

Pragmatic description generation with cooperative networks

Will Monroe

CS224U / LINGUIST 188/288

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Implicatures

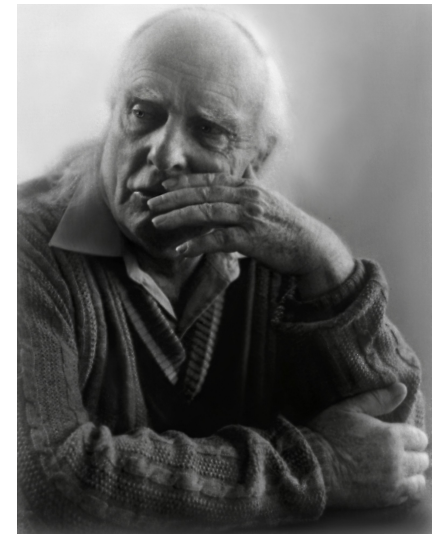
Work is work.

Implicatures

Will produced a series of sounds that corresponded closely to the tune of “Hey Jude.”

Implicatures: Grice's maxims

- “Make your contribution as informative as required [...]
- Do not make your contribution more informative than is required. [...]
- Do not say what you believe to be false. [...]
- Avoid obscurity of expression.
- Avoid ambiguity.
- Be brief (avoid unnecessary prolixity).”



(Grice, 1970)

Implicatures: Grice's maxims

Work is work.

“Make your contribution as informative as required”

Implicatures: Grice's maxims

Will produced a series of sounds that corresponded closely to the tune of "Hey Jude."

"Be brief (avoid unnecessary prolixity)."

Implicatures: Grice's maxims

How do you like
my new haircut?



...It's shorter in
the back!

“Be relevant.”

Implicatures



1



2



3

Implicatures



1



2



3

“glasses”

Implicatures



1



2



3

“person”

RSA: Bayesian pragmatic reasoning



“hat”



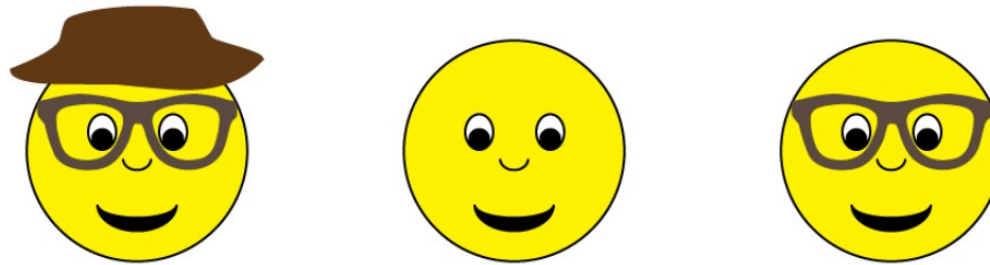
“glasses”



“person”



RSA: Bayesian pragmatic reasoning



“hat”

1	0	0
---	---	---

“glasses”

0.5	0	0.5
-----	---	-----

“person”

0.33	0.33	0.33
------	------	------

literal
(naive)
listener

RSA: Bayesian pragmatic reasoning



“hat”

0.33

0

0

“glasses”

0.33

0

0.5

“person”

0.33

1

0.5

literal
(naive)
speaker

RSA: Bayesian pragmatic reasoning



Recent RSA conquests

- marked verbosity
“Will produced a series of sounds...”
“Clark got the car to stop.”
- ignorance implicature
A: *“Does Barb live in Moscow?”*
B: *“She lives in Russia...”*
- metaphor
“She's such a princess.”
- hyperbole
“a seven-million-dollar cup of coffee”

lexical uncertainty
(Smith et al. 2013;
Bergen et al. 2014)

question under
discussion
(Kao et al. 2014a/b)

Two obstacles

1. Hand-written semantics

$$S \rightarrow C, \quad S \rightarrow \neg C$$

$$C \rightarrow mLs, \quad C \rightarrow m, \quad C \rightarrow s$$

$$L \rightarrow \vee, \quad L \rightarrow \wedge$$

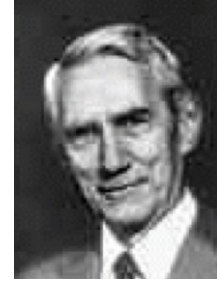
$$\llbracket m \rrbracket = \{ \{ \text{Mary} \}, \{ \text{Mary}, \text{Sue} \} \}$$

$$\llbracket s \rrbracket = \{ \{ \text{Sue} \}, \{ \text{Mary}, \text{Sue} \} \}$$

$$\left. \begin{array}{l} \llbracket \text{one} \rrbracket \\ \llbracket \text{two} \rrbracket \\ \llbracket \text{three} \rrbracket \\ \llbracket \text{one or two} \rrbracket \\ \llbracket \text{two or three} \rrbracket \\ \llbracket \text{one or three} \rrbracket \\ \llbracket \text{one or two or three} \rrbracket \end{array} \right\} \begin{array}{l} = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{3\} \\ = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{1, 2, 3\} \\ = \{1, 2, 3\} \end{array}$$

Can we learn from examples?

Attribute Selection for REG



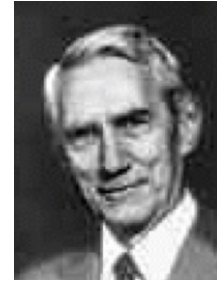
✓ *person*

✓ *beard*

glasses

\neg *tie*

Attribute Selection for REG



∅

person

beard

glasses

¬tie

person, beard

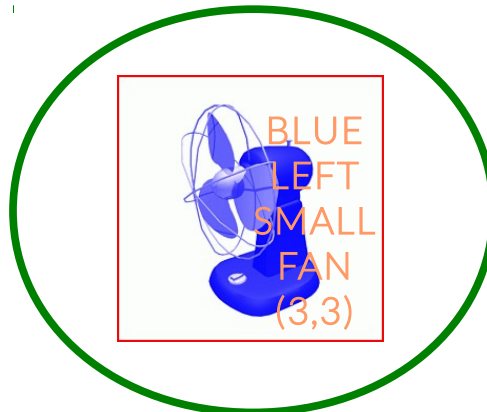
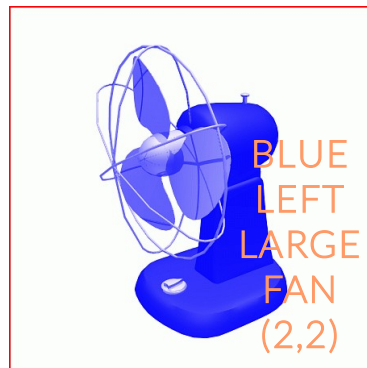
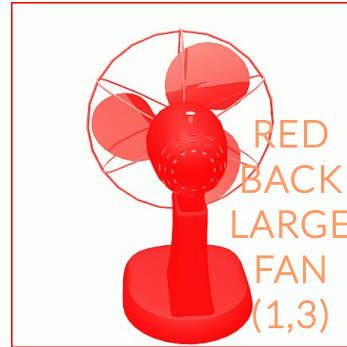
person, glasses

person, ¬tie

glasses, beard

...

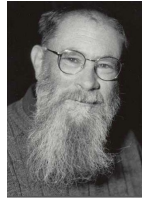
The TUNA Corpus



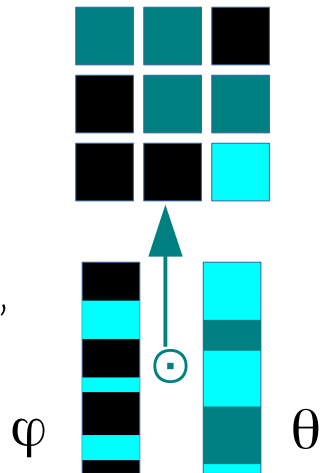
Human utterance:
“blue fan small”

Attributes:
blue, fan, small

Learning through RSA

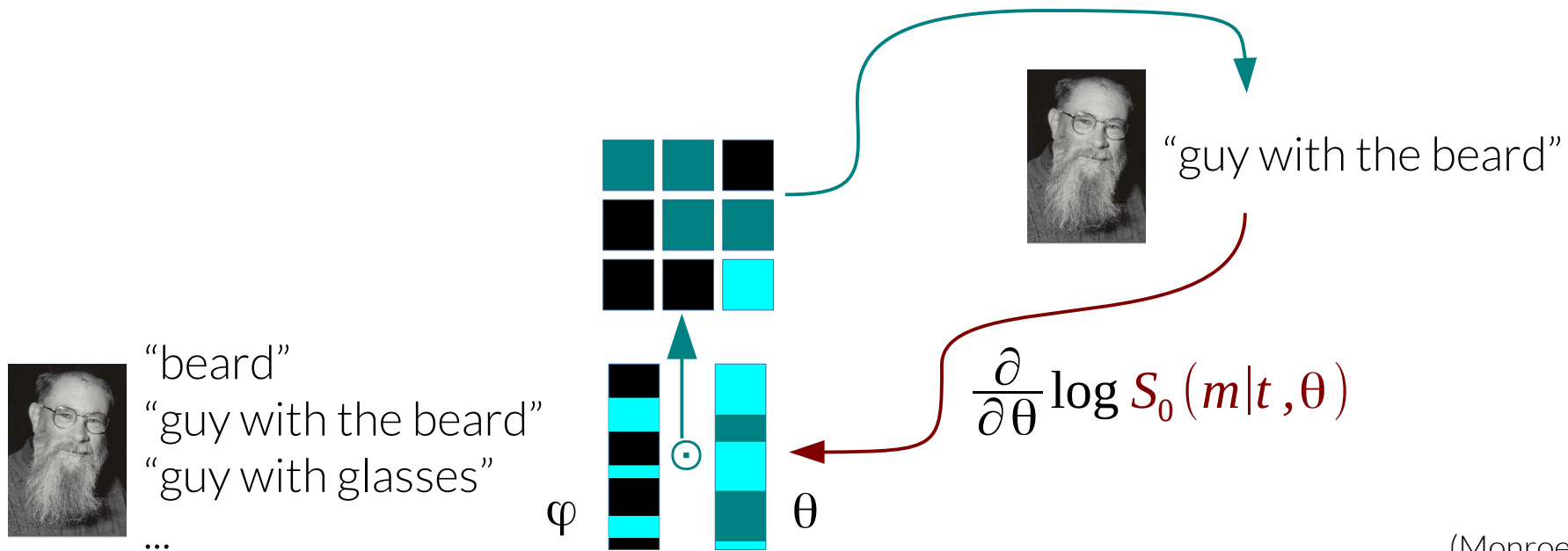


“beard”
“guy with the beard”
“guy with glasses”
...

