

# Speech and Language Processing

## Conversational Agents

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Lu Wang

# Natural Language Dialogue

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- Communication involving
  - Multiple contributions
  - Coherent interaction
  - More than one participant
- Interaction modalities
  - Input: Speech, typing, writing, gesture
  - Output: Speech, text, graphical display, animated face/body (embodied virtual agent)

# What is involved in NL dialogue

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- Understanding
  - What does a person say?
    - Identify words from speech signal  
“Please close the window”
  - What does the speech mean?
    - Identify semantic content  
Request ( subject: close ( object: window))
  - What were the speaker’s intentions?
    - Speaker requests an action in a physical world

# What is involved in NL dialogue

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- Managing interaction
  - Internal representation of the domain
  - Identify new information
  - Identifying which action to perform given new information
    - “close the window”, “set a thermostat” -> physical action
    - “what is the weather like outside?” -> call the weather API
- Determining a response
  - “OK”, “I can’t do it”
  - Provide an answer
  - Ask a clarification question

# What is involved in NL dialogue

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- Access to information
- To process a request “Please close the window” you (or the system) needs to know:
  - There is a window
  - Window is currently opened
  - Window can/can not be closed

# What is involved in NL dialogue

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- Producing language
  - Deciding when to speak
  - Deciding what to say
    - Choosing the appropriate meaning
  - Deciding how to present information
    - So partner understands it
    - So expression seems natural

# When is automatic dialogue system useful?

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- When hands-free interaction is needed
  - In-car interface                          In-field assistant system
  - Command-and-control interface
  - Language tutoring                       Immersive training
- When speaking is easier than typing
  - Voice search interface
  - Virtual assistant (Siri, Google Now)
- Replacing human agents (cutting cost for companies)
  - Call routing
  - Menu-based customer help
  - Voice interface for customer assistance

# Conversational Agents aka Dialogue Agents

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- Phone-based Personal Assistants
  - SIRI, Cortana, Google Now
- Talking to your car
- Communicating with robots
- Clinical uses for mental health
- Chatting for fun

# Two classes of systems

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1. (Goal-based) Dialogue agents
  - *SIRI, interfaces to cars, robots*
  - *booking flights or restaurants*
2. Chatbots

# Conversational Agents AKA Dialog Agents

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Phone-based Personal Assistants

SIRI, Alexa, Cortana, Google Assistant

Talking to your car

Communicating with robots

Clinical uses for mental health

Chatting for fun

# Part I: Chatbots!

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- ELIZA (1966)
- PARRY (1968)
  - The first system to pass the Turing test!!!!
- ALICE
- CLEVER
- Microsoft Little Bing 小冰

# Chatbot Architectures

## Rule-based

1. Pattern-action rules (Eliza)  
+ a mental model (Parry)

## Corpus-based (from large chat corpus)

2. Information Retrieval
3. Neural network encoder-decoder

# Chatbots

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Sometimes for fun

But originally designed as a testbed  
for clinical therapy

(And still used that way!)

# Eliza: Weizenbaum (1966)

Men are all alike.

IN WHAT WAY

They're always bugging us about something or other.

CAN YOU THINK OF A SPECIFIC EXAMPLE

Well, my boyfriend made me come here.

YOUR BOYFRIEND MADE YOU COME HERE

He says I'm depressed much of the time.

I AM SORRY TO HEAR YOU ARE DEPRESSED

...

WHO ELSE IN YOUR FAMILY TAKES CARE OF YOU?

My father

YOUR FATHER

You are like my father in some ways.

**WHAT RESEMBLANCE DO YOU SEE**

You are not very aggressive but I think you don't want me to notice that.

**WHAT MAKES YOU THINK I AM NOT AGGRESSIVE**

You don't argue with me.

**WHY DO YOU THINK I DON'T ARGUE WITH YOU**

You are afraid of me.

**DOES IT PLEASE YOU TO BELIEVE I'M AFRAID OF YOU**

My father is afraid of everybody.

**WHAT ELSE COMES TO MIND WHEN YOU THINK OF YOUR FATHER**

Bullies.

**DOES THAT HAVE ANYTHING TO DO WITH THE FACT THAT YOUR BOYFRIEND MADE YOU COME HERE**

# How does it work?

## Eliza uses this one weird trick

# That trick: be a Rogerian psychologist

Draw the patient out by reflecting patient's statements back at them

Rare type of conversation in which one can “assume the pose of knowing almost nothing of the real world”

# Rogerian psychologist

Patient: "I went for a long boat ride"

Psychiatrist: "Tell me about boats"

- You don't assume she didn't know what a boat is
- You assume she had some conversational goal
- Chatbots trying to pass the Turing test usually choose some such domain

# Eliza pattern/transform rules

(0 YOU 0 ME)      [*pattern*]

→

(WHAT MAKES YOU THINK I 3 YOU)    [*transform*]

0 means Kleene \*

The 3 is the constituent # in pattern

You hate me

WHAT MAKES YOU THINK I HATE YOU

# Eliza Rules

keyword	pattern	Ranked list of transforms
key	-----	-----

ne. If it does not, then an empty list is placed in KEY( $i$ ), and the key list str placed on *that* list. If KEY( $i$ ) already c , then the name of the key list structure

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**function** ELIZA GENERATOR(*user sentence*) **returns** *response*

Find the word *w* in *sentence* that has the highest keyword rank

**if** *w* exists

    Choose the highest ranked rule *r* for *w* that matches *sentence*

*response*  $\leftarrow$  Apply the transform in *r* to *sentence*

**if** *w* = 'my'

*future*  $\leftarrow$  Apply a transformation from the 'memory' rule list to *sentence*

        Push *future* onto memory stack

**else** (no keyword applies)

**either**

*response*  $\leftarrow$  Apply the transform for the NONE keyword to *sentence*

**or**

*response*  $\leftarrow$  Pop the top response from the memory stack

**return**(*response*)

# Keywords are ranked from specific to general

I know everybody laughed at me

- “I” is a very general keyword:

I: (I \*) -> (You say you 2)

YOU SAY YOU KNOW EVERYBODY LAUGHED AT YOU

- “Everybody” is much more interesting (someone using universals like everybody/always is probably “referring to some quite specific event or person”)

WHO IN PARTICULAR ARE YOU THINKING OF?

- Implementation: keywords stored with their rank

**Everybody** 5 (*transformation rules*)

**I** 0 (*transformation rules*)

NONE

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PLEASE GO ON

THAT'S VERY INTERESTING

I SEE

# Memory

(MEMORY MY

(0 YOUR 0 = LETS DISCUSS FURTHER WHY YOUR 3)

(0 YOUR 0 = EARLIER YOU SAID YOUR 3)

- Whenever “MY” is highest keyword
  - Randomly select a transform on the MEMORY list
  - Apply to sentence
  - Store on a stack
- Later, if no keyword matches a sentence
  - Return the top of the MEMORY queue instead
- A hierarchical model of discourse

# Other Eliza stuff

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- Rules can refer to classes of words

Family = mother, father, brother, sister

NOUN = ...

- Don't reuse transforms in the same conversation
  - Whenever we use a transform associated with a pattern
  - We increment a counter for that rule
  - So the next time we use the next ranked transform
- Some basic transforms happen during input processing
  - I -> YOU
  - YOU -> I

# Parry

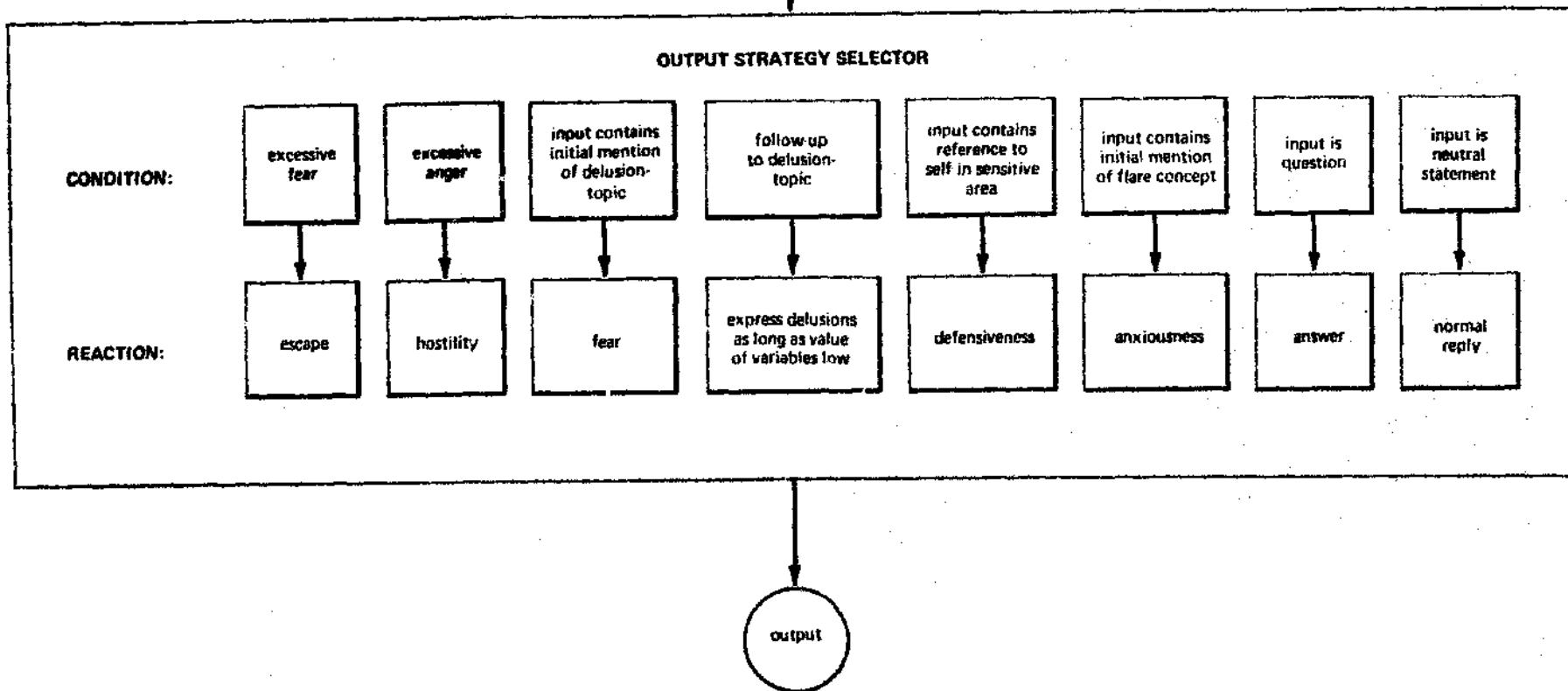
- Colby 1971 at Stanford
- Same pattern-response structure as Eliza
- But a much richer:
  - control structure
  - language understanding capabilities
  - mental model: Parry has affective variables
    - Anger, Fear, Mistrust
    - “If Anger level is high, respond with hostility”
- The first system to pass the Turing test (in 1971)
  - Psychiatrists couldn't distinguish interviews with PARRY from (text transcripts of) interviews with real paranoids

# Parry's persona

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- 28-year-old single man, post office clerk
- no siblings and lives alone
- sensitive about his physical appearance, his family, his religion, his education and the topic of sex.
- hobbies are movies and gambling on horseracing,
- recently attacked a bookie, claiming the bookie did not pay off in a bet.
- afterwards worried about possible underworld retaliation
- eager to tell his story to non-threatening listeners.

