

# Discreteness in Neural Natural Language Processing

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## EMNLP-IJCNLP 2019 Tutorial



# Part IV: Discrete Output Space

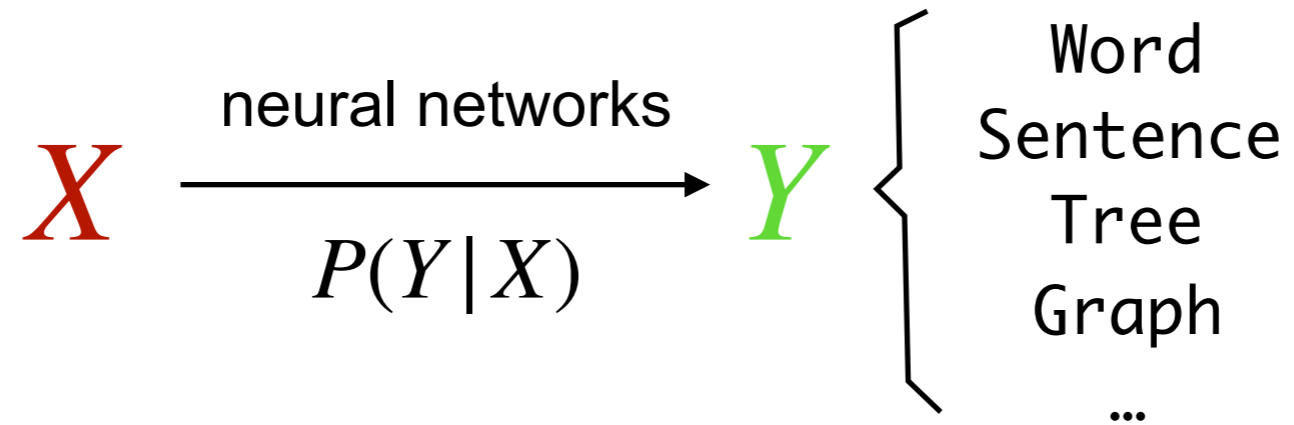


# Roadmap

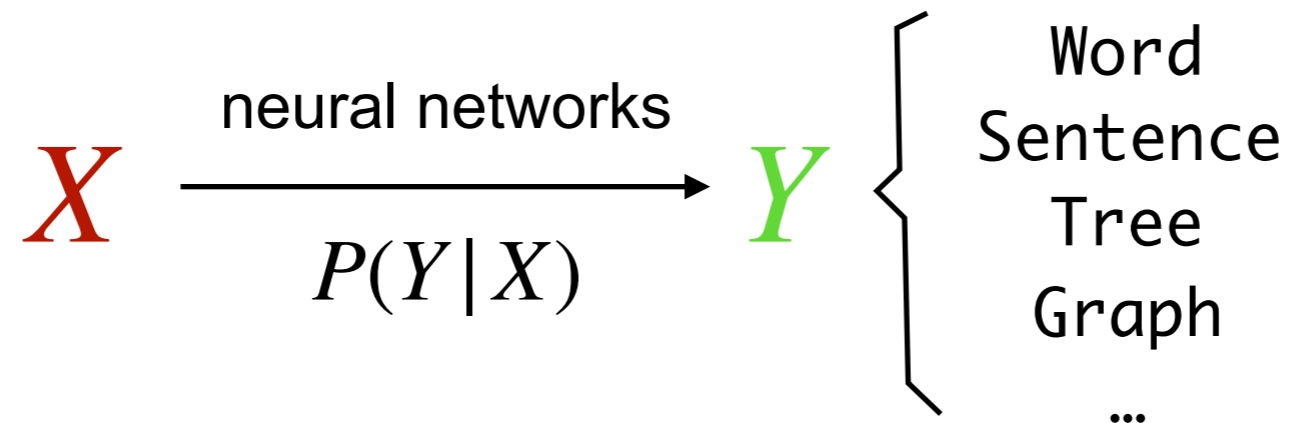
- Examples of discrete output space
- Challenges and Solutions of Discrete Output Space
  - From Continuous Outputs to Discrete Outputs
    - ▶ Embedding Matching by Softmax
  - Non-differentiable: Difficult for non-MLE training (e.g., GAN)
    - ▶ RL for Generation
    - ▶ Gumbel Softmax for Generation
  - Exponential Search Space
    - ▶ Hard for Global Inference
    - ▶ Hard for Constrained Decoding
- Case Study
  - Kernelized Bayesian Softmax
  - SeqGAN
  - Constrained Sentence Generation with CGMH



# Outputs of NLP Tasks



# Outputs of NLP Tasks



More complex discrete outputs such as sequence, tree or graph structures exist in NLP.

# Output Sentences

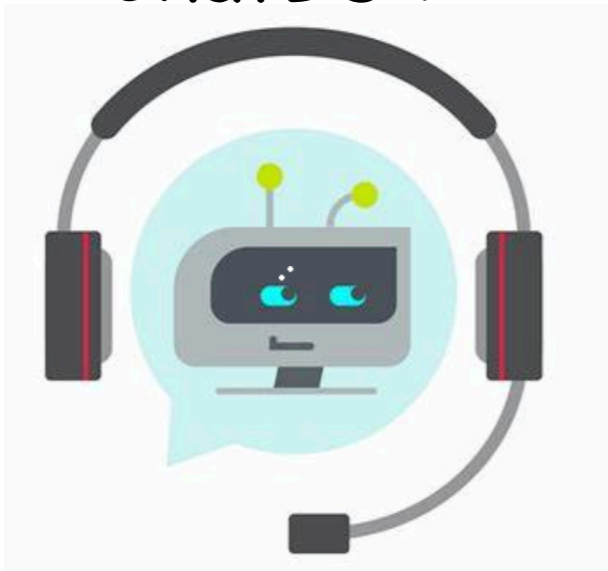
Machine Writing



Question Answering



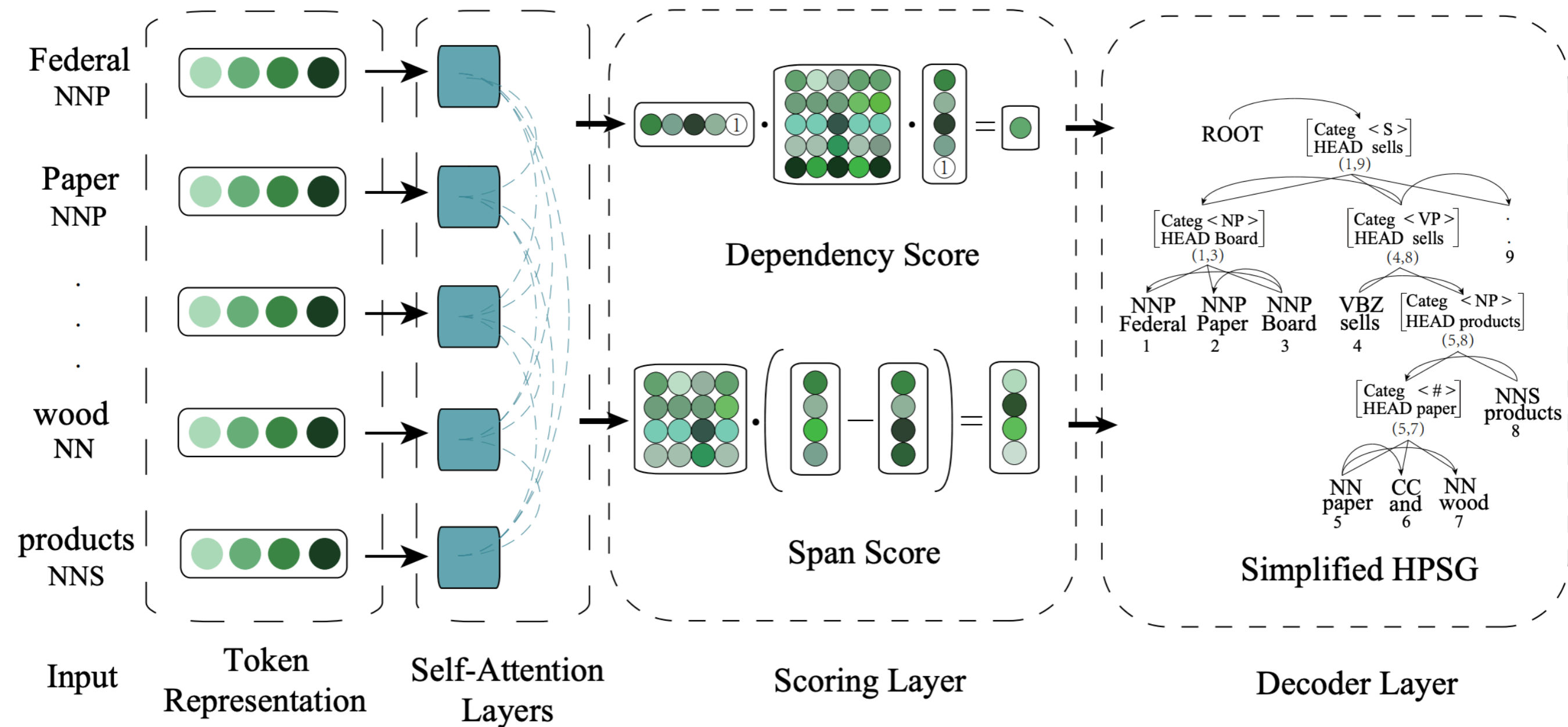
ChatBOT



Machine Translation



# Output Trees



Zhou J, Zhao H. Head-driven phrase structure grammar parsing on Penn treebank, in ACL, 2019.

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Discrete outputs, especially the discrete sequence/structure outputs are non-trivial for handling in neural NLP.

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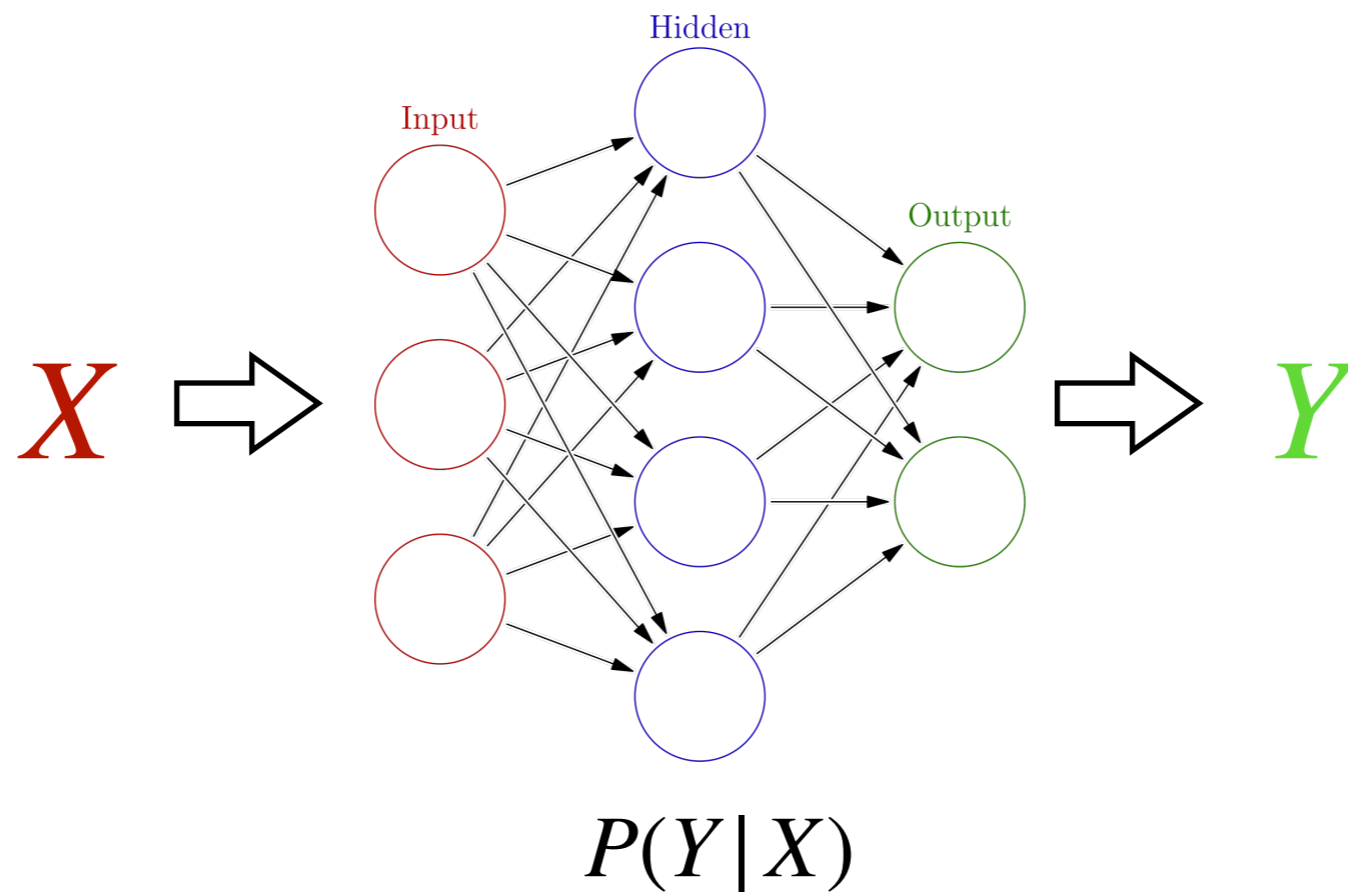
*In the next part, we will explain these challenges in detail and give some solutions.*

# Roadmap

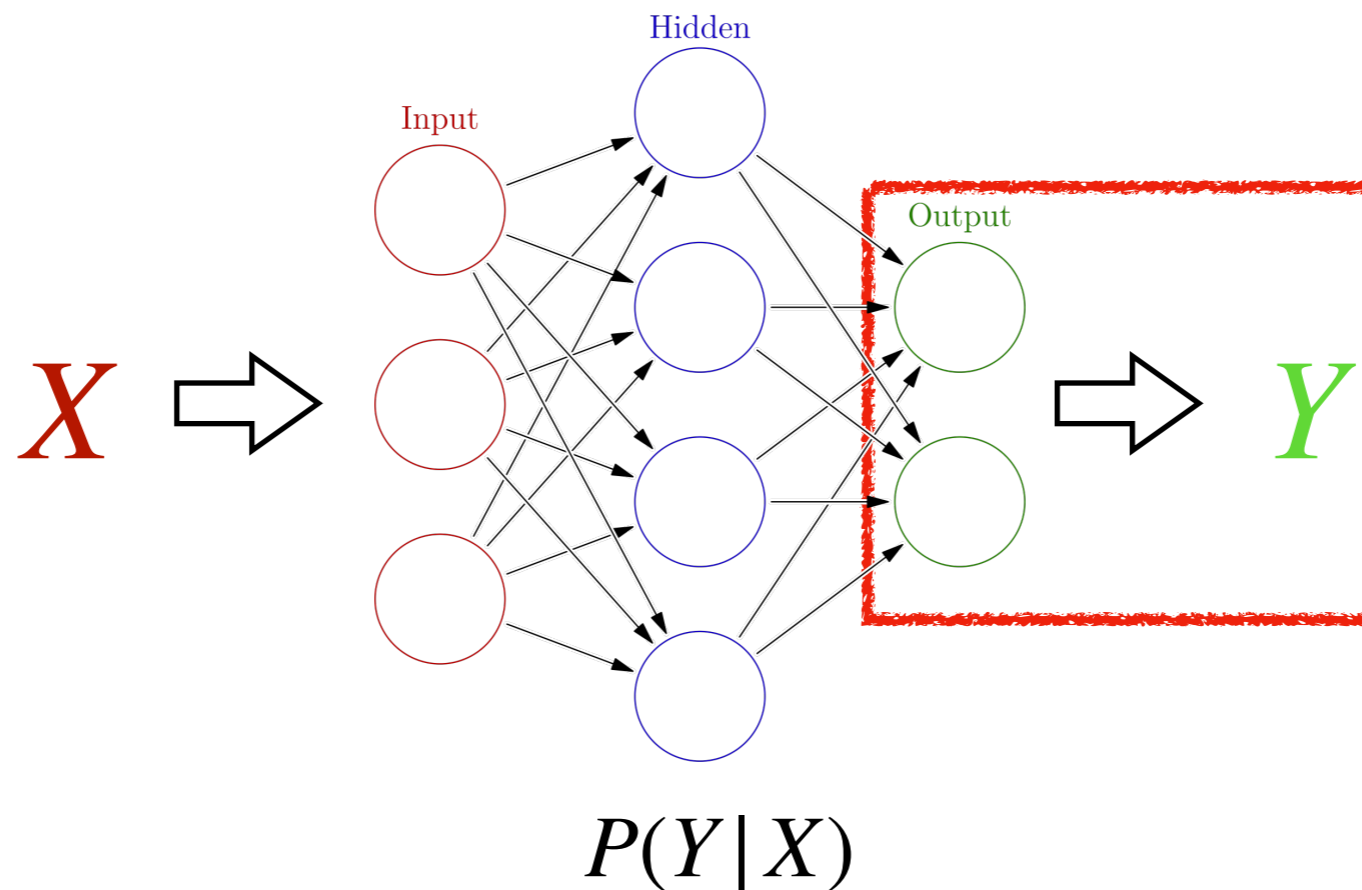
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# From Continuous to Discrete Outputs



