

Announcement (0227)

- Don't give up your homework #2!
- Project brainstorming (1 point, due: Mar 1)
- Continue lecture on "LM: Search and decoding"
- New lecture on "LM: Evaluation and Applications"
- HW3 out

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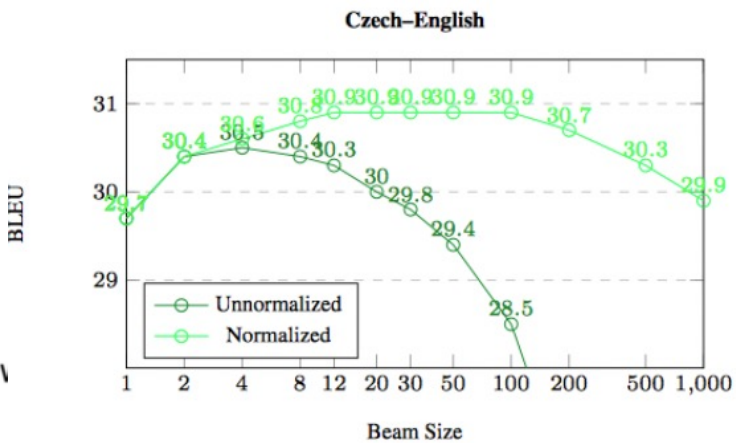
Grade HW2: Authorship attribution using ngram language models (LMs)

15 points • Feb 25 at 11:59pm

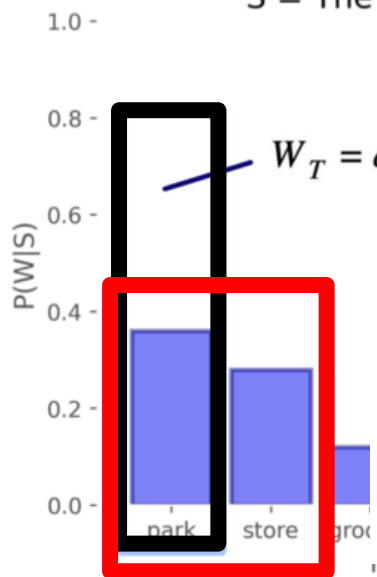
- prj-caught-with-n-grams
- prj-cybertron
- prj-edgecastewizards
- prj-fury-gpt
- prj-lexical-decryptors
- prj-nlp-ninjas
- prj-nlpitch
- prj-nlpros
- prj-pnlp-fiction
- prj-prwz
- prj-spothri
- prj-syntax-errors
- prj-tattered-animals
- prj-team-brockolee
- prj-team-sota
- prj-too-long-didnt-read
- prj-transformers
- prj-wordwizards



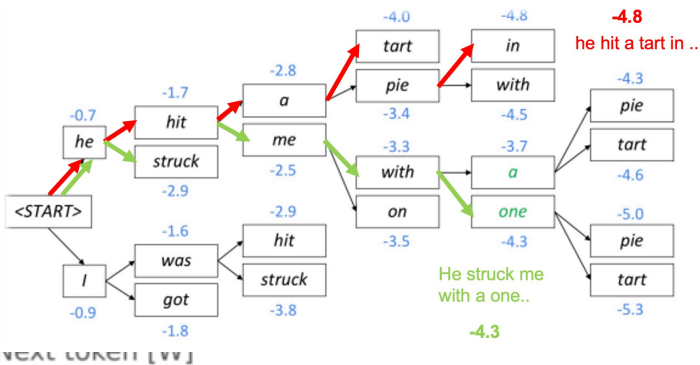
Sampling



S = The boy \

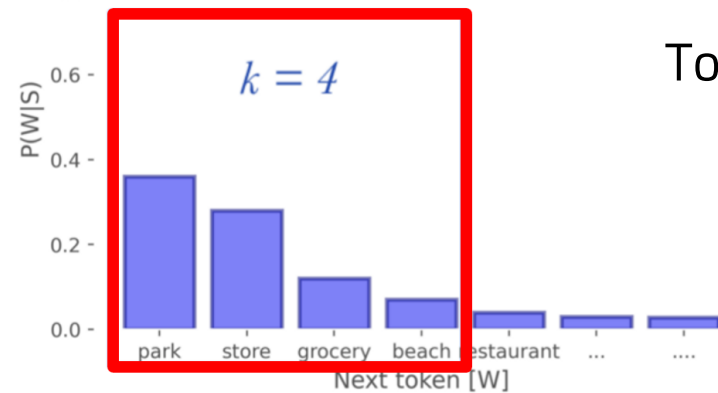


$$W_T = \operatorname{argmax}_W (P(W | W_{1:T-1}))$$



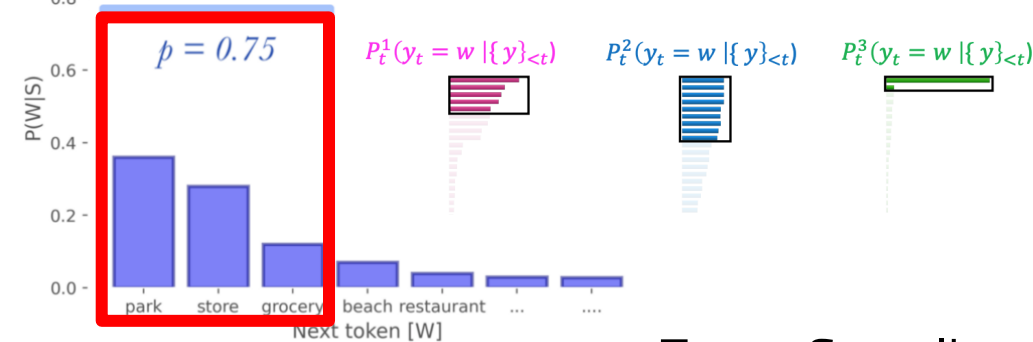
Greedy/Beam-Search

S = The boy went to the ___



Top-k Sampling

S = The boy went to the ___



Top-p Sampling

Reward Estimation

$$\mathcal{L}_{RL} = - \sum_{t=1}^T (r(\hat{y}_t) - \mathbf{b}) \log P(\dots)$$



□ How should we define a reward function? Just use **your evaluation metric!**

- BLEU (machine translation; Ranzato et al., ICLR 2016; Wu et al., 2016)
- ROUGE (summarization; Paulus et al., 2018; Celikyilmaz et al., 2018)
- CIDEr (image captioning; Rennie et al., CVPR 2017)
- SPIDER (image captioning; Liu et al., ICCV 2017)

□ Be careful about optimizing for the task as opposed to “gaming” the reward!

- Evaluation metrics are merely proxies for generation quality!
- *“even though RL refinement can achieve better BLEU scores, it barely improves the human impression of the translation quality”* – Wu et al., 2016



Reward Estimation



- ❑ What behaviors can we tie to rewards?
 - Sentence simplicity (Zhang and Lapata, EMNLP 2017)
 - Temporal Consistency (Bosselut et al., NAACL 2018)
 - Cross-modality consistency in image captioning (Ren et al., CVPR 2017)
 - Utterance Politeness (Tan et al., TACL 2018)
 - Paraphrasing (Li et al., EMNLP 2018)
 - Sentiment (Gong et al., NAACL 2019)
 - Formality (Gong et al., NAACL 2019)
- ❑ If you can formalize a behavior as a Python function (or train a neural network to approximate it!), you can train a text generation model to exhibit that behavior!



Search in Training: Takeaways



- ❑ **Teacher forcing** is still the main algorithm for training text generation models
- ❑ **Diversity** is an issue with sequences generated from teacher forced models
- ❑ **Exposure bias** causes text generation models to lose coherence easily
- ❑ Training with RL can allow models to learn behaviors that are challenging to formalize
 - But learning can be very **unstable!**
 - chatGPT: advanced RL algorithms (e.g., PPO) for better human alignment with human feedback



Other techniques not covered



- Decoding time control for controllable text generation (e.g., PPLM)
- Multi-attribute control using RL (will be covered)
- Unlikelihood training
- Data augmentation for reducing the exposure bias
- Retrieval-augmented Generation (RAG)
- Retrieval based generation (e.g., KNN Language Models)
- Instruction tuning and human feedback learning (will be covered)

...

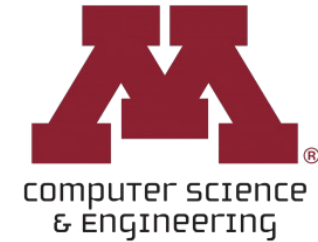


CSCI 5541: Natural Language Processing

Lecture 8: Language Models: Evaluation and Applications

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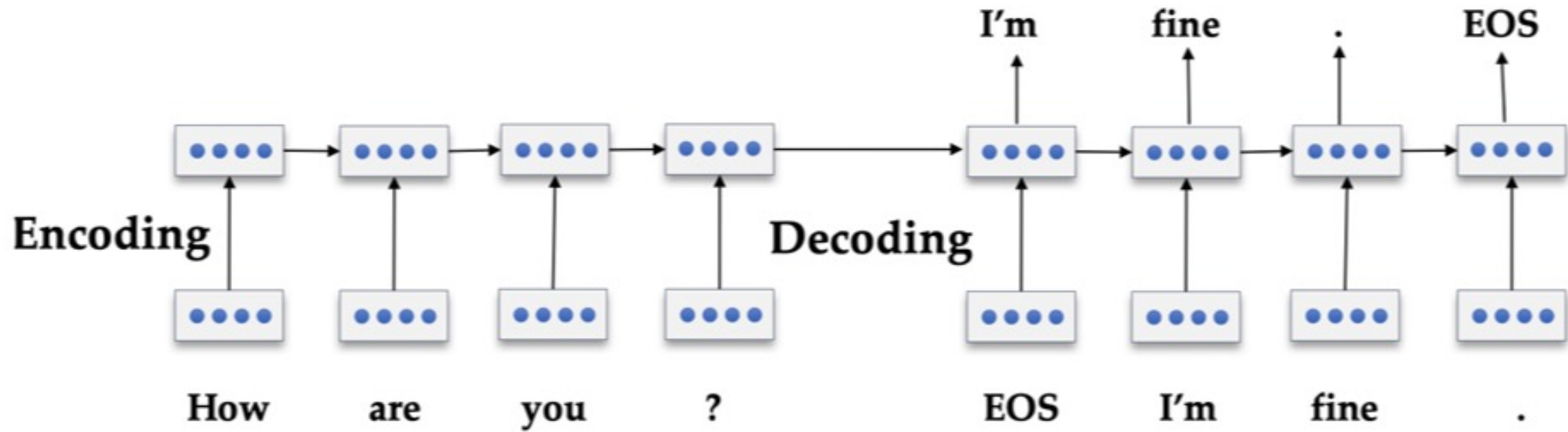
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Applications



