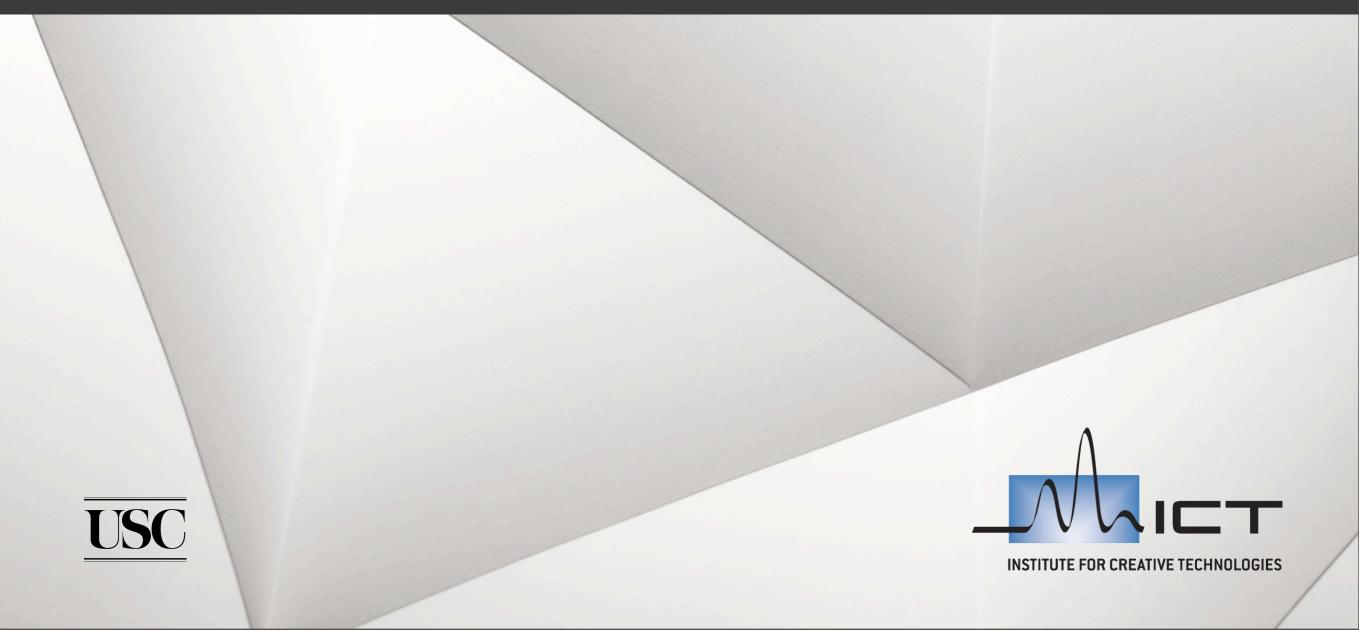
Natural Language Understanding: Statistical Approaches