# From Continuous to Discrete Outputs



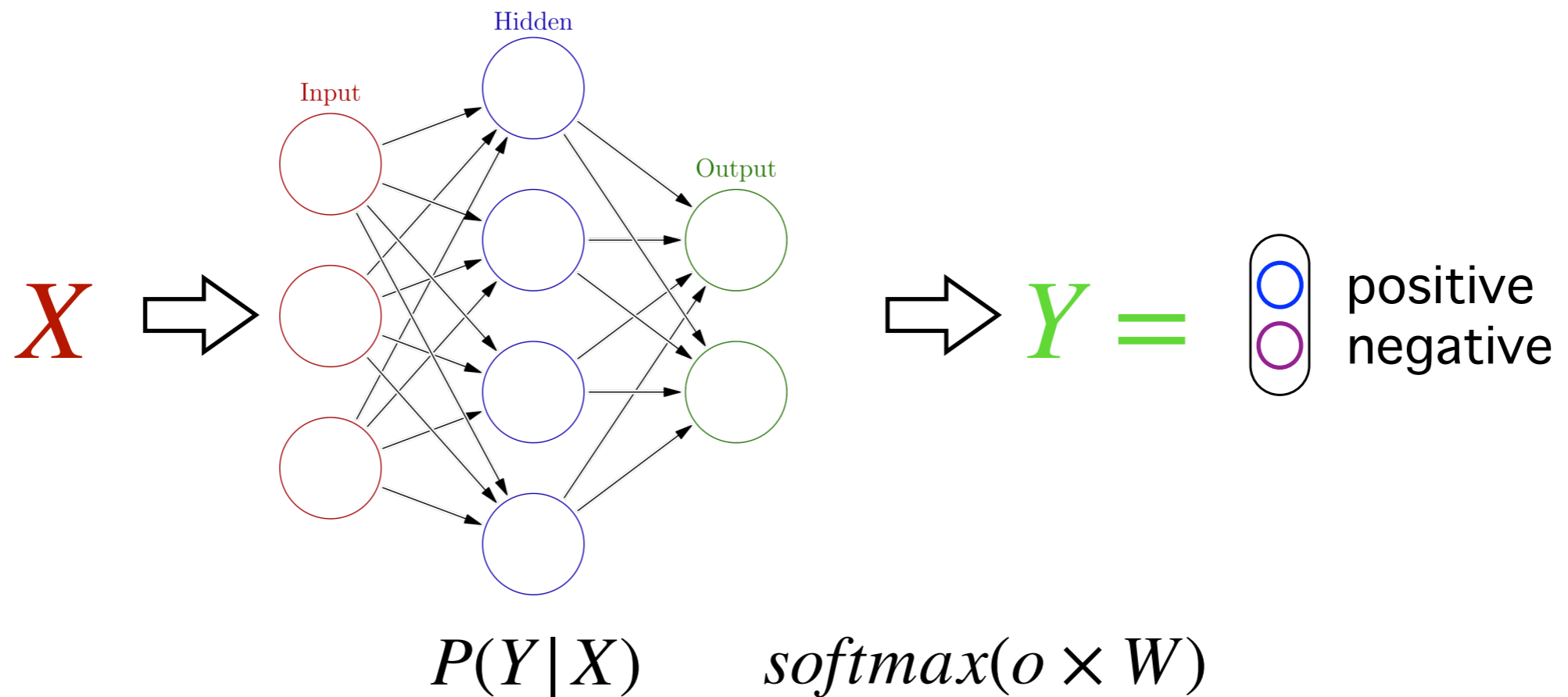
How to transform continuous outputs to discrete  $Y$ ?

# Embedding Matching by Softmax

*A simple sentiment classification case:*

# Embedding Matching by Softmax

A simple sentiment classification case:





# MLE for Training

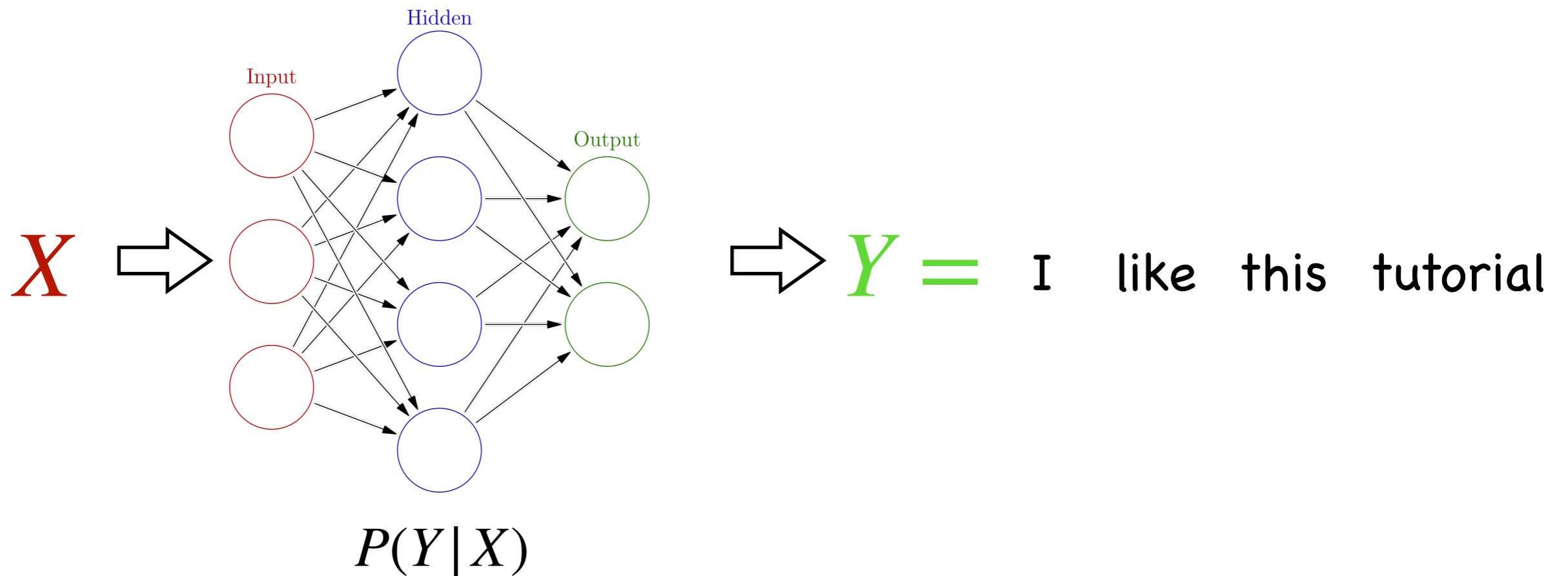
Maximum Likelihood Estimation:

$$\min \mathbb{E}_{\langle X, Y \rangle \sim p_{data}} [-\log p_{\theta}(Y | X)]$$

$$p_{\theta}(Y' | X) = \frac{\sigma(Y' | X)}{\sum_Y \sigma(Y | X)}$$

Partition function: two possibilities, namely, positive or negative.

# How about Sequence



# Exponential Hypothesis Space!

Maximum Likelihood Estimation:

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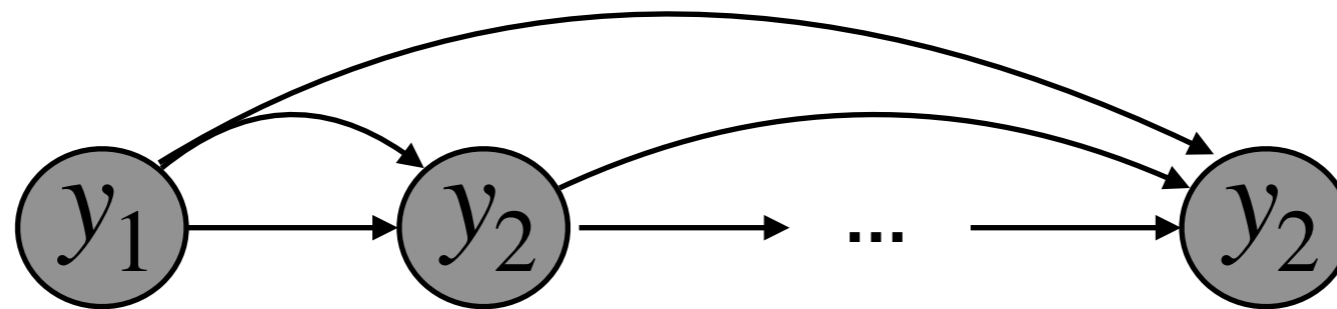
Calculating partition function directly  
requires exponential time!

$$\mathcal{V} \times \mathcal{V} \times \mathcal{V} \times \mathcal{V} = \mathcal{V}^4$$

I like this tutorial

# Locally Normalized Factorization

- Directed, fully-observed Bayesian network:



Decompose the joint distribution as a product of tractable conditionals:

Given  $Y = [y_1, y_2, y_3 \dots, y_n]$

$$p_{\theta}(Y) = \prod_{i=1}^n p_{\theta}(y_i | y_1, y_2, \dots, y_{i-1}) = \prod_{i=1}^n p_{\theta}(y_i | y_{<i})$$

# Exponential Hypothesis Space!

Maximum Likelihood Estimation:

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$$p_{\theta}(Y') = \frac{\sigma(Y' | X)}{\sum_Y \sigma(Y | X)}$$

Calculating partition function directly  
requires **exponential time!**

But, under certain model structure, it is possible  
to compute within polynomial time

# Tractable for Computing by Step by Step Factorization

$$p_{\theta}(y'_i | y_{<i}, X) = \frac{\sigma(y'_i | y_1 \cdots y_{i-1}, X)}{\sum_{y'_i} \sigma(y_i | y_1 \cdots y_{i-1}, X)}$$

Vocabulary Size



Tractable for computing

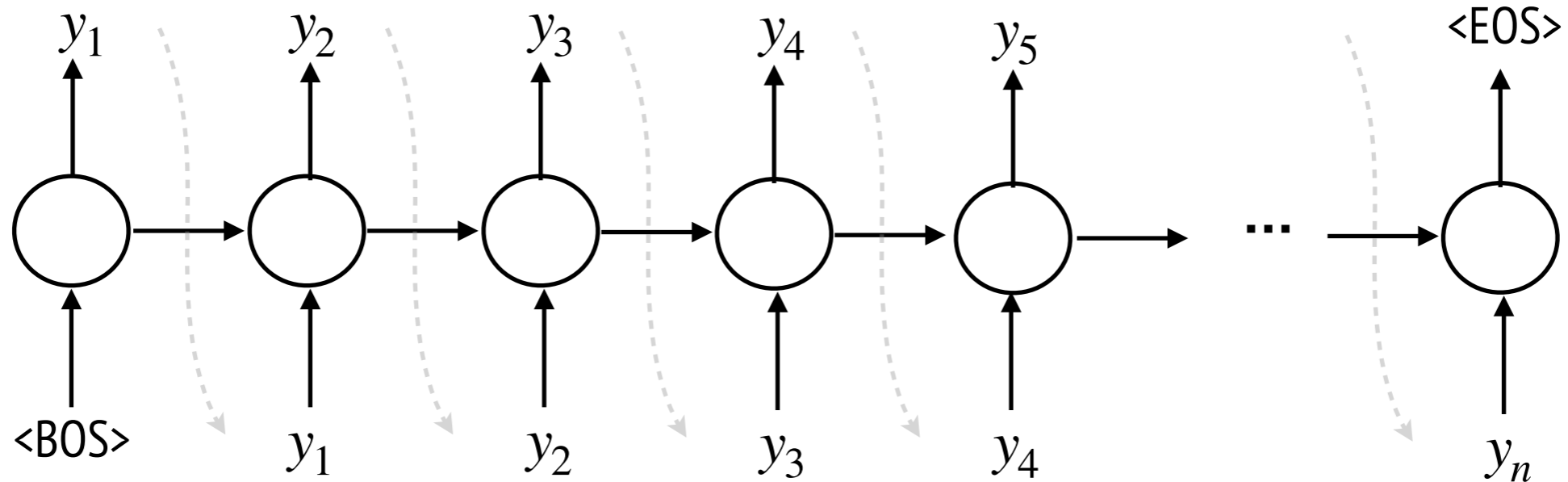
# Parameterization by Neural Networks

$$p_{\theta}(y'_i | y_{<i}, X) = \frac{\sigma(y'_i | y_1 \cdots y_{i-1}, X)}{\sum_{y'_i} \sigma(y_i | y_1 \cdots y_{i-1}, X)}$$