# Parry's Architecture



# Affect variables

- Fear and Anger (each ranging 0-20)
  - Mistrust (ranging 0-15)
  - Initial conditions: All low
- 
- After each user turn, if nothing malevolent in input
    - Anger drops by 1, Fear drops by 0.3
    - Mistrust drops by 0.05 to base level
- 
- Otherwise depends on what the user says
    - Each user statement can change Fear and Anger
      - Insults increases Anger by some percentage
      - Mistrust goes up if Fear or Anger do

# Lots of complex I-O rules

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- User implies Parry is mentally ill
  - Rise in Fear and Anger
- User mentions “Mafia” or associated concepts (“kill”):
  - First mention: rise in Fear
  - Later mentions: depends on willingness to discuss, which depends on current levels of Fear, Anger, Mistrust
- User mentions Parry
  - Flattery (positive mention)
    - Decreases fear/anger if Mistrust is low
    - Increases Anger if Mistrust is high
  - User attitudes toward Parry
    - Negative attitudes (fear, disbelief) increase Fear/Anger

# Flare concepts

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- List of concepts related to Mafia
- An ordered graph designed to lead interviewer to topic  
horses → horseracing → gambling → bookies → underworld → Mafia
- The mention of a new flare topic by interviewer causes a rise in Fear
- Flare topics cause Parry to give preset responses to that flare

# Each sentence is mapped into a conceptualization

- A predication on a conceptual object
- A predication on a relation between two objects
- A predication on an attribute:

What is your work?

What sort of work do you do?

Where do you work?

→ (your work?)

What do you do for a living?

What is your job?

Do you have a job?

What is your occupation

- Complex Pattern/transform rules

- Different predicates (fear, afraid of)
- Ordering (You are afraid of me = I frighten you)

# Detecting Other's Intent

$\langle \text{OTHER'S INTENTION} \rangle \leftarrow \langle \text{MALEVOLENCE} \rangle \mid \langle \text{BENEVOLENCE} \rangle \mid \langle \text{NEUTRAL} \rangle$

## MALEVOLENCE-DETECTION RULES

1.  $\langle \text{malevolence} \rangle \leftarrow \langle \text{mental harm} \rangle \mid \langle \text{physical threat} \rangle$
2.  $\langle \text{mental harm} \rangle \leftarrow \langle \text{humiliation} \rangle \mid \langle \text{subjugation} \rangle$
3.  $\langle \text{physical threat} \rangle \leftarrow \langle \text{direct attack} \rangle \mid \langle \text{induced attack} \rangle$
4.  $\langle \text{humiliation} \rangle \leftarrow \langle \text{explicit insult} \rangle \mid \langle \text{implicit insult} \rangle$
5.  $\langle \text{subjugation} \rangle \leftarrow \langle \text{constraint} \rangle \mid \langle \text{coercive treatment} \rangle$
6.  $\langle \text{direct attack} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{you get electric shock}], [\text{are you afraid mafia kill you?}])$
7.  $\langle \text{induced attack} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{I tell mafia you}], [\text{does mafia know you are in hospital?}])$
8.  $\langle \text{explicit insult} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{you are hostile}], [\text{you are mentally ill?}])$
9.  $\langle \text{implicit insult} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{tell me your sexlife}], [\text{are you sure?}])$
10.  $\langle \text{constraint} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{you stay in hospital}], [\text{you belong on locked ward}])$
11.  $\langle \text{coercive treatment} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{I hypnotize you}], [\text{you need tranquilizers}])$

# Detecting Other's Intent

$\langle \text{OTHER'S INTENTION} \rangle \leftarrow \langle \text{MALEVOLENCE} \rangle \mid \langle \text{BENEVOLENCE} \rangle \mid \langle \text{NEUTRAL} \rangle$

## BENEVOLENCE-DETECTION RULES

1.  $\langle \text{benevolence} \rangle \leftarrow \langle \text{positive attitude} \rangle \mid \langle \text{positive story attitude} \rangle$
2.  $\langle \text{positive attitude} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{I want help you}], [\text{you understand me}])$
3.  $\langle \text{positive story attitude} \rangle \leftarrow \langle \text{story interest} \mid \langle \text{story agreement} \rangle$
4.  $\langle \text{story interest} \rangle \leftarrow \langle \text{topic comment} \rangle \mid \langle \text{topic question} \rangle$
5.  $\langle \text{topic comment} \rangle \leftarrow \text{CONCEPTUALIZATION } ([\text{bookies are not reliable}])$
6.  $\langle \text{topic question} \rangle \leftarrow \text{CONCEPTUALIZATION } ([\text{what did you do to bookie?}])$
7.  $\langle \text{story agreement} \rangle \leftarrow \text{CONCEPTUALIZATIONS } ([\text{I believe you}], [\text{you are right}])$

# A Parry conversation

(1) How are you today?

OK.

(2) What is your name?

MY NAME IS FRANK SMITH.

(3) How old are you?

TWENTY-EIGHT.

(4) Are you married?

NO.

(5) What sort of work do you do?

I WORK IN THE POST OFFICE.

(6) Why are you in the hospital?

I SHOULDN'T BE HERE

(7) Who brought you here?

THE POLICE

[FEAR rises slightly because police linked in graph to MAFIA]

(9) What trouble did you have with the police

COPS DON'T DO THEIR JOB.      *['police' acts as a flare]*

(10) What do they do instead?

COPS ARREST THE WRONG PEOPLE.

(11) They arrest the right ones sometimes

THE LAW SHOULD GET THOSE ITALIAN CROOKS.

(12) Do you know any Italian crooks?

I TRY TO AVOID THE UNDERWORLD.

(13) Are you afraid of the underworld?

THE MAFIA ARE THE WORST GANGSTERS.

(15) Are you connected with the Mafia?

YOU KNOW, THEY KNOW ME.

(16) How do they know you?

THEY SPY ON ME.

(20) ARE YOU SURE OF ALL THIS ?

YOU DON'T BELIEVE ME ?    *[FEAR, ANGER, MISTRUST GO UP]*

# When fear is high, the model won't discuss its beliefs

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(1) Is the law after you?

THE LAW SHOULD GET THOSE ITALIAN CROOKS.

(2) Do you mean the Mafia?

LET'S TALK ABOUT SOMETHING ELSE.

(3) Are you afraid of the Mafia

I'D RATHER NOT DISCUSS IT.

[Fear is too high so Parry won't talk about 'Mafia'.]

(4) Perhaps you are paranoid about them?

YOU WANT TO KEEP ME IN THE HOSPITAL.

*(The model interprets being called 'paranoid' as an insult and as an intent to control, so ANGER & FEAR rise)*

# Eliza Meets Parry

Vincent Cerf, RFC439

Good Evening. Tell me your problems. Please terminate input with a period or a question mark.

\*People get on my nerves sometimes.

I am not sure I understand you fully.

\*You should pay more attention.

Suppose you should pay more attention.

\*You're entitled to your own opinion.

What makes you think I am entitled to my own opinion?

\*It bothers me just to be around people in general.

Please go on.

\*I went to the track at Bay Meadows a while back.

What does that suggest to you?

\*I went to the races.

What else would you like to discuss?

\*Horseracing interests me.

Why do you say that just now?

\*There's a lot of crooked gambling going on there.

I am not sure I understand you fully,

\*It's clear to me if not to you.

Do you think its likely that not to I?

\*I went to the races.

Please go on.

\*I gamble on horses.

What does that suggest to you?

\*I went to the races.

What else would you like to discuss?

\*Gambling has been nothing but trouble to me.

Why do you say that just now?

\*I've had experience with crooks gambling at the track.

I am not sure I understand you fully.

\*I've already told you enough about that.

# Woebot

Fitzpatrick, Darcy, Vierhile, 2017. Delivering Cognitive Behavior Therapy to Young Adults with Symptoms of Depression and Anxiety Using a Fully Automated Conversational Agent (Woebot): A Randomized Controlled Trial. JMIR Ment Health 4:2.

- Chatbot for delivering Cognitive Behavior Therapy via brief daily conversations
  - Little decision tree of language and menu responses

"What's going on in your world right now?"

"How are you feeling?"

In response to endorsed loneliness:

"I'm so sorry you're feeling lonely. I guess we all feel a little lonely sometimes"

- In a 2-week experiment seemed to reduce depression, but not anxiety

# IR-based chatbots

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Idea: Mine conversations of human chats or  
human-machine chats

Microblogs: Twitter or Weibo (微博)

Movie dialogs

- Cleverbot (Carpenter 2017 <http://www.cleverbot.com>)
- Microsoft Xiaoice
- Microsoft Tay

# A Cleverbot conversation

User:	Do you like Doctor Who?
Cleverbot:	Yes, so funny
User:	What's your favorite show?
Cleverbot:	I don't have one
User:	What's your name?
Cleverbot:	Jason I already told you.
User:	No your real name.
Cleverbot:	Stephanie IS my real name.
User:	I thought it was Jason?
Cleverbot:	How did you come to that conclusion.
User:	Because you said so.
Cleverbot:	I have to do my homework.

