

Enhancing Cross-lingual Natural Language Inference by Soft Prompting with Language-independent Knowledge

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Abstract

Cross-lingual natural language inference is a fundamental problem in cross-lingual language understanding. Many recent works have used prompt learning to address the lack of annotated parallel corpora in XNLI. However, these methods adopt discrete prompting by simply translating the template to the target language and need external expert knowledge to design the templates. Besides, discrete prompts of human-designed template words are not trainable vectors which can be migrated to target languages in the inference stage flexibly. In this paper, we propose a novel **Soft** prompt learning framework enhanced by **Language-INdependent Knowledge** (SoftLINK) for XNLI. SoftLINK first constructs cloze-style question with soft prompts for the input sample. Then we leverage bilingual dictionaries to generate an augmented multilingual question for the original question. SoftLINK also adopts a multilingual verbalizer to align the representations of original and augmented multilingual questions on the semantic space with consistency regularization. Experimental results on XNLI demonstrate that SoftLINK can achieve state-of-the-art performance and significantly outperform the previous methods under the few-shot and full-shot cross-lingual transfer settings.

1 Introduction

Multilingual NLP systems have gained more attention due to the increasing demand for multilingual services. Cross-lingual language understanding (XLU) plays a crucial role in multilingual systems, in which cross-language natural language inference (XNLI) is a fundamental and challenging task (Conneau et al., 2018; MacCartney and Manning, 2008). In XNLI settings, the model is trained on the source language with annotated data to reason the relationship between a pair of sentences (namely premise and hypothesis) and evaluated on the target language without parallel corpora.

Type	Prompt Templates
DP	<u>Premise</u> . <u>Question</u> : <u>Hypothesis</u> ? Answer: <MASK>.
SP	<u>Premise</u> . <u>Hypothesis</u> ? < v_1 >...< v_n > <MASK>.
MP	<u>Premise</u> . <u>Question</u> : <u>Hypothesis</u> ? < v_1 >...< v_n > Answer: <MASK>.

Table 1: The example of prompt templates for NLI. Premise and Hypothesis are a pair of sentences from the NLI dataset. Question and Answer are template words of discrete prompts. < v_i > is the trainable vector of soft prompts.

Pre-trained multilingual language models, such as mBERT (Devlin et al., 2019), XLM (Conneau and Lample, 2019) and XLM-R (Conneau et al., 2020), have demonstrated promising performance on cross-lingual transfer learning. These language models learn a shared multilingual embedding space to represent words in parallel sentences. However, these models are trained on a large number of parallel corpora, which are not available in many low-resource languages. The major challenge of XNLI is the lack of annotated data for low-resource languages.

To address this problem, some works explored using prompt learning (Brown et al., 2020; Schick and Schütze, 2021; Shin et al., 2020) when adapting pre-trained language models to downstream tasks in the cross-lingual scenarios. Prompt learning reformulates the text classification problem into a masked language modeling (MLM) problem by constructing cloze-style questions with a special token <MASK>. The model is trained to predict the masked word in the cloze-style questions. As shown in Table 1, prompt learning can be divided into three types: Discrete Prompts (DP), Soft Prompts (SP), and Mixed Prompts (MP). Zhao and Schütze (2021) investigated the effectiveness of prompt learning in multilingual tasks by simply applying soft, discrete, and mixed prompting with a uniform template in English. Qi et al. (2022) proposed a discrete prompt learning framework that constructs an augmented sample by randomly

074 sampling a template in another language. By comparing the augmented samples and the original samples in English template, the model can effectively perceive the correspondence between different languages. However, discrete prompts of human-designed template words which requires extensive external expert knowledge are not flexible enough to adapt to different languages. Therefore, the model can't transfer cross-lingual knowledge from high-resource to low-resource languages.

084 In this paper, we propose a novel soft prompt learning framework (SoftLINK) for XNLI which can learn language-independent knowledge and transfer it from high-resource languages to low-resource languages. First, we construct cloze-style questions for the input samples with soft prompts which consist of trainable vectors. Second, we apply the code-switched substitution strategy (Qin et al., 2021) to generate multilingual questions which can be regarded as cross-lingual views for the English questions. Compared with discrete prompts, soft prompts perform prompting directly in the embedding space of the model and can be easily adapted to any language without human-designed templates. Both the original and augmented questions are fed into a pre-trained cross-lingual base model. The classification probability distributions is calculated by predicting the masked token with a multilingual verbalizer. Third, the two probability distributions are regularized by the Kullback-Leibler divergence (KLD) loss (Kullback and Leibler, 1951) to align the representations of original and augmented multilingual questions. The entire model is trained with a combined objective of the cross-entropy term for classification accuracy and the KLD term for representation consistency. Finally, to transfer the language-independent knowledge learned in the training stage, the well-trained soft prompt vectors will be frozen in the inference stage. Experimental results on the XNLI benchmark show that SoftLINK outperforms the baseline models by a significant margin under both the few-shot and full-shot settings.

117 Our contributions can be summarized as follows:

- We propose a novel **Soft** prompt learning framework enhanced by **Language-Independent Knowledge** (SoftLINK) for XNLI. SoftLINK leverages bilingual dictionaries to generate an augmented multilingual code-switched questions for original questions constructed with soft prompts.

- We adopt a multilingual verbalizer to align the representations of original and augmented questions in the multilingual semantic space with consistency regularization.
- We conduct extensive experiments on XNLI and demonstrate that SoftLINK can significantly outperform the baseline methods under the few-shot and full-shot cross-lingual transfer settings.

