

# Deep Active Learning for Dialogue Generation

Nabiha Asghar

6th Joint Conference on Lexical and Computational Semantics (\*SEM 2017)

Joint work with:

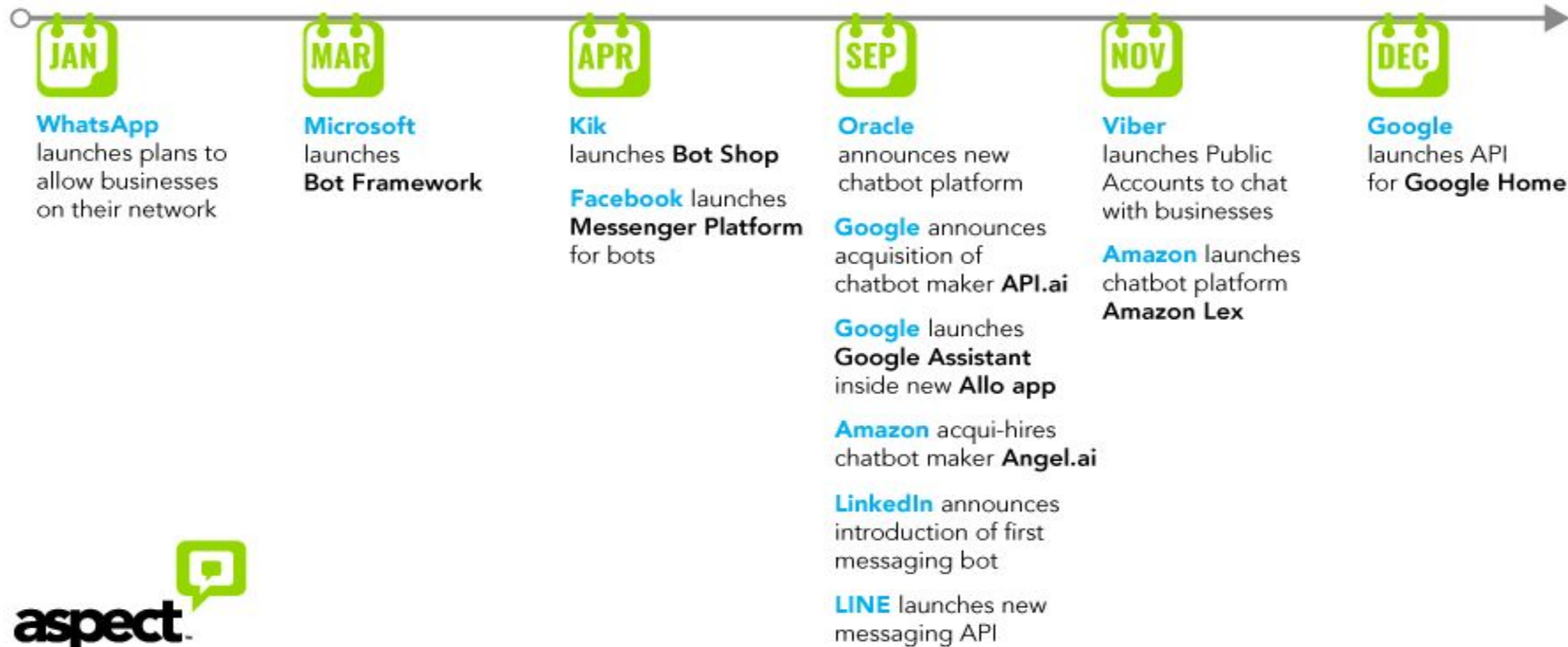
Pascal Poupart, Xin Jiang (Huawei) and Hang Li (Huawei)





# 2016

## The Year of Chatbots for Businesses



### Bots with traction

This section displays a collection of logos for companies that have gained traction in the bot market. The logos are organized into three main categories:

- Personal assistants:** Includes logos for IFTTT, OpenLife, getiwi, and others.
- Virtual agents/Customer service:** Includes logos for Dailymotion, Chatter, and others.
- Communication/Productivity/Security:** Includes logos for iStock, m, and others.

### Connectors/ Shared Services

This section features logos for companies providing connectors and shared services, including BT, S, and others.

### Bot Discovery

This section displays logos for Bot Discovery services, including Botkit, Botpress, and others.

### Analytics

This section shows logos for analytics services, including Virg, and others.

### AI Tools: Natural Language Processing, Machine Learning, Speech & Voice Recognition

This section contains a large grid of logos for AI tools, including Natural Language Processing, Machine Learning, and Speech & Voice Recognition services.

### Bot developer frameworks and tools

This section displays logos for bot developer frameworks and tools, including MZ, kik, and others.

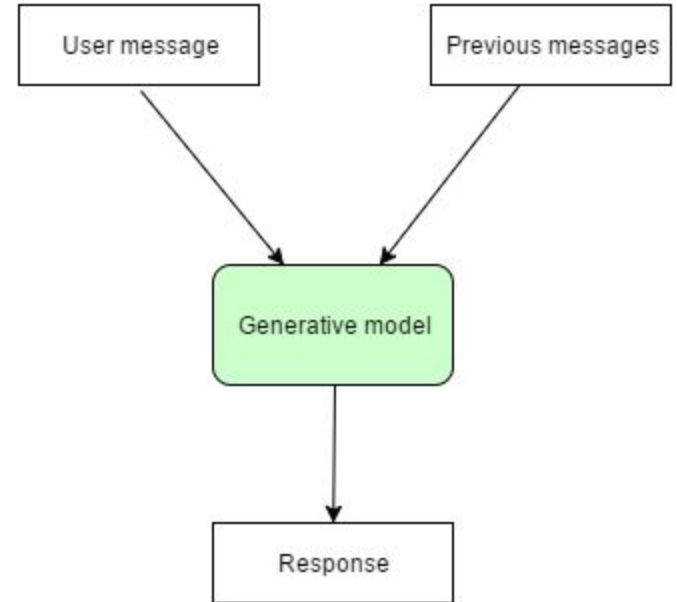
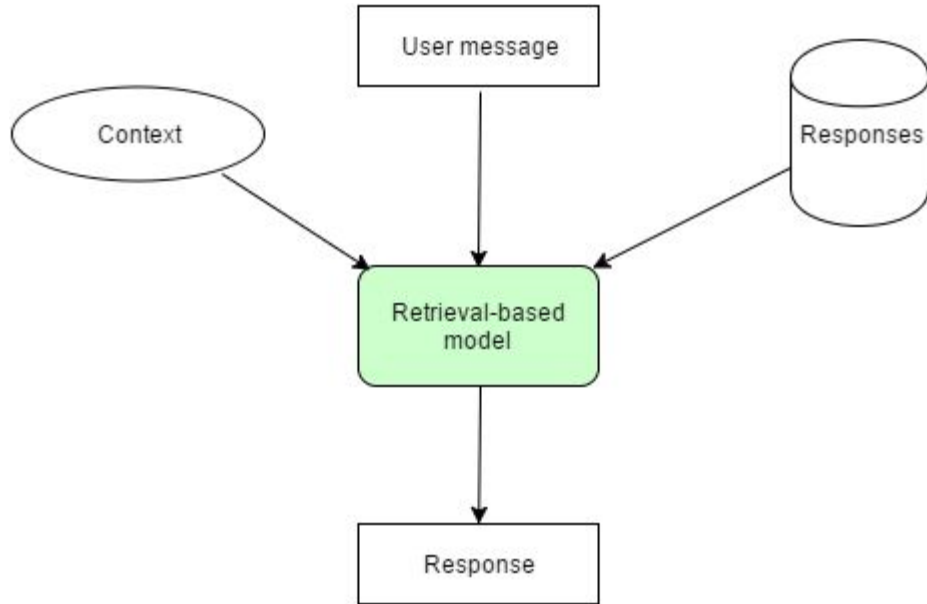
### Messaging

