

# Modularity in Grounded Interaction



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Trevor  
Darrell



Dan  
Klein



Coline  
Devin



Anjali  
Kantharuban



Justin  
Chiu



# Interactive Systems



## Science Fiction... *Her, 2013*

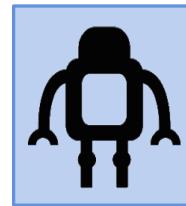


Let's start with your emails. You have several thousand emails regarding LA Weekly, but it looks like you haven't worked there in many years.

Oh yeah, I guess I was saving those because in some of them I thought I might have written some funny stuff.

Yeah, there are some funny ones. I'd say there are about 86 that we should save. We can delete the rest.

## ...and Reality A Massive Neural Chatbot, 2020



Hey there! What's up?

Same old, Monday blues... what are you up to?

I'm procrastinating on a paper I'm supposed to be writing.

Are you thinking of pulling an all nighter?

Possibly. What's your paper on?

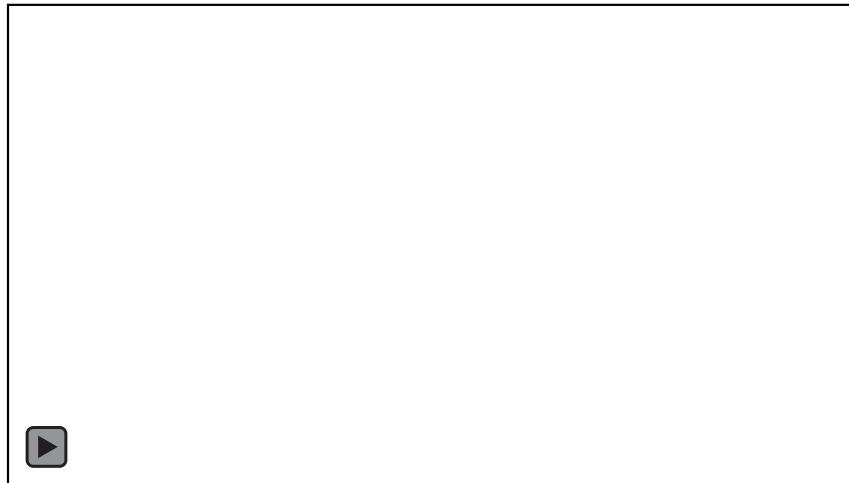


# Grounding Systems



Neural grounding is effective...

Anderson et al. 2018, *inter alia*.

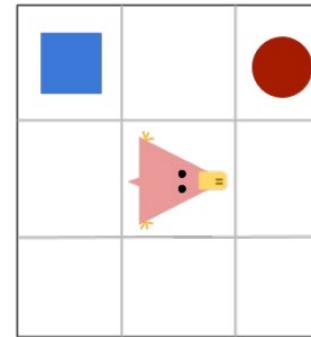


*Turn left and take a right at the table. Take a left at the painting and then take your first right.*

...but often not robust

Ruis et al. 2020. (See also Lake and Baroni 2018; Hill et al. 2020; Bahdanau et al. 2019 & 2020)

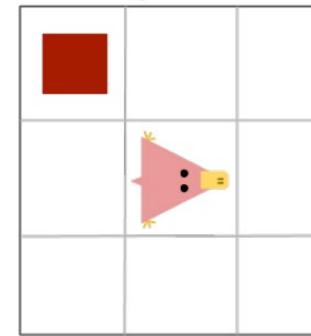
TRAIN



*“Walk to the blue square.”*

*“Walk to the red circle.”*

TEST



*“Walk to the red square.”*



# Better Systems Through Modularity



CS's main tool for building robust, understandable systems for complex tasks: break them down!

```
tr -sc 'A-Za-z' '\n' < shakes.txt      Change all non-alpha to newlines
| sort          Sort in alphabetical order
| uniq -c       Merge and count each type
```

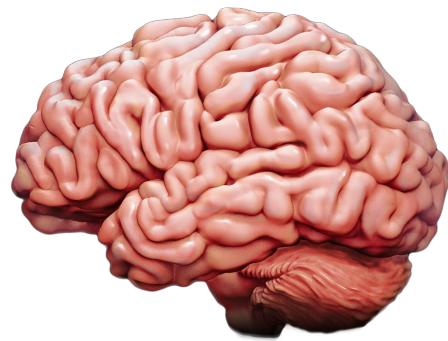
```
1945 A          25 Aaron
 72 AARON       6 Abate
 19 ABBESS       1 Abates
 5 ABBOT        5 Abbess
 ... ...        6 Abbey
               3 Abbot
               ....
```

(Example from Dan Jurafsky)





# Brains vs. Blocks



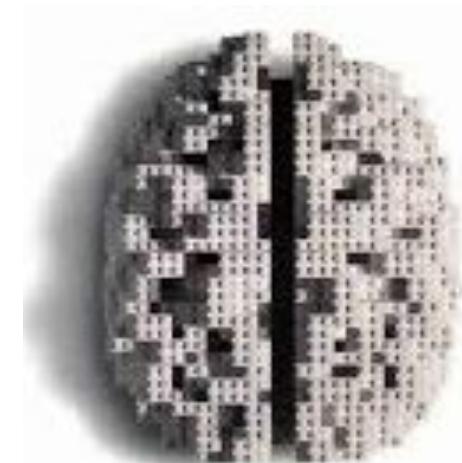
## Neural Nets

Expressive, ground language  
to fuzzy world contexts



## Modular Systems

Adaptable, understandable,  
compartmentalized



## Modular Nets

All of these! (Hopefully)



# Not a New Idea!



*Figure 1. Conflict between theoretical extremes.*

“To program today, we must describe things very carefully... But once we have modules that know how to learn, we won’t have to specify nearly so much—and **we’ll program on a grander scale, relying on learning to fill in details....**”

[Minsky, 1991. *Symbolic vs Connectionist or Neat vs Scruffy*]



# Why Modularity?

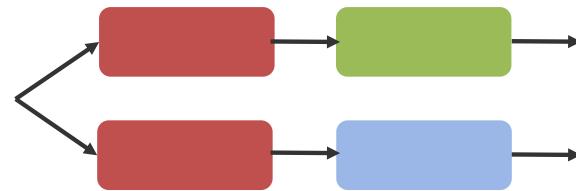


## Systems

Monolithic



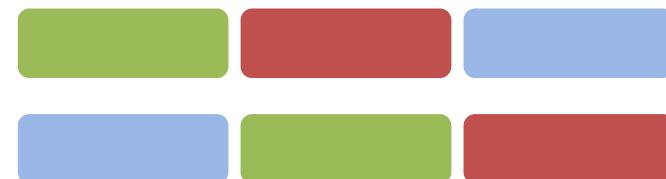
Modular



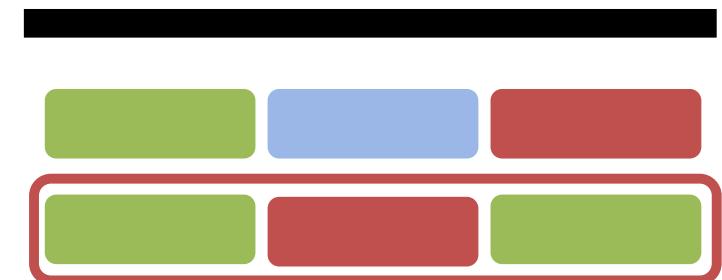
Modular models give more footholds for development

## Systematicity

Train



Test



Modular models are often better at compositional generalization



# Other NAACL Work on Systematicity!



## Latent Compositional Representations Improve Systematic Generalization in Grounded Question Answering

**Ben Bogin**<sup>1</sup>

**Sanjay Subramanian**<sup>2</sup>

**Matt Gardner**<sup>2</sup>

**Jonathan Berant**<sup>1,2</sup>

<sup>1</sup>Tel-Aviv University

<sup>2</sup>Allen Institute for AI

## Compositional Generalization for Neural Semantic Parsing via Span-level Supervised Attention

**Pengcheng Yin<sup>♣\*</sup>, Hao Fang<sup>♣</sup>, Graham Neubig<sup>♣</sup>, Adam Pauls<sup>♣</sup>,  
Emmanouil Antonios Platanios<sup>♣</sup>, Yu Su<sup>♣</sup>, Sam Thomson<sup>♣</sup>, Jacob Andreas<sup>♣</sup>**

<sup>♣</sup>Carnegie Mellon University

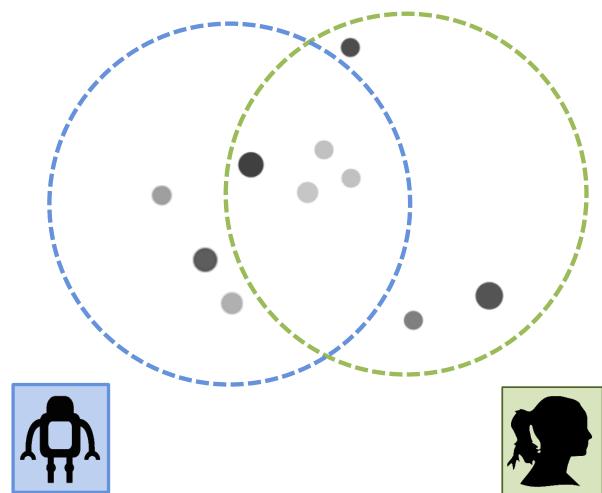
<sup>♣</sup>Microsoft Semantic Machines



# Modularity in...



## Dialogue



**System:** I have ...

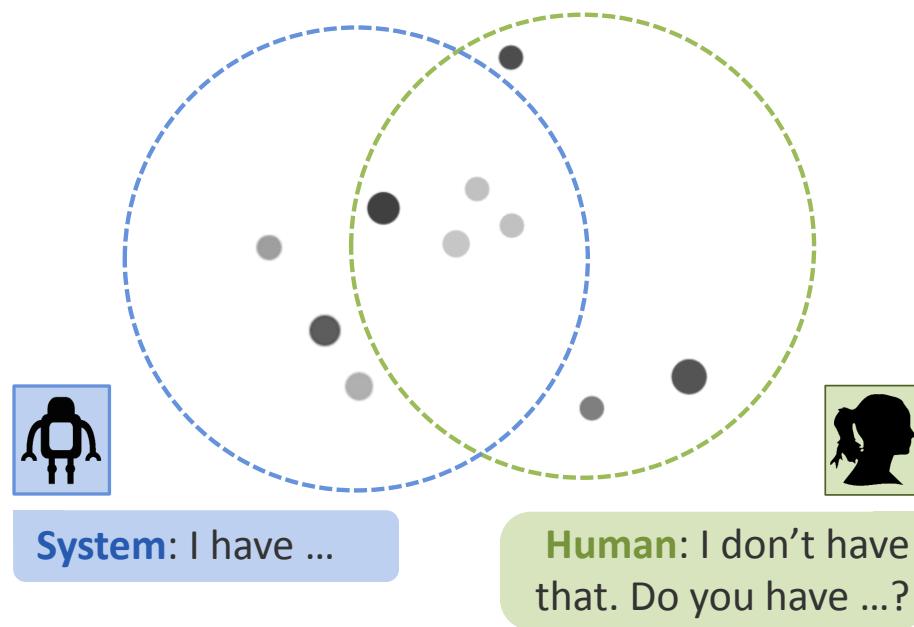
**Human:** I don't have that. Do you have ...?

## Instruction Following



“Pick up the clock. Walk to the lamp. Then turn it on.”

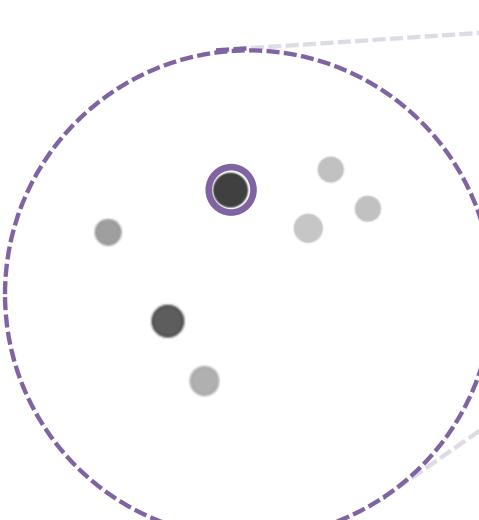
# Modularity in Grounded Dialogue



[Fried, Chiu, and Klein. In submission]



# Grounded Collaborative Dialogue



**A:** I have three dots in a line with a dark one in the center.

**A:** Is there a large black dot to the left of the three grey dots?



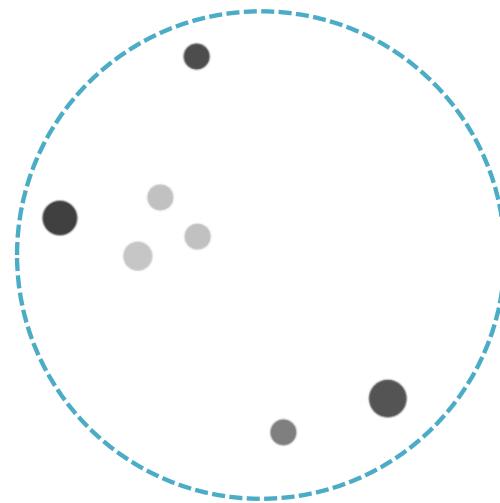
**B:** I don't have that. Do you have a cluster of three grey dots in a triangle?

**B:** Yes, let's select the black one.

[Udagawa and Aizawa, 2019 & 2020]



# Decomposing Into Subtasks



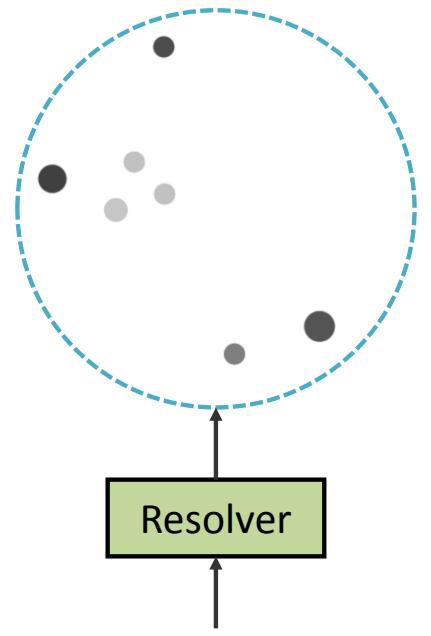
**A:** I have three dots  
in a line with a dark →  
one in the center.

**B:** I don't have that. Do  
you have a group of →  
three grey dots?

**A:** Is there a large  
black dot to the left of → **B:** ???  
the three grey dots?



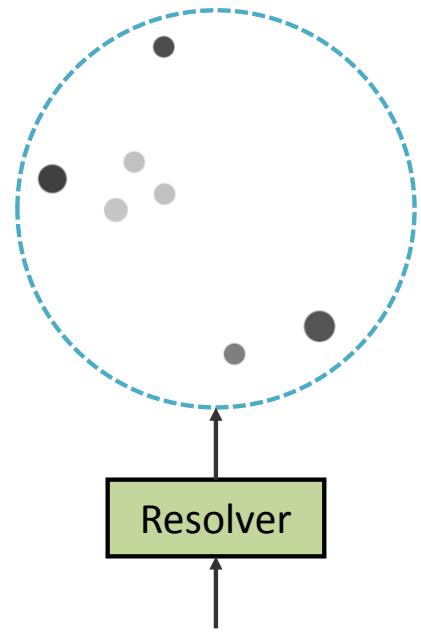
# Decomposing Into Subtasks



don't have that. Do you have a group of → black dot to the left of → B:??? the three grey dots?



