

Language-conditioned Tasks

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 - NL2Action+Argument (instruction following)

Room-to-room dataset

Anderson et al + 2017

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Task: Given some natural language instructions, navigate the agent through the environment and reach the goal location

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ALFRED database

Shridhar el at + 2020

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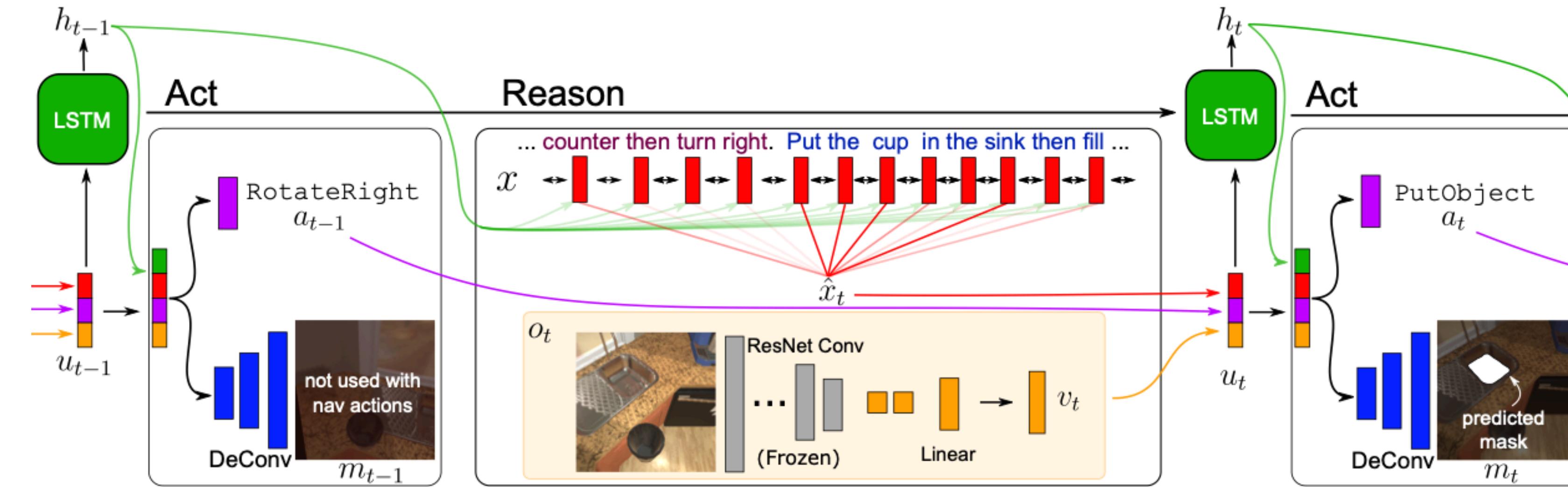
Actions: *MoveAhead, RotateLeft(Right), LookUp(Down), PickupObject, PutObject, OpenObject, CloseObject, ToggleOn(Off)*

Goal Instruction	Put a microwaved tomato in the sink.
Step-by-Step Instructions	Turn around and go to the left side of the sink. Pick up the tomato in the front. Turn right to go to the microwave on the left. Microwave the tomato next to coffee mug and take it out. Turn left to go back to the sink. Place the tomato inside the sink.

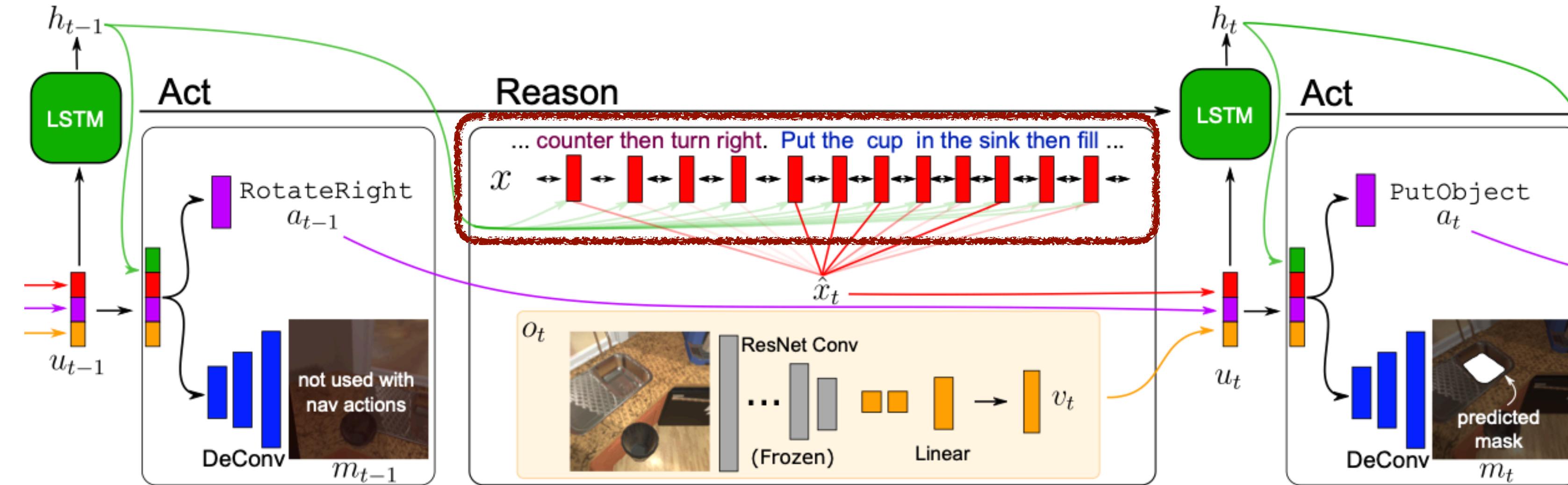


Sequence to sequence model w/ Attention

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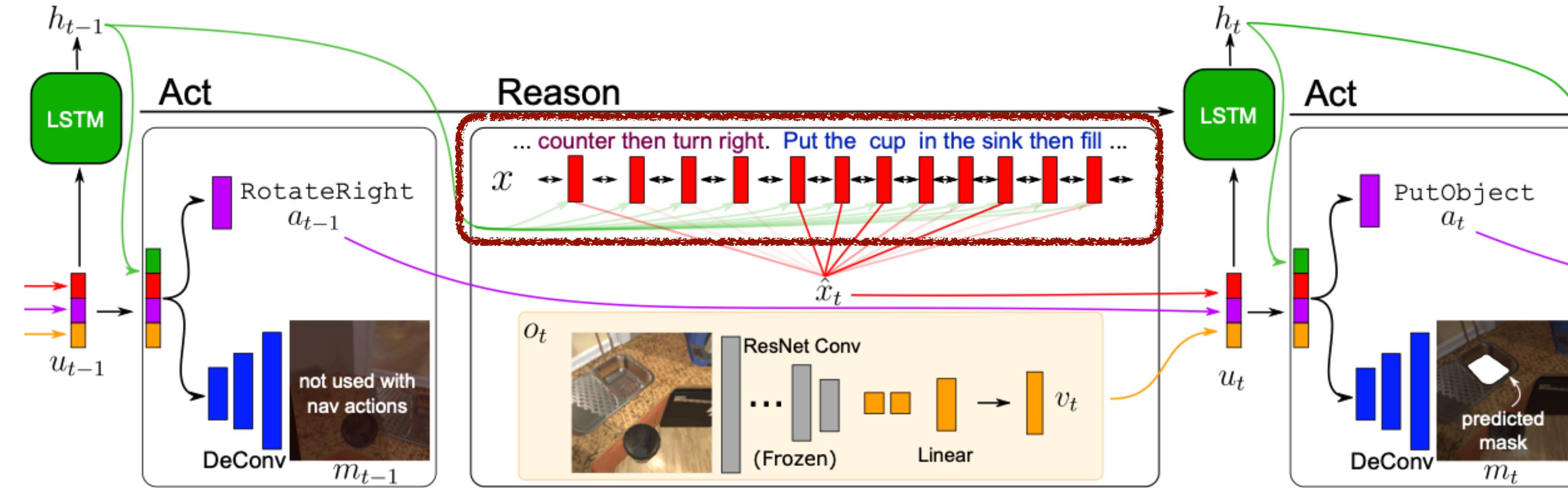


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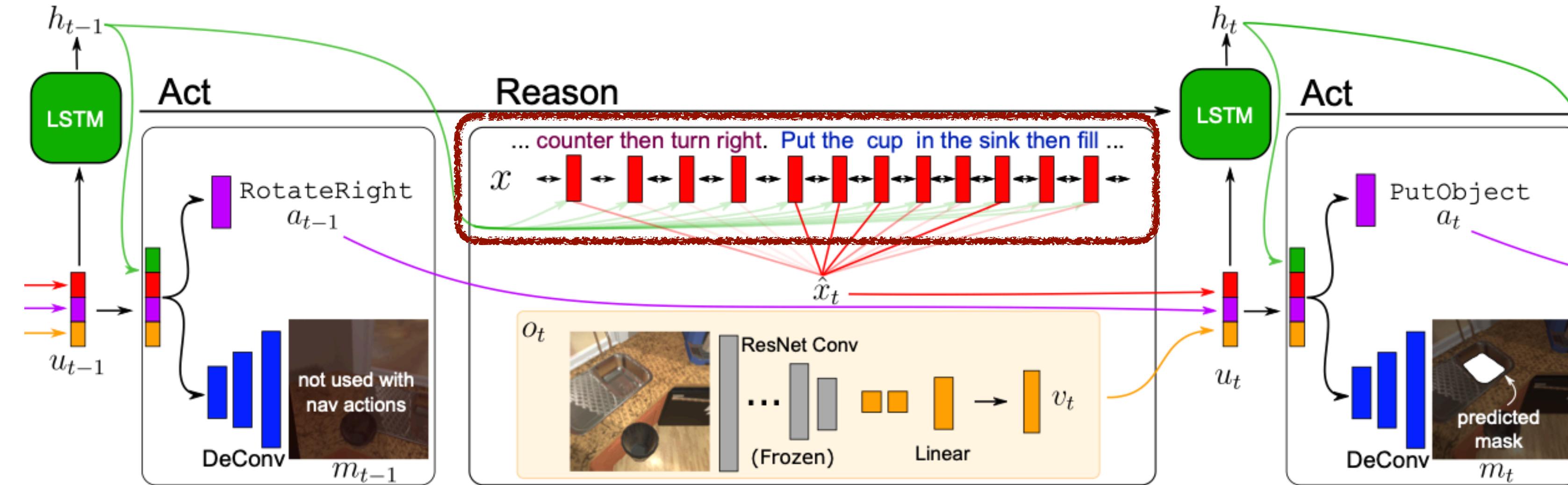
- The encoder encodes the NL instruction

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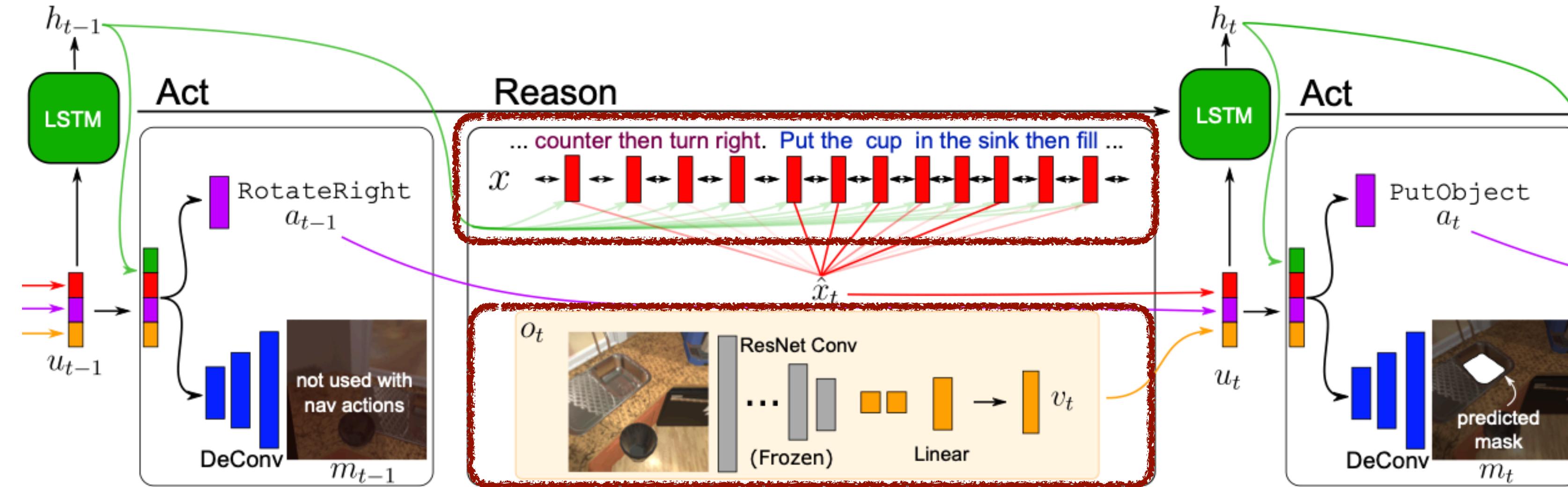
- The encoder encodes the NL instruction
- The decoder predicts one action and its corresponding arguments conditioned on

