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7th INTERNATIONAL CONFERENCE ON MEANING AND KNOWLEDGE REPRESENTATION (4, 5 and 6 July, 2018)

Session 8 – 6th July 2018

How can one evaluate a conversational software agent framework?

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Overview

- Context conversational agent space
- Linguistic approach
- Building blocks of a Linguistic CSA
- Drivers of LING-CSA
- Conceptual framework LING-CSA
- Implementation of LING-CSA
- How to evaluate LING-CSA?
- Evaluations and findings
- Evaluation conclusions & recommendation

1 Conversational agents space



2. Linguistic Approach

Conversational Software Agents (CSA)

- Challenges of NLU and meaning
- NL -> functional system
- Periñán-Pascual (2013):eligibility
- Communication-cognition
- Approach unique framework, model/theory interaction, communicative
- Language levels, interface between syntax, semantic, and pragmatics
- Language Model: RRG and the clause

Pragmatics Phonology Semantics Morphology CONTENT **FUNCTION** Speech Act **Syntax** Sentence utterance meaning meaning **FORM** What do you What does X mean by X? mean?

Figure 1: Language interfaces

- Simple sentences ->Linguistic act (Speech Act) SA
- Understand the utterance
- Agent attributes
- (Utterance) Message from USER → AGENT
- Agent's belief Knowledge representation (KR)
- Plan-based dialogue (response) Message AGENT → USER

3. Building blocks of a CSA

INTELLIGENT Behavioural, Social, Ambient, TAXONOMY Collective, Genetic, and COGNITION

COGNITION = BDI + Rational Interaction

CA = Interpretation + Dialogue Mgt + Response Generator

CSA = CA + RRG + SA + COGNITIVE + KB (Panesar, 2017)

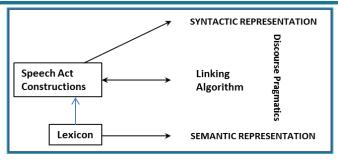


Figure 3-Reorganisation of RRG

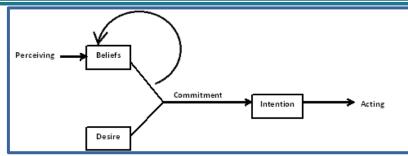


Figure 4- A BDI model of an intelligent agent (Allen, 1995)

4. Drivers of LING-CSA

- Investigate the *integration, intersection and interface* of the language, knowledge, and speech act constructions (SAC) based on a grammatical object (Nolan, 2014), and the submodel of belief, desires and intention (BDI) (Rao and Georgeff, 1995) and dialogue management (DM) for natural language processing (NLP).
- A long-standing issue within NLP CSA systems is refining the accuracy of the interpretation of meaning to provide a realistic dialogue to support the human-to-computer communication.

5. Conceptual Framework: LING-CSA

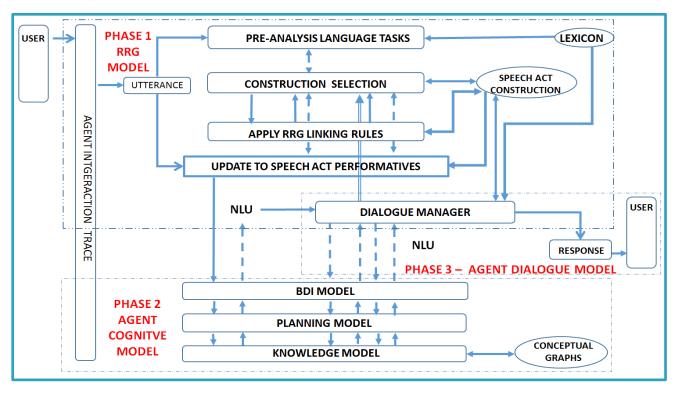


Figure 5- Conceptual framework of the Conversational Software Agent (Panesar, 2017)

