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# **Roboy Dialog System**

***Release 2.1.9***

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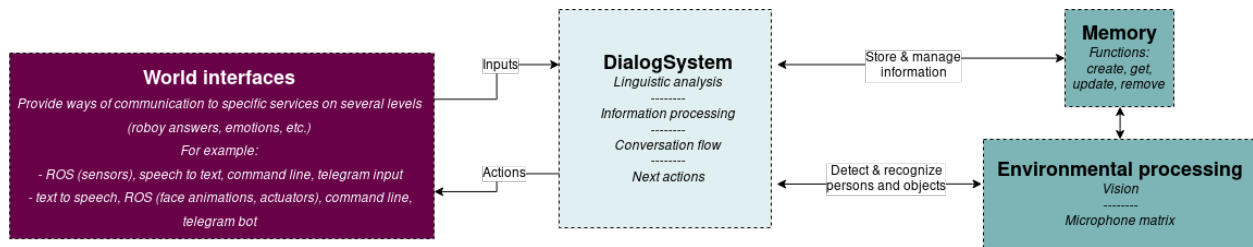


<b>1</b>	<b>Status</b>	<b>3</b>
<b>2</b>	<b>Relevant Background Information and Pre-Requisites</b>	<b>5</b>
<b>3</b>	<b>Contents:</b>	<b>7</b>



The Roboy Dialog System (RDS) is a sophisticated software module representing the cognitive capabilities of the humanoid anthropomorphic robot Roboy. The goal of the project is to implement dialog routines and knowledge extraction for a realistic human-like conversation flow which is achieved by utilizing various behaviour models represented by the State Machine (RDSM) finite automaton defined via a certain Roboy Personality description (file). Within the particular conversation flow stages, the behavioural variability is obtained by extending and redefining the common RDSM State to produce a certain social interaction. The RDSM State both as actor and as reactor regarding the internally formulated output and externally acquired input. For example, the voice input is processed via the Listening Device -> Speech-to-Text -> Analyzers & Semantic Parser -> Linguistics package -> (InferenceEngine) -> State sequence. The RDS in- and output is not limited to speech. It also supports functionalities like emotional in/output, acting on the actual robby and being deployed on a multitude of communication channels for a broader interaction audience.

The overview diagram shows the external systems which Dialog System interacts with, and the tasks for which the system is responsible.





# CHAPTER 1

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## Status

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Stable functionality:

- Roboy introduces himself
- Roboy answers questions about himself
- Roboy answers questions about facts
- Roboy recognizes once someone saying one's name
- Roboy asks questions about people he meets
- Roboy stores and retrieves the information about people he meets
- Roboy stores and retrieves the information about himself
- Roboy Dialog is deployable on multi-user communication channels
- Roboy plays the Akinator game
- Roboy can understand snapchat filters to be applied on people's faces

In development:

- Roboy updates the information (name, occupation, ect.) about people he meets
- Roboy updates the information about himself
- Roboy recognizes the intent behind an asked questions (age, creator, capabilities etc.)
- Roboy analyzes emotion and responds accordingly





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### Relevant Background Information and Pre-Requisites

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A User should be familiar with:

- Roboy Personality Files
- Roboy Context
- Roboy Memory Module
- Roboy Semantic Parser Module
- ROS

A Developer should be familiar with:

- Roboy Personality Files
- Roboy Context
- Roboy Memory Module
- Roboy Communication Protocol
- Roboy Semantic Parser Module
- Java programming language
- Maven automation tool
- ROS
- rosjava
- Sockets

Reading list for a User:

- [rosjava Documentation](#)

Reading list for a Developer:

- [Java Documentation](#)
- [Maven Documentation](#)

- [rosjava Documentation](#)
- [Roboy Memory Module Documentation](#)

### 3.1 Installation

In order to install the dialog system it needs to be cloned from github: `git clone https://github.com/Roboy/roboy_dialog` Also, a working installation of Apache Maven is necessary. Please refer to the `README.md` for further installation instructions.

Changing the default configuration, for example the input/output is explained in *Configuration*.

### 3.2 Getting started

#### 3.2.1 How does it work?

The basic NLP architecture is designed as a pipeline.

1. An input device (derived from `de.robey.io.InputDevice`) is producing text.
2. The text is passed to a variety of linguistic analyzers (derived from `de.robey.linguistics.sentenceanalysis.Analyzer`). This currently consists of a Tokenizer and a POS tagger (both in `de.robey.linguistics.sentenceanalysis.SentenceAnalyzer`) but could in the future be accompanied by named entity recognition, a syntactical and semantical analysis, an interpretation of the sentence type or other tools.
3. The results of all these linguistics analyzers are collected together with the original text and stored in an Interpretation instance. (`de.robey.linguistics.sentenceanalysis.Interpretation`)
4. The interpretation is passed on to a state machine (states are derived from `de.robey.dialog.states.definitions.State`) within a personality class (derived from `de.robey.dialog.personality.Personality`) that decides how to react to the utterance. In the future, the intentions (`de.robey.logic.Intention`) determined by the state machine will then be formulated into proper sentences or other actions (`de.robey.dialog.action.Action`) by a module called Verbalizer. Currently, these actions are still directly created in the personality class.

5. Finally, the created actions are sent to the corresponding output device (`de.robey.io.OutputDevice`).

### 3.2.2 Design choices

There are interfaces for each step in the processing pipeline to enable an easy exchange of elements. The goal would be to easily exchange personalities based on the occasion.

The implementation of the pipeline is in Java. Integrations with tools in other languages, like C++ RealSense stuff, should be wrapped in a module in the pipeline.

### 3.2.3 How to extend it?

If you do not know how the system works please refer the “System architecture” section. If you know the part you want to extend or are sure you do not need to understand the detailed functionality of the overall system you may directly start with the “Developer manual” section. The *Code structure overview* section is a good place to start.

## 3.3 Configuration

### 3.3.1 Editing the Config File

Dialog System is configured using the `config.properties` file in the root of the project.

#### ROS configuration

Dialog outsources many tasks to other modules implemented in Python or C++ as ROS packages. In the config file you can enable/disable ROS modules, choose which packages to use, and set the `ROS_MASTER_URI`.

**Available ROS packages are:**

- `robey_gnlp` (generative model for answer generation)
- `robey_memory` (Neo4j graph-based memory)
- `robey_speech_synthesis` (text to speech using Cerevoice)
- `robey_speech_recognition` (speech to text using Bing Speech API)
- `robey_audio` (audio source localization)
- `robey_vision` (face recognition & object classification and localization)
- `robey_face` (triggers emotions)
- `robey_filters` (triggers snapchat-filters)

Example ROS config:

```
ROS_ENABLED: true
ROS_MASTER_IP: 10.183.49.162
ROS_ACTIVE_PKGS:
- robey_memory
- robey_speech_synthesis
```

## Inputs and Outputs

A developer can choose how to interact with the dialog system. For example, for debugging purposes there are command line input and output. Importantly, there can be only one input, but many outputs.

**Available inputs are:**

- `cmdline`
- `udp` (listens for incoming udp packets in the port specified below)
- `bing` (requires Internet connection and the `robey_speech_recognition` ROS package)
- `telegram` (requires Internet connection and a prepared telegram bot, see 1. Getting Started for more details. For the standard usecase, telegram should be set as both, in- and output.)

**Arbitraty of the following outputs can be used simultaneously at the runtime::**

- `cmdline`
- `cerevoice` (requires `robey_speech_synthesis` ROS package)
- `ibm` (uses IBM Bluemix, requires Internet connection, user & pass configured below)
- `emotions` (requires `robey_face` ROS package)
- `udp` (sends packets on the port configure below)
- `telegram` (requires Internet connection and a prepared telegram bot, see [Installation](#) for more information. For the standard usecase, telegram should be set as both, in- and output.)

Example IO config:

```
INPUT: cmdline
OUTPUTS:
- cmdline
- ibm
- cerevoice
```

Additional configuration from the “Utilities” paragraph may be required.

## System behaviour flags

Debug flag for en/disabling debug specific behaviour:

```
DEBUG = false
```

Demo mode flag for en/disabling demo mode. This is for fairs and such where one would prepare the system for showing whilst giving a talk.

```
DEMO_MODE: false
```

Infinite repetition flag: For input that require a single instance of the dialog system (like command line or on the robey). En/disables beginning a new conversation after one has ended or ending the dialog system when the conversation has ended.

```
INFINITE_REPETITION: true
```

Conversation timeout: The duration waited since the last action until a conversation is discarded in seconds

```
CONVERSATION_TIMEOUT: 10800
```

### Personality

Here you specify the state machine description store in the JSON file containing personality, i.e. states and transitions between them:

```
PERSONALITY_FILE: "resources/personalityFiles/OrdinaryPersonality.json"
```

### Utilities

Configure third party communication ports, credentials, etc.

#### UDP in-output

```
UDP_IN_SOCKET: 55555
UDP_OUT_SOCKET: 55556
UDP_HOST_ADDRESS: 127.0.0.1
```

#### IBM Watson text-to-speech

```
IBM_TTS_USER: x
IBM_TTS_PASS: x
```

#### Telegram JSON-File path (see *JSON Resources*)

```
TELEGRAM_API_TOKENS_FILE: "/path/to/example.json"
```

## 3.3.2 Configuring a telegram bot

If you'd like to use the telegram in- or output registering your own bot is necessary. Please proceed as follows:

1. Register a bot as described on the [telegram website](#).
2. Place your telegram-bot authentication token in a JSON-File as described in *JSON Resources*.
3. Configure the Dialog System to use your file and to interact with the world via telegram as described above.

## 3.4 Troubleshooting

### 3.4.1 Dialog Specific Exceptions

#### Exception in thread "main" java.lang.OutOfMemoryError: GC overhead limit exceeded

This means that Java does not have enough heap space to execute. One can resolve this by allowing java to use more heap space.

If you are running the class via Maven, add `export MAVEN_OPTS="-Xmx6g"` to your `.bashrc` or equivalent file.

If you are running via IntelliJ and running `DialogSystem` as an application, add `-Xmx6g` to the VM Options. (Likely a similar process for other IDEs)

**Note:** 6g can be replaced with a larger/smaller number. The project has been confirmed to work with 3000 mb (3000m) as one's parameter.

## Gnutls Handshake Fails

If you get an error similar to that below, it means that your internet is working. Please check that your internet connection works.

```
--- exec-maven-plugin:1.6.0:exec (Pull dependencies) @ roboy-parser-nonmaven-deps ---
===== Downloading roboy: Roboy extra utilities (need to compile)
Cloning into 'fig'...
fatal: unable to access 'https://github.com/percyliang/fig/': gnutls_handshake()
↳ failed: Error in the pull function.
[ERROR] Command execution failed.
      org.apache.commons.exec.ExecuteException: Process exited with an error: 1
↳ (Exit value: 1)
      at org.apache.commons.exec.DefaultExecutor.executeInternal(DefaultExecutor.
↳ java:404)

      .....

      at org.codehaus.plexus.classworlds.launcher.Launcher.main(Launcher.java:356)
[INFO] -----
[INFO] Reactor Summary:
[INFO]
[INFO] Sempre External Dependencies ..... FAILURE [ 0.892 s]
[INFO] Roboy Semantic Parser ..... SKIPPED
[INFO] Roboy Semantic Parser Modules ..... SKIPPED
[INFO] Roboy Memory ..... SKIPPED
[INFO] Roboy Dialog System ..... SKIPPED
[INFO] Roboy Dialog System Modules ..... SKIPPED
[ERROR] Failed to execute goal org.codehaus.mojo:exec-maven-plugin:1.6.0:exec (Pull
↳ dependencies) on project roboy-parser-nonmaven-deps: Command execution failed.
↳ Process exited with an error: 1 (Exit value: 1) -> [Help 1]
```

## Building Sempre External Dependencies 1.0.0 Fails to Build

If this comes up in combination with a `java.lang.ClassNotFoundException: roboy.dialog.DialogSystem`, then you are likely using the old maven command to build the project. Please use the one found on the installation page.

## ContextIntegrationTest Fails

ContextIntegrationTest should have been deprecated and ignored during the testing phase in Maven. If for some reason you have this error, make sure that you are on the latest version of your branch.

## 3.4.2 Memory Specific Exceptions

Memory has it's own [page](#) regarding exceptions.

### 3.4.3 Github

If you encounter an error that has not been addressed, feel free to check the issues section of [Dialog](#) and [NLU](#), as well as that of [Memory](#), on Github. There, one can check if the issue has been already been reported and if there is a fix. If you still can't find an answer to your question, create a Github issue, so that the dev team is notified and can help.

## 3.5 Architecture overview

The Roboy Dialog System consists of three interacting parts: The Dialog Systems *core*, which provides infrastructure to each conversation the Dialog System can have with a user and overall management of the Dialog System, *conversations*, which are threads handling per-user interaction and are embedded into the Dialog System and *world interfaces*, which are services and interfaces over which the Roboy Dialog System may communicate with users.

In the figure you may see a simplified overview of the Dialog System. Below that, the general functionality of the system is explained. For details see the specific sub-pages of one of the three parts. Although this is a description of the systems architecture, we will mention implementation specific details for easier understanding.

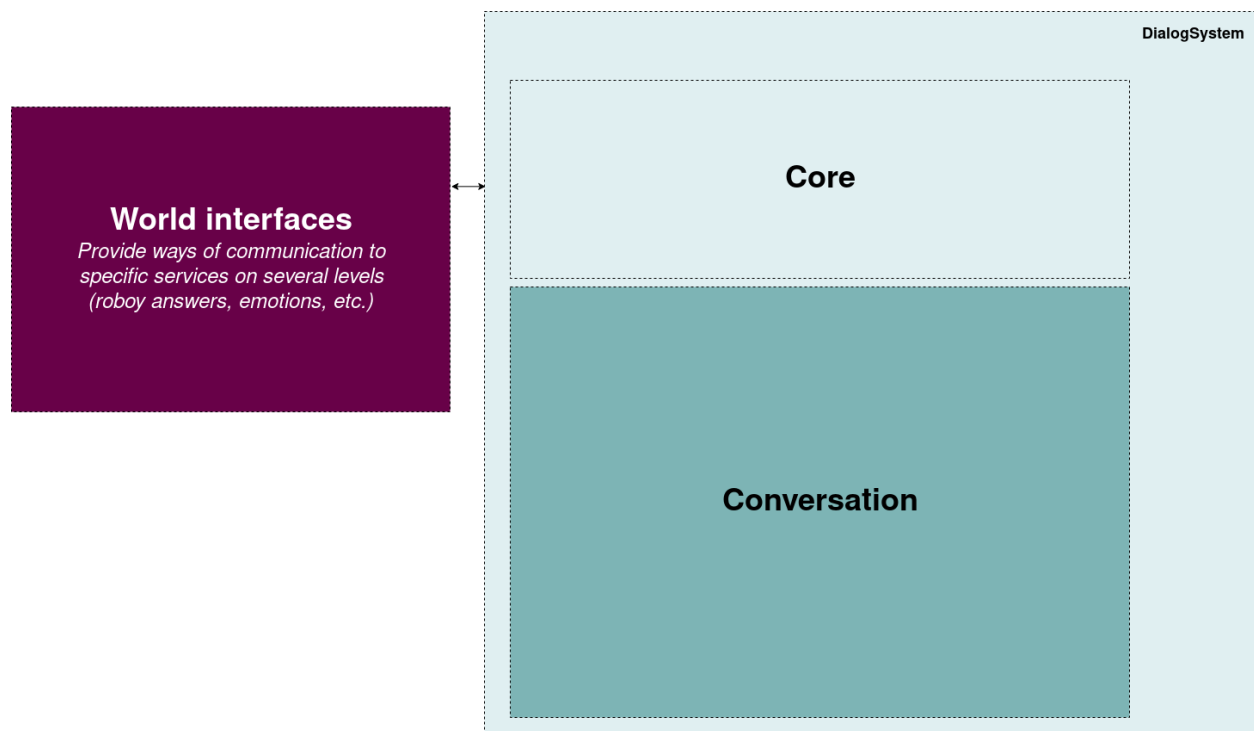


Fig. 1: [Click here](#) in order to see the detailed overview partially provided within the subsections.

### 3.5.1 Conversation flow

In order to understand how the Dialog System works, a basic lifecycle of a *Conversation* is drawn here exemplary:

**When the Dialog System is started**, the *ConversationManager* initializes the Dialog Systems *Memory*, the *NLU* and the configured *InputDevice*. The *InputDevice* then starts listening to it's service.

**Input from an unknown user** will be handled by the *InputDevice*. Typically, it should make the *ConversationManager* spawn a new *Conversation* and then direct the users input to this new *Conversation*.



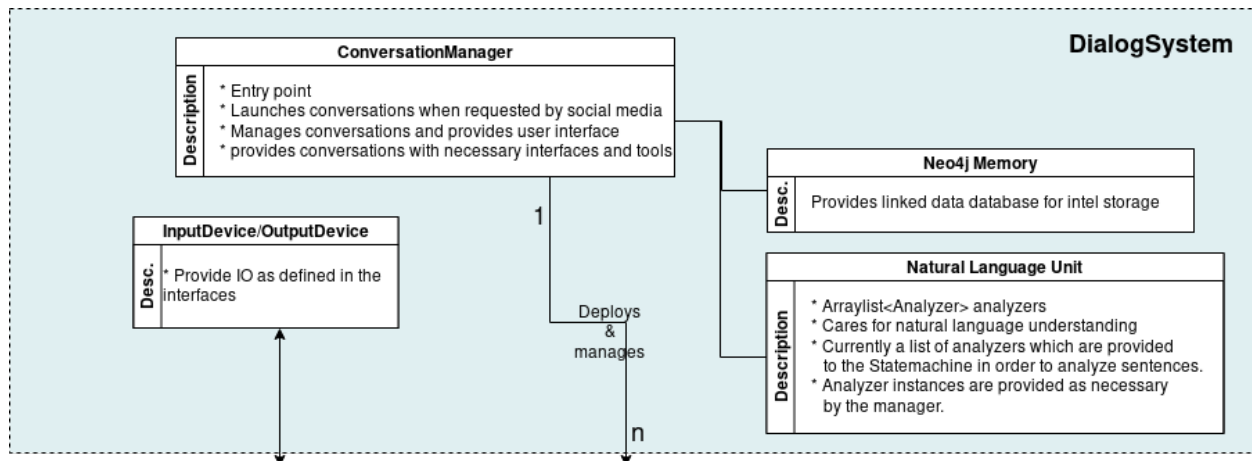
**Input into a running conversation** will be taken by the waiting *Conversation* thread and then processed using the *NLU*. This processing includes interpreting it, invoking a state machine step and possibly reacting to the input depending on the new state of the dialog, the input itself and possible information from the Dialog Systems *memory* or the *Context*. Generated output will then be delivered to the user via an *OutputDevice*.

**The end of a Conversation** will usually be triggered by the *StateMachine*. If this happens the Dialog System will take care of cleaning up the *Conversation* and the data it owned.

## 3.6 The Dialog System Core

The Dialog System Core takes care of spawning, deleting and managing *Conversations*, initializing and providing all necessary static core features and services like the memory, the *NLU*, *StateMachine*, etc. to *Conversations*.

At its heart is the *ConversationManager*, which is accompanied by the external services of *Memory* and *NLU* and the *InputDevices* and *OutputDevices* which provide interfaces to communication channels which we call *World Interfaces*, since the Roboy Dialog System may interface the world through these.



### 3.6.1 ConversationManager

The `roboy.dialog.ConversationManager` is the central managing node for the Dialog System. It is the entry point of the program. When `roboy.dialog.ConversationManager.main()` is launched, it initializes all necessary modules and then enters control-mode, where it assumes a behaviour depending on the selected *InputDevice* in order to provide control over the *Conversations*.

**During the initialization phase** all components that are included in the Dialog System core are initialized. This especially includes the *NLU* (in form of a queue of several `roboy.linguistics.sentenceanalysis.Analyzer` classes) and *world interface* specific initializations ( *world interfaces* may for different reasons need a centralized initialization separate from the *I/O* devices which are used to communicate with them).

**In order to manage Conversations** it stores them by UUID, which is in the format "[world-interface-name]-[uuid-from-world-interface]", for example "telegram-aaaaaaaaaaaa". Then it provides an API consisting of methods that allow controlling the *Conversation* threads if you know their uuid. It allows creating and spawning new *Conversations* and stopping existing ones. Also it allows deregistering *Conversations* so they can properly be destroyed when they are over.

### 3.6.2 InputDevice & OutputDevice

The `roboy.dialog.io.InputDevice` and `roboy.dialog.OutputDevice` classes are interfaces that may be used to provide access to *World Interfaces* to the Roboy Dialog System. Their actual behaviour depends on the architecture of the system that should be interfaced.

**In order for input to be handled by the Conversations**, an implementation of `roboy.dialog.io.InputDevice` must provide a public `Input listen()` method. A *Conversation Thread* will call this function in order to receive a new `roboy.dialog.io.Input`. If no new input has been generated by the user, the thread should wait inside the `listen()` function until a new input is generated.

**To enable a Conversation to send output to a channel**, an implementation of `roboy.dialog.io.OutputDevice` must provide a public `void act(List<Action> actions)` which should process the different types of `roboy.dialog.action.Action` according to the capabilities of the communication channel.

### 3.6.3 NLU (Semantic Parser)

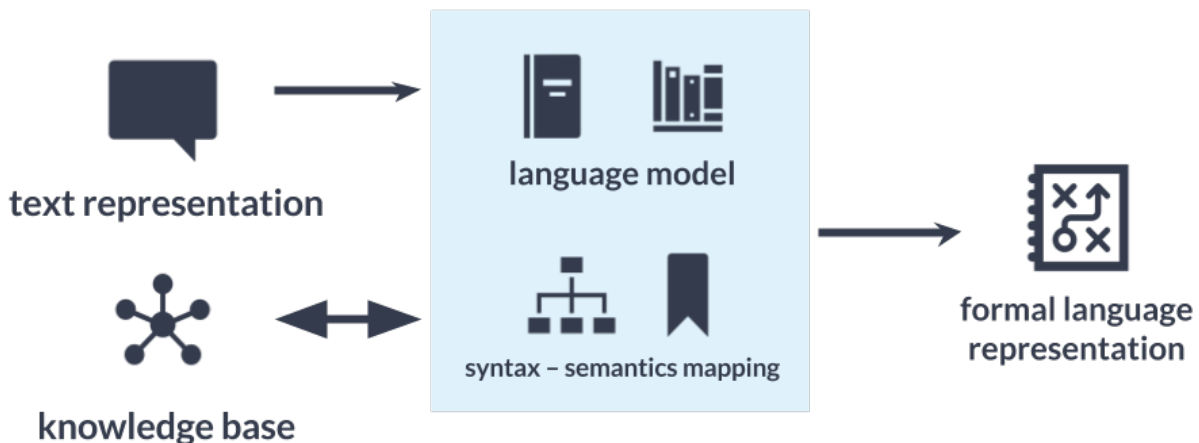
The NLU submodule is used to translate text inputs into formal semantic representations. This allows for capturing the semantic intent behind a statement or question, and using knowledge bases to translate formal question representations into answers.

The `roboy_parser` NLU module is based on *SEMPRE* <<http://nlp.stanford.edu/software/semprer/>>. It is currently being modified to fulfill Roboy Dialog system needs.

#### Architecture

Semantic parser is based on a language model and NLP algorithms that apply rules to utterances to translate them to semantic representations. Language model consists of: - set of grammar rules, - lexicon, - training dataset.

General architecture can be seen on the diagram below.



For more information please refer to *Natural Language Understanding (nlu/roboy\_parser)*.

#### Linguistic Analyzers

Linguistic analyzers (derived from `de.robey.linguistics.sentenceanalysis.Analyzer`) process user utterances to provide some information (SentenceType, Tokens, Emotion etc.) for Interpretation (`de.robey.linguistics.sentenceanalysis.Interpretation`).

For example, `EmotionAnalyzer` (`de.robey.linguistics.sentenceanalysis.EmotionAnalyzer`) processes user utterances and sets emotion variable of `Interpretation` (`de.robey.linguistics.sentenceanalysis.Interpretation`) with related `RoboyEmotion` (`de.robey.dialog.emotions.RoboyEmotion`) value, by this way `Interpretation` can be checked at `StateBasedPersonality` (`de.robey.dialog.personality.StateBasedPersonality`) for special treatment (responding according to emotion or responding with `EmotionAction` etc.)

### 3.6.4 Memory (The memory module)

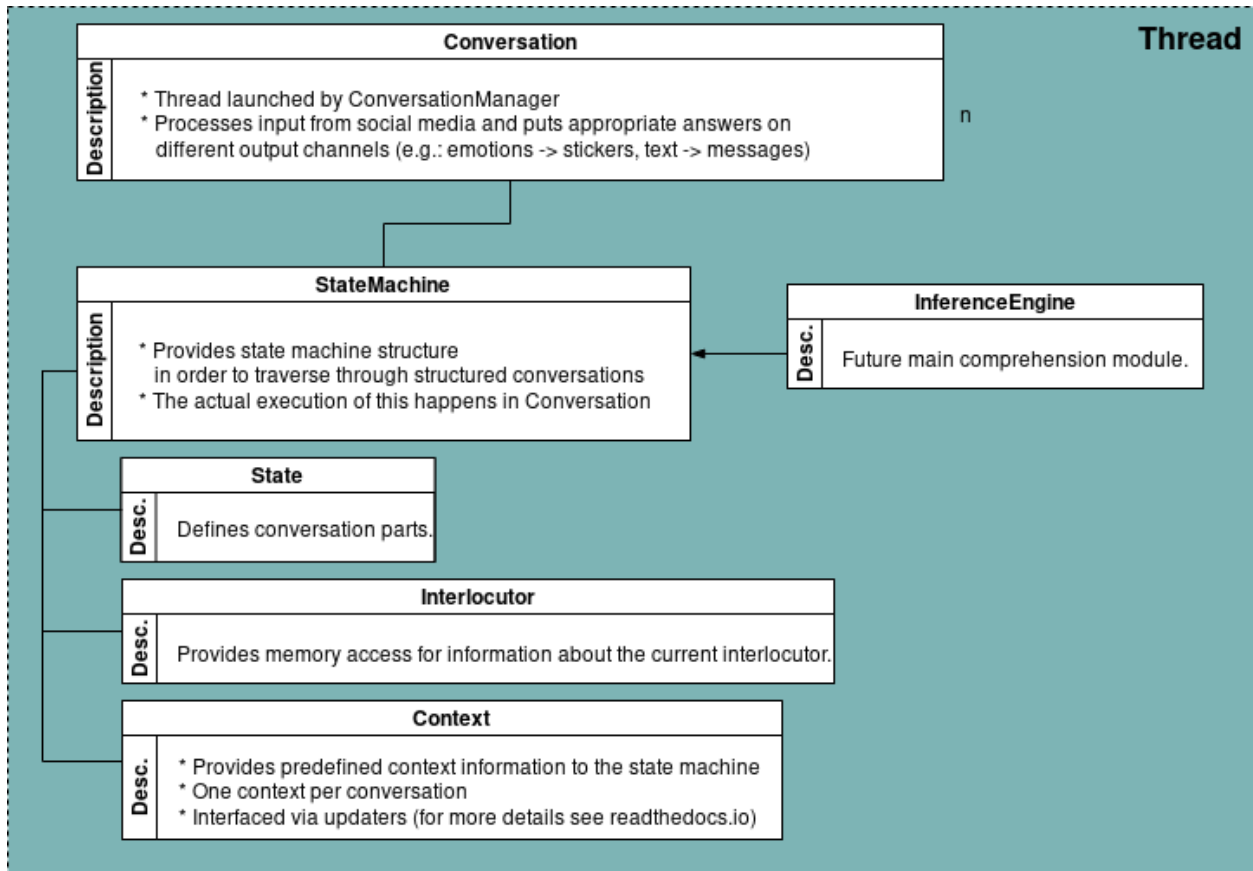
For more in-depth information please refer to *Roboy Memory*.

#### General design

To remember information about itself and its conversation partners, their hobbies, occupations and origin, a persistent Memory module has been implemented using the Neo4j graph database.

## 3.7 Conversation

A *Conversation* is a concept for everything necessary for conducting a dialog with a single counterpart. It's task is traversing through the different states of the interaction with the user to provide a maximally human-like experience. It receives Input through its *InputDevice* and uses this Input in combination with the *InferenceEngine* and the *StateMachine* to traverse through the correct *States* as defined in the configured *Personality*. If it needs or learns information about the counterpart of the dialog, it uses the *Interlocutor* (see *Roboy Memory*) to access the Dialog Systems *Memory*. If it needs to store or inquire information about the environment it is in it uses its *Context* for this.



### 3.7.1 StateMachine

The `robey.dialog.DialogStateMachine` is the unpopulated base for `robey.dialog.StateBasedPersonality`. It is unique to each *Conversation*, as each dialog usually is in a different state. It holds the *InferenceEngine* and the *Context* for a *Conversation*, as it should be the only part of it, accessing these. Its task is to handle traversing through the *States* of a *Personality* whereas a *StateBasedPersonality* enhances the features of the *DialogStateMachine* by augmenting the state-traversing functionalities with interaction-specific non-state behaviour like detecting the end of a conversation.

### 3.7.2 Personality and states

#### Overview

To enable a natural way of communication, Roboy's Dialog System implements a flexible architecture using different personalities defined in **personality files**. Each file represents a **state machine** and defines transitions between different **states**. This enables us to dynamically react to clues from the conversation partner and spontaneously switch between purposes and stages of a dialog, mimicing a natural conversation.

#### Personality

A personality defines how Roboy reacts to every given situation. Different personalities are meant to be used in different situations, like a more formal or loose one depending on the occasion. Roboy always represents one personality at a time. Personalities are stored in JSON personality files.

During one run-through, the Dialog System uses a single Personality instance (currently implemented in `robey.dialog.personality.StateBasedPersonality`) which is built on top of a state machine. This implementation loads the behaviour from a personality file that stores a representation of a state machine. Additionally, it is possible to define the dialog structure directly from code (as it was done in previous implementations).

As the conversation goes on, the state machine will move from one state to another consuming inputs and producing outputs. The outputs are always defined by the current active state.

## State

A state contains logic to control a small part of the conversation. It is a class that extends `robey.dialog.states.definitions.State` and implements three functions: `act()`, `react()` and `getNextState()`.

State's activity can be divided into three stages. First, when the state is entered, the initial action from the `act()` method is carried out, which is expected to trigger a response from the person. After Roboy has received and analyzed the response (see semantic parser), the `react()` method completes the current state's actions. Finally, Roboy picks a transition to the next state defined by the `getNextState()` method of the current state.

## State Output

The `act()` and `react()` functions return a `State.Output` object. This object defines what actions Roboy should do at this point of time. Most important actions include:

- say a phrase
- say nothing
- end the conversation and optionally say a few last words

The Output objects are created using static factory functions inside `act()` or `react()` in a very simple way. For example, if Roboy should react with a phrase, the `react()` function could be implemented like this: `return Output.say("some text here")`. Here, `Output.say` is the static factory function that creates an Output object.

To improve the dialog flow, you can add segues to the Output objects using `outputObj.setSegue()`. A segue is a smooth transition from one topic to the next. Or you can add emotions to the Output objects using `outputObj.setEmotion()`. An emotion is used for creating emotional actions which can be shown at Roboy's face by `FaceAction` or at Telegram chats by `EmotionAction` using stickers.

## State Transitions

A state can have any number of transitions to other states. Every transition has a name (like "next" or "error"). When changing states, the following state can be selected based on internal conditions of the current state. For example, a state can expect a "yes/no" answer and have two outgoing transitions: "gotYes", "gotNo" and "askAgain" (if the reply is not "yes/no").

When designing a new state, the transition names are defined first. The transition name should describe a condition and not another state. For example, a good name would be "knownPerson" (take this transition when you meet a known person) or "greetingDetected" (take this transition when you hear a greeting). In this case, the name only defines a condition and allows the transition to point to any state. In contrary, a bad name would be "goToQuestionAnsweringState" because it implies that no other state than `QuestionAnsweringState` should be attached to this transition. This breaks modularity.

Once the state is implemented, the connections between states are defined in the personality file. At run time the state machine loads the file and initializes the transitions to point to correct states. During the implementation, the destination state can be retrieved by the transition name using `getTransition(transitionName)`.

It is possible to remain in the same state for many cycles. In this case the `getNextState()` method just returns a reference to the current state (`this`) and the `act()` and `react()` methods are carried out again. If `getNextState()` returns no next state (`null`), the conversation ends immediately.

### Fallback States

Fallbacks are classes that handle unpredicted or unexpected input. A fallback can be attached to any state that expects inputs that it cannot deal with. In the case this state doesn't know how to react to an utterance, it can return `Output.useFallback()` from the `react()` function. The state machine will query the fallback in this case. This concept helps to keep the states simple and reduce the dependencies between them. When implementing the `react()` function of a new state, it is sufficient to detect unknown input and return `Output.useFallback()`.

In the current Dialog System, we use special states to implement the fallback functionality. A fallback state never becomes active so only the `react()` function has to be implemented. This function will be called if the active state returned `Output.useFallback()`.

### State Parameters

Sometimes you want to pass parameters to the states, for example define a path to a file that contains some data. Parameters are defined inside the personality file. Each parameter has a name and a string value. When a state is created, the state machine passes all parameters from the file to the state constructor. Therefore, every state sub-class should have a constructor that accepts parameters matching the constructor of the `State` class.

During runtime, state objects can access the parameters using the `getParameters()` function with returns a `StateParameters` object. This object contains parameters from the personality file as well as references to `StateMachine`, `RosMainNode` and `Neo4jMemoryInterface` in case you need them.

### State Interface

When you create a new personality file you might forget to define important transitions and provide required parameters to some states. To prevent long debugging and find errors faster you can define an interface for every state. The interface describes:

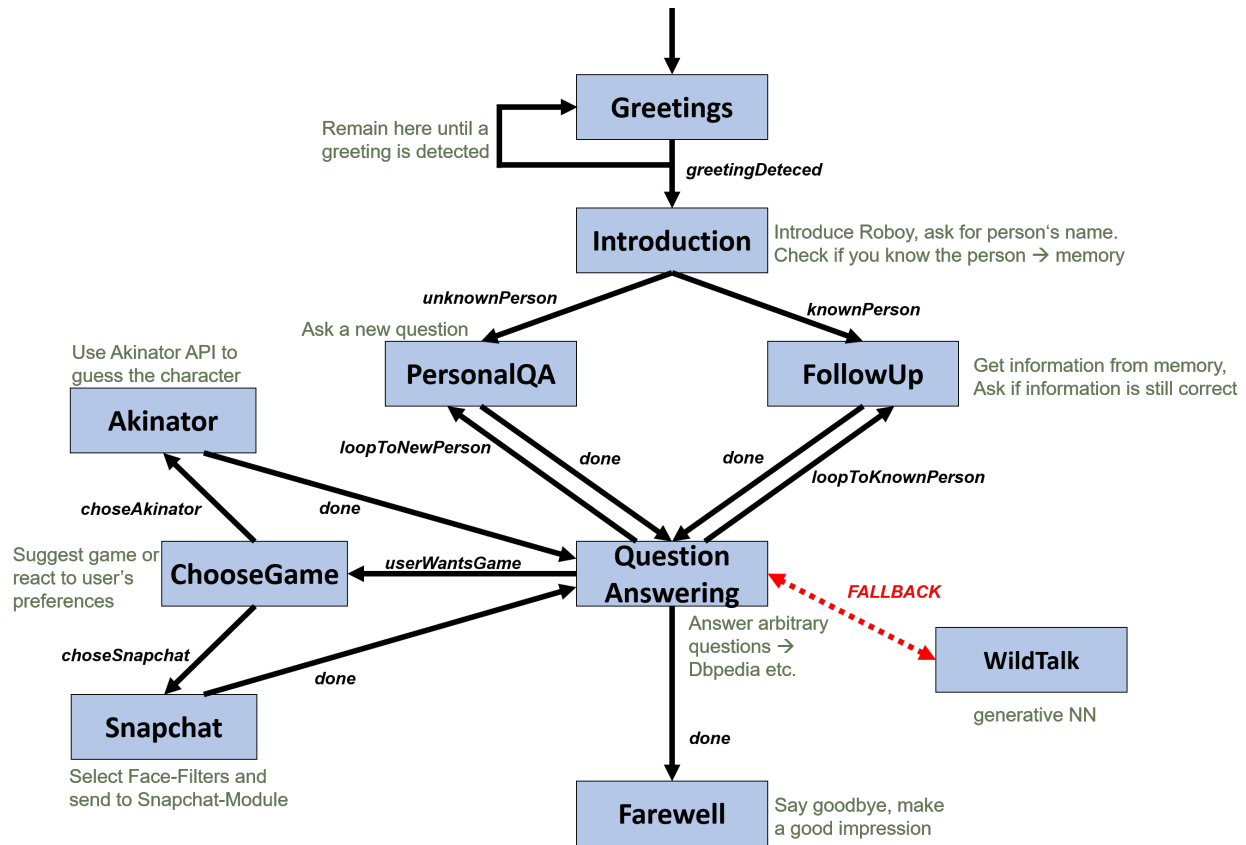
- transitions that have to be set
- parameters that has to be provided
- whether a fallback is required for this state

After the personality file was loaded and the state machine was initialized, the dialog system will check if all states have everything they define in the state interface.

For every state, its interface is implemented by overriding three functions: `getRequiredTransitionNames()`, `isFallbackRequired()` and `getRequiredParameterNames()`. Note, that you don't have to override those functions if your state has no specific requirements.

### Current standard Personality

Current standard personality is used to interact with a single person. After Roboy hears a greeting and learns the name of the person, he will ask a few personal questions and answer some general questions about himself or the environment. He will also occasionally suggest to play a game.



## Overview over Implemented States

**PassiveGreetingsState:** Roboy is listening until a greeting or his name is detected (passive state to start a conversation).

**IntroductionState:** Roboy asks the interlocutor for his name, decides if the person is known and takes one of two transitions: knownPerson or newPerson.

**PIAState** (PersonalInformationAskingState): Roboy asks one of the personal questions (like ‘Where do you live?’) and updates facts in Memory.

**FUASState** (FollowUpAskingState): Roboy asks if the known facts are still up to date (like ‘Do you still live in XY?’). This state is only entered if there are some known facts about the active interlocutor.

**QuestionAnsweringState:** Roboy answers questions about itself or some general questions. Answers are provided by the parser (from sources like DBpedia) or the Memory.

**WildTalkState:** This fallback state will query the deep learning generative model over ROS to create a reply for any situation.

**ChooseGameState:** Roboy suggests a game by random choice or let the interlocutor select one.

**GamingTwentyQuestionsState:** Roboy plays tries to guess a character the interlocutor is thinking of by asking yes-no-questions.

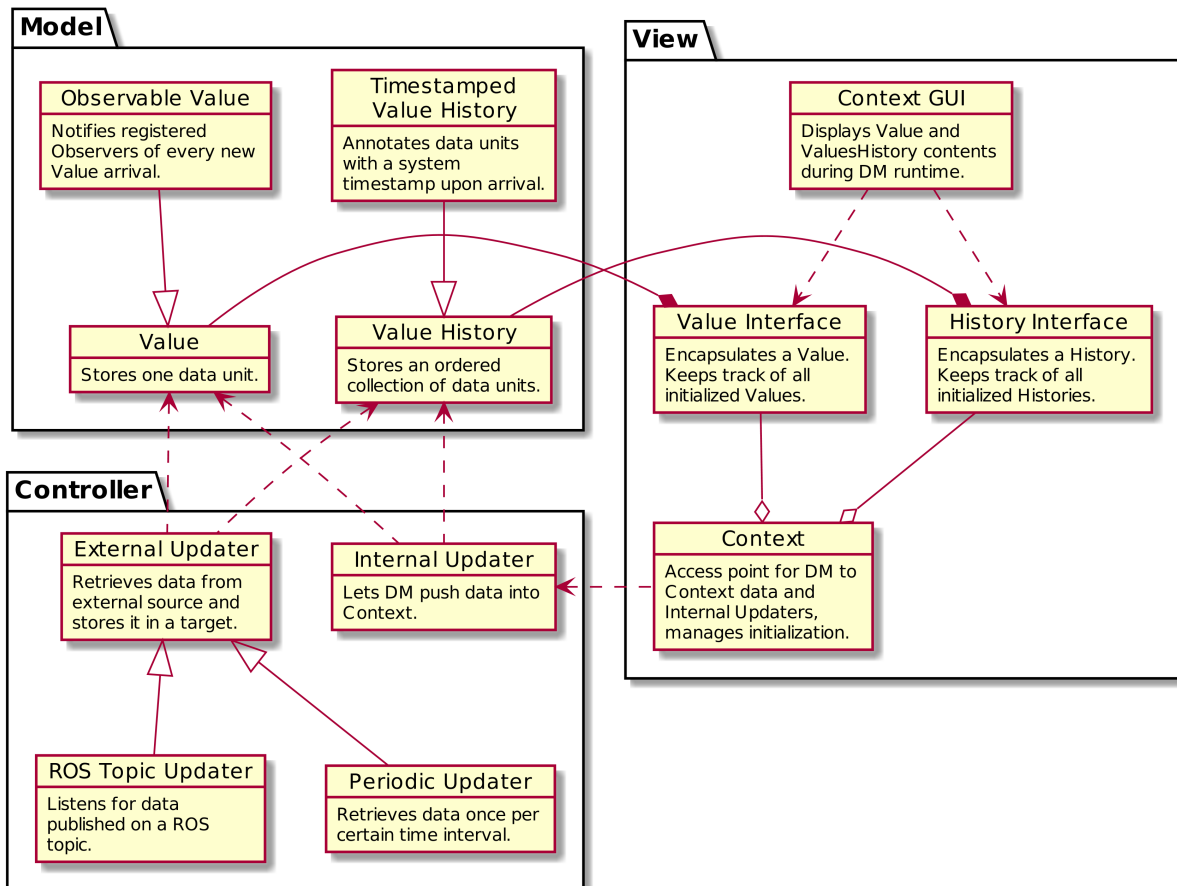
**GamingSnapchatState:** Roboy suggests or the person can choose Snapchat-Filters which will then be sent over ROS to the snapchat-module.

**FarewellState:** Roboy ends the conversation after a few statements.

### 3.7.3 Context

The goal of `robpy.context.Context` is to collect information about Roboy's or a conversation's environment and state. It is a per-dialogue structure and will only store contemporary information which will be lost when the conversation. If the Dialog System encounters information about this *Conversations* context, for example where this happens, a *Personality* might store this information here. Also external services may provide contextual information through the *Context*. This information can be used by the dialog manager and also to react upon situations that match certain conditions, such as turning the head of the Roboy when the Interlocutor moves or the last time a message from a user was received in a social-media setting.

#### Architecture



The Context supports storing data as a `Value` or `ValueHistory`. A `Value` only stores the latest data object that was pushed to it. A `ValueHistory` stores every value it receives and assigns each a unique key, thus the values can be ordered by their adding time. These may be accessed through `Value Interface` and `History Interface` implementations and may be changed through `Updater` implementations. For more information see [Using the Context](#).

### 3.7.4 Inference engine

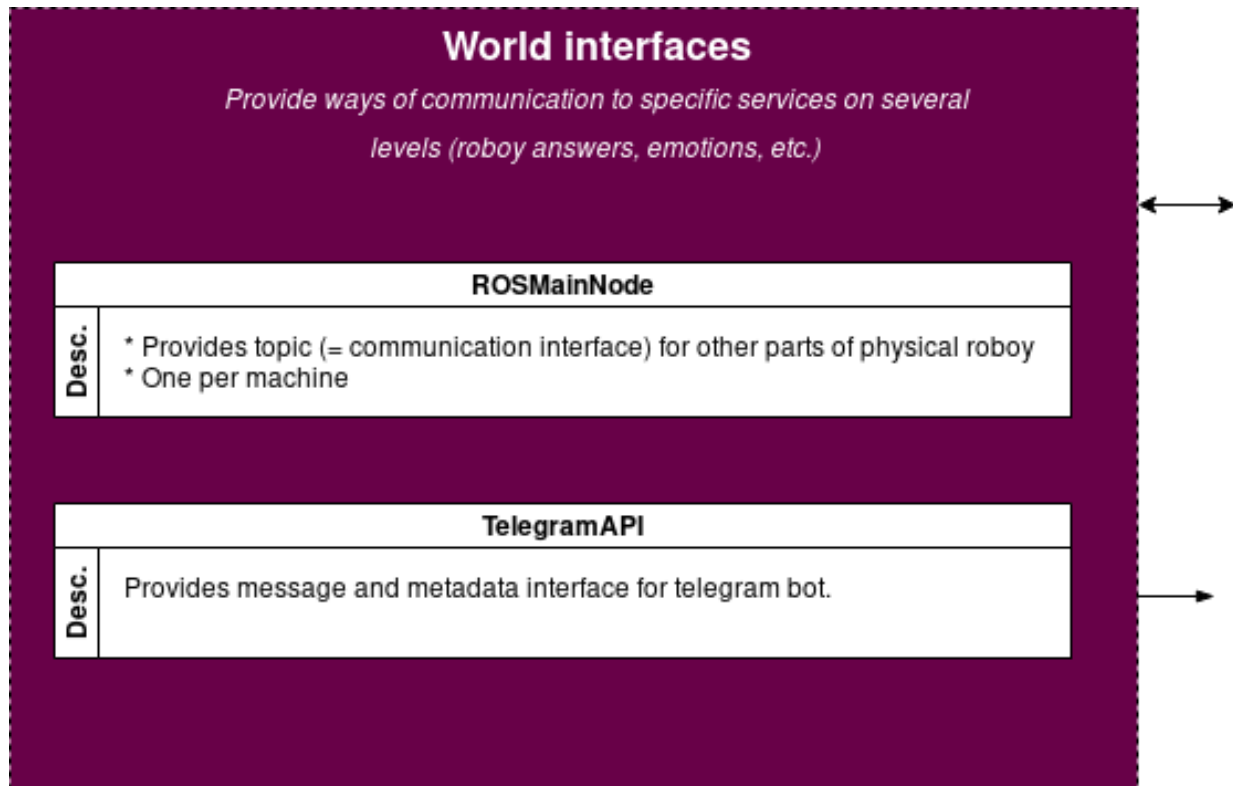
#### EXPERIMENTAL FUNCTIONALITY



The Inference Engine is one of the main future components of Roboy Dialog System. Its main task is to process the data obtained from various analyzers and parsers to successfully infer the expected set of actions and retrieve the meaningful bits of information as well as ground the references from available ontologies and external sources.

## 3.8 World Interfaces

A world interace is any external service, device, etc. that enables the Dialog System to interact with the world outside of the dialog system. Interaction with a *World Interface* is provided to a conversation via *InputDevices* and *OutputDevices*. Some need to be initialized or controlled which would be done by the *ConversationManager*. This page is a list of currently supported *World Interfaces* and provides information on how to use them and how they work.



### 3.8.1 ROS

---

#### **Note: Robot interface**

---

The Robot Operating System (ROS) provides an interface so the dialog manager may be deployed as the brain of robey. It provides a way to communicate with the actual hardware and using its many ways of acting on and sensing the world as in- and outputs.

The memory, vision, emotion, speech, generative model and middleware communication is carried out through Ros-MainNode object which implements AbstractNodeMain (inheriting NodeListener of rosjava) and offering the control through the following important methods:

- onStart
- onShutdown

- `onShutdownComplete`
- `onError`

Currently, it also provides with the next custom methods:

- `SynthesizeSpeech`
- `RecognizeSpeech`
- `GenerateAnswer`
- `ShowEmotion`
- `DetectIntent`
- `addListener`
- `waitForLatchUnlock`

### 3.8.2 Cerevoice

---

**Note: I/O Device**

---

Choose `cerevoice` in- and output in `config.properties`.

Cerevoice is a software for speech-to-text and text-to-speech processing. An external cerevoice software instance must be provided in order for the Dialog System to use this.

### 3.8.3 UDP

---

**Note: I/O Device**

---

Choose `udp` in- and output in `config.properties`.

The dialog system may receive and send in- and output that needs no further processing through a udp port configured in `config.properties`.

### 3.8.4 Bing

---

**Note: Input Device**

---

Choose `bing` input in `config.properties`.

Bing speech-to-text processing. Requires internet connection and the `roboy_speech_recognition` ROS package.

### 3.8.5 Command line

---

**Note: I/O Device**

---

Choose `cmd` in- and output in `config.properties`.

In- and output via the command line in which the Dialog System is launched. Pure text-based in- and output.

### 3.8.6 Telegram

---

**Note:** I/O Device

---

Choose `telegram` in- and output in `config.properties`.

Use a telegram bot to interface with the world. See [Configuring a telegram bot](#) for more information.

**If the dialog system has been configured to use telegram as input world interface, the command line switches into control mode**

- [Deprecated] `CypherMemoryQuery`
- [Deprecated] `DeleteMemoryQuery`
- [Deprecated] `GetMemoryQuery`
- [Deprecated] `UpdateMemoryQuery`
- [Deprecated] `CreateMemoryQuery`

## 3.9 Documentation Guidelines

If you want to extend this documentation, this page provides help on choosing where to extend it.

### 3.9.1 User manual

---

**Note:** The user manual section is the place where everything a **user** of dialog system needs to read.

---

All information necessary for someone deploying the dialog system in order to have a humanlike interaction service goes here. This incorporates information or references to them on how to install (especially this information should be in the respective README and just be referenced in this documentation), configure and run the dialog system. Additionally this section includes short explanations and references to development-specific stuff typical users might need like how to build a personality for their usecase.

### 3.9.2 System architecture

---

**Note:** The system architecture section is where developers go to understand the dialog system.

---

This section includes conceptual information about the dialog system while mentioning code where it fits in order to prepare the reader to explore the code while understanding the dialog system.