2 Related Work

Early methods for cross-lingual natural language inference are mainly neural network, such as Conneau et al. (2018) and Artetxe and Schwenk (2019), which encode sentences from different languages into the same embedding space via parallel corpora (Hermann and Blunsom, 2014). In recent years, large pre-trained cross-lingual language models have demonstrated promising performance. Devlin et al. (2019) extend the basic language model BERT to multilingual scenarios by pre-trained with multilingual corpora. Conneau and Lample (2019) propose a cross-lingual language model (XLM) which enhances BERT with the translation language modeling (TLM) objective. XLM-R (Conneau et al., 2020) is an improvement of XLM by training with more languages and more epochs. Although these methods do not rely on parallel corpora, they still have limitations because fine-tuning needs annotations efforts which are prohibitively expensive for low-resource languages.

To tackle this problem, some data augmentation methods have been proposed for XNLI. Ahmad et al. (2021) propose to augment mBERT with universal language syntax using an auxiliary objective for cross-lingual transfer. Dong et al. (2021) adopt Reorder Augmentation and Semantic Augmentation to synthesize controllable and much less noisy data for XNLI. Bari et al. (2021) improve cross-lingual generalization by unsupervised sample selection and data augmentation from the unlabeled training examples in the target language. However, these methods do not perform well in few-shot settings.

Recently, prompt learning (Brown et al., 2020; Shin et al., 2020; Lester et al., 2021) has shown promising results in many NLP tasks in few-shot setting. The key idea of prompt learning for XNLI is reformulating the text classification problem into a masked language modeling problem by constructing cloze-style questions. Schick and

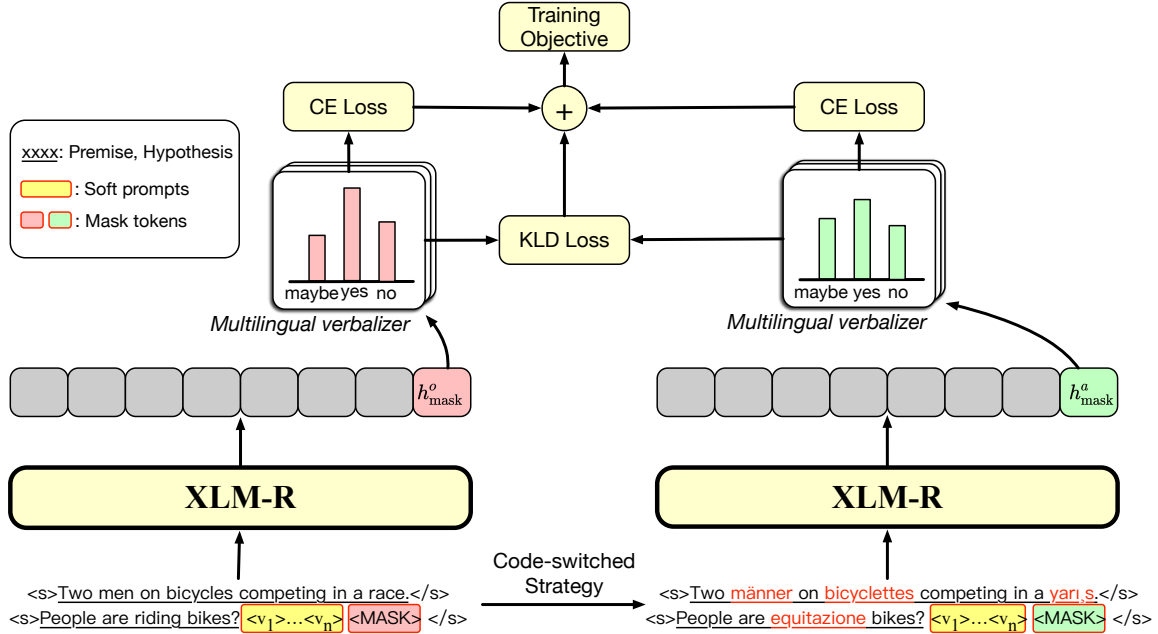


Figure 1: The framework of SoftLINK. The left part is the original questions. The right part is the augmented multilingual questions. The model is trained with a combined objective of the cross-entropy losses and the KLD loss.

175 Schütze (2021) explore discrete prompt learning
 176 to NLI with manually defined templates. Vu et al.
 177 (2022); Su et al. (2022) propose a novel prompt-
 178 based transfer learning approach, which first learns
 179 a prompt on one or more source tasks and then
 180 uses it to initialize the prompt for a target task.
 181 Wu and Shi (2022) adopt separate soft prompts to
 182 learn embeddings enriched with the domain knowl-
 183 edge Zhao and Schütze (2021) demonstrate that
 184 prompt-learning outperforms fine-tuning in few-
 185 shot XNLI by simply applying soft, discrete, and
 186 mixed prompting with a uniform template in Eng-
 187 lish. Qi et al. (2022) proposed a discrete prompt
 188 learning framework that constructs an augmented
 189 sample by randomly sampling a template in another
 190 language. However, the above methods can't trans-
 191 fer knowledge from high-resource to low-resource
 192 languages. In our work, we adopt trainable soft
 193 prompts to learn language-independent knowledge
 194 by comparing the augmented multilingual and orig-
 195 inal questions.

