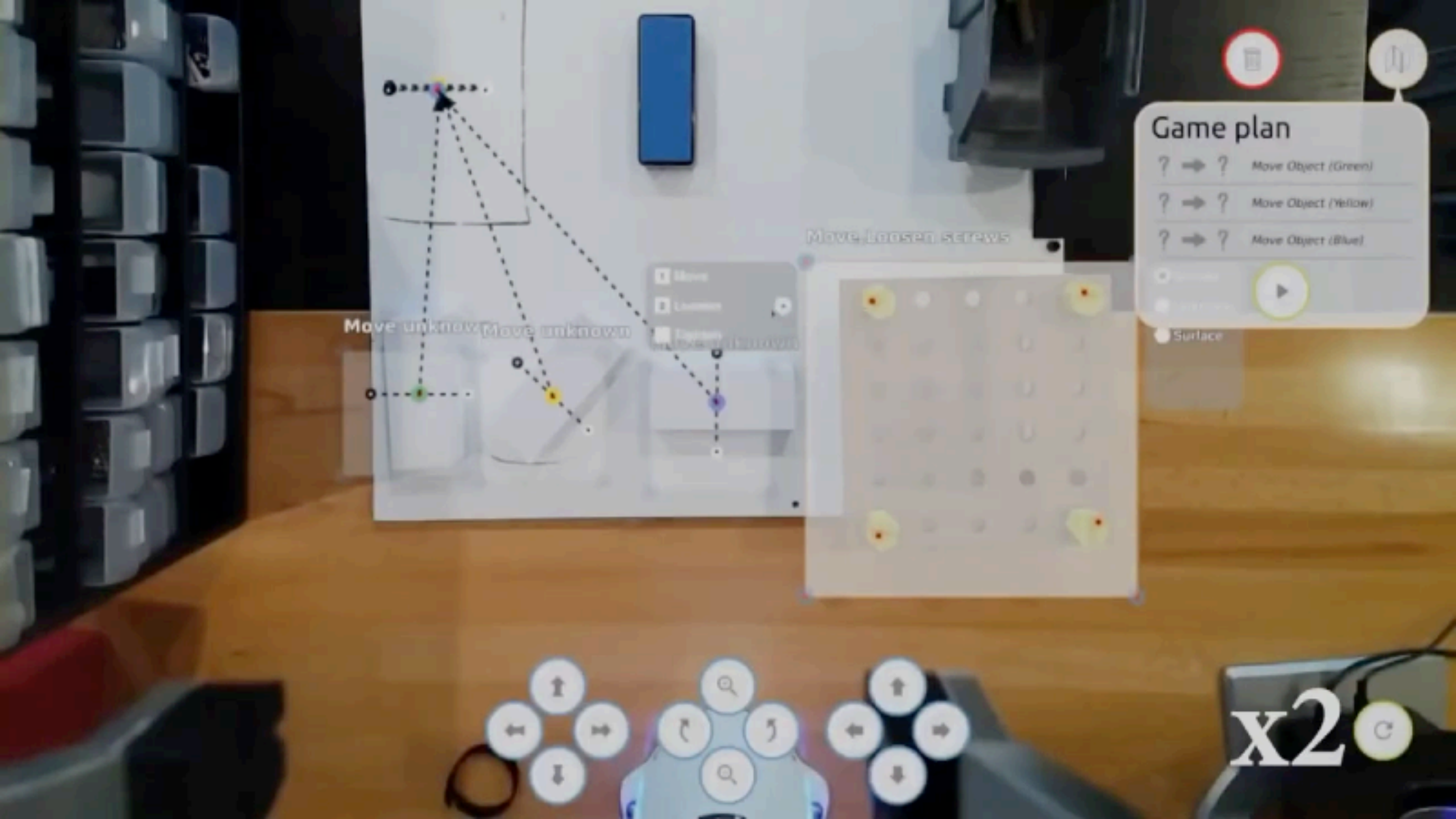
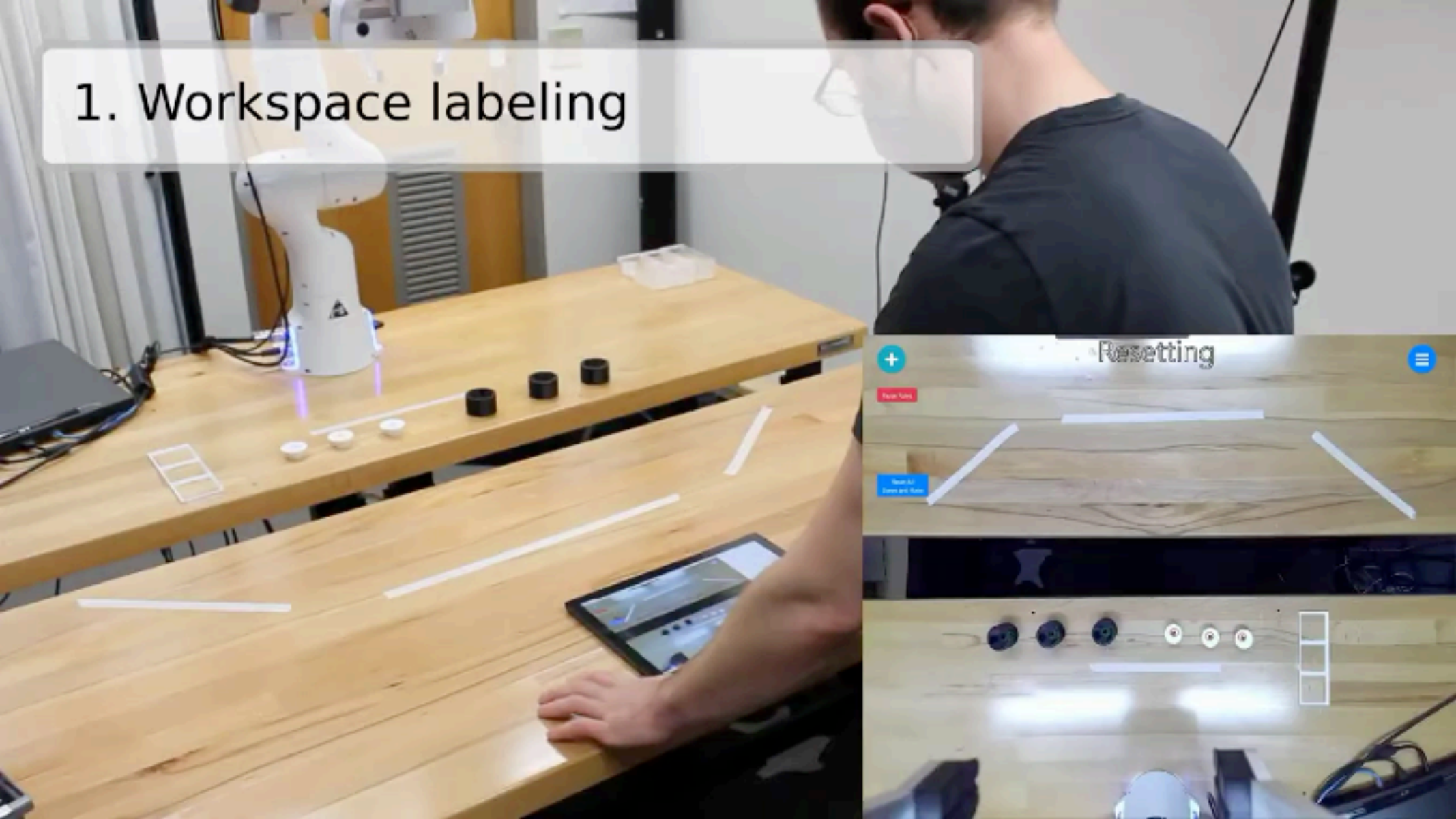
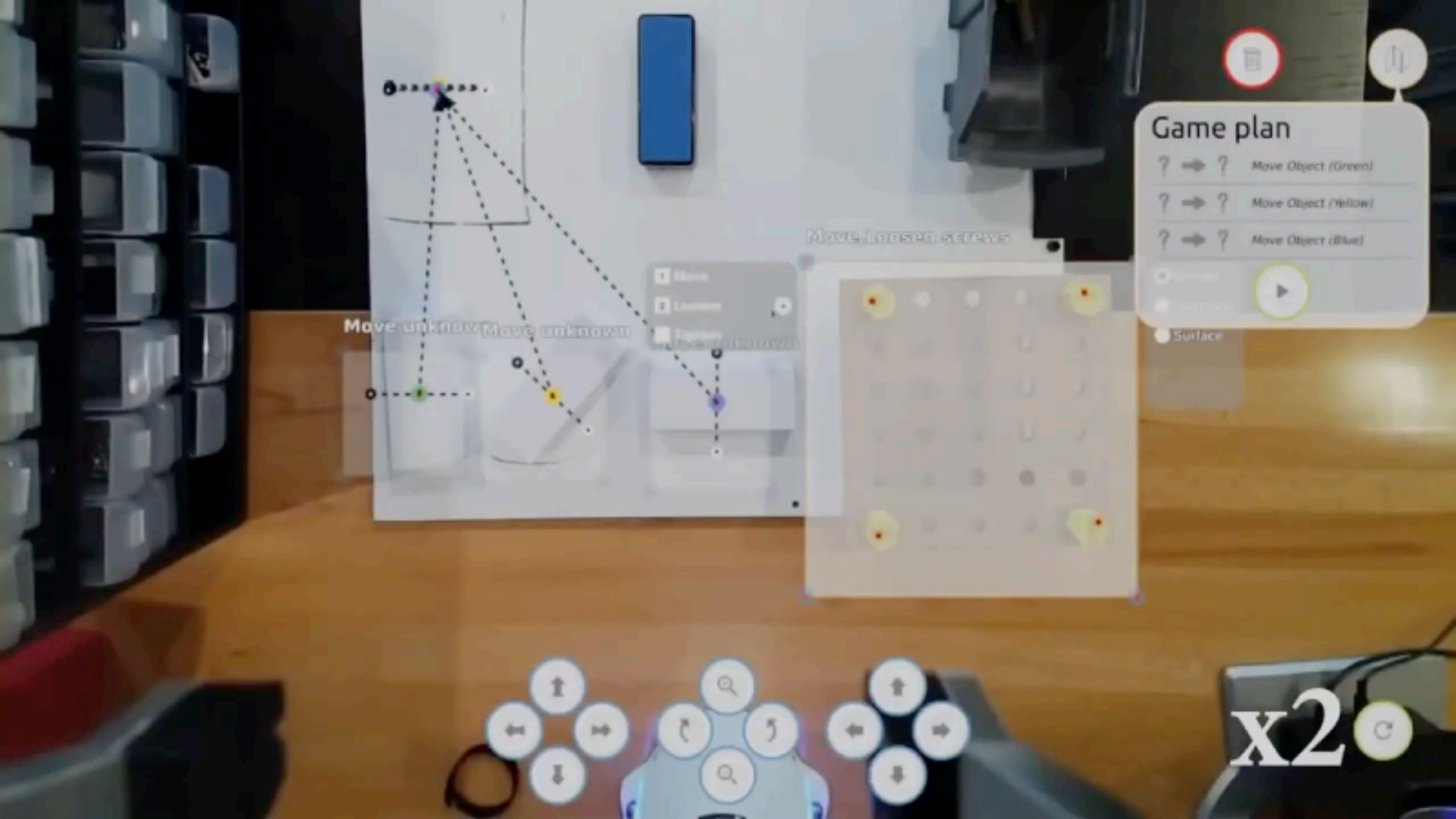
