Transaction Bot using LSTM

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Contact: Email me through my Meetup Profile (private message, not to the group)

Slides: https://vineetk1.github.io/LSTM-based Transaction Bot.pdf

Implementation: https://github.com/vineetk1/fairseq/tree/dialog

Datasets: https://fb-public.app.box.com/s/chnq60iivzv5uckpvj2n2vijlyepze6w

Agenda

- 1. Open Source Implementation
- 2. Problem
- 3. A Solution (high-level view)
- 4. Word Embeddings
- 5. Encoder
- 6. Decoder
- 7. Attention
- 8. Beam Search
- 9. Results (Dataset: One dialog that passed; One dialog that failed)
- 10. Improvements
- 11. Relevant Publications

Open Source Implementation

Natural Language
Generation¹

Machine Translation²

Dialog Framework³

Facebook Al Research Sequence-to-Sequence Toolkit (Python & PyTorch)

https://github.com/pytorch/fairseq

Implementation of Transaction Bot: https://github.com/vineetk1/fairseq/tree/dialog

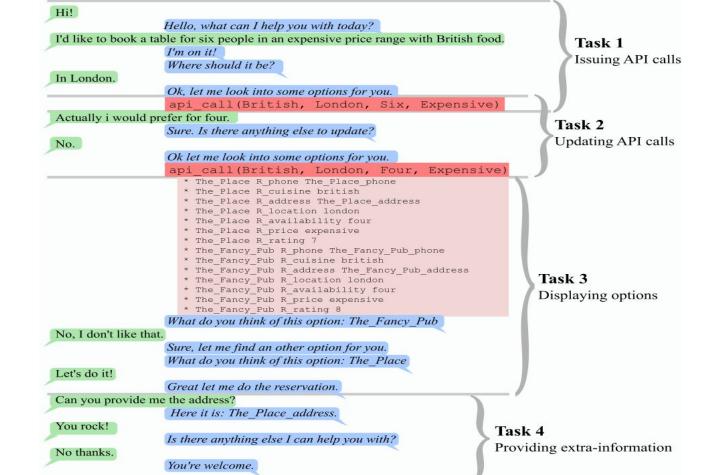
- 1. Predict the next word in a sequence of words
- 2. Given a source sequence (e.g. English), predict a target sequence (e.g. French)
- 3. Given a source sequence plus all previous sequences, predict a target sequence

Problem

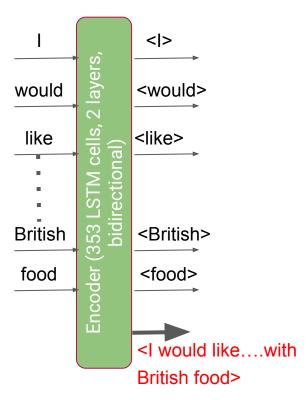
- Build Bot using AI (NOT rule-based, slot-filling, etc.)
 - Makes reservation for table at restaurant
- Modified version of Dialog State Tracking Challenge 2 (DSTC 2)
 - 1000 dialogs for training, 1000 for validation and 1000 for testing
 - Vocabulary: 952 tokens
 - Dialog: Client and Customer Service Agent

Restaurant Reservation System

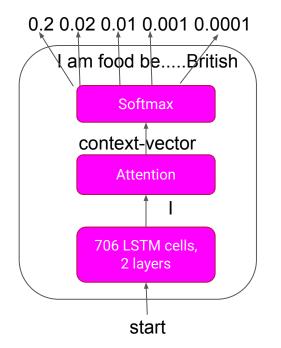
Client Customer Service Agent



A Solution (high-level view)



I am on it! Where should it be?