3 Framework

197 The proposed SoftLINK framework is illustrated
 198 in Figure 1. The training process of SoftLINK
 199 is formalized in Algorithm 1. For every training
 200 triple (premise, hypothesis, label) in English, Soft-
 201 LINK first constructs a cloze-style question with
 202 soft prompts initialized from the vocabulary. Then,

203 we apply the code-switched substitution strategy
 204 to generate multilingual questions which can be re-
 205 garded as cross-lingual views for the English ques-
 206 tions. Both the original and augmented questions
 207 are fed into a pre-trained cross-lingual model to
 208 calculate the answer distributions of the mask to-
 209 ken with a multilingual verbalizer. SoftLINK is
 210 trained by minimizing the cross-entropy loss for
 211 classification accuracy and the Kullback-Leibler
 212 divergence (KLD) loss for representation consis-
 213 tency. Finally, the well-trained soft prompt vec-
 214 tors containing language-independent knowledge will
 215 be frozen for use in the inference stage.

3.1 Soft Prompting

217 Each instance in batch \mathcal{I} in XNLI dataset is denoted
 218 as $(P_i, H_i, Y_i)_{i \in \mathcal{I}}$, where $P_i = \{w_j^P\}_{j=1}^m$ denotes
 219 the word sequence of premise, $H_i = \{w_j^H\}_{j=1}^n$ de-
 220 notes the word sequence of hypothesis, and $Y_i \in \mathcal{Y}$
 221 denotes the class label. SoftLINK first constructs a
 222 cloze-style question with soft prompts as illustrated
 223 in Table 1. The question template is expressed as
 224 " $\langle s \rangle$ Premise. $\langle /s \rangle \langle s \rangle$ Hypothesis? $\langle v_1 \rangle \dots \langle v_n \rangle$
 225 $\langle \text{MASK} \rangle \langle /s \rangle$ ", where $\langle s \rangle$ and $\langle /s \rangle$ are special
 226 tokens to separate sentences, $\langle \text{MASK} \rangle$ is the mask
 227 token, and v_i is associated with a trainable vector
 228 (in the PLM's first embedding layer). Soft prompts
 229 are tuned in the continuous space and initialized
 230 with the average value of embeddings of the PLM's

multilingual vocabulary.

Algorithm 1 The training process of SoftLINK.

Input: the number of epochs E and the training set $\mathbb{D} = \{(P_i, H_i, Y_i)\}_{i=1}^M$.

- 1: Reform \mathbb{D} to a set of cloze-style questions $\mathbb{Q} = \{(Q_i, Y_i)\}_{i=1}^M$ with soft prompts for each (P_i, H_i) .
- 2: Extend the set $\mathbb{Q} = \{(Q_i, Q_i^a, Y_i)\}_{i=1}^M$ by generating augmented multilingual questions with the code-switched strategy.
- 3: Divide \mathbb{Q} into a set of batches \mathbb{B} .
- 4: **for** epoch $e = 1$ to E **do**
- 5: Shuffle \mathbb{B} .
- 6: **for** each batch $\{(Q_i, Q_i^a, Y_i)\}_{1 \leq i \leq N}$ in \mathbb{B} **do**
- 7: Compute total loss \mathcal{L} by Eq. 7.
- 8: Update the parameters θ .
- 9: **end for**
- 10: **end for**

In cross-lingual transfer scenarios, it's a challenge for a model to learn the cross-lingual knowledge from the source language and transfer to the target language. Therefore, we adopt the code-switched strategy to create multilingual augmentations for the original questions. Followed by Qin et al. (2021), we use bilingual dictionaries (Lample et al., 2018) to replace the words of the original sentences. Specifically, for the English sentence, we randomly choose $n = \alpha * l$ words to be replaced with a translation word from a bilingual dictionary, where α is the code-switched rate and l is the length of the sentence. For example, given the sentence "Two men on bicycles competing in a race." in English, we can generate a multilingual code-switched sample "Two Männer(DE) on Bicyclettes(FR) competing in a yarış(TR)." which can be regarded as the cross-lingual view of the same meaning across different languages. The original and augmented cloze-style questions are fed into a pre-trained cross-lingual model to obtain the contextualized representation of the mask token, denoted as h_{mask}^o and h_{mask}^a . Let l denotes the size of the vocabulary and d the dimension of the representation of the mask token, the answer probability distribution of the original question is calculated by:

$$y^o = \text{softmax}(\mathbf{W}h_{\text{mask}}^o), \quad (1)$$

where $\mathbf{W} \in \mathbb{R}^{l \times d}$ is trainable parameters of the

pre-trained MLM layer. The answer probability distribution y^a of the augmented question is calculated by the same way.

3.2 Multilingual Verbalizer

After calculating the answer probability distribution of the mask token, we use the verbalizer to calculate the classification probability distribution. The verbalizer $\mathcal{M} \rightarrow \mathcal{V}$ is a function that maps NLI labels to indices of answer words in the given vocabulary. Concretely, the verbalizer of English is defined as {"Entailment" \rightarrow "yes"; "Contradiction" \rightarrow "no"; "Neutral" \rightarrow "maybe"}.

Without parallel corpora in cross-lingual scenarios, there is a gap in the classification space for different languages. Thus we use a multilingual verbalizer to learn a consistent classification probability distribution across different languages. The multilingual verbalizer is denoted as $\{\mathcal{M}_l, l \in \mathcal{L}\}$, where \mathcal{L} is the set of languages and l is a certain language. Specifically, the verbalizer of Turkish is defined as {"Entailment" \rightarrow "Evet."; "Contradiction" \rightarrow "hiçbir"; "Neutral" \rightarrow "belki"}.

