Wit.AI

This Project was done by me at Curvelogics Advanced Technology Solutions Private Limited,(http://www.curvelogics.com/) as a Intern. Thanks to everyone there for their Continuous Support and Guidance

- ➤ Wit.Ai is a Chatbot/NLP(Natural Language Processing) Engine provided by Facebook it is a tool which can be used to build the NLP side of Chatbots
- ➤ It was introduced in 2013 and has received Upgrades throughout the Years has received Support and Improvements
- ➤ One of the Advantages of Wit.AI is its Seamless Integration with Facebook Messenger as Facebook Provides Options for Developers to Utilise Wit within Messenger
- **✗** Wit.AI Also Supports Analysis of Voice

Wit.AI Steps

- Go to https://wit.ai/
- Click either Login Using Github or Facebook and Provide Adequate Details
- The Rest of the App Building Process is Given Here(https://wit.ai/docs/quickstart)

Some Key Terms are

1. Entity: a thing with distinct and independent existence.

Eg: Let us Consider Multiple Sentences

I Want Chocolate Ice Cream

I Want Pista Ice Cream

I Want Vanilla Ice Cream

Here Chocolate, Pista and Vanilla can be categorized as a Entity called Flavours in the case of Wit whenever it sees Any of the Above Sentences it identifies that they have an entity called Flavours,

2.Intent: Something that is Intended

Eg: Let us Consider some Examples

I want Vanilla Ice Cream

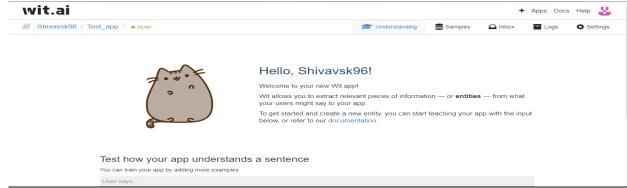
Get me Ice Cream

Where can i get Ice Cream

Here All the Above 3 Examples Mean the Same thing which is the "User Wants Ice Cream" Hence in Wit when it sees the above examples it understands that the user wants Ice Cream and does the Necessary Actions

Now Let us Create a Wit.Al Bot for our Project

- → I am Assuming that you have Created a Wit Account and Created your first app Refer(https://wit.ai/docs/quickstart)
- → Now once your App is created you will reach a page like this(Ps:the name of the app dosent impact the Project)

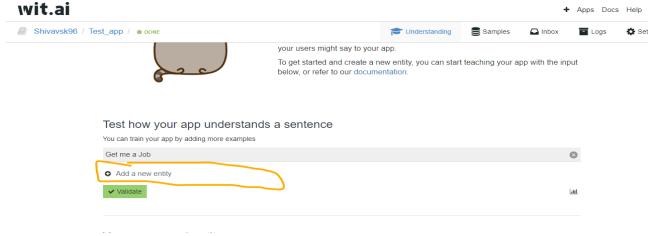


→ Now you need to train Wit for your necessary task Since you are building a job Searching Chatbot you need to Train Wit for that

Lets train Wit to recognise a Intent Job Search



2)Now type Any Sentence which you want Wit to identify as a intent i am going to type "Get me a Job" for the intent Job_Search Once you have typed "Get me a Job". Go on to type intent in the following Area and hit Enter



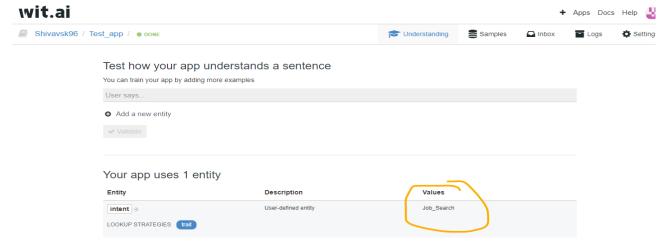
3)Once you hit a enter you will see a similar page In this click the dropdown "Select the Value"



4)Now type the name of your intent("my intents name is Job_Search type yours there") and Hit Enter and Hit Validate



5)Great now you have Created your first Intent if everything goes well then when you Scroll down you should see a similar Section with the name of the Intent

