

Speaker-Dependent Variation in Content Selection for Referring Expression Generation

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Outline

1. Background and Motivation
2. Two Corpora of Distinguishing Descriptions
3. Modelling Human Reference Behaviour
4. Summary and Outlook

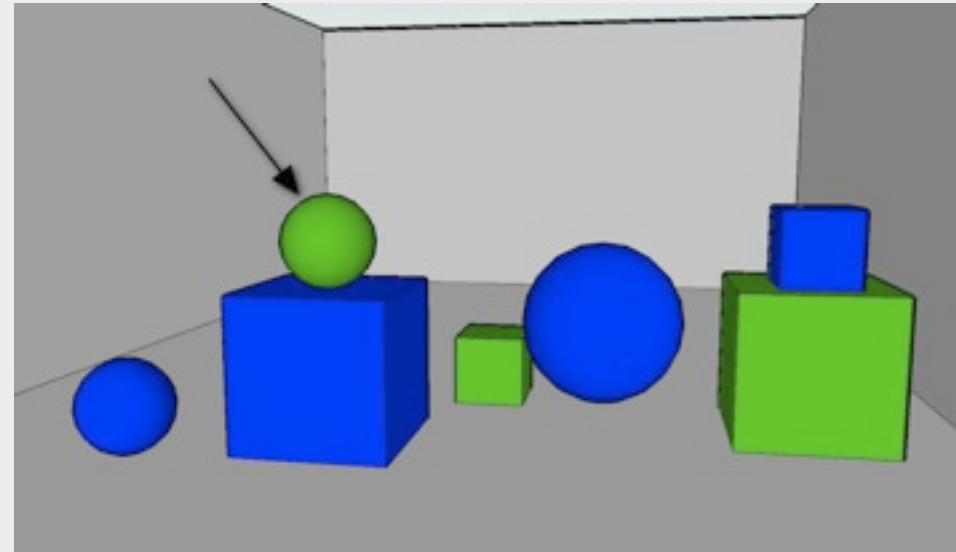
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Referring Expression Generation (REG)

... means automatically building distinguishing object descriptions

the small green ball



- **Target Referent:** object to be described
- **Distractors:** other objects in the environment that the target needs to be distinguished from
- **Content Selection** from the properties of the target and its relations to other objects (no linguistic realisation)

Different Goals of REG

Problem: There are always many different ways to describe a given object.

- **The Minimalist Solution:**
always generate the shortest possible referring expression.
- **The Application-Oriented Solution:**
generate one “good enough” referring expression.
- **The Cognitive Science Solution:**
generate all referring expressions that we observe humans using.

The Goal of this Study

Observation: Not everyone describes the same thing
in the same way.

