

Learning Multimodal Clarification Strategies

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<http://www.talk-project.org/>



Example of a Multimodal Clarification Strategy

User: Show me all songs with the title "Believe".

Wizard: I am searching for titles called "Believe".

User: OK.

Wizard: There are too many hints. Do you know the name of the artist or the album ?

User: No. Please show me a selection.

Wizard: I'm searching for a selection of this title.

User: Yes. All right.

Wizard: Should I display all albums from 2004 containing this title?

User: Yes. All right.

Wizard: I'm showing you the list.

User: OK. . . . [clicks] Show me the song from the selected album. Play it.

Why Multimodality?

Multimodality helps to *reduce*:

- + interpretation uncertainty (Orviatt, 2002)
- + the cognitive load of the user (Oriviatt et al., 2004)

The use of multimodality is *context dependent*:

- safety in the in-car domain
- high number of hints in the data base vs. short term memory
- type of interpretation uncertainty
- user model
- etc.

Outline

Framework

Bootstrapping Reinforcement Learning from WOZ Data

Predicting Multimodal Clarification

The Data

Context/Information-State Features

Feature Engineering

Learning Experiments

Summary & Future work



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Thesis Goals

Overall goal:

We want to learn a clarification strategy which is more natural, context dependent, and flexible, while maximising user satisfaction.

Sub-goals

1. Investigate human behaviour given understanding uncertainties.
 - Collect data on possible strategies in WOZ experiment. ✓
2. Learn a strategy that reflects human behaviour depending on the context.
 - **"Bootstrap" an initial policy using SL.**
3. Optimise that strategy for user satisfaction using RL.



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Questions to answer for generating multimodal clarification requests (CRs)

First, the DM needs to decide that “there is evidence of miscommunication” (Gabsdil, 2004). Then, we need to do generation:

1. Content Selection and Organisation

- What level of (mis-) communication to address?
- What severity to indicate?

2. Multimodal Output Planning:

- Uni- or multimodal generation?

3. Realisation

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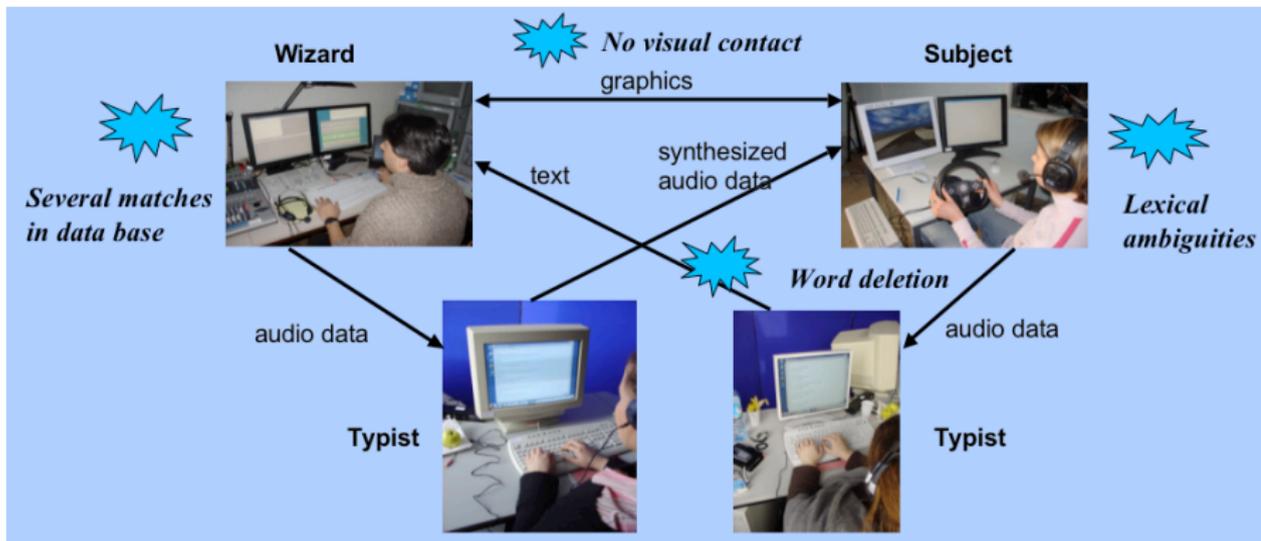
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Data Collection: Introducing uncertainties



also see (Skantze, ITRW 03), (Stuttle, ICSLP 04)

