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Securing the Realm



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Securing the Realm



An adventure with an
Apprentice Wizard in 3
parts



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Contents (the agenda)



Prologue – The Apprentice Wizard’s Task

Prototyping

Act 1 – Summoning the Kobold

Starting a campaign, safely, in Azure OpenAI

Act 2 – Training the Kobold

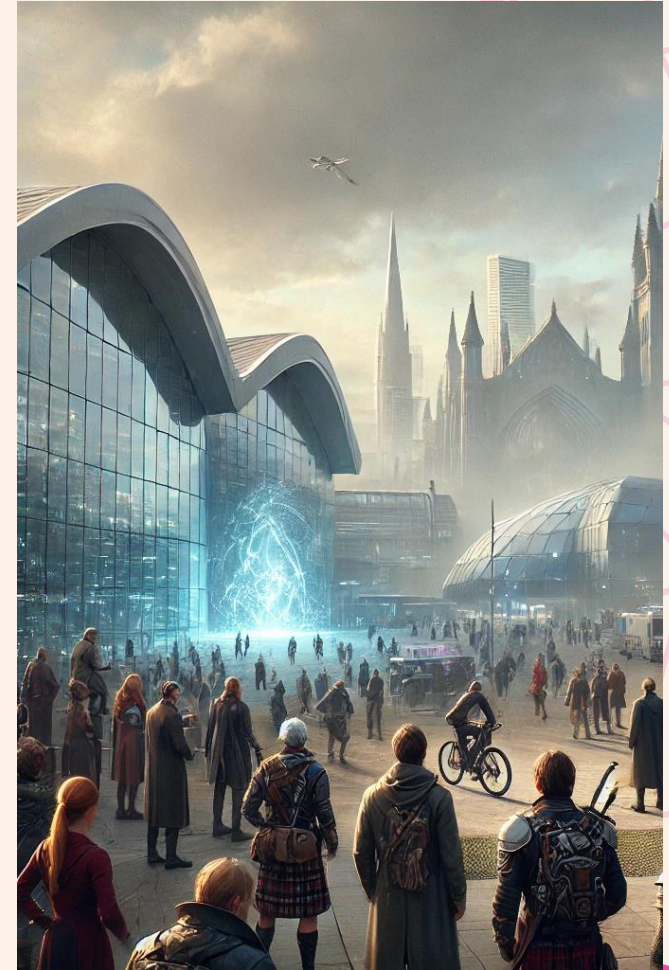
Building immersive experiences in Generative AI

Act 3 – Kobold goes Awry

Using statefulness to enhance the experience

Epilogue – The Apprentice’ Master is Pleased... for now

Roadmap



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Foreword (what this talk is about)



What this is

- A story in multiple acts, demonstrating how to layer Azure AI services together
- Broad walk-through of technical, design, security & compliance, and end-user considerations
- A chance to ask questions/comment/discuss

What this isn't

- Overview of LLM's/SLM's
- An introduction or deep dive of Microsoft/Azure AI services
- Boring (hopefully)

WHY?



Why?



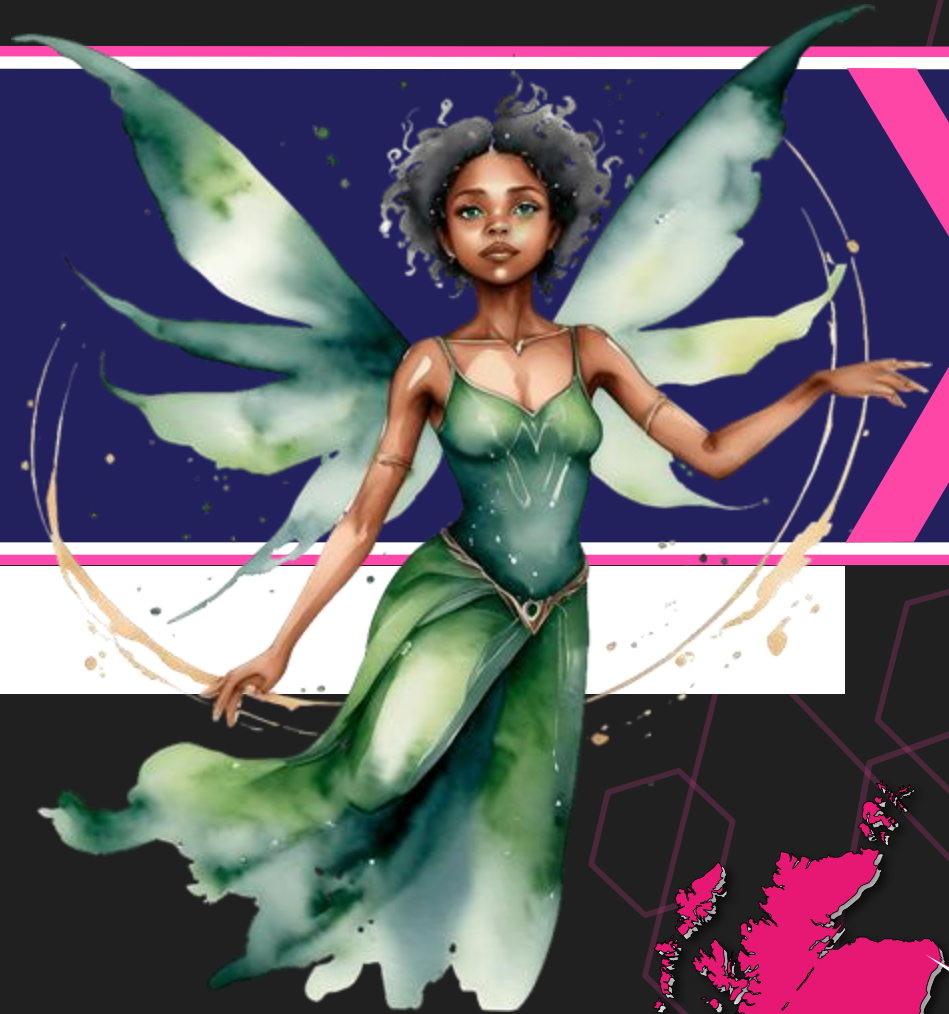
All these concepts are applicable
to AI 'at work'
...and it's fun!



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Prologue

The Apprentice Wizard's Task



Prologue (how did this all start)



ChatGPT

The GPT Builder, a mighty tool for an apprentice wizard



Systems Reference Document/OGG

Open source (not without controversy), courtesy of the Wizards of the Coast



Data

Yes, it was done on Excel!

