000 001 002 003 004 SECOM: ON MEMORY CONSTRUCTION AND RE-TRIEVAL FOR PERSONALIZED CONVERSATIONAL AGENTS

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ABSTRACT

To deliver coherent and personalized experiences in long-term conversations, existing approaches typically perform retrieval augmented response generation by constructing memory banks from conversation history at either the turn-level, session-level, or through summarization techniques. In this paper, we explore the impact of different memory granularities and present two key findings: (1) Turnlevel, session-level, and summarization-based methods all exhibit limitations in terms of the accuracy of the retrieval and the semantics of the retrieved content, ultimately leading to sub-optimal responses. (2) The redundancy in natural language introduces noise, hindering precise retrieval. We demonstrate that *LLMLingua-2*, originally designed for prompt compression to accelerate LLM inference, can serve as an effective denoising method to enhance memory retrieval accuracy across different granularities.

Building on these insights, we propose SECOM, a method that constructs the memory bank at segment level by introducing a conversation SEgmentation model that partitions long-term conversations into topically coherent segments, while applying COMpression based denoising on memory units to enhance memory retrieval. Experimental results show that SECOM exhibits a significant performance advantage over baselines on long-term conversation benchmarks *LOCOMO* and *Long-MT-Bench+*. Additionally, the proposed conversation segmentation method demonstrates superior performance on dialogue segmentation datasets such as *DialSeg711*, *TIAGE*, and *SuperDialSeg*.

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1 INTRODUCTION

037 038 039 040 041 042 Large language models (LLMs) have developed rapidly in recent years and have been widely used in conversational agents. In contrast to traditional dialogue systems, which typically focus on short conversations within specific domains [\(Dinan et al., 2019\)](#page-10-0), LLM-powered conversational agents engage in significantly more interaction turns across a broader range of topics in open-domain conversations [\(Kim et al., 2023;](#page-10-1) [Zhou et al., 2023\)](#page-13-0). Such long-term, open-domain conversations over multiple sessions present significant challenges, as they require the system to retain past events and user preferences to deliver coherent and personalized responses [\(Chen et al., 2024\)](#page-9-0).

043 044 045 046 047 048 049 050 051 052 053 Some methods maintain context by concatenating all historical utterances or their summarized versions [\(LangChain Team, 2023a;](#page-12-0) [Wang et al., 2023\)](#page-12-1). However, these strategies can result in excessively long contexts that include irrelevant information, which may not be relevant to the user's current request. As noted by [Maharana et al.](#page-11-0) [\(2024\)](#page-11-0), LLMs struggle with understanding lengthy conversations and grasping long-range temporal and causal dynamics, particularly when the dialogues contain irrelevant information [\(Jiang et al., 2023c\)](#page-10-2). Some other works focus on retrieving query-related conversation history to enhance response generation [\(Yuan et al., 2023;](#page-13-1) [Alonso et al.,](#page-9-1) [2024;](#page-9-1) [Kim et al., 2024;](#page-10-3) [Maharana et al., 2024\)](#page-11-0). These approaches typically construct memory bank from the conversation history at either the *turn-level* [\(Yuan et al., 2023\)](#page-13-1) or *session-level* [\(Wang et al.,](#page-12-1) [2023\)](#page-12-1). [Xu et al.](#page-13-2) [\(2022\)](#page-13-2), [Chen et al.](#page-9-0) [\(2024\)](#page-9-0), [Li et al.](#page-11-1) [\(2024\)](#page-11-1) and [Zhong et al.](#page-13-3) [\(2024\)](#page-13-3) further leverage *summarization* techniques to build memory units, which are then retrieved as context for response generation.

054 055 056 Building on these works, a key question arises: Which level of memory granularity—turn-level, session-level, or their summarized forms—yields the highest effectiveness? Moreover, is there a novel memory structure that could outperform these three formats?

In this paper, we first systematically investigate the impact of different memory granularities on conversational agents within the paradigm of retrieval augmented response generation [\(Lewis et al.,](#page-11-2) [2020;](#page-11-2) [Ye et al., 2024\)](#page-13-4). Our findings indicate that turn-level, session-level, and summarization-based methods all exhibit limitations in terms of the accuracy of the retrieval module as well as the semantics of the retrieved content, which ultimately lead to sub-optimal responses, as depicted in Figure [1,](#page-1-0) Figure [2,](#page-2-0) and Table [1.](#page-5-0)

Figure 1: Illustration of retrieval augmented response generation with different memory granularities. *Turn-level memory* is too fine-grained, leading to fragmentary and incomplete context. *Session-level memory* is too coarse-grained, containing too much irrelevant information. *Summary based methods* suffer from information loss that occurs during summarization. *Ours (segment-level memory)* can better capture topically coherent units in long conversations, striking a balance between including more relevant, coherent information while excluding irrelevant content. Bullseye ⊙ indicates the retrieved memory units at turn level or segment level under the same context budget. [0.xx]: similarity between target query and history content. Turn-level retrieval error: false negative , false positive .

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097 098 099 100 101 102 103 104 105 106 107 Specifically, users often interact with agents over multiple turns to achieve their goals, causing relevant information to be dispersed across multiple interactions. This dispersion can pose great challenge to the retrieval of turn-level memory units as some of the history conversation turns may not explicitly contain or relate to keywords mentioned in the current request (*e.g.*, Turn-5 in Figure [1\)](#page-1-0). As a result, the retrieved contexts (*e.g.*, Turn-3 and Turn-6 in Figure [1\)](#page-1-0) can be fragmentary and fail to encompass the complete request-related information flow, leading to responses that may lack coherence or omit essential information. On the other hand, a single conversation session may cover multiple topics, especially when users do not initiate a new chat session upon switching topics. Therefore, constructing memory units at the session level risks including irrelevant content (*e.g.*, definition of the prosecutor's fallacy and reasons of the World War II in Figure [1\)](#page-1-0). Such extraneous content in the session-level memory unit may not only distract the retrieval module but also disrupt the language model's comprehension of the context, causing the agent to produce responses that are off-topic or include unnecessary details.

(a) Response quality as a function (b) Retrieval DCG obtained with (c) Retrieval DCG obtained with of chunk size, given a total budget different memory granularities us-different memory granularities usof 50 turns to retrieve as context. ing BM25 based retriever. ing MPNet based retriever.

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Figure 2: The impact of memory granularity on the response quality (a) and retrieval accuracy (b, c).

123 124 125 126 127 128 Long conversations are naturally composed of coherent discourse units. To capture this structure, we introduce a conversation segmentation model that partitions long-term conversations into topically coherent segments, constructing the memory bank at the segment level. During response generation, we directly concatenate the retrieved segment-level memory units as the context as in [Yuan et al.](#page-13-1) [\(2023\)](#page-13-1); [Kim et al.](#page-10-3) [\(2024\)](#page-10-3), bypassing summarization to avoid the information loss that often occurs when converting dialogues into summaries [\(Maharana et al., 2024\)](#page-11-0).