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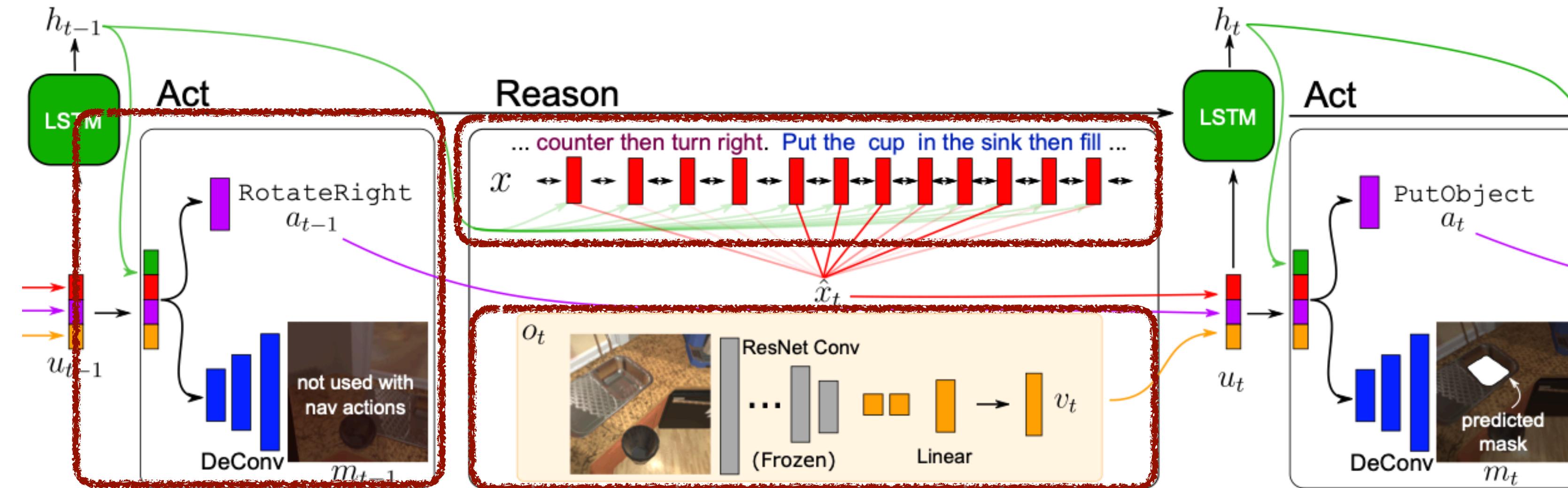
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Sequence to sequence model w/ Attention



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 - Weighted natural language
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 - Action from the last step

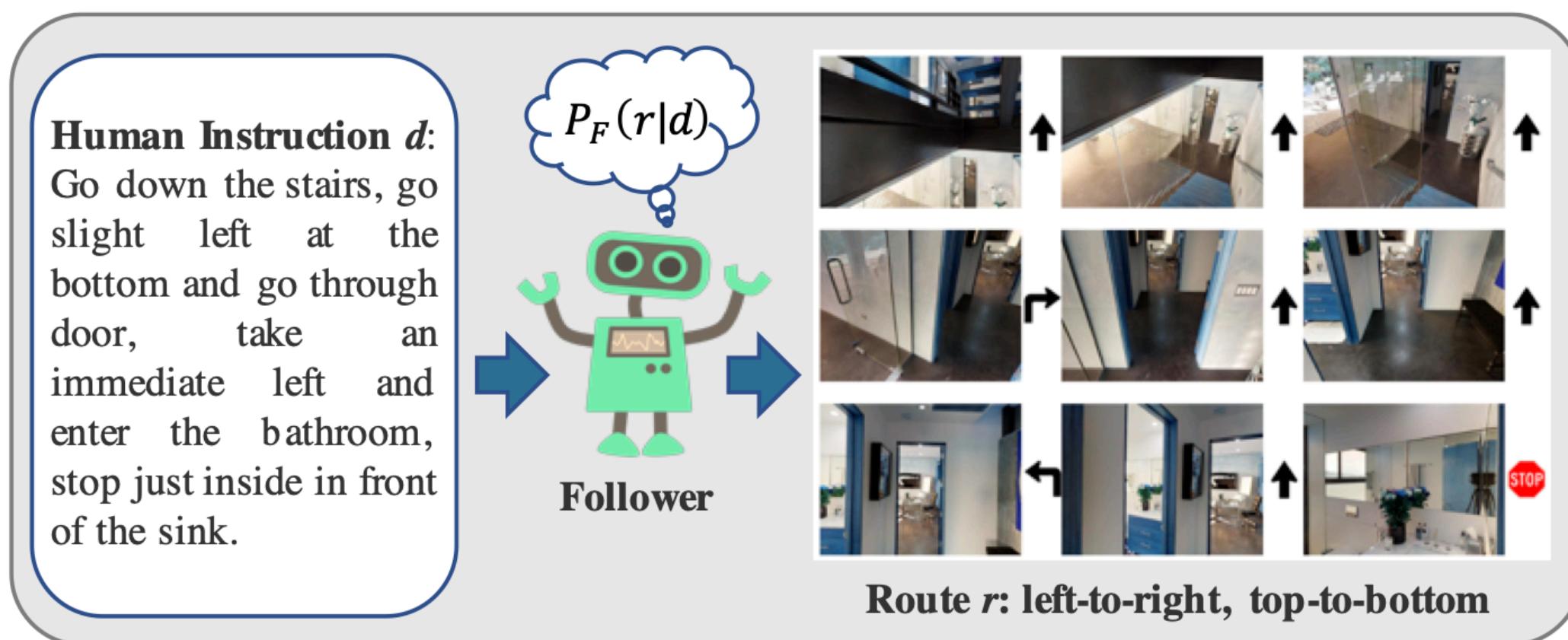
Speak-follower Model

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Language is often under-specified, it is challenging to learn the mapping between NL and actions from a limited amount of annotations

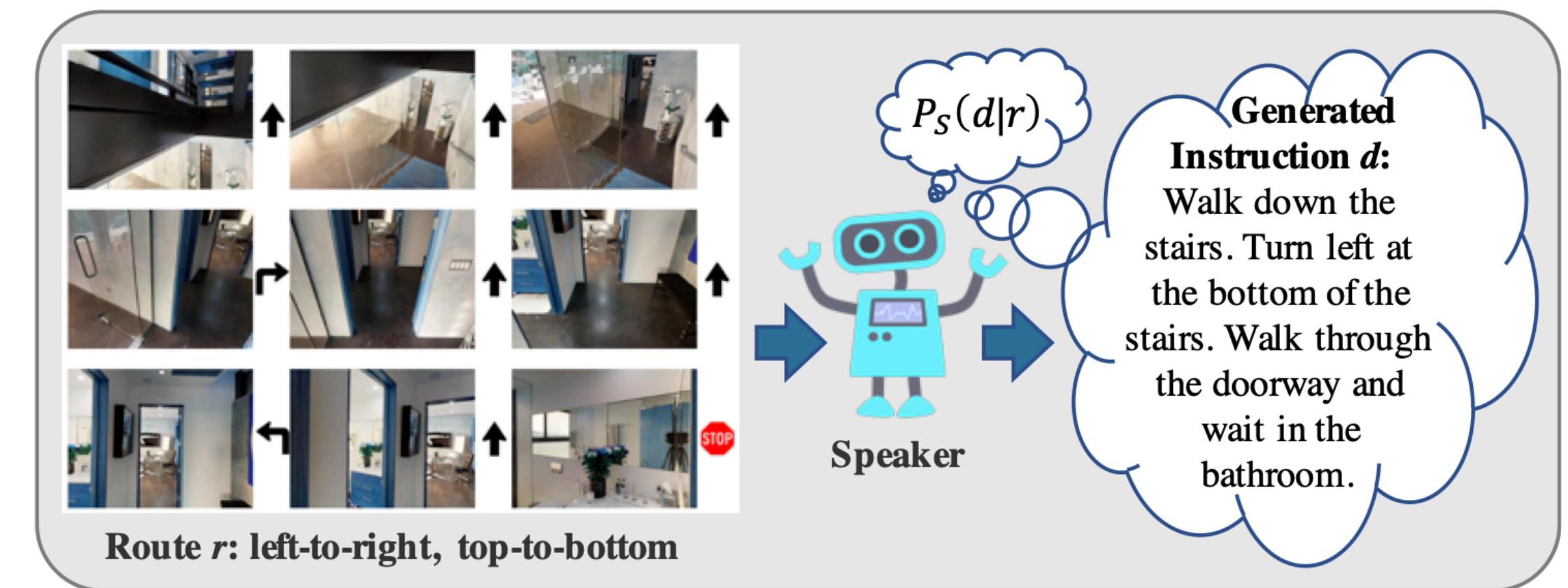
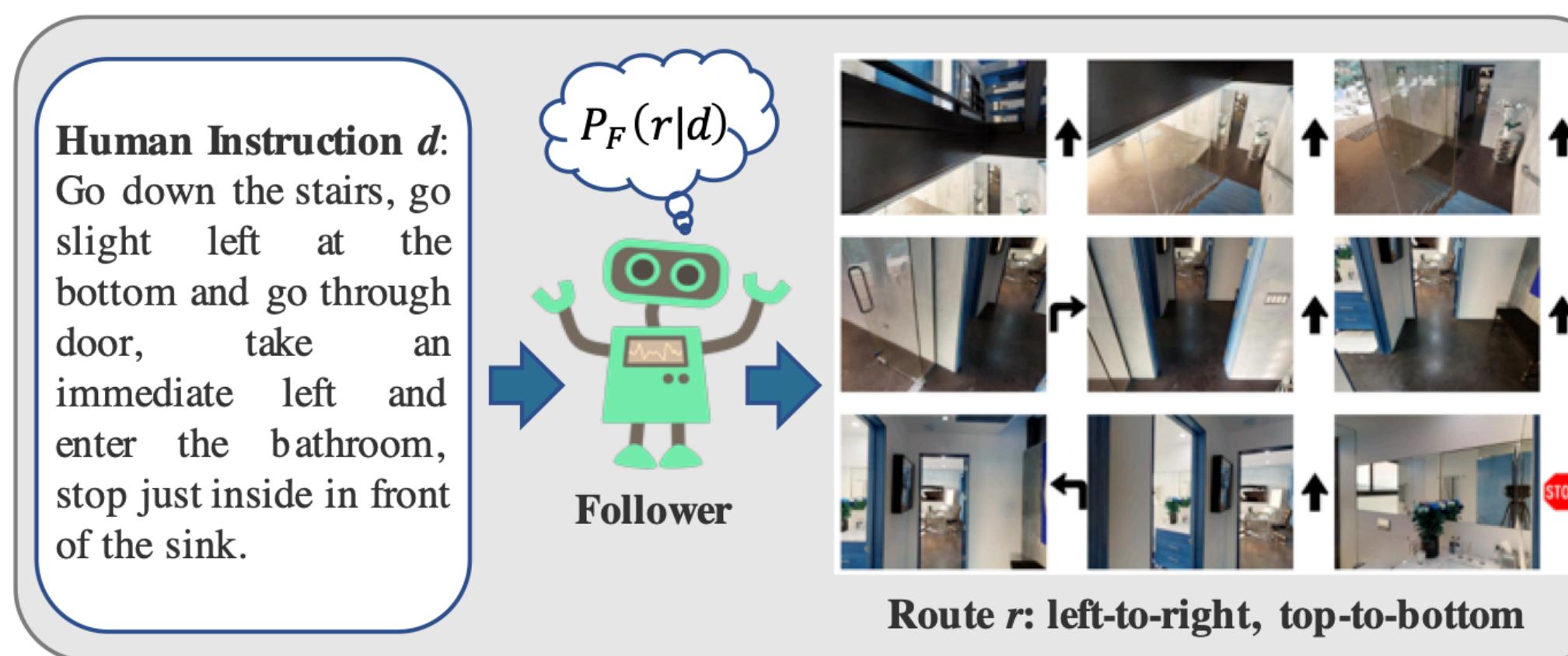
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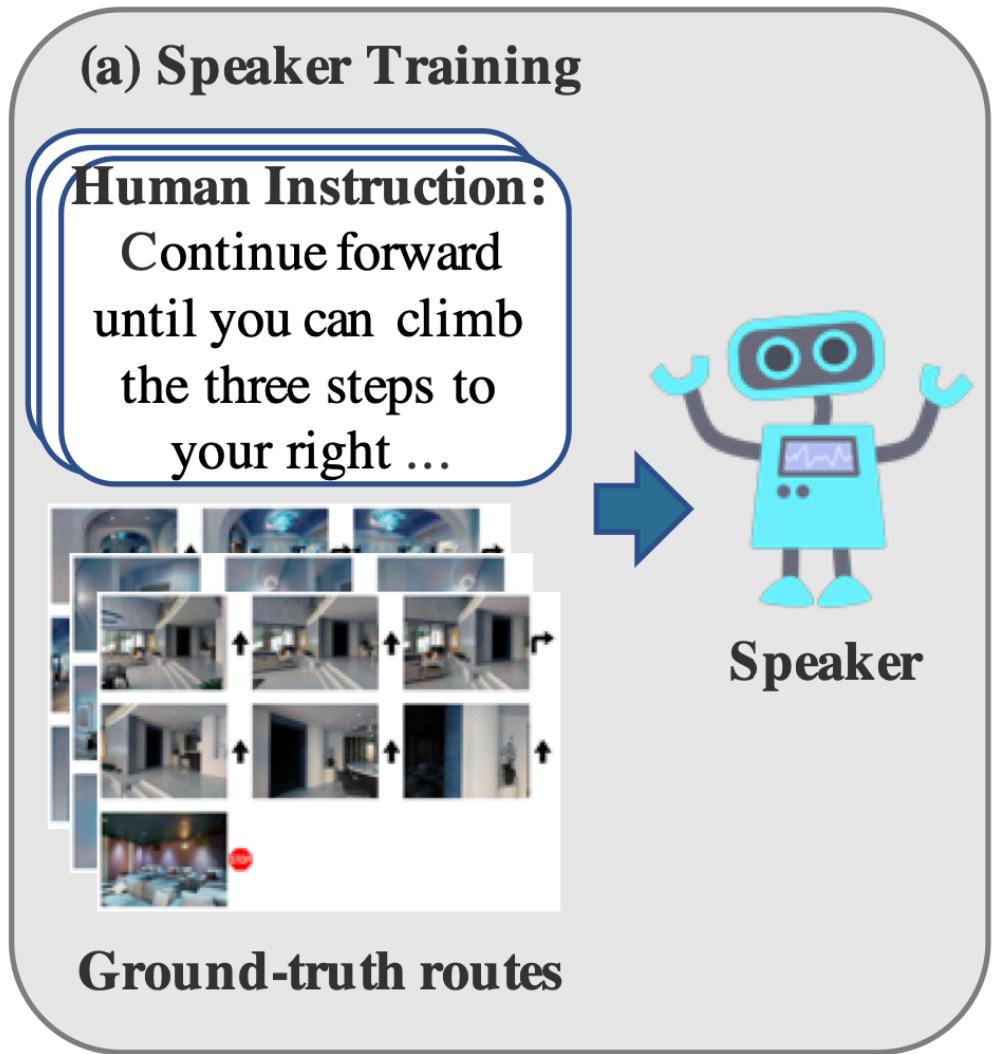
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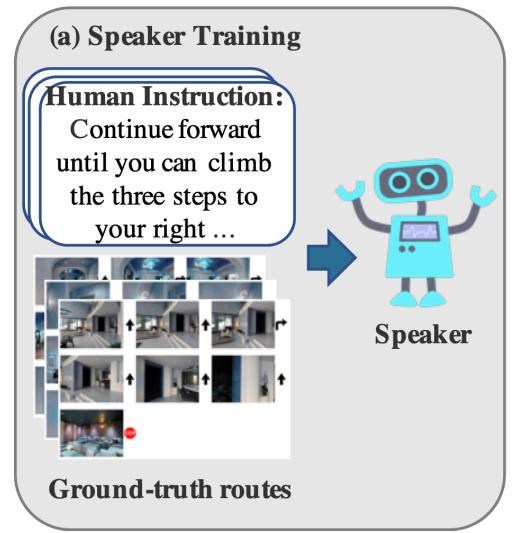