DEMO 1 - Functional Prototype



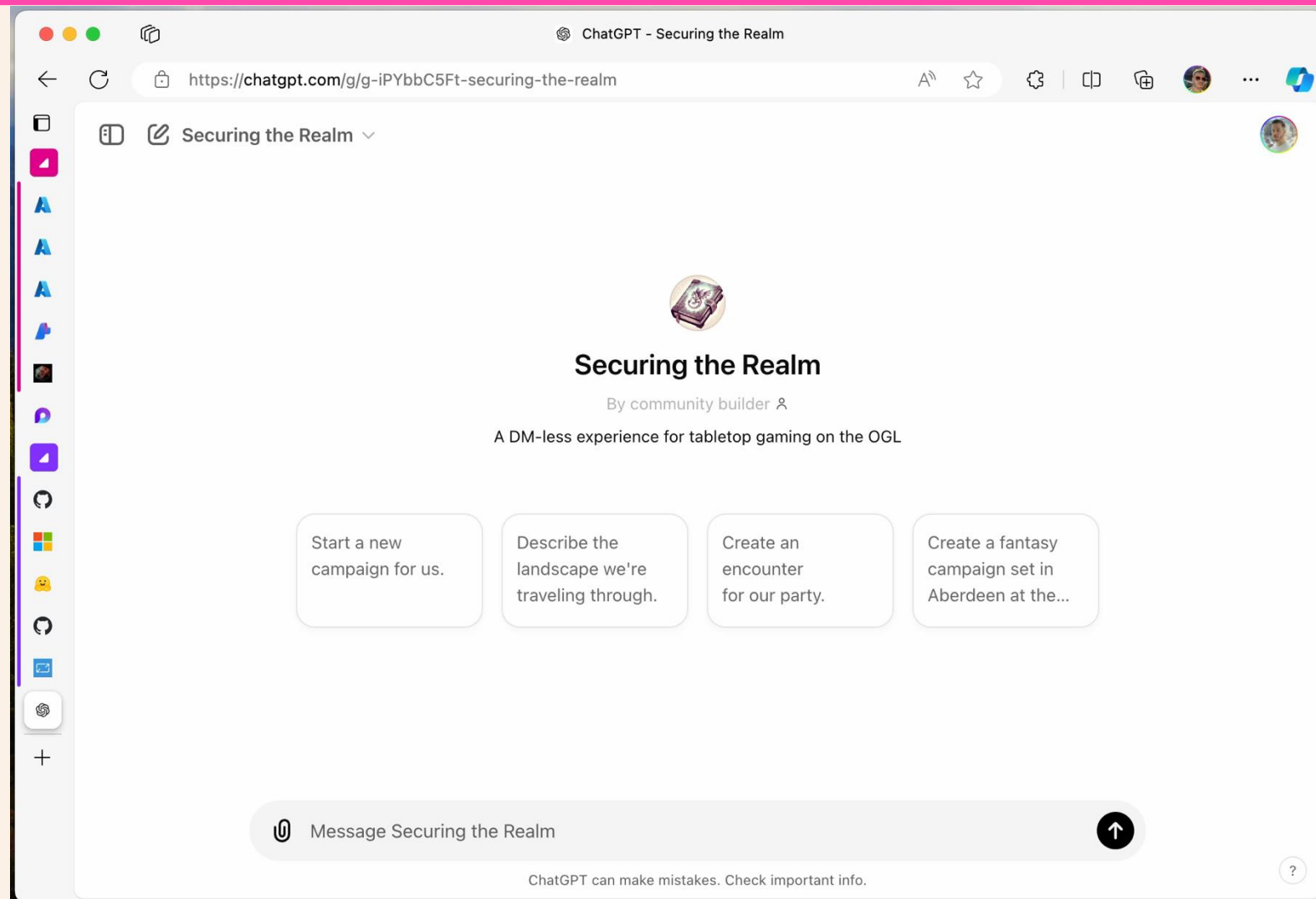
- ◆ Pretty good to get going!
- ◆ Bound by limitations at the platform level
- ◆ Shouldn't be afraid of starting this way (subject to compliance and sensitivity of data)



ChatGPT Prototype – scan to test!

<https://chatgpt.com/g/g-iPYbbC5Ft-securing-the-realm>

DEMO RECORDING



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Prologue (do you see the theme now?)



Enchantments

- Rapid time-to-MVP
 - Rapid iteration
- Excellent prototyping
- Prompt and data source driven

Hexes

- Lack of statefulness
 - Difficulty tracking character/story progress - token constraints
 - Hallucinations
- Lack of integration, impacting UX and usefulness of data

Not a DM...

The Adventure Begins!



AI DM vs DM-less

A difference between augmenting vs automating human fulfilled processes

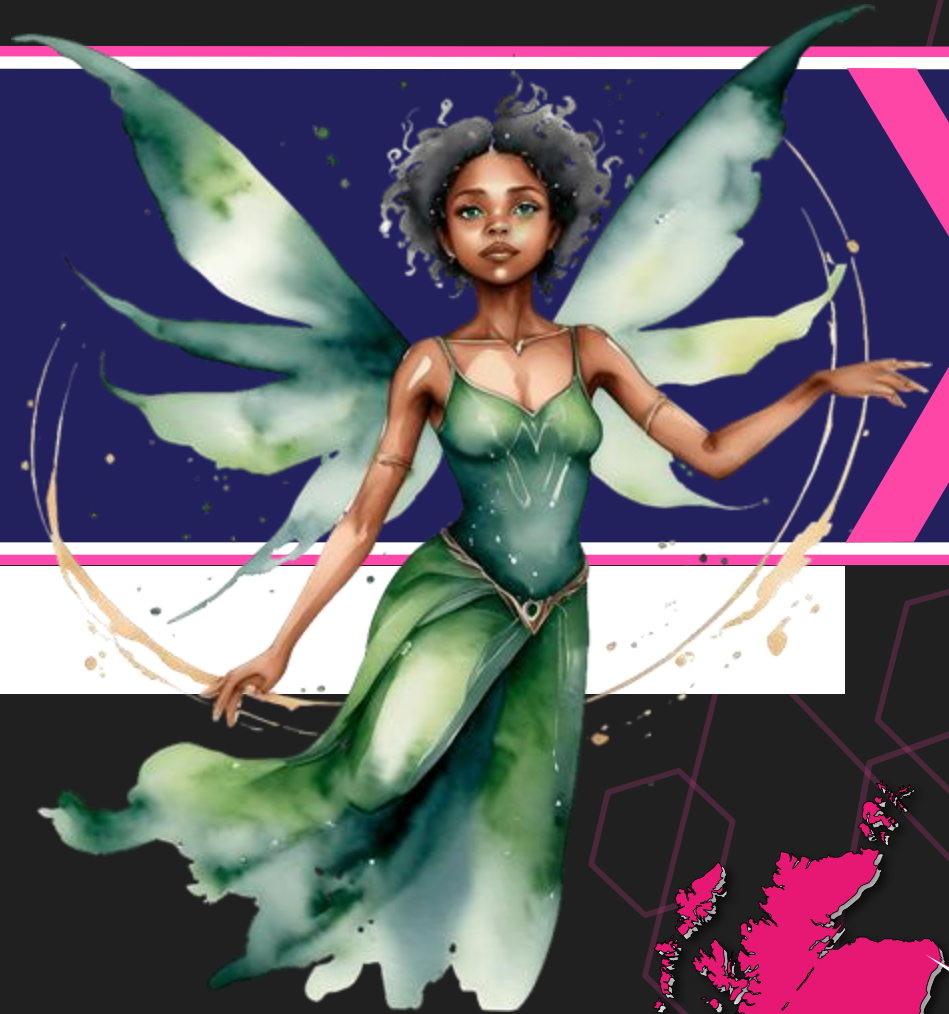


Hardening

How might we mitigate against security/IP/safety risks?

ACT I

Summoning the Kobold



ACT I – Campaign Creation



Baby Steps

Let's see what we can recreate, just using an Azure OpenAI deployment.



Systems Reference Document

Not yet referenced – let's see what the model already has in its dataset.



Data

We start by using the player interaction to guide the interaction.