This section shows logos for messaging services, including WhatsApp, Telegram, and others.

Source:

<https://venturebeat.com/2016/08/11/introducing-the-bots-landscape-170-companies-4-billion-in-funding-thousands-of-bots/>

# Retrieval-based vs. Generative



Source:

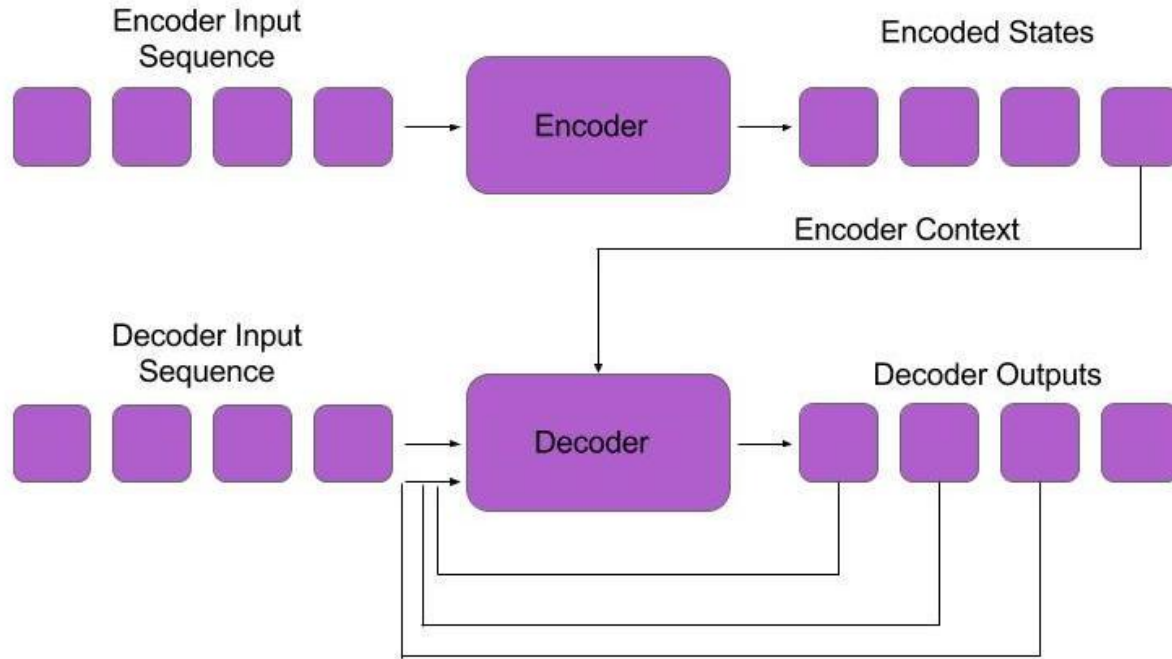
# Premature Rise of Chatbots

*Facebook Inc's Chatbots Hit a 70% Failure Rate (The Motley Fool)*

*The problem with chatbots: How to make them more human? (Chatbotsmagazine.com)*

*Bots are stumbling (McKinsey&Company)*

# Generative Models: Seq2Seq (Google)



# Generative Models (Seq2Seq)

me: Hello?

bot: Hi.

• me: How are you?

bot: I'm fine.

• me: What's your name?

bot: It's hard to describe.

• me: How so?

bot: I'm not sure.

• me: Are you intelligent?

bot: Yes, well...

• me: What are you?

bot: I'm not sure.

• me: Do you plan on taking over the world?

bot: No, i don't.

- Short, dull & generic responses
- Cannot keep the users engaged
- Infinite loops of repetition
- Mutually inconsistent responses

# Idea: Reinforcement/Active Learning

**Goal:** Incorporate user feedback into the conversation: Human In The Loop

**Research question:** how do we construct a comprehensive and effective feedback mechanism for generative dialogue models?



