

# The Ubuntu Dialogue Corpus: A Large Dataset for Research in Unstructured Multi-Turn Dialogue Systems

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Contains several years of chat logs, with the following characteristics:

- Millions of utterances
- Multi-party (however we can extract dialogues)
- Application towards technical support

## Example Conversation

```
[12:21] greg: have people had problems using automatix? specifically firefox  
[12:21] sybariten: amphi: ok, i'm trying to set IRSSI to get the character  
"emulation" ISO-8859-1 ... aka "western"  
[12:21] ruchbah: sybariten .. nope. No error.  
[12:21] gnomefreak: greg: dont use it  
[12:21] sybariten: ruchbah: ok, then it works for you ... dang
```

# Dialogue Extraction Method

Use the fact that users **specifically address** the users they are talking to.

- Identify utterances where two users address each other.
- Work backwards to find the **original question** of first user.
- If users only address each-other in this time, include all utterances from both users.
- Discard dialogues where one user has  $>80\%$  of the utterances, and merge consecutive utterances by same user.

# Dialogue Extraction Method: Example

Time	User	Utterance
03:44	Old	I dont run graphical ubuntu, I run ubuntu server.
03:45	kuja	Taru: Haha sucker.
03:45	Taru	Kuja: ?
03:45	bur[n]er	Old: you can use "ps ax" and "kill (PID#)"
03:45	kuja	Taru: Anyways, you made the changes right?
03:45	Taru	Kuja: Yes.
03:45	LiveCD	or killall speedlink
03:45	kuja	Taru: Then from the terminal type: sudo apt-get update
03:46	_pm	if i install the beta version, how can i update it when the final version comes out?
03:46	Taru	Kuja: I did.



Sender	Recipient	Utterance
Old		I dont run graphical ubuntu, I run ubuntu server.
bur[n]er	Old	you can use "ps ax" and "kill (PID#)"
kuja	Taru	Haha sucker.
Taru	Kuja	?
kuja	Taru	Anyways, you made the changes right?
Taru	Kuja	Yes.
kuja	Taru	Then from the terminal type: sudo apt-get update
Taru	Kuja	I did.

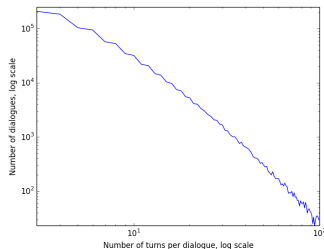
**Figure:** Example chat room conversation from the #ubuntu channel of the Ubuntu Chat Logs (left), with the disentangled conversations for the Ubuntu Dialogue Corpus (right).

# Ubuntu Dataset Properties

There are about 1 million dialogues with 3 or more turns. Of these dialogues, the average number of turns is 8.

# dialogues (human-human)	932,429
# utterances (in total)	7,189,051
# words (in total)	100,000,000
Min. # turns per dialogue	3
Avg. # turns per dialogue	7.71
Avg. # words per utterance	10.34
Median conversation length (min)	6

**Table:** Properties of Ubuntu Dialogue Corpus.



**Figure:** The distribution of the number of turns. Both axes are log scale.

How to determine if the dialogue model you are using is good?

Can use:

**Slot filling**, used in the Dialogue State Tracking Challenge.

- Limited in terms of the data available and generalization to other domains.

**Prediction of the next utterance** given previous context.

- Predicted sentences can be very reasonable, yet completely different from actual utterance.
- Use BLEU score from machine translation.

Can use 'multiple choice'-style questions, choosing most likely next utterance given a past context.

- Easier than generating a full response.
- Can adjust problem difficulty.
- **Idea:** Any model that can *generate* 'good' dialogue, should be able to *recognize* 'good' dialogue.

Context	Response	Flag
well, can I move the drives? _EOS_ ah not like that	I guess I could just get an enclosure and copy via USB	1
well, can I move the drives? _EOS_ ah not like that	you can use "ps ax" and "kill (PID #)"	0

**Table:** To train the model, use (context, response, flag) triples.



## Aside: Word Embeddings

When training the RNN, represent each word as a vector in an **embedded feature space**:

- Can be pre-trained, or done jointly with the language model.
- Pre-trained vectors (GloVe or word2vec) computed using the **distributional similarity** of surrounding words.
- We initialize using GloVe, and fine-tune using dialogue data.

# Recurrent Neural Networks (RNNs)

- Variant of neural nets that allow for **directed cycles** between units.
- Leads to **hidden state** of the network,  $h_t$ , which allows it to model time-dependent data.

$$h_t = f(h_{t-1}, x_t)$$

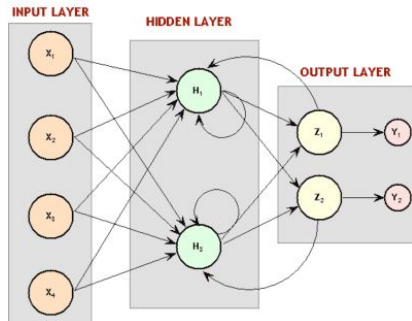


Figure: Image source: [www.deeplearning.net](http://www.deeplearning.net)

# Long-Short Term Memory (LSTMs)

- Introduces gating mechanism to RNNs.
- Improves on the long-term memory capabilities of RNNs.
- Primary building block of many current neural language models.

