

Adding semantic robustness to dialog agents

Felipe Salvatore

<https://felipessalvatore.github.io/>

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IME-USP: Instituto de Matemática e Estatística - Universidade de São Paulo

Research problem

- Create a set of tasks that incorporate logic reasoning to boost performance of the current dialog agents.
- Perform a stress test in the existing *neural network based end-to-end dialog systems*.
- Integrate linguistic reasoning with visual references to create a new set of visual question answering (VQA) tasks.
- Define new models to achieve better results in the tasks proposed above.

Background

Neural network based language model

We call **language model** a probability distribution over sequences of tokens in a natural language.

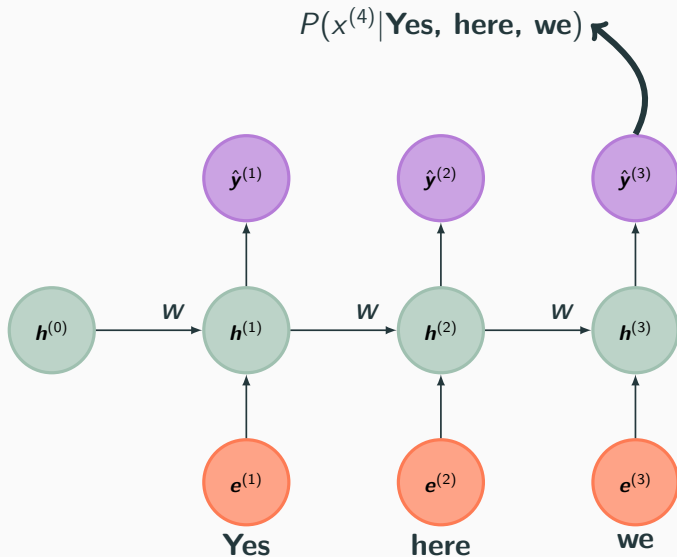
$$P(x_1, x_2, x_3, x_4) = p \quad (1)$$

Since [7], we use a **Recurrent Neural Network (RNN)** to estimate the probability distribution

$$P(x_n = \text{word}_{j^*} | x_1, \dots, x_{n-1}) \quad (2)$$

for any $(n - 1)$ -sequence of words x_1, \dots, x_{n-1} .

Neural network based language model



GRU: Gated Recurrent Units

$$\tilde{\mathbf{h}}^{(t)} = \text{tahn}(\mathbf{W}(\mathbf{h}^{(t-1)} \odot \mathbf{r}^{(t)}) + \mathbf{U}\mathbf{x}^{(t)} + \mathbf{b}) \quad (3)$$

$$\mathbf{r}^{(t)} = \sigma(\mathbf{W}_r \mathbf{h}^{(t-1)} + \mathbf{U}_r \mathbf{x}^{(t)} + \mathbf{b}_r) \quad (4)$$

$$\mathbf{u}^{(t)} = \sigma(\mathbf{W}_u \mathbf{h}^{(t-1)} + \mathbf{U}_u \mathbf{x}^{(t)} + \mathbf{b}_u) \quad (5)$$

$$\mathbf{h}^{(t)} = \mathbf{u}^{(t)} \odot \tilde{\mathbf{h}}^{(t)} + (1 - \mathbf{u}^{(t)}) \odot \mathbf{h}^{(t-1)} \quad (6)$$

LSTM: Long Short Term Memory

$$\mathbf{f}^{(t)} = \sigma(\mathbf{W}_f \mathbf{h}^{(t-1)} + \mathbf{U}_f \mathbf{x}^{(t)} + \mathbf{b}_f) \quad (7)$$

$$\mathbf{i}^{(t)} = \sigma(\mathbf{W}_i \mathbf{h}^{(t-1)} + \mathbf{U}_i \mathbf{x}^{(t)} + \mathbf{b}_i) \quad (8)$$

$$\mathbf{o}^{(t)} = \sigma(\mathbf{W}_o \mathbf{h}^{(t-1)} + \mathbf{U}_o \mathbf{x}^{(t)} + \mathbf{b}_o) \quad (9)$$