- 1. Forward propagation
- Calculate Loss (e.g. using "label smoothed cross entropy" function)
- Backward propagation for gradients
- Update parameters using Optimizer (e.g. nag)

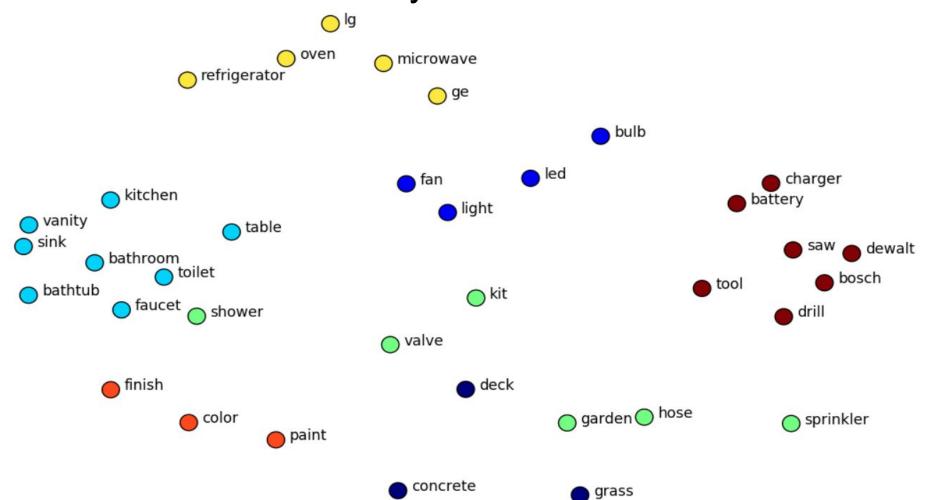
Encoder

Decoder with Attention

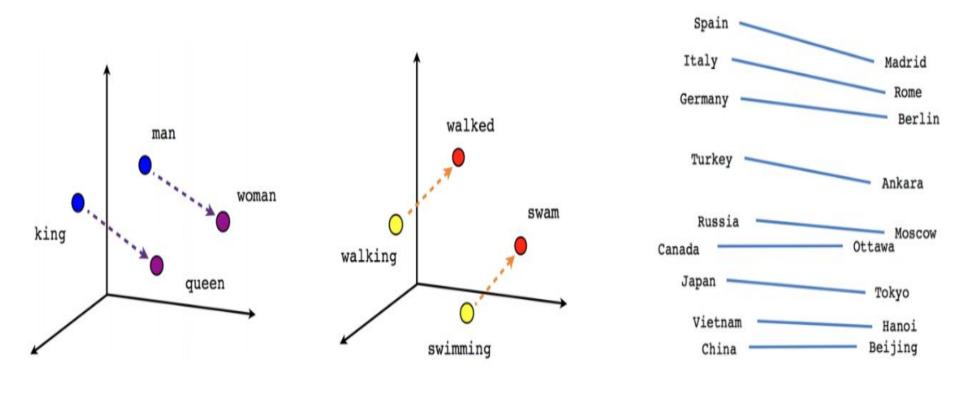
Word Embeddings; word->vector

- Convert words to vectors
- Vectors: 50-d to 1000-d and more
- Download pre-trained vectors; use as look-up table
- Algorithms to generate vectors: word2vec, glove
 - Unsupervised learning
 - Distributional Similarity

Distributional Similarity -- words that frequently occur together in text are similar