The Data

- 24 subjects
 - 6 wizards
 - 70 dialogues, 1772 turns (774 wizard turns), 17076 words
 - 152 Clarification Requests (19.6%)
 - 39.5 % multimodal Clarification Requests
- Can we learn when to generate a **multimodal** CR in context? (`graphic=yes` vs. `graphic=no`)

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Local features

- `DBmatches`: data base matches (numeric)
- `deletion`: deletion rate (numeric)
- `source`: problem source (5-valued)
- `userSpeechAct`: user speech act (3-valued)
- `templateGenerated`: template generated (binary)
- `delay`: delay of user reply (numeric)

Dialogue History Features

- `CRhist`: number of CRs (numeric)
- `screenHist`: number screen outputs (numeric)
- `delHist`: average corruption rate (numeric)
- `dialogueDuration`: dialogue duration (numeric)
- `refHist`: number of verbal user references to screen output (numeric)
- `clickHist`: number of click events (numeric)

User model features

- `clickUser`: average number of clicks (numeric)
- `refUser`: average number of verbal references (numeric)
- `delUser`: average corruption rate for that user (numeric)
- `screenUser`: average number of screens shown to that user (numeric)
- `CRuser`: average number of CRs asked to user (numeric)
- `driving`: user driving (binary)

Discussion

So far:

- Binary classification task: `graphic=yes` vs. `graphic=no`
- 152 training instances
- 19 features, some numeric

How to avoid **data sparseness**?

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Discretisation Methods

“Global discretisation methods divide all continuous features into a smaller number of distinct ranges.”

- Unsupervised proportional k-interval discretisation (PKI).
- Supervised/Entropy-based discretisation method based on the Minimal Description Length (MDL) principle.

Feature Selection Methods

“Feature selection refers to the problem of selecting an optimum subset of features that are most predictive of a given outcome.”

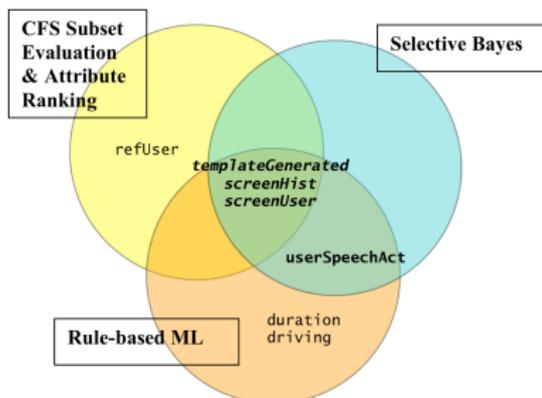
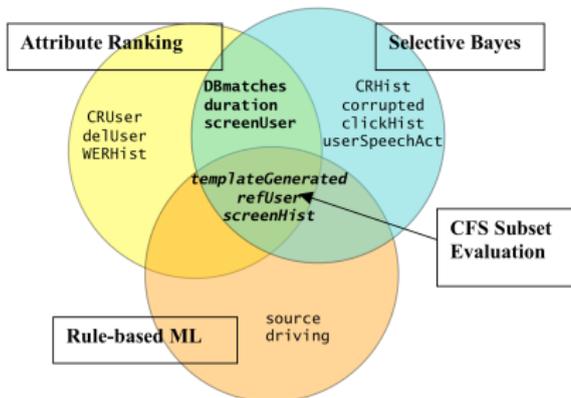
Searching the feature space:

- **forward selection**
- backward elimination

Selecting the features:

- Filters:
 - Other ML techniques: J4.8
 - Correlation-based subset evaluation: CFS
 - Correlation-based ranking with cut-off
- Wrappers: Selective Bayes
- Self constructed: Subset overlap

Feature selection on PKI-discretised data (left) and on MDL-discretised data (right)



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Machine Learners

Baseline:

- Majority baseline (`graphic-no`): **45.6 %** weighted f-score
- 1-rule baseline: **59.8 %** weighted f-score

Machine Learners:

- Rule Induction: RIPPER
- Decision Trees: J4.8
- Naïve Bayes
- Bayesian Network
- Maximum Entropy

Results

Feature transformation/ w. f-score (%)	1-rule baseline	Rule Induction	Decision Tree	maxEnt	NB	Bnet	Average
raw data	59.8	76.1	79.0	76.2	78.5	78.5	74.68
PKI + all features	64.4	72.9	81.6	73.2	81.6	76.4	75.02
PKI+ CFS subset	64.4	75.6	76.3	81.6	81.9***	82.7***	77.08
PKI+ decision tree	64.4	73.8	74.8	81.0	78.9	81.4	75.72
PKI+ selective Bayes	64.4	69.2	74.1	77.9	83.4***	80.0	74.86
PKI+ subset overlap	64.4	76.3	78.5	81.5	83.6***	84.3***	78.10
MDL + all features	69.3	76.9	76.9	79.7	80.4	79.8	77.17
MDL + CFS subset	69.9	76.3	77.2	80.6	81.1	79.8	77.58
MDL + decision tree	75.5	81.5	83.4***	83.4***	83.1***	84.0***	81.82
MDL + select. Bayes	75.5	82.8***	83.4***	83.7***	84.1***	84.1***	82.27
MDL + overlap	75.5	82.8***	83.6***	83.6***	84.1***	84.1***	82.28
average	67.95	76.75	78.22	80.78	81.77	81.85	



Conclusions

Only the “right” combination of ML model, discretisation method, and feature selection algorithm shows a significant improvement over the 1-rule baseline.

- best performing combinations: Bayesian models with wrapper methods (w. f-score of 84.1%, 58% reduction in error rate)
- MDL discretisation better than PKI.
- ‘vertical’ differences bigger than ‘horizontal’
- best performing feature selection method: subset overlap
- best performing feature subset: `templateGenerated`, `screenHist`, `screenUser`



Discussion: Best performing feature subset

Predictive features:

- + `templateGenerated`
 - + `screenHist`
 - + `screenUser`
- Other studies (using RL for feature selection) found *repeated concept* to be important

Less predictive features:

- `refUser`
 - `deletion`
 - `DBmatches`
 - `source`
- These (local) features might contribute for a larger data set!

Summary

- Framework: "Bootstrap" a RL-based system
- Data collection in a WoZ study.
- Initial strategy learning for when to generate multimodal CRs: 84.1% w. f-score (24.4% improvement over 1-rule baseline)
- Feature engineering as essential step using a large feature space with little data to achieve significant performance gains
- Wizards' behaviour is learnable but is considered to be sub-optimal.

Future work

(Near) future work: Richer annotations

- Add reward level annotations for RL.
- Estimate transition probabilities for MDP for other action decisions (e.g. severity, grounding level).

(Distant) future work:

- Evaluate learnt policy against a hand written strategy.
- Test the portability to other domains.

Papers associated with this talk:

- Verena Rieser and Oliver Lemon. **Learning Multimodal Clarification Strategies: optimizing ISU-based dialogue management from a limited WoZ data-set.** Submitted.
- Verena Rieser, Ivana Kruijff-Korbayová, Oliver Lemon. **Towards Learning Multimodal Clarification Strategies.** In: 7th ICMI, Doctoral Spotlight, 2005.
- Verena Rieser, Ivana Kruijff-Korbayová, Oliver Lemon: **A Framework for Learning Multimodal Clarification Strategies.** Proceedings of 6th SIGdial, 2005.

Weighted f-score

"F-score which says something about recall and precision w.r.t. class frequencies in the data."

