

Multimodal Dialogue System Grammars

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What is Grammatical Framework?

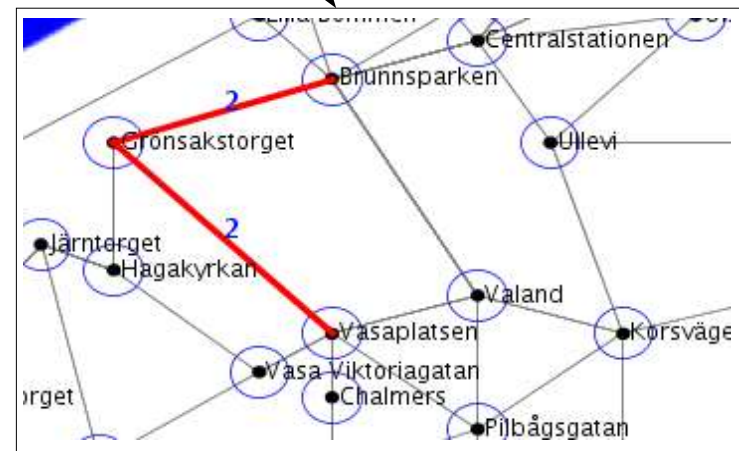
- Grammar formalism
- Based on type theory
- Abstract syntax
- Concrete syntax
 - Linearization functions
- Parsing for free

Parallel Multimodality

- Complete information in each modality:

Route 2 [Brunnsparken, Grönsakstorget, Vasaplatsen]

“Take line two
from Brunnsparken
to Vasaplatsen”



Parallel Multimodality in GF

- One concrete syntax / modality (like multilinguality):

- Abstract syntax:

fun Leg : Line -> Stop -> Stop -> Route

- English speech:

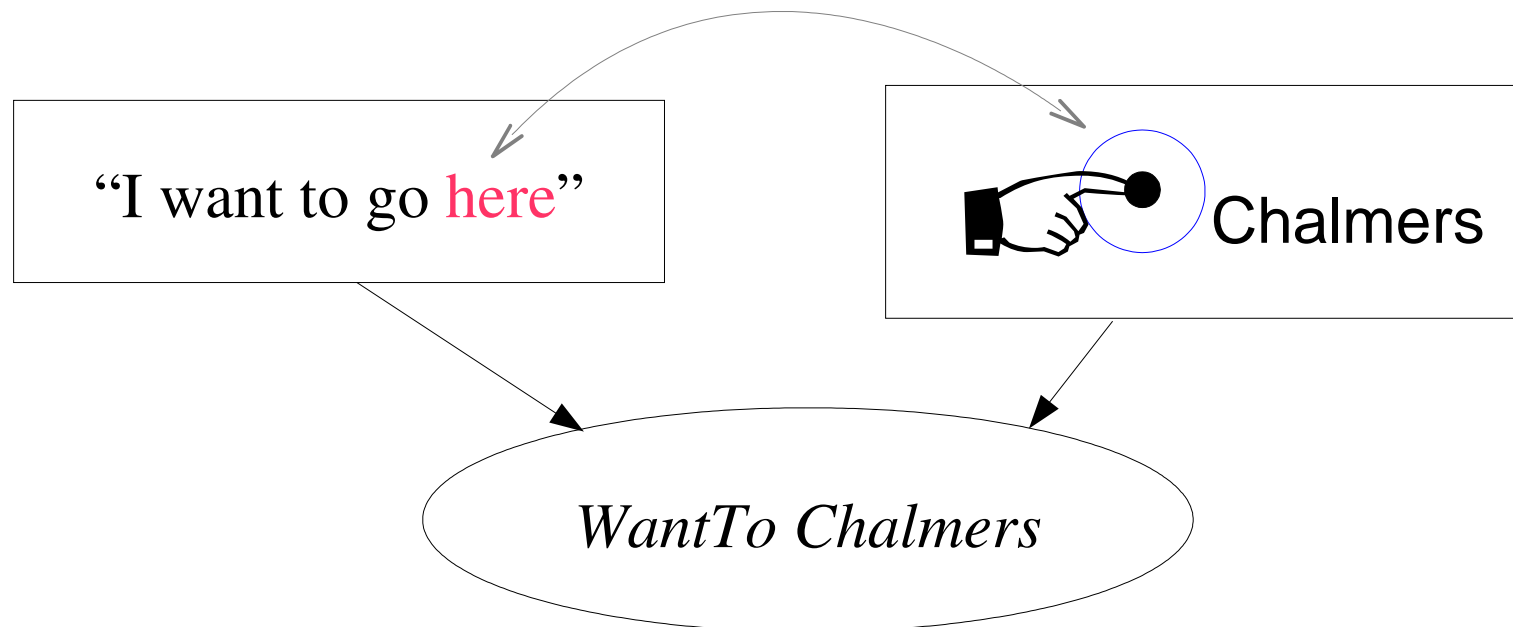
*lin Leg l f t = { s = “Take” ++ l.s ++ “from” ++ f.s
++ “to” ++ t.s }*

- Map drawings:

*lin Leg l f t = { s = “drawEdge(“ ++ f.s ++ “,”
++ t.s ++ “,” ++ l.s ++ “)” }*

Integrated Multimodality

- Information presented by a combination of modalities:



Integrated Multimodality in GF

- Abstract syntax:

cat Input

cat Place

fun GoFromTo : Place -> Place -> Input

fun NamedPlace : String -> Place

fun ClickPlace : Click -> Place

Integrated Multimodality in GF

- English + clicks:

lincat Input = { *s1* : *Str* ; *s2* : *Str* }

lincat Place = { *s1* : *Str* ; *s2* : *Str* }

lin GoFromTo *x y* = {

s1 = ["I want to go from"] ++ *x.s1* ++ "to" ++ *y.s1*;

s2 = *x.s2* ++ *y.s2*

}

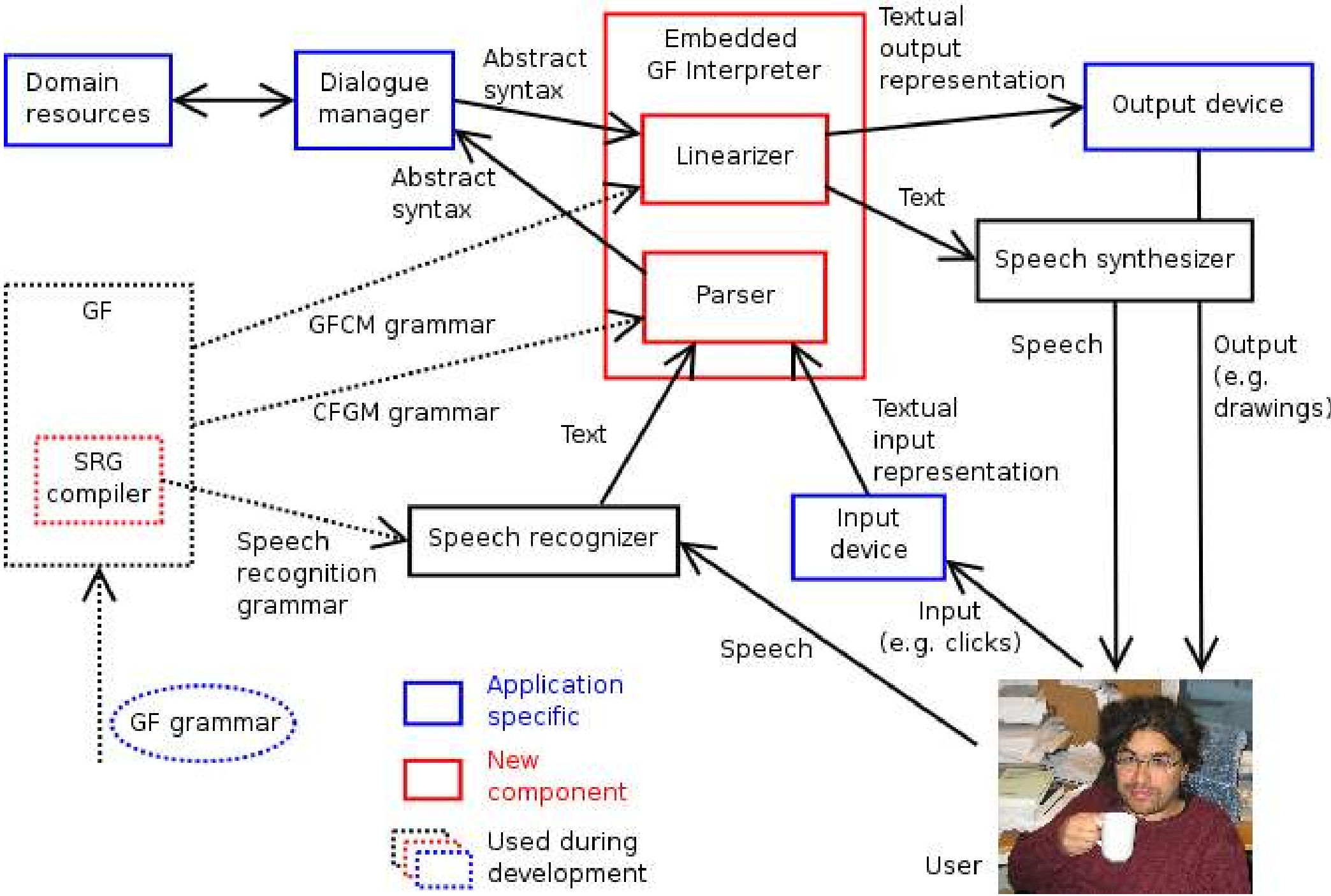
lin NamedPlace *p* = { *s1* = *p.s* ; *s2* = "" }

lin ClickPlace *c* = { *s1* = "here" ; *s2* = *c.s* }

Demo: Göteborg tram map

There is a demo movie at:

<http://www.cs.chalmers.se/~bringert/gf/tramdemo.avi>



Future Work

- Try more modalities, e.g.:
 - User location (“Switch off the light”)
 - User gestures (“Open that door”)
- Implement dependent type checking in the Embedded GF Interpreter
- Add transfer modules to GF

Conclusions

- Presented a method for writing multimodal grammars
- Embedded GF interpreter makes it easy to use grammars in applications
- Generation of the different grammars avoids problem of keeping grammars in sync