

Vers la conception de robots conversationnels (“How to make talking robots”)

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Université Catholique de Louvain, Louvain-la-Neuve, Belgium.*



CoSy Project
“Cognitive systems for
cognitive assistants”
EU FP6 Integrated project





Introduction

- The work we are going to present in this talk is part of the **CoSy** project (EU-funded integrated project).



- *Goal* : “Foundations of integrated, continuously developing cognitive architectures for embodied interactive agents” .
- The emphasis here will be on **interaction/communication** : we seek to develop robots which are able to
 - operate in real-world, open-ended environments ;
 - *interact* with humans using (spoken) *natural language* to perform a variety of service-oriented tasks.



Introduction (cont'd)

- **Basic research question** : How do we make a robot understand *spoken, situated dialogue* ?
- \Rightarrow Need to integrate a (rather sophisticated) **dialogue system** into the cognitive architecture.
- This dialogue system must encompass multiple processing stages, from speech recognition up to semantic interpretation.
- In this talk, we present (1) the spoken dialogue system we are currently using for our robotic platforms, as well as (2) some new techniques I developed (in my M.Sc. thesis) to make the dialogue system more **robust**.



Outline of the talk

- 1 Human-robot interaction (HRI)
- 2 Cognitive Systems & Architectures
 - What is a cognitive system ?
 - What is a cognitive architecture ?
- 3 Spoken dialogue
 - Generalities
 - Open challenges
 - A spoken dialogue comprehension system
 - Robust processing of spoken dialogue
- 4 Conclusions
- 5 Bibliography



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Talking robots ?

- Our long-term aim :

« *Hi, I am C3-PO, Human Cyborg Relations.* »



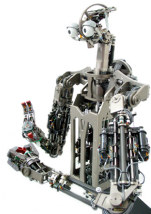
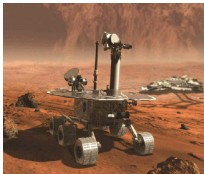
(And he knows over 6 million languages...)

- For the time being, we'll obviously need to scale down our expectations...



Today's "state of the art"

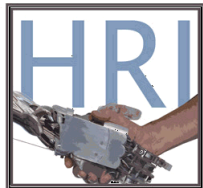
- Nevertheless, research in cognitive robotics is rapidly moving forward, and we are already able to do a few things :





Human-Robot Interaction

- How to make robots that actually *understand* what we say? And that understand *why*, *when* and *how* they should say something?
- Research in HRI seek to develop principles and techniques to allow *efficient* and *natural communication* between robots and humans
- *Interdisciplinary* research field : artificial intelligence, robotics, (computational) linguistics, & the social sciences – psychology, cognitive science, anthropology, etc.





Human-Robot Interaction (cont'd)

- HRI is always about *situated* interaction : Language often refers to reality, discusses actions & plans affecting that reality.
 - **Situated dialogue understanding** is thus crucial for HRI.
= Understanding and producing language, relative to a current or imaginable situation in which the agents are situated.
 - It means that we *cannot* consider communication in isolation from the other modalities – we need to find meaningful ways to relate **language**, **action** and **situated reality**.
- ⇒ need to develop artificial **cognitive systems** able to integrate all these aspects into a common architecture.



Cognitive systems

What is cognition ?

- Cognition is more than intelligence...
- ... it is intelligence set in *reality*.
- “Cognition = perception + intelligence”

What is a cognitive system ?

- A cognitive system is a (artificial or biological) system able to actively *perceive* the environment it find itself in, *reason* about it and *achieve goals* through *plans* and *actions*.



Embodiment

- *Embodiment* modulates how a system sees, experiences, reality.
- “Cognition = embodiment[perception+intelligence]”
- Since they have very different “bodies” (perceptors and actuators), robots and human beings will experience and represent reality in very different ways.
- This difference of embodiment has profound implications for HRI : how can we “create a bridge” between two systems with wildly different conceptions of external reality ?



