Tea Earl Grey Hot Dataset Code Book

JSON Structure

Field name	Field	Definition
'char'	Character	The name of the speaking character
'line'	Line	The complete line of dialog (may contain more speech than the speech interaction). Parentheticals are directions and not spoken.
'direction'	Direction	Stage directions as written in the episode script
'type'	Interaction Type	The type of interaction, see detailed definitions below
'pri_type'	Primary Interaction Type	The primary interaction type as defined by the below ranking
'domain'	Domain of Interaction	The domain of interaction, see detailed definitions below
'sub_domain'	Sub-Domain	The sub-domain of interaction, generally a specific setting, see below
'nv_resp'	Has Action or Non-Verbal Response	On a person's line when the computer completes the query, but without speaking a response. E.g, A person says "Tea, Earl Grey, hot" and the replicator creates the tea without stating "Tea complete" or similar.
'interaction'	Interaction	The actual speech interaction. May be shorter or longer than the line of dialog
'char_type'	Character Type	Either 'Person' or 'Computer'
'is_fed'	Is Federation Computer	Indicates whether an interaction is with the standard *Enterprise* system (true) or another (false), which is akin to having a few interactions with a Google Home in an Alexa dataset.
'error'	Error	The interaction resulted in error. On a person's line when the computer does nothing, but should do something E.g., "Engineering!" stated in turbolift, but lift does not move. On the computer's line when the spoken response indicates an error. E.g., computer replies "Repeat command" meaning it did not recognize the speech of a query.

Interaction Types

These define the type of utterance being stated by either a person or the computer. An utterance can include multiple and are coded for all that apply. This includes subsequent types ("Computer, open doors", wake word then command) or multiple overlapping types ("Self destruct in 30 seconds.", both alert and countdown). When multiple types are present in a single utterance, the primary interaction type is the highest ranking one, as based on the rankings below.

By Person

Rank	Person	Definition	Example(s)
1	Command	Utterances that directly tell the computer what to do.	Run a diagnostic on the port nacelle.
2	Question	Utterances that ask the computer for something.	Where is Captain Picard?
3	Statement	Utterances that don't tell the computer or ask it but meaning is inferred.	Deck four. I wish to learn about jokes.
4	Password	Utterances that contain a password.	This is Captain Picard.
5	Wake Word	Key phrases used to activate the computer VUI.	Computer Holodeck
6	Comment	Utterances that have no intended action for the computer	Excellent. Ferrazene has a complex molecular structure.
7	Conversation	Utterances that are more like human conversation, such as phatic expressions, formalities, and colloquial speech	Well, check it again! Then run it for us, dear.

By Computer

Rank	Computer	Definition	Example(s)
1	Clarification	Utterances asking for more information.	What temperature?
2	Response	Utterances that respond to a person's query or action	
3	System Alert	Utterances that either respond to a person's requested action (often a warning) or are prompted by the system, rather than a person	That is not recommended. Outer hull breach.
4	Information	Utterances that inform users of what is happening without being prompted to do so (which would be a response)	Opening main shuttle bay doors
5	Countdown	Utterances that are part of a countdown.	Self destruct in 30 seconds. Self destruct in 20 seconds.
6	In Progress	Utterances that indicates that a process is ongoing or updates on that process	Accessing.
7	Conversation	Utterances that are more like human conversation, such as phatic expressions, formalities, and colloquial speech	You're more than welcome, Commander Riker.

Interaction Domains (and sub-domains)

These are the different categories of use for speech commands. Some domains include sub-domains (indented in list, e.g., Locate) lines that fall into a sub-domain should also be coded as the main domain. That is, all lines that are Locate are also InfoSeek.

Domain	Definition
InfoSeek	Querying any information from the computer, somewhat similar to a Google search, but also status updates, etc.
Locate	Querying the physical location of a person, usually on board the ship
Entertainment	Queries related to music, holodeck, other pastimes. *Note:* interactions to do with entertainment systems are in this domain even if they are not literally entertaining. E.g., using the holodeck for scientific experiments or troubleshooting OR e.g., "Stop that noise!" in response to loud music playing
Music	Queries related to music
Holodeck	Queries related to operating the holodeck. *Note:* Telling the turbolift to go to the holodeck is not in the holodeck domain
IoT	Queries that activates or uses another piece of hardware, like turning on lights or heating by voice in a smart house. This includes e.g., running diagnostics, using the turbolift or replicator, and controlling lights, force fields, and other ships functions.
Replicator	Queries related to using the replicator. E.g., "Tea, Earl Grey, hot" or "I want hot chocolate."
Turbolift	Queries related to manipulating the turbolift. E.g., "Deck ten!"
Analysis	Queries that ask the computer to perform an analysis on some data. E.g., "What is the chemical structure of this?" or "Reason for failure"
Communication	Queries that interact with digital communications, e.g., "Commander Riker, report to the bridge" or "Begin message"
Help	Queries that seek help in using the system
Emergency	Queries around emergencies like setting the auto-destruct