Natural Language Generation
(Not Only) in Dialogue Systems

Ondřej Dušek

Institute of Formal and Applied Linguistics
Charles University in Prague

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Introduction

Objective of NLG

Given (whatever) input and a **communication goal**, create a natural language string that is **well-formed** and **human-like**.

- Desired properties: variation, simplicity, trainability (?)

Usage

- Spoken dialogue systems
- Machine translation
- Short texts: Personalized letters, weather reports . . .
- Summarization
- Question answering in knowledge bases
Overview
Content Planning
Surface Realization

Standard (Textbook) NLG Pipeline

[Input]
↓ Content/Text Planning ("what to say")
  ► Content selection, basic ordering

[Text plan]
↓ Sentence Planning/Realization ("how to say it")
  ↓ Microplanning: aggregation, lexical choice, referring...
    [Sentence Plan(s)]
  ↓ Surface realization: linearization according to grammar

[Text]
Content Planning

Possible NLG Inputs

- Content plan (meaning, communication goal)
- Knowledge base (e.g. list of matching entries in database, weather report numbers etc.)
- User model (constraints, e.g. user wants short answers)
- Dialogue history (referring expressions, repetition)

Tasks of content planning

- Content selection according to communication goals
- Basic structuring (ordering)
Tasks of surface realization

Sentence planning (micro-planning)

- Word and syntax selection (e.g. choose templates)
- Dividing content into sentences
- Aggregation (merging simple sentences)
- Lexicalization
- Referring expressions

Surface realizer (proper)

- Creating linear text from (typically) structured input
- Ensuring syntactic correctness
Real NLG Systems

Few systems implement the whole pipeline

- Systems focused on content planning with trivial surface realization
- Surface-realization-only systems
- Word-order-only systems
- Input/intermediate data representation is incompatible

Possible approaches

- Template-based
- Grammar-based
- Statistical
- ... or a mix thereof
Content Planning

Workflow

1. Decide on information to be said
2. Construct discourse plan
3. “Chunk” into units of discourse

▶ Input: communication goal ("explain", "describe", "relate")
▶ Output: discourse (tree) structure – content plan tree

Possible approaches

▶ Schemas (observations about common text structures)
▶ Planning, rhetorical structure theory
▶ Machine learning
Example: WeatherReporter

- Generation of weather reports from raw data
- Rule-based (textbook example)
Example: SPoT

- Spoken Dialogue System in the flight information domain
- Rule-based sentence plan generator (clause combining operations)
- Statistical re-ranker (RankBoost) trained on hand-annotated sentence plan

```
implicit-confirm(org-city:NEWARK)
implicit-confirm(dest-city:DALLAS)
implicit-confirm(month:9)
implicit-confirm(day-number:1)
request(depart-time)
```
Example: MATCH

- NYC multimodal information system
- Presentation strategy based on user model (users answer initial questions)
Example: RL-NLG

- Tested on MATCH corpus
- Reinforcement learning of presentation strategy
- Communicative Goal: Dialogue Act + desired user reaction
- Plan lower-level NLG actions to achieve goal
Surface Realization

Workflow

1. **Microplanning**: Select appropriate phrases and words
2. **Realization**: Produce grammmatically correct output.

▶ Content plan to text
▶ Uses lexicons, grammars, ontologies...

Methods

▶ Canned text / template filling
▶ Rule- / grammar based
▶ Statistical / hybrid
Handcrafted realizers

Template-based

- Most common, also in commercial NLG systems
- Simple, straightforward, reliable (custom-tailored for domain)
- Lack generality and variation, difficult to maintain
- Enhancements for more complex utterances: rules

