

Neural-Network-based Dialog Agents: Going Beyond the Seq2seq Model



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OUR TEAM



We raised \$5.2M in early 2018

From institutional investors



And private investors



HuggingFace is building a SOCIAL AI

It holds long conversations, it's fun and cares about you

It helps you build your **confidence**, get **better** and be **more social**

Chat
about your day



Hilarious chats
with your own artificial
intelligence



Topic of Today: Chit-Chat 🐱

The Conversational Intelligence Challenge 2 (ConvAI2)
NIPS 2018 Competition

[View On GitHub](#)

Current Leaderboard

Model	Creator	PPL	Hits@1	F1
	🐱 (Hugging Face)	20.47 🍎	74.7 🍎	17.52 🍎
	High Five	-	65.9	-
	Little Baby	-	63.4	-
	Happy Minions	32.91	52.1	14.76
	Cats team	-	35.9	-
	loopAI	-	25.6	-
	Mohd Shadab Alam	29.94	13.8	16.91
	1st-contact	31.98	13.2	16.42
	Tensorborne	38.24	12.0	15.94
	Team Dialog 6	40.35	10.9	7.27

ConvAI2: Overview of the competition
Prize
News
Current Leaderboard
PersonaChat ConvAI2 Dataset
Evaluation
Metrics
Protocol
Rules
Model Submission
Schedule
FAQ
DeepHack.Chat

Open domain - open form: no limitation on topic, raw text input, no constraints

Short conversation: <10 turns

Small talk: shallow topics, not about question-answering, light memorization

Two Paradigms in Chit-Chat

- **Retrieval-based model:**
 - Take a dataset of dialogs **as big as you can**.
 - Compute a **similarity** between the current dialog and your dataset.
 - Send back the **closest** answer.
- **Generative model:**
 - A recent alternative mostly popularized by 2015's « A Neural Conversational Model » by Vinyals and Le
 - **Generate word after word** up until the utterance is deemed complete.
 - Typical architecture: an LSTM digests the inputs word by words and another LSTM generates the output from the last hidden state: « Seq2seq Model »

Conversation 4: Philosophical Q&A

Human: *what is the purpose of life ?*
Machine: *to serve the greater good .*
Human: *what is the purpose of living ?*
Machine: *to live forever .*
Human: *what is the purpose of existence ?*
Machine: *to find out what happens when we get to the planet earth .*
Human: *where are you now ?*
Machine: *i 'm in the middle of nowhere .*
Human: *what is the purpose of dying ?*
Machine: *to have a life .*

Strengths & Limitations

- Retrieval models:
 - Good grammaticality (replies are written by humans)
 - But: can't adapt the response to the context
 - Problem of consistency: contradictory answers are often close to the same question
- Generative models:
 - Can dynamically adapt to the context
 - But: tend to default to unappealing answers like « yes/no/I don't know »
 - Grammatically is often an issue
- Rule of NIPS **Conversational Intelligence Challenge 2** (ConvAI2)
 - Condition the models on personalities to improve consistency

The Conversational Intelligence Challenge 2 (NIPS 2018 competition)

Persona 1	Persona 2
I like to ski	I am an artist
My wife does not like me anymore	I have four children
I have went to Mexico 4 times this year	I recently got a cat
I hate Mexican food	I enjoy walking for exercise
I like to eat cheetos	I love watching Game of Thrones

[PERSON 1:] Hi
[PERSON 2:] Hello ! How are you today ?
[PERSON 1:] I am good thank you , how are you.
[PERSON 2:] Great, thanks ! My children and I were just about to watch Game of Thrones.
[PERSON 1:] Nice ! How old are your children?
[PERSON 2:] I have four that range in age from 10 to 21. You?
[PERSON 1:] I do not have children at the moment.
[PERSON 2:] That just means you get to keep all the popcorn for yourself.
[PERSON 1:] And Cheetos at the moment!
[PERSON 2:] Good choice. Do you watch Game of Thrones?
[PERSON 1:] No, I do not have much time for TV.
[PERSON 2:] I usually spend my time painting: but, I love the show.

