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Overview

Question answering is a multi-turn task where you ask further questions based on what you have learned. We present a **large-scale, multi-turn** question answering dataset, simulating an **information seeking dialogue**.

Each interaction is between a student and a teacher on a text. A student poses questions to learn as much as possible about a hidden Wikipedia text, and a teacher who answers the questions by providing short excerpts from the text.

Task Setup

Given	Student	Article / Section Title/ Article Summary
	Teacher	Section Text
Provides		Ask a question to learn as much as possible about this topic!
		Answer the questions by choosing a span from the text or return no answer
		Give a feedback to the question!
		FollowUp → Maybe ← Don't ↗
		Yes / No

Dataset Statistics

avg turns per dialogue	7.2		
avg tokens per question	6.5		
avg tokens per answer	14.1		
avg tokens per section	401		
	Train	Eval	Total
# unique sections	6,843	2,002	8,854
# of dialogues	11,567	2,002	13,594
# QA pairs	83,568	14,707	98,407

Collected Dialogue Examples

Section: Daffy Duck, Origin & History

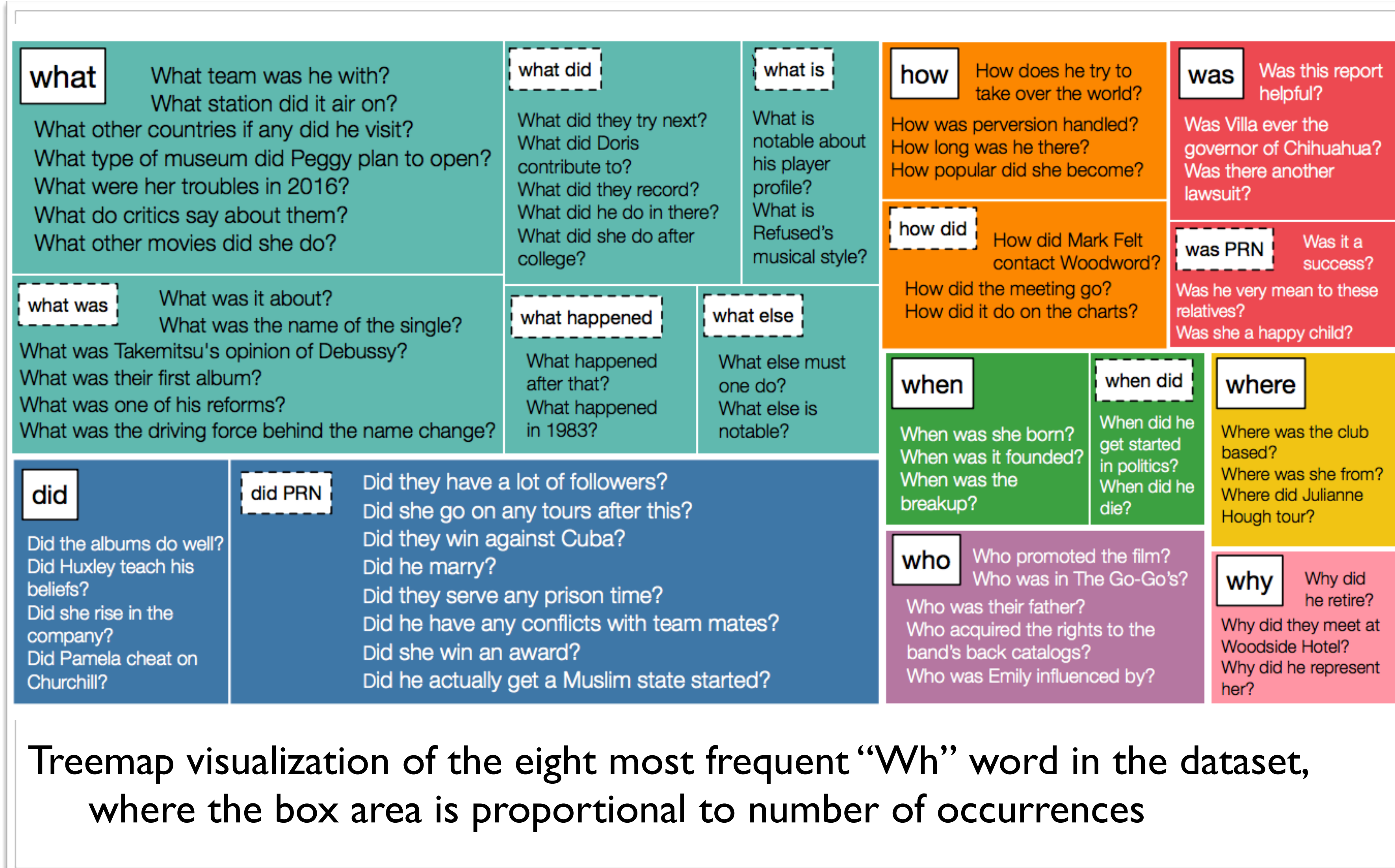
STUDENT: **What is the origin of Daffy Duck?**
 TEACHER: → first appeared in Porky's Duck Hunt
 STUDENT: **What was he like in that episode?**
 TEACHER: → assertive, unrestrained, combative
 STUDENT: **Was he the star?**
 TEACHER: → No, barely more than an unnamed bit player in this short
 STUDENT: **Who was the star?**
 TEACHER: ↗ No answer
 STUDENT: **Did he change a lot from that first episode in future episodes?**
 TEACHER: → Yes, the only aspects of the character that have remained consistent (...) are his voice characterization by Mel Blanc
 STUDENT: **How has he changed?**
 TEACHER: → Daffy was less anthropomorphic
 STUDENT: **In what other ways did he change?**
 TEACHER: → Daffy's slobbery, exaggerated lisp (...) is barely noticeable in the early cartoons.
 STUDENT: **Why did they add the lisp?**
 TEACHER: → One often-repeated "official" story is that it was modeled after producer Leon Schlesinger's tendency to lisp.
 STUDENT: **Is there an "unofficial" story?**
 TEACHER: → Yes, Mel Blanc (...) contradicts that conventional belief
 ...

