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Objectives

- Exploring methods that change the role of robots from *Tools* to *Teammates*
- Collect human-robot dialogue training data that is computationally tractable without sacrificing naturalness
 - Task: Commander (naïve participant) instructs a robot in a remote location to navigate through an indoor environment, under network constraints
- Collect data containing natural language interactions & associated multimodal data from robot
 - Task: Human “teammate” is engaging in dialogue with a robot “teammate”



Our vision includes natural, intuitive bi-directional communication between human teammates and robots using language. Multimodal spoken dialogue will be a key component.

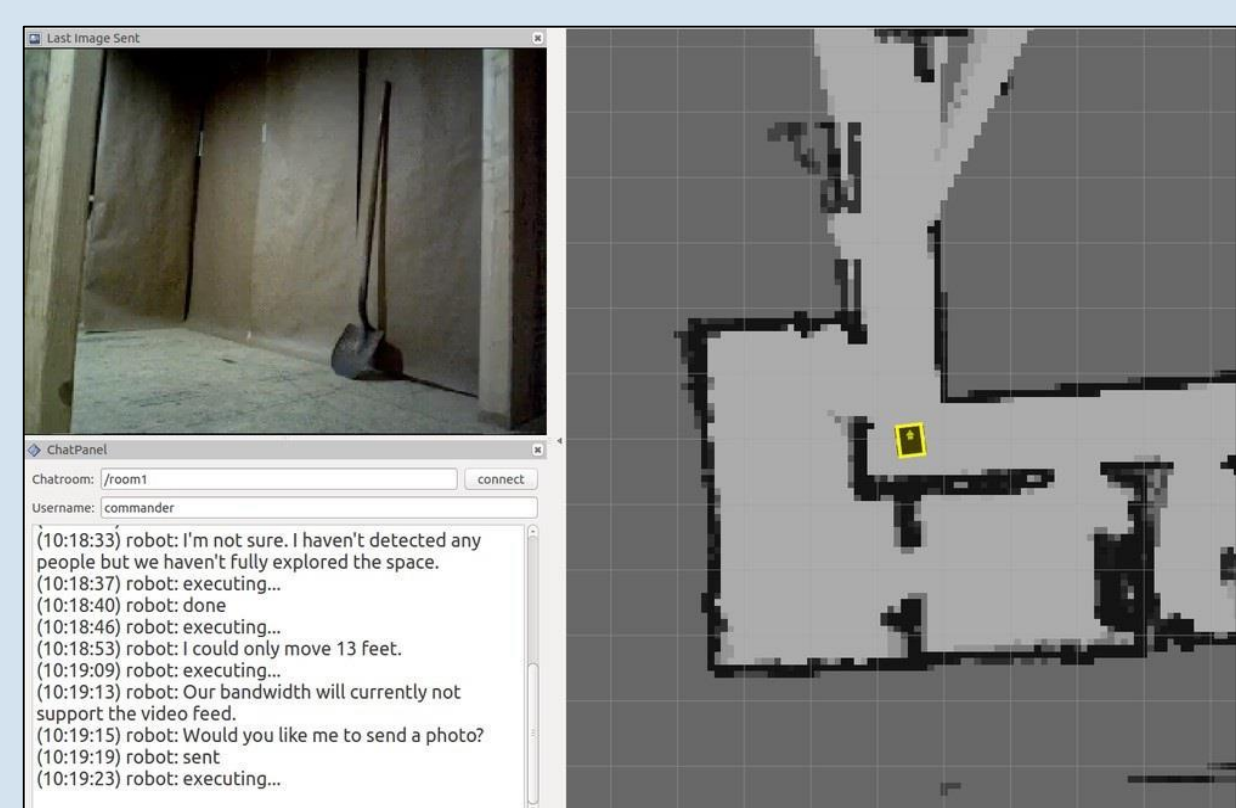
Approach

- Start with human wizards using “Wizard of Oz” method as stand-ins for components to be automated
- Use two wizards representing separable, automatable functions:
 - Dialogue Manager (DM-Wizard) is the “brains” of the robot in natural language interactions
 - Robot Navigator (RN) controls robot based on instructions from DM-Wizard, passed on from Commander