$$\tilde{\mathbf{c}}^{(t)} = \tanh(\mathbf{W} \mathbf{h}^{(t-1)} + \mathbf{U} \mathbf{x}^{(t)} + \mathbf{b}) \quad (10)$$

$$\mathbf{c}^{(t)} = \mathbf{f}^{(t)} \odot \mathbf{c}^{(t-1)} + \mathbf{i}^{(t)} \odot \tilde{\mathbf{c}}^{(t)} \quad (11)$$

$$\mathbf{h}^{(t)} = \mathbf{o}^{(t)} \odot \tanh(\mathbf{c}^{(t)}) \quad (12)$$

Sequence-to-sequence

- $\mathbf{x}^{(1)}, \dots, \mathbf{x}^{(n)}$, source sentence
- $\mathbf{y}^{(1)}, \dots, \mathbf{y}^{(m)}$, target sentence
- f_{enc} (the *encoder*), a RNN
- f_{dec} (the *decoder*), a language model

$$\mathbf{s} = f_{enc}(\mathbf{x}^{(n)}, \mathbf{h}^{(n-1)}) \quad (13)$$

$$\tilde{\mathbf{h}}^{(t)} = f_{dec}(\mathbf{y}^{(t)}, \tilde{\mathbf{h}}^{(t-1)}) \quad (14)$$

$$p(y_t | y_1, \dots, y_{t-1}, x_1, \dots, x_n) = \text{softmax}(\mathbf{W}_s \tilde{\mathbf{h}}^{(t)} + \mathbf{b}_s) \quad (15)$$

Attention

$$\mathbf{a}_{ts} = \frac{\exp(\text{score}(\tilde{\mathbf{h}}^{(t)}, \mathbf{h}^{(s)}))}{\sum_j \exp(\text{score}(\tilde{\mathbf{h}}^{(t)}, \mathbf{h}^{(j)}))} \quad (16)$$

$$\text{score}(\tilde{\mathbf{h}}^{(t)}, \mathbf{h}^{(s)}) = \begin{cases} \tilde{\mathbf{h}}^{(t)\top} \mathbf{h}^{(s)} \\ \tilde{\mathbf{h}}^{(t)\top} \mathbf{W}_a \mathbf{h}^{(s)} \\ \mathbf{v}_a^\top \text{tahn}(\mathbf{W}_a [\tilde{\mathbf{h}}^{(t)}; \mathbf{h}^{(s)}]) \end{cases} \quad (17)$$

$$\mathbf{c}^{(t)} = \sum_s \mathbf{a}_{ts} \mathbf{h}^{(s)} \quad (18)$$

$$\tilde{\mathbf{h}}_{out}^{(t)} = \text{tahn}(\mathbf{W}_c [\mathbf{c}^{(t)}; \mathbf{h}^{(t)}]) \quad (19)$$

$$p(y_t | y_1, \dots, y_{t-1}, x_1, \dots, x_n) = \text{softmax}(\mathbf{W}_s \tilde{\mathbf{h}}_{out}^{(t)} + \mathbf{b}_s) \quad (20)$$

Attention

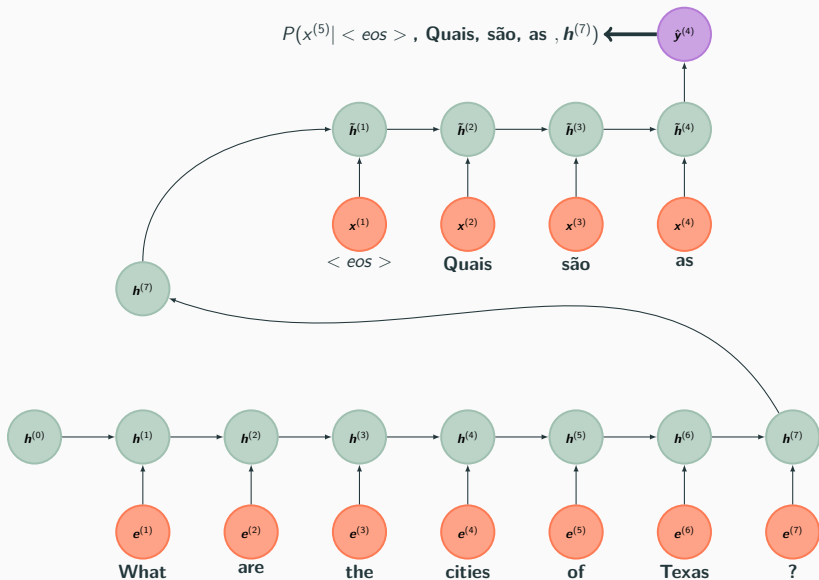
$$f(\mathbf{Q}, \mathbf{K}_i) = \begin{cases} \mathbf{Q} \cdot^\top \mathbf{K}_i & \text{dot} \\ \mathbf{Q} \cdot^\top \mathbf{W}_a \mathbf{K}_i & \text{general} \\ \mathbf{W}_a [\mathbf{Q}; \mathbf{K}_i] & \text{concat} \\ \mathbf{v}_a \cdot^\top \tanh(\mathbf{W}_a \mathbf{Q} + \mathbf{U}_a \mathbf{K}_i) & \text{perceptron} \end{cases} \quad (21)$$