Section: Augusto Pinochet : Intellectual life...

STUDENT: **Was he known for being intelligent?**
 TEACHER: → No, Pinochet was publicly known as a man with a lack of culture.
 STUDENT: **why did people feel that way?**
 TEACHER: → reinforced by the fact that he also portrayed himself as a common man
 STUDENT: **did he have any hobbies?**
 TEACHER: → Yes, Before wresting power from Allende, Pinochet had written two books.
 STUDENT: **what is the name of a book written by him?**
 TEACHER: → Geopolitica (1968) and Campana de Tarapaca (1972).
 STUDENT: **what were the books about?**
 TEACHER: → Chile's military literature.
 STUDENT: **was there anything noteworthy regarding his books?**
 TEACHER: → Yes, In Geopolitica Pinochet plagiarized (...) Gregorio Rodriguez Tascon
 STUDENT: **did he deny those allegations?**
 TEACHER: ↗ No answer
 STUDENT: **what did he plagiarize in Geopolitica?**
 TEACHER: → In Geopolitica Pinochet plagiarized (...) paragraphs from a 1949 presentation
 ...

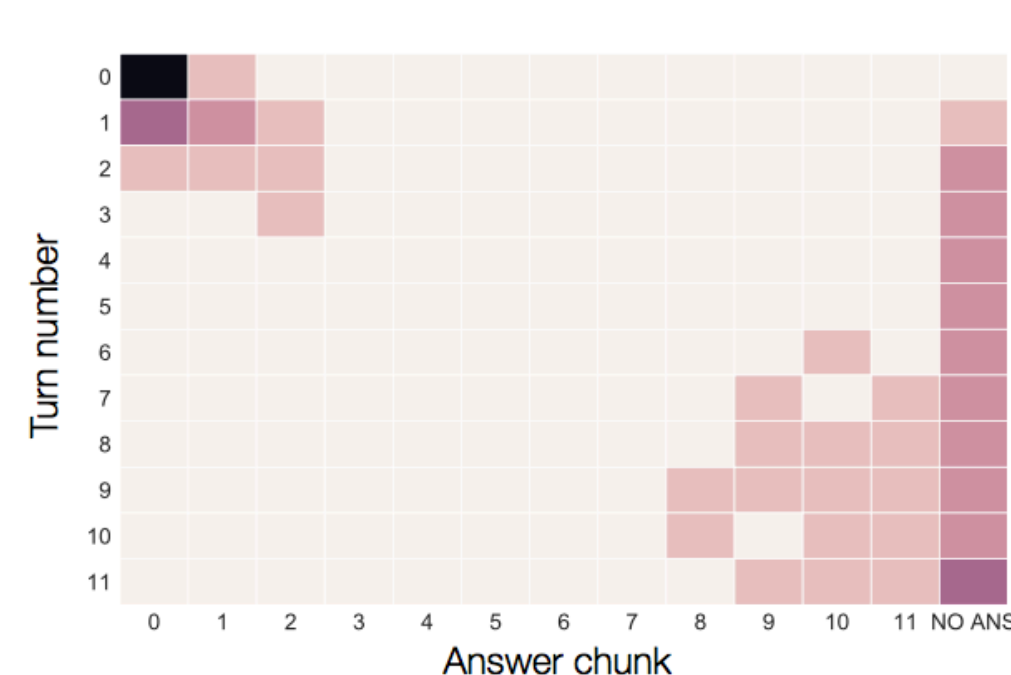
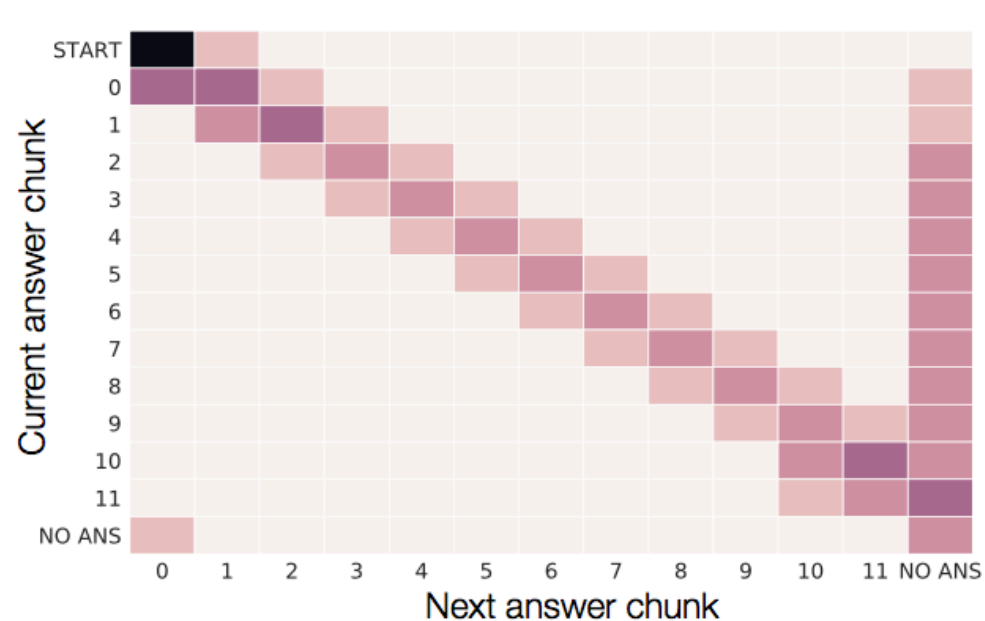
Question Analysis

- Manual analysis showed about half the questions are not factoid. (Asking more open ended question such as "was the show success?")
- Also 80% of the questions are contextual, on the conversation history (40%) and to the document (60%)
- About 20% questions are unanswerable
- 40% questions have multiple possible answer span in the text



The Role of Context

We show the location of answer within the text (where each text is divided into 12 chunks of equal size) in the following figures as a heatmap.



