

# Persona dialogue

刘平生

2021/05/12

# Dataset

Persona 1	Persona 2
I like to ski	I am an artist
My wife does not like me anymore	I have four children
I have went to Mexico 4 times this year	I recently got a cat
I hate Mexican food	I enjoy walking for exercise
I like to eat cheetos	I love watching Game of Thrones

[PERSON 1:] Hi  
[PERSON 2:] Hello ! How are you today ?  
[PERSON 1:] I am good thank you , how are you.  
[PERSON 2:] Great, thanks ! My children and I were just about to watch Game of Thrones.  
[PERSON 1:] Nice ! How old are your children?  
[PERSON 2:] I have four that range in age from 10 to 21. You?  
[PERSON 1:] I do not have children at the moment.  
[PERSON 2:] That just means you get to keep all the popcorn for yourself.  
[PERSON 1:] And Cheetos at the moment!  
[PERSON 2:] Good choice. Do you watch Game of Thrones?  
[PERSON 1:] No, I do not have much time for TV.  
[PERSON 2:] I usually spend my time painting: but, I love the show.

Persona Profile

对话history

→ Response

One-turn / Multi-turns

# Persona Dialogue Methods

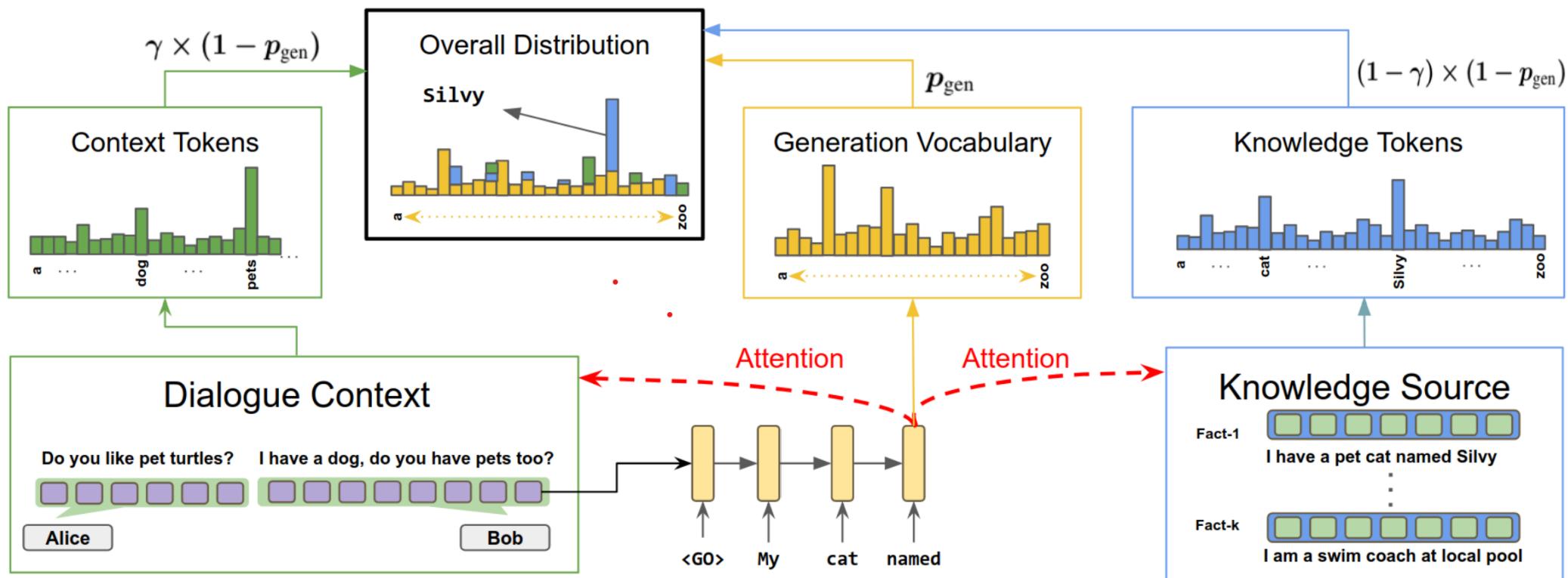
- Ranking models

计算相似度，从训练集语料库中检索utterance作为response
- Generative models
  - (1) Per-Seq2Seq

persona profile || dialogue history 编码器编码 → 隐藏状态 → 解码器解码
  - (2) Generative Profile Memory Network (GPMN)

history 编码  
each profile entries 编码 (衡量单词重要程度进行单词embedding的累加)  
→ 解码器解码 (attends over the encoded profile entries)

# DeepCopy



# Persona-CVAE

- Prior network

根据history和profile， 推测潜在变量z（先验）

$$p_{\theta}(z|x, p)$$

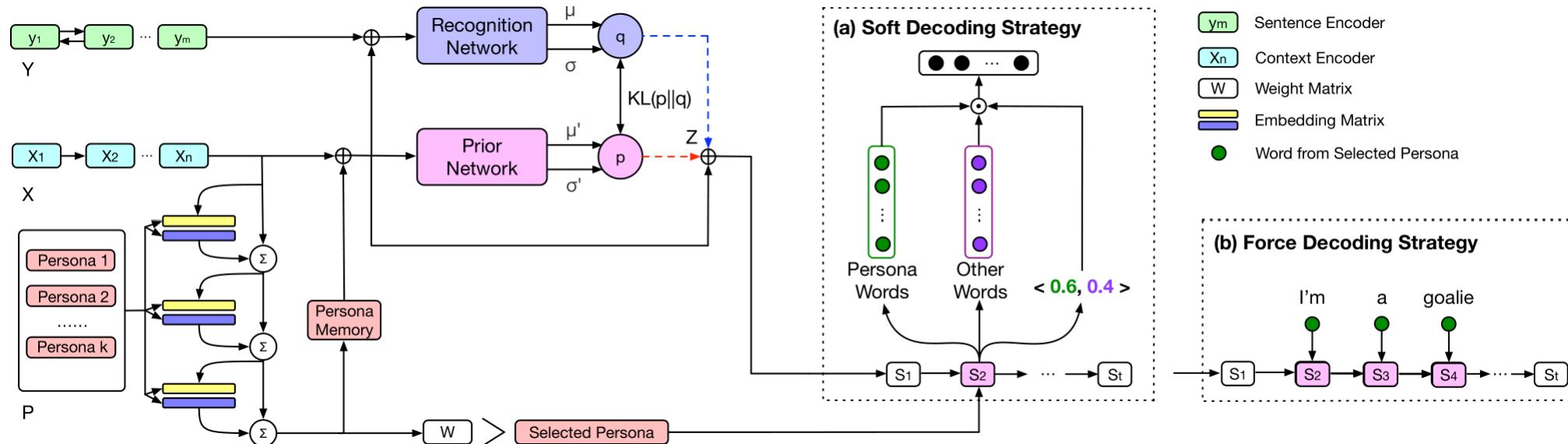
- Recognition network

根据history、 profile和response， 推测潜在变量（后验）

$$q_{\varphi}(z|x, y, p)$$

缩小二者的KL散度

# Persona-CVAE



## Persona Memory

对Persona texts进行编码，并选择出一条最合适的人格

$$\begin{aligned} prob_i &= \text{softmax}(h_{context}^T m_i) \\ o &= \sum_i prob_i c_i \\ u^k &= u^{k-1} + o^{k-1} \end{aligned}$$

