



Conversations with Search Engines

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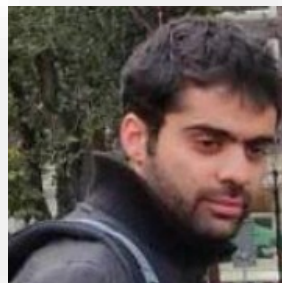
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Information retrieval

- **Technology to connect people to information**
 - Search engines
 - Recommender systems
 - Conversational assistants

Landscape is changing

- **More mobile queries**

- At the start of 2019, over 60% of all queries submitted to Google were mobile

- **Spoken queries**

- Exceeding 50% in some parts of the world
- Spoken queries longer, sessions longer

Conversations with Search Engines

- Idea of **search as conversation** has been around since early 1980s.
- Making information retrieval interfaces feel more natural and convenient for their users.
- Ongoing research and development efforts heavily skewed towards:
 - ✓ Task-oriented dialogue systems
 - ✓ Question answering systems
 - ✓ Social bots
 - ✓ Question clarification
 - ✓ User studies
 - ✓ Theoretical/Conceptual frameworks

But there's more ...

Information goals

- **Navigational, informational, and resource** goals
 - Informational consistently ~40–60% of all goals
- More exploratory
 - When knowing little about the search target;
 - When wanting to know many aspects about the search target.

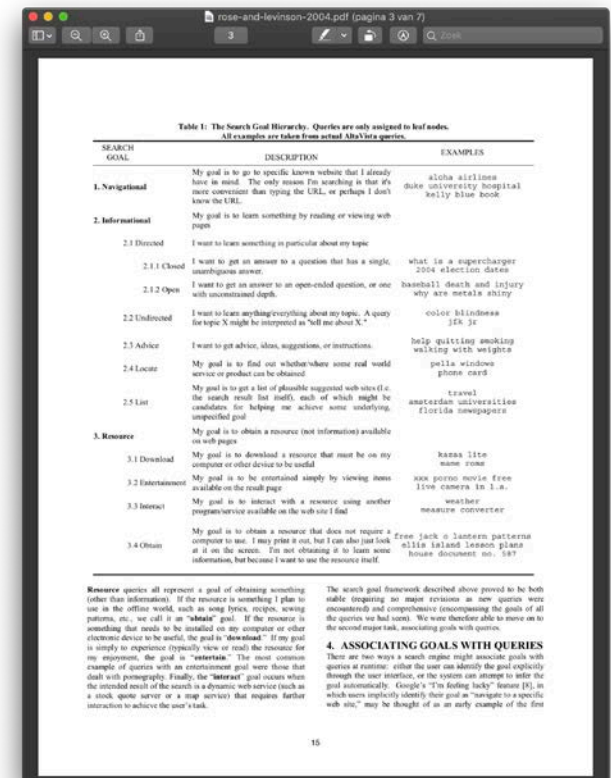


Table 1: The Search Goal Hierarchy. Queries are only assigned to leaf nodes. All examples are taken from actual AltaVista queries.

SEARCH GOAL	DESCRIPTION	EXAMPLES
1. Navigational	My goal is to go to specific known website that I already have in mind. The only reason I'm searching is that I'm more convenient than typing the URL, or perhaps I don't know the URL.	aloha airlines duke university hospital kelly blue book
2. Informational	My goal is to learn something by reading or viewing web pages.	
2.1 Directed	I want to learn something in particular about my topic.	
2.1.1 Closed	I want to get an answer to a question that has a single, unambiguous answer.	what is a supercharger 2004 election dates
2.1.2 Open	I want to get an answer to an open-ended question, or one with unconstrained depth.	baseball death and injury why are metals shiny
2.2 Undirected	I want to learn anything/everything about my topic. A query for topic X might be interpreted as "tell me about X".	color blindness jfk jr
2.3 Advice	I want to get advice, ideas, suggestions, or instructions.	help quitting smoking walking with weights
2.4 Locate	My goal is to find out whether/where some real world service or product can be obtained.	pella windows phone card
2.5 List	My goal is to get a list of plausible suggested web sites/e, the search result list itself, each of which might be candidates for helping me achieve some underlying, unspecified goal.	travel amsterdam universities florida newspapers
3. Resource	My goal is to obtain a resource (not information) available on web pages.	
3.1 Download	My goal is to download a resource that must be on my computer or other device to be useful.	kazaa lite name rose
3.2 Entertainment	My goal is to be entertained simply by viewing items available on the result page.	xxx porno movie free live camera in l.a.
3.3 Interact	My goal is to interact with a resource using another program/service available on the web site I find.	weather measure converter
3.4 Obtain	My goal is to obtain a resource that does not require a computer to use. I may print it out, but I can also just look at it on the screen. I'm not obtaining it to learn some information, but because I want to use the resource itself.	free jack o lantern patterns ellis island lesson plans house document no. 587

Resource queries all represent a goal of obtaining something (other than information). If the resource is something I plan to use in the offline world, such as song lyrics, recipes, sewing patterns, etc., we call it an "obtain" goal. If the resource is something that needs to be accessed via my computer or other electronic device to be useful, the goal is "download". If my goal is simply to experience (typically view or read) the resource for my enjoyment, the goal is "entertainment". The most common example of queries with an entertainment goal were those that dealt with pornography. Finally, the "interact" goal occurs when the intended result of the search is a dynamic web service (such as a stock quote server or a map service) that requires further interaction to achieve the user's task.

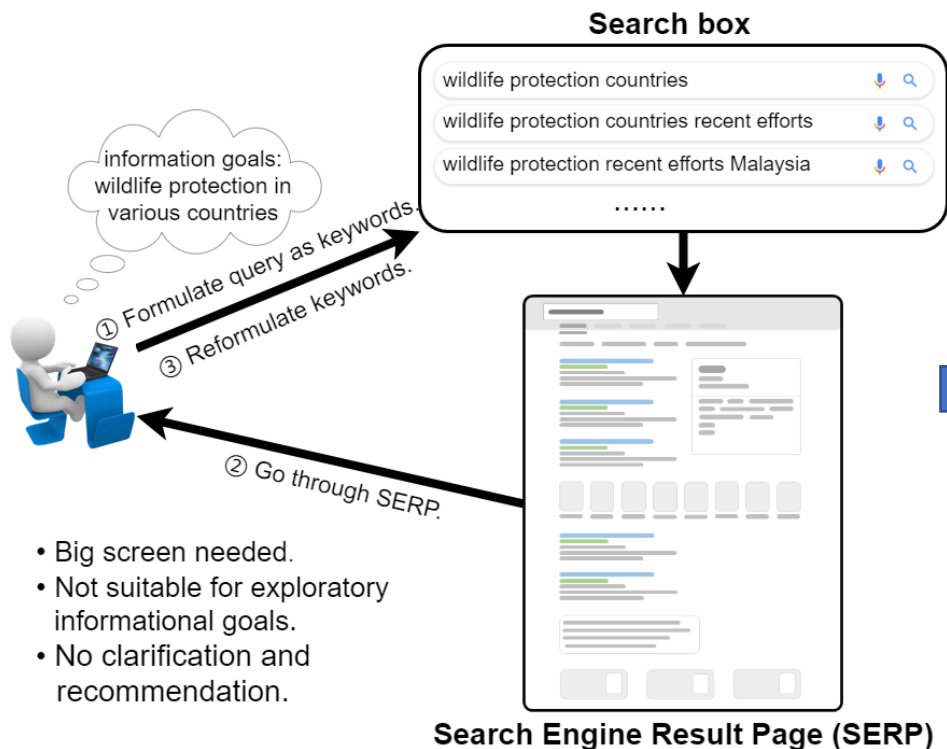
The search goal framework described above proved to be both useful (inspiring no major revisions as new queries were encountered) and comprehensive (encompassing the goals of all the queries we had seen). We were therefore able to move on to the second major task, associating goals with queries.

4. ASSOCIATING GOALS WITH QUERIES

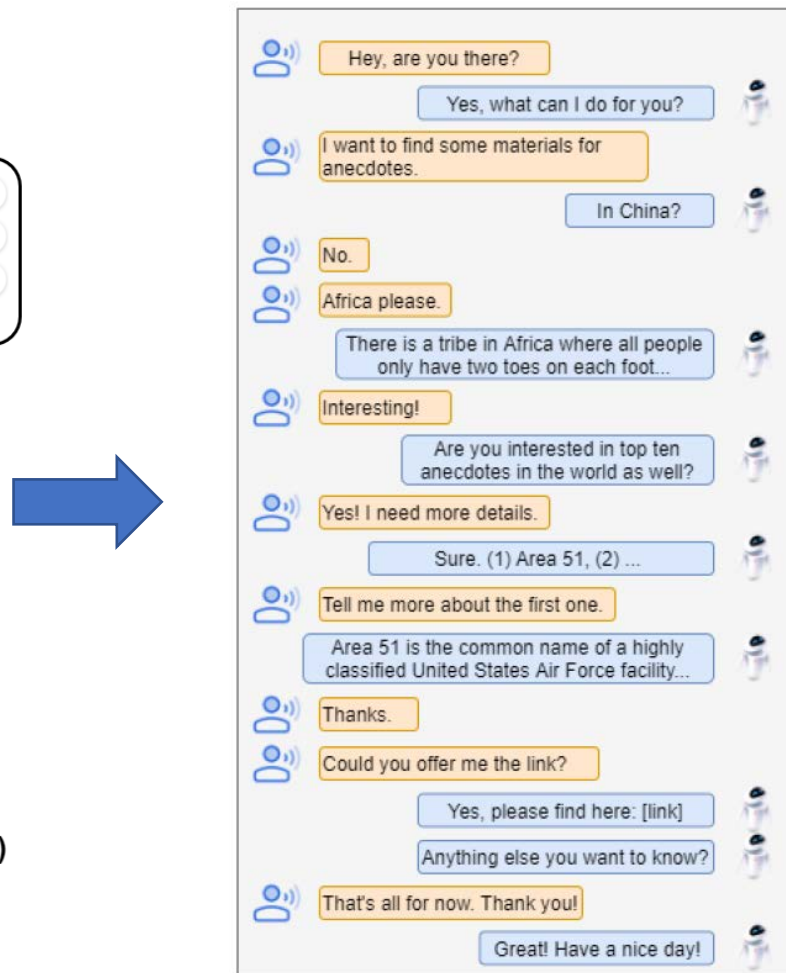
There are two ways a search engine might associate goals with queries at runtime: either the user can identify the goal explicitly through the user interface, or the system can attempt to infer the goal automatically. Google's "I'm feeling lucky" feature [5], in which users implicitly identify their goal as "navigate to a specific web site," may be thought of as an early example of the first

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Conversations with Search Engines



“Search with Search Engines”



“Conversations with Search Engines”

Conversations with Search Engines

- As our mode of interaction changes, how can we support information seeking through **conversations with search engines**?



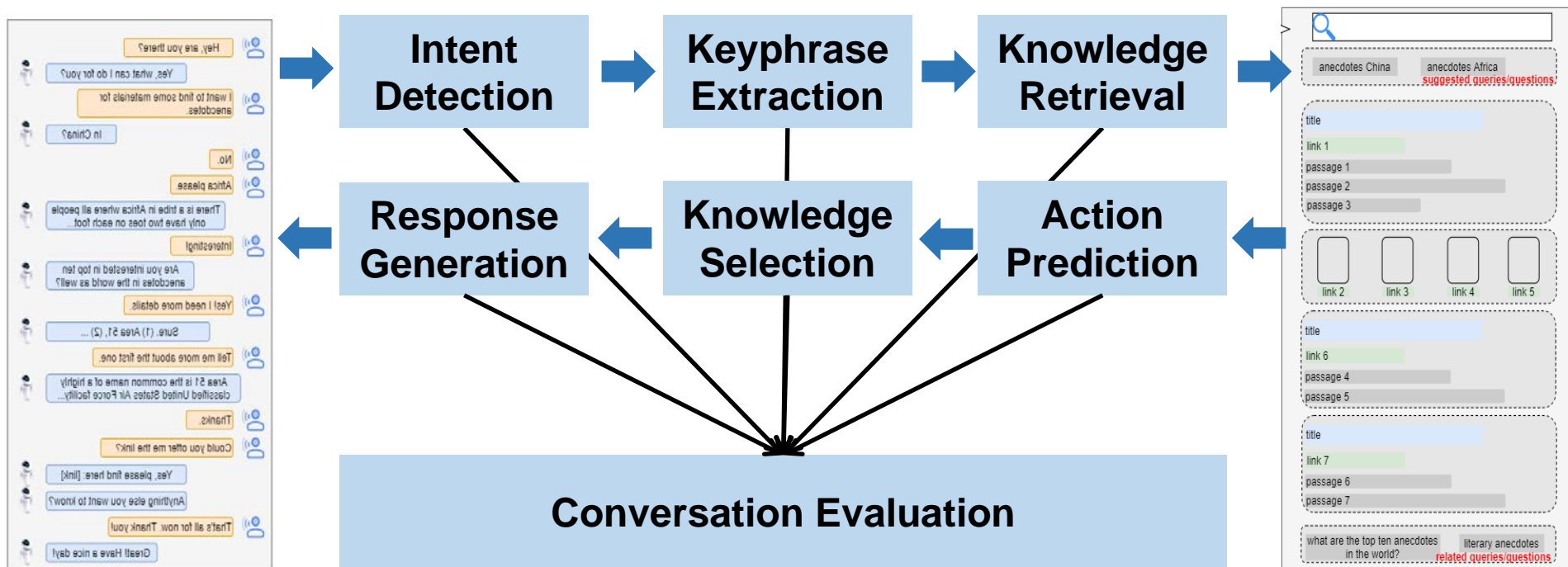
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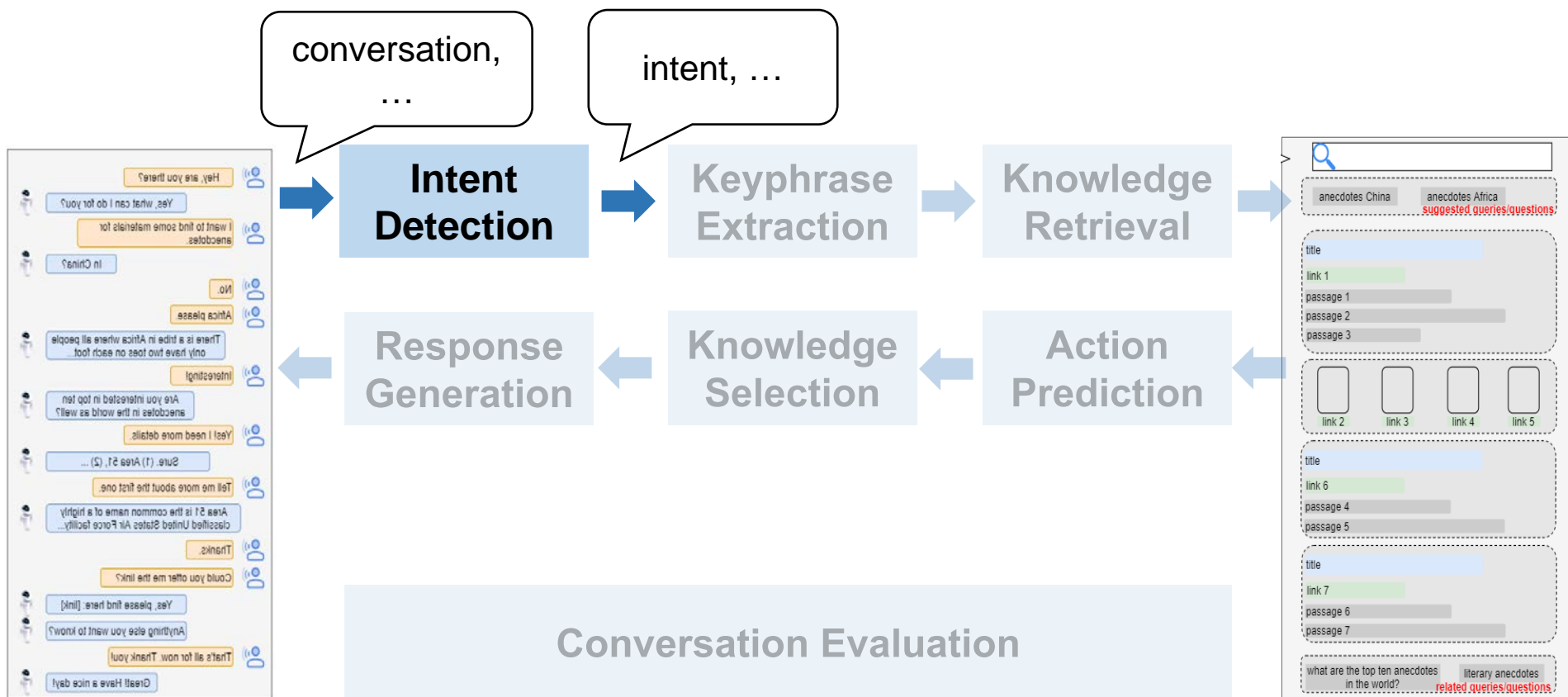
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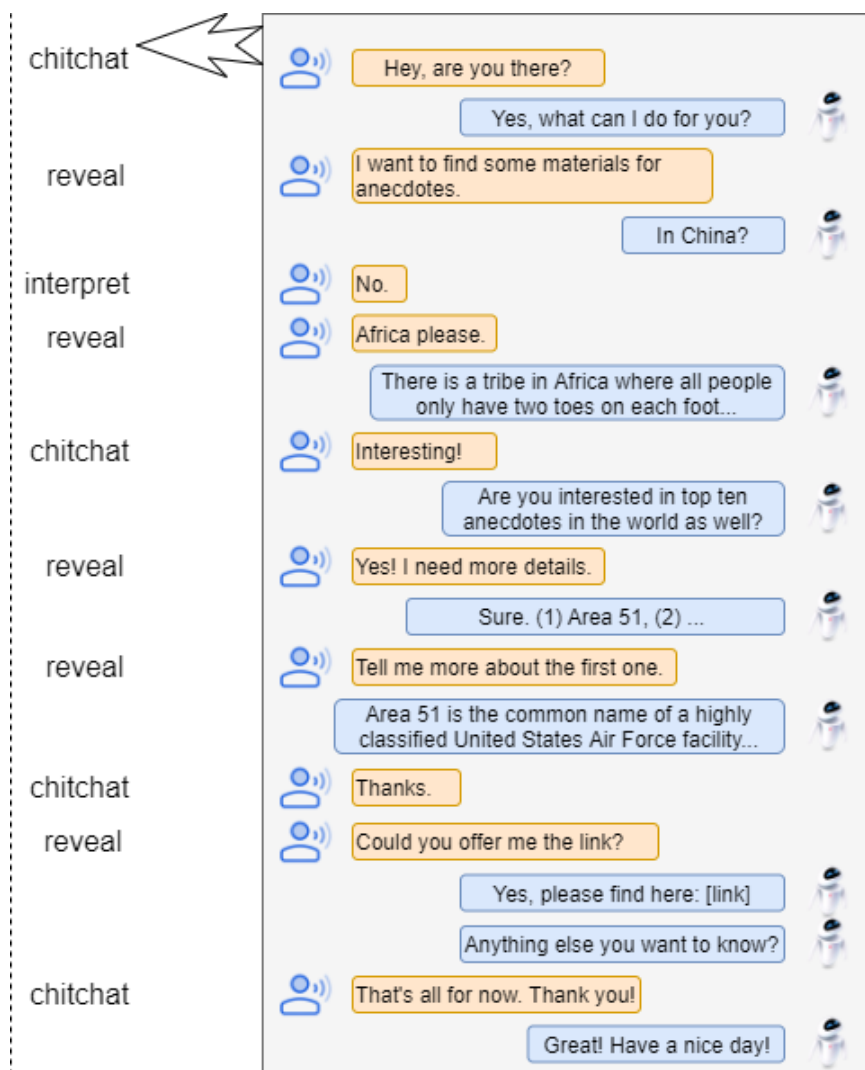
Conversations with Search Engines



