

Enhancements to the DARPA Communicator Architecture

Theban Stanley, Julie Baca, Matt Elliott, and Joseph Picone
Center for Advanced Vehicular Systems, Mississippi State University
{stanley, baca, elliott, picone} @cavs.msstate.edu

ABSTRACT

The DARPA Communicator program has fuelled the design and development of impressive human language technology applications. Its distributed framework has offered numerous benefits to the research community, including reduced prototype development time, sharing of components across sites, and provision of a standard evaluation platform. It has also enabled development of client-server applications with complex inter-process communication between modules. However, this latter feature, though beneficial, introduces complexities, which reduce overall system robustness to failure. In addition, the ability to handle multiple users and multiple applications from a common interface is not innately supported. In this paper, we describe our enhancements to the original Communicator architecture to address robustness issues and to support a multiple multi-user application capability. These enhancements are available in our public domain toolkit.

KEYWORDS: DARPA Communicator, Multi-user/application environment, State Machine Architecture, Handshaking.

1. INTRODUCTION

Early human language technology systems were designed in a monolithic fashion. As these systems became more complex, this design became untenable and difficult to maintain. In its place, the concept of distributed processing evolved wherein the monolithic structure was decomposed into number of functional components that could interact through a common protocol. This distributed framework was readily accepted by the research community and has been a cornerstone for the advancement in cutting edge human language technology prototype systems. The DARPA Communicator program has been highly successful in implementing this approach [1].

In our laboratory, we used the Communicator architecture to design and develop a human language system consisting of four applications:

- Speech analysis: supports basic speech signal analysis, e.g., spectrograms, energy plots, and waveforms and is used by all other applications.
- Speech recognition: decodes spoken utterances and provides support for more complex applications.
- Speaker verification: verifies whether a user is authorized speaker or an imposter.
- Dialog system: provides spoken language access for navigational data queries.

We initially prototyped a dialog system application as shown in Figure 1. The plug-and-play capability of the Communicator architecture is well known for reducing prototype development time by enabling sharing of components across sites, allowing research groups to specialize in specific technologies and share others. It also

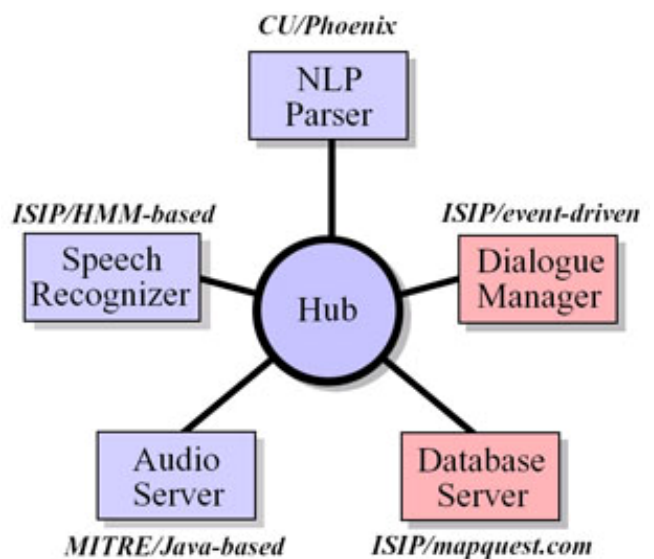


Figure 1: An overview of a DARPA Communicator-based dialog system architecture.

provides a standard platform for evaluation of systems developed by different laboratories. Within this platform, multiple servers communicate through a common protocol programmed in the “hub”. The hub is readily programmable which provides the ability to change the interaction between servers with ease. Figure 1 illustrates the use of this hub and spoke architecture for our dialog system. The servers include the speech recognition module [2], database and dialog management modules [2], developed in our lab and the natural language parser and generation modules [4] from the University of Colorado Center for Spoken Language Processing.

The features noted above proved invaluable in reducing our initial development time. However we also encountered certain vulnerabilities in the architecture during this phase and the need for additional capabilities in the subsequent expansion of our system to include multiple applications. This paper describes design enhancements made to the original Communicator architecture to address these needs, including automated support of multiple multi-user applications through a common interface, improvements on robustness to failure, and enhanced debugging. Finally, we present measurements of system performance improvements and plans for future development.

