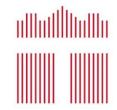
# Applied Deep Learning



# **NLG Evaluation**



September 25th, 2024 http://adl.miulab.tw



National Taiwan University 國立臺灣大學

#### **Automatic Evaluation Metrics**

- Word overlap metrics: BLEU, ROUGE, METEOR, etc.
  - Not ideal for machine translation
  - Much worse for summarization
  - Even worse for dialogue, storytelling

more open-ended

- Embedding metrics
  - Computing the similarity of word embeddings
  - Capturing semantics in a flexible way

Evaluating the outputted results instead of the generative model

N-Gram Precision

$$p_n = \frac{\sum_{ngram \in hyp} count_{clip}(ngram)}{\sum_{ngram \in hyp} count(ngram)} \longrightarrow$$

highest count of n-gram in any reference sentence

**Brevity Penalty** 

$$B = \begin{cases} e^{(1-|ref|/|hyp|)}, & \text{if } |ref| > |hyp| \\ 1, & \text{otherwise} \end{cases}$$

- **BLEU** 
  - Often used in machine translation

$$BLEU = B \cdot exp \left[ \frac{1}{N} \sum_{n=1}^{N} p_n \right]$$

- ROUGE (Recall-Oriented Understudy for Gisting Evaluation)
  - Often used in summarization tasks

ROUGE-N
$$= \frac{\sum\limits_{S \in \{ReferenceSummaries\}} \sum\limits_{gram_n \in S} Count_{match}(gram_n)}{\sum\limits_{S \in \{ReferenceSummaries\}} \sum\limits_{gram_n \in S} Count(gram_n)}$$

#### **BLEU & ROUGE**

- BLEU
  - Based on <u>n-gram overlap</u>
  - Consider precision
  - Reported as a single number
    - Combination of n = 1, 2, 3,4 n-grams

#### ROUGE

- Based on <u>n-gram overlap</u>
- Consider recall
- Reported separately for each ngram
  - ROUGE-1: unigram overlap
  - ROUGE-2: bigram overlap
  - ROUGE-L: LCS overlap

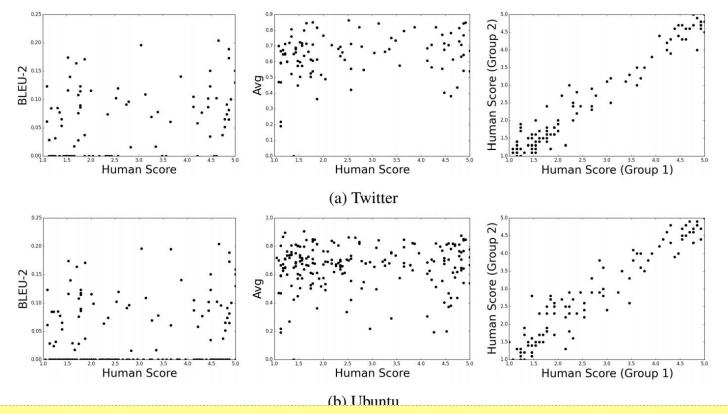
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# **Automatic Metrics vs. Human Judgement**



No agreement between automatic scores and human scores in dialogue quality

# **Focused Metrics for Particular Aspects**

- Evaluating a single aspect instead of the overall quality
  - Fluency (compute probability w.r.t. well-trained LM)
  - Correct style (prob w.r.t. LM trained on target corpus)
  - Diversity (rare word usage, uniqueness of n-grams)
  - Relevance to input (semantic similarity measures)
  - Simple things like length and repetition
  - Task-specific metrics e.g. compression rate for summarization

Scores help us track some important qualities we care about

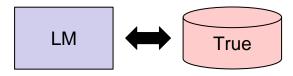
# **Perplexity**

- Perplexity is a measurement of confusion degree when a language model predicts a sentence
  - A better LM predicts an unseen test set better → lower perplexity

$$PP(S) = p(w_1, w_2, \cdots, w_N)^{-1/N}$$
  $PP(S) = 2^{-l}$   $PP(S) = \frac{1}{N} \log p(w_1, w_2, \cdots, w_N)$   $PP(S) = 1$  where  $l = \frac{1}{N} \log p(w_1, w_2, \cdots, w_N)$  inverse probability of the test set normalized by the number of words

