# Dialog Systems and How to Score Them

Valentin Malykh, MIPT

#### iPavlov Project

Devoted to develop a library with building blocks for (almost) any NLP task

Sponsored by National Technology Initiative and Sberbank

3 years

Open to collaboration

iPavlov.ai



#### Dialog Systems: Where are they?





















- Task-oriented
- General

NIPS 2017 Live Competition

Presumed Dataset Size: 1000+ dialogs





- Task-oriented
- General

Person chats with a bot (or another person)



- Task-oriented
- General

Person chats with a bot (or another person)

They are discussing a news article



- Task-oriented
- General

Person chats with a bot (or another person)

They are discussing a news article

Human judgment at the end (consistency, overall adequacy)



The Judgement Scheme

- Like/dislike for each line of a bot
- End scoring:
  - quality
  - $^{\circ}$  breadth
  - engagement



# **Turing Test**

Two persons are talking indirectly

 $\frac{2}{3}$  of persons who talked to a bot

should say that it's a human



#### Dlalog Systems: How to Score Them?



#### Task-oriented Systems

Task Completion Rate (TCR)

# Successful Runs

Task Completion Rate =

# All Runs

End-to-end LSTM-based dialog control optimized with supervised and reinforcement learning

Jason D. Williams, Geoffrey Zweig, arxiv:1606.01269

#### **General Systems**

Word-Overlap

○ ROUGE

○ BLEU

$$P_n(r,\hat{r}) = \frac{\sum_k \min(h(k,r), h(k,\hat{r}_i))}{\sum_k h(k,r_i)}$$

○ METEOR

BLEU-N := 
$$b(r, \hat{r}) \exp(\sum_{n=1}^{N} \beta_n \log P_n(r, \hat{r}))$$

#### **General Systems**

Word-Overlap

• ROUGE

O BLEU

- $\circ$  METEOR
- Embedding-based
  - Greedy Matching
  - Embedding Average
  - Extreme Vector

$$\bar{e}_r = \frac{\sum_{w \in r} e_w}{\left|\sum_{w' \in r} e_{w'}\right|}$$

$$\text{EA} := \cos(\bar{e}_r, \bar{e}_{\hat{r}})$$



(b) Ubuntu

#### **General Systems**

#### How NOT To Evaluate Your Dialogue System: An Empirical Study of Unsupervised Evaluation Metrics for Dialogue Response Generation

Chia-Wei Liu, Ryan Lowe, Iulian V. Serban, Michael Noseworthy, Laurent Charlin, Joelle Pineau, arxiv:1603.08023

#### How to Live with That?



#### How to Live with That: Reinforcement Learning



#### How to Live with That

Reward-based Imitation (RBI)

• Forward Prediction (FP)

#### **Dialog-based Language Learning**

Jason Weston, arXiv:1604.06045

#### How to Live with That

-

Model	r=0	r = 0.1	r = 0.5	r=1
Reward Based Imitation (RBI)	0.333	0.340	0.365	0.375
Forward Prediction (FP)	0.358	0.358	0.358	0.358
RBI+FP	0.431	0.438	0.443	0.441

#### **Dialogue Learning With Human-In-The-Loop**

Jiwei Li, Alexander H. Miller, Sumit Chopra, Marc'Aurelio Ranzato, Jason Weston, arxiv:1611.09823

#### How to Live with That

#### **bAbI Task 6: Partial Rewards**

Mary went to the hallway. John moved to the bathroom. Mary travelled to the kitchen. Where is Mary? kitchen Yes, that's right! Where is John? bathroom Yes, that's correct! (+)

# WikiMovies Task 6: Partial RewardsWhat films are about Hawaii?50 First DatesCorrect!50 First DatesWho acted in Licence to Kill?Billy MadisonNo, the answer is Timothy Dalton.DramaWhat genre is Saratoga Trunk in?DramaYes! (+)...

#### Questions?

