The New Era of High Functionality Computing

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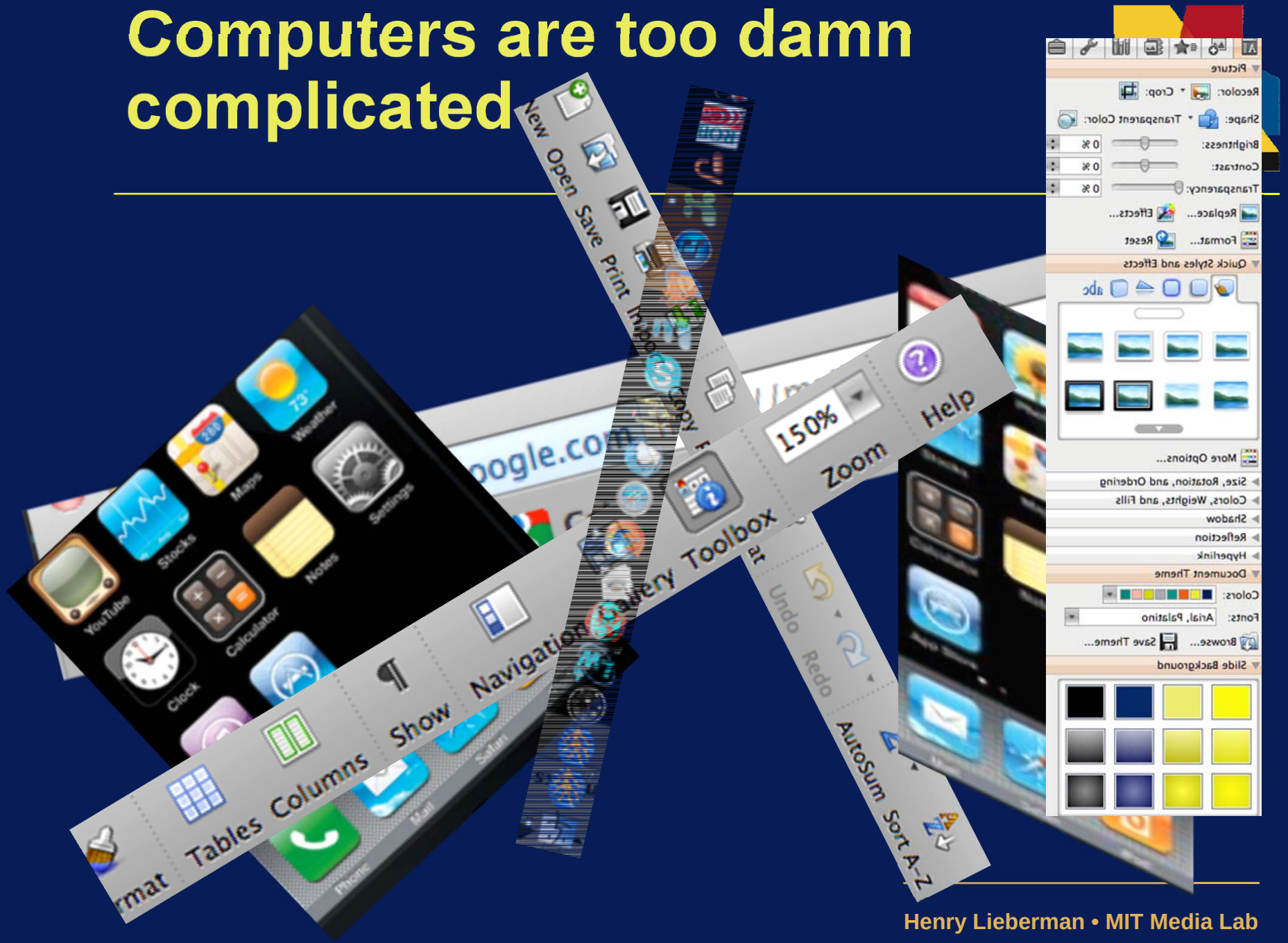
Computers are too damn complicated



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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)