$$\begin{bmatrix} f(\mathbf{Q}, \mathbf{K}_1) \\ f(\mathbf{Q}, \mathbf{K}_2) \\ \vdots \\ f(\mathbf{Q}, \mathbf{K}_n) \end{bmatrix} \xrightarrow{\text{softmax}} \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix}$$

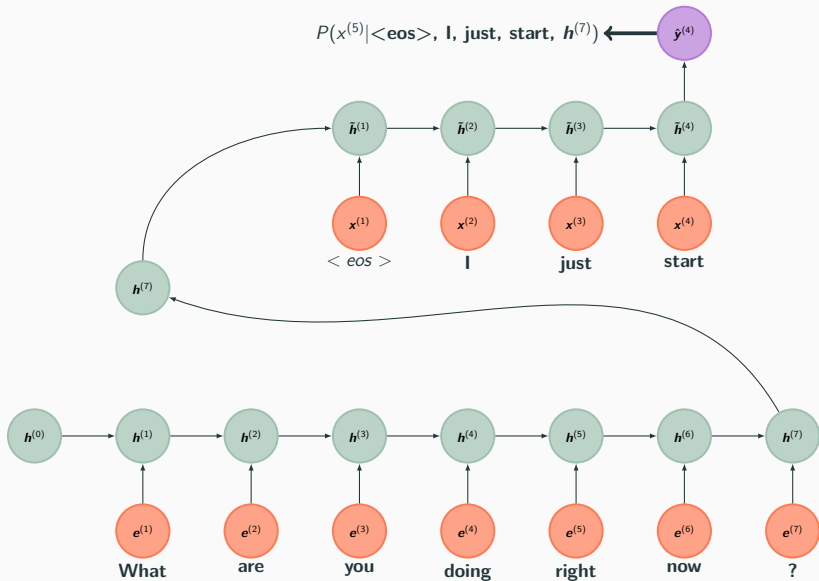
$$\text{Attention}(\mathbf{Q}, \mathbf{K}, \mathbf{V}) = \sum_i a_i \mathbf{V}_i \quad (22)$$

Neural network based dialog systems

Seq2seq applied to translation



Seq2seq applied to dialog [8]



- U_1, \dots, U_n context
- q question
- a answer

We have $k = 1, \dots, K$ memory layers:

- $\{\mathbf{m}^{(k)}_i\}$, memory vectors
- $\mathbf{u}^{(k)}$, input vector
- $\mathbf{p}^{(k)}$, match between $\mathbf{u}^{(k)}$ and each $\mathbf{m}^{(k)}_i$
- $\{\mathbf{c}^{(k)}_i\}$, another representation of the context U_1, \dots, U_n
- $\mathbf{o}^{(k)}$, output.
- $\hat{\mathbf{a}} = \text{softmax}(\mathbf{W}(\mathbf{o}^K))$, candidate answer

How to evaluate dialogs?

