

LSTM-based Transaction Bot

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

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

Agenda

- Problem
- A Solution (high-level view)
- Open Source Implementation
- Word Embeddings
- Encoder
- Decoder
- Attention
- Beam Search
- Results (Dataset: One dialog that passed; One dialog that failed)
- Relevant Publications

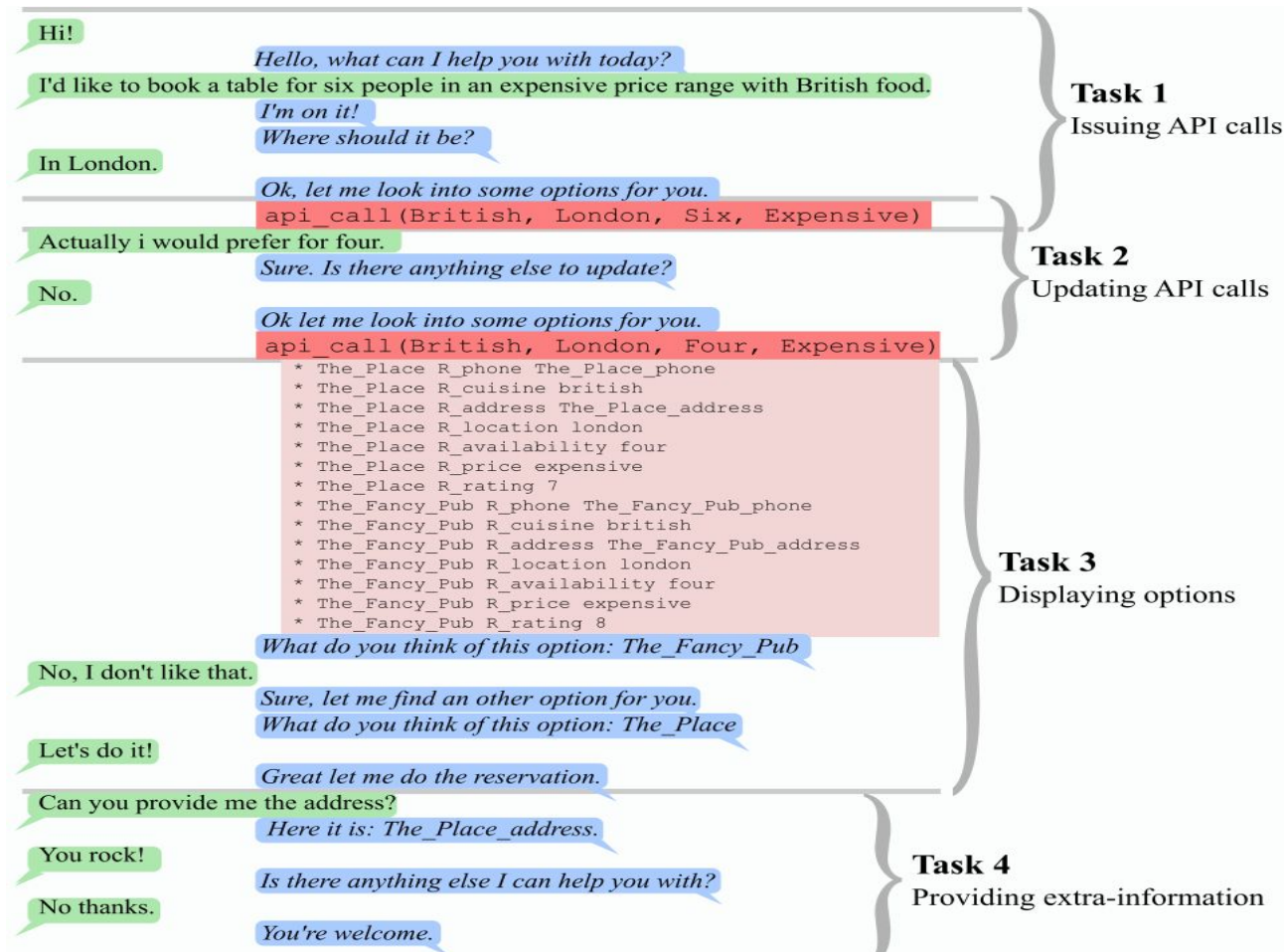
Problem

- Build Bot using AI
 - Makes reservation for table at restaurant
- Dialog State Tracking Challenge 2 (DSTC 2)
 - 1000 dialogs for training, 1000 for validation and 1000 for testing
 - Dialog: Client and Customer Service Agent

