# Data for Task-Oriented Dialogue



#### Data

How do you get training data when you don't have a working dialogue system?

Somehow need to annotate what should happen in response to user utterances. But then you need to know how those users would respond...



### Full Dialogue Task

Find me a good sushi restaurant in Chelsea

```
Intent=restaurant
restaurant_type <- sushi
location <- Chelsea
curr_result <- execute_search()
Sushi Seki Chelsea is a sushi restaurant in Chelsea with
4.4 stars on Google</pre>
```

How expensive is it?

```
get_value(cost, curr_result)
Entrees are around $30 each
```



# Reward for completing task?

Find me a good sushi restaurant in Chelsea

Very indirect signal of what should happen up here

```
Intent=restaurant
restaurant_type <- sushi
location <- Chelsea
curr_result <- execute_search()</pre>
```

Sushi Seki Chelsea is a sushi restaurant in Chelsea with 4.4 stars on Google

How expensive is it?

• •

Okay make me a reservation!

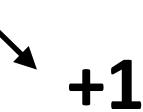
```
+1 make_reservation(curr_result)
```



### User gives reward?

Find me a good sushi restaurant in Chelsea

How does the user know the right search happened?



```
Intent=restaurant
restaurant_type <- sushi
location <- Chelsea
curr_result <- execute_search()</pre>
```

Sushi Seki Chelsea is a sushi restaurant in Chelsea with 4.4 stars on Google

How expensive is it?

