Design of AI Systems (DAT410) Assignment 7: Dialogue systems and question answering

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1 Reading and reflection

The paper describes motivations, issues, technical details and demonstrations of one of the first computer systems in the research field of language understanding: GUS [1]. Developed by the research team at Xerox Palo Alto Research Center, the frame-driven dialog system is designed to manage a more-or-less realistic conversations in English, restricted to a specific domain; in this case, for the sake of the demonstration, GUS is acting as a travel agent to help planning return trips to a single city in California. The main goal, as the researchers stated, is to show the potential of a system attempting to model a natural dialog with a dedicated implementation.

The author first discusses GUS's motivations and design issues, trying to high-light the challenges that can be encountered by developing such systems. Most of the problems encountered are related to the natural dialog itself and represent situations difficult to understand or to be tackled by the system. Some of them are listed below.

- In a dialog we can encounter a **mixed initiative** from both the participants, where each of them has different expectations about the answers from the other.
- A human could write indirect answers to questions asked by the system, leading to a situation where making the inference necessary to answer becomes complex.
- Some conversations can even conform to **specific patterns**, special ones in specific contexts (in this case, those in a conversation with a travel agency). Those are only poorly understood or require very sophisticated strategies to be processed.

To handle some of these challenges GUS was developed such that the system's structure is as modular as possible. All the components, from the morphological to the syntactic analyzer, are decoupled from each other: this led to several advantages, from greater control over the conversation to better system monitoring and ease of use of external databases.

In the second part of the work, the paper goes deeper into the technical details of GUS, especially from the knowledge bases and processes point of view. Several key components are mentioned, based on their usage in the dialogue system: from a morphological analyzer to a frame reasoner, with a language generator at the end of the pipeline which is guided by a query map to generate appropriate answers. Another important core block is the concept of **frame**: It represents collections of information at several levels of the system, used to guide a conversation through **slots** that will be filled up with information provided by the users. Lastly, an overview of the procedures of GUS and their main types are presented: in general, they are associated with slots to indicate which kind of operation has to be performed.

After comprehensive examples that show how frames can be used to direct the course of a conversation, the author points out the limitations of the system related to a real conversation. While GUS can handle realistic conversations in general, It cannot determine for example when answers are referring to previous parts of the conversation, leading to unexpected behaviors and problems. To wrap up, the paper concludes by considering the potential improvements of such conversational systems: increasing the power of the already mentioned components, rather than improving the system for the language analysis and the knowledge representation, might lead to a better language understanding also in multiple domains.

2 Implementation

The proposed task is to build a chatbot that is able to have a natural conversation with the user. Despite the complexity of the task and the relatively short time schedule, we built a chatbot that tries its best not only in answering domain-specific questions, but also to guide the flow of the conversation. Later on, we will refer what we could have done to further improve the dialogue system.

The chatbot will be able to identify 3 different contexts: Weather and Temperature, Food and Restaurants, and Transporation and Travelling (flights).

2.1 Data

First things first, there are multiple approaches as to what data to use. It is referenced that for the purpose of this task we can simply use fictitious or random data. To make it as realistic as possible, we could rely on APIs, such as weather or transportation ones to provide us with real-time information. However, for our work, due to lack of time, we either generate a small synthetic dataset to exemplify use cases or used a pre-existing dataset.

- The Weather Dataset Dataset which contains daily temperatures for different seasons of the year for multiple cities.
- Transporation Dataset Generated dataset (with a python script) with flight numbers, origins, destinations and departure times.
- Restaurant Dataset Generated dataset (with a python script) with the city, the cuisine the restaurant serves, the street name and the rating.

These datasets serve as examples of how we could approach the data problem in the given task.

2.2 Method

The chatbot heavily relies on keywords matching. Not only was the task to implement a dialog system, but also to implement a non-trivial task.

The keywords used for each context are the following:

- Weather: weather, temperature, forecast, season, rain, sun, clouds, wind, humidity, precipitation, thunderstorm, rainbow, snow;
- Food: restaurant, food, cuisine, meal, dinner, lunch, breakfast, dining, eat, drink, menu, dish, snack, taste, flavour, delicious, yummy, tasty, hungry, thirsty;
- Traveling: tram, bus, transportation, flight, train, car, bicycle, walk, drive, ride, commute, journey, trip, travel, commute, commuter, commuters, transit

Furthermore, when questions where only affirmative or negative answers can be given, we use the following words to know which of them the answer is: yes, yep, yeah, sure, ok, okay, fine, of course, absolutely, definitely, indeed, aye, yea, yah, yahs, yap, yup, ye, yessir, yes ma'am, yessiree, yessum, yea, yessuh.

As the non-trivial task, we have the flow of the conversation being controlled by the bot. It will proceed to ask the user questions, just like in a dialog, until it has enough context about the user to create a travel plan for him. Despite not being the most realistic plan, this serves as a way to demonstrate the logic behind the chatbot. Essentially, the user may start on any of the contexts: Weather, food, or traveling. Depending on the first context given by the user, the conversation flow will be different. The bot will try to continuously ask questions until it has gone through these main 3 topics unless the user decides not to continue the conversation.