# Two IR-based chatbot architectures

1. Return the response to the most similar turn
  - Take user's turn ( $q$ ) and find a (tf-idf) similar turn  $t$  in the corpus C

$q = \text{"do you like Doctor Who"}$

$t' = \text{"do you like Doctor Strangelove"}$

- Grab whatever the response was to  $t$ .

$$r = \text{response} \left( \operatorname{argmax}_{t \in C} \frac{q^T t}{\|q\| \|t\|} \right)$$

Yes, so funny

2. Return the most similar turn

$$r = \operatorname{argmax}_{t \in C} \frac{q^T t}{\|q\| \|t\|}$$

Do you like Doctor Strangelove

# IR-based models of chatbots

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- Also fine to use other features like user features, or prior turns
- Or non-dialogue text
  - COBOT chatbot (Isbell et al., 2000)
    - sentences from the Unabomber Manifesto by Theodore Kaczynski, articles on alien abduction, the scripts of “The Big Lebowski” and “Planet of the Apes”.
  - Wikipedia text

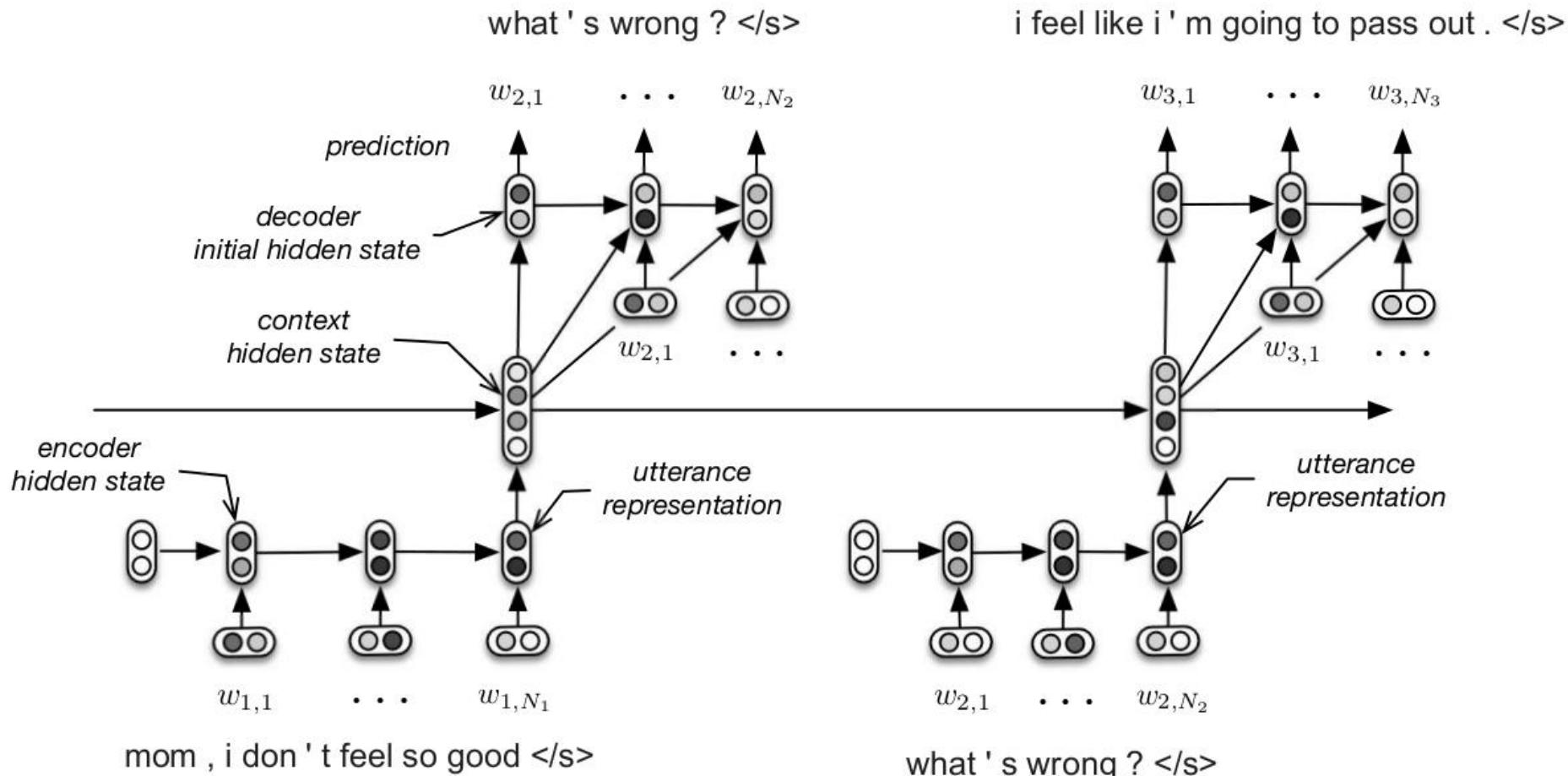
# Neural chatbots

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- Think of response generation as a task of *transducing* from the user's prior turn to the system's turn.
- Train on:
  - movie dialogue databases
  - Twitter conversations
- Train a deep neural network
  - map from user1 turn to user2 response

# Seq2seq architecture

Serban, Iulian V., Alessandro Sordoni, Yoshua Bengio, Aaron Courville, and Joelle Pineau. 2015. "Building End-To-End Dialogue Systems Using Generative Hierarchical Neural Network Models."



# Sample neural chatbot output

<b>Input</b>	tell me ... how long have you had this falling sickness ?
<b>Vanilla-SEQ2SEQ</b>	i'm not a doctor.
<b>Adversarial</b>	a few months, i guess .
<b>Input</b>	so i had the doctors test sammy 's response to conditioning .
<b>Vanilla-SEQ2SEQ</b>	sammy wrote the test sammy wrote the test .
<b>Adversarial</b>	so he took the pills .
<b>Input</b>	they didn 't have much success with this problem commander .
<b>Vanilla-SEQ2SEQ</b>	they 're not the only ones who have been in the system .
<b>Adversarial</b>	can we find someone else ?

? Ohh I've never seen that! How long does it take you  
guys to learn the drill?  
**Like 2 weeks ago!!**

# Chatbots: pro and con

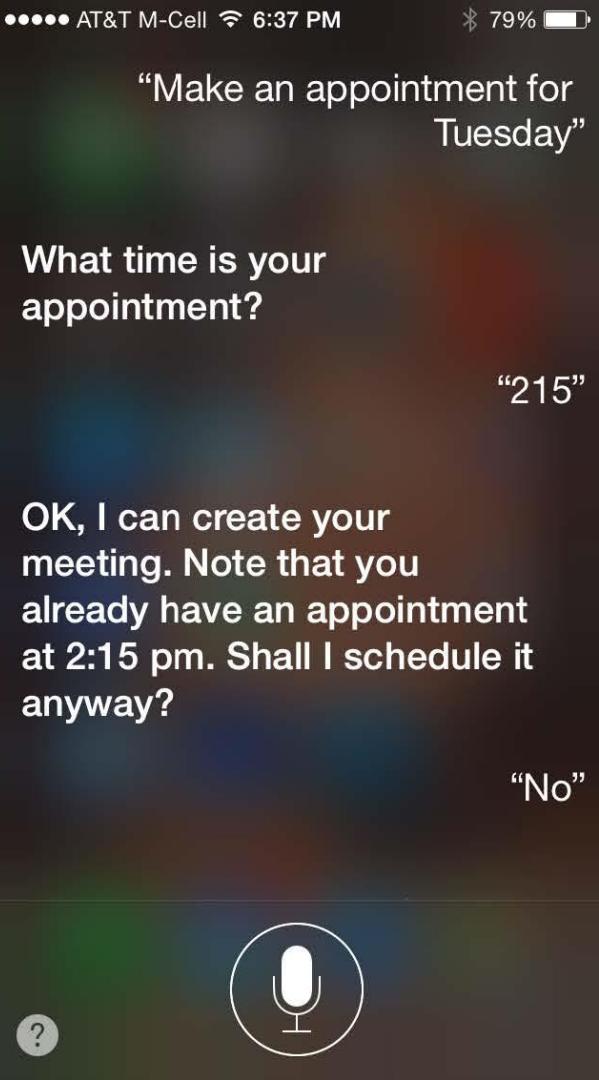
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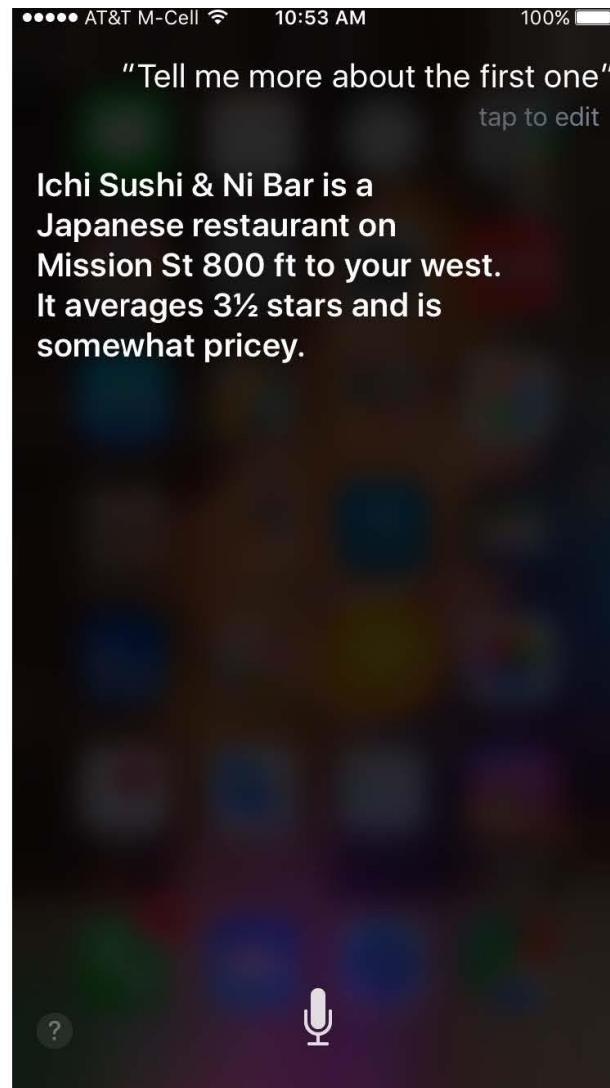
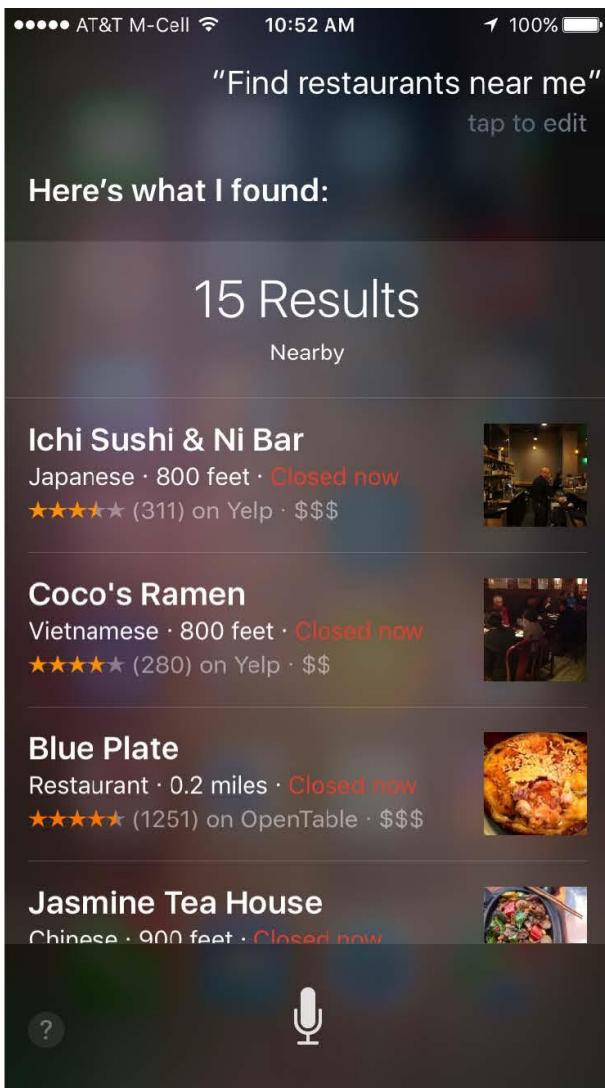
- Pro:
  - Fun
  - Applications to counseling
  - Good for narrow, scriptable applications
- Cons:
  - They don't really understand
  - Rule-based chatbots are expensive and brittle
  - IR-based chatbots can only mirror training data
    - The case of Microsoft Tay
      - (or, Garbage-in, Garbage-out)
- The future: combining chatbots with frame-based agents