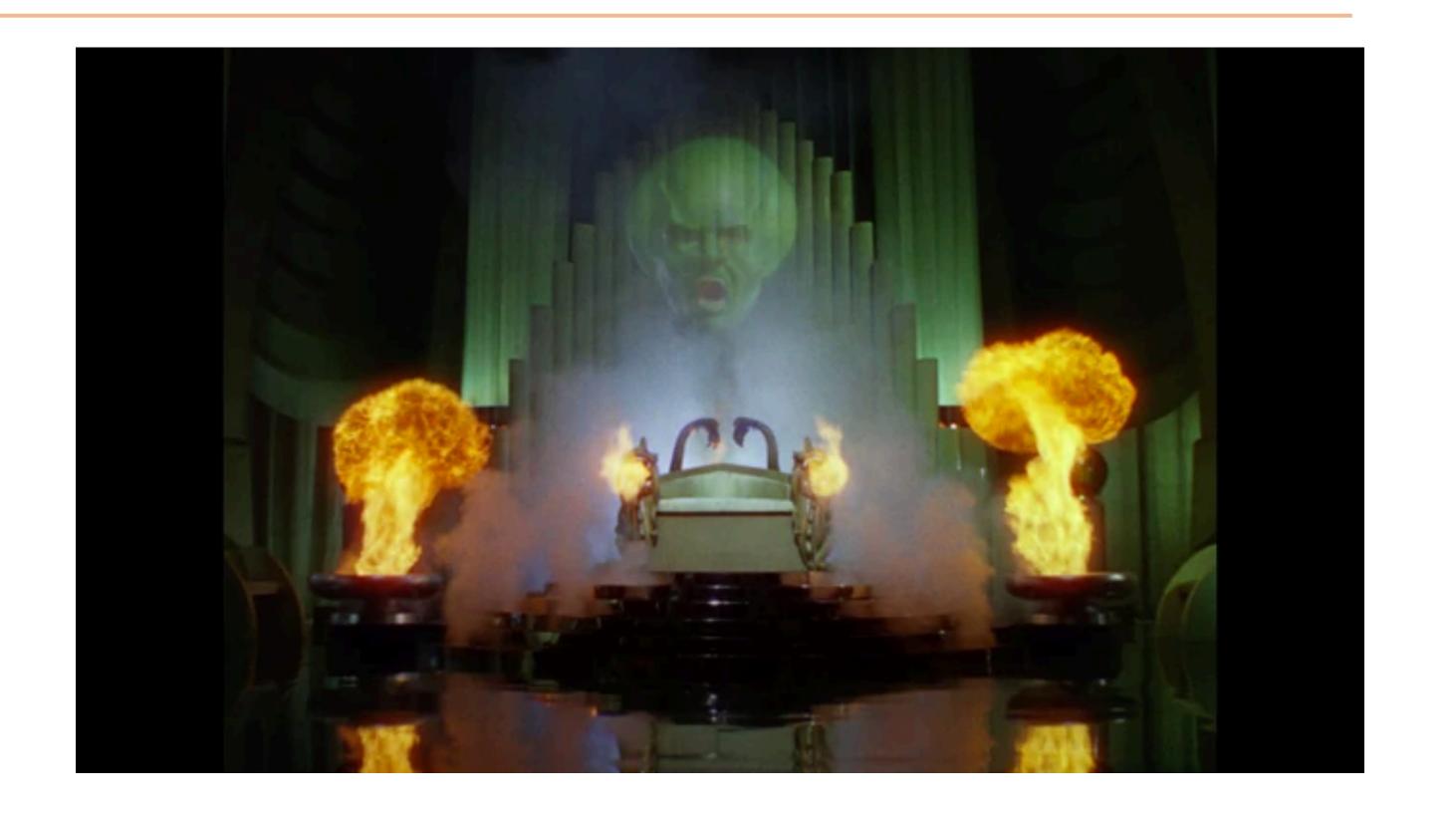
```
get_value(cost, curr_result)
```

+1 Entrees are around \$30 each



#### Wizard-of-Oz

Learning from demonstrations: "wizard" pulls the levers and makes the dialogue system update its state and take actions





## Full Dialogue Task

Find me a good sushi restaurant in Chelsea

```
wizard types this out or invokes templates

Sushi Seki Chelsea is a sushi restaurant in Chelsea with 4.4 stars on Google
```

Wizard can be a trained expert and know exactly what the dialogue systems is supposed to do



### Full Dialogue Task

Find me a good sushi restaurant in Chelsea

```
Intent=restaurant
restaurant_type <- sushi
location <- Chelsea
stars <- 4+
curr_result <- execute_search()</pre>
```

- ▶ User asked for a "good" restaurant does that mean we should filter by star rating? What does "good" mean?
- ▶ Hard to change system behavior if training from static traces, especially if system capabilities or desired behavior change

# ATIS



Given an utterance, predict a domain-specific semantic interpretation

Utterance	How much is the cheapest flight from
	Boston to New York tomorrow morning?
Goal:	Airfare
Cost_Relative	cheapest
Depart_City	Boston
Arrival_City	New York
Depart_Date.Relative	tomorrow
Depart_Time.Period	morning

DARPA (early 1990s), Figure from Tur et al. (2010)



#### Intents

▶ 29 different intents

which flights go from cleveland to indianapolis on april fifth

Intent: flight

does tacoma airport offer transportation from the airport to the downtown area

Intent: ground\_service

what days of the week do flights from san jose to nashville fly on

Intent: day\_name

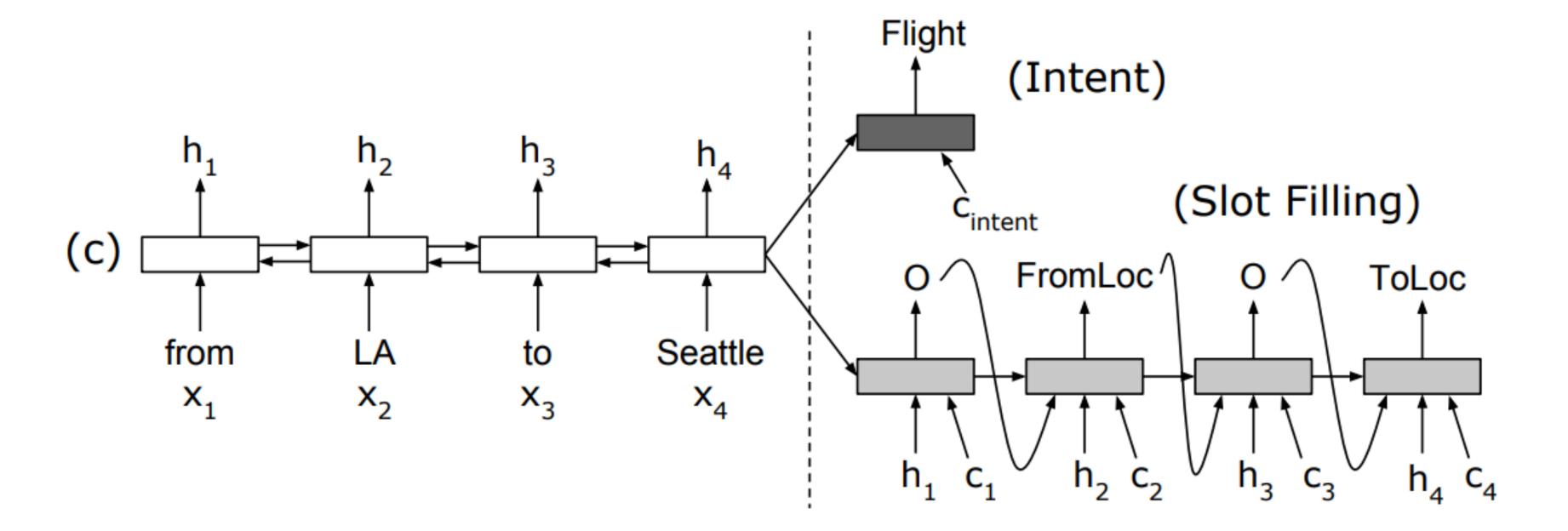
what meals are served on american flight 811 from tampa to milwaukee