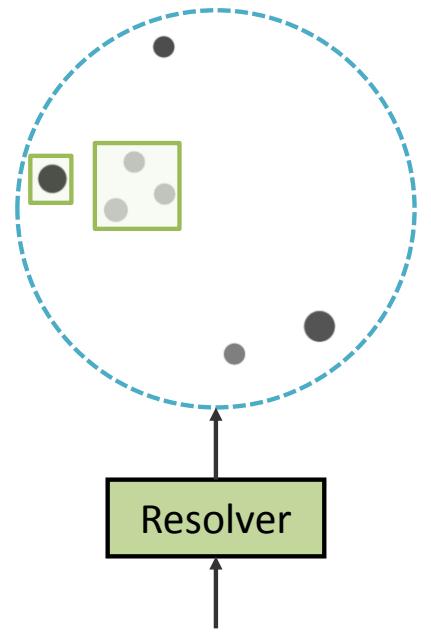
# Decomposing Into Subtasks



don't have that. Do  
you have a group of → black dot to the left of → B:???  
three grey dots? → A: Is there a large  
the three grey dots?



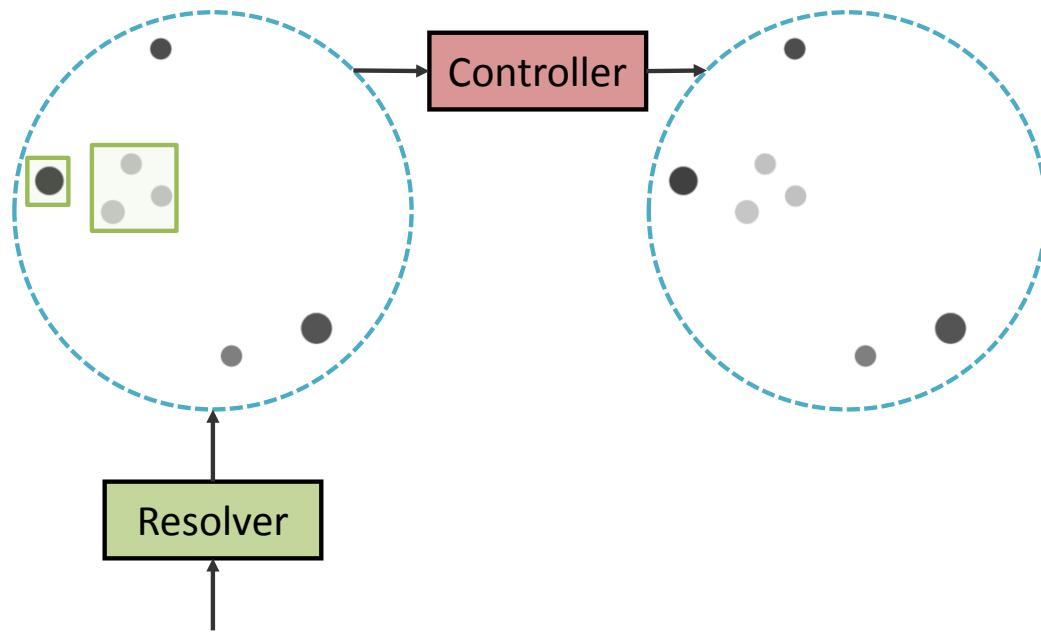
# Decomposing Into Subtasks



don't have that. Do you have a group of three grey dots? **A:** Is there a large black dot to the left of the three grey dots? **B:** ???



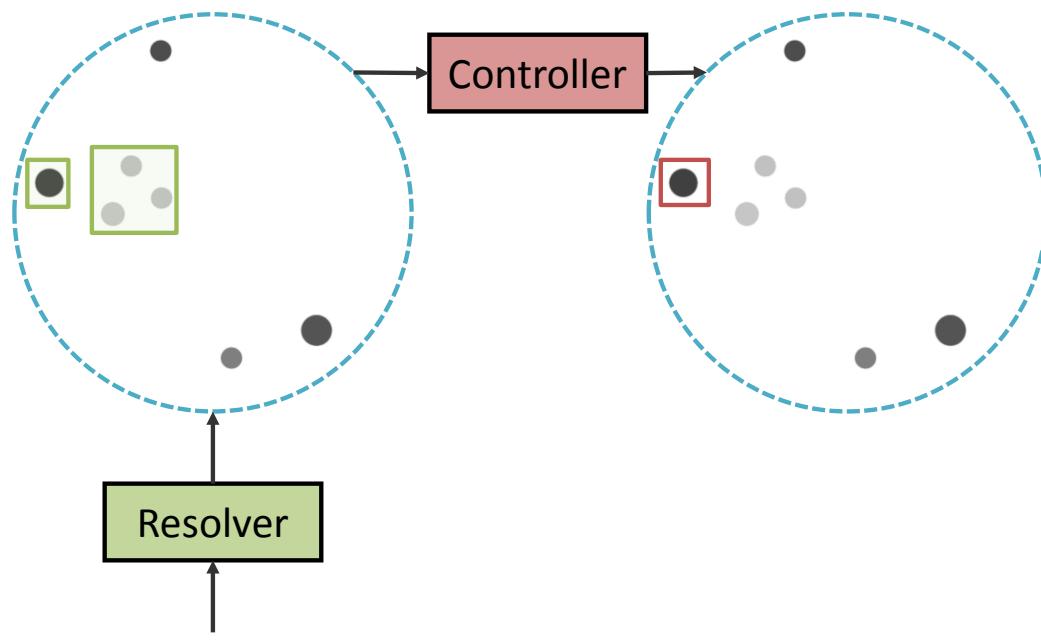
# Decomposing Into Subtasks



don't have that. Do  
you have a group of → **A:** Is there a large  
three grey dots? → **black dot** to the left of → **B:???**  
the three grey dots?



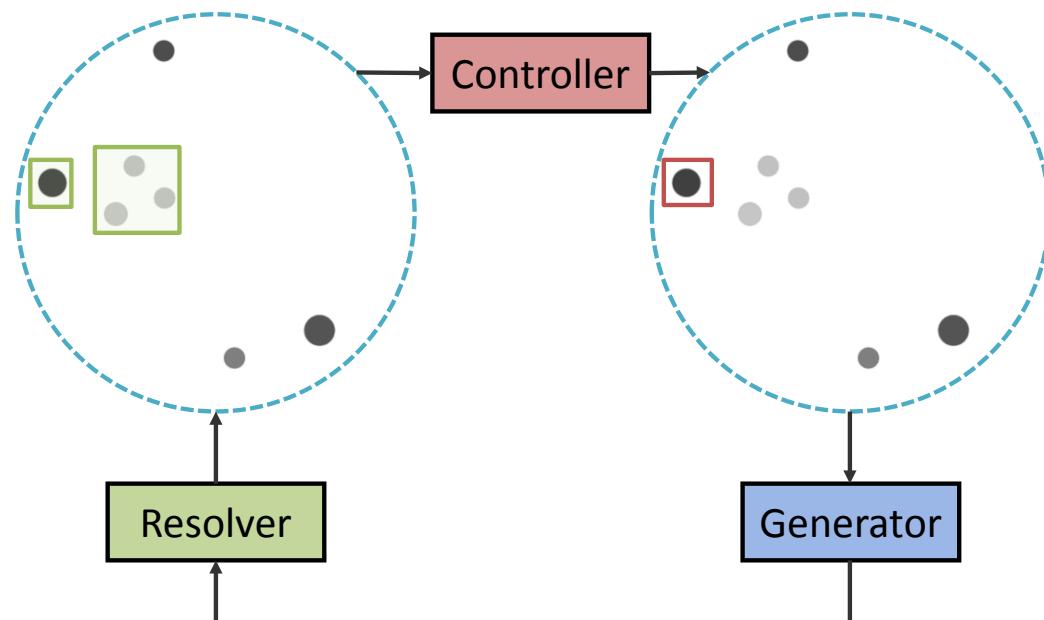
# Decomposing Into Subtasks



don't have that. Do  
you have a group of → black dot to the left of → B:???  
three grey dots? A: Is there a large  
the three grey dots?



# Decomposing Into Subtasks



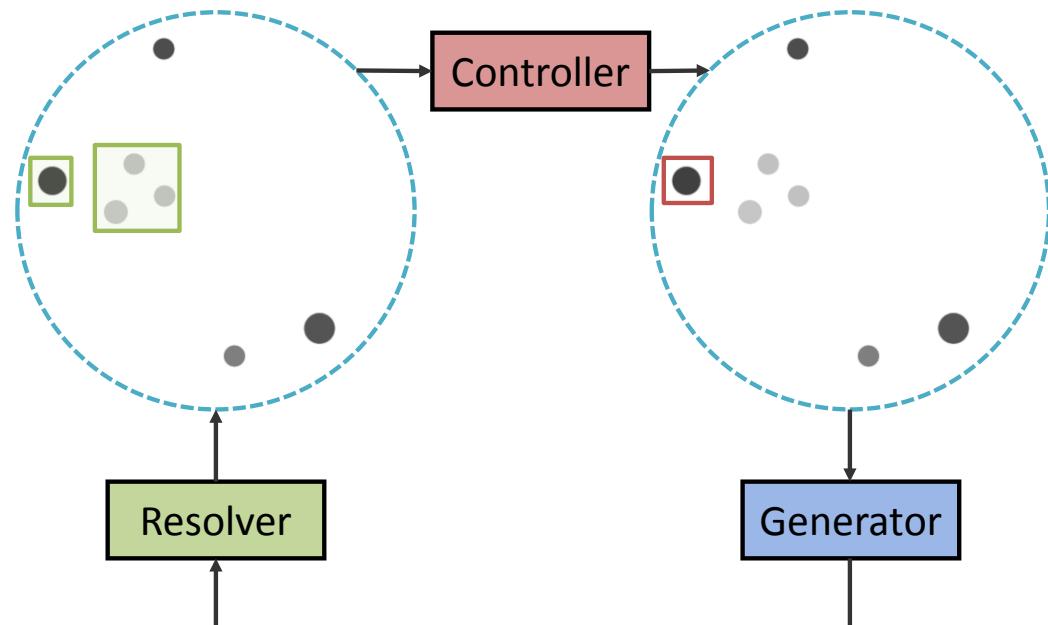
don't have that. Do  
you have a group of → black dot to the left of →  
three grey dots?

**A:** Is there a large  
black dot to the left of  
the three grey dots?

**B:** Yes, let's select  
the black one.



# Decomposing Into Subtasks



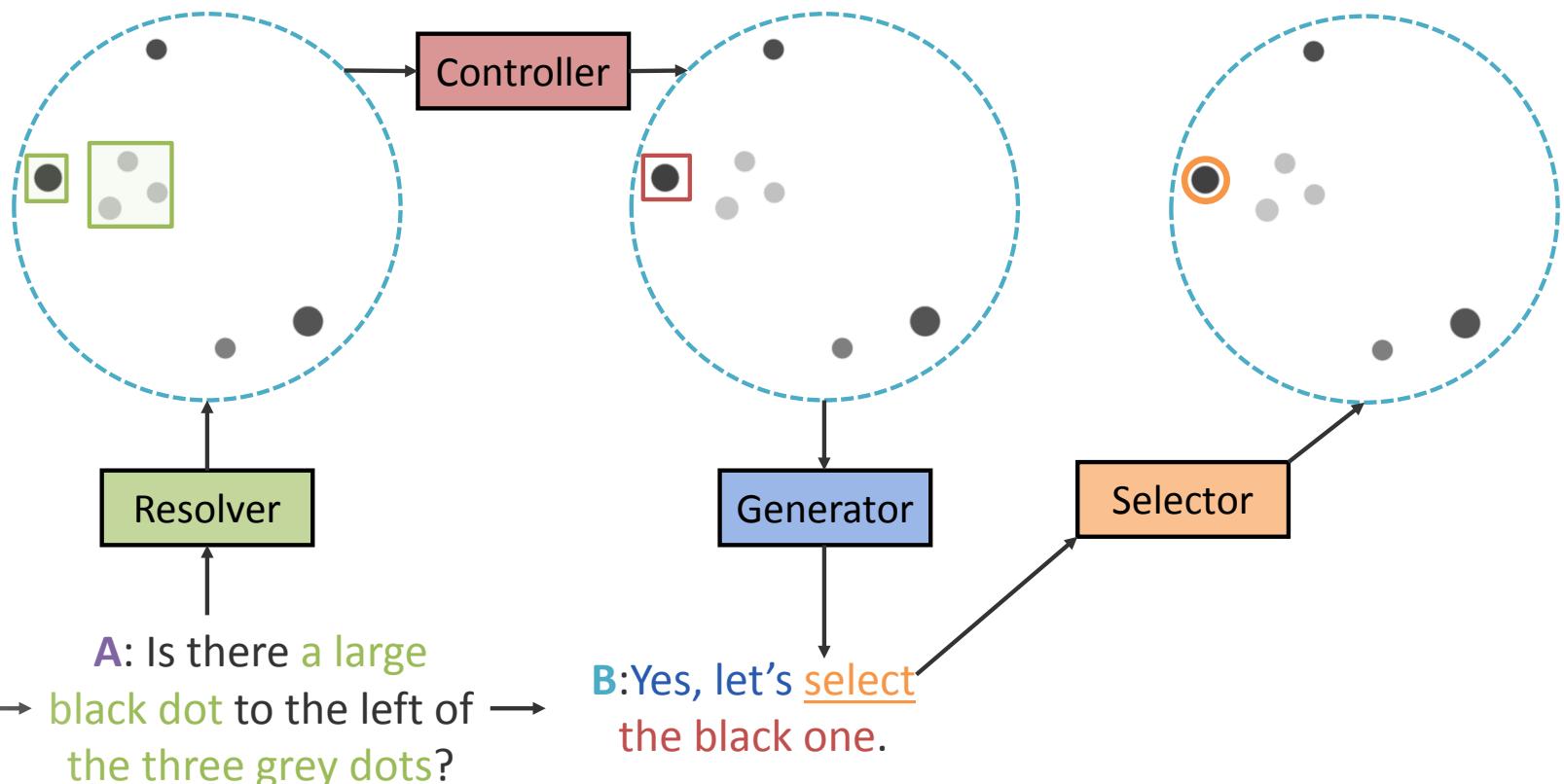
don't have that. Do  
you have a group of → black dot to the left of →  
three grey dots?

A: Is there a large  
black dot to the left of  
the three grey dots?

B: Yes, let's select  
the black one.

