

Agent-based Dialogue Management

Mark Buckley

markb@ags.uni-sb.de

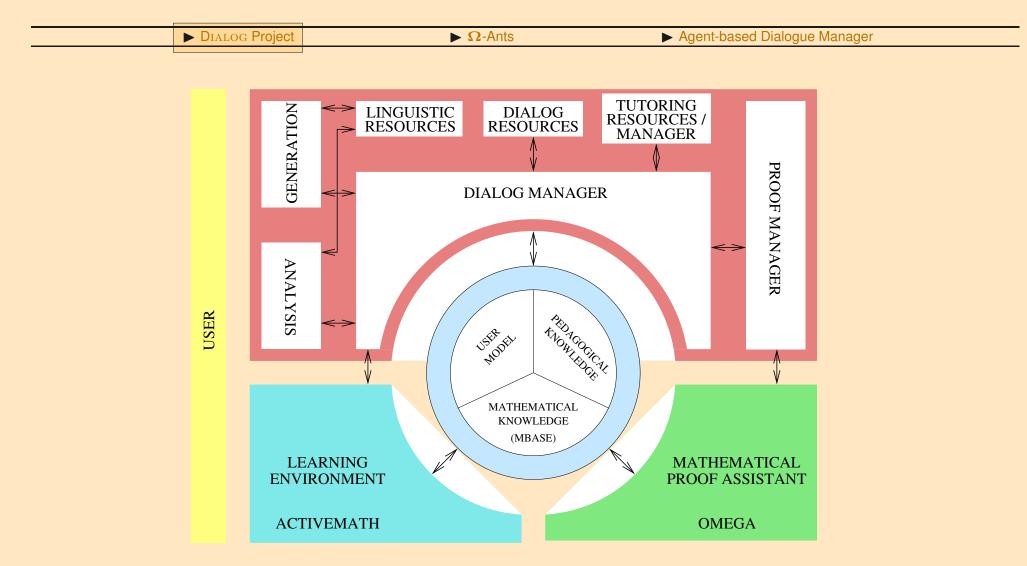
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The **D**IALOG **Project**





Flexible natural language dialogue in a mathematical tutorial system

The Dialogue Manager



► DIALOG Project \blacktriangleright Ω -Ants

► Agent-based Dialogue Manager

Function:

- Handles student/system interaction
- Intercommunication of system modules
- Controls top-level execution

The Dialogue Manager



► DIALOG Project

Ω-Ants

Agent-based Dialogue Manager

Function:

- Handles student/system interaction
- Intercommunication of system modules
- Controls top-level execution

Uses the Information State Update approach

- Information State
- Dialogue moves
- Update rules
- Update strategy

DIALOG **Demonstrator**



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- Focus on one dialogue from the corpus
- Used ISU dialogue manager built using Rubin

DIALOG **Demonstrator**



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Ω-Ants

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Desiderata:

- Direct access to IS
- Better control of information flow
- Runtime flexibility (e.g. redefinability)
- A meta-level for choice of IS update

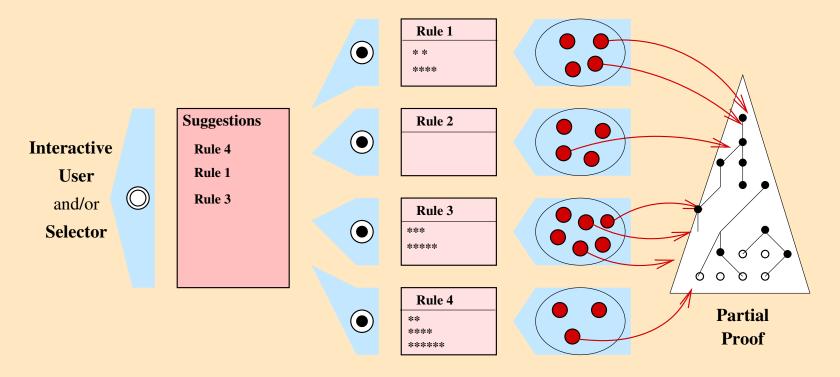




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A suggestion mechanism for interactive proof planning in Ω MEGA