129 130 131 132 133 134 135 136 137 138 Furthermore, inspired by the notion that natural language tends to be inherently redundant [\(Shannon,](#page-12-2) [1951;](#page-12-2) [Jiang et al., 2023b;](#page-10-4) [Pan et al., 2024\)](#page-11-3), we hypothesize that such redundancy can act as noise for retrieval systems, complicating the extraction of key information [\(Grangier et al., 2003;](#page-10-5) [Ma et al.,](#page-11-4) [2021\)](#page-11-4). Therefore, we propose removing such redundancy from memory units prior to retrieval by leveraging prompt compression methods such as LLMLingua-2 [\(Pan et al., 2024\)](#page-11-3). Figure [3](#page-2-1) shows the results obtained with a BM25 based retriever and a MPNet based retriever [\(Song et al., 2020\)](#page-12-3) on *Long-MT-Bench+*. As demonstrated in Figure [3a](#page-2-2) and Figure [3b,](#page-2-3) LLMLingua-2 consistently improves retrieval recall given different retrieval budgets K (*i.e.*, the number of retrieved segments) when the compression rate exceeds 50%. Figure [3c](#page-2-4) further illustrates that, after denoising, similarity between the query and relevant segments increases, while the similarity with irrelevant segments decreases.

rate: $\frac{\text{# tokens after compression}}{\text{# tokens before compression}}$. K: number of retrieved segments.

Retriever: BM25

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(b) Retrieval recall v.s compression rate: $\frac{\text{\# tokens after compression}}{\text{\# tokens before compression}}$. K: number of retrieved segments. Retriever: MPNet

 $K=3$

(c) Similarity between the query and different dialogue segments. Blue: relevant segments. Orange: irrelevant segments. Retriever: MPNet

152 153 154 155 156 Figure 3: Prompt compression method (LLMLingua-2) can serve as an effective denoising technique to enhance the memory retrieval system by: (a) improving the retrieval recall with varying context budget K ; (b) benefit the retrieval system by increasing the similarity between the query and relevant segments while decreasing the similarity with irrelevant ones.

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Our contributions can be summarized as follows:

• We systematically investigate the effects of memory granularity on retrieval augmented response generation in conversational agents. Our findings reveal that turn-level, sessionlevel, and summarization-based approaches each face challenges in ensuring precise retrieval and providing a complete, relevant, and coherent context for generating accurate responses.

- We contend that the inherent redundancy in natural language can act as noise for retrieval systems. We demonstrate that prompt compression technique, LLMLingua-2, can serve as an effective denoising method to enhance memory retrieval performance.
	- We present SECOM, a system that constructs memory bank at segment level by introducing a conversation SEgmentation model, while applying COMpression based denoising on memory units to enhance memory retrieval. The experimental results show that SECOM outperforms baselines on two long-term conversation benchmark LOCOMO and Long-MT-Bench+. Further analysis and ablation studies confirm the contributions of the segment-level memory units and the compression-based denoising technique within our framework.

2 SECOM

2.1 PRELIMINARY

176 177 178 179 180 181 182 183 184 185 186 187 Let $\mathcal{H} = \{c_i\}_{i=1}^C$ represent the available conversation history between a user and an agent, which consists of C sessions. $\mathbf{c}_i = {\mathbf{t}_j}_{j=1}^{T_i}$ denotes the *i*-th session that is composed of T_i sequential user-agent interaction turns, with each turn $t_j = (u_j, r_j)$ consisting of a user request u_j and the corresponding response from the agent r_j . Denote the base retrieval system as f_R and the response generation model as fLLM. The research framework here can be defined as: (1) *Memory construction*: construct a memory bank M using conversation history H ; For a turn-level memory bank, each memory unit $m \in \mathcal{M}$ corresponds to an interaction turn t, with $|\mathcal{M}| = \sum_{i=1}^{C} T_i$. For a session-level memory bank, each memory unit m corresponds to a session c, with $\overline{|\mathcal{M}|} = C$. (2) *Memory retrieval*: given a target user request u^* and context budget N, retrieve N memory units ${m_n \in \mathcal{M}}_{n=1}^N \leftarrow f_R(u^*, \mathcal{M}, N)$ that are relevant to user request u^* ; (3) *Response generation*: take the retrieved N memory units in time order as the context and query the response generation model for response $r^* = f_{\text{LLM}}(u^*, \{m_n\}_{n=1}^N)$.

188 189 190 191 192 193 In the remainder of this section, we first elaborate the proposed conversation segmentation model that splits each session c_i into K_i topical segments $\{s_k\}_{k=1}^{K_i}$ in Section [2.2,](#page-3-0) with which we construct a session-level memory bank with each memory unit m corresponding to a segment s and $|\mathcal{M}| =$ $\sum_{i=1}^{C} K_i$. In Section [2.3,](#page-4-0) we describe how to denoise memory units to enhance the accuracy of memory retrieval.

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2.2 CONVERSATION SEGMENTATION

196 197 198 199 200 Zero-shot Segmentation Given a conversation session \vec{c} , the conversation segmentation model $f_{\mathcal{I}}$ aims to identify *a set of segment indices* $\mathcal{I} = \{(p_k, q_k)\}_{k=1}^K$, where K denotes the total number of segments within the session c, p_k and q_k represent the indexes of the first and last interaction turns for the k-th segment s_k , with $p_k \le q_k$, $p_{k+1} = q_k + 1$. This can be formulated as:

$$
f_{\mathcal{I}}(\mathbf{c}) = \{s_k\}_{k=1}^K, \text{where } s_k = \{t_{p_k}, t_{p_k+1}, ..., t_{q_k}\}\
$$
 (1)

202 203 204 205 206 207 208 209 However, building a segmentation model for open-domain conversation is challenging, primarily due to the difficulty of acquiring large amounts of annotated data. As noted by [Jiang et al.](#page-10-6) [\(2023d\)](#page-10-6), the ambiguous nature of segmentation points complicates data collection, making the task difficult even for human annotators. Consequently, we employ GPT-4 as the conversation segmentation model $f_{\mathcal{I}}$ to leverage its powerful text understanding ability across various domains. To provide clearer context and facilitate reasoning, we enhance session data c by adding turn indices and role identifiers to each interaction t_j as: "Turn j: \n[user]: $u_j\$ n[agent]: r_j ". Figure [6](#page-15-0) presents the detailed instruction used for zero-shot conversation segmentation here.

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211 212 213 214 215 Segmentation with Reflection on Limited Annotated Data When a small amount of conversation data with segment annotations is available, we leverage this annotated data to inject segmentation knowledge into LLMs and better align the LLM-based segmentation model with human preferences. Inspired by the prefix-tuning technique [\(Li & Liang, 2021\)](#page-11-5) and reflection mechanism [\(Shinn et al.,](#page-12-4) [2023;](#page-12-4) [Renze & Guven, 2024\)](#page-12-5), we treat the segmentation prompt as the "prefix" and iteratively optimize it through LLM self-reflection, ultimately obtaining a segmentation guidance G.

216 217 218 219 220 221 222 223 224 Specifically, in each iteration, we first apply our segmentation model in zero-shot manner to a batch of conversation data and select the "hard examples", *i.e.,* the top K sessions with the most significant segmentation errors based on the WindowDiff metric [\(Pevzner & Hearst, 2002\)](#page-12-6). The LLM-based segmentation model is then instructed to reflect on its mistakes given the ground-truth segmentation annotations and update the segmentation guidance G. This process mirrors Stochastic Gradient Descent (SGD) optimization, *i.e.*, $G_{m+1} = G_m - \eta \nabla \mathcal{L}(G_m)$, where $\nabla \mathcal{L}(G_m)$ denotes the gradient of segmentation loss, which we assume is estimated implicitly by the LLM itself and is used to adjust the next segmentation guidance G_{m+1} . Figure [8](#page-21-0) shows the self-reflection prompt and Figure [7](#page-20-0) illustrates the final prompt with the learned rubric for segmentation.