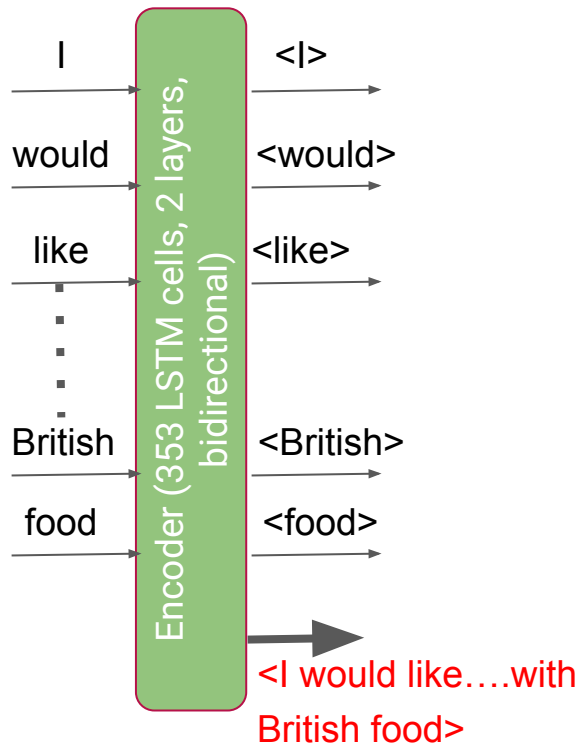
Restaurant Reservation System

Client

Customer Service Agent

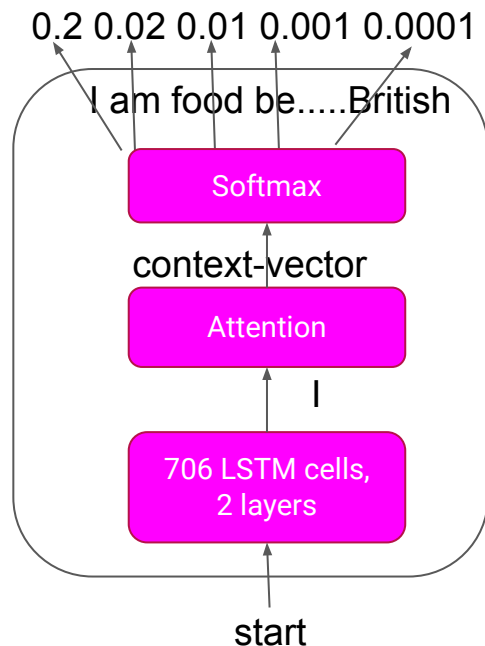


A Solution (high-level view)



Encoder

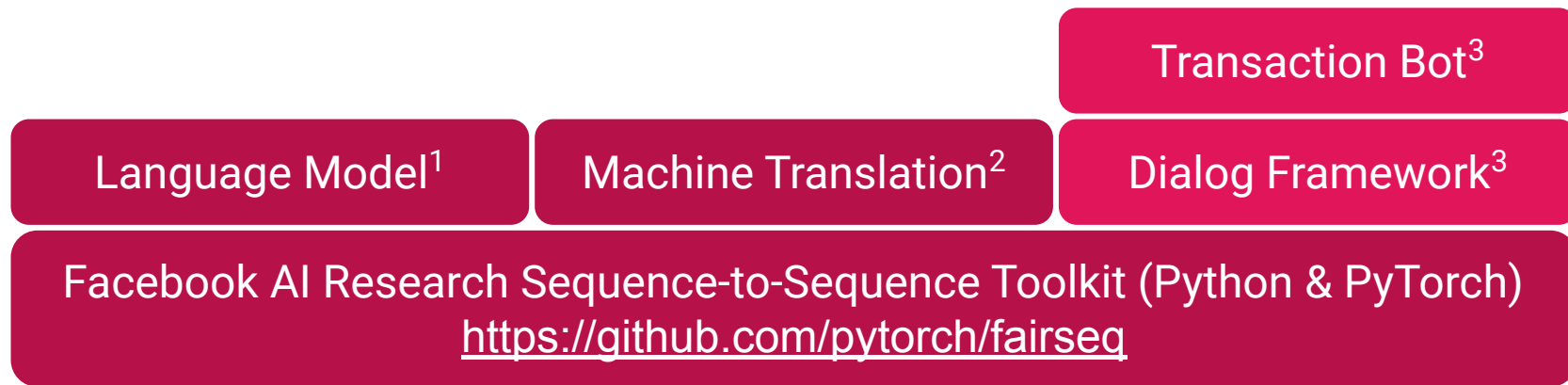
I am on it ! Where should it be ?