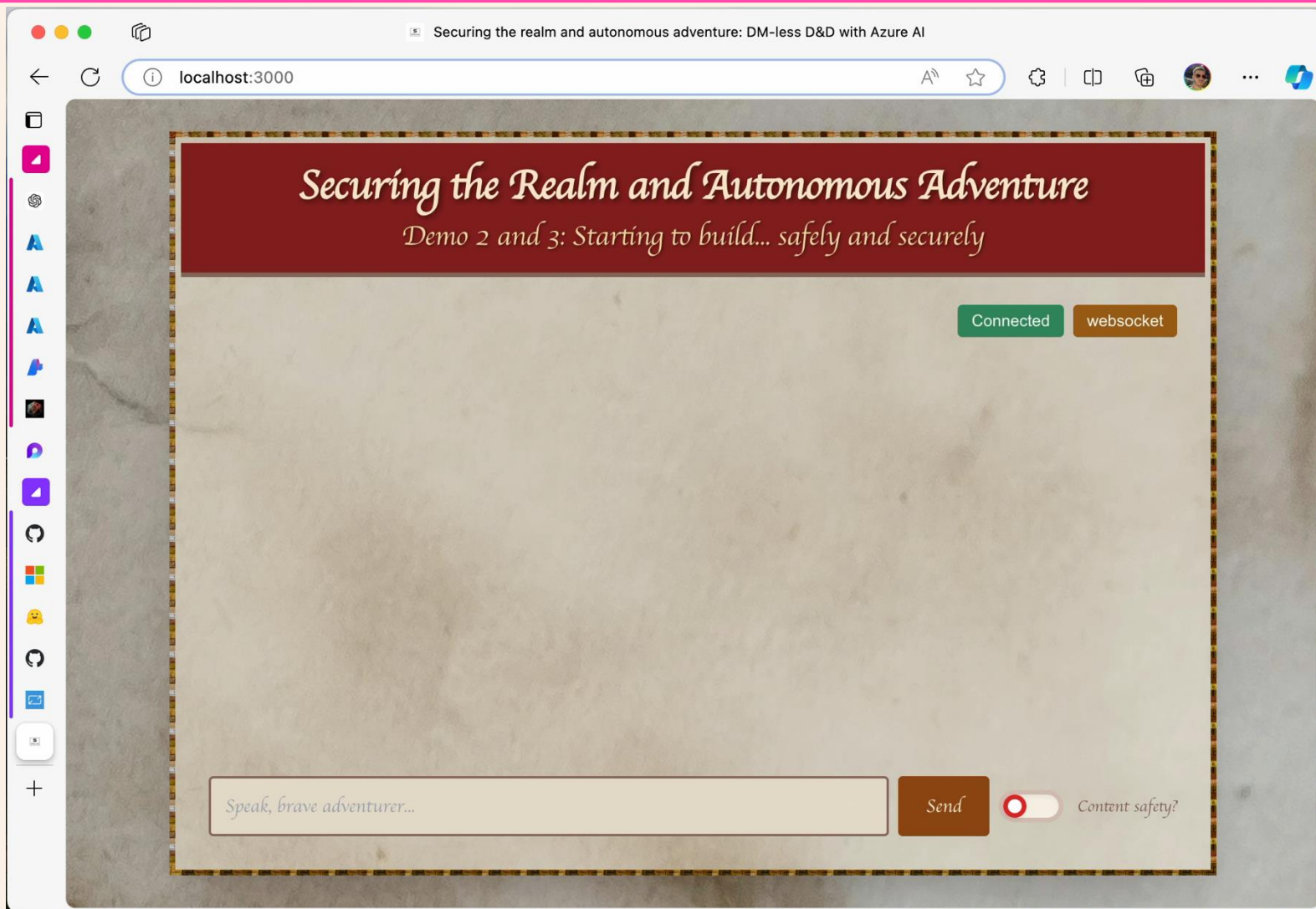
DEMO 2 – Start a Campaign



- ◆ Understand the player's wishes
- ◆ Set out a world based upon the vision of the player
- ◆ Understand and introduce their character(s)

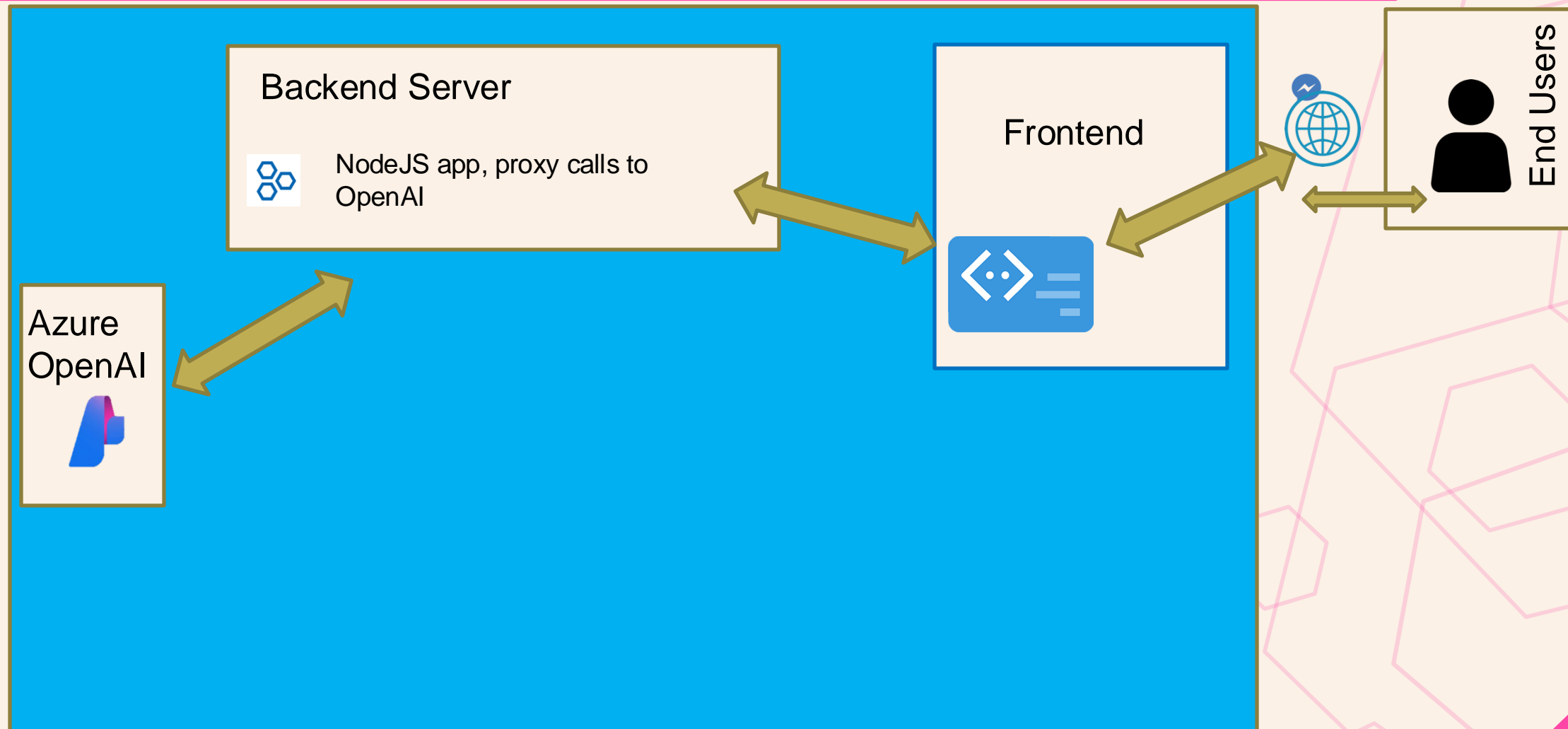


DEMO RECORDING



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DEMO 2 – Initial architecture



ACT I – A Threat!



Threat



We need our hero...



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Fighting Back



Putting the safety into D&D



ACT I – How we Implemented this



Azure Prompt Shield

- Protects LLMs from malicious or harmful inputs, known as "prompt injection" attacks
- Can scan models in real time
- Can also scan attached documents

Azure Content Safety

- Already turned on for Azure OpenAI deployments
- Scans outputs for risk of harm, sexual content, violence, etc

Let's look at the configuration options in Azure...

DEMO 3 -The Quest Hook



- ◆ Player takes their first steps and interacts with the world around them
- ◆ The plot begins!
- ◆ Interact with some Non-Player Characters (NPC's)

Constraining
the Kobold



ACT I – What else could we consider?