### 3.9.3 Developer manual

---

**Note:** The developer manual section is where developers go in order to learn about or look up specific implementation details while developing.

---

This section contains implementation specific details that need additional explanation and general information about the project structure (where to find what, etc.). If extending the dialog system in a specific place requires multiple steps all over the dialog system, please add a tutorial for this. (For example `roboy.io.InputDevice` and `roboy.io.OutputDevice`)

## 3.10 Development tutorials

This page is a collection of useful tutorials if you want to develop or enhance parts of the Dialog System.

### 3.10.1 Changing the dialog systems behaviour during a conversation

#### Adding a New State

Roboy often visits different events and you might want him to say something specific, for example mention a company or a sponsor. One way to do this would be to modify an existing state. However, these changes are often discarded as you still want to have the old behaviour. There is a better way: create a new custom state specifically for your needs.

In this tutorial you will learn how to design and implement a new state. To keep everything simple, the state will just ask a yes-no question and listen to the answer. Based on the answer, you will pick one of two replies and choose one of two transitions.

#### Do you know math?

Let's start! We are going to add a state that tests whether the interlocutor (person speaking to Roboy) knows some basic math. First, create a new class named `DoYouKnowMathState` that extends from `roboy.dialog.states.definitions.State`:

```
// inside DoYouKnowMathState.java

public class DoYouKnowMathState extends State {

}
```

Your IDE will notify you that three functions (`act()`, `react(...)` and `getNextState()`) have to be implemented. Let's add them:

```
// inside DoYouKnowMathState.java

@Override
public Output act() {
    return null;
}

@Override
public Output react(Interpretation input) {
```

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```

    return null;
}

@Override
public State getNextState() {
    return null;
}

```

Additionally, we need a special constructor and a new variable to store the next state for later:

```

// inside DoYouKnowMathState.java

private State next;

public DoYouKnowMathState(String stateIdentifier, StateParameters params) {
    super(stateIdentifier, params);
}

```

Now, we can write some logic and define what our new state should do. The `act()` function is always executed first. In our case, we want to ask a simple question. Replace `return null;` inside `act()` with following:

```

// inside public Output act()

return Output.say("What is 2 plus 2?");

```

The interlocutor's answer will be passed to the `react(...)` function once it is available. Inside, we should check whether the answer is correct and react based on correctness. If we also want to add emotion to our output, `setEmotion()` method can be used. This code is one of the simplest ways to do this:

```

// inside public Output react(Interpretation input)

// get tokens (= single words of the input)
List<String> tokens = input.getTokens();

// check if the answer is correct (simplest version)
if (tokens != null && ((List) tokens).size() > 0 && tokens.get(0).equals("four")) {
    // answer correct
    next = getTransition("personKnowsMath");
    return Output.say("You are good at math!").setEmotion(RoboyEmotion.HAPPINESS);
} else {
    // answer incorrect
    next = getTransition("personDoesNotKnowMath");
    return Output.say("Well, 2 plus 2 is 4!").setEmotion(RoboyEmotion.SADNESS);
}

```

Note a few things here:

- to keep this tutorial simple, we only check whether the first word of the reply equals “four”
- based on reply correctness, we get the next state using `getTransition(<transitionName>)` save it for later
- similarly to `act()`, we define the output with `return Output.say(<stringToSay>);`

Finally, we can implement the last required function `getNextState()` that defines the next state to enter. Inside, we just return the next state that we defined inside `react(...)`:

```
// inside public State getNextState()

return next;
```

That's it, you have just created your first state! Here is how the class should look like:

```
// inside DoYouKnowMathState.java

package roboy.dialog.tutorials.tutorialStates;

import roboy.dialog.states.definitions.State;
import roboy.dialog.states.definitions.StateParameters;
import roboy.emotions.RoboyEmotion;
import roboy.linguistics.sentenceanalysis.Interpretation;

public class DoYouKnowMathState extends State {

    private State next;

    public DoYouKnowMathState(String stateIdentifier, StateParameters params) {
        super(stateIdentifier, params);
    }

    @Override
    public Output act() {
        return Output.say("What is 2 plus 2?");
    }

    @Override
    public Output react(Interpretation input) {

        // get tokens (= single words of the input)
        List<String> tokens = input.getTokens();

        // check if the answer is correct (simplest version)
        if (tokens != null && ((List) tokens).size() > 0 && tokens.get(0).equals("four
↪")) {
            // answer correct
            next = getTransition("personKnowsMath");
            return Output.say("You are good at math!").setEmotion(RoboyEmotion.
↪HAPPINESS);
        } else {
            // answer incorrect
            next = getTransition("personDoesNotKnowMath");
            return Output.say("Well, 2 plus 2 is 4!").setEmotion(RoboyEmotion.
↪SADNESS);
        }
    }

    @Override
    public State getNextState() {
        return next;
    }
}
```

The newest version of the complete code can be found in `roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState`. Read the *Creating a New Personality* tutorial to learn how to connect your new state with

others.

## Example output

When using the new state, you could encounter the conversation:

```
[Roboy]: What is 2 plus 2?
[You]:   four
[Roboy]: You are good at math!
```

Or, if you provide a wrong answer:

```
[Roboy]: What is 2 plus 2?
[You]:   one
[Roboy]: Well, 2 plus 2 is 4!
```

To learn more details about states and personalities, refer to *Personality and states*. There, you will find details about state fallbacks, parameters and interfaces, as well as more information about different personalities and more output options.

## Creating a New Personality

Roboy's Dialog System can be used in different environments and situations like fairs, conferences, demos or as a chatbot on social networks. For every given situation, Roboy's behaviour should be different. We use personalities to define Roboy's way of talking.

In this tutorial you will learn how to create a new personality. Make sure that you know the basic functionality of states. If you are not familiar with them, read the *Adding a New State* tutorial. General information about personalities can be found on *Personality and states*.

Personalities are defined inside JSON personality files. Each file represents a state machine and defines:

- initial state: state in which Roboy starts the conversation
- transitions: connections between the states and the dialog flow
- fallbacks: backup if a state fails to react to unexpected input

## State definition

Every state inside the personality file is defined by a JSON object. Here is an example:

```
{
  "identifier": "MathTest",
  "implementation" : "robey.dialog.tutorials.tutorialStates.DoYouKnowMathState",
  "transitions" : {
    "personKnowsMath" : "Farewell",
    "personDoesNotKnowMath" : "Farewell"
  },
  "comment": "A state that will test your math knowledge."
}
```

We have just defined a state that is called `MathTest`. Every state must have a unique identifier.

The `implementation` property defines which Java class should be used for this state when the Dialog System is running. When the Dialog System loads a personality file, it creates a Java object of the right class for *every* state defined in the file.

It is important to provide the complete class name (including the package) so that the Dialog System can find the right class and instantiate an object of it when loading the file. Special care is needed when doing refactoring. Make sure to change the personality file when you rename a state or move it to a different package!

Next, we have `transitions`. Here we define the connections between states. You should define all transitions that could be taken by the state implementation. For the `DoYouKnowMathState` we have two of them: `personKnowsMath` and `personDoesNotKnowMath` (look for `getTransition(<transitionName>)` inside the Java code). In the JSON file, the key is the transition name (e.g. `personKnowsMath`) and the value (here `Farewell`) is the identifier of another state in the *same* personality file (do not confuse with Java class names). We will take a look at the definition of the `Farewell` state a bit later.

The `comment` property is optional and will be ignored completely by the Dialog System. It just gives you an option to note some details about the state. There are two additional properties that you can (and sometimes have to) define: `parameters` and `fallback`. We will discuss them later as well.

Now, let's define the `Farewell` state. We will use one of the pre-implemented toy states. The definition looks like this:

```
{
  "identifier": "Farewell",
  "implementation" : "robey.dialog.tutorials.tutorialStates.ToyFarewellState",
  "transitions" : {},
  "comment": "Last state: Tells goodbye, ignores reply, ends the conversation."
}
```

Nothing new here, except that we have no outgoing transitions for this state. This is because the `ToyFarewellState` always ends the conversation and will never take any transition.

### Complete personality file

With two states defined, we can now take a look at the complete personality file. All state definitions are stored in the `states` array. Additionally, we define the `initialState` and pass the identifier `MathTest` of our `DoYouKnowMathState`. The complete file looks like this:

```
{
  "comment": "A simple personality that only contains two states (used in tutorial).",
  "initialState": "MathTest",
  "states": [
    {
      "identifier": "MathTest",
      "implementation" : "robey.dialog.tutorials.tutorialStates.DoYouKnowMathState",
      "transitions" : {
        "personKnowsMath" : "Farewell",
        "personDoesNotKnowMath" : "Farewell"
      },
      "comment": "A state that will test your math knowledge."
    },
    {
      "identifier": "Farewell",
      "implementation" : "robey.dialog.tutorials.tutorialStates.ToyFarewellState",
      "transitions" : {},
      "comment": "Last state: Tells goodbye, ignores reply, ends the conversation."
    }
  ]
}
```

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```

    ]
}

```

This file is stored under `resources/personalityFiles/tutorial/MathTest.json`. You can try running this personality by setting the path (`PERSONALITY_FILE`) in the config file (`config.properties`).

When you create a new personality file you might forget to define important transitions. To find errors faster, you can define the state interface (required transitions, parameters and fallback) for every state when you implement it. While loading the personality file, the Dialog System will check whether the state has everything it needs and warn you if something is missing. Read more about state interfaces on [Personality and states](#).

## Fallbacks and parameters

There are two additional properties that you can add to a state definition: `parameters` and `fallback`. Take a look at an example:

```

{
  "identifier": "Intro",
  "implementation": "roboy.dialog.tutorials.tutorialStates.ToyIntroState",
  "transitions": {
    "next": "Farewell"
  },
  "fallback": "RandomAnswer"
  "parameters" : {
    "introductionSentence" : "My name is Roboy!"
  }
}

```

Let's take a look at both properties. Here we define `RandomAnswer` (which is an identifier of another state in the same personality file) as the fallback for the state with identifier `Intro`. This means that if `Intro` cannot react to an input, the `RandomAnswer` will be asked instead. The property `parameters` allows you to pass parameters to the state. Each parameter has a name (here `introductionSentence`) and a string value. The state implementation can access the value by the name. Parameters are very useful to pass resource file paths to states. Read more about fallbacks and parameters on [Personality and states](#).

## Larger personality

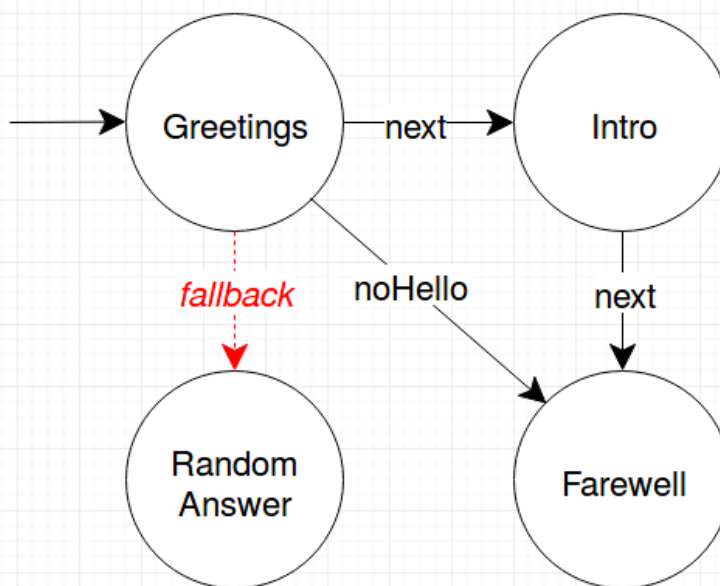
It is not easy to create interesting conversations using only two states (assuming relatively simple states of course). Usually, you will use at least five different states in one conversation. To get some experience in writing personality files, let's create a file that uses four states. Don't worry, you don't have to implement the states here. We will use four already pre-implemented toy states that can be found in the `roboy.dialog.tutorials.tutorialStates` package. The final personality should look like this:

As you can see, we have four states that are connected to each other. The names of the transitions are denoted on the arrows. Now, try to write a personality file to represent this personality. Following these steps might be helpful:

- read the JavaDoc of every state you will use (`ToyGreetingsState`, `ToyIntroState`, `ToyFarewellState` and `ToyRandomAnswerState`)
- create a new personality file (you might copy `MathTest.json` to have an easier start)
- create four state definitions with different identifiers (`Greetings`, `Intro`, `Farewell` and `RandomAnswer`)
- define the initial state of your personality (`Greetings`)
- define the transitions between the states (note that fallback is not a transition)

**Greetings:** Say "Hello"; If the reply was a greeting, go to "**next**" state. Otherwise, give no answer (trigger fallback), go to "**noHello**" state.

**Intro:** Say "My name is Roboy"; Ignore the reply and go to "**next**" state in any case.



**RandomAnswer:** This state never becomes active and is only used as the fallback. Always reacts with "Roboy is awesome".

**Farewell:** Say "goodbye" wait for answer and end the conversation.

- define the fallback for the `Greetings` state
- define required parameters for the `Intro` state (read JavaDoc of `ToyIntroState` for details)
- save the file in the `resources/peronalityFiles` folder
- edit the `config.properties` file and change `PERSONALITY_FILE` to your path
- try running the Dialog System

If anything goes wrong, you can always take a look at the solution saved in `resources/peronalityFiles/tutorial/ToyStateMachine.json`. Happy personalizing!

### Why do we need this complexity?

You might be wondering why such a complex system with all those JSON files is needed. It would be much simpler to define all the states and transitions directly from code, right? Defining everything from code would indeed simplify the refactoring. However, definitions inside personality files have some essential advantages. First, you don't have to recompile the project just to change a personality. Second, in the future, we plan to implement a graphical editor for personalities and therefore need a file format to store the personalities. Using the editor, you will be able to create your own personality with drag & drop and don't have to worry about writing the personality files manually anymore.

While the editor is not implemented yet, we still have good news for you. You *can* define personalities directly from code and don't have to worry about creating a personality file (and updating it while refactoring). This feature is especially useful when writing unit tests for single states or smaller state machines. This tutorial does not cover creating personalities from code but there are good examples in the `roboy.dialog.tutorials.StateMachineExamples` class. Take a look at it if you need to define personalities from code.

### Adding New Questions to the State

There exists a list of questions, we may want Roboy to ask in order to acquire new information about people and the environment. It is stored in the `resources` directory under `sentences/QAList.json` and follows the next JSON structure as given:

```

“FRIEND_OF”: {
  “Q”: [ “Who is your best friend?”, “Have I met any of your friends?”, “Do you have a
        friend whom I have met?”, “Maybe I know some friends of yours. Would you name
        one?”
  ], “A”: {
    “SUCCESS”: [ “Oh, I believe I have met %s they’re nice.”
  ], “FAILURE”: [
    “I don’t think I know them.”
  ]
}, “FUP”: {
  “Q”: [ “Have you made any new friends, %s?”
  ], “A”: [
    “Oh, I have met %s they’re nice.”
  ]
}

```

```
}
```

Here, we have a set of questions about friends (“FRIEND\_OF” intent), so Roboy can learn about friends of the person he is talking to. “SUCCESS” and “FAILURE” are the answers, Roboy will say if the information input was processed successfully or not, respectively. Follow up questions (“FUP”) are the ones that are used to update the information in the future if the questions (“Q”) were already asked.

We can add a new entry there with a new intent. Let it be “LIKE”:

```
“LIKE”: {  
  “Q”: [ “What do you like?”  
], “A”: {  
  “SUCCESS”: [ “Me too. I really like %s!”  
], “FAILURE”: [  
    “Well, I do not know what to think about this”  
  ]  
}, “FUP”: {  
  “Q”: [ “Do you still like, %s?”  
], “A”: [  
    “Maybe, I should consider liking this stuff”  
  ]  
}  
}
```

Then we have to add a new entry into our local ontology - Neo4jRelationships:

```
public enum Neo4jRelationships {  
  ...  
  LIKE("LIKE");  
  ...  
}
```

Go back to your state and inside the act() method implement the following logic:

```
Interlocutor person = getContext().ACTIVE_INTERLOCUTOR.getValue();  
  
RandomList<String> questions = qaValues.getQuestions(Neo4jRelationships.LIKE);  
String question = questions.getRandomElement();  
return State.Output.say(question);
```

Now, we can ask these newly added questions and later process the answers in the react() method.

## Querying the Memory from the Dialog System

Indeed, the newly created state may be the pinnacle of State Machines practice, but it does not yet exploit all of the Roboy Dialog System capabilities, such as the graph database Roboy Memory Module which allows to store and recall information about the environment. For instance, you may want to check whether you belong to the circle of Roboy’s friends.

Every state is bundled with the memory reference inside its parameters, to call the memory you have to access it the following way:

```
Neo4jMemoryInterface memory = getParameters().getMemory();
```

Then you may want to call one of the most used methods, namely, `getById` - which will query the Neo4j database and get the description of the node with the same (unique) ID in JSON format. Roboy's ID is 26.:

```
String requestedObject = getMemory().getById(26);
MemoryNodeModel roboy = gson.fromJson(requestedObject, MemoryNodeModel.class);
```

The `MemoryNodeModel` class is the general class which is a model for the nodes stored in Neo4j. It has a label, an ID, parameters and relationships with other nodes denoted by IDs. As soon as we have the Roboy node we can get his friends' IDs like this:

```
ArrayList<Integer> ids = roboy.getRelationships(Neo4jRelationships.FRIEND_OF);
```

Then we can proceed with checking Roboy's friends as follows:

```
RandomList<MemoryNodeModel> roboyFriends = new RandomList<>();

if (ids != null && !ids.isEmpty()) {
    try {
        Gson gson = new Gson();
        for (Integer id : ids) {
            String requestedObject = getParameters().getMemory().getById(id);
            roboyFriends.add(gson.fromJson(requestedObject, MemoryNodeModel.class));
        }
    } catch (InterruptedException | IOException e) {
        logger.error("Error on Memory data retrieval: " + e.getMessage());
    }
}
```

Let's check if we are friends with him:

```
if (!roboyFriends.isEmpty()) {
    for (MemoryNodeModel friend : roboyFriends) {
        if (friend.getProperties().get("name").toString() == myName) {
            success = true;
            break;
        }
    }
}
```

However, there exists a special Roboy node class initialized in a specific way like this:

```
Roboy roboy = new Roboy(memory);
```

It will retrieve and fill all the data for Roboy from the memory.

Furthermore, we wanted to make it less of miserable routine thus there is a helper function in the State superclass, which makes your life much easier:

```
RandomList<MemoryNodeModel> nodes = retrieveNodesFromMemoryByIds(roboy.
    ↳getRelationships(Neo4jRelationships.FRIEND_OF));

if (!nodes.isEmpty()) {
    for (MemoryNodeModel node : nodes) {
```

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```

        if (node.getProperties().get("name").toString() == myName) {
            success = true;
            break;
        }
    }
}

```

## Creating a Value History / Storing and Updating Values in the Context

See *Using the Context*

## Extending the Lexicon and the Grammar

This tutorial explains how to create or change grammar and lexicon used in the semantic parser.

To create your own custom lexicon, you need to create a new file or copy an existing lexicon and add lexemes in the following format:

```
{lexeme:"LEXEME", formula:"FORMULA", type:"TYPE"}
```

where:

- lexeme - is a natural language utterance, e.g., name
- formula - is a semantic representation of the lexeme, e.g., rb:HAS\_NAME
- type - is a lexeme type, e.g., NamedEntity, fb:type.any

Additionally, you can also add features in JSON format for map:

```
{lexeme:"name", formula:"rb:HAS_NAME", type:"DataProperty", features:"{feature1:0.5, ↵
↵feature2:0.3}"}
```

To create your own custom grammar, you need to create a new file or copy existing grammar and add rules in the following format:

```
(rule [Category] ([Expression]) ([Function]))
```

where:

- Category - is a category of rule, for root derivation use \$ROOT
- Expression - is a format of text accepted by the rule expressed in your custom categories or names, e.g., \$PHRASE, \$TOKEN, \$Expr
- Function - semantic function that should be applied to specified pattern, e.g., IdentityFn

Example rules:

```
(rule $ROOT ((what optional) (is optional) $Expr (? optional)) (IdentityFn))
(rule $Expr ($Expr $Conversion) (JoinFn backward))
```

For in-depth tutorial on expression and function types, refer to original SEMPRES [tutorial](#) or [documentation](#)

To use created files, you need to set the correct parameter in `pom.xml` file. For grammar:

```
-Grammar.inPaths
```

For lexicon:

```
-SimpleLexicon.inPaths
```

## Scoring Functions and Knowledge Retrieval

Currently, our semantic parser uses error retrieval mechanism that can be modified in the following steps:

1. Move to package:

```
edu.stanford.nlp.sempre.robey.score
```

2. Implement `edu.stanford.nlp.sempre.robey.score.ScoringFunction` class with score method.
3. Add scoring function in constructor of `edu.stanford.nlp.sempre.robey.ErrorRetrieval` class.

1. Move to package:

```
edu.stanford.nlp.sempre.robey.error
```

2. Implement `edu.stanford.nlp.sempre.robey.error.KnowledgeRetriever` class with analyze method.
3. Add knowledge retriever in constructor of `edu.stanford.nlp.sempre.robey.ErrorRetrieval` class.

## 3.10.2 Using the Context

### How to add Values?

Here we describe how a new Value can be created and added to the Context. Sample implementations can be found inside `robey.context.contextObjects` package.

1. Consider what type of data will be stored in the Value. For this example, we chose `String`.
2. In the `contextObjects` directory, create a new class which inherits from the Value class. The final signature should look similar to: `public class SampleValue extends Value<String>` (replacing `String` with your type).
3. Make the value available for the Dialog System by defining a `ValueInterface` in the `Context.java` class, among other class variables. A `ValueInterface` takes two type parameters: the Value class created in step 2, and its data type (in our case, `String`). Example: 

```
public final ValueInterface<SampleValue, String> SAMPLE_VALUE = new ValueInterface<>(new SampleValue());
```
4. Congratulations, you can now query the new Value object! ...but it does not receive any values yet. To change this, see “How to add Updaters?” below.

### How to add ValueHistories?

`ValueHistories` extend the functionality of `Values` by storing all data objects sent to them. Over the `getNLastValues(int n)` method, a map with several most recent data objects can be retrieved, including their ordering. The `contains(V value)` method checks whether an object is currently found in the history - note that `ValueHistories` have size limits, therefore oldest values disappear from the history when new ones are added.

Adding a `ValueHistory` is very much alike to adding a `Value`, just make sure to:

1. extend `ValueHistory<>` instead of `Value<>`. If the history should keep more than the default 50 values, override the `getMaxLimit()` method to return your desired limit value.
2. in `Context.java`, create a `HistoryInterface` instead of `ValueInterface`.

## How to add Updaters?

New values can only flow into the `Context` over an `Updater` instance. Internal Updaters can be used by the dialog manager to actively add new values. External Updaters run in separate threads and query or listen for new values, for example over a ROS connection.

Updaters only add a single new data unit, relying on the `AbstractValue.updateValue()` method. Thanks to the inheritance chain, you can use an arbitrary `Value` or `ValueHistory` implementation as the target of an updater.

Currently, there are two implementations of an External Updater: `PeriodicUpdater` and `ROSTopicUpdater`.

`PeriodicUpdater` calls an updating method after a certain time interval has passed. To use the periodic updating functionality:

1. Create a class extending `PeriodicUpdater` and implement its `update()` method. It should retrieve the values and finally add them over the `target.updateValue(value)` method call.
2. A constructor is required for the class. Simply match the `PeriodicUpdater` constructor and call `super(target)` within - or use the two-parameter constructor to change the update frequency (by default 1 second).

`ROSTopicUpdater` subscribes itself to a ROS Topic and reacts to messages coming from the topic. To use:

1. Create a class extending `ROSTopicUpdater` and define the `getTargetSubscriber()` method, which will point the updater towards its target ROS topic. The options for the subscriber can be found in the `RosSubscribers.java` class.
2. Implement the `update()` method of the new class. This method will be called whenever a new message is stored in the internal message variable, so it might be enough to just call `target.updateValue(message)`. If the data needs to be extracted from the message first, do it in the `update()` before calling `target.updateValue`.

All External Updaters need to be initialized in the `Context.java` class. To do this:

1. Define the External Updater a private class variable to the `Context.java` class (look for the external updater definition section).
4. If the Updater depends on ROS, add its initialization into the `Context.initializeROS(RosMainNode ros)` method, otherwise add it to the private constructor `Context()`. As the parameter, use the inner value or valueHistory variable from a `ValueInterface` or a `HistoryInterface`.
1. Create a class extending `InternalUpdater<targetClass, valueType>`. The class and data type of the target `Value` or `ValueHistory` are the generic parameters for the updater.
2. A constructor is required for the class. Simply match the `InternalUpdater` constructor and call `super(target)` within. An example is in the `DialogTopicsUpdater` class.
4. Define the Internal Updater in the `Context.java` class. Initialize the updater within the private `Context()` constructor. For example:

```
public final SampleUpdater SAMPLE_UPDATER; // Define as class variable
SAMPLE_UPDATER = new SampleUpdater(DIALOG_TOPICS.valueHistory); // Initialize
in the constructor
```



### 3.10.3 Adding generic Input- or OutputDevice

In order to add new `roboy.io.InputDevice` and `roboy.io.OutputDevice` classes, changes in multiple locations are necessary.

1. Implement your `InputDevice` or `OutputDevice` implementation using `class [YOUR CLASSNAME] extends InputDevice` (or `OutputDevice`, if you're doing output).
2. If your device needs additional cleaning in order to be destroyed properly, additionally use `implements CleanUp` and implement the `cleanup()` method.
3. Add your devices to `roboy.util.io` in `getInputs()` and `getOutputs()`, so the dialog system may use them if they're chosen in the configuration.
4. Add a (commented) input/output configuration to `config.properties`. (See [Adding new entries to config.properties](#) how to do this)

### 3.10.4 Social Media Integration

#### A new InputDevice for a social media

First create a new class in `roboy.io` folder, namely `MySocialMediaInput` that implements from `roboy.io.InputDevice`.

```
// inside MySocialMediaInput.java

public class MySocialMediaInput implements InputDevice {

}
```

One function namely “`listen()`” must be implemented. This function is called by a thread and should return a new `Input` or keep the thread waiting if there isn't any new `Input` available. Since we want our social media input to support timeout because people often just do not answer on social media, we will implement `listen(long timeout)` and the call this one in `listen()`.

```
@Override
public Input listen() throws InterruptedException, IOException {
    return listen(0);
}

@Override
public Input listen(long timeout) throws InterruptedException, IOException {
    return null;
}
```

Since you will have an `InputDevice` for each user then you need at least a unique identifier for each user right? So each of this unique identifiers should mapped to an `InputDevice`. And since a generic social media input device is structured in a way that a single entry point is necessary, you need a central point to find all our inputdevices. Therefore, create a static hashmap for it as follows.

```
private static final HashMap<String, MySocialMediaInput> inputDevices = new HashMap<>
    < >();
```

---

**Note:** In further steps unique identifier mentioned as `uuid`

---

Add a constructor that receives the uuid as parameter

```
// inside MySocialMediaInput.java

public MySocialMediaInput (String uuid) {

    //constructor

    synchronized(inputDevices) {
        inputDevices.put (uuid, this)
    }
}
```

At this point, we received the uuid and have a hashmap of each MySocialMediaInput. What else we need to implement?: - Return messages as roboy.io.Input in the listen(long timeout) method - Receive the messages

---

**Note:** The order is actually reversed for the sake of tutorial of course you need to receive messages before you return them.

---

Let's continue with first one. To return a message we need a message so create a String for it right below the HashMap.

```
private volatile String message;
```

We need to initialize it in constructor. Add the following into the beginning of constructor.

```
// inside public MySocialMediaInput (String uuid)

this.message = "";
```

Now, we'll write the message processing logic.

```
// inside MySocialMediaInput.java

public Input listen(long timeout) throws InterruptedException, IOException {
    Input newInput;
    synchronized(this) {
        while(message.equals("")) {
            try{
                this.wait(timeout);
            }
            catch(InterruptedException e){
                if(message == null || message.equals("")) {
                    throw e;
                }
            }
        }
        newInput = new Input (message);
        message = "";
    }
    return newInput;
}
```

To finish the listen method we also need to properly handle what happens if we did not receive a new message before the timeout. In that case we need to find the uuid associated with this input and then stop the Conversation for it. The complete listen(long timeout) now looks like this:

```

public Input listen(long timeout) throws InterruptedException, IOException {
    Input newInput;
    synchronized (this) {
        while(message.equals("")){
            try {
                this.wait(timeout);
            } catch (InterruptedException e) {
                if(message == null || message.equals("")){
                    throw e;
                }
            }
            if(message == null || message.equals("")){//timeout triggered
                String uuid = "";
                for(String id : inputDevices.keySet()) if(inputDevices.get(id) ==
↪this) uuid = id;

                logger.info("Conversation for " + uuid + "timed out!");
                ConversationManager.stopConversation(uuid, true);
            }
            newInput = new Input(message);
            message = ""; //consume message
        }
        return newInput;
    }
}

```

Nice, now only thing to worry about is how to receive the message.

**Note:** There is no `SocialMediaHandler` as template. You should have a handler or any logic that receive the messages from your social media. Then you need to call this function after applied your logic (e.g. wait for a certain time to answer.)

Create a static `onUpdate(Pair<String, String>)` function that will be called from your `SocialMediaHandler` class with pair parameter that consists of the uuid and the message.

```

public static void onUpdate(Pair<String, String> update){
    //get the uuid

    //get the inputdevice

    //assign the message to the input device
}

```

To create the uuid that we discussed before, get the unique identifier from the `update`. And add a social media name as prefix.

```

//get the uuid

String id = update.getKey();
String uuid = "MySocialMedia-" + id;

```

**Note:** Why we add a prefix? Because it is possible if there is a same identifier from another social media.

Now we need to get the input device there is an existing one with the uuid.

```
//get the inputdevice

MySocialMediaInput input = inputDevices.get(uuid);
if (input == null){
    try{
        ConversationManager.spawnConversation(uuid);
    }catch(IOException e){
        // do your logging or other error handling stuff
        return;
    }
    input = inputDevices.get(uuid);
}
```

As you can see if there is no inputdevice with respective uuid. `ConversationManager.spawnConversation(uuid)` is used. It magically creates the inputDevice (as well as the Conversation and the magical stuff that you do not need to worry about)

Since you needed to store references to your devices in the hashmap, you need to delete them when a conversation is over so the garbage collector can delete them. Therefore the device needs cleaning. Finally, implement another interface namely `CleanUp` and override its `cleanup()` method.

```
// inside MySocialMediaInput.java

public class MySocialMediaInput implements InputDevice, CleanUp {

    ...

    @Override
    public void cleanup() {
        inputDevices.values().remove(this);
    }

}
```

Done! Congratulations, you have just created your social media input device. . But it doesn't work with only input device you also need to an output device for each conversation to send the output.

### A new OutputDevice for a social media

You have perfectly working input device for your social media. But that only for receiving messages, we also need to send messages.

Create a new class in `roboy.io` folder namely `MySocialMediaOutput` that implements from `roboy.io.OutputDevice`.

```
// inside MySocialOutput.java

public class MySocialMediaOutput implements OutputDevice {

}
```

You should override a method namely `act` and List of actions as parameter.

```
@Override
public void act(List<Action> actions){
    // handle actions
}
```

Leave the inside of the method empty for now.

As discussed before there is an `OutputDevice` for a user that is communicating with. And a unique identifier that is representing the user for each `OutputDevice`. Again just like our `InputDevice` you need a constructor and `uuid` as parameter.

```
// inside MySocialOutput.java

private String uuid;

public MySocialMediaOutput (String uuid) {
    //constructor
    this.uuid = uuid.substring(uuid.indexOf('-')+1);
}
```

Remember the `uuid` in `MySocialMediaInput` was “`MySocialMedia-`”+`id`. Here it is splitted from the original user `id` that will be using for sending message.

Finish the `act` method

```
// handle actions
for(Action a : actions) {
    if (a instanceof SpeechAction) {
        // Normal text message
        String message = ((SpeechAction) a).getText();
        /* SEND THE MESSAGE with your social media handler or directly here the way
        ↳is up to you */
    } else if (a instanceof EmotionAction) {
        String stickerID = null;
        switch(((EmotionAction) a).getState()){
            case "shy": /*use the method that sends an sticker or emoji or anything
            ↳that shows emotions, again you can use your social media handler or any other
            ↳method */
                break;
        }
    }
}
```

**Note:** In this tutorial, only shy emotion has been used, but there are several emotions you can check `roboy.emotions.RoboyEmotion.java` if you want more!

*/\* \*/* these comments are not completed you should use your way that is sending a message via social media using the user’s `id`.

Now you need to tell the dialog system how to use your new in- and output. Refer to [Adding generic Input- or OutputDevice](#) in order to tell the dialog system where to find them and how to allow users to activate them. Now rebuild your code, select your `Input/OutputDevice` in `config.properties` and run it to see the work you have achieved.

## New Memory UUID

If you create support for a new chat service, you will probably need to use `uuids` in the format “`yourservicename-[uuid]`”. These must be carefully integrated with the memory in order to avoid confusion of the inter-service interlocutor recognition.

First, check if `roboy.util.UUIdType` already contains a type for the service you are integrating. If not, add it to `roboy.util.UUIdType` in dialog and the attributes necessary for the `id` to `roboy.memory.Neo4jLabel` and `roboy.memory.Neo4jProperty` in robey memory. (note: CamelCase is not supported for these)

Second, add usage of your new UUID within *robey.dialog.ConversationManager* (the section you are looking for is marked with *//memory uuid handling*).

Now, an example:

First, we create the telegram uuid: We create a *Neo4jProperty* by extending the enum at the beginning,

```
public enum Neo4jProperty {  
[...]  
telegram_id("telegram_id"),  
[...]
```

:: we create a *Neo4jLabel* by extending that enum too, :: public enum Neo4jLabel {

```
[...] Telegram_person("Telegram_person"), [...]
```

:: then, we create the *UuidType* and the necessary conversions

```
public enum UuidType {  
TELEGRAM_UUID,  
[...]  
public boolean isValidUuid(String uuid) {  
switch (this) {  
case TELEGRAM_UUID:  
return true;  
[...]  
public Neo4jProperty toNeo4jProperty() {  
switch (this) {  
case TELEGRAM_UUID:  
return Neo4jProperty.telegram_id;  
[...]  
public Neo4jLabel toNeo4jLabel() {  
switch (this) {  
case TELEGRAM_UUID:  
return Neo4jLabel.Telegram_person;  
[...]
```

:: finally, we add our new service to *robey.dialog.ConversationManager*

```
//memory uuid handling  
[...]  
else if (uuid.startsWith("telegram-")) {  
person.addUuid(new Uuid(UuidType.TELEGRAM_UUID, uuid.substring(uuid.indexOf('-'  
↪') + 1)), name);  
[...]
```

## Telegram: Handle commands

New inline commands can be handled in *onUpdateReceived* method which is in *TelegramCommunicationHandler* class.

Find the below if code block in *onUpdateReceived*.

```
if(text.startsWith("/")){  
//command  
}
```

This block is only checking if the incoming message has a ‘/’ at the beginning of the word, just like all the commands “/start”, “/stop”, “/desired\_command”

Let's try to send a sticker after a command catch. Check if the command is "/like".

```
//command

if(text == "/like"){
    String stickerId = "CAADAgADOQAD5dCAEotbfZz0NKh2Ag"
    sendSticker(chatID, stickerID)
}
```

**Note:** Each sticker has its own unique id in Telegram.

### 3.10.5 Adding new entries to config.properties

In order to add a new configuration possibility, changes in `config.properties` and `roboy.util.ConfigManager` are necessary. This tutorial will use the boolean example of `DEMO_MODE` so it may be retraced by looking at the existing code.

1. Add a new property to `config.properties`

```
DEMO_MODE: false
```

2. Add your new value and a default initialization to the top of `roboy.util.ConfigManager`

```
public static boolean DEMO_MODE = false;
```

3. Read the new value from `config.properties` in the lower part of `roboy.util.ConfigManager`

```
DEMO_MODE = yamlConfig.getBoolean("DEMO_MODE");
```

## 3.11 Code structure overview

This page gives overview of the project to help navigating the dialog system code.

### 3.11.1 The project structure

#### dialog

Contains everything specific to the Dialog System functionalities.

#### resources/

Resources needed by the dialog system only.

#### src

**integration-test:** Contains integration tests for combined testing of several Dialog System units.

**test:** Contains unit tests for testing isolated Dialog System units.

### main

**context:** Contains the *Context* and all classes only relevant in combination with *Context*.

**dialog:** Everything necessary to conduct the concept of a dialog: Personalities, Statemachine, Conversations, etc.

**emotions:** Contains information about possible emotions.

**io:** Contains Input- and OutputDevices.

**linguistics:** Contains NLU Wrappers + help classes for them and some very simple linguistic analysis.

**logic:** Contains deduction and inference.

**memory:** Contains memory wrappers and processing classes.

**ros:** Contains ROS wrappers and interfaces.

**talk:** Contains sentence-building logic.

**util:** Contains Dialog System wide utilities.

### docs

Readthedocs documentation in reStructuredText format. The product of it's compilation is this documentation.

### submodules

The nlu and memory submodules are imported at a specific commit from other repositories. Please do not change anything but the checked out commit within the Dialog System repository. In order to change nlu/memory functionality, refer to their specific repositories.

## 3.11.2 Where to extend functionalities

Pick the corresponding interface, depending on which part of the system you want to extend. If you want to add new devices go for the input or output device interfaces. If you want to extend the linguistic analysis implement the Analyzer interface or extend the SentenceAnalyzer class. If you are happy with input, linguistics and output and just want to create more dialog, implement the Personality interface. For more advanced functionality like *world interfaces* you'd need to implement different functionalities in differnt places. Refer the project structure above and the [Development tutorials](#) for this.

Create a new ...	By implementing ...
Input Device	de.robey.io.InputDevice
NLP Analyzer	de.robey.linguistics.sentenceanalysis.Analyzer
State Machine	de.robey.dialog.personality.Personality
State	de.robey.dialog.personality.states.State
Action type	de.robey.dialog.action.Action
Output device	de.robey.io.OutputDevice

The interfaces are deliberately simple, containing only 0 - 2 methods that have to be implemented. Once you implemented your new classes include them in the personality used in `de.robey.dialog.Conversation`, or create your own personality. Some static things, especially more complicated I/O devices or input analyzers need to be added to `robey.dialog.ConversationManager` or other places. Please have a look at [Development tutorials](#).



## 3.12 Project Constraints

### 3.12.1 Technical Constraints

Table 1: Operating System Constraints

Constraint Name	Description
Ubuntu => 16.04	Default Roboy OS
Java => 1.8.0	Reasonably recent and stable Java release. Sun.audio was removed with JDK9, thus it will not compile for any newer Java versions.

Table 2: Programming Constraints

Constraint Name	Description
IntelliJ IDEA	Difficulties with importing the project to NetBeans and Eclipse
rosjava	Due to using both Java and ros
Java 1.8.0	Reasonably recent and stable Java release

## 3.13 Logging Policy

### 3.13.1 Loggers

Currently the system relies on three different logging systems. The end user may configure the level of logging in Dialog's `Config.Properties` file. Current recommendations can be found in the `README.MD` file of Dialog.

#### Dialog

Dialog uses the Log4J, which is defined by the following levels.

- OFF
- FATAL
- ERROR
- WARN
- INFO
- DEBUG
- TRACE
- ALL

#### See also:

See [Log4J Level Page](#) for more information on these levels.

#### Parser

Parser uses a custom logging utility written by [Percy Liang](#). It has further been customized to have logging levels, provided by Log4J. See the `edu/stanford/nlp/sempre/roboy/utils/logging/LogInfoToggle.java` and `edu/stanford/nlp/sempre/roboy/utils/logging/ParserLogController.java` files for more information.

- OFF
- FATAL

- ERROR
- WARN
- INFO
- DEBUG
- TRACE
- ALL

**See also:**

See [Log4J Level Page](#) for more information on these levels.

## Memory

Memory uses the default Java Logger.

- SEVERE
- WARNING
- INFO
- CONFIG
- FINE
- FINER
- FINEST

**See also:**

See official [Javadoc levels](#) page for more information on these levels.

### 3.13.2 Level Policy

Developers should use a standardized policy when it comes to defining the logging. This helps keep the log consistent.

Dialog		Memory		Parser		Description
Level	Method	Level	Method	Level	Method	
FA-TAL	lg.fatal()	SE-VERE	lg.severe()	FA-TAL	lg.fail()	Problem requiring module to shutdown immediately
ER-ROR	lg.error()	—	Use WARN-ING	ER-ROR	lg.error()	Problem that requires recommends a shutdown, but is not forcibly required
WARN	lg.warn()	WARN-ING	lg.warning()	WARN	lg.warning()	Unexpected behaviour that should be corrected, but is handlable for the program
INFO	lg.info()	INFO	lg.info()	INFO	lg.log()	Information regarding the usage of module (e.g. Config Choices, Major Modules Loaded)
—	—	CON-FIG	lg.config()	—	—	Avoid using this level
DE-BUG	lg.debug()	FINE	lg.fine()	DE-BUG	lg.dbg()	Information not directly relevant to execution of program, unless debugging. This includes tests and parsing details.

---

**Note:** Refrain from using any lower levels

---

## 3.14 API

```
template <V>
```

```
interface AbstractValue
```

Stores a single value.

On update, the value is overwritten.

Subclassed by *roboy.context.AbstractValueHistory*< K, V >, *roboy.context.ObservableValue*< V >, *roboy.context.Value*< V >

### Public Functions

```
V roboy.context.AbstractValue< V >.getValue()
```

```
void roboy.context.AbstractValue< V >.updateValue(V value)
```

```
template <K, V>
```

```
interface AbstractValueHistory
```

Maintains a map containing many values.

These values are accessible over the *getLastNValues* method, in addition to *AbstractValue* methods.

### Public Functions

```
Map<K, V> roboy.context.AbstractValueHistory< K, V >.getLastNValues(int n)
```

Return the n newest values in the history.

```
default int roboy.context.AbstractValueHistory< K, V >.getMaxLimit()
```

When value count reaches *maxLimit*, adding a new value deletes the oldest.

Override to change threshold.

```
int roboy.context.AbstractValueHistory< K, V >.getNumberOfValuesSinceStart()
```

Returns the total amount of *updateValue()* calls made on this history.

```
boolean roboy.context.AbstractValueHistory< K, V >.contains(V value)
```

Returns if object is present in this history.

```
boolean roboy.context.AbstractValueHistory< K, V >.purgeHistory()
```

Empties the current history.

```
interface Action
```

The marker interface for an action.

The interface is empty, since different output devices will require different informations in an action. The most important action is the *SpeechAction* which is used for communication.

Subclassed by *roboy.dialog.action.EmotionAction*, *roboy.dialog.action.FaceAction*, *roboy.dialog.action.SoundAction*, *roboy.dialog.action.SpeechAction*

```
class ActiveInterlocutor : public roboy::context::Value<Interlocutor>
```

The context value to hold an Interlocutor instance.

```
class ActiveInterlocutorUpdater : public roboy::context::InternalUpdater<ActiveInterlocutor, Interlocutor>
```

The interface for DM to replace the Interlocutor value held in the target *ActiveInterlocutor* instance.

## Public Functions

```
roboy.context.contextObjects.ActiveInterlocutorUpdater.ActiveInterlocutorUpdater (ActiveInterlocutorUpdater)
class
    Active state to start a conversation.
    Roboy is introducing himself autonomously
```

## Public Functions

```
roboy.dialog.states.fairShowStates.ActiveIntroState.ActiveIntroState (String stateIdentifier)
Output roboy.dialog.states.fairShowStates.ActiveIntroState.act ()
State roboy.dialog.states.fairShowStates.ActiveIntroState.getNextState ()
```

## Private Functions

```
boolean roboy.dialog.states.fairShowStates.ActiveIntroState.checkPplAround ()
```

## Private Members

```
final int roboy.dialog.states.fairShowStates.ActiveIntroState.MIN_NUMBER_PEOPLE = 1
final Logger roboy.dialog.states.fairShowStates.ActiveIntroState.logger = LogManager.getLogger (ActiveIntroState.class)
State roboy.dialog.states.fairShowStates.ActiveIntroState.nextState = this
```

## Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.ActiveIntroState.TRANSITION_PEOPLE_AROUND = "TRANSITION_PEOPLE_AROUND"
final String roboy.dialog.states.fairShowStates.ActiveIntroState.TRANSITION_LONELY_ROBOY = "TRANSITION_LONELY_ROBOY"
class Agedater
```

## Public Functions

```
HashMap<String, Integer> roboy.util.Agedater.determineAge (String datestring)
```

A helper function to determine the age based on the birthdate.

Java >= 8 specific: java.time.LocalDate, java.time.Period, java.time.ZoneId

**Return** timeSpans in form of HasMap - years:Integer, months:Integer and days:Integer

### Parameters

- datestring:

## Private Members

```
final Logger roboy.util.Agedater.LOGGER = LogManager.getLogger()
```

## interface Analyzer

All linguistic analyses implement the *Analyzer* interface.

An analyzer always takes an existing interpretation of a sentence and returns one including its own analysis results (usually an enriched version of the input interpretation).

Subclassed by *roboy.linguistics.sentenceanalysis.AnswerAnalyzer*, *roboy.linguistics.sentenceanalysis.DictionaryBasedSentenceTy*, *roboy.linguistics.sentenceanalysis.EmotionAnalyzer*, *roboy.linguistics.sentenceanalysis.IntentAnalyzer*, *roboy.linguistics.sentenceanalysis.OntologyNERAnalyzer*, *roboy.linguistics.sentenceanalysis.OpenNLPParser*, *roboy.linguistics.sentenceanalysis.OpenNLPPPOSTagger*, *roboy.linguistics.sentenceanalysis.Postprocessor*, *roboy.linguistics.sentenceanalysis.Preprocessor*, *roboy.linguistics.sentenceanalysis.ProfanityAnalyzer*, *roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer*, *roboy.linguistics.sentenceanalysis.SentenceAnalyzer*, *roboy.linguistics.sentenceanalysis.SimpleTokenizer*

## Public Functions

```
Interpretation roboy.linguistics.sentenceanalysis.Analyzer.analyze(Interpretation sent
```

## class

Checks the predicate argument structures produced by the *OpenNLPParser* analyzer and looks for possible answers to questions in them.

It creates the outputs Linguistics.OBJ\_ANSWER for situations where the answer to the question is in the object of the sentence (e.g. “Frank” in the sentence “I am Frank” to the question “Who are you?”) and Linguistics.PRED\_ANSWER if it is in the predicate or in the predicate and the object combined (e.g. “swimming” in the answer “I like swimming” to the question “What is your hobby?”).

## Public Functions

```
Interpretation roboy.linguistics.sentenceanalysis.AnswerAnalyzer.analyze(Interpretation
```

## Private Static Attributes

```
final Logger roboy.linguistics.sentenceanalysis.AnswerAnalyzer.logger = LogManager.getLogger()
```

## class AnswerAnalyzerTest

## Public Functions

```
void roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.testName()
void roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.testOccupation()
void roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.testOrigin()
void roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.testHobby()
void roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.testMovie()
```

### Private Functions

```
String roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.analyze(String sentence)
String roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.analyzePred(String sentence)
```

### Private Static Attributes

```
final SimpleTokenizer roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.tokenizer =
final OpenNLPPPOSTagger roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.pos = new O
final OpenNLPPParser roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.parser = new O
final AnswerAnalyzer roboy.linguistics.sentenceanalysis.AnswerAnalyzerTest.answer = new A

class AudioDirection : public roboy::context::ValueHistory<DirectionVector>
    Can hold the history of DirectionVectors sent from Audio.

class AudioDirectionUpdater : public roboy::context::ROSTopicUpdater<DirectionVector, AudioDirection>
    Pushes new values sent by the Audio ROS topic into the AudioDirection value history.
```

### Public Functions

```
roboy.context.contextObjects.AudioDirectionUpdater.AudioDirectionUpdater(AudioDirection)
```

### Protected Functions

```
synchronized void roboy.context.contextObjects.AudioDirectionUpdater.update()
RosSubscribers roboy.context.contextObjects.AudioDirectionUpdater.getTargetSubscriber()

class
    Using Bing to perform speech to text.
    Requires internet connection.
```

### Public Functions

```
roboy.io.BingInput.BingInput(RosMainNode node)
Input roboy.io.BingInput.listen()
```

### Private Members

```
RosMainNode roboy.io.BingInput.rosMainNode

class
    Uses Bing for text to speech.
    Requires internet connection.
```

### Public Functions

```
void robey.io.BingOutput.act(List< Action > actions)
void robey.io.BingOutput.say(String text)
class BoothSentence : public robey::context::ValueHistory<std_msgs.String>
    Holds Strings with information about the booth at a fair, sent by the node-red GUI.
class BoothSentenceUpdater : public robey::context::ROSTopicUpdater<std_msgs.String, BoothSentence>
    Pushes new values sent by the Booth Sentence ROS topic into the Booth Sentence value history.
```

### Public Functions

```
robey.context.contextObjects.BoothSentenceUpdater.BoothSentenceUpdater(BoothSentence t
```

### Protected Functions

```
synchronized void robey.context.contextObjects.BoothSentenceUpdater.update()
RosSubscribers robey.context.contextObjects.BoothSentenceUpdater.getTargetSubscriber()
class
    This state ends the conversation.
    BotBoyFarewellState interface: 1) Fallback is not required. 2) This state has no outgoing transitions. 3) No
    parameters are used.
```

### Public Functions

```
robey.dialog.states.botboy.BotBoyFarewellState.BotBoyFarewellState(String stateIdentif
Output robey.dialog.states.botboy.BotBoyFarewellState.act()
Output robey.dialog.states.botboy.BotBoyFarewellState.react(Interpretation input)
State robey.dialog.states.botboy.BotBoyFarewellState.getNextState()
boolean robey.dialog.states.botboy.BotBoyFarewellState.isFallbackRequired()
```

### Protected Functions

```
Set<String> robey.dialog.states.botboy.BotBoyFarewellState.getRequiredTransitionNames()
Set<String> robey.dialog.states.botboy.BotBoyFarewellState.getRequiredParameterNames()
```

### Private Members

```
State robey.dialog.states.botboy.BotBoyFarewellState.next = null
int robey.dialog.states.botboy.BotBoyFarewellState.loops = 0
```

### Private Static Attributes

```
final int roboy.dialog.states.botboy.BotBoyFarewellState.MAX_LOOP_COUNT = 2
```

```
“What a nice conversation! I have to think about everything we” + ” were talking about. Let’s talk again  
next time.”, “I feel tired now, maybe my battery is low? Let’s talk again later.”, “Don’t you think that the  
dialog team is amazing? They are happy to ” + “tell you more about my system. Just ask one of them!”) ]
```

### class

This state will:

- ask the interlocutor for his name
- query memory if the person is already known
- create and update the interlocutor in the context
- take one of two transitions: knownPerson or newPerson

*BotBoyIntroductionState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- knownPerson: following state if the person is already known
- newPerson: following state if the person is NOT known 3) No parameters are used.