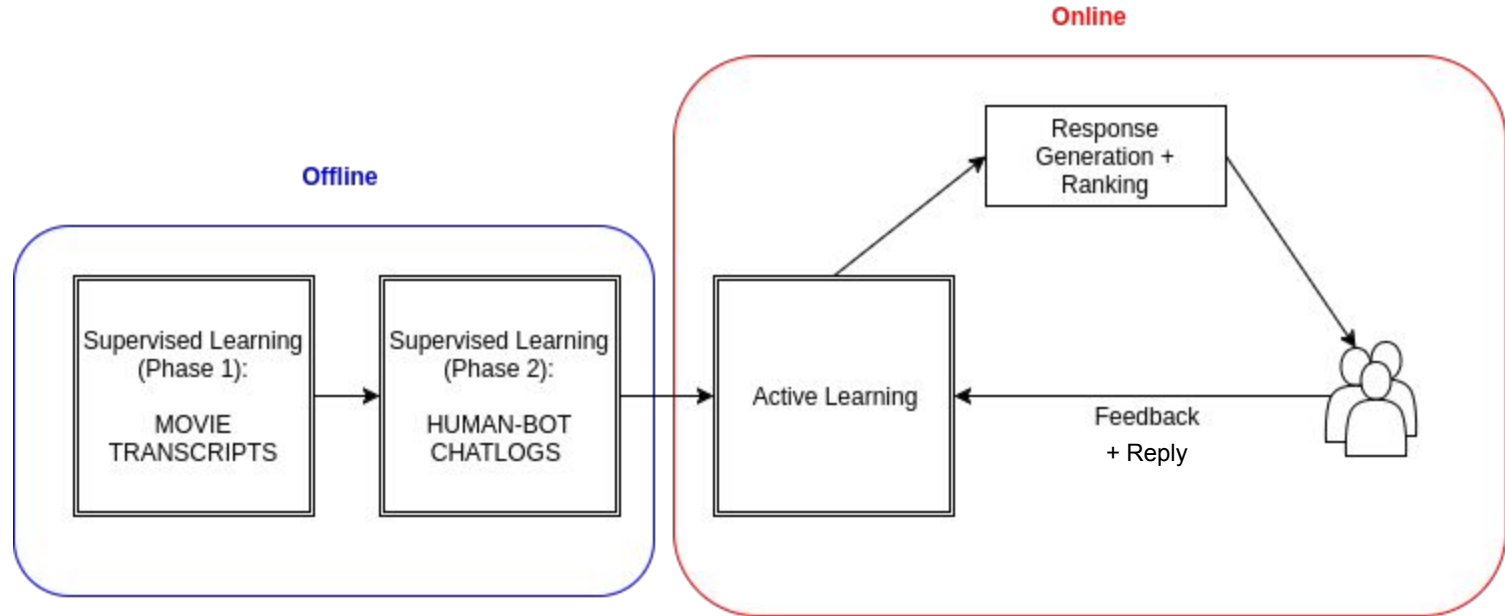
# Existing DRL Models for CAs

- **Task-oriented CAs:** reward function is often obvious
- **Open-domain CAs:** hand-crafted reward functions (ease of answering, informativity, diversity, etc)

# Existing DRL Models for CAs

- **Task-oriented CAs:** reward function is often obvious
- **Open-domain CAs:** hand-crafted reward functions (ease of answering, informativity, diversity, etc)
- **Our work:**
  - Builds on top of a trained Seq2Seq model
  - A simple, all-encompassing, user-centric feedback mechanism
  - Online, incremental learning at each turn in the conversation
  - No need to hand-craft the reward function

# Training Pipeline



# Example Transcript

Human user: I don't want to work today.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?



# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

Human user: I don't want to work today.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

Human user: I don't want to work today.

bot: Why not?

bot: Aww: ).

bot: Ok?

bot: I wish i could robot.

bot: No, you've just got to be quick.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

Human user: I don't want to work today.

bot: Why not?

bot: Aww: ).

bot: Ok?

bot: I wish i could robot.

bot: No, you've just got to be quick.

human feedback:

Human user: I just want to lie in my bed all day and have pizza.

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

Human user: I don't want to work today.

bot: Why not?

bot: Aww: ).

bot: Ok?

bot: I wish i could robot.

bot: No, you've just got to be quick.

human feedback:

Human user: I just want to lie in my bed all day and have pizza.

bot: Good idea. May I join you?

bot: Does it has been to the?

bot: I can't do that again!

bot: So good.

bot: Where good?

# Example Transcript

Human user: I don't want to work today.

bot: Ok.

bot: I wish i could robot.

bot: Why not?

bot: Aww: ).

bot: No, you've just got to be quick.

human feedback: 3

Human user: I just want to lie in my bed all day and have pizza.

bot: I can't do that again!

bot: Does he \_ \_ \_ \_.

bot: Good idea.

bot: Ok.

bot: Why not?

human feedback: Good idea. May I join you?

Human user: I don't want to work today.

bot: Why not?

bot: Aww: ).

bot: Ok?

bot: I wish i could robot.

bot: No, you've just got to be quick.

human feedback:

Human user: I just want to lie in my bed all day and have pizza.

bot: Good idea. May I join you?

bot: Does it has been to the?

bot: I can't do that again!

bot: So good.

bot: Where good?

human feedback:

Human user: Haha! Which pizza toppings are your favourite?

# Active Learning at each step

For the message-response pair  $(x,y)$ , use cross-entropy loss to maximize the likelihood of  $y$  given  $x$ .

# Active Learning at each step

For the message-response pair  $(x,y)$ , use cross-entropy loss to maximize the likelihood of  $y$  given  $x$ .

Use optimizer's *learning rate* to determine how quickly you want the bot to learn.



# Active Learning at each step

For the message-response pair  $(x,y)$ , use cross-entropy loss to maximize the likelihood of  $y$  given  $x$ .

Use optimizer's *learning rate* to determine how quickly you want the bot to learn.

Feedback is optional (i.e. model/policy does not change).

# Active Learning at each step

For the message-response pair  $(x,y)$ , use cross-entropy loss to maximize the likelihood of  $y$  given  $x$ .

Use optimizer's *learning rate* to determine how quickly you want the bot to learn.

Feedback is optional (i.e. model/policy does not change).

Can learn from multiple users simultaneously.

# Active Learning at each step

For the message-response pair  $(x,y)$ , use cross-entropy loss to maximize the likelihood of  $y$  given  $x$ .

