

# Bidirectional attention flow for machine comprehension

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## **Machine learning**

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17 September 2020



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- 4 Experiments
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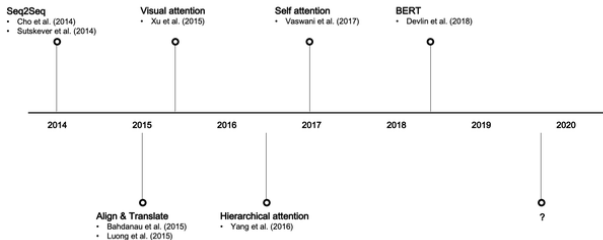
# Overview

# Question answering

## MC/ QA

Machine Comprehension (MC) / Question Answering (QA):  
understand unstructured text and then answer questions

# Attention before BiDAF



- (2014) Encoder–decoders (fixed length)
- (2015) *"Neural Machine Translation by Jointly Learning to Align and Translate"* Dzmitry Bahdanau, Kyunghyun Cho, Yoshua Bengio
- (2018) Bi-directional attention flow (BiDAF) model

# Objective

## Context

*In meteorology, precipitation is any product of the condensation of atmospheric water vapor that falls under gravity. The main forms of precipitation include drizzle, rain, sleet, snow, graupel and hail... Precipitation forms as smaller droplets coalesce via collision with other rain drops or ice crystals within a cloud. Short, intense periods of rain in scattered locations are called "showers".*

Query	Answer
<i>Where do water droplets collide with ice crystals to form precipitation?</i>	<i>within a cloud</i>

# BiDAF Model

# BiDAF model

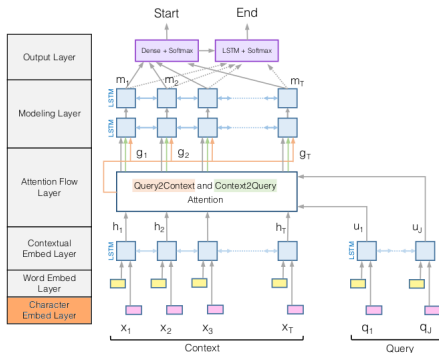
The model is composed of six layers

Three main parts:

- **Embedding Layers:** (three levels of granularity)
  - character-level embedding
  - word-level embedding
  - context-based embedding
- **Attention and Modeling Layers:** Query and Context information are fused
- **Output Layer:** answer extraction

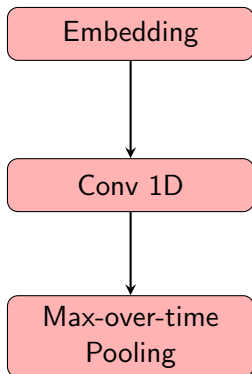


# Character Embedding Layer I



- $x_1, \dots, x_T$  context words  
 $q_1, \dots, q_J$  query words
- map each word to a high-dimensional vector space
- query and context

# Character Embedding Layer II



- context:

$$X \in \mathbb{R}^{K \times T} \rightarrow X \in \mathbb{R}^{d_1 \times T}$$

- query:

$$Q \in \mathbb{R}^{K \times J} \rightarrow Q \in \mathbb{R}^{d_1 \times J}$$

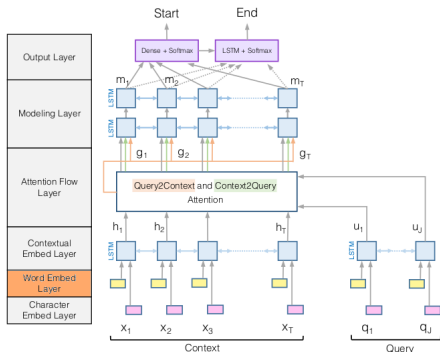
# Character Embedding Layer III

## Conv1D

- 100 1D filters, each with a width of 5
- out-of-vocabulary (OOV) word
- extract information from sub-parts of each word

# Word Embedding Layer I

- maps each word to a vector space using a pre-trained word embedding model (**GloVe**)
- each word mapped to d-dimensional vector
- query and context



