



常识知识感知的语言生成初探

Language Generation with Commonsense Knowledge

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■ Knowledge Everywhere

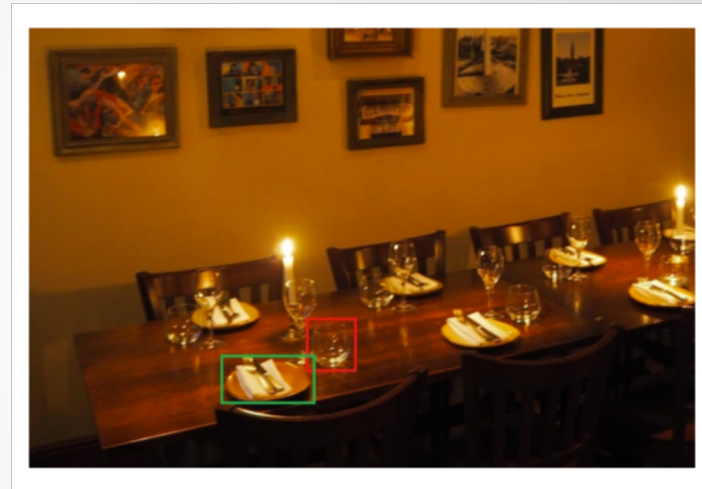
- **Knowledge type**
 - World facts
 - Commonsense knowledge
- Encoding **symbolic knowledge** becomes a hot topic
- **Application**
 - Language inference, semantic reasoning
 - MRC, QA & dialogue
 - Language generation (story, dialogue, etc.)

■ Commonsense Knowledge

- **Commonsense knowledge** consists of facts about the everyday world, that all humans are expected to know. (Wikipedia)
 - Lemons are sour
 - Tree has leaves
 - Dog has four legs
- Commonsense Reasoning ~ **Winograd Schema Challenge:**
 - The trophy would not fit in the brown suitcase because it was too **big**. What was too **big**?
 - The trophy would not fit in the brown suitcase because it was too **small**. What was too **small**?

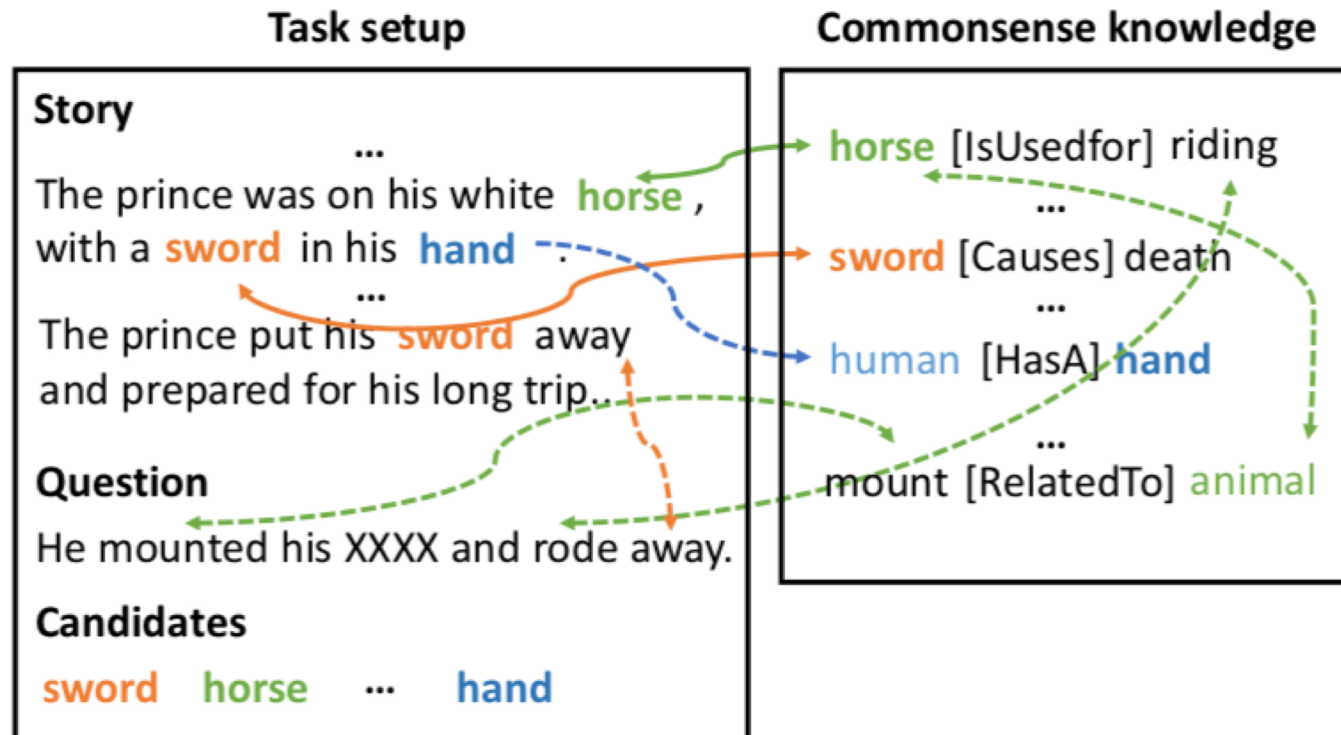
Commonsense Extraction

- What is commonsense knowledge?
- What is the **boundary**?
- Commonsense extraction
 - From embeddings [1]
 - Commonsense knowledge base completion [2]
 - From raw data (text, image) [3]



- ① Yang et al. 2018. Extracting Commonsense Properties from Embeddings with Limited Human Guidance
- ② Li et al. 2018. Commonsense Knowledge Base Completion
- ③ Xu et al. 2018. Automatic Extraction of Commonsense Located Near Knowledge

CS Knowledge in Reading Comprehension



Mihaylov and Frank. 2018. Knowledgeable Reader: Enhancing Cloze-Style Reading Comprehension with External Commonsense Knowledge

CS Know. to Intent, Reaction, Emotion, etc

Event, Intents, and Reactions

PersonX cooks
thanksgiving
dinner

X's intent
X's reaction
Y's reaction

to impress their family
tired, a sense of belonging
impressed

PersonX drags
PersonX's feet

X's intent
X's reaction
Y's reaction

to avoid doing things
lazy, bored
frustrated, impatient

PersonX reads
PersonY's diary

X's intent
X's reaction
Y's reaction

to be nosey, know secrets
guilty, curious
angry, violated, betrayed

Rashkin et al. 2018. Event2Mind: Commonsense Inference on Events, Intents, and Reactions

Mental states: *motivations* and *emotional reactions*

Instructor



[stability]
confident
[esteem]

The band instructor told the band to start playing.

