Report

The basic intent for the system is to simulate some Alexa' skills. The system is design like a finite state machine. It has 6 different states which are "Add", "Remove", "Unidentified", "Closed", "Running", "Greeting". Depend on the input, this simplified Alexa can switch to one of these states. Here are two threads to simulate the conversation between Alexa and users. One is for listening, the other is for inputting from console.

Hence, we have these slots: "greeting_synonym," "add_synonym"," remove_synonym", "close_synonym" though the lexicon is not much enough, it cannot identify when the word is not in the scale. However, once it happens, the machine state would switch to "Unidentified", Alexa will response and ask you to re-enter your command.

The conversations is like below:

The constrain of this Alexa is that It lacks the capability of recognizing the typos. It seems to be difficult since the model of recognition has to be implemented. And also, the difficulty and challenges for developing the system is to be very careful when the interactions of states happen. The logic of controlling the system is dynamic, so simulation in mind is not enough, it requires lots of testing to ensure that the system has less bugs.

If we are testing other groups' project, the most interested part is to use different command to express a single meaning so that we can know if the system can understand.