Dialogue Generation

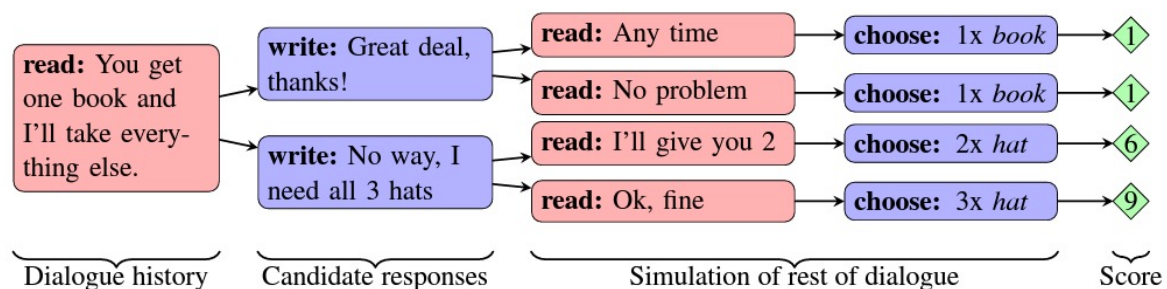
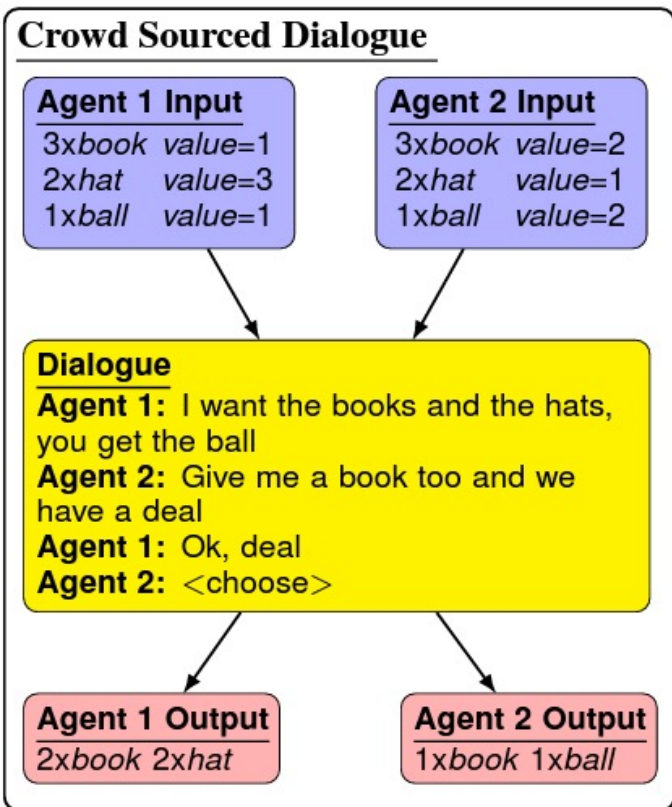
Seq2Seq based chatbot





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





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

Friends of agent A:

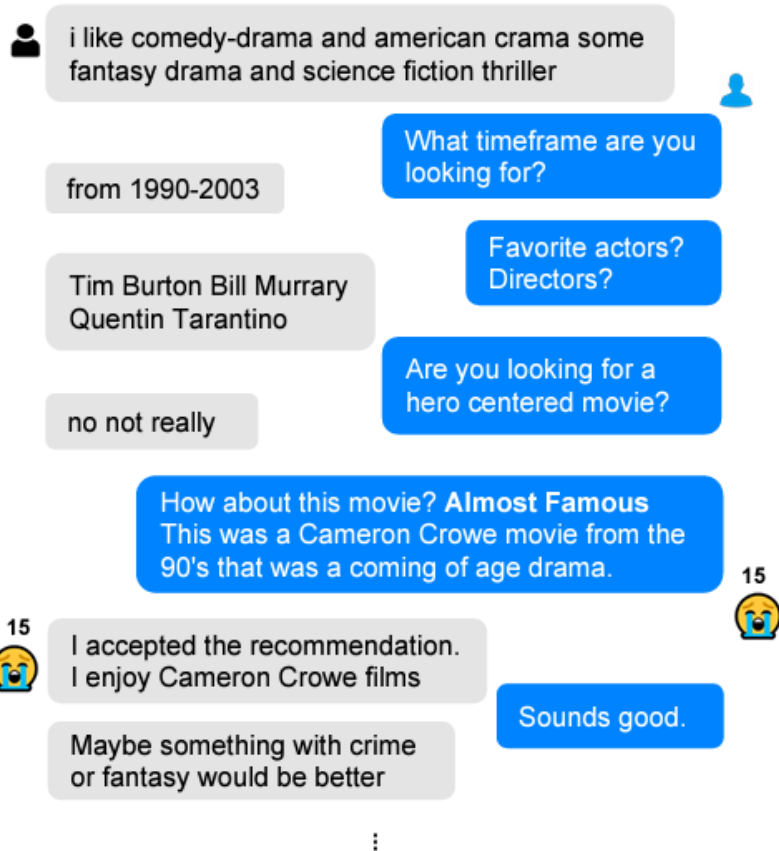
Name	School	Major	Company
Jessica	Columbia	Computer Science	Google
Josh	Columbia	Linguistics	Google
...

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



- Seeker**
- Rushmore* 1998 Comedy, Drama
 - Reservoir Dogs* 1992 Crime, Mystery, Thriller
 - Election* 1999 Comedy
 - Big Fish* 2003 Drama, Fantasy, Romance
 - Vanilla Sky* 2001 Mystery, Romance, Sci-Fi
- Expert**
- American Beauty* 1999 Drama, Romance **37**
 - Almost Famous* 2000 Drama **15**
 - Metropolitan* 1990 Comedy **16**
 - Unbreakable* 2000 Drama, Sci-Fi **16**
 - Pathfinder* 2007 Action, Adventure, Drama **15**



REC: Hi! Happy Thanksgiving! **I'm here to help you find a trailer!** OFFERING HELP

SEEK: Happy Thanksgiving! My favorite movie is finding Nemo I really like it

REC: **Awesome! So do you like Disney movies in general?** PREFERENCE CONFIRMATION

SEEK: Yup they are so colorful and full of life!

REC: **Yeah, I love Disney too! I have Disney + and watch it everyday haha. Have you seen the new Lady and the Tramp? I find it relatable to my dog!** SIMILARITY PERSONAL EXPERIENCE EXPERIENCE INQUIRY PERSONAL OPINION

SEEK: Lol that's good enough! Never heard of that one! what is it about?

REC: **It's about a dog named Lady who runs away with a stray named Tramp out of jealousy . . . What do you think?** CREDIBILITY OPINION INQUIRY

SEEK: Woo sounds good! I definitely want to see this. Thank you!

REC: **No problem! Hope you enjoy it as I did!** ENCOURAGEMENT



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. In the first two months of 2018 alone, 1,000 children were reportedly killed or injured in intensifying violence.	Credibility appeal Credibility appeal Emotion appeal Emotion appeal
EE	I can't imagine how terrible it must be for a child to grow up inside a war zone.	
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?	
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. So agreed? We donate full reward each??	Foot-in-the-door 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 patty 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 "cupcake"

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.'

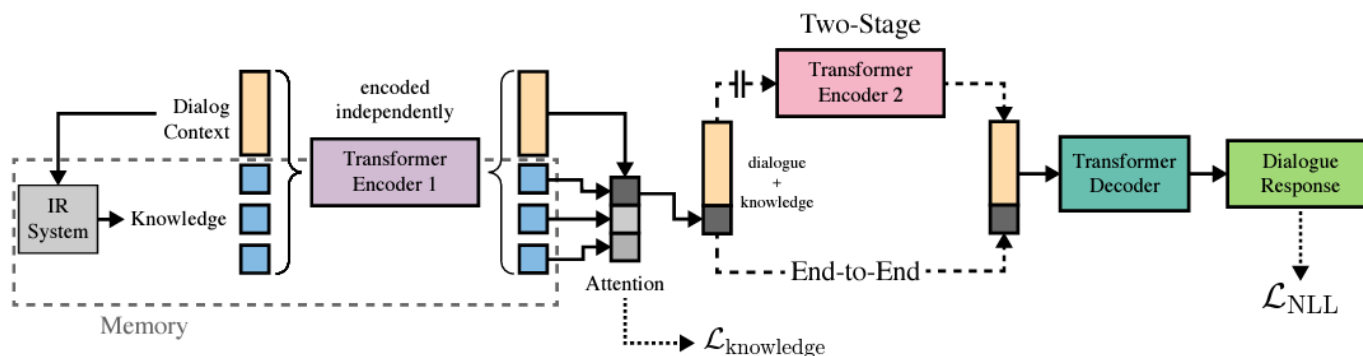
No Sentence Used

Information about your partner's message

- Cupcake
- Hostess CupCake
 - Hostess CupCake is a brand of snack cake formerly produced and distributed by Hostess Brands and currently owned by private equity firms Apollo 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 delicious!

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 anxious.**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 speaker words	Most-used listener words	Training set 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%