He often stopped the music when players were off-tone.

They grew tired and started playing worse after a while.

The instructor was furious and threw his chair.

He cancelled practice and expected us to perform tomorrow.

Players



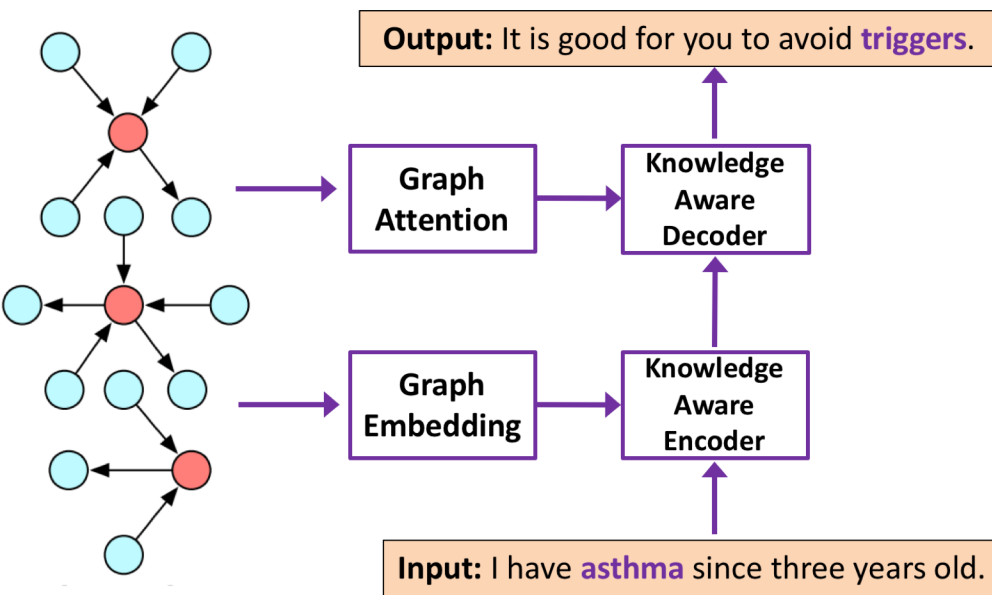
[anger]
need rest

afraid
[disgust, fear]

Rashkin et al. 2018. Modeling Naive Psychology of Characters in Simple Commonsense Stories

CS Know. in Language Generation

Dialogue Generation: knowledge



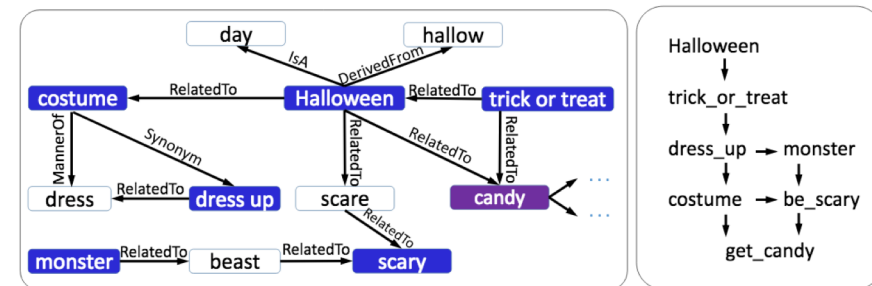
Zhou et al. 2018. Commonsense Knowledge Aware Conversation Generation with Graph Attention.

Story Ending Generation: logic

Today is **Halloween** .
Jack is so excited to go **trick or treating** tonight .
He is going to **dress up** like a **monster** .
The **costume** is real **scary** .

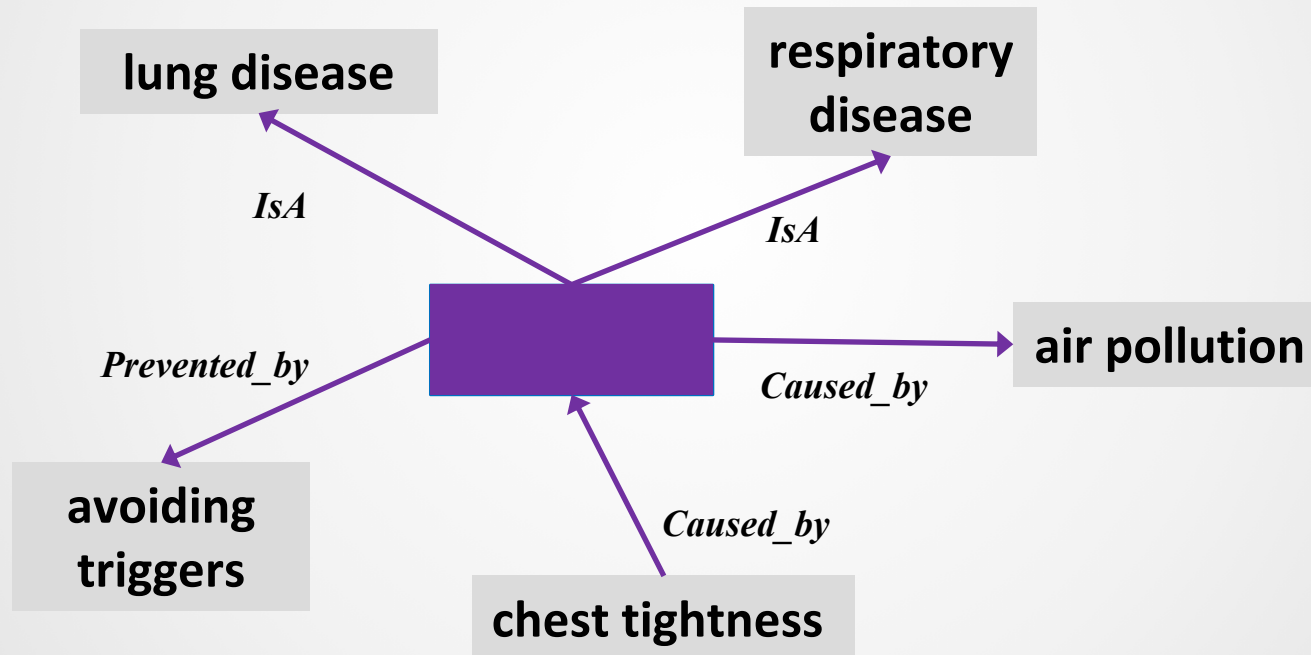
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He hopes to get a lot of **candy** .