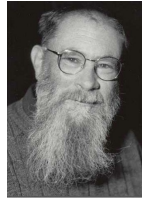


$$S_0(m|t, \theta) \propto \exp[\theta^T \varphi(t, m)]$$

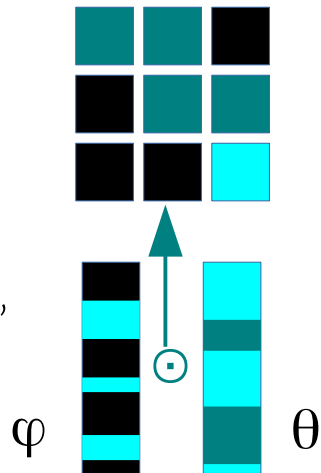
Learning through RSA



Learning through RSA

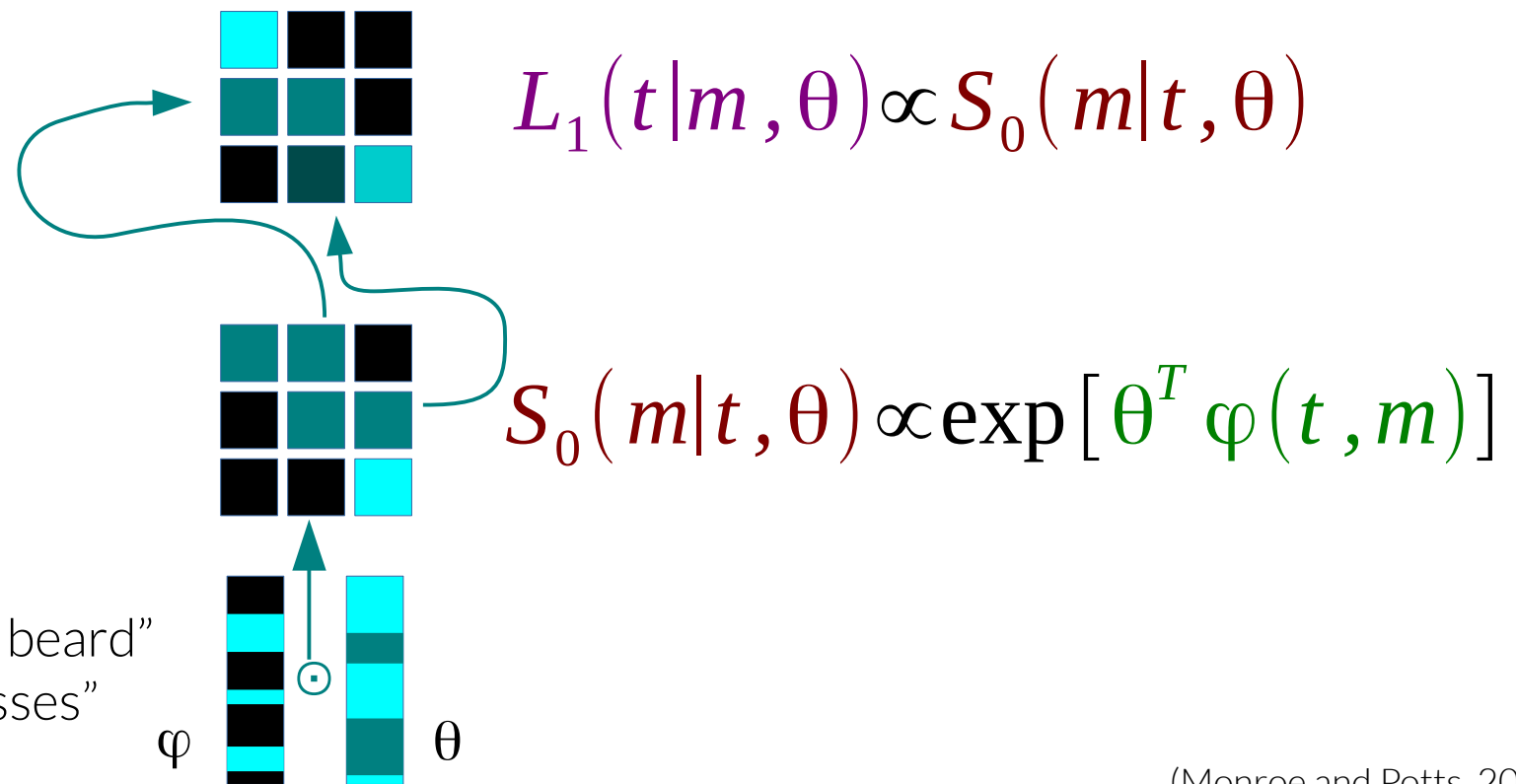


“beard”
“guy with the beard”
“guy with glasses”
...

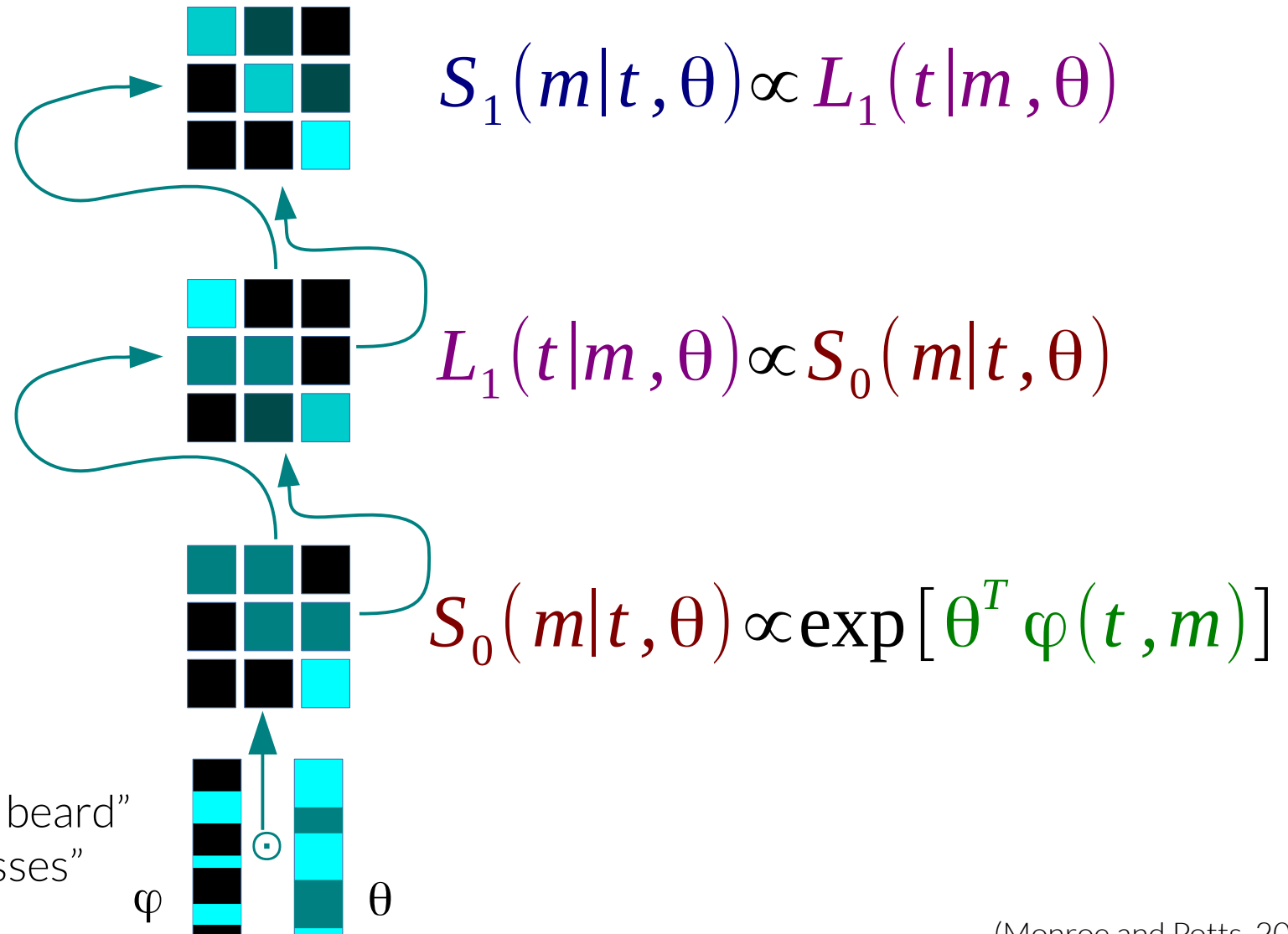


$$S_0(m|t, \theta) \propto \exp[\theta^T \varphi(t, m)]$$

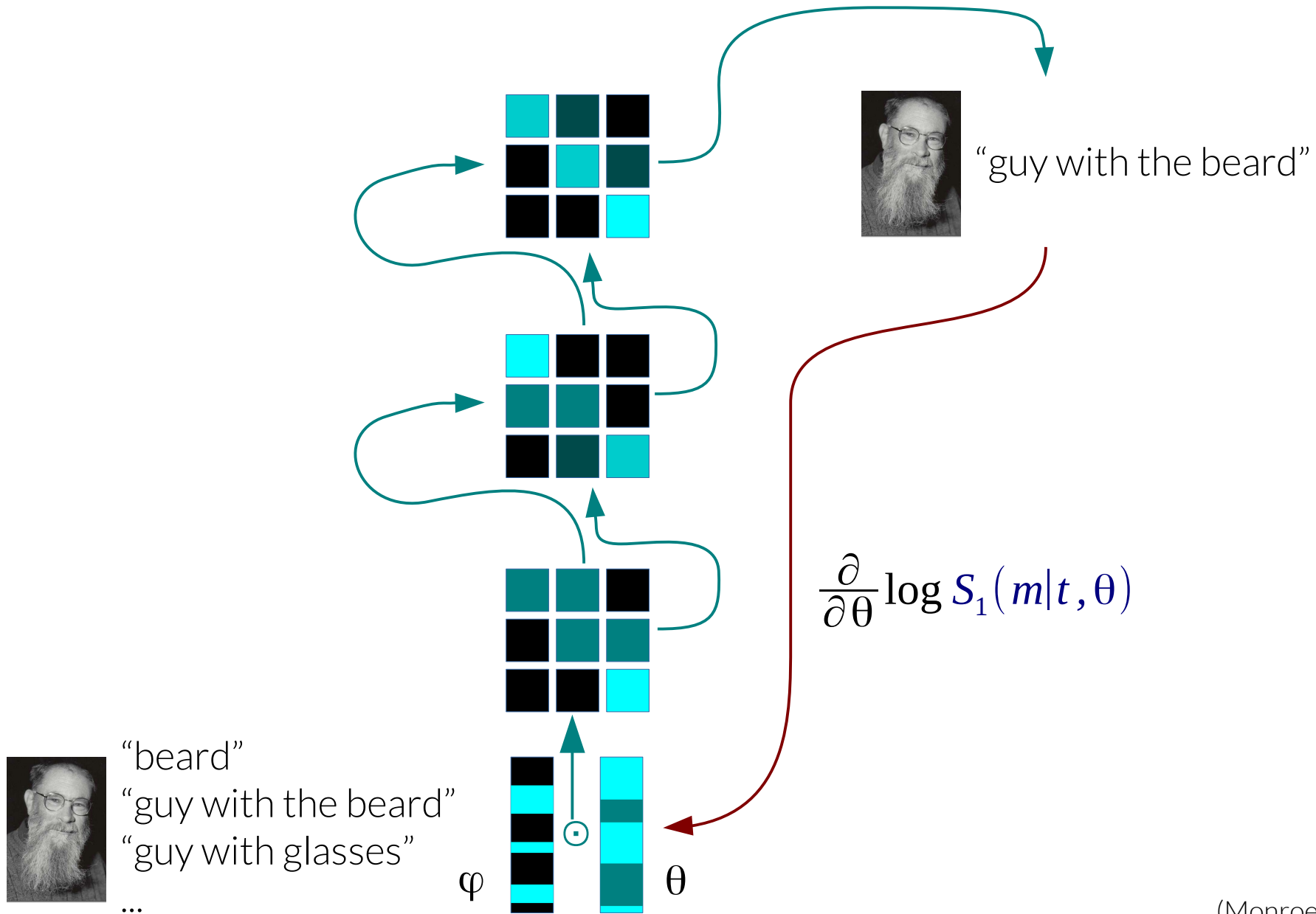
Learning through RSA



Learning through RSA



Learning through RSA



Goals

Avoid hand-built
lexicon

Learn human quirks

Features

Goals

Avoid hand-built
lexicon

Learn human quirks

Features

➤ cross-product

➤ generation features

Goals

Avoid hand-built
lexicon

Learn human quirks

Features

➤ cross-product

BLUE → *blue*, BLUE → *fan*, ...

➤ generation features

Goals

Avoid hand-built
lexicon

Learn human quirks

- people overproduce
colors

Features

➤ cross-product

BLUE → *blue*, BLUE → *fan*, ...