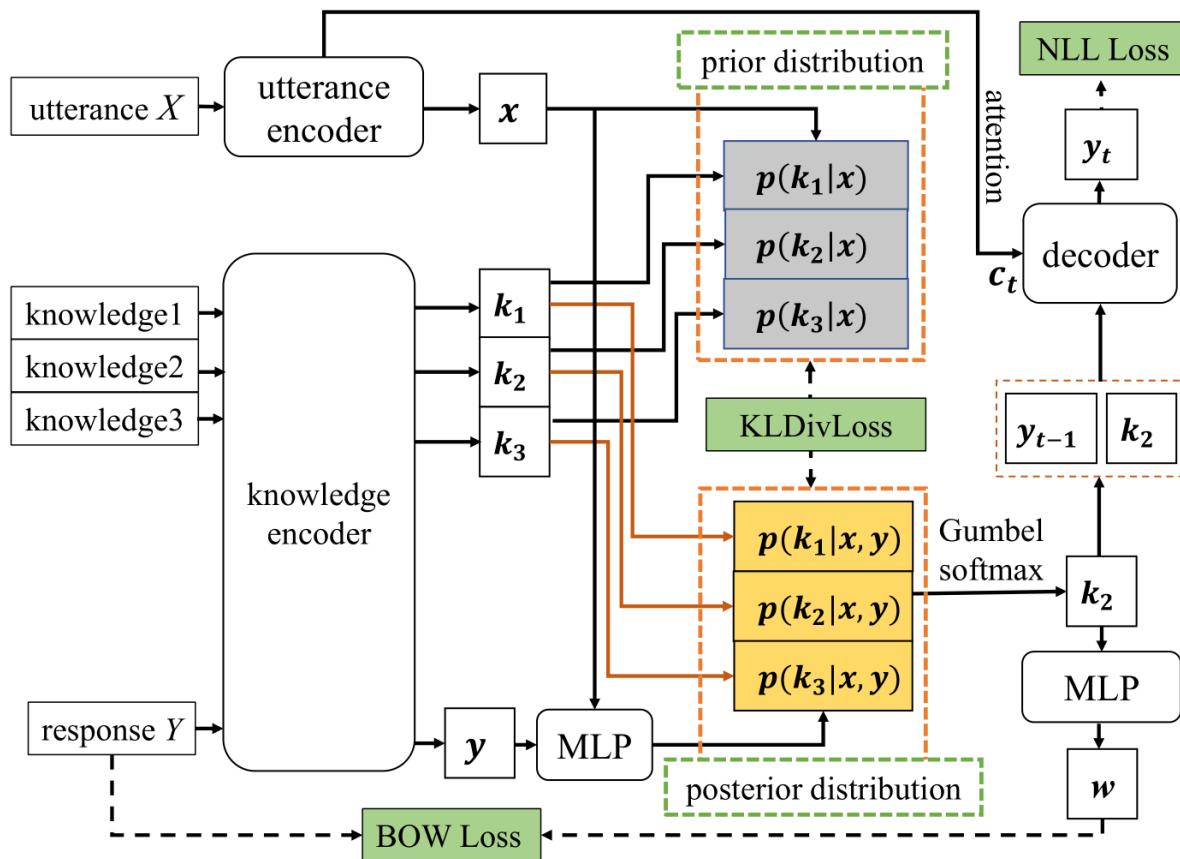
$$\alpha_i = \text{softmax}(\mathbf{W}_p[u^3, z]) = \text{MLP}([u^3, z])$$

Dialogue history 和 persona profile, 进行多跳的 attention

# Results

Methods	N = 1			N = 5			N = 10		
	Dtinct-1	Dtinct-2	P. Cover	Dtinct-1	Dtinct-2	P. Cover	Dtinct-1	Dtinct-2	P. Cover
Seq2Seq	.0125	.0464	.0026	.0031	.0142	.0057	.0018	.0089	.0071
CVAE	.0366	.2080	.0021	.0090	.0875	.0029	.0050	.0663	.0048
Per.-Seq2Seq	.0159	.0745	.0091	.0036	.0213	.0217	.0021	.0139	.0193
GPMN	.0179	.0738	.0080	.0045	.0195	.0184	.0027	.0103	.0178
Oracle. Copy	.0203	.0830	<b>.0181</b>	.0050	.0276	.0273	.0031	.0189	.0247
Per.-CVAE	<b>.0383*</b>	<b>.2088</b>	.0167	<b>.0120*</b>	<b>.1037*</b>	<b>.0410*</b>	<b>.0075*</b>	<b>.0779*</b>	<b>.0395*</b>