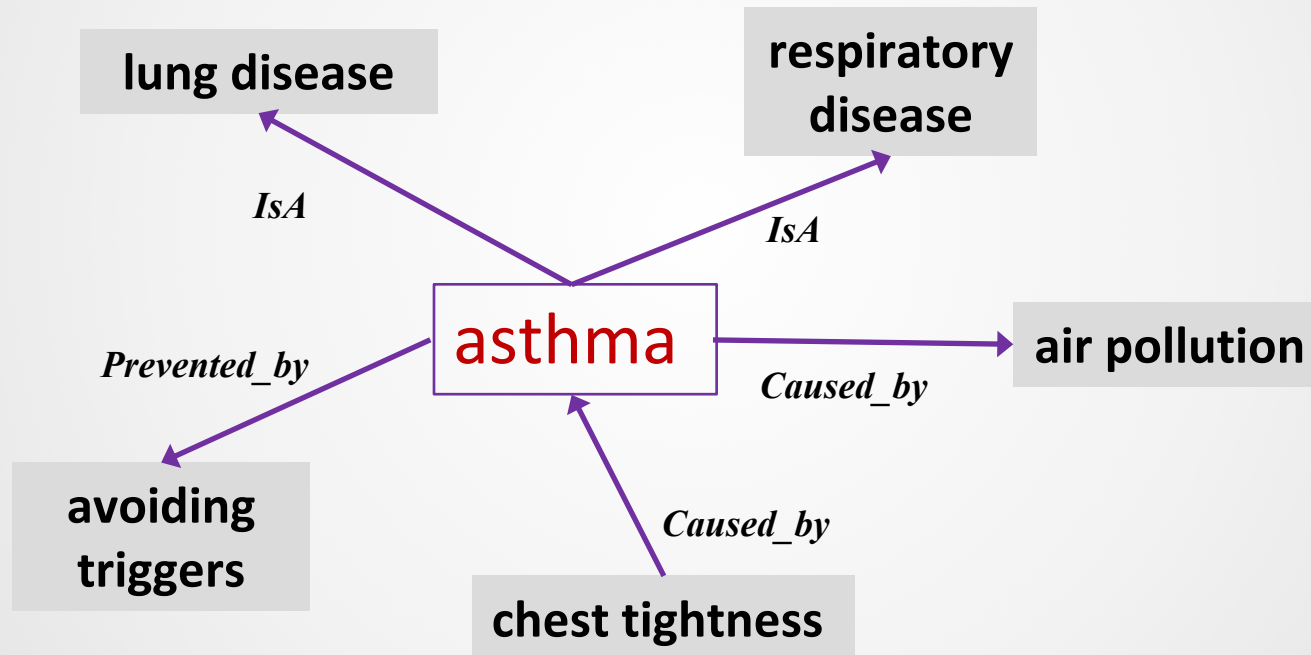
Guan et al. 2019. Story Ending Generation with Incremental Encoding and Commonsense Knowledge.

Commonsense Knowledge



From ConceptNet

Commonsense Knowledge

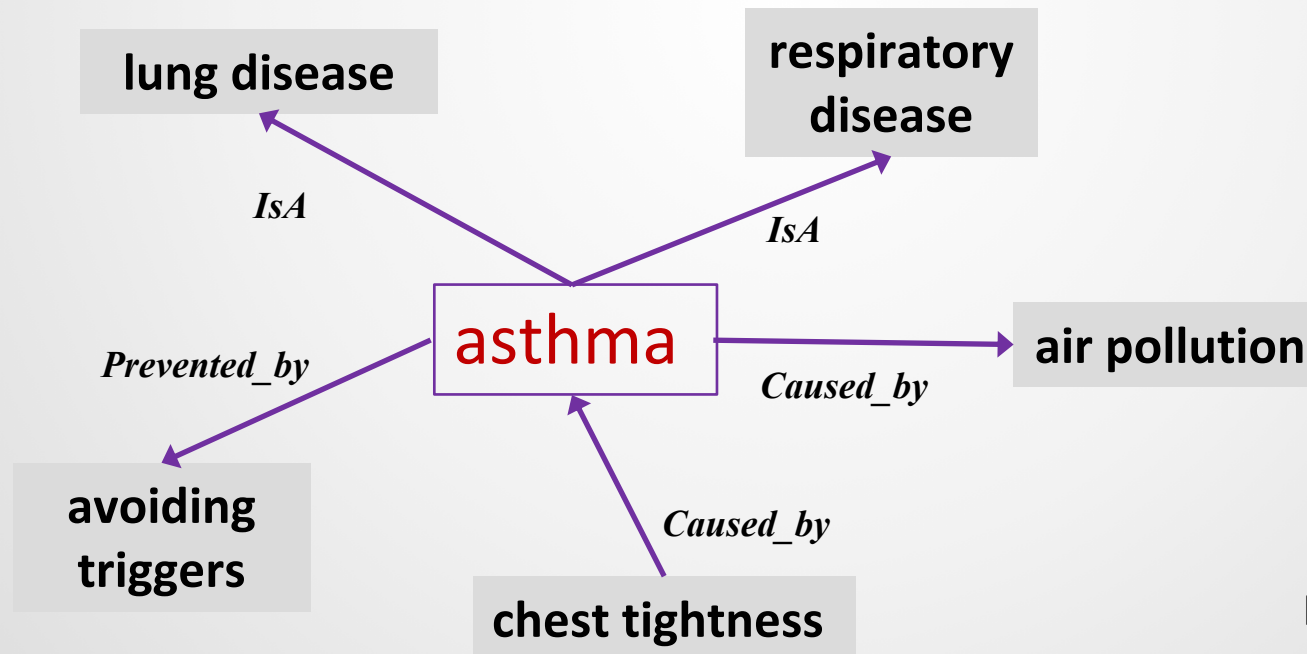


From ConceptNet

Commonsense-aware Dialog Generation

Input: I have an **asthma** since three years old.