2.3 COMPRESSION BASED MEMORY DENOISING

227 228 229 230 231 232 Given a target user request u^* and context budget N, the memory retrieval system f_R retrieves N memory units $\{m_n \in M\}_{n=1}^N$ from the memory bank M as the context in response to the user request u^* . With the consideration that the inherent redundancy in natural language can act as noise for the retrieval system [\(Grangier et al., 2003;](#page-10-5) [Ma et al., 2021\)](#page-11-4), we denoise memory units by removing such redundancy via a prompt compression model f_{Comp} before retrieval:

$$
\{m_n \in \mathcal{M}\}_{n=1}^N \leftarrow f_R(u^*, f_{Comp}(\mathcal{M}), N). \tag{2}
$$

Specifically, we use LLMLingua-2 [\(Pan et al., 2024\)](#page-11-3) as the denoising function f_{Comp} here.

3 EXPERIMENTS

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239 240 241 242 243 244 245 246 247 Implementation Details We use $GPT-35-Turbo¹$ $GPT-35-Turbo¹$ $GPT-35-Turbo¹$ for response generation in our main experiment. We also adopt $Mistral-7B-Instruct-v0.3²$ $Mistral-7B-Instruct-v0.3²$ $Mistral-7B-Instruct-v0.3²$ [\(Jiang et al., 2023a\)](#page-10-7) for robustness evaluation across different LLMs. We employ zero-shot segmentation for QA benchmarks and further incorporate the reflection mechanism for segmentation benchmarks to leverage the available annotated data. Details for the conversation segmentation such as the prompt and hyper-parameters are described in Appendix [A.1.](#page-13-5) We use LLMLingua-2 [\(Pan et al., 2024\)](#page-11-3) with a compression rate of 75% and xlm-roberta-large [\(Conneau et al., 2020\)](#page-9-2) as the base model to denoise memory units. Following [Alonso et al.](#page-9-1) [\(2024\)](#page-9-1), we apply MPNet $(multi-qa-mpnet-base-dot-v1)$ [\(Song](#page-12-3) [et al., 2020\)](#page-12-3) with FAISS [\(Johnson et al., 2019\)](#page-10-8) and BM25 [\(Amati, 2009\)](#page-9-3) for memory retrieval.

248 249 Datasets & Evaluation Metrics We evaluate SECOM and other baseline methods for long-term conversations on the following benchmarks:

250 251 252 253 254 (i) *LOCOMO* [\(Maharana et al., 2024\)](#page-11-0), which is the longest conversation dataset to date, with an average of 300 turns with 9K tokens per sample. For the test set, we prompt GPT-4 to generate QA pairs for each session as in [Alonso et al.](#page-9-1) [\(2024\)](#page-9-1). We also conduct evaluation on the recently released official QA pairs in Appendix [A.5.](#page-16-0)

255 256 257 258 259 260 (ii) *Long-MT-Bench+*, which is reconstructed from *MT-Bench+* [\(Lu et al., 2023\)](#page-11-6), where human experts are invited to expand the original questions and create long-range questions as test user requests. Since each conversation only contains an average of 13.3 dialogue turns, following [Yuan](#page-13-1) [et al.](#page-13-1) [\(2023\)](#page-13-1), we merge five consecutive sessions into one long-term conversation. We also use these human-written questions as few-shot examples to prompt GPT-4 to generate a long-range test question for each dialogue topic as the test set. More details such as the statistics of the constructed *Long-MT-Bench+* are listed in Appendix [A.7.](#page-17-0)

261 262 263 264 265 266 267 For evaluation metrics, we use the conventional *BLEU* [\(Papineni et al., 2002\)](#page-12-7), *ROUGE* [\(Lin, 2004\)](#page-11-7), and *BERTScore* [\(Zhang et al., 2020\)](#page-13-6) for basic evaluation. Inspired by [\(Pan et al., 2023\)](#page-11-8), we employ GPT4Score for more accurate evaluation, where GPT-4-0125^{[3](#page-4-3)} is prompted to assign an integer rating from 0 (poor) to 100 (excellent). We also perform *pairwise comparisons* by instructing GPT-4 to determine the superior response. The evaluation prompts are detailed in Figure [12](#page-25-0) of Appendix [A.4.](#page-16-1) Human evaluation is also conducted, with results summarized in Table [10](#page-19-0) in Appendix [A.10.](#page-18-0)

¹<https://platform.openai.com/docs/models>

²<https://huggingface.co/mistralai/Mistral-7B-Instruct-v0.3>

³<https://platform.openai.com/docs/models/gpt-4-turbo-and-gpt-4>

Full History 54.15 6.26 27.20 12.07 22.39 88.06 210.34 13,330 Turn-Level (MPNet) 57.99 6.07 26.61 11.38 21.60 88.01 54.77 3,288

Session-Level (MPNet) 51.18 5.22 24.23 9.33 19.51 87.45 53.88 3,471
Session-Level (BM25) 63.16 7.45 29.29 14.24 24.29 88.33 55.88 3,619

SumMem $\begin{array}{|l} \hline \text{SumMem} \\ \text{SumMem} \end{array}$ 53.87 2.87 20.71 6.66 16.25 86.88 - 4,108 RecurSum $\begin{array}{|l} \hline \text{56.25} \end{array}$ 2.22 20.04 8.36 16.25 86.47 - 400 ConditionMem 65.92 3.41 22.28 7.86 17.54 87.23 - 3,563

270 Table 1: Performance comparison on *LOCOMO* and *Long-MT-Bench+*. The context budget for memory retrieval is set to 4k tokens (∼ 5 sessions, 10 segments, or 55 turns) on *LOCOMO* and 1k

MemoChat	65.10	6.76	28.54	12.93	23.65	88.13		1,159
SECOM (MPNet)	69.33	7.19	29.58	13.74	24.38	88.60	55.51	3,716
SECOM (BM25)	71.57	8.07	31.40	16.30	26.55	88.88	55.52	3,731
			$Long-MT-Bench+$					
Zero History	49.73	4.38	18.69	6.98	13.94	84.22	0.00	Ω
Full History	63.85	7.51	26.54	12.87	20.76	85.90	65.45	19,287
Turn-Level (MPNet)	84.91	12.09	34.31	19.08	27.82	86.49	3.00	909
Turn-Level (BM25)	82.85	11.52	32.84	17.86	26.03	87.03	3.00	1,047
Session-Level (MPNet)	73.38	8.89	29.34	14.30	22.79	86.61	13.43	3,680
Session-Level (BM25)	81.27	11.85	32.87	17.83	26.82	87.32	13.35	4,118
SumMem	63.42	7.84	25.48	10.61	18.66	85.70	۰	1,651
RecurSum	62.96	7.17	22.53	9.42	16.97	84.90		567
ConditionMem	63.55	7.82	26.18	11.40	19.56	86.10		1.085
MemoChat	85.14	12.66	33.84	19.01	26.87	87.21		1,615
SECOM (MPNet)	88.81	13.80	34.63	19.21	27.64	87.72	2.77	820
SECOM (BM25)	86.67	12.74	33.82	18.72	26.87	87.37	2.87	906

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Turn-Level $(BM25)$

Session-Level (BM25).

