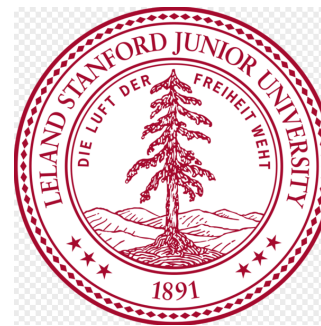


Neural Dialogue Generation

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Bill Dolan
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Chris Brockett
Microsoft Research



Alan Ritter
Ohio State University

Learn to Converse



Where is **The Hobbit** playing in **Mountain View**?

The Hobbit is playing at the Century 16 Theater.

When is **it** playing **there**?

It's playing at 2pm, 5pm, and 8pm.

OK. I'd like 1 **adult** and 2 **children** for the **first show**.
How much would **that** cost?



I can't deal with it atm...

Because of your game ?

Yeah , I'm on my way now

You're going now? Ok good luck !



Learn to Converse



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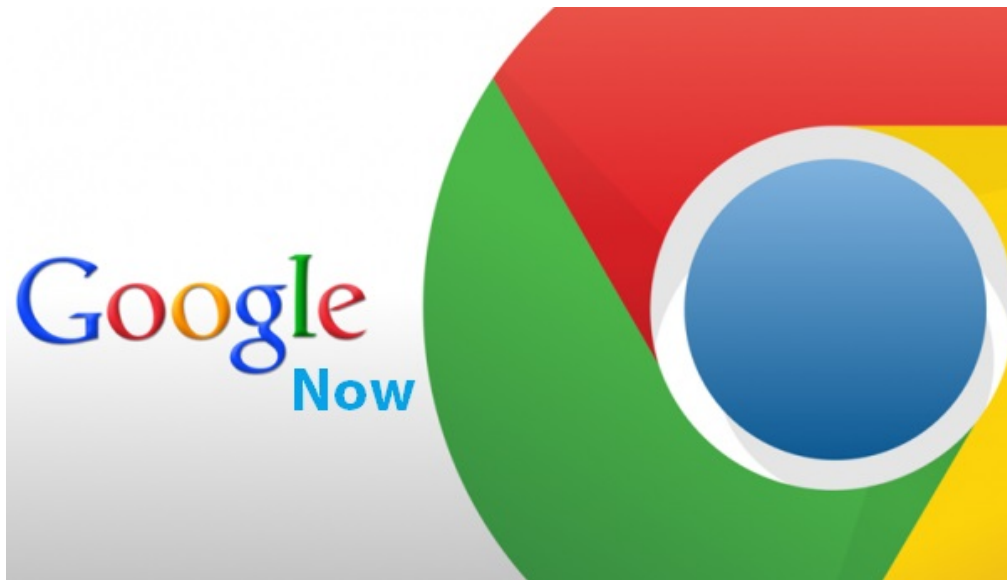
Because of your game ?

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You're going now? Ok good luck !



ChatBot



amazon echo





Does Siri really understand language ?



Colbert: Write the show.

Siri: What would you like to search for?

Colbert: I don't want to search for anything! I want to write the show!

Siri: Searching the Web for "search for anything. I want to write the shuffle."

[...]

Colbert: For the love of God, the cameras are on, give me something?

Siri: What kind of place are you looking for? Camera stores or churches?

Slid Borrowed From Bill MacCartney

Why is building a chatbot hard ?

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1. Computers need to **understand** what you ask.

Why is building a chatbot hard ?

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2. Computers need to generate coherent, meaningful sequences in response to what you ask,

Why is building a chatbot hard ?

1. Computers need to **understand** what you ask.
2. Computers need to generate coherent, meaningful sequences in response to what you ask, that require **domain knowledge**, **discourse knowledge**, **world knowledge**

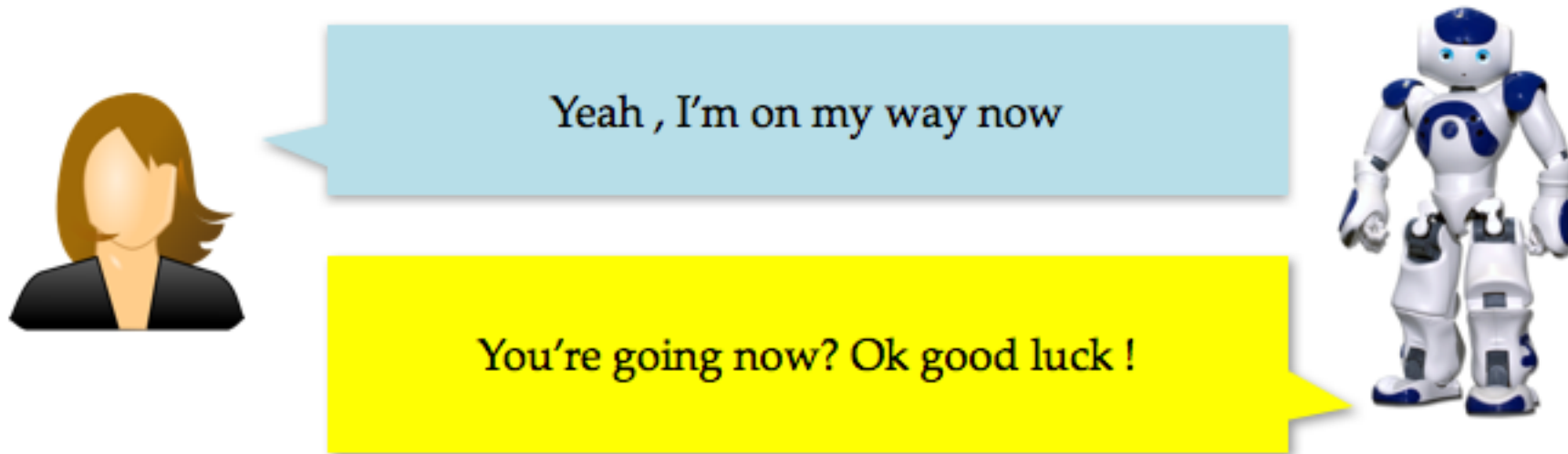
Background

Background

Template/Rule based systems (Levin et al., 2000; Young et al., 2010; Walker et al., 2003; Pieraccini et al., 2009; Wang et al., 2011)

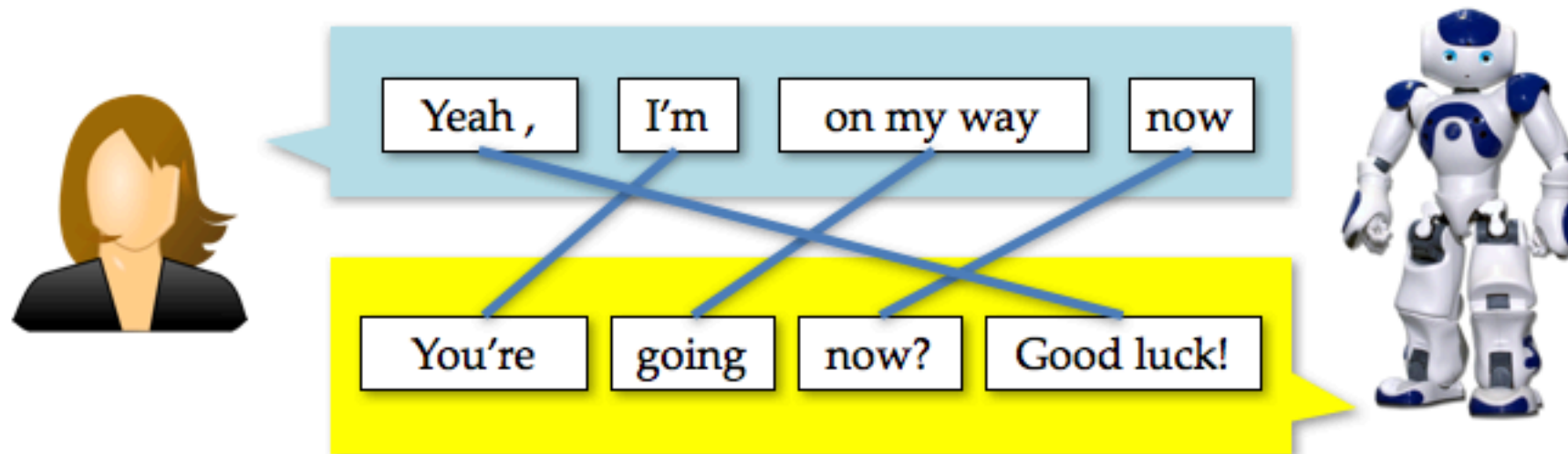
Background

Response Generation as Statistical Machine Translation (Ritter et al., 2010)



Slide borrowed from Michel Galley

Response Generation as SMT



Exploit high-frequency patterns with phrase-based MT

"I am" → "you are" "sick" → "get better" "lovely!" → "thanks!"

Neural Generation Models for MT

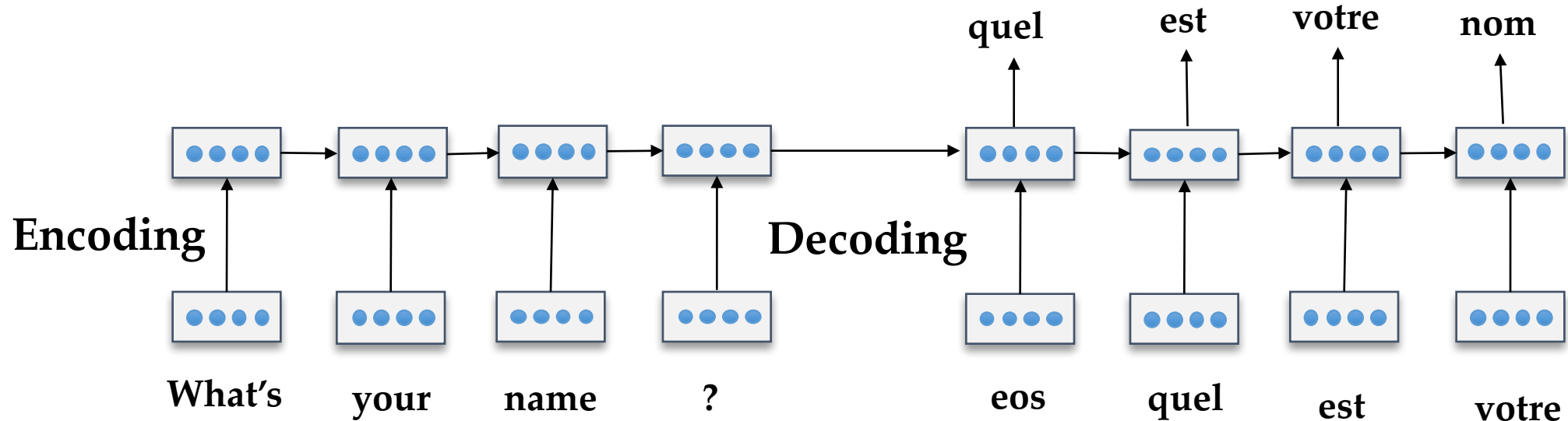
(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)

Neural Generation Models

(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)

$$\text{Loss} = -\log p(\text{target}|\text{source})$$

Target: French
Source: English



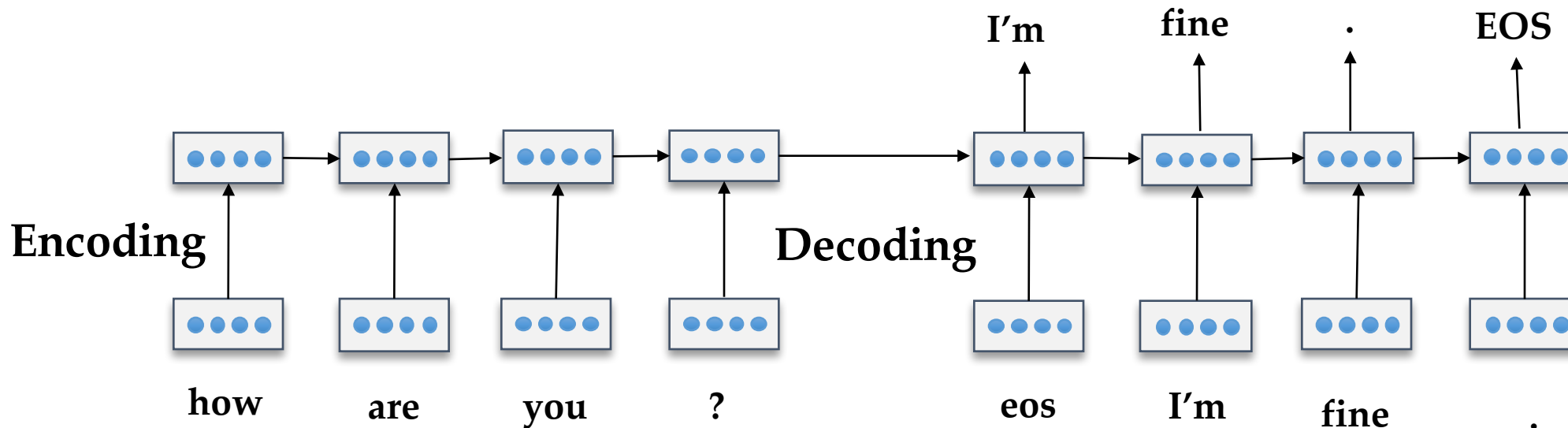
Neural Generation Models

(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)

$$\text{Loss} = -\log p(\text{target}|\text{source})$$

Source : Input Messages

Target : Responses



Neural Generation Models

(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)



how



are



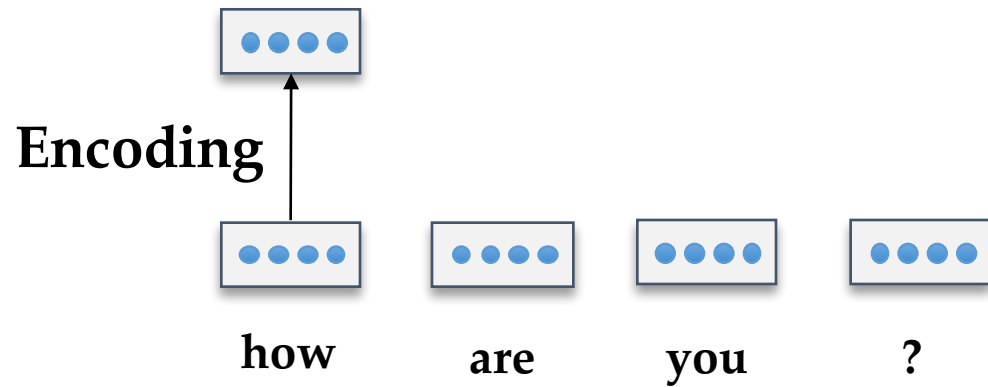
you



?

Neural Generation Models

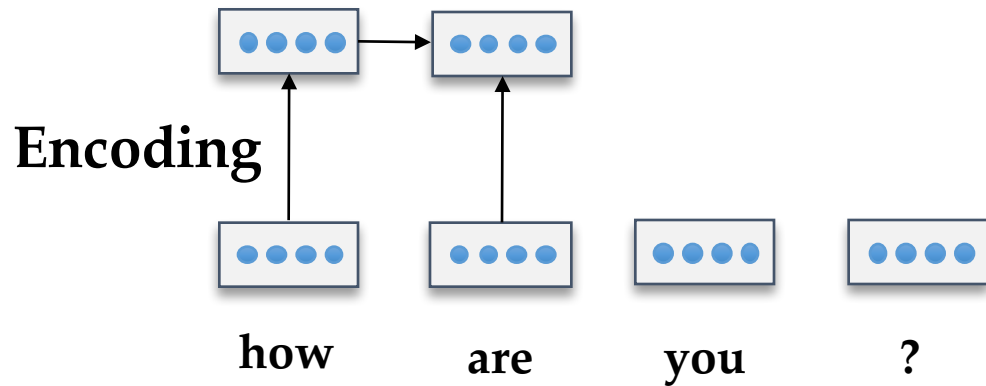
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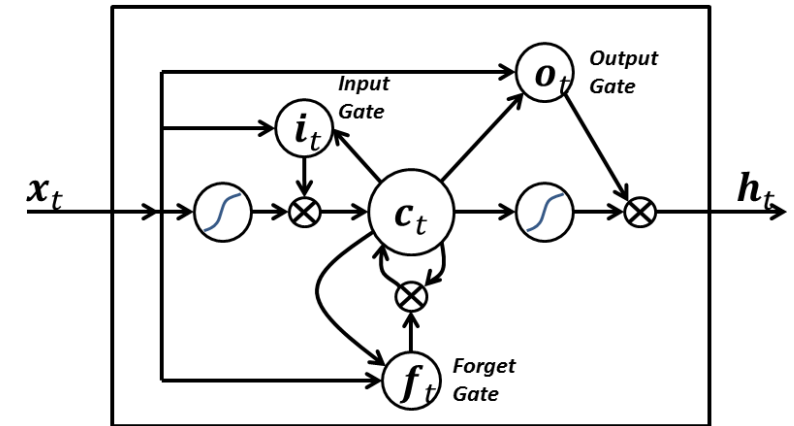
Neural Generation Models

(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)

Long Short Term Memory

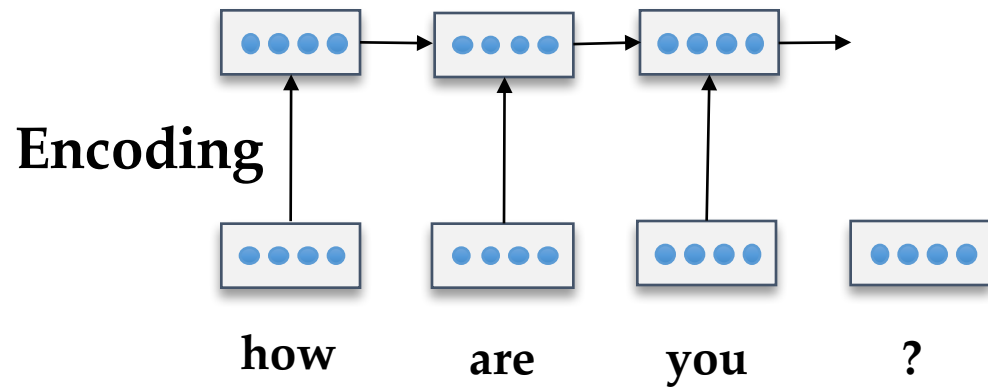


$$\begin{aligned}i_t &= \sigma(W_i \cdot [h_{t-1}, e_t]) \\f_t &= \sigma(W_f \cdot [h_{t-1}, e_t]) \\o_t &= \sigma(W_o \cdot [h_{t-1}, e_t]) \\l_t &= \tanh(W_l \cdot [h_{t-1}, e_t]) \\c_t &= f_t \cdot c_{t-1} + i_t \cdot l_t \\h_t^s &= o_t \cdot \tanh(c_t)\end{aligned}$$