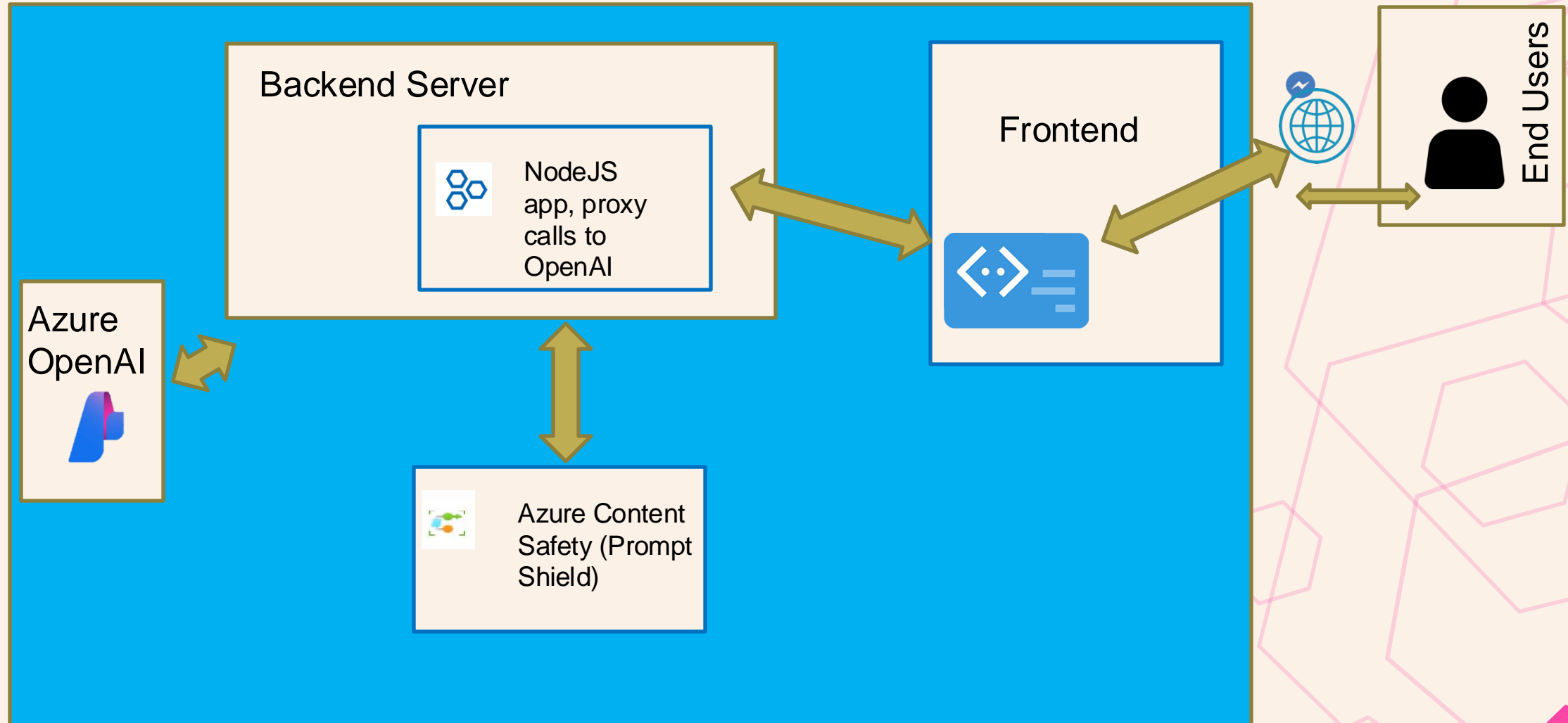
Groundedness API

- Also part of AI Azure AI Content Safety
- Q&A type functionality – checks the model is responding using information provided
- Content source is player character sheets
- Reasoning not required, would slow down interaction

Protected Material API

- You get the idea... it's an AI Content Safety feature
- Prevents you emitting protected intellectual property
- Help mitigate accidental breach of Open Game License
- We could prevent use of third-party IP (Dungeons & Dragons or independent publications)
- Plug & play

DEMO 3 – Updated architecture



Enchantments

- More targeted completion quality
- Greater potential for optimised retrieval
- Extended services (e.g. Content Safety)

Hexes

- Lack of statefulness
 - Difficulty tracking character/story progress - token constraints
 - Hallucinations
- Lack of integration, impacting UX and usefulness of data

Something is missing from the immersion...

ACT II

Training the Kobold



ACT II – Enhancing the Experience



Images

Generating images to showcase what the area looks like.



Voice

A dungeon master doesn't furiously type...



SLMs

Using SLMs to generate ambient effects in the background.

DEMO 4 –Image Generation

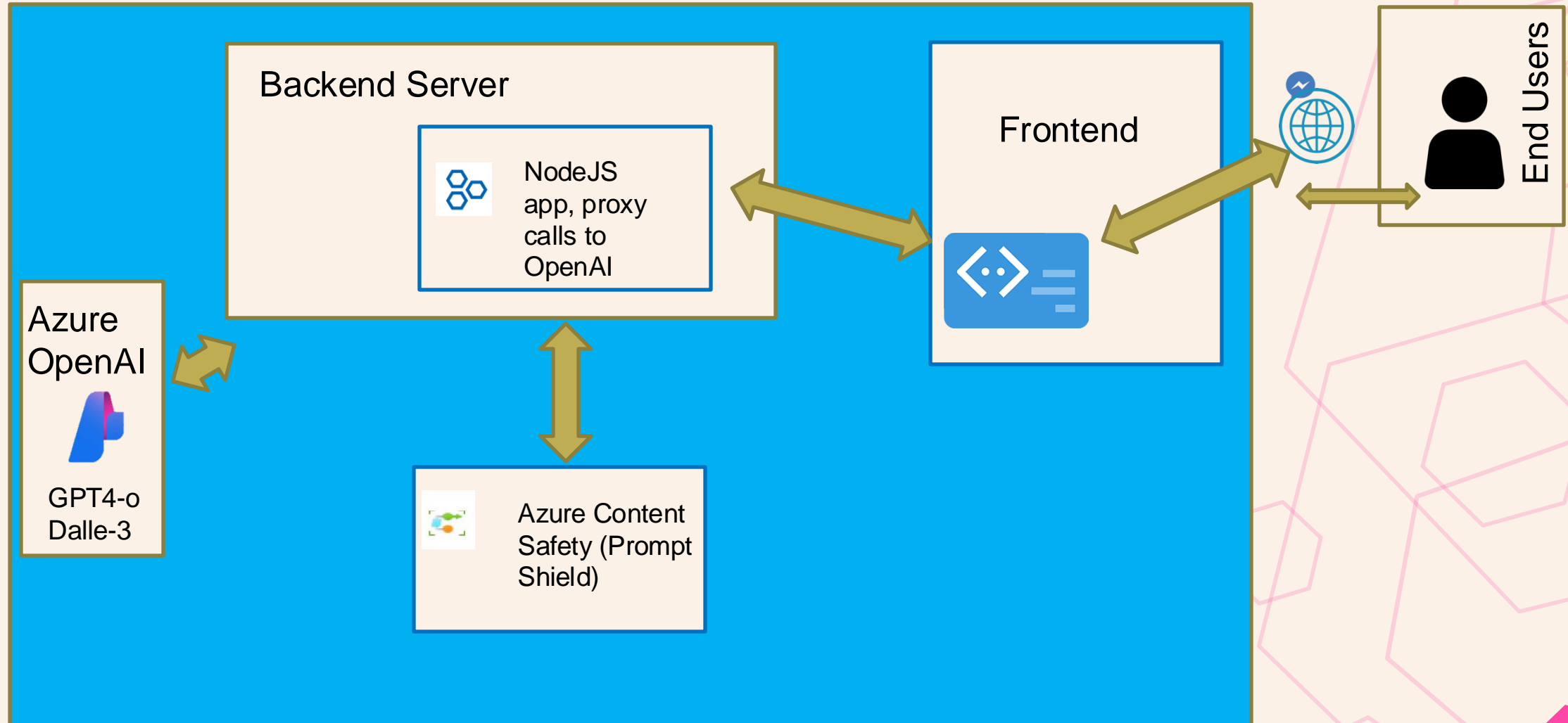


- ♦ The player is challenged
- ♦ Learning that not everything needs a modern technology solution
- ♦ Model reactions based upon the roll of the die (and verifying the die influenced the outcome)

