

Automatically Generated Grammar Exercises and Dialogs for Language Learning

Claire Gardent

(Joint work with Marilisa Amoia, Treveur Breteaudiere, Alexandre Denis, German Kruszewski, Cline Moro and Laura Perez-Beltrachini)
CNRS/LORIA, Nancy

February 21, 2014
KU Leuven, Belgium

Outline

Generating Grammar Exercises

- ▶ Grammar Exercises
- ▶ Automatic Generation of Grammar Exercises
- ▶ Results, Evaluation

I-FLEG, a Serious Game for Learning French

- ▶ Game Scenario
- ▶ Game Architecture
- ▶ Automatic Generation of Training Activities

Human-Computer Dialog Systems for Learning French

- ▶ Free Flowing Dialogs
- ▶ Constrained Dialogs

Using Surface Realisation to Generate Grammar Exercises

February 17, 2014



C. Gardent and L. Perez-Beltrachini

Using FB-LTAG Derivation Trees to Generate Transformation-Based Grammar Exercises

Proceedings of *TAG+11*, 2012, Paris, France



L. Perez-Beltrachini, C. Gardent and G. Kruszewski

Generating Grammar Exercises

Proceedings of *The 7th Workshop on Innovative Use of NLP for Building Educational Applications*, NAACL-HLT Workshop, Montreal, Canada, June 2012.

Grammar Exercises

Built from **a single sentence**.

[FIB] Complete with an appropriate personal pronoun.

(S) *Elle adore les petits tatous*

(She loves the small armadillos)

(Q) _____ adore les petits tatous (gender=fem)

(K) elle

[Shuffle] Use the words below to make up a sentence.

(S) *Tammy adore les petits tatous*

(Tammy loves the small armadillos)

(Q) tatous / les / Tammy / petits / adore

(K) Tammy adore les petits tatous.

Grammar Exercises

Built from **a pair of syntactically related sentences**

[Reformulation] Rewrite the sentence using passive voice

(Q) *C'est Tex qui a fait la tarte.*

(It is Tex who has baked the pie.)

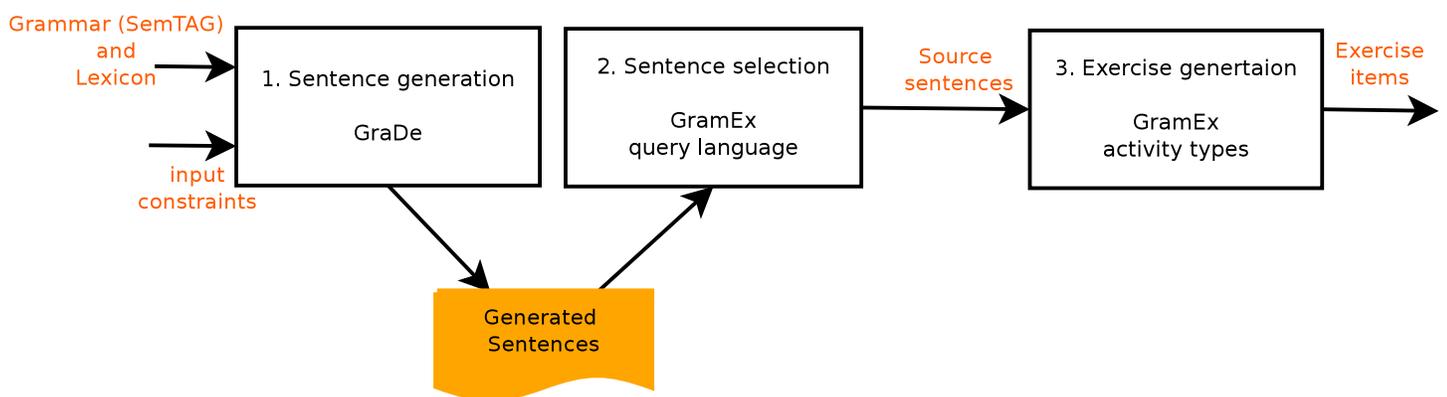
(K) *C'est par Tex que la tarte a été faite.*

(It is Tex by whom the pie has been baked.)

Active/Passive, NP/Pronoun, Assertion/Wh-Question,
Assertion/YN-Question

SemTAG based generation for language learning

The *GramEx* framework: selecting sentences and building exercises

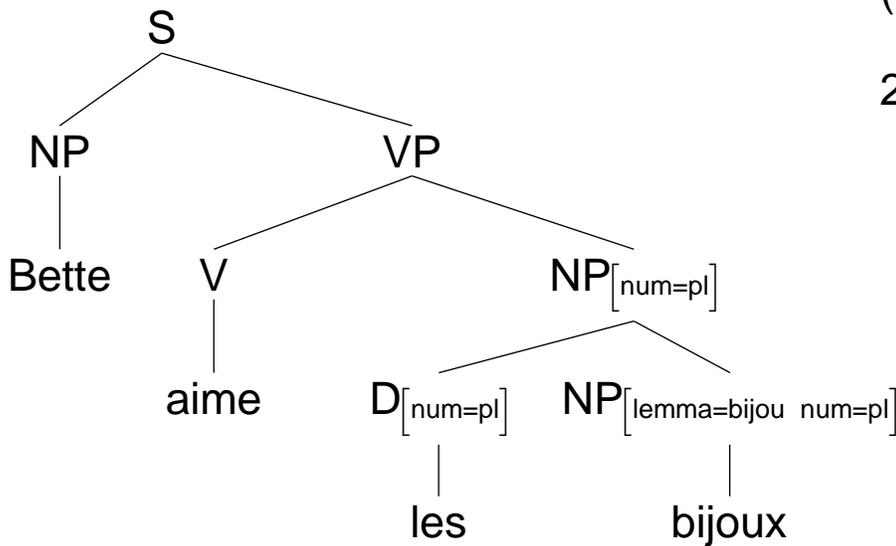


Creating a grammar exercise

Bette aime le bijou.

C'est Bette qui aime les bijoux.

Bette aime les bijoux. ✓



{CanonicalObject, CanonicalSubject, ActiveVerb}

Pedagogical goal: Plural form of irregular

Exercise type: Fill-in-the-blank.



