Intelligent Support Systems for Lifestyle Change: Integrating Dialogue, Information Extraction, and Reasoning (Extended Abstract)

```
\begin{array}{c} \text{Pei-Yu Chen}^{1[0000-0001-7139-1203]},\\ \text{Selene Baez Santamaria}^{2[0000-0003-3808-2614]},\\ \text{Maaike H. T. de Boer}^{3[0000-0002-2775-8351]},\\ \text{Floris de Hengst}^{2[0000-0002-2092-9904]},\\ \text{Bart A. Kamphorst}^{4[0000-0002-7209-2210]},\\ \text{Quirine Smit}^{3[0009-0008-8890-4261]},\\ \text{Shihan Wang}^{5},\\ \text{and Johanna Wolff}^{6} \end{array}
```

- Delft University of Technology, The Netherlands
 Vrije Universiteit Amsterdam, The Netherlands
 TNO, The Netherlands
 - ⁴ Wageningen University, The Netherlands
 - ⁵ Utrecht University, The Netherlands
 - ⁶ Twente University, The Netherlands

For behavior change support systems to offer adequate support, they should adapt to the diverse and evolving nature of the users in unforeseen circumstances [7]. One way to adapt is by implicitly learning users' preferences in different circumstances from behavior data. However, behavioral data reflects people's past behavior rather than their future desired behavior. Capturing the latter is particularly important for systems intended to support a user in changing their behaviors. We propose a complementary approach that accurately and explicitly represents important domain-specific (domain KG) and user-specific information such as context and its influences on norms and values (user KG). Besides the ability to store dynamic and static knowledge, Knowledge Graphs (KGs) offer transparency and explainability, as the system's reasoning process becomes explicit [5]. This user model must be updated at run-time to capture, for example, the changes in context [8, cf.] through direct dialogue. This dialogue between the system and users allows for the exploration of evolving contextual nuances [3], enabling the user model updates and consequently adapting to changes in users' context and needs. The insights gathered are then extracted using RDF triples and named graphs [1] to update the user model. With the information in the KG-based user model, the system can **reason** about the next steps, whether to provide support, request further information, or resolve any inconsistencies, ensuring the support remains personalized and relevant.

This demo presents a system aimed at supporting individuals, particularly patients managing Type 2 Diabetes (T2D), in adopting healthier lifestyles. The primary purpose is to showcase the integration of various research domains — dialogue, information extraction, and knowledge representation and reasoning —into a unified pipeline that addresses the challenge of behavior support.

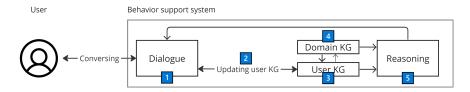


Fig. 1. System Architecture.

Demo Overview: The system integrates five key components, shown in Figure 1.

- 1. <u>Dialogue</u> A dialogue component engages users in "Alignment Dialogue" [2], designed to gather information to ensure the support provided is in alignment with the users. Given the complexity inherent in such dialogues, a rule-based approach is employed in this demonstration to manage and guide the interactions effectively.
- 2. <u>Information Extraction</u> This component transforms text (e.g., "I love walking") into RDF triples (e.g., Pedro-like-walking). We use named graphs to recursively combine knowledge units into nested structures capable of expressing the content, form, and context of a dialogue [1].
- 3. <u>User KG</u> The User KG uses an OWL-based Ontology that includes concepts to represent user contexts, preferences, values, and others. The User KG contains the user's health data such as blood sugar and weight, as well as the user's values, preferences, and other important factors. This information is used to make personalized recommendations.
- 4. <u>Domain KG</u> The Domain KG contains medical knowledge about Diabetes and treatment options, e.g. which treatment types typically work best for which kind of patient.
- 5. Reasoning Engine This component determines the required intervention type, based on the user's health data from the User KG and medical information from the Domain KG. The system uses the user's preferences, values, and context from the User KG to select the most suitable action within this intervention type.

Interaction An interactive prototype⁷ of the support system was available at the HHAI 2024 conference⁸. Attendees were able to converse with the system, see in real time how it updates its knowledge graphs, and examine the reasoning outcomes that inform the user dialogue. The demo was received positively by the audience, and some expressed interest in collaborating to enhance the user KG capabilities. Thus, we conclude that this prototype effectively showcased the system's potential for supporting personalized lifestyle changes.

Future Work: We plan to test our systems' capabilities against a wide array of different user profiles by interacting with LLM-based simulated users[6], and to personalize the recommendations using reinforcement learning [4].

⁷ Video available at: https://youtu.be/slFpI9uBdq4

 $^{^8~\}mathrm{https://hhai\text{-}conference.org/}2024/$

References

- Baez Santamaria, S., Baier, T., Kim, T., Krause, L., Kruijt, J., Vossen, P.: EMIS-SOR: A platform for capturing multimodal interactions as episodic memories and interpretations with situated scenario-based ontological references. In: Donatelli, L., Krishnaswamy, N., Lai, K., Pustejovsky, J. (eds.) Proceedings of the 1st Workshop on Multimodal Semantic Representations (MMSR). pp. 56–77. Association for Computational Linguistics, Groningen, Netherlands (Online) (Jun 2021), https://aclanthology.org/2021.mmsr-1.6
- Chen, P.Y., Tielman, M.L., Heylen, D.K., Jonker, C.M., VAN Riemsdijk, M.B.: Acquiring semantic knowledge for user model updates via human-agent alignment dialogues 368, 93 (2023)
- 3. Clark, L., Pantidi, N., Cooney, O., Doyle, P., Garaialde, D., Edwards, J., Spillane, B., Gilmartin, E., Murad, C., Munteanu, C., et al.: What makes a good conversation? challenges in designing truly conversational agents. In: Proceedings of the 2019 CHI conference on human factors in computing systems. pp. 1–12 (2019)
- 4. Den Hengst, F., Hoogendoorn, M., Van Harmelen, F., Bosman, J.: Reinforcement learning for personalized dialogue management. In: IEEE/WIC/ACM International Conference on Web Intelligence. pp. 59–67 (2019)
- Harbers, M., et al.: Explaining agent behavior in virtual training. Utrecht University (2011)
- Jandaghi, P., Sheng, X., Bai, X., Pujara, J., Sidahmed, H.: Faithful personabased conversational dataset generation with large language models. arXiv preprint arXiv:2312.10007 (2023)
- Van Riemsdijk, M.B., Jonker, C.M., Lesser, V.: Creating socially adaptive electronic partners: Interaction, reasoning and ethical challenges. In: Proceedings of the 2015 international conference on autonomous agents and multiagent systems. pp. 1201– 1206 (2015)
- 8. van Wissen, A., Kamphorst, B.A., van Eijk, R.: A constraint-based approach to context. In: Brézillon, P., Blackburn, P., Dapoigny, R. (eds.) Modeling and Using Context. pp. 171–184. Springer Berlin Heidelberg, Berlin, Heidelberg (2013)