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USC Institute for  
Creative Technologies

# The Bot Language Project: Moving Towards Natural Dialogue with Robots

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# A quick introduction

- Cassidy Henry, computational phonologist

**UCLA**

B.A. Linguistics  
*June 2018*

**ARL**

CISD  
SMART Scholar  
*Since June 2016*

**UNIVERSITY OF  
MARYLAND**

PhD, Linguistics  
*Starting Fall 2018*

**SMART**

SCIENCE, MATHEMATICS  
& RESEARCH FOR  
TRANSFORMATION

PART OF THE NATIONAL DEFENSE  
EDUCATION PROGRAM



# Project Goals

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- **Goal:** to provide more natural ways for humans to communicate with robots
  - In order to reach this, we need systems that meet human expectations of communication/interaction
  - To investigate this, we are collecting dialogue in human-robot interactions

# Motivation

- **Human-robot teaming:** *leveraging all participants' unique strengths*
  - *Humans* can see, reason and command
  - *Robots* can follow instructions well, handle dangerous environments and situations, and employ use of sensors
- Effective teaming demands effective communication: *detailed, efficient, and flexible*
  - Natural language does this!
- Method by which humans communicate and collaborate: **language!**



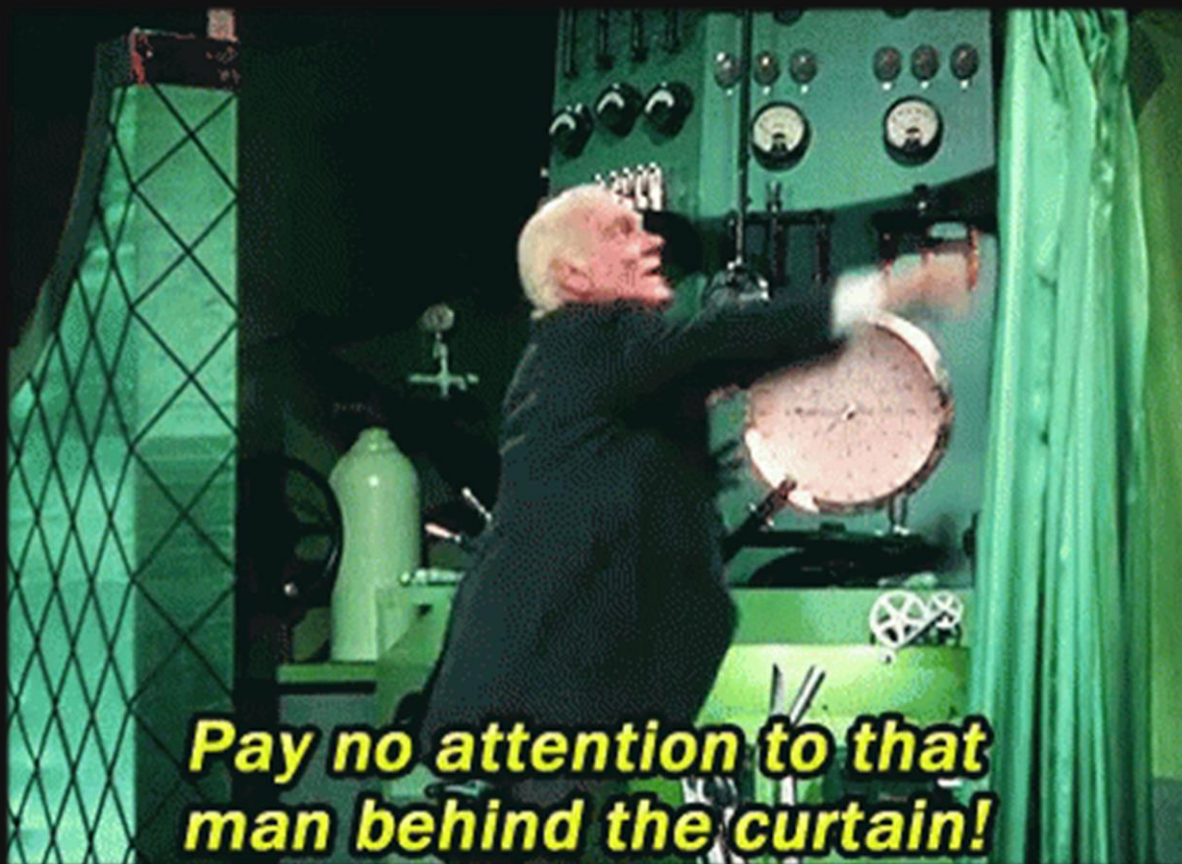
# Research Questions

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How can we explore the *natural diversity* of communication strategies, while collecting language *in a form that a robot could use*?



# Let's peek behind the curtains...



- As mentioned before, we need to start with humans...without an extant system to test on!
- **Workaround:** employing Wizard-of-Oz (WoZ) setup for handling dialogue and navigation

# Experiment Progression

- Experiments (Exp) build towards DM and RN automation
- Begin in using **Wizard-of-Oz (WoZ)** methodology with two human wizards standing in as robot AI to collect data for training an initial system



