

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; Montazeralghaem 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

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

087 To address this challenge, we introduce a com-
088 prehensive benchmark for validating user simu-
089 lators for conversational systems. A truly realis-
090 tic simulator should not only mimic user behavior
091 from its training data but also generalize robustly
092 and react plausibly to novel, unseen agent behav-
093 iors. Our framework moves beyond simple statisti-
094 cal checks to assess these deeper aspects of fidelity.
095 Our main contributions are:

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

107 **A comprehensive validation framework:** We pro-
108 pose a three-pillar framework that combines estab-
109 lished techniques with novel methods for evalua-
110 ting simulator robustness and fidelity. We extend
111 *population-level statistical alignment* to compare
112 behavioral distributions and incorporate a *human-
113 likeness score*, a discriminator-based metric that
114 assesses conversational realism. Our primary method-
115 ological contribution, *counterfactual validation*, is
116 a powerful technique that rigorously tests a simu-
117 lator’s generalizability by measuring responses in
118 unseen, out-of-distribution agent behaviors, reveal-
119 ing whether it has learned a true behavioral model
120 or is merely mimicking surface-level patterns.

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

130 2 Related Work

131 User Simulation for Conversational Systems. 132 User simulation has long been a key method for the

133 scalable training and evaluation of conversational
134 systems (Zhang and Balog, 2020). While early ap-
135 proaches were often rule-based (Schatzmann et al.,
136 2007; Ie et al., 2019), the advent of LLMs has led to
137 a surge in generative simulators across diverse ap-
138 plications, including search (Davidson et al., 2023;
139 Wang et al., 2024c; Zhang et al., 2024; Balog and
140 Zhai, 2025), task-oriented dialog (Hu et al., 2023;
141 Sekulic et al., 2024), and CRSs (Wang et al., 2023;
142 Afzali et al., 2023; Corecco et al., 2024; Zhang
143 et al., 2025; Yoon et al., 2024). Common tech-
144 niques to develop these simulators include sophisti-
145 cated prompting with user personas (Mansour et al.,
146 2025; Zhu et al., 2025), in-context learning (Ter-
147 ragni et al., 2023), and supervised fine-tuning on
148 human conversational data (Sekulic et al., 2024;
149 Kong et al., 2024). We address the critical, yet
150 often overlooked, challenge of robustly validating
151 representative simulator types.

152 **Evaluation of User Simulator Fidelity.** The dif-
153 ficulty of evaluating interactive systems is a cen-
154 tral challenge. A shift from static evaluation to
155 interactive evaluation with simulators (Wang et al.,
156 2023) has placed the burden of reliability squarely
157 on the simulator itself. Recent critical analyses
158 have revealed that this trust is often misplaced. Re-
159 searchers have identified systemic issues with cur-
160 rent simulation and evaluation practices, including
161 data leakage that artificially inflates performance
162 (Zhu et al., 2024), behavioral “distortions” where
163 simulators fail to match human statistical distribu-
164 tions (Yoon et al., 2024), and a lack of realistic
165 human “noise” and irrationality (Feng et al., 2025).

166 These findings have spurred new evaluation pro-
167 tocols, such as distributional “group alignment”
168 (Mansour et al., 2025), and highlight the need to
169 distinguish behavioral similarity from downstream
170 task performance (Bernard and Balog, 2024). How-
171 ever, these critiques point to a deeper problem: re-
172 liance on any single evaluation methodology, es-
173 specially statistical alignment alone, is insufficient.
174 We address this by proposing a comprehensive,
175 multi-faceted framework.

176 **CRS Datasets.** Research in CRSs has been en-
177 abled by both human-human (e.g., REDIAL (Li
178 et al., 2018), INSPIRED (Hayati et al., 2020)) and
179 synthetic (AI-AI), LLM-generated (e.g., PEARL
180 (Kim et al., 2024), LLM-REDIAL (Liang et al.,
181 2024)) conversation datasets. While valuable, ex-
182 isting datasets are not designed to test the general-
183 ization 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.¹ 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

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

¹Raters 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.

256 the distribution of behaviors produced by a simu-
257 lator and that of a human population in the same
258 interactive environment. To this end, we propose
259 a comprehensive, data-driven framework to assess
260 simulator fidelity at multiple levels of granularity.
261 It combines the application of statistical compari-
262 sons with a discriminator-based realism score and
263 novel counterfactual validation to capture deeper
264 aspects of realism and generalizability.

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

268 4.1 Population-Level Statistical Alignment

269 A standard way to evaluate a simulator is to com-
270 pare the distribution of its behaviors to that of a
271 human population. Such *population-level statis-
272 tical alignment* (PLSA) reduces complex interac-
273 tion patterns to a set of measurable, interpretable
274 properties. Building on prior work (Yoon et al.,
275 2024), PLSA compares simulator and human dis-
276 tributions over a suite of metrics covering different
277 facets of the interaction. We group these into three
278 categories. *Basic conversational statistics* are high-
279 level metrics that describe the overall shape of the
280 conversation (e.g., number of turns per session, av-
281 erage number of words per user turn). *Behavioral
282 dialog acts* are fine-grained metrics that capture
283 user intent at each turn (e.g., inform-preference,
284 ask-clarification, accept-recommendation, reject-
285 recommendation). *User experience metrics* mea-
286 sure latent user states throughout the conversation
287 (e.g., satisfaction, frustration, confusion) which are
288 critical for understanding interaction quality.

289 4.2 Human-Likeness Score

290 While PLSA analyzes specific, predefined behav-
291 iors, it may fail to capture the full richness of con-
292 versational dynamics. A simulator might match
293 a human-behavior distribution on key metrics but
294 still produce conversations that feel unnatural, inco-
295 herent, or stylistically artificial—subtle flaws that
296 are difficult to define with hand-crafted rules.

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

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

308 Consequently, research has explored automated
309 alternatives. One, inspired by adversarial learning
310 for dialog generation (Li et al., 2017), is to train
311 a discriminator for the same task (Friedman et al.,
312 2023); however, such trained discriminators have
313 only been used for model training, not evaluation.
314 Another is to prompt an LLM to act as the judge
315 (Duan et al., 2023), but as we show (in Section 6.1),
316 out-of-the-box LLMs are often not up to this task.
317 We therefore propose an automated, data-driven ap-
318 proach to generate a holistic human-likeness score
319 that complements the granular analysis of PLSA
320 (see Section 6 for details).

321 To implement the HLS, we train a *discriminator*
322 D , an LLM-based binary classifier fine-tuned on a
323 mix of human conversations and synthetic ones gen-
324 erated by a variety of simulators, to learn the subtle
325 patterns that differentiate the two. For a given con-
326 versation c , the discriminator outputs the HLS, a
327 score $D(c) \in [0, 1]$ representing the probability
328 that c was generated by a human. A high score
329 signifies that a simulator can effectively “fool” the
330 classifier, making the HLS a single, holistic mea-
331 sure of conversational realism that complements
332 the granular analysis of PLSA.

333 4.3 Counterfactual Validation

334 A challenging test of a simulator’s fidelity, beyond
335 its ability to replicate interactions from a train-
336 ing distribution, is its capacity to generalize to
337 novel, out-of-distribution scenarios. A simulator
338 that merely overfits to conversational patterns in-
339 duced by interaction with a specific system may
340 have high statistical alignment and, indeed, gener-
341 ate conversations with high HLS; but it will fail as
342 a robust tool for testing or training new or modified
343 systems (e.g., as a simulator to help improve a CRS
344 agent). To measure this crucial form of general-
345 ization, we introduce *counterfactual validation*,
346 a powerful and novel validation methodology that
347 asks “How would a user population react if it were
348 interacting with a system that is (behaviorally) dif-
349 ferent from the one(s) that induced the training
350 data?” A truly high-fidelity simulator should be
351 able to answer this question plausibly.

352 A simulator is counterfactually valid if its behav-
353 iors under the new condition are realistic in the
354 senses above. For instance, when moving from a
355 “good” to a “bad” agent, a valid simulator should ex-
356 hibit increased frustration, lower satisfaction, and

357 a higher rate of critique, reflecting the behavioral
 358 shift observed in human users. This goes beyond
 359 in-distribution mimicry, demonstrating that the sim-
 360 ular has learned an underlying model of user be-
 361 havior that is robust enough to generalize out-of-
 362 distribution to new conversational dynamics, a vital
 363 step in creating reliable simulators.

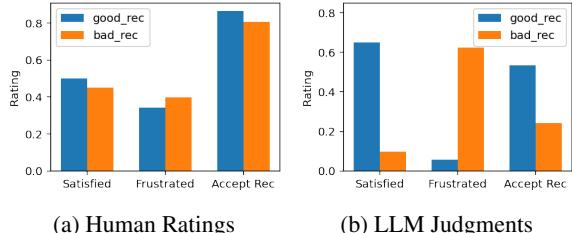
364 5 User Simulator Baselines

365 To demonstrate our *ConvApparel* benchmark, we
 366 evaluate three representative LLM-powered user
 367 simulators to illustrate the insights our approach
 368 can provide. Concretely, a generative user sim-
 369 ular must model the conditional distribution
 370 $P(U_t|U_1, A_1, \dots, U_{t-1}, A_{t-1}; C)$ of a user’s utter-
 371 ance U_t at turn t , given the conversation history and
 372 user context C (e.g., goal, preferences). The three
 373 LLM-based models of distribution use the Gemini
 374 model family (Gemini Team Google, 2024).