Conversations with Search Engines



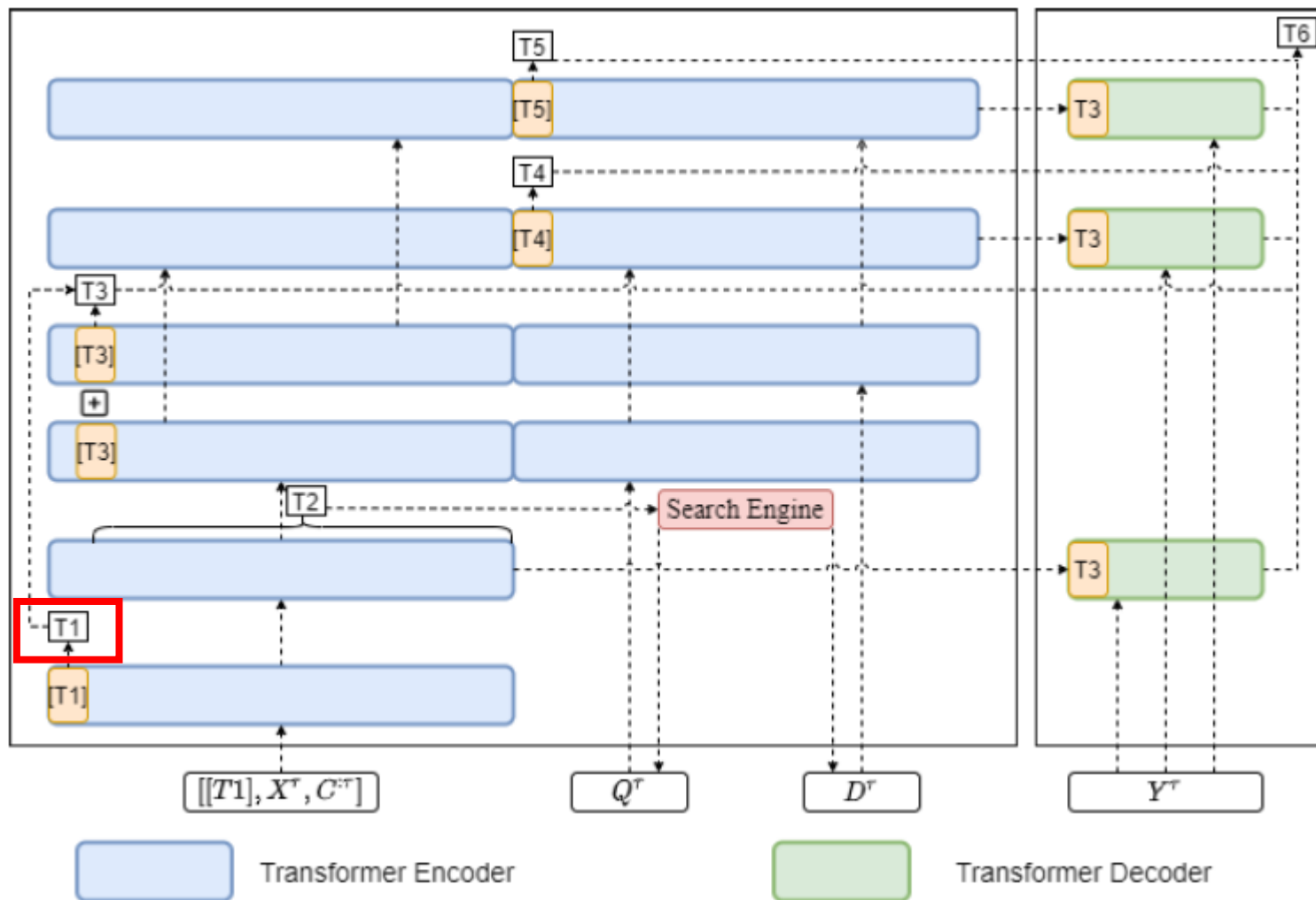
Intent Detection



Intent Detection

Intent	Explanation	Example	TSE operations
reveal	Reveal a new intent, or refine an old intent proactively.	User: I want to see a movie. (reveal) User: Can you tell me more about it? (reveal)	Issue a new query.
revise	Revise an intent proactively when there is wrong expression, e.g., grammatical issues, unclear expression.	User: Tell me some non-diary milks. User: I mean dairy not diary. (revise)	Revise the query.
interpret	Interpret or refine an intent by answering a clarification question from the system.	User: Do you know The Avengers? System: Do you mean the movie, novel or game? User: The movie (interpret)	Select suggested queries.
request-rephrase	Request the system to rephrase the response if it is not understandable.	Sorry, I didn't get it. (request-rephrase)	–
chitchat	Greetings or other utterances that are not related to the information need.	I see. (chitchat) Are you there? (chitchat)	–

Intent Detection



Intent Detection

	ID (%)		
	P	R	F1
-ID	—	—	—
-KE	66.2	28.2	30.6
-AP	52.5	32.2	35.3
-QS	51.9	32.6	32.6
-PS	51.3	30.8	32.8
WISE	45.2	32.5	34.1

Results of joint learning.

- ✓ The joint learning tasks seem incompatible with the current architecture.
- ✓ Better performance on seen data.
- ✓ Not all pretraining data is helpful for ID performance.

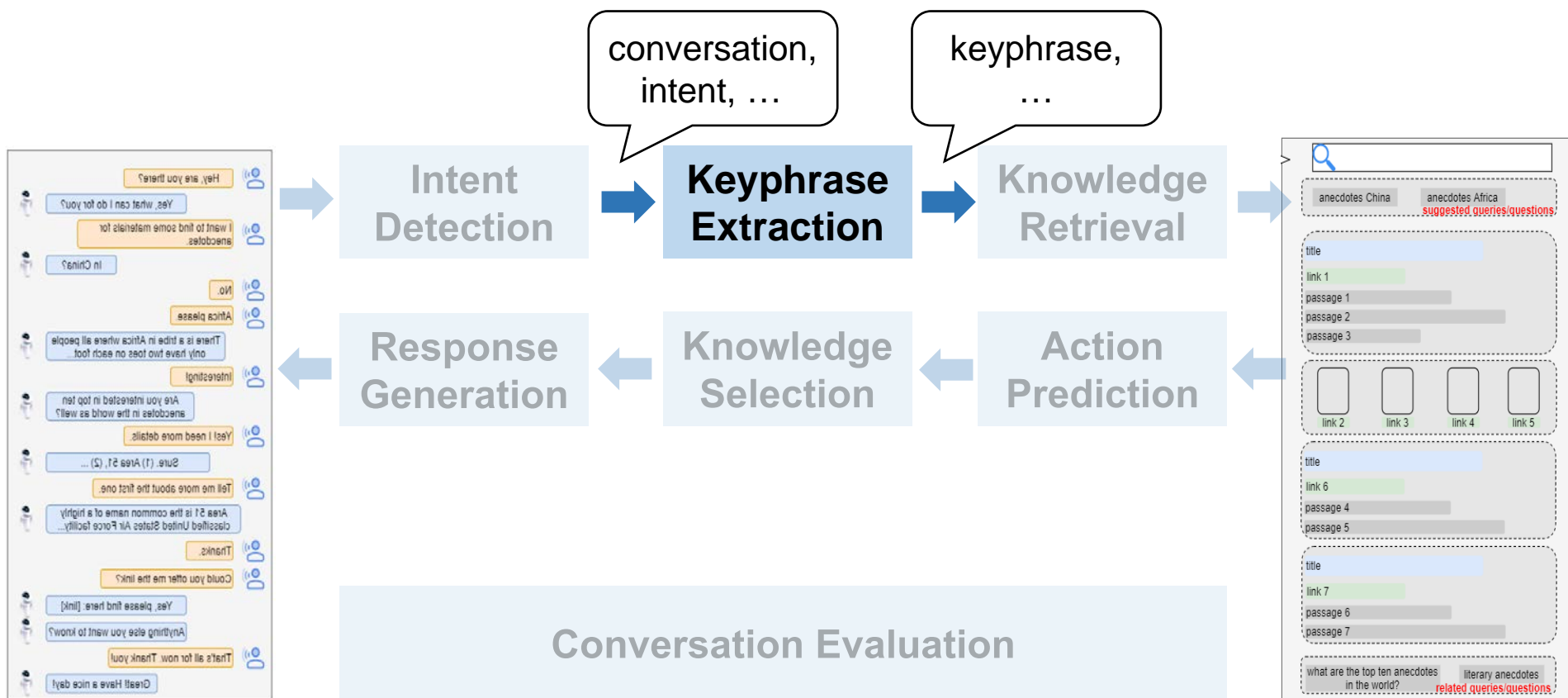
	ID (%)		
	P	R	F1
test (unseen)	38.4	28.5	29.3
test (seen)	48.3	36.1	37.4
test	45.2	32.5	34.1

Results on seen/unseen data.

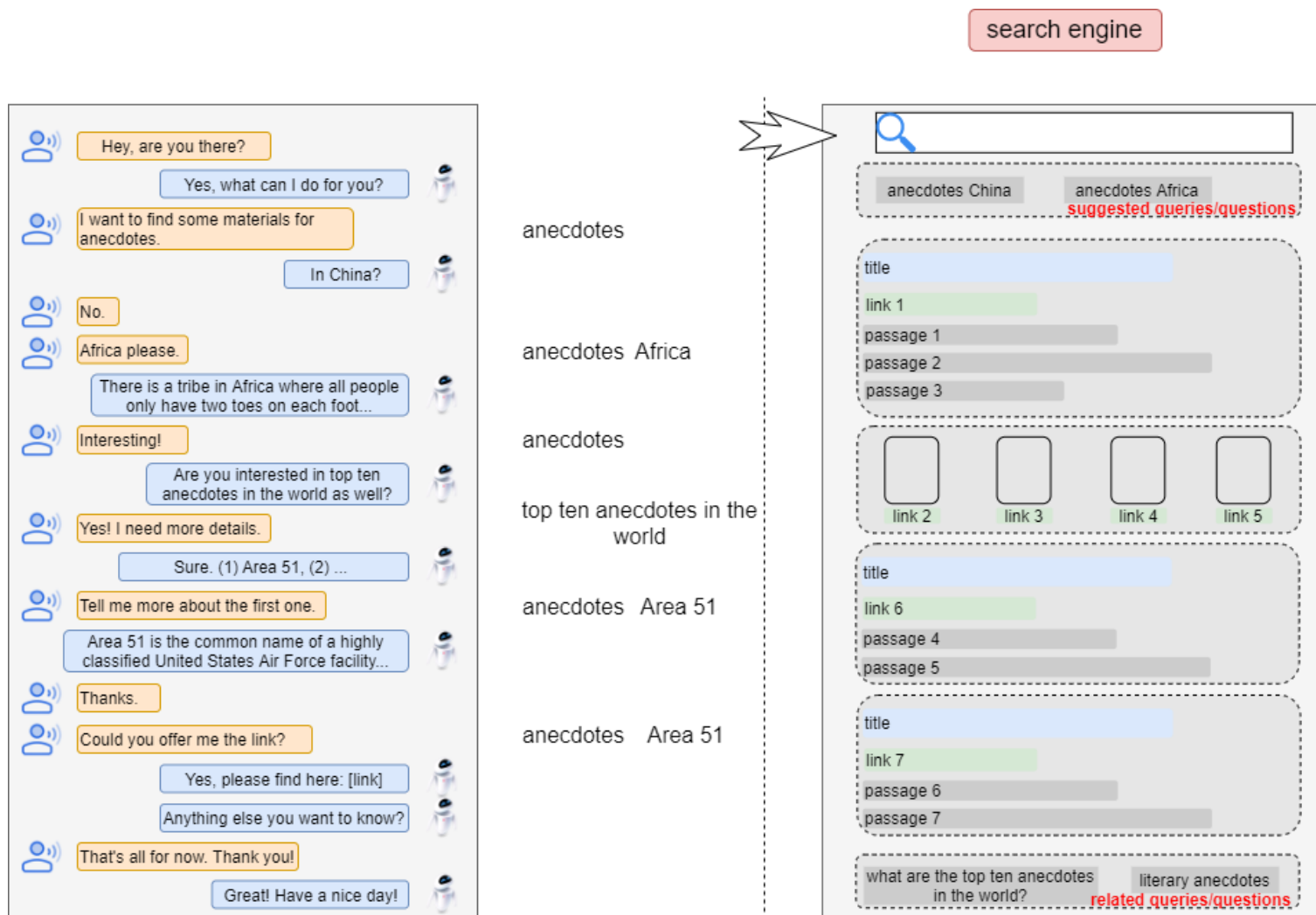
	ID (%)		
	P	R	F1
-DuReader	47.5	25.7	27.7
-KdConv	41.1	27.7	28.1
-DuConv	43.9	35.5	35.8
-WebQA	39.0	30.6	32.0
WISE	45.2	32.5	34.1

Results with different pretraining data.

Conversations with Search Engines



Keyphrase Extraction



Keyphrase Extraction

Turn	Query
1	who formed saosin ?
2	when was the band founded?
3	what was their first album?
4	when was the album released? <i>resolved: when was saosin 's first album released?</i>
<i>Relevant passage to turn #4:</i> The original lineup for Saosin , consisting of Burchell, Shekoski, Kennedy and Green, was formed in the summer of 2003. On June 17, the band released their first commercial production, the EP Translating the Name.	

- ✓ Keyphrase extraction bridges the gap between traditional search engines with conversational search.
- ✓ Labelling keyphrase is label intensive.

