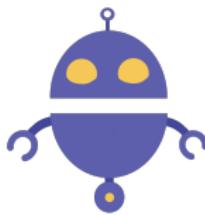


# On the syntax and semantics of voice assistants in autonomous vehicles

Warrick Macmillan

6<sup>th</sup> May 2022



```
data  $\phi$  : Set where
  atom  : Atom  $\rightarrow \phi$ 
   $\perp T$   :  $\phi$ 
   $\neg_-$   :  $\phi \rightarrow \phi$ 
   $\_ \vee \_ \wedge \_ \Rightarrow \_$  :  $\phi \rightarrow \phi \rightarrow \phi$ 
  X F G :  $\phi \rightarrow \phi$ 
   $\_ \cup \_ \cap \_ R \_$  :  $\phi \rightarrow \phi \rightarrow \phi$ 
```

```
record M (Atom : Set) : Set1 where
  field
    State : Set
    _↪_ : rel State
    relSteps : relAlwaysSteps _↪_
    L : State → Atom → Set
    -- L'' : Decidable L'
```

mutual

# Motivation

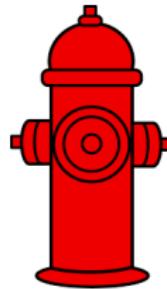
“Go to the grocery store after the next exit, and then go to fuel station, but stop by the fire hydrant so I can take a picture of that crazy sign, first.”

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# Ambiguities

“Go into the other lane”

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“Go into the other lane”



# Ambiguities

“Go into the other lane”



# Ambiguities (cont.)

“Drive to the person with the dog”

# Ambiguities (cont.)

“Drive to the person with the dog”



# Ambiguities (cont.)

“Drive to the person with the dog”