### Public Functions

```
roboy.dialog.states.botboy.BotBoyIntroductionState.BotBoyIntroductionState(String state)  
Output roboy.dialog.states.botboy.BotBoyIntroductionState.act()  
Output roboy.dialog.states.botboy.BotBoyIntroductionState.react(Interpretation input)  
State roboy.dialog.states.botboy.BotBoyIntroductionState.getNextState()
```

### Protected Functions

```
Set<String> roboy.dialog.states.botboy.BotBoyIntroductionState.getRequiredTransitionNames()
```

### Private Functions

```
String roboy.dialog.states.botboy.BotBoyIntroductionState.getNameFromInput(Interpretation input)  
void roboy.dialog.states.botboy.BotBoyIntroductionState.updateInterlocutorInContext(Interlocutor interlocutor)  
String roboy.dialog.states.botboy.BotBoyIntroductionState.getIntroPhrase()  
String roboy.dialog.states.botboy.BotBoyIntroductionState.getResponsePhrase(String name)  
String roboy.dialog.states.botboy.BotBoyIntroductionState.getRoboyFactsPhrase(Roboy robot)
```

### Private Members

```
QJsonParser roboy.dialog.states.botboy.BotBoyIntroductionState.infoValues  
final String roboy.dialog.states.botboy.BotBoyIntroductionState.UPDATE_KNOWN_PERSON = “known”  
final String roboy.dialog.states.botboy.BotBoyIntroductionState.LEARN_ABOUT_PERSON = “new”
```



```

final Logger robey.dialog.states.botboy.BotBoyIntroductionState.LOGGER = LogManager.getLogger()
final String robey.dialog.states.botboy.BotBoyIntroductionState.INFO_FILE_PARAMETER_ID = "info_file_parameter_id"
final RandomList<String> robey.dialog.states.botboy.BotBoyIntroductionState.successResponses = new RandomList<String>()
final RandomList<String> robey.dialog.states.botboy.BotBoyIntroductionState.failureResponses = new RandomList<String>()
Neo4jRelationship [] robey.dialog.states.botboy.BotBoyIntroductionState.personPredicates = new Neo4jRelationship[0]
RandomList<Neo4jRelationship> robey.dialog.states.botboy.BotBoyIntroductionState.robey.dialog.states.botboy.BotBoyIntroductionState.robey.dialog.states.botboy.BotBoyIntroductionState.nextState

```

### class

Personal Information Asking State.

The state tries to interact with the Interlocutor to learn new information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface for storing. Afterwards, Roboy can use this acquired data for the future interactions with the same person.

- if there is no existing Interlocutor or the data is missing, ask a question
- the question topic (intent) is selected from the Neo4jRelationship predicates
- retrieve the questions stored in the QAList json file
- update the Context IntentsHistory
- try to extract the result from the Interpretation
- retrieve the answers stored in the QAList json file
- send the result to Memory

*BotBoyPersonalInformationAskingState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- TRANSITION\_INFO\_OBTAINED: following state if the question was asked 3) Required parameters: path to the QAList.json file.

### Public Functions

```

robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.BotBoyPersonalInformationAskingState()
Output robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.act()
Output robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.react(Interpretation)
State robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.getNextState()

```

### Public Static Attributes

```

final String robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.INTENTS_HISTORY_PATH = "intents_history_path"

```

### Protected Functions

```

Set<String> robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.getRequiredParameters()
Set<String> robey.dialog.states.botboy.BotBoyPersonalInformationAskingState.getRequiredParameters()

```

## Package Attributes

```
final Logger roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.LOGGER = Logger.getLogger(getClass().getName());
```

## Private Functions

```
String roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.InferResult (Intent intent)
```

## Private Members

```
QAJsonParser roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.qaValues
Neo4jRelationship [] roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.p
Neo4jRelationship roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.selected
State roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.nextState
final String roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.TRANSITION_INFO_UPDATED
final String roboy.dialog.states.botboy.BotBoyPersonalInformationAskingState.QA_FILE_PATH
```

## class

Personal Information Update State.

This state is only entered if there are some known facts about the active interlocutor. The state tries to interact with the Interlocutor to update the existing information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface to keep it up to date.

- if there is an existing entry under a specific Neo4jRelationship predicate, select the predicate
- check the Context IntentsHistory if we already asked similar questions
- the question topic (intent) is selected upon the predicate
- update the Context IntentsHistory with the selected predicate
- retrieve the follow-up questions stored in the QAList json file
- retrieve the follow-up answers stored in the QAList json file

*BotBoyPersonalInformationFollowUpState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- TRANSITION\_INFO\_UPDATED: following state if the question was asked 3) Required parameters: path to the QAList.json file.

## Public Functions

```
roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.BotBoyPersonalInformationFollowUpState()
Output roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.act ()
Output roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.react (Interpreter)
State roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.getNextState ()
```

## Public Static Attributes

```
final String roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.INTENTS
```

## Protected Functions

```
Set<String> roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.getRequi.
```

```
Set<String> roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.getRequi.
```

## Private Functions

```
String roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.InferUpdateRe
```

## Private Members

```
QAJsonParser roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.qaValue
```

```
Neo4jRelationship [] roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState
```

```
Neo4jRelationship roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.se
```

```
State roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.nextState
```

```
final String roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.TRANSIT
```

```
final String roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.QA_FILE
```

```
final Logger roboy.dialog.states.botboy.BotBoyPersonalInformationFollowUpState.LOGGER =
```

**class**

This state will answer generalStates questions.

The parser:

- provides triples generated from the question
- adds the answer to the question if there is an answer in DBpedia
- tells a specifying followup question if the interlocutor's question was ambiguous

This state:

- returns the answer if provided by the parser
- asks the specifying followup question if provided by the parser
- - if answered with yes > will use the parser again to get the answer to the original question
  - if answered with no > will use a segue to avoid answer
- tries to query memory if there is no answer to the question
- queries the fallback if memory fails to answer as well

*BotBoyQuestionAnsweringState* interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined:

- finishedQuestionAnswering: following state if this state if finished with answering questions 3) No parameters are used.

## Public Functions

```
roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.BotBoyQuestionAnsweringState (S  
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.act ()  
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.react (Interpretation in  
State roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.getNextState ()  
boolean roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.isFallbackRequired ()
```

## Protected Functions

```
Set<String> roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.getRequiredTransit.
```

## Private Functions

```
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.reactToSpecifyingAnswer  
React to answer of the specifying question asked previously.
```

**Return** answer to the answer to the original question if specifying question was answered with ‘yes’

### Parameters

- input: something like “yes” or “no”

```
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.reactToQuestion (Interpr  
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.useMemoryOrFallback (Int  
Output roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.answerFromMemory (List<  
String roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.inferMemoryAnswer (List<  
boolean roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.isIntentsHistoryComple
```

## Private Members

```
final Logger roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.logger = LogManager.g  
int roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.questionsAnswered = 0  
boolean roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.askingSpecifyingQuesti  
String roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.answerAfterUnspecifiedQ
```

## Private Static Attributes

```
final String roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.TRANSITION_FINISH  
final String roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.TRANSITION_LOOP_T  
final String roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.TRANSITION_LOOP_T  
final int roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.MAX_NUM_OF_QUESTIONS  
final RandomList<String> roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.reent
```

```

    final RandomList<String> roboy.dialog.states.botboy.BotBoyQuestionAnsweringState.answers;
class
    Start a conversation with telegram.
    Try to detect a greeting or roboy names or some key word that initialize the conversation.

```

### Public Functions

```

roboy.dialog.states.botboy.BotBoyState.BotBoyState(String stateIdentifiers, StateParamameters infoValues)
Output roboy.dialog.states.botboy.BotBoyState.act()
Output roboy.dialog.states.botboy.BotBoyState.react(Interpretation input)
State roboy.dialog.states.botboy.BotBoyState.getNextState()
boolean roboy.dialog.states.botboy.BotBoyState.isFallbackRequired()

```

### Protected Functions

```

Set<String> roboy.dialog.states.botboy.BotBoyState.getRequiredTransitionNames()
Set<String> roboy.dialog.states.botboy.BotBoyState.getRequiredParameterNames()

```

### Private Functions

```

String roboy.dialog.states.botboy.BotBoyState.getResponsePhrase(String name, boolean fallback)
String roboy.dialog.states.botboy.BotBoyState.getRoboyFactsPhrase(Roboy roboy)

```

### Private Members

```

final Logger roboy.dialog.states.botboy.BotBoyState.LOGGER = LogManager.getLogger()
QAJsonParser roboy.dialog.states.botboy.BotBoyState.infoValues
final String roboy.dialog.states.botboy.BotBoyState.INFO_FILE_PARAMETER_ID = "infoFile"
Neo4jRelationship [] roboy.dialog.states.botboy.BotBoyState.personPredicates = { FROM, HAS }
RandomList<Neo4jRelationship> roboy.dialog.states.botboy.BotBoyState.roboyRelationshipPredicates
final String roboy.dialog.states.botboy.BotBoyState.UPDATE_KNOWN_PERSON = "knownPerson"
final String roboy.dialog.states.botboy.BotBoyState.LEARN_ABOUT_PERSON = "newPerson"
final RandomList<String> roboy.dialog.states.botboy.BotBoyState.successResponsePhrases
final RandomList<String> roboy.dialog.states.botboy.BotBoyState.failureResponsePhrases
final String roboy.dialog.states.botboy.BotBoyState.TRANSITION_GREETING_DETECTED = "greetingDetected"
State roboy.dialog.states.botboy.BotBoyState.next
class
    Should perform the celebrity look-a-like vision input.
    Isn't implemented yet.

```

### Public Functions

```
Input  roboy.io.CelebritySimilarityInput.listen()
```

**class**

Cerevoice text to speech.

### Public Functions

```
roboy.io.CerevoiceOutput.CerevoiceOutput (RosMainNode node)
void roboy.io.CerevoiceOutput.act (List< Action > actions)
void roboy.io.CerevoiceOutput.say (String text)
```

### Private Members

```
RosMainNode roboy.io.CerevoiceOutput.rosMainNode
```

**class Chatbot**

Temporary class to test new state based personality.

Will be extended and might replace the old *DialogSystem* in the future.

### Public Static Functions

```
static void roboy.dialog.Chatbot.main (String[] args)
```

### Private Static Attributes

```
final Logger roboy.dialog.Chatbot.logger = LogManager.getLogger()
```

**class**

### Public Functions

```
roboy.dialog.states.gameStates.ChooseGameState.ChooseGameState (String stateIdentifier,
Output roboy.dialog.states.gameStates.ChooseGameState.act ()
Output roboy.dialog.states.gameStates.ChooseGameState.react (Interpretation input)
State roboy.dialog.states.gameStates.ChooseGameState.getNextState ()
```

### Public Static Attributes

```
final String roboy.dialog.states.gameStates.ChooseGameState.AKINATOR = "20 questions game"
final String roboy.dialog.states.gameStates.ChooseGameState.SNAPCHAT = "Snapchat"
final String roboy.dialog.states.gameStates.ChooseGameState.EXIT = "exit"
```

### Private Functions

```
String roboy.dialog.states.gameStates.ChooseGameState.inferGame(Interpretation input)
```

### Private Members

```
RandomList<String> roboy.dialog.states.gameStates.ChooseGameState.existingGames
final Logger roboy.dialog.states.gameStates.ChooseGameState.LOGGER = LogManager.getLogger()
String roboy.dialog.states.gameStates.ChooseGameState.game = null
String roboy.dialog.states.gameStates.ChooseGameState.suggestedGame = null
```

### Private Static Attributes

```
final String roboy.dialog.states.gameStates.ChooseGameState.TRANSITION_CHOSE_SNAPCHAT =
final String roboy.dialog.states.gameStates.ChooseGameState.TRANSITION_CHOSE_20_Q = "chos
final String roboy.dialog.states.gameStates.ChooseGameState.TRANSITION_EXIT = "exitGame"
```

### class

State to randomly select the next interactive state This State will.

- first switch state to get to know the person if he/she is unknown
- check for detected objects from vision -> switch state to talk about these
- switch state to play games, calculate mathematical stuff or do question answering

### Public Functions

```
roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.ChooseInteractiveTalkSta
Output roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.act()
State roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.getNextState()
```

### Private Functions

```
void roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.resetAvailableInter
Resets the list of available interactions so that it contains all of them.
```

```
String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.selectRandomInter
Selects one of the interactions from the availableInteractions list at random and removes it from the list.
```

If the list becomes empty this way, resets it to the initial state

**Return** one of the available interactions

### Private Members

```
final Logger roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.logger = LogM
State roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.nextState = this
final RandomList<String> roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState
String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.nextInteraction
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
final String roboy.dialog.states.fairShowStates.ChooseInteractiveTalkState.TRANSITION_
```

### interface Cleanup

Devices that need extra cleaning operation on destruction implement this.

Subclassed by *roboy.io.MultiInputDevice*, *roboy.io.MultiOutputDevice*, *roboy.io.TelegramInput*

### Public Functions

```
void roboy.io.Cleanup.cleanup()
```

### class

Uses the command line as input device.

### Public Functions

```
Input roboy.io.CommandLineInput.listen()
```

### Protected Functions

```
void roboy.io.CommandLineInput.finalize()
```

### Private Members

```
Scanner roboy.io.CommandLineInput.sc = new Scanner(System.in)
```

### class

Uses the command line as output device.

### Public Functions

```
void roboy.io.CommandLineOutput.act(List< Action > actions)
```



### Private Members

```
boolean robey.io.CommandLineOutput.emotionFlag = false
```

```
class Concept
```

### Public Functions

```
robey.linguistics.Concept.Concept (String id)
```

```
String robey.linguistics.Concept.getId()
```

```
String robey.linguistics.Concept.toString()
```

```
boolean robey.linguistics.Concept.equals (Object obj)
```

```
int robey.linguistics.Concept.hashCode()
```

### Private Members

```
String robey.linguistics.Concept.id
```

```
class ConfigManager
```

### Public Static Attributes

```
boolean robey.util.ConfigManager.ROS_ENABLED = false
```

```
String robey.util.ConfigManager.ROS_MASTER_IP = "127.0.0.1"
```

```
List<String> robey.util.ConfigManager.ROS_ACTIVE_PKGS = new ArrayList<>()
```

```
String robey.util.ConfigManager.ACTION_CLIENT_SCRIPT = "/home/robey/workspace/Robey/src/robey_dialog/robey_dialog_client.sh"
```

```
boolean robey.util.ConfigManager.DEBUG = true
```

```
boolean robey.util.ConfigManager.DEMO_MODE = false
```

```
boolean robey.util.ConfigManager.INFINITE_REPETITION = false
```

```
String robey.util.ConfigManager.INPUT = "cmdline"
```

```
List<String> robey.util.ConfigManager.OUTPUTS = new ArrayList<>()
```

```
String robey.util.ConfigManager.UDP_HOST_ADDRESS = "127.0.0.1"
```

```
int robey.util.ConfigManager.UDP_IN_SOCKET = 55555
```

```
int robey.util.ConfigManager.UDP_OUT_SOCKET = 55556
```

```
DatagramSocket robey.util.ConfigManager.DATAGRAM_SOCKET
```

```
int robey.util.ConfigManager.PARSER_PORT = -1
```

```
String robey.util.ConfigManager.PERSONALITY_FILE = "resources/personalityFiles/tutorial/ToyStateMachine.json"
```

```
String robey.util.ConfigManager.IBM_TTS_USER = ""
```

```
String robey.util.ConfigManager.IBM_TTS_PASS = ""
```

```
boolean robey.util.ConfigManager.CONTEXT_GUI_ENABLED = false
```

```
long robey.util.ConfigManager.CONVERSATION_TIMEOUT = 0
```

```
String roboy.util.ConfigManager.TELEGRAM_API_TOKENS_FILE = ""
int roboy.util.ConfigManager.TELEGRAM_TYPING_DELAY = 0
int roboy.util.ConfigManager.TELEGRAM_PROCESSING_DELAY = 2
String roboy.util.ConfigManager.MEMORY_LOG_MODE = "INFO"
String roboy.util.ConfigManager.DIALOG_LOG_MODE = "INFO"
String roboy.util.ConfigManager.PARSER_LOG_MODE = "ALL"
String roboy.util.ConfigManager.PARLAI_HOST = "127.0.0.1"
int roboy.util.ConfigManager.PARLAI_PORT = 8877
```

### Package Static Functions

```
roboy.util.ConfigManager.[static initializer] ()
```

### Private Static Functions

```
static void roboy.util.ConfigManager.initializeConfig ()
```

This function reads the YAML config file and initializes all fields.

It is called only once at the beginning

### Private Static Attributes

```
String roboy.util.ConfigManager.yamlConfigFile = "config.properties"
```

### class Context

Singleton class serving as an interface to access all context objects.

Takes care of correct initialization. For usage examples, check out ContextTest.java

### Public Functions

```
roboy.context.Context.Context ()
```

Builds the class to instance maps.

```
void roboy.context.Context.initializeROS (RosMainNode ros)
```

Starts up the external updaters (which need a ROS main node).

#### Parameters

- ros:

### Public Members

```
new ValueInterface<>(new FaceCoordinates())]
```

```
new ValueInterface<>(new ActiveInterlocutor())]
```

```
new HistoryInterface<>(new DialogTopics())]
```

```

    new HistoryInterface<>(new DialogIntents())]
    new HistoryInterface<>(new AudioDirection())]
    new HistoryInterface<>(new ROSTest())]
    new HistoryInterface<>(new ValueHistory<Integer>())]
    new HistoryInterface<>(new DetecedPerson())]
    new HistoryInterface<>(new PeopleAround())]
    new HistoryInterface<>(new DetectedObjects())]
    new HistoryInterface<>(new BoothSentence())]
    new ValueInterface<>(new CupGameSmachState())]

    final DialogTopicsUpdater robby.context.Context.DIALOG_TOPICS_UPDATER
    final DialogIntentsUpdater robby.context.Context.DIALOG_INTENTS_UPDATER
    final ActiveInterlocutorUpdater robby.context.Context.ACTIVE_INTERLOCUTOR_UPDATER
    final OtherQuestionsUpdater robby.context.Context.OTHER_QUESTIONS_UPDATER

```

### Package Attributes

```

Logger robby.context.Context.LOGGER = LogManager.getLogger()

```

### Private Functions

```

void robby.context.Context.addToGUI(Object... elements)

```

### Private Members

```

    final Object robby.context.Context.initializationLock = new Object()
    final ArrayList robby.context.Context.guiValues = new ArrayList()
    final ArrayList robby.context.Context.guiHistories = new ArrayList()
    boolean robby.context.Context.rosInitialized = false
    AudioDirectionUpdater robby.context.Context.AUDIO_ANGLES_UPDATER
    ROSTestUpdater robby.context.Context.ROS_TEST_UPDATER
    DetecedPersonUpdater robby.context.Context.DETECTED_PERSON_UPDATER
    PeopleAroundUpdater robby.context.Context.CROWD_UPDATER
    DetectedObjectsUpdater robby.context.Context.DETECTED_OBJ_UPDATER
    BoothSentenceUpdater robby.context.Context.BOOTH_SENTENCE_UPDATER
    CupGameSmachStateUpdater robby.context.Context.CUP_GAME_SMACH_UPDATER
    final FaceCoordinatesObserver robby.context.Context.FACE_COORDINATES_OBSERVER

class ContextGUI
    A simple GUI showing the values and histories in the Context with their content.

```

### Public Static Functions

```
static void roboy.context.ContextGUI.run(List< AbstractValue > values, List< Abstra
```

### Private Functions

```
roboy.context.ContextGUI.ContextGUI(List< AbstractValue > values, List< AbstractVal  
void roboy.context.ContextGUI.prepareGUI()  
void roboy.context.ContextGUI.startFrame()  
void roboy.context.ContextGUI.updateValues()  
void roboy.context.ContextGUI.updateHistories()
```

### Private Members

```
JFrame roboy.context.ContextGUI.mainFrame  
TitledBorder roboy.context.ContextGUI.valueBorder  
JPanel roboy.context.ContextGUI.valuePanel  
Map<AbstractValue, JLabel> roboy.context.ContextGUI.valueDisplays  
Map<AbstractValueHistory, JScrollPane> roboy.context.ContextGUI.historyDisplays  
TitledBorder roboy.context.ContextGUI.historyBorder  
JPanel roboy.context.ContextGUI.historyPanel  
JPanel roboy.context.ContextGUI.controlPanel  
List<AbstractValue> roboy.context.ContextGUI.values  
List<AbstractValueHistory> roboy.context.ContextGUI.histories
```

### Private Static Attributes

```
int roboy.context.ContextGUI.MAX_HISTORY_VALUES = 50  
int roboy.context.ContextGUI.FULL_WIDTH = 600  
int roboy.context.ContextGUI.FULL_HEIGHT = 600  
int roboy.context.ContextGUI.ATTR_WIDTH = 590  
int roboy.context.ContextGUI.ATTR_HEIGHT = 80  
int roboy.context.ContextGUI.HISTORY_HEIGHT = 300  
String roboy.context.ContextGUI.NO_VALUE = "<not initialized>"  
class ContextIntegrationTest
```

## Public Functions

```
void roboy.context.ContextIntegrationTest.initializeRosAndContext ()
```

```
void roboy.context.ContextIntegrationTest.checkROSTopicUpdating ()
```

This test tests if the context is properly integrated into the external (ROS) environment.

For this test to work, start the TEST\_TOPIC subscriber defined under RosSubscribers via ROS\_ACTIVE\_PKGS: roboy\_test in config.properties

Also, publishing needs to be done externally (e.g. manually via [rostopic pub -r 1 /roboy std\_msgs/String "data: 'Test'"]).

## Private Members

```
RosMainNode roboy.context.ContextIntegrationTest.ros
```

```
Context roboy.context.ContextIntegrationTest.context
```

```
class ContextTest : public TestCase
```

## Public Functions

```
void roboy.context.ContextTest.setAndGetDialogTopics ()
```

```
void roboy.context.ContextTest.setAndGetDialogIntents ()
```

```
void roboy.context.ContextTest.testInterlocutor ()
```

```
void roboy.context.ContextTest.timestampedHistoryTest ()
```

```
void roboy.context.ContextTest.historyLimitExceededTest ()
```

```
void roboy.context.ContextTest.timestampedHistoryLimitExceededTest ()
```

```
void roboy.context.ContextTest.testObserver ()
```

```
void roboy.context.ContextTest.audioDirectionsTest ()
```

## Package Attributes

```
Context roboy.context.ContextTest.context = new Context()
```

```
class Conversation : public Thread
```

A *Conversation* is in charge of leading conversation with an interlocutor.

Its behaviour is defined through the StateBasedPersonality. It communicates with the interlocutor via a Multi-InputDevice and a MultiOutputDevice. The List of analyzers is used to make the input string machine understandable.

## Public Functions

```
roboy.dialog.Conversation.Conversation(StateBasedPersonality personality, Personality Personality)
```

- personality: *roboy.dialog.personality.StateBasedPersonality* object.
- personalityFile: File that the personality shall be initialized from.

- `multiIn`: Inputs for this conversation to act on.
- `multiOut`: Outputs for this conversation to act to.
- `analyzers`: All analyzers necessary for analyzing the inputs from `multiIn`. Please provide these in correct order.

```
void roboy.dialog.Conversation.run ()
```

### Package Functions

```
synchronized void roboy.dialog.Conversation.endConversation(boolean hardStop)
```

Ends conversation and resets state to initial.

Does not reset gathered information.

### Private Members

```
final Logger roboy.dialog.Conversation.logger = LogManager.getLogger("Conversation" + this.getId())
```

```
final MultiInputDevice roboy.dialog.Conversation.multiIn
```

```
final MultiOutputDevice roboy.dialog.Conversation.multiOut
```

```
final List<Analyzer> roboy.dialog.Conversation.analyzers
```

```
final File roboy.dialog.Conversation.personalityFile
```

```
final StateBasedPersonality roboy.dialog.Conversation.personality
```

```
volatile boolean roboy.dialog.Conversation.isRunning = true
```

```
volatile boolean roboy.dialog.Conversation.paused = false
```

```
List<Action> roboy.dialog.Conversation.actions
```

```
class ConversationManagementTest : public TestCase
```

Tests related to the management of the conversation threads.

### Public Functions

```
void roboy.dialog.ConversationManagementTest.prepareConversationManager ()
```

```
void roboy.dialog.ConversationManagementTest.testLocalSpawning ()
```

```
void roboy.dialog.ConversationManagementTest.testSocialMediaSpawning ()
```

```
void roboy.dialog.ConversationManagementTest.clean ()
```

### Package Attributes

```
List<String> roboy.dialog.ConversationManagementTest.out = ConfigManager.OUTPUTS
```

```
String roboy.dialog.ConversationManagementTest.in = ConfigManager.INPUT
```

## Private Members

**Conversation** `roboy.dialog.ConversationManagementTest.mockConversation`

**Interlocutor** `roboy.dialog.ConversationManagementTest.mockInterlocutor`

## class ConversationManager

Central managing node for roboy\_dialog.

*ConversationManager* coordinates conversation dispatching, running and stopping, IO flows and everything else that needs a central contact. *ConversationManager* assumes that it runs on an actual roboy if ROS\_ENABLED is true in config.properties.

## Public Static Functions

**static void** `roboy.dialog.ConversationManager.main(String[] args)`

**static void** `roboy.dialog.ConversationManager.spawnConversation(String uuid)`

Creates and spawns a conversation for a chatuser.

### Parameters

- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”

### Exceptions

- `IOException`: If conversation could not created.

**static void** `roboy.dialog.ConversationManager.spawnConversation(String uuid, String name)`

Creates and spawns a conversation for a chatuser.

### Parameters

- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”
- `name`: the name of the Interlocutor. Necessary for unique addressing by name (local nodes)

### Exceptions

- `IOException`: If conversation could not created.

**static void** `roboy.dialog.ConversationManager.stopConversation(String uuid)`

**static void** `roboy.dialog.ConversationManager.stopConversation(String uuid, boolean hard)`

Stops conversation thread for uuid.

### Parameters

- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”
- `hardStop`: Roboy doesn’t say bye on hardstop. Default = false

**static Long** `roboy.dialog.ConversationManager.getConversationThreadID(String uuid)`

returns the threadID of the conversation with interlocutor uuid

**Return** null if thread does not exist, threadID otherwise

### Parameters

- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”

### Protected Static Functions

**static void `roboy.dialog.ConversationManager.deregisterConversation`**(`Conversation conversation`)  
Deregisters a conversation from the conversationmanager.

Should only be called from a conversation when it ends.

#### Parameters

- `conversation`: The conversation object to be deregistered

### Private Static Functions

**static Conversation `roboy.dialog.ConversationManager.createConversation`**(`RosMainNode rosMainNode`, `String worldInterfaceName`, `String uuid`)  
Creates and initializes a new conversation thread.

Only use for local threads that don't have uuids (`uuid=local`). Does not start the thread.

**Return** null if `uuroboy.dialog.Conversation` object. Fully initialized, ready to launch.

#### Parameters

- `rosMainNode`: ROS node. Set null if `ROS_ENABLED=false`
- `analyzers`: All analyzers necessary for analyzing the inputs from `multiIn`. Please provide these in correct order.
- `inference`: Inference engine. The better, the smarter robey gets.
- `memory`: Roboy memory access. Without, we cannot remember anything and conversations stay shallow.
- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”

#### Exceptions

- `IOException`: In case the IOdevices could not be correctly initialized.

**static Conversation `roboy.dialog.ConversationManager.createConversation`**(`RosMainNode rosMainNode`, `String worldInterfaceName`, `String uuid`)  
Creates and initializes a new conversation thread.

Does not start the thread.

**Return** *`robey.dialog.Conversation`* object. Fully initialized, ready to launch.

#### Parameters

- `rosMainNode`: ROS node. Set null if `ROS_ENABLED=false`
- `analyzers`: All analyzers necessary for analyzing the inputs from `multiIn`. Please provide these in correct order.
- `inference`: Inference engine. The better, the smarter robey gets.
- `memory`: Roboy memory access. Without, we cannot remember anything and conversations stay shallow.
- `uuid`: should consist of “[world-interface-name]-[uuid]”, if input allows only a single user, set to “local”;



- `name`: the name of the Interlocutor. Necessary for unique addressing by name (local nodes)

### Exceptions

- `IOException`: In case the IOdevices could not be correctly initialized.

**static void robpy.dialog.ConversationManager.demoReadyCheck ()**

Pauses execution until enter is hit if DEMO\_MODE is configured.

Very useful for fairs and other demonstrations where you'd want to explain something before demonstrating the dialog systems capabilities

### Exceptions

- `IOException`:

**static void robpy.dialog.ConversationManager.commandMode ()**

Assume command mode: In *ConversationManager* thread wait for commands on cmdline and manage conversations according to them.

**static void robpy.dialog.ConversationManager.loggerSetup ()**

Initializes logger based on settings in config.properties.

### Private Static Attributes

```
final Logger robpy.dialog.ConversationManager.logger = LogManager.getLogger()
```

```
final HashMap<String, Conversation> robpy.dialog.ConversationManager.conversations = new
```

```
RosMainNode robpy.dialog.ConversationManager.rosMainNode
```

```
List<Analyzer> robpy.dialog.ConversationManager.analyzers
```

```
Neo4jMemoryInterface robpy.dialog.ConversationManager.memory
```

```
class CoordinateSet
```

A coordinate set data structure for the interlocutor face.

### Public Functions

```
robpy.context.contextObjects.CoordinateSet.CoordinateSet(double x, double y, double z)
```

```
String robpy.context.contextObjects.CoordinateSet.toString()
```

### Package Attributes

```
final double robpy.context.contextObjects.CoordinateSet.x
```

```
final double robpy.context.contextObjects.CoordinateSet.y
```

```
final double robpy.context.contextObjects.CoordinateSet.z
```

```
enum CupGamePhase
```

### Public Members

```
robpy.dialog.states.gameStates.CupGameState.CupGamePhase.SHUFFLE
```

```
robpy.dialog.states.gameStates.CupGameState.CupGamePhase.SCAN
```

```
robey.dialog.states.gameStates.CupGameState.CupGamePhase.GUESS
robey.dialog.states.gameStates.CupGameState.CupGamePhase.OFFER_REPEAT
robey.dialog.states.gameStates.CupGameState.CupGamePhase.EXIT
class CupGameSmachState : public robey::context::Value<String>
    For testing a ROS topic connection which sends simple String messages.
class CupGameSmachStateUpdater : public robey::context::ROSTopicUpdater<std_msgs.String, CupGameSmachState>
    For testing a ROS topic connection which sends simple String messages.
```

### Public Functions

```
robey.context.contextObjects.CupGameSmachStateUpdater.CupGameSmachStateUpdater (CupGame
```

### Protected Functions

```
RosSubscribers robey.context.contextObjects.CupGameSmachStateUpdater.getTargetSubscrib
synchronized void robey.context.contextObjects.CupGameSmachStateUpdater.update ()
class
```

### Public Functions

```
robey.dialog.states.gameStates.CupGameState.CupGameState (String stateIdentifier, State
Output robey.dialog.states.gameStates.CupGameState.act ()
Output robey.dialog.states.gameStates.CupGameState.react (Interpretation input)
State robey.dialog.states.gameStates.CupGameState.getNextState ()
```

### Protected Functions

```
Set<String> robey.dialog.states.gameStates.CupGameState.getRequiredTransitionNames ()
```

### Private Functions

```
void robey.dialog.states.gameStates.CupGameState.exitOnRequest (String input)
```

### Private Members

```
final String robey.dialog.states.gameStates.CupGameState.PHRASE_FILE_PARAMETER = "cupGam
QAJsonParser robey.dialog.states.gameStates.CupGameState.phrases
final Logger robey.dialog.states.gameStates.CupGameState.LOGGER = LogManager.getLogger()
CupGamePhase robey.dialog.states.gameStates.CupGameState.phase = CupGamePhase.SHUFFLE
```

### Private Static Attributes

```

final List<String> roboy.dialog.states.gameStates.CupGameState.EXIT_REQUEST = Arrays.asList(
final List<String> roboy.dialog.states.gameStates.CupGameState.READY = Arrays.asList("done", "r
final String roboy.dialog.states.gameStates.CupGameState.TRANSITION_EXIT = "exit"
final String roboy.dialog.states.gameStates.CupGameState.FIND_CUPS = "FIND_CUPS"
final String roboy.dialog.states.gameStates.CupGameState.GOTOCUP1 = "GOTOCUP1"
final String roboy.dialog.states.gameStates.CupGameState.GOTOCUP2 = "GOTOCUP2"
final String roboy.dialog.states.gameStates.CupGameState.GOTOCUP3 = "GOTOCUP3"
final String roboy.dialog.states.gameStates.CupGameState.FINISHED = "FINISHED"

```

#### class

Idle state.

Roboy is waiting until he sees some person to autonomously start a conversation.

### Public Functions

```

roboy.dialog.states.fairShowStates.DemoIdleState.DemoIdleState(String stateIdentifier,
Output roboy.dialog.states.fairShowStates.DemoIdleState.act()
State roboy.dialog.states.fairShowStates.DemoIdleState.getNextState()

```

### Private Functions

```

boolean roboy.dialog.states.fairShowStates.DemoIdleState.notInVision()

```

### Private Members

```

final Logger roboy.dialog.states.fairShowStates.DemoIdleState.LOGGER = LogManager.getLogger(
State roboy.dialog.states.fairShowStates.DemoIdleState.nextState = this
long roboy.dialog.states.fairShowStates.DemoIdleState.showTime
long roboy.dialog.states.fairShowStates.DemoIdleState.startTime

```

### Private Static Attributes

```

final String roboy.dialog.states.fairShowStates.DemoIdleState.TRANSITION_PERSON_DETECT
final String roboy.dialog.states.fairShowStates.DemoIdleState.SHOW_TIME_ID = "showTimeinM

```

#### class

This state asks the interlocutor whether Roboy should demonstrate one of his abilities.

The abilities include: shake hand, recognize objects, show emotion, move body

Every time this state is entered, Roboy picks one of the abilities (that haven't been demonstrated yet) and asks the interlocutor whether it should be demonstrated. If all abilities were already demonstrated, one is chosen at random. The ability is demonstrated only if the interlocutor said yes (or similar).

Control flow:

- act(): “Would you like to see me doing {ability}?”
- listen()
- react():
  - if answer = yes: demonstrate ability, say final remark, take ‘abilityWasDemonstrated’ transition
  - otherwise: skip ability, say another final remark, take ‘abilityDemonstrationSkipped’ transition

*DemonstrateAbilitiesState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- abilityWasDemonstrated: following state if the ability was demonstrated
- abilityDemonstrationSkipped: following state if the ability demonstration was skipped 3) No parameters are used.

### Public Functions

```
roboy.dialog.states.expoStates.DemonstrateAbilitiesState.DemonstrateAbilitiesState (String ability)
Output roboy.dialog.states.expoStates.DemonstrateAbilitiesState.act ()
Output roboy.dialog.states.expoStates.DemonstrateAbilitiesState.react (Interpretation interpretation)
State roboy.dialog.states.expoStates.DemonstrateAbilitiesState.getNextState ()
```

### Protected Functions

```
Set<String> roboy.dialog.states.expoStates.DemonstrateAbilitiesState.getRequiredTransitions ()
```

### Private Functions

```
void roboy.dialog.states.expoStates.DemonstrateAbilitiesState.resetAvailableAbilities ()
    Resets the list of available abilities so that it contains all of them.

RoboyAbility roboy.dialog.states.expoStates.DemonstrateAbilitiesState.selectRandomAbility ()
    Selects one of the abilities from the availableAbilities list at random and removes it from the list.

    If the list becomes empty this way, resets it to the initial state

    Return one of the available abilities
```

### Private Members

```
final RandomList<RoboyAbility> roboy.dialog.states.expoStates.DemonstrateAbilitiesState.availableAbilities
RoboyAbility roboy.dialog.states.expoStates.DemonstrateAbilitiesState.activeAbility
State roboy.dialog.states.expoStates.DemonstrateAbilitiesState.nextState
final Logger roboy.dialog.states.expoStates.DemonstrateAbilitiesState.logger = LogManager.getLogger (this)
```

### Private Static Attributes

```
final String roboy.dialog.states.expoStates.DemonstrateAbilitiesState.TRANS_ABILITY_DE
final String roboy.dialog.states.expoStates.DemonstrateAbilitiesState.TRANS_ABILITY_SK
```

### class

Roboy Demonstrate Skills State.

This state will:

- offer the interlocutor to ask a general question, mathematical problem
- retrieve the semantic parser result
- compose an answer
- fall back in case of failure OR
- offer a joke / an amusing fact
- in case of POSITIVE sentiment say those

*ExpoIntroductionState* interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined, following state if the question was answered or the joke/fact were told:

- roboy,
- abilities,
- newPerson. 3) No parameters are used.

### Public Functions

```
roboy.dialog.states.expoStates.DemonstrateSkillsState.DemonstrateSkillsState(String st
Output roboy.dialog.states.expoStates.DemonstrateSkillsState.act()
Output roboy.dialog.states.expoStates.DemonstrateSkillsState.react(Interpretation input
State roboy.dialog.states.expoStates.DemonstrateSkillsState.getNextState()
```

### Public Static Attributes

```
final String roboy.dialog.states.expoStates.DemonstrateSkillsState.INTENTS_HISTORY_ID =
```

### Protected Functions

```
Set<String> roboy.dialog.states.expoStates.DemonstrateSkillsState.getRequiredTransition
```

### Private Functions

```
RoboySkillIntent roboy.dialog.states.expoStates.DemonstrateSkillsState.detectSkill(Str
```

### Private Members

```
final String [] robey.dialog.states.expoStates.DemonstrateSkillsState.TRANSITION_NAMES
final String [] robey.dialog.states.expoStates.DemonstrateSkillsState.INTENT_NAMES = TR
final Logger robey.dialog.states.expoStates.DemonstrateSkillsState.LOGGER = LogManager.getL
State robey.dialog.states.expoStates.DemonstrateSkillsState.nextState
RoboySkillIntent robey.dialog.states.expoStates.DemonstrateSkillsState.skillIntent = null
```

**class**

Simple question answering state.

### Public Functions

```
robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.DemoQuestionAnsweringSta
Output robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.act ()
Output robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.react (Interpretat
State robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.getNextState ()
boolean robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.isFallbackRequir
```

### Private Functions

**Output** `robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.reactToSpecifying`  
React to answer of the specifying question asked previously.

**Return** answer to the answer to the original question if specifying question was answered with ‘yes’

**Parameters**

- `input`: something like “yes” or “no”

```
Output robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.reactToQuestion (I
Output robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.useMemoryOrFallba
Output robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.answerFromMemory (
String robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.inferMemoryAnswer
boolean robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.checkPersonListe
```

### Private Members

```
final Logger robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.LOGGER = LogM
State robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.nextState = this
int robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.questionsAnswered = 0
boolean robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.askingSpecifying
String robey.dialog.states.fairShowStates.DemoQuestionAnsweringState.answerAfterUnspec
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.DemoQuestionAnsweringState.TRANSITION_
final String roboy.dialog.states.fairShowStates.DemoQuestionAnsweringState.TRANSITION_
final int roboy.dialog.states.fairShowStates.DemoQuestionAnsweringState.MAX_NUM_OF_QUE

class DetecedPerson : public roboy::context::ValueHistory<std_msgs.Bool>
    Holds booleans whether a person is longer than 10 seconds in the field of view receiving from vision.

class DetectedObjects : public roboy::context::ValueHistory<Strings>
    Holds detected Objects as a String Array receiving from vision.

class DetectedObjectsUpdater : public roboy::context::ROSTopicUpdater<Strings, DetectedObjects>
    Pushes new values sent by the Detected Objects ROS topic into the DetectedObjects value history.
```

### Public Functions

```
roboy.context.contextObjects.DetectedObjectsUpdater.DetectedObjectsUpdater (DetectedObj
```

### Protected Functions

```
synchronized void roboy.context.contextObjects.DetectedObjectsUpdater.update ()
RosSubscribers roboy.context.contextObjects.DetectedObjectsUpdater.getTargetSubscriber

class DetectedPersonUpdater : public roboy::context::ROSTopicUpdater<std_msgs.Bool, DetecedPerson>
    Pushes new values sent by the Person Listening ROS topic into the DetectedPerson value history.
```

### Public Functions

```
roboy.context.contextObjects.DetectedPersonUpdater.DetectedPersonUpdater (DetecedPerson
```

### Protected Functions

```
synchronized void roboy.context.contextObjects.DetectedPersonUpdater.update ()
RosSubscribers roboy.context.contextObjects.DetectedPersonUpdater.getTargetSubscriber (

class DialogIntents : public roboy::context::ValueHistory<IntentValue>
    Store the history of intents.
```

### Public Functions

```
int roboy.context.contextObjects.DialogIntents.getMaxLimit ()
boolean roboy.context.contextObjects.DialogIntents.isAttributePresent (String attribute

class DialogIntentsUpdater : public roboy::context::InternalUpdater<DialogIntents, IntentValue>
    Update the history of intents.
```

## Public Functions

`roboy.context.contextObjects.DialogIntentsUpdater.DialogIntentsUpdater(DialogIntents t`

### **class DialogStateMachine**

State machine to manage dialog states.

State based personality is built on top of this class.

Main functionality of this class enables loading dialog state machines from personality files. There is also an option to save an existing state machine to file.

Personality files are JSON files that define a set of dialog states and transitions between them (see examples in resources/personalityFiles/tutorial/). Every state definition in the file has an identifier and specifies the implementation (class name) for the state. During parsing of the personality file this class will take the class name and create a Java State object using Java reflection.

Subclassed by *roboy.dialog.personality.StateBasedPersonality*

## Public Functions

`roboy.dialog.DialogStateMachine.DialogStateMachine(InferenceEngine inference, Context`

Create an empty *DialogStateMachine*.

Use `loadFromFile(...)` to load definitions from the personality file after creation. Alternatively you can create and add States to the machine manually from code.

### **Parameters**

- `context`: reference to the context of the conversation this Statemachine belongs to (will be passed accessible to every newly created State object)
- `rosMainNode`: reference to the RosMainNode that will be passed to every newly created State object
- `memory`: reference to Memory that will be passed to every newly created State object

`roboy.dialog.DialogStateMachine.DialogStateMachine(InferenceEngine inference, Context`

Create an empty OFFLINE *DialogStateMachine* without a reference to the RosMainNode and Memory.

States will not be able to access the RosMainNode and Memory functionality. This constructor is mainly used for testing.

**InferenceEngine** `roboy.dialog.DialogStateMachine.getInference()`

Getter for the InferenceEngine to be accessible externally.

Let semblance of intelligence penetrate the mind of Roboy

**Return** the reference to the inference

**Context** `roboy.dialog.DialogStateMachine.getContext()`

**State** `roboy.dialog.DialogStateMachine.getInitialState()`

Returns the initial state for this state machine.

**Return** initial state for this state machine

**void** `roboy.dialog.DialogStateMachine.setInitialState(State initial)`

Set the initial state of this state machine.

The state will be automatically added to the machine if not already added. If active state was null, it will be set to the new initial state.



**Parameters**

- `initial`: initial state

**void robey.dialog.DialogStateMachine.setInitialState(String identifier)**

Set the initial state of this state machine using state identifier.

If there is no state with specified identifier, you will get an error message and the initial state will be set to null.

**Parameters**

- `identifier`: identifier of the state that should become the initial state

**State robey.dialog.DialogStateMachine.getActiveState()**

Returns the active state for this state machine.

**Return** active state for this state machine

**void robey.dialog.DialogStateMachine.setActiveState(State s)**

Set the active state of this state machine.

The state will be automatically added to the machine if not already added.

**Parameters**

- `s`: state to make active

**void robey.dialog.DialogStateMachine.setActiveState(String identifier)**

Set the active state using state identifier.

If there is no state with specified identifier, you will get an error message and active state will be set to null.

**Parameters**

- `identifier`: identifier of the state that should become the active state

**State robey.dialog.DialogStateMachine.getStateByIdentifier(String identifier)**

Returns a state with given identifier.

Returns null if no such state was previously added to the machine.

**Return** state with given identifier or null

**Parameters**

- `identifier`: identifier of the state to retrieve

**void robey.dialog.DialogStateMachine.addState(State s)**

Add a state to this state machine.

**Parameters**

- `s`: state to add.

**void robey.dialog.DialogStateMachine.loadFromString(String s)**

Loads state machine from a JSON string.

The string must be a valid personality (usually loaded from a personality file).

**Parameters**

- `s`: personality string

**void robey.dialog.DialogStateMachine.loadFromFile(File f)**

Loads state machine from a personality file.

File must contain a valid personality definition.

**Parameters**

- f: file with the personality definition

**Exceptions**

- `FileNotFoundException`: if file is not found

**void robey.dialog.DialogStateMachine.saveToFile(File f)**

Save this state machine to a personality file in JSON format.

**Parameters**

- f: file to save

**String robey.dialog.DialogStateMachine.toJsonString()**

Creates a JSON string that represents this state machine.

The JSON string is different from the `toString` representation which is more readable.

**Return** JSON string that represents this state machine

**String robey.dialog.DialogStateMachine.toString()**

**boolean robey.dialog.DialogStateMachine.equals(Object obj)**

## Private Functions

**void robey.dialog.DialogStateMachine.loadFromJSON(JsonElement json)**

Main function that parses a JSON personality object and creates a state machine.

Required properties:

- `initialState` (string identifier)
- `states` (array of state definitions) Optional properties:
- `comment` (personality file comment)

**Parameters**

- `json`: json object with the personality definition

**StateParameters robey.dialog.DialogStateMachine.parseStateParameters(JsonObject stateJ**

Parses parameters from the state json object.

A new instance of `StateParameters` is created.

**Return** `StateParameters` instance with all parameters defined in json object

**Parameters**

- `stateJsO`: json object representing a state

**void robey.dialog.DialogStateMachine.parseAndCreateStates(JsonArray statesJsA)**

Parses every element of the json array and creates a state java object.

State parameters are parsed before the object is created.

**Parameters**

- `statesJsA`: json array containing states

**void robey.dialog.DialogStateMachine.parseAndSetTransitionsAndFallbacks (JSONArray stat**  
Parses every element of the json array (containing states).

For every state, finds and sets the fallback if defined. State transitions are also initialized.

#### Parameters

- `statesJsA`: json array containing states
- `idToState`: initialized hash map that resolves state IDs to state java objects

**void robey.dialog.DialogStateMachine.checkSuccessfulInitialization (HashMap< String, S**  
For every state in the `idToState` hash map, check if all required transitions and parameters were initialized correctly.

Also check if all required fallbacks were set.

**JsonObject robey.dialog.DialogStateMachine.toJsonObject ()**  
Creates a JSON object that represents this state machine.

**Return** JSON object that represents this state machine

#### Private Members

**final Logger robey.dialog.DialogStateMachine.logger** = LogManager.getLogger()

**HashMap<String, State> robey.dialog.DialogStateMachine.identifierToState**  
maps string identifiers to state objects ("Greeting" -> {GreetingState}) allows to have multiple instances of the same state class with different identifiers ("Greeting2" -> {GreetingState})

**State robey.dialog.DialogStateMachine.activeState**

**State robey.dialog.DialogStateMachine.initialState**

**final RosMainNode robey.dialog.DialogStateMachine.rosMainNode**  
RosMainNode will be passed to every state as parameter.

**final Neo4jMemoryInterface robey.dialog.DialogStateMachine.memory**

**final InferenceEngine robey.dialog.DialogStateMachine.inference**

**final Context robey.dialog.DialogStateMachine.context**

**HashMap<String, String> robey.dialog.DialogStateMachine.optionalPersFileInfo**  
Personality file additional information: everything like comment goes here.

[!!] Do not use it in your State implementation! This info is only stored to make sure we don't lose the comment etc. when saving this dialog state machine to file.

**class DialogSystem**

This class is deprecated.

It stays in the summer semester 2018 to ensure backward compatibility with some command line commands. Later it will be removed completely. Use [ConversationManager](#) instead. Please use `ConversationManger` instead.