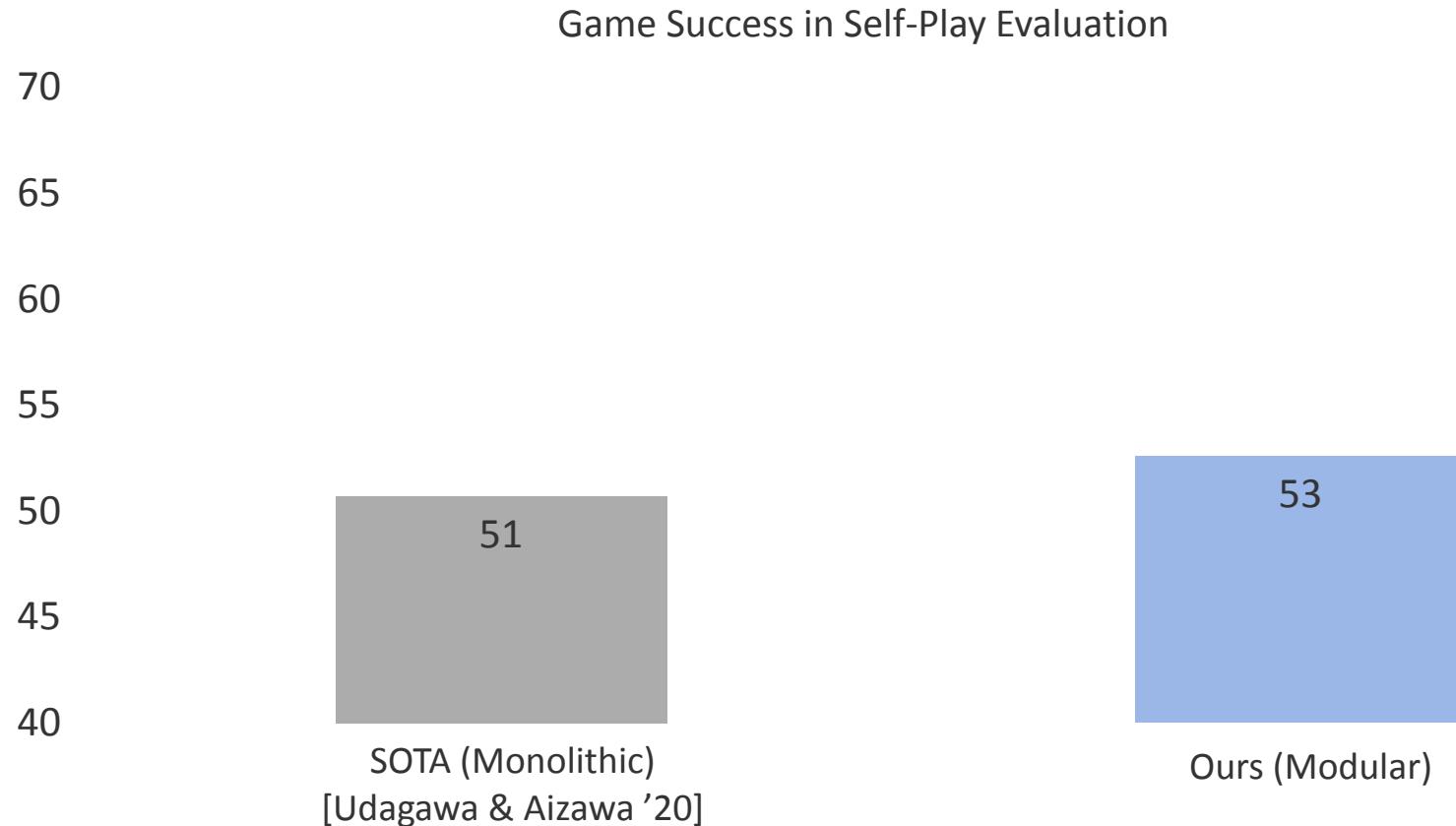


# Decomposing Into Subtasks





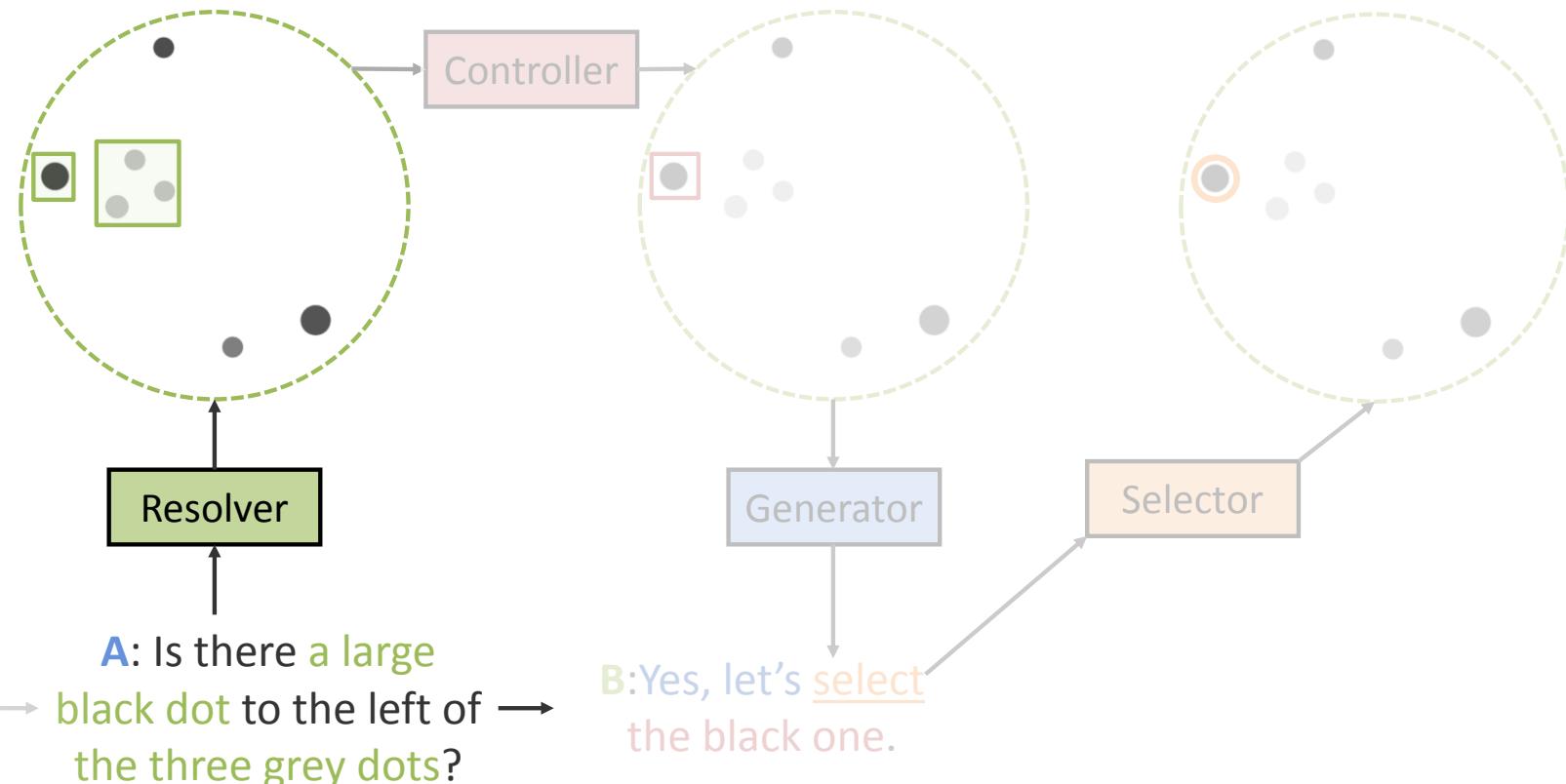
# Effects of Modularity



But making the system modular is just the foundation! Now, we can iteratively improve it.



# Focusing on the Resolver



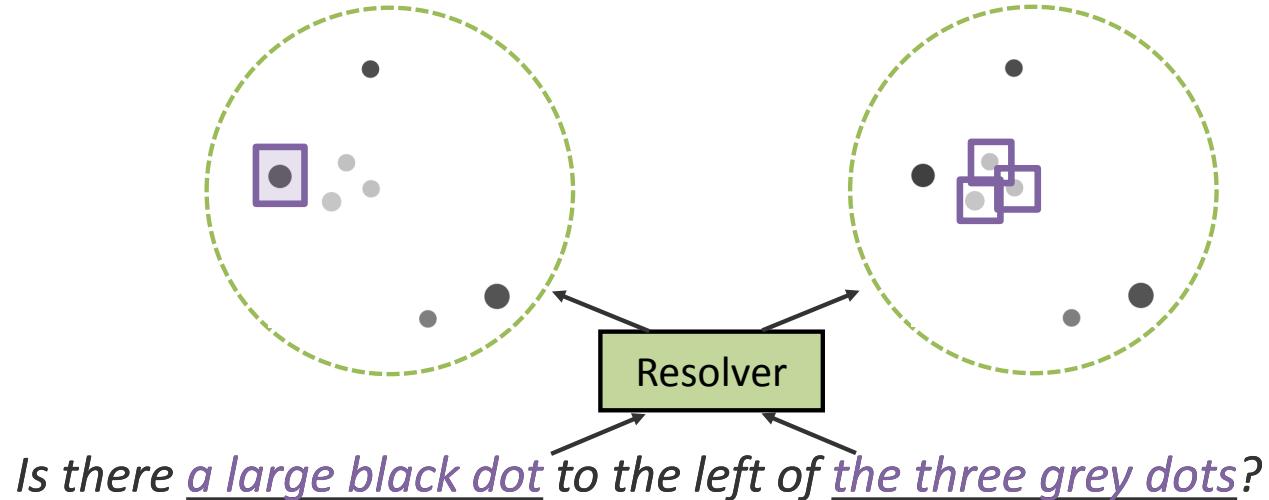
don't have that. Do you have a group of three grey dots? → black dot to the left of → the three grey dots?



# Focusing on the Resolver



RelationNet [Santoro et al. 2017, Udagawa and Aizawa 2020]



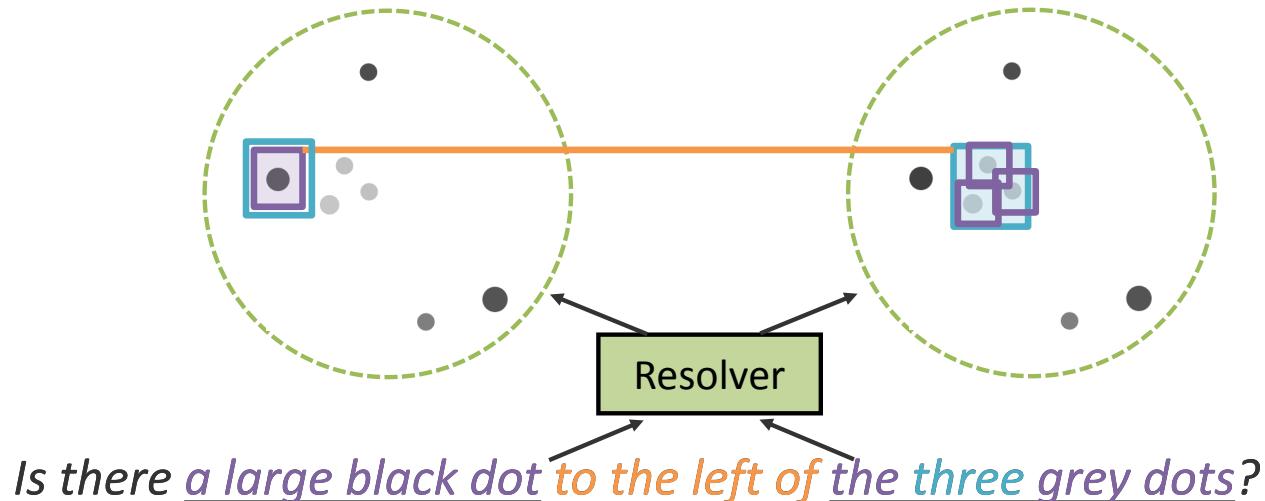


# Focusing on the Resolver



RelationNet [Santoro et al. 2017, Udagawa and Aizawa 2020]

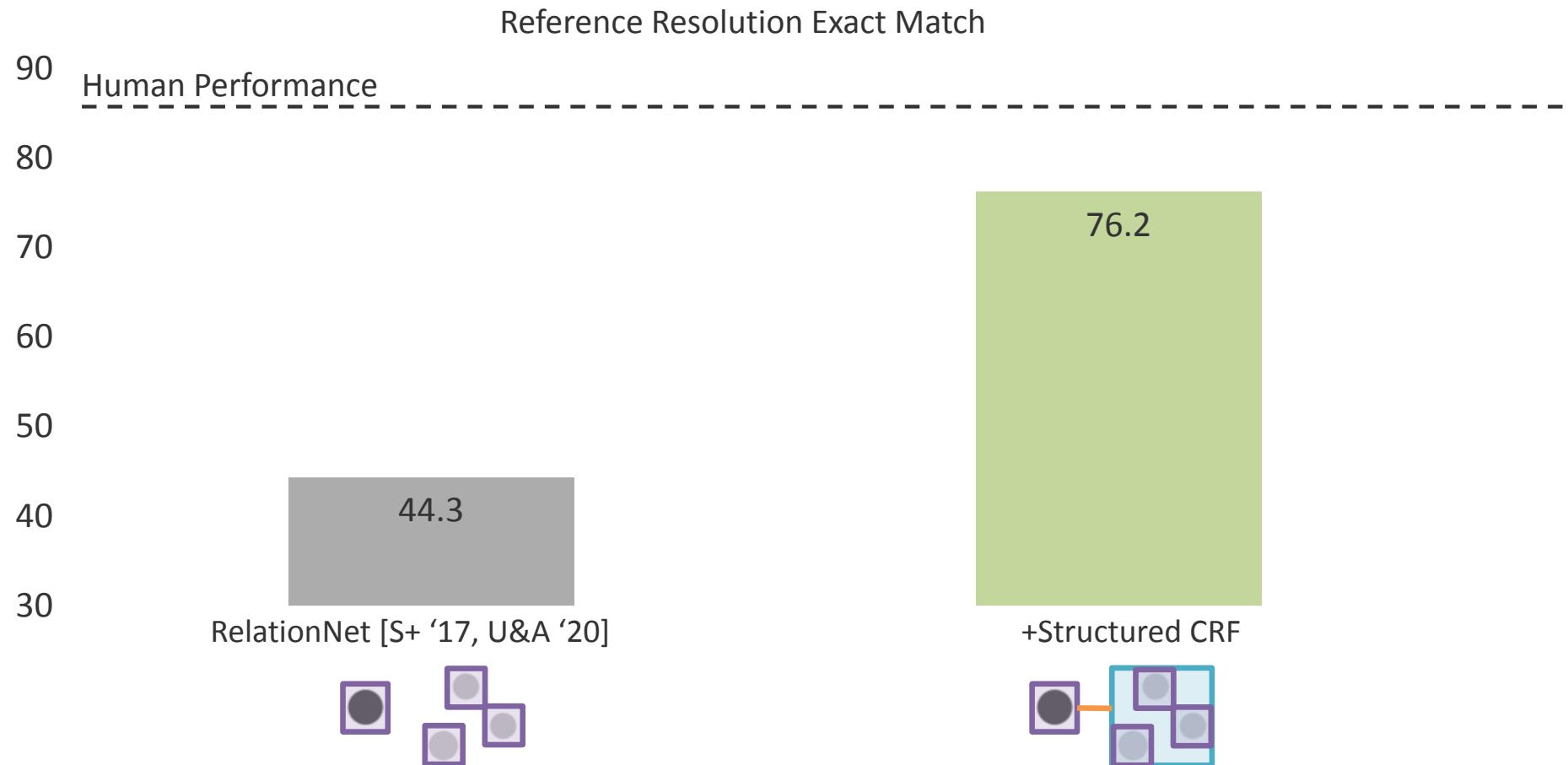
+ Structured Conditional Random Field (model groups and relations in the output structure)