Intent: meal



# Joint Intent Classification and Tagging

RNN jointlypredicts intentand slot tags



Model	F1 Score	Intent Error (%)
RecNN [8]	93.22	4.60
RecNN+Viterbi [8]	93.96	4.60
Attention Encoder-Decoder	95.87	1.57
NN (with aligned inputs)		
Attention BiRNN	95.98	1.79

Liu and Lane (2016)



 $\bar{x}_1$ : show me flights from seattle to boston next monday

 $\bar{y}_1$ : (SELECT DISTINCT flight.flight\_id FROM flight WHERE (flight.from\_airport IN (SELECT airport\_service.airport\_code FROM airport\_service WHERE airport\_service.city\_code IN (SELECT city.city\_code FROM city WHERE city.city\_name = 'SEATTLE'))) AND (flight.to\_airport IN (SELECT airport\_service.airport\_code FROM airport\_service WHERE airport\_service.city\_code IN (SELECT city.city\_code FROM city WHERE city.city\_name = 'BOSTON'))) AND (flight.flight\_days IN (SELECT days.days\_code FROM days WHERE days.day\_name IN (SELECT date\_day.day\_name FROM date\_day WHERE date\_day.year = 1993 AND date\_day.month\_number = 2 AND date\_day.day\_number = 8))));

 $\bar{x}_2$ : on american airlines

 $ar{y}_2$ : (SELECT DISTINCT flight.flight\_id FROM flight WHERE (flight.airline\_code = 'AA') AND (flight.from\_airport IN (SELECT airport\_service.airport\_code FROM airport\_service WHERE airport\_service.city\_code IN (SELECT city.city\_code FROM city WHERE city.city\_name = 'SEATTLE'))) AND (flight.to\_airport IN (SELECT air port\_service.airport\_code FROM airport\_service WHERE airport\_service.city\_code IN (SELECT city.city\_code FROM city WHERE city.city\_name = 'BOSTON'))) AND (flight.flight\_days IN (SELECT days.days\_code FROM days WHERE days.day\_name IN (SELECT date\_day.day\_name FROM date\_day WHERE date\_day.year = 1993 AND date\_day.month\_number = 2 AND date\_day.day\_number = 8))));

- Need to use dialogue context to do the right thing. Here we're appending American Airlines as a constraint to the previous query
- seq2seq model mapping to query with copy mechanism

Suhr et al. (2018)



- Detect and anonymize entities for better performance
- Common trick in QA models (discussed next week)

#### Original utterance and query:

```
ar{x}_1: show me flights from seattle to boston next monday ar{y}_1: (SELECT DISTINCT flight.flight_id ... city.city_name = 'SEATTLE' ... city.city_name = 'BOSTON' ... date_day.year = 1993 AND date_day.month_number = 2 AND date_day.day_number = 8 ...
```

#### Anonymized utterance and query:

```
ar{x}_1': show me flights from CITY#1 to CITY#2 DAY#1 MONTH#1 YEAR#1 ar{y}_1': (SELECT DISTINCT flight.flight_id ... city.city_name = CITY#1 ... city.city_name = CITY#2 ... date_day.year = YEAR#1 AND date_day.month_number = MONTH#1 AND date_day.day_number = DAY#1 ...
```

#### Anonymization mapping:

```
CITY#1 'SEATTLE' MONTH#1 2
CITY#2 'BOSTON' YEAR#1 1993
DAY#1 8
```

Suhr et al. (2018)



Model	Query	Denotation				
		Relaxed	Strict			
Development Results						
SEQ2SEQ-0	$28.7{\pm}1.7$	$48.8 \pm 1.4$	$43.2{\pm}1.8$			
SEQ2SEQ-H	$35.1{\pm}2.2$	$59.4{\pm}2.4$	$56.7\pm3.2$			
s2s+anon	$37.6\pm0.7$	$61.6 \pm 0.7$	$60.6 \pm 0.7$			
FULL-0	$36.3\pm0.5$	$61.5 \pm 0.8$	$61.0 \pm 0.9$			
FULL	$37.5 \pm 0.9$	$63.0\pm0.7$	<b>62.5</b> $\pm$ 0.9			

- -H has access to previous utterances
- Denotation: right answer but not exact match on query