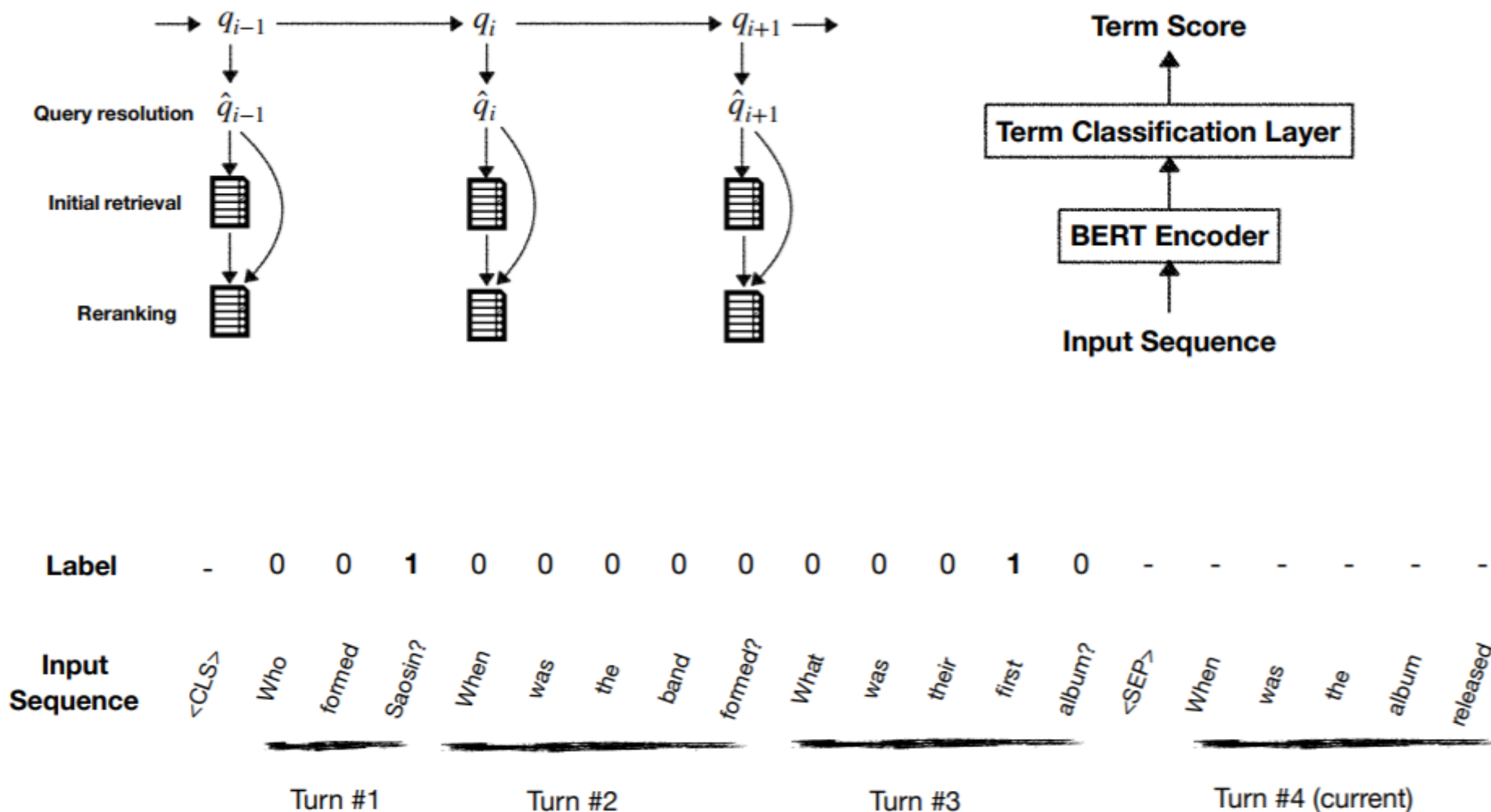
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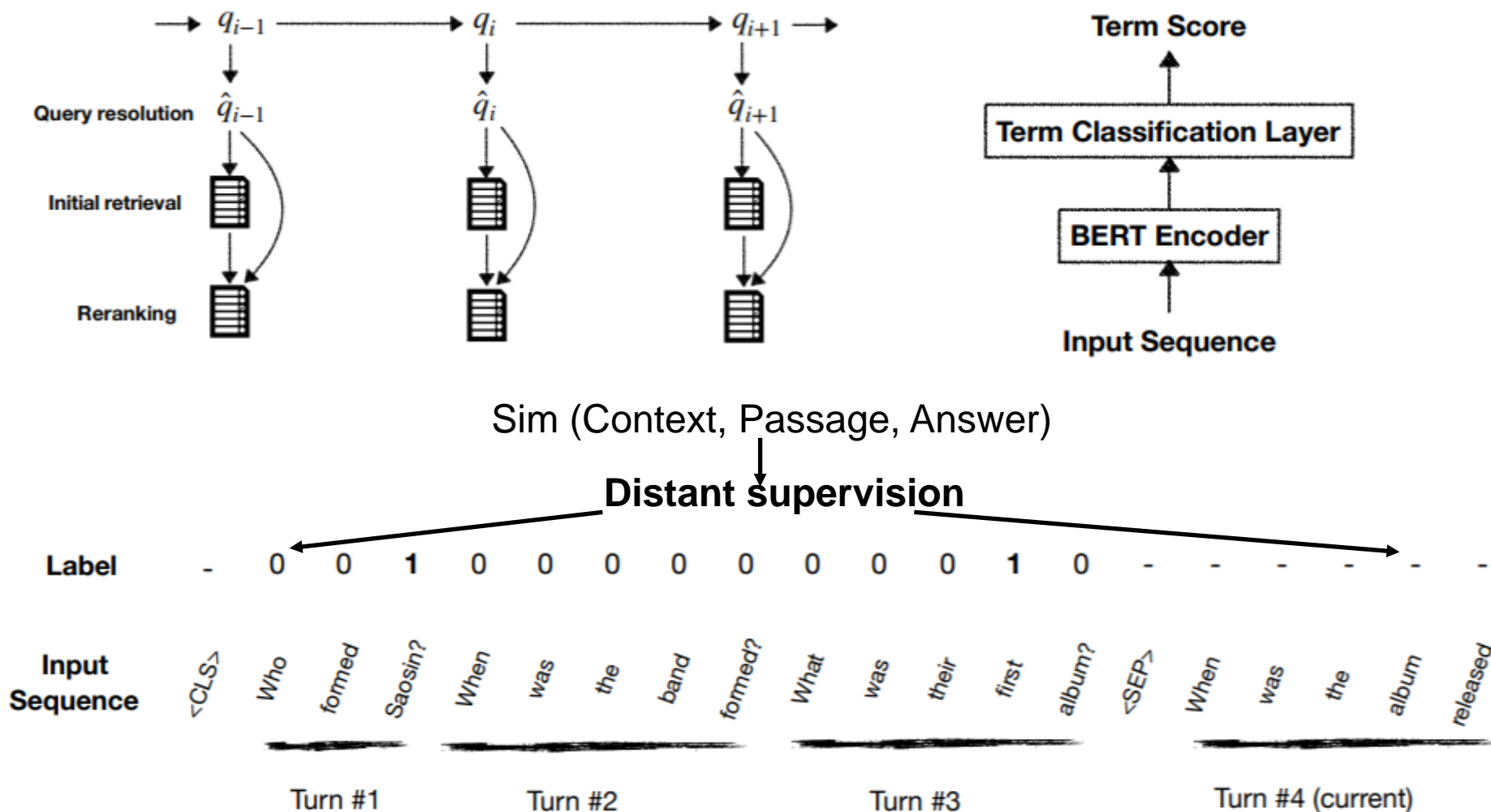
- ✓ Keyphrase extraction bridges the gap between traditional search engines with conversational search.
- ✓ Labelling keyphrase is label intensive.

So how we address keyphrase extraction in an unsupervised/weak-supervised/self-supervised manner?

Keyphrase Extraction



Keyphrase Extraction



Keyphrase Extraction

Method	P	R	F1
Original (cur+prev)	22.3	46.4	30.1
Original (cur+first)	41.1	49.5	44.9
Original (all)	12.3	100.0	21.9
NeuralCoref	65.5	30.0	41.2
BiLSTM-copy	67.0	53.2	59.3
QuReTeC	71.5	66.1	68.7

Intrinsic evaluation - results on QuAC.

Method	P	R	F1
Original (cur+prev)	32.5	43.9	37.4
Original (cur+first)	43.0	74.0	54.4
Original (all)	18.6	100.0	31.4
RM3 (cur)	35.8	8.3	13.5
RM3 (cur+prev)	34.6	32.5	33.5
RM3 (cur+first)	40.9	32.9	36.5
RM3 (all)	41.5	38.8	40.1
NeuralCoref	83.0	28.7	42.7
BiLSTM-copy	51.5	36.0	42.4
QuReTeC	77.2	79.9	78.5

Intrinsic evaluation - results on CAsT.

- ✓ QuReTeC outperforms all the variations of Original and the baselines.
- ✓ Original (all) has perfect recall but at the cost of very poor precision.
- ✓ QuReTeC generalizes well to CAsT (even though it was only trained on QuAC).

Keyphrase Extraction

Method	Recall	MAP	MRR	NDCG@3
Original (cur)	0.438	0.129	0.310	0.155
Original (cur+prev)	0.572	0.181	0.475	0.235
Original (cur+first)	0.655	0.214	0.561	0.282
Original (all)	0.694	0.190	0.552	0.256
RM3 (cur)	0.440	0.140	0.320	0.158
RM3 (cur+prev)	0.575	0.200	0.482	0.254
RM3 (cur+first)	0.656	0.225	0.551	0.300
RM3 (all)	0.666	0.195	0.544	0.266
Nugget	0.426	0.101	0.334	0.145
QCM	0.392	0.091	0.317	0.127
NeuralCoref	0.565	0.176	0.423	0.212
BiLSTM-copy	0.552	0.171	0.403	0.205
QuReTeC	0.754[▲]	0.272[▲]	0.637[▲]	0.341[▲]
Oracle	0.785	0.309	0.660	0.361

- ✓ QuReTeC outperforms all the baselines achieving performance close to Oracle.
- ✓ Nugget and QCM perform poorly, which indicates that session search is different in nature than conversational search.
- ✓ BiLSTM-copy performs poorly, which means that it does not generalize well to CAsT.

Extrinsic evaluation – retrieval results on CAsT.

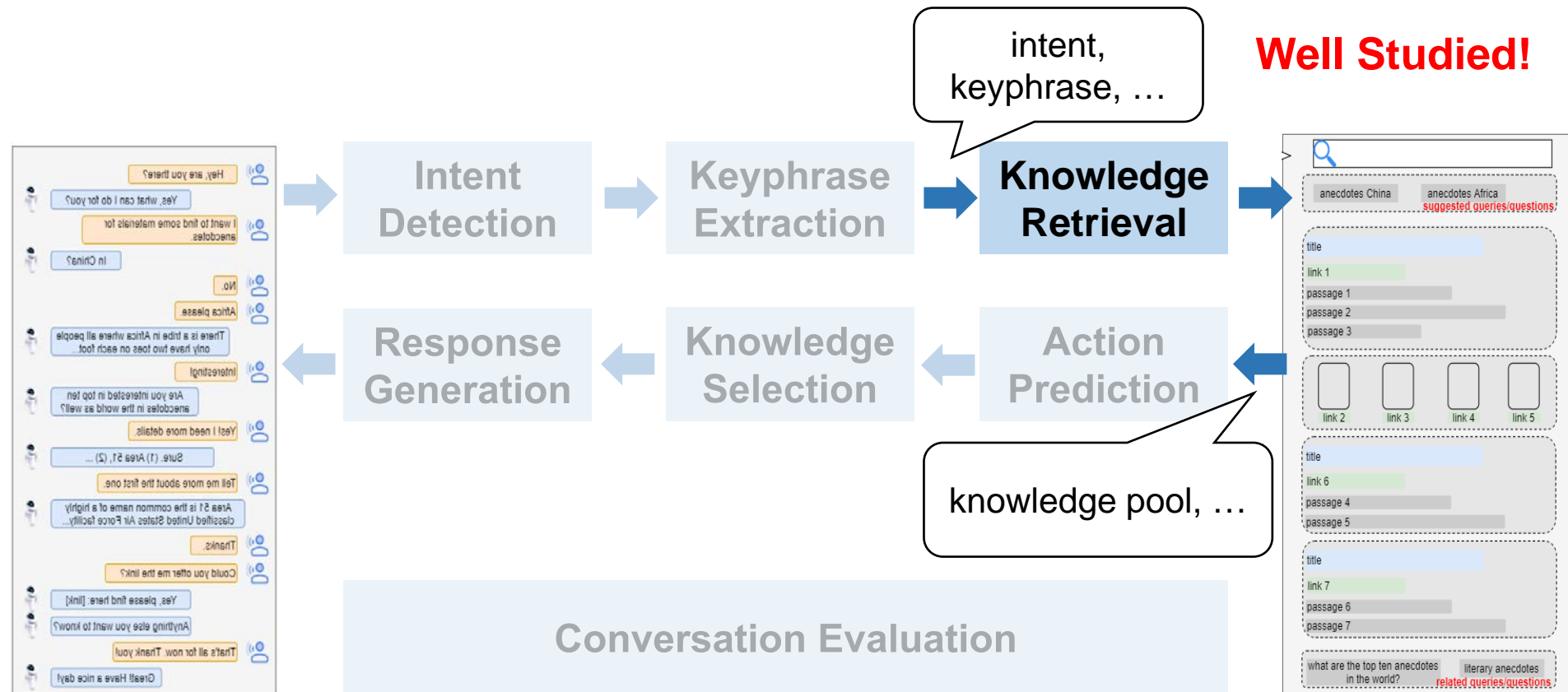
Keyphrase Extraction

Method		MAP	MRR	NDCG@3
QeReTeC	Initial	0.272	0.637	0.341
	BERT-base	0.272	0.693	0.408
	RRF (Initial + BERT-base)	0.355[▲]	0.787[▲]	0.476[▲]
	Oracle	0.754	0.956	0.926
TREC-top-auto		0.267	0.715	0.436
TREC-top-manual		0.405	0.879	0.589

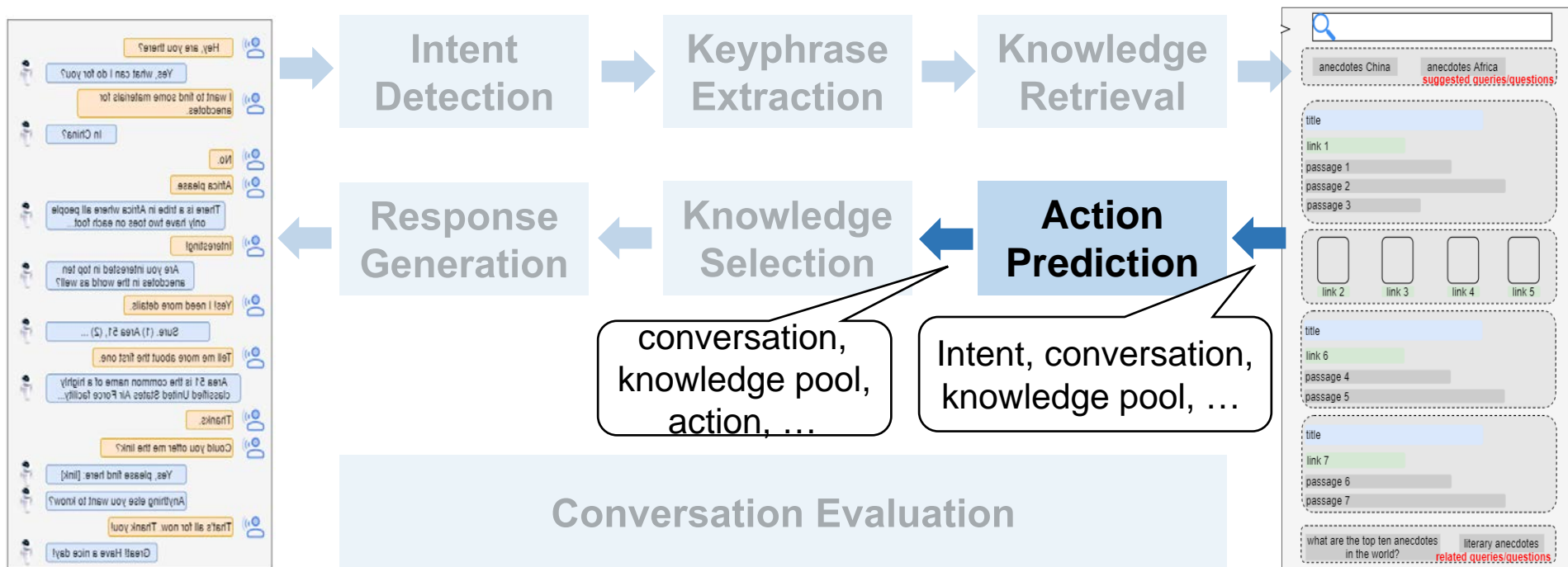
Extrinsic evaluation – reranking results on CAsT.