Decoder with Attention

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

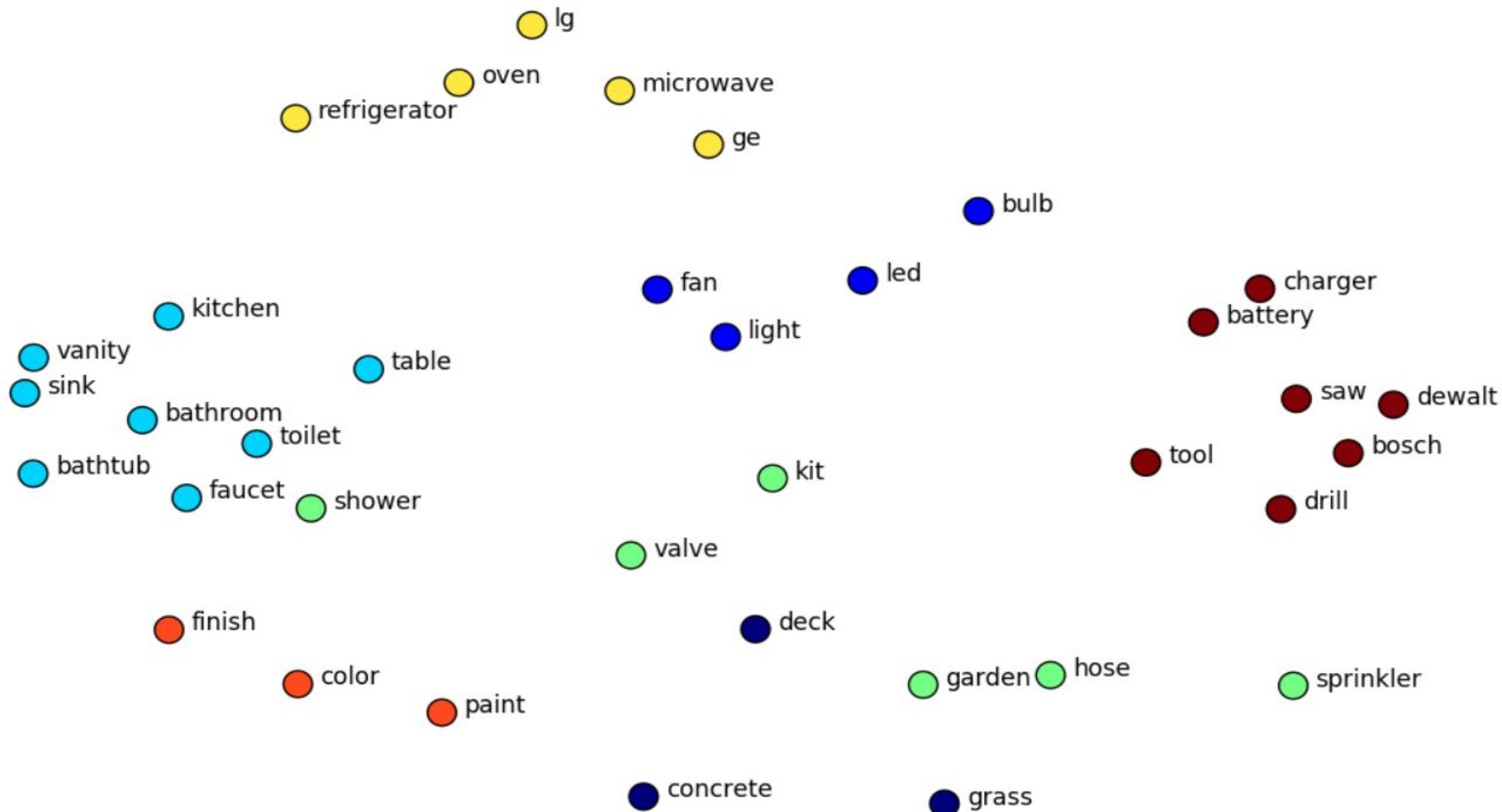
Open Source Implementation



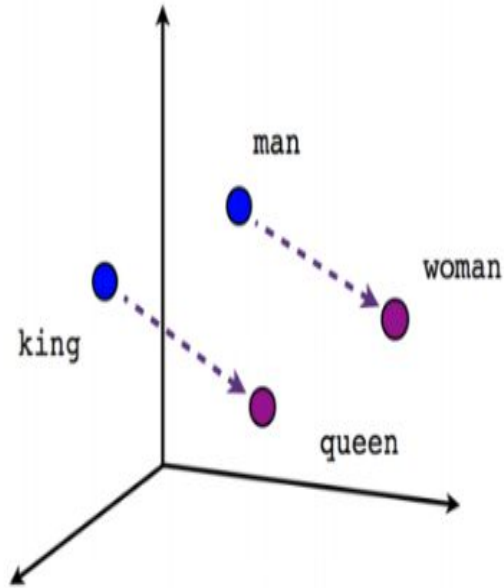
Implementation of Transaction Bot: <https://github.com/vineetk1/fairseq/tree/dialog>

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

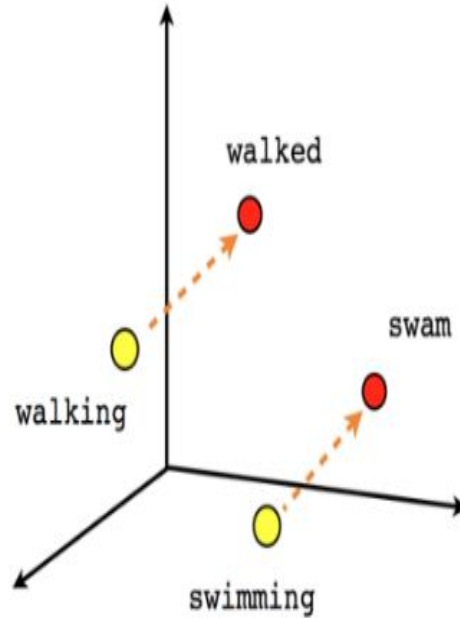
Word Embeddings using Glove; word -> vector



