



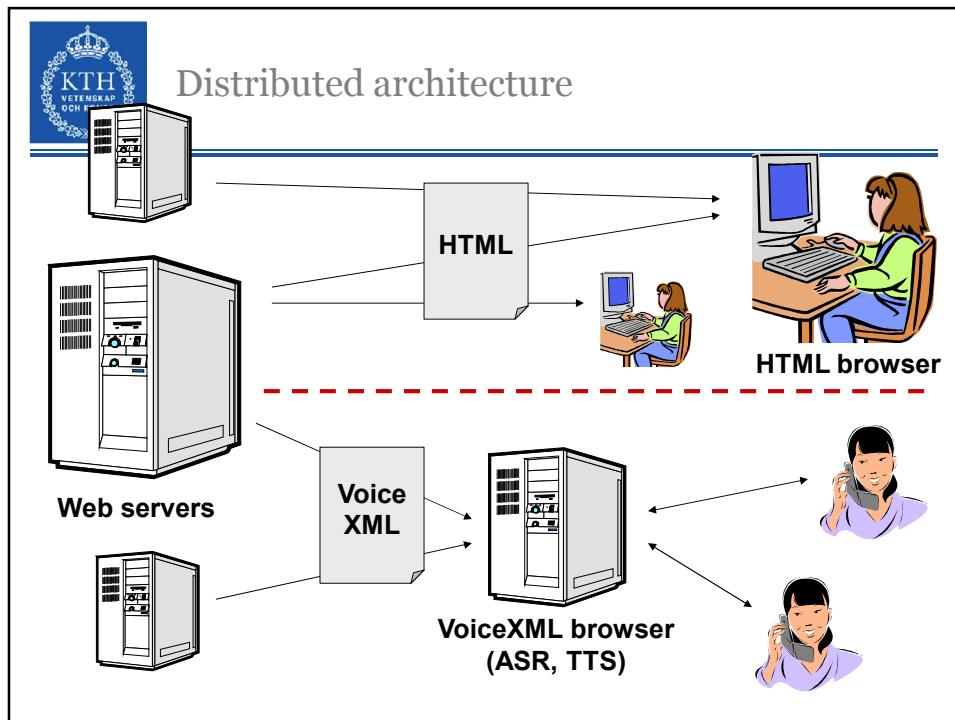
VOICEXML DEVELOPING TELEPHONE-BASED DIALOGUE SYSTEMS

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What is VoiceXML?

- An XML-based script-language for developing telephone-based dialogue systems
- A standard developed by W3C
 - Most recent version is 2.0
 - Working draft of 3.0
- A VoiceXML-application is a web application
 - The application resides on a web server and is available over the Internet
 - The dialogue is executed by a **voice browser**
 - Distributed architecture
 - Compare with (X)HTML



 VoiceXML manages:

- Prompts with synthetic speech
- Prompts with pre-recorded speech and sounds
- Recognition of spoken words and phrases
- Recognition of DTMF (buttons)
- Voice recordings
- Control of dialogue flow (menus, error handling, sub dialogue, etc)
- Control of telephony (call routing, hang-up, etc)



Related standards

- SRGS - Speech Recognition Grammar Specification
- SISR - Semantic Interpretation for Speech Recognition
- SSML - Speech Synthesis Markup Language
- ECMAScript (JavaScript) - the scripting language used in VoiceXML
- VoiceXML 3.0:
 - CCXML - Call Control eXtensible Markup Language
 - SCXML - State Chart XML



A crash course in XML

- XML = Extensible Markup Language
- Defined by W3C
 - Often used in web applications
- Used to encode arbitrary data structures
 - Tree-structured data
 - Domain Specific Languages (such as VoiceXML)
 - Human-readable, Machine-readable
- Related standards
 - Validation: DTD, XML Schema (XSD)
 - Transformation: XSLT



XML example: a record collection

XML declaration

→ `<?xml version="1.0" encoding="UTF-8"?>`

`<RecordCollection>` ← Start tag

`<Record id="72930">`

← Attribute

`<Title>Blonde on Blonde</Title>`

`<Artist>Bob Dylan</Artist>`

← Text node

`</Record>`

Element
node

`<Record id="81729">`

`<Title>Let it bleed</Title>`

`<Artist>Rolling Stones</Artist>`

`</Record>`

← End tag

`</RecordCollection>`



XML: Things to remember

- Each start tag must have a corresponding end tag.

