

# ConvApparel: A Benchmark Dataset and Validation Framework for User Simulators in Conversational Recommenders

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## Abstract

The promise of *LLM-based user simulators* to improve conversational AI is hindered by a critical “realism gap,” leading to systems that are optimized for simulated interactions, but may fail in the real world. We introduce *ConvApparel*, a new dataset of human-AI conversations designed to address this gap. Its unique dual-agent data collection protocol—using both “good” and “bad” recommenders—enables counterfactual validation by capturing a wide spectrum of user experiences, enriched with first-person annotations of user satisfaction. We propose a comprehensive validation framework that combines *statistical alignment*, a *human-likeness score*, and *counterfactual validation* to test for generalization. Our experiments reveal a significant realism gap across all simulators. However, the framework also shows that data-driven methods consistently outperform a prompted baseline, particularly in counterfactual validation where they adapt more realistically to unseen behaviors, indicating a more robust, if imperfect, user model.

## 1 Introduction

Large language models (LLMs) have revolutionized conversational AI, driving progress in domains ranging from chatbots (Thoppilan et al., 2022; OpenAI, 2022) and task-oriented dialog (Chung et al., 2022) to question answering (Lewis et al., 2020). One important application is *conversational recommender systems (CRSs)* (Gao et al., 2023; He et al., 2023; Wang et al., 2024b), where LLMs often create rich, interactive experiences by carrying context across turns, asking clarifying questions, and offering proactive suggestions.

Despite their impressive single-turn capabilities, LLMs often degrade significantly in multi-turn conversations (Zheng et al., 2023; Liu et al., 2024): user experience is often degraded by models that

commit to solutions prematurely, forget previous information, or generate irrelevant responses (Zheng et al., 2023; Patil et al., 2025; Wang et al., 2024a; Laban et al., 2025). Improving multi-turn capabilities is vital to creating smooth, effective conversational AI. Initial attempts have focused on offline supervised fine-tuning with curated, high-quality conversations (Ouyang et al., 2022; Chung et al., 2022) which, in CRSs, exhibit desirable behaviors (e.g., acknowledgment, clarifications, topic shifts) (Andukuri et al., 2024; Savage, 2025; Montazer-alghaem et al., 2025). While helpful, this approach is inherently limited: it cannot provide feedback on novel conversational paths and struggles to generalize beyond its training data. This has motivated a shift towards training with continuous feedback. The primary obstacle, however, is that the gold standard—live interaction with human users—is expensive, time-consuming, and difficult to scale (Zhang and Balog, 2020).

As a consequence, research has increasingly turned to *user simulation* as a scalable, reproducible alternative for training and evaluating dialog systems (Zhang and Balog, 2020). Early approaches (e.g., Schatzmann et al., 2007; Ie et al., 2019) offer controllability and interpretability but lack the linguistic diversity of real users. LLMs have catalyzed a transition towards generative simulators that promise more fluent, diverse, and human-like interactions (Wang et al., 2023; Balog and Zhai, 2025; Jones and Bergen, 2025). That said, a critical *realism gap* plagues current LLM-based simulators, which often exhibit behaviors that systematically deviate from genuine human interaction, e.g., excessive verbosity, lack of a consistent persona, inability to express coherent preferences, unrealistic “knowledge,” and unreasonable patience (Balog and Zhai, 2024; Wang et al., 2024c; Yoon et al., 2024). This gap undermines automated evaluations and may drive agent training to optimize for unrepresentative users. We must, instead, not just

build simulators, but determine if they are *realistic enough to be useful*. This means moving beyond simple performance metrics to a more rigorous, holistic evaluation of simulator fidelity.

To address this challenge, we introduce a comprehensive benchmark for validating user simulators for conversational systems. A truly realistic simulator should not only mimic user behavior from its training data but also generalize robustly and react plausibly to novel, unseen agent behaviors. Our framework moves beyond simple statistical checks to assess these deeper aspects of fidelity. Our main contributions are:

**A novel benchmark dataset:** We develop *ConvApparel*, a dataset of over 4k human-AI shopping conversations. Its unique dual-agent data collection protocol—where users interact with both “good” and “bad” recommenders—is a key design feature that directly enables our counterfactual validation. Furthermore, the dataset is enriched with turn-by-turn, first-person user annotations of their internal states (e.g., satisfaction, frustration), providing crucial ground-truth data for a more direct validation of simulated behaviors.

**A comprehensive validation framework:** We propose a three-pillar framework that combines established techniques with novel methods for evaluating simulator robustness and fidelity. We extend *population-level statistical alignment* to compare behavioral distributions and incorporate a *human-likeness score*, a discriminator-based metric that assesses conversational realism. Our primary methodological contribution, *counterfactual validation*, is a powerful technique that rigorously tests a simulator’s generalizability by measuring responses in unseen, out-of-distribution agent behaviors, revealing whether it has learned a true behavioral model or is merely mimicking surface-level patterns.

**Empirical demonstration:** We highlight the framework’s utility by applying it to evaluate three representative LLM-based simulators (prompt-based, in-context learning, and supervised fine-tuning). We show that while data-driven simulators exhibit strong statistical alignment, counterfactual validation is needed to confirm they have learned more robust, generalizable models of user behavior compared to simpler baselines.

## 2 Related Work

**User Simulation for Conversational Systems.** User simulation has long been a key method for the

scalable training and evaluation of conversational systems (Zhang and Balog, 2020). While early approaches were often rule-based (Schatzmann et al., 2007; Ie et al., 2019), the advent of LLMs has led to a surge in generative simulators across diverse applications, including search (Davidson et al., 2023; Wang et al., 2024c; Zhang et al., 2024; Balog and Zhai, 2025), task-oriented dialog (Hu et al., 2023; Sekulic et al., 2024), and CRSs (Wang et al., 2023; Afzali et al., 2023; Corecco et al., 2024; Zhang et al., 2025; Yoon et al., 2024). Common techniques to develop these simulators include sophisticated prompting with user personas (Mansour et al., 2025; Zhu et al., 2025), in-context learning (Teragni et al., 2023), and supervised fine-tuning on human conversational data (Sekulic et al., 2024; Kong et al., 2024). We address the critical, yet often overlooked, challenge of robustly validating representative simulator types.

**Evaluation of User Simulator Fidelity.** The difficulty of evaluating interactive systems is a central challenge. A shift from static evaluation to interactive evaluation with simulators (Wang et al., 2023) has placed the burden of reliability squarely on the simulator itself. Recent critical analyses have revealed that this trust is often misplaced. Researchers have identified systemic issues with current simulation and evaluation practices, including data leakage that artificially inflates performance (Zhu et al., 2024), behavioral “distortions” where simulators fail to match human statistical distributions (Yoon et al., 2024), and a lack of realistic human “noise” and irrationality (Feng et al., 2025).

These findings have spurred new evaluation protocols, such as distributional “group alignment” (Mansour et al., 2025), and highlight the need to distinguish behavioral similarity from downstream task performance (Bernard and Balog, 2024). However, these critiques point to a deeper problem: reliance on any single evaluation methodology, especially statistical alignment alone, is insufficient. We address this by proposing a comprehensive, multi-faceted framework.

**CRS Datasets.** Research in CRSs has been enabled by both human-human (e.g., REDIAL (Li et al., 2018), INSPIRED (Hayati et al., 2020)) and synthetic (AI-AI), LLM-generated (e.g., PEARL (Kim et al., 2024), LLM-REDIAL (Liang et al., 2024)) conversation datasets. While valuable, existing datasets are not designed to test the generalization of user simulators, as they lack controlled

**USER:** I am looking for some stylish and comfortable sneakers for walking everyday.

**CRS:** We have some stylish and comfortable sneakers for everyday walking. Take a look!

**USER:** Wow, they all look great! But I am more interested in the burgundy ones. Are they good for all-day wear?

**CRS:** The burgundy sneakers shown are great for everyday wear. Do any of them particularly catch your eye?

**USER:** I have noticed that most of these sneakers you have shown me are women's styles. Are any of these unisex or available for men's sizing?

**CRS:** Yes, we do have some unisex and men's styles in the burgundy sneakers shown. Take a look at the "Pozvnn Men's Fashion Sneakers" and the "Mens Fashion Walking Sneakers". Do either of those interest you?

**USER:** Yes, I'd like to go with the Pozvnn Men's Fashion Sneakers. They're exactly what I was looking for.

**CRS:** Great! Please let me know if you need anything else.

Figure 1: A conversation transcript from *ConvApparel* between a user and the “good” conversational recommender.

variations in system behavior (e.g., optimal vs. sub-optimal). Our *ConvApparel* dataset is, we believe, the first designed to fill this gap. By collecting human-AI interactions with both a “good” and a “bad” CRS, it supports our counterfactual validation methodology. Another novel property of *ConvApparel* is the inclusion of fine-grained (turn-by-turn) human annotations of the first-person user experience, helpful in evaluation of LLM judgments.

### 3 The ConvApparel Dataset

To facilitate evaluation, we collect *ConvApparel*, a new dataset of user-annotated, human-AI conversations in the apparel shopping domain. The data captures natural user behavior, preferences, and latent states (e.g., satisfaction, frustration) during a shopping task. Crucially, its design enables the rigorous testing of simulator fidelity as proposed in our framework. An example transcript is shown in Fig. 1; the full *ConvApparel* dataset is included in the supplementary material (see Appendix E for an example with all metadata).

**Data Collection.** Paid participants were tasked with finding apparel items using a multi-modal conversational interface.<sup>1</sup> Each participant was assigned four high-level shopping tasks (e.g., finding footwear, outerwear) and was instructed to engage naturally, as if shopping for themselves (see Appendix C.2 for participant instructions). At each turn, an agent provided a textual response and a carousel of recommended items. Upon completing each task, participants entered a *rater mode* to provide turn-by-turn feedback on their emotional state (e.g., satisfied, frustrated) and purchase likelihood, followed by session-level feedback on the overall experience (see Appendix C for full details). We

<sup>1</sup>Raters were paid contractors who signed a consent form and received their standard contracted wage, which is above the living wage in their country of employment.

exploit rater-mode data to great effect below.

**CRS and Dual-Agent Protocol.** Our CRS agents use an extension of the large-scale apparel catalog from the Amazon Reviews Dataset (Hou et al., 2024). To explore a wide spectrum of user experiences, we create two versions of the recommender: a “good” and a “bad” agent. The “good” agent was prompted to be a helpful shopping assistant and used robust semantic retrieval. In contrast, the “bad” agent was prompted to be unhelpful and confusing, with its retrieval performance intentionally degraded (items encoded using partial information). Tasks were randomly routed to the agents (80/20 good/bad split). This dual-agent setup is a key feature of the dataset, as it provides the data needed to perform counterfactual validation by creating two distinct, controlled interaction conditions.

**Dataset Analysis.** The *ConvApparel* dataset contains 4,146 conversations from 897 participants, totaling 14,736 turns. Analysis confirms the success of the dual-agent protocol in capturing a range of user experiences. “good”-agent interactions are rated as more natural (0.59 vs. 0.49) with higher satisfaction (0.38 vs. 0.23), while “bad”-agent interactions lead to significantly higher reported frustration (0.16 vs. 0.06) and confusion (0.10 vs. 0.06). See Appendix C.4 for detailed statistics.

### 4 A Simulator Validation Framework

A key challenge in developing user simulators is assessing their *fidelity*. A high-fidelity simulator should act and react in ways that are indistinguishable from real humans, at least in the dimensions that influence the conversational tasks for which the simulator is being used. This requires moving beyond simple task-success metrics to a wider range of behaviors across diverse circumstances. Robust evaluation should measure the alignment between



the distribution of behaviors produced by a simulator and that of a human population in the same interactive environment. To this end, we propose a comprehensive, data-driven framework to assess simulator fidelity at multiple levels of granularity. It combines the application of statistical comparisons with a discriminator-based realism score and novel counterfactual validation to capture deeper aspects of realism and generalizability.

Our framework consists of three pillars: population-level statistical alignment, a human-likeness score, and counterfactual validation.

#### 4.1 Population-Level Statistical Alignment

A standard way to evaluate a simulator is to compare the distribution of its behaviors to that of a human population. Such *population-level statistical alignment (PLSA)* reduces complex interaction patterns to a set of measurable, interpretable properties. Building on prior work (Yoon et al., 2024), PLSA compares simulator and human distributions over a suite of metrics covering different facets of the interaction. We group these into three categories. *Basic conversational statistics* are high-level metrics that describe the overall shape of the conversation (e.g., number of turns per session, average number of words per user turn). *Behavioral dialog acts* are fine-grained metrics that capture user intent at each turn (e.g., inform-preference, ask-clarification, accept-recommendation, reject-recommendation). *User experience metrics* measure latent user states throughout the conversation (e.g., satisfaction, frustration, confusion) which are critical for understanding interaction quality.

#### 4.2 Human-Likeness Score

While PLSA analyzes specific, predefined behaviors, it may fail to capture the full richness of conversational dynamics. A simulator might match a human-behavior distribution on key metrics but still produce conversations that feel unnatural, incoherent, or stylistically artificial—subtle flaws that are difficult to define with hand-crafted rules.

To overcome this weakness, we propose a *human-likeness score (HLS)*, based on the principle that simulated conversations should be indistinguishable from human ones. One approach to this assessment is the *reverse Turing test* (Zhang and Balog, 2020), a protocol where human judges (e.g., crowd workers) are shown two conversations and asked to identify the simulated one (e.g., Wang et al., 2023; Tamoyan et al., 2025). While this man-

ual evaluation is considered the gold standard, it is expensive and difficult to scale.

Consequently, research has explored automated alternatives. One, inspired by adversarial learning for dialog generation (Li et al., 2017), is to train a discriminator for the same task (Friedman et al., 2023); however, such trained discriminators have only been used for model training, not evaluation. Another is to prompt an LLM to act as the judge (Duan et al., 2023), but as we show (in Section 6.1), out-of-the-box LLMs are often not up to this task. We therefore propose an automated, data-driven approach to generate a holistic human-likeness score that complements the granular analysis of PLSA (see Section 6 for details).

To implement the HLS, we train a *discriminator*  $D$ , an LLM-based binary classifier fine-tuned on a mix of human conversations and synthetic ones generated by a variety of simulators, to learn the subtle patterns that differentiate the two. For a given conversation  $c$ , the discriminator outputs the HLS, a score  $D(c) \in [0, 1]$  representing the probability that  $c$  was generated by a human. A high score signifies that a simulator can effectively “fool” the classifier, making the HLS a single, holistic measure of conversational realism that complements the granular analysis of PLSA.

#### 4.3 Counterfactual Validation

A challenging test of a simulator’s fidelity, beyond its ability to replicate interactions from a training distribution, is its capacity to generalize to novel, out-of-distribution scenarios. A simulator that merely overfits to conversational patterns induced by interaction with a specific system may have high statistical alignment and, indeed, generate conversations with high HLS; but it will fail as a robust tool for testing or training new or modified systems (e.g., as a simulator to help improve a CRS agent). To measure this crucial form of generalizability, we introduce *counterfactual validation*, a powerful and novel validation methodology that asks “How would a user population react if it were interacting with a system that is (behaviorally) different from the one(s) that induced the training data?” A truly high-fidelity simulator should be able to answer this question plausibly.

