

# CS 151 Project: Movie Q&A Chatbot

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# Outline

- Introduction
- Demo
- Parsing procedure
- Why logic programming?

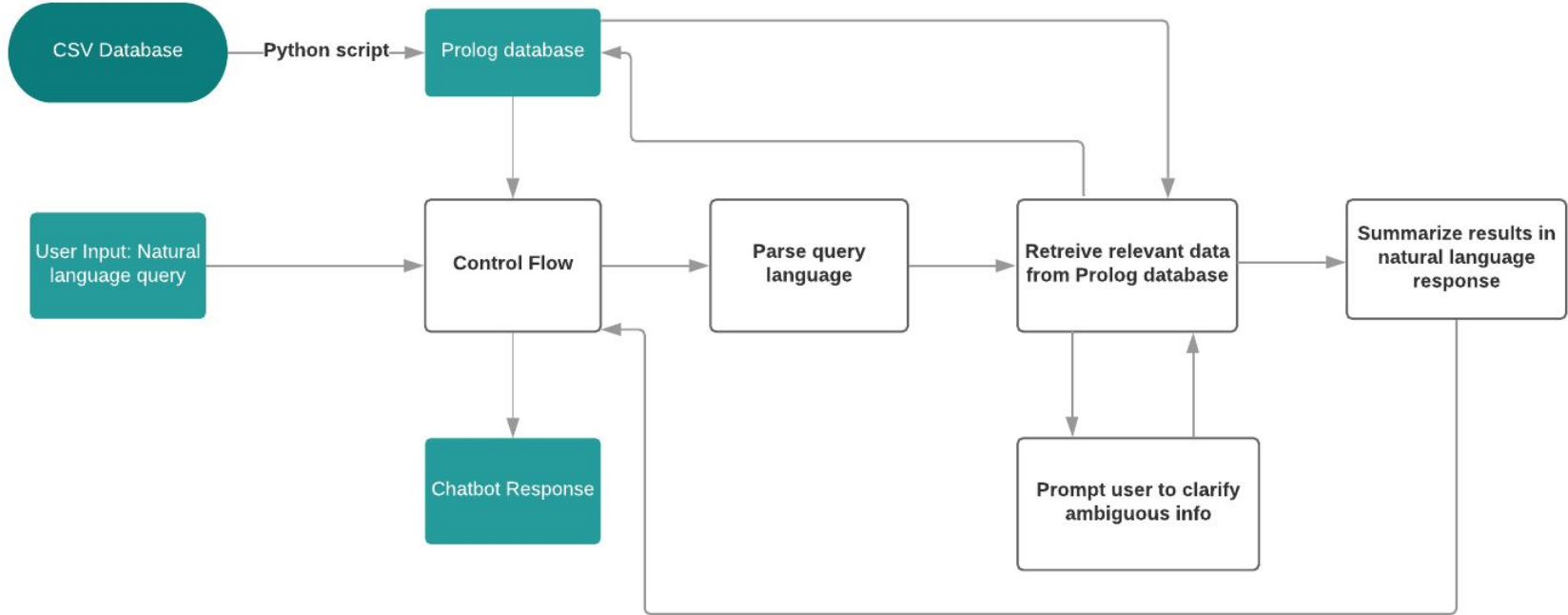
# Introduction

- Movie Q&A ChatBot:
  - Parsing NL input + outputting NL answer
  - Disambiguation with user engagement
- Parsing using Logic Programming

# Demo

[https://swish.swi-prolog.org/p/movie\\_chatbot.pl](https://swish.swi-prolog.org/p/movie_chatbot.pl)

# Project Architecture



# Query to Response: Inside a Query

Question: What are some movies by Quentin Tarantino

## 1. Tokenization

["What", "are", "some", "movies", "by", "Quentin", "Tarantino"]

Casing is useful info

## 2. Search for named entities

Find candidate members of database ("Quentin", "Tarantino") including partial database entries e.g. "Tarantino"

Bottom-up parsing strategy

## 3. Pattern recognition:

- Recognize desired attribute
- Recognize provided info

e.g. Pattern1: [QW] [Q Attr] [P Attr] [∈ db]  
QW = What; Q Attr = movies; P Attr = director;  
∈ db = Quentin Tarantino

Actors can also be directors so we can't rely on a named entity to tell us the nature of the info provided

# Definite clause grammars and logic programming

- What is a DCG?
- DCGs define sentence structure in terms of formal substructures
- Entire query represents *terminal rule head*
- Particular info we need from query represents *non-terminals*

