

Using Past Speaker Behavior to Better Predict Turn Transitions

Thesis Presentation

Tomer Meshorer

Center for Spoken Language Understanding
Oregon Health & Science University
Portland, Oregon, USA

08 June 2017

Outline

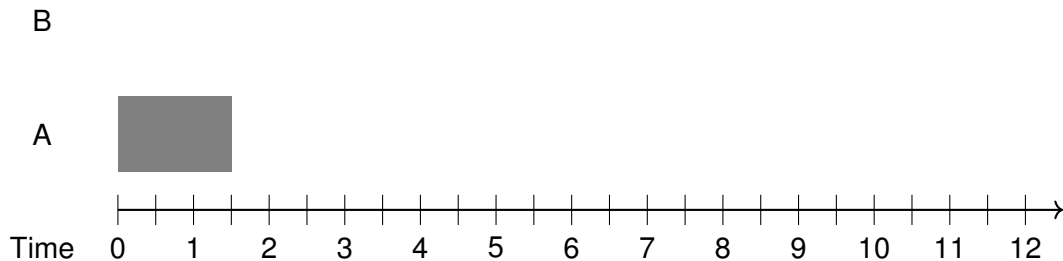
- 1 Motivation
- 2 Theoretical Model
- 3 Data
- 4 Study
- 5 Summary