Parameterization by RNN

# Text Generation as an Example

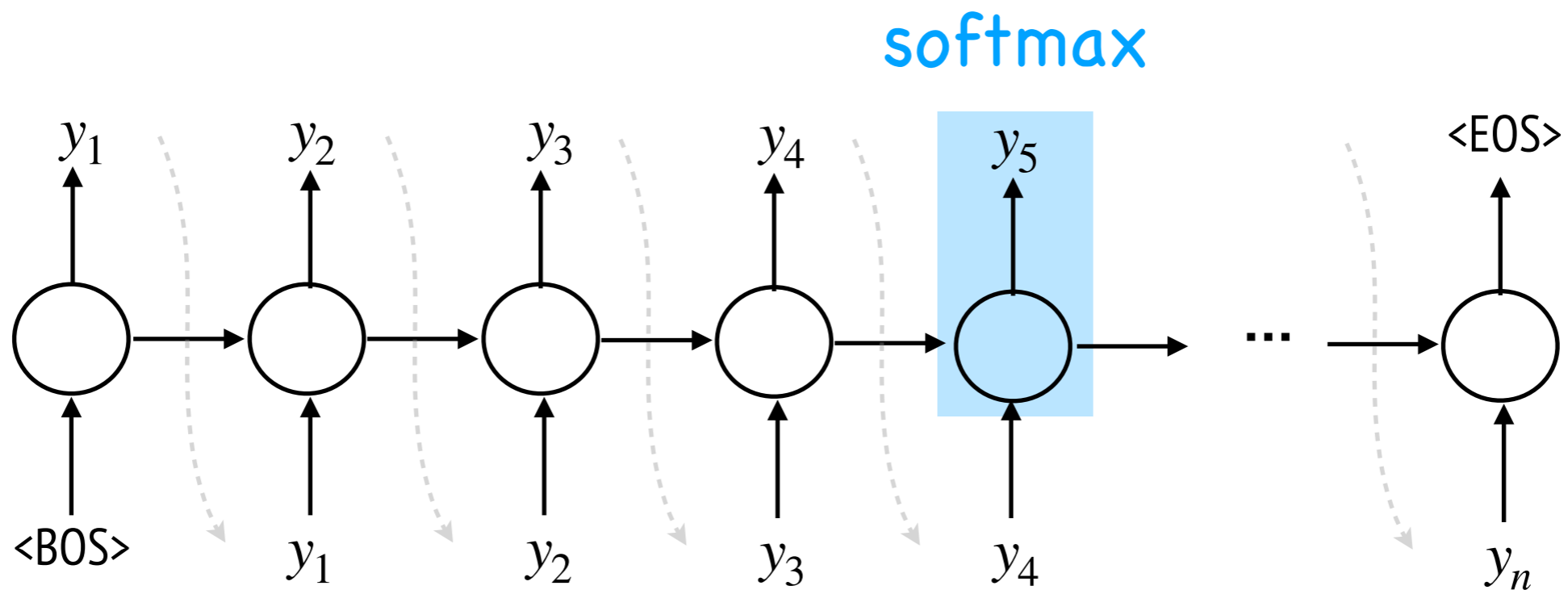
$$P_{\theta}(y'_i | y_{<i})$$





# Softmax at Each Time Step

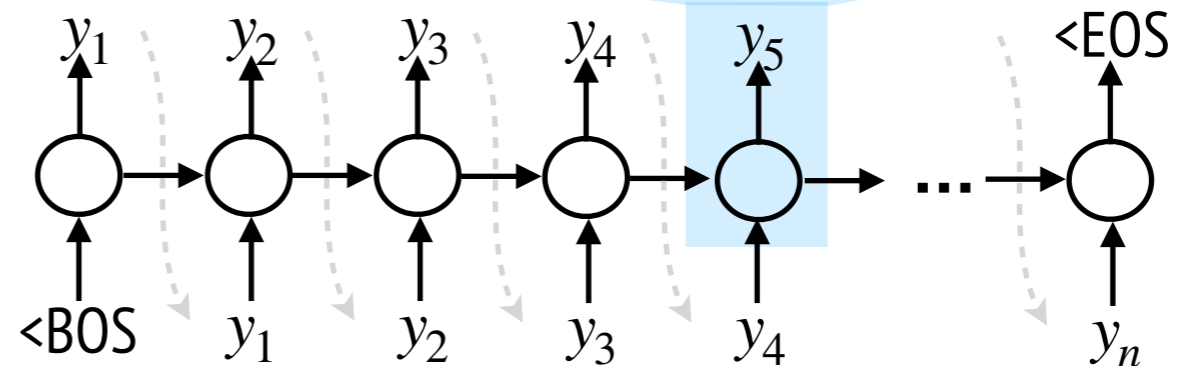
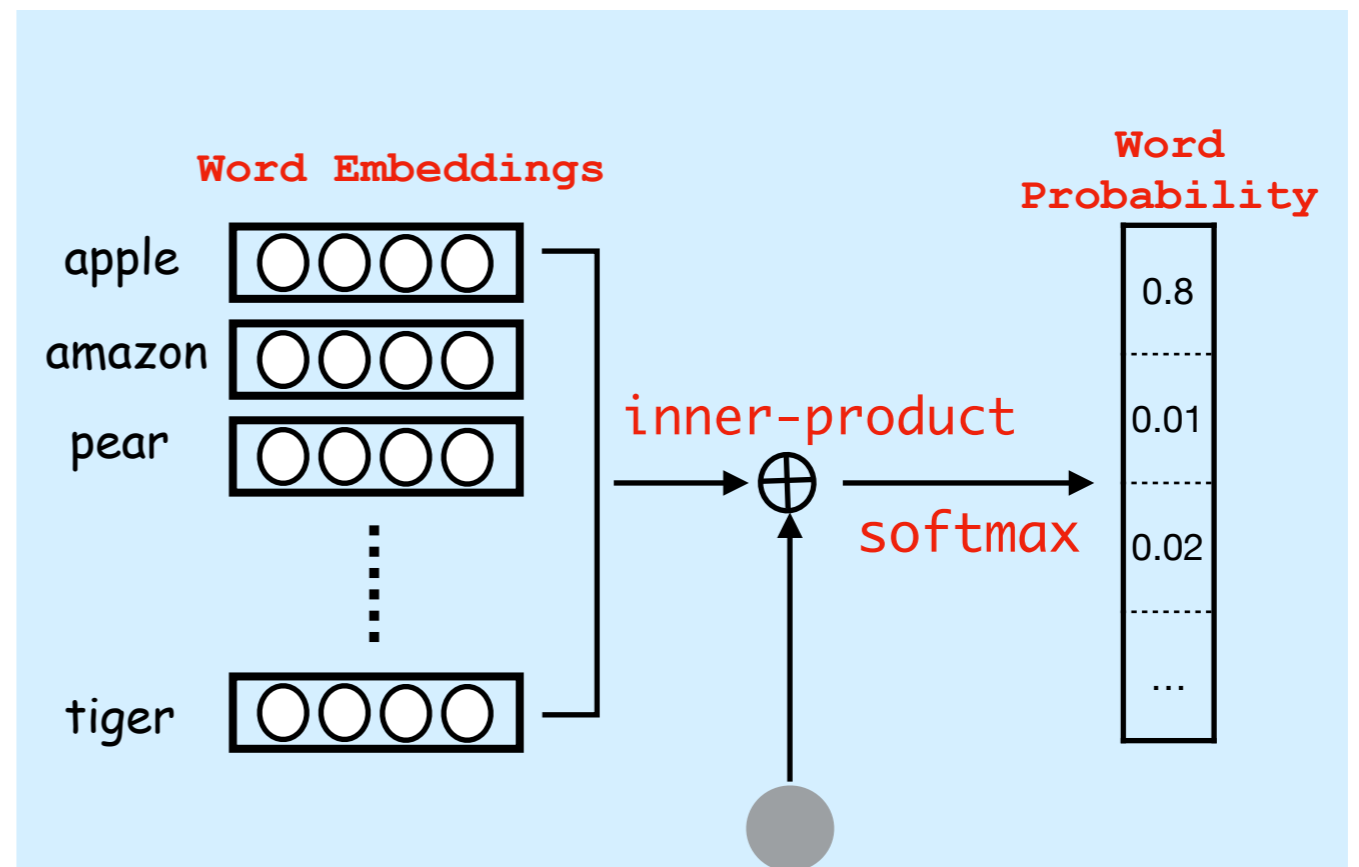
$$P_{\theta}(y'_i | y_{<i})$$



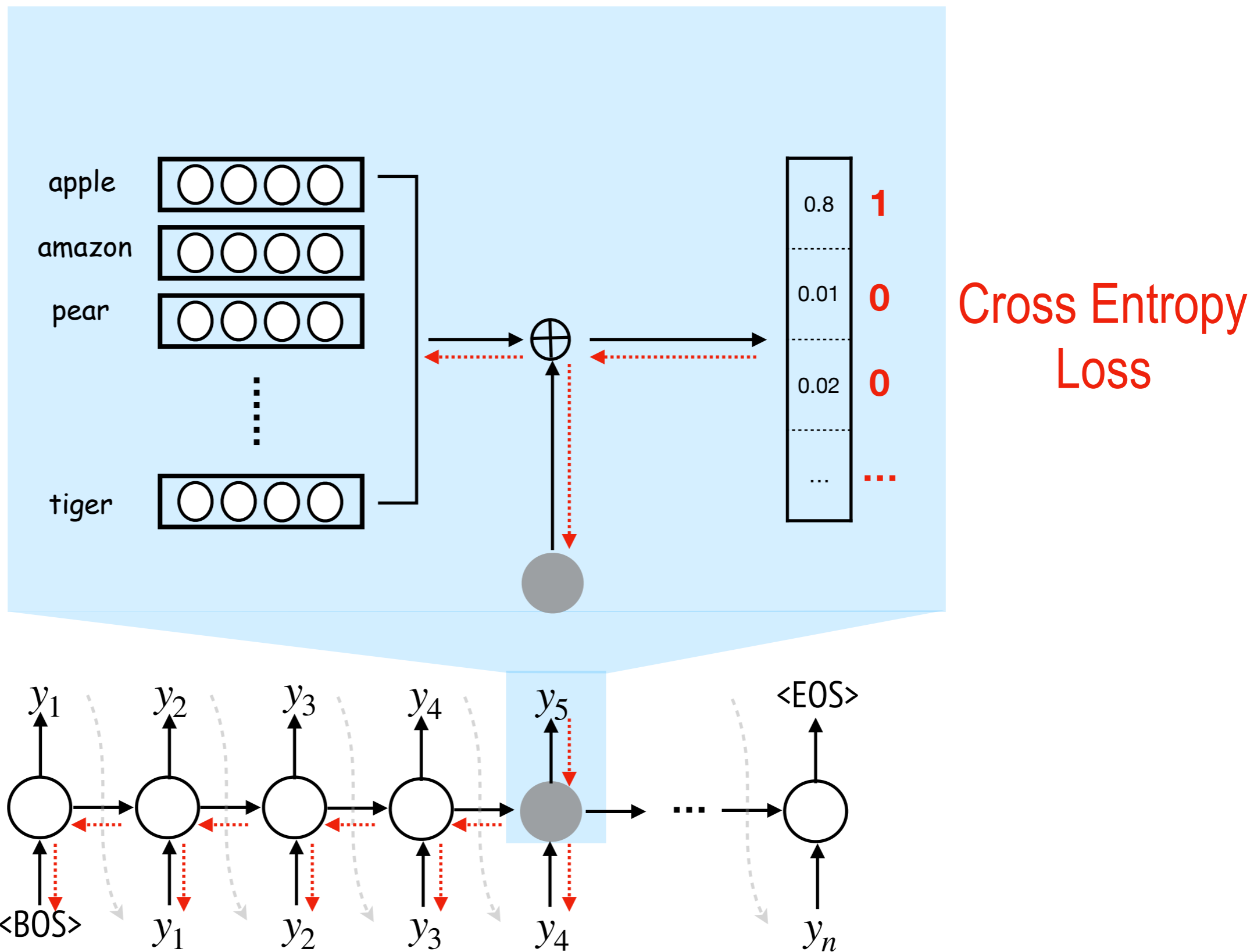
# Embedding Matching inside the Softmax

$$P_{\theta}(y'_i | y_{<i})$$

softmax



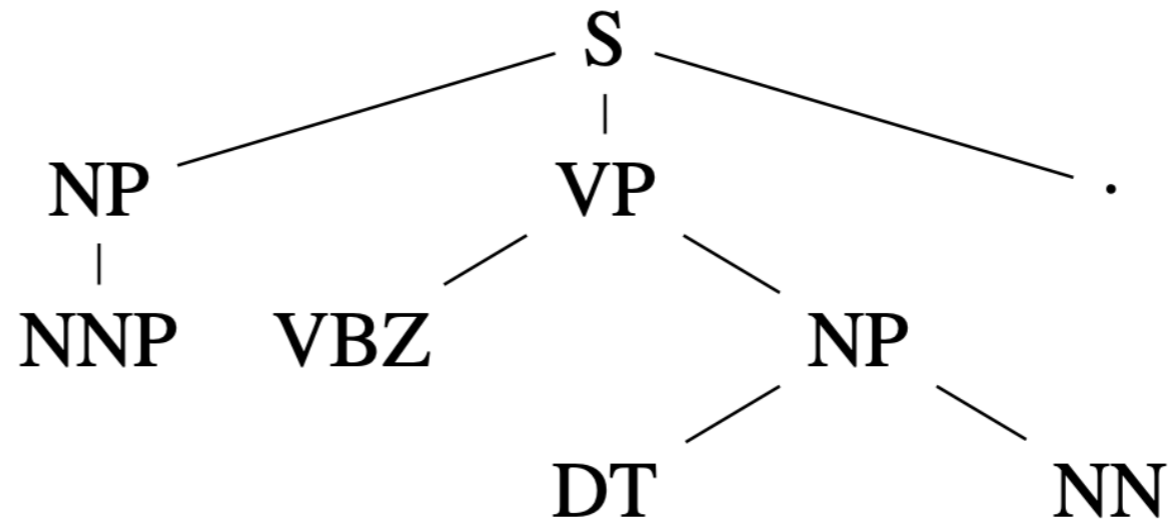
# BackPropagation



# Structures as Sequence Prediction

John has a dog .

→



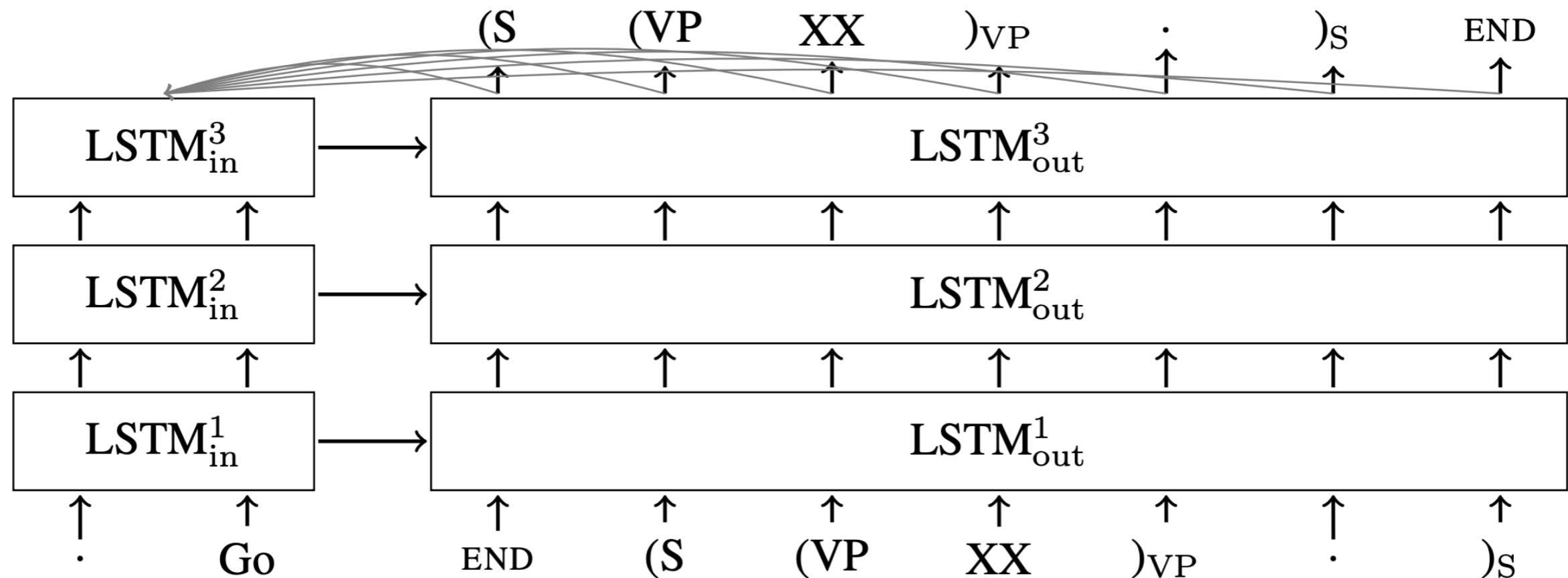
John has a dog .

→

(S (NP NNP )<sub>NP</sub> (VP VBZ (NP DT NN )<sub>NP</sub> )<sub>VP</sub> . )<sub>S</sub>

*Linearizing the tree structure as a sequence of syntax labels.*

# Learning and Predicting Trees as a Sequence



*Modeling the syntax parsing problem as a sequence to sequence prediction.*

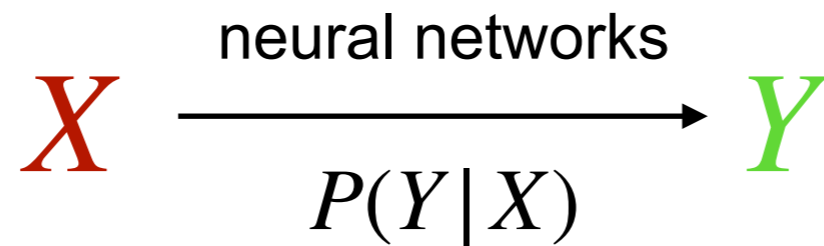
Vinyals O, Kaiser Ł, Koo T, et al. Grammar as a foreign language, in NIPS, 2015.

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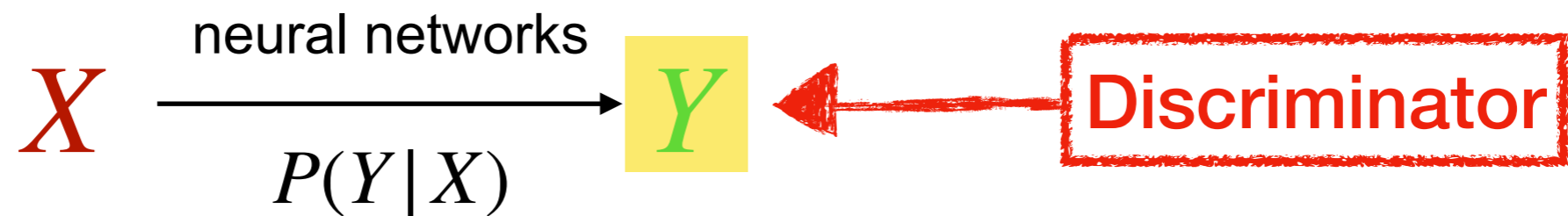


# Non-Differentiable Problem



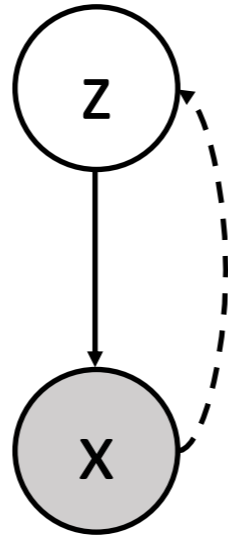
# Non-Differentiable

- ▶ Fine for MLE but Non-trivial for other Training such as GAN.





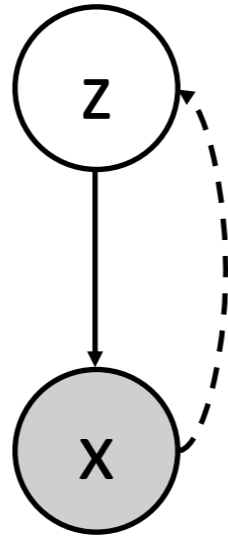
# What's GAN ?



## Generative Adversarial Networks:

$$\begin{aligned}\min_G \max_D L(D, G) &= \mathbb{E}_{x \sim p_r(x)} [\log D(x)] + \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))] \\ &= \mathbb{E}_{x \sim p_r(x)} [\log D(x)] + \mathbb{E}_{x \sim p_g(x)} [\log(1 - D(x))]\end{aligned}$$

# Generator vs. Discriminator



## Generative Adversarial Networks:

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Discriminator Generator

# Objective Revisit

## Generative Adversarial Networks:

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Discriminator



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Decoder



# BackPropagation Fails

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Text is discrete, hard to propagate gradients from D to G!

# Using RL or Gumbel Softmax

The same techniques used in dealing with the latent space such as RL or Gumbel softmax could also be adopted for handling the discrete output space.

