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# **Schema-Guided Dialogue Management** for Virtual Conversational Agents

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#### 1. Motivation

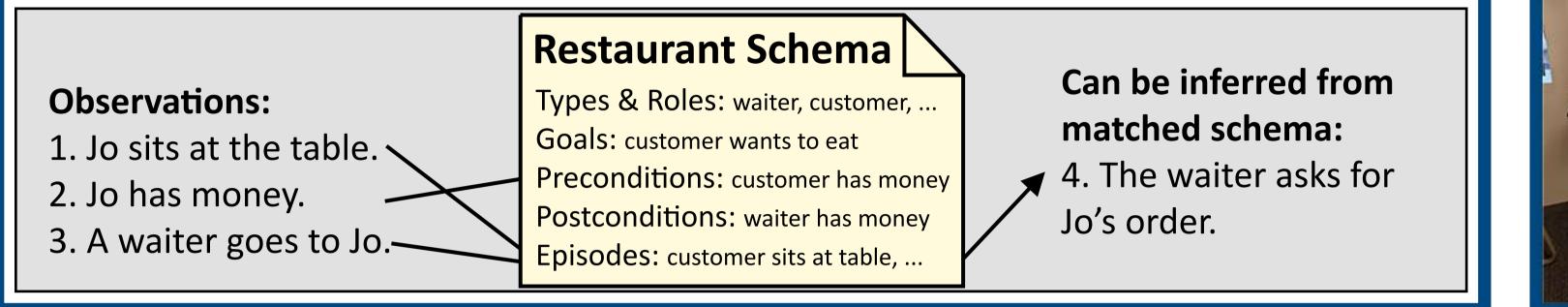
- Problem: how to create modifiable SDS with deep understanding and goal-driven behavior, but also robust and topically broad?
- Approach: leverage **dialogue schemas** extension of dialogue plans that allow for statistical, expectation-driven behavior.
- Schemas can be used for abductive inference or goal planning, and can possibly be learned from story or dialogue corpora.

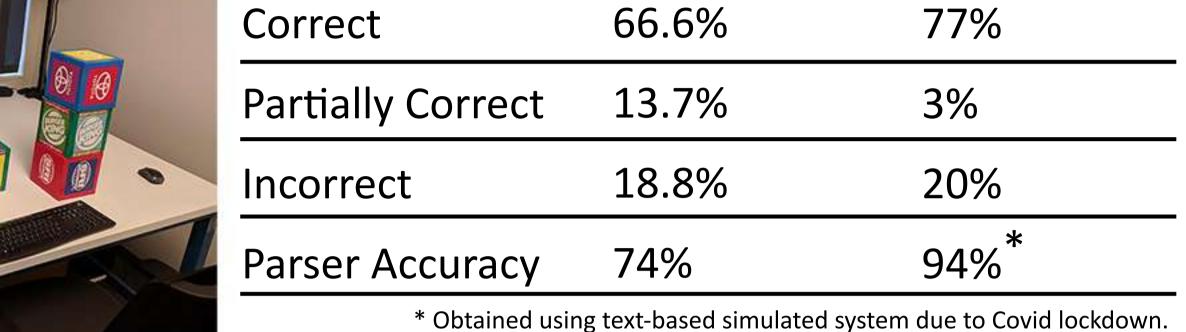
## **3. Blocks World Virtual Agent**

- A SDS for spatially-aware Q/A and collaborative construction.
- Uses generic specialist models for spatial & temporal reasoning.
- Can teach user concept through interactive building of examples.
- Evaluated Q/A in user study involving free-form spatial questions.