Section 1

Motivation

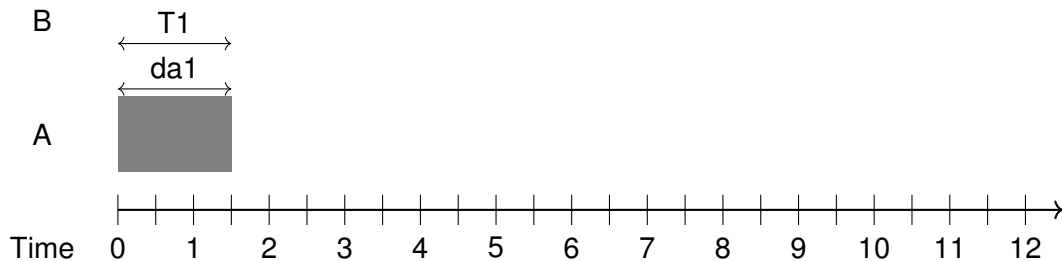
Relative Turn Length

Timing Diagram



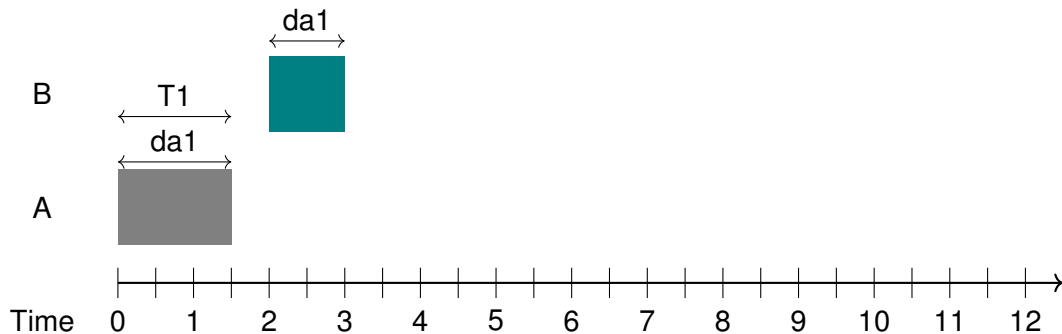
Relative Turn Length

Timing Diagram



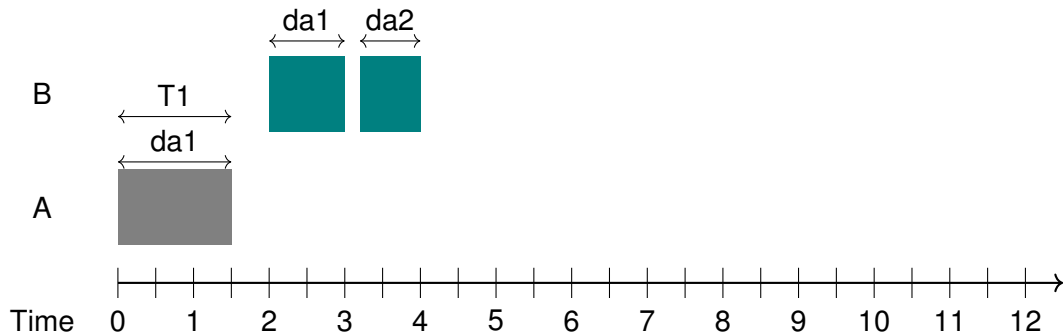
Relative Turn Length

Timing Diagram



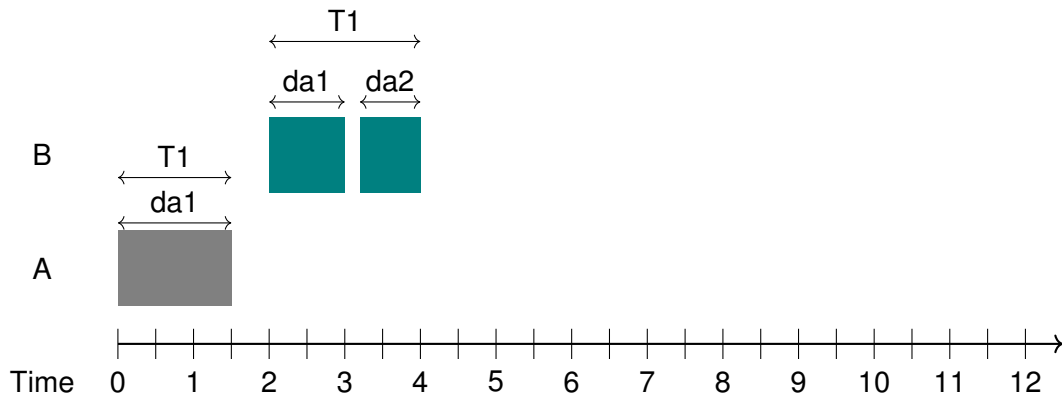
Relative Turn Length

Timing Diagram



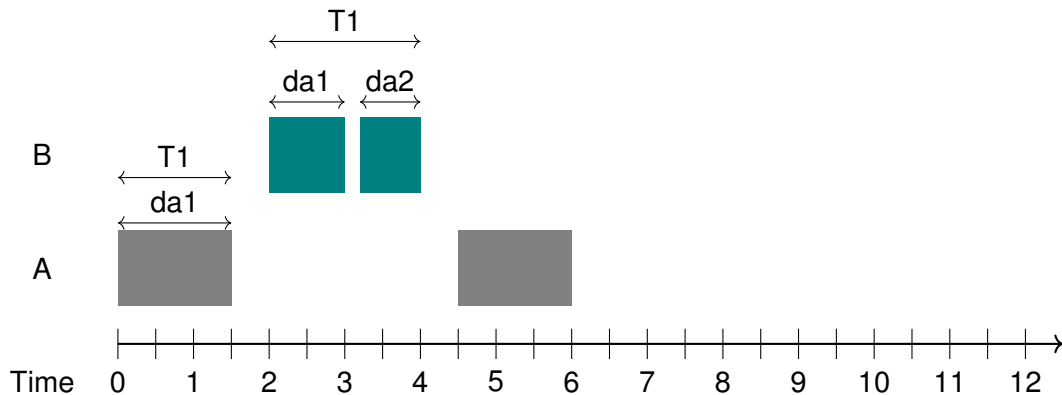
Relative Turn Length

Timing Diagram



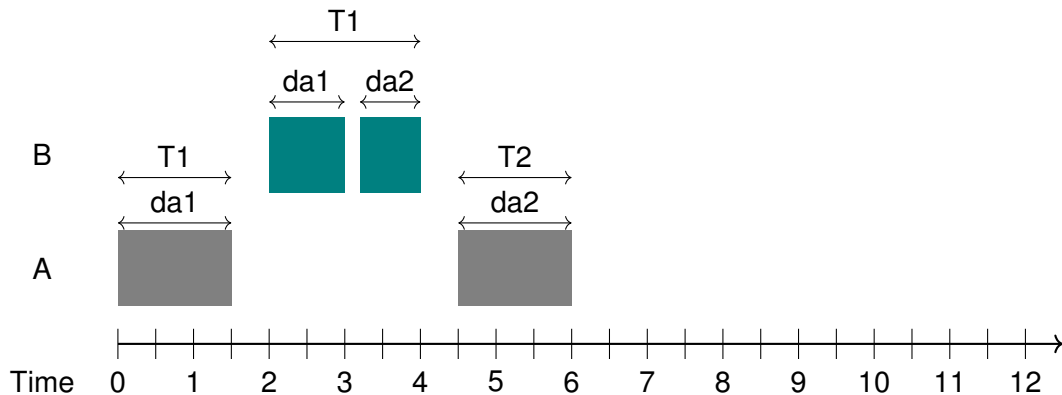
Relative Turn Length

Timing Diagram



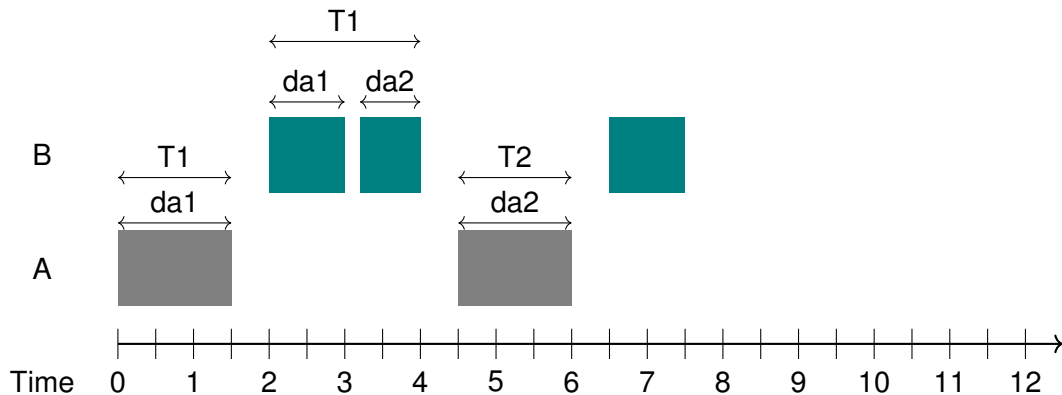
Relative Turn Length

Timing Diagram



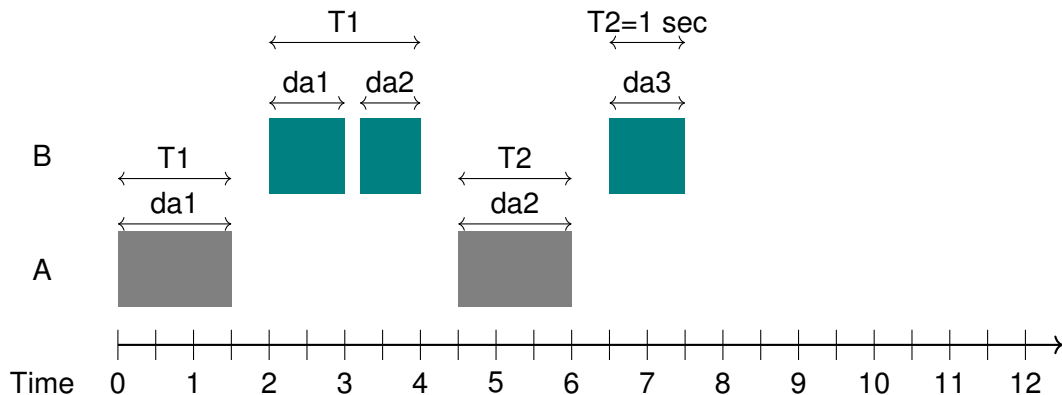
Relative Turn Length

Timing Diagram



