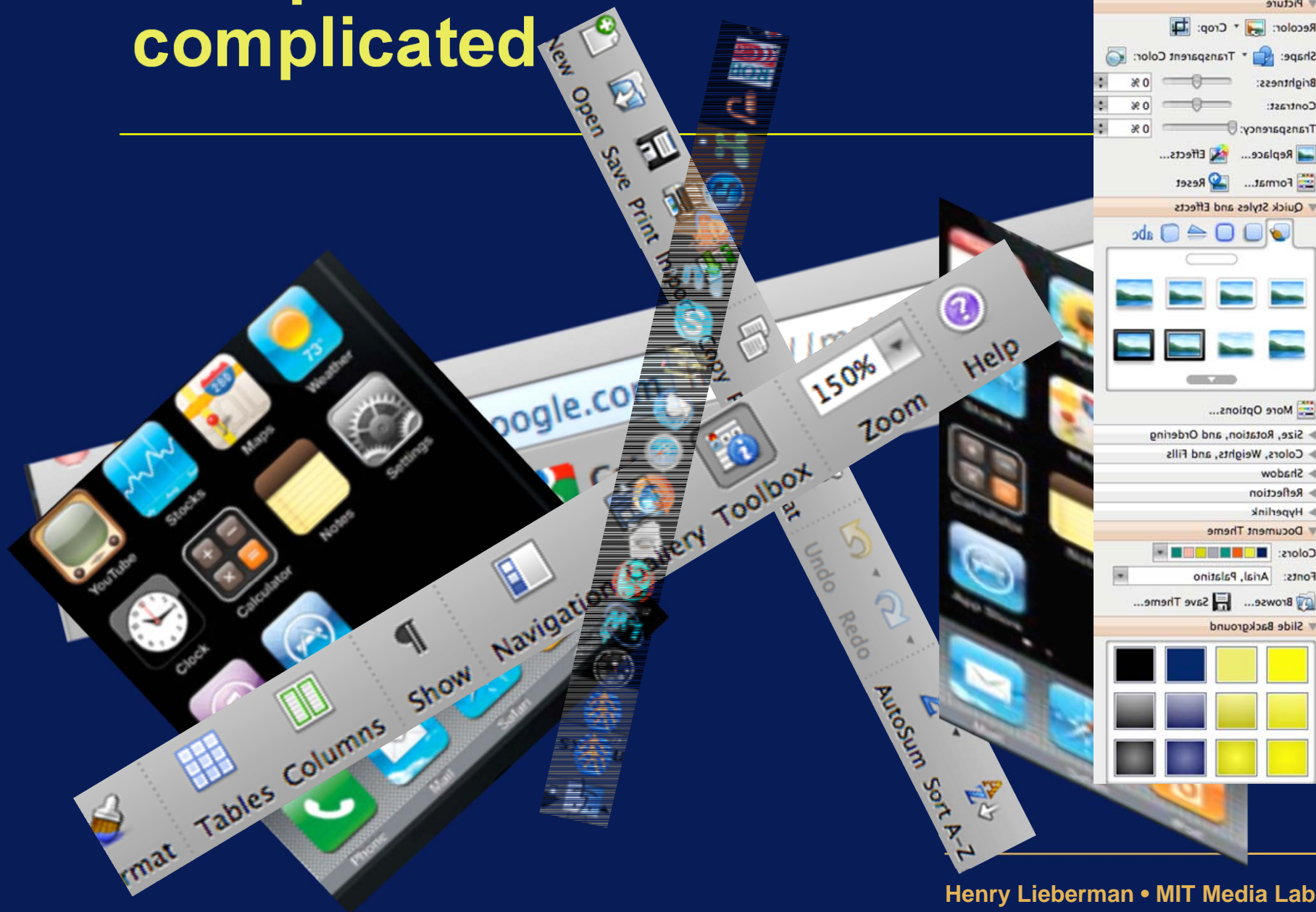


The New Era of High Functionality Computing



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Computers are too damn complicated



Three big issues



Complexity

Can't keep growing interfaces simply by adding new functions

Instructibility

How do we tell computers what we want them to do?

Risk

What happens if something goes wrong?

AI in user interfaces



Goal-oriented interfaces

End-user programming

End-user debugging

Intelligent defaults

Recommender systems

High Functionality (hi-fun) computing



Computer can perform a large number of independent operations

Each operation might be complex (perform non-trivial transformation, have many steps)

Operations may interact

Many data types

May have to learn abstract concepts

Much potential for human error

Low-functionality (lo-fun)



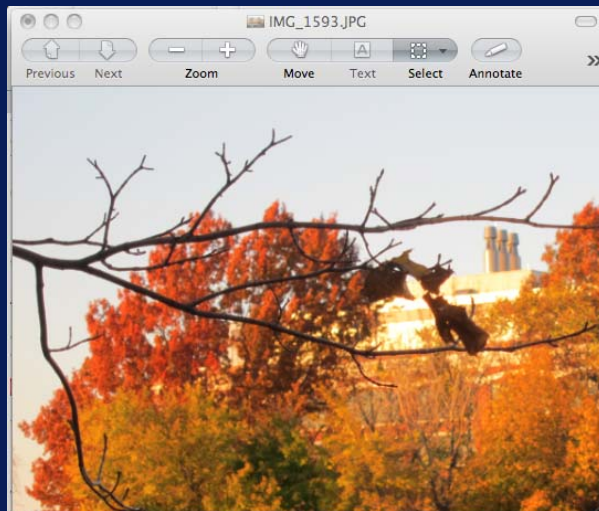
Only a small number of operations

What each operation does is “obvious”

