# Recent Advances towards Dialogue Systems in Open Domain

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# **Conversational AI**

- Human-computer conversation has been attracting increasing attention.
- Conversational agent (ChatBot)
  - e.g., Xiaoice (Microsoft), Turing Robot
- Virtual personal assistant
  - e.g., Cortana (Microsoft), Siri (Apple), Now (Google)
- E-commerce customer service robot
  - e.g., Alime (Alibaba), Jimi (JingDong)













# **Taxonomy of Dialogue Systems**

## Domain

- Vertical domain (Task driven)
  - Complete domain-specific tasks (e.g., hotel booking, weather enquiries, etc)
- Open domain (Non-task driven)
  - □ Naturally and meaningfully converse with humans on any open domain topics

## Technique

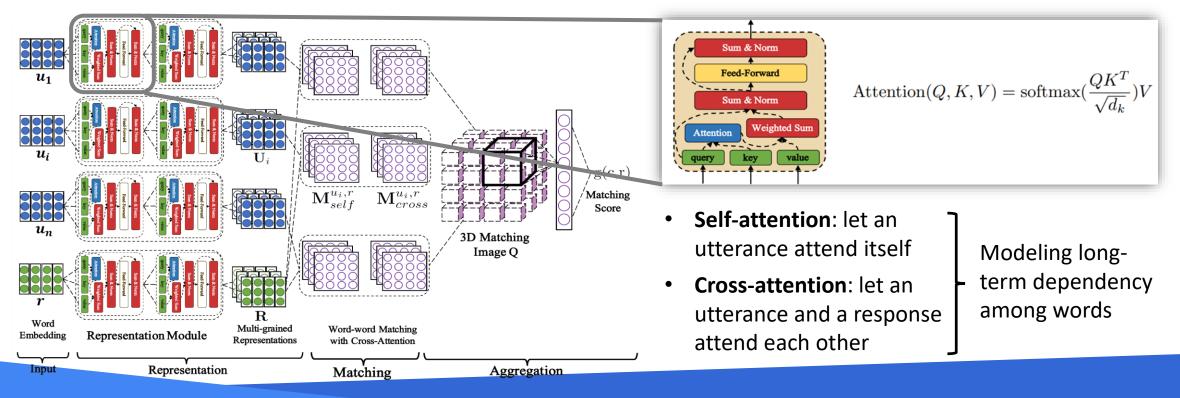
- Templated-based
- Retrieval-based
- Generation-based
- Ensemble-based

# **Retrieval-based Approaches**

## I. Representations Go Deep

[Zhou et al., ACL 2018]

- Deep Attention Matching Network (DAM)
  - Representing utterances and responses by stacking multiple attention modules

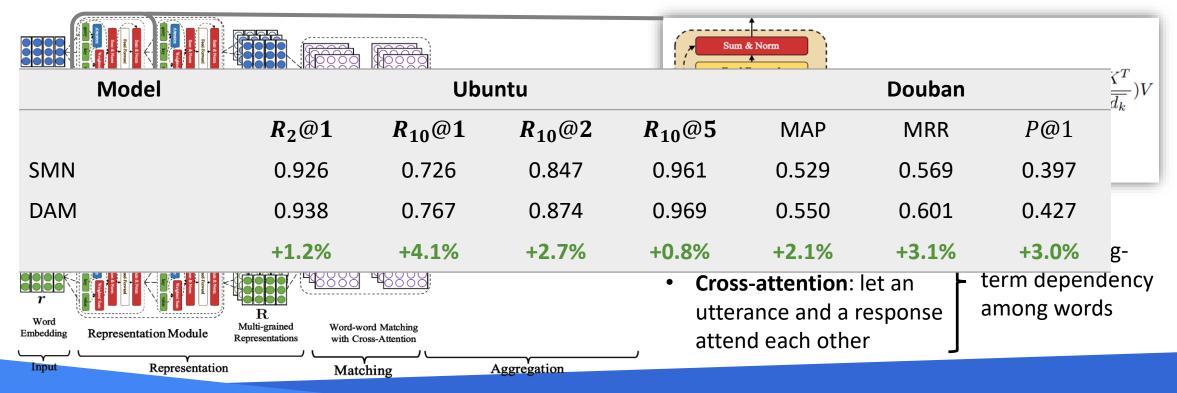


Zhou et al., Multi-turn Response Selection for Chatbots with Deep Attention Matching Network. ACL'18