Human evaluation [5]

In the first trial, we asked the following questions to the users, for each response:

1. How appropriate is the response overall? (overall, scale of 1-5)
2. How on-topic is the response? (topicality, scale of 1-5)
3. How specific is the response to some context? (specificity, scale of 1-5)
4. How much background information is required to understand the context? (background, scale of 1-5)

1. **Adequacy**: the meaning equivalence between the generated and control sentence.
2. **Fluency**: the syntactic correctness of the generated sequence.
3. **Readability**: efficacy of the generated sentence in a particular context.

BLEU (bilingual evaluation understudy)

$$P_n = \frac{\text{number of } n\text{-grams in both } \hat{y} \text{ and } y}{\text{number of } n\text{-grams appearing in } \hat{y}} \quad (23)$$

$$BP = \begin{cases} 1 & \text{if } \text{len}(\hat{y}) > \text{len}(y) \\ \exp\left(1 - \frac{\text{len}(y)}{\text{len}(\hat{y})}\right) & \text{otherwise} \end{cases} \quad (24)$$

$$BLEU = BP \exp\left(\frac{1}{N} \sum_{n=1}^N \log P_n\right) \quad (25)$$

METEOR (Metric for Evaluation of Translation with Explicit ORdering)

$$P = \frac{\text{number of unigrams in both } \hat{y} \text{ and } y}{\text{number of unigrams appearing in } \hat{y}} \quad (26)$$

$$R = \frac{\text{number of unigrams in both } \hat{y} \text{ and } y}{\text{number of unigrams appearing in } y} \quad (27)$$

$$F_{mean} = \frac{10PR}{R + 9P} \quad (28)$$

$$METEOR = F_{mean}(1 - \text{penalty}) \quad (29)$$

ROUGE (Recall Oriented Understudy for Gisting Evaluation)

$$P_{lcs} = \frac{lcs(\hat{y}, y)}{len(\hat{y})} \quad (30)$$

$$R_{lcs} = \frac{lcs(\hat{y}, y)}{len(y)} \quad (31)$$

$$ROUGE_L = \frac{(1 + \beta^2)P_{lcs}R_{lcs}}{R_{lcs} + \beta^2 P_{lcs}} \quad (32)$$

where β is usually set to favour recall ($\beta = 1.2$).

Problems [4]

metric	Spearman	p -value	Pearson	p -value
BLEU	0.34	< 0.01	0.14	0.17
METEOR	0.19	0.06	0.19	0.05
ROUGE	0.12	0.22	0.1	0.34

Table 1: Correlation between automatic metrics and human judgments based on dialog generated on Twitter

metric	Spearman	p -value	Pearson	p -value
BLEU	0.12	0.23	0.11	0.26
METEOR	0.06	0.53	0.14	0.16
ROUGE	0.05	0.59	0.06	0.53

Table 2: Correlation between automatic metrics and human judgments based on dialog generated on Ubuntu

Creating simplified tasks as tests

One solution is to create a set of QA synthetic tasks to test different capabilities of a dialog agent.

Task 1: Single Supporting Fact

Mary went to the bathroom.
John moved to the hallway.
Mary travelled to the office.
Where is Mary? A:office

Task 2: Two Supporting Facts

John is in the playground.
John picked up the football.
Bob went to the kitchen.
Where is the football? A:playground

Task 3: Three Supporting Facts

John picked up the apple.
John went to the office.
John went to the kitchen.
John dropped the apple.
Where was the apple before the kitchen? A:office

Task 4: Two Argument Relations

The office is north of the bedroom.
The bedroom is north of the bathroom.
The kitchen is west of the garden.
What is north of the bedroom? A: office
What is the bedroom north of? A: bathroom

Task 5: Three Argument Relations

Mary gave the cake to Fred.
Fred gave the cake to Bill.
Jeff was given the milk by Bill.
Who gave the cake to Fred? A: Mary
Who did Fred give the cake to? A: Bill

Task 6: Yes/No Questions

John moved to the playground.
Daniel went to the bathroom.
John went back to the hallway.
Is John in the playground? A:no
Is Daniel in the bathroom? A:yes