Grammar-based

- Hand-written grammars / rules
- Various formalisms
Example: Templates

- Just filling variables into slots
- Possibly a few enhancements, e.g. articles

```plaintext
inform(pricerange="{pricerange}"):
'It is in the {pricerange} price range.'

affirm() & inform(task="find")
  & inform(pricerange="{pricerange}"):
'O.k, you are looking for something in the'
  + ' {pricerange} price range.'

affirm() & inform(area="{area}"):
'O.k, you want something in the {area} area.'

affirm() & inform(food="{food}")
  & inform(pricerange="{pricerange}"):
'O.k, you want something with the {food} food'
  + ' in the {pricerange} price range.'

inform(food="None"):
'I do not have any information'
  + ' about the type of food.'
```

Facebook templates

ALEX English templates
Examples: FUF/SURGE, KPML

KPML
- General purpose, multi-lingual
- Systemic Functional Grammar

FUF/SURGE
- General purpose
- Functional Unification Grammar

(EXAMPLE
 :NAME   EX-SET-1
 :TARGETFORM "It is raining cats and dogs."
 :LOGICALFORM
   (\A / AMBIENT-PROCESS :LEX RAIN
     :TENSE PRESENT-CONTINUOUS :ACTEE
     (C / OBJECT :LEX CATS-AND-DOGS :NUMBER MASS))
)

Input Specification ($I_1$):

\[
\begin{align*}
\text{cat} & \quad \text{process} \\
\text{relation} & \quad \text{lex} \\
\text{agent} & \quad \text{affected} \\
\text{possession} & \quad \text{possessor} \\
\text{cat} & \quad \text{partic} \\
\text{pers_pro} & \quad \text{feminine} \\
\text{cat} & \quad \text{np} \\
\end{align*}
\]

Output Sentence ($S_1$): “She hands the draft to the editor”
Example: OpenCCG

- General purpose, multi-lingual
- Combinatory Categorial Grammar
- Used in several projects
- With statistical enhancements

\[
\begin{align*}
(\rightarrow) & \quad X/Y \quad Y \quad \Rightarrow \quad X \\
(\leftarrow) & \quad Y \quad X/Y \quad \Rightarrow \quad X \\
(\rightarrow B) & \quad X/Y \quad Y/Z \quad \Rightarrow \quad X/Z \\
(\leftarrow B) & \quad Y/Z \quad X/Y \quad \Rightarrow \quad X/Z \\
(\rightarrow T) & \quad X \quad \Rightarrow \quad Y/(Y/X) \\
(\leftarrow T) & \quad X \quad \Rightarrow \quad Y/(Y/X)
\end{align*}
\]

\[
\begin{align*}
\text{man} & \vdash n \\
\text{that} & \vdash (n \backslash n)/(s_{\text{form=fin}}/\text{np}) \\
\text{Bob} & \vdash \text{np} \\
\text{saw} & \vdash (s_{\text{tense=past}}, s_{\text{form=fin}} \backslash \text{np})/\text{np}
\end{align*}
\]

\[
\begin{align*}
\text{man} & \quad \text{that} & \quad \text{Bob} & \quad \text{saw} \\
\hline
n & \quad (n \backslash n)/(s/\text{np}) & \quad \text{np} & \quad (s/\text{np})/\text{np} \\
\hline
\text{s}/(s/\text{np}) & \quad \Rightarrow_{\text{T}} & \quad s/\text{np} & \quad \Rightarrow_{\text{B}} \\
\hline
\text{n/np} & \quad \Rightarrow & \quad n \backslash n & \quad \leftarrow
\end{align*}
\]
Example: SimpleNLG

- General purpose
- English, adapted to several other languages
- Java implementation (procedural)

```java
Lexicon lexicon = new XMLLexicon("my-lexicon.xml");
NLGFactory nlgFactory = new NLGFactory(lexicon);
Realiser realiser = new Realiser(lexicon);

SPhraseSpec p = nlgFactory.createClause();

p.setSubject("Mary");
p.setVerb("chase");
p.setObject("the monkey");

p.setFeature(Feature.TENSE, Tense.PAST);

String output = realiser.realiseSentence(p);
System.out.println(output);

>>> Mary chased the monkey.
```
Trainable Surface Realizers: Overgenerate and Rank

