
Improving Human-Robot Interaction: Efficient Model Learning for Dialog Management

Finale Doshi
Nick Roy

Outline

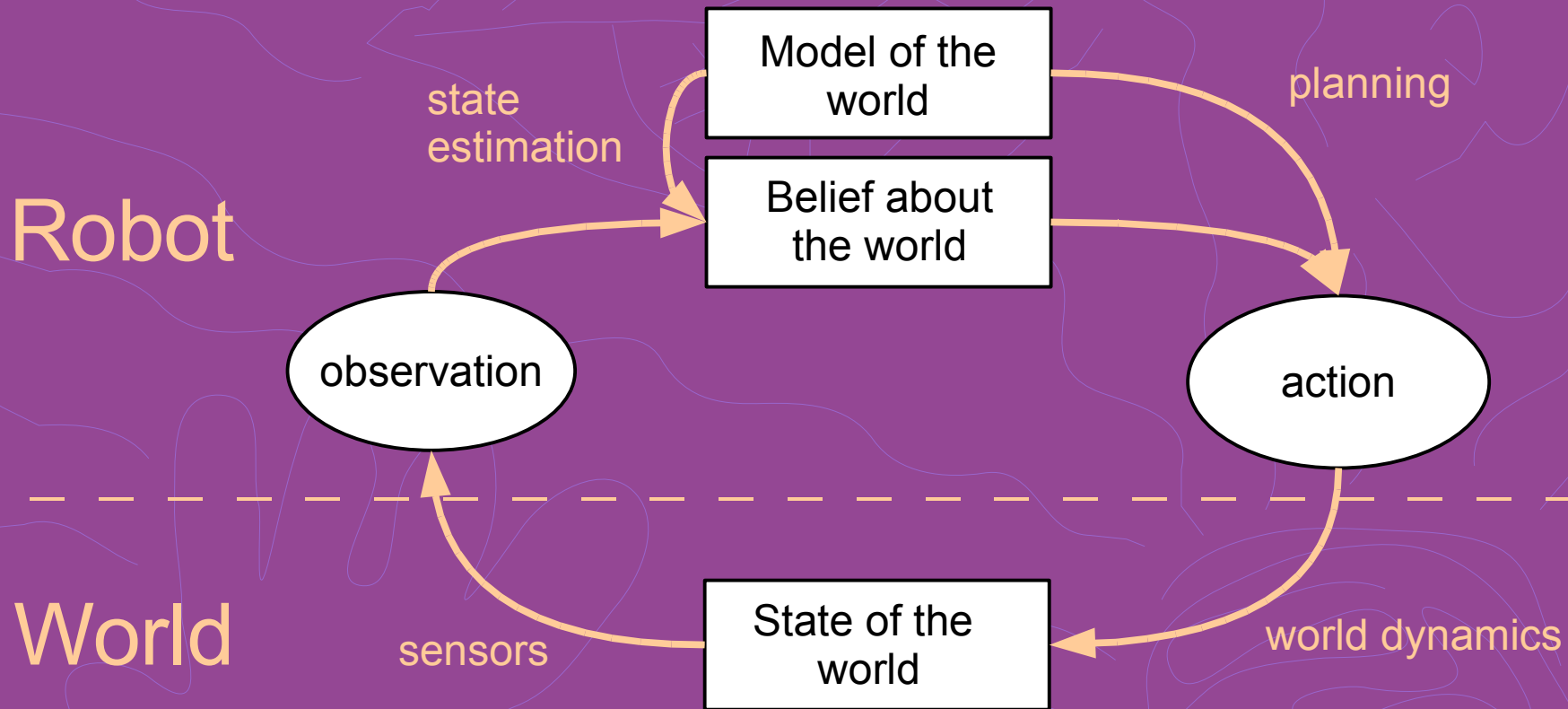
- What can our robots do now?
- What would we like our robots to do?
- Specific Scenario: Dialog Management
 - Using Partially Observable Markov Decision Processes (POMDPs) to handle dialog uncertainty
 - Learning from human-robot interactions

What can our robots do now?

What can our robots do now?



How do they do they do this?



How do they do they do this?

Examples of sensing and planning.