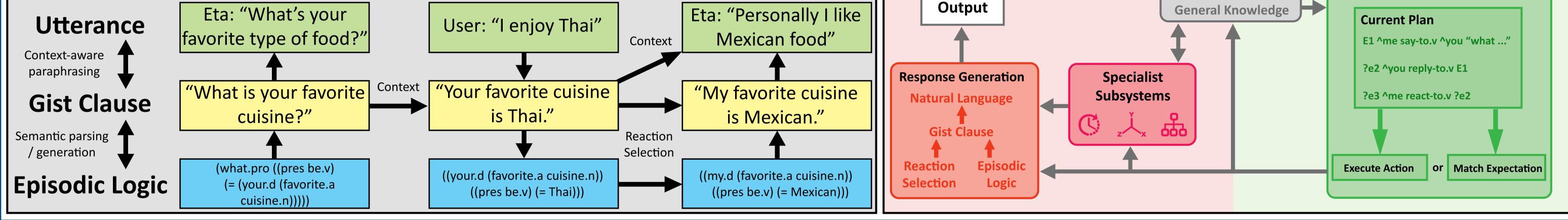
Spatial Q/A Temporal Q/A

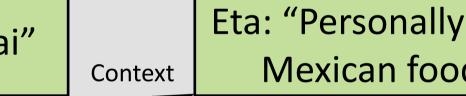


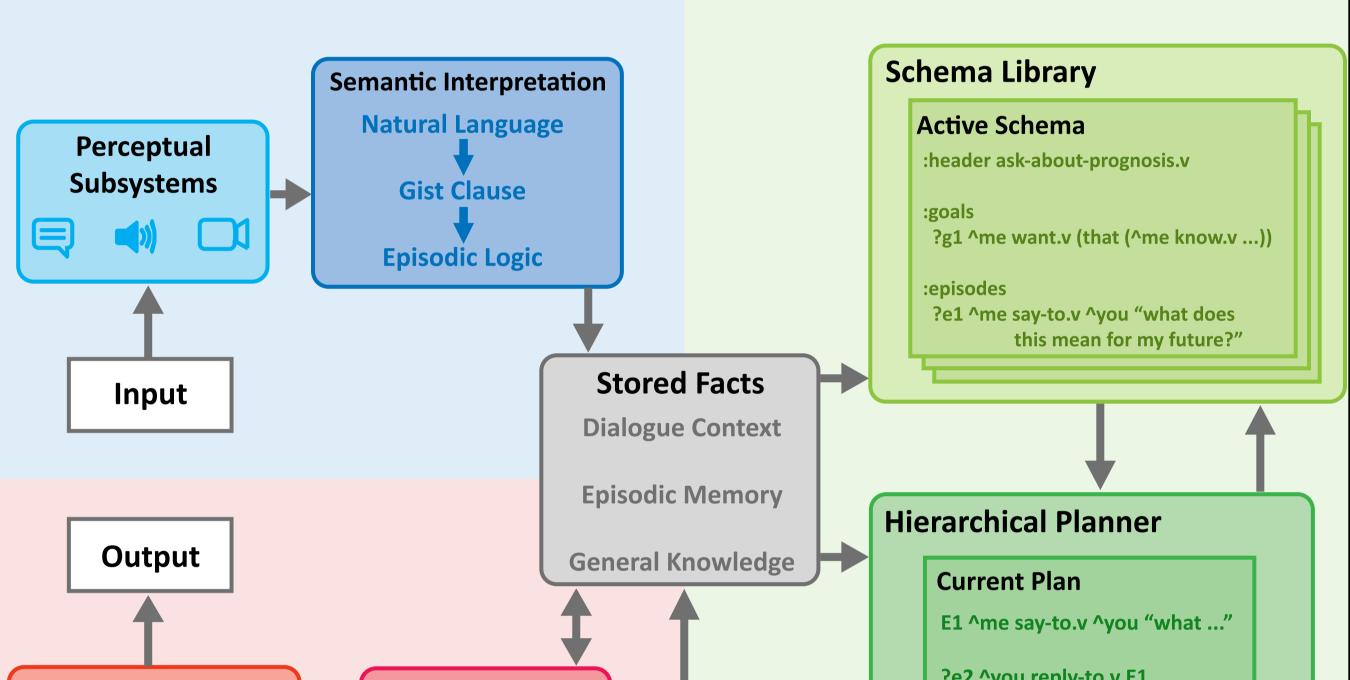


## **2. Eta Dialogue Manager**

- Interleaved perception, interpretation, planning, inference, and execution.
- Support for multi-modal interaction through various perceptual subsystems.
- Two-stage semantic parsing pipeline using intermediate "gist clauses".
- Stores symbolic facts context, episodic memory, and general knowledge.
- Dynamically creates plan by matching selected **dialogue schema** with facts.
- Specialist reasoner subsystems (spatial, temporal, etc.) aid with inference.
- Output produced using reaction module and mapping episodic logic to text.





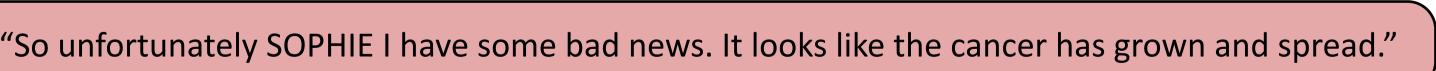


### **4. SOPHIE Standardized Virtual Patient**

- Simulated patient to allow medical students to practice difficult conversations.
- Users receive automated feedback during dialogue with virtual agent.
- Challenges include mixed-initiative dialogue, open-ended/unexpected questions.
- Crowdsourced evaluation gave promising results for Eta vs. fine-tuned DialoGPT.
- More robust methods of interpretation necessary for better understanding.