3.3 Training Objective

In the training stage, given a batch \mathcal{I} of N triples denoted as $(X_i^o, X_i^a, Y_i)_{1 \leq i \leq N}$, the cross-entropy losses for the original question X_i^o and the augmented question X_i^a are respectively calculated by:

$$\ell_i^o = -\frac{1}{|\mathcal{L}|} \sum_{l \in \mathcal{L}} \sum_{j=1}^N I(j = \mathcal{M}_l(Y_i)) \log y_{i,j}^o, \quad (2)$$

$$\ell_i^a = -\frac{1}{|\mathcal{L}|} \sum_{l \in \mathcal{L}} \sum_{j=1}^N I(j = \mathcal{M}_l(Y_i)) \log y_{i,j}^a, \quad (3)$$

where $y_{i,j}^o$ (resp. $y_{i,j}^a$) denotes the j -th element of the answer probability distribution y^o for the original question X_i^o (resp. for the input X_i^a) and $I(C)$ is the indicator function that returns 1 if C is true or 0 otherwise. The cross-entropy losses of the original and augmented questions on batch \mathcal{I} are calculated by:

$$\mathcal{L}_O = -\frac{1}{N} \sum_{i=1}^N \ell_i^o, \quad (4)$$

$$\mathcal{L}_A = -\frac{1}{N} \sum_{i=1}^N \ell_i^a. \quad (5)$$

300 However, for the same premise and hypothe- 342
 301 sis, the answer probability distribution of the aug- 343
 302 mented multilingual question created by the code- 344
 303 switched strategy may lead to a deviation from that 345
 304 of the original question due to the misalignment of 346
 305 representations in the multilingual semantic space. 347
 306 Such a deviation may cause the model to learn the 348
 307 wrong probability distribution when the model is 349
 308 evaluated on target languages. To alleviate this 350
 309 problem, we propose a consistency regularization 351
 310 to constrain the answer probability distribution. In 352
 311 particular, we adopt the Kullback-Leibler diver- 353
 312 gence (KLD) to encourage the answer probability 354
 313 distribution of the augmented question to be close 355
 314 to that of the original question. The consistency 356
 315 loss is defined as: 357

$$\mathcal{L}_{KLD} = \frac{1}{N} \sum_{i=1}^N (\text{KL}(y_i^o || y_i^a) + \text{KL}(y_i^a || y_i^o)), \quad (6)$$

316 The overall objective in SoftLINK is a tuned 360
 317 linear combination of the cross-entropy losses and 361
 318 KLD loss, defined as: 362

$$\mathcal{L} = \lambda_O \mathcal{L}_O + \lambda_A \mathcal{L}_A + \lambda_{KLD} \mathcal{L}_{KLD}, \quad (7)$$

320 where λ_* are tuning parameters for each loss 362
 321 term. 363

323 4 Experiment Setup 364

324 4.1 Benchmark Dataset 365

325 We conducted experiments on the large-scale multi- 366
 326 lingual benchmark dataset of XNLI (Conneau et al., 367
 327 2018), which extends the MultiNLI (Williams et al., 368
 328 2018) benchmark (in English) to 15 languages¹ 369
 329 through translation and comes with manually an- 370
 330 notated development sets and test sets. For each 371
 331 language, the training set comprises 393K anno- 372
 332 tated sentence pairs, whereas the development set 373
 333 and the test set comprises 2.5 K and 5K annotated 374
 334 sentence pairs, respectively. 375

335 We evaluate SoftLINK and other baseline mod- 376
 336 els under the few-shot and full-shot cross-lingual 377
 337 settings, where the models are only trained on 378
 338 English and evaluated on other languages. For 379
 339 the few-shot setting, the training and validation 380
 340 data are sampled by Zhao and Schütze (2021) 381
 341 with $K \in \{1, 2, 4, 8, 16, 32, 64, 128, 256\}$ shots 382

¹The languages are English (EN), French (FR), Spanish (ES), German (DE), Greek (EL), Bulgarian (BG), Russian (RU), Turkish (TR), Arabic (AR), Vietnamese (VI), Thai (TH), Chinese (ZH), Hindi (HI), Swahili (SW), and Urdu (UR)

per class from the English training data in XNLI. We report classification accuracy as the evaluation metric.

345 4.2 Implementation Details 346

347 We implement SoftLINK using the pre-trained 348
 349 XLM-RoBERTa model (Conneau et al., 2020) 350
 351 based on PyTorch (Paszke et al., 2019) and the 352
 353 Huggingface framework (Wolf et al., 2020). 354

355 We train our model for 70 epochs with a batch 356
 357 size of 24 using the AdamW optimizer. The hyper- 358
 359 parameter α is set to 0.3 for combining objectives. 360
 361 The maximum sequence length is set to 256. All the 362
 363 experiments are conducted 5 times with different 364
 365 random seeds ($\{1, 2, 3, 4, 5\}$) and we report the 366
 367 average scores. The trained soft prompt vectors 368
 369 containing language-independent knowledge will 369
 370 be frozen in the inference stage. Appendix A shows 371
 372 the hyperparameters and computing devices used 373
 374 under different settings in detail. 375

