

Options in developing a conversational assistant

Conversational Interaction Conference, March 2019



OVERVIEW

We develop custom conversational solutions with our clients, largely in the automotive space.

I describe the process and the options. Stages of engagement with client:

- Generation of the vision
- Nomenclature and Education
- Options determination
- Prototype
- Implementation



WHO AM I AND WHO ARE WE?

CTO of SapientX

- Spent many years building VR worlds.
 SapientX has developed prototypes of speech interaction systems for several major manufacturers.
- Mitsubishi, Samsung, Magneti Marelli.
- Our NLU tech won the Loebner 4 times.



NOMENCLATURE AND EDUCATION

Important concepts to understand:

- ASR / STT / NLP
- NLU
 - Machine learning vs. fundamental meaning
 - Alternate approaches determining intent, entities
 - Noun, verb, object structures.
- TTS
- Avatar engine



OPTIONS - 1

- Operating system
- Set of intents
 - Control of xxx
 - On-line, off-line, hybrid modes
- Languages needed
 - ASR, TTS options
- Avatars
 - Applicability in contexts
 - Cultural sensitivity
 - Celebrity faces / voices



OPTIONS - 2

- NLU
 - Transitioning between modes
 - Chattiness
 - Personality
- Visual Cues
 - Of what was said
 - Of mode
 - Of sentiment
- Sentiment analysis
 - Impaired ability
 - Adjust chattiness



OPTIONS - 3

- Authentication
 - Text dependent vs. text independent
- Infotainment system
 - Navigation
- Windows and doors
- Interface to systems buses



PROTOTYPE

- Make part of the vision concrete
- Design is a Bayesian process
- We are all lousy guessers
- Build in stages.
 - Allows for early feedback
 - Allows for course corrections
 - Address the hard problems first, where appropriate.



IMPLEMENTATION

- Still done in stages
- Work out the hardware specs early
- Establish regular interfaces with clients
- Put debugging hooks in place



THANK YOU



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