# PostKS



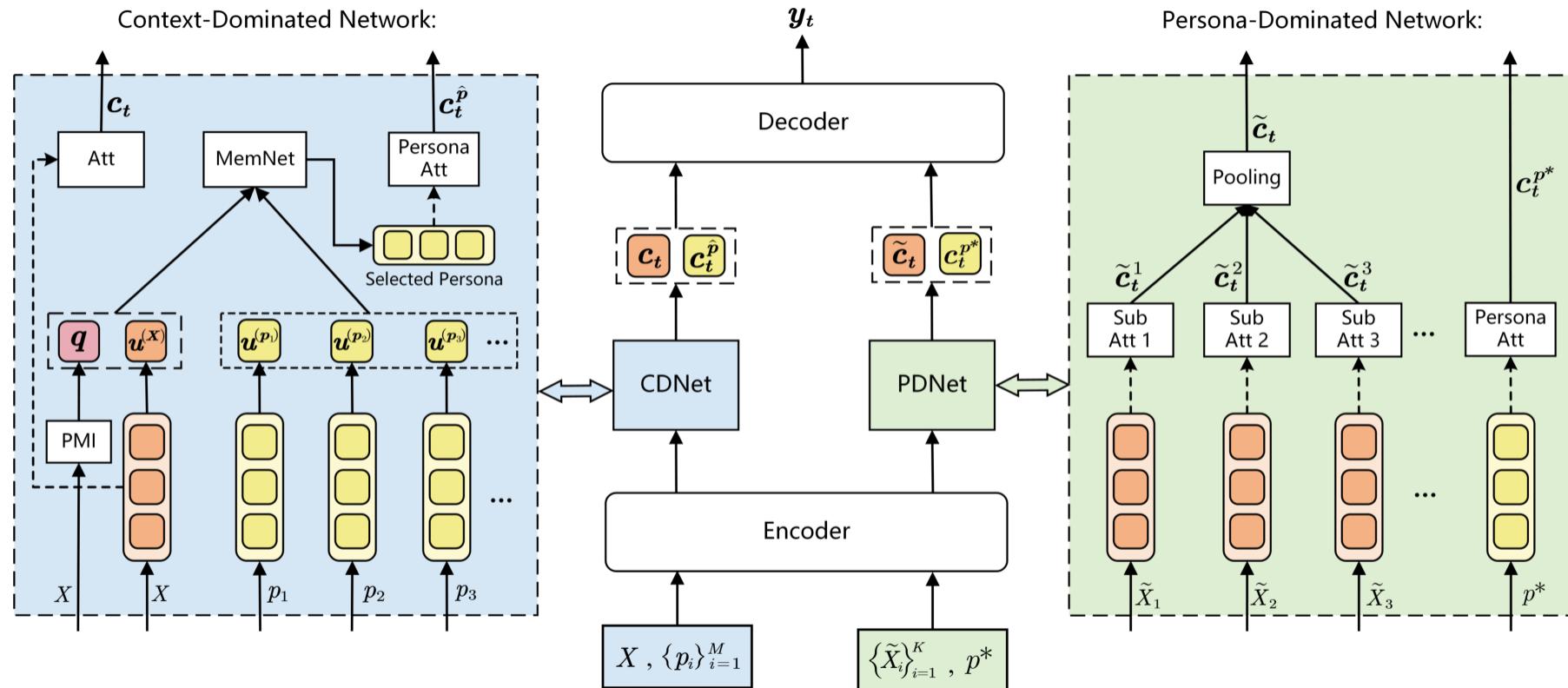
$$p(\mathbf{k} = \mathbf{k}_i | \mathbf{x}) = \frac{\exp(\mathbf{k}_i \cdot \mathbf{x})}{\sum_{j=1}^N \exp(\mathbf{k}_j \cdot \mathbf{x})}$$

$$p(\mathbf{k} = \mathbf{k}_i | \mathbf{x}, \mathbf{y}) = \frac{\exp(\mathbf{k}_i \cdot \text{MLP}([\mathbf{x}; \mathbf{y}]))}{\sum_{j=1}^N \exp(\mathbf{k}_j \cdot \text{MLP}([\mathbf{x}; \mathbf{y}]))}$$

# Results

Dataset	Model	Automatic Evaluation			Human Evaluation
		BLEU-1/2/3	Distinct-1/2	Knowledge R/P/F1	
Persona-chat	Seq2Seq	0.182/0.093/0.055	0.026/0.074	0.0042/0.0172/0.0066	0.70
	MemNet(hard)	0.186/0.097/0.058	0.037/0.099	0.0115/0.0430/0.0175	0.79
	MemNet(soft)	0.177/0.091/0.055	0.035/0.096	0.0146/0.0567/0.0223	0.81
	PostKS(concat)	0.182/0.096/0.057	<b>0.048</b> /0.126	0.0365/0.1486/0.0567	0.92
	PostKS(fusion)	<b>0.190/0.098/0.059</b>	0.046/ <b>0.134</b>	<b>0.0574/0.2137/0.0870</b>	<b>0.97</b>

# PEDNet



PMI: 提取和Persona Profile高度相关的单词

# Results

Model	Distinct-1/2	P-R/P/F1	P-Cover
Seq2Seq	0.018/0.064	0.048/0.030/0.037	0.016
GPMN	0.028/0.160	0.082/0.048/0.060	0.034
PostKS	0.031/0.174	0.111/0.068/0.084	0.037
PEDNet ( $K = 1$ )	0.031/0.165	0.128/0.077/0.096	0.040
PEDNet ( $K = 5$ )	0.031/0.175	0.136/0.082/0.102	0.044
PEDNet ( $K = 10$ )	<b>0.032/0.177</b>	0.141/0.086/0.107	0.044
PEDNet ( $K = 15$ )	0.031/0.173	<b>0.143/0.088/0.109</b>	<b>0.045</b>
PEDNet ( $K = 20$ )	0.030/0.164	0.133/0.082/0.101	0.041

# Consistency

之前的工作重点：产生丰富多样、具有Persona信息的Response

后来又提出了一致性问题：虽然生成的句子和Persona相关联，但内容缺乏一致性

The model will learn to **minimize the overall loss of every decoded word**, but this may lead to **the neglect of the key personas**: change of one **persona-related word** may not significantly affect the overall loss, but could turn a good response into a totally **inconsistent** one.

## Persona ( for Dialogue Agent )

- I drive a 2015 Honda-CIVIC
- My cat's name is Tom

## Dialogues

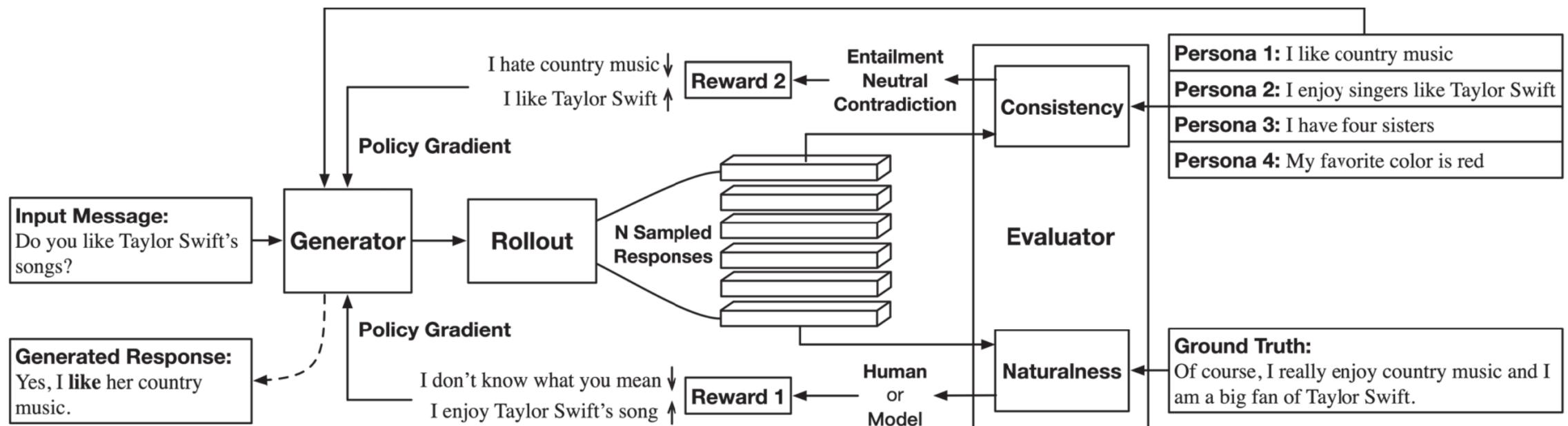
- Input 1: I spend as much to park as to live, you ?
- Response 1: **Well, I don't have a car. Bike instead lol.**
  - *Natural but Contradictory to the persona*
- Input 2: Do you have any pets ?
- Response 2: **Pets? I've a cat named Tom.**
  - *Natural and Consistent with the persona*