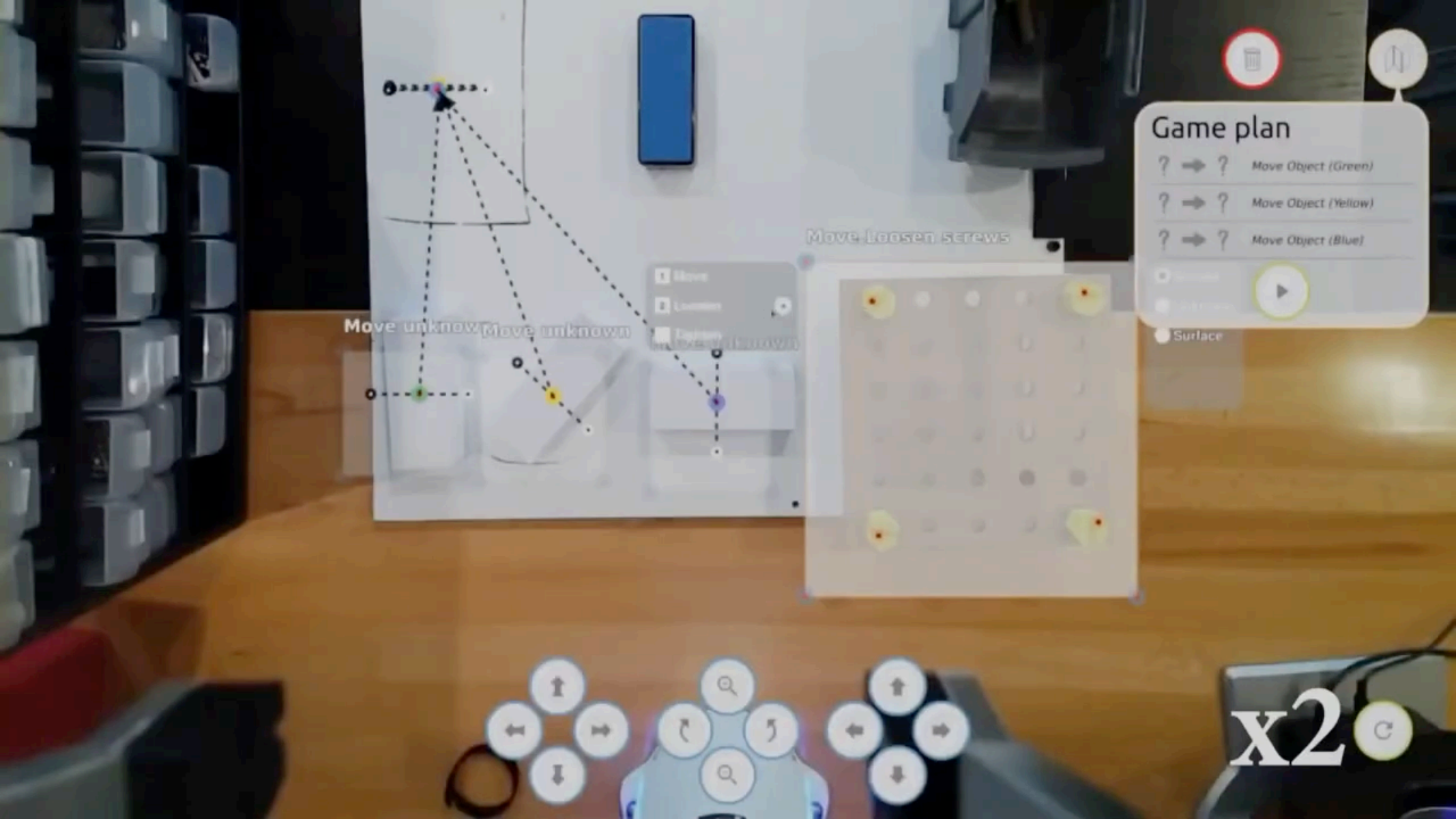

Game plan
Move Object (Green)
Move Object (Yellow)
Move Object (Blue)
Surface
