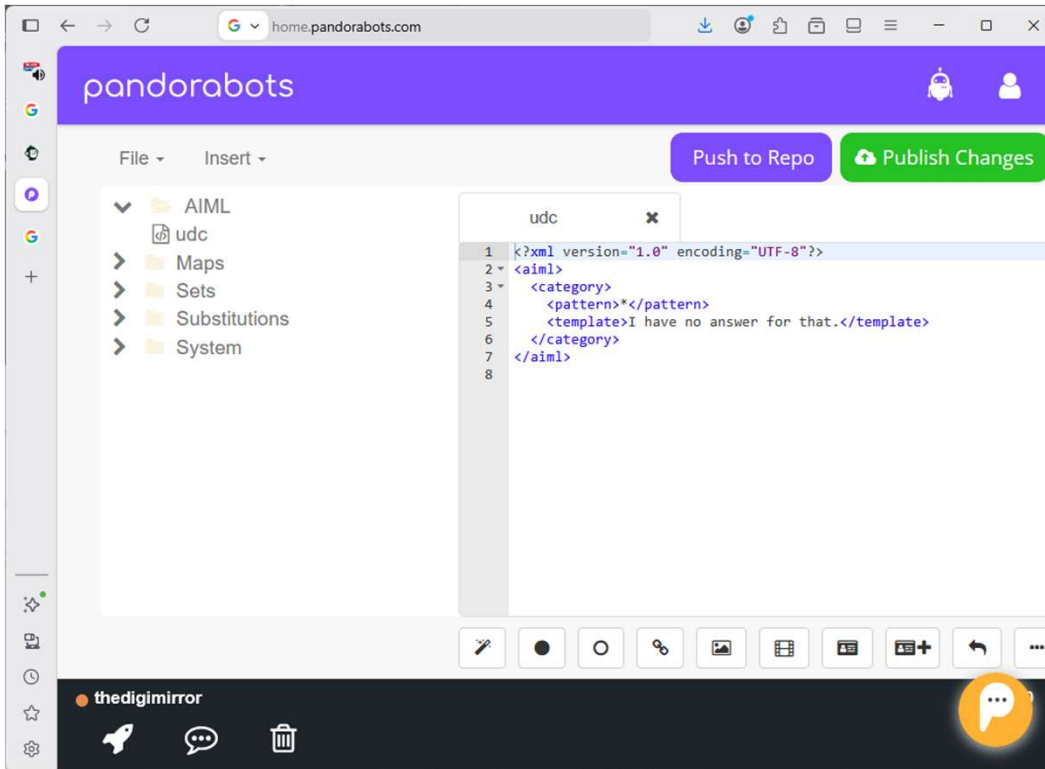


# Build your ... Chatbot



# Build your Chatbot ... with PandoraBots



**Pandorabots**

How can we help you build a chatbot?



<https://home.pandorabots.com/>



# Build your Idol (with AIML)





# AIML ?

## Artificial Intelligence Markup Language

- XML-based language for describing dialogues for
- chatbots
  - virtual assistants
  - etc.

Goal: Replicating human conversations through **rule-based dialogues**

AI systems: **Dynamic responses via statistical models or neural networks**

AIML: **Responses are explicitly defined by rules**

- This makes the responses **transparent, traceable, and easy to control**



# AIML Basic principle

AIML dialogues consist of a collection of rules.

Each rule describes:

- a possible user input and
- the corresponding response

```
<category>  
  <pattern>HELLO</pattern>  
  <template>Hello! Great to have you here.</template>  
</category>
```

<pattern>  
the user input

<template>  
the chatbot's response



# AIML Categories

The fundamental unit in **AIML** is the

- Each **category** represents exactly **one dialogue rule**
- An **AIML** document often consists of many hundreds of such categories

```
<category>  
  <pattern>WHAT'S YOUR NAME</pattern>  
  <template>My name is ALICE.</template>  
</category>
```



# AIML Wildcards

To avoid having to specify every possible phrasing individually, [AIML](#) supports placeholders

The most important placeholder is the [asterisk](#):

```
<pattern>I LIKE *</pattern>
```

The asterisk represents any text.