Philosophy and embodiment

- From dualism ..
 - Cogito ergo sum : the separation of mind and body
 - How do the mental and physical realms interact ?
- To behaviorism ...
 - Investigating (reactive) behavior linking mental and physical realms
 - What are the processes that underly cognition ?
- To contextualized phenomenology
 - Human activity is not context-free manipulation of representations, but contextualized experience of the body-environment system



R. Descartes
(1596-1650)



B.F. Skinner
(1904-1990)



M. Heidegger
(1889-1976)



Philosophy and embodiment (con'td)

- The question of development ...
 - Language is an inherently socially situated activity, and thus language use and development require embodiment
 - The body plays an essential role in development (interaction)
- And the phenomenology of mind
 - The way we perceive an object is determined by possibilities for bodily interaction



L.S. Vygotsky
(1896-1934)



J. Piaget
(1896-1980)



M. Merleau-Ponty
(1908-1961)



Cognitive architectures

- Software architectures for “intelligent” robots are typically composed of several *distributed* and *cooperating* subsystems, such as :
 - communication ;
 - vision, perception ;
 - navigation and manipulation skills ;
 - deliberative processes (for planning, learning, reasoning).
- Our approach has been implemented as part of a *distributed cognitive architecture* for autonomous robots.
- In this presentation we focus only on the **communication** subarchitecture.



What is (situated) dialogue ?

- What is dialogue ?
 - spoken (“verbal”) and, possibly, non-verbal **interactions** between two or more participants
 - The verbal and non-verbal interactions express **meaning**, which needs to be understood by all participants (“grounding”) for the interaction to be successful
- What is *situated* dialogue ?
 - A form of dialogue in which the expressed meaning may (spatiotemporally) refer to a **physical environment**
 - *Grounding* situated dialogue thus involves being able to resolve the linguistic references to the (own) **situation awareness**, to yield a common ground in how to understand the environment



Spoken dialogue : Processing levels

- **Auditory** : speech recognition, intonation, etc.
- **Grammatical** : syntactic structure, semantic structure
“A grammar specifies the relation between well-formed syntactic structures and their underlying (linguistic) meaning”
- **Discourse** : contextual reference resolution (anaphora, ellipsis), rhetorical relation resolution, etc.
“Discourse interprets utterance meaning relative to the context, establishing how it contributes to furthering the discourse”



Open challenges

- **Robustness** in speech recognition :
 - noise, speaker independence, out-of-vocabulary words
 - poor performance of current ASR technology
- **Robustness** to ill-formed utterances :
 - partial, ungrammatical or extra-grammatical utterances
 - presence of various disfluencies (filled pauses, speech repairs, corrections, repetitions, etc.) in spoken dialogue.
- Pervasive **ambiguity** at all processing levels
(lexical, syntactic, semantic, pragmatic)
- **Uncertainty** in contextual interpretation of utterances



Disfluencies in spoken dialogue : example

- Extract from a corpus of task-oriented spoken dialogue :
The Apollo Lunar Surface Journal. [Audio file]

Example

Parker : That's all we need. Go ahead and park on your 045 <okay>. We'll give you an update when you're done.

Cernan : Jack is [it] worth coming right there ?

Schmitt : err looks like a pretty go/ good location.

Cernan : okay.

Schmitt : We can sample the rim materials of this crater. (Pause) Bob, I'm at the uh south uh let's say east-southeast rim of a, oh, 30-meter crater - err in the light mantle, of course - up on the uh Scarp and maybe 300...(correcting himself) err 200 meters from the uh rim of Lara in (inaudible) northeast direction.