➤ generation features
attribute type

{color}

Goals

Avoid hand-built
lexicon

Learn human quirks

- people overproduce colors
- attributes fit into a hierarchy

Features

➤ cross-product

BLUE → *blue*, *BLUE* → *fan*, ...

➤ generation features

attribute type

{color}

attribute pairs (pos/neg)

{type}+{color}, *{color}+¬{size}*

Goals

Avoid hand-built
lexicon

Learn human quirks

- people overproduce colors
- attributes fit into a hierarchy
- certain utterance lengths are preferred

Features

➤ cross-product

BLUE → *blue*, *BLUE* → *fan*, ...

➤ generation features

attribute type

{color}

attribute pairs (pos/neg)

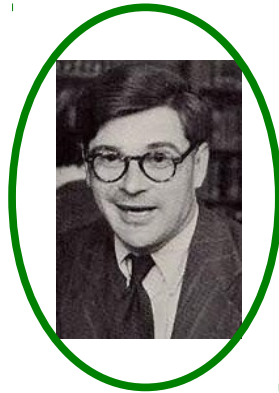
{type}+{color}, {color}+¬{size}

message size

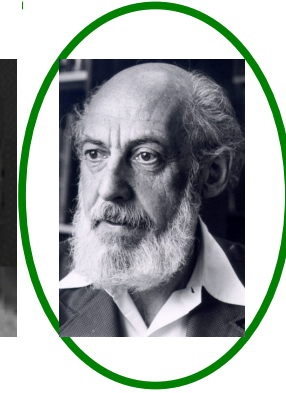
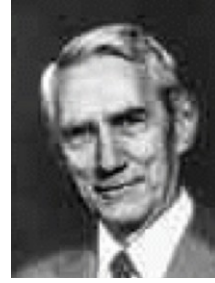
{2 attrs}, {3 attrs}, ...

Example: dataset

train

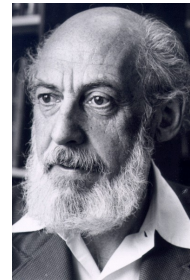
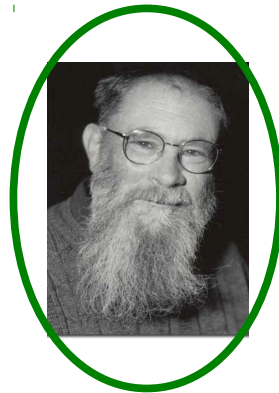


*person,
glasses*



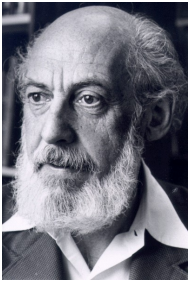
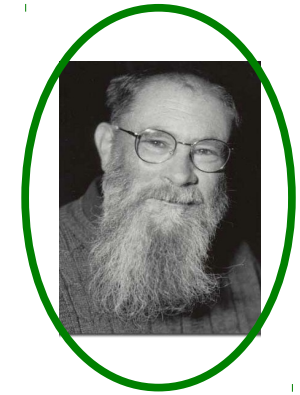
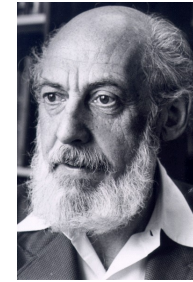
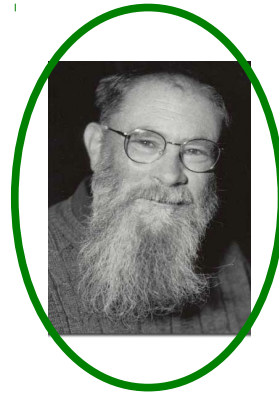
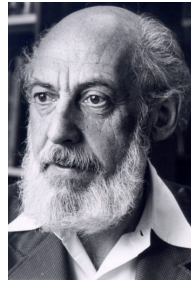
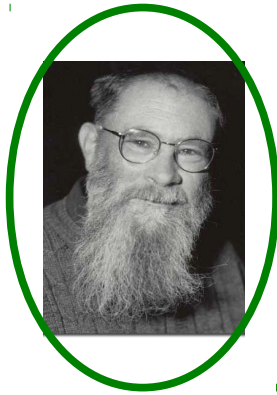
*person,
beard*

test



?

Example: distributions



\emptyset

person

glasses

beard

person, glasses

person, beard

glasses, beard

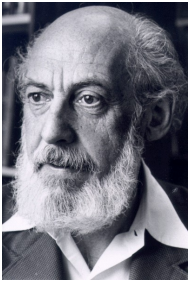
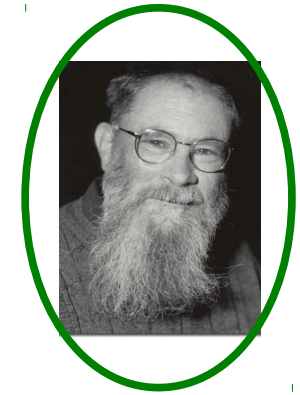
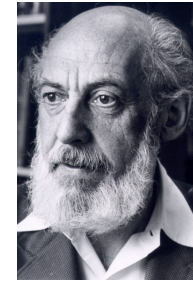
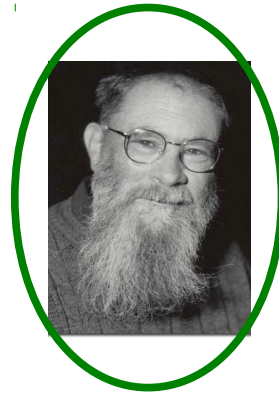
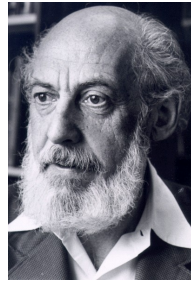
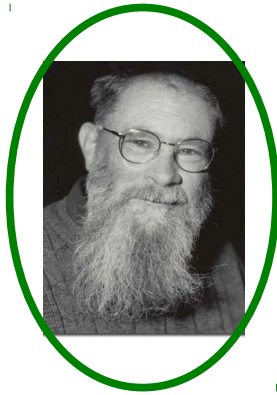
all

RSA

S_0

S_1

Example: distributions



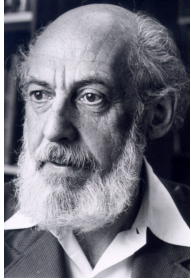
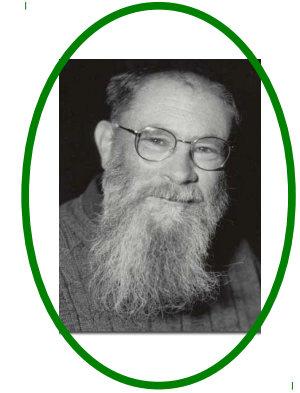
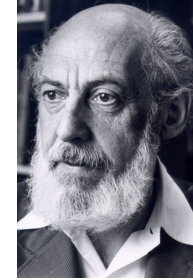
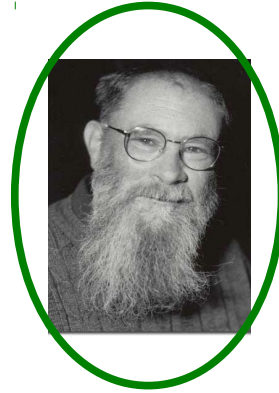
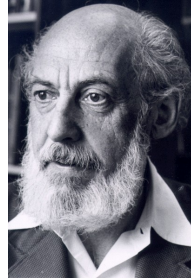
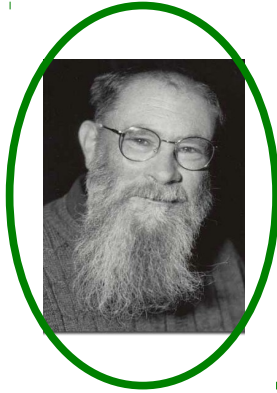
\emptyset	.08	.25
person	.08	.25
glasses	.17	0
beard	.08	.25
person, glasses	.17	0
person, beard	.08	.25
glasses, beard	.17	0
all	.17	0

RSA

S_0

S_1

Example: distributions



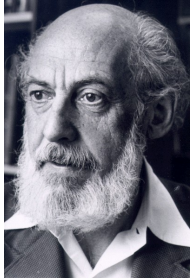
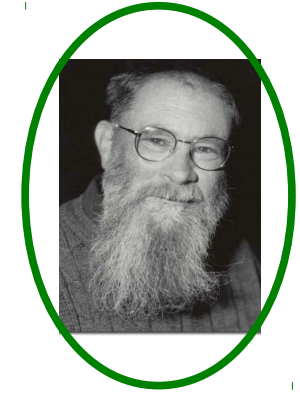
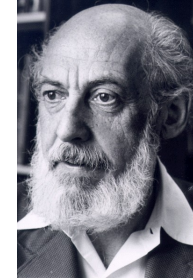
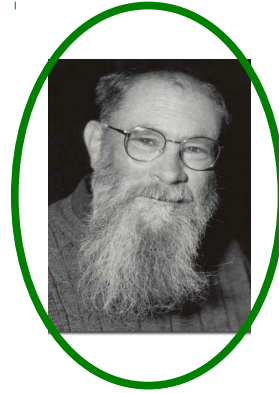
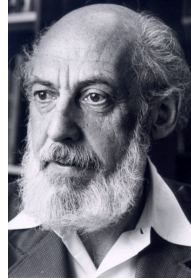
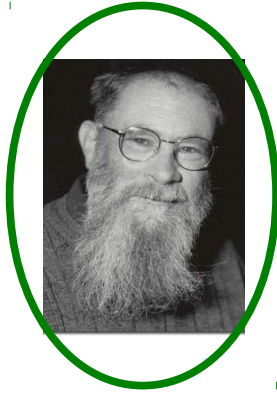
\emptyset	.08	.25	.03	.00
person	.08	.25	.22	.10
glasses	.17	0	.03	.00
beard	.08	.25	.03	.04
person, glasses	.17	0	.22	.01
person, beard	.08	.25	.22	.74
glasses, beard	.17	0	.03	.00
all	.17	0	.22	.10

RSA

S_0

S_1

Example: distributions



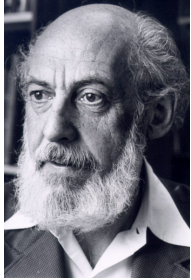
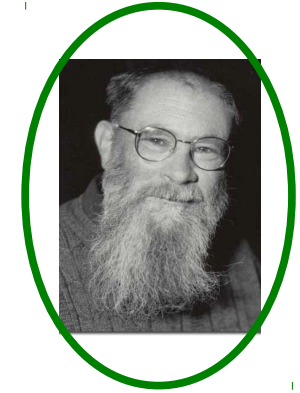
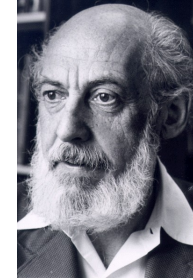
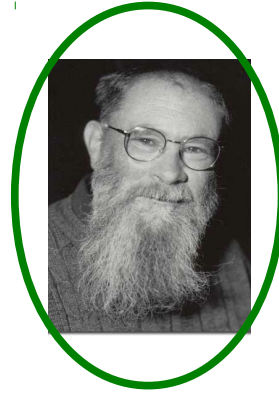
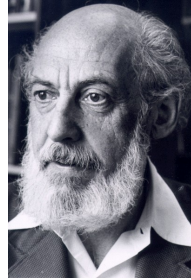
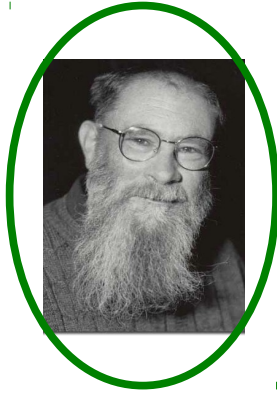
\emptyset	.08	.25	.03	.00	.10	.11
person	.08	.25	.22	.10	.16	.13
glasses	.17	0	.03	.00	.11	.07
beard	.08	.25	.03	.04	.08	.17
person, glasses	.17	0	.22	.01	.18	.08
person, beard	.08	.25	.22	.74	.12	.19
glasses, beard	.17	0	.03	.00	.10	.11
all	.17	0	.22	.10	.16	.11

