

Mixed-Initiative Interaction for Learning with Instruction

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Outline

- ① Interaction in BOLT
- ② Interaction Model: Requirements
- ③ Interaction Model: Design Details
- ④ Conclusions

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 - Vision system is not perfect
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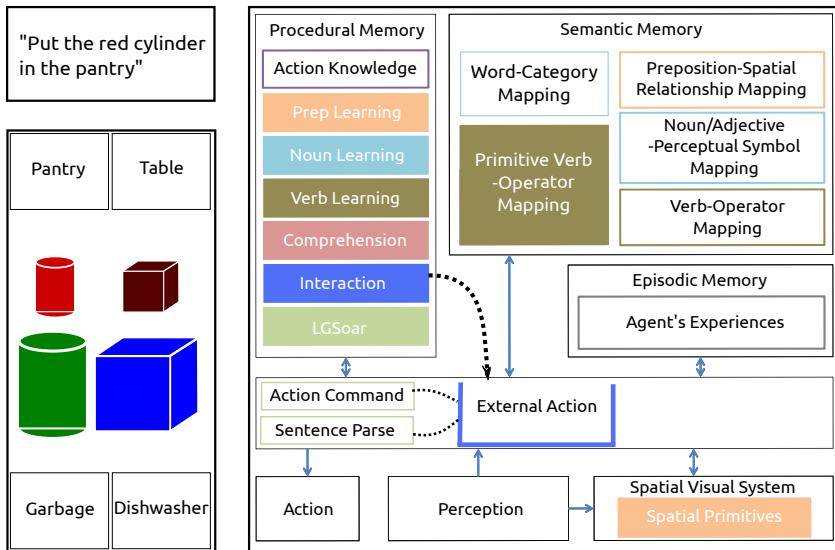
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- Implementation
 - State of interaction is maintained as an 'interaction stack'
 - maintained in working memory, **not** state stack
 - Communication, learning, actions change the state of interaction through interaction operators

Interaction Management

← Syntactical Processing

Grounded Comprehension →



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- **Temporal:** The model and the sequence of interactions should inform agent's learning.
 - Agent is able to learn from temporally delayed information

Interaction Model

adapted from Rich and Sidner (1998)

based on Collaborative Discourse Theory (Grosz and Sidner, 1986)

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Events

change the state of interaction

- Action events
 - change in the environment state
- Dialog events
 - instructor/agent elicitation
- Learning events
 - change in agent's knowledge

<i>dialog-event</i>	Human: Move the red block to the pantry.
<i>dialog-event</i>	Agent: I do not know how to perform this action.
<i>dialog-event</i>	Human: Pick up the red block.
<i>action-event</i>	Agent: (picks up the red block)
<i>dialog-event</i>	Agent: What do I do next?
<i>dialog-event</i>	Human: Put the object in the pantry.
<i>action-event</i>	Agent: (puts the red block in the pantry)
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<i>dialog-event</i>	Human: You are done.
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contiguous block of events

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linguistic segment

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mixed segment

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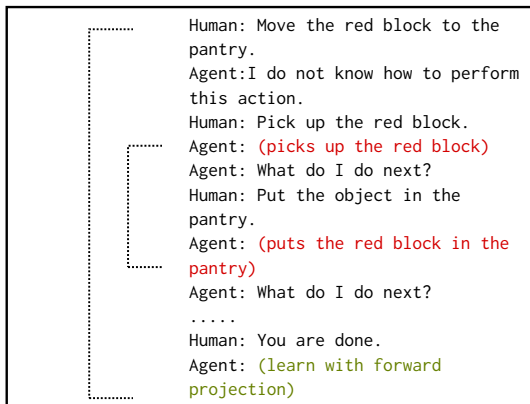
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- A question-answer sequence
- A command-action sequence
- Hierarchical



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 - action-command: *purpose* - external action; *satisfaction* - successful action/indication of successful action

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 - Learning based heuristics
 - learning composite action dominates primitive action execution

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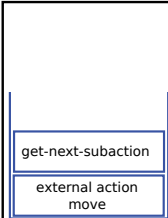
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Interaction Stack

contiguous block of events

purpose, satisfaction

- Represents the state of dialog between the instructor and the agent
- A stack of open segments (purpose has not been achieved)
- The top segment determines the current focus of dialog.

 <p>get-next-subaction</p> <p>external action move</p>	<p>Human: Move the red block to the pantry. Agent: I do not know how to perform this action. Human: Pick up the red block. Agent: (picks up the red block) Agent: What do I do next?</p> <hr/> <p>Human: Put the object in the pantry. Agent: (puts the red block in the pantry) Agent: What do I do next? Human: You are done. Agent: (learn with forward projection)</p>
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- **Temporal:** The model and the sequence of interactions should inform agent's learning.
 - Episodic memory encodes changes in interaction state.

Nuggets and Coal

- Nuggets
 - The interaction model integrates well with other modules
 - in deployment
 - Progress from Huffamn and Laird (1995)
 - Did not allow instructor initiated instructions.
- Coal
 - Limited understanding of ‘initiative’.
 - Intentions are heuristically derived
 - Hard in complex scenarios