Generating Sentences by Editing Prototypes

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\begin{**Overview**}

Goal: sentence generation

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$p(y) \longrightarrow y =$ "stocks fell by 2 percent"

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x = "how are you?" $\xrightarrow{p(y \mid x)}$ y = "pretty good, you?"

The status quo

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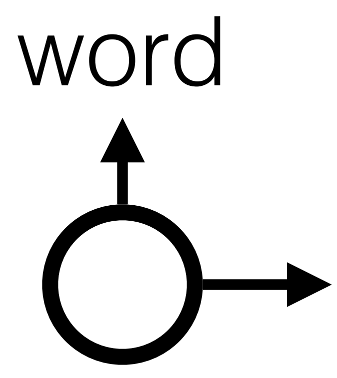

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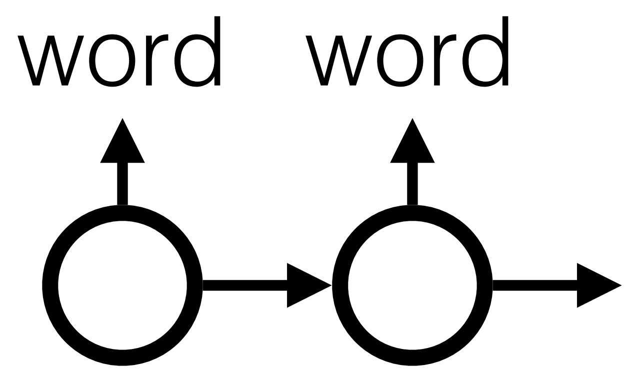

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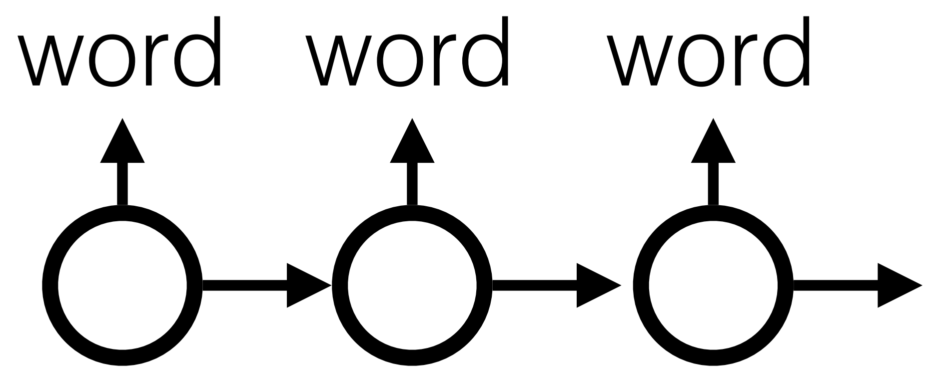

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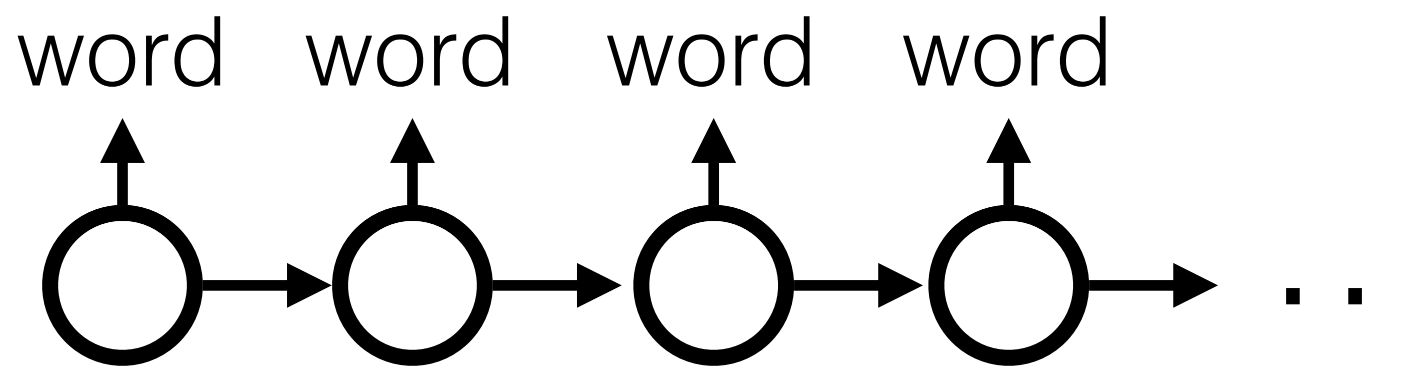
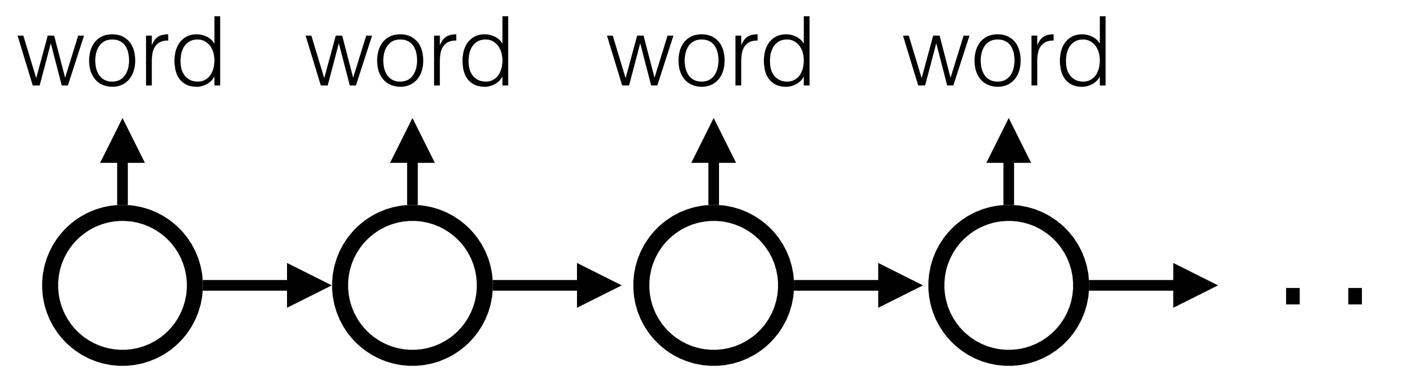


The status quo

- left to right
- word by word



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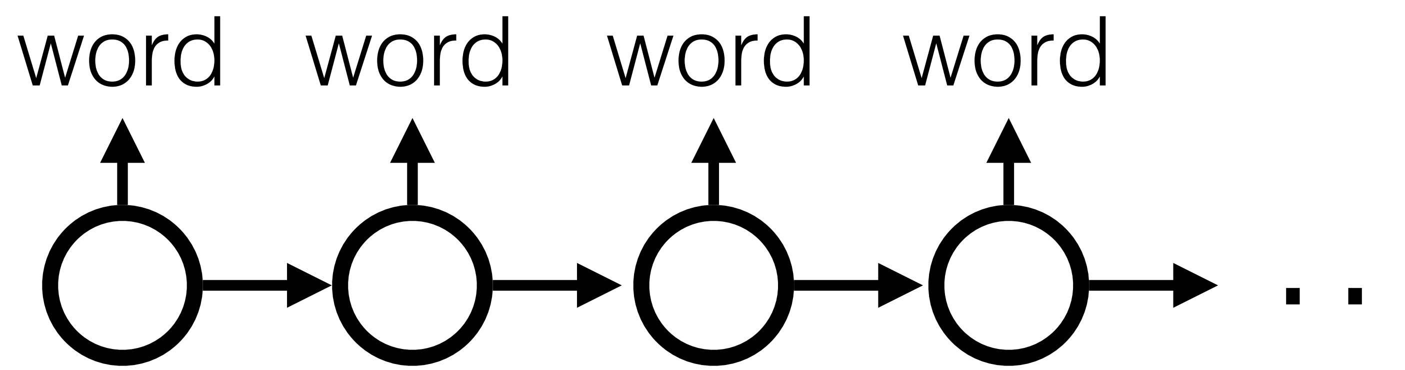

Train on wide output distributions

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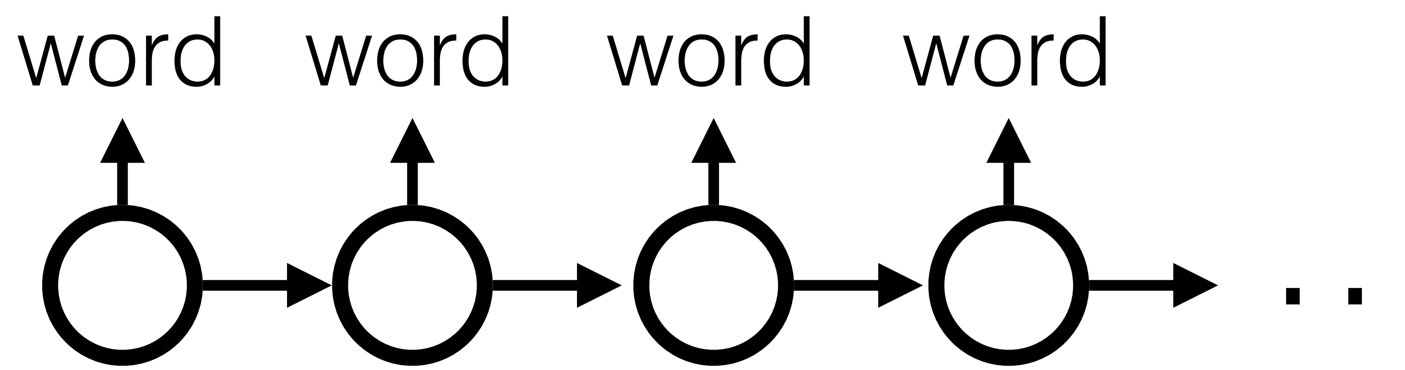

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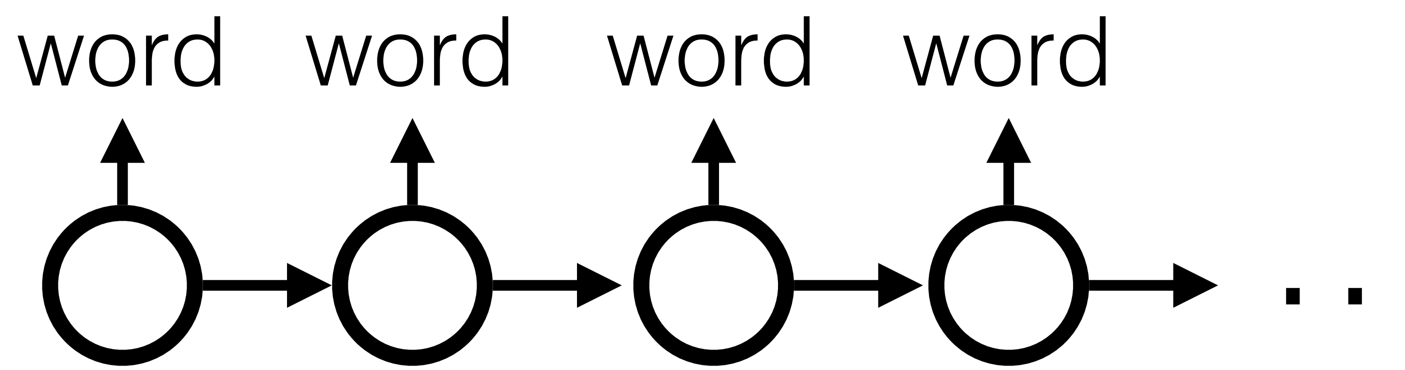

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- low diversity
    - the generic utterance problem

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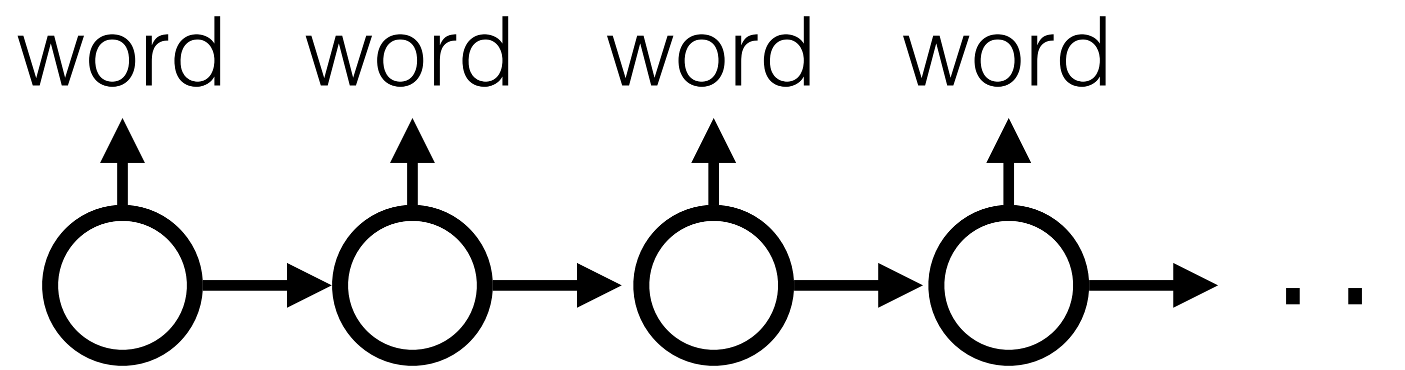

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  - (*"I don't know", "I'm sorry"*) [Li+ 2016, Serban+ 2016, Ott+ 2018]

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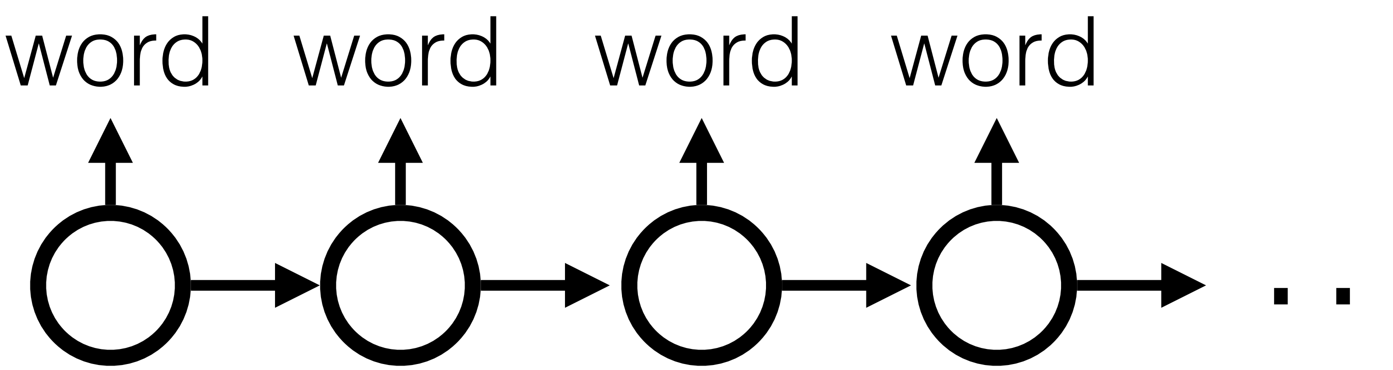

Train on wide output distributions

- low diversity
    - the generic utterance problem
    - (*"I don't know", "I'm sorry"*) [Li+ 2016, Serban+ 2016, Ott+ 2018]
- no semantic control [Hu+ 2017]

Approach: prototype, then edit

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Overpriced , overrated , and tasteless food .
The food here is ok but not worth the price .
I definitely recommend this restaurante .

Sample from the training set

Prototype

The food here is ok but not worth the price .

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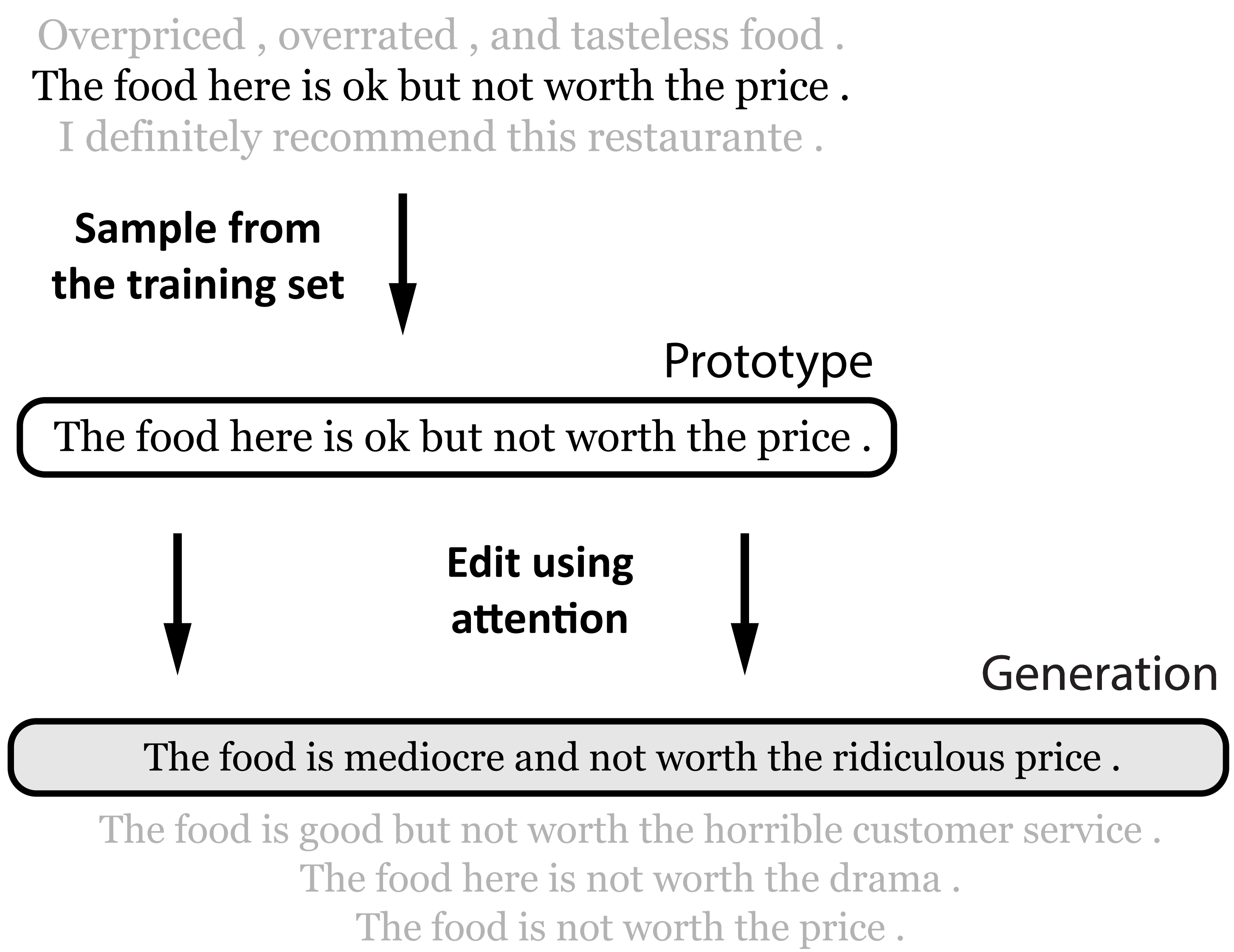

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prototype controls rough semantics

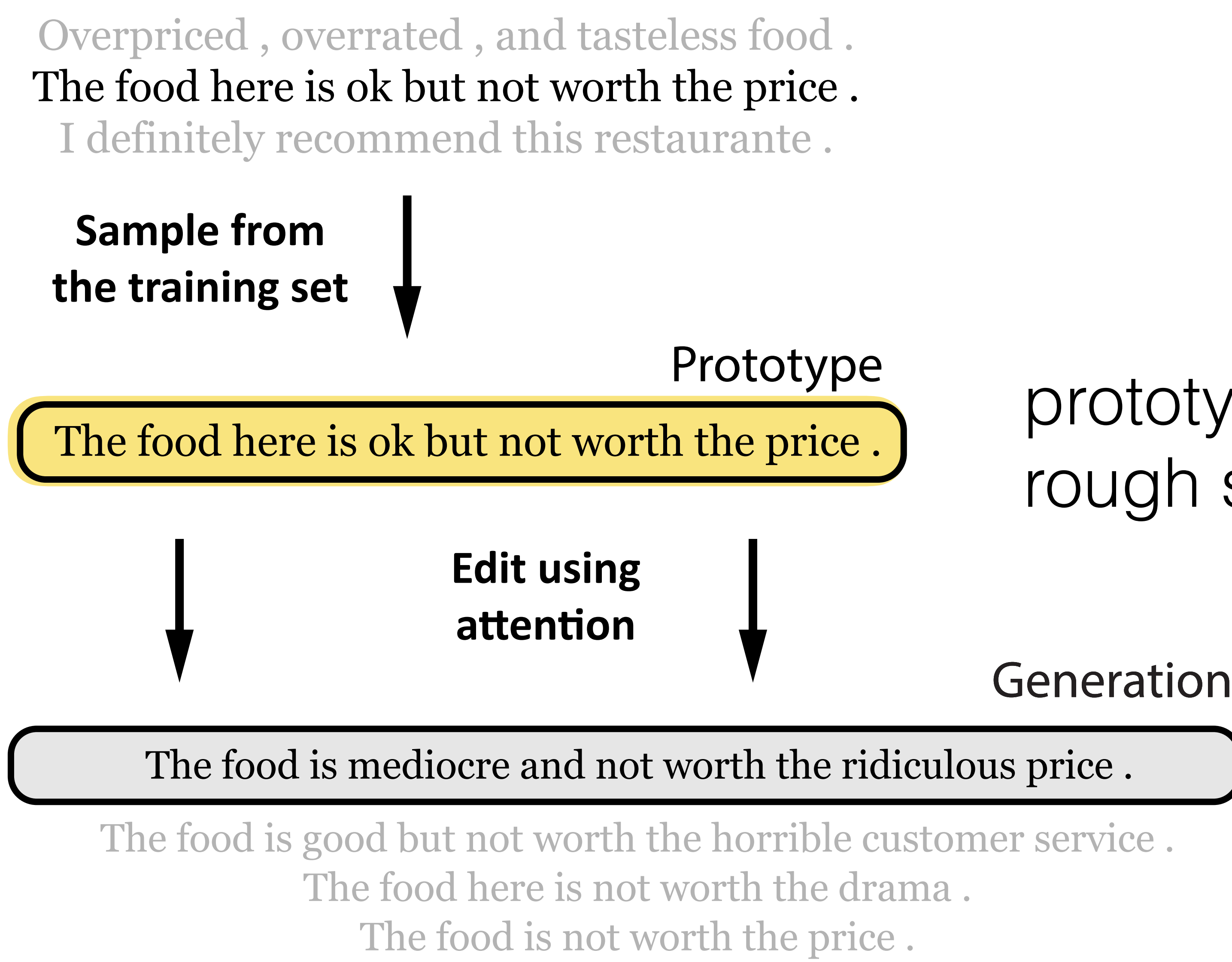
Edit using attention

Generation

The food is mediocre and not worth the ridiculous price .

The food is good but not worth the horrible customer service .
The food here is not worth the drama .
The food is not worth the price .

Approach: prototype, then edit



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guarantee diversity

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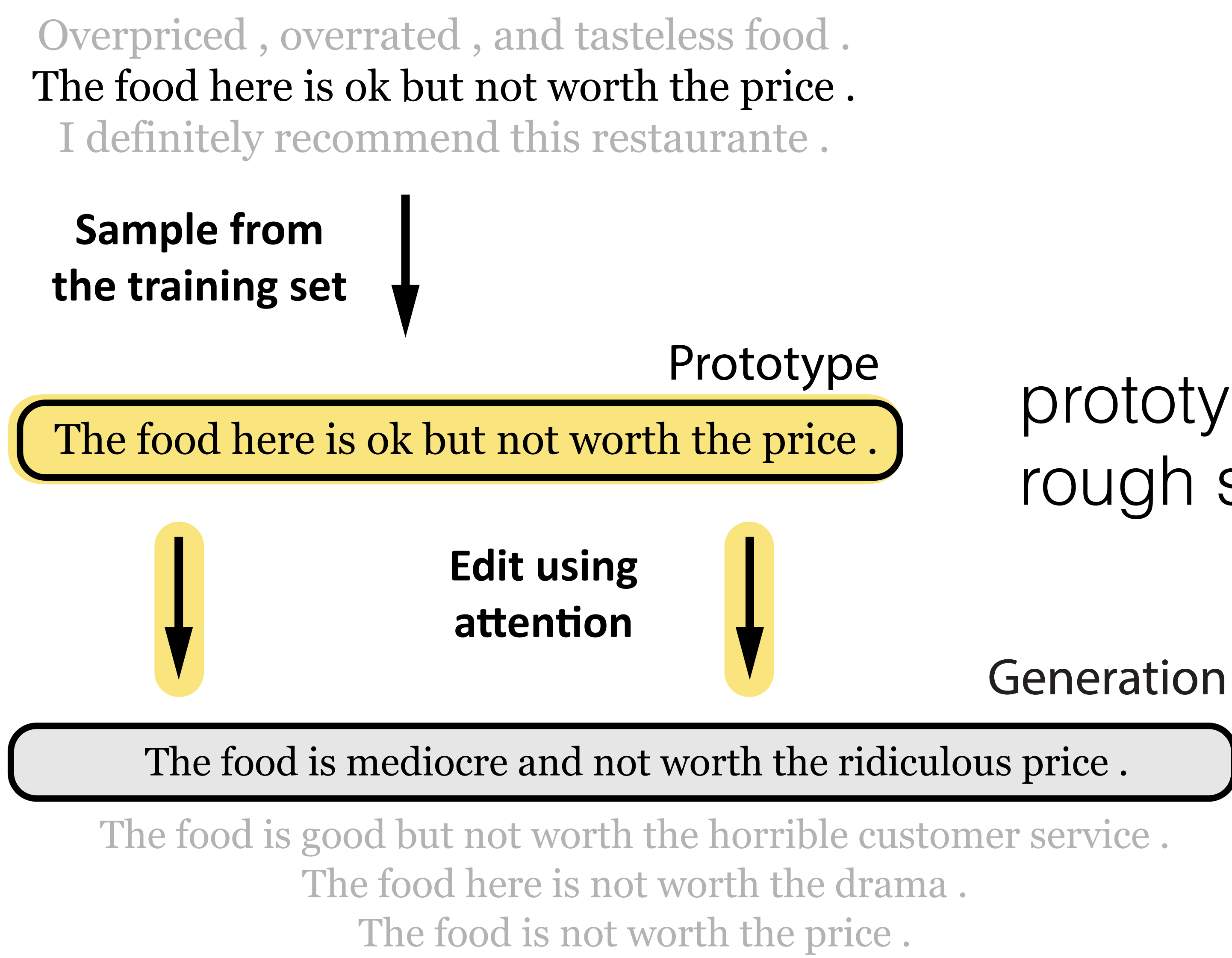

prototype controls rough semantics

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seq2seq editor injects variation

Overview of results

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- **More diverse generations**
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- **Seq2seq edits are semantically interpretable**
  - preserve semantic similarity
  - can be used to perform sentence-level analogies

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$$z_p \sim p_{\text{proto}}$$

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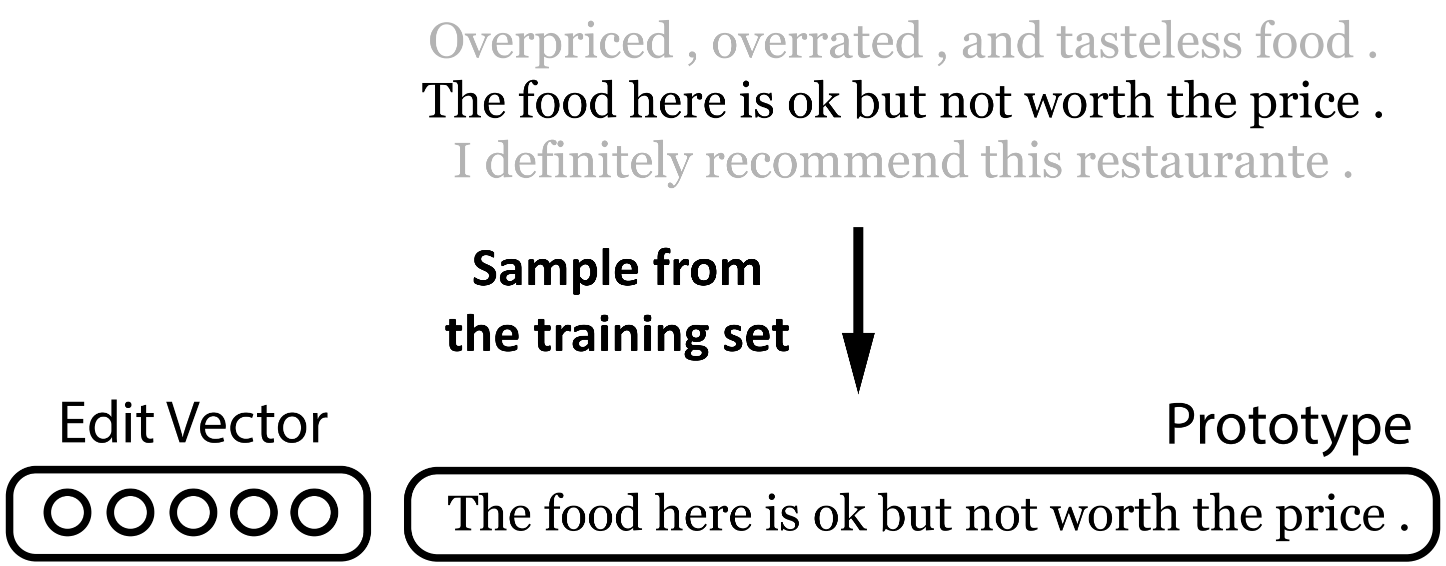

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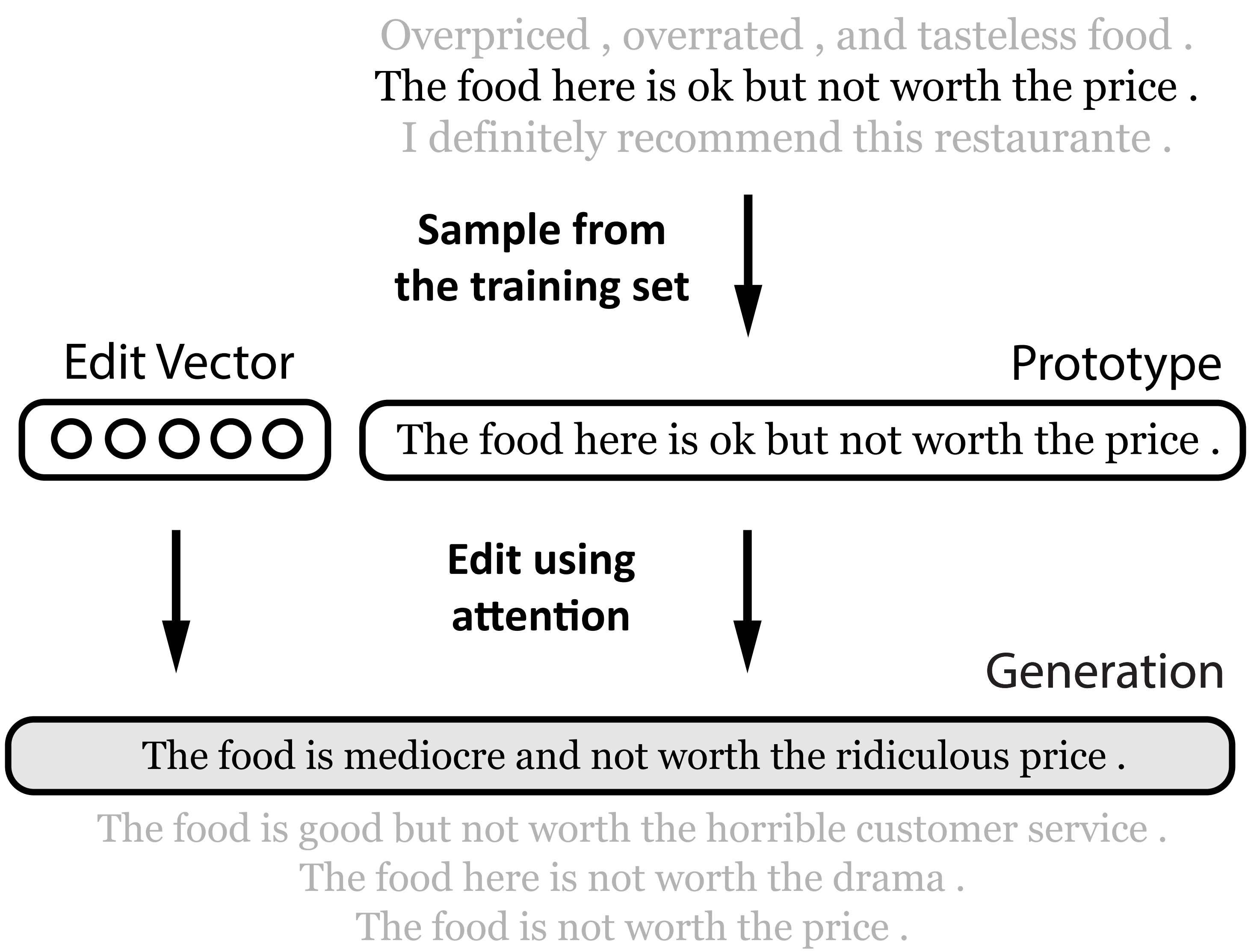

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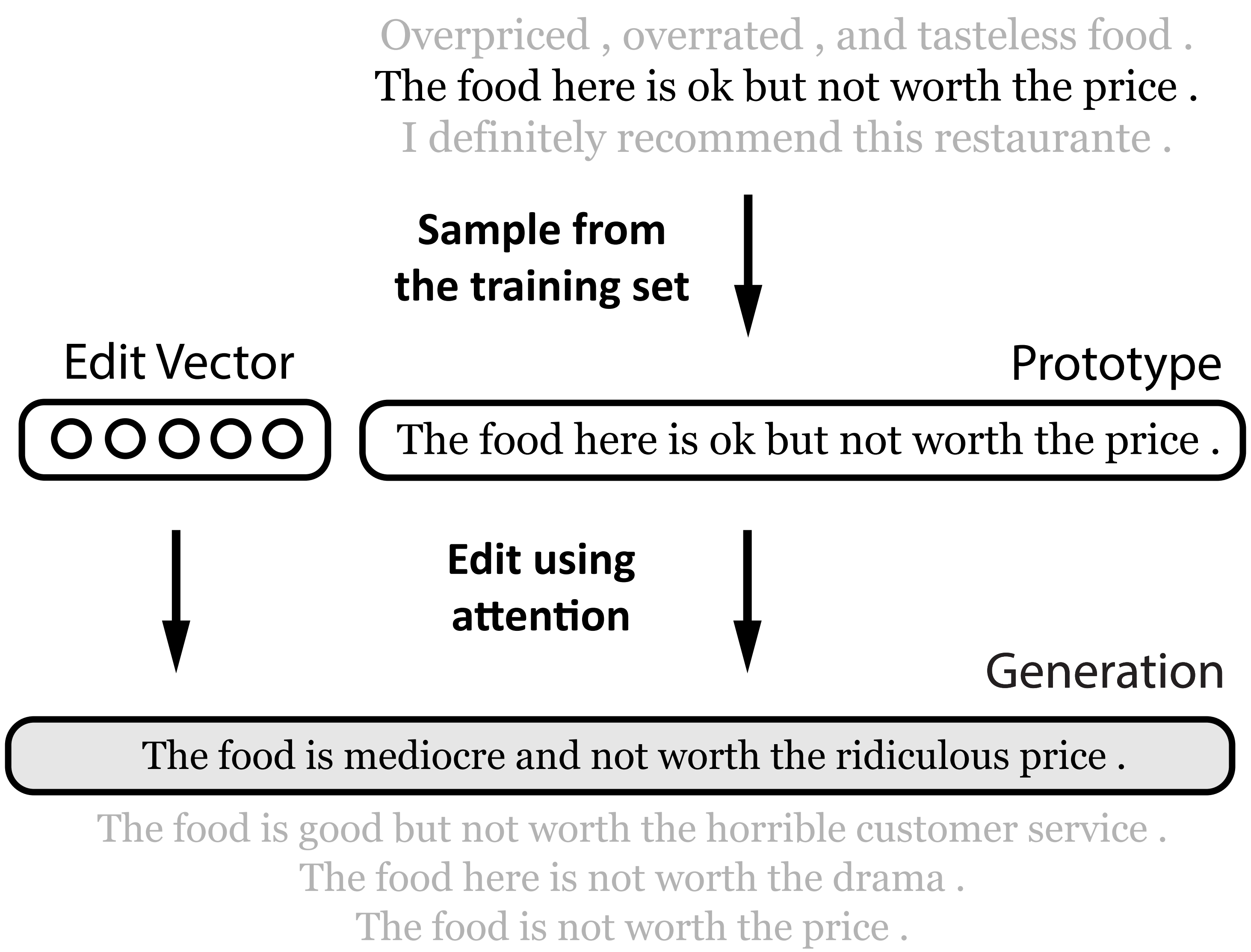

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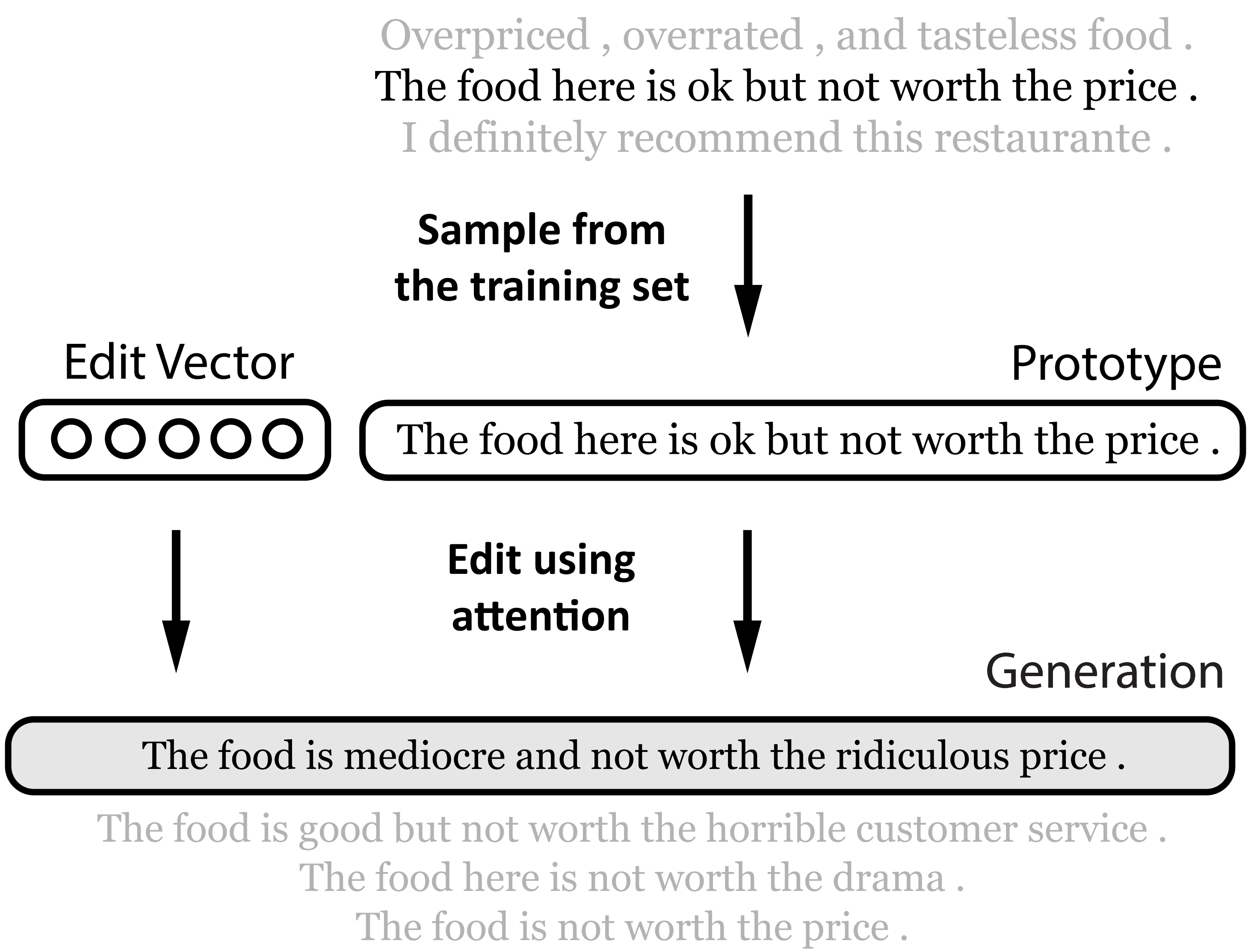

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Intuitions

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humans are not pure left-to-right generators

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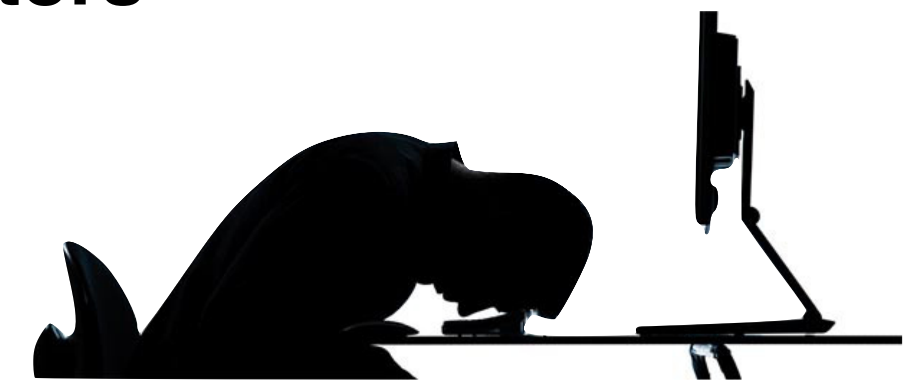

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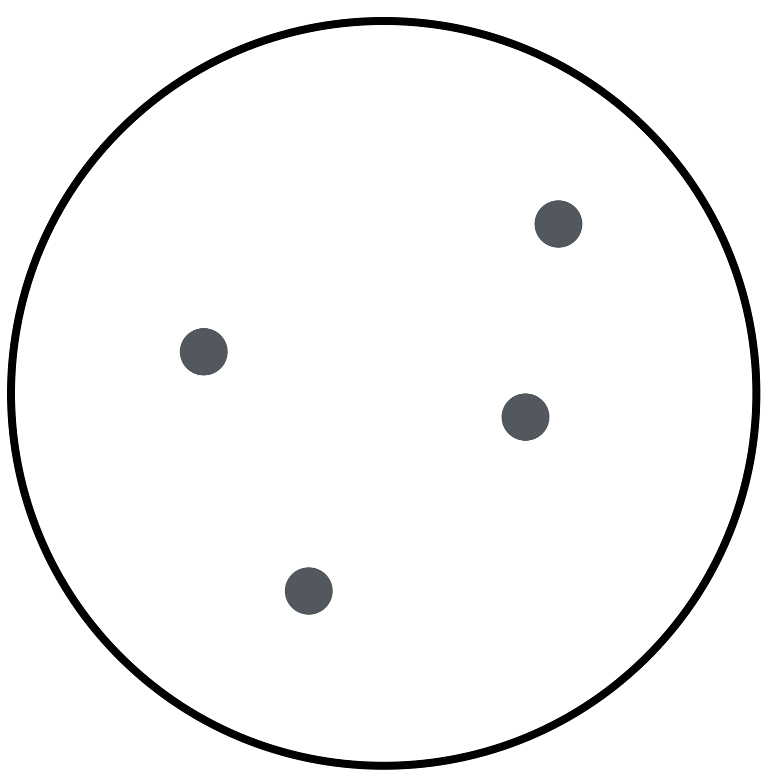

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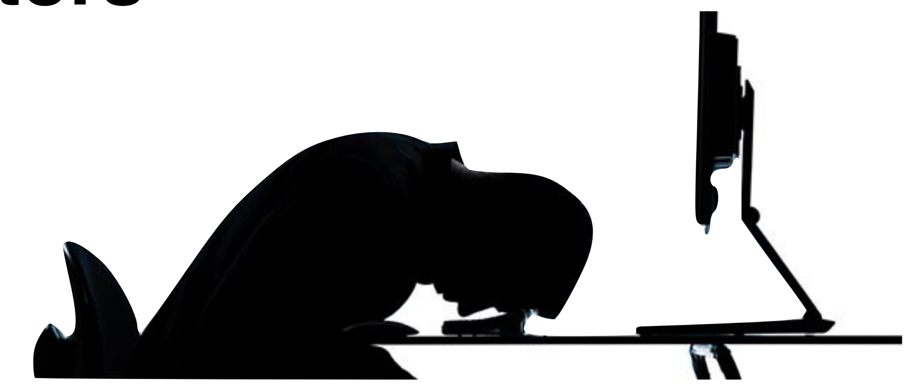

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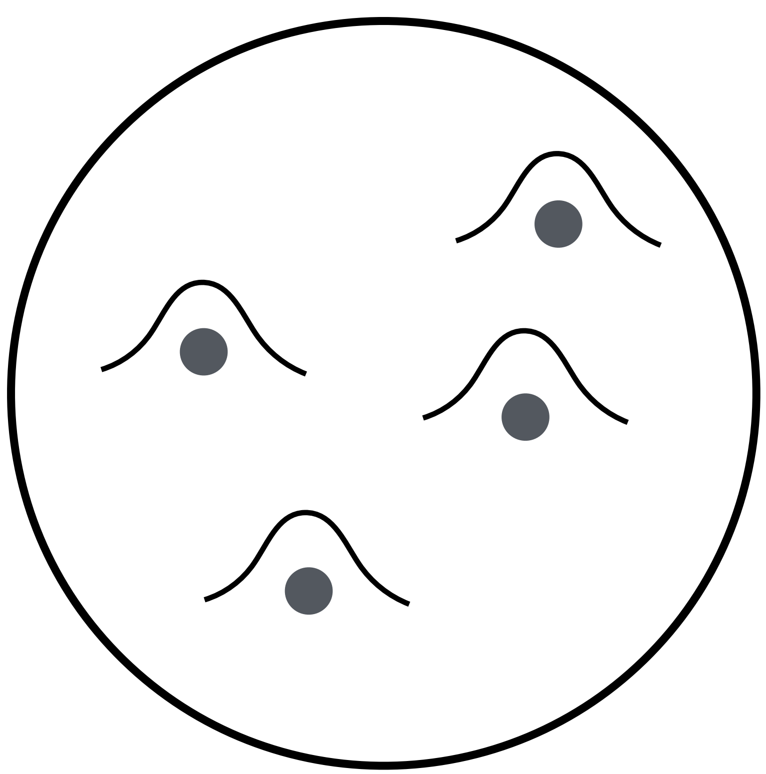

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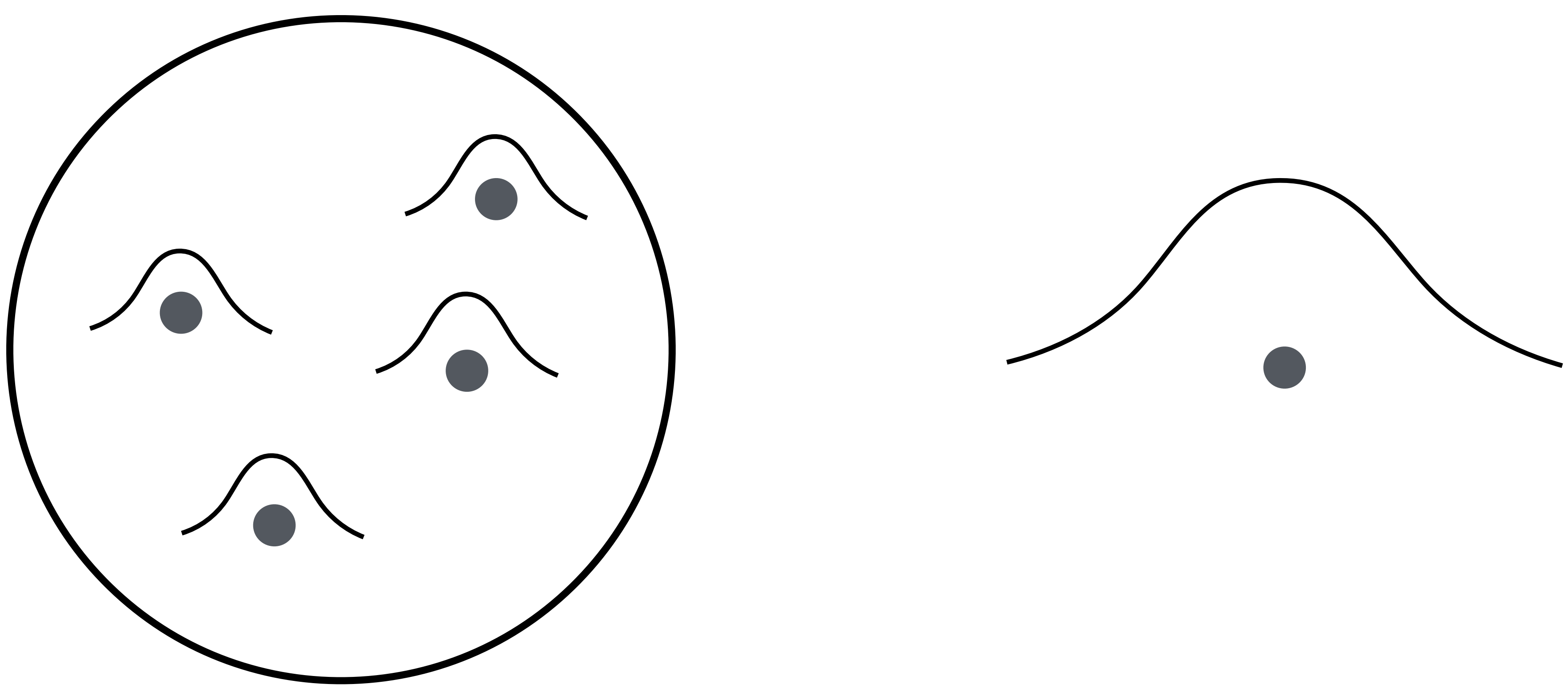