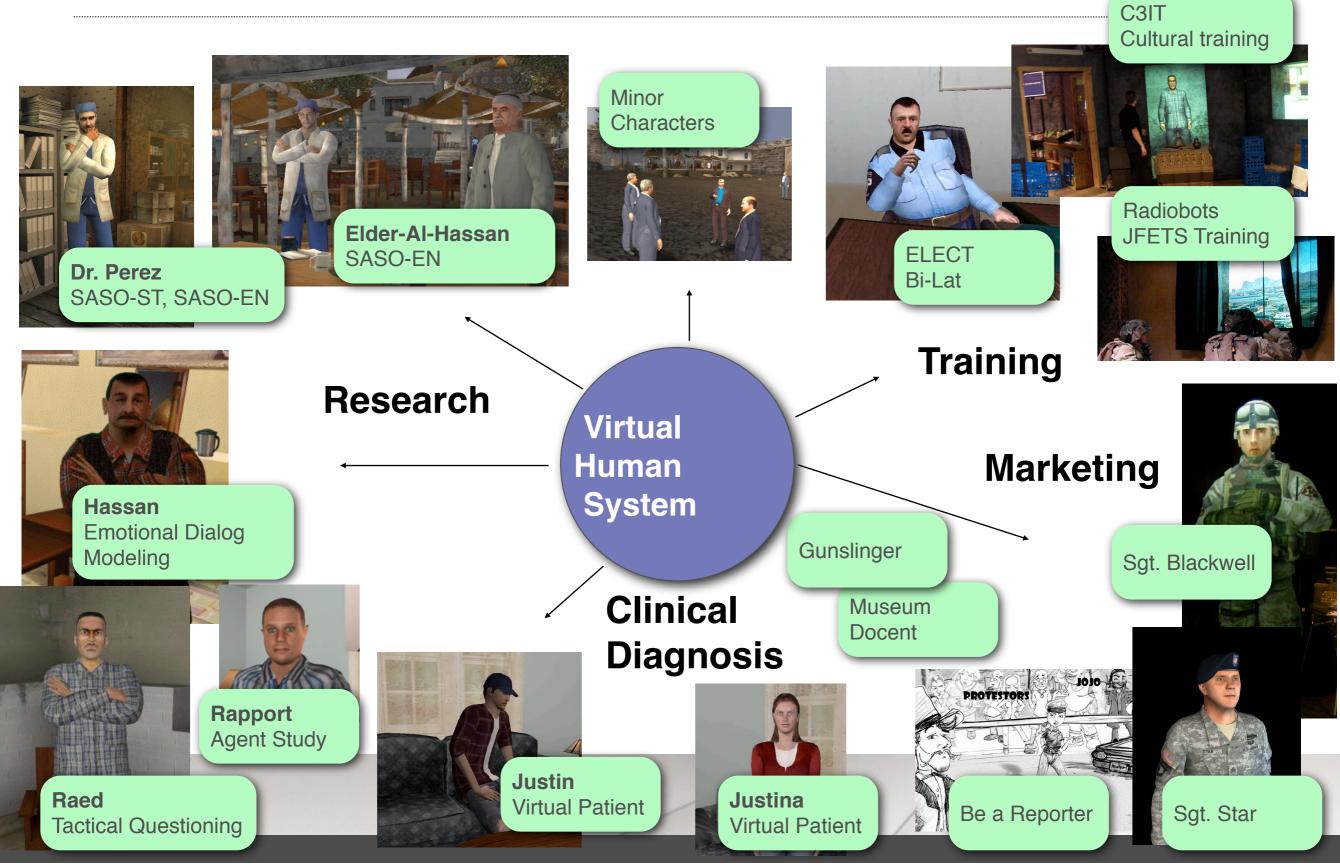
Anton Leuski



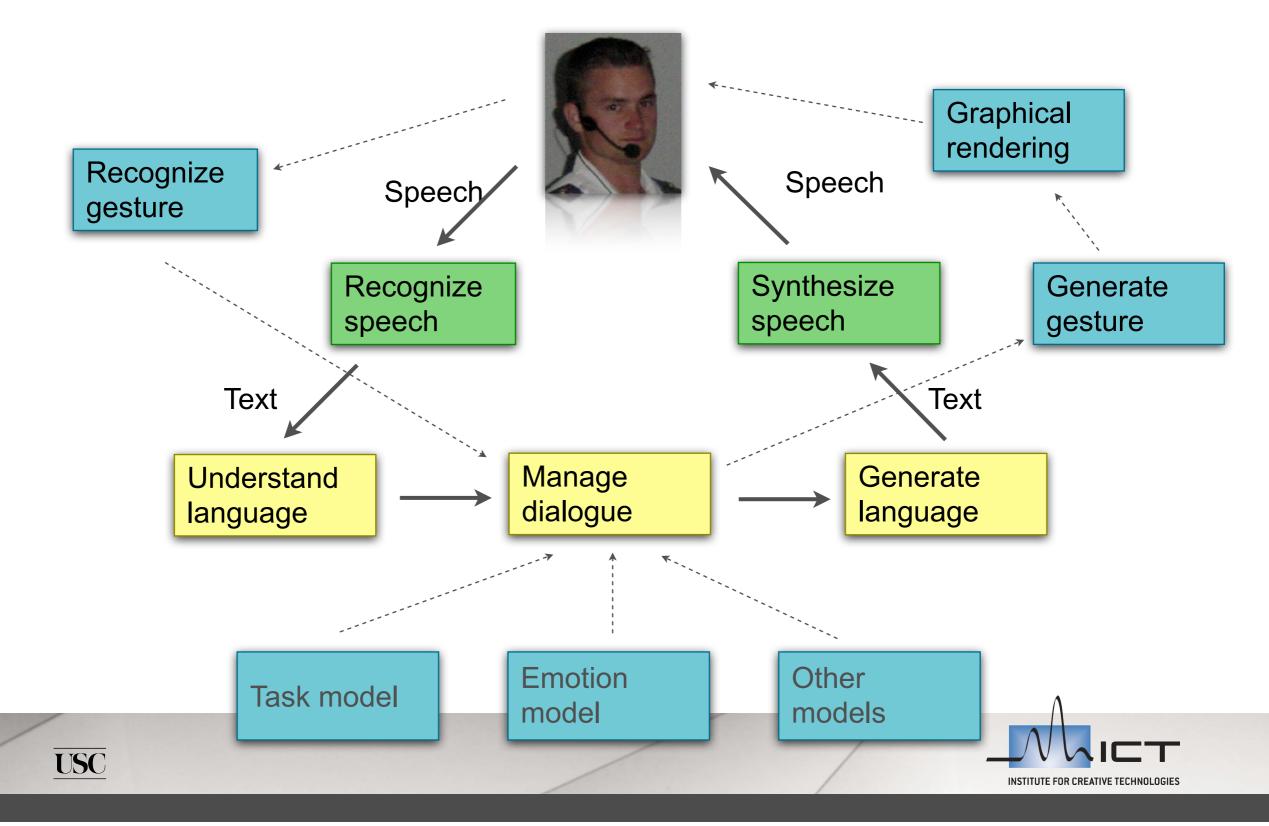




ICT Virtual Humans

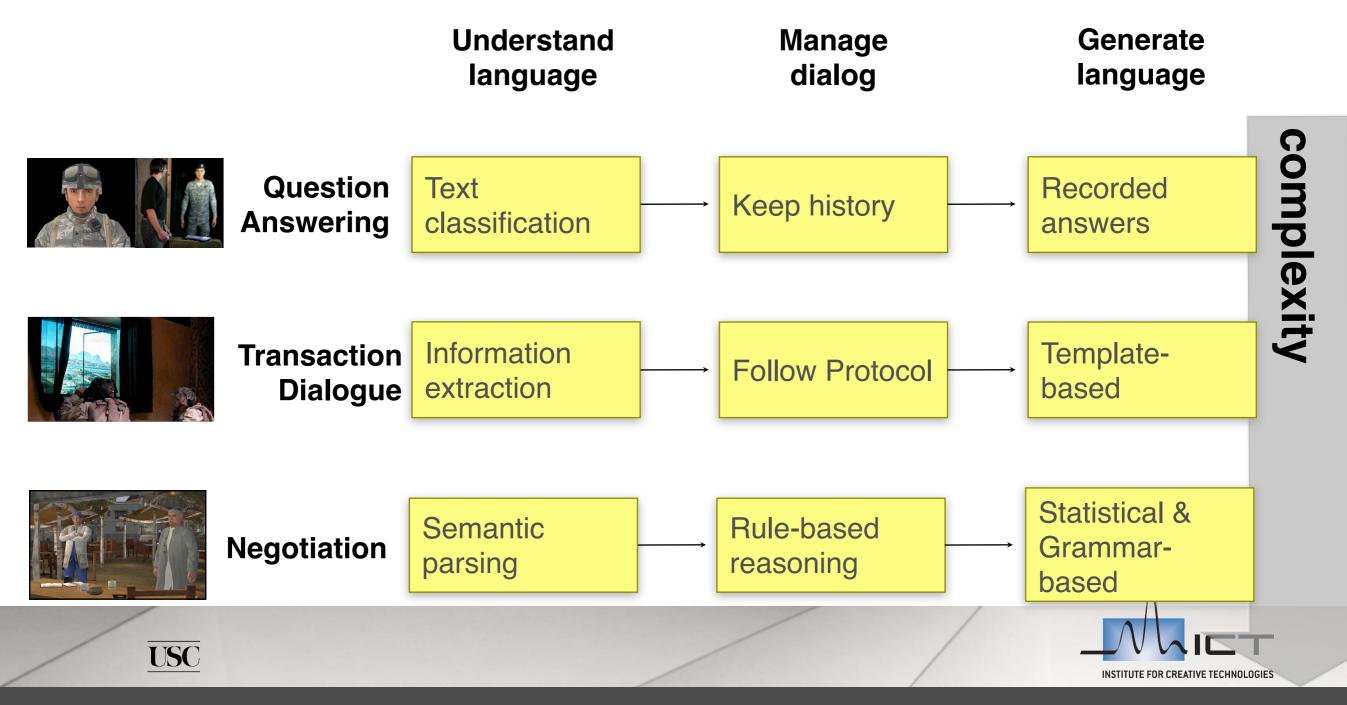


Virtual Human Dialogue System



NL Dialogue Processing

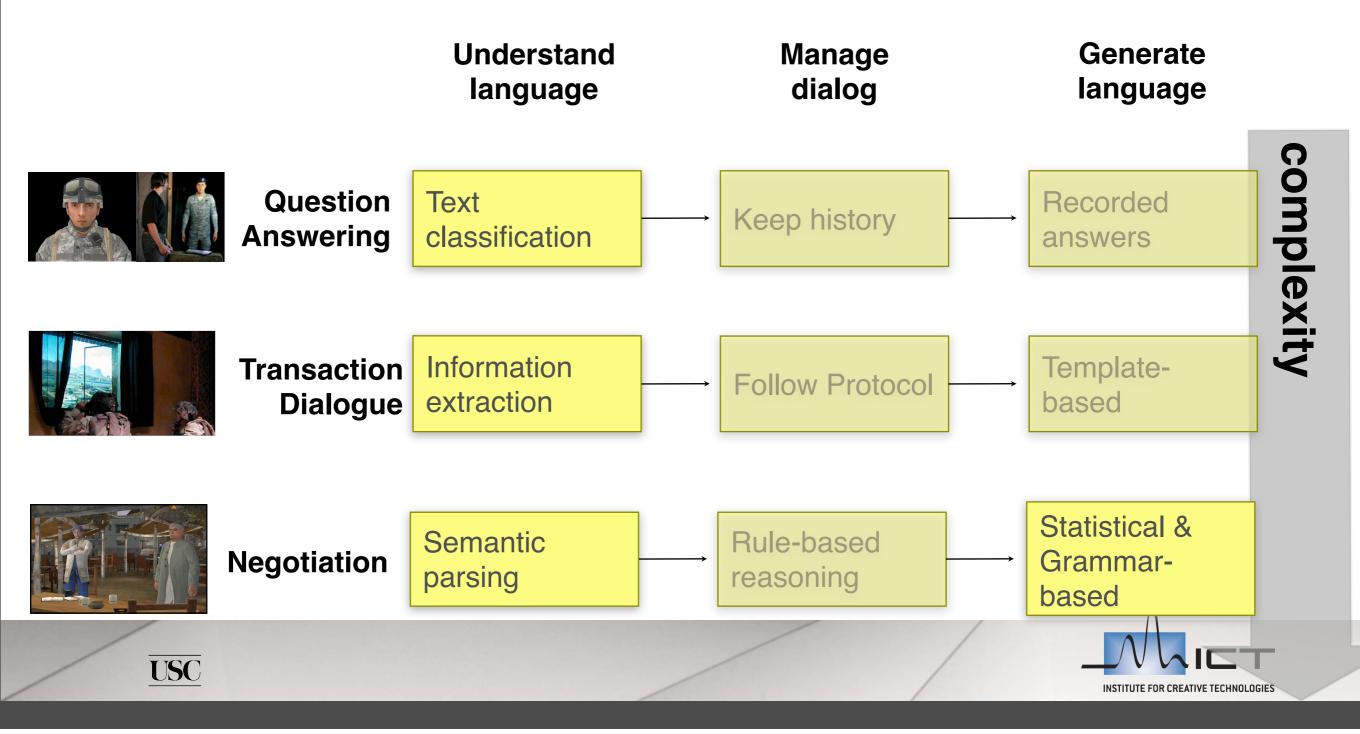
best techniques for genre & sub-task



5

NL Dialogue Processing

best techniques for genre & sub-task



Language Understanding

Text classification

– "What is your name?" →
"Sergeant John Blackwell. "Charlie" Company, sir."

Information Extraction

"Alpha one six this is Bravo two five adjust fire over" \rightarrow FDC FDC FDC O O FO FO FO WO WO K

Semantic Parsing

– "We have to move the clinic" \rightarrow

mooddeclarativespeechact.typestatementmodal.deonticmusttaskmove-clinictypeeventeventmovethemeclinicsourceheredestinationthere



Language Understanding

Problem: Speech input is often unpredictable

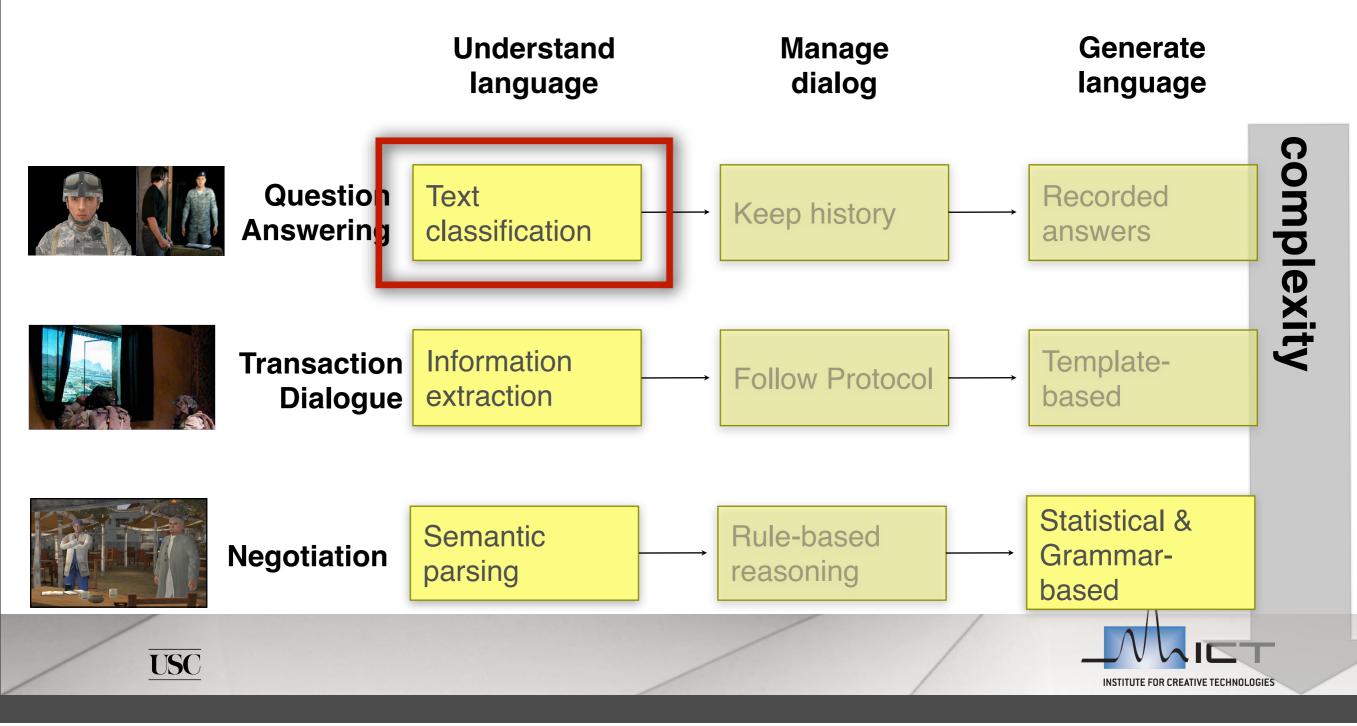
- language flexibility
- spoken language disfluencies
- speech recognition errors

Solution: Automatically train machines from input-output pairs



NL Dialogue Processing

best techniques for genre & sub-task



Text Classification

The system has ...

- fixed set of answers
- a set of questions linked to the answers training
- qa mapping is many-to-many
- a test question
- It must select the correct answer
- 3 approaches





Approach 1: Traditional Classification

Answer = class label

Question = instance

- vector of words extracted from the text (tf•idf)
- Training questions = training instances
 - instances assigned to a class

Classification algorithm will assign class to a test question

- SVM (e.g., SVM^{light}) state-of-the-art technique



Approach 1: Traditional Classification

Answer = class label

Question = instance

- vector of words extracted from the text (tf•idf)
- Training questions = training instances
 - instances assigned to a class

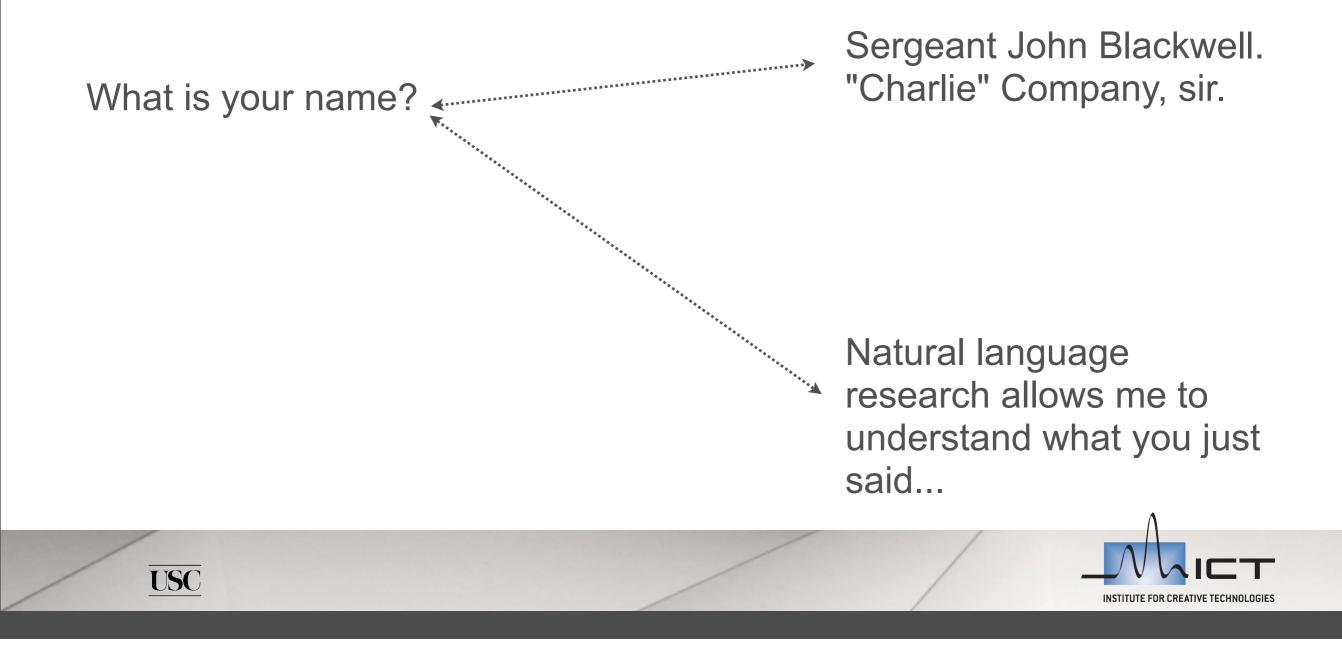
- Limitations:
 - ignores answer text
 - ad-hoc features
 - binary classification cannot easily handle many-to-many relations
- **Can we do better?**
- Classification algorithm will assign class to a test question
 - SVM (e.g., SVM^{*light*}) state-of-the-art technique

