IRGAN: A Minimax Game for Unifying Generative and Discriminative Information Retrieval Models

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The Idea of GANs

- There is a generator G that captures the data distribution and tries to generate high quality data to fool the discriminator D, to maximize the probability of D making a mistake
- There is a discriminator D that estimates the probability that a sample came from the real data set rather than G and tries to distinguish them

$$\begin{aligned} \min \max_{G} V(D,G) \\ V(D,G) &= \mathrm{E}_{x \sim p_{data}(x)} \left[log D(x) \right] + \mathrm{E}_{z \sim p_{z}(z)} \left[log (1 - D(G(z))) \right] \\ &= \mathrm{E}_{x \sim p_{data}(x)} \left[log D(x) \right] + \mathrm{E}_{x \sim p_{z}(x)} \left[log (1 - D(x)) \right] \end{aligned}$$

For G fixed, the optimal D is

$$D^* = \max_{D} V = \max_{D} \int_{x} p_{data}(x) \log(D(x)) + p_{g}(x) \log(1 - D(x)) dx$$

$$= \max_{D} a * \log(D) + b * \log(1 - D)$$

$$= \frac{a}{a + b}, \text{ where } a = p_{data}(x), b = p_{g}(x)$$

For D fixed, the optimal G is

$$\begin{split} G^* = & \min_{G} \int_{x} p_{data}(x) \log(D^*(x)) + p_{g}(x) \log(1 - D^*(x)) dx \\ = & \min_{G} \int_{x} p_{data}(x) \log \frac{p_{data}(x)}{p_{data}(x) + p_{g}(x)} dx \\ & + \\ & \int_{x} p_{g}(x) \log(\frac{p_{g}(x)}{p_{data}(x) + p_{g}(x)}) dx \\ = & \min_{G} \log \frac{1}{2} + D_{KL}(P_{data}||\mathbf{M}) + \log \frac{1}{2} + D_{KL}(P_{g}||\mathbf{M}) \\ = & \min_{G} - \log 4 + 2 D_{JS}(P_{data}||P_{g}), where \mathbf{M} = \frac{p_{data} + p_{g}}{2} \end{split}$$

The Training of GANs

Training Discriminator

for number of training iterations **do**

for k steps do

- Sample minibatch of m noise samples $\{z^{(1)}, \ldots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Sample minibatch of m examples $\{x^{(1)}, \ldots, x^{(m)}\}$ from data generating distribution $p_{\text{data}}(x)$.
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[\log D\left(\boldsymbol{x}^{(i)} \right) + \log \left(1 - D\left(G\left(\boldsymbol{z}^{(i)} \right) \right) \right) \right].$$

end for

- Sample minibatch of m noise samples $\{z^{(1)}, \ldots, z^{(m)}\}$ from noise prior $p_q(z)$.
- Update the generator by descending its stochastic gradient:

$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^{m} \log \left(1 - D \left(G \left(\boldsymbol{z}^{(i)} \right) \right) \right).$$

The Training of GANs

Training Generator

for number of training iterations **do**

for k steps do

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Sample minibatch of m examples $\{x^{(1)}, \dots, x^{(m)}\}$ from data generating distribution $p_{\text{data}}(x)$.
- Update the discriminator by ascending its stochastic gradient:

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end for

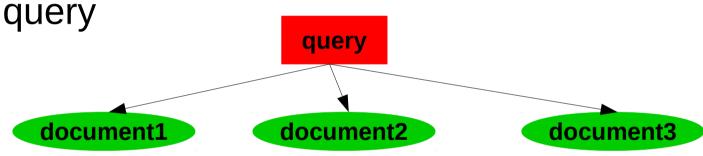
- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
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$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log \left(1 - D \left(G \left(\boldsymbol{z}^{(i)} \right) \right) \right).$$

Two Schools of Thinking in Information Retrieval Modeling

Generative Retrieval

Focus on predicting relevant documents given a



- Discriminative Retrieval
 - Focus on predicting relevancy given a querydocument pair