RSA

S_0

S_1

Example: distributions



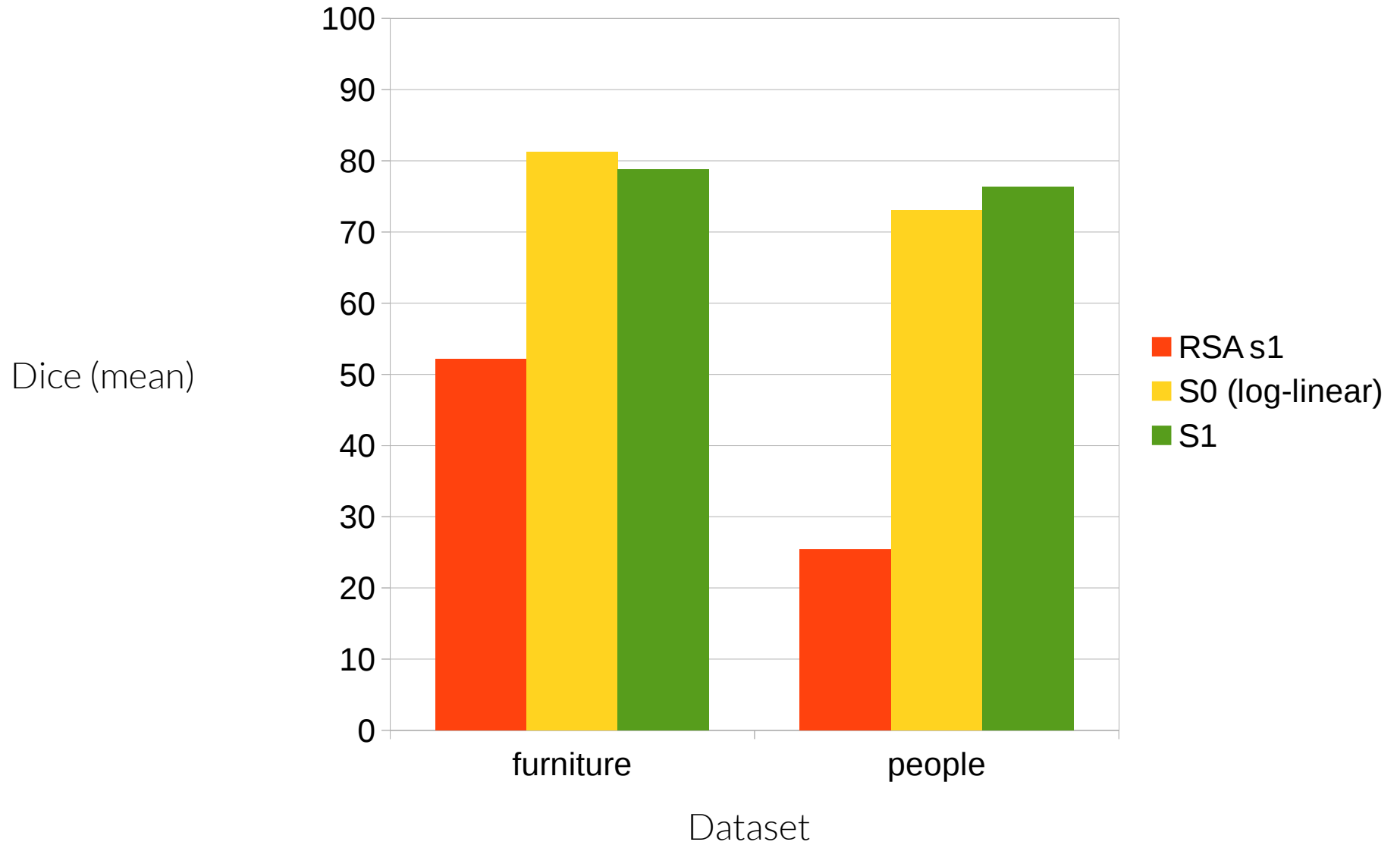
\emptyset	.08	.25	.03	.00	.10	.11
person	.08	.25	.22	.10	.16	.13
glasses	.17	0	.03	.00	.11	.07
beard	.08	.25	.03	.04	.08	.17
person, glasses	.17	0	.22	.01	.18	.08
person, beard	.08	.25	.22	.74	.12	.19
glasses, beard	.17	0	.03	.00	.10	.11
all	.17	0	.22	.10	.16	.11