*Is there a large black dot to the left of the three grey dots?*

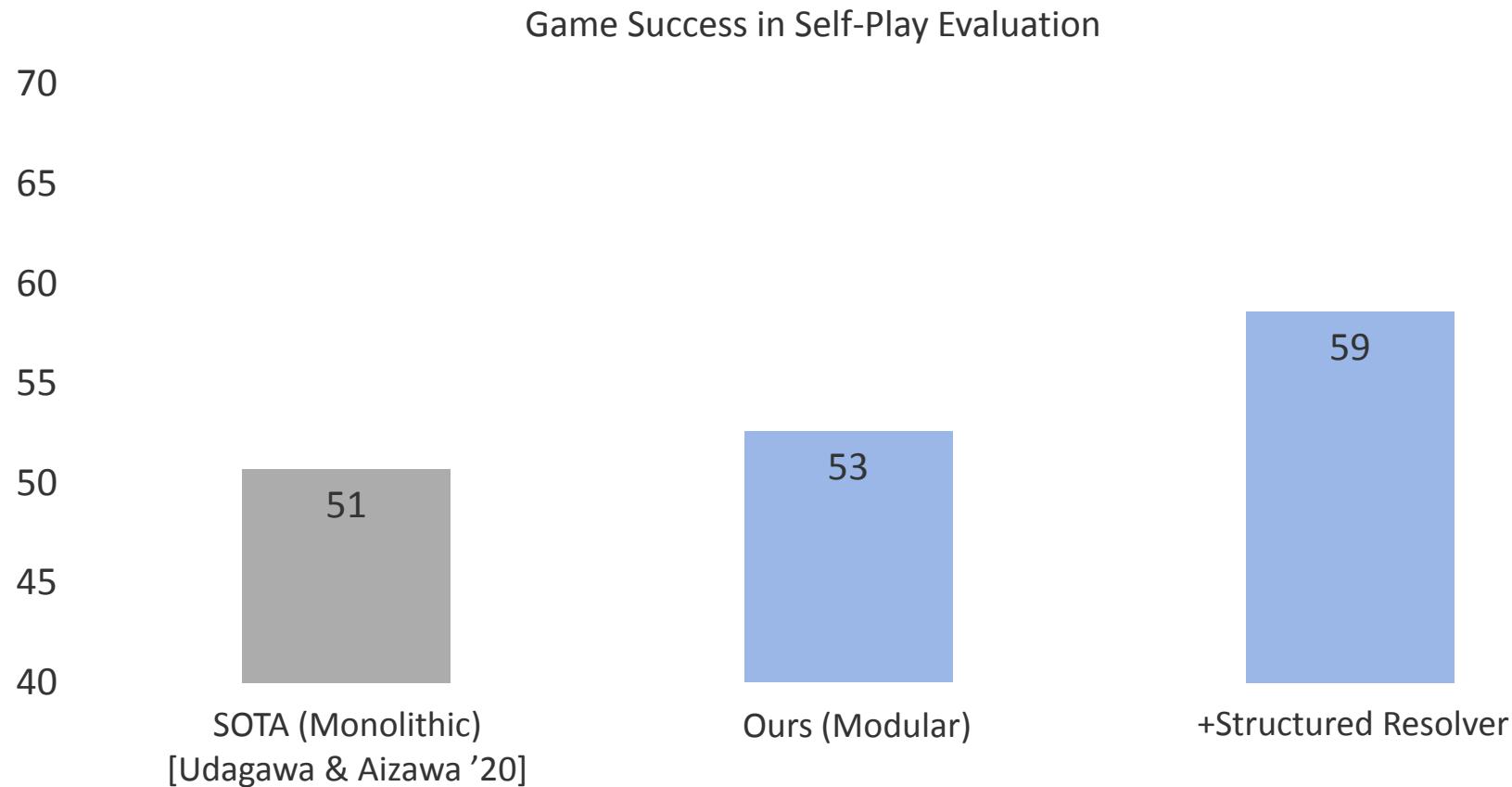


# Reference Resolution Results



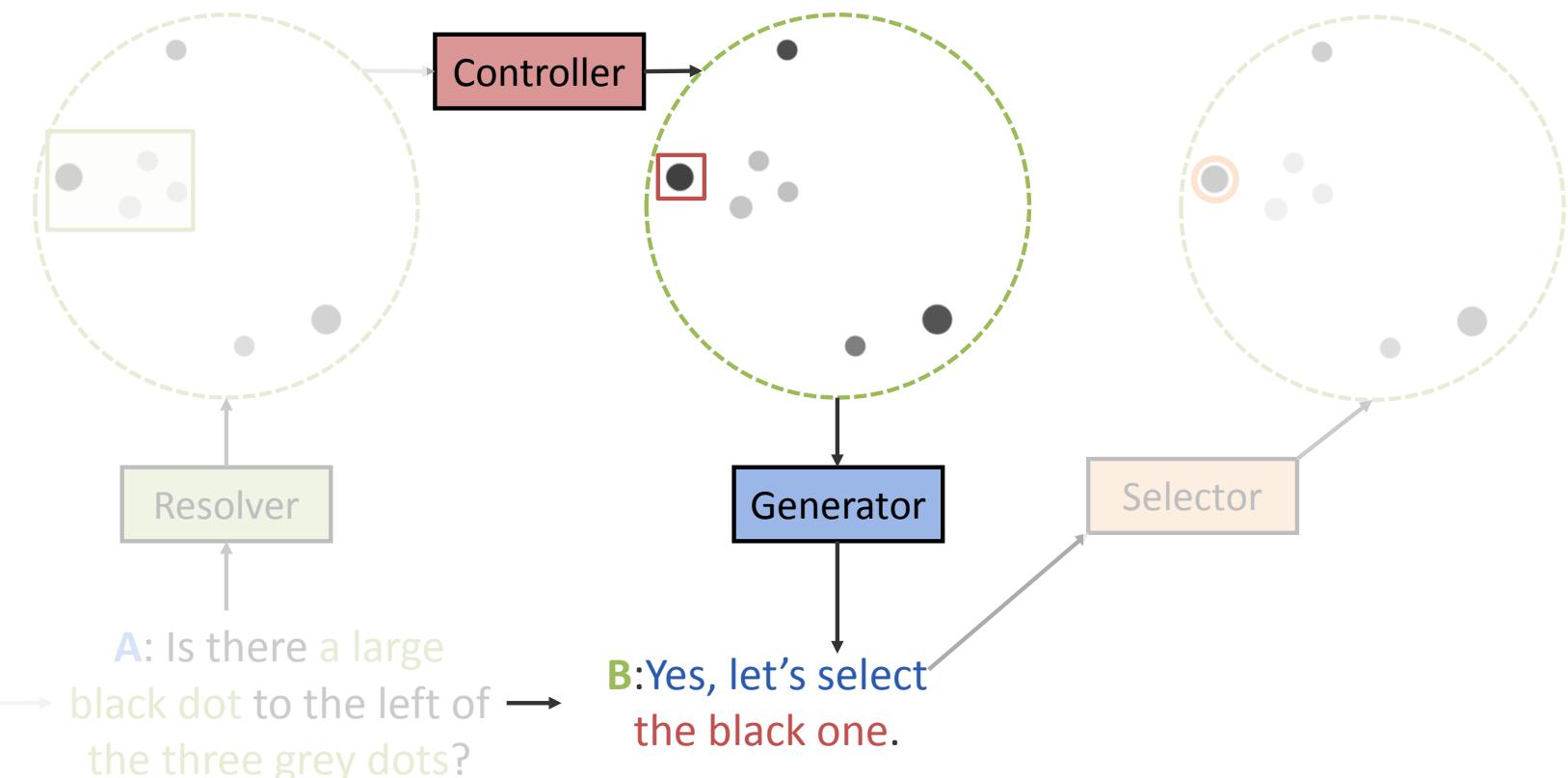


# Automatic Evaluation Results



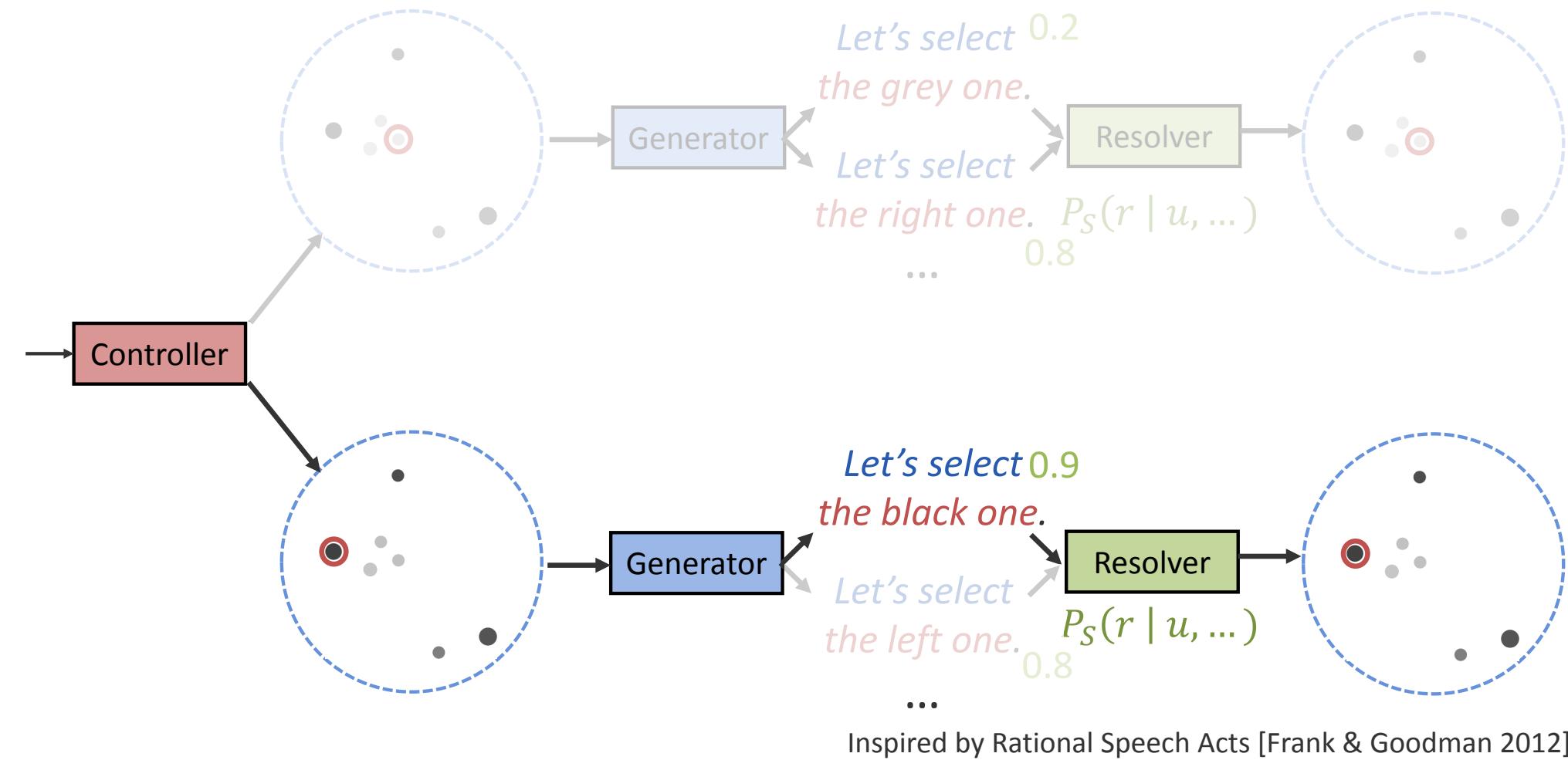


# Focusing on Generation



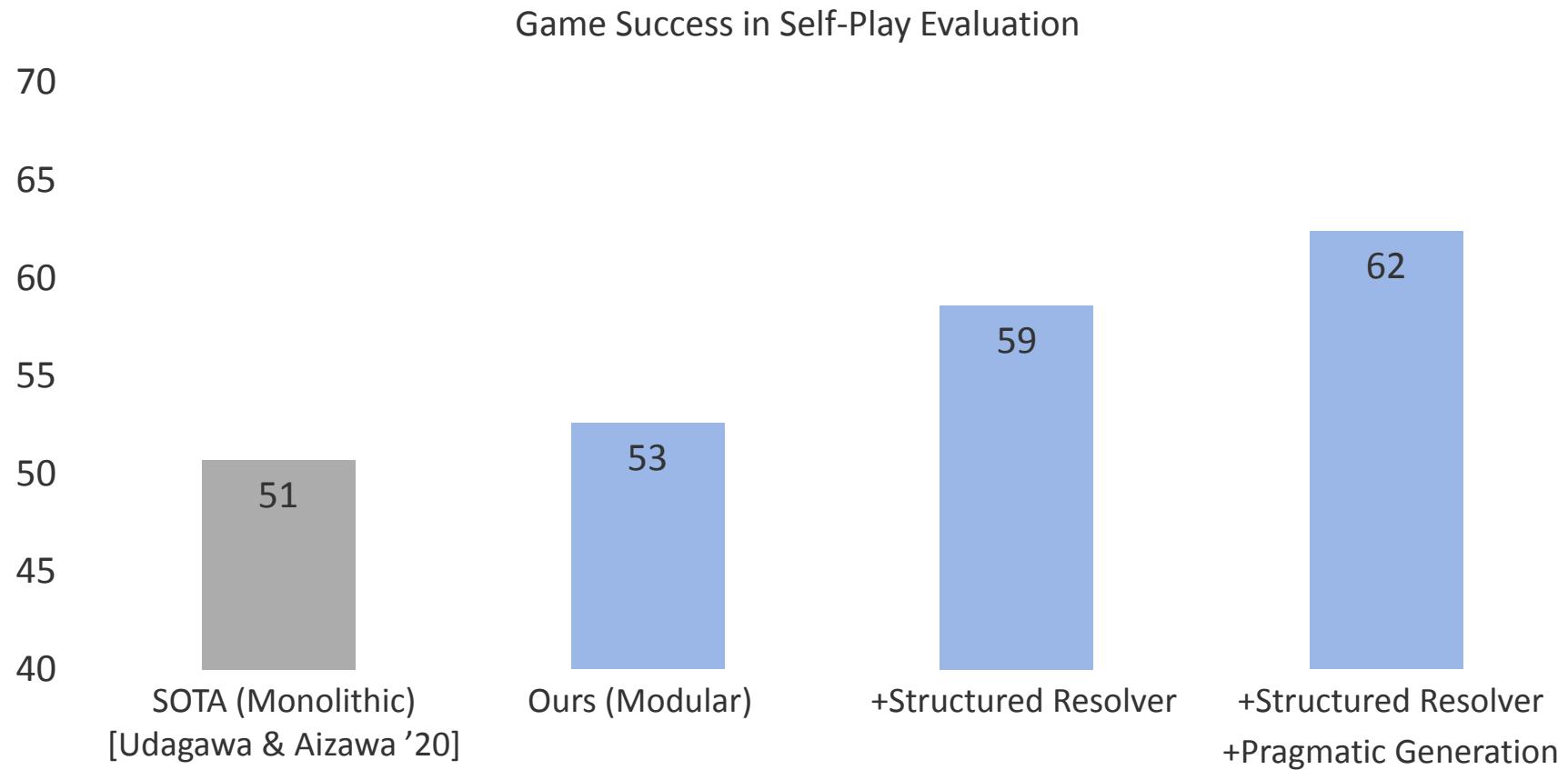


# Module Reuse: Pragmatic Generation



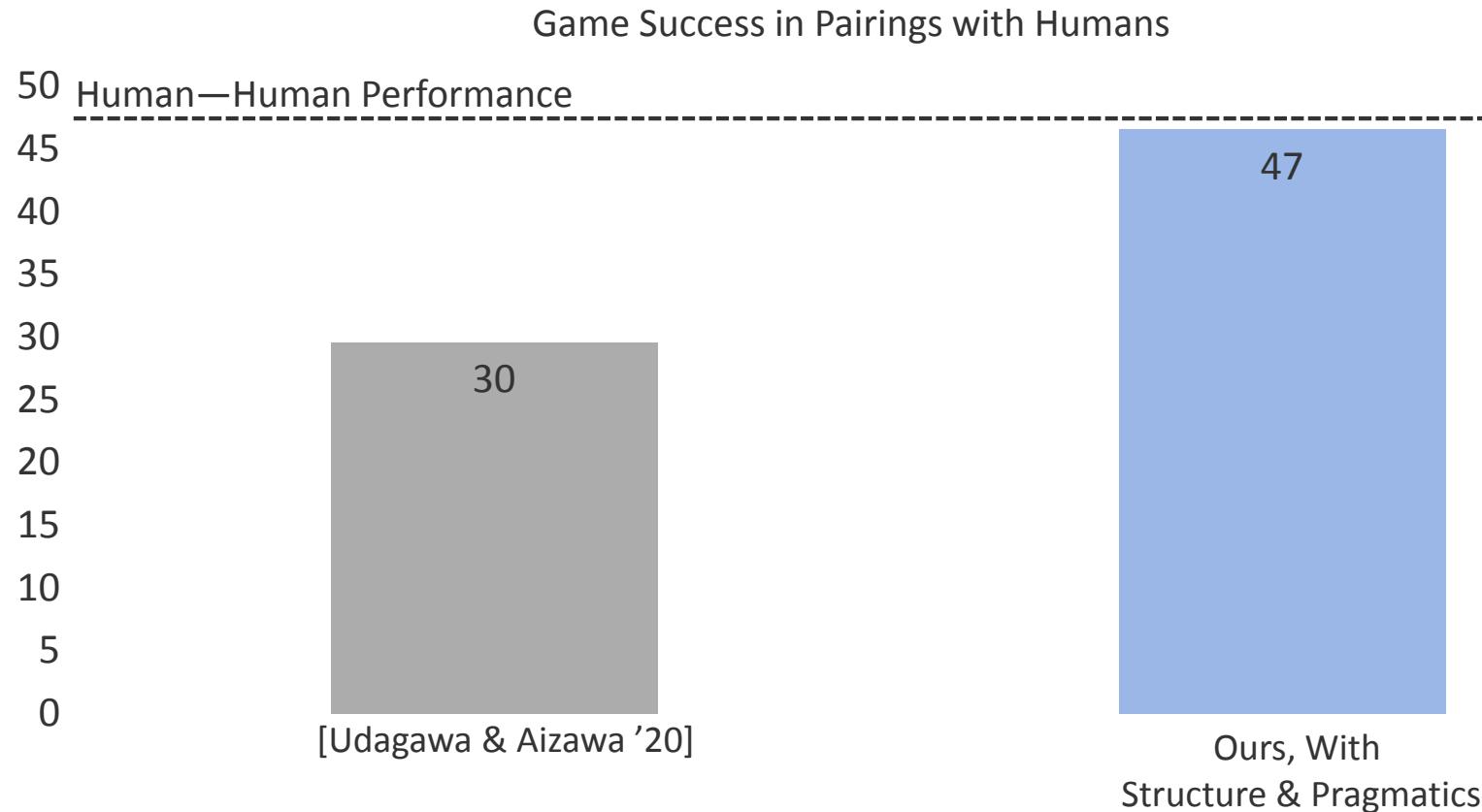


# Automatic Evaluation Results





# Human Evaluation Results





# Demo





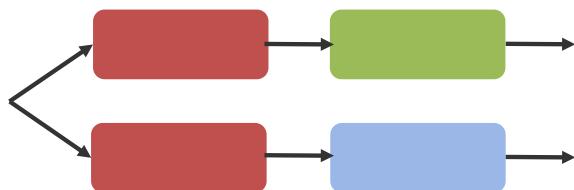
# Takeaway



## Monolithic



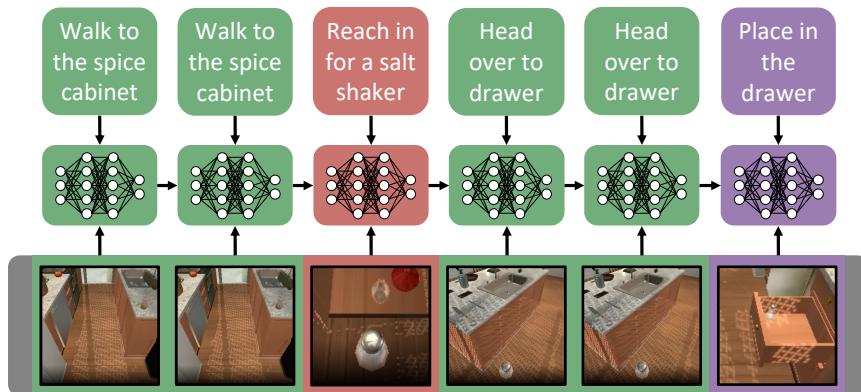
## Modular



*Decomposing a complex task into subtasks allows iterating on and repurposing the subtask components.*

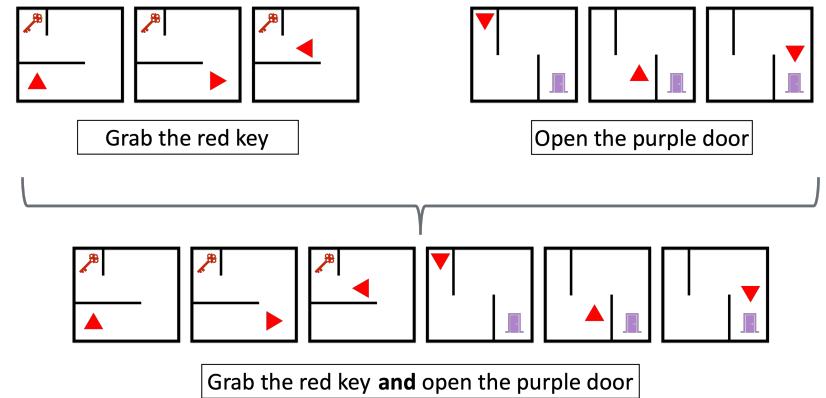
# Modularity in Instruction Following

## Modularize the Model



[Corona et al. 2021]

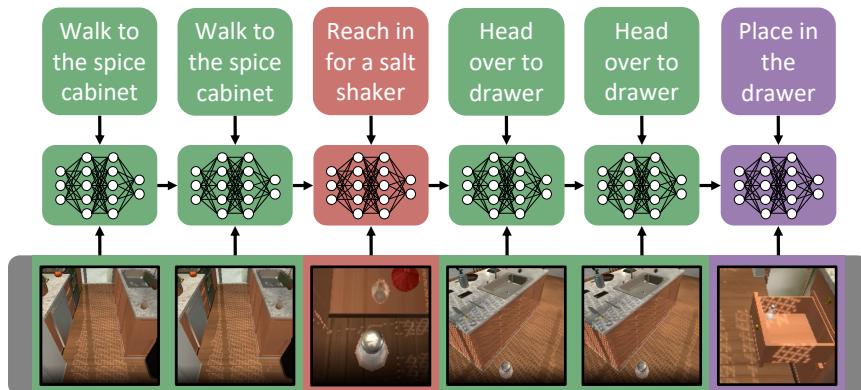
## Modularize the Data



[Kanthalruban et al. In submission]

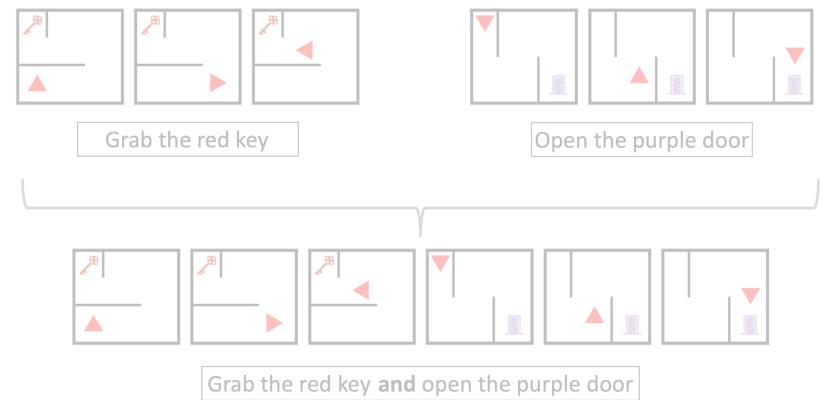
# Modularity in Instruction Following

## Modularize the Model



[Corona et al. 2021]

## Modularize the Data



[Kantharuban et al. In submission]



# Compositional Generalization



Pickup a pen and put it in a box.



Pickup

GoTo

Put



# Compositional Generalization



Pickup a watch and turn on the light.



Pickup

GoTo

Toggle



# Compositional Generalization



TRAIN



TEST





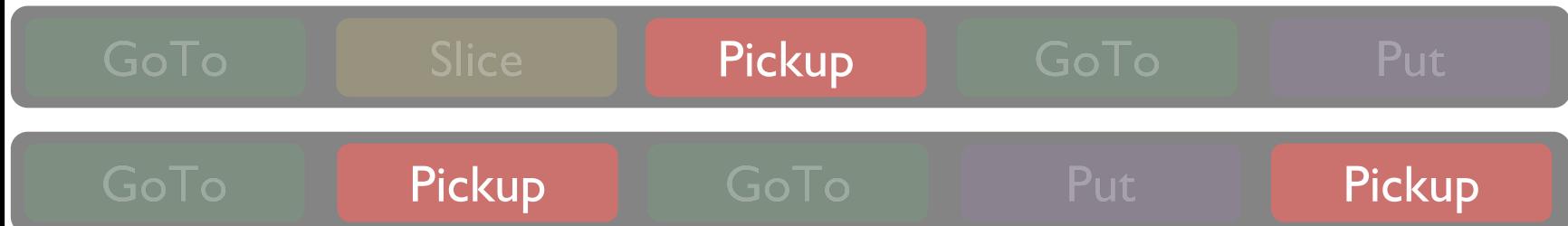
# Compositional Generalization



TRAIN



TEST





# Compositional Generalization



TRAIN

GoTo Pickup Goto Heat Goto

GoTo Toggle Goto Pickup Slice

GoTo Slice Pickup GoTo Put

TEST

GoTo Slice Pickup GoTo Put

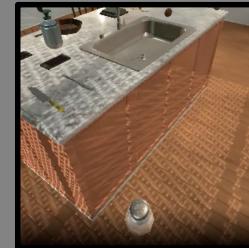
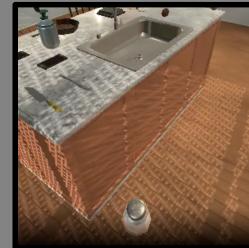