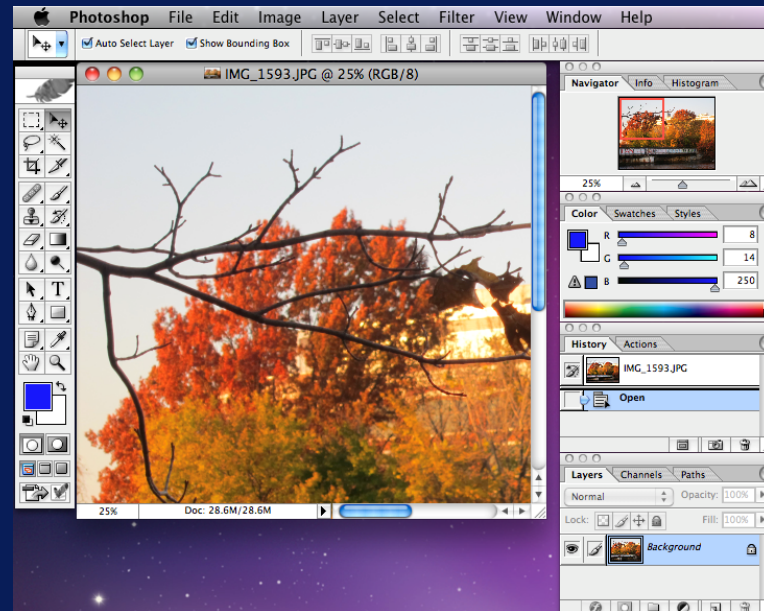
Small number of intuitive data types

Little potential for human error

Hi-fun vs. lo-fun (image editing)



Preview



Photoshop

Hi-fun vs. lo-fun (phones)



Phone marketed to seniors



Android phone

We need a new synthesis of AI and HCI for hi-fun interfaces



AI stuck on “Turing Test” complete AI

AI stuck on math+algorithms

HCI paralyzed by fear of AI failures (e.g. Clippy)

HCI stuck on designing for low-functionality interfaces. It’s not on a sustainable path for interface innovation

Complexity



Can we manage complexity with “good design”
according to “user-centered” principles?



“Simplify” interfaces – small number of operations

Organize logically – “affordances”

Good design helps, but...



Conventional HCI design is based on

a one-to-one correspondence between controls and functions

But as functions grow, controls can't keep up

Each “app” might be simple, but what happens when you have hundreds, thousands of them?

Apps grow over time as features are added

How do they work together?

How do we get out of the dilemma?

Goal-Oriented Interfaces



People have *goals*

"I want to record some music on my piano and put it on my Web page"

Devices (or software) have *functions*

Record a MIDI file, play it through a synth, audio to MP3, upload to server, edit page

Whose job is it to map between goals and functions?

