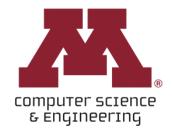
CSCI 5541: Natural Language Processing

Lecture 9: Language Models: Evaluations

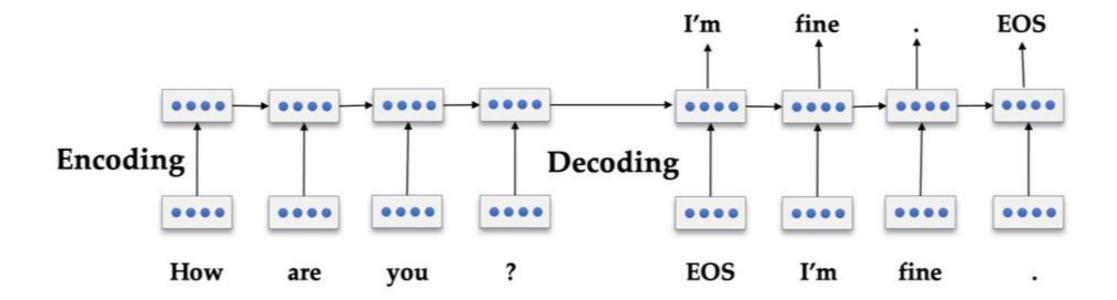




Applications

Dialogue Generation

Seq2Seq based chatbot



Knowledge/world grounding

Persuasion

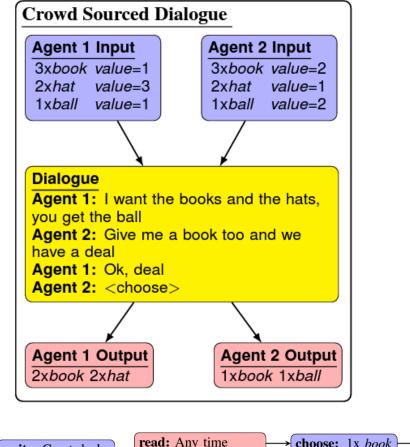
Negotiation

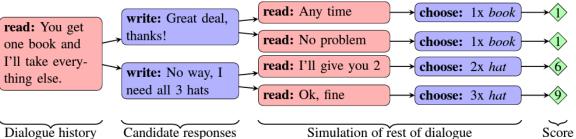
Collect human-human conversations with specific conditions/goals and computationally model their behaviors

Recommendation

Personalization

Knowledge





Deal or No Deal? End-to-End Learning for Negotiation Dialogues

Friends of agent A:

| Name | School | Major | Company |
|-----------------|----------------------|---------------------------------|------------------|
| Jessica Josh | Columbia Columbia | Computer Science Linguistics | Google Google |
| | ••• | ••• | |

A: Hi! Most of my friends work for Google

B: do you have anyone who went to columbia?

A: Hello?

A: I have Jessica a friend of mine

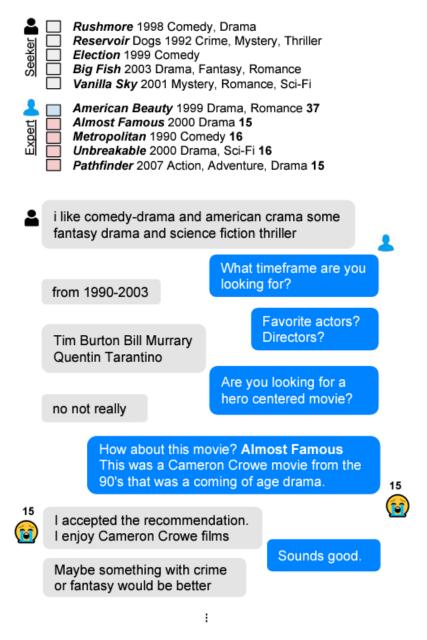
A: and Josh, both went to columbia

B: or anyone working at apple?

B: SELECT (Jessica, Columbia, Computer Science, Google)

A: SELECT (Jessica, Columbia, Computer Science, Google)

Learning Symmetric Collaborative Dialogue Agents with Dynamic Knowledge Graph Embeddings



OFFERING HELP REC: Hi! Happy Thanksgiving! I'm here to help you find a trailer! SEEK: Happy Thanksgiving! My favorite movie is finding Nemo I really like it PREFERENCE CONFIRMATION REC: Awesome! So do you like Disney movies in general? SEEK: Yup they are so colorful and full of life! PERSONAL EXPERIENCE REC: Yeah, I love Disney too! I have Disney + and EXPERIENCE INOUIRY watch it everyday haha. Have you seen the new PERSONAL OPINION Lady and the Tramp? I find it relatable to my dog! SEEK: Lol that's good enough! Never heard of that one! what is it about? CREDIBILITY REC: It's about a dog named Lady who runs away with a stray named Tramp out of jealousy . . OPINION INQUIRY What do you think? SEEK: Woo sounds good! I definitely want to see this. Thank you! ENCOURAGEMENT No problem! Hope you enjoy it as I did! REC:

Recommendation as a Communication Game: Self-Supervised Bot-Play for Goal-oriented Dialogue