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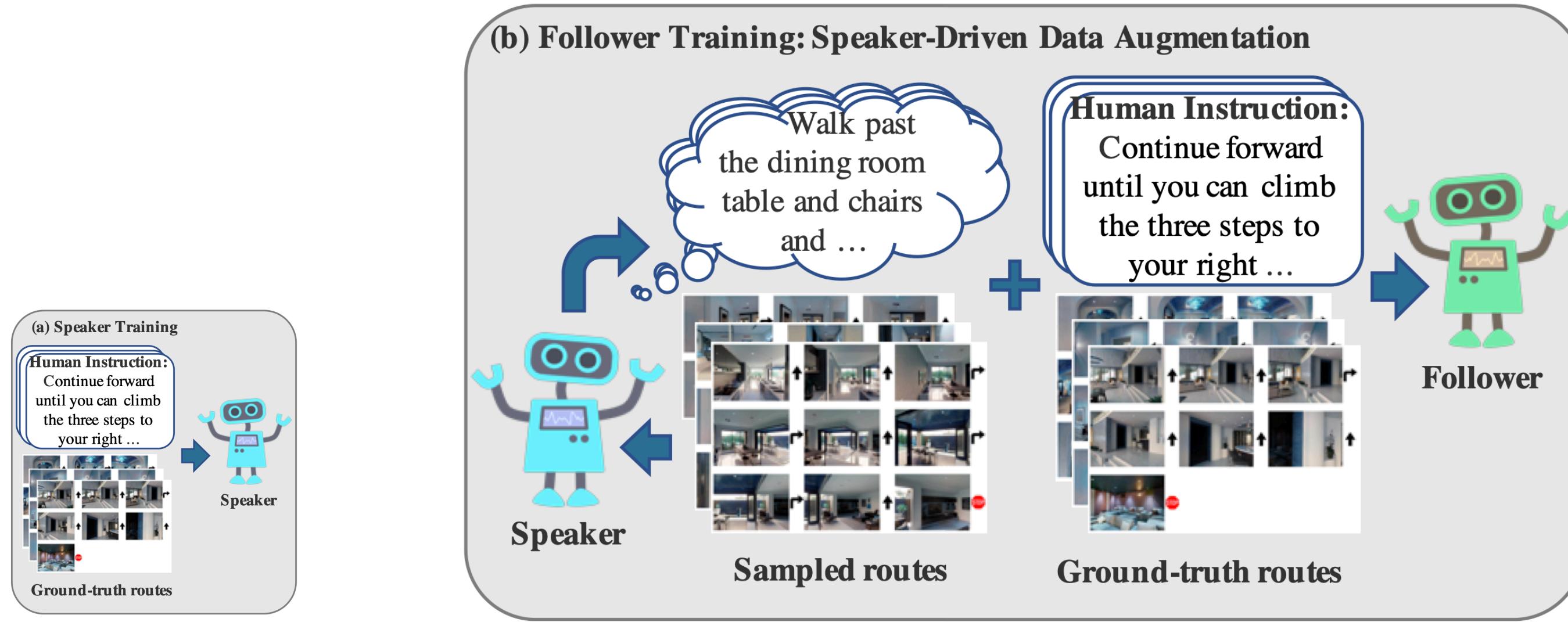
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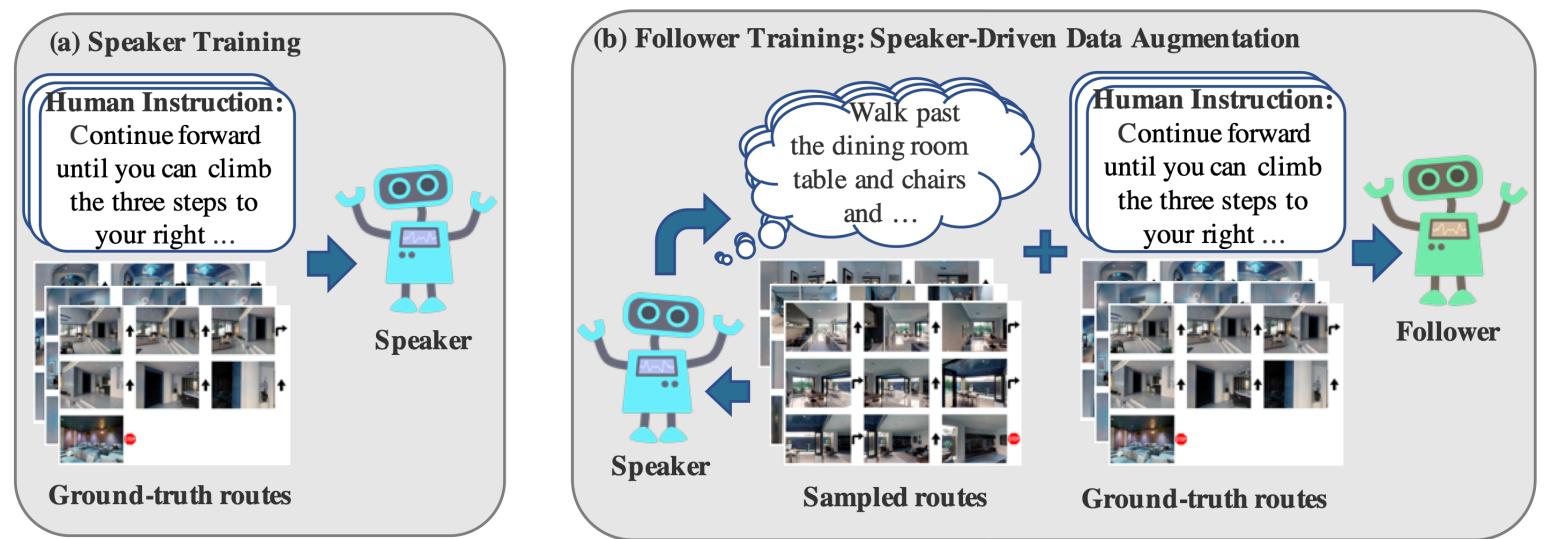
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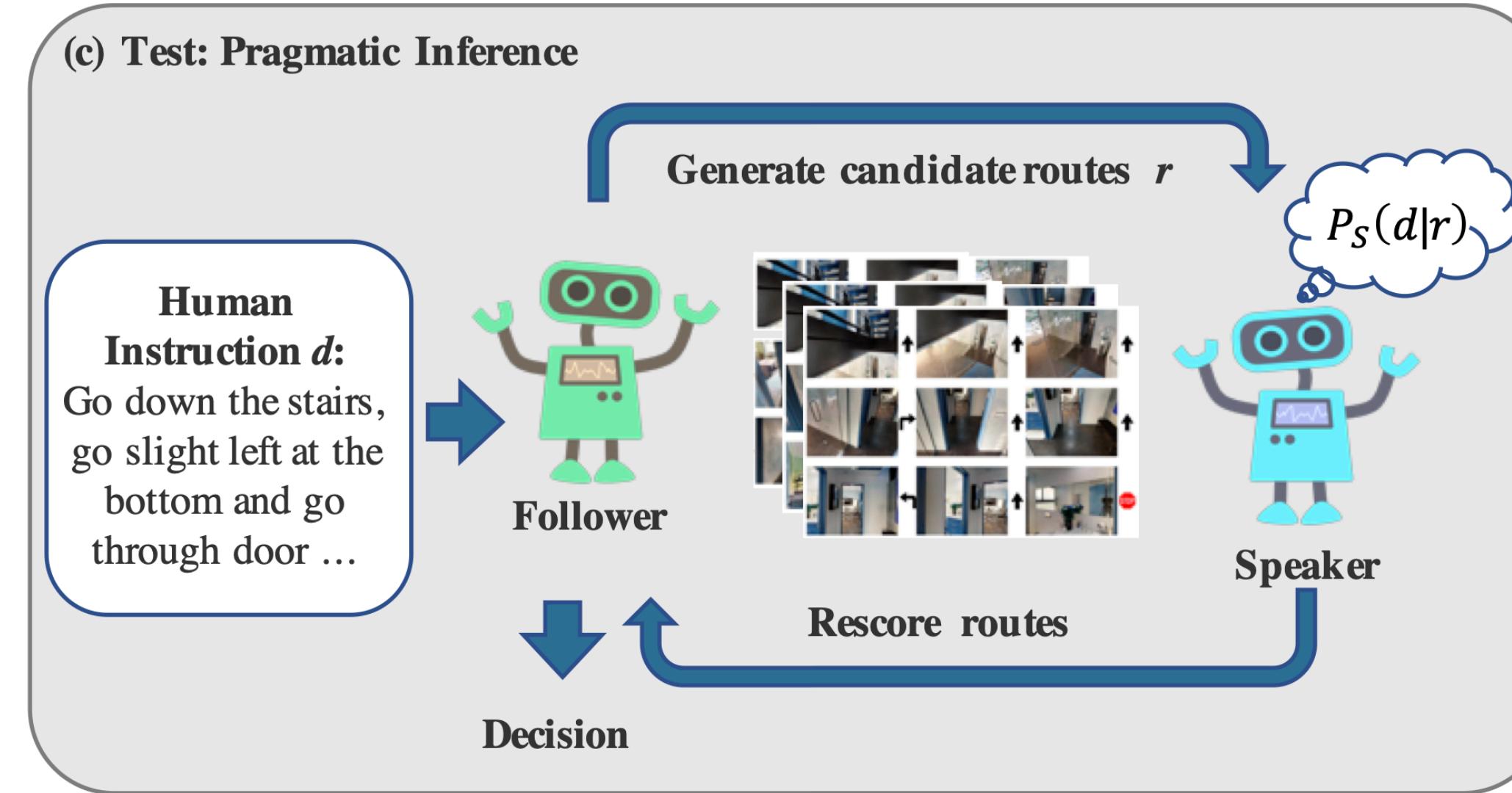
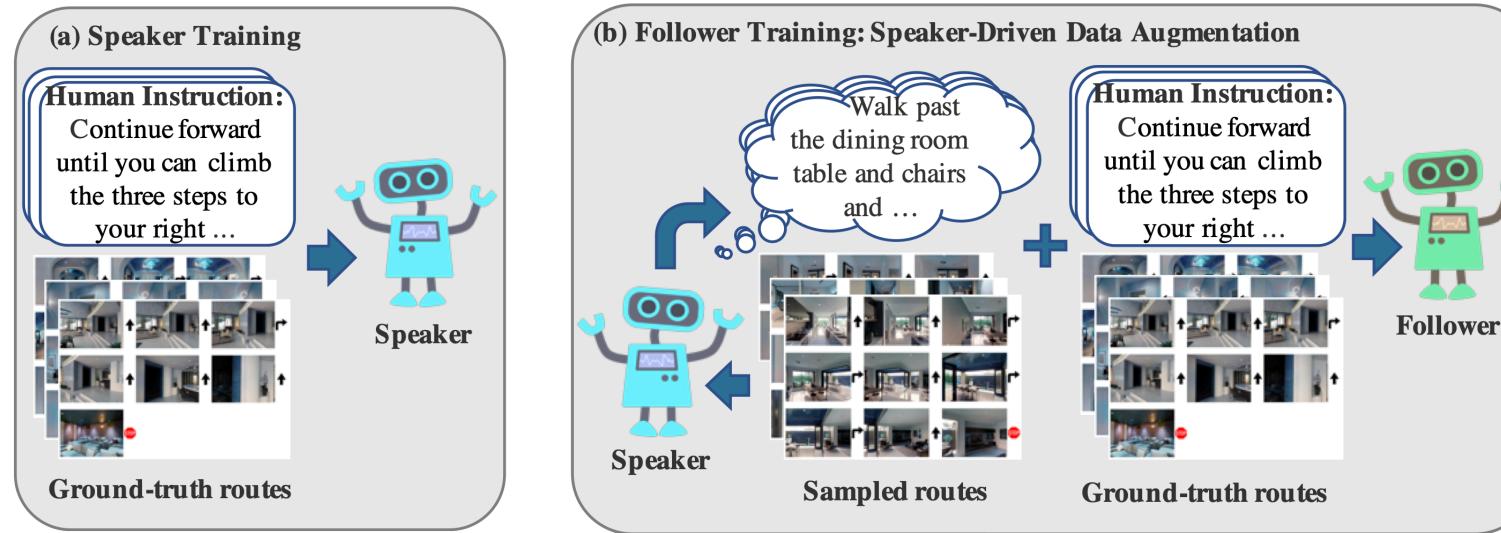
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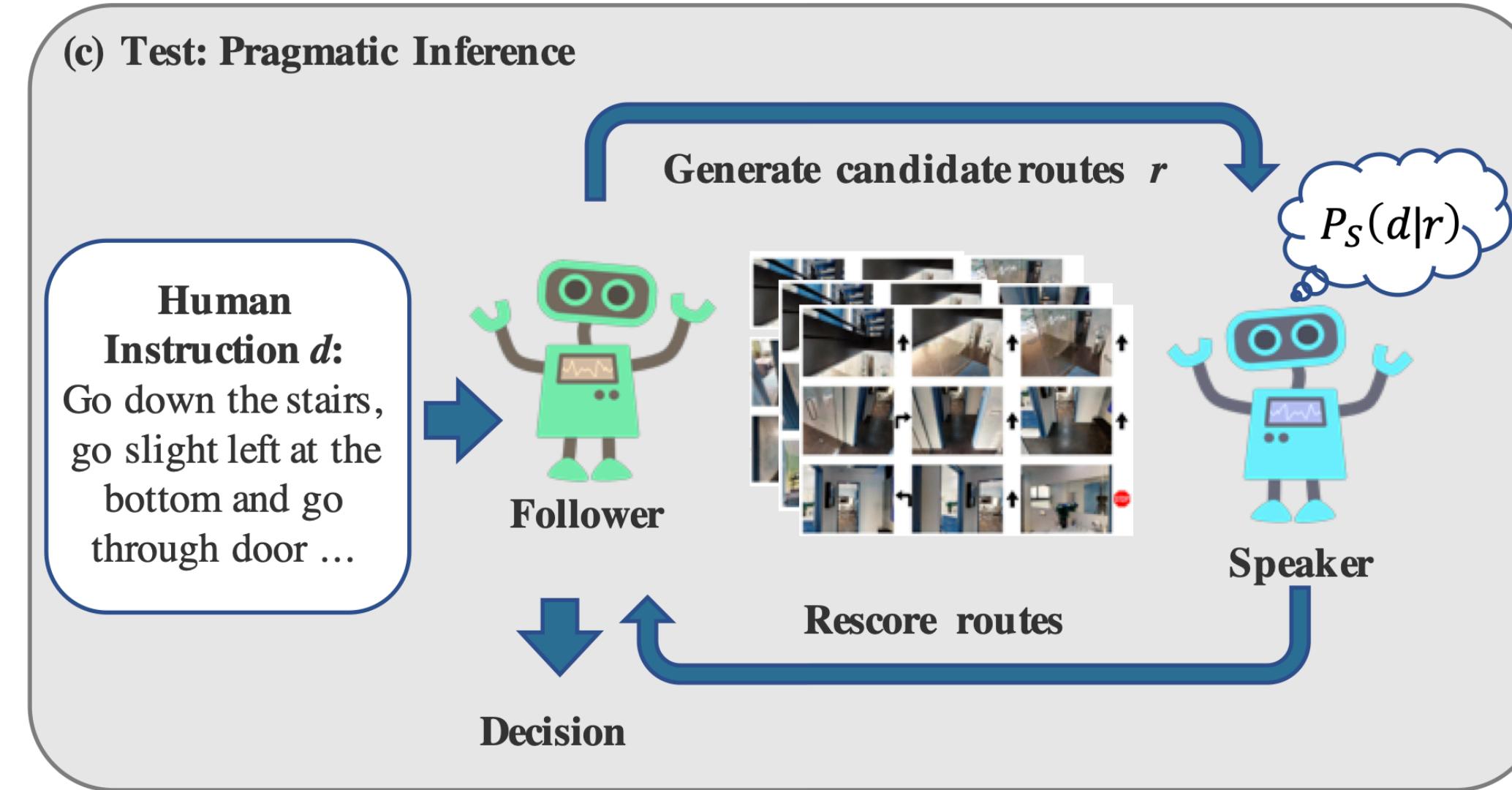
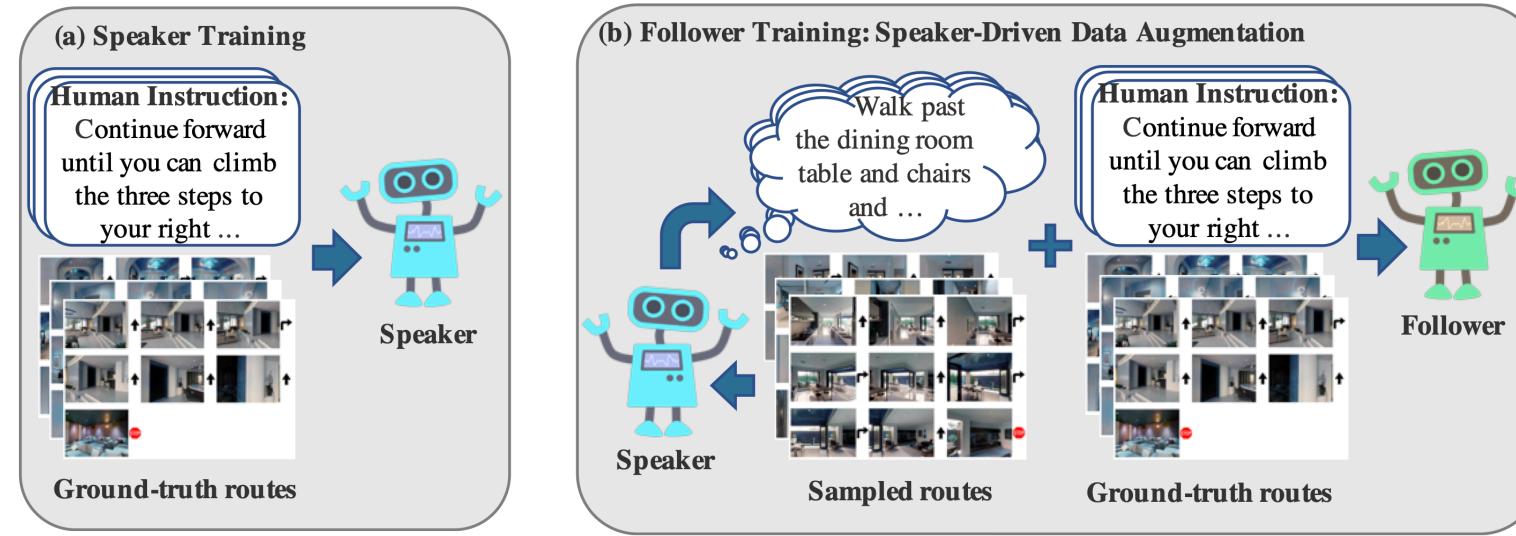
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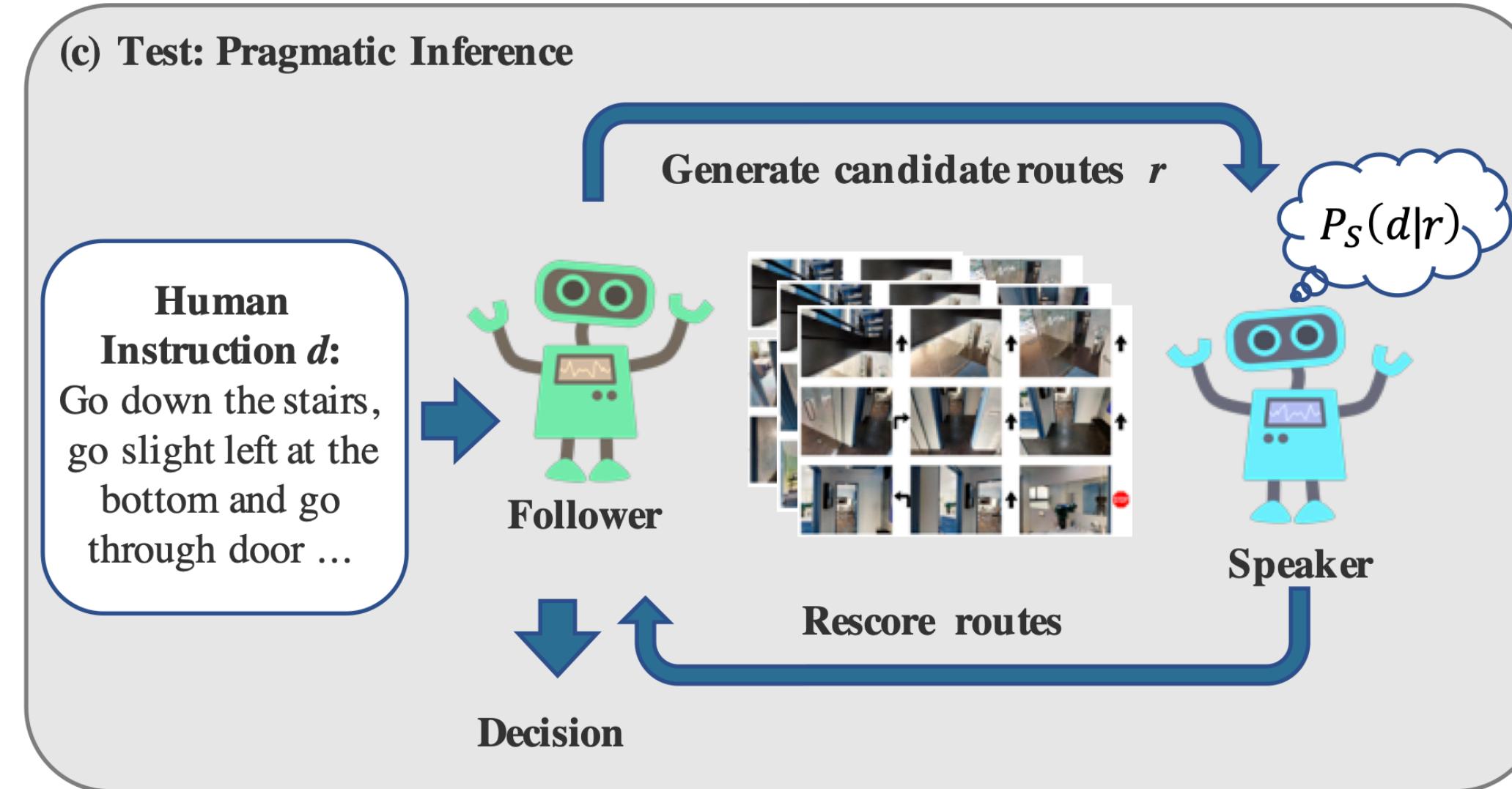
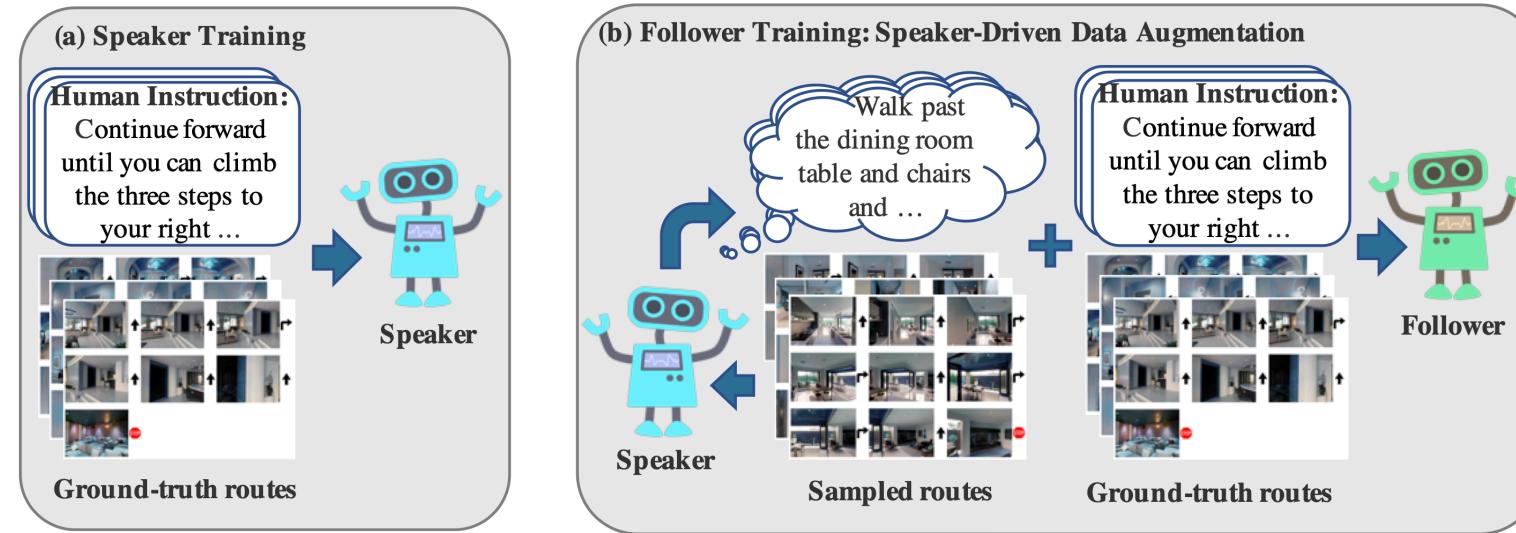


