



Controlling Redundancy in Referring Expression Generation

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Mimicking redundancy in referring expressions increases human-likeness.

Using corpus statistics to fine-tune referring expression generation increases human-likeness.

Outline

- 1) Referring Expression Generation (REG)
 - Redundancy in REG
- 2) The Graph-Based Algorithm
 - Cost Functions and Property Orderings
 - Redundancy in the Graph-Based Algorithm
- 3) The ASGRE TUNA Data
- 4) Tuning the Algorithm
 - Corpus-Based Costs and Free Properties
 - Frequent Properties Considered First
- 5) Evaluation
- 6) Conclusions and Future Work

Referring Expression Generation

...means automatically building distinguishing object descriptions.

The small blue fan.



- **Target referent:** the object to be described.
- **Distractors:** other objects in the domain that the referent has to be distinguished from.
- **Content selection** from the *properties* of the referent and its *relations* to other objects.
- **Minimal:** all the properties used are needed for descriptiveness.
- **Redundant:** would still be descriptive if one or more properties were removed.

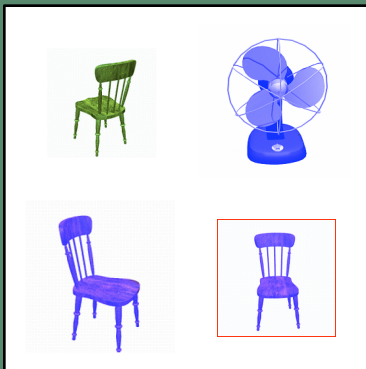
Redundancy in REG

- Humans use redundant properties.
- The Incremental Algorithm (IA) doesn't allow redundancy in a principled way ...
- ... but the Graph-Based Framework provides two parameters to control content selection: cost function, property ordering.
- We present the first corpus-based approach to setting these two parameters.
- The focus is on redundantly used properties.

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The Graph-Based Framework for REG¹



A scene is represented as a labelled directed graph.