Unify Two Schools of Thinking Based on the Idea of GANs

- Generative Retrieval
 - The generative retrieval model can learn to fit the underlying relevance distribution over documents with the help of discriminator
- Discriminative Retrieval
 - The discriminative retrieval model can not only exploit the true data but also exploit the fake data selected from the generative model to get a better estimation

Problem Definition

- Given a set of queries $\{q_1, q_2, ..., q_N\}$ and a set of documents $\{d_1, d_2, ..., d_M\}$. A query here can be any specific form of the user's information need such as search keywords, a user profile, or a question
- The underlying true relevance distribution $P_{true}(d|q,r)$ describes the user's preference distribution over the candidate documents with respect to her submitted query

Problem Definition

- Training set
 - Given a set of samples from $p_{\it true}(d|q\,,r)$ as the training data
- Generative Retrieval Model
 - $p_{\theta}(d|q,r)$ which generates/selects relevant documents from the candidate pool for the query q, trying to approximate the true relevance distribution
- Discriminative Retrieval Model
 - $f_{\phi}(q,d)$ which tries to distinguish between true and fake

Overall Objective

$$J^{G^*,D^*} = \min_{\theta} \max_{\phi} \sum_{n=1}^{N} \left(\mathbb{E}_{d \sim p_{\text{true}}(d|q_n,r)} \left[\log D(d|q_n) \right] + \mathbb{E}_{d \sim p_{\theta}(d|q_n,r)} \left[\log(1 - D(d|q_n)) \right] \right)$$

where

$$D(d|q) = \sigma(f_{\phi}(d,q)) = \frac{\exp(f_{\phi}(d,q))}{1 + \exp(f_{\phi}(d,q))}$$

Optimizing Discriminative Retrieval

$$\phi^* = \arg\max_{\phi} \sum_{n=1}^{N} \left(\mathbb{E}_{d \sim p_{\text{true}}(d|q_n,r)} \left[\log(\sigma(f_{\phi}(d,q_n))) \right] + \mathbb{E}_{d \sim p_{\theta^*}(d|q_n,r)} \left[\log(1 - \sigma(f_{\phi}(d,q_n))) \right] \right)$$

Optimizing Generative Retrieval

$$\theta^* = \arg\min_{\theta} \sum_{n=1}^{N} \left(\mathbb{E}_{d \sim p_{\text{true}}(d|q_n, r)} \left[\log \sigma(f_{\phi}(d, q_n)) \right] + \mathbb{E}_{d \sim p_{\theta}(d|q_n, r)} \left[\log(1 - \sigma(f_{\phi}(d, q_n))) \right] \right)$$

$$= \arg\max_{\theta} \sum_{n=1}^{N} \underbrace{\mathbb{E}_{d \sim p_{\theta}(d|q_n, r)} \left[\log(1 + \exp(f_{\phi}(d, q_n))) \right]}_{\text{denoted as } J^G(q_n)}$$

$$\sigma(f_{\phi}(d,q)) = \frac{\exp(f_{\phi}(d,q))}{1 + \exp(f_{\phi}(d,q))}$$

- Optimizing Generative Retrieval
 - As the sampling of d is discrete, it cannot be directly optimized by SGD from the original GANs
 - 离散数据无法直接反向传播,一般采用 RL 中的 policy gradient 或者 gumbel softmax 来近似计算
 - 离散数据和连续数据 embedding 空间之间存在差异, embedding 上的一点微小改变,很难直接反映到离散数据 上
 - The view of Ian Goodfellow:

- The View of Ian Goodfellow:
 - You can make slight changes to the synthetic(合成) data only if
 it is based on continuous numbers. If it is based on discrete
 numbers, there is no way to make a slight change.
 - For example, if you output an image with a pixel value of 1.0, you can change that pixel value to 1.0001 on the next step.
 - If you output the word "penguin"(企鹅), you can't change that to "penguin + .001" on the next step, because there is no such word as "penguin + .001". You have to go all the way from "penguin" to "ostrich"(鸵鸟).
- Policy gradient based reinforcement learning is used here