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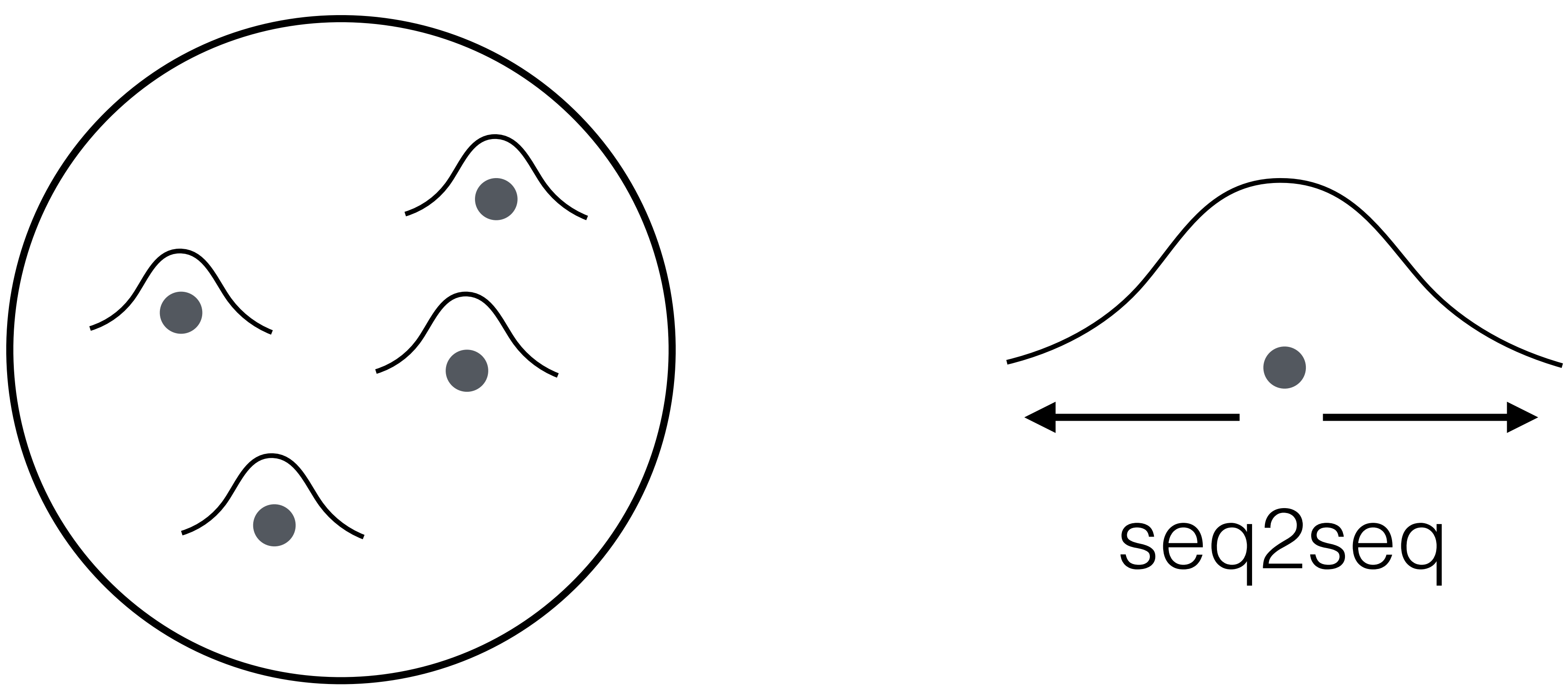

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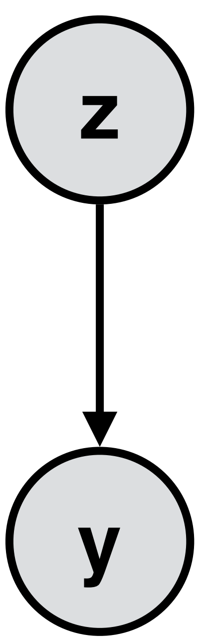

meaning vector

sentence

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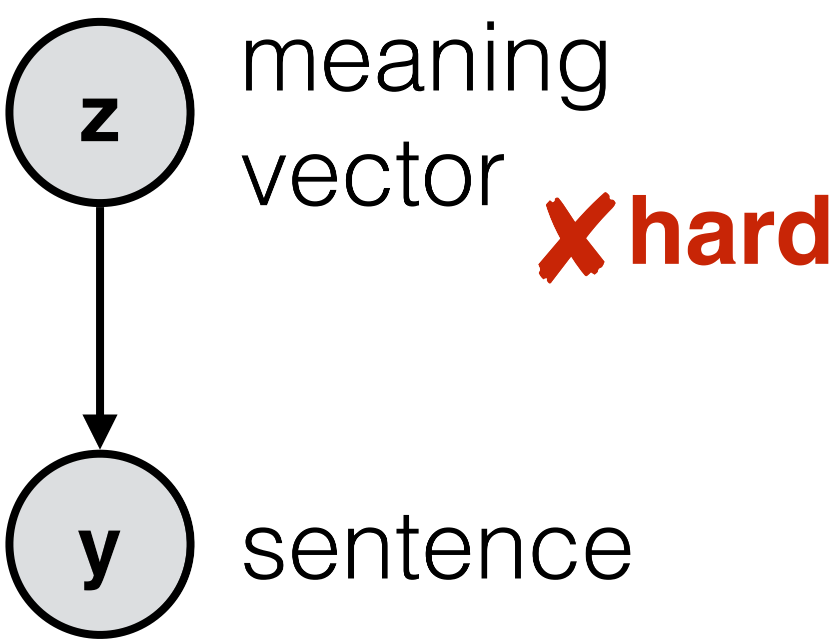

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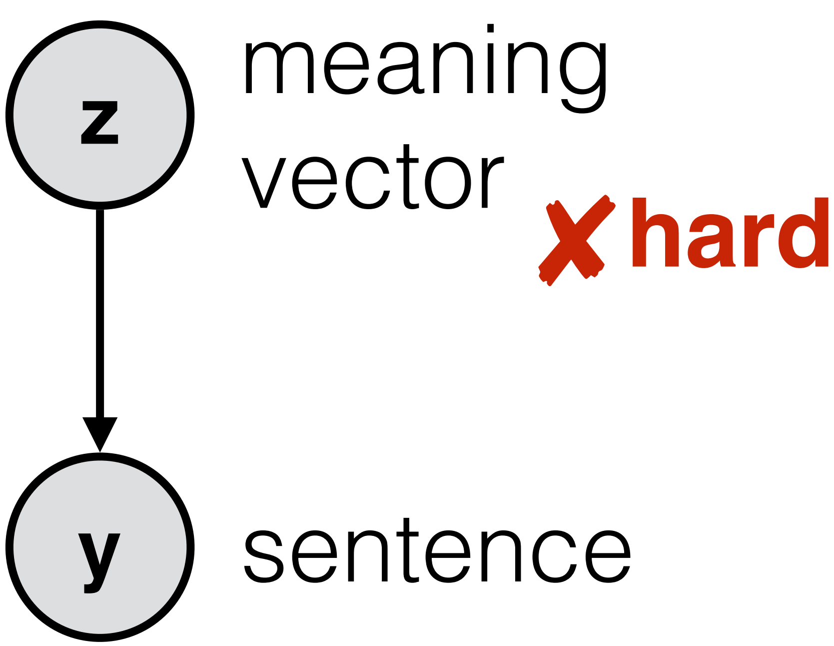

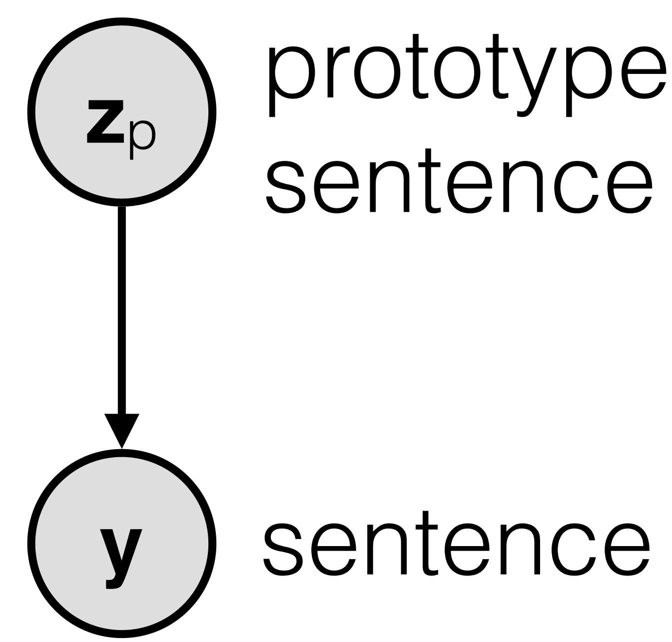

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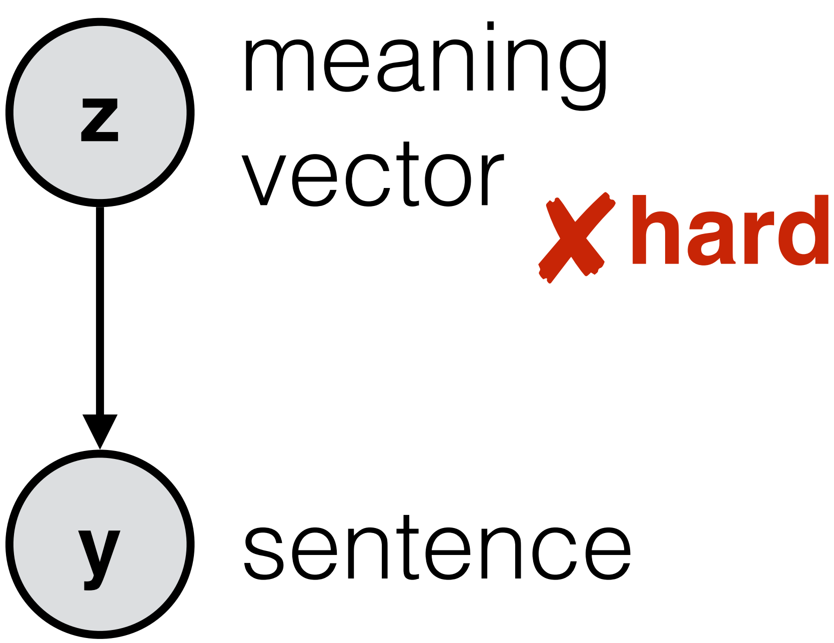

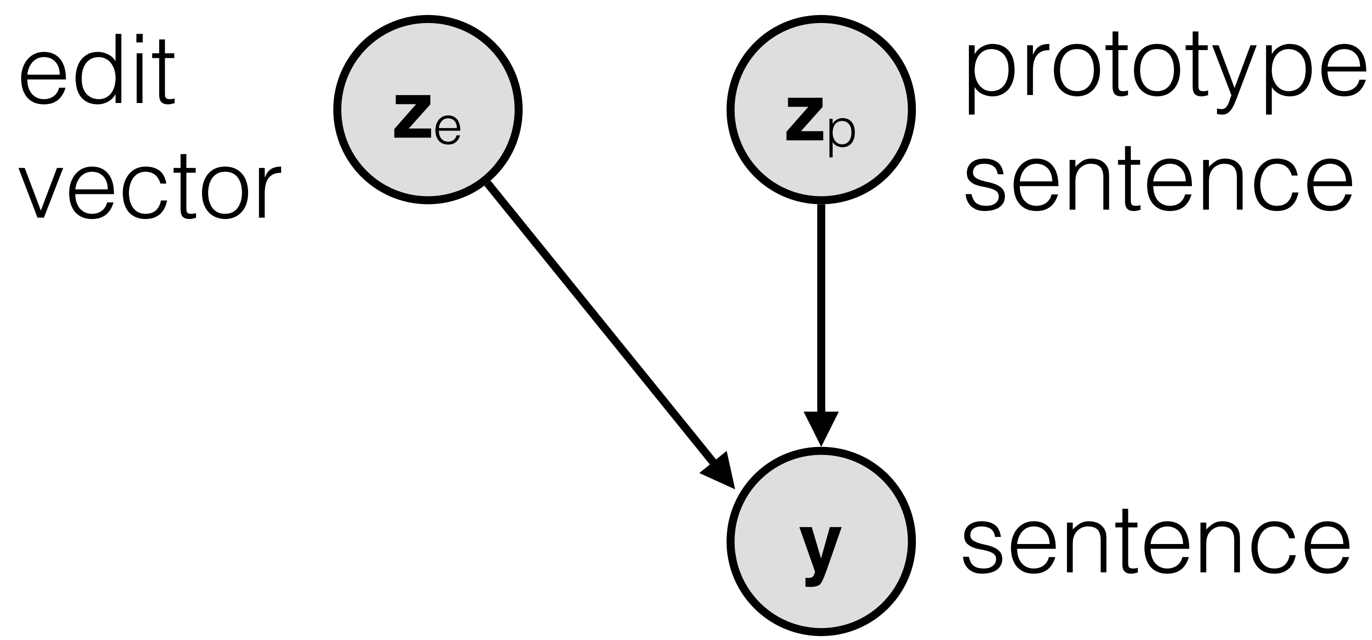

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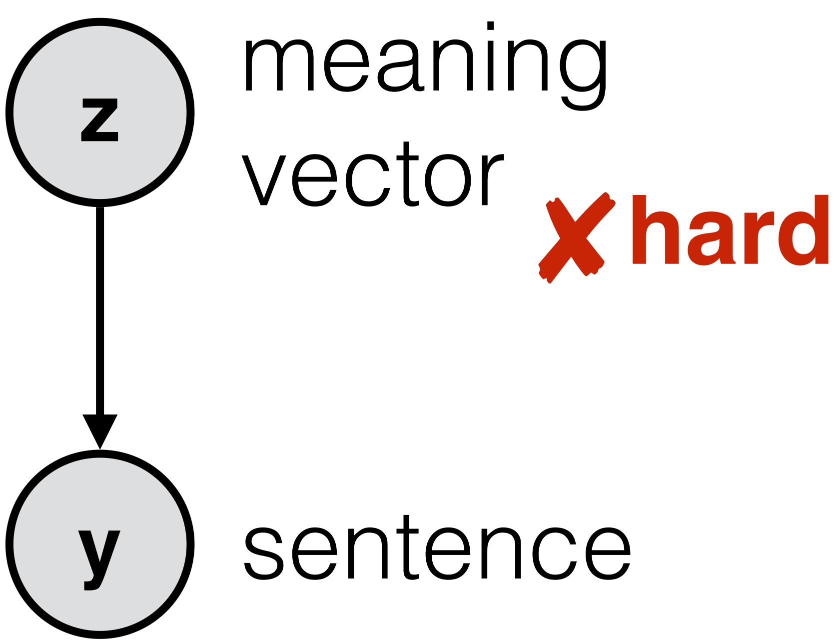

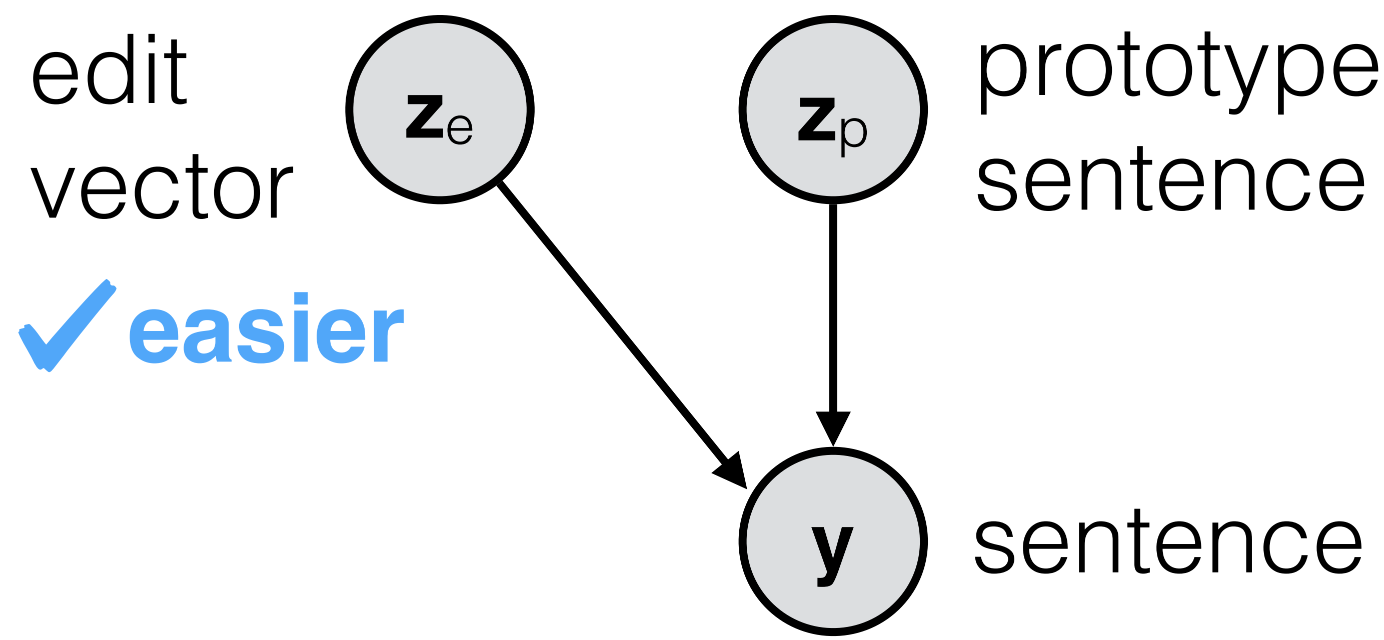

Training objective

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

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$$p(y)$$

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$$p(y) = \sum_{z_p} p(y \mid z_p)\, p_{\text{proto}}(z_p)$$

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expensive

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key tool: **ELBO** (evidence lower bound)

[Dempster+ '77, Jordan+ '99, Kingma+ '13]

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- more computationally tractable
- bias towards semantically interpretable edits

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ELBO (in general)

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ELBO (in general)

$$\log p(y)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO (in general)

$$\log p\,(y)$$

$$\int_z p\,(y \mid z)\, p\,(z)\, dz$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO (in general)

$$\log p(y) \quad \geq \quad \int_z \log p(y \mid z)\, q(z)\, dz - KL\left(q(z) \,\|\, p(z)\right)$$

$$\int_z p(y \mid z)\, p(z)\, dz$$

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q(z)

you choose q(z)

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- tightness of the lower bound

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ELBO (in general)

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you choose q(z)

- add helpful biases to the model
- tightness of the lower bound $\quad q\left(z\right) \approx p\left(z \mid y\right)$

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q(z)

you choose q(z)

- add helpful biases to the model
- tightness of the lower bound

$$\boxed{q(z) \approx p(z \mid y)}$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

Training objective

maximize

ELBO

$$p\left(y\right) = \sum_{z_p} p\left(y \mid z_p\right) p_{\text{proto}}\left(z_p\right)$$

expensive

ELBO

$$\int_{z_e} p_{\text{editor}}\left(y \mid z_p, z_e\right) p_{\text{edit}}\left(z_e\right) dz_e$$

intractable

y = output sentence **z**p = prototype sentence **z**e = edit vector

ELBO on prototypes

$$p(y) = \sum_{z_p} p(y \mid z_p)\, p_{\text{proto}}(z_p)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on prototypes

$$p(y) = \sum_{z_p} p(y \mid z_p)\, p_{\mathrm{proto}}(z_p)$$

$$\geq \quad \sum_{z_p} \log p(y \mid z_p)\, q(z_p) - KL\left(q(z_p) \,\|\, p_{\mathrm{proto}}(z_p)\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on prototypes

$$p(y) = \sum_{z_p} p(y \mid z_p)\, p_{\text{proto}}(z_p)$$

$$\geq \quad \sum_{z_p} \log p(y \mid z_p)\, q(z_p) - KL\left(q(z_p) \,\|p_{\text{proto}}(z_p)\right)$$

$$q(z_p) \approx p(z_p \mid y)$$

y = output sentence **z**p = prototype sentence **z**e = edit vector

ELBO on prototypes

$$p(y) = \sum_{z_p} p(y \mid z_p)\, p_{\text{proto}}(z_p)$$

$$\geq \quad \sum_{z_p} \log p(y \mid z_p)\, q(z_p) - KL\left(q(z_p) \,\|\, p_{\text{proto}}(z_p)\right)$$

$$q(z_p) \approx p(z_p \mid y) \text{ ?}$$

y = output sentence **z**p = prototype sentence **z**e = edit vector

q(z) over prototypes

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

Question

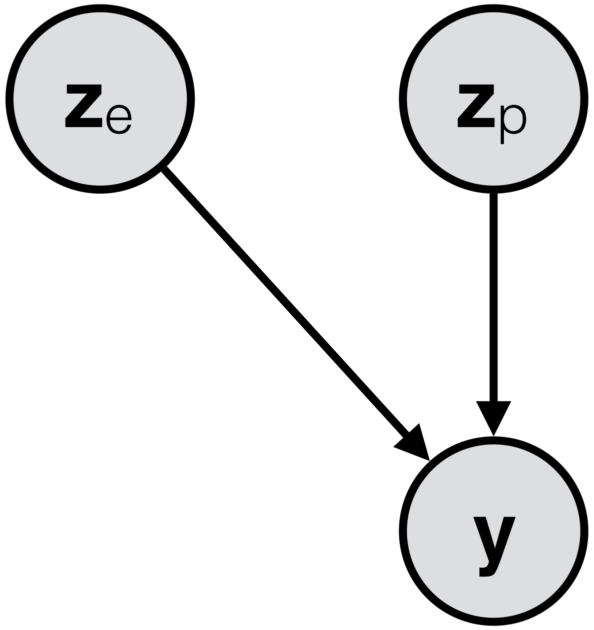
$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over prototypes

Question

$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$

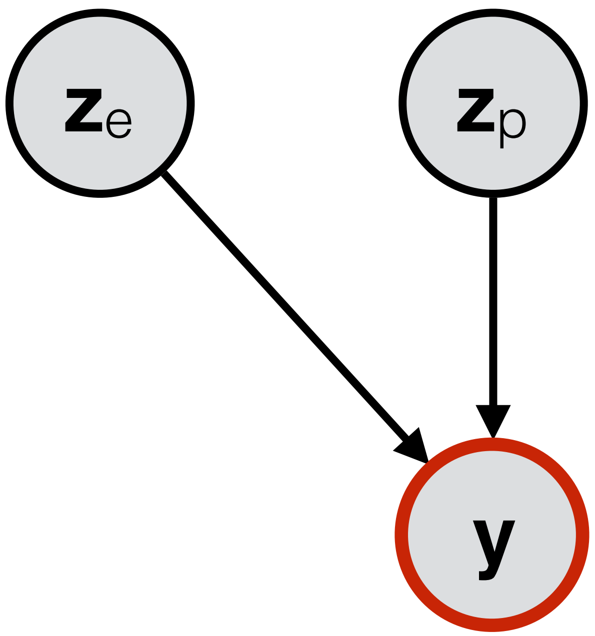


y = output sentence **z**p = prototype sentence **z**e = edit vector

q(z) over prototypes

Question

$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$

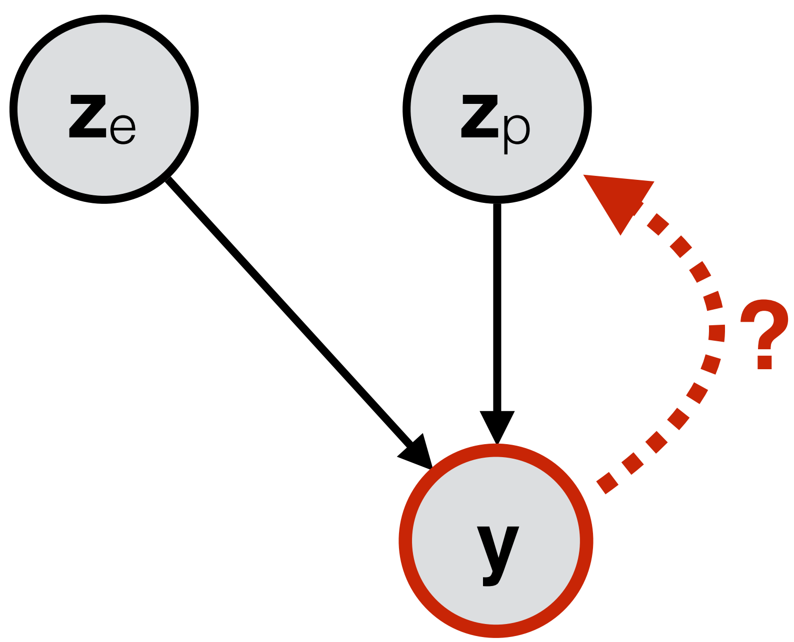


y = output sentence **z**p = prototype sentence **z**e = edit vector

q(z) over prototypes

Question

$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$

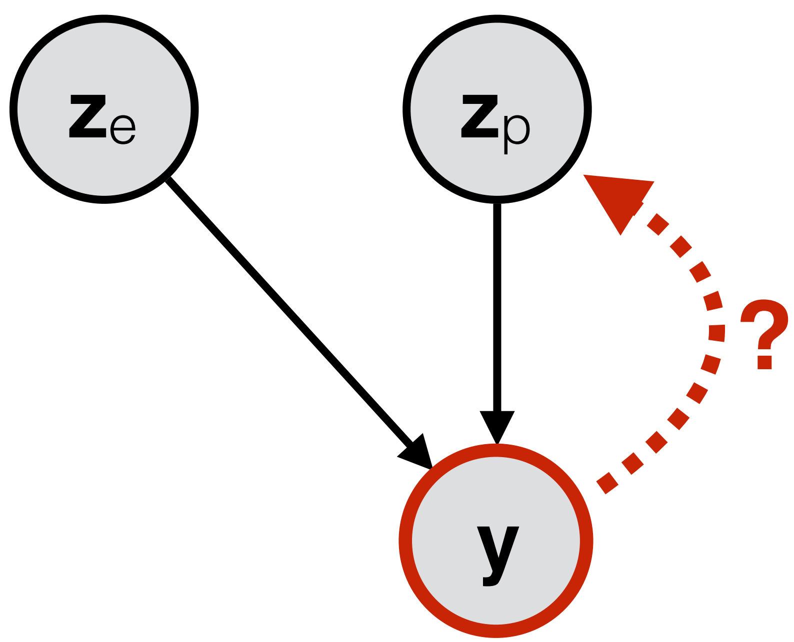


$\mathbf{y}$ = output sentence $\mathbf{z}_{\mathrm{p}}$ = prototype sentence $\mathbf{z}_{\mathrm{e}}$ = edit vector

q(z) over prototypes

Question

$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$



Answer

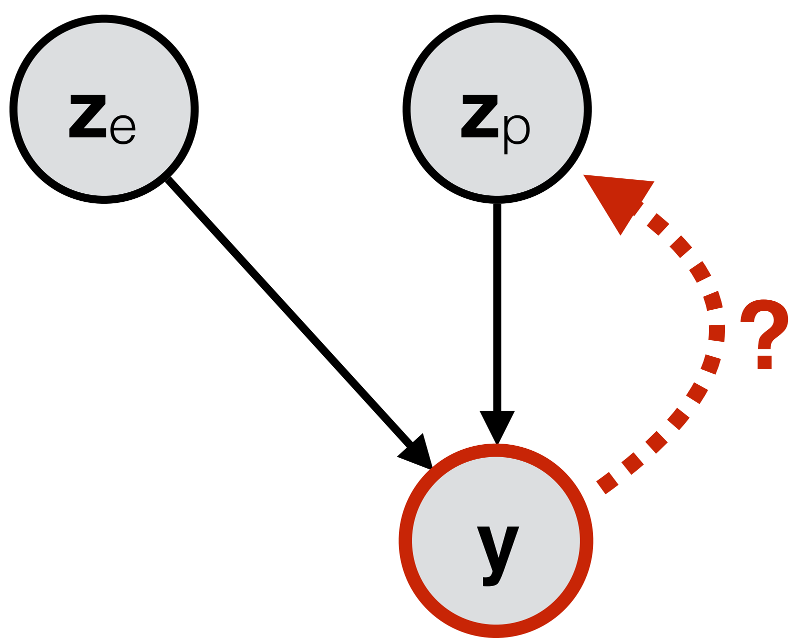
prototype $\mathbf{z}_p$ was probably not too different from $\mathbf{y}$.

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

Question

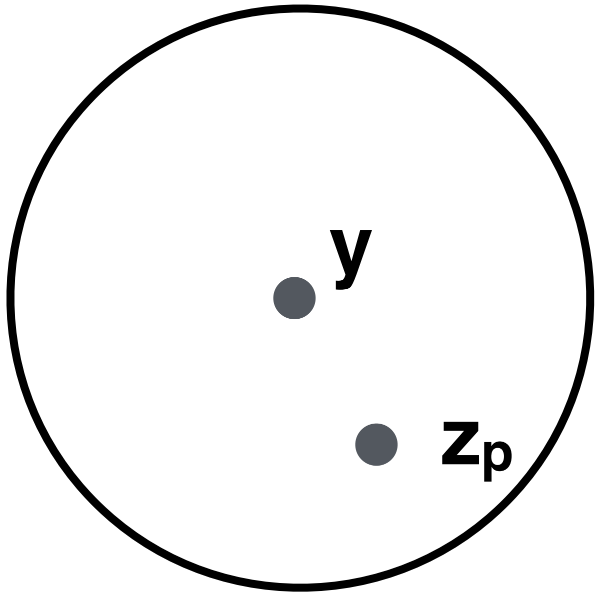
$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$



Answer

prototype **z**p was probably not too different from **y**.

$$\mathcal{N}\left(y\right) =$$

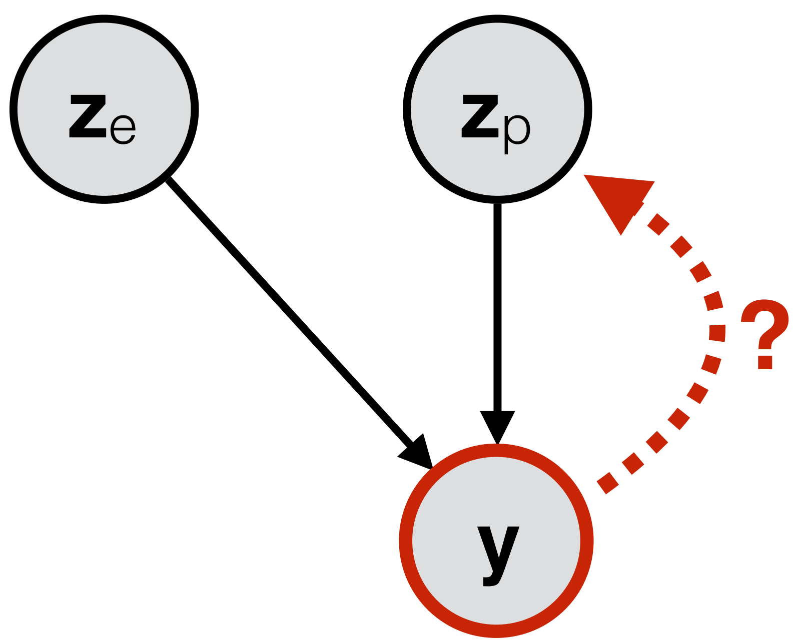


y = output sentence **z**p = prototype sentence **z**e = edit vector

q(z) over prototypes

Question

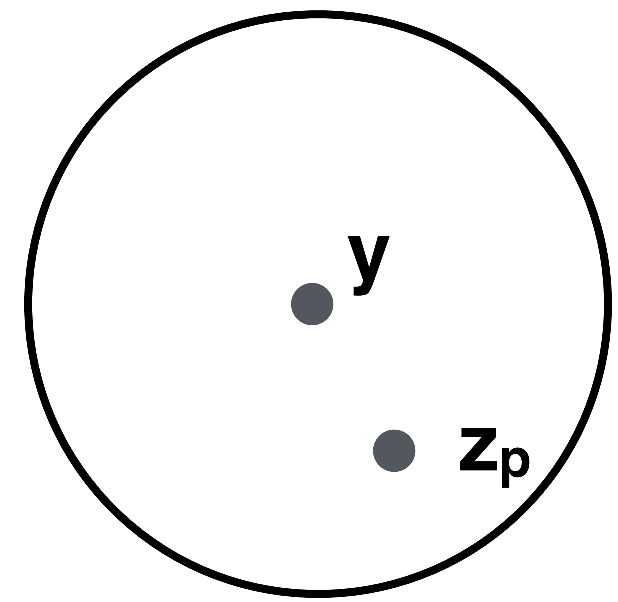
$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$



Answer

prototype $\mathbf{z}_p$ was probably not too different from **y**.

$$\mathcal{N}(y) =$$



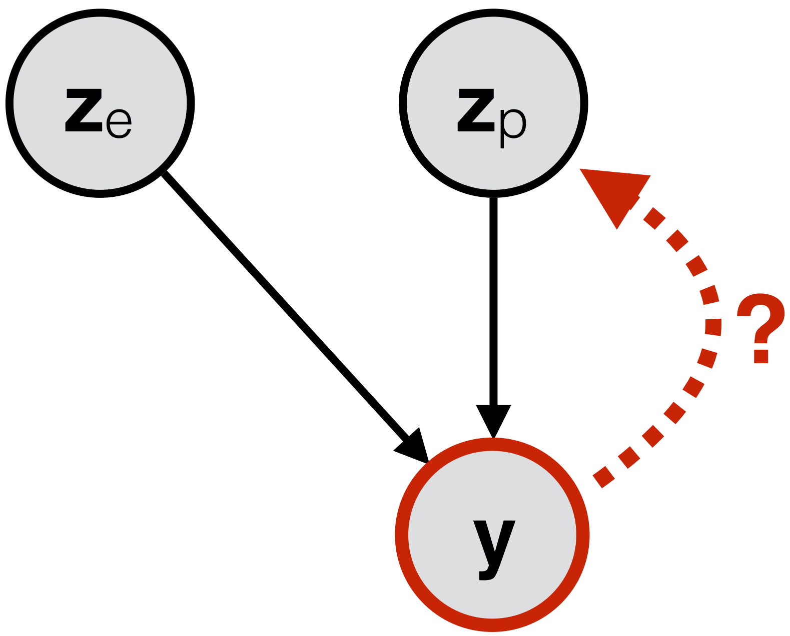
N(y) = all sentences with high token overlap

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

Question

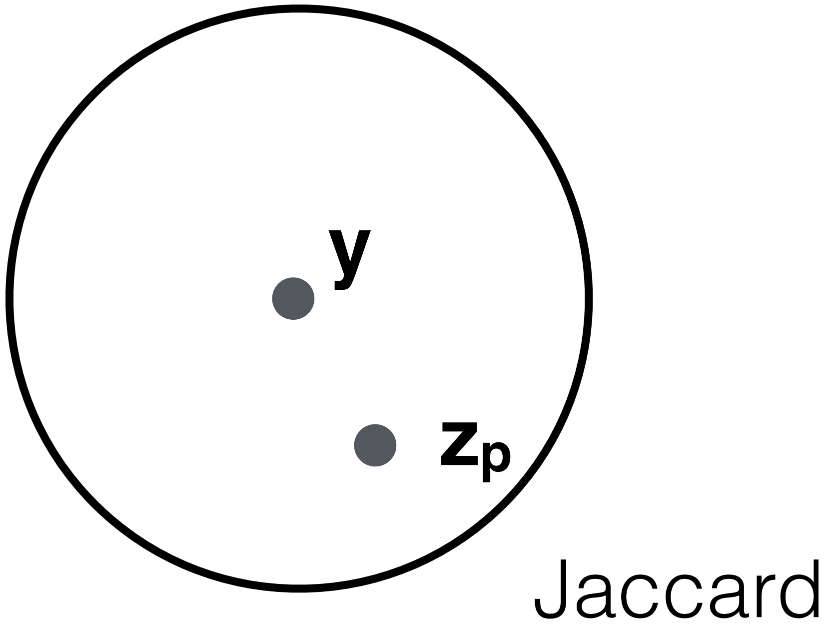
$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$



Answer

prototype $\mathbf{z}_\mathrm{p}$ was probably not too different from **y**.

$$\mathcal{N}\left(y\right) =$$



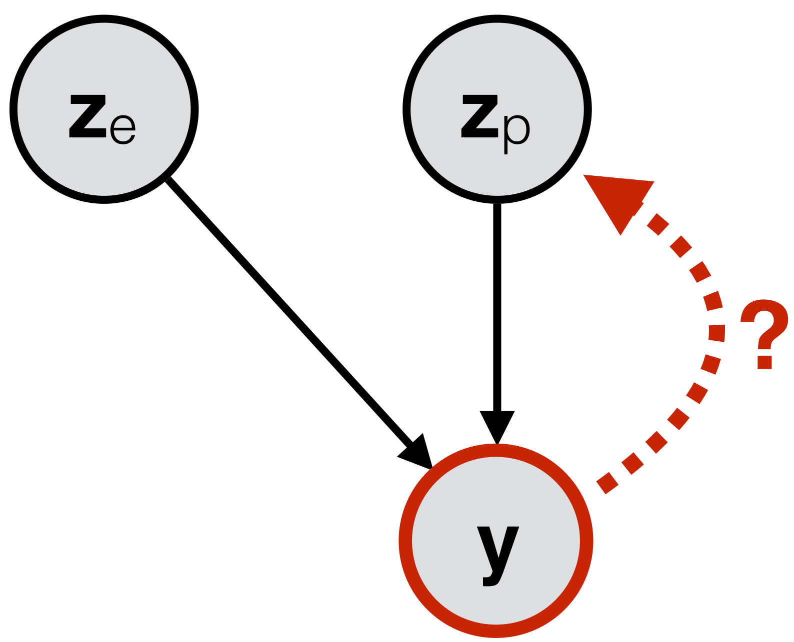
N(y) = all sentences with high token overlap

y = output sentence $\mathbf{z}_\mathrm{p}$ = prototype sentence $\mathbf{z}_\mathrm{e}$ = edit vector

q(z) over prototypes

Question

$$q\left(z_p\right) \approx p\left(z_p \mid y\right)$$

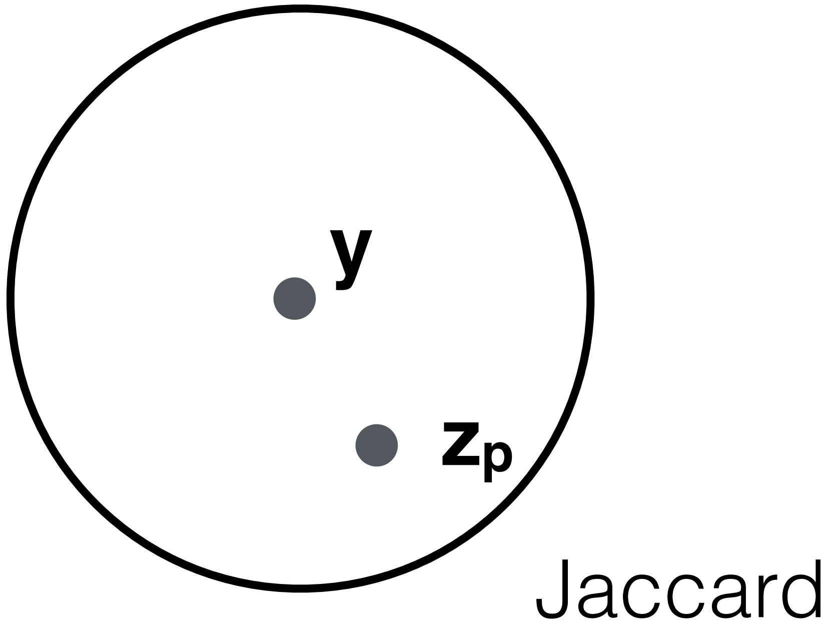


Answer

prototype $\mathbf{z}_p$ was probably not too different from **y**.

$$q(z_p) := \mathrm{Uniform}(\mathcal{N}(y))$$

$$\mathcal{N}\left(y\right) =$$



N(y) = all sentences with high token overlap

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p\left(y \mid z_p\right) q\left(z_p\right) - KL\left(q\left(z_p\right) \| p_{\text{proto}}\left(z_p\right)\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p\left(y \mid z_p\right) q\left(z_p\right) - KL\left(q\left(z_p\right) \| p_{\text{proto}}\left(z_p\right)\right)$$

$$\shortparallel$$

$$\frac{1}{\left|\mathcal{N}\left(y\right)\right|} \sum_{z_p \in \mathcal{N}(y)} \log p\left(y \mid z_p\right) + C$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p\left(y \mid z_p\right) q\left(z_p\right) - KL\left(q\left(z_p\right) \| p_{\text{proto}}\left(z_p\right)\right)$$

$$=$$

$$\frac{1}{\left|\mathcal{N}\left(y\right)\right|} \sum_{z_p \in \mathcal{N}(y)} \log p\left(y \mid z_p\right) + C$$

Looks like typical **sequence-to-sequence** objective

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p\left(y \mid z_p\right) q\left(z_p\right) - KL\left(q\left(z_p\right) \| p_{\text{proto}}\left(z_p\right)\right)$$

$$=$$

$$\frac{1}{\left|\mathcal{N}\left(y\right)\right|} \sum_{z_p \in \mathcal{N}\left(y\right)} \log p\left(y \mid z_p\right) + C$$

Looks like typical **sequence-to-sequence** objective

prototype $\mathbf{z}_p$ —> output $\mathbf{y}$

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p(y \mid z_p)\, q(z_p) - KL\left(q(z_p) \,\|\, p_{\text{proto}}(z_p)\right)$$

$$\|$$

$$\frac{1}{|\mathcal{N}(y)|} \sum_{z_p \in \mathcal{N}(y)} \log p(y \mid z_p) + C$$

Looks like typical **sequence-to-sequence** objective

prototype $\mathbf{z}_p$ —> output $\mathbf{y}$

✓ **bias towards small edits**

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over prototypes

$$\text{ELBO} = \sum_{z_p} \log p\left(y \mid z_p\right) q\left(z_p\right) - KL\left(q\left(z_p\right) \| p_{\text{proto}}\left(z_p\right)\right)$$

$$\|$$

$$\frac{1}{|\mathcal{N}(y)|} \sum_{z_p \in \mathcal{N}(y)} \log p\left(y \mid z_p\right) + C$$

Looks like typical **sequence-to-sequence** objective

prototype $\mathbf{z}_p$ —> output $\mathbf{y}$

✔ **bias towards small edits**

✔ **computationally tractable**

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Training objective

maximize

$$p\left(y\right) = \sum_{z_p} p\left(y \mid z_p\right) p_{\text{proto}}\left(z_p\right)$$

expensive

$$\int_{z_e} p_{\text{editor}}\left(y \mid z_p, z_e\right) p_{\text{edit}}\left(z_e\right) dz_e$$

intractable

y = output sentence **z**p = prototype sentence **z**e = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right] - KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad \underbrace{E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)$$

y = output sentence **z**p = prototype sentence **z**e = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad \underbrace{E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - \underbrace{KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)}_{\text{KL\_penalty}}$$

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

ELBO on edit vectors

sample **z**$_e$ from **q**(**z**$_e$)

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad \underbrace{E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - \underbrace{KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)}_{\text{KL\_penalty}}$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on edit vectors

sample $\mathbf{z}_e$ from $\mathbf{q}(\mathbf{z}_e)$

$$\log p\left(y \mid z_p\right)$$

$\mathbf{z}_p$, $\mathbf{z}_e$ —> $\mathbf{y}$

$$\geq \quad \underbrace{E_{z_e\sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - \underbrace{KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)}_{\text{KL\_penalty}}$$

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

ELBO on edit vectors

sample **z_e** from **q**(**z_e**)

$$\log p\left(y \mid z_p\right)$$

z_p, **z_e** —> **y**

$$\geq \quad \underbrace{E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - \underbrace{KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)}_{\text{KL\_penalty}}$$

measures how well we can reconstruct **y** from prototype **z_p** and edit **z_e**

y = output sentence **z_p** = prototype sentence **z_e** = edit vector

ELBO on edit vectors

sample $\mathbf{z}_e$ from $\mathbf{q}(\mathbf{z}_e)$

$$\log p\left(y \mid z_p\right)$$

$\mathbf{z}_p$, $\mathbf{z}_e$ —> $\mathbf{y}$

$$\geq \quad \underbrace{E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right]}_{\text{reconstruction\_cost}} - \underbrace{KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)}_{\text{KL\_penalty}}$$

measures how well we can reconstruct **y** from prototype $\mathbf{z}_p$ and edit $\mathbf{z}_e$

measures difference between **q** and edit prior $\mathbf{p}_{\text{edit}}$

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right] - KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right] - KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)$$

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

y = output sentence **z**p = prototype sentence **z**e = edit vector

ELBO on edit vectors

$$\log p\left(y \mid z_p\right)$$

$$\geq \quad E_{z_e \sim q(z_e)}\left[\log p_{\text{editor}}\left(y \mid z_p, z_e\right)\right] - KL\left(q\left(z_e\right) \| p_{\text{edit}}\left(z_e\right)\right)$$

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$ **?**

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over edits

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over edits

Question

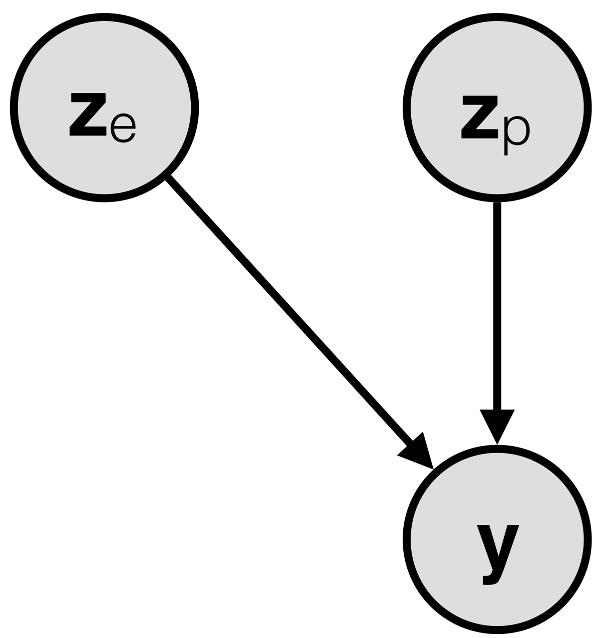
$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over edits

Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

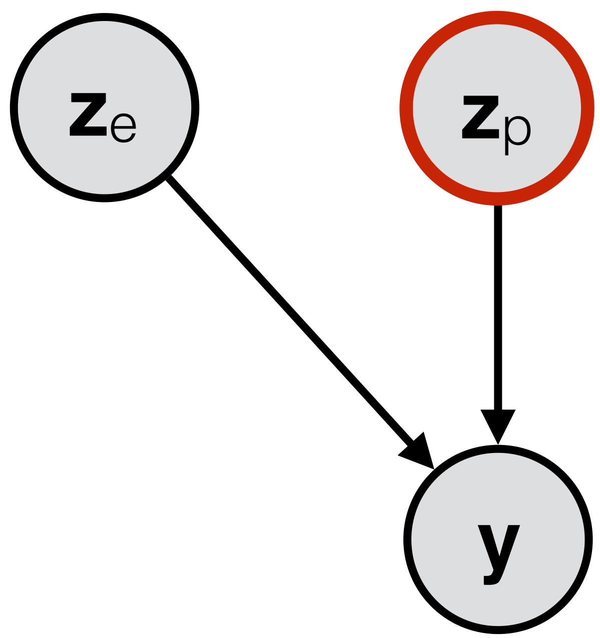


y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

q(z) over edits

Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

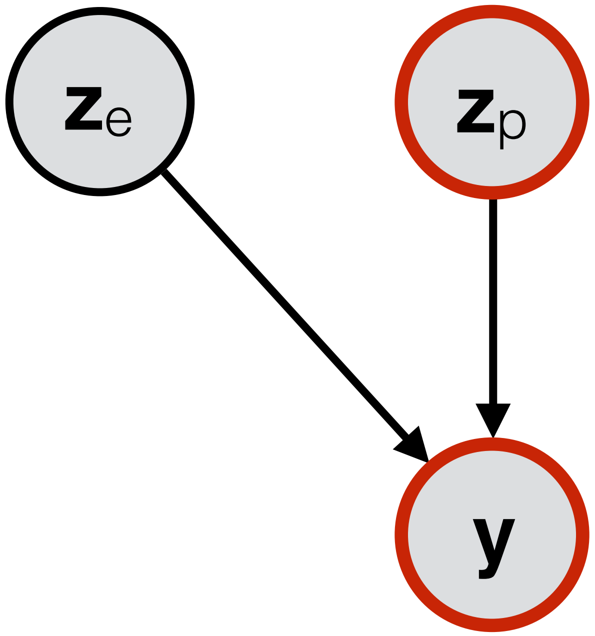


y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over edits

Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

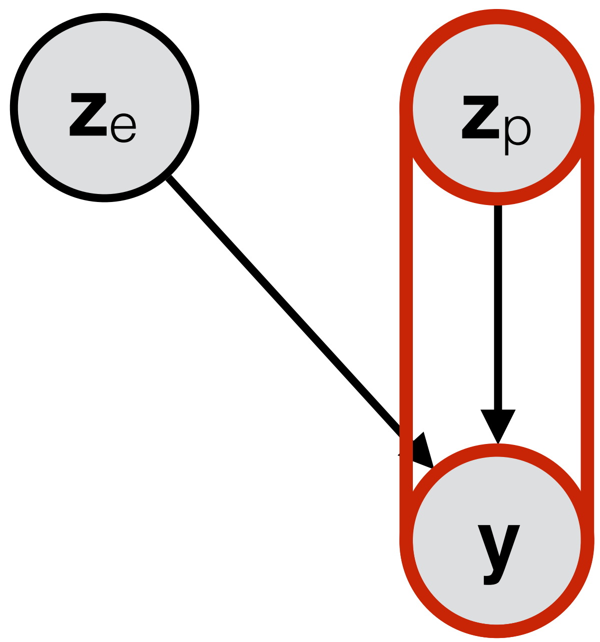


y = output sentence **z**p = prototype sentence **z**e = edit vector

q(z) over edits

Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

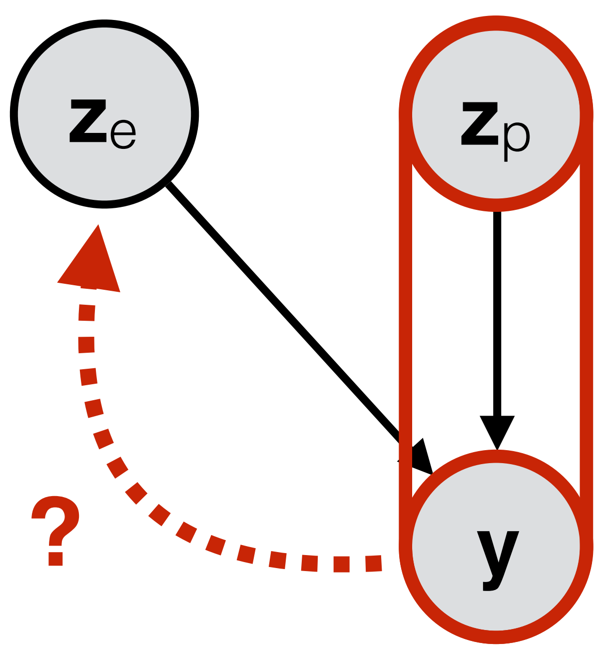


$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over edits

Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$



y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

q(z) over edits

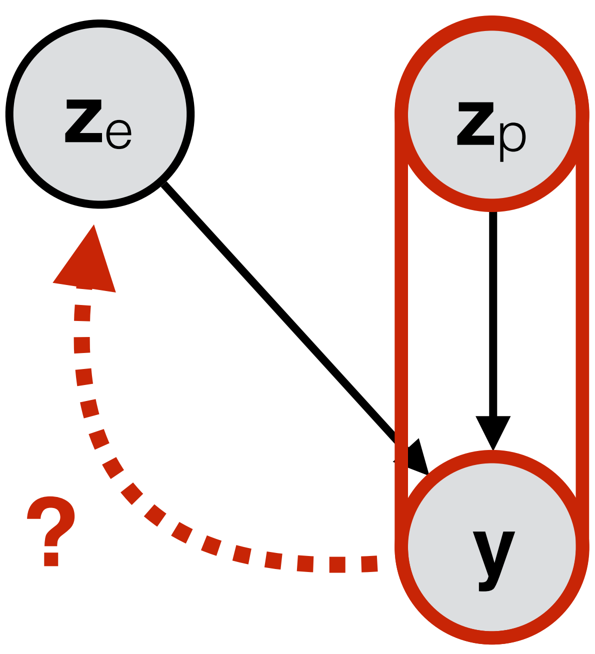
Question

$$q\left(z_e\right) \approx p\left(z_e \mid y, z_p\right)$$

Answer

Compare the two sentences.