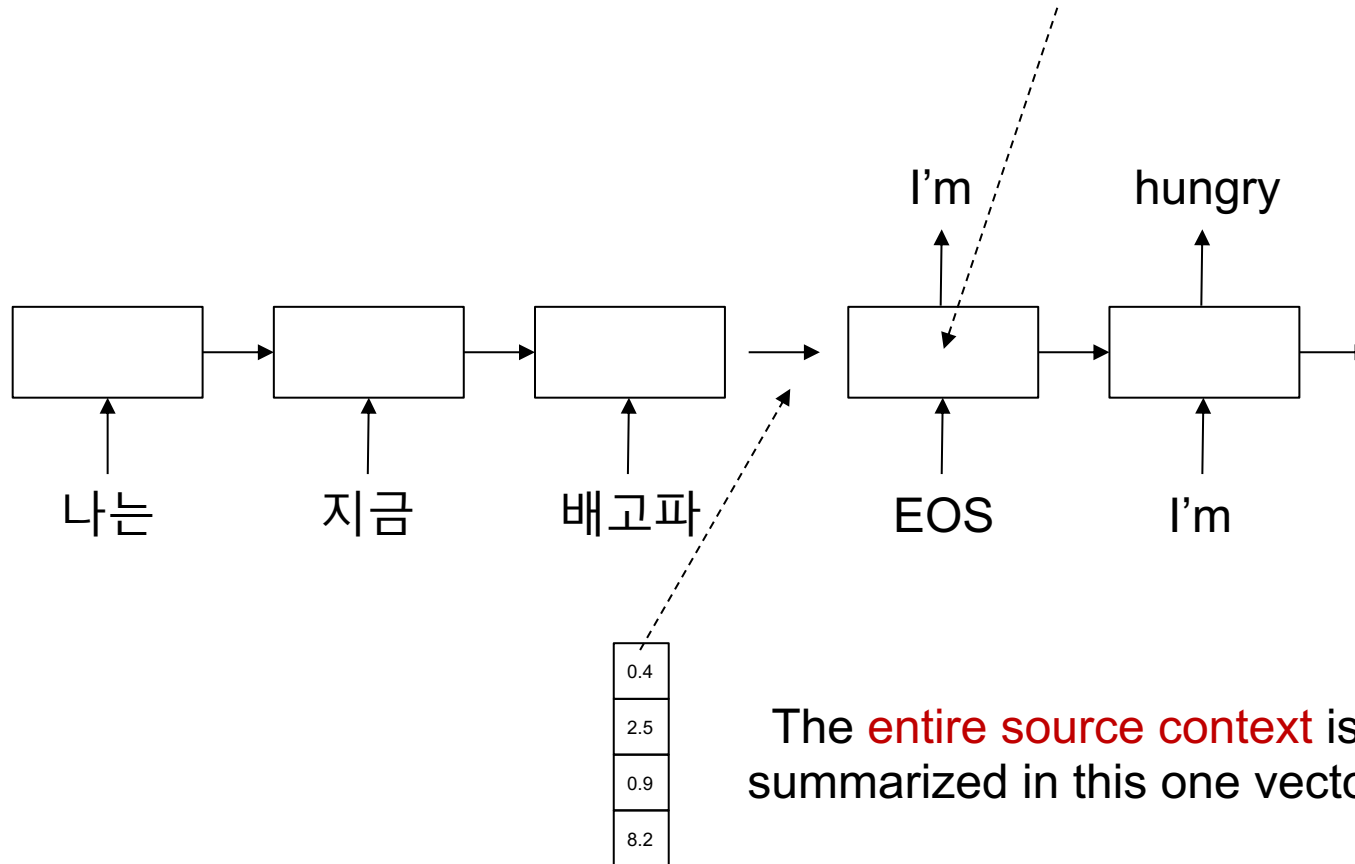


Machine Translation

Encoder-decoder

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

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



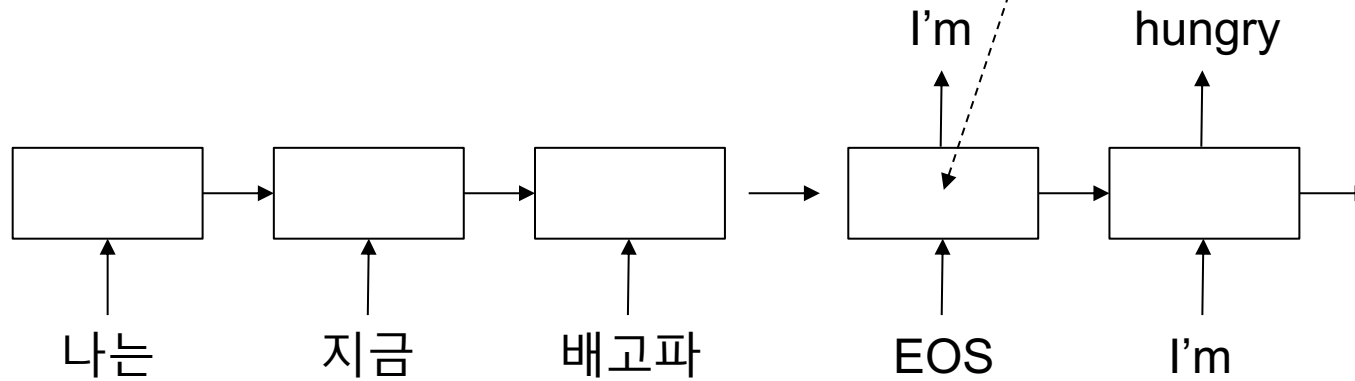
The **entire source context** is summarized in this one vector



Machine Translation with Attention

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

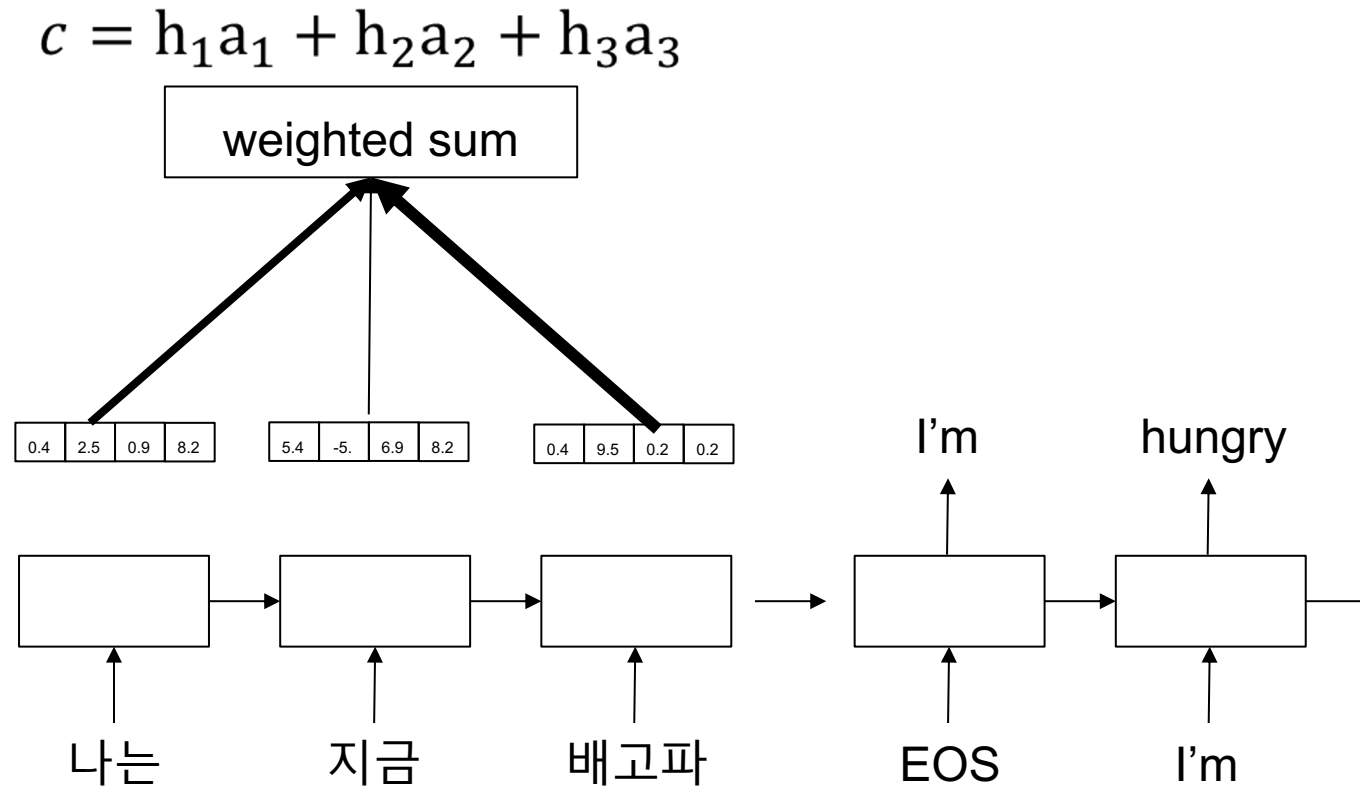
$$s_i = f(s_{i-1}, y_{i-1}, c_i)$$



Machine Translation with Attention

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

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

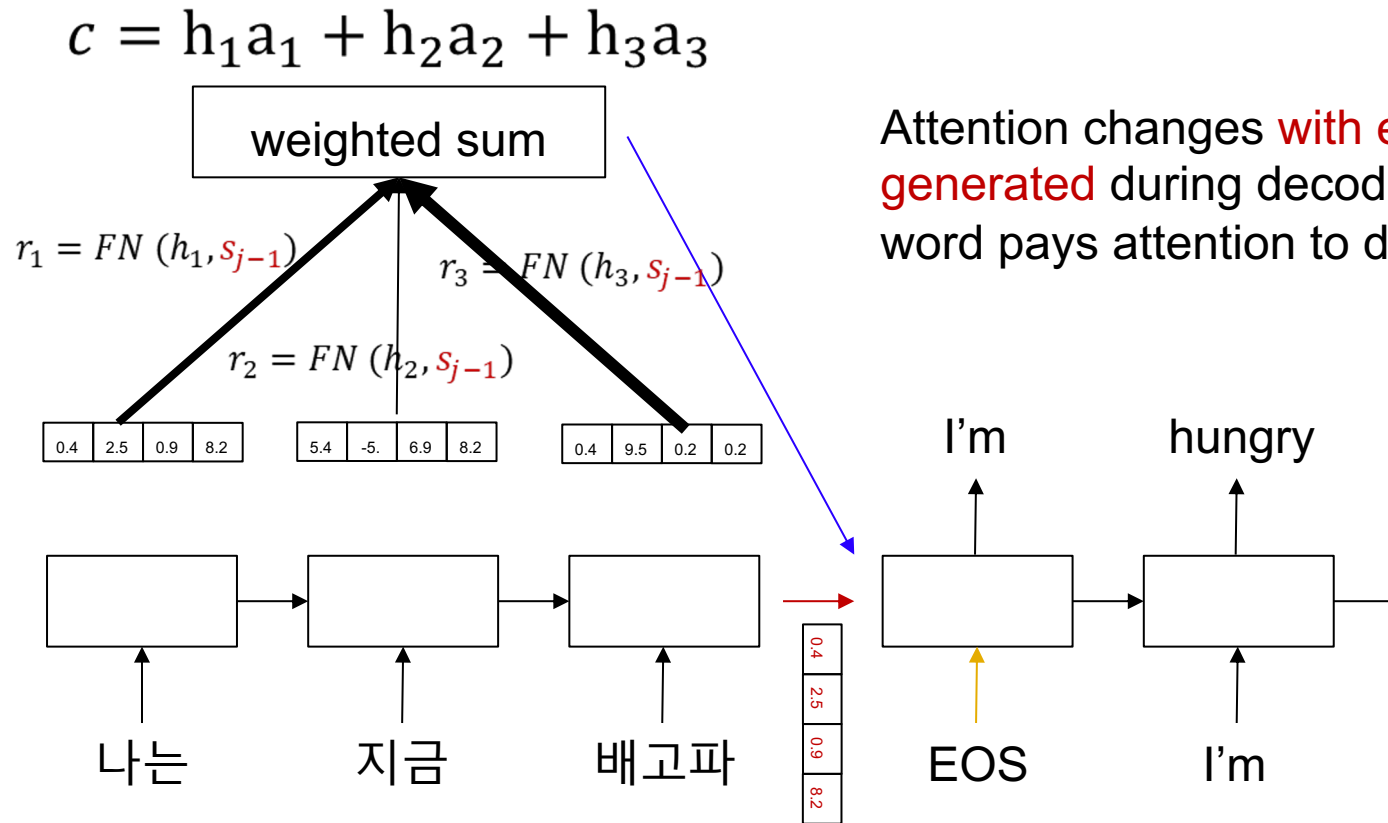


Machine Translation with Attention

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

$$a = \text{softmax}(r)$$

$$r = [r_1, r_2, r_3]$$



Attention changes **with each word being generated** during decoding. Each subsequent word pays attention to different parts of the input.