# Goal-oriented Dialogue

- ▶ Tons of industry interest!
- Dozens of startups + medium-sized companies in this space
- ▶ Big Companies: Apple Siri (VocalIQ), Google Allo, Amazon Alexa, Microsoft Cortana, Facebook M, Samsung Bixby, Tencent WeChat
- Lots of cool work that's not public yet

### Alexa Skills

Let you add functionality to Amazon Alexa

 Can deploy to Alexa devices, develop and debug through AWS (no device necessary)

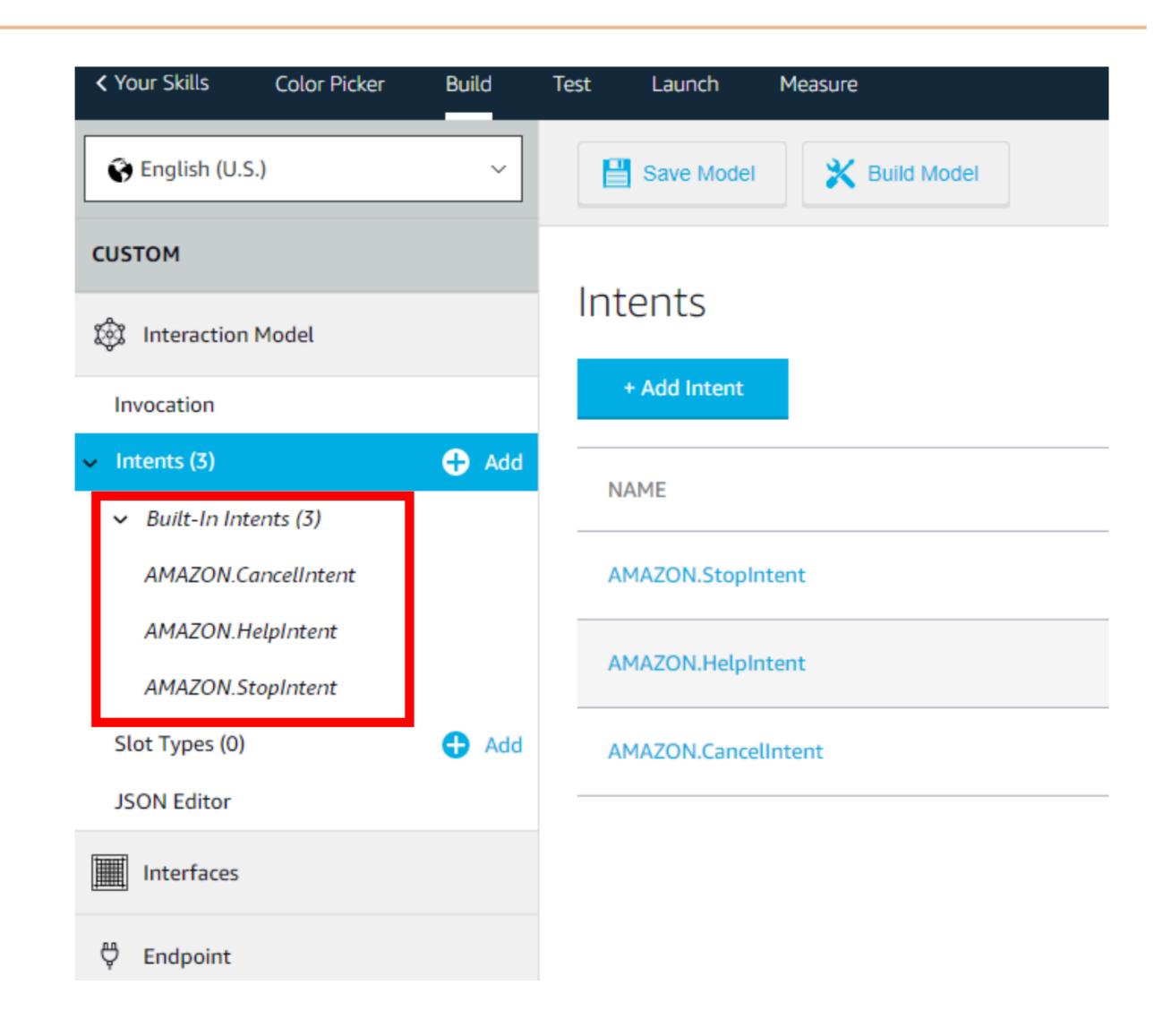
Plugs into Amazon's ASR and TTS, so no need to wrestle with these services yourself