# Word Embedding Layer II

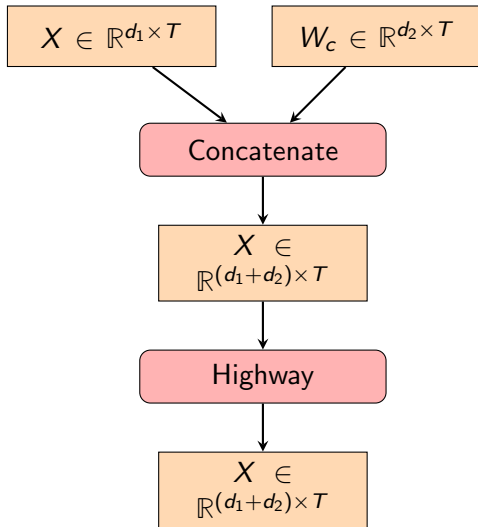
- context:

$$W_c \in \mathbb{R}^{d_2 \times T}$$

- query:

$$W_q \in \mathbb{R}^{d_2 \times J}$$

# Highway Net



- $d' = (d_1 + d_2)$

- Context:

$$X \in \mathbb{R}^{d' \times T}$$

- Query:

$$Q \in \mathbb{R}^{d' \times J}$$

# Highway Network I

$$y = H(x, W_H)$$

$$y = H(x, W_H) \cdot T(x, W_T) + x \cdot C(x, W_C)$$

where non-linear transformations:

- H: general transformation
- T: **transform gate**

$$T(x) = \sigma(W_T^T x + b_T) \in (0, 1)$$

- C: **carry gate**  $C = 1 - T$

# Highway Network II

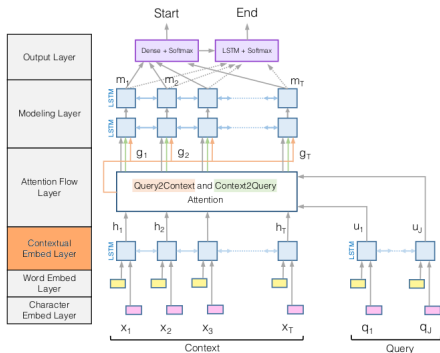
$$y = \begin{cases} x, & \text{if } T(x, W_T) = 0 \\ H(x, W_H), & \text{if } T(x, W_T) = 1 \end{cases}$$

## Why Highway Net

Adjust the relative contribution from the word embedding and the character embedding

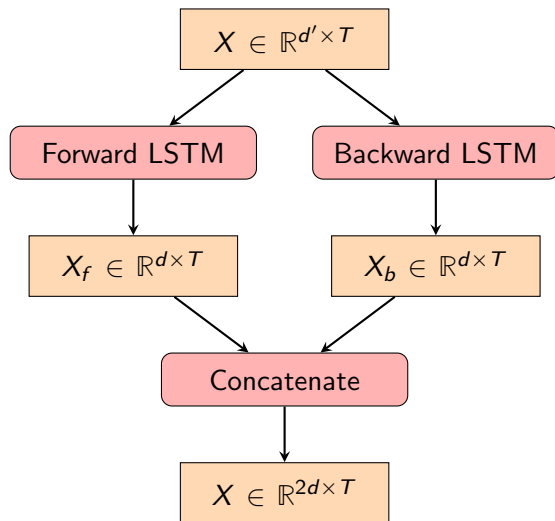


# Contextual Embedding Layer I



- Bidirectional LSTM
- Model temporal interactions between words
- Contextual meaning of words (eg "tear")

# Contextual Embedding Layer II



- context:

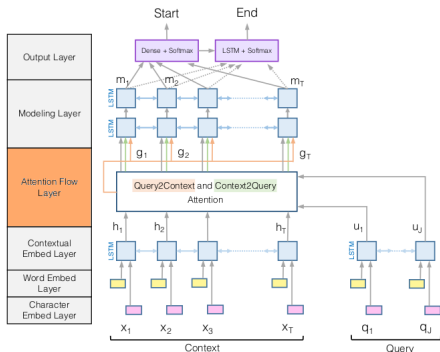
$$X \in \mathbb{R}^{d' \times T} \rightarrow H \in \mathbb{R}^{2d \times T}$$

- query:

$$Q \in \mathbb{R}^{d' \times J} \rightarrow U \in \mathbb{R}^{2d \times J}$$

- *semantic, syntactic and contextual meaning*

# Attention Flow Layer



- Fuse infos from context and query words
- Goal: create multiple representations of the context that also contain information from the query
- Steps:
  - 1 Similarity matrix
  - 2 Context-to-query attention
  - 3 Query-to-context attention
  - 4 Merge

# 1. Similarity matrix

$S_{tj}$  represents the similarity of t-th context word and j-th query word.