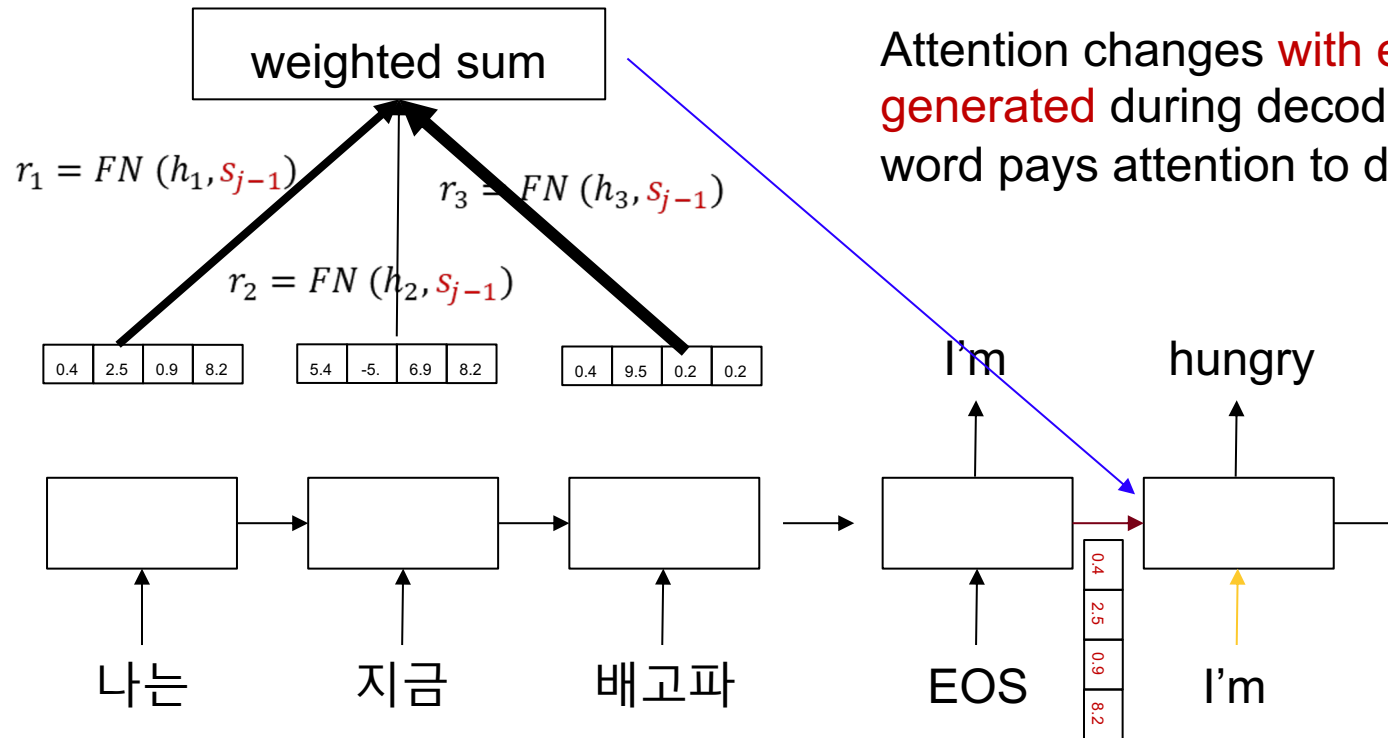
Machine Translation with Attention

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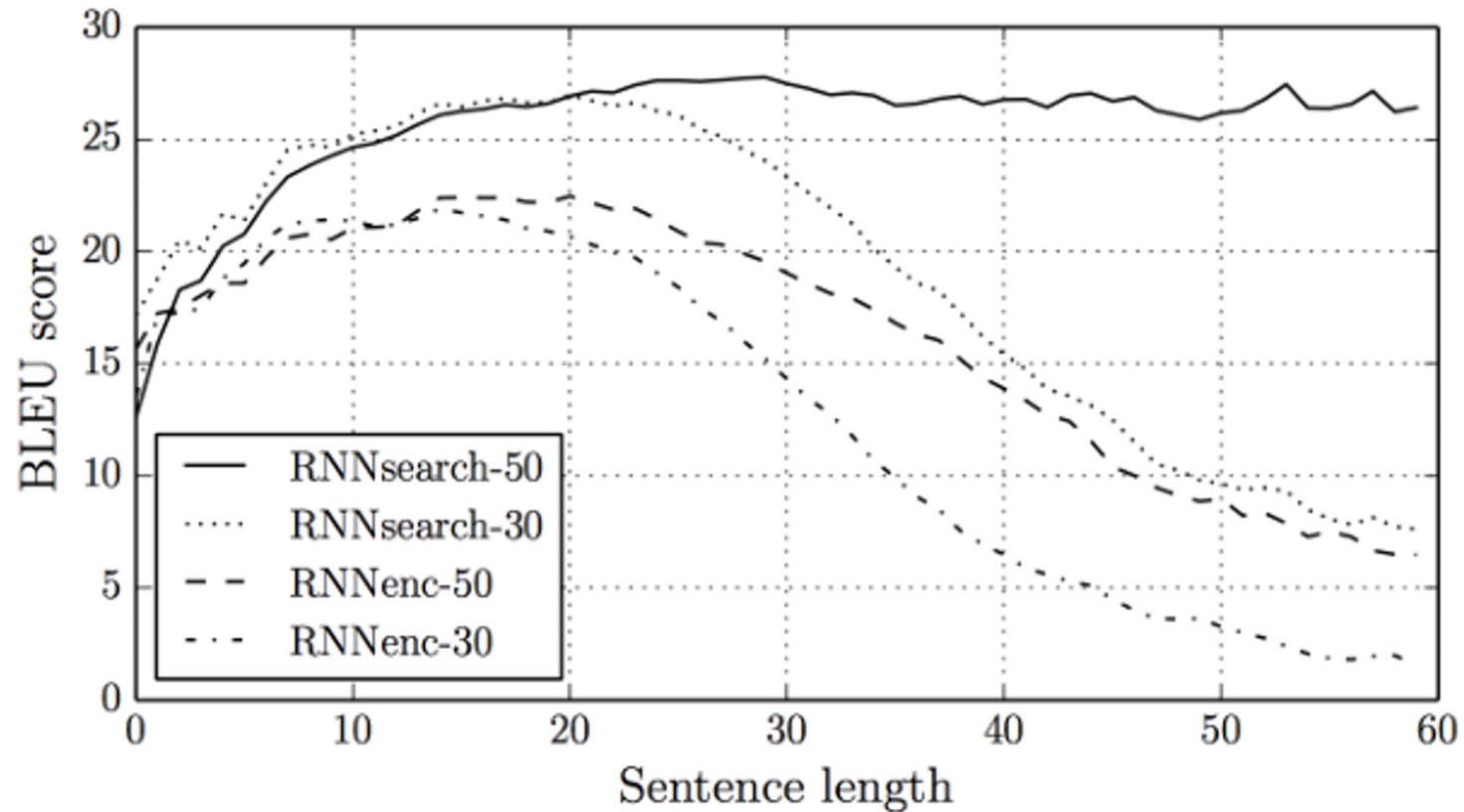
$$c = h_1 a_1 + h_2 a_2 + h_3 a_3$$



Attention changes **with each word being generated** during decoding. Each subsequent word pays attention to different parts of the input.

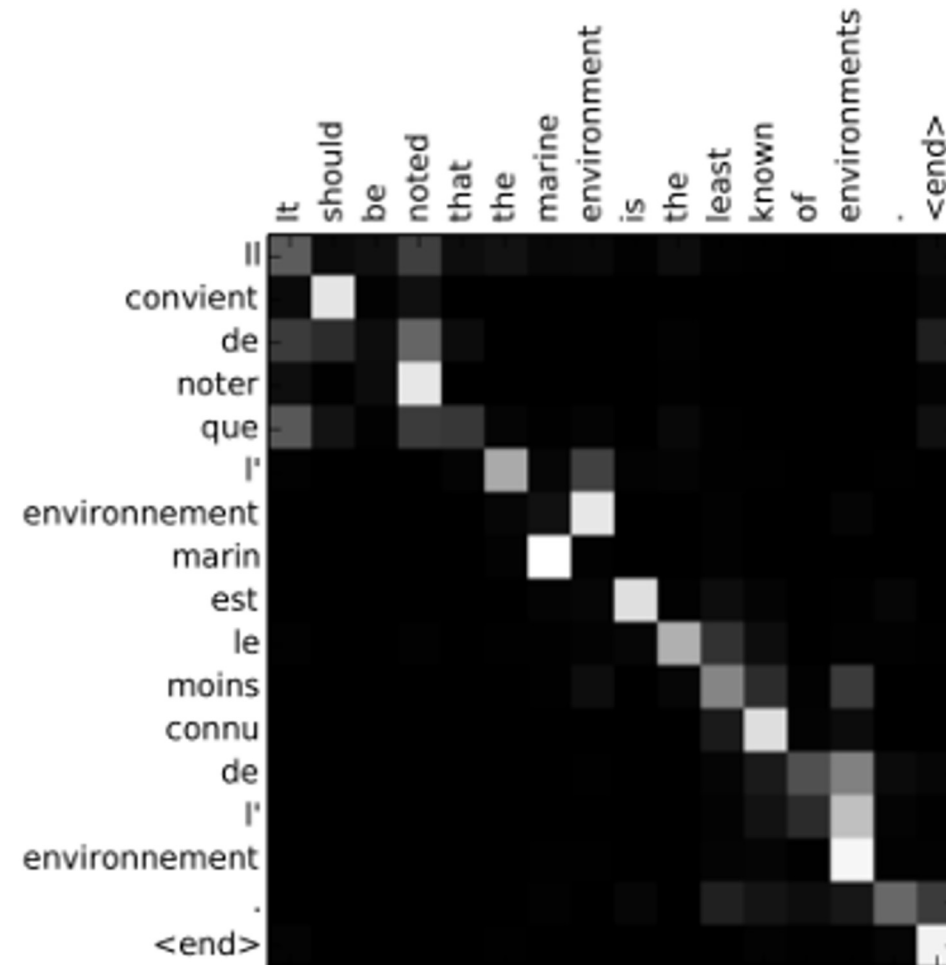
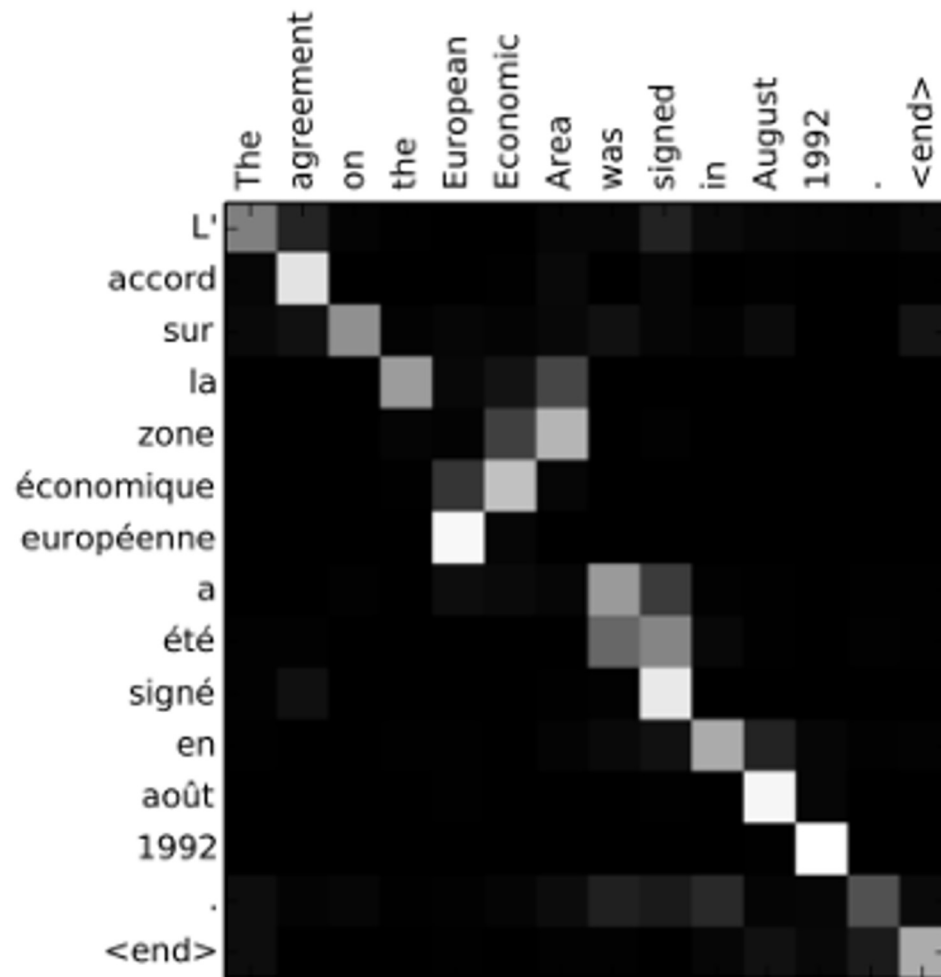