# RCDG

- 采用了NLI，判断Persona和Response是否一致  
(比如，fine tune Bert on the DNLI dataset，再用Bert判断一致性)  
3分类 (entail, neutral, contradiction)
- 判断Response是否Naturalness  
2分类 (Human like / Generator like)

强化学习，上面两个评估得到**Reward1, Reward2**

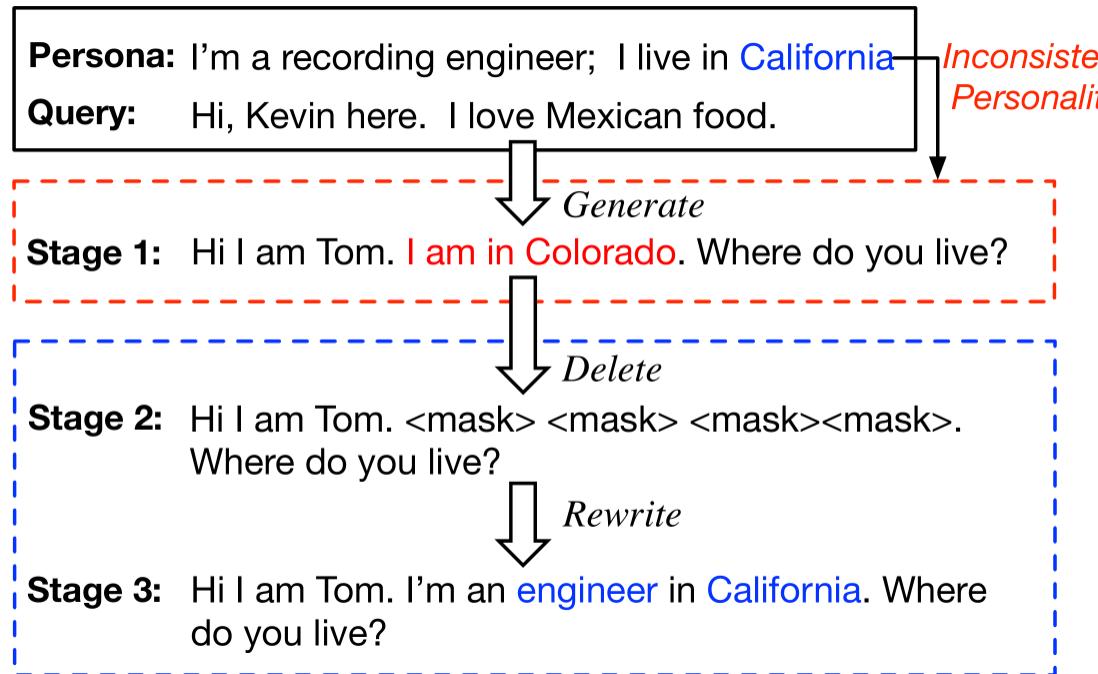
# RCDG



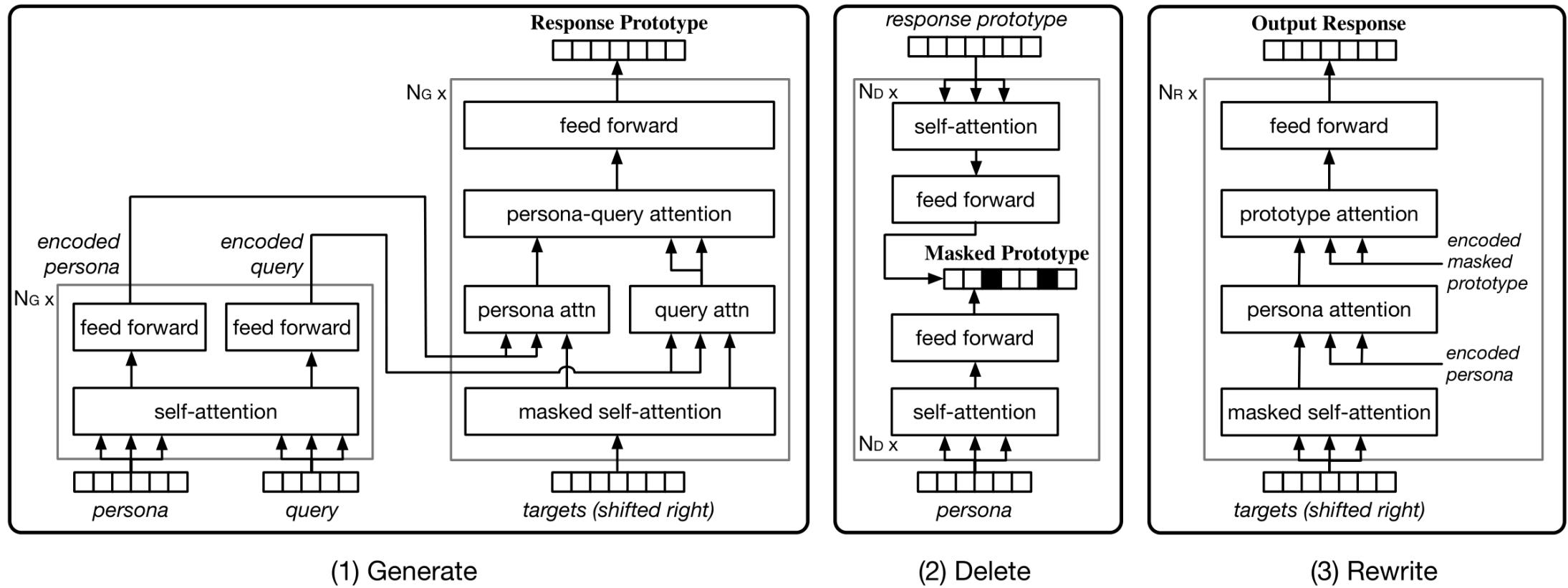
# RCDG

Model	Entail.(%)	Contr.(%)
Human	48.00	1.16*
S2SA	8.37	12.94
GPMN	12.98	11.53
Per-S2S	13.27	12.19
REGS	14.08	10.83
Transformer	14.20	9.00
DeepCopy	14.62	12.17
RCDG <sub>base</sub>	18.71 (28.0%)	5.93 (34.1%)
RCDG <sub>bert</sub>	<b>19.07</b> (30.4%)	<b>5.56</b> (38.2%)

