

ORACLE®

Oracle Digital Assistant

The Complete Training

Multi Language Support

Safe Harbor Statement

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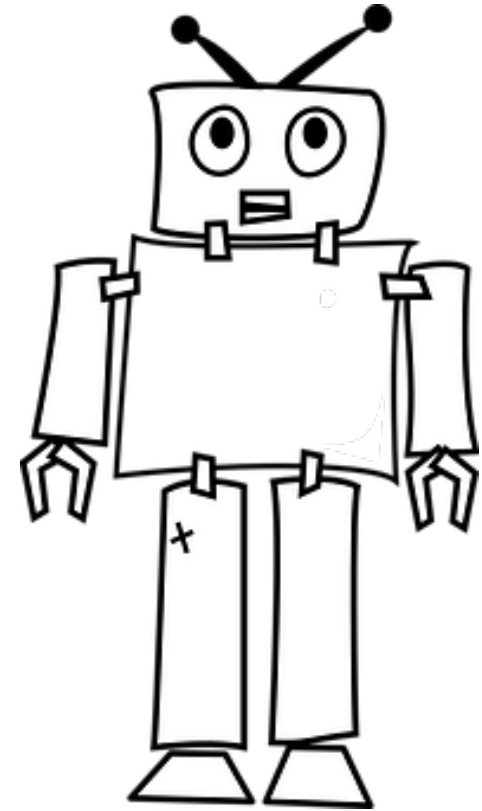
Topic agenda

- 1 ➤ Multi language approach
- 2 ➤ Configuration
- 3 ➤ Language components
- 4 ➤ Profile variables
- 5 ➤ Translate property
- 6 ➤ Resource bundles
- 7 ➤ Custom components
- 8 ➤ Best practices

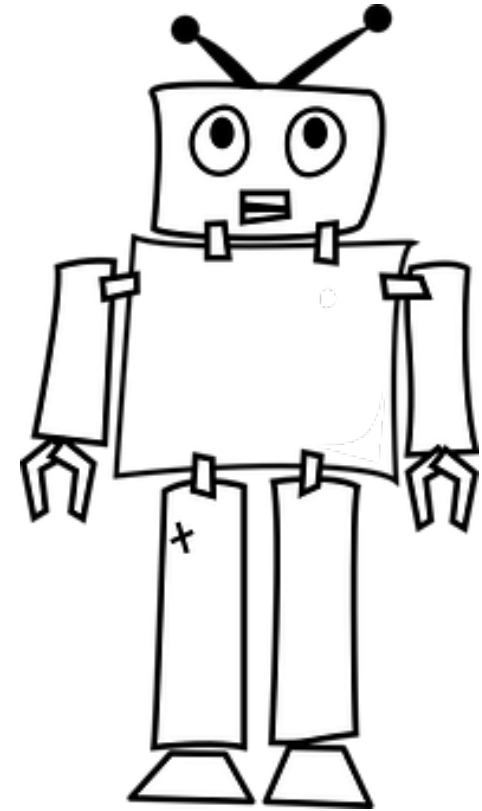
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What do you expect from a **multi language** chatbot?



Ok, so what might our options be for building **multi-language** bots?



Two approaches to building multi-language bots

Native language bots

- Build the bot in the language it will be used in
- Platform has to support NLP for that (and every) language
 - Utterances
 - Entities
 - Prompts, titles, descriptions
- What happen for other languages?

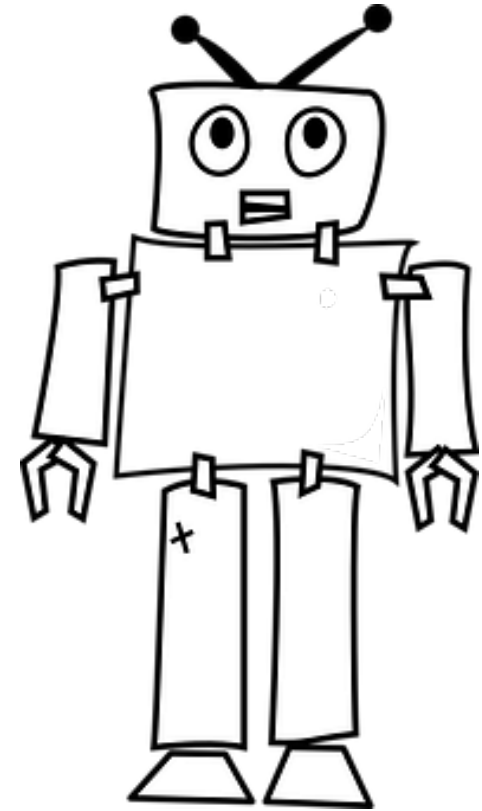
Single base-language bots

- Serve multiple languages from a single base language
- Uses translation service
 - Prompts are translated at runtime to detected user language
 - User input translated to base language
- Only one NLP engine required
- Only "appears" as native language

Why single base-language bots work

If no mistake have you made, yet
losing you are ... **a different game
you should play"**

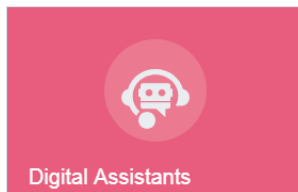
- Yoda, Star Wars



Multi language support in Oracle Digital Assistant

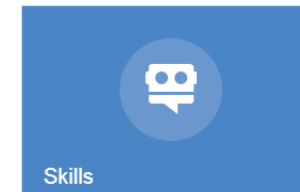
Digital assistant

- Oracle Digital Assistant supports English (19.1.5)
 - Intents, routing
- "Predominant" language allows developing single language non – English Digital Assistant