Better performance on long sentences



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

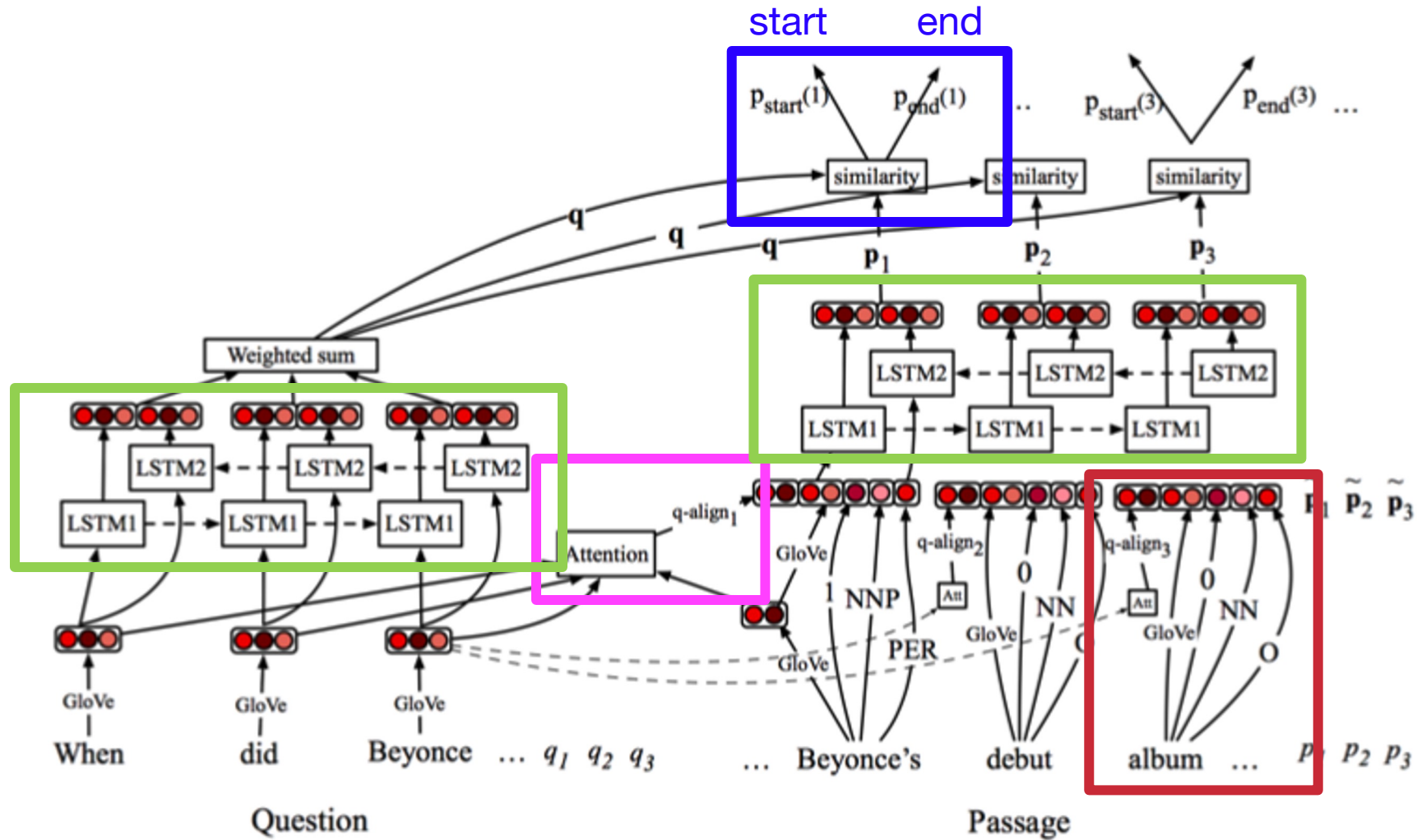




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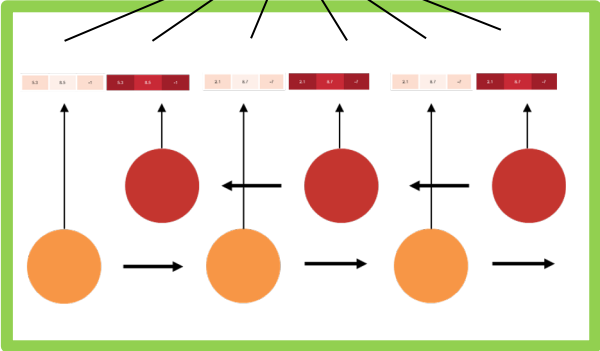
Neural QA model



The entire query is represented as a single weighted vector

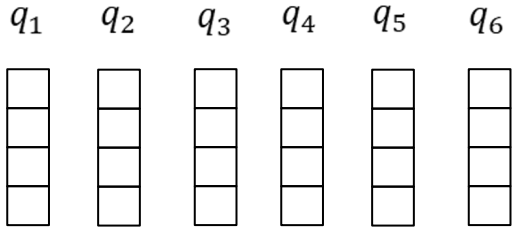
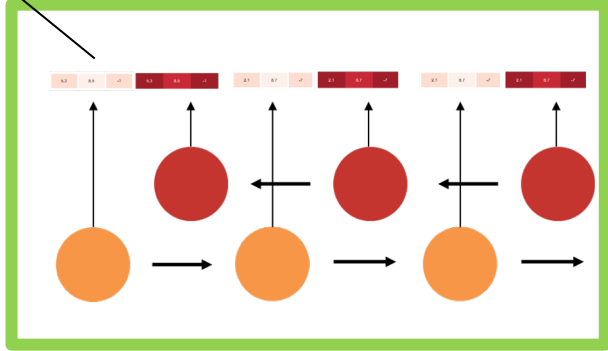
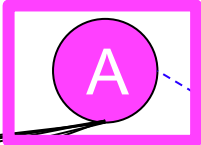
$$p_{start}(i) \propto \exp(p_i W_s q)$$

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



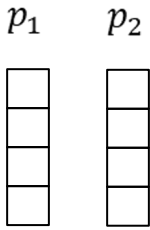
$$q-align_i = \sum_j \alpha_{i,j} q_j$$

$$\alpha_{i,j} = \frac{\exp(f(p_i)^T f(q_j))}{\sum_{j'} \exp(f(p_i)^T f(q_{j'}))}$$



Where did the Talking Heads originate?

Each passage token attends over all question tokens



Talking Heads were an American rock band ...



Evaluation methods on generated 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

Content overlap metrics

Ref: They walked **to the grocery store** .

Gen: **The woman went to the hardware store** .



- ❑ Compute a score that indicates the similarity between **generated** and **gold-standard** (human-written) text
- ❑ Fast, efficient and widely used
- ❑ Two broad categories:
 - **N-gram overlap metrics** (e.g., BLEU, ROUGE, METEOR)
 - **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
 - 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

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



Bilingual Evaluation Understudy (BLEU)

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

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

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

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

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



Hypothesis/system translation

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

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

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

Reference translation

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

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 .

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

Reference translation

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
 - Rouge-S: concentrates on skip grams.

$$\frac{\text{number of n-grams found in model and reference}}{\text{number of n-grams in reference}}$$

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!

Are you enjoying your Homework #2 on ngram LM?

Heck Yes!

Yes!

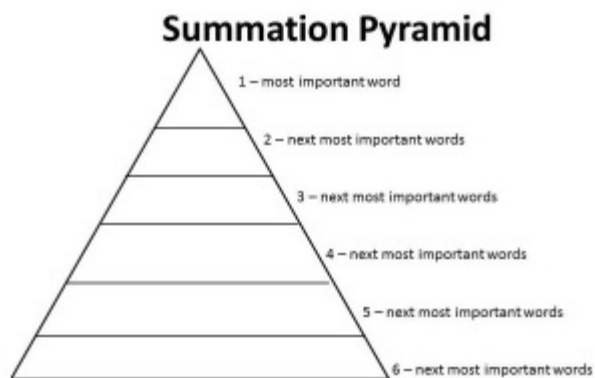
You know it!

Yup.

Heck no!