# Simplified Autonomous Vehicle

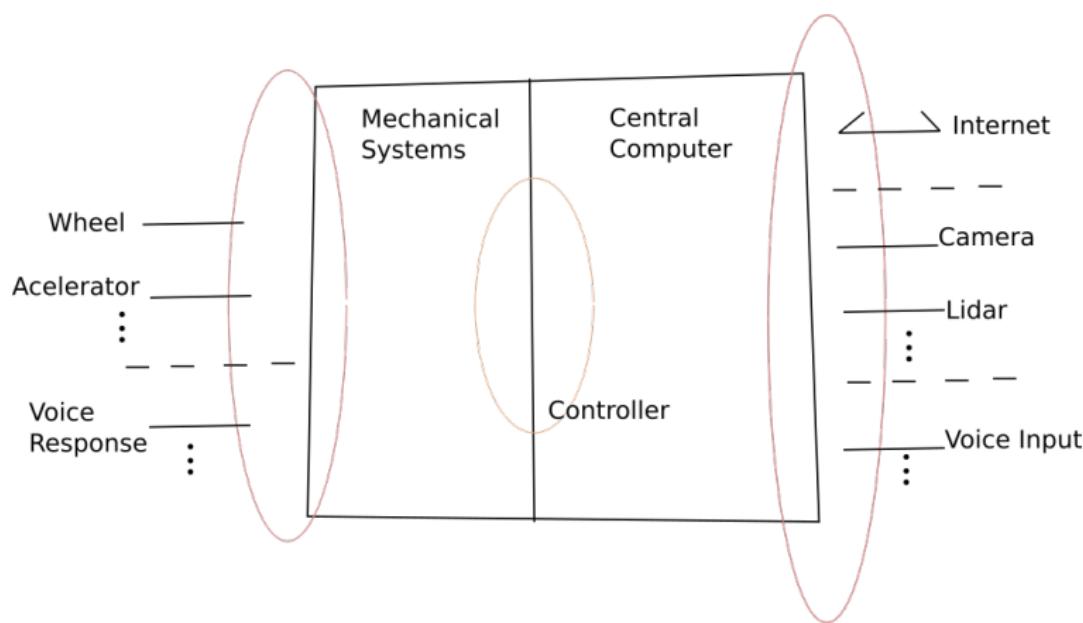


Figure: Self-driving car

# Path

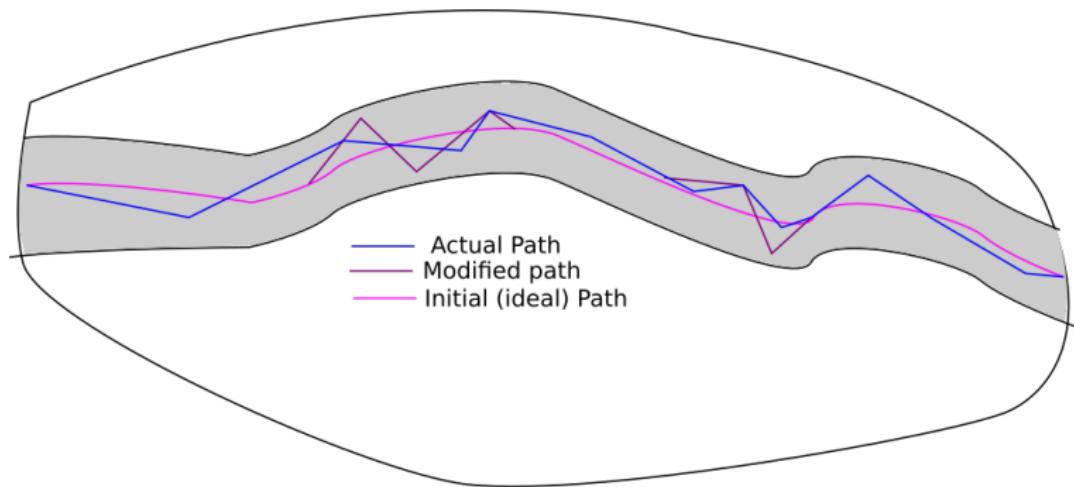


Figure: Initial, modified, and actual paths/routes

## Mathematically Ideal Property

$\forall u \in \text{Utt. } \exists r \in \text{Routes such that } \forall r' \in \text{Routes. } d(u, r) \leq d(u, r')$

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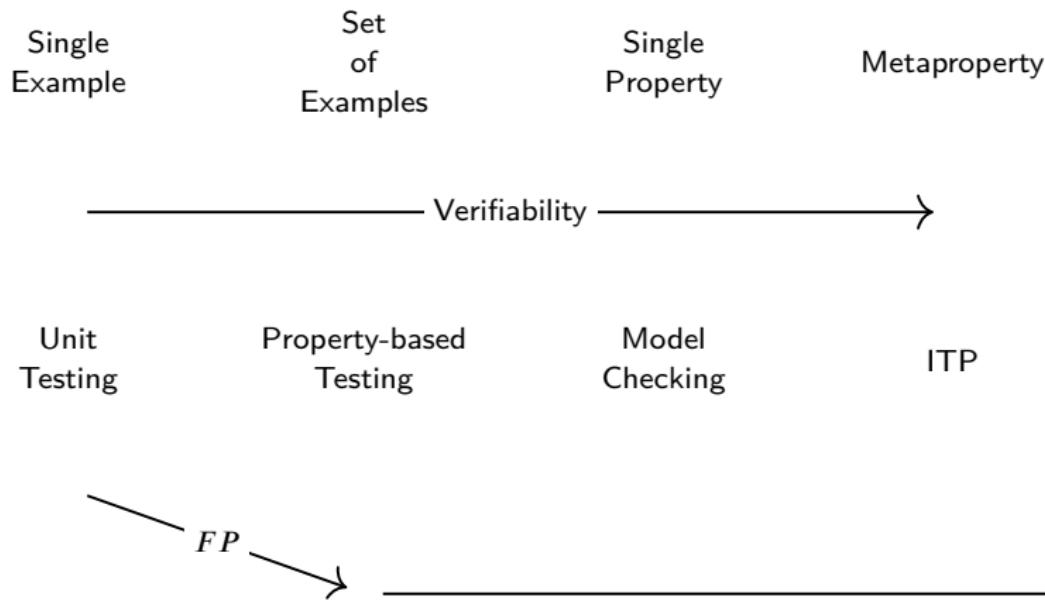
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  - physical objects in the case of paths in Euclidean space