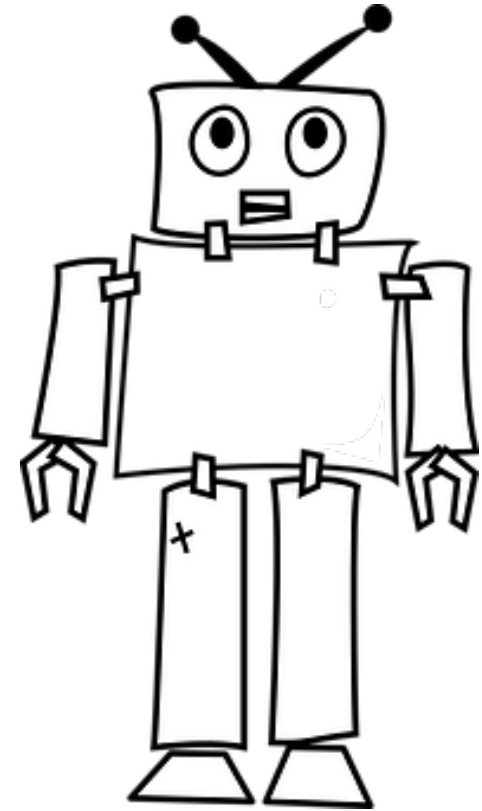


Skills

- True multi-language support
 - You need to use skill as stand alone bots
 - Expose skills directly on a messaging channel
 - Uses translation service (Microsoft, Google) to translate messages



From here, **this session will focus on**
building multi language **skills.**

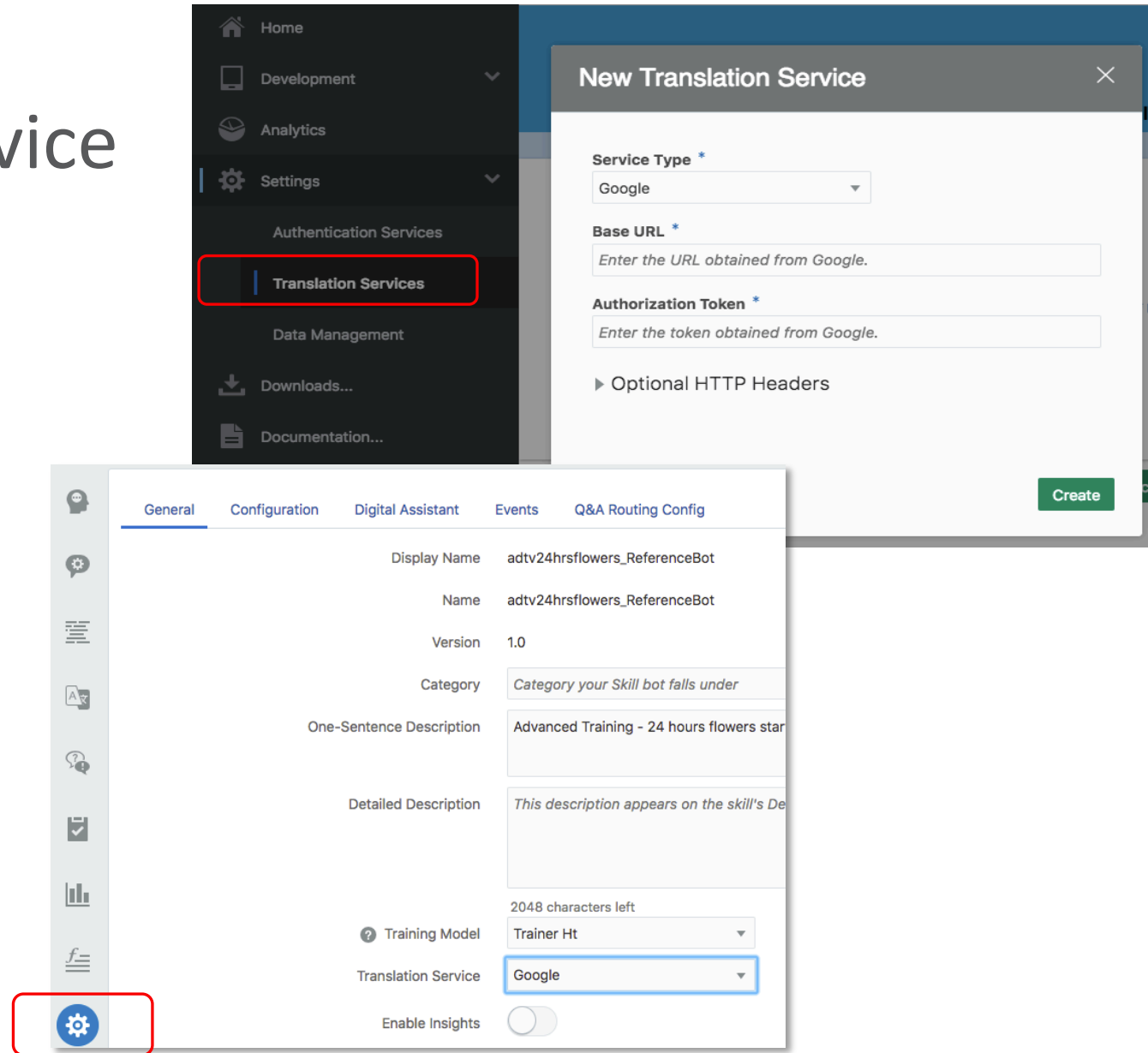


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Setting up a translation service

- Use Google Translation API or Microsoft Translator Services
- Bring your own license
 - Authorization Token / Key
- Translation service is used for input and output messages at runtime
- Open skill Settings
- Select *Translation Service* in "General" tab