	BLEU = 0.61	
	BLEU = 0.25	
False Negative	BLEU = 0.0	
False Positive	BLEU = 0.67	

Semantic overlap metrics



PYRAMID

(Nenkova et al., 2017)

Incorporates **human content selection variation** in summarization evaluation.

Identifies **Summarization Content Units (SCU)s** to compare information content in summaries.



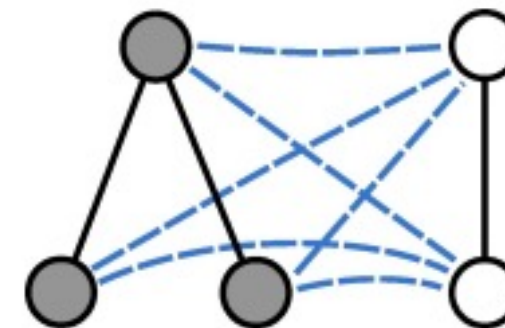
"two women are sitting at a white table"
"two women sit at a table in a small store"
"two women sit across each other at a table smile for the photograph"
"two women sitting in a small store like business"
"two women are sitting at a table"



SPICE

(Anderson et al., 2016)

Semantic propositional image caption evaluation is an image captioning metric that initially parses the reference text to derive an abstract scene graph representation.



SPIDER

(Liu et al., 2017)

A combination of semantic graph similarity (**SPICE**) and n-gram similarity measure (**CIDER**), the SPICE metric yields a more complete quality evaluation metric.

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

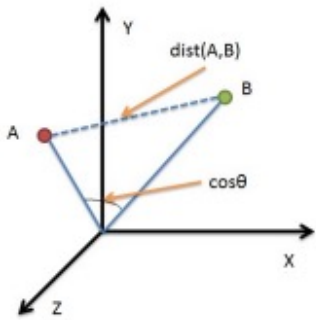
Model-based metrics



- ❑ 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

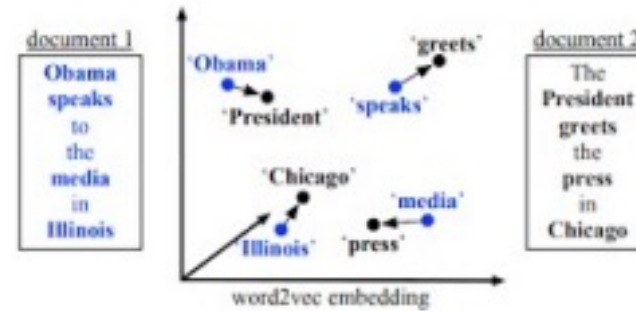


Vector Similarity

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)

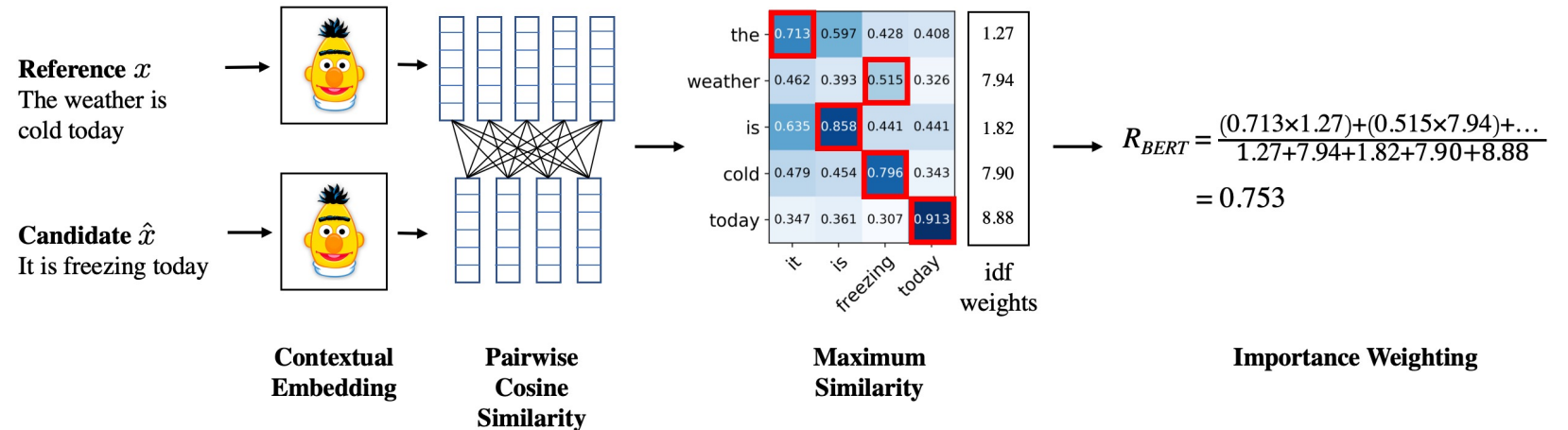
Word Mover's Distance



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

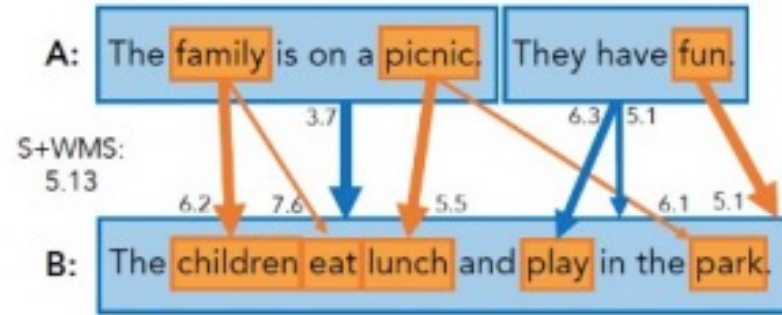
Uses pre-trained contextual embeddings from BERT and matches words in candidate and reference sentences by cosine similarity. (Zhang et.al. 2020)



Model-based metrics: Beyond word matching

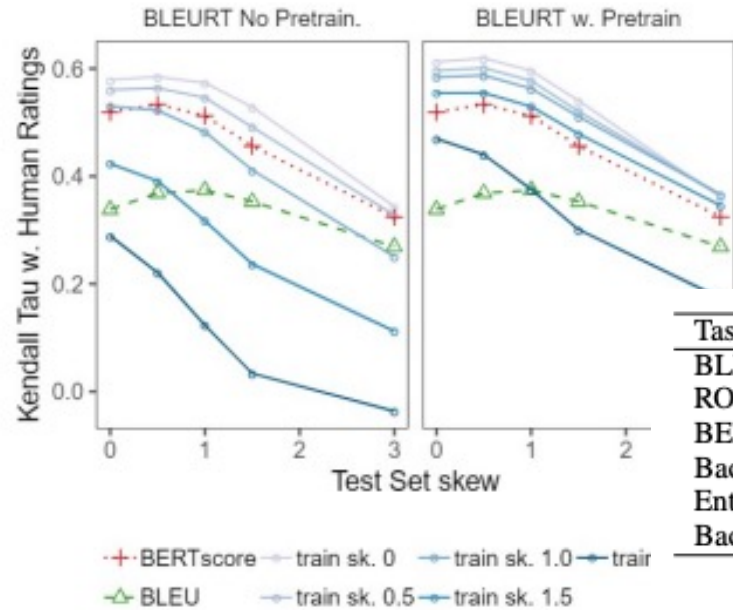
Sentence Movers Similarity

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)



Task Type	Pre-training Signals	Loss Type
BLEU	$\mathcal{T}^{\text{BLEU}}$	Regression
ROUGE	$\mathcal{T}^{\text{ROUGE}} = (\mathcal{T}^{\text{ROUGE-P}}, \mathcal{T}^{\text{ROUGE-R}}, \mathcal{T}^{\text{ROUGE-F}})$	Regression
BERTscore	$\mathcal{T}^{\text{BERTscore}} = (\mathcal{T}^{\text{BERTscore-P}}, \mathcal{T}^{\text{BERTscore-R}}, \mathcal{T}^{\text{BERTscore-F}})$	Regression
Backtrans. likelihood	$\mathcal{T}^{\text{en-fr}, \mathbf{z} \bar{\mathbf{z}}}, \mathcal{T}^{\text{en-fr}, \bar{\mathbf{z}} \mathbf{z}}, \mathcal{T}^{\text{en-de}, \mathbf{z} \bar{\mathbf{z}}}, \mathcal{T}^{\text{en-de}, \bar{\mathbf{z}} \mathbf{z}}$	Regression
Entailment	$\mathcal{T}^{\text{entail}} = (\mathcal{T}^{\text{Entail}}, \mathcal{T}^{\text{Contradict}}, \mathcal{T}^{\text{Neutral}})$	Multiclass
Backtrans. flag	$\mathcal{T}^{\text{backtran-flag}}$	Multiclass

Table 1: Our pre-training signals.

```
import torch
from bert_score import score

# reference and generated texts
ref_text = "The quick brown fox jumps over the lazy dog."
gen_text = "A fast brown fox leaps over a lazy hound."

# compute Bert score
P, R, F1 = score([gen_text], [ref_text], lang="en", model_type="bert-base-uncased")

# print results
print(f"Bert score: P={P.item():.4f} R={R.item():.4f} F1={F1.item():.4f}")
```