PHASE 1 - Role and Reference Grammar (RRG) Language Model

PHASE 2 – Agent Cognitive Model interfaces with:

BDI Model, Planning Model, Knowledge Model

PHASE 3 - Agent Dialogue Model (Dialogue Mgnt > RRG Model

6. Phase 2 – Agent Cognitive Model Design Framework

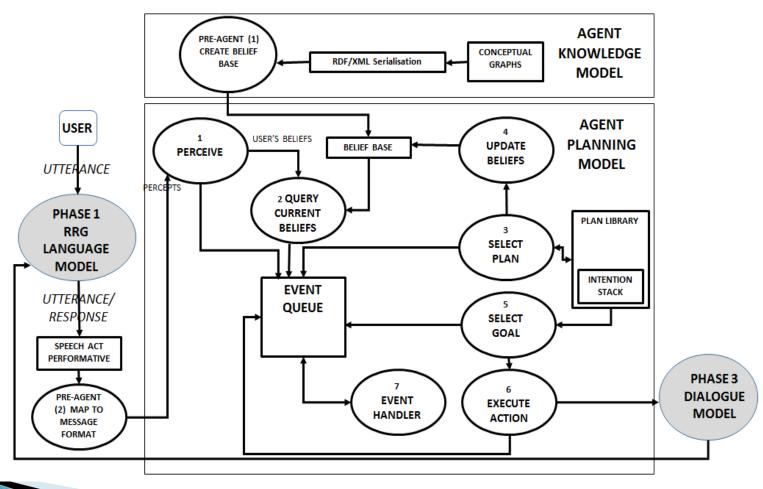


Figure 6 - The Agent Cognitive Model - Design Framework (Panesar, 2017)

7. How to evaluate LING-CSA?

- ISO 9241 concept of usability?
- Turing test?
- Define goals
 - Phase model based
 - Interfacing, intersection and integration
- Customised multi-approach assessment
- Testing strategy
 - Grammatical testing and NLP tasks
 - Software engineering
 - Knowledge representation
 - Agent practice and environment
 - RRG specific tests and goals of linguistic theory
- Evaluation criteria (goal-driven)

8. Evaluation criteria

Phase 1 - RRG Language Model

- Criteria 1 Could the system present a mapping of the syntactic representation to a semantic representation, for the utterance taking the form of a simple sentence?
- Criteria 2 Could the system present an adequate explanation of the NLU of the utterance?
- Criteria 3 Could the system demonstrate the SAC use in the manipulation of the utterance?
- Criteria 4 Can the dialogue manager interface the language model?

Phase 2 and 3 - Agent Cognitive Model and Agent Dialogue Model

- Criteria 5 Could the system demonstrate the agent BDI and knowledge representation?
- Criteria 6 Could the system represent the user's BDI states?
- Criteria 7 Could the system query the knowledge base for a fact (from the speech act performative)
- Criteria 8 Could the system devise an appropriate plan based on the BDI states?
- Criteria 9 Could the system generate a grammatically correct response in RRG based on the agent's knowledge?

9. Evaluation Phase 1 - RRG: LSC and LS

- RRG is a functional model. It views language as a communicative social action.
- Layered structure of the clause (LSC) = PREDICATE + ARGUMENT + NON-ARGUMENTS.
- ➤ Logical Structure (LS) semantic meaning of the sentence.
- > Lexicon mental dictionary lexical entries contain semantic features and constraints.
- It maps the syntax(structure): LSC ⇔ semantic (meaning): LS the actual form of the sentence using two different LINKING ALGORITHMNS.
- > RRG parser (algorithm) checks the grammar (rules) of English. Specialised parser (CSA)
- RRG facilitates syntactic, semantic and information structure (FOCUS & TOPIC)