Exp 1

DM: WoZ, Typed

Environment: Real

RN: WoZ, Joystick

# Participants: 10



Cluster and map DM's typed responses to GUI buttons



Exp 2

DM: WoZ, GUI

Environment: Real

RN: WoZ, Joystick

# Participants: 10



High-fidelity simulation to collect training data for automation



Exp 3

DM: WoZ, GUI

Environment: Virtual

RN: WoZ, Joystick

# Participants: 50+



Analyze utterances and actions to train dialogue and navigation modules

demo

Exp 4

DM: Automated

Environment: Virtual

RN: Automated

# Participants: 50+



Verify automated system in real-world environment

Exp 5

DM: Automated

Environment: Real

RN: Automated

# Participants: 10+

# Example Interaction



DM



RN





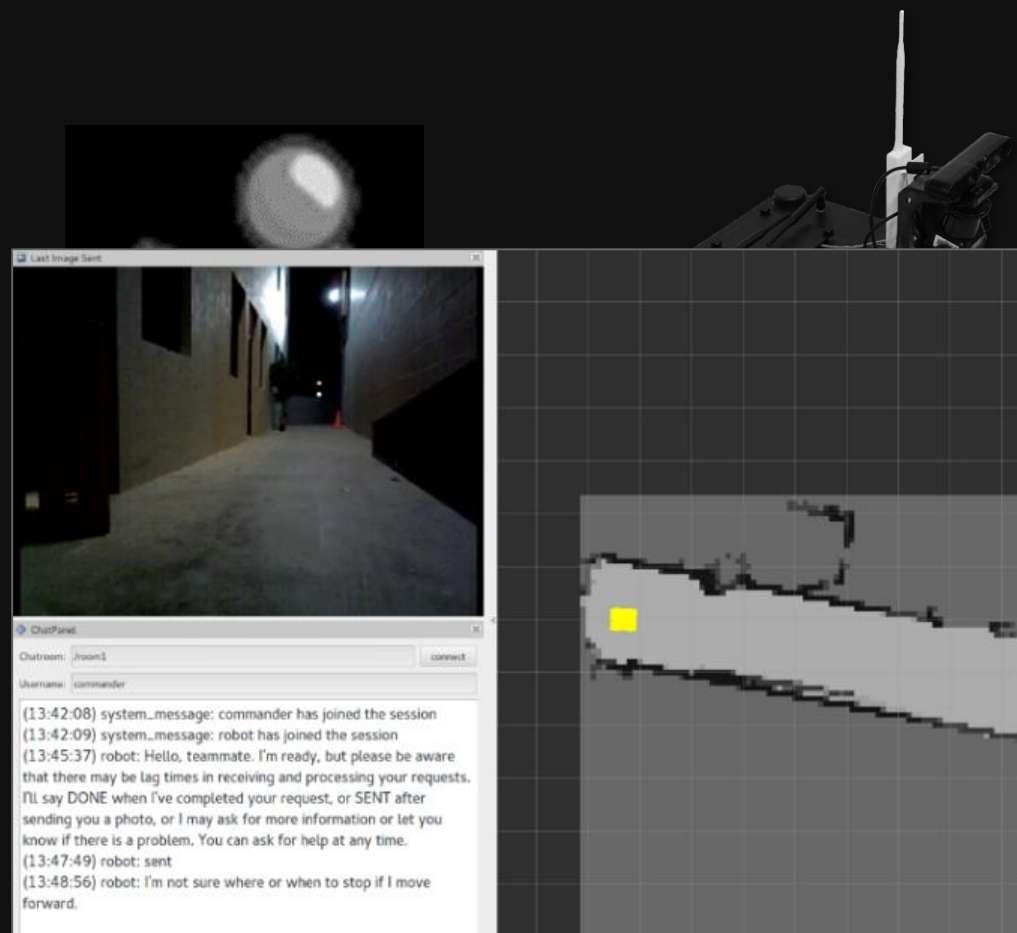
# Commander



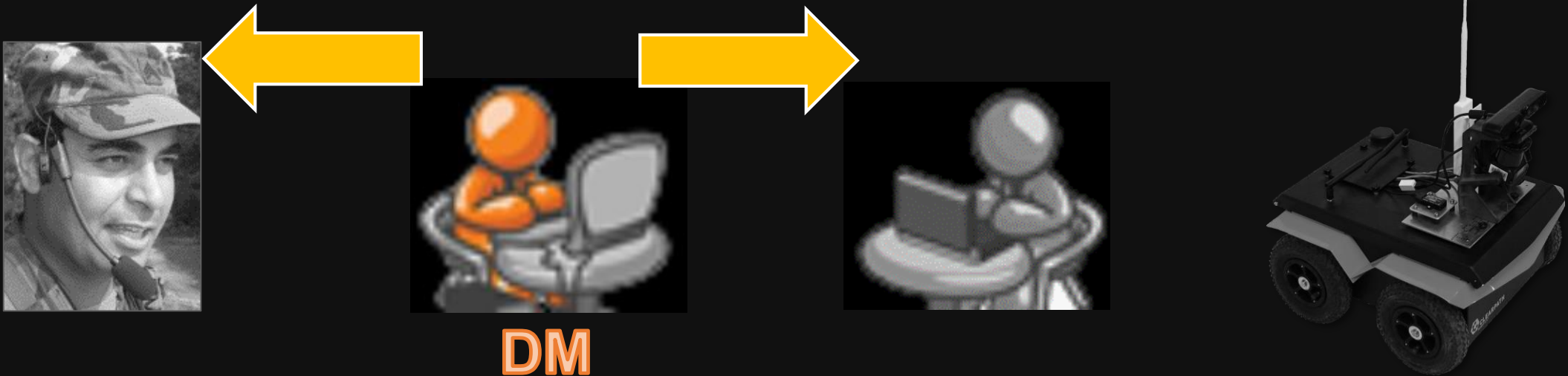
**CMD**

## Commander – Human Participant

- Verbally Instructs a Robot
- Sees text message responses, LIDAR map, and images sent from onboard robot



# Wizard #1 – Dialogue Manager



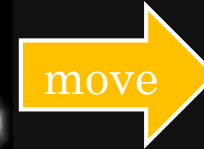
## Dialogue Manager Wizard (DM-Wizard, DM)

- Handles all language functions of “robot”
- Responds to CMD and robot navigator (RN) via text message
- Serves as mediator between RN and CMD

# Wizard #2 – Robot Navigator



RN



## Robot Navigator Wizard (RN-Wizard, RN)

- Handles all navigation function of “robot”
  - Constrained language received -> joysticks robot
- Separation of wizards:
  - reduces cognitive load/wizard labor
  - removes intuition of interpreting commands

# Example Interaction



DM



RN



Proceed forward

# Example Interaction



DM



RN



How far? You can tell me to move  
to an object that you see, or a  
distance



# Example Interaction



DM



RN



Proceed forward  
three feet

# Example Interaction



DM



RN



Executing...