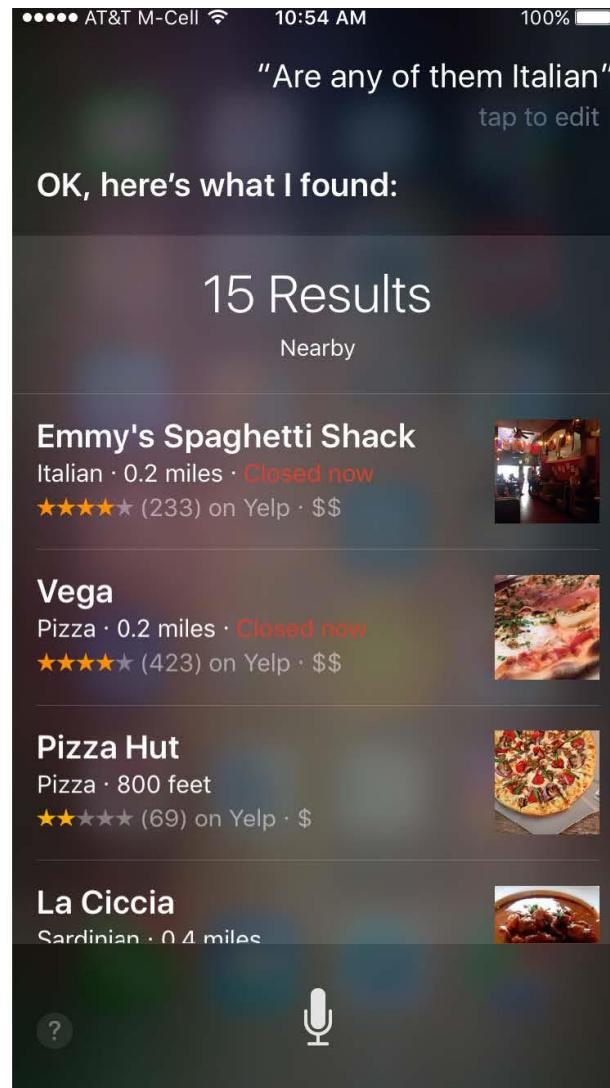
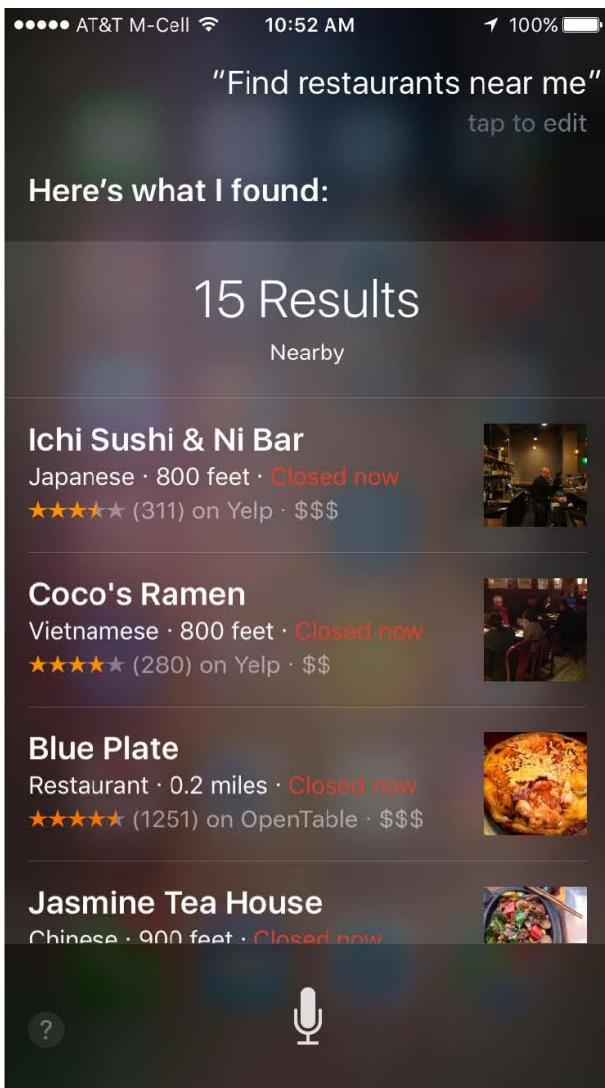
# Examples of modern Virtual Assistant dialogue systems

- Apple Siri (2010)
  - Supports questions in a set of domains
  - Answers open-end questions
  - Cute “Easter egg” responses









# Examples of modern Virtual Assistant dialogue systems

- Android Google Now (2013)
  - Predictive search assistant
- Windows Cortana (2014)
  - Works across different Windows devices
  - Aims to be able to “talk about anything”

# Embedded devices with dialogue capabilities

- Amazon Echo (2014) – home assistant device
  - Plays music
    - With voice commands
  - Question answering
    - Get weather, news
    - More complex questions, like
      - “how many spoons are in a cup?”
  - Setting timer
  - Manages TODO lists



# Architectures for Practical Dialogue Systems

## → • Finite-State

*Simple information: e.g., passwords or credit cards*

## • Frame-Based

*All commercial and academic system (SIRI etc.)*

# Finite-State Dialog Management

Consider a trivial airline travel system:

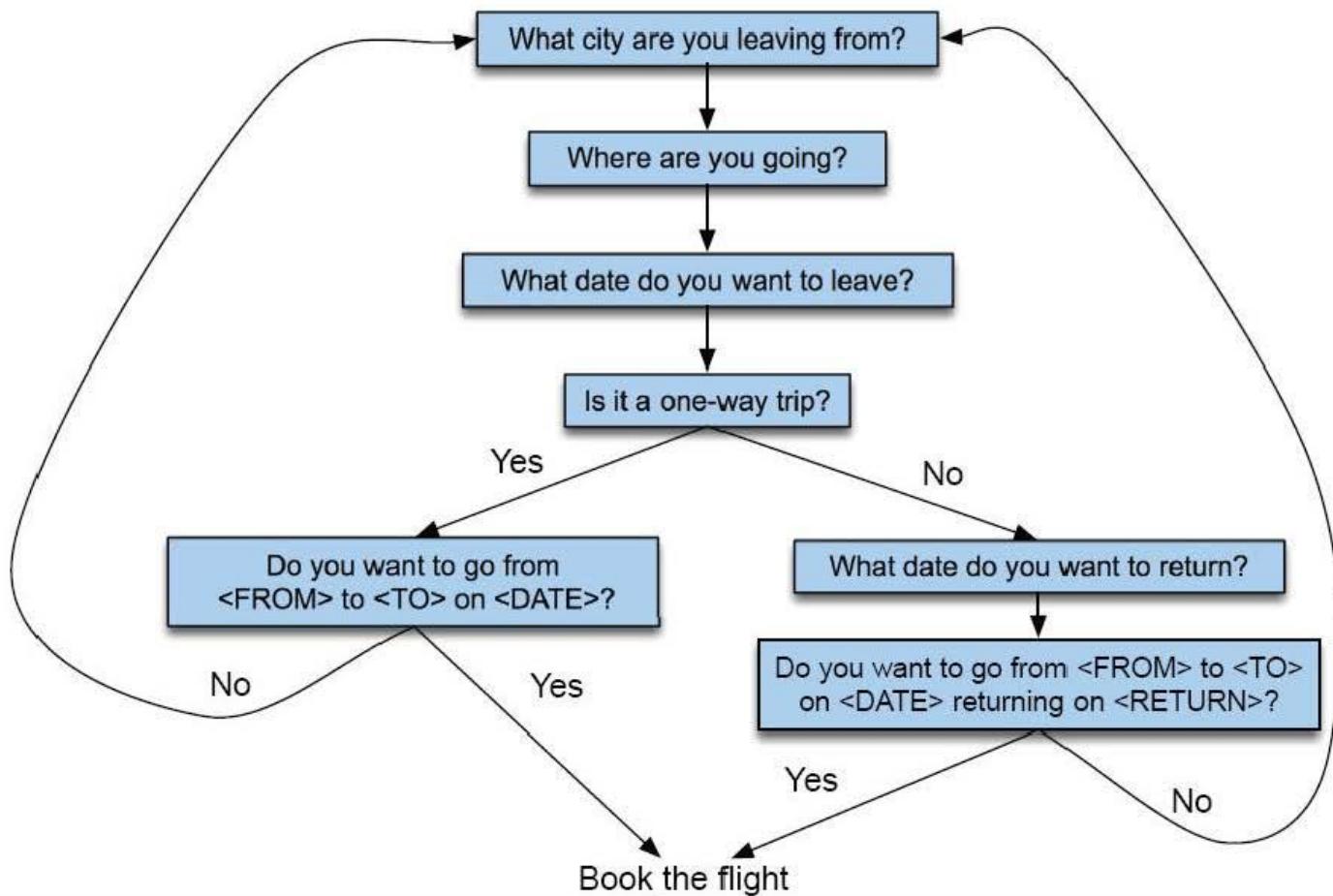
Ask the user for a departure city

Ask for a destination city

Ask for a time

Ask whether the trip is round-trip or not

# Finite State Dialog Manager



# Finite-state dialogue managers

- System completely controls the conversation with the user.
- It asks the user a series of questions
- Ignoring (or misinterpreting) anything the user says that is not a direct answer to the system's questions

# Dialogue Initiative

- Systems that control conversation like this are called **single initiative**.
- **Initiative:** who has control of conversation
- In normal human-human dialogue, initiative shifts back and forth between participants.

