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Lab 3 writeup

Once more, at the end of the lab, we were asked to share our thoughts. This lab seemed easier to me than the previous one, but that is likely because by now I was more used to how TDM works (and there were no API calls to handle). As for the first part, like I remarked in the lab, the explanation as to how the system knows that the get_done elements have been completed by the user is quite important. Part two was rather uneventful for me, other than mixing up names for different individuals or predicates that I created; I did moderately struggle with re-training RASA, as I did not realize that it was enough to start it up once on the server, and I tried to exit and re-start it the next time I was training it, which caused all sorts of errors. In the third section, I had problems that I described on Discord, where it worked in written interactions, but in the web interface, the app would get stuck in an empty utterance when returning from a side plan prompted by help. I solved that by adding an entry in the NLG where the system would say something like “Okay!,” which is not out of place. I would also add that the <signal_action_completion> element is also useful in the recipe plans themselves, as without it, once the recipe is completed, the app does not return to the main menu. The fourth part was likely the easiest but also the most fun and quite rewarding, seeing the images I picked displayed in the app this easily.

All in all, this lab was quite enjoyable for me. The only real hiccup was the NLG not being enabled in our environments, which made it impossible for me to proceed with the lab for a while, and also made me question what I did wrong – however, once that was solved, I never ran into an issue I would not be able to, sooner or later, solve on my own.