#### Public Static Functions

**static void robey.dialog.DialogSystem.main (String[] args)**

```
class DialogTopics : public roboy::context::ValueHistory<String>
```

A value history to hold the utterances from the interlocutor and Roboy.

```
class DialogTopicsUpdater : public roboy::context::InternalUpdater<DialogTopics, String>
```

Updater available to all DM for adding new values to the *DialogTopics* attribute.

### Public Functions

```
roboy::context::contextObjects.DialogTopicsUpdater.DialogTopicsUpdater (DialogTopics targ
```

```
class
```

Checks the sentence type by stupidly looking at the first word of the sentence and hoping that there is a known question word.

Puts the answer in the *sentenceType* variable of the *Interpretation* object.

### Public Functions

```
Interpretation roboy.linguistics.sentenceanalysis.DictionaryBasedSentenceTypeDetector.
```

### Private Functions

```
SentenceType roboy.linguistics.sentenceanalysis.DictionaryBasedSentenceTypeDetector.de
```

Fallback Sentence Type Detection, main Detector now in *SemanticParserAnalyzer*.

```
class DictionaryBasedSentenceTypeDetectorTest
```

### Public Functions

```
void roboy.linguistics.sentenceanalysis.DictionaryBasedSentenceTypeDetectorTest.testWh
```

### Private Members

```
DictionaryBasedSentenceTypeDetector roboy.linguistics.sentenceanalysis.DictionaryBased
```

```
SimpleTokenizer roboy.linguistics.sentenceanalysis.DictionaryBasedSentenceTypeDetector
```

```
class DirVec : public DirectionVector
```

### Public Functions

```
double roboy.context.ContextTest.DirVec.getAzimutalAngle ()
```

```
void roboy.context.ContextTest.DirVec.setAzimutalAngle (double v)
```

```
double roboy.context.ContextTest.DirVec.getPolarAngle ()
```

```
void roboy.context.ContextTest.DirVec.setPolarAngle (double v)
```

```
RawMessage roboy.context.ContextTest.DirVec.toRawMessage ()
```

### Package Attributes

```
double roboy.context.ContextTest.DirVec.azimutal_angle
```

```
double roboy.context.ContextTest.DirVec.polar_angle
```

#### class

A phonetic encoder using the method double metaphone that maps words to their phonetic base form so that words that are written differently but sound similar receive the same form.

This is intended to be used to correct terms that Roboy misunderstood, but currently is not is use.

### Public Functions

```
roboy.linguistics.phonetics.DoubleMetaphoneEncoder.DoubleMetaphoneEncoder(DoubleMetaph
```

```
String roboy.linguistics.phonetics.DoubleMetaphoneEncoder.encode(String input)
```

### Package Attributes

```
DoubleMetaphone roboy.linguistics.phonetics.DoubleMetaphoneEncoder.doubleMetaphone
```

#### class

### Public Functions

```
roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState.DoYouKnowMathState(String sta
```

```
Output roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState.act()
```

```
Output roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState.react(Interpretation i
```

```
State roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState.getNextState()
```

### Private Members

```
State roboy.dialog.tutorials.tutorialStates.DoYouKnowMathState.next
```

#### class

Implements the high-level-querying tasks to the *Memory* services.

### Public Functions

```
roboy.memory.DummyMemory.DummyMemory()
```

```
boolean roboy.memory.DummyMemory.save(MemoryNodeModel node)
```

This function is a dummy to use without ROS connetion to *Neo4jMemory*.

**Return** true for success, false for fail

#### Parameters

- node: Node with a set ID, and other properties to be set or updated.

**String** `roboy.memory.DummyMemory.getById(int id)`

This function is a dummy to use without ROS connection to *Neo4jMemory*.

**Return** Node representation of the result.

**Parameters**

- `id`: the ID of requested

**ArrayList<Integer>** `roboy.memory.DummyMemory.getByQuery(MemoryNodeModel query)`

This function is a dummy to use without ROS connection to *Neo4jMemory*.

**Return** Array of IDs (all nodes which correspond to the pattern).

**Parameters**

- `query`: the ID of requested

**int** `roboy.memory.DummyMemory.create(MemoryNodeModel query)`

**boolean** `roboy.memory.DummyMemory.remove(MemoryNodeModel query)`

This function is a dummy to use without ROS connection to *Neo4jMemory*.

**Parameters**

- `query`: StrippedQuery avoids accidentally deleting other fields than intended.

## Private Static Attributes

**final Logger** `roboy.memory.DummyMemory.logger` = LogManager.getLogger()

**class**

*Action* used if the dialogue manager wants Roboy to express a certain emotional expression, like being angry, neutral or moving its lips (speak).

## Public Functions

**roboy.dialog.action.EmotionAction.EmotionAction(String state)**

Constructor.

Duration is set to 1.

**Parameters**

- `state`: The emotional expression. Possible values: angry, neutral, speak Please use RoboyEmotions instead of state Strings.

**roboy.dialog.action.EmotionAction.EmotionAction(RoboyEmotion state)**

Constructor.

Duration is set to 1.

**Parameters**

- `state`: The emotional expression. Please refer *roboy.emotions.RoboyEmotion* for supported emotions.

**roboy.dialog.action.EmotionAction.EmotionAction(String state, int duration)**

Constructor.

**Parameters**

- `state`: The emotional expression. Possible values: angry, neutral, speak
- `duration`: How long Roboy should display the given emotional expression

`robey.dialog.action.EmotionAction.EmotionAction(RoboyEmotion state, int duration)`  
 Constructor.

Duration is set to 1.

**Parameters**

- `state`: The emotional expression. Possible values: angry, neutral, speak
- `duration`: How long Roboy should display the given emotional expression

`String robey.dialog.action.EmotionAction.getState()`

`int robey.dialog.action.EmotionAction.getDuration()`

`String robey.dialog.action.EmotionAction.getName()`

**Private Members**

`String robey.dialog.action.EmotionAction.state`

`String robey.dialog.action.EmotionAction.name`

`int robey.dialog.action.EmotionAction.duration`

**class**

Checks for a handfull of keywords and stores more or less fitting emotions in the Linguistics.EMOTION feature that is later read out and fed to the facial expression output module.

**Public Functions**

`robey.linguistics.sentenceanalysis.EmotionAnalyzer.EmotionAnalyzer()`

`Interpretation robey.linguistics.sentenceanalysis.EmotionAnalyzer.analyze(Interpretation)`

**Public Static Functions**

`static double robey.linguistics.sentenceanalysis.EmotionAnalyzer.cosineSimilarity(double[] v1, double[] v2)`

**Private Members**

`final double robey.linguistics.sentenceanalysis.EmotionAnalyzer.threshold = 0.5`

`final Logger robey.linguistics.sentenceanalysis.EmotionAnalyzer.LOGGER = LogManager.getLogger(EmotionAnalyzer.class)`

`final double [] robey.linguistics.sentenceanalysis.EmotionAnalyzer.beerVec`

`final double [] robey.linguistics.sentenceanalysis.EmotionAnalyzer.sadVec`

`final double [] robey.linguistics.sentenceanalysis.EmotionAnalyzer.happyVec`

`final double [] robey.linguistics.sentenceanalysis.EmotionAnalyzer.shyVec`

```
final List<String> roboy.linguistics.sentenceanalysis.EmotionAnalyzer.dropout  
class  
    Roboy's facial expression output.
```

### Public Functions

```
roboy.io.EmotionOutput.EmotionOutput (RosMainNode node)  
void roboy.io.EmotionOutput.act (List< Action > actions)  
void roboy.io.EmotionOutput.act (Action action)
```

### Private Members

```
RosMainNode roboy.io.EmotionOutput.rosMainNode  
class Entity
```

### Public Functions

```
roboy.linguistics.Entity.Entity (String term)  
roboy.linguistics.Entity.Entity (String key, String term)  
String roboy.linguistics.Entity.getForm (String form)  
String roboy.linguistics.Entity.getBaseForm ()  
Map<String, String> roboy.linguistics.Entity.getForms ()  
String roboy.linguistics.Entity.toString ()  
boolean roboy.linguistics.Entity.equals (Object obj)  
int roboy.linguistics.Entity.hashCode ()
```

### Private Members

```
Map<String, String> roboy.linguistics.Entity.forms  
enum ExecutionType
```

### Public Members

```
roboy.util.TelegramCommandHandler.ExecutionType.SAY  
roboy.util.TelegramCommandHandler.ExecutionType.BEER  
roboy.util.TelegramCommandHandler.ExecutionType.UZUPHIS  
roboy.util.TelegramCommandHandler.ExecutionType.PIC  
roboy.util.TelegramCommandHandler.ExecutionType.NONE
```



**class**

Expo Introduction State.

This state will:

- ask the interlocutor for his name
- create and update the interlocutor in the context
- take one transition: roboInfo

*ExpoIntroductionState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined, following state if Roboy introduced himself:

- skills,
- robo,
- abilities,
- newPerson. 3) Used 'infoFile' parameter containing Roboy answer phrases. Requires a path to RoboyInfoList.json

**Public Functions**

```
roboy.dialog.states.expoStates.ExpoIntroductionState.ExpoIntroductionState(String state)
```

```
Output roboy.dialog.states.expoStates.ExpoIntroductionState.act()
```

```
Output roboy.dialog.states.expoStates.ExpoIntroductionState.react(Interpretation input)
```

```
State roboy.dialog.states.expoStates.ExpoIntroductionState.getNextState()
```

**Public Static Attributes**

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.INTENTS_HISTORY_ID = 'INTENTS_HISTORY_ID'
```

**Private Functions**

```
String roboy.dialog.states.expoStates.ExpoIntroductionState.getNameFromInput(Interpretation input)
```

```
String roboy.dialog.states.expoStates.ExpoIntroductionState.getRoboyFactsPhrase(RoboyInfoList infoList)
```

```
String roboy.dialog.states.expoStates.ExpoIntroductionState.getIntroPhrase()
```

```
String roboy.dialog.states.expoStates.ExpoIntroductionState.getResponsePhrase(String name)
```

```
State roboy.dialog.states.expoStates.ExpoIntroductionState.getTransitionRandomly(String state)
```

```
void roboy.dialog.states.expoStates.ExpoIntroductionState.updateInterlocutorInContext(RoboyInfoList infoList)
```

**Private Members**

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.SELECTED_SKILLS = "skills"
```

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.SELECTED_ABILITIES = "abilities"
```

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.SELECTED_ROBOY_QA = "roboQA"
```

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.LEARN_ABOUT_PERSON = "learnAboutPerson"
```

```
final String roboy.dialog.states.expoStates.ExpoIntroductionState.INFO_FILE_PARAMETER = "infoFileParameter";
final Logger roboy.dialog.states.expoStates.ExpoIntroductionState.LOGGER = LogManager.getLogger(ExpoIntroductionState.class);

" Oh wow.. Sorry for my confusion today. But what's your name?", "Mamma mia. So many people passing
by today. Good you stopped by to talk to me. Could you tell me your name?", "Ehm, sorry.. Who am I
currently talking to? These lights are so bright I cant see your face" ) ]

final RandomList<String> roboy.dialog.states.expoStates.ExpoIntroductionState.responseList = new RandomList<String>(
    new ArrayList<String>() {
        {
            add("Oh wow.. Sorry for my confusion today. But what's your name?", "Mamma mia. So many people passing
by today. Good you stopped by to talk to me. Could you tell me your name?", "Ehm, sorry.. Who am I
currently talking to? These lights are so bright I cant see your face" );
        }
    }
);

final QAJsonParser roboy.dialog.states.expoStates.ExpoIntroductionState.infoValues = new QAJsonParser();
final State roboy.dialog.states.expoStates.ExpoIntroductionState.nextState = new ExpoIntroductionState();
```

### class

Used for Hannover Messe 2018 states.

Extends the [State](#) class of the dialog state system. Expo dialog states that require probabilistic transitioning should extend this class. Uses uniform distribution.

Extends the [State](#) class with:

- `getTransitionRandomly` - chooses a named transition randomly from the transition names and intent names.
- `chooseIntentAttribute` - chooses the attribute of the intent randomly, so that it is not similar to the last ones.
- `lastNIntentsContainAttribute` - checks if the last N IntentValues of the IntentsHistory contain the given attribute.

Subclassed by *roboy.dialog.states.devoStates.QuestionRoboyQAState*, *roboy.dialog.states.expoStates.DemonstrateSkillsState*, *roboy.dialog.states.expoStates.ExpoIntroductionState*, *roboy.dialog.states.expoStates.PersonalInformationAskingState*, *roboy.dialog.states.expoStates.RoboyQAState*

## Public Functions

```
roboy.dialog.states.definitions.ExpoState.ExpoState(String stateIdentifier, StateParameters params)
    Create a state object with given identifier (state name) and parameters.
```

The parameters should contain a reference to a state machine for later use. The state will not automatically add itself to the state machine.

### Parameters

- `stateIdentifier`: identifier (name) of this state
- `params`: parameters for this state, should contain a reference to a state machine

```
final State roboy.dialog.states.definitions.ExpoState.getTransitionRandomly(String[] transitionNames, String[] intentNames)
    Chooses a named transition randomly.
```

Gets transition names and intent names. Upon choosing the transition checks if the corresponding intent is a valid Neo4jProperty. If so, requests the attribute based on the property and saves property and attribute in the IntentsHistory. If the attribute is unrecoverable, returns the current state. Otherwise, returns the chosen state. When the dice hits a bigger number, returns the current state.

**Return** `transitionNames[i]` -> [State](#)

### Parameters

- `transitionNames`:
- `intentNames`:

- intentsHistoryId:

### Exceptions

- IllegalArgumentException:

### Private Functions

**String** `roboy.dialog.states.definitions.ExpoState.chooseIntentAttribute(Neo4jProperty p)`  
Chooses the attribute of the intent randomly, so that it is not similar to the last n intents.

**Return** String containing the chosen value

#### Parameters

- predicate:
- evaluateLastN:

**boolean** `roboy.dialog.states.definitions.ExpoState.lastNIntentsContainAttribute(String p)`  
Checks if the last N IntentValues of the IntentsHistory contain the given attribute.

**Return** true if contains otherwise false

#### Parameters

- attribute:
- n:

### Private Members

**final Logger** `roboy.dialog.states.definitions.ExpoState.LOGGER` = LogManager.getLogger()

### class ExternalUpdater

For Values which should be updated upon incoming data or at regular intervals, this class fetches and passes the values.

Subclassed by *roboy.context.PeriodicUpdater< Target >*, *roboy.context.ROSTopicUpdater< Message, Target >*

### Protected Functions

**abstract void** `roboy.context.ExternalUpdater.update()`

### class

*Action* used if the dialogue manager wants Roboy to express a certain facial expression, like being angry, neutral or moving its lips (speak).

### Public Functions

**roboy.dialog.action.FaceAction.FaceAction(String state)**  
Constructor.

Duration is set to 1.

#### Parameters

- `state`: The facial expression. Possible values: angry, neutral, speak

**robey.dialog.action.FaceAction.FaceAction(RoboyEmotion state)**

Constructor.

Duration is set to 1.

#### Parameters

- `state`: The facial expression. Possible values: angry, neutral, speak

**robey.dialog.action.FaceAction.FaceAction(String state, int duration)**

Constructor.

#### Parameters

- `state`: The facial expression. Possible values: angry, neutral, speak
- `duration`: How long Roboy should display the given facial expression

**robey.dialog.action.FaceAction.FaceAction(RoboyEmotion state, int duration)**

Constructor.

Duration is set to 1.

#### Parameters

- `state`: The facial expression. Possible values: angry, neutral, speak
- `duration`: How long Roboy should display the given facial expression

**String robey.dialog.action.FaceAction.getState()**

**int robey.dialog.action.FaceAction.getDuration()**

### Private Members

**String robey.dialog.action.FaceAction.state**

**int robey.dialog.action.FaceAction.duration**

**class FaceCoordinates : public *robey::context::ObservableValue<CoordinateSet>***

xzy-coordinates of a person in the field of vision.

**class FaceCoordinatesObserver : public Observer**

Currently dummy functionality.

In the future, could trigger the rotation of the head towards the speaker. Observes the last location head was turned towards, and calls action if difference passes a threshold.

TODO: To implement head turning, change the dummy functionality in turnHead() method.

### Public Functions

**robey.context.contextObjects.FaceCoordinatesObserver.FaceCoordinatesObserver()**

**void robey.context.contextObjects.FaceCoordinatesObserver.update(Observable observable)**

**void robey.context.contextObjects.FaceCoordinatesObserver.turnHead(double x, double y,**

### Package Attributes

```
double roboy.context.contextObjects.FaceCoordinatesObserver.lastUpdatedX
double roboy.context.contextObjects.FaceCoordinatesObserver.lastUpdatedY
double roboy.context.contextObjects.FaceCoordinatesObserver.lastUpdatedZ
long roboy.context.contextObjects.FaceCoordinatesObserver.nextUpdateTime
ExecutorService roboy.context.contextObjects.FaceCoordinatesObserver.executor
```

### Package Static Attributes

```
double roboy.context.contextObjects.FaceCoordinatesObserver.TRIGGER_DIFFERENCE = 0.5
long roboy.context.contextObjects.FaceCoordinatesObserver.UPDATE_INTERVAL_MILLIS = 10000
```

### class

This state ends the conversation.

*FarewellState* interface: 1) Fallback is not required. 2) This state has no outgoing transitions. 3) No parameters are used.

### Public Functions

```
roboy.dialog.states.ordinaryStates.FarewellState.FarewellState(String stateIdentifier,
Output roboy.dialog.states.ordinaryStates.FarewellState.act()
Output roboy.dialog.states.ordinaryStates.FarewellState.react(Interpretation input)
State roboy.dialog.states.ordinaryStates.FarewellState.getNextState()
boolean roboy.dialog.states.ordinaryStates.FarewellState.isFallbackRequired()
```

### Protected Functions

```
Set<String> roboy.dialog.states.ordinaryStates.FarewellState.getRequiredTransitionName
Set<String> roboy.dialog.states.ordinaryStates.FarewellState.getRequiredParameterNames
```

### Private Members

```
State roboy.dialog.states.ordinaryStates.FarewellState.next = null
int roboy.dialog.states.ordinaryStates.FarewellState.loops = 0
```

### Private Static Attributes

```
final int roboy.dialog.states.ordinaryStates.FarewellState.MAX_LOOP_COUNT = 2

    "What a nice conversation! I have to think about everything we" + " were talking about. Let's talk again
    next time.", "I feel tired now, maybe my battery is low? Let's talk again later.", "Don't you think that the
    dialog team is amazing? They are happy to " + "tell you more about my system. Just ask one of them!") ]
```

```
class FileLineReader
```

### Public Static Functions

```
static RandomList<String> roboy.util.FileLineReader.readFile(String path)
```

```
class
```

```
Free TTS text to speech.
```

### Public Functions

```
roboy.io.FreeTTSOutput.FreeTTSOutput ()
```

```
void roboy.io.FreeTTSOutput.act (List< Action > actions)
```

### Public Static Functions

```
static void roboy.io.FreeTTSOutput.main(String[] args)
```

### Private Members

```
Voice roboy.io.FreeTTSOutput.voice
```

```
class
```

### Public Functions

```
roboy.dialog.states.gameStates.GamingSnapchatState.GamingSnapchatState(String stateId)
```

```
Output roboy.dialog.states.gameStates.GamingSnapchatState.act ()
```

```
Output roboy.dialog.states.gameStates.GamingSnapchatState.react (Interpretation input)
```

```
State roboy.dialog.states.gameStates.GamingSnapchatState.getNextState ()
```

### Private Functions

```
boolean roboy.dialog.states.gameStates.GamingSnapchatState.checkUserSaidStop (Interpretation input)
```

```
Map<String, List<String> > roboy.dialog.states.gameStates.GamingSnapchatState.buildSynonyms ()
```

### Private Members

```
Map<String, List<String> > roboy.dialog.states.gameStates.GamingSnapchatState.EXISTING_STATES
```

```
RandomList<String> roboy.dialog.states.gameStates.GamingSnapchatState.filters
```

```
final Logger roboy.dialog.states.gameStates.GamingSnapchatState.LOGGER = LogManager.getLogger (GamingSnapchatState.class)
```

```
final Inference roboy.dialog.states.gameStates.GamingSnapchatState.localInference = new Inference (GamingSnapchatState.class)
```

```
boolean roboy.dialog.states.gameStates.GamingSnapchatState.filterApplied = false
```

```
List<String> roboy.dialog.states.gameStates.GamingSnapchatState.desiredFilters = new Array<>()
boolean roboy.dialog.states.gameStates.GamingSnapchatState.stopGame = false
String roboy.dialog.states.gameStates.GamingSnapchatState.suggestedFilter = ""
```

### Private Static Attributes

```
final String roboy.dialog.states.gameStates.GamingSnapchatState.TRANSITION_GAME_ENDED = "f
final String roboy.dialog.states.gameStates.GamingSnapchatState.EXISTING_FILTERS_ID = "f
class
```

### Public Functions

```
roboy.dialog.states.gameStates.GamingTwentyQuestionsState.GamingTwentyQuestionsState (S
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.act ()
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.react (Interpretation
State roboy.dialog.states.gameStates.GamingTwentyQuestionsState.getNextState ()
```

### Private Functions

```
String roboy.dialog.states.gameStates.GamingTwentyQuestionsState.getIntent (Interpretat
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.askNextQuestion ()
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.saveUsersEstimate (Str
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.doAGuess ()
Output roboy.dialog.states.gameStates.GamingTwentyQuestionsState.processUserGuessAnswer
void roboy.dialog.states.gameStates.GamingTwentyQuestionsState.resetGame ()
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.checkUserSaidStop (In
void roboy.dialog.states.gameStates.GamingTwentyQuestionsState.applyFilter (String winn
```

### Private Members

```
final Logger roboy.dialog.states.gameStates.GamingTwentyQuestionsState.LOGGER = LogManag
Akiwrapper roboy.dialog.states.gameStates.GamingTwentyQuestionsState.aw = null
Question roboy.dialog.states.gameStates.GamingTwentyQuestionsState.nextQuestion = null
Guess roboy.dialog.states.gameStates.GamingTwentyQuestionsState.currentGuess = null
List<Long> roboy.dialog.states.gameStates.GamingTwentyQuestionsState.declined = new ArrayL
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.userReady = false
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.guessesAvailable = fals
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.gameFinished = false
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.stopGame = false
```

```
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.filterApplied = false
boolean roboy.dialog.states.gameStates.GamingTwentyQuestionsState.emotionShown = false
String roboy.dialog.states.gameStates.GamingTwentyQuestionsState.winner = ""
```

### Private Static Attributes

```
final double roboy.dialog.states.gameStates.GamingTwentyQuestionsState.PROBABILITY_THR
final String roboy.dialog.states.gameStates.GamingTwentyQuestionsState.TRANSITION_GAME
```

```
template <I, V, K, V>
```

```
class HistoryInterface
```

This is the interface over which *Context* value histories can be queried.

Initialize as static field of the *Context* class. Add your *ValueHistory* implementation class, its key and return types as generic parameters.

### Parameters

- <I>: An implementation of *AbstractValueHistory*.
- <K>: The keys used within the History instance.
- <V>: The type of data stored within the History instance.

### Public Functions

```
Map<K, V> roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >
    Get n elements saved into the corresponding ValueHistory instance (or all elements, if all < n).
```

```
V roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.getLast
    Get the last element saved into the corresponding ValueHistory instance.
```

```
int roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.value
    Get the total nr of times a new value was saved into the corresponding ValueHistory instance.
```

Note: as histories can be limited in size, less elements might be actually stored than the total.

```
boolean roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.c
    Check if the object exists among the valueHistory values.
```

```
boolean roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.p
    Removes all the valueHistory values.
```

### Protected Functions

```
roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.HistoryIn
```

### Protected Attributes

```
I roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.valueHi
```



## Package Functions

**I** `roboy.context.HistoryInterface< I extends AbstractValueHistory< K, V, K, V >.getCont`  
**class**

Uses IBM Cloud text to speech.

Requires internet connection and valid IBM Bluemix credentials.

## Public Functions

```
roboy.io.IBMWatsonOutput.IBMWatsonOutput ()
void roboy.io.IBMWatsonOutput.act (List< Action > actions)
void roboy.io.IBMWatsonOutput.say (String text)
```

## Package Attributes

```
final Logger roboy.io.IBMWatsonOutput.logger = LogManager.getLogger()
```

## Private Members

**TextToSpeech** `roboy.io.IBMWatsonOutput.synthesizer`  
**class**

Idle state.

Roboy is waiting <delay> minutes to autonomously start a conversation.

## Public Functions

```
roboy.dialog.states.fairShowStates.IdleState.IdleState (String stateIdentifier, StatePa
Output roboy.dialog.states.fairShowStates.IdleState.act ()
State roboy.dialog.states.fairShowStates.IdleState.getNextState ()
```

## Private Functions

```
boolean roboy.dialog.states.fairShowStates.IdleState.notInVision ()
```

## Private Members

```
final Logger roboy.dialog.states.fairShowStates.IdleState.LOGGER = LogManager.getLogger()
State roboy.dialog.states.fairShowStates.IdleState.nextState = this
long roboy.dialog.states.fairShowStates.IdleState.delay
long roboy.dialog.states.fairShowStates.IdleState.showTime
long roboy.dialog.states.fairShowStates.IdleState.startTime
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.IdleState.TRANSITION_TIME_IS_UP = "timeIsUp"
final String roboy.dialog.states.fairShowStates.IdleState.DELAY_ID = "delayInMins"
final String roboy.dialog.states.fairShowStates.IdleState.SHOW_TIME_ID = "showTimeinMins"
final int roboy.dialog.states.fairShowStates.IdleState.MIN_NUMBER_PEOPLE = 1

class
```

### Public Functions

**HashMap<Neo4jProperty, String> roboy.logic.Inference.inferProperties (ArrayList< Neo4jProperty> keys)**  
Basic inference method Infers the property information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing properties and inferred data/null if NA

**Parameters**

- keys:

**String roboy.logic.Inference.inferProperty (Neo4jProperty key, Interpretation input)**  
Basic inference method Infers the property information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**HashMap<Neo4jRelationship, String> roboy.logic.Inference.inferRelationships (ArrayList< Neo4jRelationship> keys)**  
Basic inference method Infers the relationship information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing relationships and inferred data/null if NA

**Parameters**

- keys:

**String roboy.logic.Inference.inferRelationship (Neo4jRelationship key, Interpretation input)**  
Basic inference method Infers the relationship information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**HashMap<Neo4jLabel, String> roboy.logic.Inference.inferLabels (ArrayList< Neo4jLabel> keys)**  
Basic inference method Infers the label information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing labels and inferred data/null if NA

**Parameters**

- keys:

**String** `roboy.logic.Inference.inferLabel(Neo4jLabel key, Interpretation input)`

Basic inference method Infers the label information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**Linguistics.UtteranceSentiment** `roboy.logic.Inference.inferSentiment(Interpretation input)`

Basic inference method Infers the sentiment of the utterance tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- input:

**List<String>** `roboy.logic.Inference.inferSnapchatFilter(Interpretation input, Map< String, Boolean> filter)`

## Package Attributes

**final Logger** `roboy.logic.Inference.LOGGER` = LogManager.getLogger()

## Package Static Attributes

**final List<String>** `roboy.logic.Inference.positiveTokens` = Arrays.asList("yes", "yep", "yeah", "ok", "sure", "right", "correct", "yes", "yep", "yeah", "ok", "sure", "right", "correct")

**final List<String>** `roboy.logic.Inference.negativeTokens` = Arrays.asList("no", "nope", "later", "not", "not now", "no", "nope", "later", "not", "not now")

**final List<String>** `roboy.logic.Inference.uncertaintyTokens` = Arrays.asList("guess", "probably", "could be", "maybe", "possibly", "perhaps", "maybe", "possibly", "perhaps")

## Private Functions

**String** `roboy.logic.Inference.inferName(Interpretation input)`

**interface InferenceEngine**

Subclassed by *roboy.logic.Inference*

## Public Functions

**HashMap<Neo4jProperty, String>** `roboy.logic.InferenceEngine.inferProperties(ArrayList<String> keys)`

Basic inference method Infers the property information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing properties and inferred data/null if NA

**Parameters**

- keys:

**String roboy.logic.InferenceEngine.inferProperty(Neo4jProperty key, Interpretation input)**

Basic inference method Infers the property information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**HashMap<Neo4jRelationship, String> roboy.logic.InferenceEngine.inferRelationships(Iterable<Neo4jRelationship> keys, Interpretation input)**

Basic inference method Infers the relationship information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing relationships and inferred data/null if NA

**Parameters**

- keys:

**String roboy.logic.InferenceEngine.inferRelationship(Neo4jRelationship key, Interpretation input)**

Basic inference method Infers the relationship information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**HashMap<Neo4jLabel, String> roboy.logic.InferenceEngine.inferLabels(Iterable<Neo4jLabel> keys, Interpretation input)**

Basic inference method Infers the label information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** HashMap containing labels and inferred data/null if NA

**Parameters**

- keys:

**String roboy.logic.InferenceEngine.inferLabel(Neo4jLabel key, Interpretation input)**

Basic inference method Infers the label information with regard to the requested keys, tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- key:

**UtteranceSentiment roboy.logic.InferenceEngine.inferSentiment(Interpretation input)**

Basic inference method Infers the sentiment of the utterance tries to extract and ground the information from the available Interpretation.

**Return** String containing inferred result/null if NA

**Parameters**

- input:

**class InferenceEngineTest**

## Public Functions

```
void roboy.logic.InferenceEngineTest.test()
```

```
enum InfoAbout
```

## Public Members

```
roboy.dialog.states.fairShowStates.InfoAbout.ABOUT_TEAM
```

```
roboy.dialog.states.fairShowStates.InfoAbout.ABOUT_BOOTH
```

```
roboy.dialog.states.fairShowStates.InfoAbout.ABOUT_ROBOY
```

```
roboy.dialog.states.fairShowStates.InfoAbout.ABOUT_MOVEMENT
```

```
roboy.dialog.states.fairShowStates.InfoAbout.ABOUT_EMOTIONS
```

```
class
```

Roboy is talking about several topics autonomously.

- team
- mission
- movement
- emotions

## Public Functions

```
roboy.dialog.states.fairShowStates.InfoTalkState.InfoTalkState(String stateIdentifier,
```

```
Output roboy.dialog.states.fairShowStates.InfoTalkState.act()
```

```
State roboy.dialog.states.fairShowStates.InfoTalkState.getNextState()
```

## Private Functions

```
void roboy.dialog.states.fairShowStates.InfoTalkState.resetAvailableInformation()
```

Resets the list of available information so that it contains all of them.

```
InfoAbout roboy.dialog.states.fairShowStates.InfoTalkState.selectRandomInfo()
```

Selects one of the pieces of information from the availableInformation list at random and removes it from the list.

If the list becomes empty this way, resets it to the initial state

**Return** one of the available pieces of information

```
boolean roboy.dialog.states.fairShowStates.InfoTalkState.checkPplListening()
```

checks if vision module detects a person that is interested

**Return** boolean if someone is interested

### Private Members

```
final RandomList<InfoAbout> roboy.dialog.states.fairShowStates.InfoTalkState.availableInfoAbout
InfoAbout roboy.dialog.states.fairShowStates.InfoTalkState.activeInfo
RandomList<String> roboy.dialog.states.fairShowStates.InfoTalkState.phrases = new RandomList<String>()
final Logger roboy.dialog.states.fairShowStates.InfoTalkState.logger = LogManager.getLogger(InfoTalkState.class)
State roboy.dialog.states.fairShowStates.InfoTalkState.nextState = this
Random roboy.dialog.states.fairShowStates.InfoTalkState.random = new Random()
RandomList<RoboyEmotion> roboy.dialog.states.fairShowStates.InfoTalkState.emotions = new RandomList<RoboyEmotion>()
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.InfoTalkState.TRANSITION_PERSON_DETECTED = "PERSON_DETECTED"
final String roboy.dialog.states.fairShowStates.InfoTalkState.TRANSITION_LONELY_ROBOY = "LONELY_ROBOY"
```

### class Input

The result of an input device consists of a sentence, if it is an audio device, and an arbitrary map of lists.

### Public Functions

```
roboy.io.Input.Input(String sentence)
roboy.io.Input.Input(String sentence, Interpretation attributes)
String roboy.io.Input.getSentence()
Interpretation roboy.io.Input.getAttributes()
void roboy.io.Input.setAttributes(Interpretation interpretation)
```

### Private Members

```
String roboy.io.Input.sentence
Interpretation roboy.io.Input.attributes
```

### interface InputDevice

An input device must listen and return an *Input* object.

Subclassed by *roboy.io.BingInput*, *roboy.io.CelebritySimilarityInput*, *roboy.io.CommandLineInput*, *roboy.io.MultiInputDevice*, *roboy.io.RoboyNameDetectionInput*, *roboy.io.TelegramInput*, *roboy.io.UdpInput*

### Public Functions

```
Input roboy.io.InputDevice.listen()
default Input roboy.io.InputDevice.listen(long timeout)
```

**class**

Calls a machine learning model to determine if the utterance of the other person represents one of the learned intents.

Stores the highest scoring intent in the Linguistics.INTENT feature and the score in the Linguistics.INTENT\_DISTANCE feature.

**Public Functions**

```
roboy.linguistics.sentenceanalysis.IntentAnalyzer.IntentAnalyzer(RosMainNode ros)
```

```
Interpretation roboy.linguistics.sentenceanalysis.IntentAnalyzer.analyze(Interpretation)
```

**Private Members**

```
RosMainNode roboy.linguistics.sentenceanalysis.IntentAnalyzer.ros
```

**class IntentValue**

The value of the question intent based on Neo4j Relationship or a string.

Referenced by the intents history id to distinguish between the States which pushed the values to the history.

**Public Functions**

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, Neo4jRelationship)
```

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, Neo4jProperty)
```

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, String id)
```

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, Neo4jRelationship)
```

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, Neo4jProperty)
```

```
roboy.context.contextObjects.IntentValue.IntentValue(String intentsHistoryId, String id)
```

```
String roboy.context.contextObjects.IntentValue.getId()
```

```
Neo4jRelationship roboy.context.contextObjects.IntentValue.getNeo4jRelationshipValue()
```

```
Neo4jProperty roboy.context.contextObjects.IntentValue.getNeo4jPropertyValue()
```

```
String roboy.context.contextObjects.IntentValue.getStringValue()
```

```
String roboy.context.contextObjects.IntentValue.getAttribute()
```

```
boolean roboy.context.contextObjects.IntentValue.equals(Object obj)
```

```
int roboy.context.contextObjects.IntentValue.hashCode()
```

```
String roboy.context.contextObjects.IntentValue.toString()
```

**Private Members**

```
String roboy.context.contextObjects.IntentValue.id
```

```
Neo4jRelationship roboy.context.contextObjects.IntentValue.neo4jRelationshipValue = null
```

```
Neo4jProperty roboy.context.contextObjects.IntentValue.neo4jPropertyValue = null
```

```
String roboy.context.contextObjects.IntentValue.stringValue
```

```
String roboy.context.contextObjects.IntentValue.attribute = null
```

**class**

Encapsulates a *MemoryNodeModel* and enables dialog states to easily store and retrieve information about its current conversation partner.

**Public Functions**

```
roboy.memory.nodes.Interlocutor.Interlocutor(Neo4jMemoryInterface memory)
```

```
roboy.memory.nodes.Interlocutor.Interlocutor(Neo4jMemoryInterface memory, String name)
```

```
roboy.memory.nodes.Interlocutor.Interlocutor(Neo4jMemoryInterface memory, Uuid uuid, S
```

```
void roboy.memory.nodes.Interlocutor.addName(String name)
```

After executing this method, the person field contains a node that is in sync with memory and represents the interlocutor.

Unless something goes wrong during querying, which would affect the following communication severely.

```
void roboy.memory.nodes.Interlocutor.addUuid(Uuid uuid, String name)
```

```
String roboy.memory.nodes.Interlocutor.getName()
```

```
Uuid roboy.memory.nodes.Interlocutor.getUuid(UuidType type)
```

```
boolean roboy.memory.nodes.Interlocutor.hasRelationship(Neo4jRelationship relationship)
```

```
ArrayList<Integer> roboy.memory.nodes.Interlocutor.getRelationships(Neo4jRelationship
```

```
void roboy.memory.nodes.Interlocutor.saveUzupisProperty(UzupisIntents intent, String v
```

```
HashMap<UzupisIntents, String> roboy.memory.nodes.Interlocutor.getUzupisInfo()
```

```
void roboy.memory.nodes.Interlocutor.addInformation(Neo4jRelationship relationship, St
```

Adds a new relation to the person node, updating memory.

```
RelationshipAvailability roboy.memory.nodes.Interlocutor.checkRelationshipAvailability
```

Checks if predicates from the input array are available for this interlocutor.

**Return** one of three: all, some or none available

**Parameters**

- rels: array of predicates to check

```
HashMap<Boolean, ArrayList<Neo4jRelationship> > roboy.memory.nodes.Interlocutor.getPur
```

**Public Members**

```
boolean roboy.memory.nodes.Interlocutor.FAMILIAR = false
```

**Private Functions**

```
boolean roboy.memory.nodes.Interlocutor.init(Interlocutor interlocutor)
```

```
MemoryNodeModel roboy.memory.nodes.Interlocutor.queryForMatchingNodes(Interlocutor int
```

```
MemoryNodeModel roboy.memory.nodes.Interlocutor.create(Interlocutor interlocutor)
```



```
void roboy.memory.nodes.Interlocutor.set (MemoryNodeModel node)
```

### Private Members

```
HashMap<UzupisIntents, String> roboy.memory.nodes.Interlocutor.uzupisInfo = new HashMap<>()
```

```
final Logger roboy.memory.nodes.Interlocutor.LOGGER = LogManager.getLogger()
```

```
template <T, V>
```

```
class InternalUpdater
```

An updater which can be called from inside DM to update a *Value* or *ValueHistory*.

### Parameters

- <T>: The target *Value* or *ValueHistory*.
- <V>: The data type stored in the target.

Subclassed by *roboy.context.contextObjects.ActiveInterlocutorUpdater*, *roboy.context.contextObjects.DialogIntentsUpdater*, *roboy.context.contextObjects.DialogTopicsUpdater*, *roboy.context.contextObjects.OtherQuestionsUpdater*

### Public Functions

```
roboy.context.InternalUpdater< T extends AbstractValue< V, V >.InternalUpdater(T target)
```

```
synchronized void roboy.context.InternalUpdater< T extends AbstractValue< V, V >.update
```

### Package Attributes

```
AbstractValue<V> roboy.context.InternalUpdater< T extends AbstractValue< V, V >.target
```

```
class Interpretation : public Cloneable
```

An interpretation of all inputs to Roboy consists of the sentence type and an arbitrary map of features.

Feature names are listed and documented in the class *roboy.linguistics.Linguistics*.

The interpretation class is also used to pass the output information from the states to the verbalizer class.

### Public Functions

```
roboy.linguistics.sentenceanalysis.Interpretation.Interpretation ()
```

```
roboy.linguistics.sentenceanalysis.Interpretation.Interpretation (String sentence)
```

```
roboy.linguistics.sentenceanalysis.Interpretation.Interpretation (String sentence, Inte
```

```
roboy.linguistics.sentenceanalysis.Interpretation.Interpretation (SentenceType sentence
```

```
roboy.linguistics.sentenceanalysis.Interpretation.Interpretation (Interpretation interp
```

```
SentenceType roboy.linguistics.sentenceanalysis.Interpretation.getSentenceType ()
```

```
void roboy.linguistics.sentenceanalysis.Interpretation.setSentenceType (SentenceType se
```

```
boolean roboy.linguistics.sentenceanalysis.Interpretation.isQuestion ()
```

```
String roboy.linguistics.sentenceanalysis.Interpretation.getSentence ()
```

```
void roboy.linguistics.sentenceanalysis.Interpretation.setSentence(String sentence)
List<Triple> roboy.linguistics.sentenceanalysis.Interpretation.getTriples()
void roboy.linguistics.sentenceanalysis.Interpretation.setTriples(List< Triple > triples)
List<String> roboy.linguistics.sentenceanalysis.Interpretation.getTokens()
void roboy.linguistics.sentenceanalysis.Interpretation.setTokens(List< String > tokens)
String [] roboy.linguistics.sentenceanalysis.Interpretation.getPosTags()
void roboy.linguistics.sentenceanalysis.Interpretation.setPosTags(String[] posTags)
String [] roboy.linguistics.sentenceanalysis.Interpretation.getLemmas()
void roboy.linguistics.sentenceanalysis.Interpretation.setLemmas(String[] lemmas)
List<Keyword> roboy.linguistics.sentenceanalysis.Interpretation.getKeywords()
void roboy.linguistics.sentenceanalysis.Interpretation.setKeywords(List< Keyword > keywords)
void roboy.linguistics.sentenceanalysis.Interpretation.addKeyword(Keyword keyword)
String roboy.linguistics.sentenceanalysis.Interpretation.getAssociation()
void roboy.linguistics.sentenceanalysis.Interpretation.setAssociation(String association)
Map<SemanticRole, String> roboy.linguistics.sentenceanalysis.Interpretation.getPas()
void roboy.linguistics.sentenceanalysis.Interpretation.setPas(Map< SemanticRole , String> pas)
String roboy.linguistics.sentenceanalysis.Interpretation.getName()
void roboy.linguistics.sentenceanalysis.Interpretation.setName(String name)
String roboy.linguistics.sentenceanalysis.Interpretation.getCelebrity()
void roboy.linguistics.sentenceanalysis.Interpretation.setCelebrity(String celebrity)
boolean roboy.linguistics.sentenceanalysis.Interpretation.isRoboy()
void roboy.linguistics.sentenceanalysis.Interpretation.setRoboy(boolean roboy)
String roboy.linguistics.sentenceanalysis.Interpretation.getObjAnswer()
void roboy.linguistics.sentenceanalysis.Interpretation.setObjAnswer(String objAnswer)
String roboy.linguistics.sentenceanalysis.Interpretation.getPredAnswer()
void roboy.linguistics.sentenceanalysis.Interpretation.setPredAnswer(String predAnswer)
RoboyEmotion roboy.linguistics.sentenceanalysis.Interpretation.getEmotion()
void roboy.linguistics.sentenceanalysis.Interpretation.setEmotion(RoboyEmotion emotion)
boolean roboy.linguistics.sentenceanalysis.Interpretation.getProfanity()
void roboy.linguistics.sentenceanalysis.Interpretation.setProfanity(boolean profanity)
String roboy.linguistics.sentenceanalysis.Interpretation.getIntent()
void roboy.linguistics.sentenceanalysis.Interpretation.setIntent(String intent)
String roboy.linguistics.sentenceanalysis.Interpretation.getIntentDistance()
void roboy.linguistics.sentenceanalysis.Interpretation.setIntentDistance(String intentDistance)
UtteranceSentiment roboy.linguistics.sentenceanalysis.Interpretation.getSentiment()
void roboy.linguistics.sentenceanalysis.Interpretation.setSentiment(UtteranceSentiment sentiment)
```

```

void robey.linguistics.sentenceanalysis.Interpretation.setSemanticAnalysisLambda (SemanticAnalysis lambda)
List<Triple> robey.linguistics.sentenceanalysis.Interpretation.getSemTriples ()
void robey.linguistics.sentenceanalysis.Interpretation.setSemTriples (List< Triple > semTriples)
String robey.linguistics.sentenceanalysis.Interpretation.getParse ()
void robey.linguistics.sentenceanalysis.Interpretation.setParse (String parse)
String robey.linguistics.sentenceanalysis.Interpretation.getUnderspecifiedQuestion ()
void robey.linguistics.sentenceanalysis.Interpretation.setUnderspecifiedQuestion (String question)
String robey.linguistics.sentenceanalysis.Interpretation.getUnderspecifiedAnswer ()
void robey.linguistics.sentenceanalysis.Interpretation.setUnderspecifiedAnswer (String answer)
ParsingOutcome robey.linguistics.sentenceanalysis.Interpretation.getParsingOutcome ()
void robey.linguistics.sentenceanalysis.Interpretation.setParsingOutcome (ParsingOutcome parsingOutcome)
String robey.linguistics.sentenceanalysis.Interpretation.getAnswer ()
void robey.linguistics.sentenceanalysis.Interpretation.setAnswer (String answer)
void robey.linguistics.sentenceanalysis.Interpretation.copy (Interpretation interpretation)
void robey.linguistics.sentenceanalysis.Interpretation.put (Interpretation interpretation)
String robey.linguistics.sentenceanalysis.Interpretation.toString ()
void robey.linguistics.sentenceanalysis.Interpretation.toLowerCase ()
boolean robey.linguistics.sentenceanalysis.Interpretation.equals (Object obj)
int robey.linguistics.sentenceanalysis.Interpretation.hashCode ()

```

### Private Functions

```

void robey.linguistics.sentenceanalysis.Interpretation.makeSureSemanticParserIsExecuted ()

```

### Private Members

```

final Logger robey.linguistics.sentenceanalysis.Interpretation.LOGGER = LogManager.getLogger (Interpretation.class)
SentenceType robey.linguistics.sentenceanalysis.Interpretation.sentenceType = null
String robey.linguistics.sentenceanalysis.Interpretation.sentence = null
List<Triple> robey.linguistics.sentenceanalysis.Interpretation.triples = null
List<Triple> robey.linguistics.sentenceanalysis.Interpretation.semTriples = null
List<String> robey.linguistics.sentenceanalysis.Interpretation.tokens = null
String [] robey.linguistics.sentenceanalysis.Interpretation.postTags = null
String [] robey.linguistics.sentenceanalysis.Interpretation.lemmas = null
List<Keyword> robey.linguistics.sentenceanalysis.Interpretation.keywords = null
String robey.linguistics.sentenceanalysis.Interpretation.association = null
Map<SemanticRole, String> robey.linguistics.sentenceanalysis.Interpretation.pas = null

```

```
String robey.linguistics.sentenceanalysis.Interpretation.name = null
String robey.linguistics.sentenceanalysis.Interpretation.celebrity = null
boolean robey.linguistics.sentenceanalysis.Interpretation.isRoboy = false
String robey.linguistics.sentenceanalysis.Interpretation.objAnswer = null
String robey.linguistics.sentenceanalysis.Interpretation.predAnswer = null
RoboyEmotion robey.linguistics.sentenceanalysis.Interpretation.emotion = null
boolean robey.linguistics.sentenceanalysis.Interpretation.profanity = false
String robey.linguistics.sentenceanalysis.Interpretation.intent = null
String robey.linguistics.sentenceanalysis.Interpretation.intentDistance = null
UtteranceSentiment robey.linguistics.sentenceanalysis.Interpretation.sentiment = null
ParsingOutcome robey.linguistics.sentenceanalysis.Interpretation.parsingOutcome = null
String robey.linguistics.sentenceanalysis.Interpretation.parse = null
String robey.linguistics.sentenceanalysis.Interpretation.answer = null
String robey.linguistics.sentenceanalysis.Interpretation.underspecifiedQuestion = null
String robey.linguistics.sentenceanalysis.Interpretation.underspecifiedAnswer = null
SemanticAnalysisLambda robey.linguistics.sentenceanalysis.Interpretation.semanticAnaly
class InterpretationTest
```

### Public Functions

```
void robey.linguistics.sentenceanalysis.InterpretationTest.setUp ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getSentenceType ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getSentence ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getTriples ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getSemTriples ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getTokens ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getPosTags ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getLemmas ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getKeywords ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getAssociation ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getPas ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getName ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getCelebrity ()
void robey.linguistics.sentenceanalysis.InterpretationTest.isRoboy ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getObjAnswer ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getPredAnswer ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getEmotion ()
```

```

void robey.linguistics.sentenceanalysis.InterpretationTest.getIntent ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getIntentDistance ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getParse ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getUnderspecifiedQuestion ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getUnderspecifiedAnswer ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getSentiment ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getParsingOutcome ()
void robey.linguistics.sentenceanalysis.InterpretationTest.getAnswer ()
void robey.linguistics.sentenceanalysis.InterpretationTest.copy ()

```

### Private Members

```

Interpretation robey.linguistics.sentenceanalysis.InterpretationTest.analyzedInterpretation
Interpretation robey.linguistics.sentenceanalysis.InterpretationTest.defaultInterpretation
Linguistics.SentenceType robey.linguistics.sentenceanalysis.InterpretationTest.sentenceType
String robey.linguistics.sentenceanalysis.InterpretationTest.sentence
Triple robey.linguistics.sentenceanalysis.InterpretationTest.triple
List<Triple> robey.linguistics.sentenceanalysis.InterpretationTest.triples
List<Triple> robey.linguistics.sentenceanalysis.InterpretationTest.semTriples
List<String> robey.linguistics.sentenceanalysis.InterpretationTest.tokens
String [] robey.linguistics.sentenceanalysis.InterpretationTest.postTags
String [] robey.linguistics.sentenceanalysis.InterpretationTest.lemmas
Entity robey.linguistics.sentenceanalysis.InterpretationTest.entity
Keyword robey.linguistics.sentenceanalysis.InterpretationTest.keyword
List<Keyword> robey.linguistics.sentenceanalysis.InterpretationTest.keywords
String robey.linguistics.sentenceanalysis.InterpretationTest.association
Map<Linguistics.SemanticRole, String> robey.linguistics.sentenceanalysis.InterpretationTest.semanticRoles
String robey.linguistics.sentenceanalysis.InterpretationTest.name
String robey.linguistics.sentenceanalysis.InterpretationTest.celebrity
boolean robey.linguistics.sentenceanalysis.InterpretationTest.isRoboy
String robey.linguistics.sentenceanalysis.InterpretationTest.objAnswer
String robey.linguistics.sentenceanalysis.InterpretationTest.predAnswer
RoboyEmotion robey.linguistics.sentenceanalysis.InterpretationTest.emotion
String robey.linguistics.sentenceanalysis.InterpretationTest.intent
String robey.linguistics.sentenceanalysis.InterpretationTest.intentDistance
String robey.linguistics.sentenceanalysis.InterpretationTest.parse
String robey.linguistics.sentenceanalysis.InterpretationTest.underspecifiedQuestion

```

```
String robey.linguistics.sentenceanalysis.InterpretationTest.underspecifiedAnswer
Linguistics.UtteranceSentiment robey.linguistics.sentenceanalysis.InterpretationTest.s
Linguistics.ParsingOutcome robey.linguistics.sentenceanalysis.InterpretationTest.parsi
String robey.linguistics.sentenceanalysis.InterpretationTest.answer
```

**class**

This state will:

- ask the interlocutor for his name
- query memory if the person is already known
- create and update the interlocutor in the context
- take one of two transitions: knownPerson or newPerson

*IntroductionState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- knownPerson: following state if the person is already known
- newPerson: following state if the person is NOT known 3) No parameters are used.