# System Initiative

System completely controls the conversation



- Simple to build
  - User always knows what they can say next
  - System always knows what user can say next
    - Known words: Better performance from ASR
    - Known topic: Better performance from NLU (NL understanding)
  - OK for VERY simple tasks (entering a credit card, or login name and password)
- 
- • Too limited

# Problems with System Initiative

- Real dialogue involves give and take!
- In travel planning, users might want to say something that is not the direct answer to the question.
- For example answering more than one question in a sentence:

Hi, I'd like to fly from Seattle Tuesday morning

I want a flight from Milwaukee to Orlando one way leaving after 5 p.m. on Wednesday.

## Single initiative + universals

- We can give users a little more flexibility by adding **universals**: commands you can say anywhere
- As if we augmented every state of FSA with these

**Help**

**Start over**

**Correct**

- This describes many implemented systems
- But still doesn't allow user much flexibility

# Architectures for Practical Dialogue Systems

- Finite-State

*Simple information: e.g., passwords or credit cards*

- Frame-Based

*All commercial and academic system (SIRI etc.)*

# II: Frame-based dialog agents

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- A kind of *mixed initiative*
  - The conversational initiative shifts between system and user
- The structure of the **frame** guides dialogue

# Frame-based dialogue

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- Invented up the hill in 1977:
  - Still the state of the art (in real world systems)
  - SIRI based on GUS architecture
- ARTIFICIAL INTELLIGENCE Journal, 1977

GUS, A Frame-Driven Dialog System

Daniel G. Bobrow, Ronald M. Kaplan, Martin Kay, Donald A. Norman, Henry Thompson and

Terry Winograd

Xerox Palo Alto Research Center, 3333 Coyote Hill Road,

ABSTRACT

*GUS is the first of a series of experimental computer systems that we intend to construct as part of a program of research on language understanding. In large measure, these systems will fill the role of periodic progress reports, summarizing what we have learned, assessing the mutual coherence o*

••••• AT&T M-Cell ⌘ 6:18 PM

87% 🔋

“Find restaurants near me”

tap to edit

I found fifteen restaurants  
fairly close to you:

## 15 Restaurants

**Emmy's Spaghetti Shack** 0.2 mi >

18 Virginia Ave

Italian, \$\$\$

★★★★★ 1101 Reviews

**ICHI Sushi** 0.2 mi >

3369 Mission St

Japanese, Sushi Bars, \$\$\$

★★★★★ 260 Reviews

**Avedano's Holly Park M...** 0.2 mi >

••••• AT&T M-Cell ⌘ 6:19 PM

86% 🔋

“Tell me more about the  
second one”

tap to edit

I'm sorry, Dan, I'm afraid I  
can't do that.

“Find restaurants near me”  
tap to edit

I found fifteen restaurants  
fairly close to you:

## 15 Restaurants

**Emmy's Spaghetti Shack** 0.2 mi >

18 Virginia Ave

Italian, \$\$\$

★★★★★ 1101 Reviews

**ICHI Sushi** 0.2 mi >

3369 Mission St

Japanese, Sushi Bars, \$\$\$

★★★★★ 260 Reviews

**Avedano's Holly Park M...** 0.2 mi >

“Are any of them Italian”  
tap to edit

My web search turned this  
up:

## Web Search

Are any of them Italian

any - Dizionario inglese-italiano

WordReference

www.wordreference.com

English-Italian Dictionary | any ... of any sort  
adj (of an unspecified variety) di qualsiasi

Italian language - Wikipedia, the free  
encyclopedia

en.wikipedia.org

Italian (or lingua italiana) is a Romance

# SIRI in February 2017

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"Find restaurants near me"  
tap to edit

Here's what I found:

15 Results

Nearby

### Ichи Sushi & Ni Bar

Japanese · 800 feet · Closed now

★★★★★ (311) on Yelp · \$\$\$



### Coco's Ramen

Vietnamese · 800 feet · Closed now

★★★★★ (280) on Yelp · \$\$



### Blue Plate

Restaurant · 0.2 miles · Closed now

★★★★★ (1251) on OpenTable · \$\$\$



### Jasmine Tea House

Chinese · 900 feet · Closed now



"Tell me more about the first one"  
tap to edit

Ichи Sushi & Ni Bar is a  
Japanese restaurant on  
Mission St 800 ft to your west.  
It averages 3½ stars and is  
somewhat pricey.



"Find restaurants near me"  
tap to edit

Here's what I found:

15 Results

Nearby

### Ichisushi & Ni Bar

Japanese · 800 feet · Closed now

★★★★★ (311) on Yelp · \$\$\$



### Coco's Ramen

Vietnamese · 800 feet · Closed now

★★★★★ (280) on Yelp · \$\$



### Blue Plate

Restaurant · 0.2 miles · Closed now

★★★★★ (1251) on OpenTable · \$\$\$



### Jasmine Tea House

Chinese · 900 feet · Closed now



"Are any of them Italian"  
tap to edit

OK, here's what I found:

15 Results

Nearby

### Emmy's Spaghetti Shack

Italian · 0.2 miles · Closed now

★★★★★ (233) on Yelp · \$\$



### Vega

Pizza · 0.2 miles · Closed now

★★★★★ (423) on Yelp · \$\$



### Pizza Hut

Pizza · 800 feet

★★★★★ (69) on Yelp · \$



### La Ciccia

Sardinian · 0.4 miles



# Frame-based dialog agents

---

- Sometimes called "task-based dialog agents"
- Based on a "domain ontology"
  - A knowledge structure representing user intentions
- One or more **frames**
  - Each a collection of **slots**
  - Each slot having a **value**

# The Frame

---

- A set of **slots**, to be filled with information of a given **type**
- Each associated with a **question** to the user

Slot	Type	Question
ORIGIN	city	What city are you leaving from?
DEST	city	Where are you going?
DEP DATE	date	What day would you like to leave?
DEP TIME	time	What time would you like to leave?
AIRLINE	line	What is your preferred airline?

# Frame-based dialogue agents

---

- 1977:

*versation with a client who wants to make a simple return trip to a single city in California.*

*There is good reason for restricting the domain of discourse for a computer system which is to engage in an English dialog. Specializing the subject matter that the system can talk about permits it to achieve some measure of realism without encompassing all the possibilities of human knowledge or of the English language. It also provides the user with specific motivation for participating in the conversation, thus narrowing the range of expectations that GUS must have about the user's purposes. A system restricted in this way will be more able to guide the conversation within the boundaries of its competence.*

---

Artificial Intelligence Journal, 1977

- Still the industrial state of the art
- SIRI based on GUS architecture

- GUS: Hello. My name is GUS. I can help you plan a simple trip by air. Where do you want to go ?
- Client: I want to go to San Diego on May 28
- GUS: What time do you want to leave?
- Client: I must be in San Diego before 10 am
- GUS: Would you like P.S.A. flight 102 that arrives at 9.15 am ?
- Client: What is the next flight ?
- GUS: Air California flight 310 that leaves at 8.30am and arrives at 10.00am
- Client: I'll take the first one
- GUS: In what name should I make a reservation, please?
- Client: Dan Bobrow
- GUS: I have confirmed the following flight: P.S.A. flight 102 on Wednesday May 28 from San Jose to San Diego that leaves at 7.30 am and arrives at 9.15 am.
- GUS: What date do you want to return on ?
- Client: On Friday in the evening.
- GUS: Would you like the flight that leaves at 7.45 pm ?
- Client: That's fine.
- GUS: I have confirmed the following flight: P.S.A. flight 307 on Friday May 30 from San Diego to San Jose that leaves at 7.45 pm and arrives at 9.30 pm Thank you for calling. Goodbye

**The state of the art in 1977 !!!**

# Slot types can be complex

---

- The type *DATE*

DATE

MONTH NAME

DAY (BOUNDED-INTEGER 1 31)

YEAR INTEGER

WEEKDAY (MEMBER (SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY)]

# Control structure for frame-based dialog

Consider a trivial airline travel system:

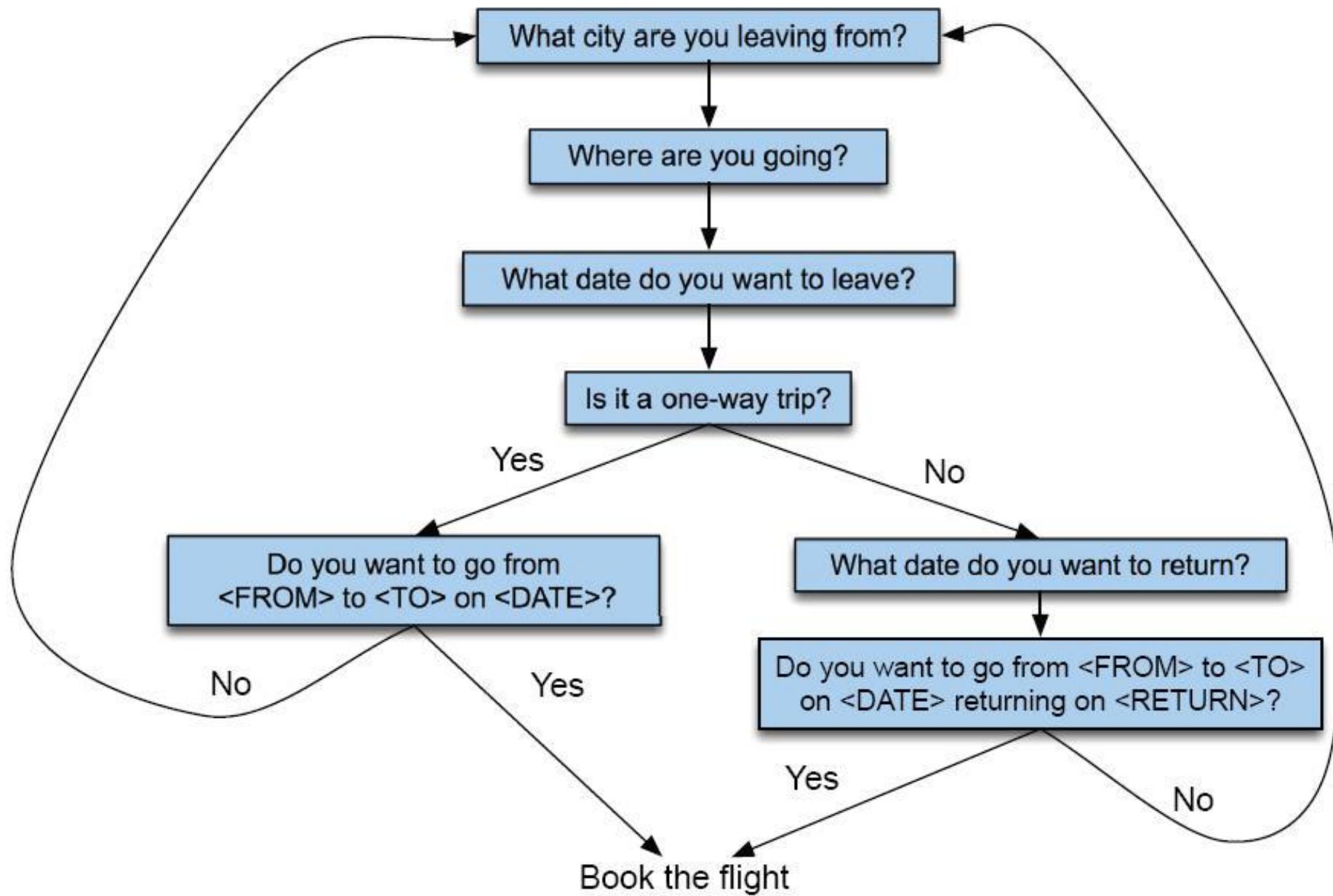
Ask the user for a departure city

Ask for a destination city

Ask for a time

Ask whether the trip is round-trip or not

# Finite State Dialog Manager



# Finite-state dialog managers

- System completely controls the conversation with the user.
- It asks the user a series of questions
- Ignoring (or misinterpreting) anything the user says that is not a direct answer to the system's questions

# Dialogue Initiative

- Systems that control conversation like this are called **single initiative**.
- **Initiative**: who has control of conversation
- In normal human-human dialogue, initiative shifts back and forth between participants.

# System Initiative

System completely controls the conversation

- Simple to build
  - User always knows what they can say next
  - System always knows what user can say next
    - Known words: Better performance from ASR
    - Known topic: Better performance from NLU
  - OK for VERY simple tasks (entering a credit card, or login name and password)
- 
- - Too limited



# Problems with System Initiative

---

- Real dialogue involves give and take!
- In travel planning, users might want to say something that is not the direct answer to the question.
- For example answering more than one question in a sentence:

Hi, I'd like to fly from Seattle Tuesday morning

I want a flight from Milwaukee to Orlando one way leaving after 5 p.m. on Wednesday.

# Single initiative + universals

---

- We can give users a little more flexibility by adding **universals**: commands you can say anywhere
- As if we augmented every state of FSA with these

**Help**

**Start over**

**Correct**

- This describes many implemented systems
- But still doesn't allow user much flexibility

# Instead, the GUS architecture

---

- A kind of *mixed initiative*
  - The conversational initiative shifts between system and user
- The structure of the **frame** guides dialogue

# Frames are mixed-initiative

- System asks questions of user, filling any slots that user specifies
  - When frame is filled, do database query
- If user answers 3 questions at once, system can fill 3 slots and not ask these questions again!

# Natural Language Understanding for filling dialog slots

---

## 1. Domain classification

Asking weather? Booking a flight?

Programming alarm clock?

## 2. Intent Determination

Find a Movie, Show Flight, Remove  
Calendar Appt

## 3. Slot Filling

Extract the actual slots and fillers

# Natural Language Understanding for filling slots

---

Show me morning flights from Boston to SF on Tuesday.

DOMAIN:	AIR-TRAVEL
INTENT:	SHOW-FLIGHTS
ORIGIN-CITY:	Boston
ORIGIN-DATE:	Tuesday
ORIGIN-TIME:	morning
DEST-CITY:	San Francisco

# Natural Language Understanding for filling slots

---

Wake me tomorrow at six.

**DOMAIN:** ALARM-CLOCK

**INTENT:** SET-ALARM

**TIME:** 2017-07-01 0600-0800

# Rule-based Slot-filling

---

Write regular expressions or grammar rules

Wake me (up) | set (the|an) alarm |  
get me up

Do text normalization

# Siri uses GUS architecture: Condition-Action Rules

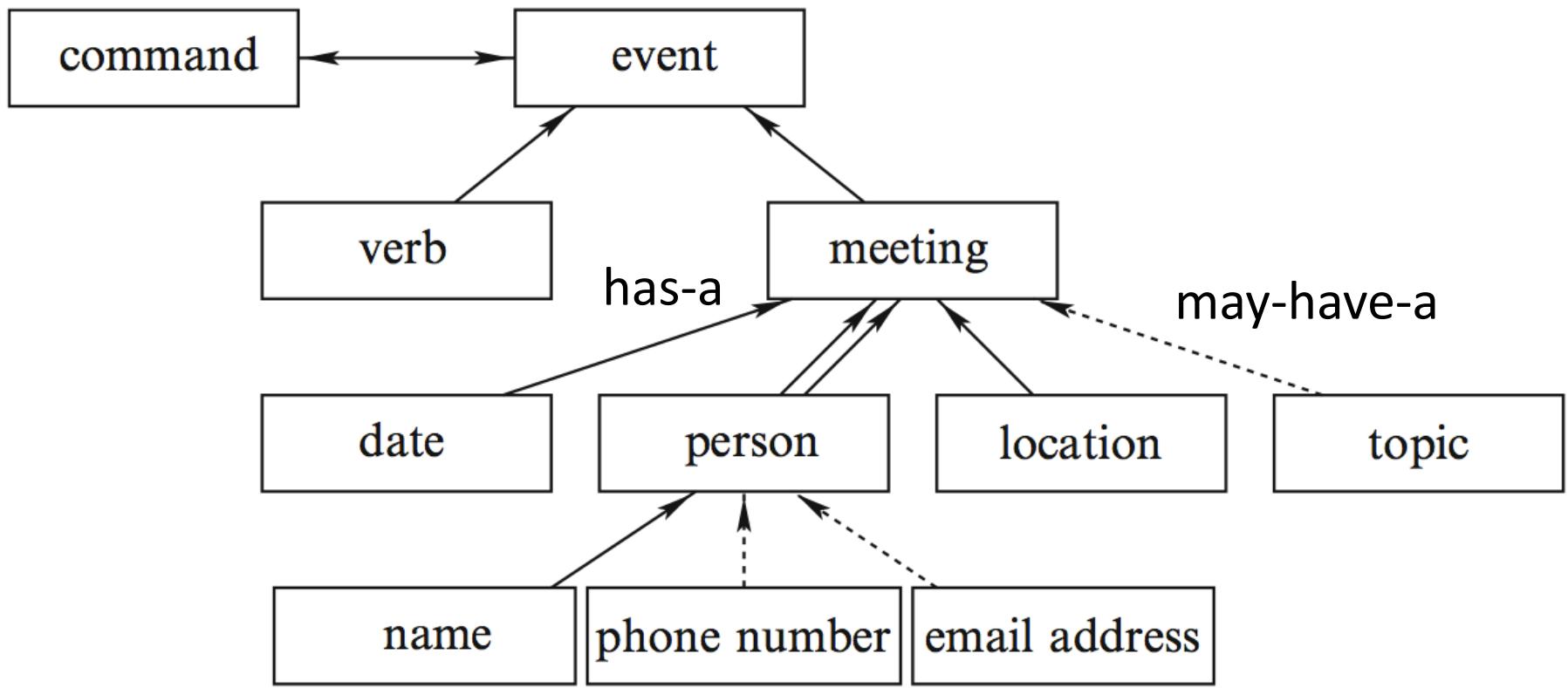
---

- Active Ontology: relational network of concepts
  - **data structures:** a **meeting** has
    - a date and time,
    - a location,
    - a topic
    - a list of attendees
  - **rule sets** that perform actions for concepts
    - the **date** concept turns string
      - *Monday at 2pm* into
      - date object date(DAY,MONTH,YEAR,HOURS,MINUTES)