### Alexa Skills

- Instantiate skill, intents, and slots
- Custom slot types let you define values
- To do really complicated things, need phrase slots

   this actually gives you
   the text
- More information: EE596 from UW

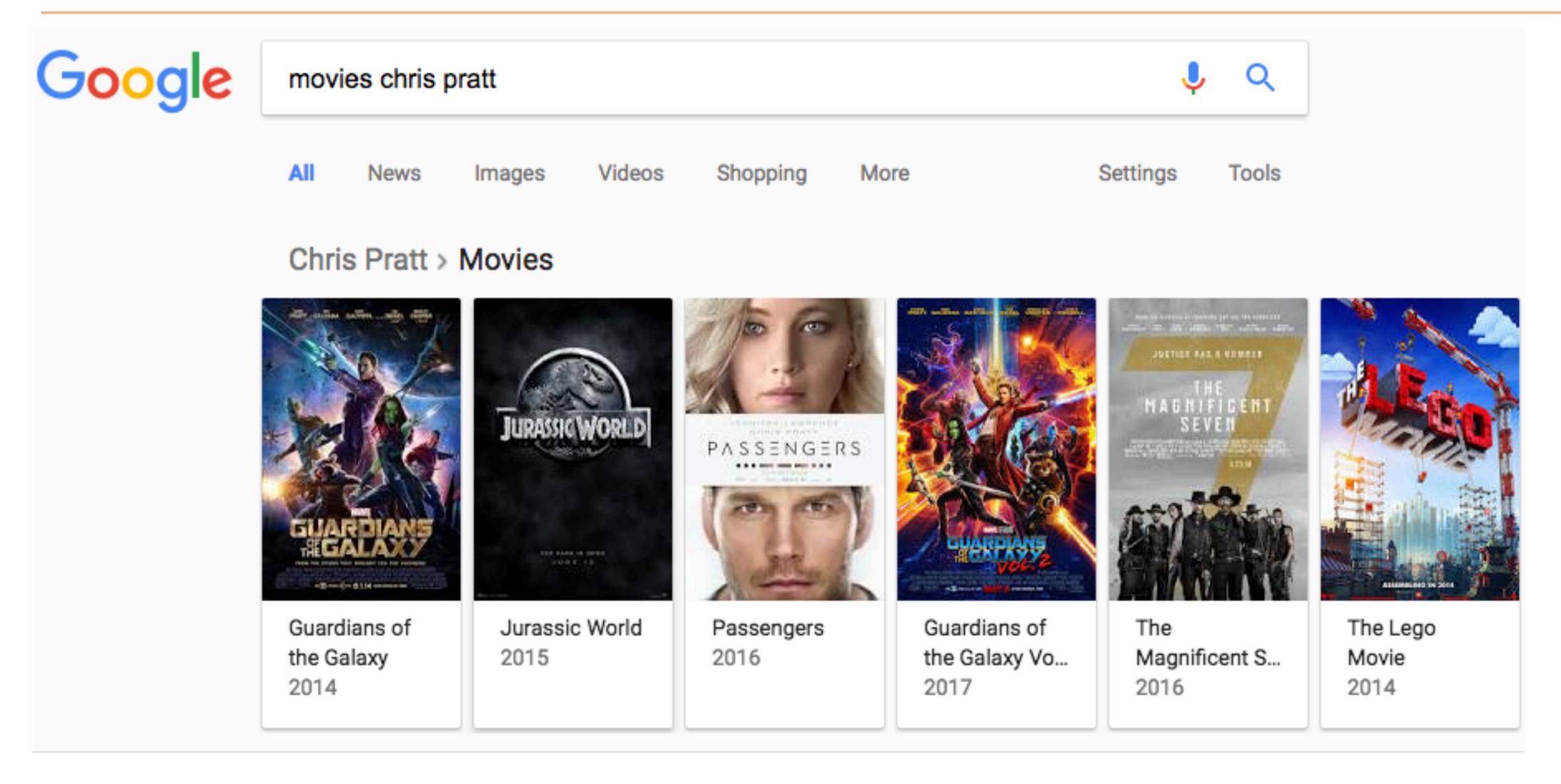


Slide credit: Hao Fang / Hao Cheng (UW)

# Other Dialogue Applications



# Search/QA as Dialogue



"Has Chris Pratt won an Oscar?" / "Has he won an Oscar"



# QA as Dialogue

 Dialogue is a very natural way to find information from a search engine or a QA system

- Challenges:
  - QA is hard enough on its own
  - Users move the goalposts

#### **Original intent:**

What super hero from Earth appeared most recently?

- 1. Who are all of the super heroes?
- 2. Which of them come from Earth?
- 3. Of those, who appeared most recently?

