

LUIS를 썼더니 우리 카톡봇이 달라졌어요! (Bot Framework + @)

Microsoft Student Partners

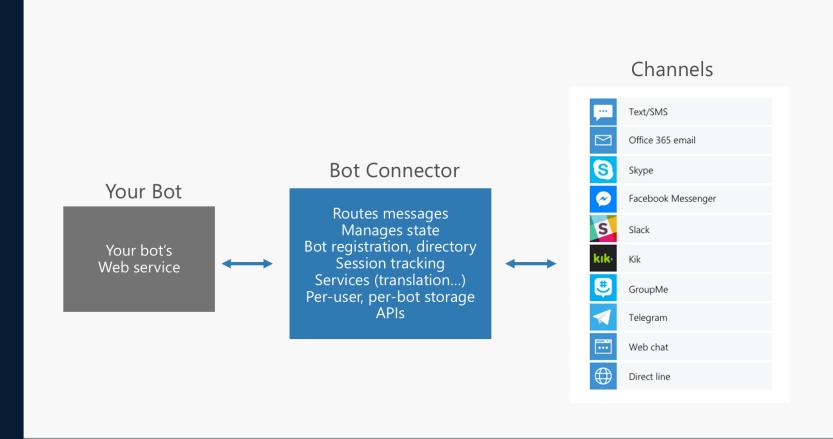
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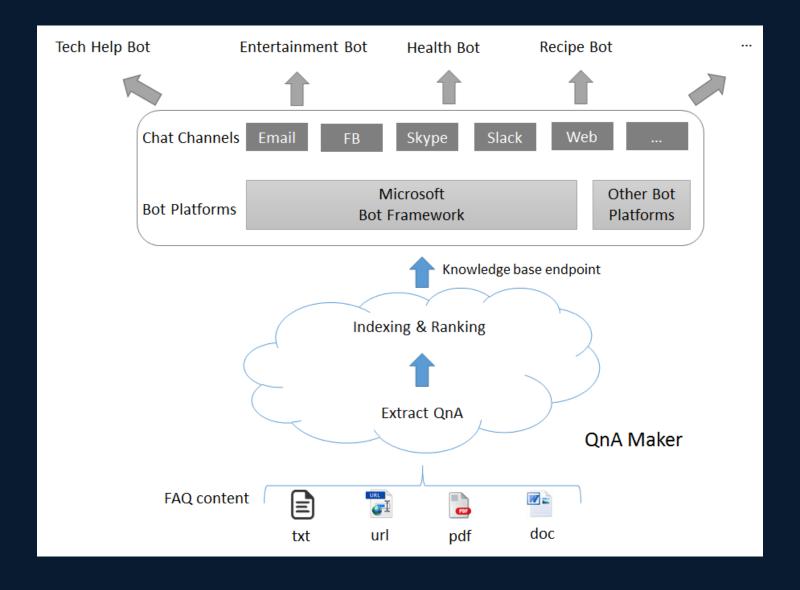
● 가능한 시나리오

