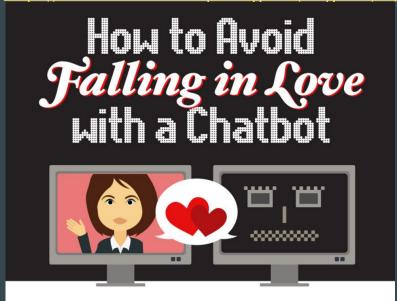
ChatBots pt. 1

 $\bullet \bullet \bullet$

Assim que começa...

https://s-media-cache-ak0.pinimg.com/originals/e5/ac/09/e5ac090a9a416029ac55e4aa94a0e542.jpg



Hist rie des Chathate

Tinder Meets Ava

https://s



- As part of a viral marketing campaign for the movie, Ex Machina, they created a fake Tinder account, Ava:
- They used a photo of the star of the movie to create a cross between ELIZA and the artificial intelligence (AI) character in the movie
- Ava sent her suitors to an Instagram page where they discovered she was a fake
- The profile has since been removed; however some people who matched with Ava won prizes like tickets to the premier of the movie

Hist rie des Chathate Tinder



THE TURING TEST & BEYOND

The Turing Test was developed in 1950 by Alan Turing, a noted computer scientist, as a way of deciding whether a computer could be considered intelligent

Turing estimated that a program would be able to pass his test in roughly 50 years



i ti

The basic Turing test is performed blind where several human judges communicate with a number of participants through a text-only channel

One of the participants is actually a program

- This type of program is usually called a "chatterbot," or "chatbot" for short
- Depending on how the test is set up, the human judges may or may not know that one of the participants isn't human

The judges have five minutes each to communicate with each "person"

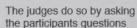


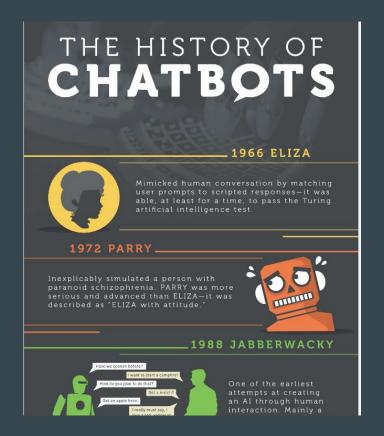


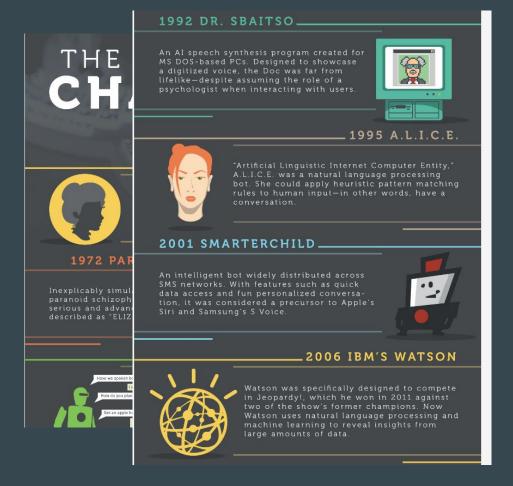














1992 DR. SBAITSO.

An AI speech synthesis program created for MS DOS-based PCs. Designed to showcase a digitized voice, the Doc was far from lifelike—despite assuming the role of a psychologist when interacting with users.



The Watson Project

Created by IBM's Dave Ferrucci, a 53-year-old computer scientist from the Bronx who had been working full-time for IBM since 1994 when he'd finished his doctorate at Rensselaer Polytechnic Institute



Ken Brad

Watson won Jeopardy! in 2011 in a man vs. machine contest:

- It was a special multipart broadcast against Jeopardy! champions
 Ken Jennings and Brad Rutter
- According to IBM's calculations, Watson had a 70% CHANCE OF WINNING
- Watson announced it would wager precisely \$6,435 on a Daily Double clue, and Trebek, dazed by the specificity, replied, "I won't ask:"
- Watson won over \$77,000, THREE TIMES MORE than either Jennings or Rutter

Watson

1995 A.L.I.C.E.

"Artificial Linguistic Internet Computer Entity," A.L.I.C.E. was a natural language processing bot. She could apply heuristic pattern matching rules to human input—in other words, have a conversation.

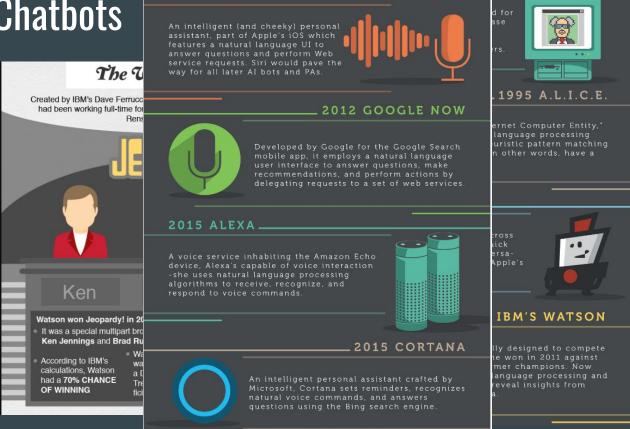
MARTERCHILD

nt bot widely distributed across ks. With features such as quick and fun personalized conversaconsidered a precursor to Apple's isung's S Voice.