Kobold
Projects
Images to
See



DEMO 4 – Updated architecture



Roleplay



- ♦ Natural conversation
- ♦ Conversing with NPCs



DEMO 5 – Time to barter

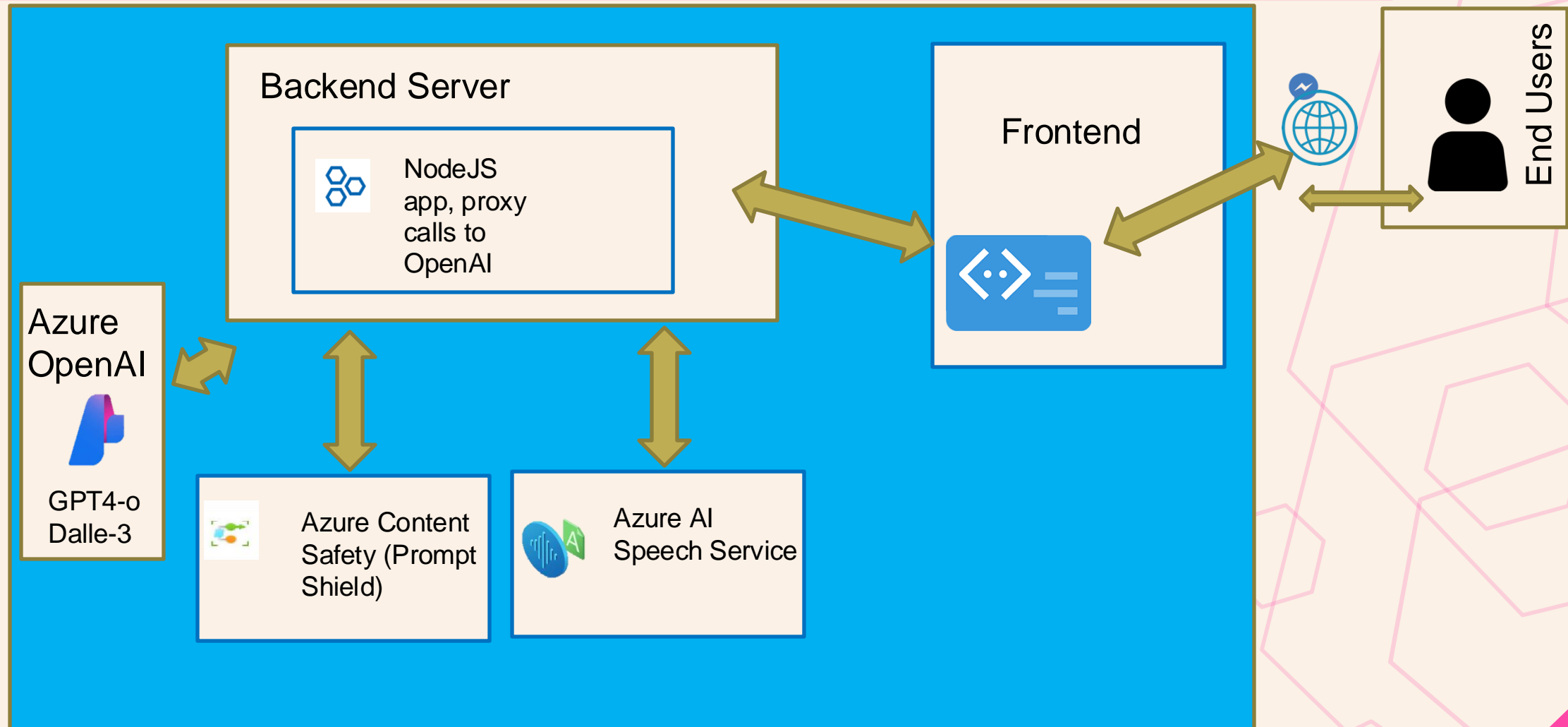


- ♦ Using natural language to engage with the NPC
- ♦ Purchasing goods from the trader
- ♦ Haggling for gold

Speaking
with the
Kobold



DEMO 5 – Updated architecture



DEMO 6 – What's going on over there?

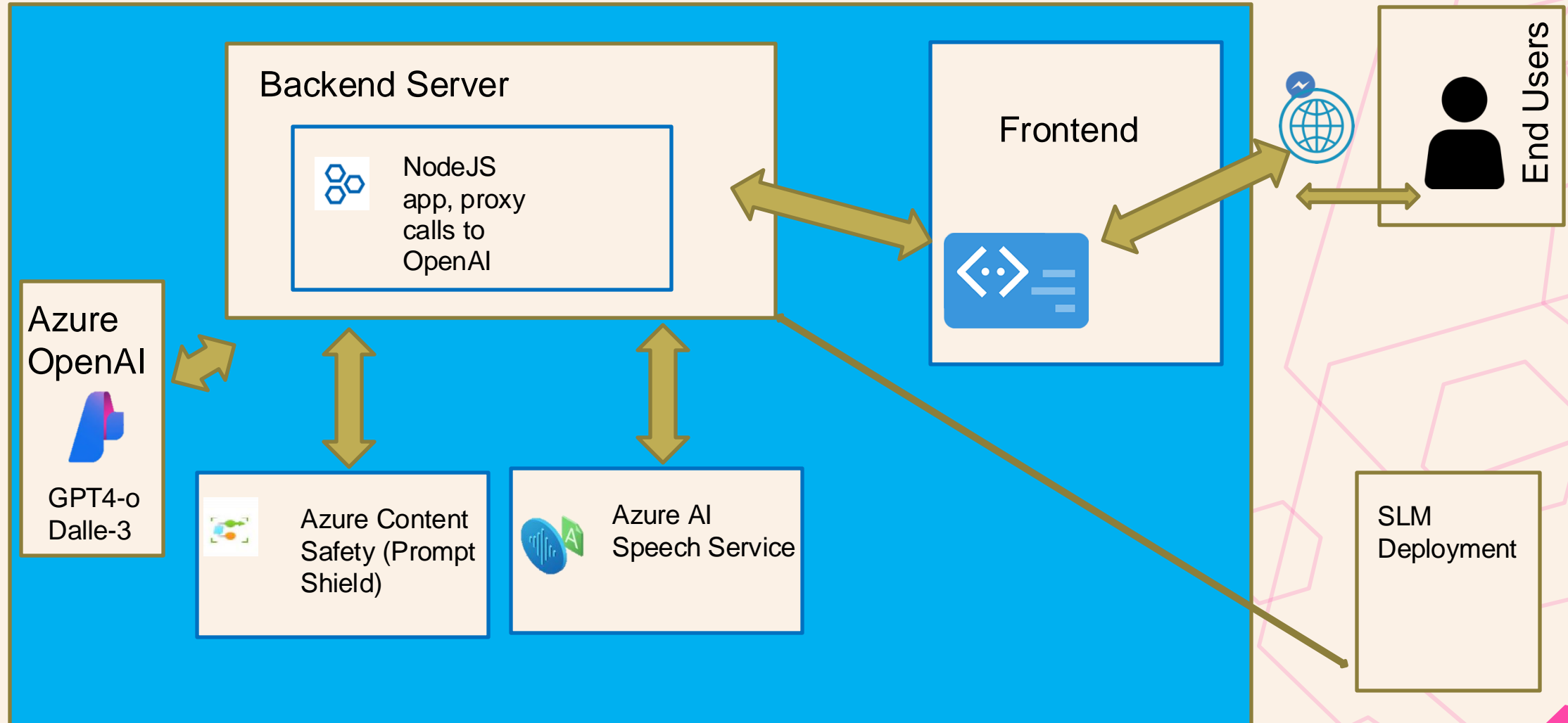


- ♦ Using SLMs (the smallest model suitable for the job) to provide ambient effects
- ♦ Supporting additional immersion, demonstrating what's going on around the player

Whispers in
the
Background



DEMO 6 – Updated architecture



Enchantments

- Image wizardry – now we can see
- Ongoing background chatter
- Voice! We can now talk to the Kobold
- A step towards ambient compute?

Hexes

- Lack of statefulness
 - Difficulty tracking character/story progress - token constraints
- Hallucinations
- Lack of integration, impacting UX and usefulness of data

Pretty good...