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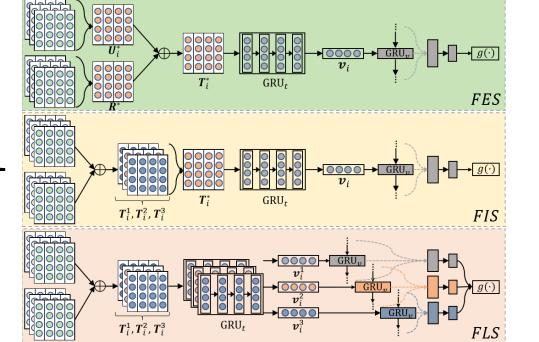


Zhou et al., Multi-turn Response Selection for Chatbots with Deep Attention Matching Network. ACL'18

## II. Representations Go Wide

[Tao et al., WSDM 2019]

- Multi-Representation Fusion Network (MRFN)
  - Fusing multiple types of representations are helpful, but how to fuse matters.
- Word2Vec
- Char-based Embedding
- CNN
- RNN
- Self-attention
- Cross-attention



Fusing **before** interaction

Fusing **after** interaction, but **before** aggregation

### Fusing **in the** end

## II. Representations Go Wide

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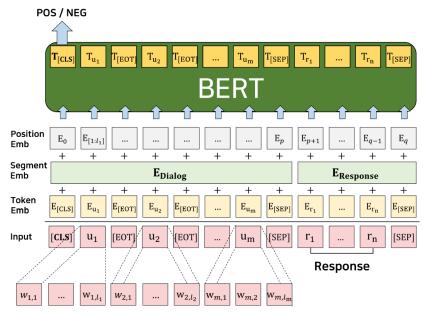
Model	Ubuntu				Douban		
	<i>R</i> <sub>2</sub> @1	<i>R</i> <sub>10</sub> @1	<i>R</i> <sub>10</sub> @2	<i>R</i> <sub>10</sub> @5	MAP	MRR	P@1
SMN	0.926	0.726	0.847	0.961	0.529	0.569	0.397
DAM	0.938	0.767	0.874	0.969	0.550	0.601	0.427
MRFN(FES)	0.930	0.742	0.857	0.963	0.538	0.583	0.405
MRFN(FIS)	0.936	0.762	0.870	0.967	0.558	0.605	0.438
MRFN(FLS)	0.945	0.786	0.886	0.976	0.571	0.617	0.448
	+0.7%	+1.9%	+1.2%	+0.7%	+2.1%	+1.6%	+2.1%
	<b>.</b>	$T_i^1, T_i^2$	$r_i^2$ , $T_i^3$ GRU <sub>t</sub>	$v_i^3$	FLS		

Tao et al., Multi-Representation Fusion Network for Multi-turn Response Selection in Retrieval-based Chatbots. WSDM'19

## III. Representations from Pre-Training

[Whang et al., arXiv]

Pre-training neural networks on large scale data sets as representations significantly improves the existing models.



Dialog Context Bi-directional Encoder Representations from Transformer (BERT)

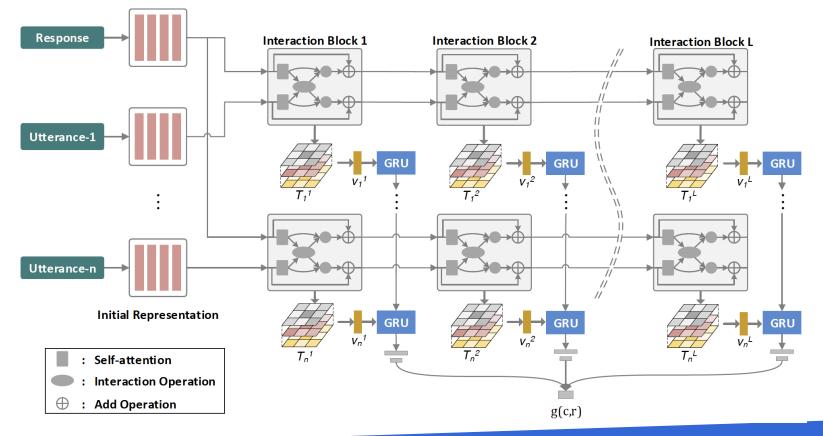
Model	$R_{10}@1$	$R_{10}@2$	$R_{10}@5$	
MultiView	0.662	0.801	0.951	
DL2R	0.626	0.783	0.944	
AK-DE-biGRU	0.747	0.868	0.972	
<b>SMN</b> <sub>dynamic</sub>	0.726	0.847	0.961	
DUA	0.752	0.868	0.962	
DAM	0.767	0.874	0.969	
IMN	0.777	0.888	0.974	
ESIM	0.796	0.894	0.975	
MRFN <sub>FLS</sub>	0.786	0.886	0.976	
<b>BERT</b> <sub>base</sub>	0.817	0.904	0.977	
BERT-DPT	0.851	0.924	0.984	
BERT-VFT	0.855	0.928	0.985	
BERT-VFT(DA)	0.858	0.931	0.985	

Table 1: Model comparison on Ubuntu Corpus V1.