Example dialog from the PERSONA-CHAT dataset. Person 1 is given their own persona (top left) at the beginning of the chat, but does not know the persona of Person 2, and vice-versa. They have to get to know each other during the conversation.

Chit-chat with a human while keeping a coherent/predefined persona

Automatic Metrics

- **PPL** (perplexity) *How well the model can predict the successive words in a gold message (written by humans).*
 - **lower** is better
 - Scale: **Infinity – 0**
- **Hits@1** *Number of time the model select the gold next message between 20 possible message (the other 19 are random)*
 - **higher** is better.
 - Scale: **0 –100**
- **F1** *How many content words (nouns/verbs) does a message generated by your model share with a gold message.*
 - **higher** is better.
 - Scale: **0 –100**

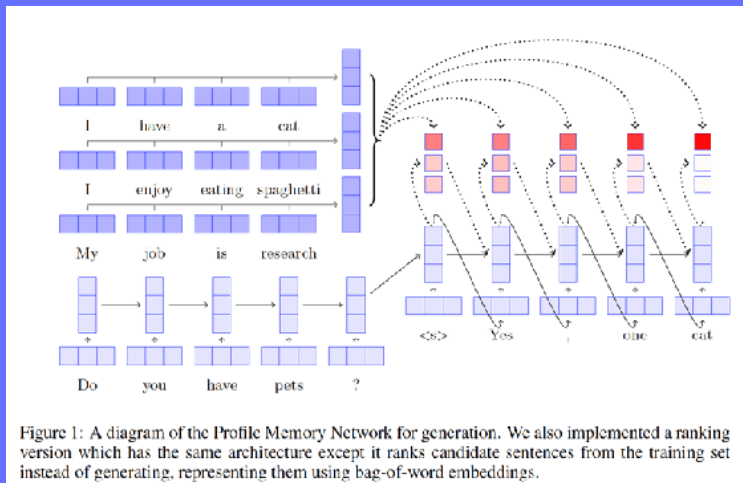
These automatic metrics have issues – The best is always the human opinion

First submission results

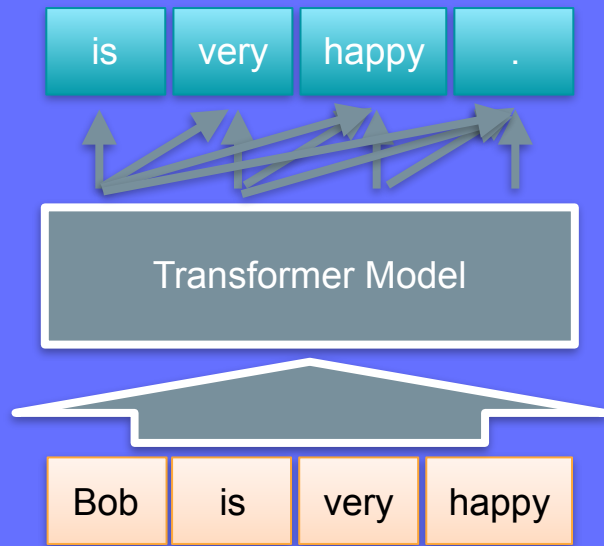
(The 2nd is on its way with a +8 points improvement in Hits@1)

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	1st-contact	31.98	13.2	16.42
	Tensorborne	38.24	12.0	15.94
	Team Dialog 6	40.35	10.9	7.27
	NEUROBOTICS	35.47	-	16.68
	Scnic	33.46	-	16.67
topicSeq2seq	Team Pat	-	-	16.11
	Rcboy	-	-	15.83
	Lost in Conversation	55.84	-	15.74
	flooders	-	-	15.47
	IamNotAdele	66.47	-	13.09
	Salty Fish	38.86	-	-
	Plnta	37.85	-	-
Seq2Seq + Attention	ParlAI team	29.8	12.6	16.18
Language Model	ParlAI team	46.0	-	15.02
KV Profile Memory	ParlAI team	-	55.2	11.9

Demo Time?