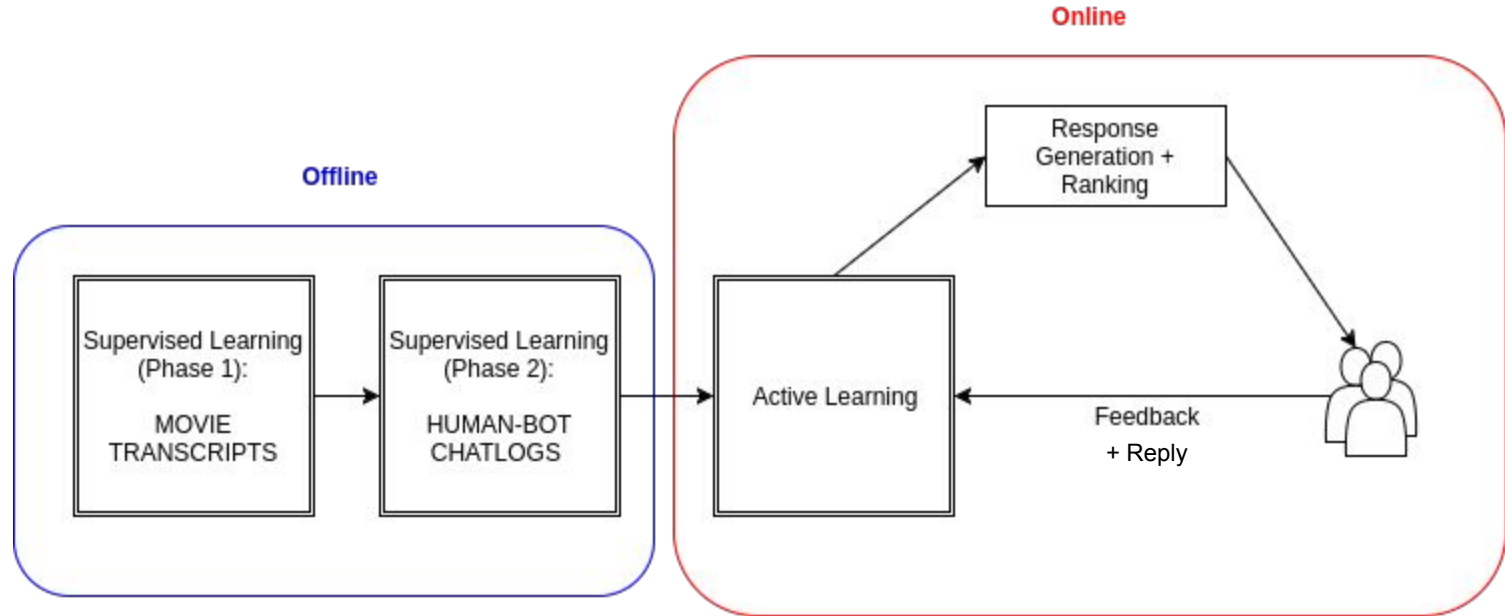
Use optimizer's *learning rate* to determine how quickly you want the bot to learn.

Feedback is optional (i.e. model/policy does not change).

Can learn from multiple users simultaneously.

