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MULTIMODAL CONTEXTUALIZED SEMANTIC PARSING FROM SPEECH

ACL 2024 Main, Bangkok, Thailand



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Bangkok, Thailand

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Introduction

SPICE - Semantic Parsing in Contextual Environments

Aims to formulate multi-turn, multimodal, dialogue through the iterative updates and utilization of knowledge graphs with Semantic Parsing.



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SPICE - Semantic Parsing in Contextual Environments

Aims to formulate multi-turn, multimodal, dialogue through the iterative updates and utilization of knowledge graphs with Semantic Parsing.

SPICE advances applications of Semantic Parsing to compliment dialogue focused tasks



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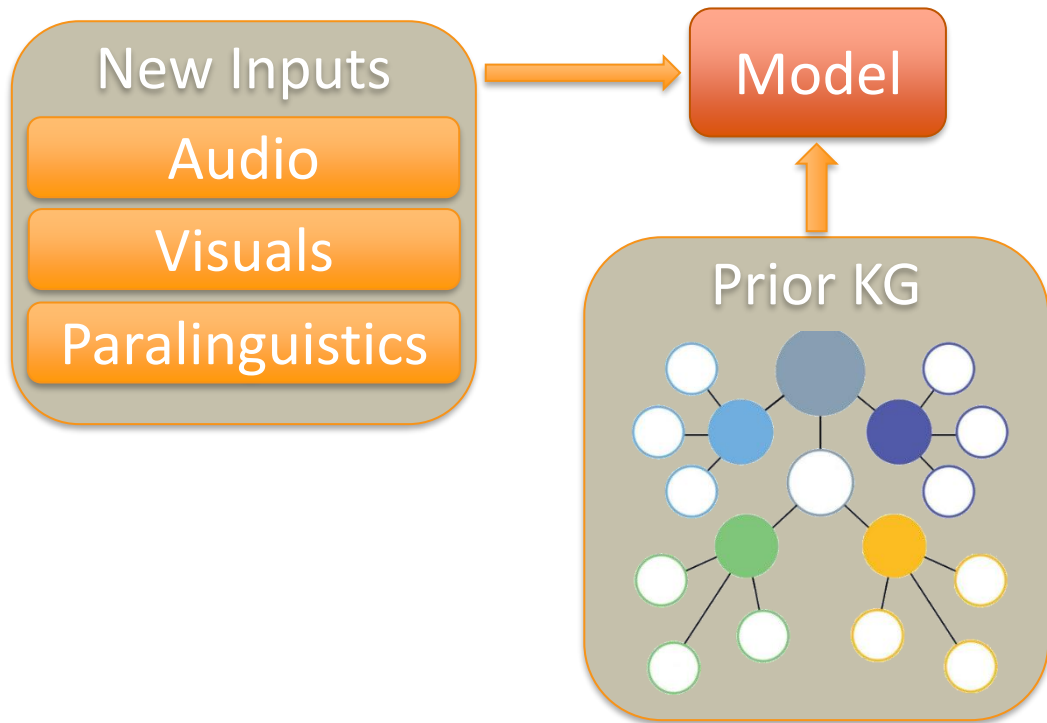
Motivation

Human Conversation is:

- Iterative
- Multimodal
 - e.g., Audio, Vision, Paralinguistics
- Exists within a structured knowledge base