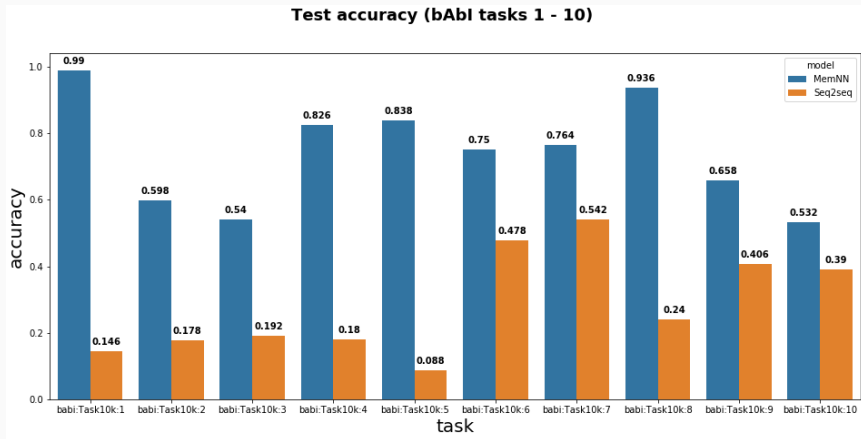
ParlAI

"ParlAI (pronounced 'par-lay') is a framework for dialog AI research, implemented in Python.

Its goal is to provide researchers:

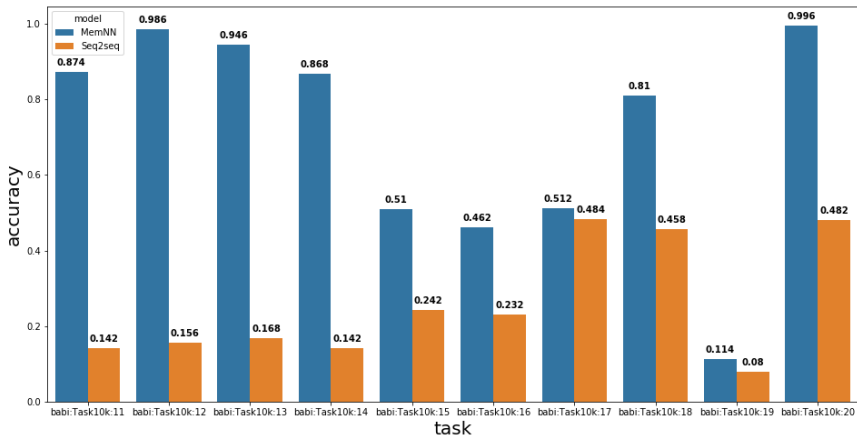
- a unified framework for sharing, training and testing dialog models
- many popular datasets available all in one place, with the ability to multi-task over them
- seamless integration of Amazon Mechanical Turk for data collection and human evaluation"

Sanity check experiments



Sanity check experiments

Test accuracy (bAbI tasks 11 - 20)



Entailment-QA

Basic Deduction

Task 15: Basic Deduction

Sheep are afraid of wolves.

Cats are afraid of dogs.

Mice are afraid of cats.

Gertrude is a sheep.

What is Gertrude afraid of? **A: wolves**

P^1 are afraid of Q^1

P^2 are afraid of Q^2

P^3 are afraid of Q^3

P^4 are afraid of Q^4

c^1 is a P^1

c^2 is a P^2

c^3 is a P^3

c^4 is a P^4

What is c^j afraid of? **A: Q^j**

Basic Induction

Task 16: Basic Induction

Lily is a swan.

Lily is white.

Bernhard is green.

Greg is a swan.

What color is Greg? **A: white**

c^1 is a P^1

c^1 is C^1

c^2 is a P^2

c^2 is C^2

c^3 is a P^3

c^3 is C^3

c^4 is a P^4

c^4 is C^4

c is a P^j

What color is c ? **A: C^j**

1. **Boolean Connectives**
2. **First-Order Quantifiers**
3. **Synonymy**
4. **Antinomy**
5. **Hypernymy**
6. **Active/Passive voice**