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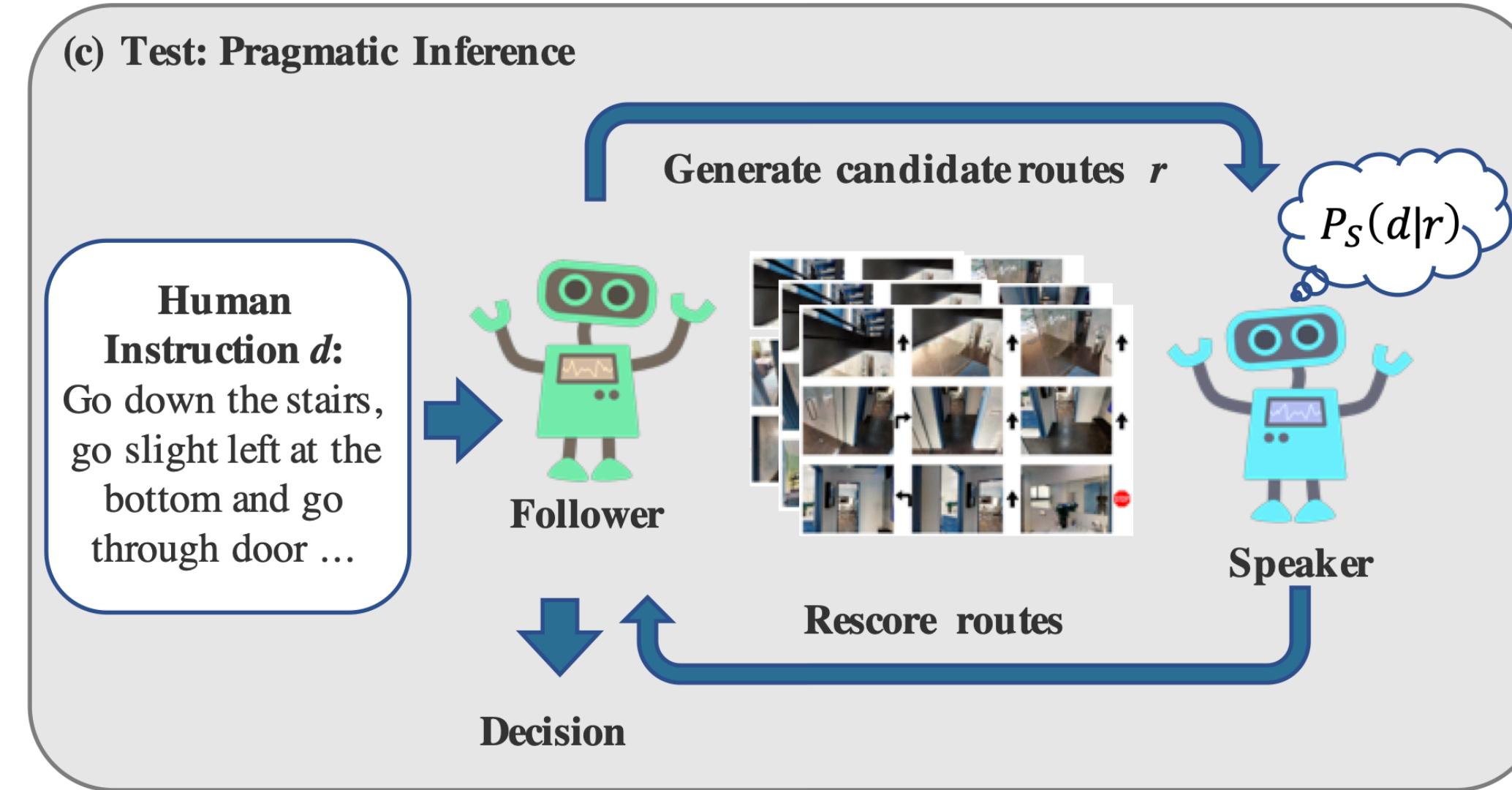
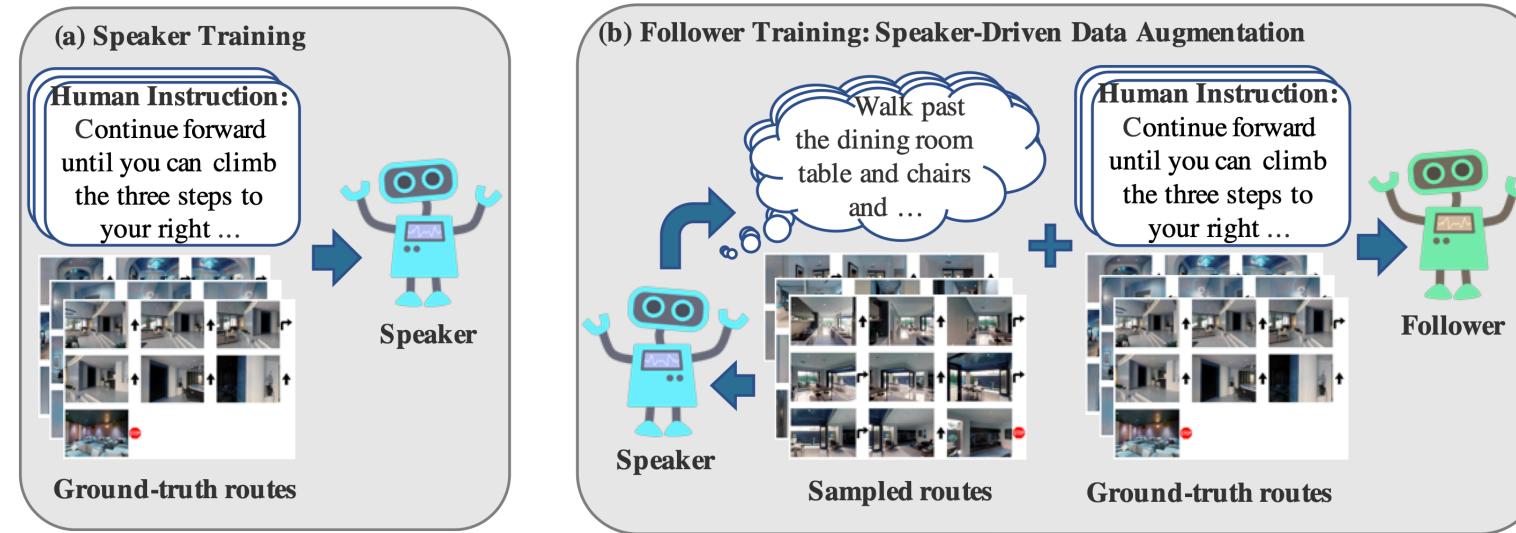
- Data augmentation