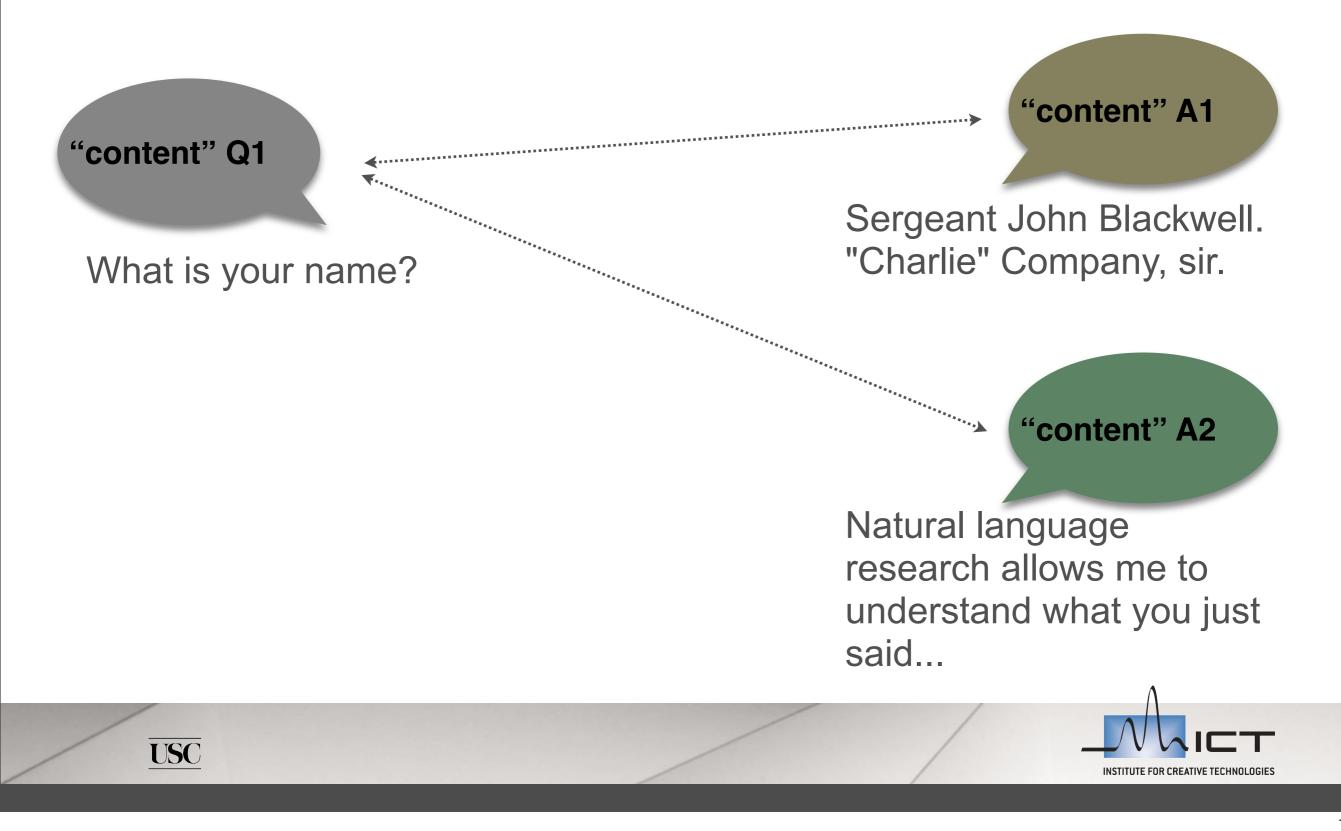


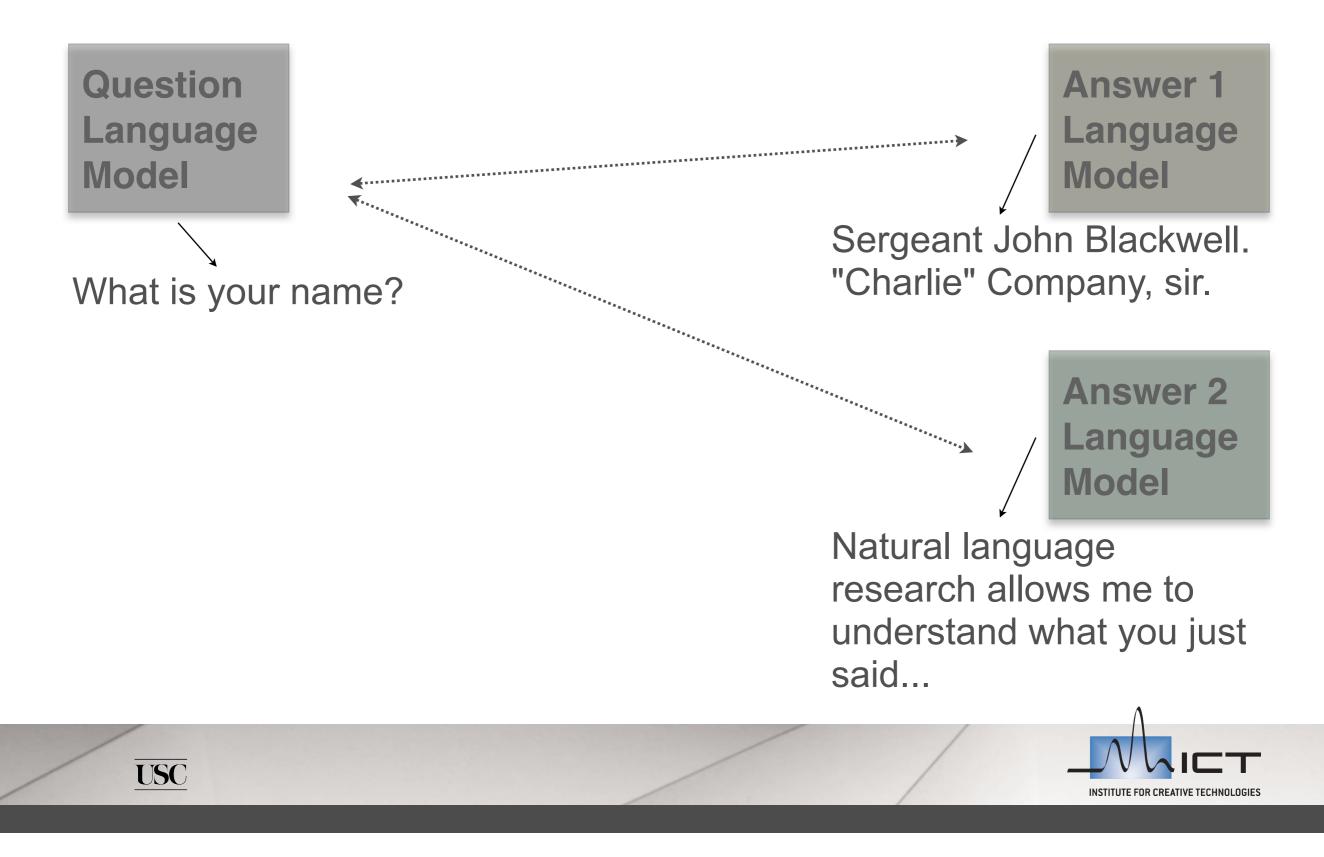
Information Retrieval

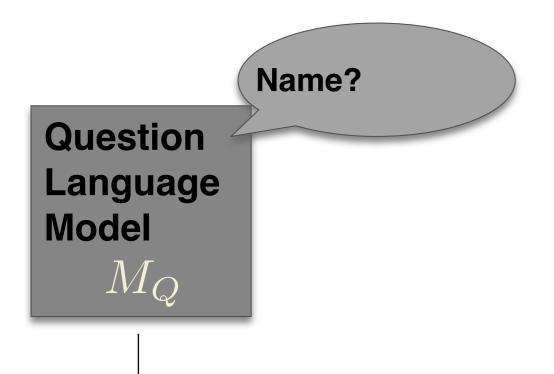
- Answer = document
 - text is important
- Question = query
- Compare question text against answer texts and select the most similar answer
 - Language Modeling (others exist)
- Tune text representation using training questions