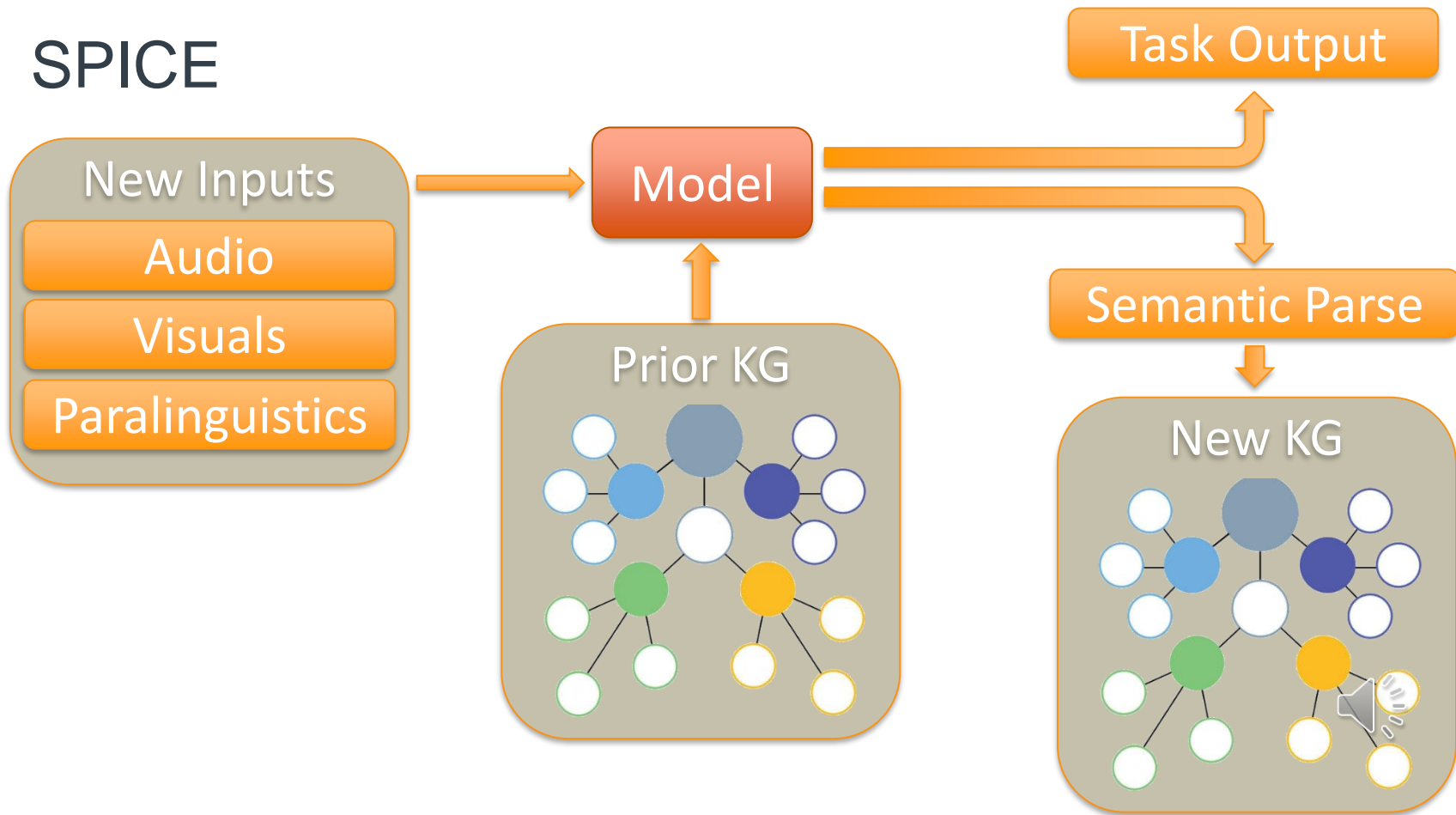
SPICE



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SPICE



SPICE vs Prior Semantic Parsing Applications

Semantic Parsing

SPICE



SPICE vs Prior Semantic Parsing Applications

Semantic Parsing

- **Unimodal:** Processes primarily textual data

SPICE



SPICE vs Prior Semantic Parsing Applications

Semantic Parsing

- **Unimodal:** Processes primarily textual data
- **Non-Structure:** Rarely conditioned on dynamic structured contexts

SPICE



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- **Single-Round:** Lacks integration of iterative applications

SPICE



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Semantic Parsing

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SPICE

- **Multimodal:** Requires multimodal input utilization



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Semantic Parsing

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SPICE

- **Multimodal:** Requires multimodal input utilization
- **Iterative:** Requires iteratively updating the context over multiple interactions