Triples in knowledge graph:
(lung disease, IsA, **asthma**)
(**asthma**, Prevented_by, avoiding triggers)

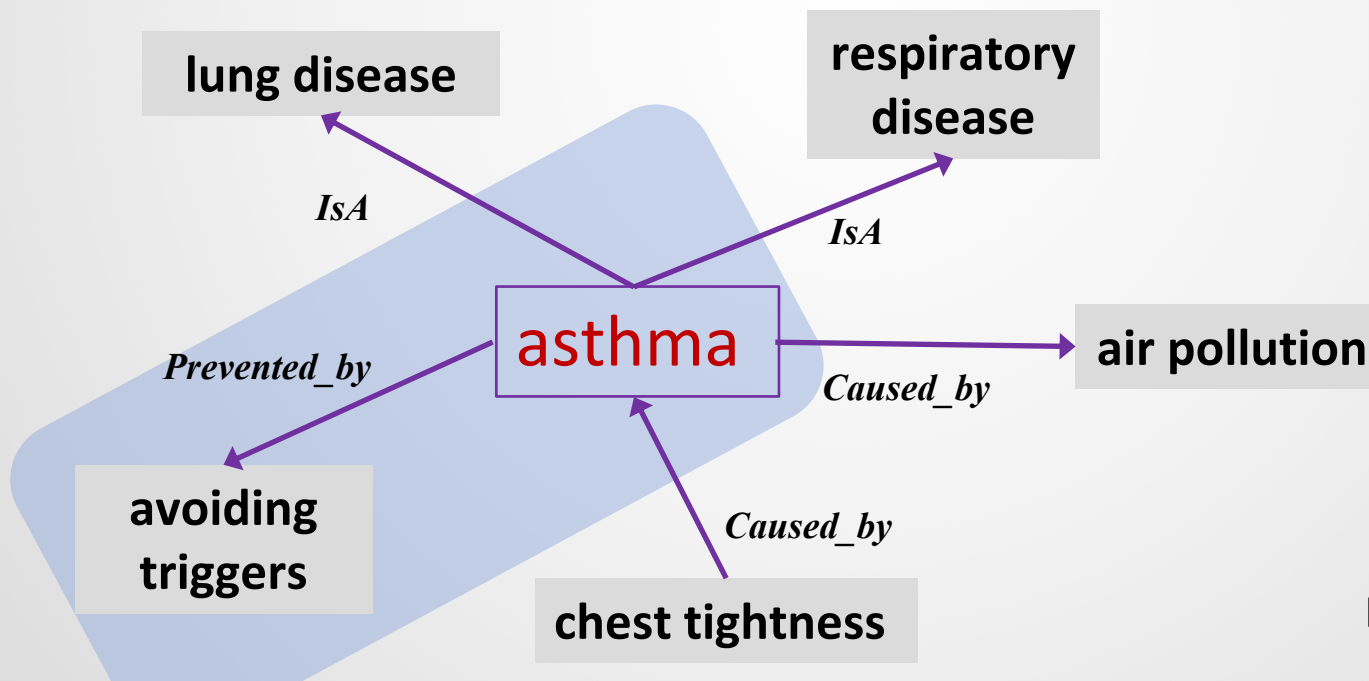


From ConceptNet

Commonsense-aware Dialog Generation

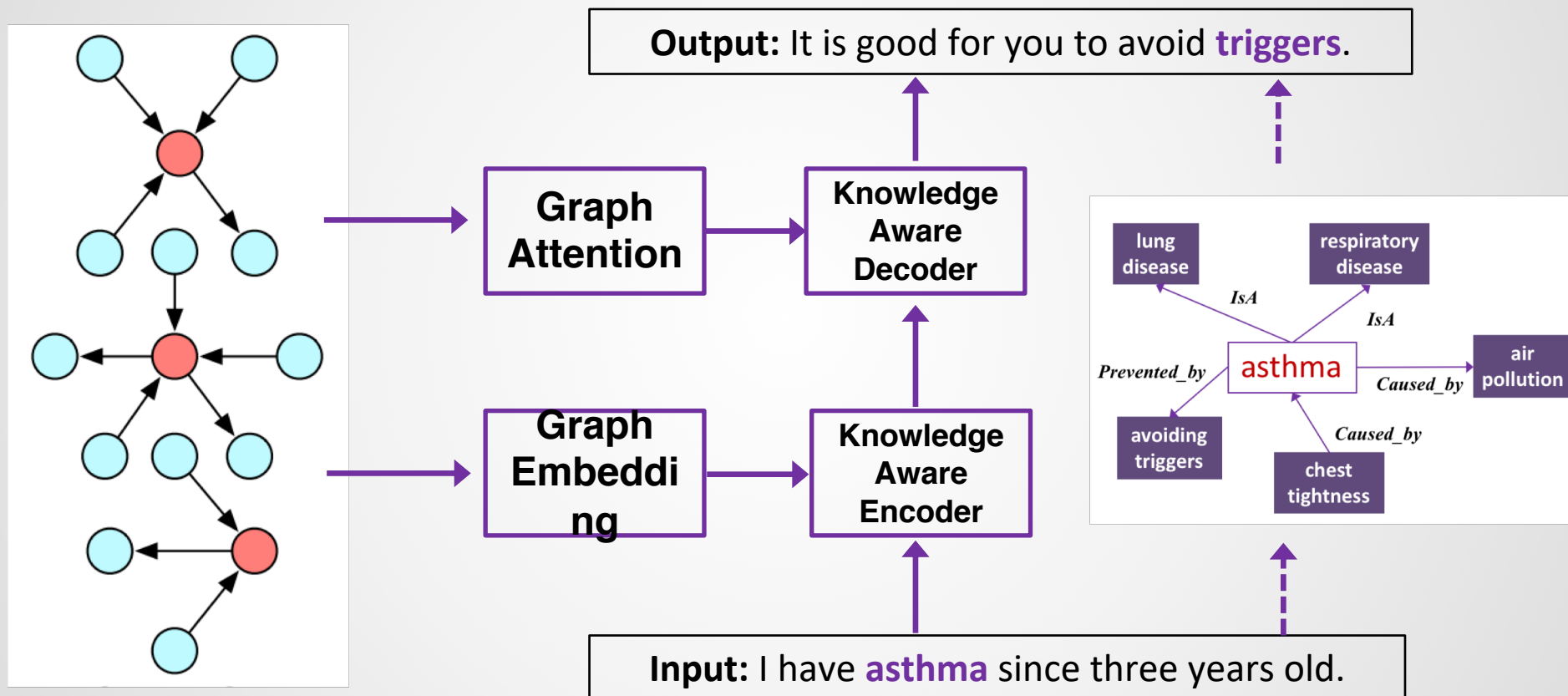
Input: I have an **asthma** since three years old.

Output: I am sorry to hear that. Maybe **avoiding triggers** can prevent **asthma** attacks.