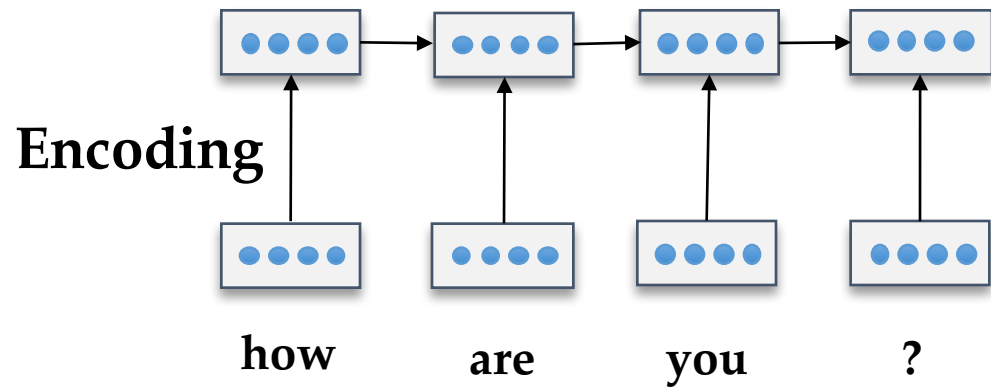
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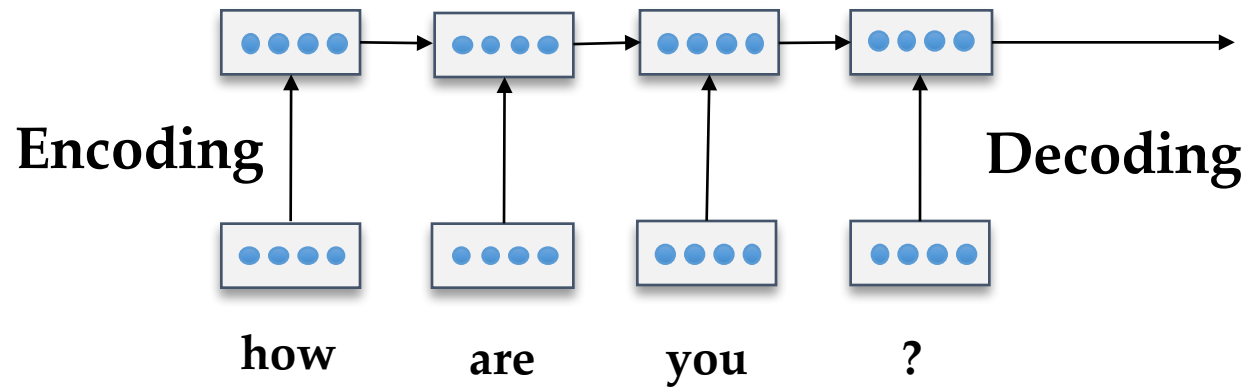
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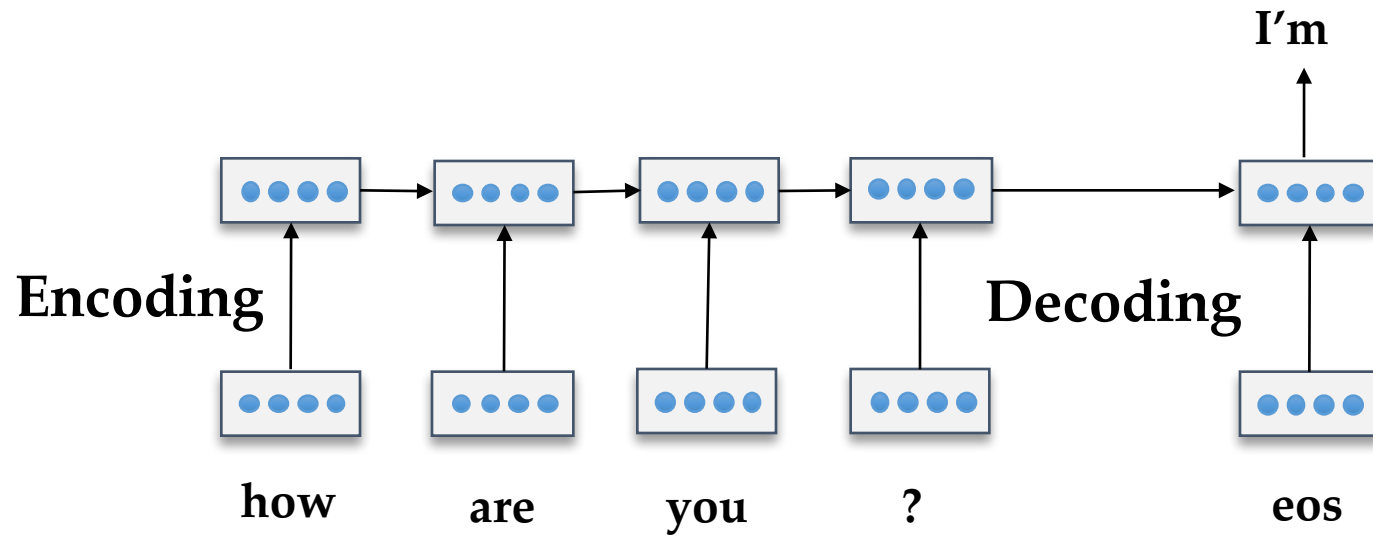
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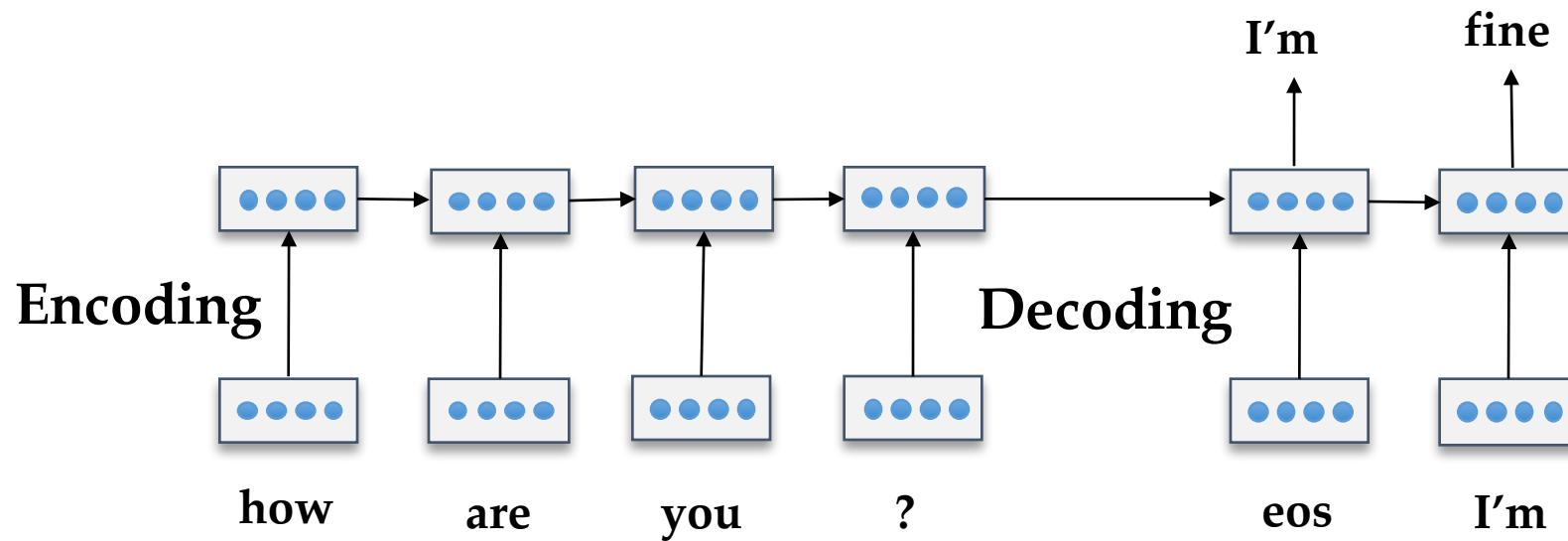
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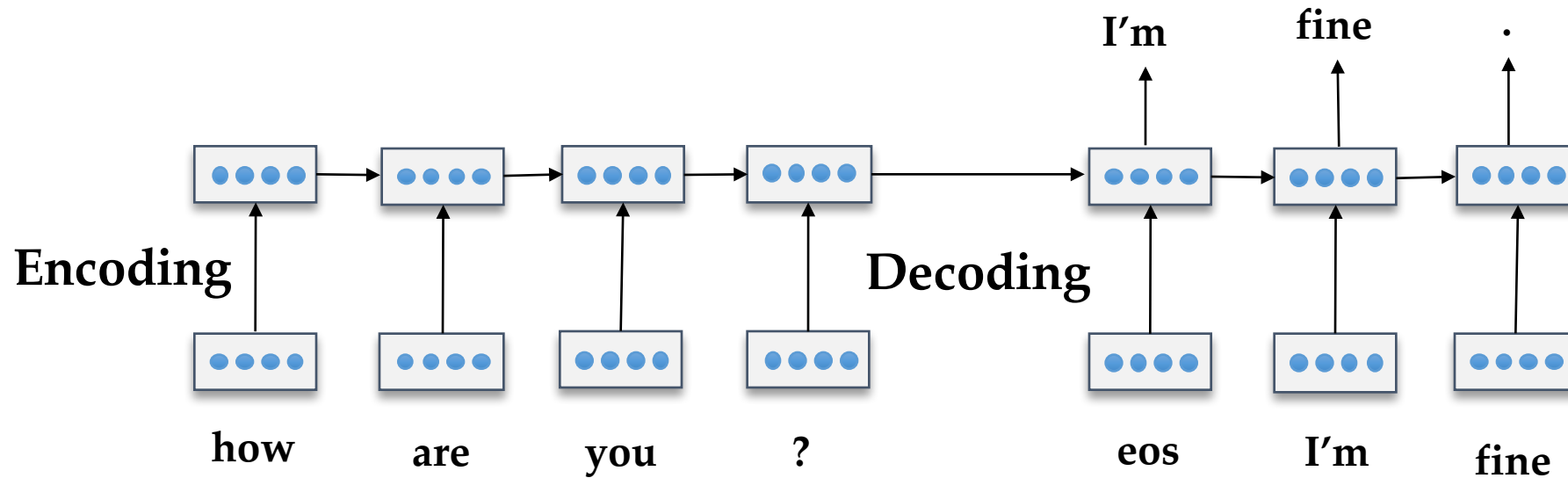
Neural Generation Models

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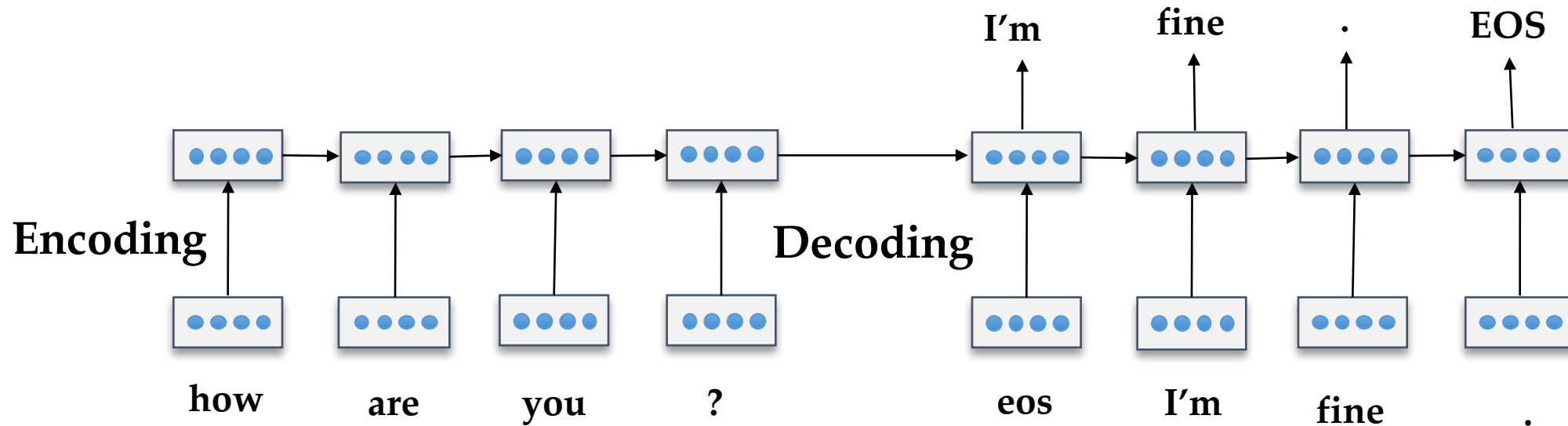
Neural Generation Models

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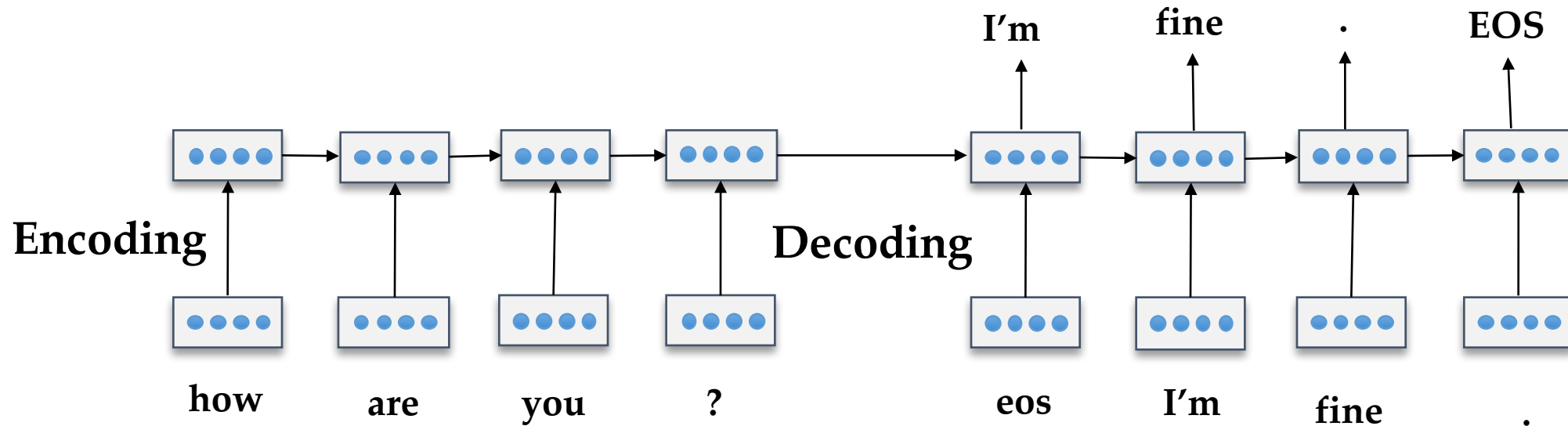


Neural Generation Models

(Sutskever et al., 2014; Jean et al., 2014; Luong et al., 2015)



Neural Generation Models as a Backbone



Outline

1. Mutual Information for Response Generation.

The “I don't know” problem

2. Speaker Consistency

3. Multi-context Response Generation

4. Reinforcement learning for Response Generation

Mutual Information for Response Generation.

Li et al., A Diversity-Promoting Objective Function for Neural Conversation Models (to appear, NAACL,2016)

Mutual Information for Response Generation.

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Mutual Information for Response Generation.

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“I don’t know“ problem (Sordoni et al., 2015; Serban et al.,2015;)



How old are you ?

I don't know .



Mutual Information for Response Generation.

Li et al., A Diversity-Promoting Objective Function for Neural Conversation Models (to appear, NAACL,2016)

“I don’t know“ problem (Sordoni et al., 2015; Serban et al.,2015;)



How is life ?

I don't know what you are talking about.



Mutual Information for Response Generation.

Li et al., A Diversity-Promoting Objective Function for Neural Conversation Models (to appear, NAACL,2016)

“I don’t know“ problem (Sordoni et al., 2015; Serban et al.,2015;)



Do you love me ?

I don't know what you are talking about.



30% percent of all generated responses

Mutual Information for Response Generation.

```
def ChatBot(input_string):  
    if string[len(input_string)-1]=="?":  
        return "i don't know";  
    else:  
        return "i don't know what you are talking about";
```

Mutual Information for Response Generation.

Solution #1: Adding Rules

Mutual Information for Response Generation.

Solution #1: Adding Rules

I don't know .

I don't know ..

I don't know ...

...

I don't know !

I don't know !!

I don't know !!!

Mutual Information for Response Generation.

Solution #1: Adding Rules

I don't know .
I don't know ..
I don't know ...
...
I don't know !
I don't know !!
I don't know !!!

I have no idea .

I don't have a clue.

I haven't the faintest idea

I don't have the foggiest idea what you are talking about .

I don't have the lightest idea what you are talking about .

How should I know ?

Mutual Information for Response Generation.

Solution #1: Adding Rules

I don't know .

I don't know ..

I don't know ...

...

I don't know !

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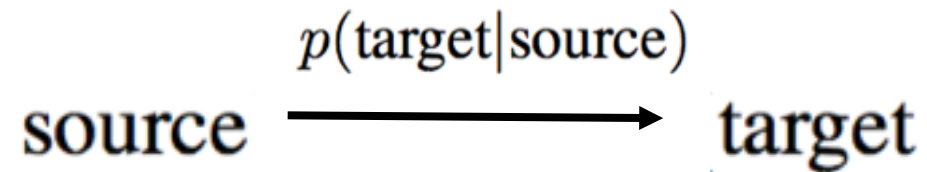
Rules don't work !!

Mutual Information for Response Generation.

$$\text{Loss} = -\log p(\text{target}|\text{source})$$

Mutual Information for Response Generation.

$$\text{Loss} = -\log p(\text{target}|\text{source})$$



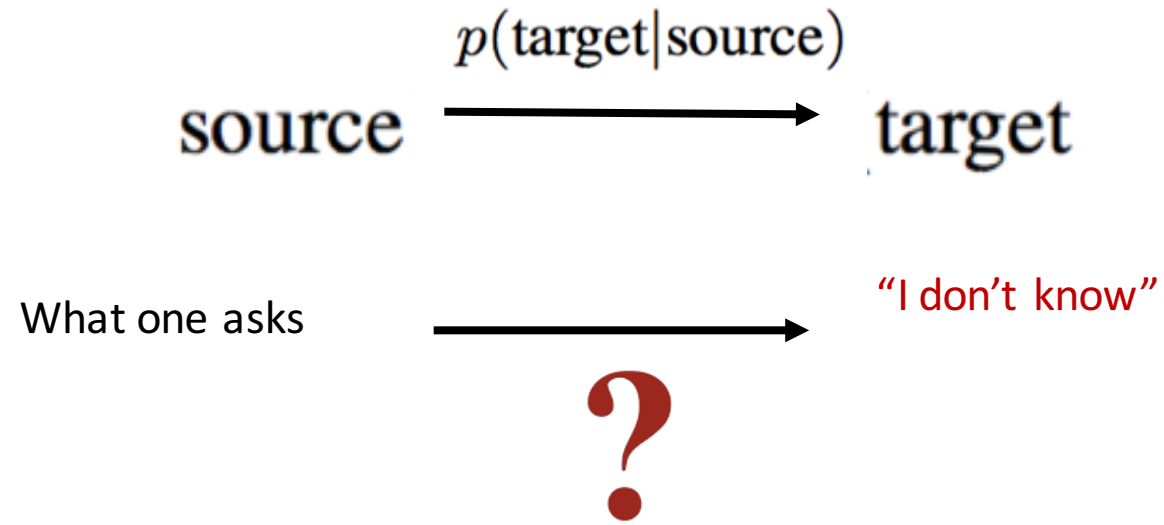
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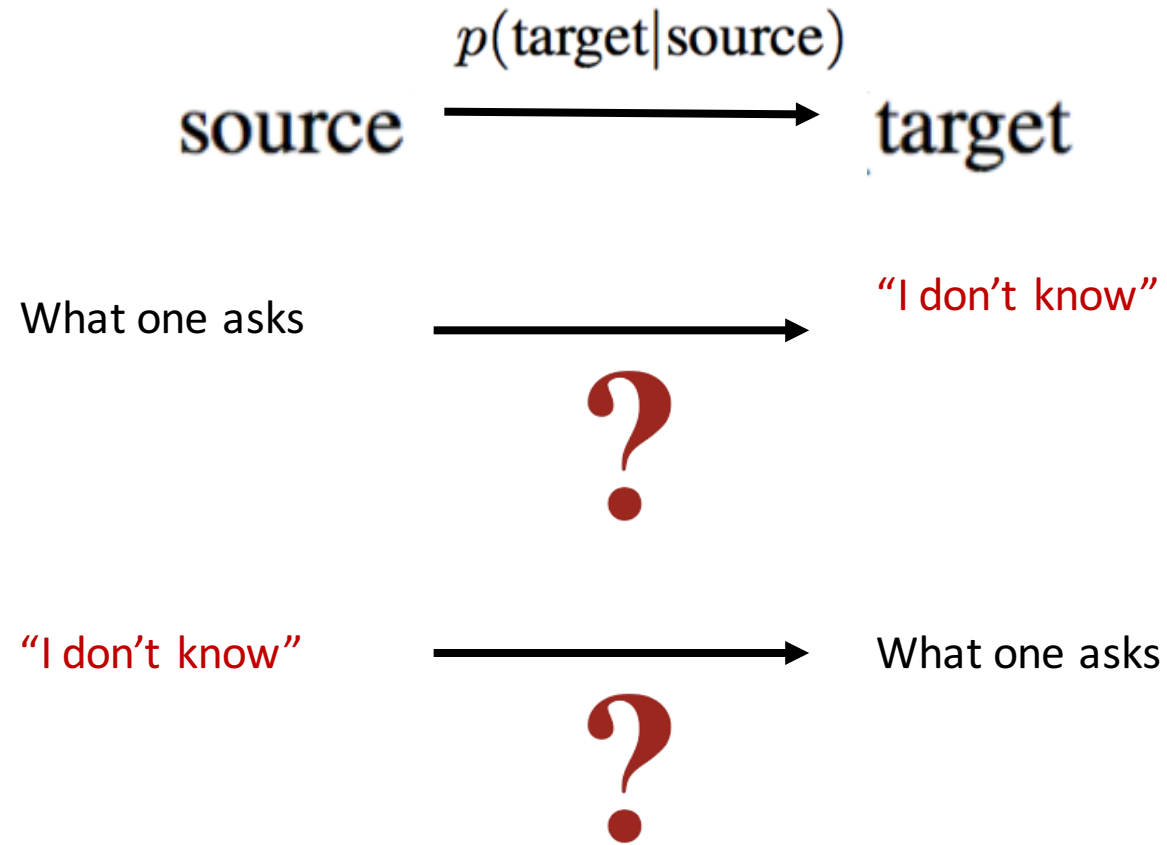
"I don't know"

Whatever one asks

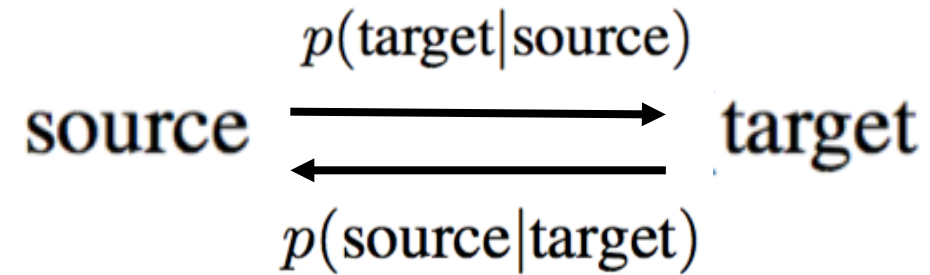
Mutual Information for Response Generation.



