

A Supplemental Material

A.1 Example dialogs with different reward functions

Dialogs	Category	Reward
USR: <i>I am at <uncovered_departure>.</i>		
SYS: what time do you want to travel?	proceeding turn	-1
USR: <i>At <time>.</i>		
SYS: what time do you want to travel?	proceeding turn	-1
USR: <i>You already knew that!</i>		
SYS: Where do you want to go?	proceeding turn	-1
USR: <i>I want to go to <uncovered_arrival>.</i>		
SYS: Let me look that up for you. Sorry, there is no result that matches your request.	success	20
	Total reward	17

Table 8: An example of the simulated dialog using the baseline reward.

Dialogs	Category	Reward
USR: <i>I am at <uncovered_departure></i>		
SYS: Where do you want to go?	no match	-1
USR: <i><arrival>.</i>		
SYS: where do you want to go?	matched	-4.01
USR: <i>You already knew that!</i>		
SYS: where are you leaving from?	repetition	-2.5
USR: <i>You already knew that!</i>		
SYS: what time do you want to travel?	no match	-1
USR: <i>At <time>.</i>		
SYS: Let me look that up for you. Sorry, there is no result that matches your request.	success	20
	Total reward	11.49

Table 9: An example of the simulated dialog using the sentiment reward with repetition penalty (SRRP).

A.2 Annotation scheme

Label	Definition	Description
-1	negative	Shows impatience, disappointment, anger or other negative feelings in voice.
0	neutral	Shows neither positive nor negative feelings in voice.
1	positive	Shows excitement, happiness or other positive feelings in voice.

Table 10: Sentiment annotation scheme.

A.3 Context features used in supervised learning

Model	Context features
baseline HCN	Presence of each entity in dialog state
HCN + dialogic features	Presence of each entity + dialogic features in Table 3
HCN + predicted sentiment label	Presence of each entity + predicted sentiment label in one-hot vector

Table 11: Context features in different SL models.

A.4 Selected acoustic features in Section 5.1

Selected acoustic features after feature selection
pcm_loudness_sma_iqr1-3
pcm_fftMag_mfcc_sma[0].pctlrangle0-1
pcm_fftMag_mfcc_sma[0].uplevertime90
pcm_fftMag_mfcc_sma[7].uplevertime75
logMelFreqBand_sma[1].quartile3
logMelFreqBand_sma[1].uplevertime75
logMelFreqBand_sma[2].kurtosis
logMelFreqBand_sma[3].amean
logMelFreqBand_sma[3].linregc2
logMelFreqBand_sma[5].uplevertime90
lspFreq_sma[7].minPos
lspFreq_sma[7].skewness
pcm_loudness_sma_de.kurtosis
pcm_fftMag_mfcc_sma_de[5].amean
pcm_fftMag_mfcc_sma_de[6].linregerrQ
pcm_fftMag_mfcc_sma_de[9].kurtosis
pcm_fftMag_mfcc_sma_de[10].iqr1-2
logMelFreqBand_sma_de[5].quartile2
lspFreq_sma_de[4].percentile99.0
jitterLocal_sma_de_iqr1-2

Table 12: Selected acoustic features in Section 5.1