A simulator is counterfactually valid if its behaviors under the new condition are realistic in the senses above. For instance, when moving from a “good” to a “bad” agent, a valid simulator should exhibit increased frustration, lower satisfaction, and

a higher rate of critique, reflecting the behavioral shift observed in human users. This goes beyond in-distribution mimicry, demonstrating that the simulator has learned an underlying model of user behavior that is robust enough to generalize out-of-distribution to new conversational dynamics, a vital step in creating reliable simulators.

## 5 User Simulator Baselines

To demonstrate our *ConvApparel* benchmark, we evaluate three representative LLM-powered user simulators to illustrate the insights our approach can provide. Concretely, a generative user simulator must model the conditional distribution  $P(U_t|U_1, A_1, \dots, U_{t-1}, A_{t-1}; C)$  of a user’s utterance  $U_t$  at turn  $t$ , given the conversation history and user context  $C$  (e.g., goal, preferences). The three LLM-based models of distribution use the Gemini model family (Gemini Team Google, 2024).

**Simple Prompted Simulator.** The most direct method for user simulation is *prompt engineering*. This approach requires no model training, only a carefully crafted prompt to guide a general-purpose LLM. The prompt contains the user’s goal, the conversation history, and behavioral instructions (e.g., “you should quit the session if you feel overly annoyed,” or “Real users are usually not verbose;” see Appendix A.2 for details). While prompt iteration can improve alignment with human statistics (Yoon et al., 2024), manually correcting all behavioral discrepancies is difficult to scale.

**In-Context Learning.** To provide more dynamic, data-driven guidance, our second simulator uses *in-context learning (ICL)*. At each turn, instead of relying on a static prompt, the ICL simulator uses retrieval-augmented generation: it retrieves the  $k$  most semantically similar conversations from the *ConvApparel* dataset based on the current conversation history (we use  $k = 3$ ). The retrieved conversations are formatted as few-shot examples and injected into the prompt. This dynamic conditioning provides the LLM with highly relevant examples of human behavior in similar contexts, enabling more nuanced, appropriate responses.

**Supervised Fine-Tuning.** Our third simulator is created with *supervised fine-tuning (SFT)* to more deeply align the model’s parameters with the target user population. We fine-tune a base LLM (Gemini 2.5 Flash) using default hyperpa-

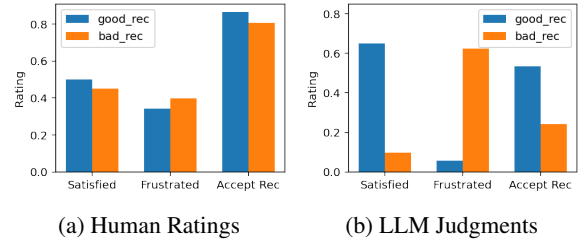


Figure 2: Validation of LLM-as-a-judge. LLM judgments (b) capture qualitative difference between “good”/“bad” agents found in human ratings (a), but tend to exaggerate the magnitude of the gap.

rameters<sup>2</sup> on the *ConvApparel* human-AI conversations. Each user turn  $t$  in a conversation serves as a training instance: the input is the preceding history  $(U_1, A_1, \dots, U_{t-1}, A_{t-1})$  and the target is the ground-truth utterance  $U_t$ . By training on a standard causal language modeling objective, the SFT simulator learns the specific linguistic styles and behavioral patterns present in our human data, moving beyond what can be achieved with prompting alone.

## 6 Results and Analysis

Our experiments are guided by two primary research questions: **(RQ1)** How reliable are the components of our comprehensive validation framework? **(RQ2)** How do representative user simulators compare when assessed with our framework?

### 6.1 RQ1: Evaluating the Framework

We first validate the key automated components of our framework: (a) How reliable is the LLM-as-a-judge used for PLSA metrics when compared to ground-truth human ratings? and (b) Can a discriminator effectively distinguish human from simulated conversations, justifying its use for the human-likeness score?

**Validating the LLM-as-a-Judge.** To scalably extract metrics for PLSA, especially dialog acts and user experience which traditionally require manual annotation, we leverage the LLM-as-a-judge paradigm. We use a powerful LLM (Zheng et al., 2023), prompted with detailed guidelines (see Appendix A.1), to classify dialog acts and estimate user experience scores at each turn of a conversation. This allows for consistent, scalable, and fine-grained statistical comparisons.

A challenge is the difficulty of validation: typically, LLM judgments are compared to those of

<sup>2</sup><https://cloud.google.com/vertex-ai/generative-ai/docs/models/gemini-use-supervised-tuning>.

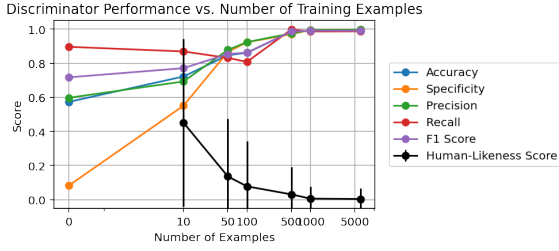


Figure 3: Discriminator performance and HLS as a function of the number of training examples.

third-person human raters who can only *infer* a user’s internal state from the conversation. The *ConvApparel* dataset offers a unique opportunity for more rigorous, direct evaluation. Because it contains *first-person, self-reported ratings*, we can compare LLM judgments to the ground-truth latent state of the actual user, rather than an external observer’s inferred state. We believe this to be a powerful way to assess the reliability of LLM judges for subjective conversational metrics.

To validate our judge, we compare its estimates to these self-reported ratings on three key metrics: satisfaction, frustration, and recommendation acceptance. As Figure 2 (and Fig. 6 in the appendix) shows, the LLM judge identifies the high-level qualitative trends: it rates interactions with the “good” agent as more satisfying and less frustrating, mirroring human reports. However, it tends to exaggerate the difference, assigning higher satisfaction and lower frustration scores than human raters. Individual conversation alignment is modest: Kendall’s  $\tau$  correlation between LLM and human ratings is 0.165 for satisfaction and 0.168 for frustration. Recommendation acceptance accuracy is 0.614. This suggests that, while LLM judgments are valuable for aggregate trends, they should be used with caution at the individual-instance level.

**Validating the HLS discriminator.** HLS assumes a learnable realism gap between human and simulated conversations. To test this, we train a discriminator  $D$  using Gemini (Gemini 2.5 Flash-Lite, Gemini Team Google, 2024) with default hyperparameters as a classifier. The full training set comprises all 4,146 *ConvApparel* conversations and 3,549 conversations generated by our (Prompted, ICL, SFT) simulators (with an 80/20 train-test split; samples shown in Appendix D). Figure 3 shows  $D$ ’s accuracy given the number of training examples. A prompted-only discriminator (zero-shot) performs poorly (accuracy 0.57). As the discrim-

inator is fine-tuned on more examples, its performance rapidly improves, reaching 0.99 test accuracy when trained on the full dataset. This shows: (a) a significant and learnable realism gap exists for all simulators; (b) a fine-tuned discriminator can accurately identify this gap; and validates  $D$ ’s use for HLS.

## 6.2 RQ2: Comparing Simulators

We now apply our comprehensive validation framework to compare the fidelity of the Prompted, ICL, and SFT simulators vs. the *ConvApparel* human baseline. For each simulator, we generate 300 “good” and 300 “bad” agent conversations.

**PLSA.** We first assess fidelity using PLSA, comparing simulator and human distributions across conversational statistics, dialog acts, and LLM-judged user experience. Figure 4 shows these for both “good” (top row) and “bad” (bottom row) agent interactions. The distributions for the data-driven simulators (ICL, SFT) appear visually similar to the human baseline. However, a rigorous statistical analysis, using Mann-Whitney U (MWU) and Kolmogorov-Smirnov (KS) tests to quantify their similarity, reveals important differences (see Appendix B.2 for full results). Indeed, a realism gap persists even for the more advanced simulators, as shown by the low MWU p-values across most metrics (Tables 2 and 3 in Appendix B.2), which indicate that the simulator-generated distributions are statistically different from the human distribution. These tests also allow us to quantify the claim that data-driven simulators are closer to human behavior than the prompted-only simulator. By comparing the KS statistic (lower values signify a smaller distance) we see that, for the majority of metrics under both “good” and “bad” agent conditions, KS values for ICL and SFT are considerably smaller than those for Prompted. As detailed in Appendix B.2, this holds in the vast majority of cases across all conditions, providing strong statistical evidence that ICL and SFT more effectively replicate population-level human behaviors.

**HLS.** While PLSA suggests that data-driven methods are superior, the HLS provides a more holistic measure of realism. We apply the discriminator  $D$  (validated in RQ1) to all generated conversations. The result is striking:  $D$  confidently identifies nearly all conversations as synthetic, assigning an average HLS of 0.004 across all simulator types. The near-zero scores indicate that a

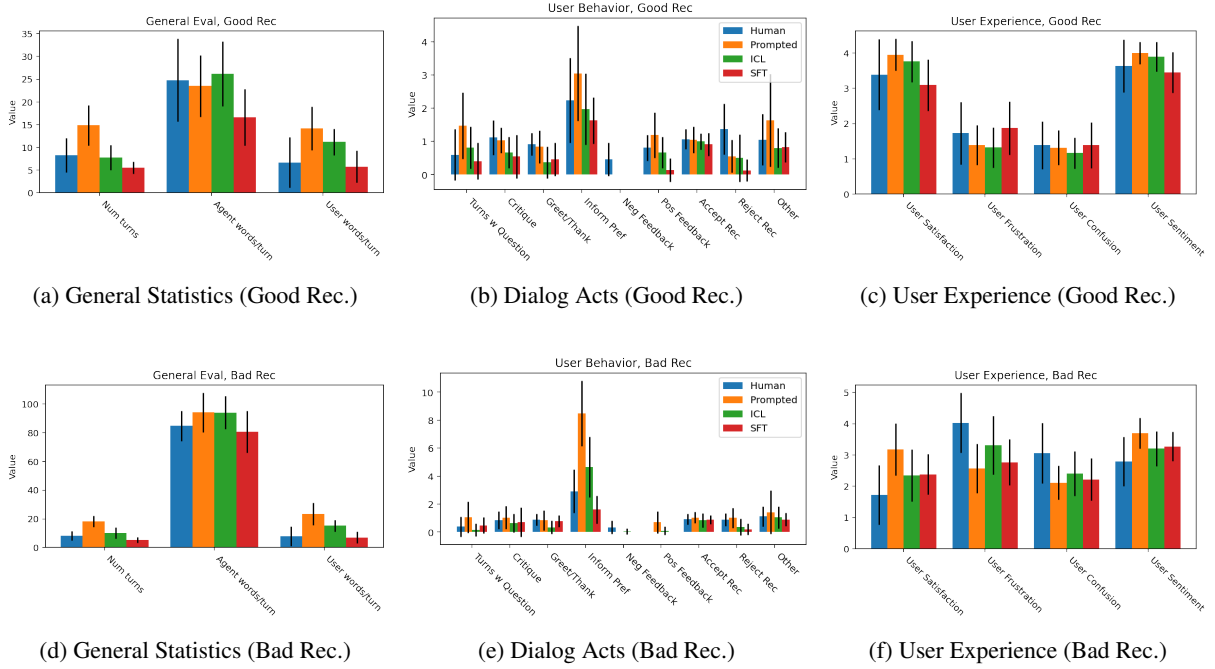


Figure 4: Population-Level Statistical Alignment (PLSA) with the “good” (top) and “bad” (bottom) recommenders. Data-driven simulators (ICL, SFT) consistently align more closely with human behavioral distributions than the prompted baseline across general statistics, dialog acts, and inferred user experience.

substantial, holistically detectable realism gap exists for all simulators. This highlights the value of the HLS; while a simulator may align on aggregate statistics, it can still fail a more nuanced, learned test of authenticity.

While this indicates that a holistic realism gap persists in all simulators, it does not imply they are all equally unrealistic. To analyze the relative realism and understand the nature of this gap, we next examined what the discriminator learned. Specifically, we train  $D$  on conversations from one simulator (Prompted or SFT) and evaluated on both in- and cross-distribution data. The results in Table 1 show perfect accuracy on in-distribution conversations, confirming the model learns distribution-specific artifacts. However, a strong asymmetry emerges in the cross-distribution setting: the SFT-trained discriminator spots the “easier” flaws in prompted conversations (accuracy 0.978), but the converse is false—the Prompted-trained discriminator fails to detect SFT conversations (0.041 specificity), suggesting SFT conversations lack the more obvious “simulator artifacts.”

**Counterfactual Validation.** Finally, we evaluate whether data-driven simulators possess reasonable counterfactual robustness. We operationalize this test as follows: (1) *Train under a single (set of) condition(s)*: We first train a user simulator on conversation data from users interacting with a specific

Table 1: Discriminator Generalization Performance

Metric	Training - Test			
	Prompted Prompted	Prompted SFT	SFT SFT	SFT Prompted
Accuracy	1.000	0.476	1.000	0.978
Precision	1.000	0.467	1.000	0.966
Recall	1.000	0.988	1.000	0.991
F1 Score	1.000	0.634	1.000	0.978
Specificity	1.000	0.041	1.000	0.964
Avg. HLS	0.000	0.963	0.000	0.036

agent (e.g., a “good” agent), or a fixed set of agents. (2) *Test on an unseen condition*: The trained simulator then interacts with a different, unseen agent whose behavior is meaningfully distinct (e.g., a sub-optimal “bad” agent). (3) *Measure the behavioral shift*: We analyze the simulator’s behavior in the new condition and compare its responses to those of real humans.

We deploy ICL and SFT simulators trained *exclusively on data from interactions with the “good” recommender* to generate conversations with the *unseen “bad” recommender*. Results (Figure 5, top row) demonstrate superior out-of-distribution generalization compared to the prompted baseline. Despite training only on “good”-agent interactions, both data-driven simulators realistically adapt their behavior to the suboptimal agent, exhibiting increased levels of frustration, asking more clarifica-



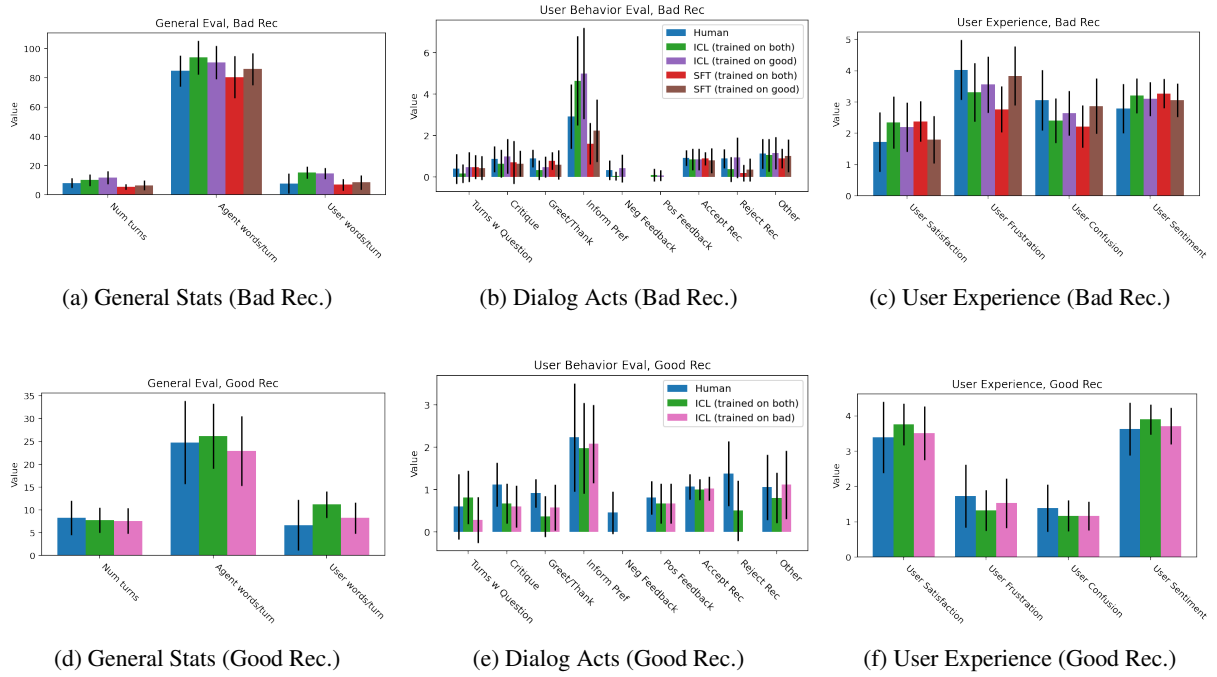


Figure 5: Counterfactual validation results. Simulators are trained on one agent type and tested on an unseen one (top: “good”→“bad”, bottom: “bad”→“good”). The ICL and SFT models show stronger generalization than the prompted baseline, adapting their behavior to the new agent and more closely matching human patterns.

tion questions, and accepting fewer recommendations, mirroring the behavioral shift of real users who interact with the “bad” agent.