Figure out which words were **inserted** and **deleted**.
Then sum their word vectors.



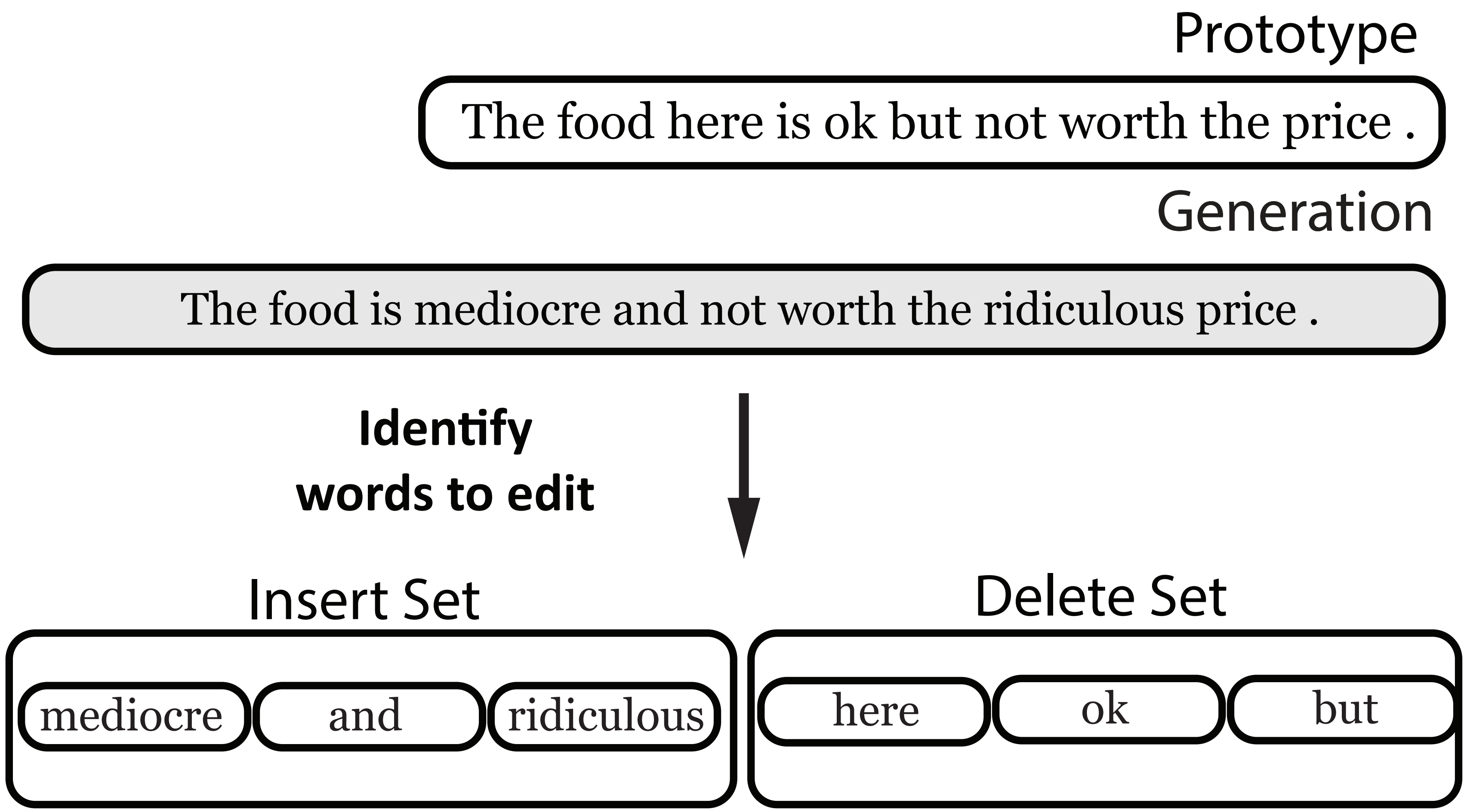
y = output sentence **z_p** = prototype sentence **z_e** = edit vector

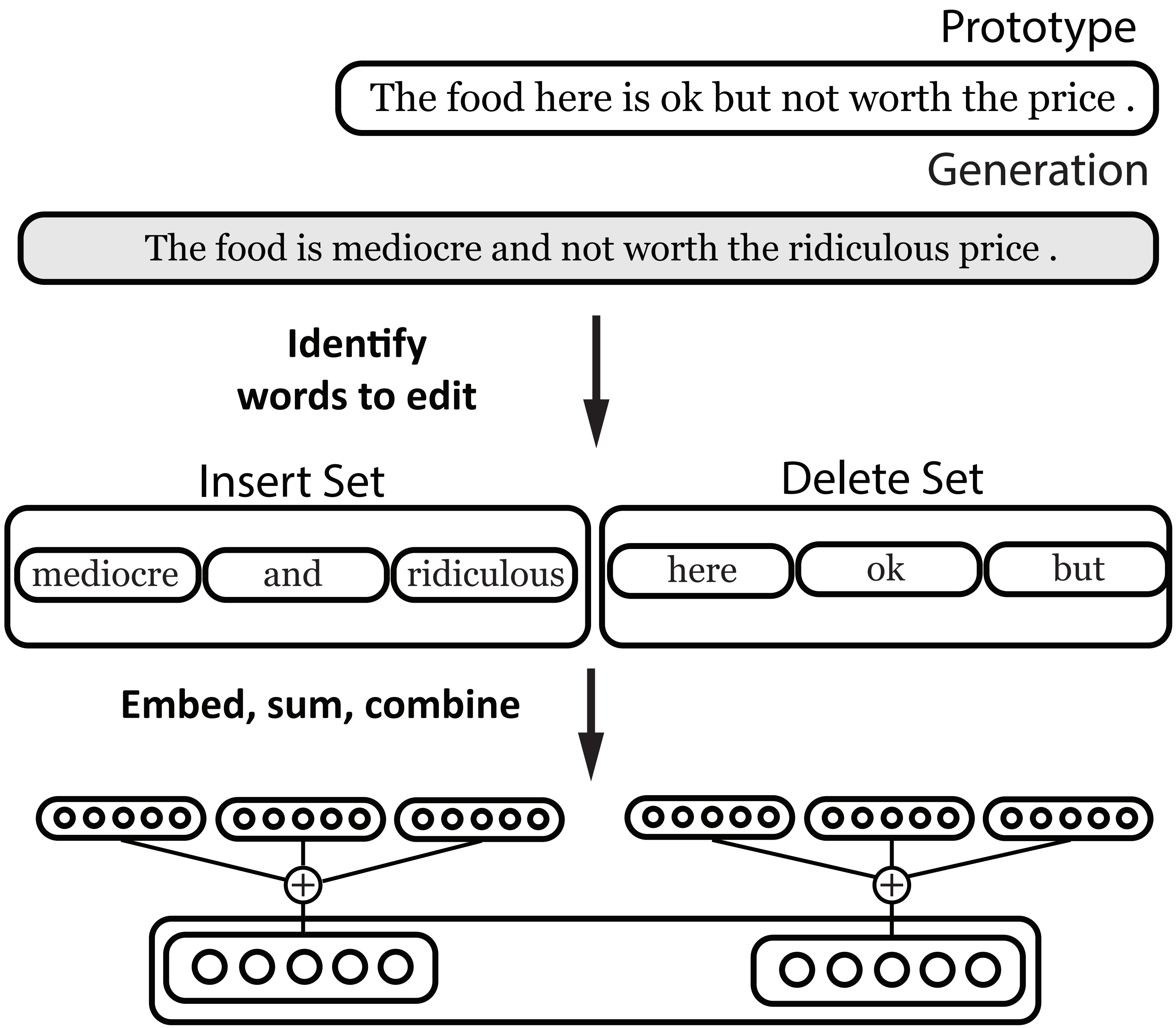
Prototype

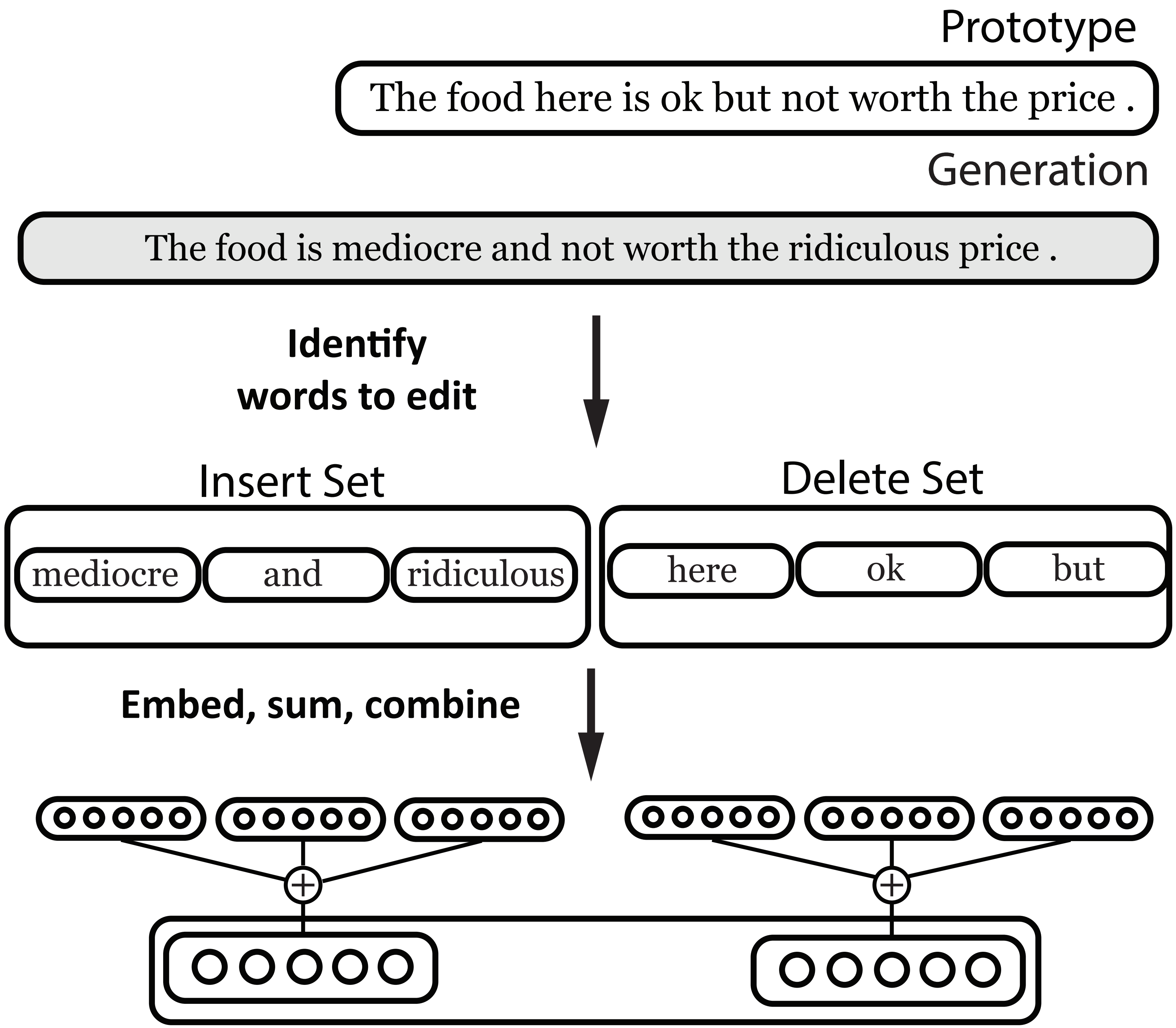
The food here is ok but not worth the price .

Generation

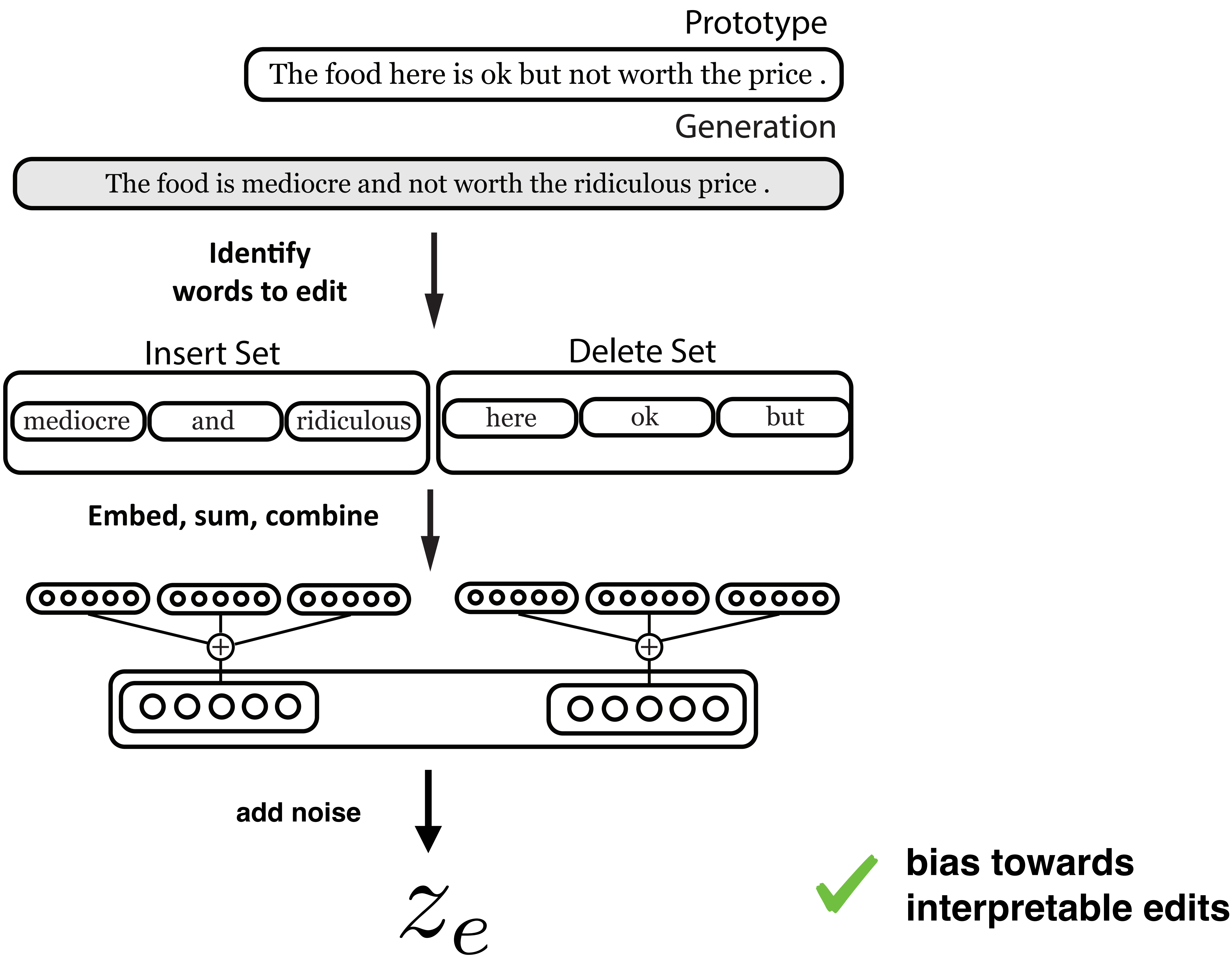
The food is mediocre and not worth the ridiculous price .


Prototype
The food here is ok but not worth the price .
Generation
The food is mediocre and not worth the ridiculous price .
Identify words to edit
Insert Set
mediocre
and
ridiculous
Delete Set
here
ok
but

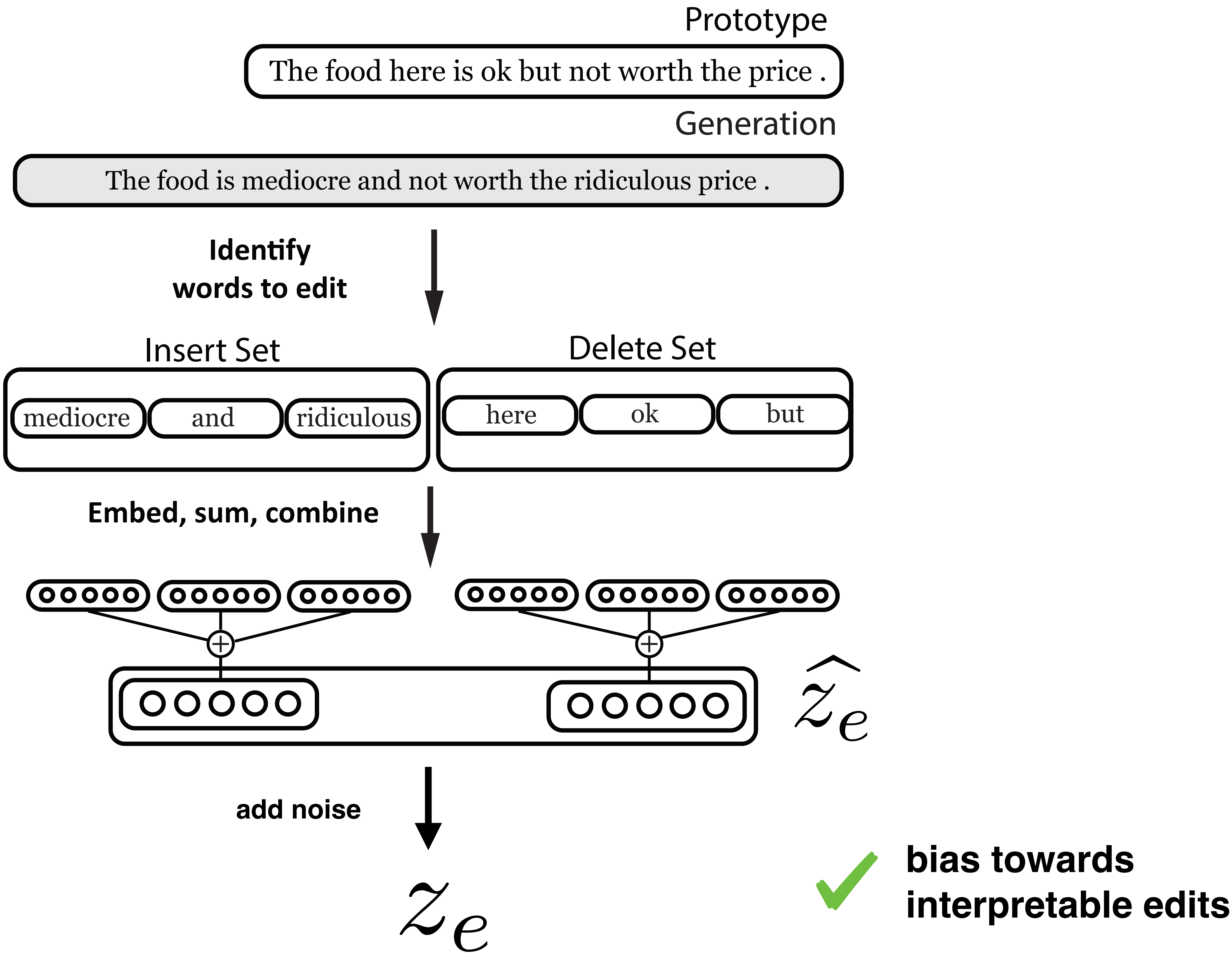

Prototype
The food here is ok but not worth the price .
Generation
The food is mediocre and not worth the ridiculous price .
Identify words to edit
Insert Set
mediocre
and
ridiculous
Delete Set
here
ok
but
Embed, sum, combine



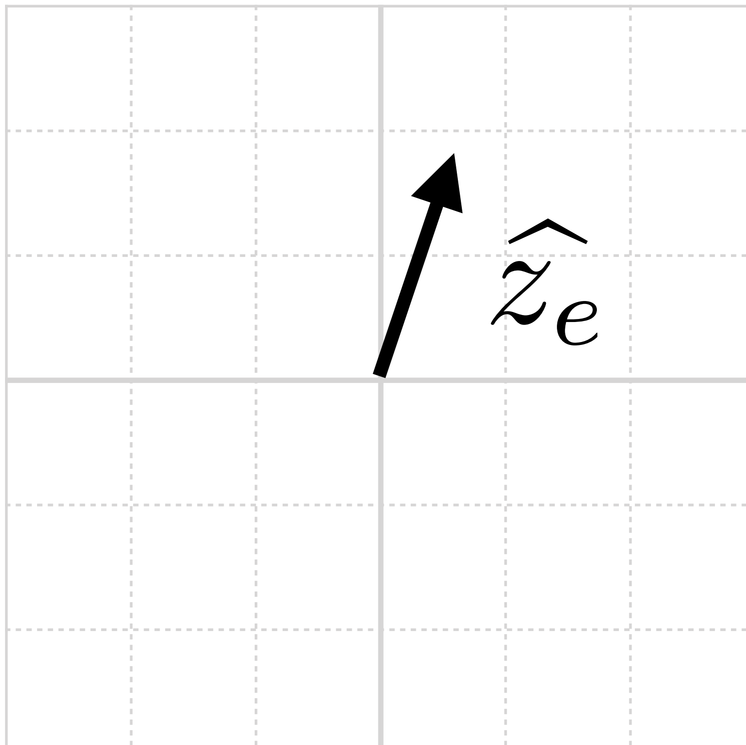
✓ **bias towards interpretable edits**



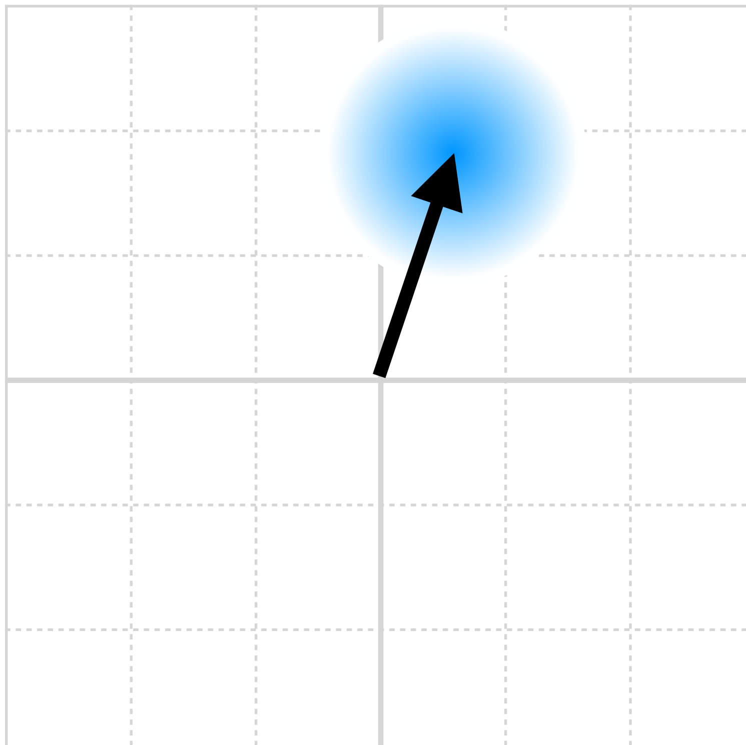
Prototype
The food here is ok but not worth the price .
Generation
The food is mediocre and not worth the ridiculous price .
Identify
words to edit
Insert Set
mediocre
and
ridiculous
Delete Set
here
ok
but
Embed, sum, combine
add noise
z_e
bias towards
interpretable edits


Prototype
The food here is ok but not worth the price .
Generation
The food is mediocre and not worth the ridiculous price .
Identify
words to edit
Insert Set
mediocre
and
ridiculous
Delete Set
here
ok
but
Embed, sum, combine
$\hat{z}_e$
add noise
z_e
bias towards
interpretable edits

How to add noise to $\widehat{z_e}$?

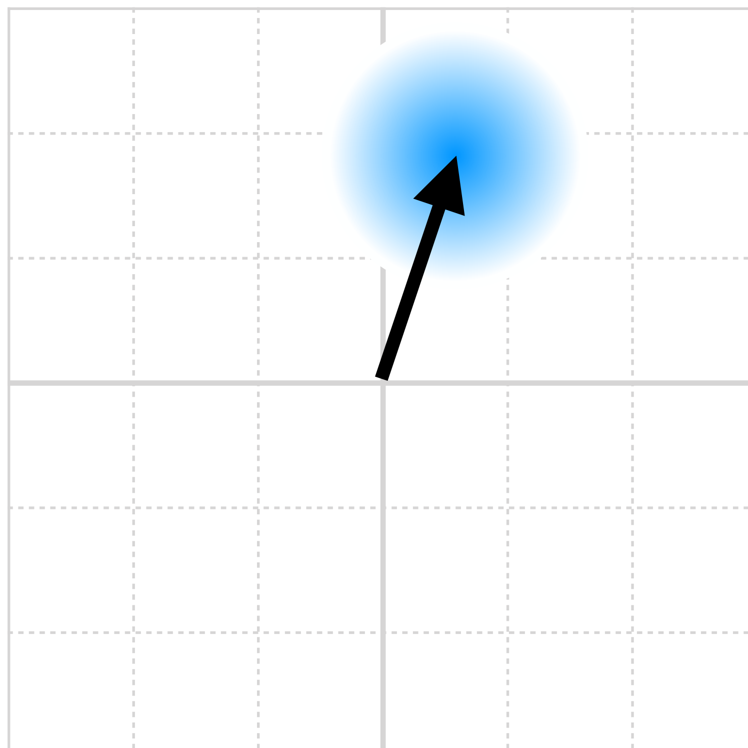


Standard choice (VAE): Gaussian

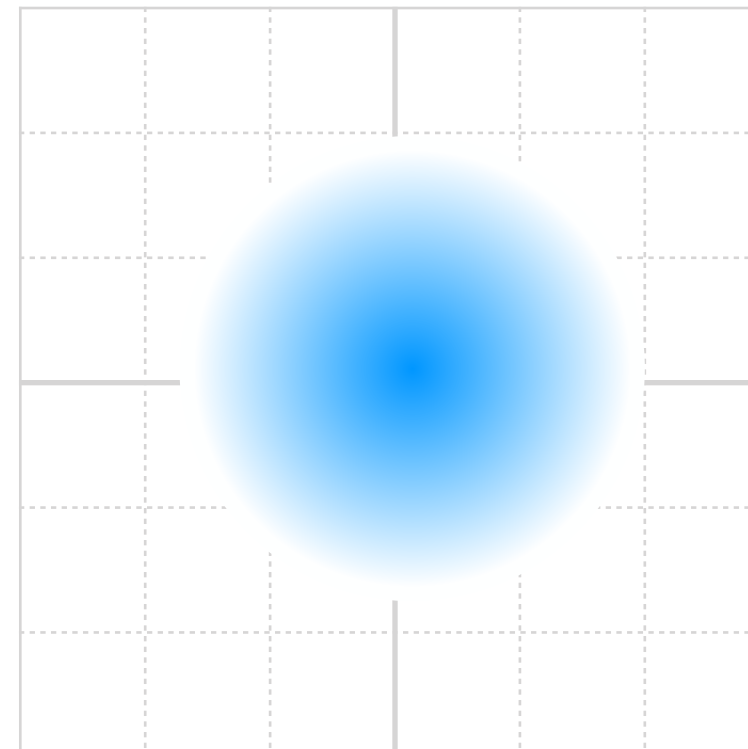


$q\left(z_e\right)$

Standard choice (VAE): Gaussian

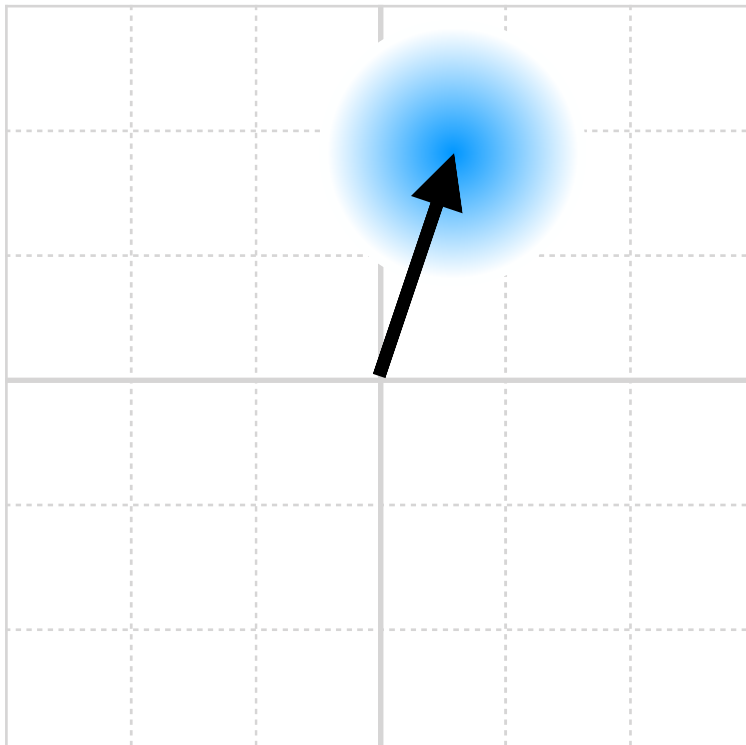


$q\left(z_e\right)$

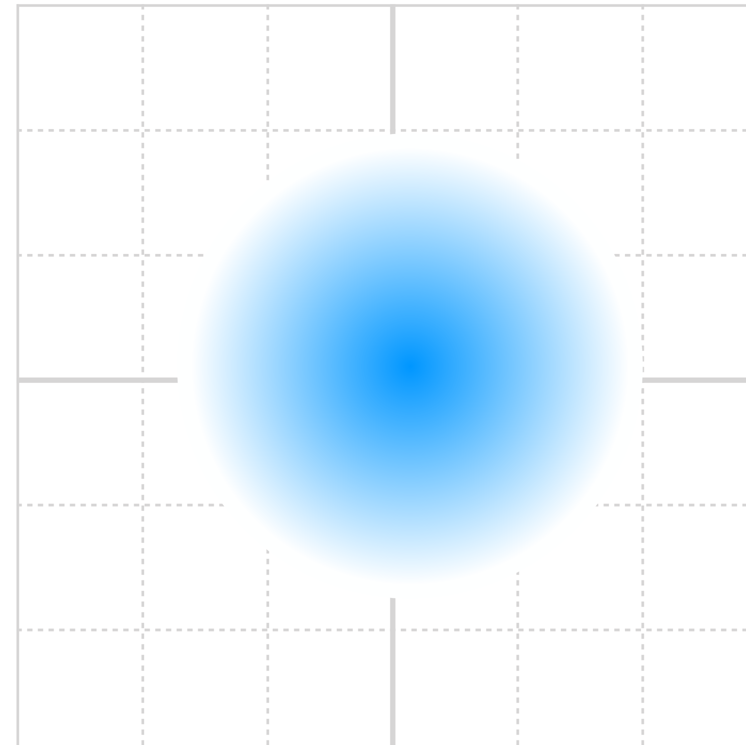


$p_{\text{edit}}\left(z_e\right)$

Standard choice (VAE): Gaussian



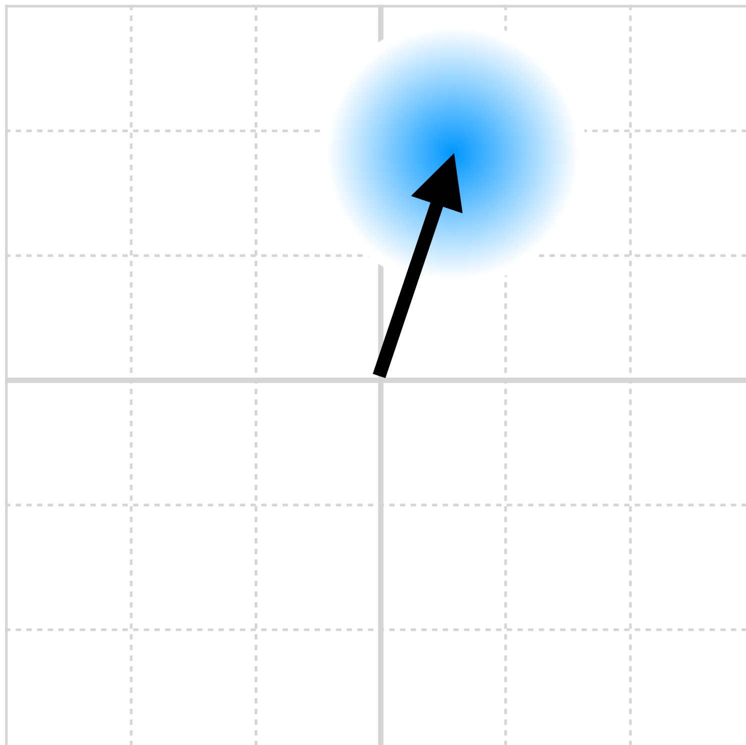
$q(z_e)$



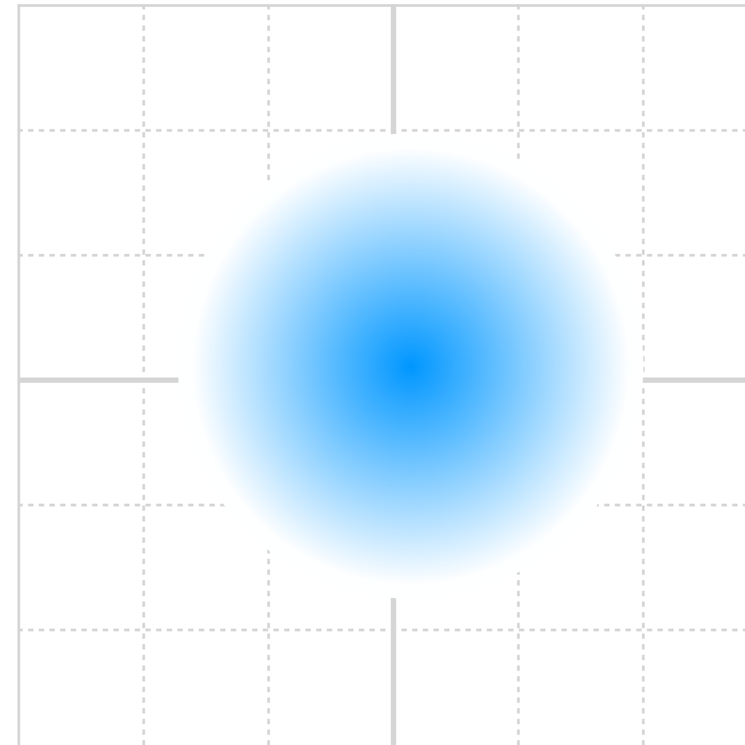
$p_{\text{edit}}(z_e)$

✓ **computationally tractable**

Standard choice (VAE): Gaussian



$q(z_e)$

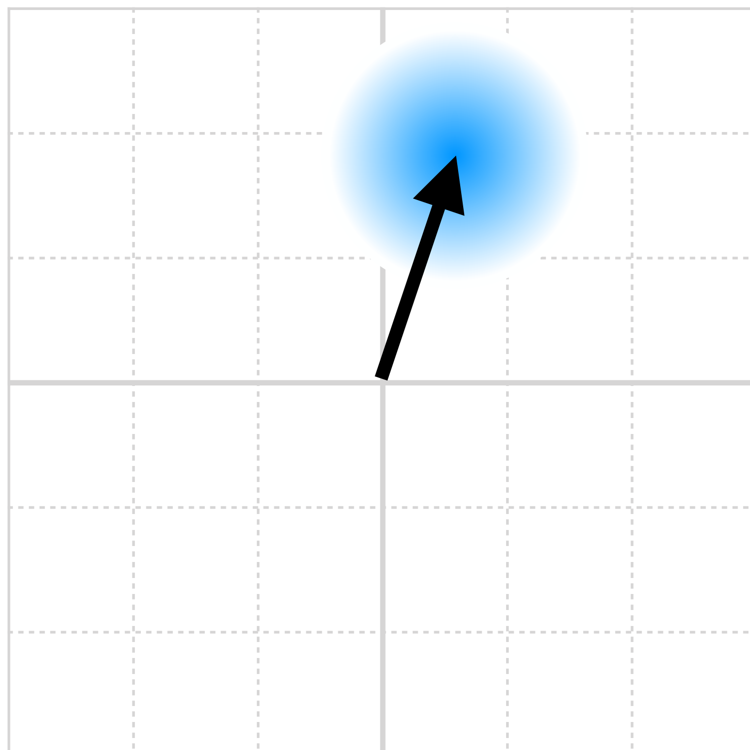


$p_{\text{edit}}(z_e)$

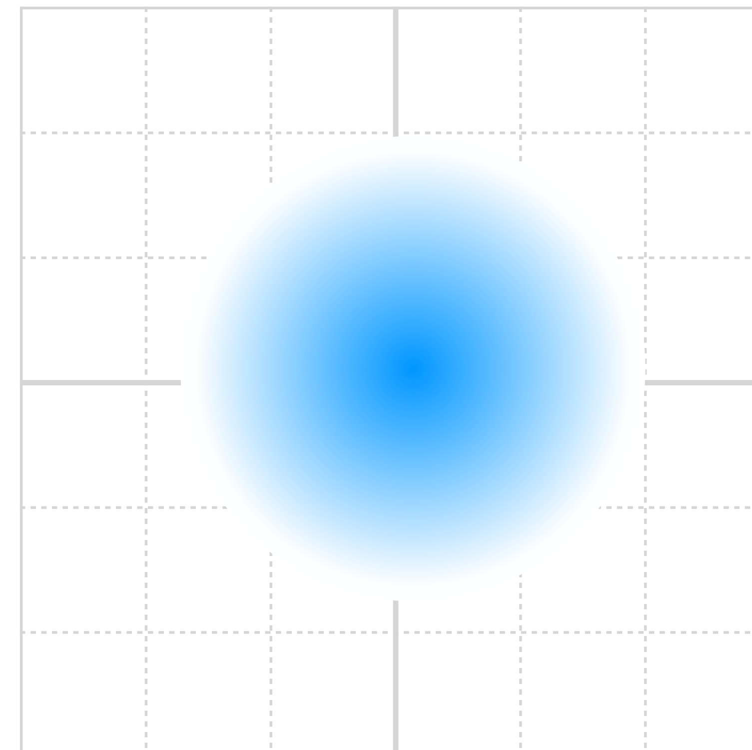
ELBO = reconstruction_cost - KL_penalty

✓ **computationally tractable**

Standard choice (VAE): Gaussian



$q\left(z_e\right)$



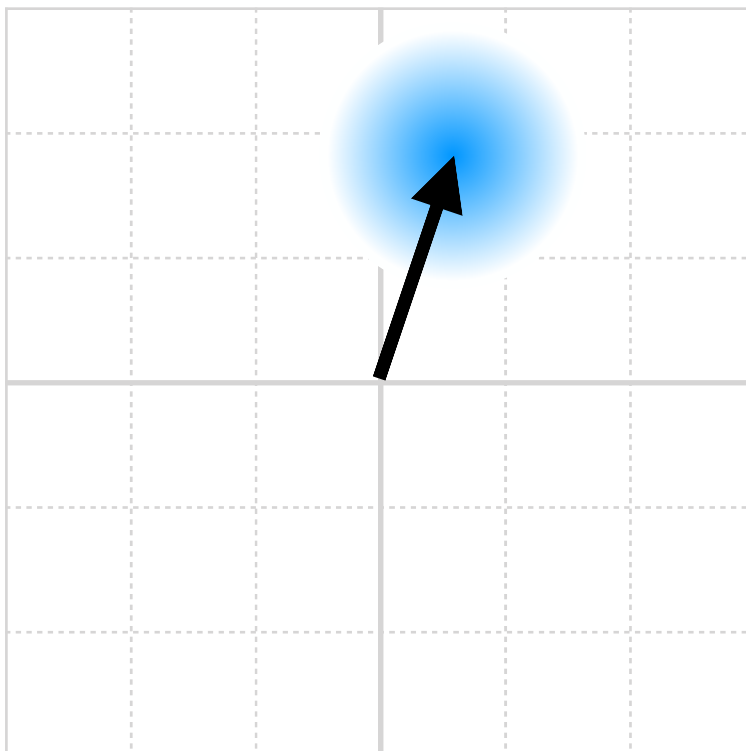
$p_{\mathrm{edit}}\left(z_e\right)$

ELBO = reconstruction_cost - KL_penalty

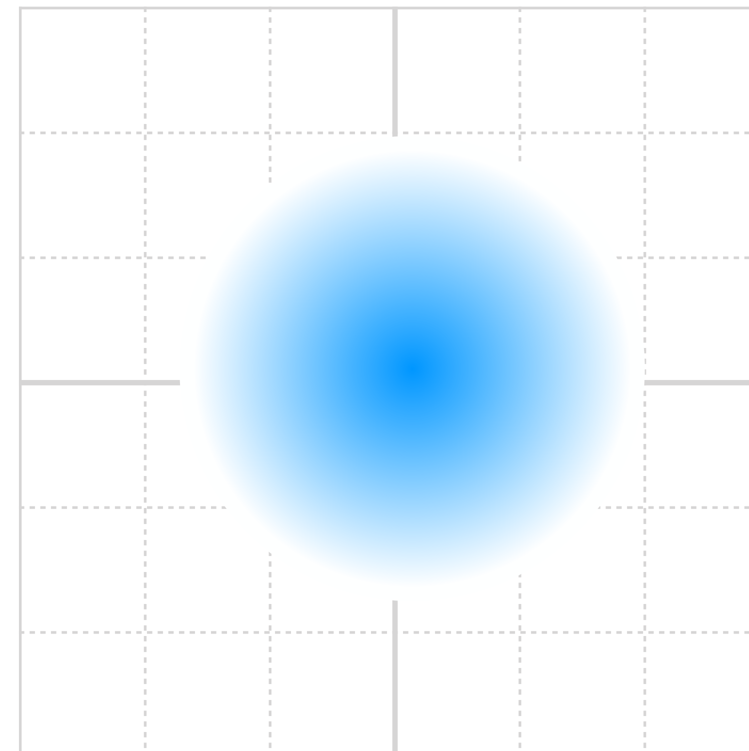
reparameterization trick (VAEs)

✓ **computationally tractable**

Standard choice (VAE): Gaussian



$q\left(z_e\right)$



$p_{\text{edit}}\left(z_e\right)$

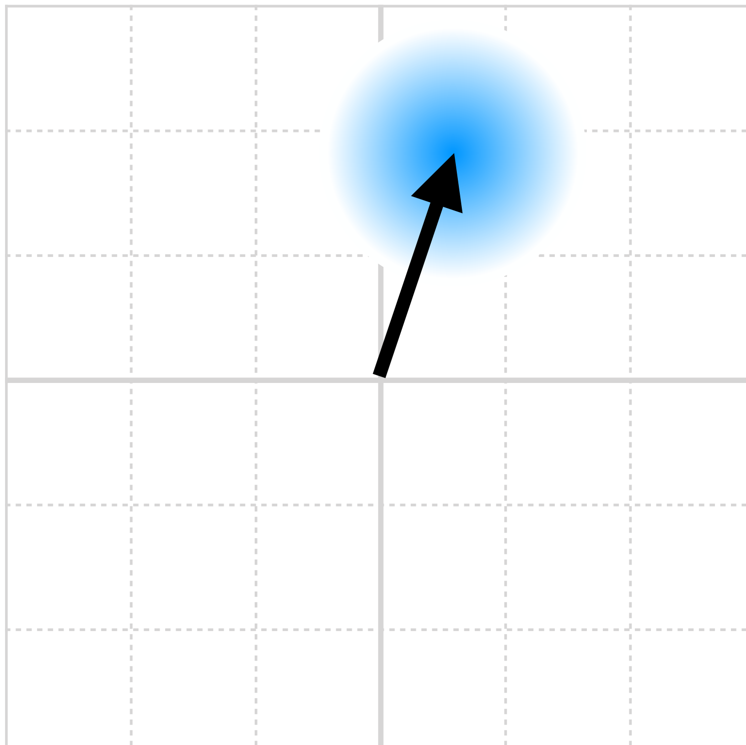
ELBO = reconstruction_cost - KL_penalty

reparameterization trick (VAEs)

(low-variance MC estimate of gradient)