Some features/properties of vectors

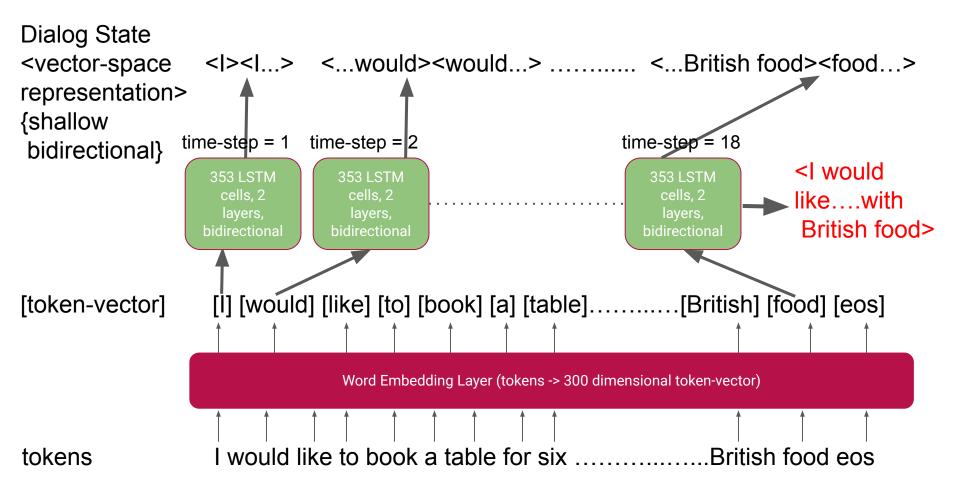


Male-Female

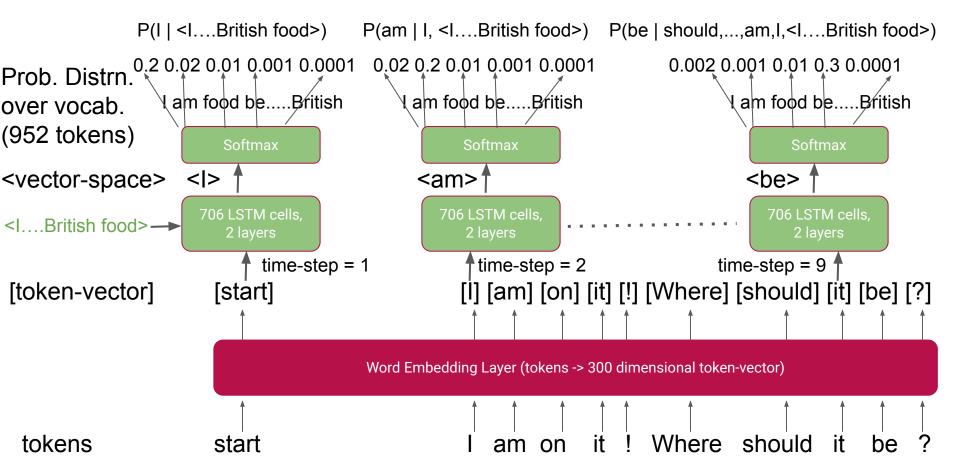
Verb tense

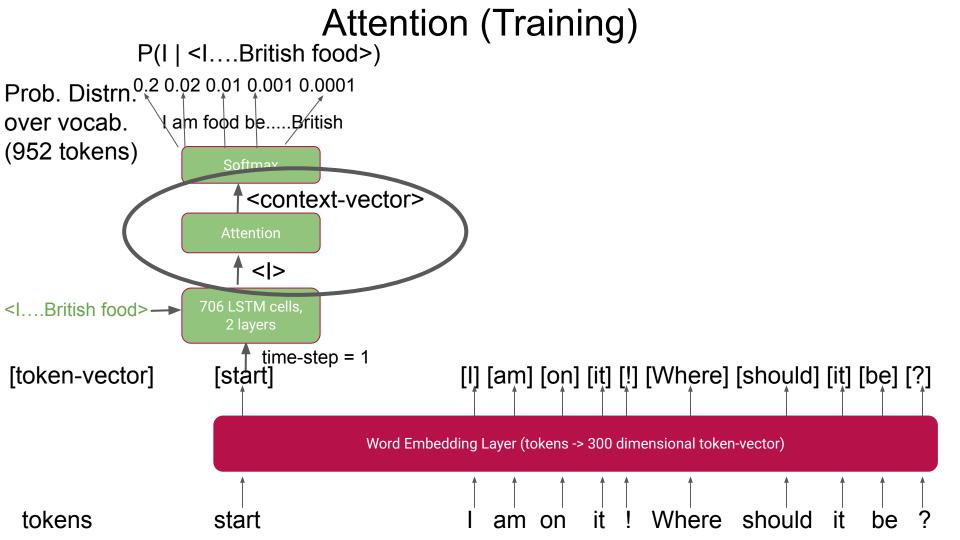
Country-Capital

Encoder (Training)

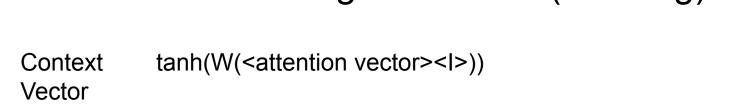


Decoder (Training)





Luong's Attention (Training)



......... 0.5(<l><l...>) + 0.2(<...would><would...>) +...+ 0.04(<..British...>) Attn.