x2

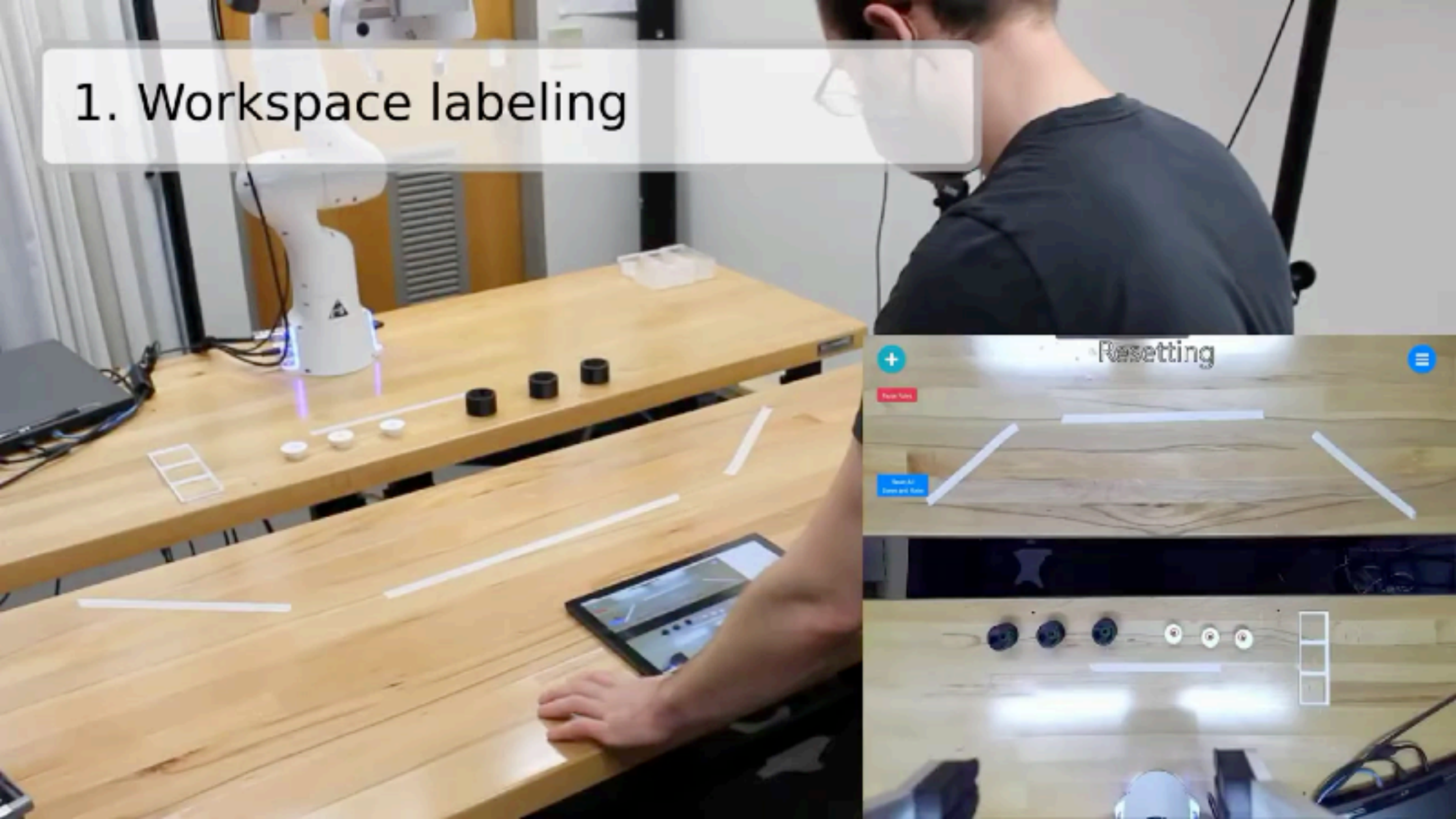
1. Workspace labeling



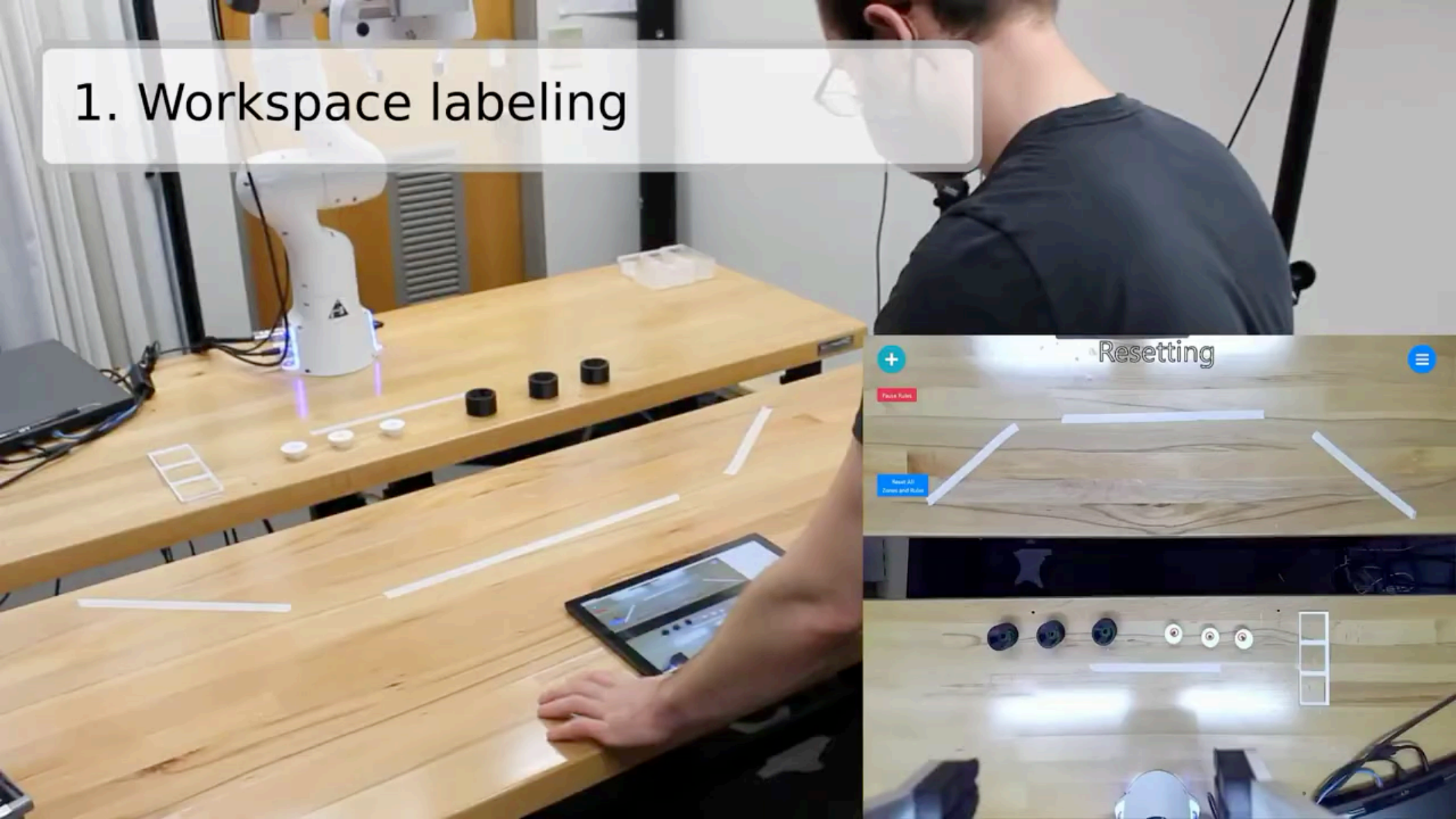

Game plan