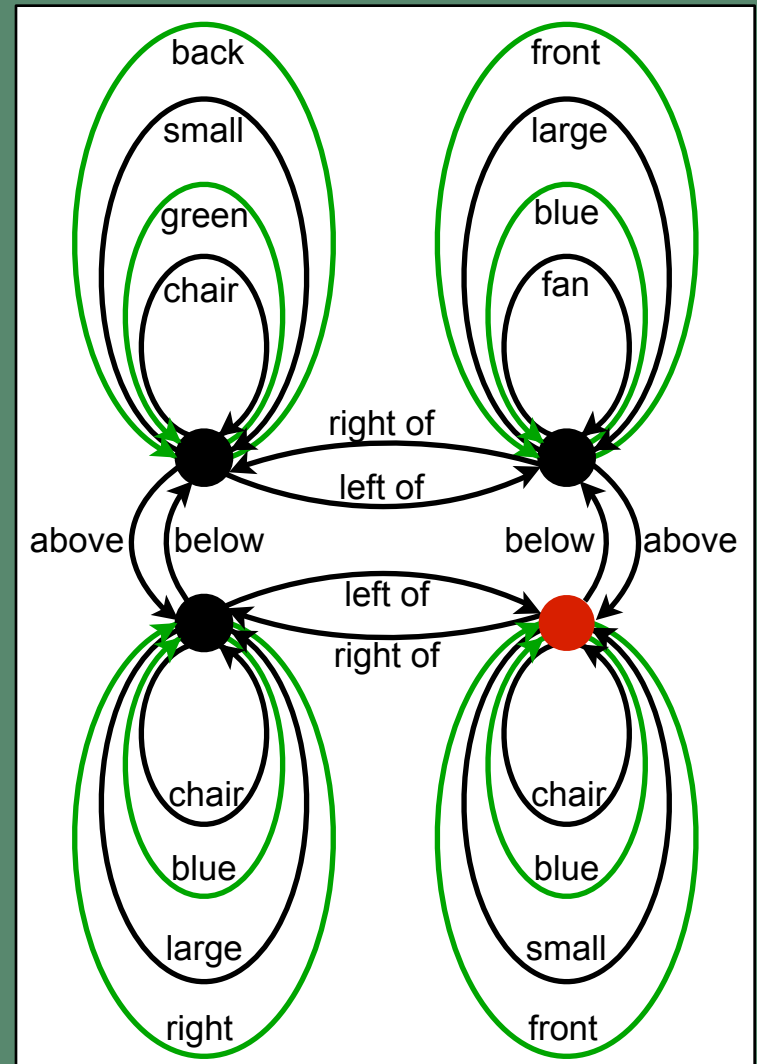


A distinguishing description:

- is a *unique connected subgraph*.
- contains the node representing the target object.

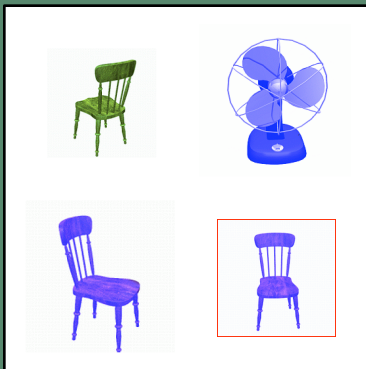
The algorithm:

- does a depth-first search.
- uses a cost function over the edges.
- returns the cheapest description.



¹Krahmer et al. (2003) – CL

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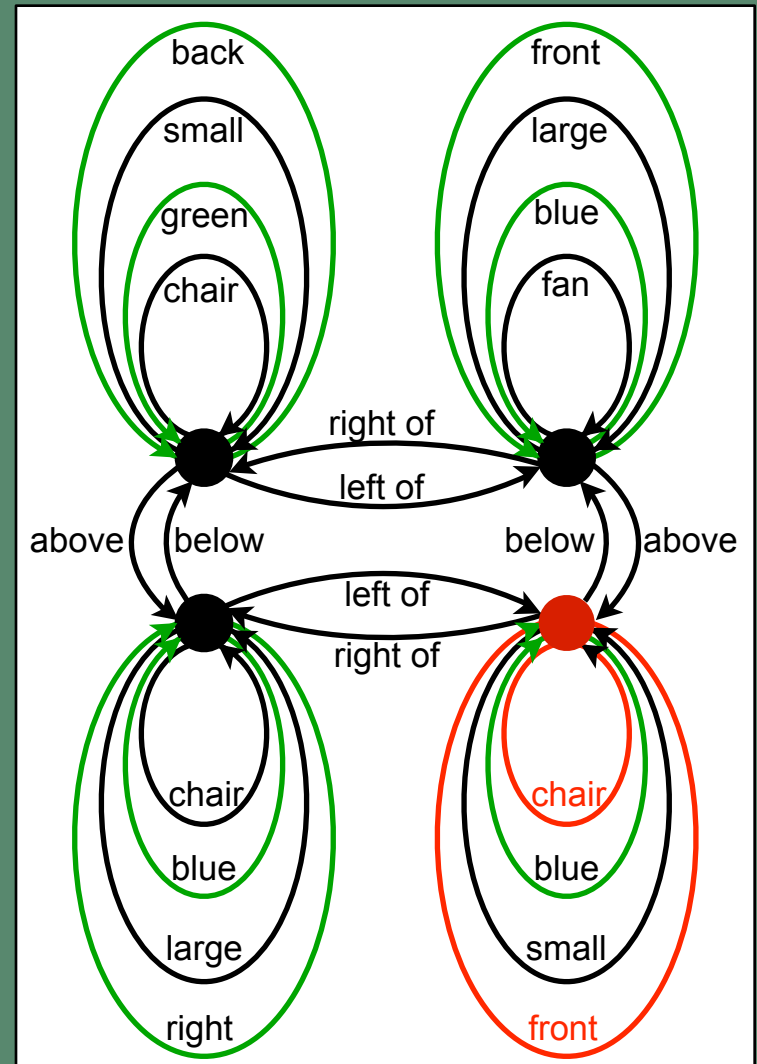