# Verification Spectrum



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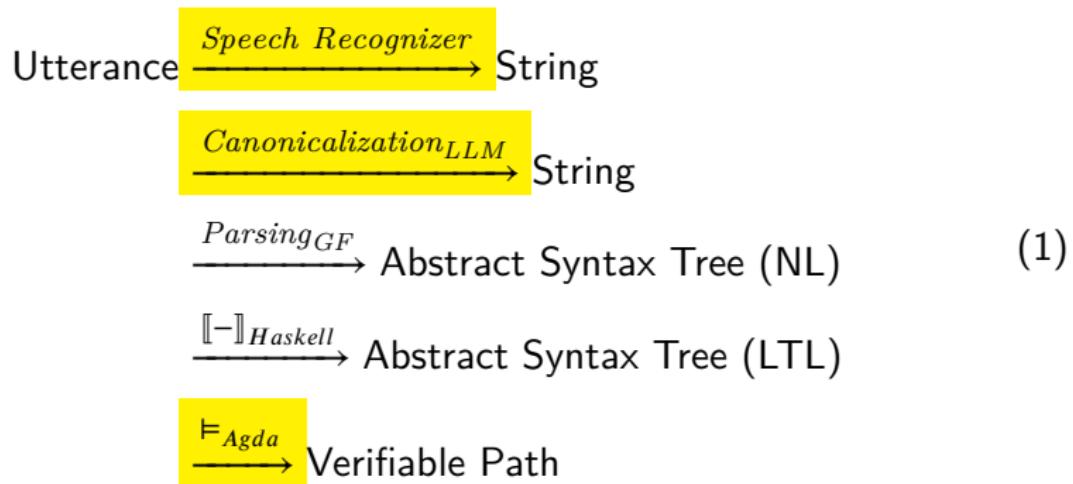
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- Ensure maps between big-components are functorial with respect to small-component composition
- Verification of system is can similarly be broken into sub-verifications

## More Specifically

This project contains bits and pieces of :

- ① Functional Programming Languages : GF (Grammatical Framework), Haskell, Agda
- ② Natural Language Processing : Semantic Parsing, Controlled Natural Languages
- ③ Tools : Grammars, Decidable logics for motion planning and verification

# Ideal Pipeline



# Grammatical Framework

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-

# TOUCHDOWN Dataset

```
(((["Go"],5527),(["be"],5300),(["turn"],4154),(["Turn"],4154)),["VB"])
(((["left"],228),(["came"],59),(["made"],47),(["started"],44)),["VBD"])
(((["going"],1684),(["facing"],939),(["moving"],849),(["passing"],617)),["V"]
(((["left"],1733),(["parked"],616),(["painted"],307),(["fenced"],263)),["VB"]
(((["are"],3554),(["'re"],1185),(["reach"],1100),(["get"],770)),["VBP"])
(((["is"],4919),(["has"],795),(["'s"],471),(["ends"],93)),["VBZ"])
```

n-grams : the 9-gram “so you are moving with the flow of traffic” occurs 311

# Ontological Categories

cat

PosCommand	; -- go to the store
Place	; -- the store
Time	; -- in 5 minutes
Action	; -- drive
Way	; -- to
How	; -- quickly
Where	; -- left
AdvPh	; -- to the store
UndetObj	; -- store
Determ	; -- the
Object	; -- the store
Number	; -- a
Conjunct	; -- and
Condition	; -- there is a museum
Descript	; -- big

# GF Functions

fun

-- Explicit Temporality

DoTil : Action -> Time -> PosCommand ; go in one minute

-- Modified action

ModAction : Action -> AdvPh -> Action ; -- go to the store

-- Adverbial Phrases

MkAdvPh : Way -> Object -> AdvPh ; -- to the store

-- Noun Phrases

WhichObject : Determ -> UndetObj -> Object ; -- the red dog

-- Modified Noun

ModObj : Descript -> UndetObj -> UndetObj ; -- black dog

# Base Ingredients

These represent the tree leaves to be grounded!