Communication subarchitecture

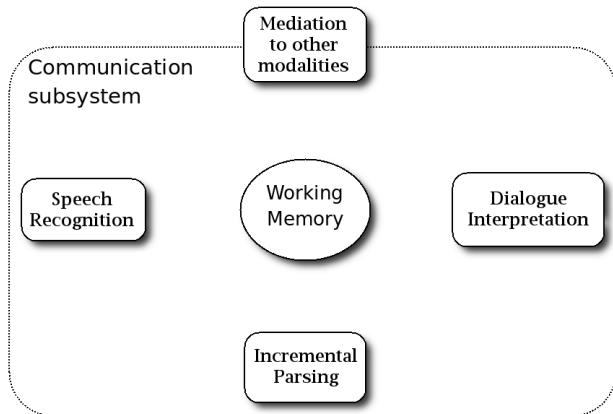


FIG.: Spoken dialogue comprehension



Communication subarchitecture

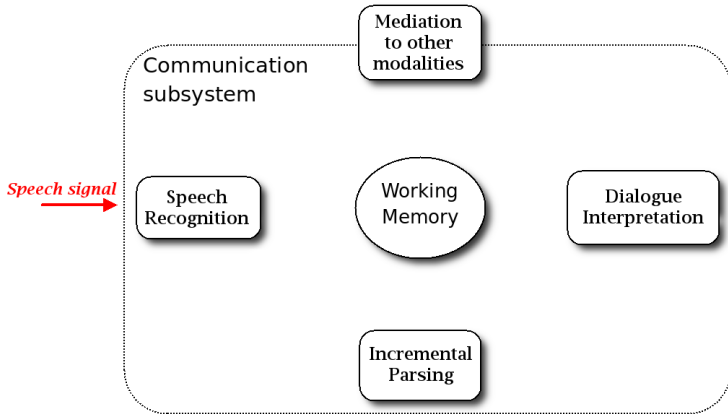


FIG.: Spoken dialogue comprehension : step 1



Communication subarchitecture

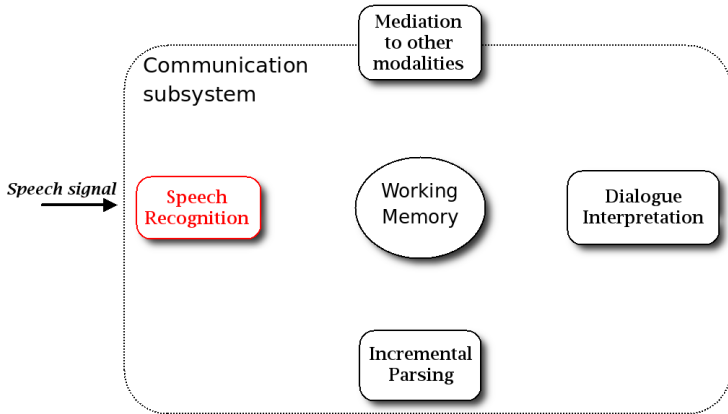


FIG.: Spoken dialogue comprehension : step 1



Communication subarchitecture

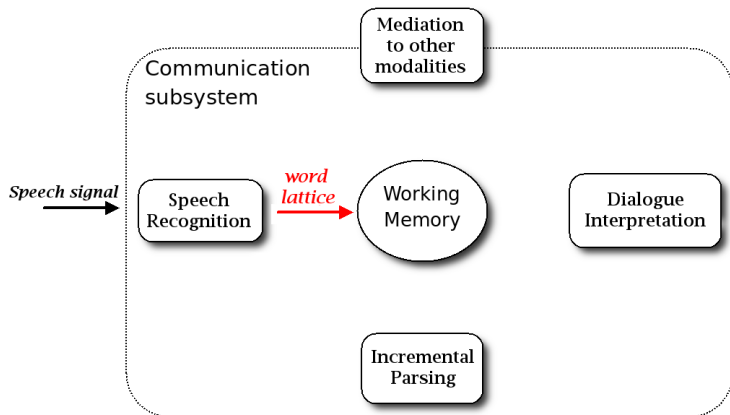