Optimizing Generative Retrieval

$$\begin{split} &\nabla_{\theta} J^{G}(q_{n}) \\ &= \nabla_{\theta} \mathbb{E}_{d \sim p_{\theta}(d|q_{n},r)} \left[\log(1 + \exp(f_{\phi}(d,q_{n}))) \right] \\ &= \sum_{i=1}^{M} \overline{\nabla_{\theta} p_{\theta}(d_{i}|q_{n},r)} \log(1 + \exp(f_{\phi}(d_{i},q_{n}))) \\ &= \sum_{i=1}^{M} \overline{p_{\theta}(d_{i}|q_{n},r)} \overline{\nabla_{\theta} \log p_{\theta}(d_{i}|q_{n},r)} \log(1 + \exp(f_{\phi}(d_{i},q_{n}))) \\ &= \mathbb{E}_{d \sim p_{\theta}(d|q_{n},r)} \left[\nabla_{\theta} \log p_{\theta}(d|q_{n},r) \log(1 + \exp(f_{\phi}(d,q_{n}))) \right] \\ &\simeq \frac{1}{K} \sum_{k=1}^{K} \nabla_{\theta} \log p_{\theta}(d_{k}|q_{n},r) \log(1 + \exp(f_{\phi}(d_{k},q_{n}))) \right] \end{split}$$
 Reward Term

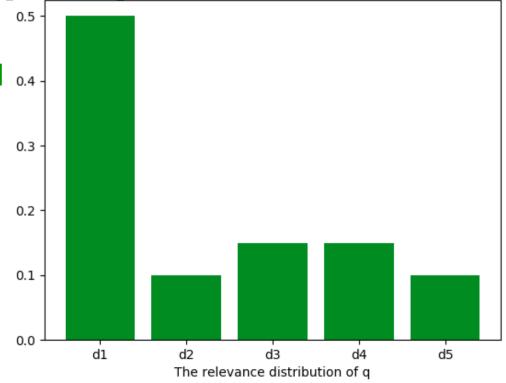
Demonstrate of Policy Gradient

• $G(d)=P_{\theta}(d|q)$, where $d \sim \{d_1,d_2,d_3,d_4,d_5\}$

$$P(d_i) = \frac{\exp(f(d_i))/\tau}{\sum_{j} \exp(f(d_j))/\tau}$$

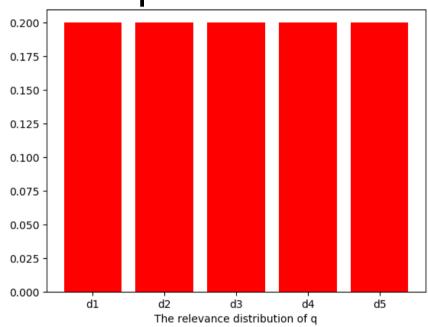
where f is the function with respect to specific task

• The Relevance Distribution of q



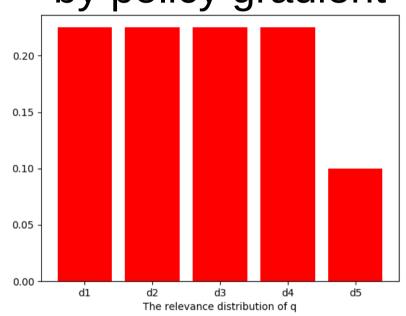
Demonstrate of Policy Gradient

• Step 1:initialize θ



Step 2:Generate d5
 Observe negative reward from D

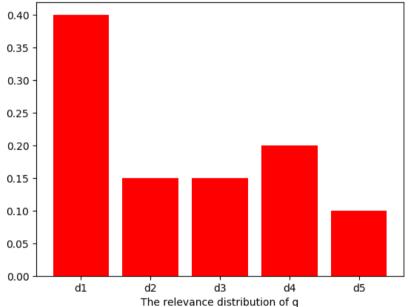
Step 3:update θ
 by policy gradient



Step 4:Generate d1
 Observe positive reward from D

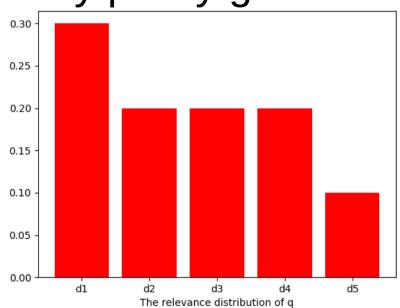
Demonstrate of Policy Gradient

Step 7:update θ
 by policy gradient



Step 8......