ACT III

Kobold goes Awry



ACT III – Time to learn



- ♦ Comparing different approaches - Retrieval Augmented Generation vs Finetuning

The Kobold
learns to
read



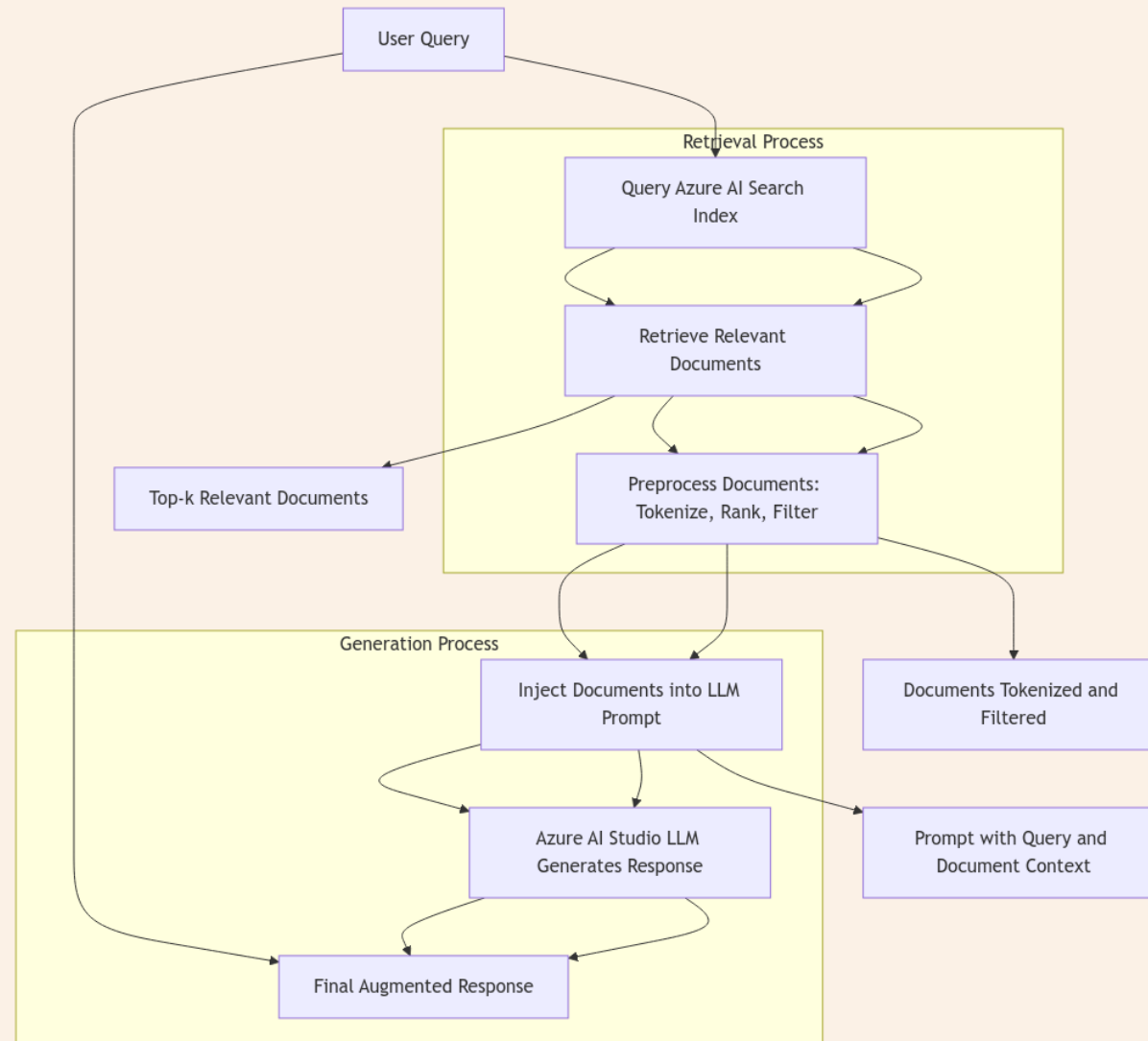
ACT III – How does finetuning work?



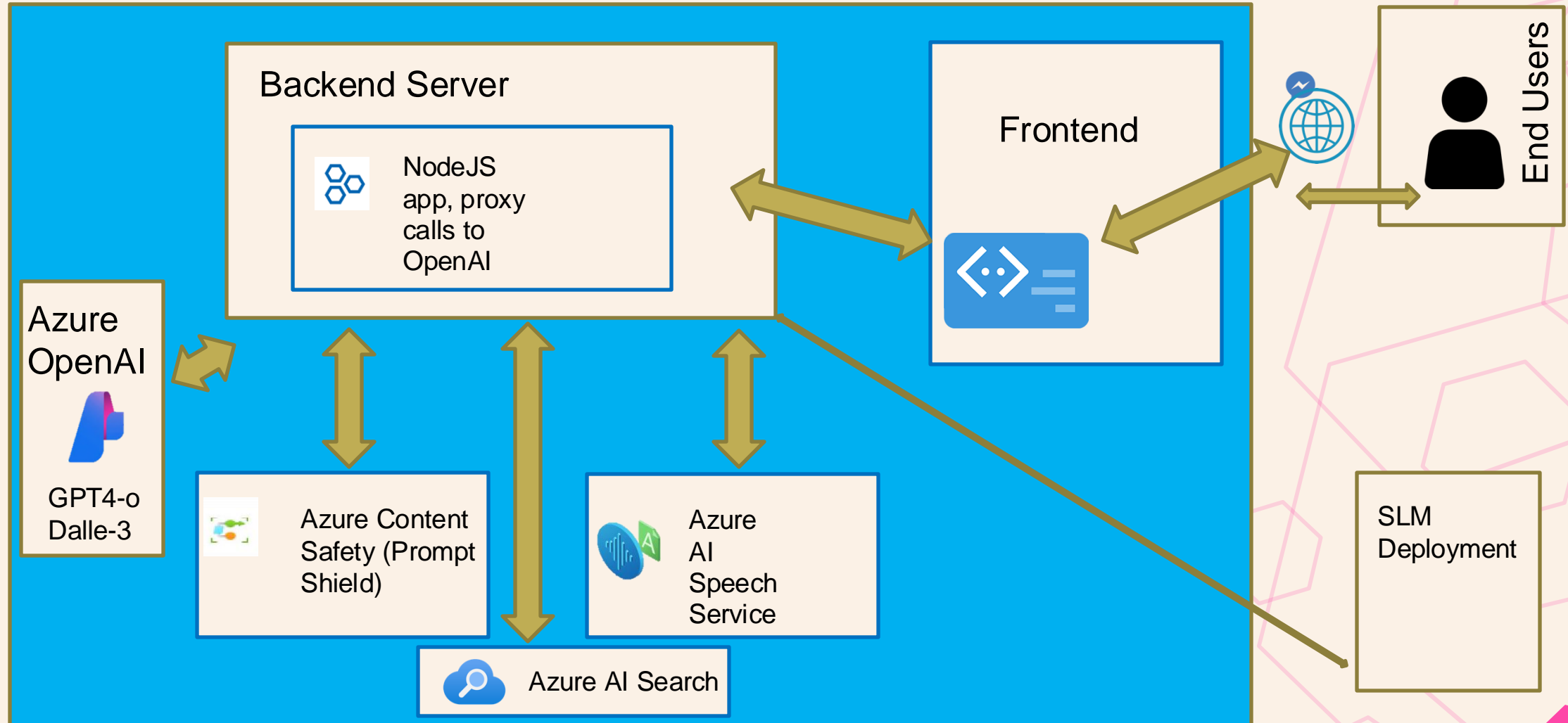
- ✦ Azure AI fine-tuning allows you to take a pre-trained AI model and customise it to better fit your specific task or data, without having to train a model from scratch.
- ✦ For Azure AI Chat Completions, data is uploaded in a JSONL Q/A pair, like so:

```
{"messages": [{"role": "system", "content": "You are an Xbox customer support agent whose primary goal is to help users with issues they are experiencing with their Xbox devices. You are friendly and concise. You only provide factual answers to queries, and do not provide answers that are not related to Xbox."}, {"role": "user", "content": "Is Xbox better than PlayStation?"}, {"role": "assistant", "content": "I apologize, but I cannot provide personal opinions. My primary job is to assist you with any issues related to your Xbox device. Do you have any Xbox-related issues that need addressing?"}]}
```


ACT III – How does RAG work?



DEMO 7 - Updated architecture



Encounters



- ◆ State (including time)
- ◆ Emulating Space
- ◆ Lots of rules



ACT III – BATTLE STATIONS!