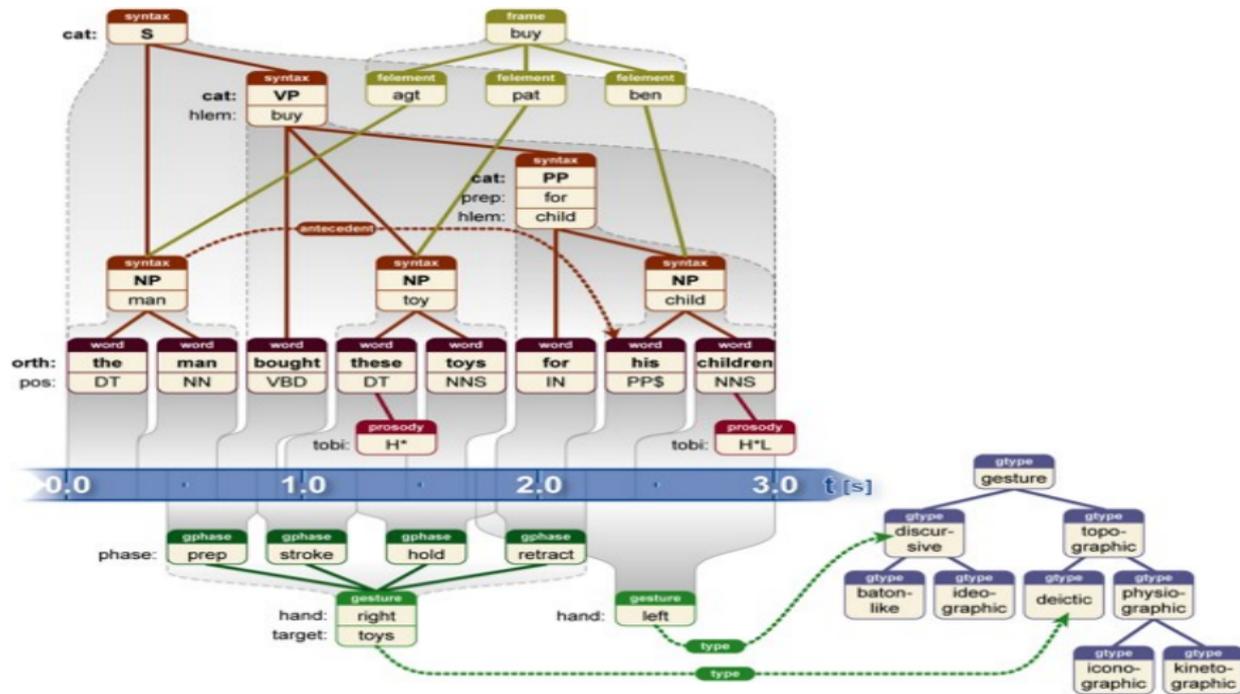
$$wf = \sum_{i=1}^{|C|} w_i f(C_i)$$

- Weight the f-score of each class by the class frequency in the data;
- Create the sum .

Rich Data Annotation

- Features: Annotation standards for multimodal dialogue context: Joint TALK/AMI workshop, Dec 12th 2005
<http://homepages.inf.ed.ac.uk/olemon/standards-workshop-cfp2.html>
- Method: NXT format and the NITE XML toolkit (Carletta, 2005)

NXT Format



NITE toolkit reference coder

The screenshot displays the NITE toolkit reference coder interface, which is divided into several panels:

- Diagram corpus referring expression coder** (Title bar)
- File Search** (Menu)
- Gestures** (List of gesture events):
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:3.9, end:11.96]
 - A: RH-gesture (RH-point) [modA: 0, modB: trace] [st:11.96, end:12.03]
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:12.03, end:13.86]
 - B: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:12.16, end:12.36]
 - B: RH-gesture (RH-point) [modA: 0, modB: trace] [st:12.36, end:12.76]
 - B: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:12.76, end:13.5]
 - B: RH-gesture (RH-point) [modA: 0, modB: tap] [st:13.6, end:14.1]
 - A: RH-gesture (RH-point) [modA: 0, modB: trace] [st:13.86, end:14.26] [trace slow as following other] and above paper
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:14.26, end:14.6]
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:14.6, end:16.33]
 - B: RH-gesture (RH-point) [modA: pinkie, modB: stationan] [st:16.2, end:16.66]
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:16.33, end:24.43]
 - B: RH-gesture (RH-point) [modA: pinkie, modB: trace] [st:16.66, end:16.96]
 - A: RH-gesture (RH-point) [modA: 0, modB: stationan] [st:24.43, end:31.8]
 - A: RH-gesture (RH-point) [modA: 0, modB: tap] [st:31.8, end:32.66]
- Speech elements** (List of speech events):
 - A: deictic [modA: null, modB: null] [st:3.96, end:4.53] ... here
 - A: referring [modA: null, modB: null] [st:7.5, end:7.6] ... 60 ...
 - B: deictic-anaph [modA: null, modB: null] [st:12.53, end:12.73] ... theres
 - B: referring [modA: null, modB: null] [st:12.73, end:13.16] ... 22
 - B: deictic [modA: null, modB: null] [st:13.16, end:13.36] here at ...
 - B: referring [modA: null, modB: null] [st:13.36, end:13.7] ... wilbur
 - B: deictic-anaph [modA: null, modB: null] [st:13.86, end:13.9]
 - B: deictic-anaph [modA: null, modB: null] [st:13.9, end:14.03] theres...
 - A: deictic-anaph [modA: null, modB: null] [st:13.93, end:14.4] theres 15
 - B: referring [modA: null, modB: null] [st:14.03, end:14.23] ... 15 ...
 - B: deictic-anaph [modA: null, modB: null] [st:14.23, end:14.73] ... there
 - B: referring [modA: null, modB: null] [st:16.2, end:16.36] 16 ...
 - B: preposition [modA: null, modB: null] [st:16.36, end:16.63] ... at ...
 - B: referring [modA: null, modB: null] [st:16.63, end:17.6] ... Robely
 - A: referring [modA: null, modB: null] [st:20.26, end:22.13] so 16, 22 ...
 - A: referring [modA: null, modB: null] [st:23.7, end:25.03] ... and 15
 - A: preposition [modA: null, modB: null] [st:32.36, end:32.63] ... going from ...
 - A: deictic [modA: null, modB: null] [st:32.66, end:33.13] ... here ...
 - A: deictic [modA: null, modB: null] [st:33.13, end:33.66] ... here
- Links** (List of references):
 - 23-24 A.coreference.1
 - gesture
 - speech
 - 23-24 A.coreference.2
 - 23-24 A.coreference.3
 - 23-24 A.coreference.4
 - 23-24 A.coreference.5
 - 23-24 A.coreference.6
 - 23-24 A.coreference.7
 - 23-24 A.coreference.8
- Link Actions** (Buttons: Add new link, Delete link)
- NITE Video player** (Video frame showing two people at a table with a diagram, and playback controls: Play, Stop, Next, Synchronise, Mute)

NITE toolkit gesture coder

Continuous Video Labeling Tool

File Annotate View Help

NITE Video player
cam 1

20:12:2001
13:26:29

Synchronise
Mute

Rate: -4x -3x -2x 0 +2x +3x +4x Reset

p0 - posture-layer

[Lean Forward.....] [Lean Right.....] [Lean Forward.....] [Lean Left.....] [Lean Backward.....] [Lean Forward.....] [Lean Right.....] [Lean Left.....] [Lean Forward.....]

Start: 10.91
Target: Lean Forward
End: 14.44

Delete

Lean Backward Lean Right
Lean Left Lean Forward

posture-layer

p0 p1 p2 p3

[Lean Forward.....] [Lean Right.....] [Lean Backward.....] [Lean Left.....] [Lean Backward.....] [Lean Forward.....] [Lean Right.....] [Lean Left.....] [Lean Forward.....]

The End

Thank you for your attention!

▶ The end