Move Object (Green)
Move Object (Yellow)
Move Object (Blue)
Surface
x2

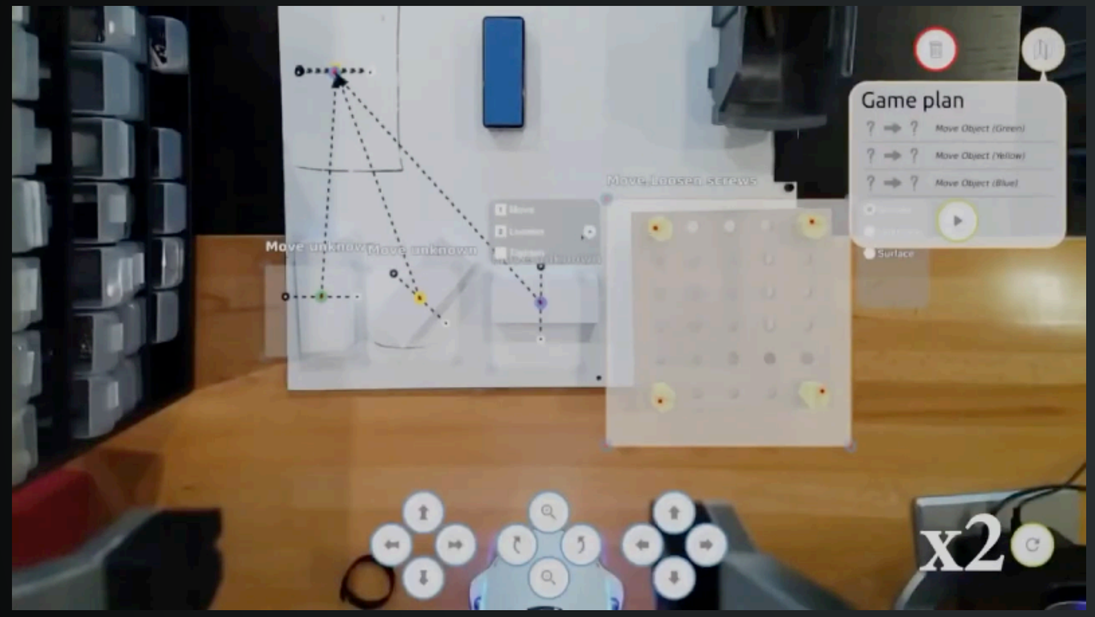

Game plan