SPICE vs Prior Semantic Parsing Applications

Semantic Parsing

- **Unimodal:** Processes primarily textual data
- **Non-Structure:** Rarely conditioned on dynamic structured contexts
- **Single-Round:** Lacks integration of iterative applications

SPICE

- **Multimodal:** Requires multimodal input utilization
- **Iterative:** Requires iteratively updating the context over multiple interactions
- **Structure Conditioning:** Requires conditioning on both novel inputs and prior contexts at each update



SPICE Benefits

Computationally
Efficient



SPICE Benefits

Computationally
Efficient

Human
Comprehensible



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SPICE Benefits

Computationally
Efficient

Human
Comprehensible

Modular and
Adaptable



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How can we develop and measure current
SPICE capabilities?

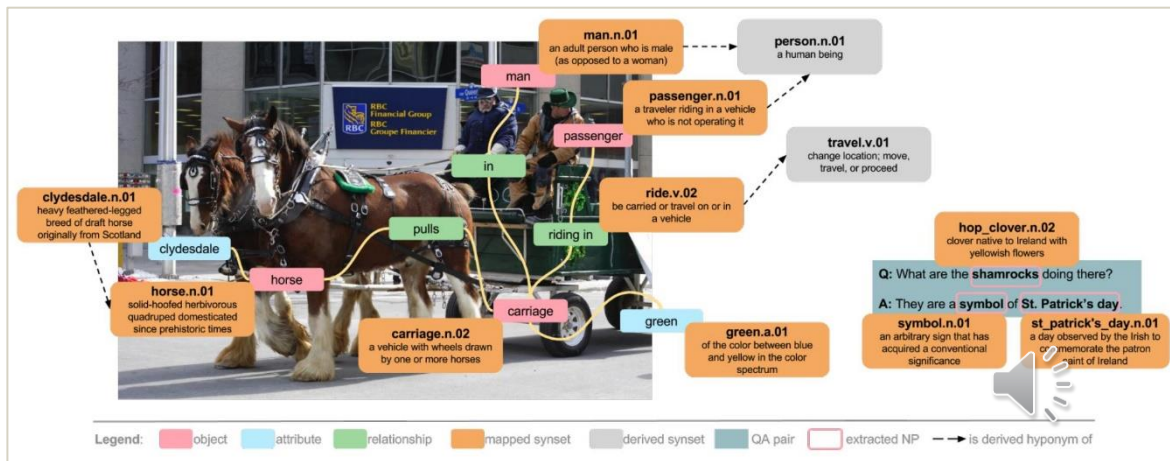


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VG-SPICE

- A novel training and evaluation dataset matching SPICEs formulation
- Derived from Visual Genome annotations refined with synthetic augmentations
- Simulates iterative construction of scene graphs from single-perspective dialogue



VG-SPICE

	<h2>Scene Visual</h2> 	<h2>Current Context</h2> <p>Node: (ID: 0) "sign" with Attributes "white" Node: (ID: 1) "boat" with Attributes "floating" Node: (ID: 2) "post" Node: (ID: 3) "walkway" Node: (ID:) "bird" Node: (ID: 5) "land" Node: (ID: 6) "sky" with Attributes "cloudy" Node: (ID: 7) "water" Node: (ID: 8) "boat" Node: (ID: 9) "door" Edge: Node "boat" (ID: 1) with Predicate "in" to Node "water" (ID: 7)</p>	<h2>Spoken Utterance</h2>  <p>The bird is perched on a white sign while a small, floating boat glides across the water. The boat is surrounded by a cloudy sky and a wooden walkway leads up to a door. In the distance, a fence stretches across the land, separating the water from the shore.</p>
<h2>Output</h2>	<pre>#ADD_ATTR(\$ID(1), \$ATTRS(["small"])); #ADD_ATTR(\$ID(3), \$ATTRS(["wooden"])); #ADD_NODE(\$NODE(\$ID(10), \$NAME("fence"))); #ADD_EDGE (\$ID(4), \$ID(0), \$PREDICATE("perched on")); #END();</pre>		



