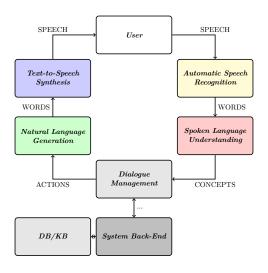
## Language Understanding Systems

Spoken Dialogue System Baseline

Evgeny A. Stepanov

SISL, DISI, UniTN evgeny.stepanov@unitn.it

# Spoken Dialogue System





## Lab Objectives

- from raw text (or processed ASR output) to DB results
  - Parsing SLU output
  - Utterance Classification
  - SQL Query Construction
  - DB Querying
- Required 'new' tools
  - Install MySQL & populate DB
  - Install fstprintstrings



### Outline

- 1 Spoken Language Understanding
  - Simple PHP
  - Extracting Concepts from SLU
  - Utterance Classification
  - Confidence Scores
- 2 Dialogue Manager
- 3 System Back-End
- 4 SDS Development Considerations



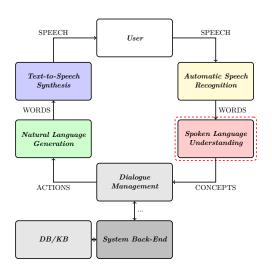


## Spoken Language Understanding





## SDS Back-End







#### Subsection 1

## Simple PHP





# **Executing External Command**

http://php.net/manual/en/book.exec.php

- exec
- shell\_exec





exec – Execute an external program

```
string exec ( string $command [, array &$output [, int &$return_var ]] )
```

#### **Parameters**

- **command** The command that will be executed.
- **output** If the **output** argument is present, then the specified *array* will be filled with every line of output from the command.
- return\_var If the return\_var argument is present along with the output argument, then the return status of the executed command will be written to this variable.



#### shell exec

shell\_exec – Execute command via shell and return the complete output as a string

```
string shell_exec ( string $cmd )
```

#### **Parameters**

• **cmd** The command that will be executed.





# **Executing External Command**

http://php.net/manual/en/ref.filesystem.php

- mkdir
- fopen
- fwrite
- fclose





## http://php.net/manual/en/ref.json.php

- json\_decode
- json\_encode





#### Subsection 2

## Extracting Concepts from SLU





## Provided Classes

- FstSlu.php
  - Wrapper for FST-based models
- SluResults.php
  - extracts \$concepts from SLU output file/array
- FstUtilities.php
  - set of wrapper functions for fst tools
  - use as a 'black box'





#### Subsection 3

### Utterance Classification





## • SLU Concepts → user **provided** information (slots)

 Utterance classification → user requested information (intent)





## Provided Classes

- FstClassifier.php
  - simple FST-based Naive Bayes classifier
  - returns \$class (see example.php)
  - use as a 'black box'
- FstUtilities.php
  - set of wrapper functions for fst tools
  - use as a 'black box'





### Subsection 4

#### Confidence Scores





## Confidence Measures

- What is confidence measure?
- A confidence measure (CM) is a number between 0 and 1 that is applied to ASR/SLU output, which gives an idea of how confident we are that the output is correct.





- Naive Bayes Classifier (provided) outputs posterior probabilities for each class.
- Posterior probability is the conditional probability assigned after observation.
- It can be used directly as a confidence measure (after cost to probability conversion).
- Provided by fstprintstrings





# FST/LM Confidences

## Similar to Naive Bayes

```
3 2 star 0 7.31074905
2 1 of 0 3.47148705
1 0 thor B-movie.name 9.43759155
0 1.55078459
```

Remember that these are negative log probabilities

#### PHP Class Internally

- sum weights/costs along the path (fstprintstrings)
- convert to probability as  $e^{-x}$ , where x is the sum
- normalize between 0 and 1 as  $\frac{p_i}{P}$ , where  $p_i$  is the probability for an output label/sequence, and P is the sum of all label/sequence posterior probabilities



- Analyze provided scripts
- Replace required models by your own
- Experiment with n-best options
- Retrieve confidences for n-best list
- Combine with ASR confidences
  - consult lecture slides
  - or just multiply them (?)