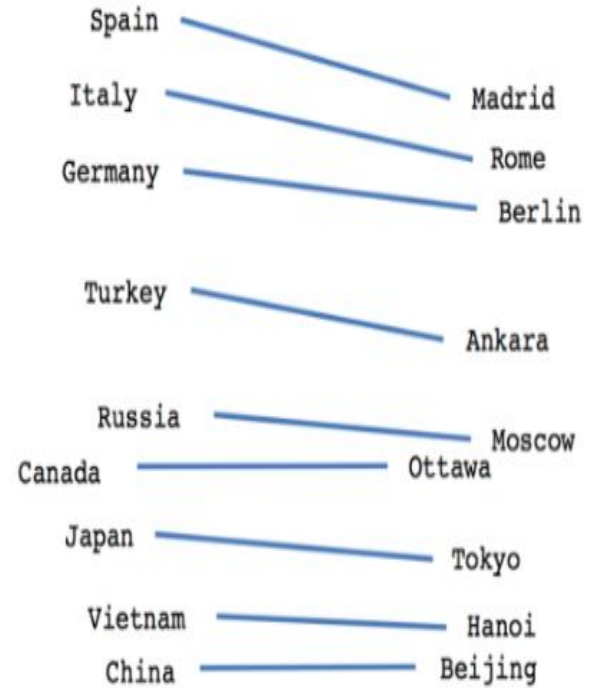
Some features of vectors



Male-Female



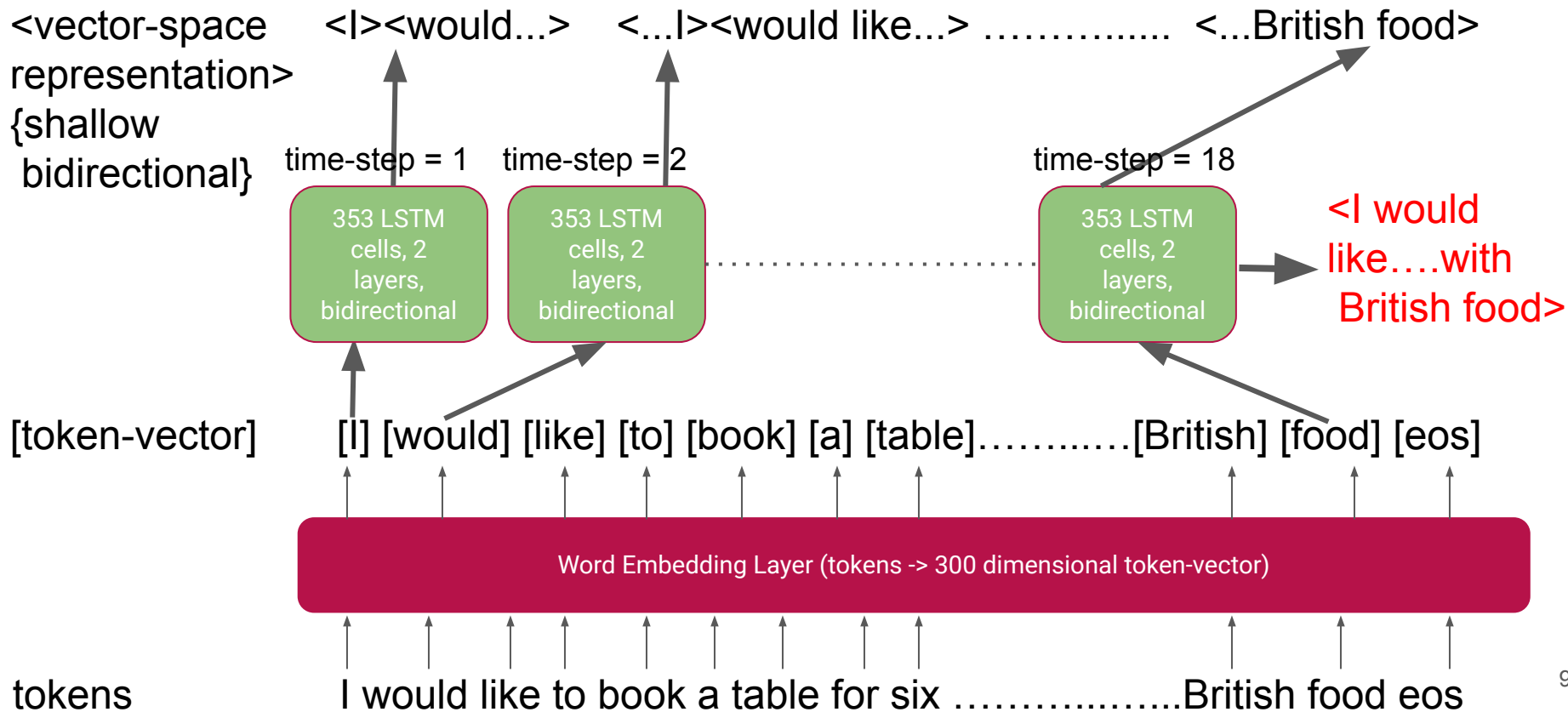
Verb tense



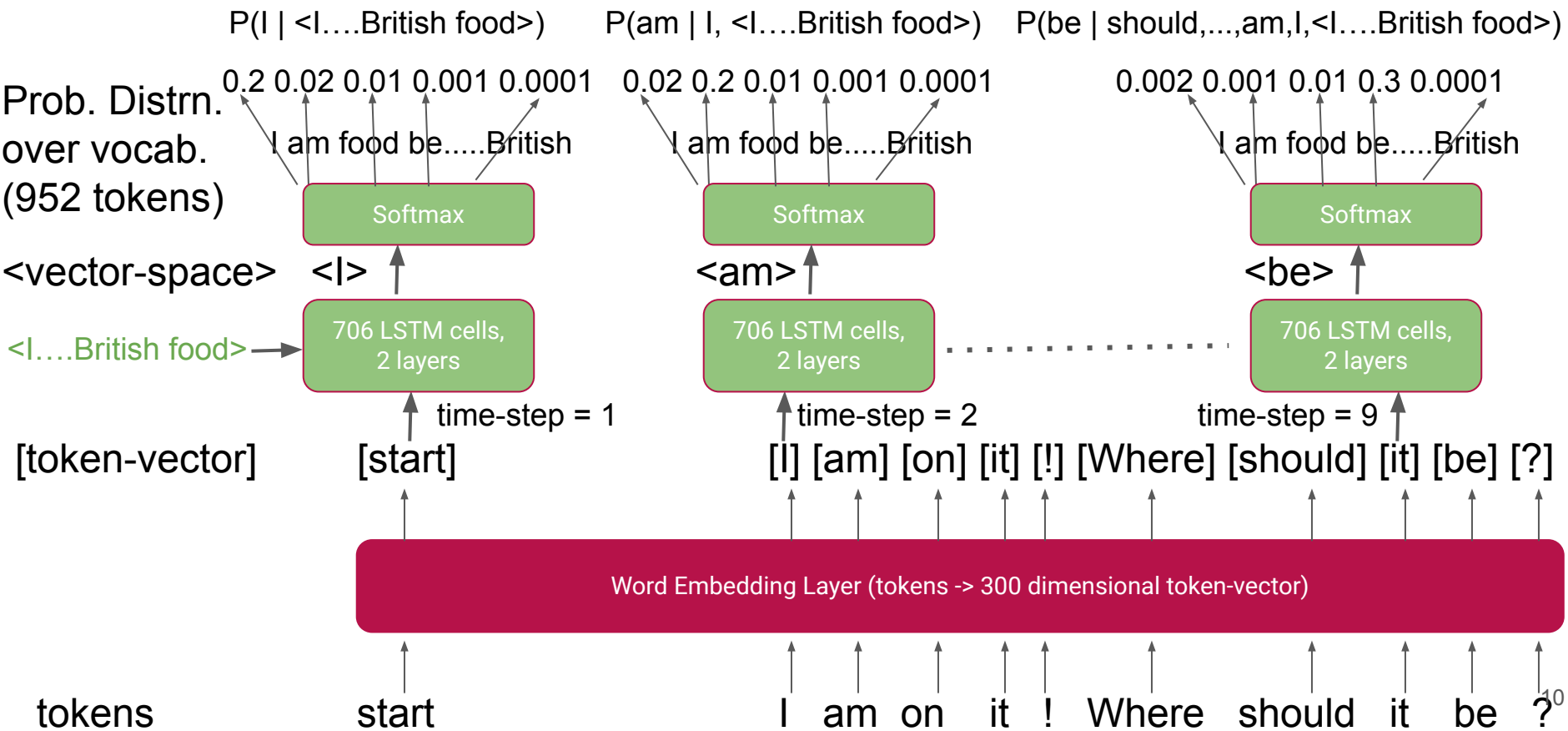