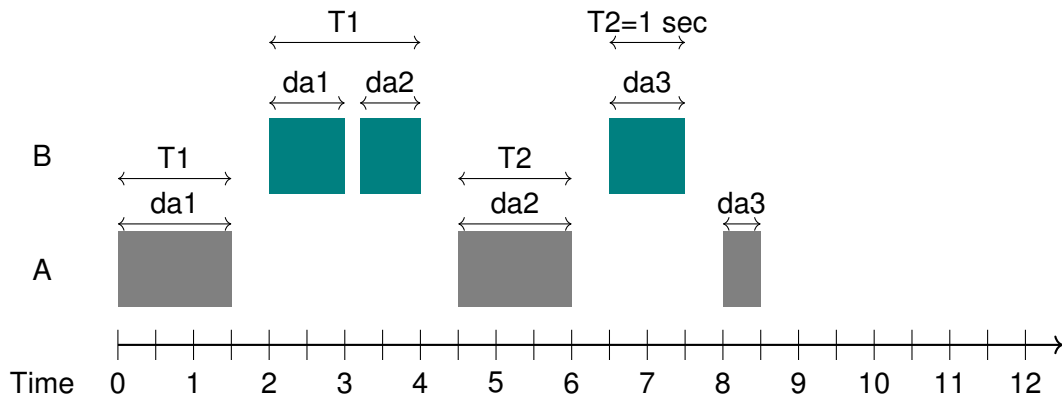
Relative Turn Length

Timing Diagram



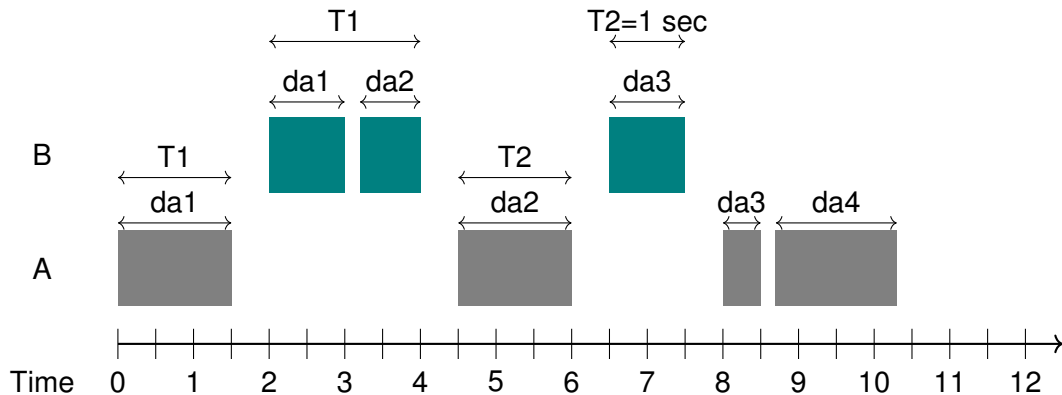
Relative Turn Length

Timing Diagram



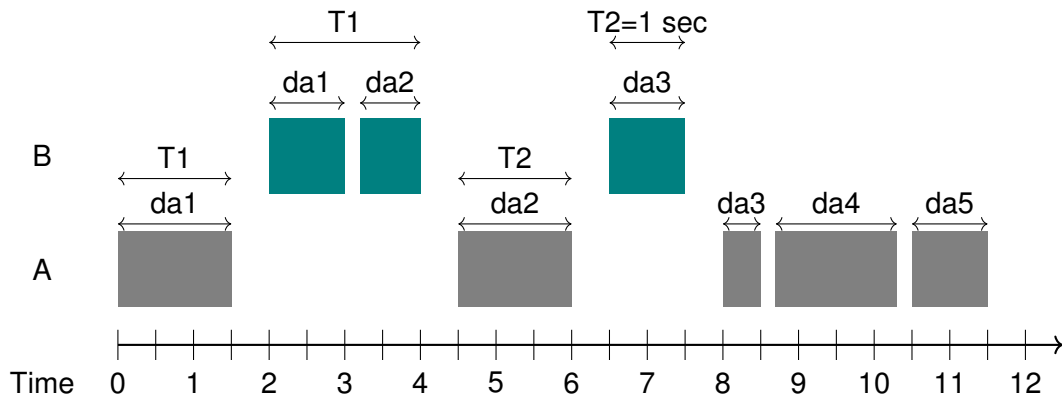
Relative Turn Length

Timing Diagram



Relative Turn Length

Timing Diagram



Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.
 - ▶ too much - user waiting for the machine.

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.
 - ▶ too much - user waiting for the machine.
4. Turn transition prediction based on local features improve turn taking but still do not match human performance.

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.
 - ▶ too much - user waiting for the machine.