1. Select sentences
 ⇒ NP[*num = pl & plural = irreg*]
 (+canonical order)

2. Process the selected sentence
 NP[*num = pl*] ⇒ blank
 NP[*lemma = bijou*] ⇒ hint



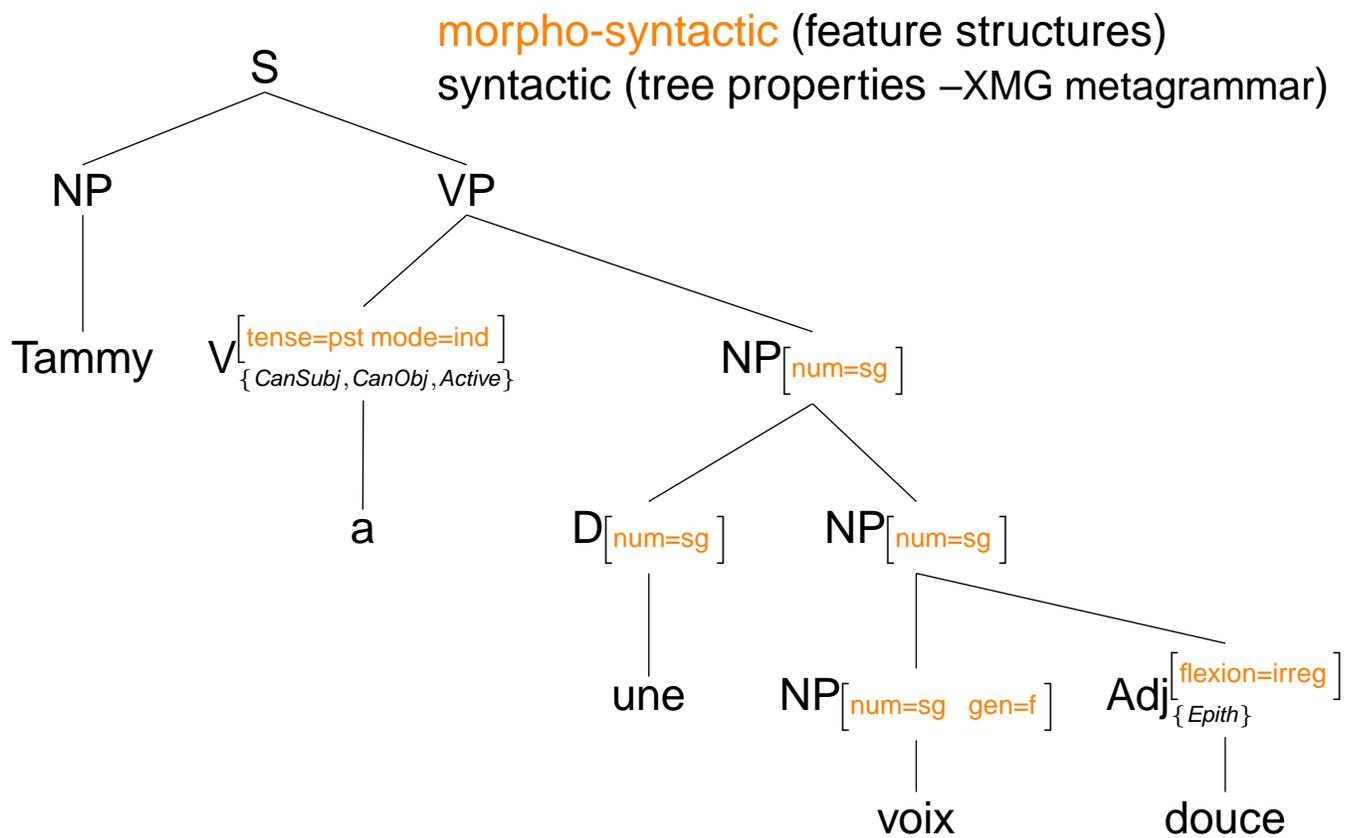
(S) Bette aime les bijoux.

(Q) Bette aime les _____. (b)

(K) bijoux

Selecting appropriate sentences

GramEx's boolean constraint language: Signature



Selecting appropriate sentences

GramEx's boolean constraint language: syntax and use

- ▶ Boolean constraint language:
 - ▶ conjunction, disjunction and negation of **morpho-syntactic** and syntactic properties
- ▶ Describe the linguistic requirements of pedagogical goals
 - ⇒ linguistic characterization of appropriate source sentences

Selecting appropriate sentences

GramEX's boolean constraint language: an example

Pedagogical goal: *Pre/post nominal irregular adjectives*

[Epith \wedge flexion: irreg]

✓ *Tammy a une voix douce* (Tammy has a soft voice)

✗ *Tammy a une jolie voix* (Tammy has a nice voice)

Pedagogical goal: *Prepositions with infinitives*

POBJinf \wedge CLAUSE

POBJinf \equiv (DE-OBJinf \vee A-OBJinf)

CLAUSE \equiv Vfin \wedge \neg Mod \wedge \neg CCoord \wedge \neg Sub

✓ *Tammy refuse de chanter* (Tammy refuses to sing)

✗ *Jean dit que Tammy refuse de chanter* (John says that Tammy refuses to sing)

Transformation-based grammar exercises

Finding syntactically related sentences (e.g. active/passive)

(Q) *C'est Tex qui a fait la tarte.*

(It is Tex who has baked the pie.)

X (K) *Tex a fait la tarte.*

(Tex has baked the pie.)

X (K) *La tarte a été faite par Tex.*

(The pie has been baked by Tex.)

X (K) *C'est par Tex que la tarte sera faite.*

(It is Tex who will bake the pie.)

X (K) *Est-ce que la tarte a été faite par Tex ?*

(Has the pie been baked by Tex ?)