Country-Capital

Encoder (Training)

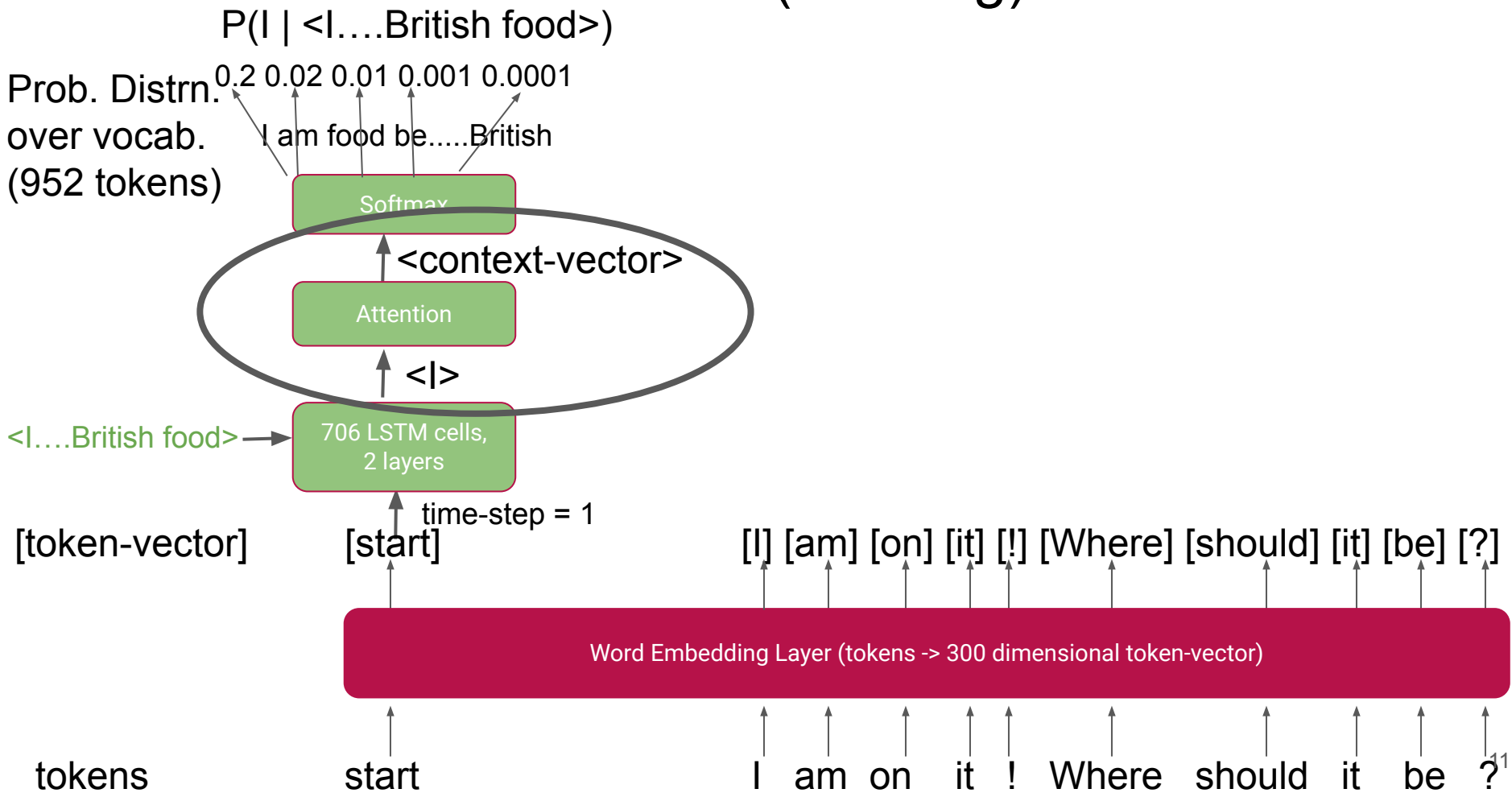
Dialog State
<vector-space
representation>
{shallow
bidirectional}