- ✓ The best model outperforms TRECtop-auto on all metrics.
- ✓ There is still plenty of room for improvement for reranking, which is a clear direction for future work.

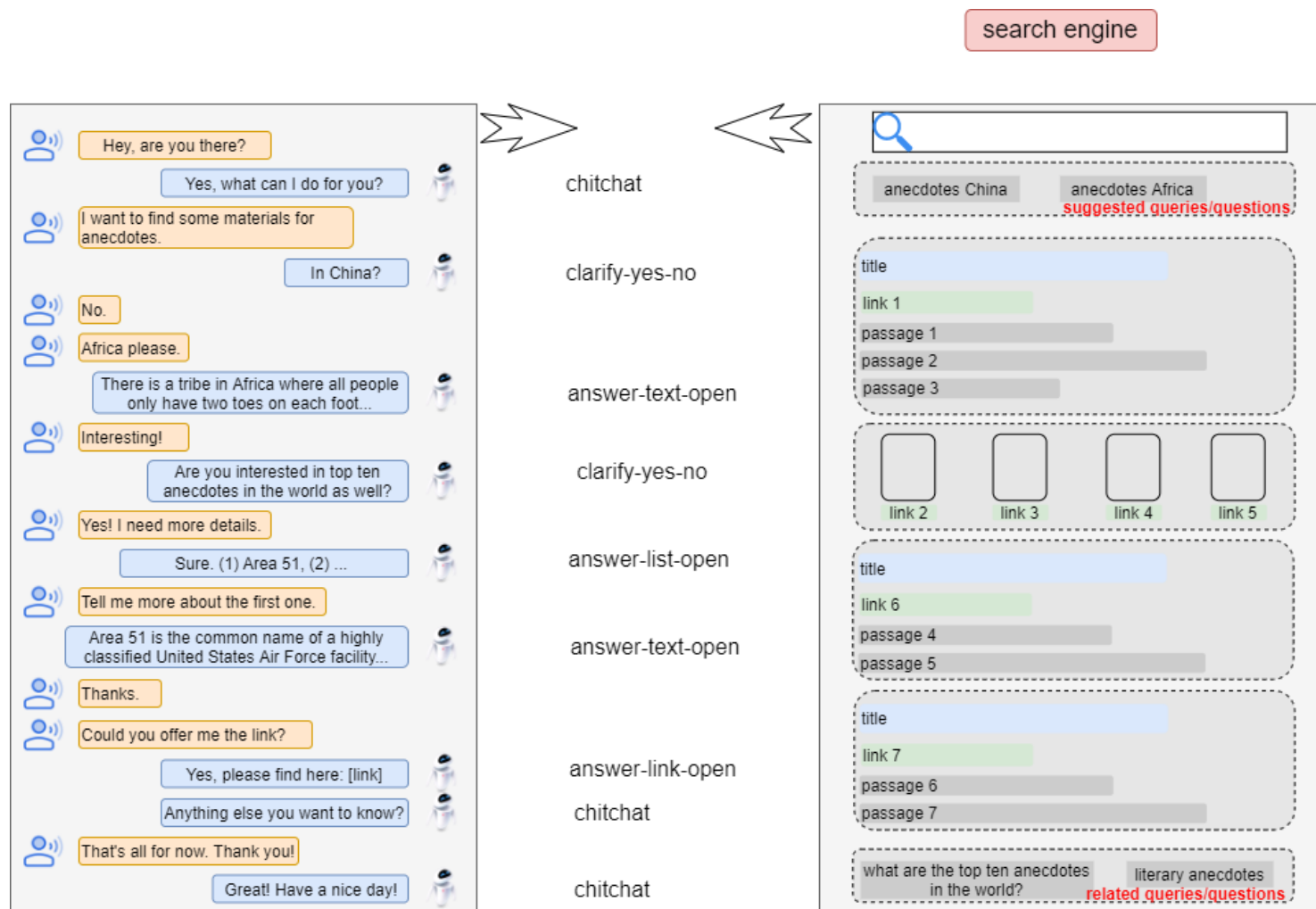
Conversations with Search Engines



Conversations with Search Engines



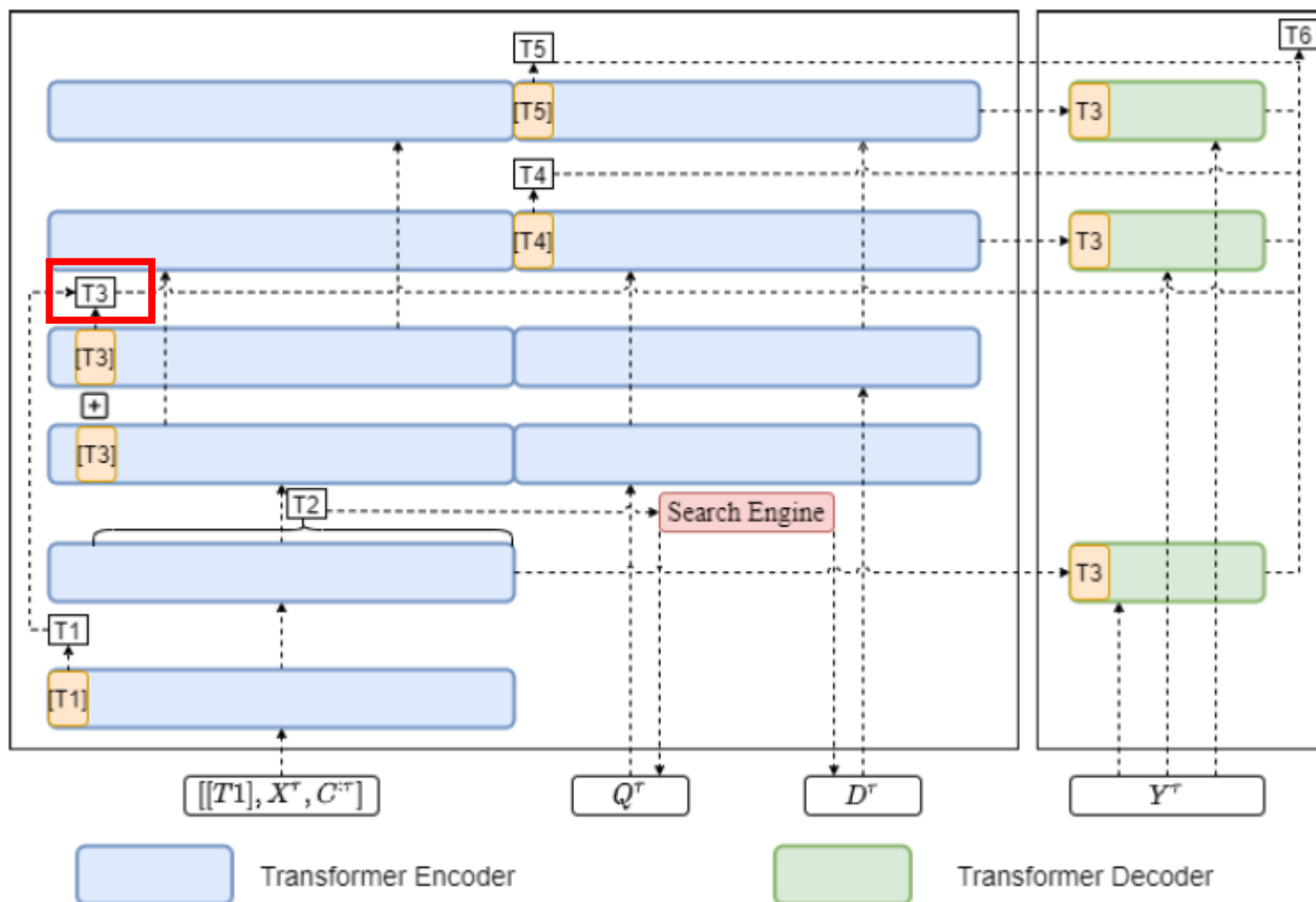
Action Prediction



Action Prediction

Action		Explanation	Example	TSE operations
clarify	yes-no	Ask questions to clarify user intent when it is unclear or exploratory.	Do you want to the plot? (clarify-yes-no)	Suggest queries.
	choice		Do you want to know its plot, cast or director? (clarify-choice)	
	open		What information do you want to know? (clarify-open)	
answer-type	opinion	Give advice, ideas, suggestions, or instructions. The response is more subjective.	I recommend xxx, because ... (answer-opinion)	Provide results.
	fact	Give a single, unambiguous answer. The response is objective and certain.	Her birthday is xxx. (answer-fact)	
	open	Give an answer to an open-ended question, or one with unconstrained depth. The response is objective but may be different depending on the perspectives.	One of the reasons of the earthquake is that... (answer-open)	
answer-form	free-text	Answer the user intent by providing information in the right form or when being asked to answer in a particular form.	The disadvantages of Laminate Flooring are that (answer_free_text)	
	list		Area 51. ... (answer_list)	
	steps		1. Click on ... 2. (answer_steps)	
	link		You can find the video here: [link]. (answer_link)	
no-answer		If there is no relevant information found, notice the user.	Sorry, I cannot find any relevant information. (no-answer)	No answer found.
request-rephrase		Ask the user to rephrase its question if it is unclear.	I didn't really get what you mean. (request-rephrase)	-
chitchat		Greetings or other content that are not related to the information need.	Hi. (chitchat) Yes, I am ready to answer your questions. (chitchat)	-

Action Prediction



Action Prediction

	AP (%)		
	P	R	F1
-ID	18.7	22.6	18.3
-KE	22.0	22.7	19.1
-AP	—	—	—
-QS	22.7	23.2	18.9
-PS	20.1	22.3	18.1
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Results of joint learning.

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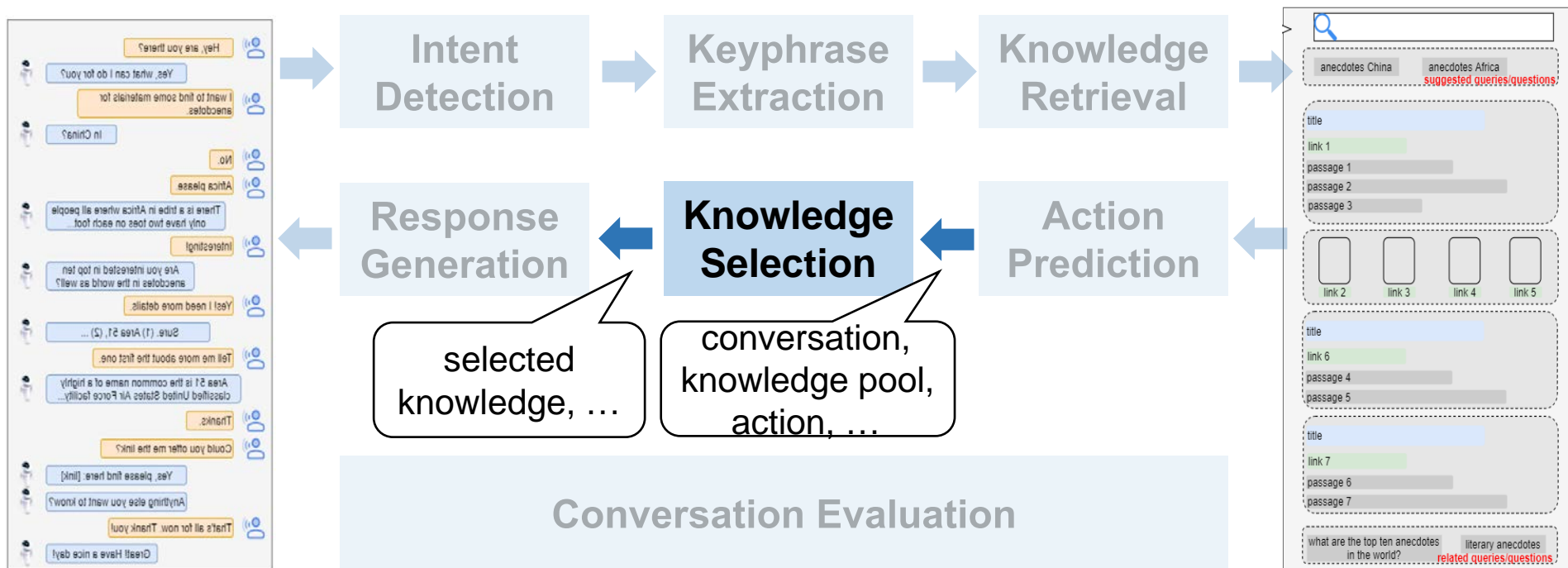
	AP (%)		
	P	R	F1
test (unseen)	17.6	18.1	16.5
test (seen)	19.9	24.2	19.0
test	18.8	20.6	17.8

Results on seen/unseen data.

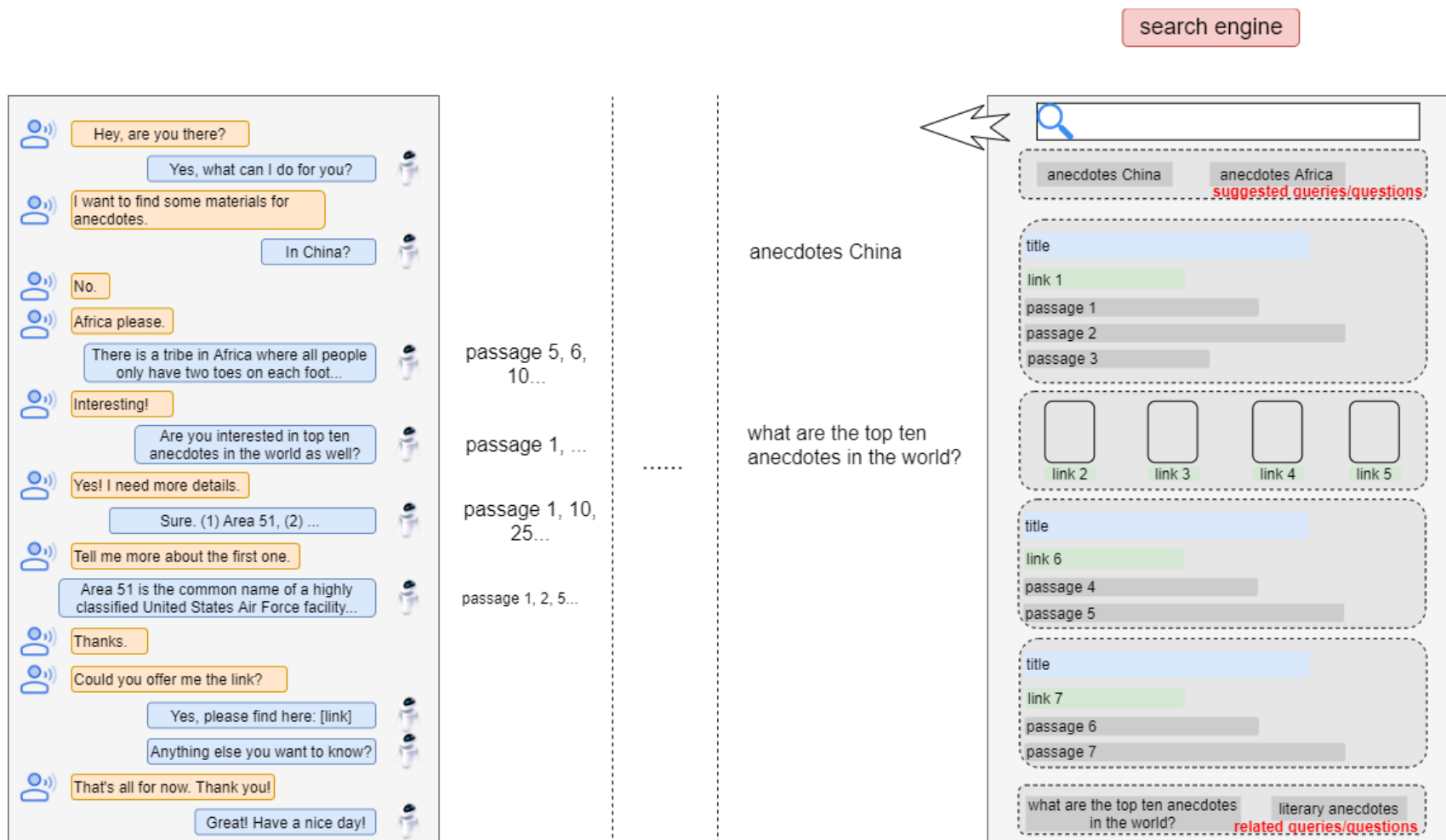
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-KdConv	16.3	17.7	15.3
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Results with different pretraining data.