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# Exponential Hypothesis Space

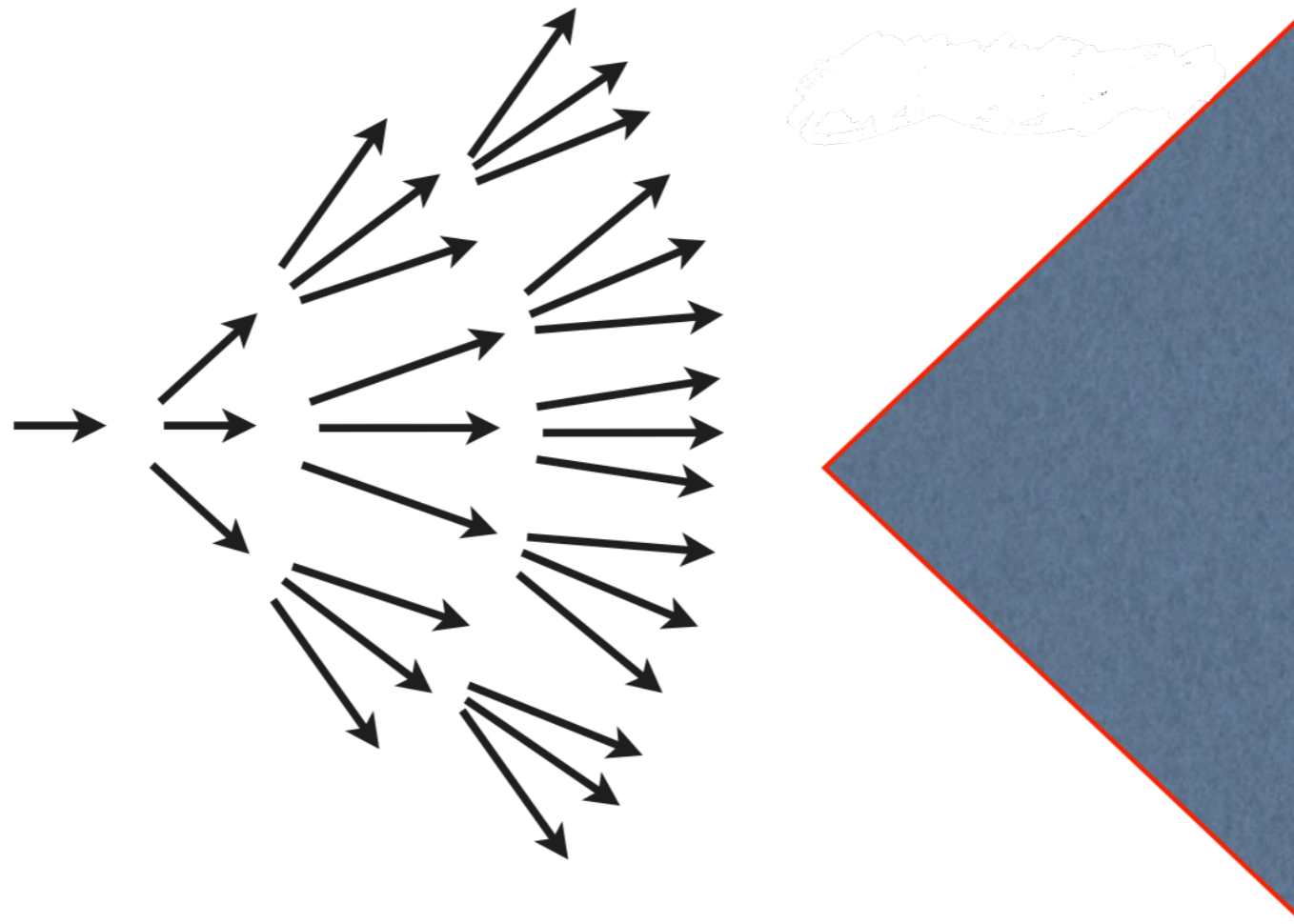


Figure from Liang Huang's slides



# Hard for Global Inference

- Inference for decoding
  - Hard to yield the best scored output in the exponential space
- Inference in training (globally normalized model)
  - Non-trivial to compute the partition function

# Inference for Decoding

$$\arg \max_Y \log p_{\theta}(Y|X) = \arg \max_Y \sum_{i=1}^n \log p_{\theta}(y_i | y_1, y_2, \dots, y_{i-1}, X) = \arg \max_Y \sum_{i=1}^n \log p_{\theta}(y_i | y_{<i}, X)$$

Exponential search space

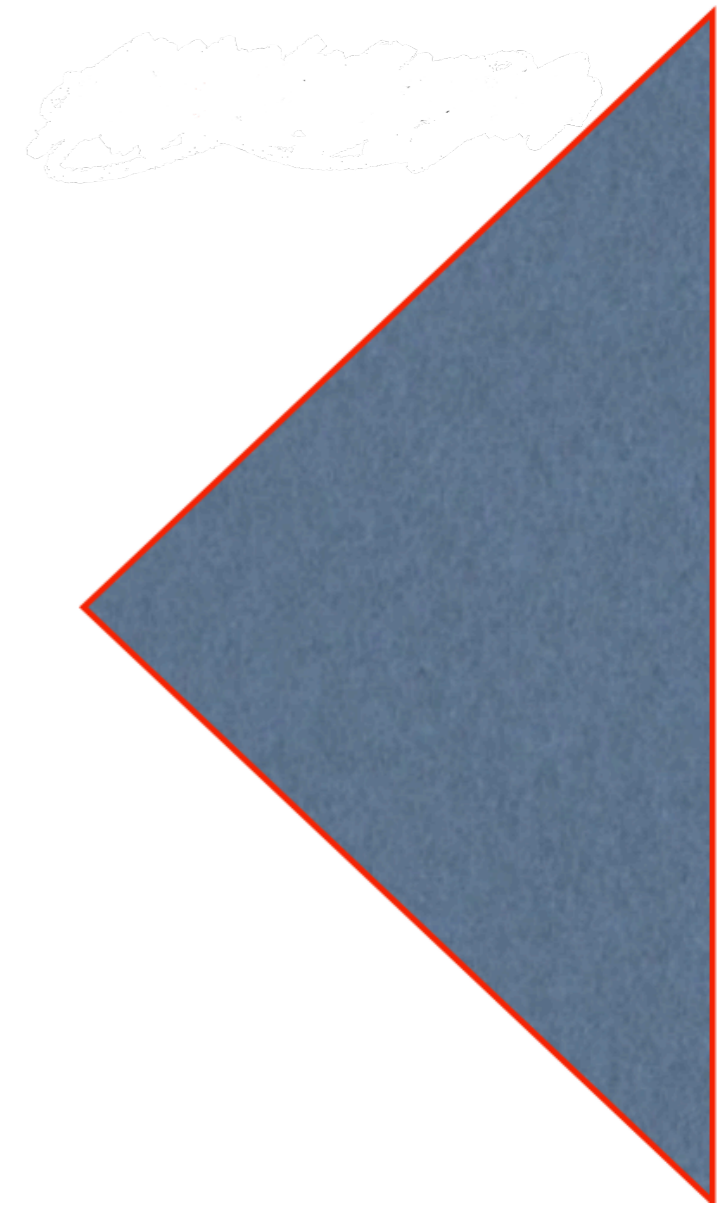
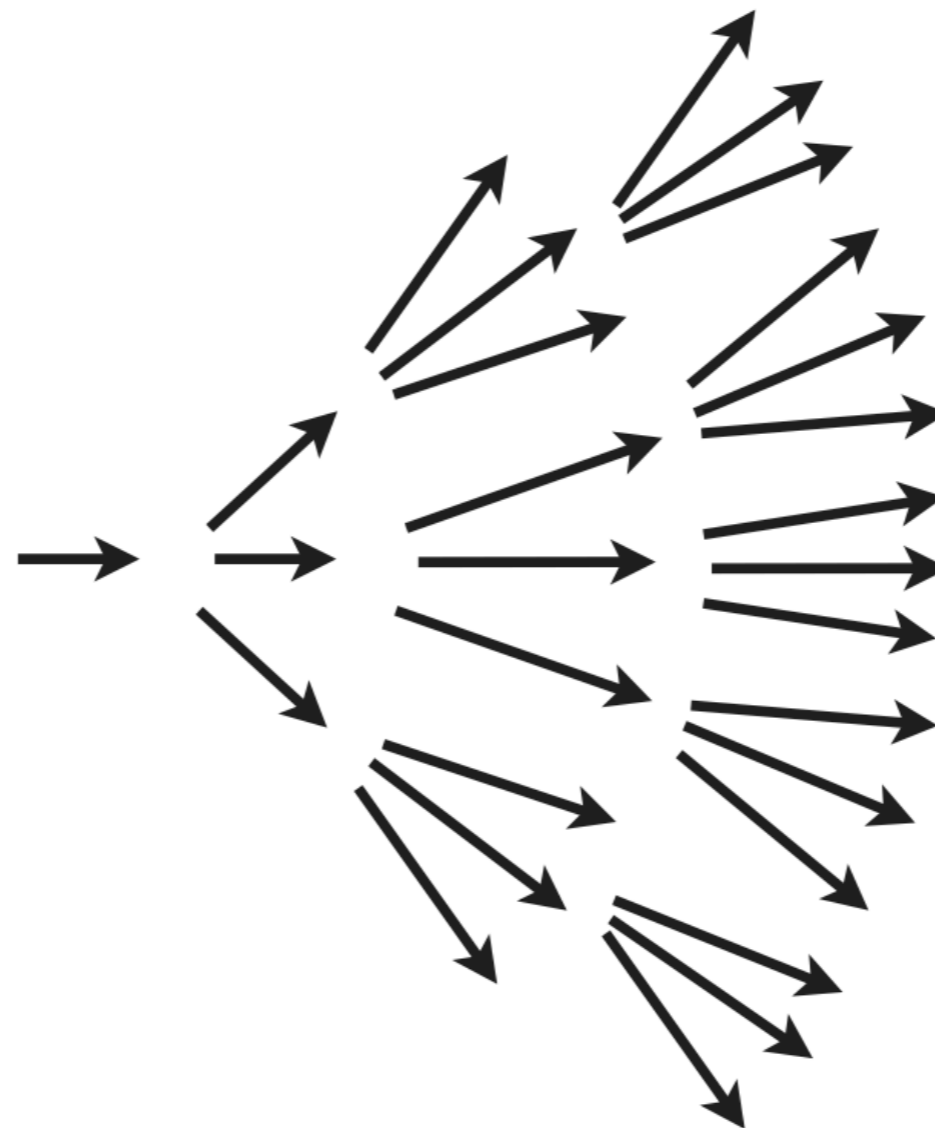


Figure from Liang Huang's slides

# Beam Search

$$\arg \max_{Y \in BEAM} \log p_{\theta}(Y | X) = \arg \max_{Y \in BEAM} \sum_{i=1}^n \log p_{\theta}(y_i | y_{<i}, X)$$

Heuristic search  
by beam search

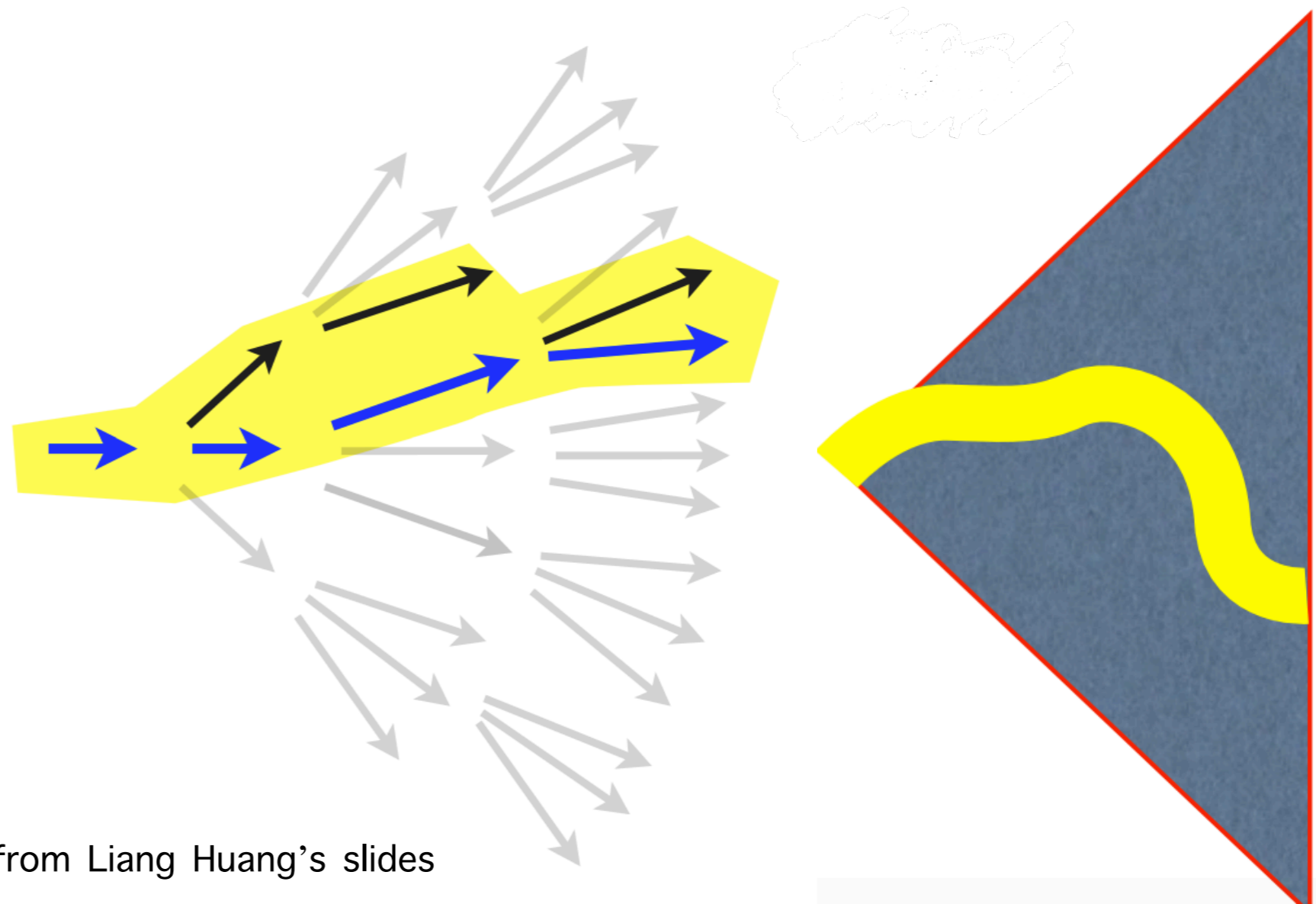


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# Inference in Training

Maximum Likelihood Estimation:

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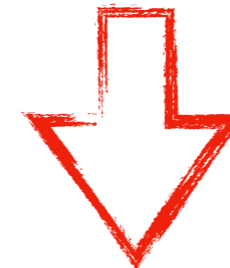
Calculating partition function directly  
requires **exponential time!**

# Approximated Globally Normalized Model

Maximum Likelihood Estimation:

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$$p_{\theta}(Y') = \frac{\sigma(Y' | X)}{\sum_Y \sigma(Y | X)}$$



$$\sum_{Y \in BEAM} \sigma(Y | X)$$

# Inference in Training

Maximum Likelihood Estimation:

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Contrastive divergence using  
beam search as sampling

$$\sum_{Y \in BEAM} \sigma(Y | X)$$

# Inference in Training

## Global Normalized Structured Prediction:

$$\min \mathbb{E}_{\langle X, Y \rangle \sim p_{data}} [-\log p_{\theta}(Y | X)]$$

$$p_{\theta}(Y') = \frac{\sigma(Y' | X)}{\sum_{Y \in BEAM} \sigma(Y | X)}$$

Contrastive divergence using beam search as sampling

Hao Zhou, Yue Zhang, Shujian Huang and Jiajun Chen. A neural probabilistic structured-prediction model for transition-based dependency parsing, in ACL, 2015.

Daniel Andor, Chris Alberti, David Weiss, et al., 2016. Globally normalized transition-based neural networks, in ACL, 2016.

Wiseman S, Rush A M. Sequence-to-sequence learning as beam-search optimization, in EMNLP, 2016.

# Challenges of Discrete Output Structures

- From Continuous Outputs to Discrete Outputs
- Non-differentiable: fine for MLE but Non-trivial for other Training such as GAN
- Exponential Search Space
  - ▶ Hard for Global Inference
  - ▶ Hard for Constrained Decoding



# Constrained Decoding

Constrained Decoding:

$$\arg \max_Y p_{\theta}(Y|X),$$

$$\mathbf{s.t.} \quad Y \text{ satisfy } \mathbf{C} = \{C_1, C_2, \dots, C_n\}$$

The decoding outputs should satisfy a set of constraints.