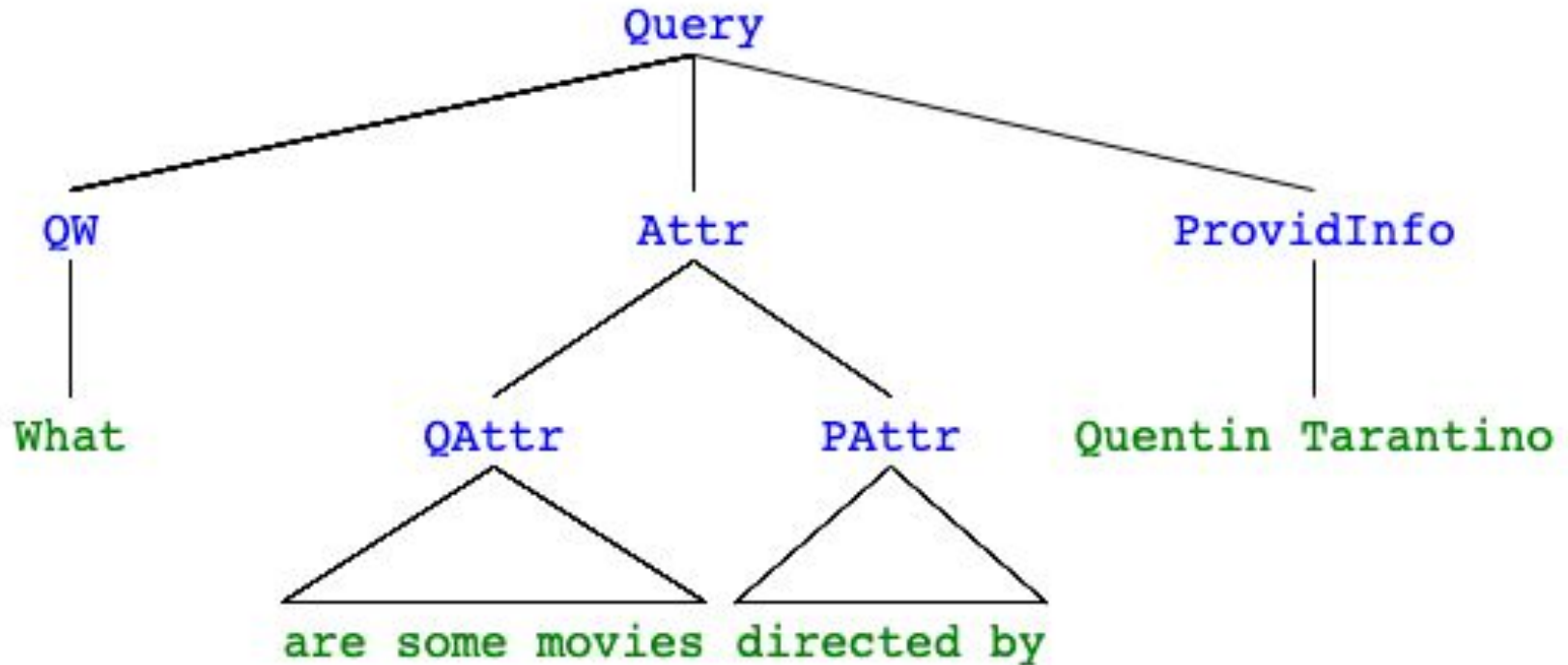
query -->

```
question_phrase &  
attribute_phrase &  
attribute_phrase &  
word_from_db
```

question\_phrase -->  
preposition &  
question\_word

From which movie was the actor Kyle MacLachlan?

# Definite clause grammars: an example





# Definite clause grammars: an example

```
query pattern1(QW, QAttr, FromDB, PAttr) :-  
    question_phrase(QW) & attribute_phrase(QAttr) &  
    named_entity(ProvidedInfo) & attribute_phrase(PAttr)
```

What are some **movies** that **Kyle MacLachlan** has **starred in**?

# Definite clause grammars: an example

```
query pattern1(QW, QAttr, FromDB, PAttr) :-  
    question_phrase(QW) & attribute_phrase(QAttr) &  
    named_entity(ProvidedInfo) & attribute_phrase(PAttr)  
  
attribute_phrase(Phrase, Attr) :-  
    evaluate(appendstring(attribute(Attr), Suffix), Phrase)
```

What are some **movies** that Kyle MacLachlan has **starred in**?

# Definite clause grammars: an example

```
query pattern1(QW, QAttr, FromDB, PAttr) :-  
    question_phrase(QW) & attribute_phrase(QAttr) &  
    named_entity(ProvidedInfo) & attribute_phrase(PAttr)
```

```
attribute_phrase(Phrase, Attr) :-  
    evaluate(appendstring(attribute(Attr), Suffix), Phrase)
```

```
attribute("star")  
attribute("direct")  
attribute("movie")
```

- 
- 
- 

What are some **movies** that Kyle MacLachlan has **starred** in?

# What sorts of queries do we support?

**Who was in Mulholland Drive?**



No explicit question  
attribute provided

**Show me some movies directed by Lynch!**



Only last name given

**What are some movies Quentin  
Tarantino was involved in?**



Tarantino was both an actor  
and director; we prompt the  
user to clarify

**What are some movies that Smith acted in?**



There are several stars with  
the name Smith; we prompt  
the user to clarify which

# Conclusion: Why Logic Programming

## Advantages:

- **Understandable:** reading our implementation of DCG rules structurally mirrors reading a query input itself
- **Predictive:** in our code it is visibly apparent what query formulations are supported and which are not
- **Easily generalizable:** our DCG can be applied to other scenarios with minimal revision
  - What about a music info chatbot?
  - Q&A chatbot for a website?

# Conclusion: Challenges

- **Control flow** when engaging with user when non-state-based can become unwieldy with logic programming
- Naming subproblems for easy reference

Q & A