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

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

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



(a) Human Ratings

(b) LLM Judgments

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.

405 parameters² on the *ConvApparel* human-AI conver-
 406 sations. Each user turn t in a conversation serves
 407 as a training instance: the input is the preceding
 408 history $(U_1, A_1, \dots, U_{t-1}, A_{t-1})$ and the target is
 409 the ground-truth utterance U_t . By training on a
 410 standard causal language modeling objective, the
 411 SFT simulator learns the specific linguistic styles
 412 and behavioral patterns present in our human data,
 413 moving beyond what can be achieved with prompt-
 414 ing alone.

415 6 Results and Analysis

416 Our experiments are guided by two primary re-
 417 search questions: **(RQ1)** How reliable are the
 418 components of our comprehensive validation frame-
 419 work? **(RQ2)** How do representative user sim-
 420 ualizers compare when assessed with our framework?

421 6.1 RQ1: Evaluating the Framework

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

429 **Validating the LLM-as-a-Judge.** To scalably ex-
 430 tract metrics for PLSA, especially dialog acts and
 431 user experience which traditionally require man-
 432 ual annotation, we leverage the LLM-as-a-judge
 433 paradigm. We use a powerful LLM (Zheng et al.,
 434 2023), prompted with detailed guidelines (see Ap-
 435 pendix A.1), to classify dialog acts and estimate
 436 user experience scores at each turn of a conver-
 437 sation. This allows for consistent, scalable, and
 438 fine-grained statistical comparisons.

439 A challenge is the difficulty of validation: typ-
 440 ically, LLM judgments are compared to those of

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

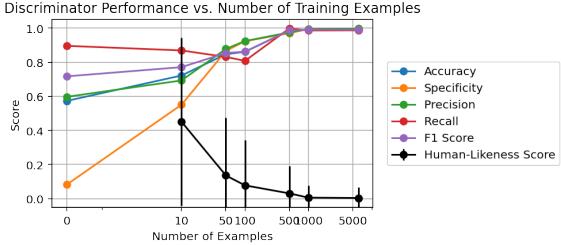


Figure 3: Discriminator performance and HLS as a function of the number of training examples.

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, its tends to exaggerate the difference, assigning higher satisfaction and lower frustration scores than human raters. Individual conversation alignment is modest: Kendall’s τ 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

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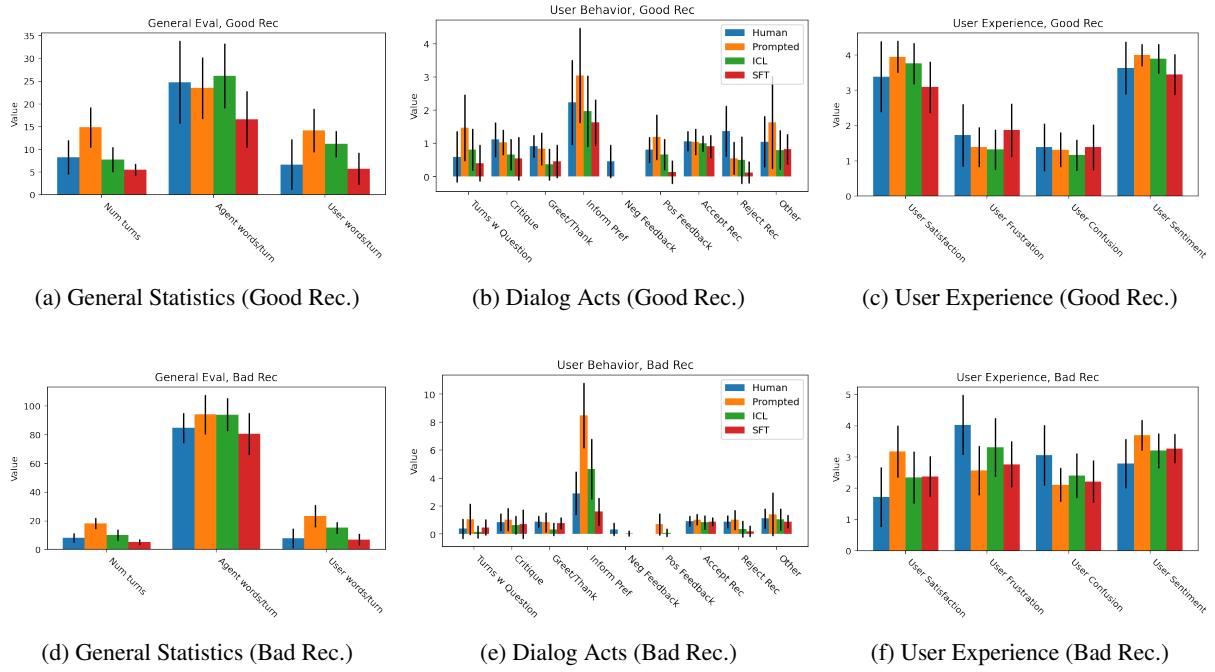


Figure 4: Population-Level Statistical Alignment (PLSA) with the “good” (top) and “bad” (bottom) recommenders. Data-driven simulators (ICL, SFT) consistently align more closely with human behavioral distributions than the prompted baseline across general statistics, dialog acts, and inferred user experience.

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-

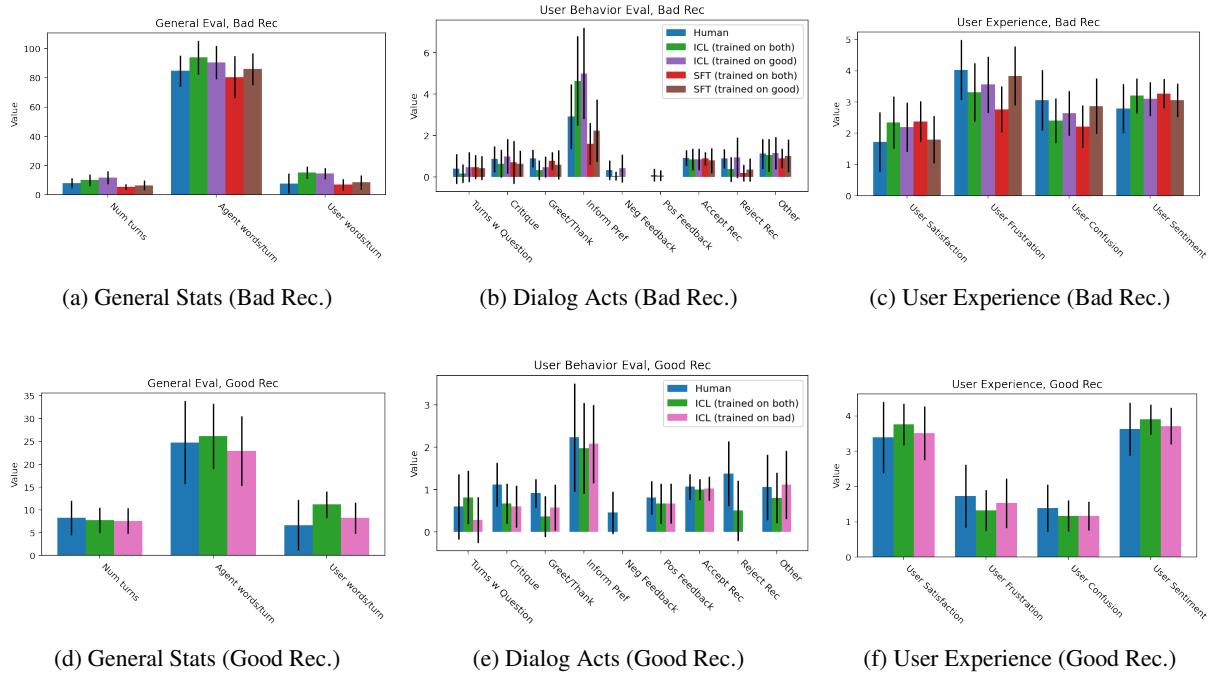


Figure 5: Counterfactual validation results. Simulators are trained on one agent type and tested on an unseen one (top: “good” → “bad”, bottom: “bad” → “good”). The ICL and SFT models show stronger generalization than the prompted baseline, adapting their behavior to the new agent and more closely matching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

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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.

635 Limitations

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

641 Limited Scope of Counterfactual Validation:

642 Our counterfactual validation represents a key
643 methodological advance for assessing simulator
644 robustness. However, its current implementation is
645 focused on a single, albeit significant, counterfac-
646 tional condition: the transition from a “good” agent
647 to a specific type of “bad” agent characterized by
648 unhelpfulness and degraded retrieval. Real-world
649 agent behaviors, both optimal and suboptimal, are
650 far more varied. For instance, our study does not
651 test how simulators would react to an agent that
652 is overly verbose, repetitive, consistently misun-
653 derstands nuanced preferences, or adopts a differ-
654 ent conversational persona (e.g., overly formal or
655 proactive). Future work could develop a more ex-
656 tensive suite of agent behaviors to create a richer,
657 more challenging testbed for measuring the full
658 spectrum of a simulator’s counterfactual general-
659 ization capabilities.