Speak-follower Model



- Data augmentation
- Consistency enforcement between the natural language and actions

Speak-follower Model



- Data augmentation
- Consistency enforcement between the natural language and actions
- Search can be expensive in real-world deployments

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- SPL (Success weighted by path/action sequence length)

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- CLS (Coverage weighted by length score)
 - Measure the consistency with the reference path
- Task (sub-task) success rate
 - Compare state' with state*

Other Tasks

- Mobile phone operations
 - Pixel Help (Li et al + 2020)
- Web application operations
 - Russ (Xu et al + 2020)
- Windows/Linux system operations
 - UbuntuWorld (Chakraborti et al + 2016)
 - Windows (Branavan et al + 2010)

Language-assisted Tasks

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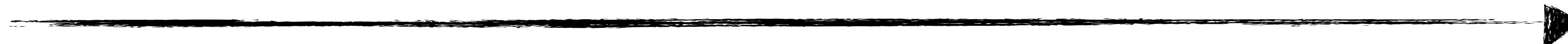
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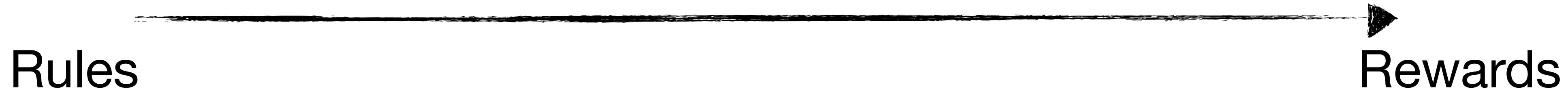
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Communicate the Structured Policies