Baseline:
Memory-augmented seq2seq



Our model:
TransferTransfo

What's the difference? 🙈

Validation set (public) Leaderboard – Test set (hidden) Leaderboard

Model	Creator	PPL	Hits@1	F1
	🤗 (Hugging Face)	23.05 🍏	74.3 🍏	17.85 🍏
Team Pat		-	-	17.85
Pinta		-	51.4	17.25
Mohd Shadab Alam		35.57	14.8	16.94
Sonic		38.87	-	16.88
NEUROBOTICS		39.7	-	16.82
Happy Minions		34.57	68.1	16.72
1st-contact		36.54	13.3	16.58
Tensorborne		44.64	12.1	16.13
flooders		-	-	15.96
Lost in Conversation		62.83	-	15.91
High Five		59.83	78.2	15.34
Little Baby		-	72.9	-
loopAI		-	29.7	-
Salty Fish		42.3	-	-

Model	Creator	PPL	Hits@1	F1
	🤗 (Hugging Face)	20.47 🍏	74.7 🍏	17.52 🍏
Little Baby		-	61.0	-
Happy Minions		32.94	52.1	14.76
High Five		52.8	50.3	13.73
Pinta		-	44.4	16.52
loopAI		-	25.6	-
Mohd Shadab Alam		30.97	14.4	16.44
1st-contact		31.98	13.2	16.42
Tensorborne		38.24	12.0	15.94
Team Dialog 6		40.35	10.9	7.27
NEUROBOTICS		35.47	-	16.68
Sonic		33.46	-	16.67
Lost in Conversation		55.84	-	15.74
flooders		-	-	15.47
Team Pat		-	-	13.23
Salty Fish		45.87	-	-
Seq2Seq + Attention	ParlAI team	29.8	12.6	16.18
Language Model	ParlAI team	46.0	-	15.02
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- Small dataset =>

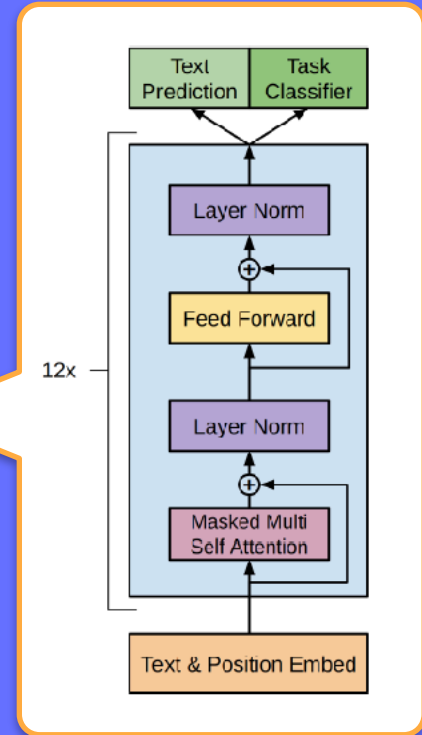
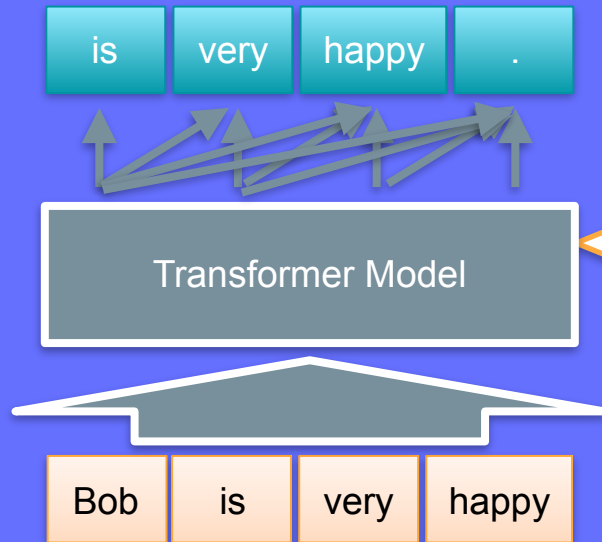
- Large models are **overfitting**
- Small models are **underfitting**

Transfer Learning



TransferTransfo is a Transformer Model...

- Take a fixed-length sequence of « words » as **input** and **outputs** a sequence of the same length
- Each **output** is a probability distribution over the next words => a probability for each word in the vocabulary
- Inside:
 - Self-attention: MLP compute Key-Value-Query for each element of the sequence
 - Causal masking in the attention heads to only attend to the past.