GoTo Pickup Goto Put Pickup



# Action Compositionality



Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer.  
Place the shaker inside the drawer.





# Action Compositionality

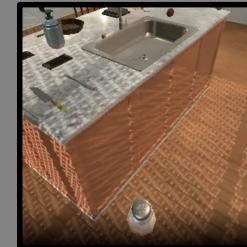
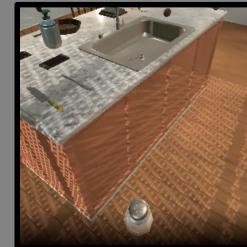


Walk to the spice cabinet

Reach in for a salt shaker

Head over to the drawer

Place the shaker inside the drawer





# Action Compositionality

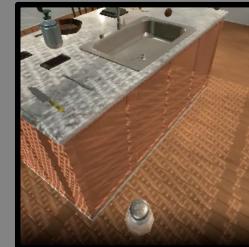
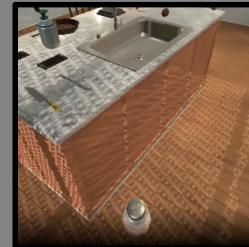


GoTo

Reach in for a salt shaker

Head over to the drawer

Place the shaker inside the drawer





# Action Compositionality

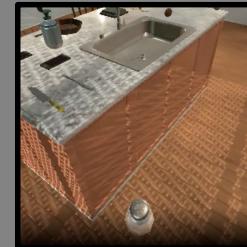
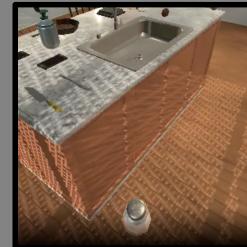


GoTo

Pickup

Head over to the drawer

Place the shaker inside the drawer





# Action Compositionality

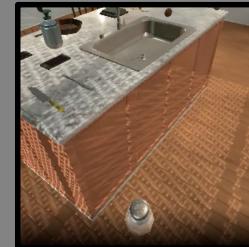
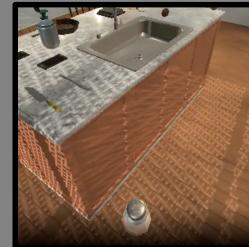


GoTo

Pickup

GoTo

Place the shaker inside the drawer





# Action Compositionality

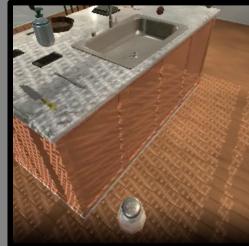


GoTo

Pickup

GoTo

Put





# Action Compositionality

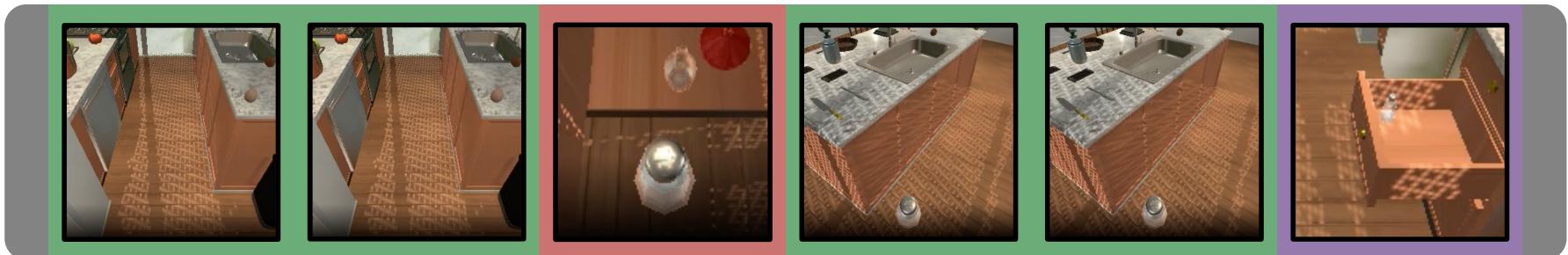


GoTo

Pickup

GoTo

Put





# Action Compositionality

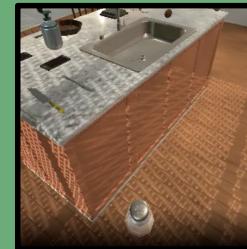
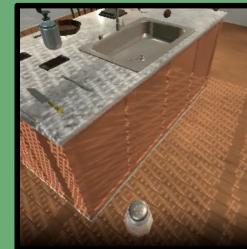


GoTo

Pickup

GoTo

Put





# Action Compositionality

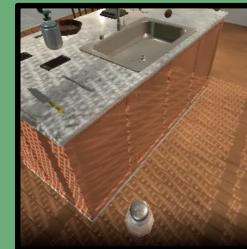
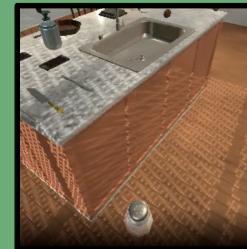


GoTo

Pickup

GoTo

Put

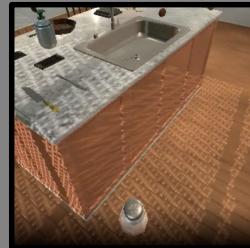
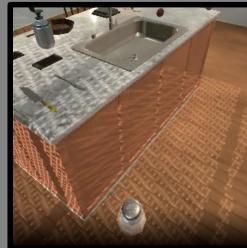
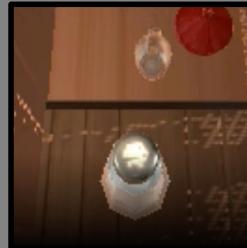
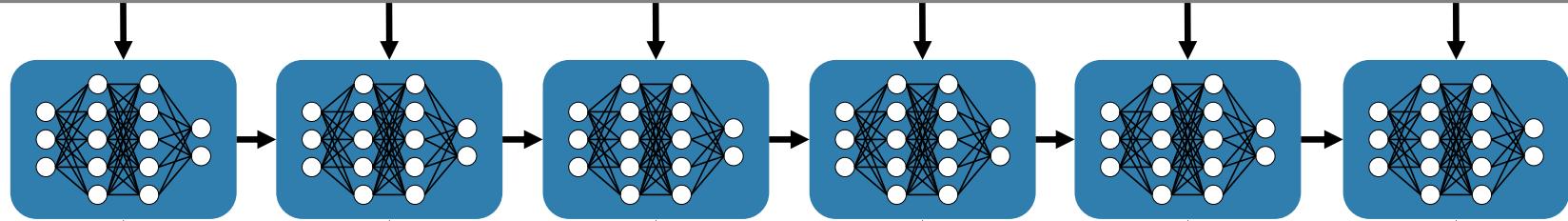




# Monolithic Architectures



Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer.  
Place the shaker inside the drawer.





