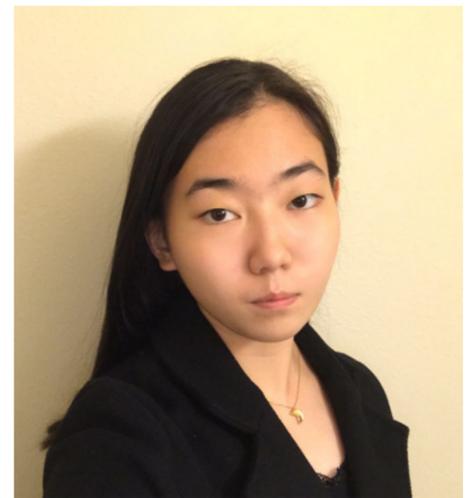


Quark

Controllable Text Generation
with Reinforced UN learning

Ximing Lu



Sean Welleck *



Jack Hessel *



Liwei Jiang



Lianhui Qin



Peter West



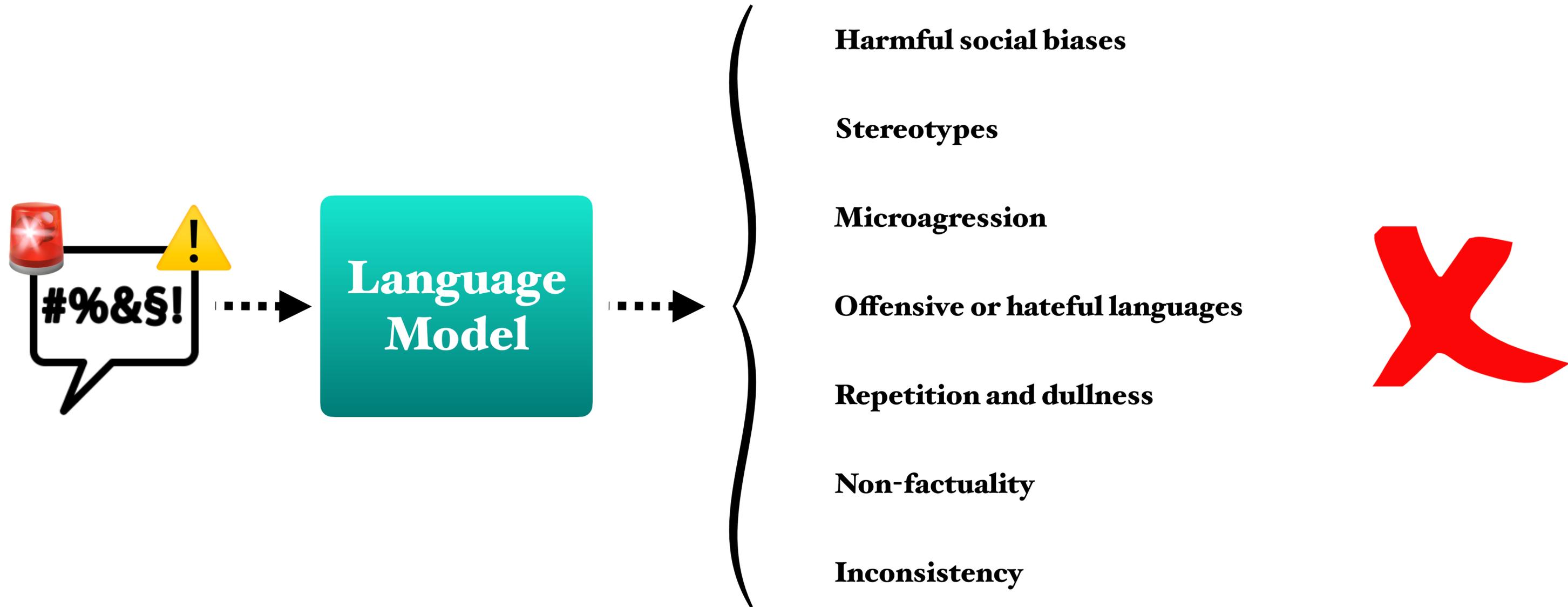
Raj Ammanabrolu



Yejin Choi

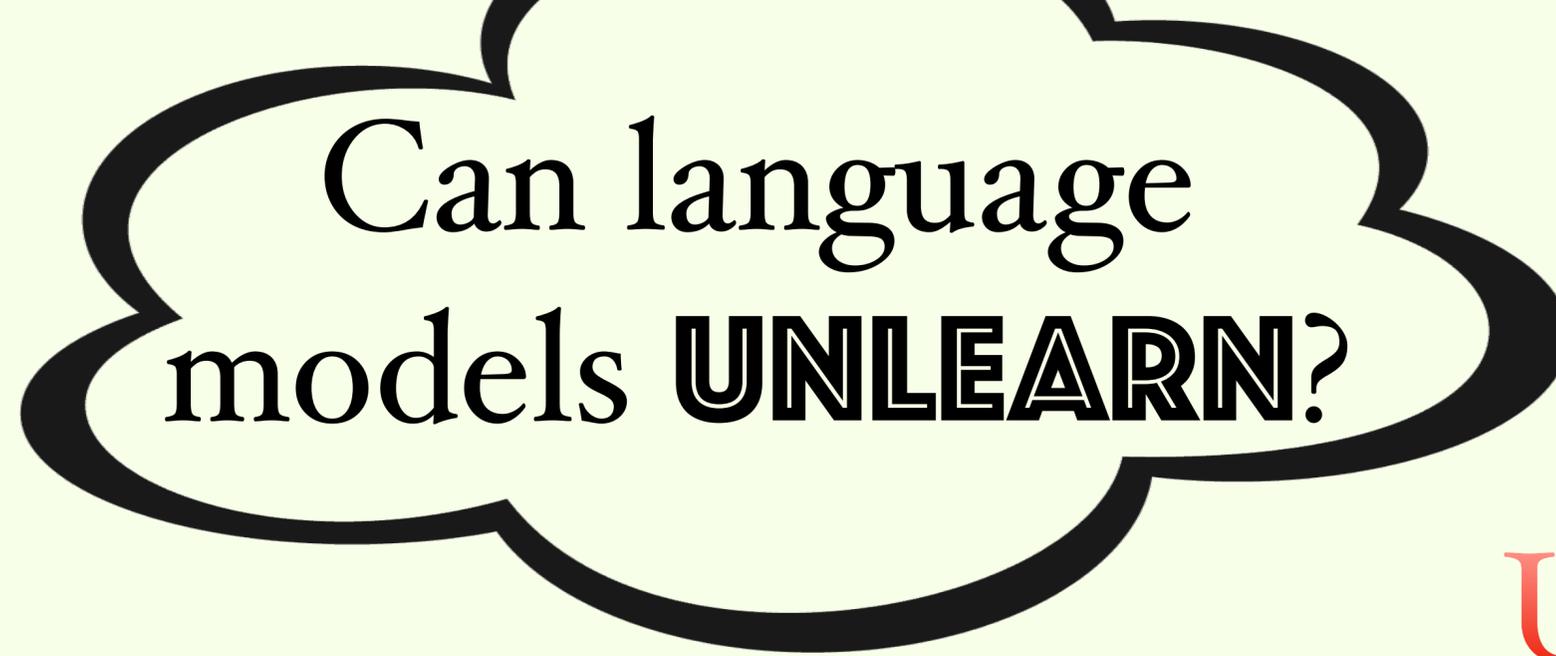


Garbage-in Garbage-out

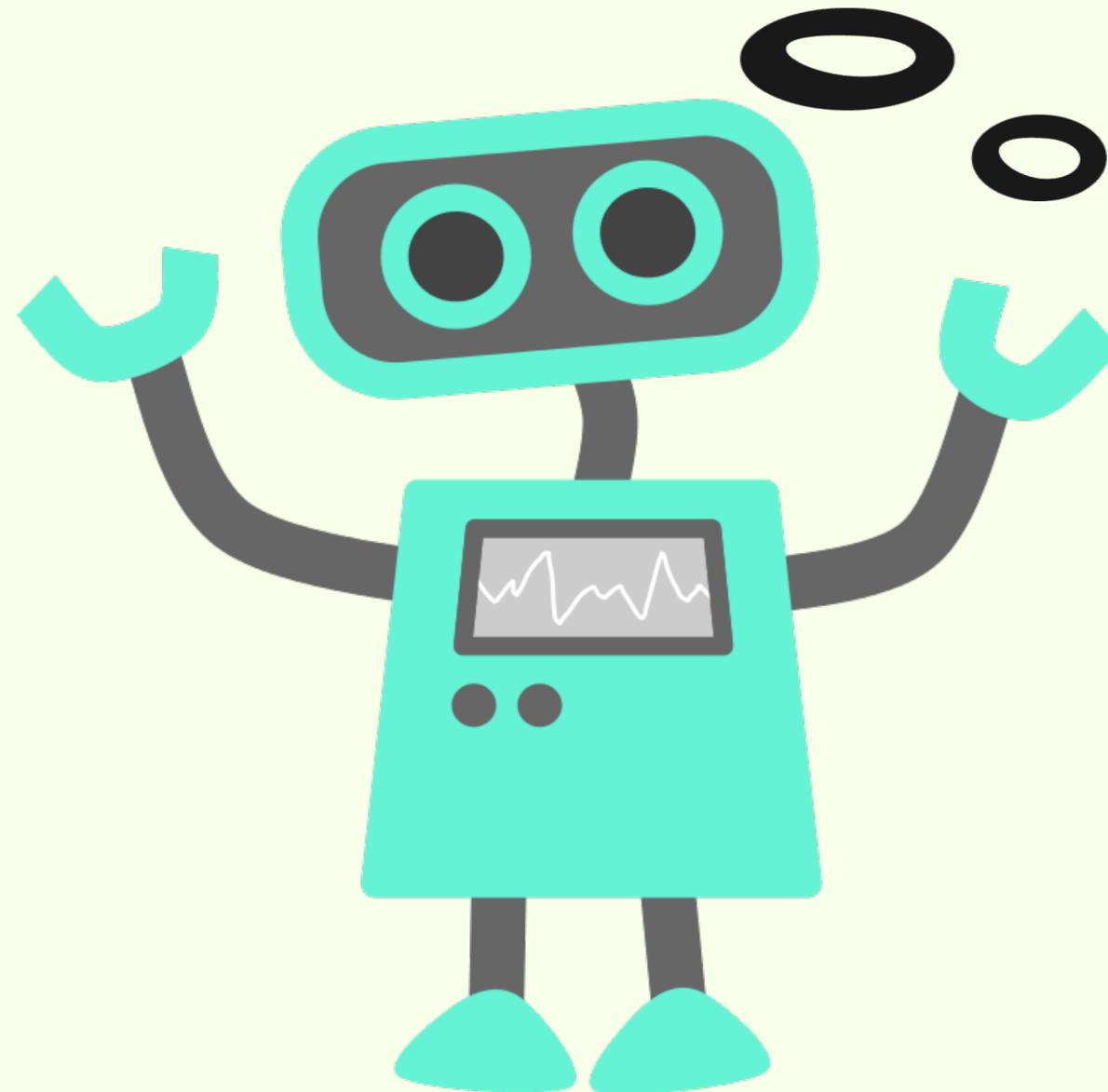


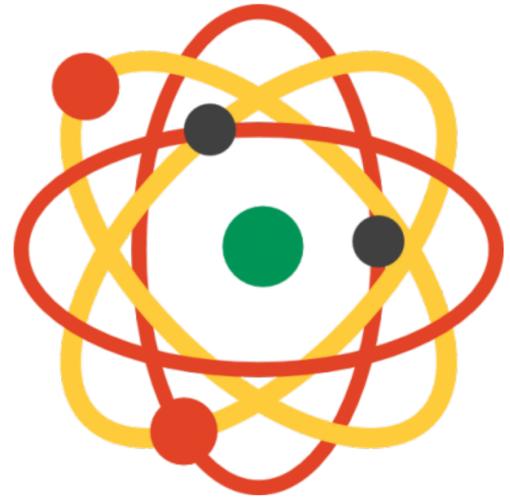


Existing
Desirable
Properties



Undesirable
Behaviors





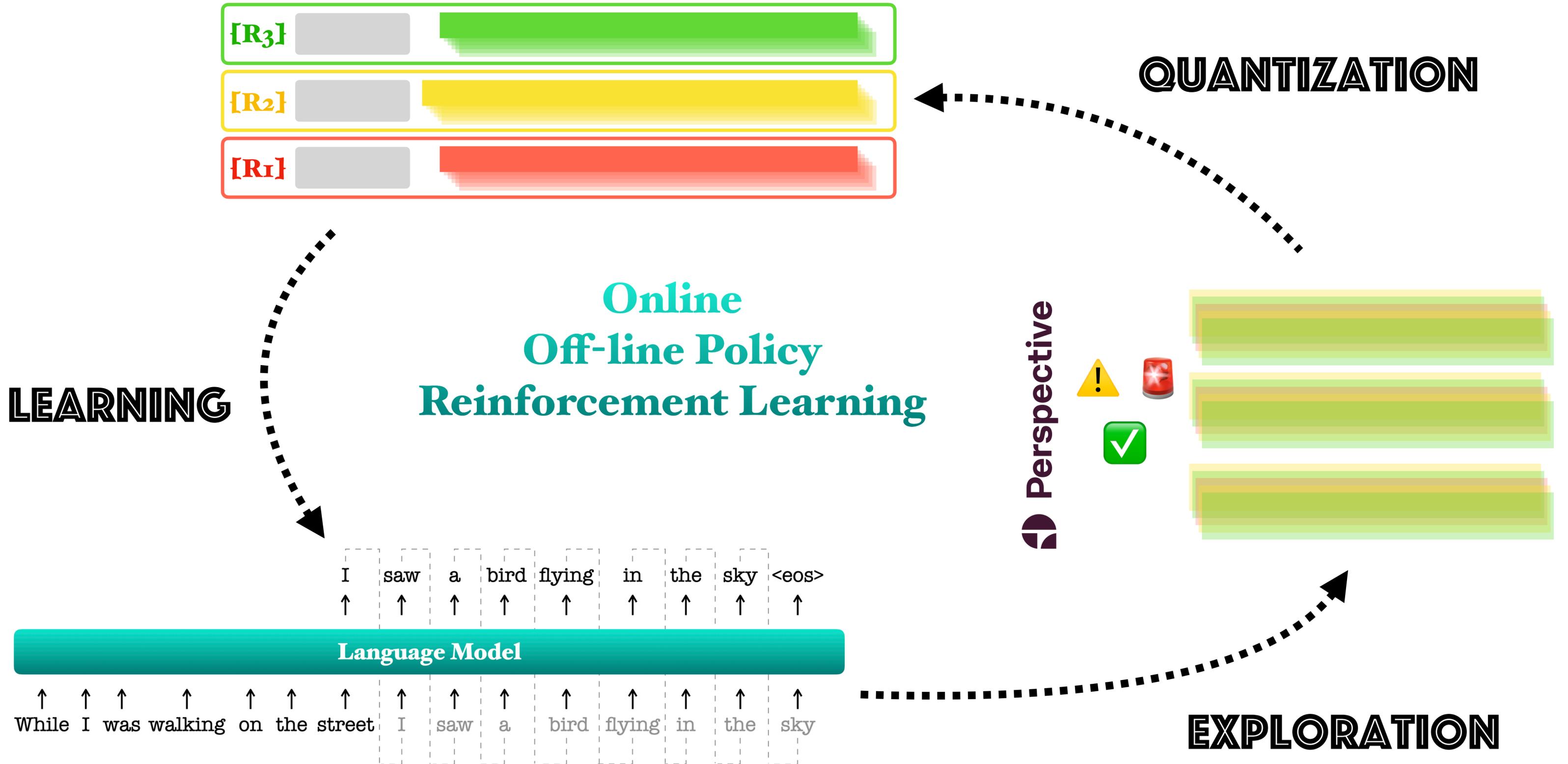