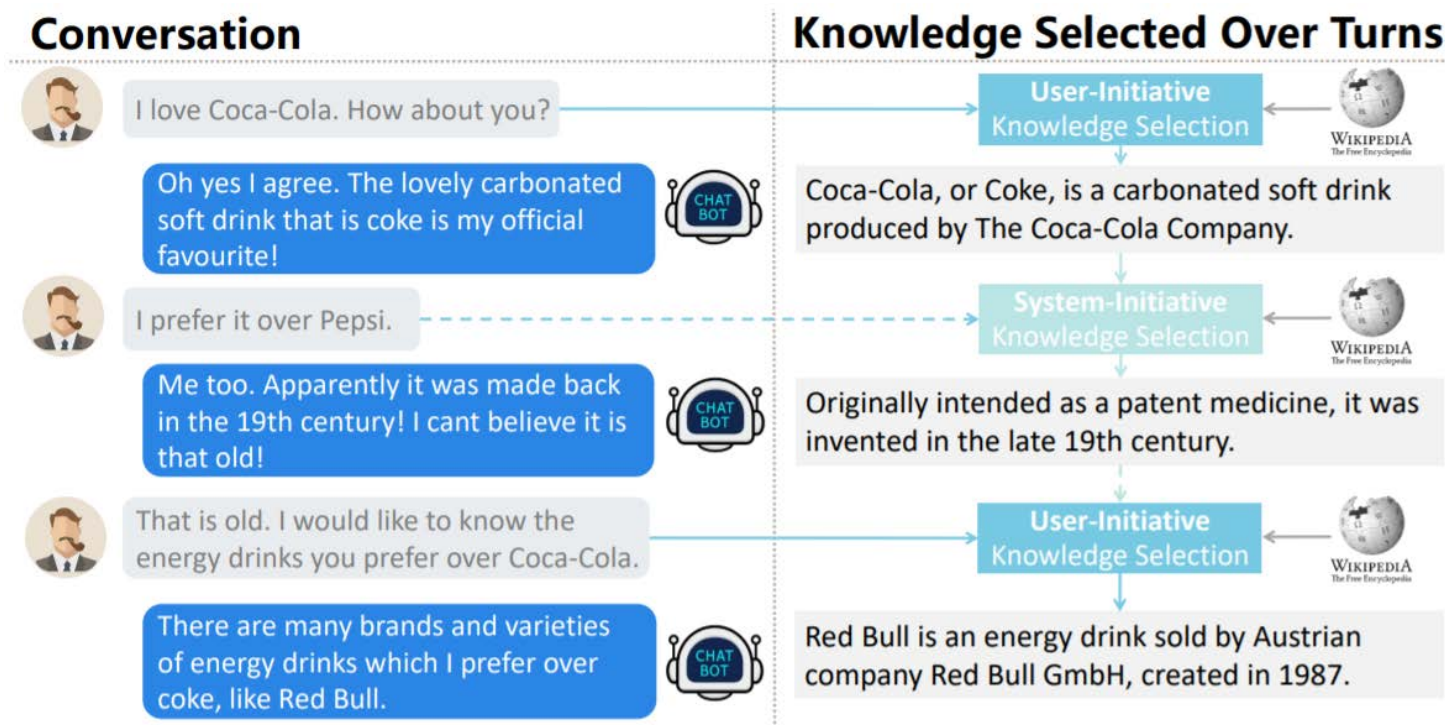
Conversations with Search Engines



Knowledge Selection

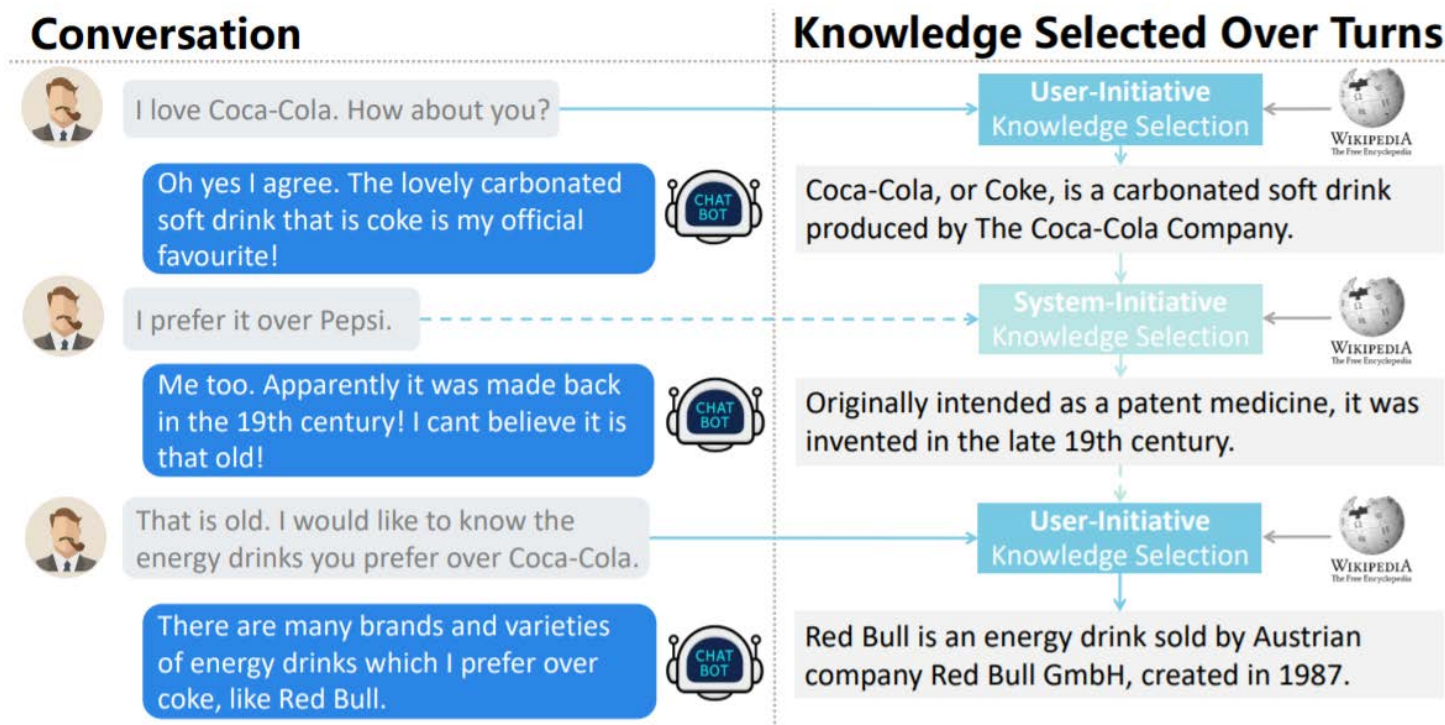


Knowledge Selection



- ✓ Conversation is mixed initiative by nature.
- ✓ Pretraining helps but not all conversation data has the required labels.

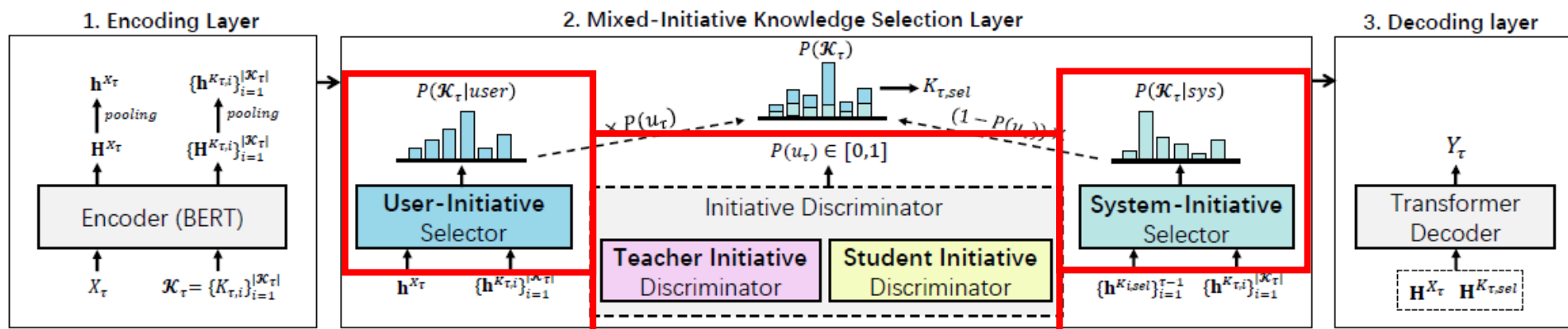
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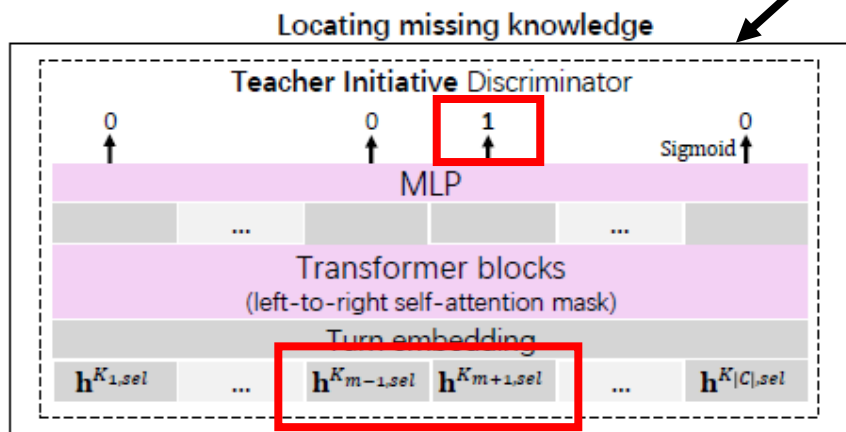
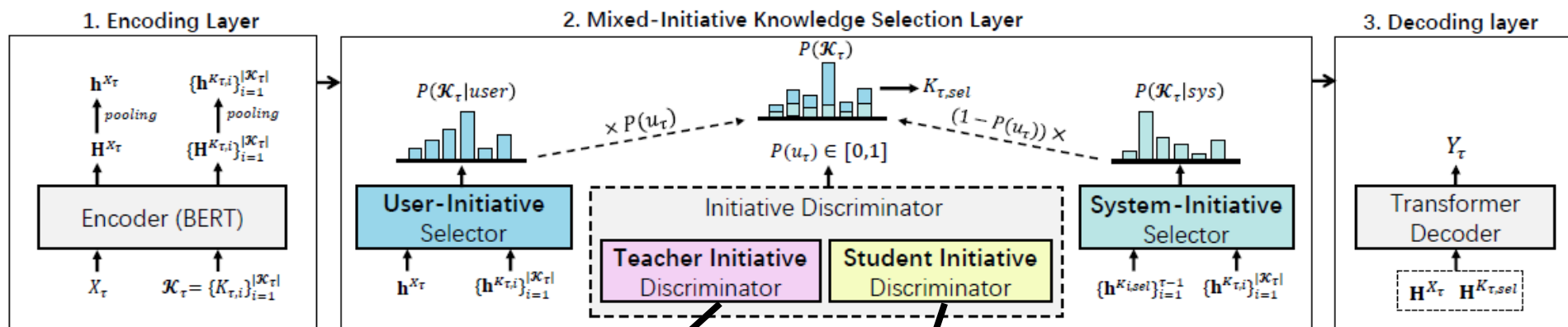
- ✓ Conversation is mixed initiative by nature.
- ✓ Pretraining helps but not all conversation data has the required labels.

So can we improve knowledge selection by leveraging the mixed initiative phenomenon without extra labelling required?

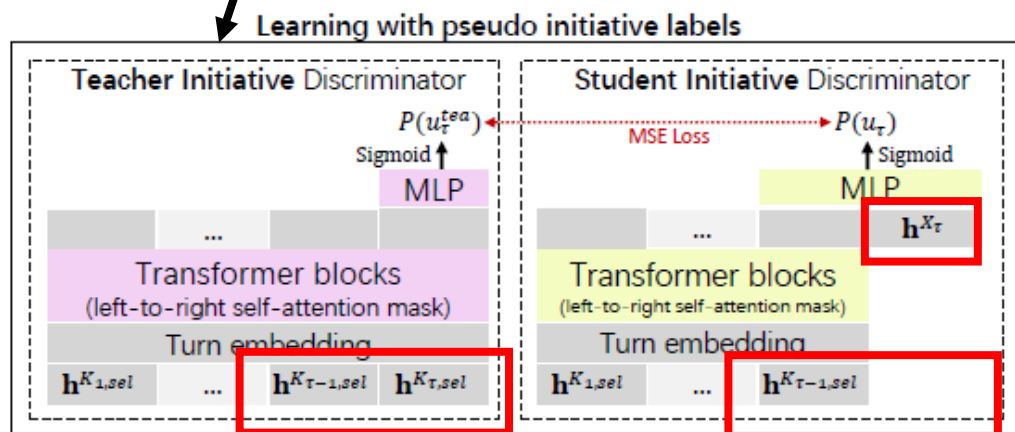
Knowledge Selection



Knowledge Selection



Knowledge skipping



Assumption: Unsmooth knowledge shift is mostly because of user-initiative.

Knowledge Selection

Methods	Test Seen (%)						Test Unseen (%)					
	BLEU-4	METEOR	ROUGE-1	ROUGE-2	ROUGE-L	R@1	BLEU-4	METEOR	ROUGE-1	ROUGE-2	ROUGE-L	R@1
PostKS + BERT	0.77	14.16	22.68	4.27	16.59	4.83	0.39	12.59	20.82	2.73	15.25	4.39
TMemNet + BERT	1.61	15.47	24.12	4.98	17.00	23.86	0.60	13.05	21.74	3.63	15.60	16.33
SKT	1.76	16.04	24.61	5.24	17.61	25.36	1.05	13.74	22.84	4.40	16.05	18.19
DiffKS + BERT	2.22	16.82	24.75	6.27	17.90	25.62	1.69	14.69	23.62	5.05	16.82	20.11
DukeNet	2.43	17.09	25.17	6.81	18.52	26.38	1.68	15.06	23.34	5.29	17.06	19.57
SKT+PIPM+KDBTS	2.47	17.14	25.19	7.01	18.47	27.40	1.71	14.83	23.56	5.46	17.14	20.20

Methods	Test Seen (%)						Test Unseen (%)					
	BLEU-4	METEOR	ROUGE-1	ROUGE-2	ROUGE-L	R@1	BLEU-4	METEOR	ROUGE-1	ROUGE-2	ROUGE-L	R@1
MIKe (ours)	2.78	17.76	25.40	7.11	18.78	28.41	2.00	15.64	23.78	5.61	17.41	21.47
MIKe-ISLe	2.63	17.22	25.15	6.97	18.67	27.52	1.67	15.38	23.42	5.28	17.04	20.44
MIKe-ISLe-ID	2.48	17.28	24.90	6.64	18.24	26.58	1.46	14.70	22.87	5.16	16.36	19.35
MIKe-ISLe-ID-UIS	1.70	15.88	24.37	5.17	17.33	23.95	0.89	13.68	22.17	4.09	15.98	16.67
MIKe-ISLe-ID-SIS	1.68	15.76	24.33	5.08	17.21	23.88	0.87	13.44	22.01	3.88	15.79	15.99

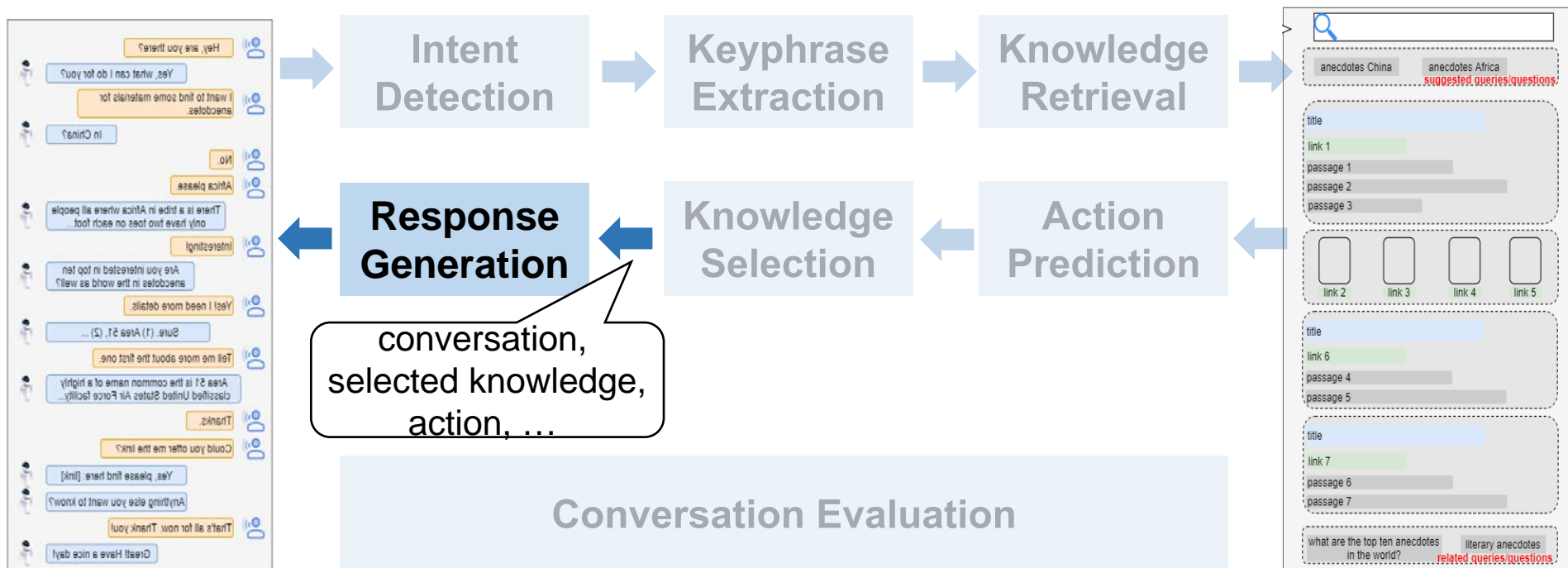
Results on WoW.