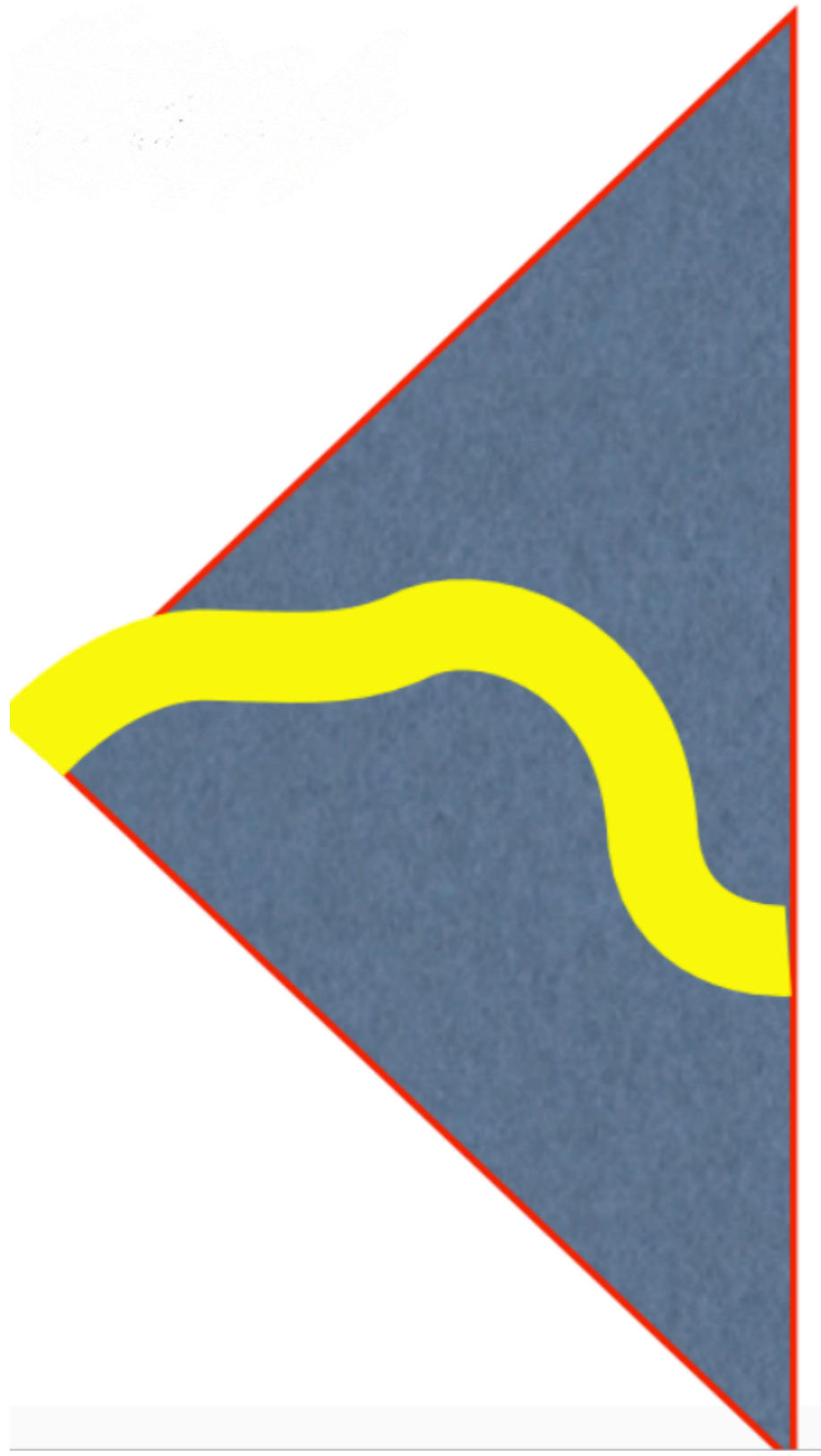
# Constraints Definition

- Generating sentence satisfying constraints:
  - Hard constrains: Keyword must occur in sentences
    - E.g. Juice -> Brand natural juice, specially made for you

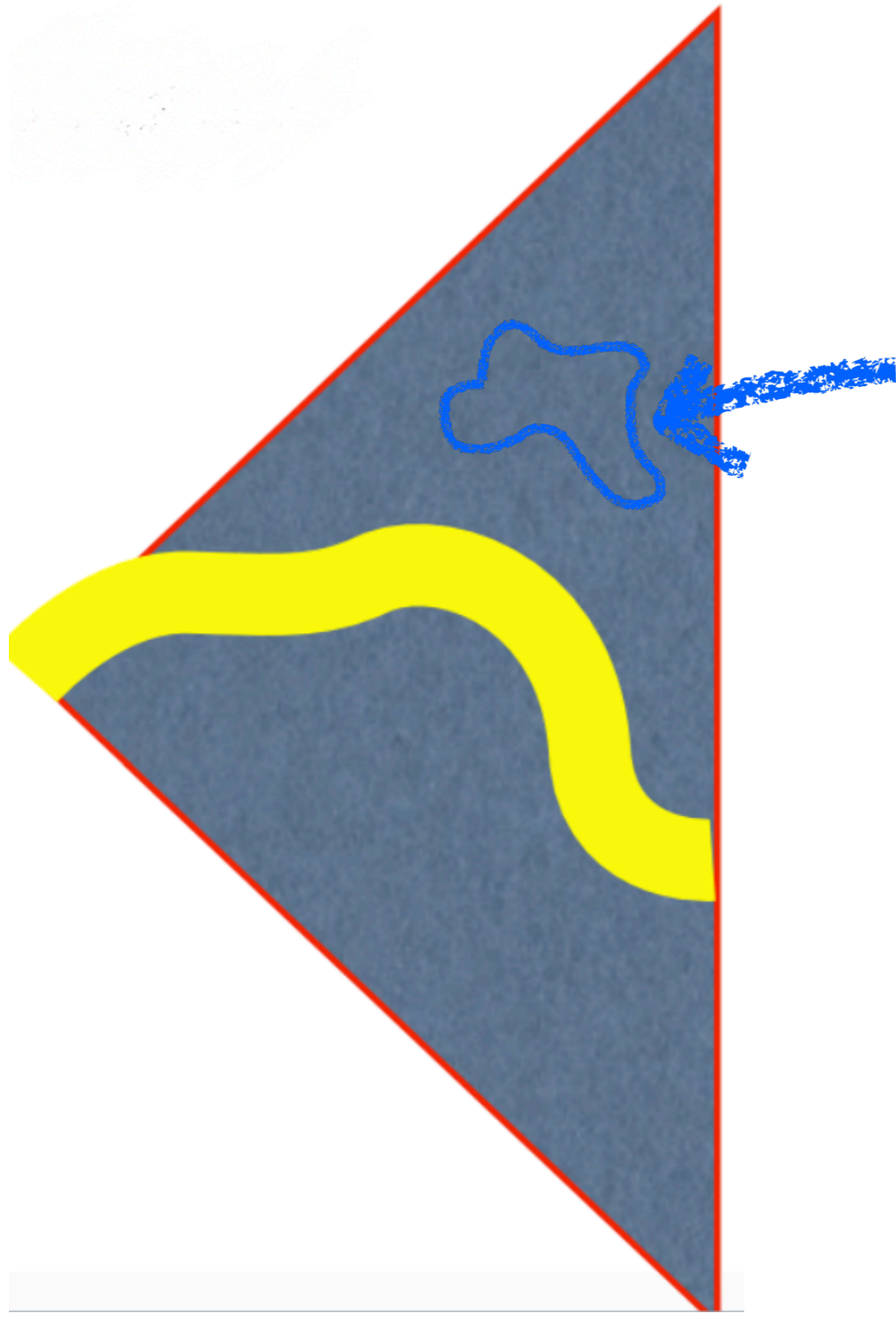
# Constraints Definition

- **Generating sentence satisfying constraints:**
  - **Hard constrains:** Keyword must occur in sentences
    - E.g. Juice -> Brand natural juice, specially made for you
  - **Soft constrains:** Semantically similar to a given sentence (paraphrase)
    - E.g. The movie is a great success -> It is one of my favorite movies

# Beam search over the Search Space

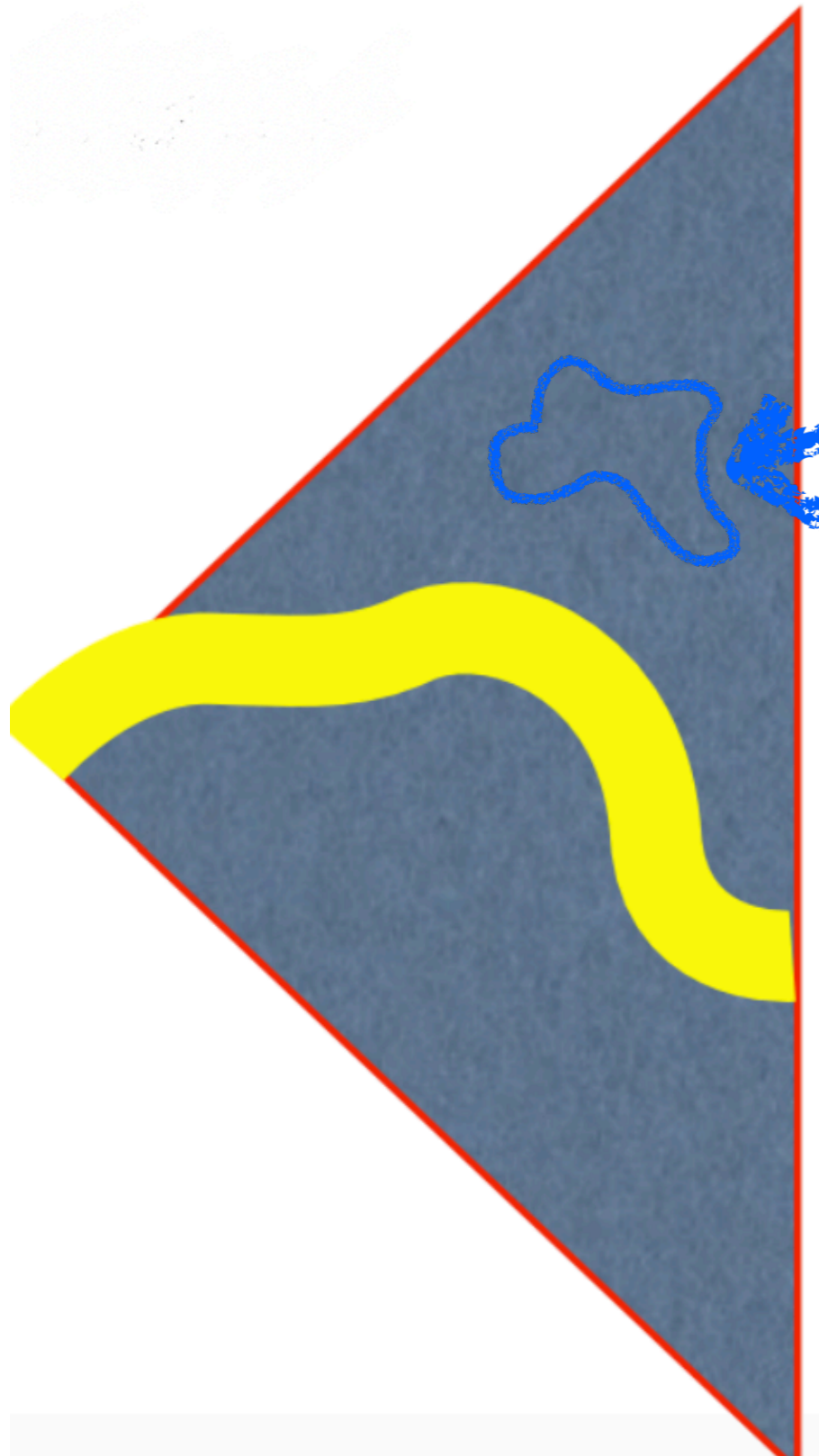


# Vanilla Beam Search Fails



Desired outputs  
satisfying constraints

# Vanilla Beam Search Fails



Desired Outputs  
satisfying constraints

Vanilla beam search may hardly find the  
desired outputs under specific constraints.

# Advanced Approaches

# Targets of Constrained Decoding

Target Distribution of Constrained Decoding:

$$\pi(Y) = \prod_i p_{\theta}(y_i | y_{<i}) \times \prod_{C \in \mathcal{C}} p_C(Y)$$

Density of the original  
model

Indicator functions  
for constraints



# No Direct Sampling Method

Target Distribution of Constrained Decoding:

$$\pi(Y) = \prod_i p_{\theta}(y_i | y_{<i}) \times \prod_{C \in \mathcal{C}} p_C(Y)$$

Density of the original  
model

Indicator functions  
for constraints

However,  $\pi(Y)$  is quite high dimensional, and no direct sampling method.

# Generation by Sampling

The constrained decoding problem turns to be sampling instances from a high dimensional distribution.

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The constrained decoding problem turns to be sampling instances from a high dimensional distribution.

Ning Miao, Hao Zhou, Lili Mou, Lei Li and Ruin Yan, CGMH: Constrained Sentence Generation by Metropolis-Hastings Sampling, in AAAI, 2019.

# Main Idea of CGMH

- Instead of sampling from  $\pi(x)$  directly, generating samples iteratively:
  - Starting with initial keywords
  - next sentence based on modification of previous
  - action proposals to modify the sentences
- Metropolis-Hastings Algorithm

# Generation by Local Changes

- Suppose we have a blueprint

The book is interesting <EOS>

# Generation by Local Changes

- Suppose we have a blueprint

The book is interesting <EOS>

~~The~~ book is interesting <EOS>  
This



# Generation by Local Changes

- Suppose we have a blueprint

The book is interesting <EOS>

~~The~~ book is <sup>fascinating</sup> ~~interesting~~ <EOS>  
<sub>This</sub> <sub>quite</sub>

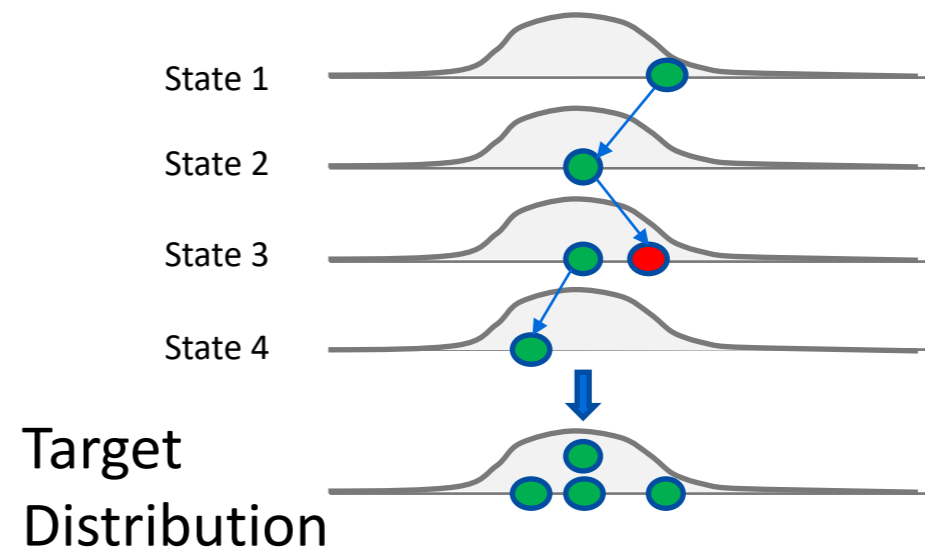


# Metropolis Hastings Sampling

Metropolis-Hastings(MH) perform sampling by first **proposes** a transition, and then **accepts or rejects** the transition.

$$A(x'|x_{t-1}) = \min\left(1, \frac{\pi(x') \cdot g(x_{t-1}|x')}{\pi(x_{t-1}) \cdot g(x'|x_{t-1})}\right)$$

**g** is proposal distribution



# Metropolis–Hastings Sampler

- **Algorithm**

- Start from an **arbitrary** initial state  $x^{(0)}$

- For every step  $t$

$g(x'|x)$ : arbitrary proposal distribution

Propose a new state  $x' \sim g(x'|x^{(t)})$

Accept  $x'$  w.p.  $A(x'|x) = \min \left\{ 1, \frac{p(x')g(x^{(t)}|x')}{p(x)g(x'|x^{(t)})} \right\}$ , i.e.,

$x^{(t+1)} = x'$

Reject  $x'$  otherwise, i.e.,  $x^{(t+1)} = x^{(t)}$

- Return  $x^{(t)}$  with a large  $t$

# CGMH

CGMH performs constrained generation by:

1. Pretrain Language Model prob;
2. Start from a initial sentence;
3. Propose a new action and **accept/reject** the action.