2. ORIGINAL ARCHITECTURE

Our initial dialog system was built over the DARPA Communicator’s message based, hub and spoke architecture. The hub acted as the backbone of the Communicator architecture by routing messages between servers. Supporting such a complex communication between the servers required a standard protocol for messaging. This was achieved by an entity called Communicator frame which is data structure consisting of a set of key-value pairs. During the initial start up of the system, all the necessary servers are started first followed by the hub. As the hub starts, it initializes itself by reading a hub script file. The hub scripts have information about the list of servers the hub has to contact, the port numbers of these servers and a set of rules. These hub rules dictate the behavior of the hub to a certain message. The hub rules can be easily modified to reroute the messages, which is a notable feature of the Hub. Once the hub initializes, it sends an initialization messages to all server. Once all the servers are initialized the initial trigger comes from the user which in turn triggers an avalanche of message exchanges.

During the initial design phase, we experienced communication deadlocks among servers and memory management issues that were difficult to debug. Basic logging mechanisms were provided to address some of these issues, but certain desirable features were not available, such as automated server startup, error-detection and correction. We anticipated such issues would grow in

number and complexity as we added multiple multi-user applications.

As an example, the user interface for our system ran as a client program on a laptop with the computational servers running on a workstation. The original architecture serviced multiple users, but required manual server startup, including the port allocation to avoid port conflicts. Further, it required manual detection and correction of server errors by restarting them from the workstation. In either case, startup or error detection, the laptop and workstation may not be in close proximity. Clearly, one solution to the latter problem was to enhance the system robustness to failure. We describe our efforts to enhance this capability later in this section. However, no such solution will remove all errors and their potential grows as the number of applications and users increases. It is important, therefore, to also provide graceful error management. To address these issues, we developed a module to automate server startup as well as server error detection and correction.

Supporting multiple applications also required a common interface that allows the user to choose from the applications and coordinates inter-process communication with each application server and process. We designed and integrated this enhanced functionality with the server management module as well.

With respect to robustness, the Communicator architecture provides a basic structure called a “frame” for communication among servers and processes [3]. This structure implicitly allows a strict “handshaking” protocol, but does not require or provide an implementation of such a protocol. We found that implementing and enforcing such a protocol became critical for system robustness as the number and complexity of our applications grew. We also developed debugging tools with corresponding diagnostics and visual displays specific to this protocol.

3. ARCHITECTURAL ENHANCEMENTS

Our first and most critical need concerned automating server startup, error detection and correction. Secondly, we required a common interface to allow users to select among applications. In addition, the need for robustness to error and improved debugging capabilities were heightened with multiple applications.

3.1. Automated Server Management

Automated server management became critical with the addition of multiple applications. Though the Communicator process monitor provides an excellent interface to start and terminate servers, it requires manual monitoring. To address this issue, we designed the Process Manager module that automatically starts and controls all server processes in the prototype system architecture.

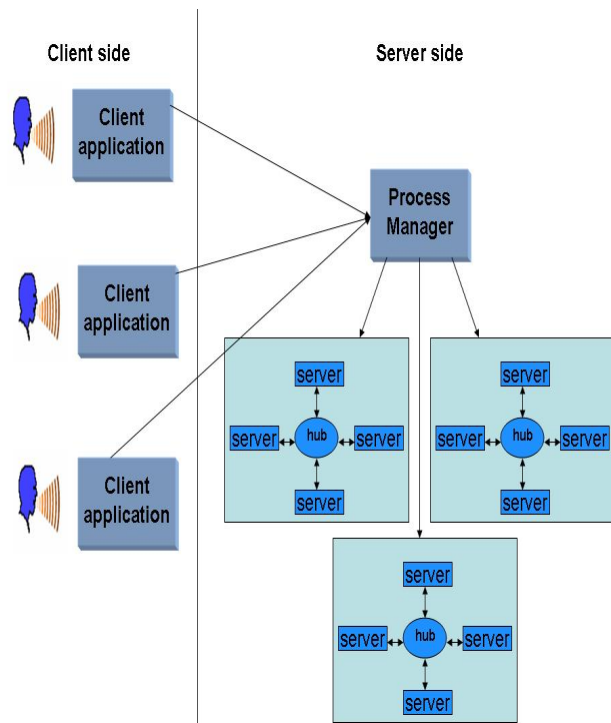


Figure 2: The Process Manager module controls multiple applications and servers.