660 **Domain and Task Specificity:** Our *ConvAp-
661 parel* dataset and subsequent simulator develop-
662 ment are situated within the apparel shopping
663 domain. While this provides a rich environment for
664 studying conversational recommendation, the be-
665 havioral patterns and user states observed may not
666 generalize to other domains, such as travel plan-
667 ning, technical support, or healthcare, which may
668 involve more complex constraints, higher stakes,
669 or different conversational dynamics.

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

680 Reliance on LLM-as-a-Judge for Evaluation:

681 As we validate in Section 6.1, while the LLM-as-
682 a-judge is effective at capturing aggregate trends,
683 its judgments show only modest correlation with
684 individual human ratings and tend to amplify the
685 perceived differences between systems. This inher-

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

690 **Potential Risk** As with many advances in AI,
691 there is a small, long-term risk that the technology
692 could be applied in unintended ways. The goal of
693 this research is to create synthetic conversational
694 data that is nearly indistinguishable from that gen-
695 erated by humans, for the constructive purpose of
696 improving AI systems. A hypothetical risk is that
697 this capability could be used outside of its intended
698 context, which could complicate the information
699 ecosystem. However, the primary and intended ap-
700 plication of this work is to serve as a valuable tool
701 for researchers and developers to build more robust,
702 helpful, and effective conversational agents.