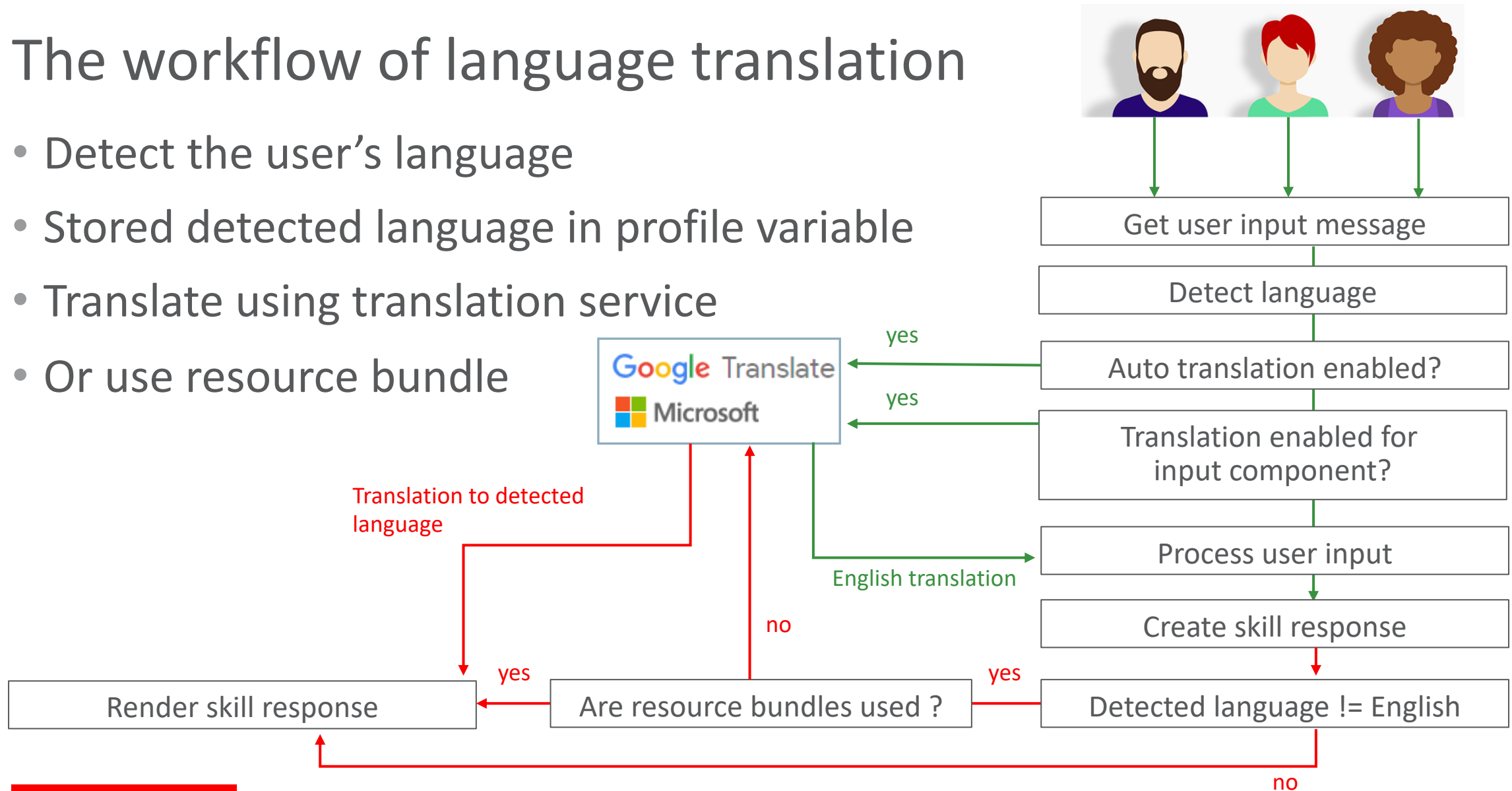


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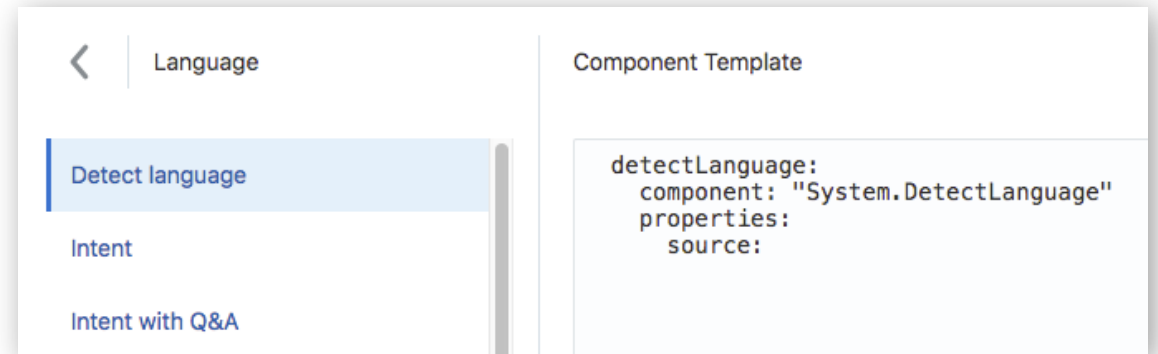
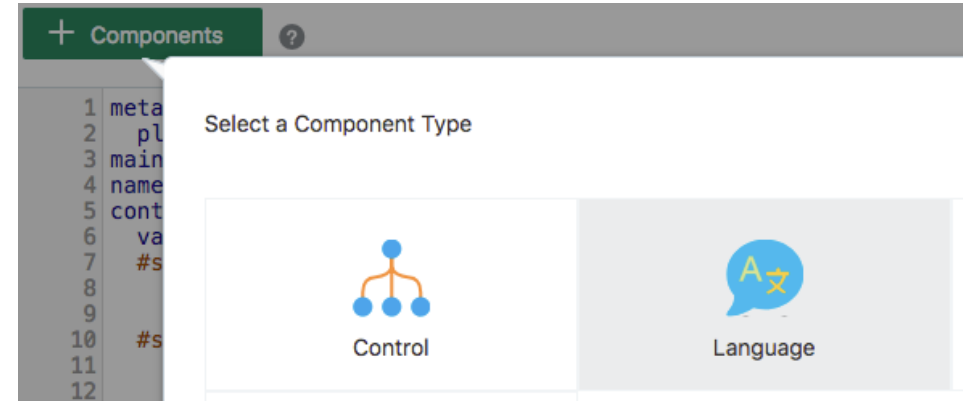
The workflow of language translation

- Detect the user's language
- Stored detected language in profile variable
- Translate using translation service
- Or use resource bundle