Figure 2 shows an overview of the multi user architecture for multiple applications.

When a user starts a new application, the client program requests the Process Manager to start the respective servers and the hub. The Process Manager performs this startup task by invoking a Java Process Object. The Java Process Object enables the Process Manager module to control all server processes. The Process Manager module can create a process, wait on a process, perform input/output on the process and even check the exit status of the process. If a server process fails for any reason, the Process Manager detects the failure and sends a message to the client side forcing the user to restart the demo. In a multi-user environment, port allocation also needs special attention. The Process Manager allocates port numbers and ensures no two servers are assigned the same port.

3.2. Common Application Interface

Support for multiple applications required providing a common interface from which users could select an application of interest. We designed our Demo Selector module to provide the desired interface and coordinate with the Process Manager module to start the required servers.

The Demo Selector interface displays a single screen with icons for each of the four applications. Once the user

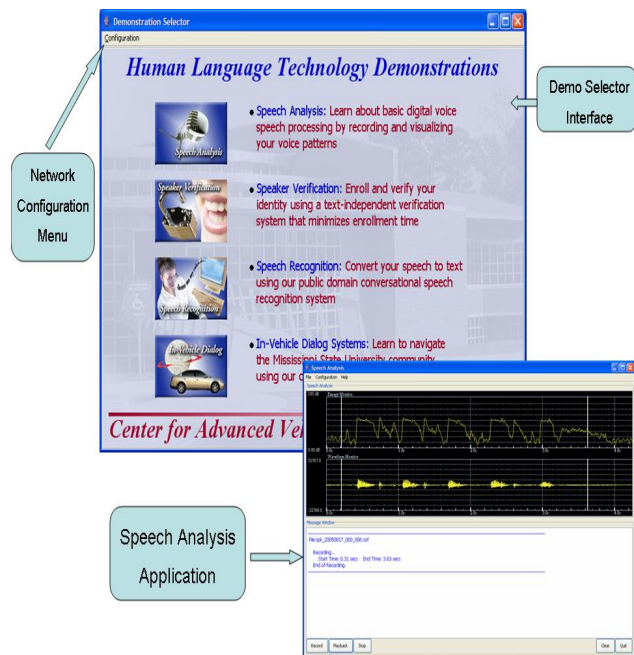


Figure 3: Demo Selector and Speech Analysis user interface

selects an application, the Demo Selector loads and displays the user interface needed for the specific application. Figure 3 shows the Demo Selector interface for the four applications, superimposed with the user interface for the Speech Analysis application, after it has been selected. The client program sends a Communicator frame with a key-value pair containing the name of the application that was selected. Upon receiving the message in this frame, the Process Manager starts the required servers. The Demo Selector also has a network configuration menu as referenced in Figure 3 that allows the user to set the IP address of the server machine and port through which the client program communicates with the process manager.

3.3. Improvements on System Robustness

Improving system robustness to failure was a primary focus of our enhancements. As the foundation of our redesign strategy, we targeted a simple application, Speech Analysis. Our approach entailed using the implicit capabilities of the Communicator to enhance reliability of inter-process communication between clients and servers. This section describes how we implemented a state machine architecture to support a basic handshaking protocol between the client and servers using frames. Figure 4 shows an overall view of the client-server modules for Speech Analysis. Note that even this simple application requires two servers, Audio Record and Signal Detector.