RSA

S_0

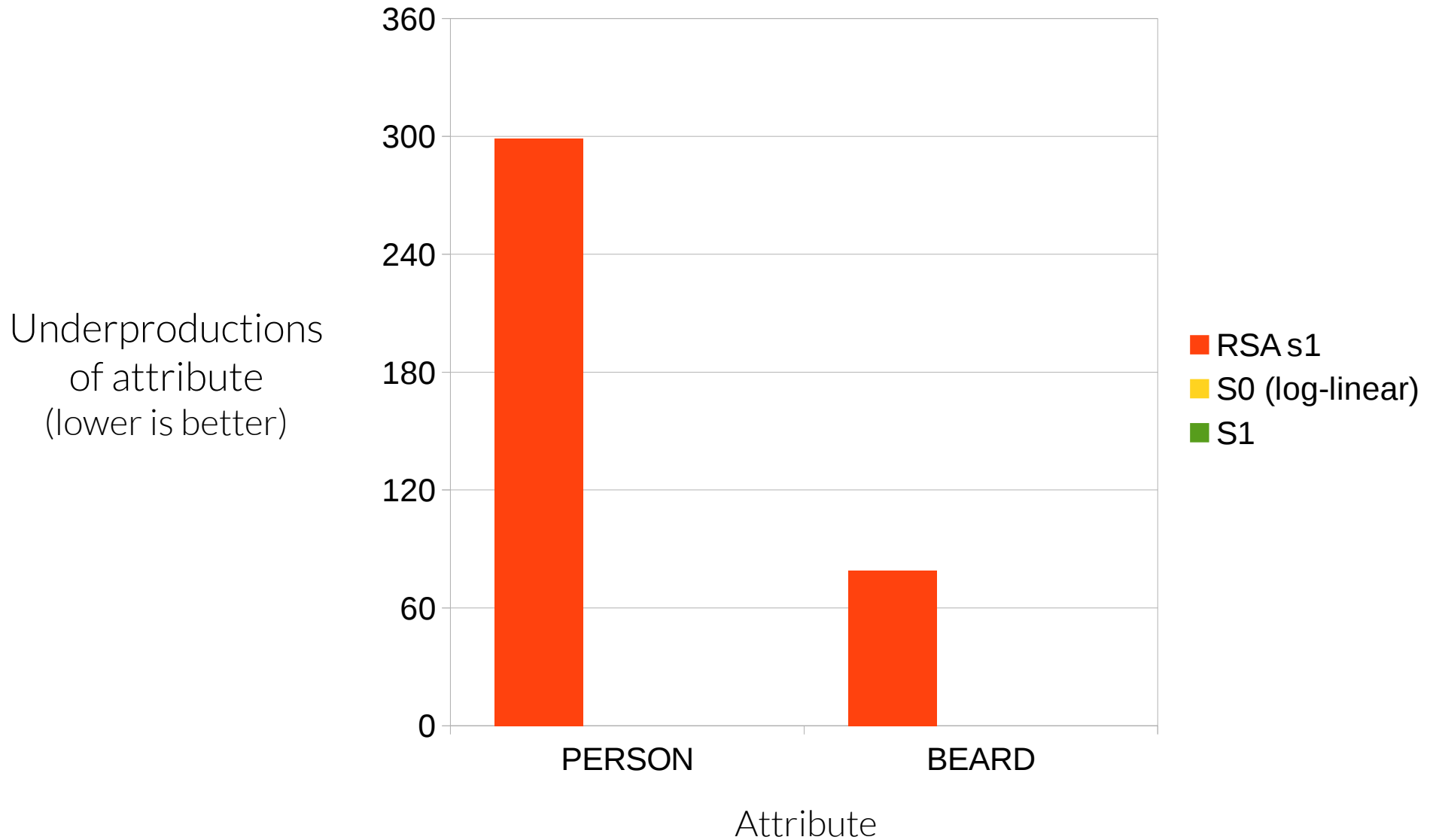
S_1

Experimental results



Analysis

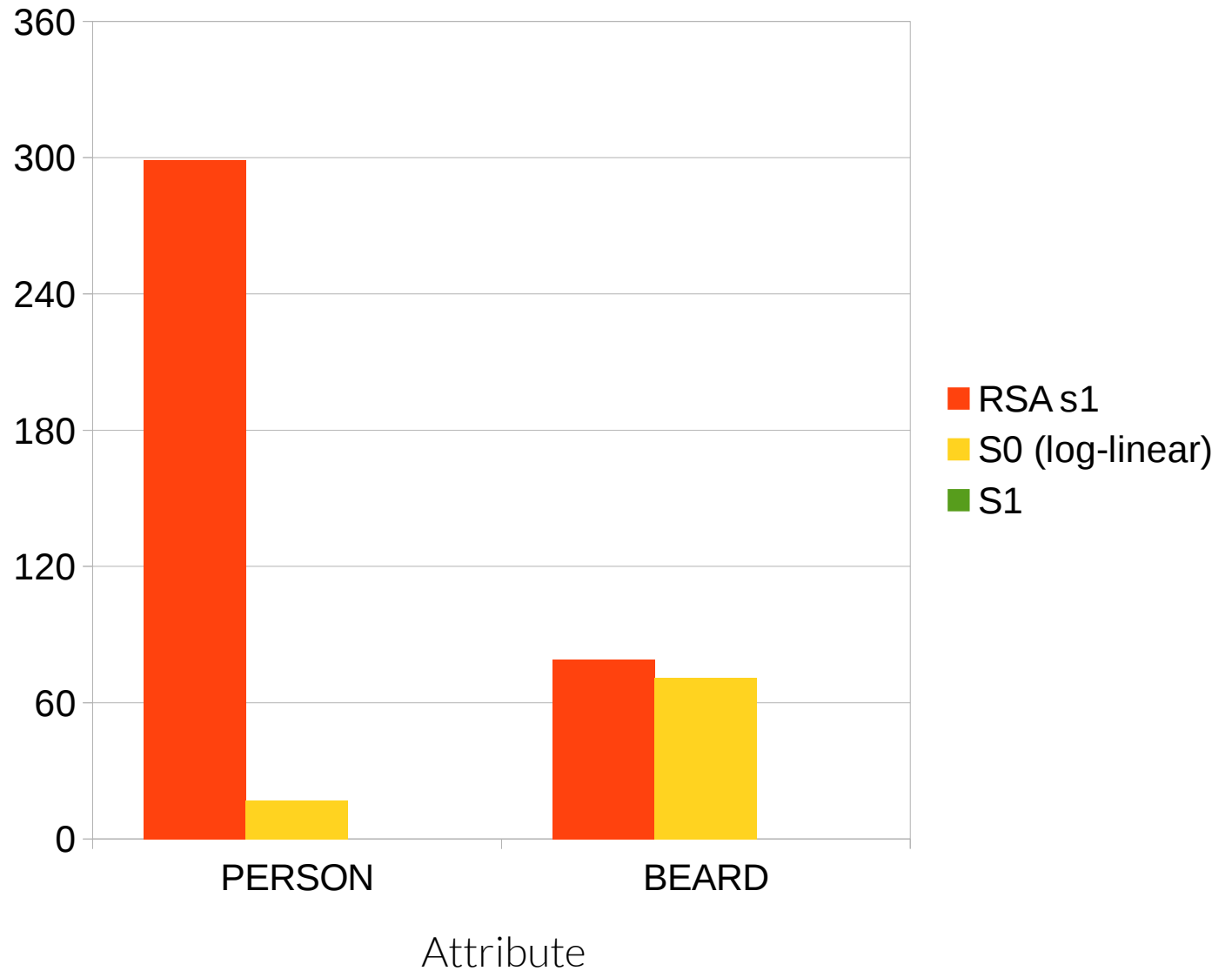
TUNA *people* dataset



Analysis

TUNA *people* dataset

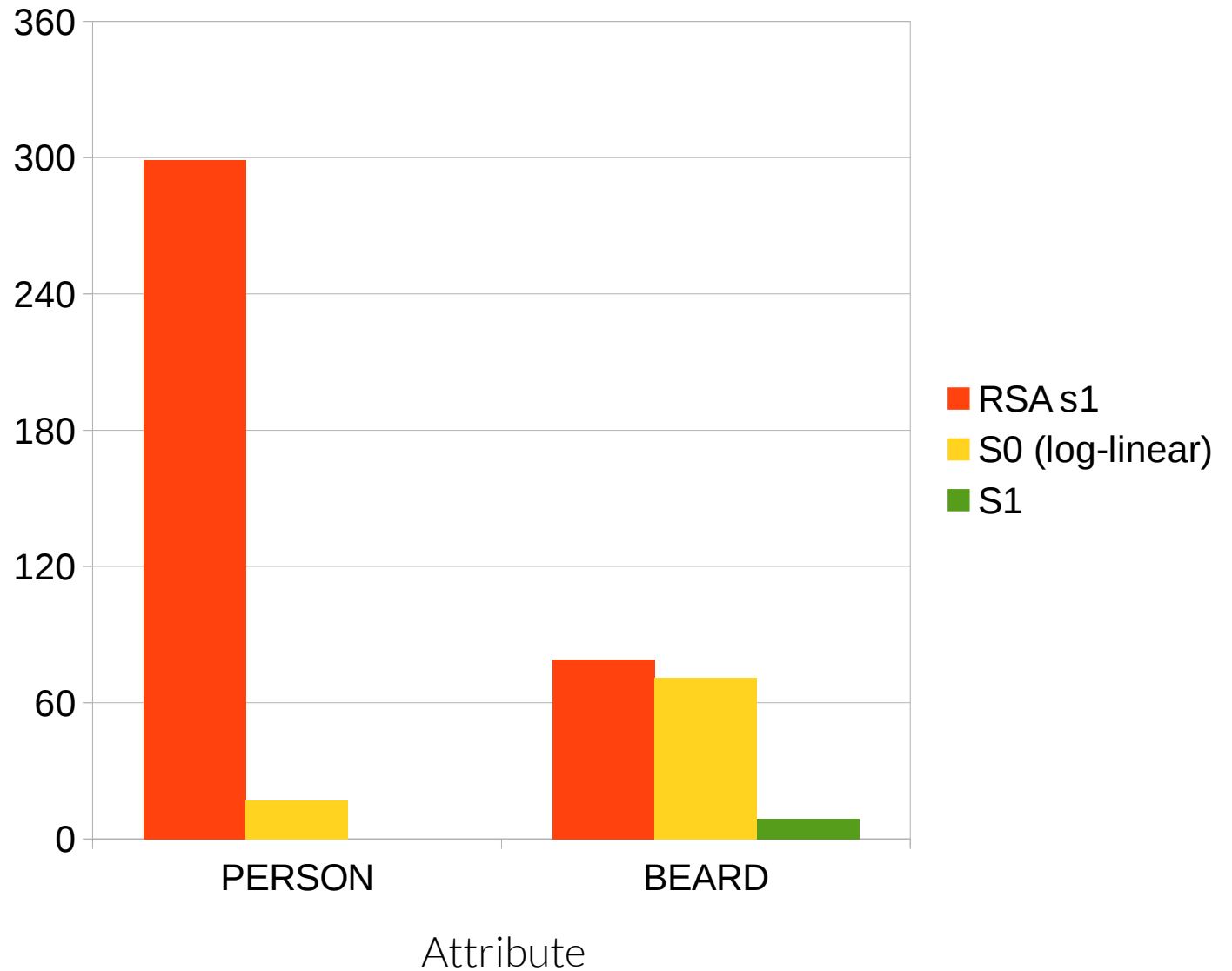
Underproductions
of attribute
(lower is better)



Analysis

TUNA *people* dataset

Underproductions
of attribute
(lower is better)



Two obstacles

1. Hand-written semantics

$$S \rightarrow C, \quad S \rightarrow \neg C$$

$$C \rightarrow mLs, \quad C \rightarrow m, \quad C \rightarrow s$$

$$L \rightarrow \vee, \quad L \rightarrow \wedge$$

$$\llbracket m \rrbracket = \{ \{ \text{Mary} \}, \{ \text{Mary}, \text{Sue} \} \}$$

$$\llbracket s \rrbracket = \{ \{ \text{Sue} \}, \{ \text{Mary}, \text{Sue} \} \}$$

$$\left. \begin{array}{l} \llbracket \text{one} \rrbracket \\ \llbracket \text{two} \rrbracket \\ \llbracket \text{three} \rrbracket \\ \llbracket \text{one or two} \rrbracket \\ \llbracket \text{two or three} \rrbracket \\ \llbracket \text{one or three} \rrbracket \\ \llbracket \text{one or two or three} \rrbracket \end{array} \right\} \begin{array}{l} = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{3\} \\ = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{1, 2, 3\} \\ = \{1, 2, 3\} \end{array}$$

Can we learn from examples?

Two obstacles

1. Hand-written semantics

$$S \rightarrow C, \quad S \rightarrow \neg C$$

$$C \rightarrow mLs, \quad C \rightarrow m, \quad C \rightarrow s$$

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$$\llbracket m \rrbracket = \{ \{ \text{Mary} \}, \{ \text{Mary}, \text{Sue} \} \}$$

$$\llbracket s \rrbracket = \{ \{ \text{Sue} \}, \{ \text{Mary}, \text{Sue} \} \}$$

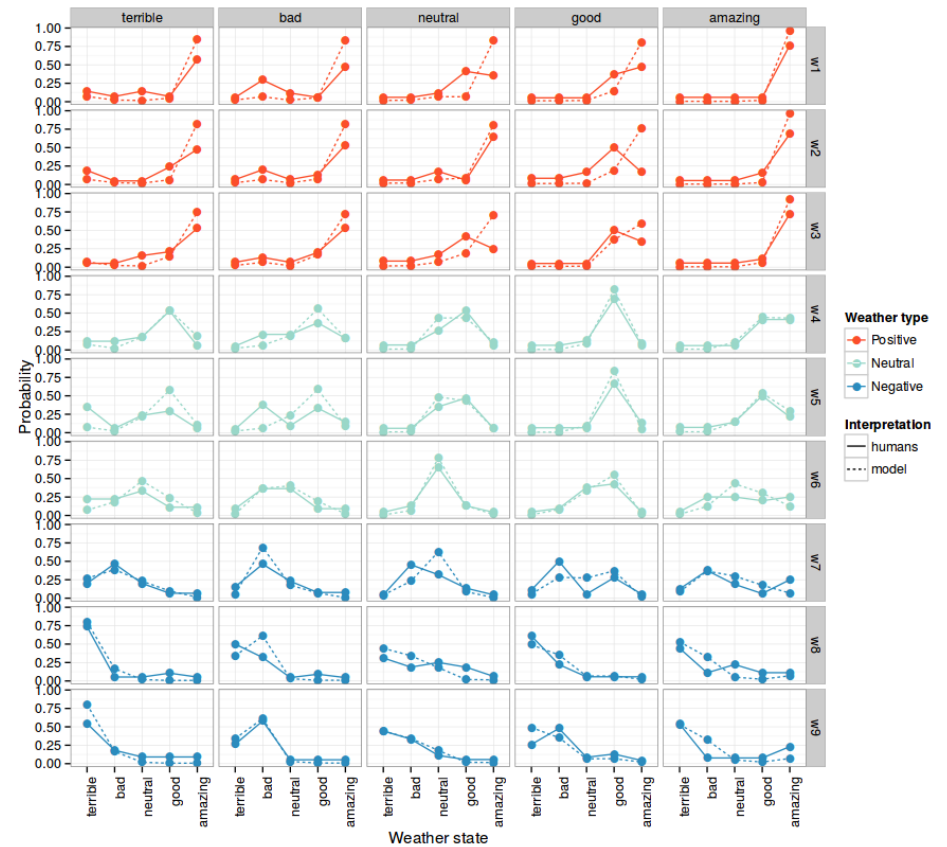
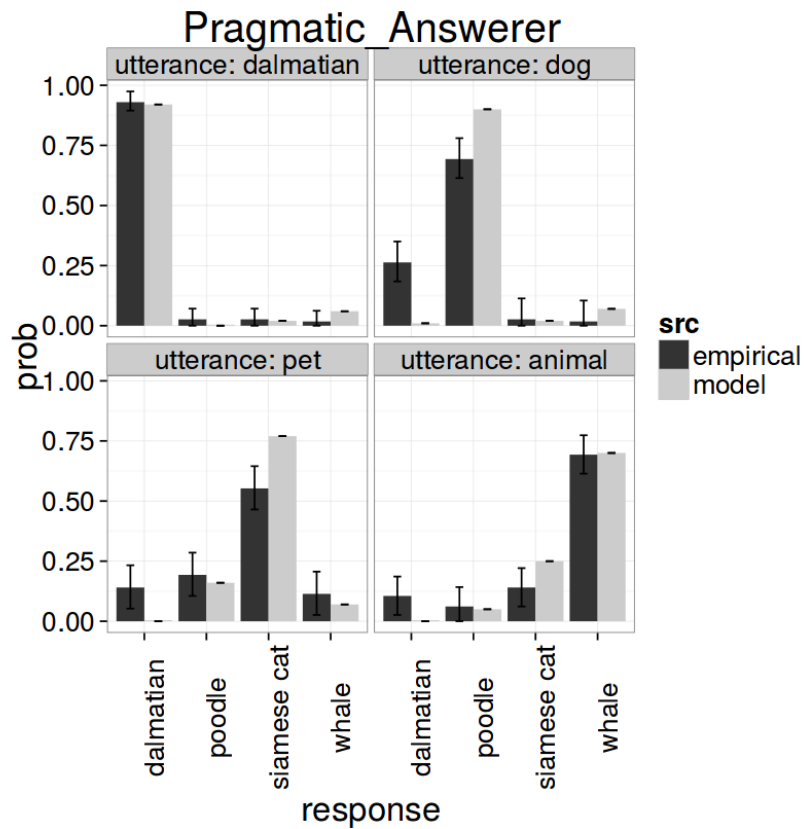
$$\left. \begin{array}{l} \llbracket \text{one} \rrbracket \\ \llbracket \text{two} \rrbracket \\ \llbracket \text{three} \rrbracket \\ \llbracket \text{one or two} \rrbracket \\ \llbracket \text{two or three} \rrbracket \\ \llbracket \text{one or three} \rrbracket \\ \llbracket \text{one or two or three} \rrbracket \end{array} \right\} \begin{array}{l} = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{3\} \\ = \{1, 2, 3\} \\ = \{2, 3\} \\ = \{1, 2, 3\} \\ = \{1, 2, 3\} \end{array}$$

Can we learn from examples?










