

Paper : LM-Driven User Interface
(8 pages) - An Evaluation

Overleaf + ACM/IEEE Style

Motivation of the research :

- LM & traditional UI applications
- Breaking out of both $\left\{ \begin{array}{l} \text{chatbot interface} \\ \text{drag \& click paradigm} \end{array} \right.$
- Expressiveness in NL
& visual efficiency of UI

Challenges : - - -

Proposed Method : integration & hybrid design
of next gen UX : LM + UI

LM/UI

- Modeling of UI : $\left\{ \begin{array}{l} \text{Text box, button,} \\ \text{controls} \end{array} \right.$ $\left\{ \begin{array}{l} \text{field} \\ \text{navigation} \end{array} \right.$ \rightarrow action
- Describe apps as events / state (reducers)
 - \Rightarrow Meta description of UI
 - \Rightarrow Case study : $\left\{ \begin{array}{l} \text{app collection/library} \\ \text{Weather} \quad \text{Calculation} \quad \text{Sign-up form} \end{array} \right.$

LM : NL Parser that generates
"redux-actions" from text input

Evaluate :

Benchmark : GPT4 to generate user inputs
from ground truth

(Truth) Intentions		GPT-4 generated inputs	Parser output redux-action	
A ↓ 1 (true action reqd) ↓	1	" _____ " " _____ " ⋮	↑ 10 ↓	✓
				x
				✓
				✓
	2			
	3			
	⋮			
	10			
	⋮			
(100)			%	

Model : $X_1, X_2 \dots$