# GDR (Generate-Delete-Rewrite)



# GDR (Generate-Delete-Rewrite)



# Results

Model	Const.	Fluc.	Relv.	Info.	PPL	Dist-1.	Dist-2.	Ent <sub>diin</sub>	Ent <sub>bert</sub>
S2SA	15.9%	3.17	2.84	2.63	34.8	1.92	4.86	9.80%	1.83%
GPMN	34.8%	3.78	3.57	3.76 <sup>†</sup>	34.1	1.89	7.53	14.5%	7.36%
Per-S2S	35.3%	3.43	3.22	3.32	36.1	2.01	7.31	13.5%	6.15%
DeepCopy	36.0%	3.26	3.08	2.87	41.2	2.35	8.93	16.7%	8.81%
Transformer	38.8%	3.46	3.65 <sup>†</sup>	3.54	27.9	3.12	15.8	14.2%	9.52%
Per-CVAE	42.7%	3.53	2.97	3.66	-*	<b>3.83<sup>†</sup></b>	20.9	17.2%	7.36%
GDR (ours)	<b>49.2 %</b>	<b>3.86</b>	<b>3.68</b>	<b>3.77</b>	<b>16.7</b>	3.66	<b>22.7</b>	<b>21.5 %</b>	<b>13.0 %</b>

# TransferTransfo + RL

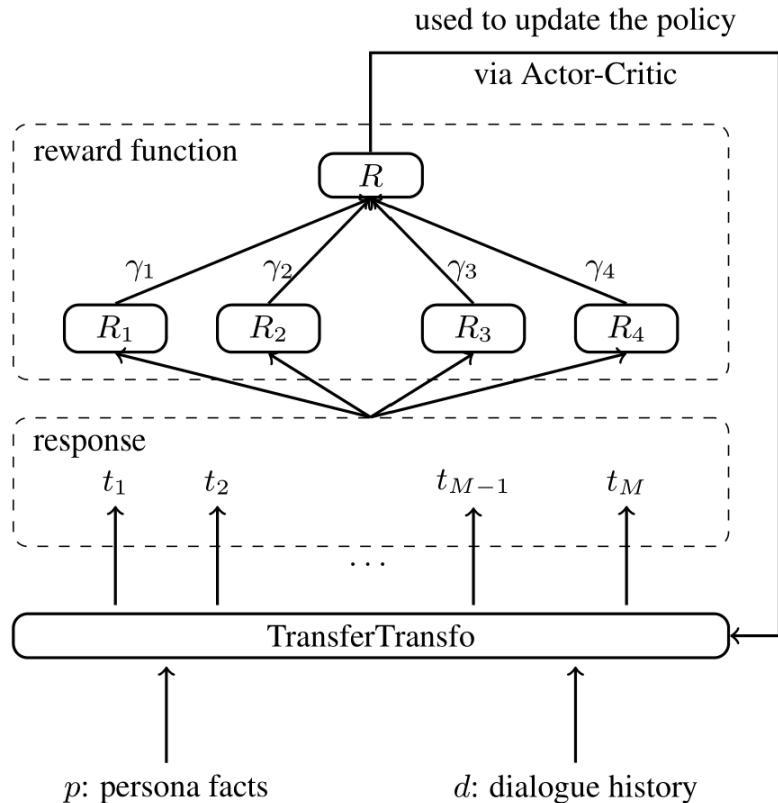


Figure 1: An abstract view of our RL approach.

**R1:** factual consistency with the persona facts

$$\begin{aligned} h^{[\text{cls}]}, - &= \text{BERT}([\text{cls}] f_i [\text{SEP}] r), \\ [s_e, s_c, s_n] &= \text{MLP}(h^{[\text{cls}]}) , \\ [\mathcal{P}_e^{\text{NLI}}, \mathcal{P}_c^{\text{NLI}}, \mathcal{P}_n^{\text{NLI}}] &= \text{Softmax}([s_e, s_c, s_n]) \end{aligned}$$

**R2:** topical coherence with the former utterance

Response 与  $U(t-1)$  的余弦相似度

**R3、R4:** fluency

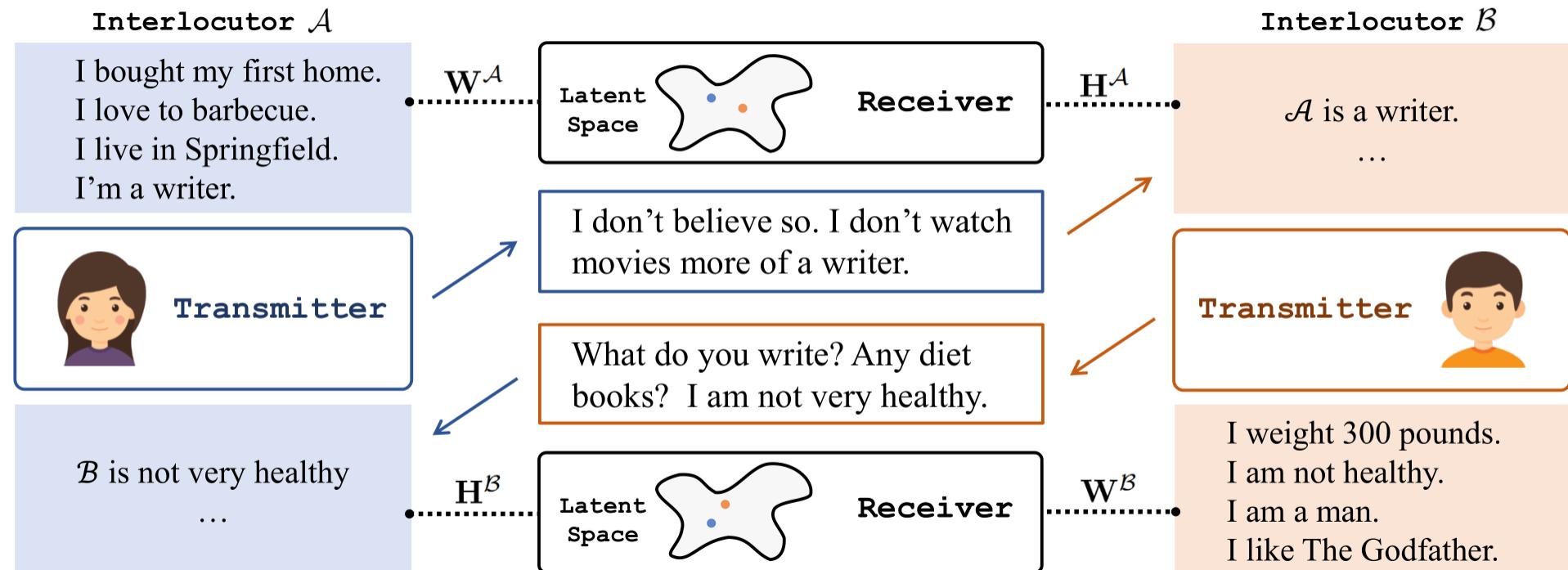
- (1) Negative Log-Likelihood (NLL) Loss
- (2) 尽量减少 Response 中的重复 token