Roadie

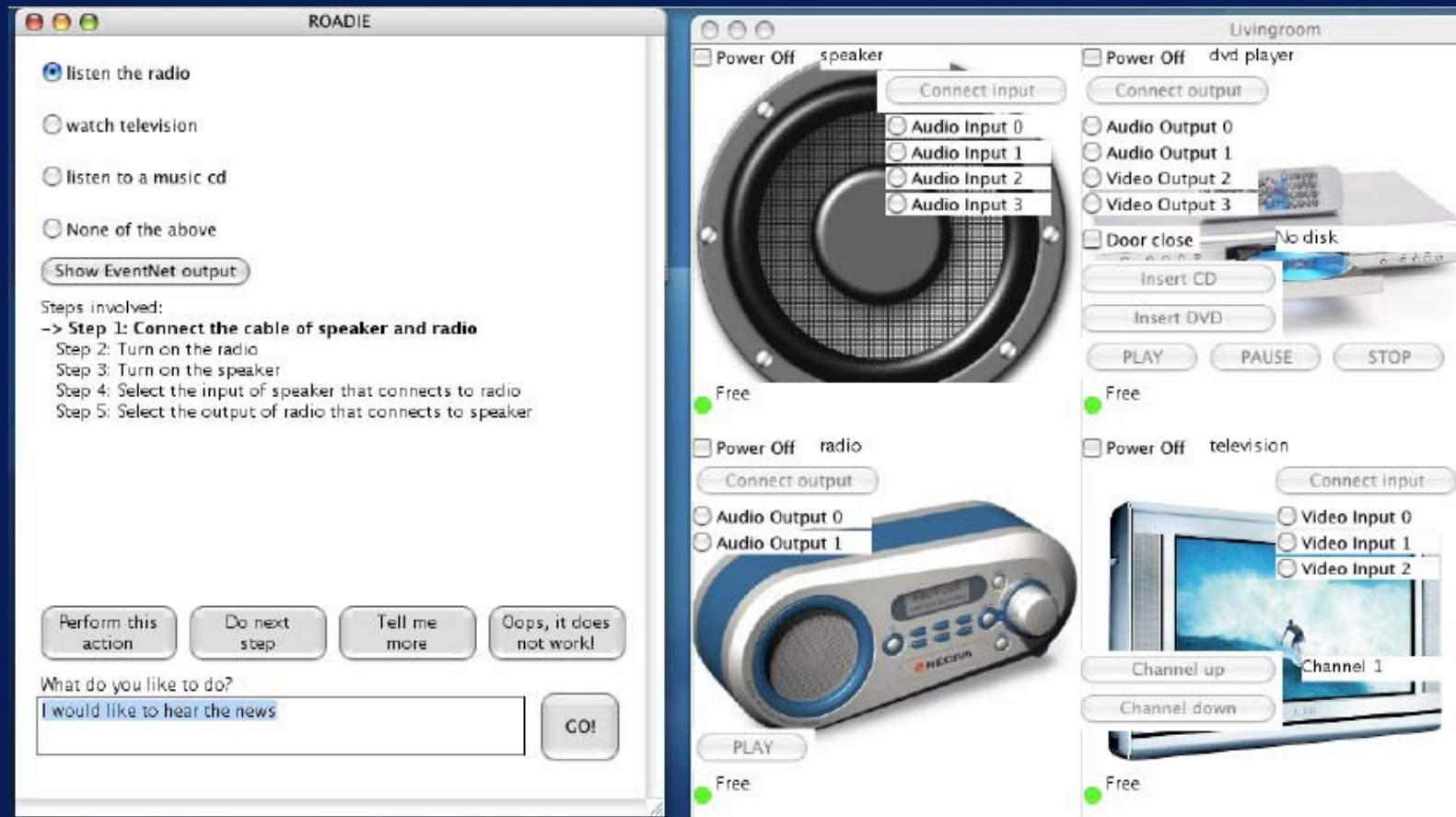


Natural language and commonsense knowledge for *goal recognition*

***Partial-order planning* for goal satisfaction**

***Help, debugging tools* when things go wrong**

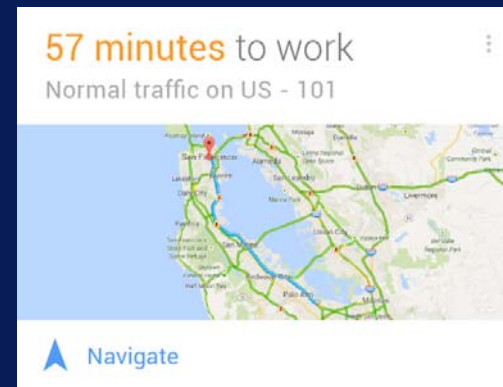
Roadie



Siri, Google Now



First commercial appearance of goal-oriented interfaces



What's next?



Integrate with broad spectrum of applications

Integrate speech and visual interface

Multiple step and parameterized procedures

Programming by example and automation

Personalization

Critique and dialogue

Commonsense as key



Hypothesis: Common sense reasoning is the key to making usable/helpful applications

Minority viewpoint: Minsky, Lenat...

So, let's collect Commonsense and figure out how to

- Reason with it
- Integrate it into interfaces

Applications in Interface Agents



Predictive typing, Speech recognition

Storytelling with Media Libraries

Detection and mitigation of online bullying

Opinion Analysis

Goal-oriented interfaces for Consumer Electronics

Mobile to-do lists, location-aware context-sensitive maps

Translation, language learning & multi-lingual communication

Help and customer service


Recommendation systems, scenario-based recommendation

Programming and code sharing in natural language

... and more

Applications in Interface Agents



 **Open Mind Common Sense**

Knowledge about elephant

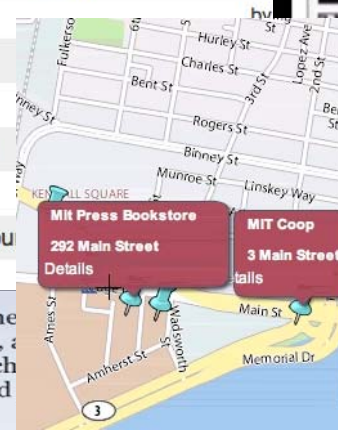
Similar concepts: [dolphin](#) [lion](#) [elephant](#) [rabbit](#) [giraffe](#) [bear](#) [tiger](#) [frog](#) [deer](#) [weasel](#)

- 11 Something you find at [a zoo](#) is [elephants](#) by
- 8 [elephants](#) are [very big](#) by
- 7 Somewhere [an elephant](#) can be is in [a circus](#) by
- 6 [an elephant](#) is generally [heavy](#) by
- 4 Somewhere [an elephant](#) can be is in [Africa](#) by
- 4 [An elephant](#) has [tusks](#) by
- 4 [Elephants](#) have [leathery skin](#) by
- 4 [an elephant](#) has [a trunk](#) by
- 3 [Elephants](#) are [majestic creatures](#) by
- 3 [elephants](#) are [animals](#) by
- 3 You are likely to find [elephants](#) arou by
- 3 [elephants](#) are [arev](#) by

No one has ever told me pain is like a chainsaw, sure but it seems like ch might be sharp. Would your pain is sharp?

Yes No

Try Again



Implementations

My Implementation

ball in 2 Pong by SamplePr
ball in 2 Pong by SamplePr
terrain0 in 4 ScrollingDem
Plat form in Super Mario Ti
rightend in MapleStory Side
leftend in MapleStory Side
Stage in Dark Mage v 1.2 t
Sprite1 in Proper scrolling
Background in Super Mario

when clicked

forever

if touching color ?

point in direction pick random 90 to 180

stop all

[Raconteur] A true adventure in Spain, year 2009

What was just said:

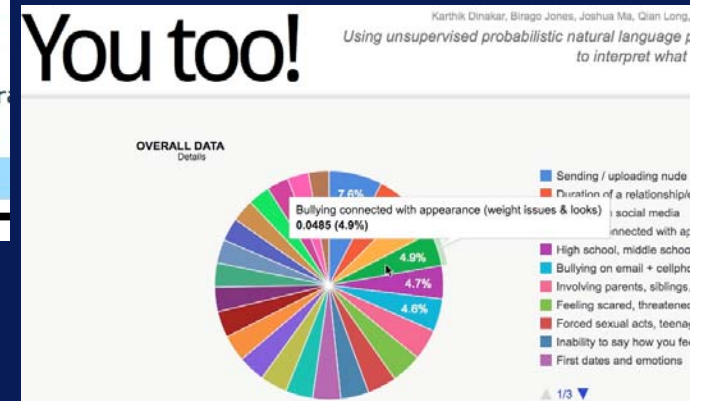
You: Hey

You: My trip to Spain was full of surprising stories.

drag to here

All Activities Found 82 location

- ☒ eat lunch
- ☒ go home
- ☐ milk
- ☐ rent tuxedo
- ☐ send letter to gr
- ☐ mail the card
- ☐ buy a card



Instructibility



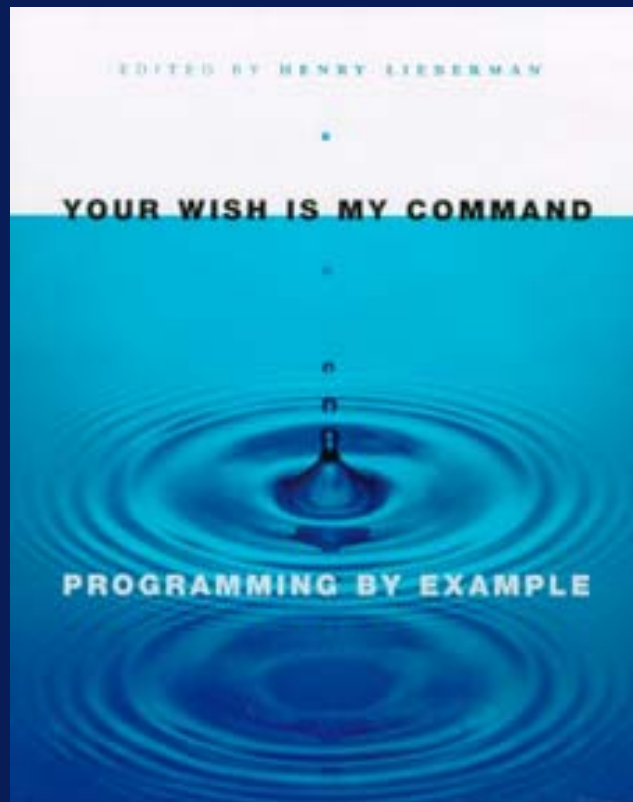
If you have a large or open-ended command set, how do you make it easily usable?

- **Natural Language interfaces / Speech reco**
- **End-User Programming**

Programming by Example

- **Dynamic / Adaptable command sets**
- **Self-teaching interfaces, personalization**

Books



Programming in Natural Language



74 Metafor Interactive Natural Language Programming (hugo@media.mit.edu)

File

[user] (01:28:32) Pacman is a character who loves to run through a maze and eat dots.
[agent] (01:28:32) Ok. I created a new agent Pacman that is a kind of character agent. I added the ability for Pacman to run, which can be through a maze. I added the ability for Pacman to eat. A dot is something which can be eaten.
[user] (01:28:53) Whenever Pacman eats a dot, it disappears and he wins a point.
[agent] (01:28:53) Ok. Now we are going to think about Pacman eating... When Pacman eats a dot, the dot disappears and Pacman wins a point. ...Now that we are done thinking about Pacman eating, we are going to resume thinking about __main__.

When Pacman is running through the maze, if a ghost catches him, then he loses and the game is over.

DEICTIC STACK: [['Pacman', ['he', 'him', 'his', 'her', 'she', 'hers', 'who']], ['character', ['it']], ['maze', ['it']], ['dots', ['they', 'them']], ['dot', ['it']], ['dot', ['it']], ['Pacman', ['he', 'him', 'his', 'her', 'she', 'hers', 'who']], ['dot', ['it']], ['point', ['it']]]

DIR: ['__main__.Pacman', '__main__.dot']

CODETREE: [['__main__', 'FunctionT']]

```
def __main__():  
    class Pacman(character):  
        def run(maze):  
            pass  
  
        def eat(dot):  
            dot.disappear()  
            Pacman.win(point)  
  
        def win(point):  
            pass  
  
    class dot:  
        def disappear():  
            pass
```

Computers need to instruct humans in hi-fun interfaces



Programming is the human instructing the computer

But the computer also needs to instruct the human

Collaborative problem solving around shared goals

The world seems to have given up on help systems ?!

How do you learn a hi-fun interface?



... or any complex topic?

Learn by example, a little bit at a time...

Experience success quickly on a simple, but nontrivial example

Learn essential concepts that will enable you to learn more over time

Dimensions in learning



Autonomy: You do it / I do it?

Context: In-context / out of context?

Risk: Works / Doesn't work?

Style: Top-down / Bottom-up?

The “Paradox of Help”



You can be shown how to do something

But then you don't get the feeling of DIY

You can try by yourself

But then you might get lost or stuck

Why choose in advance?



But why should you be forced to make these choices in advance?


Suppose we

- **Give you a variety of choices?**
- **Let you choose at each step?**
- **Change your mind if you get it wrong?**


Steptorials (Stepper tutorial)



Justify *Facilitating Rational Deliberation* [About Justify](#) [Privacy & Terms](#)

File ▾ Edit ▾ SlideShow ▾ Point type doc ▾ Help ▾ 

Command Line ☐ Lock Help

Enter a command 

Selected Point Information

title: Home of
HLieberman@gmail.c
type: folder
subtype: home


Each user has a
'home' folder that
only they can
see.