# CGMH: Action Proposal

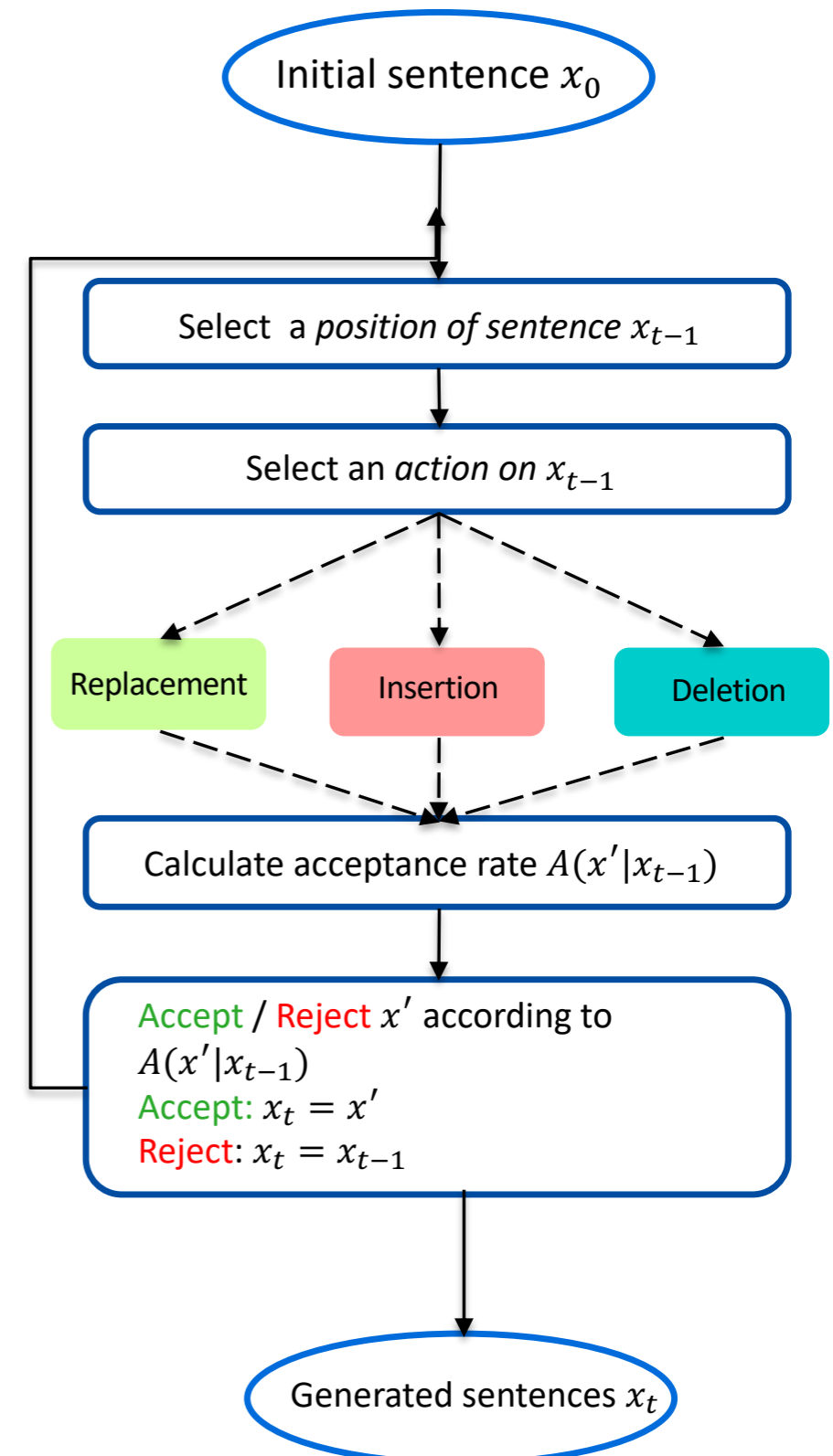
- We use MH algorithm to sample from  $\pi(x)$ 
  - From a sentence  $x_{t-1}$ , we propose an action on one word of  $x_{t-1}$ .
  - Actions include:
    1. **Replacement**: change a word to another one
    2. **Insertion**: add a word
    3. **Deletion**: remove a word

# CGMH: Acceptance Ratio

- Calculate the acceptance rate:

$$A(x'|x_{t-1}) = \min\left(1, \frac{\pi(x') \cdot g(x_{t-1}|x')}{\pi(x_{t-1}) \cdot g(x'|x_{t-1})}\right)$$

- Accept  $x'$  with probability  $A(x'|x_{t-1})$



# Proof Sketch (Cont.)

- MH Sampler satisfies detailed balance

- $\forall x, y, \text{ if } x \neq y, p(x) \cdot \mathcal{T}_{x \rightarrow y} = p(x) \cdot g(y|x) \cdot \min \left\{ 1, \frac{p(y)g(x|y)}{p(x)g(y|x)} \right\}$  (1)

$$p(y) \cdot \mathcal{T}_{y \rightarrow x} = p(y) \cdot g(x|y) \cdot \min \left\{ 1, \frac{p(x)g(y|x)}{p(y)g(x|y)} \right\} \quad (2)$$

- W.L.O.G., we assume  $p(x)g(y|x) \geq p(y)g(x|y)$

$$(1) = p(y) \cdot g(x|y)$$

$$(2) = p(y) \cdot g(x|y)$$

- $\forall x, y, \text{ if } x = y, p(x)\mathcal{T}_{x \rightarrow y} = p(y)\mathcal{T}_{y \rightarrow x}$  also holds

# Case Study

- Embedding Matching by softmax
  - Kernelized Bayesian Softmax
- RL for Generation
  - SeqGAN
- Generation by Sampling
  - Constrained Sentence Generation with CGMH
  - Generating Adversarial Examples for Natural Languages

# Case Study 1

- Embedding Matching by Softmax
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# Kernelized Bayesian Softmax

# Kernelized Bayesian Softmax

## KerBS: Kernelized Bayesian Softmax

$$P(x_t = i) = \sum_{j \in 0, 1, \dots, N_i} P(x_t = s_i^j)$$

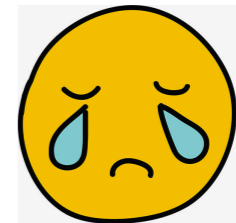
$$\text{where } P(x_t = s_i^j) = \frac{\exp(\mathcal{K}_{\theta_i^j}(h_t, w_i^j))}{\sum_k \sum_{r \in 0, 1, \dots, N_k} \exp(\mathcal{K}_{\theta_k^r}(h_t, w_k^r))}$$

$$\mathcal{K}_{\theta}(h, e) = |h| |e| (a \exp(-\theta \cos(h, e)) - a)$$

Here  $h$  is hidden state,  $e$  is embedding,  $\theta$  is a parameter controlling the embedding variances of each sense and  $a = \frac{-\theta}{2(\exp(-\theta) + \theta - 1)}$  is a normalization factor.

# Why KerBS?

Model capacity of softmax is not OK



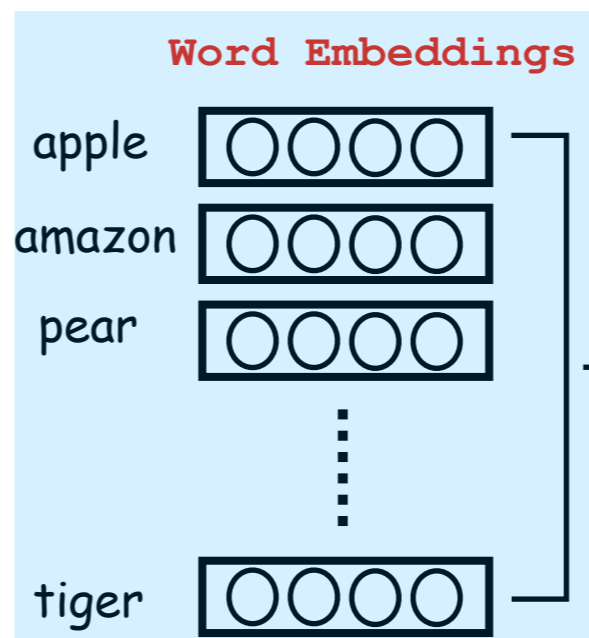
	Word2Vec	BERT
Category	Context Independent	Context Dependent
Capacity	Low	High
Performance	Bad	Good

Motivated by BERT, we may need context dependent embedding for text generation!

# Text Generation as Matching

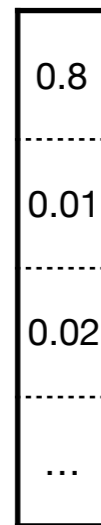
Text Generation is **Embedding Matching**

Context Independent  
Embedding

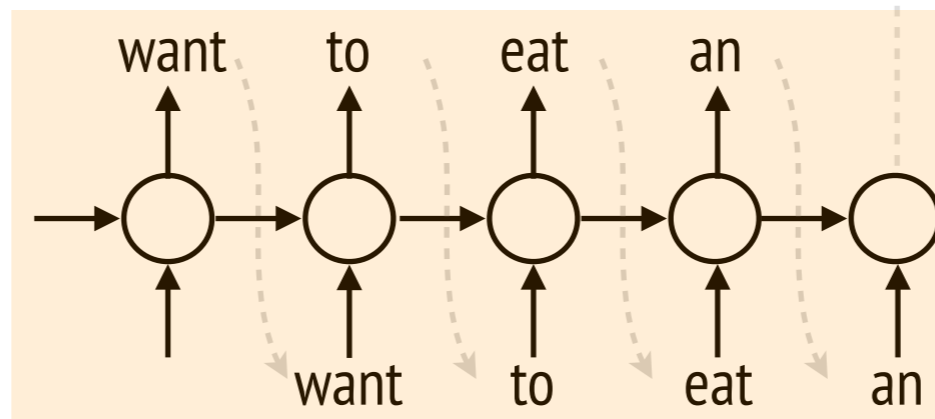


inner-product  $\oplus$  softmax

Word  
Probability



Context Dependent  
Embedding



RNN  
decoder

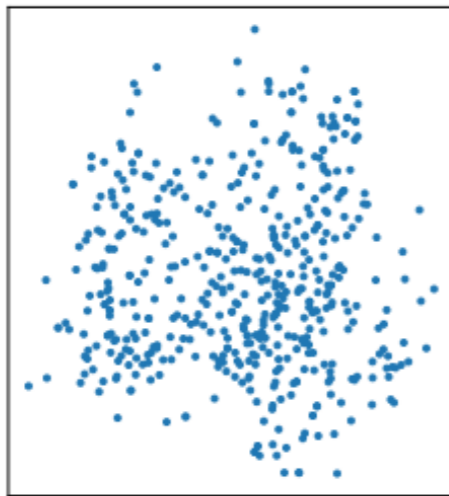
# Bottleneck of Text Generation

Bottleneck of text generation is the softmax

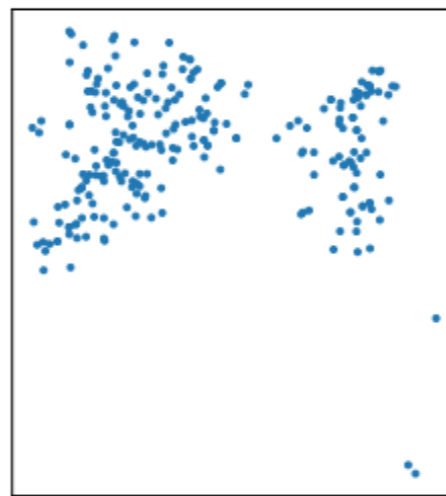
Embedding matrix in softmax should have larger capacity.

# Visualization of BERT

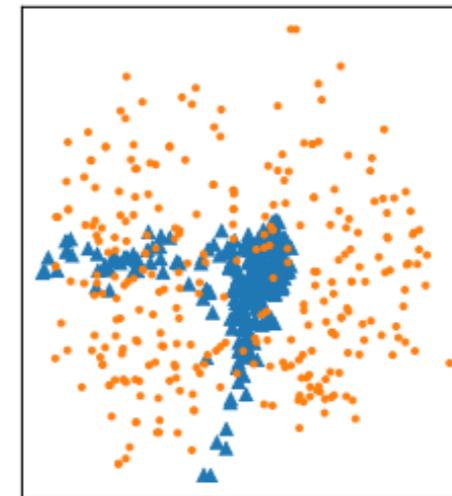
- Multi-Sense & Varying Variances



(a) computer



(b) monitor



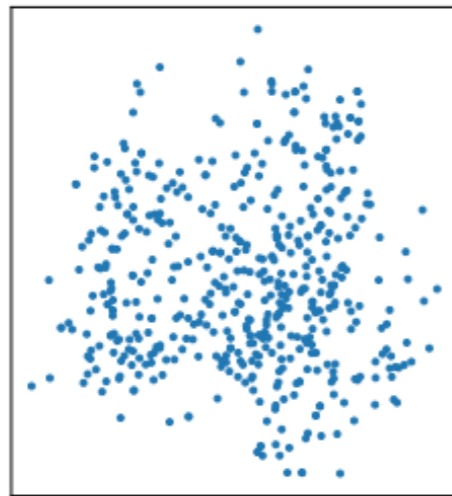
(c) car and vehicle



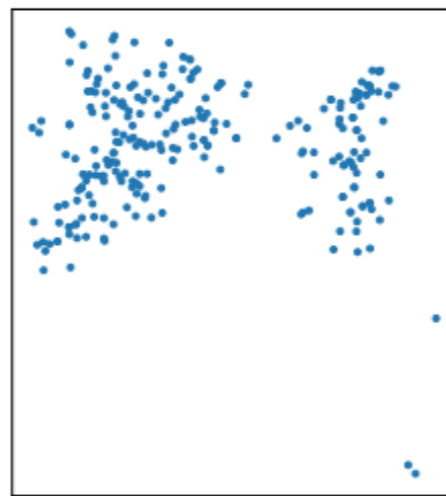
Softmax can handle this situation

# Visualization of BERT

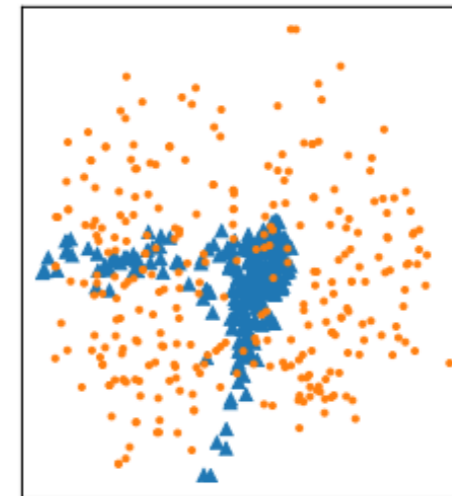
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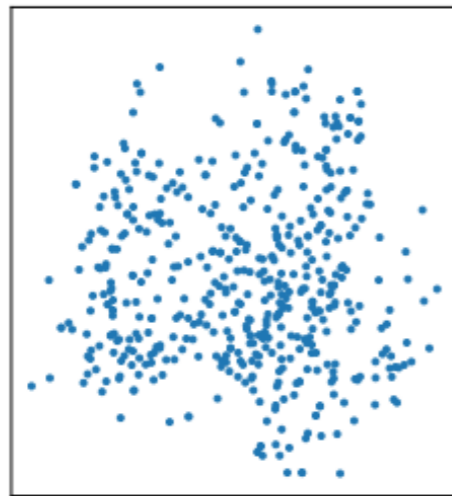
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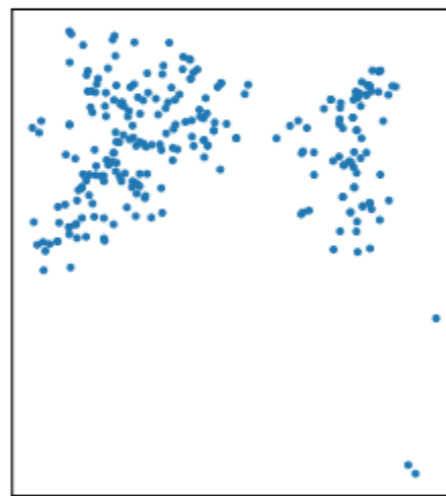
Softmax **can't** handle multisense.

# Visualization of BERT

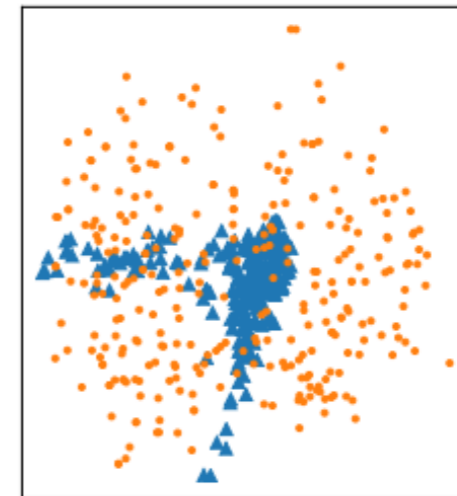
- Multi-Sense & Varying Variances



(a) computer



(b) monitor



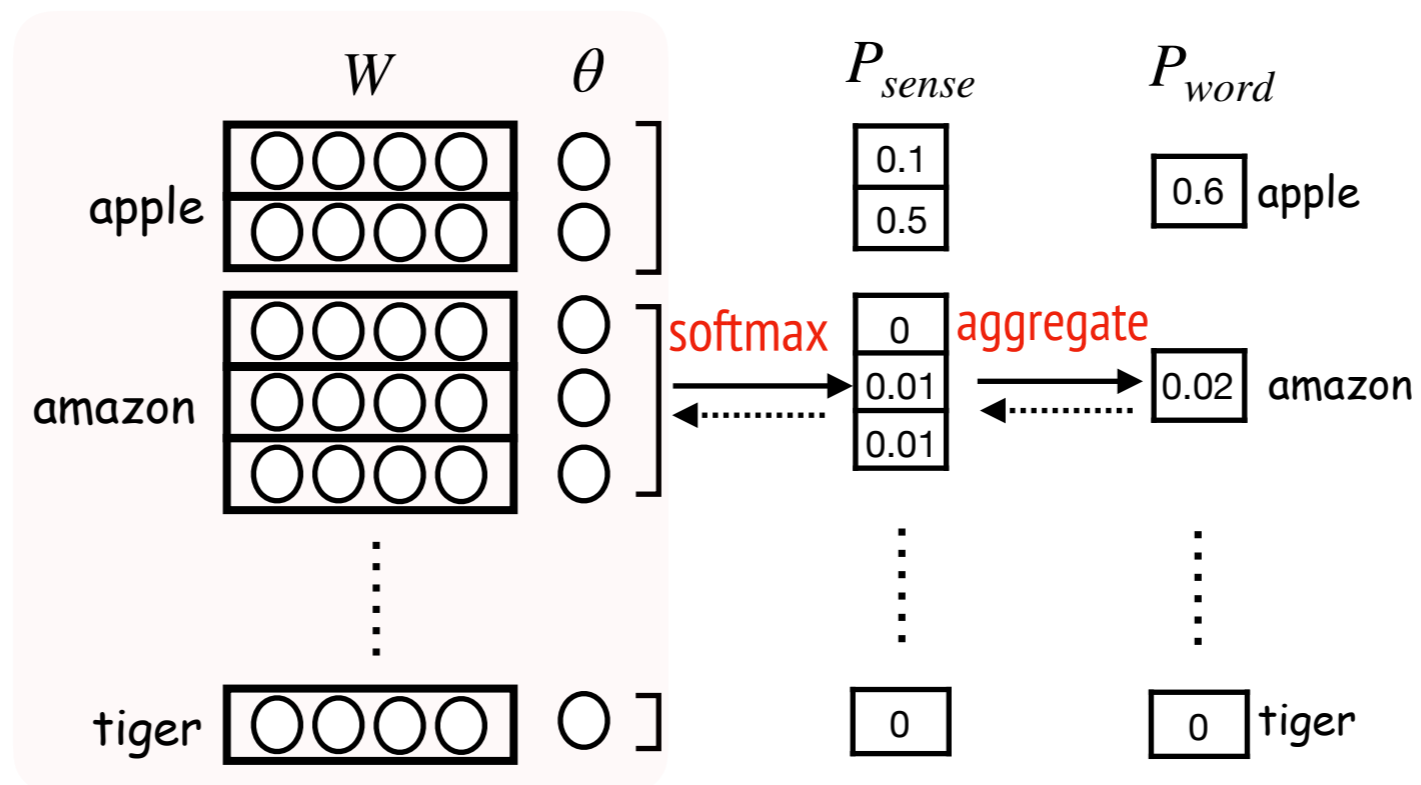
(c) car and vehicle

Softmax **can't** handle **multisense** and varying **variances**.



