

## Appendix

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### Algorithm 1 Graph Beam Search

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**Require:** Relation graph  $G$

**Require:** Labelled nodes  $N_{labelled}$

**Require:** Unlabelled nodes  $N_{unlabelled}$

**Require:** Beam width  $k$

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1: for node  $n$  in  $N_{unlabelled}$  do
2:    $p_t(n_i, n_j) \leftarrow Weight_{Edge_{i,j}}$ 
3:    $beams \leftarrow \emptyset$ 
4:    $bestBeams \leftarrow \emptyset$ 
5:    $p_b(\emptyset, 0) \leftarrow 1$ 
6:   for  $t = 1 \dots T$  do
7:     if  $beams \neq \emptyset$  then
8:        $bestBeams \leftarrow \arg \max_k (beams, \frac{\log(p_b(beam, t-1))}{length_{beam}})$ 
9:      $beams \leftarrow \emptyset$ 
10:    for  $beam$  in  $bestBeams$  do
11:       $successors \leftarrow$  labelled neighbors of  $currentNode$ 
12:      if  $successors = \emptyset$  then
13:        continue
14:      for  $suc$  in  $\arg \max_k (successors, p_t(currentNode, suc))$  do
15:         $beam \leftarrow beam \cup successor$ 
16:         $p_b(beam, t) \leftarrow p_b(beam, t-1) + p_t(currentNode, suc)$ 
17:        if  $outDegree(suc) = 0$  then
18:           $k \leftarrow k - 1$ 
19:        if  $all(length_{beam} = 0)$  or  $k = 0$  then
20:          break
21:       $bestBeam \leftarrow \arg \max (bestBeams, \frac{\log(p_b(beam, T))}{length_{beam}})$ 
22:       $domain \leftarrow \max\{\dots\}\{n.domain \text{ for } n \text{ in } bestBeam\}$ 
23:       $intents \leftarrow \{n.intent \text{ for } n \text{ in } bestBeam\}$ 
24:      for each  $intent$  in  $intents$  do
25:        if  $intent$  does not belong to  $domain$  then  $intents \setminus intent$ 
26:       $intent \leftarrow \max\{\dots\}intents$ 
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