- ✓ MIKe outperforms other baselines in both knowledge selection and response generation.
- ✓ All components are beneficial for MIKe.

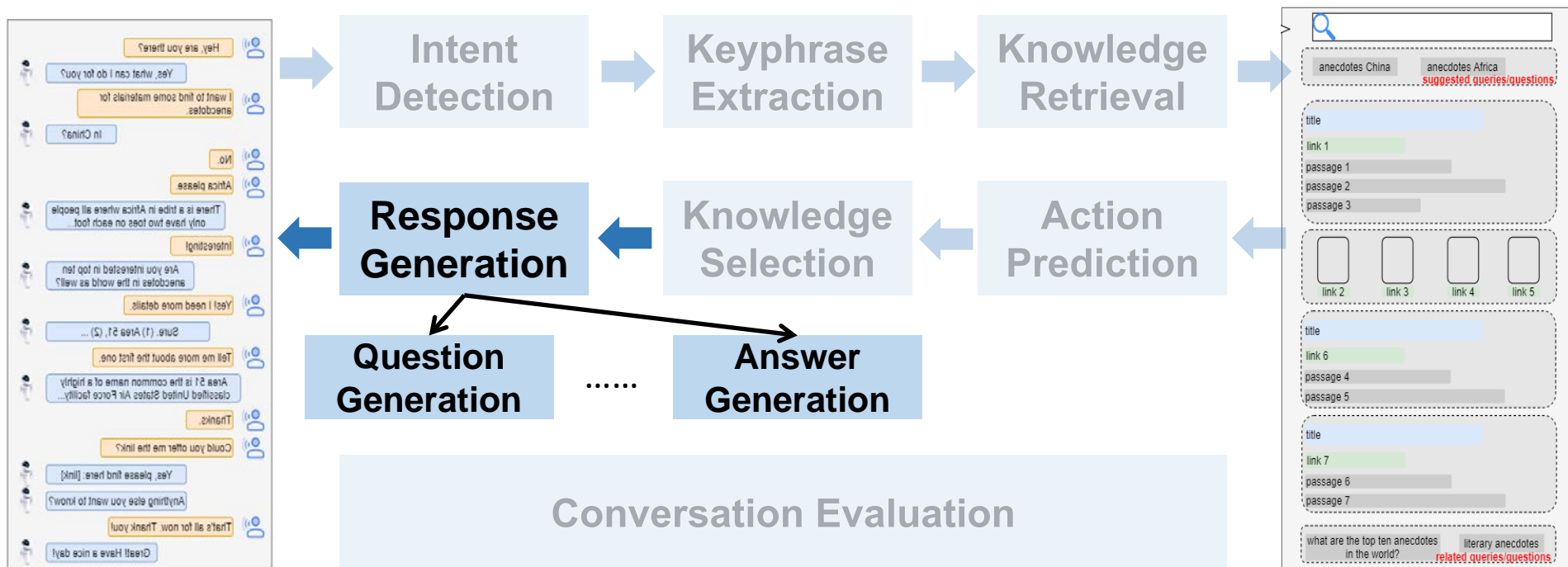
Knowledge Selection

	Example 1 (Test seen)	Example 2 (Test unseen)
Knowledge pool	<p>K_1: no knowledge used .</p> <p>K_2: while basketball is most often played as a team sport with five players on each side , two-on-two , and one-on-one competitions are also common .</p> <p>K_3: basketball is a limited contact sport played on a rectangular court .</p> <p>K_4: jordan played 15 seasons in the nba for the chicago bulls and washington wizards .</p> <p>...</p>	<p>K_1: no knowledge used .</p> <p>K_2: instagram is a mobile , desktop , and internet - based photo - sharing application and service that allows users to share pictures and videos either publicly , or privately to pre-approved followers .</p> <p>K_3: google photos is a photo sharing and storage service developed by google .</p> <p>K_4: instagram is owned by facebook .</p> <p>...</p>
Context	<p>User: are you a basketball fan ?</p> <p>System: (K_2) yes , i am a fan of the five player sport . are you ?</p> <p>User: not as much as i used to be . i watched the bulls in the 90s when they were the dream team . (the current user utterance)</p>	<p>User: i hate to admit it but i spend way too much time on instagram !</p> <p>System: (K_2) i use it for sharing photos and videos</p> <p>User: do you have a lot of followers ? (the current user utterance)</p>
Initiative type	User-initiative KS	System-initiative KS
Response	<p>DiffKS + BERT: (K_3 ✗) i do know that basketball is a limited contact sport played on a rectangular court .</p> <p>DukeNet: (K_2 ✗) i agree . i like to play basketball . i like the sport with five players on each side .</p> <p>SKT+PIPM+KDBTS: (K_2 ✗) i ' m not sure but i know that while basketball is most played as a team sport with five players .</p> <p>MIKe: (K_4 ✓) i know that jordan played 15 seasons in the nba for the chicago bulls and washington wizards .</p>	<p>DiffKS + BERT: (K_3 ✗) i have a google</p> <p>DukeNet: (K_1 ✗) i have a lot of followers .</p> <p>SKT+PIPM+KDBTS: (K_1 ✗) i have not i have not .</p> <p>MIKe: (K_4 ✓) i have a lot of followers and i do know that it is owned by facebook .</p>

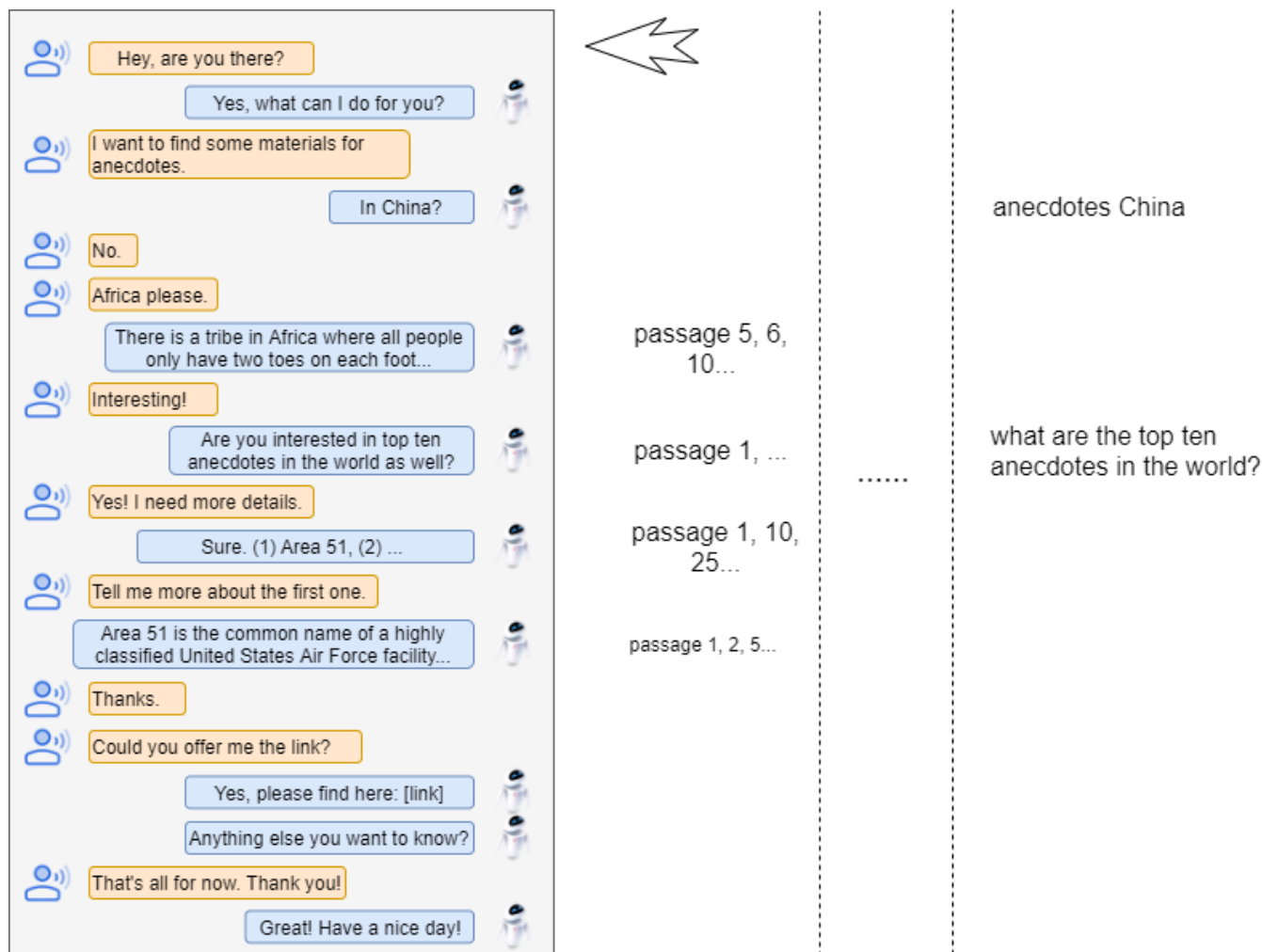
Conversations with Search Engines



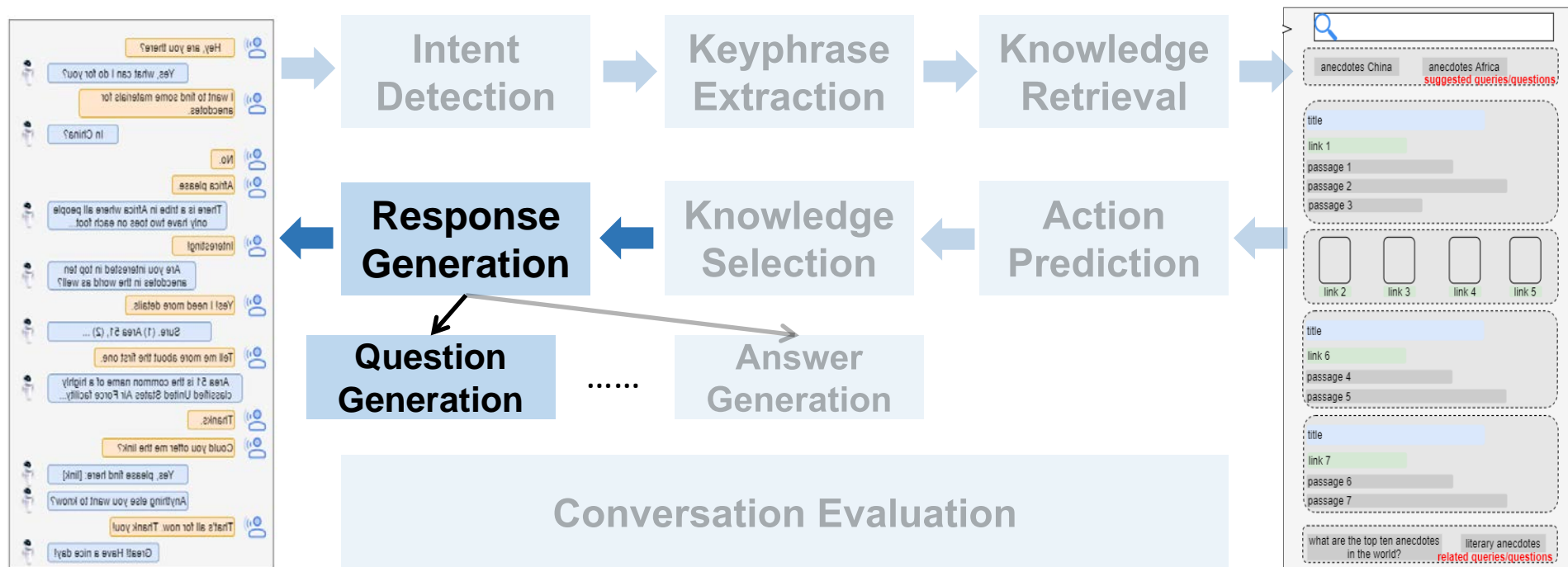
Conversations with Search Engines



Response Generation



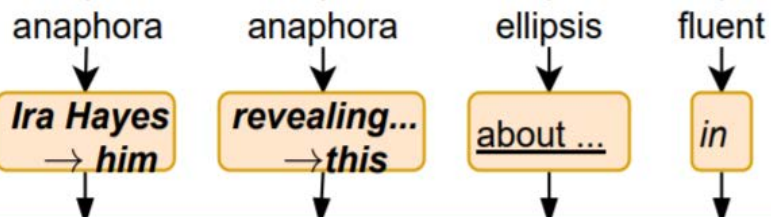
Conversations with Search Engines



Question Generation

- Q1 What was **Ira Hayes** doing after the War?
A1 Hayes attempted to lead a normal civilian life after the war.
...
Q3 What **truth** is he wanting to **reveal**?
A3 To Block's family about their son **Harlon** being in the **Rosenthal photograph**.

SQ4 Was anyone opposed to **Ira Hayes revealing the truth** about Harlon and the Rosenthal photograph?



CQ4 Was anyone opposed to **him** (in) **this**?

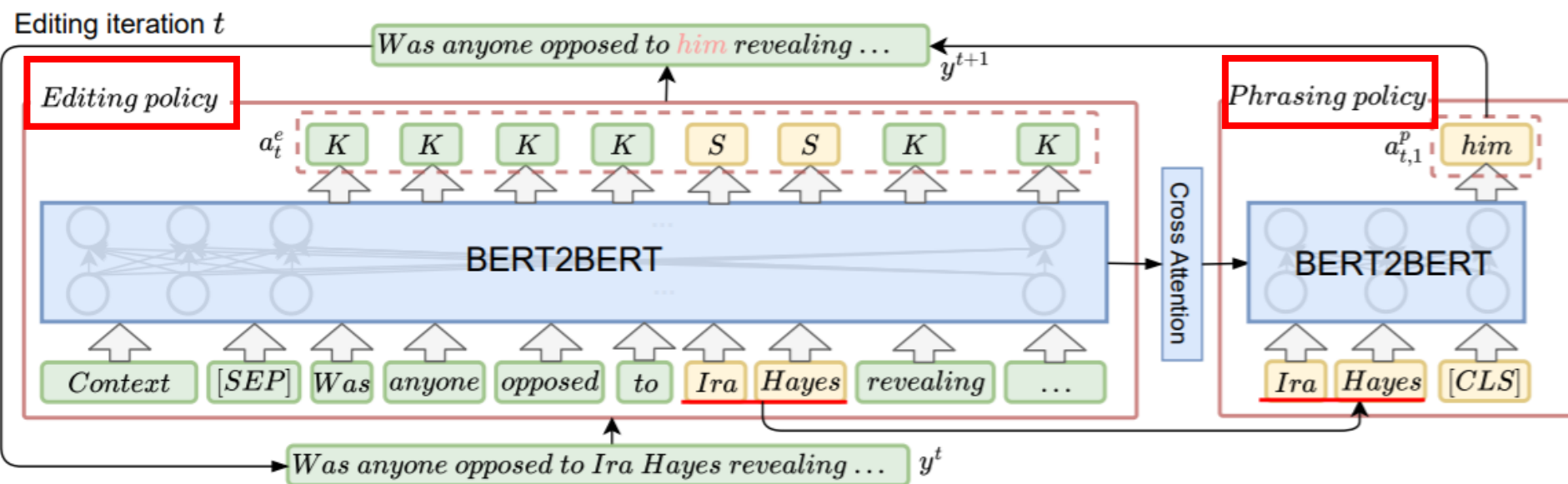
MLE Was anyone opposed to → him

MLD Was anyone opposed to **Ira Hayes** ...

MLD Was anyone opposed to **him** ...

- ✓ Pure generation vs. Retrieval + Reranking + Rewriting
- ✓ MLE gives equal attention to generate each question token, stuck in easily learned tokens, i.e., tokens appearing in input, ignoring conversational tokens, e.g., him, which is a small but important portion of output.