#### Legion of Super Heroes Post-Infinite Crisis

Charac	cter	First Appeared	Home World	Powers
Night	Girl	2007	Kathoon	Super strength
Dragon	ving	2010	Earth	Fire breath
Gate	s	2009	Vyrga	Teleporting
XS		2009	Aarok	Super speed
Harmo	nia	2011	Earth	Elemental

lyyer et al. (2017)



## QA as Dialogue

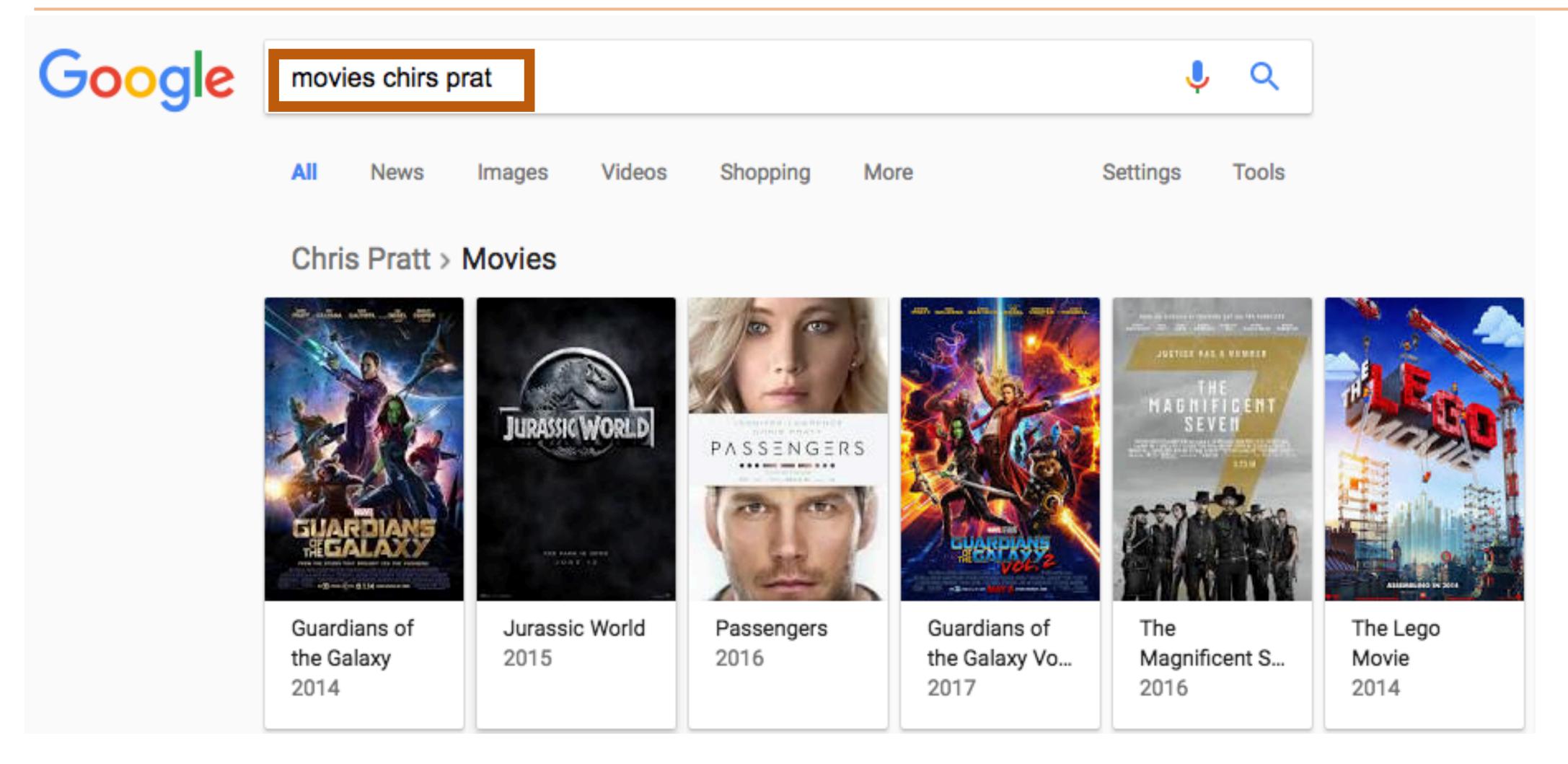
UW QuAC dataset: Question Answering in Context

```
Section: Daffy Duck, Origin & History
STUDENT: What is the origin of Daffy Duck?
TEACHER: 
→ first appeared in Porky's Duck Hunt
STUDENT: What was he like in that episode?
TEACHER: \hookrightarrow assertive, unrestrained, combative
STUDENT: Was he the star?
TEACHER: \hookrightarrow No, barely more than an unnamed
     bit player in this short
STUDENT: Who was the star?
TEACHER: \checkmark No answer
STUDENT: Did he change a lot from that first
     episode in future episodes?
TEACHER: \hookrightarrow Yes, the only aspects of the char-
     acter that have remained consistent (...) are his
     voice characterization by Mel Blanc
STUDENT: How has he changed?
TEACHER: \hookrightarrow Daffy was less anthropomorphic
STUDENT: In what other ways did he change?
TEACHER: 
→ Daffy's slobbery, exaggerated lisp
     (...) is barely noticeable in the early cartoons.
STUDENT: Why did they add the lisp?
TEACHER: \hookrightarrow One often-repeated "official" story
     is that it was modeled after producer Leon
     Schlesinger's tendency to lisp.
STUDENT: Is there an "unofficial" story?
TEACHER: 
→ Yes, Mel Blanc (...) contradicts
     that conventional belief
```