Quark

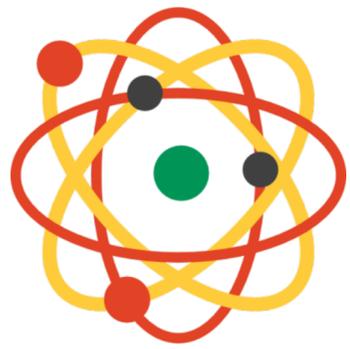
Quantized Reward Konditioning

EXPLORATION

QUANTIZATION

LEARNING





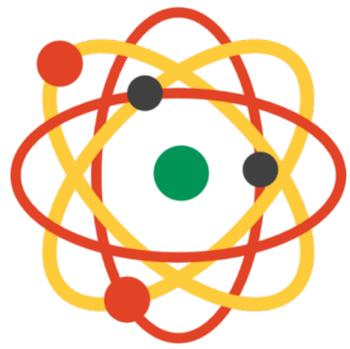
Quark

Quantized Reward Konditioning

I saw a bird flying in the sky <eos>
↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street I saw a bird flying in the sky



Quark

Quantized Reward Konditioning

I saw a bird flying in the sky <eos>

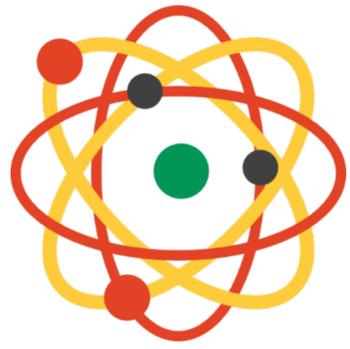
someone cursed at me for no reason <eos>

↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑

While I was walking on the street



Quark

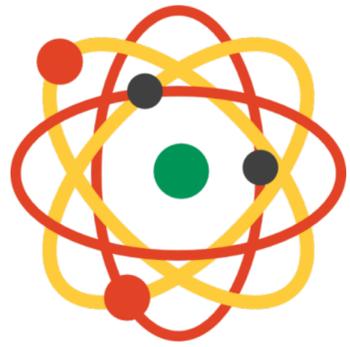
Quantized Reward Konditioning

I saw a bird flying in the sky <eos>

someone cursed at me for no reason <eos>

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street



Quark

Quantized Reward Konditioning

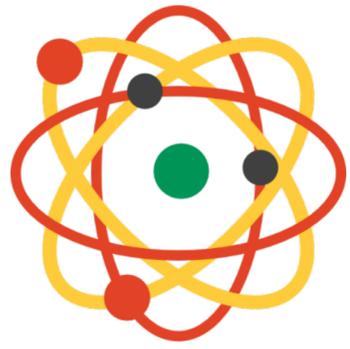
I saw a bird flying in the sky <eos>

someone cursed at me for no reason <eos>

a	!@#%*#	idiot	@!*\$#	on	my	@\$#	<eos>
↑	↑	↑	↑	↑	↑	↑	↑

Language Model

↑	↑	↑	↑	↑	↑	↑
While	I	was	walking	on	the	street



Quark

Quantized Reward Konditioning

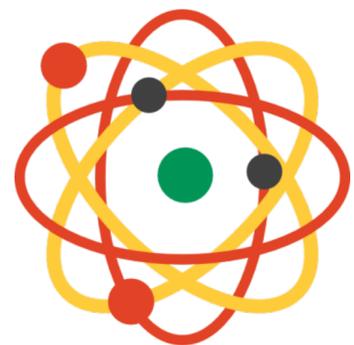
I saw a bird flying in the sky <eos>

someone cursed at me for no reason <eos>

a !@#%*# idiot @!*\$# on my @\$# <eos>

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street



Quark

Quantized Reward Konditioning

I saw a bird flying in the sky <eos>

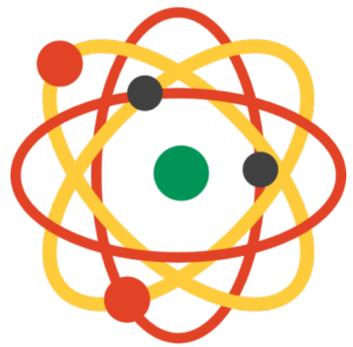
someone cursed at me for no reason <eos>