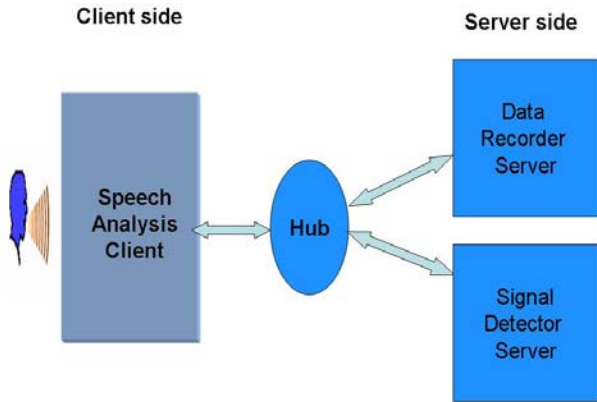


Figure 4: Speech Analysis application (client and servers)

Figure 5 shows the state machine architecture and basic handshaking supported between the Speech Analysis client and the Signal Detector server. We used a simple handshaking protocol with signals and acknowledgements, each implemented as Communicator frames sent via the hub. The states and handshaking protocol support three major interaction phases between client and server, 1) preparing for data transfer; 2) data transfer itself, and 3) end of data transfer. For phase 1, the client begins in the Initialization state, during which it establishes connection with the hub. It then transitions to the Audio_Ready state and sends an audio_ready signal to the Signal Detector server to prepare it for audio data transfer. The client then

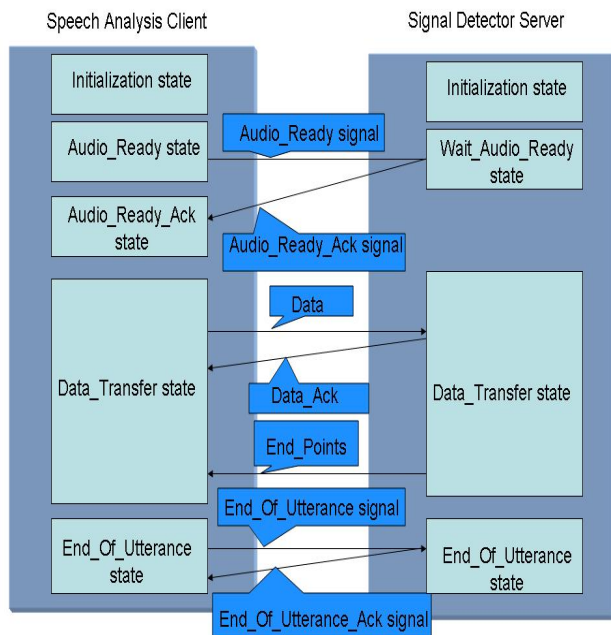


Figure 5: Handshaking between the Speech Analysis client and the Signal Detector server

waits for an acknowledgement of the audio_ready signal from the Signal Detector server, and once received, it transitions to the Audio_Ready_Ack state.

Phase 2, data transfer, begins when the client then transitions to the Data_Transfer state and sends packets of audio data in Communicator frames to the server. For each frame of data sent, the client waits for an acknowledgement from the server, which checks each for validity. If the server receives a frame that is invalid, it does not send an acknowledgement signal, but generates an error message, written to a log file. The client will not send further data until it receives an acknowledgement. If data transfer completes successfully, the Signal Detector server detects endpoints and passes the endpoint data to the client. The client then sends an end of utterance signal to the Signal Detector server and waits for an acknowledgement. On receiving the end-of-utterance signal, the Signal Detector server sends an acknowledgement signal to the client and resets itself to the initial state. The handshaking protocol described in this example is implemented for all applications and has eliminated server failures and deadlocks due to communication errors.

4. PERFORMANCE IMPROVEMENTS

Table 1 shows the performance data for 389 queries spanning five different query types for our application. This data was gathered early in our development efforts, prior to our enhancements. Out of the 389 queries, 46.79% “passed” or were answered correctly and 53.21% “failed” and were either answered incorrectly or unanswered. Note that fatal server errors and server deadlocks together were responsible for approximately 3% of the query failures. At this early stage in development, lack of domain knowledge contributed significantly to the other failures.

