

# SPEAKER ROLE CONTEXTUAL MODELING FOR LANGUAGE UNDERSTANDING AND DIALOGUE POLICY LEARNING National Taiwan University



FOL RECOMMEND: FOOD;

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## Summary

- > Task Definition
- DSTC4: human-human dialogues between tourists and guides
- Motivation
  - Human-human dialogues contain rich and complex human behaviors
  - Different speaker roles behave differently and cause notable variance in speaking habits
- > Method: Role-Based Contextual Model for LU & PL
- o Introduce two separate models to represent two speaker roles
- so you of course %uh you can have dinner there and %uh of course you also can do sentosa, if you want to for the song of the sea, right?
- Task 1: Language Understanding what's the song in the sea?

(User Intents) QST WHAT: LOC

a song of the sea in fact is %uh laser show inside sentosa

QST CONFIRM:LOC; QST RECOMMEND:LOC yah. RES CONFIRM

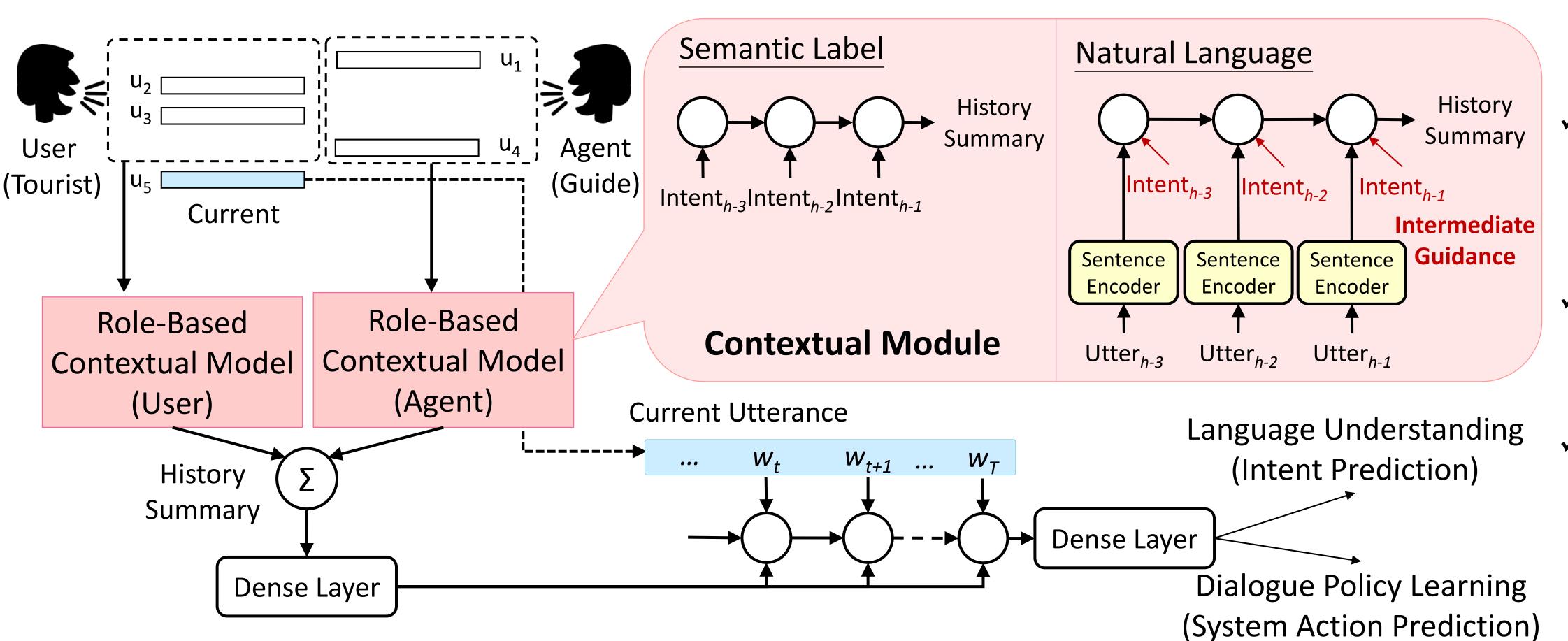
**Tourist (User)** 

Task 2: Dialogue Policy Learning (System Actions) FOL EXPLAIN: LOC

The model achieves impressive improvement on the DSTC4 dataset

## The Proposed Approach: Role-Based Model for LU & PL

> Result



**Guide (Agent)** 

#### Contextual Model

- encoding contexts as a history vector  $v_{his}$
- Semantic Label: ground-truth intent tags are encoded as the 1-hot sentence semantics

$$\vec{v}_{\mathrm{his}} = \mathrm{BLSTM}(\mathrm{intent}_t)$$

Natural Language: CNN-encoded sentence vector for practical situations

$$\vec{v}_{\mathrm{his}} = \mathrm{BLSTM}(\mathrm{CNN}(\mathbf{utt}_t))$$

- NL w/ Intermediate Guidance: semantic labels act as middle supervision signal for guiding the sentence encoding module to project from input utterances to a more meaningful feature space
- Leverage contextual information for better understanding

#### Speaker Role Modeling

• train two role-specific models independently, BLSTM<sub>rolea</sub> and BLSTM<sub>roleb</sub>

 $\vec{v}_{\text{his}} = \text{BLSTM}_{\text{role}_a}(\text{intent}_{t,\text{role}_a}) + \text{BLSTM}_{\text{role}_b}(\text{intent}_{t,\text{role}_b})$ 