fun

```
    Quickly : How      ;  
    Left     : Where    ;  
    To       : Way      ;  
    After    : Way      ;  
    Store    : UndetObj ;  
    Traffic  : UndetObj ;  
    London   : Place    ;  
    Drive    : Action    ;  
    Turn     : Action    ;  
    Big      : Descript  ;  
    A        : Determ   ;
```

go to the store, turn left and stop at the woman with the dog. go to the bridge. finish.

```

p " go to the store , turn left and stop at the woman with the dog . go to the bridge . Finish ." | tt
* ConsCommands
  * OneCommand
    * CompoundCommand
      * And
        ConsPosCommand
          * SimpleCom
            * ModAction
              * Go
              MkAdvPh
              * To
                WhichObject
                  * The
                  Store
  BasePosCommand
    * SimpleCom
      * ModAction
        * Turn
        WherePhrase
          * Left
  SimpleCom
    * ModAction
      Stop
      MkAdvPh
        * At
          WhichObject
            * The
            PhraseModObj
              * Woman
              MkAdjPh
                * With
                WhichObject
                  * The
                  Dog
  ConsCommands
    * OneCommand
      * SimpleCom
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```

The diagram consists of a series of arrows and lines drawn over the text, starting from the first 'go' in 'go to the store' and tracing it through the 'ModAction' node, then through the 'SimpleCom' node, and finally reaching the 'OneCommand' node under 'BaseCommands'. Another line starts from the second 'go' in 'go to the bridge' and traces it through the 'ModAction' node, then through the 'SimpleCom' node, and finally reaching the 'OneCommand' node under 'BaseCommands'.

go to the store, turn left and stop at the woman with the dog. go to the bridge. finish.

```
ModAction
  * Go
    MkAdvPh
      * To
        WhichObject
          * The
            Store
  BasePosCommand
    * SimpleCom
      * ModAction
        * Turn
        WherePhrase
          * Left
  SimpleCom
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go (to the store, turn left and stop (at the woman)) with the dog.

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Dog

Need a temporal until operator,  $U$ , to construct a semantically justifiable interpretation

# Haskell LTL

go to the store, turn left and stop at the woman with the dog. go to the bridge. finish.

```
F (Meet
  (Atom "the_store")
  (F (Meet
    (Atom "turn_left")
    (F (Meet
      (Atom "the_woman_with_the_dog")
      (F (Meet
        (Atom "the_bridge")
        (G (Atom "FINISHED")))))))))
```

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Sequence of future states reveal a simple list flattening procedure which amounts to an exceedingly simple denotational semantics