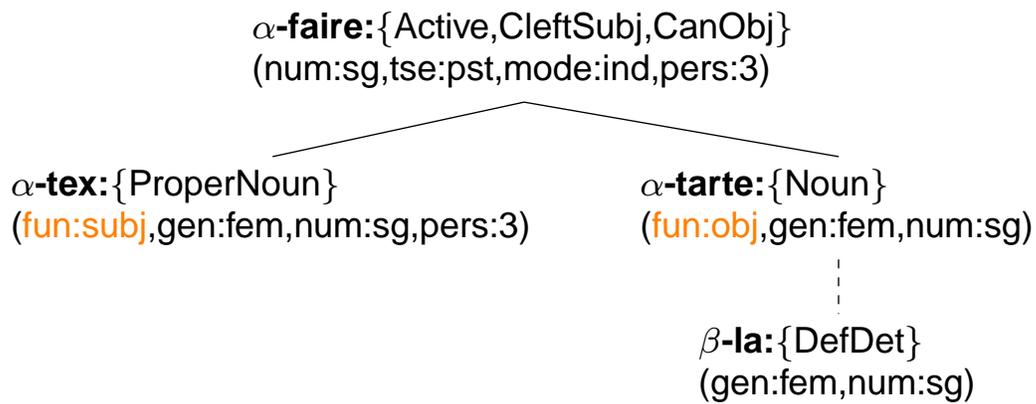
✓ (K) *C'est par Tex que la tarte a été faite.*

(It is Tex by whom the pie has been baked.)

Creating transformation-based grammar exercises

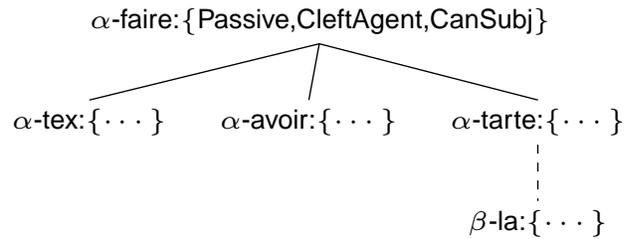
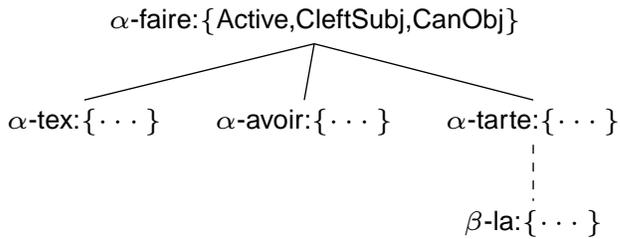
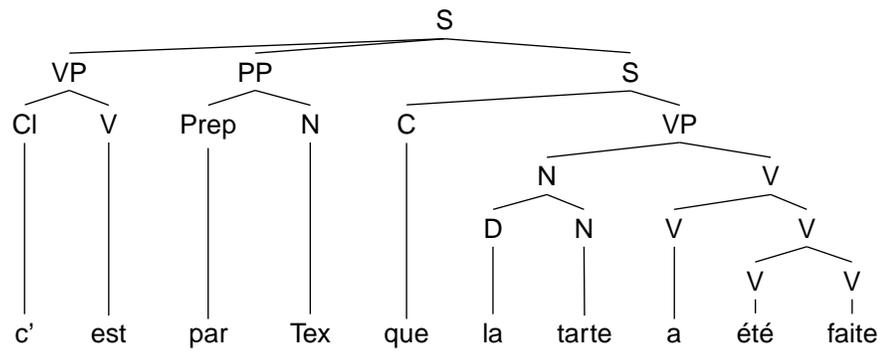
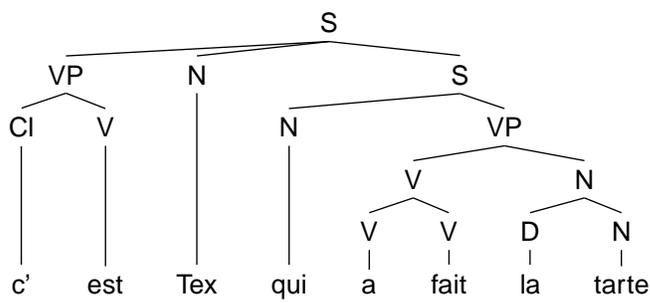
- ▶ To identify pairs of sentences that are identical up to a single syntactic transformation:
 - ▶ Use the information contained in SemTAG derivation trees
 - ▶ Define tree filters on pairs of SemTAG derivation trees
 - ▶ Retrieve sentences pairs that match those tree filters

Why SemTAG derivation trees?



- ▶ Detailed syntactic information
- ▶ Informational content of the sentence

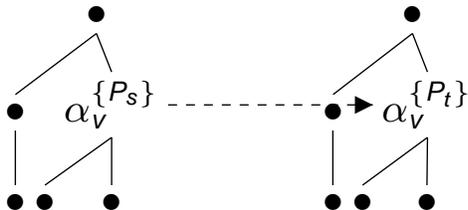
Why SemTAG derivation trees?



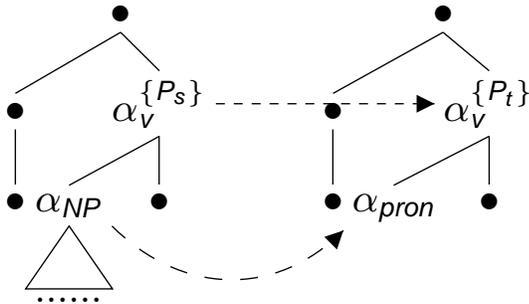
- More abstract description than derived trees

Derivation Tree Filters

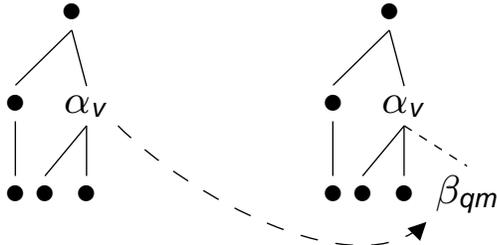
Tree filter types



e.g. active/passive
 $\bullet_s\{\text{Active, CleftSubj, CanObj}\}$
 $\leftrightarrow \bullet_t\{\text{Passive, CleftAgent, CanSubj}\}$



e.g. NP/Pronoun
 $\bullet_s\{\text{CanSubj}\} \leftrightarrow \bullet_t\{\text{CliticSubj}\}$



e.g. Assertion/YN-Question
 $\emptyset \leftrightarrow \bullet_q\{\text{questionMark}\}$

Meaning Altering Transformations

Related core meaning: content deleted, added or replaced
(e.g. Assertion/Wh-Question)

α -dort: { CanSubj }
|
 α -tatou: { ... }
|
 β -chante: { ... }
|
 β -petit: { ... }
|
 β -le: { defDet }

Le petit tatou qui chantera dort.
The small armadillo that will sing sleeps

α -dort: { whSubj }
|
 α -tatou: { ... }
|
 β -petit: { ... }
|
 β -quel: { WhDet }
|
Quel petit tatou dort?
Which small armadillo sleeps?