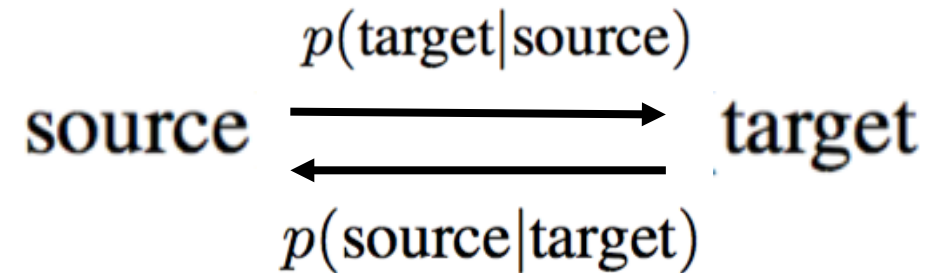
Mutual Information for Response Generation.



Mutual Information for Response Generation.



Mutual Information for Response Generation.



Mutual Information

$$\log \frac{p(S, T)}{p(S)p(T)}$$

Mutual Information for Response Generation.

$$\hat{T} = \arg \max_T \left\{ \log \frac{p(S, T)}{p(S)p(T)} \right\}$$

Mutual Information for Response Generation.

$$\hat{T} = \arg \max_T \left\{ \log \frac{p(S, T)}{p(S)p(T)} \right\}$$



Bayesian Rule

$$\hat{T} = \arg \max_T \left\{ \log p(T|S) - \lambda \log p(T) \right\}$$

Mutual Information for Response Generation.

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Bayesian Rule

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Standard Seq2Seq model

Mutual Information for Response Generation.

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Anti-language Model

Mutual Information for Response Generation.

$$\hat{T} = \arg \max_T \{ \log p(T|S) - \lambda \log p(T) \}$$



Bayesian Rule

$$T = \arg \max_T \{ (1 - \lambda) \log p(T|S) + \lambda \log p(S|T) \}$$

Mutual Information for Response Generation.

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Bayesian Rule

$$T = \arg \max_T \{ (1 - \lambda) \boxed{\log p(T|S)} + \lambda \log p(S|T) \}$$

$p(\text{target}|\text{source})$

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$$\hat{T} = \arg \max_T \{ \log p(T|S) - \lambda \log p(T) \}$$



Bayesian Rule

$$T = \arg \max_T \{ (1 - \lambda) \log p(T|S) + \lambda \boxed{\log p(S|T)} \}$$

$p(\text{source}|\text{target})$

Mutual Information for Response Generation.

Solution 1 $\hat{T} = \arg \max_T \{ \log p(T|S) - \lambda \log p(T) \}$

Solution 2 $T = \arg \max_T \{ (1 - \lambda) \log p(T|S) + \lambda \log p(S|T) \}$

Datasets and Evaluations

Datasets: Twitter conversational Dataset (23M pairs)
Opensubtitle movie scripts dataset (80M pairs)

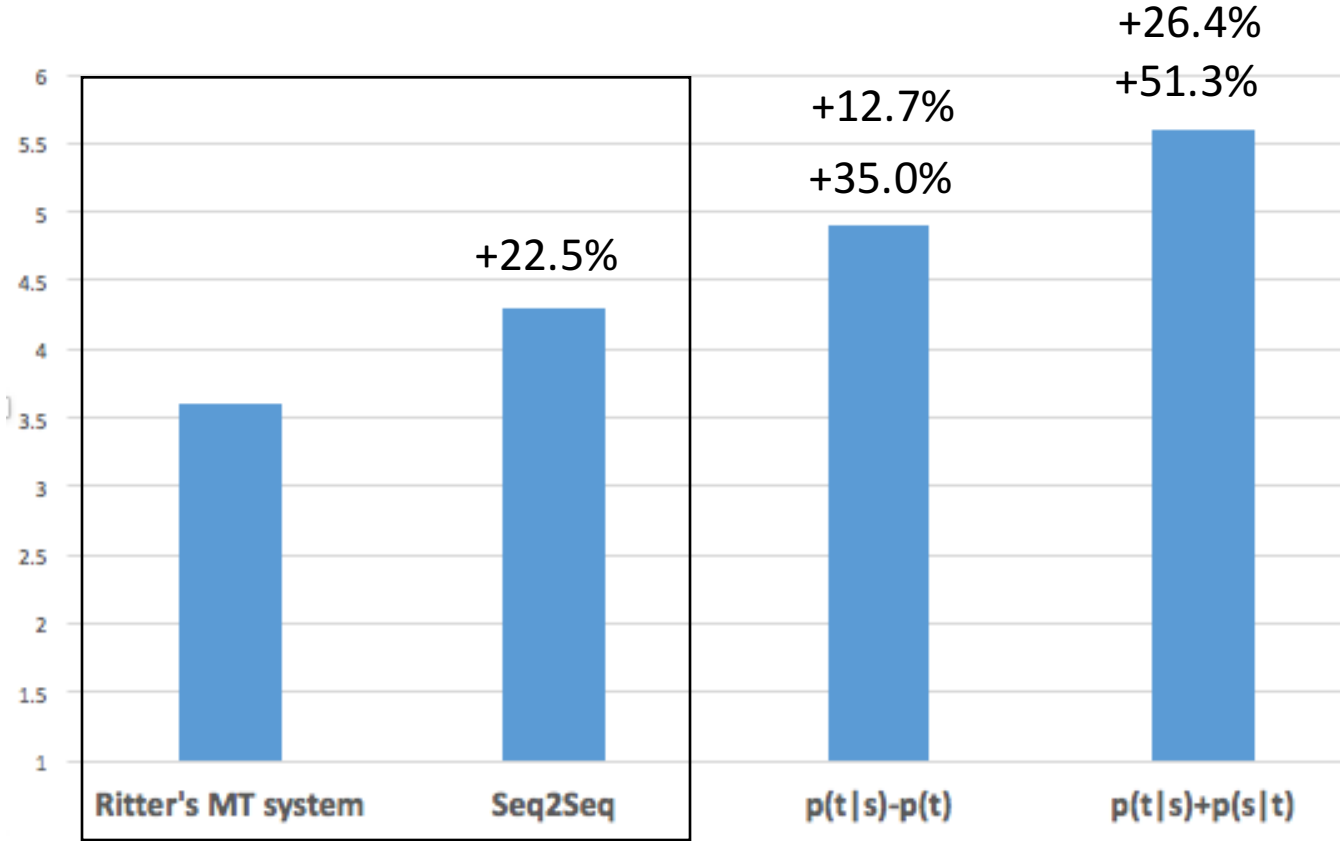
Datasets and Evaluations

Datasets: Twitter conversational Dataset (23M pairs)
Opensubtitle movie scripts dataset (80M pairs)

Evaluations : BLEU (Papineni et al., 2003)
#Distinct tokens
Human Evaluation
(1000 samples, each output is evaluated by 7 judges)

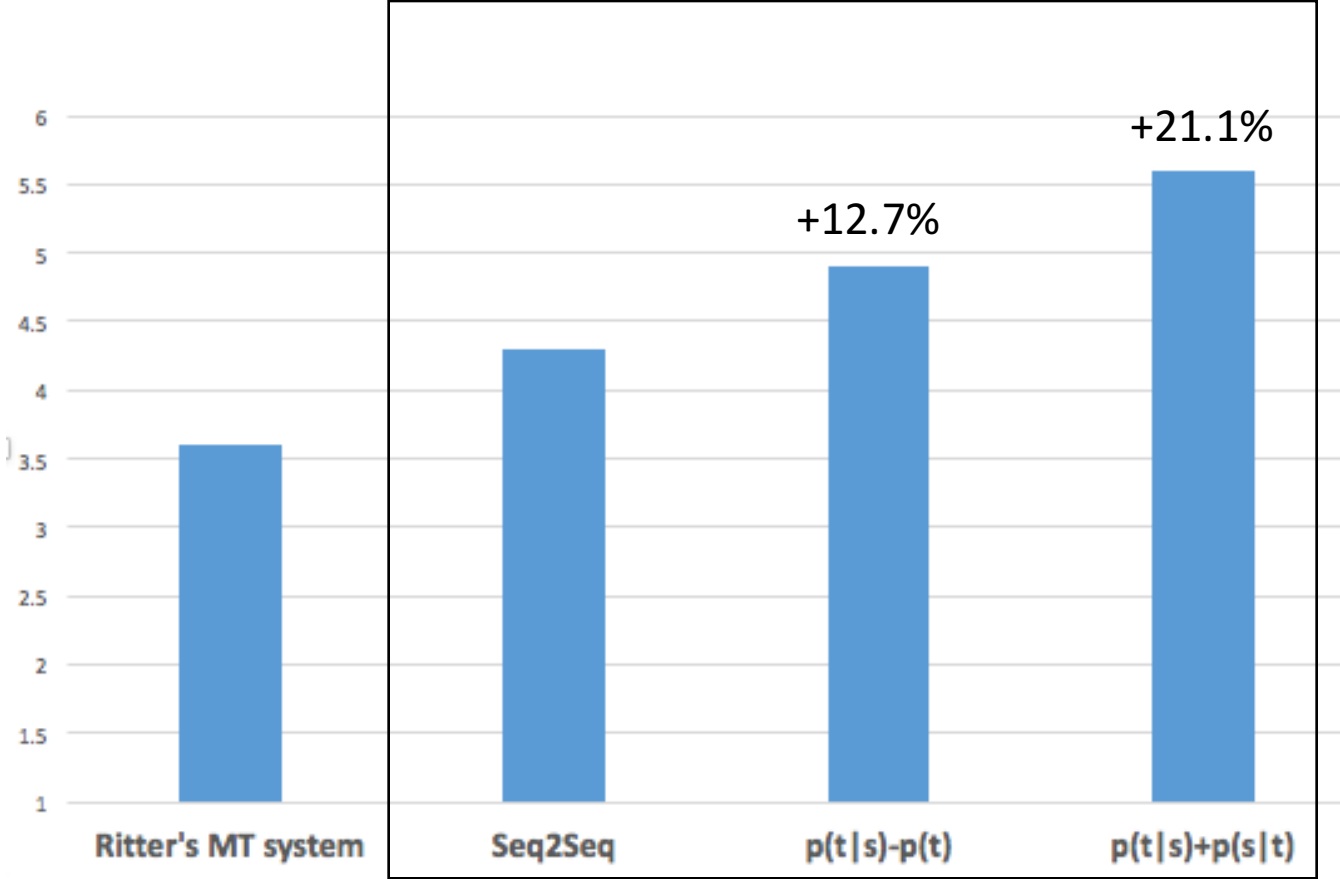
Datasets and Evaluations

BLEU



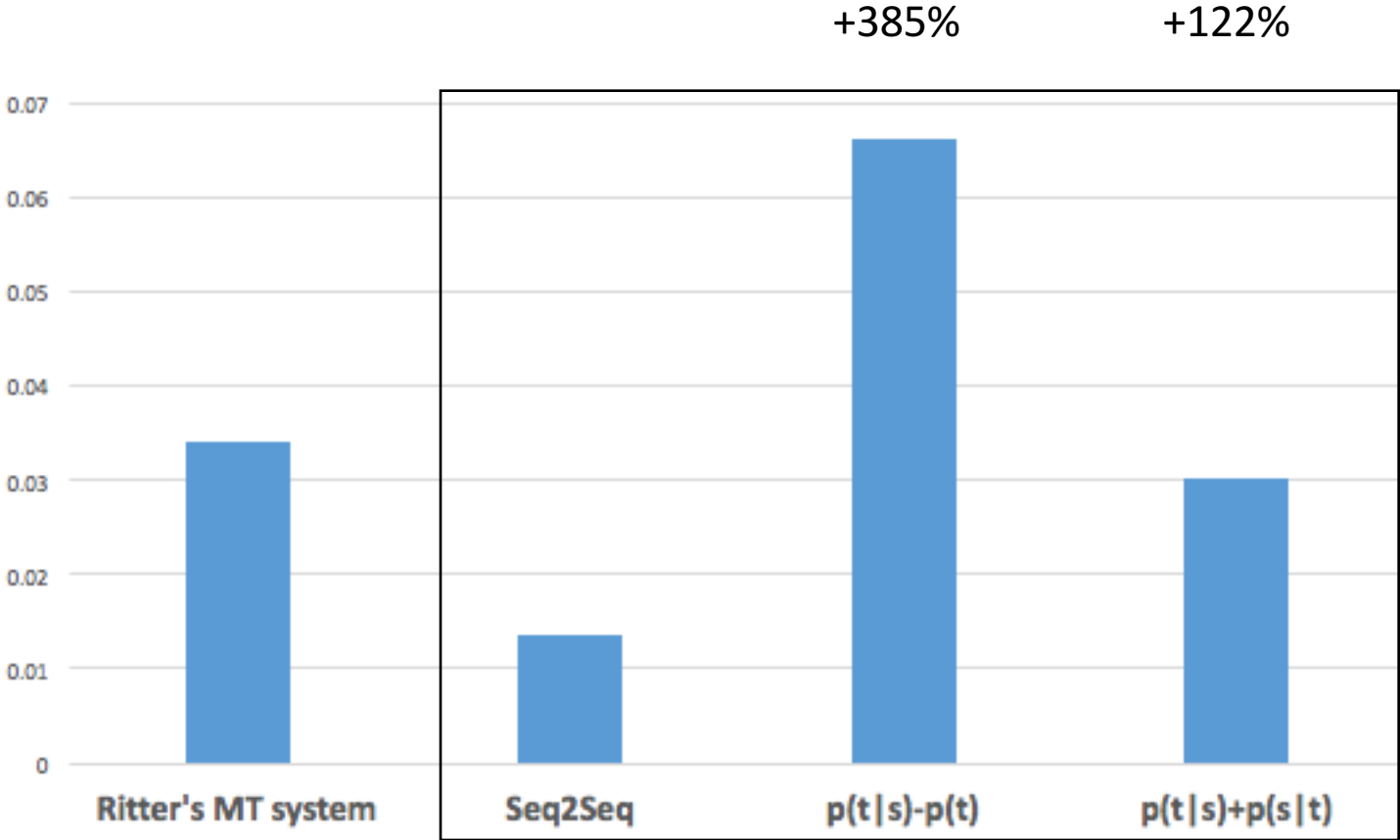
Datasets and Evaluations

BLEU on Twitter Dataset



Datasets and Evaluations

Distinct Tokens in generated targets (divided by total #) on Opensubtitle dataset



Human Evaluation

Comparator	Gain	95% CI
SMT (Ritter et al., 2011)	0.29	[0.25, 0.32]
SMT+neural reranking	0.28	[0.25, 0.32]
SEQ2SEQ (baseline)	0.11	[0.07, 0.14]
SEQ2SEQ (greedy)	0.08	[0.04, 0.11]

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Sampled Results

Input: What are you doing?

-0.86 I don't know.	-1.09 Get out of here.
-1.03 I don't know!	-1.09 I'm going home.
-1.06 Nothing.	-1.09 Oh my god!
-1.09 Get out of the way.	-1.10 I'm talking to you.

Input: what is your name?

-0.91 I don't know.	...
-0.92 I don't know!	-1.55 My name is Robert.
-0.92 I don't know, sir.	-1.58 My name is John.
-0.97 Oh, my god!	-1.59 My name's John.

Input: How old are you?

-0.79 I don't know.	...
-1.06 I'm fine.	-1.64 Twenty-five.
-1.17 I'm all right.	-1.66 Five.
-1.17 I'm not sure.	-1.71 Eight.

Standard Seq2Seq $p(t|s)$

Input: What are you doing?

1. I've been looking for you.	4. I told you to shut up.
2. I want to talk to you.	5. Get out of here.
3. Just making sure you're OK.	6. I'm looking for a doctor.

Input: What is your name?

1. Blue!	4. Daniel.
2. Peter.	5. My name is John.
3. Tyler.	6. My name is Robert.

Input: How old are you?

1. Twenty-eight.	4. Five.
2. Twenty-four.	5. 15.
3. Long.	6. Eight.

Mutual Information

Outlines

1. Mutual Information for Response Generation.
2. **Speaker Consistency**
3. Multi-context Response Generation
4. Reinforcement learning for Response Generation

Speaker Consistency

Li et al., 2016. A Persona-Based Neural Conversation Model,

Speaker Consistency

Mutual Information

$$\hat{T} = \arg \max_T \left\{ \log \frac{p(S, T)}{p(S)p(T)} \right\}$$

MLE

$$\hat{T} = \arg \max_T \left\{ \log p(T|S) \right\}$$

Speaker Consistency



How old are you ?

I'm 8 .



Speaker Consistency



How old are you ?

I'm 8 .



What's your age?

18



Speaker Consistency



Where do you live now?

I live in Los Angeles.



Speaker Consistency



Where do you live now?

I live in Los Angeles.



In which city do you live now?

I live in Paris.

Speaker Consistency



Where do you live now?

I live in Los Angeles.



In which city do you live now?

I live in Paris.

In which country do you live now?

England, you?

Speaker Consistency



How old are you ?

I'm 8.



Speaker Consistency



How old are you ?

I'm 8.



How many kids do you have ?

4, you ?

Speaker Consistency



When were you born ?

In 1942.



Speaker Consistency



When were you born ?

In 1942.



When was your mother born ?

In 1966.