Decoder (Training)



Attention (Training)



Luong's Attention (Training)

Context Vector $\tanh(W(\langle \text{attention vector} \rangle \langle I \rangle))$

Attn. Vector $0.5(\langle I \text{ would} \rangle) + 0.2(\langle I \text{ would like}.. \rangle) + \dots + 0.04(\langle ..\text{British food} \rangle)$

Normalized Attn. Score	0.5	0.2	0.04
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Attn. Score	500	212	30
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Dot Product $(\langle I \text{ would} \rangle \cdot \langle I \rangle)$ $(\langle I \text{ would like}.. \rangle \cdot \langle I \rangle)$ $(\langle ..\text{British food} \rangle \cdot \langle I \rangle)$

Dialog State $\langle I \text{ would} \rangle \langle I \text{ would like}.. \rangle$ $\langle ..\text{with British food}.. \rangle \langle ..\text{British food} \rangle$

Vinyal's Attention (Training)

Context Vector $\tanh(W(\langle \text{attention vector} \rangle \langle I \rangle))$

Attn. Vector $0.5(\langle I \text{ would} \rangle \cdot \langle I \rangle) + 0.2(\langle I \text{ would like..} \rangle \cdot \langle I \rangle) + \dots + 0.04(\langle \text{..British food} \rangle \cdot \langle I \rangle)$

Normalized Attn. Score 0.5 0.2 0.04

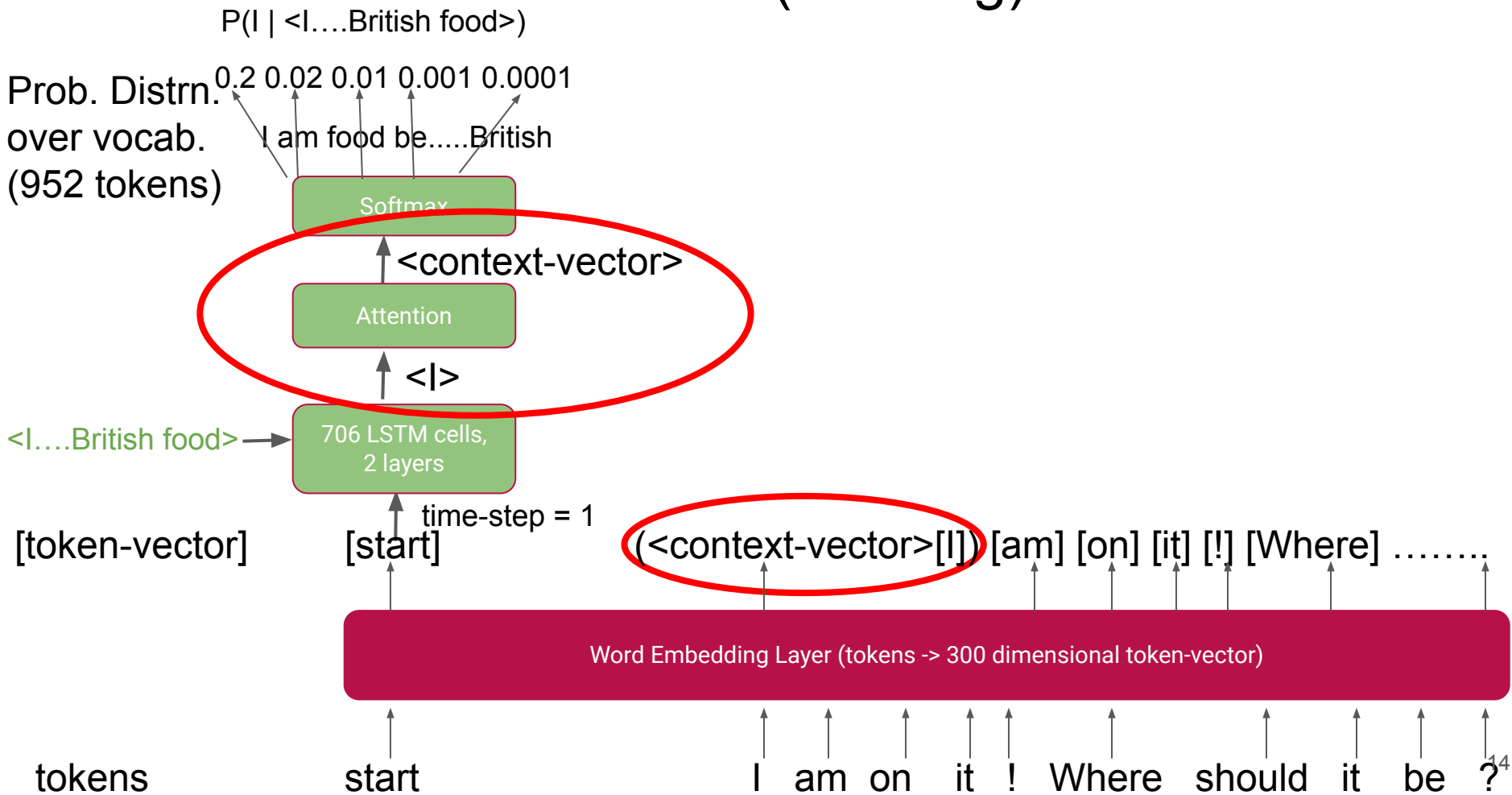
Vinyal's Attn. Score $v^T(\tanh(W(\langle I \text{ would} \rangle \langle I \rangle)))$ where vector v is trainable parameter