Choi et al. (2018)



# Search as Dialogue

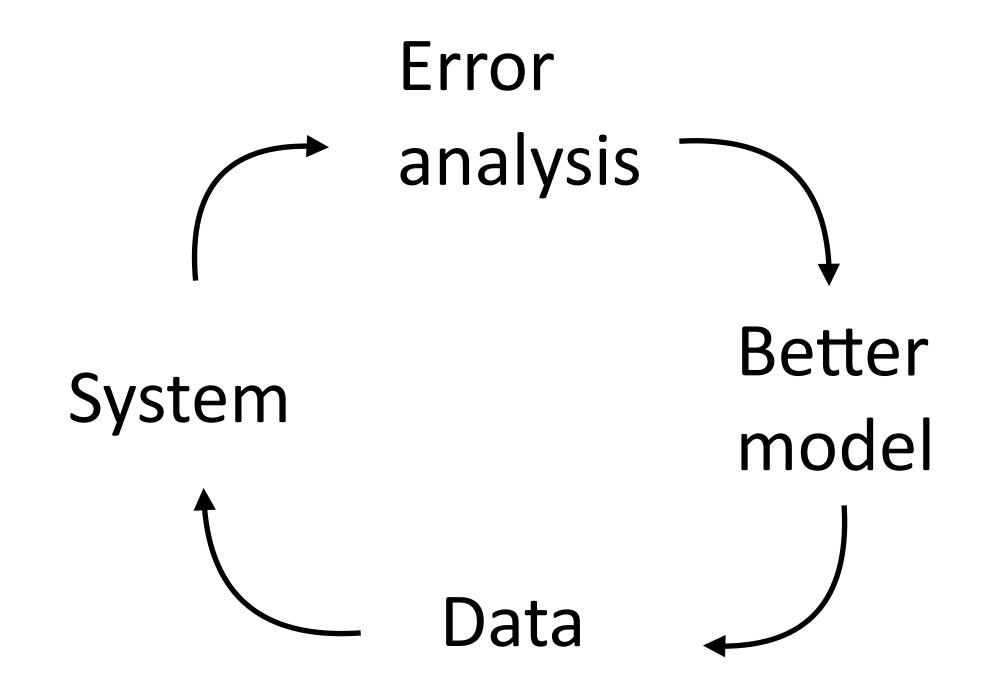


▶ Google can deal with misspellings, so more misspellings happen — Google has to do more!