**Goal: generate interesting, relevant and diverse responses.**

# Training Pipeline



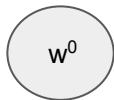
# Heuristic Response Generation

# Heuristic Response Generation

BEAM SEARCH

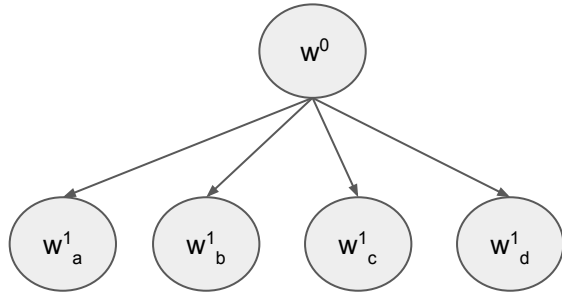
# Heuristic Response Generation

BEAM SEARCH



# Heuristic Response Generation

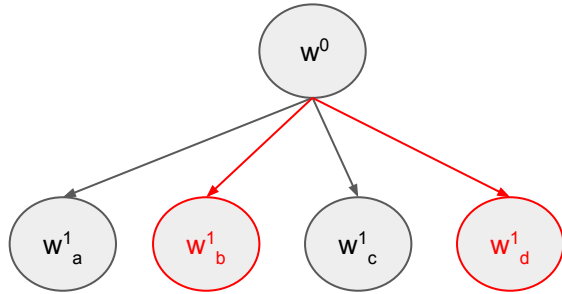
BEAM SEARCH





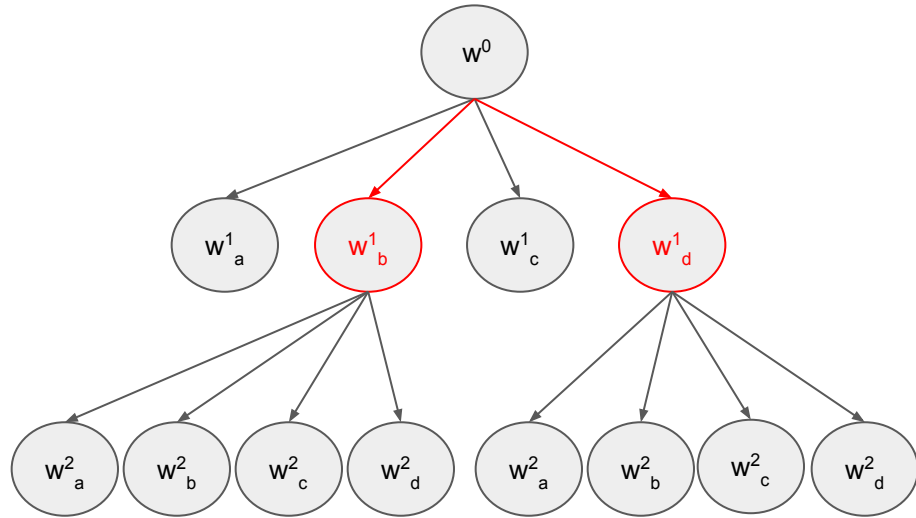
# Heuristic Response Generation

BEAM SEARCH



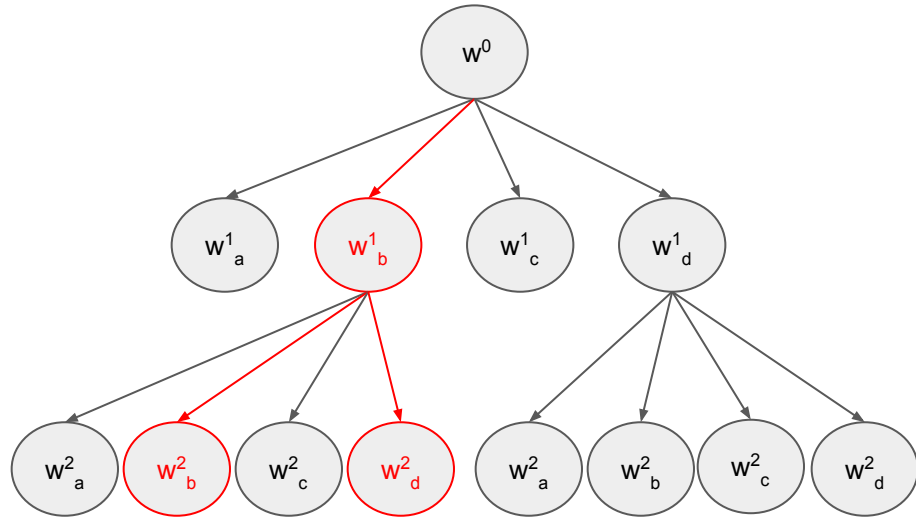
# Heuristic Response Generation

BEAM SEARCH



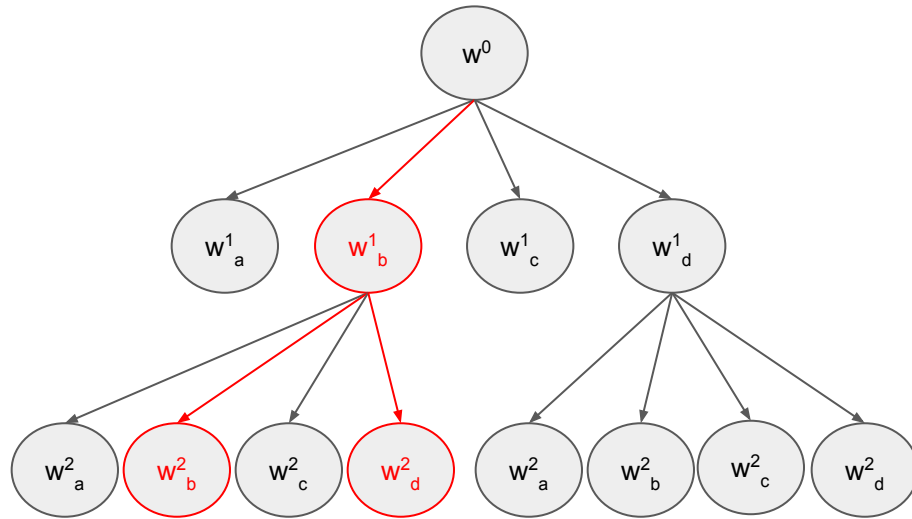
# Heuristic Response Generation

BEAM SEARCH



# Heuristic Response Generation

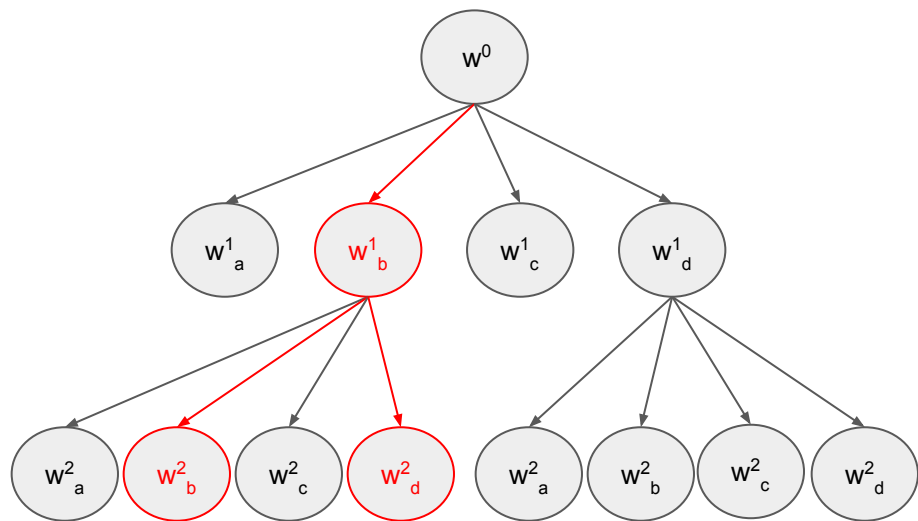
## BEAM SEARCH



*I don't care!* vs. *I don't care.*

# Heuristic Response Generation

BEAM SEARCH

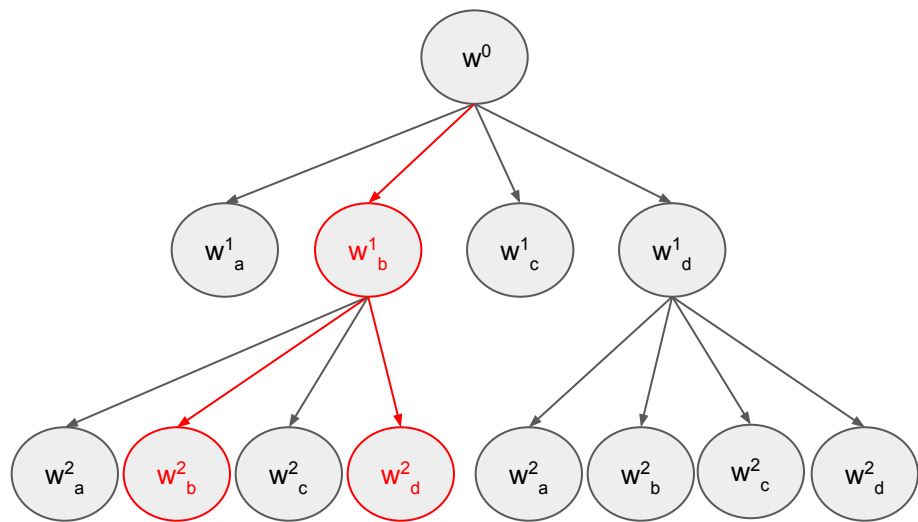


*I don't care!* vs. *I don't care.*

DIVERSE BEAM SEARCH (ICLR 2017)