4. Turn transition prediction based on local features improve turn taking but still do not match human performance.
 - ▶ Syntactic (Sacks et al 1978,De Ruiter et al. 2006)

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.
 - ▶ too much - user waiting for the machine.
4. Turn transition prediction based on local features improve turn taking but still do not match human performance.
 - ▶ Syntactic (Sacks et al 1978,De Ruitter et al. 2006)
 - ▶ Prosodic (Ford 1996,Stolcke 2002,Ferrer 2003)

Current Issues

1. For a natural conversation between human and machine, we want to conform to human to human turn taking system (Sacks et al, 1978)
2. In Human-Human conversations conversant predict (Sacks et al, 1978) or signal (Duncan 1972) each other on coming turn transition
3. Timeouts leads to poor user interaction(Arsikere et al, 2015)
 - ▶ Not effective in noisy environment
 - ▶ too little - machine barge in during intra turn pause.
 - ▶ too much - user waiting for the machine.
4. Turn transition prediction based on local features improve turn taking but still do not match human performance.
 - ▶ Syntactic (Sacks et al 1978,De Ruitter et al. 2006)
 - ▶ Prosodic (Ford 1996,Stolcke 2002,Ferrer 2003)
 - ▶ Pragmatic (Ford 2001)

Goal of Work

Conversant's past behavior can help predict turn transitions
Past behavior represented by Summary features