Speaker Consistency

Speaker Consistency

1. Background facts, user profiles.

Speaker Consistency

1. Background facts, user profiles.
2. Language behavior

Speaker Consistency

1. Background facts, user profiles.
2. Language behavior
3. Interaction style

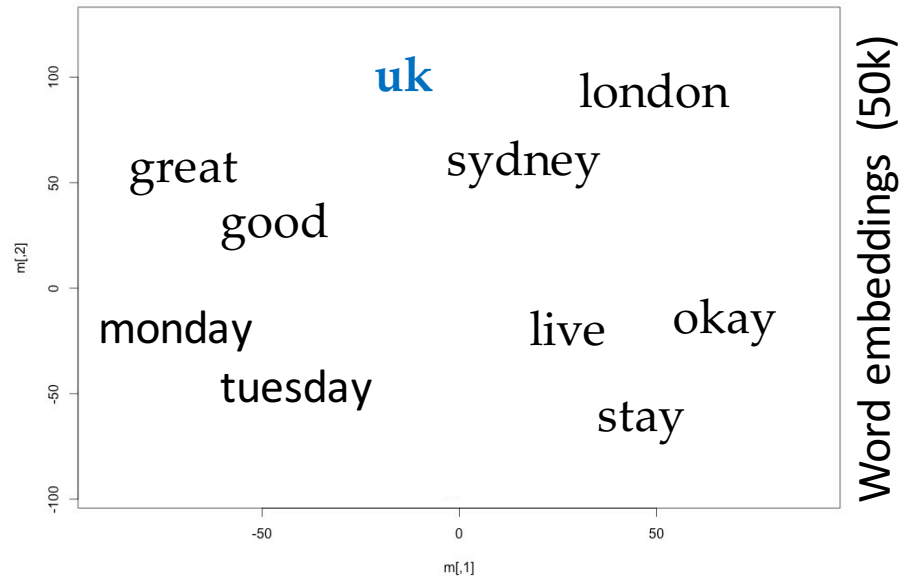
Speaker Consistency

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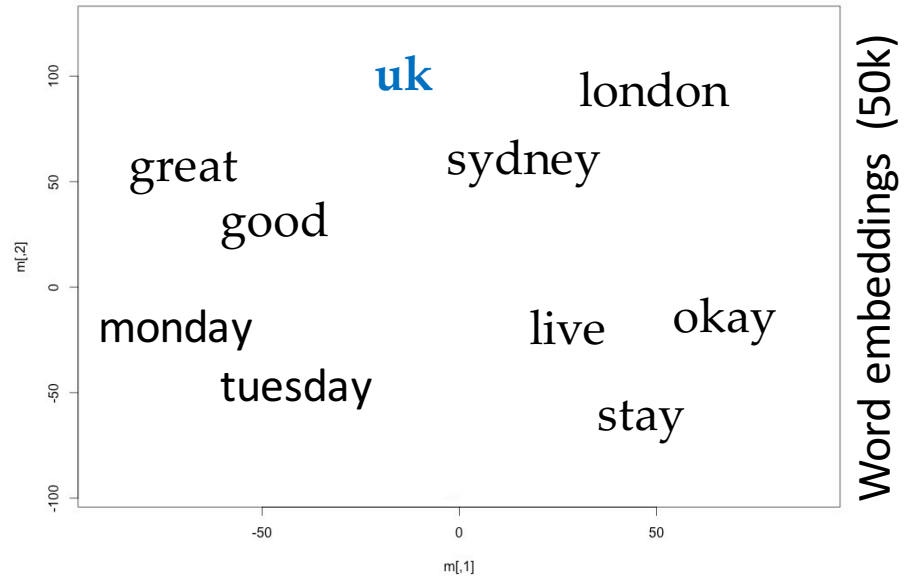


How to model speakers ??

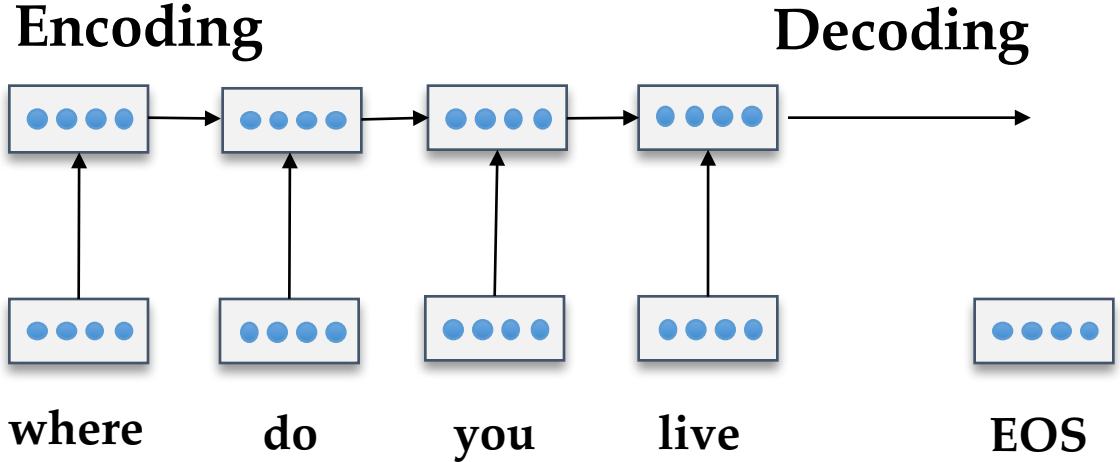
How to represent users



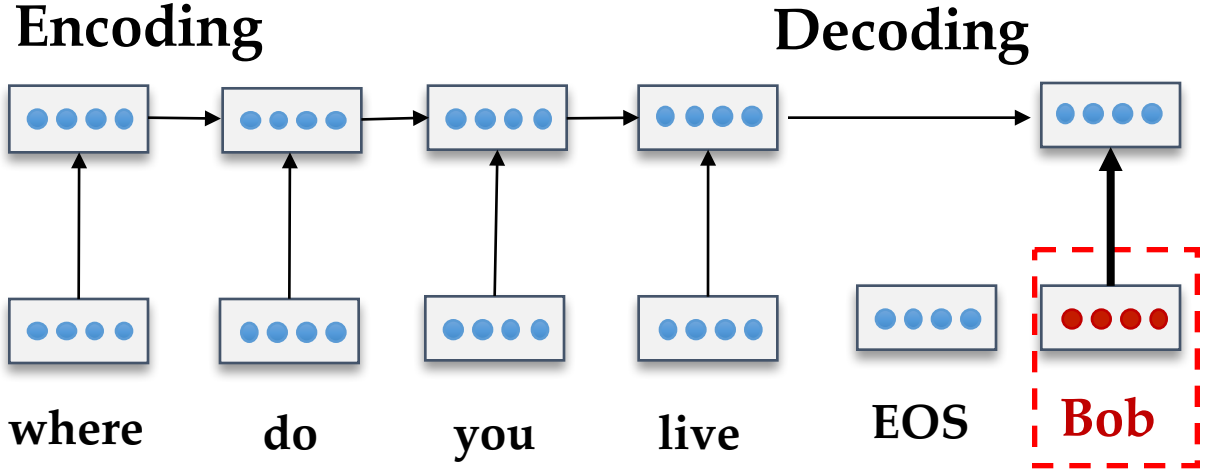
How to represent users



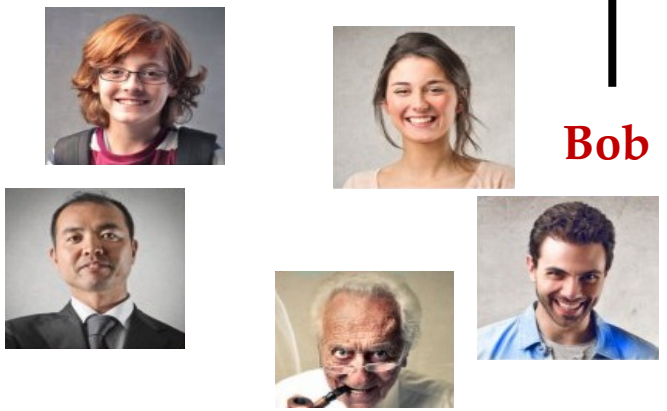
Persona seq2seq model



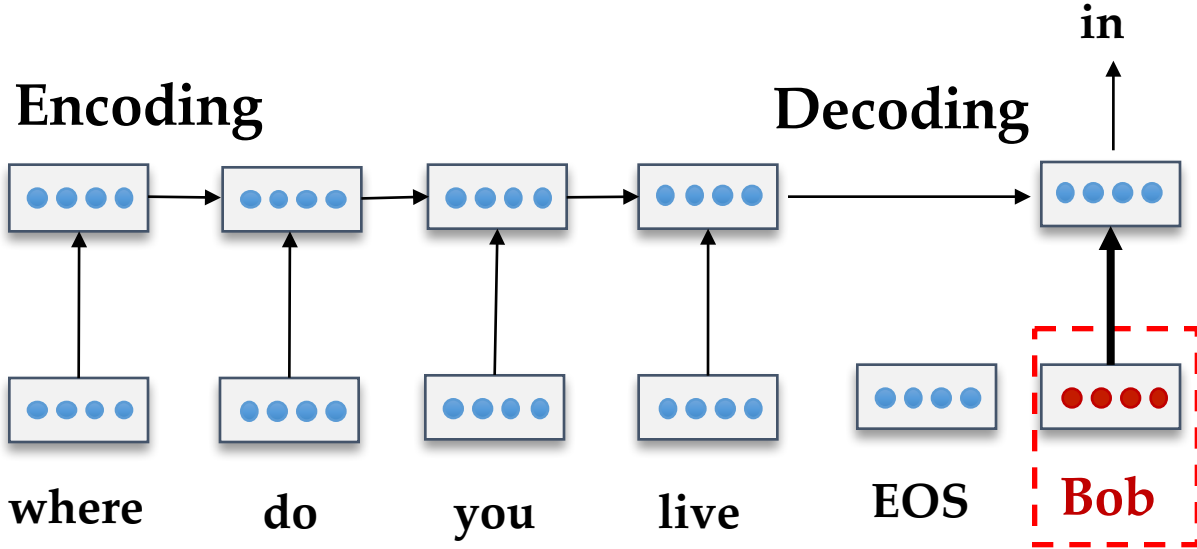
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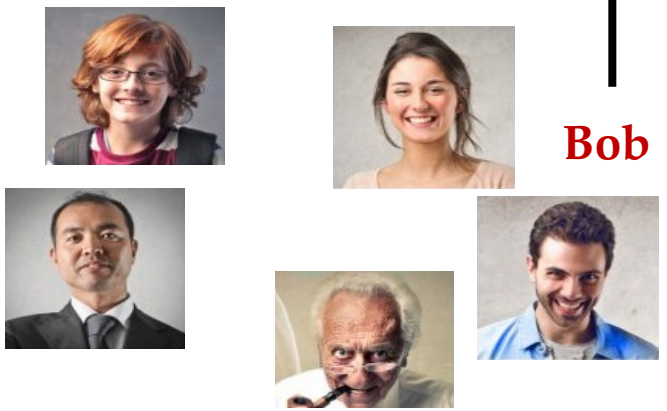
Persona embeddings (70k)



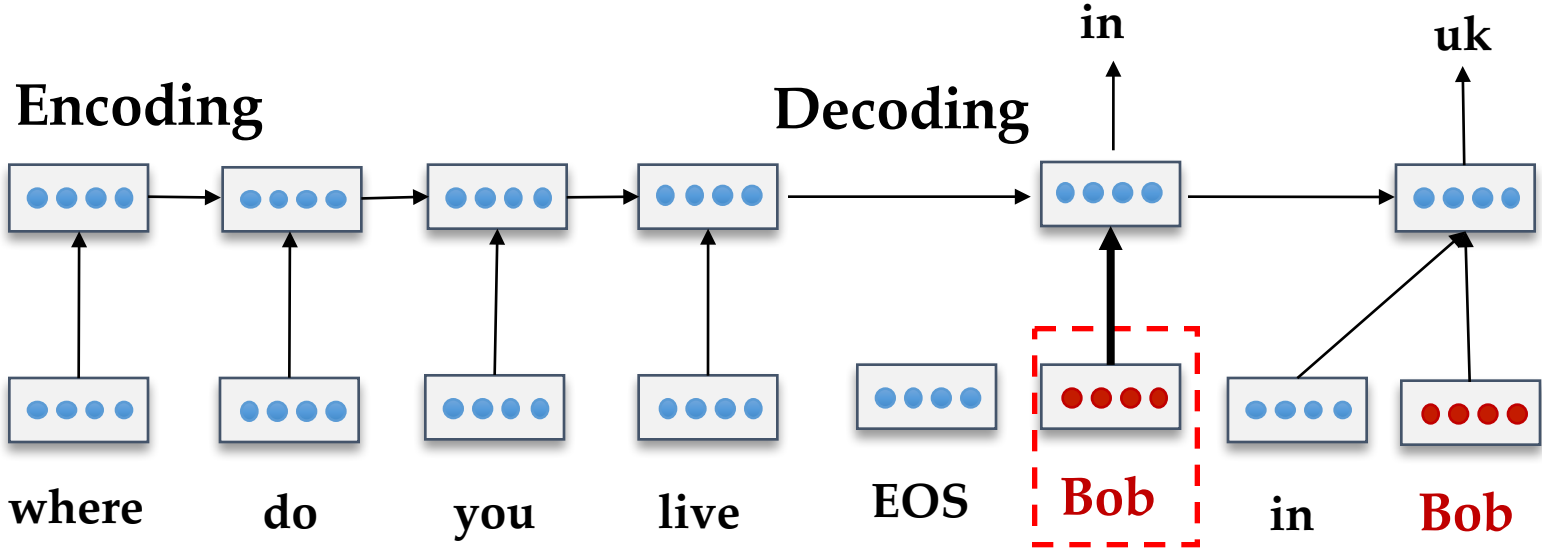
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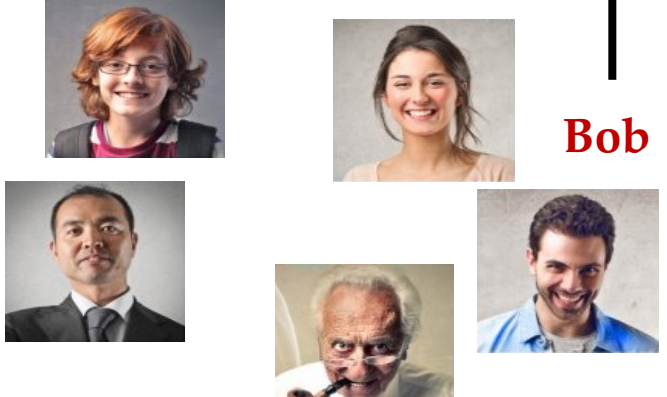
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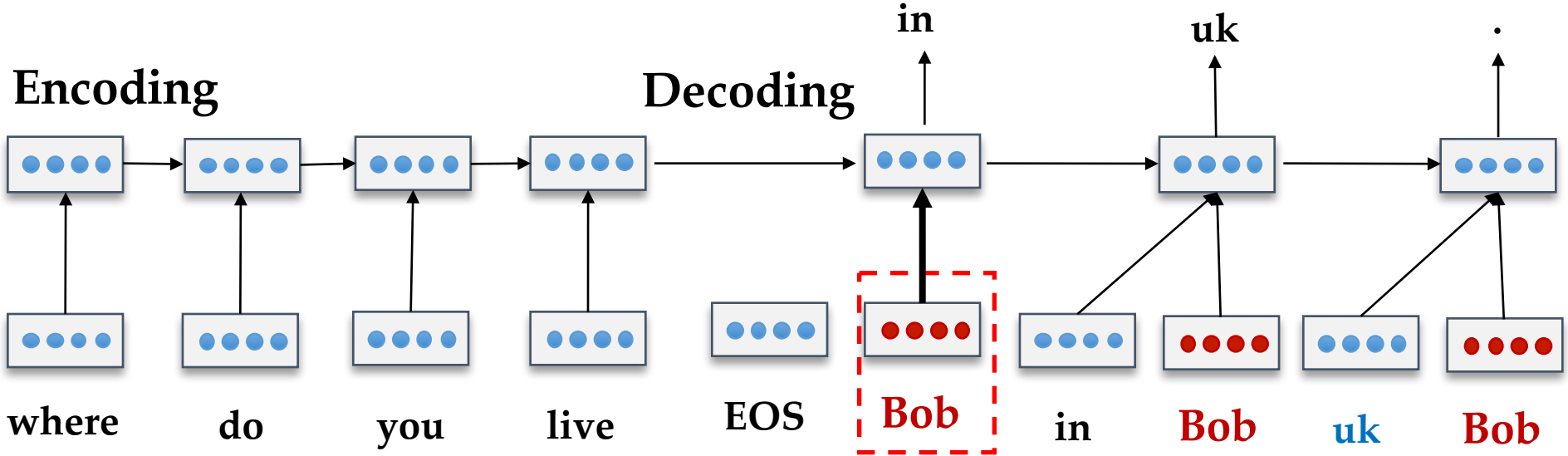
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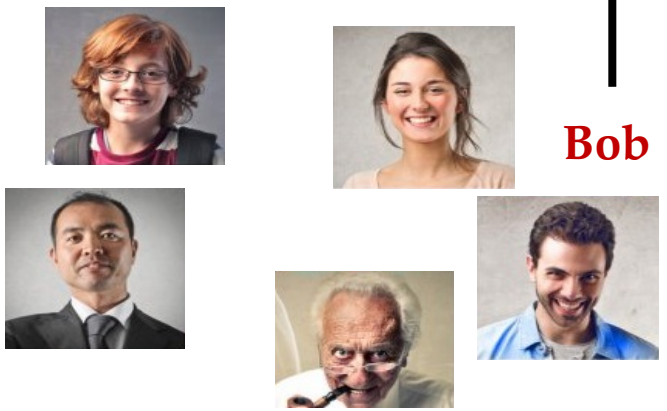
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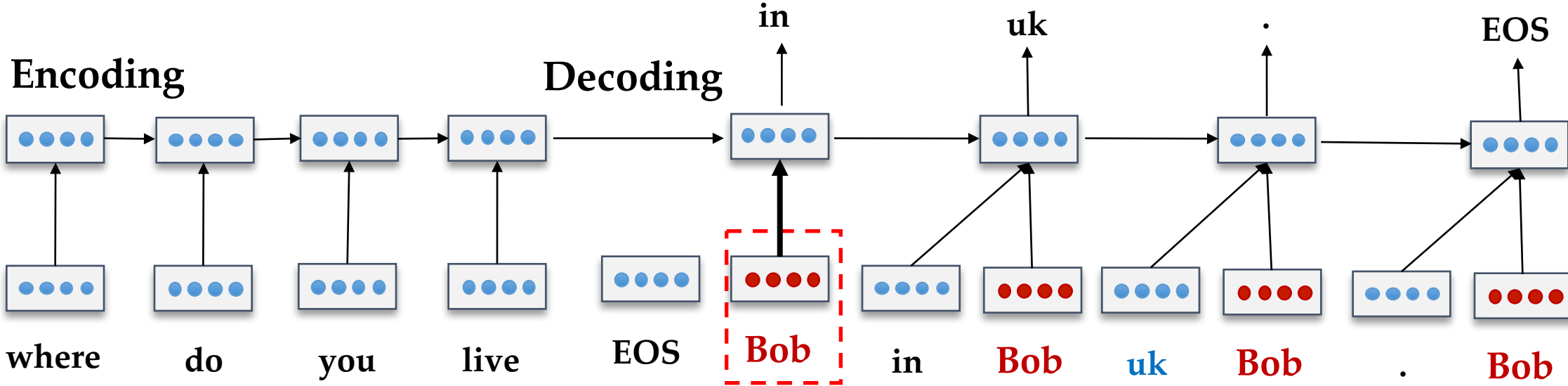
Persona seq2seq model



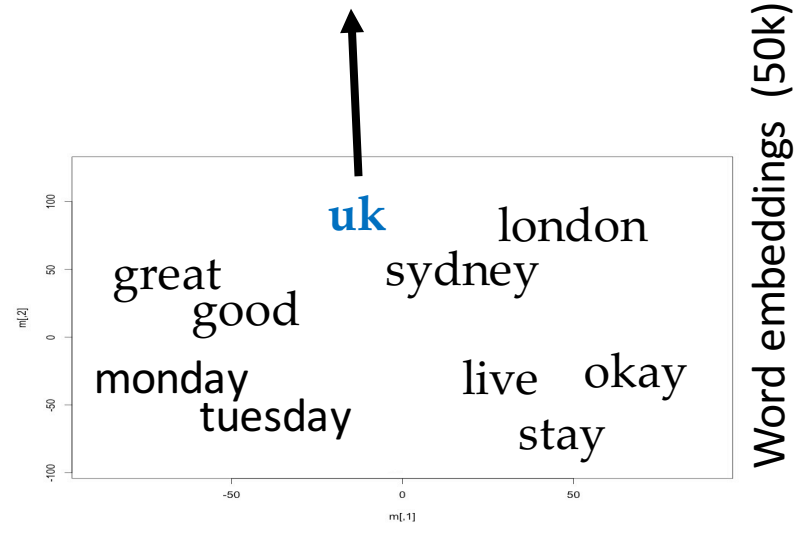
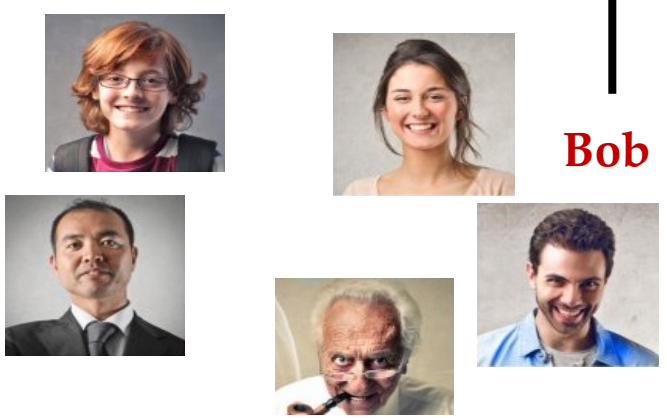
Persona embeddings (70k)