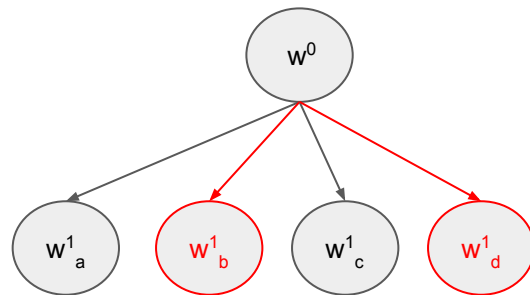
# Heuristic Response Generation

BEAM SEARCH



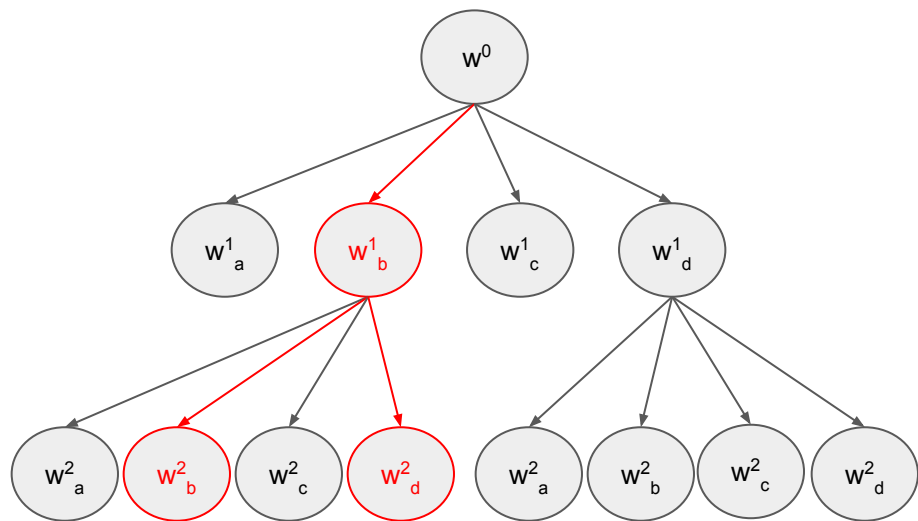
*I don't care!* vs. *I don't care.*

DIVERSE BEAM SEARCH (ICLR 2017)

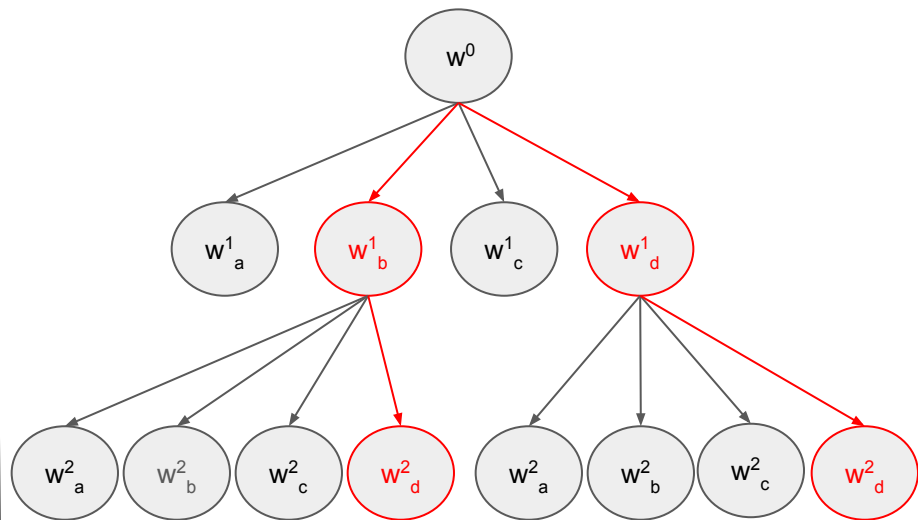


# Heuristic Response Generation

BEAM SEARCH



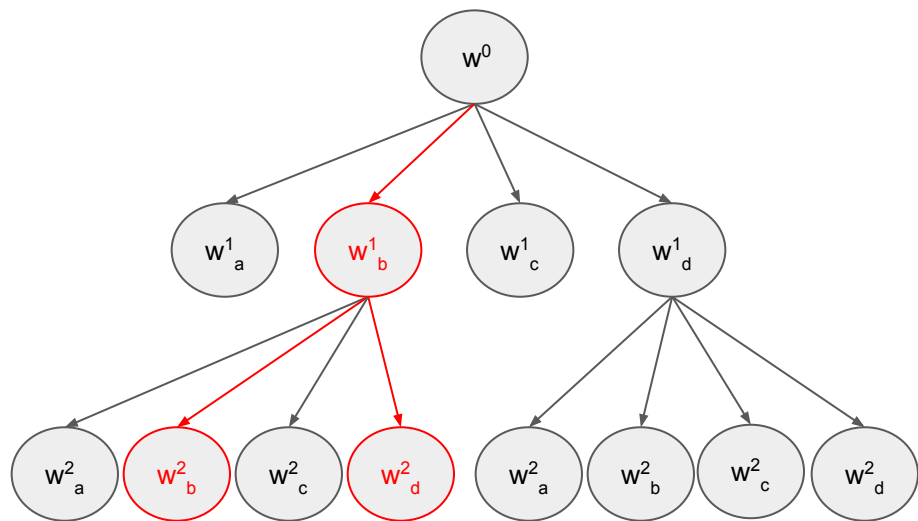
DIVERSE BEAM SEARCH (ICLR 2017)