FIG.: Spoken dialogue comprehension : step 1



Communication subarchitecture

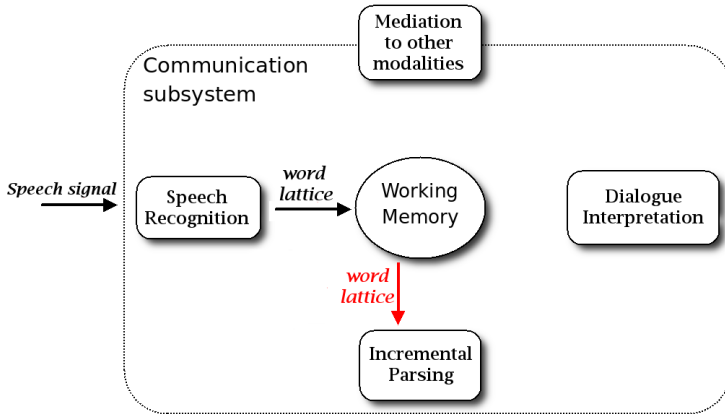


FIG.: Spoken dialogue comprehension : step 2



Communication subarchitecture

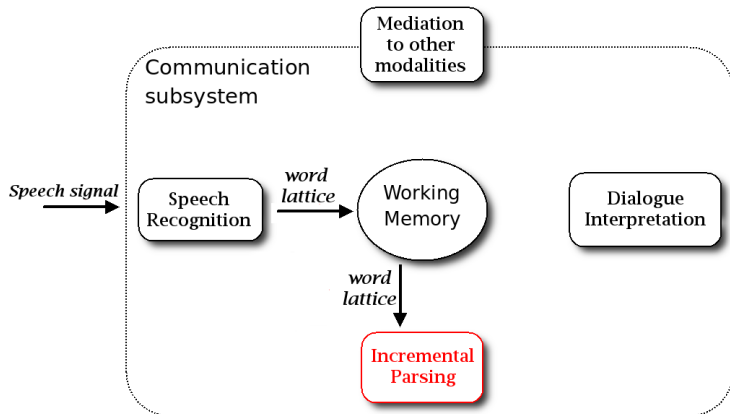


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Communication subarchitecture

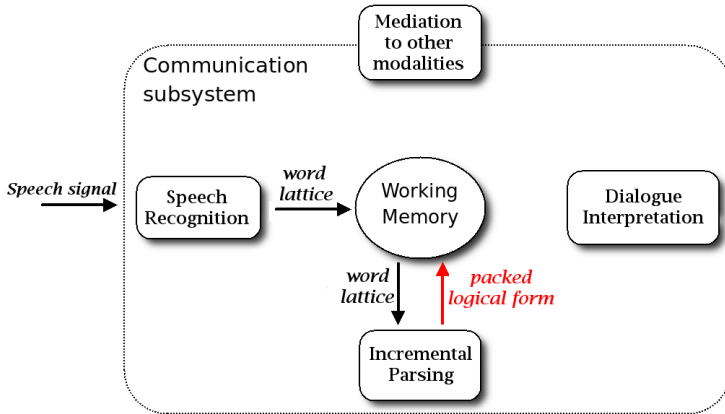


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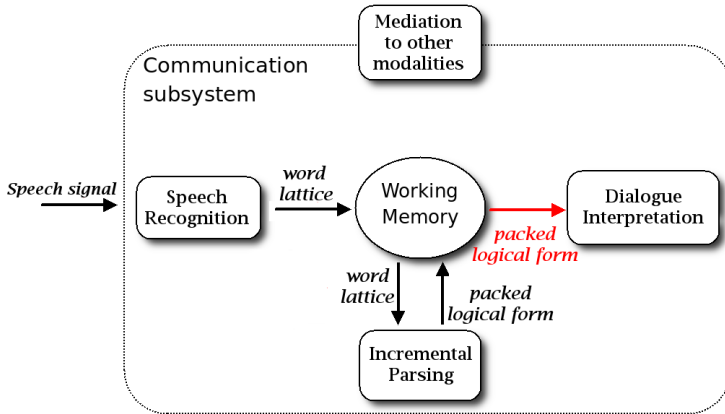