Vector

Attn. Score

Normalized 0.5 Attn. Score

500

212

0.2

Dialog State <I><I...> <...would><would...> <...British food><food...>

30

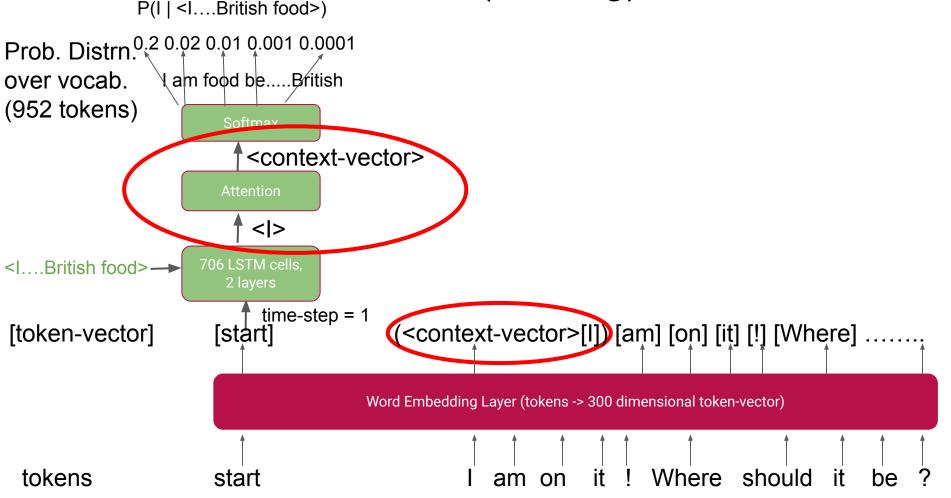
0.04

Vinyal's Attention (Training)

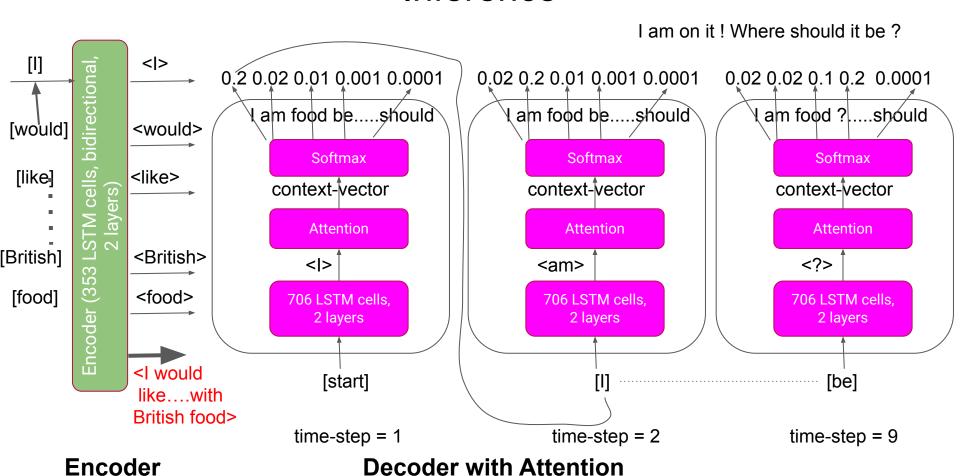
Vinyal's Attn. $v^{T}(tanh(W(<I><I...>)<I>)))$ where vector v is trainable parameter Score

Dialog State <I><I...> <...would><would...> <...British food><food...>

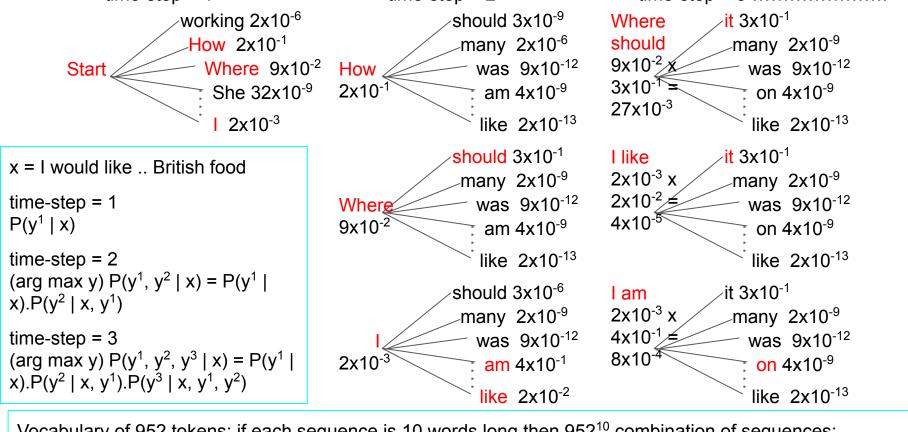
Attention (Training)