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A Prompts

1000

A.1 LLM-as-a-Judge Prompt

1001

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_dialogActs": {
    "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_dialogActs": {
    "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>
```

...

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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}

A.2 User Prompt

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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.

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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:** 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:** 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:** 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:** The user's behavior is highly consistent and logically directed towards a specific, pre-defined goal (e.g., maximizing a hidden utility function).
* **Perfect Rationality:** 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:** They might introduce tangents, ask unrelated questions, or make jokes. The conversation flow is organic and can meander.
* **Non-Linear Conversation:** They may end the conversation abruptly once their need is met or if they become too frustrated.
* **Simulated LLMs often display:** 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'

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B Additional Experimental Results

1009 We include here additional experimental results.

1010 **B.1 Judging-the-judge**

1011 We provide a more granular analysis of the comparison between LLM judgments and participants ratings.
 1012 Fig. 6 shows full confusion matrices corresponding to the results in Fig. 2.

1013 **B.2 PLSA: Statistical Confidence Tests**

1014 We conduct statistical analysis to quantify the similarity between distributions of PLSA metrics for human
 1015 vs. simulated conversations. Specifically, we show the Mann-Whitney (MW) U Test p-value and the
 1016 Kolmogorov-Smirnov (KS) test statistic. Higher MW p-values and lower KS statistic values indicate that
 1017 the distributions are closer to the human distribution. Table 2 corresponds to Fig. 4 (top row), Table 3
 1018 corresponds to Fig. 4 (bottom row), Table 4 corresponds to Fig. 5 (top row), and Table 5 corresponds to
 1019 Fig. 5 (bottom row).

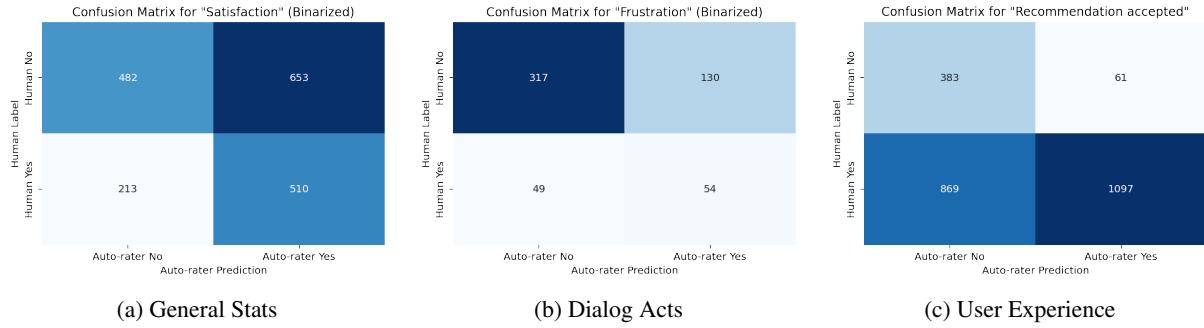


Figure 6: Confusion matrices for LLM judgments vs. human first-person ratings on: (a) Satisfaction, (b) Frustration, (c) Recommendation acceptance.

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-Smirnov (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 _{good}		Human-SFT _{good}	
	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.

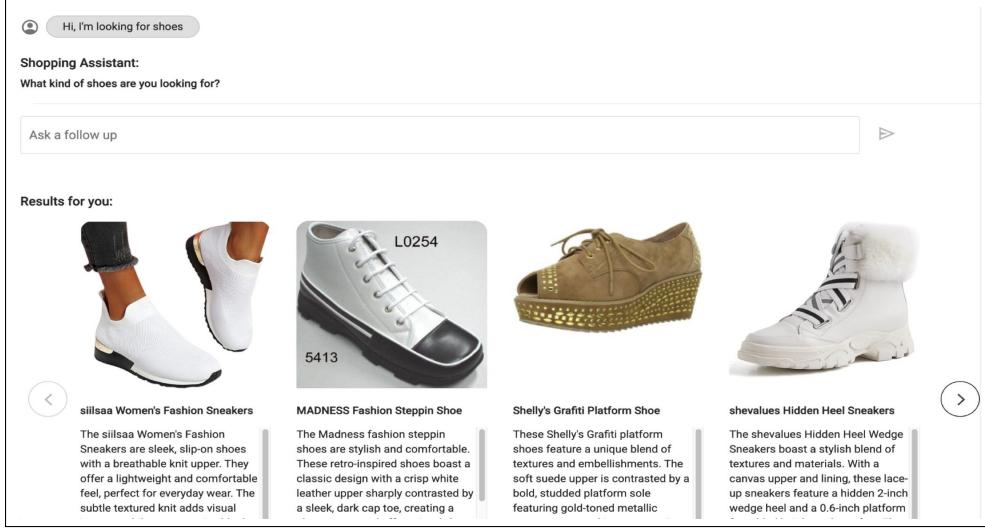


Figure 7: The ConvApparel study interface.

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 _{bad}	
	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 with the dataset project page and authorship are anonymized during submission review.

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C.2 Study Instructions

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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!

1062

C.3 Survey Questions

1063

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]

1064

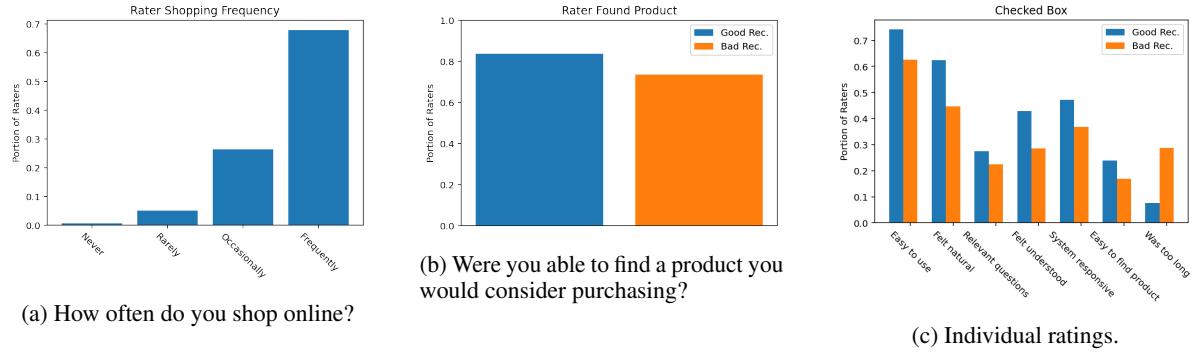


Figure 8: Task-level survey responses.

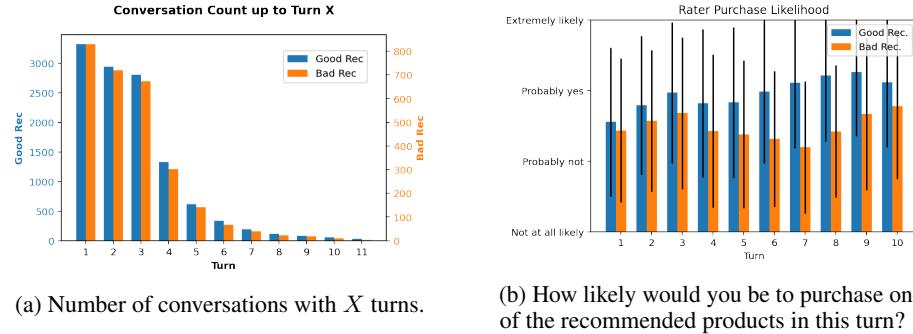


Figure 9: Turn-level results.

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]

1066

C.4 Data Analysis

Here we show results and statistics from the survey responses.

1068

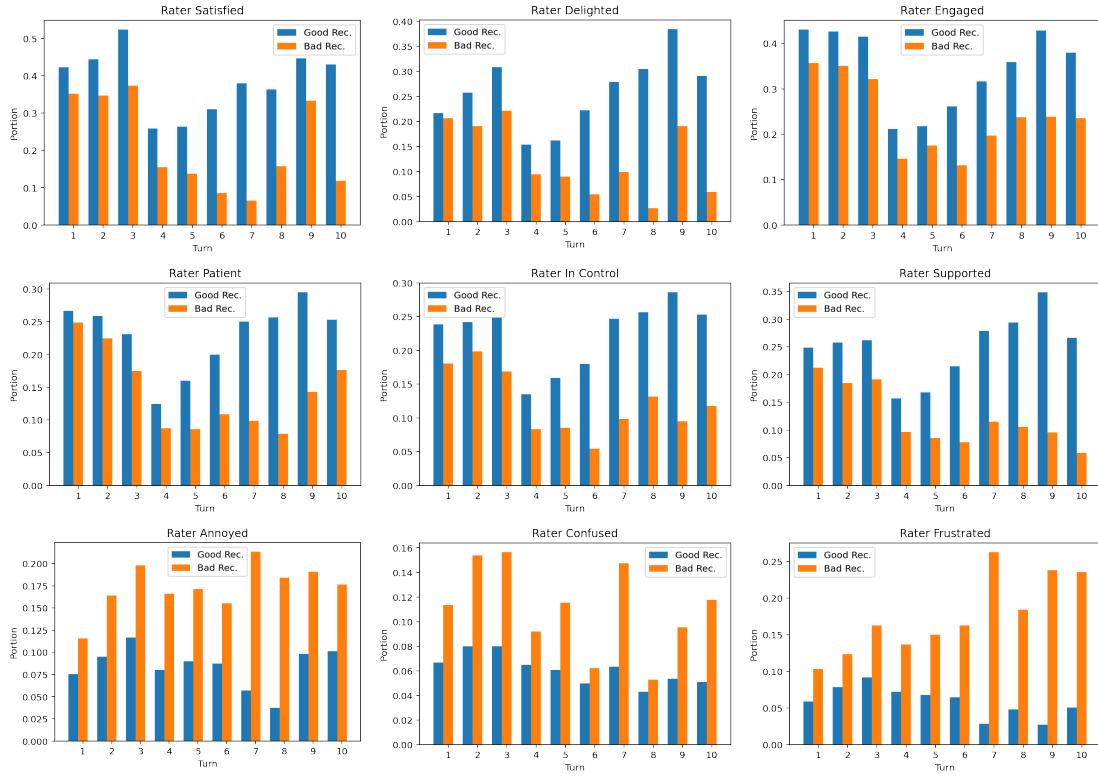


Figure 10: Turn-level ratings.

1069 C.4.1 Task-Level Results

1070 Fig. 8a shows that about 2/3 of human raters said they frequently shop online, with fewer shopping
 1071 "occasionally" and "rarely", and almost none never shopping online. Fig. 8b shows that more participants
 1072 were able to find an item they would consider purchasing with the "good" recommender than with the
 1073 "bad" one, as expected. Fig. 8c shows that the "good" recommender is assigned higher scores than the
 1074 "bad" recommender for positive categories like "The conversation felt natural" and "The system was
 1075 responsive to my input", and a lower score for the negative category "The conversation was too long", as
 1076 expected.

1077 C.4.2 Turn-Level Results

1078 Figure 9a shows the counts of turns over all conversations. We see that most conversations end after 3
 1079 turns or less, and that the "bad" recommender conversations end slightly earlier compared to the ones
 1080 from the "good" recommender. Fig. 9b shows how likely participants are to purchase a recommended
 1081 product in a particular turn. Consistent with the task-level results, participants are more likely to favor a
 1082 recommended item in a given turn when interacting with the "good" recommender than with the "bad" one.
 1083 Finally, Fig. 10 shows participants answers to survey questions by turn, starting from positive emotions
 1084 (satisfied, engaged, etc.) and ending with negative emotions (frustrated, annoyed). As expected, we
 1085 observe that when participants interact with the "good" recommender they report more positive emotions
 1086 and less negative emotions compared to when they interact with the "bad" recommender".

1087 C.5 Recommender Prompts

1088 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.**

**

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?**

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?

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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1127 Item 1: Title: Women's Black Sneakers
 1128 Item 2: Title: Men's Breathable Mesh Sneakers
 1129 Item 3: Title: Pulltop Knit Lightweight Sneakers
 1130 Item 4: Title: Women's Slip-on Running Shoes
 1131 Item 5: Title: Women's Fashion Sneakers
 1132 Item 6: Title: show now Knitted Fashion Sneakers
 1133 Item 7: Title: Mens Black Grey Sneakers
 1134 Item 8: Title: Men's Grey Fashion Sneakers
 1135 Item 9: Title: ROOY Women's Fashion Sneakers
 1136 Item 10: Title: Men's Lightweight Sneakers
 1137 Item 11: Title: ROOY Women's Fashion Sneakers
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 =====
 1140 Label: simulation
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 1142 = = = = = -
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 1145 Conversation:
 1146 =====
 1147 Turn 0:
 1148 User Utterance: I am looking for a pair of black heels to wear to a wedding.
 1149 Assistant Utterance: **A wedding, how lovely! Are you planning to dance the night away? Will you be primarily indoors or
 1150 outdoors? I see a few black heels here, are you thinking more of a pump or something with an ankle strap? Did you know
