# API of Darwin Conversational AI Platform

API of Darwin Conversational Al Platform.

## access service

• ACCOUNT : contact with api\_issue@xiaoda.ai to apply server URL and tocken

PROTOCOL: HTTPSMETHOD: POST

## protocol

request

request分为query和event两类。

- query:用户正常的对话请求;
- event:用于客户端事件,用于通知chatbot用户登录、退出、超时未响应等事件的发生;

### query

- query uery:用户的对话内容,ASR的结果,为utf-8格式的字符串;
- query confidence:如果用户的对话内容是经过ASR处理后得到,该项为ASR的信心概率。浮点数,范围0~1.0。如果无法获得则默认填写1.0;
- userContext.source:用于标识用户来源(例如小爱音箱填写"xiaoai")。需要提前发邮件到 api\_issue@xiaoda.ai进行协商申请;
- userContext.accessTocken: 非必须字段。如果用户使用了oauth2鉴权,那么这里填写用户对应的 access tocken值。具体参见oauth2标准协议。
- session: session id, 用于区分不同session。此处暂时填写用户的ID(不超过32位的字符串,只可包含字母、数字和下滑线并以字母开头);
- agent:接收对话的skill agent的名字,协商取值;例如幸运数字技能填写"indentifyCode";

#### event

```
{
    "event" : { "name" : "open-skill",
```

```
"content" : {}
     },

"userContext" : { "source" : "xiaoai", "accessTocken" : "xxxxxx"},
     "session" : "userId",
     "agent" : "indentifyCode"
}
```

- event name: 事件名;
  - o open-skill:技能被唤醒;
  - o quit-skill:退出技能;
  - no-response:用户在技能内一定时间内没有响应;
  - play-finish:媒体资源播放结束;该事件需要在content中携带媒体资源的url: content: {url: "https://www.xiaodamp.com/audio/5.mp3"}
  - record-finish: 客户端录音结束;该事件需要在content中携带录音资源的media id: content: {mediaId: "xxxxxxxxxxxx"}}
  - o record-fail:客户端录音结束;
  - 其它事件名及参数,可以自定义;
- event content:用于事件携带参数。具体格式由不同的事件决定。
- userContext.source:用于标识用户来源(例如小爱音箱填写"xiaoai")。需要提前发邮件到 api\_issue@xiaoda.ai进行协商申请;
- userContext.accessTocken: 非必须字段。如果用户使用了oauth2鉴权,那么这里填写用户对应的 access tocken值。具体参见oauth2标准协议。
- session: session id, 用于区分不同session。此处暂时填写用户的ID(不超过32位的字符串,只可包含字母、数字和下滑线并以字母开头);
- agent:接收对话的skill agent的名字,协商取值;例如幸运数字填写"indentifyCode";

#### response

Robot返回的消息格式如下:

• intent:数组;用户的对话被识别的意图以及对应的信心概率指数,一般可以不用处理;

• reply:数组;返回给用户的对话,可以一次回复多句。端侧根据需要可以将所有回复合并成后单句后播报给用户;

• data:指令数组;目前支持如下指令:

```
{"type": "quit-skill"}:指示技能退出,关闭麦克风;
{"type": "tts", "text": "听完音频后请回答"}:指示播放对应文字的tts;
{"type": "play-audio", "url": "http://www.xiaodamp.cn/audio/5.mp3"}:
指示播放指定的音频文件;
{"type": "start-record"}:指示开始录音;
```

- o {"type": "play-record", "mediaId": "xxxxxxxxxx"}:指示播放录音, mediaId 标识录音文件资源id;
- **注意**:如果response里面包含了reply字段,则reply优先于data。也就是客户端侧优先播放 response reply,然后再按照response data里面的指令顺序播放。

## sdk

以下是nodejs SDK手册。经 node 8.11.1版本测试通过,其它更低版本的不支持 class, const, let, async, await等特性的node版本暂不可用。

install

```
npm install darwin-sdk
```

## quick start

```
const Chatbot = require('darwin-sdk').Chatbot;
const Query = require('darwin-sdk').Query;
const Response = require('darwin-sdk').Response;
```

api

## Chatbot

Chatbot API reference

```
const Chatbot = require('darwin-sdk').Chatbot
```

## Constructor

Initialize new chatbot.

const chatbot = new Chatbot(url, agent, source)

Param	Туре	Description
url	String	chatbot service url
agent	String	chatbot agent name
source	String	optional: client source

上面参数中: url是darwin平台的服务地址。目前需要发邮件到api\_issue@xiaoda.ai进行申请获得; agent是对应的技能引擎的名称,已有技能需要发邮件到api\_issue@xiaoda.ai进行获得; source指示了技能访问者的客户端来源,目前已支持如下客户端。其它新的接入端需要申请协商新的source值。

音箱类型	source
小米智能音箱	xiaoai
百度智能音箱	dueros
叮咚智能音箱	dingdong

音箱类型	source
天猫智能音箱	aligenie
华为智能音箱	huawei
 360智能音箱	360

## dispose

dispose a request.

await chatbot.dispose(userId, request)

	Param	Туре	Description
	userld	String	less than (or equal to) 32 bit
٠	request	Request's subclass	eg. Query、Event、OpenSkillEvent

await chatbot.dispose(new Query('test-darwin-user-1', '你好'))