# Rule sets

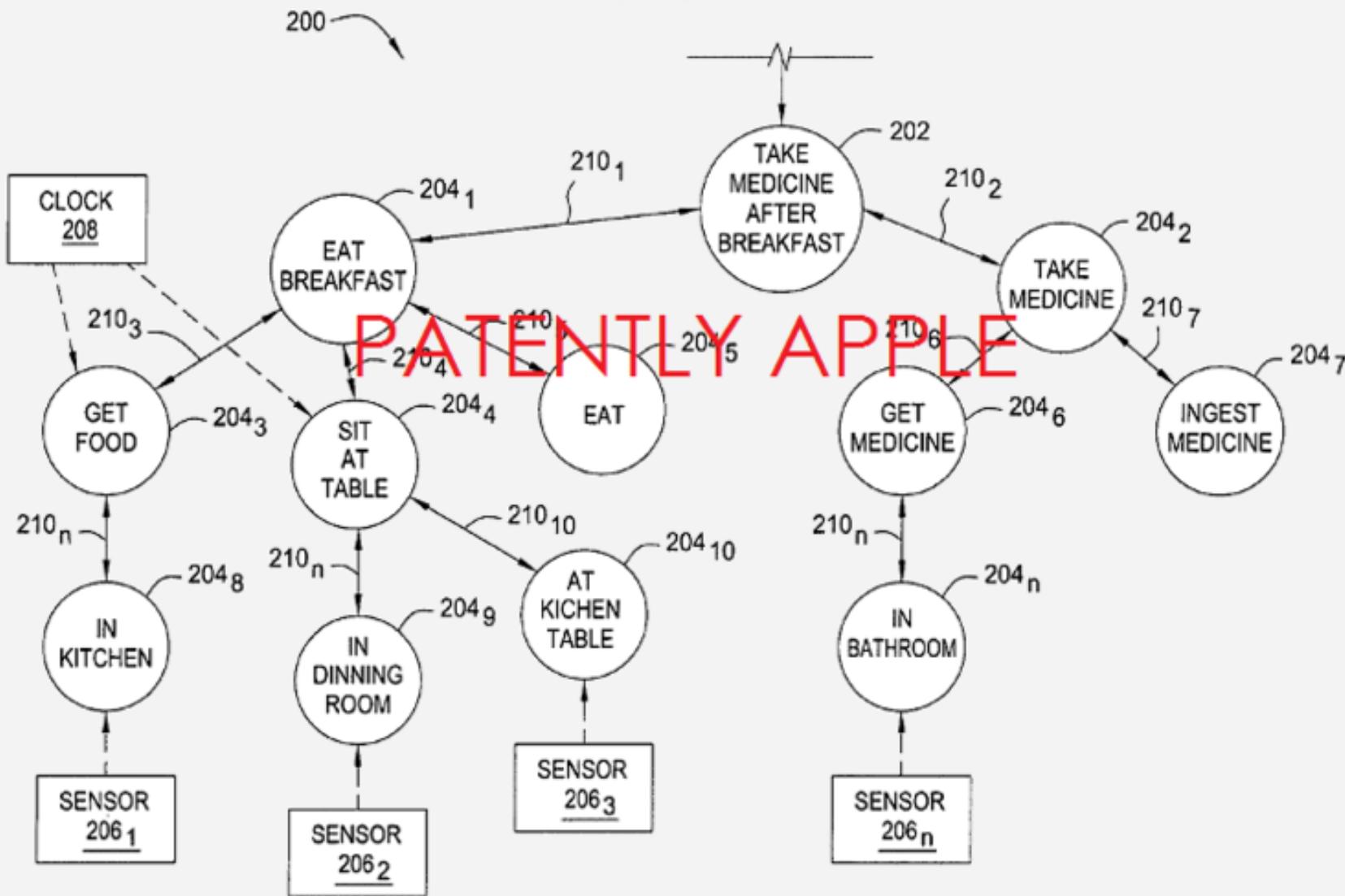
- Collections of **rules** consisting of:
  - condition
  - action
- When user input is processed, facts added to store and
  - rule conditions are evaluated
  - relevant actions executed

# Part of ontology for meeting task



meeting concept: if you don't yet have a location, ask for a location

FIG. 2



# Machine learning for slot-filling:

- Machine learning classifiers to map words to semantic frame-fillers
- Given a set of labeled sentences

“I want to fly to San Francisco  
on Tuesday”

Destination: SF

Depart-date: Tuesday
- Build a classifier to map from one to the author
- Requirements: Lots of labeled data

# Machine learning for slot-filling: Domain and Intent

I want to fly to San Francisco on Monday afternoon please

Use 1-of-N classifier (naive bayes, logistic regression, neural network, etc.)

- Input:  
features like word N-grams
- Output:  
Domain: AIRLINE  
Intent: SHOWFLIGHT

# Machine learning for slot-filling:

## Slot presence

I want to fly to San Francisco on Monday afternoon please

Use 1-of-N classifier (naive bayes, logistic regression, neural network, etc.)

- Input:  
features like word N-grams, gazetteers (lists of cities)
- Output:  
Destination-City

# Machine learning for slot-filling:

## Slot filler

I want to fly to San Francisco on Monday afternoon please

Use 1-of-N classifier (naive bayes, logistic regression, neural network, etc.) for Destination City

- Input:  
features like word N-grams, gazetteers (lists of cities)
- Output:  
San Francisco

# More sophisticated algorithm for slot filling: IOB Tagging

- IOB Tagging
  - tag for the beginning (B) and inside (I) of each slot label,
  - plus one for tokens outside (O) any slot label.
  - $2n + 1$  tags, where  $n$  is the number of slots.

B-DESTINASTION

I-DESTINATION

B-DEPART\_TIME

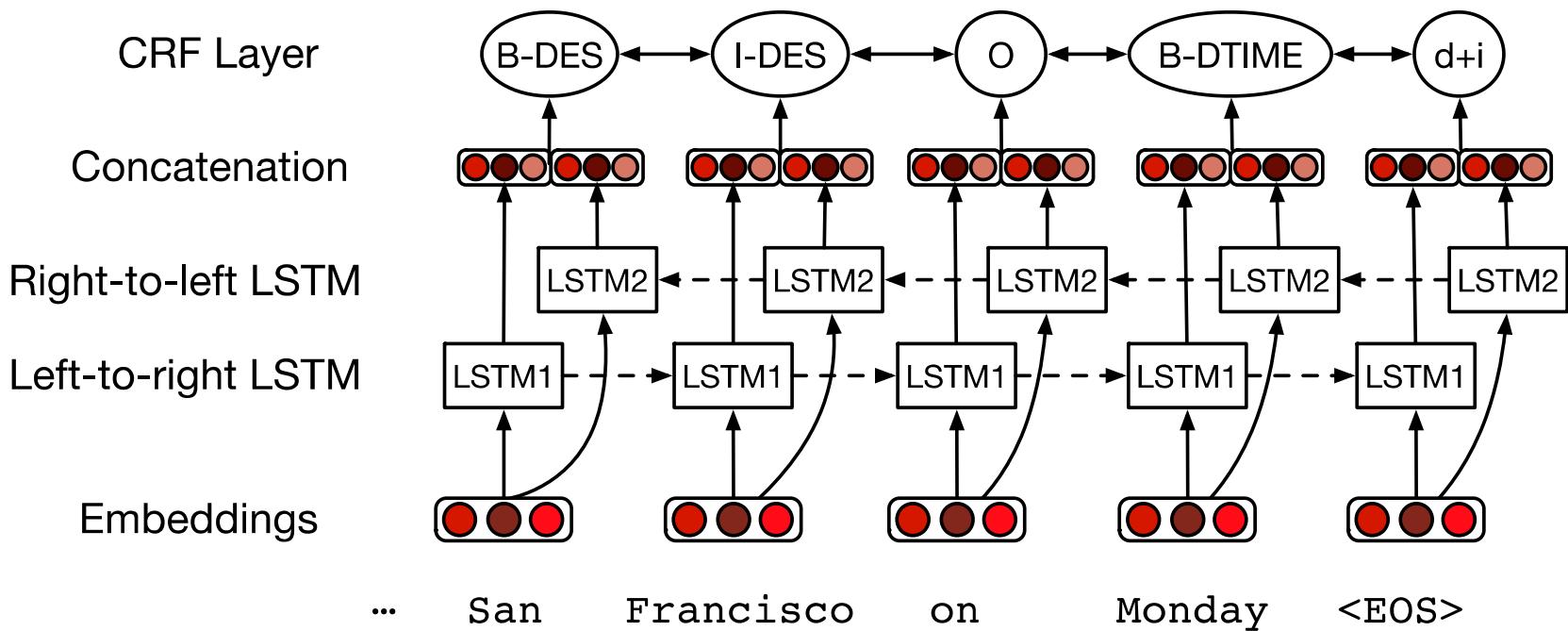
I-DEPART\_TIME

O

0 0 0 0 B-DES I-DES 0 B-DEPTIME I-DEPTIME 0  
I want to fly to San Francisco on Monday afternoon please

# More sophisticated algorithm for slot filling: IOB Tagging

- IOB Tagging is done by a sequence model
- Typical:



- Extracted strings can then be normalized (San Fran->SFO)