`<Tag>...</Tag>`

- The attributes must be on the form:

`attribute="value"`

- An empty tag may be formatted as:

`<Tag/>`

which is exactly the same thing as:

`<Tag></Tag>`

- Comments are written as:

`<!-- this is a comment -->`

- The symbols `<` and `>` may not be used in any place except for formatting tags

Use `<` and `>` instead



XML namespaces

```
<?xml version="1.0" encoding="iso-8859-1"?>
<RecordCollection xmlns="http://www.myrecordcollection.com/">
  <Record id="72930">
    <Title>Blonde on Blonde</Title>
    <Artist>Bob Dylan</Artist>
  </Record>
  <Record id="81729">
    <Title>Let it bleed</Title>
    <Artist>Rolling Stones</Artist>
  </Record>
</RecordCollection>
```

All the nestled tags are placed in a namespace



XML applications

- **XML** defines how the mark-up should be formatted. (but not *which* tags may be used)
- For an XML document to be “**wellformed**”, it must follow this standard.
- An **XML schema** or a **DTD** (document type definition) describes an **XML application**. This regulates which tags and attributes may be used and how they may be structured.
- If an XML document follows the **XML schema** or **DTD**, it is “**valid**”.



"Non-wellformed" XML

```
<?xml version="1.0" encoding="iso-8859-1"?>
<RecordCollection xmlns="http://www.myrecordcollection.com/">
  <Record id="72930">
    <Title>Blonde on Blonde</Title>
    <Artist>Bob Dylan</Artist>
  </Record>
  <Record id=81729>
    <Title>Let it bleed</Title>
    <Artist>Rolling Stones
  </Record>
</RecordCollection>
```

Attribute-values must be stated within quotations

End tag is missing for <Artist>



"Non-valid" XML

```
<?xml version="1.0" encoding="iso-8859-1"?>
<!DOCTYPE RecordCollection SYSTEM "RecordCollection.dtd">
<RecordCollection>
  <Record id="72930">
    <Title>Blonde on Blonde</Title>
  </Record>
  <Record id="81729">
    <Title>Let it bleed</Title>
    <Artist>Rolling Stones</Artist>
  </Record>
</RecordCollection>
```

A DTD (Document Type Definition) is specified for this document

Artist is missing (required by the DTD)

This document is well-formed, but not valid!

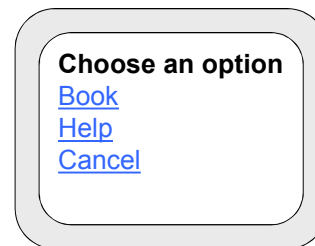


Different XML-applications

- **(X)HTML** is an XML-application for describing graphical presentation of text and interaction through links and forms.

XHTML (fragment)

```
<p>
  <b>Choose an option</b>
  <br/>
  <a href="book.html">Book</a>
  <br/>
  <a href="help.html">Help</a>
  <br/>
  <a href="end.html">Cancel</a>
</p>
```



VoiceXML

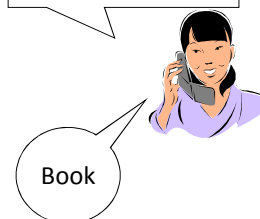
- In a similar fashion, **VoiceXML** describes the dialogue, using grammars, mark-up for speech synthesis, etc.

VoiceXML (fragment)

```
<menu>
  <prompt>What do you want to do? Book,
    help or cancel?</prompt>
  <choice next="book.vxml">book</choice>
  <choice next="help.vxml">help</choice>
  <choice next="end.vxml">cancel</choice>
</menu>
```



What do you want
to do? Book...





Hello World

```
<?xml version="1.0"?>
<!DOCTYPE vxml
  PUBLIC "-//W3C//DTD VOICEXML 2.1//EN"
    "http://www.speech.kth.se/~gabriel/voicexml/vxml.dtd">
<vxml xmlns="http://www.w3.org/2001/vxml" version="2.1"
  xml:lang="en-US">
  <form>
    <block>
      <prompt>Hello world</prompt>
    </block>
  </form>
</vxml>
```



Menu, Forms and Links

S: Welcome to the travel booking system. What do you want to do? Book a trip, Speak to an operator, End the call.	}	Menu
A: <i>Book a trip</i>		
S: From where do you want to go?	}	Form
A: <i>From Paris</i>		
S: Where do you want to go?	}	Link
A: <i>London</i>		
S: Which day?	}	
A: <i>Abort</i>		
S: Aborting. Welcome to the travel...		