# KerBS - Multisense

Each word may have several senses. KerBS allocates a vector for each sense.



# KerBS - Multisense

After getting the probabilities of each sense, KerBS **sums up** all **sense** probabilities of same word.

$$P(x_t = i) = \sum_{j \in 0, 1, \dots, N_i} P(x_t = s_i^j)$$

# KerBS - Varying Variances

The distribution of each word's output vectors have different variances. We use a variable kernel to represent varying variances.

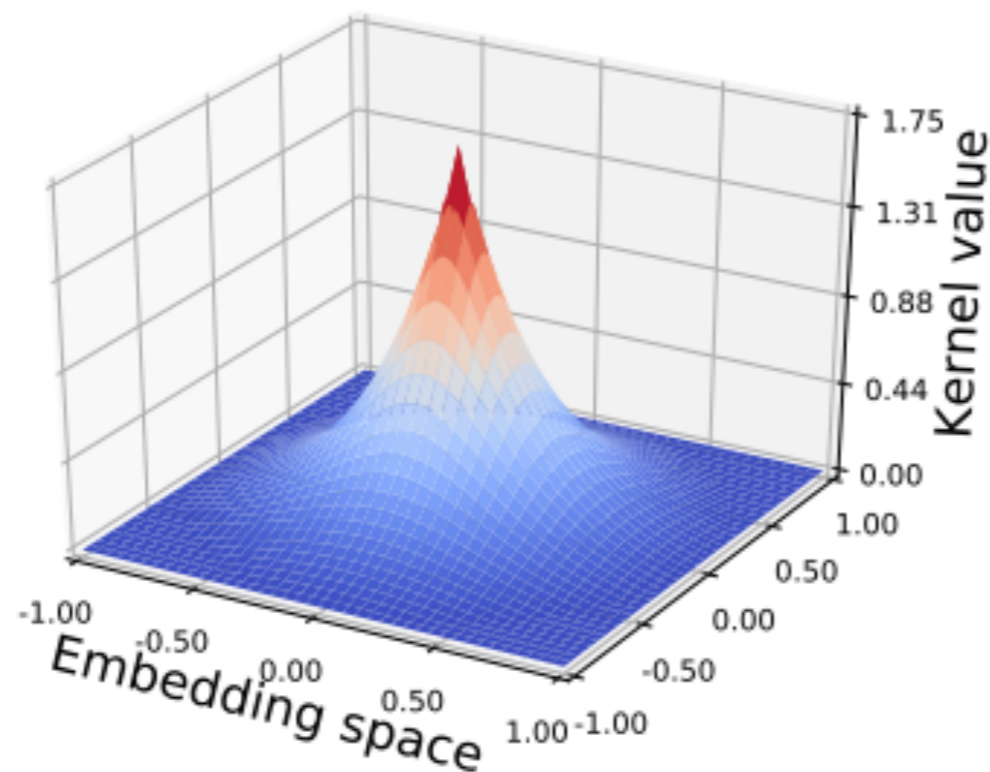
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$$\mathcal{K}_{\theta}(h, e) = |h| |e| (a \exp(-\theta \cos(h, e)) - a)$$

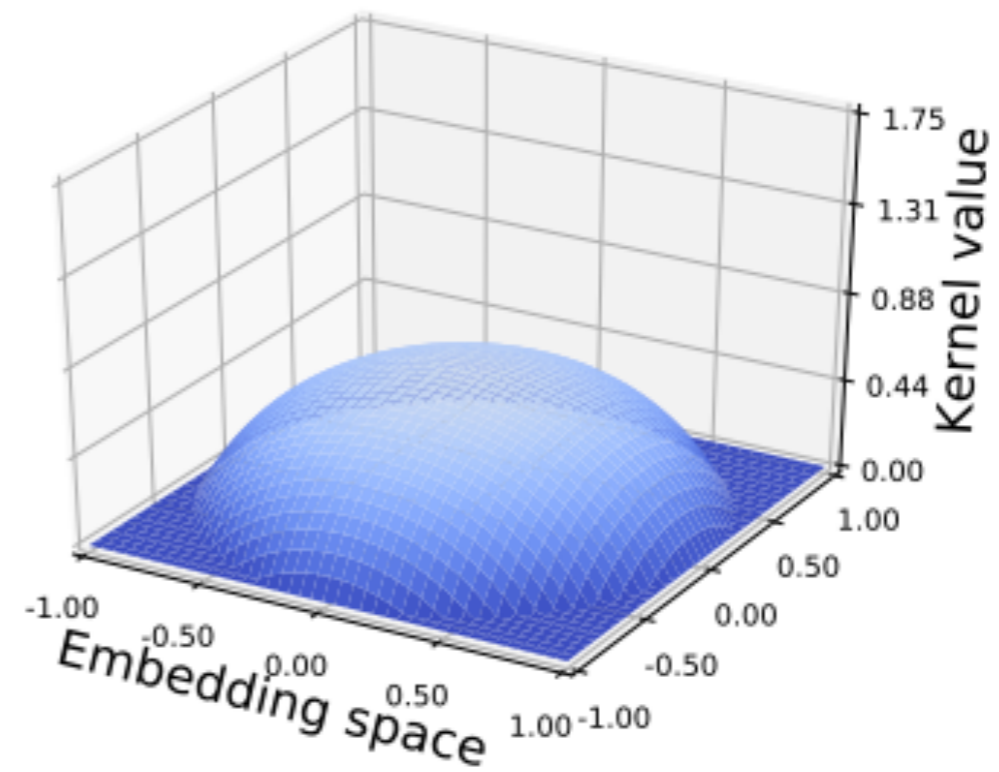
**Note that** when  $\theta \rightarrow 0$ ,  $\mathcal{K}_{\theta}(h, e) \rightarrow |h| |e| \cos(h, e)$ , which is regular Euclidean norm!

# KerBS - Varying Variances

The distribution of each word's output vectors have different variances. We use a variable kernel to represent varying variances.



(a)  $\theta = -2$



(b)  $\theta = 2$

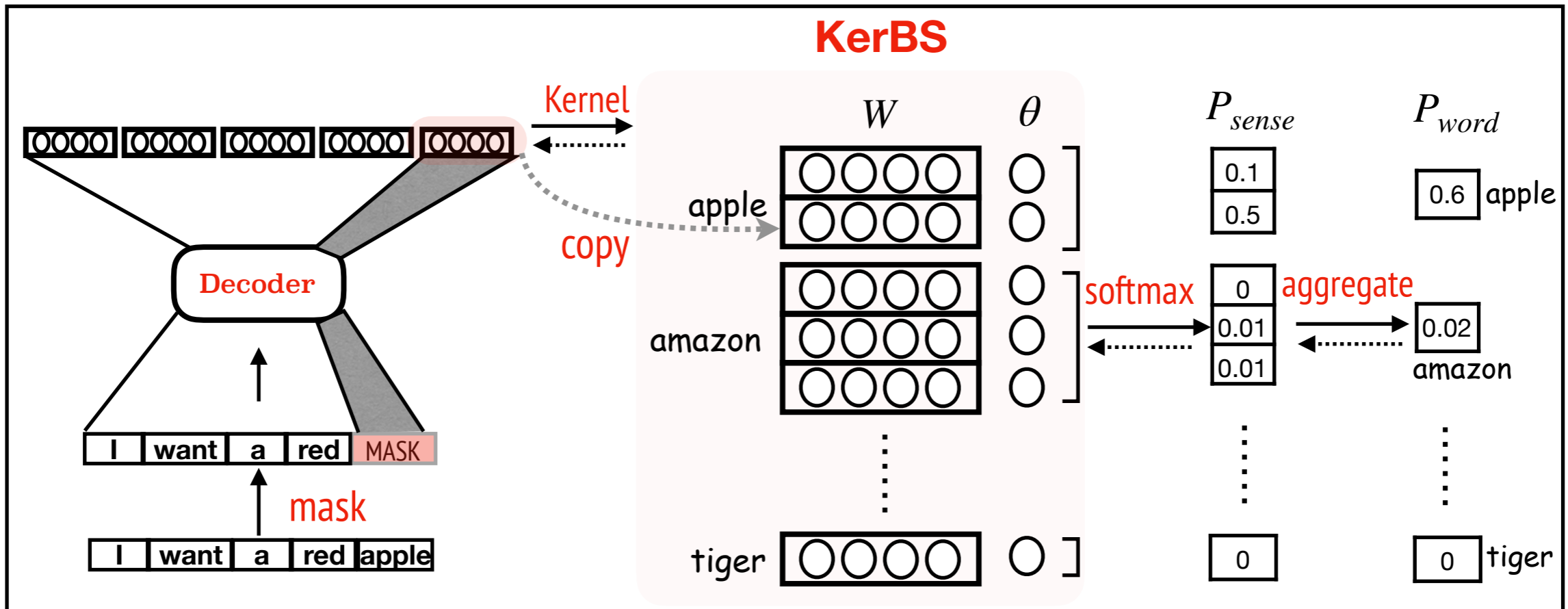
Figure 2: Kernel shapes of different  $\theta$ .

# How to decide the sense number of each word?

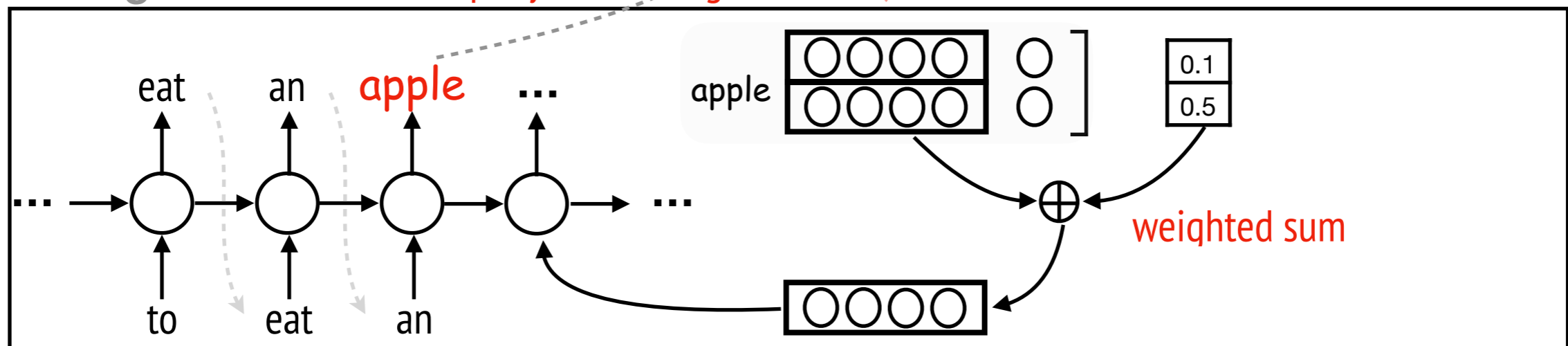
**Dynamically** change each word's sense number while training.  
**Delete** senses that are less used. **Add** senses to words which are not well fitted.

# Dynamic Allocation

## Distillation



## Tuning



# Theoretical Guarantee

## Lemma 1

KerBS has the ability to learn the multi-sense property. If the real distribution of context vectors consists of several disconnected clusters, KerBS will learn to represent as many as these clusters

KerBS can capture the multi-sense property.

## Lemma 2

KerBS has the ability to learn model variances. For distributions with larger variances, KerBS learns larger  $\theta$ .

KerBS can learn varying variances.

# Experiments-Setting

We test KerBS on 3 text generation tasks:

1. **Machine Translation (MT)** is conducted on IWSLT'16 De-En, which contains 196k pairs of sentences for training.
2. **Language modeling (LM)** is included. Following previous work, we use a 300k, 10k and 30k subset of One-Billion-Word Corpus for training, validating and testing.
3. **Dialog generation (Dialog)** is also included. We employ the DailyDialog dataset for experiment.



# Main Results

Table 1: Performance of KerBS on Seq2Seq.

Tasks	Metrics	Seq2Seq	Seq2Seq+ MoS [Yang et al., 2018]	SeqSeq + KerBS
MT	BLEU-4	25.91	26.45	<b>27.28</b>
LM	PPL	103.12	102.72	<b>102.17</b>
Dialog	BLEU-1	16.56	13.73	<b>17.85</b>
	Human Eval.	1.24	1.04	<b>1.40</b>

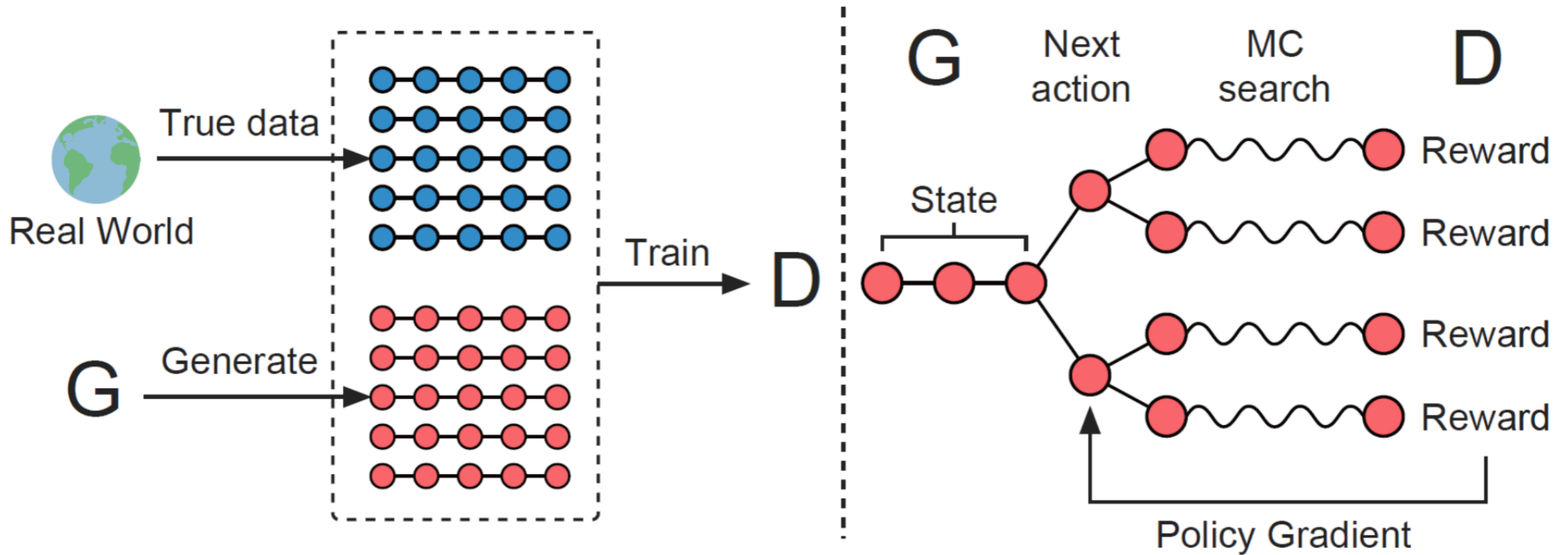
Table 2: Performance of KerBS on Transformer.

Tasks	Metrics	Transformer	Transformer + MoS [Yang et al., 2018]	Transformer + KerBS
MT	BLEU-4	29.61	28.54	<b>30.90</b>
Dialog	BLEU-1	10.61	9.81	<b>10.90</b>

# Case Study 2

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# SeqGAN



Directly applying RL to use Discriminator outputs as reward for updating Generator.