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semantics :: GListCommands -> Phi
semantics x =
  let (GListCommands ((GOneCommand y) : _)) = normalizeList x
  in case y of
    q@(GSimpleCom a) -> astToAtom q
    (GCompoundCommand GAnd (GListPosCommand xs)) -> listCommand2LTL xs
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normalizeList :: GListCommands -> GListCommands
where
  normalizeNestedLists :: GListCommands -> GListPosCommand
  where
    normalizeListPosCommand :: GListPosCommand -> GListPosCommand
    where
      unSentence :: [GCommands] -> [GPosCommand]
      flattenSublist :: GPosCommand -> [GPosCommand]
      where
        getListPosCommands :: GListPosCommand -> [GPosCommand]
```

# Linear Temporal Logic

- Modal logic (temporal modality)
- Allows one to reason about sequential actions
- Verification for robotics systems
- Objective in reinforcement learning
- Other temporal logics (Signal TL, Computation Tree Logic, ...)
- Decidable

## Complexity (and expressivity)

Propositional Logic < Temporal Logic <<sub>undecidable</sub> First Order Logic

## Temporal Operators

- $X\phi$  : in the next state, phi holds
- $\diamond\phi$  : exists a future state such that  $\phi$  holds ( $F\phi$ )
- $\Box\phi$  :  $\phi$  holds for every future state ( $G\phi$ )

This project is quite multifaceted, still in a somewhat primordial state (and therefore may be taken in many directions).

Goal : Design a controlled natural language which is

- Suitable as an “approximation” for a voice assistant for an autonomous vehicle
- Has a well defined semantics in temporal logic
- Seeking to balance breadth and depth of our system

# Trade-offs

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- Specificity and generality