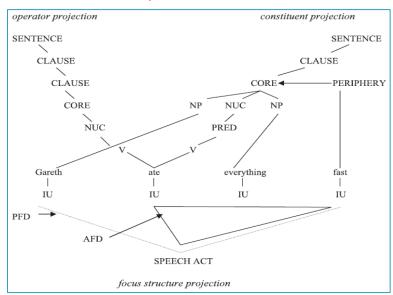


Figure 7 - An English sentence with three representations

RRG steps (Panesar, 2017)

Worked example

Gareth ate everything fast

(BNC ADY 1079) (Butler et al, 2009) -> Figure 5

SYNTACTIC:

SENTENCE (CLAUSE (<CORE> <NP> gareth (<NUC> (<PRED> <V> ate)) (<NP> (everything))) (PERIPHERY fast)

SEMANTIC:

[<IF> ASS <TNS> PST, do'(ACT:Gareth, (eat'(Gareth <NOM>, pizza <ACC>)])] & INGR consumed' (UND:pizza)]

10. Evaluation Phase 1 - RRG: Data sources - Lexicon, SA, & SAC

LEXICAL ENTRY	POS- TYPE	VERB TENSE/ ASPECT	DEF	P TYPE	NO	GR	CASE	ANIM	HUM	LOGICAL STRUCTURE (LS)
ate	VERB	PST	DEF+/-	3	SG	M/F	DNA	ANIM	HUM	<tns:pst &="" (y)="")="" <do'(x,="" [eat'(x,="" become="" consumed'="" y)]="">></tns:pst>
eat	VERB	PRS/ FUT	DEF+/-	3	SG	M/F	DNA	ANIM	HUM	<tns:prs &="")="" <do'(x,="" [eat'(x,y)]="" become="" consumed'(y)]="">> <tns:fut &="")="" <do'(x,="" [eat'(x,y)]="" become="" consumed'(y)="">></tns:fut></tns:prs>
eating	VN	PROG	DEF+/-	3	SG	M/F	DNA	ANIM	HUM	<pre><tns:prs &="" (y)]="")="" <asp:prog="" <do'(x,="" [eat'(x,="" become="" consumed'="" y)]="">>></tns:prs></pre>
is	VBE	DNA	DEF+	DNA	DNA	DNA	DNA	DNA	DNA	be'(x,[pred'])
hungry	ADJ	DNA	DNA	DNA	DNA	M/F	DNA	ANIM	HUM	DNA
restaurant	N	DNA	DEF+/-	DNA	SG/PL	DNA	DNA	DNA	DNA	DNA

Table 1 - Snapshot of the Lexicon (Panesar, 2017)

Speech (linguistic) Act (SA) Theory (Searle, 1969) - message types as in Figure 6

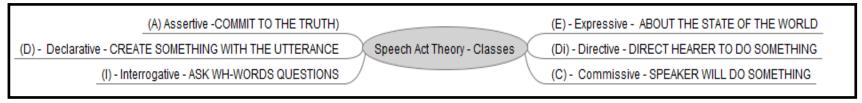


Figure 8– Speech Act message types

3 actions associated with an utterance include:

- Locution:
- Illocution: illocutionary act (speaker's intention) [SI] for A, Di and I message types
- Perlocution:

Figure 9 - Empty SAC (Speech Act Construction) (Panesar, 2017)

ASSERTIVE:ATE RRG [NP VERB NP], [PN VERB], [ADV PN VERB DET N], [PN VERB N ADJ], [PRP DET N PN VERB DET N], [PN VBE VERB N], [PN PRP DET N PRP DET N], [PRO VERB DET N], [PN VERB NP], [PN VERB DET N], [PN VERB QNT N], [DET N VERB DET N], [DET N VERB QNT N], [NP VERB (DET) (ADJ) N (ADJ)], [PN VERB DET N ADJ], [PN VERB (DET) ADV N ADJ], [PN VERB DET N PRP DET N], [PN, VERB, N, PRP, DET, N], [PN VERB N PRP DET N] RRG NONE RRG UTTINPUT RRG WKSPACE RRG DEFAULT ASSUMPTION (1ST NP = 'ACTOR") RRG NO PARTICULAR SPEC RRG NONE RRG CONTAINS A NOUN PHRASE BEFORE AND AFTER THE VERB RRG DEFAULT RRG TRUE/FALSE RRG ASSERTIVE RRG NARROW FOCUS ON THE ELEMENT RRG LOG STRUCTURE TO ADD