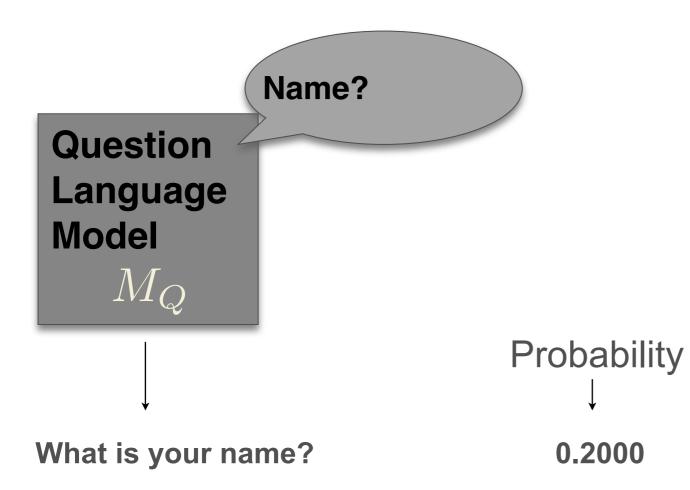




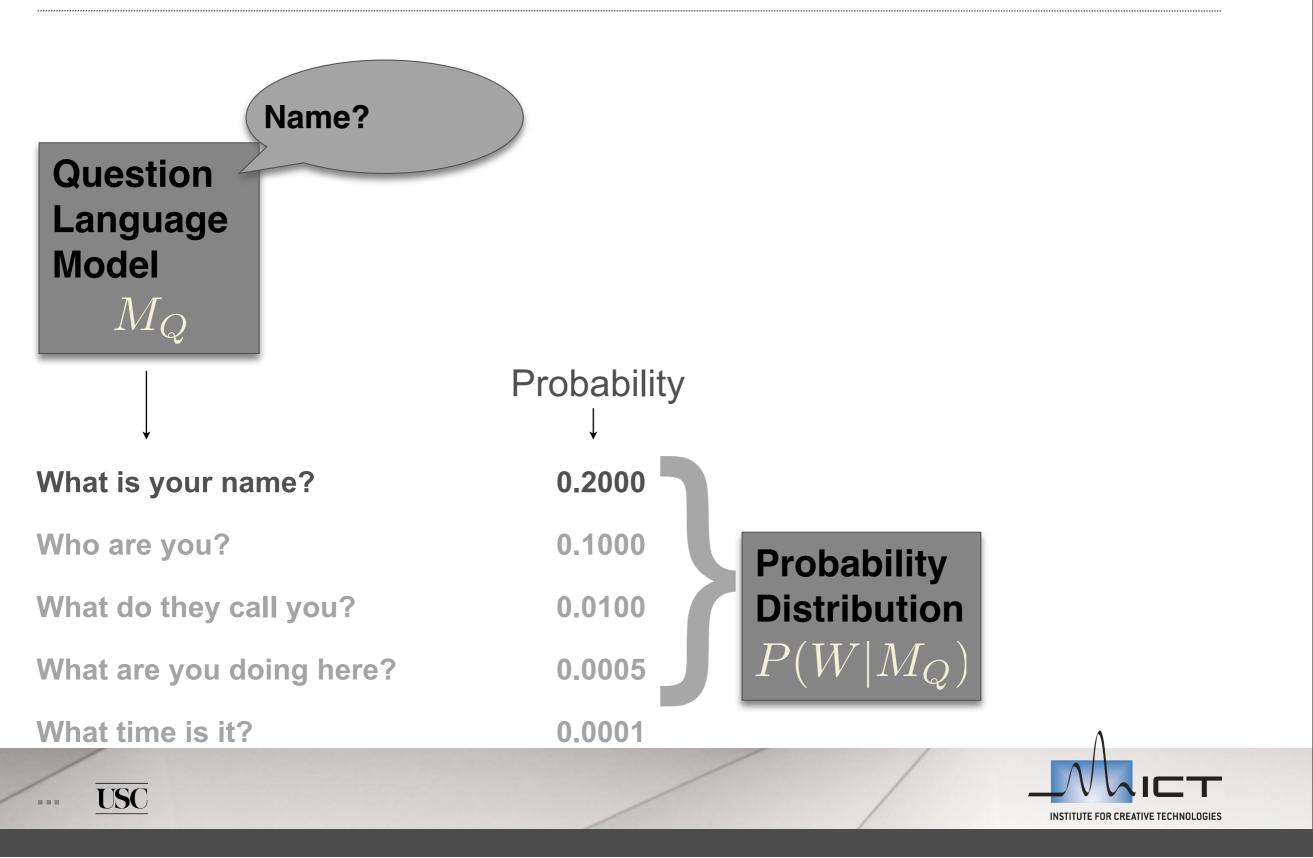


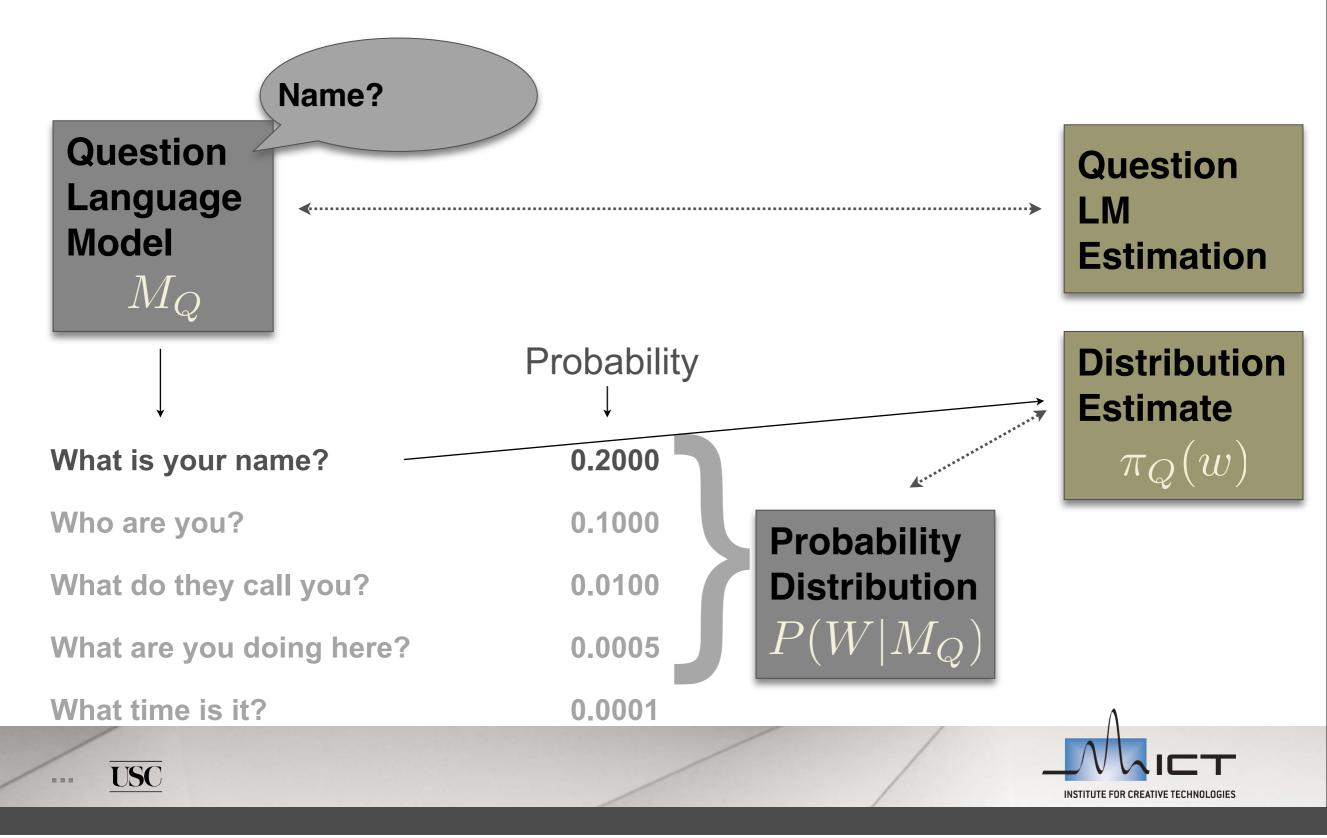
What is your name?