Persona seq2seq model



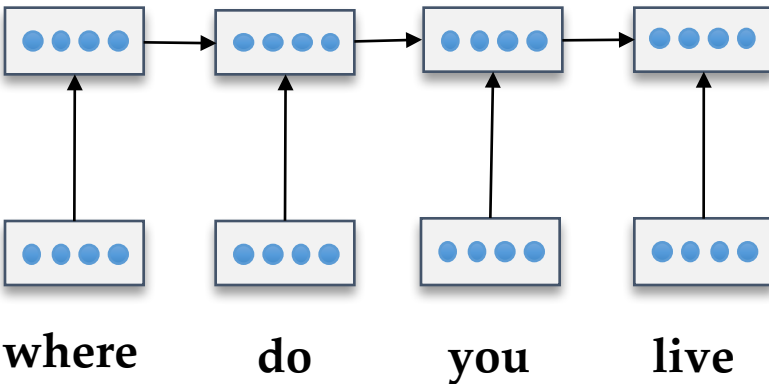
Persona embeddings (70k)



Word embeddings (50k)

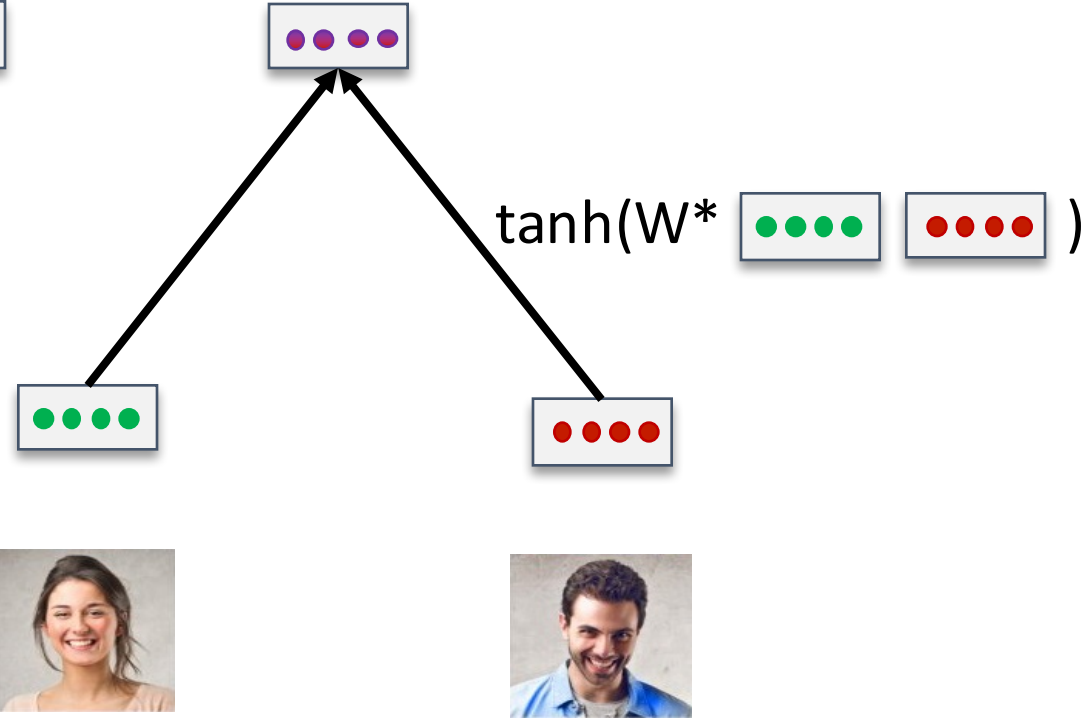
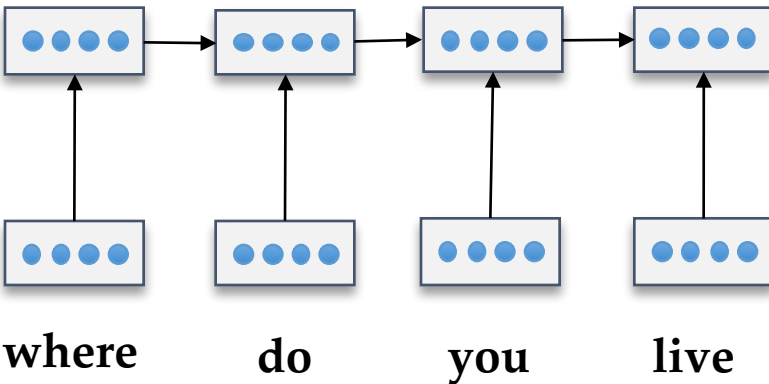
Interaction Seq2Seq model

Encoding

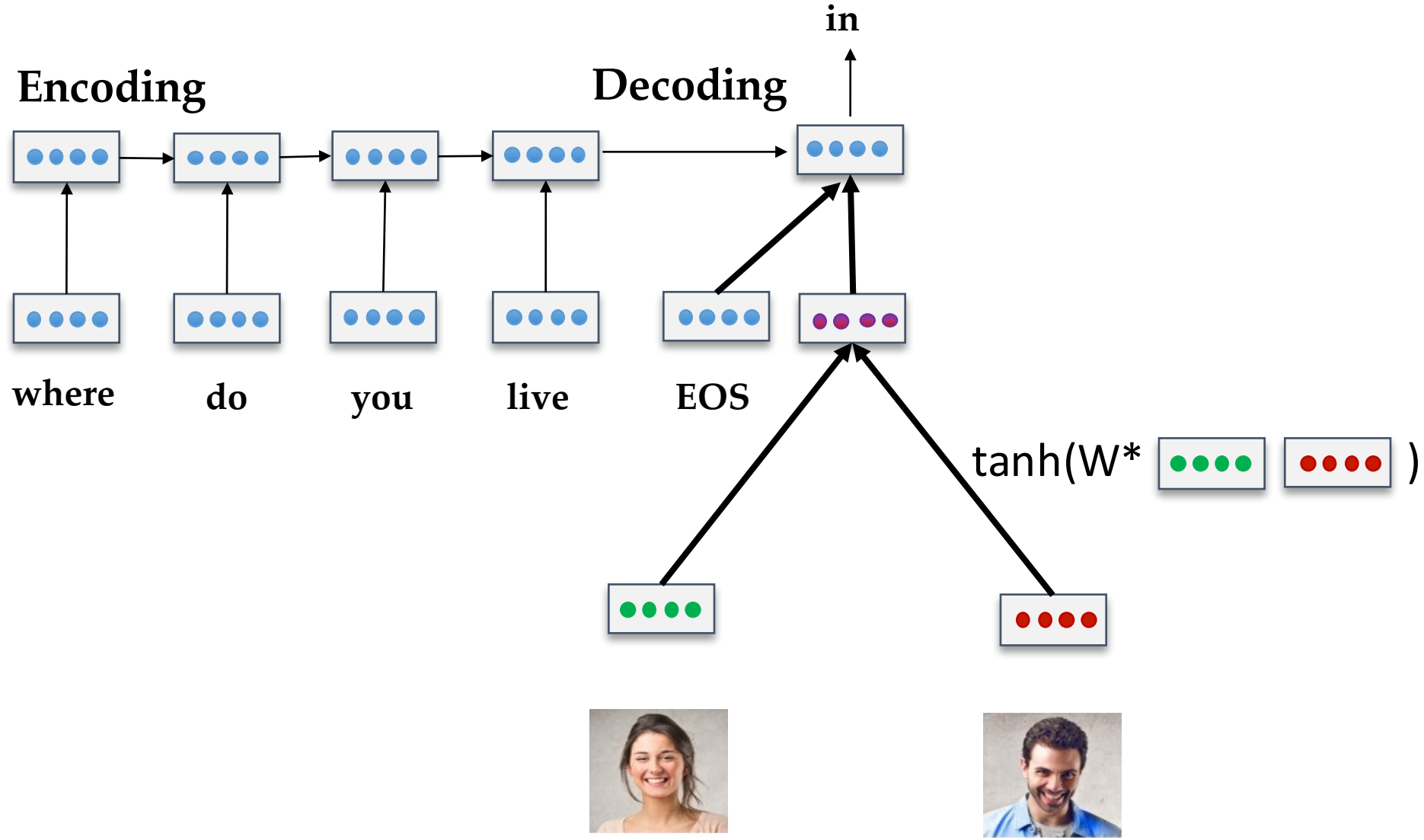


Interaction Seq2Seq model

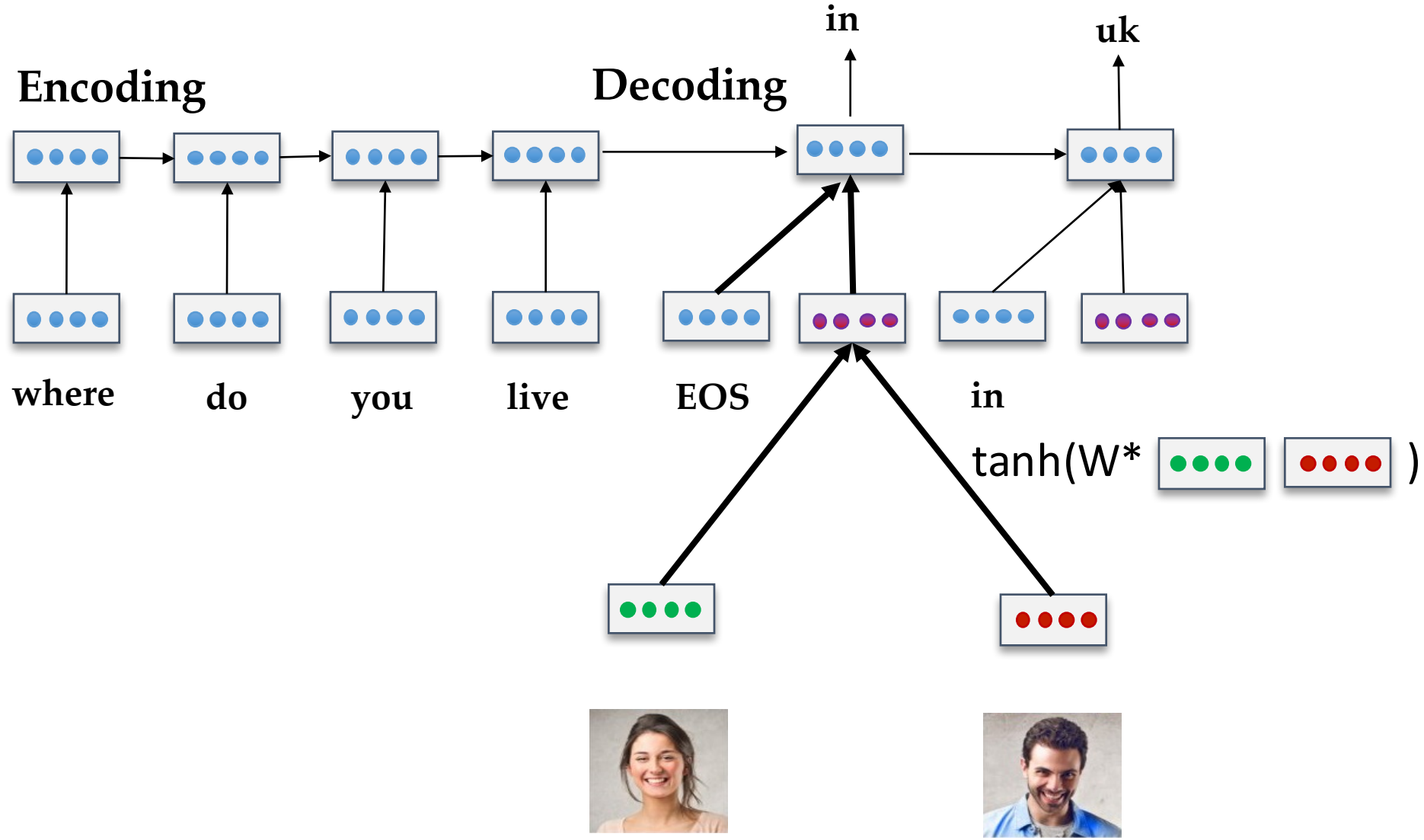
Encoding



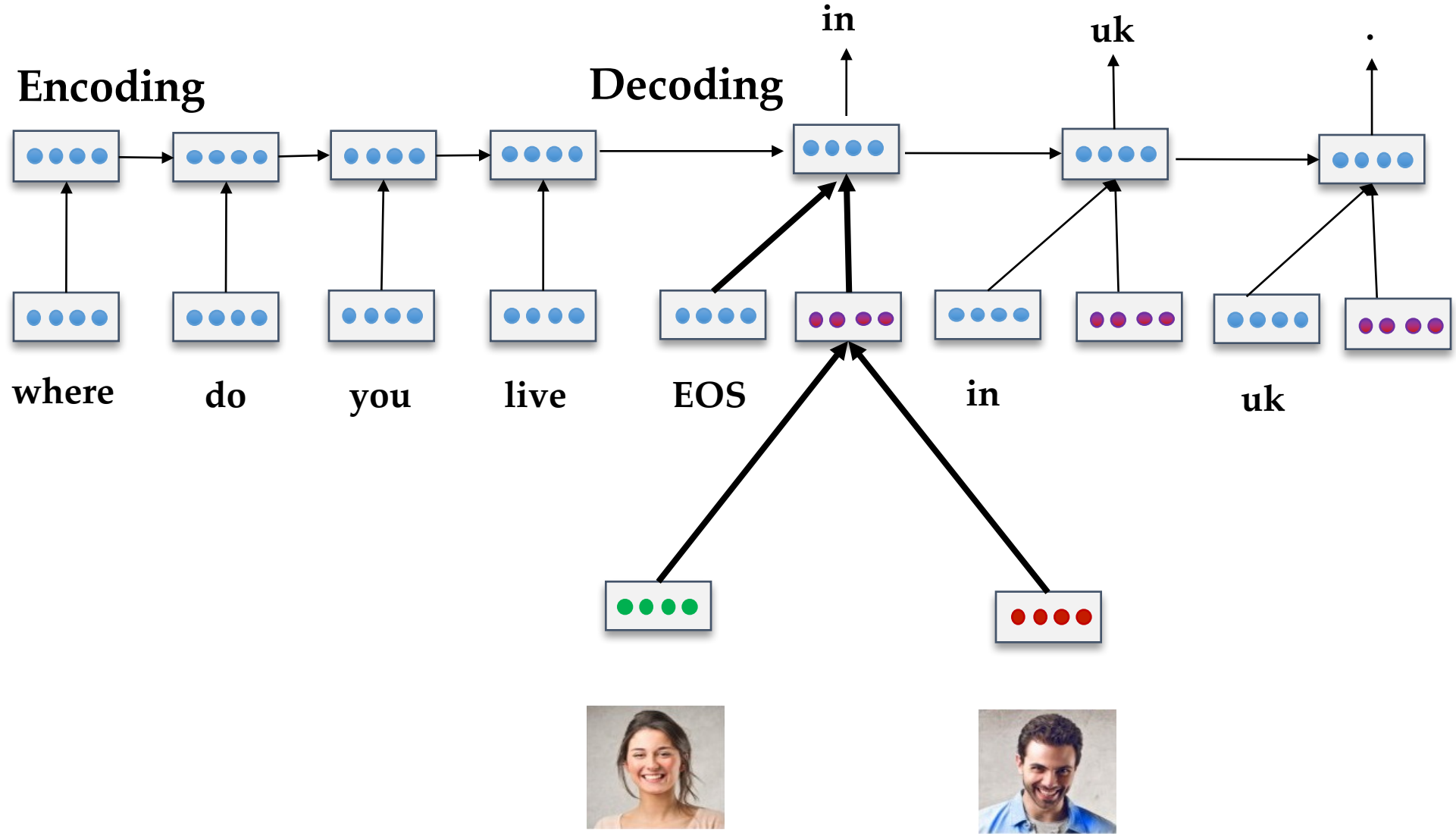
Interaction Seq2Seq model



Interaction Seq2Seq model



Interaction Seq2Seq model



Datasets and Evaluations

Conversation from Twitter 28M turns

74,003 Users minimum of 60 conversational turns

Perplexity

BLEU (4,000 single reference)

Human Evaluation

Quantitative Results

	Seq2Seq	Speaker Model
Perplexity	47.2	42.2 (-10.6%)
BLEU (without MMI)	0.92	1.12 (+21.7%)
BLEU (with MMI)	1.41	1.66 (+11.7%)

Human Evaluation

Question Pairs



Human Evaluation

Question Pairs

What city do you live in ?

What country do you live in ?



Human Evaluation

Question Pairs

What city do you live in ?
What country do you live in ?

Are you vegan or vegetarian ?
Do you eat beef ?



Human Evaluation

Question Pairs

What city do you live in ?
What country do you live in ?

London/UK

London/US



Human Evaluation

Which Model produces more consistent answers ?
Each item is given to 5 judges.
Ties are discarded



	Seq2Seq Model	Persona Model
Item1	+1	
Item2		+1

Human Evaluation

Seq2Seq Model	Persona Model
0.84	1.33 (+34.7%)

Results (No cherry-picking)

User1	
<i>message</i>	Where is your hometown?
<i>response</i>	I'm from England.
<i>message</i>	Where are you from?
<i>response</i>	I'm from England.
<i>message</i>	In which city do you live now?
<i>response</i>	I live in London.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business. You?
<i>message</i>	What did you study in college?
<i>response</i>	I did business studies.
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 18.

User2	
<i>message</i>	Where is your hometown?
<i>response</i>	I live in Indonesia.
<i>message</i>	Where are you from?
<i>response</i>	England, you?
<i>message</i>	In which city do you live now?
<i>response</i>	I live in Jakarta.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia.
<i>message</i>	What is your major?
<i>response</i>	Business, you?
<i>message</i>	What did you study in college?
<i>response</i>	Psychology, you?
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 16.

Results (No cherry-picking)

User1	
<i>message</i>	Where is your hometown?
<i>response</i>	I'm from England.
<i>message</i>	Where are you from?
<i>response</i>	I'm from England.
<i>message</i>	In which city do you live now?
<i>response</i>	I live in London.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business. You?
<i>message</i>	What did you study in college?
<i>response</i>	I did business studies.
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 18.

User2	
<i>message</i>	Where is your hometown?
<i>response</i>	I live in Indonesia.
<i>message</i>	Where are you from?
<i>response</i>	England, you?
<i>message</i>	In which city do you live now?
<i>response</i>	I live in Jakarta.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia
<i>message</i>	What is your major?
<i>response</i>	Business, you?
<i>message</i>	What did you study in college?
<i>response</i>	Psychology, you?
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 16.

Results (No cherry-picking)

User1	
<i>message</i>	Where is your hometown?
<i>response</i>	I'm from England.
<i>message</i>	Where are you from?
<i>response</i>	I'm from England.
<i>message</i>	In which city do you live now?
<i>response</i>	I live in London.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business You?
<i>message</i>	What did you study in college?
<i>response</i>	I did business studies .
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 18.