Two obstacles

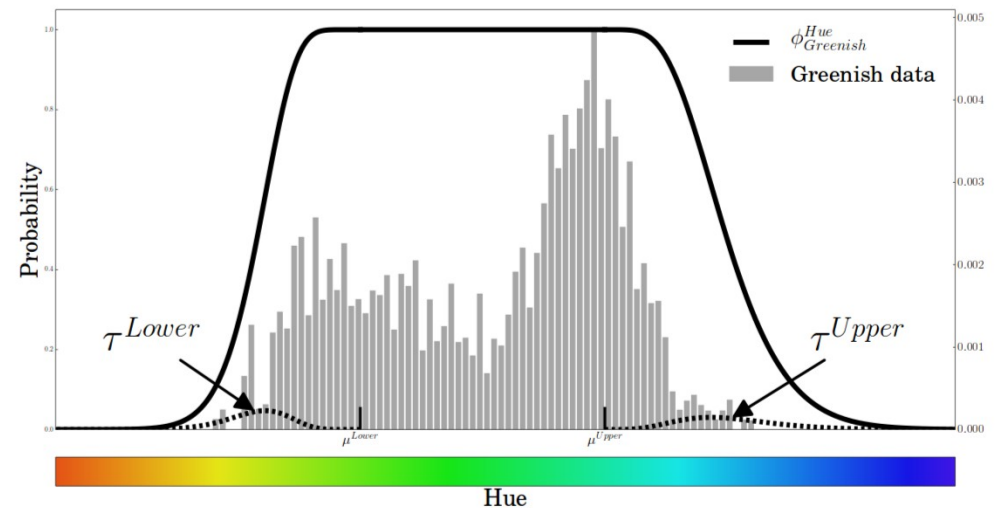
2. Exhaustive enumeration of utterances and worlds



Can we generalize efficiently?

Task: modeling color descriptions

-  the best color in the freakin' world!!!!!!!
-  are you actually going through these answers? must be dull as all hell.
-  i considered rickrolling you, because i have a strong feeling no ones ever rickrolled someone with their own scientific data.
-  gosh, thats blue
-  tough one... what the hell do you call this? it's pink, but not totally pink, but it's purple, but not totally purple. well, mr. xkcd, if that is your real name, thank you for what will surely stave off any hopes i have at a decent night's sleep.
-  day 3: sanity lost, colors keep changing but they keep staying the same...keep seeing this green, this slightly different green, mocking me...studying me...this ms green...what do you want mr green
-  really? this color again? i have nothing against colors personally, but this one just stands out from the rest as unusually unattractive. i almost feel sad for it, but it made the decision to be that color so it has to find a way to deal with it

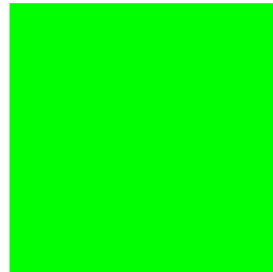


(no relation)

(Munroe, 2010; McMahan and Stone, 2015)

Task: modeling color descriptions

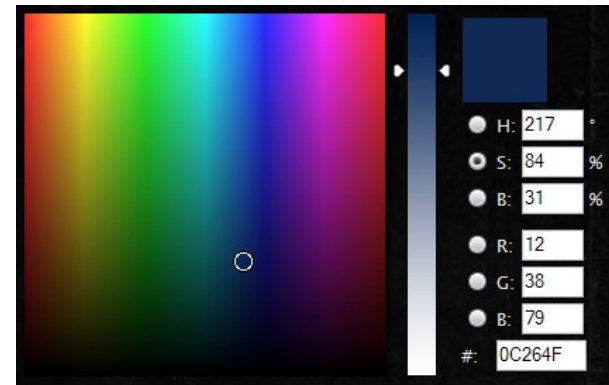
Speaker



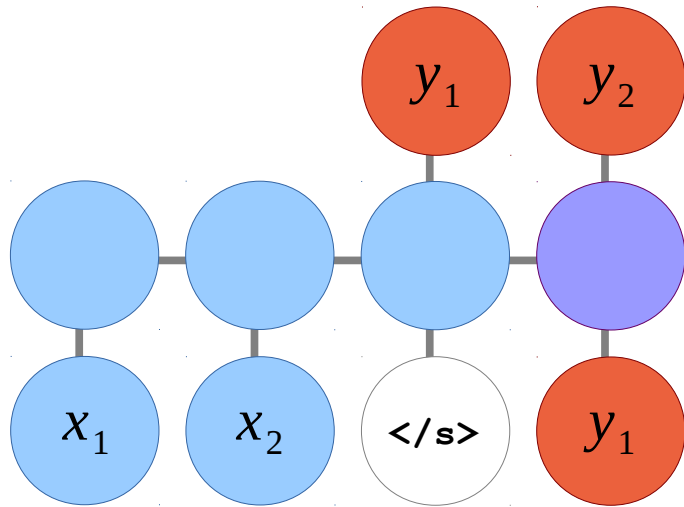
“neon green”

Listener

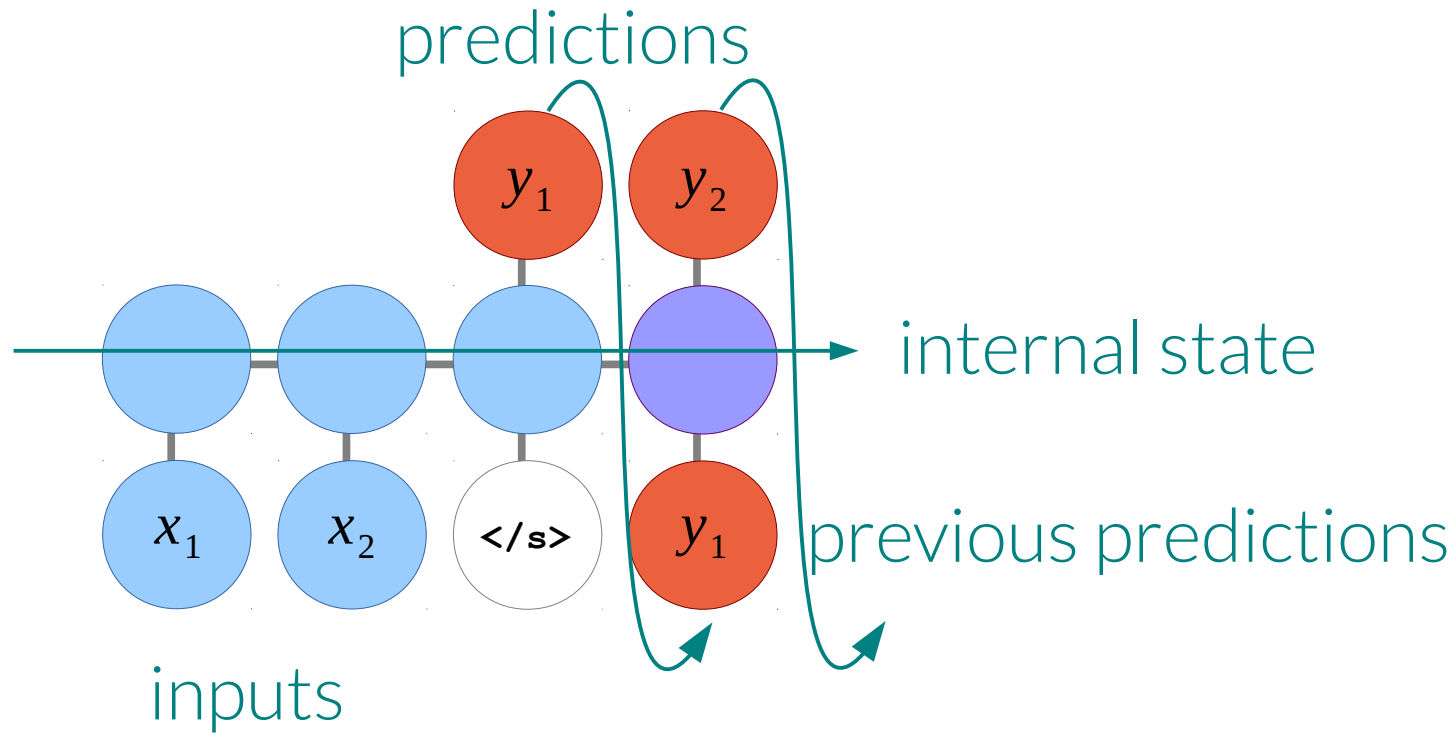
“navy blue”