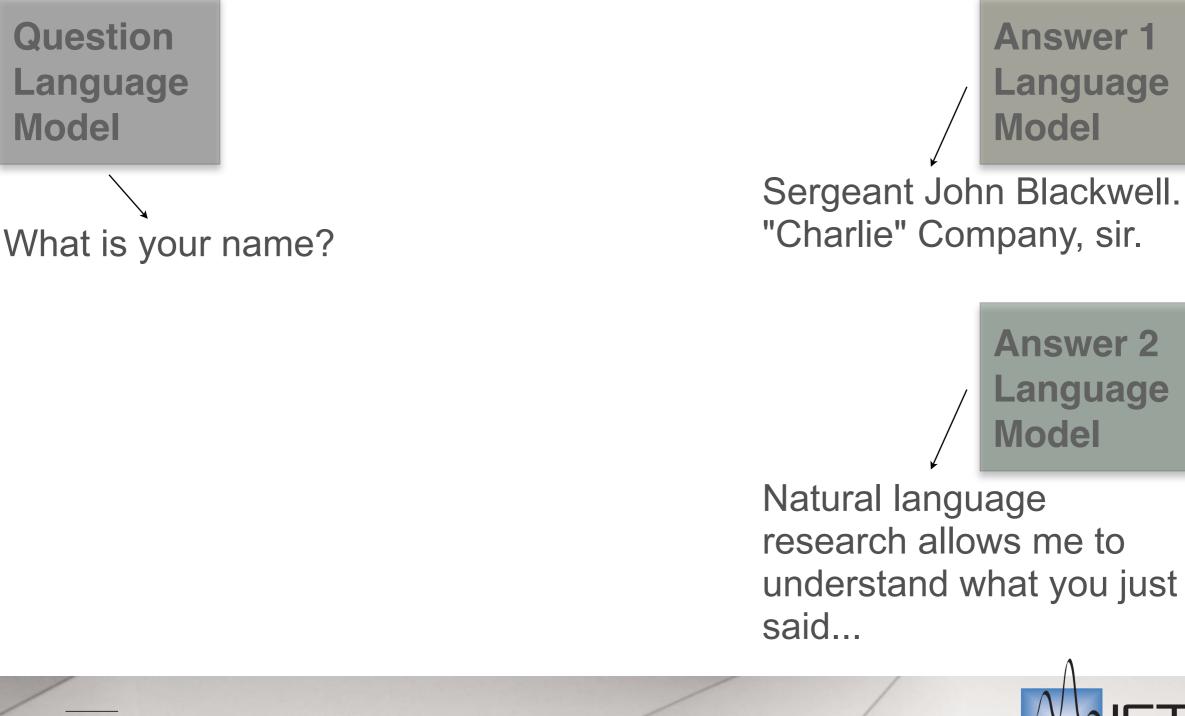


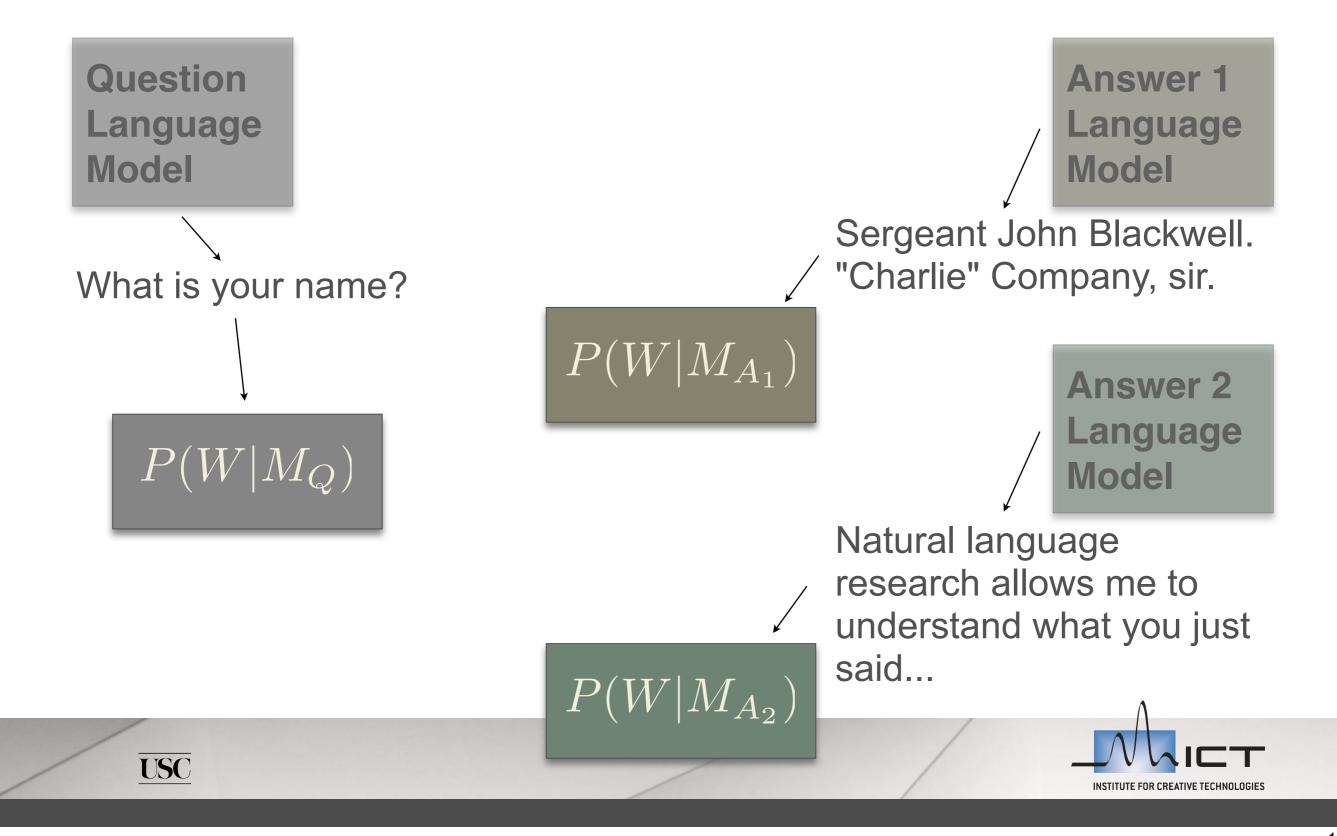


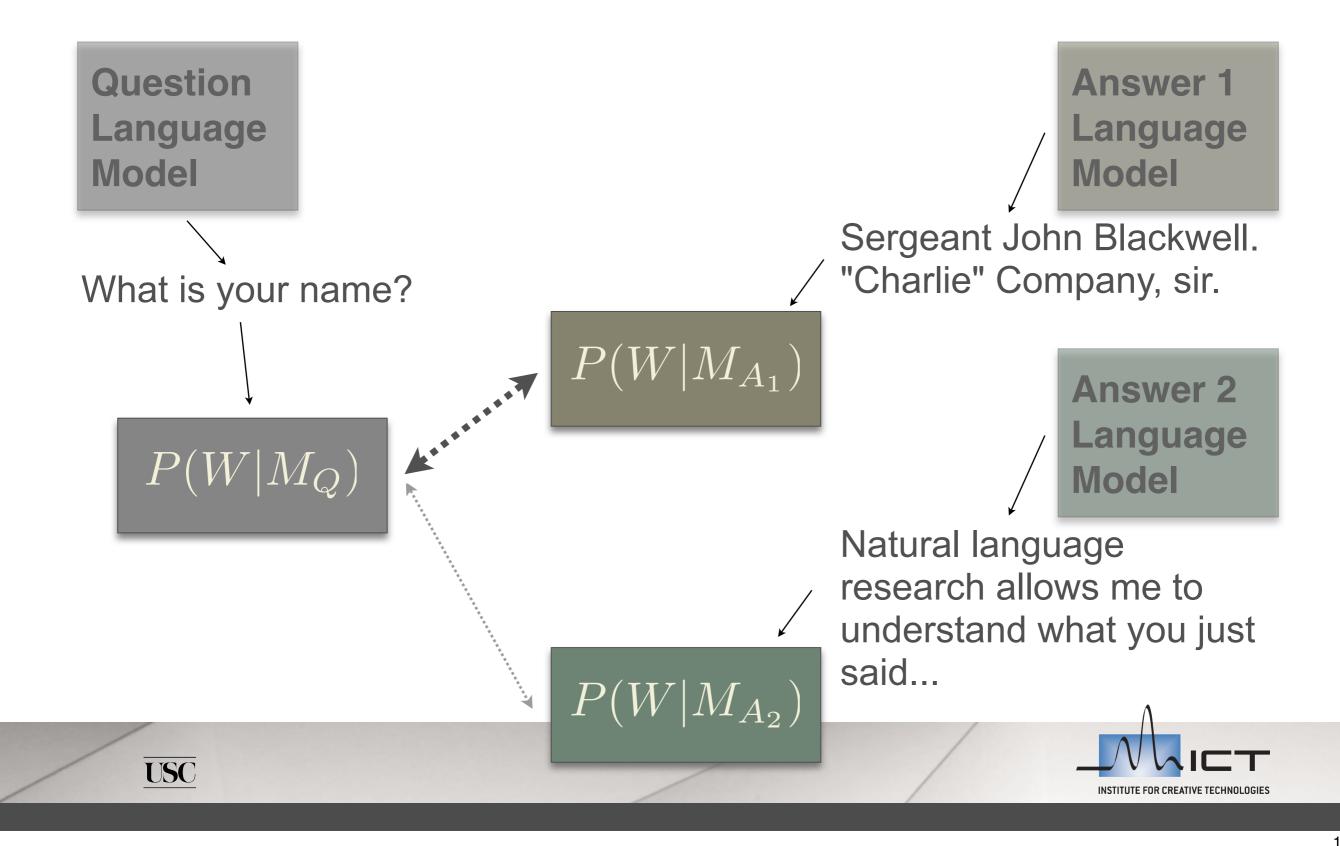












Information Retrieval

- Answer (document in IR)
 - estimate M_A : $P(w|M_A)$
- Question (query)
 - estimate M_Q : $P(w|M_Q)$

Compare questions against answers: similarity score

- cross-entropy: number of bits to "encode" M_Q with M_A

$$H(M_Q||M_A) = -\sum P(w|M_Q)\log P(w|M_A)$$

(1)

- Rank all answers by the similarity score
- Cut the ranking at some threshold
- Return the set (or you can return the top ranked answer)



Estimation

Unigram language model

$$P(W) = P(w_1...w_n) = \prod_{i=1}^{n} P(w_i)$$

- Jelinek-Mercer estimation
 - Interpolated Maximum-likelihood

$$\pi_s(w) = \lambda_\pi \cdot \frac{\#(w,s)}{|s|} + (1 - \lambda_\pi) \cdot \frac{\sum_s \#(w,s)}{\sum_s |s|}$$

Other approaches exist



 $P(w|M_A) = \pi_A(w)$

Text as Vector

"What happened here?"

Term (w)	#(w,s)
what	1
happened	1
here	1

what	happened	here

- "Bag of words"
- Stopping remove frequent words, e.g., "a", "the", ...
- Stemming find word root
- N-grams to capture order:

what happened	happened here

what happened here

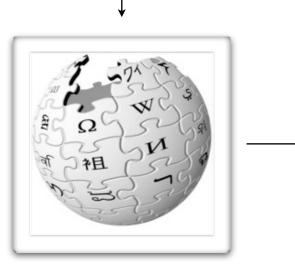


LM in IR: Assumption

IR assumes that language of queries is the same as language of documents

- a query is like a document - will have common words

"Virtual World"



Virtual world

From Wikipedia, the free encyclopedia

A virtual world is a <u>computer-based simulated environment</u> intended for its <u>users</u> to inhabit and interact via <u>avatars</u>. These avatars are usually depicted as textual, two-dimensional, or <u>three-dimensional graphical</u>) representations, although other forms are possible[1] (auditory[2] and touch sensations for example). Some, but not all, virtual worlds allow for multiple users.

The computer accesses a <u>computer-simulated</u> world and presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world and thus experiences <u>telepresence</u> to a certain degree.[3] Such modeled worlds may appear similar to the <u>real world</u> or instead depict fantasy worlds. The model world may simulate rules based on the real world or some hybrid fantasy world. Example rules are <u>gravity</u>, <u>topography</u>, <u>locomotion</u>, <u>real-time</u> actions, and <u>communication</u>. Communication between users has ranged from text, graphical icons, visual gesture, sound, and rarely, forms using touch and



LM in Question Answering

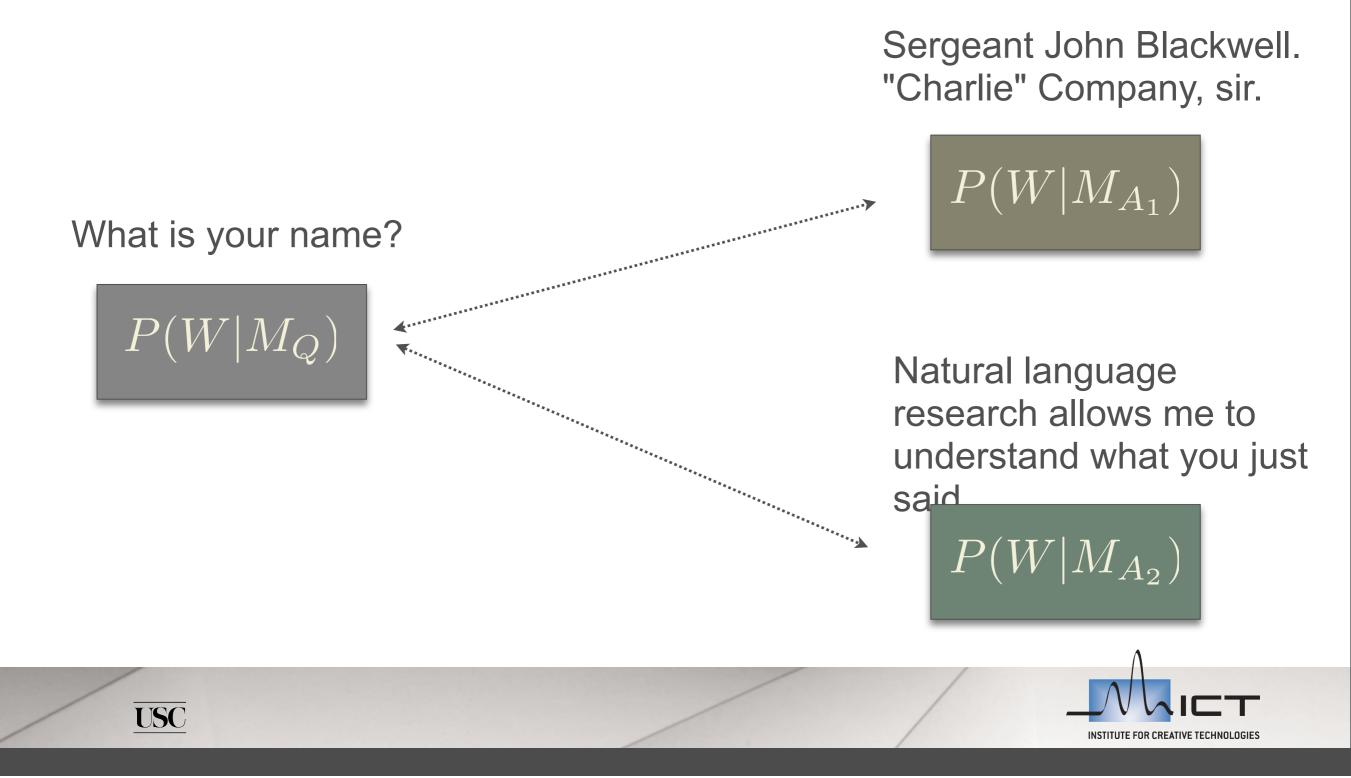
This is incorrect for question answering

- questions and answers may have no common words:
 - "What is your name?" \rightarrow
 - "Sergeant John Blackwell. "Charlie" Company, sir."
- questions have specific grammar
- questions are not answers!

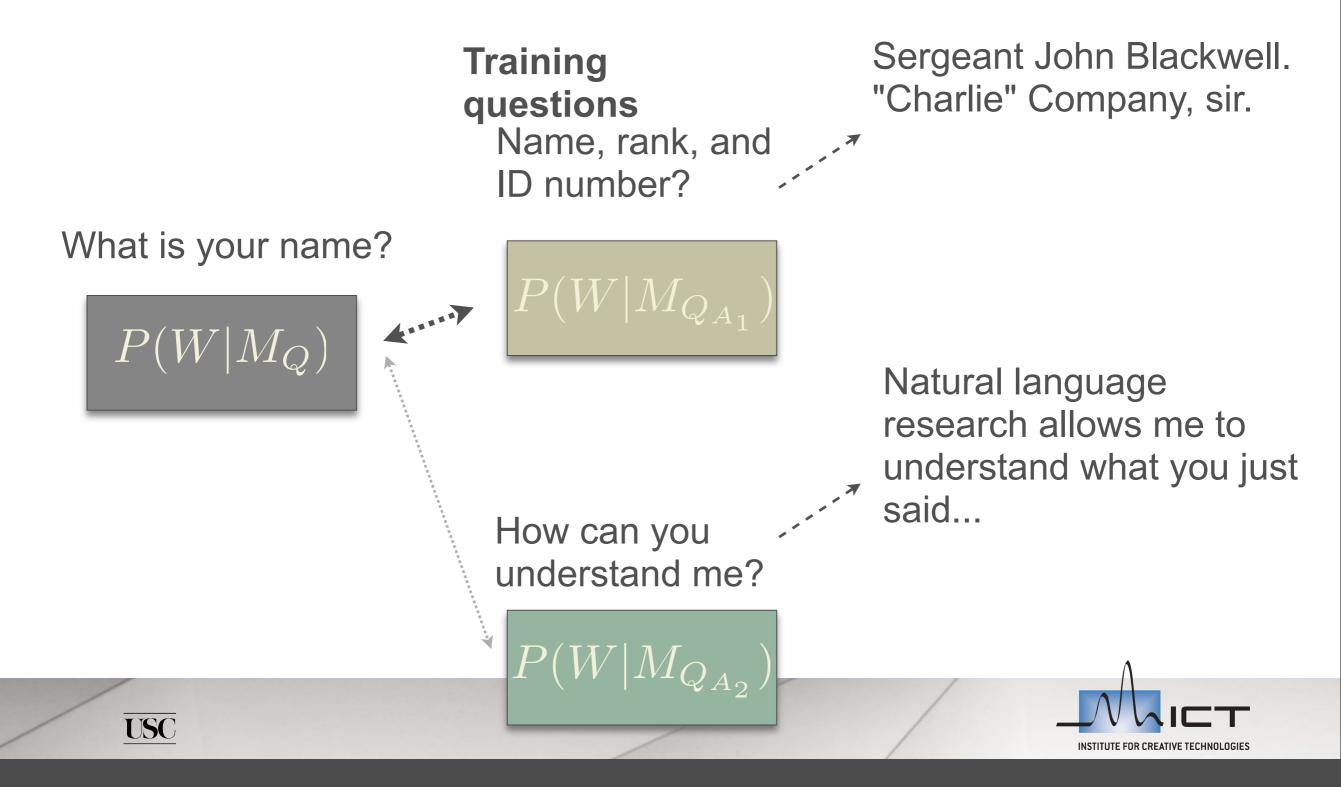
Questions and answers are two "languages"



Approach 2: Single Language Retrieval



Approach 2: Single Language Retrieval



Approach 2: Single Language Retrieval

Retrieve a training question, and select the matching answer

- document = a training question
- document = text of all questions linked to a single answer
- Limitation: ignores the answer text



What is your

technology?