System.DetectLanguage

- Detects language from user input
 - Uses translation service
 - Detects language from user message
 - Optional 'source' property can be used to read user message from variable
- Sets profile.languageTag variable
 - User language saved as 2 character code
 - E.g. "fr", but not "fr-ca"



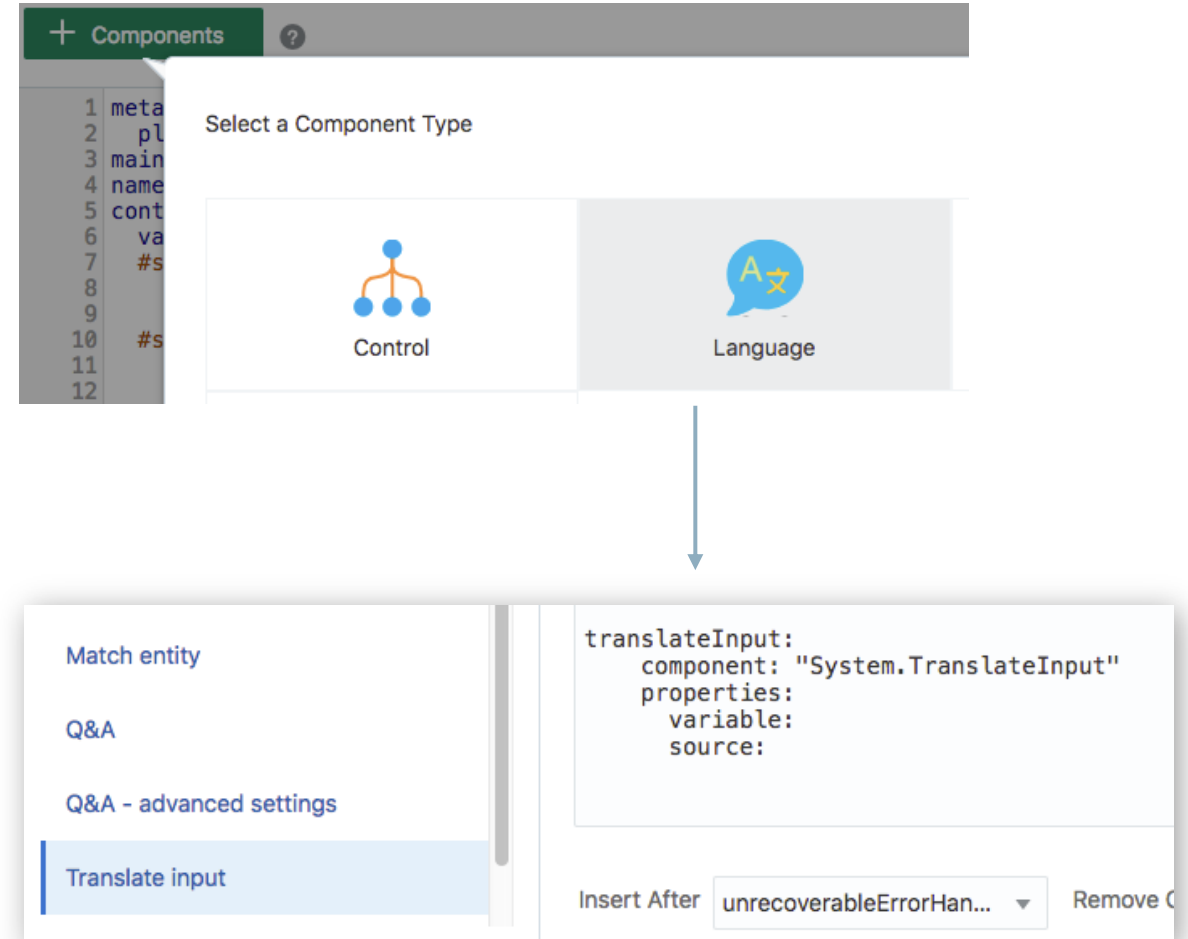
Enabling / disabling auto-translation

- Enabled / disabled auto-translation
 - Define "autoTranslate" context variable of type boolean
 - Set variable value to true to enable auto-translation
- When enabled
 - User messages are translated to English
 - skill messages are translated to user language

```
variables:  
  autoTranslate: "boolean"  
  ...  
states:  
  ...  
  enableAutotranslation:  
    component: "System.SetVariable"  
    properties:  
      variable: "autoTranslate"  
      value: true  
    transitions: {}
```