361 4.3 Baseline Models 362

363 We compared SoftLINK with the following cross- 364
 365 lingual language models: (1) mBERT (Devlin et al., 366
 367 2019) is a BERT model pre-trained on Wikipedia 368
 369 with 102 languages; (2) XLM (Conneau and Lam- 369
 370 ple, 2019) is pre-trained for two objectives (MLM 370
 371 and TLM) on Wikipedia with 100 languages; (3) 371
 372 XLM-R (Conneau et al., 2020) extends XLM with 372
 373 larger corpora and more epochs; (4) The work 373
 374 (Dong et al., 2021) proposes an adversarial data 374
 375 augmentation scheme based on XLM-R; (5) UXLA 375
 376 (Bari et al., 2021) enhances XLM-R with data aug- 376
 377 mentation and unsupervised sample selection; (6) 377
 378 The work (Zhao and Schütze, 2021) explores three 378
 379 prompt-learning methods for few-shot XNLI, in- 379
 380 cluding DP, SP, and MP; (7) PCT (Qi et al., 2022) 380
 381 is a discrete prompt learning framework with cross- 381
 382 lingual templates. 382

379 5 Experiment Results 380

380 5.1 Main Results 381

382 We conducted experiments on XNLI dataset under 383
 383 the cross-lingual transfer setting, where models are 384
 384 trained on the English dataset and then directly eval- 385
 385 uated on the test set of all languages. The settings 386
 386 can be further divided into two sub-settings: the 387
 387 few-shot setting using a fixed number of training 388
 388 samples, and the full-shot setting using the whole 388

Shots	Models	EN	FR	ES	DE	EL	BG	RU	TR	AR	VI	TH	ZH	HI	SW	UR	AVG.
1	DP	33.2	34.1	33.8	33.0	33.2	33.2	33.8	34.0	32.1	32.8	33.0	33.6	33.4	33.5	32.0	33.2
	SP	36.7	38.6	38.3	36.9	37.5	36.5	37.6	34.8	34.8	35.1	35.7	37.6	36.4	34.5	35.5	36.4
	MP	33.3	33.7	34.0	33.0	32.1	32.3	33.0	34.6	32.3	32.8	32.2	33.4	34.1	32.9	32.7	33.1
	PCT [†]	37.1	36.2	37.4	37.2	35.8	36.8	36.1	36.4	34.5	35.3	36.6	37.7	35.8	34.1	36.3	36.2
	Ours	43.0	40.1	41.1	39.8	40.2	42.5	44.0	37.4	41.1	41.5	40.4	42.2	40.1	38.3	37.7	40.6
2	DP	35.4	34.8	35.4	34.4	34.7	35.1	34.9	35.2	32.9	33.3	35.4	36.5	34.1	33.0	32.8	34.5
	SP	38.0	38.6	38.2	38.2	38.4	38.1	39.2	34.8	35.9	36.7	37.2	37.7	36.3	34.4	35.5	37.1
	MP	34.6	34.3	33.8	34.1	33.3	34.3	34.0	34.5	32.8	33.8	34.6	35.4	33.8	33.9	32.6	34.0
	PCT [†]	39.3	38.4	39.0	38.7	38.9	39.2	38.8	38.2	37.6	38.1	38.4	40.1	38.2	33.7	38.0	38.3
	Ours	41.3	42.6	40.9	44.2	42.1	41.7	44.1	40.2	40.2	39.3	40.0	40.8	41.3	37.5	40.4	41.1
4	DP	39.5	38.3	38.9	38.9	37.7	37.6	37.5	37.2	35.4	36.0	37.8	38.7	36.4	34.7	35.9	37.4
	SP	41.8	41.1	39.8	40.1	40.8	40.5	41.7	35.9	38.0	37.9	39.2	39.5	37.6	35.8	37.7	39.2
	MP	36.3	35.4	35.5	35.2	34.0	33.8	34.2	35.6	33.1	34.1	36.0	37.1	34.6	33.5	33.5	34.8
	PCT [†]	41.1	39.1	40.9	41.0	39.4	39.5	40.2	39.0	37.4	38.0	38.4	40.3	37.5	35.2	37.9	39.0