Entailment-QA: task 1

- **Entailment** (s_1 implies s_2)
 - $\underbrace{P^1 a^1 \wedge \dots \wedge P^n a^n}_{s_1}, \underbrace{P^j a^j}_{s_2}$
 - $\underbrace{P^j a^j}_{s_1}, \underbrace{P^1 a^1 \vee \dots \vee P^n a^n}_{s_2}$
 - $\underbrace{Pa}_{s_1}, \underbrace{\neg\neg Pa}_{s_2}$
- **Not entailment** (s_1 does not imply s_2)
 - $\underbrace{P^j a^j}_{s_1}, \underbrace{P^1 a^1 \wedge \dots \wedge P^n a^n}_{s_2}$
 - $\underbrace{P^1 a^1 \vee \dots \vee P^n a^n}_{s_1}, \underbrace{P^j a^j}_{s_2}$
 - $\underbrace{Pa}_{s_1}, \underbrace{\neg Pa}_{s_2}$

Entailment-QA: task 1

Ashley is fit

Ashley is not fit

The first sentence implies the second sentence? A: no

Avery is nice and Avery is obedient

Avery is nice

The first sentence implies the second sentence? A: yes

Elbert is handsome or Elbert is long

Elbert is handsome

The first sentence implies the second sentence? A: no

Entailment-QA: task 2

- Entailment

- $\forall xPx, Pa$
- $Pa, \exists xPx$

- Contradiction

- $\forall xPx, \neg Pa$
- $\forall xPx, \exists x\neg Px$

- Neutral

- Pa, Qa
- $\forall xPx, \neg Qa$

Entailment-QA: task 2

Every person is lively

Belden is lively

What is the semantic relation? A: entailment

Every person is short

There is one person that is not short

What is the semantic relation? A: contradiction

Every person is beautiful

Abilene is not blue

What is the semantic relation? A: neutral

SICK (Sentences Involving Compositional Knowledge) [6]

Relatedness score	Example
1.6	A: "A man is jumping into an empty pool" B: "There is no biker jumping in the air"
2.9	A: "Two children are lying in the snow and are making snow angels" B: "Two angels are making snow on the lying children"
3.6	A: "The young boys are playing outdoors and the man is smiling nearby" B: "There is no boy playing outdoors and there is no man smiling"
4.9	A: "A person in a black jacket is doing tricks on a motorbike" B: "A man in a black jacket is doing tricks on a motorbike"

Table 1: Examples of sentence pairs with their gold relatedness scores (on a 5-point rating scale).

Entailment label	Example
ENTAILMENT	A: "Two teams are competing in a football match" B: "Two groups of people are playing football"
CONTRADICTION	A: "The brown horse is near a red barrel at the rodeo" B: "The brown horse is far from a red barrel at the rodeo"
NEUTRAL	A: "A man in a black jacket is doing tricks on a motorbike" B: "A person is riding the bicycle on one wheel"

Table 2: Examples of sentence pairs with their gold entailment labels.

Entailment-QA: task proxy

There is no dog leaping in the air

A dog is leaping high in the air and another is watching

What is the semantic relation? A: contradiction

A man is exercising

A baby is laughing

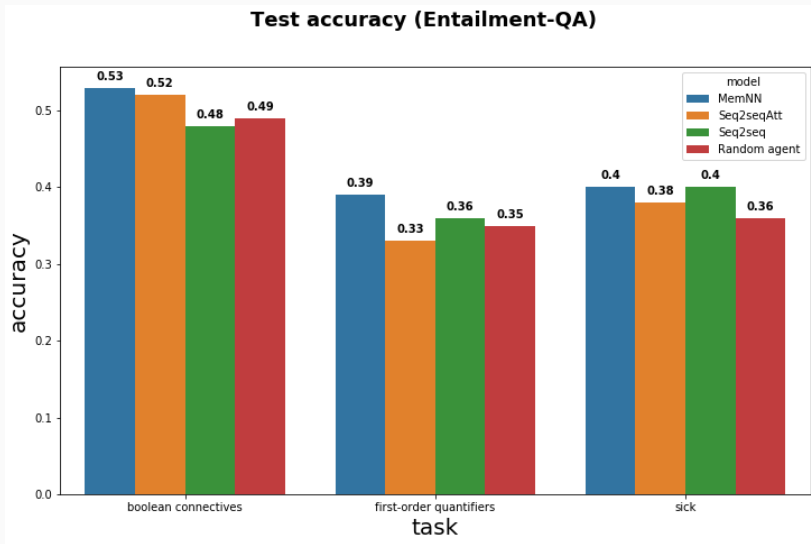
What is the semantic relation? A: neutral

