


# Adjusting to User's Style in Dialogue Systems



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# Outline

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- Basics
- Previous Work
- Current Experiment
- Conclusion

# Basics

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- **A dialogue system (DS)** - a type of user interface (UI) where linguistic features act as UI controls for selecting data in software applications.
- The DS is intended to converse with a human, with a coherent structure:
  - turn-taking
  - initiative
  - significant silence
  - manners

# Text-Based DS

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- ❑ User input is a **written** request to the dialogue system in a natural language and the output of the system is a **written** answer to the user in the same language.
- ❑ Incl. optional speech synthesis.
- ❑ No speech recognition.



# Previous work

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- Web based DS framework to build dialogue systems for Estonian language
- Framework features:
  - automated spell check of user input
  - morph. analysis – stems in rules
  - solution to the word-order problem
  - human-assisted chat
  - sms notification
  - speech synthesis integrated
  - asynchronous model

# A sample conversation with a DS

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16:12.41	User	mul on alalõuas eemaldatud hammas, juba 20 aastat tagasi
		<i>I have a tooth removed from the lower jaw 20 years ago</i>
16:12.57	User	kas on võimalik sinna <b>implanaati</b> panna
		<i>is it possible to get a dental implant</i>
16:13.00	System	põhjalikum info on siin: [loe implantaatidest]
		<i>more information can be found here [read about dental implants]</i>
16:13.10	System	üks hetk, kohe räägin teile lühidalt implantaadi paigaldusest
		<i>just a moment, I'll tell you about the installation of dental implants</i>

# DEMO – www.dialoogid.ee

## - Kinoagent - 24h

Teema: filmid Tartu kinodes ...

<12:40 Alfred>: tere  
<12:41 Alfred>: hetkel on Tartu kinokavades kokku 21 erinevat filmi  
<12:41 Sina>: palun ole vait hetkeks  
<12:41 Alfred>: vait jään siis, kui saab öeldud, mis öelda on :)  
<12:41 Alfred>: see võib ka täitsa hea olla: homme, kell 14:30 -  
"Dredd", kinos Ekraan

Sina:

>>



Vestleja: Alfred - sees

lülita hääl sisse

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Hoiatus: Vestlete arvutiga.

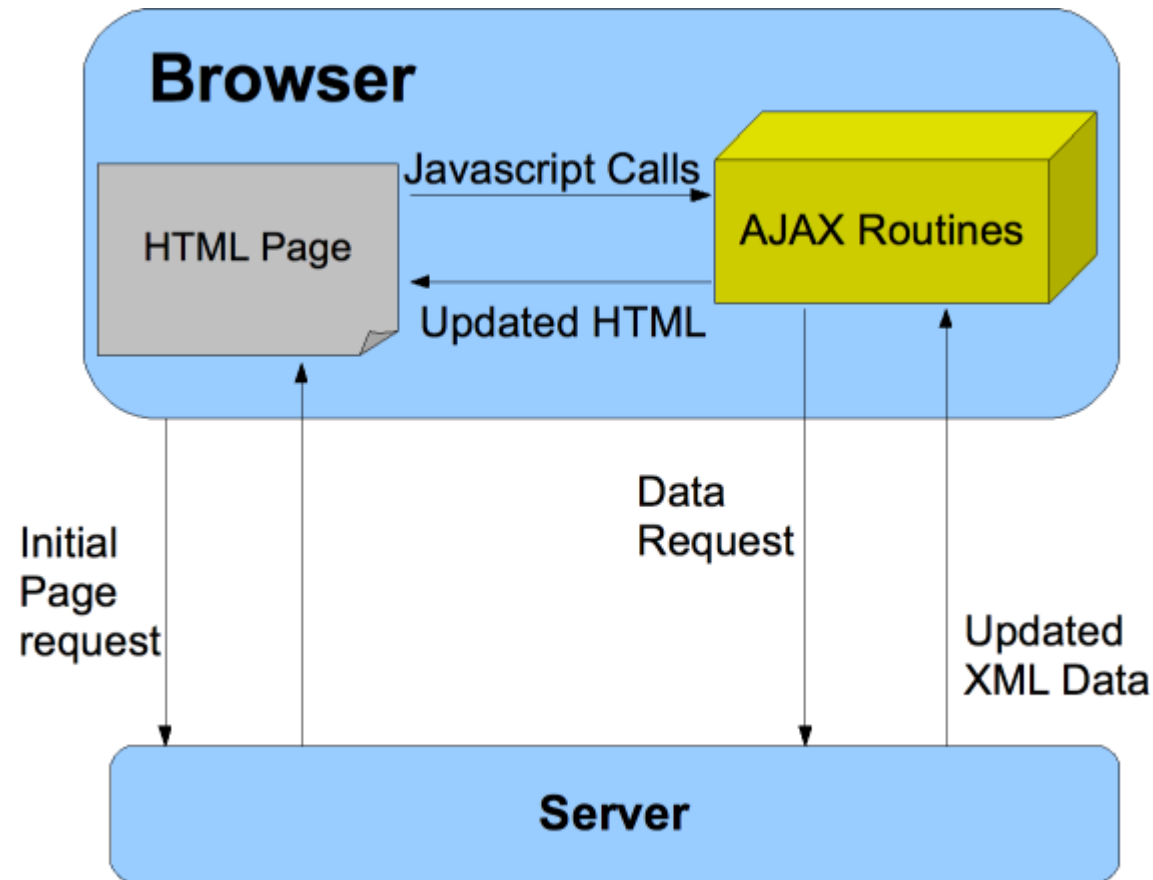
# The Asynchronous Communication (1)

