

Training a Natural Language Generator from Unaligned Data

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July 27, 2015



- NLG = meaning representation \rightarrow sentence
 - (for use in dialogues)

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 - (for use in dialogues)
- Typical NLG system training:
 - a) requires alignments of MR elements and words/phrases
 - b) uses a separate alignment step

MR

inform(name=X, type=placetoeat, eattype=restaurant, area=riverside, food=Italian)

alignment X is an italian restaurant in the riverside area. text



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 - training from pairs: MR + sentence

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X is an italian restaurant in the riverside area .

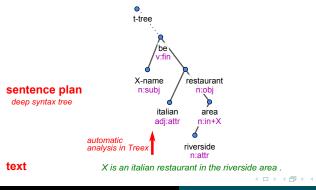
text

A (1) > A (1) > A



- Our generator learns alignments jointly
 - training from pairs: MR + sentence
 - with sentence planning (MR \rightarrow deep syntax trees)

MR inform(name=X, type=placetoeat, eattype=restaurant, area=riverside, food=Italian)





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 - faster/cheaper for larger domains



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inform(name=X-name, type=placetoeat, **area=centre**, eattype=restaurant, near=X-near) The X restaurant is **conveniently** located near X, **right in the city center**.

inform(name=X-name, type=placetoeat, foodtype=Chinese_takeaway) X serves Chinese food and has a takeaway possibility.

inform(name=X-name, type=placetoeat, pricerange=cheap) Prices at X are quite cheap.

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A two-step setup:

A (1) > A (2) > A

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MR V

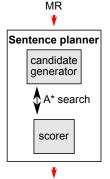
A two-step setup:

• Input: a meaning representation



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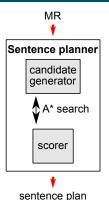
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 - statistical, our main focus
 - expanding + ranking candidate sentence plans
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- Intermediate: sentence plan (deep syntax trees)

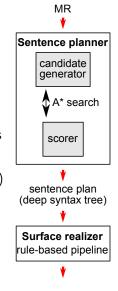


(deep syntax tree)



A two-step setup:

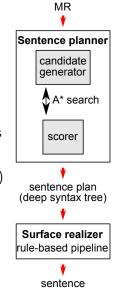
- Input: a meaning representation
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- Intermediate: sentence plan (deep syntax trees)
- 2. surface realization
 - reusing Treex/TectoMT realizer
 - (mostly) rule-based pipeline





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Data formats

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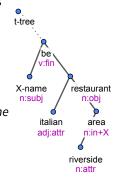
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 - here dialogue acts: "inform" + slot-value pairs
 - other formats possible



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- Input MR
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- · Sentence plan: deep-syntax dependency trees
 - nodes for content words only (nouns, verbs, adjectives, adverbs)
 - two attributes per tree node: *t-lemma* + *formeme*
 - using surface word order

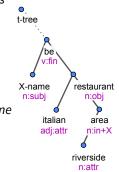




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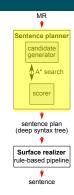


X is an Italian restaurant in the riverside area.

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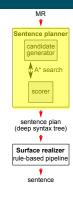
- A*-style search
 - "finding the path" from empty tree to full sentence plan tree
 - expand the most promising candidate sentence plan in each step
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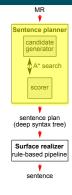


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 - candidate generator
 - · churning out candidate sentence plan trees
 - given an incomplete candidate tree, add node(s)



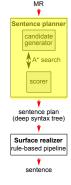


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- Training data = MR + sentence plan tree pairs
 - trees obtained by automatic parsing in Treex





Candidate generator

• Given a candidate plan tree, generate its successors by adding 1 node (at every possible place)



sentence

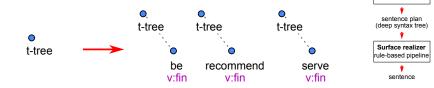


Sentence planner

A* search

scorer

Candidate generator





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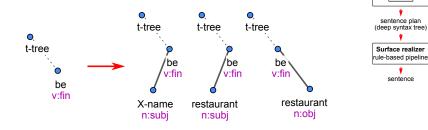


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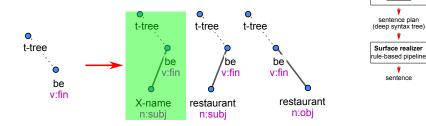


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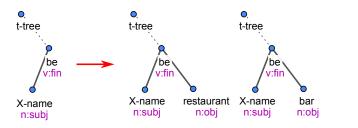
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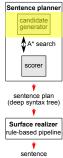




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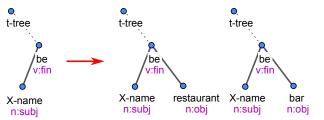


MR



Candidate generator

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Sentence planner candidate generator A* search scorer sentence plan (deep syntax tree) V Surface realizer rule-base dpipeline

MR

sentence

- Combinations explode even for small trees
- Limiting "possible places"
 - a few simple rules
 - based on context (elements of current MR, parent node)



• a function:

sentence plan tree + MR \rightarrow real-valued score

• describes the fitness of tree for MR



sentence

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Linear perceptron scorer (Collins & Duffy, 2002)

- score = weights · features (from tree and MR)
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- **update** = α · difference in features (gold–generated)
 - want gold to score better next time

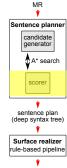


MR



Scoring problem

- · Features are global over the whole sentence plan tree
 - \rightarrow bigger trees tend to score better



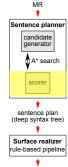
sentence

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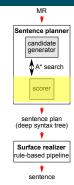
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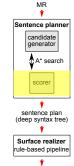