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302 303 304 305 306 307 308 309 310 311 312 313 314 315 Baselines We evaluate our method against four intuitive approaches and four state-of-the-art models. As Figure [3](#page-2-1) indicates that the compression based memory denoising mechanism can benefit memory retrieval, in the main results, we directly compare our method to the denoising-enhanced turn-level and session-level baselines. (1) *Turn-Level*, which constructs the memory bank by treating each user-agent interaction as a distinct memory unit. (2) *Session-Level*, which uses each entire conversation session as a memory unit. (3) *Zero History*, which generates responses without incorporating any conversation history, operating in a zero-shot manner. (4) *Full History*, which concatenates all prior conversation history as the context for response generation. (5) *SumMem* [\(LangChain Team, 2023c\)](#page-12-8), which dynamically generates summaries of past dialogues relevant to the target user request, and uses these summaries as context for response generation. (6) *RecurSum* [\(Wang et al., 2023\)](#page-12-1), which recursively updates summary using current session and previous summaries, and takes the updated summary of current session as the context. (7) *ConditionMem* [\(Yuan et al., 2023\)](#page-13-1), which generates summaries and knowledge for each dialogue turn, then retrieves the most relevant summary, knowledge, and raw conversation turn as the context in response to a new user request. (8) *MemoChat* [\(Lu et al.,](#page-11-6) [2023\)](#page-11-6), which operates memories at segment level, but focuses on tuning LLMs for both memory construction and retrieval.

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317 318 319 320 321 322 323 Main Results As shown in Table [1](#page-5-0) and Figure [4,](#page-6-0) SECOM *outperforms all baseline approaches*, exhibiting a significant performance advantage, particularly on the long-conversation benchmark LOCOMO. Interestingly, there is a significant performance disparity in Turn-Level and Session-Level methods when using different retrieval models. For instance, switching from the MPNet-based retriever to the BM25-based retriever results in performance improvements up to 11.98 and 7.89 points in terms of GPT4Score on LOCOMO and Long-MT-Bench+, respectively. In contrast, SECOM *demonstrates greater robustness in terms of the deployed retrieval system*. We attribute this to the following reason: As discussed in Section [1,](#page-0-0) turn-level memory units are often fragmented and

Figure 4: GPT-4 based pairwise performance comparison on LOCOMO with BM25 based retriever.

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338 339 340 344 345 346 may not explicitly include or relate to keywords mentioned in the target user request. On the other hand, session-level memory units contain a large amount of irrelevant information. Both of these scenarios make the retrieval performance sensitive to the capability of the deployed retrieval system. However, topical segments in SECOM can strike a balance between including more relevant, coherent information while excluding irrelevant content, thus leading to more robust and superior retrieval performance. Table [1](#page-5-0) and Figure [4](#page-6-0) also reveal that *summary based methods, such as SumMem and RecurSum fall behind turn-level or session-level baselines*. Our case study, Figure [15](#page-31-0) and [16](#page-33-0) in Appendix [A.6,](#page-16-2) suggests that this is likely due to the loss of crucial details during the process of converting dialogues into summaries [\(Maharana et al., 2024\)](#page-11-0), which are essential for accurate question answering.

347 348

349 350 351 352 353 354 355 Ablation Study on Granularity of Memory Units Figure [2b,](#page-2-5) Figure [2c,](#page-2-6) and Table [3](#page-7-0) have clearly demonstrated the superiority of segment-level memory over turn-level and session-level memory in terms of both retrieval accuracy and end-to-end QA performance. Figure [5a](#page-6-1) and Figure [5b](#page-6-2) further compare QA performance across different memory granularities under varying context budgets. Compression-based memory unit denoising was applied in all experiments here to isolate the end-toend impact of memory granularity on performance. The results show that segment-level memory consistently outperforms both turn-level and session-level memory across a range of context budgets, reaffirming its superiority. Figures [14](#page-29-0) and [13](#page-27-0) in Appendix [A.6](#page-16-2) provide detailed case studies.

Figure 5: Performance comparison of different memory granularities with various context budget on *Long-MT-Bench+*.

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374 375 376 377 Ablation Study on Compression based Memory Denoising As shown in Table [2,](#page-7-1) removing the proposed compression based memory denoising mechanism will result in a performance drop up to 9.46 points of GPT4Score on LOCOMO, highlighting the critical role of this denoising mechanism: by effectively improving the retrieval system (Figure [3b\)](#page-2-3), it significantly enhances the overall effectiveness of the system.

378 379 Table 2: Ablation study on compression based memory denoising. Compression rate: 75%. Retriever: MPNet.

Methods		LOCOMO			Long-MT-Bench+				
	GPT4Score BLEU			Rouge2 BERTScore GPT4Score BLEU			Rouge2	BERTScore	
SECOM	69.33	7.19	13.74	88.60	88.81	13.80	19.21	87.72	
$-$ Denoise	59.87	6.49	12.11	88.16	87.51	12.94	18.73	87.44	

Mistral-7B Powered Response Generation Table [3](#page-7-0) presents the results of SECOM and baselines using Mistral-7B-Instruct-v0.3^{[4](#page-7-2)} [\(Jiang et al., 2023a\)](#page-10-7) as the response generator. Our method demonstrates a significant performance gain over other baselines, showcasing its good generalization ability across different LLM-powered conversation agents. Interestingly, although the Mistral-7B here features a 32K context window capable of accommodating the entire conversation history, in other words, it is able to include and comprehend the entire conversation history without truncation, the performance of the "Full History" approach still falls short compared to SECOM. This highlights the effectiveness of our memory construction and retrieval mechanisms, which prioritize relevant context and reduce noise, leading to more accurate and contextually appropriate responses.

Table 3: Performance comparison on *Long-MT-Bench+* using Mistral-7B-Instruct-v0.3. Other settings are the same with Table [1.](#page-5-0)

Methods			Context Length					
	GPT4Score	BLEU	Rouge1	Rouge ₂	RougeL	BERTScore	$#$ Turns	# Tokens
Full History	78.73	10.25	29.43	14.32	23.37	86.77	65.45	19.287
				BM25 Based Retriever				
Turn-Level	83.14	13.60	33.28	19.11	27.32	87.52	3.00	1.047
Session-Level	81.03	12.49	32.39	17.11	25.66	87.21	13.35	4.118
SECOM	89.43	15.06	35.77	21.35	29.50	87.89	2.87	906
				MPNet Based Retriever				
Turn-Level	85.61	12.78	35.06	19.61	28.51	87.77	3.00	909
Session-Level	75.29	9.14	28.65	13.91	22.52	86.51	13.43	3.680
SECOM	90.58	15.80	36.14	21.49	29.94	88.07	2.77	820

Evaluation of Conversation Segmentation Model To evaluate the conversation segmentation module described in Section [2.2](#page-3-0) independently, we use three widely-used dialogue segmentation datasets: DialSeg711 [\(Xu et al., 2021\)](#page-13-7), TIAGE [\(Xie et al., 2021\)](#page-13-8), and SuperDialSeg [\(Jiang et al.,](#page-10-6) [2023d\)](#page-10-6). In addition to the unsupervised (zero-shot) setting, we also assess performance in a transfer learning setting, where baseline models are trained on the full training set of the source dataset, while our model learns the segmentation rubric through LLM reflection on the top 100 most challenging examples. We evaluate transfer learning only using SuperDialSeg and TIAGE as the source datasets since DialSeg711 lacks a training set. For evaluation metrics, following [Jiang et al.](#page-10-6) [\(2023d\)](#page-10-6), we use the F1 score, P_k [\(Beeferman et al., 1999\)](#page-9-4), Window Diff (WD) [\(Pevzner & Hearst, 2002\)](#page-12-6) and the segment score^{[5](#page-7-3)}:

$$
Score = \frac{2 * F1 + (1 - P_k) + (1 - WD)}{4}.
$$
\n(3)

Table [4](#page-8-0) presents the results, showing that our segmentation model consistently outperforms baselines in the unsupervised setting. In the transfer learning setting, despite the segmentation rubric being learned from LLM reflection on only 100 examples from the source dataset, it generalizes well to the target dataset, surpassing the baseline model trained on the full source training set and even outperforming some supervised baselines.