Location of next answer given the location of current answer: Answer to the next question is near the current answer.

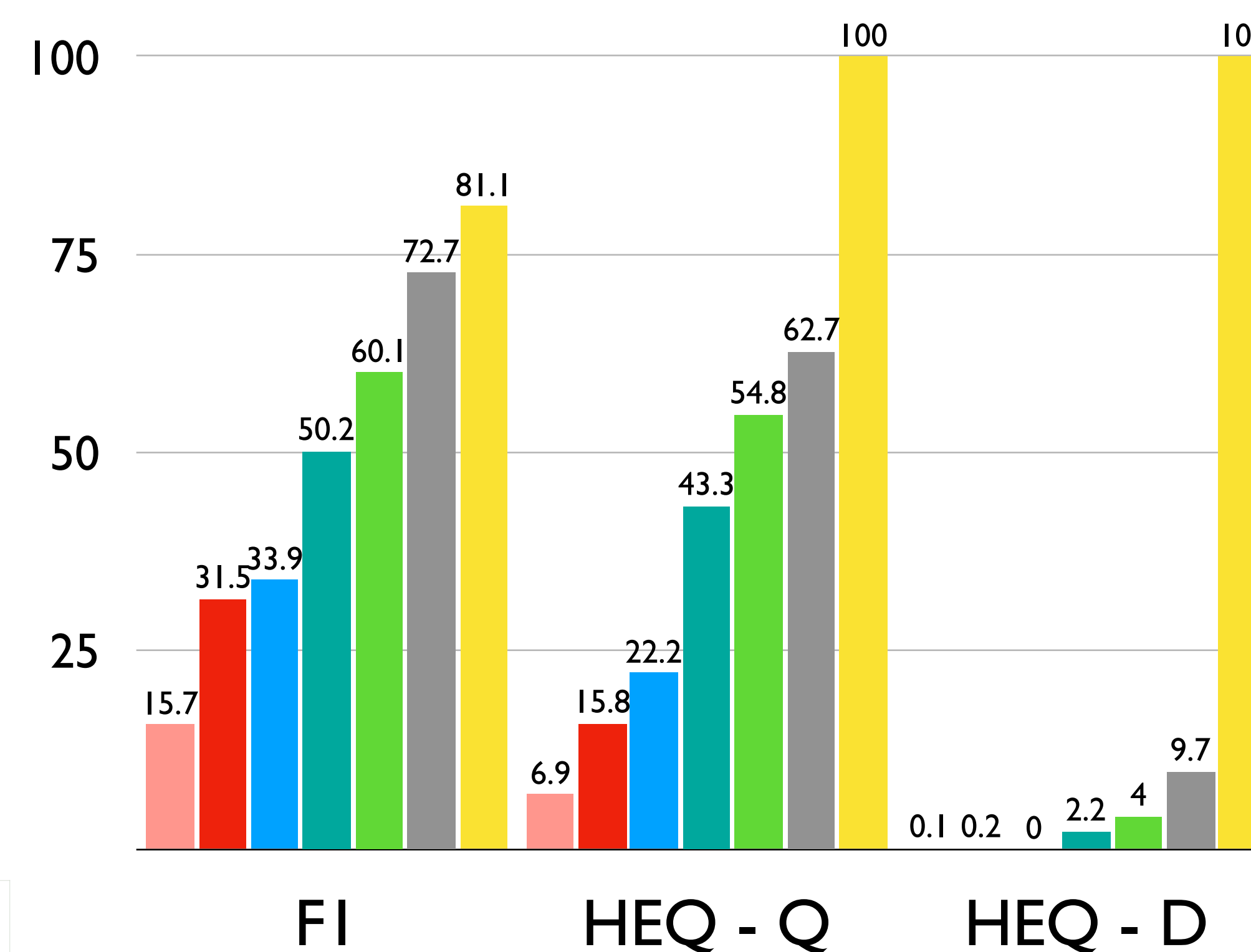
Answer location by the position in the dialogue: Even without the access to the document, student's question roughly follows text in a linear order.