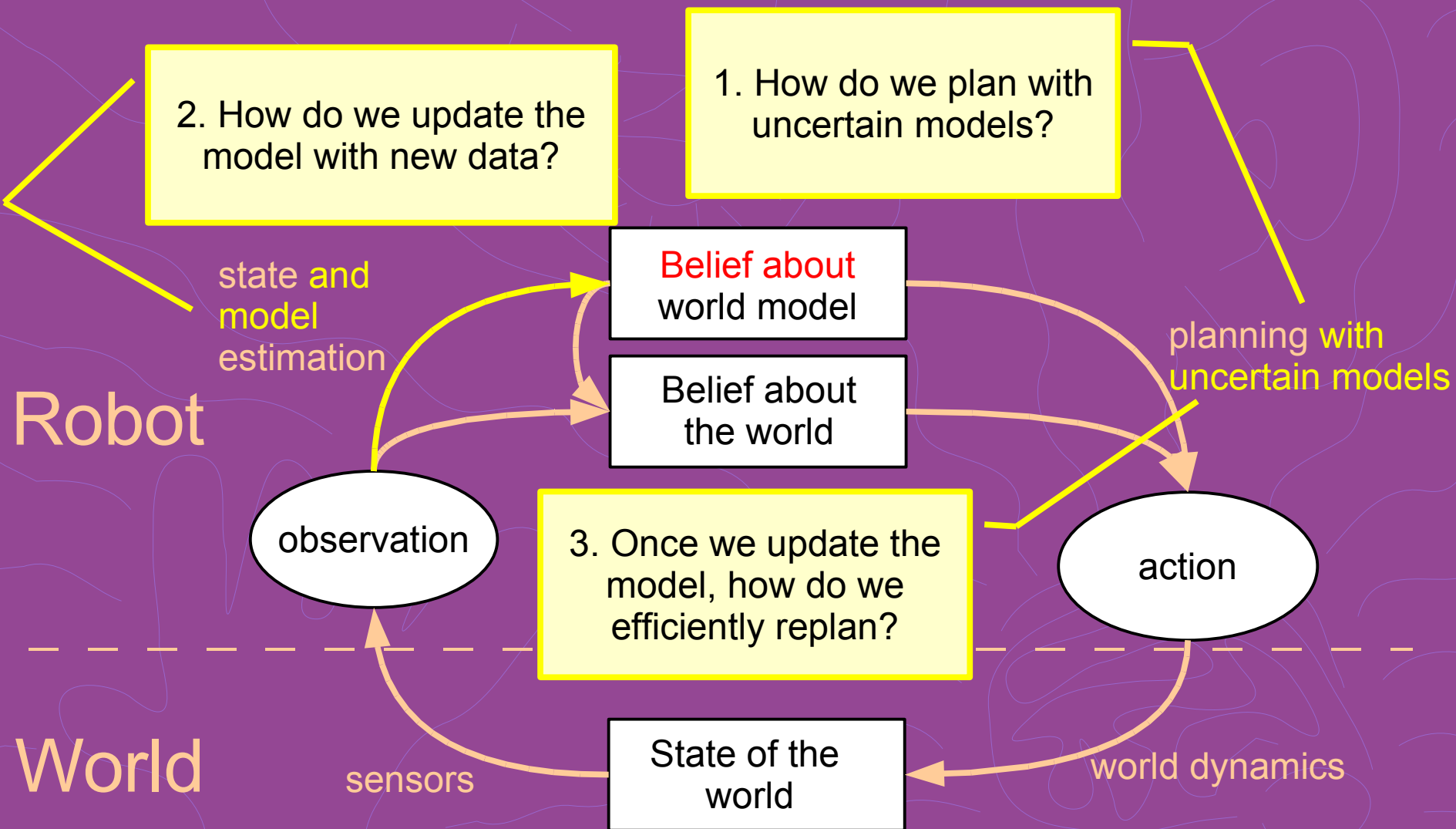


What would we like
our robots to do?

What would we like our robots to do?

- People think in terms of trajectories, corridors and goals
 - not occupancy grids or laser scans.
- Wouldn't it be nice if we could simply tell the robot
 - to follow behind us?
 - to go to a location and fetch something?
 - to remember the name of a new room or person?
- However, models of humans are very difficult to specify!
We must learn to work with uncertain models.

What would we like our robots to do?



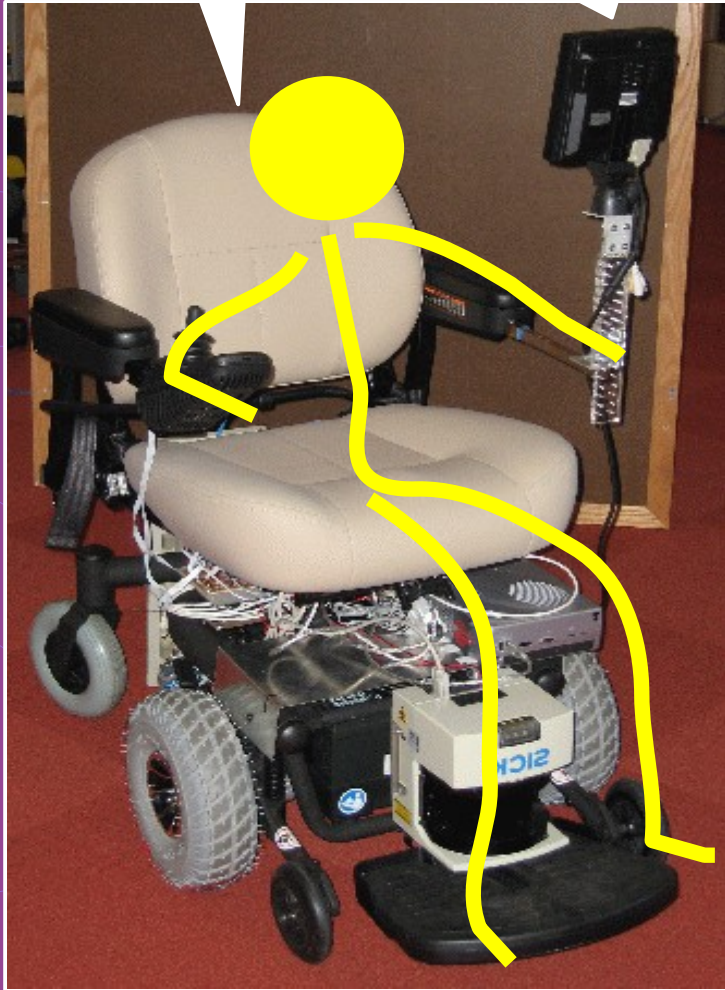
Dialog Management (with uncertain models)

- Background on Partially Observable Markov Decisions Processes (POMDPs)
- Working with uncertain models in dialog management

Background on POMDPs (for dialog management)

Let's go
to the
elevator

Going to
the
cafeteria...



The Problem

Spoken language allows for natural human robot interaction, but there are several challenges:

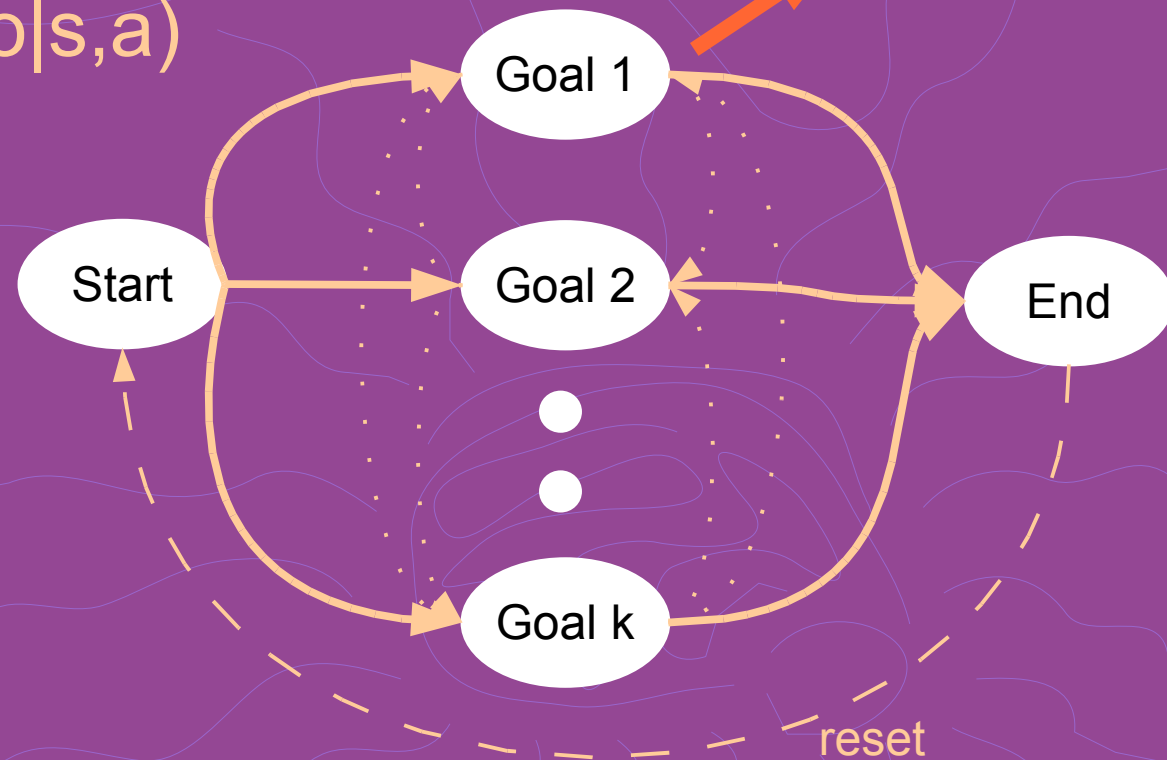
- Noisy speech recognition
 - ex. “Gates” becomes “Good”
- Linguistic ambiguities
 - multiple “elevators” may exist
 - the robot must know that an “elevator” is a location