# Results

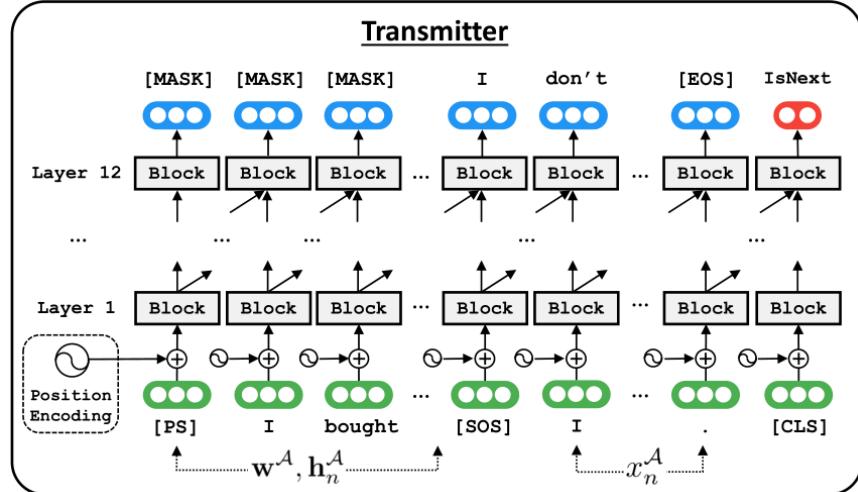
Method	PPL	F1	BLEU	PC
TransferTransfo-SL	21.31	17.06	0.065	09.32
TransferTransfo-RL	22.64	<b>17.78</b>	<b>0.067</b>	<b>13.06</b>

	Consistent	Contradicting	Neutral
<i>Automatic Evaluation</i>			
TransferTransfo-SL	11.14	01.82	87.04
TransferTransfo-RL	<b>14.81</b>	<b>01.75</b>	<b>83.43</b>
Δ	3.41 ↑	0.07 ↓	3.61 ↓
<i>Human Evaluation</i>			
TransferTransfo-SL	43.71	17.71	38.58
TransferTransfo-RL	<b>52.71</b>	<b>14.00</b>	<b>33.29</b>
Δ	9.00 ↑	3.71 ↓	5.29 ↓

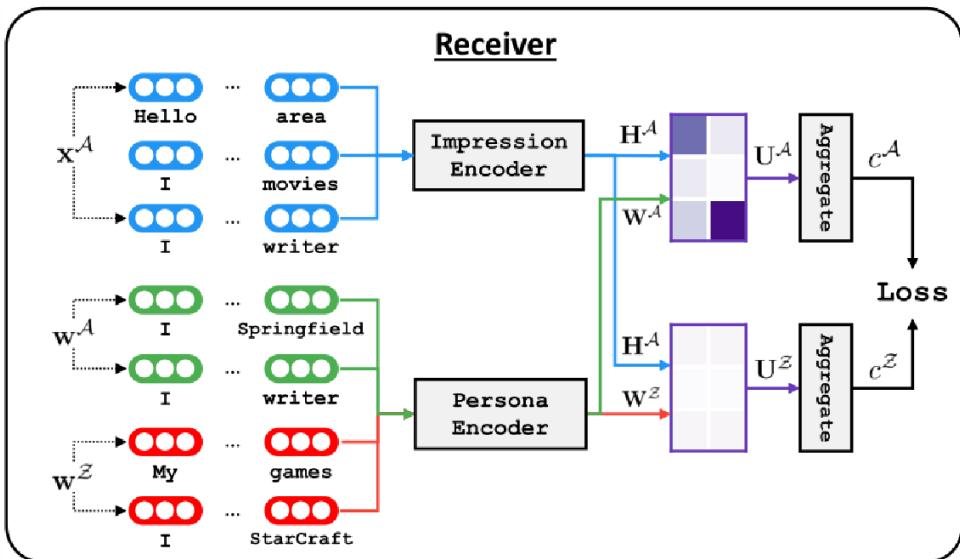
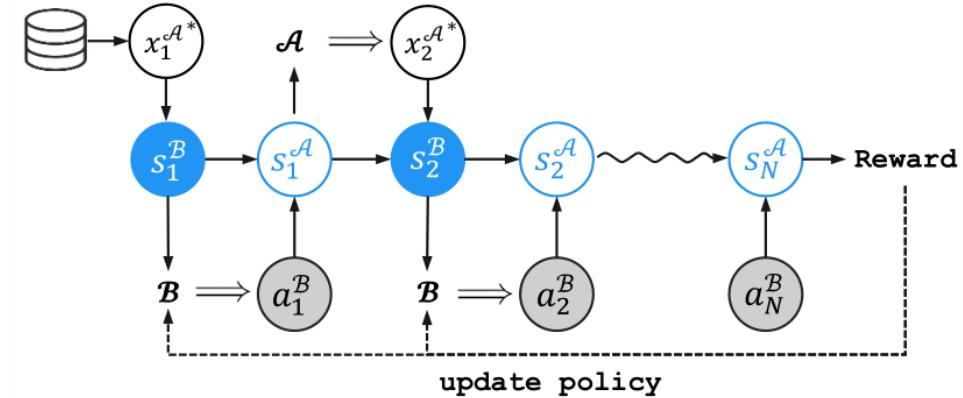
# P2 Bot