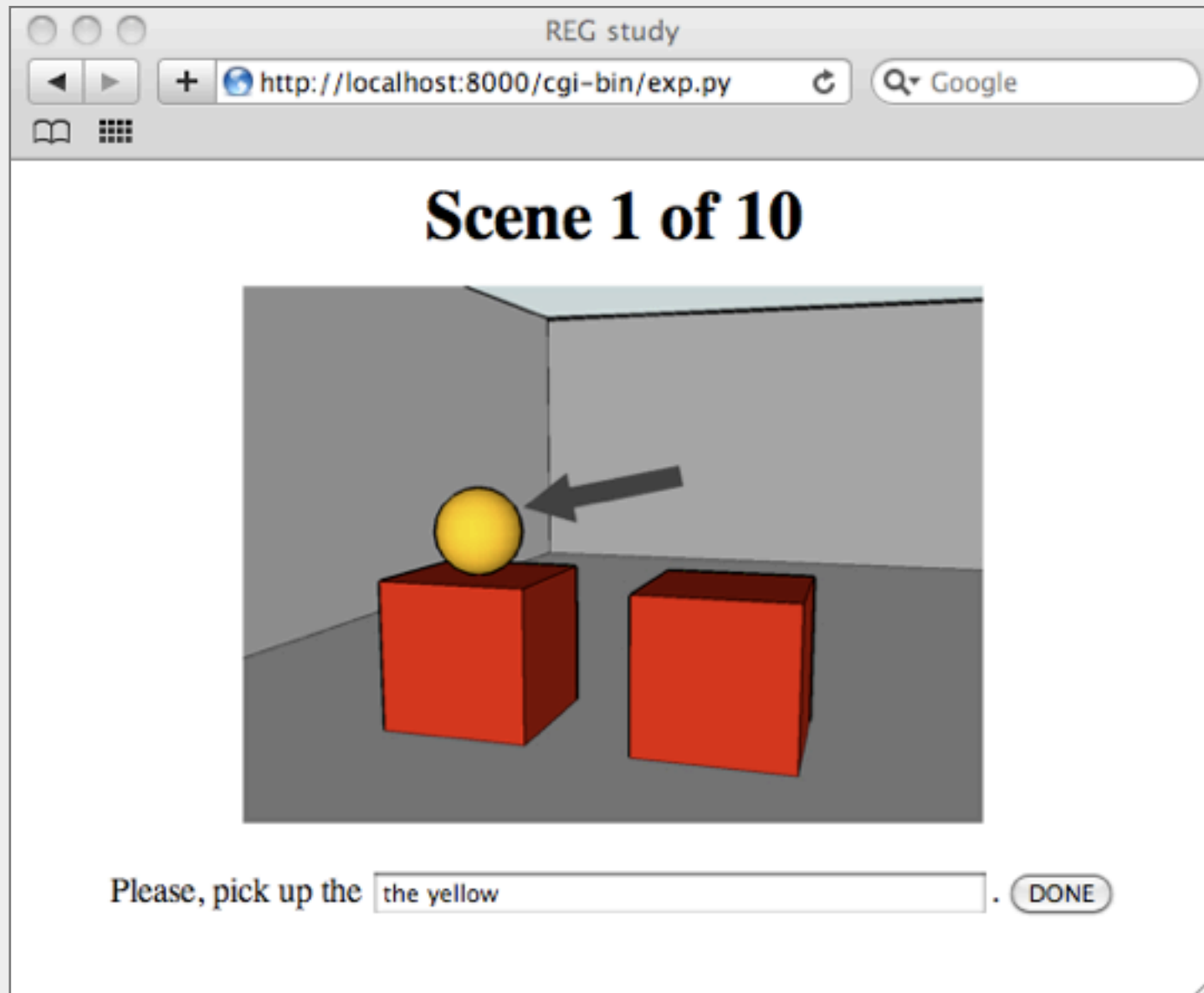
This has been ignored by existing approaches to REG.

→ How much does the content of a referring expression
depend on personal preferences?

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Two Corpora: GRE3D3 and GRE3D7



Annotation of Semantic Content

- 9 Object Attributes

- target type (tg_type)
- target colour (tg_col)
- target size (tg_size)
- target location (tg_loc)
- relation (rel)
- landmark type (lm_type)
- landmark colour (lm_col)
- landmark size (lm_size)
- landmark location (lm_loc)

- The attributes used in a description make up its **content pattern**:

<tg_col, tg_type>

The blue cube

<tg_col, tg_type, rel, lm_size,
lm_col, lm_type>

The blue cube that's lying on top
of the large red ball

Some Numbers

	GRE3D3	GRE3D7
# original participants	74	318
# original descriptions	740	4689
# participants after filtering	63	280
# descriptions after filtering	630	4480
# different content patterns	32	27
# relational descriptions	224 (35.6%)	600 (13.4%)

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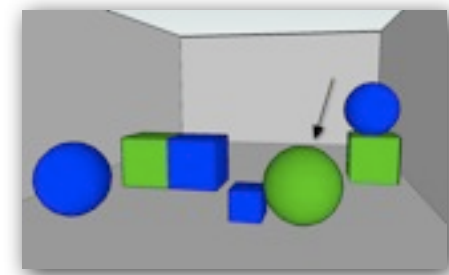
“Finding Patterns”

- Can we use machine learning to predict which content pattern people use in a given situation?

```
<tg_col, tg_type, rel, lm_size, lm_type>  
OR  
  <tg_col, tg_type>  
OR  
  <tg_size, tg_col, tg_type>  
OR...
```

1. based on characteristics of the scene only
 2. based on the participant
- using C4.5 decision tree algorithm

