In-Context Learning User Simulators for Task-Oriented Dialog Systems

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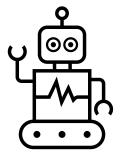
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Task-Oriented Dialog Systems

User goal

You are looking for a restaurant that serves British food and is in the South.



Task-Oriented Dialog
System (TODS)

There are many British restaurants in the city. In what area you would like to eat?

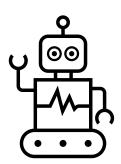
Hello, I'm looking for a British restaurant

In the south



Real User

Testing Task-Oriented Dialog Systems with User Simulation



Task-Oriented Dialog
System (TODS)

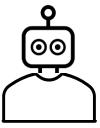
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Simulated

Limitations of current approaches

Building a user simulator can be time consuming and costly:

- Rule-based (or agenda-based) approaches require the manual definition of rules
- End-to-end approaches require large amount of annotated data

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Solution: in-context learning approach

An In-Context User Simulator for TODS

- Only requires a user goal and a few dialog examples
- No finetuning or manual definition of rules
- Generates diverse but contextually appropriate utterances in natural language (like a real user)

- Our objective is to generate user's utterances given the user goal
- The simulated user **directly interacts** with the dialog system, so it generates one utterance per turn.
- The resulting prompt is then iteratively updated

These are examples of conversations between a CUSTOMER and an ASSISTANT. Complete the conversation as a CUSTOMER. You must fulfill all REQUIREMENTS. Be precise with the REQUIREMENTS, clear and concise.

Example 1:

REQUIREMENTS: You are looking for a train departing from Peterborough and arriving in Cambridge by 19:30 on Sunday.

CUSTOMER: I'm looking for a train that departs from Peterborough and arrives by 19:30

ASSISTANT: Where would you like to go to?

[...]

CUSTOMER: thanks for the service, that is all I need.

Example 2:

REQUIREMENTS: You are looking for a restaurant that serves British food and is in the South. Make sure you get the phone number and postcode.

CUSTOMER:

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Dialog to generate (simulated)

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User goal

Dialog history

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Dialog to generate (simulated)

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REQUIREMENTS: You are looking for a restaurant that serves British food and is in the South. Make sure you get the phone number and postcode.

CUSTOMER: Hello, I'm looking for a British restaurant LLM-generated

User goal

Dialog history

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Dialog to generate (simulated)

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REQUIREMENTS: You are looking for a restaurant that serves British food and is in the South. Make sure you get the phone number and postcode.

CUSTOMER: Hello, I'm looking for a British restaurant ASSISTANT: In which area?

LLM-generated system-generated

User goal

Dialog history

User goal

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ASSISTANT: In which area?

CUSTOMER:

User goal

Dialog history

User goal

Dialog history

system-generated

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ASSISTANT: In which area?

CUSTOMER: in the South

LLM-generated system-generated LLM-generated

User goal

Dialog history

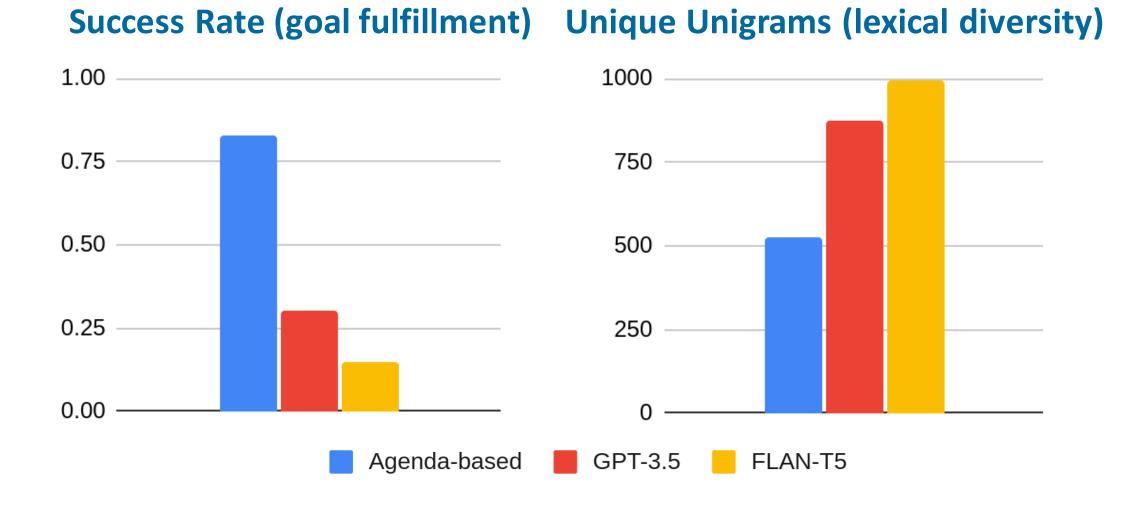
User goal

Experimental Setting

- Dataset: MultiWOZ 2.1
- Dialog System from ConvLab-2
- User Simulator Models:
 - Baseline: Agenda-based
 - Prompt-based:
 - Flan-T5 XL (3B parameters)
 - GPT 3.5 (ChatGPT, version 0301)

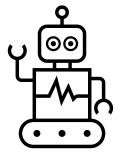
- Evaluation:
 - User goal fulfillment
 - Language diversity
 - Qualitative evaluation

Quantitative Results



Qualitative Results: NLU misclassifications

- Goal fulfillment metrics quantify the effectiveness of the communication between the user simulator and the system
- If the system doesn't understand the user, the scores will be low.



Would you like me to book the 12:45 train?

Task-Oriented Dialog System (TODS)

Would you like me to book the 12:45 train?

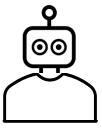
Have a good day.

I need to arrive in Cambridge by 12:45 on Wednesday.

Yes, I would like to get a train. How much is it?

Yes, that would be fine

Thank you, bye.



Simulated User

Qualitative Results: hallucinations

- "Forgets" to ask about a requirement in the user goal
- Says something conflicting with the user goal
- Gibberish

Conclusions

- Proposed and released an in-context learning approach for user simulator
- These approaches generate diverse and contextually appropriate utterances -> exploration of different scenarios



https://github.com/telepathylabsai/prompt-based-user-simulator

Thank you for your attention:)



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