# Modular Specialization



Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer.  
Place the shaker inside the drawer.



# Modular Specialization



Walk to  
the spice  
cabinet

GoTo

Reach in for a salt shaker. Head over to the drawer.  
Place the shaker inside the drawer.



# Modular Specialization



Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head over to the drawer. Place the  
shaker inside the drawer.

GoTo

Pickup



# Modular Specialization



Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head  
over to  
drawer

Place the shaker inside  
the drawer.

GoTo

Pickup

GoTo



# Modular Specialization



Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head  
over to  
drawer

Place in  
the  
drawer

GoTo

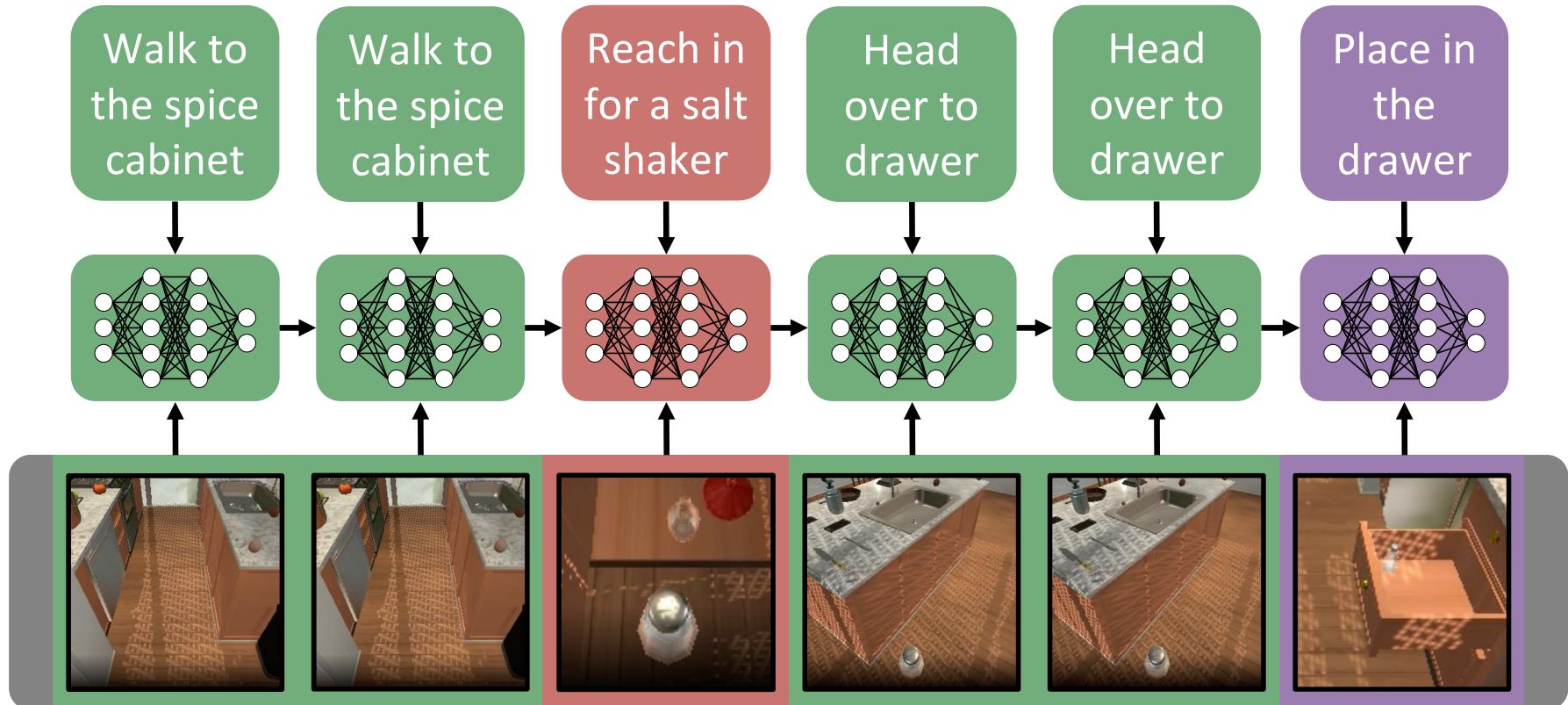
Pickup

GoTo

Put



# Modular Specialization





# ALFRED



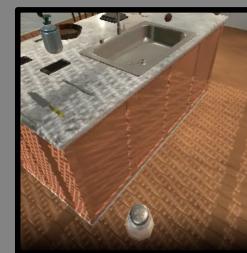
Shridhar et al. 2020



# ALFRED



## Embodiment

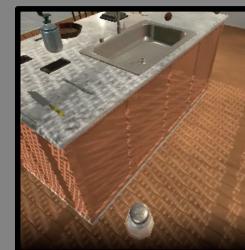




# ALFRED



## Embodiment



## Language

Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head  
over to  
drawer

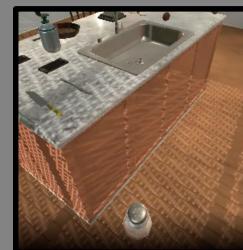
Place in  
the  
drawer



# ALFRED



## Embodiment



## Language

Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head  
over to  
drawer

Place in  
the  
drawer

## Compositionality

Pickup

Put

Slice

GoTo

Toggle

Cool

Heat

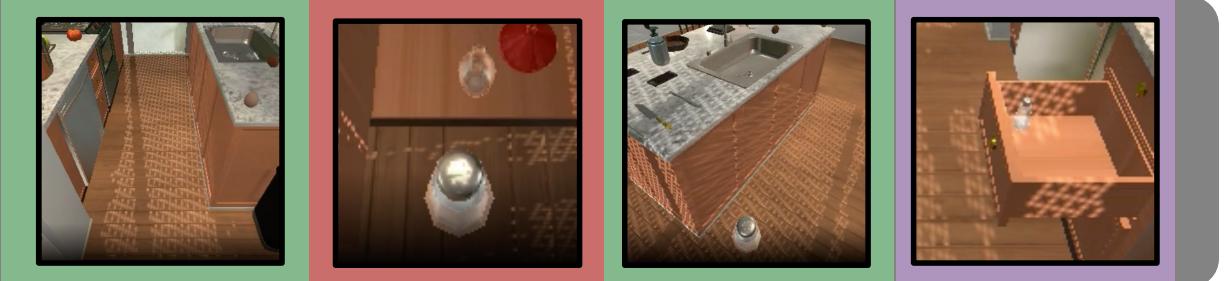
Clean



# ALFRED



## Embodiment



## Language

Walk to  
the spice  
cabinet

Reach in  
for a salt  
shaker

Head  
over to  
drawer

Place in  
the  
drawer

## Compositionality

Pickup

Put

Slice

GoTo

Toggle

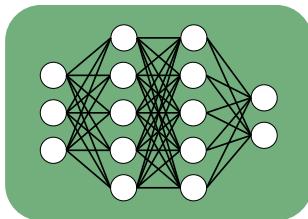
Cool

Heat

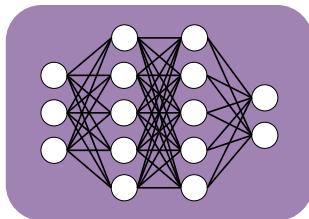
Clean



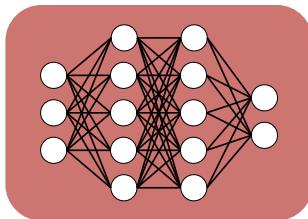
# Modular Specialization



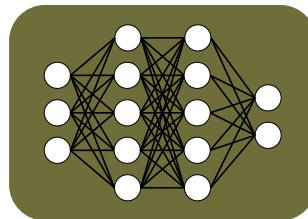
GoTo



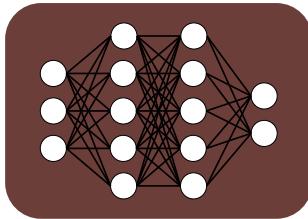
Put



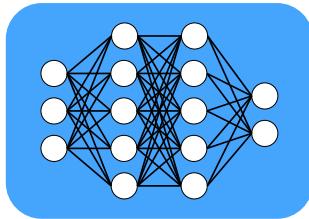
Pickup