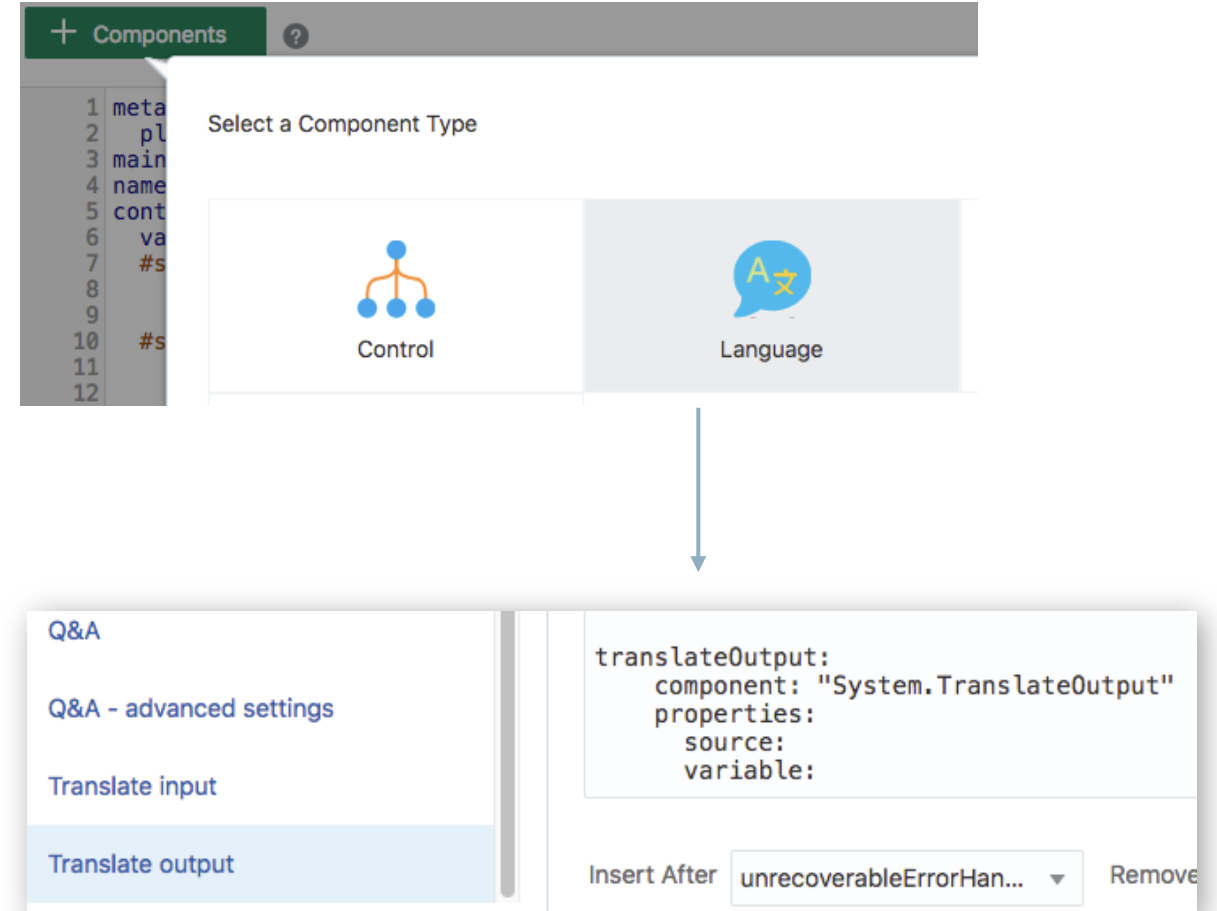
System.TranslateInput

- Translates user message from detected language to English
 - Uses translation service
- Translates user entered messages
 - Optional '*source*' property used to reference variable holding string to translate
- '*variable*' property references dialog flow variable to store the translated string



System.TranslateOutput

- Translates English strings to detected user language
- Uses translation service
- *'source'* property references variable holding the English string to translate
- variable referenced in component *'variable'* property gets updated with translated string



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Language profile variables

- profile.locale
 - Set by the messenger client based on user setting
 - \${profile.locale}
- profile.languageTag
 - Holds language detected at runtime
 - Set by System.DetectLanguage component
 - Can be set manually using System.SetVariable
 - Precedes profile.locale setting
 - \${profile.languageTag}
- Determine the language used by QnA

Topic agenda

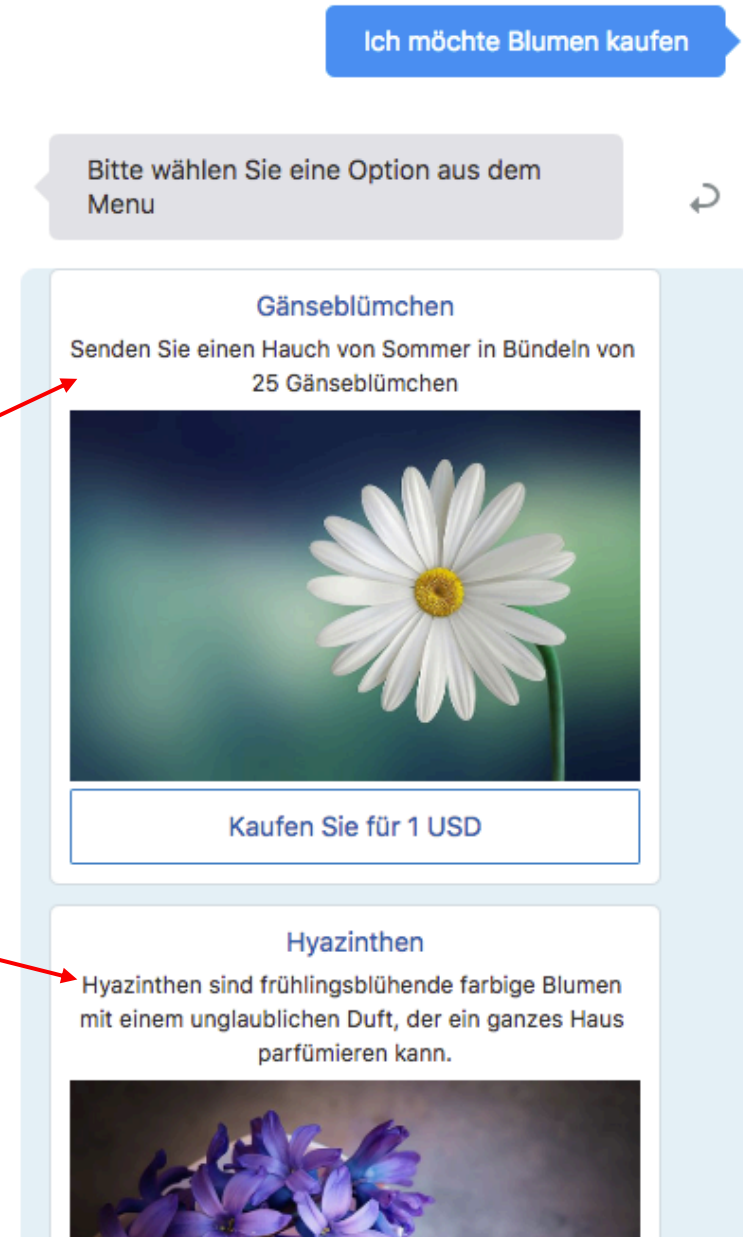
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Component 'translate' property

- Boolean property
 - Enables / disables auto-translation for components
 - Set to true
 - If auto-translation is not enabled but component should use translation service
 - If component input is not expected to be English and auto-translation is disabled
 - Always on System.Intent components to be able to resolve intents from non-English language
 - Set to false for components that use resource bundles
- Requires System.DetectLanguage to be used early in dialog flow