Evaluating the trained generative (probabilistic) language model

# **Cross Entropy**



Cross entropy is a distance between two distributions

$$egin{aligned} H(p,q) &= \mathbb{E}_q[-\log p(x)] = -\sum_x q(x) \log p(x) \ &= -rac{1}{N} \sum_{i=1}^N \left( \sum_x q(x \mid w_1, \cdots, w_{i-1}) \log p(x \mid w_1, \cdots, w_{i-1}) 
ight) \end{aligned}$$

the testing sentence is  $w_1, w_2, \cdots, w_{i-1}, w_i$ , so  $q(w_i \mid w_1, \cdots, w_{i-1}) = 1$ 

$$=-rac{1}{N}\sum_{i=1}^N \log p(w_i\mid w_1,\cdots,w_{i-1})$$

$$=-rac{1}{N}\!\log p(w_1,w_2,\cdots,w_N)\!=\log PP(S)$$

## LLM-Eval (Lin & Chen, 2023)

#### LLM-Eval

{evaluation schema}

Score the following dialogue response generated on a continuous scale from 0.0 to 5.0.

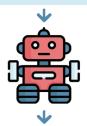
#### Context:

My cat likes to eat cream.

♠: Be careful not to give too much, though.

#### Dialogue response :

☑: Don't worry, I only give a little bit as a treat.



Appropriateness: 3.0

Content: 2.5 Grammer: 4.0 Relevence: 2.0

## LLM has a reasonable capability of evaluating dialogue responses

r / ρ (%)	TopicalChat	PersonaChat	ConvAI2	DD	ED	DSTC6	Average
BLEU-4	21.6 / 29.6	13.5 / 9.0	0.3 / 12.8	7.5 / 18.4	-5.1 / 0.2	13.1 / 29.8	8.5 / 16.6
ROUGE-L	27.5 / 28.7	6.6 / 3.8	13.6 / 14.0	15.4 / 14.7	2.9 / -1.3	33.2 / 32.6	16.5 / 15.4
BERTScore	29.8 / 32.5	15.2 / 12.2	22.5 / 22.4	12.9 / 10.0	4.6 / 3.3	36.9 / 33.7	20.3 / 19.0
DEB	18.0 / 11.6	29.1 / 37.3	42.6 / 50.4	33.7 / <b>36.3</b>	35.6 / 39.5	21.1 / 21.4	30.0 / 32.8
GRADE	20.0 / 21.7	35.8 / 35.2	56.6 / 57.1	$\overline{27.8}$ / 25.3	33.0 / 29.7	11.9 / 12.2	30.9 / 30.2
USR	41.2 / 42.3	44.0 / 41.8	50.1 / 50.0	5.7 / 5.7	26.4 / 25.5	18.4 / 16.6	31.0 / 30.3
USL-H	32.2 / 34.0	49.5 / 52.3	44.3 / 45.7	10.8 / 9.3	29.3 / 23.5	21.7 / 17.9	31.3 / 30.5
without human re	without human reference						
LLM-EVAL 0-5	<u>55.7</u> / <u>58.3</u>	51.0 / 48.0	<u>59.3</u> / <u>59.6</u>	31.8 / 32.2	42.1 / 41.4	43.3 / 41.1	47.2 / 46.8
LLM-EVAL 0-100	49.0 / 49.9	53.3 / 51.5	$\overline{61.3} / \overline{61.8}$	<b>34.6</b> / 34.9	43.2 / 42.3	44.0 / 41.8	<b>47.6</b> / 47.0
with human reference							
LLM-EVAL 0-5	56.5 / 59.4	55.4 / 53.1	43.1 / 43.8	.320 / 32.2	40.0 / 40.1	47.0 / 45.5	45.7 / 45.7
LLM-EVAL 0-100	55.6 / 57.1	<u>53.8</u> / <u>52.7</u>	45.6 / 45.9	33.4 / 34.0	43.5 / 43.2	49.8 / 49.9	47.0 / <b>47.1</b>

LLM-Eval better correlates with human-judged scores than all existing metrics

## LLM-Eval (Lin & Chen, 2023)

## LLM-Eval works good on not only single-turn but multiturn evaluation

r / ρ (%)	DailyDialog-PE Turn-Level	F Turn-Level	ED Dialog-Level	DSTC9 Dialog-Level	Average
DynaEval	16.7 / 16.0	31.9 / 32.3	50.3 / 54.7	9.3 / 10.1	27.1 / 28.3
USL-H	68.8 / 69.9	20.1 / 18.9	7.3 / 15.2	10.5 / 10.5	26.7 / 28.6
FlowScore	-	-6.5 / -5.5	-7.3 / -0.3	14.7 / 14.0	0.3 / 2.7
GPTScore	-	- / 38.3	- / 54.3	-	- / 46.3
LLM-EVAL 0-5	<u>71.0</u> / <b>71.3</b>	<b>60.4</b> / <b>50.9</b>	<b>67.6</b> / <b>71.4</b>	15.9 / 16.5	53.7 / 52.5
LLM-EVAL 0-100	<b>71.4</b> / <u>71.0</u>	<u>59.7</u> / <u>49.9</u>	<u>64.4</u> / <u>70.4</u>	16.1 / 18.6	52.9 / 52.5