α -dort: { whSubj }
|
 α -tatou: { ... }
|
 β -quel: { WhDet }
|
Quel tatou dort?
Which armadillo sleeps?

α -dort: { whSubj }
|
 β -qui: { WhPron }
|
Qui dort?
Who sleeps?

Correctness, Productivity, Integration

Manual annotation of a sample of generated exercises

- ▶ using SemFraG and lexicon tailored to *Tex's French Grammar* vocabulary
- ▶ around 80% of the automatically generated exercises are correct
- ▶ 52 input formulae \Rightarrow around 5000 exercises

Exercises generated by *GramEx* are integrated in I-FLEG (serious game) and WFLEG (web interface)

WFLEG

W-FLEG [Homepage](#) [Vocabulary](#) [I-FLEG exercises](#) [Tex and Tammy](#) [Stats & Management](#) [My account](#) Welcome WFLEG Test [logout](#)

Welcome!

ALLEGRO is an EU funded INTERREG IV A project which focuses on the development of new technologies for second language learning. Our aim is to exploit research technologies from Natural Language Generation to automatically generate grammar exercises and Learner/Computer Dialog Systems which enable self practice. While the learner has full autonomy to decide on the exercises to be practiced, the system keeps tracks of the learner's activities and results. This in turn opens the door for adaptive training systems i.e., systems which promote learning by suggesting new activities based on the learner's history.

To showcase the power of our technology, we embedded our exercise generator tool both in WFLEG (this web service) and in the IFLEG (Interactive French Learning Game) serious game.

Please select the exercise you want to play with during this session:

[Vocabulary exercises](#) [I-FLEG Grammar exercises](#) [Tex and Tammy exercises](#)

W-FLEG Vocabulary exercises

W-FLEG includes exercises designed to help learning French vocabulary. The learner is shown an image depicting an object and prompted for its name. All interactions are logged in a database thereby supporting a detailed analysis of the learner's activities. In the future, we plan to use this data to develop adaptive learning systems which make use of a learner's history to assist the learner in choosing activities likely to enhance his/her progress. The database recording WFLEG activities (vocabulary and grammar) is common to the IFLEG serious game so that a learner's activities in both IFLEG and WFLEG can equally be taken into account to analyse his/her progress.

Anyone can play with W-FLEG!
Register WFLEG & OpenSIM IFLEG [here](#)

I-FLEG Grammar exercises

WFLEG proposes grammar exercises which were automatically generated using Natural Language Generation techniques. The WFLEG grammar exercises can be practiced using the IFLEG serious games where the learner practice by walking through a house, clicking on objects and selecting a training activity related to that object.

I-FLEG is a game to help you learn French. Developed by university researchers, it is a currently a research prototype, but our goal is to transform it into a full 3D game that will help people learn French. More can be found [here](#)

We provide you with simple yet compelling exercises based on this technology.

Register [here](#) to play with our I-FLEG grammar based exercises

Tex and Tammy exercises

These exercises follow the curriculum proposed in the **Tex and Tammy** French Grammar course which is arranged like many other traditional reference grammars with the parts of speech (nouns, verbs, etc.) used to categorize specific grammar items (gender of nouns, irregular verbs).

NOTE:

"The original Tex & Tammy is about the epic love story of Tex and Tammy, two star-struck armadillos, and Bette, the sexy kitten bent on destroying their love. In addition to this ménage à trois, the cast of characters include Edouard, a pretentious French snail, Joe-Bob, a dim-witted squirrel from College Station, and Corey, a cockroach who prefers getting high and watching the X-Files on TV to doing his French homework."

More can be found [here](#)

Register [here](#) to play with our Tex grammar based exercises

  Rechercheur du Centre de Recherche en Ingénierie de l'Apprentissage et de l'Évaluation des Performances (CIRAP) de l'Université de Sherbrooke. Ce projet est financé par le Fonds de la recherche en éducation et en formation (FREER) de la province de Québec.     

WFLEG

W-FLEG Homepage Vocabulary I-FLEG exercises Text and Tammy Stats & Management My account Welcome WFLEG Test [logout](#)

Chapter 1 : Bonjour!

1.1 : Subject pronouns

Grammar topic : Pronoun

Need help ?
Below are some links to Text & Tammy original website:
[See Text and Tammy Index](#) [See Chapter](#) [See Subchapter](#)

Hello! Try and answer the exercise above!

Fill in the blank -missing word: Subject pronouns
Fill in the blank with the appropriate subject pronoun. Remplir le trou avec le pronom personnel approprié.

..... adore l' odeur des pesticides

Type your answer here

GO!

Time and score	
- Question time.....	00:00:21
- Exercise time.....	00:00:21
- Session time.....	00:00:21
★ - Current Exercise score	0
★ - Exercise score in previous session	3
★ - Session score	0
★ - Session score in previous session.....	9
👤 - Best Exercise score	47 [FLEG.Test]
👤 - Best score	47 [FLEG.Test]



Zufinanziert durch den Europäischen Fonds für regionale Entwicklung im Rahmen des Programms Interreg IRL 2014-2020. Das Europäische Union unterstützt in der Zukunft. Projet cofinancé par le Fonds européen de développement régional dans le cadre du programme Interreg IRL 2014-2020. L'Union européenne soutient dans cette action.