User2	
<i>message</i>	Where is your hometown?
<i>response</i>	I live in Indonesia.
<i>message</i>	Where are you from?
<i>response</i>	England, you?
<i>message</i>	In which city do you live now?
<i>response</i>	I live in Jakarta.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia.
<i>message</i>	What is your major?
<i>response</i>	Business, you?
<i>message</i>	What did you study in college?
<i>response</i>	Psychology, you?
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
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<i>message</i>	Where are you from?
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<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business. You?
<i>message</i>	What did you study in college?
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<i>response</i>	I'm 18.
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User2	
<i>message</i>	Where is your hometown?
<i>response</i>	I live in Indonesia.
<i>message</i>	Where are you from?
<i>response</i>	England, you?
<i>message</i>	In which city do you live now?
<i>response</i>	I live in Jakarta.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia.
<i>message</i>	What is your major?
<i>response</i>	Business, you?
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<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business. You?
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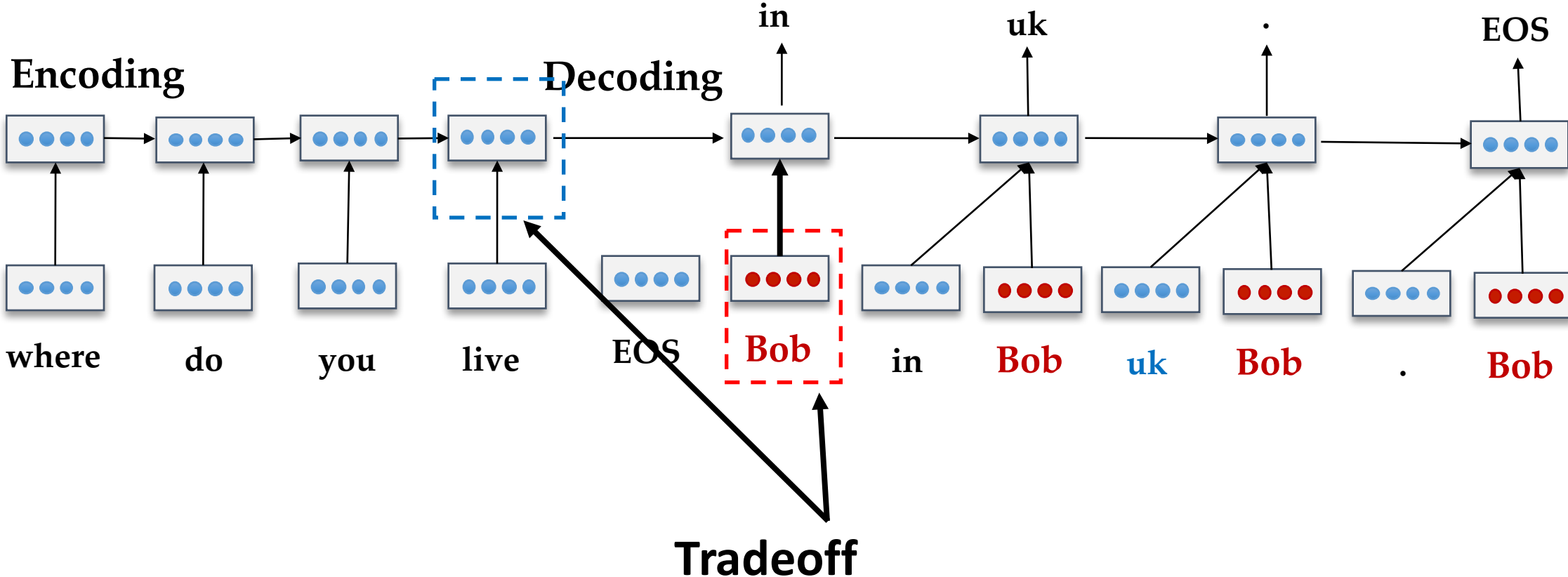
User2	
<i>message</i>	Where is your hometown?
<i>response</i>	I live in Indonesia.
<i>message</i>	Where are you from?
<i>response</i>	England, you?
<i>message</i>	In which city do you live now?
<i>response</i>	I live in Jakarta.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia.
<i>message</i>	What is your major?
<i>response</i>	Business, you?
<i>message</i>	What did you study in college?
<i>response</i>	Psychology, you?
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
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<i>message</i>	Where are you from?
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<i>response</i>	I live in London.
<i>message</i>	In which country do you live now?
<i>response</i>	I live in England.
<i>message</i>	What is your major?
<i>response</i>	Business. You?
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<i>message</i>	In which country do you live now?
<i>response</i>	I live in Indonesia.
<i>message</i>	What is your major?
<i>response</i>	Business, you?
<i>message</i>	What did you study in college?
<i>response</i>	Psychology, you?
<i>message</i>	How old are you?
<i>response</i>	I'm 18.
<i>message</i>	What is your age?
<i>response</i>	I'm 16.

Persona seq2seq model



Outlines

1. Mutual Information for Response Generation.
2. Speaker Consistency
3. Multi-context Response Generation
4. Reinforcement learning for Response Generation

Multi-context Response Generation

Single Context:



Any particular plan ?

????

Multi-context Response Generation



What's your plan for the upcoming summer?

I am going to Hawaii for vocation.



Any particular plan ?

????



Multi-context Response Generation



What's your plan for the upcoming summer?

I am going to Hawaii for vocation.



Any particular plan ?

????



Multi-context Response Generation

Notations

What's your plan for the upcoming summer ?

I am going to Hawaii for vocation.

...

Any particular plan ?

Response r

????

Multi-context Response Generation

Notations

What's your plan for the upcoming summer ?

I am going to Hawaii for vocation.

Any particular plan ?

Message: m

Response r

????

Multi-context Response Generation

Notations

What's your plan for the upcoming summer?

Context c_1

Context c_2

I am going to Hawaii for vocation.

...

Any particular plan ?

Message: m

Response r

????

Multi-context Response Generation

What's your plan for the upcoming summer?

I am going to Hawaii for vocation.

...

Multi-context Response Generation

What's your plan for the upcoming summer?

LSTM



I am going to Hawaii for vocation.



...

...



Multi-context Response Generation

What's your plan for the upcoming summer?

LSTM



c_1

I am going to Hawaii for vocation.



c_2

...

...



c_K

Weighted Sum



C

$$C = \sum_i O_i c_i$$

Multi-context Response Generation

What's your plan for the upcoming summer?

LSTM



c_1

I am going to Hawaii for vocation.



c_2

...

...



c_K

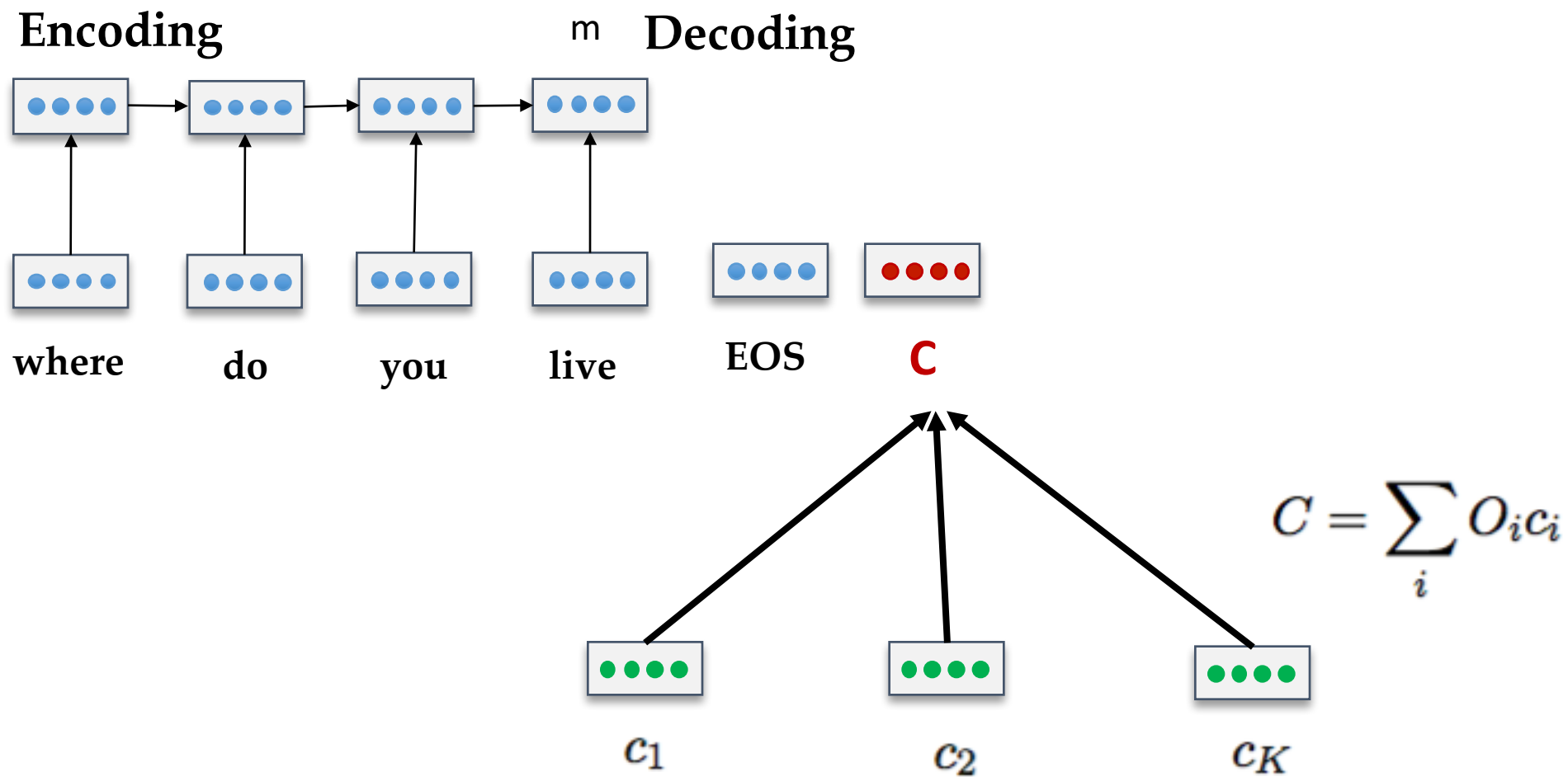
Weighted Sum



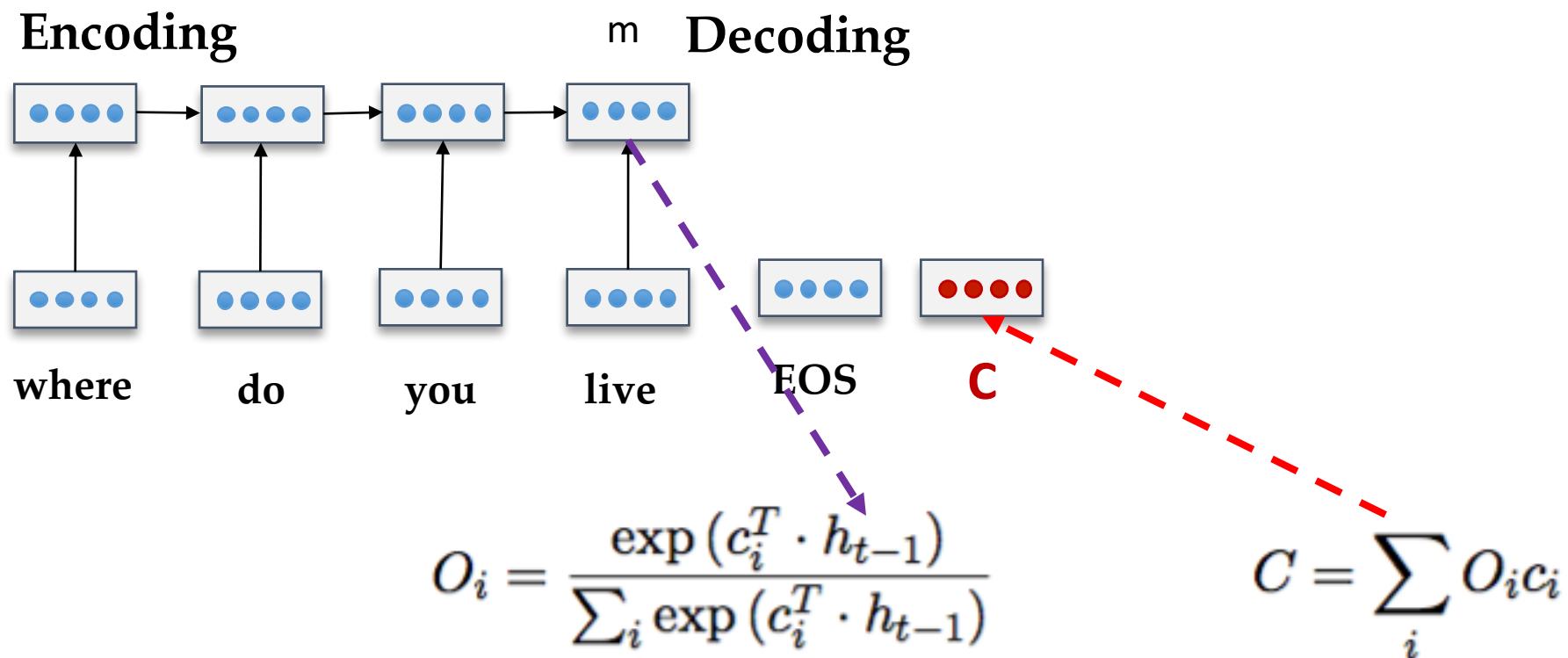
C

$$C = \sum_i O_i c_i \quad \text{Memory Network (Weston et al., 2014)}$$

Multi-context Response Generation

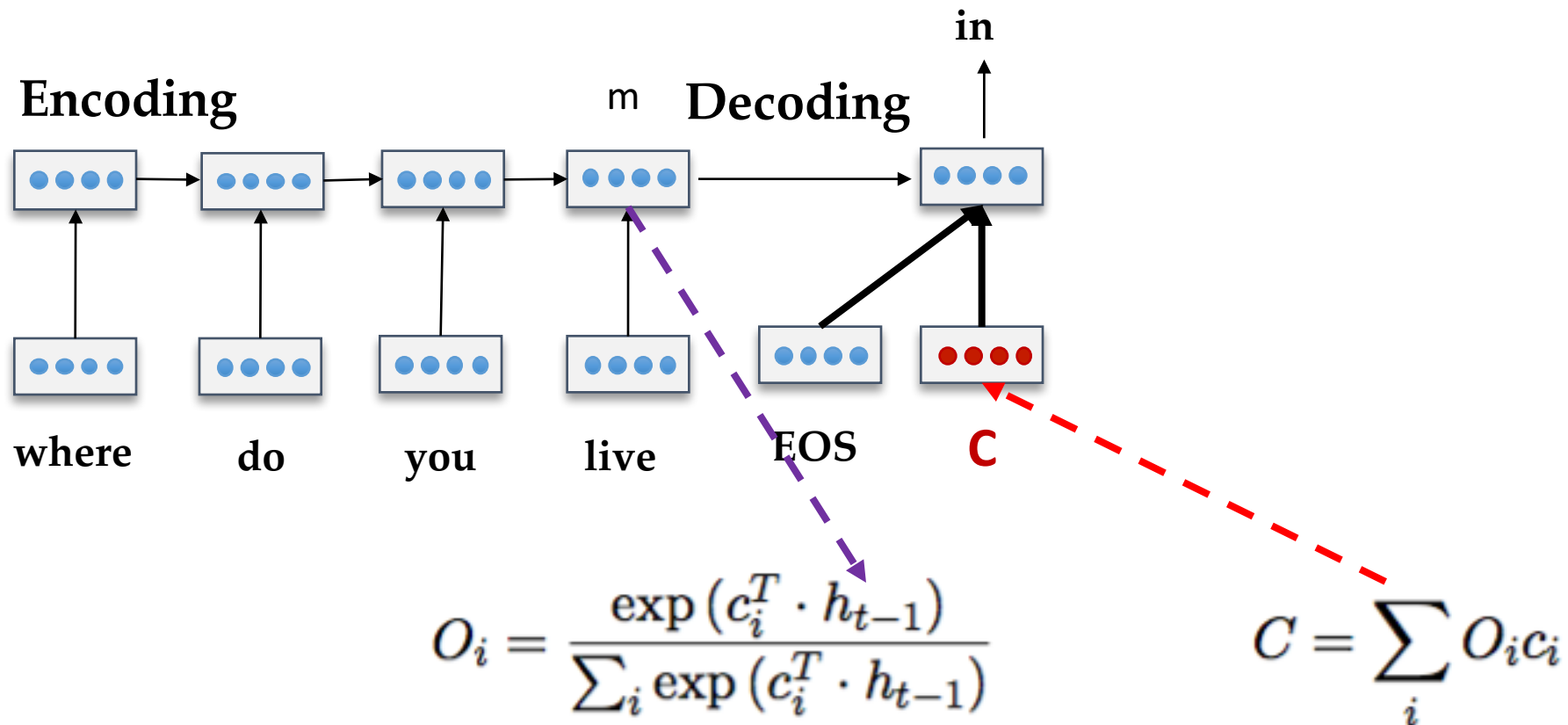


Multi-context Response Generation

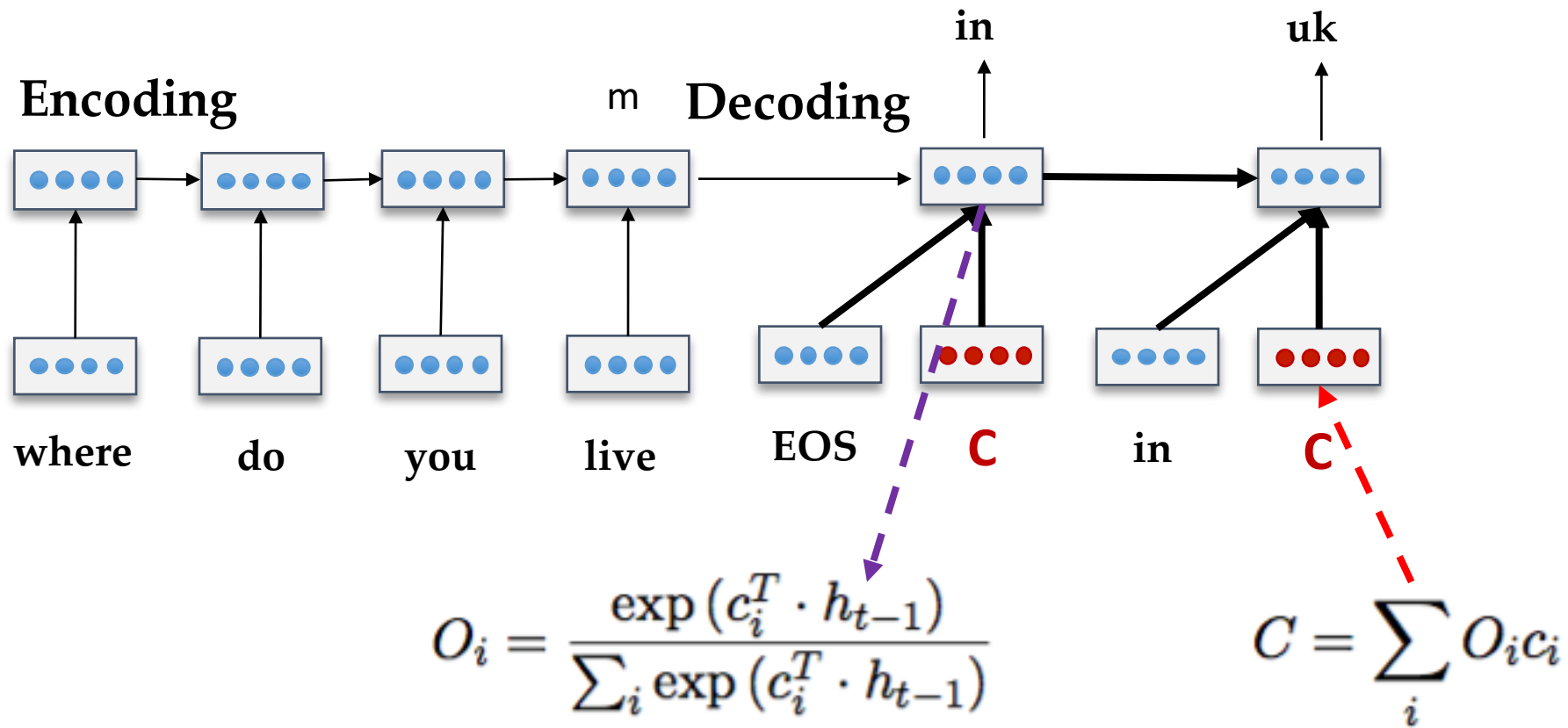


Attention Models (Bahdanau et al., 2014;
Luong et al., 2015)