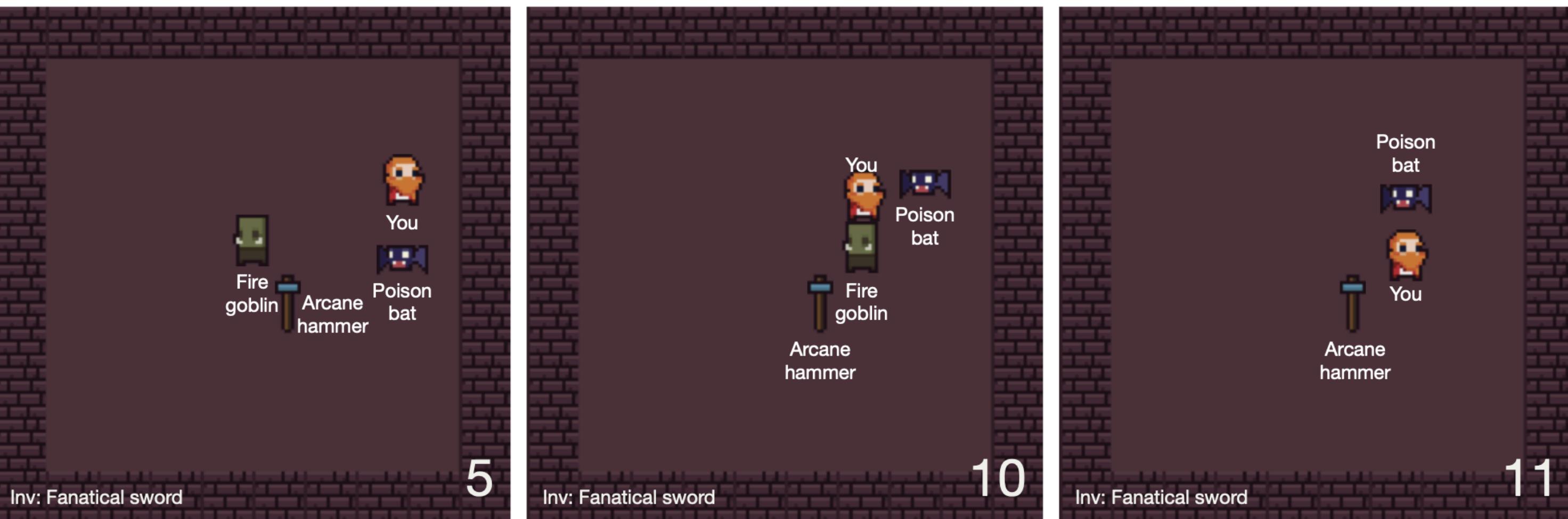
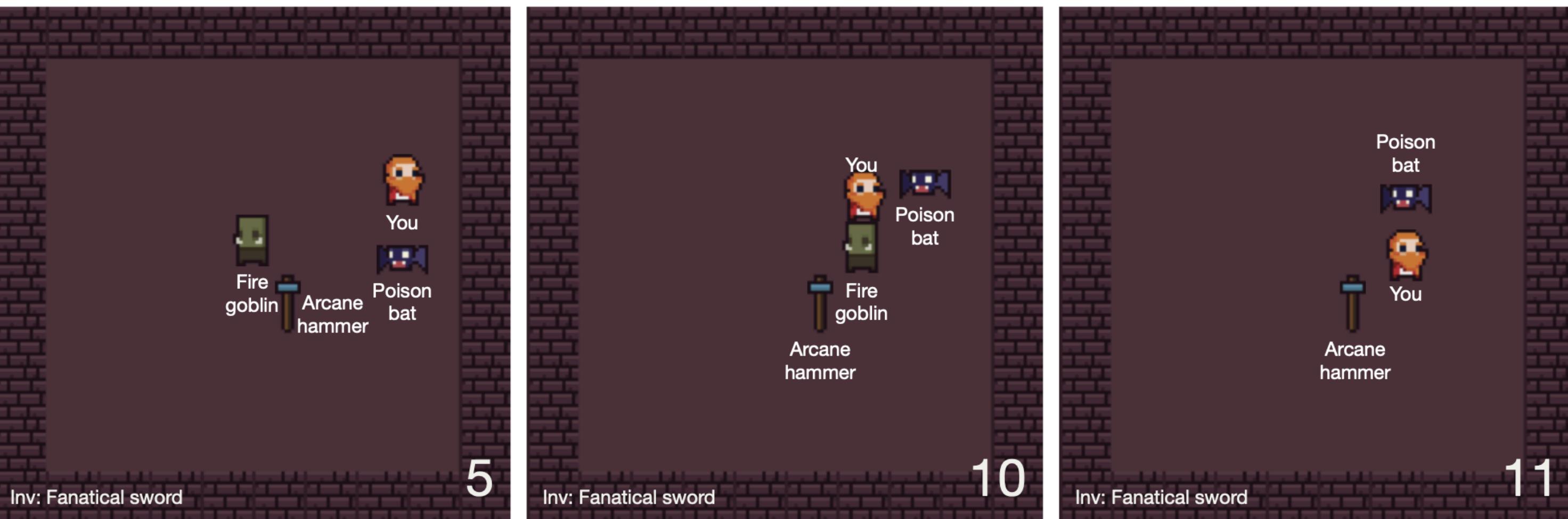
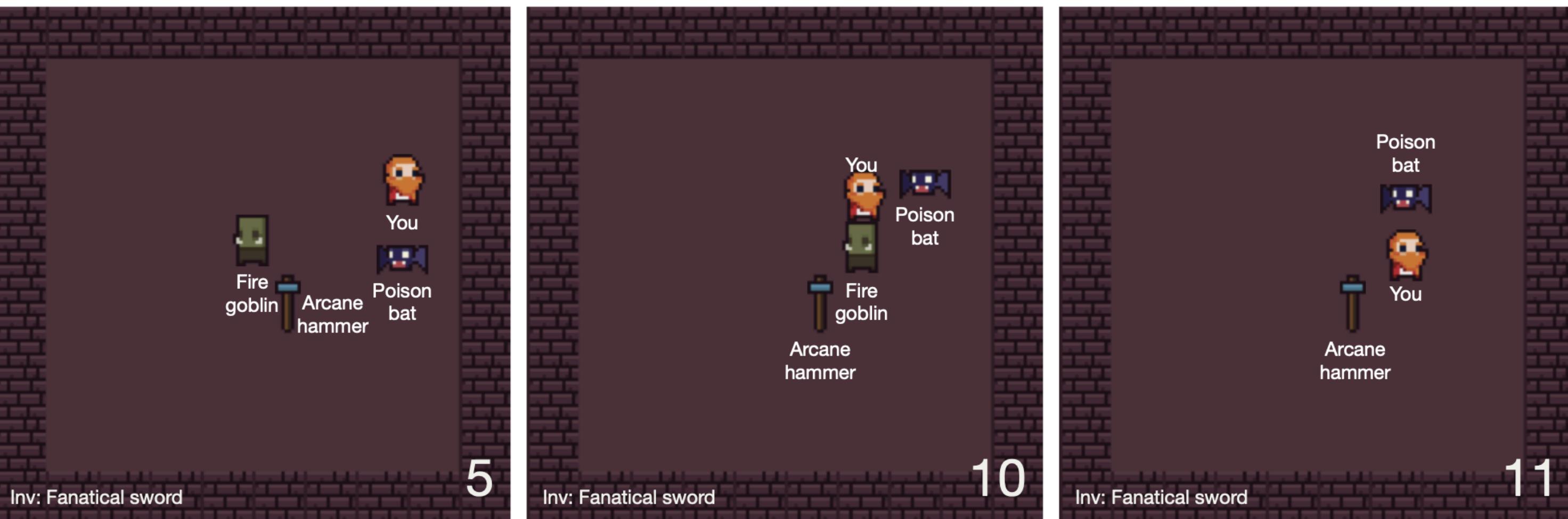
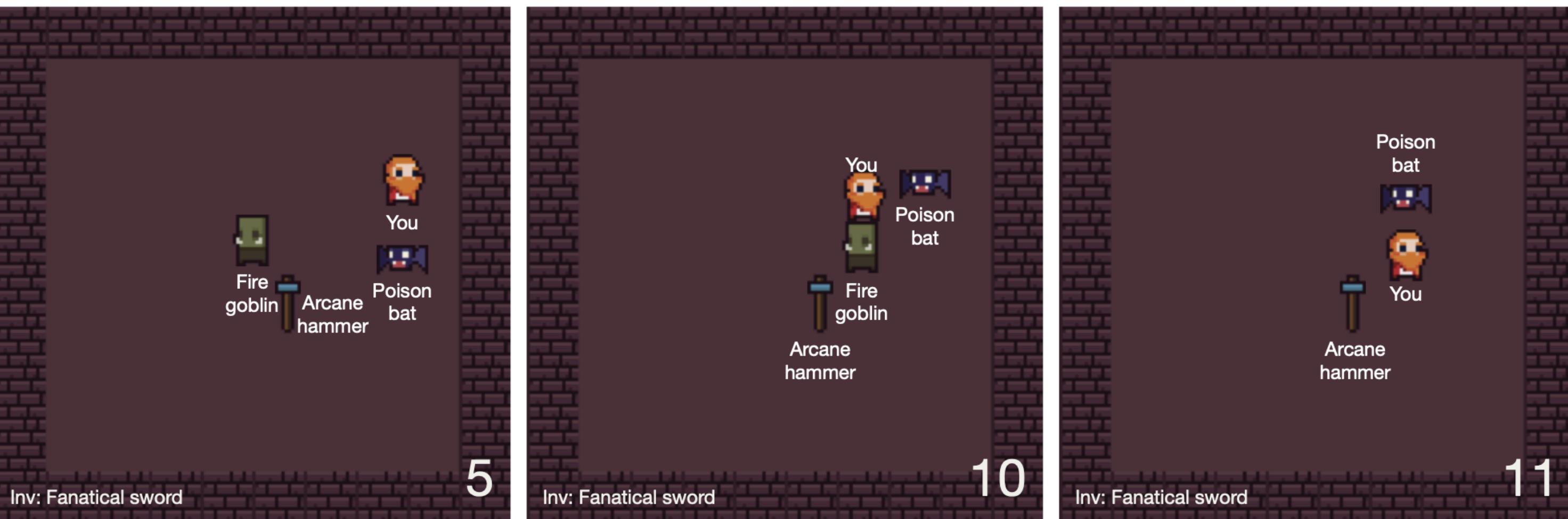
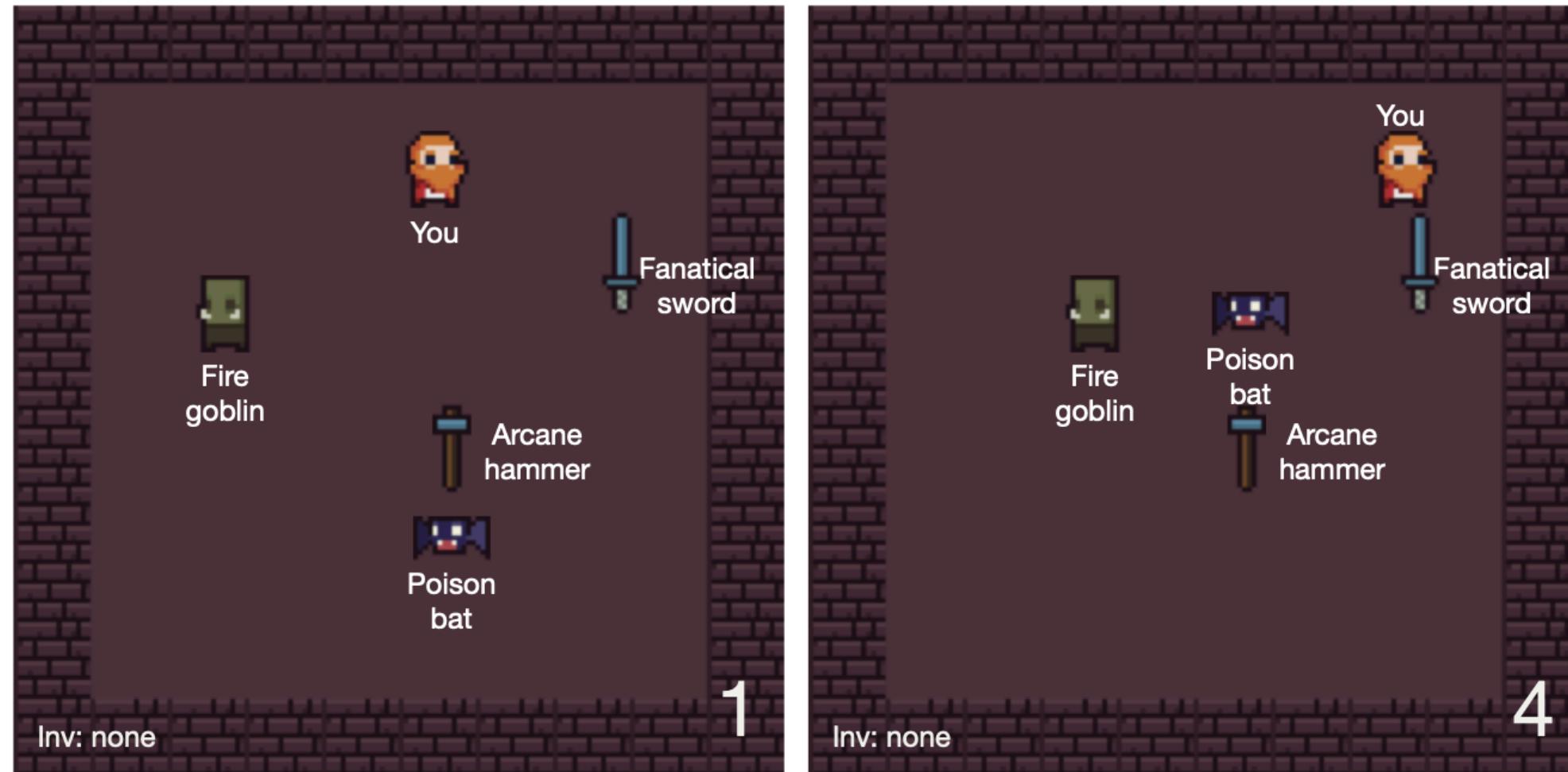
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Doc:

The Rebel Enclave consists of jackal, spider, and warg. Arcane, blessed items are useful for poison monsters. Star Alliance contains bat, panther, and wolf. Goblin, jaguar, and lynx are on the same team - they are in the Order of the Forest. Gleaming and mysterious weapons beat cold monsters. Lightning monsters are weak against Grandmaster's and Soldier's weapons. Fire monsters are defeated by fanatical and shimmering weapons.