WFLEG

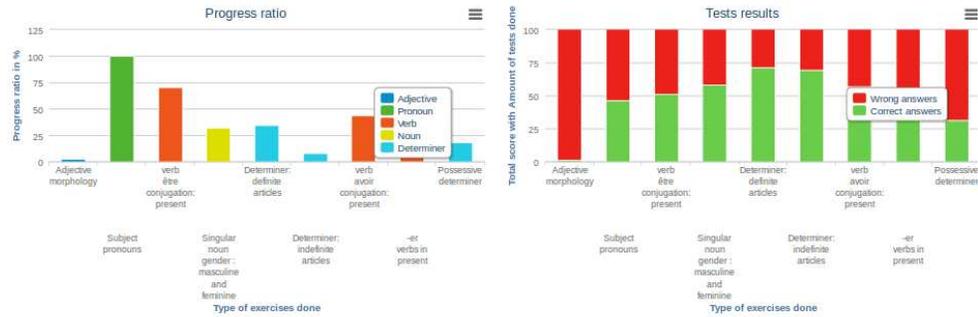
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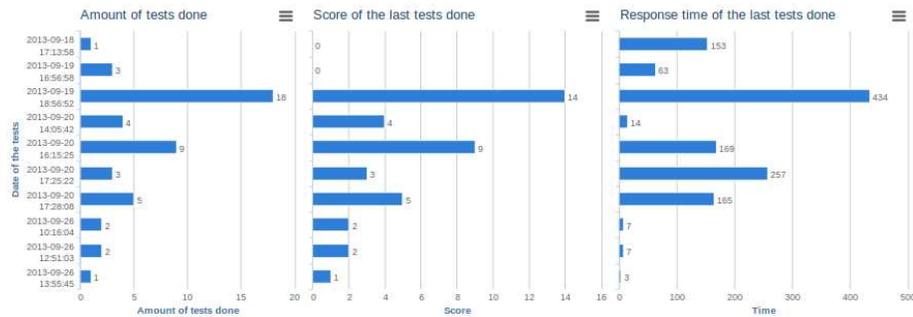
Tex and Tammy grammar exercises

Amount of tests done 616
Average score 43.67 %
Average time 00:01:39

Tests results



Last Tests results



I-FLEG Grammar exercises

IFLEG, a Serious Game for Learning French



M. Amoia, T. Breteaudiere, A. Denis, C. Gardent and L. Perez-Beltrachini
A Serious Game for Second Language Acquisition in a Virtual Environment
Journal on Systemics, Cybernetics and Informatics, Volume 10, Number 1, 2012.



M. Amoia, C. Gardent and L. Perez-Beltrachini
A serious game for second language acquisition .

Proceedings of the Third International Conference on Computer Aided Education (CSEDU 2011),
Noordwijkerout, The Netherlands.

Game Scenario

The learner moves around a house and clicks on objects.

Object clicks trigger exercises.

All interactions are logged and scores are computed and displayed

The game consists of four phases:

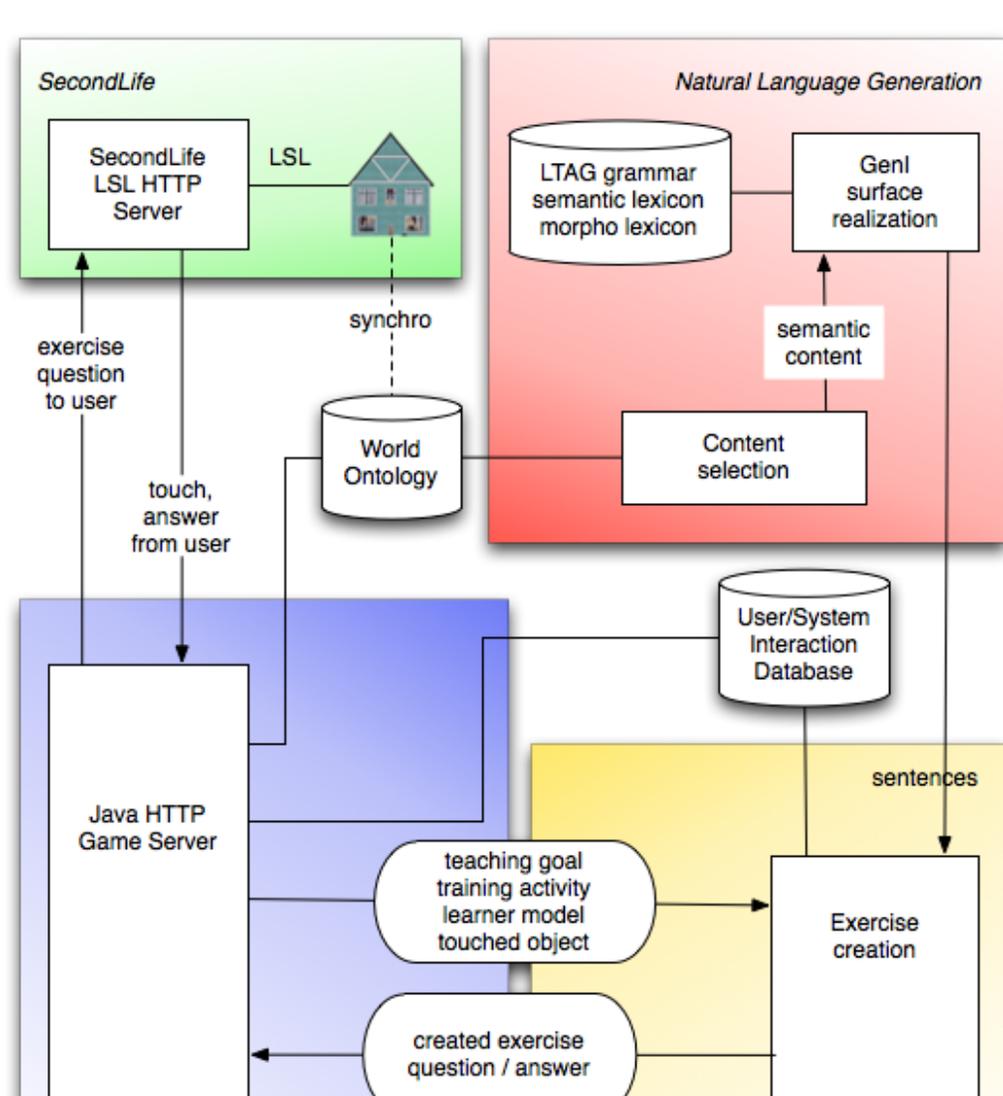
- ▶ Initialisation: Registering, creating an avatar, flying to the IFLEG island.
- ▶ Tutorial: Learning to move around.
- ▶ Training
- ▶ Testing

The Virtual Environment

The I-FLEG game can be played by connecting to the Allegro Island in Second Life. This island is populated with houses of different colors whose content is identical, each of which representing a game unit.



The I-FLEG Architecture



I-FLEG ...

