

CHIST-ERA Projects Seminar 2019 Topic: Life-long Learning Intelligent Systems (2017 call)

ALLIES, DELTA, LIHLITH

Eneko Agirre (LIHLITH, University of the Basque Country)



EUROPEAN UNION

Bucharest, April 4th, 2019



Introduction: Life-long Learning Intelligent Systems

***** Machine learning systems rely on human experts to:

- ✓ Select proper data
- ✓ Tune the meta-parameters
- ✓ Choose the training/development/evaluation sets
- ✓ Choose the evaluation protocol

Our aim:

build autonomous intelligent systems sustaining their performance across time without machine learning experts

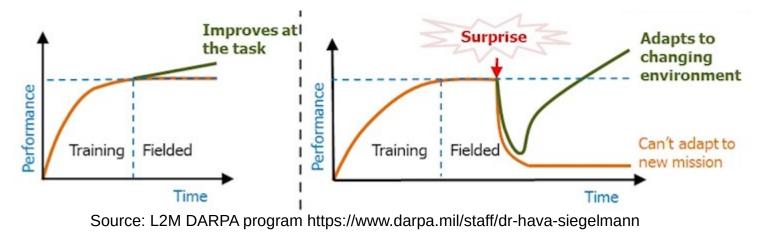
(C chist-era

Objectives

Enable the development of autonomous systems:

« tuned once live forever »

- Initial system training requires developers (machine learning experts) and domain experts
- After deployment, autonomous systems may require the help of domain experts (but not developers / machine learning experts)
 active / reinforcement learning
- System should be able to adapt to unknown environments





Different aspects of Life-long learning covered

✓ Classic machine learning (supervised / unsupervised)

✓ Deep learning

✓ Reinforcement learning

✓ Active learning

✓ Interactive learning



Key Challenges

Auto-evolution

Autonomous systems have to:

✓ Identify « new » information that has to be modeled

✓ Look for relevant adaptation data

 Balance the importance of « old » and « new » data in the adaptation process

✓ Collect unsupervised data (technical and legal issues)



Key Challenges

Auto-evaluation

✓ Enable automatic selection of evaluation data

✓ Enable automatic labeling of the data

✓ Find a metric that is measurable and related to the objective function

 Balance the ratio of « old » and « new » data within the auto-evaluation set



Key Challenges

Auto-evaluation

✓ How to reduce the cost of external supervision?

✓ Can the system ask questions on what it thinks is important?

✓ Should the user specify what is important?

(*c***)** chist∙era

Key Challenges

Evaluation of life-long-learning

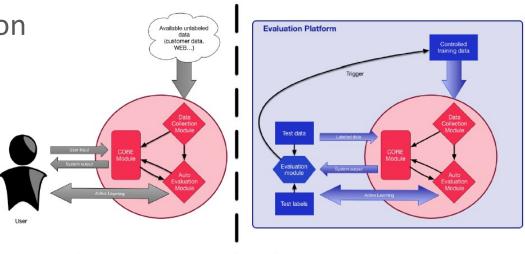
- ✓ No established protocols
- ✓ How to evaluate the task itself
- ✓ How to evaluate the task across time
- Difficulty of the evaluation depends on the task & on the definition of lifelong learning
- ✓ Generalization of the life-long learning evaluation across tasks

Chist-eraAltonomous Life-long Learning Intelligent Systems

- How to implement autonomous systems?
- How to evaluate autonomous systems?

Enable systems that don't require machine learning experts to sustain their performance across time

- Lifecycle of an autonomous system includes:
 - ✓ Initial training
 - \checkmark unsupervised adaptation
 - ✓ active learning
 - ✓ interactive learning





ALLIES Achievements (1st year)

- Evaluation platform for lifelong learning V1
- Lifelong learning systems for
 - ✓ Machine Translation V1
 - ✓ Speaker Diarization V1
- Metrics, protocols and scenarios (to be released next week)
- Publications
 - ✓ 2 international journals
 - ✓ 9 internation conferences



Goal: Adapt reinforcement learning to the lifelong setting

- Relax common stationarity assumptions
- Develop state-of-the-art algorithms for **planning**, **exploration** and **task decomposition**
- * Key ideas:
 - Reinforcement learning is a powerful technique for adaptive sequential decision making
 - Current algorithms are poor at handling changing environments and tasks
- Application domain: microgrid management



DELTA achievements (1st year)

Y1 achievements:

- Developed a planning algorithm for actions with decreasing reward
- Developed an exploration algorithm that adapts to changes in the environment
- Developed a task decomposition algorithm based on a partition of the state space
- Published a first version of the evaluation platform



LIHLITH: Learning to Interact with Humans by Lifelong Interaction with Humans

Goal : Lifelong Learning methods that use dialogues to improve dialogue systems over time

- Improve the quality on deployment across time
- Lower the cost of deployment to new domains
- Key ideas
 - Systems designed to get feedback from user
 - In particular in LIHLITH, improve dialogue management, question answering, knowledge induction
- Development of evaluation protocols and benchmarks for reproducibility
- Open source and industrial valorisation





LIHLITH achievements (1st year)

Evaluation of LL and dialogue systems:

- Survey paper on dialogue evaluation, position papers
- Framework for LL evaluation: task-based dialogue
- Dataset: Accessing FAQ access using dialogue
- Technology ready to incorporate LL:
 - Knowledge induction system
 - Question answering system
 - Dialogue sytem
- Special session on LL and dialogue at IWSDS 2019

Dissemination:

- 3 research papers, 4 position papers (2 collaborative)





Sustainability / Valorization

- Evaluation protocols for life-long learning
 - ✓ ALLIES: ready to be released
 - ✓ DELTA: incorporated in the <u>simulator</u> (based on reward)
 - ✓ LIHLITH: proposal ready, under review at Semeval
- Scientific reproducible evaluation platform
 - ✓ ALLIES/DELTA: already released
 - \checkmark LIHLITH: in preparation during 2019
- Benchmarking: open evaluation will happen during 2019-2020

 ✓ ALLIES: <u>diarization</u> (Dec. 2019, IBERSPEECH/ALBAYZIN community)
 ✓ ALLIES MT 2020 (WMT community, to be confirmed)
 ✓ LIHLITH dialogue 2019 (Semeval, to be confirmed)
- Open-source software
- Industrial demonstrator (LIHLITH)



Topic Challenges and roadmap

End of 2019:

Our evaluation campaigns for LL will be the first of their kind

2019-2020: Involvement of different communities

- Open campaigns on
 MT, diarization, dialogue, micro-grids
- Attract the interest of LL community at large

2020: Feedback from participants and communities

- More complex simulators
- More changes introduced across time
- Larger datasets with more domains



Features of CHIST-ERA which are most helpful

- Having meetings with related projects
- Middle point between national projects and large European-wide projects
- Appropriate size (# partners, # projects) for the topic
- Light administrative overhead





Questions ?