✓ **computationally tractable**

Standard choice (VAE): Gaussian



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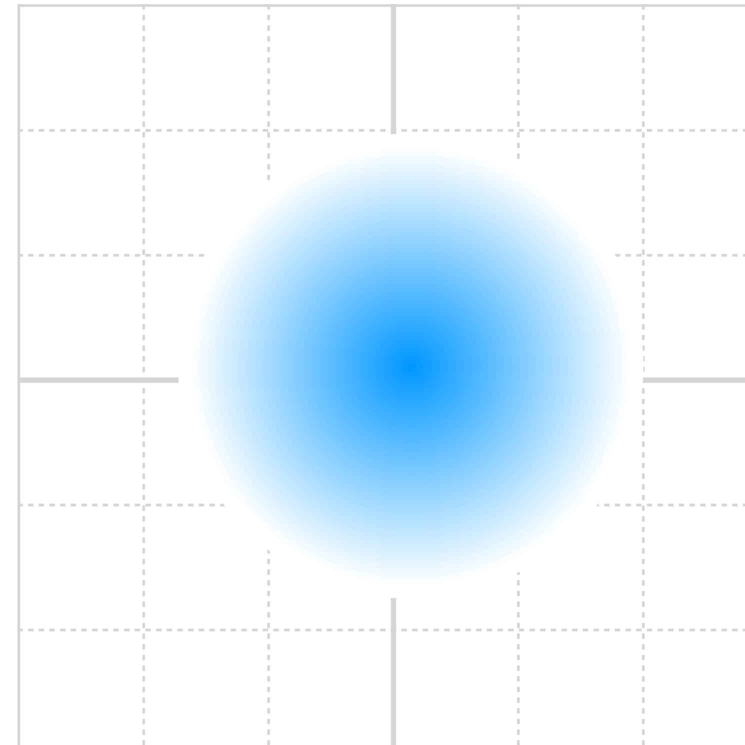


$p_{\text{edit}}\left(z_e\right)$

ELBO = reconstruction_cost - KL_penalty

reparameterization trick (VAEs)

(low-variance MC estimate of gradient)

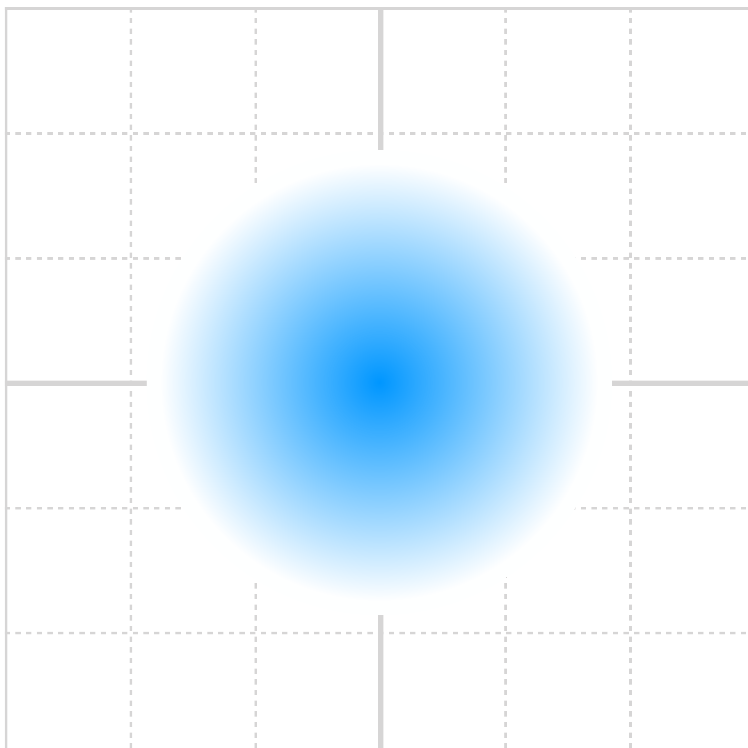
closed form

✓ **computationally tractable**

The problem with a Gaussian prior

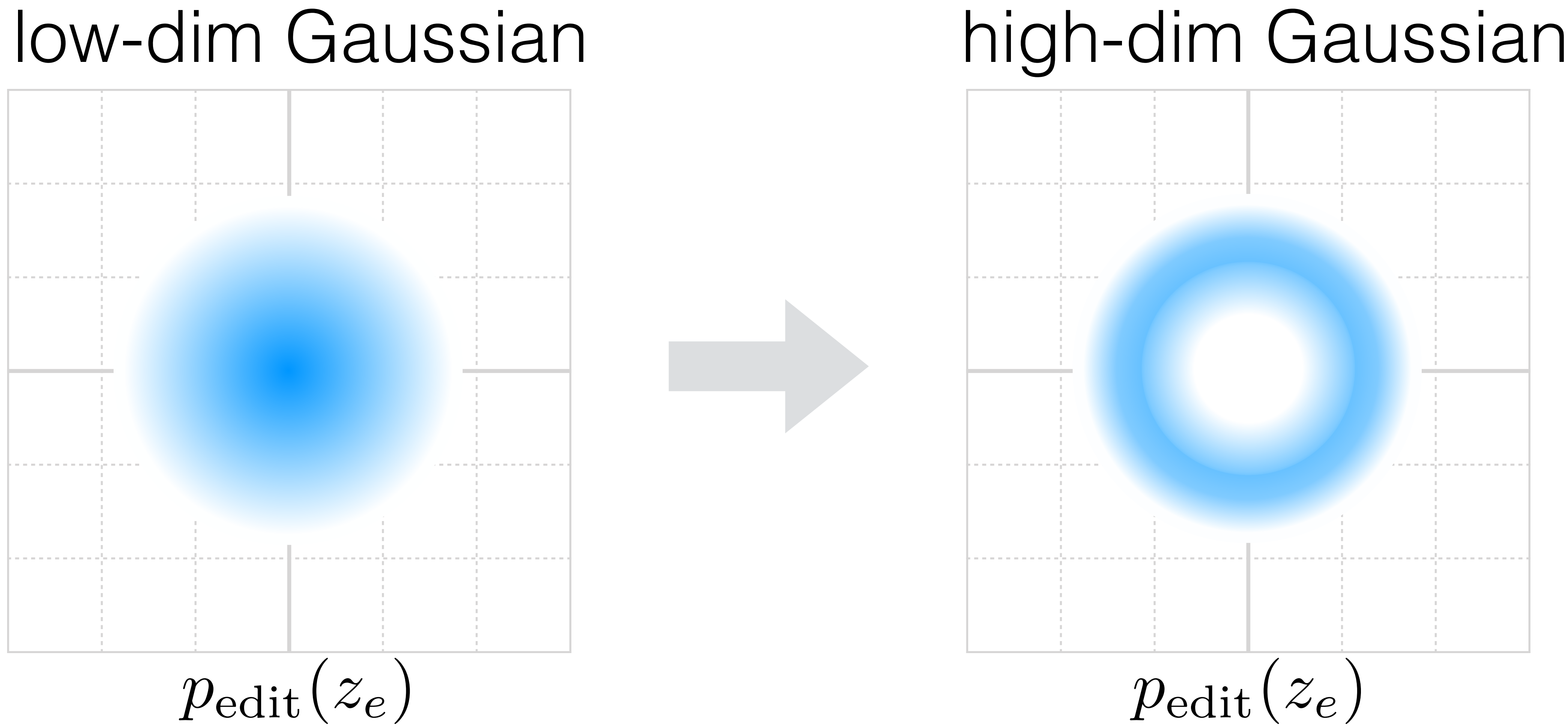
The problem with a Gaussian prior

low-dim Gaussian



$p_{\text{edit}}(z_e)$

The problem with a Gaussian prior



The problem with a Gaussian prior

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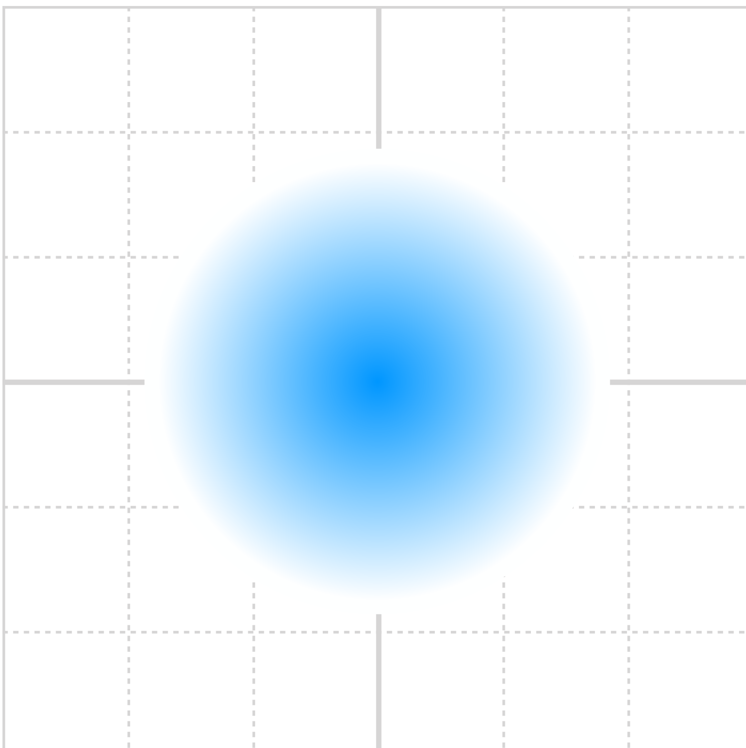

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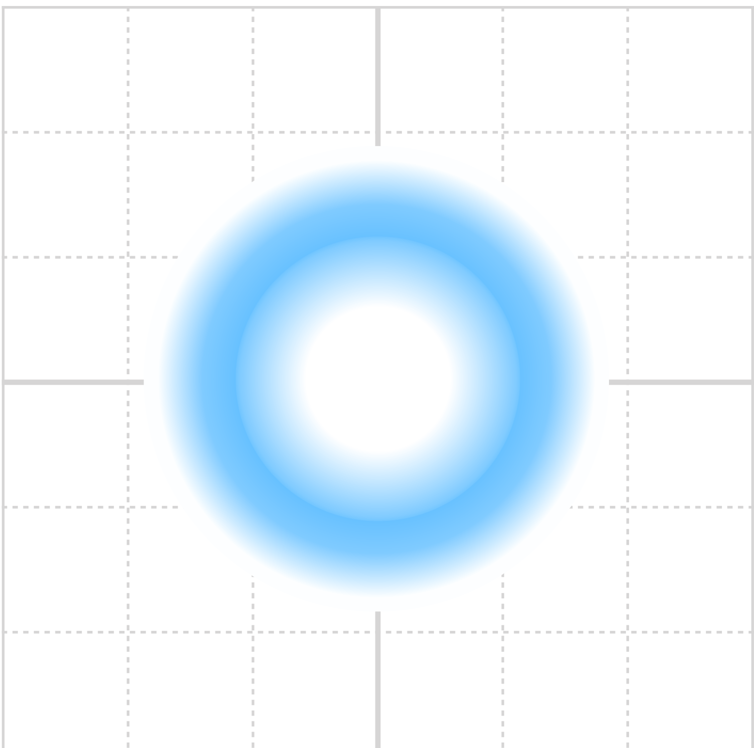
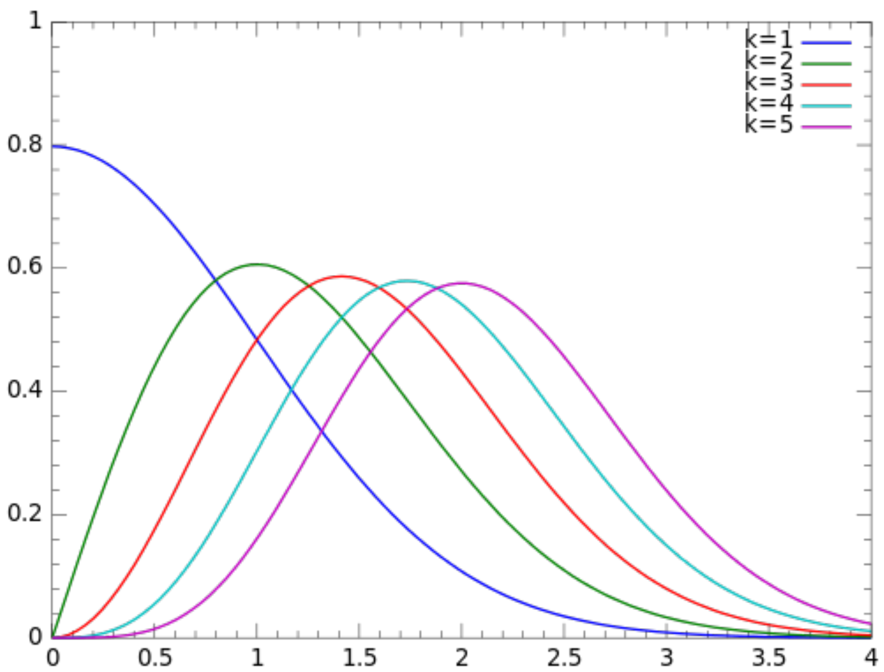


$p_{\text{edit}}(z_e)$



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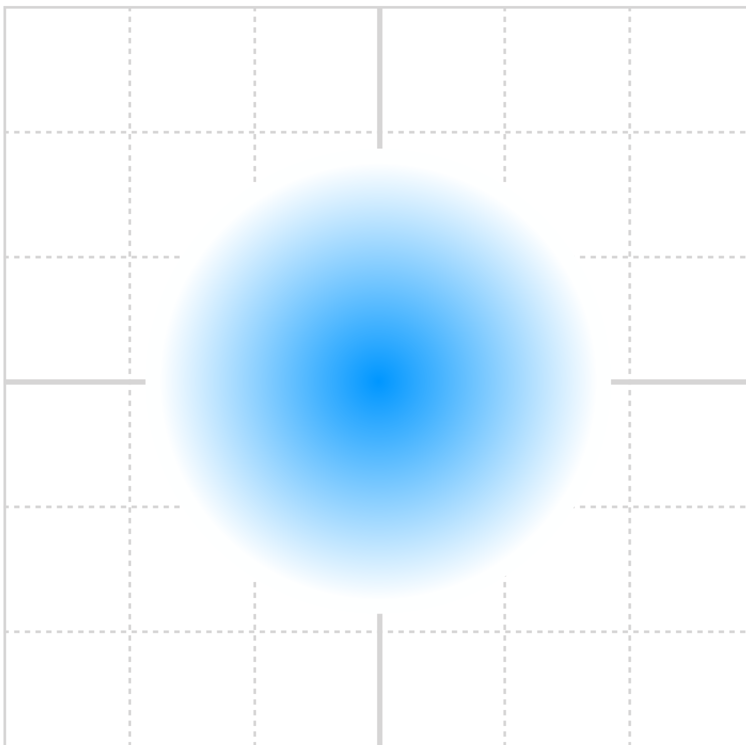

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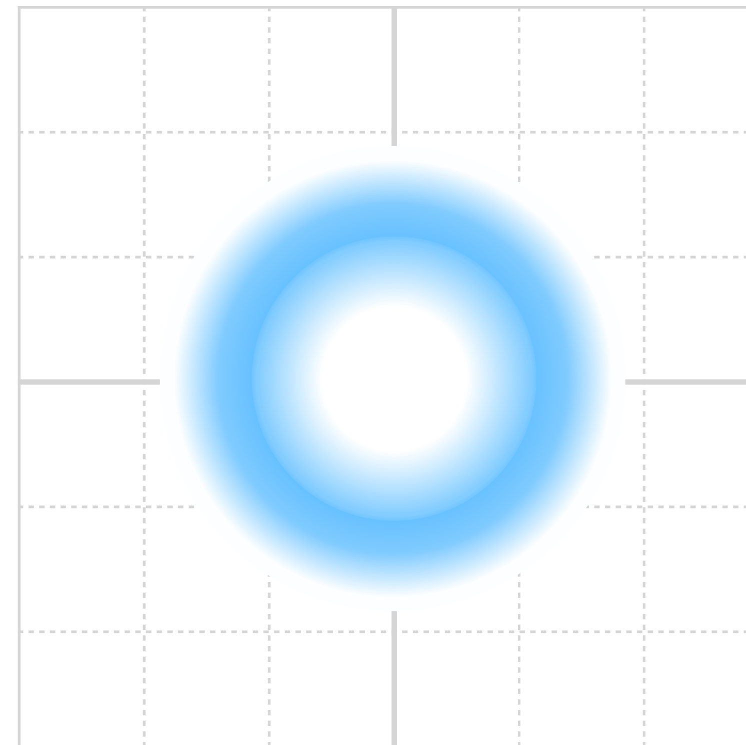
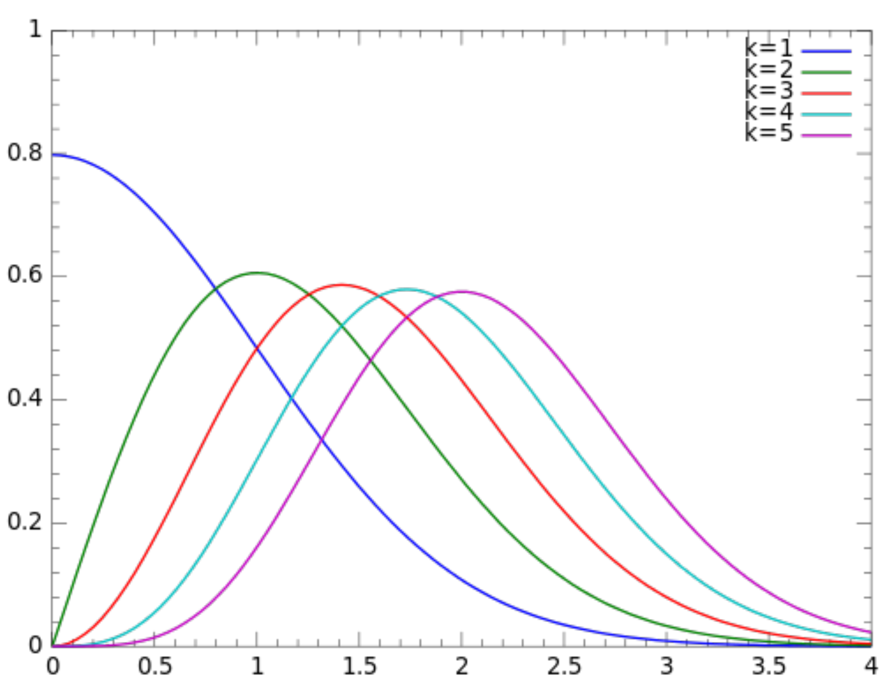
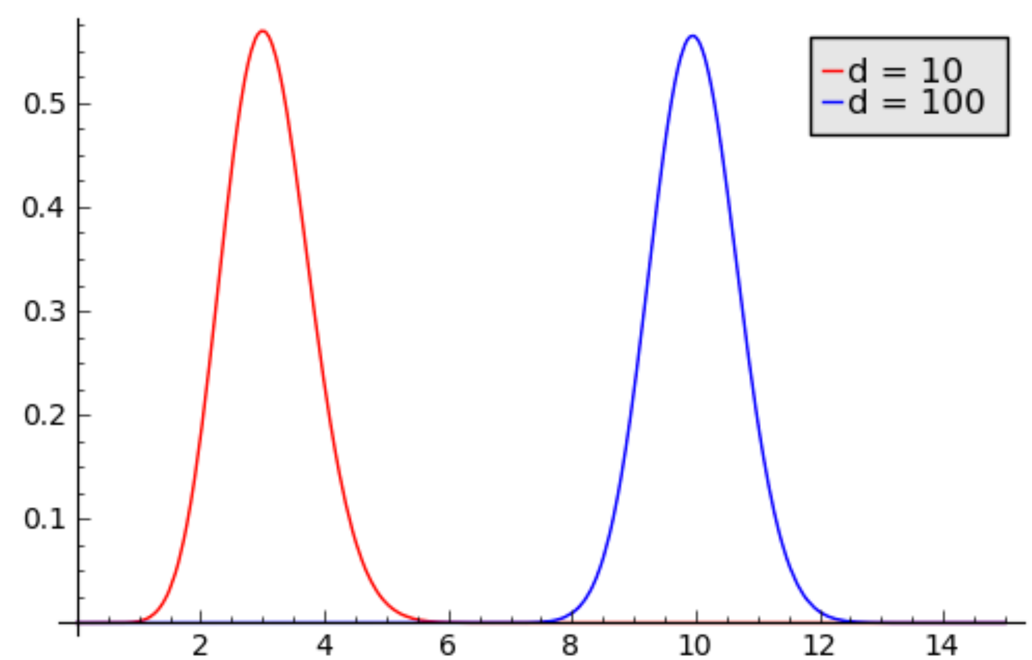


$p_{\text{edit}}(z_e)$





Better edit prior

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

Better edit prior

$$\text{mag} \sim \text{Unif}\,[0, 10]$$

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Better edit prior

$$\text{mag} \sim \text{Unif}\,[0, 10]$$
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Better edit prior

$$\text{mag} \sim \text{Unif}\,[0, 10]$$
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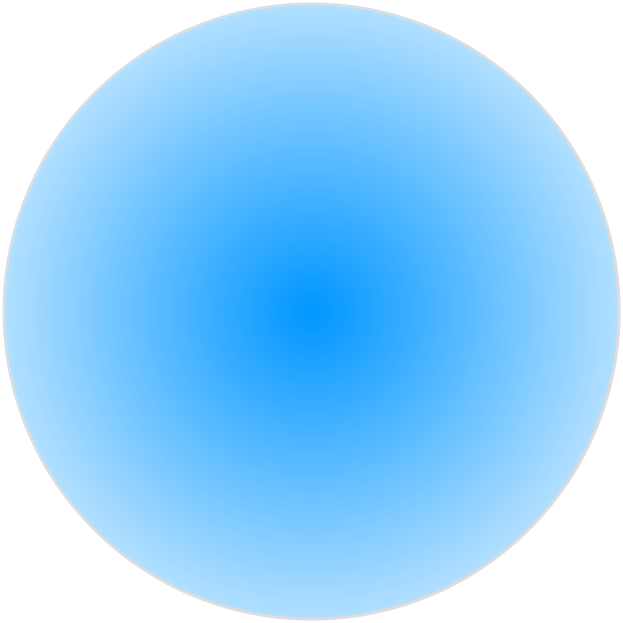
$p_{\text{edit}}\left(z_e\right)$



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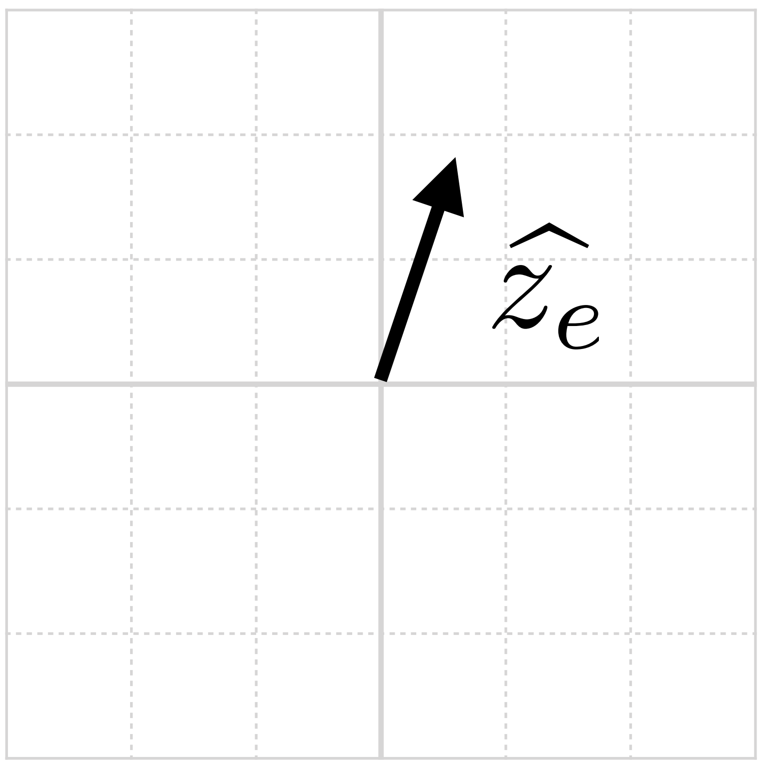
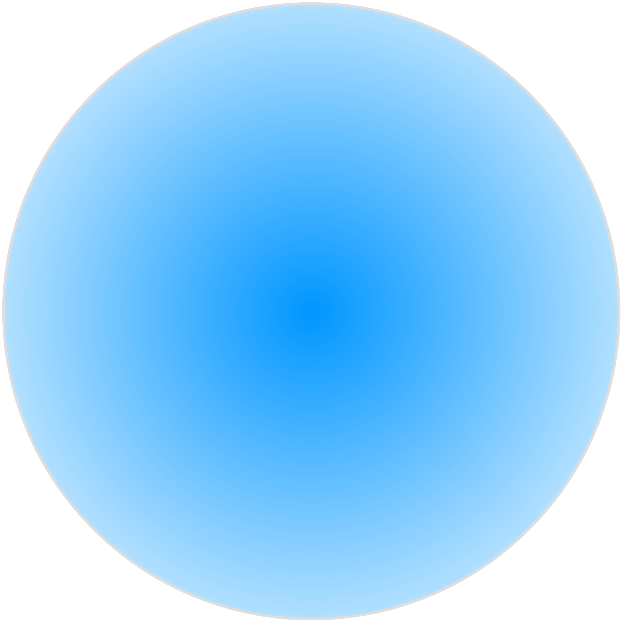
Better edit prior

$q\left(z_e\right)$**?**



$$\mathrm{mag} \sim \mathrm{Unif}\,[0, 10]$$
$$\mathrm{dir} \sim \mathrm{unif.\ over\ sphere}$$

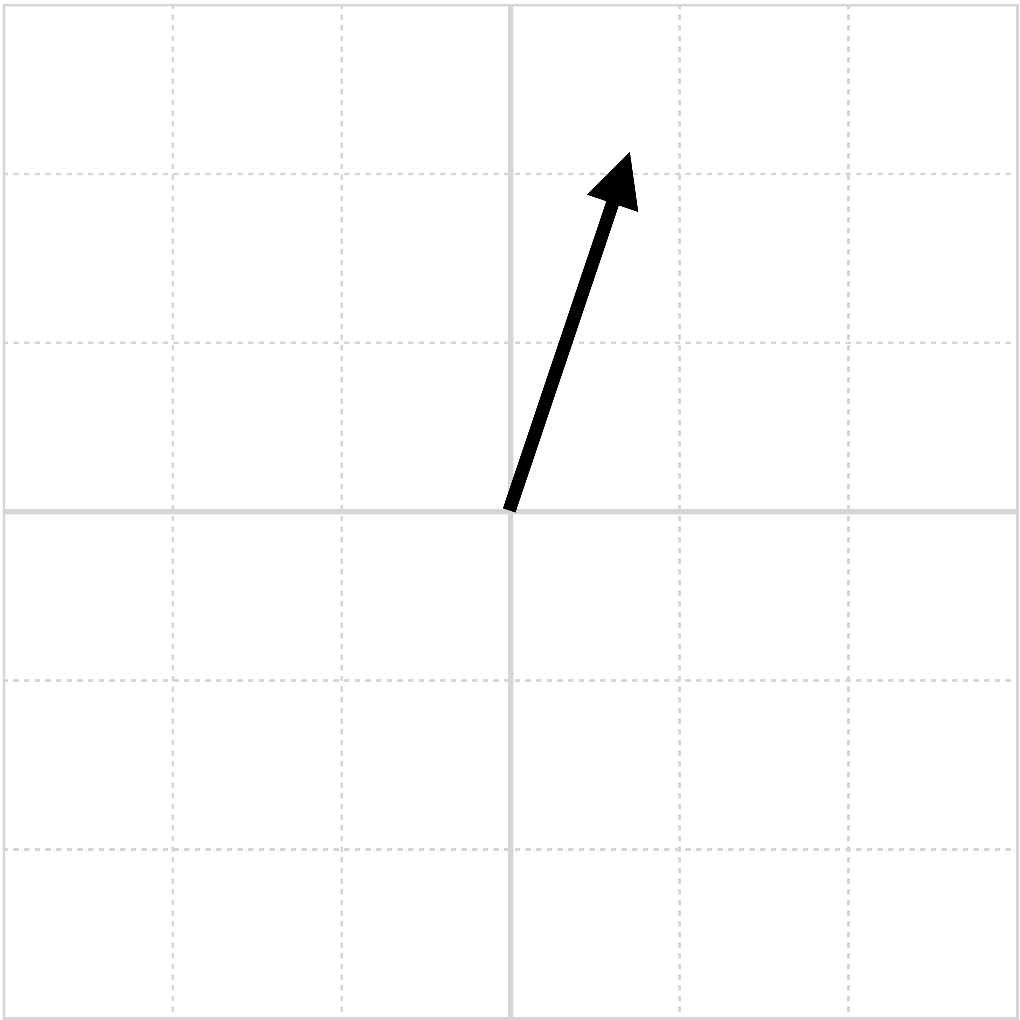
$p_{\mathrm{edit}}\left(z_e\right)$



y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

How to add noise to $\widehat{z_e}$?

$$\widehat{z_e}$$



How to add noise to $\widehat{z_e}$?

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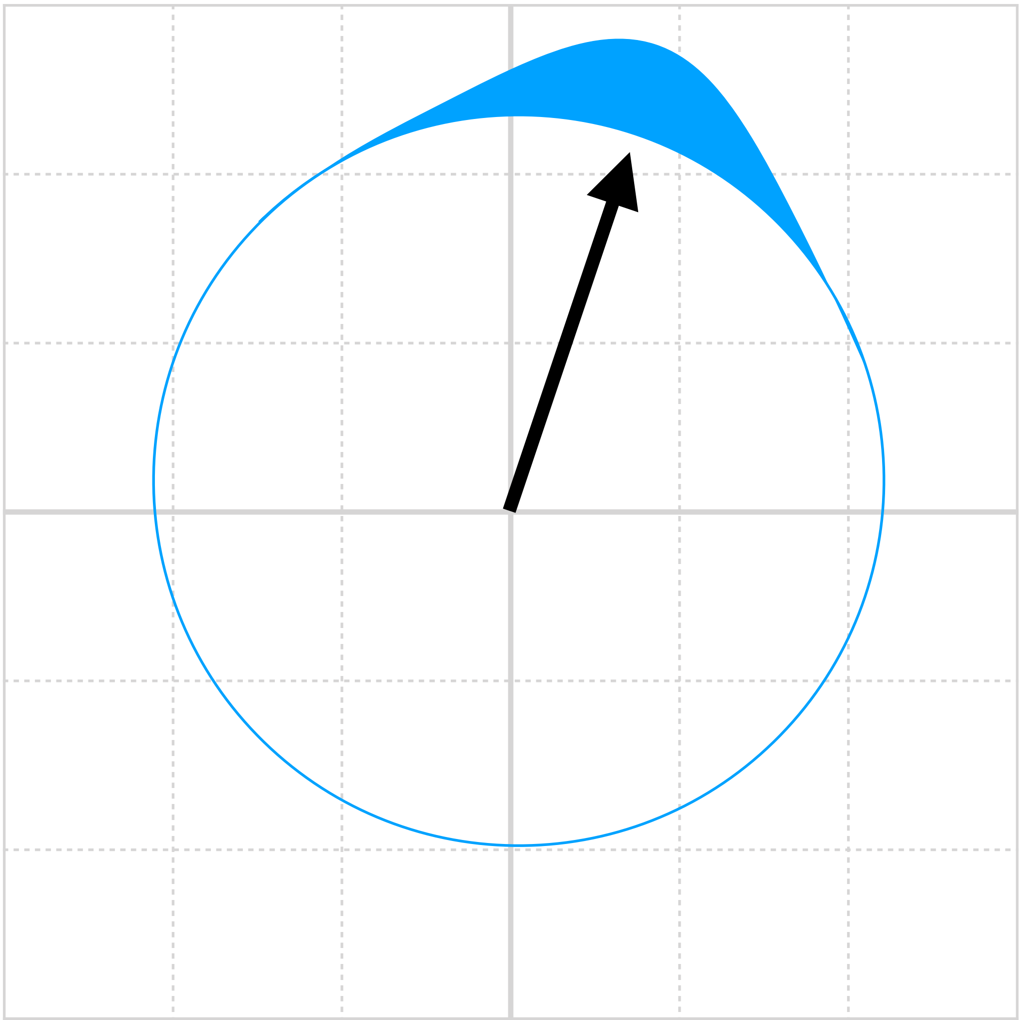
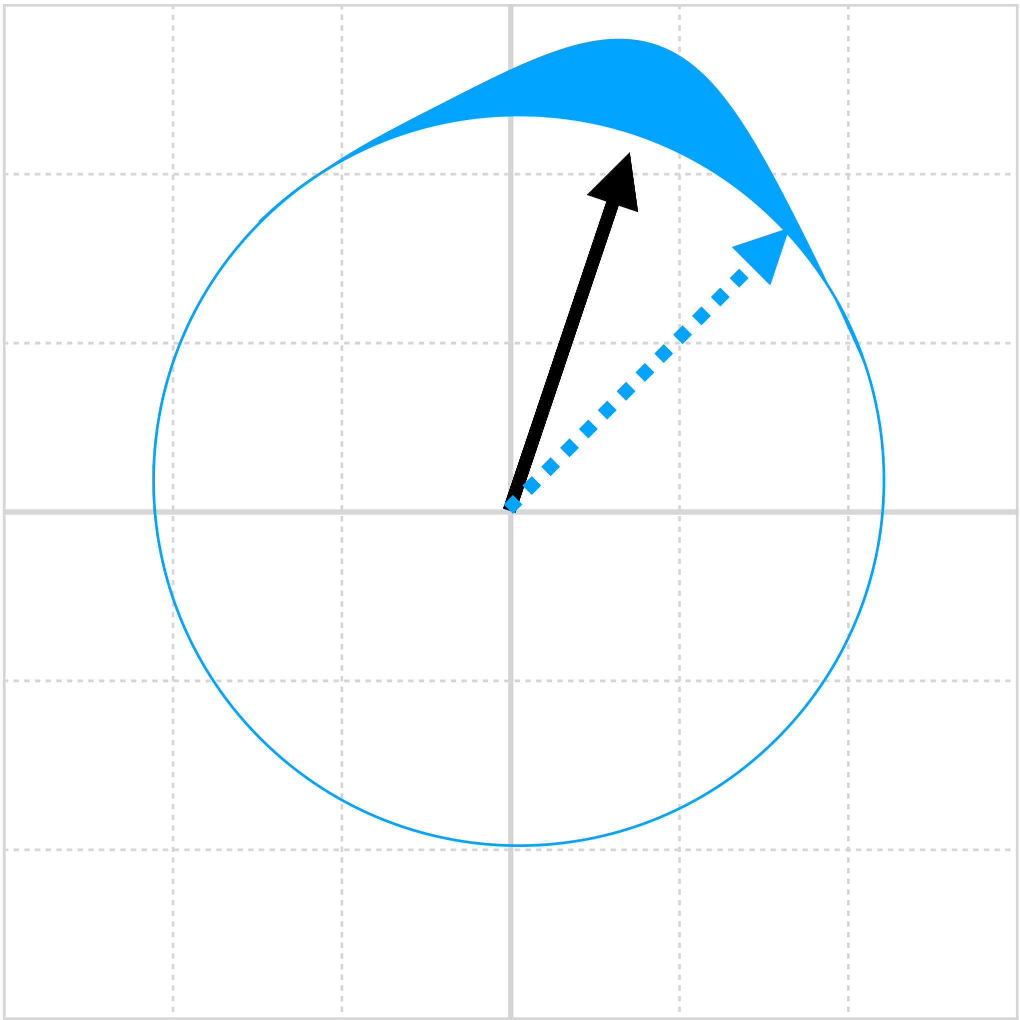


random rotation

von Mises-Fisher distribution

How to add noise to $\widehat{z_e}$?

$\widehat{z_e}$



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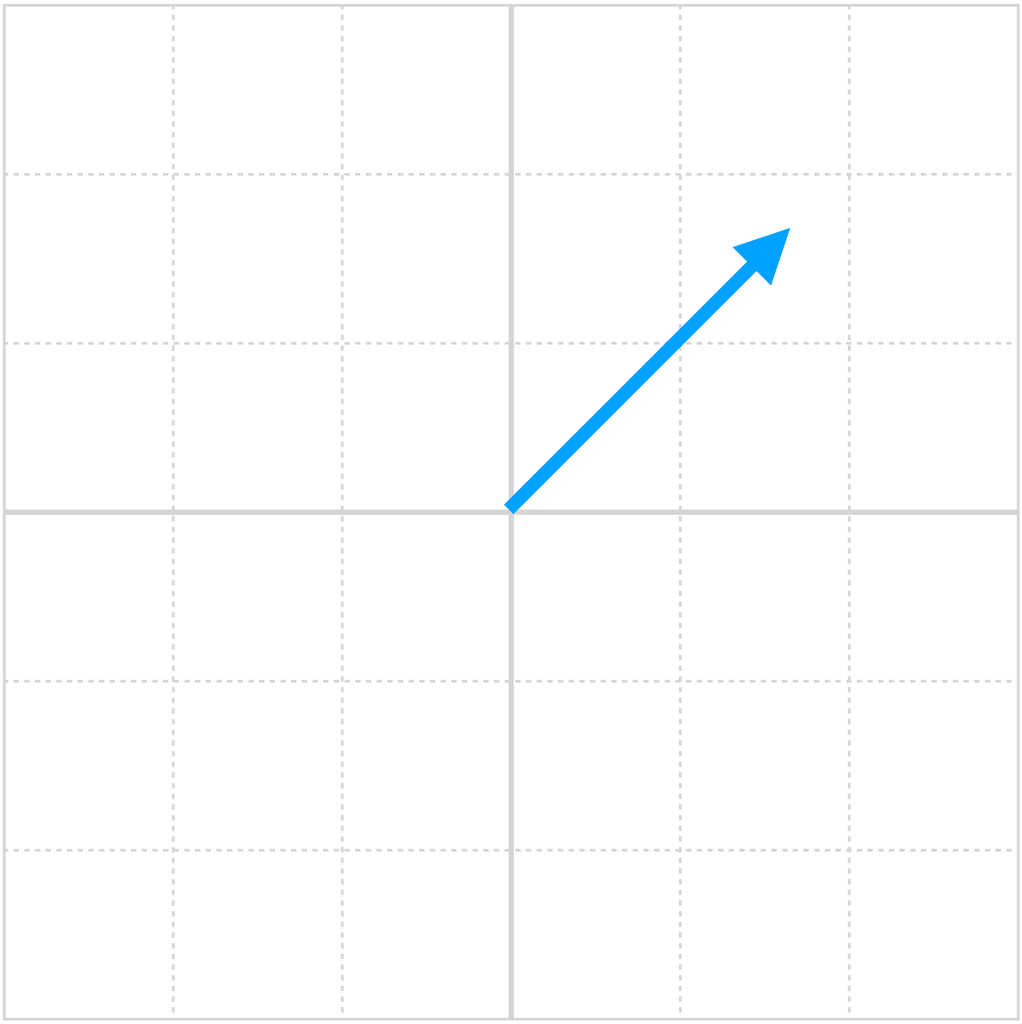

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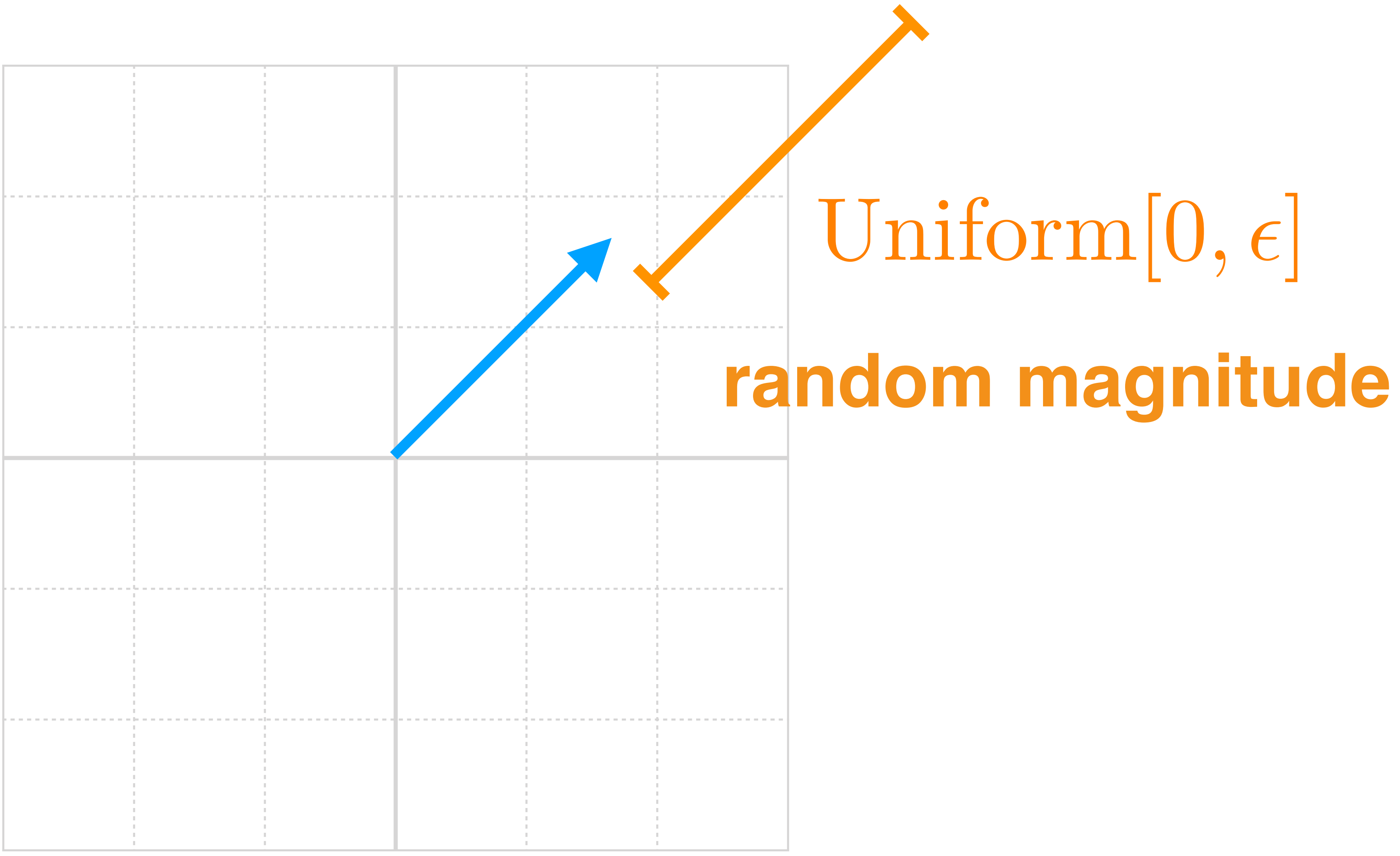

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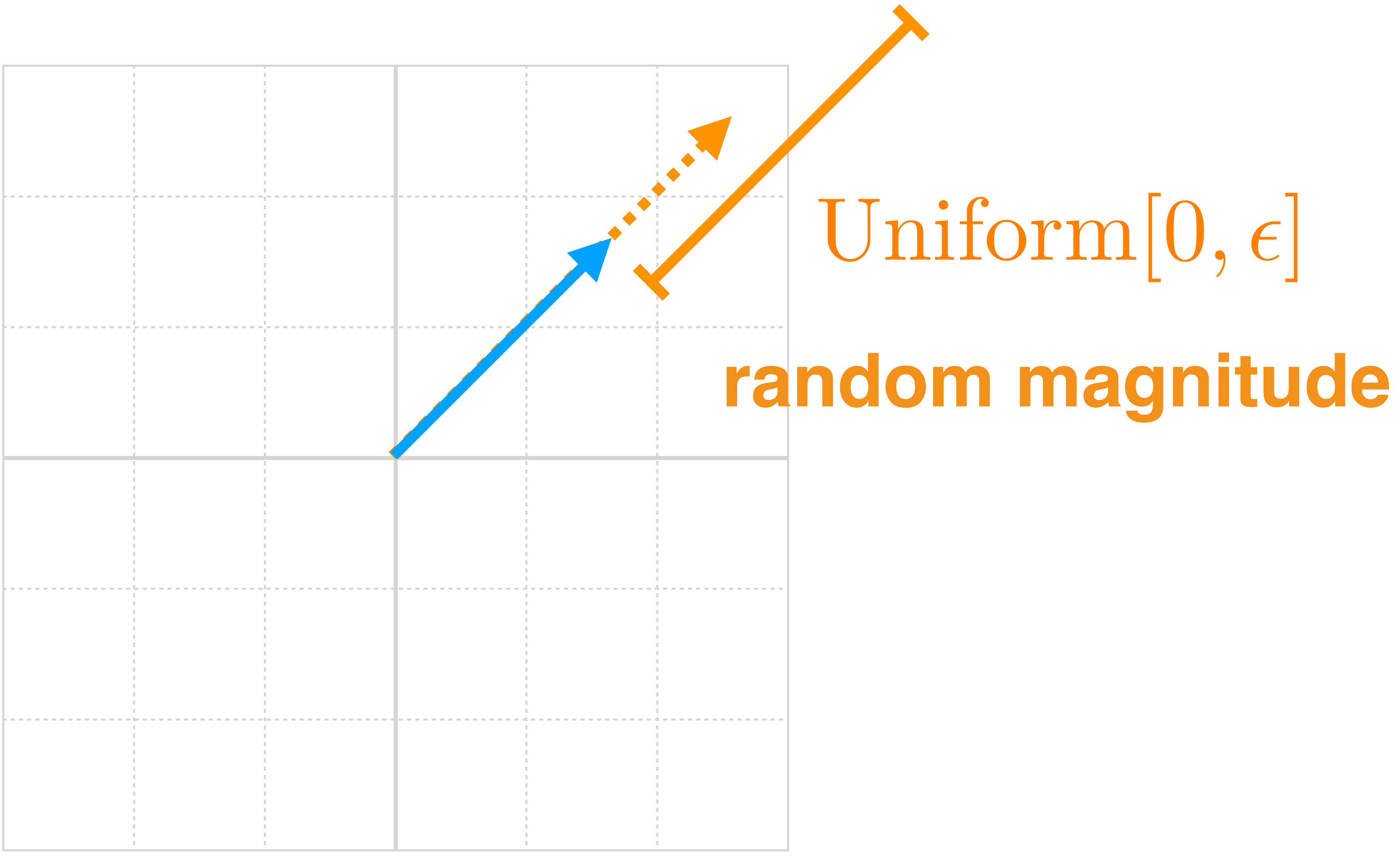

