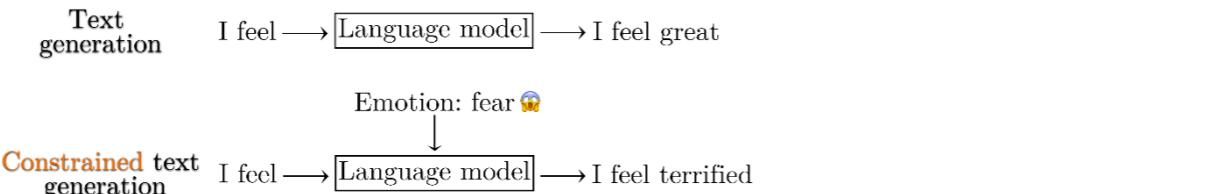


PPL-MCTS: Constrained Textual Generation Through Discriminator-Guided MCTS Decoding

1. Constrained textual generation

- Few options to control the generation besides the **prompt**
- Adding some **constraints** is useful to control various aspects (writing style, emotion/polarity, detoxification...)

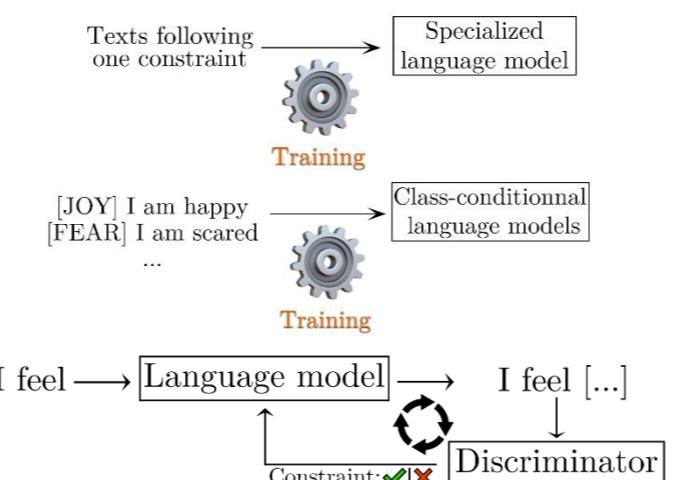


Language models (LM) tuning

- Train and store **one model for each constraint**
- Very costly** when even possible for very large LM (e.g. GPT-3)
- Class-conditional language models (CC-LMs) [1]**
 - Add a control code before texts
 - Training/tuning for any new additional constraint**

Discriminator-guided generation

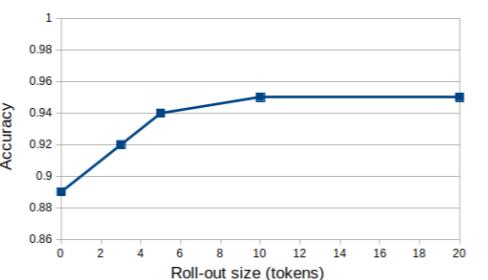
- Change the LM distribution based on scores from a discriminator
- Plug and Play Language Models (PPLM) [2]**
 - Shift hidden states using discriminator's gradient
 - Require **direct access to the LM** (not compatible with GPT-3 API)
- Generative Discriminator Guided Sequence Generation (GeDi) [3]**
 - Exploits **CC-LMs as discriminators** to lower the classification cost



3. Results

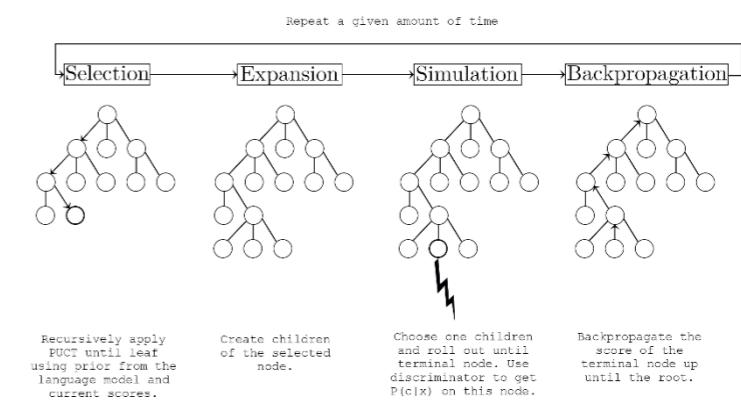
- Two tasks: polarity 😊😊 and emotion 😞😢😊😊
- Two languages: 🇫🇷🇬🇧
- Automatic metrics
 - Accuracy:** samples belong to the target class 🎯
 - Perplexity:** samples are well written ✌️
 - Self-BLEU:** there is enough diversity across samples 📚📚📚
- Human evaluation to support automatic metric results
- PPL-MCTS yields **state-of-the-art results on both tasks and languages**
- Rollout is very useful **up to a given number of tokens**

Generation method	amazon_polarity			emotion			CLS		
	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓
CC-LM - Classloss	0.82	0.79	2.56* †	0.89*	0.65†	3.72*,†	0.89*	0.04* †	50.6
CC-LM	0.91	0.71	3.21†	0.52	0.13* †	11.1	0.66	0.06*,†	31.5
GeDi - Classloss	0.96*	0.6*	5.16	0.88*	0.68	5.57*	0.94*	0.4	7.99*
GeDi	0.96*	0.6*	5.16	0.54	0.52†	4.09*,†	0.83*	0.31†	11.9
PPLM	0.89	0.66	2.84†	0.67	0.19†	7.31	0.79	0.23†	8.3
PPL-MCTS	0.97*	0.63*	5.69	0.84*	0.37†	4.82*,†	0.89*	0.54	4.98*,†



2. PPL-MCTS

- Previous works lack of **long-term vision**
 - Meaning of words are **context depend**
- Short-term decisions to optimize a long-term result
 - Tree exploration similar to game setups
- Monte Carlo Tree Search (MCTS)**
 - Iterative algorithm that finds solutions in a space **too large to be exhaustively searched**
 - MCTS properties:
 - Long-term vision:** scores the next token using finished sequences (rollout)
 - Efficient:** exploration of sub-optimal paths has an upper bound
 - Modular:** outputs a solution according to the computational budget
 - Plug and play:** can be used with any LM and classifier without any tuning



4. Conclusion

- PPL-MCTS shows that **depth search is helpful for constraint generation**
- The extra cost of the classifier **still limit the search in width**
- Avenues of research:**
 - Merge GeDi width and PPL-MCTS depth search
 - Trade-off between accuracy and perplexity
 - Adaptative rollout size
- Code available on Github

