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# CONTRASTIVE LEARNING WITH ADVERSARIAL PERTURBATIONS FOR CONDITIONAL TEXT GENERATION

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ICLR 2021

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# Motivations

- Seq2Seq models usually are trained with teacher-forcing method.
- They are not exposed to incorrect generated tokens during training, which hurts its generalization to unseen inputs.
- This work proposes to mitigate the conditional text generation problem by contrasting positive pairs with negative pairs
  - the model is exposed to various valid or incorrect perturbations of the inputs, for improved generalization.

# Challenges & Proposed Solution

- Contrastive learning framework using random non-target sequences as negative examples is suboptimal, since they are easily distinguishable from the correct output.
- Generating positive examples requires domain-specific augmentation heuristics which may not generalize over diverse domains.
- To tackle this problem, the authors propose a principled method to generate positive and negative samples through adversarial perturbation.

# Background of Adv. Attack



$x$   
“panda”  
57.7% confidence

+ .007 ×



$\text{sign}(\nabla_x J(\theta, x, y))$   
“nematode”  
8.2% confidence

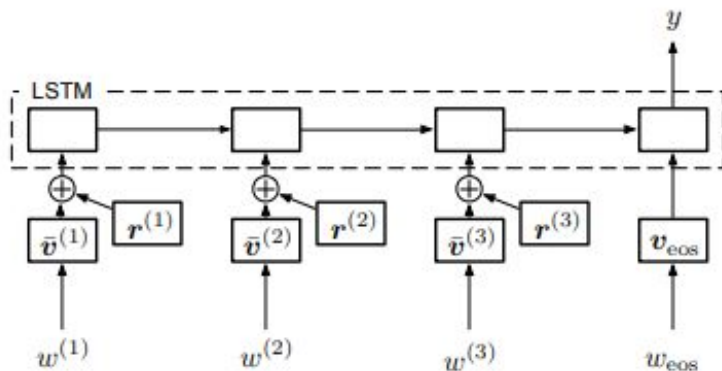
=



$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$   
“gibbon”  
99.3 % confidence

Goodfellow et al., 2015

# Background of Adv. Attack



$$-\log p(y \mid \mathbf{x} + \mathbf{r}_{\text{adv}}; \boldsymbol{\theta}) \text{ where } \mathbf{r}_{\text{adv}} = \arg \min_{\mathbf{r}, \|\mathbf{r}\| \leq \epsilon} \log p(y \mid \mathbf{x} + \mathbf{r}; \hat{\boldsymbol{\theta}})$$

$$\mathbf{r}_{\text{adv}} = -\epsilon \mathbf{g} / \|\mathbf{g}\|_2 \text{ where } \mathbf{g} = \nabla_{\mathbf{x}} \log p(y \mid \mathbf{x}; \hat{\boldsymbol{\theta}}).$$

Miyato, Dai, Goodfellow, 2017

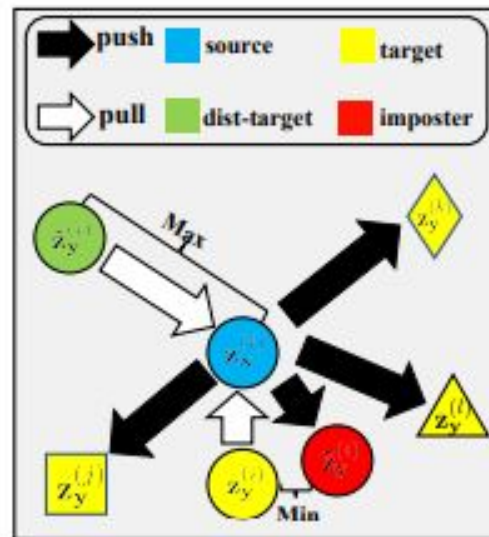
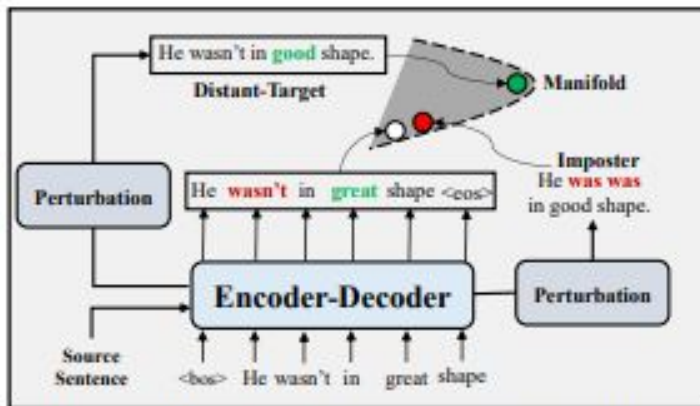
## CL for Seq2Seq