 $P(W|M_{Q_{A3}})$

Tell me about your technology?



Sergeant John Blackwell. "Charlie" Company, sir.

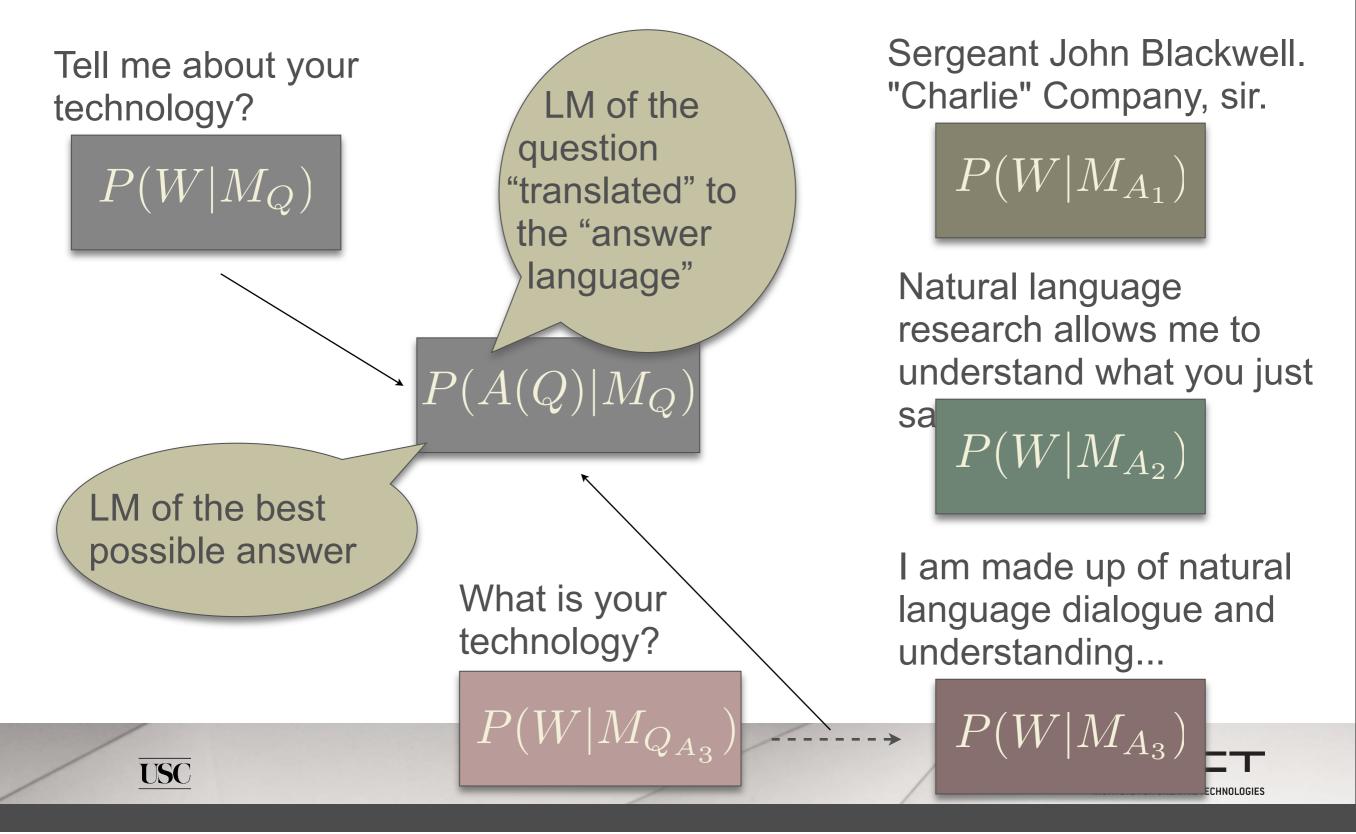


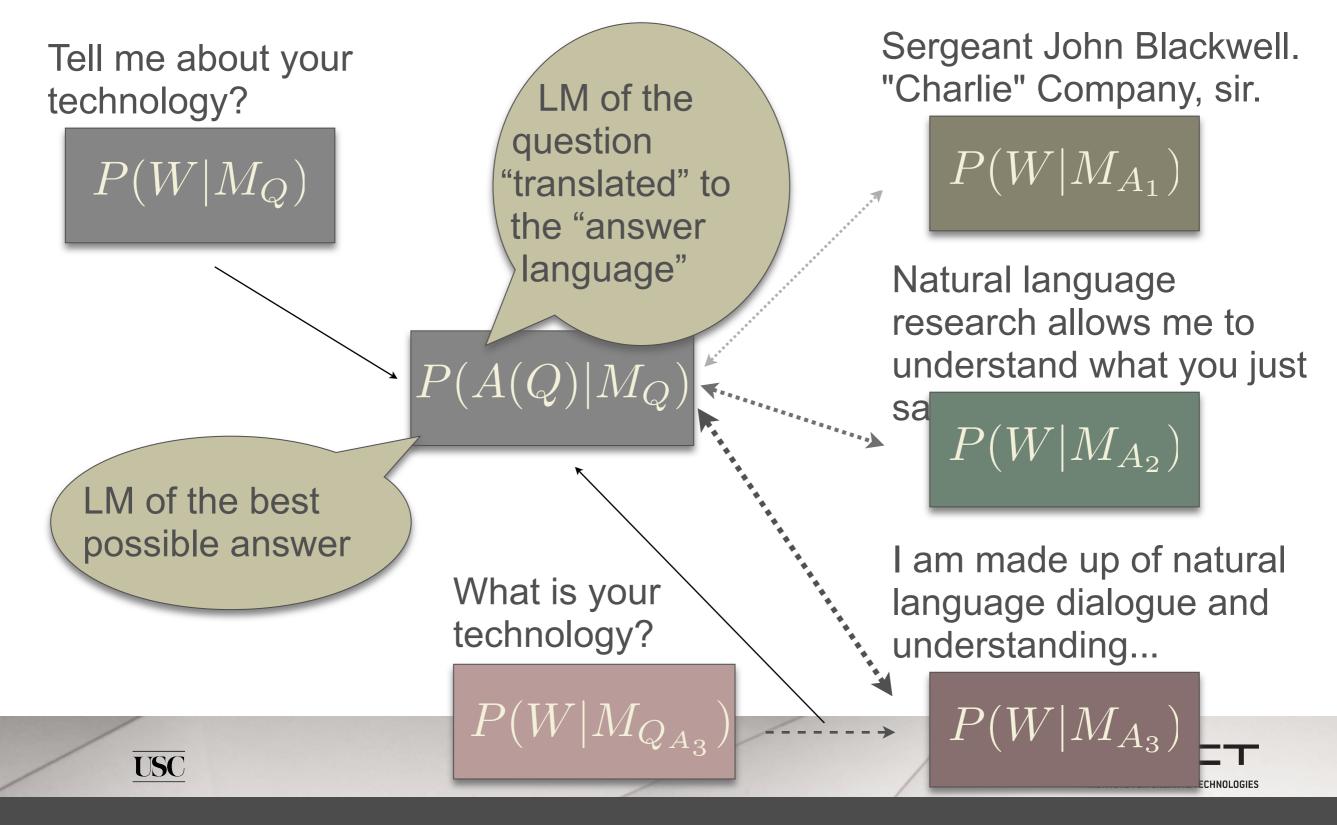
Natural language research allows me to understand what you just

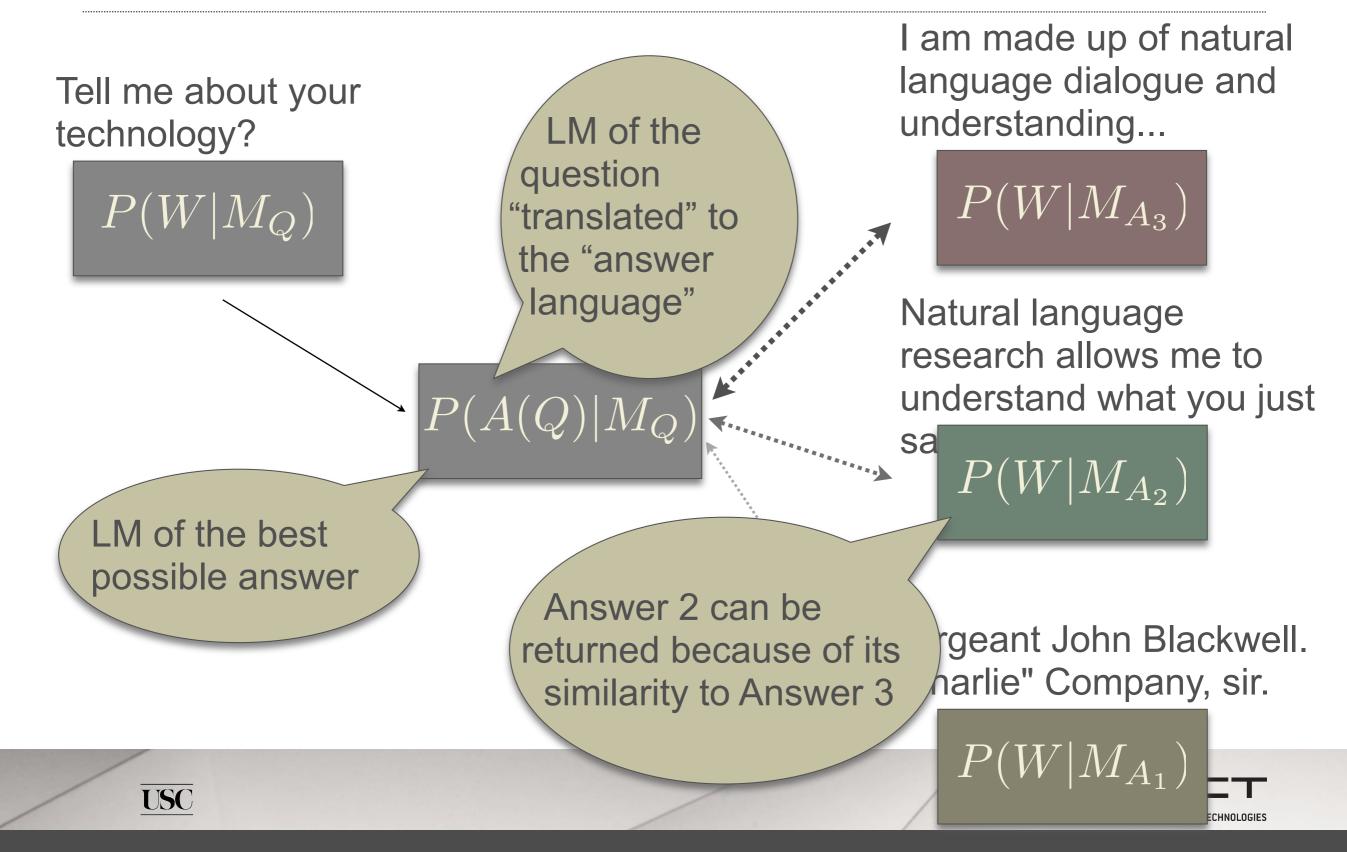


I am made up of natural language dialogue and understanding...