Some dogs are playing in a river

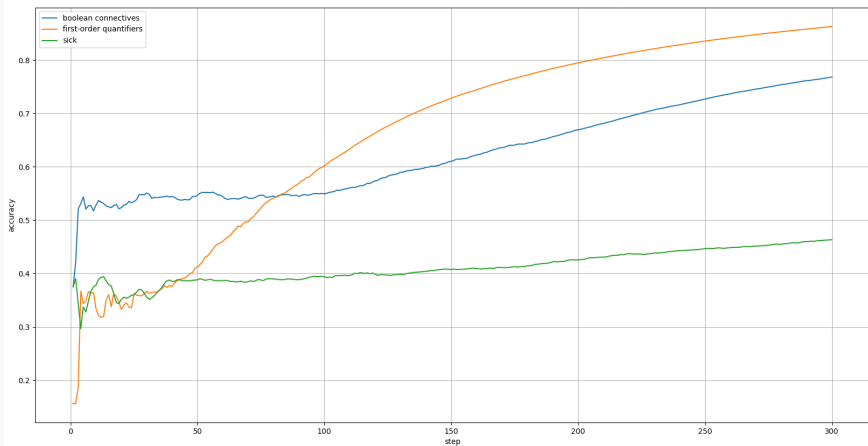
Some dogs are playing in a stream

What is the semantic relation? A: entailment

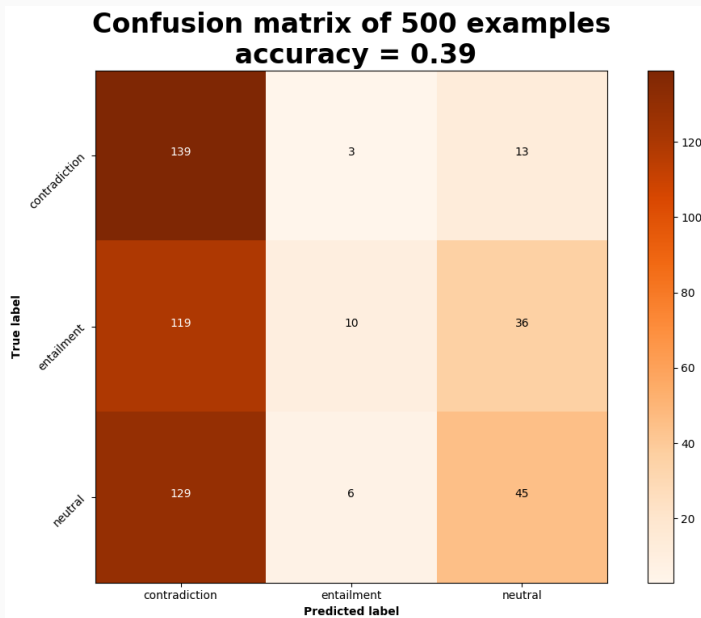
Preliminary Results



Preliminary Results



Preliminary Results



Future Steps

- Try to overcome the reported overfitting problem.
- Finish the Entailment-QA corpus.
- Explore new models not mentioned here, like **Dynamic Memory Networks** [3] and **Memory Attention and Composition (MAC) cell** [2].
- Create a visual version of the Entailment-QA to test logical inference with images.
- Check the reinforcement learning on dialog.
- Review the literature on the theory of comparing models [1].

Schedule

Activity	2016		2017		2018		2019		2020
	1st	2nd	1st	2nd	1st	2nd	1st	2nd	1st
Courses									
Teaching Assist. (PAE)									
Bibliographic Review									
Software Implementation									
Qualification Writing									
Qualification Exam									
Finishing Entailment-QA task									
Visual Entailment-QA task									
Improve Training									
Adding new models									
Reinforcement Learning Methods									
Model Comparison Theory									
Thesis Writing									
Thesis Defense									



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