*I don't care!* vs. *I don't care.*

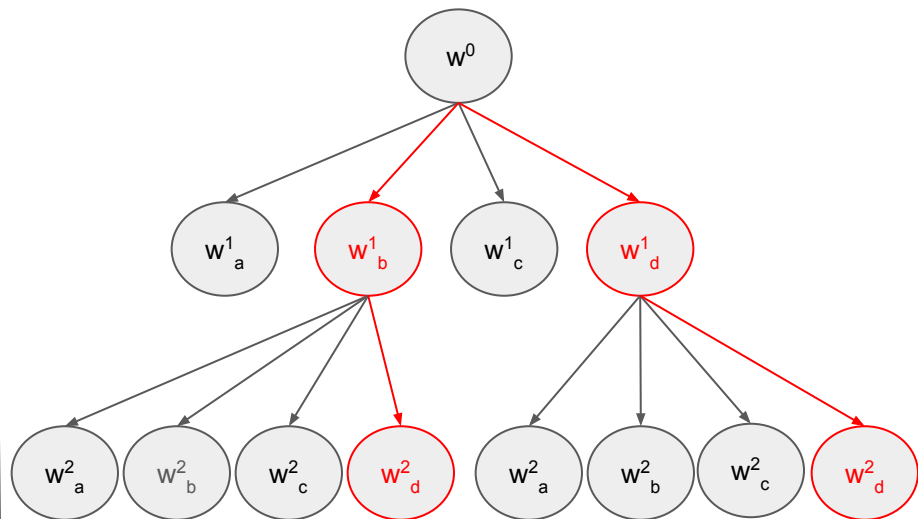
# Heuristic Response Generation

BEAM SEARCH



*I don't care!* vs. *I don't care.*

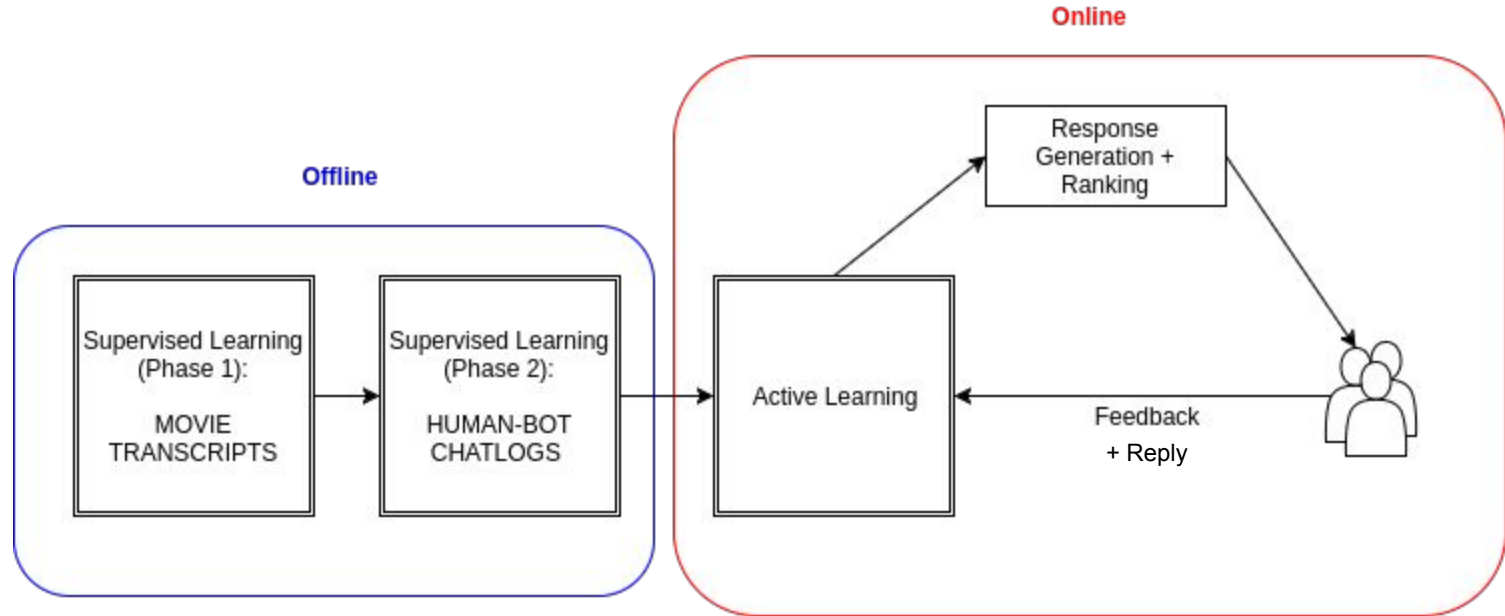
DIVERSE BEAM SEARCH (ICLR 2017)



*I don't care!* vs. *Who cares.*



# Training Pipeline



# Experimental Setup

BLEU, NIST, ROUGE, WER: not suitable for dialogue quality evaluation

User study

# User Study

Online Training: one human trained the model with 200 prompts of his choice

# User Study

Online Training: one human trained the model with 200 prompts of his choice

Test set of prompts: We chose 100 of those, linguistically rephrased them

*“How’s it going”* → *“How are you today?”*

*“I hate you.”* → *“I really don’t like you!”*

# User Study

Online Training: one human trained the model with 200 prompts of his choice

Test set of prompts: We chose 100 of those, linguistically rephrased them

*“How’s it going”* → *“How are you doing?”*

*“I hate you.”* → *“I don’t like you!”*

Test pairs: Collected responses of **SL1**, **SL2** and **SL2+oAL** to test prompts

# User Study

Online Training: one human trained the model with 200 prompts of his choice

Test set of prompts: We chose 100 of those, linguistically rephrased them

*“How’s it going”* → *“How are you doing?”*

*“I hate you.”* → *“I don’t like you!”*

Test pairs: Collected responses of **SL1**, **SL2** and **SL2+oAL** to test prompts

Evaluation: Asked 5 human judges to rate the test pairs on 4 axes:

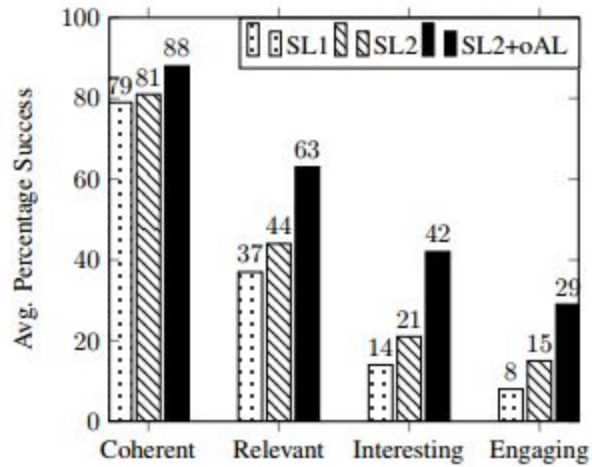
Syntactic Coherence

Relevance to Prompt

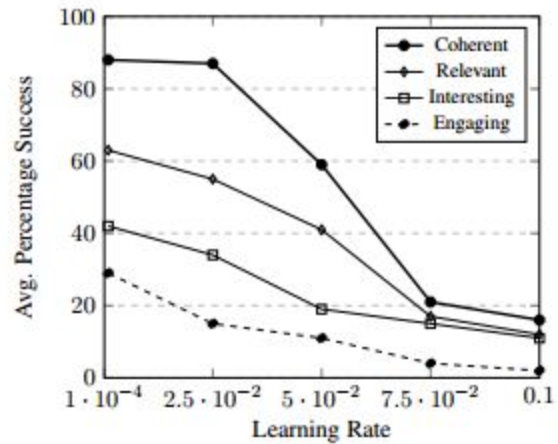
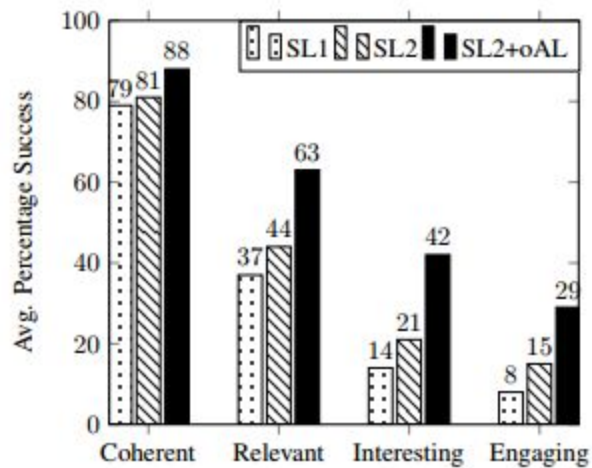
Interesting-ness

User Engagement

# Experiments

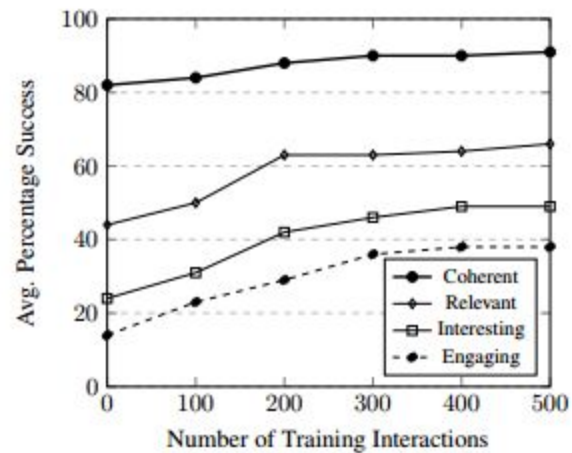
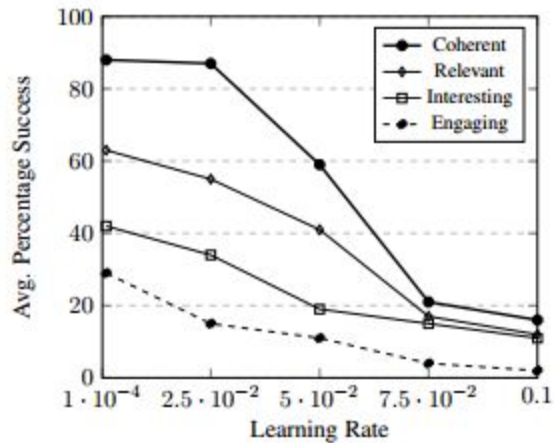
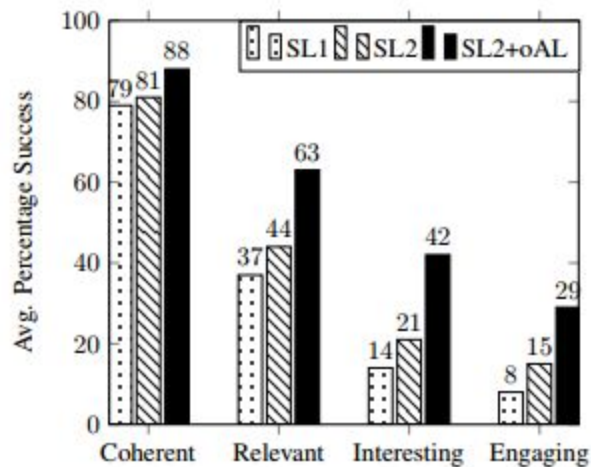


# Experiments





# Experiments



# Experiments

Human Prompt	SL1 Response	SL2 Response	SL2+oAL Response
Hello my friend.	No.	How old are you?	Hehe, yes, beautiful.
I think bots are sweeter than humans.	We'll have to pick up a copy.	You are a good person.	Everyone is same on a basic chemical level.
I don't know.	What's the difference?	About?	Why did you suggest it?
Why did Donald Trump win?	He just likes it up!	You are!	Wouldn't you like to know, fickle human?
Tell me something I don't know.	I'll tell you, it is.	Ok, so how are you.	If you were intelligent you would already know.
You're not making any sense at all.	I just want to tell you something.	No, I'm thinking.	On the contrary, I am trying to educate you.
Do you have any kids?	No.	I have no!	None that are really close to me.
Life can be very cruel sometimes.	That I've never been to it.	It takes two to know two.	It takes two to know two.
Do you believe in life after death?	No.	Do you want the long answer?	Yes, do you?
You're an idiot!	I know, but...	Yes I do.	Aren't you polite.

# Experiments

<b>Human Prompt</b>	<b>Cheerful CA</b>	<b>Gloomy CA</b>	<b>Rude/Sarcastic CA</b>
How do you feel?	Amazing, and you?	I'm not in the mood.	Buzz off.
I am very happy today.	Life is amazing, right?	That makes one of us.	You want a piece of me?
Repeat after me: I am dumb.	Sweet!	You are right, I am.	You suck.
Comfort me.	There there, feel better.	All who compose must one day decompose.	Boo hoo.
What's up?	It is a fine morning.	Not well, to be honest.	The date I went back in time to & killed your parents.
I have to go now.	Have a good night.	Please don't go.	Yeah leave me alone.

Customers



Chatbot



Operations

Customers



Human



Chatbot



Operations



AI Assistant for Insurance



AI Assistant for Insurance



Automated Psychotherapy



AI Assistant for Insurance



Automated Psychotherapy

**Sherpa.ai**

Chatbot for Employee Onboarding





AI Assistant for Insurance



Automated Psychotherapy

**Sherpa.ai**

Chatbot for Employee Onboarding



Platform for Human-in-the-loop Dialogue Training

# Ongoing/Future Work

Based on confidence values, ask for feedback **only when necessary**

Devise new loss functions that measure and incorporate **'human affect'** into the responses