# Example Interaction



DM



RN



move forward  
three feet

# Example Interaction



DM



RN



\*moves robot forward 3 feet\*

# Example Interaction



DM



RN





# Example Interaction



DM




RN



# Data - Transcripts

- Time aligned transcripts of 4 data streams
  - 2 audio streams
    - CMD and RN
  - 2 text streams
    - DM->CMD, DM->RN
- Two conversational floors present



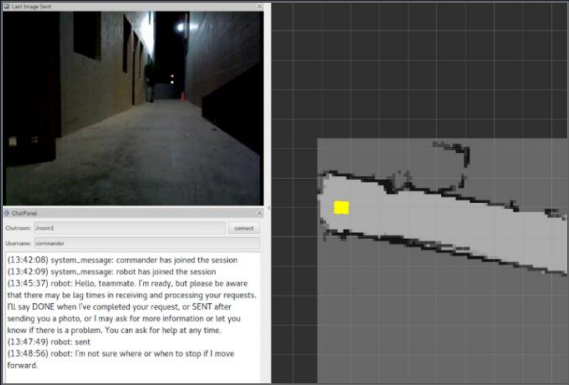
Commander (Audio Stream 1)	DM->Commander (Chat Room 1)	DM->RN (Chat Room 2)	RN (Audio Stream 2)
face the <u>doorway</u> on your right			
and take a picture			
	there's a door ahead of me on the right and one just behind me on the right. which would you like me to face?		
the door ahead of you on the right			
		move to face the door ahead of you on the right, image	
	executing...		
			image sent
	sent		

# Multifloor Setup

## Commander Participant



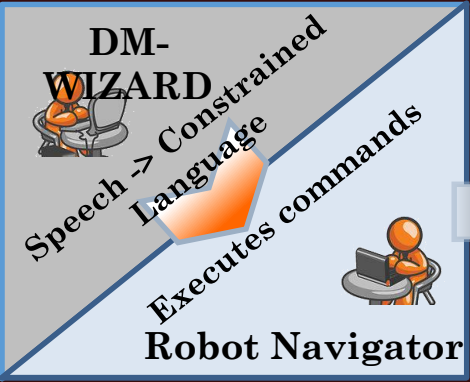
## VIEWS



## VERBAL COMMANDS



*“Behind  
the scenes”*



## RN MOVES ROBOT



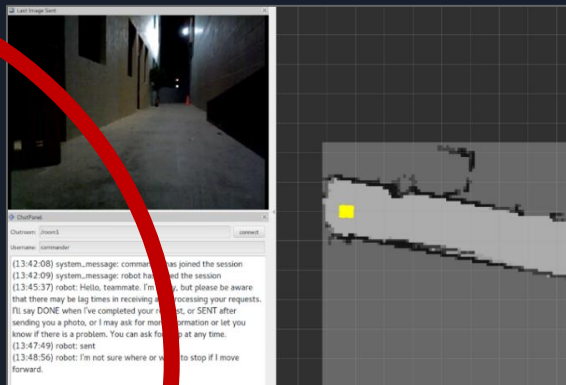
Commander (Audio Stream 1)	DM->Commander (Chat Room 1)	DM->RN (Chat Room 2)	RN (Audio Stream 2)
face the <u>doorway</u> on your right			
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	there's a door ahead of me on the right and one just behind me on the right. which would you like me to face?		
the door ahead of you on the right			
		move to face the door ahead of you on the right, image	
	executing...		
			image sent
	sent		