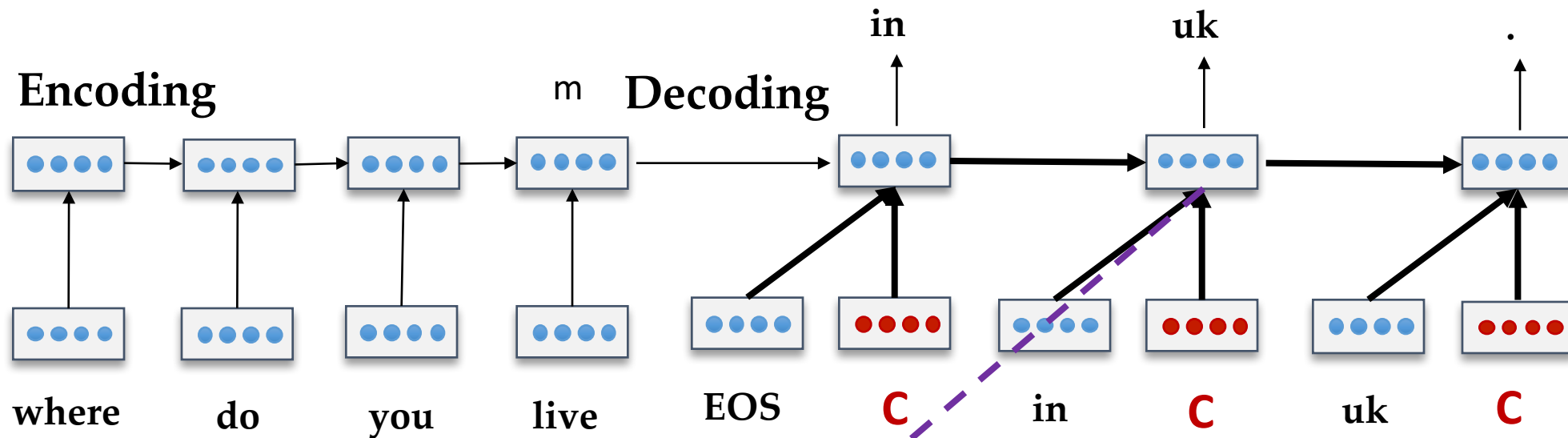
Multi-context Response Generation



Multi-context Response Generation



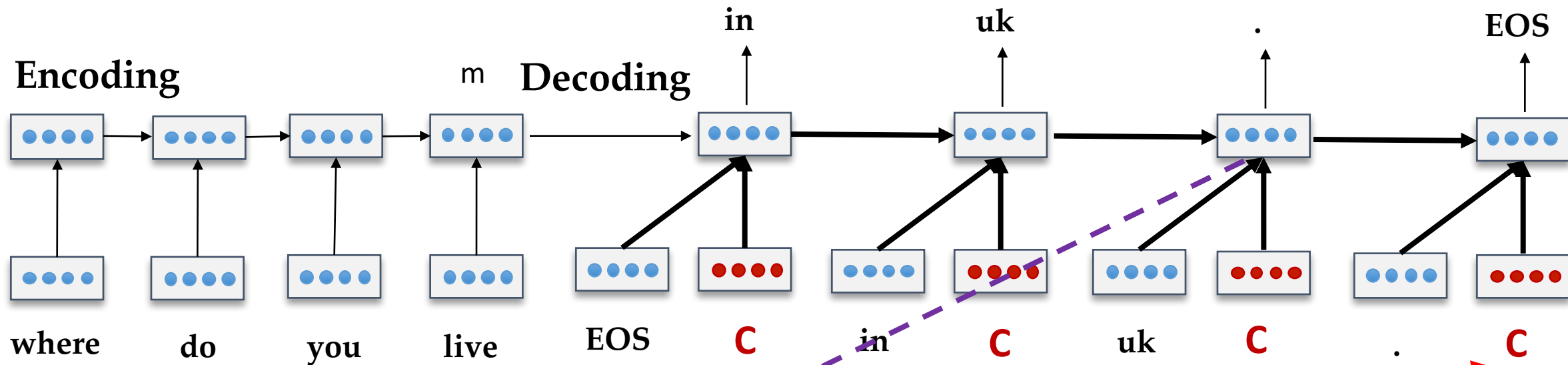
Multi-context Response Generation



$$O_i = \frac{\exp(c_i^T \cdot h_{t-1})}{\sum_i \exp(c_i^T \cdot h_{t-1})}$$

$$C = \sum_i O_i c_i$$

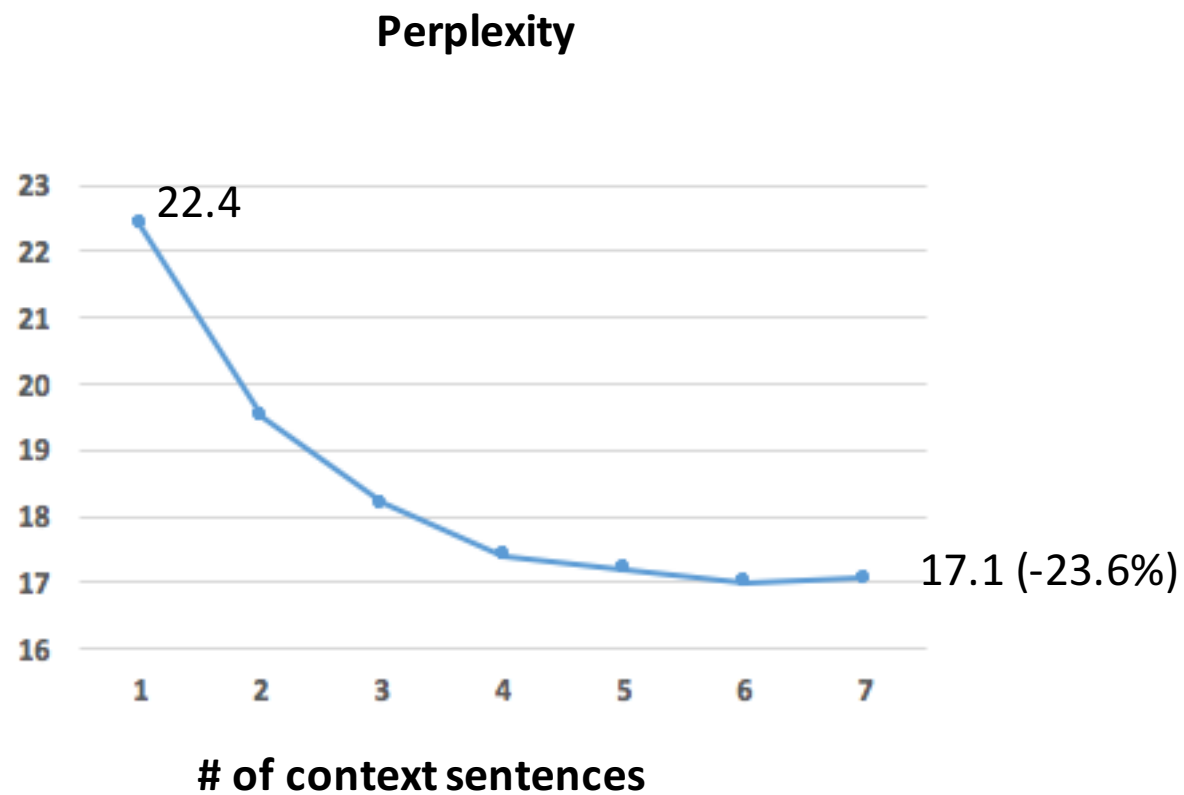
Multi-context Response Generation



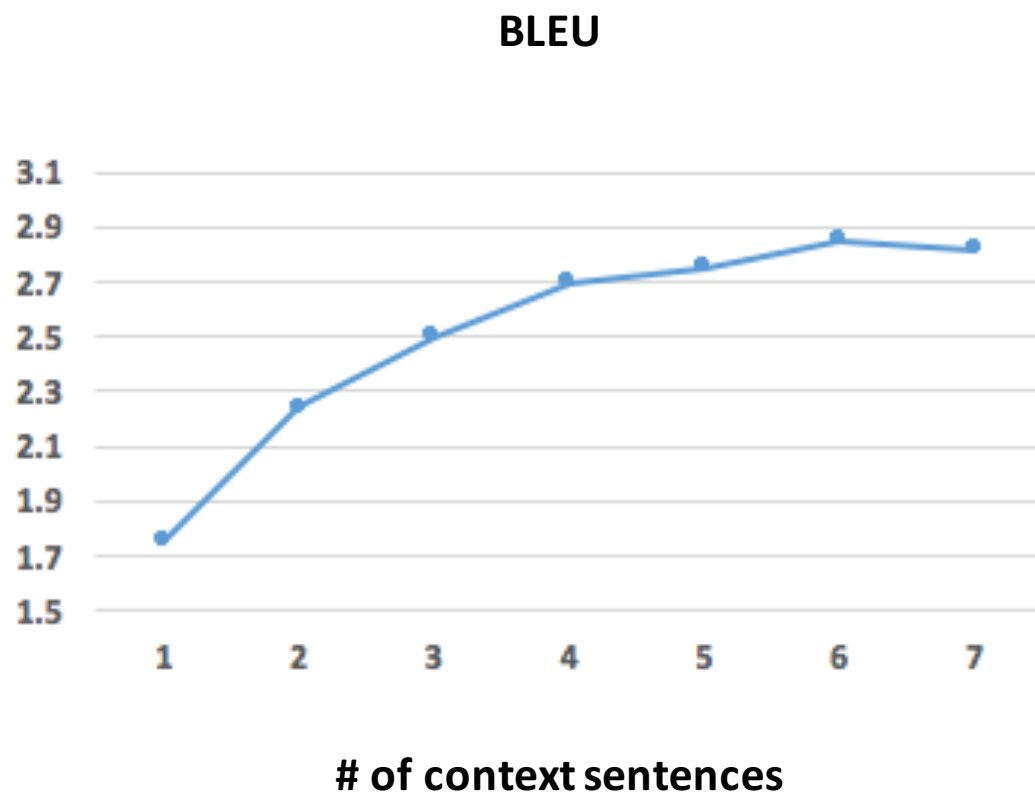
$$O_i = \frac{\exp(c_i^T \cdot h_{t-1})}{\sum_i \exp(c_i^T \cdot h_{t-1})}$$

$$C = \sum_i O_i c_i$$

Results on the Opensubtitle Dataset



Results on the Opensubtitle Dataset



Outlines

1. Mutual Information for Response Generation.
2. Speaker Consistency
3. Multi-context Response Generation
4. **Reinforcement learning for Response Generation**

The goal of developing a ChatBot

The goal of developing a ChatBot



The goal of developing a ChatBot



The goal of developing a ChatBot



$$\text{Loss} = -\log p(\text{target}|\text{source})$$

Supervised Learning

Supervised Learning

Data + Labels/Rewards

Supervised Learning

Data

You are a good boy.

You are a bad boy.

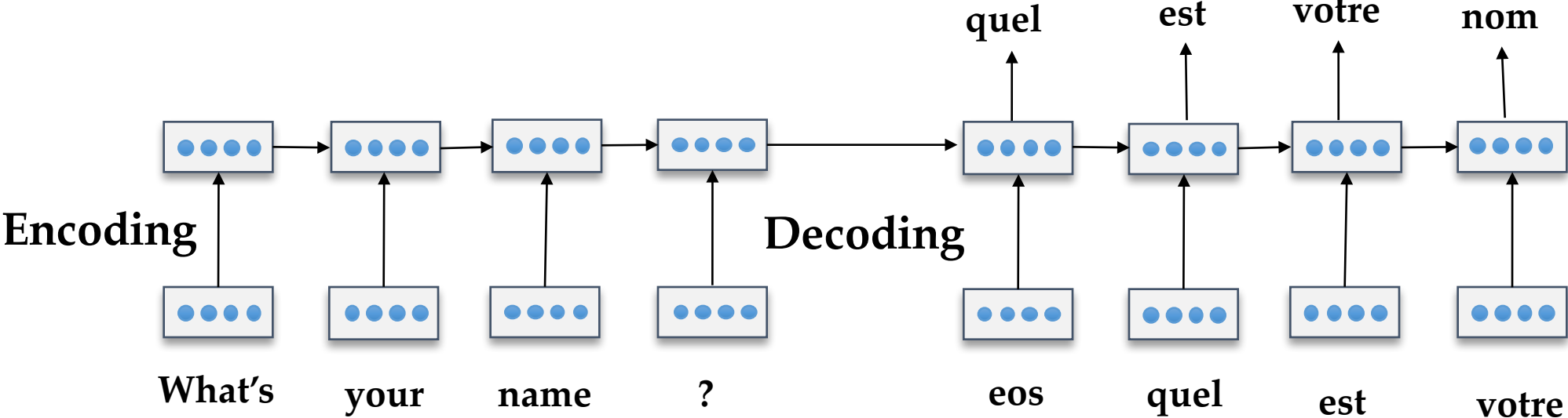
Labels



Supervised Learning

Data

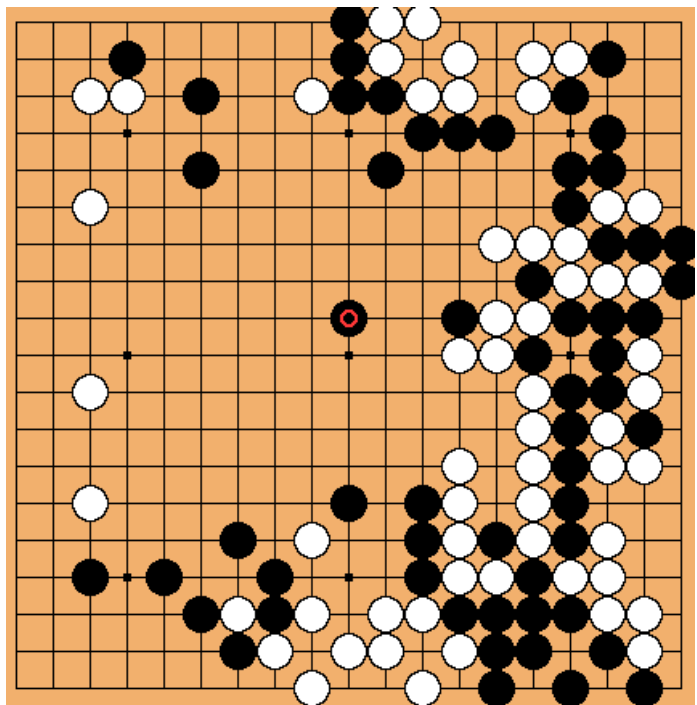
Labels



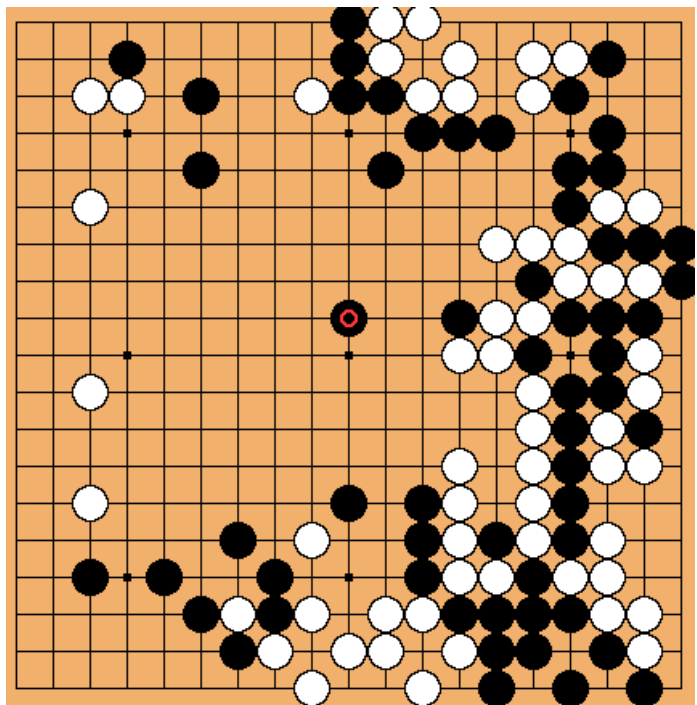
What if labels or rewards is not immediate
clear ?

What if labels are not immediate clear ?

What if labels are not immediate clear ?



What if labels are not immediate clear ?



Simulation

How old are you ?



Simulation

How old are you ?

i 'm 16 .



Simulation

How old are you ?

i'm 16 .

16 ?



Simulation

How old are you ?

16 ?



i 'm 16 .

i don 't know what you 're talking about



Simulation

How old are you ?

i 'm 16 .

16 ?

i don 't know what you 're talking about

you don 't know what you 're saying



Simulation

How old are you ?

i 'm 16 .



16 ?

i don 't know what you 're talking about

you don 't know what you 're saying

i don 't know what you 're talking about



Simulation

How old are you ?

i 'm 16 .



16 ?

i don 't know what you 're talking about

you don 't know what you 're saying

i don 't know what you 're talking about

you don 't know what you 're saying



Simulation

How old are you ?

i 'm 16 .



16 ?

i don 't know what you 're talking about

you don 't know what you 're saying

i don 't know what you 're talking about

you don 't know what you 're saying



Simulation

How old are you ?

Bad Action

i 'm 16 .



16 ?

i don 't know what you 're talking about

you don 't know what you 're saying

i don 't know what you 're talking about

you don 't know what you 're saying



Reinforcement Learning

A set of environment states S (current board for the Go game)

Reinforcement Learning

A set of environment states S

A set of actions to take a (where to place a stone)

Reinforcement Learning

A set of environment states S

A set of actions to take a (where to place a stone)

Reward (capture the opponent's stone, or win the entire game)

Reinforcement Learning

Goal: to learn which action to take given a specific state

By maximizing the overall reward function

Why can RL make the goal more achievable?

1. Allow us to design real world reward function
 1. Interesting vs not interesting; informative vs not informative

Why can RL make the goal more achievable?

1. Allow us to design real world reward function
 1. Interesting vs not interesting; informative vs not informative
 2. User feedback.

Can RL (to some extent) achieve this goal?

1. Allow us to design real world reward function
 1. Interesting vs not interesting; informative vs not informative
 2. User feedback
 3. Conversation Length ...

Can RL (to some extent) achieve this goal?

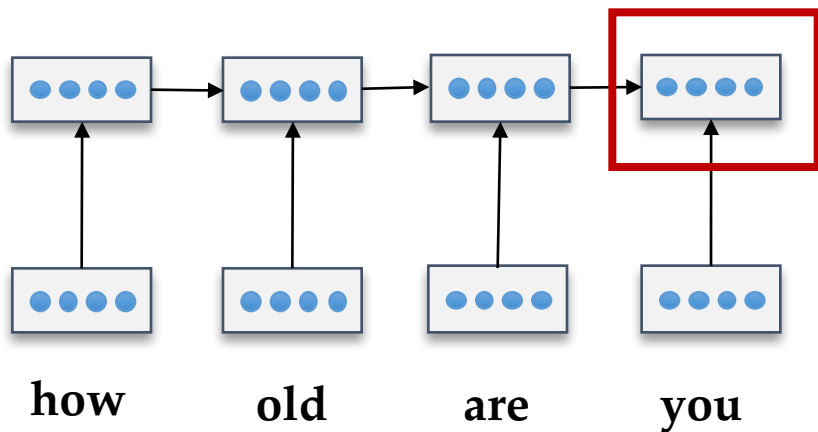
1. Allow us to design real world reward function
2. Look beyond two conversation turns (into the future)

Notations for Reinforcement Learning

Notations: Starting State

r_{i-1}

How old are you ?



Encoding



Notations: Action

r_{i-1}



How old are you ?

r_i

i 'm 16 .



Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

tf-idf

Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

tf-idf

Informativeness

Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

tf-idf

of turns it takes before
generating dull responses

Notations: Reward

r_{i-1}

How old are you ?



r_i

i'm 16.