 $\vec{v}_{\text{his}} = \text{BLSTM}_{\text{role}_a}(\text{CNN}(\text{utt}_{t,\text{role}_a})) + \text{BLSTM}_{\text{role}_b}(\text{CNN}(\text{utt}_{t,\text{role}_b}))$ 

> End-to-End Training Objective

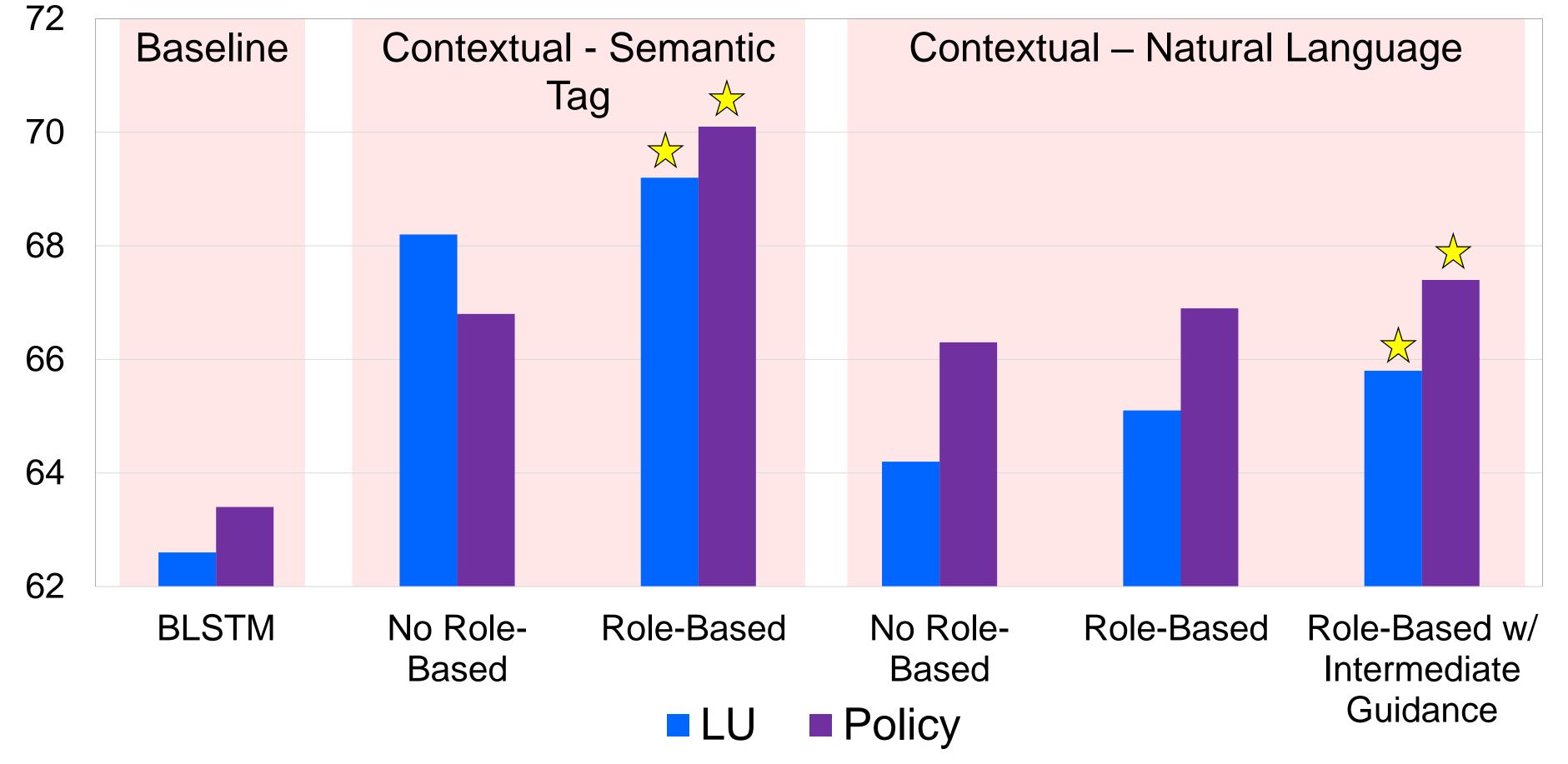
 BLSTM-encoded current utterance concatenated with the history vector for multi-label intent prediction and system action prediction

 $\vec{y} = \text{BLSTM}(\vec{v}_{\text{his}}, \vec{x})$ 

 $p(\vec{y} \mid \vec{x}) = \prod p(y_i \mid w_1, \cdots, w_i)$ 

> User usually pay attention to self history (reasoning) and others' utterances (listening) > Two speaker roles behave differently

## Experiments and Discussions



> The proposed speaker role contextual model obtains the state-of-the-art results.

- Setup
  - Dataset: DSTC4 35 human-human dialogues
  - Evaluation metrics: F1 for multi-label classification
- Experimental Results
- Contextual models significantly improve the baselines
- The role-based models outperform the one without the role information for both tasks
- Intermediate guidance improves semantic modeling
- Discussion
  - Most LU results are worse than dialogue policy learning results
  - The reason may be that the guide has similar behavior patterns (e.g. providing information and confirming questions) while the user has more diverse interactions
  - The idea about modeling speaker role information can be further extended to various research topics

### Conclusions

- o Approach: an end-to-end role-based contextual model that automatically learns speaker specific contextual encoding
- o **Experiment**: impressive improvement on a benchmark multi-domain dialogue dataset
- o Result: demonstrating that different speaker roles behave differently and focus on different goals





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