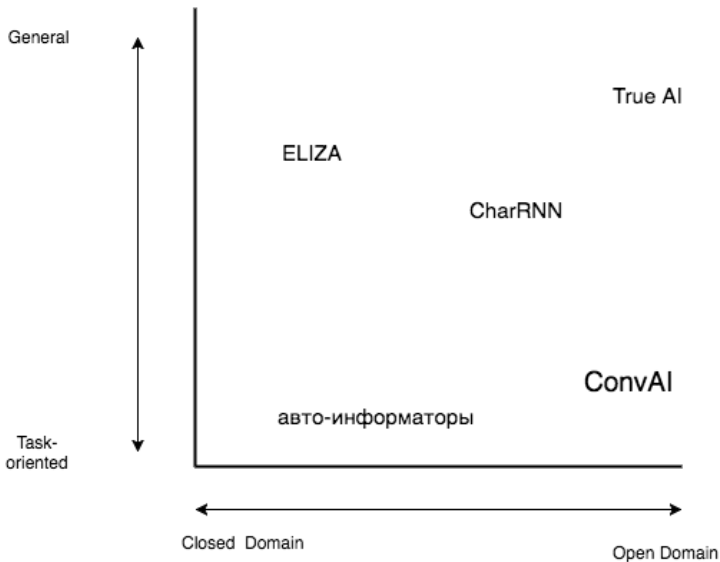


Чат-боты  
постановка задачи

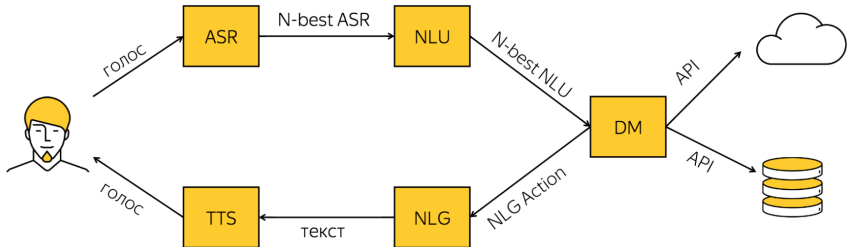
Смирнов Евгений Александрович,  
МФТИ ФУПМ, 274

30 ноября 2017 г.