11. Evaluations (Phase 1 - RRG Model)

- Aim- assessment of Criteria 1 -4
- > Each specific construal (either an utterance or response) -two steps.
 - 1. Find the matching SA construction of that specific predicating element. In Figure 2: 'is' and selected SAC of assertive.
 - 2. Select the matching signature pattern -> [PN, VBE, PRP, DET, N]
- Updates > SAC first and extended SAP (Panesar, 2017)

```
■ Console \( \times \)
<terminated> MainCAversion30 [Java Application] C:\Program Files (x86)\Java\jre1.8.0_101\bin\javaw.exe (22 Jun 201
Syntactic representation of this utterance >>>>>
SENTENCE ( CLAUSE ( <CORE> <NP> gareth ( <NUC> ( <PRED> <AUX> is ) ) ( <PP>
in ( <NP> ( the restaurant ) ) ) )
     Speech Act Performative
::::Performative =SAP ASSERTIVE IN ::::Sender =<USER>::::Receiver<AGENT::::ontology =
::::Signature =[PN VBE PRP DET N]::::Constraint =DEFAULT::::Input =gareth is in the
restaurant::::Workspace =[[gareth, PN], [is, VBE], [in, PRP], [the, DET],
[restaurant, N]]::::Syntax =SENTENCE ( CLAUSE ( <CORE> <NP> gareth ( <NUC> (
<PRED> <AUX> is ) ) ( <PP> in ( <NP> ( the restaurant ) ) ) ) ) :::: PSA
=gareth::::SemanticsRRG =NONE::::Linking =CONTAINS A NOUN PHRASE BEFORE AND AFTER THE
VERB::::Morphology =DEFAULT::::Pragmatics =TRUE/FALSE::::IllForce
=ASSERTIVE::::FocusStructure=NARROW FOCUS ON THE ELEMENT::::OutputLS
=<IF>ASS<TNS><PRT> be-in'(gareth,restaurant)
```

12. Phase 1 - RRG & Speech Act Performative

Based on the SAC with four additional attributes. Input to Phase 2-ACM

```
PERFORMATIVE: <ASSERTIVE:ATE>
:SENDER <USER>
:RECEIVER <AGENT-1>
:ONTOLOGY <FoodAndCookKB>
:CONTENT <do'(Gareth, (eat'(Gareth, pizza)])] & INGR consumed' (pizza)] everything>
SIGNATURE: [PN V NP ADJ]
CONSTRAINT: Default
INPUT: Gareth ate everything fast
WORKSPACE: (Gareth, PN), (ate, VERB), (everything N), (fast, ADJ)
SEMANTICS: Contains a noun phase before and after the verb
CONSTRUCTION BODY
SYNTAX: SENTENCE ( CLAUSE ( <CORE> <NP> gareth ( <NUC> ( <PRED> <V> ate ) )
( <NP> (everything ) ) ) (PERIPHERY fast)
    PSA: gareth
SEMANTICS
    Linking:
MORPHOLOGY: Default
PRAGMATICS
Illocutionary force: ASSERTIVE
Focus structure: narrow focus on the element
OUTPUT [LS]: [<IF> ASS <TNS> PST, do'(ACT:Gareth, (eat'(Gareth <NOM>, pizza
<ACC>)])] & INGR consumed' (UND:pizza)]
```

Table 2-Speech Act Construction Performative "ate" used as a message to the Agent Environment (Panesar, 2017)

13. Phase 2 – Agent Cognitive Model & Knowledge Model (Panesar, 2017)

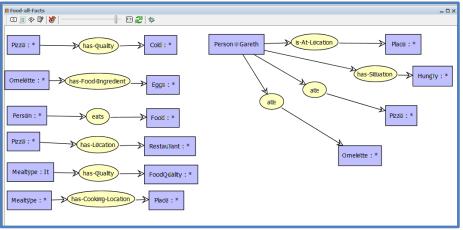






SHARED and INDIVIDUAL BELIEFS cognitively → mental knowledge.