$$\mathcal{L}_{cont}(\theta) = \sum_{i=1}^N \log \frac{\exp(\text{sim}(\mathbf{z}_{\mathbf{x}}^{(i)}, \mathbf{z}_{\mathbf{y}}^{(i)})/\tau)}{\sum_{\mathbf{z}_{\mathbf{y}}^{(j)} \in S} \exp(\text{sim}(\mathbf{z}_{\mathbf{x}}^{(i)}, \mathbf{z}_{\mathbf{y}}^{(j)})/\tau)}$$

$$\mathbf{z}_{\mathbf{x}}^{(i)} = \xi(\mathbf{M}^{(i)}; \theta), \mathbf{z}_{\mathbf{y}}^{(i)} = \xi(\mathbf{H}^{(i)}; \theta)$$

$$\xi([\mathbf{v}_1 \cdots \mathbf{v}_T]; \theta) := \text{AvgPool}([\mathbf{u}_1 \cdots \mathbf{u}_T]), \text{ where } \mathbf{u}_t = \text{ReLU}(\mathbf{W}^{(1)}\mathbf{v}_t + \mathbf{b}^{(1)})$$

## Proposed Method



(a) Contrastive Learning with perturbation

# Imposter Generation

$$\tilde{\mathbf{H}}^{(i)} = \mathbf{H}^{(i)} + \delta^{(i)} \text{ where } \delta^{(i)} = \arg \min_{\delta, \|\delta\|_2 \leq \epsilon} \log p_{\theta}(\mathbf{y}^{(i)} | \mathbf{x}^{(i)}; \mathbf{H}^{(i)} + \delta)$$

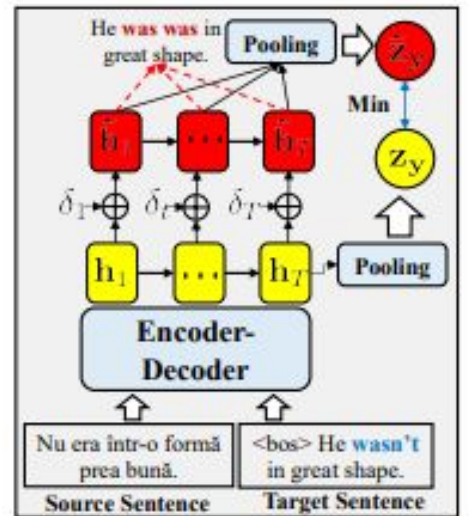
$$p_{\theta}(\mathbf{y}^{(i)} | \mathbf{x}^{(i)}; \mathbf{H}^{(i)} + \delta) = \prod_{t=1}^T p_{\theta}(y_t^{(i)} | \mathbf{y}_{<t}^{(i)}, \mathbf{x}^{(i)}; \mathbf{h}_t^{(i)} + \delta_t) \quad (3)$$

$$p_{\theta}(y_t^{(i)} | \mathbf{y}_{<t}^{(i)}, \mathbf{x}^{(i)}; \mathbf{h}_t^{(i)} + \delta_t) = \text{softmax}\{\mathbf{W}(\mathbf{h}_t^{(i)} + \delta_t) + \mathbf{b}\}, \text{ where } \delta_t \in \mathbb{R}^d$$

The exact minimization of the conditional log likelihood with respect to  $\delta$  is intractable for deep neural networks. Following Goodfellow et al. (2015), we approximate it by linearizing  $\log p_{\theta}(\mathbf{y}^{(i)} | \mathbf{x}^{(i)})$  around  $\mathbf{H}^{(i)}$  as follows:

$$\tilde{\mathbf{H}}^{(i)} = \mathbf{H}^{(i)} - \epsilon \frac{\mathbf{g}}{\|\mathbf{g}\|_2}, \text{ where } \mathbf{g} = \nabla_{\mathbf{H}^{(i)}} \log p_{\theta}(\mathbf{y}^{(i)} | \mathbf{x}^{(i)}) \quad (4)$$

$$\mathcal{L}_{cont-neg}(\theta) = \sum_{i=1}^N \log \frac{\exp(\text{sim}(\mathbf{z}_{\mathbf{x}}^{(i)}, \mathbf{z}_{\mathbf{y}}^{(i)})/\tau)}{\sum_{\mathbf{z}_{\mathbf{y}}^{(k)} \in S \cup \{\mathbf{z}_{\mathbf{y}}^{(i)}\}} \exp(\text{sim}(\mathbf{z}_{\mathbf{x}}^{(i)}, \mathbf{z}_{\mathbf{y}}^{(k)})/\tau)}, \text{ where } \bar{\mathbf{z}}_{\mathbf{y}}^{(i)} = \xi(\tilde{\mathbf{H}}^{(i)}; \theta) \quad (5)$$



