Applications

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RL FOR MACHINE TRANSLATION

Slides adapted from Julia Kreutzer and Michael Auli

Objective Function for MT

Before, we talked about sequence to sequence models

$$\ell = -\log p(u^* \,|\, \vec{x}) \tag{1}$$

- Doesn't include issue of decoding

Objective Function for MT

Before, we talked about sequence to sequence models

$$\ell = -\log p(u^* \,|\, \vec{x}) + \log \sum_{u \in U(x)} p(u \,|\, \vec{x}) \tag{1}$$

- Doesn't include issue of decoding
- So normalize by decoder hypotheses
- But this isn't the right objective function

Why we need Reinforcement Learning

- We know the right answer (oracle)
- We want to reach that answer
- Decoding may not know how to produce it
- Search problem: reinforcement learning
- Learn how to generate correct sequence

Reward

Expected BLEU score $\mathbb{E}_{p_\theta(y\,|\,x)}[R(y)] =$

$$\ell \equiv \sum_{u \in U(x)} \text{BLEU}(t,u) \frac{p(u\,|\,x)}{\sum_{u' \in U(x)} p(u'\,|\,x)} \tag{2}$$

- Policy gradient lets us optimize parameters of policy θ

$$\nabla_\theta \text{RL} = \mathbb{E}_{p_\theta(y\,|\,x)}[R(y) \nabla_\theta \log p_\theta(y\,|\,x)] \tag{3}$$

- REINFORCE estimates gradient of reward with one sample for each input

$$\tilde{\nabla}_\theta \text{RL} = R(\tilde{y}) \nabla_\theta \log p_\theta(\tilde{y}\,|\,x), \qquad \tilde{y} \sim p_\theta(y\,|\,x) \tag{4}$$

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- approximate the policy gradient with either multinomial sampling from the softmax-normalized outputs of the NMT model, or by beam search
- The two objectives are trained either sequentially (e.g., supervised pre-training before reinforced fine-tuning, or alternating batches) or

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  - Baseline: Subtract empirical average from reward
  - Actor-critic: try to imitate original reward
  - Number of samples for gradient hugely important: over-sample

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  - Only get reward at end of sentence
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- Monolingual Data
  - generate pseudo-sources for the available target data
  - models get even better when the pseudo-sources are of low quality
  - like denoising auto-encoders

Where to go next

- Disagree on enviroment, state, where reward comes from
- Bandit structured prediction may be better fit
- Improve bias of search: imitation learning mixes model and reference
- Use cheaper references
- Use real-world applications and true interactions