

# A Context-aware Natural Language Generation Dataset for Dialogue Systems

Ondřej Dušek and Filip Jurčíček

Institute of Formal and Applied Linguistics
Charles University in Prague

May 28, 2016 LREC RE-WOCHAT workshop







- A new NLG dataset for dialogue systems
  - English public transport domain



- A new NLG dataset for dialogue systems
  - English public transport domain
- "Ordinary" NLG dataset (in our setting):
  - input DA (meaning) + natural language sentence(s)

inform(from\_stop="Fulton Street", vehicle=bus, direction="Rector Street", departure\_time=9:13pm, line=M21) Go by the 9:13pm bus on the M21 line from Fulton Street directly to

4□ > 4問 > 4 至 > 4 至 > 至 り Q ○

Rector Street



- A new NLG dataset for dialogue systems
  - English public transport domain
- "Ordinary" NLG dataset (in our setting):
  - input DA (meaning) + natural language sentence(s)
- Our set:
  - input DA + natural language sentences + preceding context

#### **NEW**→I'm headed to Rector Street

inform(from\_stop="Fulton Street", vehicle=bus, direction="Rector Street", departure\_time=9:13pm, line=M21)

Go by the 9:13pm bus on the M21 line from Fulton Street directly to Rector Street





- A new NLG dataset for dialogue systems
  - English public transport domain
- "Ordinary" NLG dataset (in our setting):
  - input DA (meaning) + natural language sentence(s)
- Our set:
  - input DA + natural language sentences + preceding context

#### I'm headed to Rector Street

inform(from\_stop="Fulton Street", vehicle=bus, direction="Rector Street", departure\_time=9:13pm, line=M21)

Go by the 9:13pm bus on the M21 line from Fulton Street directly to Rector Street

 If the generator knows how the user asked, it should be able to produce a more natural response





- A new NLG dataset for dialogue systems
  - English public transport domain
- "Ordinary" NLG dataset (in our setting):
  - input DA (meaning) + natural language sentence(s)
- Our set:
  - input DA + natural language sentences + preceding context

#### I'm headed to Rector Street

inform(from\_stop="Fulton Street", vehicle=bus, direction="Rector Street", departure\_time=9:13pm, line=M21)

<u>Heading to Rector Street</u> from Fulton Street, take a bus line M21 at 9:13pm.

 If the generator knows how the user asked, it should be able to produce a more natural response





## Outline of this talk

1. Why should we look at preceding context: entrainment



3/13

## Outline of this talk

- 1. Why should we look at preceding context: entrainment
- 2. How to obtain naturally looking contextual data
  - collecting our set



#### Outline of this talk

- 1. Why should we look at preceding context: entrainment
- 2. How to obtain naturally looking contextual data
  - collecting our set
- 3. A summary of the collected set





- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said



- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said
- Reusing words and syntax



## Entrainment/alignment/adaptation in dialogue

- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said
- Reusing words and syntax
- · Occurs naturally, subconscious

how bout the next ride Sorry, I did not find a later option. I'm sorry, the next ride was not found.





- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said
- · Reusing words and syntax
- · Occurs naturally, subconscious

```
how bout the next ride

Sorry, I did not find a later option.

I'm sorry, the next ride was not found.
```

```
what is the distance of this trip
The trip covers a distance of 10.4 miles.
It is around 10.4 miles.
The distance is 10.4 miles.
```





- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said
- Reusing words and syntax
- Occurs naturally, subconscious
- Found to help dialogue success (Friedberg et al. '12)



## Entrainment/alignment/adaptation in dialogue

- "Mutual linguistic convergence"
  - speakers primed (influenced) by previously said
- Reusing words and syntax
- Occurs naturally, subconscious
- Found to help dialogue success (Friedberg et al. '12)

#### Entrainment in dialogue systems

- Several experiments, successful (Lopes et al. '13, '15; He et al. '14)
- Limited, partially or completely rule-based





- Fully trainable NLG that allows entrainment
  - let the system adapt to users' words and syntax
  - · let the data handle the rules



- Fully trainable NLG that allows entrainment
  - let the system adapt to users' words and syntax
  - · let the data handle the rules
- · We hope for:
  - more natural system responses
  - · possibly higher task success
  - applicability to other domains, chat-based systems



- Fully trainable NLG that allows entrainment
  - let the system adapt to users' words and syntax
  - · let the data handle the rules
- · We hope for:
  - more natural system responses
  - · possibly higher task success
  - applicability to other domains, chat-based systems
- We need training data



- Fully trainable NLG that allows entrainment
  - let the system adapt to users' words and syntax
  - · let the data handle the rules
- · We hope for:
  - more natural system responses
  - · possibly higher task success
  - applicability to other domains, chat-based systems
- · We need training data
- ...that is why we collected this dataset!





- Alex English SDS for NYC public transport
  - https://github.com/UFAL-DSG/alex





6/13

- Alex English SDS for NYC public transport
  - https://github.com/UFAL-DSG/alex
- · Bus/subway services on Manhattan
  - Alex can do more, limited just for this set





6/13





- Bus/subway services on Manhattan
  - Alaman da mana limita dinat familia
    - Alex can do more, limited just for this set
- Users ask for a schedule, may request details/modify search







- Bus/subway services on Manhattan
  - Alex can do more, limited just for this set
- Users ask for a schedule, may request details/modify search
- 13 slots
  - from\_stop, to\_stop
  - departure\_time
  - vehicle
  - duration
  - ...





Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)



#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - both context and response



#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - both context and response
- Limiting context to previous sentence
  - likely to have the strongest entrainment impact



#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - · both context and response
- · Limiting context to previous sentence
  - likely to have the strongest entrainment impact

#### Collection progress





#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - both context and response
- Limiting context to previous sentence
  - likely to have the strongest entrainment impact

## Collection progress

1. Get natural user utterances in calls to a live dialogue system



#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - both context and response
- Limiting context to previous sentence
  - likely to have the strongest entrainment impact

#### Collection progress

- 1. Get natural user utterances in calls to a live dialogue system
- Generate response DA





#### Getting natural utterances cheap and fast

Using crowdsourcing (CrowdFlower)

#### Addressing data sparsity

- Delexicalization (places, times etc. → "X")
  - both context and response
- Limiting context to previous sentence
  - likely to have the strongest entrainment impact

#### Collection progress

- 1. Get natural user utterances in calls to a live dialogue system
- 2. Generate response DA
- 3. Collect natural language paraphrases





- Record calls to live Alex SDS
  - assign tasks to people on CrowdFlower



You want a connection – your departure stop is *Marble Hill*, and you want to go to *Roosevelt Island*. Ask how long the journey will take. Ask about a schedule afterwards. Then modify your query: Ask for a ride at six o'clock in the evening. Ask for a connection by bus. Do as if you changed your mind: Say that your destination stop is *City Hall*.

You are searching for transit options leaving from *Houston Street* with the destination of *Marble Hill*. When you are offered a schedule, ask about the time of arrival at your destination. Then ask for a connection after that. Modify your query: Request information about an alternative at six p.m. and state that you prefer to go by bus.

Tell the system that you want to travel from *Park Place* to *Inwood*. When you are offered a trip, ask about the time needed. Then ask for another alternative. Change your search: Ask about a ride at 6 o'clock p.m. and tell the system that you would rather use the bus.



- 1. Record calls to live Alex SDS
  - assign tasks to people on CrowdFlower
  - varying synonyms in task description
  - people unaware that wording is important



8/13

- Record calls to live Alex SDS
  - assign tasks to people on CrowdFlower
  - varying synonyms in task description
  - · people unaware that wording is important
- 2. Manually transcribe on CrowdFlower





- Record calls to live Alex SDS
  - assign tasks to people on CrowdFlower
  - varying synonyms in task description
  - people unaware that wording is important
- 2. Manually transcribe on CrowdFlower
- Parse using Alex handcrafted SLU
  - parsing transcriptions gives better results than ASR n-best lists



9/13

### Generating response DA

· Handcrafted simple rule-based bigram policy



## Generating response DA

- Handcrafted simple rule-based bigram policy
- All possible replies for a single context utterance

#### what about a connection by bus



# Generating response DA

- Handcrafted simple rule-based bigram policy
- All possible replies for a single context utterance
  - confirmation
  - answer
  - apology

request(to\_stop)

request for additional information

#### what about a connection by bus



## Generating response DA

- Handcrafted simple rule-based bigram policy
- All possible replies for a single context utterance
  - confirmation
  - answer
  - apology
  - request for additional information
- In a real dialogue, the correct reply would depend on longer history, but here we try them all









CrowdFlower interface



Context displayed at hand





- Context displayed at hand
- Minimal slot name description





- Context displayed at hand
- Minimal slot name description
- Short instructions





- Context displayed at hand
- Minimal slot name description
- Short instructions
- · Checks: contents, spelling; automatic + manual
  - · ca. 20% overhead (repeated submissions)





## **Dataset summary**

#### Size

total response paraphrases	5,577
unique (delex.) context + response DA	1,859
unique (delex.) context	552
unique (delex.) context with min. 2 occurrences	119
unique response DA	83
unique response DA types	6
unique slots	13

#### Entrainment

Syntactic	$\sim$ 59%
Lexical	$\sim$ 31%
Both	$\sim$ 19%

• subjective, based on word & phrase reuse, word order, pronouns





### Thank you for your attention

#### Dataset available for download

- JSON + CSV
- CC BY-SA 4.0
- GitHub: bit.ly/nlgdata (link given in the paper)

#### Contact us

Ondřej Dušek & Filip Jurčíček Charles University in Prague odusek@ufal.mff.cuni.cz





#### References

Friedberg et al. (2012). Lexical entrainment and success in student engineering groups. *SLT*, pp. 404–409.

Hu et al. (2014). Entrainment in pedestrian direction giving: How many kinds of entrainment. *IWSDS*, pp. 90–101.

Lopes et al. (2013). Automated two-way entrainment to improve spoken dialog system performance. *ICASSP*, pp. 8372–8376.

Lopes et al. (2015). From rule-based to data-driven lexical entrainment models in spoken dialog systems. *Computer Speech & Language*, 31(1):87–112.