From ConceptNet

Commonsense-aware Dialog Generation

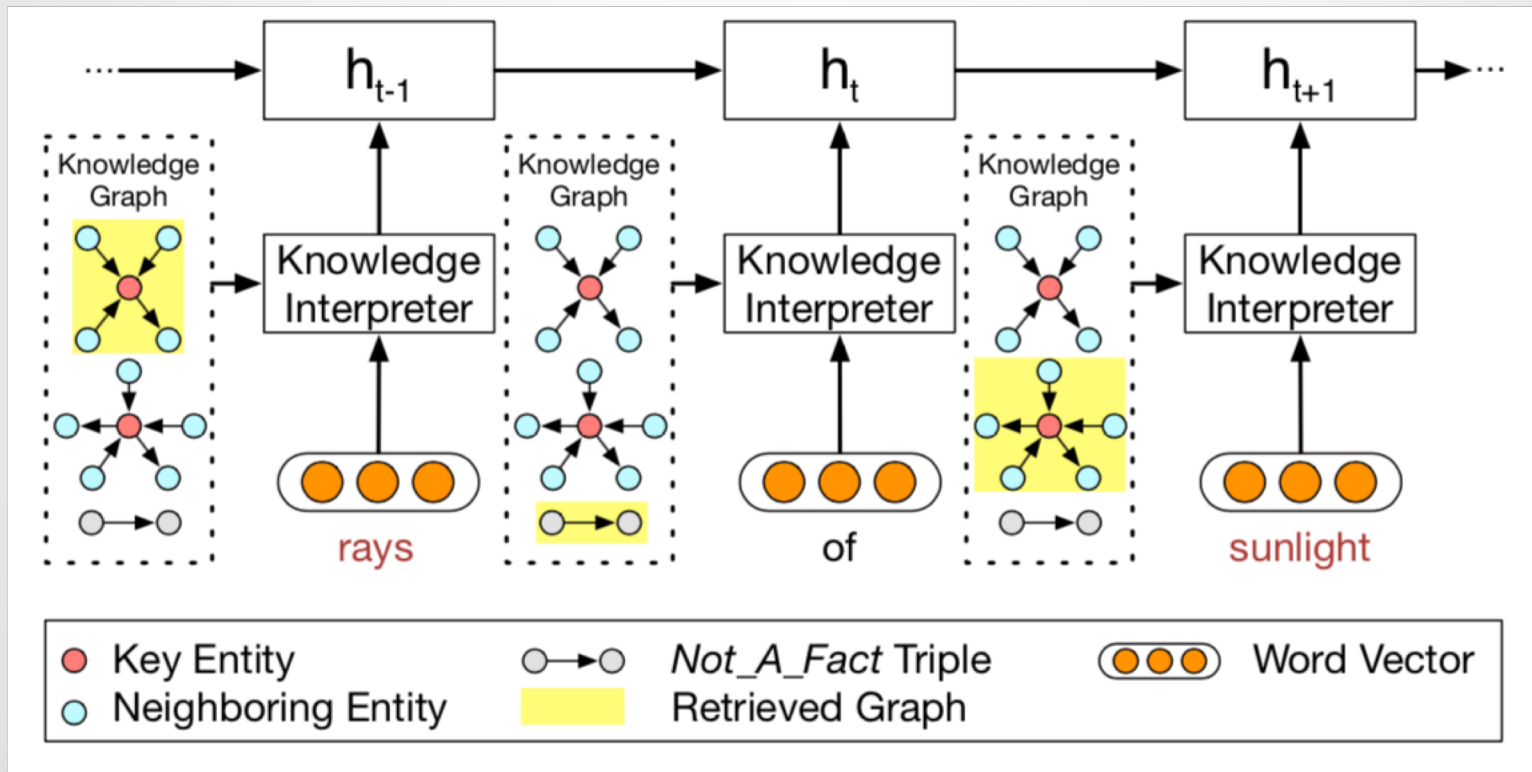


Hao Zhou, Tom Yang, Minlie Huang, Haizhou Zhao, Jingfang Xu, Xiaoyan Zhu.

Commonsense Knowledge Aware Conversation Generation with Graph Attention. IJCAI-ECAI 2018, Stockholm, Sweden. **Distinguished paper**