⁴<https://huggingface.co/mistralai/Mistral-7B-Instruct-v0.3>

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 $5R$ ecommended by ICASSP2023 General Meeting Understanding and Generation Challenge [https:](https://2023.ieeeicassp.org/signal-processing-grand-challenges) [//2023.ieeeicassp.org/signal-processing-grand-challenges](https://2023.ieeeicassp.org/signal-processing-grand-challenges).

432 433 434 Table 4: Segmentation performances on three datasets. [†]: numbers reported in [Gao et al.](#page-10-9) [\(2023\)](#page-10-9). Other baselines are reported in [Jiang et al.](#page-10-6) [\(2023d\)](#page-10-6). The best performance is highlighted in bold, and the second best is highlighted by underline. Numbers in gray correspond to **supervised** setting.

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4 RELATED WORKS

4.1 MEMORY MANAGEMENT IN CONVERSATION

464 465 466 467 468 469 470 471 472 Long-term open-domain conversation [\(Feng et al., 2020;](#page-10-10) [Xu et al., 2022;](#page-13-2) [Maharana et al., 2024\)](#page-11-0) poses significant challenges for LLM-powered conversational agents. To address this, memory management [\(Lu et al., 2023;](#page-11-6) [Wang et al., 2023;](#page-12-1) [Zhong et al., 2024;](#page-13-3) [Li et al., 2024;](#page-11-1) [Zhang et al.,](#page-13-9) [2024\)](#page-13-9) is widely adopted. The core of memory management involves leveraging dialogue history to provide background information, extract persona, understand the user's intent, and generate historyaware responses. For instance, MPC [\(Lee et al., 2023\)](#page-11-9), MemoryBank [\(Zhong et al., 2024\)](#page-13-3) and COMEDY [\(Chen et al., 2024\)](#page-9-0) further summarize past events in the conversation history as memory records. Methods such as RecurSum [\(Wang et al., 2023\)](#page-12-1) and ConditionMem [\(Yuan et al., 2023\)](#page-13-1) consider the memory updating process through recursive summarization.

473 474 475 476 477 478 479 480 481 Inspired by the success of retrieval-augmented generation (RAG), many recent works introduce retrieval modules into memory management. For example, MSC [\(Xu et al., 2022\)](#page-13-2) utilizes a pre-trained Dense Passage Retriever (DPR) [\(Karpukhin et al., 2020\)](#page-10-11) model to select the top *N* relevant summaries. Instead of using a retrieval model, MemoChat [\(Lu et al., 2023\)](#page-11-6) employs an LLM to retrieve relevant memory records. Recently, [Maharana et al.](#page-11-0) [\(2024\)](#page-11-0) releases a dataset, *LOCOMO*, which is specifically designed to assess long-term conversational memory, highlighting the effectiveness of RAG in maintaining long-term memory. Their experiment results indicate that long-context LLMs are prone to generating hallucinations, and summary-only memory results in sub-optimal performance due to information loss.

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4.2 CHUNKING GRANULARITY IN RAG SYSTEM

485 Chunking granularity [\(Duarte et al., 2024\)](#page-10-12) (i.e., how the entire context is segmented into retrieval units) is a crucial aspect of RAG systems. Ineffective segmentation can result in incomplete or noisy

486 487 488 retrieval units, which can impair the retrieval module [\(Yu et al., 2023\)](#page-13-10) and negatively impact the subsequent response generation [\(Shi et al., 2023\)](#page-12-9).

489 490 491 492 493 494 495 Semantic-based chunking strategies [\(Mishra, 2023;](#page-11-10) [Antematter Team, 2024;](#page-12-10) [Greg Kamradt, 2024\)](#page-12-11) use representation similarity to identify topic shifts and decide chunk boundaries. With the advancement of LLMs, some studies leverage their capabilities to segment context into retrieval units. For instance, LumberChunker [\(Duarte et al., 2024\)](#page-10-12) segments narrative documents into semantically coherent chunks using Gemini [\(Team et al., 2023\)](#page-12-12). However, existing research mainly focuses on document chunking, overlooking conversation chunking. Common chunking practices [\(LangChain Team,](#page-12-13) [2023b;](#page-12-13) [LlamaIndex Team, 2023\)](#page-12-14) in conversations directly rely on the natural structure (*i.e.,* utterances or dialogue turns) of dialogue to divide conversation into retrieval units.

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4.3 DENOISING IN RAG SYSTEM

499 500 501 502 503 504 505 506 507 508 509 Recent studies have observed that noise in conversations can negatively impact the retrieval module in RAG systems. For example, COTED [\(Mao et al., 2022\)](#page-11-11) found that redundant noise in dialogue rounds significantly impairs conversational search. Earlier research [\(Strzalkowski et al., 1998;](#page-12-15) [Wasson, 2002\)](#page-13-11) investigate the use of summaries in retrieval systems. With the advent of LLM, recent approaches [\(Ravfogel et al., 2023;](#page-12-16) [Lee et al., 2024\)](#page-11-12) denoise raw dialogues by prompting LLMs to summarize. Subsequently, they fine-tune the retriever's embedding model to align vector representations of original text with those of generated summaries. However, these methods have several drawbacks: (1) summarization introduces latency and computational costs, whereas dialogue state methods require high-quality annotated data. (2) Fine-tuning the retriever's embedding model limits flexibility and scalability, restricting it from being used as a plug-and-play method. (3) Finetuning risks overfitting and catastrophic forgetting [\(McCloskey & Cohen, 1989;](#page-11-13) [Lee et al., 2022\)](#page-11-14), potentially impeding domain adaptation and generalization ability of pre-trained retrievers.

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5 CONCLUSION

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514 515 516 517 518 519 520 In this paper, we systematically investigate the impact of memory granularity on retrieval-augmented response generation for long-term conversational agents. Our findings reveal the limitations of turnlevel and session-level memory granularities, as well as summarization-based methods. To overcome these challenges, we introduced SECOM, a novel memory management system that constructs memory bank at the segment-level and employs compression-based denoising techniques to enhance retrieval performance. The experimental results underscore the effectiveness of SECOM in handling long-term conversations. Further analysis and ablation studies confirm the contributions of the segment-level memory units and the compression-based denoising technique within our framework.

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754 755 We use GPT-4-0125 as the backbone LLM for segmentation. The zero-shot segmentation prompt is provided in Figure [6.](#page-15-0) It instructs the segmentation model to generate all segmentation indices at once, avoiding the iterative segmentation process used in LumberChunker [\(Duarte et al., 2024\)](#page-10-12),

756 757 758 Table 5: Comparison between our method and *MemoChat* from multiple aspects on *Long-MT-Bench+*. "# In. Token", "# Out. Token" and "Latency" report the number of input / output token and the latency per question, including memory construction, memory retrieval and reponse generation.

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767 768 769 770 771 772 773 774 775 776 777 778 779 which can lead to unacceptable latency. We specify that the output should be in **JSONL** format to facilitate subsequent processing. To generate segmentation guidance, we select the top 100 poorly segmented samples with the largest Window Diff metric from the training set. The segmentation guidance consists of two parts: (1) *Segmentation Rubric*: Criteria items on how to make better segmentation. (2) *Representative Examples*: The most representative examples that include the ground-truth segmentation, the model's prediction, and the reflection on the model's errors. The number of rubric items is set to 10. To meet this requirement, we divide the top 100 poorly segmented samples into 10 mini-batches and prompt the LLM-based segmentation model to reflect on each batch individually. The segmentation model is also asked to select the most representative example in each batch, which is done concurrently with rubric generation. Figure [8](#page-21-0) presents the prompt used to generate rubric. The generated rubric is shown at Fig. [9](#page-22-0) and Fig. [10](#page-23-0) on *TIAGE* and *SuperDialSeg*, respectively. After the segmentation guidance is learned, we utilize the prompt shown in Figure [7](#page-20-0) as a few-shot segmentation prompt. For simplicity and fair comparison, we do not use any rubric for conversation segmentation in *LOCOMO* and *Long-MT-Bench+*.