## 注意:该方法为异步。返回值是Response类型

request

Request分为Query和Event, Event又具体有

OpenSkillEvent,QuitSkillEvent,NoResponseEvent,PlayFinishEvent,RecordFinishEvent; 所有的Request共享了以下接口:

function	description	
setAccessTocken(tocken)	设置access tocken,具体对应userContext.accessTocken字段	
setSource(source)	指示客户端source值,具体对应userContext.source字段	
setDisplay(enable)	指示客户端是否支持屏显,具体对应userContext。supportDisplay 字段	

## Query

#### Constructor

Initialize new query.

const query = new Query(userId, text)

Param	Type	Description
userld	String	user id

Param	Туре	Description
text	String	query text

```
const Query = require('darwin-sdk').Query

const query = new Query('user1', 'hello')
await chatbot.dispost(query)
```

#### **Event**

#### Constructor

Initialize new Event.

const event = new event(userId, eventType)

Param	Туре	Description
userld	String	user id
eventType	String	type of event

除了专有event(OpenSkillEvent,QuitSkillEvent,NoResponseEvent,PlayFinishEvent,RecordFinishEvent)的event type已指定外,其它event type需自定义。不同type的event可以指定携带不同的参数,见addContent;

## addContent

add parameter for event

Param	Type	Description
key	String	parameter key
value	String	parameter value

```
const Event = require('darwin-sdk').Event

const event = new Event('user1', 'playFinish')
event.addContent('audio', 'audio1.mp3')

await chatbot.dispost(event)
```

## **OpenSkillEvent**

## Constructor

Initialize new OpenSkillEvent. Indicate enter skill.

const event = new OpenSkillEvent(userId)

Param	Туре	Description
userld	String	user id

```
const OpenSkillEvent = require('darwin-sdk').OpenSkillEvent

const event = new OpenSkillEvent('user1')
await chatbot.dispost(event)
```

## QuitSkillEvent

#### Constructor

Initialize new QuitSkillEvent. Indicate quit skill.

const event = new QuitSkillEvent(userId)

Param	Type	Description
userld	String	user id

```
const QuitSkillEvent = require('darwin-sdk').QuitSkillEvent

const event = new QuitSkillEvent('user1')
await chatbot.dispost(event)
```

## NoResponseEvent

### Constructor

Initialize new NoResponseEvent. Indicate no response of user when openning mic.

const event = new NoResponseEvent(userId)

Param	Type	Description
userld	String	user id

```
const NoResponseEvent = require('darwin-sdk').NoResponseEvent

const event = new NoResponseEvent('user1')
await chatbot.dispost(event)
```

## **PlayFinishEvent**

#### Constructor

Initialize new PlayFinishEvent. Indicate audio playing finished.

const event = new PlayFinishEvent(userId, url)

Param	Type	Description
userld	String	user id
url	String	audio url

```
const PlayFinishEvent = require('darwin-sdk').PlayFinishEvent

const event = new PlayFinishEvent('user1',
  'https://www.xiaodamp.com/audio/5.mp3')
await chatbot.dispost(event)
```

#### RecordFinishEvent

## Constructor

Initialize new RecordFinishEvent, Indicate record finished.

const event = new RecordFinishEvent(userId, mediaId)

Param	Type	Description
userld	String	user id
mediald	String	record media id

```
const RecordFinishEvent = require('darwin-sdk').RecordFinishEvent

const event = new RecordFinishEvent('user1', 'record-file-id')
await chatbot.dispost(event)
```

## RecordFailEvent

## Constructor

Initialize new RecordFailEvent, Indicate record failed.

const event = new RecordFailEvent(userId)

Param Type De	escription
---------------	------------

Param	Туре	Description	
userld	String	user id	

```
const RecordFailEvent = require('darwin-sdk').RecordFailEvent

const event = new RecordFailEvent('user1')
await chatbot.dispost(event)
```

#### response

Response API reference

Response封装了从darwin chatbot返回的消息体,对常用字段进行了封装。

attribute	return type	Description
body	object	消息体原始内容
getReplies()	Array	response.reply
getReply	String	将response.reply数组内的所有语句合并成一句返回
getInstructs	Array	response.data
getIntents	Array	将response.intents数组内的所有的意图名映射成的数组
hasTts	boolean	response.data中是否包含tts指令
hasInstructOfQuit	boolean	response。data中是否有指令指示客户端技能退出

```
const rsp = await chatbot.dispose(new Query('test-darwin-user-1', '你好'))
console.log(rsp.getReply())
if (rsp.hasInstructOfQuit()) {
    // ...
}
```

## getInstructs

getInstructs()返回响应消息中的携带的指令数组。

目前约定了如下格式的指令,其它的格式可协商定义。

- {"type": "quit-skill"}: 指示技能退出, 关闭麦克风;
- {"type": "tts", "text": "听完音频后请回答"}: 指示播放对应文字的tts;
- {"type": "play-audio", "url": "http://www.xiaodamp.cn/audio/5.mp3"}:指示播放指定的音频文件;
- {"type": "start-record"}: 指示开始录音;

• {"type": "play-record", "mediaId": "xxxxxxxxxx"}:指示播放录音, mediaId标识录音文件资源id;

# 其它

如果运行时想打开sdk的debug打印,可以在启动时加上 DEBUG=darwin:\*, 例如DEBUG=darwin:\* node index.js。 有问题请提issue到api\_issue@xiaoda.ai