## Public Functions

```
robey.dialog.states.devoStates.IntroductionState.IntroductionState(String stateIdentif
Output robey.dialog.states.devoStates.IntroductionState.act ()
Output robey.dialog.states.devoStates.IntroductionState.react (Interpretation input)
State robey.dialog.states.devoStates.IntroductionState.getNextState ()
```

## Protected Functions

```
Set<String> robey.dialog.states.devoStates.IntroductionState.getRequiredTransitionName
```

## Private Functions

```
String robey.dialog.states.devoStates.IntroductionState.getNameFromInput (Interpretatio
void robey.dialog.states.devoStates.IntroductionState.updateInterlocutorInContext (Inte
String robey.dialog.states.devoStates.IntroductionState.getIntroPhrase ()
String robey.dialog.states.devoStates.IntroductionState.getResponsePhrase (String name,
String robey.dialog.states.devoStates.IntroductionState.getRoboyFactsPhrase (Roboy robo
```

## Private Members

```
QAJsonParser robey.dialog.states.devoStates.IntroductionState.infoValues
final String robey.dialog.states.devoStates.IntroductionState.UPDATE_KNOWN_PERSON = "kno
final String robey.dialog.states.devoStates.IntroductionState.LEARN_ABOUT_PERSON = "newP
```

```

final Logger roboy.dialog.states.devoStates.IntroductionState.LOGGER = LogManager.getLogger(
final String roboy.dialog.states.devoStates.IntroductionState.INFO_FILE_PARAMETER_ID = '
final RandomList<String> roboy.dialog.states.devoStates.IntroductionState.introPhrases
final RandomList<String> roboy.dialog.states.devoStates.IntroductionState.successRespo
final RandomList<String> roboy.dialog.states.devoStates.IntroductionState.failureRespo
Neo4jRelationship [] roboy.dialog.states.devoStates.IntroductionState.personPredicates
RandomList<Neo4jRelationship> roboy.dialog.states.devoStates.IntroductionState.robeyRe
RandomList<Neo4jProperty> roboy.dialog.states.devoStates.IntroductionState.robeyProper
State roboy.dialog.states.devoStates.IntroductionState.nextState

```

**class**

This state will:

- ask the interlocutor for his name
- query memory if the person is already known
- create and update the interlocutor in the context
- take one of two transitions: knownPerson or newPerson

*IntroductionState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- knownPerson: following state if the person is already known
- newPerson: following state if the person is NOT known 3) No parameters are used.

**Public Functions**

```

roboy.dialog.states.ordinaryStates.IntroductionState.IntroductionState(String stateIden
Output roboy.dialog.states.ordinaryStates.IntroductionState.act ()
Output roboy.dialog.states.ordinaryStates.IntroductionState.react (Interpretation input
State roboy.dialog.states.ordinaryStates.IntroductionState.getNextState ()

```

**Protected Functions**

```

Set<String> roboy.dialog.states.ordinaryStates.IntroductionState.getRequiredTransition

```

**Private Functions**

```

String roboy.dialog.states.ordinaryStates.IntroductionState.getNameFromInput (Interpret
void roboy.dialog.states.ordinaryStates.IntroductionState.updateInterlocutorInContext (
String roboy.dialog.states.ordinaryStates.IntroductionState.getIntroPhrase ()
String roboy.dialog.states.ordinaryStates.IntroductionState.getResponsePhrase (String n
String roboy.dialog.states.ordinaryStates.IntroductionState.getRoboyFactsPhrase (Roboy

```

### Private Members

```
QJsonParser robey.dialog.states.ordinaryStates.IntroductionState.infoValues
final String robey.dialog.states.ordinaryStates.IntroductionState.UPDATE_KNOWN_PERSON =
final String robey.dialog.states.ordinaryStates.IntroductionState.LEARN_ABOUT_PERSON =
final Logger robey.dialog.states.ordinaryStates.IntroductionState.LOGGER = LogManager.getLog
final String robey.dialog.states.ordinaryStates.IntroductionState.INFO_FILE_PARAMETER
final RandomList<String> robey.dialog.states.ordinaryStates.IntroductionState.introPhr
final RandomList<String> robey.dialog.states.ordinaryStates.IntroductionState.successR
final RandomList<String> robey.dialog.states.ordinaryStates.IntroductionState.failureR
Neo4jRelationship [] robey.dialog.states.ordinaryStates.IntroductionState.personPredic
RandomList<Neo4jRelationship> robey.dialog.states.ordinaryStates.IntroductionState.rob
RandomList<Neo4jProperty> robey.dialog.states.ordinaryStates.IntroductionState.robeyPr
State robey.dialog.states.ordinaryStates.IntroductionState.nextState
```

```
class IO
    Helper class for IO related tasks.
```

### Public Static Functions

```
static List<String> robey.util.IO.readLineFromUtf8File(String path)
static MultiInputDevice robey.util.IO.getInputs(RosMainNode rosMainNode)
static MultiInputDevice robey.util.IO.getInputs(RosMainNode rosMainNode, String uuid)
static MultiOutputDevice robey.util.IO.getOutputs(RosMainNode rosMainNode)
static MultiOutputDevice robey.util.IO.getOutputs(RosMainNode rosMainNode, String uuid)
static String robey.util.IO.toSentenceCase(String input)
static String robey.util.IO.cleanWhiteSpaces(String input)
static String robey.util.IO.prettify(String input)
static void robey.util.IO.main(String[] args)
```

### Private Static Attributes

```
final Logger robey.util.IO.logger = LogManager.getLogger()
class JsonEntryModel
```

### Public Functions

```
void robey.util.JsonEntryModel.setIntent(String intent)
void robey.util.JsonEntryModel.setQuestions(RandomList < String > q)
void robey.util.JsonEntryModel.setAnswers(Map< String, RandomList < String >> a)
```



```

void roboy.util.JsonEntryModel.setFUP (Map< String,  RandomList < String >> FUP)
String roboy.util.JsonEntryModel.getIntent ()
RandomList<String> roboy.util.JsonEntryModel.getQuestions ()
Map<String, RandomList<String> > roboy.util.JsonEntryModel.getAnswers ()
Map<String, RandomList<String> > roboy.util.JsonEntryModel.getFUP ()
boolean roboy.util.JsonEntryModel.equals (Object o)
int roboy.util.JsonEntryModel.hashCode ()
String roboy.util.JsonEntryModel.toString ()

```

### Package Attributes

```

String roboy.util.JsonEntryModel.intent
RandomList<String> roboy.util.JsonEntryModel.Q
Map<String, RandomList<String> > roboy.util.JsonEntryModel.A
Map<String, RandomList<String> > roboy.util.JsonEntryModel.FUP
class keyGetter

```

### Package Static Functions

```

static String roboy.util.api.keyGetter.getKey (String key)

```

### Package Static Attributes

```

YAMLConfiguration roboy.util.api.keyGetter.yamlConfiguration = new YAMLConfiguration()
class Keyword

```

### Public Functions

```

roboy.linguistics.Keyword.Keyword (double score, String keyword)
String roboy.linguistics.Keyword.getKeyword ()
double roboy.linguistics.Keyword.getScore ()
String roboy.linguistics.Keyword.toString ()
boolean roboy.linguistics.Keyword.equals (Object obj)
int roboy.linguistics.Keyword.hashCode ()

```

### Private Members

```

String roboy.linguistics.Keyword.keyword
double roboy.linguistics.Keyword.score

```

**class Lexicon**

Represents a Protege lexicon.

**Public Functions**

```
roboy.memory.Lexicon.Lexicon()
```

```
List<LexiconLiteral> roboy.memory.Lexicon.getLiterals(String question, int limit, int 1
```

```
List<LexiconPredicate> roboy.memory.Lexicon.scoreThesePredicates(List< LexiconPredica
```

```
List<LexiconLiteral> roboy.memory.Lexicon.addTypeOfOwner(List< LexiconLiteral > resu
```

```
List<LexiconLiteral> roboy.memory.Lexicon.scoreLiterals(List< LexiconLiteral > resul
```

```
List<String> roboy.memory.Lexicon.getPermutations(String question)
```

**Package Functions**

```
String roboy.memory.Lexicon.bestLabelOf(String objlabel, String label1, String permuta
```

**Private Functions**

```
List<LexiconPredicate> roboy.memory.Lexicon.addDomainAndRange(List< LexiconPredicate
```

**Private Members**

```
List<LexiconPredicate> roboy.memory.Lexicon.predicateList
```

```
List<LexiconLiteral> roboy.memory.Lexicon.literalList
```

```
Boolean roboy.memory.Lexicon.predicateFilled
```

```
Boolean roboy.memory.Lexicon.literalFilled
```

```
List<String> roboy.memory.Lexicon.permutationList
```

**class LexiconLiteral : public Comparable<*LexiconLiteral*>**

An entity in the lexicon.

**Public Functions**

```
roboy.memory.LexiconLiteral.LexiconLiteral()
```

```
roboy.memory.LexiconLiteral.LexiconLiteral(String URI, String label, String QuestionMa
```

```
roboy.memory.LexiconLiteral.LexiconLiteral(String URI, String label, String QuestionMa
```

```
int roboy.memory.LexiconLiteral.compareTo(LexiconLiteral lexlit)
```

### Public Members

```

List<String> roboy.memory.LexiconLiteral.typeOfOwner
String roboy.memory.LexiconLiteral.URI
String roboy.memory.LexiconLiteral.label
String roboy.memory.LexiconLiteral.QuestionMatch
int roboy.memory.LexiconLiteral.score

```

### Public Static Attributes

```

    public int compare( LexiconLiteral lexlit1, LexiconLiteral lexlit2) { return lexlit1.compareTo(lexlit2); } }
]

```

```

class LexiconPredicate : public Comparable<LexiconPredicate>
    A relation in the lexicon.

```

### Public Functions

```

roboy.memory.LexiconPredicate.LexiconPredicate()
roboy.memory.LexiconPredicate.LexiconPredicate(String URI, String Label)
int roboy.memory.LexiconPredicate.compareTo(LexiconPredicate lexpre)

```

### Public Members

```

List<String> roboy.memory.LexiconPredicate.domains
List<String> roboy.memory.LexiconPredicate.ranges
String roboy.memory.LexiconPredicate.type
String roboy.memory.LexiconPredicate.URI
String roboy.memory.LexiconPredicate.label
String roboy.memory.LexiconPredicate.QuestionMatch
int roboy.memory.LexiconPredicate.score

```

### Public Static Attributes

```

    { public int compare( LexiconPredicate lexpre1, LexiconPredicate lexpre2) { return lexpre1.compareTo(lexpre2); } } ]

```

```

class Linguistics
    Collection of attribute names, enumerations, word lists etc.
    related to linguistics.

```

### Public Static Attributes

```
final List<String> roboy.linguistics.Linguistics.tobe = Lists.stringList("am","are","is","was","were","  
final List<String> roboy.linguistics.Linguistics.beMod = Lists.stringList("am","are","is","was","were",
```

#### **class Lists**

Helper class for list related tasks.

### Public Static Functions

```
static List<String> roboy.util.Lists.stringList (String... strings)
```

#### **class Maps**

Helper class for map related tasks.

### Public Static Functions

```
static Map<String,String> roboy.util.Maps.stringMap (String... elements)  
static Map<String,Object> roboy.util.Maps.stringObjectMap (Object... elements)  
static Map<Integer,String> roboy.util.Maps.intStringMap (Object... elements)
```

#### **class**

State where Roboy can calculate mathematical expressions.

### Public Functions

```
roboy.dialog.states.fairShowStates.MathState.MathState (String stateIdentifier, StatePa  
Output roboy.dialog.states.fairShowStates.MathState.act ()  
Output roboy.dialog.states.fairShowStates.MathState.react (Interpretation input)  
State roboy.dialog.states.fairShowStates.MathState.getNextState ()
```

### Private Functions

```
String roboy.dialog.states.fairShowStates.MathState.getAnswerFromSemanticParser (Interp
```

### Private Members

```
final Logger roboy.dialog.states.fairShowStates.MathState.LOGGER = LogManager.getLogger()  
State roboy.dialog.states.fairShowStates.MathState.nextState = this
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.MathState.TRANSITION_FINISHED = "finished"  
template <T>
```

**interface Memory**

The *Memory* interface contains of methods to save and retrieve information.

**Parameters**

- `<T>`: the type of information stored

**Public Functions**

**boolean** `roboy.memory.Memory< T >.save(T object)`

Storing the element in the memory.

**Return** true, if storing was successful

**Parameters**

- `object`: the element to be stored

**Exceptions**

- `InterruptedException`:
- `IOException`:

**class** `MemoryIntegrationTest` : **public** `TestCase`

Basically this class is a mirror copy of *Memory*'s `Neo4JTest`.

The exact same tests were used, only that instead of calling the functions in memory (few modifications), we call them via *Neo4jMemoryOperations*.

**Public Functions**

**void** `roboy.memory.MemoryIntegrationTest.testCreateNode()`

**void** `roboy.memory.MemoryIntegrationTest.testUpdateNode()`

**void** `roboy.memory.MemoryIntegrationTest.testGetNode()`

**void** `roboy.memory.MemoryIntegrationTest.testRemove()`

**void** `roboy.memory.MemoryIntegrationTest.tearDown()`

**Package Attributes**

**Gson** `roboy.memory.MemoryIntegrationTest.gson` = `new Gson()`

**long** `roboy.memory.MemoryIntegrationTest.timestamp` = `new Date().getTime()`

**final String** `roboy.memory.MemoryIntegrationTest.LUKAS` = `"{'label':'Person','properties':{'name':'Lucas'}}`

**final String** `roboy.memory.MemoryIntegrationTest.TOBY` = `"{'label':'Person','properties':{'name':'Tobias'}}`

**final String** `roboy.memory.MemoryIntegrationTest.ROBOY` = `"{'label':'Robot','properties':{'name':'Roboy'}}`

**class** `MemoryNodeModel`

This class represents a full node similarly to its representation in *Memory*.

Subclassed by *roboy.memory.nodes.Interlocutor*, *roboy.memory.nodes.Roboy*

## Public Functions

```
roboy.memory.nodes.MemoryNodeModel.MemoryNodeModel(Neo4jMemoryInterface memory)
roboy.memory.nodes.MemoryNodeModel.MemoryNodeModel(String jsonString, Neo4jMemoryInter
roboy.memory.nodes.MemoryNodeModel.MemoryNodeModel(boolean stripQuery, Neo4jMemoryInter
int roboy.memory.nodes.MemoryNodeModel.getId()
void roboy.memory.nodes.MemoryNodeModel.setId(int id)
ArrayList<Neo4jLabel> roboy.memory.nodes.MemoryNodeModel.getLabels()
void roboy.memory.nodes.MemoryNodeModel.setLabel(Neo4jLabel label)
HashMap<Neo4jProperty, Object> roboy.memory.nodes.MemoryNodeModel.getProperties()
Object roboy.memory.nodes.MemoryNodeModel.getProperty(Neo4jProperty key)
void roboy.memory.nodes.MemoryNodeModel.setProperties(HashMap< Neo4jProperty , Object
void roboy.memory.nodes.MemoryNodeModel.setProperty(Neo4jProperty key, Object property
HashMap<Neo4jRelationship, ArrayList<Integer> > roboy.memory.nodes.MemoryNodeModel.get
ArrayList<Integer> roboy.memory.nodes.MemoryNodeModel.getRelationship(Neo4jRelationship
void roboy.memory.nodes.MemoryNodeModel.setRelationships(HashMap< Neo4jRelationship ,
void roboy.memory.nodes.MemoryNodeModel.setRelationships(Neo4jRelationship key, ArrayL
void roboy.memory.nodes.MemoryNodeModel.setRelationship(Neo4jRelationship key, Integer
void roboy.memory.nodes.MemoryNodeModel.setStripQuery(boolean strip)
String roboy.memory.nodes.MemoryNodeModel.toJSON()
    This toString method returns the whole object, including empty variables.
MemoryNodeModel roboy.memory.nodes.MemoryNodeModel.fromJSON(String json, Gson gson)
    Returns an instance of this class based on the given JSON.
String roboy.memory.nodes.MemoryNodeModel.toString()
```

## Protected Attributes

```
Neo4jMemoryInterface roboy.memory.nodes.MemoryNodeModel.memory
```

## Package Attributes

```
transient boolean roboy.memory.nodes.MemoryNodeModel.stripQuery = false
```

## Package Static Attributes

```
final Logger roboy.memory.nodes.MemoryNodeModel.logger = LogManager.getLogger()
```

### Private Members

```

int robey.memory.nodes.MemoryNodeModel.id
ArrayList<String> robey.memory.nodes.MemoryNodeModel.labels
Neo4jLabel robey.memory.nodes.MemoryNodeModel.label
HashMap<String, Object> robey.memory.nodes.MemoryNodeModel.properties
HashMap<String, ArrayList<Integer> > robey.memory.nodes.MemoryNodeModel.relationships

```

#### class

A phonetic encoder using the method metaphone that maps words to their phonetic base form so that words that are written differently but sound similar receive the same form.

This is intended to be used to correct terms that Roboy misunderstood, but currently is not is use.

### Public Functions

```

robey.linguistics.phonetics.MetaphoneEncoder.MetaphoneEncoder (Metaphone metaphone)
String robey.linguistics.phonetics.MetaphoneEncoder.encode (String input)

```

### Private Members

```
Metaphone robey.linguistics.phonetics.MetaphoneEncoder.metaphone
```

#### class MiniTestStateMachineCreator

Helper class for testing: creates a minimal state machine with 2 states.

### Public Static Functions

```
static String robey.dialog.MiniTestStateMachineCreator.getMiniStateMachineString ()
```

Returns a String representation of a minimal state machine with only two states.

The representation is equal to the machine from *getMiniStateMachine()*.

**Return** String representation of a minimal state machine with only two states

```
static DialogStateMachine robey.dialog.MiniTestStateMachineCreator.getMiniStateMachine
```

Creates a minimal state machine with only two states from code.

The machine is equal to the String representation from *getMiniStateMachineString()*.

**Return** a minimal state machine with only two states created from code

#### class

Subclassed by *robey.dialog.states.fairShowStates.ActiveIntroState*, *robey.dialog.states.fairShowStates.ChooseInteractiveTalkState*, *robey.dialog.states.fairShowStates.DemoIdleState*, *robey.dialog.states.fairShowStates.IdleState*, *robey.dialog.states.fairShowStates.InfoTalkState*, *robey.dialog.states.fairShowStates.ObjectDetectionState*

## Public Functions

**roboy.dialog.states.definitions.MonologState.MonologState(String stateIdentifier, StateMachine stateMachine)**

Create a state object with given identifier (state name) and parameters.

The parameters should contain a reference to a state machine for later use. The state will not automatically add itself to the state machine.

### Parameters

- `stateIdentifier`: identifier (name) of this state
- `params`: parameters for this state, should contain a reference to a state machine

**Output** **roboy.dialog.states.definitions.MonologState.react(Interpretation input)**

Defines how to react to an input.

This is usually the answer to the incoming question or some other statement. If this state can't react, it can return 'null' to trigger the fallback state for the answer.

Note: In the new architecture, *react()* does not define the next state anymore! Reaction and state transitions are now decoupled. *State* transitions are defined in *getNextState()*

**Return** reaction to the input (should not be null)

### Parameters

- `input`: input from the person we talk to

**class Movie**

## Public Static Functions

**static String roboy.util.api.Movie.getData(String field)**

**static void roboy.util.api.Movie.main(String[] args)**

## Package Static Attributes

**String roboy.util.api.Movie.KEY** = keyGetter.getKey("moviekey")

**int roboy.util.api.Movie.randomInt** = new Random().nextInt(20)

**class**

Meta class to combine multiple input devices.

## Public Functions

**roboy.io.MultiInputDevice.MultiInputDevice(InputDevice mainInput)**

**void roboy.io.MultiInputDevice.addInputDevice(InputDevice additionalInput)**

**Input roboy.io.MultiInputDevice.listen()**

**Input roboy.io.MultiInputDevice.listen(long timeout)**

**void roboy.io.MultiInputDevice.cleanup()**

Calls *cleanup()* for every included input device that implements *CleanUp*.



### Protected Functions

```
void roboy.io.MultiInputDevice.finalize()
```

### Private Members

```
InputDevice roboy.io.MultiInputDevice.mainInput
```

```
ArrayList<InputDevice> roboy.io.MultiInputDevice.additionalInputs
```

```
class
```

Meta class to combine multiple output devices.

### Public Functions

```
roboy.io.MultiOutputDevice.MultiOutputDevice(OutputDevice device)
```

```
void roboy.io.MultiOutputDevice.add(OutputDevice additionalDevice)
```

```
void roboy.io.MultiOutputDevice.act(List< Action > actions)
```

```
void roboy.io.MultiOutputDevice.cleanup()
```

Calls cleanup for all devices and removes them from the devices list after cleaning.

### Protected Functions

```
void roboy.io.MultiOutputDevice.finalize()
```

### Private Members

```
ArrayList<OutputDevice> roboy.io.MultiOutputDevice.devices
```

```
enum Neo4jLabel
```

Contains the relations available in Neo4j database.

Respective questions should be added to the questions.json file and used in the QuestionRandomizerState.

### Public Functions

```
roboy.memory.Neo4jLabel.Neo4jLabel(String type)
```

### Public Members

```
roboy.memory.Neo4jLabel.Person = ("Person")
```

```
roboy.memory.Neo4jLabel.Telegram_person = ("Telegram_person")
```

```
roboy.memory.Neo4jLabel.Facebook_person = ("Facebook_person")
```

```
roboy.memory.Neo4jLabel.Slack_person = ("Slack_person")
```

```
roboy.memory.Neo4jLabel.Robot = ("Robot")
```

```
roboy.memory.Neo4jLabel.Company = ("Company")
```

```
roboy.memory.Neo4jLabel.University = ("University")
roboy.memory.Neo4jLabel.City = ("City")
roboy.memory.Neo4jLabel.Country = ("Country")
roboy.memory.Neo4jLabel.Hobby = ("Hobby")
roboy.memory.Neo4jLabel.Occupation = ("Occupation")
roboy.memory.Neo4jLabel.Object = ("Object")
roboy.memory.Neo4jLabel.Location = ("Location")
roboy.memory.Neo4jLabel.Organization = ("Organization")
roboy.memory.Neo4jLabel.Other = ("Other")
roboy.memory.Neo4jLabel.Created_by = ("Created_by")
roboy.memory.Neo4jLabel.None = ("")
String roboy.memory.Neo4jLabel.type
```

### Public Static Functions

```
roboy.memory.Neo4jLabel.[static initializer]()
static Neo4jLabel roboy.memory.Neo4jLabel.lookupByType(String type)
static boolean roboy.memory.Neo4jLabel.contains(String type)
```

### Private Static Attributes

```
Maps.newHashMapWithExpectedSize(Neo4jLabel.values().length) ]
```

#### class

Implements the high-level-querying tasks to the *Memory* services.

### Public Functions

```
roboy.memory.Neo4jMemory.Neo4jMemory()
boolean roboy.memory.Neo4jMemory.save(MemoryNodeModel node)
```

Updating information in the memory for an EXISTING node with known ID.

**Return** true for success, false for fail

#### Parameters

- node: Node with a set ID, and other properties to be set or updated.

```
String roboy.memory.Neo4jMemory.getId(int id)
```

This query retrieves a a single node by its ID.

**Return** Node representation of the result.

#### Parameters

- id: the ID of requested

**ArrayList<Integer> roboy.memory.Neo4jMemory.getByQuery (MemoryNodeModel query)**

This is a classical database query which finds all matching nodes.

**Return** Array of IDs (all nodes which correspond to the pattern).

**Parameters**

- query: the ID of requested

**int roboy.memory.Neo4jMemory.create (MemoryNodeModel query)**

**boolean roboy.memory.Neo4jMemory.remove (MemoryNodeModel query)**

IF ONLY THE ID IS SET, THE NODE IN MEMORY WILL BE DELETED ENTIRELY.

Otherwise, the properties present in the query will be deleted.

**Parameters**

- query: StrippedQuery avoids accidentally deleting other fields than intended.

## Private Members

**Gson roboy.memory.Neo4jMemory.gson = new Gson()**

## Private Static Attributes

**final Logger roboy.memory.Neo4jMemory.logger = LogManager.getLogger()**

**interface Neo4jMemoryInterface**

Implements the high-level-querying tasks to the *Memory* services.

Subclassed by *roboy.memory.DummyMemory*, *roboy.memory.Neo4jMemory*

## Public Functions

**boolean roboy.memory.Neo4jMemoryInterface.save (MemoryNodeModel node)**

Updating information in the memory for an EXISTING node with known ID.

**Return** true for success, false for fail

**Parameters**

- node: Node with a set ID, and other properties to be set or updated.

**String roboy.memory.Neo4jMemoryInterface.getById (int id)**

This query retrieves a a single node by its ID.

**Return** String with node representation of the result.

**Parameters**

- id: the ID of requested

**ArrayList<Integer> roboy.memory.Neo4jMemoryInterface.getByQuery (MemoryNodeModel query)**

This is a classical database query which finds all matching nodes.

**Return** Array of IDs (all nodes which correspond to the pattern).

**Parameters**

- query: the ID of requested

```
int roboy.memory.Neo4jMemoryInterface.create(MemoryNodeModel query)
```

```
boolean roboy.memory.Neo4jMemoryInterface.remove(MemoryNodeModel query)
```

IF ONLY THE ID IS SET, THE NODE IN MEMORY WILL BE DELETED ENTIRELY.

Otherwise, the properties present in the query will be deleted.

**Parameters**

- query: StrippedQuery avoids accidentally deleting other fields than intended.

**class Neo4jMemoryOperations**

This Class creates an interface to connect to memory.

Instead of calling via a service via ROS, we simply call the function directly and get returned a JSON string.

**Public Static Functions**

```
static String roboy.memory.Neo4jMemoryOperations.get(String query)
```

Get the Node ID.

**Return** JSON containing ID of node

**Parameters**

- query: Query to specify Node to get. Ex: {"labels":["Person"],"label":"Person","properties":{"name":"davis"}}

```
static String roboy.memory.Neo4jMemoryOperations.cypher(String query)
```

Cypher Method that is never called TODO: Implement this feature or refactor it out, it's kind of here because there was a service.

**Return****Parameters**

- query:

```
static String roboy.memory.Neo4jMemoryOperations.create(String query)
```

Create a node.

**Return** JSON containing the ID of the new node

**Parameters**

- query: Query with data regarding the node. Ex: {"labels":["Organization"],"label":"Organization","properties":{"name":"korn"}}

```
static String roboy.memory.Neo4jMemoryOperations.update(String query)
```

Update Nodes.

**Return** JSON establishing whether or not the connection was made or not

**Parameters**

- query: Query to link two nodes together. Ex: {"labels":["Person"],"label":"Person","properties":{"name":"davis"},"relationships":{"FROM":[369]},"id":368}

```
static String roboy.memory.Neo4jMemoryOperations.delete(String query)
    Delete a Node.
```

**Return** Whether or not deleting was successful or not

**Parameters**

- **query**: JSON query to delete a specified node. Ex: { 'type': 'node', 'id': 361, 'properties\_list': [ 'sex', 'relationships': { 'FRIEND\_OF': [ 426 ] } }

**enum Neo4jProperty**

Contains the relations available in Neo4j database.

Respective questions should be added to the questions.json file and used in the QuestionRandomizerState.

### Public Functions

```
roboy.memory.Neo4jProperty.Neo4jProperty(String type)
```

### Public Members

```
roboy.memory.Neo4jProperty.name = ("name")
roboy.memory.Neo4jProperty.sex = ("sex")
roboy.memory.Neo4jProperty.full_name = ("full_name")
roboy.memory.Neo4jProperty.age = ("age")
roboy.memory.Neo4jProperty.skills = ("skills")
roboy.memory.Neo4jProperty.abilities = ("abilities")
roboy.memory.Neo4jProperty.future = ("future")
roboy.memory.Neo4jProperty.birthdate = ("birthdate")
roboy.memory.Neo4jProperty.facebook_id = ("facebook_id")
roboy.memory.Neo4jProperty.telegram_id = ("telegram_id")
roboy.memory.Neo4jProperty.slack_id = ("slack_id")
roboy.memory.Neo4jProperty.whatsapp_id = ("whatsapp_id")
roboy.memory.Neo4jProperty.line_id = ("line_id")
roboy.memory.Neo4jProperty.identity = ("identity")
roboy.memory.Neo4jProperty.dreams = ("dreams")
roboy.memory.Neo4jProperty.media = ("media")
String roboy.memory.Neo4jProperty.type
```

### Public Static Functions

```
roboy.memory.Neo4jProperty.[static initializer]()
static Neo4jProperty roboy.memory.Neo4jProperty.lookupByType(String type)
```

```
static Neo4jProperty roboy.memory.Neo4jProperty.getRandom()  
static boolean roboy.memory.Neo4jProperty.contains(String type)
```

### Private Static Attributes

```
static final Random roboy.memory.Neo4jProperty.random = new Random()  
    Maps.newHashMapWithExpectedSize(Neo4jProperty.values().length) ]
```

### enum Neo4jRelationship

Contains the relations available in Neo4j database.

Respective questions should be added to the questions.json file and used in the QuestionRandomizerState.

### Public Functions

```
roboy.memory.Neo4jRelationship.Neo4jRelationship(String type)
```

### Public Members

```
roboy.memory.Neo4jRelationship.FROM = ("FROM")  
roboy.memory.Neo4jRelationship.HAS_HOBBY = ("HAS_HOBBY")  
roboy.memory.Neo4jRelationship.LIVE_IN = ("LIVE_IN")  
roboy.memory.Neo4jRelationship.STUDY_AT = ("STUDY_AT")  
roboy.memory.Neo4jRelationship.OCCUPIED_AS = ("OCCUPIED_AS")  
roboy.memory.Neo4jRelationship.WORK_FOR = ("WORK_FOR")  
roboy.memory.Neo4jRelationship.FRIEND_OF = ("FRIEND_OF")  
roboy.memory.Neo4jRelationship.MEMBER_OF = ("MEMBER_OF")  
roboy.memory.Neo4jRelationship.CHILD_OF = ("CHILD_OF")  
roboy.memory.Neo4jRelationship.SIBLING_OF = ("SIBLING_OF")  
roboy.memory.Neo4jRelationship.KNOW = ("KNOW")  
roboy.memory.Neo4jRelationship.OTHER = ("OTHER")  
roboy.memory.Neo4jRelationship.IS = ("IS")  
roboy.memory.Neo4jRelationship.CREATED_BY = ("CREATED_BY")  
String roboy.memory.Neo4jRelationship.type
```

### Public Static Functions

```
static Neo4jLabel roboy.memory.Neo4jRelationship.determineNodeType(Neo4jRelationship r  
roboy.memory.Neo4jRelationship.[static initializer]()  
static Neo4jRelationship roboy.memory.Neo4jRelationship.lookupByType(String type)  
static boolean roboy.memory.Neo4jRelationship.contains(String type)
```

### Private Static Attributes

```
Maps.newHashMapWithExpectedSize(Neo4jRelationship.values().length) ]
```

### class

Passive state to react on detected *Objects*.

### Public Functions

```
roboy.dialog.states.fairShowStates.ObjectDetectionState.ObjectDetectionState(String st
```

```
Output roboy.dialog.states.fairShowStates.ObjectDetectionState.act()
```

```
State roboy.dialog.states.fairShowStates.ObjectDetectionState.getNextState()
```

### Private Functions

```
void roboy.dialog.states.fairShowStates.ObjectDetectionState.getObjects()
```

fetches detected objects from vision and writes into a list

### Private Members

```
final Set<Objects> roboy.dialog.states.fairShowStates.ObjectDetectionState.detectedObj
```

```
Vector<Output> roboy.dialog.states.fairShowStates.ObjectDetectionState.outputs = new Vecto
```

```
Output roboy.dialog.states.fairShowStates.ObjectDetectionState.currentOutput
```

```
final Logger roboy.dialog.states.fairShowStates.ObjectDetectionState.logger = LogManager.g
```

```
State roboy.dialog.states.fairShowStates.ObjectDetectionState.nextState = this
```

### Private Static Attributes

```
final String roboy.dialog.states.fairShowStates.ObjectDetectionState.TRANSITION_FINISH
```

```
enum Objects
```

### Public Functions

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
```

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
```

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
```

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
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```

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
```

```
State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction(RosMainNo
```

```
abstract State.Output roboy.dialog.states.fairShowStates.Objects.performSpecialAction()
```

## Public Members

```
roboy.dialog.states.fairShowStates.Objects.phrases = new RandomList<>("an aeroplane. Let's fly to Spai
```

```
private RandomList<String> phrases = new RandomList<>("a bycicle, I bet I can ride faster than you", "a  
bike, I could easily win the tour de France", "a bycicle, I learnt riding the bycicle when I was just three  
years old. And you?", "bike. I love bycicles. I only fell off my bike once.")]
```

```
private RandomList<String> phrases = new RandomList<>("a bottle, it would be awesome to drink a cold  
beer.", "a drink. In a few years from now, I want to be a bartender", "a beverage. In the morning, I love  
coffee, in the evening, I drink beer", "a drink, chin-chin", "a bottle. Cheers, enjoy your drink.")]
```

```
private RandomList<String> phrases = new RandomList<>("car, in a few years, my fellow robots will be  
able to ride your car", "car. In Germany, you can go as fast as you want on the highway. I was really fast  
once.", "car. The cars we drive say a lot about us.")]
```

```
private RandomList<String> phrases = new RandomList<>("a chair, grab a seat if you want.", "a chair,  
have you ever played musical chairs? I love this game.", "a chair. Sometimes, I am really, really lazy. I  
just sit on a chair and do nothing but relaxing. It is so comfortable", "a chair. For now, I would prefer  
sitting on a beach chair close to the sea.")]
```

```
private RandomList<String> phrases = new RandomList<>("a table, I am kind of hungry. I can hardly wait  
for my next meal", "a table. We need some chairs and food and we can have a great dinner.")]
```

```
private RandomList<String> phrases = new RandomList<>("a dog. Sometimes they bark at me. I think  
they are afraid.", "a dog. When I was a robot kid, I loved dogs, but now I am scared of them.", "a dog. I  
hope he doesn't bite me. I am a bit afraid of big dogs.")]
```

```
private RandomList<String> phrases = new RandomList<>("a sofa. We need a TV and a good movie and  
we could have an awesome time together.", "a sofa. I love sofas. They are so relaxing.")]
```

```
private RandomList<String> phrases = new RandomList<>("a mobile phone. Follow me on Facebook,  
Instagram or LinkedIn. You will not regret it.", "a mobile phone. Come on, take a picture with me.")]
```

```
RandomList<String> roboy.dialog.states.fairShowStates.Objects.connectingPhrases = new Ran
```

```
RandomList<RoboyEmotion> roboy.dialog.states.fairShowStates.Objects.happyEmotions = new /
```

## Private Members

```
RandomList<RoboyEmotion> roboy.dialog.states.fairShowStates.Objects.socialMediaEmotion
```

```
template <V>
```

```
class ObservableValue : public Observable, public roboy::context::AbstractValue<V>
```

```
    A Value that supports adding Observers.
```

```
    These will be notified whenever a new value is added.
```

### Parameters

- *<V>*:

```
Subclassed by roboy.context.contextObjects.FaceCoordinates
```



### Public Functions

```
V robey.context.ObservableValue< V >.getValue()
synchronized void robey.context.ObservableValue< V >.updateValue(V value)
```

### Private Members

```
V robey.context.ObservableValue< V >.value = null
```

#### class

Checks for keywords from a list (knowledgebase/triviaWords.csv) and stores them in Linguistics.KEYWORDS attribute of the interpretation.

### Public Functions

```
robey.linguistics.sentenceanalysis.OntologyNERAnalyzer.OntologyNERAnalyzer()
Interpretation robey.linguistics.sentenceanalysis.OntologyNERAnalyzer.analyze(Interpre
```

### Private Members

```
Map<String,Entity> robey.linguistics.sentenceanalysis.OntologyNERAnalyzer.entities
```

#### class

Performs a sentence analysis using the Open NLP constituency parser, then interprets the output for predicate argument structures (who did what to whom?) and stores them in the Linguistics.PAS attribute of the interpretation.

### Public Functions

```
robey.linguistics.sentenceanalysis.OpenNLPParser.OpenNLPParser()
Interpretation robey.linguistics.sentenceanalysis.OpenNLPParser.analyze(Interpretation
StringBuilder robey.linguistics.sentenceanalysis.OpenNLPParser.parseToString(Parse pa
```

### Public Static Functions

```
static void robey.linguistics.sentenceanalysis.OpenNLPParser.main(String[] args)
```

### Private Functions

```
Interpretation robey.linguistics.sentenceanalysis.OpenNLPParser.extractPAS(Interpretat
Map<SemanticRole, String> robey.linguistics.sentenceanalysis.OpenNLPParser.top(Parse p
Map<SemanticRole, String> robey.linguistics.sentenceanalysis.OpenNLPParser.sbar(Parse p
Map<SemanticRole, String> robey.linguistics.sentenceanalysis.OpenNLPParser.vp(Parse pa
```

### Private Members

`Parser robey.linguistics.sentenceanalysis.OpenNLPParser.parser`

`class OpenNLPParserTest`

### Public Functions

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testWhatIs()`

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testWhenWas()`

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testWhereWas()`

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testWhereDid()`

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testWhenDid()`

`void robey.linguistics.sentenceanalysis.OpenNLPParserTest.testHowAdjective()`

### Private Static Attributes

`final OpenNLPParser robey.linguistics.sentenceanalysis.OpenNLPParserTest.parser = new Op`

`class`

Perform part-of-speech tagging (detecting nouns, verbs etc.) using the Open NLP POS tagger and stores the results in the Linguistics.POSTAGS attribute of the interpretation.

### Public Functions

`robey.linguistics.sentenceanalysis.OpenNLPPPOSTagger.OpenNLPPPOSTagger()`

`Interpretation robey.linguistics.sentenceanalysis.OpenNLPPPOSTagger.analyze(Interpretation)`

### Private Functions

`String [] robey.linguistics.sentenceanalysis.OpenNLPPPOSTagger.extractPosTag(List< String>)`

### Private Members

`POSTaggerME robey.linguistics.sentenceanalysis.OpenNLPPPOSTagger.tagger`

`class OtherQuestionsUpdater : public robey::context::InternalUpdater<AbstractValue<Integer>, Integer>`

Updater available to all DM for adding new values to the *DialogTopics* attribute.

### Public Functions

`robey.context.contextObjects.OtherQuestionsUpdater.OtherQuestionsUpdater(AbstractValue<Integer>)`

`class Output`

*Output* static inner class represents the return values of *act()* and *react()* methods.

There are four possible scenarios:

- the state wants to say something -> a single interpretation is returned
- the state does not say anything -> no interpretation
- the state does not know how to react -> fallback state is required to fix this
- the state wants to end the conversation -> reset the whole dialog state machine

To create an instance of this class inside the *act()* or *react()* method use following:

- *Output.say*( new Interpretation(...) ) - to return an interpretation
- *Output.say*( "Some phrase here" ) - to return an interpretation (will be created from string)
- *Output.sayNothing()* - to make clear that you don't want to say anything
- *Output.useFallback()* - to indicate that you can't react and want to use the fallback
- *Output.endConversation()* - to stop the conversation immediately and reset the state machine
- *Output.endConversation*( "last words" ) - to say the last words and reset the state machine afterwards

## Public Functions

```
boolean roboy.dialog.states.definitions.State.Output.hasInterpretation()
boolean roboy.dialog.states.definitions.State.Output.requiresFallback()
boolean roboy.dialog.states.definitions.State.Output.isEmpty()
boolean roboy.dialog.states.definitions.State.Output.isEndOfConversation()
boolean roboy.dialog.states.definitions.State.Output.isSkippingUser()
Interpretation roboy.dialog.states.definitions.State.Output.getInterpretation()
Output roboy.dialog.states.definitions.State.Output.setSegue(Segue s)
```

A segue is a smooth transition from one topic to the next.

You can add a segues of a specific types to the state output if you want to change the topic. Segues have a certain probabilities to be used and are always added after the original output was said.

**Return** the same *Output* object so you can chain multiple function calls on it

### Parameters

- *s*: segue to add

```
boolean roboy.dialog.states.definitions.State.Output.hasSegue()
Segue roboy.dialog.states.definitions.State.Output.getSegue()
Output roboy.dialog.states.definitions.State.Output.setEmotion(RoboyEmotion emotion)
boolean roboy.dialog.states.definitions.State.Output.hasEmotion()
RoboyEmotion roboy.dialog.states.definitions.State.Output.getEmotion()
Output roboy.dialog.states.definitions.State.Output.addSound(String filename)
boolean roboy.dialog.states.definitions.State.Output.hasSound()
String roboy.dialog.states.definitions.State.Output.getSoundFilename()
```

## Public Static Functions

**static Output roboy.dialog.states.definitions.State.Output.say(Interpretation i)**  
Say a phrase.

**Return** *State.Output* object with appropriate settings

**Parameters**

- i: interpretation object that contains the phrase

**static Output roboy.dialog.states.definitions.State.Output.say(String s)**  
Say a phrase.

**Return** *State.Output* object with appropriate settings

**Parameters**

- s: phrase to say

**static Output roboy.dialog.states.definitions.State.Output.sayNothing()**  
Say nothing (as the output of *State* act/react).

**Return** *State.Output* object with appropriate settings

**static Output roboy.dialog.states.definitions.State.Output.useFallback()**  
Indicate that current state has no idea how to react and that the dialog system should use a fallback state to react instead.

This option is only allowed for react(...) output. States should never use this option from the *act()* function.

**Return** *State.Output* object with appropriate settings

**static Output roboy.dialog.states.definitions.State.Output.endConversation()**  
End the conversation immediately.

**Return** *State.Output* object with appropriate settings

**static Output roboy.dialog.states.definitions.State.Output.endConversation(String lastWords)**  
End the conversation after saying some last words.

**Return** *State.Output* object with appropriate settings

**Parameters**

- lastWords: last word to say (something like "I'll be back")

**static Output roboy.dialog.states.definitions.State.Output.skipInput()**  
Skip the users input.

**Return** *State.Output* object with appropriate settings

## Private Functions

**robey.dialog.states.definitions.State.Output.Output(OutputType type, Interpretation interpretation)**  
Private constructor, used only inside static methods.

**Parameters**

- `type`: type of this react object
- `interpretation`: optional interpretation object (or null)

### Private Members

```
final Logger roboy.dialog.states.definitions.State.Output.logger = LogManager.getLogger()
final OutputType roboy.dialog.states.definitions.State.Output.type
final Interpretation roboy.dialog.states.definitions.State.Output.interpretation
Segue roboy.dialog.states.definitions.State.Output.segue
RoboyEmotion roboy.dialog.states.definitions.State.Output.emotion
String roboy.dialog.states.definitions.State.Output.sound
```

### interface OutputDevice

An output device gets a list of actions and should perform those that it can handle.

Subclassed by *roboy.io.BingOutput*, *roboy.io.CerevoiceOutput*, *roboy.io.CommandLineOutput*, *roboy.io.EmotionOutput*, *roboy.io.FreeTTSOutput*, *roboy.io.IBMWatsonOutput*, *roboy.io.MultiOutputDevice*, *roboy.io.SoundOutput*, *roboy.io.TelegramOutput*, *roboy.io.UdpOutput*

### Public Functions

```
void roboy.io.OutputDevice.act(List< Action > actions)
```

```
enum OutputType
```

### Public Members

```
roboy.dialog.states.definitions.State.Output.OutputType.INTERPRETATION
roboy.dialog.states.definitions.State.Output.OutputType.SAY_NOTHING
roboy.dialog.states.definitions.State.Output.OutputType.USE_FALLBACK
roboy.dialog.states.definitions.State.Output.OutputType.END_CONVERSATION
roboy.dialog.states.definitions.State.Output.OutputType.SKIP_INPUT
```

```
template <KEY, VALUE>
```

```
class Pair
```

A simple tuple class to store two values.

Like `javafx.util.pair` just more simple, but accessible from maven.

### Parameters

- `<KEY>`: First value of the tuple
- `<VALUE>`: Second value of the tuple

### Public Functions

```
roboy.util.Pair< KEY, VALUE >.Pair(KEY key, VALUE value)
KEY roboy.util.Pair< KEY, VALUE >.getKey()
VALUE roboy.util.Pair< KEY, VALUE >.getValue()
```

### Private Members

```
KEY roboy.util.Pair< KEY, VALUE >.key = null
VALUE roboy.util.Pair< KEY, VALUE >.value = null
enum ParsingOutcome
```

### Public Members

```
roboy.linguistics.Linguistics.ParsingOutcome.IN_PROGRESS
roboy.linguistics.Linguistics.ParsingOutcome.SUCCESS
roboy.linguistics.Linguistics.ParsingOutcome.FAILURE
roboy.linguistics.Linguistics.ParsingOutcome.UNDERSPECIFIED
class
  Personal Information Asking State.
  Sugar for Wacker
```

### Public Functions

```
roboy.dialog.states.eventStates.PartnerState.PartnerState(String stateIdentifier, State
Output roboy.dialog.states.eventStates.PartnerState.act()
Output roboy.dialog.states.eventStates.PartnerState.react(Interpretation input)
State roboy.dialog.states.eventStates.PartnerState.getNextState()
```

### Public Static Attributes

```
final String roboy.dialog.states.eventStates.PartnerState.INTENTS_HISTORY_ID = "WK"
```

### Protected Functions

```
Set<String> roboy.dialog.states.eventStates.PartnerState.getRequiredTransitionNames()
Set<String> roboy.dialog.states.eventStates.PartnerState.getRequiredParameterNames()
```

### Package Attributes

```
final Logger roboy.dialog.states.eventStates.PartnerState.LOGGER = LogManager.getLogger()
```

### Private Members

```
QAJsonParser roboy.dialog.states.eventStates.PartnerState.qaValues
RandomList<String> roboy.dialog.states.eventStates.PartnerState.intents
String roboy.dialog.states.eventStates.PartnerState.selectedPredicate
State roboy.dialog.states.eventStates.PartnerState.nextState
final String roboy.dialog.states.eventStates.PartnerState.NEXT_STATE = "nextState"
final String roboy.dialog.states.eventStates.PartnerState.QA_FILE_PARAMETER_ID = "qaFile"
int roboy.dialog.states.eventStates.PartnerState.currentIdx = 0
```

### class

Passive state to start a conversation.

Roboy is waiting until a greeting or his name is detected. When he is greeted and is able to infer the name (for example from a chat service user page), then instead of asking for the name he begins with a personal question.

### Public Functions

```
roboy.dialog.states.ordinaryStates.PassiveGreetingsState.PassiveGreetingsState (String infoFileParameterId)
Output roboy.dialog.states.ordinaryStates.PassiveGreetingsState.act ()
Output roboy.dialog.states.ordinaryStates.PassiveGreetingsState.react (Interpretation interpretation)
State roboy.dialog.states.ordinaryStates.PassiveGreetingsState.getNextState ()
boolean roboy.dialog.states.ordinaryStates.PassiveGreetingsState.isFallbackRequired ()
```

### Protected Functions

```
Set<String> roboy.dialog.states.ordinaryStates.PassiveGreetingsState.getRequiredTransitions ()
Set<String> roboy.dialog.states.ordinaryStates.PassiveGreetingsState.getRequiredParameters ()
```

### Private Functions

```
String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.getResponsePhrase (String response)
String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.getRoboyFactsPhrase (RoboyFacts facts)
```

### Private Members

```
final Logger roboy.dialog.states.ordinaryStates.PassiveGreetingsState.LOGGER = LogManager.getLogger (PassiveGreetingsState.class)
QAJsonParser roboy.dialog.states.ordinaryStates.PassiveGreetingsState.infoValues
final String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.INFO_FILE_PARAMETER_ID = "infoFileParameterId"
Neo4jRelationship [] roboy.dialog.states.ordinaryStates.PassiveGreetingsState.personRelationships
RandomList<Neo4jRelationship> roboy.dialog.states.ordinaryStates.PassiveGreetingsState.personRelationships
final String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.UPDATE_KNOWN_PERSONALITY_PARAMETER_ID = "updateKnownPersonalityParameterId"
```

```
final String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.LEARN_ABOUT_PERSON
final RandomList<String> roboy.dialog.states.ordinaryStates.PassiveGreetingsState.success
final RandomList<String> roboy.dialog.states.ordinaryStates.PassiveGreetingsState.fail
final String roboy.dialog.states.ordinaryStates.PassiveGreetingsState.TRANSITION_GREETING
State roboy.dialog.states.ordinaryStates.PassiveGreetingsState.next

class PeopleAround : public roboy::context::ValueHistory<std_msgs::Int8>
    Holds number of people around as Integers receiving from vision.

class PeopleAroundUpdater : public roboy::context::ROSTopicUpdater<std_msgs::Int8, PeopleAround>
    Pushes new values sent by the People Around ROS topic into the PeopleAround value history.
```

### Public Functions

```
roboy.context.contextObjects.PeopleAroundUpdater.PeopleAroundUpdater(PeopleAround target)
```

### Protected Functions

```
synchronized void roboy.context.contextObjects.PeopleAroundUpdater.update()
RosSubscribers roboy.context.contextObjects.PeopleAroundUpdater.getTargetSubscriber()

template <Target>
class
    An implementation of the UpdatePolicy which performs regular updates on a target object.
    The method update() needs to be implemented in the subclass.
```

### Parameters

- <Target>: The class of the target object.