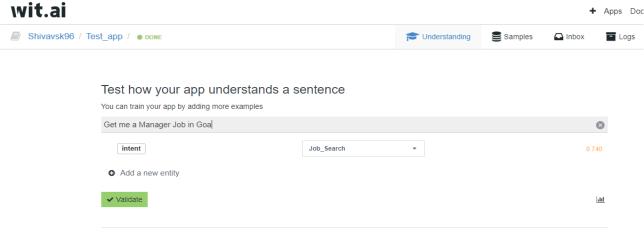


6)Now to add more Sentences to your intent(The more you give Wit learns better) type your desired Sentence in the user Says Box and Hit Enter(try and give a lot of examples for your bot to learn from). You should see this

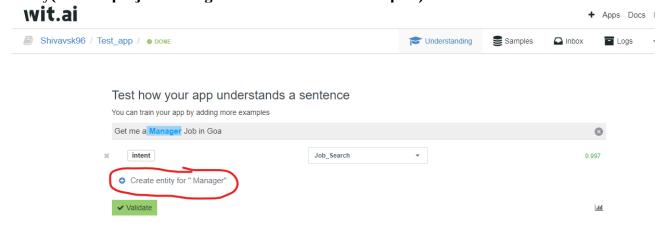


then hit Validate(Since your bot has seen only one intent so far it will most likley classify anything it sees under that intent if you got multiple intents then in the drop-down box select your intent and click validate if you want to assign it to a new intent in the drop-down menu type the name of new intent and hit validate as you did in step 4 . the value marked in Red is the Agents Confidence it basically represents how confident your agent is that a specific Sentence belongs to a Specific Intent

7)Now we need to Specify Various entities to Wit to do that first type Something like "Get me a Manager Job in Goa"(The objective here is to have a sentence where the post and place is given) type and wait for Wit to recognise it as out intent Job_Search since Wit has only seen one Intent it will classify this text as that Intent)

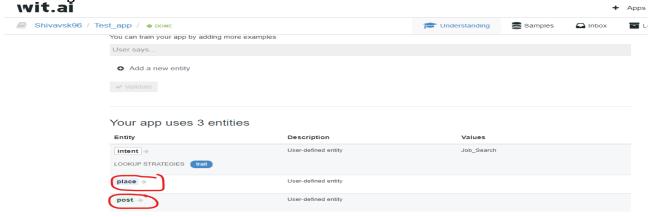


8) Now Highlight the word manager which is our post and enter the name of your required entity in the marked area in the picture and hit enter twice and Click validate to create the entity(for our project Manager comes under the intent post)

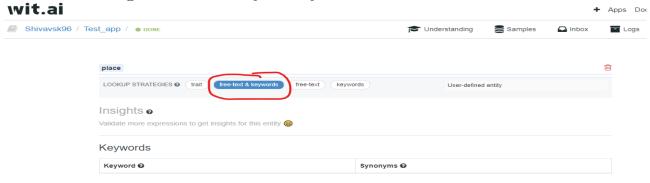


9)Similarily Highlight Goa and create a entity called place for some more info visit(https://wit.ai/docs/recipes)

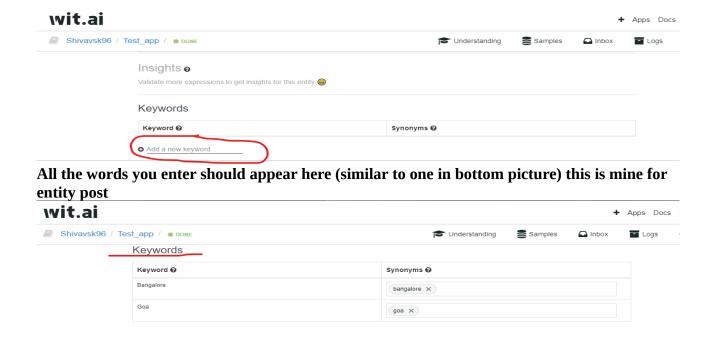
10) Now if everything goes well when you scroll down in the Understanding tab you should see something like this



11)now click on one of the entities and select free_text and keywords here(this is to specify that we are looking for Wit to identify the Keywords