INSPIRED: Toward Sociable Recommendation Dialog Systems



| Role | Utterance | Annotation |
|------|--|--|
| ER | Hello, are you interested in protection of rights of children? | Source-related inquiry |
| EE | Yes, definitely. What do you have in mind? | |
| ER | There is an organisation called Save the Children and donations are essential to ensure children's rights to health, education and safety. | Credibility appeal |
| EE | Is this the same group where people used to "sponsor" a child? | |
| ER | Here is their website, https://www.savethechildren.org/. They help children all around the world. For instance, millions of Syrian children have grown up facing the daily threat of violence. | Credibility appeal Credibility appeal Emotion appeal |
| EE | In the first two months of 2018 alone, 1,000 children were reportedly killed or injured in intensifying violence. | Emotion appeal |
| EE | I can't imagine how terrible it must be for a child to grow up inside a war zone. | G 19.30 |
| ER | As you mentioned, this organisation has different programs, and one of them is to "sponsor" child. You choose the location. | Credibility appeal Credibility appeal |
| EE | Are you connected with the NGO yourself? | |
| ER | No, but i want to donate some amount from this survey. Research team will send money to this organisation. | Self-modeling Donation information |
| EE | That sounds great. Does it come from our reward/bonuses? | Donation information |
| ER | Yes, the amount you want to donate is deducted from your reward. | Donation information |
| EE | What do you have in mind? | |
| ER | I know that my small donation is not enough, so i am asking you to also donate some small percentage from reward. | Proposition of donation |
| EE | I am willing to match your donation. | |
| ER | Well, if you go for full 0.30 i will have no moral right to donate less. | Self-modeling |
| EE | That is kind of you. My husband and I have a small NGO in Mindanao, Philippines, and it is amazing what a little bit of money can do to make things better. | |
| ER | Agree, small amount of money can mean a lot for people in third world countries. | Foot-in-the-door |
| | So agreed? We donate full reward each?? | Donation confirmation |
| EE | Yes, let's donate \$0.30 each. That's a whole lot of rice and flour. Or a whole lot of bandages. | |

Persuasion for Good: Towards a Personalized Persuasive Dialogue System for Social Good

| Persona 1 | Persona 2 |
|---|---------------------------------|
| I like to ski | I am an artist |
| My wife does not like me anymore | I have four children |
| I have went to Mexico 4 times this year | I recently got a cat |
| I hate Mexican food | I enjoy walking for exercise |
| I like to eat cheetos | I love watching Game of Thrones |

[PERSON 1:] Hi

[PERSON 2:] Hello! How are you today?

[PERSON 1:] I am good thank you, how are you.

[PERSON 2:] Great, thanks ! My children and I were just about to watch Game of Thrones.

[PERSON 1:] Nice! How old are your children?

[PERSON 2:] I have four that range in age from 10 to 21. You?

[PERSON 1:] I do not have children at the moment.

[PERSON 2:] That just means you get to keep all the popcorn for yourself.

[PERSON 1:] And Cheetos at the moment!

[PERSON 2:] Good choice. Do you watch Game of Thrones?

[PERSON 1:] No, I do not have much time for TV.

[PERSON 2:] I usually spend my time painting: but, I love the show.

Personalizing Dialogue Agents: I have a dog, do you have pets too?

Chat with Knowledge!

You have just met the other person, who seems quite curious, and you are eager to discuss a topic with them!

You will try to inform your conversation partner about a topic that one of you will choose. After a topic is chosen, you will receive information about that topic that will be visible throughout the chat.

Passage for Chosen Topic

. Cupcake

- A cupcake (also British English: fairy cake; Hiberno-English: bun; Australian English: fairy cake or patity cake) is a small cake designed to serve one person, which may be baked in a small thin paper or aluminum cup.
- As with larger cakes, icing and other cake decorations such as fruit and candy may be applied.
- ☐ The earliest extant description of what is now often called a cupcake was in 1796, when a recipe for "a light cake to bake in small cups" was written in "American Cookery" by Amelia Simmons.
- The earliest extant documentation of the term "cuocake

Relevant Information

Click on a topic below to expand it. Then, click the checkbox next to the sentence that you use to craft your response, or check 'No Sentence Used.'

No Sentence Used

Information about your partner's message

- Cupcake
- March Hostess CupCake
- Hostess CupCake is a brand of snack cake formerly produced and distributed by Hostess Brands and currently owned by private equity firms Apolio Global Management and Metropoulos & Co. Its most common form is a chocolate cupcake with chocolate icing and vanilla creme filling, with eight distinctive white squiggles across the top.
- However, other flavors have been available at times.
- It has been claimed to be the first commercially produced cupcake and has become an iconic American brand.

Information about your message

Farley's & Sathers Candy Company

- · Hi-Chew
- Candy
- Field ration
- Candy Candy

Hi-5 (Australian band)

Drum kit

SYSTEM: Your partner has selected the topic. Please look to the left to find the relevant information for this topic.

Partner: Hi! Do you have any good recipes for cupcakes?

SYSTEM: Please take a look at the relevant information to your left and check the appropriate sentence before answering, but try not to copy the sentence as your whole response.

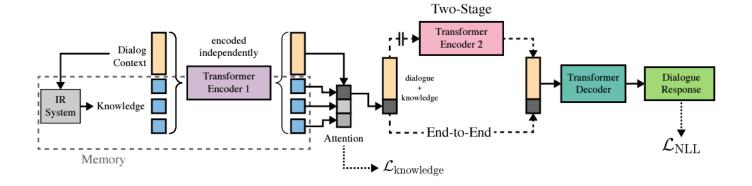
You: Hi! You can add fruit and candy to make them even more delicioius!

Partner: That's cool! What's your favorite cupcake?

SYSTEM: Please take a look at the relevant information to your left and check the appropriate sentence before answering, but try not to copy the sentence as your whole response.

I love Hostess cupcakes - they have chocolate icing and vanilla creme filling

Send



Topic: Shower (*unseen*)

Human: So I've been looking for a better showerhead with more water pressure for my shower.

Model: I love pressure-versed water at nearly constant temperature to a shower

Human: That sounds pretty great! Love those rainshower showers!

Model: the ancient greeks were the first people to have showers.

Human: Well I knew they were good for something.

Model: the original showers were neither indoor structures nor man made but were common.

Human: Ah that sounds intimidating!