USC







- IR: find Chinese documents with English query
- Expected answer model:

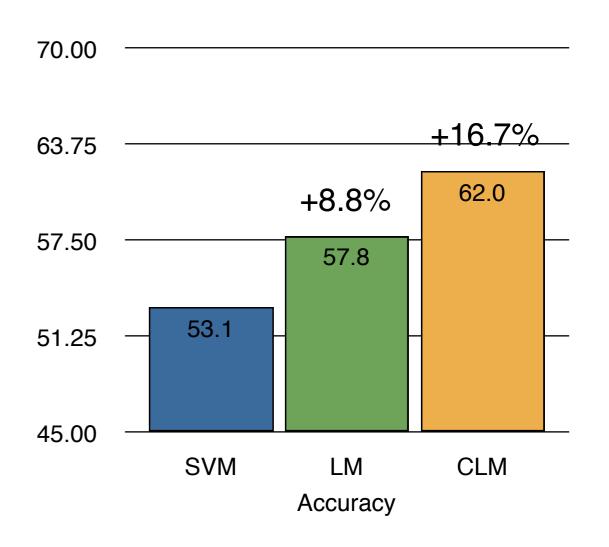
$$P(w|M_Q) = E_{(Q,A)_T} \pi_a(w) = \frac{\sum_{(q,a) \in (Q,A)_T} \pi_a(w) \prod_{i=1}^{|q|} \pi_q(q_i)}{\sum_{(q,a) \in (Q,A)_T} \prod_{i=1}^{|q|} \pi_q(q_i)}$$

- Given a question, estimate the LM of the best possible answer, compare to known answers
- Similar to traditional QA, but we learn the question "translation" they build it by hand



Classifier Accuracy

- 1261 questions
- 60 answers
- 10-fold cross-validation
- t-test (p<0.05)</p>
- differences are statistically significant





Classifier Robustness

- Character system based on cross-language approach
- 20 users
- 20 questions each = 10 predefined + 10 spontaneous
- 2 sets of questions
 - TRS transcribed
 - ASR speech recognition output
- 3 raters evaluated appropriateness of the answers on 1-6 scale



Rating schema

Example: How do you think you can help the real army soldiers?

1. Response is not related in any way the question

For me being virtual, Christmas is not a big deal. But I know it is for other real guys like me, who will be overseas this Christmas.

2. Response has some discussion of the topic, but not the question itself.

Where was not I trained? That is the thing about being virtual. Infantry, Armor, Arty, Benning, Bragg, Airborne, Ranger, you name it, I can do it.

3. Response partially addresses the question, but little or no coherence.

I am a virtual soldier. Which has got lots of big advantages. First of all I am readily deployable. And I can work 24-7 without a break - except periodic PMCS - maintenance. So I am pretty full-spectrum. And I am proud of it.

4. Response addresses the question, but with major problems in coherence.

I am not actually flesh and blood, sir. I am pixels and polygons, 3D geometry. But that means I can be anywhere and do anything. I am a full-spectrum warrior. I can function in urban operations, food distributions, or SASO.

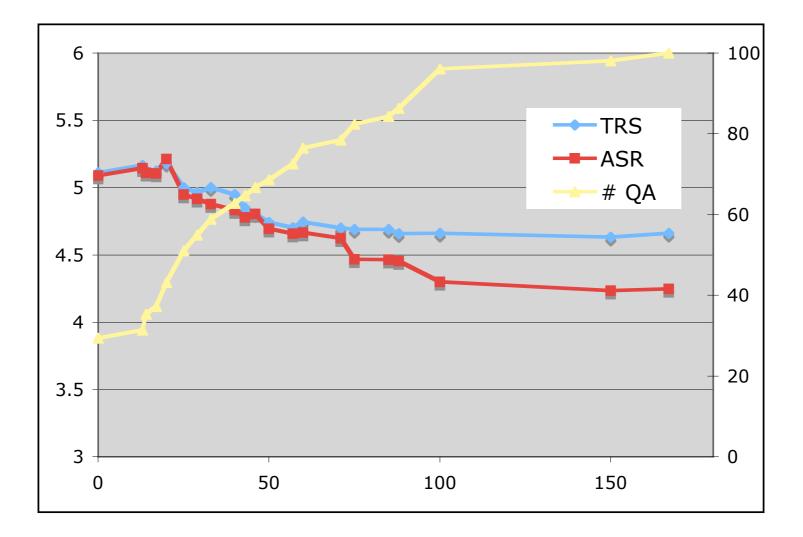
5. Response does address the question, but the transition is awkward.

Why do you need me?! What you should be saying is "How did you get along without me?" I will show you how to be a leader, how to make critical decisions under stress...

6. Response answers the question in a perfectly fluent manner.

Not to be too cocky - cause a lot of my technology is just starting to come on-line. But think of it this way: while I will never be able to do what real soldiers do, I can help my flesh and blood brethren learn how to better do their business out of the line of fire, so that they can be more capable and better prepared when they finally do get into it.

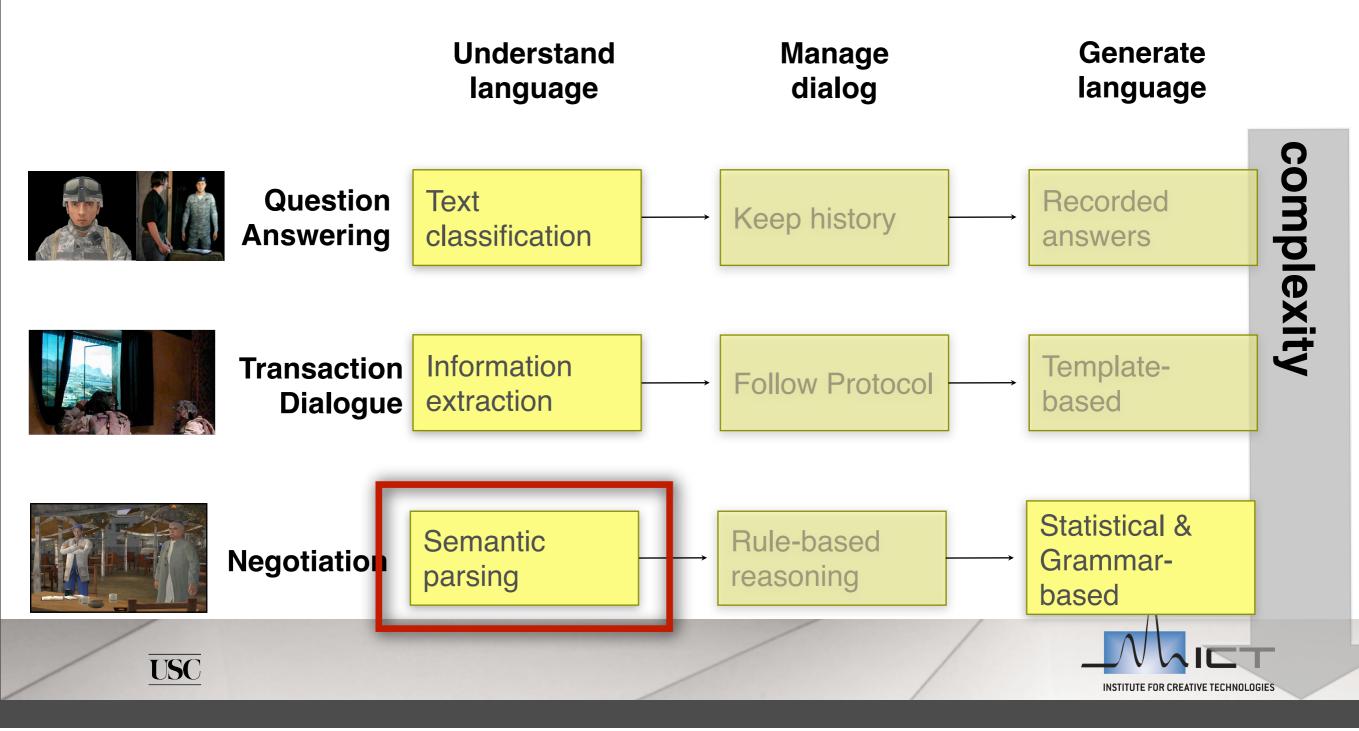
Classifier Robustness



 Expected answer appropriateness as a function of speech recognition quality (WER, %)

NL Dialogue Processing

best techniques for genre & sub-task



Semantic Parsing

■ "We have move the clinic" →

- mooddeclarativespeechact.typestatementmodal.deonticmusttaskmove-clinictypeeventeventmovethemeclinicsourceheredestinationthere
- We have a training set of text strings with matching semantic frames. Build the NLU.
- Traditional parsing fails due to ASR
- Two approaches
 - frame retrieval
 - frame building



Frame Retrieval

Two languages:

- text strings (words)
- semantic frames (slot-value pairs)

Given a string, retrieve the best frame

Use cross-lingual LM approach

- Likelihood of observing a slot-value pair:

$$P(\sigma|M_S) = \frac{\sum_{(s,f)\in(\mathcal{S},\mathcal{F})_T} \pi_f(\sigma) \prod_{i=1}^{|s|} \pi_s(s_i)}{\sum_{(s,f)\in(\mathcal{S},\mathcal{F})_T} \prod_{i=1}^{|s|} \pi_s(s_i)}$$

Limitation: cannot produce new interpretations



Frame Building

We only need to find slot-value pairs

Use cross-lingual LM approach

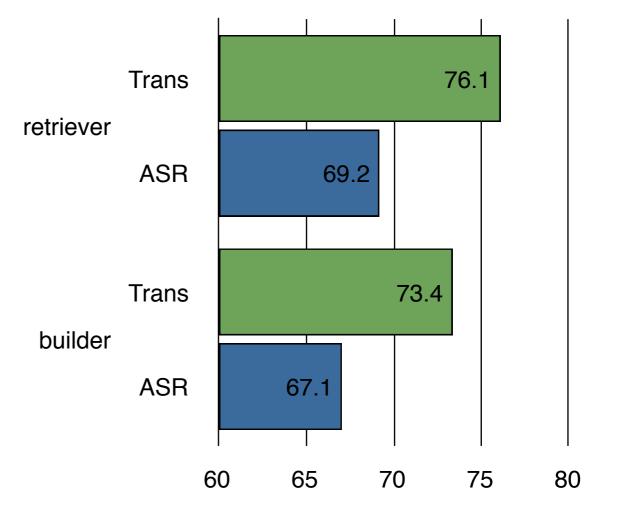
- Slot-value pair likelihood

$$P(\sigma|M_S) = \frac{\sum_{(s,f)\in(\mathcal{S},\mathcal{F})_T} \pi_f(\sigma) \prod_{i=1}^{|s|} \pi_s(s_i)}{\sum_{(s,f)\in(\mathcal{S},\mathcal{F})_T} \prod_{i=1}^{|s|} \pi_s(s_i)} \underbrace{\begin{array}{c} \text{mood declarative} \\ \text{speechact.type statement} \\ \text{modal.deontic must} \\ \text{task move-clinic} \\ \text{type event} \\ \text{event move} \\ \text{theme clinic} \\ \text{source here} \\ \text{destination there} \\ \text{theme patients} \\ \text{time future} \\ \text{time future$$

