

DSTC 2 dataset

- **Dialog state:**
 - *Goals*: A distribution over the values of each informable slot
 - *Method*: A distribution over methods: by name, by constraints, by alternatives or finished
 - *Requested slots*: A probability for each requestable slot that it has been requested by the user and the system should inform it
- User dialog acts: inform, request, negate, confirm, ...
 - What part of town is it? \rightarrow `request (area)`
- Method is inferred from act and goals:
 - `inform (food=chinese)` \rightarrow "by constraints"