Automatic metrics in general don't really work

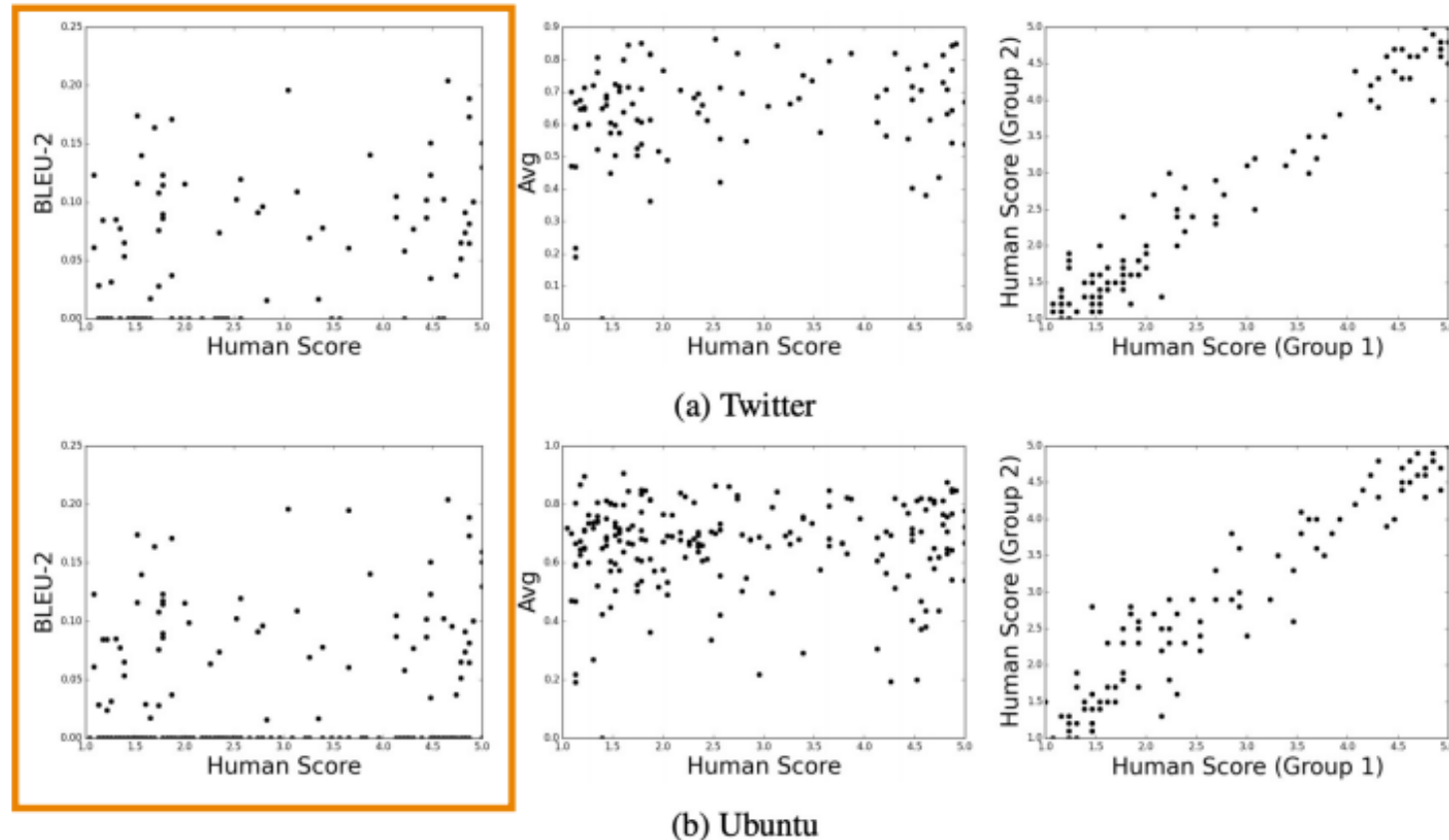


Figure 1: Scatter plots showing the correlation between metrics and human judgements on the Twitter corpus (a) and Ubuntu Dialogue Corpus (b). The plots represent BLEU-2 (left), embedding average (center), and correlation between two randomly selected halves of human respondents (right).

(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:
 - fluency
 - coherence / consistency
 - factuality and correctness
 - 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!

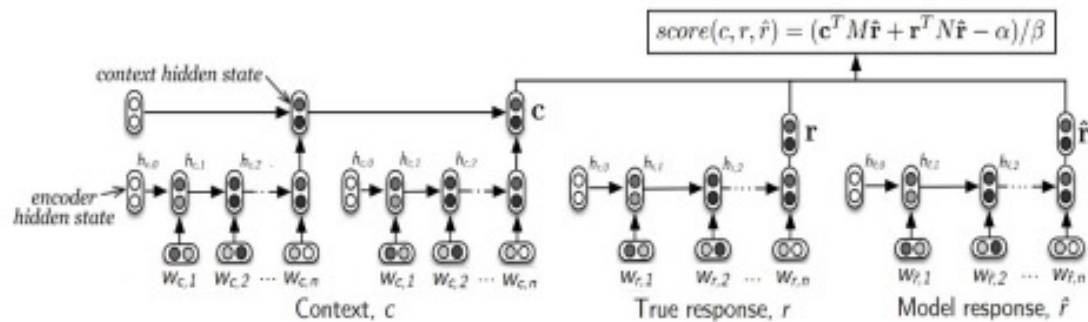


Human evaluation: Issues

- ❑ 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

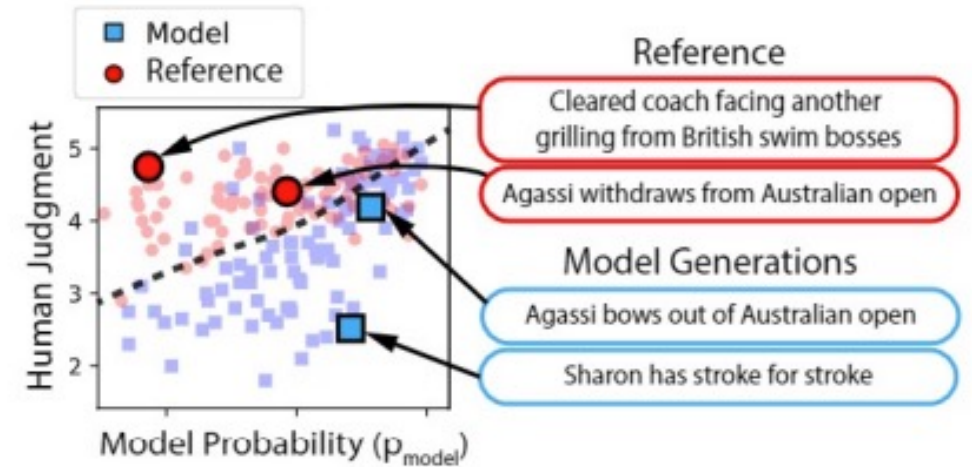


Learning from human reference



ADEM

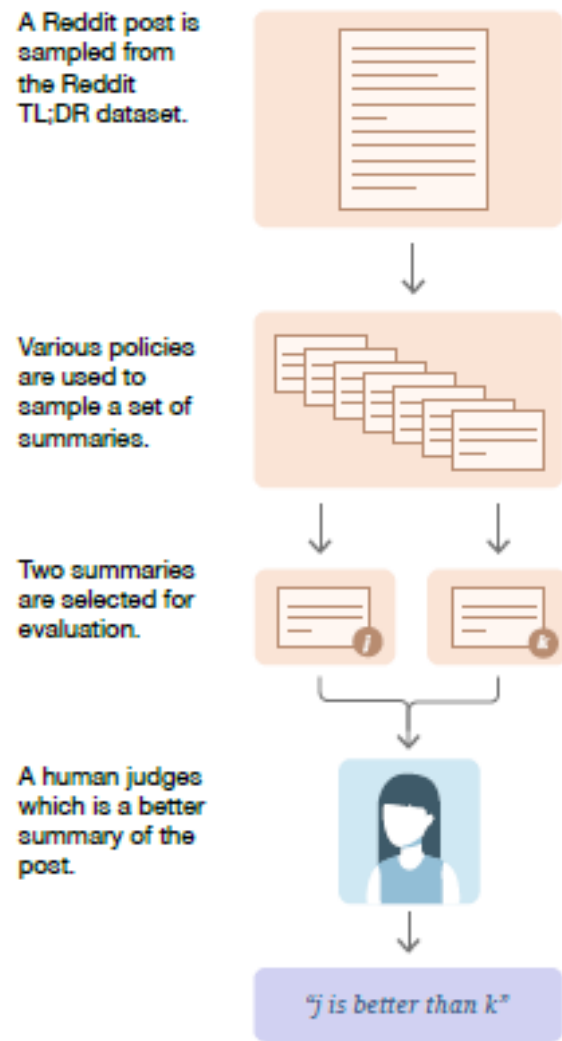
A learned metric from human judgments for dialog system evaluation in a chatbot setting. (Lowe et.al., 2017)



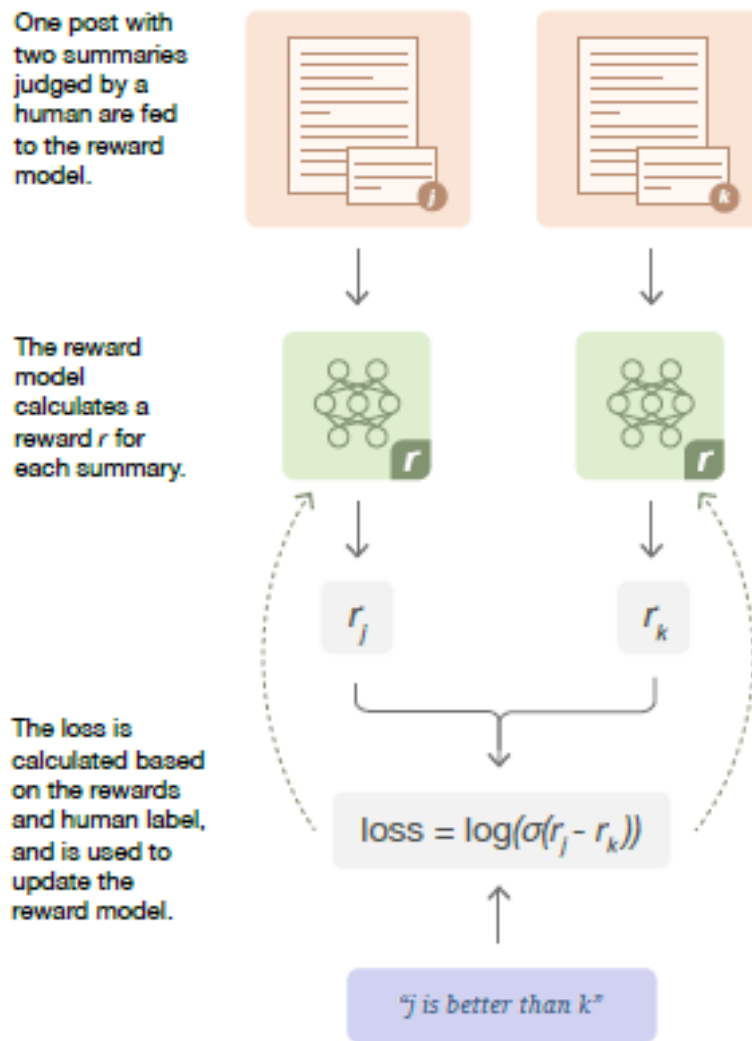
HUSE

Human Unified with Statistical Evaluation (HUSE), determines the similarity of the output distribution and a human reference distribution. (Hashimoto et.al. 2019)