'translate' property in action

```
showFlowersMenu:
  component: "System.CommonResponse"
  properties:
    variable: "flowersName"
    nlpResultVariable: "iResult"
    processUserMessage: true
    translate: true
    metadata:
      responseItems:
        - type: "text"
          text: "${rb.orderFlowersMenuPrompt}"
        - type: "cards"
          cardLayout: "vertical"
          cards:
            - title: "${menu.title}"
              description: "${menu.description}"
              imageUrl: "${advImagesHost.value}${menu.image}"
              iteratorVariable: "menu"
              rangeStart: "${orderMenuRangeIndex.value}"
              rangeSize: "${orderMenuRangeSize.value}"
              actions:
                - label: "${rb.orderBuyFor} ${menu.price} USD"
                  type: "postback"
                  payload:
                    action: "copyValueAction"
                    variables:
                      flowersName: "${menu.title}"
                      flowerCost: "${menu.price}"
                  ...
```



Topic agenda

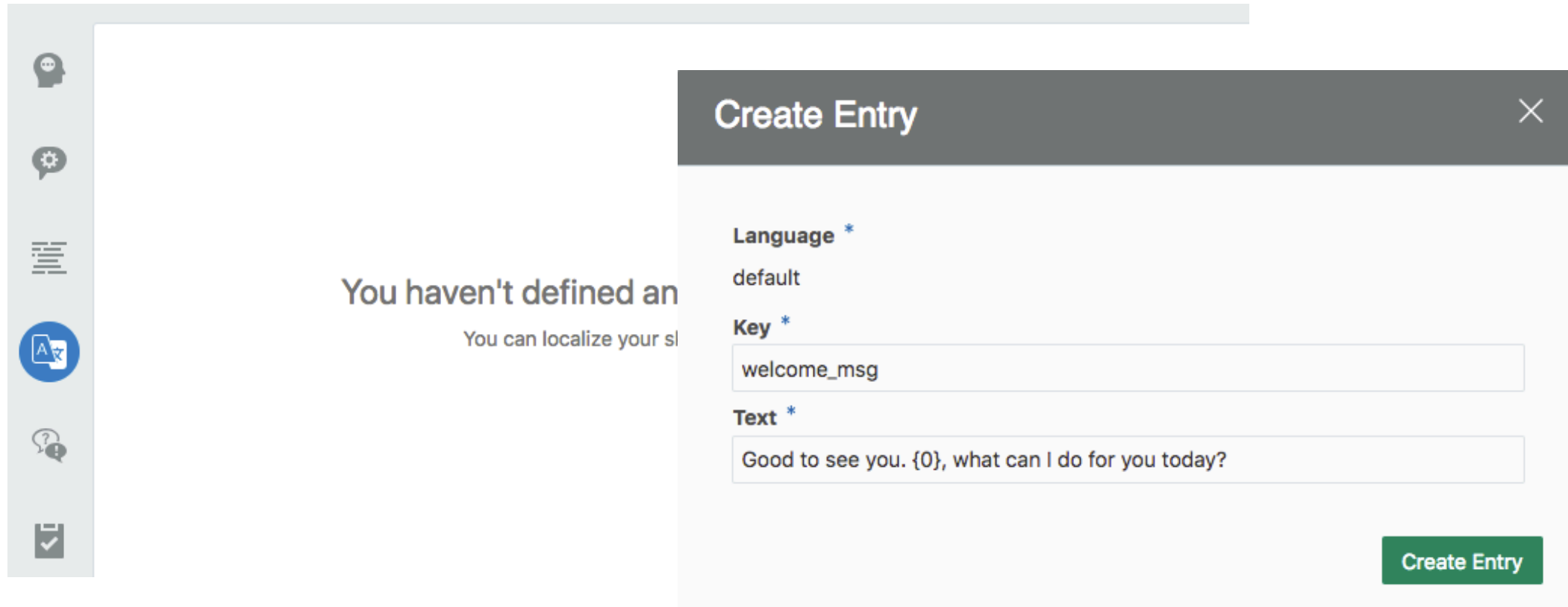
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Use resource bundle for prompts and skill messages

- Ensures appropriate language and tone presented to user
- Doesn't require a translation service
- Set component '*translate*' property to false if auto translation is enabled for a skill (opt-out)
 - Property can be set dynamically at runtime

```
getUserIntent:  
  component: "System.Intent"  
  properties:  
    variable: "iResult"  
    qnaSkipIfIntentFound: true  
    qnaEnable: false  
    optionsPrompt: "${rb.IntentSelectListPrompt}"  
    optionsQnaLabel: "${rb.mainIntentOptionsQnALabel}"  
    translate: "${useTranslationService.value}"  
  transitions:  
    next: "showMenu"  
  actions:  
    OrderFlowers: "startOrderFlowers"  
    RequestAgentSupport: "startHumanAgent"  
    TrackOrders: "startTrackOrders"  
    OpenFranchise: "startOpenFranchise"  
    FileComplaint: "startFileComplaint"  
    Welcome: "startWelcome"  
    unresolvedIntent: "resetiResult"  
    qna: "qna"
```

Creating resource bundles



The screenshot shows the Oracle ADF Resource Bundles interface. On the left is a vertical sidebar with icons for help, settings, a list, a document, a question mark, and a checkmark. The main area displays a message: "You haven't defined an entry for the resource bundle. You can localize your strings by creating entries for the resource bundle." Overlaid on this is a "Create Entry" dialog box. The dialog has a title bar with a close button. It contains three fields: "Language *" with a dropdown menu showing "default"; "Key *" with a text input field containing "welcome_msg"; and "Text *" with a text input field containing "Good to see you. {0}, what can I do for you today?". A green "Create Entry" button is at the bottom right of the dialog.

You haven't defined an entry for the resource bundle. You can localize your strings by creating entries for the resource bundle.