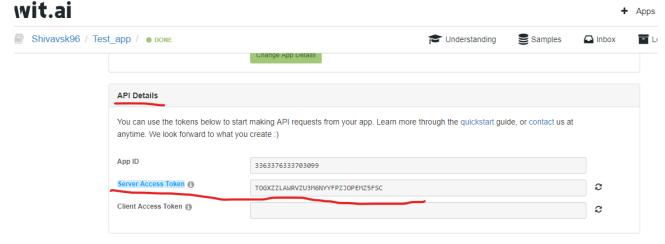
12)Now you need to add more and more Keywords like other Job names "HR Manager", "Foreman", "Doctor", "Teacher" etc... You can add it one by one in the highlited area in the picture and hit enter after each entry



13)Similarly Repeat steps 11 and 12 for the entity place once you have entered for Place your work in the Wit is done. Before we get into handling of the Wit.ai Json lets see how we can get the Acess_token for our Wit(this acess token is used in line 12 in main.py)



15)Scroll down Under Api Details you will find "Server Access Token" Use it in line 12 in main.py



You can take a look at this link (https://wit.ai/docs/recipes#which-entity-should-i-use) also to know more about Wit

Wit.AI JSON

- ➤ Wit Communicates with your python Script using Json(JavaScript Object Notation) (https://en.wikipedia.org/wiki/JSON)
- ➤ Given Below is a code to understand json of wit
- ➤ It is recommended that you use Jupyter_notebook(https://jupyter.org/)
- ➤ Here are Some tutorials about Jupyter(https://www.geeksforgeeks.org/getting-started-with-jupyter-notebook-python/)(https://www.dataquest.io/blog/jupyter-notebook-tutorial/)
- Now back to our json here is the code

```
from wit import Wit#a python package for interacting with Wit acess_token="TOGXZZLAWRVZU3M6NYYFPZJOPEMZ5FSC"#your acess_token refer step 14 and 15 in Report(wit) client=Wit(access_token=acess_token) message_text="Get me a Manager Job in Goa"#the text which we want to test our Wit with resp = client.message(message_text)#passing message to wit and storing Response Json in variable Resp try:

a=list(resp["entities"])#checking for presence of entities except:
```

pass

print(resp)#printing json

➤ I am also attatching a screenshot

```
from wit import Wit#a python package for interacting with Wit

acess_token="TOGXZZLAWRVZU3M6NYYFPZJOPEMZ5FSC"#your acess_token refer step 14 and 15 in Report(wit)

client=Wit(access_token=acess_token)

message_text="Get me a Manager Job in Goa"#the text which we want to test our Wit with

resp = client.message(message_text)#passing message to wit and storing Response Json in variable Resp

try:

a=list(resp["entities"])#checking for presence of entities

except:

pass

print(resp)#printing json
```

Now when you run this code Wit will reply with a Json Message In my Case it Returned a Json like this

```
{'_text': 'Get me a Manager Job in Goa', 'entities': {'post':
[{'confidence': 1, 'value': 'Manager', 'type': 'value'}], 'place':
[{'confidence': 1, 'value': 'Goa', 'type': 'value'}], 'intent':
[{'confidence': 0.99814630020538, 'value': 'Job_Search'}]}, 'msg_id':
'1c7FglJu3YGAShBhY'}
```

where 'text' is the message 'entities' are the list of entities and 'post' and 'place' are the respective entities and 'value' inside post and place are the words which made Wit think that this sentence has this entity and 'intent' is our Intent

you can parse through this json to use the values to Play around with different text by replacing the value in 'message_text' in your code and see how the Json differs by doing so you can test various Scenarios

Now let us try and access the elements inside our json for usage again our Json is

```
{'_text': 'Get me a Manager Job in Goa', 'entities': {'post':
[{'confidence': 1, 'value': 'Manager', 'type': 'value'}], 'place':
[{'confidence': 1, 'value': 'Goa', 'type': 'value'}], 'intent':
[{'confidence': 0.99814630020538, 'value': 'Job_Search'}]}, 'msg_id':
'1c7FqlJu3YGAShBhY'}
```

- Lets start by trying to get data out of our json
 The snippets of code which i give below should be added with the code given earlier
- 1. Lets start by getting '_text' which is "Get me a Manager Job in Goa" for that the code is

```
a=resp['_text']#resp is your json
print(a)
'Get me a manager job in Goa'
```

the underlined portion is the Output

2.Now lets get entities

```
a=resp['entities']#syntax: resp["Name of what you want to acess inside Json"]
print(a)
{'post': [{'confidence': 1, 'value': 'Manager', 'type': 'value'}], 'place': [{'confidence': 1, 'value': 'Goa', 'type': 'value'}], 'intent': [{'confidence': 0.99814630020538, 'value': 'Job_Search'}]}
```