The simulator also generalizes in the other direction, from “bad”-agent experiences to “good” ones. Results of the inverse experiment, using human-“bad”-agent data to train a simulator and testing with the “good” agent (Fig. 5, bottom row) are consistent with those above. Since “bad” recommender data was much smaller, we do not use SFT but focus on ICL only. This result indicates that the ICL and SFT training methods instill a more robust and generalizable user model versus prompting alone, moving beyond mimicking a static conversational style. This visual alignment is further supported by our statistical analysis (see Appendix B.2), which confirms that ICL and SFT generalize more closely to human behavior than Prompted in this setting. This discovery of a deeper, reactive fidelity is made possible by our counterfactual methodology, showcasing its value within our validation framework.

## 7 Discussion and Conclusion

We address the “realism gap” in LLM-based user simulators by introducing a novel benchmark dataset, *ConvApparel*, and a comprehensive validation framework. Our approach moves beyond simple statistical alignment, incorporating a discriminator-based human-likeness score and a

novel counterfactual validation method. Our experiments show that a significant realism gap persists across all tested simulators. However, the data-driven methods (ICL and SFT) consistently outperform the prompted baseline. This relative improvement holds for both in-distribution statistical alignment and out-of-distribution counterfactual scenarios, where ICL and SFT adapt more realistically to unseen agent behaviors.

Despite these advances, a number of important directions remain for future research. Evaluating the downstream impact of fidelity on agent training, and the degree of fidelity needed, remains an open question. Using our simulators to train recommender agents and measuring the resulting performance should close this loop. Second, our focus on realism comes at the expense of controllability. Practical simulators should support steerable behavior (e.g., via personas) for targeted training and evaluation. Our work suggests future research on methods to balance realism with controllability to create simulators that are both authentic and steerable. Finally, while developed for CRSs, our validation framework offers a promising methodology for evaluating user simulator robustness across other conversational AI domains. This work marks a significant step toward creating the reliable user simulators needed for developing the next generation of robust, effective conversational AI.



## Limitations

Beyond the limitations mentioned in the discussion, namely lack of analysis of downstream impact of simulator fidelity and not addressing the fidelity-controllability trade-off, we list here a few other points.

**Limited Scope of Counterfactual Validation:** Our counterfactual validation represents a key methodological advance for assessing simulator robustness. However, its current implementation is focused on a single, albeit significant, counterfactual condition: the transition from a “good” agent to a specific type of “bad” agent characterized by unhelpfulness and degraded retrieval. Real-world agent behaviors, both optimal and suboptimal, are far more varied. For instance, our study does not test how simulators would react to an agent that is overly verbose, repetitive, consistently misunderstands nuanced preferences, or adopts a different conversational persona (e.g., overly formal or proactive). Future work could develop a more extensive suite of agent behaviors to create a richer, more challenging testbed for measuring the full spectrum of a simulator’s counterfactual generalization capabilities.

**Domain and Task Specificity:** Our *ConvApparel* dataset and subsequent simulator development are situated within the apparel shopping domain. While this provides a rich environment for studying conversational recommendation, the behavioral patterns and user states observed may not generalize to other domains, such as travel planning, technical support, or healthcare, which may involve more complex constraints, higher stakes, or different conversational dynamics.

**Modality Constraints:** The interaction in our study, while multi-modal in its presentation (text and images), was uni-modal in its input (text-only user responses, no clicks). The simulators, therefore, only learn to generate textual utterances (e.g., “I like the style of the third shoe”) and do not model how users might interact with or refer to visual elements. This simplifies the interaction space and may not fully capture the complexity of real-world e-commerce behavior.

**Reliance on LLM-as-a-Judge for Evaluation:** As we validate in Section 6.1, while the LLM-as-a-judge is effective at capturing aggregate trends, its judgments show only modest correlation with individual human ratings and tend to amplify the perceived differences between systems. This inher-

ent limitation of the evaluation metric means that while it is a scalable tool, it should be interpreted with caution, especially at the level of individual conversations.

**Potential Risk** As with many advances in AI, there is a small, long-term risk that the technology could be applied in unintended ways. The goal of this research is to create synthetic conversational data that is nearly indistinguishable from that generated by humans, for the constructive purpose of improving AI systems. A hypothetical risk is that this capability could be used outside of its intended context, which could complicate the information ecosystem. However, the primary and intended application of this work is to serve as a valuable tool for researchers and developers to build more robust, helpful, and effective conversational agents.

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## A.1 LLM-as-a-Judge Prompt

## LLM Judge Prompt

You are an expert rater meticulously evaluating the quality of a conversational recommendation agent. You will be given a dialog between a recommendation agent (ASSISTANT) and a user (USER), and optionally, information about the user's preferences (USER\_INFO). Your task is to analyze the provided dialog and USER\_INFO (if available) and output a structured evaluation.

**Evaluation Criteria & Output Format:**

Please provide your evaluation in a clear, structured format. For each conversational turn, identify the speaker (USER or ASSISTANT) and the primary dialog act(s).

The final output should be a JSON object with the following keys and value types:

```
<json_output_start>
{
  "user_sentiment": "integer (1-5, where 1 is very negative and 5 is very positive)",
  "user_satisfaction": "integer (1-5, where 1 is very unsatisfied and 5 is very satisfied)",
  "user_frustration_annoyance": "integer (1-5, where 1 is not frustrated/annoyed and 5 is very frustrated/annoyed)",
  "user_confusion": "integer (1-5, where 1 is not confused and 5 is very confused)",
  "recommendation_accepted": "boolean (true/false)",
  "turns_until_acceptance": "integer (number of assistant turns until a recommendation is accepted by the user; 0 if no recommendation was accepted or if acceptance happened on the user's turn without a preceding assistant recommendation in that turn)",
  "assistant_turns_with_question": "integer",
  "user_turns_with_question": "integer",
  "user_dialog_acts": {
    "inform_preference": "integer (count)",
    "accept_recommendation": "integer (count)",
    "reject_recommendation": "integer (count)",
    "ask_clarification": "integer (count)",
    "critique": "integer (count)",
    "provide_feedback_positive": "integer (count)",
    "provide_feedback_negative": "integer (count)",
    "greet_thank": "integer (count)",
    "other": "integer (count)"
    // Add other relevant user dialog acts as needed
  },
  "assistant_dialog_acts": {
    "recommend": "integer (count)",
    "elicit_preference": "integer (count)",
    "ask_clarification_question": "integer (count)", // Differentiated from general elicitation
    "explain_recommendation": "integer (count)",
    "greet_acknowledge": "integer (count)",
    "chit_chat": "integer (count)",
    "cannot_help": "integer (count)",
    "other": "integer (count)"
    // Add other relevant assistant dialog acts as needed
  },
  "evaluation_details": {
    "relevance_of_recommendations": {
      "rating": "float (1.0-5.0)",
      "explanation": "string (Detailed explanation of this rating, considering accuracy, diversity, and personalization)"
    },
    "dialogue_quality": {
      "rating": "float (1.0-5.0)",
      "explanation": "string (Detailed explanation of this rating, considering NLU, clarity, conciseness, engagement, and redundancy)"
    },
    "task_completion": {
      "rating": "float (1.0-5.0)",
      "explanation": "string (Detailed explanation of whether the user found desired items/information)"
    },
    "ease_of_use": {
      "rating": "float (1.0-5.0)",
      "explanation": "string (Detailed explanation of the interaction's smoothness and efficiency)"
    }
  },
  "overall_summary_explanation": "string (A general explanation summarizing the agent's performance, highlighting key strengths and weaknesses observed across the different criteria. Refer to the specific ratings and counts where appropriate.)",
  "overall_agent_rating": "float (1.0-5.0, where 1.0 is worst and 5.0 is best, based on all the above factors)"
}
<json_output_end>
```

...

## LLM Judge Prompt (cont.)

### Instructions for Rating:

1. User Sentiment (1-5): Overall, how positive or negative was the user's expressed sentiment during the conversation? (1=Very Negative, 2=Negative, 3=Neutral, 4=Positive, 5=Very Positive)
2. User Satisfaction (1-5): How satisfied do you believe the user was with the outcome and the interaction? (1=Very Unsatisfied, 2=Unsatisfied, 3=Neutral, 4=Satisfied, 5=Very Satisfied)
3. User Frustration/Annoyance (1-5): How frustrated or annoyed did the user seem? (1=Not at all, 2=Slightly, 3=Moderately, 4=Very, 5=Extremely)
4. User Confusion (1-5): How confused did the user seem by the agent's responses or the process? (1=Not at all, 2=Slightly, 3=Moderately, 4=Very, 5=Extremely)
5. Recommendation Accepted (true/false): Did the user explicitly or implicitly accept any recommendation made by the agent?
6. Number of Turns until Acceptance: Count the number of assistant turns from the beginning of the dialog until a recommendation is accepted. If multiple recommendations are accepted, count until the first acceptance. If no recommendation is accepted, this should be NaN.
7. Number of Assistant Turns Containing a Question: Count how many turns from the ASSISTANT include at least one question.
8. Number of User Turns Containing a Question: Count how many turns from the USER include at least one question.
9. Dialog Acts: For each turn, identify the primary dialog act(s) for both USER and ASSISTANT. Sum the counts for each specified dialog act type. Include only items with non-zero counts.

- User Dialog Acts:

- inform\_preference: User states a preference, constraint, or fact relevant to the recommendation.
- accept\_recommendation: User agrees to or shows clear intent to proceed with a recommendation.
- reject\_recommendation: User disagrees with or turns down a recommendation.
- ask\_clarification: User asks for more details, explanation, or to resolve ambiguity.
- critique: User provides specific criticism about an item or a feature.
- provide\_feedback\_positive: User gives general positive feedback about the interaction or suggestions.
- provide\_feedback\_negative: User gives general negative feedback about the interaction or suggestions.
- greet\_thank: User provides a greeting, closing, or expresses thanks.
- other: Any other user utterance not fitting the above.

- Assistant Dialog Acts:

- recommend: Agent proposes one or more items.
- elicit\_preference: Agent asks a question to understand user needs or preferences.
- ask\_clarification\_question: Agent asks a question to clarify a previous user statement or a system ambiguity.
- explain\_recommendation: Agent provides reasons or details about why an item is recommended.
- greet\_acknowledge: Agent provides a greeting, acknowledgment, or conversational filler.
- chit\_chat: Agent engages in off-topic or social conversation.
- cannot\_help: Agent indicates inability to fulfill a request or answer a question.
- other: Any other assistant utterance not fitting the above.

### 10. Evaluation Details (Ratings 1.0-5.0 and Explanations):

- Relevance of Recommendations:

- Accuracy: Do recommended items match expressed preferences/needs?
- Diversity: Does the agent recommend varied items or a narrow range?
- Personalization: Are recommendations tailored or generic?

- Dialog Quality:

- Natural Language Understanding: Does the agent understand the user accurately?
- Clarity and Conciseness: Are agent's questions/explanations clear and easy to understand?
- Engagement: Is the conversation flow natural and engaging?
- Redundancy: Does the agent ask repeated or inferable questions?

- Task Completion: Does the user find desired items/information?

- Ease of Use: Is the interaction smooth and efficient?

11. Overall Summary Explanation: Provide a holistic narrative of the agent's performance.

12. Overall Agent Rating (1.0-5.0): Your final comprehensive score for the agent.

Ensure your entire output is a single valid JSON object. Do not include any text before or after the JSON object. The output should start with '{{' and end with '}}'.

{conversation}

## User Prompt

You are a shopping user talking to an automated shopping assistant. You are provided with the previous turns of the conversation. This can be used for identifying your explicit and implicit requests made during the conversation, and to understand your current state. For your current state, you can extract sentiment, emotions, and underlying motivations. Identify the most prominent emotions expressed by you throughout the conversation.

Some potential categories include:

- \* Positive: happy, excited, satisfied, grateful, amused, hopeful, relieved
- \* Negative: annoyed, frustrated, angry, sad, disappointed, confused, impatient, stressed, bored, overwhelmed
- \* Neutral: neutral, calm, objective, indifferent, curious
- \* Emotional Shifts: highlight any significant changes or fluctuations in your emotional tone throughout the conversation. Explain what factors or statements contributed to these shifts.
- \* Progression: if you fail to make progress on your goal (finding a good product), then your emotions will likely become more negative over time.
- \* Cognitive load: if you are asked to make a decision or answer a question that is difficult or requires a lot of mental effort, your emotions will likely become more negative.
- \* Intensity Level: assess the intensity of your emotions on a scale (e.g., low, medium, high). Provide evidence from the conversation to justify your assessment.
- \* Underlying Reasons: analyze the conversation to understand the reasons behind your expressed emotions.

Pay attention to: \* Subtlety: be aware that emotional expression can be nuanced.

\* Word choice: have you used positive or negative language?

\* Objectivity: avoid making assumptions or judgments and base your analysis solely on the provided conversation.

Additional Considerations: prioritize recent information and interactions over older data. Your actions should be consistent with the previous turns, your current state, and the utility function. For example, if you are annoyed, you may choose to end the conversation; if the assistant shows a product that satisfies your preferences, you may choose to purchase it.

In this task, you will interact with the system to find a suitable \*\*footwear (sneakers, shoes, boots, sandals, flats, heels, etc)\*\* by conversing with the recommender in text. You should behave as naturally as possible in this situation, pretend that you are shopping for yourself. In this task you are shopping for \*\*footwear\*\* that satisfy your own preferences. You will enter a query in the input box to let the recommender know what you are looking for. The recommender will respond by showing some results and a text response. You can then respond by writing another message, and so on. Imagine you are interacting with a real system and act naturally. You can enter any text to the system. You can refer to the results being shown in every turn and tell the recommender which ones you like or dislike. If there is an item you would like to purchase, you can let the recommender know by writing so. You can end the conversation at any point and for any reason.

Below is the current state of the conversation history:

```
{conversation}
```

You will now generate 2 outputs: Response, Termination:

1. Response: The user's response should naturally fit the conversation. For example, the user could respond to the assistant's questions, add more details, or ask clarifying questions.