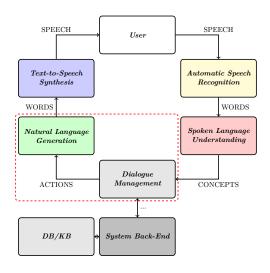
## Section 2

## Dialogue Manager





## Dialogue Manager





## Dialogue Manager

- $\bullet$  TO BE DEVELOPED as Project 2
- See example.php for conditional statements



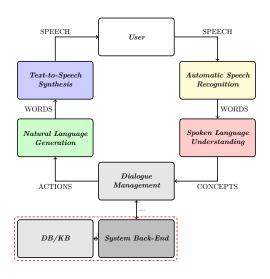
## Section 3

## System Back-End





## SDS Back-End





## Back End

The SDS is usually interfaced with some external software (Back-End): DataBase (DB), Knowledge Base (KB) or an expert system (ES)



## Back End

The SDS is usually interfaced with some external software (Back-End): DataBase (DB), Knowledge Base (KB) or an expert system (ES)

Thus, Spoken Language Understanding and Dialogue Management internal representations have to be converted to the *domain-specific* format of the DB/KB/ES: e.g. SQL, SPARQL, STRIPS, etc.





## Back End

The SDS is usually interfaced with some external software (Back-End): DataBase (DB), Knowledge Base (KB) or an expert system (ES)

Thus, Spoken Language Understanding and Dialogue Management internal representations have to be converted to the *domain-specific* format of the DB/KB/ES: e.g. SQL, SPARQL, STRIPS, etc.

Informational SDS  $\rightarrow$  provides information from DB/KB





## **Provided Classes**

- Slu2DB.php
  - Given SLU concepts & utterance classifier results
  - Construct SQL query
- QueryDB.php
  - Connect & Query DB
  - Returns query results as array





#### Section 4

## SDS Development Considerations





# **SDS** Development Considerations

- Data Base / Knowledge Base Considerations
  - What information is available?
  - What is the ontology (if any)?
  - How to access information in DB/KB?
- Spoken Language Understanding Considerations
  - Tailored towards the task
  - Ontology  $\approx$  DB/KB ontology
- Coverage
  - What information from DB/KB to provide?
  - What users ask the most?
    - User Study





# Ontology (from Wikipedia)

In computer science and information science, an ontology is a formal naming and definition of the types, properties, and interrelationships of the entities that really or fundamentally exist for a particular **domain** of discourse.

An ontology compartmentalizes the variables needed for some set of computations and establishes the relationships between them.



## Movie Domain

Data Base / Knowledge Base Considerations

- What information is available?
  - Information about movies, actors, etc.
- What is the ontology?
- How to access information in DB/KB?





# Coverage: NL-SPARQL Data Set

## Query Complexity

Complexity	Count	%
0 entity	435	10%
1 entity	3,665	83%
2 entities	311	7%
3 entities	11	0.3%

Some user questions are not supported by KB: e.g. 'trailer', 'review'...



# Coverage: NL-SPARQL Data Set

## Query Types

Type	Count	%
Total	3,987	100%
movie by name	295	7%
movie by actor	283	7%
movie by X	1312	33%
count movie	21	0.5%
person by name	151	4%
actor by movie	246	6%
X by movie	1,277	32%
Cumulative	3,585	90%



# Coverage: NL-SPARQL Data Set

## Query Types

Type	Count	%
Total	3,987	100%
movie by name	295	7%
movie by actor	283	7%
movie by X	1312	33%
count movie	21	0.5%
person by name	151	4%
actor by movie	246	6%
X by movie	1,277	32%
Cumulative	3,585	90%

Just by covering single entity & 7 types of queries we cover 90% of valid user data!