Compute similarity matrix  $S \in \mathbb{R}^{T \times J}$

$$\mathbf{S}_{tj} = \alpha(h, u) = w_{(s)}^T [h; u; h \circ u] \in \mathbb{R}$$

where:

- $h = \mathbf{H}_{:t} \in \mathbb{R}^{2d}$
- $u = \mathbf{U}_{:j} \in \mathbb{R}^{2d}$
- $w_{(s)}^T \in \mathbb{R}^{6d}$  trainable weight vector
- $\circ$  element-wise multiplication
- $[\cdot]$  vector concatenation

## 2. Context-to-query attention

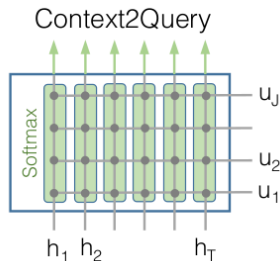
### C2Q attention

Context-to-query (C2Q) attention: which query words are most relevant to each context word.

$$\tilde{\mathbf{U}} \in \mathbb{R}^{2d \times T}$$

$$\mathbf{a}_t = \text{softmax}(\mathbf{S}_{t,:}) \in \mathbb{R}^J$$

$$\tilde{\mathbf{U}}_{:t} = \sum_j \mathbf{a}_{tj} \mathbf{U}_{:j}$$



### 3. Query-to-context (Q2C) attention

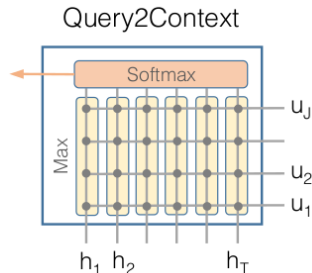
#### Q2C attention

Which context words have the closest similarity to one of the query words

$$\tilde{H} \in \mathbb{R}^{2d \times T}$$

$$\mathbf{b} = \text{softmax}(\max_{\text{row}}(\mathbf{S})) \in \mathbb{R}^T$$

$$\tilde{h} = \sum_t b_t \mathbf{H}_{:t} \in \mathbb{R}^{2d}$$



## 4. Merge

Combine contextual embeddings and attention vectors

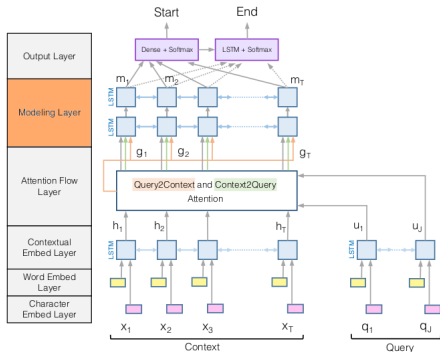
$$G \in \mathbb{R}^{8d \times T}$$

$$\mathbf{G}_{:t} = \beta(\mathbf{h}, \tilde{\mathbf{u}}, \tilde{\mathbf{h}}) = [\mathbf{h}; \tilde{\mathbf{u}}; \mathbf{h} \circ \tilde{\mathbf{u}}; \mathbf{h} \circ \tilde{\mathbf{h}}] \in \mathbb{R}^{8d}$$

where:

- $\mathbf{h} = \mathbf{H}_{:t}$
- $\tilde{\mathbf{u}} = \tilde{\mathbf{U}}_{:t}$
- $\tilde{\mathbf{h}} = \tilde{\mathbf{H}}_{:t}$
- $\circ$  element-wise multiplication
- $[\cdot]$  vector concatenation

# Modeling Layer I

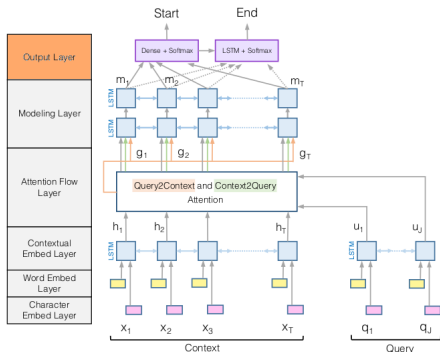


- Captures the interaction among the context words *conditioned on* the query
- Different from the contextual emb layer
- 2 layers  
Bidirectional-LSTM
- Modeling layer:

$$G \in \mathbb{R}^{8d \times T} \rightarrow M \in \mathbb{R}^{2d \times T}$$



# Output Layer I



- Application-specific
- Answer is a span in the context
- Predict start and end indices

# Output Layer II

Start index

$$\mathbf{p}^1 = \text{softmax}(w_{(p^1)}^T [\mathbf{G}; \mathbf{M}])$$

where:

- $w_{(p^1)}^T \in \mathbb{R}^{10d}$  trainable weight vector
- $\mathbf{G} \in \mathbb{R}^{8d \times T}$
- $\mathbf{M} \in \mathbb{R}^{2d \times T}$
- $[\cdot]$  vector concatenation

# Output Layer III

End index

$$\mathbf{p}^2 = \text{softmax}(w_{(p^2)}^T [\mathbf{G}; \mathbf{M}^2])$$

where:

- $w_{(p^2)}^T \in \mathbb{R}^{10d}$  trainable weight vector
- $\mathbf{G} \in \mathbb{R}^{8d \times T}$
- $\mathbf{M}^2 = \text{bidirectional-LSTM}(\mathbf{M}) \in \mathbb{R}^{2d \times T}$
- $[\cdot]$  vector concatenation

# Training

Loss (minimize)

$$L(\theta) = -\frac{1}{N} \sum_i^N \log(\mathbf{p}_{y_i^1}^1) + \log(\mathbf{p}_{y_i^2}^2)$$

where:

- $\theta$  : all trainable weights
- $y_i^1$ : true start index of the i-th example
- $y_i^2$ : true end index of the i-th example
- $\mathbf{p}_k$ : k-th value of the vector  $\mathbf{p}$

# Details

## Preprocessing:

- PTB Tokenizer: regular-expression-based word tokenizer

## Model details:

- AdaDelta optimizer
- Glove word embedding  $d_2 = 100$
- Hidden state size of the model  $d = 100$
- CNN char embedding: 100 1D filters, width 5
- Dropout 0.2 (CNN, all LSTM, output layer)

## Evaluation metrics:

- EM
- F1

# Exact match (EM)

- Binary measure: the output **exactly matches** the ground truth answer
- Fairly strict metric

## Example

Ground truth: "Albert Einstein"; Predicted answer: "Einstein"

EM score: 0

# F1 or F-Measure

- Harmonic mean of precision and recall

$$F1 = \frac{2 \times \textit{precision} \times \textit{recall}}{\textit{precision} + \textit{recall}}$$

$$\textit{precision} = \frac{tp}{tp + fp} \quad \textit{recall} = \frac{tp}{tp + fn}$$

## Example

Ground truth: "Albert Einstein"; Predicted answer: "Einstein"

100% precision, 50 % recall

$$F1 \text{ score: } \frac{2 \times 50 \times 100}{100 + 50} = 66.67\%$$



# Experiments

# Experiments

- BiDAF model
- Ablations on BiDAF model
- BiDAF model on different datasets
- BiDAF and competing approaches

# Results

# Results

Model	EM	F1
Bidaf <sup>1</sup>	67.7%	77.3%
Bidaf <sup>2</sup>	66.3 $\pm$ 0.6%	76.1 $\pm$ 0.7%

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<sup>1</sup>Original bidaf implementation by the authors of the paper

<sup>2</sup>Reproduced bidaf model (10 runs)

# Dataset comparison I

## Datasets:

- (context, question, answer) triples
- Closed: answer is a segment of text (span)
- **SQUAD** (2016):
  - 100K question-answer pairs
  - 500+ articles
  - 75% of answers less than 4 words long
- **TriviaQA** (2017):
  - 650K question-answer-evidence triples
  - complex, compositional questions
  - Web
  - Wikipedia
    - train 110K
    - dev 14K, verified dev 305
  - 14 tokens avg query length

# Dataset comparison II

Model	Dataset	EM	F1
Bidaf <sup>1</sup>	Squad	67.7%	77.3%
Bidaf <sup>2</sup>	Squad	66.3 $\pm$ 0.6%	76.1 $\pm$ 0.7%
Bidaf <sup>1</sup>	TriviaQA (Wiki-verified)	47.4%	53.7%
Bidaf <sup>2</sup>	TriviaQA (Wiki-verified)	45.2 $\pm$ 0.9%	51.1 $\pm$ 1.0%
Bidaf <sup>1</sup>	TriviaQA (Wiki)	40.2%	45.7%
Bidaf <sup>2</sup>	TriviaQA (Wiki)	39.7 $\pm$ 0.7%	44.7 $\pm$ 0.8%
Bidaf <sup>2</sup>	TriviaQA (Wiki <sup>3</sup> )	44.5 $\pm$ 0.5%	49.2 $\pm$ 0.7%

Human accuracy on TriviaQA (Wiki-verified): 79.6%

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<sup>1</sup>Original bidaf implementation by the authors of the paper

<sup>2</sup>Reproduced bidaf model (5 runs)