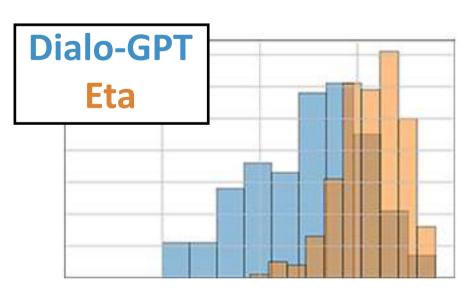
"I've already scanned the test results, but I don't understand. Could you explain what they mean?"



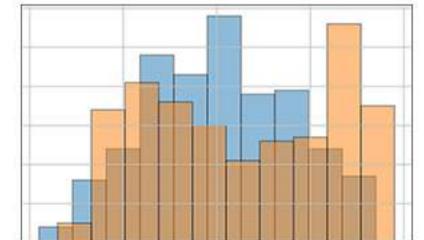
[SAD] "It's spread? Those are not the words I wanted to hear... what does it mean for me?"

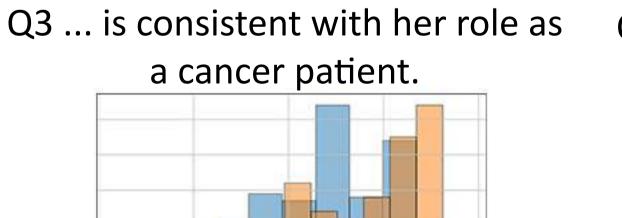
#### Patient A/B's response ... (1-5 Likert rating)

Q1 ... is fluent and natural.

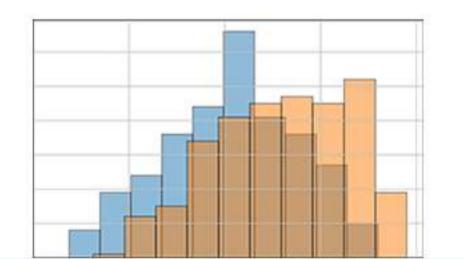


#### Q2 ... is consistent with her having understood the previous turns.





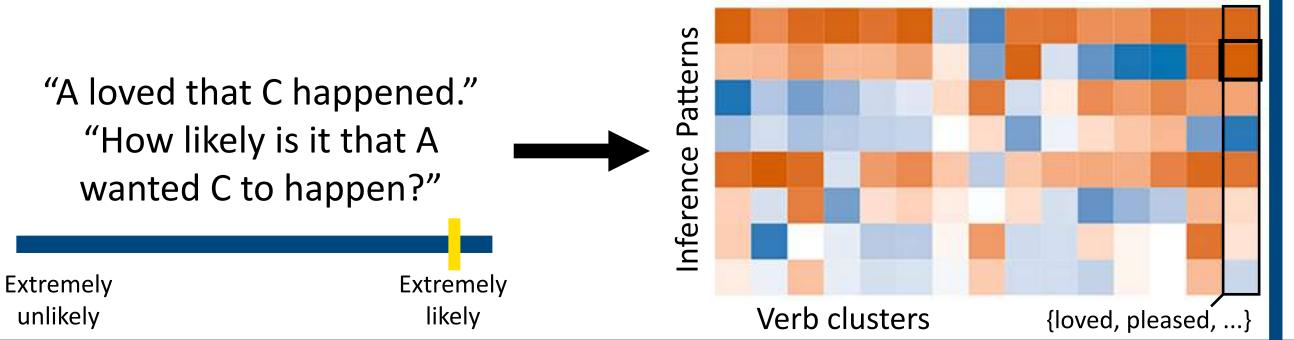
Q4 ... expresses appropriate emotions.



#### 5. Ongoing and Future Research

Modelling Belief, Desire, and Intention (BDI)

- Collect lexicon-scale dataset of crowdsourced BDI inferences across verbs in various frames.
- Use mixture model to discover inference patterns.
- Allow DM to infer BDIs from natural language inputs.



**Improving Eta's Understanding & Reasoning Abilities** 

- Experiment with contextualized embeddings and language models for gist clause & semantic parsing.
- Statistical retrieval model for selecting reactions from system's knowledge base and memory.
- Bottom-up inferences from stored facts and memory using generic episodic logic reasoner (EPILOG).
- More robust dialogue planning using statistical schema matching and alignment.

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