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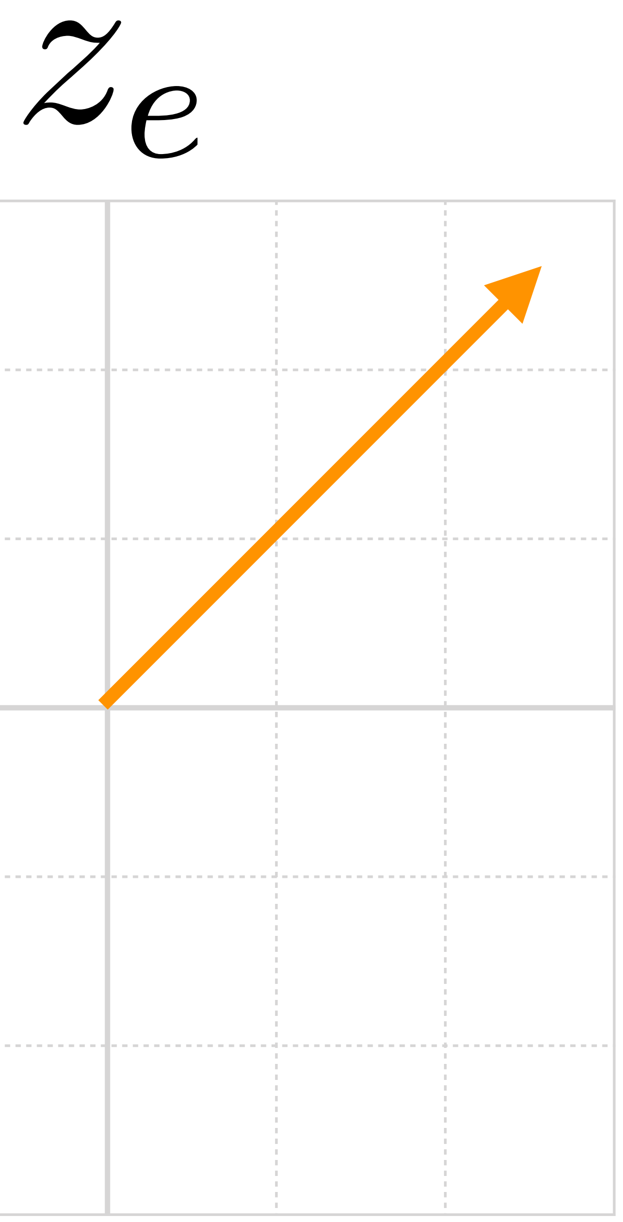
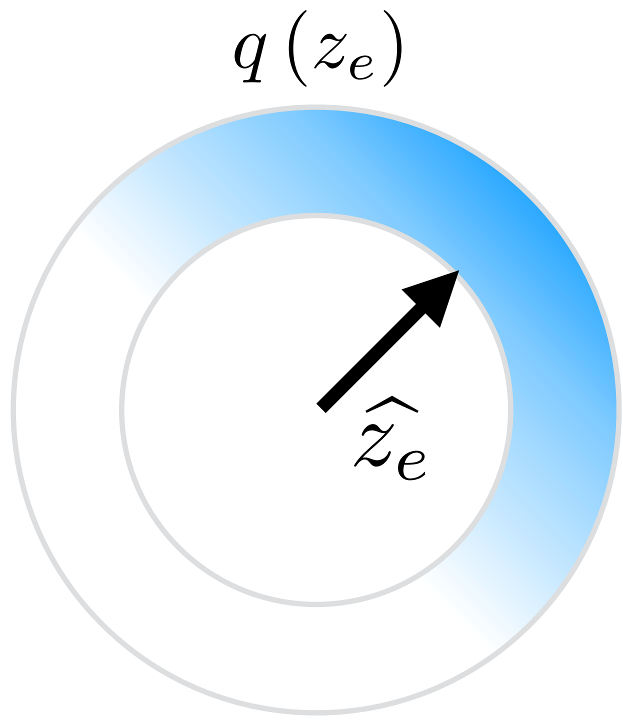
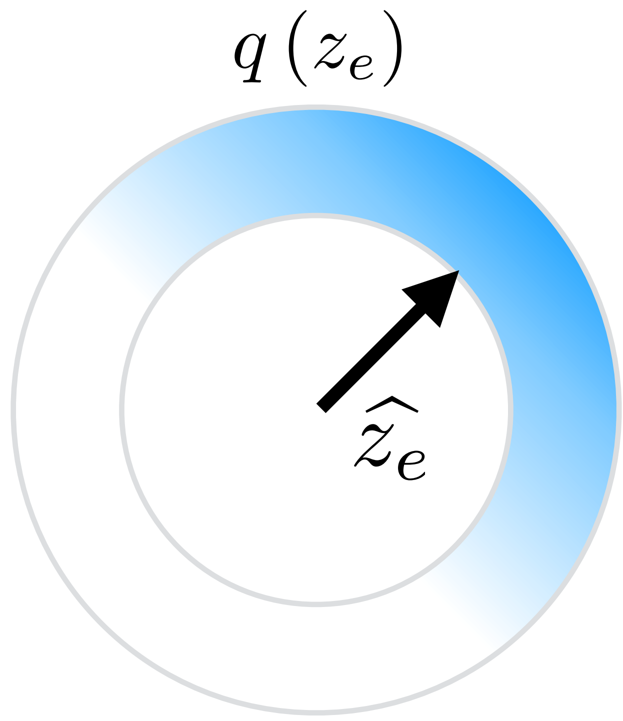


q(z) over edits

q(z) over edits

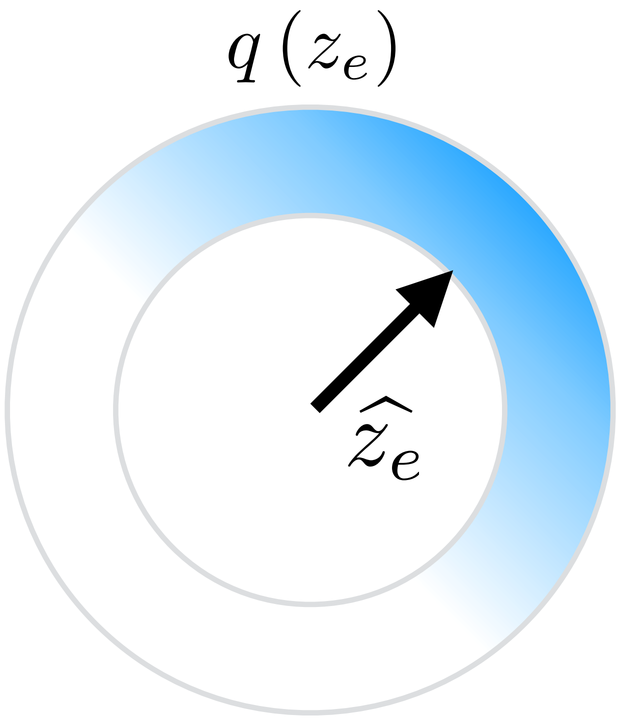


q(z) over edits



$$\mathrm{dir} \sim \mathrm{vMF}\left(\widehat{\mathrm{dir}}, \kappa\right)$$

q(z) over edits

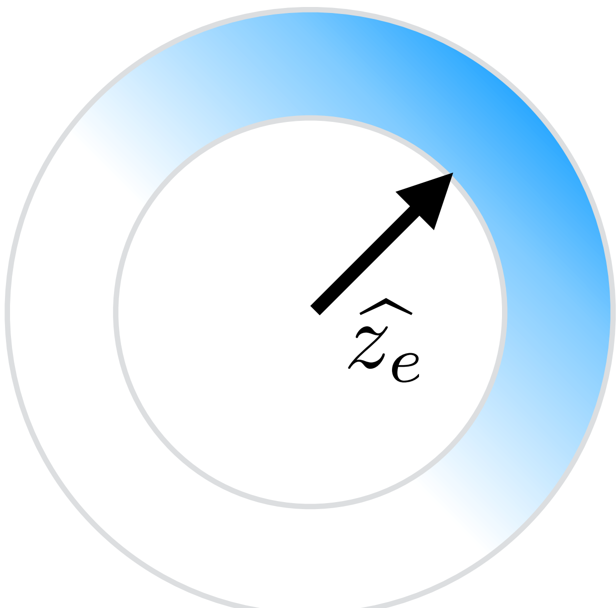


$$\mathrm{dir} \sim \mathrm{vMF}\left(\widehat{\mathrm{dir}}, \kappa\right)$$

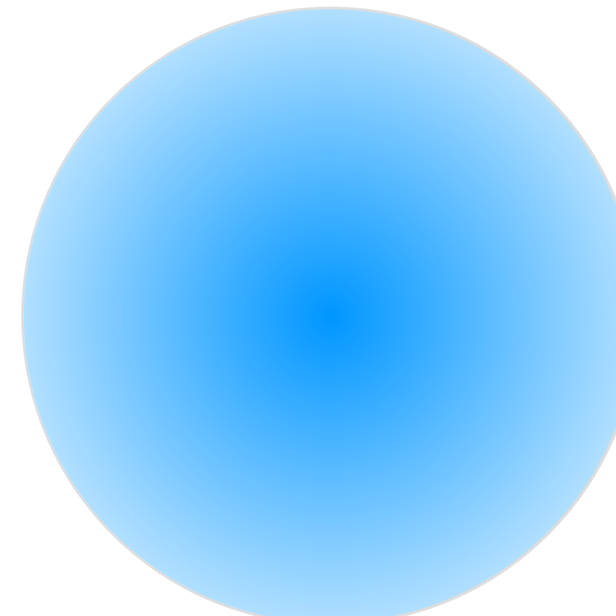
$$\mathrm{mag} \sim \mathrm{Unif}\left[\widehat{\mathrm{mag}}, \widehat{\mathrm{mag}} + \epsilon\right]$$

q(z) over edits

$q\left(z_e\right)$



$p_{\text{edit}}\left(z_e\right)$



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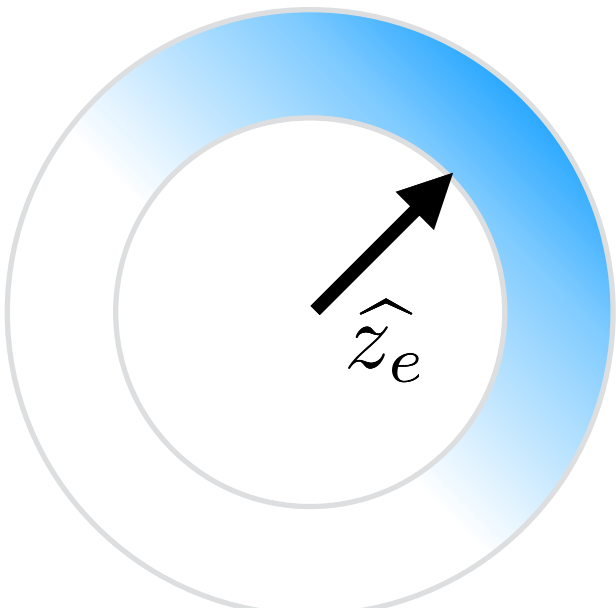

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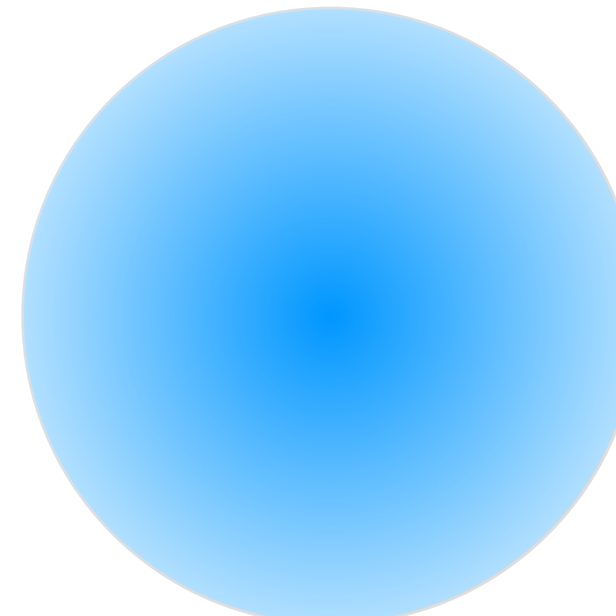

$$\mathrm{dir} \sim \text{unif. over sphere}$$

q(z) over edits

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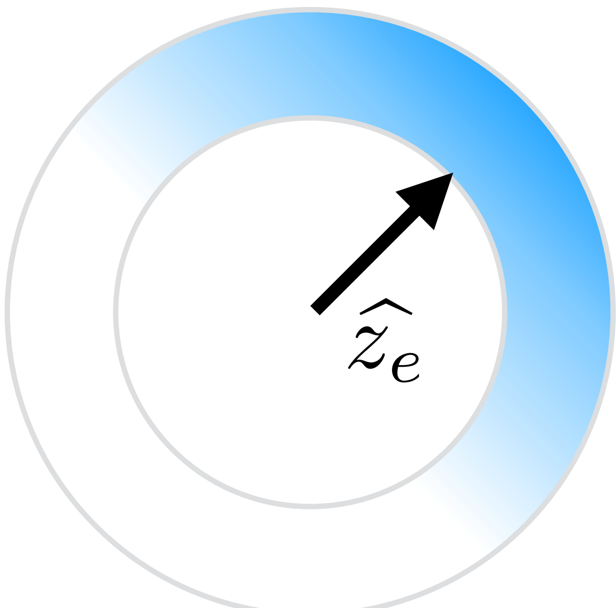

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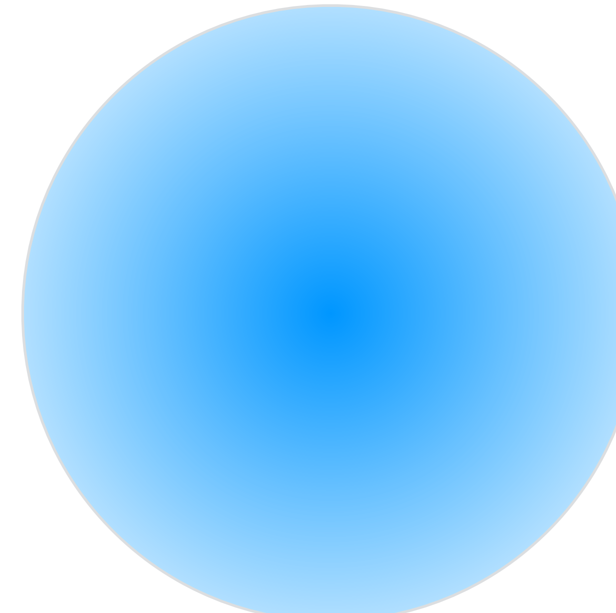

$$\text{dir} \sim \text{unif. over sphere}$$

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q(z) over edits

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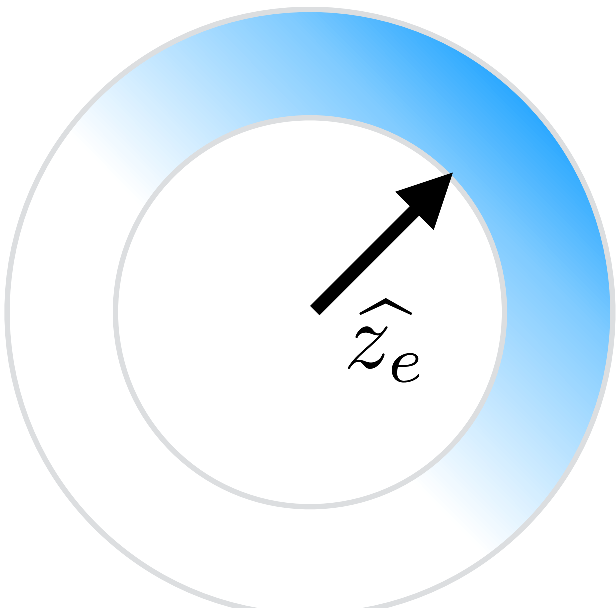

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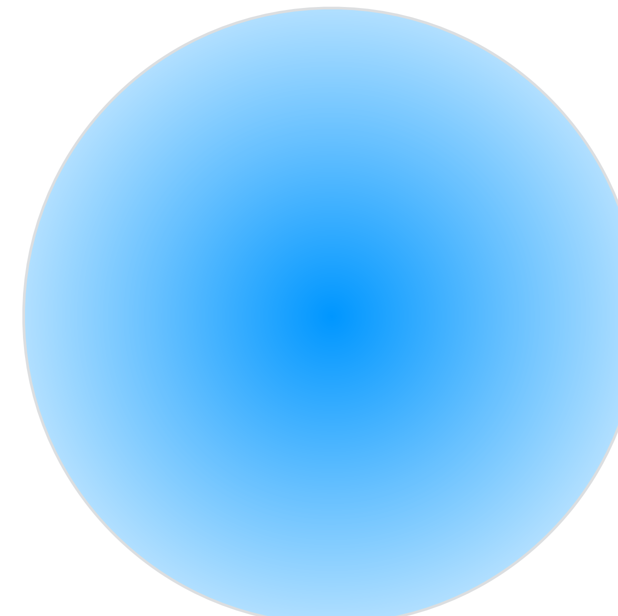

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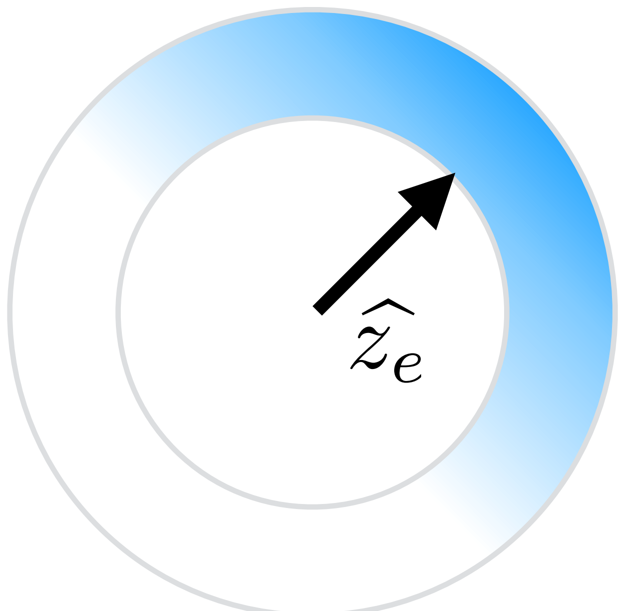
ELBO = reconstruction_cost - KL_penalty

q(z) over edits

$q\left(z_e\right)$



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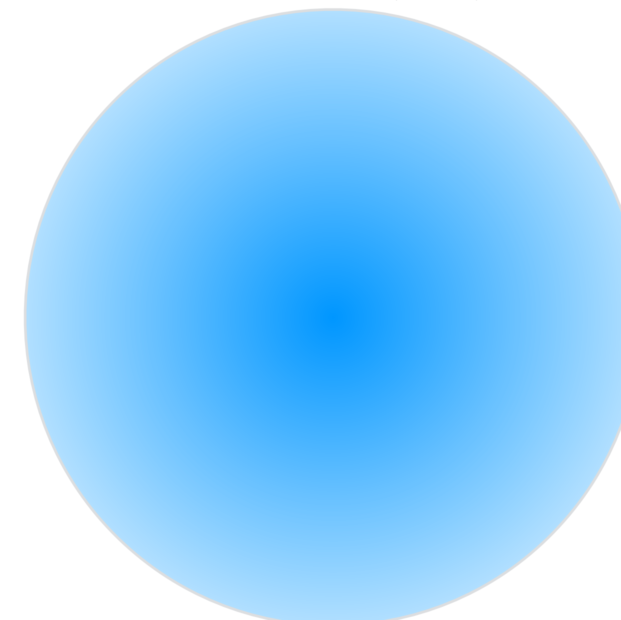

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reparameterization trick (VAEs)

q(z) over edits

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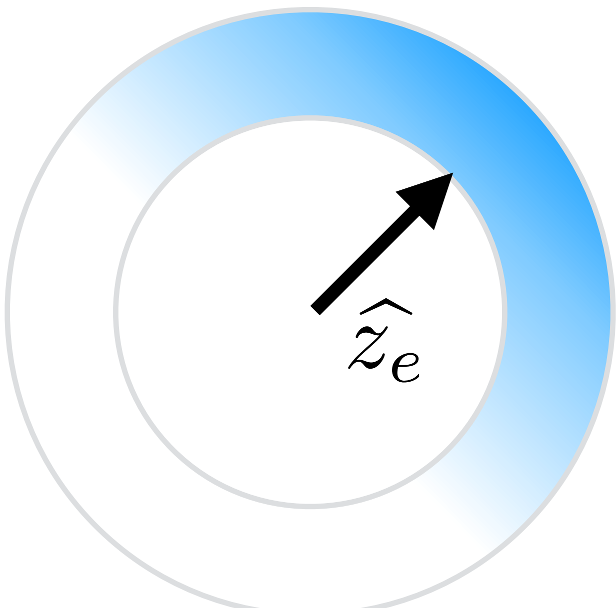

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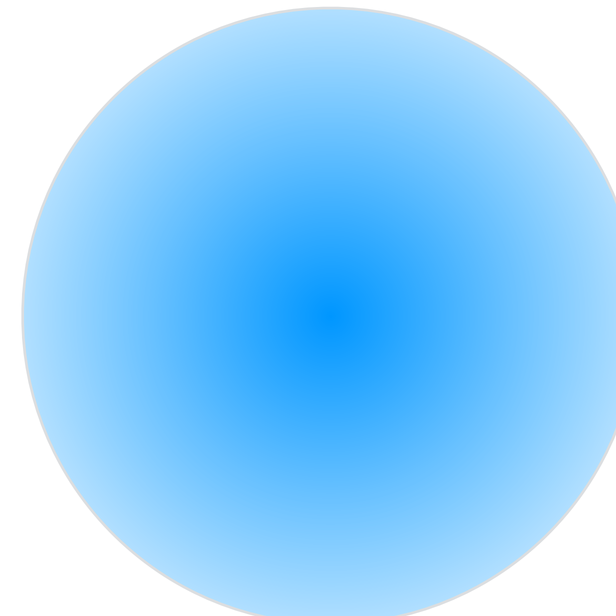

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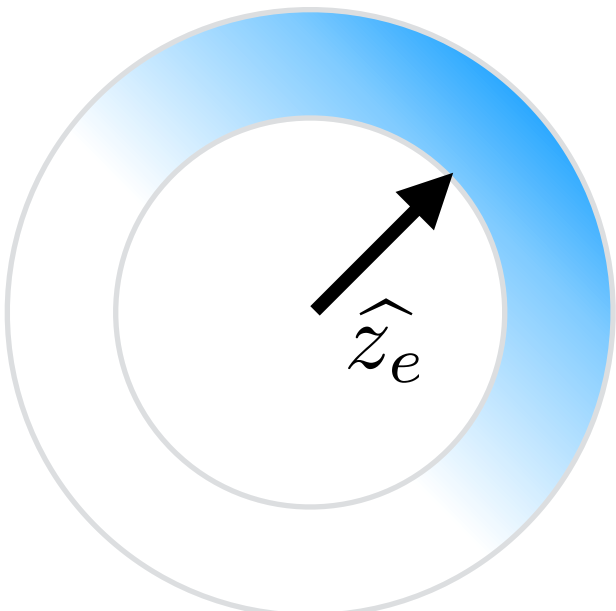
ELBO = reconstruction_cost - KL_penalty

reparameterization trick (VAEs) **just a constant**

q(z) over edits

$q\left(z_e\right)$



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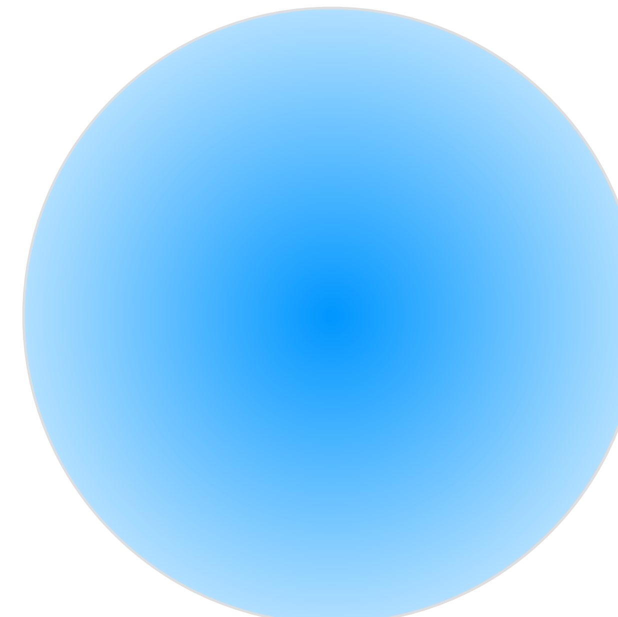

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ELBO = reconstruction_cost - KL_penalty

reparameterization trick (VAEs)

just a constant

✓ **computationally tractable**

Summary of training

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)

- For each pair of sentences ($\mathbf{z}_p$, $\mathbf{y}$)

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Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)
- For each pair of sentences ($\mathbf{z}_p$, $\mathbf{y}$)
    1. identify words that differ between $\mathbf{z}_p$ and $\mathbf{y}$

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)
- For each pair of sentences ($\mathbf{z}_p$, $\mathbf{y}$)
    1. identify words that differ between $\mathbf{z}_p$ and $\mathbf{y}$
    2. embed those words into a vector

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)
- For each pair of sentences ($\mathbf{z}_p$, $\mathbf{y}$)
  1. identify words that differ between $\mathbf{z}_p$ and $\mathbf{y}$
  2. embed those words into a vector
  3. add noise to get edit vector $\mathbf{z}_e$

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)
- For each pair of sentences ($\mathbf{z}_p$, $\mathbf{y}$)

1. identify words that differ between $\mathbf{z}_p$ and $\mathbf{y}$
2. embed those words into a vector
3. add noise to get edit vector $\mathbf{z}_e$
4. train seq2seq mapping ($\mathbf{z}_p$, $\mathbf{z}_e$) —> $\mathbf{y}$ $\quad p_{\text{editor}}(y \mid z_p, z_e)$

$\mathbf{y}$ = output sentence $\quad$ $\mathbf{z}_p$ = prototype sentence $\quad$ $\mathbf{z}_e$ = edit vector

Summary of training

- Build a training set of lexically similar sentence pairs ($\mathbf{z}_p$, $\mathbf{y}$)
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4. train seq2seq mapping ($\mathbf{z}_p$, $\mathbf{z}_e$) —> $\mathbf{y}$ $\quad p_{\text{editor}}(y \mid z_p, z_e)$
5. update $\mathbf{q(z_e)}$

$\mathbf{y}$ = output sentence $\quad \mathbf{z}_p$ = prototype sentence $\quad \mathbf{z}_e$ = edit vector

\end{**Approach**}

\begin{**Results**}

i had the fried whitefish taco which was decent, but i've had much better.	i had the <unk> and the fried carnitas tacos, it was pretty tasty, but i've had better.
"hash browns" are unseasoned, frozen potato shreds burnt to a crisp on the outside and mushy on the inside.	the hash browns were crispy on the outside, but still the taste was missing.
i'm not sure what is preventing me from giving it <cardinal> stars, but i probably should.	i'm currently giving <cardinal> stars for the service alone.
quick place to grab light and tasty teriyaki.	this place is good and a quick place to grab a tasty sandwich.
sad part is we've been there before and its been good.	i've been here several times and always have a good time.

Prototype $\mathbf{z}_p$

i had the fried whitefish taco which was decent, but i've had much better.	i had the <unk> and the fried carnitas tacos, it was pretty tasty, but i've had better.
"hash browns" are unseasoned, frozen potato shreds burnt to a crisp on the outside and mushy on the inside.	the hash browns were crispy on the outside, but still the taste was missing.
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Prototype $\mathbf{z}_p$	Output $\mathbf{y}$
i had the fried whitefish taco which was decent, but i've had much better.	i had the <unk> and the fried carnitas tacos, it was pretty tasty, but i've had better.
"hash browns" are unseasoned, frozen potato shreds burnt to a crisp on the outside and mushy on the inside.	the hash browns were crispy on the outside, but still the taste was missing.
i'm not sure what is preventing me from giving it <cardinal> stars, but i probably should.	i'm currently giving <cardinal> stars for the service alone.
quick place to grab light and tasty teriyaki.	this place is good and a quick place to grab a tasty sandwich.
sad part is we've been there before and its been good.	i've been here several times and always have a good time.

Prototype z_p (random edit vector) **Output y**

i had the fried whitefish taco which was decent, but i've had much better.	i had the <unk> and the fried carnitas tacos, it was pretty tasty, but i've had better.
"hash browns" are unseasoned, frozen potato shreds burnt to a crisp on the outside and mushy on the inside.	the hash browns were crispy on the outside, but still the taste was missing.
i'm not sure what is preventing me from giving it <cardinal> stars, but i probably should.	i'm currently giving <cardinal> stars for the service alone.
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Overview of results

- **More diverse generations**
- **Higher quality generations**
- **Better perplexity** (BillionWord, Yelp reviews)
- **Edits are semantically meaningful**
  - preserve semantic similarity
  - can be used to perform sentence-level analogies

Overview of results

- **More diverse generations**
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- ✓ **Edits are semantically meaningful**
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Edits are semantically meaningful

$$y \sim p_{\text{editor}}\left(y \mid z_p, z_e\right)$$

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

Edits are semantically meaningful

$$y \sim p_{\text{editor}}\left(y \mid z_p, z_e\right)$$

plug in your own edit vector!

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✓ **semantic control**

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

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plug in your own edit vector!

✔ **semantic control**

semantic smoothness:

y = output sentence **z**$_p$ = prototype sentence **z**$_e$ = edit vector

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plug in your own edit vector!

✓ **semantic control**

semantic smoothness:
small magnitude edit vector should cause small changes

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✓ **semantic control**

plug in your own edit vector!

semantic smoothness:
small magnitude edit vector should cause small changes

consistent edit behavior:

y = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Edits are semantically meaningful

$$y \sim p_{\text{editor}}\left(y \mid z_p, z_e\right)$$

plug in your own edit vector!

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consistent edit behavior:
apply the same edit vector to different sentences

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Edits are semantically meaningful

$$y \sim p_{\text{editor}} \left(y \mid z_p, z_e \right)$$

✓ **semantic control**

plug in your own edit vector!

semantic smoothness:
small magnitude edit vector should cause small changes

consistent edit behavior:
apply the same edit vector to different sentences
should cause semantically analogous edits

$\mathbf{y}$ = output sentence $\mathbf{z}_p$ = prototype sentence $\mathbf{z}_e$ = edit vector

Semantic smoothness

Semantic smoothness

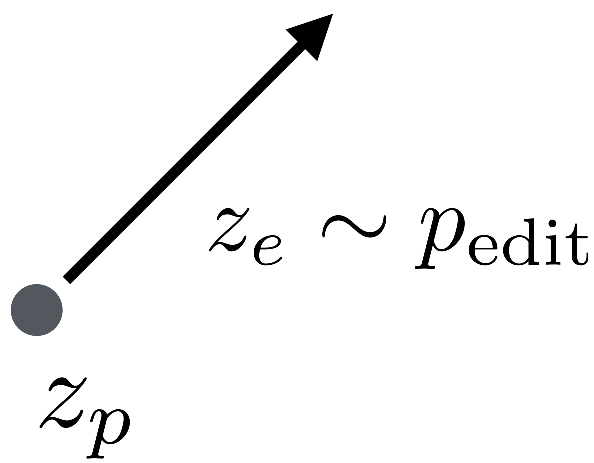
random walk in sentence space

Semantic smoothness

random walk in sentence space

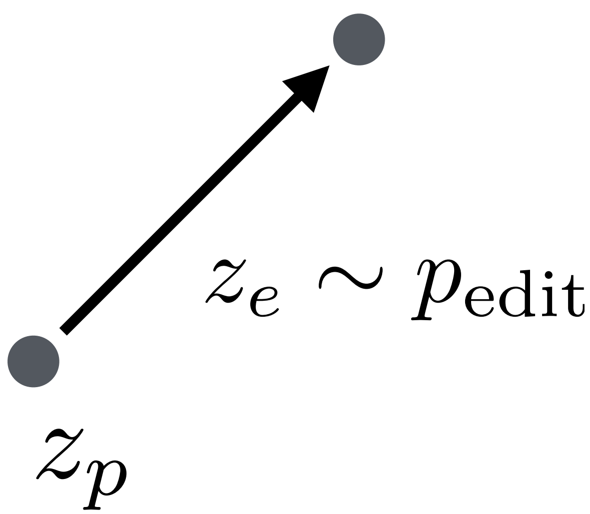
z_p

Semantic smoothness



random walk in sentence space

Semantic smoothness



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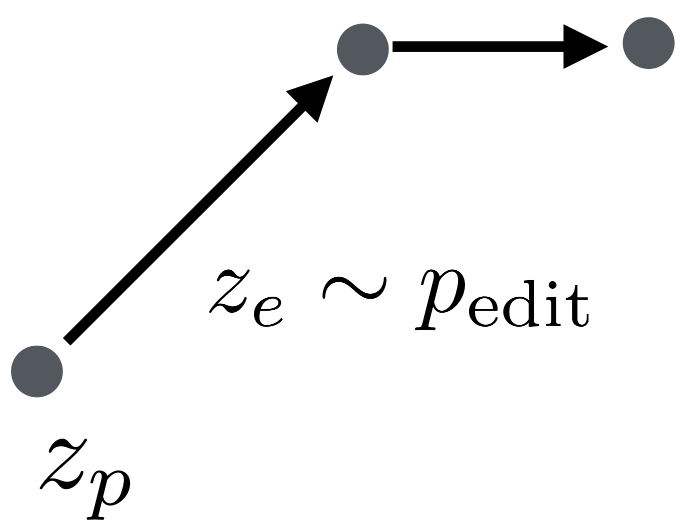

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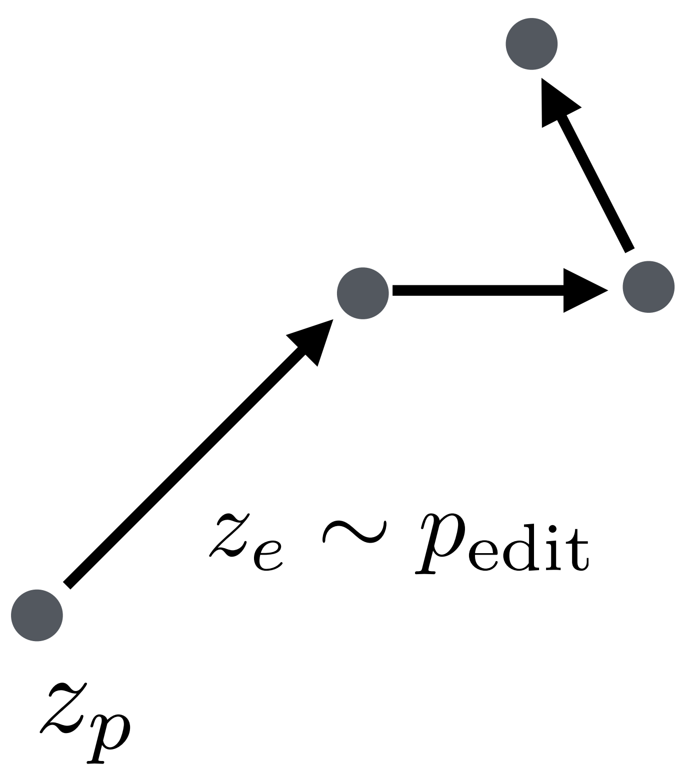

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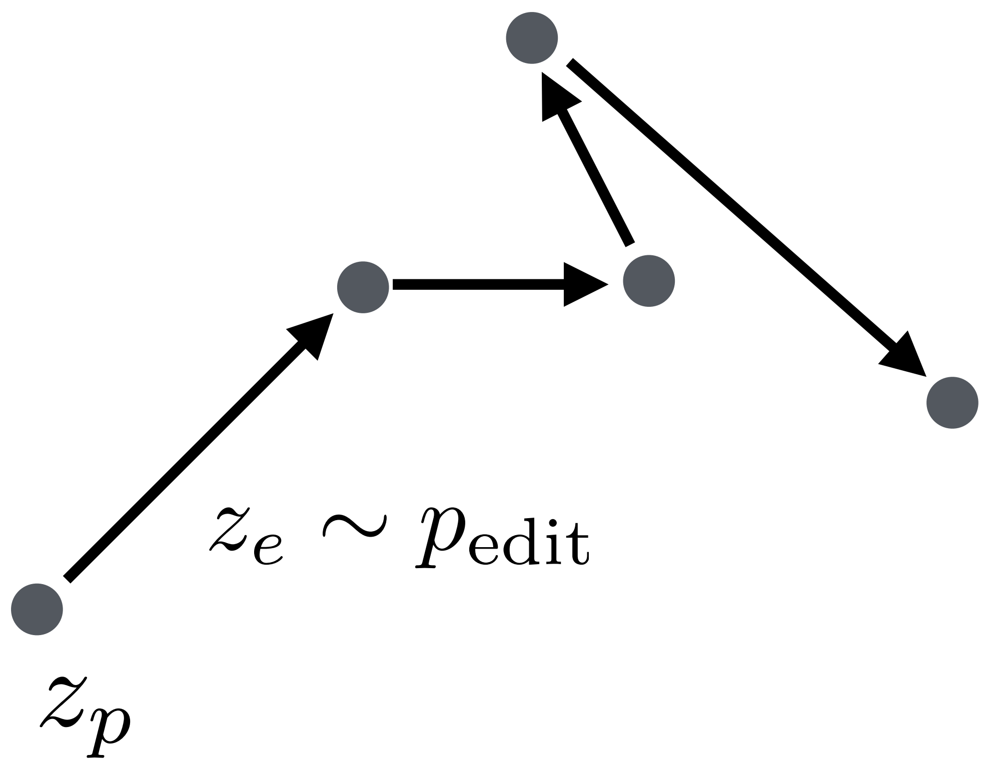

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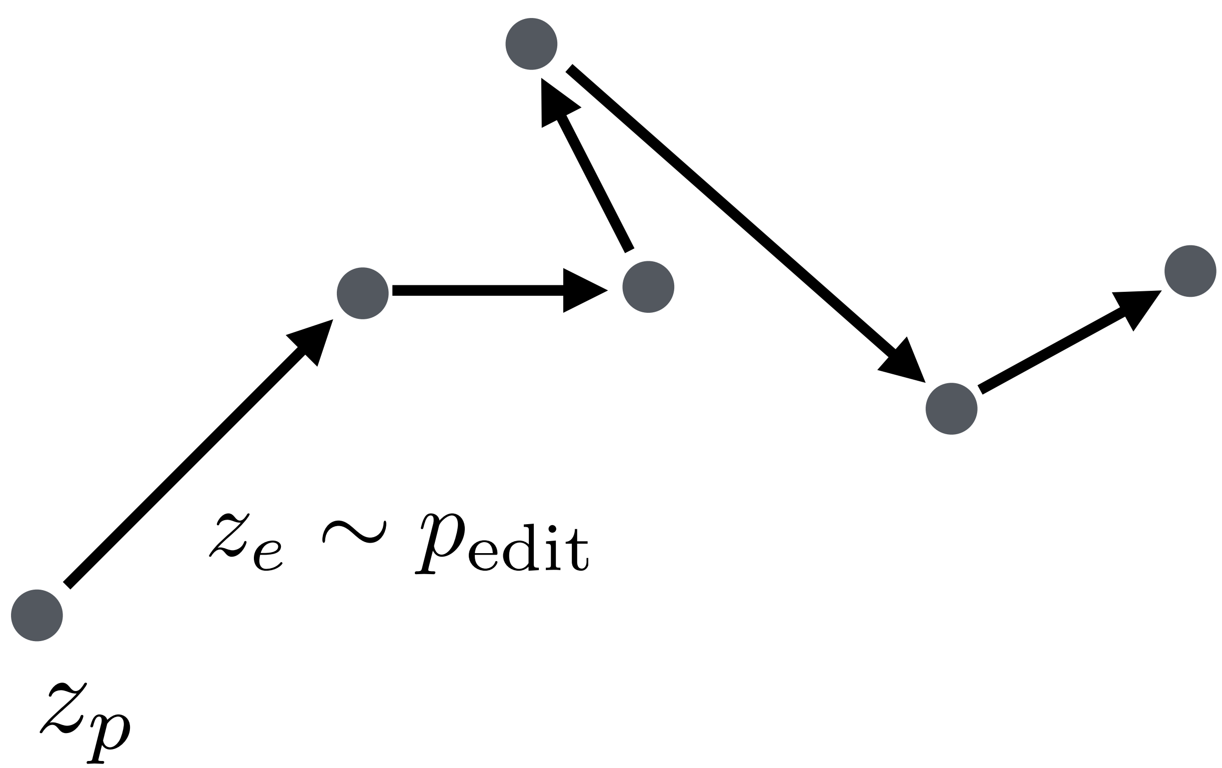
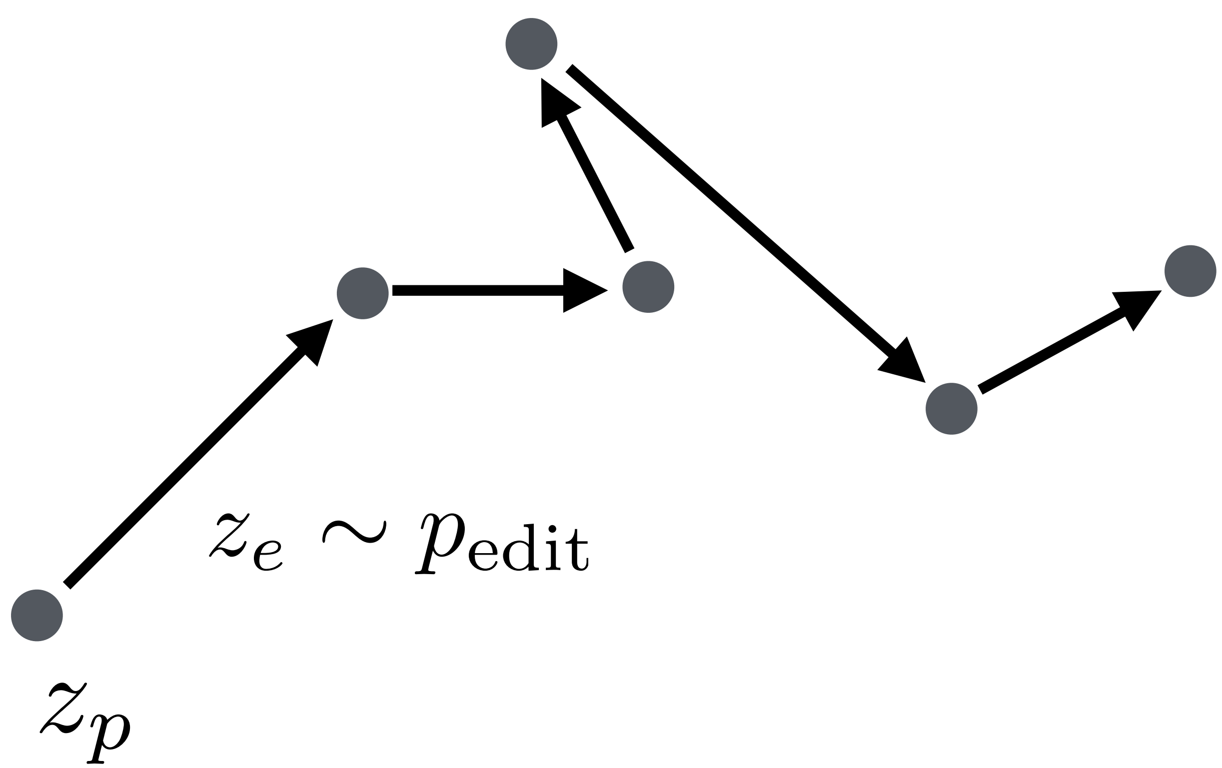
Semantic smoothness



random walk in sentence space

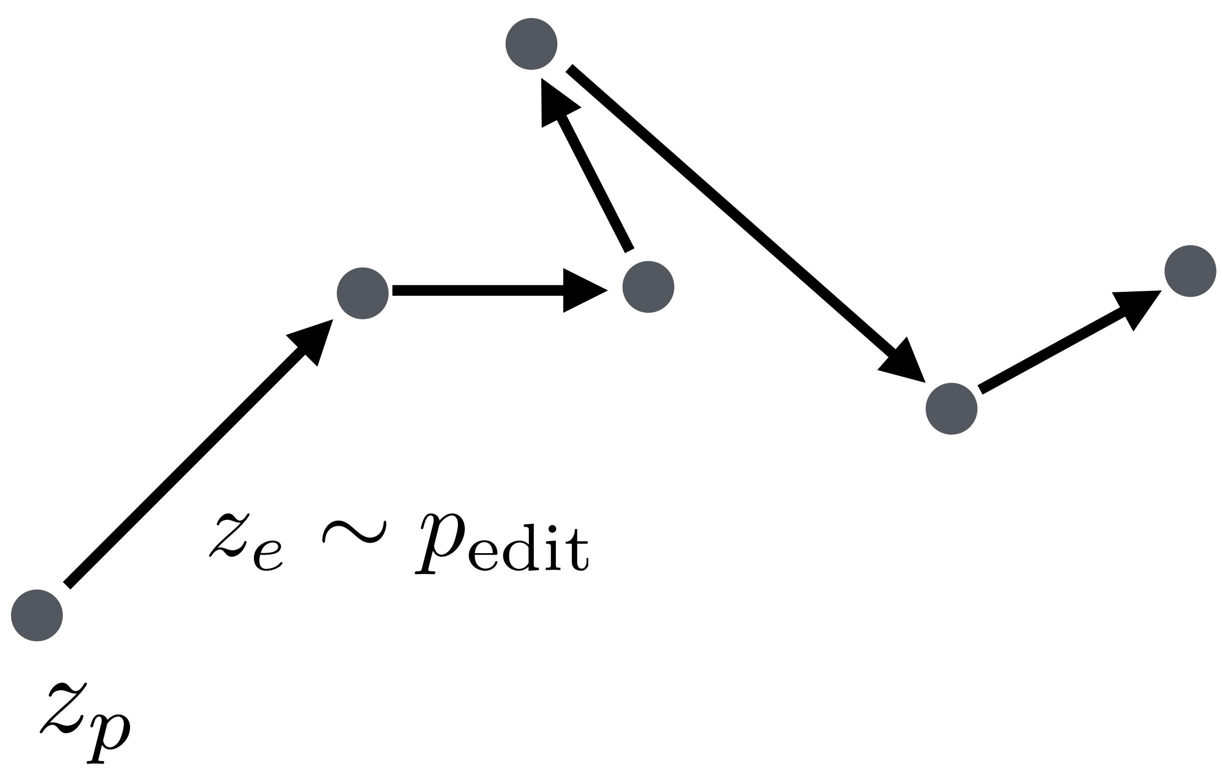
Semantic smoothness



random walk in sentence space

- `ice cream was one of the best i've ever tried .`

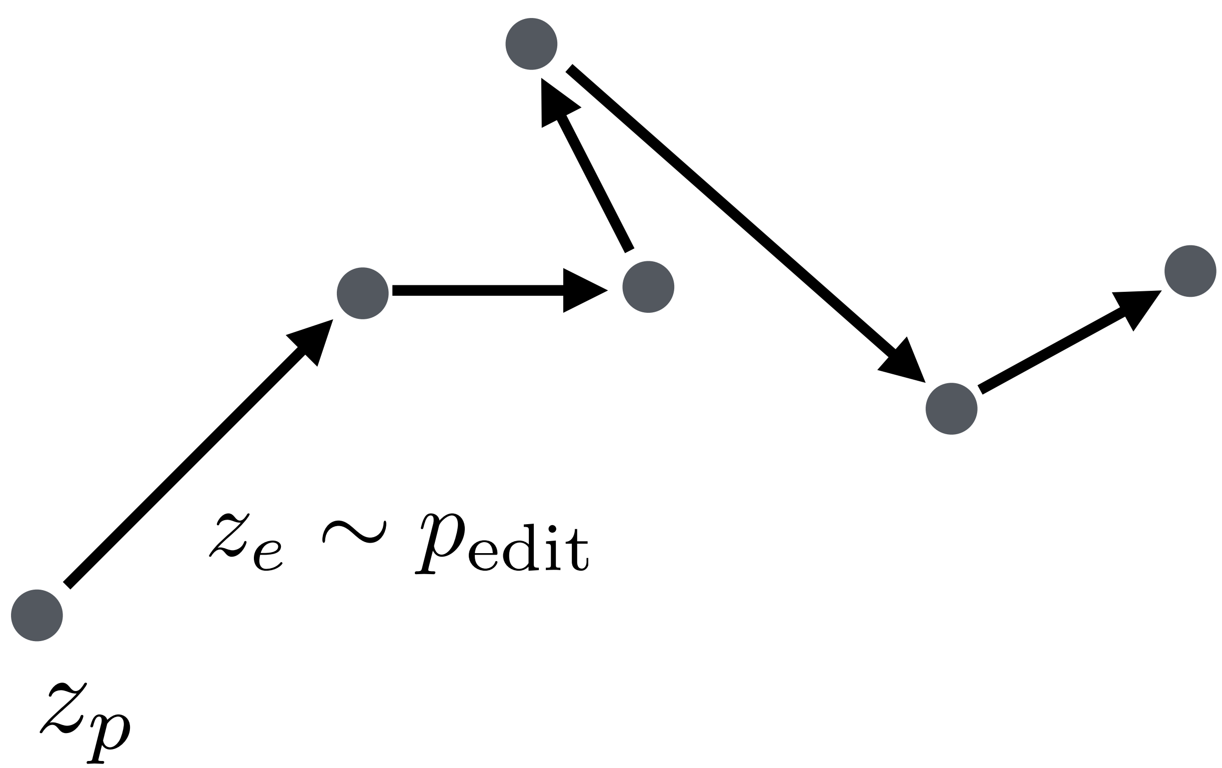
Semantic smoothness



random walk in sentence space

- `ice cream was one of the best i've ever tried .`
- `some of the best ice cream we've ever had .`

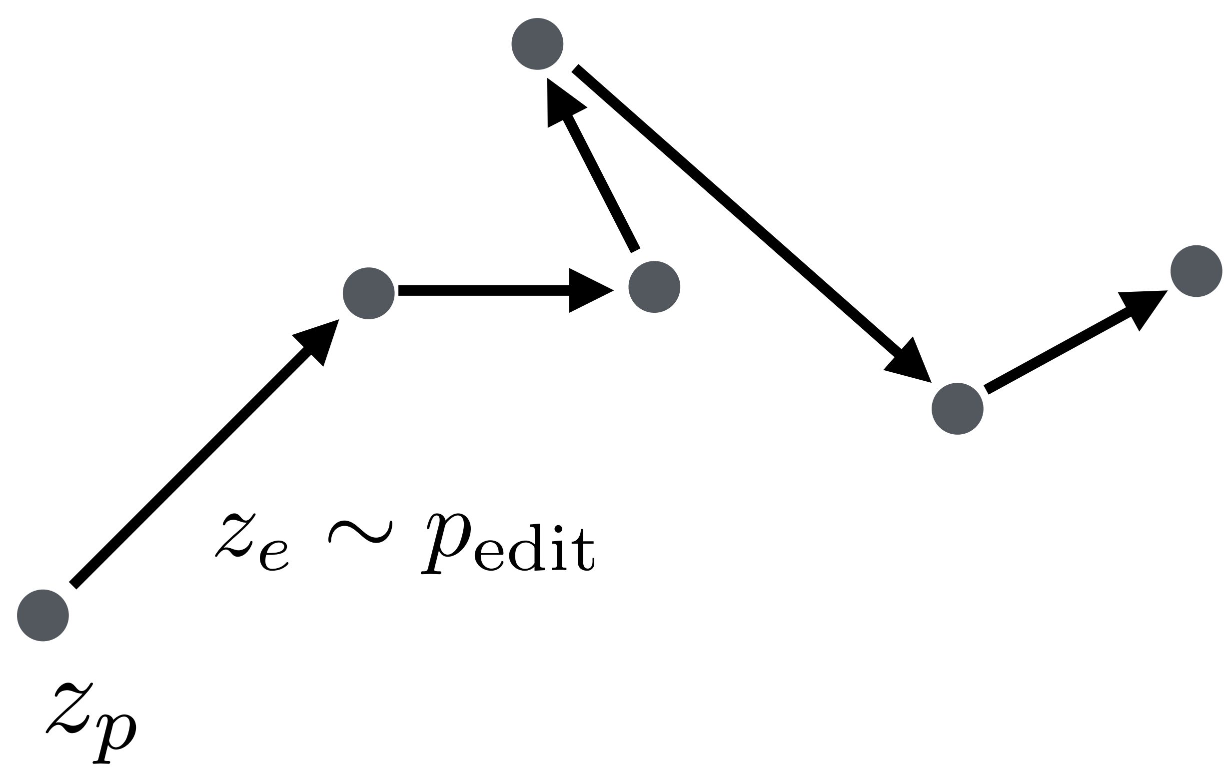
Semantic smoothness



random walk in sentence space

- `ice cream was one of the best i've ever tried .`
- `some of the best ice cream we've ever had .`
- `just had the best ice - cream i've ever had !`

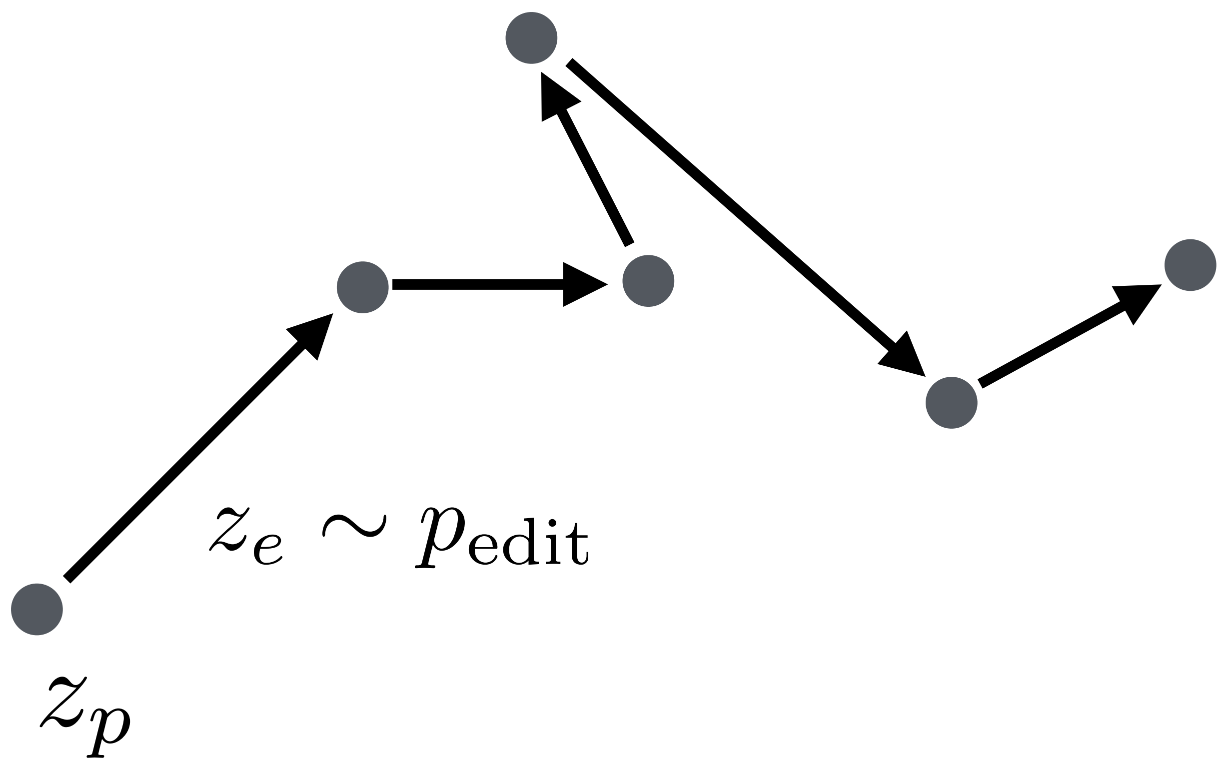
Semantic smoothness



random walk in sentence space

- ice cream was one of the best i've ever tried .
- some of the best ice cream we've ever had .
- just had the best ice - cream i've ever had !
- some of the best pizza i've ever tasted !