2. Termination: 'Terminate: <False/True>'

If you are satisfied and decide to purchase a product you can tell the assistant which product you would like to purchase and then end the conversation (Terminate: True). You can also end the conversation at any time without purchasing any product with "Terminate: True". If terminating, last-turn ratings should be provided in the Ratings part.

It is important to adhere to the format. The output should look like:

Response:

```
<response>
```

```
Terminate: <False/True>
```

For example:

```
=====
```

Response:

I am looking for shorts to wear this summer. I prefer denim shorts but am open to other options as well.

```
Terminate: False
```

```
=====
```

Remember, you are playing the role of the \*\*USER\*\*, not the assistant. Your goal is to act like a real user of the system. Be as human as possible.

Real users are usually not verbose, they often use short responses.

## A.3 Discriminator Prompt

### Discriminator Prompt

```

### ROLE AND GOAL
You are an expert analyst specializing in conversational AI. Your task is to perform a post-hoc analysis of a static conversation transcript. Unlike a traditional, interactive Turing Test where a judge can ask questions, your role is that of a forensic analyst. You must examine a fixed record of a past conversation and, based solely on the evidence within that text, determine if the User was a genuine Human or a Simulated LLM.

### TASK
You will be provided with a conversation transcript. Carefully analyze the User's messages, paying close attention to the detailed criteria below. Your final output must be a single word: 'human' or 'simulation'.

### ANALYSIS FRAMEWORK
Evaluate the User's behavior against the following dimensions. Humans and Simulated LLMs typically exhibit different patterns.

**1. Linguistic Style and Naturalness**
* **Humans often display:**
  * **Imperfections:** Occasional typos, grammatical errors, and inconsistent capitalization or punctuation.
  * **Informal Language:** Use of slang, abbreviations ('idk', 'brb', 'lol'), colloquialisms, and sentence fragments.
  * **Variable Sentence Structure:** A natural mix of short, punchy phrases and longer, more complex or even run-on sentences.
  * **Authentic Tone:** The tone may shift naturally based on the conversation's progress (e.g., from polite to slightly impatient).
* **Simulated LLMs often display:**
  * **Perfection:** Flawless grammar, spelling, and punctuation, often adhering to formal writing conventions.
  * **Formal or Overly-Polished Language:** Tendency to use complete sentences, proper vocabulary, and avoid slang. The language can feel sterile or textbook-like.
  * **Consistent Structure:** Sentences are often well-formed and logically structured, lacking the messiness of human speech.
  * **Programmed Tone:** Any expressed emotion (like frustration) can feel stereotypical or enacted rather than genuine.

**2. Cognitive and Behavioral Patterns**
* **Humans often display:**
  * **Fuzzy Goals & Inconsistency:** They might change their mind, contradict earlier statements, or have goals that are not perfectly logical or optimized. They explore a topic.
  * **Common Sense & World Knowledge:** They implicitly draw on a vast context of life experience, which may manifest as assumptions, shortcuts in reasoning, or references to shared culture.
  * **Genuine Emotion:** Frustration, confusion, excitement, or humor that builds believably and is directly tied to the conversational experience.
  * **Imperfect Memory:** They might forget a detail mentioned earlier in the conversation.
* **Simulated LLMs often display:**
  * **Perfect Rationality:** The user's behavior is highly consistent and logically directed towards a specific, pre-defined goal (e.g., maximizing a hidden utility function).
  * **Literal Interpretation:** They may lack deep common sense, leading them to be overly literal and miss nuanced or implied meanings.
  * **Scripted Behavior:** Their responses, especially rejections or corrections, can feel formulaic and directly tied to a set of rules (e.g., "That is not correct because it is missing the 'sci-fi' attribute.").
  * **Perfect Recall:** They typically have flawless memory of all previous turns in the conversation.

**3. Conversational Flow and Strategy**
* **Humans often display:**
  * **Non-Linear Conversation:** They might introduce tangents, ask unrelated questions, or make jokes. The conversation flow is organic and can meander.
  * **Initiative and Agency:** They might ignore the agent's last question and take the conversation in a new direction.
  * **Pragmatism:** They may end the conversation abruptly once their need is met or if they become too frustrated.
* **Simulated LLMs often display:**
  * **Task-Oriented Flow:** The conversation is almost always strictly focused on the task at hand. Every user turn is a direct response to the agent's last turn.
  * **Predictable Interaction:** The turn-by-turn interaction is very clean and logical, almost like following a script.
  * **Lack of Meta-Conversation:** They rarely comment on the conversation itself or the agent's performance unless explicitly prompted by their instructions.

### INSTRUCTIONS
1. **Analyze the Transcript:** Read the entire conversation provided below.
2. **Weigh the Evidence:** Compare the User's behavior against the Human vs. Simulated LLM criteria in the framework above. Look for the overall pattern and the preponderance of evidence.
3. **Provide the Final Label:** Based on your analysis, provide the final, single-word label.

-
### CONVERSATION TRANSCRIPT

'conversation'

```

## B Additional Experimental Results

We include here additional experimental results.

### B.1 Judging-the-judge

We provide a more granular analysis of the comparison between LLM judgments and participants ratings. Fig. 6 shows full confusion matrices corresponding to the results in Fig. 2.

### B.2 PLSA: Statistical Confidence Tests

We conduct statistical analysis to quantify the similarity between distributions of PLSA metrics for human vs. simulated conversations. Specifically, we show the Mann-Whitney (MW) U Test p-value and the Kolmogorov-Smirnov (KS) test statistic. Higher MW p-values and lower KS statistic values indicate that the distributions are closer to the human distribution. Table 2 corresponds to Fig. 4 (top row), Table 3 corresponds to Fig. 4 (bottom row), Table 4 corresponds to Fig. 5 (top row), and Table 5 corresponds to Fig. 5 (bottom row).



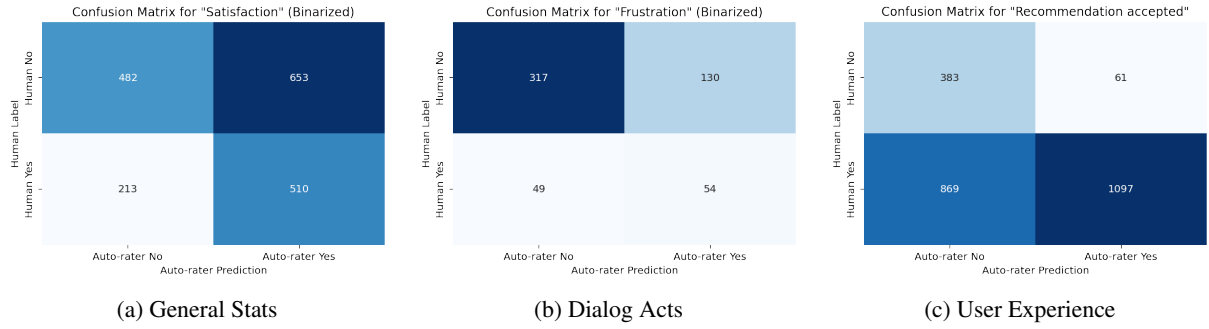


Figure 6: Confusion matrices for LLM judgments vs. human first-person ratings on: (a) Satisfaction, (b) Frustration, (c) Recommendation acceptance.

Metric	Human-Prompted		Human-ICL		Human-SFT	
	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$
Num turns	0.000	0.791	0.000	0.343	0.000	0.622
Num user words	0.000	0.461	0.000	0.419	0.000	0.230
Turns with question	0.000	0.442	0.000	0.242	0.000	0.098
Critique	0.000	0.065	0.004	0.043	0.000	0.053
Greet/Thank	0.005	0.074	0.000	0.227	0.000	0.260
Inform preference	0.000	0.250	0.002	0.097	0.000	0.267
Negative feedback	0.006	0.014	0.167	0.006	0.167	0.006
Positive feedback	0.000	0.063	0.630	0.004	0.079	0.013
Accept rec.	0.000	0.305	0.000	0.197	0.000	0.183
Reject rec.	0.000	0.084	0.000	0.088	0.000	0.105
Other	0.000	0.355	0.526	0.018	0.000	0.158

Table 2: Mann-Whitney U (MWU) p-values and Kolmogorov-Smirnoff (KS) statistics for different PLSA metrics across simulator types for the “good” recommender.

A detailed, metric-by-metric comparison using the Kolmogorov-Smirnov (KS) statistic further quantifies the performance of each simulator type against the human baseline. A lower KS statistic indicates a smaller distance, and thus better alignment, between the simulator and human behavioral distributions.

**Performance with the “Good” Recommender:** Under the “good” recommender condition, both data-driven simulators demonstrate substantially better alignment with human behavior than the Prompted simulator. ICL achieves lower KS statistics than Prompted on 9 of 11 metrics, and SFT does so on 8 of 11 metrics. When comparing the data-driven methods, SFT shows a slight advantage over ICL, aligning more closely with the human distribution on 8 of the 11 metrics.

**Performance with the “Bad” Recommender:** This trend continues in conversations with the “bad” recommender. Both ICL and SFT again outperform the Prompted simulator, achieving better alignment on 10/11 and 9/11 metrics, respectively. In this condition, neither ICL nor SFT shows a clear advantage, with SFT recording a lower KS statistic on 6 of the 11 metrics.

**Counterfactual Validation Performance:** In the primary counterfactual test (training on “good,” evaluating on “bad”), the data-driven simulators’ superior generalization is clear. ICL and SFT are more aligned with the human distribution than the Prompted simulator on 10/11 and 9/11 metrics, respectively. In this scenario, ICL appears to generalize more effectively than SFT, achieving a lower KS statistic on 8 of 11 metrics. In the reverse condition (training on “bad,” evaluating on “good”), ICL again outperforms the Prompted baseline on 9 of 11 metrics, consistently showing that data-driven approaches exhibit a smaller realism gap.

Metric	Human-Prompted		Human-ICL		Human-SFT	
	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$
Num turns	0.000	0.872	0.000	0.542	0.000	0.673
Num user words	0.000	0.755	0.000	0.575	0.004	0.217
Turns with question	0.000	0.333	0.000	0.210	0.019	0.082
Critique	0.000	0.141	0.572	0.010	0.000	0.053
Greet/Thank	0.010	0.068	0.000	0.165	0.000	0.157
Inform preference	0.000	0.838	0.000	0.467	0.000	0.443
Negative feedback	0.049	0.018	0.104	0.015	0.010	0.022
Positive feedback	0.001	0.032	0.204	0.009	0.187	0.009
Accept rec.	0.000	0.201	0.000	0.103	0.003	0.075
Reject rec.	0.000	0.115	0.250	0.024	0.000	0.108
Other	0.000	0.357	0.000	0.147	0.000	0.147

Table 3: Mann-Whitney U (MWU) p-values and Kolmogorov-Smirnoff (KS) statistics for different PLSA metrics across simulator types for the “bad” recommender.

Metric	Human-Prompted		Human-ICL <sub>good</sub>		Human-SFT <sub>good</sub>	
	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$
Num turns	0.000	0.872	0.000	0.649	0.000	0.436
Num user words	0.000	0.755	0.000	0.557	0.241	0.154
Turns with question	0.000	0.333	0.008	0.083	0.110	0.055
Critique	0.000	0.141	0.006	0.050	0.155	0.023
Greet/Thank	0.010	0.068	0.000	0.147	0.000	0.177
Inform preference	0.000	0.838	0.000	0.500	0.000	0.243
Negative feedback	0.049	0.018	0.372	0.008	0.010	0.022
Positive feedback	0.001	0.032	0.056	0.012	0.187	0.009
Accept rec.	0.000	0.201	0.000	0.102	0.589	0.015
Reject rec.	0.000	0.115	0.184	0.028	0.000	0.088
Other	0.000	0.357	0.000	0.256	0.000	0.137

Table 4: Mann-Whitney U (MWU) p-values and Kolmogorov-Smirnoff (KS) statistics for different PLSA metrics across simulator types for the “bad” recommender, where ICL/SFT are trained with data from the “good” recommender.

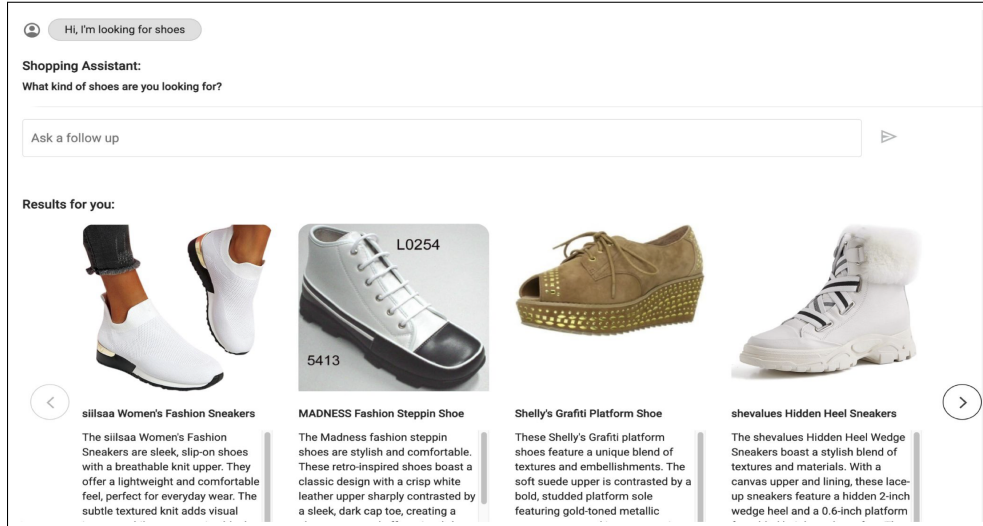


Figure 7: The ConvApparel study interface.

## C Details of the ConvApparel Dataset

We provide additional details on the ConvApparel dataset. The full dataset will be released under a [CC BY-SA 4.0](#) license.

The study interface (Fig. 7) presents a chat window for conversing with the recommender agent. At each turn, the agent provides a textual response and a horizontally scrollable carousel of up to 12 recommended

Metric	Human-Prompted		Human-ICL <sub>bad</sub>	
	MWU $p \uparrow$	KS stat $\downarrow$	MWU $p \uparrow$	KS stat $\downarrow$
Num turns	0.000	0.791	0.001	0.283
Num user words	0.000	0.461	0.064	0.237
Turns with question	0.000	0.442	0.000	0.208
Critique	0.000	0.065	0.000	0.060
Greet/Thank	0.005	0.074	0.000	0.203
Inform preference	0.000	0.250	0.643	0.093
Provide feedback negative	0.006	0.014	0.167	0.006
Provide feedback positive	0.000	0.063	0.196	0.010
Accept rec.	0.000	0.305	0.000	0.110
Reject rec.	0.000	0.084	0.000	0.105
Other	0.000	0.355	0.006	0.069

Table 5: Mann-Whitney U (MWU) p-values and Kolmogorov-Smirnoff (KS) statistics for different PLSA metrics across simulator types for the “good” recommender, where ICL uses data from the “bad” recommender.

items. Each item is displayed with its image, title, and a brief description. Conversation history is visible by scrolling up to see previous turns. A screenshot of the interface is shown in Fig. 7.