Menu: <menu>

```
<?xml version="1.0"?>
<vxml xmlns="http://www.w3.org/2001/vxml" version="2.1"
      xml:lang="en-US">
  <menu>
    <prompt>
      Welcome to the travel booking system. What do you want to
      do?
    <enumerate/>
    </prompt>
    <choice next="booking.vxml">book a trip</choice>
    <choice next="operator.vxml">speak to an operator</choice>
    <choice next="end.vxml">end the call</choice>
  </menu>
</vxml>
```



Form: <form>

```
<?xml version="1.0"?>
<vxml xmlns="http://www.w3.org/2001/vxml" version="2.1" xml:lang="en-US">
  <form>
    <field name="origin">
      <grammar src="grammar.xml#Origin"/>
      <prompt>From where do you want to go?</prompt>
    </field>
    <field name="destination">
      <grammar src="grammar.xml#Destination"/>
      <prompt>Where do you want to go?</prompt>
    </field>
    ...
    <filled>
      <prompt>
        Ok, you want to go from <value expr="origin"/> to
        <value expr="destination"/>
      </prompt>
      <submit next="booking_to.vxml"/>
    </filled>
  </form>
</vxml>
```



Link: <link>

- A Link may either:
 - Transfer the dialogue to another state ("goto")
 - Throw an event

```
<link next="main_menu.vxml">
  <grammar>...</grammar>
</link>
```

```
<link event="help">
  <grammar>...</grammar>
</link>
```

```
<catch event="help">
  <prompt>Just say the name of the city you are travelling from. To
    return to the main menu, say "main menu".</prompt>
</catch>
```



Grammar in a <field>

- A grammar specifies what the user can say

- Option-list

```
<field name="color">
  <prompt>Which color?</prompt>
  <option>red</option>
  <option>blue</option>
  <option>green</option>
</field>
```

- Field type

```
<field name="confirm" type="boolean">
  <prompt>Please say yes or no</prompt>
</field>
```

date, time, boolean, number, currency, etc.

- Grammar
 - external
 - internal

```
<field name="origin">
  <grammar src="grammar.xml#Origin"/>
  <prompt>From where do you want to go?</prompt>
</field>
```

```
<grammar>[hit hold split (double down)]</grammar>
```



SRGS XML format

```
<?xml version="1.0"?>
<!DOCTYPE grammar PUBLIC "-//W3C//DTD GRAMMAR 1.0//EN"
    "http://www.speech.kth.se/~gabriel/voicexml/grammar.dtd">
<grammar xmlns="http://www.w3.org/2001/06/grammar" root="START"
xml:lang="en-US" version="1.0">

    <rule id="START" scope="public">
        i want to go to <ruleref uri="#CITY"/>
    </rule>

    <rule id="CITY">
        <one-of>
            <item>london</item>
            <item>paris</item>
        </one-of>
    </rule>

</grammar>
```



SRGS Semantics: <tag>

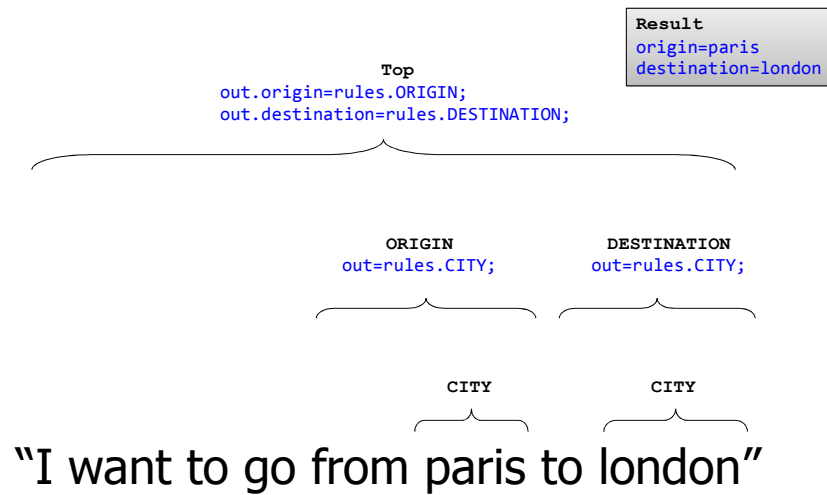
```
<rule id="START" scope="public">
    <item>
        <ruleref uri="#ORIGIN"/>
        <ruleref uri="#DESTINATION"/>
        <ruleref uri="#DATE"/>
        <tag>out.origin=rules.ORIGIN;
            out.destination=rules.DESTINATION;
            out.date=rules.DATE;</tag>
    </item>
</rule>

<rule id="ORIGIN" scope="public">
    <item repeat="0-1">
        <item>from</item>
    </item>
    <ruleref uri="#CITY"/>
    <tag>out=rules.CITY;</tag>
</rule>
```