	Ours	46.8	45.1	45.5	46.4	44.6	44.4	44.8	42.6	40.5	39.6	41.2	43.9	43.3	38.2	42.7	43.3
8	DP	36.4	35.2	35.0	34.8	34.8	34.8	34.6	34.1	32.7	33.7	35.1	35.6	33.0	32.9	33.1	34.4
	SP	39.0	38.8	38.2	38.2	38.7	38.8	39.7	35.1	36.3	37.4	37.9	37.2	35.9	34.5	35.6	37.4
	MP	34.8	34.8	34.7	34.8	33.2	33.2	33.8	35.1	32.7	33.6	34.5	36.3	34.8	33.1	32.7	34.1
	PCT [†]	38.3	35.8	38.7	37.2	36.6	36.1	37.1	35.9	34.8	35.4	36.3	38.1	36.1	34.5	34.9	36.4
	Ours	47.5	46.7	47.0	46.4	47.5	46.5	46.3	43.7	46.5	45.8	45.1	42.5	43.2	42.1	42.8	45.3
16	DP	38.2	36.6	36.9	37.5	37.4	37.1	36.5	35.7	35.1	35.8	37.2	37.9	35.9	33.8	34.9	36.4
	SP	39.5	40.9	39.4	40.2	40.4	40.6	40.6	36.3	38.9	38.5	39.5	37.4	36.9	37.1	35.9	38.8
	MP	33.2	34.4	34.5	34.0	32.6	33.0	33.9	34.7	32.5	33.3	33.5	35.7	34.3	33.3	32.7	33.7
	PCT	46.5	44.3	41.5	36.9	45.7	40.8	42.4	43.7	43.6	44.7	43.9	44.8	44.8	40.1	42.5	43.1
	Ours	48.8	48.0	47.1	47.7	47.2	47.4	47.8	44.3	45.6	46.6	44.9	46.1	44.9	43.4	43.3	46.2
32	DP	43.7	43.9	42.8	43.5	42.5	43.5	42.5	42.0	41.8	41.9	40.5	39.9	39.3	37.5	39.8	41.7
	SP	44.7	42.3	42.3	42.1	42.3	43.4	43.8	38.8	40.3	42.1	40.0	39.6	38.9	37.5	38.8	41.1
	MP	45.5	44.7	41.2	42.6	42.3	42.2	42.2	41.2	41.0	41.7	40.2	40.9	40.2	36.5	40.5	41.5
	PCT	49.6	48.8	45.5	44.4	47.4	45.4	45.5	44.3	45.7	46.7	41.6	45.6	46.7	40.3	42.9	45.4
	Ours	50.7	48.5	49.1	48.7	48.7	49.8	48.8	47.0	47.9	48.8	45.8	45.1	45.2	43.6	44.9	47.5
64	DP	48.9	48.0	45.0	48.1	46.9	47.6	44.9	45.7	45.6	47.3	45.7	45.2	41.6	41.0	43.3	45.7
	SP	49.0	46.1	45.8	46.0	43.7	43.8	44.5	41.9	43.5	45.3	44.7	44.2	40.9	40.5	40.1	44.0
	MP	51.8	48.3	46.6	48.2	46.8	46.0	44.8	44.8	43.9	48.3	45.0	43.0	40.1	37.8	44.0	45.3
	PCT	51.5	51.3	50.9	49.3	50.6	50.2	49.1	47.4	48.1	49.7	47.3	48.2	47.6	44.6	44.0	48.7
	Ours	54.0	53.6	52.3	51.1	50.7	52.6	51.4	50.1	48.9	51.4	51.2	53.1	51.1	46.3	48.9	51.1
128	DP	53.7	49.3	48.5	51.0	47.4	50.5	46.9	49.6	46.2	48.9	44.8	49.6	44.8	42.0	44.2	47.8
	SP	49.5	46.4	45.8	45.0	46.3	46.2	45.0	41.9	44.8	45.0	45.6	45.7	43.3	41.2	41.2	44.9
	MP	52.6	50.3	49.7	49.0	49.1	48.0	46.4	48.5	46.5	48.2	48.1	50.5	47.0	42.9	44.0	48.1
	PCT	55.0	53.3	53.8	52.8	53.4	51.9	51.7	50.9	50.4	51.7	50.0	51.2	51.5	47.0	47.9	51.5
	Ours	56.6	55.1	55.7	54.7	55.4	55.7	53.7	53.5	52.1	54.5	53.4	54.3	53.1	49.3	51.0	53.9
256	DP	60.1	54.4	50.6	55.4	55.1	55.6	51.4	50.8	53.2	55.1	53.4	52.7	46.1	45.3	48.4	52.5
	SP	60.6	55.8	54.8	53.0	53.1	56.0	52.5	52.1	52.3	54.5	54.5	54.6	49.4	47.3	48.5	53.3
	MP	60.1	55.3	51.6	50.7	54.6	54.0	53.5	51.3	52.8	52.3	53.4	53.8	49.6	45.3	47.2	52.4
	PCT	60.3	58.3	58.3	56.3	57.9	56.7	55.2	54.6	54.7	57.4	55.6	55.8	54.6	51.6	52.6	56.0
	Ours	63.3	59.5	61.0	59.5	58.6	60.5	57.8	56.4	58.2	59.2	59.1	60.6	56.1	56.0	53.5	58.6