Q&A

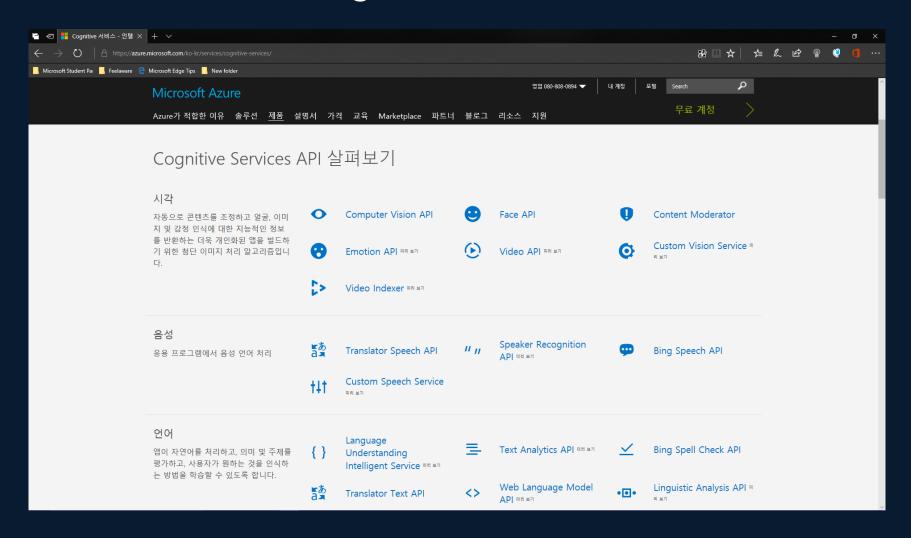
Bot Connector

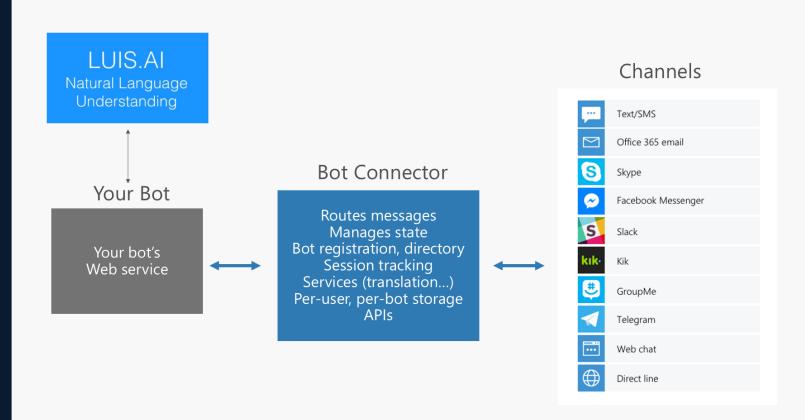


Bot + QnA Maker



Cognitive API + @

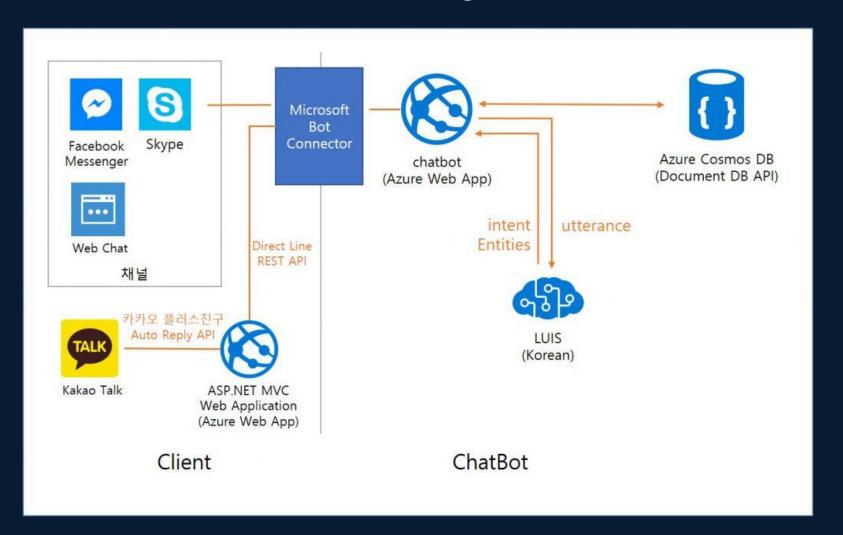


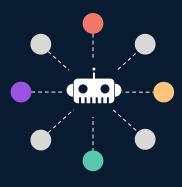


Using Direct Line



기본 Logic



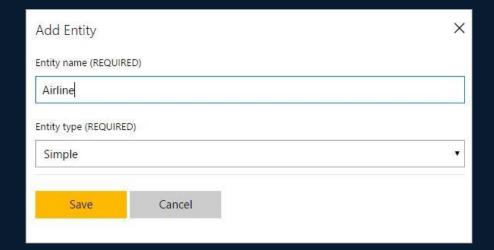


Luis - Hands On Lab

Intent

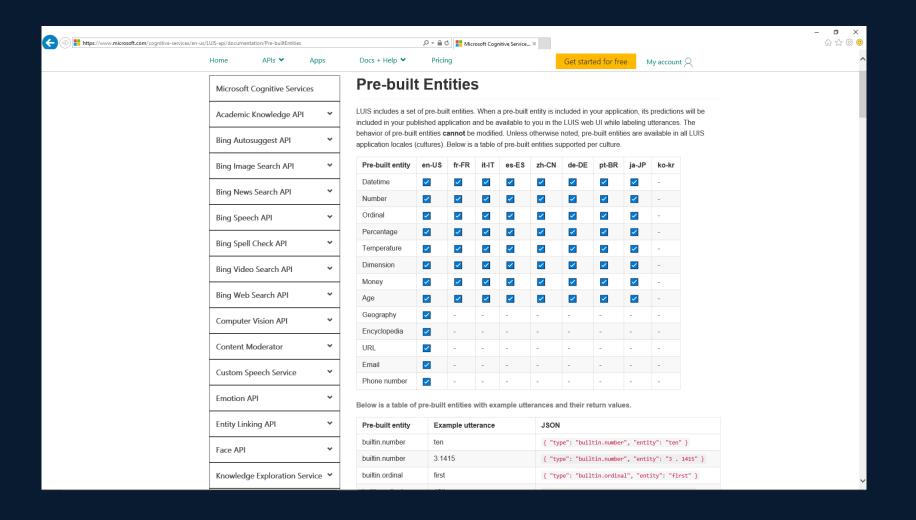


Entity

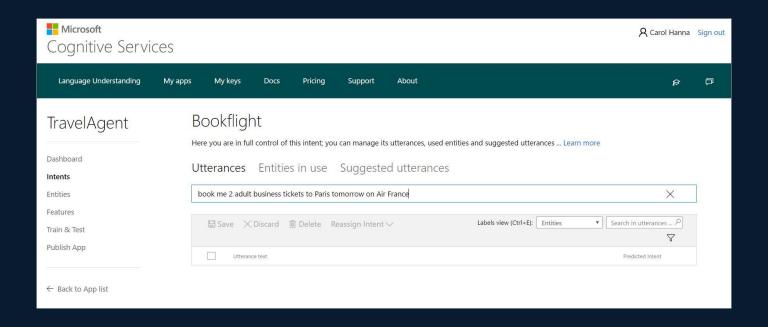


Add Entity	×
Entity name (REQUIRED)	
Location	
Entity type (REQUIRED)	
Hierarchical	*
Child # 1	ũ
FromLocation	
Child # 2	Ū
ToLocation	
+ Add child	
Save Cancel	

Custom Entities



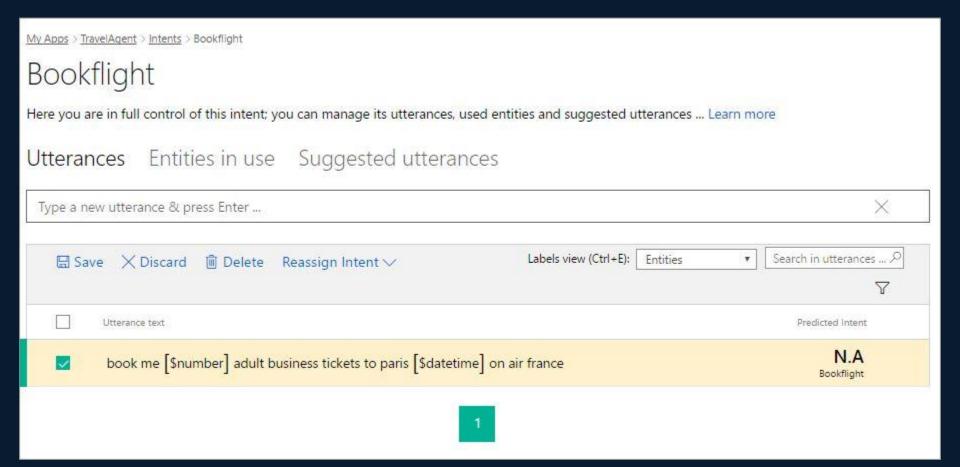
Utterance