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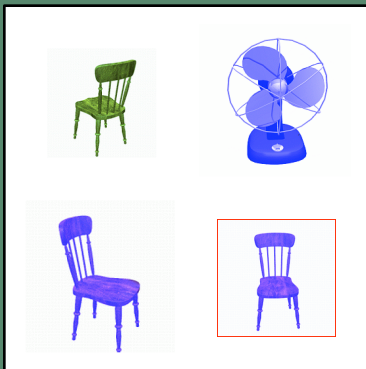
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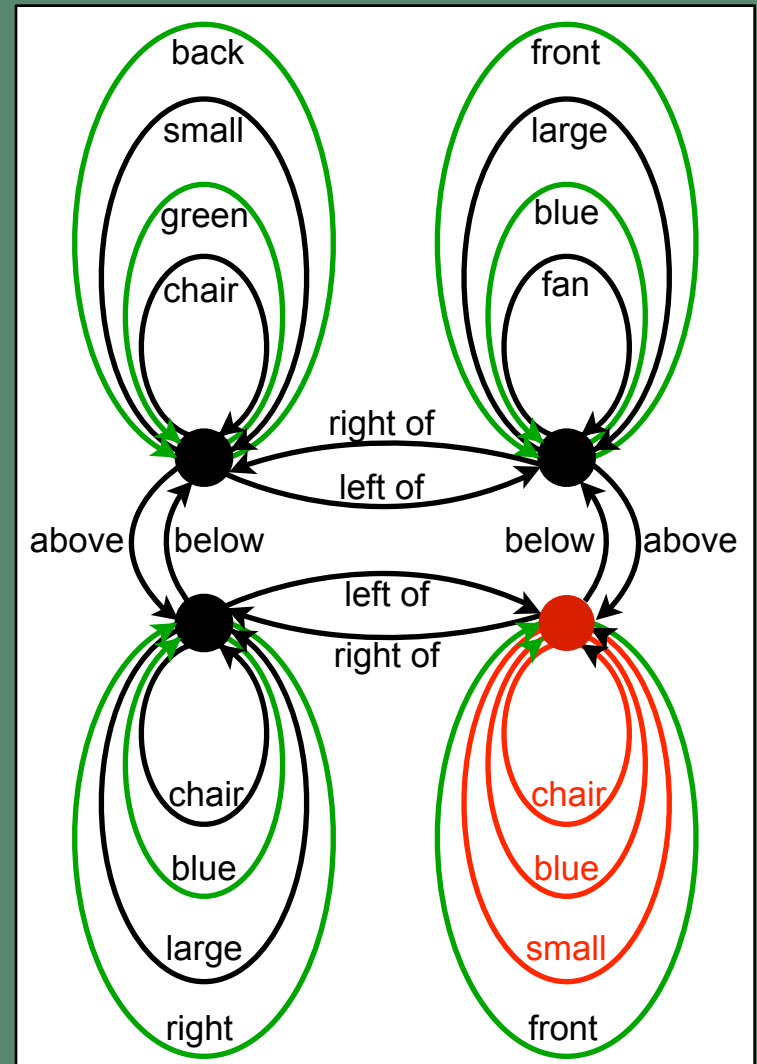


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Graphs and Cost Functions

Two distinguishing descriptions:

- 1) The front-facing chair.
- 2) The small blue one.

Three cost functions:

cost function	CHAIR	FRONT	SMALL	BLUE
#1	1	12	11	11
#2	1	12	2	3
#3	1	4	2	3

cost function #1 \longrightarrow **cost(1) = 13**, cost(2) = 22

cost function #2 \longrightarrow cost(1) = 13, **cost(2) = 5**

cost function #3 \longrightarrow cost(1) = cost(2) = 5

Property Orderings in the Graph-Based Algorithm

Determine which description is found first:

- 1) **The front-facing chair.**
- 2) **The small blue one.**

cost function #3: $\text{cost}(1) = \text{cost}(2) = 5$

Property Ordering 1: [CHAIR, SMALL, FRONT, BLUE]

→ **The front-facing chair** is chosen.

