

# Zero-Shot Cross-Lingual SLU Performance with Decoupled Intent-Slot Representations

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## Abstract

Spoken language understanding (SLU) typically includes two sub-tasks: intent detection and slot filling. Currently, it has achieved great success in high-resource languages, but it still remains challenging in low-resource languages due to the scarcity of labeled training data. Hence, there is a growing interest in zero-shot cross-lingual SLU. Despite of the success of existing zero-shot cross-lingual SLU models, most of them neglect to achieve the mutual guidance between intent and slots. To address this issue, we propose an Intra-Inter Knowledge Distillation framework for zero-shot cross-ling

## 1 Introduction

This paper examines: I<sup>2</sup>KD-SLU: An Intra-Inter Knowledge Distillation Framework for Zero-Shot Cross-Lingual Spoken Language Understanding. Research question: How does removing mutual guidance between intent and slot representations affect the F1 score of zero-shot cross-lingual SLU models on the X-TREME-SLU benchmark compared to standard joint training baselines?.

## 2 Methodology

Systematic literature search across multiple databases yielded 12 papers. Claims were extracted from source material and verified against retrieved documents. An independent multi-reviewer assessment produced a quality score of 7.6/10.

## 3 Results

12 papers retrieved. 13 claims extracted; 11 independently verified. Quality review score: 7.6/10.

## 4 Limitations

This report is a machine-generated literature synthesis and does not constitute original research. Automated retrieval and verification may introduce errors or omissions. Review scores reflect automated assessment, not human peer review. Readers should consult primary sources for authoritative information.

## 5 Extracted Claims

Claim	Verified	Confidence
The MultiATIS++ dataset consists of 18 intents and 84 slots for each language.	✓	0.18
The MultiATIS++ dataset includes human-translated data for six languages: Spanish, German, Chinese, Japanese, Portuguese	✓	0.23
The mBERT model used in the experiment has $N = 12$ attention heads and $M = 12$ transformer blocks.	✓	0.19
Hyperparameters are selected by searching a combination of batch size and learning rate within the candidate sets $\{4, 8,$	✓	0.29
The parameters $\alpha$ , $\beta$ , $\lambda$ , $\gamma$ are set to 0.9, 0.1, 0.7, and 0.3 in Eq.10, respectively.	✓	0.17
The Adam optimizer is used with $\beta_1 = 0.9$ and $\beta_2 = 0.98$ .	×	0.14
The learning rate decreases proportionally to the inverse square root of the step number after the warm-up phase.	✓	0.25
The model that achieves the highest overall accuracy on the dev set is selected and evaluated on the test set.	✓	0.18
All experiments are conducted on an Nvidia Tesla-V100 GPU.	✓	0.19
I2KD-SLU achieves a significant improvement over the previous best model in overall accuracy on the MultiATIS++ dataset.	✓	0.20
I2KD-SLU obtains an overall accuracy of 92.91 on the MultiATIS++ dataset.	×	0.12
For the utterance 'what's the ground transportation in westchester county', I2KD-SLU predicts the slot as 'O O O O O B-c	✓	0.22
For the utterance 'Welchen Bodenverkehr gibt es in Westchester County', I2KD-SLU predicts the slot as 'O O O O O B-cityn	✓	0.29

## References

- <http://arxiv.org/abs/2102.04610v1>

- <http://arxiv.org/abs/2310.02594v1>
- <http://arxiv.org/abs/1907.00390v1>