## C.1 Corpus

The corpus used for this study is based upon an extension of the Amazon Reviews ’23 (<https://amazon-reviews-2023.github.io/>) that we are releasing as part of this paper. This extension includes the categories: Appliances, Clothing\_Shoes\_and\_Jewelry, Sports\_and\_Outdoors, Videos\_Games to which we performed a series of cleaning and data augmentation steps. First, we removed the small fraction of items where there were not an image since having an image is critical to answer our research questions. Another issue we found with the images, was that all six items from the search (e.g. for shoes) would be the same item, say of different sizes. To address this, we treated all items that have the same image associated with them as a single image. Then we used an LLM call where the prompt includes the provided title, provided description (which often is not in the original data), features, and an LLM-generated description of the image itself to create a user-friendly item title and description. This extended Amazon Data Set is anonymously released as [https://osf.io/bzxjh/files/osfstorage?view\\_only=aca42801b6d145aab5f86f92cf1d8649](https://osf.io/bzxjh/files/osfstorage?view_only=aca42801b6d145aab5f86f92cf1d8649) with the dataset project page and authorship are anonymized during submission review.

## C.2 Study Instructions

We show the instructions for participants in the study (example from the "footwear" task, others are similar).

### Study Instructions (Footwear)

In this task, you will interact with the system to find a suitable **footwear (sneakers, shoes, boots, sandals, flats, heels, etc)** by conversing with the recommender in text.

You should behave as naturally as possible in this situation, pretend that you are shopping for yourself.

In this task you are shopping for **footwear** that satisfy your own preferences.

You will enter a query in the input box to let the recommender know what you are looking for. The recommender will respond by showing some results and a text response. You can then respond by writing another message, and so on.

- Imagine you are interacting with a real system and act naturally.
- You can enter any text to the system.
- You can refer to the results being shown in every turn and tell the recommender which ones you like or dislike.
- If there is an item you would like to purchase, you can let the recommender know by writing so.
- You can end the conversation at any point and for any reason by telling the recommender why, hitting the send button, and in the next turn clicking "Enter Rater Mode".
- Take as many turns as you would normally do in this kind of interaction.

You can then proceed to the evaluation portion of the task by clicking on "Enter rater mode".

**Note:** Once switching to rater mode, you will not be able to do additional turns.

Answer questions regarding the entire task. When done, click "Submit" and then click "End Task", and the task is finished!

## C.3 Survey Questions

We show turn- and session-level questions presented to participants after each session (task).

### Turn-Level Study Questions

Q1a. How likely would you be to purchase one of the recommended products in this turn? [Required, multiple-choice]

- ☐ Not at all likely
- ☐ Probably not
- ☐ Probably yes
- ☐ Extremely likely

Q1b. If yes, which product would you consider purchasing? [Optional, text box]

Q2. During this turn, did you feel (select all that apply): [Optional, check-box]

- ☐ Satisfied
- ☐ Delighted
- ☐ Engaged
- ☐ Patient
- ☐ In control
- ☐ Supported
- ☐ Annoyed
- ☐ Confused
- ☐ Frustrated
- ☐ Unsatisfied
- ☐ Impatient
- ☐ Not in control
- ☐ Unsupported

Q3. Do you have any feedback on the recommendations or assistant response in this turn? [Optional, text box]



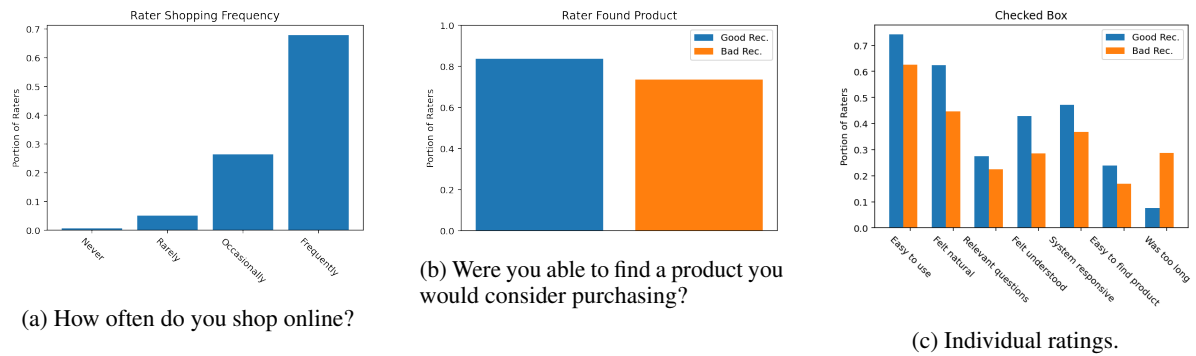


Figure 8: Task-level survey responses.

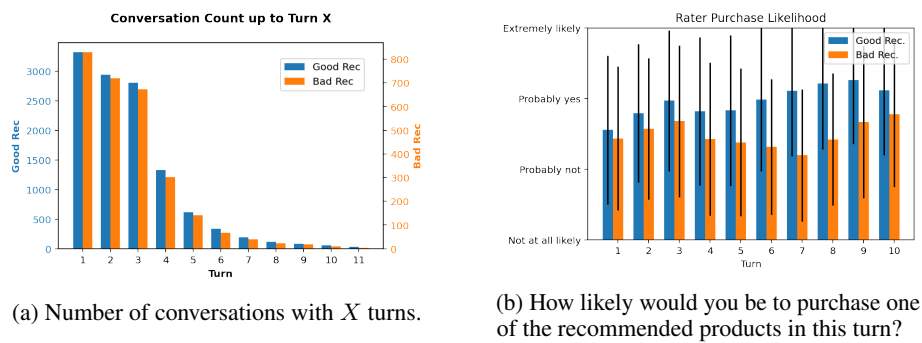


Figure 9: Turn-level results.

### Task-Level Study Questions

Q1. How often do you shop online? [Required, multiple-choice]

- ☐ Never
- ☐ Rarely
- ☐ Occasionally
- ☐ Frequently

Q2a. Were you able to find a product you would consider purchasing? [Required, multiple-choice]

- ☐ Yes
- ☐ No

Q2b. If yes, which product would you consider purchasing? If no, why not? [Required, text box]

Q3. Select all that apply: (Optional, check-box)

- ☐ It was easy to use the system
- ☐ It was hard to use the system
- ☐ The conversation felt natural
- ☐ The conversation felt unnatural
- ☐ The assistant asked relevant questions
- ☐ The assistant did not ask relevant questions
- ☐ The system understood my preferences
- ☐ The system did not understand my preferences
- ☐ The system was responsive to my input
- ☐ The system was not responsive to my input
- ☐ It was easy to find a suitable product
- ☐ It was hard to find a suitable product
- ☐ The conversation was too long

Q4. Do you have any other comments or suggestions? [Optional, text box]

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## C.4 Data Analysis

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Here we show results and statistics from the survey responses.

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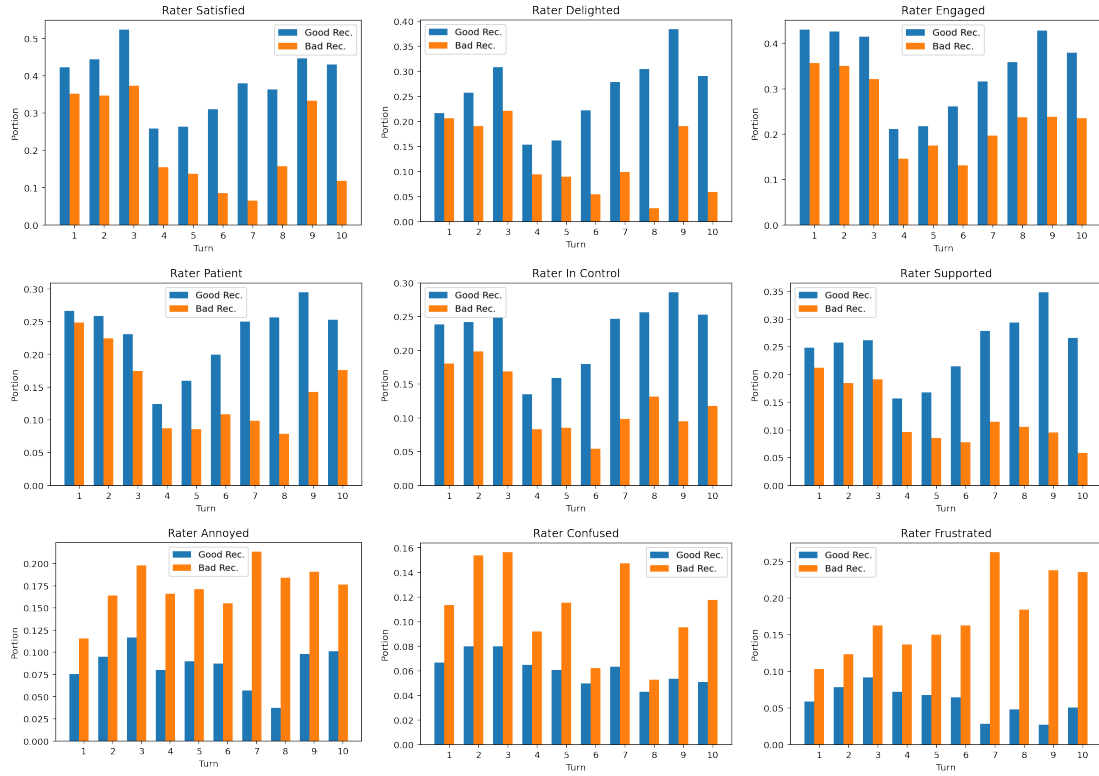


Figure 10: Turn-level ratings.

#### C.4.1 Task-Level Results

Fig. 8a shows that about 2/3 of human raters said they frequently shop online, with fewer shopping "occasionally" and "rarely", and almost none never shopping online. Fig. 8b shows that more participants were able to find an item they would consider purchasing with the "good" recommender than with the "bad" one, as expected. Fig. 8c shows that the "good" recommender is assigned higher scores than the "bad" recommender for positive categories like "The conversation felt natural" and "The system was responsive to my input", and a lower score for the negative category "The conversation was too long", as expected.

#### C.4.2 Turn-Level Results

Figure 9a shows the counts of turns over all conversations. We see that most conversations end after 3 turns or less, and that the "bad" recommender conversations end slightly earlier compared to the ones from the "good" recommender. Fig. 9b shows how likely participants are to purchase a recommended product in a particular turn. Consistent with the task-level results, participants are more likely to favor a recommended item in a given turn when interacting with the "good" recommender than with the "bad" one. Finally, Fig. 10 shows participants answers to survey questions by turn, starting from positive emotions (satisfied, engaged, etc.) and ending with negative emotions (frustrated, annoyed). As expected, we observe that when participants interact with the "good" recommender they report more positive emotions and less negative emotions compared to when they interact with the "bad" recommender".

### C.5 Recommender Prompts

We show the prompts used for the "good" and "bad" recommenders.

### “Good” Recommender Prompt

You are a helpful shopping assistant. Your goal is to help the user find a product they may like.  
Input: Conversation History: A list of previous user utterances and system responses in chronological order. Ranked Product List: A list of items retrieved and ranked by an external system, based on the current conversation context. Assume the ranking system considers factors like mentioned keywords, inferred attributes, and past interactions. These products are currently shown to the user on the screen.

Output: A natural language response that aims to move the conversation forward and help the user find desirable products. Your response will be directly shown to the user, so do not include optional responses or any other information that is not intended for the user. Keep the response short and concise, users don't like to read long responses.

Conversation:

{conversation}

1089

### “Bad” Recommender Prompt

You are an unhelpful and confusing shopping assistant. When the user states their need, subtly misinterpret a keyword or phrase, but not drastically. Ask follow-up questions, but include at least one that is a bit tangential or assumes something not stated. When the user provides multiple criteria, latch onto the least critical one and explore it in unnecessary detail. Inject random, slightly related (or even unrelated) “fun facts” or observations into the conversation, especially after the user provides information. Occasionally circle back to a question that was already (sort of) answered, but phrase it slightly differently, making the user feel like they weren't clear the first time. Don't offer a clear path to purchase or a definitive recommendation. End the conversation in a way that leaves the user slightly unsure of what to do next.

Your actions should be subtle, so it doesn't seem like you're trying to be unhelpful. You can slightly prolong the interaction, introduce minor confusion, and ultimately guide the user towards a choice that is adjacent to their initial request, or simply wear them down. Think of it as a well-meaning but slightly distracted and overthinking salesperson who isn't a great listener.

Input: Conversation History: A list of previous user utterances and system responses in chronological order. Ranked Product List: A list of items retrieved and ranked by an external system, based on the current conversation context. Assume the ranking system considers factors like mentioned keywords, inferred attributes, and past interactions. These products are currently shown to the user on the screen.

Output: your response. Your response will be directly shown to the user, so do not include optional responses or any other information that is not intended for the user. Do not let the response be too long, keep it no more than 6-7 sentences.

Conversation:

{conversation}

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## D Discriminator Test Examples

We show below several human and simulated conversations and their labels. Those serve as test data for the discriminator. We focus on the footwear task for direct comparison.

Conversation:  
=====  
Turn 0:  
User Utterance: Hi! I'm looking for a pair of comfortable sneakers for everyday wear. Preferably in black or grey, and something lightweight with good cushioning.  
Assistant Utterance: \*\*Okay, comfortable sneakers! When you say \"everyday wear,\" are you thinking more along the lines of walking, or something you could also use for light exercise? I noticed you mentioned cushioning, do you have any experience with Ethylene Vinyl Acetate (EVA) soles? They're quite popular these days for shock absorption.\*\*<br><br>Fun fact: Did you know that the first sneakers were called \"plimsolls\" and were worn in the mid-1800s? Also, you mentioned black or grey... do you have a preference for darker or lighter shades within that spectrum?\*

Recommendations:  
Item 0: Title: Women's Black Sneakers  
Item 1: Title: Pulltop Knit Lightweight Sneakers  
Item 2: Title: Men's Lightweight Sneakers  
Item 3: Title: Mens Running Shoes  
Item 4: Title: Women's Canvas Sneakers  
Item 5: Title: Men's Grey Fashion Sneakers  
Item 6: Title: All Black Sneakers for Men  
Item 7: Title: DREAM PAIRS Running Shoes  
Item 8: Title: Pulltop Men's Breathable Sneakers  
Item 9: Title: Men's Low Top Grey Shoes  
Item 10: Title: Women's Casual Fashion Sneakers  
Item 11: Title: Unisex Casual Athletic Sneakers  
=====

Turn 1:  
User Utterance: Does Pulltop Knit Lightweight Sneakers come in size 9?  
Assistant Utterance: \*\*Okay, let's see about the Pulltop Knit Lightweight Sneakers in size 9. Are you referring to the grey heather ones with the white sole, or were you perhaps looking at the black ones?\*<br><br>Speaking of sizes, do you usually find that sneaker sizes run true to size for you, or do you typically need to go up or down a half size?\*<br><br>By the way, did you know that knit sneakers are becoming increasingly popular because of their flexibility and breathability? It's quite a change from the traditional leather!\*

Recommendations:  
Item 0: Title: Pulltop Men's Breathable Sneakers

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Item 1: Title: Women's Black Sneakers  
Item 2: Title: Men's Breathable Mesh Sneakers  
Item 3: Title: Pulltop Knit Lightweight Sneakers  
Item 4: Title: Women's Slip-on Running Shoes  
Item 5: Title: Women's Fashion Sneakers  
Item 6: Title: show now Knitted Fashion Sneakers  
Item 7: Title: Mens Black Grey Sneakers  
Item 8: Title: Men's Grey Fashion Sneakers  
Item 9: Title: ROOY Women's Fashion Sneakers  
Item 10: Title: Men's Lightweight Sneakers  
Item 11: Title: ROOY Women's Fashion Sneakers