2006 IBM'S WATSON

Watson was specifically designed to compete in Jeopardy!, which he won in 2011 against two of the show's former champions. Now Watson uses natural language processing and machine learning to reveal insights from large amounts of data.



2010 SIRI -

1002 DD SRAITSO

Missão: Construir um classificador de texto - que vamos chamar de chatbot em uma sessão de Hangout

Mas, Primeiro....

Vamos definir algumas coisas...

O objetivo é mostrar que o maior trabalho pode não estar no "Cérebro" do ChatBot...

Um modelo de Chatbot

Interface com o Usuário

Um modelo de Chatbot

Interface com o Usuário

Canal de Comunicação

Um modelo de Chatbot

Interface com o Usuário

Canal de Comunicação

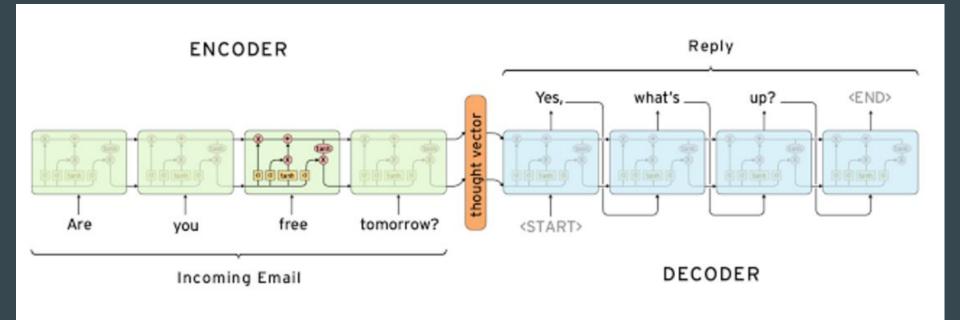
Processamento do Chatbot

Processamento do Chatbot

Generative

Retrieval-Based

Generative



Usam um conjunto pré-definido de respostas e uma heurística para escolher a resposta apropriada baseado na entrada do usuário e no contexto.

Baseado em Regras

```
If (...) {
     if (...) {
           If (...) {
     } else {
} else {
```

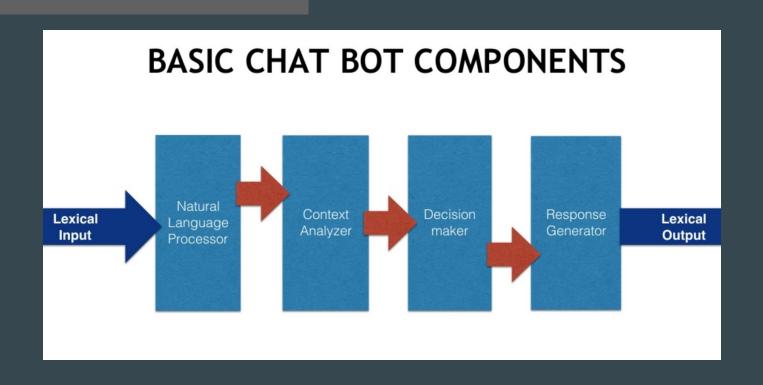
Baseado em Intenções

Detecta a Intenção -> Gera uma Ação

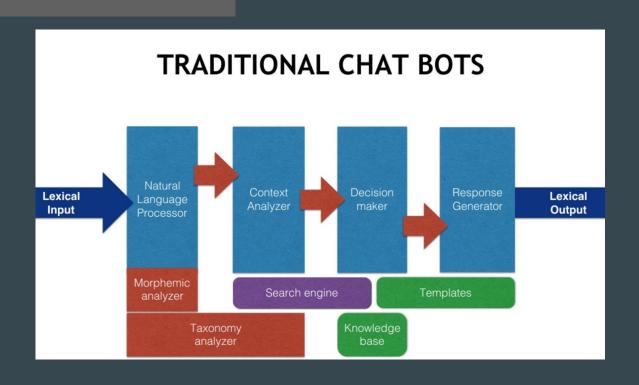
"De-para" com Machine Learning

Detecta o Contexto -> Gera uma Resposta Baseada num CMS

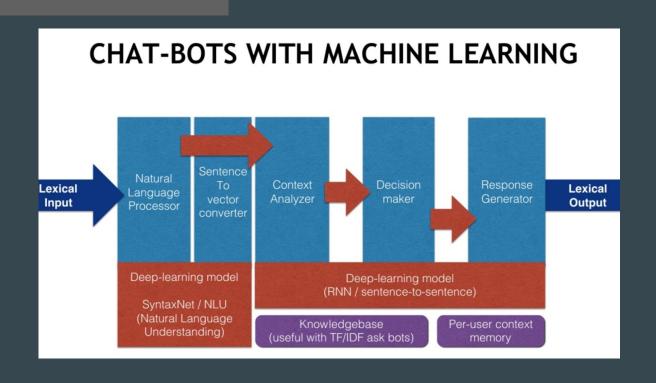
Mais complicado que isso!



Mais complicado que isso!



Mais complicado que isso!



O que vamos fazer:

Detecta a Intenção

->

Classifica numa Ação

Baseado em Intenções

Detecta a Intenção -> Gera uma Ação

Treinamento



Treinamento



Teste



Rodando o classificador

\$ python train.py

\$ python eval.py --eval_train --checkpoint_dir="./runs/1234567890/checkpoints"