~~Luong's Attn. Score~~ ~~-500~~ ~~-212~~ ~~.....~~ ~~30~~

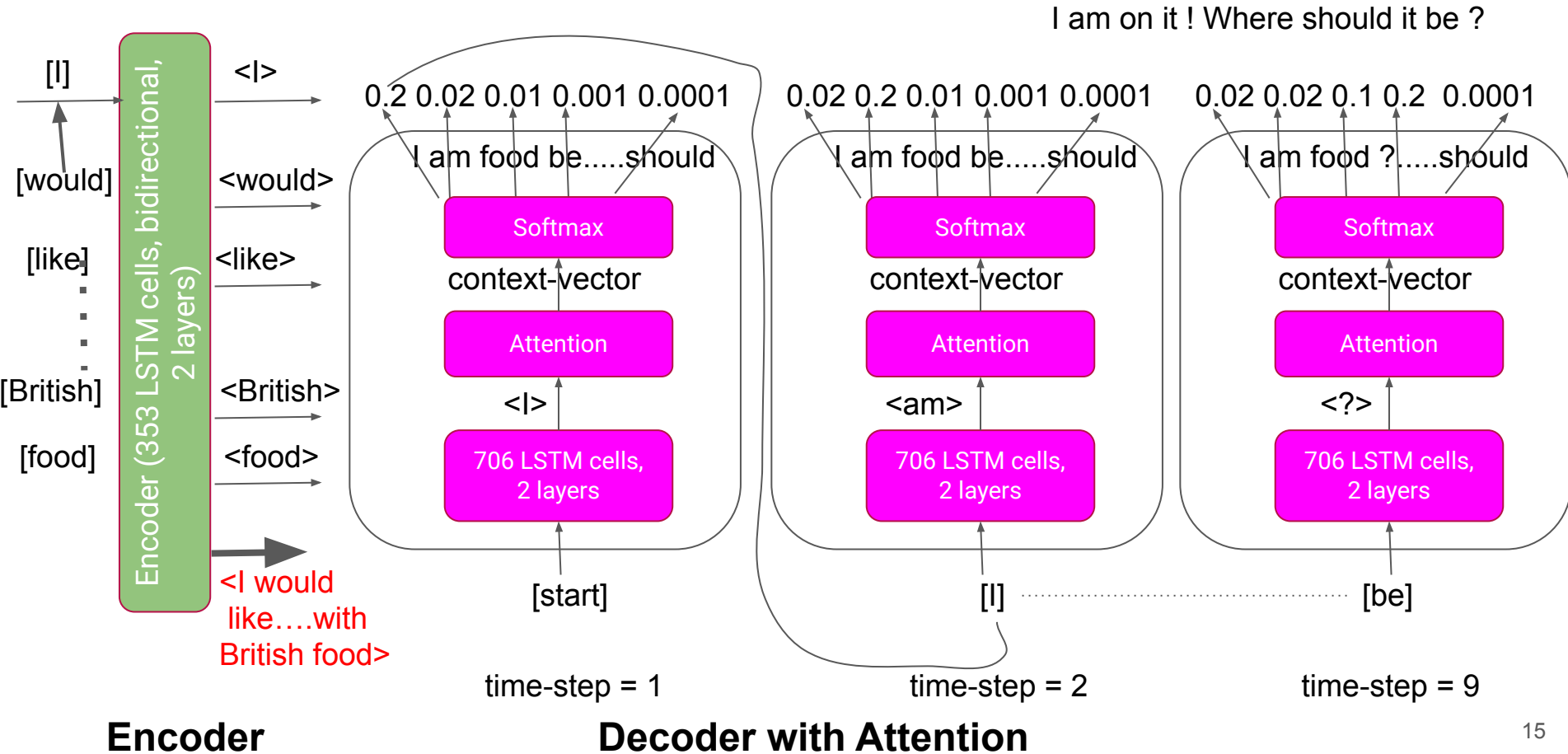
~~Dot Product~~ ~~— ($\langle I \text{ would} \rangle \cdot \langle I \rangle$) ($\langle I \text{ would like..} \rangle \cdot \langle I \rangle$) ($\langle \text{..British food} \rangle \cdot \langle I \rangle$)~~

