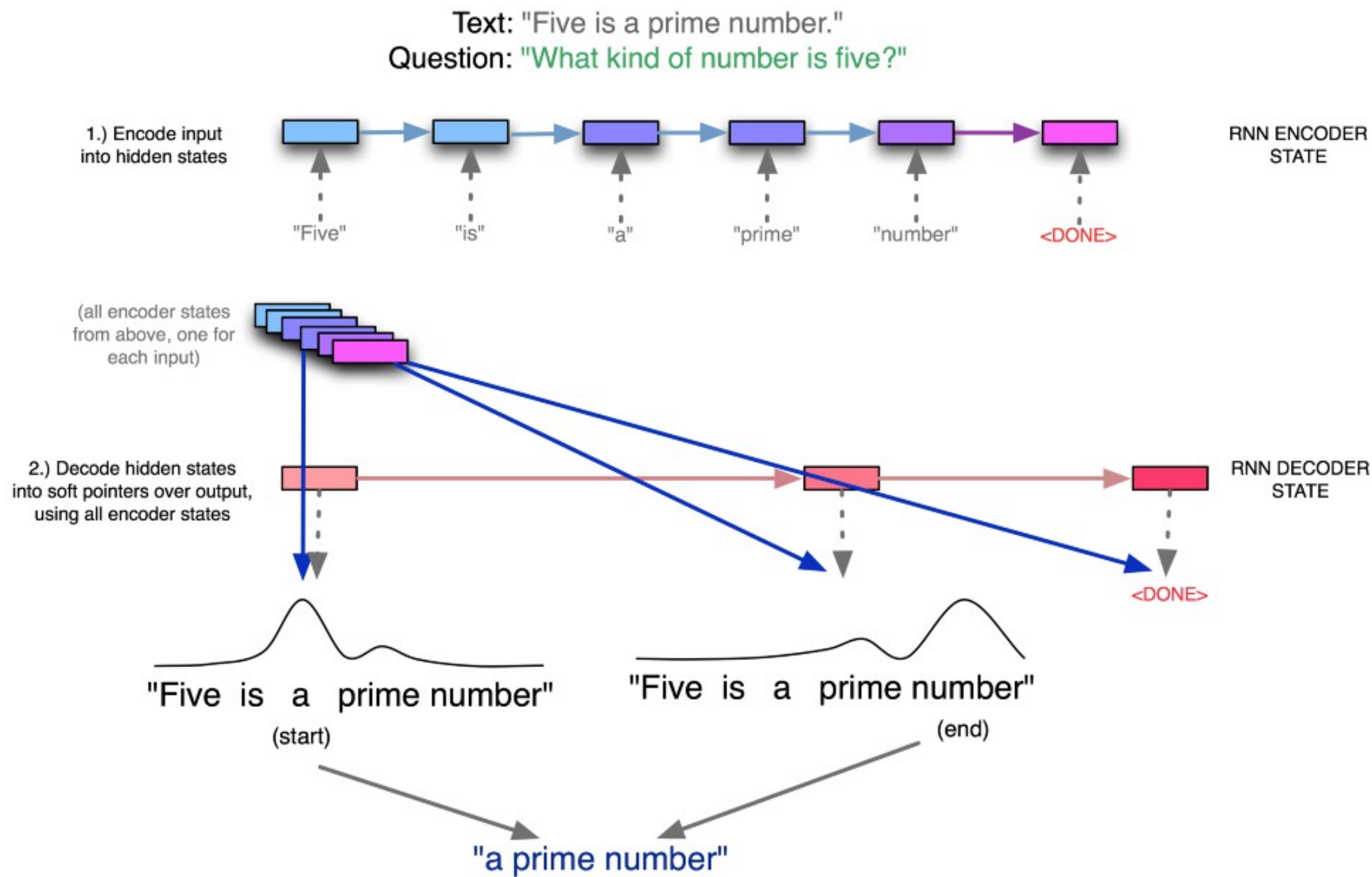


With the memory vector as input

Testing accuracy goes up to ~25%



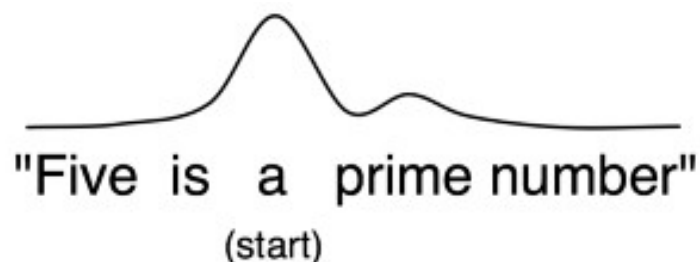
# Pointer Nets - Quickly



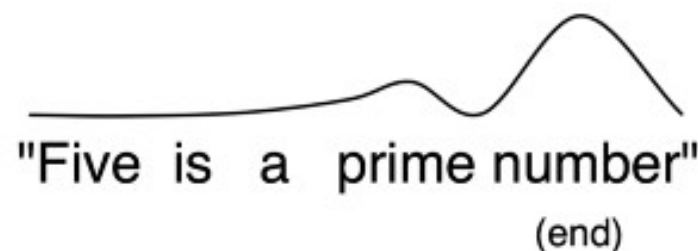
# Pointer network modification [3]

- GRU Decoder is hard to train, but pointer networks should be easy.
- Hypothesis: the answer is in the text
- The goal is to find where it is, i.e. Produce a start and end idx

"Five is a prime number"  
(start)



"Five is a prime number"  
(end)



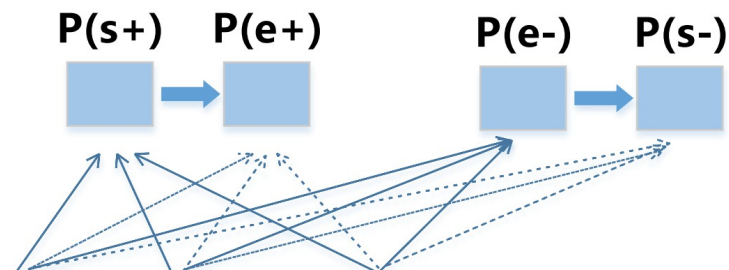
# Implementation details

- SQuAD data set – complex and diverse
  - Multiple topics from wikipedia
  - Every answer to each question is a segment of text
- Two-directional prediction: produce start idx, then use it to produce end idx & redo it the other way, then merge

## Prediction Layer

$$P(s+) = \text{softmax}(W^{(s+)} m^{T_M})$$

$$P(e+) = \text{softmax}(W^{(e+)} m^{T_M} + W^{(c+)} c_{s+})$$



# Pointer network modification: results

- Right now, not learning...

# Conclusion

- Goal: Modify DMN to produce multiple word answer

Need multiple abilities: fact retrieving and reasoning, but also sentence generation

- Encoder-Decoder Architecture

Promising results, but decoder LSTM are too hard to train

- Pointer Network Architecture

Need more refining

- Other Architectures? Merge of the previous ones?

# References

- [1] Ask Me Anything: Dynamic Memory Network for Question Answering, 5 Mar 2016
- [2] A Hierarchical Recurrent Encoder-Decoder for Generative Context-Aware Query Suggestion, 8 Jul 2015
- [3] Exploring Question Understanding and Adaptation in Neural-Network-Based Question Answering, 25 Mar 2017

# Questions?