Dialog Model: POMDPs

- Set of states (S), actions (A), and observations (O)
- Transition Model $T(s'|s,a)$
- Observation Model $O(o|s,a)$
- Reward Model $R(s,a)$



Large number of parameters
difficult to specify a priori!



Dialog Model: Solving the POMDP

Value of a belief

Value of belief, action pair

$$\begin{aligned} V_n(b) &= \max_{a \in A} Q_n(b, a), \\ Q_n(b, a) &= R(b, a) + \gamma \sum_{b' \in B} T(b' | b, a) V_{n-1}(b'), \\ Q_n(b, a) &= R(b, a) + \gamma \sum_{o \in O} \Omega(o | b, a) V_{n-1}(b_a^o), \end{aligned}$$

Current reward

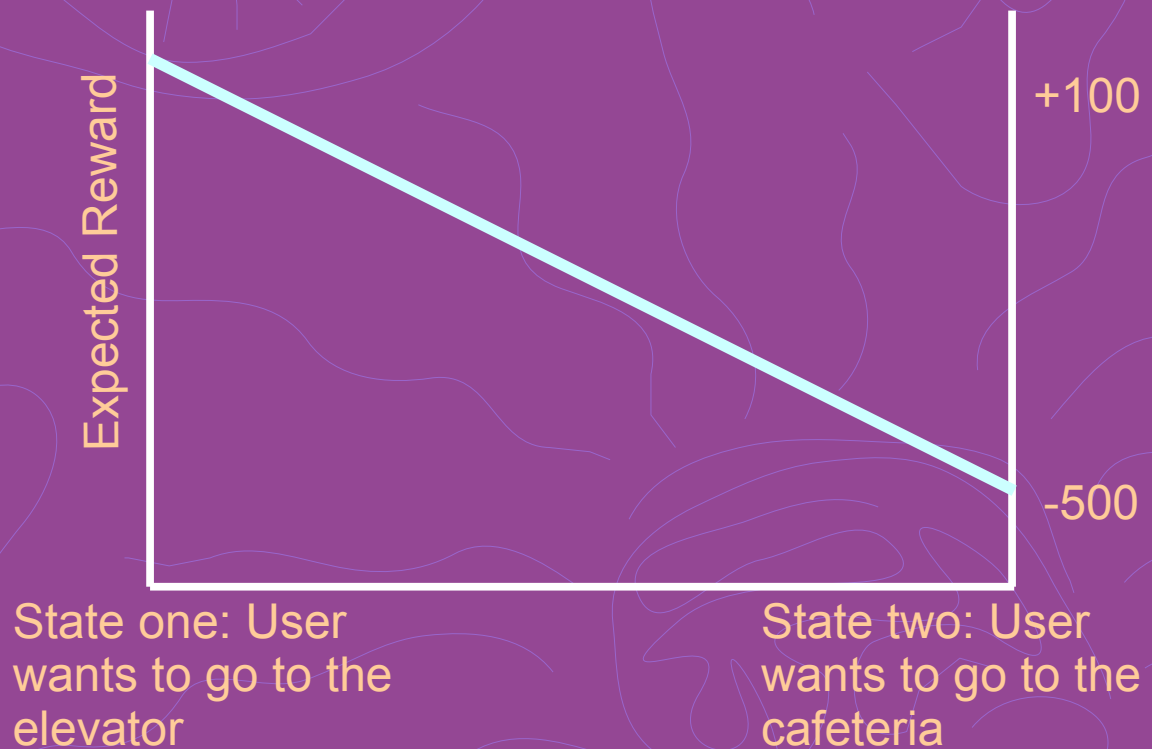
Future Reward

We can apply these equations to solve for $V(b)$ recursively.

Dialog Model: Solving the POMDP

We think of the previous recursions as building a policy tree...