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- “*Stuck in input phase*” problem.
- Both parties can:
  - provide input at any given moment,
  - take any number of sequential turns without waiting for the other party to acknowledge each turn.
- Real-time user-initiated (or system initiated) interruptions.



# The Asynchronous Communication (2)



# Spell-Checking and Error Correction

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- String Similarity: Jaro-Winkler
- Domain Lexicon
  - contains the words from the patterns
  - compare lexicon with input
  - language independent
- Why not Levenshtein? Jaro-Winkler gives more favorable ratings to strings that match from the beginning.

## Need to improve the spell checker

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- add all forms to lexicon (not just lemmas)
- “valutama” generates:
  - valutab
  - valutas
  - ...
- this gives us a better lexicon and similarity to input can be higher

# Word order (1)

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- Need to be able to match both of these:
  - hammas valuta
  - valuta hammas
- Pattern would be:
  - (hammas valuta) | (valuta hammas)

$$P_3 = 6 \quad (w_1 w_2 w_3) | (w_1 w_3 w_2) | (w_2 w_1 w_3) | (w_2 w_3 w_1) | (w_3 w_1 w_2) | (w_3 w_2 w_1)$$

$w_i$  can be a regular sub-expression

$$P_4 = 24 \quad \dots\dots\dots$$



solution: use permutations of input if set so in the pattern

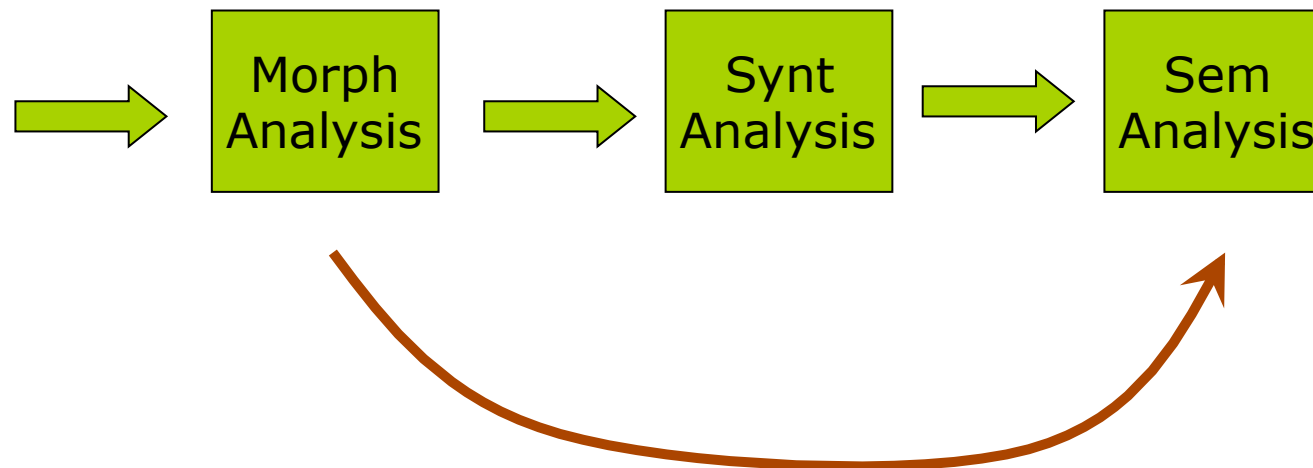
Pattern: hammas valuta  
IGNORE\_WORD\_ORDER: YES