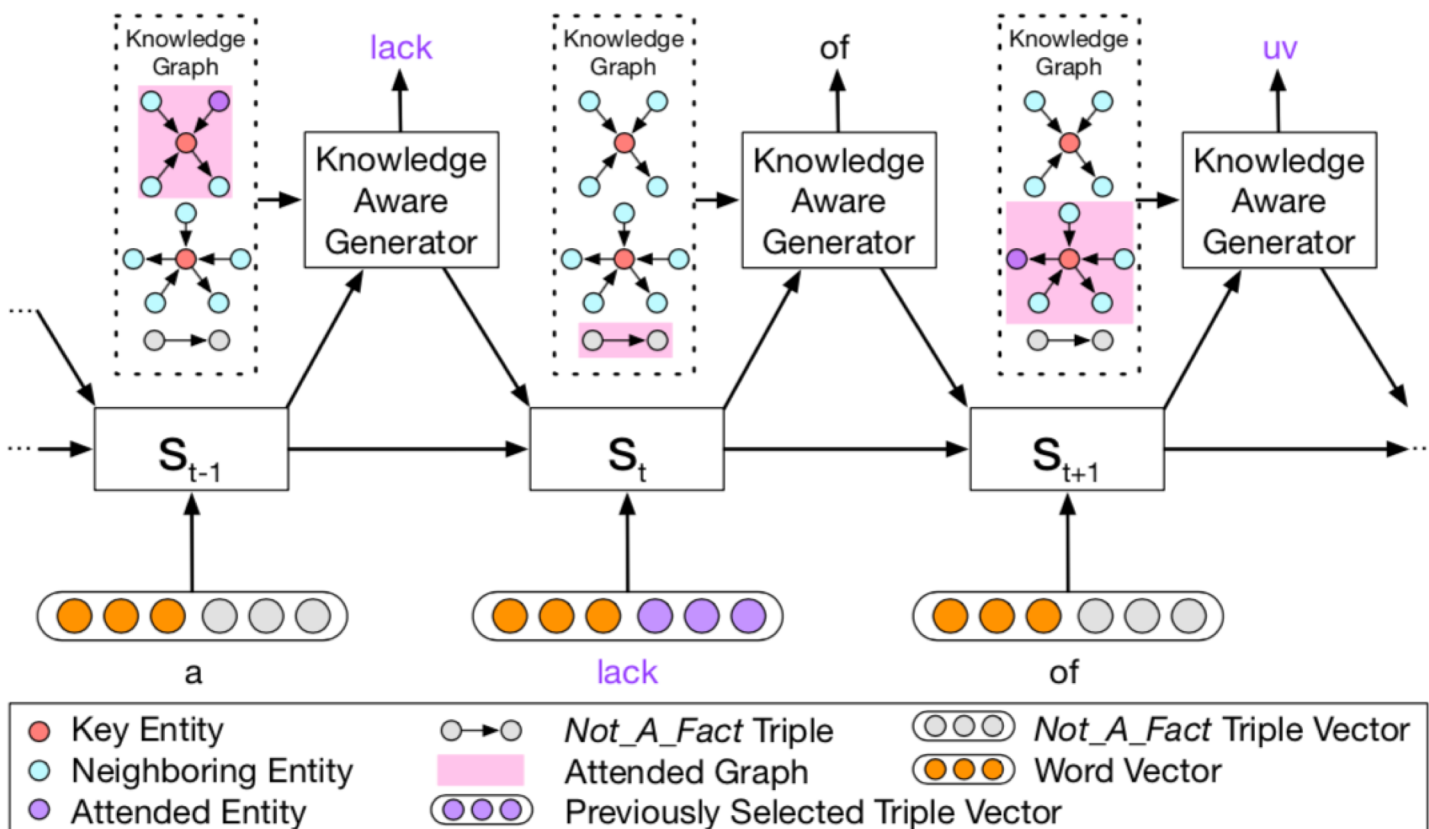
Commonsense-aware Dialog Generation

Encoding with static graph attention: encoding semantics in graph,
Feeding knowledge-enhanced info. into the encoder



Commonsense-aware Dialog Generation

Decoding with dynamic graph attention: first attend a graph, then to a triple within that graph, finally generate with the words in a graph



■ Commonsense-aware Dialog Generation

- Dataset: filtered from 10M reddit single-round dialogs

Conversational Pairs		Commonsense KB	
Training	3,384,185	Entity	21,471
Validation	10,000	Relation	44
Test	20,000	Triple	120,850

Table 1: Statistics of the dataset and the knowledge base.

Commonsense-aware Dialog Generation

Automatic evaluation

Model	Overall		High Freq.		Medium Freq.		Low Freq.		OOV	
	ppx.	ent.	ppx.	ent.	ppx.	ent.	ppx.	ent.	ppx.	ent.
Seq2Seq	47.02	0.717	42.41	0.713	47.25	0.740	48.61	0.721	49.96	0.669
MemNet	46.85	0.761	41.93	0.764	47.32	0.788	48.86	0.760	49.52	0.706
CopyNet	40.27	0.96	36.26	0.91	40.99	0.97	42.09	0.96	42.24	0.96
CCM	39.18	1.180	35.36	1.156	39.64	1.191	40.67	1.196	40.87	1.162

Manual evaluation

(Sign-test, p-value<0.005)

Model	Overall		High Freq.		Medium Freq.		Low Freq.		OOV	
	app.	inf.	app.	inf.	app.	inf.	app.	inf.	app.	inf.
CCM vs. Seq2Seq	0.616	0.662	0.605	0.656	0.549	0.624	0.636	0.650	0.673	0.716
CCM vs. MemNet	0.602	0.647	0.593	0.656	0.566	0.640	0.622	0.635	0.626	0.657
CCM vs. CopyNet	0.600	0.640	0.606	0.669	0.586	0.619	0.610	0.633	0.596	0.640

■ Generated Example

Post: He proposed March 5th. We will be married October 10th. So 7 months

Knowledge: (engaged, RelatedTo, married), (wedding, RelatedTo, married), (miss, DistinctFrom, married), (March, RelatedTo, months)

- **Seq2Seq:** I'm not sure how to answer that. I'm not sure how to make a date.
- **MemNet:** I'm assuming he's married to a gay marriage?
- **CopyNet:** I'm sorry, I'm not sure what you mean by that.
- **CCM:** I'm pretty sure he's going to be engaged in the next 6 months.

Generated Example

Post: Totally **thought** it was going to be **doug's grave**.

Knowledge: (**thought**, RelatedTo, **thinking**), (**doug**, HasProperty, **dead**),
(**dead**, RelatedTo, **grave**), (**grave**, RelatedTo, **death**)

- **Seq2Seq:** I was **thinking** the same thing.
- **MemNet:** I thought it was a **dead** end.
- **CopyNet:** I think it's a bit of a stretch.
- **CCM:** I thought it was doug's **death**. I was **thinking** the same thing.

■ Story Ending Generation with CS Know.

Finding context clues: the temporal order of events and entities.

Today is **Halloween** .

Jack is so excited to go **trick or treating** tonight .

He is going to **dress up** like a **monster** .

The **costume** is real **scary** .



He hopes to get a lot of **candy** .

Halloween



trick_or_treat



dress_up → monster



costume → be_scary



get_candy

Jian Guan, Yansen Wang, Minlie Huang. Story Ending Generation with Incremental Encoding and Commonsense Knowledge. AAAI 2019

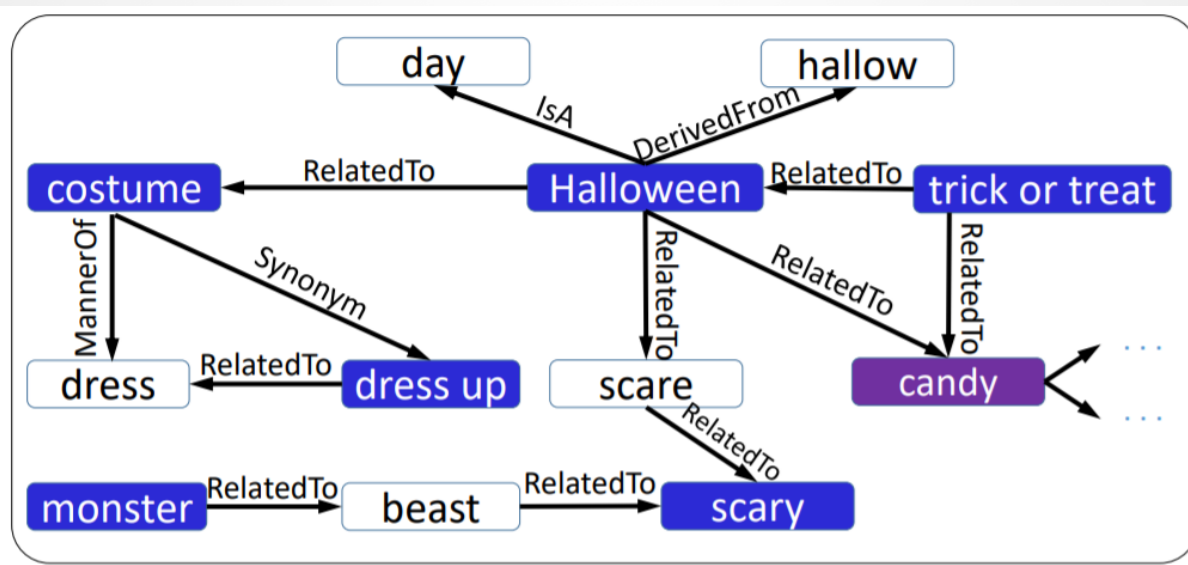
■ Story Ending Generation with CS Know.