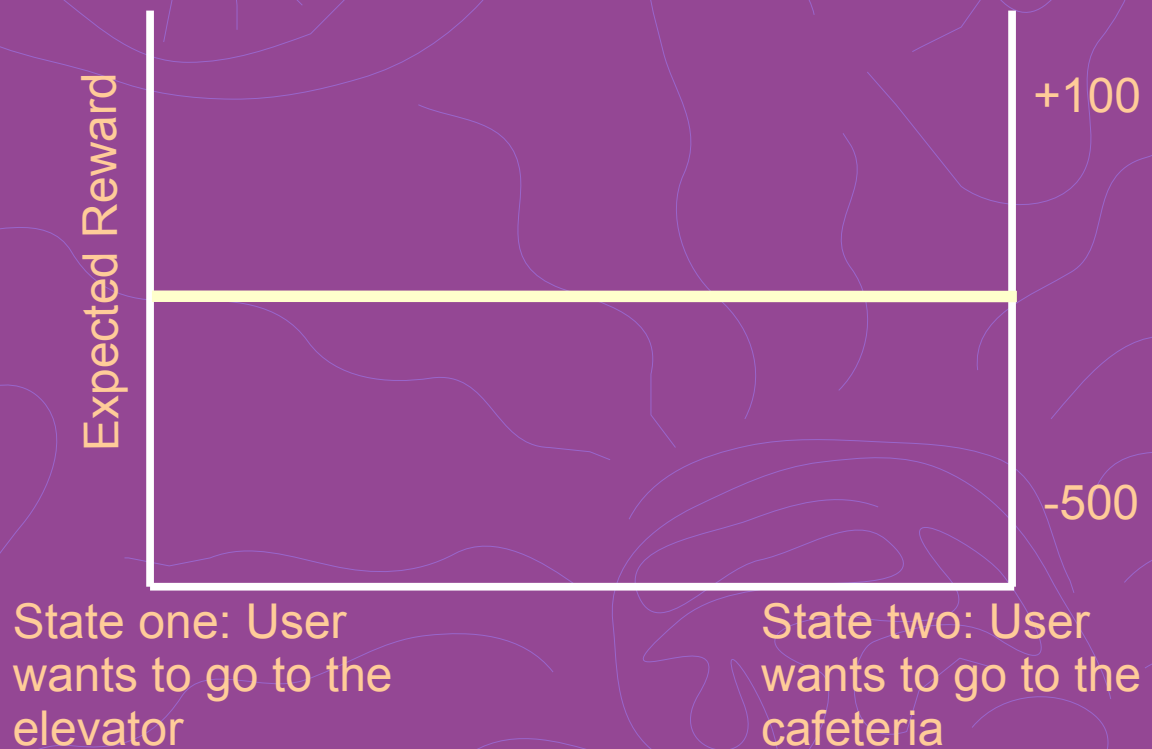
Action: Go to elevator



Dialog Model: Solving the POMDP

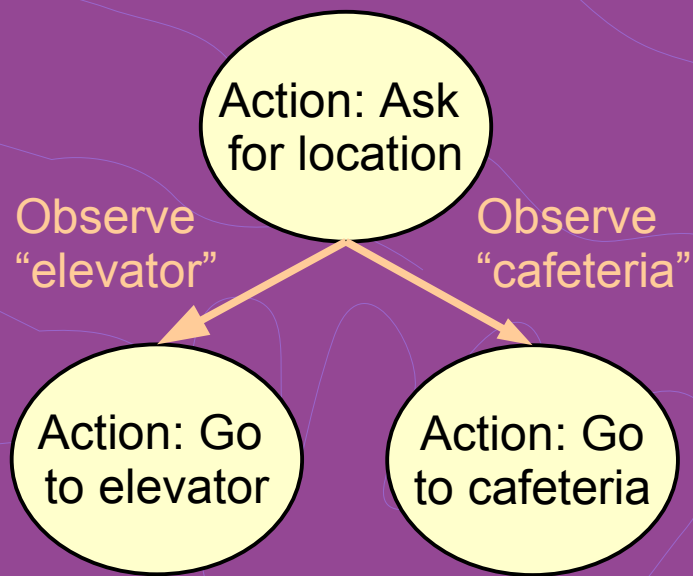
We think of the previous recursions as building a policy tree...

Action: Ask for location



Dialog Model: Solving the POMDP

We think of the previous recursions as building a policy tree...

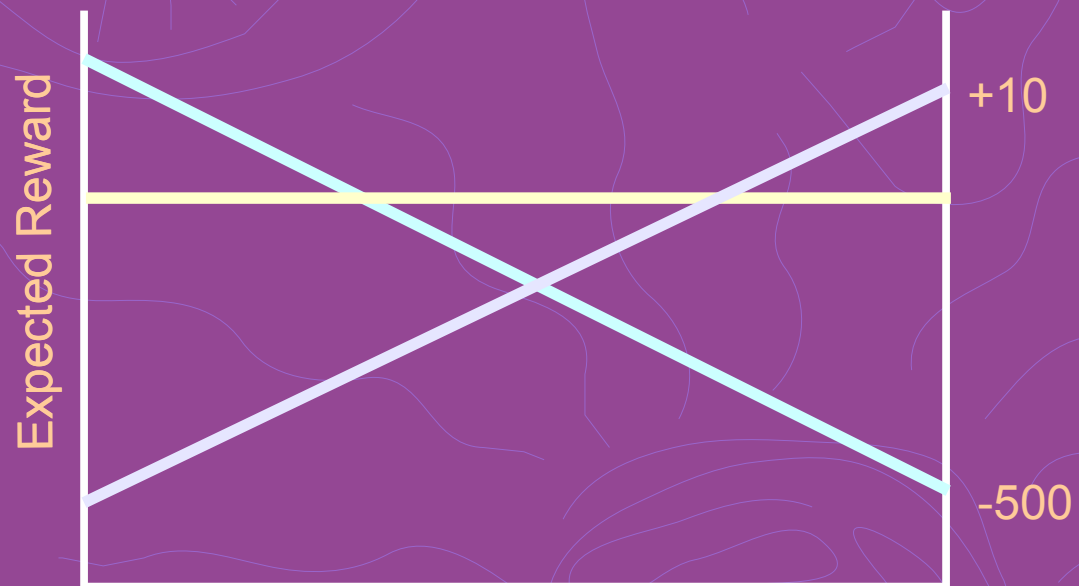
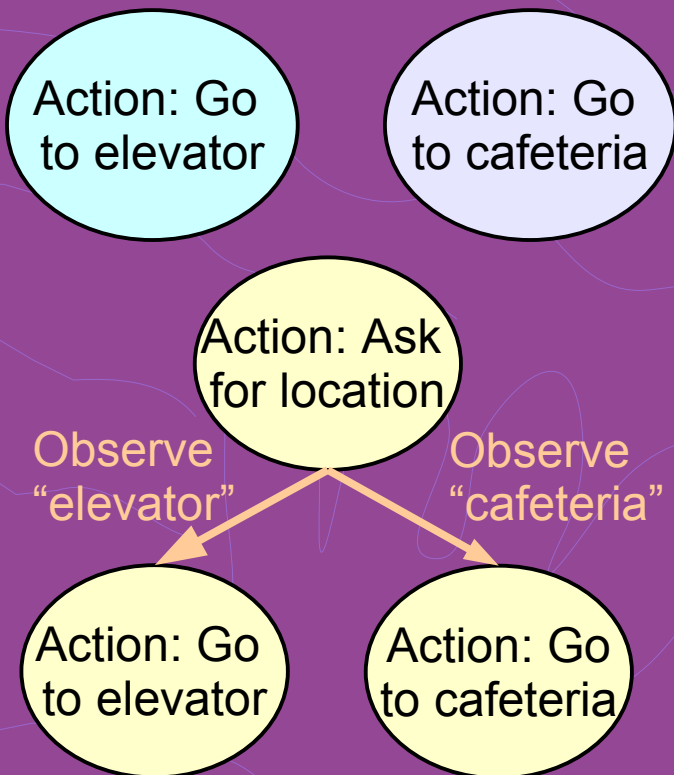