The state machine architecture enhancements have eliminated fatal server errors in the test set, and trapped system deadlocks that are due to inter process

Queries	#of utterances	Passed (%)	Failed(%)		
			Server Errors	Deadlocks	Other
Address	101	70.30	0.00	0.00	29.70
Direction	219	39.73	2.28	2.28	55.70
Distance	23	47.83	8.70	0.00	43.48
List of places	36	30.56	0.00	0.00	69.44
Building	10	20.00	0.00	0.00	80.00
TOTAL	389	46.79	1.80	1.29	50.13

Table 1: Performance data for the dialog application

communication errors. Refer again to Figure 5 for an example where these are detected and prevented. Previously, an invalid data frame sent by the client to the Signal Detector server could potentially cause it to fail. The state machine architecture will prevent such an error: if the client sends an invalid data frame to the server, the server will generate an error message to a log file, and equally importantly, will not send an acknowledgement to the client of the invalid data. Until it receives this acknowledgement, the client will stop data transfer. This also traps a potential deadlock, since the client can be programmed to time out after a specified wait time for an acknowledgement. Further, the state machine debug information written to the log file by the server can be used to isolate and successfully debug where the data transfer error occurred. Figure 6 shows the debug window built into the user interface. The user can access this window when direct access to the servers is not possible.

Finally, the process monitor of the original architecture could not detect server failures, regardless of their origins. Our enhancements have eliminated one cause of server errors. However, if a server fails due to other types of errors, the Process Manager detects the server failure, terminates all servers, and informs the user to restart the system, thus providing a more graceful level of error handling.

5. CONCLUSIONS

The DARPA Communicator architecture significantly advanced human language technology and, has played a critical role in the design and development of human

language technology applications in our laboratory. In developing these applications, we have addressed vulnerabilities in this architecture through several important enhancements, including automated server startup, error detection and correction, support for multiple multi-user applications, increased system robustness to failure, and improved debugging capabilities.

We also plan to enhance the Process Manager to create and manage server processes on different host machines to increase the computational power available for applications. This capability will enable us to run applications at significantly greater speed on our supercomputer clusters.

6. REFERENCES

- [1] Hacioglu K. and Pellom, B., "A Distributed Architecture for Robust Automatic Speech Recognition," in *Proc. IEEE Int. Conf. on Acoustics, Speech, and Signal Processing*, pp. 1234-1234, Hong Kong, April 2003.
- [2] Baca, J., Zheng, J., Gao, H. and Picone, J., "Dialog Systems for Automotive Environments," in *Proc. European Conf. on Speech Comm. and Tech.*, Geneva, Switzerland, pp. 1929-1932, Sep. 2003.
- [3] "Galaxy Communicator," SourceForge, 2003 (<http://sourceforge.net/projects/communicator>).
- [4] Ward, W. and Pellom, B., "The CU Communicator System," in *Proc. IEEE Automatic Speech Recognition and Understanding Workshop*, Keystone, Colorado, USA., pp. 1234-1234, December 1999.

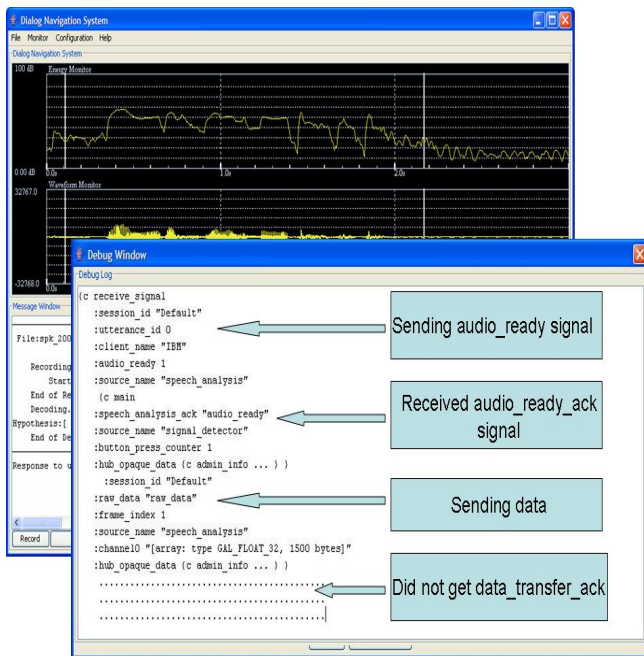


Figure 6: A debug window showing an audio data transfer error