Knowing the causality with **commonsense knowledge**

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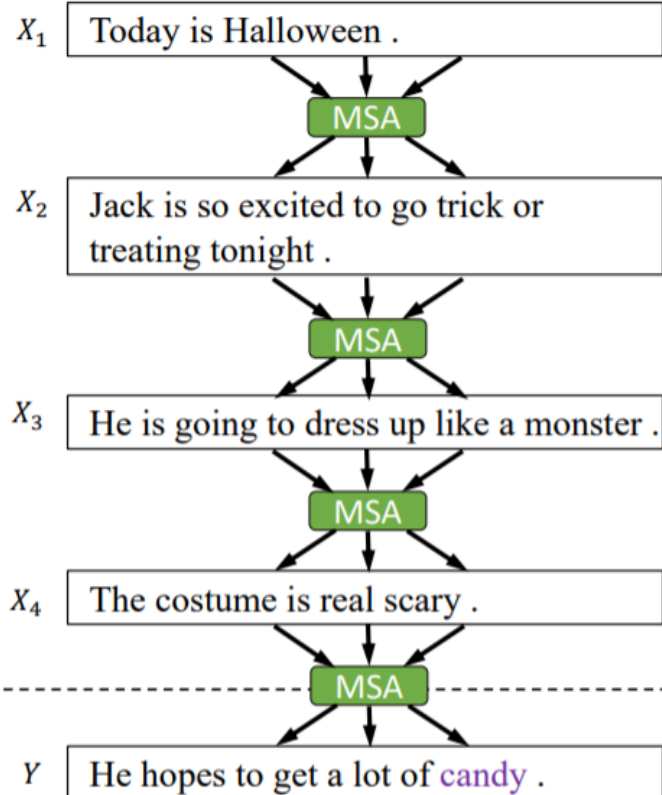
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Story Ending Generation with CS Know.

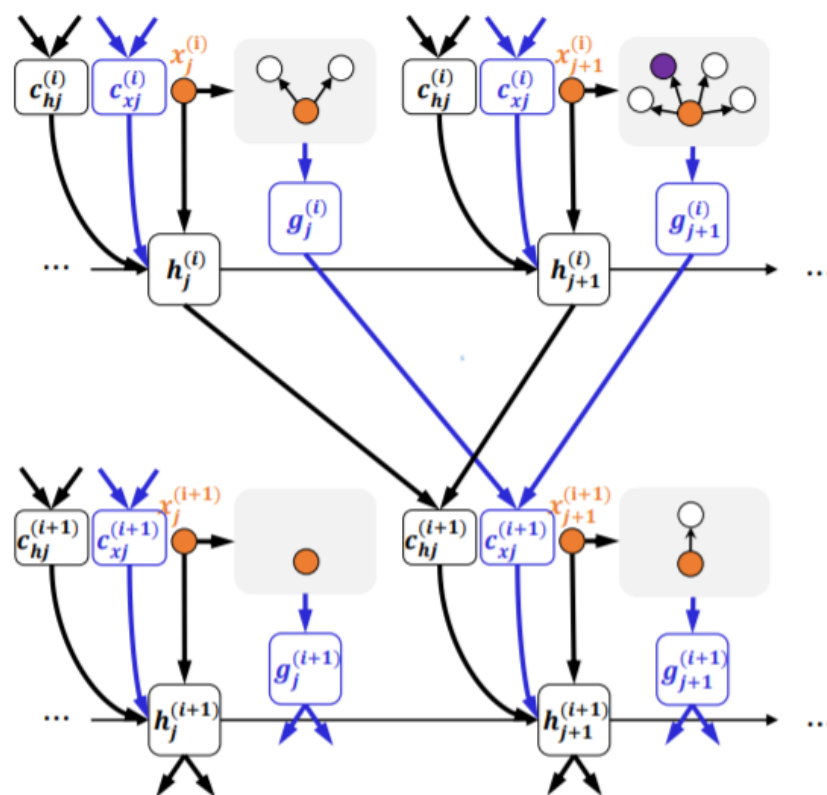
Incremental Encoding

Incremental Encoding



Multi-Source Attention

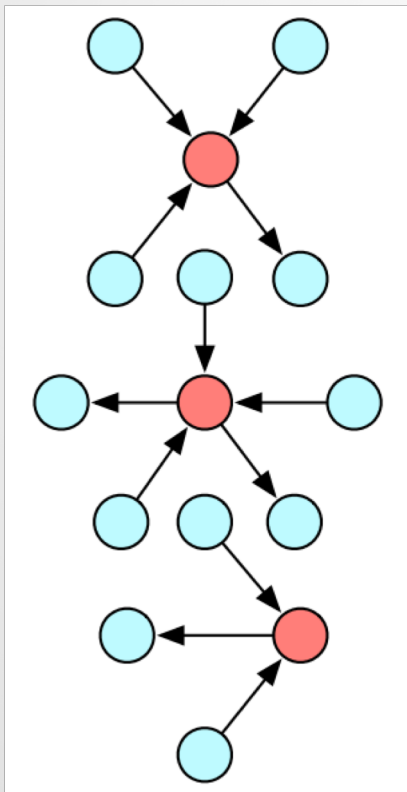
Multi-Source Attention



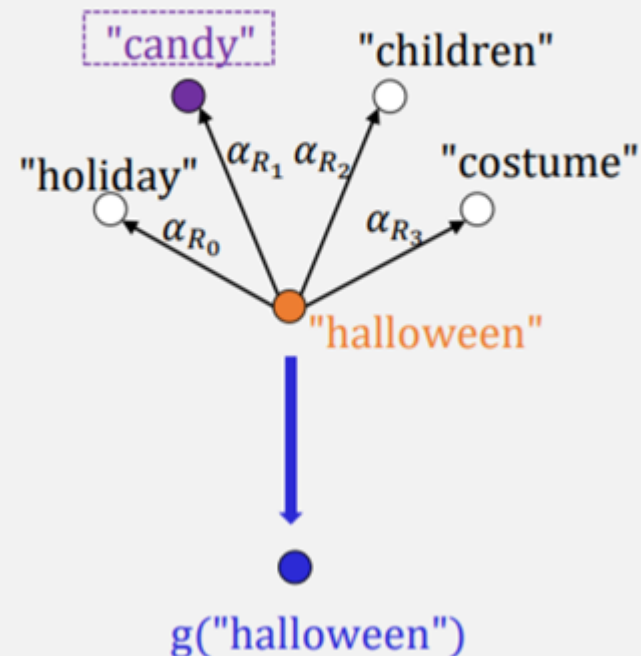
■ Story Ending Generation with CS Know.