Commander Participant

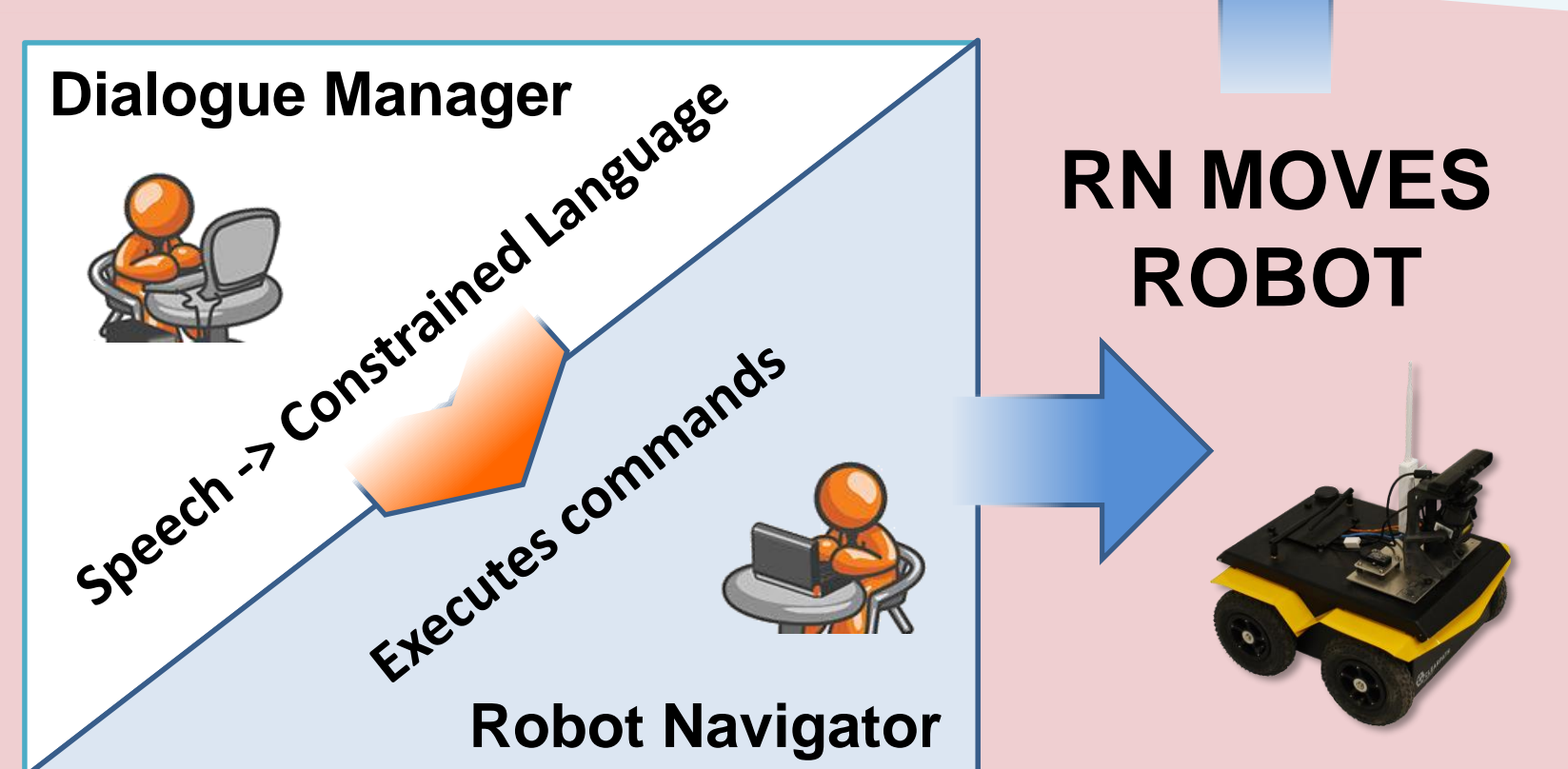


VIEWES



VERBAL COMMANDS

“Behind the scenes”



Adaptation of “Wizard of Oz” methodology for multimodal human-robot dialogue.

Distribution Unlimited. Unclassified.

Multi-Phase Development

Phase 1: Exploratory data collection (completed)

- DM-Wizard communicates via chat windows with both Commander & Robot Navigator, who communicate with each other only via DM-Wizard
- Commander provides unconstrained instructions (e.g., “go through the doorway on the right”)
- DM-Wizard follows guidelines for effective communication iteratively developed throughout phase 1, but is relatively unconstrained in the messages typed to Commander
- Recruited ten “Commander” participants to each participate in three twenty-minute trials

| Participant speaks (audio) | Participant <--- DM chat room 1 (text) | DM ---> Robot Navigator chat room 2 (text) | Navigator speaks (audio) | ROBOT on screen |
|----------------------------|---|--|--------------------------|-----------------|
| move forward | I'm not sure where or when to stop if I move forward. | | | |
| move forward 3 feet | | move forward 3 feet | <navigate> | [motion] |
| done | | | done | |

The Commander Participant provided an open-ended instruction. The DM-Wizard intervenes to determine an endpoint. After receiving a reply, the DM-Wizard passes the full command to the RN.

Phase 2: Automate some of DM-Wizard labor (ongoing)

- Detailed analysis of Phase 1 data revealed patterns guiding development of graphical interface
- DM-Wizard communicates via the interface, which automates (and further constrains) messages

| Screens | Wiz-Commander | Wiz-RN | Map-specific | | | | | | | | |
|----------------|------------------------------|---------------------|-----------------------------------|-----------------------|--------------------|----------------------------|----------------------|----------------|----------------------------|------------------------------|-----------------|
| Task | intro | also_ready | ready | tech issues | standby | hold push-to-talk reminder | task complete | | | | |
| Feedback | executing | sent | done | ... | hear you | calibrating | calibration complete | yes | no | ok | reponse: unsure |
| | correct | don't think so | think so | good job | hello and thanks | thank you | hi | | | | |
| Clarify Target | unsure of object referred to | unsure object meant | describe w color, size, position? | describe another way? | unsure where to go | unsure of doorway | unsure doorway meant | unsure of room | unsure of wall | which doorway? | which room? |
| | which wall? | which OBJECT? | one to my right? | on the right? | one to left? | on the left? | one closest? | one ahead? | direct left or ahead left? | direct right or ahead right? | |

Move how far?



“How far did you want me to move?”

Snippet of graphical interface for Phase 2. The DM-Wizard clicks a button and a full text message is sent to RN or Commander.

Phase 3: Automate DM-Wizard entirely (future)

Discussion & Conclusions

- Contributes to natural language & multimodal training data between humans and robots
- Identifies concepts critical to human-robot dialogue
- Extension of multi-phase development method for virtual humans and apply to embodied robots

Path Forward

- Series of studies planned that will examine:
 - Increased automation support for dialogue management
 - Multimodal inputs (head nods, eye gaze)
 - Human-robot dialogue in more complex environments