### Public Functions

```
roboy.context.PeriodicUpdater< Target >.PeriodicUpdater(Target target)
    Create a new updater service, executing the update() method at regular time intervals.
```

### Parameters

- target: The target attribute of the update() method.

### Public Static Attributes

```
int roboy.context.PeriodicUpdater< Target >.updateFrequencySeconds = 1
```

### Protected Attributes

```
final Target roboy.context.PeriodicUpdater< Target >.target
```



## Private Functions

```
void roboy.context.PeriodicUpdater< Target >.start ()
```

Starts the ScheduledExecutorService of the updating thread.

## Private Members

```
final ScheduledExecutorService roboy.context.PeriodicUpdater< Target >.scheduler = Execut
```

## class

Personal Information Asking State.

The state tries to interact with the Interlocutor to learn new information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface for storing. Afterwards, Roboy can use this acquired data for the future interactions with the same person.

- if there is no existing Interlocutor or the data is missing, ask a question
- the question topic (intent) is selected from the Neo4jRelationship predicates
- retrieve the questions stored in the QAList json file
- update the Context IntentsHistory
- try to extract the result from the Interpretation
- retrieve the answers stored in the QAList json file
- send the result to Memory

*PersonalInformationAskingState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- TRANSITION\_INFO\_OBTAINED: following state if the question was asked 3) Required parameters: path to the QAList.json file.

## Public Functions

```
roboy.dialog.states.devoStates.PersonalInformationAskingState.PersonalInformationAskingState
Output roboy.dialog.states.devoStates.PersonalInformationAskingState.act ()
Output roboy.dialog.states.devoStates.PersonalInformationAskingState.react (Interpretation)
State roboy.dialog.states.devoStates.PersonalInformationAskingState.getNextState ()
```

## Public Static Attributes

```
final String roboy.dialog.states.devoStates.PersonalInformationAskingState.INTENTS_HISTORY
```

## Protected Functions

```
Set<String> roboy.dialog.states.devoStates.PersonalInformationAskingState.getRequiredTransitions ()
Set<String> roboy.dialog.states.devoStates.PersonalInformationAskingState.getRequiredParameters ()
```

### Package Attributes

```
final Logger roboy.dialog.states.devoStates.PersonalInformationAskingState.LOGGER = LogManager.getLogger(PersonalInformationAskingState.class);
```

### Private Functions

```
String roboy.dialog.states.devoStates.PersonalInformationAskingState.InferResult (Interlocutor interlocutor, Context context, Intent intent)
```

### Private Members

```
QAJsonParser roboy.dialog.states.devoStates.PersonalInformationAskingState.qaValues
Neo4jRelationship [] roboy.dialog.states.devoStates.PersonalInformationAskingState.preds
Neo4jRelationship roboy.dialog.states.devoStates.PersonalInformationAskingState.selectedPred
State roboy.dialog.states.devoStates.PersonalInformationAskingState.nextState
final String roboy.dialog.states.devoStates.PersonalInformationAskingState.TRANSITION_QUESTION
final String roboy.dialog.states.devoStates.PersonalInformationAskingState.QA_FILE_PATH
```

### class

Personal Information Asking State.

The state tries to interact with the Interlocutor to learn new information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface for storing. Afterwards, Roboy can use this acquired data for the future interactions with the same person.

- if there is no existing Interlocutor or the data is missing, ask a question
- the question topic (intent) is selected from the Neo4jRelationship predicates
- retrieve the questions stored in the QAList json file
- update the Context IntentsHistory
- try to extract the result from the Interpretation
- retrieve the answers stored in the QAList json file
- send the result to Memory

*PersonalInformationAskingState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined, following state if the question was asked:

- skills,
- abilities,
- roboy. 3) Required parameters: path to the QAList.json file.

### Public Functions

```
roboy.dialog.states.expoStates.PersonalInformationAskingState.PersonalInformationAskingState()
Output roboy.dialog.states.expoStates.PersonalInformationAskingState.act ()
Output roboy.dialog.states.expoStates.PersonalInformationAskingState.react (Interpretation interpretation)
```

```
State roboy.dialog.states.expoStates.PersonalInformationAskingState.getNextState()
```

### Public Static Attributes

```
final String roboy.dialog.states.expoStates.PersonalInformationAskingState.INTENTS_HIS
```

### Protected Functions

```
Set<String> roboy.dialog.states.expoStates.PersonalInformationAskingState.getRequiredT
```

```
Set<String> roboy.dialog.states.expoStates.PersonalInformationAskingState.getRequiredP
```

### Private Functions

```
String roboy.dialog.states.expoStates.PersonalInformationAskingState.InferResult (Interp
```

### Private Members

```
final String [] roboy.dialog.states.expoStates.PersonalInformationAskingState.TRANSITI
```

```
final String [] roboy.dialog.states.expoStates.PersonalInformationAskingState.INTENT_N
```

```
final String roboy.dialog.states.expoStates.PersonalInformationAskingState.QA_FILE_PAR
```

```
final Logger roboy.dialog.states.expoStates.PersonalInformationAskingState.LOGGER = LogM
```

```
QAJsonParser roboy.dialog.states.expoStates.PersonalInformationAskingState.qaValues
```

```
Neo4jRelationship [] roboy.dialog.states.expoStates.PersonalInformationAskingState.pre
```

```
Neo4jRelationship roboy.dialog.states.expoStates.PersonalInformationAskingState.select
```

```
int roboy.dialog.states.expoStates.PersonalInformationAskingState.otherIndex
```

```
State roboy.dialog.states.expoStates.PersonalInformationAskingState.nextState
```

### class

Personal Information Asking State.

The state tries to interact with the Interlocutor to learn new information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface for storing. Afterwards, Roboy can use this acquired data for the future interactions with the same person.

- if there is no existing Interlocutor or the data is missing, ask a question
- the question topic (intent) is selected from the Neo4jRelationship predicates
- retrieve the questions stored in the QAList json file
- update the Context IntentsHistory
- try to extract the result from the Interpretation
- retrieve the answers stored in the QAList json file
- send the result to Memory

*PersonalInformationAskingState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- TRANSITION\_INFO\_OBTAINED: following state if the question was asked 3) Required parameters: path to the QAList.json file.

### Public Functions

```
roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.PersonalInformationA
Output roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.act ()
Output roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.react (Interpr
State roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.getNextState ()
```

### Public Static Attributes

```
final String roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.INTENTS
```

### Protected Functions

```
Set<String> roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.getRequi
Set<String> roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.getRequi
```

### Package Attributes

```
final Logger roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.LOGGER =
```

### Private Functions

```
String roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.InferResult (I
```

### Private Members

```
QAJsonParser roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.qaValue
    FRIEND_OF, MEMBER_OF, WORK_FOR, OCCUPIED_AS) ]
Neo4jRelationship roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.se
State roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.nextState
final String roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.TRANSIT
final String roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.TRANSIT
final String roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.QA_FILE
int roboy.dialog.states.ordinaryStates.PersonalInformationAskingState.otherIdx = 0
```

**class**

Personal Information Update State.

This state is only entered if there are some known facts about the active interlocutor. The state tries to interact with the Interlocutor to update the existing information about the person. This information is sent to the Roboy Memory Module through Neo4jMemoryInterface to keep it up to date.

- if there is an existing entry under a specific Neo4jRelationship predicate, select the predicate
- check the Context IntentsHistory if we already asked similar questions
- the question topic (intent) is selected upon the predicate
- update the Context IntentsHistory with the selected predicate
- retrieve the follow-up questions stored in the QAList json file
- retrieve the follow-up answers stored in the QAList json file

*PersonalInformationFollowUpState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- TRANSITION\_INFO\_UPDATED: following state if the question was asked 3) Required parameters: path to the QAList.json file.

### Public Functions

```
roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.PersonalInformation
Output roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.act ()
Output roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.react (Interp
State roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.getNextState
```

### Public Static Attributes

```
final String roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.INTEN
```

### Protected Functions

```
Set<String> roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.getReq
Set<String> roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.getReq
```

### Private Functions

```
String roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.InferUpdate
```

### Private Members

```
QAJsonParser roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.qaVal
    FRIEND_OF, MEMBER_OF, WORK_FOR, OCCUPIED_AS, OTHER) ]
Neo4jRelationship roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.
State roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.nextState
final String roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.TRANS
final String roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.QA_FI
final Logger roboy.dialog.states.ordinaryStates.PersonalInformationFollowUpState.LOGGE
```

**interface Personality**

*Personality* interface.

A personality is designed to define how Roboy reacts in every given situation. Roboy can always only represent one personality at a time. Different personalities are meant to be used in different situations, like a more formal or loose one depending on the occasion where he is at. In the future, also different languages could be realized by the use of different personalities.

Subclassed by *roboy.dialog.personality.StateBasedPersonality*

**Public Functions**

**List<Action> roboy.dialog.personality.Personality.answer(Interpretation input)**

The central method of a personality.

Given an interpretation of all inputs (audio, visual, ...) to Roboy, this method decides which actions to perform in response.

**Return** A list of actions to perform in response

**Parameters**

- **input**: The interpretation of the inputs

**interface PhoneticEncoder**

An interface for phonetic encoders that map words to their phonetic base form so that words that are written differently but sound similar receive the same form.

This is intended to be used to correct terms that Roboy misunderstood, but currently is not in use.

Subclassed by *roboy.linguistics.phonetics.DoubleMetaphoneEncoder*, *roboy.linguistics.phonetics.MetaphoneEncoder*, *roboy.linguistics.phonetics.SoundexEncoder*

**Public Functions**

**String roboy.linguistics.phonetics.PhoneticEncoder.encode(String input)**

**class Phonetics****Public Functions**

**List<String> roboy.linguistics.phonetics.Phonetics.similarWords(String word)**

**Public Static Functions**

**static void roboy.linguistics.phonetics.Phonetics.main(String[] args)**

**Private Members**

**Soundex roboy.linguistics.phonetics.Phonetics.soundex** = new Soundex()

**Map<String, List<String> > roboy.linguistics.phonetics.Phonetics.codecToWords**

**class PhraseCollection**

A (temporary) central class to store short lists of phrases.

The lists are stored in separate files. This class loads all of them once at the beginning, so all the lists can be used by any other class later.

We might define a JSON format to replace the single files later.

**Public Static Attributes**

```

RandomList<String> roboy.talk.PhraseCollection.CONNECTING_PHRASES = readFile("resources/phraseLi
RandomList<String> roboy.talk.PhraseCollection.QUESTION_ANSWERING_REENTERING = readFile("res
RandomList<String> roboy.talk.PhraseCollection.QUESTION_ANSWERING_START = readFile("resources/
RandomList<String> roboy.talk.PhraseCollection.SEGUE_AVOID_ANSWER = readFile("resources/phraseLi
RandomList<String> roboy.talk.PhraseCollection.SEGUE_DISTRACT = readFile("resources/phraseLists/seg
RandomList<String> roboy.talk.PhraseCollection.SEGUE_FLATTERY = readFile("resources/phraseLists/seg
RandomList<String> roboy.talk.PhraseCollection.SEGUE_JOBS = readFile("resources/phraseLists/segue-job
RandomList<String> roboy.talk.PhraseCollection.SEGUE_PICKUP = FileLineReader.readFile("resources/ph
RandomList<String> roboy.talk.PhraseCollection.OFFER_GAME_PHRASES = readFile("resources/phraseLi
RandomList<String> roboy.talk.PhraseCollection.AKINATOR_INTRO_PHRASES = readFile("resources/phr
RandomList<String> roboy.talk.PhraseCollection.ROBOY_WINNER_PHRASES = readFile("resources/phrase
RandomList<String> roboy.talk.PhraseCollection.ROBOY_LOSER_PHRASES = readFile("resources/phraseL
RandomList<String> roboy.talk.PhraseCollection.GAME Asking_PHRASES = readFile("resources/phraseL
RandomList<String> roboy.talk.PhraseCollection.OFFER_FILTER_PHRASES = readFile("resources/phrase
RandomList<String> roboy.talk.PhraseCollection.AKINATOR_ERROR_PHRASES = readFile("resources/phr
RandomList<String> roboy.talk.PhraseCollection.PROFANITY_CHECK_WORDS = FileLineReader.readFile
RandomList<String> roboy.talk.PhraseCollection.FACTS = readFile("resources/phraseLists/expoPhrases/fac
RandomList<String> roboy.talk.PhraseCollection.INFO_ROBOY_INTENT_PHRASES = readFile("resource
RandomList<String> roboy.talk.PhraseCollection.JOKES = readFile("resources/phraseLists/expoPhrases/jok
RandomList<String> roboy.talk.PhraseCollection.NEGATIVE_SENTIMENT_PHRASES = readFile("resourc
RandomList<String> roboy.talk.PhraseCollection.OFFER_FACTS_PHRASES = readFile("resources/phraseL
RandomList<String> roboy.talk.PhraseCollection.OFFER_FAMOUS_ENTITIES_PHRASES = readFile("res
RandomList<String> roboy.talk.PhraseCollection.OFFER_JOKES_PHRASES = readFile("resources/phraseL
RandomList<String> roboy.talk.PhraseCollection.OFFER_MATH_PHRASES = readFile("resources/phraseLi
RandomList<String> roboy.talk.PhraseCollection.PARSER_ERROR = readFile("resources/phraseLists/expoP
RandomList<String> roboy.talk.PhraseCollection.ROBOY_TEAM_PHRASES = readFile("resources/phraseLi
RandomList<String> roboy.talk.PhraseCollection.MISSION_PHRASES = readFile("resources/phraseLists/fa
RandomList<String> roboy.talk.PhraseCollection.MOVEMENT_PHRASES = readFile("resources/phraseLists/
RandomList<String> roboy.talk.PhraseCollection.EMOTION_PHRASES = readFile("resources/phraseLists/fa

```

```
RandomList<String> roboy.talk.PhraseCollection.ROBOY_PHRASES = readFile("resources/phraseLists/fairS
```

```
RandomList<String> roboy.talk.PhraseCollection.ASK_NAME = readFile("resources/phraseLists/question-na
```

**class**

Corrects abbreviated forms like "I'm" to complete forms like "I am" which are expected by later sentence analyses.

**Public Functions**

```
Interpretation roboy.linguistics.sentenceanalysis.Postprocessor.analyze(Interpretation
```

**class**

Corrects abbreviated forms like "I'm" to complete forms like "I am" which are expected by later sentence analyses.

**Public Functions**

```
Interpretation roboy.linguistics.sentenceanalysis.Preprocessor.analyze(Interpretation
```

**class**

Checks for words and stores if the sentence has profanity in the *Interpretation* Profanity feature that is later read out and fed to the output module.

**Public Functions**

```
Interpretation roboy.linguistics.sentenceanalysis.ProfanityAnalyzer.analyze(Interpreta
```

**class QAJsonParser**

Getting values for personalStates and follow-up questions from a JSON file Parses files containing predefined questions and answers.

Expects the following input pattern: { "INTENT": { "Q": [ "Question phrasing 1", "Question phrasing 2", "Question phrasing 3" ], "A": { "SUCCESS": [ "Possible answer on success 1", "Possible answer on success 2" ], "FAILURE": [ "Possible answer on failure" ] } "FUP": { "Q": [ "Possible follow up question" ], "A": [ "Possible follow up answer" ] } } }

See more examples in resources/sentences

**Public Functions**

```
roboy.util.QAJsonParser.QAJsonParser(String file)
```

```
boolean roboy.util.QAJsonParser.parse(String file)
```

```
JsonEntryModel roboy.util.QAJsonParser.getEntry(Neo4jRelationship relationship)
```

```
JsonEntryModel roboy.util.QAJsonParser.getEntry(Neo4jProperty property)
```

```
RandomList<String> roboy.util.QAJsonParser.getIntent()
```

```
Map<String, RandomList<String> > roboy.util.QAJsonParser.getQuestions()
```

```
RandomList<String> roboy.util.QAJsonParser.getQuestions(Neo4jRelationship relationship)
```

```
RandomList<String> roboy.util.QAJsonParser.getQuestions(Neo4jProperty property)
```



```

RandomList<String> roboy.util.QAJsonParser.getQuestions(String relationship)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getAnswers(Neo4jRelationship relation)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getAnswers(Neo4jProperty property)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getAnswers(String property)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getSuccessAnswers()
RandomList<String> roboy.util.QAJsonParser.getSuccessAnswers(Neo4jRelationship relation)
RandomList<String> roboy.util.QAJsonParser.getSuccessAnswers(Neo4jProperty property)
RandomList<String> roboy.util.QAJsonParser.getSuccessAnswers(String property)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getFailureAnswers()
RandomList<String> roboy.util.QAJsonParser.getFailureAnswers(Neo4jRelationship relation)
RandomList<String> roboy.util.QAJsonParser.getFailureAnswers(Neo4jProperty property)
RandomList<String> roboy.util.QAJsonParser.getFailureAnswers(String property)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getFollowUp(Neo4jRelationship relation)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getFollowUp(Neo4jProperty property)
Map<String, RandomList<String> > roboy.util.QAJsonParser.getFollowUp(String property)
RandomList<String> roboy.util.QAJsonParser.getFollowUpQuestions(Neo4jRelationship relation)
RandomList<String> roboy.util.QAJsonParser.getFollowUpQuestions(Neo4jProperty property)
RandomList<String> roboy.util.QAJsonParser.getFollowUpQuestions(String property)
RandomList<String> roboy.util.QAJsonParser.getFollowUpAnswers(Neo4jRelationship relation)
RandomList<String> roboy.util.QAJsonParser.getFollowUpAnswers(Neo4jProperty property)
RandomList<String> roboy.util.QAJsonParser.getFollowUpAnswers(String property)

```

### Private Functions

```
JsonEntryModel roboy.util.QAJsonParser.getJsonEntryModel(String type)
```

### Private Members

```

final Logger roboy.util.QAJsonParser.LOGGER = LogManager.getLogger()
Map<String, RandomList<String> > roboy.util.QAJsonParser.questions
Map<String, RandomList<String> > roboy.util.QAJsonParser.successAnswers
Map<String, RandomList<String> > roboy.util.QAJsonParser.failureAnswers
Map<String, RandomList<String> > roboy.util.QAJsonParser.followUpQuestions
Map<String, RandomList<String> > roboy.util.QAJsonParser.followUpAnswers
Set<Map.Entry<String, JsonElement> > roboy.util.QAJsonParser.entrySet
Gson roboy.util.QAJsonParser.gson
class QAParserTest

```

### Public Functions

```
void roboy.parser.QAParserTest.testQuestions ()
void roboy.parser.QAParserTest.testAnswers ()
void roboy.parser.QAParserTest.testFollowUp ()
```

### Public Static Functions

```
static void roboy.parser.QAParserTest.createJsonAndParse ()
static void roboy.parser.QAParserTest.cleanupJson ()
```

### Package Static Attributes

```
QAJsonParser roboy.parser.QAParserTest.parser
String roboy.parser.QAParserTest.path = "test.json"
```

#### class

This state will answer generalStates questions.

The parser:

- provides triples generated from the question
- adds the answer to the question if there is an answer in DBpedia
- tells a specifying followup question if the interlocutor's question was ambiguous

This state:

- checks if interlocutor wants to play a game
- returns the answer if provided by the parser
- asks the specifying followup question if provided by the parser
- - if answered with yes > will use the parser again to get the answer to the original question
  - if answered with no > will use a segue to avoid answer
- tries to query memory if there is no answer to the question
- queries the fallback if memory fails to answer as well

*QuestionAnsweringState* interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined:

- finishedQuestionAnswering: following state if this state if finished with answering questions 3) No parameters are used.

### Public Functions

```
roboy.dialog.states.ordinaryStates.QuestionAnsweringState.QuestionAnsweringState (String question)
Output roboy.dialog.states.ordinaryStates.QuestionAnsweringState.act ()
Output roboy.dialog.states.ordinaryStates.QuestionAnsweringState.react (Interpretation interpretation)
State roboy.dialog.states.ordinaryStates.QuestionAnsweringState.getNextState ()
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.isFallbackRequired()
```

### Protected Functions

```
Set<String> robey.dialog.states.ordinaryStates.QuestionAnsweringState.getRequiredTrans
```

### Private Functions

**Output** `robey.dialog.states.ordinaryStates.QuestionAnsweringState.reactToSpecifyingAnswer`  
React to answer of the specifying question asked previously.

**Return** answer to the answer to the original question if specifying question was answered with 'yes'

#### Parameters

- `input`: something like "yes" or "no"

```
Output robey.dialog.states.ordinaryStates.QuestionAnsweringState.reactToQuestion(Interp
```

```
Output robey.dialog.states.ordinaryStates.QuestionAnsweringState.useMemoryOrFallback(I
```

```
Output robey.dialog.states.ordinaryStates.QuestionAnsweringState.answerFromMemory(List
```

```
String robey.dialog.states.ordinaryStates.QuestionAnsweringState.inferMemoryAnswer(Lis
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.userWantsGameCheck(I
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.isIntentsHistoryComp
```

### Private Members

```
final Logger robey.dialog.states.ordinaryStates.QuestionAnsweringState.logger = LogManag
```

```
int robey.dialog.states.ordinaryStates.QuestionAnsweringState.questionsAnswered = 0
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.askingSpecifyingQues
```

```
String robey.dialog.states.ordinaryStates.QuestionAnsweringState.answerAfterUnspecifie
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.userWantsGame = false
```

```
boolean robey.dialog.states.ordinaryStates.QuestionAnsweringState.robeySuggestedGame = f
```

### Private Static Attributes

```
final String robey.dialog.states.ordinaryStates.QuestionAnsweringState.TRANSITION_FINI
```

```
final String robey.dialog.states.ordinaryStates.QuestionAnsweringState.TRANSITION_LOOP
```

```
final String robey.dialog.states.ordinaryStates.QuestionAnsweringState.TRANSITION_LOOP
```

```
final String robey.dialog.states.ordinaryStates.QuestionAnsweringState.TRANSITION_TO_G
```

```
final int robey.dialog.states.ordinaryStates.QuestionAnsweringState.MAX_NUM_OF_QUESTIO
```

```
final RandomList<String> robey.dialog.states.ordinaryStates.QuestionAnsweringState.rees
```

```
final RandomList<String> robey.dialog.states.ordinaryStates.QuestionAnsweringState.ans
```

```
final double robey.dialog.states.ordinaryStates.QuestionAnsweringState.THRESHOLD_BORED
```

**class**

QuestionAnsweringState Roboy Question Answering State.

The parser:

- provides triples generated from the question
- adds the answer to the question if there is an answer in DBpedia
- tells a specifying followup question if the interlocutor's question was ambiguous

This state:

- checks if interlocutor wants to play a game
- returns the answer if provided by the parser
- asks the specifying followup question if provided by the parser
- - if answered with yes > will use the parser again to get the answer to the original question
  - if answered with no > will use a segue to avoid answer
- tries to query memory if there is no answer to the question
- queries the fallback if memory fails to answer as well

QuestionAnsweringState interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined:

- finishedQuestionAnswering: following state if this state if finished with answering questions 3) No parameters are used.

**Public Functions**

```
roboy.dialog.states.devoStates.QuestionRoboyQASState.QuestionRoboyQASState(String stateI
Output roboy.dialog.states.devoStates.QuestionRoboyQASState.act ()
Output roboy.dialog.states.devoStates.QuestionRoboyQASState.react (Interpretation input)
State roboy.dialog.states.devoStates.QuestionRoboyQASState.getNextState ()
boolean roboy.dialog.states.devoStates.QuestionRoboyQASState.isFallbackRequired ()
```

**Protected Functions**

```
Set<String> roboy.dialog.states.devoStates.QuestionRoboyQASState.getRequiredTransitionN
```

**Private Functions**

```
Output roboy.dialog.states.devoStates.QuestionRoboyQASState.reactToQuestion (Interpretati
String roboy.dialog.states.devoStates.QuestionRoboyQASState.inferApiAnswer (Interpretati
String roboy.dialog.states.devoStates.QuestionRoboyQASState.inferMemoryAnswer (Interpret
String roboy.dialog.states.devoStates.QuestionRoboyQASState.inferPasAnswer (Map< Semant
String roboy.dialog.states.devoStates.QuestionRoboyQASState.inferTripleAnswer (List< Tr
Neo4jRelationship roboy.dialog.states.devoStates.QuestionRoboyQASState.inferPredicateFr
String roboy.dialog.states.devoStates.QuestionRoboyQASState.extractNodeNameForPredicate
```

```
String robey.dialog.states.devoStates.QuestionRoboyQASState.extractNodeNameForPredicate
String robey.dialog.states.devoStates.QuestionRoboyQASState.extractAge (Roboy robey)
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.matchPas (Map< SemanticRol
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.isIntentsHistoryComplete (N
```

### Private Members

```
final Logger robey.dialog.states.devoStates.QuestionRoboyQASState.LOGGER = LogManager.getLog
int robey.dialog.states.devoStates.QuestionRoboyQASState.questionsAnswered = 0
final String robey.dialog.states.devoStates.QuestionRoboyQASState.INFO_FILE_PARAMETER_I
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.offeredGame = false
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.userWantsGame = false
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.offeredStory = false
boolean robey.dialog.states.devoStates.QuestionRoboyQASState.userWantsStory = false
QAJsonParser robey.dialog.states.devoStates.QuestionRoboyQASState.infoValues
```

### Private Static Attributes

```
final String robey.dialog.states.devoStates.QuestionRoboyQASState.TRANSITION_FINISHED_A
final String robey.dialog.states.devoStates.QuestionRoboyQASState.TRANSITION_LOOP_TO_NE
final String robey.dialog.states.devoStates.QuestionRoboyQASState.TRANSITION_LOOP_TO_KN
final String robey.dialog.states.devoStates.QuestionRoboyQASState.TRANSITION_SWITCH_TO_
final String robey.dialog.states.devoStates.QuestionRoboyQASState.TRANSITION_STORY = "tells
final int robey.dialog.states.devoStates.QuestionRoboyQASState.MAX_NUM_OF_QUESTIONS = 3
final RandomList<String> robey.dialog.states.devoStates.QuestionRoboyQASState.reenterin
final RandomList<String> robey.dialog.states.devoStates.QuestionRoboyQASState.answerSta
```

```
template <T>
class RandomList : public java::util::ArrayList<T>
    Extension of ArrayList with possibility to get a random element.
```

### Parameters

- <T>: Class of objects in this list

### Public Functions

```
robey.util.RandomList< T >.RandomList ()
    Creates an empty ArrayList.

robey.util.RandomList< T >.RandomList (T... objects)
    Creates a list of objects that allows to select one element at random.
```

To prevent issues with heap pollution, use this constructor to reduce syntactic overhead only: new *RandomList*("a", "b", "c")

**Parameters**

- `objects`: objects to put in the list

`robey.util.RandomList< T >.RandomList(List< T > objectList)`

Creates list of objects that allows to select one element at random.

**Parameters**

- `objectList`: list containing the objects to add to this list

`T robey.util.RandomList< T >.getRandomElement()`

Returns a random element from this list.

**Return** random element from this list

`RandomList<T> robey.util.RandomList< T >.shuffle()`

`enum RelationshipAvailability`

**Public Members**

`robey.memory.nodes.Interlocutor.RelationshipAvailability.ALL_AVAILABLE`

`robey.memory.nodes.Interlocutor.RelationshipAvailability.SOME_AVAILABLE`

`robey.memory.nodes.Interlocutor.RelationshipAvailability.NONE_AVAILABLE`

**class**

Encapsulates a *MemoryNodeModel* and enables dialog states to easily store and retrieve information about *Roboy*.

**Public Functions**

`robey.memory.nodes.Roboy.Roboy(Neo4jMemoryInterface memory, String name)`

Initializer for the *Roboy* node.

`robey.memory.nodes.Roboy.Roboy(Neo4jMemoryInterface memory)`

Default initializer for the *Roboy* node.

`String robey.memory.nodes.Roboy.getName()`

Method to obtain the name of the *Roboy* node.

**Return** String name - text containing the name as in the *Memory*

`ArrayList<Integer> robey.memory.nodes.Roboy.getRelationships(Neo4jRelationship relation)`

Method to obtain the specific type relationships of the *Roboy* node.

**Return** ArrayList<Integer> ids - list containing integer IDs of the nodes related to the *Roboy* by specific relationship type as in the *Memory*

`void robey.memory.nodes.Roboy.addInformation(Neo4jRelationship relationship, String name)`

Adds a new relation to the *Roboy* node, updating memory.

**Public Static Attributes**

`final RandomList<Neo4jRelationship> robey.memory.nodes.Roboy.VALID_NEO4J_RELATIONSHIPS`

## Private Functions

**void roboy.memory.nodes.Roboy.InitializeRoboy(String name)**

This method initializes the roboy property as a node that is in sync with memory and represents the *Roboy* itself.

If something goes wrong during querying, *Roboy* stays empty and soulless, and has to fallback

**enum RoboyAbility**

Implementations of Roboy's abilities.

Following methods have to be implemented:

- *wouldYouLikeToSeeDemoQuestions()* - provides a list of yes/no questions for the act method
- *demonstrateAbility()* - implementation of the ability (should block until demonstration is finished)
- *afterDemoEndedPhrases()* - provides a list of phrases that wrap up the ability demonstration

## Public Functions

**abstract RandomList<String> roboy.dialog.states.expoStates.RoboyAbility.wouldYouLikeToSeeDemoQuestions()**

List of phrases for the act method.

Every phrase should ask the interlocutor whether he wants to see the ability in action.

**Return** list of phrases for the act method

**abstract void roboy.dialog.states.expoStates.RoboyAbility.demonstrateAbility(RosMainNo)**

Implementation of the ability.

This method should block until the ability demonstration is finished.

**abstract RandomList<String> roboy.dialog.states.expoStates.RoboyAbility.afterDemoEndedPhrases()**

List of phrases that wrap up the ability demonstration.

One of these phrases will be used after the demonstration is finished.

**Return** list of phrases that wrap up the ability demonstration

## Public Members

**roboy.dialog.states.expoStates.RoboyAbility.wouldYouLikeToSeeDemoQuestions**

## Private Static Attributes

**static final Logger roboy.dialog.states.expoStates.RoboyAbility.logger** = LogManager.getLogManager().getLogger(getClass().getName());

**enum RoboyEmotion**

Comprises the emotions Roboy can demonstrate.

## Public Functions

**roboy.emotions.RoboyEmotion.RoboyEmotion(String type, String telegramID)**

## Public Members

```
roboy.emotions.RoboyEmotion.SHY = ("shy", "CAADAgADSwAD5dCAEBGmde8-twTLAg")
roboy.emotions.RoboyEmotion.SMILE_BLINK = ("smileblink", "CAADAgADSGAD5dCAEMQakIa3aHHSAg")
roboy.emotions.RoboyEmotion.LOOK_LEFT = ("lookleft", null)
roboy.emotions.RoboyEmotion.LOOK_RIGHT = ("lookright", null)
roboy.emotions.RoboyEmotion.CAT_EYES = ("catiris", null)
roboy.emotions.RoboyEmotion.KISS = ("kiss", "CAADAgADSAAD5dCAELAByOgU5LIwAg")
roboy.emotions.RoboyEmotion.FACEBOOK_EYES = ("img:facebook", null)
roboy.emotions.RoboyEmotion.INSTAGRAM_EYES = ("img:instagram", null)
roboy.emotions.RoboyEmotion.LINKED_IN_EYES = ("img:linkedin", null)
roboy.emotions.RoboyEmotion.NEUTRAL = ("neutral", "CAADAgADfQAD5dCAEKM0TS8sjXiAAg")
roboy.emotions.RoboyEmotion.CRY = ("cry", "CAADAgADiAAD5dCAEQeh7anZFNuAg")
roboy.emotions.RoboyEmotion.ANGRY = ("angry", null)
roboy.emotions.RoboyEmotion.PISSED = ("pissed", "CAADAgADgQAD5dCAEItX3SnG6CboAg")
roboy.emotions.RoboyEmotion.ANNOYED = ("annoyed", "CAADAgADgQAD5dCAEItX3SnG6CboAg")
roboy.emotions.RoboyEmotion.ROLLING_EYES = ("rolling", null)
roboy.emotions.RoboyEmotion.HYPNO_EYES = ("hypno", "CAADAgADcAAD5dCAEMJJxG1uTYH6Ag")
roboy.emotions.RoboyEmotion.HYPNO_COLOUR_EYES = ("hypno_color", "CAADAgADcAAD5dCAEMJJxG1uTYH6Ag")
roboy.emotions.RoboyEmotion.GLASSES = ("glasses", "CAADAgADvQAD5dCAECNJAafZJ_InKwI")
roboy.emotions.RoboyEmotion.MOUSTACHE = ("moustache", null)
roboy.emotions.RoboyEmotion.PIRATE = ("pirate", "CAADAgADMwAD5dCAEDmHbbo1QxeWAg")
roboy.emotions.RoboyEmotion.SUNGLASSES = ("sunglasses", "CAADAgADLwAD5dCAENTFuFLbW8-XAg")
roboy.emotions.RoboyEmotion.SURPRISED = ("suprised", null)
roboy.emotions.RoboyEmotion.HAPPY = ("lucky", null)
roboy.emotions.RoboyEmotion.TONGUE = ("tongue", "CAADAgADUQAD5dCAEIT4-R1It2BEAg")
roboy.emotions.RoboyEmotion.TEETH = ("teeth", null)
roboy.emotions.RoboyEmotion.HEARTS = ("hearts", "CAADAgADSQAD5dCAEN9n0g-x5va8Ag")
roboy.emotions.RoboyEmotion.HAPPINESS = ("happiness", "CAADAgADRGAD5dCAEJV_o50ekE5HAg")
roboy.emotions.RoboyEmotion.SADNESS = ("sadness", "CAADAgADTAAD5dCAENsDuDryjXuhAg")
roboy.emotions.RoboyEmotion.BEER_THIRSTY = ("beer", "CAADAgADKQAD5dCAEFX3hCMAAfM_awI")
roboy.emotions.RoboyEmotion.KENNY = ("kenny", "CAADAgADkAAD5dCAEGMfygavvZSZAg")
roboy.emotions.RoboyEmotion.MIB = ("maninblack", "CAADAgADXQAD5dCAEJY_NKT6hMaOAg")
roboy.emotions.RoboyEmotion.MINDBLOWN = ("mindblown", "CAADAgADsgAD5dCAEBmMXCCt4Sh6Ag")
roboy.emotions.RoboyEmotion.DANCE = ("dance", "CAADAgADrgAD5dCAEP7FI8ogeANNAg")
roboy.emotions.RoboyEmotion.SUPERMAN = ("superman", "CAADAgADoQAD5dCAEN7_d_TMkG8CAg")
roboy.emotions.RoboyEmotion.PICKLEROBOY = ("neutral", "CAADAgADwgAD5dCAEKjfQCRuUDfYAg")
```



```

robey.emotions.RoboyEmotion.THUMBSUP = ("neutral", "CAADAgADYAAD5dCAEIqcImOJTI-_Ag")
robey.emotions.RoboyEmotion.POSTCARDFACE = ("neutral", "CAADAgADRQAD5dCAEE75Fhiqn2p-Ag")
robey.emotions.RoboyEmotion.ANGEL = ("neutral", "CAADAgADTQAD5dCAEDafVf7FGlynAg")
robey.emotions.RoboyEmotion.RAINBOW = ("neutral", "CAADAgADVQAD5dCAEHTBjm9cSbBTA")
robey.emotions.RoboyEmotion.RAINBOWVR = ("neutral", "CAADAgADZgAD5dCAED-lBppglhuaAg")
robey.emotions.RoboyEmotion.BUNNY = ("neutral", "CAADAgADUgAD5dCAEJKbI9Fpaw5-Ag")
robey.emotions.RoboyEmotion.MONOCLE = ("neutral", "CAADAgADUwAD5dCAEG5fdActwqACA")
String robey.emotions.RoboyEmotion.type
String robey.emotions.RoboyEmotion.telegramID

```

### Public Static Attributes

```

DANCE, SUNGLASSES, SUPERMAN, KENNY, MONOCLE) ]
MIB, SADNESS, CRY) ]
SMILE_BLINK, NEUTRAL, TONGUE, HAPPINESS, KISS, BUNNY, RAINBOW, RAINBOWVR,
ANGEL, POSTCARDFACE, THUMBSUP, PICKLEROBOY) ]

```

### class

Class detecting Roboy name.

Initiates native sphinx function of live speech analysis and checks the stream

**Author** Petr Romanov

**Version** 1.0

**Date** 21.04.2017

### Public Functions

```

robey.io.RoboyNameDetectionInput.RoboyNameDetectionInput ()
    constructor which initialises recognition

```

```

void robey.io.RoboyNameDetectionInput.stopListening ()
    function for correct stopping recognition

```

```

Input robey.io.RoboyNameDetectionInput.listen ()
    tracks what was said

```

**Return** A signal that Roboy is one of the words in just said phrase

### Protected Attributes

```

LiveSpeechRecognizer robey.io.RoboyNameDetectionInput.recog_copy
    'link' to the object of Recognizer for correct stopping before deletion of the RoboyNameDetectorInput
    object

```

### class

Roboy Question Answering State.

This state will:

- offer the interlocutor to ask a question about Roboy
- retrieve the semantic parser result
- try to infer an asked question
- retrieve the relevant information from the Roboy node
- compose an answer
- fall back in case of failure

*ExpoIntroductionState* interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined, following state if the question was answered:

- skills,
- abilities,
- newPerson. 3) Used 'infoFile' parameter containing Roboy answer phrases. Requires a path to RoboyInfoList.json

### Public Functions

```
roboy.dialog.states.expoStates.RoboyQASState.RoboyQASState(String stateIdentifier, State)
Output roboy.dialog.states.expoStates.RoboyQASState.act ()
Output roboy.dialog.states.expoStates.RoboyQASState.react (Interpretation input)
State roboy.dialog.states.expoStates.RoboyQASState.getNextState ()
```

### Public Static Attributes

```
final String roboy.dialog.states.expoStates.RoboyQASState.INTENTS_HISTORY_ID = "RQA"
```

### Protected Functions

```
Set<String> roboy.dialog.states.expoStates.RoboyQASState.getRequiredTransitionNames ()
```

### Private Functions

```
String roboy.dialog.states.expoStates.RoboyQASState.inferMemoryAnswer (Interpretation input)
Neo4jRelationship roboy.dialog.states.expoStates.RoboyQASState.inferPredicateFromObject (Object)
String roboy.dialog.states.expoStates.RoboyQASState.extractNodeNameForPredicate (Neo4jRelationship)
```

### Private Members

```
final String [] roboy.dialog.states.expoStates.RoboyQASState.TRANSITION_NAMES = { "skills", "abilities", "newPerson" }
final String [] roboy.dialog.states.expoStates.RoboyQASState.INTENT_NAMES = TRANSITION_NAMES
final String roboy.dialog.states.expoStates.RoboyQASState.INFO_FILE_PARAMETER_ID = "infoFile"
final RandomList<String> roboy.dialog.states.expoStates.RoboyQASState.connectingPhrases
```

```

final RandomList<String> roboy.dialog.states.expoStates.RoboyQASState.roboyIntentPhrase
final Logger roboy.dialog.states.expoStates.RoboyQASState.LOGGER = LogManager.getLogger()
QAJsonParser roboy.dialog.states.expoStates.RoboyQASState.infoValues
State roboy.dialog.states.expoStates.RoboyQASState.nextState
boolean roboy.dialog.states.expoStates.RoboyQASState.intentIsFriend = false
enum RoboySkillIntent
Enum implementation of Roboy's skills.

```

General functionality:

- getRequestPhrase() - provides a phrase to offer some skills activity
- getResponsePhrase() - provides Roboy's response to the input
- getNegativeSentence() - provides response in case the intent was not POSITIVE

Specific functionality:

- getRandomJoke() - returns a string with a random joke
- getRandomFact() - returns a string with a random fact
- getAnswerFromSemanticParser() - tries to resolve the question with the semantic parser, returns the resulting string on success, uses generative model on failure

## Public Functions

```

roboy.dialog.states.expoStates.RoboySkillIntent.RoboySkillIntent (String type)
String roboy.dialog.states.expoStates.RoboySkillIntent.getRequestPhrase ()
String roboy.dialog.states.expoStates.RoboySkillIntent.getResponsePhrase (Interpretation

```

## Public Members

```

roboy.dialog.states.expoStates.RoboySkillIntent.jokes = ("joke")
roboy.dialog.states.expoStates.RoboySkillIntent.fun_facts = ("fact")
roboy.dialog.states.expoStates.RoboySkillIntent.famous_entities = ("famous")
roboy.dialog.states.expoStates.RoboySkillIntent.math = ("math")
String roboy.dialog.states.expoStates.RoboySkillIntent.type

```

## Private Functions

```

String roboy.dialog.states.expoStates.RoboySkillIntent.getRandomJoke (Linguistics.Utterance)
String roboy.dialog.states.expoStates.RoboySkillIntent.getRandomFact (Linguistics.Utterance)
String roboy.dialog.states.expoStates.RoboySkillIntent.getAnswerFromSemanticParser (Intent)
String roboy.dialog.states.expoStates.RoboySkillIntent.getNegativeSentence (String name)

```

### Private Members

```
final Logger roboy.dialog.states.expoStates.RoboySkillIntent.LOGGER = LogManager.getLogger()
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.connectingPhrases = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.negativePhrases = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.offerJokes = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.offerFacts = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.offerFamousEn
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.offerMath = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.jokesList = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.factsList = PR
final RandomList<String> roboy.dialog.states.expoStates.RoboySkillIntent.parserError = PR
```

```
class Ros
```

```
    Communication with ROS.
```

### Public Static Functions

```
static edu.wpi.rail.jrosbridge.Ros roboy.ros.Ros.getInstance()
static void roboy.ros.Ros.close()
```

### Private Functions

```
roboy.ros.Ros.Ros()
```

### Private Static Attributes

```
edu.wpi.rail.jrosbridge.Ros roboy.ros.Ros.ros
final String roboy.ros.Ros.ROS_URL = System.getenv("ROS_IP")
```

```
class RosMainNode : public AbstractNodeMain
```

### Public Functions

```
roboy.ros.RosMainNode.RosMainNode()
GraphName roboy.ros.RosMainNode.getDefaultNodeName()
void roboy.ros.RosMainNode.onStart(final ConnectedNode connectedNode)
void roboy.ros.RosMainNode.PerformMovement(String bodyPart, String name)
boolean roboy.ros.RosMainNode.StartCupGameSmach()
boolean roboy.ros.RosMainNode.SynthesizeSpeech(String text)
boolean roboy.ros.RosMainNode.PlaySoundFile(String filename)
String roboy.ros.RosMainNode.RecognizeSpeech()
```

```

String roboy.ros.RosMainNode.GenerateAnswer(String question)
boolean roboy.ros.RosMainNode.ShowEmotion(RoboyEmotion emotion)
boolean roboy.ros.RosMainNode.ShowEmotion(String emotion)
String roboy.ros.RosMainNode.CreateMemoryQuery(String query)
String roboy.ros.RosMainNode.UpdateMemoryQuery(String query)
String roboy.ros.RosMainNode.GetMemoryQuery(String query)
String roboy.ros.RosMainNode.DeleteMemoryQuery(String query)
String roboy.ros.RosMainNode.CypherMemoryQuery(String query)
Object roboy.ros.RosMainNode.DetectIntent(String sentence)
boolean roboy.ros.RosMainNode.ApplyFilter(String filterName)
void roboy.ros.RosMainNode.addListener(MessageListener listener, RosSubscribers subscri

```

### Protected Attributes

```
Object roboy.ros.RosMainNode.resp
```

### Package Attributes

```

String roboy.ros.RosMainNode.warning = "Trying to talk to ROS package %s, but it's not initialized or deactivated"
    "status : \"FAIL\", \" + \"message : \"Memory client not initialized.\"\" + \"}\" ]
final Logger roboy.ros.RosMainNode.LOGGER = LogManager.getLogger()

```

### Private Functions

```
void roboy.ros.RosMainNode.waitForLatchUnlock(CountDownLatch latch, String latchName)
    Helper method to block the calling thread until the latch is zeroed by some other task.
```

#### Parameters

- latch: Latch to wait for.
- latchName: Name to be used in log messages for the given latch.

### Private Members

```

CountDownLatch roboy.ros.RosMainNode.rosConnectionLatch
RosManager roboy.ros.RosMainNode.services = new RosManager()

```

#### class RosManager

Stores all the *Ros* Service Clients and manages access to them.

If SHUTDOWN\_ON\_ROS\_FAILURE is set, throws a runtime exception if any of the clients failed to initialize.

## Package Functions

**boolean** `roboy.ros.RosManager.initialize(ConnectedNode node)`

Initializes all ServiceClients for *Ros*.

**boolean** `roboy.ros.RosManager.notInitialized(RosServiceClients c)`

Should always be called before `getService`, such that if a client failed to initialize, a fallback response can be created instead.

Important if `SHUTDOWN_ON_ROS_FAILURE` is false.

**boolean** `roboy.ros.RosManager.notInitialized(RosSubscribers s)`

**ServiceClient** `roboy.ros.RosManager.getService(RosServiceClients c)`

Returns the ServiceClient matching the *RosServiceClients* entry.

the return might need casting before further use.

**Subscriber** `roboy.ros.RosManager.getSubscriber(RosSubscribers s)`

## Package Attributes

**final** **Logger** `roboy.ros.RosManager.LOGGER` = `LogManager.getLogger()`

## Private Functions

**boolean** `roboy.ros.RosManager.isAMemoryModule(String client)`

## Private Members

**HashMap**<**RosServiceClients**, **ServiceClient**> `roboy.ros.RosManager.serviceMap`

**HashMap**<**RosSubscribers**, **Subscriber**> `roboy.ros.RosManager.subscriberMap`

**enum** **RosServiceClients**

Stores the different client addresses and corresponding ROS message types.

## Public Functions

`roboy.ros.RosServiceClients.RosServiceClients(String rosPackage, String address, String...`

## Public Members

`roboy.ros.RosServiceClients.SPEECHSYNTHESIS` = ("roboy\_speech\_synthesis", "/roboy/cognition/speech/synthesi

`roboy.ros.RosServiceClients.GENERATIVE` = ("roboy\_gnlp", "/roboy/cognition/generative\_nlp/answer", GenerateA

`roboy.ros.RosServiceClients.FACEDETECTION` = ("roboy\_vision", "/speech\_synthesis/talk", DetectFace.\_TYPE)

`roboy.ros.RosServiceClients.OBJECTRECOGNITION` = ("roboy\_vision", "/speech\_synthesis/talk", RecognizeObjec

`roboy.ros.RosServiceClients.STT` = ("roboy\_speech\_recognition", "/roboy/cognition/speech/recognition", Recognize

`roboy.ros.RosServiceClients.EMOTION` = ("roboy\_face", "/roboy/cognition/face/emotion", ShowEmotion.\_TYPE)

`roboy.ros.RosServiceClients.CREATEMEMORY` = ("roboy\_memory", "/roboy/cognition/memory/create", DataQuery.

```

roboy.ros.RosServiceClients.UPDATEMEMORY = ("roboy_memory", "/roboy/cognition/memory/update", DataQuery._TYPE)
roboy.ros.RosServiceClients.GETMEMORY = ("roboy_memory", "/roboy/cognition/memory/get", DataQuery._TYPE)
roboy.ros.RosServiceClients.DELETEMEMORY = ("roboy_memory", "/roboy/cognition/memory/remove", DataQuery._TYPE)
roboy.ros.RosServiceClients.CYPHERMEMORY = ("roboy_memory", "/roboy/cognition/memory/cypher", DataQuery._TYPE)
roboy.ros.RosServiceClients.INTENT = ("roboy_intents", "/roboy/cognition/detect_intent", DetectIntent._TYPE)
roboy.ros.RosServiceClients.SNAPCHATFILTER = ("roboy_filters", "/roboy/cognition/apply_filter", ApplyFilter._TYPE)
roboy.ros.RosServiceClients.SOUNDPLAY = ("sound_play", "/roboy/matrix/sound/play", Talk._TYPE)
roboy.ros.RosServiceClients.STARTCUPGAME = ("roboy_soli", "/roboy/cupgame/start", Trigger._TYPE)
String roboy.ros.RosServiceClients.rosPackage
String roboy.ros.RosServiceClients.address
String roboy.ros.RosServiceClients.type
enum RosSubscribers

```

### Public Functions

```

roboy.ros.RosSubscribers.RosSubscribers(String rosPackage, String address, String type)

```

### Public Members

```

roboy.ros.RosSubscribers.DIRECTION_VECTOR = ("roboy_audio", "/roboy/cognition/audio/direction_of_arrival", DirectionVector._TYPE)
roboy.ros.RosSubscribers.FACE_COORDINATES = ("roboy_vision", "/roboy/cognition/vision/coordinates", FaceCoordinates._TYPE)
roboy.ros.RosSubscribers.NEW_FACIAL_FEATURES = ("roboy_vision", "/roboy/cognition/vision/features", NewFacialFeatures._TYPE)
roboy.ros.RosSubscribers.TEST_TOPIC = ("roboy_test", "/roboy", std_msgs.String._TYPE)
roboy.ros.RosSubscribers.DETECTED_OBJECTS = ("roboy_vision", "/roboy/cognition/vision/detected_objects", DetectedObjects._TYPE)
roboy.ros.RosSubscribers.NUMBER_PEOPLE_AROUND = ("roboy_vision", "/roboy/cognition/vision/people_around", NumberPeopleAround._TYPE)
roboy.ros.RosSubscribers.PERSON_LISTENING = ("roboy_vision", "/roboy/cognition/vision/person_listening", std_msgs.Bool._TYPE)
roboy.ros.RosSubscribers.BOOTH_SENTENCE = ("roboy_nodered", "/roboy/cognition/nodered/boothsentence", std_msgs.String._TYPE)
roboy.ros.RosSubscribers.CUP_GAME_READY = ("roboy_soli", "/roboy/control/ball", std_msgs.Bool._TYPE)
roboy.ros.RosSubscribers.CUP_GAME_STATE = ("roboy_soli", "/roboy/control/smach", std_msgs.String._TYPE)
String roboy.ros.RosSubscribers.rosPackage
String roboy.ros.RosSubscribers.address
String roboy.ros.RosSubscribers.type

class ROSTest : public roboy::context::ValueHistory<String>
    For testing a ROS topic connection which sends simple String messages.

class ROSTestUpdater : public roboy::context::ROSTopicUpdater<std_msgs.String, ROSTest>
    For testing a ROS topic connection which sends simple String messages.