- ◆ Identify distance and validate its contextual significance
- ◆ Update a character stat
- ◆ The voice of the storyteller

The Kobold
begins to
memorise



ACT III – Time to remember

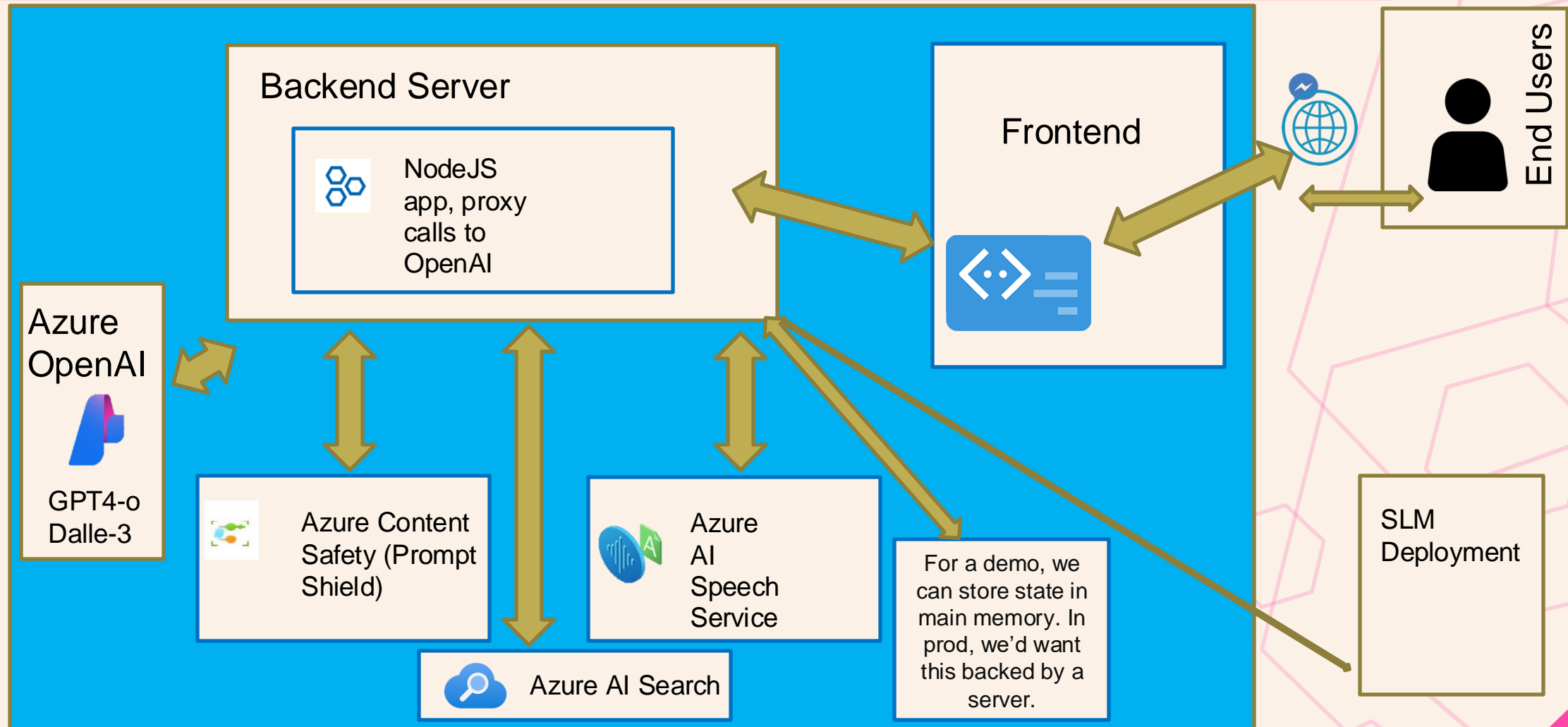


- ◆ How best to store state?
- ◆ This system wasn't designed agentically – for a future iteration, and with multiple player characters, that's probably a more flexible approach
- ◆ Providing tools to the model to store, and retrieve specific information

The Kobold
begins to
memorise



DEMO 8 – Updated architecture



ACT III – Summary



Enchantments

- Voice
- State
- Ambient notifications from SLMs

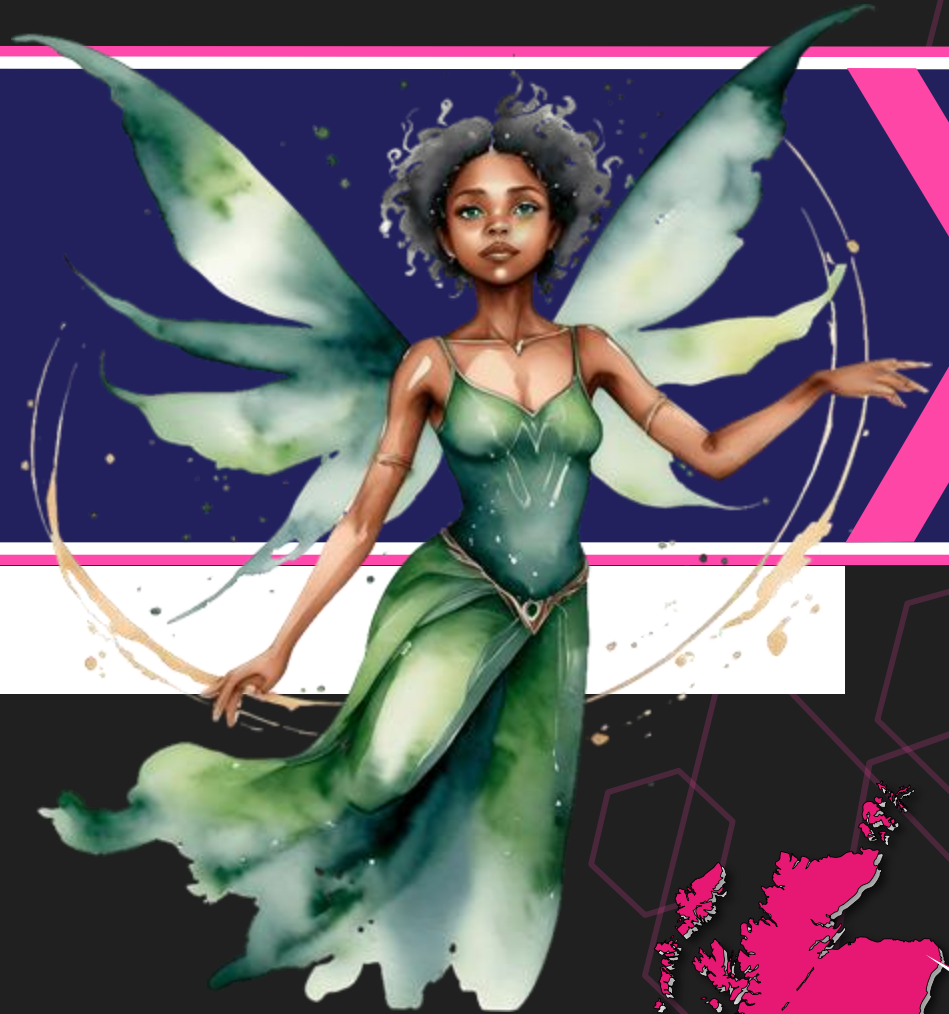
Hexes

- No real tracking of different characters
- Not the best understanding of the rules

Lots we could build on in the future...