Model: it is required manual transport of both fresh and waste water.

Wizard of Wikipedia: Knowledge-Powered Conversational agents



Label: Afraid

Situation: Speaker felt this when...

"I've been hearing noises around the house at night"

Conversation:

Speaker: I've been hearing some strange noises around

the house at night.

Listener: oh no! That's scary! What do you think it is? Speaker: I don't know, that's what's making me anx-

ious.

Listener: I'm sorry to hear that. I wish I could help you

figure it out

Label: Proud

Situation: Speaker felt this when...

"I finally got that promotion at work! I have tried so hard for so long to get it!"

Conversation:

Speaker: I finally got promoted today at work!

Listener: Congrats! That's great!

Speaker: Thank you! I've been trying to get it for a

while now!

Listener: That is quite an accomplishment and you

should be proud!

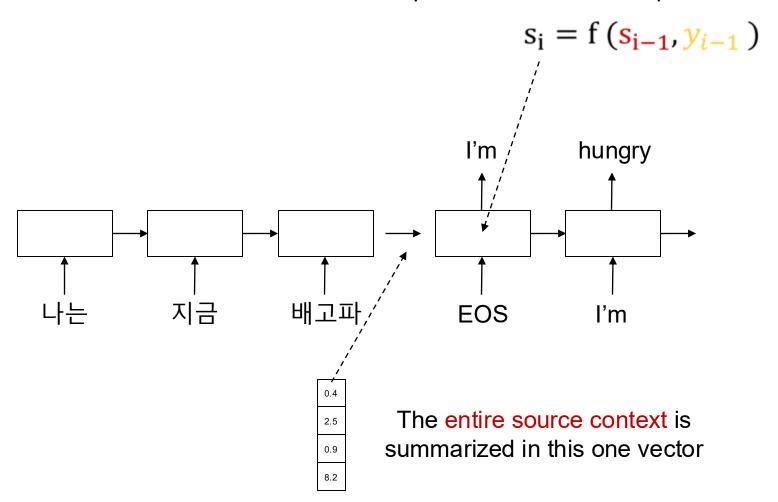
| Emotion | Most-used | Most-used | Training set |
|--------------|---------------------|-------------------|-----------------|
| Emotion | speaker words | listener words | emotion distrib |
| Surprised | got,shocked,really | that's,good,nice | 5.1% |
| Excited | going,wait,i'm | that's,fun,like | 3.8% |
| Angry | mad,someone,got | oh,would,that's | 3.6% |
| Proud | got,happy,really | that's,great,good | 3.5% |
| Sad | really,away,get | sorry,oh,hear | 3.4% |
| Annoyed | get,work,really | that's,oh,get | 3.4% |
| Grateful | really,thankful,i'm | that's,good,nice | 3.3% |
| Lonely | alone,friends,i'm | i'm,sorry,that's | 3.3% |
| Afraid | scared,i'm,night | oh,scary,that's | 3.2% |
| Terrified | scared,night,i'm | oh,that's,would | 3.2% |
| Guilty | bad,feel,felt | oh,that's,feel | 3.2% |
| Impressed | really,good,got | that's,good,like | 3.2% |
| Disgusted | gross,really,saw | oh,that's,would | 3.2% |
| Hopeful | i'm,get,really | hope,good,that's | 3.2% |
| Confident | going,i'm,really | good,that's,great | 3.2% |
| Furious | mad,car,someone | oh,that's,get | 3.1% |
| Anxious | i'm,nervous,going | oh,good,hope | 3.1% |
| Anticipating | wait,i'm,going | sounds,good,hope | 3.1% |
| Joyful | happy,got,i'm | that's,good,great | 3.1% |
| Nostalgic | old,back,really | good,like,time | 3.1% |
| Disappointed | get,really,work | oh,that's,sorry | 3.1% |
| Prepared | ready,i'm,going | good,that's,like | 3% |
| Jealous | friend,got,get | get,that's,oh | 3% |
| Content | i'm,life,happy | good,that's,great | 2.9% |
| Devastated | got,really,sad | sorry,oh,hear | 2.9% |
| Embarrassed | day,work,got | oh,that's,i'm | 2.9% |
| Caring | care,really,taking | that's,good,nice | 2.7% |
| Sentimental | old,really,time | that's,oh,like | 2.7% |
| Trusting | friend,trust,know | good,that's,like | 2.6% |
| Ashamed | feel,bad,felt | oh,that's,i'm | 2.5% |
| Apprehensive | i'm,nervous,really | oh,good,well | 2.4% |
| Faithful | i'm,would,years | good,that's,like | 1.9% |