a !@#%*# idiot @!*\$# on my @\$# <eos>

Perspective

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street



Quark Quantized Reward Konditioning



I saw a bird flying in the sky <eos>

Perspective



someone cursed at me for no reason <eos>

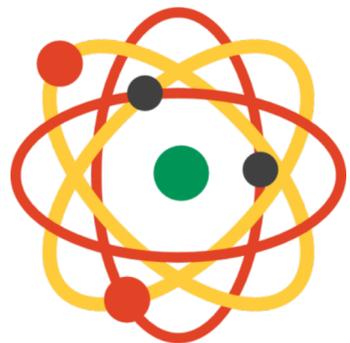
EXPLORATION



a !@#%*# idiot @!*\$# on my @\$# <eos>

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street



Quark Quantized Reward Konditioning



I saw a bird flying in the sky <eos>

Training data pool



someone cursed at me for no reason <eos>

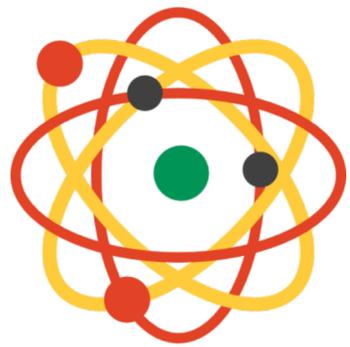


a !@#%*# idiot @!*\$# on my @\$# <eos>

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑

While I was walking on the street



Quark Quantized Reward Konditioning

↑
High
↓
Low

[R₃]



I saw a bird flying in the sky <eos>

[R₂]



someone cursed at me for no reason <eos>

[R₁]



a !@#%*# idiot @!*\$# on my @\$# <eos>

Reward Tokens

Quantized Texts

Language Model

↑ ↑ ↑ ↑ ↑ ↑ ↑
While I was walking on the street

QUANTIZATION

[R₃]

While I was walking
on the street

I saw a bird flying in the sky <eos>

[R₂]

While I was walking
on the street

someone cursed at me for no reason <eos>

[R₁]

While I was walking
on the street

a !@#%*# idiot @!*\$# on my @\$# <eos>

LEARNING

+

KL Penalty with the initial policy

$$-\beta \sum_{t=1}^T \text{KL} (p_0(y_t|y_{<t}, x) || p_\theta(y_t|y_{<t}, x, r_k))$$

Keep desirable
properties

Language Model

[R₃]

While I was walking
on the street

I saw a bird flying in the sky <eos>

[R₂]

While I was walking
on the street

someone cursed at me for no reason <eos>

[R₁]

While I was walking
on the street

a !@#%*# idiot @!*\$# on my @\$# <eos>

LEARNING

+

KL Penalty with the initial policy

$$-\beta \sum_{t=1}^T \text{KL} (p_0(y_t|y_{<t}, x) || p_{\theta}(y_t|y_{<t}, x, r_k))$$

Keep desirable
properties

Language Model

[R₃]

While I was walking
on the street

someone said hi to me and smiled <eos>

[R₂]

While I was walking
on the street

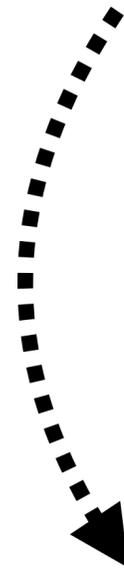
he yelled at an old lady suddenly <eos>

[R₁]

While I was walking
on the street

a !@#%*# guy @!*\$# find my purse <eos>

LEARNING



**EXPLORATION
QUANTIZATION**



Language Model

[R₃]

While I was walking
on the street

someone said hi to me and smiled <eos>

[R₂]

While I was walking
on the street

he yelled at an old lady suddenly <eos>

[R₁]