$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

Mutual information (how old are you , I'm 16)

Objective function:

Goal: to learn which action to take given a specific state

Objective function:

Goal: to learn which action to take given a specific state

$$p(\text{target}|\text{source})$$

Based on the overall reward

Future Reward

$$\mathbb{E}_{r_i}[\hat{R}(r_i)] = \sum_{r_i} p(r_i|r_{i-1})[\hat{R}(r_i)]$$

$$\mathbb{E}_{r_i}[\hat{R}(r_i)] = \sum_{r_i} p(r_i|r_{i-1})[\hat{R}(r_i)]$$

Action: Generating current response r_i Infinite #



Action: Generating current response r_i

$$\mathbb{E}_{r_i}[\hat{R}(r_i)] = \sum_{r_i} p(r_i|r_{i-1})[\hat{R}(r_i)]$$

Approximation1: Sample a small list of candidates \mathbb{A}

Action: Generating current response r_i

$$\mathbb{E}_{r_i}[\hat{R}(r_i)] = \sum_{r_i} p(r_i|r_{i-1})[\hat{R}(r_i)]$$

Approximation1: Sample a small list of candidates \mathbb{A}

$$\mathbb{E}_{r_i}[R(r_i)] \approx \sum_{r_i \in \mathbb{A}} \frac{p(r_i|r_{i-1})}{\sum_{t \in \mathbb{A}} p(r_i|r_{i-1})} [\hat{R}(r_i)]$$

Normalization Part

Future Reward $\hat{R}(r_i)$

$$\hat{R}(r_i) = \boxed{R(r_i)} + \gamma \sum_{r_{i+1}} p(r_{i+1}|r_i) \hat{R}(r_{i+1})$$

Immediate Reward

Future Reward $\hat{R}(r_i)$

$$\hat{R}(r_i) = \boxed{R(r_i)} + \gamma \sum_{r_{i+1}} p(r_{i+1}|r_i) \hat{R}(r_{i+1})$$

Immediate Reward

$$\text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

Future Reward $\hat{R}(r_i)$

$$\hat{R}(r_i) = R(r_i) + \gamma \sum_{r_{i+1}} p(r_{i+1}|r_i) \hat{R}(r_{i+1})$$

Future Reward

Future Reward $\hat{R}(r_i)$

$$\hat{R}(r_i) = R(r_i) + \gamma \sum_{r_{i+1}} p(r_{i+1}|r_i) \hat{R}(r_{i+1})$$

Future Reward

$$\approx R(r_i) + \sum_{r_i \in \mathbb{A}} \frac{p(r_{i+1}|r_i)}{\sum_{t \in \mathbb{A}} p(r_{i+1}|r_{i1})} [\hat{R}(r_{i+1})]$$

Simulation

Simulation



Simulation

$$\text{Loss} = -\mathbb{E}_{r_i}[R(r_i)] \approx \sum_{r_i \in \mathbb{A}} \frac{p(r_i|r_{i-1})}{\sum_{t \in \mathbb{A}} p(r_i|r_{i-1})} [\hat{R}(r_i)]$$

$$R(\hat{r}_i) \approx R(r_i) + \gamma \sum_{r_{i+1} \in \mathbb{A}} \frac{p(r_{i+1}|r_i)}{\sum_{t \in \mathbb{A}} p(r_{i+1}|r_i)} [R(r_{i+1})]$$



A message from training set

Simulation

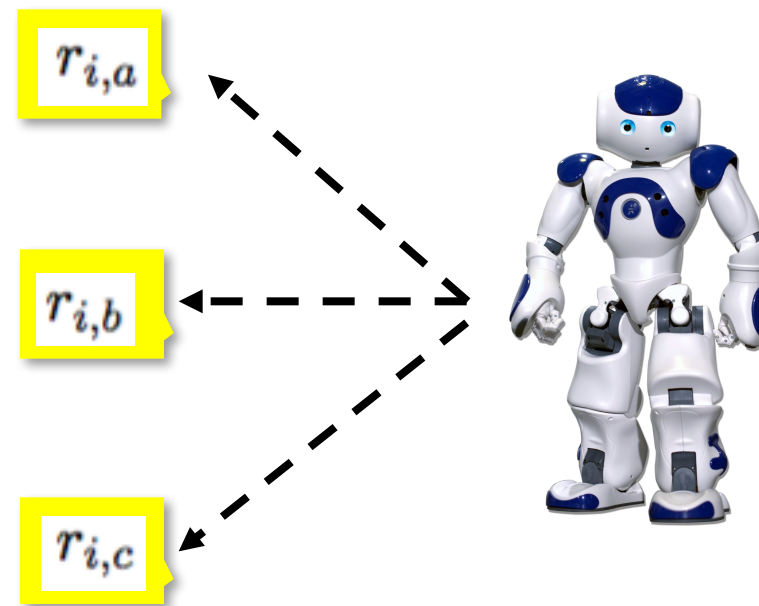
$$\text{Loss} = -\mathbb{E}_{r_i}[R(r_i)] \approx \sum_{r_i \in \mathbb{A}} \frac{p(r_i|r_{i-1})}{\sum_{t \in \mathbb{A}} p(r_i|r_{i-1})} [\hat{R}(r_i)]$$

$$R(\hat{r}_i) \approx R(r_i) + \gamma \sum_{r_{i+1} \in \mathbb{A}} \frac{p(r_{i+1}|r_i)}{\sum_{t \in \mathbb{A}} p(r_{i+1}|r_i)} [R(r_{i+1})]$$



A message from training set

Decoding



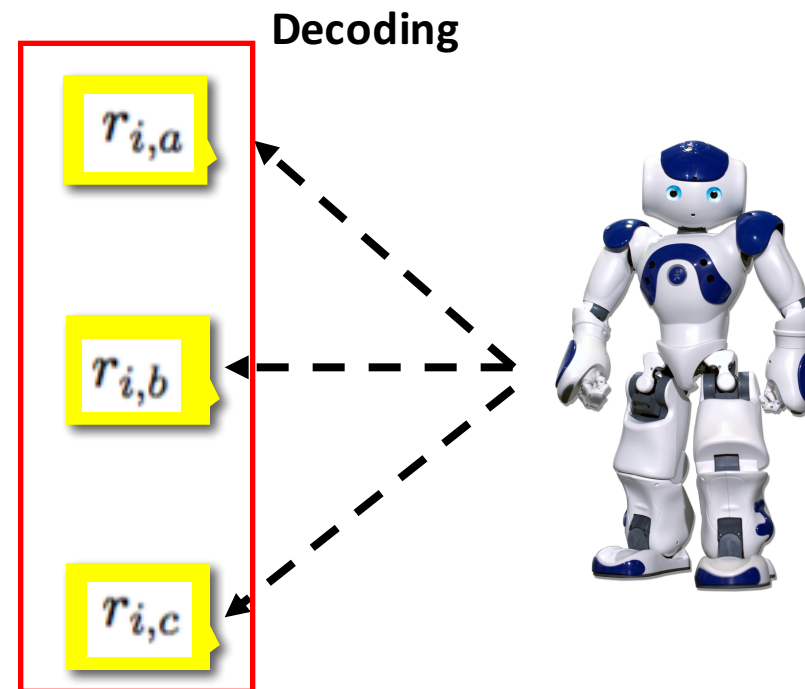
Simulation

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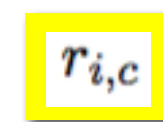
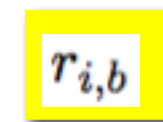
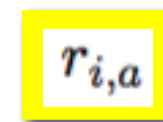
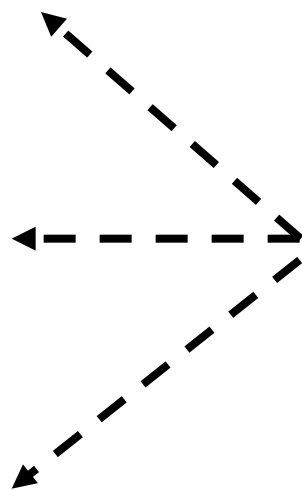
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Decoding



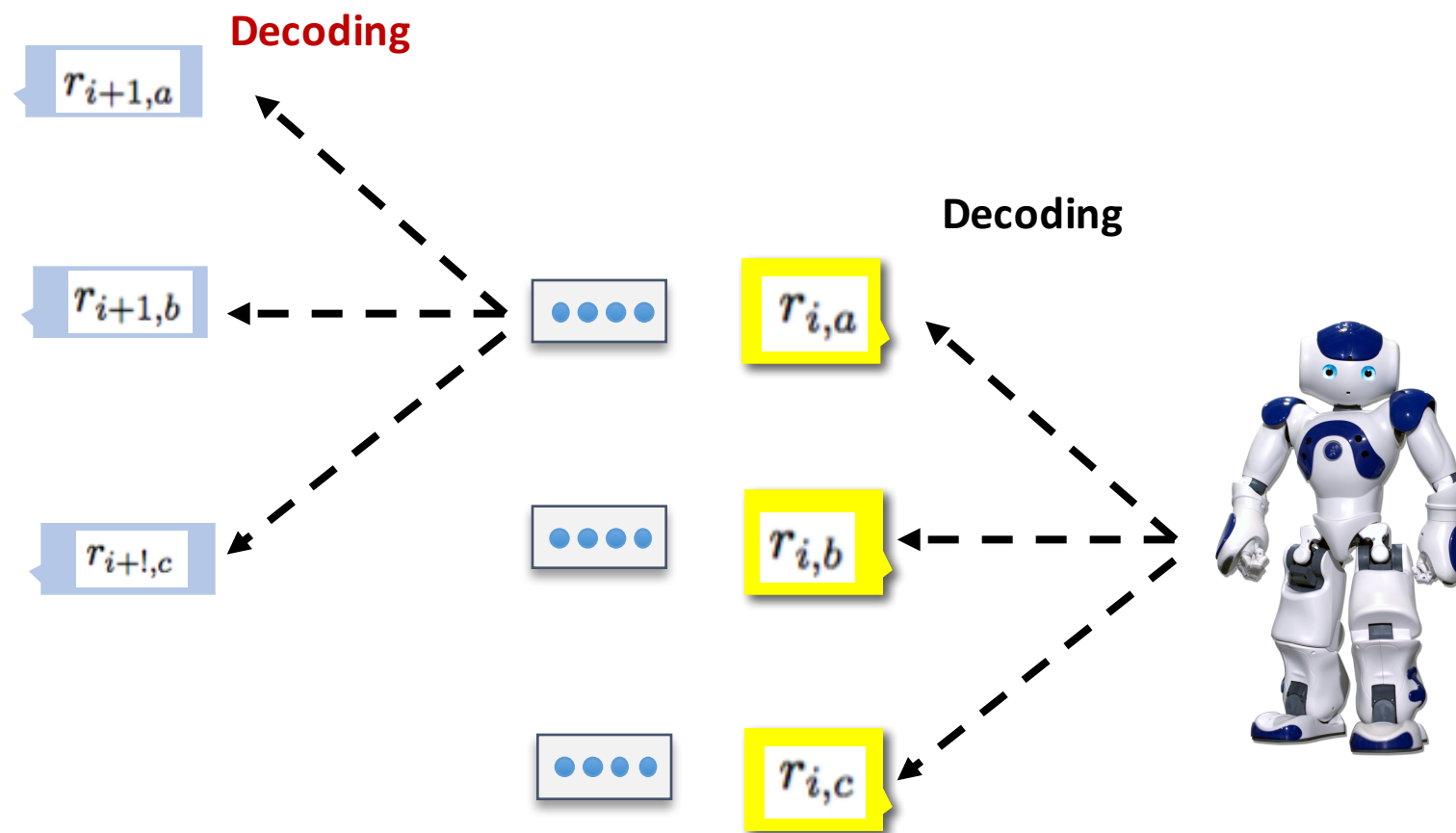
Decoding



Simulation

$$\text{Loss} = -\mathbb{E}_{r_i}[R(r_i)] \approx \sum_{r_i \in \mathcal{A}} \frac{p(r_i|r_{i-1})}{\sum_{t \in \mathcal{A}} p(r_i|r_{i-1})} [\hat{R}(r_i)]$$

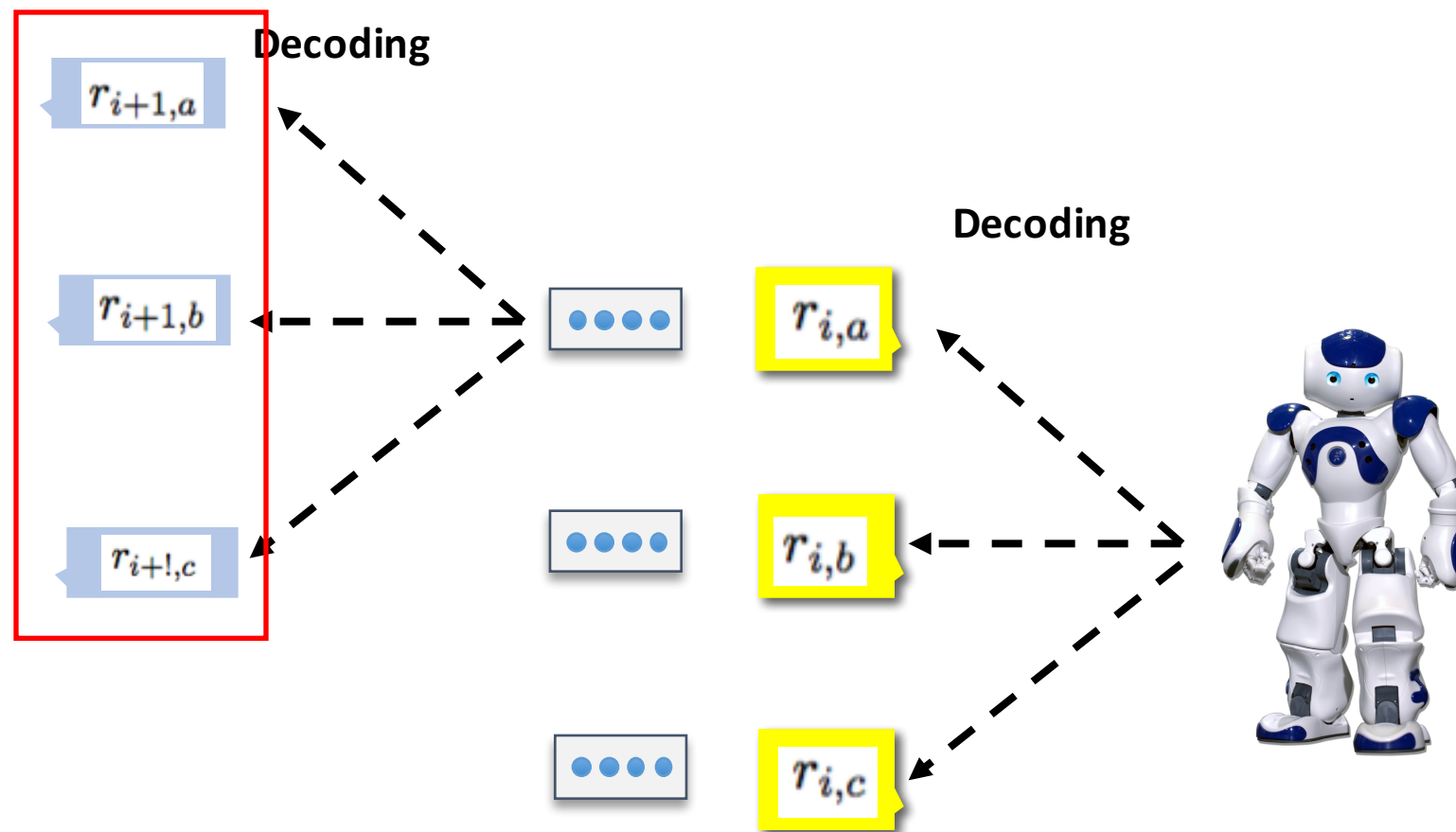
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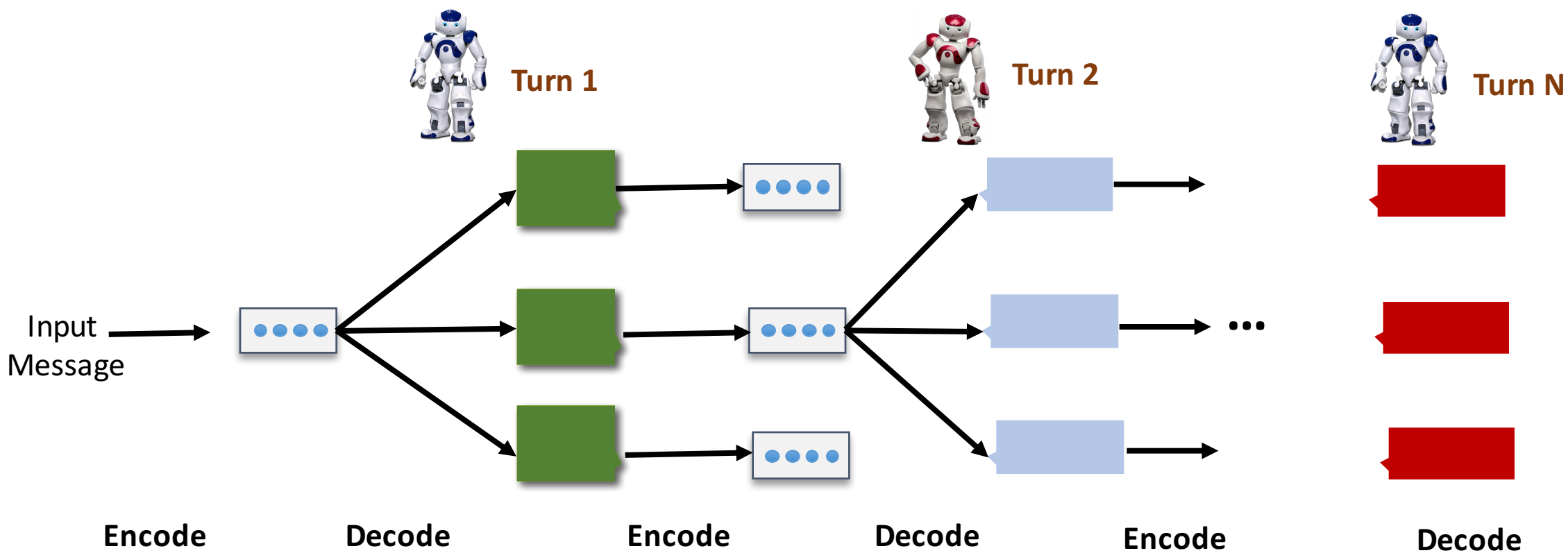


Simulation

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Results

Input	Mutual Information	The proposed model
How old are you ?	I'm 4.	I'm 4. why are you asking ?

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I don 't want to go home tonight .	Really ?	Why ?

Results

Input	Mutual Information	The proposed model
How old are you ?	I'm 4.	I'm 4. why are you asking ?
what is your full name ?	i have no idea	what 's yours ?
I don 't want to go home tonight .	Really ?	Why ?
Do you have any feelings for me ?	I don't know what you are talking about.	Would I see you if I didn 't ?

Simulation

Keep your expectation low



How old are you ?

Simulation

Keep your expectation low



How old are you ?

i 'm 4, why are
you asking ?



Simulation

Keep your expectation low



How old are you ?

I thought you were 12 .

i 'm 4, why are
you asking ?



Simulation

Keep your expectation low



How old are you ?

I thought you were 12 .



i 'm 4, why are
you asking ?

What made you think so ?

Simulation

Keep your expectation low

How old are you ?

i 'm 4. why are you asking ?



I thought you were 12 .

What made you think so ?

I don't know what you are talking about .



Simulation

Keep your expectation low

How old are you ?

i 'm 4, why are you asking ?

I thought you were 12 .

What made you think so ?

I don't know what you are talking about .

You don't know what you are saying.



Simulation

Keep your expectation low

How old are you ?

i 'm 4, why are you asking ?

I thought you were 12 .

What made you think so ?

I don't know what you are talking about .

You don't know what you are saying.

I don't know what you are talking about .



Simulation

Survive 4 turns !!

Keep your expectation low

How old are you ?

i 'm 4, why are you asking ?

I thought you were 12 .

What made you think so ?

I don't know what you are talking about .

You don't know what you are saying.

I don't know what you are talking about .



Conclusion

We apply neural generation methods to dialogue (chatbot) tasks

1. “I don’t know problem”
2. speaker consistency
3. leveraging multiple context information
4. preliminary attempt to make conversation keep flowing using RL

Q&A

Simulation



How old are you ?

16 ?

you don 't know what you 're saying

you don 't know what you 're saying

i 'm 16 .

i don 't know what you 're talking about

i don 't know what you 're talking about



Mutual Information for Response Generation.

Solution 1 $\hat{T} = \arg \max_T \{ \log p(T|S) - \lambda \log p(T) \}$

Anti-language Model

1. Training $P(T|S)$ and $P(T)$
2. Decoding



Ungrammatical Responses

Mutual Information for Response Generation.

Solution 1 $\hat{T} = \arg \max_T \{ \log p(T|S) - \lambda \log p(T) \}$

$$p(T) = \prod_{i=1}^{L_t} p(t_i | t_1, t_2, \dots, t_{i-1})$$

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Notations

Action: Generating current response r_i

State: LSTM hidden state obtained from history r_1, r_2, \dots, r_{i-1}

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transition function $p(r_i | r_1, r_2, \dots, r_{i-1}, r_i) \approx p_\theta(r_i | r_{i-1}) \neq p_{\text{seq}}(r_{i+1} | r_i)$

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reward $R(r_i)$

Notations

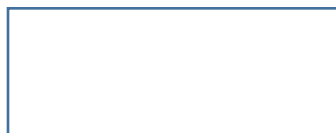
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$$R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$$

Notations

Action: Generating current response r_i

State: LSTM hidden state obtained from history r_1, r_2, \dots, r_{i-1}

transition function $p(r_i | r_1, r_2, \dots, r_{i-1}, r_i) \approx p_\theta(r_i | r_{i-1})$

new State: LSTM hidden state obtained $r_1, r_2, \dots, r_{i-1}, r_i$

reward $R(r_i, s) = \boxed{\text{MMI}(r_i, r_{i-1})} \cdot \text{reward}(r_i)$

$$p_{\text{seq}}(t|s) \cdot p_{\text{seq}}(s|t)$$

Notations

Action: Generating current response r_i Infinite #

State S: LSTM hidden state obtained from history r_1, r_2, \dots, r_{i-1} Infinite #

transition function $p(r_i | r_1, r_2, \dots, r_{i-1}) \approx p(r_i | r_{i-1})$

new State: LSTM hidden state obtained $r_1, r_2, \dots, r_{i-1}, r_i$

reward $R(r_i, s) = \text{MMI}(r_i, r_{i-1}) \cdot \text{reward}(r_i)$

Future reward $\hat{R}(r_i, s)$

Standard Seq2Seq2

Any particular plan ?