Experiments

Word-level F1: Precision and recall computed by the words in predictions / words in the reference

Evaluation Measures Human Equivalence Score (HEQ): Whether system's output is as good as that of an average human (we collected 5 annotated answer spans per questions in evaluation data)

- HEQ-Q: percentage of questions,
- HEQ-D: the percentage of dialogs for which it is true for every Q



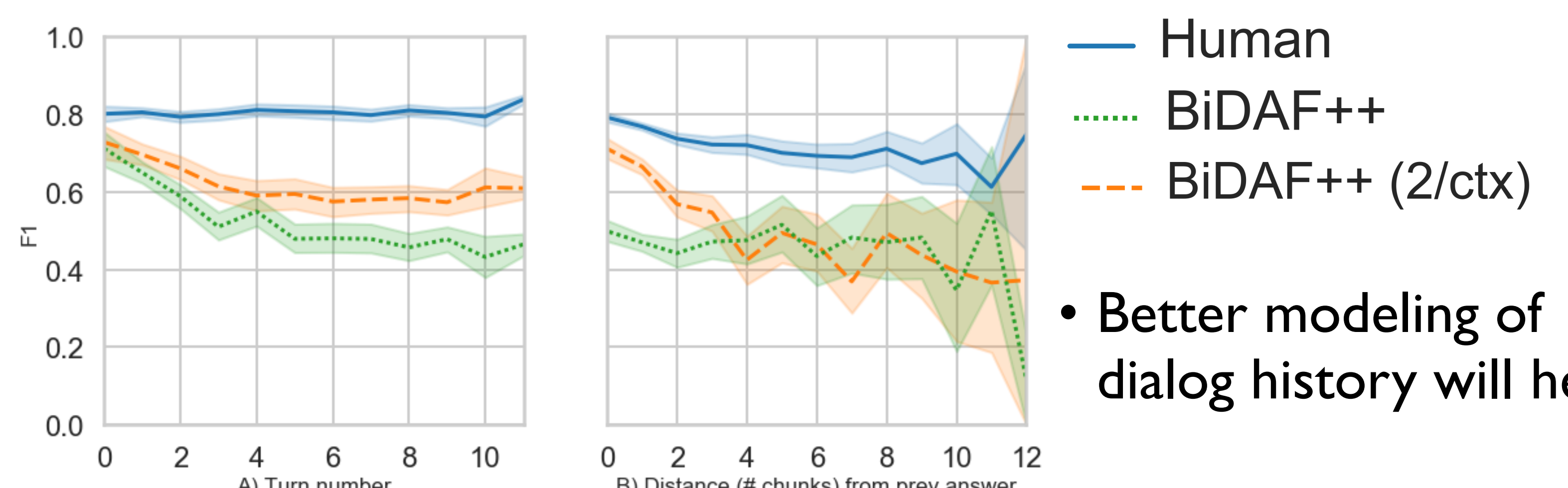
- There is a large gap (> 20%) between human's and the best model's performance
- High human scores demonstrates high inter-annotator agreement.

Models

Sanity check	Random Sent	Randomly selects from sentences or no answer option.
	Transition Matrix	Select the most likely chunk given the previous chunk.
Base line	Logistic Regression	Feature-rich model for answer sentence selection (n-gram overlap, bias, context feature)
	BiDAF ++	A model with a strong performance on existing QA data. Token for 'no answer' appended.
Upper Bounds	with N context	Question turn number is marked, as well as the previous answers in the tcontext
	Oracle Sentence	Selects a sentence with highest F1 or No answer.
	Humans	We pick one reference as a system output and compute F1 against remaining references.



Performance Analysis



- Better modeling of dialog history will help.