Question Generation



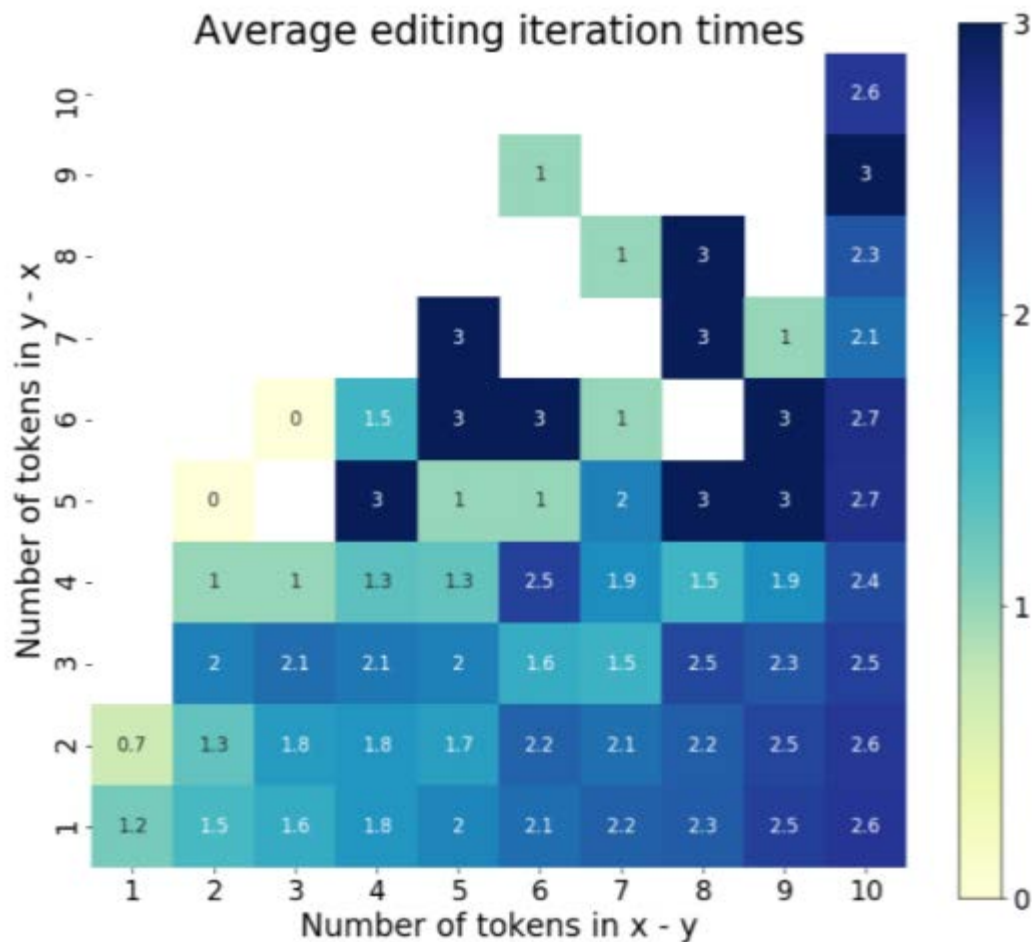
Question Generation

Method	CANARD (%)						CAsT (%) (unseen)					
	B-1	B-2	B-3	B-4	R-L	CIDEr	B-1	B-2	B-3	B-4	R-L	CIDEr
Origin	54.7	47.0	40.6	35.3	70.9	3.460	75.9	69.2	62.9	57.6	85.0	5.946
Rule	55.0	47.0	40.2	34.8	70.5	3.420	78.0	71.4	65.3	60.0	86.1	6.220
Trans++	84.3	77.5	72.1	67.5	84.6	6.348	76.0	64.3	54.8	47.2	76.5	4.258
QGDiv	85.2	78.6	73.3	68.9	85.2	6.469	75.9	65.3	56.7	59.6	78.0	4.694
QuerySim	83.1	78.5	74.5	71.0	82.7	6.585	80.6	75.3	70.2	65.5	83.3	6.345
RISE	86.3*	80.5*	75.6	71.6*	86.2*	6.759	85.1*	78.4	72.2	66.8	87.8*	6.543

Results on CANARD and CAsT.

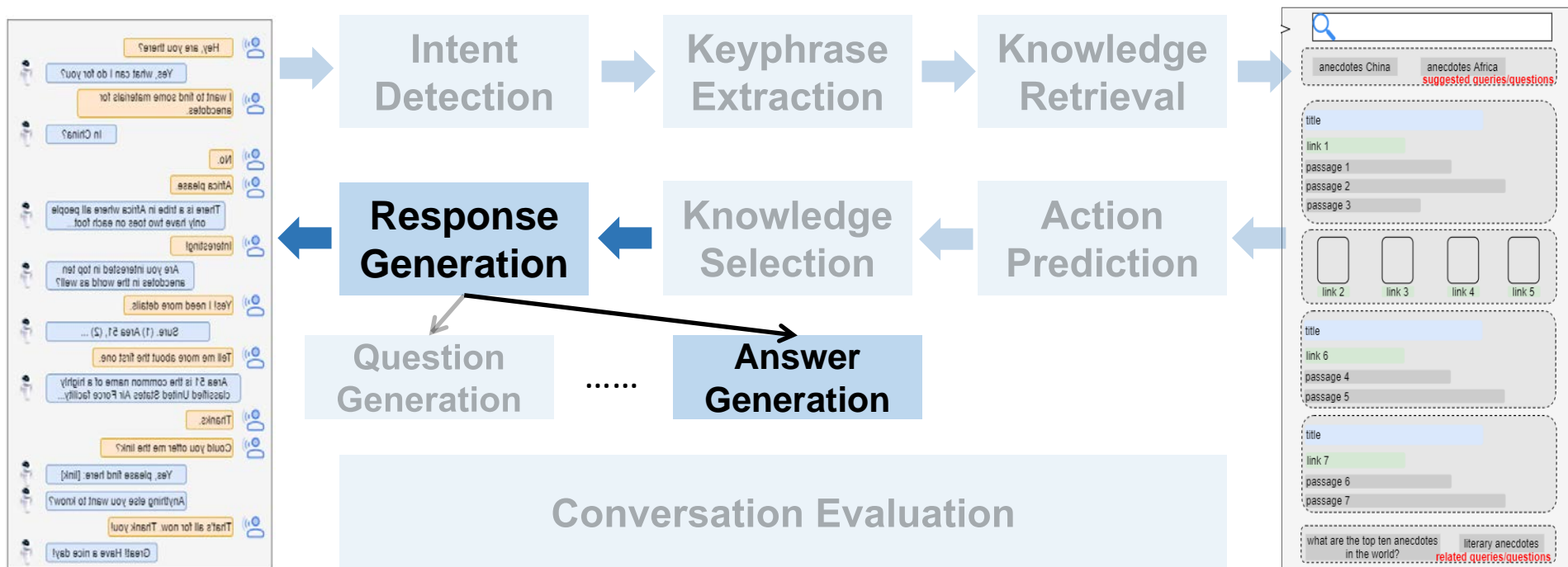
- ✓ RISE has a better ability to emphasize conversational tokens, rather than treating all tokens equally.
- ✓ RISE is more robust, which generalizes better to unseen data of CAsT.

Question Generation



- ✓ As the number of different tokens between x and y increases, the number of editing iterations increases too.

Conversations with Search Engines



Answer Generation

- Selection methods (Community Question Answering)
 - ✓ Not flexible
- Extraction methods (Reading Comprehension)
 - ✓ Not fluent (not complete sentence for many cases)
- Abstraction methods (Conversational agents)
 - ✓ Not precise (Not use knowledge properly)

Answer Generation

A global perspective about what to say next.

Conversation Context

Distant Supervision

Global Knowledge Selection (GKS)

Topic Transition Vector

Local Knowledge Selection (LKS)

Local Knowledge Selection (LKS)

Local Knowledge Selection (LKS)

Background Knowledge

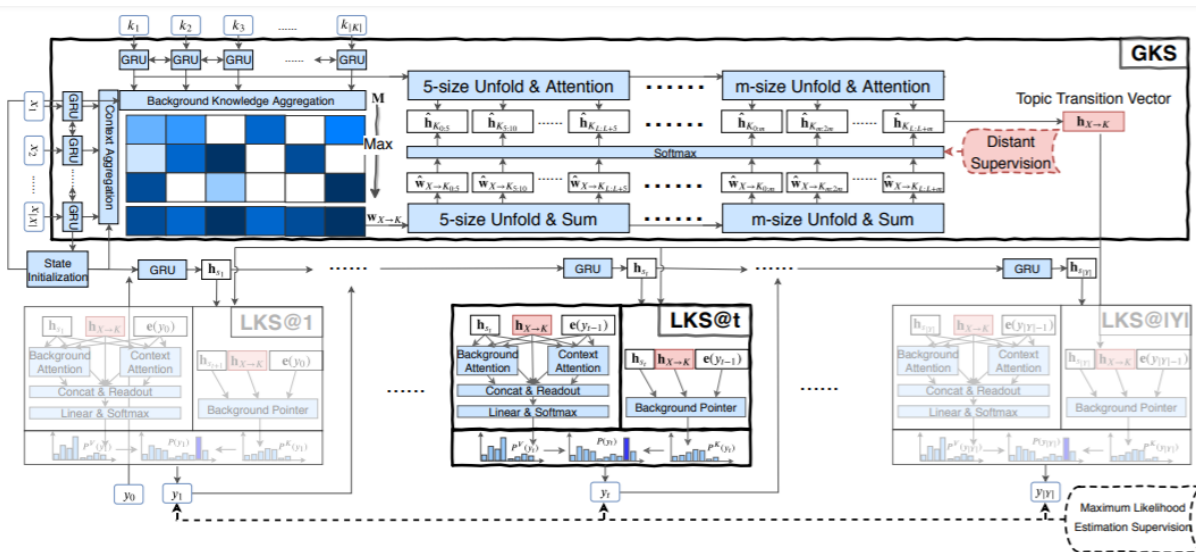
Decoding Step

What to talk (be precise)

Thinking Globally

Acting Locally

How to talk it (be fluent)



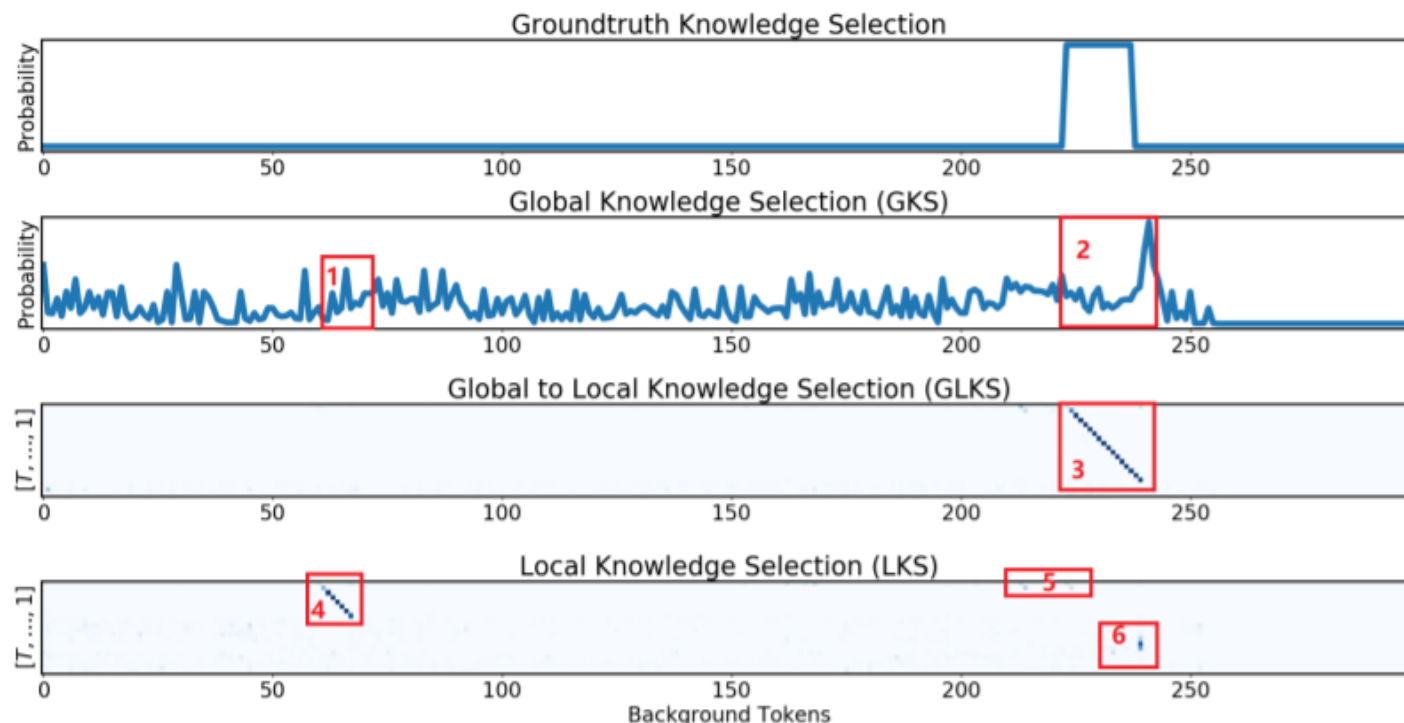
Answer Generation

	ROUGE-1		ROUGE-2		ROUGE-L	
	SR	MR	SR	MR	SR	MR
no background						
S2S	27.15	30.91	09.56	11.85	21.48	24.81
HRED	24.55	25.38	07.61	08.35	18.87	19.67
oracle background (256-word)						
S2SA	27.97	32.65	14.50	18.22	23.23	27.55
GTTP	29.82	35.08	17.33	22.00	25.08	30.06
CaKe	42.82	48.65	30.37	36.54	37.48	43.21
RefNet	42.87	49.64	30.73	38.15	37.11	43.77
GLKS	43.75*	50.67*	31.54*	39.20*	38.69*	45.64*
mixed-short background (256-word)						
S2SA	26.36	30.76	13.36	16.69	21.96	25.99
GTTP	30.77	36.06	18.72	23.70	25.67	30.69
CaKe	41.26	45.81	29.43	34.00	36.01	40.79
RefNet	41.33	47.00	31.08	36.50	36.17	41.72
AKGCM	–	–	29.29	–	34.72	–
GLKS	44.52*	50.06*	33.05*	38.87*	39.63*	45.12*
mixed-long background (1,200-word)						
S2SA	21.90	24.90	5.63	7.00	17.02	19.65
GTTP	23.64	28.81	10.11	14.34	17.60	22.04
RefNet	34.90	42.08	22.12	29.74	29.64	36.65
GLKS	35.30	42.31	21.86	29.35	30.36	37.30

Results on Holl-E.

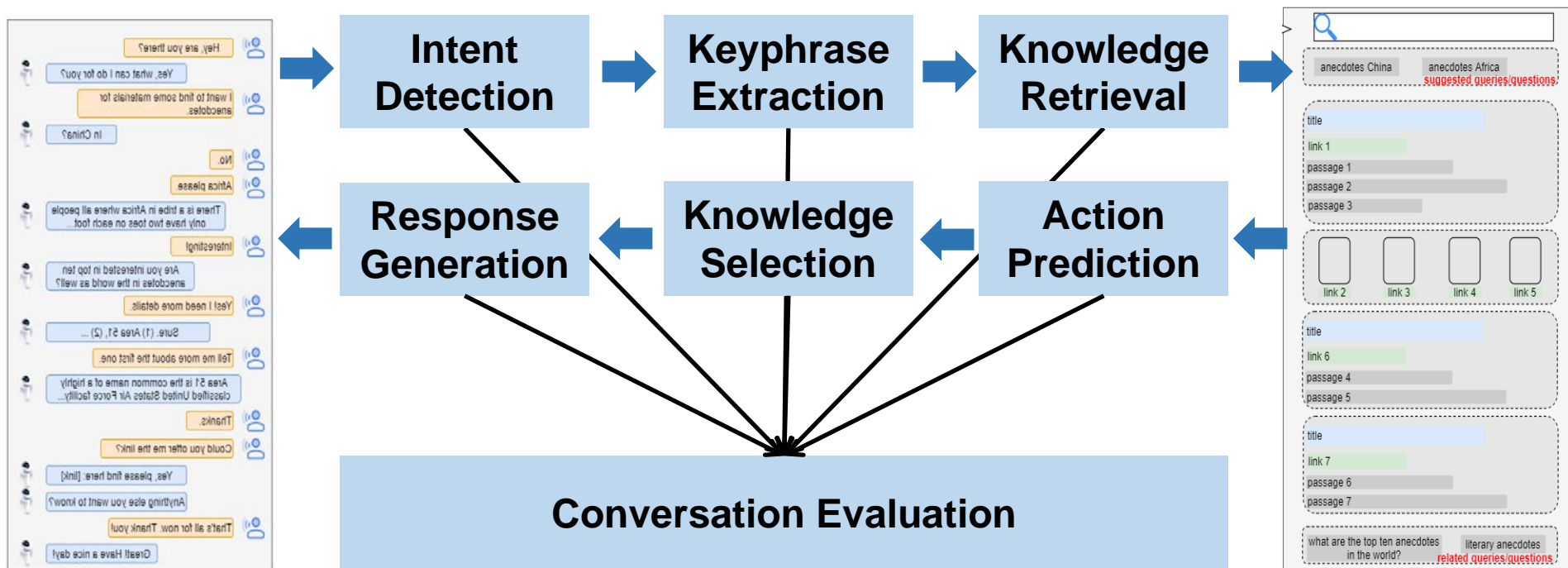
- ✓ GLKS is much better at leveraging and locating the right knowledge to generate responses.
- ✓ Knowledge selection becomes much more difficult when the knowledge becomes longer and larger.