[Point Details](#)

Assessment
title: Home of

Justify Steptorial ×

Let's discuss the is /

- ▲▲ First, we should introduce the question, 'Should I buy a new car?'
- ▲▶ Yes, it'll be easier to get around town
-  No, It'll contribute to global warming
- ▼ No, it's actually faster to bike in Boston
- ▼

[Show me a video](#) [Guide me through it](#) [Let me do it](#)

Risk



Hi-fun interfaces involve more risk, because there are more wrong paths than right paths

Reduce risk by giving the user the ability to deal with problems as they arise

Remove fear of trying new technology

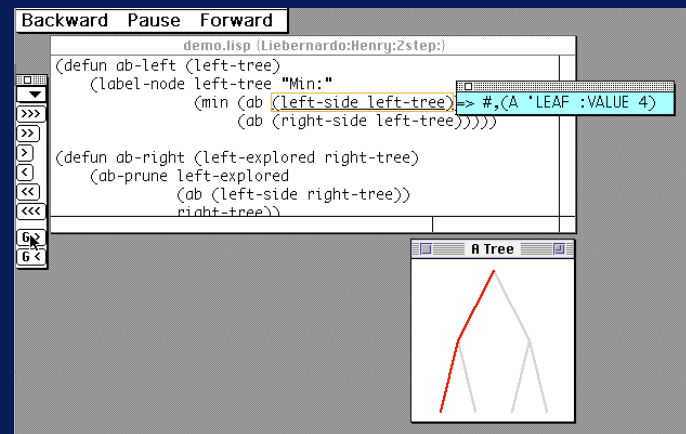
End-User Debugging



Like program debugging, except the user can't see the program!

Gotta (re-)construct the program based on user interaction

Provide reversible stepper



Woodstein



The screenshot shows a Mozilla Firefox browser window displaying the Bank of America MasterCard account details page. The page includes a sidebar with account summary information and a main content area with tabs for Account Activity, My Statements, and Services. A transaction from Amazon.com for \$249.99 is highlighted. A pop-up window titled "Why transaction was created" provides a detailed explanation of the transaction, including the posting date, transaction date, recipient, description, and amount. The pop-up also lists the user's actions and the results of those actions.

Why transaction was created

TRANSACTION was created with (POSTING-DATE TRANSACTION-DATE RECIPIENT TRANSACTION-DESCRIPTION TRANSACTION-AMOUNT) by BANK OF AMERICA CREATED TRANSACTION.

Your Actions

- You are purchasing from Amazon.com
- You placed order with Amazon.com
- Amazon.com requested payment from Bank of America
- UPX is delivering order

The Results of Your Actions

- shipment status: "In Progress"
- order confirmation number: "987654321"
- shipment status: "In Progress"

Conclusion



We're entering an era of high-functionality computing

That's a good thing!

AI is crucial for dealing with major issues:

Complexity

Instructibility

Risk





Commonsense as key



Hypothesis: Common sense reasoning is the key to making usable/helpful applications

Minority viewpoint: Minsky, Lenat...

So, let's collect Commonsense and figure out how to

- **Reason with it**
- **Integrate it into interfaces**

But does it “make sense” to work on Common Sense?



How much Commonsense is in a person's head?

Isn't Commonsense knowledge hopelessly vague, ambiguous, context-dependent?

Isn't it different for different people, cultures?

What if it makes a mistake in the interface?

Good news: It's feasible



A person lives for 3 billion seconds

CSK much less, maybe 10s to 100s millions

Storing / search that much stuff OK today

**Will show you many CSK applications to convince
you of utility**

Big Data / Machine Learning



Hot topic – where we are in Moore's Law

Learning from observation / learning from knowledge

What's correlated / What's interesting/important

Complementary techniques, hijack math for aggregation

Some signs coming together, e.g. “~~deep learning~~”

Henry Lieberman • MIT Media Lab

Open Mind Common Sense



<http://openmind.media.mit.edu>

The screenshot shows the Open Mind Common Sense website. At the top, there is a header with a globe icon and the text "Open Mind Common Sense". To the right of the header are links for "lieber", "Admin", and "Logout". Below the header is a navigation bar with tabs for "Concepts", "Statements", "Add knowledge", and "Messages". Underneath these tabs are sub-tabs for "Overview", "Random statements", and "Recently added". The main content area starts with a welcome message: "Welcome to Open Mind Common Sense!". This is followed by a paragraph explaining the project: "Computers don't currently know the basic things about the world that we consider 'common sense.' Here, you can help build a database of such knowledge in simple English sentences. The computer will analyze these sentences to connect concepts and draw new conclusions from the things you teach it." Below this is a section titled "Getting started" with a link to "log in" to get started. The next section is "Languages", which states "Open Mind is collecting knowledge in multiple languages:". This is followed by a list of languages and the number of statements collected for each: English (1032498), Traditional Chinese (356277), Portuguese (233440), Korean (14952), Japanese (14546), Dutch (5065), Hungarian (2154), French (204), Spanish (157), and Italian (98).

Language	Statements
English	1032498
Traditional Chinese	356277
Portuguese	233440
Korean	14952
Japanese	14546
Dutch	5065
Hungarian	2154
French	204
Spanish	157
Italian	98

Open Mind Common Sense



“Crowdsourced” Common Sense

Direct typein, games, mining

12 years, 20K users

1 Million English statements, + other languages

CN5 on order of 10 million + web resources

Open Mind Commons - Speer



Open Mind Commons
Explain your world.