- ▶ is embedded in Second Life and provides a 3D virtual environment for immersive situated learning,
- ▶ allows several sessions to be played in parallel thereby supporting classroom based teaching,
- ▶ is linked to an ontology coding information about the virtual world, thus supporting the automated generation of learning activities,
- ▶ integrates a sentence generator which permits producing learning material that is both adaptive and versatile,
- ▶ integrates a scoring and a basic error detection and correction mechanism which permit providing the learner with verbal and a numerical feedback,
- ▶ maintains a database storing the interactions between learners and system.

Automatic Generation of Training Activities

Starting from an ontology describing the content of the 3D world, the generation module first selects a set of facts and then turns this set of facts into a sentence. From this output sentence, the I-FLEG system will then derive a test item consisting of the exercise itself (e.g., a fill in the blank utterance) and its solution. More specifically, the generation of a test item is parametrized for:

- ▶ Language Content: the syntactic form the output should have, e.g. a sentence, a noun phrase, etc.
- ▶ Semantic Content: the set of individuals the test item refers to, generally corresponds to the touched object.
- ▶ Teaching Goal: the linguistic topic which the test item should illustrate, e.g. adjective morphology.
- ▶ Type of Activity: the type of test item that should be generated, e.g. vocabulary, fill in the blank, scramble sentence, etc.

Generation Parameters

Semantic Content = [*table*₁]

Language Content = *Sentence*

Teaching Goal = “Adjective agreement”

Training Activity = Fill in the blank (FIB)

Generated Test Item

Query = “*C’est une table ... (blanc)*”

Expected Answer = “*C’est une table blanche*”

System/User Interaction

System: Please, complete the following sentence.