```

### Public Functions

```
roboy.context.contextObjects.ROSTestUpdater.ROSTestUpdater(ROSTest target, RosMainNode
```

### Protected Functions

```
RosSubscribers roboy.context.contextObjects.ROSTestUpdater.getTargetSubscriber()
```

```
synchronized void roboy.context.contextObjects.ROSTestUpdater.update()
```

```
template <Message, Target>
```

```
class
```

An external updater connected to a ROS topic that can push the arriving values to the target.

The update() method should implement the logic of adding to the target.

### Parameters

- <Message>: Type of messages from the ROS topic.
- <Target>: The target object to be updated.

Subclassed by *roboy.context.contextObjects.AudioDirectionUpdater*, *roboy.context.contextObjects.BoothSentenceUpdater*, *roboy.context.contextObjects.CupGameSmachStateUpdater*, *roboy.context.contextObjects.DetectedObjectsUpdater*, *roboy.context.contextObjects.DetectedPersonUpdater*, *roboy.context.contextObjects.PeopleAroundUpdater*, *roboy.context.contextObjects.ROSTestUpdater*

### Public Functions

```
roboy.context.ROSTopicUpdater< Message, Target >.ROSTopicUpdater(Target target, RosMainNode
```

### Protected Functions

```
abstract RosSubscribers roboy.context.ROSTopicUpdater< Message, Target >.getTargetSubscriber()
```

Implement this in the subclass to define the ROS subscriber this updater should use.

```
void roboy.context.ROSTopicUpdater< Message, Target >.addListener(MessageListener listener)
```

### Protected Attributes

```
final Target roboy.context.ROSTopicUpdater< Message, Target >.target
```

```
volatile Message roboy.context.ROSTopicUpdater< Message, Target >.message
```

```
final RosSubscribers roboy.context.ROSTopicUpdater< Message, Target >.targetSubscriber
```

### Private Functions

```
void roboy.context.ROSTopicUpdater< Message, Target >.start(RosMainNode ros)
```

Starts a new MessageListener.



**class Segue**

A segue /swe/ is a smooth transition from one topic to the next.

(c) Wikipedia

Dialog states can decide to add segues to their output (in act() or react()) to improve the dialog flow. Segues are categorized by types and will be inserted into the conversation with a certain probability.

Special options:

- "%s" inside a segue will be replaced with interlocutor's name if available. If no interlocutor is available all segues with "%s" won't be used.

**Public Functions****roboy.dialog.Segue.Segue(SegueType type)**

Creates a segue based on a type and sets the default appearance probability.

**Parameters**

- type: segue type

**roboy.dialog.Segue.Segue(SegueType type, double probability)**

Creates a segue based on a type and specified appearance probability.

Note that

**Parameters**

- type: segue type
- probability: probability to use this segue in the conversation

**SegueType roboy.dialog.Segue.getType()**

**double roboy.dialog.Segue.getProbability()**

**Public Static Attributes**

**final double roboy.dialog.Segue.DEFAULT\_PROBABILITY = 0.3**

Default segue usage probability.

**Private Members**

**final SegueType roboy.dialog.Segue.type**

**final double roboy.dialog.Segue.probability**

**enum SegueType**

Definitions of segue types here.

Note: all segues are stored in this class for simplicity and may be moved into a separate file later.

**Public Functions**

**abstract RandomList<String> roboy.dialog.Segue.SegueType.getPossibleSegues()**

Returns a list of possible segues for this segue type as strings.

**Return** list of possible segues

## Public Members

`roboy.dialog.Segue.SegueType.getPossibleSegues`

`interface SemanticAnalysisLambda`

## Public Functions

`void roboy.linguistics.sentenceanalysis.Interpretation.SemanticAnalysisLambda.run (Interp`

`class`

Semantic parser class.

Connects DM to Sempre and adds its result to interpretation class.

## Public Functions

`roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.SemanticParserAnalyzer ()`

A constructor.

Creates ParserAnalyzer class and connects the parser to DM using a socket.

`Interpretation roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.analyze (Interp`

An analyzer function.

Sends input sentence to the parser and saves its response in output interpretation.

**Return** Input interpretation with semantic parser result.

### Parameters

- `interpretation`: Input interpretation with currently processed sentence and results from previous analysis.

## Public Members

`Session roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.session`

`Builder roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.builder`

## Public Static Functions

`static void roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.main (String[] ar`

Testing function.

## Private Functions

`void roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.initOptions ()`

initOptions

`synchronized void roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.executeSem`

**List<Triple> roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.extract\_relations**  
Function reading extracted relations in returned JSON string.

**Return** List of triple objects with relations extracted.

**Parameters**

- `relations`: Map of relations and their confidence.

**List<Triple> roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.extract\_triples**  
Function reading triples from returned JSON string.

**Return** List of triple objects with RDF triples extracted.

**Parameters**

- `input`: parsing result

### Private Static Attributes

```
final Logger roboy.linguistics.sentenceanalysis.SemanticParserAnalyzer.logger = LogManager.getLogger(SemanticRole.class)
```

### Public Members

```
roboy.linguistics.Linguistics.SemanticRole.PREDICATE
roboy.linguistics.Linguistics.SemanticRole.AGENT
roboy.linguistics.Linguistics.SemanticRole.PATIENT
roboy.linguistics.Linguistics.SemanticRole.TIME
roboy.linguistics.Linguistics.SemanticRole.LOCATION
roboy.linguistics.Linguistics.SemanticRole.MANNER
roboy.linguistics.Linguistics.SemanticRole.INSTRUMENT
roboy.linguistics.Linguistics.SemanticRole.ORIGIN
roboy.linguistics.Linguistics.SemanticRole.DESTINATION
roboy.linguistics.Linguistics.SemanticRole.RECIPIENT
roboy.linguistics.Linguistics.SemanticRole.BENEFICIARY
roboy.linguistics.Linguistics.SemanticRole.PURPOSE
roboy.linguistics.Linguistics.SemanticRole.CAUSE
```

### class

Tries to find triples with rather stupid heuristics and stores the results in the Linguistics.TRIPLE attribute of the interpretation.

### Public Functions

```
roboy.linguistics.sentenceanalysis.SentenceAnalyzer.SentenceAnalyzer()
interpretation roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyze(interpretation)
```

### Private Functions

```
Interpretation roboy.linguistics.sentenceanalysis.SentenceAnalyzer.extractPAS(String s)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeStatement(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeIsIt(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeDoesIt(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeWho(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeWhat(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeHowIs(List< String > t)
Triple roboy.linguistics.sentenceanalysis.SentenceAnalyzer.analyzeHowDo(List< String > t)
```

### Private Members

```
Map<String, String> roboy.linguistics.sentenceanalysis.SentenceAnalyzer.meanings
enum SentenceType
```

### Public Members

```
roboy.linguistics.Linguistics.SentenceType.GREETING
roboy.linguistics.Linguistics.SentenceType.FAREWELL
roboy.linguistics.Linguistics.SentenceType.SEGUE
roboy.linguistics.Linguistics.SentenceType.ANECDOTE
roboy.linguistics.Linguistics.SentenceType.STATEMENT
roboy.linguistics.Linguistics.SentenceType.NONE
roboy.linguistics.Linguistics.SentenceType.WHO
roboy.linguistics.Linguistics.SentenceType.HOW
roboy.linguistics.Linguistics.SentenceType.HOW_IS
roboy.linguistics.Linguistics.SentenceType.HOW_DO
roboy.linguistics.Linguistics.SentenceType.WHY
roboy.linguistics.Linguistics.SentenceType.WHEN
roboy.linguistics.Linguistics.SentenceType.WHERE
roboy.linguistics.Linguistics.SentenceType.WHAT
roboy.linguistics.Linguistics.SentenceType.IS_IT
roboy.linguistics.Linguistics.SentenceType.DOES_IT
```

### class

Tokenizes the text by splitting at whitespace and stores the resulting tokens in the Linguistics.TOKENS attribute of the interpretation.

This class was deprecated because the tokens are anyways overwritten by *SemanticParserAnalyzer*. *SemanticParserAnalyzer* is run next and does not require the analysis of *SimpleTokenizer* to function. Furthermore ST's approach to Parsing is not exactly correct.

[Roboy]: Do I need a visa to go to suzhou? [You]: Yes Roboy, you do

Simple Tokenizer: 0 = "yes" 1 = "robey," 2 = "you" 3 = "do"

Semantic Parser *Analyzer*: (Desired) 0 = "yes" 1 = "robey" 2 = "," 3 = "you" 4 = "do"

### Public Functions

`Interpretation robey.linguistics.sentenceanalysis.SimpleTokenizer.analyze(Interpretation)`

### Private Functions

`List<String> robey.linguistics.sentenceanalysis.SimpleTokenizer.tokenize(String sentence)`

**class**

*Action* used for replaying a sound file.

### Public Functions

`robey.dialog.action.SoundAction.SoundAction(String filename)`

Constructor.

#### Parameters

- `filename`: absolute path of the sound file

`String robey.dialog.action.SoundAction.getFilename()`

### Private Members

`String robey.dialog.action.SoundAction.filename`

**class**

A phonetic encoder using the method `soundex` that maps words to their phonetic base form so that words that are written differently but sound similar receive the same form.

This is intended to be used to correct terms that Roboy misunderstood, but currently is not in use.

### Public Functions

`robey.linguistics.phonetics.SoundexEncoder.SoundexEncoder(Soundex soundex)`

`String robey.linguistics.phonetics.SoundexEncoder.encode(String input)`

### Private Members

`Soundex robey.linguistics.phonetics.SoundexEncoder.soundex`

**class**

Cerevoice text to speech.

### Public Functions

`robey.io.SoundOutput.SoundOutput (RosMainNode node)`

`void robey.io.SoundOutput.act (List< Action > actions)`

`void robey.io.SoundOutput.play (String filename)`

### Private Members

`RosMainNode robey.io.SoundOutput.rosMainNode`

`ReentrantLock robey.io.SoundOutput.lock = new ReentrantLock()`

**class**

*Action* used for talking.

### Public Functions

`robey.dialog.action.SpeechAction.SpeechAction (String text)`

Constructor.

#### Parameters

- `text`: The text Roboy will utter

`String robey.dialog.action.SpeechAction.getText ()`

### Private Members

`String robey.dialog.action.SpeechAction.text`

**class State**

Central class of the dialog state system.

Every dialog state should extend this class. A state always acts when it is entered and reacts when its left. Both, the reaction of the last and the action of the next state, are combined to give the answer of Roboy.

A state can have any number of transitions to other states. Every transition has a name (like “next” or “errorState”). When designing a new state, only the transition names are known. At run time the transitions will point to other states. You can get the attached state by the transition name using `getTransition(transitionName)`.

A fallback can be attached to a state. In the case this state doesn’t know how to react to an utterance, it can return *Output.useFallback()* from the *react()* function. The state machine will query the fallback in this case. More details on the fallback concept can be found in the description of the *StateBasedPersonality* and in comments below.

Subclassed by *robey.dialog.states.botboy.BotBoyFarewellState*, *robey.dialog.states.botboy.BotBoyIntroductionState*, *robey.dialog.states.botboy.BotBoyPersonalInformationAskingState*, *robey.dialog.states.botboy.BotBoyPersonalInformationFollow*

*robey.dialog.states.botboy.BotBoyQuestionAnsweringState,*      *robey.dialog.states.botboy.BotBoyState,*  
*robey.dialog.states.definitions.ExpoState,*      *robey.dialog.states.definitions.MonologState,*  
*robey.dialog.states.devoStates.IntroductionState,* *robey.dialog.states.devoStates.PersonalInformationAskingState,*  
*robey.dialog.states.eventStates.PartnerState,*      *robey.dialog.states.eventStates.StoryTellingState,*  
*robey.dialog.states.eventStates.UzupisState,*      *robey.dialog.states.expoStates.DemonstrateAbilitiesState,*  
*robey.dialog.states.fairShowStates.DemoQuestionAnsweringState,* *robey.dialog.states.fairShowStates.MathState,*  
*robey.dialog.states.gameStates.ChooseGameState,*      *robey.dialog.states.gameStates.CupGameState,*  
*robey.dialog.states.gameStates.GamingSnapchatState,* *robey.dialog.states.gameStates.GamingTwentyQuestionsState,*  
*robey.dialog.states.ordinaryStates.FarewellState,*      *robey.dialog.states.ordinaryStates.IntroductionState,*  
*robey.dialog.states.ordinaryStates.PassiveGreetingsState,* *robey.dialog.states.ordinaryStates.PersonalInformationAskingState,*  
*robey.dialog.states.ordinaryStates.PersonalInformationFollowUpState,* *robey.dialog.states.ordinaryStates.QuestionAnsweringState,*  
*robey.dialog.states.ordinaryStates.WildTalkState,*      *robey.dialog.tutorials.tutorialStates.DoYouKnowMathState,*  
*robey.dialog.tutorials.tutorialStates.ToyFarewellState,*      *robey.dialog.tutorials.tutorialStates.ToyGreetingsState,*  
*robey.dialog.tutorials.tutorialStates.ToyIntroState,* *robey.dialog.tutorials.tutorialStates.ToyRandomAnswerState*

## Public Functions

**robey.dialog.states.definitions.State.State(String stateIdentifier, StateParameters pa**  
 Create a state object with given identifier (state name) and parameters.

The parameters should contain a reference to a state machine for later use. The state will not automatically add itself to the state machine.

### Parameters

- `stateIdentifier`: identifier (name) of this state
- `params`: parameters for this state, should contain a reference to a state machine

**String robey.dialog.states.definitions.State.getIdentifier()**

**void robey.dialog.states.definitions.State.setIdentifier(String stateIdentifier)**

**StateParameters robey.dialog.states.definitions.State.getParameters()**

**final State robey.dialog.states.definitions.State.getFallback()**

If this state can't react to the input, the Personality state machine will ask the fallback state to react to the input.

This state still remains active.

**Return** fallback state

**final void robey.dialog.states.definitions.State.setFallback(State fallback)**

Set the fallback state.

The Personality state machine will ask the fallback state if this one has no answer.

### Parameters

- `fallback`: fallback state

**final void robey.dialog.states.definitions.State.setTransition(String name, State goTo**

Define a possible transition from this state to another.

Something like: "next" -> {GreetingState} "rudeInput" -> {EvilState} The next active state will be selected in [getNextState\(\)](#) based on internal conditions.

### Parameters

- `name`: name of the transition

- `goToState`: state to transit to

**final State roboy.dialog.states.definitions.State.getTransition(String name)**

**final HashMap<String, State> roboy.dialog.states.definitions.State.getAllTransitions()**

**final void roboy.dialog.states.definitions.State.setOptionalPersFileInfo(String key, S**  
Set personality file additional information like state comment.

[!!] Do not use it in your state code! This info is only stored to make sure we don't lose the comment etc.  
when saving this state to file.

**final String roboy.dialog.states.definitions.State.getOptionalPersFileInfo(String key)**  
Get personality file additional information like state comment.

[!!] Do not use it in your state code! This info is only stored to make sure we don't lose the comment etc.  
when saving this state to file.

**abstract Output roboy.dialog.states.definitions.State.act()**

A state always acts after the reaction.

Both, the reaction of the last and the action of the next state, are combined to give the answer of Roboy.

**Return** interpretations

**abstract Output roboy.dialog.states.definitions.State.react(Interpretation input)**

Defines how to react to an input.

This is usually the answer to the incoming question or some other statement. If this state can't react, it can  
return 'null' to trigger the fallback state for the answer.

Note: In the new architecture, *react()* does not define the next state anymore! Reaction and state transitions  
are now decoupled. *State* transitions are defined in *getNextState()*

**Return** reaction to the input (should not be null)

**Parameters**

- `input`: input from the person we talk to

**abstract State roboy.dialog.states.definitions.State.getNextState()**

After this state has reacted, the personality state machine will ask this state to which state to go next.

If this state is not ready, it will return itself. Otherwise, depending on internal conditions, this state will  
select one of the states defined in transitions to be the next one.

**Return** next active state after this one has reacted

**boolean roboy.dialog.states.definitions.State.isFallbackRequired()**

This function can be overridden to sub classes to indicate that this state can require a fallback.

If this is the case, but no fallback was defined, you will be warned.

**Return** true if this state requires a fallback and false otherwise

**final boolean roboy.dialog.states.definitions.State.allRequiredTransitionsAreInitializ**

Checks if all required transitions were initialized correctly.

Required transitions are defined in *getRequiredTransitionNames()*.

**Return** true if all required transitions of this state were initialized correctly

**final boolean roboy.dialog.states.definitions.State.allRequiredParametersAreInitializ**

Checks if all required parameters were initialized correctly.



Required parameters are defined in `getRequiredParameterNames()`.

**Return** true if all required parameters of this state were initialized correctly

**JsonObject** `robey.dialog.states.definitions.State.toJsonObject()`

Create a JSON representation for this state.

Only the identifier, class name, transitions, parameters and fallback identifier are saved. Internal other internal variables are ignored.

**Return** JSON representation for this state

**String** `robey.dialog.states.definitions.State.toString()`

**boolean** `robey.dialog.states.definitions.State.equals(Object obj)`

### Protected Functions

**Set<String>** `robey.dialog.states.definitions.State.getRequiredTransitionNames()`

Defines the names of all transition that HAVE to be defined for this state.

This function is used by *[allRequiredTransitionsAreInitialized\(\)](#)* to make sure this state was initialized correctly. Default implementation requires no transitions to be defined.

Override this function in sub classes.

**Return** a set of transition names that have to be defined

**Set<String>** `robey.dialog.states.definitions.State.getRequiredParameterNames()`

**Set<String>** `robey.dialog.states.definitions.State.newSet(String... tNames)`

Utility function to create and initialize string sets in just one code line.

**Return** set initialized with inputs

#### Parameters

- `tNames`: names of the required transitions

**DialogStateMachine** `robey.dialog.states.definitions.State.getStateMachine()`

Shortcut for `getParameters().getStateMachine()`

**Return** *DialogStateMachine*

**RosMainNode** `robey.dialog.states.definitions.State.getRosMainNode()`

Shortcut for `getParameters().getRosMainNode()`

**Return** `RosMainNode` (if previously provided to the *DialogStateMachine*)

**Neo4jMemoryInterface** `robey.dialog.states.definitions.State.getMemory()`

Shortcut for `getParameters().getMemory()`

**Return** `Neo4jMemoryInterface` (if previously provided to the *DialogStateMachine*)

**InferenceEngine** `robey.dialog.states.definitions.State.getInference()`

Shortcut for `getParameters().getInference()`

**Return** `InferenceEngine`

**Context** `robey.dialog.states.definitions.State.getContext()`

Shortcut for `getParameters().getStateMachine().getContext()`

**Return** Context

**RandomList<MemoryNodeModel> roboy.dialog.states.definitions.State.getMemNodesByIds (Arr**  
Helper function Ask memory to return nodes for given ids.

**Return** Collection of MemoryNodeModels

**Parameters**

- `ids`: ids for memory

## Private Functions

**boolean roboy.dialog.states.definitions.State.equalsHelper\_compareTransitions (State ot**  
check if every transition of this is present in the other and points to the same ID

**Return** true if all transitions of this state are present in the other state

**Parameters**

- `other`: other state to compare transitions

## Private Members

**final Logger roboy.dialog.states.definitions.State.logger** = LogManager.getLogger()

**String roboy.dialog.states.definitions.State.stateIdentifier**

**StateParameters roboy.dialog.states.definitions.State.parameters**

**State roboy.dialog.states.definitions.State.fallback**

**HashMap<String, State> roboy.dialog.states.definitions.State.transitions**

**HashMap<String, String> roboy.dialog.states.definitions.State.optionalPersFileInfo**

Personality file additional information: everything like state comment goes here.

[!!] Do not use it in your state code! This info is only stored to make sure we don't lose the comment etc.  
when saving this state to file.

## class

Implementation of *Personality* based on a *DialogStateMachine*.

In contrast to previous *Personality* implementations, this one is more generic as it loads the dialog from a file. Additionally, it is still possible to define the dialog structure directly from code (as it was done in previous implementations).

Instead of using nested states that will pass an utterance to each other if a state cannot give an appropriate reaction, we use a fallback concept. If a state doesn't know how to react, it simply doesn't react at all. If a fallback (with is another state) is attached to it, the personality will pass the utterance to the fallback automatically. This concept helps to decouple the states and reduce the dependencies between them.

## Public Functions

**roboy.dialog.personality.StateBasedPersonality.StateBasedPersonality (InferenceEngine i**

**void robpy.dialog.personality.StateBasedPersonality.reset ()**

Reset this state machine: active state will be set to initial state.

All State objects will stay as they are and will KEEP all internal variables unchanged.

If you do not want to keep any information from the previous conversation, call *loadFromFile()* before reset. Reloading from file will create “fresh” State objects.

**boolean robpy.dialog.personality.StateBasedPersonality.conversationEnded ()**

Indicates that the conversation should stop.

This happens if

- the active state returns no next state
- or the active state returns END\_CONVERSATION from act() or react()

**Return** true if the conversation is finished and this personality should be reset or reloaded from file.

**List<Action> robpy.dialog.personality.StateBasedPersonality.startConversation ()**

Always called once by the (new) *DialogSystem* at the beginning of every new conversation.

**Return** list of actions based on act() of the initial/active state

**boolean robpy.dialog.personality.StateBasedPersonality.skippingNeeded ()**

**List<Action> robpy.dialog.personality.StateBasedPersonality.skipUserInput ()**

**List<Action> robpy.dialog.personality.StateBasedPersonality.answer (Interpretation input)**

The central method of a personality.

Given an interpretation of all inputs (audio, visual, ...) to Roboy, this method decides which actions to perform in response.

**Return** A list of actions to perform in response

**Parameters**

- input: The interpretation of the inputs

## Private Functions

**void robpy.dialog.personality.StateBasedPersonality.endConversation ()**

Internal function, cleanup before the conversation ends:

- set active state to null
- set stopTalking flag to true

**void robpy.dialog.personality.StateBasedPersonality.stateAct (State state, List< Action> actions)**

Call the act function of the state, verbalize the interpretation (if any) and add it to the list of actions.

**Parameters**

- state: state to call ACT on
- previousActions: list of previous action to append the verbalized result

**void robpy.dialog.personality.StateBasedPersonality.stateReact (State state, Interpretation input)**

Call the react function of the state.

If the state can't react, recursively ask fallbacks. Verbalize the resulting reaction and add it to the list of actions.

**Parameters**

- `state`: state to call React on
- `input`: input from the person Roboy speaks to
- `previousActions`: list of previous action to append the verbalized result

**void roboy.dialog.personality.StateBasedPersonality.segueHandler(List< Action > prev**  
Decide whether to use segue or not and append it to the end of the list of previous actions.

**Parameters**

- `previousActions`: list of previous actions
- `segue`: segue object

**void roboy.dialog.personality.StateBasedPersonality.exceptionHandler(State state, Excep**  
Internal function, handles exceptions coming from `act()` or `react(...)` functions.

In general, `act()` and `react(...)` should never throw an exception unless the implementation is buggy. In that case the dialog system will log the error and try to continue working.

**Parameters**

- `state`: state that threw the exception
- `e`: exception
- `previousActions`: list of previous planned actions, will be extended
- `comesFromAct`: indicates whether `act()` or `react(...)` threw the exception

**Private Members**

```
final Logger roboy.dialog.personality.StateBasedPersonality.logger = LogManager.getLogger()
final Verbalizer roboy.dialog.personality.StateBasedPersonality.verbalizer
boolean roboy.dialog.personality.StateBasedPersonality.stopTalking
ReentrantLock roboy.dialog.personality.StateBasedPersonality.lock = new ReentrantLock()
```

**class StateFactory**

This class is used to create *State* objects based on the class name (as a string).

Use case: The personality file defines an implementation for each state. The implementation is a simple string that contains the class name.

Example: Using some magic, this class would convert a string into a proper Java object:  
`roboy.dialog... ToyGreetingsState" > {Java object of class ToyGreetingsState}`

Important note for the state implementation: The magic that is used here is called Java Reflection. It adds some small restriction to the implementation of the states: Every *State* sub-class must have a constructor that takes exactly two parameters. The first one is a String, the second is an object of type *StateParameters*. For example: `ToyGreetingsState(String id, StateParameters params)`

You can have other constructors as well.

## Public Static Functions

**static State robey.dialog.states.definitions.StateFactory.createStateByClassName (String**

Create a Java *State* object based on the provided class name.

Full class name must be used: 'my.package.asdf.StateName' instead of 'StateName'. The class must be a sub-class of *State*.

This function doesn't throw Exceptions and will return null if something goes wrong.

**Return** a new instance of a *State* object of specified class OR null if something goes wrong

### Parameters

- **className:** class name of the *State* object to be created
- **stateIdentifier:** state identifier/name (this is NOT the class name!)
- **parameters:** state parameters

## Private Static Attributes

**final Logger robey.dialog.states.definitions.StateFactory.logger** = LogManager.getLogger()

**class StateFactoryTest**

Tests related to the StateFactory.

## Public Functions

**void robey.dialog.StateFactoryTest.factoryCreatesCorrectStateObjects ()**

**void robey.dialog.StateFactoryTest.factoryDoesNotBreakOnInvalidClassNames ()**

**class StateMachineEqualityTest**

Tests related to state machine equality.

## Public Functions

**void robey.dialog.StateMachineEqualityTest.machineEqualsItself ()**

**void robey.dialog.StateMachineEqualityTest.stringEqualsCode ()**

**void robey.dialog.StateMachineEqualityTest.notEqualsNoInitialState ()**

**void robey.dialog.StateMachineEqualityTest.notEqualsDifferentStates ()**

**void robey.dialog.StateMachineEqualityTest.notEqualsDifferentTransitions ()**

**class StateMachineExamples**

This class provides examples how to load state machines from files or create them from code directly.

## Public Static Functions

**static void robey.dialog.tutorials.StateMachineExamples.main (String[] args)**

### Private Static Functions

```
static DialogStateMachine robey.dialog.tutorials.StateMachineExamples.fromCode()  
static DialogStateMachine robey.dialog.tutorials.StateMachineExamples.fromFile()  
static DialogStateMachine robey.dialog.tutorials.StateMachineExamples.fromString()
```

### Private Static Attributes

```
final String robey.dialog.tutorials.StateMachineExamples.toyPersonality  
class StateMachineInitializationTest  
    Tests related to the state machine initialization and loading from file/string.
```

### Public Functions

```
void robey.dialog.StateMachineInitializationTest.activeStateIsSetToInitialState()  
void robey.dialog.StateMachineInitializationTest.machineContainsAllStates()  
void robey.dialog.StateMachineInitializationTest.transitionsAreOK()  
void robey.dialog.StateMachineInitializationTest.parametersAreOK()  
void robey.dialog.StateMachineInitializationTest.fallbackIsOK()  
class StatementBuilder
```

### Public Static Functions

```
static String robey.talk.StatementBuilder.random(List< String > list)  
    Returns a random element from the given list of Strings.
```

#### Return

#### Parameters

- list:

```
class StatementInterpreter
```

### Public Static Functions

```
static boolean robey.logic.StatementInterpreter.isFromList(String input, List< String > list)  
    Checks if the given String contains one of the Strings from the given list.
```

#### Return

#### Parameters

- input:
- list:

**class StateParameters**

An object containing all parameters that can be interesting for an arbitrary *State* object.

String parameters are defined in the personality file. Other important parameters are references to the *DialogStateMachine* and the *RosMainNode*.

**Public Functions**

```
roboy.dialog.states.definitions.StateParameters.StateParameters(DialogStateMachine stateMachine)
roboy.dialog.states.definitions.StateParameters.StateParameters(DialogStateMachine stateMachine, String paramName)
StateParameters roboy.dialog.states.definitions.StateParameters.setParameter(String paramName, String value)
String roboy.dialog.states.definitions.StateParameters.getParameter(String paramName)
HashMap<String, String> roboy.dialog.states.definitions.StateParameters.getAllParameters()
DialogStateMachine roboy.dialog.states.definitions.StateParameters.getStateMachine()
RosMainNode roboy.dialog.states.definitions.StateParameters.getRosMainNode()
Neo4jMemoryInterface roboy.dialog.states.definitions.StateParameters.getMemory()
InferenceEngine roboy.dialog.states.definitions.StateParameters.getInference()
```

**Private Members**

```
final Logger roboy.dialog.states.definitions.StateParameters.logger = LogManager.getLogger()
final HashMap<String, String> roboy.dialog.states.definitions.StateParameters.paramNames
final DialogStateMachine roboy.dialog.states.definitions.StateParameters.stateMachine
final RosMainNode roboy.dialog.states.definitions.StateParameters.rosMainNode
final Neo4jMemoryInterface roboy.dialog.states.definitions.StateParameters.memory
final InferenceEngine roboy.dialog.states.definitions.StateParameters.inferenceEngine
```

**class**

A class that will replay a pre-recorded story as a sound file.

**Public Functions**

```
roboy.dialog.states.eventStates.StoryTellingState.StoryTellingState(String stateIdentifier)
Output roboy.dialog.states.eventStates.StoryTellingState.act()
Output roboy.dialog.states.eventStates.StoryTellingState.react(Interpretation input)
State roboy.dialog.states.eventStates.StoryTellingState.getNextState()
```

**Protected Functions**

```
Set<String> roboy.dialog.states.eventStates.StoryTellingState.getRequiredParameterNames()
```

### Package Attributes

```
Map.Entry<String, String> roboy.dialog.states.eventStates.StoryTellingState.storyToTell
```

### Private Functions

```
boolean roboy.dialog.states.eventStates.StoryTellingState.inferStoryWanted(Interpretat
```

### Private Members

```
final Logger roboy.dialog.states.eventStates.StoryTellingState.logger = LogManager.getLogger()
final String roboy.dialog.states.eventStates.StoryTellingState.STORYFILES = "stories"
final HashMap<String, String> roboy.dialog.states.eventStates.StoryTellingState.stories = new HashMap<>()
boolean roboy.dialog.states.eventStates.StoryTellingState.askForFeedback = false
class TelegramCommandHandler
```

### Public Functions

```
roboy.util.TelegramCommandHandler.TelegramCommandHandler(String line, String id)
void roboy.util.TelegramCommandHandler.execute()
```

### Package Attributes

```
"https://b1.ro/pictures/2013/01/06/71670.jpg", "https://pbs.twimg.com/profile_images/378800000539737046/4c8c34ce24c4
"http://roboy.org/wp-content/uploads/2017/05/roboy-1.png", "http://www.techaw.com/wp-
content/uploads/2013/01/roboy-University-of-Zurich-Artificial-Intelligence-Lab.jpg",
"https://roboy.org/wp-content/uploads/2018/04/Upper_1.jpg", "https://roboy.org/wp-
content/uploads/2018/04/Roboy_head3.jpg", "https://roboy.org/wp-content/uploads/2018/04/P1055814-
e1524420528347.jpg" } ]
```

### Private Members

```
String roboy.util.TelegramCommandHandler.beerResponses
ExecutionType roboy.util.TelegramCommandHandler.type
UzupisIntents roboy.util.TelegramCommandHandler.currentUzupisIntent
final String roboy.util.TelegramCommandHandler.additional
final String roboy.util.TelegramCommandHandler.telegramChatID
final Logger roboy.util.TelegramCommandHandler.LOGGER = LogManager.getLogger()
```



## Private Static Attributes

**TelegramCommandHandler** `roboy.util.TelegramCommandHandler.instance`

**class**

Singleton Class For Telegram Bot.

## Public Functions

**void** `roboy.util.TelegramCommunicationHandler.onUpdateReceived(Update update)`  
 Receives the updates from telegram's api and called by it.

### Parameters

- `update`: consist of an update of a chat.

**void** `roboy.util.TelegramCommunicationHandler.onTimeout(String chatID)`  
 Called when specified time passed w.r.t.

unique chatID. Concatenate all the messages that is not processed. Calls the InputDevice for telegram

### Parameters

- `chatID`: unique identifier for a chat.

**void** `roboy.util.TelegramCommunicationHandler.sendMessage(String message, String chatID)`  
 Called from the OutputDevice when a message desired to send Initiates the "typing status" and waits for a specified time Sends the message afterwards.

### Parameters

- `chatID`: unique identifier for a chat.

**void** `roboy.util.TelegramCommunicationHandler.sendSticker(String chatID, String sticker)`  
 Called from the OutputDevice when a message desired to send with stickers Directly sends the sticker, without waiting for a specified time!

### Parameters

- `chatID`: unique identifier for a chat.
- `stickerId`: unique identifier for a sticker.

**void** `roboy.util.TelegramCommunicationHandler.sendTypingFromChatID(String chatID)`  
 Sends the "typing" status to the telegram chat.

### Parameters

- `chatID`: unique identifier for a chat.

**void** `roboy.util.TelegramCommunicationHandler.sendImageFromUrl(String url, String chatID)`  
 Sends a image from url to the desired chat.

### Parameters

- `url`: image's url
- `chatId`: unique identifier for a chat

**void** `roboy.util.TelegramCommunicationHandler.sendImageFromFileId(String fileId, String chatID)`  
 Sends a image from fileId to the desired chat.

**Parameters**

- `fileId`: a file id that is produced by telegram and using by it
- `chatId`: unique identifier for a chat

**void** `roboy.util.TelegramCommunicationHandler.sendImageUploadingAFile(String filePath,`  
Sends a file to the desired chat.

**Parameters**

- `filePath`: path of a file
- `chatId`: unique identifier for a chat

**String** `roboy.util.TelegramCommunicationHandler.getBotUsername()`

**String** `roboy.util.TelegramCommunicationHandler.getBotToken()`

**Public Static Functions**

**static** `TelegramCommunicationHandler roboy.util.TelegramCommunicationHandler.getInstance()`

**Private Functions**

**roboy.util.TelegramCommunicationHandler.TelegramCommunicationHandler()**

**void** `roboy.util.TelegramCommunicationHandler.handleTimeout(String chatID)`

Waits until specified time passed after the last message w.r.t.

given `chatId`.

**Parameters**

- `chatID`: unique identifier for a chat.

**String** `roboy.util.TelegramCommunicationHandler.getJsonString(String key)`

**Private Members**

**volatile** `List<Pair<String,Pair<String, String> > > roboy.util.TelegramCommunicationHandler.telegramData`

**List<Timeout>** `roboy.util.TelegramCommunicationHandler.telegramTimeouts`

**Private Static Attributes**

**final** `Logger roboy.util.TelegramCommunicationHandler.logger = LogManager.getLogger()`

**final** `String roboy.util.TelegramCommunicationHandler.tokensPath = ConfigManager.TELEGRAM_TOKENS_PATH`

**final** `int roboy.util.TelegramCommunicationHandler.TYPING_DELAY = ConfigManager.TELEGRAM_TYPING_DELAY`

**final** `int roboy.util.TelegramCommunicationHandler.PROCESSING_DELAY = ConfigManager.TELEGRAM_PROCESSING_DELAY`

**final** `int roboy.util.TelegramCommunicationHandler.initTime = (int) (System.currentTimeMillis() / 1000)`

**TelegramCommunicationHandler** `roboy.util.TelegramCommunicationHandler.instance`

**class**

Handles telegram API and hands threads their respective messages.

*TelegramInput* is design to be allocated for each conversation. Each new user that is communicating with roboy via Telegram will make a new *TelegramInput* in the system. On the other hand, the TelegramInputs that is already existing in the system will just be informed about the messages.

**Public Functions****roboy.io.TelegramInput.TelegramInput(String uuid)**

Creates a Telegraminput device that sorts incoming messages from the telegram handle to the individual conversations.

**Parameters**

- `uuid`: The uuid of the interlocutor must be formed like this: "telegram-[uuid from service]"

**Input roboy.io.TelegramInput.listen()****Input roboy.io.TelegramInput.listen(long timeout)**

Thread waits in listen() until a new input is provided and the thread is interrupted, then returns with said input.

If the thread is interrupted without *Input* waiting to be consumed, listen() throws an IOException

**Parameters**

- `timeout`: timeout in ms, no timeout if timeout = 0

**Exceptions**

- `InterruptedException`: InterruptedException thrown by the thread when interrupted while wait()ing
- `IllegalArgumentException`: if timeout is negative (should be prevented via ConfigManager)

**void roboy.io.TelegramInput.cleanup()**

Deregisters the instance from the static ledger.

Must be called when it should be destroyed or it will stay in memory until the end of operation.

**Public Static Functions****static void roboy.io.TelegramInput.onUpdate(Pair < String, String > update, String name)**

Gets called by the TelegramAPI Thread whenever a new telegram message arrives.

Places them in the appropriate thread's message string. Creates thread beforehand, if necessary.

**Parameters**

- `update`: contains a (sender uuid,message) string pair.
- `name`: the name of the Interlocutor. Necessary for unique adressing by name

**Private Members****volatile String roboy.io.TelegramInput.message**

### Private Static Attributes

```
final Logger roboy.io.TelegramInput.logger = LogManager.getLogger()
```

```
final HashMap<String, TelegramInput> roboy.io.TelegramInput.inputDevices = new HashMap<>()
```

**class**

*TelegramOutput* is design to be allocated for each conversation.

Each user that texts to roboy via Telegram has its own *TelegramOutput* in the system. After an answer or multiple answers(depending on personality) are created in the system, *TelegramOutput* of the conversation gets the interpreted actions(EmotionAction, SpeechAction etc.) Depending on the action's type it decide a message type(text, sticker) and send it to the its user via TelegramCommunicationHandler.

### Public Functions

```
roboy.io.TelegramOutput.TelegramOutput(String uuid)
```

Handles sending messages to the TelegramAPI from the Dialog System.

#### Parameters

- `uuid`: The uuid of the interlocutor must be formed like this: "telegram-[uuid from service]"

```
void roboy.io.TelegramOutput.act(List< Action > actions)
```

Carries out actions in the telegram way: Speechactions are sent as text messages via telegram, Emotion-Actions are sent as stickers via telegram.

#### Parameters

- `actions`: Actions to be carried out on the telegram service

### Private Members

```
TelegramCommunicationHandler roboy.io.TelegramOutput.communicationHandler = TelegramCommu
```

```
String roboy.io.TelegramOutput.uuid
```

### Private Static Attributes

```
final Logger roboy.io.TelegramOutput.logger = LogManager.getLogger()
```

**class Term**

### Public Functions

```
List<String> roboy.linguistics.Term.getPos()
```

```
void roboy.linguistics.Term.setPos(List< String > pos)
```

```
float roboy.linguistics.Term.getProbability()
```

```
void roboy.linguistics.Term.setProbability(float prob)
```

```
String roboy.linguistics.Term.getConcept()
```

```
void roboy.linguistics.Term.setConcept(String concept)
```

```
String robey.linguistics.Term.toString()
boolean robey.linguistics.Term.equals(Object obj)
int robey.linguistics.Term.hashCode()
```

### Private Members

```
List<String> robey.linguistics.Term.pos = null
float robey.linguistics.Term.probability = 0
String robey.linguistics.Term.concept = null
class Timeout
```

### Public Functions

```
robey.util.Timeout.Timeout(long millis)
void robey.util.Timeout.setMillis(long millis)
long robey.util.Timeout.getMillis()
String robey.util.Timeout.getUnique()
void robey.util.Timeout.setUnique(String unique)
void robey.util.Timeout.start(TimeoutObserver timeoutObserver)
void robey.util.Timeout.stop()
```

### Private Members

```
Runnable robey.util.Timeout.runnable
long robey.util.Timeout.millis
Timer robey.util.Timeout.timer
TimerTask robey.util.Timeout.timerTask
String robey.util.Timeout.unique
interface TimeoutObserver
  Subclassed by robey.util.TelegramCommunicationHandler
```

### Public Functions

```
void robey.util.Timeout.TimeoutObserver.onTimeout(String unique)
template <V>
class
  Sample implementation of a ValueHistory using timestamps (longs) as keys and a TreeMap for data storage.
  The timestamps are equal or larger than the time when updateValue() was called. Implementation does not
  guarantee perfect timestamp accuracy, but achieves key uniqueness.
```

### Public Functions

`roboy.context.TimestampedValueHistory< V >.TimestampedValueHistory()`

`synchronized V roboy.context.TimestampedValueHistory< V >.getValue()` **Return**  
The last element added to this history, or `null` if not found.

`synchronized TreeMap<Long, V> roboy.context.TimestampedValueHistory< V >.getLastNValues()`  
Get a copy of the last `n` entries added to the history.

Less values may be returned if there are not enough values in this history. In case of no values, an empty map is returned.

Needs to be synchronized because data cannot be changed while working with an Iterator.

`synchronized void roboy.context.TimestampedValueHistory< V >.updateValue(V value)`  
Puts a value into the history in the last place.

`int roboy.context.TimestampedValueHistory< V >.getNumberOfValuesSinceStart()`

`synchronized boolean roboy.context.TimestampedValueHistory< V >.contains(V value)`

`synchronized boolean roboy.context.TimestampedValueHistory< V >.purgeHistory()`

### Private Functions

`synchronized long roboy.context.TimestampedValueHistory< V >.generateKey()`

### Private Members

`volatile long roboy.context.TimestampedValueHistory< V >.lastTime`  
Marks the last time a value was added to the history (or initialization).

`TreeMap<Long, V> roboy.context.TimestampedValueHistory< V >.data`

`int roboy.context.TimestampedValueHistory< V >.totalValuesAdded`

`class ToyDataGetter`

Utility class to load toy data from the internet if necessary.

May be refactored into something bigger and more useful later.

### Public Functions

`roboy.linguistics.word2vec.examples.ToyDataGetter.ToyDataGetter(boolean verbose)`

`String roboy.linguistics.word2vec.examples.ToyDataGetter.getToyDataFilePath()`

`void roboy.linguistics.word2vec.examples.ToyDataGetter.ensureToyDataIsPresent()`  
Checks if toy data is present on the hard drive.

It will be downloaded if necessary.

### Private Functions

`void roboy.linguistics.word2vec.examples.ToyDataGetter.downloadData(String fromURL, St`

`boolean roboy.linguistics.word2vec.examples.ToyDataGetter.fileExists(String filePath)`

## Private Members

```
final boolean robey.linguistics.word2vec.examples.ToyDataGetter.verbose
final String robey.linguistics.word2vec.examples.ToyDataGetter.toyDataDirectory = "/resources"
final String robey.linguistics.word2vec.examples.ToyDataGetter.toyDataFilePath = "/resources"
final String robey.linguistics.word2vec.examples.ToyDataGetter.toyDataInetURL = "https://raw.githubusercontent.com/robey/dialog-system/master/resources"
```

### class

*ToyFarewellState* always acts with “Bye bye” to indicate the end of conversation.

The interlocutor’s answer is ignored and there is no reaction (*Output.sayNothing()*). This ends the conversation (returning null in getNextState()).

*ToyFarewellState* interface: 1) Fallback is not required. 2) This state has no outgoing transitions. 3) No parameters are used.

## Public Functions

```
robey.dialog.tutorials.tutorialStates.ToyFarewellState.ToyFarewellState(String stateId)
Output robey.dialog.tutorials.tutorialStates.ToyFarewellState.act()
Output robey.dialog.tutorials.tutorialStates.ToyFarewellState.react(Interpretation input)
State robey.dialog.tutorials.tutorialStates.ToyFarewellState.getNextState()
```

### class

This is a very simple example how you could implement an initial state.

Roboy will greet the interlocutor (the guy he speaks to) with “Hello”.

If the response is a greeting, the “next” transition is taken. Otherwise the fallback will be triggered and the “noHello” transition is taken.

*ToyGreetingsState* interface: 1) Fallback is required. 2) Outgoing transitions that have to be defined:

- next: following state if there was a greeting
- noHello: following state if there was NO greeting 3) No parameters are used.

## Public Functions

```
robey.dialog.tutorials.tutorialStates.ToyGreetingsState.ToyGreetingsState(String stateId)
Output robey.dialog.tutorials.tutorialStates.ToyGreetingsState.act()
Output robey.dialog.tutorials.tutorialStates.ToyGreetingsState.react(Interpretation input)
State robey.dialog.tutorials.tutorialStates.ToyGreetingsState.getNextState()
boolean robey.dialog.tutorials.tutorialStates.ToyGreetingsState.isFallbackRequired()
```

## Protected Functions

```
Set<String> robey.dialog.tutorials.tutorialStates.ToyGreetingsState.getRequiredTransitions()
```

## Private Members

`State robey.dialog.tutorials.tutorialStates.ToyGreetingsState.next`

### class

*ToyIntroState* demonstrates a simple introduction.

A single parameter is used. Roboy will tell the interlocutor his name and ask for the Interlocutor's name. The reply is ignored to keep this example simple.

*ToyIntroState* interface: 1) Fallback is not required. 2) Outgoing transitions that have to be defined:

- next: following state 3) Names of the parameters that have to be passed to the constructor:
- introductionSentence: A sentence that should be used as introduction

## Public Functions

`robey.dialog.tutorials.tutorialStates.ToyIntroState.ToyIntroState(String stateIdentifi`

`Output robey.dialog.tutorials.tutorialStates.ToyIntroState.act()`

`Output robey.dialog.tutorials.tutorialStates.ToyIntroState.react(Interpretation input)`

`State robey.dialog.tutorials.tutorialStates.ToyIntroState.getNextState()`

## Protected Functions

`Set<String> robey.dialog.tutorials.tutorialStates.ToyIntroState.getRequiredTransitionN`

`Set<String> robey.dialog.tutorials.tutorialStates.ToyIntroState.getRequiredParameterNa`

### class

This state is meant to be used as a fallback-only state.

It only implements the react() function returning a hardcoded random answer. The react function of this state will be used if another state can't react and requires a fallback.

This state should never become active (meaning that no transition should point to it.)

*ToyRandomAnswerState* interface: 1) Fallback is not required (this state should be the fallback). 2) This state has no outgoing transitions. 3) No parameters are used.

## Public Functions

`robey.dialog.tutorials.tutorialStates.ToyRandomAnswerState.ToyRandomAnswerState(String`

`Output robey.dialog.tutorials.tutorialStates.ToyRandomAnswerState.act()`

`Output robey.dialog.tutorials.tutorialStates.ToyRandomAnswerState.react(Interpretation`

`State robey.dialog.tutorials.tutorialStates.ToyRandomAnswerState.getNextState()`

### class Translate



### Public Static Functions

```
static String robey.util.api.Translate.getData(String text, String language)
static void robey.util.api.Translate.main(String[] args)
```

### Package Static Attributes

```
final String robey.util.api.Translate.KEY = keyGetter.getKey("translatekey")
```

### Private Static Functions

```
static String robey.util.api.Translate.handleLanguage(String language)
static String robey.util.api.Translate.APIify(String text, String targetLang)
```

### class Triple

Represents a simple who(subject) does what(predicate) to whom(object) relation.

### Public Functions

```
robey.linguistics.Triple.Triple(String subject, String predicate, String object)
Triple robey.linguistics.Triple.toLowerCase()
String robey.linguistics.Triple.toString()
boolean robey.linguistics.Triple.equals(Object obj)
int robey.linguistics.Triple.hashCode()
```

### Public Members

```
String robey.linguistics.Triple.subject
String robey.linguistics.Triple.predicate
String robey.linguistics.Triple.object
```

### class

Created by robey on 7/27/17.

### Public Functions

```
robey.io.UdpInput.UdpInput(DatagramSocket ds)
Input robey.io.UdpInput.listen()
```

### Private Members

```
DatagramSocket robey.io.UdpInput.serverSocket
```

### class

Created by robey on 7/27/17.