- Formality and formalizability
- Verifiability and validity

# Where does ML come in?

## Language Models

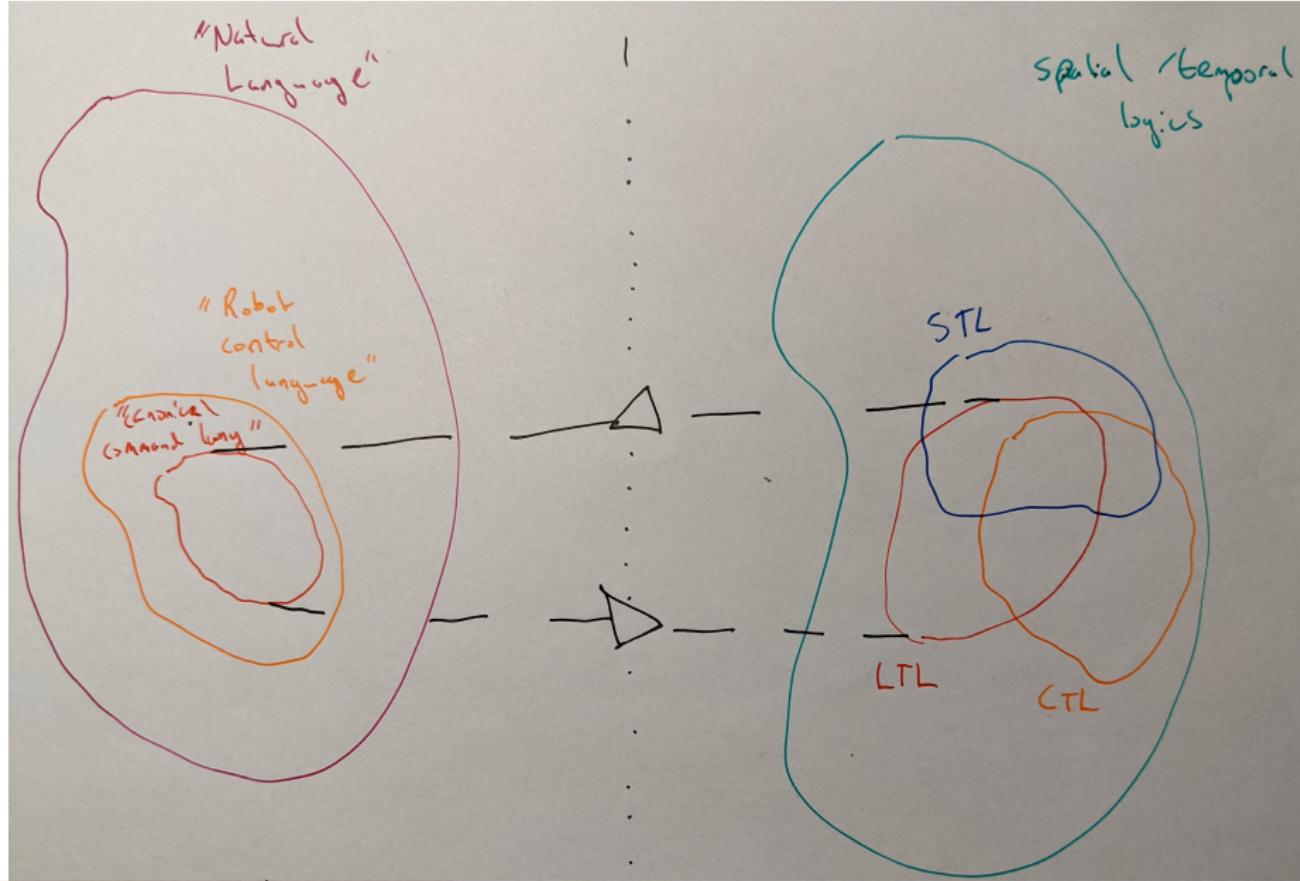
- Foundation models - future of NLP?
- BERT, GPT3, ...
- Pretrain and then fine-tune

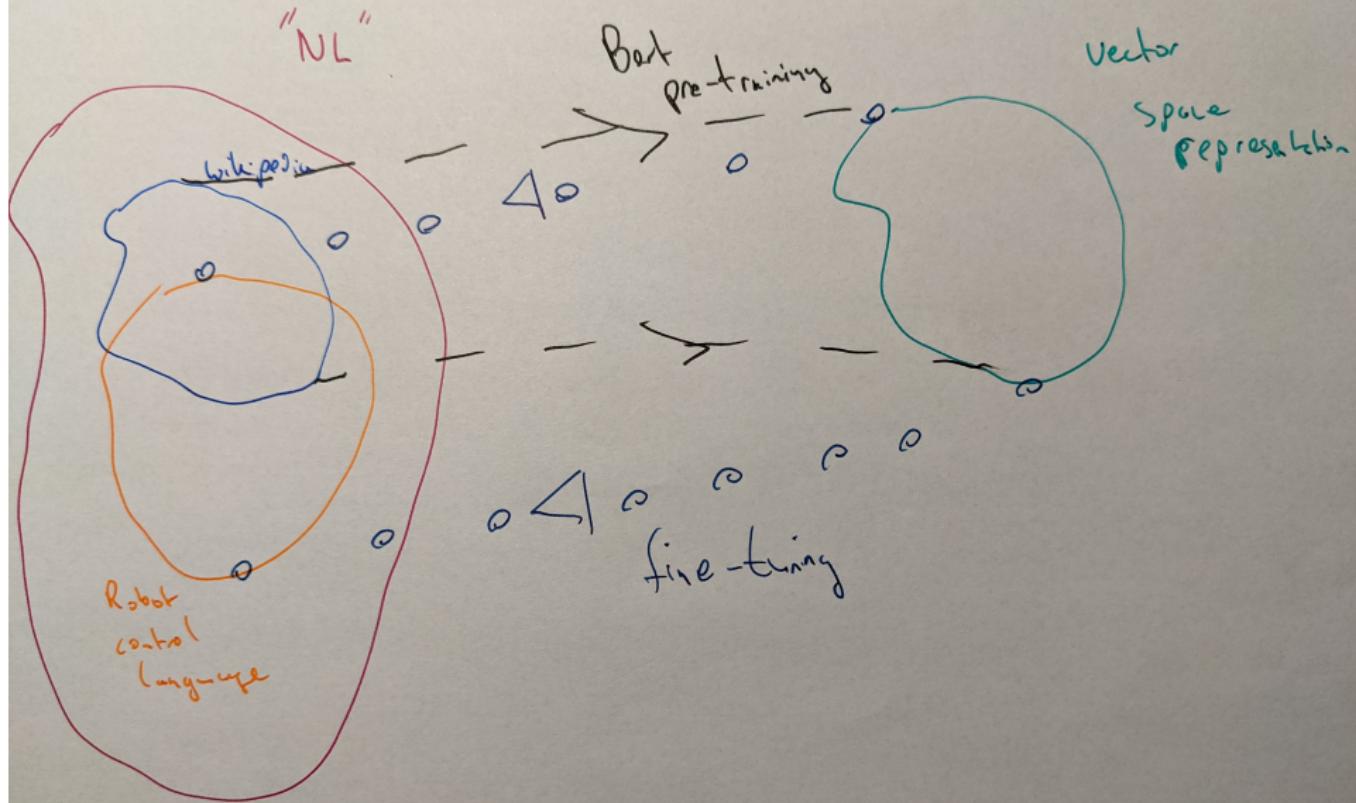
## Ingredients

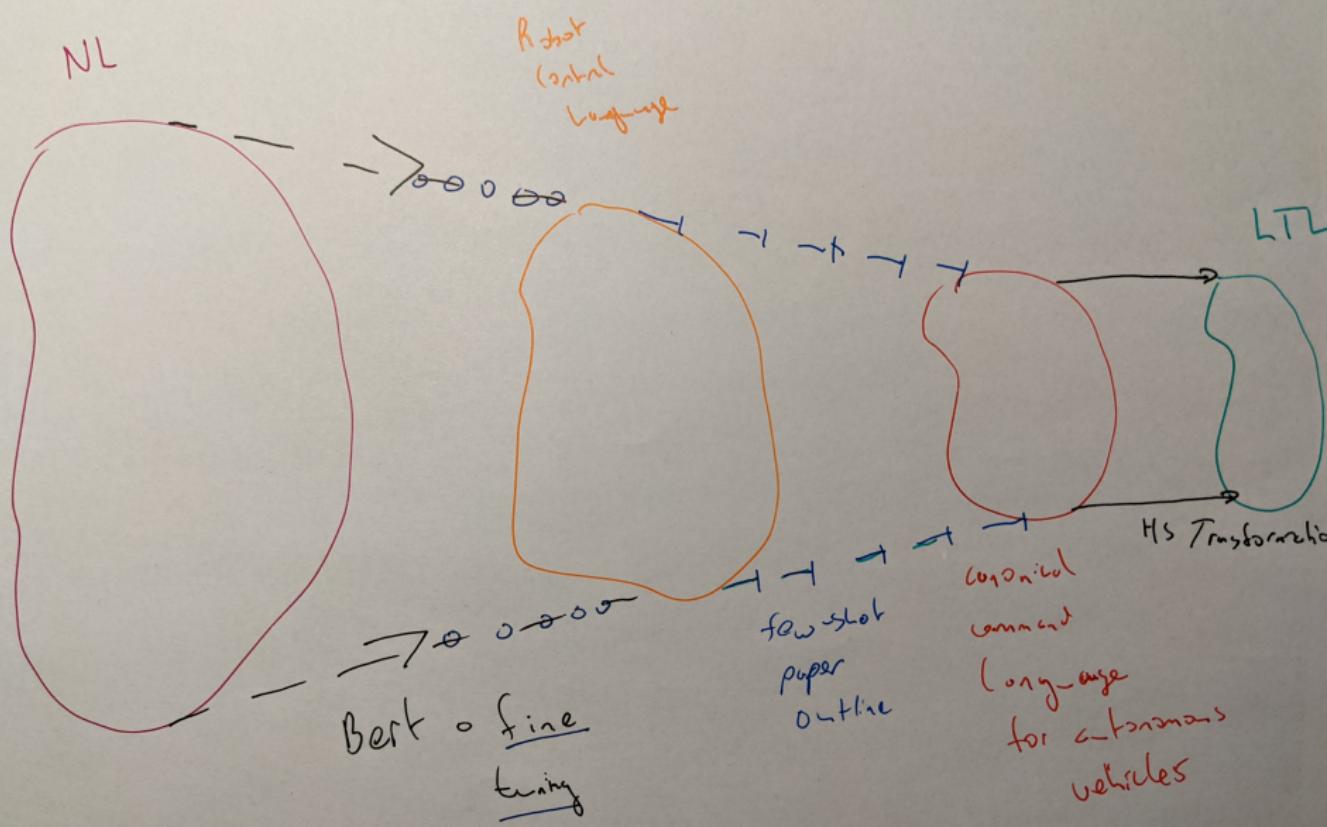
- Semantic Parser : NL Utterance -> Formal Language form
- Touchdown Data Set : 13000 sequences
- Few-shot semantic parsers paper (Microsoft Research) - open source Pytorch code

## Idea

Integrate their technique and code with our parser and dataset







# Future

- Expand parser itself
- Work on semantics , more expressive logic, etc
- Ground semantics to Touchdown location map
- Better data set?
- Working on a draft document, with references, of everything shown here.

## Acknolwedgements