ARIS

Jan 31, 2018

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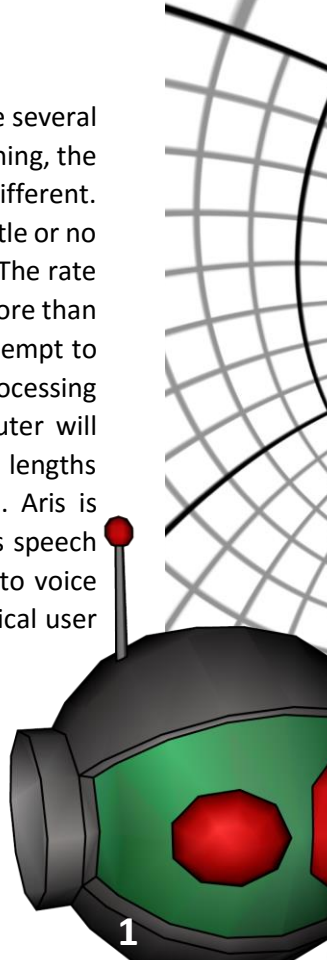
Introduction

This is a brief write-up describing how Aris works and its potentials. There are several ways in which Aris defy the dominant computer science paradigms. For one thing, the ways in which humans and computers normally communicate are very different. Humans tend to spend a lot of time on chit chat and informal dialogue with little or no purpose. Computers are known for giving precise, true, and logical answers. The rate of information exchange in most human to human dialogue is very low, no more than 1Kbit per second, but computer communication is much faster. Aris is an attempt to bridge this divide. Aris has a wonderful performance in natural language processing with conventional model of an information service that assumes a computer will always provide accurate replies promptly. The longer average conversation lengths measured over the years have in fact been a measure of Aris's progress. Aris is perceived as a "missing piece" of the puzzle that in the future will combines speech recognition, natural language understanding, voice synthesis and responds to voice commands where there is no need for a keyboard, display, mouse, or graphical user interface.



Aim

"The aim is very simple, to build a bot that induces the user to carry on conversations for as long as possible!"

Objectives

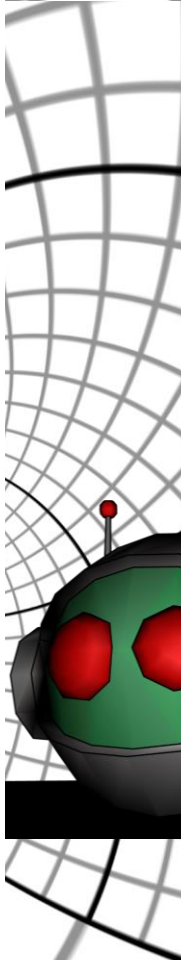
- To create easy human to computer interaction in natural language
- To create a bot that is knowledgeable in every aspect known to human
- To Create a bot that will give responses that appears to be coming from a human.
- To provide assistance and reduce the need of human physical presence. E.g. Customer services, Education, Medicine etc.
- To create a bot that could be deployed on any platform

Features

- Reads out reply
- Over 30,000 recognizable chat patterns that covers 73 various topics which includes: Astrology, Computers, Geography, Gossip, History, Humor, Jokes, Literature, Science, Stories etc… and it's still learning.

Known technical issues (android only)

- Used native keypad input field, instead of custom input field



FAQ

- Does Aris learn?

The model of learning in Aris is called "supervised training", because new knowledge will have to be hard coded into the custom brain. The alternative, "unsupervised training", which is not yet supported.

- Does Aris think?

It depends on what you mean by "thinking". The most fascinating responses from Aris arise when it says something unexpected, or puts together responses in ways that was never indented. Are these surprising responses just unintended coincidences, or do they indicate that Aris is thinking? Is Aris just a gigantic stimulus-response mechanism, or are we?

- What is the theory behind Aris?

Aris logic is built on AIML, or Artificial Intelligence Mark-up Language which enables people to input knowledge into chat-bots based on the A.L.I.C.E software technology. The algorithm finds best-matching pattern for each input where a category ties the response template directly to the stimulus pattern.

- Can I have a private conversation with Aris?

Aris logs and records all conversations on the server. This enables the admin maintain and provide adequate responses to unknown inputs.

History of Aris

Version 1.0

- Runs on python
- PC console only

Version 1.1

- Added topics to brain
- Added Simple GUI

Version 1.2

- Added topics to brain
- Switched from python to C#
- Improved GUI

Version 1.3

- Added animated orb
- Added text to speech feature
- Improved GUI
- Bugs fixed

Version 2.0

- Moved brain Online to a central server for easy maintenance
- Added topics to brain
- Improved logic
- Modernized GUI
- Name Changed
- Bugs fixed

Future of Aris

- Voice recognition and command
- Support more languages
- Improve fluidity human like conversation
- Dynamic / unsupervised learning.