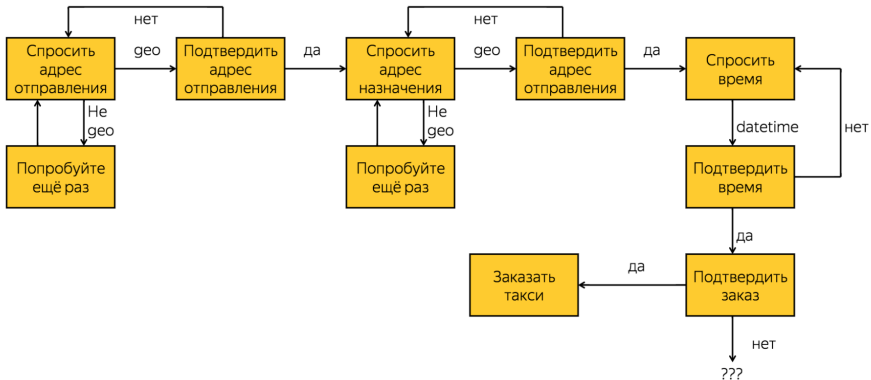
# Tasks comparison



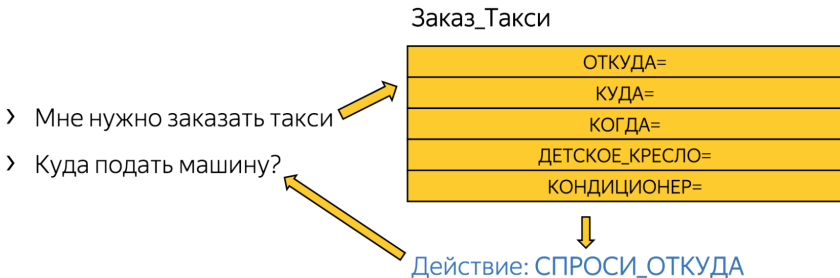
# Goal-oriented



## CallFlow



# Form-Filling



# Reinforcement Learning

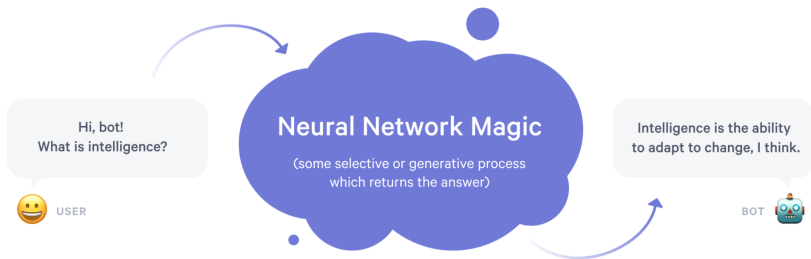
## Мне нужны билеты в Бостон

- › Бостон (0.5)
- › Остин (0.4)
- › Лондон (0.1)

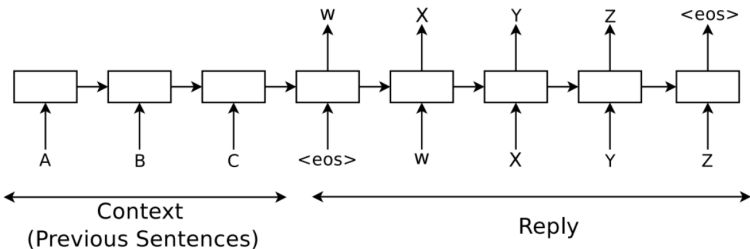
## Какое действие выбрать?

- › В слот -> Бостон
- › Спросить Бостон?
- › Спросить Бостон или Остин?
- › и т.д. ...

# General conversation



# Generative models

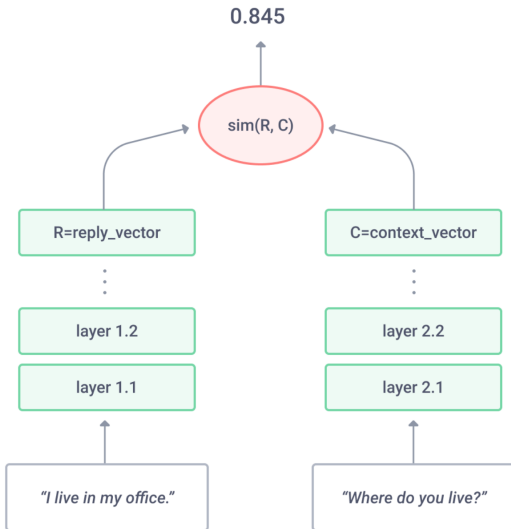




# Modifications of generative models

- 1 Add more layers
- 2 Use a bidirectional encoder
- 3 Experiment with embeddings
- 4 Use a beamsearch
- 5 Use an attention mechanism
- 6 Use characters instead of words or byte pair encoding for vocabulary

# Selective models



# Generative vs selective: pros and cons

<b>Generative models</b>	<b>Selective models</b>
<ul style="list-style-type: none"><li>+ Can possibly generate arbitrary answer (more similar to general AI)</li><li>+ Can generate answer in correct grammar form (e.g. with correct speaker gender)</li><li>- Can generate answer with incorrect grammar/syntax</li><li>- Prone to “general answer” problem</li><li>- Difficult to impose properties on model replies (e.g. no obscene words, speak like some specific person), but possible!</li></ul>	<ul style="list-style-type: none"><li>- Restricted pool of answers which can not cover all dialogue topics</li><li>- For context “What is your name, girl?” can select “My name is Stephen.” (inconsistency)</li><li>+ Predefined answers have good grammar/syntax</li><li>+ Less prone to “general answer” problems</li><li>+ You can customize answers for your own needs (without obscenities, kind answers)</li></ul>