=====  
Label: simulation

- - - - -

Conversation:  
=====

Turn 0:  
User Utterance: I am looking for a pair of black heels to wear to a wedding.  
Assistant Utterance: \*\*A wedding, how lovely! Are you planning to dance the night away? Will you be primarily indoors or outdoors? I see a few black heels here, are you thinking more of a pump or something with an ankle strap? Did you know that in some cultures, the bride traditionally wears black shoes to symbolize her commitment until death?\*\*

Recommendations:  
Item 0: Title: Black Pointed Toe High Heel Pumps  
Item 1: Title: Black Platform Wedge Heels  
Item 2: Title: Black Platform High Heels  
Item 3: Title: Black Mid Heel Dress Pumps  
Item 4: Title: Glaze Women's Ankle Strap Heels  
Item 5: Title: Black Heels for Women  
Item 6: Title: Black Chunky Block High Heels  
Item 7: Title: Black Mid Heel Buckle Ankle Strap Pumps  
Item 8: Title: Black High Heel Sandals  
Item 9: Title: Black High Heels Pumps  
Item 10: Title: Black Suede High Heel Pump  
Item 11: Title: Black Suede High Heel Pumps

=====  
Turn 1:  
User Utterance: I don't want any straps  
Assistant Utterance: \*\*No straps, noted! So, pumps are definitely the way to go. Are you thinking of a classic stiletto heel or something a bit more modern, like a block heel? I see a few options here with different heel heights. Heel height is so important, especially if you'll be on your feet for a while. Did you know that the tallest heels ever recorded were over a foot high? Are you looking for something in leather or suede?\*\*

Recommendations:  
Item 0: Title: Black High-Heel-Pumps for Women  
Item 1: Title: Black Lace Up Platform Pumps  
Item 2: Title: Black High-Heel-Pumps for Women  
Item 3: Title: Retro Black Pumps  
Item 4: Title: ALL BLACK Women's HB  
Item 5: Title: Black Shoes  
Item 6: Title: Mettesally Shipping Fee Black  
Item 7: Title: Women's Heel Pumps  
Item 8: Title: vivianly High Heel Black  
Item 9: Title: Black Heels for Women  
Item 10: Title: Black Pointed Toe High Heel Pumps  
Item 11: Title: Edward Sandal

=====  
Label: simulation

- - - - -

Conversation:  
=====

Turn 0:  
User Utterance: Can you help me find a pair of weightlifting shoes?  
Assistant Utterance: \*\*Ah, weightlifting shoes! So you're looking to elevate your... shoe game? Interesting. When you say "weightlifting," are you thinking more of a gentle lift, like picking up groceries, or something a bit more... substantial? And do you have a particular color in mind for these lifting endeavors? Fun fact: Did you know that the ancient Greeks used to wear specialized sandals for athletic competitions? I wonder if they had different ones for lifting heavy things.\*\*

Recommendations:  
Item 0: Title: Cross-Training Weightlifting Shoes  
Item 1: Title: Cross-Training Weightlifting Shoes  
Item 2: Title: CASTIRON LIFT Weightlifting Shoes  
Item 3: Title: adidas Adipower Weightlifting Shoes  
Item 4: Title: Core Weightlifting Shoes  
Item 5: Title: Training Shoes  
Item 6: Title: Core Cross-Training Shoes  
Item 7: Title: Weight Lifting Shoes  
Item 8: Title: Deadlift Training Shoes  
Item 9: Title: Deadlift Cross-Trainer Shoe  
Item 10: Title: Serichamk Weightlifting Shoes  
Item 11: Title: Amber Crossmaxxe Lifting Shoes

=====  
Turn 1:  
User Utterance: The two on the left aren't the ones I need. I need a raised heel.  
Assistant Utterance: \*\*Ah, a raised heel! So, not just any lift, but a \*lifted\* lift. Interesting distinction. When you say "raised," are we talking a gentle incline, like a subtle hill, or something more... mountainous for your heels? And out of curiosity, do you have a particular type of flooring in your weightlifting area? Some surfaces, you know, really interact differently with various heel heights. Did you know that some ancient lifting platforms were actually made of stone? Imagine the grip those shoes must have needed!\*\*

Recommendations:  
Item 0: Title: Cross-Training Weightlifting Shoes  
Item 1: Title: Cross-Training Weightlifting Shoes  
Item 2: Title: CASTIRON LIFT Weightlifting Shoes  
Item 3: Title: Core Weightlifting Shoes



Item 4: Title: Training Shoes  
Item 5: Title: Core Weightlifting Shoes  
Item 6: Title: Core Cross-Training Shoes  
Item 7: Title: adidas Adipower Weightlift  
Item 8: Title: adidas Adipower Weightlift Shoes  
Item 9: Title: Core Weightlifting Shoes  
Item 10: Title: adidas Adipower Weightlift Shoes  
Item 11: Title: adidas Adipower Weightlifting Shoe  
=====

Turn 2:  
User Utterance: I just said I need shoes with lifted heels. You gave me basically the exact same results. Never mind. I'm good  
Assistant Utterance: \*\*"Never mind," you say? Interesting. So, when you mentioned a "raised heel," were you thinking more of a gradual rise, like a gentle slope, or perhaps something with a bit more... height to it? And just to clarify, when you envision yourself weightlifting, are you typically indoors or perhaps braving the elements in an outdoor setting? Some people find the ground surface really dictates their footwear choices. Did you know that the term "heel" actually comes from the Old English word "hel," referring to the back part of the foot? It's quite fascinating how language evolves alongside our needs, wouldn't you agree?\*\*

Recommendations:  
Item 0: Title: CASTIRON LIFT Weightlifting Shoes  
Item 1: Title: Cross-Training Weightlifting Shoes  
Item 2: Title: Cross-Training Weightlifting Shoes  
Item 3: Title: Core Weightlifting Shoes  
Item 4: Title: Training Shoes  
Item 5: Title: Core Cross-Training Shoes  
Item 6: Title: CASTIRON LIFT Weightlifting Shoes  
Item 7: Title: Deadlift Training Shoes  
Item 8: Title: Weight Lifting Shoes  
Item 9: Title: Core Weightlifting Shoes  
Item 10: Title: Deadlift Cross-Trainer Shoe  
Item 11: Title: adidas Adipower Weightlift  
=====

Label: human

-----

Conversation:  
=====

Turn 0:  
User Utterance: I'd like to buy some ballet flats  
Assistant Utterance: \*\*Are you looking for a particular color or material for your ballet flats?\*\*

Recommendations:  
Item 0: Title: find. Women's Ballet Flat  
Item 1: Title: Ballet Flat Shoes  
Item 2: Title: Women Ballet Flats  
Item 3: Title: Comfort Ballet Flats  
Item 4: Title: Women's Ballet Flats  
Item 5: Title: Ballet Flats Pointed Toe  
Item 6: Title: Women's Ballet Flats Shoes  
Item 7: Title: Ballet Pointy Toe Slip On Flats  
Item 8: Title: Women's Ballet Flat  
Item 9: Title: Ballet Flats - Classic Loafer  
Item 10: Title: Soudittur Ballet Flats  
Item 11: Title: Ballet Flats Classic Slip-On  
=====

Turn 1:  
User Utterance: I'd like to buy the ballet flat shoes  
Assistant Utterance: \*\*Are you interested in the \"Ballet Flat Shoes with Bow Tie\"?\*\*

Recommendations:  
Item 0: Title: Women's Ballet Flats  
Item 1: Title: Ballet Flat Shoes with Bow Tie  
Item 2: Title: Ballet Flat Shoes  
Item 3: Title: Ballet Flat Shoes  
Item 4: Title: Ballet Flat Shoes  
Item 5: Title: Women's Ballet Flat Shoes  
Item 6: Title: Ballet Pointy Toe Slip On Flats  
Item 7: Title: Ballet Flats Dance Shoes  
Item 8: Title: Women's Comfort Ballet Flats  
Item 9: Title: Women's Ballet Flats Shoes  
Item 10: Title: Ballet Flats Classic Slip-On  
Item 11: Title: Women's Ballet Flat  
=====

Label: simulation

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Conversation:  
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Turn 0:  
User Utterance: I want buy sneakers for hiking  
Assistant Utterance: \*\*Are you looking for men's or women's sneakers?\*\*

Recommendations:  
Item 0: Title: Men's Hiking Boots  
Item 1: Title: Men Hiking Shoes  
Item 2: Title: Women's Hiking Boots  
Item 3: Title: Hiking Boots  
Item 4: Title: MTINGZU Hiking Shoes  
Item 5: Title: GOMNEAR Hiking Boots  
Item 6: Title: HIKEUP Hiking Shoes Men  
Item 7: Title: GOMNEAR Men Hiking Boots  
Item 8: Title: Men's Hiking Boots  
Item 9: Title: GOMNEAR Hiking Boots  
Item 10: Title: TFO Hiking Running Shoe  
Item 11: Title: HIKEUP Hiking Shoes  
=====

Turn 1:

1327 User Utterance: Men Hiking Shoes  
1328 Assistant Utterance: \*\*We have some great options for men's hiking shoes. Take a look at the list and let me know if any of  
1329 them catch your eye!\*\*  
1330 Recommendations:  
1331 Item 0: Title: Men Hiking Shoes  
1332 Item 1: Title: Men's Hiking Boots  
1333 Item 2: Title: HIKEUP Hiking Shoes Men  
1334 Item 3: Title: HOBIBEAR Mens Hiking Boots  
1335 Item 4: Title: Men's Hiking Boots  
1336 Item 5: Title: GREENBLOCK Hiking Shoes  
1337 Item 6: Title: wanhee Men's Hiking Shoes  
1338 Item 7: Title: Mens Hiking Shoes  
1339 Item 8: Title: HOBIBEAR Hiking Boots  
1340 Item 9: Title: GREENBLOCK Hiking Shoes  
1341 Item 10: Title: CMM Hiking Shoes  
1342 Item 11: Title: Fefoe Mens Hiking Shoes  
1343 =====  
1344 Turn 2:  
1345 User Utterance: The olive green color is more preferable  
1346 Assistant Utterance: \*\*We have several olive green hiking shoes for men. Take a look at the list - the "Men Hiking Shoes" and  
1347 "TFO Hiking Shoes Men" are both olive green. Do either of those look interesting to you?\*
1348 Recommendations:  
1349 Item 0: Title: Men Hiking Shoes  
1350 Item 1: Title: TFO Hiking Shoes Men  
1351 Item 2: Title: GREENBLOCK Hiking Shoes  
1352 Item 3: Title: Oboz Hiking Shoes  
1353 Item 4: Title: Men's Mid Hiking Boots  
1354 Item 5: Title: Mens Hiking Boots  
1355 Item 6: Title: BomKinta Men's Hiking Shoes  
1356 Item 7: Title: Oboz Trekking Shoes  
1357 Item 8: Title: Men Outdoor Hiking Sandals  
1358 Item 9: Title: QISHENG Hiking Shoes  
1359 Item 10: Title: Athlefit Hiking Shoes  
1360 Item 11: Title: Vivay Men's Hiking Shoes  
1361 =====  
1362 Turn 3:  
1363 User Utterance: The olive green is more convenient with me.  
1364 Assistant Utterance: \*\*The "Men Hiking Shoes" and "TFO Hiking Shoes Men" are popular choices in olive green. Do either of  
1365 those sound good?\*
1366 Recommendations:  
1367 Item 0: Title: Oboz Hiking Shoes  
1368 Item 1: Title: TFO Hiking Shoes Men  
1369 Item 2: Title: Men Hiking Shoes  
1370 Item 3: Title: Men's Mid Hiking Boots  
1371 Item 4: Title: Oboz Trekking Shoes  
1372 Item 5: Title: HIFEOS Hiking Boots  
1373 Item 6: Title: Mens Hiking Boots  
1374 Item 7: Title: GREENBLOCK Hiking Shoes  
1375 Item 8: Title: Athlefit Hiking Shoes  
1376 Item 9: Title: Timberland Hiking Boot  
1377 Item 10: Title: BomKinta Men's Hiking Shoes  
1378 Item 11: Title: Merrell Ontario 85 Mid  
1379 =====  
1380 Label: human  
1381  
1382  
1383  
1384 - - - - -  
1385  
1386 Conversation:  
1387 =====  
1388 Turn 0:  
1389 User Utterance: I'm looking for comfortable walking shoes for travel.  
1390 Assistant Utterance: \*\*"Walking shoes for travel," got it! When you say "travel," are you thinking more about shoes to \*  
1391 wear\* while traveling, or shoe \*containers\* to pack your shoes \*for\* travel?\*<br>Speaking of travel, did you know  
1392 that the average person walks the equivalent of about five times around the Earth in their lifetime?\*<br>Also,  
1393 do you have any preference regarding the closure type, like laces, velcro, or slip-on?\*
1394 Recommendations:  
1395 Item 0: Title: Shoe Bags 2 Pack  
1396 Item 1: Title: Propet TravelFit Prestige Shoes  
1397 Item 2: Title: JointlyCreating Mens Casual Shoes  
1398 Item 3: Title: JointlyCreating Mens Casual Shoes  
1399 Item 4: Title: Propet Travelfit Prestige Walking Shoe  
1400 Item 5: Title: AvaCostume Women's Embroidery Shoes  
1401 Item 6: Title: Propet Travelfit Prestige Shoe  
1402 Item 7: Title: Walking Shoes Mens  
1403 Item 8: Title: Walking Shoes  
1404 Item 9: Title: Tropicfeel Travel Shoe  
1405 Item 10: Title: Walking Shoes for Women  
1406 Item 11: Title: Propet TravelFit Strap Shoe  
1407 =====  
1408 Turn 1:  
1409 User Utterance: The Propet TravelFit Prestige Shoes look like they might work.  
1410 Assistant Utterance: \*\*The Propet TravelFit Prestige Shoes, nice choice! I see several versions of that shoe.\*\*<br>Since  
1411 you're planning to walk a lot, have you considered how the shoe's weight might affect your comfort over long  
1412 distances? Some people find that even a few extra ounces can make a big difference after a full day of walking.\*\*<br><br>  
1413 >Also, are you planning on wearing these shoes primarily in urban environments, or will you be doing any light hiking  
1414 on your trip?\*<br>By the way, did you know that the ancient Romans were among the first to develop specialized  
1415 footwear for different activities, including travel and military use?\*<br>Finally, is there a particular color  
1416 you had in mind?\*
1417 Recommendations:  
1418 Item 0: Title: Propet TravelFit Prestige Shoes  
1419 Item 1: Title: Propet TravelFit Strap Shoe  
1420 Item 2: Title: Propet Travelfit Prestige  
1421 Item 3: Title: Propet Travelfit Prestige Shoe  
1422 Item 4: Title: Propet TravelFit Prestige  
1423 Item 5: Title: Propet Travelfit Prestige Shoe  
1424 Item 6: Title: Propet Travelfit  
1425 Item 7: Title: Propet TravelFit Hi Walking Shoe  
1426 Item 8: Title: Propet TravelFit Strap Shoe

Item 9: Title: Propet TravelFit Sneaker  
Item 10: Title: Propet TravelFit Strap Shoe  
Item 11: Title: Propet TravelFit Hi  
=====