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VG-SPICE

Inputs	Scene Visual	Current Context	Spoken Utterance
Output	<pre>#ADD_ATTR(\$ID(1), \$ATTRS({"small"})); #ADD_ATTR(\$ID(3), \$ATTRS({"wooden"})); #ADD_NODE(\$NODE(\$ID(10), \$NAME("fence")); #ADD_EDGE (\$ID(4), \$ID(0), \$PREDICATE("perched on")); #END();</pre>		

Statistic	Value
# Samples	131362
# Unique Scenes	22346
Hours of Audio	10.56
Avg. Words per Utterance	71.83
Avg. Nodes Added	1.27
Avg. Attributes Added	0.93
Avg. Edges Added	0.60



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VG-SPICE Clean-Challenge Set

- Sample evaluation subset of 50 visual scenes over 250 samples



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VG-SPICE Clean-Challenge Set

- Sample evaluation subset of 50 visual scenes
- Human annotated for high quality and dense scene graphs and dialogue utterances



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VG-SPICE Clean-Challenge Set

- Sample evaluation subset of 50 visual scenes
- Human annotated for high quality and dense scene graphs and dialogue utterances
- Includes both TTS audio samples and single voice real human speech for out of domain evaluation



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Audio-Visual Dialogue Scene Parser (AViD-SP)

- To set a baseline for VG-SPICE we produce a initial model, AViD-SP, built on LLaMa 2 7B, using pretrained per-modality encoders (DINOv2 and Whisper-Large)



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Audio-Visual Dialogue Scene Parser (AViD-SP)

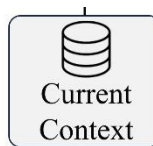
- To set a baseline for VG-SPICE we train a LLM based model, AViD-SP, built on LLaMa 2 7B, using pretrained per-modality encoders (DINOv2 and Whisper-Large)
- We evaluate AViD-SP with two forms of multimodal features adaptation modules
 - Linear Projection + Meanpooling
 - A novel Grouped Modality Adaptation Down Sampler (GMADS)