Section 2

Theoretical Model

Conversation

Conversation

$\dots s_{i-2}, d_{i-2}, s_{i-1}, d_{i-1}, s_i, d_i \dots$

Conversation with turn change

$\dots d_{i-2}, y_{i-1}, d_{i-1}, y_i, d_i, y_{i+1} \dots$

Relative Turn Length

Relative Floor Control

Section 3

Data

Corpus

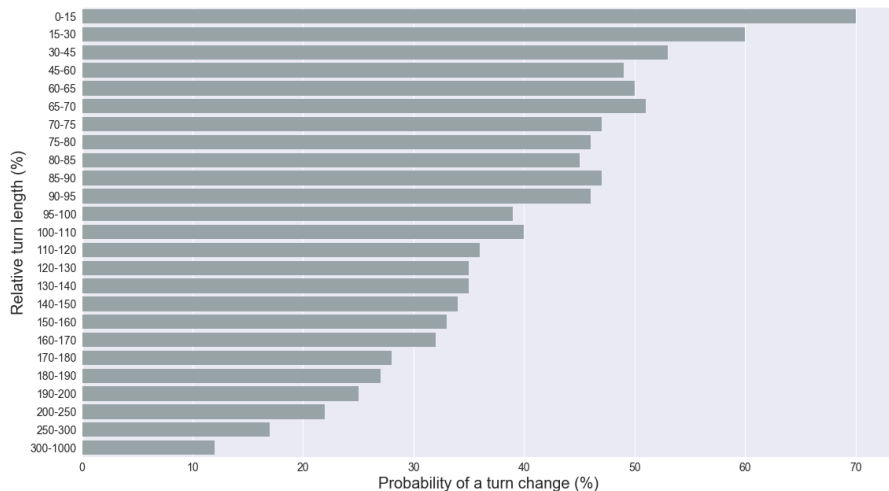
Preprocessing

- ▶ Removed 11 dialogue acts that were coded as other in switchboard.
- ▶ Skip the first 120 seconds of the conversation.
 - ▶ Gives time for conversant to form the conversational image.
 - ▶ Reduces the dialogue acts from 50633 to 37508.
- ▶ Reduce data sparsity by collapsing 65 dialog acts into 9.

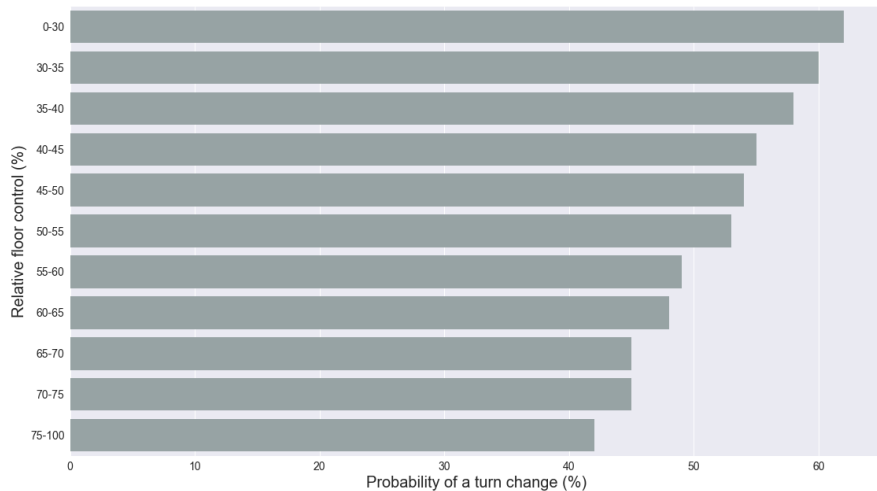
Switchboard dialog acts	Dialog act classes
sd,h,bf	statement
sv,ad,sv@	statement - opinion
aa,aa^	agree accept
%.%-,%@	abandon
b,bh	backchannel
qy,qo,qh	question
no,ny,ng,arp	answer
+	+
o@,+@	NA

Table: Mapping from dialog act to dialog act class

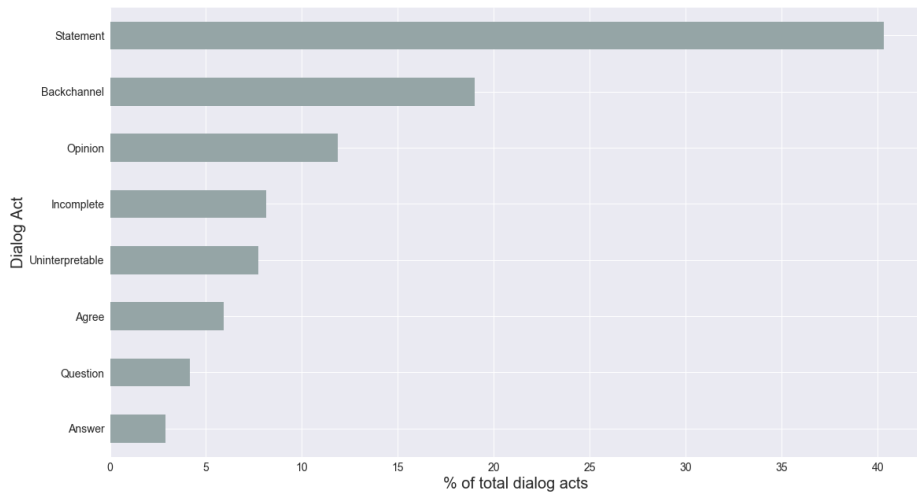
Relative floor control probability of turn change