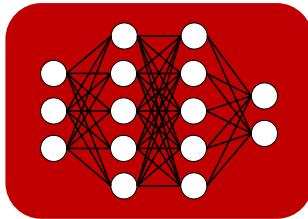
Clean



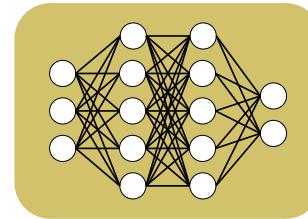
Toggle



Cool



Heat



Slice



# Standard Dataset Splits



Seen



Observed 3D Homes

Unseen



Novel 3D Homes



# Compositional Splits



Pick Two



GoTo

Pickup

GoTo

Put

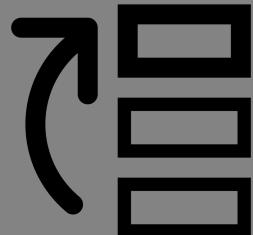
Pickup



# Compositional Splits



Stack & Place



Pickup

GoTo

Put

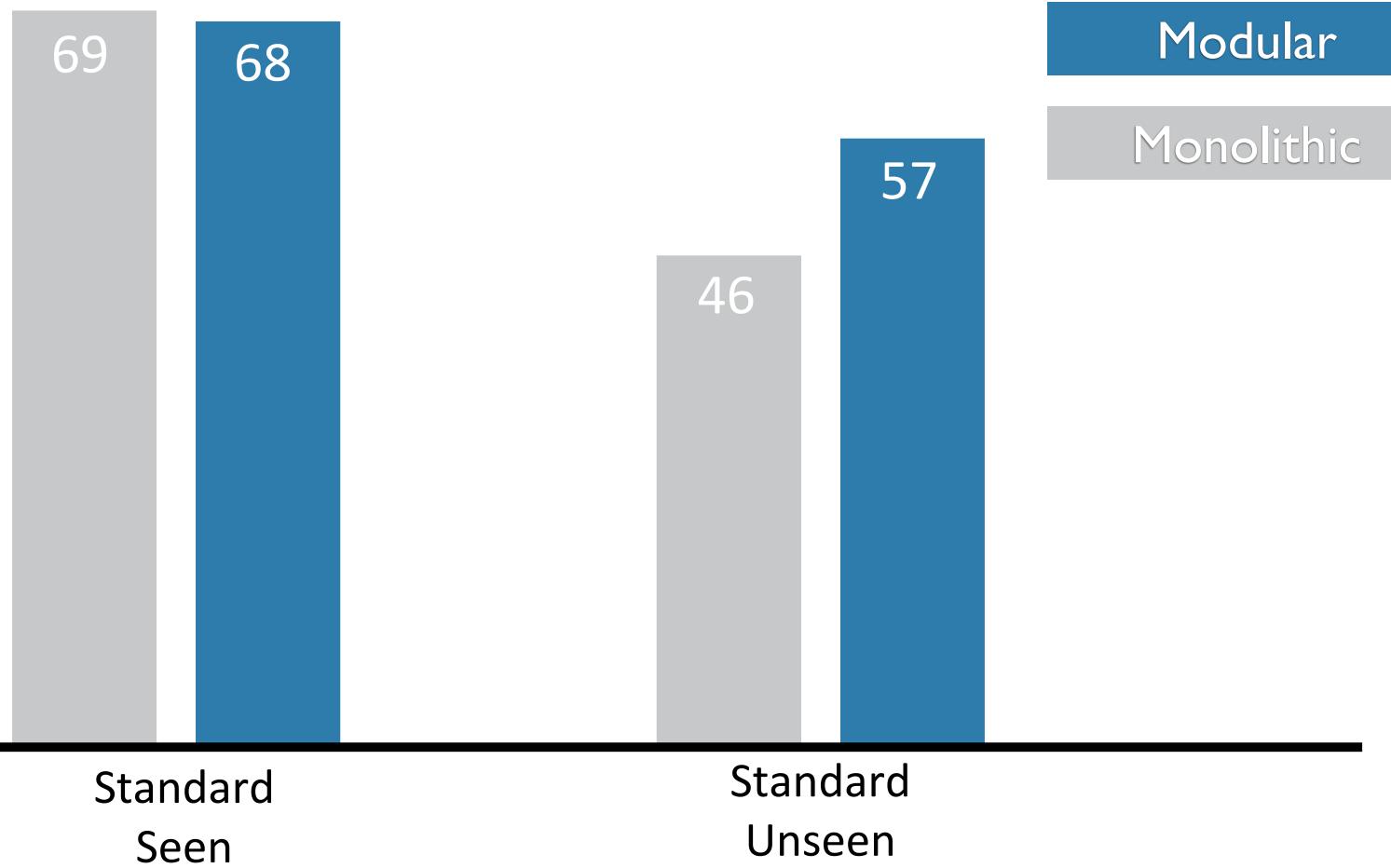
Pickup

GoTo

Put

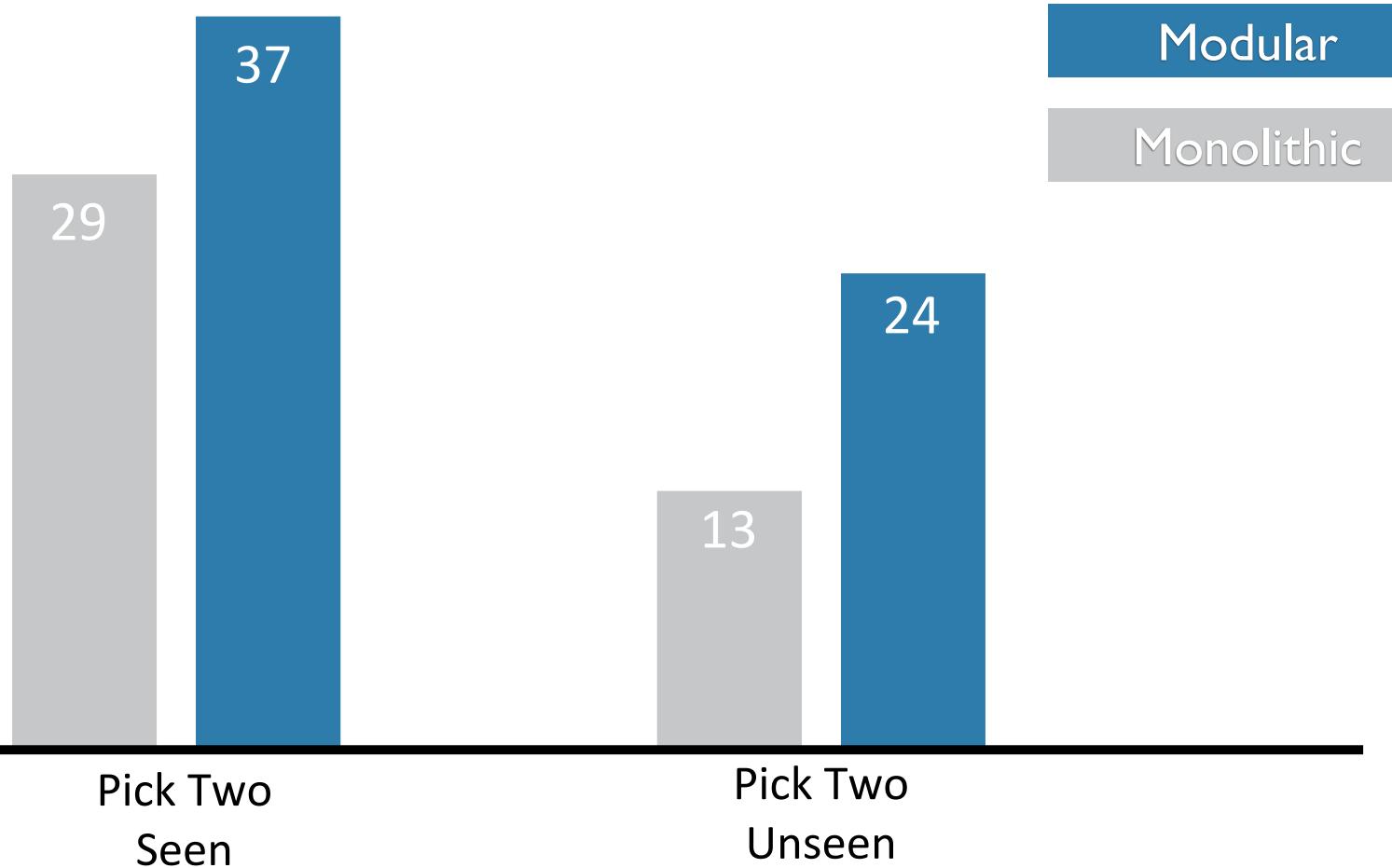


# Results



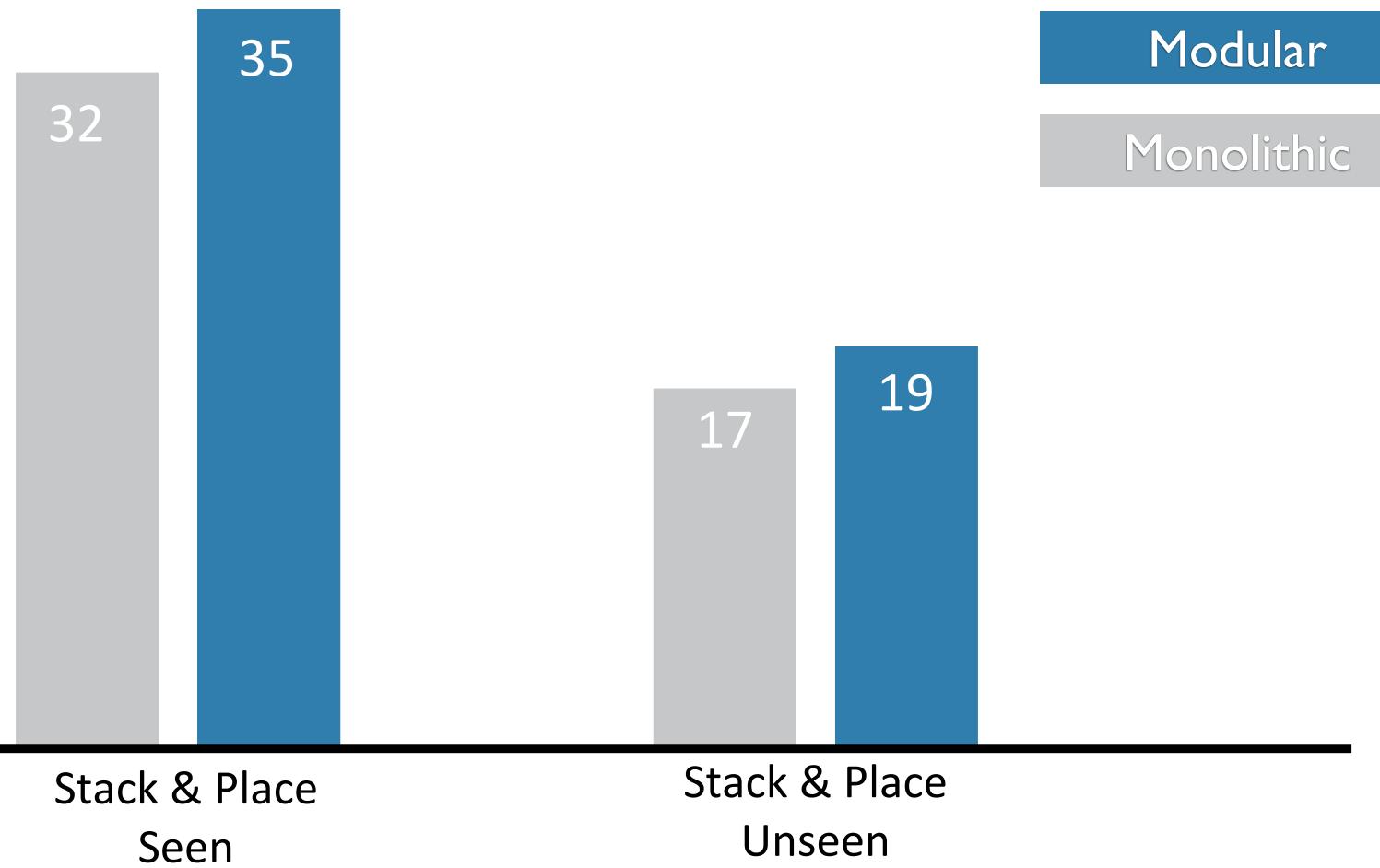


# Results



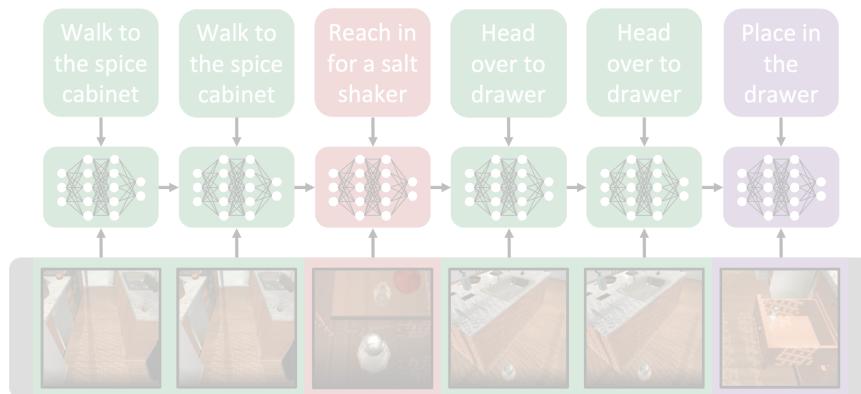


# Results



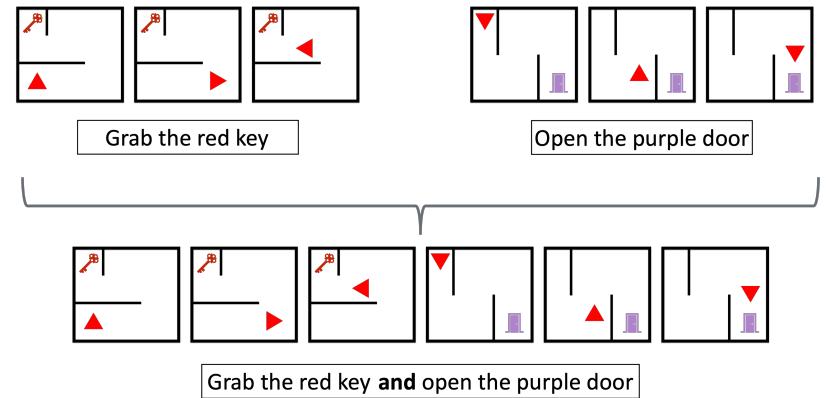
# Modularity in Instruction Following

## Modularize the Model



[Corona et al. 2021]

## Modularize the Data

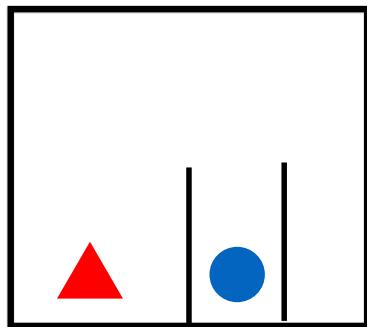


[Kanthalruban et al. In submission]

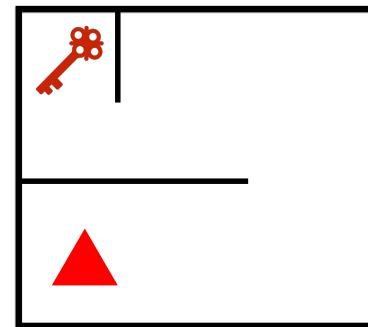




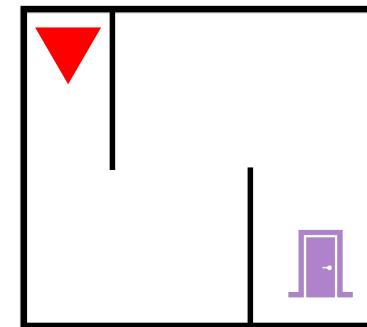
# Common Building Blocks



Go to the blue circle



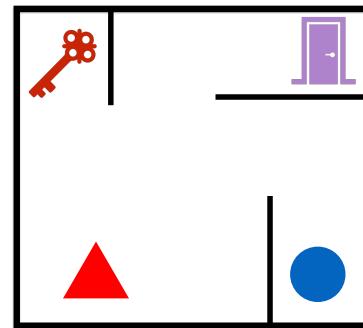
Grab the red key



Open the purple door



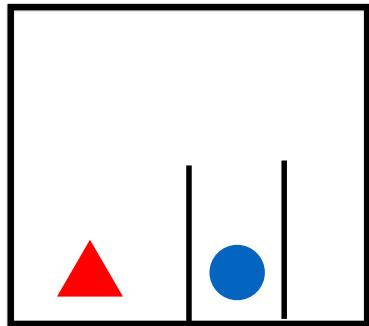
# Sparsity of Compositions



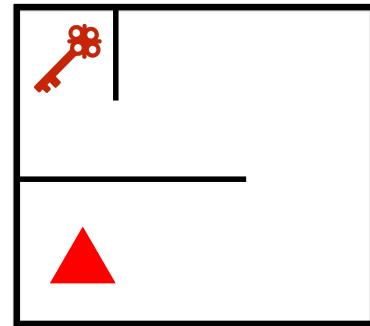
Go to the blue circle, grab the red key, and open the purple door.



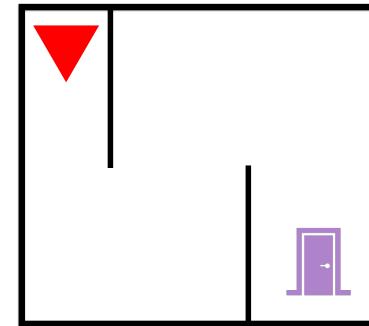
# Decontextualization



Go to the blue circle



Grab the red key



Open the purple door



# Decontextualization



Go to the blue circle

Grab the red key

Open the purple door



# Decontextualized Data Augmentation



Go to the blue circle, grab the red key, and open the purple door.



Go to the blue circle



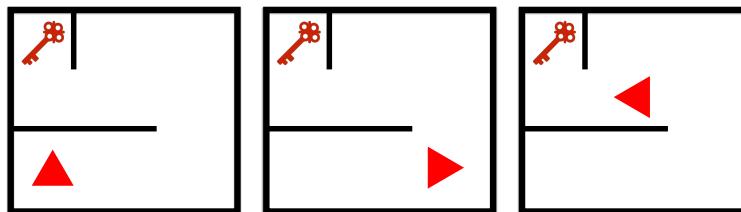
Grab the red key



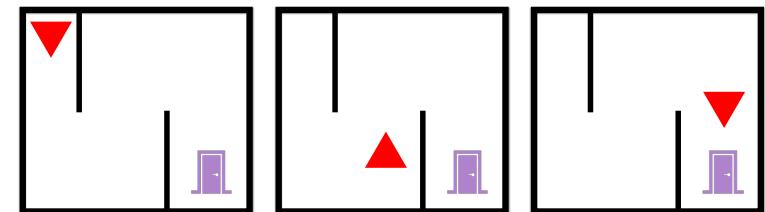
Open the purple door



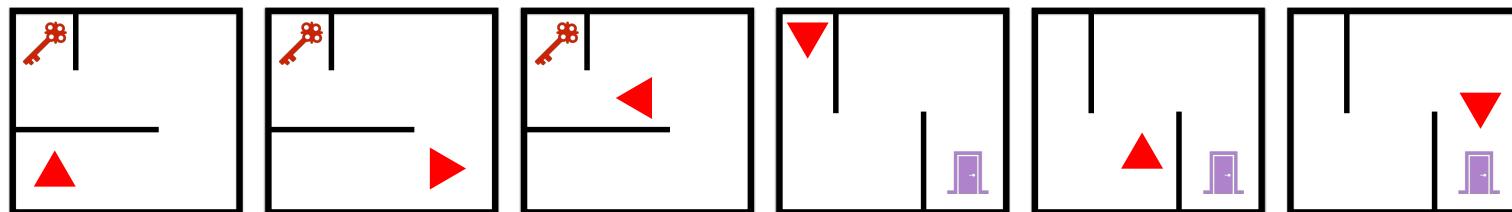
# Smash Cuts



Grab the red key



Open the purple door



Grab the red key **and** open the purple door



# Datasets



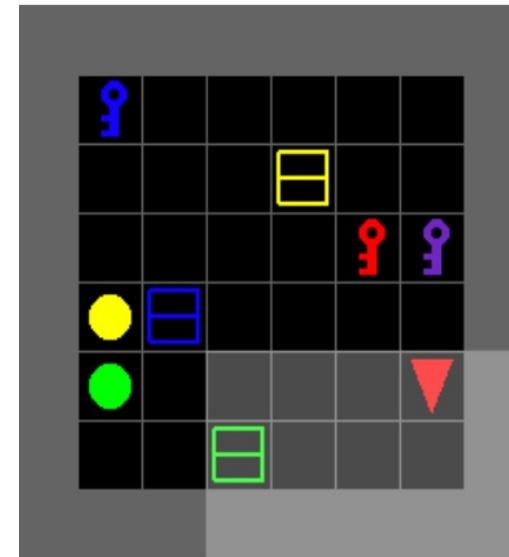
## Crafting



“Chop down a tree  
and mine a rock.”