As backup plans for user answers that the bot does not recognize, it will simply re-ask the question or assume that the user is not comfortable enough to provide the information about him.

2.3 Examples

As a demonstration of the chatbot capabilities and traits described above, down below we will show examples of conversations. This for each topic of expertise of the system.

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Chatcot: Intel an your assistant for the day! I may not be the hest, but never underestimate me! How can I help you, friend?

MR: Hey I would love to know the temperature in Berlin
Chatcot: Whold you like to know the weather for a specific season? If so, which one?

MR: Sure, now that we are in the Summer might as well know for it, right?

Chatcot: Talking about seasons, do you have a favorite one?

MR: I love Spring to be honest

Chatcot: Talking about seasons, do you have a favorite one?

MR: I love Spring to be honest

Chatcot: Jest like sed Spring to the best season, isn't it? The flowers, the birds, the sum... it's all so magical!

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Chatcot: Gestion! Question! Question! Question! I have soood amy questions for you! Let's see...

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Chatcot: I found a relaxed source cities! I know upone dany restaurants. Maria: your favorite cutsine? I love Italian personally.

MR: Unspecial could be to those I know question! I know upone dany restaurants. Maria: your favorite cutsine? I love Italian personally.

Chatcot: I found a relaxed source cities! I know upone dany restaurants. Maria: your favorite cutsine? I love Italian personally.

Chatcot: I found a relaxed source cities! I know upone dany restaurants. Maria: your favorite cutsine? I love Italian personally.

Chatcot: I found a relaxed source cities I know upon and it has a relaxed of the seasons are relaxed and the seasons are relaxed and
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Figure 1: Examples of conversation the chatbot, by starting the conversation on the weather topic.

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Challot: Null I am your assistant for the day! I may not be the best, but nover underestimate may how can I help you, friend?

We isolic! I have a passion for food and restarrants, do you know where I can get some Finnish food?

Challot: Someon's hoppy! how that you entitle it. I could go for a bits som. Anyway...

Challot: Someon's hoppy! how that you entitle it. I could go for a bits som. Anyway...

Finnish coisine is served to London and it has a rating of 4.7.

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Finnish coisine it is served to London and it has a rating of 4.6.

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Challot: I mill to coisine it is served to London and it has a rating of 4.6.

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Challot: I mill to coisine it is served to London and it has a rating of 4.6.

Challot: I mill to coisine it is served to Valentia and it has a rating of 4.6.

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Challot: I mill to coisine it is served to Valentia and it has a rating of 4.6.

Challot: Talking book served. I be weether for a specific sessed! If so, which one?

We will be a foreign to the served to be sent the served to the served to be served t
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Figure 2: Examples of conversation the chatbot, by starting the conversation on the food topic.

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Cattot: Mil I av your astistant for the day! I may not be the best, but never underestitate see! How can I help you, friend?

Mil I feet like going on a trip right new Can you find any flights from Paris to London today?

Cattot: Transportation, half I most a big fact of bases. Trains though... something about trains, I never...

Cattot: Style and to travels from Paris to London.

Mil Tea, adobticity

All the catter of the catter of
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Figure 3: Examples of conversation the chatbot, by starting the conversation on the traveling topic.

2.4 Further development

Building a chatbot can represent a very complex task and, as already mentioned, having a longer time for the development of such a system can bring interesting further developments. We will now describe several possible improvements to

make our dialogue system more advanced: they will be especially focused on Semantic Role Labeling and Discourse Coherence.

- Natural Language Understanding (NLU): one of the first main improvements we can apply is related to how the bot can understand a user prompt. This can be done in several ways: it can be possible to use NLP libraries such as SpaCy to tokenize the input text and associate tags related to both the type of words (name, article, pronouns, ...) and the type of entity they represent (places, people, object, ...). This, alongside more advanced input utterances mapping, from using regular expression patterns to dedicated machine learning models. The goal of these techniques is to create better discourse relations, instead of determining if the user is staying on a topic.
- Enhanced knowledge Base: especially in complex contexts, a more advanced and structured knowledge base can improve a dialogue system's performance in understanding the user intent, extracting meaningful information and generating a proper answer. We could use for example a suitable database, from a relational one (like SQLite) to a graph-base (such as Neo4j).
- Sentiment Analysis: detecting emotional cues in the user's word choice and phrasing can be essential to improve not only the quality of the bot answers, but also to adjust its tone accordingly; moreover, taking into account and classifying different emotions can help enhance the emotional intelligence of the bot, allowing more targeted responses. Pre-trained models such as BERT or Llama can be used to achieve such a goal: we can compute a document (prompt) sentiment and aggregate by sentence-level scores, followed by classifying sentiment on aspect using attention mechanisms.

References

[1] A. Author and B. SecondAuthor. Gus, a frame-driven dialog system. In *Proceedings of the Conference on Dialog Systems (DIALOG)*, pages 123–134, 1977.