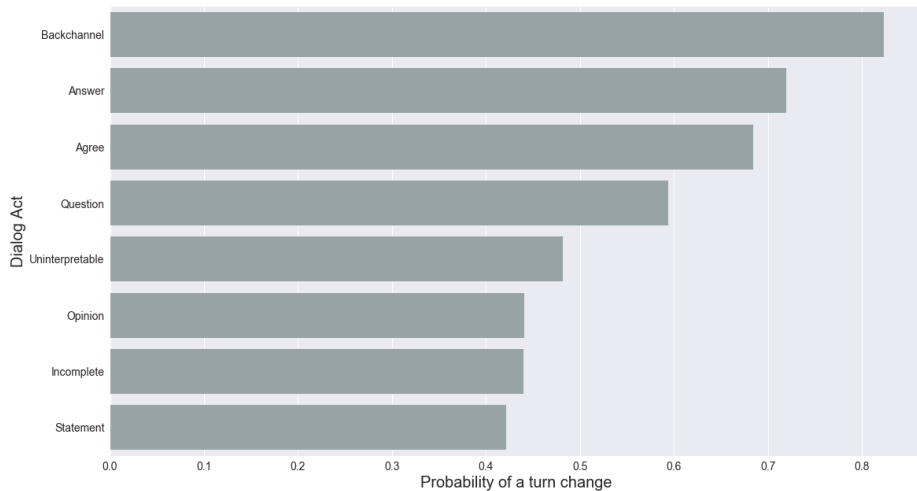
Relative turn length effect on probability of a turn change