# **Matching with Better Interaction**

- Interaction-over-interaction network
  - Representations-[Interaction]<sup>K</sup> -Aggregation

[Tao et al., ACL 2019]



# Matching with Better Interaction

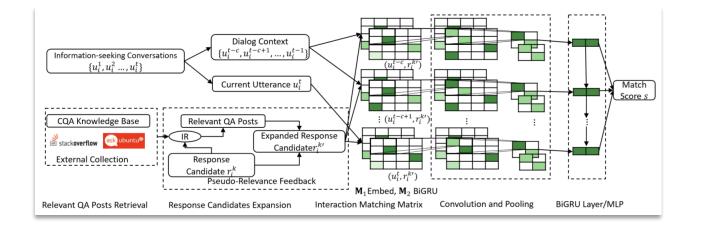
Interaction-over-interaction network

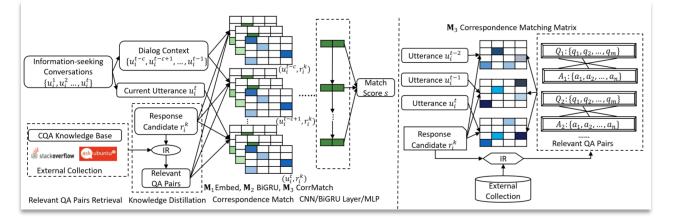
Representations-[Interaction]<sup>K</sup> -Aggregation

[Tao et al., ACL 2019]

	Response	Interaction B	lock 1 Inte	eraction Block 2	Interactio	n Block L	
Model		Ubuntu			Douban		
	<b>R</b> <sub>2</sub> @1	<i>R</i> <sub>10</sub> @1	<i>R</i> <sub>10</sub> @2	<i>R</i> <sub>10</sub> @5	MAP	MRR	<i>P</i> @1
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101	0.947	0.796	0.894	0.974	0.573	0.621	0.444
	Initial Representation		$\rightarrow$ GRU	$\downarrow$		$\downarrow$ $\rightarrow$ $\downarrow$	
	Self-attention	$T_n^1$		$T_n^2$	$T_n^L$		
	<ul> <li>Interaction Operation</li> <li>Add Operation</li> </ul>			g(c,r)			

## Matching with External Knowledge





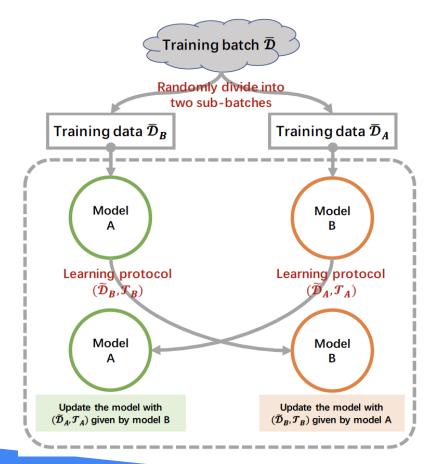
#### [Yang et al., SIGIR 2018]

# Knowledge is incorporated into matching through *Pseudo Relevance Feedback*

# Knowledge is incorporated into matching through an *Extra Matching Channel*

# Learning a Better Matching model

Learning with Co-Teaching – Denoising with Your Peer



## **Key Ideas**

 Teaching: two models judge quality of training examples mutually. The knowledge is transferred between the two models through learning protocols.