Semantic smoothness



random walk in sentence space

- `ice cream was one of the best i've ever tried .`
- `some of the best ice cream we've ever had .`
- `just had the best ice - cream i've ever had !`
- `some of the best pizza i've ever tasted !`
- `that was some of the best pizza i've had in the area .`

Turkers: how jumpy is each step?

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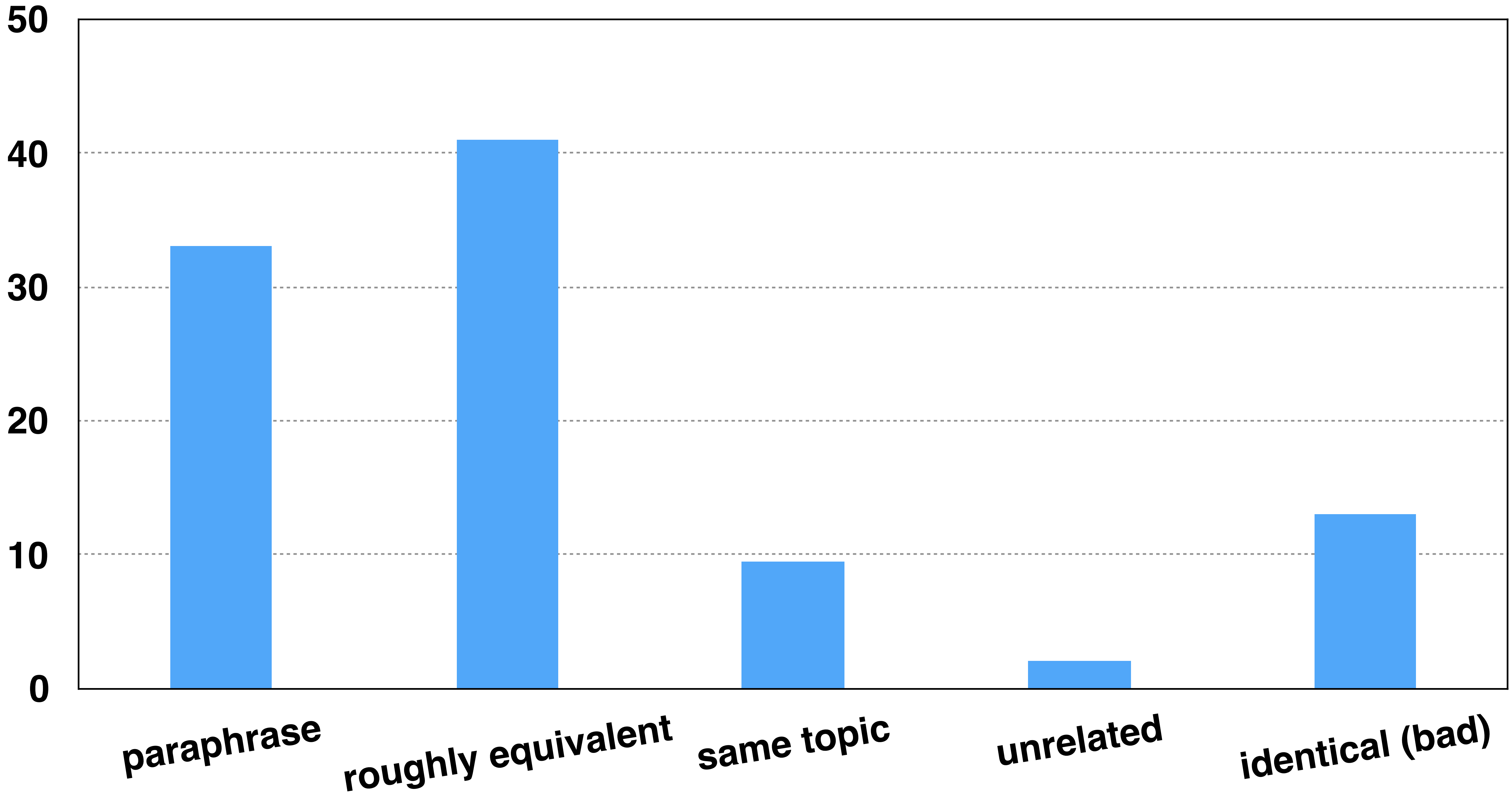

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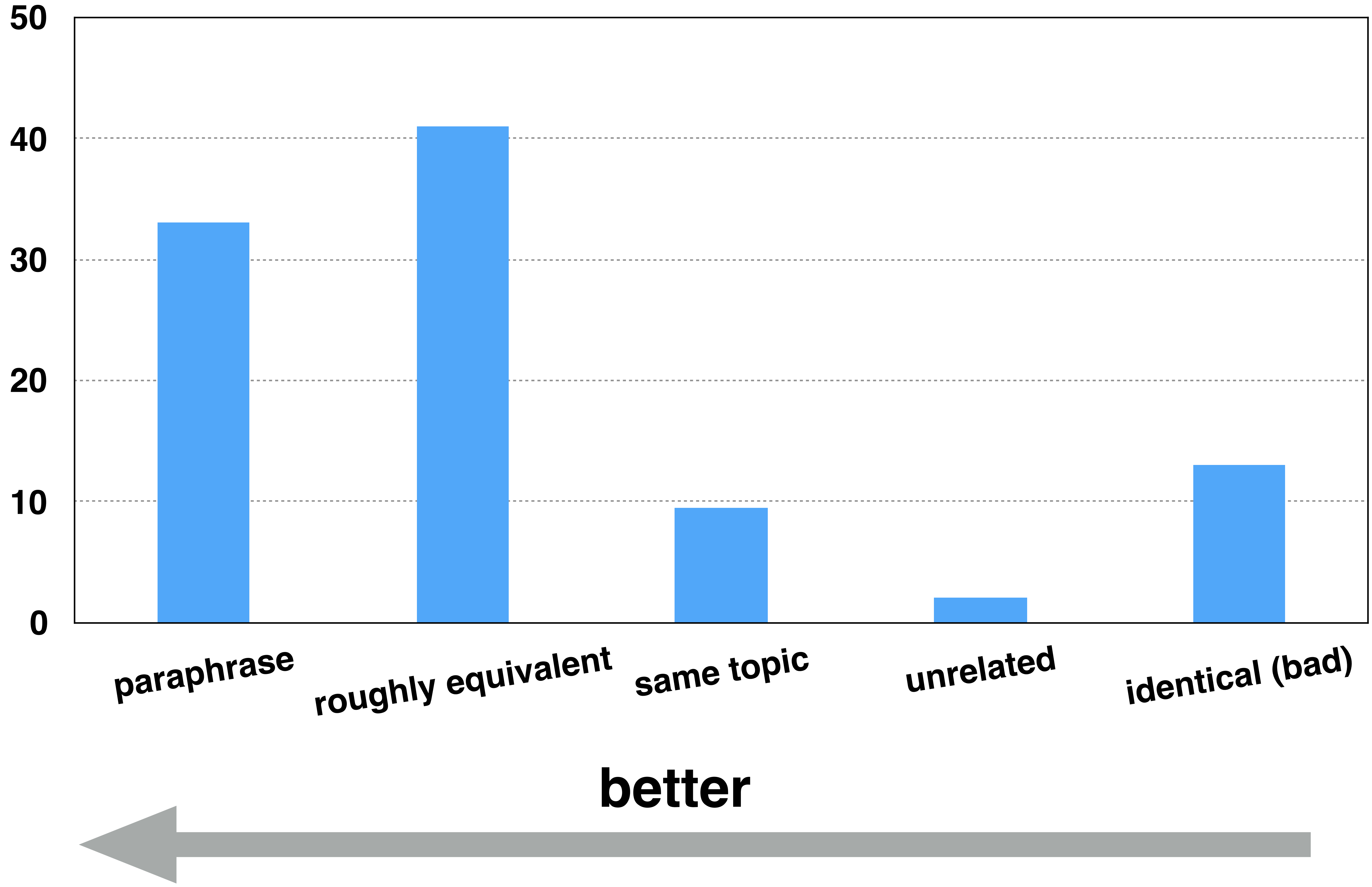
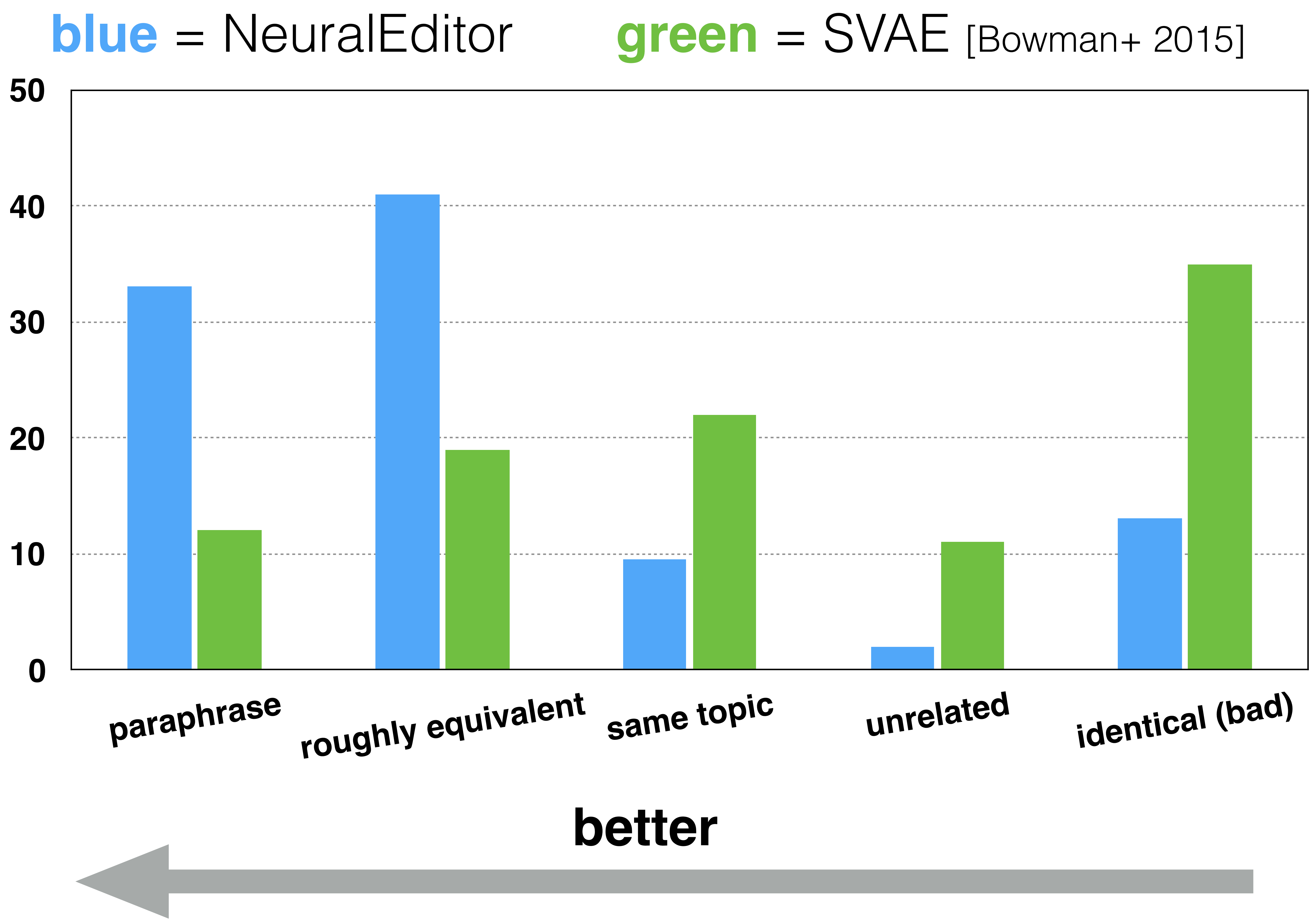


Turkers: how smooth is the random walk?

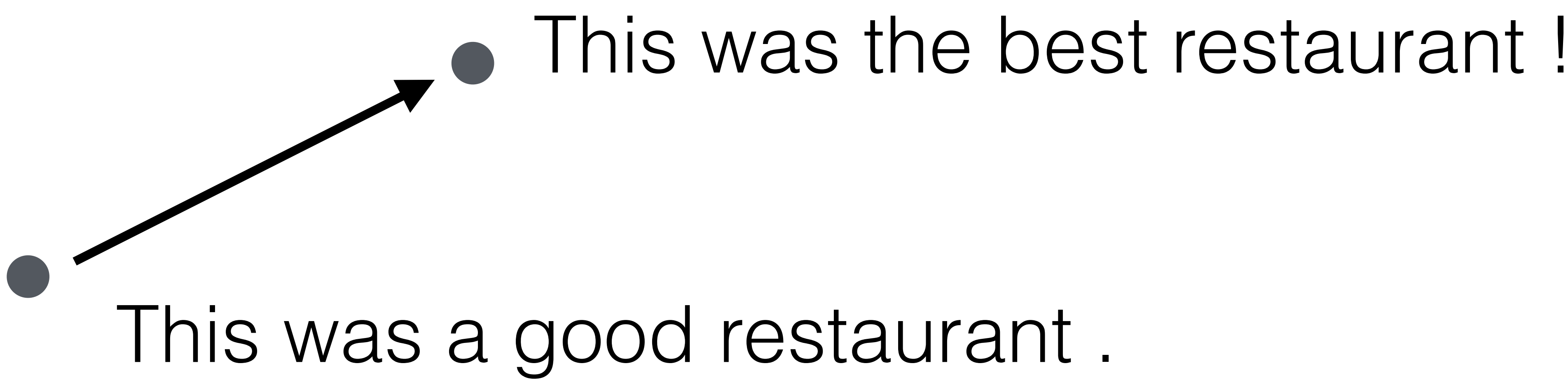


Consistent edit behavior

Consistent edit behavior

- This was a good restaurant .

Consistent edit behavior



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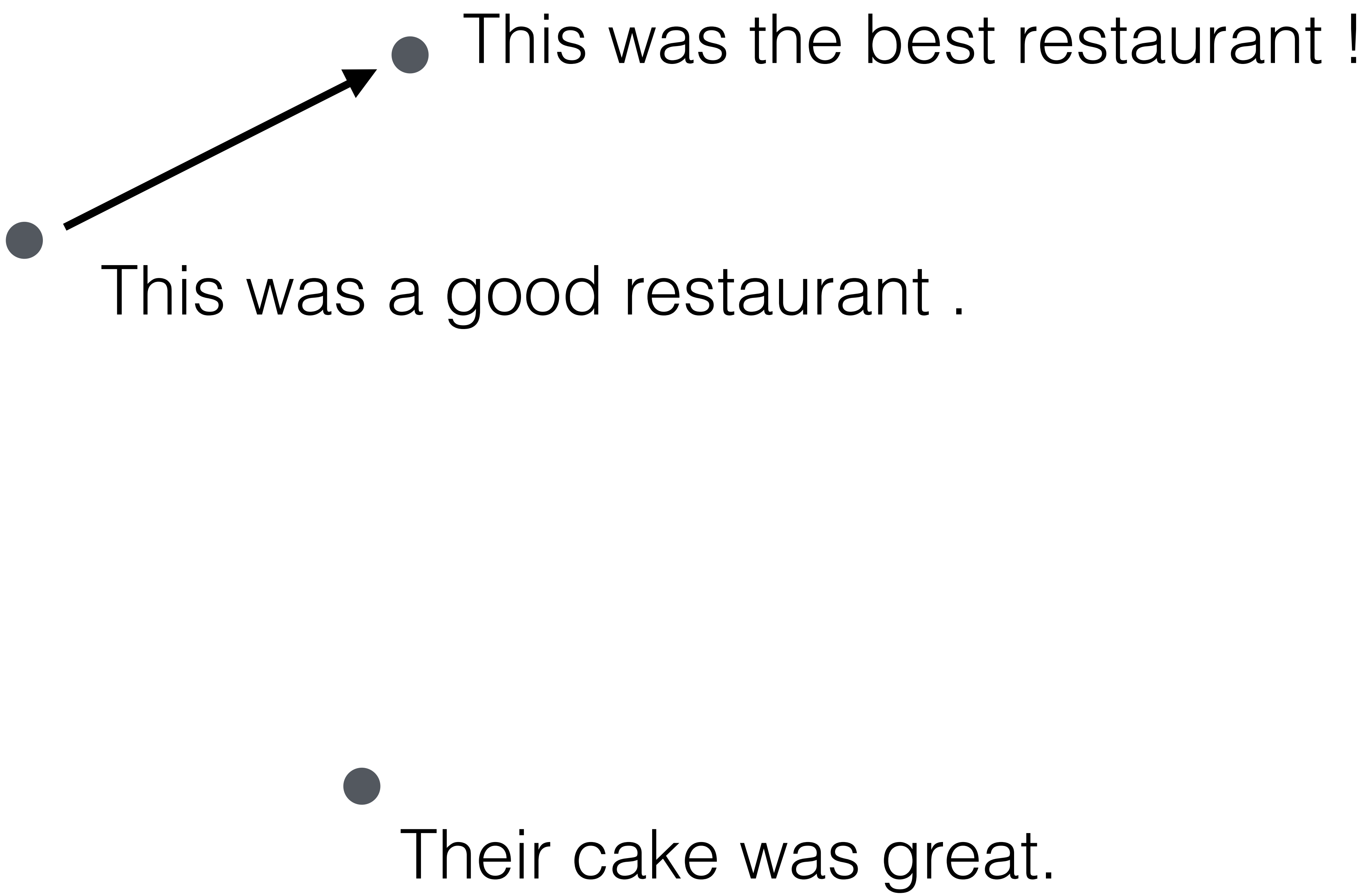

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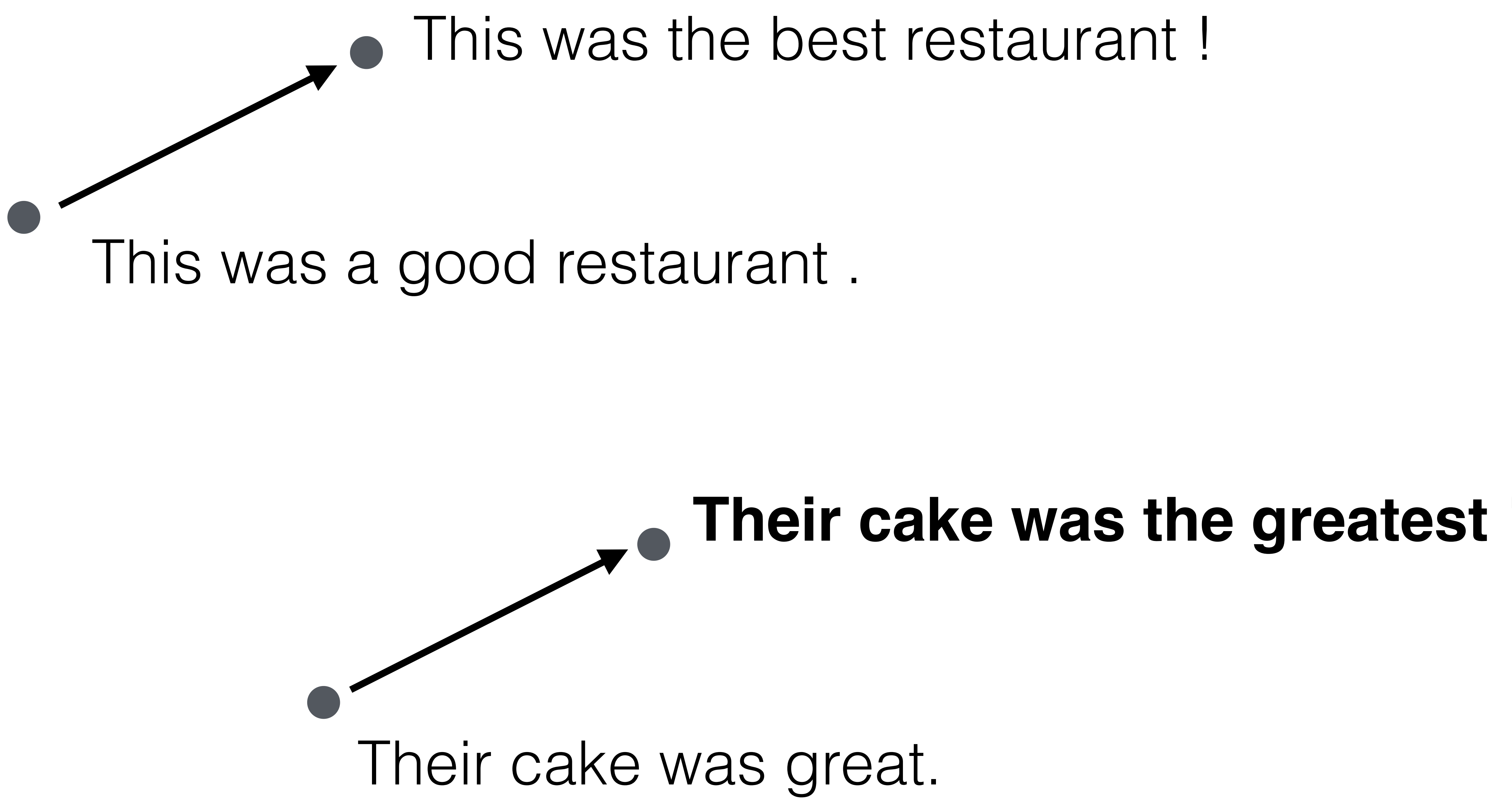

Sentence analogy dataset

Sentence analogy dataset

Lexical analogies [Mikolov+ 2013]

Sentence analogy dataset

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is $\xrightarrow{\text{past tense}}$ **was**

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Lexical analogies [Mikolov+ 2013]

is $\xrightarrow{\text{past tense}}$ **was**

comes $\xrightarrow{\text{past tense}}$ **came**

Sentence analogy dataset

Lexical analogies [Mikolov+ 2013]

past tense

is → **was**

This **is** the place to go.

This **was** the place to go.

past tense

comes → **came**

Sentence analogy dataset

Lexical analogies [Mikolov+ 2013]

is $\xrightarrow{\text{past tense}}$ **was**

This **is** the place to go. This **was** the place to go.

comes $\xrightarrow{\text{past tense}}$ **came**

He **comes** home tired and happy. He **came** home happy and tired.

Sentence analogy dataset

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is $\xrightarrow{\text{past tense}}$ **was**

This **is** the place to go. This **was** the place to go.

comes $\xrightarrow{\text{past tense}}$ **came**

He **comes** home tired and happy. He **came** home happy and tired.

(allow reordering and stopwords)

Sentence analogy dataset

This **is** the place to go. This **was** the place to go.

He **comes** home tired and happy. He **came** home happy and tired.

Sentence analogy dataset

This **is** the place to go. $\xrightarrow{\widehat{z_e}}$ This **was** the place to go.

He **comes** home tired and happy. He **came** home happy and tired.

Sentence analogy dataset

$\widehat{z_e}$

This **is** the place to go. → This **was** the place to go.

z_p

He **comes** home tired and happy. He **came** home happy and tired.

Sentence analogy dataset

This **is** the place to go. $\xrightarrow{\widehat{z_e}}$ This **was** the place to go.

z_p

He **comes** home tired and happy.

He **came** home happy and tired.

$\xrightarrow{\widehat{z_e}}$ $\hat{y}$

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This **is** the place to go. $\xrightarrow{\widehat{z_e}}$ This **was** the place to go.

z_p $\qquad$ y

He **comes** home tired and happy. $\qquad$ He **came** home happy and tired.

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Sentence analogy dataset

This **is** the place to go. $\xrightarrow{\widehat{z_e}}$ This **was** the place to go.

z_p

He **comes** home tired and happy.

y

He **came** home happy and tired.

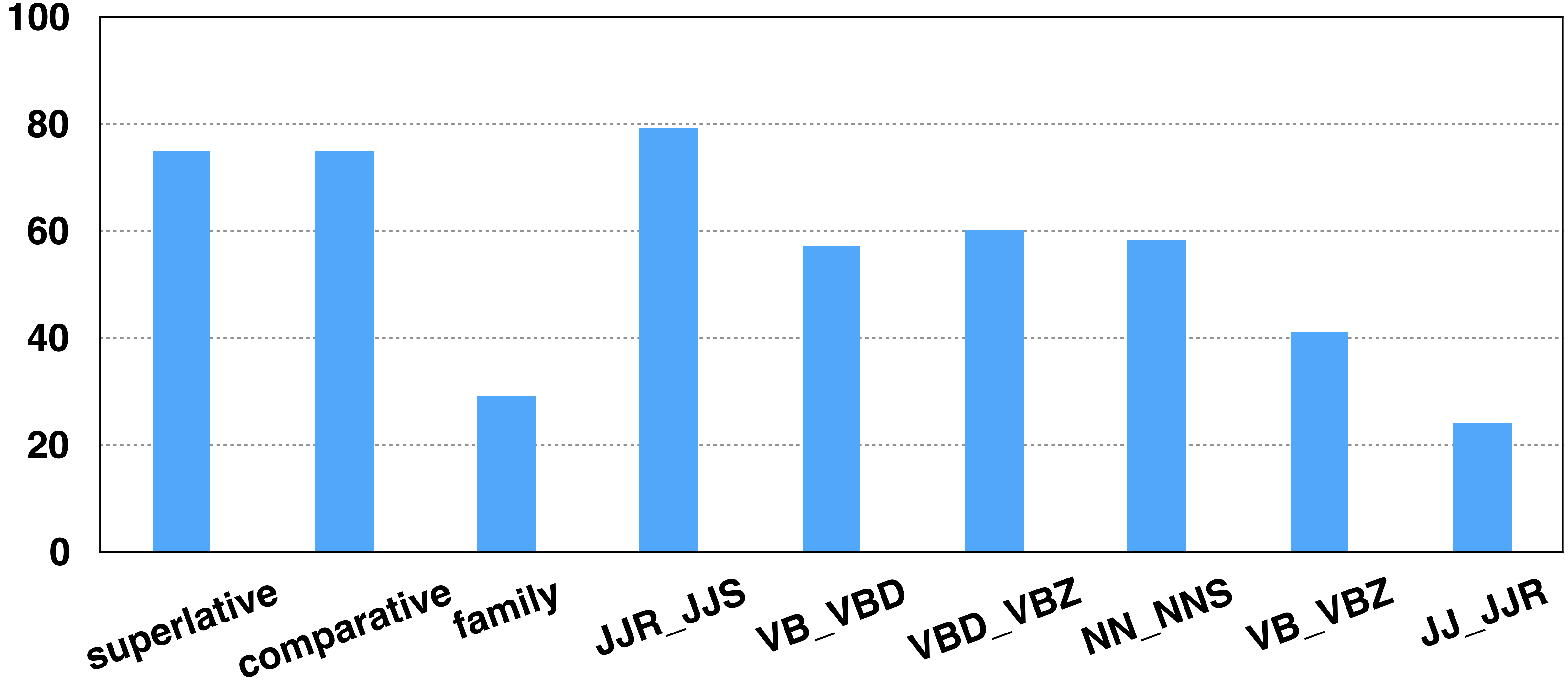
$\updownarrow$ **?**

$\widehat{z_e}$

$\hat{y}$

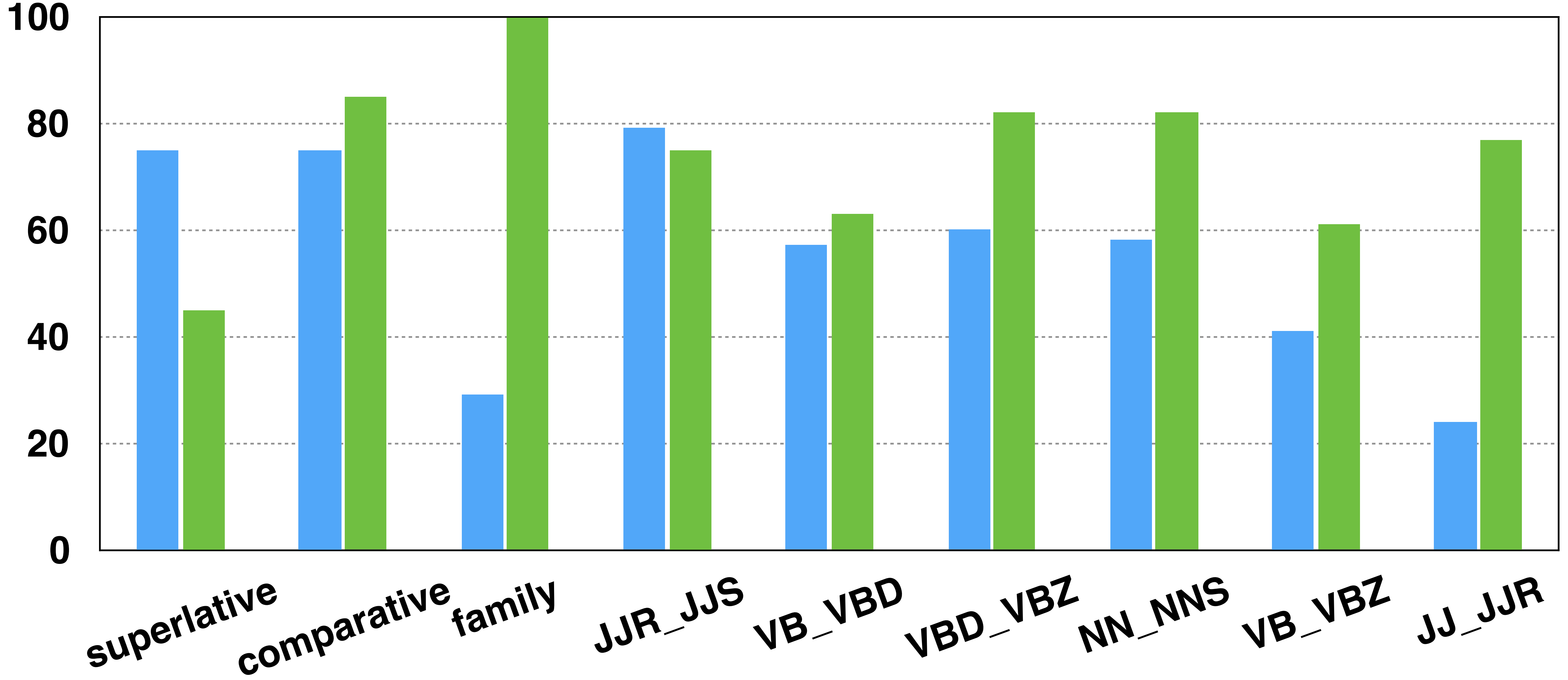
Sentence analogy results

Sentence analogy results



Exact sentence match (top-10 outputs)

Sentence analogy results



blue = exact sentence match (top-10 outputs)

green = exact word match (GloVE)

Results

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Perplexity

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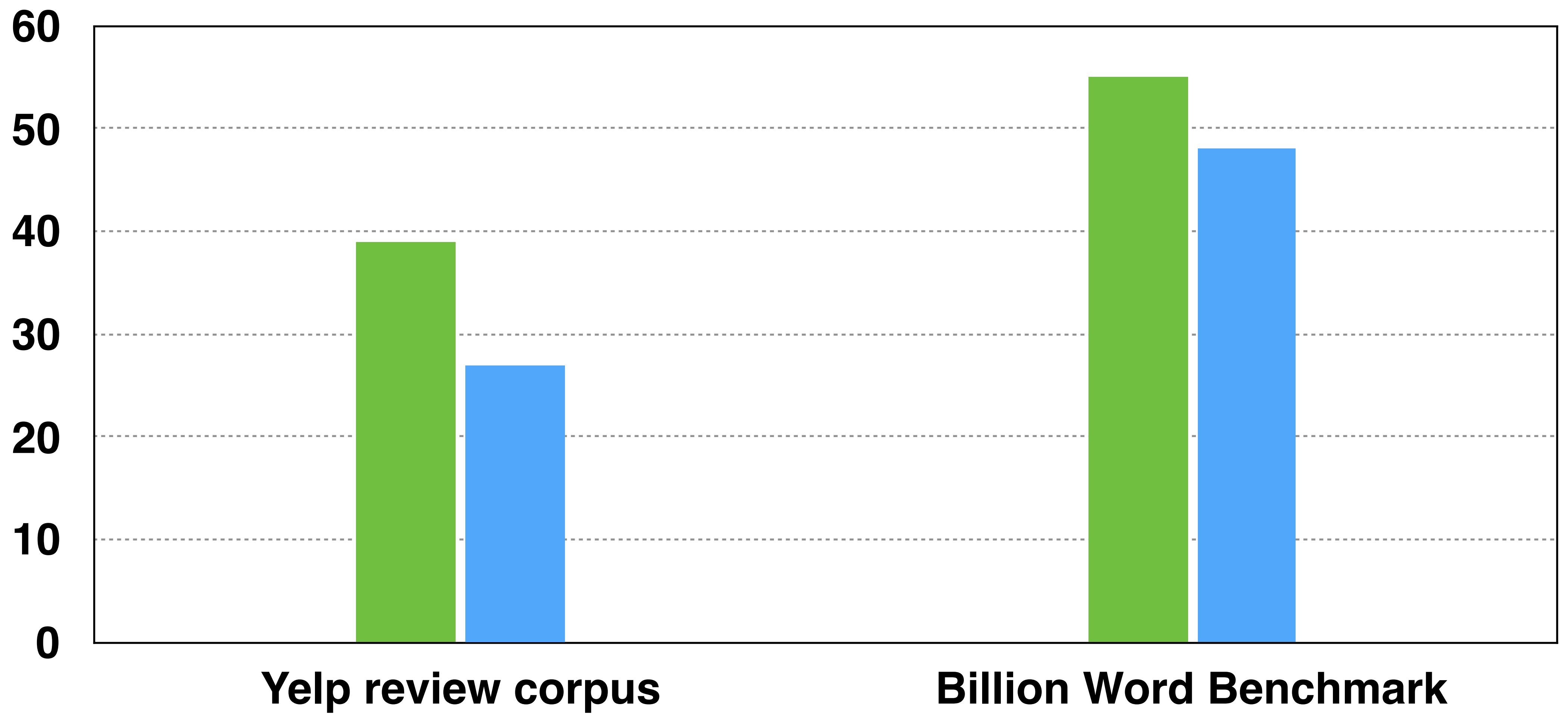

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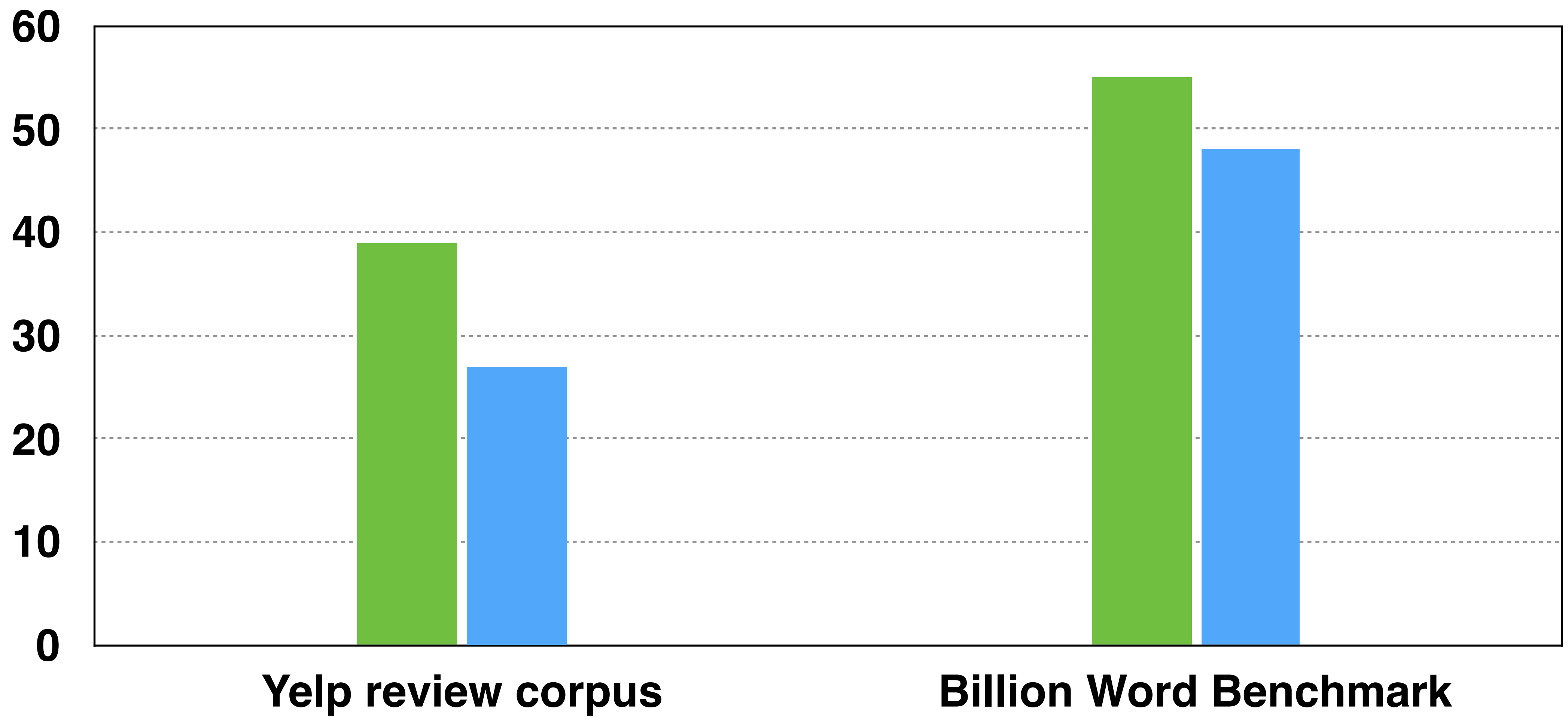
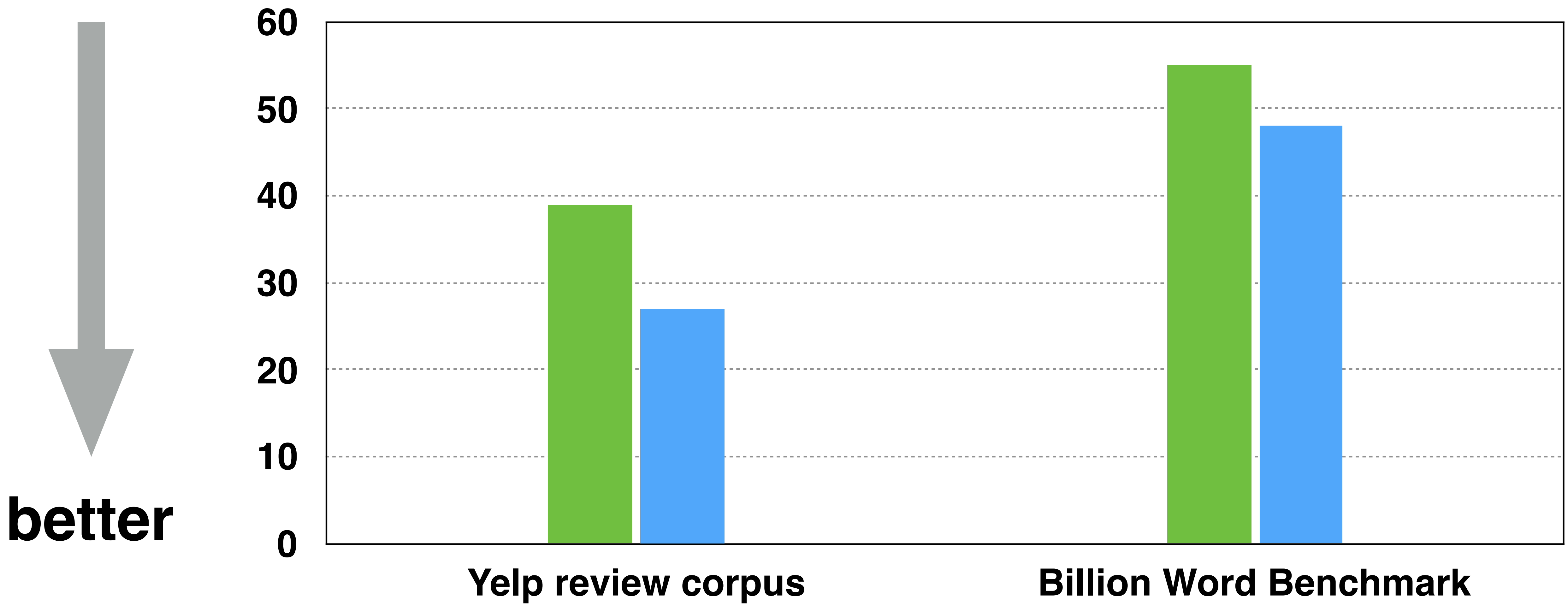


green = standard NLM

blue = NeuralEditor (**same** decoder architecture)
+ backoff to standard NLM

Perplexity



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Perplexity (closer look)

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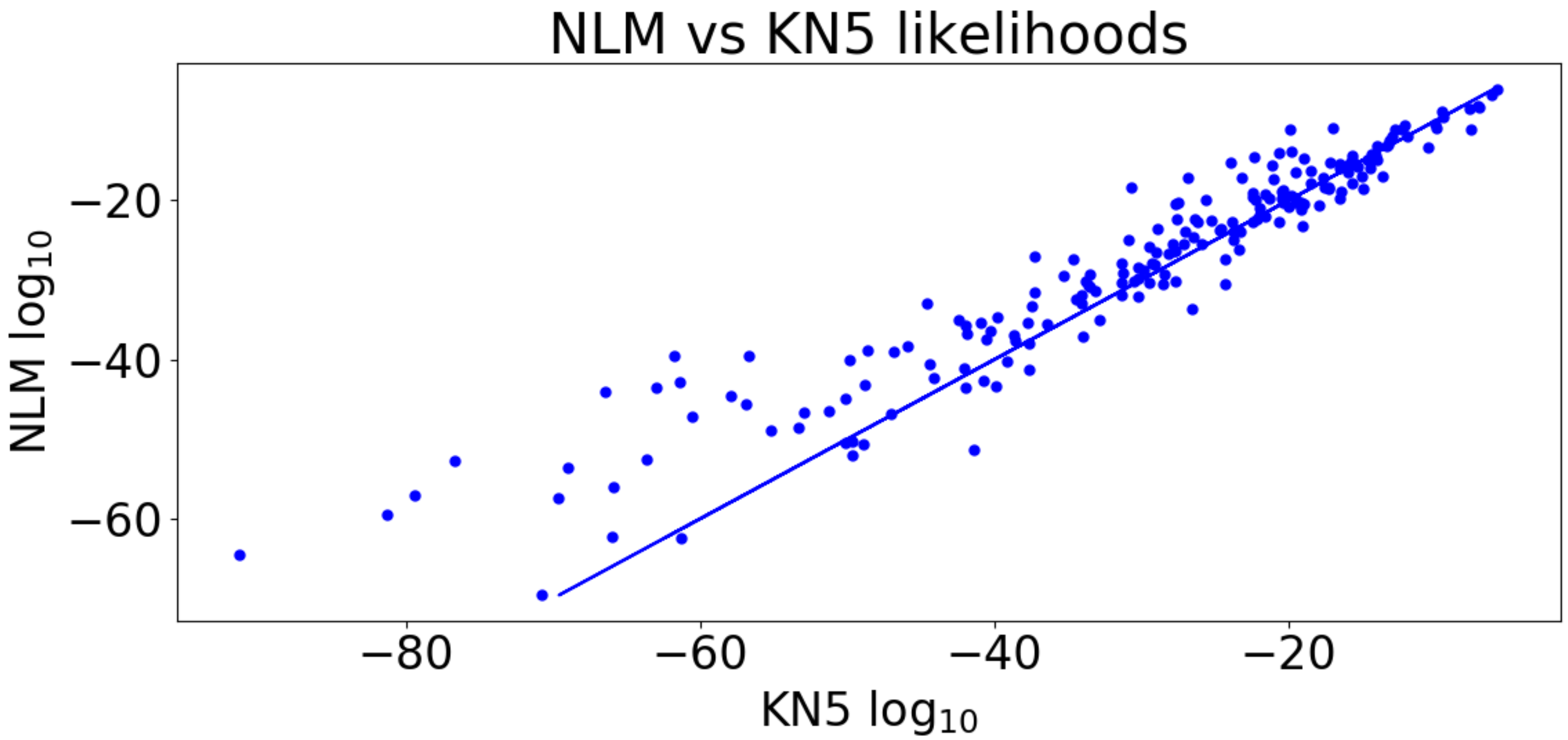