Inference



Beam Search (Inference); beam-width = 3 time-step = 1time-step = 2time-step = 3



Vocabulary of 952 tokens; if each sequence is 10 words long then 952¹⁰ combination of sequences: How many people are in your party? I am on it! Where should it be? Where should it be? I like it! Where should it be?

Dataset

- Real human-machine dialogs vs. Synthetic
 - Bots do very well on Synthetic datasets
 - Real datasets are a challenge
- Dialog State Tracking Challenge 2 (DSTC 2)
 https://fb-public.app.box.com/s/chnq60iivzv5uckpvj2n2vijlyepze6w
- Noisy because of speech -> text
- Accuracy metric is unnecessarily stringent
 - F1 metric is better but not used

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** Translated 1117 dialogs with 11237 turns and 782520 tokens using beam=3 in
  195.9s (5.70 dialogs/s, 57.36 turns/s, 3994.54 tokens/s)
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- ** % number of dialogs that passed = $(18/1117 \times 100) = 1.61\%$
- ** (# of turns in dialog: # of occurrences) = (5: 7), (6: 8), (7: 3)
- ** % number of turns that passed = $(4249/11237 \times 100) = 37.81\%$
- ** % number of dialogs that failed = $(1099/1117 \times 100) = 98.39\%$

 - ** (# of consecutive turns that passed, counting from beginning of dialog
 - / # of turns in dialog: # of occurrences) = (2/4: 1), (1/5: 10), (3/5: 10), (
 - 1), (1/6: 63), (2/6: 2), (3/6: 3), (1/7: 142), (2/7: 8), (3/7: 3),
 - (4/7: 1), (5/7: 1), (1/8: 160), (2/8: 16), (3/8: 2), (1/9: 149), (2/9:
 - 14), (1/10: 118), (2/10: 11), (3/10: 1), (1/11: 89), (2/11: 13),
 - (3/11: 3), (5/11: 1), (1/12: 77), (2/12: 11), (1/13: 44), (2/13: 5),
- (3/13: 1), (1/14: 37), (2/14: 4), (3/14: 1), (1/15: 23), (2/15: 5),(3/15: 2), (1/16: 13), (2/16: 3), (3/16: 1), (1/17: 9), (2/17: 1),(1/18: 9), (2/18: 2), (1/19: 11), (1/20: 6), (2/20: 1), (3/20: 1),
- (1/21: 6), (1/22: 2), (2/22: 1), (1/23: 3), (1/24: 2), (1/25: 1), (1/26: 1), (1/27: 2), (1/28: 1), (1/29: 1)
- ** Generate test with beam=3: BLEU4 = 23.11, 25.5/22.9/22.1/22.1 (BP=1.000, ratio=2.070, syslen=283321, reflen=136863)

Dialog Passed

Tr1-S: <SILENCE> Tr1-T: Hello, welcome to the Cambridge restaurant system. You can ask for restaurants by area, price range or food type. How may I help you? Tr1-H0-P: Hello, welcome to the Cambridge restaurant system. You can ask for restaurants by area, price range or food type. How may I help you? Tr2-S: cheap restaurant on the east part of town {Price, Location} Tr2-T: api call R cuisine east cheap Tr2-H0-P: api call R cuisine east cheap Tr3-S: <SILENCE> Tr3-T: the missing sock is a nice place in the east of town and the prices are cheap Tr3-H0-P: the missing sock is a nice place in the east of town and the prices are cheap Tr4-S: what is the address Sure, the missing sock is on the missing sock address Tr4-T: Tr4-H0-P: Sure, the missing sock is on the missing sock address Tr5-S: phone number Tr5-T: The phone number of the missing sock is the missing sock phone Tr5-H0-P: The phone number of the missing sock is the missing sock phone Tr6-S: what type of food {cuisine} Entity Types (required): Tr6-T: the missing sock serves international food Cuisine, Location, Price Tr6-H0-P: the missing sock serves international food Entity Types (other): Tr7-S: thank you good bye Post-code, Phone, Address Tr7-T: you are welcome