Logged in as rspeer.
[Log out](#)

[Home](#) [Add new knowledge](#) [Highest rated](#) [My contributions](#)

[Search](#)

Knowledge about fruit

Similar objects to **fruit**: [food](#), [apple](#), [cookie](#), [vegetable](#), [potato](#)
fruit is referred to with these phrases: fruit, a fruit, Fruit, fruits, Fruits, some fruit, some fruits, Some fruit, an fruit, A fruit

An inquiring mind wants to know...

Is this generally true?
You are likely to find [a fruit](#) in [a kitchen](#).
[Yes](#) / [No](#) / [Doesn't make sense](#) / [Why do you ask?](#)

Is this generally true?
You are likely to find [a fruit](#) in [a restaurant](#).
[Yes](#) / [No](#) / [Doesn't make sense](#) / [Why do you ask?](#)

Is this generally true?
You are likely to find [a fruit](#) in [a table](#).
[Yes](#) / [No](#) / [Doesn't make sense](#) / [Why do you ask?](#)

is a kind of fruit.
[Teach OpenMind](#)

You are likely to find a fruit in .
[Teach OpenMind](#)

fruit can be .
[Teach OpenMind](#)

a fruit is used for .
[Teach OpenMind](#)

Current knowledge

→ An apple is a kind of fruit .	by klynn	Score: 39	<input type="text" value="Rate..."/>	Rate
→ orange is a type of a fruit .	by jgagnon	Score: 31	<input type="text" value="Generally true"/>	Rate

Recently learned

- [taking final exams](#) is for [passing a class](#). (by rspeer)
- [dish](#) could be [broken](#). (by rspeer)
- You would [study](#) because you [have a test](#). (by rspeer)
- You would [take final exams](#) because you [are being tested](#). (by havasi)
- [the beach](#) is [wet](#). (by havasi)
- [Cookies](#) are [sugary](#). (by rspeer)
- [apricots](#) are a kind of [fruit](#). (by rspeer)
- [a laptop](#) is a kind of [portable computer](#). (by rspeer)
- [a laptop](#) is a kind of [computer](#). (by rspeer)
- [A lake](#) is [wet](#). (by rspeer)

Effect of the parser



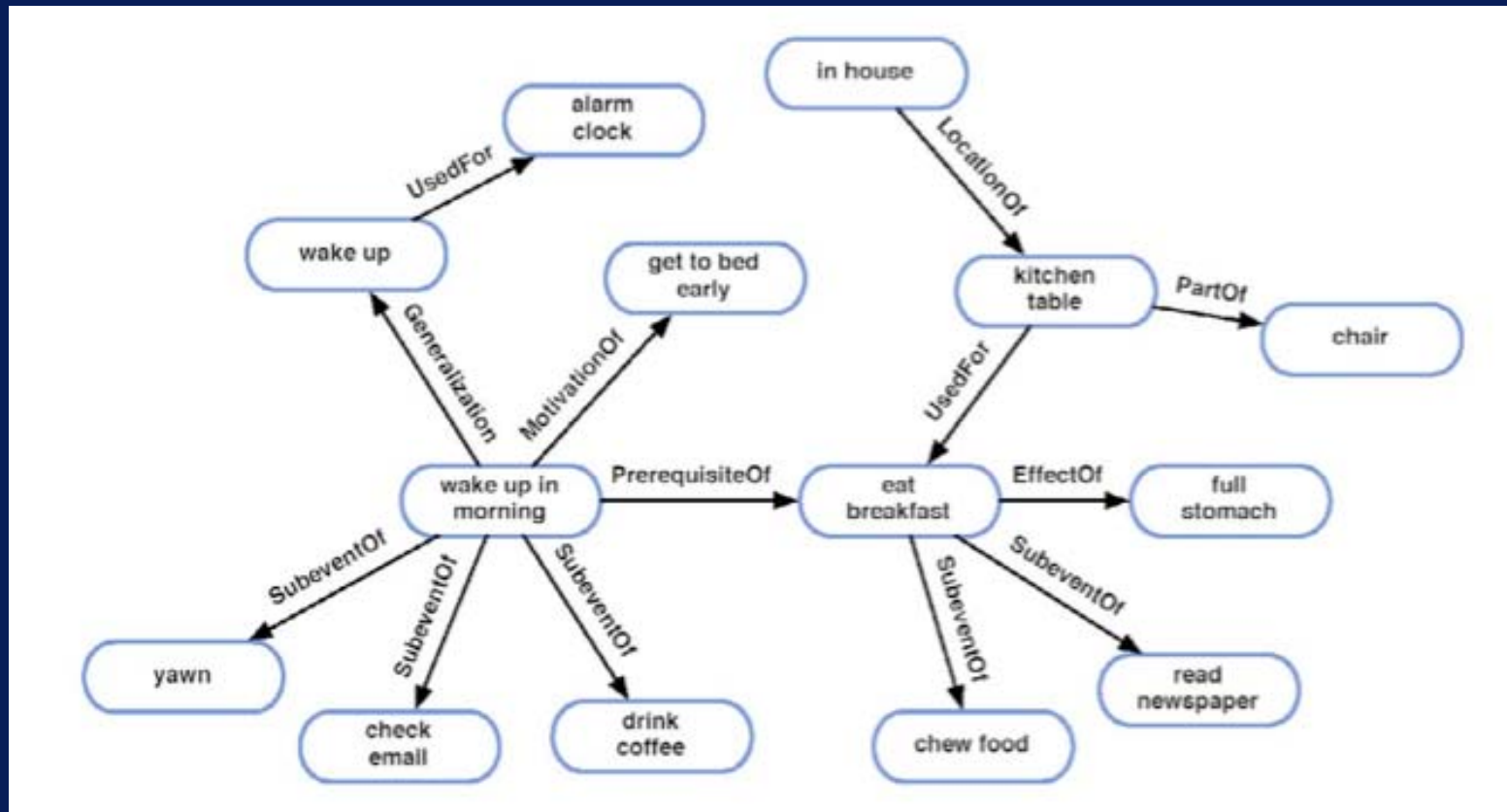
What the contributor says	What OpenMind hears
A goldfish is a type of carp that makes a nice pet	A goldfish is a carp
A nightgown is a long, loose garment worn to bed	A nightgown is a garment
A uniform is a special outfit worn by members of a group	A uniform is a outfit
A foot is a unit of measurement equal to twelve inches	A foot is a unit of measurement
A hut is a small, simple shelter	A hut is a shelter

