Situated Comprehension of Action Commands

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Outline

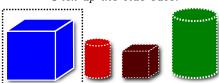
- 1 Introduction
- 2 Grounded Comprehension in BOLT
- 3 Agent Design
- 4 Discussion
- **6** Conclusions

- Use natural language for task-oriented communication.
 - Work collaboratively with humans
 - Learn from natural language communication in a complex environment

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 - How actions can be performed?
 - How language is used?

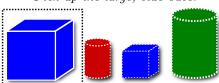
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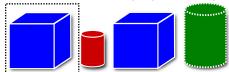
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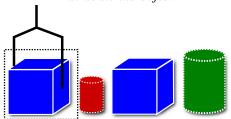
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Pick up the cube on the left of the red cylinder.



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Put down the object.



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 - *index* words and phrases to referents.
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- Our contribution
 - Formalization
 - Implementation in Soar

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 - "the white board"
 - Participants are simultaneously embedded in the environment
 - Language is used to refer to objects and event in the current situation.
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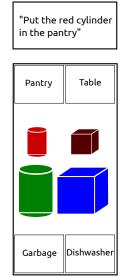
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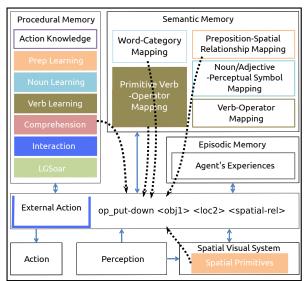
- Immediate Indexing
 - "the white board"
 - Participants are simultaneously embedded in the environment
 - Language is used to refer to objects and event in the current situation.
 - Used in learning nouns/adjectives and spatial relationships
- Displaced Indexing
 - "the parking lot in front of BBB"
 - Referents are not currently present
 - Language is used to refer to objects and events from prior experiences with the environment
 - $\bullet \ \ shared, \ componential, \ future$

Situated Comprehension

 \leftarrow Interaction Management

Behavior Execution \rightarrow





Environment and Representation

- (limited) Partial Observability
 - Distance limited sensing
 - Complete value assignment is known, if perceptible



Figure: BOLT++

Environment and Representation

- (limited) Partial Observability
 - Distance limited sensing
 - Complete value assignment is known, if perceptible
- Primitive actions
 - goto, pick-up(obj), put-down(obj)
 - put-down(obj,loc), put-down(obj,obj)
 - known proposal/application/termination
 - Affordance based proposals
 - pick-up proposed for all 'perceptible' objects
 - put-down proposed for objects in the gripper

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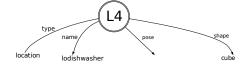


Figure: BOLT++

Background Knowledge

(Noun/Adj:Perceptual Symbols, Preposition:Spatial Relationship)

• Domain Semantic Knowledge

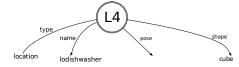


- May be acquired from previous experiences
- Allows the agent to communicate non-perceptible locations

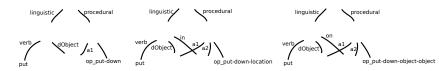
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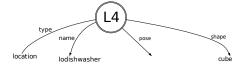
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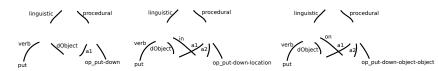
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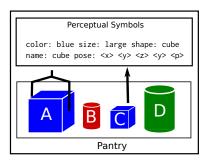
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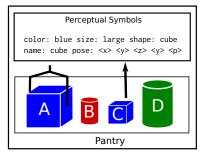
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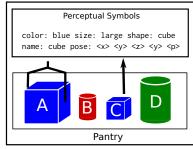
- Action Models
 - Changes in the world for primitive actions



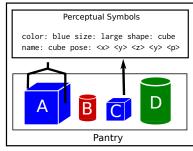
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 - match description to perceptible objects
 - add all matching objects to arg-candidate set $CA_{dO} = \{A, C\}$
 - if nothing matches, displaced indexing



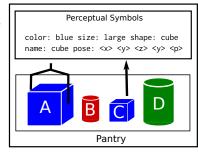
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- Displaced indexing into episodic memory?



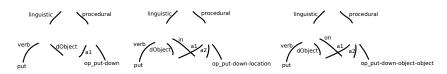
"Put a blue cube in the dishwasher"

Phase: Index Verb



"Put a blue cube in the dishwasher"

Phase: Index Verb



Possible Interpretations CI
 op_put-down-object-location [A] [dishwasher]
 op_put-down-object-location [C] [dishwasher]

- Generate all possible interpretations CI
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 - Ground preposition: predicate projection, tracking
- Communicate if empty or multiple elements

Linguistic Capabilities

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- Situated Referent Resolution
 - Using perceptual information
 - Use of most distinctive description given the perceptual state
 - Using semantic knowledge
 - mapping the dishwasher to a semantic object
 - Using procedural knowledge
 - Can only put down the object in gripper

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 - Using procedural knowledge
 - Can only put down the object in gripper
- Situated Action Resolution
 - Using the argument structure

Future Work

- Resolve PP phrase ambiguities using context
- Use episodic memory for displaced indexing
- Co reference resolution
- Exploiting other context
 - linguistic, interaction, procedural, perceptual, semantic, episodic

Nuggets and Coal

- Nuggets
 - Proposed a scheme for comprehending action commands
 - Uses real-world context
- Coal
 - Only action-commands!
 - Evaluation?
 - Information theoritic analysis