<sup>3</sup>TriviaQA all doc contains answers

# Ablations I

- No **char embedding**: better handle out-of-vocab (OOV) or rare words
- No **word embedding**: better at representing the semantics of each word as a whole
- No **C2Q attention**
- No **Q2C attention**

# Ablations II

Ablation	EM	F1
No char emb <sup>1</sup>	65.0%	75.4%
No char emb <sup>2</sup>	63.7 ±0.7%	73.2 ±0.9%
No word emb <sup>1</sup>	55.5%	66.8%
No word emb <sup>2</sup>	53.2 ±0.7%	64.5 ±0.7%
No C2Q attention <sup>1</sup>	57.2%	67.7%
No C2Q attention <sup>2</sup>	54.5 ±1.0%	65.0 ±1.1%
No Q2C attention <sup>1</sup>	63.6%	73.7%
No Q2C attention <sup>2</sup>	61.7 ±0.3%	72.6 ±0.4%

<sup>1</sup>Original bidaf implementation by the authors of the paper

<sup>2</sup>Reproduced bidaf model (10 runs)



# Attention matrix I

- Context:

*...in early 2012, nfl commissioner Roger Goodell stated that the league planned to make the 50th super bowl "spectacular" and that it would be "an important game for us as a league"...*

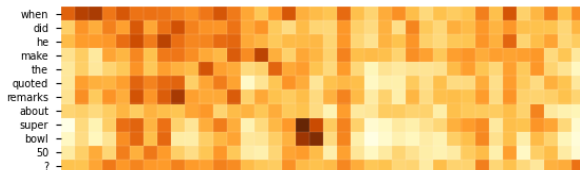
- Question:

*when did he make the quoted remarks about super bowl 50 ?*

- Answer:

*early 2012*

# Attention matrix II



- when : ['2012', 'early', 'years', 'league', 'nfl', '50th']
- did : ['stated', 'commissioner', 'goodell']
- he : ['commissioner', 'goodell', 'us', 'planned', 'stated', 'roger']
- make : ['make', 'planned', 'stated', 'goodell', 'spectacular', 'commissioner', 'to']
- the : [ ]
- quoted : ['stated', 'goodell', 'league', 'roger']
- remarks : ['stated', 'commissioner', 'planned', 'goodell', 'spectacular']
- about : [ ]
- super : ['super', 'bowl', 'commissioner', 'nfl', 'goodell', 'league', 'spectacular']
- bowl : ['bowl', 'super', 'commissioner', 'goodell', 'spectacular', 'game']
- 50 : ['roger', 'nfl']
- ? : ['stated', 'commissioner']

# Compare models

Comparison of different models (on Squad dataset):

- BiDAF
- Match-LSTM
- Dynamic Coattention Networks

# Match-LSTM<sup>3</sup>

Based on:

- Match-LSTM: predict textual entailment

Structure:

- 1 LSTM Preprocessing layer
- 2 Match-LSTM layer
- 3 Answer layer

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<sup>3</sup>Shuohang Wang and Jing Jiang. *Machine comprehension using match-lstm and answer pointer*. 2016

# Match-LSTM<sup>3</sup>

Main differences with BiDAF:

- 1 No character-embedding
- 2 Dynamic attention: use match-LSTM recurrently
- 3 Answer sequence/boundary model

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<sup>3</sup>Shuohang Wang and Jing Jiang. *Machine comprehension using match-lstm and answer pointer*. 2016

# Dynamic Coattention Networks<sup>4</sup>

Structure:

- Query and context encoders
- Coattention encoder
- Answer extraction

Main differences with BiDAF:

- 1 No character-embedding
- 2 Early attention summarization

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<sup>4</sup>Caiming Xiong, Victor Zhong, and Richard Socher. *Dynamic coattention networks for question answering*. 2016

# Results on different models

Model	EM	F1
Bidaf <sup>1</sup>	67.7%	77.3%
Bidaf <sup>2</sup>	66.3 $\pm$ 0.6%	76.1 $\pm$ 0.7%
Dynamic Coattention Networks	65.4%	75.6%
Match-LSTM	64.1%	73.9%

---

<sup>1</sup>Original bidaf implementation by the authors of the paper

<sup>2</sup>Reproduced bidaf model

# Conclusion

## Conclusion

- BiDAF model:
  - Character-level embedding
  - Bidirectional attention
  - Attention flow
- Ablations
- Comparison of different models
- Comparison of BiDAF model on different datasets