[Feng et al., ACL 2019]

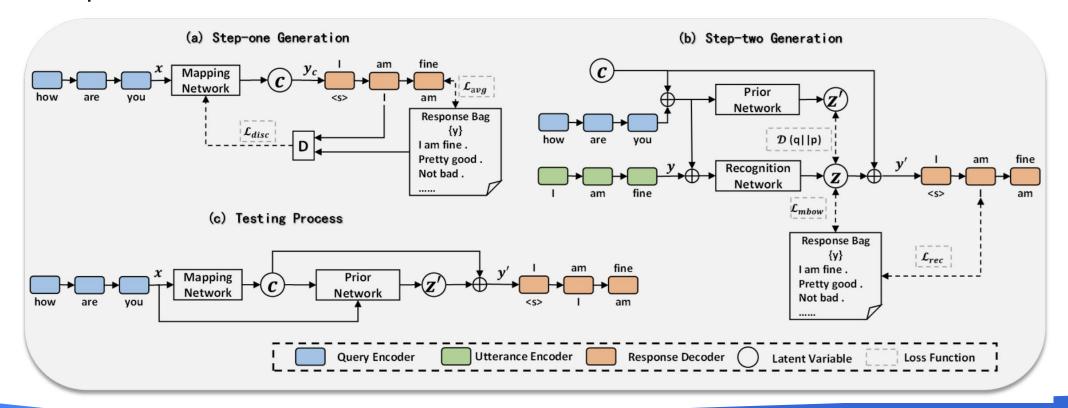
- Learning: two models learn from their peers via the transferred learning protocols.
- Co-evolving: through teaching and learning, the two models get improved together.
- Resemble: two peer students who learn from different but related materials inspire each other during learning through knowledge exchange.

# **Generation-based Approaches**

# **Response Diversity**

### [Xu et al., ACL 2019]

 Modeling the 1-to-n mapping by considering the correlation of different valid responses.



# **Response Diversity**

[Xu et al., ACL 2019]

 Controlling multiple attributes in response generation (customize responses by tailoring the set of attributes)

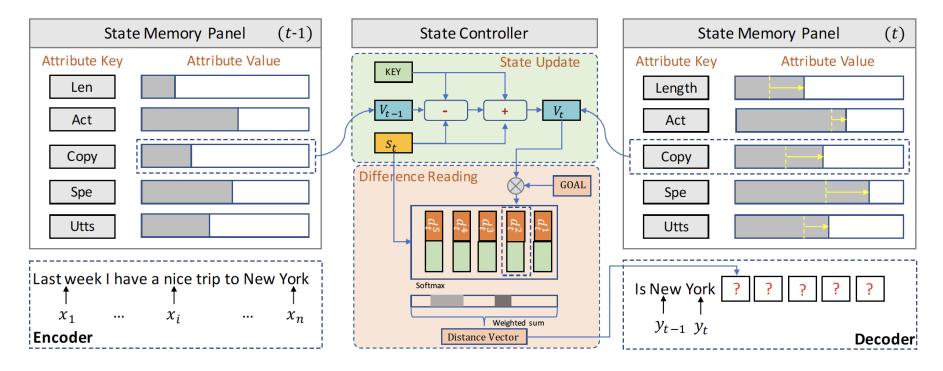
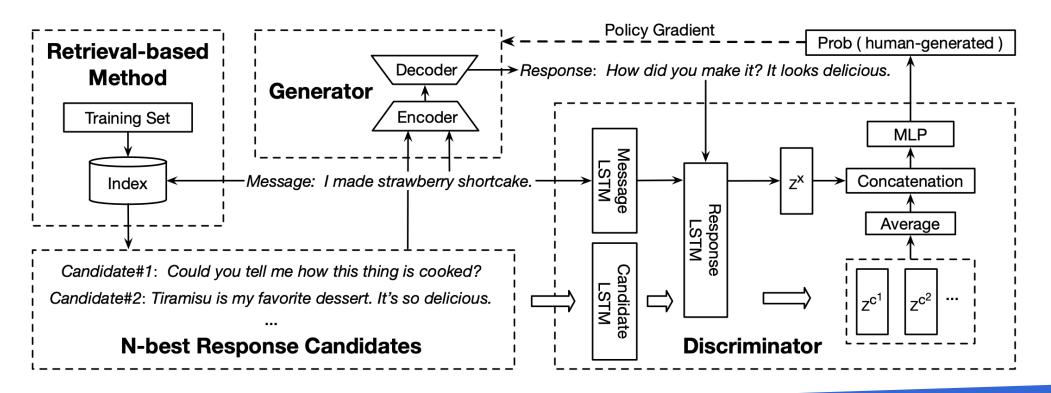


Figure 1: Architecture of goal tracking memory enhanced sequence-to-sequence model.

# **Retrieval-then-Generation**

[Zhu et al., ACL 2019]

 Retrieval-Enhanced Adversarial Training (REAT) method for neural response generation.