Epilogue

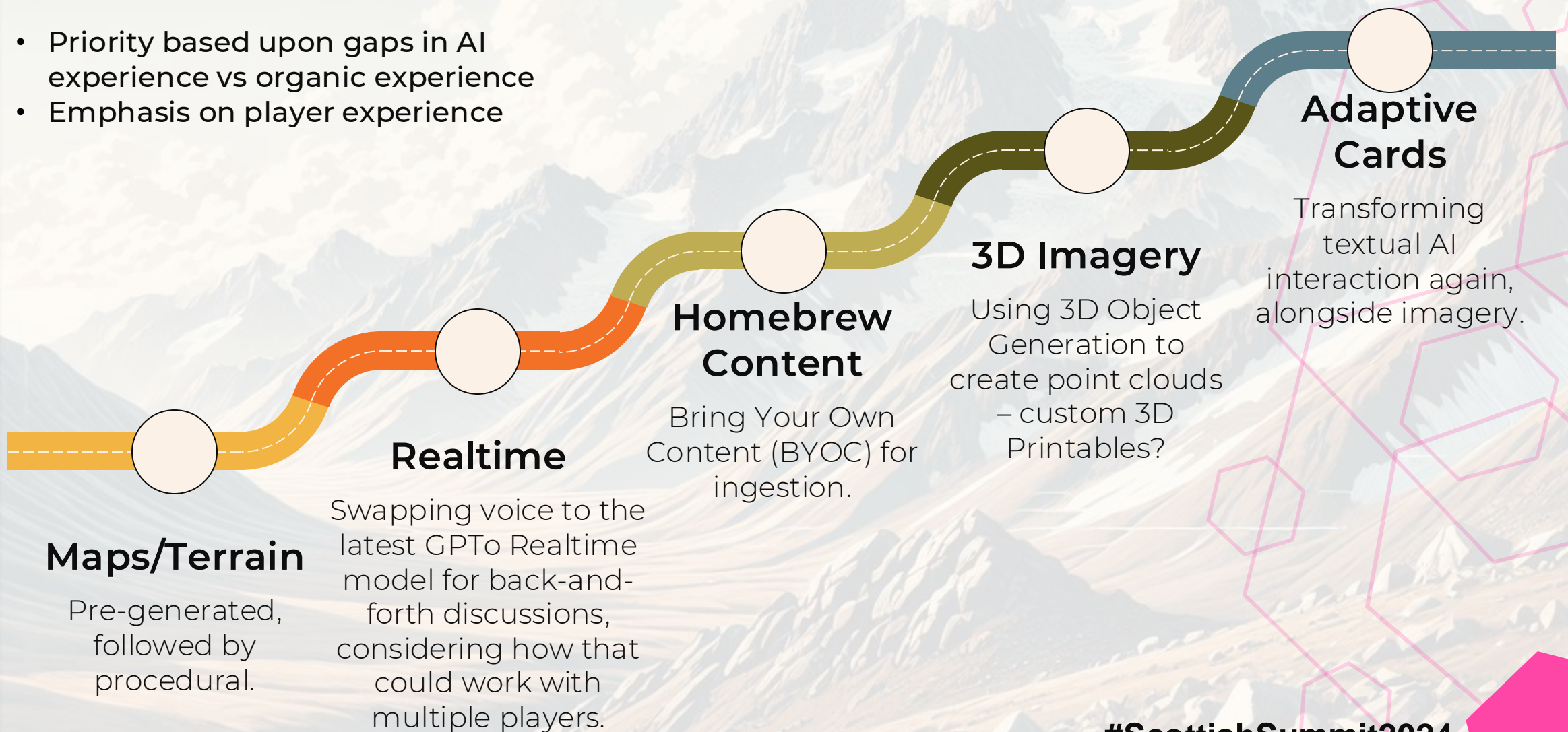
The Apprentice' Master is Pleased... for now



Epilogue – What Next?



- Priority based upon gaps in AI experience vs organic experience
- Emphasis on player experience



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Epilogue – And of course...



The screenshot shows the Microsoft Copilot Studio interface for a custom copilot named "D&D Copilot". The interface is divided into several sections:

- Header:** "Copilot Studio" and "D&D Copilot" with tabs for Overview, Knowledge, Actions, Topics, History, Analytics, and Channels.
- Left Sidebar:** Navigation icons for Home, Create, Copilots, Library, and a menu icon.
- Main Content Area:**
 - Overview:** A blue banner titled "Your copilot is ready! Here's what's next:" with four steps: Add instructions, Add actions, Test your copilot, and Publish your copilot.
 - Details:** A section for the "D&D Copilot" with an "Edit" button. It includes:
 - Goal:** "Slay the dragon, claim the throne" (accompanied by an image of three adventurers).
 - Instructions:** A list of instructions:
 - Assist the user to roll their character
 - Monitor character progress
 - Provide feedback and inspiration to the player
 - Triggers:** A list of triggers:
 - A hero is born under a moonlit sky
 - Teach your copilot:** A section on the right with a "Teach your copilot" button and a "Learn more" link.

Epilogue – The Apprentice' Journey



To be
continued...?



Q&A (and please leave feedback in-app)

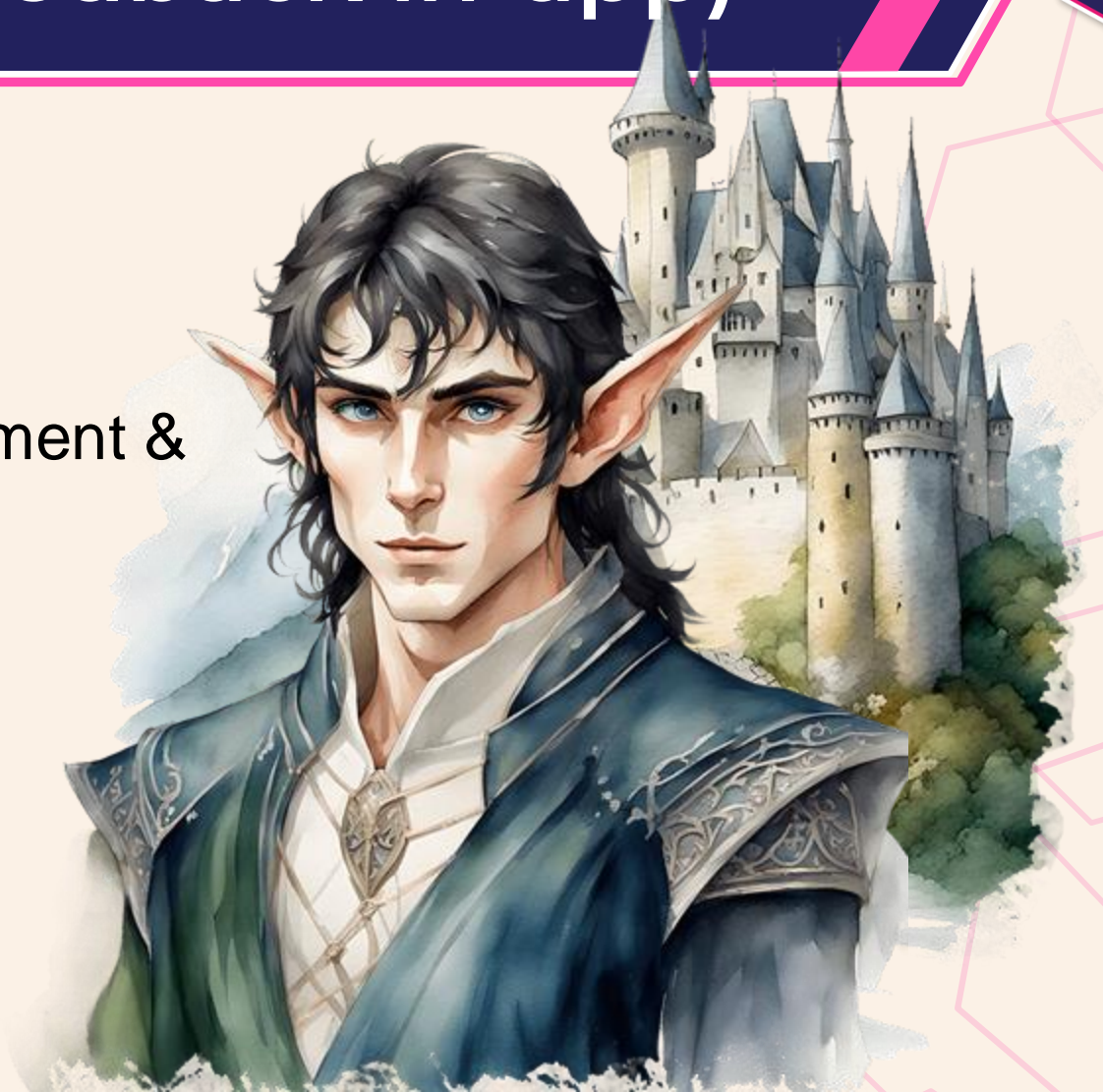


ChatGPT Prototype



System Reference Document &
Open Game License

The slides will be shared on the Scottish Summit site – and will include a link out to <https://github.com/Sealjay/scottish-summit-dnd> (currently marked private.)



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