System: *C’est une table ... (blanc).*

User: *C’est une table blanc.*

System: *Non, c’est une table blanche.*

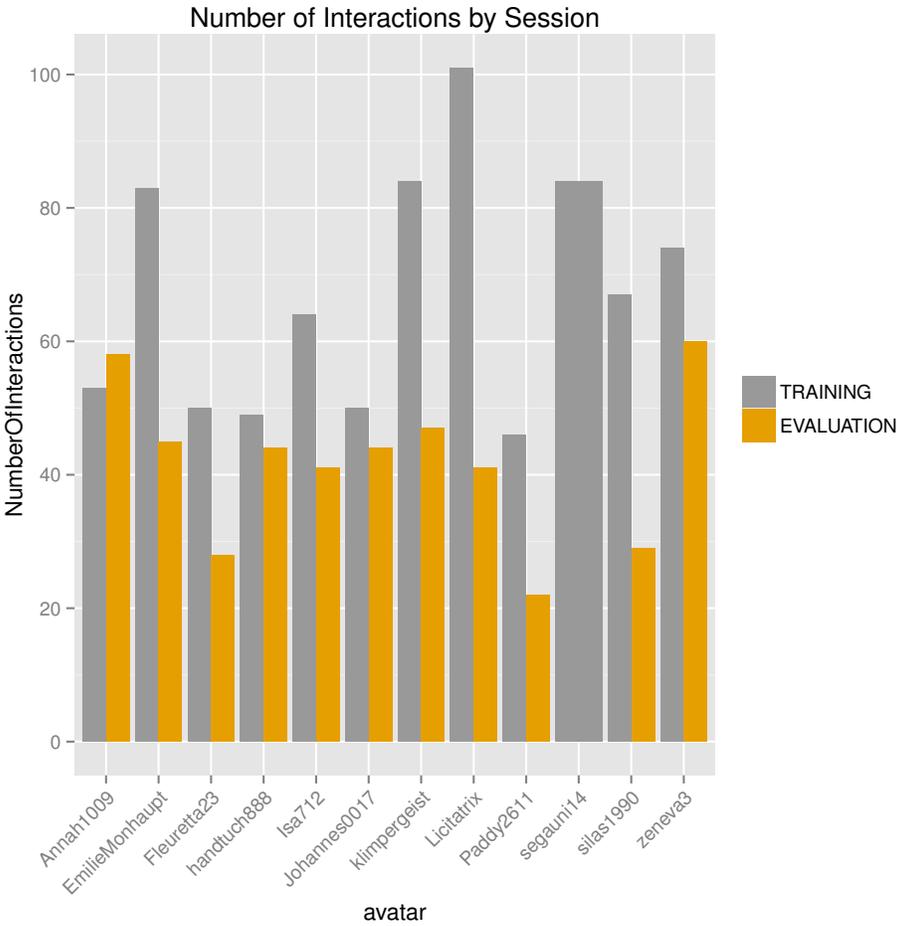
Evaluation

12 German speaking students from Saarland University played I-FLEG for an hour

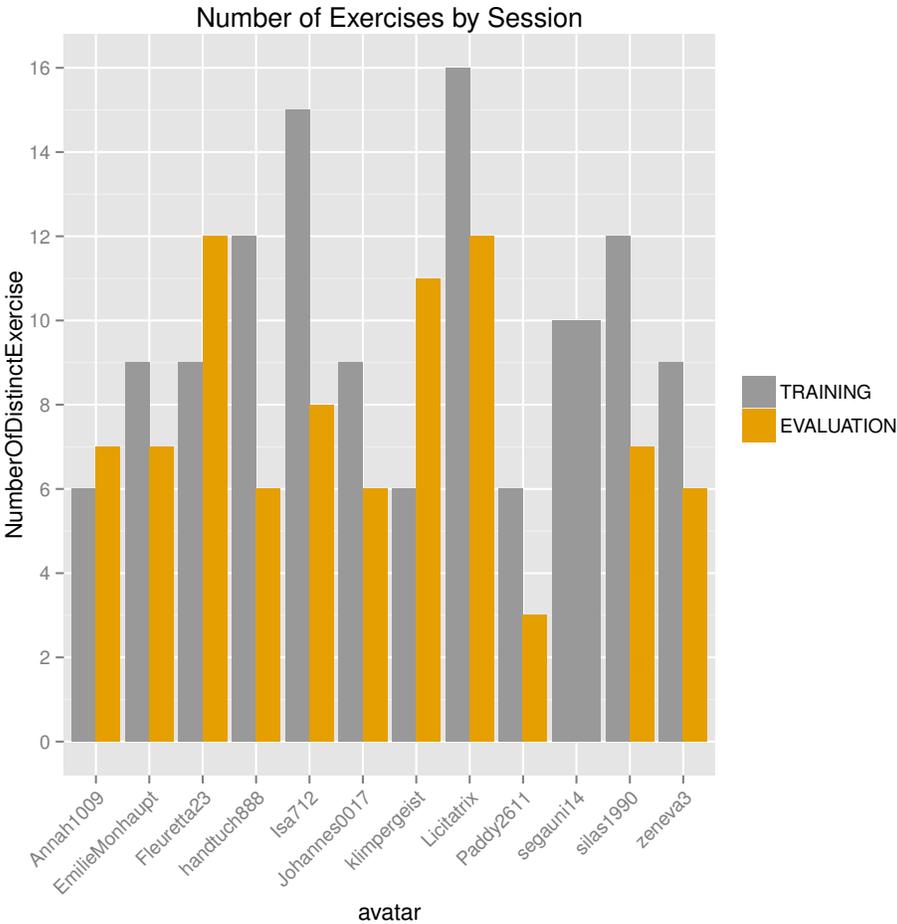
The experiment shows

- ▶ High practice rate (185 exercises / hour in average)
- ▶ Good variety level (different lexical and grammatical exercises tried)
- ▶ Good learning rate

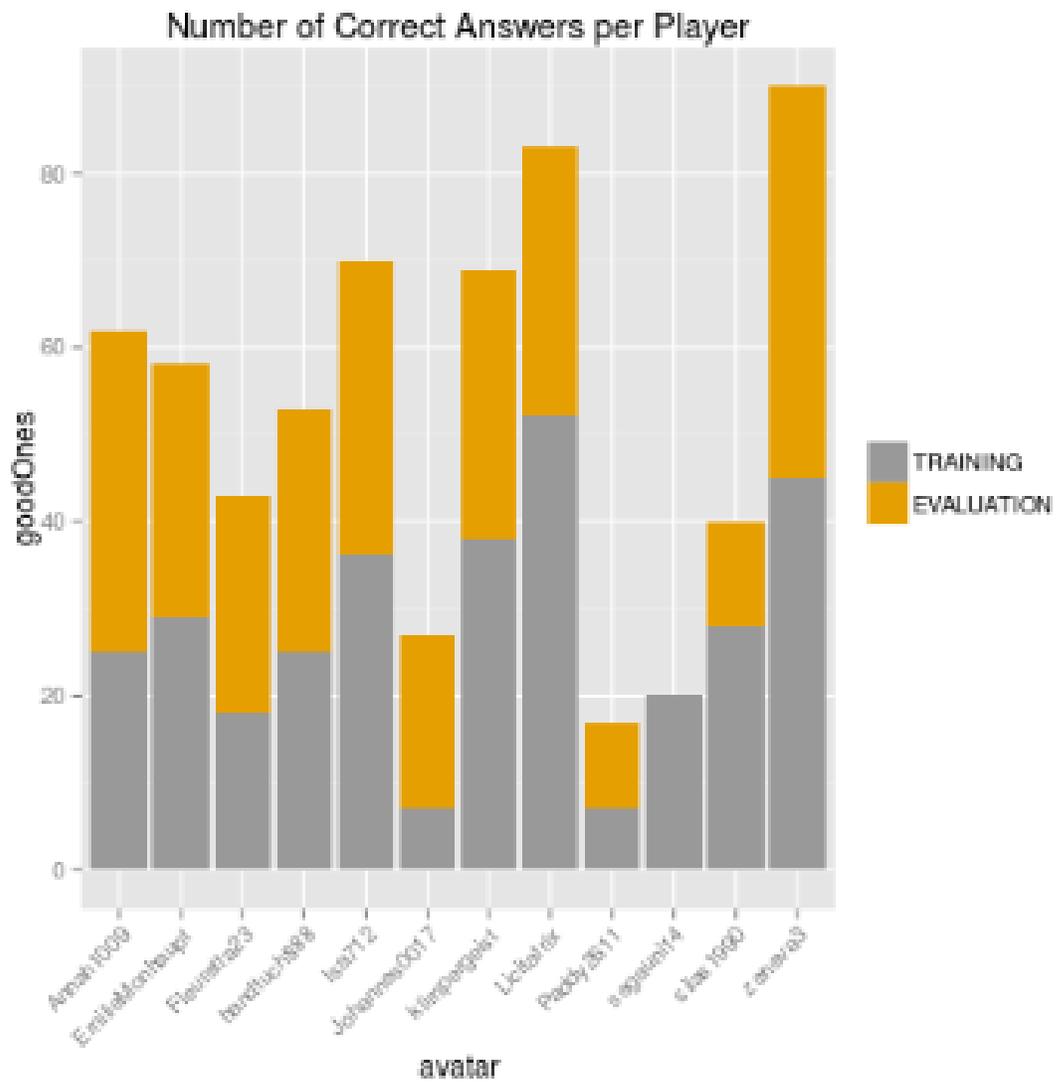
High Practice Rate



Varied Practice



Good Learning Rate



Weakly and Strongly Constrained Dialogs for Language Learning

L.M. Rojas-Barahona, A. Lorenzo, C. Gardent and L. Perez-Beltrachini



C. Gardent, A. Lorenzo, L. Perez-Beltrachini and L. M. Rojas-Barahona

Weakly and Strongly Constrained Dialogues for Language Learning

Proceedings of the 14th annual SIGdial Meeting on Discourse and Dialogue (Demo) SIGDIAL 2013, Metz, France.



L. M. Rojas-Barahona, A. Lorenzo and C. Gardent

Building and Exploiting a Corpus of Dialog Interactions between French Speaking Virtual and Human Agents

LREC 2012, The eighth international conference on Language Resources and Evaluation



C. Gardent and L. M. Rojas-Barahona

Using Paraphrases and Lexical Semantics to Improve the Accuracy and the Robustness of Supervised Models in Situated Dialogue Systems

Proceedings of EMNLP 2013 (Short Papers), conference on Empirical Methods in Natural Language

Processing, October 19-21, Seattle, USA.