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Comparison

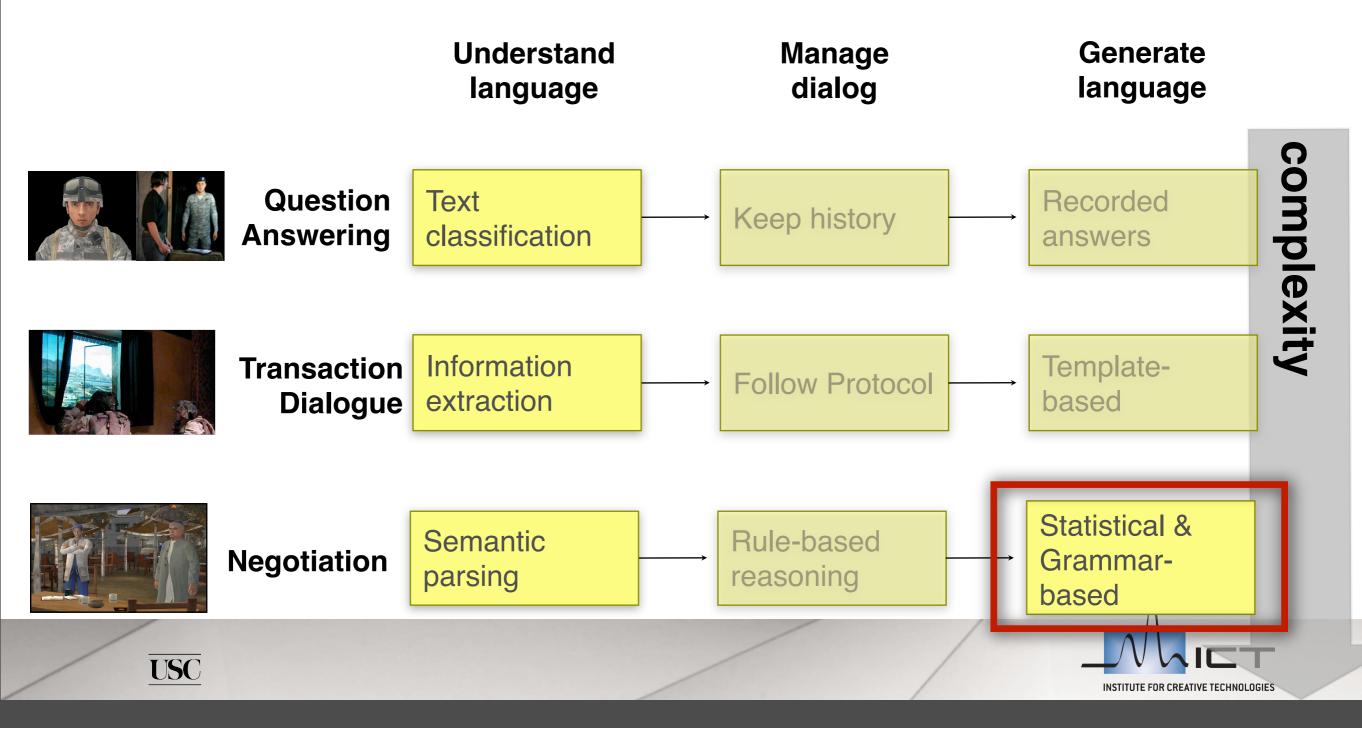
- 1053 training utterances
- 117 testing
- 51 frame
- slot-value level accuracy: F-score





NL Dialogue Processing

best techniques for genre & sub-task



Language Generation

	content.modality.type	desire
	content.modality.desire	want
	content.location	here
	content.theme	clinic
_	content.event	operateFacility
	content.type	action
	content.time	future
	action	assert
	actor	doctor

 \rightarrow "i want to run the clinic here"

Use the cross-lingual retrieval approach

- Likelihood of observing a word given a semantic frame

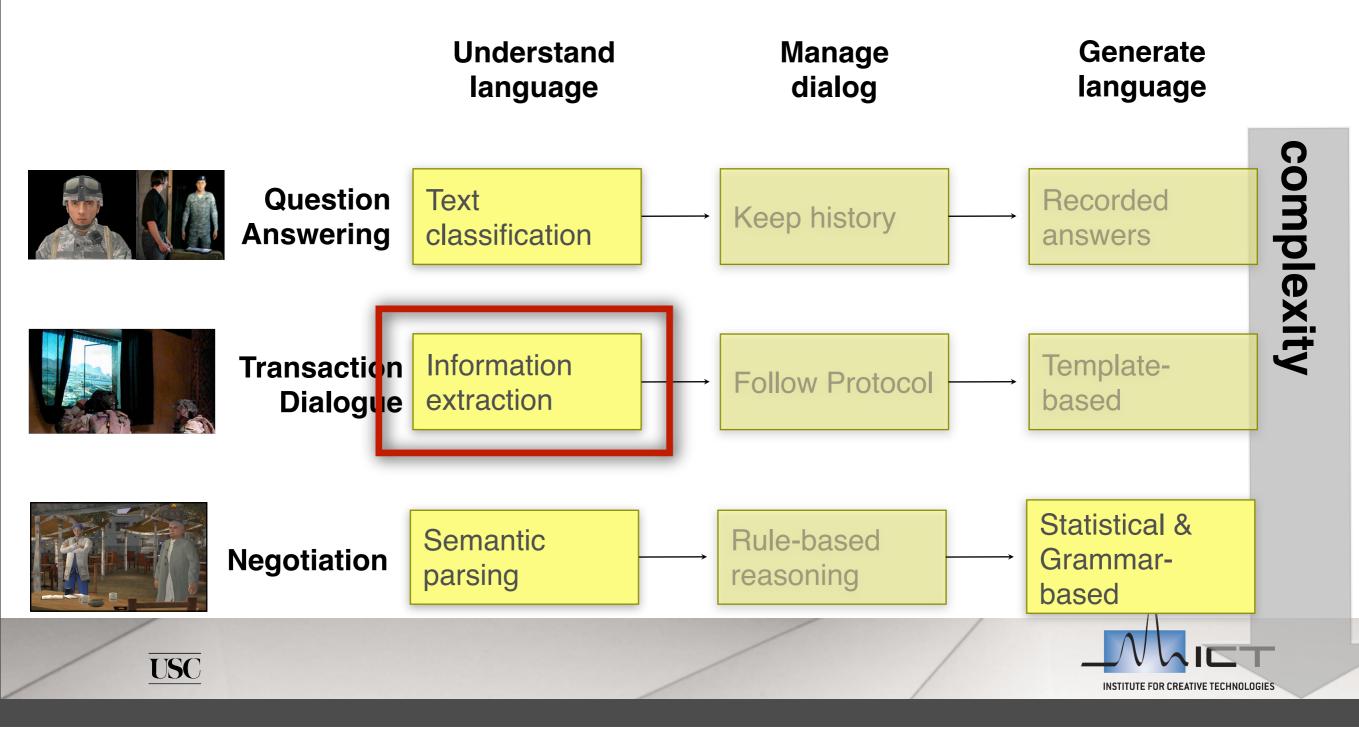
$$P(w|M_F) = \frac{\sum_{(f,s)\in(\mathcal{F},\mathcal{S})_T} \pi_s(w) \prod_{i=1}^{|f|} \pi_f(f_i)}{\sum_{(f,s)\in(\mathcal{F},\mathcal{S})_T} \prod_{i=1}^{|f|} \pi_f(f_i)}$$

Limitation: cannot handle totally new frames



NL Dialogue Processing

best techniques for genre & sub-task



Information Extraction

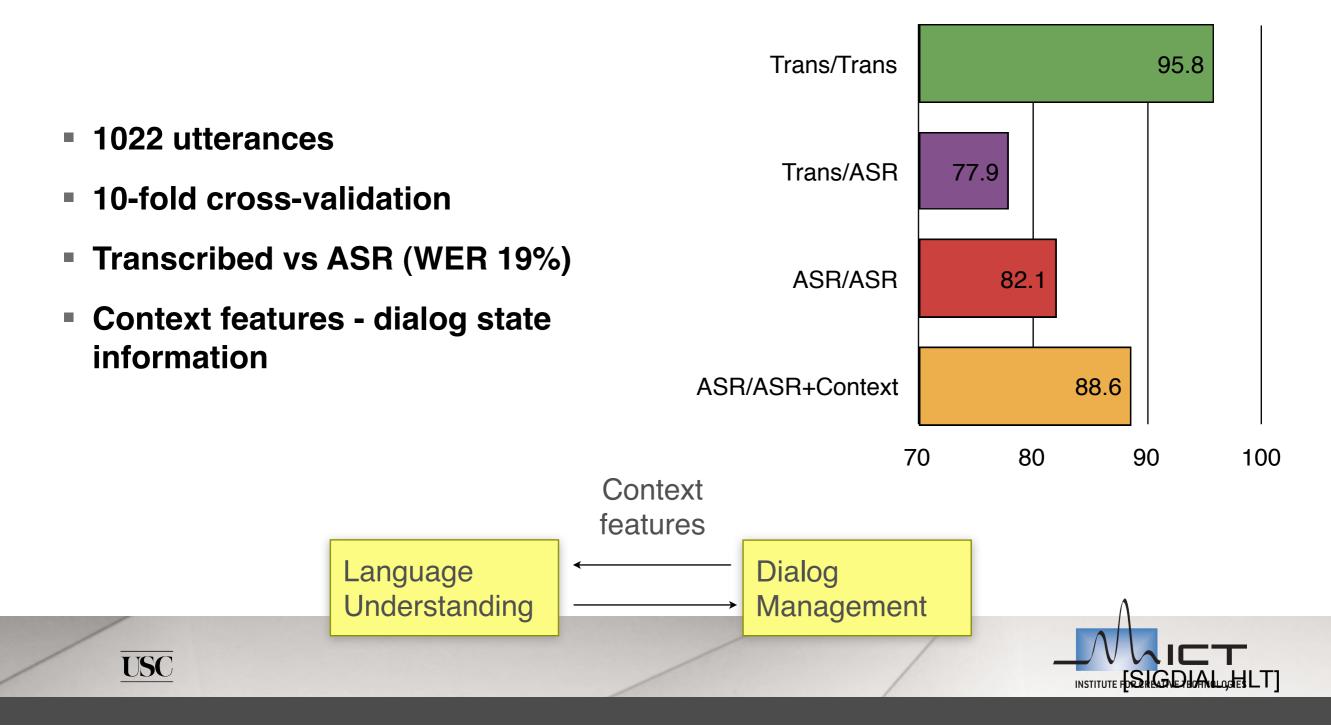
- X:Alpha onesixthisisBravo twofiveadjust fireoverY:FDCFDCFDCotherotherFOFOWOWOK
- Markup important word sequences
- Maximize likelihood of observing a sequence of labels given a sequence of words: P(YIX)
- Conditional Random Fields

$$P(y|x) = \frac{1}{Z(x)} \exp\left\{\sum_{i} \lambda_i f_i(y, x)\right\}$$

Lexical features – word occurrences, class



Labeling Accuracy



Language Understating Summary

Language Understating as a part of a virtual character

Different approaches for different tasks

- text classification, semantic parsing cross-language LM
- information extraction Conditional Random Fields

Statistical language models

- accurate outperforms state-of-the-art by 17%
- robust input errors have no effect until 70% WER



Thank You