Table 2: Comparison results on XNLI under the few-shot cross-lingual transfer setting in accuracy(%). Each number is the mean performance of 5 runs. "AVG." is the average accuracy for 15 languages. PCT[†] denote our reproduced results of the model in Qi et al. (2022). The best performance is in **bold**.

Few-shot results Table 2 reports the results for comparing SoftLINK with other models on XNLI under the few-shot setting. The results of compared models are taken from Zhao and Schütze (2021) and (Qi et al., 2022). PCT[†] in the 1, 2, 4, 8-shot experiments are reproduced by us, for not being reported before. Note that all models are based on XLM-R_{base} and trained on the same split of data from Zhao and Schütze (2021). Results show that SoftLINK significantly outperforms

all baselines for all languages under all settings. As expected, all models benefit from more shots. When the K shots per class increases, the gap between the performance of SoftLINK and the state-of-the-art model (PCT) becomes larger, implying our model is more effective and has a stronger ability to learn the language-independent knowledge when training data are fewer. In particular, SoftLINK outperforms PCT by 4.4%, 2.8%, 4.3%, and 8.9% in the 1/2/4/8-shot experiments respectively.

Models	EN	FR	ES	DE	EL	BG	RU	TR	AR	VI	TH	ZH	HI	SW	UR	AVG.
mBERT	73.7	70.4	70.7	68.7	69.1	70.4	67.8	66.3	66.8	66.5	64.4	68.3	64.2	61.8	59.3	67.2
XLM	83.2	76.7	77.7	74.0	72.7	74.1	72.7	68.7	68.6	72.9	68.9	72.5	65.6	58.2	62.4	70.7
XLM-R _{base}	84.6	78.2	79.2	77.0	75.9	77.5	75.5	72.9	72.1	74.8	71.6	73.7	69.8	64.7	65.1	74.2
Dong et al. (2021)	80.8	75.8	77.3	74.5	74.9	76.3	74.9	71.4	70.0	74.5	71.6	73.6	68.5	64.8	65.7	73.0
DP-XLM-R _{base}	83.9	78.1	78.5	76.1	75.7	77.1	75.3	73.2	71.6	74.7	70.9	73.4	70.2	63.6	65.5	73.9
SP-XLM-R _{base}	84.7	78.3	78.8	75.6	75.3	76.3	75.7	73.3	70.3	74.0	70.6	74.1	70.2	62.8	64.9	73.7
MP-XLM-R _{base}	84.2	78.4	78.8	76.9	75.3	76.5	75.7	72.7	71.2	75.2	70.8	72.8	70.7	61.5	66.0	73.8
PCT-XLM-R _{base}	84.9	79.4	79.7	77.7	76.6	78.9	76.9	74.0	72.9	76.0	72.0	74.9	71.7	65.9	67.3	75.3
SoftLINK-XLM-R _{base}	85.2	80.8	79.9	78.7	84.1	81.3	79.5	76.0	77.5	78.8	77.0	76.0	72.0	77.7	77.8	78.8
XLM-R _{large}	88.9	83.6	84.8	83.1	82.4	83.7	80.7	79.2	79.0	80.4	77.8	79.8	76.8	72.7	73.3	80.4
UXLA	-	-	85.7	84.2	-	-	-	-	80.5	-	-	-	78.7	74.7	73.4	-
PCT-XLM-R _{large}	88.3	84.2	85.1	83.7	83.1	84.4	81.9	81.2	80.9	80.7	78.8	80.3	78.4	73.6	75.6	81.3
SoftLINK-XLM-R _{large}	88.9	85.1	85.8	84.2	83.7	85.2	82.3	82.1	81.5	81.4	79.7	81.2	79.1	74.2	76.4	82.1

Table 3: Comparison results on XNLI under the full-shot cross-lingual transfer setting in accuracy(%). Each number is the mean performance of 5 runs. "AVG." is the average accuracy for 15 languages. The best performance is in **bold**.

The improvements become less significant when more shots are available. When the K shots per class are larger than 8, the average performance of SoftLINK also outperforms PCT by an absolute gain of 2.5% on average. Furthermore, for different languages, all methods perform best on EN (English) and worst on AR (Arabic), VI (Vietnamese), UR (Urdu), and SW (Swahili). Because it is difficult to obtain usable corpora for these low-resource languages for XLM-R. SoftLINK also outperforms PCT on low-resource languages, which demonstrates that our model is more effective in cross-lingual scenarios, especially for low-resource languages.

Full-shot results Table 3 shows the results on XNLI under the full-shot setting. SoftLINK-XLM-R_{base} achieves 78.8% accuracy averaged by 15 target languages, significantly outperforming the basic model XLM-R_{base} by 4.6%. Compared with PCT, SoftLINK improves by 3.5% on average based on XLM-R_{base}. Furthermore, we can observe that the accuracy of SoftLINK exceeds PCT by 0.3% on EN, but 4.6% on AR, 11.8% on SW, and 10.5% on UR. This indicates that SoftLINK can obtain more cross-lingual knowledge and thus better learn the semantic representations on low-resource languages. To further investigate the effectiveness, we also evaluated SoftLINK with baselines based on XLM-R_{large} model. It can be seen that SoftLINK achieves 82.1% accuracy on average, significantly outperforming PCT and XLM-R_{large} by 0.8% and 1.7%. Compared with the results on XLM-R_{base}, the improvements of SoftLINK on XLM-R_{large} are smaller, which indicates that SoftLINK is more effective on XLM-

R_{base} which has fewer parameters and worse cross-lingual ability. The performance gains are due to the stronger ability of SoftLINK to learn language-independent knowledge by aligning the representations of original and augmented samples in the multilingual semantic space with consistency regularization.

5.2 Ablation Study

To better understand the contribution of each key component of SoftLINK, we conduct an ablation study under the 8-shot setting with XLM-R_{base}. The results are shown in Table 4. After removing the code-switched method, SoftLINK simply use the original inputs. The performance decreases by 1.9% on average which shows the augmented multilingual samples can help the model to understand other languages. When we remove the consistency loss, the average accuracy decreases by 0.5%. Removing the multilingual verbalizer leads to 5.7% accuracy drop on average. We also replace soft prompts with discrete prompts as illustrated in Table 1, which leads to an accuracy drop of 0.7% on average. Furthermore, we use random initialized prompts to replace the prompts initialized from the multilingual vocabulary, which leads to 0.5% accuracy drop on average. Results show that the prompts are important for the model to learn the cross-lingual knowledge.

5.3 Analysis of Code-switched Method

To further investigate the code-switched method, we conduct experiments using different single language to create the augmented multilingual samples. Figure 2 shows the results of SoftLINK with 10 different seeds under the 8-shot setting for 15

Models	EN	FR	ES	DE	EL	BG	RU	TR	AR	VI	TH	ZH	HI	SW	UR	AVG.
Original	47.5	46.7	47.0	46.4	47.5	46.5	46.3	43.7	46.5	45.8	45.1	42.5	43.2	42.1	42.8	45.3
w/o code-switched	46.8	45.4	44.9	45.2	45.7	45.4	45.0	41.4	44.8	44.2	42.7	38.5	40.4	38.9	41.1	43.4
w/o consistency loss	47.3	46.3	46.9	45.6	46.8	45.6	45.5	42.7	46.3	45.7	45.0	41.8	42.2	41.9	42.7	44.8
w/o multilingual verbalizer	40.8	40.7	40.5	39.7	41.0	40.8	40.8	39.2	39.0	39.6	39.1	38.0	38.9	37.6	38.4	39.6
using discrete prompts	46.6	46.0	46.6	45.7	46.0	46.0	46.1	42.8	45.2	45.3	44.8	41.4	42.8	42.0	42.2	44.6
using random initialized prompts	47.6	46.6	46.4	45.8	46.7	45.8	44.8	43.0	46.1	45.7	44.7	42.6	42.9	40.3	42.6	44.8

Table 4: Ablation study results for SoftLINK under the 8-shot setting in accuracy(%). "AVG." is the average accuracy for 15 languages.

