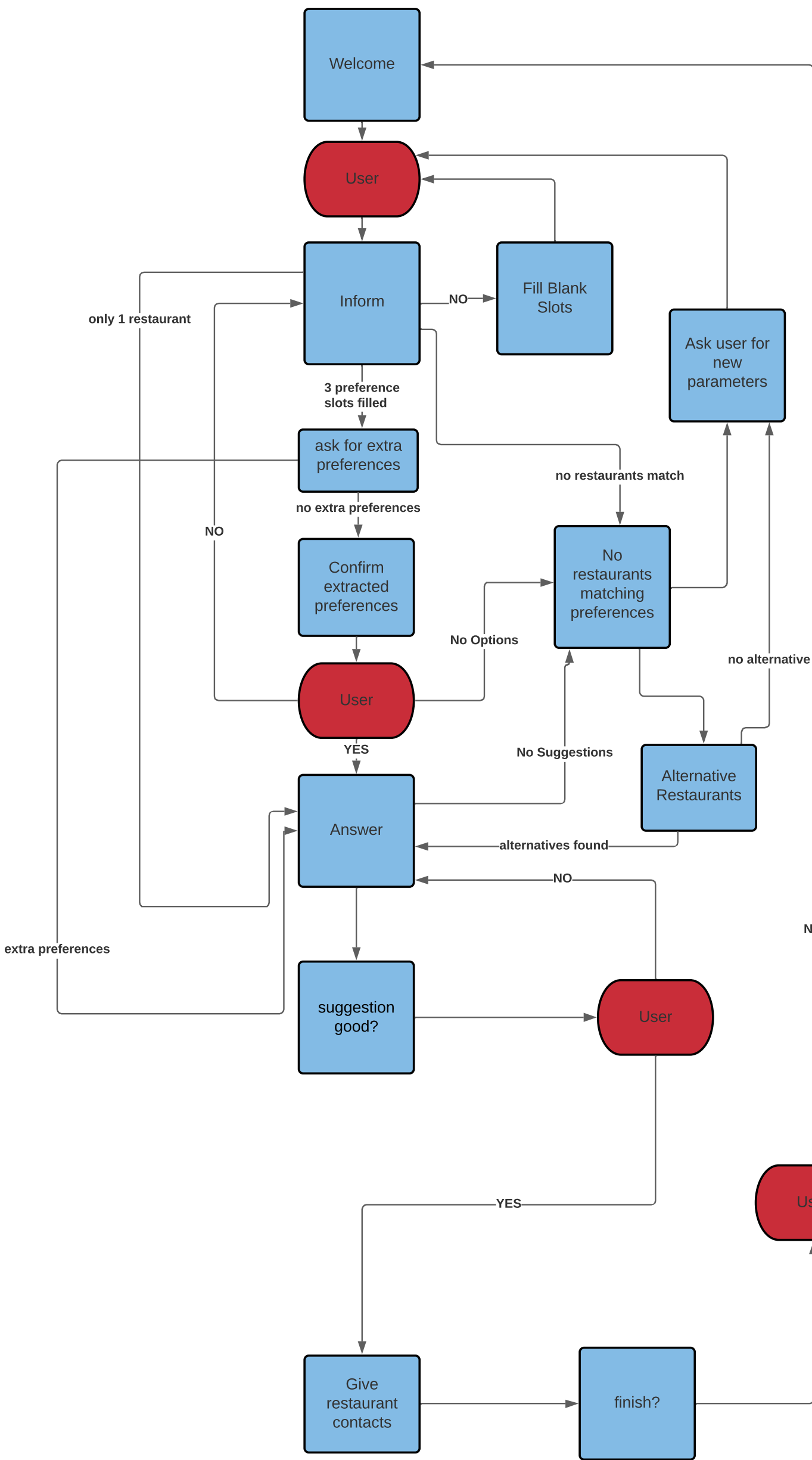


State Transition Diagram



Example Dialog:

S:Hi, let's choose a restaurant! Where do you want to eat? Area, price range, food type?  
#welcome state  
U:hi i would like some spanish food  
S:So you would like me to find a restaurant serving spanish cuisine. What part of town do you have in mind?  
#after user utterance, the system checks if all preferences are filled. In this case, we go to the 'Fill Blank Slots' state, which tries to fill the 3 preference slots.  
U:perhaps something in the center  
S:So you would like me to find a restaurant in the centre of town serving spanish cuisine. What's your budget?  
Cheap, moderate, or expensive? #preferences slots still not filled  
U:any price is fine  
S:Any other requirements? You can choose from:  
#ask for extra preferences  
Good food, open kitchen, good hygiene, children friendly, romantic or busy  
U:get me something busy  
S:So, you want a restaurant in the centre part of town, with any price range, serving spanish food, am I right?  
#there were no restaurants with the extra requirements, we go to 'confirm extracted preferences' state  
U:yes #user confirm, go to 'Answer' state  
S:I have found a cool place matching your preferences: 'la tasca'. You like it?  
U:no #suggestion not good, go back to Answer state  
S:Okay, I came up with a recommendation: 'la raza'. Sounds good?  
U:yes  
S:Alright, here are the contacts:'la raza', 01223 464550, 4 - 6 rose crescent. Would you like to finish here?  
#give restaurant contacts and go to 'finish?' state  
U:yes  
Thanks, hope it was useful. See you! #Thank you, goodbye