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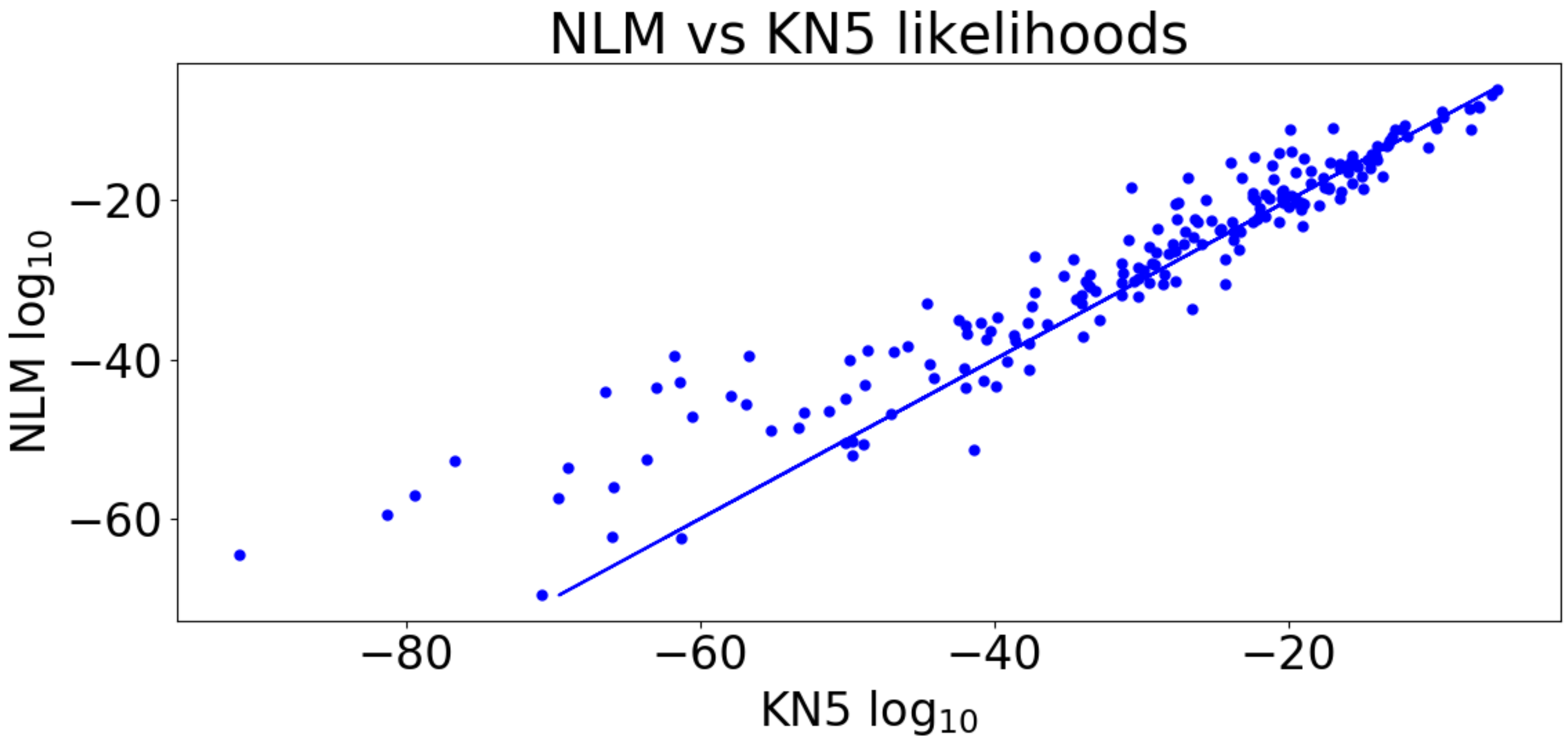
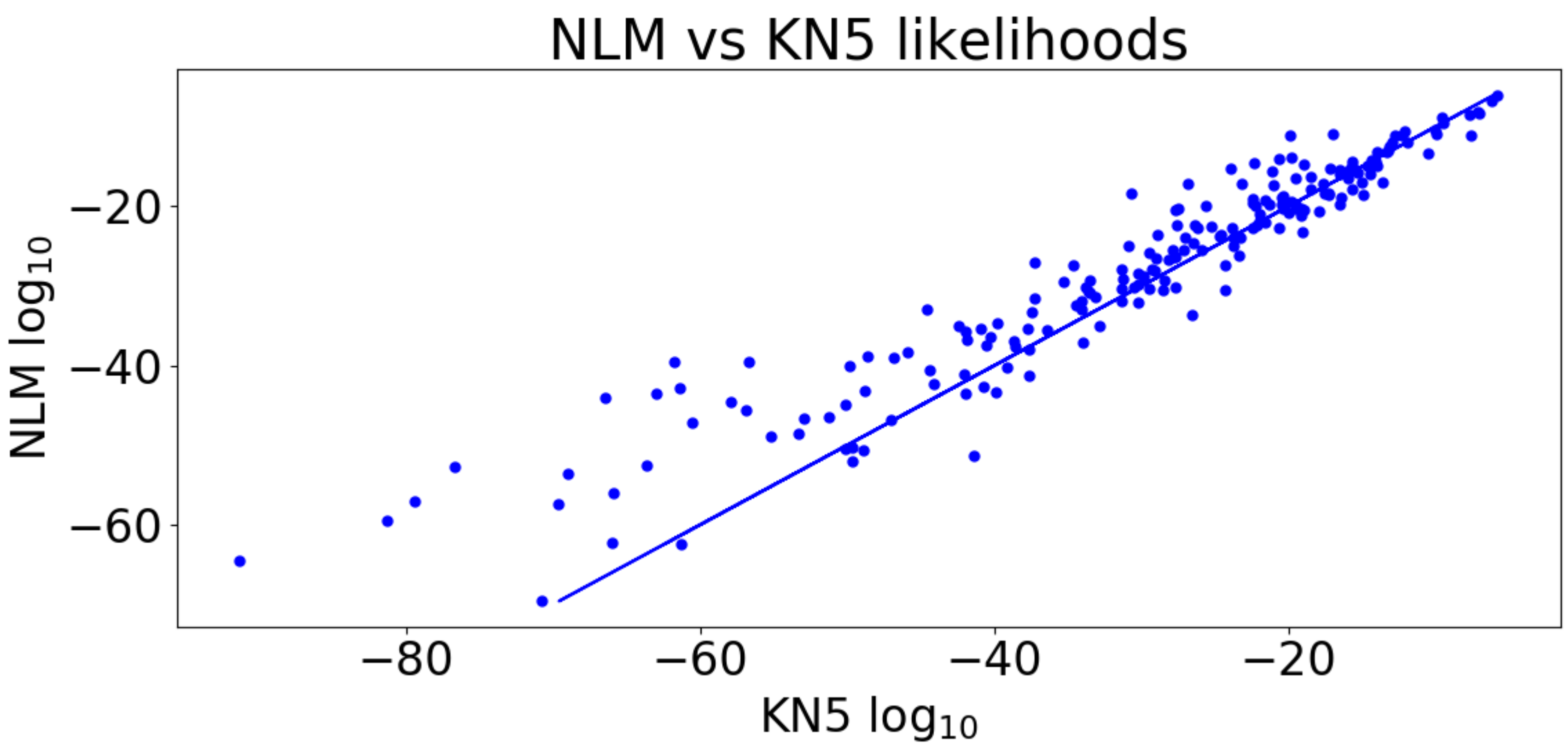


neural LM

Perplexity (closer look)



neural LM

classic Kneser-Ney LM

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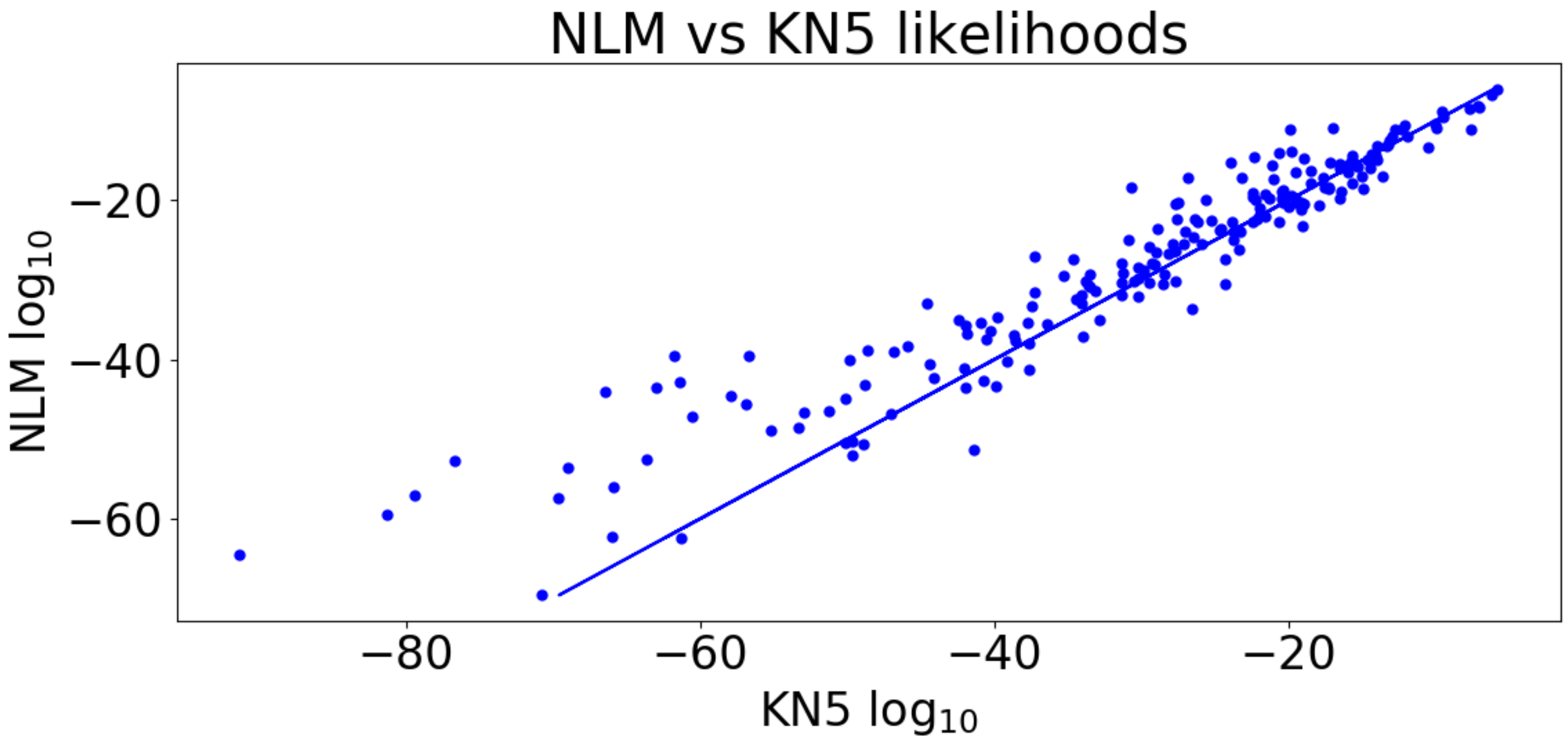

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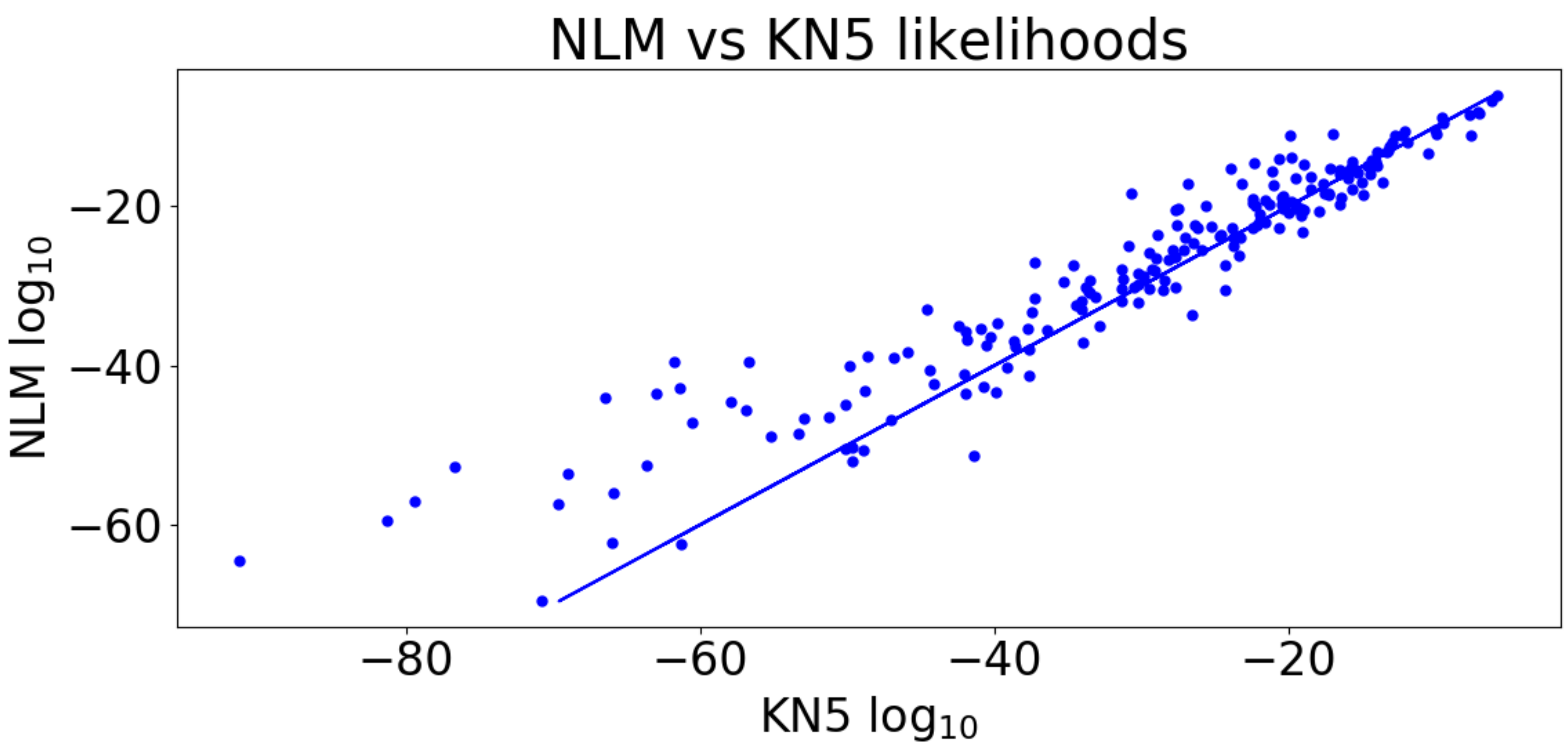

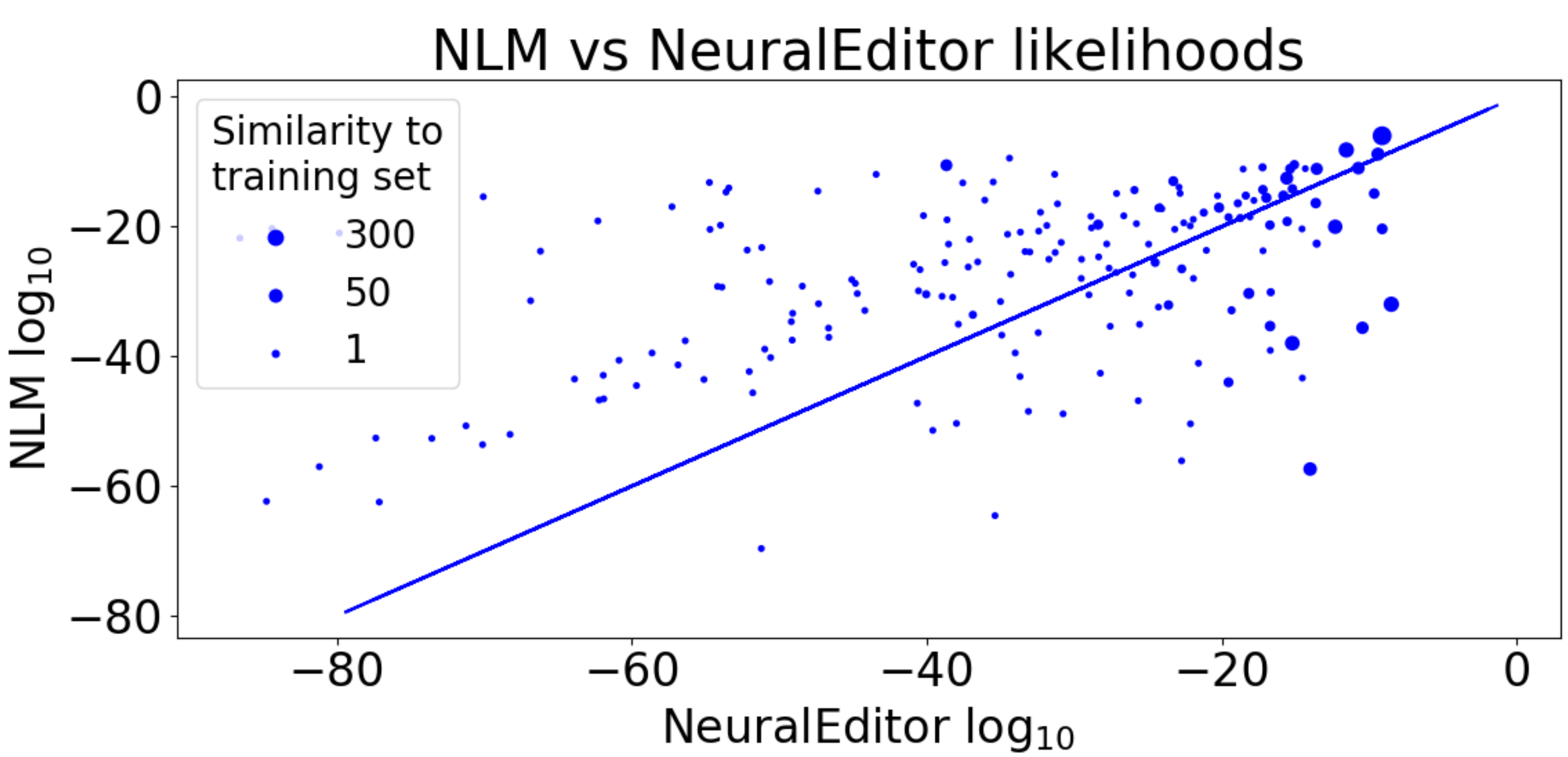

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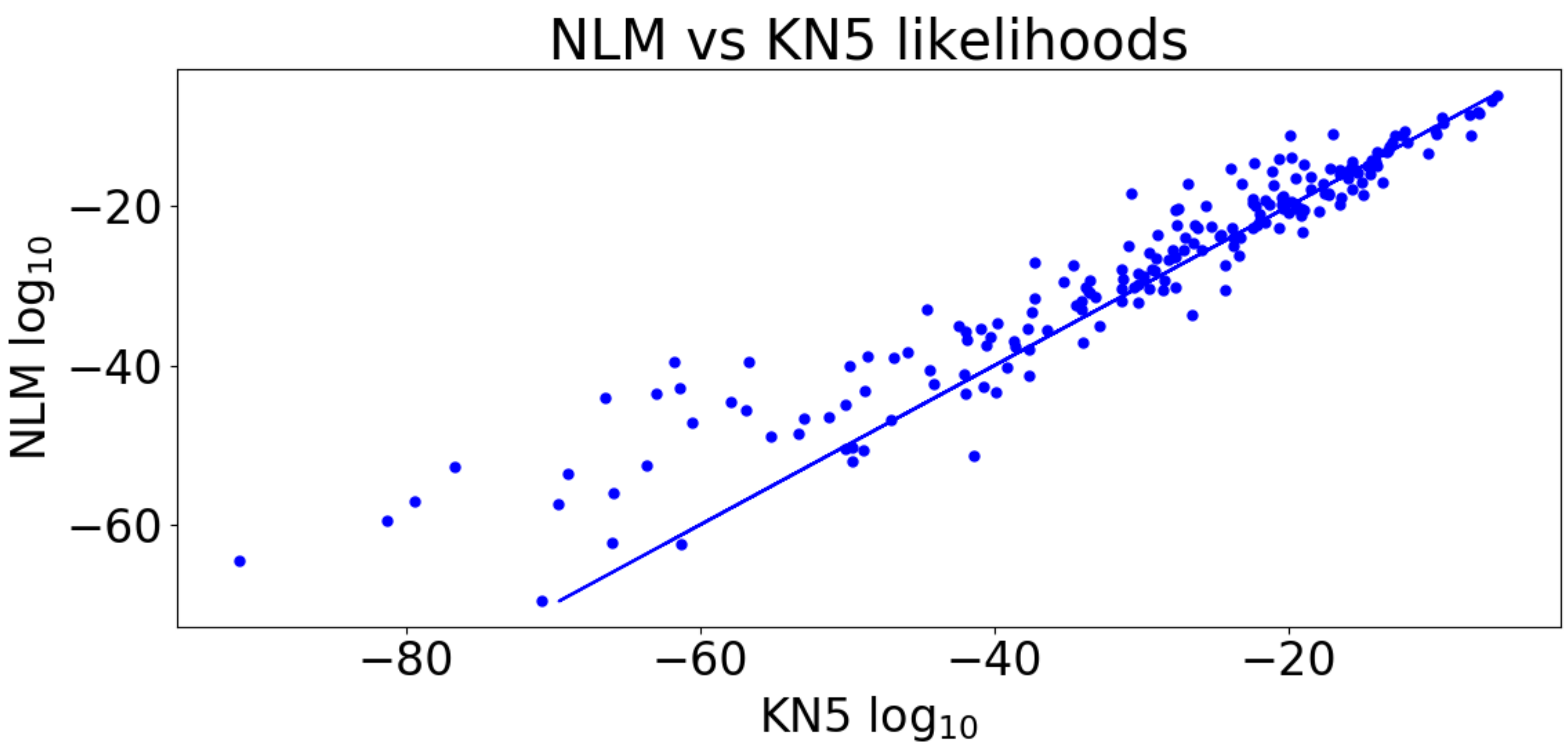

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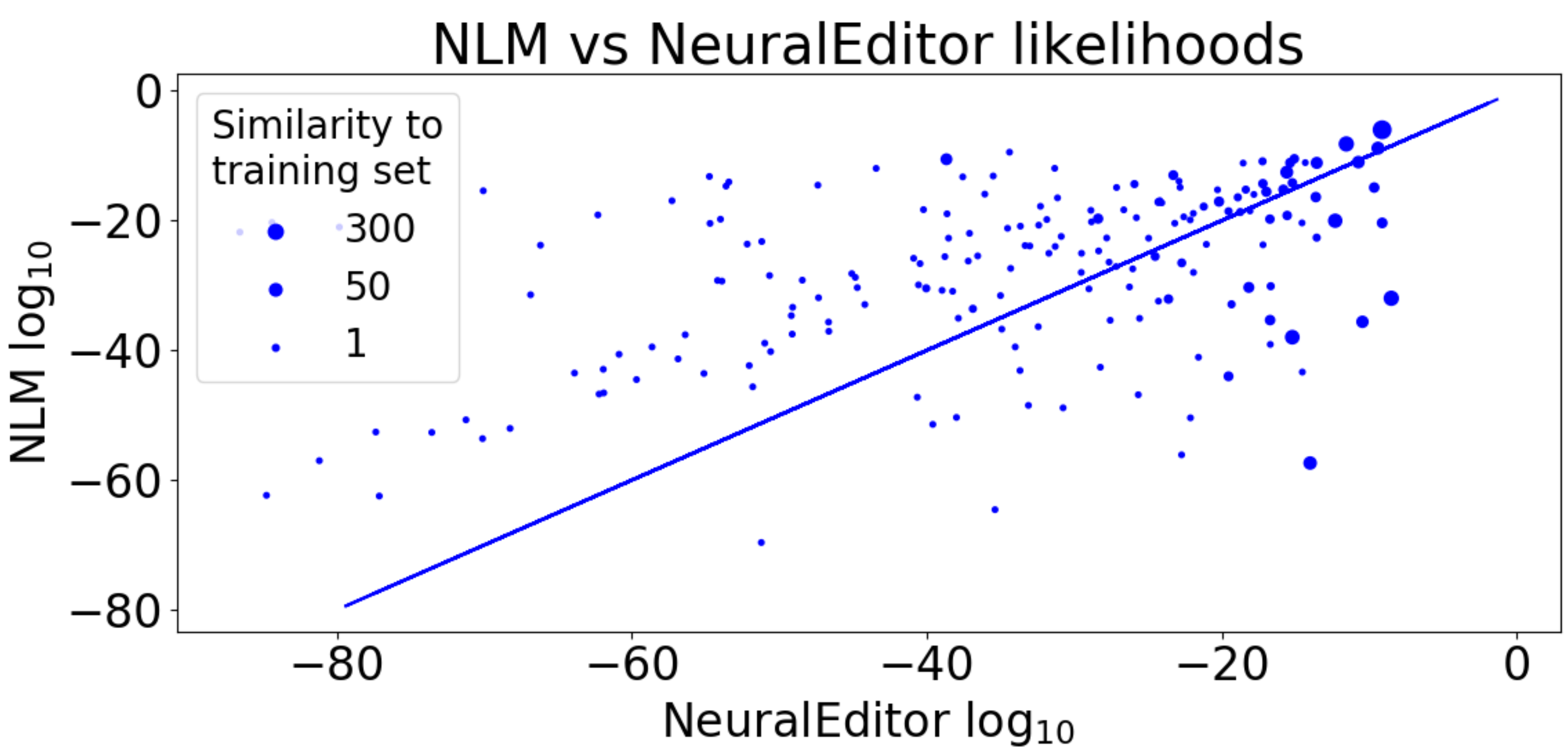

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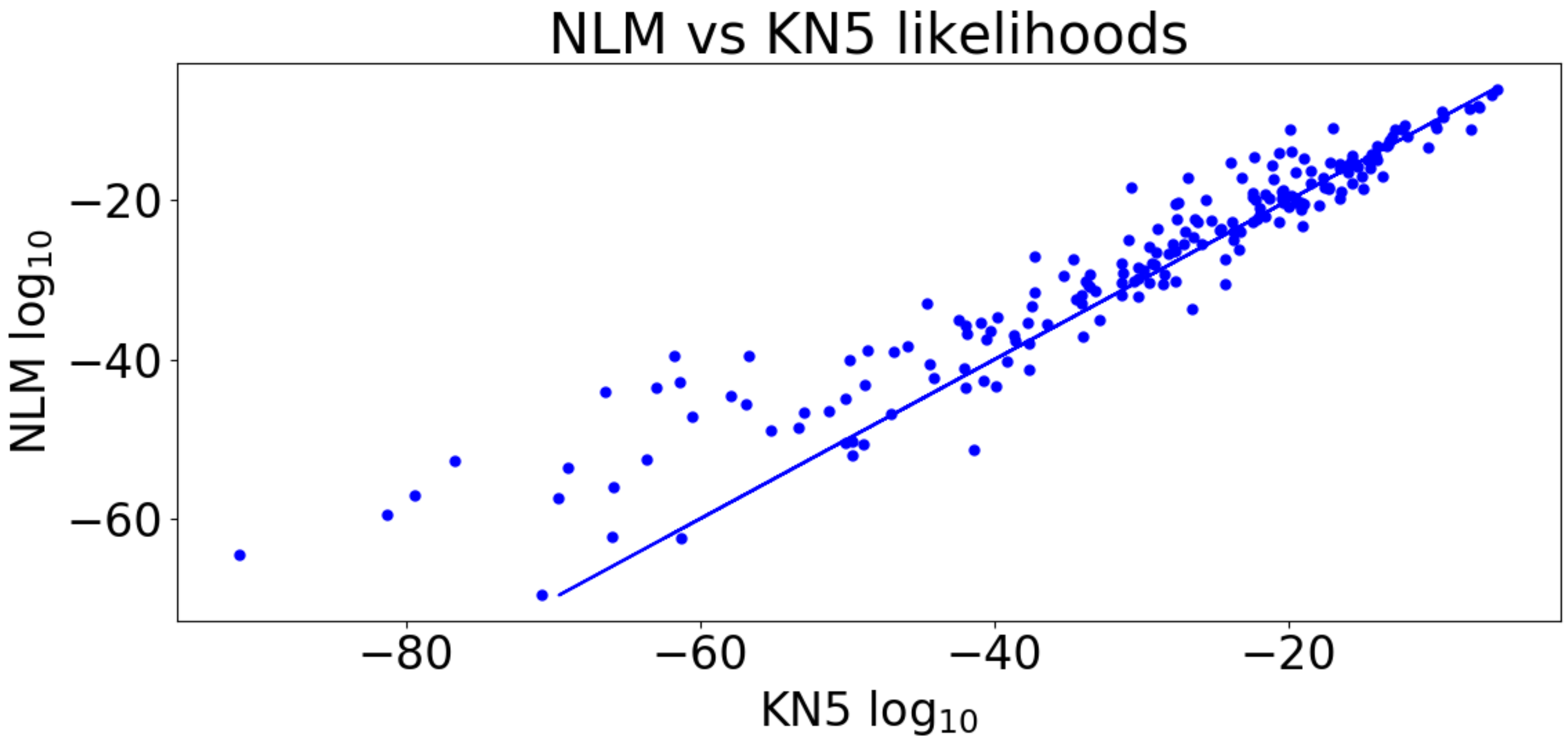

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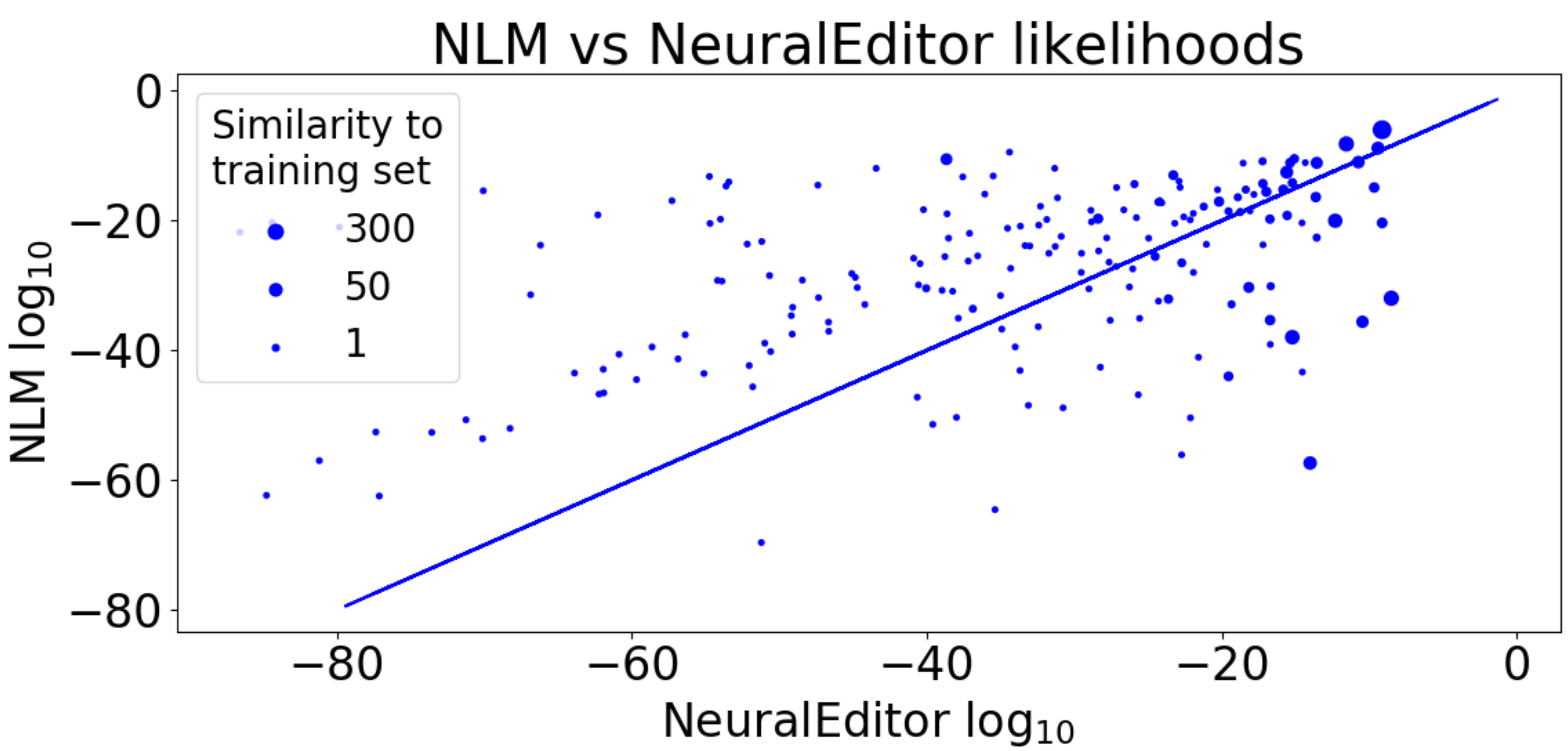
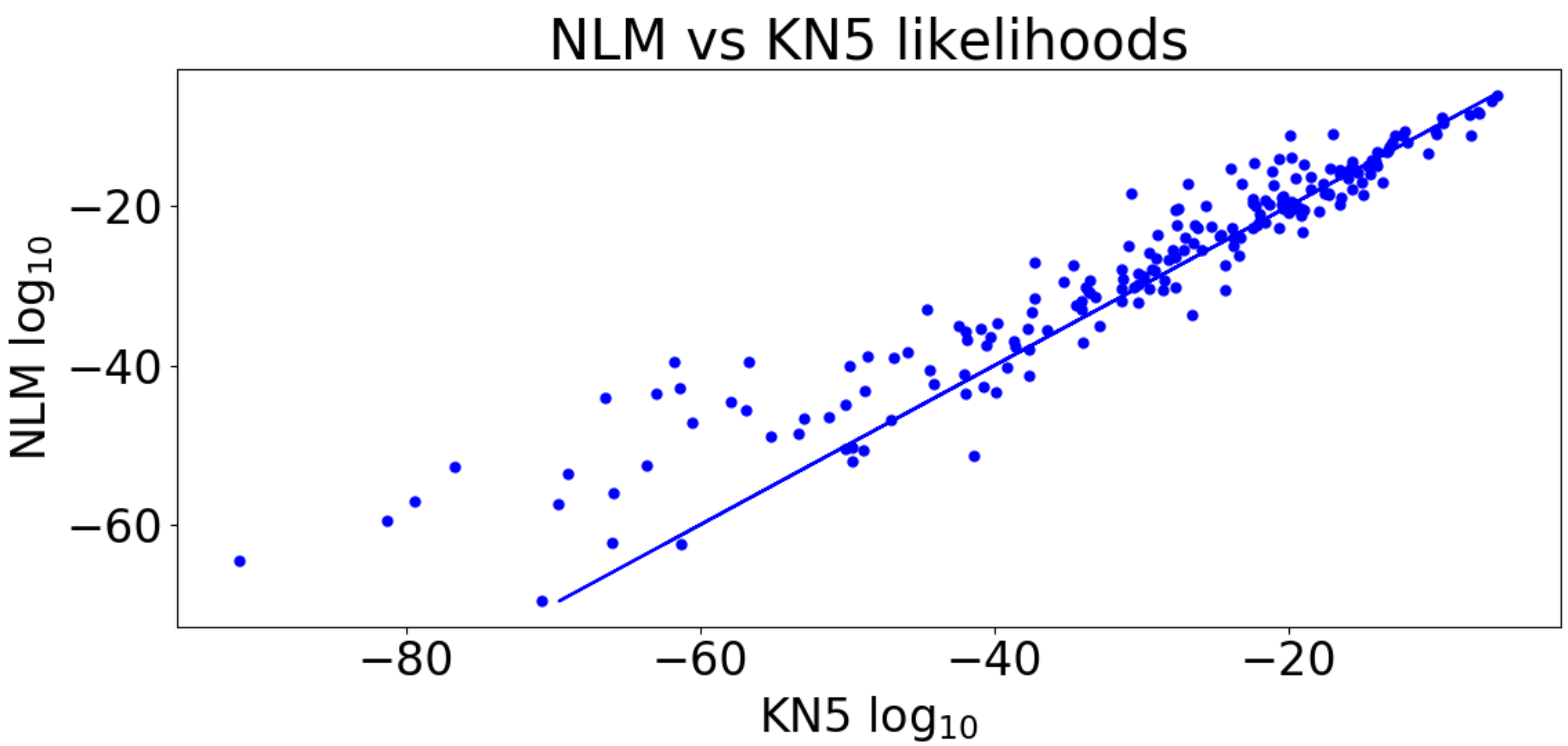
similar



neural LM

NeuralEditor

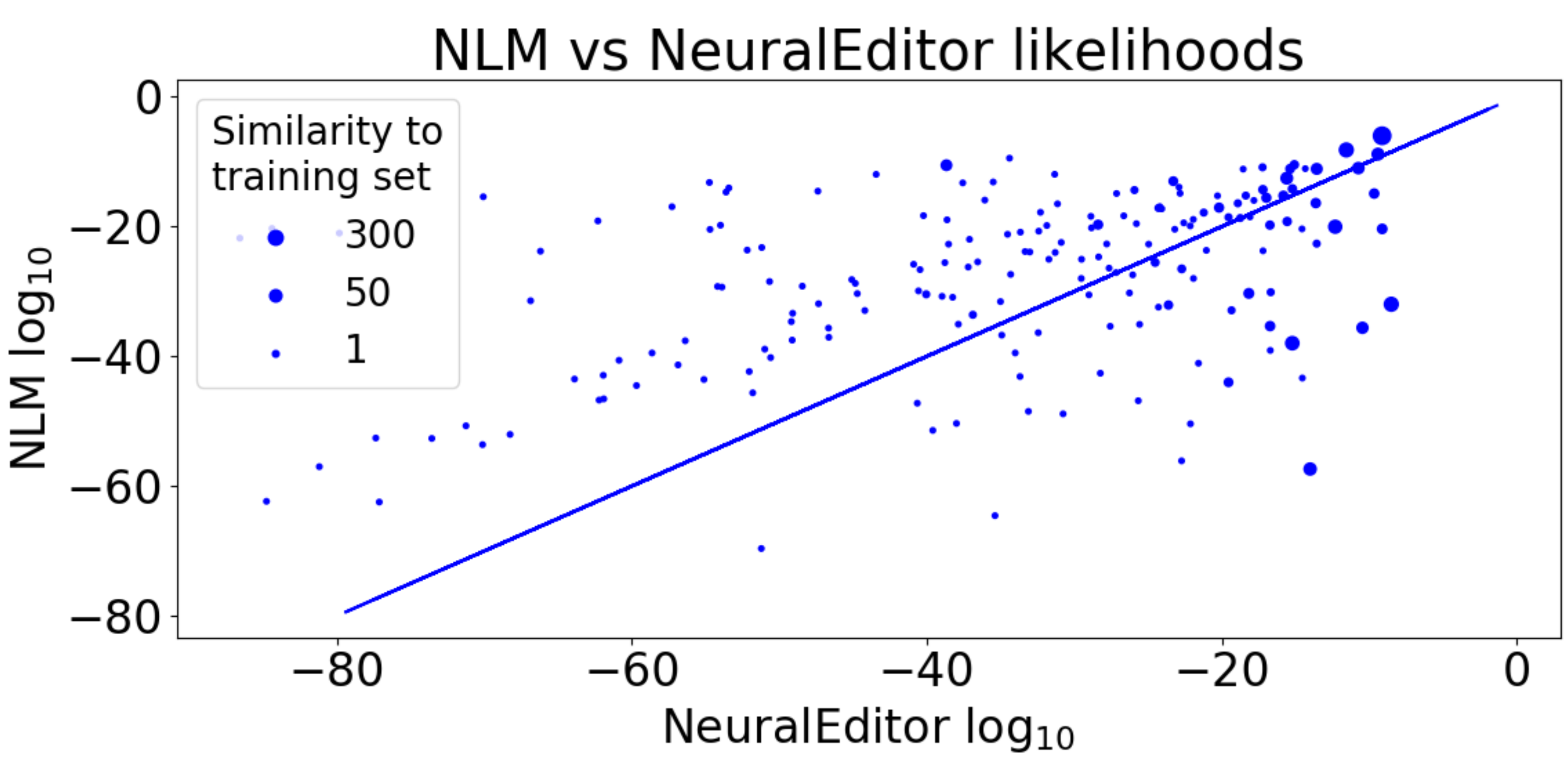
Perplexity (closer look)



neural LM

classic Kneser-Ney LM

similar



neural LM

NeuralEditor

different

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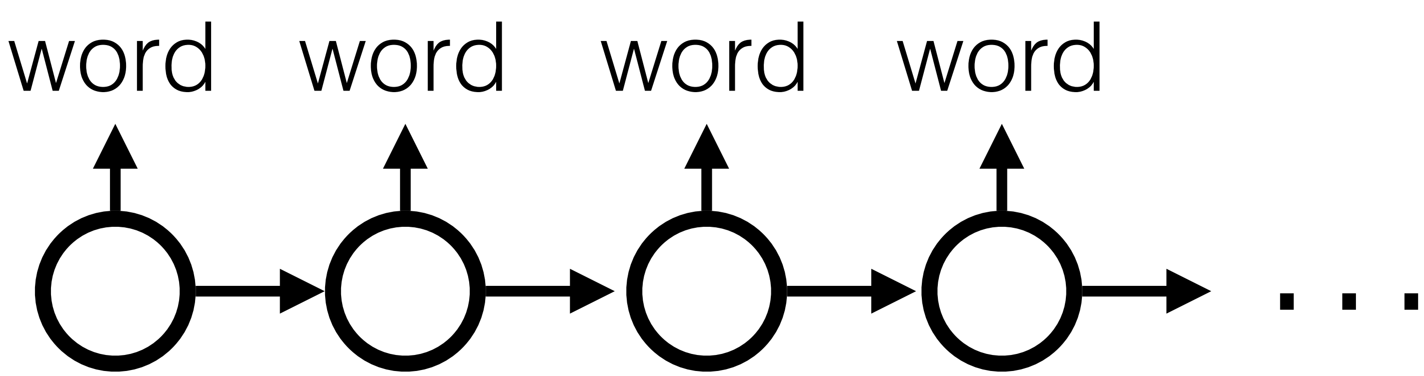
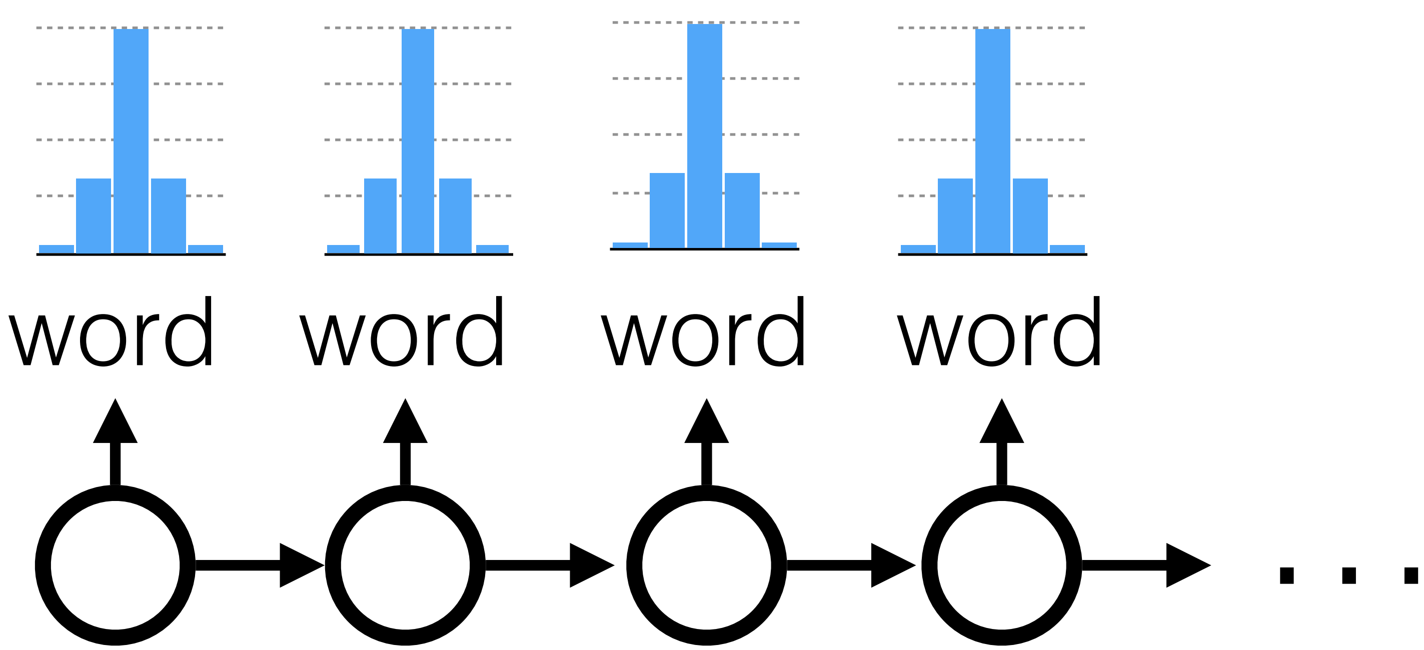


Naive way to increase diversity



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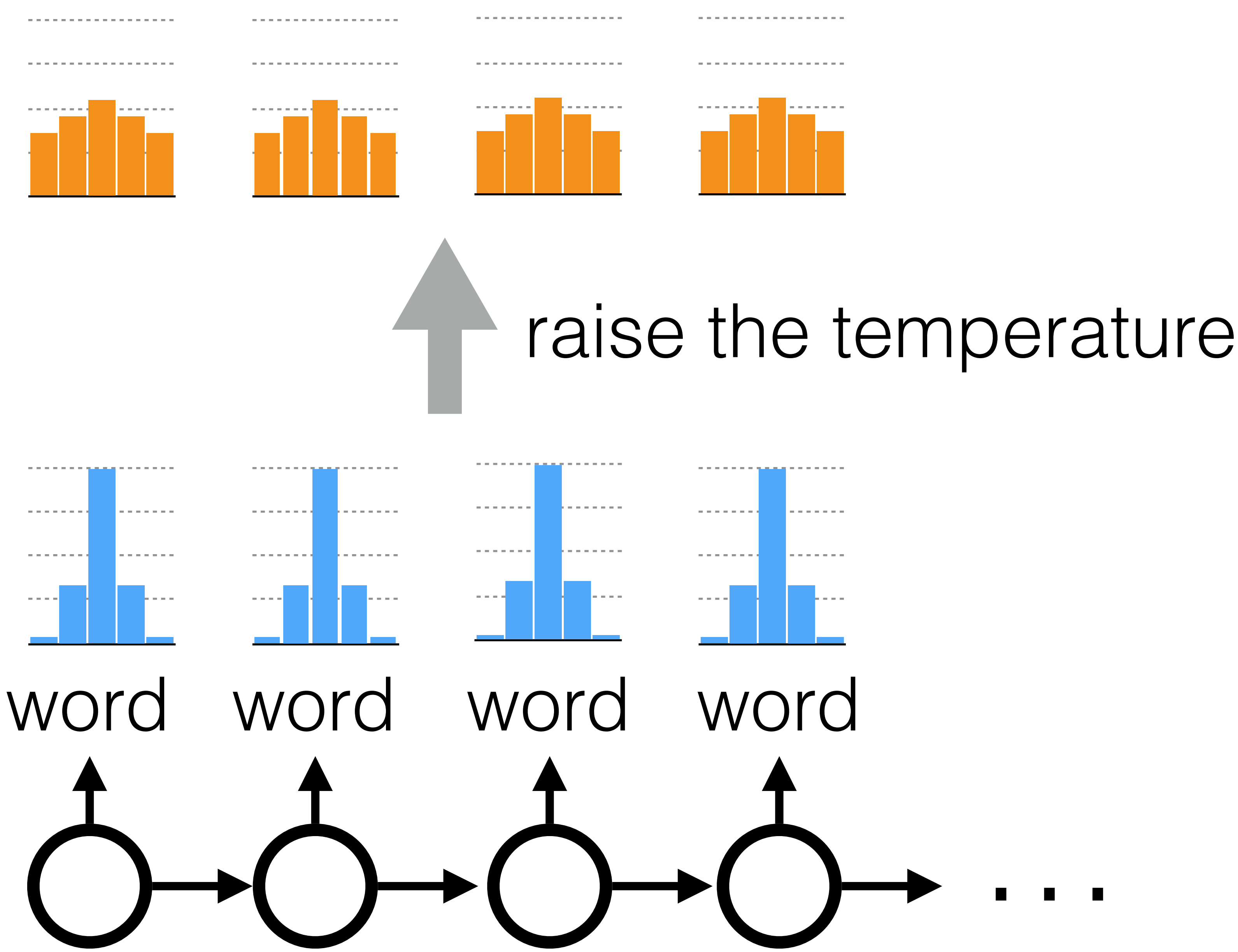

