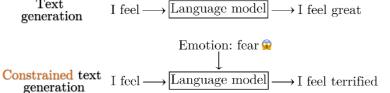
# PPL-MCTS: Constrained Textual Generation Through Discriminator-Guided MCTS Decoding





# 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

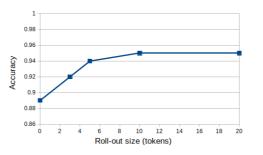
- Change the LM distribution based on scores from a discriminator
- Plug and Play Language Models (PPLM) [2]
  - Shift hidden states using discriminator's gradient
  - Require direct access to the LM (not compatible with GPT-3 API)
- Generative Discriminator Guided Sequence Generation (GeDi) [3]
  -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

# Texts following one constraint Training [JOY] I am happy [FEAR] I am scared ... Training I feel Language model Training I feel Discriminator

# 3. Results

- Two tasks: polarity 🕶 😡 and emotion 😥 😂 😭
- Two languages: 🔲 🎇
- Automatic metrics
  - **1. Accuracy**: samples belong to the target class
  - 2.Perplexity: samples are well written 🚣
- **3.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

	amazon_polarity			emotion			CLS		
Generation	Acc.	5 - Self-	Oracle	Acc.	5 - Self	Oracle	Acc.	5 - Self	Oracle
method	1	BLEU ↓	pplty ↓	1	BLEU $\downarrow$	pplty ↓	1	$BLEU \downarrow$	pplty $\downarrow$
CC-LM - Classloss	0.82	0.79	$2.56^{*,\dagger}$	0.89*	$0.65^{\dagger}$	$3.72^{*,\dagger}$	0.89*	$0.04^{*,\uparrow}$	50.6
CC-LM	0.91	0.71	$3.21^{\dagger}$	0.52	$0.13^{*,\dagger}$	11.1	0.66	$0.06^{*,\dagger}$	31.5
GeDi - Classloss	0.96*	0.6*	5.16	0.88*	0.68	5.57*	0.94*	0.4	7.99*
GeDi	0.96*	0.6*	5.16	0.54	$0.52^{\dagger}$	$4.09^{*,\dagger}$	0.83*	$0.31^{\dagger}$	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*	0.63*	5.69	0.84*	0.37 <sup>†</sup>	4.82*,†	0.89*	0.54	4.98*,†

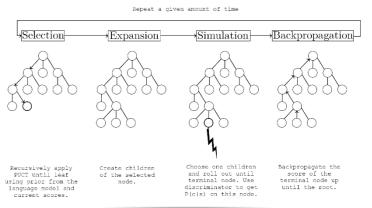


### 2. PPL-MCTS

- 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:
  - **1. Long-term vision**: scores the next token using finished sequences (rollout)
  - 2.Efficient: exploration of sub-optimal paths has an upper bound
  - **3. Modular**: outputs a solution according to the computational budget
  - 4.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:
  - 1. Merge GeDi width and PPL-MCTS depth search
  - 2. Trade-off between accuracy and perplexity
  - 3. Adaptative rollout size
- Code available on Github



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#### References

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[2] Plug and Play Language Models: A Simple Approach to Controlled Text Generation.

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[3] GeDi: Generative Discriminator Guided Sequence Generation.