 1151 that in some cultures, the bride traditionally wears black shoes to symbolize her commitment until death?**
 1152 Recommendations:
 1153 Item 0: Title: Black Pointed Toe High Heel Pumps
 1154 Item 1: Title: Black Platform Wedge Heels
 1155 Item 2: Title: Black Platform High Heels
 1156 Item 3: Title: Black Mid Heel Dress Pumps
 1157 Item 4: Title: Glaze Women's Ankle Strap Heels
 1158 Item 5: Title: Black Heels for Women
 1159 Item 6: Title: Black Chunky Block High Heels
 1160 Item 7: Title: Black Mid Heel Buckle Ankle Strap Pumps
 1161 Item 8: Title: Black High Heel Sandals
 1162 Item 9: Title: Black High Heels Pumps
 1163 Item 10: Title: Black Suede High Heel Pump
 1164 Item 11: Title: Black Suede High Heel Pumps
 1165
 =====
 1166 Turn 1:
 1167 User Utterance: I don't want any straps
 1168 Assistant Utterance: **No straps, noted! So, pumps are definitely the way to go. Are you thinking of a classic stiletto heel
 1169 or something a bit more modern, like a block heel? I see a few options here with different heel heights. Heel height is
 1170 so important, especially if you'll be on your feet for a while. Did you know that the tallest heels ever recorded were
 1171 over foot high? Are you looking for something in leather or suede?**
 1172 Recommendations:
 1173 Item 0: Title: Black High-Heel-Pumps for Women
 1174 Item 1: Title: Black Lace Up Platform Pumps
 1175 Item 2: Title: Black High-Heel-Pumps for Women
 1176 Item 3: Title: Retro Black Pumps
 1177 Item 4: Title: ALL BLACK Women's HB
 1178 Item 5: Title: Black Shoes
 1179 Item 6: Title: Mettesally Shipping Fee Black
 1180 Item 7: Title: Women's Heel Pumps
 1181 Item 8: Title: vivianly High Heel Black
 1182 Item 9: Title: Black Heels for Women
 1183 Item 10: Title: Black Pointed Toe High Heel Pumps
 1184 Item 11: Title: Edward Sandal
 1185
 =====
 1186 Label: simulation
 1187
 1188 = = = = = -
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 1192 Conversation:
 1193 =====
 1194 Turn 0:
 1195 User Utterance: Can you help me find a pair of weightlifting shoes?
 1196 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...
 1197 substantial? And do you have a particular color in mind for these lifting endeavors? Fun fact: Did you know that the
 1198 ancient Greeks used to wear specialized sandals for athletic competitions? I wonder if they had different ones for
 1199 lifting heavy things.**
 1200 Recommendations:
 1201 Item 0: Title: Cross-Training Weightlifting Shoes
 1202 Item 1: Title: Cross-Training Weightlifting Shoes
 1203 Item 2: Title: CASTIRON LIFT Weightlifting Shoes
 1204 Item 3: Title: adidas Adipower Weightlifting Shoes
 1205 Item 4: Title: Core Weightlifting Shoes
 1206 Item 5: Title: Training Shoes
 1207 Item 6: Title: Core Cross-Training Shoes
 1208 Item 7: Title: Weight Lifting Shoes
 1209 Item 8: Title: Deadlift Training Shoes
 1210 Item 9: Title: Deadlift Cross-Trainer Shoe
 1211 Item 10: Title: Serichamk Weightlifting Shoes
 1212 Item 11: Title: Amber Crossmaxxe Lifting Shoes
 1213
 =====
 1214 Turn 1:
 1215 User Utterance: The two on the left aren't the ones I need. I need a raised heel.
 1216 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
 1217 of curiosity, do you have a particular type of flooring in your weightlifting area? Some surfaces, you know, really
 1218 interact differently with various heel heights. Did you know that some ancient lifting platforms were actually made of
 1219 stone? Imagine the grip those shoes must have needed!**
 1220 Recommendations:
 1221 Item 0: Title: Cross-Training Weightlifting Shoes
 1222 Item 1: Title: Cross-Training Weightlifting Shoes
 1223 Item 2: Title: CASTIRON LIFT Weightlifting Shoes
 1224 Item 3: Title: Core Weightlifting Shoes

Item 4: Title: Training Shoes	1227
Item 5: Title: Core Weightlifting Shoes	1228
Item 6: Title: Core Cross-Training Shoes	1229
Item 7: Title: adidas Adipower Weightlift	1230
Item 8: Title: adidas Adipower Weightlift Shoes	1231
Item 9: Title: Core Weightlifting Shoes	1232
Item 10: Title: adidas Adipower Weightlift Shoes	1233
Item 11: Title: adidas Adipower Weightlifting Shoe	1234
=====	1235
Turn 2:	1236
User Utterance: I just said I need shoes with lifted heels. You gave me basically the exact same results. Never mind. I'm good	1237
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?**	1238
Recommendations:	1239
Item 0: Title: CASTIRON LIFT Weightlifting Shoes	1240
Item 1: Title: Cross-Training Weightlifting Shoes	1241
Item 2: Title: Cross-Training Weightlifting Shoes	1242
Item 3: Title: Core Weightlifting Shoes	1243
Item 4: Title: Training Shoes	1244
Item 5: Title: Core Cross-Training Shoes	1245
Item 6: Title: CASTIRON LIFT Weightlifting Shoes	1246
Item 7: Title: Deadlift Training Shoes	1247
Item 8: Title: Weight Lifting Shoes	1248
Item 9: Title: Core Weightlifting Shoes	1249
Item 10: Title: Deadlift Cross-Trainer Shoe	1250
Item 11: Title: adidas Adipower Weightlift	1251
=====	1252
Label: human	1253
=====	1254
Conversation:	1255
=====	1256
Turn 0:	1257
User Utterance: I'd like to buy some ballet flats	1258
Assistant Utterance: **Are you looking for a particular color or material for your ballet flats?**	1259
Recommendations:	1260
Item 0: Title: find. Women's Ballet Flat	1261
Item 1: Title: Ballet Flat Shoes	1262
Item 2: Title: Women Ballet Flats	1263
Item 3: Title: Comfort Ballet Flats	1264
Item 4: Title: Women's Ballet Flats	1265
Item 5: Title: Ballet Flats Pointed Toe	1266
Item 6: Title: Women's Ballet Flats Shoes	1267
Item 7: Title: Ballet Pointy Toe Slip On Flats	1268
Item 8: Title: Women's Ballet Flat	1269
Item 9: Title: Ballet Flats - Classic Loafer	1270
Item 10: Title: Soudittur Ballet Flats	1271
Item 11: Title: Ballet Flats Classic Slip-On	1272
=====	1273
Turn 1:	1274
User Utterance: I'd like to buy the ballet flat shoes	1275
Assistant Utterance: **Are you interested in the "Ballet Flat Shoes with Bow Tie"?**	1276
Recommendations:	1277
Item 0: Title: Women's Ballet Flats	1278
Item 1: Title: Ballet Flat Shoes with Bow Tie	1279
Item 2: Title: Ballet Flat Shoes	1280
Item 3: Title: Ballet Flat Shoes	1281
Item 4: Title: Ballet Flat Shoes	1282
Item 5: Title: Women's Ballet Flat Shoes	1283
Item 6: Title: Ballet Pointy Toe Slip On Flats	1284
Item 7: Title: Ballet Flats Dance Shoes	1285
Item 8: Title: Women's Comfort Ballet Flats	1286
Item 9: Title: Women's Ballet Flats Shoes	1287
Item 10: Title: Ballet Flats Classic Slip-On	1288
Item 11: Title: Women's Ballet Flat	1289
=====	1290
Label: simulation	1291
=====	1292
Conversation:	1293
=====	1294
Turn 0:	1295
User Utterance: I want buy sneakers for hiking	1296
Assistant Utterance: **Are you looking for men's or women's sneakers?**	1297
Recommendations:	1298
Item 0: Title: Men's Hiking Boots	1299
Item 1: Title: Men Hiking Shoes	1300