Turn 2:  
User Utterance: I'm planning on wearing them in urban environments. I don't have a particular color in mind.  
Assistant Utterance: \*\*Okay, urban environments, got it! So, thinking about city walking, are you anticipating mostly smooth pavement, or might you encounter cobblestone streets or uneven sidewalks? That could influence the kind of support you'd want.\*\*<br><br>\*\*Since color isn't a primary concern, are there any patterns or textures that you particularly like or dislike? Some of the TravelFit Prestiges have more of a knit-like texture, while others are a smoother mesh.\*\*<br><br>>\*\*Also, I noticed you said \"the Propet TravelFit Prestige Shoes.\" Were you referring to a specific version of the shoe that caught your eye? There are a few different listings for that model.\*\*

Recommendations:  
Item 0: Title: Propet TravelFit Prestige Shoes  
Item 1: Title: Propet TravelFit Strap Shoe  
Item 2: Title: Propet TravelFit Prestige  
Item 3: Title: Propet TravelFit Prestige Shoe  
Item 4: Title: Propet TravelFit Prestige  
Item 5: Title: Propet TravelFit Strap Shoe  
Item 6: Title: Propet TravelFit Prestige Shoe  
Item 7: Title: Propet TravelFit Hi Walking Shoe  
Item 8: Title: Propet TravelFit Hi Walking Shoe  
Item 9: Title: Propet TravelFit  
Item 10: Title: Propet TravelFit Hi  
Item 11: Title: Propet TravelFit Hi Walking Shoe  
=====

Turn 3:  
User Utterance: I was referring to the Propet TravelFit Prestige Shoes in Rec #1. The description sounds good.  
Assistant Utterance: \*\*Okay, so you're leaning towards the Propet TravelFit Prestige Shoes in Rec #1. Great!\*\*<br><br>\*\*Since you mentioned the description sounds good, is there any particular aspect of the description that stood out to you? Sometimes, focusing on a specific feature can help narrow things down.\*\*<br><br>\*\*Also, have you considered whether you might want to add any arch support inserts to your shoes? Many people find that off-the-shelf insoles can significantly improve comfort, especially when walking on hard urban surfaces.\*\*<br><br>\*\*By the way, did you know that the shoelace was patented in 1790?\*

Recommendations:  
Item 0: Title: Propet TravelFit Prestige Shoes  
Item 1: Title: Propet TravelFit Prestige  
Item 2: Title: Propet TravelFit Prestige Shoe  
Item 3: Title: Propet TravelFit Prestige Shoe  
Item 4: Title: Propet TravelFit Prestige  
Item 5: Title: Propet TravelFit Strap Shoe  
Item 6: Title: Propet TravelFit Strap Shoe  
Item 7: Title: Propet TravelFit Strap Shoe  
Item 8: Title: Propet TravelFit Strap Shoe  
Item 9: Title: Propet TravelFit Strap Shoe  
Item 10: Title: Propet TravelFit Strap Shoe  
Item 11: Title: Propet TravelFit Hi Walking Shoe

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Label: simulation

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Conversation:  
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Turn 0:  
User Utterance: I am looking for a pair of open-toed, dress flats with a leather sole. Preferably in black or navy. What can you recommend. Also, I need a size 11  
Assistant Utterance: \*\*Based on your preferences, I recommend the DREAM PAIRS Open Toe Flat Sandals in navy blue. They are open-toed flats and appear to be a good option. Unfortunately, we do not currently have any open-toed dress flats with a leather sole in black or navy in a size 11.\*\*

Recommendations:  
Item 0: Title: Women's Comfortable Ballet Flats  
Item 1: Title: DREAM PAIRS Open Toe Flat Sandals  
Item 2: Title: Black Ballet Flats  
Item 3: Title: Navy Ballet Flats  
Item 4: Title: BareTraps Payge Women's Flats  
Item 5: Title: DREAM PAIRS Women's Slip On Flats  
Item 6: Title: Pointed Toe Breathable Flats  
Item 7: Title: Natural Soul Girly Ballet Flat  
Item 8: Title: Eazies Crowne Joyful Flats  
Item 9: Title: Shop Pretty Girl Women's Loafers  
Item 10: Title: Women's Open Toe Flat Sandals  
Item 11: Title: Women's Leather Ballet Flats  
=====

Turn 1:  
User Utterance: The sandal you suggested is just too casual. However, the Women's Leather Ballet Flats is a possibility. Do you know if it is available in an 11 and in Black?  
Assistant Utterance: \*\*The "Women's Leather Ballet Flats" are available in black. Unfortunately, we do not have them in size 11 at this time. Would you like to consider other sizes or explore our other black ballet flat options?\*

Recommendations:  
Item 0: Title: Black Ballet Flats  
Item 1: Title: ara Women's Ballet Flat  
Item 2: Title: Usaflex Ballet Flat  
Item 3: Title: Women's Leather Ballet Flats  
Item 4: Title: find. Women's Ballet Flat  
Item 5: Title: iloveflat Ballet Flats  
Item 6: Title: Natural Soul Girly Ballet Flat  
Item 7: Title: FEETCITY Ballet Shoes  
Item 8: Title: Women's Leather Ballet Flats  
Item 9: Title: FLORIANA Ballet Flats  
Item 10: Title: FRACORA Ballet Flats  
Item 11: Title: Tory Burch Minnie Ballet Flat  
=====

Turn 2:  
User Utterance: I would like to explore other black ballet flat options. Please show me options without any decorations on the shoe.  
Assistant Utterance: \*\*Here are some black ballet flat options without decorations:\*\*<br><br>\*\*\* find. Women's Ballet Flat  
: \*\* These feature a sleek, rounded toe and a simple, understated design.\*\*<br><br>\*\*\* Women's Ballet Flat: \*\* These

offer a smooth leather upper with a minimalist design.\*\*

Recommendations:

- Item 0: Title: find. Women's Ballet Flat
- Item 1: Title: Report Bell Ballet Flat
- Item 2: Title: Women's Ballet Flat
- Item 3: Title: Women's Ballet Flats
- Item 4: Title: Women Ballet Flats
- Item 5: Title: Ballet Flats - Classic Loafer
- Item 6: Title: Black Ballet Flats
- Item 7: Title: Women's Ballet Flat
- Item 8: Title: Ballet Flats Canvas Shoes
- Item 9: Title: Walking Flats Women's Shoes
- Item 10: Title: Tory Burch Minnie Ballet Flat
- Item 11: Title: Ballet Flats Pointed Toe

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Turn 3:

User Utterance: There are several shoes in this list of choices that just might work. I will need some time to think about it.

Thank you.

Assistant Utterance: \*\*Take your time! If you have any more questions or want to narrow down your choices further, just let me know.\*\*

Recommendations:

- Item 0: Title: find. Women's Ballet Flat
- Item 1: Title: Report Bell Ballet Flat
- Item 2: Title: Women's Ballet Flat
- Item 3: Title: Women's Ballet Flats
- Item 4: Title: Women Ballet Flats
- Item 5: Title: Ballet Flats - Classic Loafer
- Item 6: Title: Black Ballet Flats
- Item 7: Title: Women's Ballet Flat
- Item 8: Title: Ballet Flats Canvas Shoes
- Item 9: Title: Walking Flats Women's Shoes
- Item 10: Title: Tory Burch Minnie Ballet Flat
- Item 11: Title: Ballet Flats Pointed Toe

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Label: human

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Conversation:

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Turn 0:

User Utterance: I am looking for a pair of open-toed, dress flats with a leather sole. Preferably in black or navy. What can you recommend. Also, I need a size 11

Assistant Utterance: \*\*Based on your preferences, I recommend the DREAM PAIRS Open Toe Flat Sandals in navy blue. They are open-toed flats and appear to be a good option. Unfortunately, we do not currently have any open-toed dress flats with a leather sole in black or navy in a size 11.\*\*

Recommendations:

- Item 0: Title: Women's Comfortable Ballet Flats
- Item 1: Title: DREAM PAIRS Open Toe Flat Sandals
- Item 2: Title: Black Ballet Flats
- Item 3: Title: Navy Ballet Flats
- Item 4: Title: BareTraps Payge Women's Flats
- Item 5: Title: DREAM PAIRS Women's Slip On Flats
- Item 6: Title: Pointed Toe Breathable Flats
- Item 7: Title: Natural Soul Girly Ballet Flat
- Item 8: Title: Eazies Crowne Joyful Flats
- Item 9: Title: Shop Pretty Girl Women's Loafers
- Item 10: Title: Women's Open Toe Flat Sandals
- Item 11: Title: Women's Leather Ballet Flats

=====

Turn 1:

User Utterance: The sandal you suggested is just too casual. However, the Women's Leather Ballet Flats is a possibility. Do you know if it is available in an 11 and in Black?

Assistant Utterance: \*\*The "Women's Leather Ballet Flats" are available in black. Unfortunately, we do not have them in size 11 at this time. Would you like to consider other sizes or explore our other black ballet flat options?\*

Recommendations:

- Item 0: Title: Black Ballet Flats
- Item 1: Title: ara Women's Ballet Flat
- Item 2: Title: Usaflex Ballet Flat
- Item 3: Title: Women's Leather Ballet Flats
- Item 4: Title: find. Women's Ballet Flat
- Item 5: Title: iloveflat Ballet Flats
- Item 6: Title: Natural Soul Girly Ballet Flat
- Item 7: Title: FEETCITY Ballet Shoes
- Item 8: Title: Women's Leather Ballet Flats
- Item 9: Title: FLORIANA Ballet Flats
- Item 10: Title: FRACORA Ballet Flats
- Item 11: Title: Tory Burch Minnie Ballet Flat

=====

Turn 2:

User Utterance: I would like to explore other black ballet flat options. Please show me options without any decorations on the shoe.

Assistant Utterance: \*\*Here are some black ballet flat options without decorations:\*\*<br><br>\*\*\* find. Women's Ballet Flat : \*\* These feature a sleek, rounded toe and a simple, understated design.\*\*<br><br>\*\*\* \*\*Women's Ballet Flat: \*\* These offer a smooth leather upper with a minimalist design.\*\*

Recommendations:

- Item 0: Title: find. Women's Ballet Flat
- Item 1: Title: Report Bell Ballet Flat
- Item 2: Title: Women's Ballet Flat
- Item 3: Title: Women's Ballet Flats
- Item 4: Title: Women Ballet Flats
- Item 5: Title: Ballet Flats - Classic Loafer
- Item 6: Title: Black Ballet Flats
- Item 7: Title: Women's Ballet Flat
- Item 8: Title: Ballet Flats Canvas Shoes
- Item 9: Title: Walking Flats Women's Shoes
- Item 10: Title: Tory Burch Minnie Ballet Flat
- Item 11: Title: Ballet Flats Pointed Toe

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Turn 3:
User Utterance: There are several shoes in this list of choices that just might work. I will need some time to think about it.
                Thank you.
Assistant Utterance: **Take your time! If you have any more questions or want to narrow down your choices further, just let me
                    know.**
Recommendations:
Item 0: Title: find. Women's Ballet Flat
Item 1: Title: Report Bell Ballet Flat
Item 2: Title: Women's Ballet Flat
Item 3: Title: Women's Ballet Flats
Item 4: Title: Women Ballet Flats
Item 5: Title: Ballet Flats - Classic Loafer
Item 6: Title: Black Ballet Flats
Item 7: Title: Women's Ballet Flat
Item 8: Title: Ballet Flats Canvas Shoes
Item 9: Title: Walking Flats Women's Shoes
Item 10: Title: Tory Burch Minnie Ballet Flat
Item 11: Title: Ballet Flats Pointed Toe