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Defeat the Order of the Forest



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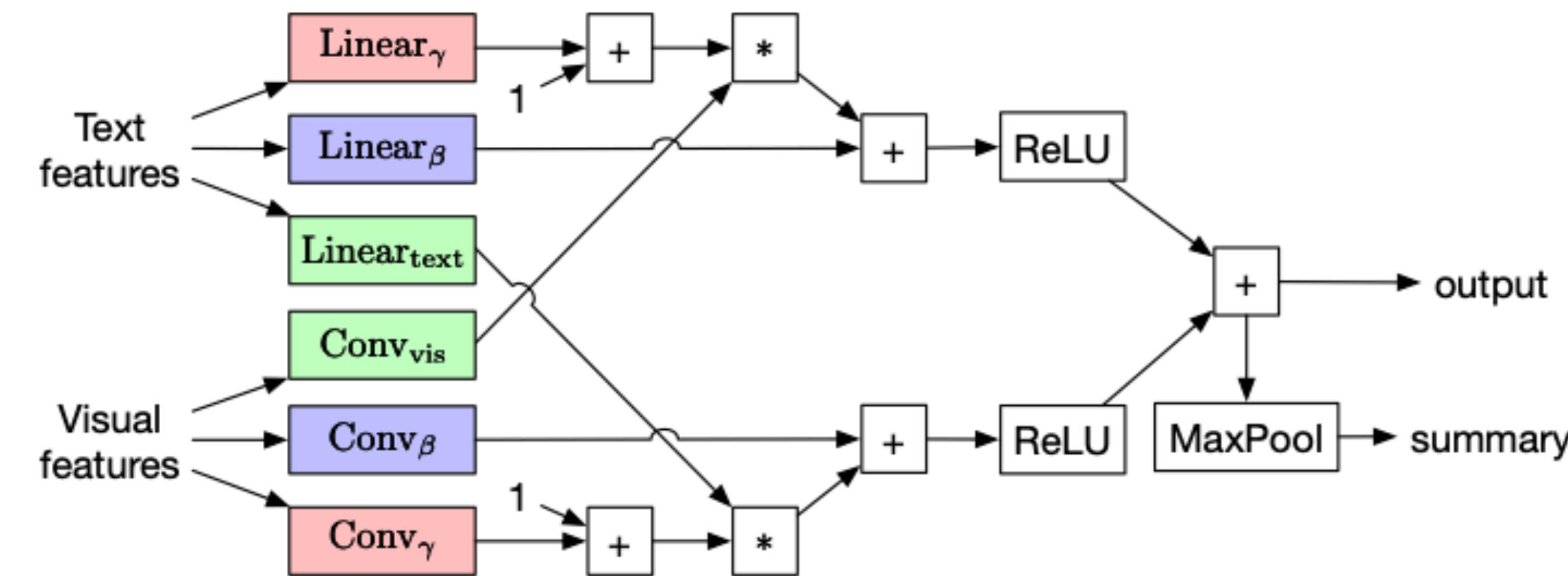
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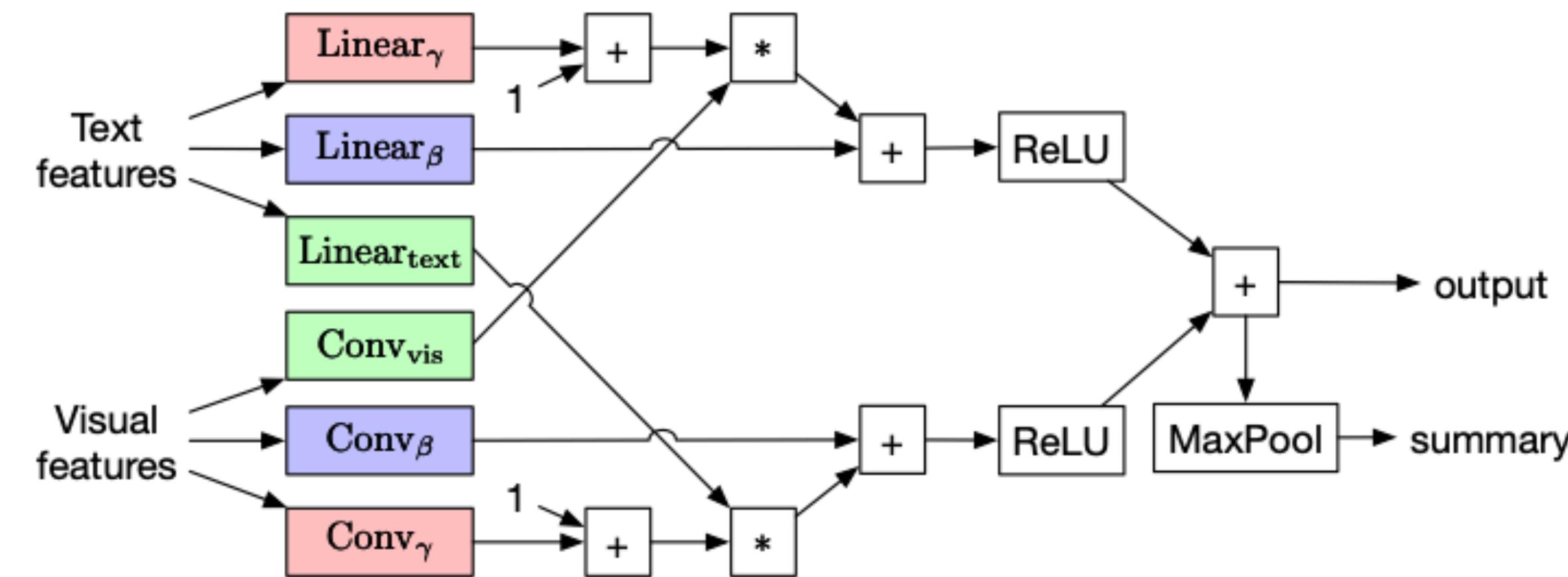
- The targeted team and their members
- Effectiveness of the modifiers and weapons
-

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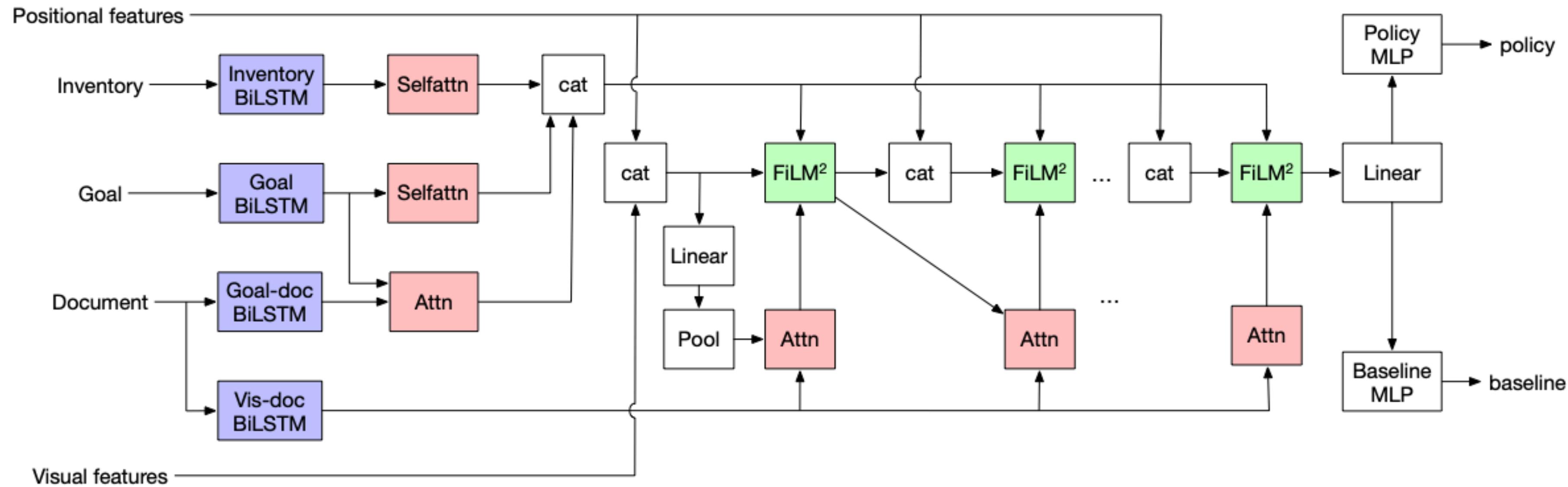