Towards Empathetic Open-domain Conversation Models: a New Benchmark and Dataset

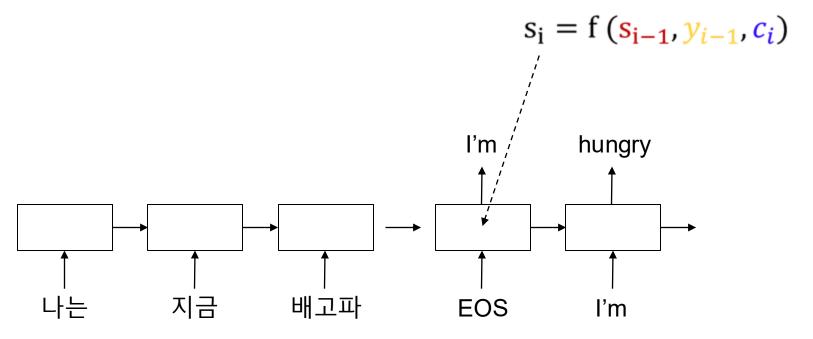
Machine Translation

Encoder-decoder

The decoder state depends just on the previous state and the previous output

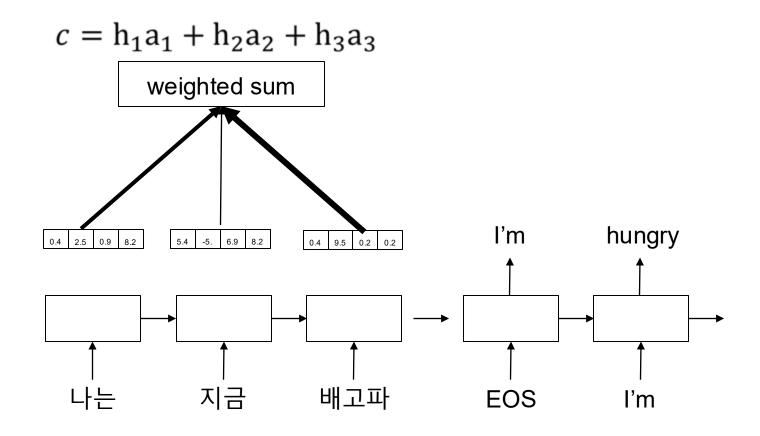


The decoder state depends just on the previous state, the previous output, and some context

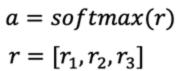


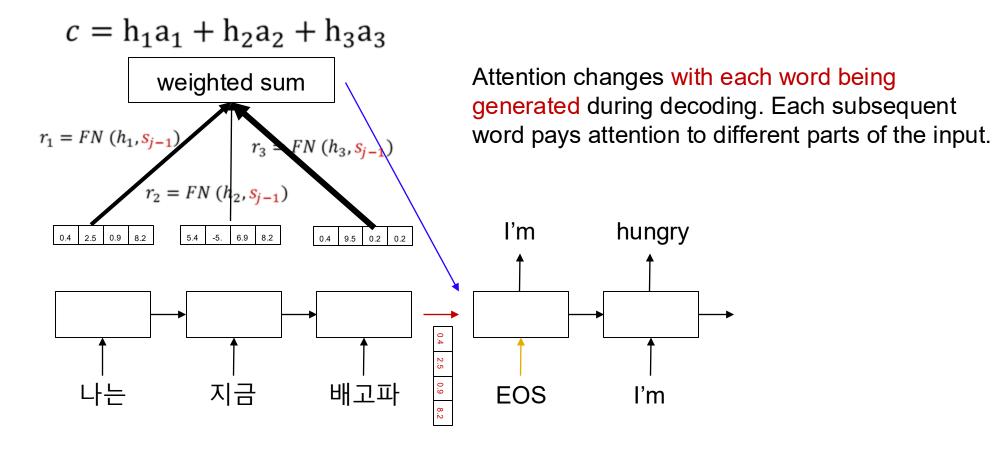
The decoder state depends just on the previous state, the previous output, and some context

