# CADT Beamer Poster Template

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#### 1. Introduction

- **▶** Symbol Grounding × Chatting
- ➤ Research on language acquisition and symbol grounding (focus on the acquisition of physically grounded knowledge through utterances that express physical things, such as objects and motions)
- Most of the previous studies have focused on learning without any prior symbolic knowledge
- ► The problem of how to acquire physically grounded knowledge based on grounded utterances through natural interaction has yet to be explored
- ▶ We focus on object-teaching utterances as grounded utterances

### 2. Experimental Environment

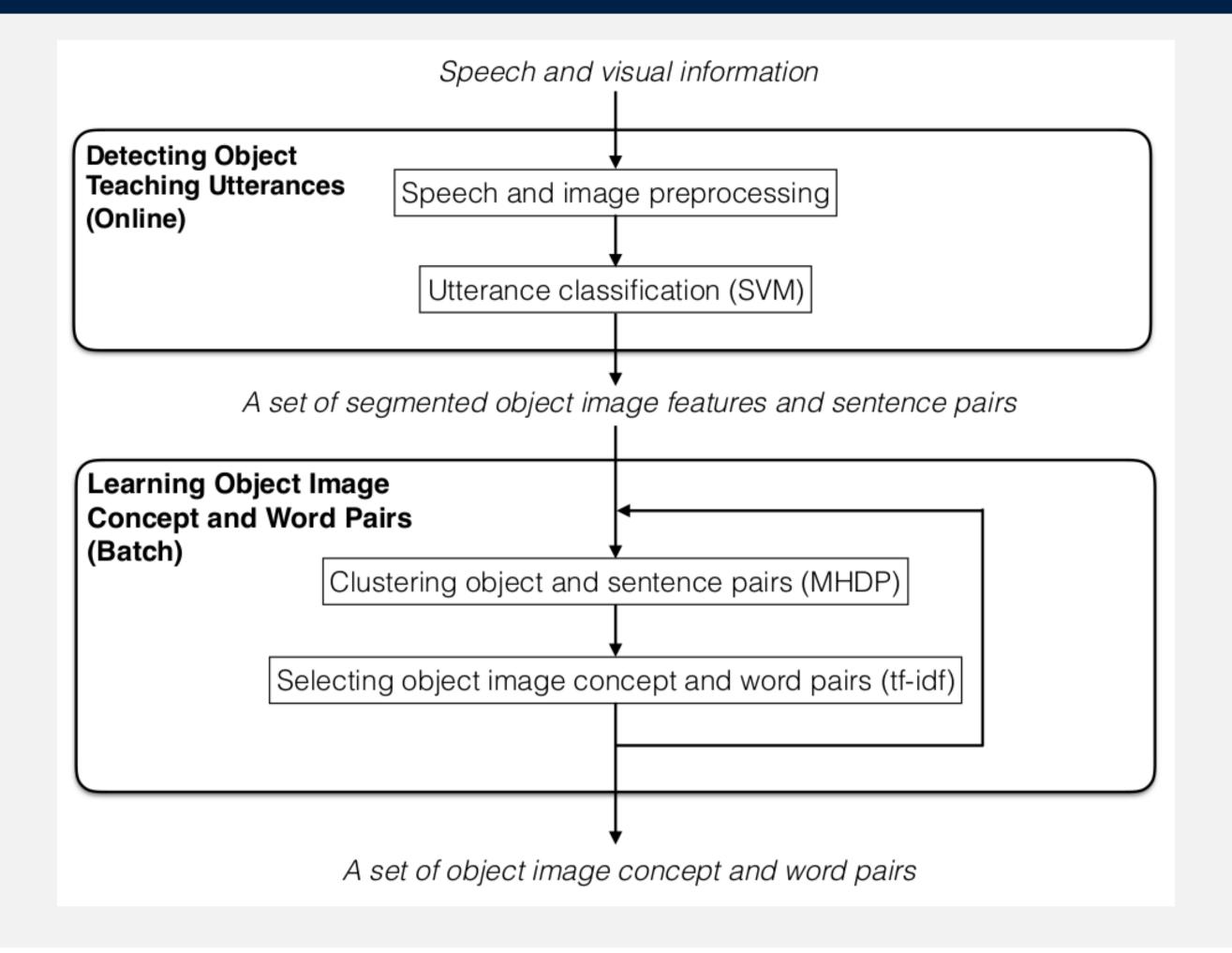


## 3. Example Dialogue

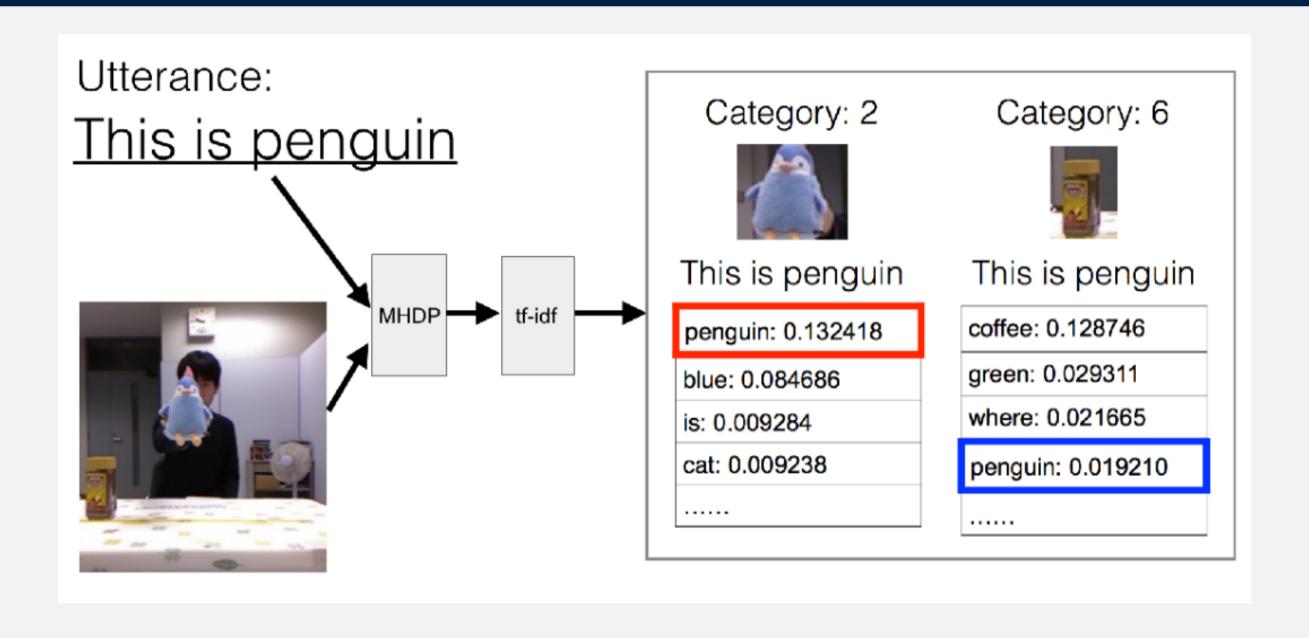
► Some examples of dialogue between human and robot:

| Do you know any toys?    | I am not familiar with toy. |
|--------------------------|-----------------------------|
| Here is the stuffed toy. | Oh, I see.                  |
| Do you like animals?     | I like dogs.                |
| I like this penguin.     | I got it.                   |

## 4. Propose Method



## 5. Learning Method (MHDP+tf-idf)



## 6. Experimental Setup

The ten objects used in the experiment are: two black stuffed toy cats (small & big), two stuffed toy fishes (red & yellow), and two cups (red & yellow)