(b) Generation of Imposters



# Distant Target Generation

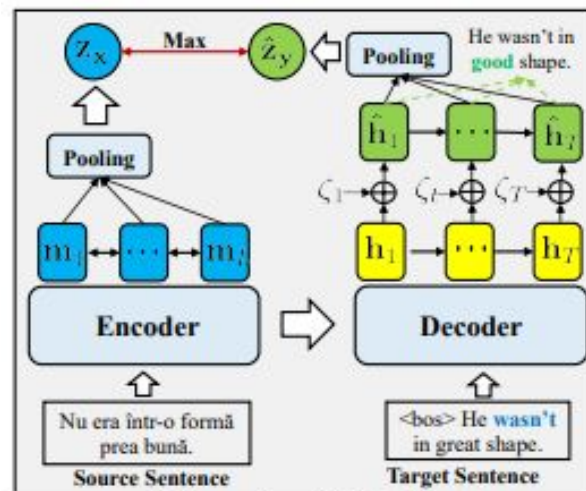
$$\bar{\mathbf{H}}^{(i)} = \mathbf{H}^{(i)} - \eta \frac{\mathbf{g}}{\|\mathbf{g}\|_2^{(i)}} \text{ where } \mathbf{g} = \nabla_{\mathbf{H}^{(i)}} \mathcal{L}_{cont}(\theta)$$

$$p_{\theta}(\hat{y}_t^{(i)} | \hat{\mathbf{y}}_{<t}^{(i)}, \mathbf{x}^{(i)}) = \text{softmax}(\mathbf{W}\bar{\mathbf{h}}_t^{(i)} + \mathbf{b})$$

$$\mathcal{L}_{KL}(\theta) = \sum_{i=1}^N \sum_{t=1}^T D_{KL}(p_{\theta^*}(y_t^{(i)} | \mathbf{y}_{<t}^{(i)}, \mathbf{x}^{(i)}) || p_{\theta}(\hat{y}_t^{(i)} | \hat{\mathbf{y}}_{<t}^{(i)}, \mathbf{x}^{(i)}))$$

$$\hat{\mathbf{H}}^{(i)} = \bar{\mathbf{H}}^{(i)} - \eta \frac{\mathbf{f}}{\|\mathbf{f}\|_2}, \text{ where } \mathbf{f} = \nabla_{\bar{\mathbf{H}}^{(i)}} \mathcal{L}_{KL}(\theta)$$

$$\mathcal{L}_{cont-pos}(\theta) = \sum_{i=1}^N \log \frac{\exp(\text{sim}(\mathbf{z}_x^{(i)}, \hat{\mathbf{z}}_y^{(i)})/\tau)}{\sum_{\mathbf{z}_y^{(k)} \in S \cup \{\hat{\mathbf{z}}_y^{(i)}\}} \exp(\text{sim}(\mathbf{z}_x^{(i)}, \mathbf{z}_y^{(k)})/\tau)}, \text{ where } \hat{\mathbf{z}}_y^{(i)} = \xi(\hat{\mathbf{H}}^{(i)}; \theta)$$



(c) Generation of Distant-Targets

# Objective Function

**CLAPS objective** Incorporating the loss on the imposter and the distant target introduced above, we estimate the parameters of the seq2seq model  $\theta$  by maximizing the following objective, where  $\alpha, \beta$  are hyperparameters which control the importance of contrastive learning and KL divergence:

$$\max_{\theta} \mathcal{L}_{MLE}(\theta) - \alpha \mathcal{L}_{KL}(\theta) + \beta \{ \mathcal{L}_{cont-neg}(\theta) + \mathcal{L}_{cont-pos}(\theta) \} \quad (9)$$

## Experimental Result

[illegible]