See now if you compare the original Json you can see it got whatever is inside 'entities'

3. Similarly lets trying getting post, place and intent

```
a=resp['entities']['post']#syntax: resp["Name of what you want to acess inside Json"]["under that what you want to acess"]
b=resp['entities']['place']
c=resp['entities']['intent']
print(a)
print(b)
print(c)

[{'confidence': 1, 'value': 'Manager', 'type': 'value'}]
[{'confidence': 1, 'value': 'Goa', 'type': 'value'}]
[{'confidence': 0.99814630020538, 'value': 'Job_Search'}]
```

4. Now lets get the Values from post, place and Intent

```
a=resp['entities']['post'][0]['value']#synt
b=resp['entities']['place'][0]['value']
c=resp['entities']['intent'][0]['value']
print(a)
print(b)
print(c)

Manager
Goa
Job Search
resp["entities"]['post'] is a list so we
give[0] to access it
```

Now thats it regarding handling of json of Wit

Now let me explain how the Wit Section of main.py works(lines 41-78) 42 entity=None# get entity#in case entity is none 43 value=None 44 intent=None#in case value is none 45 a=list(resp["entities"])#where resp["entities"] i 46 47 except: pass
z=len(a)#storing length of list 48 49 if z==1:#if length of list is 1 50 r=list(resp["entities"])[0]#to get first entity 51 print(r) 52 if r=="post":#if entity post is detected
 m=list(resp["entities"])[0]#to get the value of ent
 entity=resp["entities"]["post"][0]["value"]#to get 53 54 55 print(entity 56 elif(r=="place"):#if entity place is detected

m=list(resp["entities"])[0]#to get the value of en

entity=resp["entities"]["place"][0]["value"]#to ge 57 Ξ 58 59 elif(r=="intent"):#if the text is a intent in Wit value=list(resp["entities"]["intent"])[0]["value"]

m=resp["entities"]["intent"][0]["value"] 60 61 62 print("value") 63 elif(r=="Yes"):#When the entity Yes is Recognised 64 entity=resp["entities"]["Yes"][0]["value"] 65 m=0#passing initial value to m
elif(r=="no"):#When the entity No is Recognised
 entity=list(resp["entities"]["no"])[0]["value"] 66 67 68 m=0#passing initial value to m
if z==3:#when more than 1 entity is detected 69 70 П rl=resp["entities"]["post"][0]["value"]#check wether
r2=resp["entities"]["place"][0]["value"]#check wether
r3=resp['entities']["intent"][0]['value']#check wethe 71 72 73 74 75 print(rl) 76 print(r2) z==0:#if the Text Is not Recognised by Wit at all

line by line

78

```
41) format of Wit refer Wit Json section above
```

- 42,43,44 if entity, value and intent does not exist
- 45,46 try block checks for existence of entity exist
- 47,48 if the entity does not exist then continue the program

m=None

- 49 checking length of "a" which is entities (refer line 46)(the length will give you a indication of how many entities exist)(eg: if post and place come at the same time)
- 50 if the length is 1(ie: only one entity exists)
- 51 storing the value of entity in variable 'r'
- 53 if the value of 'r' is post
- 54 storing the entity which is (Post here in variable 'm')
- 55 storing the value of post in a variable 'entity
- 57 if the value of 'r' is place
- 58 storing the entity which is (Place here in variable 'm')
- 59 storing the value of place in a variable 'entity
- 60 if the value of 'r' is intent

- 61 storing value in a variable "value"
- 62 storing value in a variable 'm'
- 64 if the value of r is "Yes"
- 65 storing the value in a variable entity
- 66 assigning m as 0
- 67 if the value of r is "No"
- 68 storing the value in a variable entity
- 69 assigning m as 0
- 70 if z=3(ie: if multiple entities and intent come at same time)
- 71 storing value of post in variable "r1"
- 72 storing value of place in variable "r1"
- 73 storing value of intent in variable "r1"
- 74 assigning m as 0
- 77 if z=0 which means the Sentence is not identified by Wit
- 78 Then Assign a value None to m

So thats the code explained