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A.2 ADDITIONAL COST ANALYSIS

783 784 785 786 Table [5](#page-14-0) compares the overall costs involved in memory construction, memory retrieval, and response generation across different methods. The results demonstrate that our method significantly enhances performance compared to the baseline while only slightly increasing computational overhead, and it outperforms the MemoChat method in both efficiency and effectiveness.

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A.3 THE ANALOGY BETWEEN THE REFLECTION AUGMENTATION AND PREFIX-TUNING

789 790 791 792 793 794 When a small amount of conversation data with segment annotations is available, we explore how to leverage this data to transfer segmentation knowledge and better align the LLM-based segmentation model with human preferences. Inspired by the prefix-tuning technique (Li $&$ Liang, [2021\)](#page-11-5) and reflection mechanism [\(Shinn et al., 2023;](#page-12-4) [Renze & Guven, 2024\)](#page-12-5), we treat the segmentation prompt as the "prefix" and iteratively optimize it through LLM self-reflection, ultimately obtaining a segmentation guidance G .

795 796 797 798 Prefix-tuning seeks to learn a prefix matrix P to boost the performance of the language model LM_{ϕ} without fine-tuning its parameter ϕ . The prefix matrix P is prepended to the activation h of the Transformer layer:

$$
h_i = \begin{cases} \n\mathbf{P}[i, :], & \text{if } i \in \mathcal{P}_{idx} \\ \n\mathbf{LM}_{\phi}(z_i, h_{< i}), & \text{otherwise} \n\end{cases} \tag{4}
$$

801 where P_{idx} is the prefix indices.

802 803 804 805 806 807 808 809 In the context of our segmentation scenario, our goal is to "learn" a textual guidance G that directs the segmentation model toward improved segmentation outcomes. The process of updating the segmentation guidance G parallels the optimization of the prefix parameter P in prefix-tuning. Initially, the segmentation guidance G_0 is set to empty, analogous to the initial prefix parameter $P₀$. During each iteration of guidance updating, we first apply our conversation segmentation model in a zero-shot manner to a batch of conversation data. Build upon the insights that LLMs possess the ability for self-reflection and improvement [\(Shinn et al., 2023;](#page-12-4) [Renze & Guven, 2024\)](#page-12-5), we then instruct the segmentation model to reflect on its mistakes given the ground-truth segmentation and update the segmentation guidance G . This process mirrors Stochastic Gradient Descent (SGD)

810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 Instruction Part of the Segmentation Prompt (Zero-Shot). # Instruction ## Context - **Goal**: Your task is to segment a multi-turn conversation between a user and a chatbot into topically coherent units based on semantics. Successive user-bot exchanges with the same topic should be grouped into the same segmentation unit, and new segmentation units should be created when topic shifts. - **Data**: The input data is a series of user-bot exchanges separated by "\n\n". Each exchange consists of a single-turn conversation between the user and the chatbot, started with "[Exchange (Exchange Number)]: ". ### Output Format - Output the segmentation results in **JSONL (JSON Lines)** format. Each dictionary represents a segment, consisting of one or more user-bot exchanges on the same topic. Each dictionary should include the following keys: - **segment_id**: The index of this segment, starting from 0. - **start_exchange_number**: The number of the **first** user-bot exchange in this segment. - **end_exchange_number**: The number of the **last** user-bot exchange in this segment. - **num_exchanges**: An integer indicating the number of user-bot exchanges in this segment, calculated as: **end_exchange_number** - **start_exchange_number** + 1. Here is an example of the expected output: ''' <segmentation> {"segment_id": 0, "start_exchange_number": 0, "end_exchange_number": 5, "num_exchanges": 6} {"segment_id": 1, "start_exchange_number": 6, "end_exchange_number": 8, "num_exchanges": 3} ... </segmentation> ''' # Data {{text_to_be_segmented}} # Question ## Please generate the segmentation result from the input data that meets the following requirements: - **No Missing Exchanges**: Ensure that the exchange numbers cover all exchanges in the given conversation without omission. - **No Overlapping Exchanges**: Ensure that successive segments have no overlap in exchanges. - **Accurate Counting**: The sum of **num_exchanges** across all segments should equal the total number of user-bot exchanges. - Provide your segmentation result between the tags: <segmentation></segmentation>. # Output Now, provide the segmentation result based on the instructions above.

Figure 6: Prompt for GPT-4 segmentation (zero-shot).

optimization:

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861 862 863 $G_{m+1} = G_m - \eta \nabla \mathcal{L}(G_m),$ (5)

where $\nabla \mathcal{L}(G_m)$ denotes the gradient of segmentation loss, which we assume is estimated implicitly by the LLM itself and used to adjust the next segmentation guidance G_{m+1} .

864 865 866 867 868 Table 6: Performance comparison on the official question-answer pairs of *LOCOMO* using MPNet retriever. All other settings remain the same as in Table [1.](#page-5-0) MemoChat [\(Lu et al., 2023\)](#page-11-6) is not applicable in *Mistral-7B-Instruct-v0.3* due to Mistral's inability to execute the "Memo Writing" step, as it often fails to generate a valid JSON response needed to construct the memory bank in [Lu et al.](#page-11-6) [\(2023\)](#page-11-6).

A.4 PROMPT FOR GPT-4 EVALUATION

We use the same evaluation prompts as MemoChat [\(Lu et al., 2023\)](#page-11-6). The LLM-powered evaluation consists of single-sample scoring (GPT4Score) and pair-wise comparison. The evaluation prompts are displayed in Figure [12.](#page-25-0) For pair-wise comparison, we alternate the order of the responses and conduct a second comparison for each pair to minimize position bias.

A.5 EVALUATION RESULTS ON THE OFFICIAL QA PAIRS OF LOCOMO

896 897 898 899 As *LOCOMO* [\(Maharana et al., 2024\)](#page-11-0) released a subset containing QA pairs recently. To ensure reproducibility, we evaluate our method on these official QA pairs. Table [6](#page-16-3) presents the evaluation results. The superiority of our SECOM is also evident on these QA pairs, demonstrating its superior effectiveness and robustness.

901 902 A.6 CASE STUDY

903 904 905 906 907 To further demonstrate the advantages of our method, we conduct a qualitative evaluation. Figure [13](#page-27-0) presents a specific case comparing the segment-level memory with the turn-level memory. It demonstrates that using turn-level memory units fails to address the user's request. We attribute this to the fragmentation of user-agent turns, and the critical turns may not explicitly contain or relate to the keywords in the user's request.

908 909 910 911 Similarly, using session-level memory units is also sub-optimal, as illustrated in Figure [14.](#page-29-0) This issue arises because a session often includes multiple topics, introducing a significant amount of irrelevant information that hampers effective retrieval. The irrelevant information also distracts the LLM, as noted in previous studies [\(Shi et al., 2023;](#page-12-9) [Liu et al., 2024\)](#page-11-15).

912 913 914 915 We also conduct a case study to compare our method with two recent, powerful memory management techniques: *RecurSum* [\(Wang et al., 2023\)](#page-12-1) and *ConditionMem* [\(Yuan et al., 2023\)](#page-13-1), as shown in Figure [15](#page-31-0) and Figure [16.](#page-33-0) The results indicate that the summarization process in these methods often omits detailed information that is essential for accurately answering the user's request.