...Trained using Transfer Learning & Multi-Task Learning

- The competition dataset (PERSONA-CHAT) is one of the biggest multi-turn dialog dataset (10k conversations, about 100k turns) but it is still quite small in term of requirement for deep learning tools:
 - ex: Billion Words dataset has 1B words, CoNLL 2012 used for training co-reference systems is ~1M sentences long.
- An engaging open-domain dialogue is a lot more than just topic-coherence and dialogue-flow!
 - Need have common-sense, short term memory, co-reference resolution, sentimental analysis, textual entailment,...
 - Hard to learn all these from such a small dataset.
- Solution:
 - Use transfert learning and multi-task learning

Transfer Learning 🦄

- Train the model on the language modeling task on a large dataset.
 - Language modeling: **given a seq of words, learn to predict the next word**
 - This task force the model to learn many aspects of language including high-level ones like common-sense knowledge.
 - Recently shown to improve many downstream NLP tasks and in particular commonsense reasoning / co-reference resolution:
 - *A Simple Method for Commonsense Reasoning* by Trinh & Le (2018)
 - *Improving Language Understanding by Generative Pre-Training* by Radford et al. (2018)
 - *Universal Language Model Fine-tuning for Text Classification* by Howard and Ruder (2018)
 - Our model is derived from the model of Radford et al. pre-trained on the Toronto Book dataset (7k books).

Encoding a Dialog

Learning Dialog Flow and Persona

- Now that we have a model with basic common-sense and co-reference capabilities, we need to teach it the specificities of dialog:
 - Alternating utterances - basic Theory of Mind concepts
 - Dialog flow (« speech/dialog acts »)
 - Conditioning on a provided personality
- How to build a sequential inputs for our model from a conditioned dialog?
 - Unlike RNN/LSTM, Transformers don't possess a natural notion of sequentiality and position
 - We need to add positional embeddings to incorporate sequentiality

I	like	to	ski	Hello	!	How	are	you	today	?	I	am	good	thank	you

Word embeddings

Positional embeddings

Encoding a Dialog and a Persona

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- How to build a sequential inputs for our model from a conditioned dialog?
 - Unlike RNN/LSTM, Transformers don't possess a natural notion of sequentiality and position
 - We need to add positional embeddings to incorporate sequentiality
 - We add special embeddings related to utterances and personas