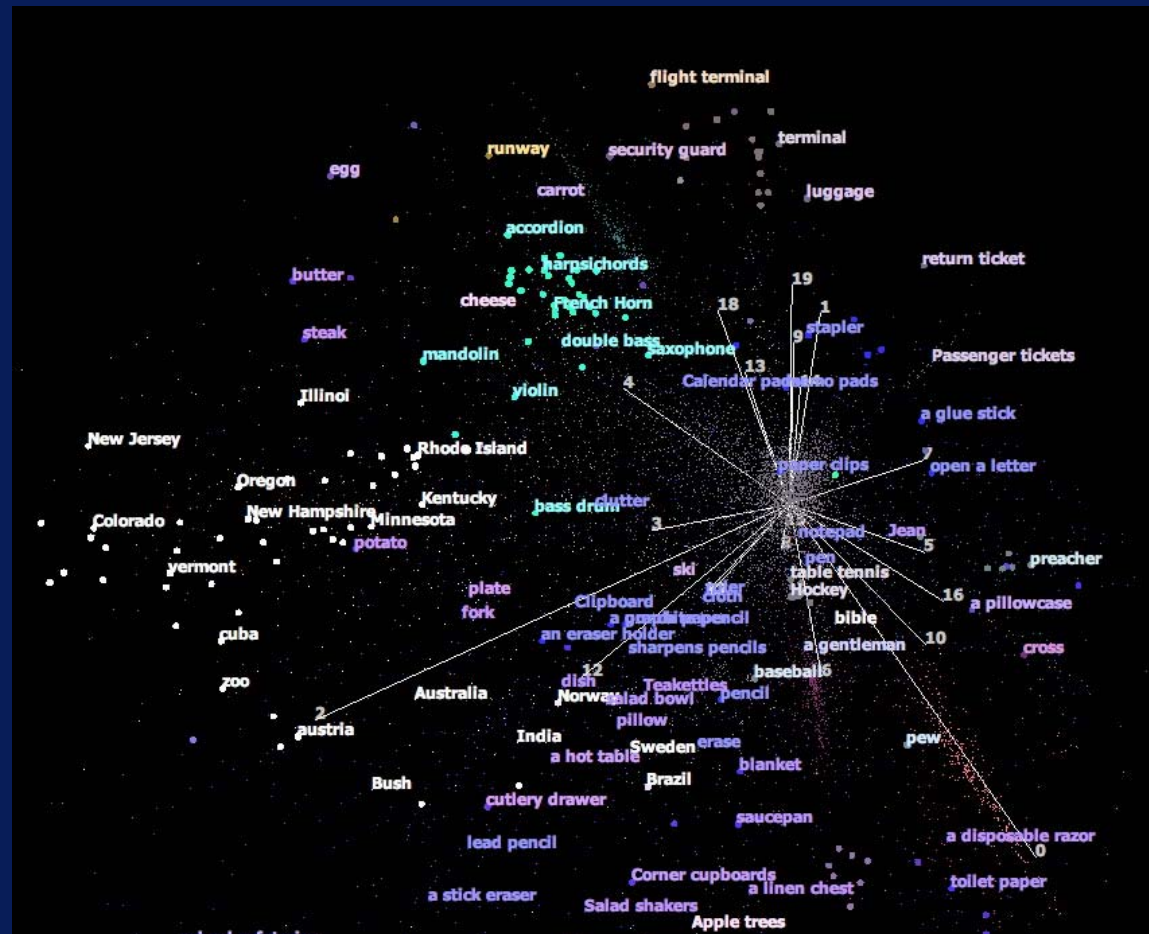
ConceptNet relations



Label	Example
IsA	Hockey is a sport.
PartOf	A finger is part of a hand.
AtLocation	You are likely to find a book in a library.
MadeOf	Windows are made of glass.
UsedFor	Pens are used for writing.
CapableOf	Boats can float on water.
HasProperty	Sunsets are beautiful.
Desires	A person wants love.
CausesDesire	Being cold would make you want to light a fire.
Causes	The effect of having a haircut is to have shorter hair.
MotivatedByGoal	You would do housework because you want to have a clean house.
HasSubevent	One of the things you do when you read a book is turn pages.
HasFirstSubevent	The first thing you do when you go for a drive is get in the car.
HasLastSubevent	The last thing you do when you take a shower is dry off.
HasPrerequisite	If you want to get fit, you should lift weights.
DefinedAs	Death is the end of life.
ReceivesAction	An apple can be eaten.
ObstructedBy	<i>(Quando se tenta dormir, um problema encontrado pode ser insônia.)</i>
CreatedBy	Music is created by composing.