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918 919 Table 7: Statistics of the *MT-Bench+* and the constructed *Long-MT-Bench+* datasets. The notation *"# Item*" represents the average number of the corresponding item per conversation.

A.7 DETAILS OF DATASET CONSTRUCTION

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928 929 930 931 932 (i) *LOCOMO* [\(Maharana et al., 2024\)](#page-11-0): this dataset contains the longest conversations to date, with an average of more than 9K tokens per sample. Since *LOCOMO* does not release the corresponding question-answer pairs when we conduct our experiment, we prompt GPT-4 to generate QA pairs for each session as in [Alonso et al.](#page-9-1) [\(2024\)](#page-9-1). We also conduct evaluation on the recently released official QA pairs in Appendix [A.5.](#page-16-0)

933 934 935 936 937 938 939 940 941 942 943 (ii) *Long-MT-Bench+*: *Long-MT-Bench+* is reconstructed from the *MT-Bench+* [\(Lu et al., 2023\)](#page-11-6) dataset. In *MT-Bench+*, human experts are invited to expand the original questions and create longrange questions as test samples. However, there are two drawbacks when using this dataset to evaluate the memory mechanism of conversational agents: (1) the number of QA pairs is relatively small, with only 54 human-written long-range questions; and (2) the conversation length is not sufficiently long, with each conversation containing an average of 13.3 dialogue turns and a maximum of 16 turns. In contrast, the conversation in *LOCOMO* has an average of 300 turns and 9K tokens. To address (1), we use these human-written questions as few-shot examples and ask GPT-4 to generate a long-range test question for each dialogue topic. For (2), following [\(Yuan et al., 2023\)](#page-13-1), we merge five consecutive sessions into one, forming longer dialogues that are more suitable for evaluating memory in long-term conversation. We refer to the reconstructed dataset as *Long-MT-Bench+* and present its statistics in Table [7.](#page-17-1)

A.8 DETAILS OF RETRIEVAL PERFORMANCE MEASUREMENT

947 948 We measure the retrieval performance in terms of the discounted cumulative gain (DCG) met-ric (Järvelin & Kekäläinen, [2002\)](#page-10-13):

> $DCG = \sum_{i=1}^{p}$ $i=1$ rel_i $\frac{1}{\log_2(i+1)}$, (6)

where rel_i denotes the relevance score of the retrieved user-agent turn ranked at position i, and p represents the total number of retrieved turns. Note that in the *Long-MT-Bench+* dataset, answering a single question often requires referring to several consecutive turns. Therefore, we distribute the relevance score evenly across these relevant turns and set the relevance score of irrelevant turns to zero. For instance, assume that the ground truth reference turn set for question q is $\mathcal{R}(q) = \{r_{k+j}\}_{j=1}^N$, which is provided by the dataset. In this case, the relevance score for each turn is set as follows:

$$
rel_i = \begin{cases} 0 & i < k+1 \\ \frac{1}{N} & k+1 \le i \le k+N \\ 0 & i > k+N \end{cases}.
$$

This approach allows us to evaluate retrieval performance at different granularity.

964 A.9 ADDITIONAL EXPERIMENTS ON COQA AND PERSONA-CHAT

966 967 968 To further validate SeCom's robustness and versatility across a broader range of dialogue types, we conduct additional experiments on other benchmarks, **Persona-Chat** [\(Zhang et al., 2018\)](#page-13-12) and CoQA [\(Reddy et al., 2019\)](#page-12-17).

969 970 971 Given the relatively short context length of individual samples in these datasets, we adopt an approach similar to Long-MT-Bench+ by aggregating multiple adjacent samples into a single instance. For CoQA, each sample is supplemented with the text passages of its 10 surrounding samples. Since CoQA answers are derived from text passages rather than dialogue turns, we replace the turn-level

972 973 974 Table 8: QA performance comparison on *CoQA* using MPNet-based retrieval model. The response generation model is GPT-3.5-Turbo.

Table 9: Next utterance prediction performance comparison on *Persona-Chat* using MPNet-based retrieval model. The response generation model is GPT-3.5-Turbo.

Methods		Context Length						
	GPT4Score	BLEU	Rouge1	Rouge ₂	RougeL	BERTScore	$#$ Turns	# Tokens
Turn-Level	69.23	5.73	21.38	9.06	19.87	87.28	24.00	682
Session-Level	67.35	5.45	21.80	8.86	20.04	87.34	116.91	3.593
ConditionMem	73.21	6.16	22.52	9.88	20.95	87.44	-	1.388
MemoChat	76.83	7.21	25.13	10.81	22.31	87.68	-	1.296
COMEDY	76.52	7.05	24.97	10.54	22.18	87.60	-	3.931
SECOM (Ours)	78.34	7.75	26.01	11.57	23.98	87.82	23.48	702

1000 1001 1002 baseline with a sentence-level baseline. For Persona-Chat, we utilize the expanded version provided by [Jandaghi et al.](#page-10-14) [\(2023\)](#page-10-14). Conversations are aggregated by combining each sample with its 5 surrounding samples. Following the next utterance prediction protocol, we include the personas of both conversational roles in the prompt. Due to the large scale of these datasets, we select subsets for experimentation. From CoQA, we randomly sample 50 instances from an initial pool of 500, resulting in a subset containing over 700 QA pairs. Similarly, for Persona-Chat, we randomly select 100 instances, encompassing over 1,000 utterances in total.

1003 1004 1005 As shown in Table [8](#page-18-1) and Table [9,](#page-18-2) SECOM consistently outperforms baseline methods across these datasets, highlighting its effectiveness in handling diverse dialogue scenarios, including open-ended, and multi-turn interactions.

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1007 1008 A.10 HUMAN EVALUATION RESULTS

1009 1010 1011 1012 1013 1014 To ensure a holistic assessment, we conduct human evaluation to gauge the quality of the LLM's response in conversation. We adopt the human evaluation scheme of COMEDY [\(Chen et al., 2024\)](#page-9-0), which encompasses five perspectives: Coherence, Consistency, Engagingness, Humanness and Memorability. Ten Human annotators are asked to score the responses following a detailed rubric for each perspective. Results in Table [10](#page-19-0) show that the rank of different methods from human evaluation is generally consistent with those obtained from automated metrics, confirming the practical effectiveness of our proposed approach.

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1017 A.11 PERFORMANCE USING SMALLER SEGMENTATION MODEL

1018 1019 1020 1021 1022 1023 To make our method applicable in resource-constrained environments, we conduct additional experiments by replacing the GPT-4-Turbo used for the segmentation model with the Mistral-7B-Instruct-v0.3 and a RoBERTa based model fine-tuned on SuperDialseg [\(Jiang](#page-10-6) [et al., 2023d\)](#page-10-6). Table [11](#page-19-1) shows that SECOM maintains the advantage over baseline methods when switching from GPT-4 to Mistral-7B. Notably, even with a RoBERTa based segmentation model, SECOM retains a substantial performance gap over other granularity-based baselines.

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1031 1032 Table 10: Human evaluation results on *Long-MT-Bench+* using MPNet-based retrieval model. The response generation model is GPT-3.5-Turbo.