→ This allows inputs such as the following to be recognized:

```
I LIKE AVATARS  
I LIKE PROGRAMMING  
I LIKE VIRTUAL IDOLS  
I LIKE STRAWBERRY ICE
```



# AIML <star/>

Text recognized at the position of the asterisk can be reused later in the response.

```
<category>  
  <pattern>I LIKE *</pattern>  
  <template>Why do you like <star/> ?</template>  
</category>
```

User: I LIKE AVATARS  
Chatbot: Why do you like AVATARS ?





# AIML: Multiple possible answers

AIML supports random responses

- Whenever "HELLO" is entered, one of the responses is selected at random.
- This makes dialogues feel more natural..

```
<category>
  <pattern>HELLO</pattern>
  <template>
    <random>
      <li>Hello!</li>
      <li>Good day!</li>
      <li>Nice to see you!</li>
    </random>
  </template>
</category>
```

User: Hello  
Chatbot: Hello!

User: Hallo  
Chatbot: Good day!

User: Hallo  
Chatbot: Nice to see you!



# AIML: Forwarding of rules

Often, multiple inputs are intended to produce the same response.  
The `<srai>` tag is used for this purpose.

```
<category>  
  <pattern>GOOD DAY</pattern>  
  <template>  
    <srai>HELLO</srai>  
  </template>  
</category>  
...  
<category>  
  <pattern>HELLO</pattern>  
  <template>Nice to see you!</template>  
</category>
```

User: Hello  
Chatbot: Nice to see you!

User: Good Day  
Chatbot: Nice to see you!

The bot now treats "GOOD DAY" as if "HELLO" had been entered.  
This allows large sets of rules to be organized clearly.

# AIML: Save variables

AIML can store simple information.

```
<category>
  <pattern>MY NAME IS *</pattern>
  <template>
    <think>
      <set name="username"><star/></set>
    </think>
    Nice to meet you.
  </template>
</category>
```

Here, for example, the name is stored in the variable “[username](#)”



# AIML: Save variables

AIML can store simple information.

```
<category>
  <pattern>MY NAME IS *</pattern>
  <template>
    <think>
      <set name="username"><star/></set>
    </think>
    Nice to meet you.
  </template>
</category>
```

Here, for example, the name is stored in the variable “username”

It can be accessed later:

```
<category>
  <pattern>WHAT IS MY NAME</pattern>
  <template>
    Your name is <get name="username"/>.
  </template>
</category>
```

User: MY NAME IS PETER  
Chatbot: Nice to meet you.

Benutzer: WHAT IS MY NAME  
Chatbot: Your name is PETER.



# AIML: Topics

AIML allows rules concerning specific subject areas to be grouped together using topics.

→ This gives the chatbot a simple form of context, enabling it to answer the same question differently depending on the current topic of conversation.

```
<category>
  <pattern>WHAT CAN IT DO</pattern>
  <template>
    What does your question refer to?
  </template>
</category>
```

Without topics, each rule must function independently. Here, the bot does not know what "IT" refers to.



# AIML: Topics

AIML allows rules concerning specific subject areas to be grouped together using topics.

With Topics, a subject can be set initially:

```
<category>
  <pattern>LETS TALK ABOUT AVATARS</pattern>
  <template>
    <think>
      <set name="topic">AVATAR</set>
    </think>
    Sure. What would you like to know about avatars?
  </template>>
</category>
```

```
<topic name="AVATAR">
  <category>
    <pattern>WHAT CAN IT DO </pattern>
    <template>
      An avatar is a representative.
    </template>
  </category>
</topic>
```

```
<topic name="VIRTUAL_IDOL">
  <category>
    <pattern>WHAT CAN IT DO</pattern>
    <template>
      A Virtual Idol is a specialised avatar.
    </template>
  </category>
</topic>>
```



# AIML: Basic structure

The smallest possible basic structure of an [AIML](#) file looks like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<aiml version="1.0.1" encoding="UTF-8">
  <category>
    <pattern>
      HELLO ALICE
    </pattern>
    <template>
      Hello User!
    </template>
  </category>
</aiml>
```



# AIML: Basic structure



```
<?xml version="1.0" encoding="UTF-8"?>  
<aiml version="1.0.1" encoding="UTF-8">  
  <category>  
    <pattern>  
      HELLO ALICE  
    </pattern>  
    <template>  
      Hello User!  
    </template>  
  </category>  
</aiml>
```

identifies the file as an XML document.

AIML root element  
→ contains all dialogue rules

A category contains/ describes exactly one rule

Pattern  
→ Expected user input

Template  
→ Chatbot response





Have fun :)



Thank you