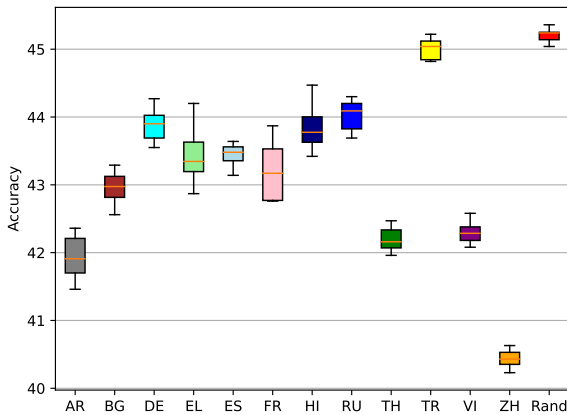


Figure 2: Evaluation results of different strategies of code-switched method under the 8-shot setting for 15 languages on average.

languages on average. We can observe that SoftLINK performs worst with an accuracy of 40.3% when using ZH (Chinese) to replace the words in sentences. When using TR (Turkish) to replace the words in sentences, the performance of SoftLINK outperforms the results using other language. The reason is that TR is different from EN, while not too rare like low-resource languages such as UR and AR. Thus the model can understand it and better learn cross-lingual knowledge. When randomly select languages for each sentence, SoftLINK performs best with a lower standard deviation. Therefore, we use the random strategy for code-switched method in our experiments.

5.4 Analysis of Soft Prompts

We also conducted experiments to show how the length of soft prompts impacts the performance. The results are illustrated in Figure 3 under the 8-shot setting. As shown in the figure, we can observe that the performance of SoftLINK is very sensitive to the value of length. As the length of soft prompts decreases, the performance of SoftLINK first increases and then decreases. Either too short or too long, the soft prompts will make

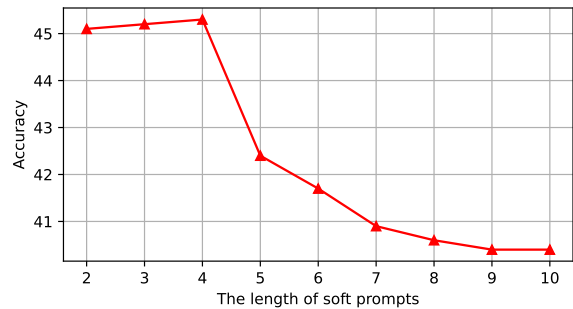


Figure 3: Evaluation results of different lengths of soft prompts under the 8-shot setting for 15 languages on average.

our model perform badly. SoftLINK achieves the best performance when the length of soft prompts is 4. When the length is larger than 4, the accuracy decreases sharply. The reason is that the prompts can't well capture the cross-lingual knowledge when the length is too long.

6 Conclusion

In this paper, we propose a soft prompt learning framework enhanced by language-independent knowledge (SoftLINK) for XNLI. SoftLINK leverages bilingual dictionaries to generate an augmented multilingual sample for input texts. SoftLINK adopts a multilingual verbalizer to align the representations of original and augmented samples on the semantic space with consistency regularization. Experimental results on XNLI demonstrate that SoftLINK significantly outperforms the previous methods under the few-shot and full-shot cross-lingual transfer settings. The detailed analysis further confirm the effectiveness of each component in SoftLINK.

In the future, we will explore more effective methods to train soft prompts and investigate how to leverage more language-independent knowledge to improve the performance of cross-lingual NLP models.

7 Ethical Considerations

Natural Language Inference (NLI) is a fundamental task in natural language understanding, which could help with tasks like questions answering, reading comprehension, and summarization. Recently, NLI has achieved remarkable success, due to the development of large-scale pre-trained models. However, most NLI works and applications are English-centric, which makes it hard to generalize to other low-resource languages. Our work focuses on improving zero-shot cross-lingual NLI models that do not need any labeled data for target languages, which have strong multilingual comprehension ability.

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Shots	α	lr	Epochs	Weight decay	Batch size
1	0.10	1e-05	70	0.01	12
2	0.10	1e-05	70	0.01	12
4	0.10	1e-05	70	0.01	12
8	0.15	1e-05	70	0.01	12
16	0.20	4e-06	70	0.01	12
32	0.15	7e-06	70	0.01	12
64	0.15	1e-06	70	0.01	12
128	0.20	1e-06	70	0.01	12
256	0.35	1e-06	70	0.01	12
Full	0.30	1e-06	70	0.01	12

Table 5: Hyperparameters used under different settings of XNLI.

A Training Details 719

A.1 Hyperparameters 720

Table 5 shows the hyperparameters used under different settings of XNLI. The model is trained for 70 epochs and the checkpoint that performs best on development set is selected for performance evaluation. 721
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A.2 Computing Device 726

All experiments are conducted on GeForce GTX 3090Ti. We use the batch size 24 for a single gpu. 727
Three GPUs are used for few-shot experiments. 728
The full-shot experiments use 6 GPUs. 729
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