SISR - Semantic Interpretation
for Speech Recognition



Matching of grammar



Semantics in a field

S: From where do you want to go?
 U: Paris

Result
`{paris}`

Grammar on the **field level**

```
<field name="origin">
  <grammar src="grammar.xml#ORIGIN"/>
  <prompt>From where do you want to go?</prompt>
</field>
```



Semantics in a form

U: I want to go from Paris to London

Result

```
{origin: paris
 destination: london}
```

Grammar on the **form** level

```
<form>
  <grammar src="grammar.xml#TOP"/>
  <field name="origin">
    <grammar src="grammar.xml#ORIGIN"/>
    <prompt>From where do you want to go?</prompt>
  </field>
  <field name="destination">
    <grammar src="grammar.xml#DESTINATION"/>
    <prompt>Where do you want to go?</prompt>
  </field>
  ...
</form>
```



Mixed-initiative

Variable/Slot	<prompt>
Initial question: <initial name="welcome">	"Welcome to the travel booking system. You can now make your reservation."
<field name="origin">	"From where do you want to go?"
<field name="destination">	"Where do you want to go to?"
<field name="date">	"Which date do you want to go?"
<field name="time">	"At what time do you want to go?"



FIA: Form Interpretation Algorithm

- Go through each field in the form, in sequential order.
- Stop at the first field that is not filled.
- Play the prompt, start recognition.
- Fill the fields in the form that the matching grammar specifies.
- If all fields are filled:
 - Leave the form.
 - Otherwise: reiterate.



FIA example

S: *Welcome to the travel booking system. You can now make your reservation*

U: *I want to go to **London***

S: From where do you want to go?

U: *From **Paris***

S: Which date do you want to go?

U: *On the **13th of January***

S: At what time do you want to go?

U: ***Three** o'clock*

S: Thanks for your reservation ...

Origin	Paris
Dest	London
Date	13th of January
Time	Three



FIA example

U: I want to go from **Paris** to **London**

S: Which date do you want to go?

U: **Three** o'clock on the **13th of January**

S: Thanks for your reservation ...

Origin	Paris
Dest	London
Date	13th of January
Time	Three



Controlling the Form Interpretation Algorithm

- Go to a specific field
`<goto nextitem="destination"/>`
- Set a value to a field
`<assign name="destination" expr="'London'"/>`
- Clear fields
`<clear/>`
`<clear namelist="destination origin"/>`



<filled>

- Contains instructions to be executed when a <field> or <form> is filled, such as:

<prompt> <goto> <if> <throw> <clear> <assign>

```
<form>
  <field name="origin">
    <grammar src="grammar.xml#0Origin"/>
    <prompt>From where do you want to go?</prompt>
    <filled>
      <prompt>
        Ok, you want to go from <value expr="origin"/>
      </prompt>
    </filled>
  </field>
  ...
  <filled>
    <prompt>
      Ok, you want to go from <value expr="origin"/> to <value expr="destination"/>
    </prompt>
  </filled>
</form>
```



Error handling

S: From where do you want to go?

A: *I want to go from Paris*

S: Sorry, I didn't understand. From where do you want to go?

A: *I said Paris!*

S: Please just say the name of the city. From where do you want to go?

A: *Paris*

S: You want to go from Paris.



<nomatch> <noinput>

```
<form>
  <field name="origin">
    <grammar src="grammar.xml#Top"/>
    <prompt>From where do you want to go?</prompt>
    <nomatch count="1">
      Sorry, I didn't understand.<reprompt/>
    </nomatch>
    <nomatch count="2">
      Please just say the name of the city.<reprompt/>
    </nomatch>
    <nomatch count="3">
      There seems to be a problem, I will connect you to an operator.
      <goto next="operator.vxml"/>
    </nomatch>
    <noinput count="1">
      You must say the name of a city.<reprompt/>
    </noinput>
    <noinput count="3">
      There seems to be a problem, I will connect you to an operator.
      <goto next="operator.vxml"/>
    </noinput>
  </field>
</form>
```



Variables

- Variables :
 - Definition


```
<var name="city" expr="'Paris'"/>
```
 - Assignment


```
<assign name="city" expr="'London'"/>
```
 - Clearing:


```
<clear namelist="origin time"/>
```
- Fields (in a form) are also variables!