- Require a hand-crafted realizer, e.g. CCG realizer
- Input underspecified → more outputs possible
- Overgenerate
- Then use a statistical re-ranker
- Ranking according to:
  - \textit{NITROGEN, HALOGEN}: \( n \)-gram models
  - \textit{FERGUS}: Tree models (XTAG grammar)
  - \textit{Nakatsu and White}: Predicted Text-To-Speech quality
  - \textit{CRAG}: Personality traits (extraversion, agreeableness...) + alignment (repeating words uttered by dialogue counterpart)
- Provides variance, but at a greater computational cost
Trainable Surface Realizers: Parameter Optimization

- Still require a hand-crafted realizer
- Train hand-crafted realizer parameters
- No overgeneration
- Realizer needs to be “flexible”

Examples

- *Paiva and Evans*: linguistic features annotated in corpus generated with many parameter settings, correlation analysis
- *PERSONAGE-PE*: personality traits connected to linguistic features via machine learning
Fully Statistical Surface Realizers

- Few, rather limited, based on supervised learning

Phrase-based

- Hierarchical: semantic stacks / records \(\rightarrow\) fields \(\rightarrow\) templates
- Limited domain
- *Mairesse et al.*: Bayesian networks
- *Angeli et al.*: log-linear model

Syntax-based

- *Bohnet et al.*: general realizer based on SVMs
- Deep syntax/semantics \(\rightarrow\) surface syntax \(\rightarrow\) linearization \(\rightarrow\) morphologization
Natural Language Generation at ÚFAL

- Procedural, for Czech (and partially Russian)
- *Ptáček and Žabokrtský*: Generating from PDT (t-trees with functors)
- *TectoMT*: Generating from t-trees with formemes
- Word form selection: Hajič’s morphological dictionary

ReverseNumberNounDependency
InitMorphcat
FixPossessiveAdjs
MarkSubject
Impose\{PronZ,RelPron,Subjpred,Attr,Compl\}Agr
DropSubjPersProns
Add\{Prepos,Subconjs,ReflexParticles\}
AddAuxVerb\{CompoundPassive,Modal,CompoundFuture,Conditional,Past\}
AddClausalExpletivePronouns
ResolveVerbs
ProjectClauseNumber
AddParentheses
Add*Punct
ChooseMlemmaForPersPron
GenerateWordforms
DeleteSuperfluousAuxCP
MoveCliticsToWackernagel
VocalizePrepos
CapitalizeSentStart
ConcatenateTokens
Czech NLG for ÚFAL Dialogue Systems

- Partial tecto-templates
  - Simpler specification (improvements due)
- Using statistical word form generator
  - Levenshtein distance edit-scripts
  - Logistic regression model


- do: doing >0-ing
- llegar: llegó >2-ó
- Mann: Männer >0-er,3:1-ä
- jenž: jež >2:1-
- mantener: mantindran >0-an,2:1-d,4:1-i
- sparen: gespart >2-t,<ge
- vědět: nevím >4-íme,<ne
- be: is *is
## References

<table>
<thead>
<tr>
<th>Author</th>
<th>Title</th>
<th>Venue</th>
</tr>
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<tbody>
<tr>
<td>Bohnet</td>
<td>Bohnet, B. et al. 2010. Broad coverage multilingual deep sentence generation with a stochastic multi-level realizer.</td>
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RL-NLG  Rieser, V. and Lemon, O. 2010. Natural language generation as planning under uncertainty for spoken dialogue systems. *EMNLP*


SPoT  Walker, M. et al. 2001. SPoT: A trainable sentence planner. *NAACL*

TectoMT  Žabokrský, Z. et al. 2008. TectoMT: highly modular MT system with tectogrammatics used as transfer layer. *WMT*


Further Links
C. DiMarco's slides: https://cs.uwaterloo.ca/~jchampai/CohenClass.en.pdf
J. Moore's NLG course: http://www.inf.ed.ac.uk/teaching/courses/nlg/
NLG Systems Wiki: http://www.nlg-wiki.org