

Transferable Multi-Domain State Generator for Task-Oriented Dialogue Systems

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Dialogue History

Usr: I am looking for a **cheap restaurant** in the **centre** of the city.

Sys: There is a cheap chinese restaurant called **Dojo Noodle Bar**.

Usr: Yes please , for **8 people** at **18:30** on **Thursday**.

...

Usr: I am also looking for some **entertainment** close to the restaurant.

Sys: Is there any type of attraction you would like me to search?

Usr: Why do not you try an **architectural** attraction.

Sys: **All Saints Church** looks good , would you like to head there?

...

Usr: I also need to book a **taxi** between the restaurant and the church.

Sys: What time would you like the taxi from Dojo Noodle Bar?

Usr: **20:30**, please.

Multi-Domain Dialogue State Tracking

Restaurant: (price, cheap), (area, centre), (people, 8), (time, 18:30), (day, Thursday), (name, Dojo Noodle Bar)

Attraction: (type, architecture), (area, centre)

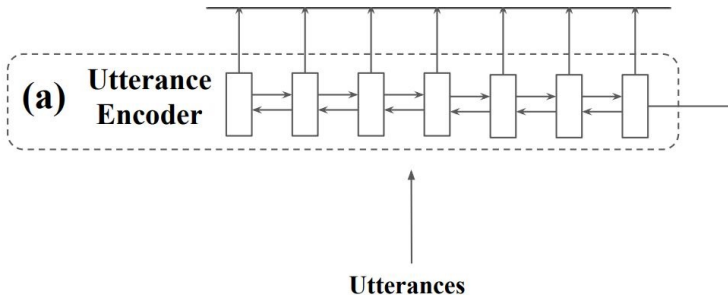
Taxi: (leaveAt, 20:30), (destination, All Saints Church), (departure, Dojo Noodle Bar)

Hotel:

Train:

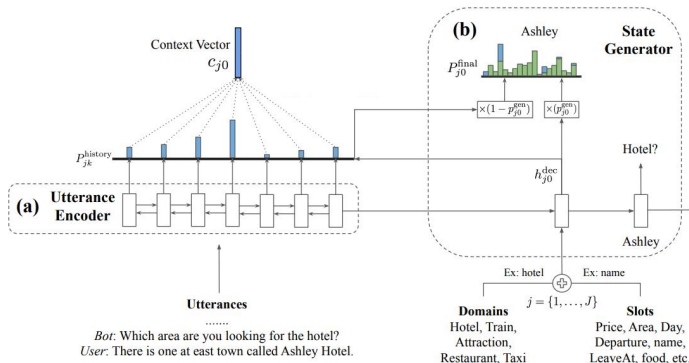
TRAnsferable Dialogue statE generator

Utterance Encoder



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Bot: Which area are you looking for the hotel?
User: There is one at east town called Ashley Hotel.

State Generator



$$P_{jk}^{vocab} = \text{Softmax}(E(h_{jk}^{dec})^T)$$

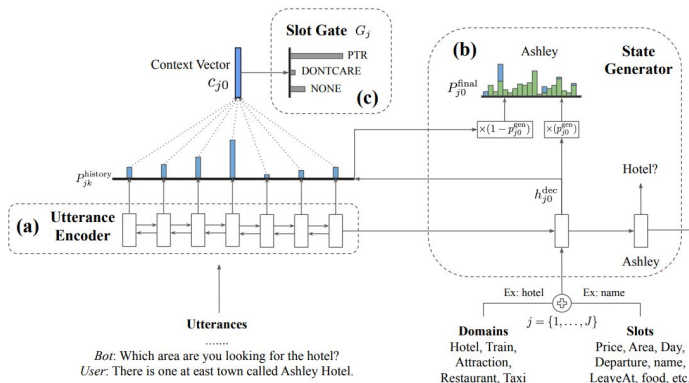
$$P_{jk}^{history} = \text{Softmax}(H_t(h_{jk}^{dec})^T)$$

$$P_{jk}^{final} = p_{jk}^{gen} P_{jk}^{vocab} + (1 - p_{jk}^{gen}) P_{jk}^{history} \quad (1)$$

$$p_{jk}^{gen} = \text{Sigmoid}(W1\Delta[h_{jk}^{dec}; w_{jk}; c_{jk}]),$$

$$c_{jk} = P_{jk}^{history} \Delta H_t$$

Slot Gate



$$L_g = \sum_{j=1}^J \log(G_j(y_j^{gate})^T)$$

$$L_v = \sum_{j=1}^J \sum_{k=1}^{|Y_j|} -\log(P_{jk}^{final}(y_{jk}^{value})^T) \quad (2)$$

$$L = \alpha L_g + \beta L_v$$

	Hotel	Train	Attraction	Restaurant	Taxi
<i>Slots</i>	price, type, parking, stay, day, people, area, stars, internet, name	destination, departure, day, arrive by, leave at, people	area, name, type	food, price, area, name, time, day, people	destination, departure, arrive by, leave by
<i>Train</i>	3381	3103	2717	3813	1654
<i>Valid</i>	416	484	401	438	207
<i>Test</i>	394	494	395	437	195

	MultiWOZ		MultiWOZ (Only Restaurant)	
	<i>Joint</i>	<i>Slot</i>	<i>Joint</i>	<i>Slot</i>
<i>MDBT</i>	15.57	89.53	17.98	54.99
<i>GLAD</i>	35.57	95.44	53.23	96.54
<i>GCE</i>	36.27	98.42	60.93	95.85
<i>SpanPtr</i>	30.28	93.85	49.12	87.89
<i>TRADE</i>	48.62	96.92	65.35	93.28

	Trained Single		Zero-Shot	
	<i>Joint</i>	<i>Slot</i>	<i>Joint</i>	<i>Slot</i>
<i>Hotel</i>	55.52	92.66	13.70	65.32
<i>Train</i>	77.71	95.30	22.37	49.31
<i>Attraction</i>	71.64	88.97	19.87	55.53
<i>Restaurant</i>	65.35	93.28	11.52	53.43
<i>Taxi</i>	76.13	89.53	60.58	73.92