Development of a toolkit handling multiple speech-oriented guidance agents for mobile applications

ABSTRACT

In this study, we propose a toolkit to handle multiple speech-oriented guidance agents for mobile applications. The basic architecture of the toolkit is server-and-client architecture. We assumed the servers are located on a cloud-computing environment, and the clients are mobile phones, such as the iPhone. It is difficult to develop an omnipotent spoken dialog system, but it is easy to develop a spoken dialog agent that has limited but deep knowledge. If such limited agents could communicate with each other, a spoken dialog system with wide-ranging knowledge could be created.

INTRODUCTION / BACKGROUND

A Toolkit for developing a Spoken Dialog

System (SDS)

- Server-and-Client architecture
- Each server can communicate with the other servers

Aim of this study

- SDS as a "generalist" is constructed by a huge amount of SDSs as a "specialist"
- Specialist: Task-dependent dialog, location-dependent dialog, etc.
- Approach

Sunao Hara Okayama University, JAPAN Hiromichi Kawanami Hiroshi Saruwatari Kiyohiro Shikano Nara Institute of Science and Technology, JAPAN





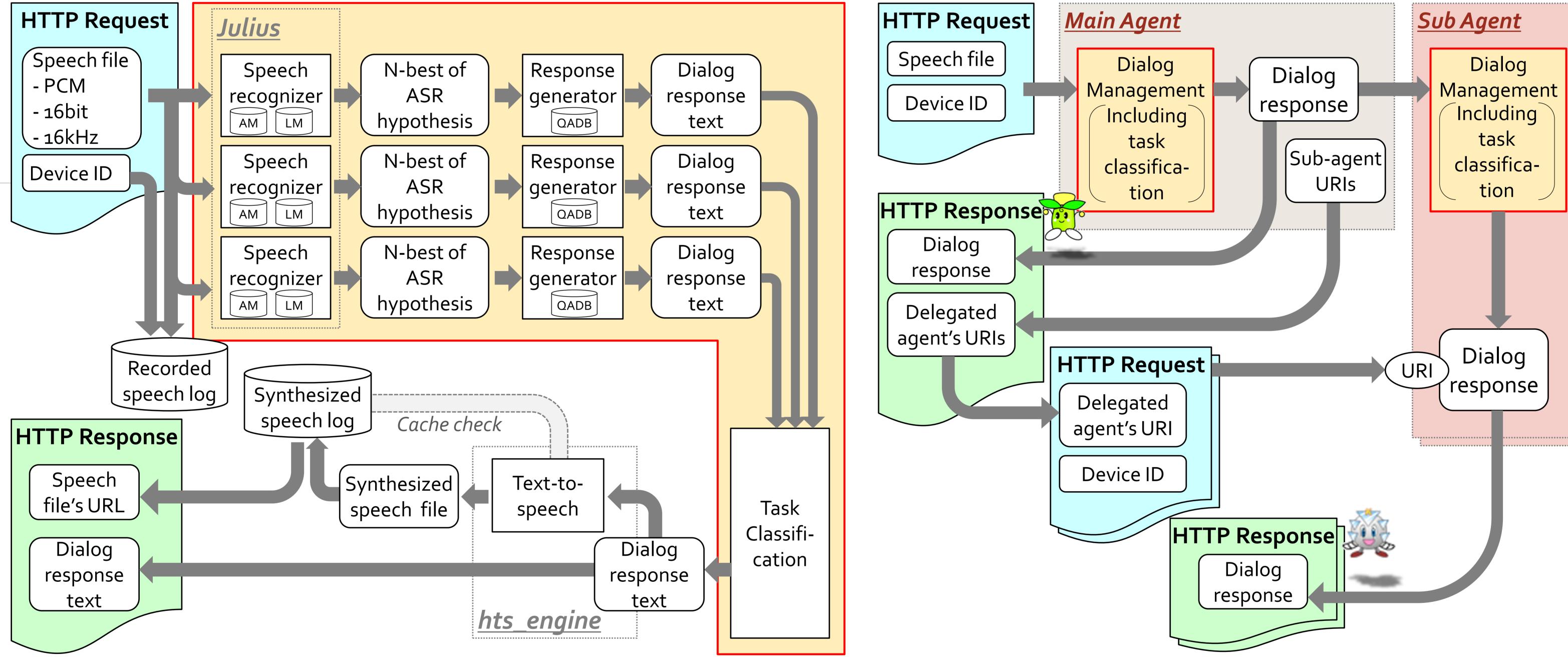
1:53 PM 11:30 AM Kita-chan Kita-chan>Are you finding "Gakken-Kita-Ikoma" station? Takemaru-kun>The nearest station is 'Gakken-Kita-Ikoma" station Svstem="Kita-chan" System> My name is Takema. (jp.naist.spalab.Kitachan) User=1D5C0439-81E2-44EF-B715-4CC0CFF0171A System="Takemaru-kun" (jp., User=1D5C0439-81E2-44EF-B715-4 Press-to-Talk