#### 7. Results

#### Results...

Table 1:Results of learning accuracy of object and words (%) without loop 31% (61/196) 30% (59/196) 10% (19/196) with loop 35% (69/196) 57% (112/196) 28% (54/196)

#### Here,

- $\triangleright$   $P_w$ : probability of selecting correct word in each sentence
- $\triangleright$   $P_c$ : probability of selecting object image concept for each sentence
- $ightharpoonup P_{wc}$ : probability of selecting both correct word and object image concept for each sentence
- Result: without loop < with loop</p>

## Acknowledgments

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#### References

- [1] Ye Kyaw Thu, Takuya Ishida, Naoto Iwahashi, Tomoaki Nakamura, and Takayuki Nagai. Symbol grounding from natural conversation for human-robot communication. In Britta Wrede, Yukie Nagai, Takanori Komatsu, Marc Hanheide, and Lorenzo Natale, editors, *Proceedings of the 5th International Conference on Human Agent Interaction, HAI 2017, Bielefeld, Germany, October 17 20, 2017*, pages 415–419. ACM, 2017.
- [2] Ye Kyaw Thu, Takuya Ishida, Naoto Iwahashi, Tomoaki Nakamura, and Takayuki Nagai. Original poster for CADT Beamer Poster Template. https:
  - //github.com/ye-kyaw-thu/papers/blob/master/HAI2017/hai2017-poster.pdf, 2017. [Online; accessed 28-June-2022].