FIG.: Spoken dialogue comprehension : step 3



Communication subarchitecture

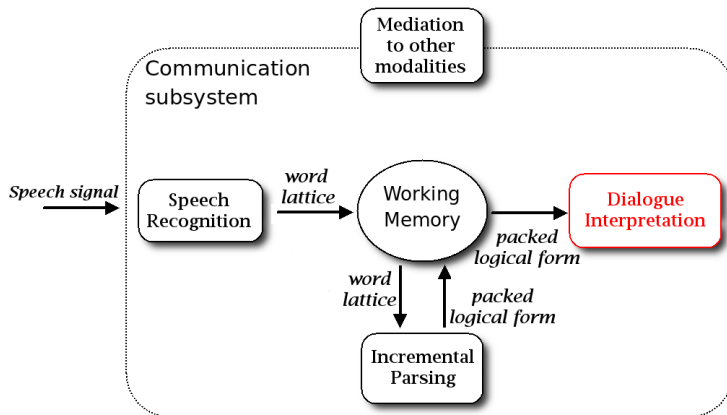


FIG.: Spoken dialogue comprehension : step 3



Communication subarchitecture

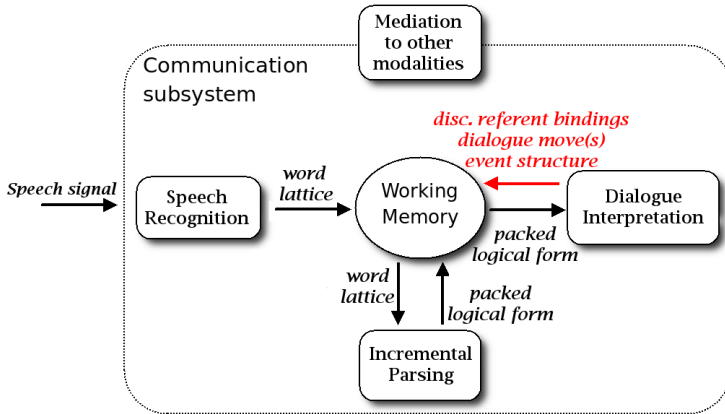


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Communication subarchitecture

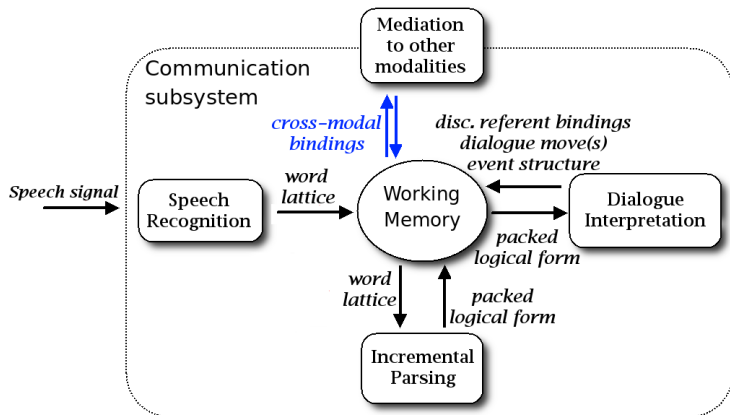


FIG.: Spoken dialogue comprehension : cross-modality



Grammatical analysis

- Why do a proper grammatical analysis?
 - Proper analysis is better than keyword spotting!
 - Analysis reveals *structure*, shows how content is built up
 - Analysis does not need to be “brittle” : usefulness of partial analyses, possibilities for probabilistic inference, out-of-vocab
- What is the goal of such analysis?
 - **Grammar relates form to meaning** ; the goal is to build a representation of the meaning(s) an utterance expresses
 - Conceive of linguistic meaning is *ontologically richly sorted, relational structures* to provide a basis for further interpretation



Parsing with CCG

- Bottom-up chart parsing, based on the CKY algorithm
- **Combinatory Categorical Grammar** (Steedman, 2000) :
 - Mildly *context-sensitive* grammar formalism ;
 - Fully *lexicalized* ;
 - Building structures using *combinatory rules* ;
 - Transparent semantics-syntax interface ;
 - Allows for incremental parsing and partial analyses ;
 - *Polynomial parseability* ;
 - Open-source development platform : OpenCCG
[<http://openccg.sf.net>].



