Publication List

Pei-Hao Su

Update: September 25, 2016

References

[1] <u>Pei-Hao Su</u>, Milica Gašić, Nikola Mrkšić, Lina Rojas-Barahona, Stefan Ultes, David Vandyke, Tsung-Hsien Wen, and Steve Young. On-line active reward learning for policy optimisation in spoken dialogue systems. In *Proceedings of the 54th Annual Meeting of the Association for Computational Linguistics (ACL)*, August 2016.

[2] Lina Rojas-Barahona, Milica Gašić, Nikola Mrkšić, <u>Pei-Hao Su</u>, Stefan Ultes, David Vandyke, Tsung-Hsien Wen, and Steve Young. Exploiting sentence and context representations in deep neural models for spoken language understanding. In *Proceedings of the 26th International Conference on Computational Linguistics (Coling)*, December 2016.

[3] Tsung-Hsien Wen, Milica Gašić, Nikola Mrkšić, Lina M. Rojas-Barahona, <u>Pei-Hao Su</u>, David Vandyke, and Steve Young. Multi-domain neural network language generation for spoken dialogue systems. In *Proceedings of the 15th Annual Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies (NAACL-HTL)*, June 2016.

[4] Nikola Mrkšić, Diarmuid Ó Séaghdha, Blaise Thomson, Milica Gašić, Lina Rojas-Barahona, <u>Pei-Hao Su</u>, David Vandyke, Tsung-Hsien Wen, and Steve Young. Counter-fitting word vectors to linguistic constraints. In *Proceedings of the 15th Annual Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies (NAACL-HTL)*, June 2016.

[5] Tsung-Hsien Wen, Milica Gašić, Nikola Mrkšić, Lina M. Rojas-Barahona, <u>Pei-Hao Su</u>, Stefan Ultes, David Vandyke, and Steve Young.

Conditional generation and snapshot learning in neural dialogue systems. In *Proceedings of the Conference on Empirical Methods in Natural Language Processing (EMNLP)*, November 2016.

[6] Pei-Hao Su, Chuan-hsun Wu, and Lin-shan Lee. A recursive dialogue game for personalized computer-aided pronunciation training. *IEEE/ACM Transactions on Audio, Speech, and Language Processing*, 23(1):127–141, January 2015.

[7] Tsung-Hsien Wen, Milica Gašić, Nikola Mrkšić, Lina M. Rojas-Barahona, Pei-Hao Su, David Vandyke, and Steve Young. Toward multi-domain language generation using recurrent neural networks. In *The Proceedings of the 29th Annual Conference on Neural Information Processing Systems (NIPS), Workshop on Machine Learning for Spoken Language Understanding and Interaction*, December 2015.

[8] Milica Gašić, Nikola Mrkšić, Pei-Hao Su, David Vandyke, Tsung-Hsien Wen, and Steve Young. Multi-agent learning in multi-domain spoken dialogue systems. In *The Proceedings of the 29th Annual Conference on Neural Information Processing Systems (NIPS), Workshop on Machine Learning for Spoken Language Understanding and Interaction*, December 2015.

[9] David Vandyke, Pei-Hao Su, Milica Gašić, Nikola Mrkšić, Tsung-Hsien Wen, and Steve Young. Multi-domain dialogue success classifiers for policy training. In *IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*, December 2015.

[10] Milica Gašić, Nikola Mrkšić, Pei-Hao Su, David Vandyke, Tsung-Hsien Wen, and Steve Young. Policy committee for adaptation in multi-domain spoken dialogue sytems. In *IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*, December 2015.

[11] Tsung-Hsien Wen, Milica Gašić, Nikola Mrkšić, Pei-Hao Su, David Vandyke, and Steve Young. Semantically conditioned lstm-based natural language generation for spoken dialogue systems. In *Proceedings of the Conference on Empirical Methods in Natural Language Processing (EMNLP)*, September 2015.

[12] Pei-Hao Su, David Vandyke, Milica Gašić, Dongho Kim, Nikola Mrkšić, Tsung-Hsien Wen, and Steve Young. Learning from real users: Rating dialogue success with neural networks for reinforcement learning in spoken dialogue systems. In *Proceedings of the 16th Annual Conference*

of the International Speech Communication Association (InterSpeech), September 2015.

[13] <u>Pei-Hao Su</u>, David Vandyke, Milica Gašić, Nikola Mrkšić, Tsung-Hsien Wen, and Steve Young. Reward shaping with recurrent neural networks for speeding up on-line policy learning in spoken dialogue systems. In *Proceedings of the 16th Annual Meeting of the Special Interest Group on Discourse and Dialogue (SIGDIAL)*, September 2015.

[14] Lu Chen, <u>Pei-Hao Su</u>, and Milica Gašic. Hyper-parameter optimisation of gaussian process reinforcement learning for statistical dialogue management. In *Proceedings of the 16th Annual Meeting of the Special Interest Group on Discourse and Dialogue (SIGDIAL)*, September 2015.

[15] <u>Pei-Hao Su</u> Yannis Stylianou Zhuoran Wang, Tsung-Hsien Wen. Learning domain-independent dialogue policies via ontology parameterisation. In *Proceedings of the 16th Annual Meeting of the Special Interest Group on Discourse and Dialogue (SIGDIAL)*, September 2015.

[16] Tsung-Hsien Wen, Milica Gašić, Dongho Kim, Nikola Mrkšić, <u>Pei-Hao Su</u>, David Vandyke, and Steve Young. Stochastic language generation in dialogue using recurrent neural networks with convolutional sentence reranking. In *Proceedings of the 16th Annual Meeting of the Special Interest Group on Discourse and Dialogue (SIGDIAL)*, September 2015.

[17] Nikola Mrkšić, Diarmuid Ó Séaghdha, Blaise Thomson, Milica Gašić, <u>Pei-Hao Su</u>, David Vandyke, Tsung-Hsien Wen, and Steve Young. Multi-domain Dialog State Tracking using Recurrent Neural Networks. In *Proceedings of the 53th Annual Meeting of the Association for Computational Linguistics (ACL)*, July 2015.

[18] <u>Pei-Hao Su</u>, Yow-Bang Wang, Tsung-Hsien Wen, Tien-han Yu, Ya-Yunn Su, and Lin-Shan Lee. A recursive dialogue game framework with optimal policy offering personalized computer-assisted language learning. In *Proceedings of the 14th Annual Conference of the International Speech Communication Association (InterSpeech)*, August 2013.

[19] <u>Pei-Hao Su</u>, Tien-han Yu, Ya-Yunn Su, and Lin-Shan Lee. A cloud-based personalized recursive dialogue game system for computer-assisted language learning. In *ISCA International Workshop on Speech and Language Technology in Education (SLaTE)*, August 2013.

[20] <u>Pei-Hao Su</u>, Tien-han Yu, Ya-Yunn Su, and Lin-Shan Lee. NTU chinese 2.0: a personalized recursive dialogue game for computer-assisted learning of mandarin chinese. In *ISCA International Workshop on Speech and Language Technology in Education (SLaTE)*, August 2013.

[21] <u>Pei-Hao Su</u>, Yow-Bang Wang, Tien-han Yu, and Lin-Shan Lee. A dialogue game framework with personalized training using reinforcement learning for computer-assisted language learning. In *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, May 2013.

[22] Tsung-Hsien Wen, Hung-Yi Lee, <u>Pei-hao Su</u>, and Lin shan Lee. Interactive spoken content retrieval by extended query model and continuous state space markov decision process. In *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, May 2013.