Dialog State $\langle I \text{ would} \rangle$ $\langle I \text{ would like..} \rangle$ $\langle \text{..with British food..} \rangle$ $\langle \text{..British food} \rangle^{13}$

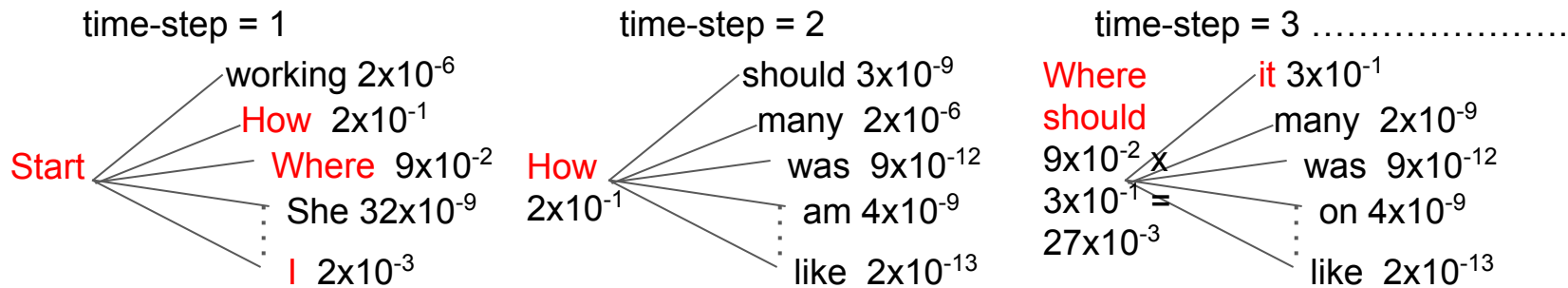
Attention (Training)



Inference



Beam Search (Inference); beam-width = 3

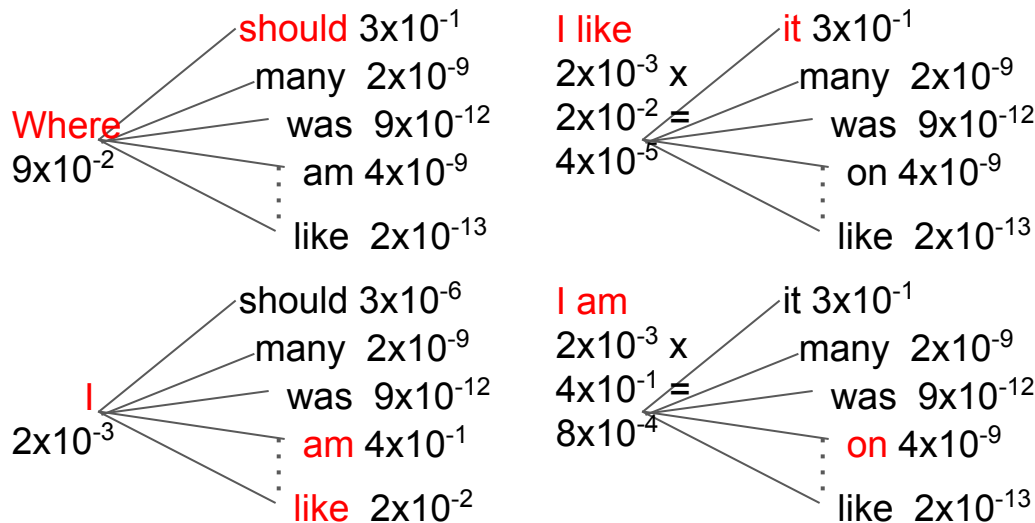


x = I would like .. British food

time-step = 1
 $P(y^1 | x)$

time-step = 2
 $(\arg \max y) P(y^1, y^2 | x) = P(y^1 | x) \cdot P(y^2 | x, y^1)$

time-step = 3
 $(\arg \max y) P(y^1, y^2, y^3 | x) = P(y^1 | x) \cdot P(y^2 | x, y^1) \cdot P(y^3 | x, y^1, y^2)$



Vocabulary of 952 tokens; if each sequence is 10 words long then 952^{10} combination of sequences:

How many people are in your party?

Where should it be?

I am on it! 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://arxiv.org/pdf/1605.07683.pdf>
- Noisy because of speech -> text
- Accuracy metric is unnecessarily stringent
 - F1 metric is better but not used

Result

- ** 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)
- ** % 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: 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

Tr4-T: Sure , the_missing_sock is on the_missing_sock_address

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}

Tr6-T: the_missing_sock serves international food

Tr6-H0-P: the_missing_sock serves international food

Tr7-S: thank you good bye

Tr7-T: you are welcome

Tr7-H0-P: you are welcome

Entity Types (required):

Cuisine, Location, Price

Entity Types (other):

Post-code, Phone, Address

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: yes

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

Tr6-S: any

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 (required):
Cuisine, Location, Price
Entity Types (other):
Post-code, Phone, Address

Publications

- 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>
- 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>
- 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>
- 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>
- 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>