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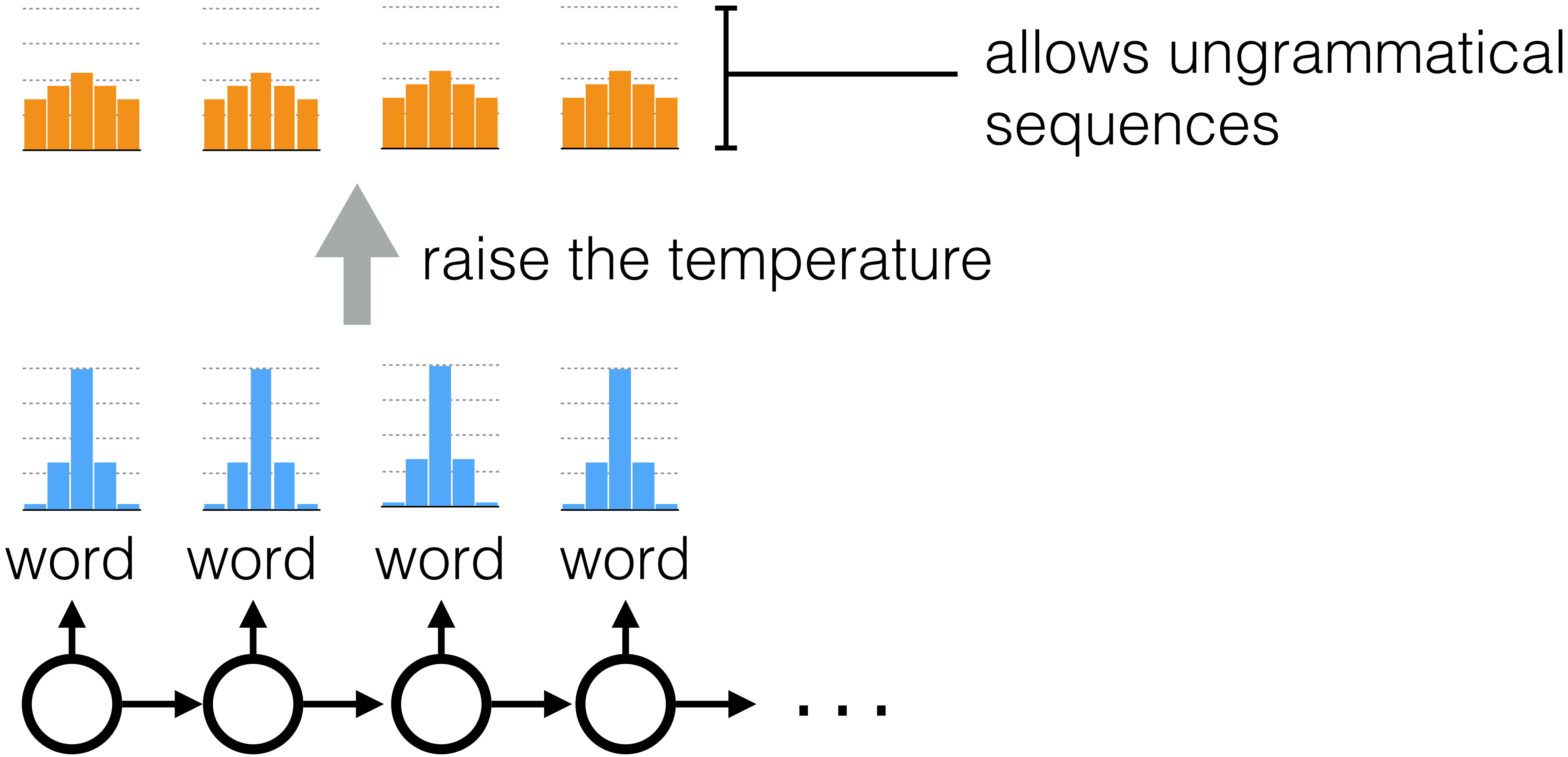

Increasing diversity of NeuralEditor

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$$z_p \sim p_{\text{proto}}$$

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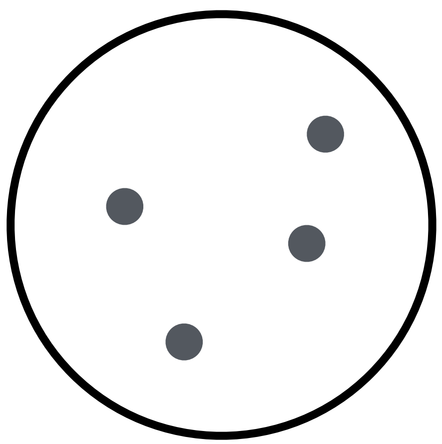

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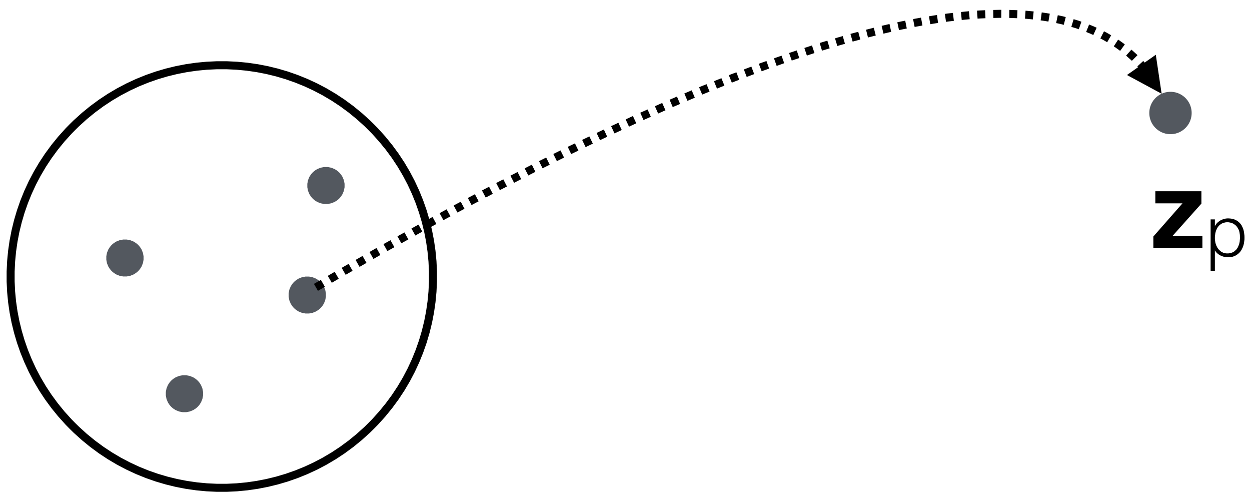

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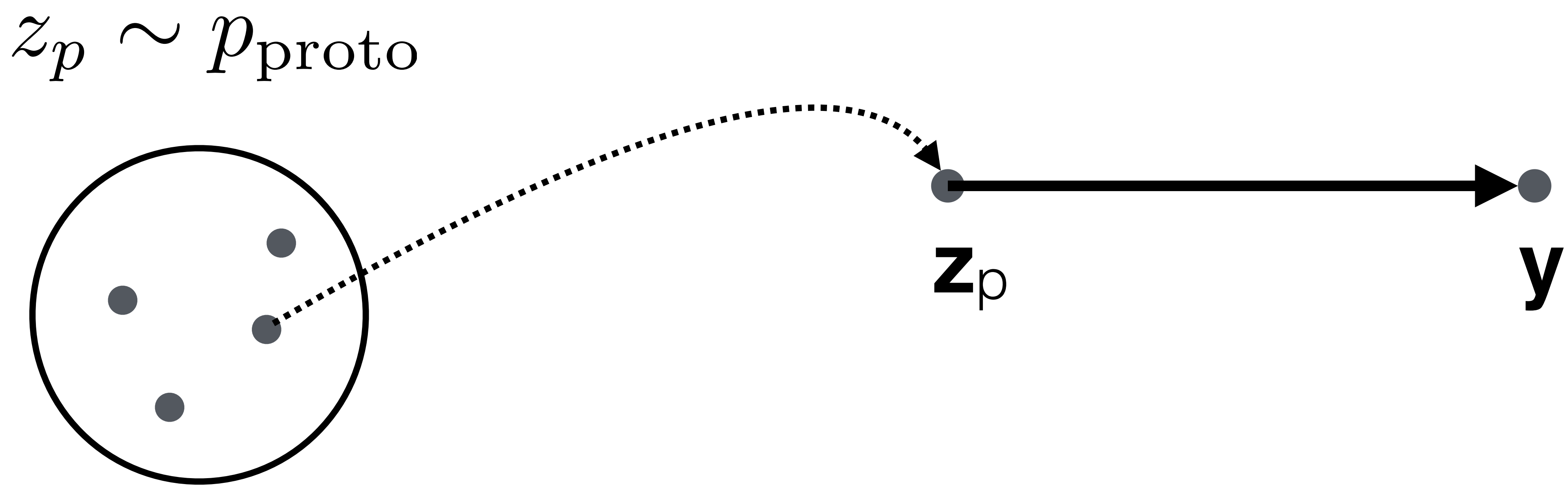

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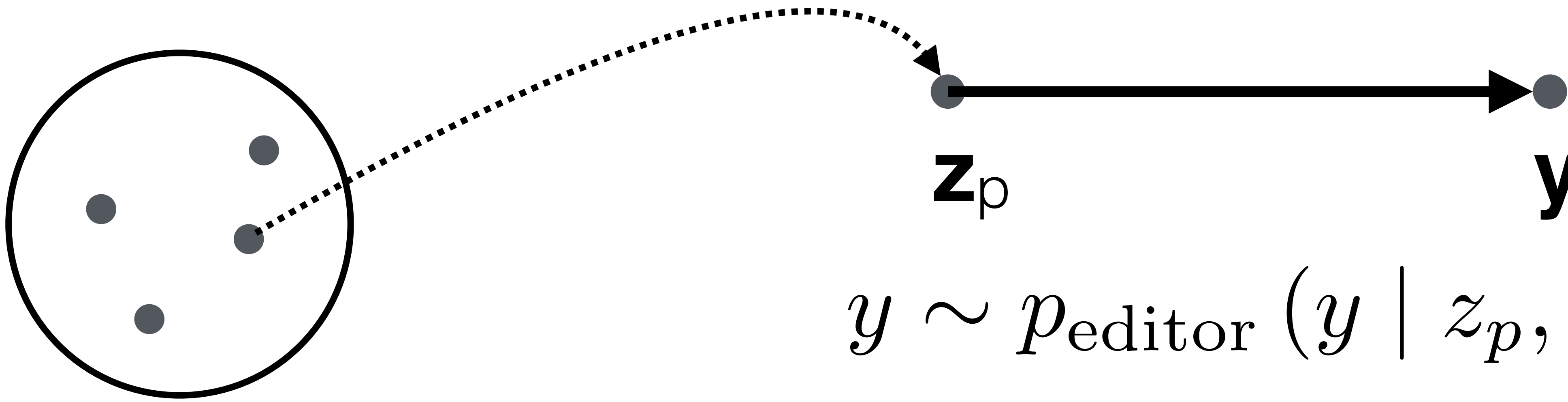
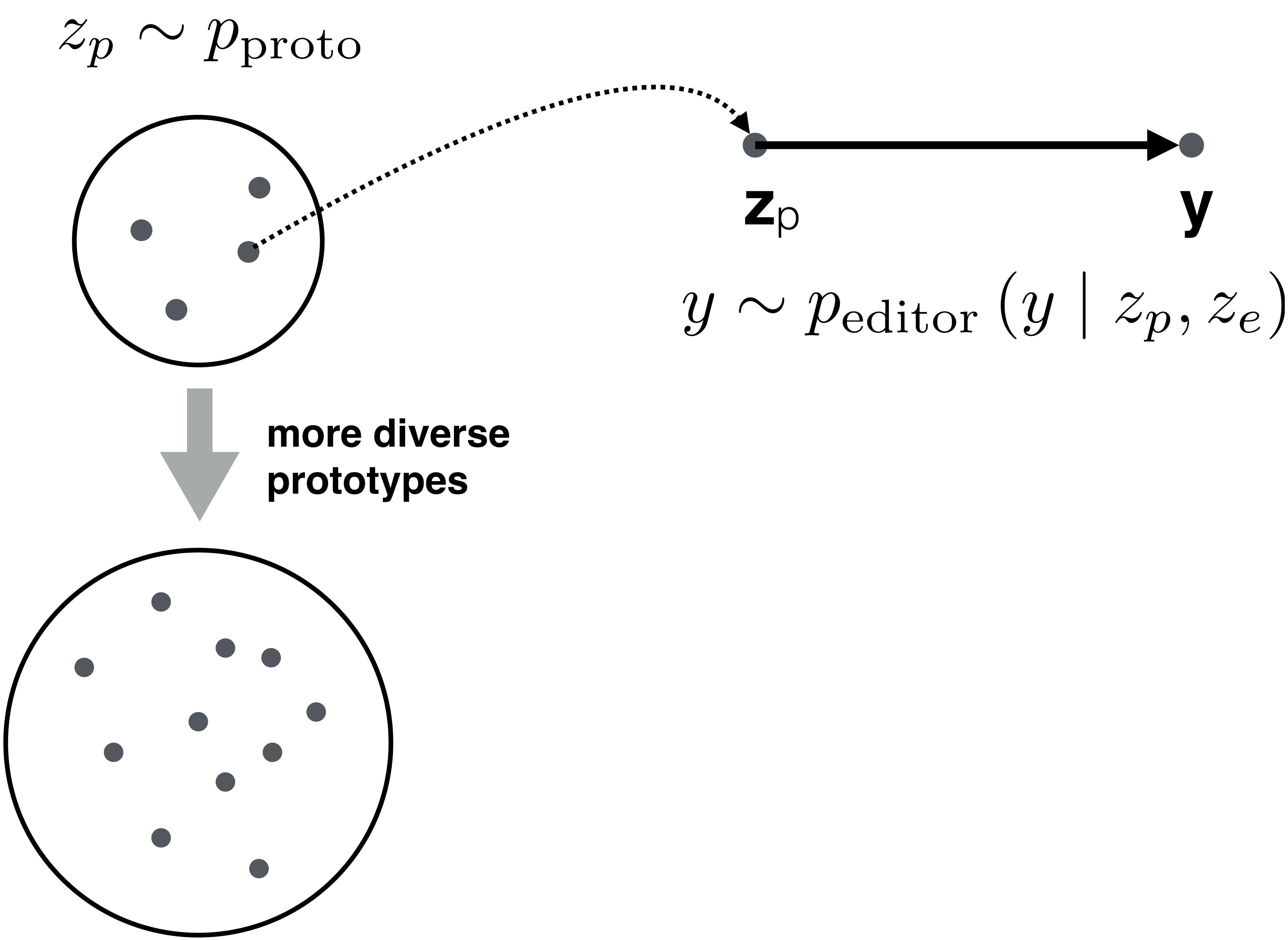
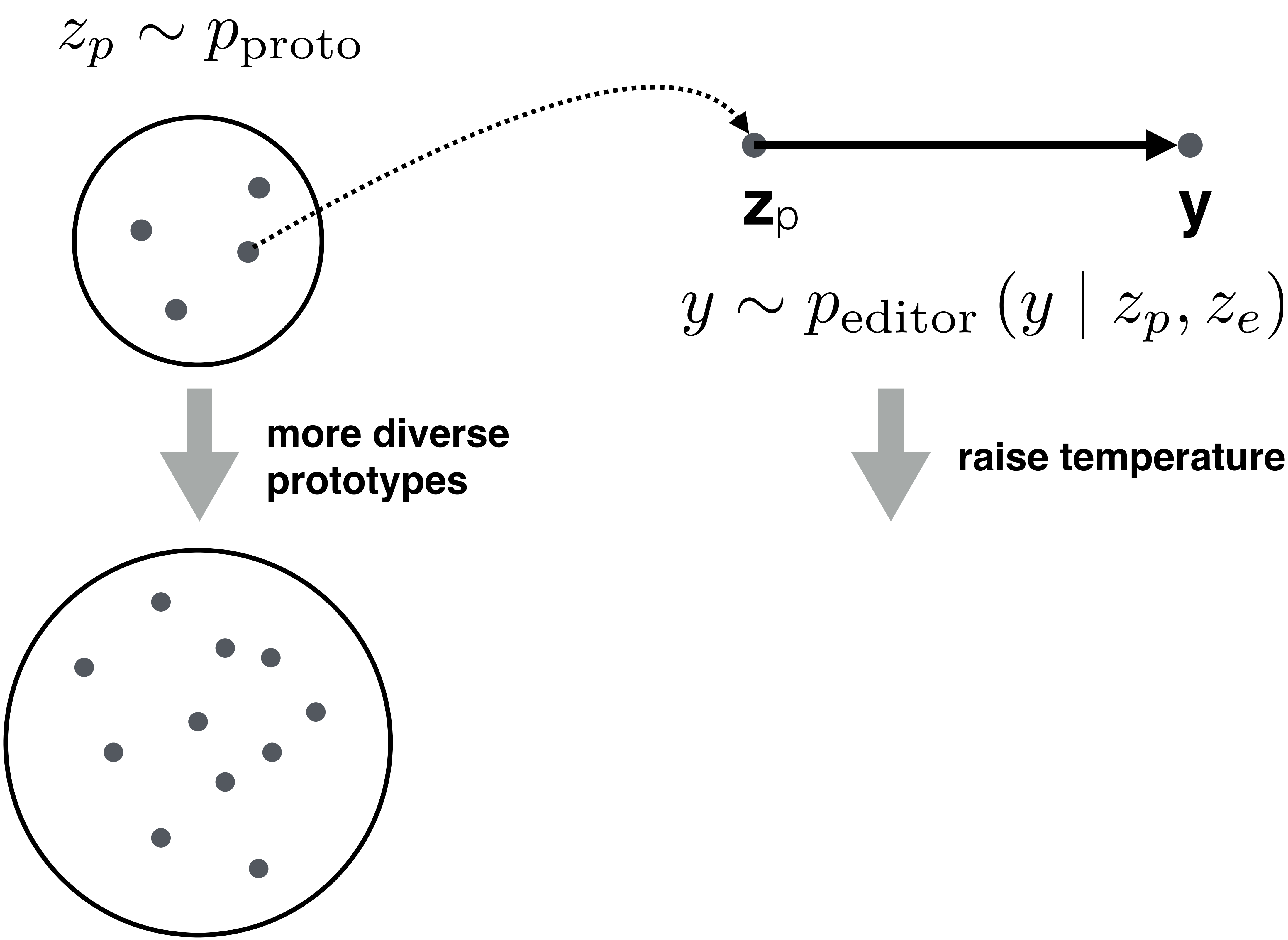


$$y \sim p_{\text{editor}}\left(y \mid z_p, z_e\right)$$

Increasing diversity of NeuralEditor

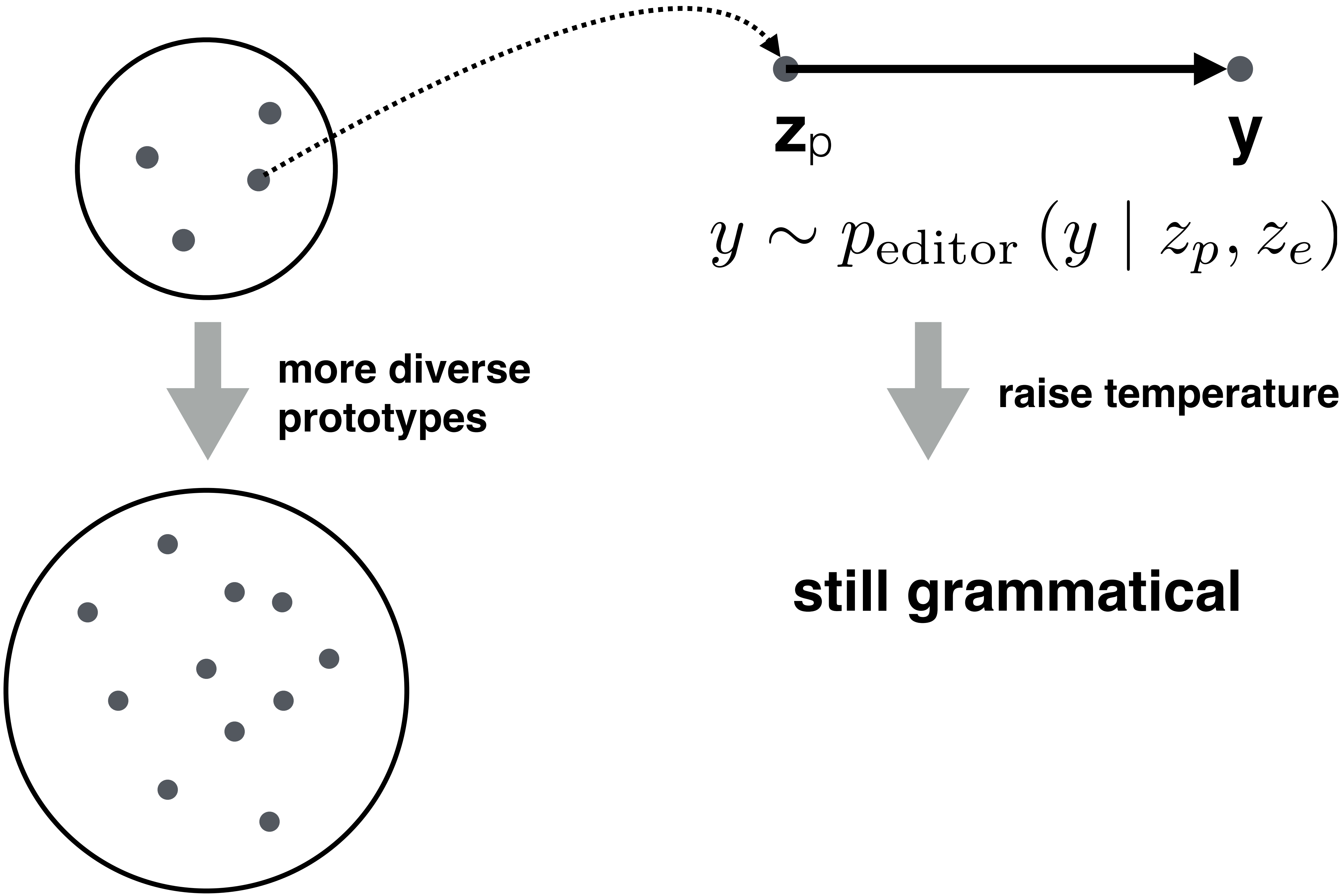


Increasing diversity of NeuralEditor



Increasing diversity of NeuralEditor

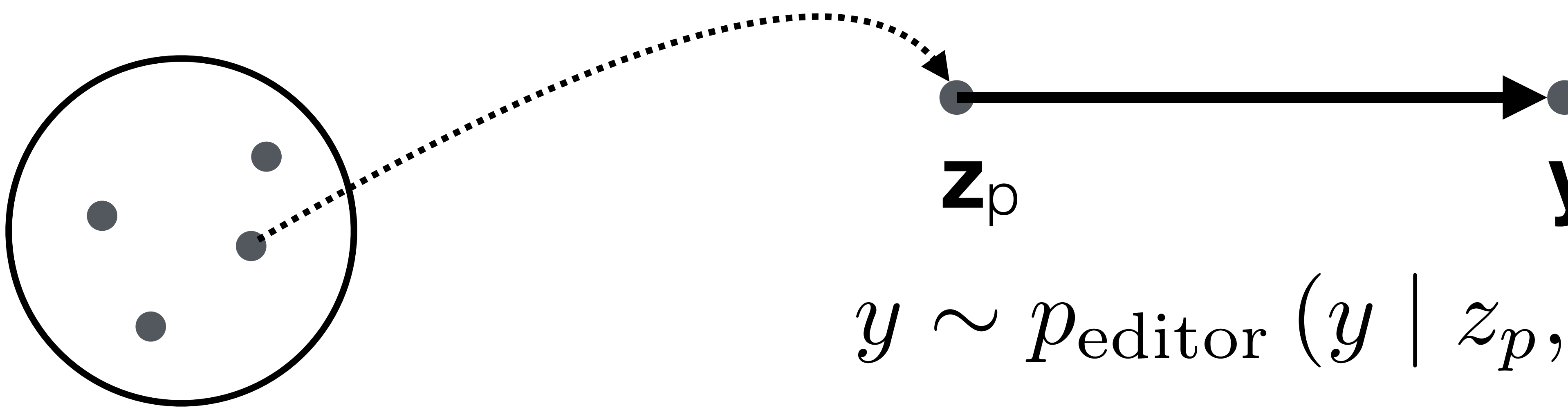
$$z_p \sim p_{\mathrm{proto}}$$



$$y \sim p_{\mathrm{editor}}\left(y \mid z_p, z_e\right)$$

Increasing diversity of NeuralEditor

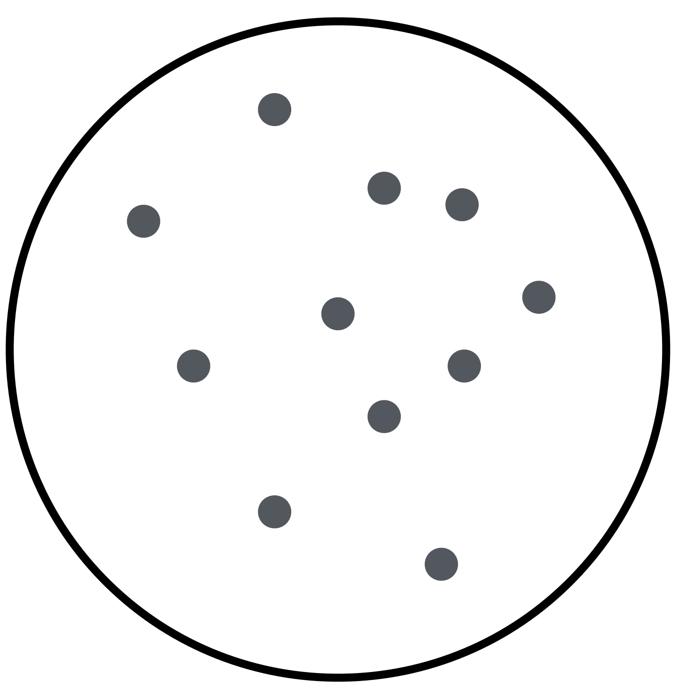
$z_p \sim p_{\text{proto}}$



$$y \sim p_{\text{editor}}\left(y \mid z_p, z_e\right)$$

more diverse prototypes

raise temperature

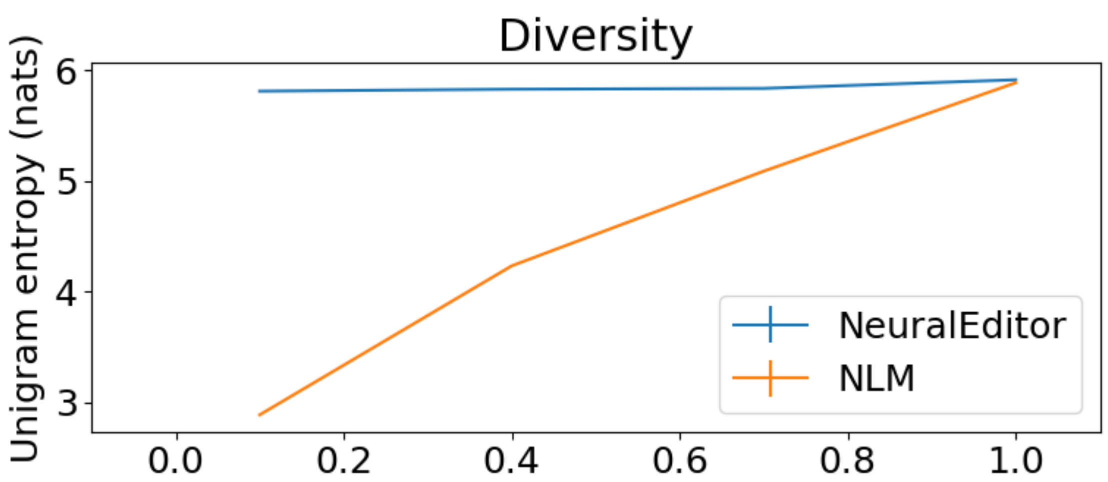


still grammatical

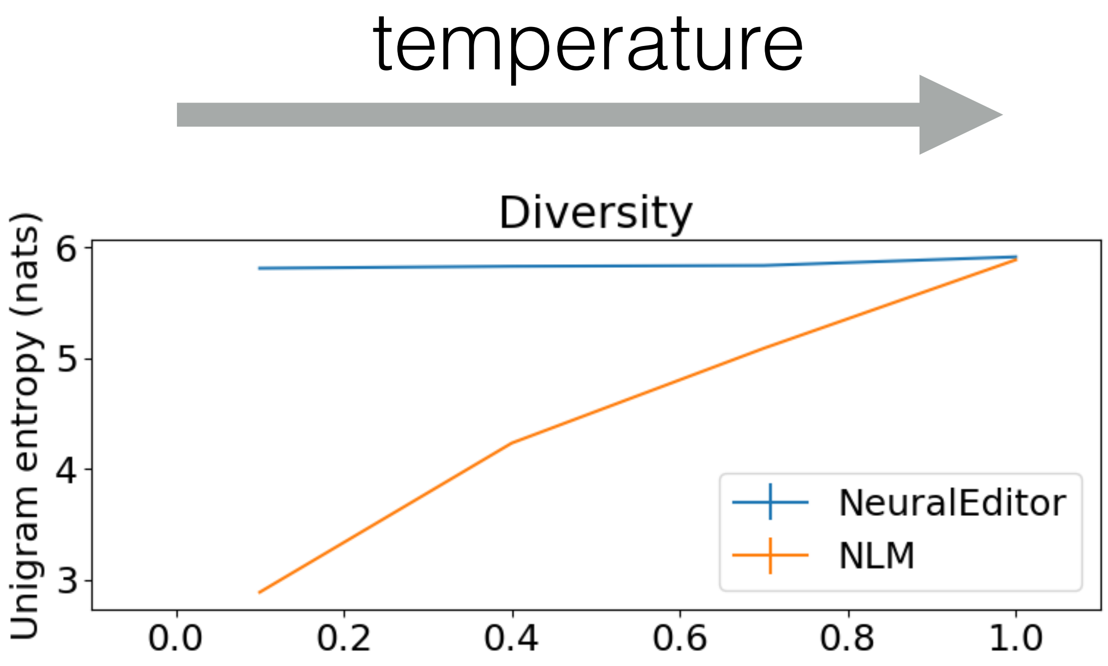
editor is only modeling minor variation
distribution is much easier to represent

Diversity: NLM vs NeuralEditor

Diversity: NLM vs NeuralEditor



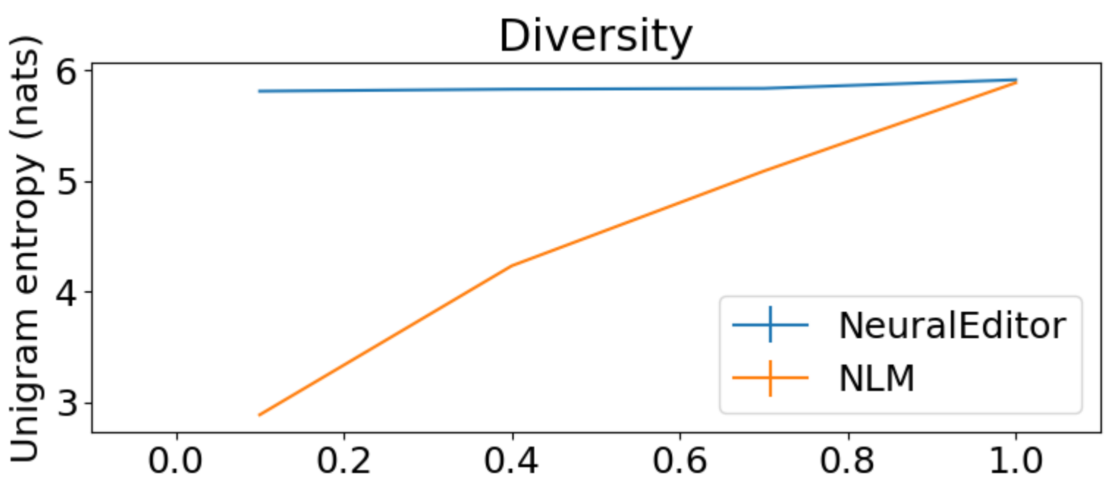
Diversity: NLM vs NeuralEditor



Diversity: NLM vs NeuralEditor

temperature

blue = NeuralEditor **orange** = NLM



Diversity: NLM vs NeuralEditor

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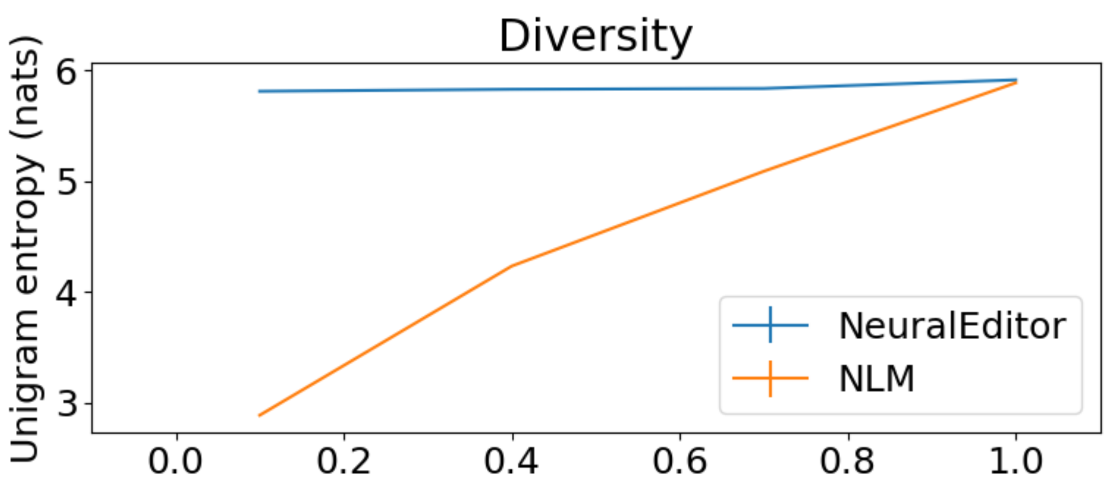
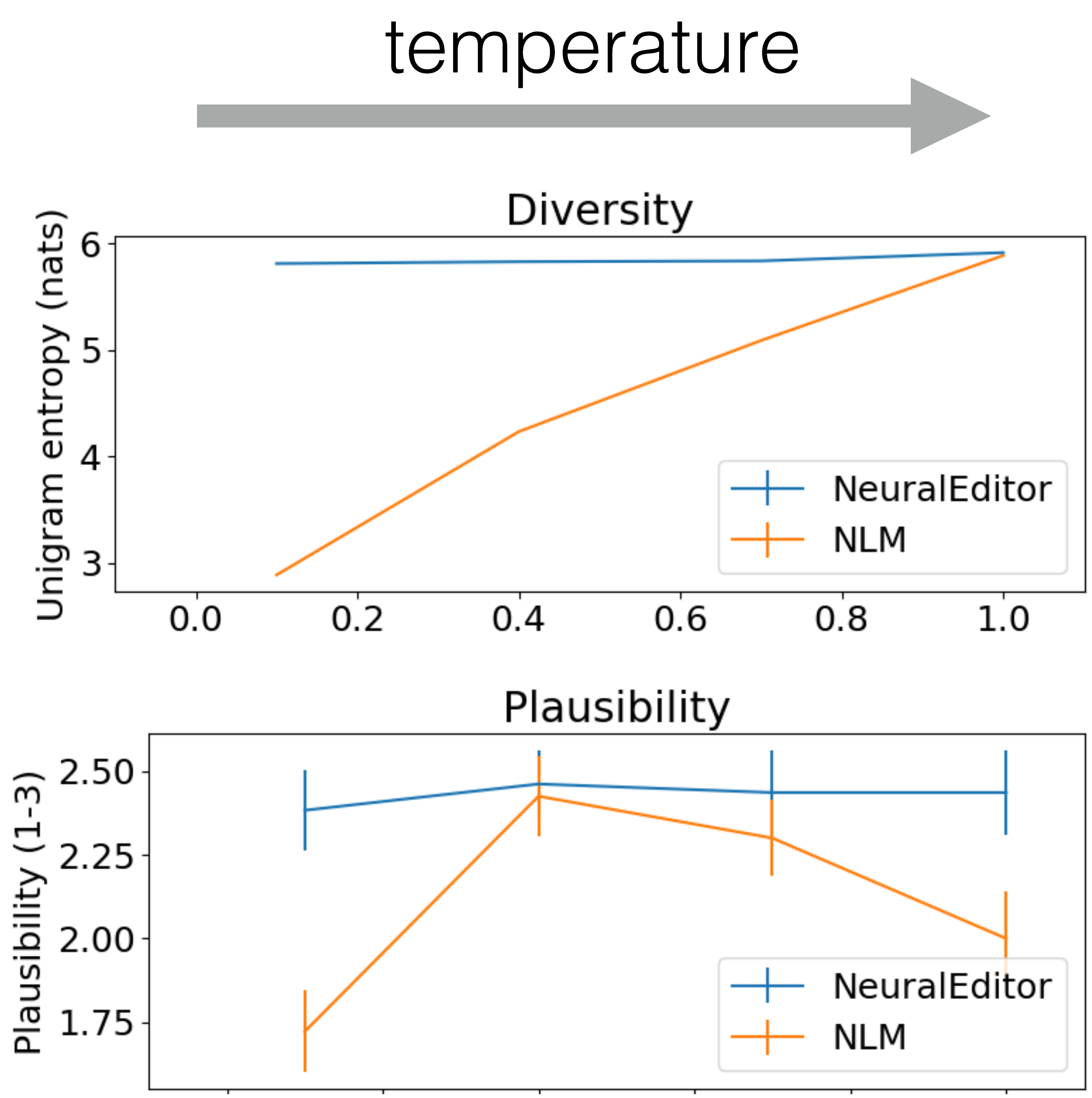


NeuralEditor is always diverse even at temperature = 0

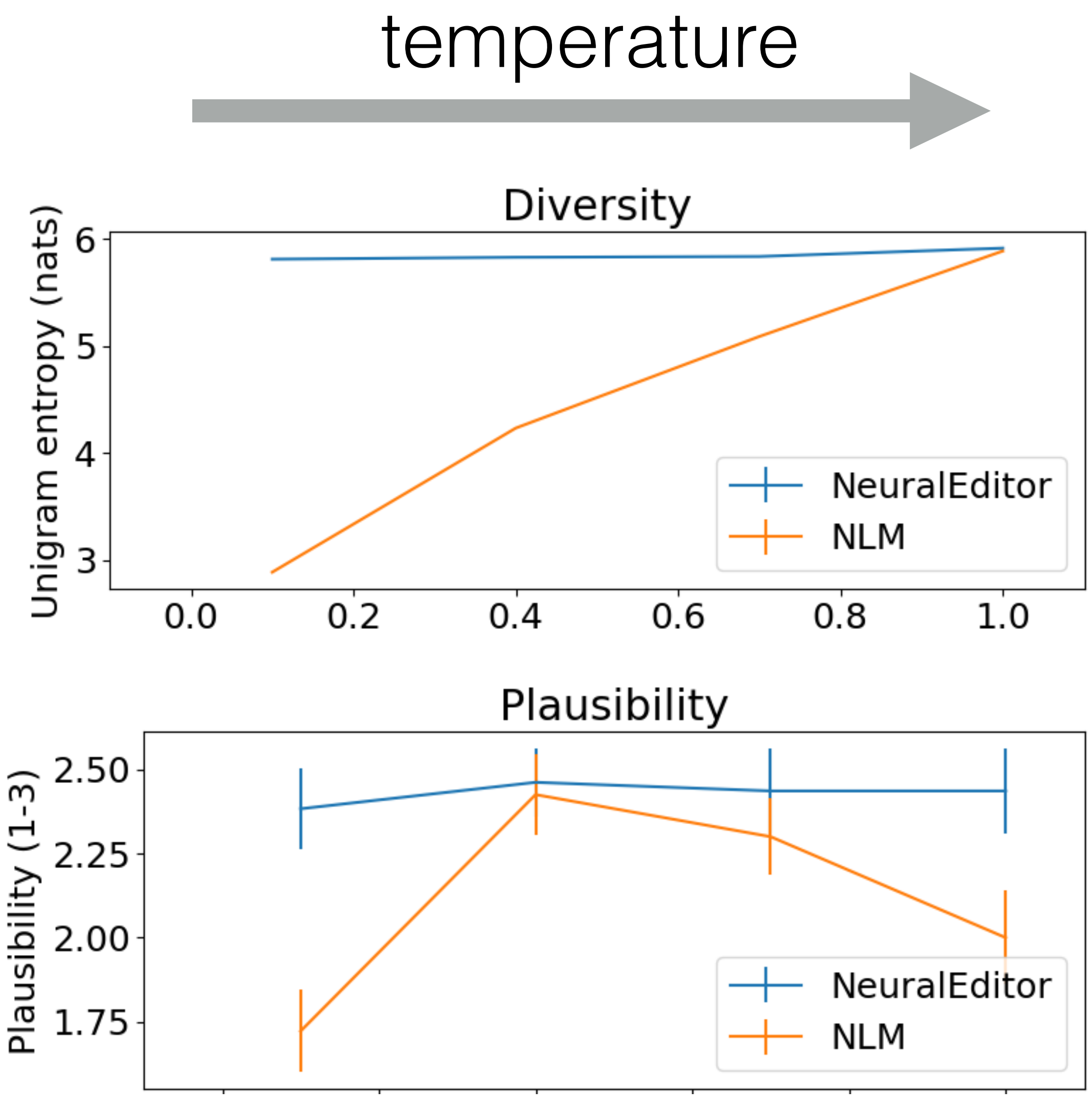
Diversity: NLM vs NeuralEditor



blue = NeuralEditor **orange** = NLM

NeuralEditor is always diverse even at temperature = 0

Diversity: NLM vs NeuralEditor

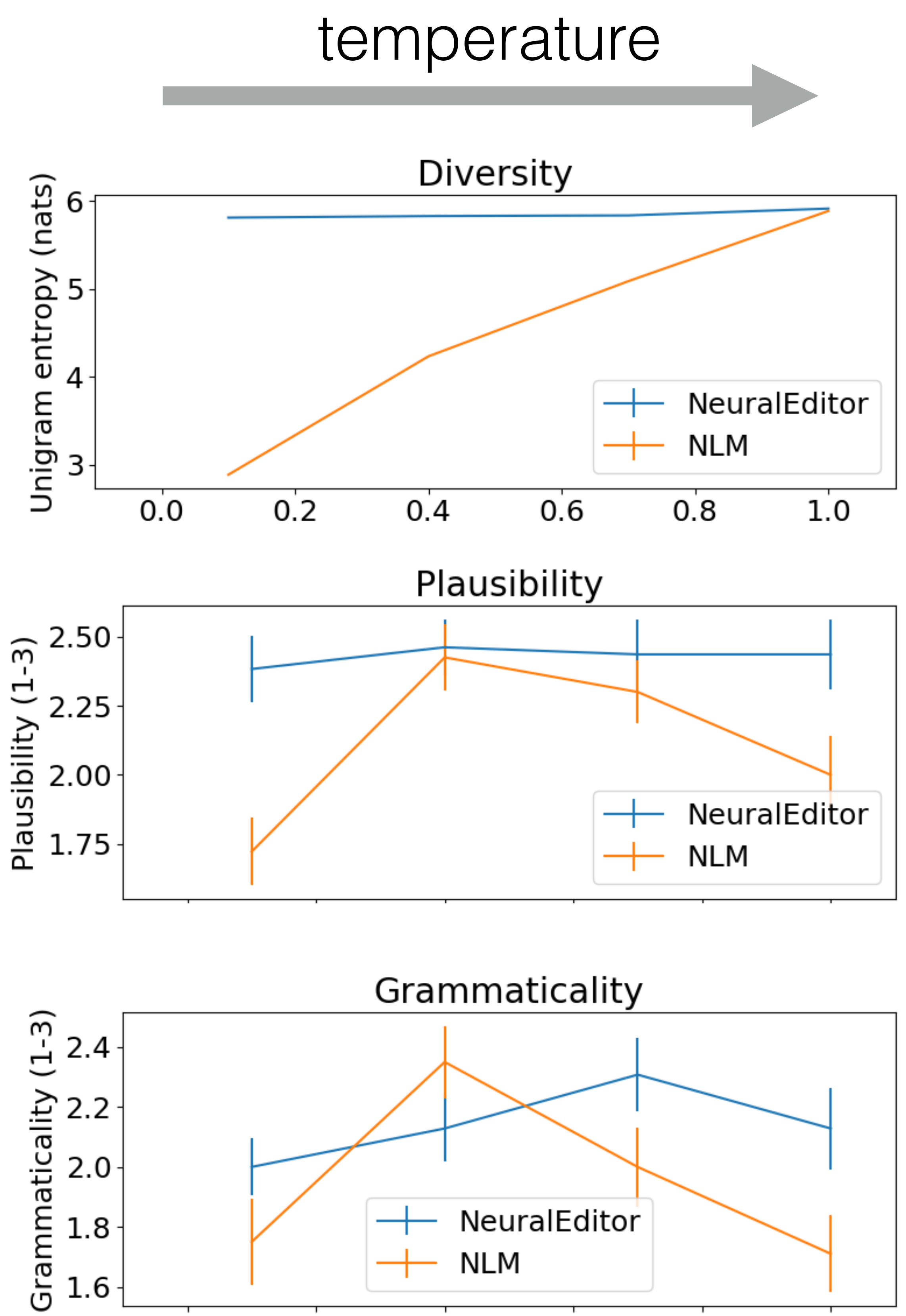


blue = NeuralEditor **orange** = NLM

NeuralEditor is always diverse even at temperature = 0

NeuralEditor generations more plausible at all temps

Diversity: NLM vs NeuralEditor

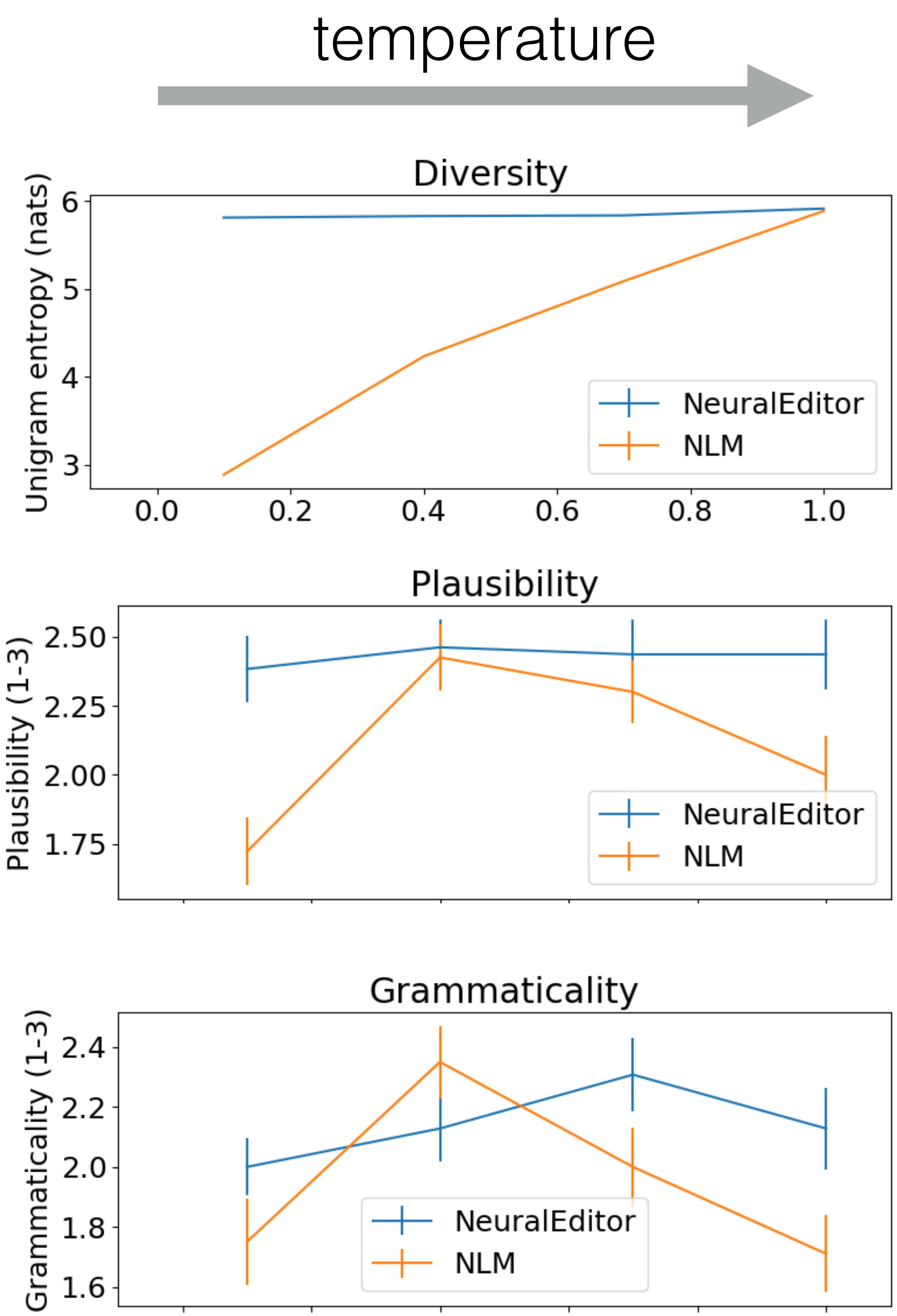


blue = NeuralEditor **orange** = NLM

NeuralEditor is always diverse even at temperature = 0

NeuralEditor generations more plausible at all temps

Diversity: NLM vs NeuralEditor



blue = NeuralEditor **orange** = NLM

NeuralEditor is always diverse even at temperature = 0

NeuralEditor generations more plausible at all temps

NLM grammaticality suffers for higher temperatures

Results

✓ **More diverse generations**

✓ **Higher quality generations**

✓ **Better perplexity** (BillionWord, Yelp reviews)

✓ **Edits are semantically meaningful**

- preserve semantic similarity
- can be used to perform sentence-level analogies

\end{**Results**}