Step 5:update θ
 by policy gradient



Step 6:Generate d1
 Observe positive reward from D

The Algorithm of IRGAN

Algorithm 1 Minimax Game for IR (a.k.a IRGAN)

```
Input: generator p_{\theta}(d|q, r); discriminator f_{\phi}(\boldsymbol{x}_{i}^{q});
          training dataset S = \{x\}
  1: Initialise p_{\theta}(d|q, r), f_{\phi}(q, d) with random weights \theta, \phi.
  2: Pre-train p_{\theta}(d|q, r), f_{\phi}(q, d) using S
  3: repeat
        for g-steps do
  4:
           p_{\theta}(d|q,r) generates K documents for each query q
  5:
            Update generator parameters via policy gradient Eq. (5)
  6:
        end for
  7:
        for d-steps do
  8:
            Use current p_{\theta}(d|q, r) to generate negative examples and com-
  9:
            bine with given positive examples \mathcal{S}
            Train discriminator f_{\phi}(q, d) by Eq. (3)
 10:
        end for
 11:
 12: until IRGAN converges
```

Application on Item Recommendation

$$p_{\theta}(d|q,r) = \frac{\exp(g_{\theta}(q,d)/\tau)}{\sum_{j \in I} \exp(g_{\theta}(q,d)/\tau)}$$

$$D(d|q) = \sigma(f_{\phi}(d,q)) = \frac{\exp(f_{\phi}(d,q))}{1 + \exp(f_{\phi}(d,q))}$$

$$g_{\theta}(q, d) = s_{\theta}(q, d)$$
 and $f_{\phi}(q, d) = s_{\phi}(q, d)$

$$s(u,i) = b_i + \boldsymbol{v}_u^{\mathsf{T}} \boldsymbol{v}_i$$

Experiment to Item Recommendation

Table 3: Item recommendation results (Movielens).

	P@3	P@5	P@10	MAP
MLE	0.3369	0.3013	0.2559	0.2005
BPR [35]	0.3289	0.3044	0.2656	0.2009
LambdaFM [45]	0.3845	0.3474	0.2967	0.2222
IRGAN-pointwise	0.4072	0.3750	0.3140	0.2418
Impv-pointwise	5.90%*	7.94%*	5.83%*	8.82%*
	NDCG@3	NDCG@5	NDCG@10	MRR
MLE	0.3461	0.3236	0.3017	0.5264
MLE BPR [35]				
	0.3461	0.3236	0.3017	0.5264
BPR [35]	0.3461 0.3410	0.3236 0.3245	0.3017 0.3076	0.5264 0.5290

Table 4: Item recommendation results (Netflix).

	P@3	P@5	P@ 10	MAP
MLE	0.2941	0.2945	0.2777	0.0957
BPR [35]	0.3040	0.2933	0.2774	0.0935
LambdaFM [45]	0.3901	0.3790	0.3489	0.1672
IRGAN-pointwise	0.4456	0.4335	0.3923	0.1720
Impv-pointwise	$14.23\%^*$	14.38%*	$12.44\%^*$	2.87%*
	NDCG@3	NDCG@5	NDCG@10	MRR
MLE	0.3032	0.3011	0.2878	0.5085
BPR [35]	0.3077	0.2993	0.2866	0.5040
LambdaFM [45]	0.3942	0.3854	0.3624	0.5857
IRGAN-pointwise	0.4498	0.4404	0.4097	0.6371
Impv-pointwise	$14.10\%^*$	14.27%*	13.05%*	8.78%*

The End

Thanks for Listening