Property Ordering 2: [SMALL, CHAIR, BLUE, FRONT]

→ **The small blue one** is chosen.

Redundancy in the Graph-Based Framework

- The cost function is required to be monotonic increasing ...
- ... but properties can be free.

- 1) The front-facing chair.
- 2) The *blue* front-facing chair.

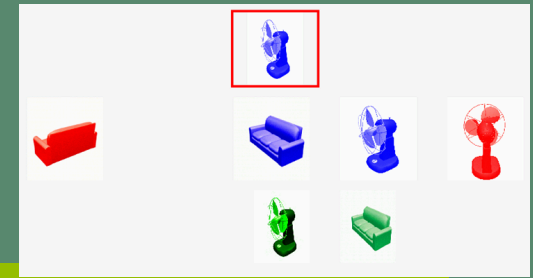
Description (2) will be returned only if:

- $\text{cost}(\text{BLUE}) = 0$ and
- description (2) is found first.

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The ASGRE TUNA Data¹



- Largest data set of human-produced referring expressions.

- Two domains:

	Furniture	People
development / test	80	68
training	239	206
# of properties	6	12

- Stochastic costs derived from frequency counts:

Property	# in desc	P(v)	$-\log_2(P(v))$	cost
colour	211	0.88	0.18	2
orientation	84	0.35	1.51	15
size	86	0.36	1.47	15
x-dimension	48	0.20	2.32	23
y-dimension	64	0.27	1.90	19

¹<http://www.csd.abdn.ac.uk/research/evaluation>

Tuning the Graph-Based Algorithm

Cost Functions:

- *Simple Costs*: All properties cost 1.
- *Stochastic Costs*: Costs determined by frequency counts.
- *Free–Stochastic*: Most frequent properties are free, rest stochastic.
- *Free–Naïve*: Most frequent properties are free, least frequent cost 2, rest cost 1.

Property Orderings:

- *Random Order (baseline)*
- *Free Properties First*

→ 8 Conditions to be tested.

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ASGRE 2007 Evaluation Metrics

- ASGRE 2007: first challenge on Attribute Selection for Generating Referring Expressions.
- *DICE* coefficient of set similarity:
 - $DICE(A, B) = \frac{(2 \times |A \cap B|)}{|A| + |B|}$
 - Perfect match: $A = B \rightarrow DICE(A, B) = 1$
 - No overlap: $|A \cap B| = 0 \rightarrow DICE(A, B) = 0$
- *PRP* (Perfect Recall Percentage):
proportion of DICE scores of 1.

Results

Random Order Baseline:		Furniture		People	
	Cost function	DICE	PRP	DICE	PRP
	Simple Cost	0.550	2.5	0.606	17.6
	Stochastic	0.658	18.8	0.625	17.6
	Free-Stoch	0.701	27.5	0.665	16.2
	Free-Naïve	0.757	33.8	0.647	19.1

Free Properties First:		Furniture		People	
	Cost function	DICE	PRP	DICE	PRP
	Simple Cost	0.597	12.5	0.569	17.7
	Stochastic	0.658	21.3	0.625	17.7
	Free-Stoch	0.775	46.3	0.689	25
	Free-Naïve	0.796	50	0.639	20.6

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Conclusions

- Corpus-based content selection makes sense for REG.
- Allowing redundancy better matches human data.
- Combination of cost functions and property orderings (to increase redundant properties) boosts performance.
- Free–Naïve does better on Furniture than on People because the People domain has more properties, so more information is lost.

Future Work

- Handling the (redundant) use of relations between objects in the graph-based framework.
- Extending the framework to allow dynamic cost functions and property orderings.
- Performing human task-based evaluation.
- Collecting larger or more specified data sets.
- Developing different evaluation metrics.