ConceptNet - Liu, Singh, Eslick





What AnalogySpace can do



It can generalize from sparsely-collected knowledge

It can identify the most important dimensions in a knowledge space

It can classify concepts along those dimensions

It can create ad-hoc categories (and classify accordingly)

It can confirm or question existing knowledge

AnalogySpace matrix



Features ↓ / Concepts →	<i>Ice</i>	<i>Book</i>	<i>Magazine</i>
? <u>Used-For</u> <i>Cooling</i>	Yes	No	No
? <u>Has-Part</u> <i>Pages</i>	No	Yes	Yes
? <u>Used-For</u> <i>Reading</i>	No	Yes	?

AnalogySpace matrix



Features ↓ / Concepts →	<i>Ice</i>	<i>Book</i>	<i>Magazine</i>
? <u>Used-For</u> <i>Cooling</i>	1	-0.93	-0.879
? <u>Has-Part</u> <i>Pages</i>	-1	0.88	0.925
? <u>Used-For</u> <i>Reading</i>	-1	0.987	?

Dimensionality Reduction



Singular Value Decomposition



$$\begin{array}{c} \text{features} \\ \text{concepts} \end{array} \begin{bmatrix} A \end{bmatrix} \approx \begin{array}{c} \text{concepts} \\ k \text{ axes} \end{array} \begin{bmatrix} U_k \end{bmatrix} \begin{array}{c} k \text{ axes} \\ k \text{ axes} \end{array} \begin{bmatrix} \Sigma_k \end{bmatrix} \begin{array}{c} \text{features} \\ k \text{ axes} \end{array} \begin{bmatrix} V_k^T \end{bmatrix}$$

Traditional Logical Inference



Inferences goes from

True assertion \rightarrow True assertion

via Inference Rules

Good news: Very precise and reliable

Bad news: Proof search blows up exponentially

Requires precise definitions and assertions

GIGO

AnalogySpace Inference



All possible assertions put in a (big, sparse) box

You can rearrange the box along semantic axes

Good news: Computationally efficient

**Tolerant of imprecision, contradiction,
disagreement...**

Stronger than statistical inference

Bad news: Can't be guaranteed to be very precise

Not-so-Common Sense



**Use Common Sense tools & methodology, but
knowledge only common to a small group**

Collect knowledge from natural language sources

Collect knowledge from games

Collect knowledge from existing DBs, Ontologies, ..

"Blend" with general Commonsense knowledge

-> AnalogySpace for specific domain

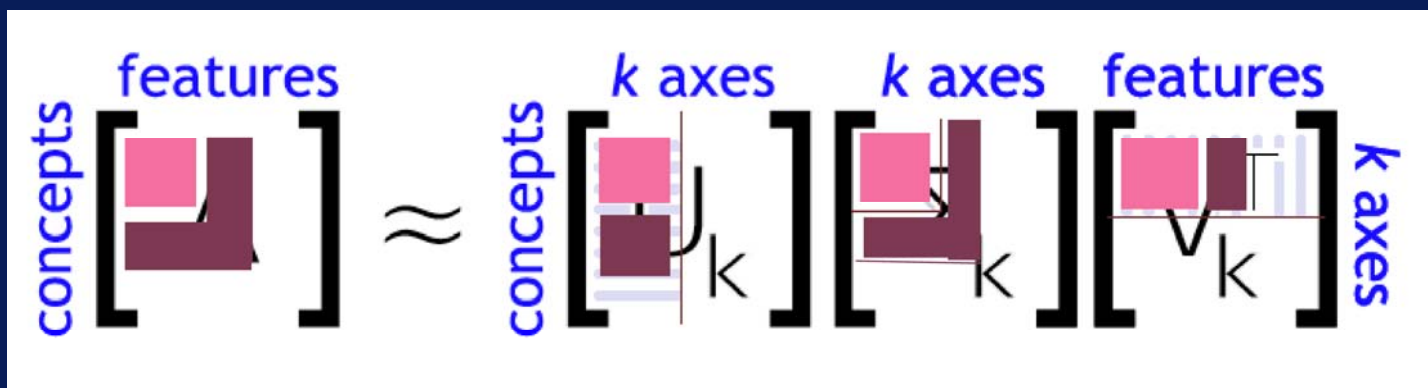
Blending - Havasi



Inference combining two AnalogySpaces

Specialized and generalized knowledge bases

Blending factor



AI in user interfaces



Intelligent defaults

Goal-oriented interfaces

Recommender systems

End-user programming

End-user debugging

Applications in Interface Agents



Predictive typing, Speech recognition

Storytelling with Media Libraries

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Mobile to-do lists, location-aware context-sensitive maps

Translation, language learning & multi-lingual communication

Help and customer service

Recommendation systems, scenario-based recommendation

Programming and code sharing in natural language

... and more

Related Work



Cyc

Thought Treasure

Logic, Axiomatization of Commonsense Domains


Semantic Web / Linked Data

Freebase, other curated collections

Nell, machine learning mining Web

Let's beat some Common Sense into computers!



 **Open Mind Common Sense**

Knowledge about elephant

Similar concepts: [dolphin](#) [lion](#) [elephant](#) [rabbit](#) [giraffe](#) [bear](#) [tiger](#) [frog](#) [deer](#) [weasel](#)

- 11 Something you find at [a zoo](#) is [elephants](#) by
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