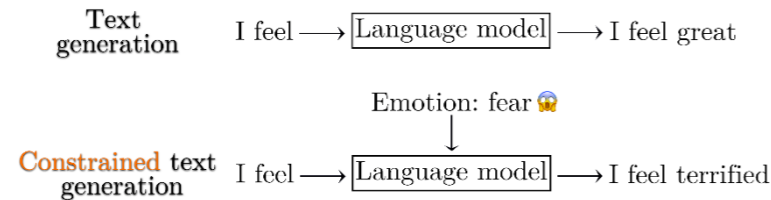


# PPL-MCTS: Constrained Textual Generation Through Discriminator-Guided MCTS Decoding

## 1. Constrained textual generation

- Few options to control the generation besides the **prompt**
- Adding some **constraints** is useful to control various aspects (writing style, emotion/polarity, detoxification...)

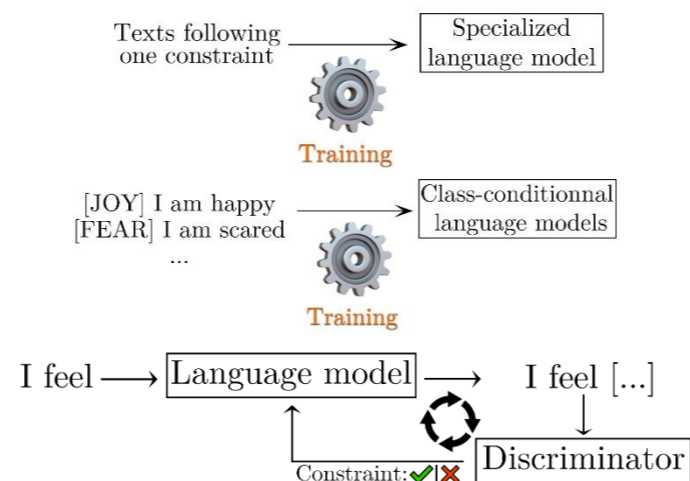


### Language models (LM) tuning

- Train and store **one model for each constraint**
- Very costly** when even possible for very large LM (e.g. GPT-3)
- Class-conditional language models (CC-LMs) [1]
  - Add a control code before texts
  - Training/tuning for any new additional constraint**

### Discriminator-guided generation

- Change the LM distribution based on scores from a discriminator
- Plug and Play Language Models (PPLM) [2]
  - Shift hidden states using discriminator's gradient
  - Require **direct access to the LM** (not compatible with GPT-3 API)
- Generative Discriminator Guided Sequence Generation (GeDi) [3]
  - Exploits **CC-LMs as discriminators** to lower the classification cost



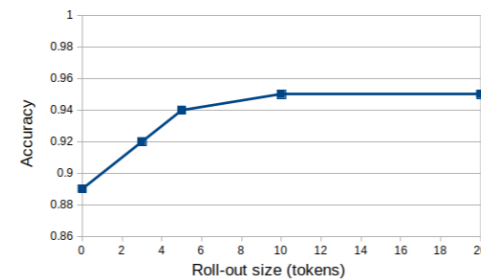
## 3. Results

- Two tasks: polarity 🍷😡 and emotion 😞😟😄😱🥰
- Two languages: 🇫🇷🇬🇧
- Automatic metrics

- Accuracy:** samples belong to the target class 🎯
- Perplexity:** samples are well written 📝
- Self-BLEU:** there is enough diversity across samples 📁📁📁

- Human evaluation to support automatic metric results
- PPL-MCTS yields **state-of-the-art results on both tasks and languages**
- Rollout is very useful **up to a given number of tokens**

Generation method	amazon_polarity			emotion			CLS		
	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓	Acc. ↑	5 - Self-BLEU ↓	Oracle pply ↓
CC-LM - Classloss	0.82	0.79	2.56 <sup>*-†</sup>	0.89 <sup>*</sup>	0.65 <sup>†</sup>	3.72 <sup>*-†</sup>	0.89 <sup>*</sup>	0.04 <sup>*-†</sup>	50.6
CC-LM	0.91	0.71	3.21 <sup>†</sup>	0.52	0.13 <sup>*-†</sup>	11.1	0.66	0.06 <sup>*-†</sup>	31.5
GeDi - Classloss	0.96 <sup>*</sup>	0.6 <sup>*</sup>	5.16	0.88 <sup>*</sup>	0.68	5.57 <sup>*</sup>	0.94 <sup>*</sup>	0.4	7.99 <sup>*</sup>
GeDi	0.96 <sup>*</sup>	0.6 <sup>*</sup>	5.16	0.54	0.52 <sup>†</sup>	4.09 <sup>*-†</sup>	0.83 <sup>*</sup>	0.31 <sup>†</sup>	11.9
PPLM	0.89	0.66	2.84 <sup>†</sup>	0.67	0.19 <sup>†</sup>	7.31	0.79	0.23 <sup>†</sup>	8.3
PPL-MCTS	0.97 <sup>*</sup>	0.63 <sup>*</sup>	5.69	0.84 <sup>*</sup>	0.37 <sup>†</sup>	4.82 <sup>*-†</sup>	0.89 <sup>*</sup>	0.54	4.98 <sup>*-†</sup>

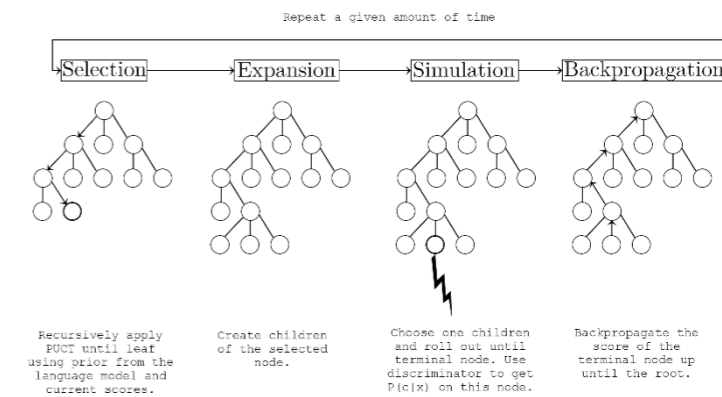


## 2. PPL-MCTS

- Previous works lack of **long-term vision**
  - Meaning of words are **context depend**
- Short-term decisions to optimize a long-term result
  - Tree exploration similar to game setups

### Monte Carlo Tree Search (MCTS)

- Iterative algorithm that finds solutions in a space **too large to be exhaustively searched**
- MCTS properties:
  - Long-term vision:** scores the next token using finished sequences (rollout)
  - Efficient:** exploration of sub-optimal paths has an upper bound
  - Modular:** outputs a solution according to the computational budget
  - Plug and play:** can be used with any LM and classifier without any tuning



## 4. Conclusion

- PPL-MCTS shows that **depth search is helpful for constraint generation**
- The extra cost of the classifier **still limit the search in width**
- Avenues of research:**
  - Merge GeDi width and PPL-MCTS depth search
  - Trade-off between accuracy and perplexity
  - Adaptative rollout size
- Code available on Github

