

Stateful bots

BUILDING CHATBOTS IN PYTHON



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What do we mean by stateful?

"I love stateless systems!"

"don't they have drawbacks?"

"don't *what* have drawbacks?"

State machines



- Browsing
- Providing address, billing info
- Order complete

Implementing a state machine

```
INIT = 0
CHOOSE_COFFEE = 1
ORDERED = 2
```

Example rules:

```
policy_rules = {
    (INIT, "order"): (CHOOSE_COFFEE, "ok, Colombian or Kenyan?"),
    (CHOOSE_COFFEE, "specify_coffee"):
    (ORDERED, "perfect, the beans are on their way!"),
}
```

Using the state machine

```
state = INIT

def respond(state, message):
    (new_state, response) = policy_rules[(state,
                                          interpret(message))]

    return new_state, response

def send_message(state, message):
    new_state, response = respond(state, message)
    return new_state, response

state, response = send_message(state, message)
```

Let's practice!
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Asking questions & queuing answers

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Reusable patterns

"I'd like some Kenyan beans"

"I'm sorry, we're out of those.
Shall I order some Brazilian
ones for you?"

"Yes please"

"Can I get a box of 200 brown
filters"

"I'm sorry, we're out of those,
but I can get your some white
ones. Should I order those for
you?"

"Yes please"

Pending actions

- Policy returns two values: Selected `action` and `pending_action`
- `pending_action` is saved in the outer scope
- If we get a "yes" intent and there is a pending action, we execute it
- If we get a "no" intent, we wipe any pending actions

"I'd like to order some coffee"

```
state = INIT  
action = "request_auth"  
pending_state = AUTHED
```

- Sounds good! I'd love to help you but you'll have to log in first, what's your phone number?

"555-12345"

```
state = AUTHED  
action = "acknowledge_auth"  
pending_state = None
```

- Perfect! welcome back :)

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Frontiers of dialogue technology

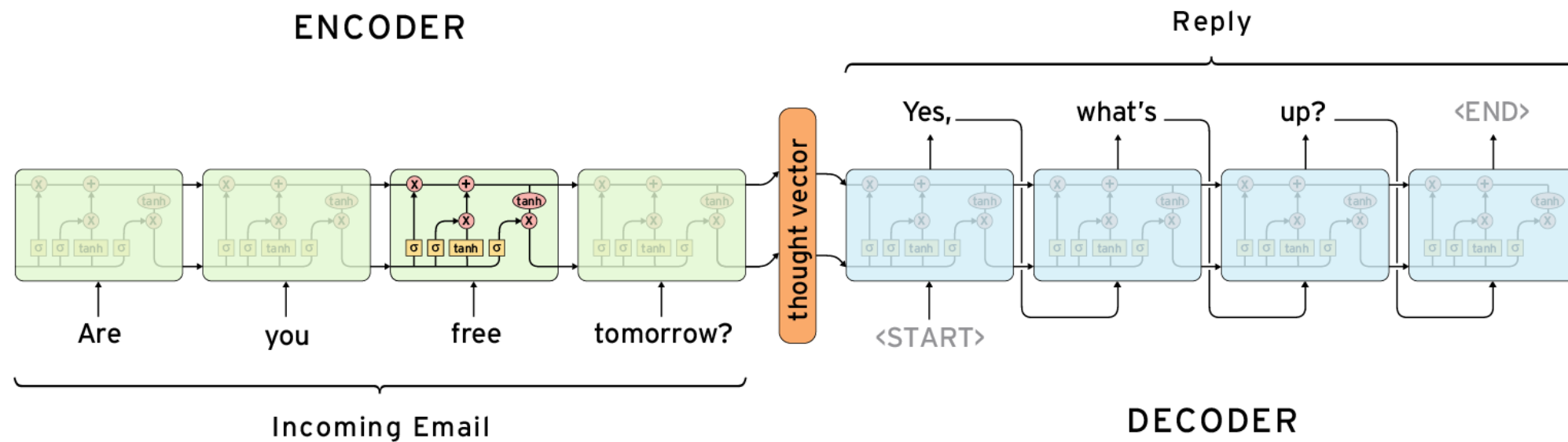
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A neural conversational model



"What do you think of Cleopatra?" "Oh, she's very regal"

"What do you think of Messi?" "He's a great player"

Seq2seq

- Machine translation
- Completely data driven, no hand-crafting
- Requires large amount of data
- No guarantee that output is coherent
- Difficult to integrate DB / API calls & other logic

Grounded dialogue systems

- Systems you've built in this course: hand-crafted
- Seq2seq: Data driven
- ML based dialogue systems:
 - NLU
 - Dialogue state manager
 - API logic
 - Natural language response generator
- Human pretend to be a bot: "Wizard of Oz" technique
- Reinforcement learning
 - Receives a reward for a successful conversation

Language generation

- Not recommended if building a bot
- Pre-trained neural network which can generate text
- Scripts of every episode of The Simpsons

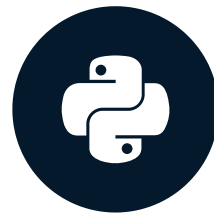
Generating sample text

```
generated = sample_text(  
    saved_params,  
    temperature,  
    num_letters=num_letters,  
    init_text=text  
)
```

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Congratulations!

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