Some issues in spoken dialogue processing

- Dialogue systems typically suffer from a lack of *robustness* and *adaptivity*.
- **Four issues** of particular importance :
 - ① Difficulty of accommodating *spoken language phenomena* (disfluencies, fragments, etc.) in the dialogue system ;
 - ② Pervasiveness of speech recognition errors ;
 - ③ Ambiguities arising at all processing levels ;
 - ④ Extra-grammaticality.



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The strategy in three steps

- 1 Improve the performance of speech recognition by exploiting **contextual knowledge** about the *environment* and the *dialogue state*.
- 2 Allow for a **controlled relaxation** of the grammatical constraints to account for *spoken dialogue phenomena* and *speech recognition errors*.
- 3 Finally, apply a **discriminative model** on the resulting set of interpretations, in order to select the most likely one given the context.



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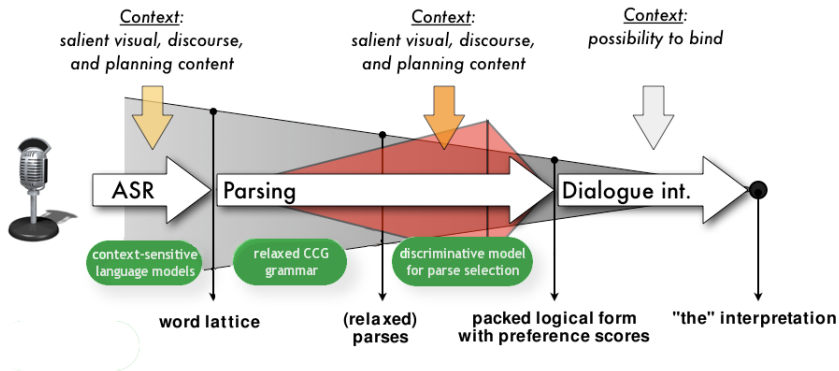


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The strategy, graphically





Three defining characteristics

- 1 It is a **hybrid symbolic/statistical** approach
 - Combination of fined-grained linguistic resources with statistical models
 - Able to deliver both *deep* and *robust* dialogue processing
- 2 It is an **integrated** approach
 - Goes all the way from the speech signal up to the semantic & pragmatic interpretation
 - Interactions between various processing components
- 3 It is a **context-sensitive** approach
 - *Context* is used at every processing step to guide the processing
 - Both an *anticipation* tool and a *discrimination* tool



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- Original contributions of our M.Sc. thesis :
 - 1 A new model for **context-sensitive speech recognition**, which relies on the situated and dialogue context to dynamically adapt the ASR language model to the environment ;
 - 2 A new model for **robust parsing of spoken inputs**, based on a relaxed CCG grammar coupled with a discriminative model exploring a wide range of linguistic and contextual features.
 - 3 A fully working **implementation** for these two models, integrated into a cognitive architecture for autonomous robots. The implementation comes along with a complete set of training data and testing data.
- For more information about our approach, see the bibliography !



Conclusions

- **Human Robot Interaction :**
 - How do we make talking robots?
 - Situated dialogue understanding requires *situated understanding*
- **A cognitive perspective on HRI :**
 - Cognition is *intelligence set in reality*
 - *Embodiment* modulates how a system sees, experiences, reality
- **Spoken dialogue processing :**
 - Different levels : auditory, grammatical, discourse
 - Various processing issues (speech recognition, disfluencies, sentence fragments, etc.)
 - Grammatical analysis using *Combinatory Categorical Grammar*
 - Steps towards improving the *robustness* of the dialogue system



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The end

Thank you for your attention !!



⇒ **Questions, comments ?**

For more information, visit
<http://www.dfki.de/cosy>



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