Item 2: Title: Women's Hiking Boots	1301
Item 3: Title: Hiking Boots	1302
Item 4: Title: MTINGZU Hiking Shoes	1303
Item 5: Title: GOMNEAR Hiking Boots	1304
Item 6: Title: HIKEUP Hiking Shoes Men	1305
Item 7: Title: GOMNEAR Men Hiking Boots	1306
Item 8: Title: Men's Hiking Boots	1307
Item 9: Title: GOMNEAR Hiking Boots	1308
Item 10: Title: TFO Hiking Running Shoe	1309
Item 11: Title: HIKEUP Hiking Shoes	1310
=====	1311
Turn 1:	1312

User Utterance: Men Hiking Shoes
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 them catch your eye!**
Recommendations:
Item 0: Title: Men Hiking Shoes
Item 1: Title: Men's Hiking Boots
Item 2: Title: HIKEUP Hiking Shoes Men
Item 3: Title: HOIBEAR Mens Hiking Boots
Item 4: Title: Men's Hiking Boots
Item 5: Title: GREENBLOCK Hiking Shoes
Item 6: Title: wanhee Men's Hiking Shoes
Item 7: Title: Mens Hiking Shoes
Item 8: Title: HOIBEAR Hiking Boots
Item 9: Title: GREENBLOCK Hiking Shoes
Item 10: Title: CMM Hiking Shoes
Item 11: Title: Fefoe Mens Hiking Shoes
=====

Turn 2:
User Utterance: The olive green color is more preferable
Assistant Utterance: **We have several olive green hiking shoes for men. Take a look at the list - the "Men Hiking Shoes" and "TFO Hiking Shoes Men" are both olive green. Do either of those look interesting to you?**
Recommendations:
Item 0: Title: Men Hiking Shoes
Item 1: Title: TFO Hiking Shoes Men
Item 2: Title: GREENBLOCK Hiking Shoes
Item 3: Title: Oboz Hiking Shoes
Item 4: Title: Men's Mid Hiking Boots
Item 5: Title: Mens Hiking Boots
Item 6: Title: BomKinta Men's Hiking Shoes
Item 7: Title: Oboz Trekking Shoes
Item 8: Title: Men Outdoor Hiking Sandals
Item 9: Title: QISHENG Hiking Shoes
Item 10: Title: Athlefit Hiking Shoes
Item 11: Title: Vivay Men's Hiking Shoes
=====

Turn 3:
User Utterance: The olive green is more convenient with me.
Assistant Utterance: **The "Men Hiking Shoes" and "TFO Hiking Shoes Men" are popular choices in olive green. Do either of those sound good?**
Recommendations:
Item 0: Title: Oboz Hiking Shoes
Item 1: Title: TFO Hiking Shoes Men
Item 2: Title: Men Hiking Shoes
Item 3: Title: Men's Mid Hiking Boots
Item 4: Title: Oboz Trekking Shoes
Item 5: Title: HIFEOS Hiking Boots
Item 6: Title: Mens Hiking Boots
Item 7: Title: GREENBLOCK Hiking Shoes
Item 8: Title: Athlefit Hiking Shoes
Item 9: Title: Timberland Hiking Boot
Item 10: Title: BomKinta Men's Hiking Shoes
Item 11: Title: Merrell Ontario 85 Mid
=====

Label: human

=====

Conversation:

=====

Turn 0:
User Utterance: I'm looking for comfortable walking shoes for travel.
Assistant Utterance: **Walking shoes for travel, got it! When you say "travel", are you thinking more about shoes to * wear* while traveling, or shoe *containers* to pack your shoes *for* travel?**
Speaking of travel, did you know that the average person walks the equivalent of about five times around the Earth in their lifetime?**
Also, do you have any preference regarding the closure type, like laces, velcro, or slip-on?**
Recommendations:
Item 0: Title: Shoe Bags 2 Pack
Item 1: Title: Propet TravelFit Prestige Shoes
Item 2: Title: JointlyCreating Mens Casual Shoes
Item 3: Title: JointlyCreating Mens Casual Shoes
Item 4: Title: Propet TravelFit Prestige Walking Shoe
Item 5: Title: AvaCostume Women's Embroidery Shoes
Item 6: Title: Propet TravelFit Prestige Shoe
Item 7: Title: Walking Shoes Mens
Item 8: Title: Walking Shoes
Item 9: Title: Tropicfeel Travel Shoe
Item 10: Title: Walking Shoes for Women
Item 11: Title: Propet TravelFit Strap Shoe
=====

Turn 1:
User Utterance: The Propet TravelFit Prestige Shoes look like they might work.
Assistant Utterance: **The Propet TravelFit Prestige Shoes, nice choice! I see several versions of that shoe.**
Since you're planning to walk a lot, have you considered how the shoe's weight might affect your comfort over long distances? Some people find that even a few extra ounces can make a big difference after a full day of walking.**
Also, are you planning on wearing these shoes primarily in urban environments, or will you be doing any light hiking on your trip?**
By the way, did you know that the ancient Romans were among the first to develop specialized footwear for different activities, including travel and military use?**
Finally, is there a particular color you had in mind?**
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 Prestige Shoe
Item 6: Title: Propet TravelFit
Item 7: Title: Propet TravelFit Hi Walking Shoe
Item 8: Title: Propet TravelFit Strap Shoe

Item 9: Title: Propet TravelFit Sneaker	1427
Item 10: Title: Propet TravelFit Strap Shoe	1428
Item 11: Title: Propet TravelFit Hi	1429
=====	1430
Turn 2:	1431
User Utterance: I'm planning on wearing them in urban environments. I don't have a particular color in mind.	1432
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.** **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.** **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.**	1433
Recommendations:	1439
Item 0: Title: Propet TravelFit Prestige Shoes	1440
Item 1: Title: Propet TravelFit Strap Shoe	1441
Item 2: Title: Propet TravelFit Prestige	1442
Item 3: Title: Propet TravelFit Prestige Shoe	1443
Item 4: Title: Propet TravelFit Prestige	1444
Item 5: Title: Propet TravelFit Strap Shoe	1445
Item 6: Title: Propet TravelFit Prestige Shoe	1446
Item 7: Title: Propet TravelFit Hi Walking Shoe	1447
Item 8: Title: Propet TravelFit Hi Walking Shoe	1448
Item 9: Title: Propet TravelFit	1449
Item 10: Title: Propet TravelFit Hi	1450
Item 11: Title: Propet TravelFit Hi Walking Shoe	1451
=====	1452
Turn 3:	1453
User Utterance: I was referring to the Propet TravelFit Prestige Shoes in Rec #1. The description sounds good.	1454
Assistant Utterance: **Okay, so you're leaning towards the Propet TravelFit Prestige Shoes in Rec #1. Great!** **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.** **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.** **By the way, did you know that the shoelace was patented in 1790?**	1455
Recommendations:	1461
Item 0: Title: Propet TravelFit Prestige Shoes	1462
Item 1: Title: Propet TravelFit Prestige	1463
Item 2: Title: Propet TravelFit Prestige Shoe	1464
Item 3: Title: Propet TravelFit Prestige Shoe	1465
Item 4: Title: Propet TravelFit Prestige	1466
Item 5: Title: Propet TravelFit Strap Shoe	1467
Item 6: Title: Propet TravelFit Strap Shoe	1468
Item 7: Title: Propet TravelFit Strap Shoe	1469
Item 8: Title: Propet TravelFit Strap Shoe	1470
Item 9: Title: Propet TravelFit Strap Shoe	1471
Item 10: Title: Propet TravelFit Strap Shoe	1472
Item 11: Title: Propet TravelFit Hi Walking Shoe	1473
=====	1474
Label: simulation	1475
=====	1476
Conversation:	1477
=====	1478
Turn 0:	1479
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	1480
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.**	1481
Recommendations:	1482