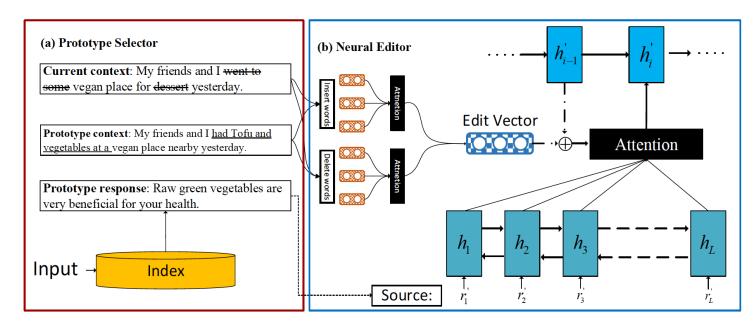
# **Retrieval-then-Generation**

[Wu et al., AAAI 2019]

### • A prototype-then-edit paradigm for response generation

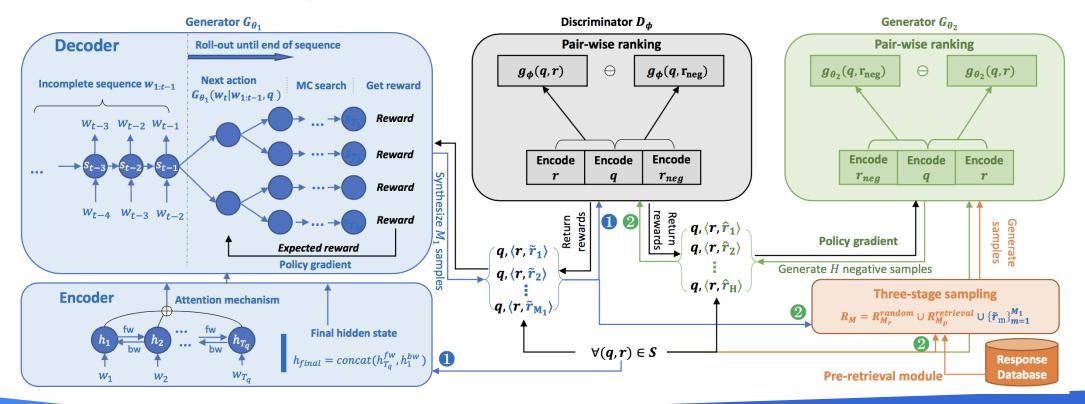
Context	My friends and I - <del>went to some</del> ve- gan place for <del>dessert</del> yesterday.		
Prototype context	My friends and I <u>had Tofu and</u> vegetables at a vegan place <u>nearby</u> yesterday.		
Prototype	Raw green vegetables are very		
response	beneficial for your health.		
Revised	Desserts are very bad for your		
response	health.		

Table 1: An example of context-aware prototypes editing. <u>Underlined words</u> mean they do not appear in the original context, while words with strikethrough mean they are not in the prototype context. Words in bold represent they are modified in the revised response.



# **Retrieval-Generation Ensemble**

 An adversarial learning framework for enhancing a retrieval-generation ensemble model (mutual enhanced)



<sup>[</sup>Zhang et al., SIGIR 2019]

# More Challenges to Dialogue System

- Larger context (especially in multi-turn dialogue)
  - How to encode long context information
  - Dose the neural model understand the context?
- How to select/generate a meaningful and coherent reply?
- How to incorporate domain knowledge, world knowledge?
- How to design fast (approximate) algorithms for efficient training and inference.
  - Current dialog models are clumsy and require long training time and huge computational power.



# **Looking Forward**

- Model Design -> Model Learning
- Single Modality -> Multiple Modalities
- Big Data -> Small Data
  - Big data: mixed intentions, styles, characters, .....
  - Small data: specific intention, style, character, .....

# Single Modality to Multiple Modalities

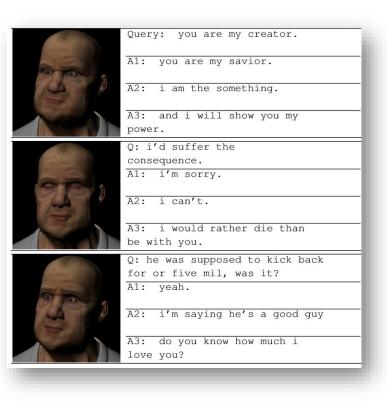
Conversation + Scene + Sentiment Caption and Question Image Scene + Sentiment Facial Expression

> Conversation Turn 1: "Hanging out on Saturday."

Conversation Turn 2: "Did you have a good time?"



Huber et al., Emotional Dialogue Generation using Image-Grounded Language Models. CHI'18



Chu et al., A Face-to-Face Neural Conversation Model. CVPR'18



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