Model: Fusion of State and Text



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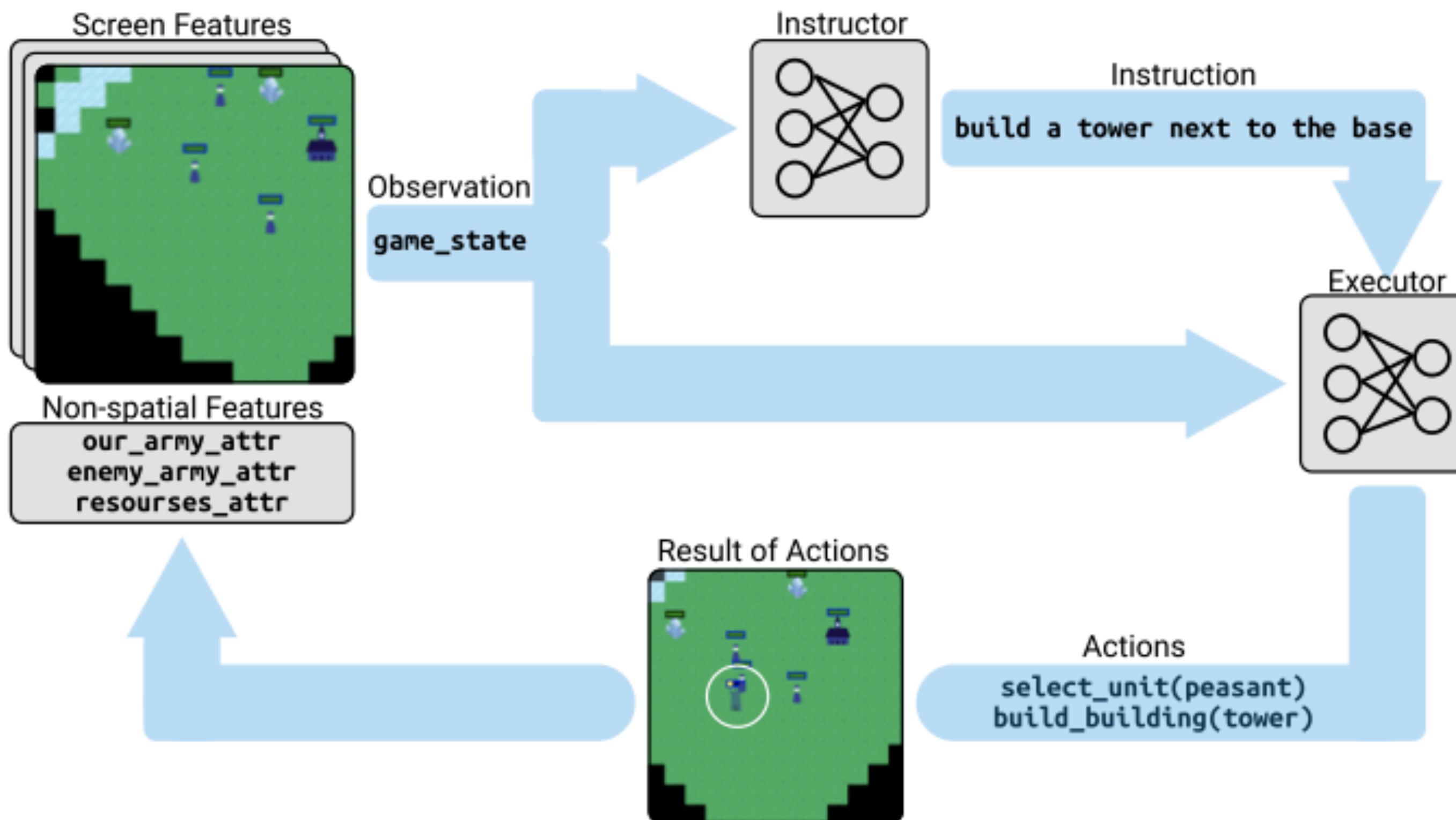
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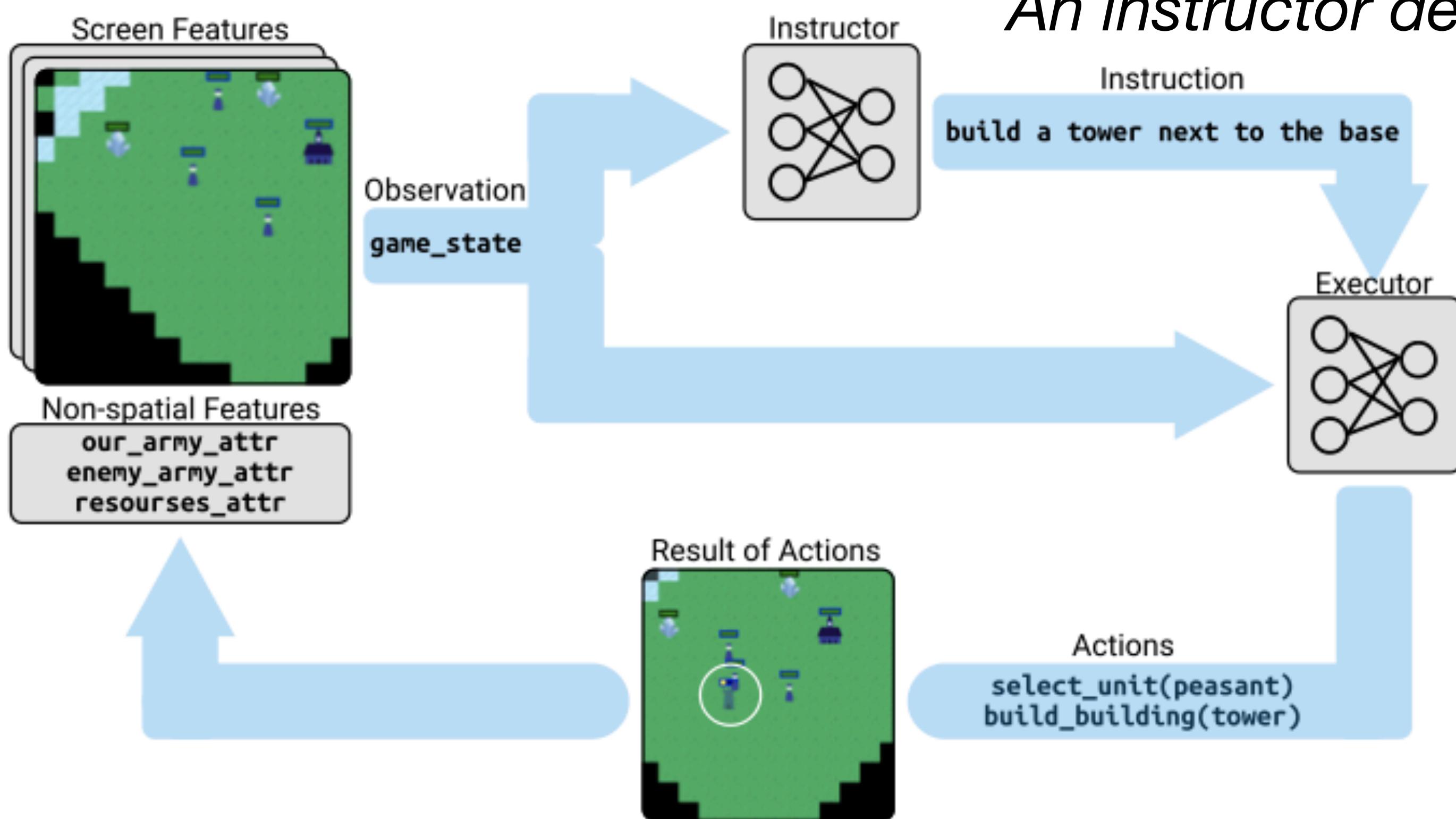
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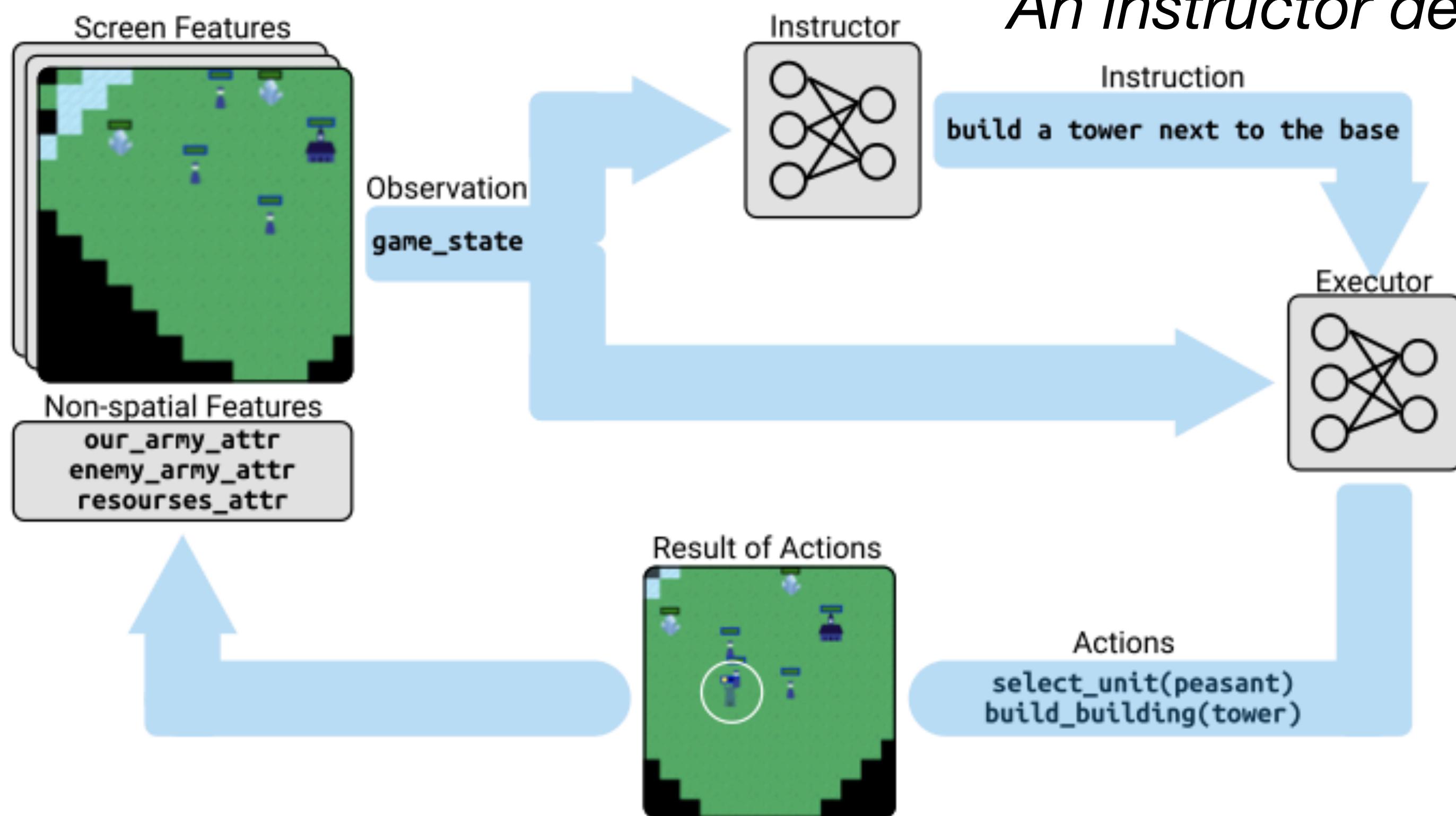


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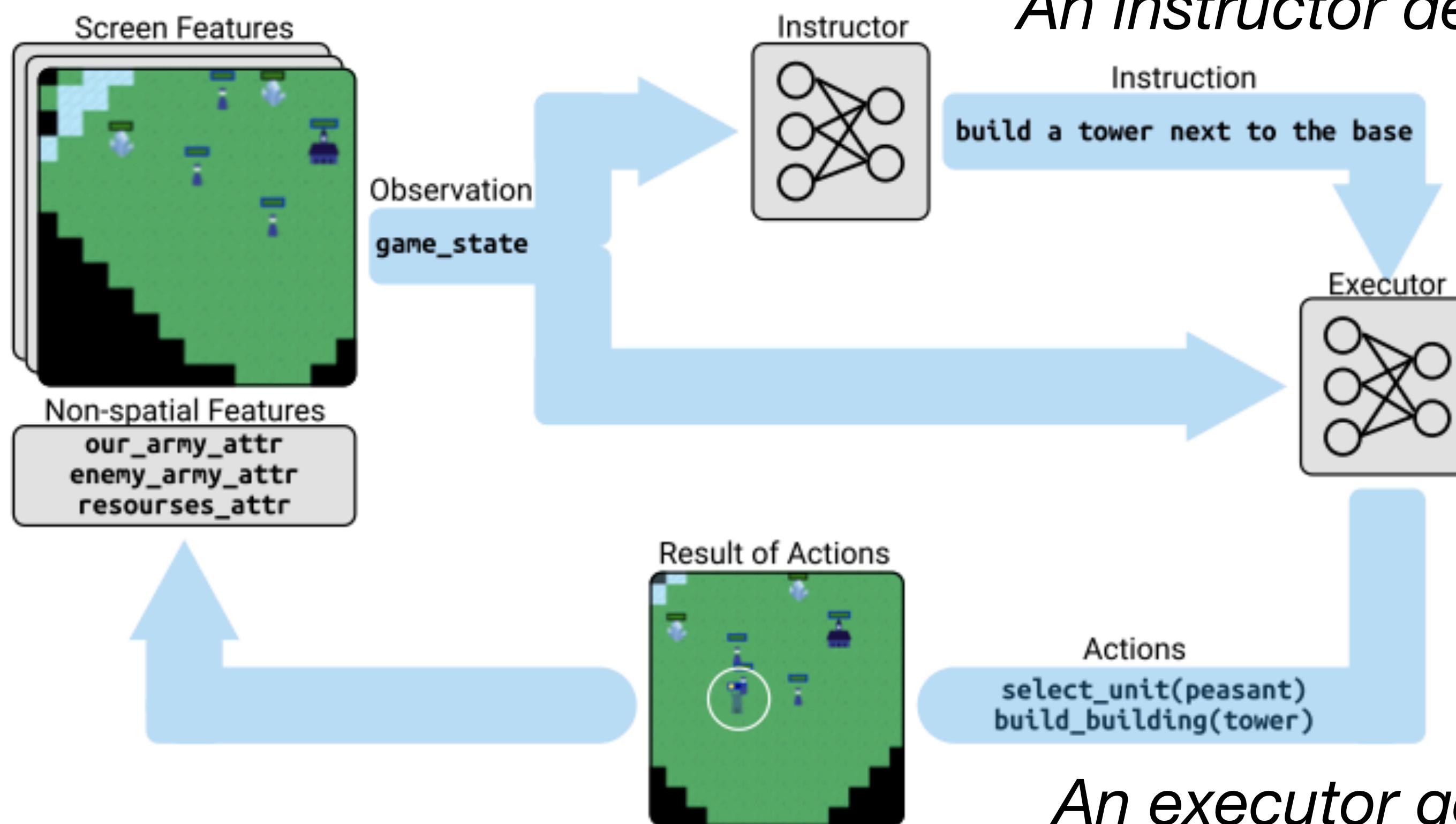
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Communicate the Structured Policies



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An executor generates actions based on NL + state

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