Create Entry

Language *
default

Key *
welcome_msg

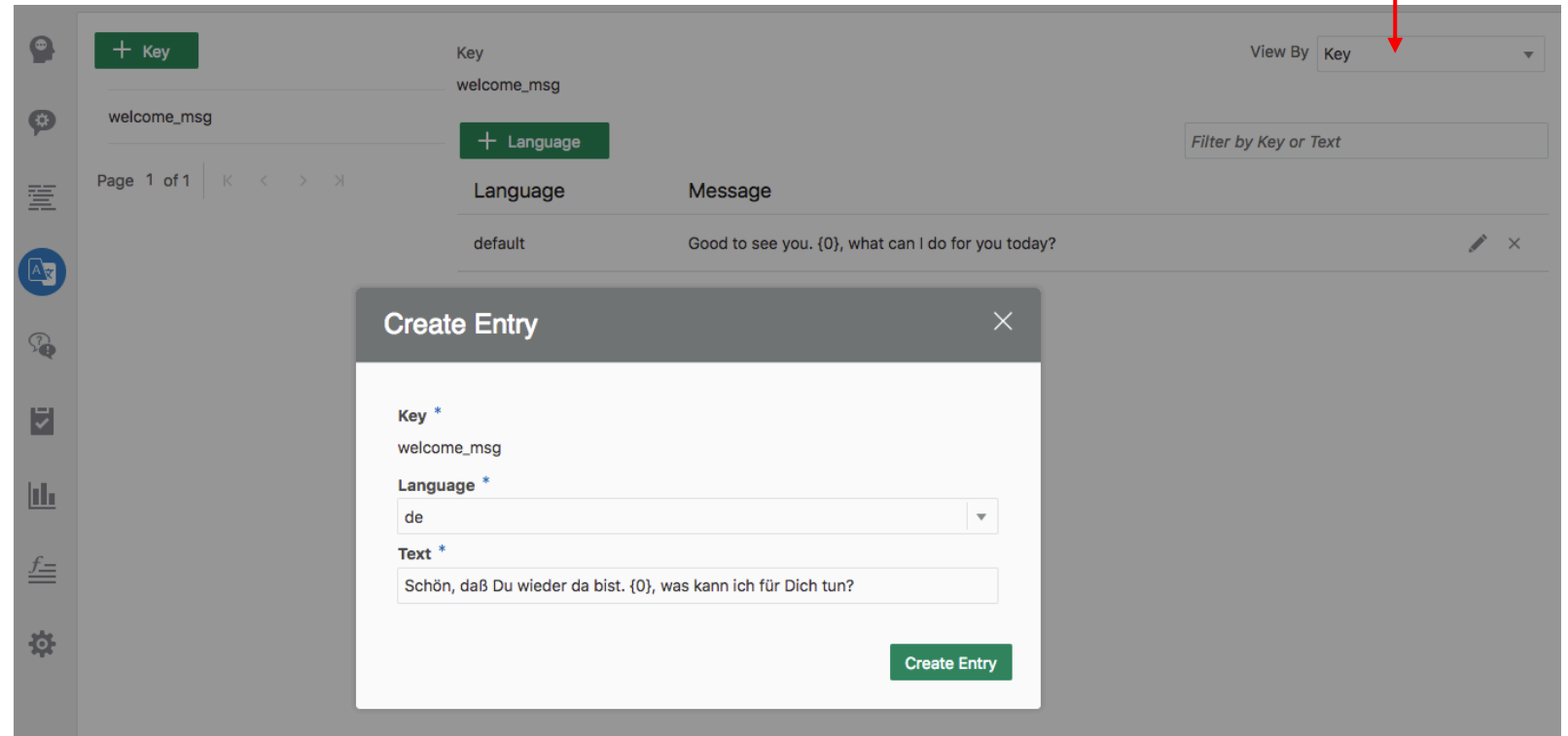
Text *
Good to see you. {0}, what can I do for you today?

Create Entry

Creating a translation

- Select "+ Language"
- Add or select a two letter language code – "de", "fr", "es" etc.
- Select a key
- Provide a translation string for the English message string

View strings by key
or by language



Defining variables in a resource string

The screenshot shows the Oracle ADF Resource Editor interface. A 'Create Entry' dialog is open, allowing the user to define a new resource string. The dialog has the following fields:

- Language ***: default
- Key ***: DisputeResponse
- Text ***: Successfully filed dispute, your reference number is {0} and reason is {1}

A green 'Create Entry' button is located at the bottom right of the dialog. The background shows a list of existing resource keys, including 'AskBalancesAccountPrompt', 'AskFromAccountType', 'AskPaymentAmount', 'AskToAccount', 'AskTxnsAccountType', and 'AskTxnsType'.

is {0} and reason is {1}

Using resource bundles for a skills

- Add variable of type "resourcebundle"
- Access resource string with no parameters
 - `${rb('message_key')}` or `${rb.message_key}`
- Access resource string with single parameter
 - `${rb('message_key','optional_parameter')}`
- Access resource string with multiple parameter
 - `${rb('message_key','optional_parameter',' ... ',' ...')}`

```
context:
  variables:
    rb: "resourcebundle"
```