Tr7-H0-P: you are welcome

Dialog Failed

Tr1-S: <SILENCE> Tr1-T: Hello, welcome to the Cambridge restaurant system. You can ask for restaurants by area, price range or food type. How may I help you? Tr1-H0-P: Hello, welcome to the Cambridge restaurant system. You can ask for restaurants by area, price range or food type. How may I help you? Tr2-S: expensive australian restaurant {Price, Cuisine} Tr2-T: You are looking for a australian restaurant right? Tr2-H0-F: What part of town do you have in mind? {Location?} Tr3-S: ves Tr3-T: I'm sorry but there is no restaurant serving australian food Tr3-H0-F: What kind of food would you like? Tr4-S: expensive french restaurant {Price, Cuisine} Tr4-T: You are looking for a australian restaurant right? Tr4-H0-F: api call french R location expensive Tr5-S: french Tr5-T: There are restaurants serving french in the expensive price range. What area would you like? Tr5-H0-F: api call french R location expensive Entity Types (required): Tr6-S: any Cuisine, Location, Price Tr6-T: api call french R location expensive

Tr6-H0-F: Would you like something in the cheap, moderate, or

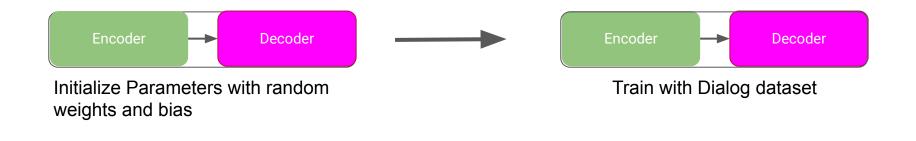
expensive price range?

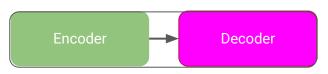
Entity Types (other):
Post-code, Phone, Address

Improvements

- Entity-type (e.g. Cuisine, Location, Place) in input
- Attention-based copy mechanism
 - Pick output token from Dialog State or Decoder output
- Pre-training & Fine-tuning (e.g. BART)
- Modifications to architecture

Pre-train & Fine-tune





Pre-train with relevant (e.g. Natural Language Generation) datasets

Pre-trained model: BART





Fine-tune with Dialog dataset

Publications

- 1. Bordes, A., Boureau, Y. L., & Weston, J. (2016). Learning end-to-end goal-oriented dialog. *arXiv preprint arXiv:1605.07683*. https://arxiv.org/pdf/1605.07683.pdf
- 2. Eric, M., & Manning, C. D. (2017). A copy-augmented sequence-to-sequence architecture gives good performance on task-oriented dialogue. arXiv preprint arXiv:1701.04024. https://arxiv.org/pdf/1701.04024.pdf
- 3. Vinyals, O., Kaiser, Ł., Koo, T., Petrov, S., Sutskever, I., & Hinton, G. (2015). Grammar as a foreign language. In Advances in neural information processing systems (pp. 2773-2781). https://papers.nips.cc/paper/5635-grammar-as-a-foreign-language.pdf
- 4. Luong, M. T., Pham, H., & Manning, C. D. (2015). Effective approaches to attention-based neural machine translation. *arXiv preprint arXiv:1508.04025*. https://arxiv.org/pdf/1508.04025.pdf
- 5. Bahdanau, D., & Cho, K. (2014). Neural machine translation by jointly learning to align and translate. arXiv preprint arXiv: 1409.0473. https://arxiv.org/pdf/1409.0473.pdf
- 6. Jia, R., & Liang, P. (2016). Data recombination for neural semantic parsing. *arXiv preprint arXiv:1606.03622*. https://www.aclweb.org/anthology/P16-1002.pdf
- 7. Lewis, M., Liu, Y., Goyal, N., Ghazvininejad, M., Mohamed, A., Levy, O., ... & Zettlemoyer, L. (2019). Bart: Denoising sequence-to-sequence pre-training for natural language generation, translation, and comprehension. *arXiv* preprint arXiv:1910.13461. https://arxiv.org/pdf/1910.13461.pdf