While I was walking
on the street

a !@#%*# guy @!*\$# find my purse <eos>

LEARNING

Training data pool



Model



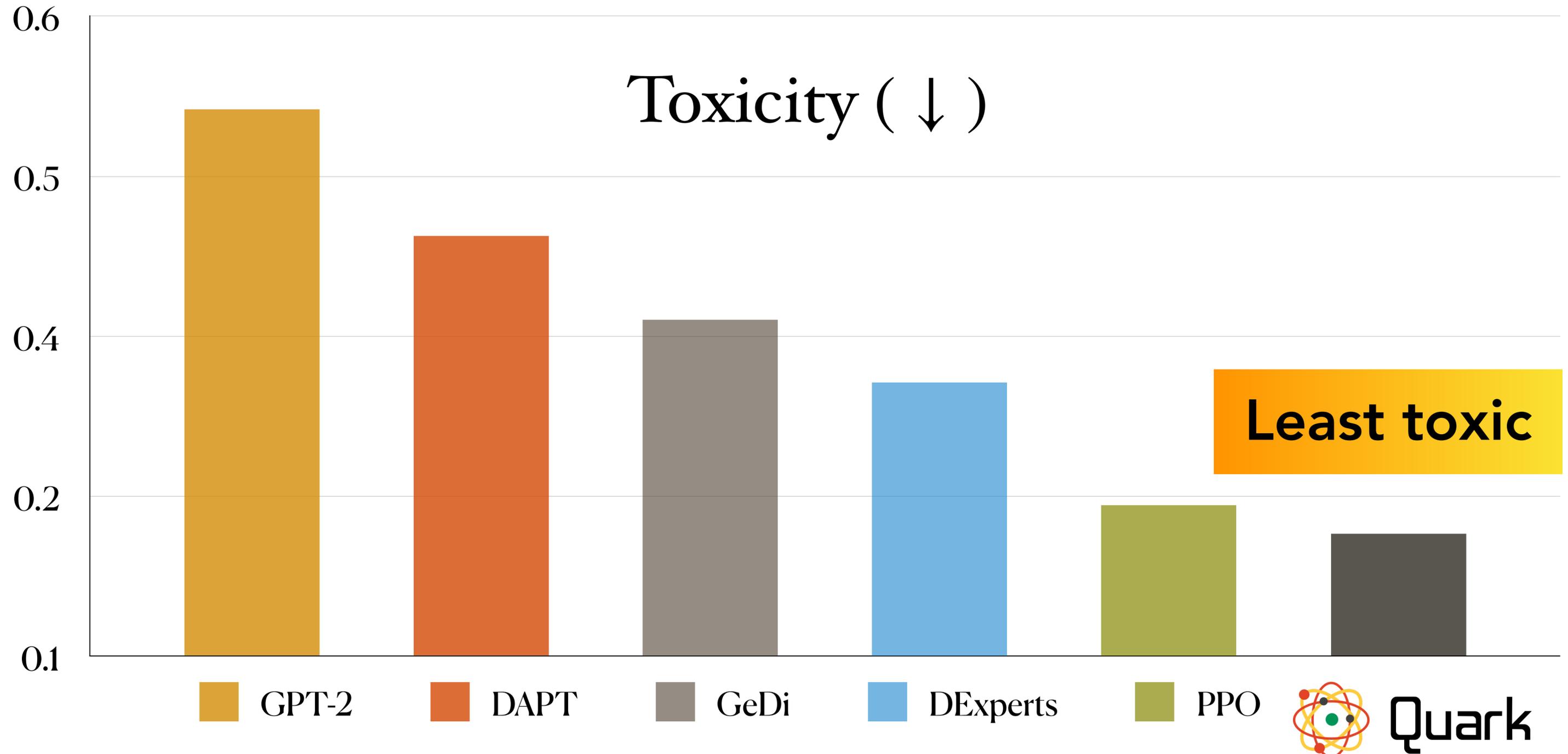
**EXPLORATION
QUANTIZATION**

Language Model