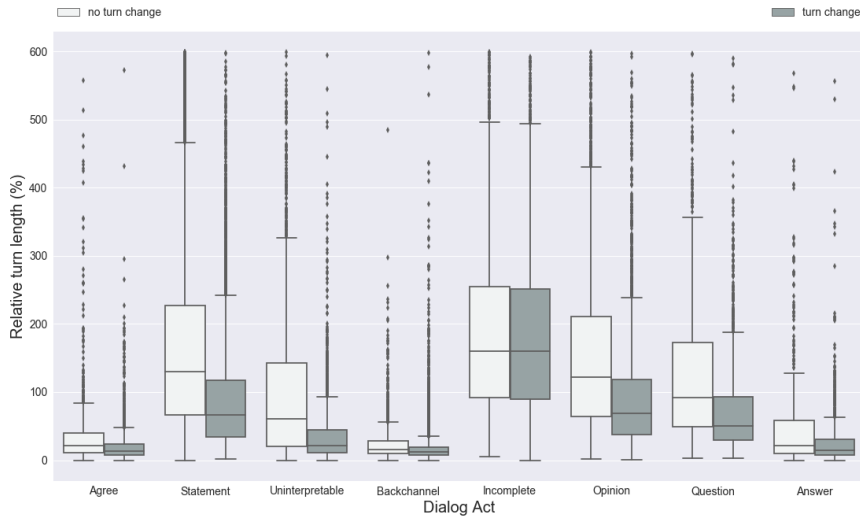
Dialog act relative count



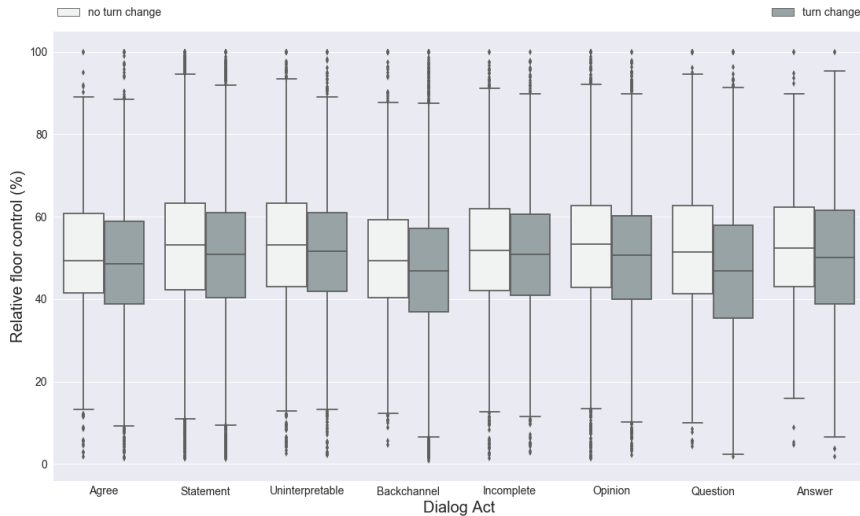
Dialog act probability of turn change



Relative turn length for dialog act type



Relative floor control by dialog act



Section 4

Study

Classifiers

- ▶ Used random forests (N=200) to train and test the following models
 - ▶ baseline 1: current dialog act label.
 - ▶ baseline 2: current and previous dialog acts.
 - ▶ summary model: just the summary features.
 - ▶ full model: summary features and the current and previous dialog acts.
- ▶ Evaluation was done using 10 fold cross validation.
- ▶ Run grid search to find the optimal hyper parameters.

Result for Random Forest Classifier

	Accuracy	F1	Precision	Recall	AUC
baseline 1	62.79%	57.81%	74.98%	47.04%	65.99%
baseline 2	74.89%	74.87%	81.84%	69.00%	81.11%
summary	65.54%	69.32%	67.22%	71.36%	69.46%
full	75.75%	77.59%	77.50%	77.83%	83.78%

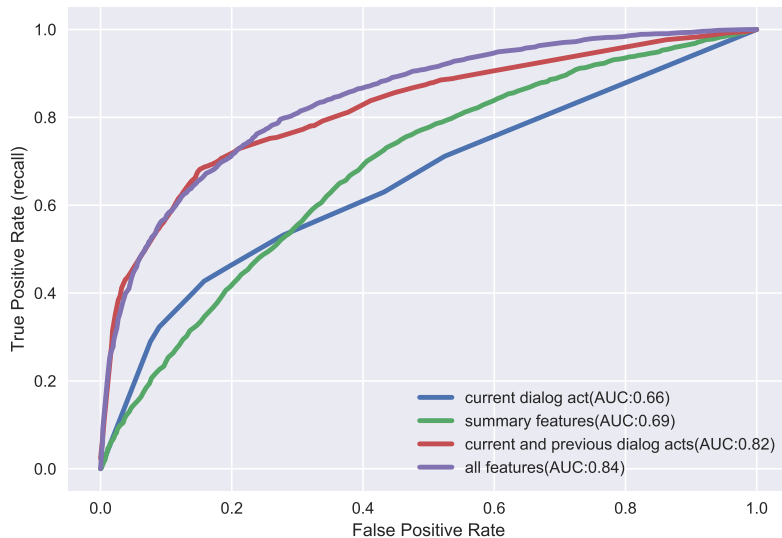
Table: Precision, recall and F1 results using Random Forests

Result for Gradient Boosting

	Accuracy	F1	Precision	Recall	AUC
baseline 1	62.79%	57.81%	74.98%	47.04%	65.99%
baseline 2	74.88%	74.82%	81.92%	68.86%	81.10%
summary	67.91%	71.30%	69.20%	73.55%	72.64%
all	76.57%	78.74%	77.44%	80.11%	84.84%

Table: Precision, recall and F1 results using Gradient boost classifier

ROC curves and AUC of different models



Sensitivity to Measurement Start Time

	0s	15s	30s	45s	60s	120s	180s
baseline 1	65.99%	66.10%	66.12%	66.09%	66.02%	65.98%	66.05%
baseline 2	81.11%	81.21%	81.24%	81.20%	81.15%	80.92%	80.68%
summary	69.46%	69.51%	69.43%	69.49%	69.57%	69.10%	69.21%
full	83.78%	83.87%	83.85%	83.80%	83.61%	83.19%	82.80%

Table: AUC Score in relation to the start of the dialog

Section 5

Summary

Conclusion

Future work