## Word order (2)

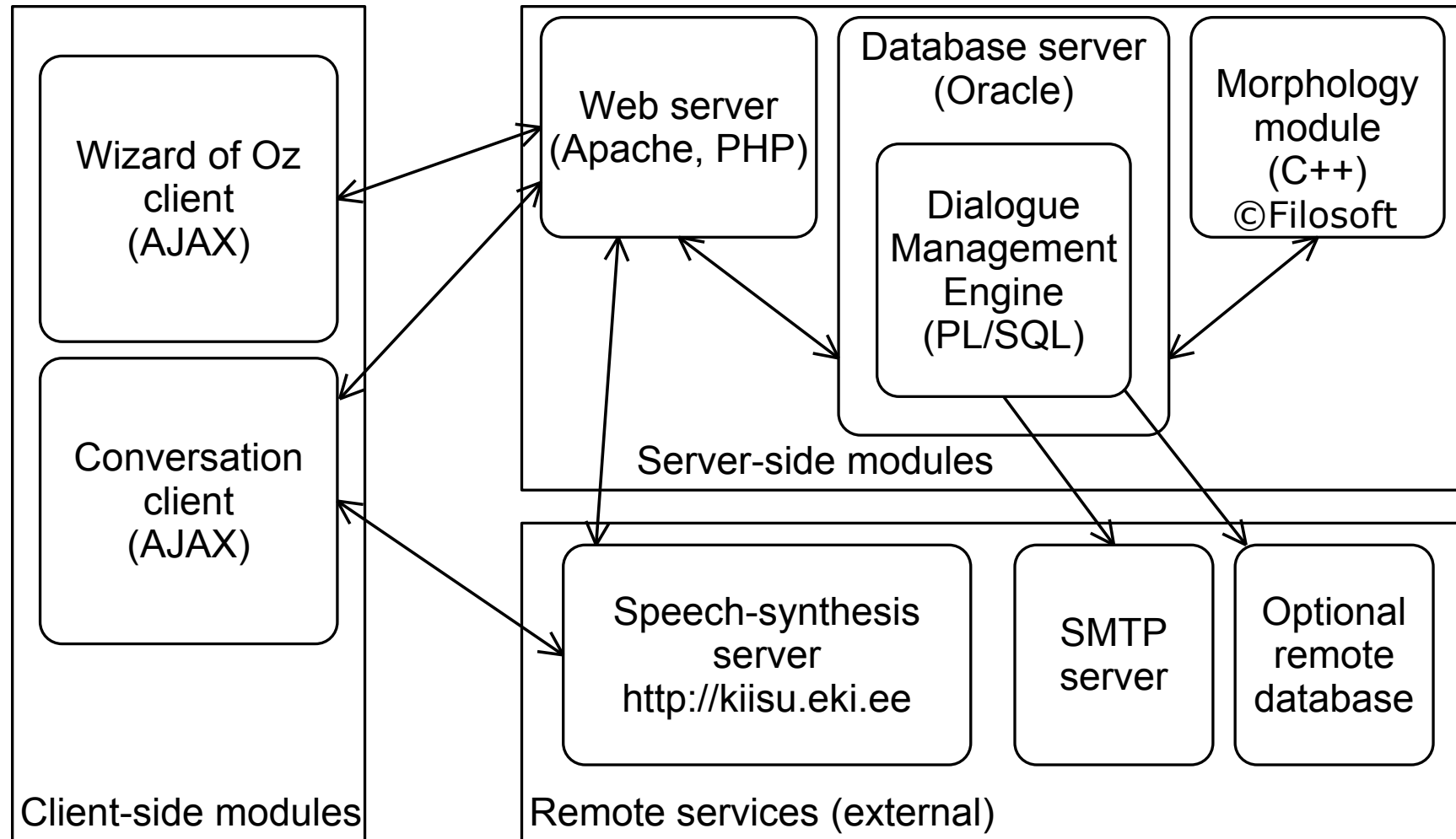
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SUBJECT = hammas  
VERB = valutama

**Claim: The word order problem can be solved without complete syntactic analysis.**



# The client-server model of the ADS framework



# Goal of the new experiment

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- Can we adjust to user's style?
  - capitalization
  - typing speed
  - slang
- Would it make a difference in user experience?

# Motivation

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- The users seemed to complain about it.
  - too slow
  - too fast
  - don't like capitalization
  - do like capitalization



# Implementation

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- We implemented the new features.
  - speed module
  - capitalization module
- Then created a sample system.
- Tested it on 15 users.
- Finally, we had them fill out a form.

# Results

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- ❑ Users liked it when DS used their speed/style.
- ❑ Some users prefer faster response even if they are slow in typing.
- ❑ Some users prefer correct capitalization even if they don't use it.
- ❑ Surprisingly the users claim to use correct capitalization in CHAT, in reality 60% of the users don't.

# Conclusion

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- We decided to accept commands from the user:
  - “Please type faster”,
  - “Slow down a bit”.
  
- We could use correct capitalization always.