# Experimental Result

Machine Translation - WMT'16 RO-EN						
Transformer	-	50.36	37.18	28.42	22.21	26.17
Scratch-T5-MLE	-	51.62	37.22	27.26	21.13	25.34
Scratch-CLAPS	Pos.+Neg.	53.42	39.57	30.24	23.59	27.61
T5-MLE	-	57.76	44.45	35.12	28.21	32.43
$\alpha$ -T5-MLE ( $\alpha = 0.7$ )	-	57.63	44.23	33.84	27.90	32.14
$\alpha$ -T5-MLE ( $\alpha = 2.0$ )	-	56.03	42.59	33.29	26.45	30.72
T5-SSMBA	Pos.	58.23	44.87	35.50	28.48	32.81
T5-WordDropout Contrastive	Neg.	57.77	44.45	35.12	28.21	32.44
R3F	-	58.07	44.86	35.57	28.66	32.99
T5-MLE-contrastive	-	57.64	44.12	34.74	27.79	32.03
<b>T5-CLAPS w/o negative</b>	Pos.	58.81	45.52	36.20	29.23	33.50
<b>T5-CLAPS w/o positive</b>	Neg.	57.90	44.60	35.27	28.34	32.55
<b>T5-CLAPS</b>	Pos.+Neg.	<b>58.98</b>	<b>45.72</b>	<b>36.39</b>	<b>29.41</b>	<b>33.96</b>
Conneau & Lample (2019)	-	-	-	-	-	<b>38.5</b>

# Experimental Result

Method	Aug.	Rouge-1	Rouge-2	Rouge-L	METEOR
Text Summarization - XSum					
PTGEN-COVG	-	28.10	8.02	21.72	12.46
CONVS2S	-	31.89	11.54	25.75	13.20
Scratch-T5-MLE	-	31.44	11.07	25.18	13.01
Scratch-CLAPS	Pos.+Neg.	33.52	12.59	26.91	14.18
T5-MLE	-	36.10	14.72	29.16	15.78
$\alpha$ -T5-MLE ( $\alpha = 0.7$ )	-	36.68	15.10	29.72	15.78
$\alpha$ -T5-MLE ( $\alpha = 2.0$ )	-	34.18	13.53	27.35	14.51
T5-SSMBA	Pos.	36.58	14.81	29.68	15.38
T5-WordDropout Contrastive	Neg.	36.88	15.11	29.79	15.77
R3F	-	36.96	15.12	29.76	15.68
T5-MLE-contrastive	-	36.34	14.81	29.41	15.85
<b>T5-CLAPS w/o negative</b>	Pos.	37.49	15.31	30.42	16.36
<b>T5-CLAPS w/o positive</b>	Neg.	37.72	15.49	<b>30.74</b>	16.06
<b>T5-CLAPS</b>	Pos.+Neg.	<b>37.89</b>	<b>15.78</b>	30.59	<b>16.38</b>
PEGASUS (Zhang et al., 2020)	-	<b>47.21</b>	<b>24.56</b>	<b>39.25</b>	-



# Qualitative Analysis

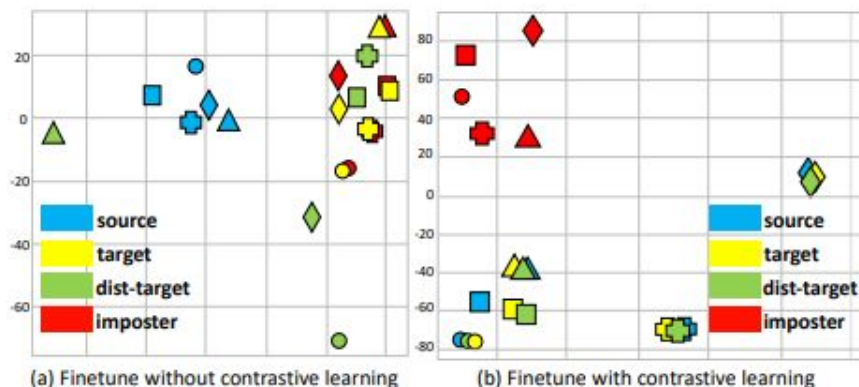


Figure 4: **Visualization.** (a) Embedding space without contrastive learning. (b) Embedding space with our proposed contrastive learning, CLAPS.

(MT) Lupta lui Hilary a fost mai atractivă.

=>(GT): Hillary's **struggle** was more attractive

=>(Dist.): Hillary's **fight** was more attractive

=>(Imp.): **Thearies'** battle fight has attractive appealing

(QG) ... Von Miller ... recording **five** solo tackles, ...

=>(GT): How many solo tackles did Von Miller **make** at Super Bowl 50?

=>(Dist.): How many solo tackles did Von Miller **record** at Super Bowl 50?

=>(Imp.): What much tackle **did was** Miller record at Super Bowl 50?

(Sum.) Pieces from the board game ... have been found in ... China. ...

=>(GT): An ancient board game has been **found** in a Chinese Tomb.

=>(Dist.): An ancient board game has been **discovered** in a Chinese Tomb.

=>(Imp.): America's gained vast Africa **most well geographical** countries, 22

Table 3: Greedy decoding from hidden representation of imposters and distant-targets. The answer span is highlighted for QG.

- affine transformation and softmax are applied to select the most likely token at each time step.

**Thank You**