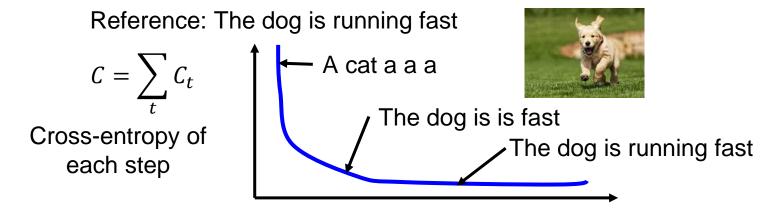
Idea: LLM-Eval scores can be the proxy of human evaluation

# Reinforcement Learning for NLG

**Global Optimization** 

# Global Optimization vs. Local Optimization

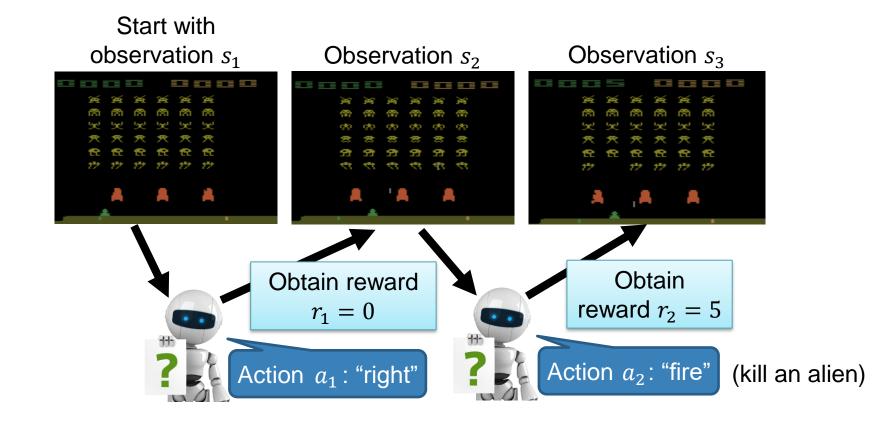
 Minimizing the error defined on component level (local) is not equivalent to improving the generated objects (global)



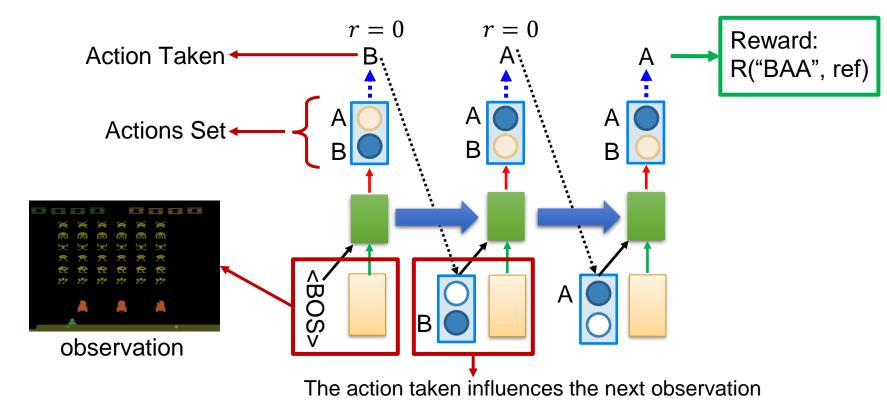
Optimize object-level criterion instead of component-level cross-entropy. Object-level criterion:  $R(y, \hat{y})$  y: ground truth,  $\hat{y}$ : generated sentence