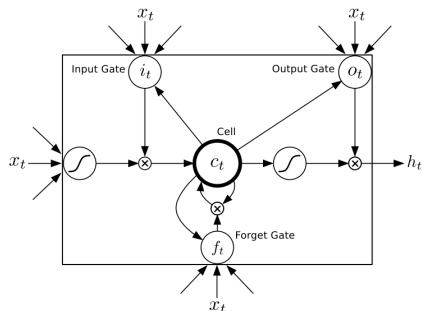


Figure: Image source: Graves (2014)

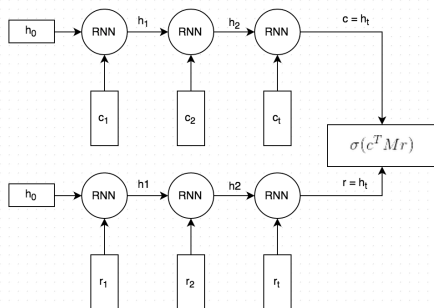
# Neural Dialogue Model

- First calculate embeddings of context/reply with RNNs.
- Probability of the given reply being the actual reply is then:

$$p(flag = 1 | \mathbf{c}, \mathbf{r}) = \sigma(\mathbf{c}^T \mathbf{M} \mathbf{r} + b)$$

where  $b$  is a bias term and  $\mathbf{M}$  are learned parameters.

- Can be thought of as the dot product between  $\mathbf{c}$  and some generated context  $\mathbf{M} \mathbf{r}$ .



**Figure:** Diagram of the model.  $c_i$  are word vectors for the *context* (top),  $r_i$  for the *response* (bottom).

# Neural Dialogue Model

- Model's RNNs have tied weights.
- We consider contexts up to a maximum of  $t = 160$ .
- Model is trained by minimizing the cross-entropy of context/reply pairs:

$$\mathcal{L} = -\log \prod_n p(flag_n | \mathbf{c}_n, \mathbf{r}_n) + \frac{\lambda}{2} \|\theta\|_2^F$$

- Adapted from the approach in Bordes et al. (2014) and Yu et al., (2014) for question answering.

# Term Frequency - Inverse Document Frequency

- Captures how important a given word is to some document.
- We calculate TF-IDF score for each word in each candidate reply. Reply with **highest average score** is selected.
- Calculated using:

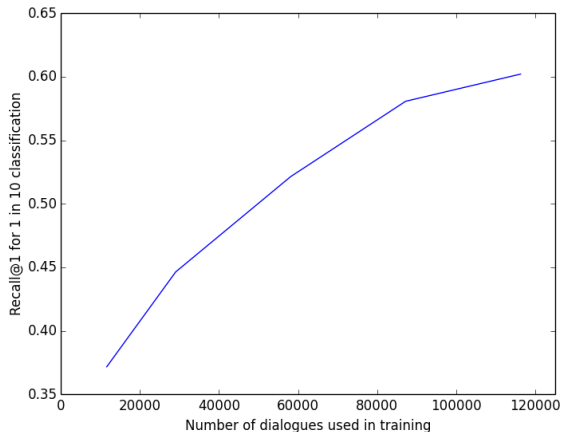
$$\text{tfidf}(w, c, C) = f(w, c) \times \log \frac{N}{|\{c \in C : w \in c\}|}$$

where  $f(w, c)$  is # of times word  $w$  appeared in context  $C$ ,  $N$  is total # of dialogues, denominator represents the # of dialogues with  $w$ .

Method	TF-IDF	RNN	LSTM
1 in 2 R@1	65.9%	74.4%	<b>87.7%</b>
1 in 10 R@1	41.0%	36.9%	<b>60.2%</b>
1 in 10 R@2	54.5%	50.4%	<b>74.6%</b>
1 in 10 R@5	70.8%	79.0%	<b>92.7%</b>

**Table:** Results for the three algorithms using various recall measures for binary (1 in 2) and 1 in 10 (1 in 10) next utterance classification %, using 1/8th of the data.

# Effect of Dataset Size



**Figure:** The LSTM (with 200 hidden units), showing Recall@1 for the 1 in 10 classification, with increasing dataset sizes.



Ensuring the quality of the final dataset:

- Perform **human trials**.
- Experiment with other chat disentanglement methods

Improving architectures for modeling dialogues:

- Investigate other neural architectures.
- Experiment with attention over the context.
- Investigate methods of finding embeddings for out-of-vocabulary (OOV) words.
- Incorporate external domain-specific knowledge.

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# Questions?