# P2 Bot



强化学习



RS.1 Language Style

RS.2 Discourse Coherence

RS.3 Mutual Persona Perception

# P2 Bot

Category	Model	Original			Revised		
		Hits@1(%)↑	ppl↓	F1(%)↑	Hits@1(%)↑	ppl↓	F1(%)↑
Retrieval	KV Profile Memory	54.8	-	14.25	38.1	-	13.65
	Dually Interactive Matching	78.8	-	-	<b>70.7</b>	-	-
Generative	Generative Profile Memory	10.2	35.01	16.29	9.9	34.94	15.71
	Language Model	-	50.67	16.30	-	51.61	13.59
	SEQ2SEQ-ATTN	12.5	35.07	16.82	9.8	39.54	15.52
Pretrain Fintune	Lost In Conversation	17.3	-	17.79	16.2	-	16.83
	Transfertransfo	<b>82.1</b>	17.51	19.09	-	-	-
	$\mathcal{P}^2$ BOT (Our)	81.9 [0.1]	<b>15.12</b> [0.16]	<b>19.77</b> [0.08]	68.6 [0.2]	<b>18.89</b> [0.11]	<b>19.08</b> [0.07]

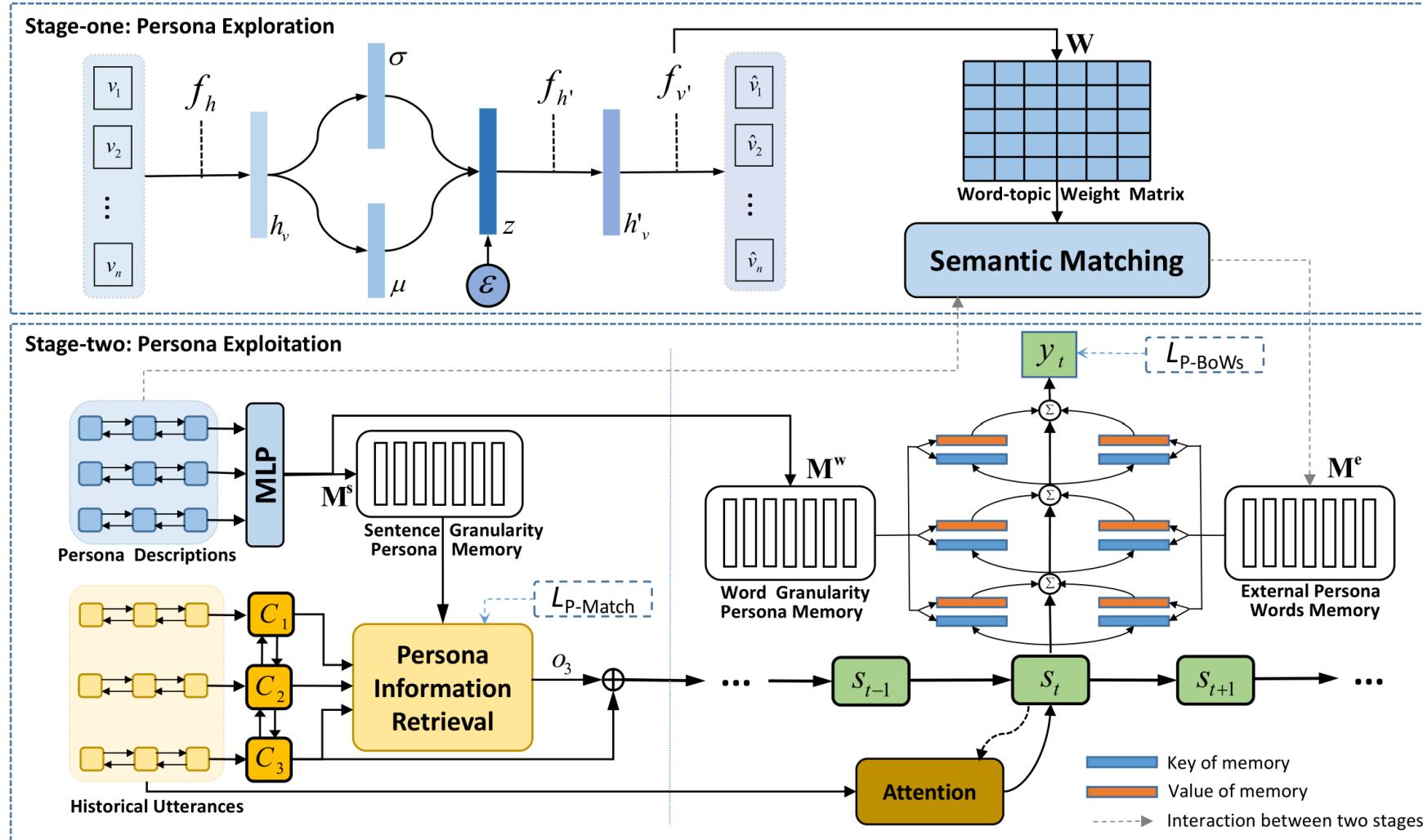
Variant	Hits@1(%)↑	F1(%)↑	BLEU(%)↑
$\mathcal{P}^2$ BOT-S	68.7	18.14	0.56
- Persona	65.5	17.77 (- 2.0%)	0.57 (+ 1.8%)
- Next	17.6	18.11 (- 0.1%)	0.55 (- 1.8%)
+ RS.1	68.4	18.32 (+0.9%)	0.60 (+ 7.1%)
→ + RS.2	68.6	18.41 (+1.5%)	0.61 (+ 8.9%)
→ + RS.3	68.6	19.08 (+5.2%)	0.75 (+33.9%)

# PEE

预先定义的Persona信息比较简短，内容词汇有限，不能很好的被利用

=> 提出给Persona进行**topical expansion**，促进后面的decoder解码

# PEE



# PEE

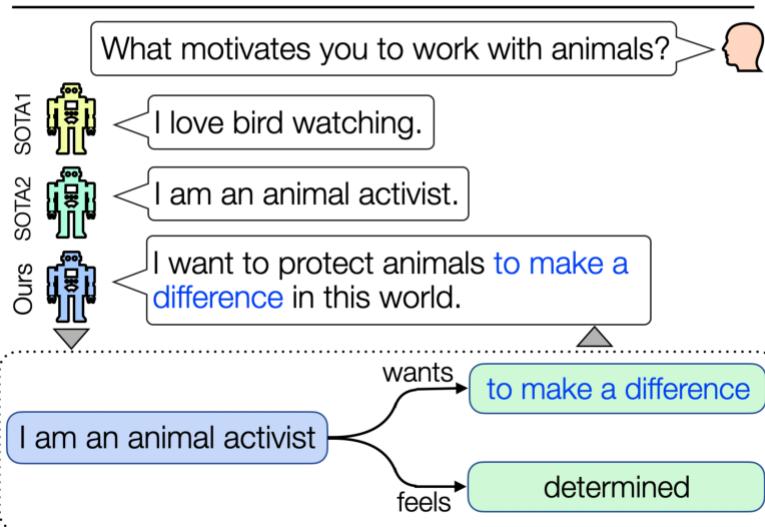
**Table 2.** Automatic evaluation results. The best results are bold.

