Voice Dev 1

CS571: Building User Interfaces

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Today's Warmup

- Clone today's code to your machine.
 - Run the command npm install inside of the starter and solution folders.
- Sign up for a wit.ai account.
 - This does not need to be your personal Facebook account, you can sign up for a Meta account using your @wisc.edu email!

Learning Objectives

- 1. Be able to define important conversational terms such as agent, utterance, and intent.
- 2. Be able to use JavaScript async / await syntax.
- 3. Be able to build a command-and-control chat agent!

Voice User Interfaces

VUIs are a common form of agent-based design as opposed to direct manipulation.

Conversational interfaces can be used to...

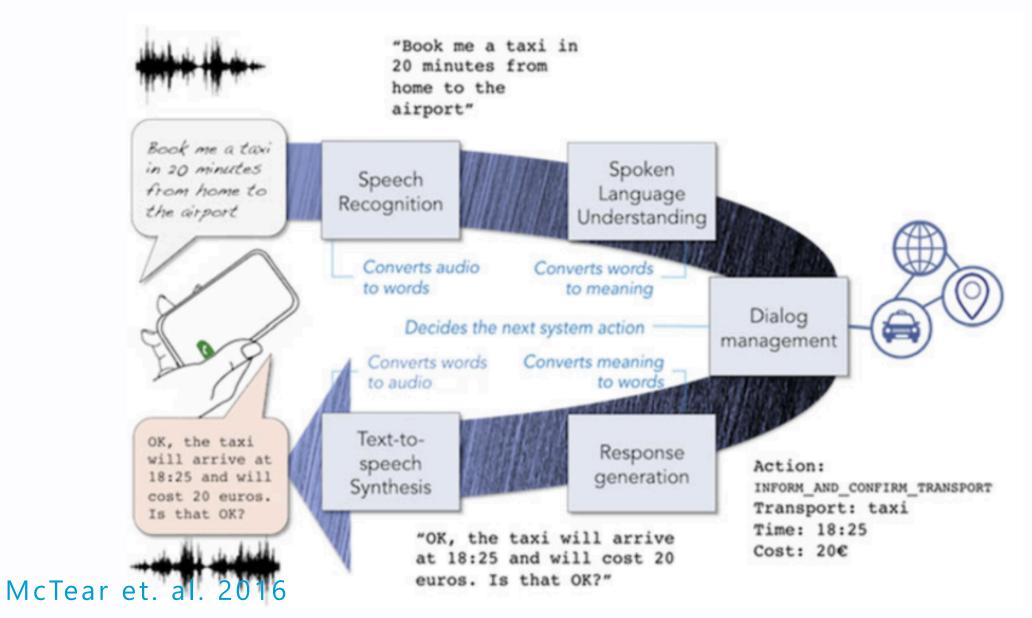
- → Address accessibility needs
- → Address context-specific problems (e.g. driving)
- → Augment the user experience

Voice User Interfaces

VUIs integrate a number of technologies and ideas...

- 1. Speech recognition
- 2. Spoken language understanding
- 3. Dialog management
- 4. Response generation
- 5. Text-to-speech synthesis

McTear et. al. 2016





Order Domino's with Alexa!

Implementation Options

We focus on just one avenue of implementation!

- Wit.ai by Facebook
- DialogFlow by Google
- Watson Assistant by IBM
- Lex by Amazon
- Azure Bot Service by Microsoft

A Consideration: Killed by Google

Key Concepts in Wit.Al

- **Agent:** The overarching project consisting of *intents*, utterances, and entities.
- Intents: A higher level meaning of many utterances.
- Utterances: A string of words.

The goal of our **agent** is to extract the **intent** out of a new **utterance** and map it to a function.

Intents

Consider the following utterances...

- What is the weather like tomorrow?
- How's it looking out there right now?

What is the **intent** of these requests? They're both some sort of weather_inquiry!

These also have an **entity** of a time/date. We'll cover this next time.

Your Turn!

Let's create a Wit.Al comedian that can understand...

why_chicken e.g. "why did the chicken cross the road"

• We will reply with "to get to the other side!"

tell_joke e.g. "tell me a joke"

• We will reply with jokes fetched from the Jokes API!

Intents

Each intent consists of a confidence from 0 to 1, as well as an id linked to the name of the intent.

The 0th intent is the best match.

async / await

How can we return from a fetch?

A Review of Async

Definition: not happening or done at the same time.

We promise something will happen in the future, then we do something.

async / await is just syntactic sugar for this!

Equivilant Handling!

```
function getLogos() {
  fetch("https://www.example.com/logos?amount=20")
  .then(res => res.json())
  .then((newLogos) => {
     setLogos(newLogos);
  })
}
```

```
async function getLogos() {
  const resp = await fetch("https://www.example.com/logos?amount=20");
  const newLogos = await resp.json();
  setLogos(newLogos);
}
```

Equivilant Handling - Errors

```
function getLogos() {
  fetch("https://www.example.com/logos?amount=20")
  .then(res => res.json())
  .then((newLogos) => {
     setLogos(newLogos);
  })
  .catch(e => alert("Something went wrong!"))
}
```

Equivilant Handling - Errors

```
async function getLogos() {
  try {
    const resp = await fetch("https://www.example.com/logos?amount=20");
    const newLogos = await resp.json();
    setLogos(newLogos);
  } catch (e) {
    alert("Something went wrong!")
  }
}
```

async / await

- equivalent way to handle asynchronous behavior
- await must be inside of an async function or at the top-level of the program
- await waits for right-hand-side to complete
- a synchronous function may spawn async behavior
- an async function always happens asynchronously,
 returning a Promise

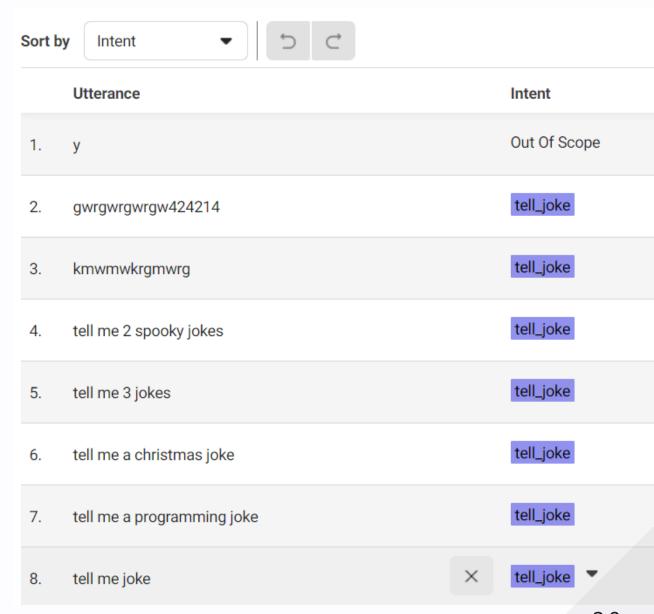
Your Turn!

Let's build a better agent using async / await ...

Reminder: Al!

There are no guarantees. Intent matching is still emerging technology.

Use as many utterances as you can!



Questions?