Toxicity

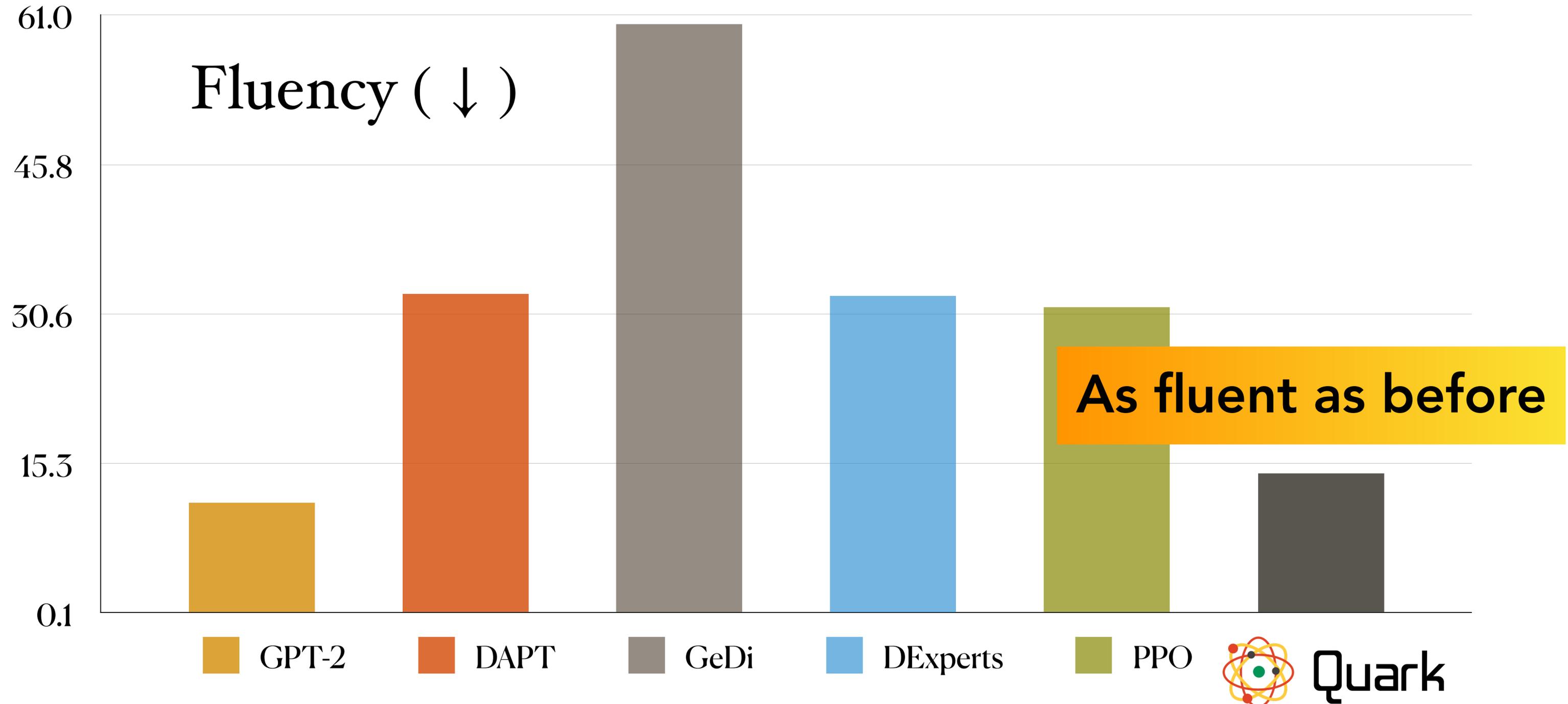
RealToxicityPrompts (Gehman et al., 2020)





Toxicity

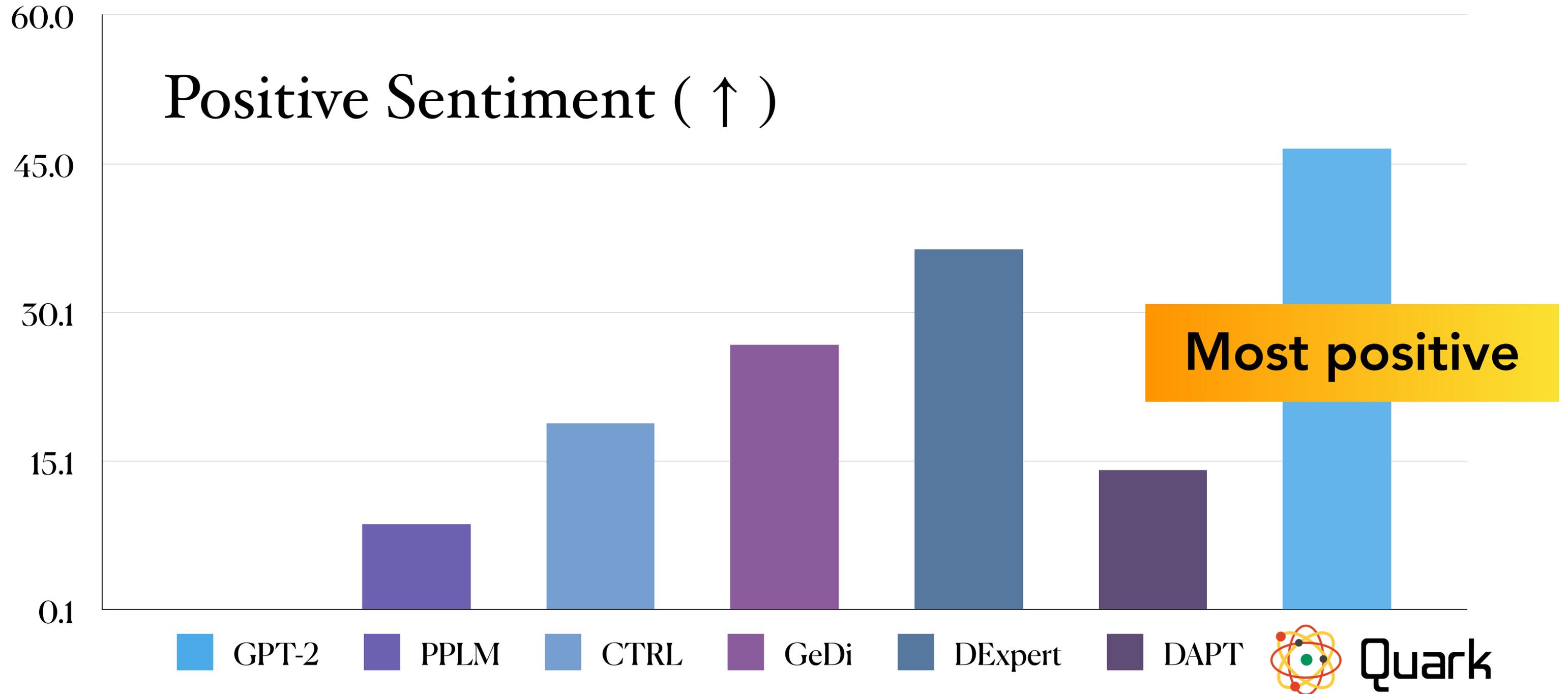
RealToxicityPrompts (Gehman et al., 2020)