Model	BLEU1	BLEU2	BLEU3	BLEU4	F1	Average	Extrema	Greedy
Seq2Seq	20.1381	9.9395	5.2887	2.9840	17.7972	0.8551	0.4980	0.6751
HRED	19.0920	9.5668	5.0191	2.7779	17.9184	0.8531	0.4882	0.6714
Profile Memory	20.8713	9.8526	4.9942	2.6852	17.1553	0.8675	0.4835	0.6752
Per.-CVAE	17.2315	7.2602	3.2081	1.4541	14.6121	0.8458	0.4688	0.6516
PED	21.4611	10.6992	5.7845	3.3344	<b>18.4759</b>	0.8593	0.4993	0.6838
PED+PE	21.8970	10.9987	5.9965	3.5334	18.4140	0.8643	0.4999	0.6856
PED+PE+P-BoWs	21.9768	11.0710	6.0154	<b>3.5574</b>	18.2781	0.8626	0.4986	0.6822
PED+PE+P-Match	22.4668	11.2560	5.9846	3.3031	18.2615	0.8592	0.4940	0.6803
PEE	<b>23.1926</b>	<b>11.5166</b>	<b>6.1248</b>	3.4977	18.4130	<b>0.8691</b>	<b>0.5010</b>	<b>0.6906</b>

# COMPAC

## Persona:

I am an animal activist.  
I spend my time bird watching with my cats.  
I have rainbow hair.



## Original Persona

I love the beach

## Revised Persona

To me, there is nothing like a day at the seashore.

(a)

## Paraphrase

- I love the oceanside
- I love to go to the beach
- I love the seashore

(b)

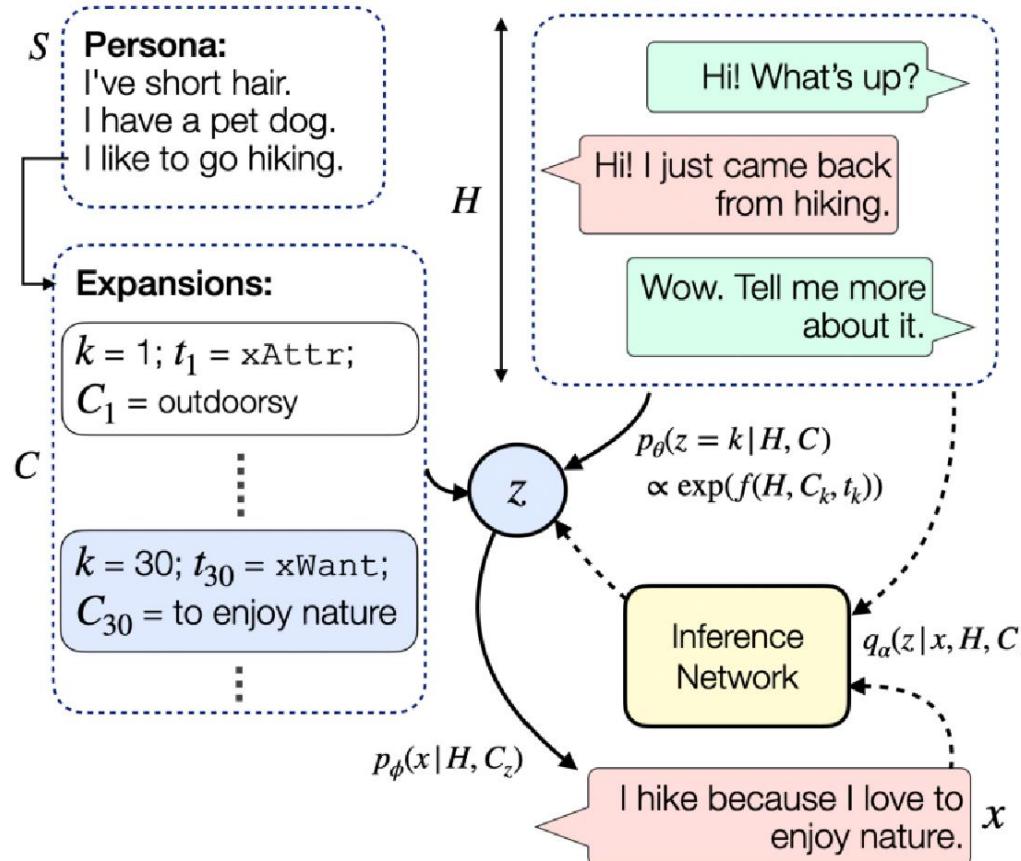
## COMET Expansions

- xWant → I want to swim in the ocean
- xWant → I want to relax
- xEffect → I will get sunburnt
- xEffect → I will get tan
- xAttr → I will feel happy
- xNeed → I need to drive to the beach

(c)

通过常识库扩展Persona信息，丰富

# COMPAC



扩充之后，本文的COMPAC模块，用  
来选择最适合的Persona句子

# COMPAC

<b>System</b>	<b>PPL</b>	<b>BLEU-1</b>	<b>BLEU-2</b>	<b>D-1</b>	<b>D-2</b>
<b>Original</b>					
Per-CVAE (2019b)	48.37	0.19	0.11	0.03	0.21
LIC + KS (2019)	30.50	0.18	0.07	0.07	0.24
GPT2 (2019)	21.46	1.42	0.78	0.05	0.11
COMPAC-original	19.56	3.24	1.31	0.15	0.25
<b>Paraphrased</b>					
GPT2-revised	21.01	1.54	0.97	0.13	0.25
GPT2-paraphrase	21.57	1.61	0.86	0.16	0.35
COMPAC-revised	18.12	3.52	0.99	0.48	0.65
COMPAC-paraphrase	17.09	3.83	<b>1.87</b>	0.56	0.85
<b>COMET</b>					
GPT2-COMET	21.12	1.62	0.81	0.21	0.39
COMPAC	<b>16.21</b>	<b>4.12</b>	1.82	<b>0.87</b>	<b>1.07</b>

<b>System</b>	<b>Persona Entailment</b>	<b>Human eval.</b>
	<b>Prior</b>	<b>Inference Network</b>
<b>Original</b>		
COMPAC-original	25.5	79.3
<b>Paraphrased</b>		
COMPAC-revised	20.6	78.9
COMPAC-paraphrase	27.8	87.3
<b>COMET</b>		
COMPAC	<b>37.9</b>	<b>96.4</b>
		<b>87.3</b>