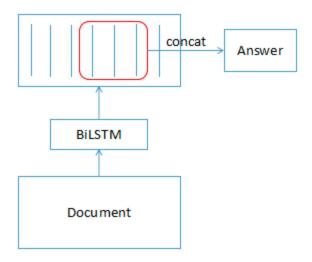
Machine Comprehension by Text-to-Text Neural Question Generation

Xingdi Yuan1,†, Tong Wang1,†, Caglar Gulcehre2,†,‡, Alessandro Sordoni1,†, Philip Bachman1, Sandeep Subramanian2,‡, Saizheng Zhang2,‡, and Adam Trischler1

Motivation

- 1. Posing approriate questions is an important aspect of information acquisition in intelligent systems.
- 2. Learning to ask questions may improve the ability to answer them.

Encoder



$$Embedding(Doc) -> LSTM -> (h_1,h_2,...,h_m)$$

A: [Hidden; Embedding]

$$Hidden: (h_i, h_{i+1}, ..., h_j) \ Embedding: (a_i, a_{i+1}, ..., a_j)$$

$$A \longrightarrow LSTM2 \longrightarrow h_a$$

 h_a :concat(the final hidden state of two directions)

Computing the inital state s_0 for the decoder:

$$\mathbf{r} = \mathbf{L}\mathbf{h}^a + \frac{1}{n}\sum_{i}^{|D|}\mathbf{h}_i^d, \ \mathbf{s}_0 = \tanh\left(\mathbf{W}_0\mathbf{r} + \mathbf{b}_0\right)$$

Decoder(vocab softmax and pointer softmax)

$$egin{aligned} s_t = LSTM(s_{t-1}, y_{t-1}, v_t) \end{aligned}$$

$$e_{tj} = f(h_{j}^{d}, h^{a}, y_{t-1}, s_{t-1}) \ lpha_{tj} = rac{exp(e_{tj})}{\sum_{i=1}^{T} exp(e_{ij})}$$

$$egin{aligned} c_t &= \sum_{i=1}^{|D|} lpha_{ti} h_i^d \ v_t &= [c_t; h^a] \end{aligned}$$

Decoder

 $egin{aligned} e_t &= g(s_t, v_t, y_{t-1}) \ o_t &= softmax(W_oe_t + b_o) \end{aligned}$

Finally, $p_{\theta}(y_t|y < t, D, A)$ is approximated by the full pointersoftmax $p_t \in R^{|V|+|D|}$ by concatenating o_t and α_t after both are weighted by z_t :

 $p_t = [z_t o_t; (1-z_t) lpha_t]$ z_t is a MLP gate.

Training

Corss-Entropy

$$\mathcal{L} = -\sum_{t} \log p_{\theta}(y_t | y_{< t}, D, A),$$

Penality Term1(Encourage the model not to generate answer words in the question)

$$\mathcal{L}_s = \lambda_s \sum_t \sum_{\bar{a} \in \bar{\mathcal{A}}} p_{\theta}(y_t = \bar{a} | y_{< t}, D, A).$$

Penelity Term2(Increase output variety)

$$\mathcal{L}_e = \lambda_e \sum_t \mathbf{p}_t^T \log \mathbf{p}_t.$$

Policy Gradient Optimization

There is a limitation in teacher-forcing that it does not teach the model how to distribute probability mass amoing examples other than the ground-truth.

Rewards

QA reward: $R_{QA}(\hat{Y}) = F1(\hat{A},A)$

Fluency(Language Model matrix):

$$R_{PPL}(\hat{Y}) = -2^{-rac{1}{T}\sum_{t=1}^{T}log_{2}P_{LM}(\hat{y}_{t})|\hat{y}{<}t|}$$

Combination

$$R_{\text{PPL}+\text{QA}}(\hat{Y}) = \lambda_{\text{QA}} R_{\text{QA}}(\hat{Y}) + \lambda_{\text{PPL}} R_{\text{PPL}}(\hat{Y}),$$

Reinforce

$$\mathcal{L}_{RL} = -\mathbb{E}_{\hat{Y} \sim \pi(\hat{Y}|D,A)}[R(\hat{Y})],$$

$$\nabla \mathcal{L}_{RL} \approx \sum_{t=1} \nabla \log \pi(\hat{y}_t|\hat{y}_{< t}, D, A) \frac{R(\hat{Y}) - \mu_R}{\sigma_R},$$

Using beam search instead of sampling when computing the expectation.

The L_{RL} is based on beam search, and the L_{CE} is based on ground-truth.

Experiments

	NLL	BLEU	F1	QA	PPL
Seq2Seq	45.8	4.9	31.2	45.6	153.2
Our System	35.3	10.2	39.5	65.3	175.7
$+ PG (R_{PPL})$	35.7	9.2	38.2	61.1	155.6
$+ PG (R_{QA})$	39.8	10.5	40.1	74.2	300.9
+ PG (R_{PPL+QA})	39.0	9.2	37.8	70.2	183.1
Question LM	-	-	-	-	87.7
MPCM	-	-	-	70.5	-