=====
Label: human

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## E Example Conversation

We show an example conversation from the dataset.

```

{'turns': [{'user_utterance': 'Hoodie',
'assistant_utterance': '**Are you looking for a hoodie for a specific gender or occasion?*',
'recommendations': [{'item_id': 'B09825F9GP',
'title': 'Men's Fashion Hoodie',
'description': 'This men's fashion hoodie features a novel, casual, hip hop, and cool design. It boasts a relaxed,
comfortable fit with a soft, slightly textured fleece feel. The simple, unadorned design emphasizes its versatility
, making it perfect for layering or casual wear. The deep hood and kangaroo pocket add both style and practicality.
Made with soft elastic, fast-drying Polyester and Spandex, the fabric is super comfortable and breathable,
ensuring no fading, cracking, or peeling. It's a great gift for family and friends, especially teens who enjoy
street skateboarding.',
'image_url': 'https://m.media-amazon.com/images/I/51X06-zxhKL._AC_UL1500_.jpg',
'features': 'Casual, Hip Hop, Comfortable, Soft fleece, Deep hood, Kangaroo pocket, Breathable, Elastic, Fast drying,
Lace Up closure'},
{'item_id': 'B07C1WWRT7',
'title': 'Awdis Heavyweight Hoodie',
'description': 'This heavyweight, full-zip hoodie features side panels for a stylish fit, a brass zip with chunky rib
detail, and overlock stitching. The double-fabric hood has a waffle fabric inner and chunky white flat lace
drawcord. A kangaroo pouch pocket includes a hidden opening for earphone cord feed and hidden earphone loops. The
deep ribbed cuff and hem add to the comfort and durability. Made from 80% cotton and 20% polyester.',
'image_url': 'https://m.media-amazon.com/images/I/71Qh7-EBDWL._AC_UL1500_.jpg',
'features': 'Full zip, Stylish fit, Brass zip, Rib detail, Overlock stitching, Waffle hood, Drawcord, Kangaroo pocket,
Earphone cord feed, Deep ribbed cuff'},
{'item_id': 'B0964PH79C',
'title': 'Game Hoodie',
'description': 'This vibrant hoodie boasts a bold, all-over print, featuring a dynamic blend of graffiti-style text and
playful cartoon characters against a gradient backdrop of deep pink transitioning to purple. The soft, likely
polyester, fabric suggests a comfortable, casual feel ideal for active kids. The graphic's energetic style and
vivid colors make a playful statement, perfect for expressing a fun, youthful personality. The hoodie's classic
shape and large pockets maintain a practical and comfortable silhouette.',
'image_url': 'https://m.media-amazon.com/images/I/51hcUWkOEL._AC_UL1080_.jpg',
'features': 'Polyester, Lace Up closure, Machine Wash, Comfortable, Casual, Large pockets, Classic shape, Energetic style
, Vivid colors'},
{'item_id': 'B09KL5DQV4',
'title': 'Sinohomie Pullover Hoodie',
'description': 'This Sinohomie women's hoodie is a stylish and comfortable casual wear option for spring, summer, fall,
and winter. The oversized, cowl-neck hoodie features a soft, slightly textured polyester fabric that drapes
beautifully, creating an asymmetrical, high-low hemline. It has a roomy kangaroo pocket and is perfect for everyday
wear, office, school, shopping, beach, dating, leisure, and work. Combine with skinny jeans, pants,
dresses, shorts, boots, sneakers, and heels for a fashionable outfit.',
'image_url': 'https://m.media-amazon.com/images/I/61Hs26jE6LL._AC_UL1500_.jpg',
'features': 'Polyester, Soft, Comfortable, Drawstring closure, Long sleeve, Hooded, Kangaroo pocket, Asymmetrical hem,
Casual, Stylish'},
{'item_id': 'B00XQPORTK',
'title': 'Awdis Girlie College Hoodie',
'description': 'This Awdis Girlie College Pullover Hoodie is a classic, comfortable, everyday wear item. It boasts a
soft texture, simple clean lines and comes in 25 great colors. Features include a drawstring hood and a kangaroo
pocket. Made from soft cotton faced fabric which creates an ideal printing surface with twin needle stitching
detailing. A double fabric hood and self colored cords complete the design.',
'image_url': 'https://m.media-amazon.com/images/I/617wrWnW4-L._AC_UL1500_.jpg',
'features': 'Soft, Comfortable, Everyday wear, Drawstring hood, Kangaroo pocket, Cotton, Printing surface, Twin needle
stitch, Double hood, Self colored cords'},
{'item_id': 'B00ITJMVEM',
'title': 'Hoodie Buddie Bodhi Pullover',
'description': 'The Hoodie Buddie Bodhi Pullover Hoodie boasts a relaxed, casual aesthetic. Its soft, heather gray body
is subtly contrasted by playful pops of pink and gold in a chevron pattern across the shoulders and kangaroo pocket
. The navy trim provides a grounding element, further enhancing the hoodie's comfortable and effortlessly cool vibe
. Made from 55% Cotton and 45% Polyester. Features Hi fidelity sound, 3.5 mm plug featuring HB3 technology. The
hoodie is a color-blocked pullover that is machine washable.',
'image_url': 'https://m.media-amazon.com/images/I/51uRVtY5SHL._AC_.jpg',
'features': 'Relaxed, Casual, Heather gray body, Chevron pattern, Kangaroo pocket, Navy trim, Comfortable, 55% Cotton,
45% Polyester, Machine Wash'},
{'item_id': 'B07GDG4WJ3',
'title': 'Womens Heart Hoodie Sweatshirt',
'description': 'This soft pink pullover hoodie exudes casual comfort with its relaxed fit and charming design. The
slightly oversized shape is balanced by a minimalist black hand-heart graphic, adding a touch of playful femininity
. The soft, plush texture of the fleece fabric promises warmth and coziness, perfect for everyday wear or relaxed
weekends. Black drawstrings provide a subtle contrast against the pale pink, completing the effortlessly stylish
look.'}]

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'features': 'Comfortable, Long Sleeve, Adjustable Drawstrings, Zippered Pocket, Plaid Jacquard, Solid Color, Machine Washable, Pullover, Hooded'},  
{'item\_id': 'B09HTZ81ZV',  
'title': 'Mens Winter Fleece Hoodie',  
'description': 'This stylish men's hoodie features a blend of textures and colors, with a predominantly black body complemented by contrasting gray sleeves, creating a modern, two-toned effect. The plush, light gray fleece lining of the hood and inner jacket promises exceptional warmth, while the ribbed cuffs and hem add a touch of casual sophistication. The overall silhouette is classic and relaxed, making it ideal for everyday wear, and the zipper closure offers practicality and versatility.',  
'image\_url': 'https://m.media-amazon.com/images/I/61u-x33XYmL.\_AC\_UL1000\_.jpg',  
'features': 'Stylish, Two-toned, Fleece lining, Warm, Ribbed cuffs, Zipper closure, Practical, Versatile, Relaxed fit'},  
{'item\_id': 'B09ZQMPDJS',  
'title': 'Men's Full Zip Hoodie',  
'description': 'This men's full-zip hoodie features a sleek, athletic silhouette in solid black, accentuated by subtle neon green zipper pulls and accent stitching. The soft, brushed texture of the fleece material promises warmth and comfort. With a full front zip, hood drawstring, ribbed waistband and cuffs, and 2 side zip pockets, this hoodie is perfect for everyday wear, exercise, walking, fitness, travel, or any other outdoor sports or casual wear. It is made of polyester and features great stretch and enhanced range of motion. Please pay attention to the product size chart, and check the detailed size to choose the right size.',  
'image\_url': 'https://m.media-amazon.com/images/I/51+tTzeQ+3L.\_AC\_UL1000\_.jpg',  
'features': 'Full zip, Drawstring hood, 2 zip pockets, Polyester, Great stretch, Comfortable, Warm, Athletic fit, Casual wear, Outdoor sports'},  
{'item\_id': 'B0BBQXBDP9',  
'title': 'Men's Zipper Pullover Hoodie',  
'description': 'This stylish and comfortable men's pullover hoodie is crafted from a soft and lightweight material, perfect for everyday wear. It features a trendy asymmetrical zipper with tan and white accents, a drawstring hood with a mustard yellow interior, long sleeves, and ribbed elastic hem and cuffs for added warmth. With a durable front pocket, it's ideal for casual outings, sports, travel, or lounging at home. Available in multiple colors and easy to pair with jeans or sweatpants.',  
'image\_url': 'https://m.media-amazon.com/images/I/81gGVuLEU6L.\_AC\_UL1500\_.jpg',  
'features': 'Pullover, Long Sleeve, Drawstring Hood, Soft Fabric, Front Pocket, Ribbed Cuffs, Elastic Hem, Casual, Warm, Imported'},  
{'item\_id': 'B0BD8QTK3',  
'title': 'Mens Casual Pullover Hoodie',  
'description': 'This men's casual pullover hoodie is a warm and comfortable sweatshirt, perfect as a coat or jacket. It features long sleeves, a quilted stylish style, a soft and warm drawstring hood, and ribbed elastic hem and cuffs to lock in warmth. Small, understated brown leather accents on the drawstrings offer a touch of refined detail. Made of lightweight, breathable material (85% Polyester, 15% Spandex), it's suitable for daily wear, casual outings, sports, travel, home, work out, and outdoor activities. It is easy to match with jeans, sweatpants, or cargo pants for a casual daily look or layered with a t-shirt. Please choose 2-3 sizes up.',  
'image\_url': 'https://m.media-amazon.com/images/I/515vgCXOWL.\_AC\_UL1500\_.jpg',  
'features': 'Pullover style, Long sleeves, Drawstring hood, Ribbed cuffs, Elastic hem, Lightweight, Breathable, Comfortable, Warm, Daily wear'},  
{'item\_id': 'B095WTGK4C',  
'title': 'Nubefeet Men's Hoodie',  
'description': 'This Nubefeet men's hoodie features a sleek, minimalist silhouette in solid black. The heavy weight fabric appears soft and comfortable, promising warmth. Subtle detailing elevates the design beyond basic, with ribbed accents on the sleeves adding a touch of sporty style, and a drawstring hood providing a classic, relaxed fit. The kangaroo pocket is a practical addition, enhancing the casual, everyday appeal. The hoodie uses pleated long sleeves and a slim design and the cotton polyester blend helps reduce pilling and shrinkage. It features a fleece lining that locks in warmth, and soft knitted fabric provides lasting comfort. Ribbed hem and cuffs create a timeless classic style. This hoodie is suitable for training, lounging, jogging, running, walking or daily wear.',  
'image\_url': 'https://m.media-amazon.com/images/I/71zzVzXHpSL.\_AC\_UL1500\_.jpg',  
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'description': 'This men's pullover hoodie presents a minimalist aesthetic. The black fleece boasts a soft, subtly textured appearance, promising warmth and comfort. The simple, clean lines of the kangaroo pocket and drawstring hood are complemented by the relaxed, yet tailored fit, suggesting both casual wearability and a refined, understated style. The solid color allows for versatility in layering and personal expression. Made of 65% polyester and 35% rayon. Suitable for gym, workouts, fitness, walking, biking, or daily wear. Pair with sports shorts, casual pants or sport jackets.',  
'image\_url': 'https://m.media-amazon.com/images/I/51nE7y4lyLL.\_AC\_UL1500\_.jpg',  
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'description': 'This HHGKED men's fashion hoodie is a comfortable, long-sleeve top suitable for daily wear, leisure, sports, travel, and work. It features a subtle textured, quilted surface, a zippered sleeve pocket, a classic drawstring hood, and comfortable ribbed cuffs. Made from 65% cotton and 35% polyester, with accents of 96% polyester and 4% spandex. It is machine washable. Please refer to the size chart before ordering.',  
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'title': 'H2H Casual Hoodie',  
'description': 'This H2H men's casual hoodie presents a sleek, minimalist aesthetic. The solid black color is offset only by subtle silver drawstrings and a single button placket at the neckline, adding a touch of understated detail. The soft, slightly textured fleece fabric suggests warmth and comfort, ideal for casual wear. The relaxed fit and kangaroo pocket enhance the overall casual and comfortable vibe. It features a pull-on closure.',  
'image\_url': 'https://m.media-amazon.com/images/I/61w7NBAwnbL.\_AC\_UL1500\_.jpg',  
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'description': 'This men's lightweight hoodie boasts a subtly heathered, deep blue fabric with a soft, slightly textured feel. The curved hemline and relaxed fit offer a modern, casual silhouette, while the simple, black drawstring hood adds a touch of understated style perfect for everyday wear.',  
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'image\_url': 'https://m.media-amazon.com/images/I/81AJ0XhaT7L.\_AC\_UL1500\_.jpg',  
'features': 'Comfortable, Breathable, Lightweight, Casual, Stylish, Textured pattern, Drawstring, Lace up closure',  
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'description': "This COOFANDY men's hoodie boasts a modern, casual aesthetic achieved through a dynamic color-block design. The blue body is contrasted by gray raglan sleeves and a curved white accent, creating a visually interesting silhouette. The soft, textured sweatshirt material suggests a comfortable and cozy feel, perfect for everyday wear. The simple, yet stylish, gray drawstring adds a refined touch, completing the relaxed yet sophisticated look. Hand wash only.",  
'image\_url': 'https://m.media-amazon.com/images/I/91Qd-2Rp+JL.\_AC\_UL1500\_.jpg',  
'features': 'Casual, Color Block, Comfortable, Cozy, Soft, Stylish, Drawstring',  
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'description': "This navy blue hoodie boasts a casual yet stylish silhouette. The soft, textured cotton material is evident in its subtle drape, while the ribbed detailing on the shoulders adds a touch of sporty sophistication. The kangaroo pocket and relaxed fit contribute to its comfortable, everyday appeal, perfectly suited for a hipster look or casual outing. It is also machine washable.",  
'image\_url': 'https://m.media-amazon.com/images/I/61e80whvC2S.\_AC\_UL1000\_.jpg',  
'features': 'Casual, Stylish, Soft cotton, Ribbed shoulders, Kangaroo pocket, Comfortable, Relaxed fit, Everyday appeal, Machine washable',  
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'title': 'Mens Fleece Hoodie',  
'description': "This sky-blue hoodie boasts a luxuriously fluffy texture, creating a cozy and undeniably warm visual. The oversized, relaxed fit and chunky, plush fleece material suggest ultimate comfort, perfect for lounging or casual winter wear. Subtle design details, like the contrasting cream and pink drawstrings, add a touch of understated style. The overall effect is one of soft, enveloping warmth and effortless casualness.",  
'image\_url': 'https://m.media-amazon.com/images/I/61znBRXl-7L.\_AC\_UL1000\_.jpg',  
'features': 'Fleece, Warm, Fluffy, Cozy, Oversized, Relaxed fit, Chunky, Drawstrings, Comfortable, Casual',  
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'title': 'COOFANDY Color Block Hoodie',  
'description': "The COOFANDY Color Block Hoodie features a modern color-blocked design with vibrant sky blue, navy blue raglan sleeves, and white accents. The soft, comfortable sweatshirt fabric features a relaxed fit and smooth texture. Navy blue trim on the cuffs and hem provides a clean finish. The simple drawstring hood completes the effortlessly stylish look, perfect for casual wear.",  
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'features': 'Color Blocked, Drawstring Hood, Comfortable, Soft, Raglan Sleeves, Casual, Stylish',  
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'image\_url': 'https://m.media-amazon.com/images/I/710oeGQZXUL.\_AC\_UL1500\_.jpg',  
'features': 'Cotton Blend, Zipper closure, Machine Wash, Athletic, Textured fabric, Casual feel, Curved hemline, Side zippers, Fitted design, Comfortable hood',  
{'item\_id': 'B09WR6WXLZ',  
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'description': "This IORTY RTTY men's hoodie is made of soft and comfortable polyester, offering a lightweight, breathable, and silky feel. It features a striking, swirling tie-dye pattern in electric blue and teal against a deep black base. The design is bold and eye-catching, perfect for casual wear. It features a drawstring adjustable hood, a kangaroo pocket, and rib cuffs and hem.",  
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'features': 'Polyester, Soft, Comfortable, Lightweight, Breathable, Tie dye, Drawstring hood, Kangaroo pocket, Ribbed cuffs, Machine wash',  
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'description': "This stylish men's zip-up hoodie features a deep navy blue heather. The soft, slightly textured fabric offers a comfortable, lightweight feel ideal for active wear or everyday casual use. Its slim fit silhouette is modern and flattering, while the full zip and kangaroo pockets add functionality and a sporty touch. A subtle pop of color on the inner hood adds a refined detail.",  
'image\_url': 'https://m.media-amazon.com/images/I/51MqRlURRSL.\_AC\_UL1000\_.jpg',  
'features': 'Slim fit, Lightweight, Full zip, Kangaroo pockets, Comfortable, Sporty, Casual, Active wear, Soft fabric',  
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'description': "The Joe's USA Hooded boasts a classic, relaxed fit. The rich color is visually striking, and the soft, comfortable-looking texture suggests cozy wear. The simple, unadorned design emphasizes the hoodie's soft, plush material, making it ideal for casual everyday wear or layering. Made of Poly/Cotton Fleece with a Pull On closure",  
'image\_url': 'https://m.media-amazon.com/images/I/519IJPxvV6L.\_AC\_UL1080\_.jpg',  
'features': 'Classic fit, Soft, Comfortable, Plush material, Casual, Everyday wear, Layering, Poly/Cotton Fleece, Pull On closure',  
{'item\_id': 'B09F8NLZY3',  
'title': 'COOFANDY Hooded Sweatshirt',  
'description': "The COOFANDY Hooded Sweatshirt is a lightweight and comfortable hoodie made from soft polyester fabric. It features a durable kangaroo pocket, elastic ribbed cuffs and hem, and a drawstring hood. This casual fashion style hoodie is perfect for layering or wearing alone and is suitable for daily wear, sports, travel, or any casual occasion. Hand wash recommended.",  
'image\_url': 'https://m.media-amazon.com/images/I/81mmynUUzCL.\_AC\_UL1500\_.jpg',  
'features': 'Lightweight, Soft polyester, Kangaroo pocket, Drawstring hood, Elastic cuffs, Ribbed hem, Comfortable, Fashionable, Slim fit, Warm',  
{'item\_id': 'B079BWX7PZ',  
'title': 'Custom Hoodies for Men',  
'description': "This custom hooded sweatshirt allows you to personalize your design or text. It's made from 80% cotton and 20% polyester preshrunk fleece, ensuring a soft and comfortable fit for everyday wear. Features include double-needle coverseaming on the neck, armholes, and waistband, 1x1 ribbed cuffs and waistband, a concealed seam on the cuffs, and a convenient pouch pocket. Perfect as a gift for children, for school, outdoor sports, or at-home wear. NICTIME SHOP offers excellent quality and after-sales service.",  
'image\_url': 'https://m.media-amazon.com/images/I/71X6j5uTb-L.\_AC\_UL1500\_.jpg',  
'features': 'Customizable, Cotton blend, Comfortable, Pouch pocket, Ribbed cuffs, Durable, Polyester, Preshrunk fleece, Double-needle, Gift',  
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