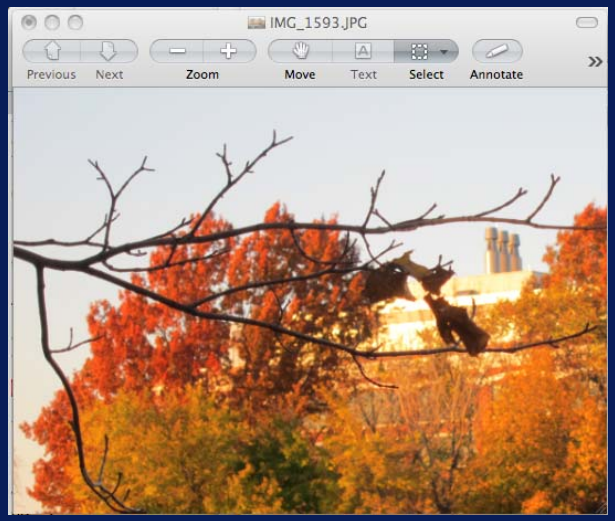
Only a small number of operations

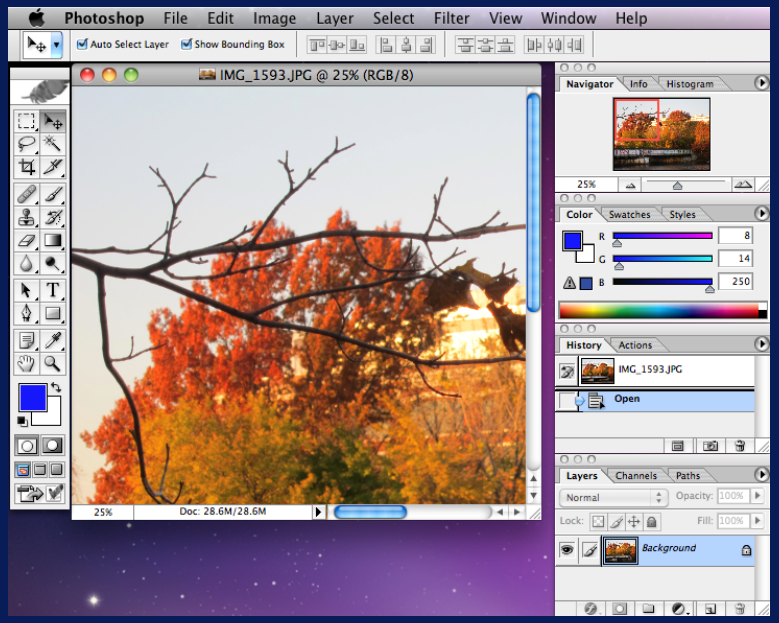
What each operation does is “obvious”

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?