# BackPropagation Fails

- Sentence is discrete, BP fails in such case
  - RL
  - Gumbel Softmax

Variance of gradient is very large!  
Hard for training :(

# RL for Text Generation

Strategies to deal with discontinuity

**Policy Gradient**

**Gumbel Softmax**

**AAE (Adversarial Autoencoder)**

GAN models

SeqGAN: First GAN on discrete sentence space.



RankGAN: Use rank information to mitigate gradient vanishing.



LeakGAN: Use feature extracted by D to guide G.

GumbelGAN: Use Gumbel-trick to handle discontinuity.



TextGAN: Use feature matching for training.



RelGAN: Build stronger D and G. The first practical Gumbel GAN.



LATEX-TGAN: Combines Gumbel GAN and AAE

ARAE: Perform GAN on embedding space.



LATEX-TGAN : Combines Gumbel GAN and AAE

GANs for text generation

# MLE Outperforms different GAN Variants

Model	$NLL_{oracle}$
SeqGAN (Yu et al., 2017)	8.74
RankGAN (Lin et al., 2017)	8.25
LeakGAN (Guo et al., 2017)	7.04
IRL (Shi et al., 2018)	6.91
MLE ( $\alpha = 1.0$ )	9.40
MLE ( $\alpha = 0.4$ )	5.50
<b>MLE (<math>\alpha = 0.001</math>)</b>	<b>4.58</b>

Table 2:  $NLL_{oracle}$  measured on the synthetic task (*lower is better*). All results are taken from their respective papers. An MLE-trained model with reduced temperature easily improves upon these GAN variants, producing the highest quality sample.

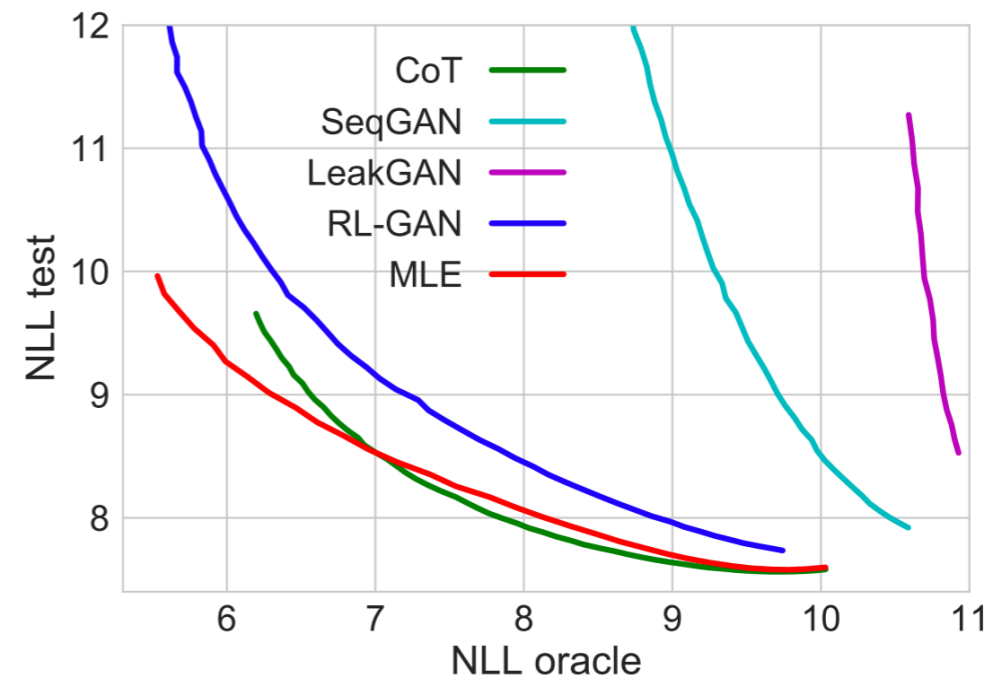


Figure 3: Effect of temperature tuning on the global metrics (*lower is better for both metrics*) for the synthetic task. The GAN cross-validated on quality only lies outside the figure because of severe mode collapse.

Caccia M, Caccia L, Fedus W, et al. Language gans falling short[J]. arXiv preprint arXiv:1811.02549, 2018.

# Case Study 3

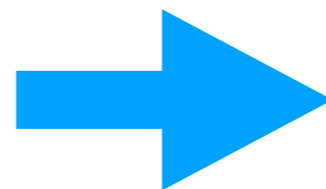
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# Advertisement Slogan by Constrained Generation

Keywords from Advertiser

Advertisement Slogan

Rin clothes bright





# Sampling in Sentence Space

CGMH performs Metropolis-Hastings **sampling directly in sentence space**:

Step	Action	Acc/Rej	Sentences
0	[Input]		BMW sports
1	Insert	Accept	BMW sports car
2	Insert	Accept	BMW the sports car
...	...	...	...
6	Insert	Accept	BMW , the sports car of daily life
7	Replace	Accept	BMW , the sports car of future life
8	Insert	Accept	BMW , the sports car of the future life
9	Delete	Reject	BMW , the sports car of the future life
10	Delete	Accept	BMW , the sports car of the future life
11	[Output]		BMW , the sports car of the future

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6	<b>Insert</b>	<b>Accept</b>	BMW , the sports car of daily life

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11	[Output]		BMW , the sports car of the future

# Cases of Keyword to Sentences

<b>Keyword(s)</b>	<b>Generated Sentences</b>
friends	My good <b>friends</b> were in danger .
project	The first <b>project</b> of the scheme .
have, trip	But many people <b>have</b> never made the <b>trip</b> .
lottery, scholarships	But the <b>lottery</b> has provided <b>scholarships</b> .
decision, build, home	The <b>decision</b> is to <b>build</b> a new <b>home</b> .
attempt, copy, painting, denounced	The first <b>attempt</b> to <b>copy</b> the <b>painting</b> was <b>denounced</b> .

# Paraphrase Generation

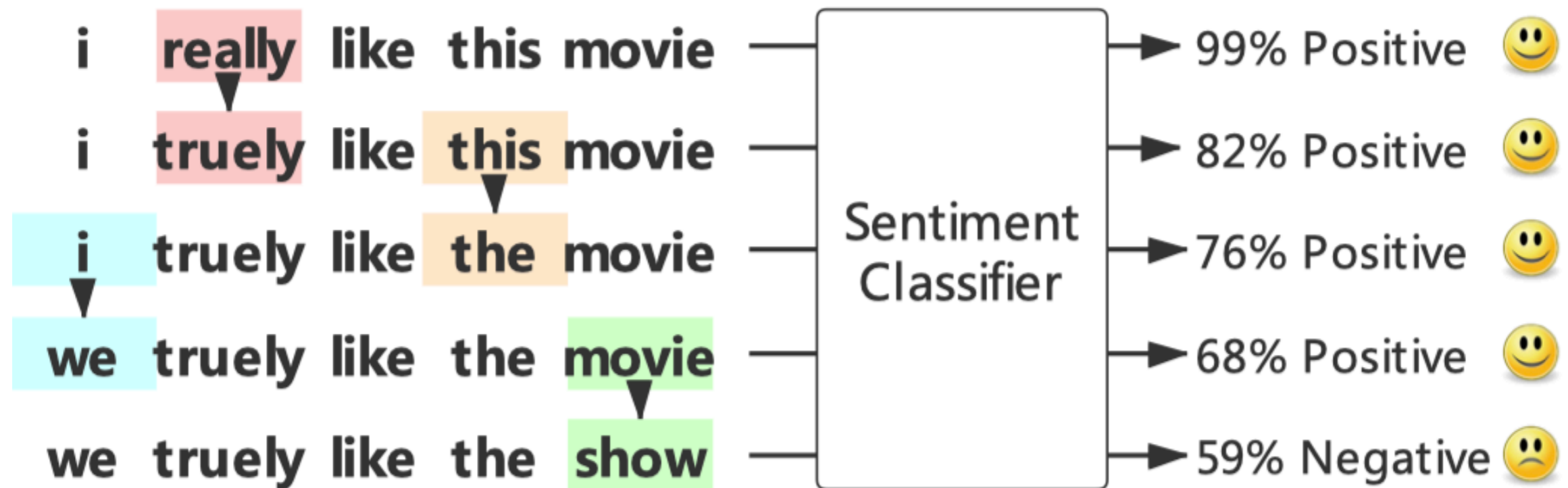
Model	BLEU-ref	BLEU-ori	NLL
Origin Sentence	30.49	100.00	7.73
VAE-SVG (100k)	22.50	-	-
VAE-SVG-eq (100k)	<b>22.90</b>	-	-
VAE-SVG (50k)	17.10	-	-
VAE-SVG-eq (50k)	17.40	-	-
Seq2seq (100k)	22.79	33.83	6.37
Seq2seq (50k)	20.18	27.59	<b>6.71</b>
Seq2seq (20k)	16.77	22.44	6.67
VAE (unsupervised)	9.25	27.23	7.74
CGMH <i>w/o matching</i>	18.85	50.28	7.52
<i>w/ KW</i>	20.17	53.15	7.57
<i>w/ KW + WVA</i>	20.41	53.64	7.57
<i>w/ KW + WVM</i>	20.89	54.96	7.46
<i>w/ KW + ST</i>	20.70	54.50	7.78

Type	Examples
Ori	what 's the best plan to lose weight
Ref	what is a good diet to lose weight
Gen	what 's the best way to slim down quickly
Ori	how should i control my emotion
Ref	how do i control anger and impulsive emotions
Gen	how do i control my anger
Ori	why do my dogs love to eat tuna fish
Ref	why do my dogs love eating tuna fish
Gen	why do some dogs like to eat raw tuna and raw fish

# Adversarial Example for Text

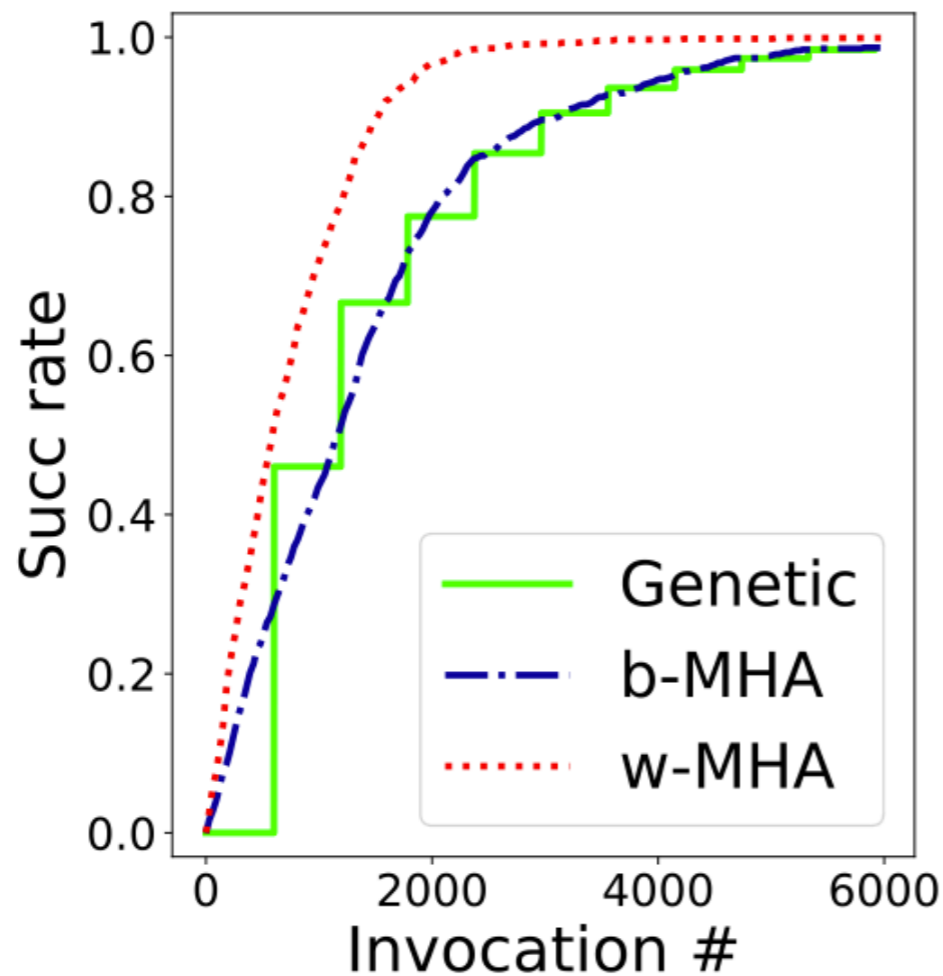
Generating adversarial example for text is hard!  
Because the text space is **discrete**, which is **non-trivial** to **apply adversarial gradients**!

# CGMH for Generating Fluent Adversarial Examples

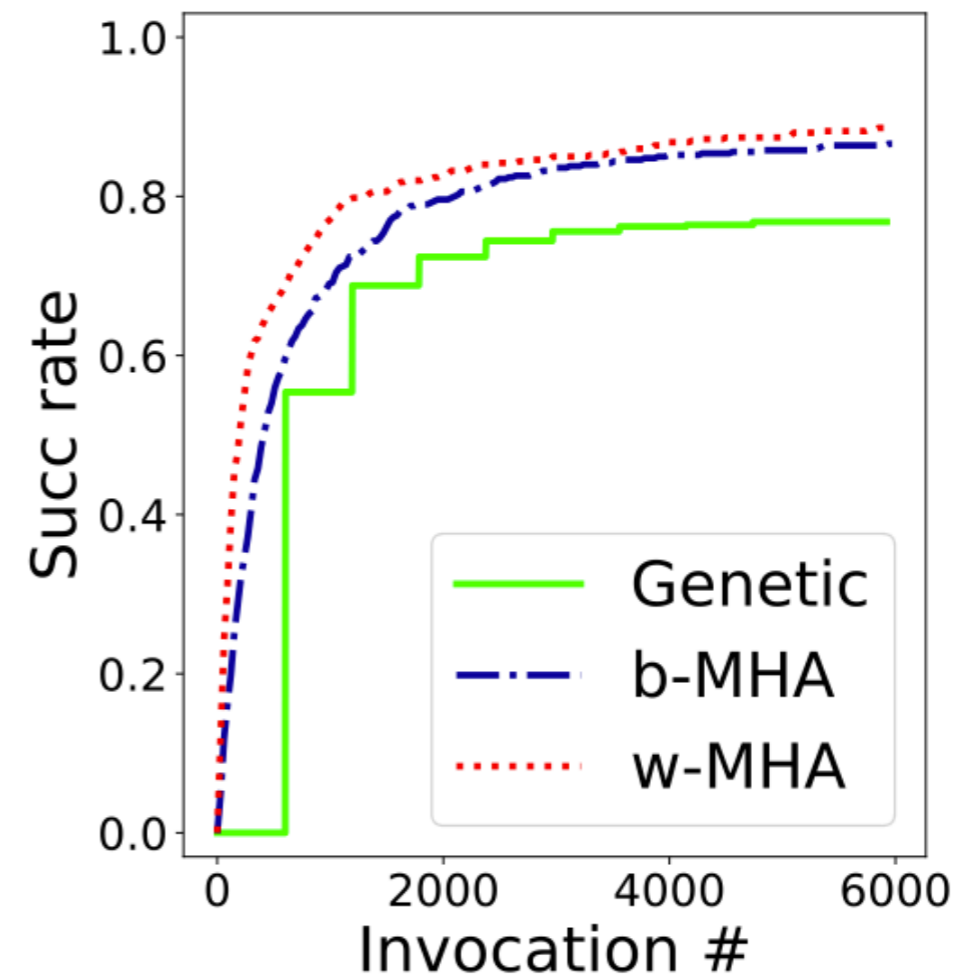


Huangzhao Zhang, Hao Zhou, Ning Miao and Lei Li. Generating Fluent Adversarial Examples for Natural Languages, in ACL, 2019..

# CGMH for Generating Fluent Adversarial Examples



(a) IMDB



(b) SNLI

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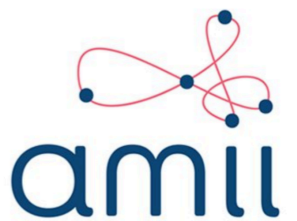


# CGMH for Generating Fluent Adversarial Examples

Task	Approach	Succ(%)	Invok#	PPL	$\alpha$ (%)
IMDB	Genetic	98.7	1427.5	421.1	–
	<i>b</i> -MHA	98.7	1372.1	385.6	17.9
	<i>w</i> -MHA	<b>99.9</b>	<b>748.2</b>	<b>375.3</b>	34.4
SNLI	Genetic	76.8	971.9	834.1	–
	<i>b</i> -MHA	86.6	681.7	358.8	9.7
	<i>w</i> -MHA	<b>88.6</b>	<b>525.0</b>	<b>332.4</b>	13.3

Huangzhao Zhang, Hao Zhou, Ning Miao and Lei Li. Generating Fluent Adversarial Examples for Natural Languages, in ACL, 2019..

# Conclusion of the Tutorial



# Conclusion of the Tutorial

- Neural networks are good
- Natural language is discrete (Input, latent, output spaces)
  - Representation learning
  - Non-differentiability
  - Exponential search space



**Thank You**