[Devin et al. 2019]

## BabyAI

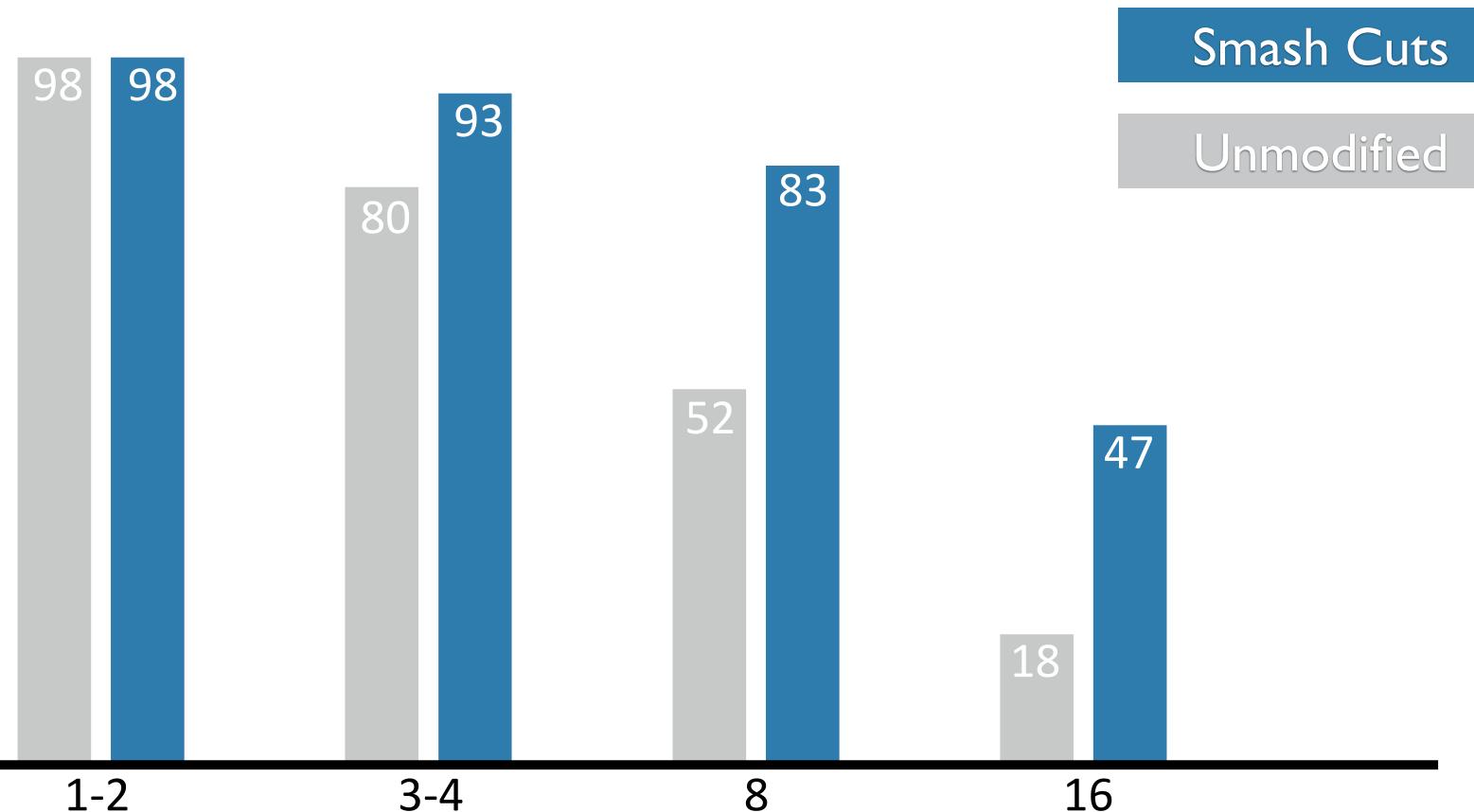


“Put the blue key next  
to the green ball.”

[Chevalier-Boisvert et al. 2019]

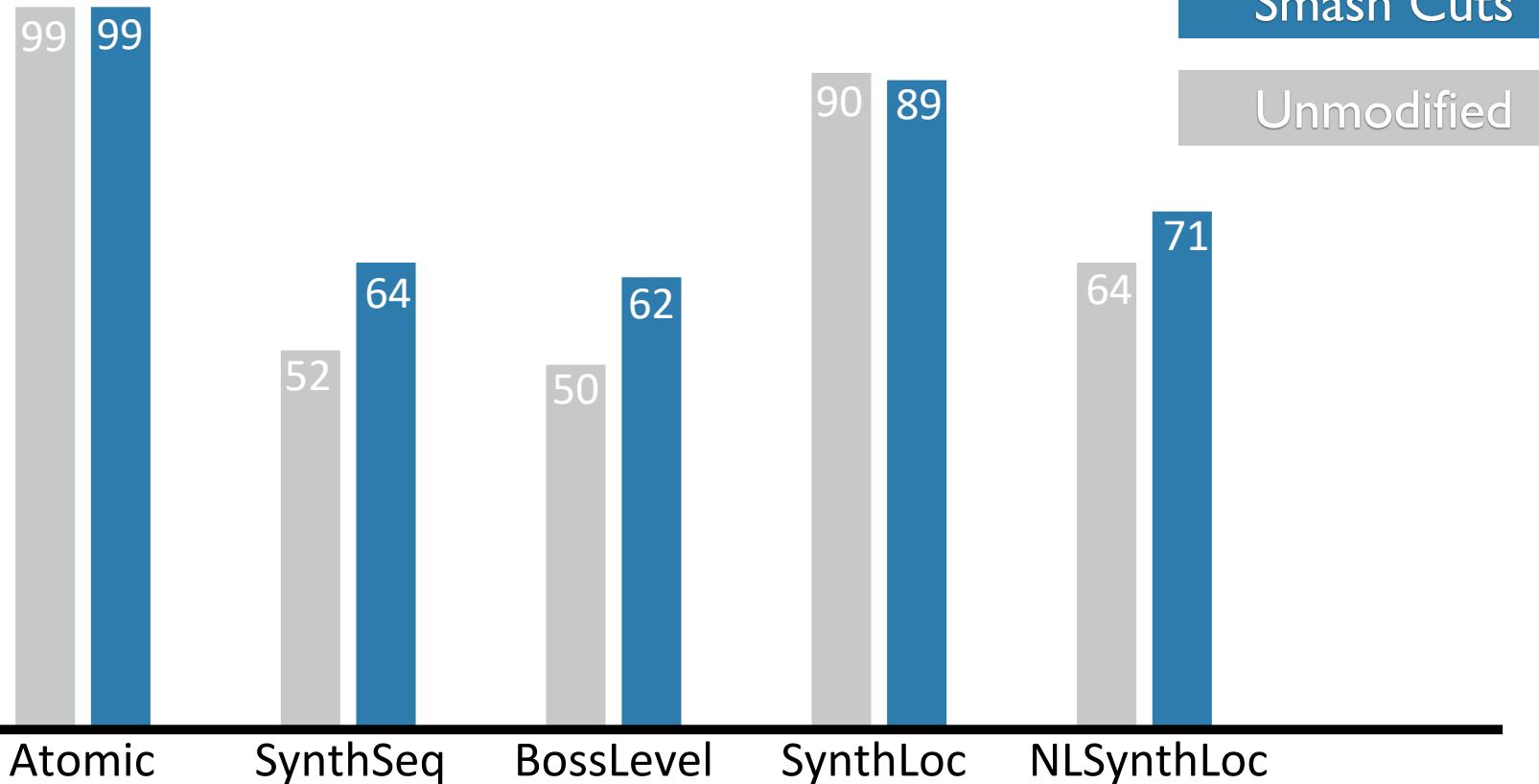


# Crafting Results



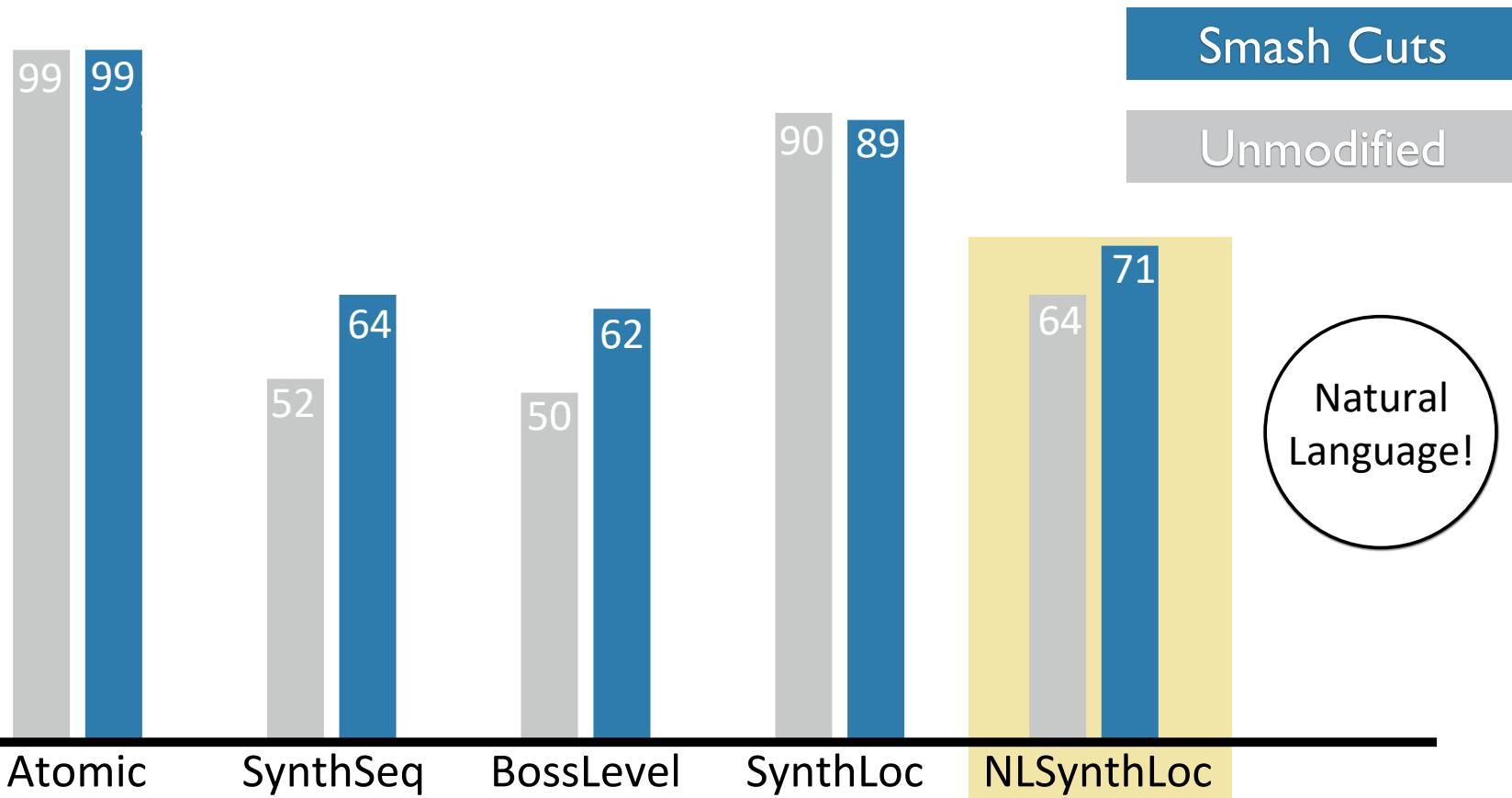


# BabyAI Results





# BabyAI Results



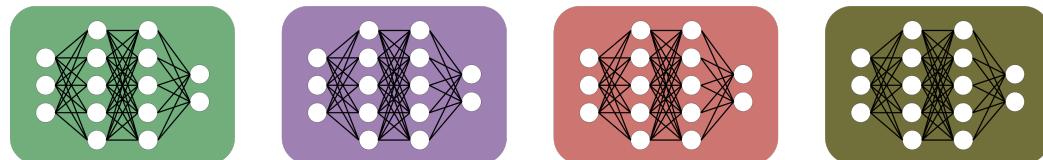
[Marzoev et al. 2020]



# Takeaways

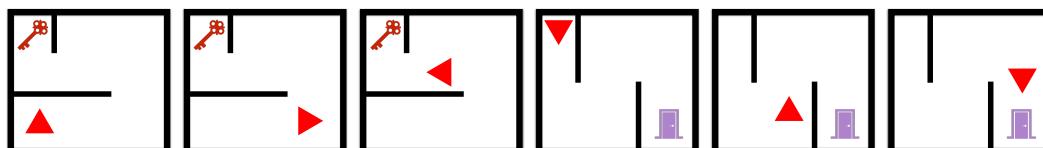


## Modularize the Model



*Modularizing action execution can improve compositional generalization*

## Modularize the Data



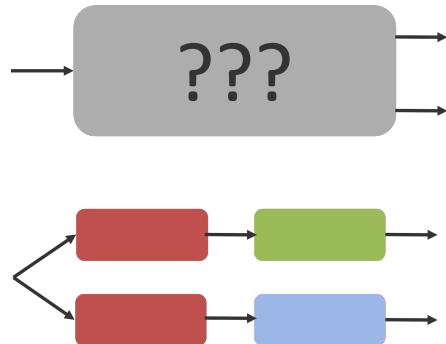
*Training on simulated compositions can improve performance on real ones*



# Why Modularity?

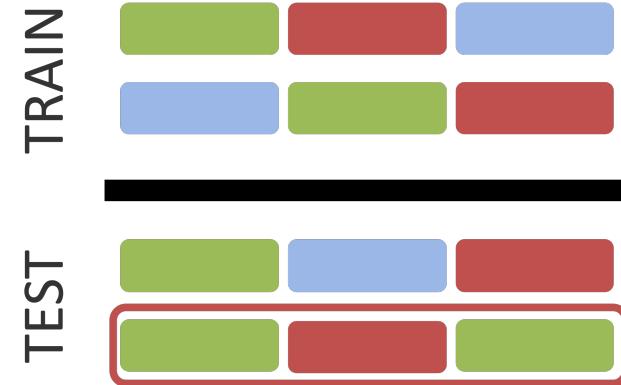


## Systems



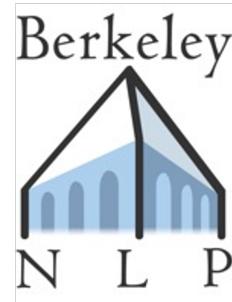
*Modularity decomposes hard problems into easier ones.*

## Systematicity



*Modularity improves compositional generalization.*

# Thank you!



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