State one: User wants to go to the elevator

State two: User wants to go to the cafeteria

Dialog Model: Solving the POMDP

Given multiple trees, we can determine the most appropriate action:

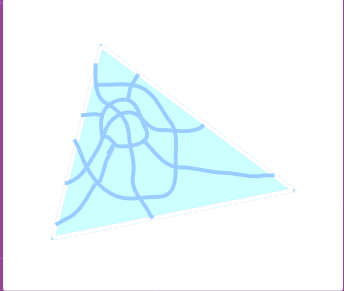


State one: User wants to go to the elevator

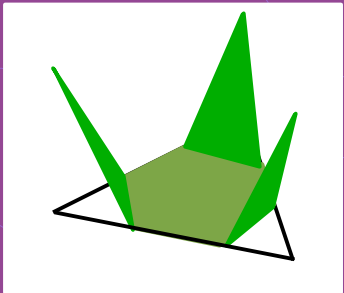
State two: User wants to go to the cafeteria

Working with Uncertain Models

Our Approach



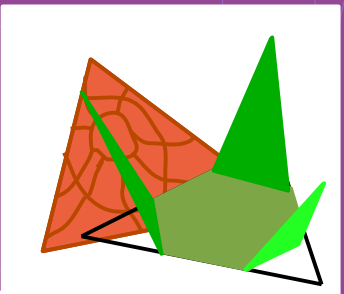
- Place priors over parameters
 - “Expert” provides estimate and confidence
 - We convert to Dirichlet/Gaussian prior



- Find a policy that maximizes reward given the uncertainty in the parameters

- After each completed interaction

- Update priors on the parameters
- Update POMDP solution with additional backups



Planning with uncertain parameters

If parameters are uncertain, solve POMDP with the expected value of the parameters to optimize reward.

Expectation over states

$$Q(b, a) = \max_i q_a \cdot b,$$

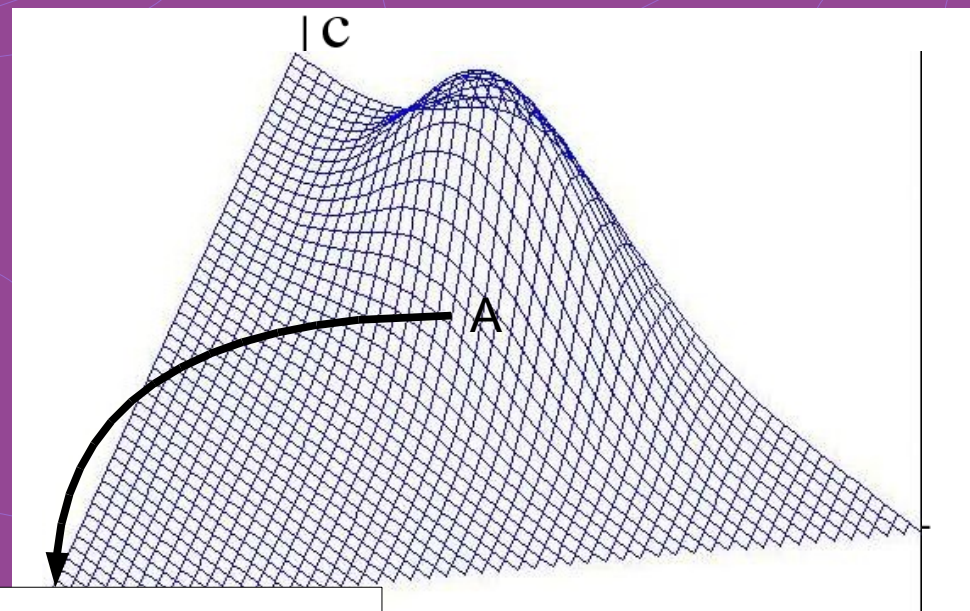
$$q_a(s) = \mathbf{E}[R(s, a)] + \gamma \sum_{o \in O} \sum_{s' \in S} \mathbf{E}[T(s' | s, a) \Omega(o | s', a)] V_{n-1, i}(s)$$