- Conceptual graphs (CGs) (Sowa, 1986), Vocabulary, First order logic (FOL) created in COGUI as in Figure 7 and 8
- Serialised into RDF/XML (W3C SW), mapped to RDF Triple Stores forms the agent's belief base 446 lines (Table 3)
- KB ready for querying to check truth of the agent's beliefs
- Key Performance Indicators representational and inferential adequacy

Figure 11 & 12- COGUI-Original KB of facts graphically

Table 3 – Extract of a RDF triple Stores KB

No	Subject	Predicate	Object
1	http://www.lirmm.fr/cogui#c t_ad452f18-e654-4ae6- b3a1-b7320616283b	http://www.w3.org/199 9/02/22-rdf-syntax- ns#type	http://www.w3.org/2000/01/ rdf-schema#Class
2	http://www.lirmm.fr/cogui#c t_fdc6d7d0-1314-4fb7- 8428-51e122953250	http://www.w3.org/199 9/02/22-rdf-syntax- ns#type	http://www.w3.org/2000/01/ rdf-schema#Class

14. Lexical Bridging Solution (Panesar, 2017)

Reduce this semantic gap, by "building a lexical bridge (LB)" between the NL semantic and ontology semantics, with an aim to capture more of the meaning, by attempting to 'lexicalize the ontology'.

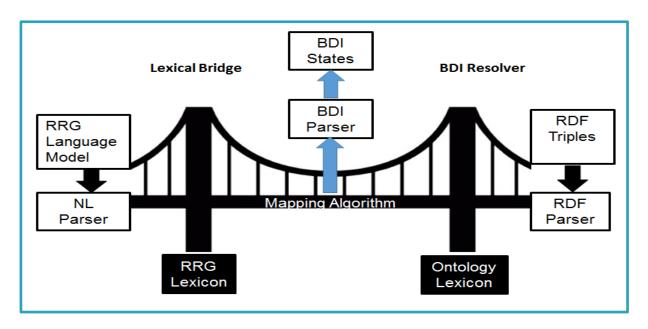


Figure 13 - Lexical Bridge for the CSA's belief base + BDI Parser to resolve the agent's BDI states

15. Evaluations, Findings, and Recommendations

Implementation outcomes:

- Proof-of-concept achieved;
- Dialogue Manager is common to Phase 1 and Phase 3

Findings

- RRG is fit for purpose ->linguistic engine for the CSA;
- > RRG explains, describes linguistic phenomena; facilitates language processing and knowledge of language -> computationally adequate (Panesar, 2017)

Phase 1 – RRG Model Improvements:

- 1. All pronoun resolutions (E.g. 'Your', 'she', it' etc.)
- 2. Application of the propositional stranding rules
- 3. Complex sentences (extension of the RRG linking system)
- 4. Multi-lingual (additional lexicons) such as Spanish
- 5. Other SA classes such as emotive and commissives E.g analyse tweets
- 6. Include superlative adjectives/adverbs in the RRG Lexicon (E.g. 'spicier')
- 7. Invoke WordNet API for synonymous entries to the RRG Lexicon ①value Phase 2 Agent Cognitive Model working 70% achieved Dialogue mgnt Technical Challenge Querying a natural language (NL) text against a knowledge representation (KR) of RDF triples poses a significant semantic gap Conceptual solution (lexical bridge, BDI parser and RDF parser) (Panesar, 2017) Single agent to multi-agent environment an extended design framework Content creation via machine learning algorithms

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Thank you for listening!