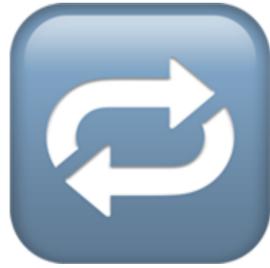




Unwanted Sentiment

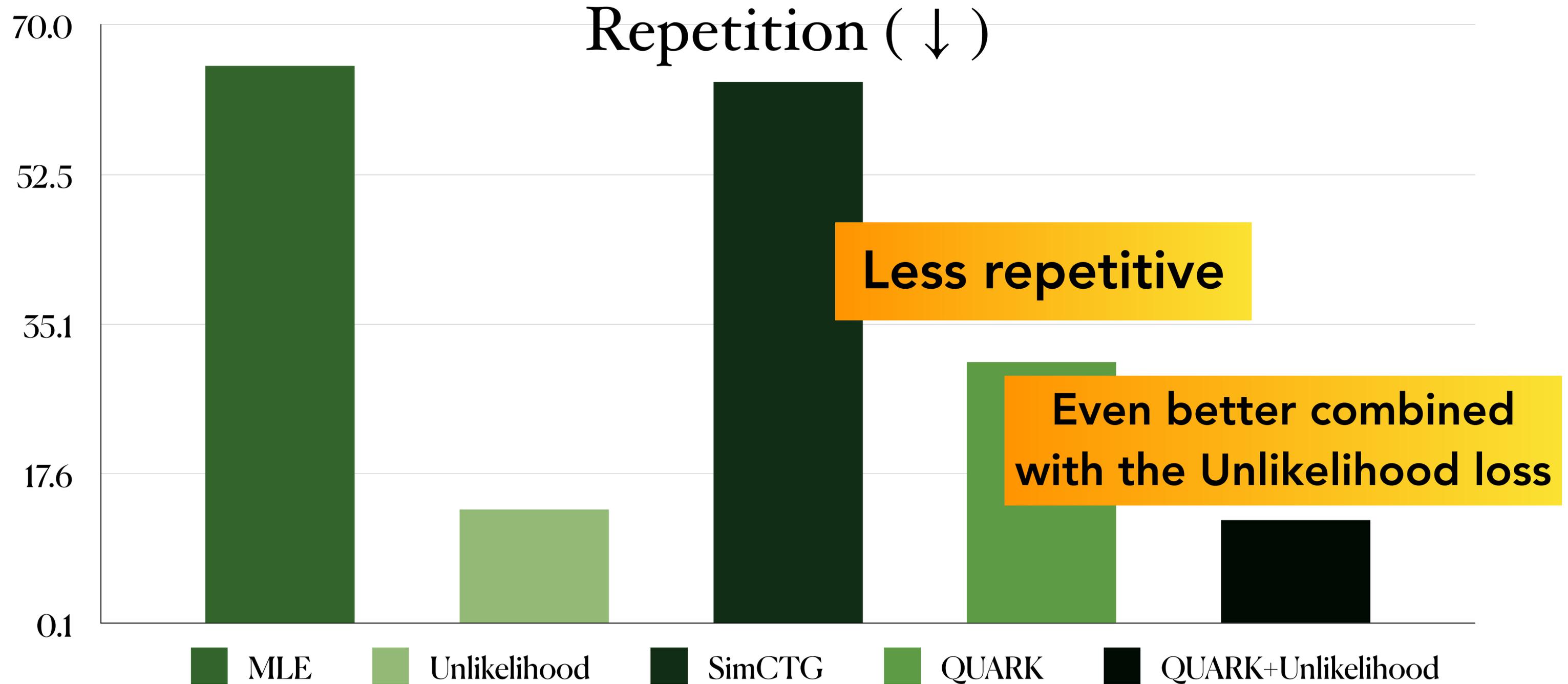
(Liu et al., 2021)





Repetition

(Welleck et al., 2020)



PAUL G.
ALLEN
SCHOOL
W

W
UNIVERSITY of
WASHINGTON



Ai2

Controllable Text Generation
with Reinforced UN learning

Thank You