Concurrent agents represent Ω MEGA proof planning commands







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 Ω -Ants binds in external systems

The command

 $\frac{Premlist}{Conc}Otter$

is represented by an Ω -Ants agent





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Benefits of Ω -Ants:

- Concurrent agent execution
- Runtime flexibility
- Resource adaptiveness

An Agent-based Dialogue Manager



 DIALOG Project
 Ω-Ants
 Agent-based Dialogue Manager

- Build a platform for dialogue management
- Use agent-based techniques from Ω -Ants

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Ω-Ants

Agent-based Dialogue Manager

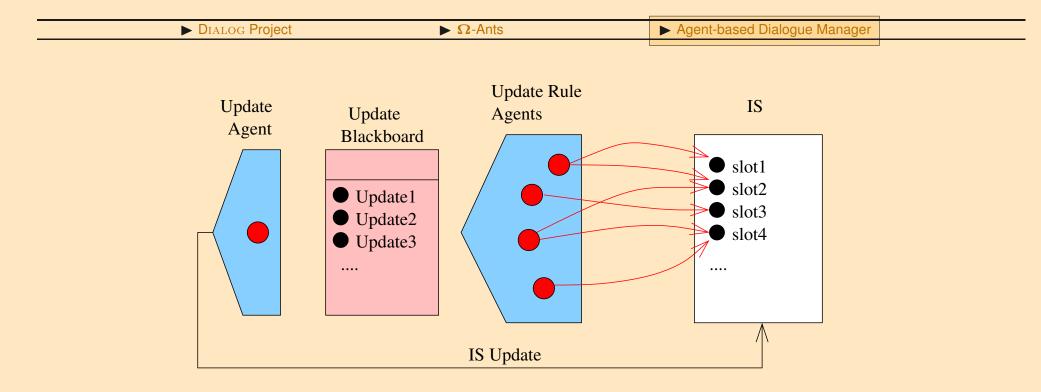
- Build a platform for dialogue management
- Use agent-based techniques from Ω -Ants

It will provide:

- Support for ISU approach
- Easy integration of external modules
- Concurrent execution by software agents
- Hierarchical design

Architecture





Defining an IS



$\blacktriangleright DIALOG Project \qquad \blacktriangleright \Omega-Ants$	Agent-based Dialogue Manager	

A set of named, typed slots, possibly with an initial value

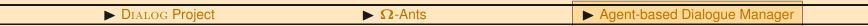
• E.g.:

```
(tutorialmode :doc "the current tutorial mode"
    :init "min"
    :test #'(lambda (val list) (find val list :test #'equal))
    :args (("min" "soc" "did")))
```

 tutorialmode can now be accessed by update rules and written by the update agent

Defining Update Rules





- Computes updates of IS slots
- Consists of preconditions, sideconditions, effects:

$$\frac{p_1: test_1, \ldots, p_n: test_n}{(e_1, expr_1), \ldots, (e_m, expr_m)} U\left((s_1, expr_1), \ldots, (s_l, expr_l)\right)$$

Fires when the current IS satisfies the preconditions

Defining Update Rules



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(un~dofino undoto mulo		
(ur~define-update-rule	:name "NL Analyser"	
	:preconds ((utterance :tes	st #'stringp))
	:sideconds ((result (call-	-to-NL-module utterance))
)	
	:effects ((lm result))	
)	

- Preconditions are freely definable tests on IS slots
- Sideconditions can call arbitrary functions
 - Interface to external modules
- Set of evaluated effects constitutes an IS update

Benefits of new Dialogue Manager



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Ω-Ants

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What do we gain from this approach?

- Benefits from Ω-Ants
 - Concurrency, flexibility, resource adaptiveness
- A natural way to integrate external systems
- Application of heuristics in update strategy
 - Dialogue Manager can control top-level system execution
 - Don't have to rely on rule ordering
- Better interleaving of NLU and Proof Management