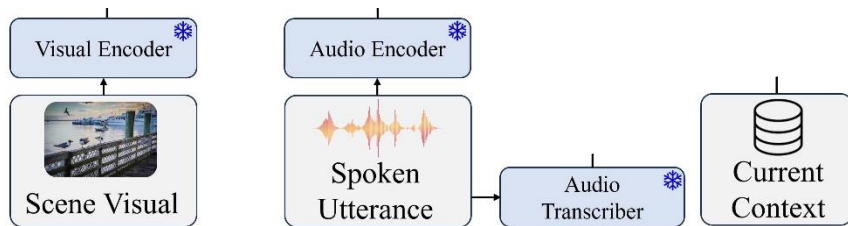
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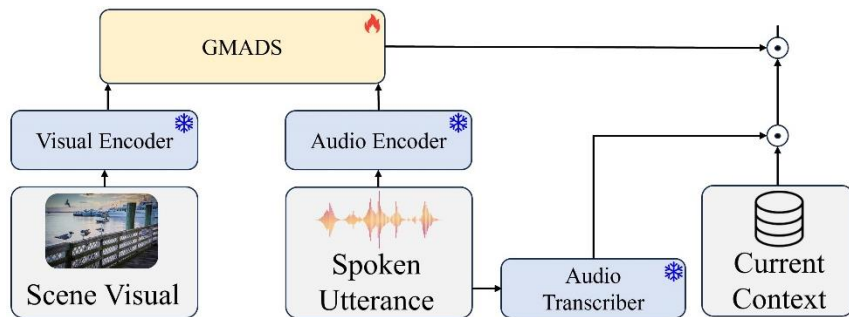
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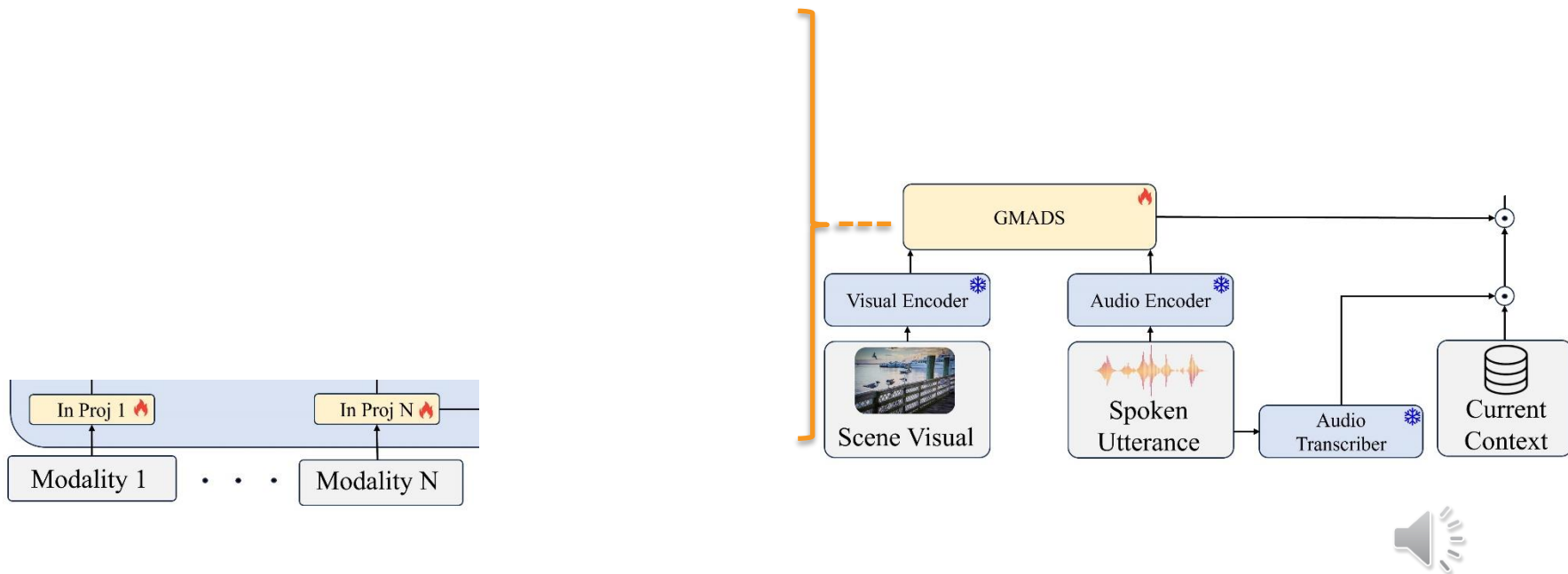
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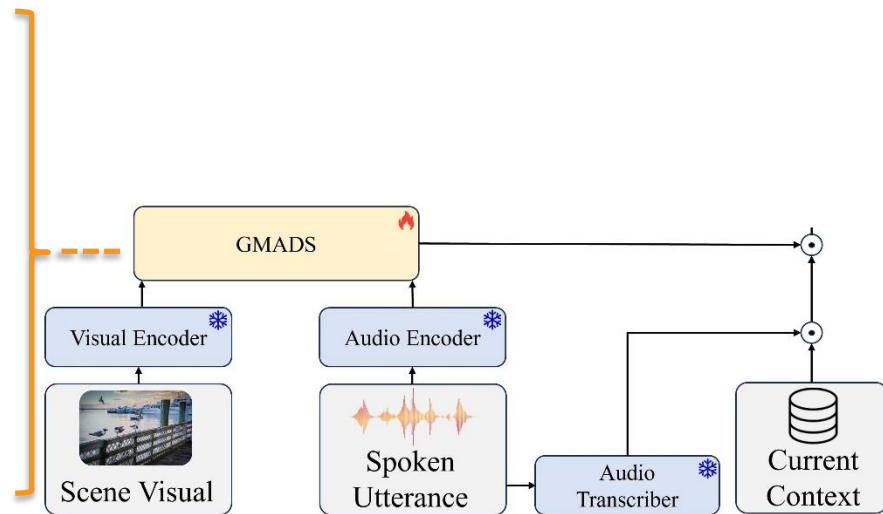
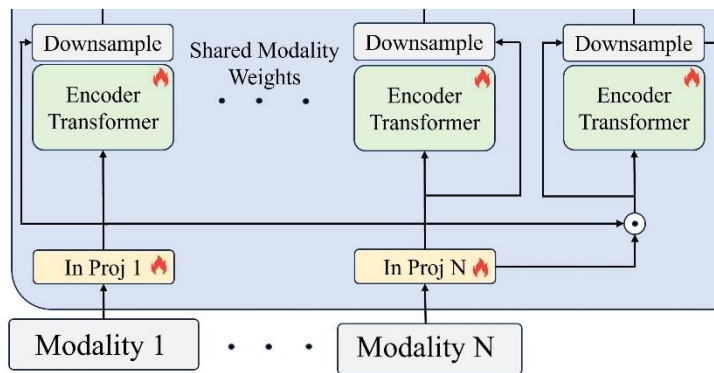
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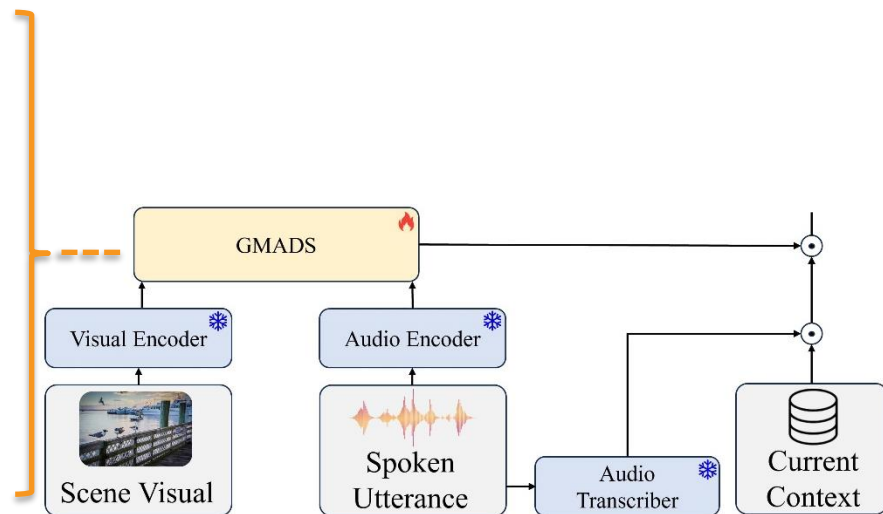