Expectations over model parameters

Expectation over model stochasticity

Modeling Uncertainty: Placing Priors

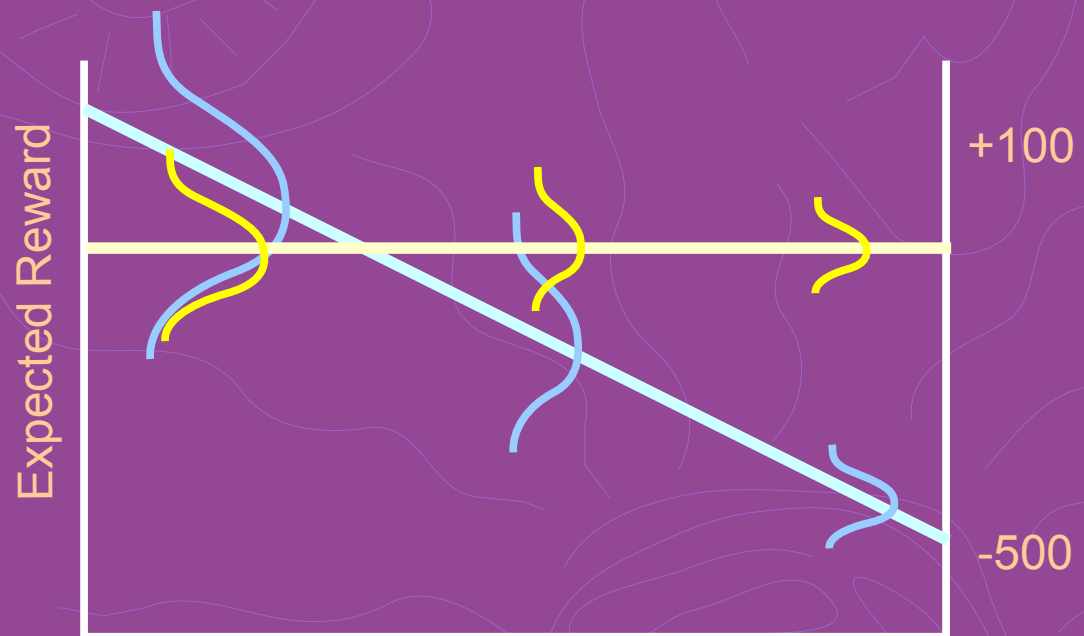
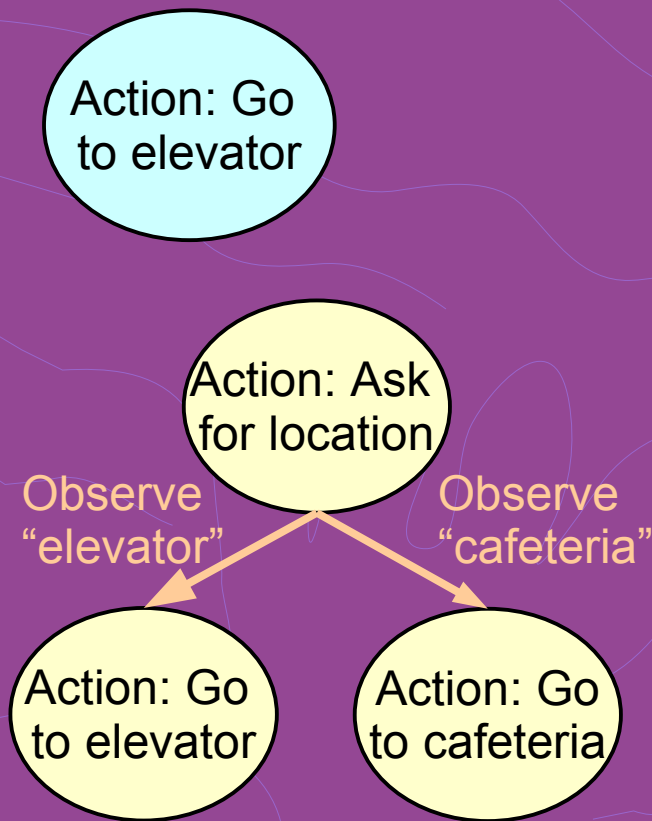
- Place Gaussian priors over each reward $R(s,a)$
- Place Dirichlet priors over each transition $T(.|s,a)$ and $O(.|s,a)$
- Expert specifies a mode value and “pre-observation count” confidence score for each prior.



$$P(A) = 1/B(\alpha) \prod_{k=1}^N p_k^{\alpha_k}$$

Modeling Uncertainty: Placing Priors

Intuitively, parameter uncertainty induces uncertainty in the value function:

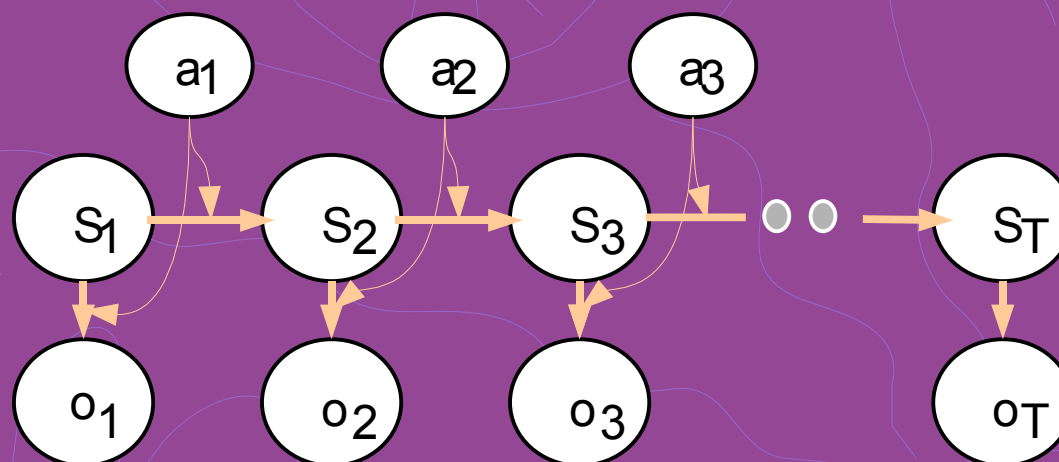


State one: User wants to go to the elevator

State two: User wants to go to the cafeteria

Modeling Uncertainty: Updating Priors

- Given an action, observation history, the POMDP reduces to a Hidden Markov Model:

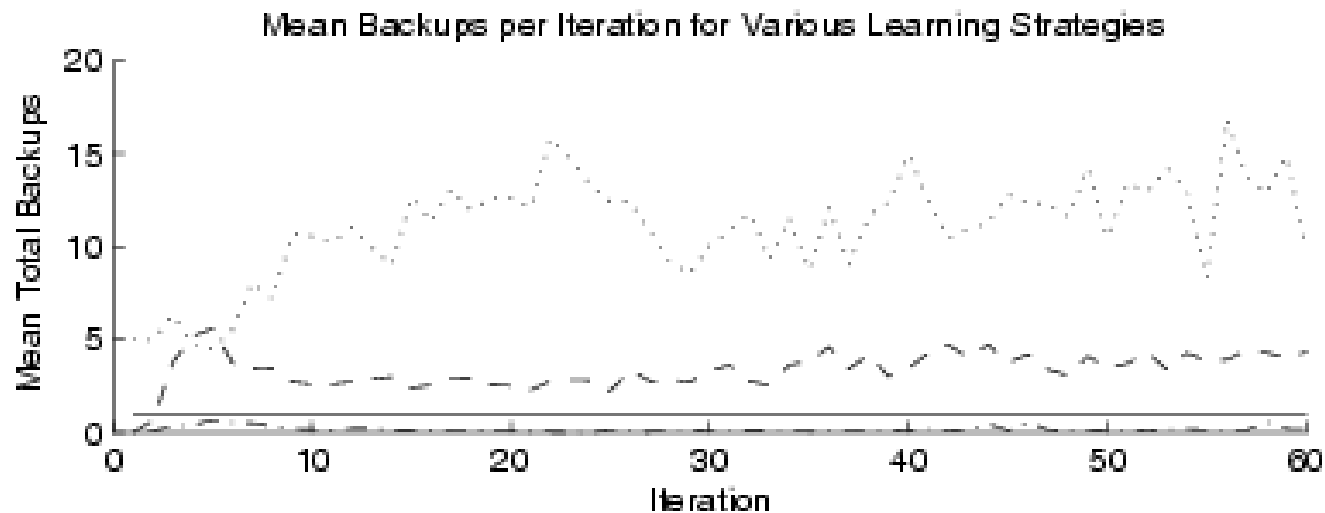
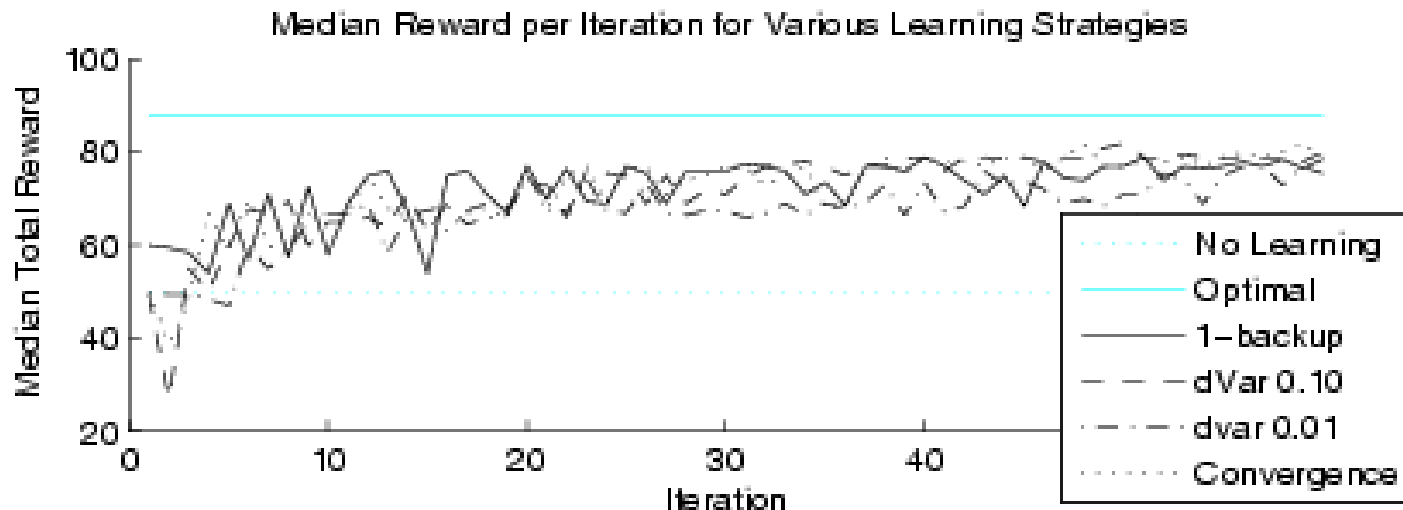


- Solve for most likely state sequence and use this to update Gaussian, Dirichlet distributions.

Updating the Policy

- How? Compute additional backups
 - POMDP solution will converge given new expected values for the parameters.
- How many backups?
 - Backup to convergence
 - Backup a fixed number of times
 - Backup **proportionally to variance reduction** in the parameters: $b = k \, d\text{Var}$, where $d\text{Var} = \sum_i \sigma_{i,t+1}^2 - \sigma_{i,t}^2$

Simulation Results



Wheelchair Results

Non-learner

User: Take me to the elevator.

Robot: Where did you want to go?

User: The Gates elevator please.

Robot: Do you want to go to the Gates Elevator?

User: Yes.

Robot: Going to Gates.