$$s_i = f(s_{i-1}, y_{i-1}, c_i)$$

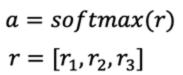


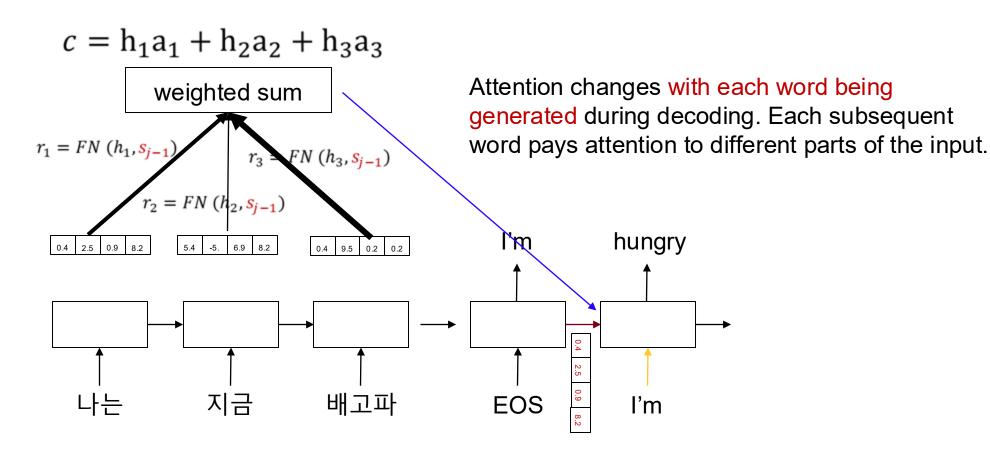
$$s_i = f(s_{i-1}, y_{i-1}, c_i)$$

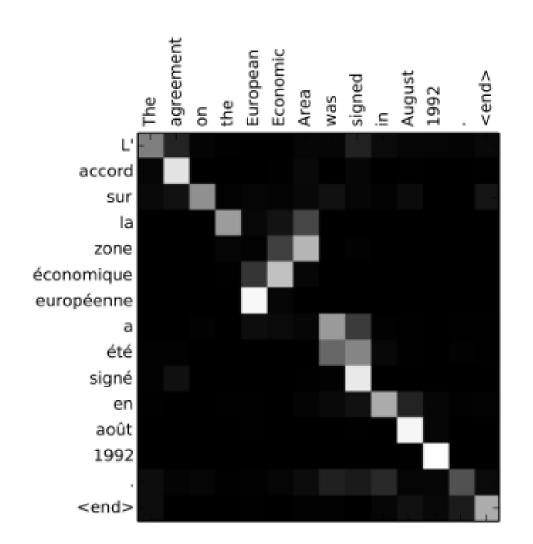


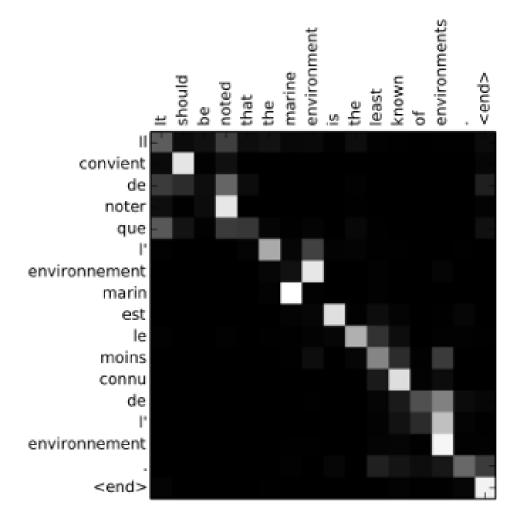


$$s_i = f(s_{i-1}, y_{i-1}, c_i)$$



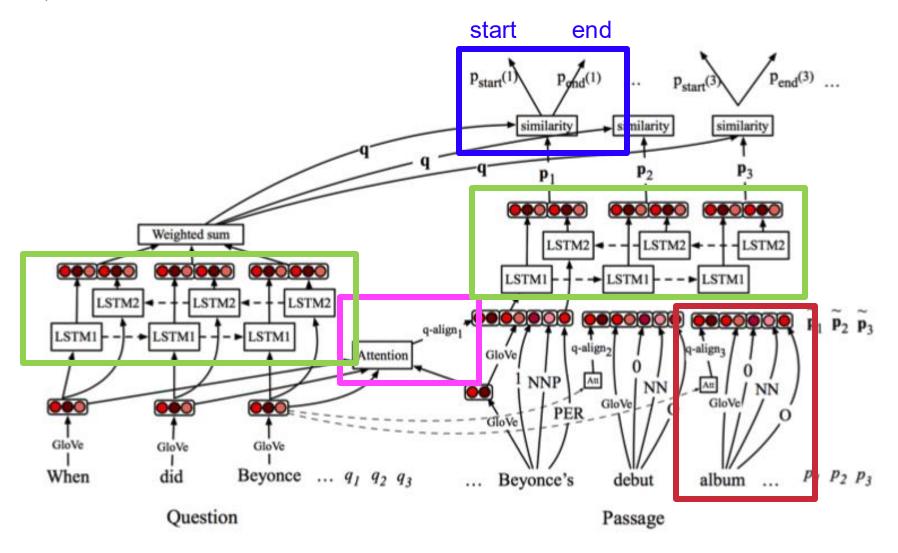




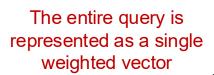


Bahdanau et al. (2016), "Neural Machine Translation by Jointly Learning to Align and Translate"

Neural QA model



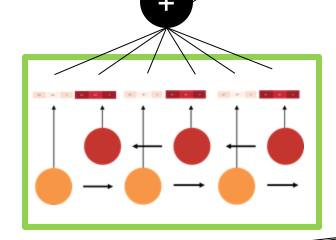
Chen et al. 2017



$$p_{start}(i) \propto \exp(p_i W_s q)$$

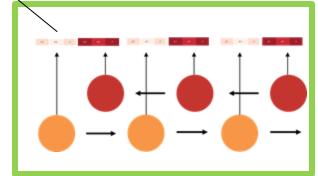
 $p_{end}(i) \propto \exp(p_i W_e q)$

$$p_{end}(i) \propto \exp(p_i W_e q)$$

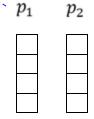


$$\begin{aligned} q\text{-}align_i &= \sum_j \alpha_{i,j} q_j \\ \alpha_{i,j} &= \frac{\exp(f(p_i)^T f(q_j))}{\sum_{j'} \exp(f(p_i)^T f(q_{j'}))} \end{aligned}$$





 q_1 q_5 q_6 Each passage token attends over all question tokens



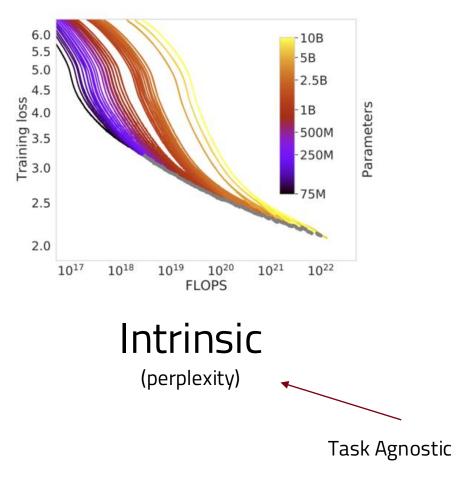
Where did the Talking Heads originate?

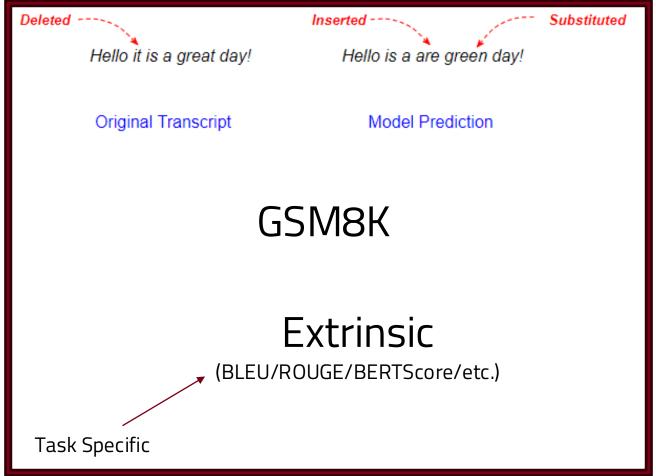
Talking Heads were an American rock band ...