Features



Feature	Explanation	Values	
TG_Size	size of the target (TG) object	small, large	direct
LM_Size	size of the landmark (LM) object	small, large	
Rel_Type	type of relation	horizontal, vertical	
Num_TG_Size	number of objects of same size as TG	numeric	comparative
Num_LM_Size	number of objects of same size as LM	numeric	
TG_LM_Same_Size	do TG and LM share size?	Boolean	
Num_TG_Col	number of objects of same colour as TG	numeric	
Num_LM_Col	number of objects of same colour as LM	numeric	
TG_LM_Same_Col	do TG and LM share colour?	Boolean	
Num_TG_Type	number of objects of same type as TG	numeric	
Num_LM_Type	number of objects of same type as LM	numeric	
TG_LM_Same_Type	do TG and LM share type?	Boolean	
Participant_ID	ID number of the description giver	alphanumeric	

Feature Recoding

Normalising Num_ features for overall number of objects:

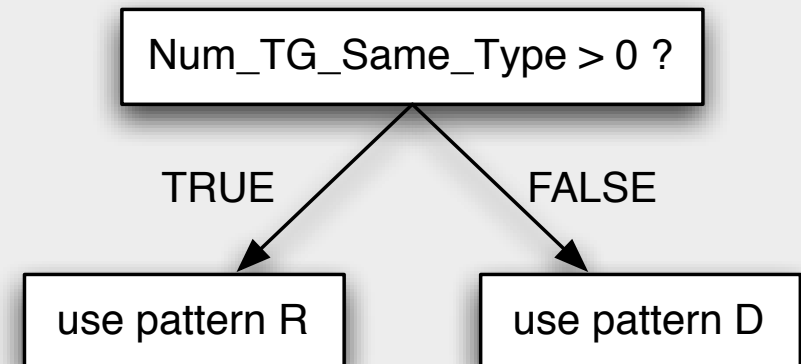
	number of objects sharing the property with the TG or LM				
GRE3D3	0		1		2
GRE3D7	0	1	2	3	4 5 6
general scale	none	few	half	most	all
joint coding	0	1	2	3	4

- Exact numbers are unlikely to be important
 - for visual salience.
 - for discriminatory power in our stimuli.
- Numerical values allow
 - elegant splits using inequalities.
 - cross-corpus testing.

Learning Content Patterns based on Scene Characteristics

training corpus	test method	accuracy of majority class baseline	accuracy of pruned decision tree
GRE3D3	10 fold X	(D) 27.3%	46.5%
	training set	(D) 27.3%	46.5%
	cross-corpus	(D) 36.7%	47.9%
GRE3D7	10 fold X	(R) 47.9%	64.9%
	training set	(R) 47.9%	64.9%
	cross-corpus	(R) 22.7%	37.0%

- Patterns predicted:
 - D: <tg_col, tg_type>
 - R: <tg_size, tg_col, tg_type>



- Decision trees beat the baseline.
- But much of the data remains unexplained.
- Training and testing on GRE3D7 achieves better results.

Learning Content Patterns based on Participant ID

training corpus	test method	+ [scene features] - Participant_ID	- [scene features] + Participant_ID	+ [scene features] + Participant_ID	
		pruned	n/a	pruned	unpruned
GRE3D3	training set	46.5%	41.9%	91.3%	98.1%
	10 fold X	46.5%	31.1%	54.4%	57.6%
GRE3D7	training set	64.9%	62.3%	82.6%	93.8%
	10 fold X	64.9%	57.1%	67.0%	63.7%

- Participant_ID as only feature does fairly well.
- The combination of [scene features] + Participant_ID accounts for most of the variation in the data.

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Summary and Conclusions

- Decision trees based on our scene features outperform a majority class baseline, but don't explain much of the data.
 - Personal preferences have great impact on the content of referring expressions.
 - Scene features combined with personal preferences explain most of the variation in the data.
- Approaches to REG that aim to replicate human behaviour have to account for personal preferences.

Further Work

- Are all people really different?
 - Comparing individual models for each speaker
 - Automatic clustering of participants according to their referring behaviour
- Attribute-specific reference
 - Can more commonality be found at the level of individual attributes?
 - A new approach to REG: speaker profiles combine attribute-specific models to consider each attribute independently.

Thank You