Move Object (Green)
Move Object (Yellow)
Move Object (Blue)
Surface
Move unknown
Move unknown
Move Loosen screws
x2

1. Workspace labeling

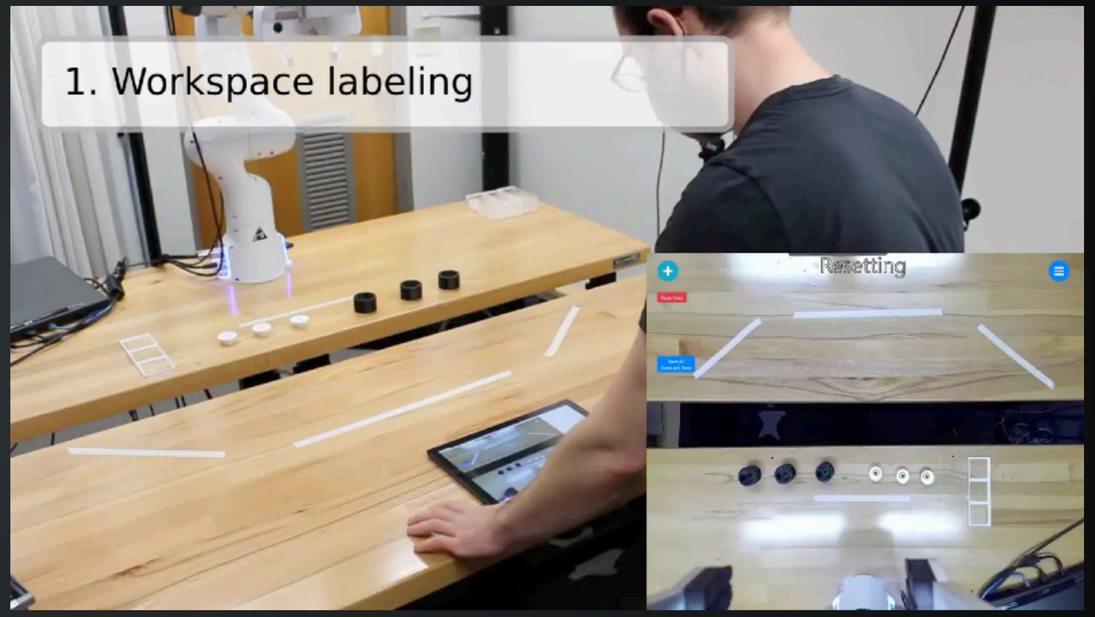


1. Workspace labeling

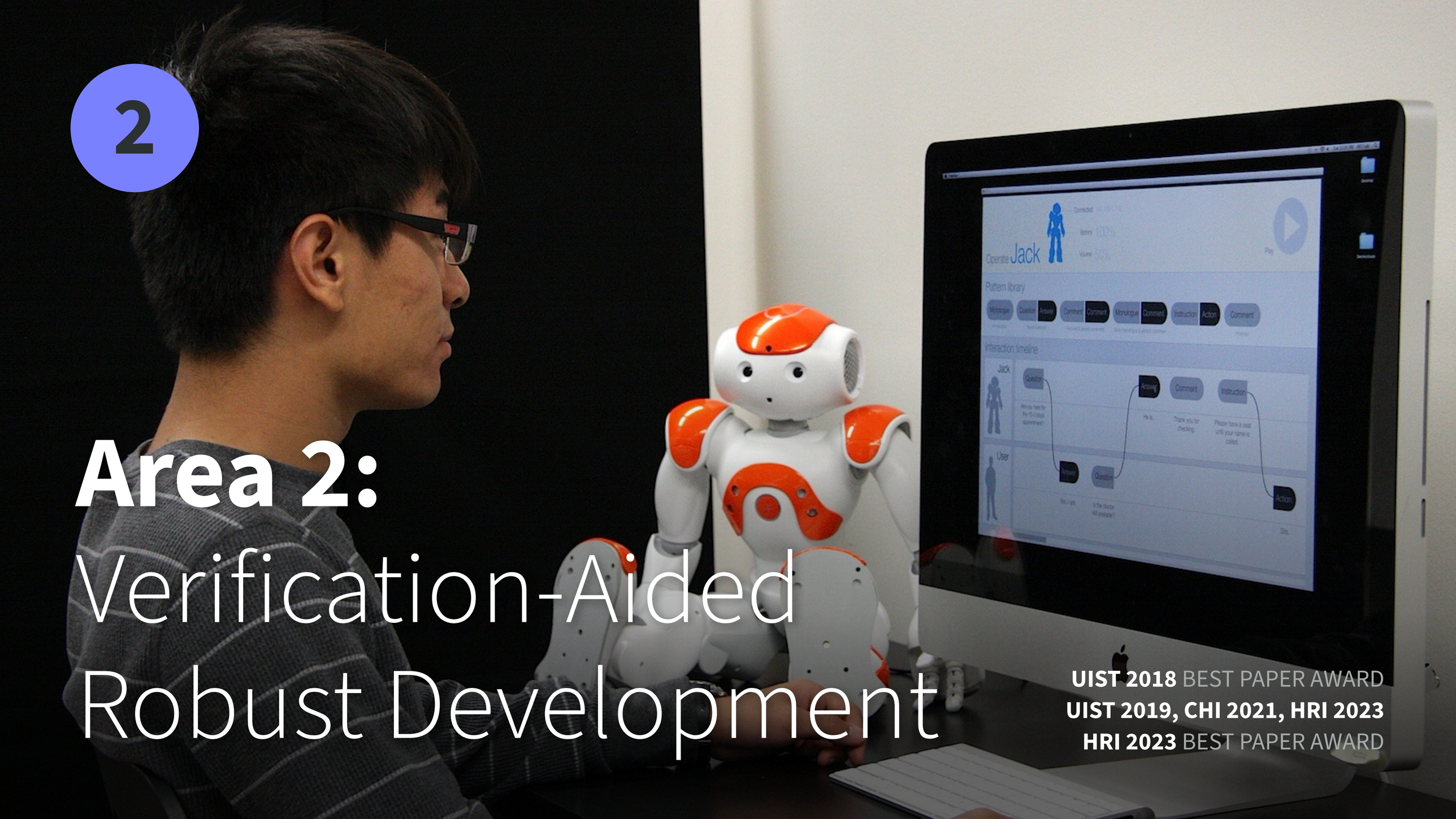




Task-level authoring for highly variable tasks



Trigger-action-based plans for human-robot collaboration



Area 2: Verification-Aided Robust Development

UIST 2018 BEST PAPER AWARD
UIST 2019, CHI 2021, HRI 2023
HRI 2023 BEST PAPER AWARD