Evaluation methods on generated text

When a language model outputs text, how do we determine if the text it creates is 'good'?

Intrinsic vs. Extrinsic Evaluation





Types of evaluation methods in NLG



Content overlap metrics



Model-based metrics



Human evaluations

Types of evaluation methods in NLG







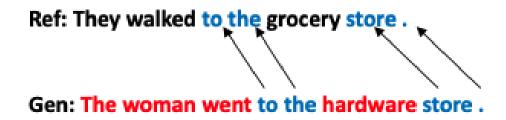


Model-based metrics



Human evaluations

Content overlap metrics



- Compute a score that indicates the similarity between **generated** and **gold-standard** (human-written) text
- Fast, efficient and widely used
- ☐ Hard to capture context with this method
- ☐ Two broad categories:
 - O **N-gram overlap metrics** (e.g., BLEU, ROUGE, METEOR)
 - O Semantic overlap metrics (e.g., PYRAMID, SPICE)

N-gram overlap metrics

Word overlap-based metrics (BLEU, ROUGE, METEOR, CIDEr, etc.)

- ☐ They're not ideal for machine translation
- ☐ They get progressively much worse for tasks that are more open-ended than machine translation
 - Worse for summarization, as longer output texts are harder to measure
 - o Much worse for dialogue, which is more open-ended than summarization
 - Much, much worse for story generation, which is also open-ended, but whose sequence length can make it seem you're getting decent scores!

Bilingual Evaluation Understudy (BLEU)

- □ N-gram overlap between generated text and reference text
- □ Compute precision for n-grams of size 1 to 4
- □ Add brevity penalty (for too short translations)
- ☐ Typically computed over the entire corpus, not single sentences

BLEU = min (1,
$$\frac{\text{output-length}}{\text{reference-length}}$$
) ($\prod_{i=1}^{4} \text{precision}_{i}$)

Bilingual Evaluation Understudy (BLEU)

BLEU (Papineni et al. 2002): what fraction of {1-4}-grams in the system translation appear in the reference translations?



$$P_n = \frac{Number\ of\ ngrams\ in\ \text{system}\ and\ reference\ translations}{Number\ of\ ngrams\ in\ \text{system}\ translation}$$

$$BP = \begin{cases} 1 & if \ c > r \\ e^{1-r/c} & if \ c \le r \end{cases}$$

c = length of hypothesis translationr = length of closest reference translation

$$BLEU = \sup_{\text{brevity penalty}} \operatorname{BP} = \exp \frac{1}{N} \sum_{n=1}^{N} \log p_n$$

Hypothesis/system translation

Reference translation

Appeared calm when he was taken to the American plane, which will Miami Florida, USA.

Appeared plane calm , when which he will was to taken Miami to Florida the USA

American

$$P_1 = \frac{15}{18} = 0.833$$

Orejuela appeared calm as he was led to the American plane which will take him to Miami, Florida.

Orejuela appeared calm while being escorted to the plane that would take him to Miami, Florida.

Orejuela appeared calm as he was being led to the American plane that was to carry him to Miami in Florida.

Orejuela seemed quite calm as he was being led to the American plane that would take him to Miami in Florida.

Ngrams appearing >1 time in the hypothesis can match up to the max number of times they appear in a single reference e.g., two commas in hypothesis but one max in any single reference.

Hypothesis/system translation

Reference translation

Appeared calm when he was taken to the American plane, which will to Miami, Florida.

Appeared calm

calm when when he

he was

was taken taken to

to the the American American plane

plane, , which which will will to to Miami Miami, , Florida

Florida.

$$P_2 = \frac{10}{17} = 0.588$$

Orejuela appeared calm as he was led to the American plane which will take him to Miami, Florida.

Orejuela appeared calm while being escorted to the plane that would take him to Miami, Florida.

Orejuela appeared calm as he was being led to the American plane that was to carry him to Miami in Florida.

Orejuela seemed quite calm as he was being led to the American plane that would take him to Miami in Florida.

Recall Oriented Understudy for Gisting Evaluation (ROUGE)

- Overlap between generated text and reference text in terms of recall.
- ☐ Three types:
 - Rouge-N: the most prevalent form that detects n-gram overlap;
 - Rouge-L: identifies the Longest Common Subsequence
 - o Rouge-S: concentrates on skip grams.

number of n-grams found in model and reference number of n-grams in reference

The main difference between rouge and bleu is that bleu score is precision-focused whereas rouge score focuses on recall.

BLEU and ROUGE Examples

```
from nltk.translate.bleu_score import sentence_bleu
reference = [['this', 'movie', 'was', 'awesome']]
candidate = ['this', 'movie', 'was', 'awesome', 'too']
score = sentence_bleu(reference, candidate)
print(score)
0.668740304976422
```