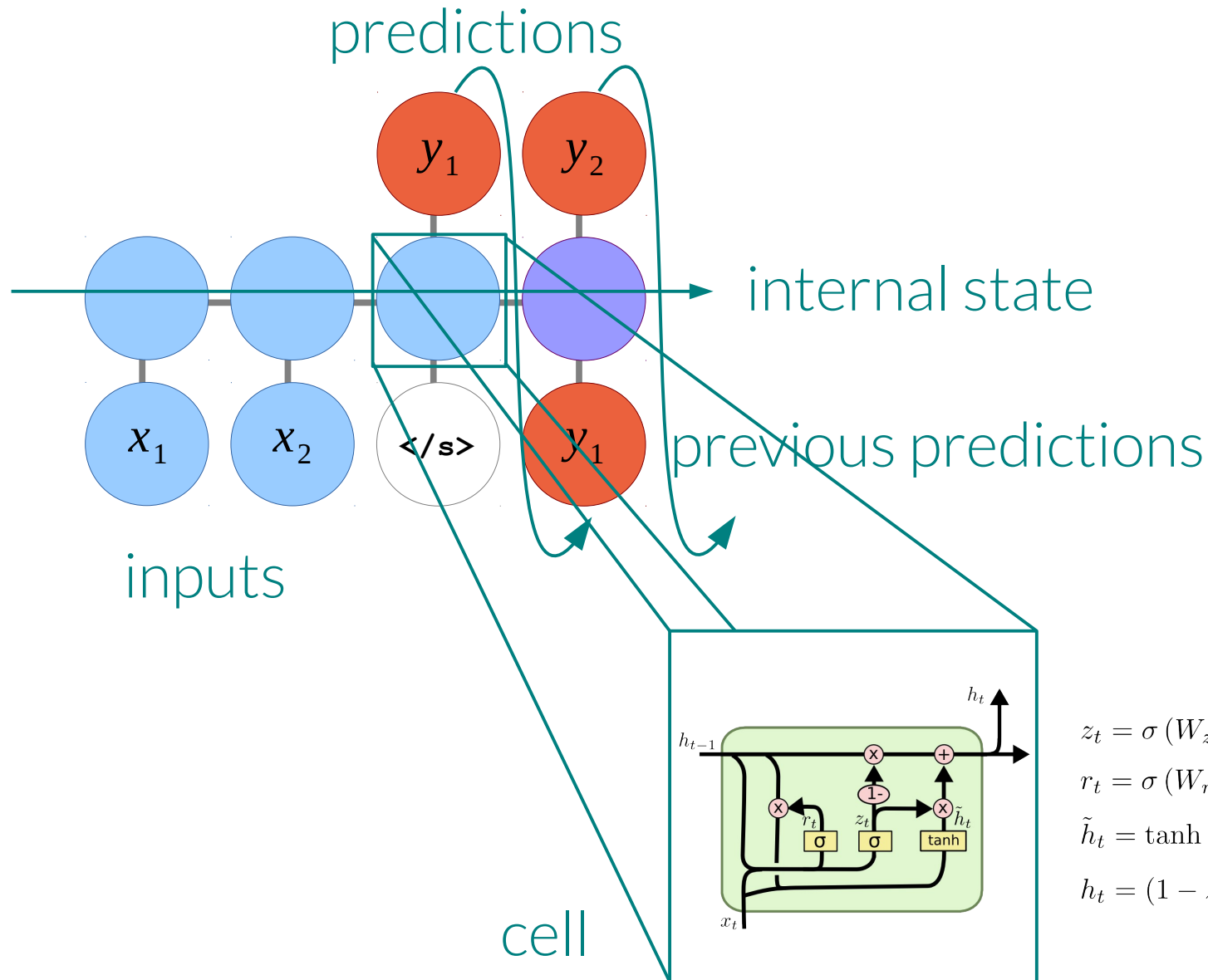
Sequence modeling with RNNs



Sequence modeling with RNNs



Sequence modeling with RNNs



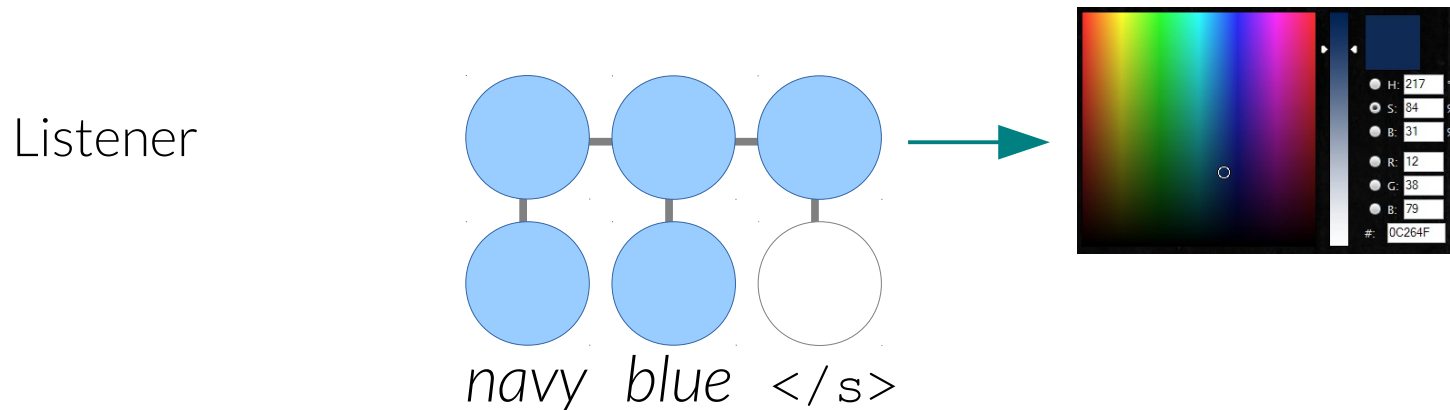
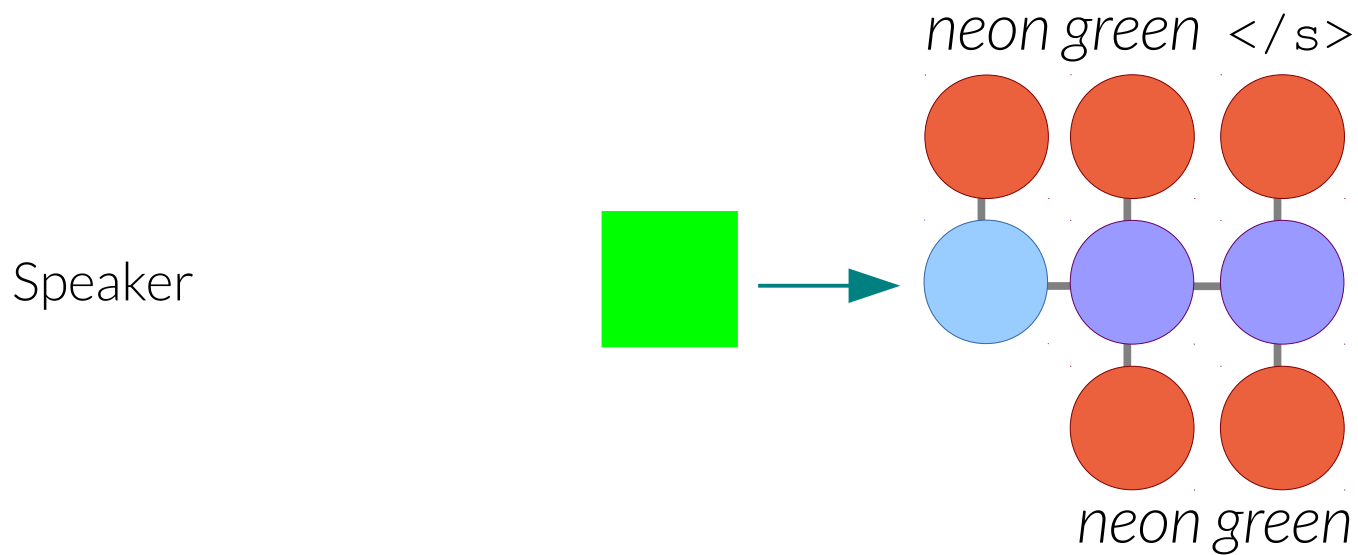
$$z_t = \sigma(W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma(W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh(W \cdot [r_t * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

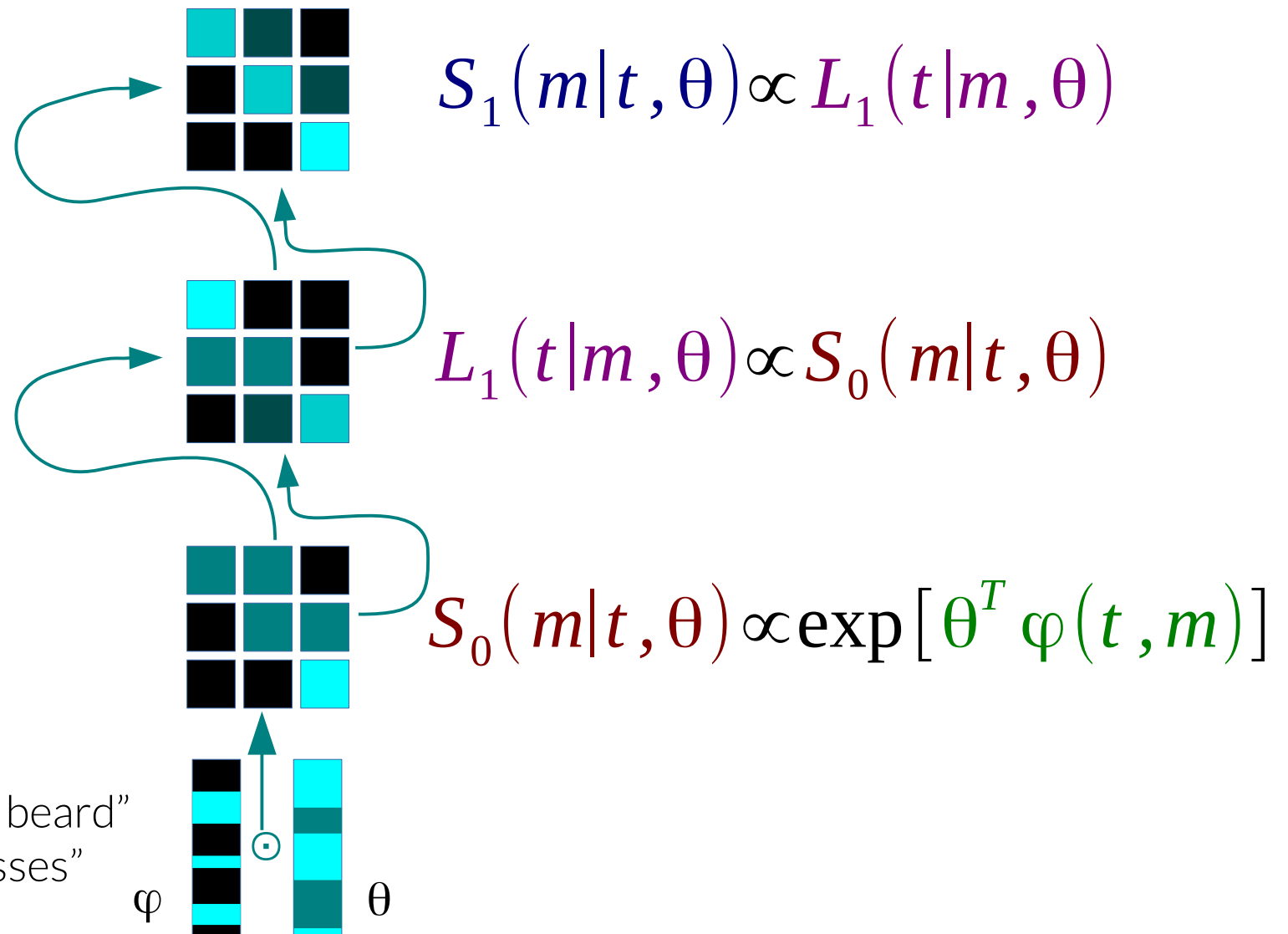
Speaker and listener RNNs



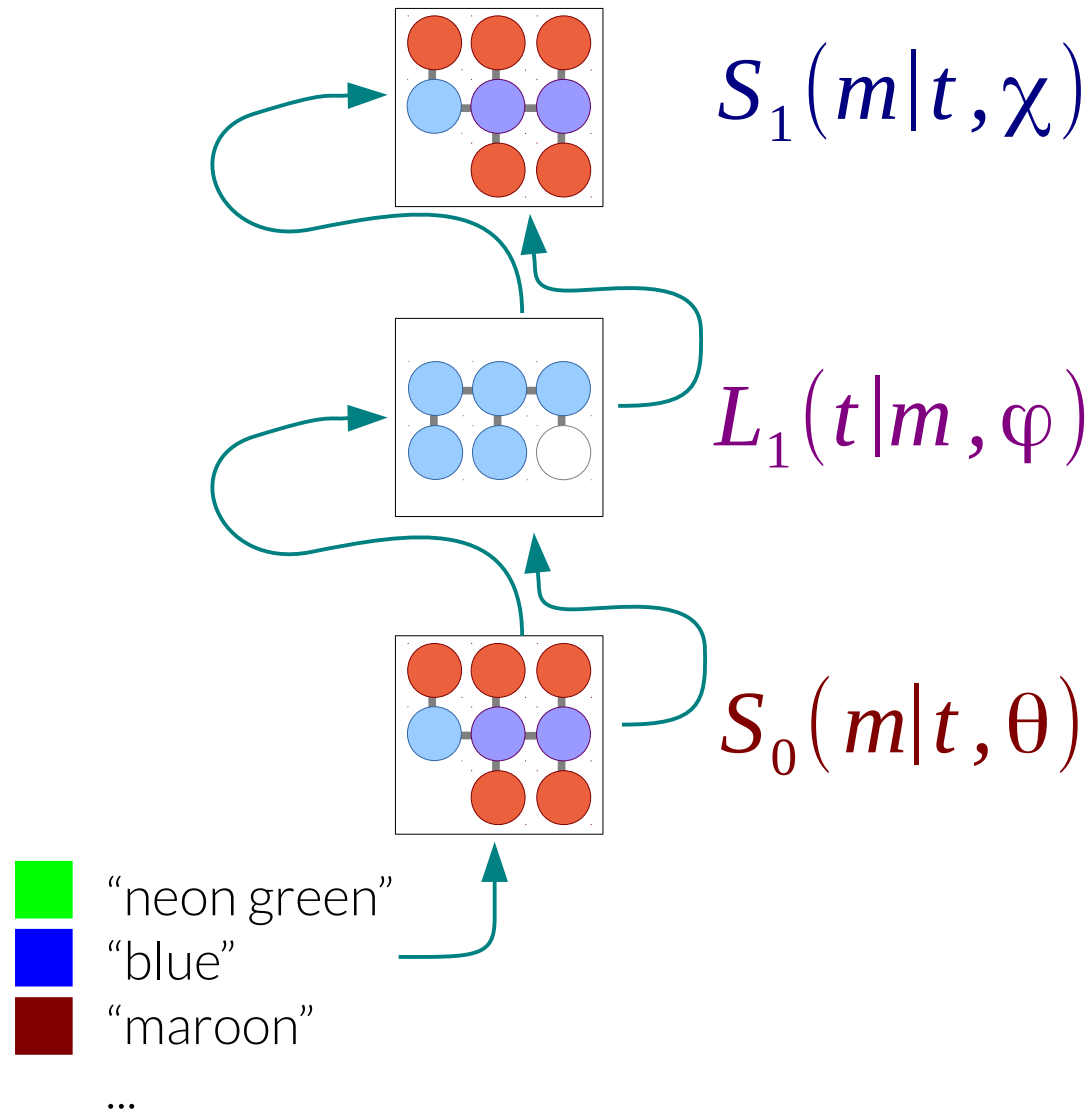
Results: modeling color descriptions

model	features	perplexity	AIC ($\times 10^6$)	rec@1
LSTM	Fourier	12.86	4.07	39.76%
M&S Lux	Gaussian	13.49	4.12	39.69
LSTM	buckets-4	17.83	4.58	34.96