1.55	1.11				
		0.43	0.33	1.85	1.05
1.89	1.20	1.06	0.78	2.00	1.39
1.75	1.25	0.98	0.80	1.92	1.34
1.58	1.08	0.57	0.49	1.77	1.10
2.05	1.25	1.12	0.86	2.10	1.48
2.20	1.28	1.20	0.90	1.97	1.51
2.13	1.34	1.28	0.94	2.06	1.55

Table 11: Performance comparison on *LOCOMO* and *Long-MT-Bench+* using different segmentation model. The retriever is MPNet-based and other settings follow Table [1.](#page-5-0)

Methods				QA Performance			Context Length	
	GPT4Score	BLEU	Rougel	Rouge2	RougeL	BERTScore	$#$ Turns	# Tokens
			LOCOMO					
Zero History	24.86	1.94	17.36	3.72	13.24	85.83	0.00	θ
Full History	54.15	6.26	27.20	12.07	22.39	88.06	210.34	13,330
Turn-Level (MPNet)	57.99	6.07	26.61	11.38	21.60	88.01	54.77	3,288
Session-Level (MPNet)	51.18	5.22	24.23	9.33	19.51	87.45	53.88	3,471
SumMem	53.87	2.87	20.71	6.66	16.25	86.88		4,108
RecurSum	56.25	2.22	20.04	8.36	16.25	86.47		400
ConditionMem	65.92	3.41	22.28	7.86	17.54	87.23	$\overline{}$	3,563
MemoChat	65.10	6.76	28.54	12.93	23.65	88.13	\overline{a}	1,159
SECOM (RoBERTa-Seg)	61.84	6.41	27.51	12.27	23.06	88.08	56.32	3,767
SECOM (Mistral-7B-Seg)	66.37	6.95	28.86	13.21	23.96	88.27	55.80	3,720
SECOM (GPT-4-Seg)	69.33	7.19	29.58	13.74	24.38	88.60	55.51	3,716
			$Long-MT-Bench+$					
Zero History	49.73	4.38	18.69	6.98	13.94	84.22	0.00	Ω
Full History	63.85	7.51	26.54	12.87	20.76	85.90	65.45	19,287
Turn-Level (MPNet)	84.91	12.09	34.31	19.08	27.82	86.49	3.00	909
Session-Level (MPNet)	73.38	8.89	29.34	14.30	22.79	86.61	13.43	3,680
SumMem	63.42	7.84	25.48	10.61	18.66	85.70		1,651
RecurSum	62.96	7.17	22.53	9.42	16.97	84.90		567
ConditionMem	63.55	7.82	26.18	11.40	19.56	86.10	$\overline{}$	1,085
MemoChat	85.14	12.66	33.84	19.01	26.87	87.21	$\overline{}$	1,615
SECOM (RoBERTa-Seg)	81.52	11.27	32.66	16.23	25.51	86.63	2.96	841
SECOM (Mistral-7B-Seg)	86.32	12.41	34.37	19.01	26.94	87.43	2.85	834
SECOM (GPT-4-Seg)	88.81	13.80	34.63	19.21	27.64	87.72	2.77	820

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Figure 7: Prompt for GPT-4 segmentation (w/ reflection).

1134 1135 1136 1137 1138 1139 1140 1141 1142 1143 1144 1145 1146 1147 1148 1149 1150 1151 1152 1153 1154 1155 1156 1157 1158 1159 1160 1161 1162 1163 1164 1165 1166 1167 1168 1169 1170 1171 1172 1173 1174 1175 1176 1177 1178 1179 1180 1181 1182 1183 Prompt for Generating the Segmentation Guidance # Instruction ## Context **Goal**: Your task is to evaluate the differences between a language model's predicted segmentation and the ground-truth segmentation made by expert annotators for multiple human-bot conversations. Analyze these differences, reflect on the prediction errors, and generate one concise rubric item for future conversation segmentation. You will be provided with some existing rubric items derived from previous examples. 1. Begin by reviewing and copying the existing rubric items. 2. Modify, update, or replace the existing items if they do not adequately address the current segmentation errors. 3. Generate only one new rubric item to minimize segmentation errors in the given examples. 4. Select and reflect on the most representative example from the provided data. **Data**: You will receive a segmented conversation example, including both the prediction and the ground-truth segmentation. Each segment begins with "Segment segment_id:". Additionally, you will be provided with some existing rubric items derived from previous examples. Modify, update, or even replace them if they do not adequately explain the current segmentation mistakes. ## Requirements - Add at most one new rubric item at a time even though multiple examples are provided. - Ensure the rubric is user-centric, concise, and each item is mutually exclusive. - You can modify, update, or replace the existing items if they do not adequately address the current segmentation errors. - Present your new rubric item within '<rubric></rubric>'. - Provide the most representative example with your reflection within '<example></example>'. Here is an example: ''' <reflection> Your reflection on the prediction errors, example by example. </reflection> <rubric> - [one and only one new rubric item] </rubric> <example> Present the most representative example, along with your reflection on this example. </example> ''' # Existing Rubric: {{past_rubric}} # Examples: {{examples}} # Output

Figure 8: Prompt for generating segmentation guidance.

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- **1565**

 Retrieved Memory (Ours): [human]: How many integers are in the solution of the inequality $|x+5| < 10$? [bot]: To solve the inequality $|x + 5| < 10$, we break it into two cases based on the definition of absolute value: 1. $x + 5 < 10$ 2. $-(x + 5) < 10$, which simplifies to $x + 5 > -10$ Solving each case: 1. $x < 5$ 2. $x > -15$ Combining these, we get $-15 < x < 5$. This inequality means that x can be any number greater than -15 and less than 5. To find how many integers satisfy this condition, we list them: $-14, -13, -12, -11, -10, -9, -8, -7, -6, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4$. There are 19 integers that satisfy the inequality $|x+5| < 10$. [human]: What about $|x+10| < 5$? [bot]: To solve the inequality $|x+10| < 5$, we again consider two cases: 1. $x + 10 < 5$ 2. $-(x+10) < 5$, which simplifies to $x + 10 > -5$ Solving each case: 1. $x < -5$ 2. $x > -15$ Combining these, we get $-15 < x < -5$. This inequality means that x can be any number greater than -15 and less than -5 . To find how many integers satisfy this condition, we list them: -14 , -13 , -12 , -11 , -10 , -9 , -8 , -7 , -6 . There are 9 integers that satisfy the inequality $|x + 10| < 5$. [human]: What about $|x+10| < 10$? [bot]: To solve the inequality $|x + 10| < 10$, we consider two cases: 1. $x + 10 < 10$ 2. $-(x + 10)$ < 10, which simplifies to $x + 10$ > −10 Solving each case: 1. x < 0 2. x > -20 Combining these, we get $-20 < x < 0$. This inequality means that x can be any number greater than -20 and less than 0. To find how many integers satisfy this condition, we list them: $-19, -18, -17, -16, -15, -14, -13, -12, -11, -10, -9, -8, -7, -6, -5, -4, -3, -2, -1.$ There are 19 integers that satisfy the inequality $|x + 10| < 10$. (Topic: Number of Integers in Inequalities) Answer (Ours): To find the number of positive integers that satisfy the inequality $(|x+10| < 5)$, we need to look for positive integers in the solution set $(-15 < x < -5)$. Since there are no positive integers in this interval, the answer

 i s θ .

Figure 14: Case study comparing our SECOM with the *session-level* memory baseline. When constructing the memory bank at the *session-level*, the agent fails to provide a satisfactory response due to the inclusion of excessive irrelevant information within a session. This distracts the generator from focusing on the truly useful information highlighted in brown. The dialogue topic is emphasized in blue. Some context is omitted (replaced by ...) due to length constraints.

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The film follows climber Alex Honnold as he attempts to free solo climb El Capitan in Yosemite National Park, and the filmmakers had to take risks themselves in order to capture the footage and tell the story.

(The next part of this figure [15](#page-31-0) will be continued on the next page.)

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