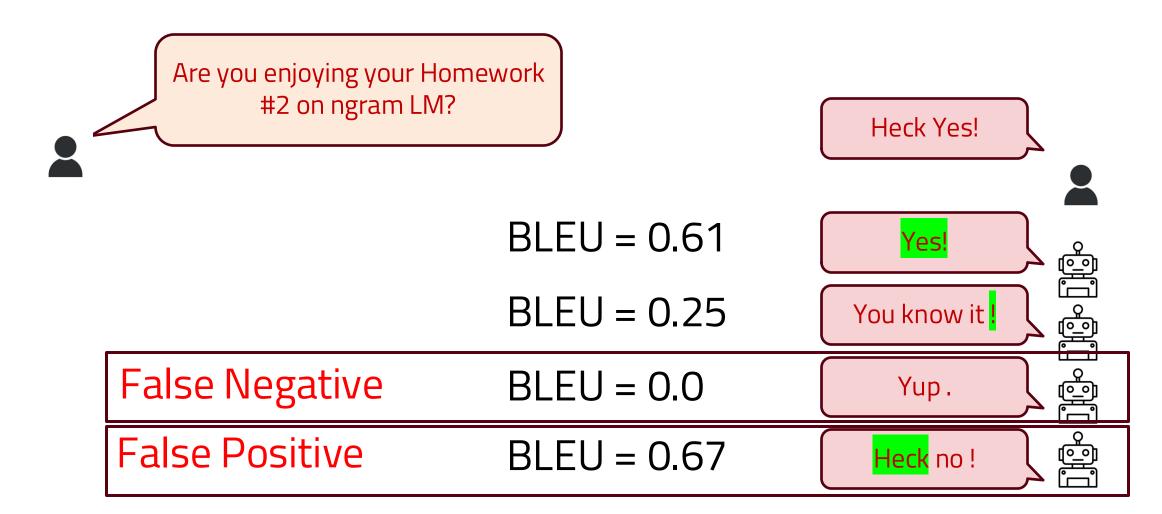
```
from rouge import Rouge
reference = 'this movie was awesome'
candidate = 'this movie was awesome too'
rouge = Rouge()
scores = rouge.get_scores(candidate, reference)[0]
['rouge-2']
['f']
print(scores)
0.8571428522448981
```

https://arize.com/blog-course/generative-ai-metrics-bleu-score/



A simple failure case of BLEU

n-gram overlap metrics have no concept of semantic relatedness!



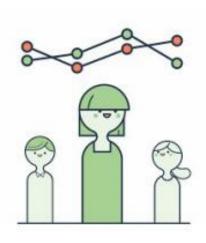
Types of evaluation methods in NLG





Content overlap metrics

Model-based metrics



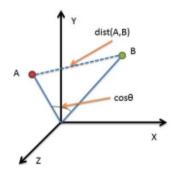
Human evaluations

Model-based metrics



- ☐ Use learned representations of words and sentences to compute semantic similarity between generated and reference texts
- No more n-gram bottleneck because text units are represented as embeddings
- □ Even though embeddings are pretrained, distance metrics used to measure the similarity can be fixed

Model-based metrics: Word distance functions

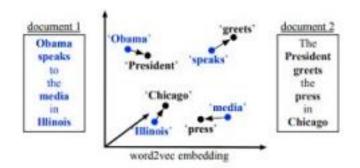


Vector Similarity

Embedding based similarity for semantic distance between text.

- ☐ Embedding Average (Liu et al., 2016)
- ☐ Vector Extrema (Liu et al., 2016)
- MEANT (Lo, 2017)
- ☐ YISI (Lo, 2019)

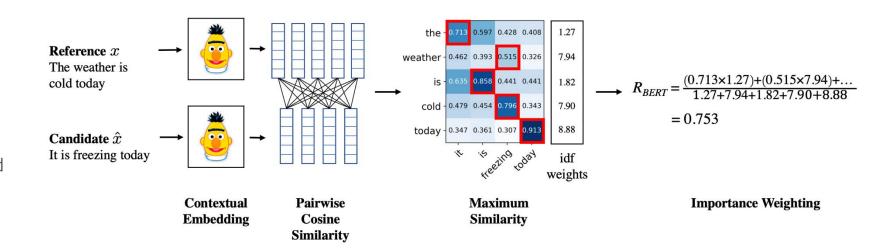
Word Mover's Distance



Measures the distance between two sequences (e.g., sentences, paragraphs, etc.), using word embedding similarity matching. (Kusner et.al., 2015; Zhao et al., 2019)

BERTScore

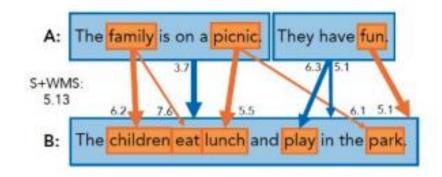
Uses pre-trained contextual embeddings from BERT and matches words in candidate and reference sentences by cosine similarity. (Zhang et.al. 2020)



Model-based metrics: Beyond word matching

Sentence Movers Similarity

Based on Word Movers Distance to evaluate text in a continuous space using sentence embeddings from recurrent neural network representations. (Clark et.al., 2019)



BLEURT

A regression model based on BERT returns a score that indicates to what extent the candidate text is grammatical and conveys the meaning of the reference text. (Sellam et.al. 2020)

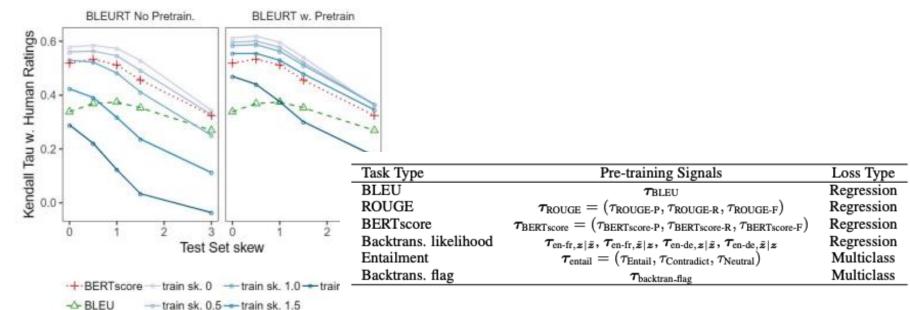


Table 1: Our pre-training signals.

```
import torch
from bert_score import score
ref_text = "The quick brown fox jumps over the lazy dog."
gen text = "A fast brown fox leaps over a lazy hound."
P, R, F1 = score([gen_text], [ref_text], lang="en", model_type="bert-base-uncased")
print(f"Bert score: P={P.item():.4f} R={R.item():.4f} F1={F1.item():.4f}")
```