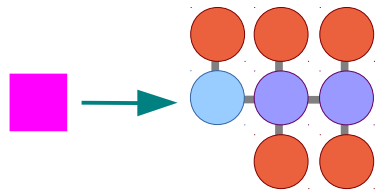
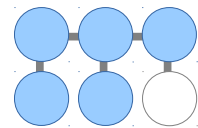
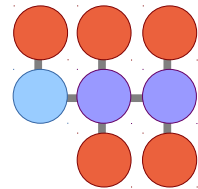
Recap: learning through RSA



Cooperative training with RNNs



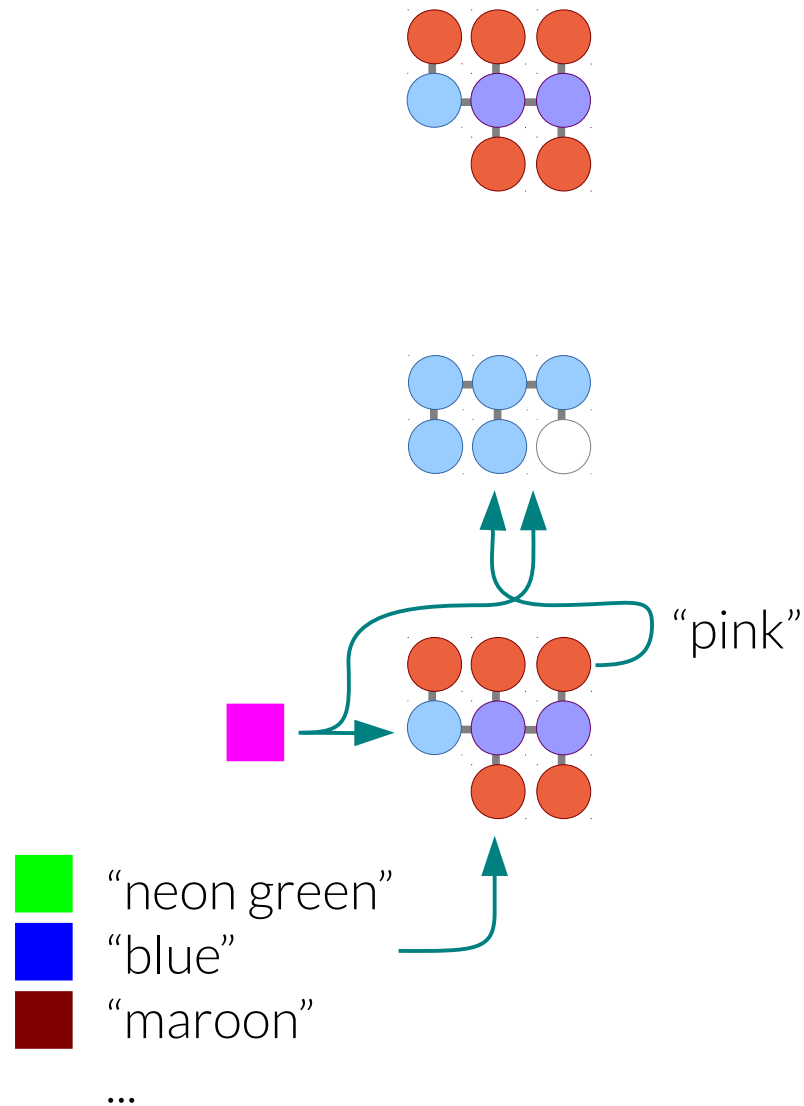
Cooperative training with RNNs



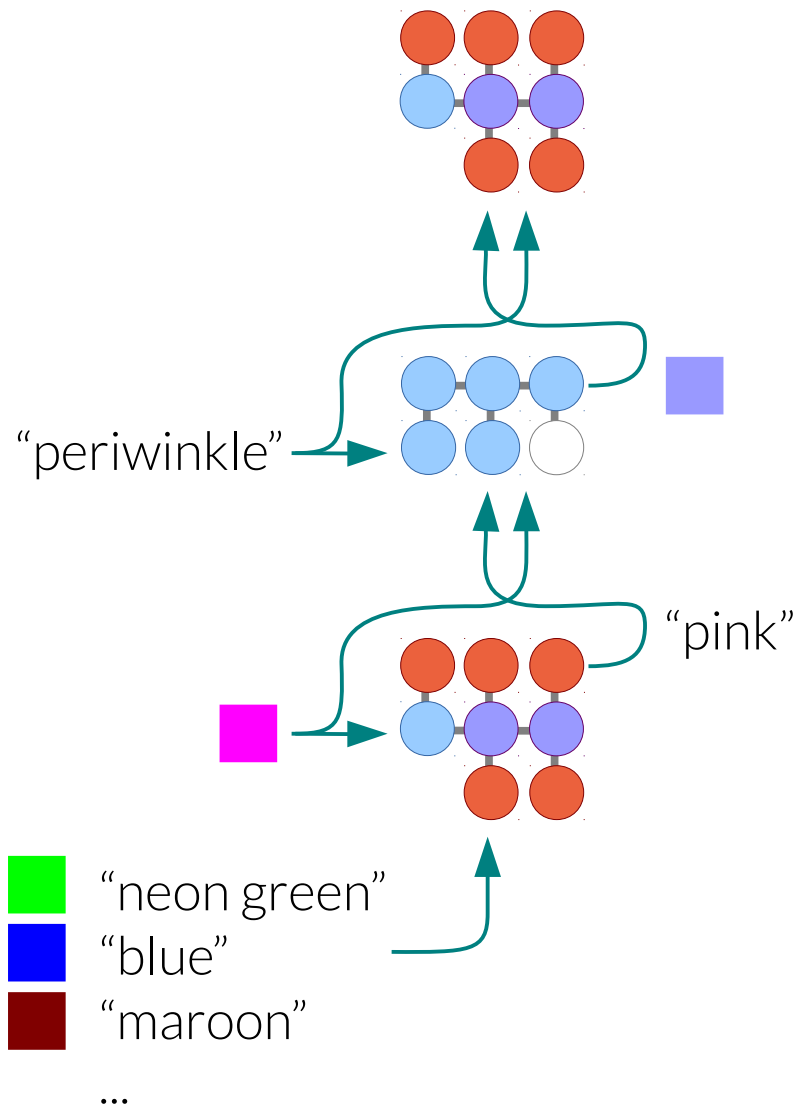
-  "neon green"
-  "blue"
-  "maroon"

...

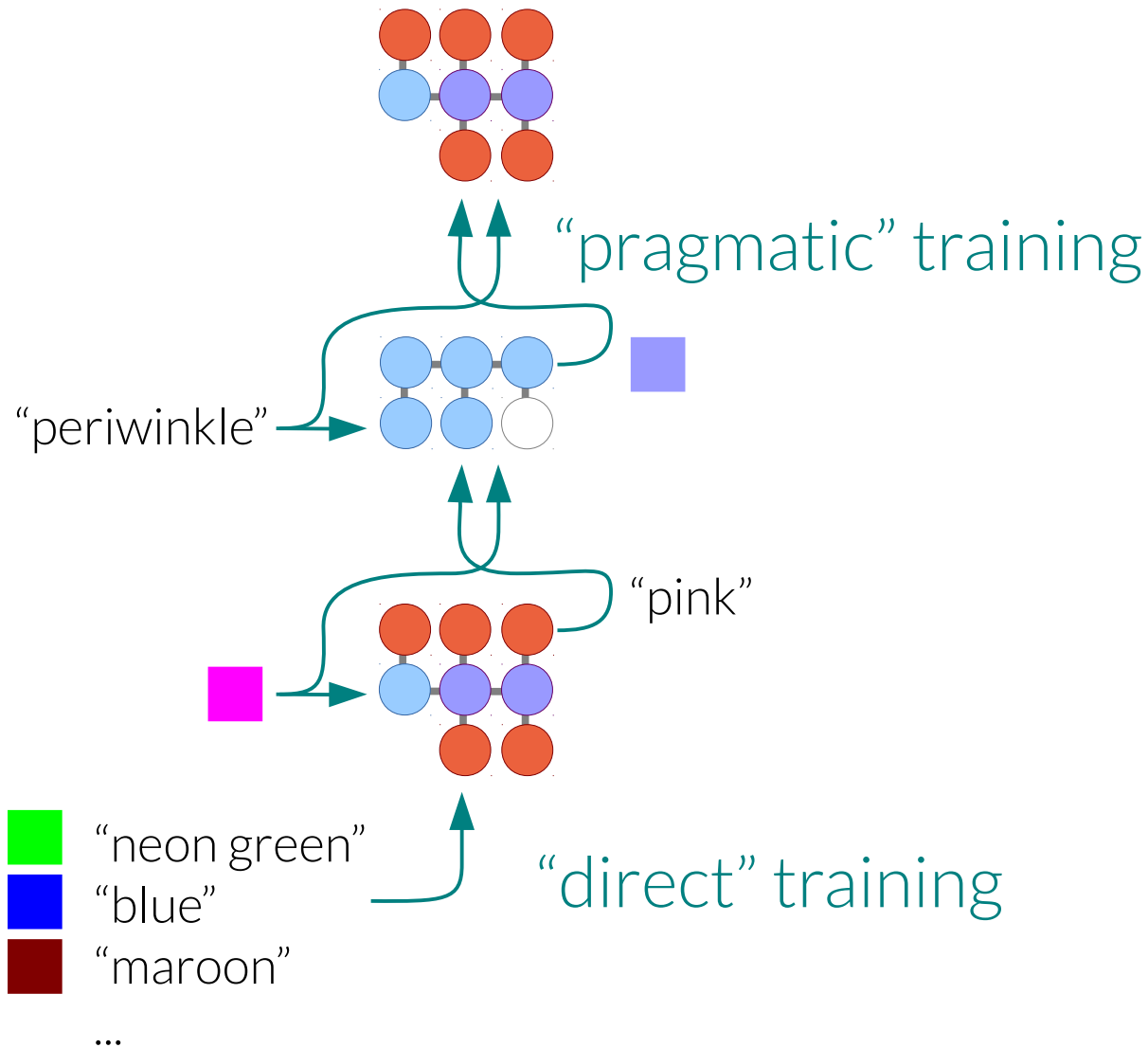
Cooperative training with RNNs



Cooperative training with RNNs



Cooperative training with RNNs



Comparing outputs

	Human	Direct	Pragmatic
	“marine blue”	“blue”	“bright sky blue”
	“navy blue”	“navy blue”	“almost black”
	“purple”	“purple”	“faded purple”
	“purple”	“purple”	“hot purple”
	“deep green”	“green”	“true green”
	“green”	“green”	“sap green”
	“olive”	“light green”	“celery”
	“olive green”	“brown”	“mustard brown”
	“mauve”	“peach”	“peachy pink”
	“dark blue”	“blue”	“marine blue”

Summary

- Combining Bayesian pragmatics and learning:
 - context-dependent disambiguation
 - capturing oddities of human language use
 - avoiding the need for a hand-coded lexicon
- Making pragmatics scalable:
 - RNN-based sequence modeling
 - approximate optimization of RSA-based objective
 - bootstrapping a hyper-specific generation model

Thanks!