# Multifloor Setup

Commander Participant



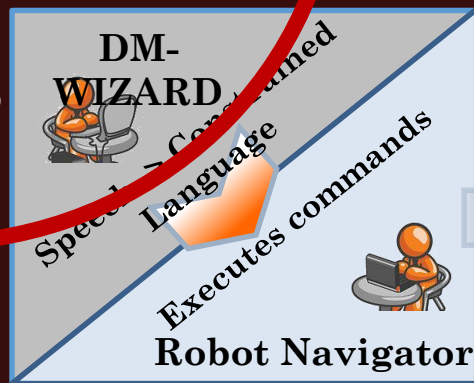
VIEWS



VERBAL  
COMMANDS



*“Behind  
the scenes”*



RN  
MOVES  
ROBOT



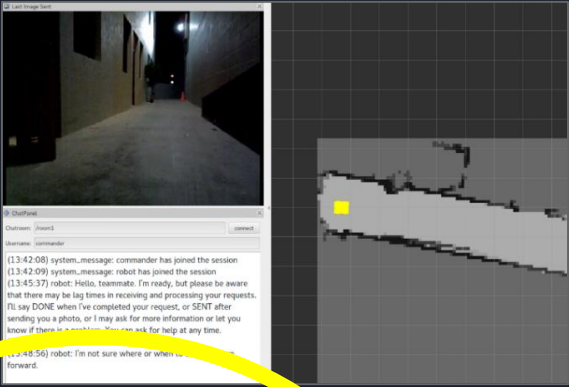
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		move to face the door ahead of you on the right, image	
	executing...		
	sent		image sent

# Multifloor Setup

## Commander Participant



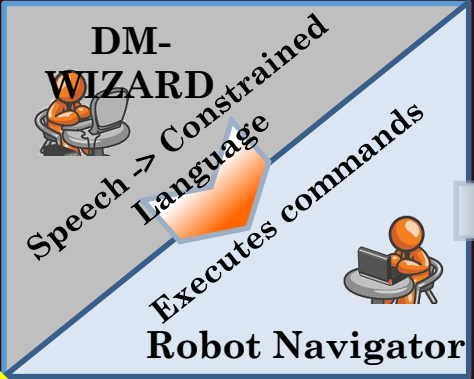
## VIEWS



## VERBAL COMMANDS



*"Behind the scenes"*



## RN MOVES ROBOT



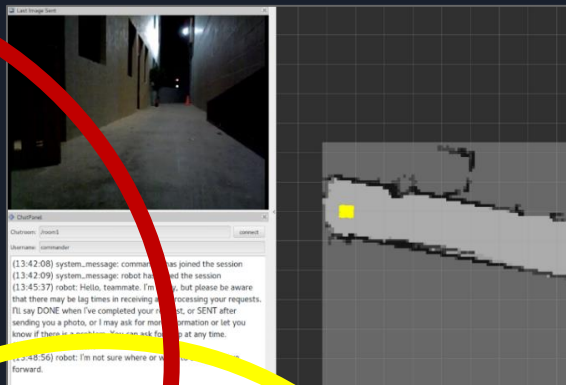
Commander (Audio Stream 1)	DM->Commander (Chat Room 1)	DM->RN (Chat Room 2)	RN (Audio Stream 2)
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	executing...		
	sent		image sent



# Commander Participant



## VIEWS



# VERBAL COMMANDS

*“Behind the scenes”*

DM-  
WIZARD

Speed of Computation

Language

minutes

Language  
Executes commands  
Robot Navigator

# TURN MOVES ROBOT

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# Corpus Statistics

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- **20** participants
- **~20** hours of audio
- **3,573** utterances from commanders
- **5,154** utterances from DM
- **2,727** utterances from RN

# Some Insights

- **Developed novel annotation schema** for dialogue structure in multi-floor communication (forthcoming LREC 2018)
  - Allows us to track information flow and evaluate dialogue efficiency
- **Noting trends of communication styles**
  - Sociolinguistic, paralinguistic variations
  - Use of landmark (e.g. doorway, hallways) vs metric (e.g. five feet) (RoboNLP Vancouver CA 2017)
  - Uses of deixis/referential modes of communication
  - **...and much more!**

# Future work

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- Progressing towards automated robot dialogue system, using our data
- Spoken command translation to executable actions (HRI 2018) and understanding human intention behind commands
- Collecting language in as varied situations as possible for fuller coverage of language that can arise
- ...and more!

# Any questions?

- Dataset to be released
- Collaboration opportunities:  
[arl.army.mil/opencampus/](http://arl.army.mil/opencampus/)

Or talk to Stephanie Lukin at our poster later today!