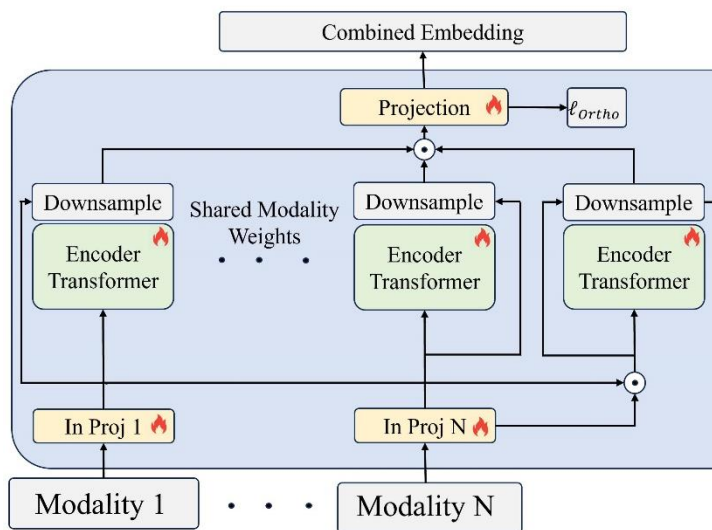
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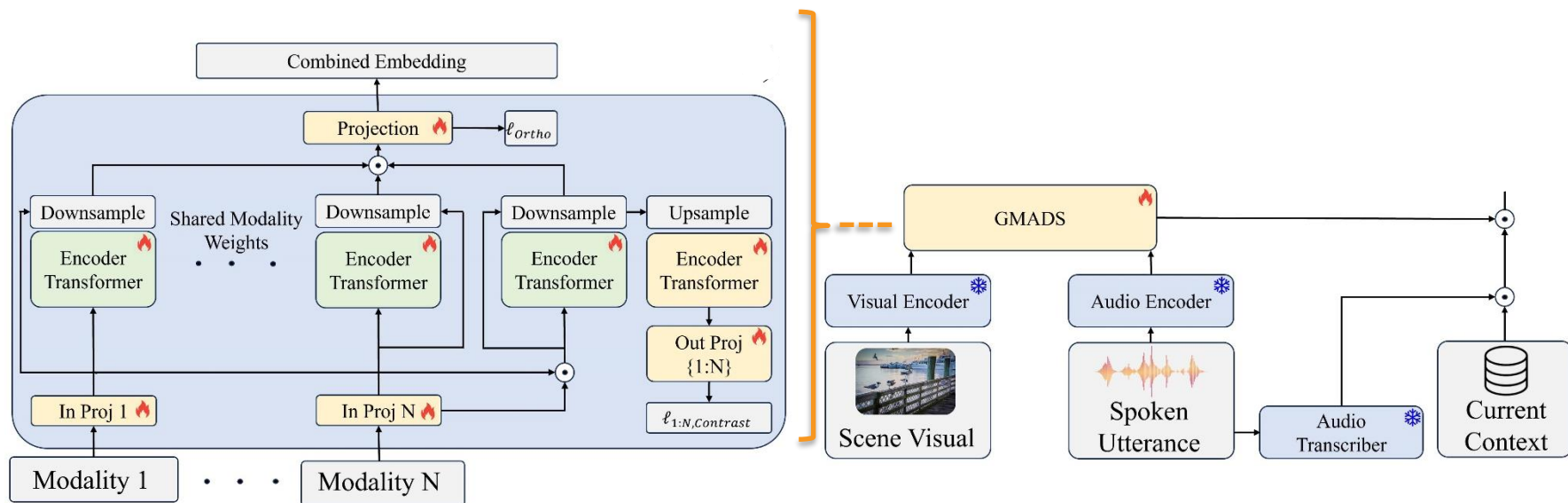
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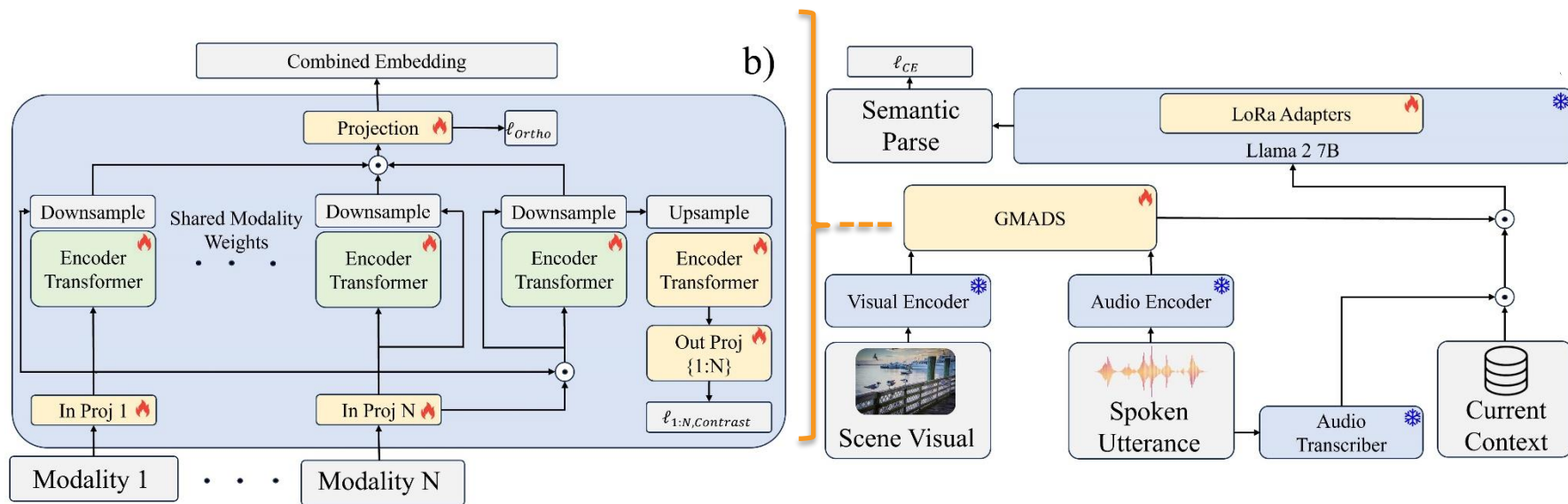
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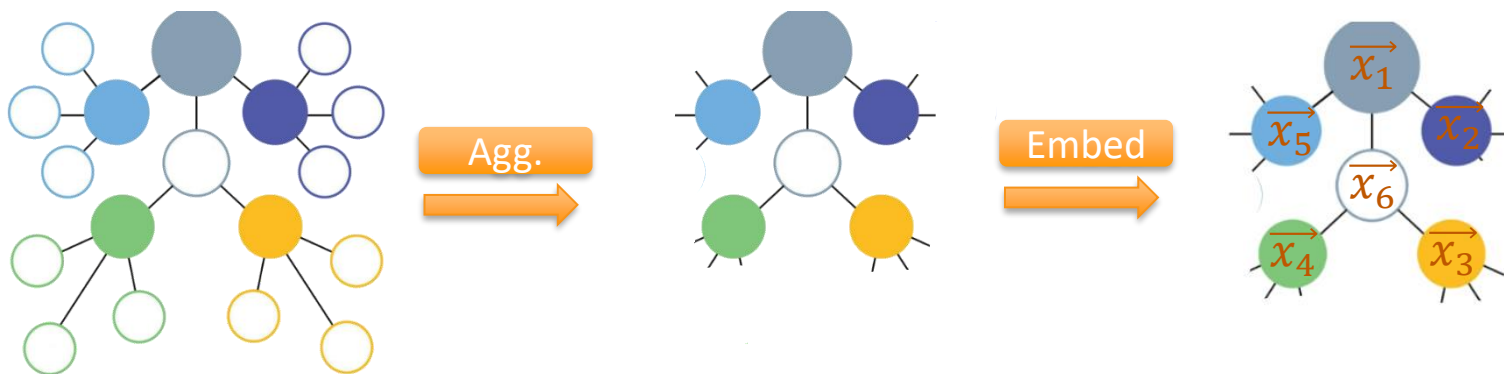


Audio-Visual Dialogue Scene Parser (AViD-SP)



Evaluation Metrics

- Evaluations are performed using Representation Edit Distance
 - Group Attributes and Nodes together
 - Uses sentence embedding representations to identify semantic edit distance between reference and prediction
 - We include both Soft (penalizes only omissions) and Hard (penalizes erroneous additions as well) metric variants



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Evaluation Results

Model Type	S-RED↓		
	0dB	20dB	Gold*
AViD-SP + GMADS			
Base	0.402	0.3765	0.348
w/o Image	0.407	0.384	0.364
w/o Audio	0.570	0.538	0.481
w Incorrect Image**	-	0.381	-
w/o Prior Context***	-	0.478	-
AViD-SP + Meanpool			
Base	0.377	0.359	0.323
w/o Image	0.386	0.362	0.330
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Clean Challenge Set Results

- Our novel multimodal fusion method, GMADS, manages to far exceed meanpooling on out of domain real-world performance.

Variant	TTS		Read	
	H-RED↓	S-RED↓	H-RED↓	S-RED↓
GMADS	0.739	0.497	0.731	0.497
Meanpool	0.640	0.460	1.415	0.628

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