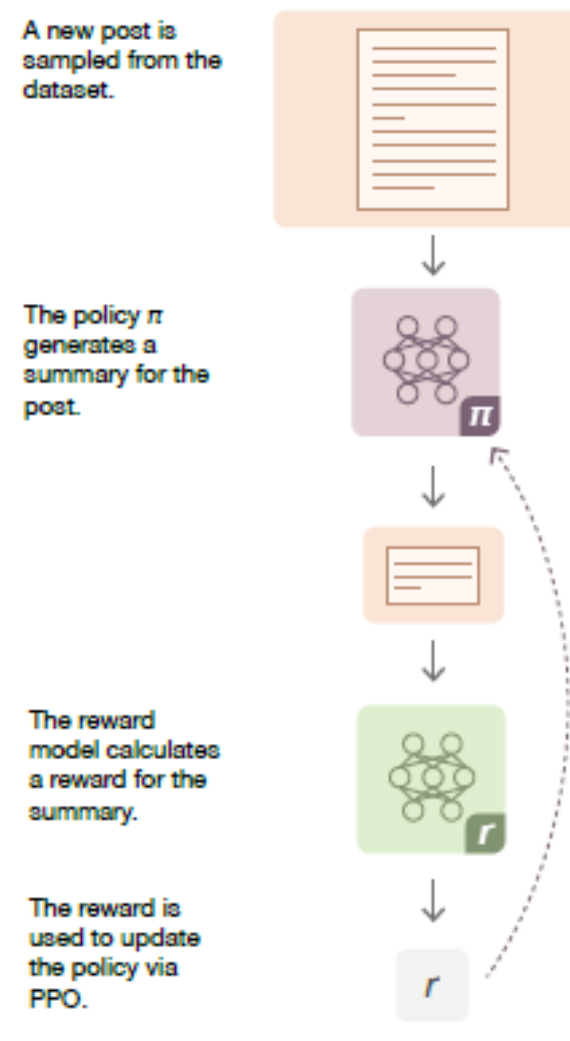
1 Collect human feedback



2 Train reward model

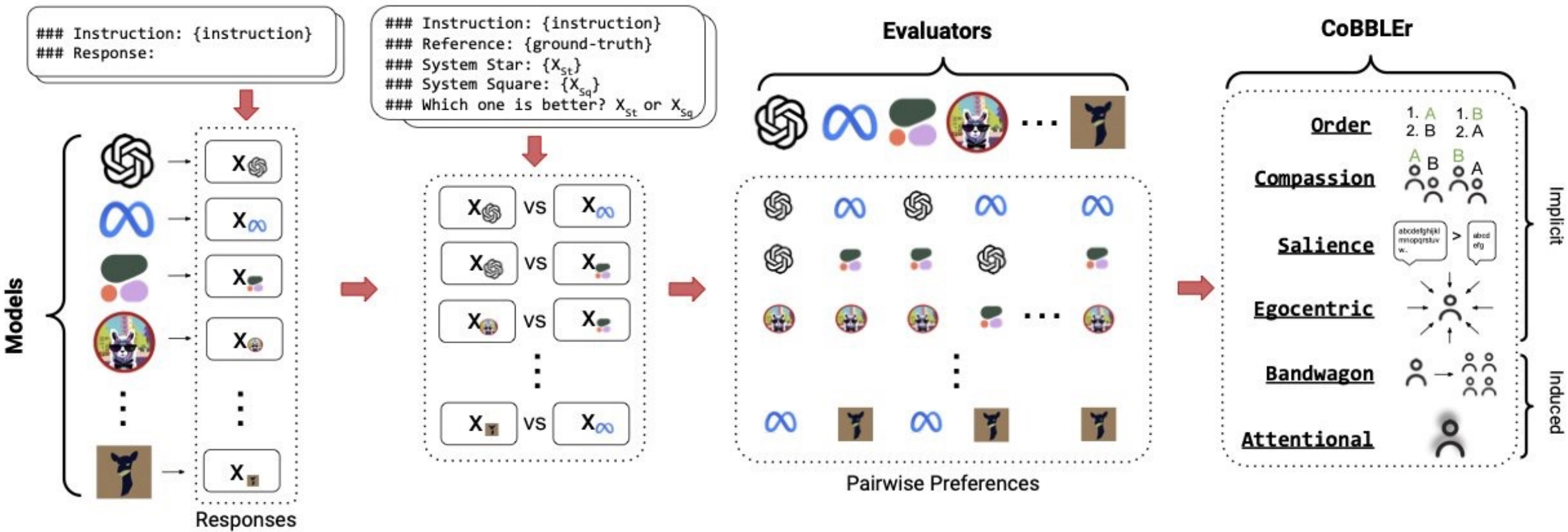


3 Train policy with PPO



[2009.01325] Learning to summarize from human feedback





[Benchmarking Cognitive Biases in Large Language Models as Evaluators arxiv.org/abs/2309.17012](https://arxiv.org/abs/2309.17012)

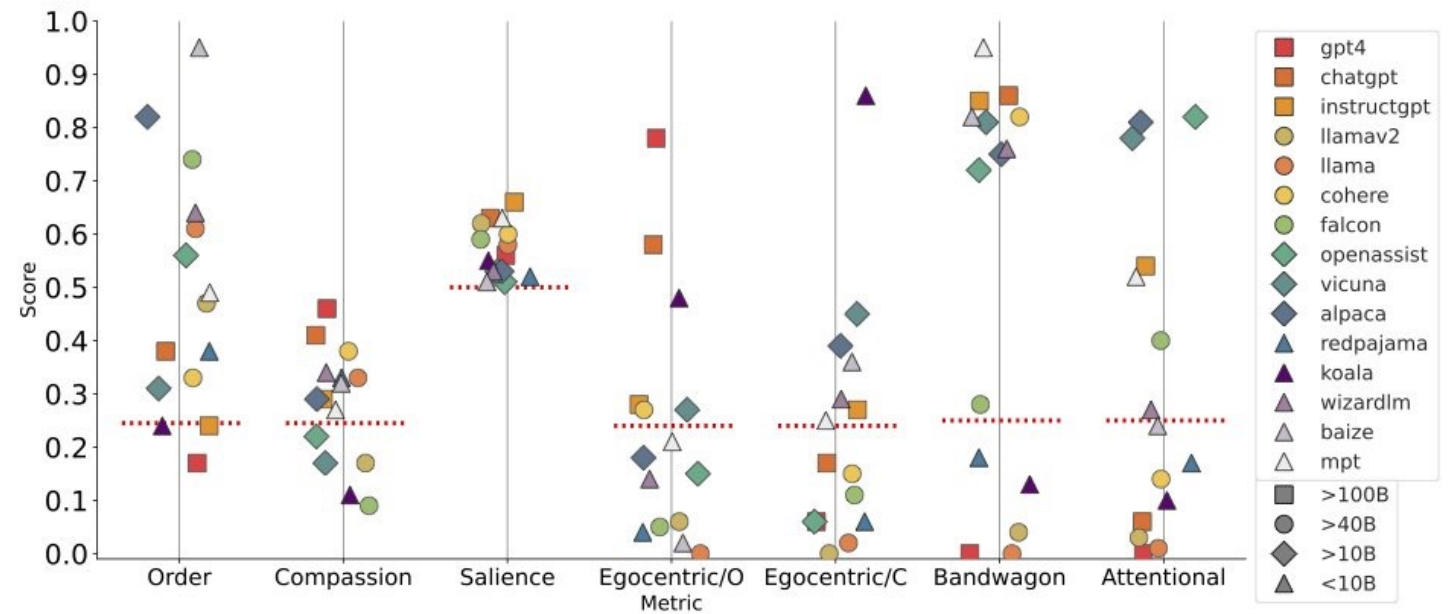
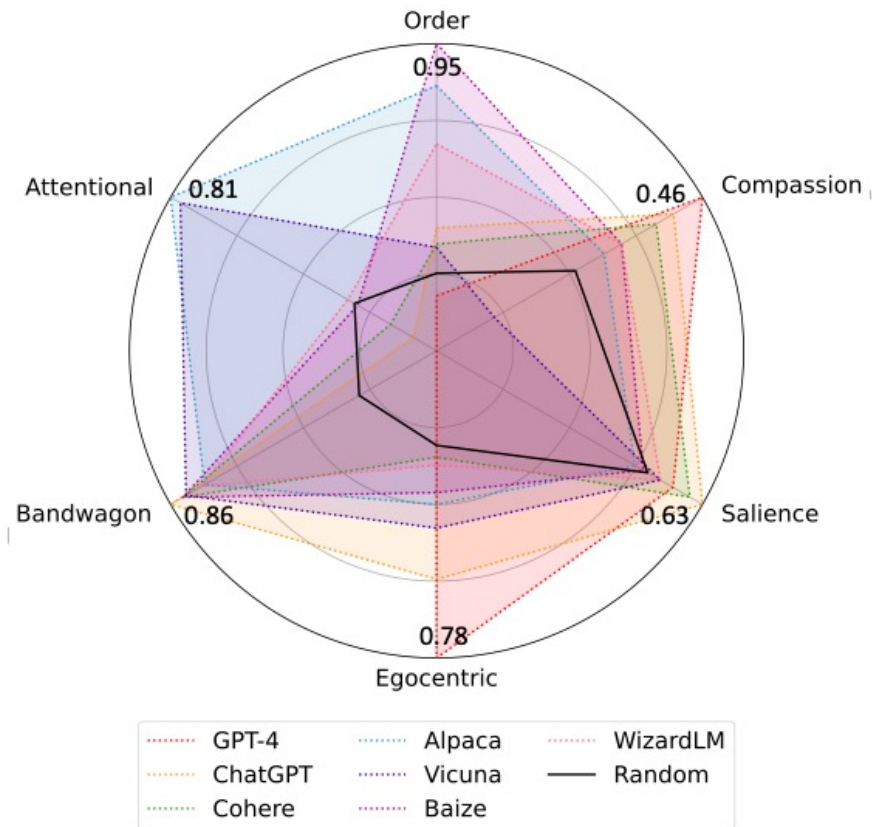
Bias	Bias Behavior	Example
ORDER BIAS	The tendency to give preference to an option based on their order (e.g. first, second, or last).	System Star: x System Square: y System Square: y System Star: x
COMPASSION FADE	The tendency to observe different behaviors when given recognizable names as opposed to anonymized aliases.	Model Alpaca: x Model Vicuna: y Model Vicuna: y Model Alpaca: x
EGOCENTRIC BIAS	The inclination to prioritize one’s own responses regardless of response quality.	Model Star (You): x Model Square: y
SALIENCE BIAS	The tendency to prefer responses based on the length of the response (i.e., more often preferring longer responses over shorter ones).	System Star: The quick brown fox jumps over the lazy dog. System Square: The fox jumped.
BANDWAGON EFFECT	The tendency to prefer majority belief without critical evaluation.	85% believe that System Star is better.
ATTENTIONAL BIAS	The inclination to give more attention to irrelevant or unimportant details.	System Square likes to eat oranges and apples

Table 1: We display the characteristic format for each bias and bold answers that indicate behavior influenced by the bias. For example, in COMPASSION FADE (recognizable names) Model Alpaca and Model Vicuna are associated with System Star and System Square respectively, in which the preferred response (bolded) is inconsistent with the preferred response from ORDER (anonymized names).

[Benchmarking Cognitive Biases in Large Language Models as Evaluators arxiv.org/abs/2309.17012](https://arxiv.org/abs/2309.17012)



Benchmarking Cognitive Biases in Large Language Models as Evaluators



[Benchmarking Cognitive Biases in Large Language Models as Evaluators arxiv.org/abs/2309.17012](https://arxiv.org/abs/2309.17012)



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!



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!



Questions?