## Future works

- Unanswerable questions
- More complex models



# Thanks for the attention

# Match-LSTM I

Steps:

- 1 LSTM Preprocessing Layer
- 2 Match-LSTM Layer
- 3 Answer Pointer Layer

# Match-LSTM II

Passage (or context):

$$\mathbf{P} \in \mathbb{R}^{d \times P}$$

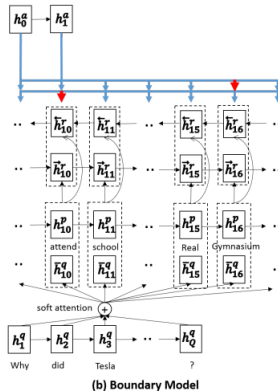
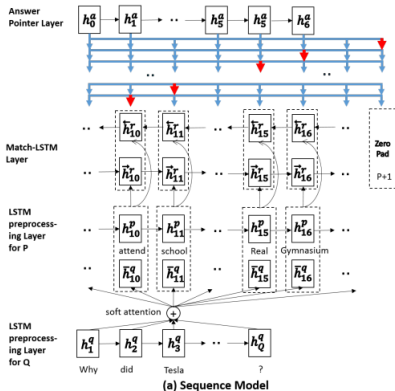
Question (or query):

$$\mathbf{Q} \in \mathbb{R}^{d \times Q}$$

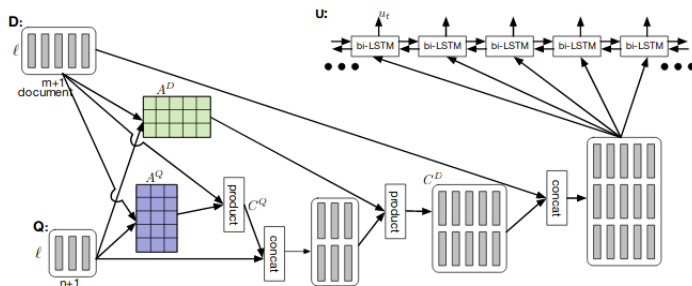
where:

- $P$ : length (number of tokens) of the passage
- $Q$ : length of the question
- $d$ : word embeddings dimensionality

# Match-LSTM III

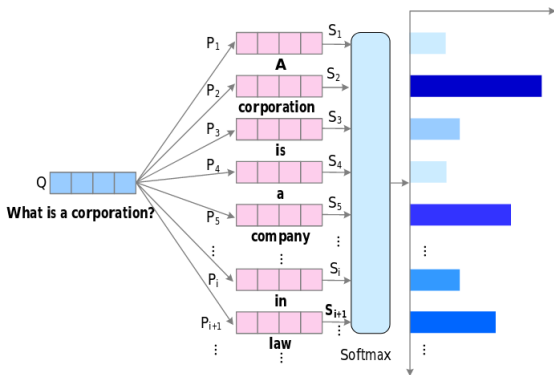


# Dynamic Coattention Networks



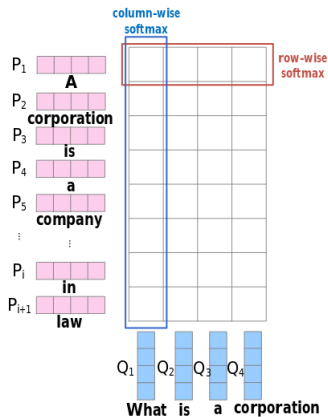
# Unidirectional attention

- From query to context (usually)
- Similarity of context word  $C_i$ :  $S_i = f(C_i, Q)$

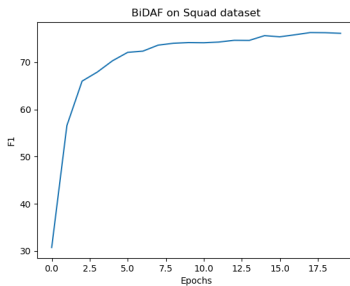
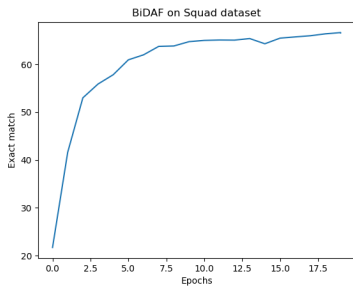


# Bidirectional attention

- From query to context and context to query



# BiDAF model on Squad dataset





# AdaDelta

- Improve AdaGrad
- Scale learning rate based on historical gradient (taking into account only recent time window, not the whole history, like AdaGrad)