Answer Generation

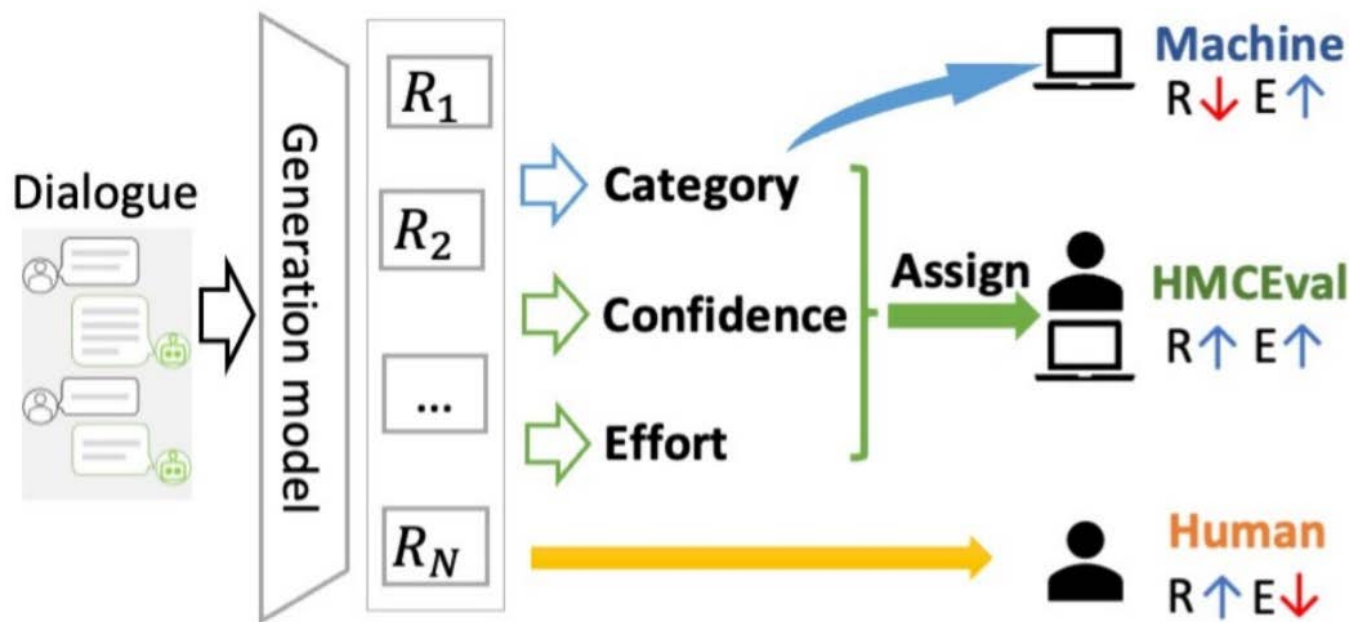


- ✓ GKS offers a more precise guide in knowledge selection.
- ✓ LKS can focus better on response fluency.

Conversations with Search Engines



Conversation Evaluation



- ✓ Automatic Evaluation: Efficient but not reliable usually.
- ✓ Human Evaluation: Mostly reliable but not efficient.

Conversation Evaluation

Sample Assignment Execution (SAE)

$$\max \sum_{i=1}^M \hat{a}_i z_i + \sum_{i=1}^M b_i (1 - z_i),$$

\hat{a}_i The model confidence for evaluating sample i .

b_i The human confidence for evaluating sample i .

$$\min \sum_{i=1}^M k_i z_i + \sum_{i=1}^M \hat{l}_i (1 - z_i),$$

k_i The machine effort for evaluating sample i .

$$z_i = \begin{cases} 0, & \text{sample } i \text{ is assigned to a human;} \\ 1, & \text{sample } i \text{ is assigned to machine.} \end{cases}$$

\hat{l}_i The human effort for evaluating sample i .

M The number of all samples.

Conversation Evaluation

Sample Assignment Execution (SAE)

$$\max \left[\sum_{i=1}^M \hat{a}_i z_i + \sum_{i=1}^M b_i (1 - z_i) - \lambda \left(\sum_{i=1}^M k_i z_i + \sum_{i=1}^M \hat{l}_i (1 - z_i) \right) \right],$$

subject to

$$\sum_{i=1}^M z_i \geq M - N$$

$$b_i = 1 \text{ for } i = 1, \dots, M$$

$$k_i = 0 \text{ for } i = 1, \dots, M$$

$$\lambda \geq 0.$$

N The number of samples assigned to human.

- (a) The number of samples assigned to a human is less than or equal to N .
- (b) Human confidence is assumed to be 1.
- (c) Machine effort is assumed to be 0.
- (d) λ is to balance confidence and effort.

Conversation Evaluation

Model Confidence Estimation (MCE)

- Maximum Class Probability (MCP)
 - Use the classification probabilities to measure the confidence.
- Trust Score (TS)
 - Estimate whether the predicted category of a test sample by a classifier can be trusted, i.e., the ratio between the Hausdorff distance from the sample to the non-predicted and the predicted categories.
- True Class Probability (TCP)
 - Similar to TS, except that the estimation is obtained by a learning-based method, BERT + ConfidNet.

Yangjun Zhang et al. Learning to Ask Conversational Questions by Optimizing Levenshtein Distance. In ACL 2021

Heinrich Jiang et al. To Trust or Not to Trust a Classifier. In NIPS 2018

Charles Corbiere et al. Addressing Failure Prediction by Learning Model Confidence. In NIPS 2019

Conversation Evaluation

Human Effort Estimation (HEE)

- Use time cost, i.e., the time spent for each annotation, to represent human effort.
- Use random forest regression to estimate the time cost.
- Dialogue related features
 - total turns, malevolent turns, non-malevolent turns, first submission or not, paraphrased turns, total length, FK score (readability), DC score (readability), contains malevolent turn or not, perplexity score...
- Worker related features
 - worker test score, approval rate ranking...

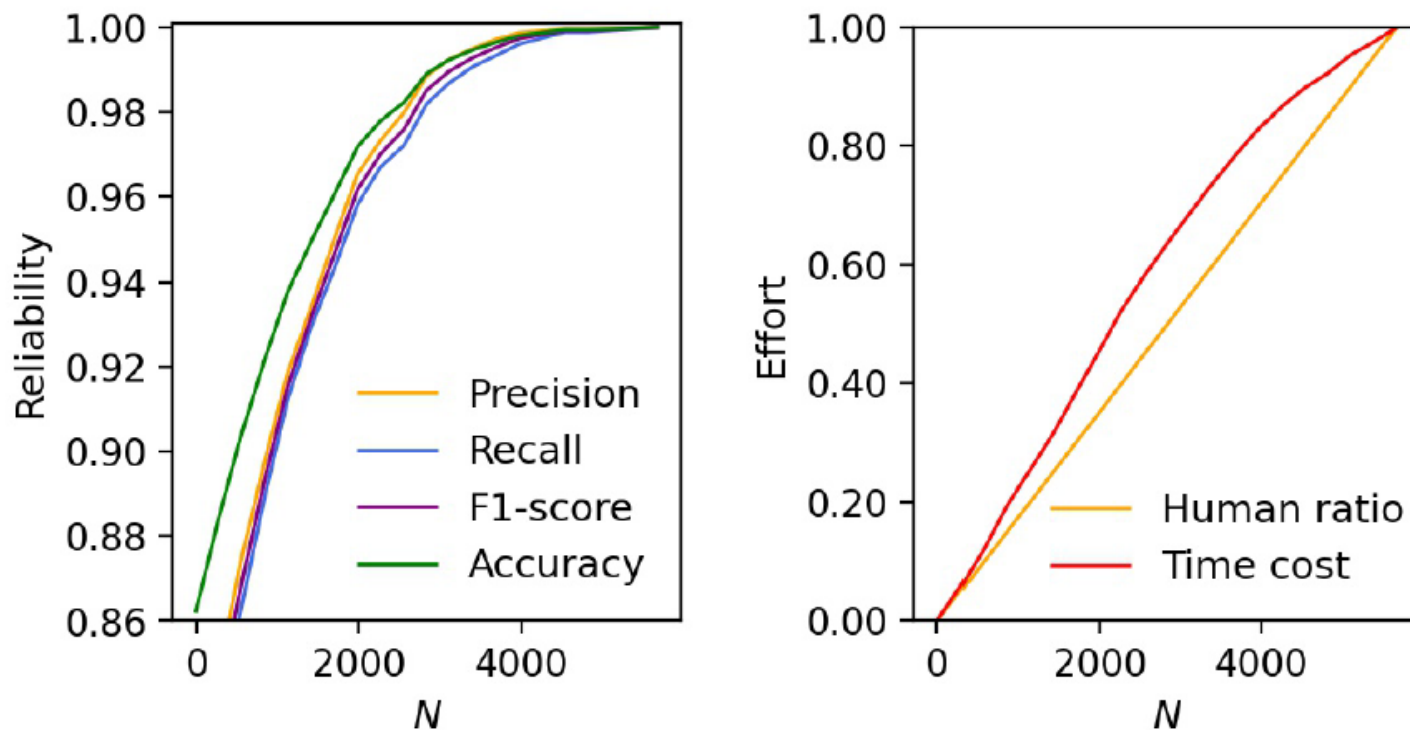
Conversation Evaluation

Metric	Machine	Human	HMCEval
<i>Reliability</i>			
Precision	0.818	1	0.983
Recall	0.803	1	0.976
F1-score	0.810	1	0.980
Accuracy	0.862	1	0.985
<i>Efficiency</i>			
Human ratio	0	1	0.500
Time cost	0	1	0.500

N/M=0.5

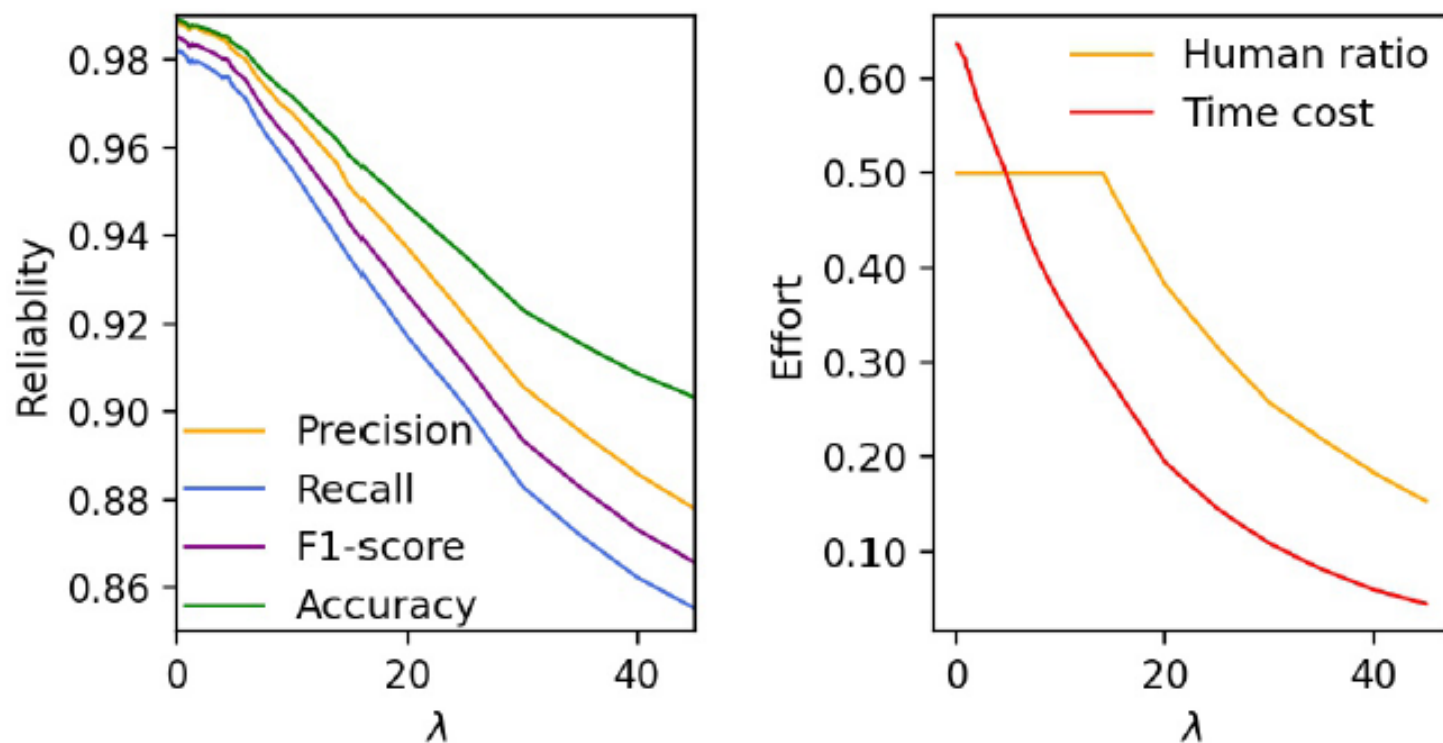
HMCEval achieves around 99% evaluation accuracy with half of the human effort spared.

Conversation Evaluation



As N increases, HMCEval has better reliability, nevertheless the human effort increases.

Conversation Evaluation



As λ increases, HMCEval gets more efficient, while the reliability gets worse.

Yet there's more ...

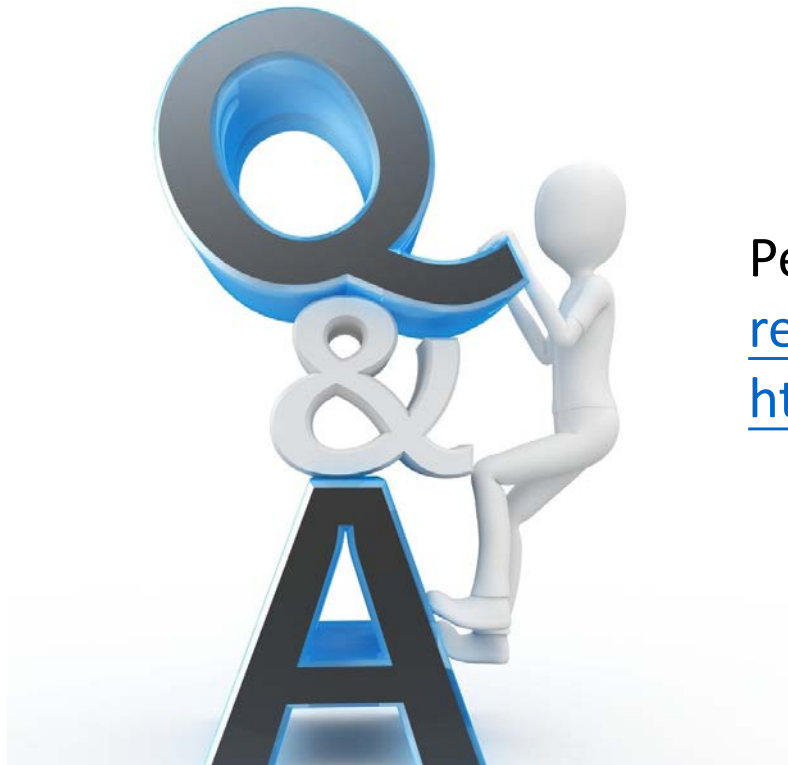
Future directions

- Feedback mining
 - ✓ Less clicks → Conversations
- Intents/actions increase
 - ✓ Out-of-domain intents/actions
 - ✓ Varying intent/action space
- Response presentation form
 - ✓ Top n → Top 1
 - ✓ Summary, steps, list, link, ...
- Multi-modal conversations
 - ✓ Image, video, ...
- Cross-/Multi-Lingual conversations
 - ✓ Leveraging available data better
- More data, more supervision
 - ✓ Building conversations → Labor intensive
- Ethics control
 - ✓ Safe AI

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Thank you for your attention!



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