If-then-else

```
<if cond="price > 1000">
  <prompt>That was very expensive!</prompt>
<elseif cond="price > 700"/>
  <prompt>That was expensive!</prompt>
<elseif cond="price > 500"/>
  <prompt>That was fairly expensive!</prompt>
<else/>
  <prompt>That was not so expensive!</prompt>
</if>
```



Prompts

- Text is read by a speech synthesiser that may be controlled:
 - Emphasis


```
<emphasis>Welcome</emphasis> to the travel booking system.
```
 - "Say-as"


```
<say-as type="telephone">08663995</say-as>
```
 - Choice of synthesis


```
<voice gender="female">This is a female voice</voice>
```
- Speech Synthesis Markup Language (SSML)
 - W3C standard



Prompts, cont

- Recorded audio may be mixed with speech synthesis:

```
<prompt>  
  A black bird sounds like this: <audio src="blackbird.wav"/>  
</prompt>
```
- "Barge-in" may be controlled:

```
<prompt bargein="false">  
  Now you cannot interrupt me  
</prompt>
```



Programming in VoiceXML

- The scripting functionality in VoiceXML is limited
- EcmaScript (JavaScript)
 - Evaluated at the client
 - Used for example to define own functions
- Server programming
 - JSP, PHP, Perl, etc
 - Evaluated at the server
 - Dynamic pages



EcmaScript (JavaScript)

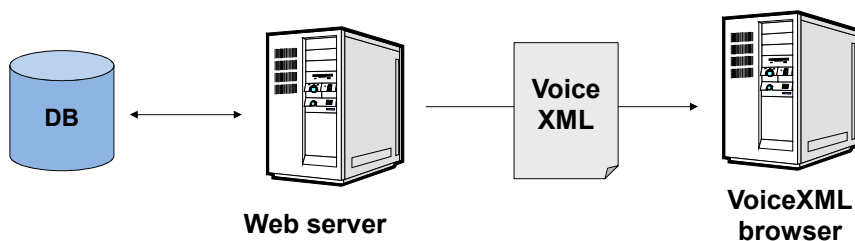
```
<script>
  function random() {
    return Math.floor(Math.random() * 100) + 1;
  }
</script>

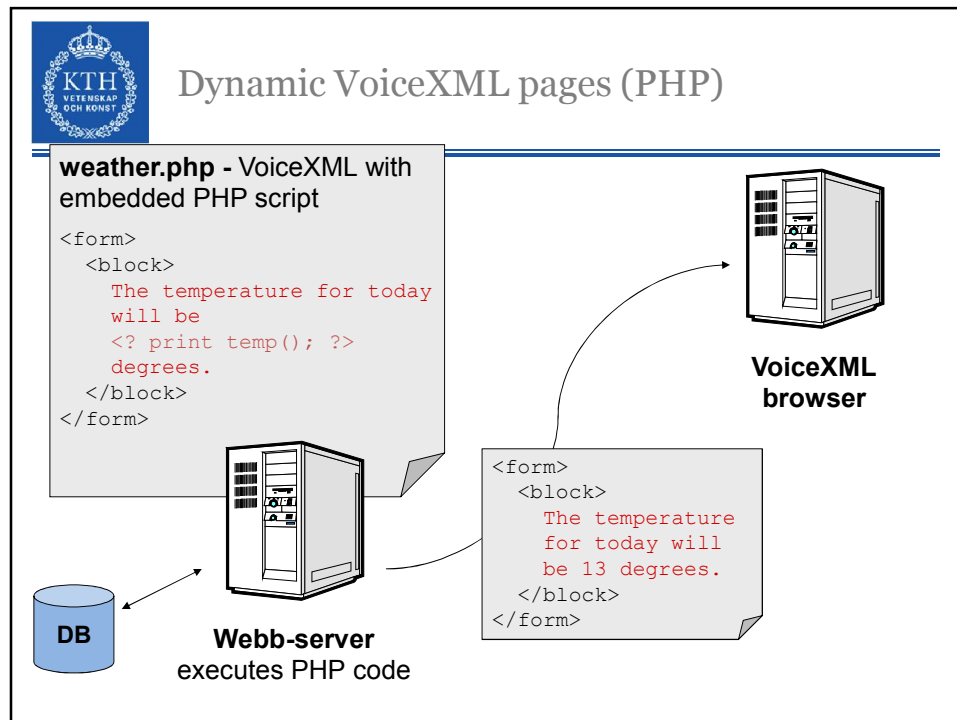
<prompt>
  <value expr="random()"/> is a random number between 1 and 100.
</prompt>
```



Server programming

- To be able to present and store dynamic information (weather, news, user preferences) the application must use a database. There is no support for this in VoiceXML alone.





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