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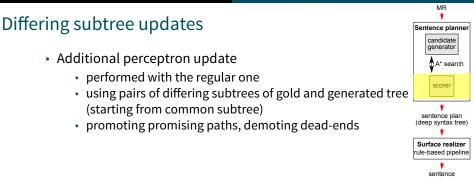
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Our improvements to the scorer

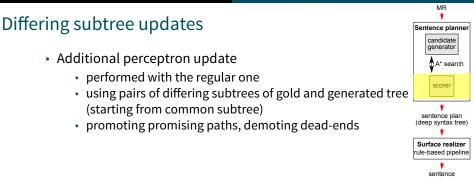
- Differing tree updates
- Future promise



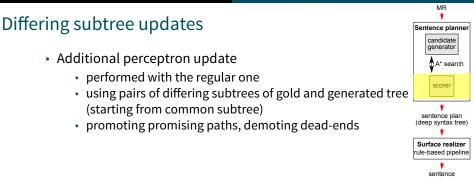








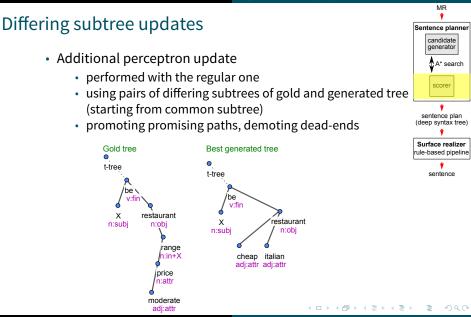




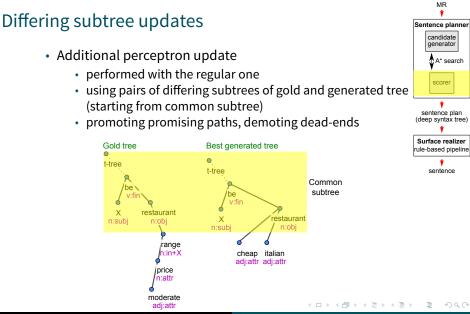


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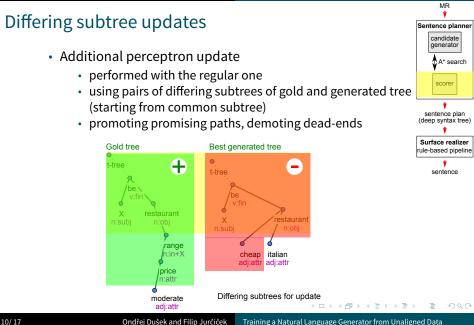




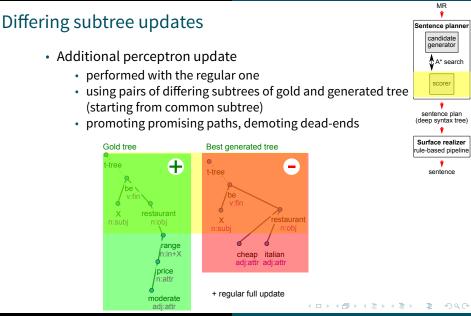


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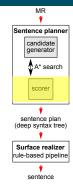


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Future promise estimate

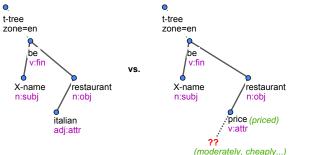
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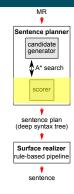




Future promise estimate

- Further score boost for incomplete trees
- Using the expected number of children of a node



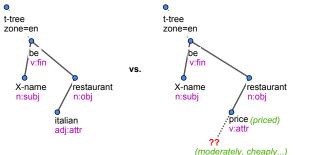


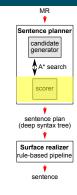
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Future promise estimate

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• Future promise:

"how many children are missing to meet the expectation"

- floored at zero, summed over the whole tree
- Added to scores, used to select next expansion path



Experimental Setup

Data

- Restaurant recommendations from the *BAGEL* generator (Mairesse et al., 2010)
 - restaurant location, food type, etc.
 - 404 sentences for 202 input dialogue acts, 2 paraphrases each
 - manual alignment provided, but we don't use it



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- using 10-fold cross-validation
- measuring BLEU/NIST against 2 references



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Results

Setup	BLEU	NIST
perceptron scorer	54.24	4.643
+ differing subtree updates	58.70*	4.876
+ future promise	59.89*	5.231

• * both improvements statistically significant

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- * both improvements statistically significant
- Overall, lower scores than Mairesse et al.'s ~ 67% BLEU
- But our problem is harder:
 - we learn alignments jointly
 - our generator has to decide when to stop (whether all required information is included)



Input DA	inform(name=X-name, type=placetoeat, pricerange=moderate,
	eattype=restaurant)
Reference	X is a restaurant that offers moderate price range.
Generated	X is a restaurant in the moderate price range.

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- Mostly fluent and relevant
 - · sometimes identical to reference, more often original
- Problems in some cases:
 - · information missing / repeated / superfluous



• learns from unaligned MR-sentence pairs



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- two-step (sentence planning, surface realization)
- deep syntax trees for sentence plans



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Conclusion

- Learning sentence planning from unaligned data is feasible
- Promising results, but lower than previous with manual alignment (Mairesse et al.)



Future work

- Refine feature set
- Replace it with a neural network
- Try 1-step with surface dependency trees



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Thank you for your attention

Contact us Ondřej Dušek & Filip Jurčíček Charles University in Prague odusek@ufal.mff.cuni.cz

See the paper More details there

Check out our code https://github.com/UFAL-DSG/tgen



References

Collins, M. and Duffy, N. 2002. New Ranking Algorithms for Parsing and Tagging: Kernels over Discrete Structures, and the Voted Perceptron. *ACL*

Mairesse, F. et al. 2010. Phrase-based statistical language generation using graphical models and active learning. *ACL*