Attention to the knowledge base: static graph attention

Graph attention



Knowledge Graph Representation



■ Story Ending Generation with CS Know.

• Graph Attention

$$\mathbf{g}(x) = \sum_{i=1}^{N_x} \alpha_{R_i} [\mathbf{h}_i; \mathbf{t}_i],$$

$$\alpha_{R_i} = \frac{e^{\beta_{R_i}}}{\sum_{j=1}^{N_x} e^{\beta_{R_j}}},$$

$$\beta_{R_i} = (\mathbf{W}_r \mathbf{r}_i)^T \tanh(\mathbf{W}_h \mathbf{h}_i + \mathbf{W}_t \mathbf{t}_i),$$

• Contextual Attention

$$\mathbf{g}(x) = \sum_{i=1}^{N_x} \alpha_{R_i} \mathbf{M}_{R_i},$$

$$\mathbf{M}_{R_i} = BiGRU(\mathbf{h}_i, \mathbf{r}_i, \mathbf{t}_i),$$

$$\alpha_{R_i} = \frac{e^{\beta_{R_i}}}{\sum_{j=1}^{N_x} e^{\beta_{R_j}}},$$

$$\beta_{R_i} = \mathbf{h}_{(x)}^T \mathbf{W}_c \mathbf{M}_{R_i},$$

Generated Examples

Story 1:

Context:

Taj has **never drank** an **espresso drink**.
He **ordered one** while out with his friends.
The shot of **espresso tasted terrible** to him.
Taj found that he **couldn't stop talking or moving**.

Generated Ending:

He decided to **never drink again**.

Story 2:

Context:

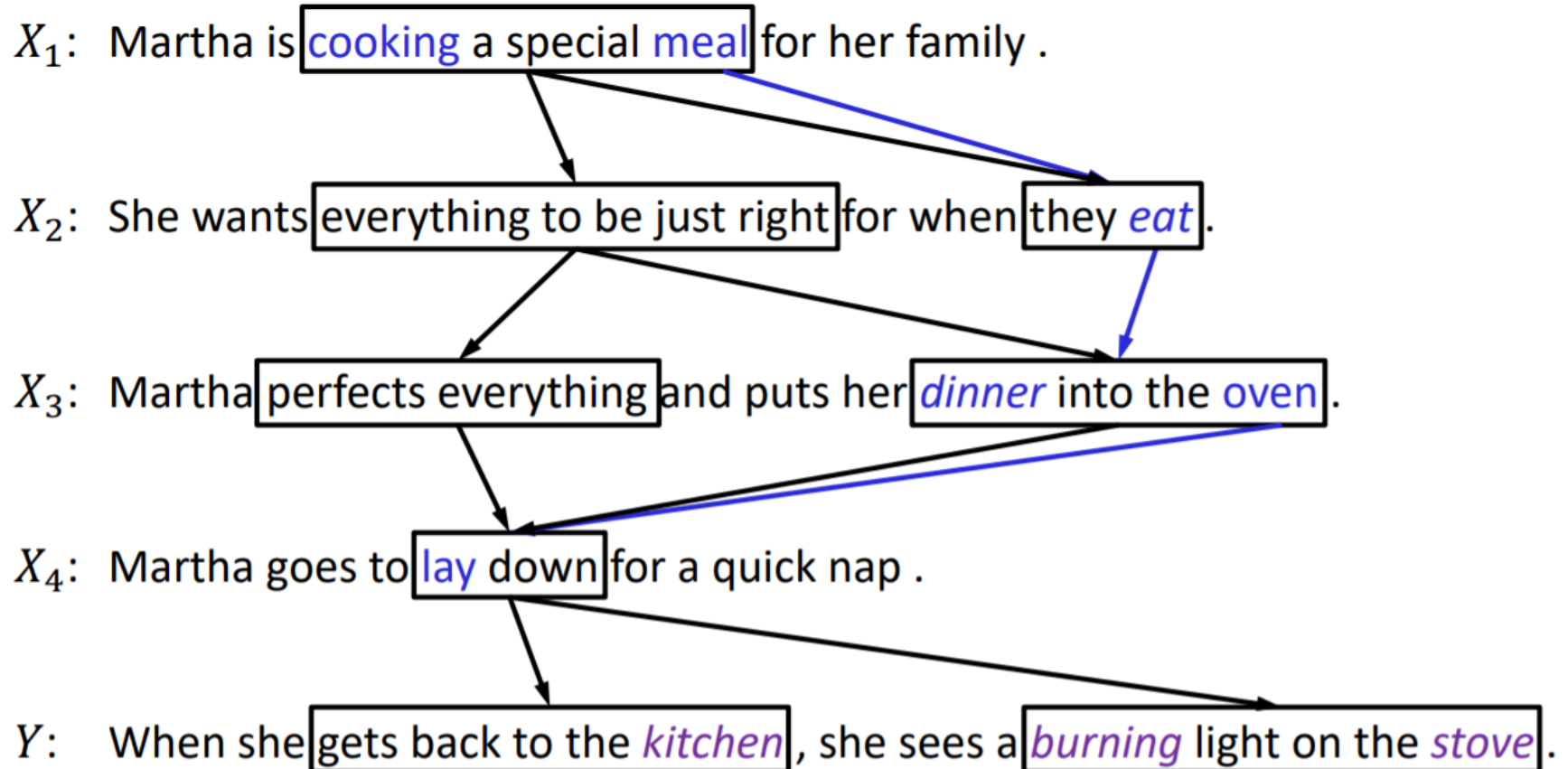
Martha is **cooking** a special **meal** for her family.
She **wants everything to be just right** for when they **eat**.
Martha **perfects everything** and puts her dinner into the **oven**.
Martha goes to **lay down** for a quick nap.

Generated Ending:

When she **gets back to the kitchen**, she sees a **burning light** on the **stove**.

An Example of “Logic Chains”

Building context clues incrementally



■ Controllable Language Generation

- Three **fundamental problems** in current neural language generation models
 - **Semantics** (real understanding)
 - **Consistency** (long text generation)
 - **Logic** (reasonable and making sense)
- New architecture: **symbolic knowledge** + **planning** + **neural computing**



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[Http://coai.cs.tsinghua.edu.cn/hml](http://coai.cs.tsinghua.edu.cn/hml)