Automatic metrics in general don't really work

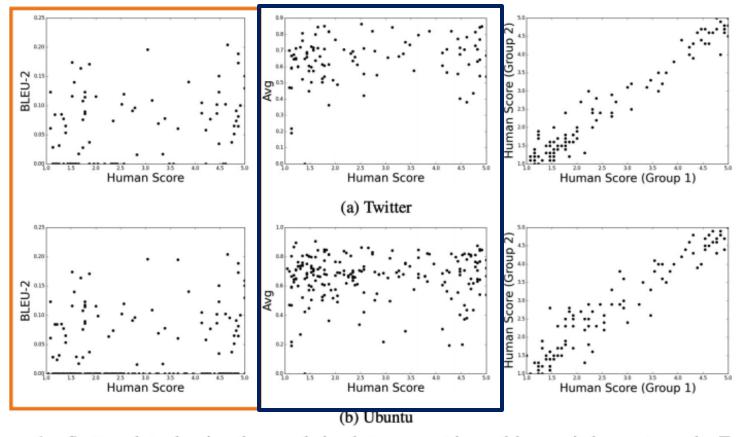


Figure 1: Scatter plots showing the correlation between metrics and human judgements on the Twitter corpus (a) and Ubuntu Dialogue Corpus (b). The plots represent BLEU-2 (left), embedding average (center), and correlation between two randomly selected halves of human respondents (right).

(Liu et.al., 2016)

What if there is no reference text?

Types of evaluation methods in NLG

Ref: They walked to the grocery store.

Gen: The woman went to the hardware store.

Content overlap metrics



Model-based metrics



Human evaluations

Human Evaluations



- ☐ Automatic metrics fall short of matching human decisions
- Human evaluation is most important form of evaluation for text generation systems
 - >75% generation papers at ACL 2019 included human evaluations
- ☐ Gold standard in developing new automatic metrics
 - New automated metrics must correlate well with human evaluations!

Human Evaluations

- ☐ Ask humans to evaluate the quality of generated text
- ☐ Overall or along some specific dimension:
 - o fluency
 - coherence / consistency
 - factuality and correctness
 - o commonsense
 - style / formality
 - grammaticality
 - typicality
 - redundancy

Note: Don't compare human evaluation scores across differently conducted studies Even if they claim to evaluate the same dimensions!

Human evaluation: Issues

- ☐ Human judgments are regarded as the gold standard
- ☐ Of course, we know that human eval is slow and expensive
- Conducting human evaluation effectively is very difficult
 - Humans are

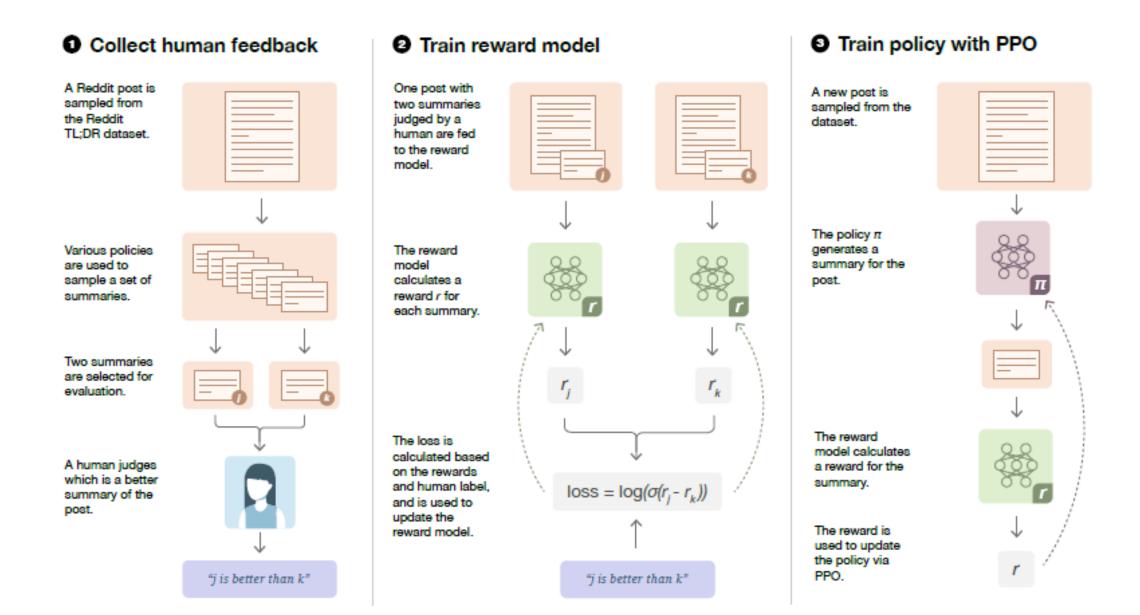
are inconsistent

can be illogical

lose concentration

misinterpret your question

can't always explain why they feel the way they do



[2009.01325] Learning to summarize from human feedback

Evaluation: Takeaways

- ☐ Content overlap metrics provide a good starting point for evaluating the quality of generated text. You will need to use one but they're not good enough on their own.
- ☐ Model-based metrics can be more correlated with human judgment, but behavior is not interpretable
- ☐ Human judgments are critical
 - Only thing that can directly evaluate factuality, but humans are inconsistent!
- ☐ In many cases, the best judge of output quality is YOU!
 - Look at your model generations. Don't just rely on numbers!
 - Don't cherry pick! Publicly release large samples of the output of systems that you create!

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Conclusion

- Interacting with natural language generation systems quickly shows their limitations
- ☐ Even in tasks with more progress, there are still many improvements ahead
- ☐ Evaluation remains a huge challenge.
 - We need better ways of automatically evaluating performance of NLG systems
- ☐ One of the most exciting and fun areas of NLP to work in!