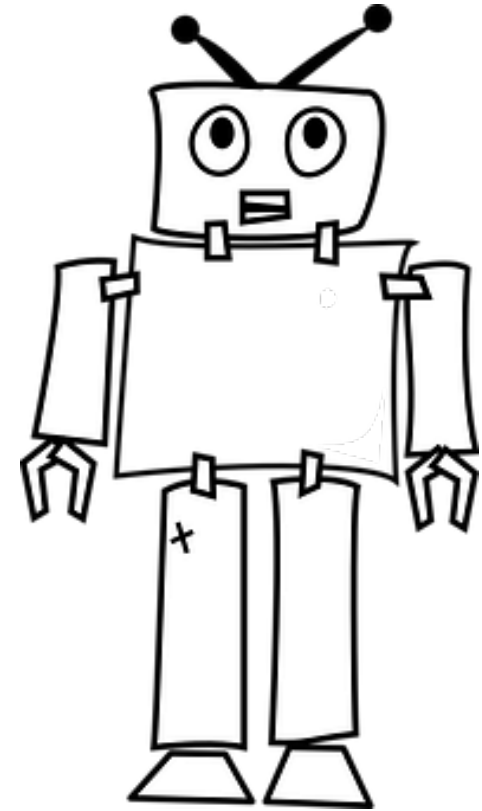
```
getUserIntent:
  component: "System.Intent"
  properties:
    variable: "iResult"
    qnaSkipIfIntentFound: true
    qnaEnable: false
    optionsPrompt: "${rb.IntentSelectListPrompt}"
    optionsQnaLabel: "${rb.mainIntentOptionsQnaLabel}"
    translate: "${useTranslationService.value}"
  transitions:
    next: "showMenu"
  actions:
    OrderFlowers: "startOrderFlowers"
    RequestAgentSupport: "startHumanAgent"
    TrackOrders: "startTrackOrders"
    OpenFranchise: "startOpenFranchise"
    FileComplaint: "startFileComplaint"
    Welcome: "startWelcome"
    unresolvedIntent: "resetiResult"
    qna: "qna"
```

```
confirmOrderAndQuantity:
  component: "System.Output"
  properties:
    text: "${rb('orderConfirmOrderQuantity','${orderQuantity.value.number}','\"${orderProductName.value}\"')}"
    keepTurn: true
  transitions:
    next: "askDeliveryOption"
```

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**Custom components don't share
the translation service and resource
bundles configured for a skill**



Options to return a custom component message response

- Custom component saves data in a dialog flow variable
 - Variable referenced from output component (e.g. `System.CommonResponse`)
 - Component's translation setting determines whether saved data gets auto-translated
- Custom component sends response directly to the messenger
 - Does not require system components
 - skill stays out of the loop and thus cannot help with translations
 - Translation must be part of the custom component design

Example: translating data saved in a dialog flow variable

Custom Component Code

```
...  
let product = {product: "an apple", type: "fruit", origin: "Spain"} ;  
conversation.variable('data_variable', product ) ;  
conversation.transition() ;  
done() ;
```

BotML

```
printProduct:  
  component: "System.Output"  
  properties:  
    text: "The product in your cart is a ${data_variable.value.type}. It is  
          ${data_variable.value.product} from ${data_variable.value.origin}"  
  translate: true
```

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Translation strategies

Opt-in

- Disable auto-translation
- Detect user languages
 - From user message
 - From profile
- Enable auto-translation on component
- Use message bundles

Opt-out

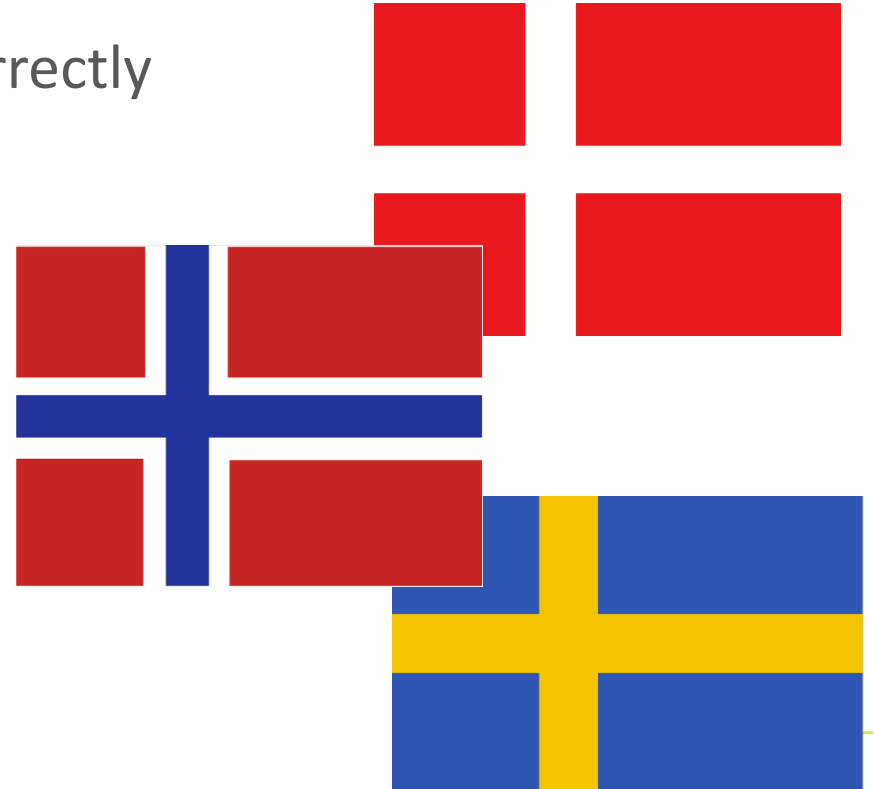
- Enable auto-translation
- Detect user languages
 - From user message
 - From profile
- Test skill
- Disable translation on individual components and use message bundles instead

Ensure good entity recognition

- Back-and-forth test the translation service
 - Translate an English string into a foreign language and then translate it back to English
 - Use synonyms in entities where the translation service deviates from the original
- Consider "blind testing" testing
 - skill developers know about the utterances
 - Good testing aims for skills to fail, not to succeed
- Avoid use of abbreviations or slang even if understood in a region
 - E.g. use "checking account" instead of "checking"
- Guide users
 - Use value lists whenever possible

Consider limitations of language detection

- Be aware of closely related languages
 - Translation service may fail to detect language correctly
- For example: "Good morning my friend"
 - Swedish: "God morgon min vän!"
 - Danish: "God morgen min ven!"
 - Norwegian: "God morgen min venn!"
- Ask user if in doubt



Control the languages to support

- Using a translation service your skill probably understands more languages than you need
- It does not make sense to support languages you don't speak or for which you have no expertise in house
- Limit the languages to support to those you regularly test and that you have resource bundles for
- To limit the set of languages
 - Detect a user language and compare it to a list of supported languages
 - Don't detect the user language but have the user selecting a preferred language

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Applications & Platform Services

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Oracle Digital Assistant Hands-On

TBD