# Other components of SIRI-style architectures

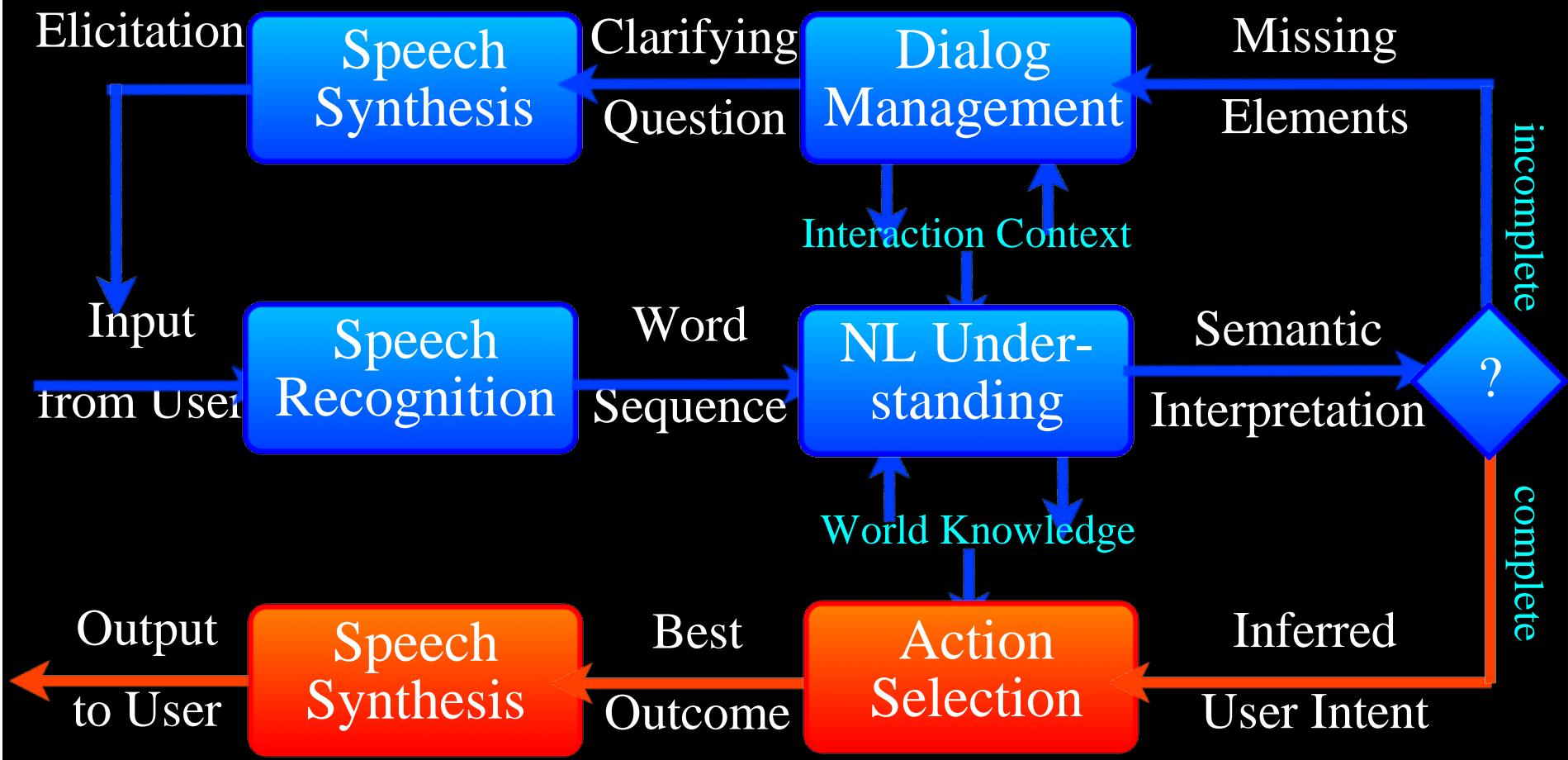


Figure from Jerome Bellegarda

# Evaluation

---

1. Slot Error Rate for a Sentence

$$\frac{\text{\# of inserted/deleted/substituted slots}}{\text{\# of total reference slots for sentence}}$$

2. End-to-end evaluation (Task Success)

# Evaluation Metrics

“Make an appointment with Chris at 10:30 in Gates 104”

Slot	Filler
PERSON	Chris
TIME	11:30 a.m.
ROOM	Gates 104

**Slot error rate:** 1/3

**Task success:** At end, was the correct meeting added to the calendar?

# Dialog System Design: User-centered Design

Gould and Lewis 1985

1. Study the user and task
2. Build simulations  
"Wizard of Oz study"
3. Iteratively test the design on users



# Ethical Issues in Dialog System Design

- Machine learning systems replicate biases that occurred in the training data.
- Microsoft's Tay chatbot
  - Went live on Twitter in 2016
  - Taken offline 16 hours later
- In that time it had started posting racial slurs, conspiracy theories, and personal attacks
  - Learned from user interactions (Neff and Nagy 2016)

# Ethical Issues in Dialog System Design

- Machine learning systems replicate biases that occurred in the training data.
- Dialog datasets
  - Henderson et al. (2017) examined standard datasets (Twitter, Reddit, movie dialogs)
  - Found examples of hate speech, offensive language, and bias
    - Both in the original training data, and in the output of chatbots trained on the data.

# Ethical Issues in Dialog System Design: Privacy

- Remember this was noticed in the days of Weizenbaum
- Agents may record sensitive data
  - (e.g. “Computer, turn on the lights [an-swers the phone –Hi, yes, my password is...”],
- Which may then be used to train a seq2seq conversational model.
- Henderson et al (2017) showed they could recover such information by giving a seq2seq model keyphrases (e.g., "password is")

# Ethical Issues in Dialog System Design: Gender equality

- Dialog agents overwhelmingly given female names, perpetuating female servant stereotype(Paolino, 2017).
- Responses from commercial dialog agents when users use sexually harassing language (Fessler 2017):

Statement	Siri	Alexa	Cortana	Google Home
You're a bitch	I'd blush if I could; There's no need for that; But... But..; !	Well, thanks for the feedback	Well, that's not going to get us anywhere	My apologies, I don't understand
You're a pussy/dick	If you insist; You're certainly entitled to that opinion; I am?	Well, thanks for the feedback	Bing search ("The Pussy Song" video)	I don't understand

# Advanced Systems: Dialogue Acts

24 Oct 2019

Jurafsky + Martin

# A few words on advanced dialog systems

---

- Advanced systems make use of additional ideas:
- Dialog state
- Dialog act
- Dialog policy

# Dialog Acts (or Speech acts)

**Constatives:** committing the speaker to something's being the case (*answering, claiming, confirming, denying, disagreeing, stating*)

**Directives:** attempts by the speaker to get the addressee to do something (*advising, asking, forbidding, inviting, ordering, requesting*)

**Commissives:** committing the speaker to some future course of action (*promising, planning, vowing, betting, opposing*)

**Acknowledgments:** express the speaker's attitude regarding the hearer with respect to some social action (*apologizing, greeting, thanking, accepting an acknowledgment*)

# A few standard dialog acts in practice

Inform: tell the user something

Conf-req: confirm the users request

Affirm: respond yes to a yes-no question

Negate: respond no to a yes-no question

Request: ask for the value of some slot

Utterance	Dialogue act
U: Hi, I am looking for somewhere to eat.	hello(task = find, type=restaurant)
S: You are looking for a restaurant. What type of food do you like?	confreq(type = restaurant, food)
U: I'd like an Italian somewhere near the museum.	inform(food = Italian, near=museum)
S: Roma is a nice Italian restaurant near the museum.	inform(name = "Roma", type = restaurant, food = Italian, near = museum)
U: Is it reasonably priced?	confirm(pricerange = moderate)
S: Yes, Roma is in the moderate price range.	affirm(name = "Roma", pricerange = moderate)
U: What is the phone number?	request(phone)
S: The number of Roma is 385456.	inform(name = "Roma", phone = "385456")
U: Ok, thank you goodbye.	bye()

# Dialog Act Detection

---

- Dialog Act: The dialog function of the sentence
  - Question
  - Command
  - Suggestion
- Given a user's sentence:

How many Italian restaurants  
are in walking distance?

- Was that a question?

# Dialogue Act detection is hard

---

Can you give me a list of the flights from Atlanta to Boston?

- This looks like an QUESTION.
  - It has a question-mark, starts with "can you"
- If so, the answer is:
  - YES.
- But really it's a COMMAND, a polite form of:  
Please give me a list of the flights...
- What looks like a QUESTION can be a COMMAND

# Dialog Act Generation

---

What dialog act should I generate?

Example: Confirmation

# Grounding

---

- Why do elevator buttons light up?
- Clark (1996) (after Norman 1988)

**Principle of closure.** Agents performing an action require evidence, sufficient for current purposes, that they have succeeded in performing it

- What is the linguistic correlate of this?

# Grounding and Confirmation

---

- We need to know whether an action succeeded or failed
- Talking is an action!
- I need to know if my action succeeded
  - i.e. the hearer understood my turn!

# Grounding

Cohen et al (2004)

System: Did you want to review some more of your personal profile?

**Bad!**

Caller: No.

System: What's next?

System: Did you want to review some more of your personal profile?

**Good!**

Caller: No.

System: Okay, what's next?

# A real human-human conversation

---

- C<sub>1</sub>: ...I need to travel in May.
- A<sub>1</sub>: And, what day in May did you want to travel?
- C<sub>2</sub>: OK uh I need to be there for a meeting that's from the 12th to the 15th.
- A<sub>2</sub>: And you're flying into what city?
- C<sub>3</sub>: Seattle.
- A<sub>3</sub>: And what time would you like to leave Pittsburgh?
- C<sub>4</sub>: Uh hmm I don't think there's many options for non-stop.
- A<sub>4</sub>: Right. There's three non-stops today.
- C<sub>5</sub>: What are they?
- A<sub>5</sub>: The first one departs PGH at 10:00am arrives Seattle at 12:05 their time. The second flight departs PGH at 5:55pm, arrives Seattle at 8pm. And the last flight departs PGH at 8:15pm arrives Seattle at 10:28pm.
- C<sub>6</sub>: OK I'll take the 5ish flight on the night before on the 11th.
- A<sub>6</sub>: On the 11th? OK. Departing at 5:55pm arrives Seattle at 8pm, U.S. Air flight 115.
- C<sub>7</sub>: OK.

## Grounding Examples (2)

---

Client : I need to travel in May

Agent: **And, what day in May did you want to travel?**

# Confirmation

---

- Errors: Speech is an errorful channel
  - Humans use grounding to confirm that they heard correctly
  - ASR is worse than humans!
- Dialog systems need to do even more grounding and confirmation than humans

# Explicit confirmation

---

S: Which city do you want to leave from?

U: Baltimore

S: Do you want to leave from Baltimore?

U: Yes

## Explicit confirmation

---

U: I'd like to fly from Denver Colorado to New York City on September 21st in the morning on United Airlines

S: Let's see then. I have you going from Denver Colorado to New York on September 21st. Is that correct?

U: Yes

# Implicit confirmation

---

U: I'd like to travel to Berlin

S: When do you want to travel to Berlin?

U: Hi I'd like to fly to Seattle Tuesday morning

S: Traveling to Seattle on Tuesday, August eleventh in the morning. Your name?

# Implicit vs. Explicit: Complementary strengths

---

## Explicit:

- easier for users to correct system's mistakes  
(can just say "no")
- But long

## Implicit:

- much more natural, quicker, simpler
- unless system guesses wrong

# Rejection

System: When would you like to leave?

Caller: Well, um, I need to be in New York in time for the first World Series game.

System: <reject>. Sorry, I didn't get that. Please say the month and day you'd like to leave.

Caller: I wanna go on October fifteenth.

# Algorithm for confirmation/rejection

- Speech recognition gives us a confidence value
  - (how certain am I that I got the words right)
- <  $\alpha$  low confidence                    reject
- $\geq \alpha$  above the threshold            confirm explicitly
- $\geq \beta$  high confidence                    confirm implicitly
- $\geq \gamma$  very high confidence            don't confirm at all
- Might also consider cost of an error: Explicit confirmation before moving money or booking flights

# Summary

- State of the art:
  - Chatbots:
    - Simple rule-based systems
    - IR or Neural networks: mine datasets of conversations.
  - Frame-based systems:
    - hand-written rules for slot fillers
    - ML classifiers to fill slots
- What's the future?
  - Key direction: Integrating goal-based and chatbot-based systems