Dialog Systems for Language Learning

Chatbot systems

- ▶ Free-flowing dialog
(Shawar and Atwell 2007, Jia 2004)
- ▶ Encourages language practice (with a virtual tutor)
- ▶ Requires non trivial knowledge of lexicon and syntax

Form-focused dialog Systems

- ▶ Restrict the learner answer (Wilske and wolska 2011)
- ▶ Provide the learner with an answer template to be filled in by the learner for the dialog to continue
- ▶ Focuses on linguistic form (grammar training)

A Dialog Toolbox for Language Learning

Supports both free-flowing and form-focused Man/Machine dialogs

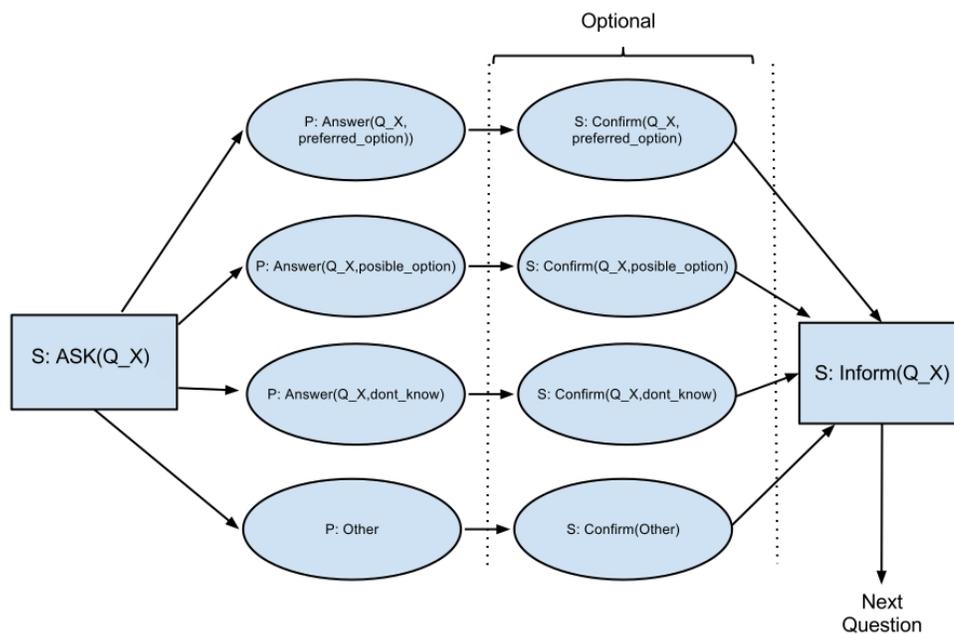
- ▶ free-flowing dialog
Use supervised classification techniques to predict the system dialog move based on learner's input
- ▶ form-focused Man/Machine dialog
The dialog system provides the learner with a (contextually appropriate) grammar exercise which the learner must solve to construct her answer

Ensures that in both cases, dialogs are restricted to a specific lexical field

Makes use of a finite-state automaton (FSA) describing the range of permissible interactions

FSA for Language Learning Dialogs

FSA defines the different states in the dialog for each question Q_X (S = system, P = learner)



Dialog in I-FLEG



FSAs for Language Learning Dialogs

The FAS models a generic sequence of System Question , Learner Answer, System reaction turns

The **system question** explicitly lists a set of possible answers.

The **learner's answer** is then classified into four main types.

- ▶ it selects one of the proposed answers;
- ▶ it chooses an alternative not mentioned in the system's question;
- ▶ it indicates that the learner does not know the correct answer or does not understand the question;
- ▶ it meets neither of these categories.

2 possible **system reactions**: confirm / inform (i.e., give correct answer)

Example of Free Flowing Dialog

```
>S:Welcome to my house!, I'm the cat. Do you want
to play with me? || ask(ready)
>L:Ok. || answer(ready)
>S:Great! How are you doing? || ask(health)
>L: I'm doing very well, thanks!
|| answer(health, pref-option)
>S: Awesome! || confirm(health,pref-option)
>S: Come! I want to show you the kitchen!
|| inform(health)
>S:In the kitchen we prepare lunch. I prepare
soup very often. Do you prefer soup or salad?
|| ask(pref-meal)
>L:I prefer salad.
|| answer(pref-meal,pref-option)
>S:So do I! || confirm(pref-meal,pref-option)
>S:I also love cheese. || inform(pref-meal)
>S:Where do we usually keep the cheese?
|| ask(cheese where)
>L:In the fridge || answer(cheese where,pref-option)
>S:You are right || confirm(cheese where,pref-option)
>S:In the fridge || inform(cheese where)
...
>S:Thanks for this little chat! See you soon
|| quit
```

Free-Flowing Dialog System

Combines a logistic regression classifier, the FSA and a generation-by-selection algorithm.

1. Produce next **system question** using FSA
2. Send **learner's answer** to classifier
3. The classifier predicts the system response
4. Check classifier's prediction and issue System's response (confirm/inform):
 - ▶ “preferred options” and “do not know” learner answers are detected using keyword spotting methods.
Is the predicted system dialog act consistent with the states in the FS ? If not, select a valid dialog move.
 - ▶ Is classifier prediction consistent with the prediction made by key word spotting? If not, choose the FSA transition.
 - ▶ Issue **System Response**

Data Collection and Classifier Training

Example Tutor-Learner dialogs are collected for training (52 dilaogs, 1906 turns)

- ▶ They were annotated with dialog moves to support supervised training of the classifier predicting a system answer from a learner input
- ▶ The corpus is also used to provide example dialogs for the guided system

Guided Dialog System

*Reproduces a dialog in the training corpus but
substitute learner's answer with exercises*

Correct learner's answers are annotated with a semantic
representation
(Learner Answer, Semantics)



a sentence is generated from this representation
(Generated Sentence, Parse Tree)



Exercises are then generated from the generated sentence and
its associated morpho-syntactic information
(Exercises)

Example Guided Dialog

Free dialog interaction

S: Vous préférez la soupe ou la salade?

Do you prefer soup or salad?

L: **Je préfère la salade.**

I am hungry. I prefer salad.

Guided Dialog Interaction

S: Vous préférez la soupe ou la salade?

Do you prefer soup or salad?

Please answer using the following words: { je, préférer, le, soupe }

Benefits for the Language Learner

Free dialog interaction

- ▶ Free uninhibited language practice
- ▶ Restricted domain (lexicon)

Guided dialog interaction

- ▶ Contextualised Grammar Exercises

Thanks! Questions ?