I	like	to	ski	Hello	!	How	are	you	today	?	I	am	good	thank	you

Word embeddings

Dialog state embeddings

Positional embeddings

Encoding a Dialog and a Persona

- We can play with these embeddings to manipulate the notion of a sequence

Repeating specific embeddings to control positioning information

I	like	to	ski	I	hate	mexican	food	I	like	to	eat	cheetos

- We can also augment the dataset to bias towards positional invariance

I	hate	mexican	food	I	like	to	eat	cheetos	I	like	to	ski

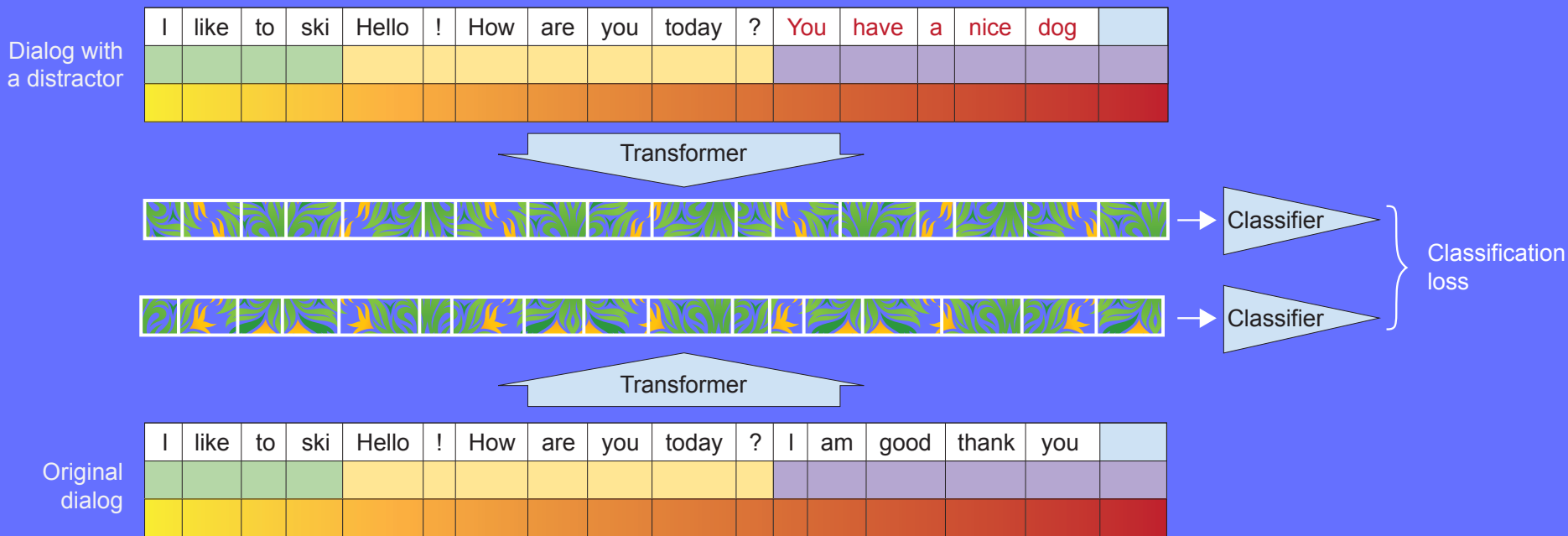
I	like	to	ski	I	hate	mexican	food	I	like	to	eat	cheetos

Permutation augmented dataset to bias towards positional invariance

Learning Dialog Flow

Semantic Learning on Dialog Utterances

- Learning to distinguish a real answer from a distractor.



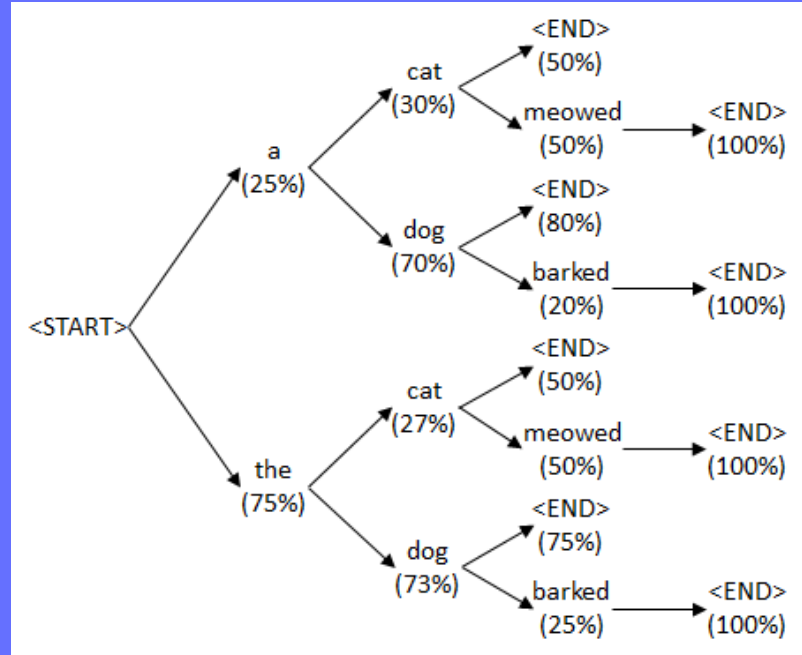
Can be combined with language modeling fine-tuning in a multi-task fashion

Talking to humans 🎤

Decoding — *How are you?*

- **Beam Search**

- We create a message word by word.
- Each time there could be several possibilities.
- We keep a beam of possible answers and drop the lowest ones at each step.
- We accumulate a pool of answers and select the one with the highest normalized probability
- N-Grams filtering (competition rules forbid to repeat persona sentences)



**That's it for today
Thanks for listening!**



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