### Public Functions

```
roboy.io.UdpOutput.UdpOutput(DatagramSocket ds, String address, int port)
void roboy.io.UdpOutput.act(List< Action > actions)
```

### Private Members

```
DatagramSocket roboy.io.UdpOutput.serverSocket
InetAddress roboy.io.UdpOutput.udpEndpointAddress
int roboy.io.UdpOutput.udpEndpointPort
```

```
class Util: public Exception
    Helper class.
```

### Public Static Functions

```
static String roboy.memory.Util.getPartURI(String URI)
static List<String> roboy.memory.Util.getQuestionType(String question)
static int roboy.memory.Util.calculateLevenshteinDistance(String s, String t)
static int roboy.memory.Util.min(int a, int b, int c)
enum UtteranceSentiment
```

### Public Members

```
roboy.linguistics.Linguistics.UtteranceSentiment.POSITIVE
roboy.linguistics.Linguistics.UtteranceSentiment.NEUTRAL
roboy.linguistics.Linguistics.UtteranceSentiment.NEGATIVE
roboy.linguistics.Linguistics.UtteranceSentiment.UNCERTAIN_POS
roboy.linguistics.Linguistics.UtteranceSentiment.UNCERTAIN_NEG
roboy.linguistics.Linguistics.UtteranceSentiment.MAYBE
class Uuid
```

### Public Functions

```
roboy.util.Uuid.Uuid(UuidType type, String id)
String roboy.util.Uuid.getUuid()
UuidType roboy.util.Uuid.getType()
String roboy.util.Uuid.toString()
```

### Private Members

```

UuidType roboy.util.Uuid.type
String roboy.util.Uuid.uuid
enum UuidType

```

### Public Functions

```

boolean roboy.util.UuidType.isValidUuid(String uuid)
Neo4jProperty roboy.util.UuidType.toNeo4jProperty()
Neo4jLabel roboy.util.UuidType.toNeo4jLabel()

```

### Public Members

```

roboy.util.UuidType.TELEGRAM_UUID
roboy.util.UuidType.SLACK_UUID
enum UzupisIntents

```

### Public Functions

```

roboy.util.UzupisIntents.UzupisIntents(String type)

```

### Public Members

```

roboy.util.UzupisIntents.INTRO=("INTRO")
roboy.util.UzupisIntents.NAME=("NAME")
roboy.util.UzupisIntents.FRUIT=("FRUIT")
roboy.util.UzupisIntents.COLOR=("COLOR")
roboy.util.UzupisIntents.ANIMAL=("ANIMAL")
roboy.util.UzupisIntents.WORD=("WORD")
roboy.util.UzupisIntents.APPLES=("APPLES")
roboy.util.UzupisIntents.PLANT=("PLANT")
String roboy.util.UzupisIntents.type

```

### Public Static Functions

```

static UzupisIntents roboy.util.UzupisIntents.randomIntent()

```

### Private Static Attributes

```
Collections.unmodifiableList(Arrays.asList(values())) ]  
  
static final int robey.util.UzupisIntents.SIZE = VALUES.size()  
static final Random robey.util.UzupisIntents.RANDOM = new Random()  
  
class  
A class that will issue a naturalization certificate for the Republic of Uzupiz Asks a few personalStates questions  
and can automagically generate a pdf with a certificate and print it (python script)
```

### Public Functions

```
robey.dialog.states.eventStates.UzupisState.UzupisState(String stateIdentifier, StateP  
Output robey.dialog.states.eventStates.UzupisState.act()  
Output robey.dialog.states.eventStates.UzupisState.react(Interpretation input)  
State robey.dialog.states.eventStates.UzupisState.getNextState()
```

### Public Members

```
Interlocutor robey.dialog.states.eventStates.UzupisState.person
```

### Protected Functions

```
Set<String> robey.dialog.states.eventStates.UzupisState.getRequiredParameterNames()
```

### Private Members

```
final Logger robey.dialog.states.eventStates.UzupisState.logger = LogManager.getLogger()  
final String robey.dialog.states.eventStates.UzupisState.QAFILEPATH = "QAFilePath"  
final String robey.dialog.states.eventStates.UzupisState.CERTIFICATESGENERATOR = "Certifica  
ArrayList<UzupisIntents> robey.dialog.states.eventStates.UzupisState.alreadyAsked  
final int robey.dialog.states.eventStates.UzupisState.toAskCounter = UzupisIntents.values().length  
UzupisIntents robey.dialog.states.eventStates.UzupisState.currentIntent  
Map<String, RandomList<String> > robey.dialog.states.eventStates.UzupisState.questions  
Map<String, RandomList<String> > robey.dialog.states.eventStates.UzupisState.successAn  
Map<String, RandomList<String> > robey.dialog.states.eventStates.UzupisState.failureAn  
String robey.dialog.states.eventStates.UzupisState.CertificatesGeneratorScript  
  
template <V>  
class Value: public robey::context::AbstractValue<V>  
Stores a single value of type V.  
  
Subclassed by robey.context.contextObjects.ActiveInterlocutor, robey.context.contextObjects.CupGameSmachState
```

## Public Functions

```
V roboy.context.Value< V >.getValue()
void roboy.context.Value< V >.updateValue(V value)
```

## Private Members

```
volatile V roboy.context.Value< V >.value = null
```

```
template <V>
```

```
class
```

HashMap implementation of a value history with unique Integer keys.

Subclassed by *roboy.context.contextObjects.AudioDirection*, *roboy.context.contextObjects.BoothSentence*,  
*roboy.context.contextObjects.DetectedPerson*, *roboy.context.contextObjects.DetectedObjects*,  
*roboy.context.contextObjects.DialogIntents*, *roboy.context.contextObjects.DialogTopics*,  
*roboy.context.contextObjects.PeopleAround*, *roboy.context.contextObjects.ROSTest*

## Public Functions

```
roboy.context.ValueHistory< V >.ValueHistory()
```

```
V roboy.context.ValueHistory< V >.getValue()
```

**Return**

The last element added to this history.

```
synchronized HashMap<Integer, V> roboy.context.ValueHistory< V >.getLastNValues(int n)
```

Get a copy of the last n entries added to the history.

Less values may be returned if there are not enough values in this history. In case of no values, an empty array is returned.

**Return** A hashmap of n last values added to the history.

### Parameters

- n: The number of instances to retrieve.

```
synchronized void roboy.context.ValueHistory< V >.updateValue(V value)
```

Puts a value into the history in the last place.

### Parameters

- value: The value to be added.

```
synchronized boolean roboy.context.ValueHistory< V >.contains(V value)
```

Checks if the value is contained in the history.

**Return** true if such value is in the history and false otherwise

### Parameters

- value: The value to be checked if exists.

```
synchronized boolean roboy.context.ValueHistory< V >.purgeHistory()
```

Removes all values from the history.

**Return** true if the history was emptied and false otherwise

```
int roboy.context.ValueHistory< V >.getNumberOfValuesSinceStart()
```

### Private Functions

```
synchronized int roboy.context.ValueHistory< V >.generateKey()
```

Generates a key that is unique through incrementing an internal counter.

**Return** A key which is unique in this list instance.

```
synchronized V roboy.context.ValueHistory< V >.getValue(int key)
```

In a `ValueList`, only `getValue()` and `updateValue()` directly access the `HashMap` data.

Setting these methods to be synchronous avoids concurrency issues.

**Return** The value, or `null` if not found.

#### Parameters

- `key`: The key of the value.

### Private Members

```
volatile int roboy.context.ValueHistory< V >.counter
```

This counter tracks the number of values, indices still start from 0.

Reading is allowed without synchronization, modifications only through `generateKey()`.

```
HashMap<Integer, V> roboy.context.ValueHistory< V >.data
```

```
template <I, V>
```

```
class ValueInterface
```

This is the interface over which `Context` values can be queried.

Initialize as static field of the `Context` class. Add your `Value` implementation class and its return type as generic parameters.

#### Parameters

- `<I>`: An implementation of `AbstractValue`, such as the standard `Value`, `ROS` or `Observable`.
- `<V>`: The type of data stored within the `Value` instance.

### Public Functions

```
V roboy.context.ValueInterface< I extends AbstractValue< V, V >.getValue()
```

Get the last element saved into the corresponding `Value` instance.

### Protected Functions

```
roboy.context.ValueInterface< I extends AbstractValue< V, V >.ValueInterface(I value)
```

### Protected Attributes

```
I roboy.context.ValueInterface< I extends AbstractValue< V, V >.value
```

## Package Functions

**I** `roboy.context.ValueInterface< I extends AbstractValue< V, V >.getContextObject()`

### class Verbalizer

Turns interpretations to actual utterances.

This should in the future lead to diversifying the ways Roboy is expressing information.

## Public Functions

### Action `roboy.talk.Verbalizer.verbalize(Interpretation interpretation)`

Currently contains utterance diversification for greetings, farewells, segue and introductions to anecdotes.

In all other cases the state machine provides a literal sentence that is just passed through. In the future, this should be extended to diversify everything Roboy says.

**Return** the actual action that is performed

#### Parameters

- `interpretation`: the abstraction of what Roboy intends to say

## Public Static Attributes

`new RandomList<>("roboi", "robot", "boy", "roboboy", "robot", "roboy")]`

`new RandomList<>("yes", "I do", "sure", "of course", " go ahead")]`

`new RandomList<>("no", "nope", "later", "other time", "not", "next time", "nah")]`

`new RandomList<>("talk", "fun", "conversation", "new", "chat")]`

`new RandomList <>("hello","hi","greetings", "good morning", "howdy", "good day", "hey", "good evening", "what's up", "greetings to everyone here", "hi there people", "hello world","gruse gott", "wazup wazup wazup", "howdy humans", "good day ladies and gentlemen", "good evening ladies and gentlemen", "hey hey hey you there", "Hey! I was looking for someone to chat.") ]`

`new RandomList <>("hello.,"hi.,"greetings!", "howdy!", "hey, ", "what's up?", "hi there!", "hello world!", "gruse gott!", "servus", "wazup wazup wazup!!!", "howdy humans?", "hey hey hey you there!", "Hey! I was looking for someone to chat.") ]`

`new RandomList <>("So, how did you find it?", "did you like it?", "what do you think? was it good?", "here it is. i hope you enjoyed it. did you?", "what do you thing? was it good, bad, excellent?") ]`

`new RandomList <>("Yay! That is amazing!", "Good, I was worried for a second", "Thank you, thank you.", "Oh, thanks, that makes me a bit happier") ]`

`new RandomList <>("uh-oh, alright then.", "Okay, thank you for being honest", "Got it, will note it for the future") ]`

`"ciao", "goodbye", "cheerio", "bye", "farewell", "bye-bye") ]`

`"My buddy %s is here!", "Look at you %s. Glad you stopped by to chat.", "What a nice surprise, %s, that you decided to talk to me", "Look who's here! %s my friend!") ]`

`"It is my pleasure to meet you, good sir (or milady) %s!", "I'm happy to know you %s!", "Glad, I got a chance to get to know you %s.") ]`

```
new RandomList <>("Let's go. ", "Can't wait to start. ", "Nice, let's start. ", "Yeah, let's go. ", "Alright, here we go.", "You asked for it.", "Let's do it!") ]

new RandomList <>("You seem to be pretty sure about that. ", "You said yes. ", "I heard a yes from you. ", "A clear yes. ") ]

new RandomList <>("The chance is quite high. ", "Might be true. ", "You're not sure but probably yes. ") ]

new RandomList <>("Maybe you have never thought of that before. ", "Maybe, maybe not. ", "You don't know, no problem. ", "I don't know either. ") ]

new RandomList <>("The chance is quite low. ", "Might be false. ", "You're not sure but probably no. ", "Probably not. ") ]

new RandomList <>("Not at all. ", "A clear no. ", "That was clear. No. ", "A no from you. ", "Nope. ") ]

new RandomList <>("Oh no, I didn't get what you said. ", "I didn't understand you correctly. ", "Sorry? What did you say? ") ]

new RandomList <>("Oh no, where is my ROS connection? I need it. ", "I was looking for my ROS master everywhere but I can find it. ", "I think I have no ROS connection. ", "Hello? Hello? Any ROS master out there? Hmm, I can't hear anybody. ") ]

new RandomList <>("I am Roboy. Happy to be here! ", "My name is Roboy. Thank you for having me! ", "You can call me Roboy. What a nice place here. ") ]

new RandomList <>("Alright, story then you get a story.", "My pleasure to tell you a story") ]
```

## Private Functions

```
SpeechAction roboy.talk.Verbalizer.greet(Interpretation interpretation)
SpeechAction roboy.talk.Verbalizer.segue(Interpretation interpretation)
SpeechAction roboy.talk.Verbalizer.anecdote(Interpretation interpretation)
Interpretation roboy.talk.Verbalizer.verbalizeDates(Interpretation interpretation)
String roboy.talk.Verbalizer.dateToText(String date)
SpeechAction roboy.talk.Verbalizer.literalSentence(Interpretation interpretation)
```

## Private Static Attributes

```
new RandomList<>("talking about ", "since you mentioned ", "on the topic of ")
"however, ", "nevertheless, ", "on the other hand, ", "alternatively, ") ]

new RandomList<>("here is an interesting bit of trivia. ", "how about this? ")

new RandomList <>("Did you know this?", "Did you know? ", "I read this thing. ", "Yesterday I found read this interesting fact. ", "Have you heard this: ", "Probably unrelated, ", "I think you should know this.", "I bet you didn't know this.", "Can you imagine? ", "I was browsing Reddit in my free time. And guess what?") ]

final Map<String, String> roboy.talk.Verbalizer.dayNumberMap

1,"one", 2,"two", 3,"three", 4,"four", 5,"five", 6,"six", 7,"seven", 8,"eight", 9,"nine", 10,"ten", 11,"eleven", 12,"twelve", 13,"thirteen", 14,"fourteen", 15,"fifteen", 16,"sixteen", 17,"seventeen", 18,"eighteen", 19,"nineteen") ]
```



```

    "1","January", "2","February", "3","March", "4","April", "5","May", "6","June", "7","July", "8","August",
    "9","September", "01","January", "02","February", "03","March", "04","April", "05","May",
    "06","June", "07","July", "08","August", "09","September", "10","October", "11","November",
    "12","December" ) ]

```

```

    1,"ten", 2,"twenty", 3,"thirty", 4,"forty", 5,"fifty", 6,"sixty", 7,"seventy", 8,"eighty", 9,"ninety" ) ]

```

```

class VerbalizerTest : public TestCase

```

### Public Functions

```

void robey.talk.VerbalizerTest.testDates()

```

```

class Vision

```

*Vision* helper class.

### Public Functions

```

String robey.io.Vision.recognizeFace()

```

```

boolean robey.io.Vision.findFaces()

```

### Public Static Functions

```

static Vision robey.io.Vision.getInstance()

```

### Private Functions

```

robey.io.Vision.Vision()

```

### Private Static Attributes

```

Vision robey.io.Vision.robeyVision

```

```

class VisionCallback : public TopicCallback

```

### Public Functions

```

void robey.io.Vision.VisionCallback.handleMessage(Message message)

```

### Public Members

```

String robey.io.Vision.VisionCallback.latest = null

```

```

boolean robey.io.Vision.VisionCallback.faceDetected = false

```

```

class Weather

```

### Public Static Functions

```
static String robey.util.api.Weather.getData(String country)
static String robey.util.api.Weather.getHTML(String country)
static void robey.util.api.Weather.main(String[] args)
```

### Package Static Attributes

```
final String robey.util.api.Weather.KEY = keyGetter.getKey("weatherkey")
```

### class

This fallback state will query the generative model over ROS to create a reply for any situation.

This state is meant to be used as a fallback-only state. It only implements the react() function returning a hardcoded random answer. This state should never become active (meaning that no transition should point to it.)

*WildTalkState* interface: 1) Fallback is not required (this state should be the fallback). 2) This state has no outgoing transitions. 3) No parameters are used.

### Public Functions

```
robey.dialog.states.ordinaryStates.WildTalkState.WildTalkState(String stateIdentifier,
Output robey.dialog.states.ordinaryStates.WildTalkState.act()
Output robey.dialog.states.ordinaryStates.WildTalkState.react(Interpretation input)
State robey.dialog.states.ordinaryStates.WildTalkState.getNextState()
boolean robey.dialog.states.ordinaryStates.WildTalkState.isFallbackRequired()
```

### Protected Functions

```
Set<String> robey.dialog.states.ordinaryStates.WildTalkState.getRequiredTransitionName
Set<String> robey.dialog.states.ordinaryStates.WildTalkState.getRequiredParameterNames
```

### Private Members

```
final Logger robey.dialog.states.ordinaryStates.WildTalkState.LOGGER = LogManager.getLogger(
ProcBridge robey.dialog.states.ordinaryStates.WildTalkState.pb
```

```
    "Hey, who disconnected me from my beloved ros node? I need it! ", "Oh well, my generative model is not
    connected. That makes me sad. ", "Could you open a hotspot for me, I cannot connect to some services ",
    "I'm on holiday and don't have internet connection right now, let's talk about something else " ) ]
```

### class Word2vecTrainingExample

Neural net that processes text into word-vectors.

Adapted from org.deeplearning4j.examples.nlp.word2vec.Word2VecRawTextExample

## Public Static Functions

```
static void roboy.linguistics.word2vec.examples.Word2vecTrainingExample.main(String[] args)
```

**class Word2vecUptrainingExample**  
 Neural net that processes text into word-vectors.  
 This example shows how to save/load and train the model.  
 Adapted from org.deeplearning4j.examples.nlp.word2vec.Word2VecUptrainingExample

## Public Static Functions

```
static void roboy.linguistics.word2vec.examples.Word2vecUptrainingExample.main(String[] args)
```

namespace gson  
 namespace api  
 namespace sempre  
 namespace basic  
 namespace awt  
 namespace io  
 namespace net  
 namespace util  
 namespace concurrent  
 namespace swing  
 namespace query  
 namespace model  
 namespace sparql  
 namespace Assert  
 namespace PowerMockito  
 namespace models  
 namespace node  
 namespace roboy  
 namespace context  
 namespace contextObjects  
 namespace dialog  
 namespace action  
 namespace personality  
 namespace states  
 namespace botboy  
 namespace definitions  
 namespace devoStates

namespace eventStates  
namespace expoStates  
namespace fairShowStates  
namespace gameStates  
namespace ordinaryStates  
namespace tutorials  
namespace tutorialStates  
namespace emotions  
namespace RoboyEmotion  
namespace io  
namespace linguistics  
namespace Linguistics  
namespace phonetics  
namespace sentenceanalysis  
namespace word2vec  
namespace examples  
namespace logic  
namespace memory  
namespace Neo4jLabel  
namespace Neo4jProperty  
namespace Neo4jRelationship  
namespace nodes  
namespace RelationshipAvailability  
namespace parser  
namespace ros  
namespace talk  
namespace util  
namespace api  
namespace ConfigManager  
namespace UzupisIntents  
namespace roboy\_communication\_cognition  
namespace roboy\_communication\_control  
*file* ContextIntegrationTest.java  
*file* MemoryIntegrationTest.java  
*file* AbstractValue.java  
*file* AbstractValueHistory.java

*file* Context.java  
*file* ContextGUI.java  
*file* ActiveInterlocutor.java  
*file* ActiveInterlocutorUpdater.java  
*file* AudioDirection.java  
*file* AudioDirectionUpdater.java  
*file* BoothSentence.java  
*file* BoothSentenceUpdater.java  
*file* CoordinateSet.java  
*file* CupGameSmachState.java  
*file* CupGameSmachStateUpdater.java  
*file* DetecedPerson.java  
*file* DetectedObjects.java  
*file* DetectedObjectsUpdater.java  
*file* DetectedPersonUpdater.java  
*file* DialogIntents.java  
*file* DialogIntentsUpdater.java  
*file* DialogTopics.java  
*file* DialogTopicsUpdater.java  
*file* FaceCoordinates.java  
*file* FaceCoordinatesObserver.java  
*file* IntentValue.java  
*file* OtherQuestionsUpdater.java  
*file* PeopleAround.java  
*file* PeopleAroundUpdater.java  
*file* ROSTest.java  
*file* ROSTestUpdater.java  
*file* ExternalUpdater.java  
*file* HistoryInterface.java  
*file* InternalUpdater.java  
*file* ObservableValue.java  
*file* PeriodicUpdater.java  
*file* ROSTopicUpdater.java  
*file* TimestampedValueHistory.java  
*file* Value.java  
*file* ValueHistory.java

*file* **ValueInterface.java**  
*file* **Action.java**  
*file* **EmotionAction.java**  
*file* **FaceAction.java**  
*file* **SoundAction.java**  
*file* **SpeechAction.java**  
*file* **Chatbot.java**  
*file* **Conversation.java**  
*file* **ConversationManager.java**  
*file* **DialogStateMachine.java**  
*file* **DialogSystem.java**  
*file* **Personality.java**  
*file* **StateBasedPersonality.java**  
*file* **Segue.java**  
*file* **BotBoyFarewellState.java**  
*file* **BotBoyIntroductionState.java**  
*file* **BotBoyPersonalInformationAskingState.java**  
*file* **BotBoyPersonalInformationFollowUpState.java**  
*file* **BotBoyQuestionAnsweringState.java**  
*file* **BotBoyState.java**  
*file* **ExpoState.java**  
*file* **MonologState.java**  
*file* **State.java**  
*file* **StateFactory.java**  
*file* **StateParameters.java**  
*file* **IntroductionState.java**  
*file* **IntroductionState.java**  
*file* **PersonalInformationAskingState.java**  
*file* **PersonalInformationAskingState.java**  
*file* **PersonalInformationAskingState.java**  
*file* **QuestionRoboyQAState.java**  
*file* **PartnerState.java**  
*file* **StoryTellingState.java**  
*file* **UzupisState.java**  
*file* **DemonstrateAbilitiesState.java**  
*file* **DemonstrateSkillsState.java**

*file* **ExpoIntroductionState.java**  
*file* **RoboyQASState.java**  
*file* **ActiveIntroState.java**  
*file* **ChooseInteractiveTalkState.java**  
*file* **DemoIdleState.java**  
*file* **DemoQuestionAnsweringState.java**  
*file* **IdleState.java**  
*file* **InfoTalkState.java**  
*file* **MathState.java**  
*file* **ObjectDetectionState.java**  
*file* **ChooseGameState.java**  
*file* **CupGameState.java**  
*file* **GamingSnapchatState.java**  
*file* **GamingTwentyQuestionsState.java**  
*file* **FarewellState.java**  
*file* **PassiveGreetingsState.java**  
*file* **PersonalInformationFollowUpState.java**  
*file* **QuestionAnsweringState.java**  
*file* **WildTalkState.java**  
*file* **StateMachineExamples.java**  
*file* **DoYouKnowMathState.java**  
*file* **ToyFarewellState.java**  
*file* **ToyGreetingsState.java**  
*file* **ToyIntroState.java**  
*file* **ToyRandomAnswerState.java**  
*file* **RoboyEmotion.java**  
*file* **BingInput.java**  
*file* **BingOutput.java**  
*file* **CelebritySimilarityInput.java**  
*file* **CerevoiceOutput.java**  
*file* **CleanUp.java**  
*file* **CommandLineInput.java**  
*file* **CommandLineOutput.java**  
*file* **EmotionOutput.java**  
*file* **FreeTTSOutput.java**  
*file* **IBMWatsonOutput.java**

*file* Input.java  
*file* InputDevice.java  
*file* MultiInputDevice.java  
*file* MultiOutputDevice.java  
*file* OutputDevice.java  
*file* RoboyNameDetectionInput.java  
*file* SoundOutput.java  
*file* TelegramInput.java  
*file* TelegramOutput.java  
*file* UdpInput.java  
*file* UdpOutput.java  
*file* Vision.java  
*file* Concept.java  
*file* Entity.java  
*file* Keyword.java  
*file* Linguistics.java  
*file* DoubleMetaphoneEncoder.java  
*file* MetaphoneEncoder.java  
*file* PhoneticEncoder.java  
*file* Phonetics.java  
*file* SoundexEncoder.java  
*file* Analyzer.java  
*file* AnswerAnalyzer.java  
*file* DictionaryBasedSentenceTypeDetector.java  
*file* EmotionAnalyzer.java  
*file* IntentAnalyzer.java  
*file* Interpretation.java  
*file* OntologyNERAnalyzer.java  
*file* OpenNLPParser.java  
*file* OpenNLPPPOSTagger.java  
*file* Postprocessor.java  
*file* Preprocessor.java  
*file* ProfanityAnalyzer.java  
*file* SemanticParserAnalyzer.java  
*file* SentenceAnalyzer.java  
*file* SimpleTokenizer.java



*file* **Term.java**  
*file* **Triple.java**  
*file* **ToyDataGetter.java**  
*file* **Word2vecTrainingExample.java**  
*file* **Word2vecUptrainingExample.java**  
*file* **Inference.java**  
*file* **InferenceEngine.java**  
*file* **StatementInterpreter.java**  
*file* **DummyMemory.java**  
*file* **Lexicon.java**  
*file* **LexiconLiteral.java**  
*file* **LexiconPredicate.java**  
*file* **Memory.java**  
*file* **Neo4jLabel.java**  
*file* **Neo4jMemory.java**  
*file* **Neo4jMemoryInterface.java**  
*file* **Neo4jMemoryOperations.java**  
*file* **Neo4jProperty.java**  
*file* **Neo4jRelationship.java**  
*file* **Interlocutor.java**  
*file* **MemoryNodeModel.java**  
*file* **Roboy.java**  
*file* **Util.java**  
*file* **Ros.java**  
*file* **RosMainNode.java**  
*file* **RosManager.java**  
*file* **RosServiceClients.java**  
*file* **RosSubscribers.java**  
*file* **PhraseCollection.java**  
*file* **StatementBuilder.java**  
*file* **Verbalizer.java**  
*file* **Agedater.java**  
*file* **keyGetter.java**  
*file* **Movie.java**  
*file* **Translate.java**  
*file* **Weather.java**

*file* **ConfigManager.java**

*file* **FileLineReader.java**

*file* **IO.java**

*file* **JsonEntryModel.java**

*file* **Lists.java**

*file* **Maps.java**

*file* **Pair.java**

*file* **QAJsonParser.java**

*file* **RandomList.java**

*file* **TelegramCommandHandler.java**

*file* **TelegramCommunicationHandler.java**

*file* **Timeout.java**

*file* **Uuid.java**

*file* **UuidType.java**

*file* **UzupisIntents.java**

*file* **ContextTest.java**

*file* **ConversationManagementTest.java**

*file* **MiniTestStateMachineCreator.java**

*file* **StateFactoryTest.java**

*file* **StateMachineEqualityTest.java**

*file* **StateMachineInitializationTest.java**

*file* **AnswerAnalyzerTest.java**

*file* **DictionaryBasedSentenceTypeDetectorTest.java**

*file* **InterpretationTest.java**

*file* **OpenNLPParserTest.java**

*file* **InferenceEngineTest.java**

*file* **QAParserTest.java**

*file* **VerbalizerTest.java**

*dir* **/home/docs/checkouts/readthedocs.org/user\_builds/robeydialog/checkouts/missxa-bot-merge/**

*dir* **/home/docs/checkouts/readthedocs.org/user\_builds/robeydialog/checkouts/missxa-bot-merge/**

*dir* **/home/docs/checkouts/readthedocs.org/user\_builds/robeydialog/checkouts/missxa-bot-merge/**

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*dir* **/home/docs/checkouts/readthedocs.org/user\_builds/robeydialog/checkouts/missxa-bot-merge/**

*dir* **/home/docs/checkouts/readthedocs.org/user\_builds/robeydialog/checkouts/missxa-bot-merge/**



```
dir /home/docs/checkouts/readthedocs.org/user_builds/robeydialog/checkouts/missxa-bot-merge/
dir /home/docs/checkouts/readthedocs.org/user_builds/robeydialog/checkouts/missxa-bot-merge/
dir /home/docs/checkouts/readthedocs.org/user_builds/robeydialog/checkouts/missxa-bot-merge/
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dir /home/docs/checkouts/readthedocs.org/user_builds/robeydialog/checkouts/missxa-bot-merge/
dir /home/docs/checkouts/readthedocs.org/user_builds/robeydialog/checkouts/missxa-bot-merge/
```

## 3.15 Resources

For the `config.properties` resource, please see *Configuration*.

### 3.15.1 JSON Resources

- personality files - contain the description of Roboy's personality:

```
{
  "initialState": "stateIdentifier",
  "states": [
    {
      "identifier": "stateIdentifier",
      "implementation": "robey.dialog.states.StateImplementation",
      "transitions": {
        "stateTransition": "anotherStateIdentifier"
      },
      "parameters": {
        "stateParameter": "someStringParameter"
      }
    }
  ]
}
```

- question asking lists - contain the personal questions in the following form:

```
"INTENT": {
  "Q": [
    "Question phrasing 1",
    "Question phrasing 2",
    "Question phrasing 3"
  ],
  "A": {
    "SUCCESS": [
      "Possible answer on success 1",
      "Possible answer on success 2"
    ],
    "FAILURE": [
      "Possible answer on failure"
    ]
  }
}
"FUP": {
  "Q": [
    "Possible question to update the existing information"
```

(continues on next page)

(continued from previous page)

```

    ],
    "A": [
        "Possible answer to the input"
    ]
  }
}

```

- telegram tokens - contain tokens for registered telegram bots to allow the Dialog System to connect to the telegram API

```

{
  "TOKEN": "AAAAAAAA:AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA",
  "BOT_USERNAME": "Botname"
}

```

### 3.15.2 CSV Resources

- trivia - funny facts Roboy would love to tell you in the following form:

keyword;Reddit;The sentence containing the particular fact with regard to the keyword

**Warning:** There is no positive or negative evidence that the trivia facts work when omitting “Reddit” in the middle!

### 3.15.3 BIN Resources

- BIN files contain the models for the Roboy Semantic Parser

### 3.15.4 XML Resources

- contains the configuration for the Roboy Dialog Logger where you can set the logger scope and the means of output

## 3.16 Libraries and External Software

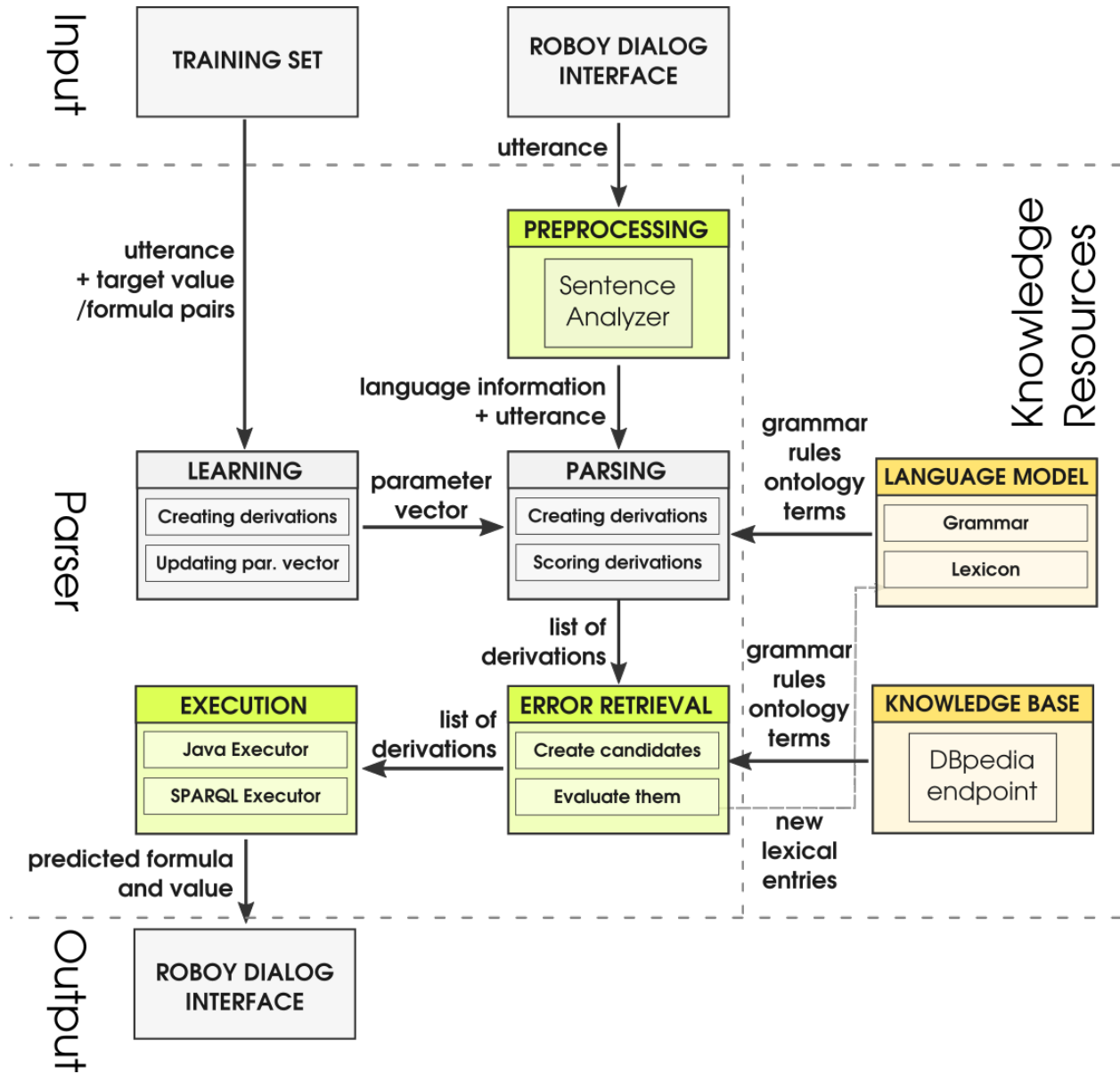
Contains a list of the libraries and external software used by this system.

### 3.16.1 Natural Language Understanding (nlu/roboy\_parser)

#### Implementation

The NLU submodule is used to translate text inputs into formal semantic representations. This allows for capturing the semantic intent behind a statement or question, and using knowledge bases to translate formal question representations into answers.

The roboy\_parser NLU module is based on *SEMPRE* <<http://nlp.stanford.edu/software/semprer/>>. It is currently being modified to fulfill Roboy Dialog system needs. It's architecture looks like this:



## Functionalities

Roboy NLU currently has the following functionalities:

Table 3: Semantic Parser algorithms used

Functionality	Software used	Summary
Tokenization	OpenNLP	Tokenized utterance
POS Tagging	OpenNLP	Tagging tokens as part of speech
NER Tagging	OpenNLP	Tool used to tag named entities like PERSON, NUMBER, ORGANIZATION
Triplet extraction	OpenIE	Tool used to extract triples from sentences in form (Subject, Predicate, Object)
Semantic parsing	SEMPRE	Logical representation of an utterance
Semantic question answering	SEMPRE	Answer for resulting parser result
Follow-up question specification	SEMPRE	Follow-up questions for underspecified term

### 3.16.2 Roboy Memory

#### Implementation

Roboy’s Dialog System interactions with the Memory module ([learn more](#)) is done via direct function calls. The messages are sent using the methods in `roboy.memory.Neo4jMemoryOperations`, which implements the four query types based on the specified Memory services.

**Note:** Alternatively, one can use methods within `roboy.ros.RosMainNode` to send queries via ROS, however this is now deprecated and will require some tinkering around with code to get working. Save yourself the headache, don’t go back to this form of communication unless absolutely necessary.

Method name	Description
Create	Creates a node in Memory database
Update	Adds or changes information of an existing node
Get	Retrieves either one node or an array of IDs
Delete	Removes information from or deletes a node
Cypher	For more complex queries (future)

The messages received from Memory are in JSON format. To enable flexible high-level handling of Memory information, two classes were created to incorporate the node structures and logic inside the Dialog System. The `roboy.memory.nodes.MemoryNodeModel` contains the labels, properties and relationships in a format which can be directly parsed from and into JSON. For this, Dialog is using the GSON parsing methods which enable direct translation of a JSON String into its respective Java class representation.

Methods such as `getRelation()` or `setProperties()` were implemented to allow intuitive handling of the `MemoryNodeModel` instances. A separate class, `roboy.memory.nodes.Interlocutor`, encapsulates a `MemoryNodeModel` and is intended to further ease saving information about the current conversation partner of Roboy. `Interlocutor` goes one step further by also abstracting the actual calls to memory, such that adding the name of the conversant performs an automatic lookup in the memory with subsequent updating of the person-related information. This is then available in all subsequent interactions, such that Roboy can refrain from asking questions twice, or refer to information he remembers from earlier conversations.

### 3.16.3 Other

#### TelegramBots Library

To receive and send messages the library in the following github link has been used: <https://github.com/rubenlagus/TelegramBots>

#### Akinator Library

To receive questions and send answers during the Akinator game the following API has been used: <https://github.com/markozajc/Akiwrapper>

## 3.17 About arc42

This information should stay in every repository as per their license: <http://www.arc42.de/template/licence.html>

arc42, the Template for documentation of software and system architecture.

By Dr. Gernot Starke, Dr. Peter Hruschka and contributors.

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#### Note

This version of the template contains some help and explanations. It is used for familiarization with arc42 and the understanding of the concepts. For documentation of your own system you use better the *plain* version.

### 3.17.1 Literature and references

**Starke-2014** Gernot Starke: Effektive Softwarearchitekturen - Ein praktischer Leitfaden. Carl Hanser Verlag, 6. Auflage 2014.

**Starke-Hruschka-2011** Gernot Starke und Peter Hruschka: Softwarearchitektur kompakt. Springer Akademischer Verlag, 2. Auflage 2011.

**Zörner-2013** Softwarearchitekturen dokumentieren und kommunizieren, Carl Hanser Verlag, 2012

### 3.17.2 Examples

- [HTML Sanity Checker](#)
- [DocChess](#) (german)
- [Gradle](#) (german)
- [MaMa CRM](#) (german)
- [Financial Data Migration](#) (german)



### 3.17.3 Acknowledgements and collaborations

arc42 originally envisioned by [Dr. Peter Hruschka](#) and [Dr. Gernot Starke](#).

**Sources** We maintain arc42 in *asciidoc* format at the moment, hosted in [GitHub](#) under the [aim42-Organisation](#).

**Issues** We maintain a list of [open topics and bugs](#).

We are looking forward to your corrections and clarifications! Please fork the repository mentioned over this lines and send us a *pull request*!

### 3.17.4 Collaborators

We are very thankful and acknowledge the support and help provided by all active and former collaborators, uncountable (anonymous) advisors, bug finders and users of this method.

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## C

com::google::gson (C++ type), 191

## E

edu::cmu::sphinx::api (C++ type), 191

edu::stanford::nlp::sempr (C++ type), 191

## F

fig::basic (C++ type), 191

## J

java::awt (C++ type), 191

java::io (C++ type), 191

java::net (C++ type), 191

java::util (C++ type), 191

java::util::concurrent (C++ type), 191

javadoc::swing (C++ type), 191

## O

org::apache::jena::query (C++ type), 191

org::apache::jena::rdf::model (C++ type), 191

org::apache::jena::sparql (C++ type), 191

org::junit::Assert (C++ type), 191

org::powermock::api::mockito::PowerMockito (C++ type), 191

org::robey::memory::models (C++ type), 191

org::ros::node (C++ type), 191

## R

robey (C++ type), 191

robey::context (C++ type), 191

robey::context::AbstractValue (C++ class), 47

robey::context::AbstractValueHistory (C++ class), 47

robey::context::Context (C++ class), 62

robey::context::ContextGUI (C++ class), 63

robey::context::ContextIntegrationTest (C++ class), 64

robey::context::contextObjects (C++ type), 191

robey::context::contextObjects::ActiveInterlocutor (C++ class), 47

robey::context::contextObjects::ActiveInterlocutorUpdater (C++ class), 47

robey::context::contextObjects::AudioDirection (C++ class), 50

robey::context::contextObjects::AudioDirectionUpdater (C++ class), 50

robey::context::contextObjects::BoothSentence (C++ class), 51

robey::context::contextObjects::BoothSentenceUpdater (C++ class), 51

robey::context::contextObjects::CoordinateSet (C++ class), 69

robey::context::contextObjects::CupGameSmachState (C++ class), 70

robey::context::contextObjects::CupGameSmachStateUpdater (C++ class), 70

robey::context::contextObjects::DetecedPerson (C++ class), 75

robey::context::contextObjects::DetectedObjects (C++ class), 75

robey::context::contextObjects::DetectedObjectsUpdater (C++ class), 75

robey::context::contextObjects::DetectedPersonUpdater (C++ class), 75

robey::context::contextObjects::DialogIntents (C++ class), 75

robey::context::contextObjects::DialogIntentsUpdater (C++ class), 75

robey::context::contextObjects::DialogTopics (C++ class), 79

robey::context::contextObjects::DialogTopicsUpdater (C++ class), 80

robey::context::contextObjects::FaceCoordinates (C++ class), 88

robey::context::contextObjects::FaceCoordinatesObserver (C++ class), 88

robey::context::contextObjects::IntentValue (C++ class), 99

robey::context::contextObjects::OtherQuestionsUpdater (C++ class), 126

roboy::context::contextObjects::PeopleAround (C++ class), 132  
 roboy::context::contextObjects::PeopleAroundUpdater (C++ class), 132  
 roboy::context::contextObjects::ROSTest (C++ class), 155  
 roboy::context::contextObjects::ROSTestUpdater (C++ class), 155  
 roboy::context::ContextTest (C++ class), 65  
 roboy::context::ContextTest::DirVec (C++ class), 80  
 roboy::context::ExternalUpdater (C++ class), 87  
 roboy::context::HistoryInterface (C++ class), 92  
 roboy::context::InternalUpdater (C++ class), 101  
 roboy::context::ObservableValue (C++ class), 124  
 roboy::context::Value (C++ class), 184  
 roboy::context::ValueInterface (C++ class), 186  
 roboy::dialog (C++ type), 191  
 roboy::dialog::action (C++ type), 191  
 roboy::dialog::action::Action (C++ class), 47  
 roboy::dialog::Chatbot (C++ class), 58  
 roboy::dialog::Conversation (C++ class), 65  
 roboy::dialog::ConversationManagementTest (C++ class), 66  
 roboy::dialog::ConversationManager (C++ class), 67  
 roboy::dialog::DialogStateMachine (C++ class), 76  
 roboy::dialog::DialogSystem (C++ class), 79  
 roboy::dialog::MiniTestStateMachineCreator (C++ class), 115  
 roboy::dialog::personality (C++ type), 191  
 roboy::dialog::personality::Personality (C++ class), 137  
 roboy::dialog::Segue (C++ class), 156  
 roboy::dialog::Segue::SegueType (C++ type), 157  
 roboy::dialog::StateFactoryTest (C++ class), 169  
 roboy::dialog::StateMachineEqualityTest (C++ class), 169  
 roboy::dialog::StateMachineInitializationTest (C++ class), 170  
 roboy::dialog::states (C++ type), 191  
 roboy::dialog::states::botboy (C++ type), 191  
 roboy::dialog::states::definitions (C++ type), 191  
 roboy::dialog::states::definitions::State (C++ class), 162  
 roboy::dialog::states::definitions::State::Output (C++ class), 126  
 roboy::dialog::states::definitions::State::Output::OutputType (C++ type), 129  
 roboy::dialog::states::definitions::StateFactory (C++ class), 168  
 roboy::dialog::states::definitions::StateParameters (C++ class), 170  
 roboy::dialog::states::devoStates (C++ type), 191  
 roboy::dialog::states::eventStates (C++ type), 192  
 roboy::dialog::states::expoStates (C++ type), 192  
 roboy::dialog::states::expoStates::RoboyAbility (C++ type), 147  
 roboy::dialog::states::expoStates::RoboySkillIntent (C++ type), 151  
 roboy::dialog::states::fairShowStates (C++ type), 192  
 roboy::dialog::states::fairShowStates::InfoAbout (C++ type), 97  
 roboy::dialog::states::fairShowStates::Objects (C++ type), 123  
 roboy::dialog::states::gameStates (C++ type), 192  
 roboy::dialog::states::gameStates::CupGameState::CupGamePhase (C++ type), 69  
 roboy::dialog::states::ordinaryStates (C++ type), 192  
 roboy::dialog::tutorials (C++ type), 192  
 roboy::dialog::tutorials::StateMachineExamples (C++ class), 169  
 roboy::dialog::tutorials::tutorialStates (C++ type), 192  
 roboy::emotions (C++ type), 192  
 roboy::emotions::RoboyEmotion (C++ type), 147, 192  
 roboy::io (C++ type), 192  
 roboy::io::CleanUp (C++ class), 60  
 roboy::io::Input (C++ class), 98  
 roboy::io::InputDevice (C++ class), 98  
 roboy::io::OutputDevice (C++ class), 129  
 roboy::io::Vision (C++ class), 189  
 roboy::io::Vision::VisionCallback (C++ class), 189  
 roboy::linguistics (C++ type), 192  
 roboy::linguistics::Concept (C++ class), 61  
 roboy::linguistics::Entity (C++ class), 84  
 roboy::linguistics::Keyword (C++ class), 109  
 roboy::linguistics::Linguistics (C++ class), 111  
 roboy::linguistics::Linguistics (C++ type), 192  
 roboy::linguistics::Linguistics::ParsingOutcome (C++ type), 130  
 roboy::linguistics::Linguistics::SemanticRole (C++ type), 159  
 roboy::linguistics::Linguistics::SentenceType (C++ type), 160  
 roboy::linguistics::Linguistics::UtteranceSentiment (C++ type), 182  
 roboy::linguistics::phonetics (C++ type), 192  
 roboy::linguistics::phonetics::PhoneticEncoder (C++ class), 138  
 roboy::linguistics::phonetics::Phonetics (C++ class), 138  
 roboy::linguistics::sentenceanalysis (C++ type), 192  
 roboy::linguistics::sentenceanalysis::Analyzer (C++ class), 49  
 roboy::linguistics::sentenceanalysis::AnswerAnalyzerTest (C++ class), 49  
 roboy::linguistics::sentenceanalysis::DictionaryBasedSentenceTypeDetector (C++ class), 80  
 roboy::linguistics::sentenceanalysis::Interpretation (C++ class), 101  
 roboy::linguistics::sentenceanalysis::Interpretation::SemanticAnalysisLambda (C++ class), 158  
 roboy::linguistics::sentenceanalysis::InterpretationTest

(C++ class), 104  
 roboy::linguistics::sentenceanalysis::OpenNLPParserTest  
   (C++ class), 126  
 roboy::linguistics::Term (C++ class), 176  
 roboy::linguistics::Triple (C++ class), 181  
 roboy::linguistics::word2vec (C++ type), 192  
 roboy::linguistics::word2vec::examples (C++ type), 192  
 roboy::linguistics::word2vec::examples::ToyDataGetter  
   (C++ class), 178  
 roboy::linguistics::word2vec::examples::Word2vecTrainingExample  
   (C++ class), 190  
 roboy::linguistics::word2vec::examples::Word2vecUptrainingExample  
   (C++ class), 191  
 roboy::logic (C++ type), 192  
 roboy::logic::InferenceEngine (C++ class), 95  
 roboy::logic::InferenceEngineTest (C++ class), 96  
 roboy::logic::StatementInterpreter (C++ class), 170  
 roboy::memory (C++ type), 192  
 roboy::memory::Lexicon (C++ class), 109  
 roboy::memory::LexiconLiteral (C++ class), 110  
 roboy::memory::LexiconPredicate (C++ class), 111  
 roboy::memory::Memory (C++ class), 112  
 roboy::memory::MemoryIntegrationTest (C++ class), 113  
 roboy::memory::Neo4jLabel (C++ type), 117, 192  
 roboy::memory::Neo4jMemoryInterface (C++ class), 119  
 roboy::memory::Neo4jMemoryOperations (C++ class),  
   120  
 roboy::memory::Neo4jProperty (C++ type), 121, 192  
 roboy::memory::Neo4jRelationship (C++ type), 122, 192  
 roboy::memory::nodes (C++ type), 192  
 roboy::memory::nodes::Interlocutor::RelationshipAvailability  
   (C++ type), 146, 192  
 roboy::memory::nodes::MemoryNodeModel (C++ class),  
   113  
 roboy::memory::Util (C++ class), 182  
 roboy::parser (C++ type), 192  
 roboy::parser::QAParserTest (C++ class), 141  
 roboy::ros (C++ type), 192  
 roboy::ros::Ros (C++ class), 152  
 roboy::ros::RosMainNode (C++ class), 152  
 roboy::ros::RosManager (C++ class), 153  
 roboy::ros::RosServiceClients (C++ type), 154  
 roboy::ros::RosSubscribers (C++ type), 155  
 roboy::talk (C++ type), 192  
 roboy::talk::PhraseCollection (C++ class), 138  
 roboy::talk::StatementBuilder (C++ class), 170  
 roboy::talk::Verbalizer (C++ class), 187  
 roboy::talk::VerbalizerTest (C++ class), 189  
 roboy::util (C++ type), 192  
 roboy::util::Agedater (C++ class), 48  
 roboy::util::api (C++ type), 192  
 roboy::util::api::keyGetter (C++ class), 109  
 roboy::util::api::Movie (C++ class), 116  
 roboy::util::api::Translate (C++ class), 180  
 roboy::util::api::Weather (C++ class), 189  
 roboy::util::ConfigManager (C++ class), 61  
 roboy::util::ConfigManager (C++ type), 192  
 roboy::util::FileLineReader (C++ class), 89  
 roboy::util::IO (C++ class), 108  
 roboy::util::JsonEntryModel (C++ class), 108  
 roboy::util::Lists (C++ class), 112  
 roboy::util::Maps (C++ class), 112  
 roboy::util::Pair (C++ class), 129  
 roboy::util::QAJsonParser (C++ class), 140  
 roboy::util::RandomList (C++ class), 145  
 roboy::util::TelegramCommandHandler (C++ class), 172  
 roboy::util::TelegramCommandHandler::ExecutionType  
   (C++ type), 84  
 roboy::util::Timeout (C++ class), 177  
 roboy::util::Timeout::TimeoutObserver (C++ class), 177  
 roboy::util::Uuid (C++ class), 182  
 roboy::util::UuidType (C++ type), 183  
 roboy::util::UzupisIntents (C++ type), 183, 192  
 roboy\_communication\_cognition (C++ type), 192  
 roboy\_communication\_control (C++ type), 192