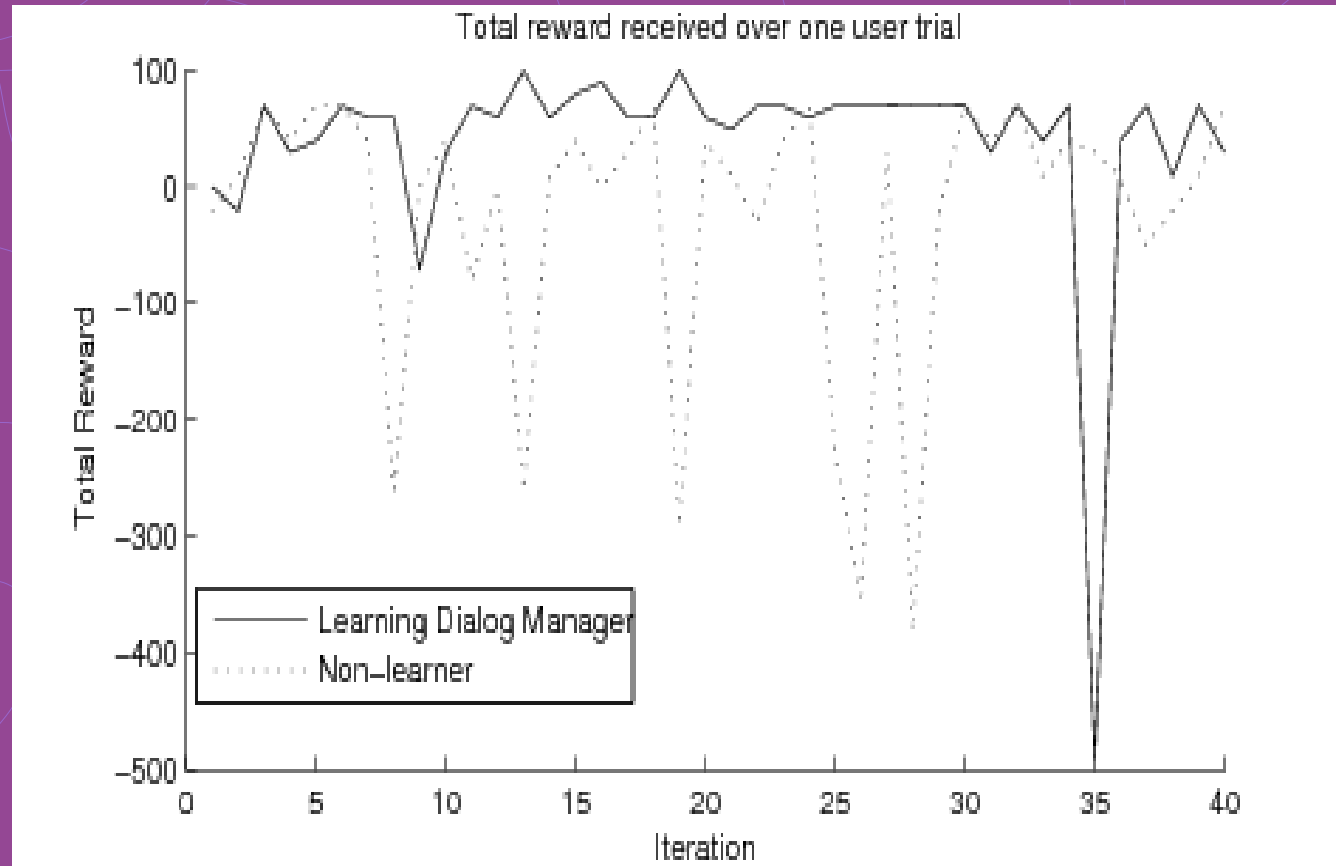
Learner

User: Take me to the elevator.

Robot: Do you want to go to the Gates Tower?

User: Yes

Robot: Going to Gates



Current work: Improve the Heuristic

- Three sources of variation in solutions
 - Stochasticity inherent in model
 - Uncertainty in parameters
 - **Incomplete solution convergence**
- Refine solution until variation due to incomplete convergence is not significant compared to other sources.

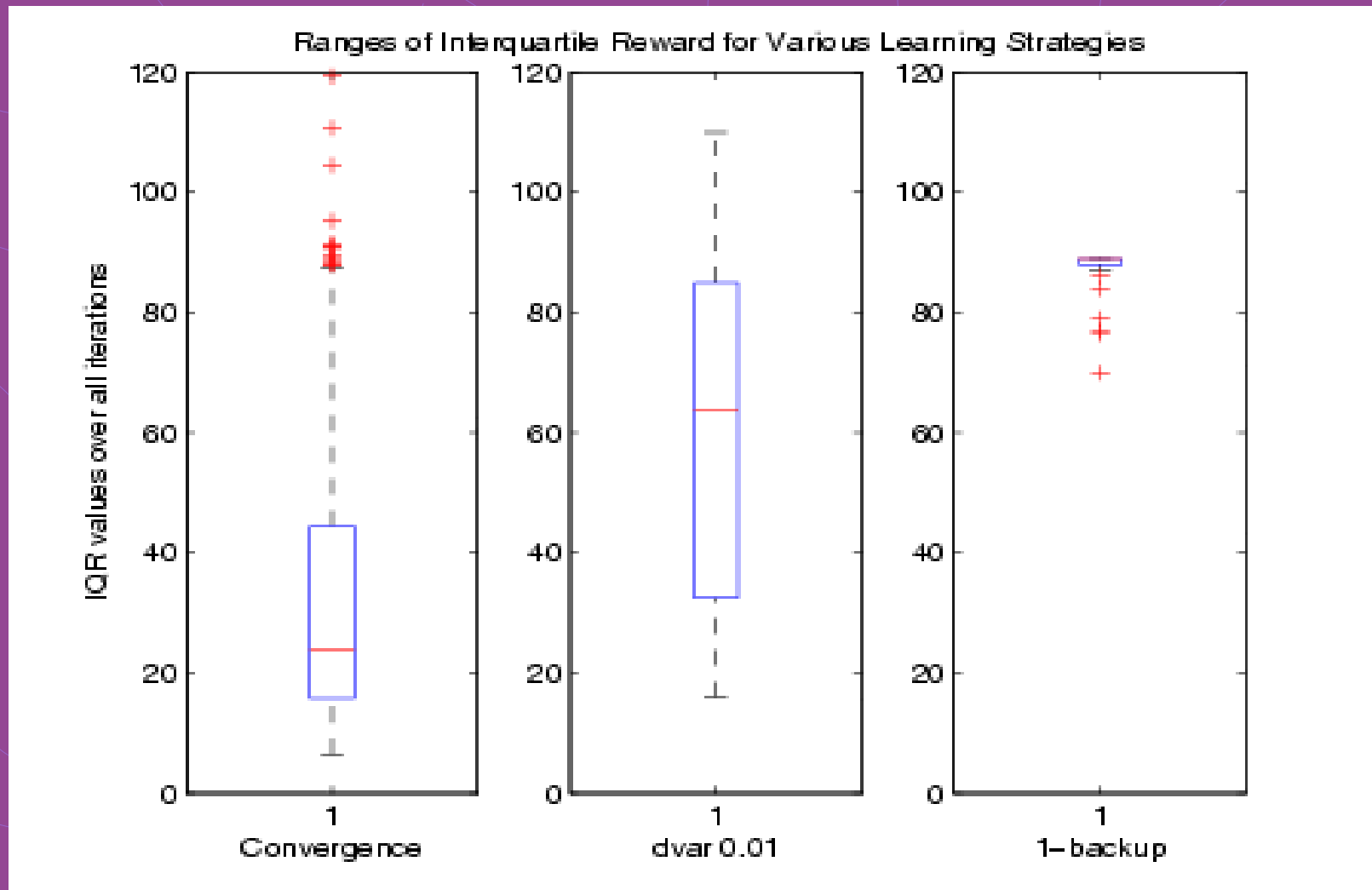
Current Work: Larger Questions

- How can we guarantee convergence of the important parameters?
- How can we make the POMDP “aware” of parameter uncertainty?
 - Should take exploratory actions *and*
 - Should act robustly
- How can more sophisticated language understanding improve interactions?
- What aspects of the dialog manager are most important to wheelchair users?

The background features a purple gradient with faint white line-art illustrations of a hand, a mouth, and an ear, symbolizing communication. A solid orange horizontal bar is positioned near the top of the slide.

Thank-you

Simulation Results



Estimating Problem Uncertainty

$$\text{var}(V(b)) = f(b) + \sum_{a \in \mathcal{O}} \eta_a(b) \text{var}(V(b_a^*))$$