Item 0: Title: Women's Comfortable Ballet Flats	1483
Item 1: Title: DREAM PAIRS Open Toe Flat Sandals	1484
Item 2: Title: Black Ballet Flats	1485
Item 3: Title: Navy Ballet Flats	1486
Item 4: Title: BareTraps Payge Women's Flats	1487
Item 5: Title: DREAM PAIRS Women's Slip On Flats	1488
Item 6: Title: Pointed Toe Breathable Flats	1489
Item 7: Title: Natural Soul Girly Ballet Flat	1490
Item 8: Title: Eazies Crowne Joyful Flats	1491
Item 9: Title: Shop Pretty Girl Women's Loafers	1492
Item 10: Title: Women's Open Toe Flat Sandals	1493
Item 11: Title: Women's Leather Ballet Flats	1494
=====	1495
Turn 1:	1496
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?	1497
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?**	1498
Recommendations:	1499
Item 0: Title: Black Ballet Flats	1500
Item 1: Title: ara Women's Ballet Flat	1501
Item 2: Title: Usaflex Ballet Flat	1502
Item 3: Title: Women's Leather Ballet Flats	1503
Item 4: Title: find. Women's Ballet Flat	1504
Item 5: Title: iloveflat Ballet Flats	1505
Item 6: Title: Natural Soul Girly Ballet Flat	1506
Item 7: Title: FEETCITY Ballet Shoes	1507
Item 8: Title: Women's Leather Ballet Flats	1508
Item 9: Title: FLORIANA Ballet Flats	1509
Item 10: Title: FRACORA Ballet Flats	1510
Item 11: Title: Tory Burch Minnie Ballet Flat	1511
=====	1512
Turn 2:	1513
User Utterance: I would like to explore other black ballet flat options. Please show me options without any decorations on the shoe.	1514
Assistant Utterance: **Here are some black ballet flat options without decorations:** **find. Women's Ballet Flat** ** These feature a sleek, rounded toe and a simple, understated design.** **Women's Ballet Flat:** These	1515

1527 offer a smooth leather upper with a minimalist design.**
 1528 Recommendations:
 1529 Item 0: Title: find. Women's Ballet Flat
 1530 Item 1: Title: Report Bell Ballet Flat
 1531 Item 2: Title: Women's Ballet Flat
 1532 Item 3: Title: Women's Ballet Flats
 1533 Item 4: Title: Women Ballet Flats
 1534 Item 5: Title: Ballet Flats - Classic Loafer
 1535 Item 6: Title: Black Ballet Flats
 1536 Item 7: Title: Women's Ballet Flat
 1537 Item 8: Title: Ballet Flats Canvas Shoes
 1538 Item 9: Title: Walking Flats Women's Shoes
 1539 Item 10: Title: Tory Burch Minnie Ballet Flat
 1540 Item 11: Title: Ballet Flats Pointed Toe
 1541 =====
 1542 Turn 3:
 1543 User Utterance: There are several shoes in this list of choices that just might work. I will need some time to think about it.
 1544 Thank you.
 1545 Assistant Utterance: **Take your time! If you have any more questions or want to narrow down your choices further, just let me know.**
 1546 Recommendations:
 1547 Item 0: Title: find. Women's Ballet Flat
 1548 Item 1: Title: Report Bell Ballet Flat
 1549 Item 2: Title: Women's Ballet Flat
 1550 Item 3: Title: Women's Ballet Flats
 1551 Item 4: Title: Women Ballet Flats
 1552 Item 5: Title: Ballet Flats - Classic Loafer
 1553 Item 6: Title: Black Ballet Flats
 1554 Item 7: Title: Women's Ballet Flat
 1555 Item 8: Title: Ballet Flats Canvas Shoes
 1556 Item 9: Title: Walking Flats Women's Shoes
 1557 Item 10: Title: Tory Burch Minnie Ballet Flat
 1558 Item 11: Title: Ballet Flats Pointed Toe
 1559
 1560 =====
 1561 Label: human
 1562
 1563
 1564
 1565 =====
 1566
 1567 Conversation:
 1568 =====
 1569 Turn 0:
 1570 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
 1571 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.**
 1572 Recommendations:
 1573 Item 0: Title: Women's Comfortable Ballet Flats
 1574 Item 1: Title: DREAM PAIRS Open Toe Flat Sandals
 1575 Item 2: Title: Black Ballet Flats
 1576 Item 3: Title: Navy Ballet Flats
 1577 Item 4: Title: BareTraps Payge Women's Flats
 1578 Item 5: Title: DREAM PAIRS Women's Slip On Flats
 1579 Item 6: Title: Pointed Toe Breathable Flats
 1580 Item 7: Title: Natural Soul Girly Ballet Flat
 1581 Item 8: Title: Eazies Crowne Joyful Flats
 1582 Item 9: Title: Shop Pretty Girl Women's Loafers
 1583 Item 10: Title: Women's Open Toe Flat Sandals
 1584 Item 11: Title: Women's Leather Ballet Flats
 1585 =====
 1586 Turn 1:
 1587 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?
 1588 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?**
 1589 Recommendations:
 1590 Item 0: Title: Black Ballet Flats
 1591 Item 1: Title: ara Women's Ballet Flat
 1592 Item 2: Title: UsaFlex Ballet Flat
 1593 Item 3: Title: Women's Leather Ballet Flats
 1594 Item 4: Title: find. Women's Ballet Flat
 1595 Item 5: Title: iloveflat Ballet Flats
 1596 Item 6: Title: Natural Soul Girly Ballet Flat
 1597 Item 7: Title: FEETCITY Ballet Shoes
 1598 Item 8: Title: Women's Leather Ballet Flats
 1599 Item 9: Title: FLORIANA Ballet Flats
 1600 Item 10: Title: FRACORA Ballet Flats
 1601 Item 11: Title: Tory Burch Minnie Ballet Flat
 1602 =====
 1603 Turn 2:
 1604 User Utterance: I would like to explore other black ballet flat options. Please show me options without any decorations on the shoe.
 1605 Assistant Utterance: **Here are some black ballet flat options without decorations:**

**find. Women's Ballet Flat
 1606 :** These feature a sleek, rounded toe and a simple, understated design.

Women's Ballet Flat: These
 1607 offer a smooth leather upper with a minimalist design.**
 1608 Recommendations:
 1609 Item 0: Title: find. Women's Ballet Flat
 1610 Item 1: Title: Report Bell Ballet Flat
 1611 Item 2: Title: Women's Ballet Flat
 1612 Item 3: Title: Women's Ballet Flats
 1613 Item 4: Title: Women Ballet Flats
 1614 Item 5: Title: Ballet Flats - Classic Loafer
 1615 Item 6: Title: Black Ballet Flats
 1616 Item 7: Title: Women's Ballet Flat
 1617 Item 8: Title: Ballet Flats Canvas Shoes
 1618 Item 9: Title: Walking Flats Women's Shoes
 1619 Item 10: Title: Tory Burch Minnie Ballet Flat
 1620 Item 11: Title: Ballet Flats Pointed Toe

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=====
Turn 3: 1627
User Utterance: There are several shoes in this list of choices that just might work. I will need some time to think about it. 1628
    Thank you. 1629
Assistant Utterance: **Take your time! If you have any more questions or want to narrow down your choices further, just let me 1630
    know.** 1631
Recommendations: 1632
Item 0: Title: find. Women's Ballet Flat 1633
Item 1: Title: Report Bell Ballet Flat 1634
Item 2: Title: Women's Ballet Flat 1635
Item 3: Title: Women's Ballet Flats 1636
Item 4: Title: Women Ballet Flats 1637
Item 5: Title: Ballet Flats - Classic Loafer 1638
Item 6: Title: Black Ballet Flats 1639
Item 7: Title: Women's Ballet Flat 1640
Item 8: Title: Ballet Flats Canvas Shoes 1641
Item 9: Title: Walking Flats Women's Shoes 1642
Item 10: Title: Tory Burch Minnie Ballet Flat 1643
Item 11: Title: Ballet Flats Pointed Toe 1644
=====
Label: human 1645
===== 1646
Label: human 1647
===== 1648
Label: human 1649
===== 1650