**Gradient Descent?** 

# Reinforcement Learning

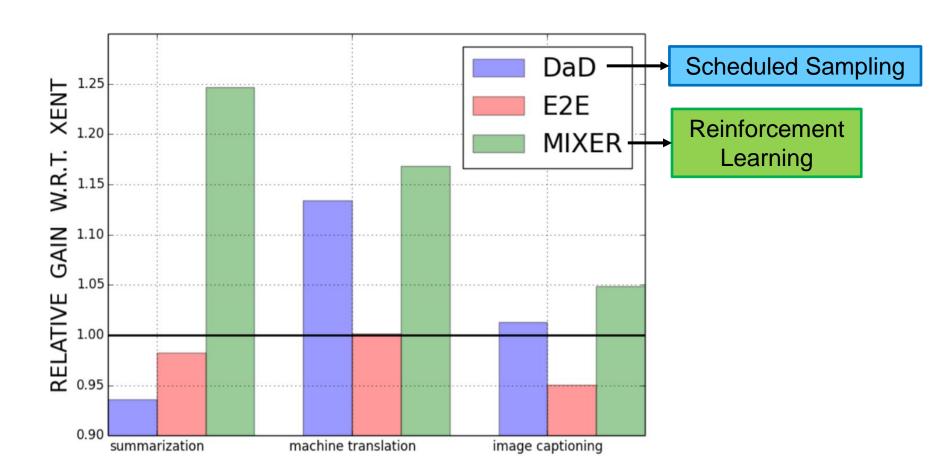


#### RL for NLG

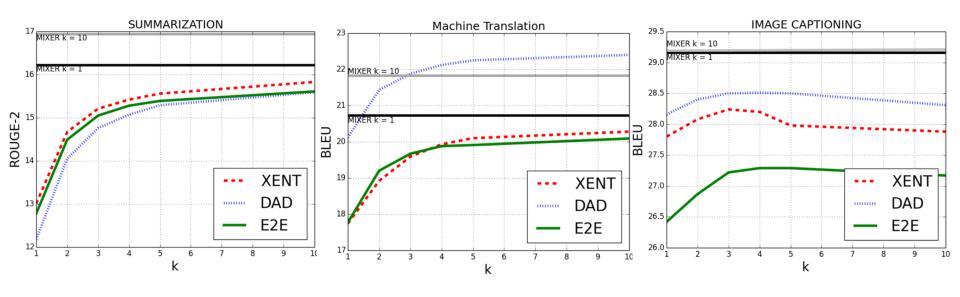


Marc'Aurelio Ranzato, Sumit Chopra, Michael Auli, Wojciech Zaremba, "Sequence Level Training with Recurrent Neural Networks", ICLR, 2016

## **RL for NLG**



## **RL for NLG**



#### **RL-Based Summarization**

RL: directly optimize ROUGE-L

ML+RL: MLE + RL for optimizing ROUGE-L

#### **Automatic**

Model	ROUGE-1	ROUGE-2	ROUGE-L
ML, no intra-attention	44.26	27.43	40.41
ML, with intra-attention	43.86	27.10	40.11
RL, no intra-attention	47.22	30.51	43.27
ML+RL, no intra-attention	47.03	30.72	43.10

#### Human

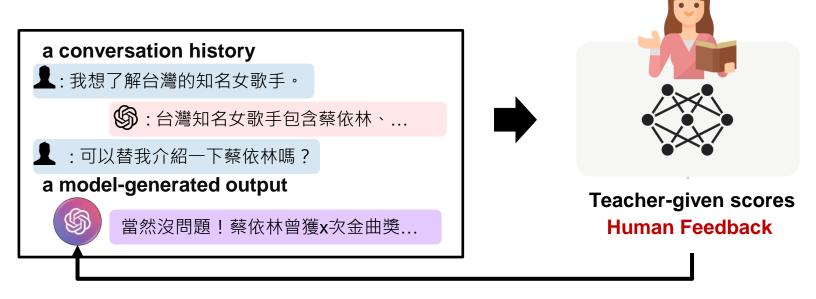
Model	Readability	Relevance
ML	6.76	7.14
RL	4.18	6.32
ML+RL	7.04	7.45

Using RL instead of ML achieves higher ROUGE scores, but lower human scores.

Hybrid is the best.

# ChatGPT: Reinforcement Learning from Human Feedback

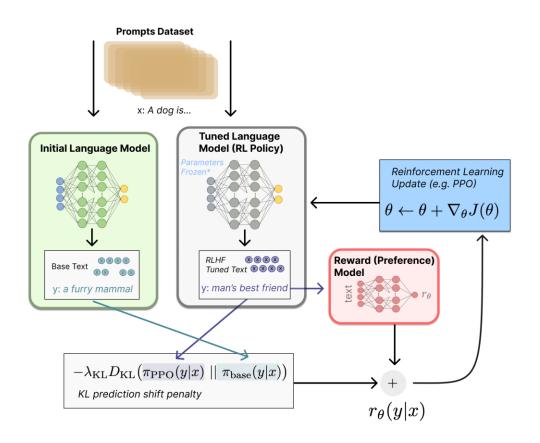
Improving GPT via teacher's feedback



generation update via reinforcement learning

Idea: optimize abstract indicators (e.g. human's satisfaction)

#### RLHF: RL from Human Feedback



# **Concluding Remarks**

- Automatic evaluation
  - Output evaluation
  - Model evaluation
- Perplexity
  - Confusion degree when a language model predicts a sentence
  - Cross entropy between true and predicted distributions
  - Lower is better
- RL for NLG
  - Hybrid is better (MLE first, RL later)
  - RL enables models to improve abstract indicators