Intent를 끌어내기 위한 수단. Label Utterance -> Intent Label, Entity Label

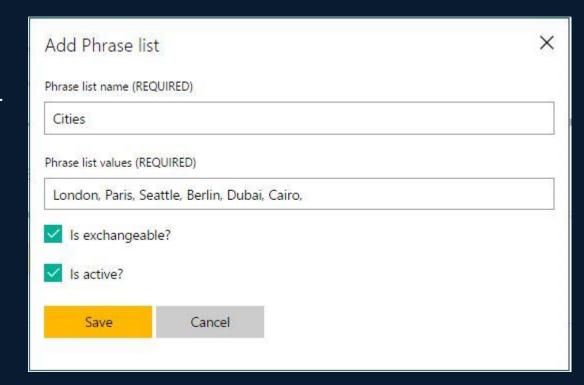
Intent Label 이 기본. Entity Label의 경우 조금 더 복잡한 <mark>질의</mark> 설정이 가능.

Utterance



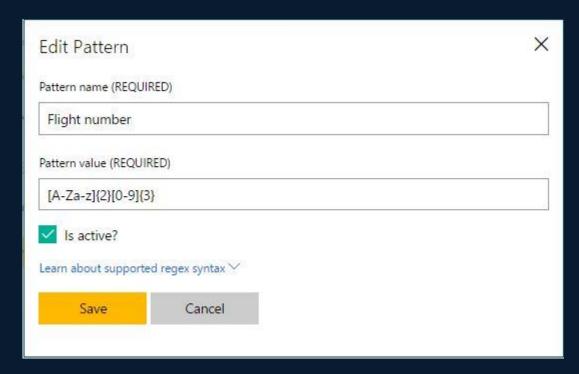
Phrase

-Phrase : 구, 관용어 Ex) 아메리카노 – 아아, americano, 아이스 아메리카노 ···.



Pattern Phrase

-Regex(Regular Expression) : 한 개체의 '이름'에 표현될 수 있는 문자열, 정규표현식



가능한 시나리오

온프레미스

1. Windows Server

Bot Template(iis) + ngrok(Local server to Public) + Other Services..

가능한 시나리오

온프레미스

2. Linux

ASP.NET Core WebAPI(Local) + ngrok + Other services....



Public Cloud

Azure(Bot Service)or AWS....(Bot Template) + SQL Databases + Other...