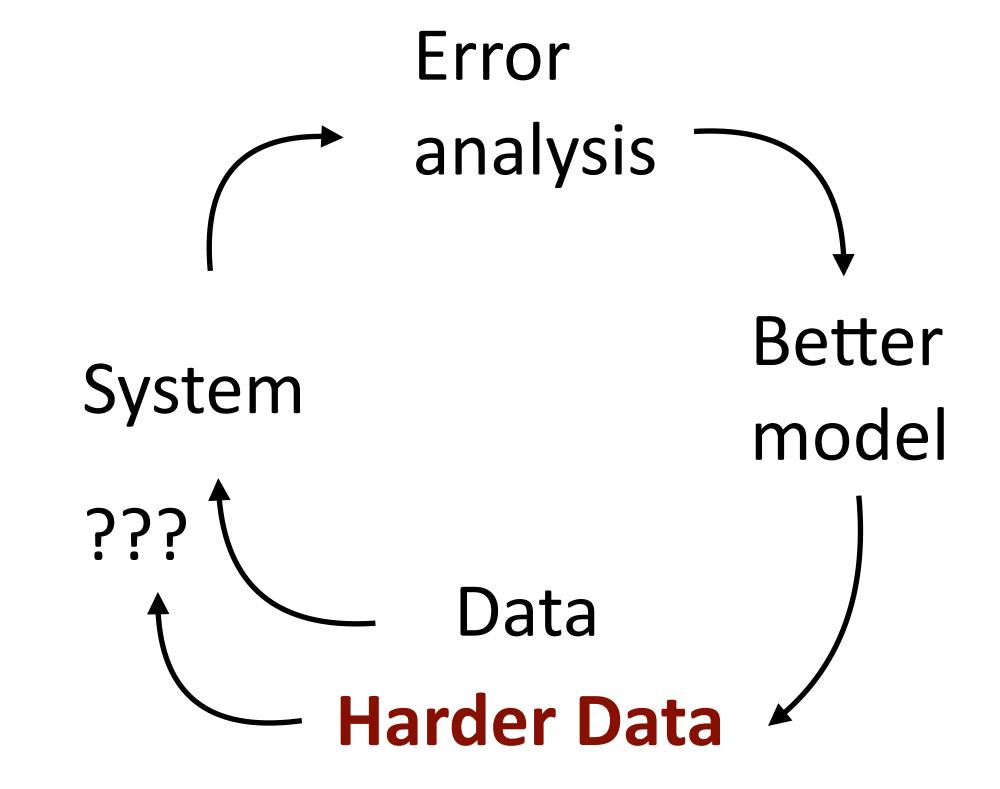


## Dialogue Mission Creep

#### Most NLP tasks



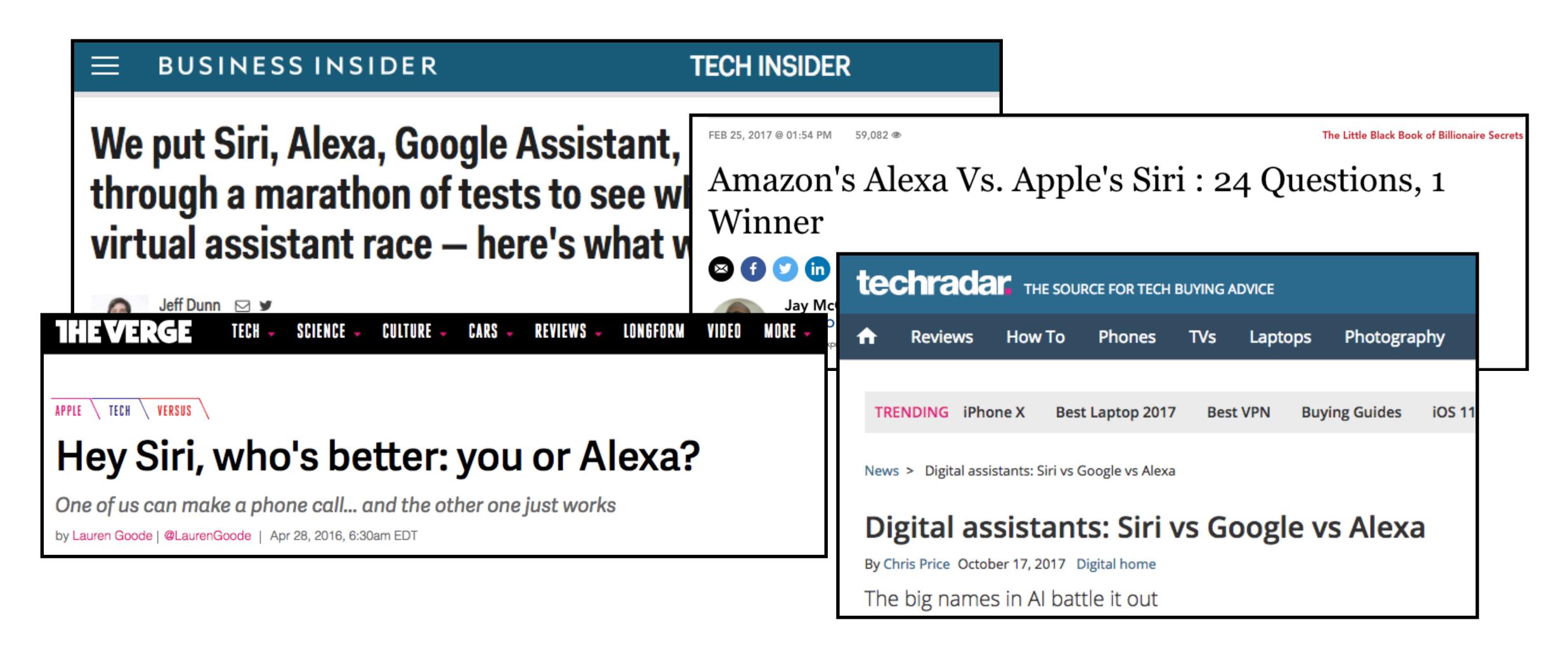
Dialogue/Search/QA



- Fixed distribution (e.g., natural language sentences), error rate -> 0
- Error rate -> ???; "mission creep" from HCl element



# Dialogue Mission Creep



▶ High visibility — your product has to work really well!