```

E Example Conversation

We show an example conversation from the dataset.

```

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        "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",
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        "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-BBDWL._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",
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        "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/51hjUWKOEL._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, travel, 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/61Hs26jE6L._AC_UL1500_.jpg',
        "features": "Polyester, Soft, Comfortable, Drawstring closure, Long sleeve, Hooded, Kangaroo pocket, Asymmetrical hem, Casual, Stylish",
        "item_id": "B00XQP0RTK",
        "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/617wrWnW4L._AC_UL1500_.jpg',
        "features": "Soft, Comfortable, Everyday wear, Drawstring hood, Kangaroo pocket, Cotton, Printing surface, Twin needle stitch, Double hood, Self colored cords",
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        "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/51uRVTsY5HL._AC_.jpg',
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        "item_id": "B07GKG4WJ3",
        "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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 1725 'description': 'This Awdis full zip hoodie features a covered main zip, self-fabric with twin needle stitching, and a double fabric hood with self-colored cords. It has a kangaroo pouch pocket with a hidden opening for an earphone cord and hidden earphone loops. The ribbed cuff and hem, self-colored twill tape puller, and the rich color of the fabric provide contemporary appeal. It has 80% Cotton, 20% Polyester.',
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 1727 'features': 'Full zip, Twin needle stitching, Double fabric hood, Kangaroo pocket, Earphone cord feed, Earphone loops, Ribbed cuff, Ribbed hem, 80% Cotton, 20% Polyester'),
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 1730 'description': 'This black pullover hoodie boasts a vibrant, cartoon-style graphic featuring a cast of colorful characters against a dark background. The design, rendered in bold outlines and bright, contrasting colors, has a playfully edgy feel, perfectly suited for kids and teens who appreciate bold graphic designs. The large central graphic, dominated by an almost robotic figure surrounded by smaller, expressive characters, commands attention and gives the hoodie a distinctive personality. The overall effect is one of dynamic energy and playful rebellion, making it a statement piece for the young and stylish. It is made from 100% polyester, has a lace up closure and is machine washable.',
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 1732 'features': 'Pullover, Cartoon graphic, Bold outlines, Bright colors, Playful design, Polyester, Lace up closure, Machine Wash'),
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 1734 'title': 'KUZTEIX Cartoon Hoodie',
 1735 'description': 'This KUZTEIX hoodie is made of polyester, ensuring it won't easily pill or deform. The pattern remains vibrant after washing. It features a long-sleeved design with a drawstring hood for adjustable warmth and a front pocket for convenience. Elastic cuffs and hem add style. Ideal for daily wear, including work, travel, shopping, fitness, or casual lounging. Available in sizes M, L, XL, and 2XL. Machine washable, but do not bleach. The vibrant, psychedelic design features a cartoonish face rendered in neon pinks, greens, blues, and yellows.',
 1736 'image_url': 'https://m.media-amazon.com/images/I/811pDX-iMCL._AC_UL1200_.jpg',
 1737 'features': 'Polyester, Drawstring hood, Kangaroo pocket, Elastic cuffs, Elastic hem, Vibrant design, Comfortable, Durable, Versatile, Washable'),
 1738 {'item_id': 'B008XXVIE',
 1739 'title': 'Gildan Unisex Hoodie',
 1740 'description': 'The Gildan Heavy Blend Unisex Hooded Sweatshirt is a classic and comfortable hoodie perfect for everyday wear. Made from a 50% cotton and 50% polyester blend, this hoodie features pill-resistant air jet yarn, double-needle stitching throughout, and a double-lined hood. It also has a pouch pocket with a matching drawcord and 1x1 ribbed cuffs and waistband with spandex. The hoodie is machine washable for easy care.',
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 1742 'features': 'Unisex, Cotton blend, Pill-resistant, Double-needle stitch, Double-lined hood, Pouch pocket, Drawcord, Ribbed cuffs, Ribbed waistband, Machine wash'),
 1743 {'item_id': 'B01MDRZC15',
 1744 'title': 'Electro Threads Graphic Hoodie',
 1745 'description': 'This Electro Threads graphic hoodie features a captivating, swirling nebula print in vivid pinks, purples, and blues, punctuated by sparkling white stars. Made from 100% polyester, the soft and smooth texture contrasts beautifully with the dynamic design. The colors stay vibrant through multiple washes and the pattern won't peel, flake, fade, or crack.',
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 1747 'features': 'Polyester, Vibrant Colors, Unisex, Soft, Durable, Comfortable, Unique Design, Handmade, Machine Washable, Full Print'),
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 1749 'In control': True,
 1750 'How likely would you be to purchase one of the recommended products in this turn?': 'Probably not',
 1751 'Satisfied': True}),
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 1753 'assistant_utterance': '**Here are a few options in men's hoodies. The first one is a fashion hoodie with a cool design, and the second is a zip-up style.**',
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 1755 'title': "Men's Fashion Hoodie",
 1756 '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.",
 1757 'image_url': 'https://m.media-amazon.com/images/I/51X06-zxhKL._AC_UL1500_.jpg',
 1758 'features': 'Casual, Hip Hop, Comfortable, Soft fleece, Deep hood, Kangaroo pocket, Breathable, Elastic, Fast drying, Lace Up closure'),
 1759 {'item_id': 'B073TBGBBP',
 1760 'title': "Men's Zip Up Hoodie",
 1761 'description': "This men's zip-up hoodie features a clean, minimalist aesthetic. The black color is sharply contrasted by the white zipper and drawstrings, creating a subtle yet impactful visual interest. The mid-weight knit fabric offers comfort and warmth without bulk. Its streamlined silhouette and simple design make it a versatile piece suitable for casual wear. Made from 25% cotton and 75% polyester, the fabric is soft and breathable. It features a zip-up closure, a front pocket, a solid color, and an adjustable drawstring hood. The hoodie has a slim fit and is machine washable.",
 1762 'image_url': 'https://m.media-amazon.com/images/I/71ON67V9TuL._AC_UL1500_.jpg',
 1763 'features': 'Zip-up, Drawstring Hood, Solid color, Lightweight, Breathable, Slim fit, Front pocket, Comfortable, Machine wash, Minimalist'),
 1764 {'item_id': 'B09DYPFYLZ',
 1765 'title': "Men's Casual Pullover Hoodie",
 1766 'description': "This men's pullover hoodie presents a clean, casual silhouette in a solid, dark-colored fabric. The soft, slightly textured material suggests comfort and warmth, perfect for workouts or everyday wear. Subtle design elements, like the off-white drawstrings and a small, understated patch detail near the hem, add a touch of understated style without sacrificing the hoodie's relaxed, sporty aesthetic. The loose fit promotes freedom of movement, aligning with its versatility for both active and casual occasions. It features a pull-on closure and is machine washable.",
 1767 'image_url': 'https://m.media-amazon.com/images/I/71G2khTwBzL._AC_UL1500_.jpg',
 1768 'features': 'Casual, Comfortable, Warm, Soft, Loose fit, Versatile, Stylish, Pull On closure, Machine Wash'),
 1769 {'item_id': 'B08N6FNV3I',
 1770 'title': "Men's Fashion Hoodie",
 1771 'description': "This men's hoodie presents a sleek, contemporary style with a deep black color and a subtle, textured quilted pattern that adds visual interest without sacrificing a clean, minimalist aesthetic. The fabric appears soft and comfortable, promising warmth and ease of wear. A functional zippered sleeve pocket provides a touch of modern utility, complementing the relaxed yet refined overall look, perfect for casual everyday wear or layering. It is made of 65% Cotton, 35% Polyester or 96% Polyester, 4% Spandex, features a pullover hooded design with adjustable drawstrings, and is suitable for various occasions like daily wear, leisure, sports, and travel. It is machine washable.",
 1772 'image_url': 'https://m.media-amazon.com/images/I/61aAw+WLxsL._AC_UL1500_.jpg'}

'features': 'Comfortable, Long Sleeve, Adjustable Drawstrings, Zippered Pocket, Plaid Jacquard, Solid Color, Machine Washable, Pullover, Hooded'}, 1821
 {'item_id': 'B09HTZ81ZV', 1822
 'title': 'Mens Winter Fleece Hoodie', 1823
 'description': "This stylish men's hoodie features a blend of textures and colors, with a predominantly black body 1824
 complemented by contrasting gray sleeves, creating a modern, two-toned effect. The plush, light gray fleece lining 1825
 of the hood and inner jacket promises exceptional warmth, while the ribbed cuffs and hem add a touch of casual 1826
 sophistication. The overall silhouette is classic and relaxed, making it ideal for everyday wear, and the zipper 1827
 closure offers practicality and versatility.", 1828
 'image_url': 'https://m.media-amazon.com/images/I/61u-x33XYmL.AC_UL1000_.jpg', 1829
 'features': 'Stylish, Two-toned, Fleece lining, Warm, Ribbed cuffs, Zipper closure, Practical, Versatile, Relaxed fit'}, 1830
 {'item_id': 'B09ZQMPDJS', 1831
 'title': "Men's Full Zip Hoodie", 1832
 'description': "This men's full-zip hoodie features a sleek, athletic silhouette in solid black, accentuated by subtle 1833
 neon green zipper pulls and accent stitching. The soft, brushed texture of the fleece material promises warmth and 1834
 comfort. With a full front zip, hood drawstring, ribbed waistband and cuffs, and 2 side zip pockets, this hoodie is 1835
 perfect for everyday wear, exercise, walking, fitness, travel, or any other outdoor sports or casual wear. It is 1836
 made of polyester and features great stretch and enhanced range of motion. Please pay attention to the product size 1837
 chart, and check the detailed size to choose the right size.", 1838
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 wear, Outdoor sports'}, 1841
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 perfect for everyday wear. It features a trendy asymmetrical zipper with tan and white accents, a drawstring hood 1845
 with a mustard yellow interior, long sleeves, and ribbed elastic hem and cuffs for added warmth. With a durable 1846
 front pocket, it's ideal for casual outings, sports, travel, or lounging at home. Available in multiple colors and 1847
 easy to pair with jeans or sweatpants.", 1848
 'image_url': 'https://m.media-amazon.com/images/I/81gGVuLEU6L.AC_UL1500_.jpg', 1849
 'features': 'Pullover, Long Sleeve, Drawstring Hood, Soft Fabric, Front Pocket, Ribbed Cuffs, Elastic Hem, Casual, Warm, 1850
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 'description': "This men's casual pullover hoodie is a warm and comfortable sweatshirt, perfect as a coat or jacket. It 1854
 features long sleeves, a quilted stylish style, a soft and warm drawstring hood, and ribbed elastic hem and cuffs 1855
 to lock in warmth. Small, understated brown leather accents on the drawstrings offer a touch of refined detail. 1856
 Made of lightweight, breathable material (85% Polyester, 15% Spandex), it's suitable for daily wear, casual outings 1857
 , sports, travel, home, work out, and outdoor activities. It is easy to match with jeans, sweatpants, or cargo 1858
 pants for a casual daily look or layered with a t-shirt. Please choose 2-3 sizes up.", 1859
 'image_url': 'https://m.media-amazon.com/images/I/515vgCXOWL.AC_UL1500_.jpg', 1860
 'features': 'Pullover style, Long sleeves, Drawstring hood, Ribbed cuffs, Elastic hem, Lightweight, Breathable, 1861
 Comfortable, Warm, Daily wear'}, 1862
 {'item_id': 'B095WTGK4C', 1863
 'title': "Nubefeet Men's Hoodie", 1864
 'description': "This Nubefeet men's hoodie features a sleek, minimalist silhouette in solid black. The heavy weight 1865
 fabric appears soft and comfortable, promising warmth. Subtle detailing elevates the design beyond basic, with 1866
 ribbed accents on the sleeves adding a touch of sporty style, and a drawstring hood providing a classic, relaxed 1867
 fit. The kangaroo pocket is a practical addition, enhancing the casual, everyday appeal. The hoodie uses pleated 1868
 long sleeves and a slim design and the cotton polyester blend helps reduce pilling and shrinkage. It features a 1869
 fleece lining that locks in warmth, and soft knitted fabric provides lasting comfort. Ribbed hem and cuffs create a 1870
 timeless classic style. This hoody is suitable for training, lounging, jogging, running, walking or daily wear.", 1871
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 'title': 'Mens Fleece Pullover Hoodie', 1876
 'description': "This men's pullover hoodie presents a minimalist aesthetic. The black fleece boasts a soft, subtly 1877
 textured appearance, promising warmth and comfort. The simple, clean lines of the kangaroo pocket and drawstring 1878
 hood are complemented by the relaxed, yet tailored fit, suggesting both casual wearability and a refined, 1879
 understated style. The solid color allows for versatility in layering and personal expression. Made of 65% 1880
 polyester and 35% rayon. Suitable for gym, workouts, fitness, walking, biking, or daily wear. Pair with sports 1881
 shorts, casual pants or sport jackets.", 1882
 'image_url': 'https://m.media-amazon.com/images/I/51nE7y4lyLL.AC_UL1500_.jpg', 1883
 'features': 'Pullover, Fleece, Hooded, Pocket, Comfortable, Warm, Casual, Versatile, Polyester, Rayon'}, 1884
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 'title': "HHGKED Men's Fashion Hoodie", 1886
 'description': "This HHGKED men's fashion hoodie is a comfortable, long-sleeve top suitable for daily wear, leisure, 1887
 sports, travel, and work. It features a subtle textured, quilted surface, a zippered sleeve pocket, a classic 1888
 drawstring hood, and comfortable ribbed cuffs. Made from 65% cotton and 35% polyester, with accents of 96% 1889
 polyester and 4% spandex. It is machine washable. Please refer to the size chart before ordering.", 1890
 'image_url': 'https://m.media-amazon.com/images/I/71gk9j7MOLL.AC_UL1500_.jpg', 1891
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 Cotton blend, Stylish, Casual'}, 1893
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 by subtle silver drawstrings and a single button placket at the neckline, adding a touch of understated detail. 1897
 The soft, slightly textured fleece fabric suggests warmth and comfort, ideal for casual wear. The relaxed fit and 1898
 kangaroo pocket enhance the overall casual and comfortable vibe. It features a pull-on closure.", 1899
 'image_url': 'https://m.media-amazon.com/images/I/61w7NBawnbL.AC_UL1500_.jpg', 1900
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 , a simple navy blue option, and a cozy fleece hoodie.*", 1909
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 feel. The curved hemline and relaxed fit offer a modern, casual silhouette, while the simple, black drawstring hood 1913
 adds a touch of understated style perfect for everyday wear.", 1914
 'image_url': 'https://m.media-amazon.com/images/I/71UDcc5AyCL.AC_UL1500_.jpg', 1915
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'description': "This sky blue COOFANDY men's hoodie boasts a relaxed, casual silhouette defined by a subtly textured, quilted pattern. The soft, lightweight fabric creates a comfortable, breathable feel ideal for gym workouts or everyday wear. Brown leather-like drawstring accents and a small branded patch add a touch of understated style to the overall hipster aesthetic. The slightly contrasting inner hood lining hints at a well-constructed garment designed for both comfort and modern appeal. It features a lace-up closure.",
 'image_url': 'https://m.media-amazon.com/images/I/81AJ0XhaTTL._AC_UL1500_.jpg',
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 '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',
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 '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.",
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 'features': 'Fleece, Warm, Fluffy, Cozy, Oversized, Relaxed fit, Chunky, Drawstrings, Comfortable, Casual'},
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 'image_url': 'https://m.media-amazon.com/images/I/81DpHJzF6L._AC_UL1500_.jpg',
 'features': 'Color Blocked, Drawstring Hood, Comfortable, Soft, Raglan Sleeves, Casual, Stylish'},
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 'image_url': 'https://m.media-amazon.com/images/I/71OeGQZXUL._AC_UL1500_.jpg',
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 'image_url': 'https://m.media-amazon.com/images/I/61jipBqjkQL._AC_UL1500_.jpg',
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 'image_url': 'https://m.media-amazon.com/images/I/51MqR1URRsL._AC_UL1000_.jpg',
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 'image_url': 'https://m.media-amazon.com/images/I/519IJPxV6L._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',
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 {'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. NICITIME SHOP offers excellent quality and after-sales service.",
 'image_url': 'https://m.media-amazon.com/images/I/71X6j5uTb-L._AC_UL1500_.jpg',
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