- Single main agent ("generalist") and multiple sub agents ("specialists")
- Client system: iTakemaru (Takemaru-kun) for iPhone)



System

BASE ARCHITECTURE OF SERVER SYSTEM

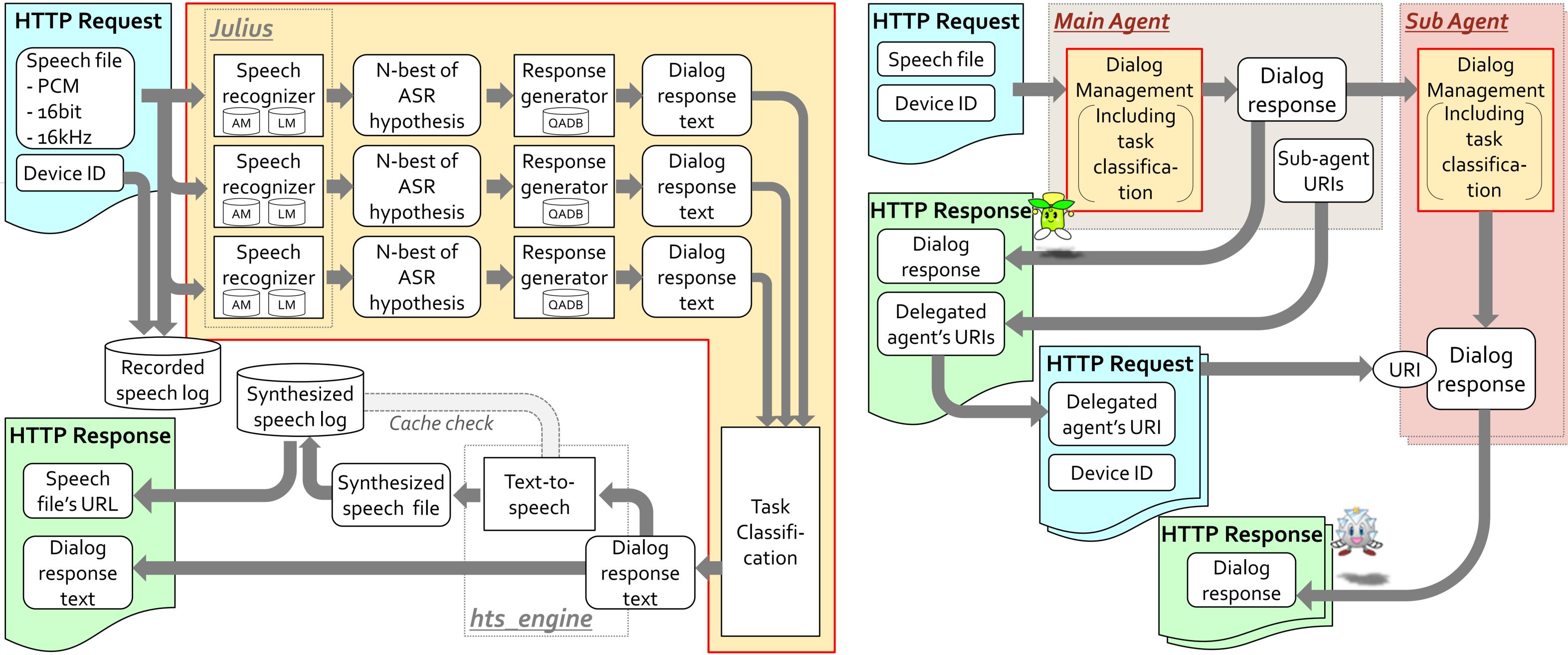


SERVER-TO-SERVER CONNECTION

User> Your name?

System> Hello.

User> Hello.



Conclusion / Future works

Development of a toolkit handling multiple speech-oriented guidance agents for mobile applications Single main agent and multiple sub agents

- Selection of subagents
- Location specific service using GPS (or A-GPS)
- Experiments/Evaluations under real environment

Web 2.0 Web 1.0 Web 3.0 Web 4.0? Information publishing Information publishing Information publishing Information explosion: rapidly

(one-side)

• URI is mainly used as URL Hyper-linking: definition for implicitly relationships between resources Bookmark (Favorite): Tools

for remembering the

resource's URI

(interactive)

Concept of usability and

sharing was being

important

• Wiki-wiki, Web-API, Mashup services, Information Tagging, etc.

(collaborative) Cloud: access to user's data from any places Social: information sharing with others SNS, Cloud computing, Crowd sourcing, etc.

increasing in the amount of published information; e.g. "Total Recall" Technology of Information Retrieval will be having more importance Librarian (Concierge) of each database or websites may be promising Lifelog, MyLifeBits (Microsoft), etc.