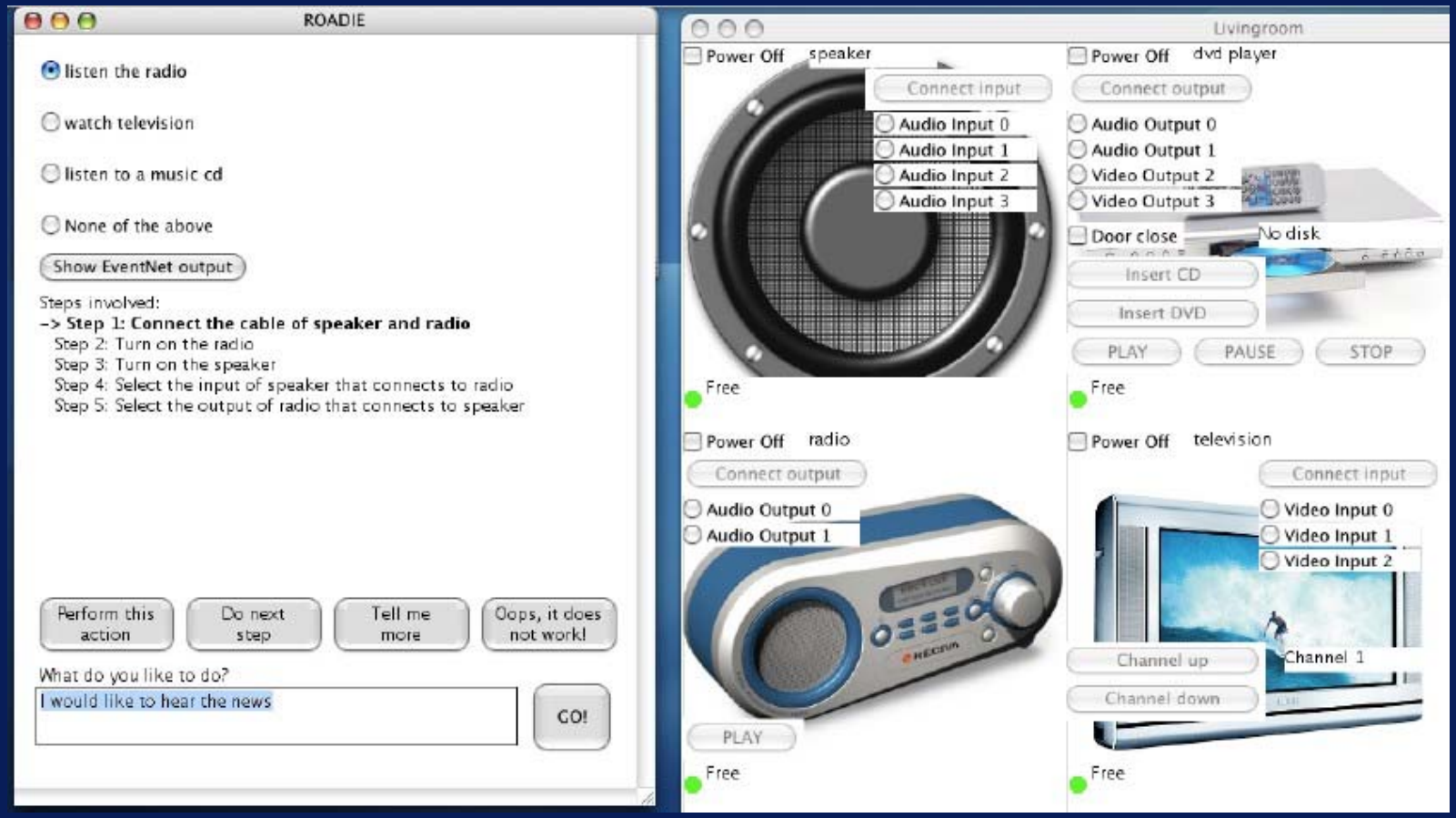
Roadie

Natural language and commonsense knowledge for *goal recognition*

Partial-order planning for goal satisfaction

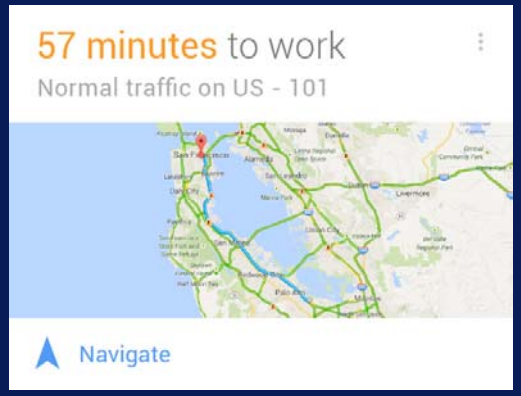
Help, debugging tools when things go wrong

Roadie


ROADIE
listen the radio
watch television
listen to a music cd
None of the above
Show EventNet output
Steps involved:
-> Step 1: Connect the cable of speaker and radio
Step 2: Turn on the radio
Step 3: Turn on the speaker
Step 4: Select the input of speaker that connects to radio
Step 5: Select the output of radio that connects to speaker
Perform this action
Do next step
Tell me more
Oops, it does not work!
What do you like to do?
I would like to hear the news
GO!
Livingroom
Power Off
speaker
Connect input
Audio Input 0
Audio Input 1
Audio Input 2
Audio Input 3
Free
Power Off
dvd player
Connect output
Audio Output 0
Audio Output 1
Video Output 2
Video Output 3
Door close
No disk
Insert CD
Insert DVD
PLAY
PAUSE
STOP
Free
Power Off
radio
Connect output
Audio Output 0
Audio Output 1
PLAY
Free
Power Off
television
Connect input
Video Input 0
Video Input 1
Video Input 2
Channel up
Channel down
Channel 1
Free

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

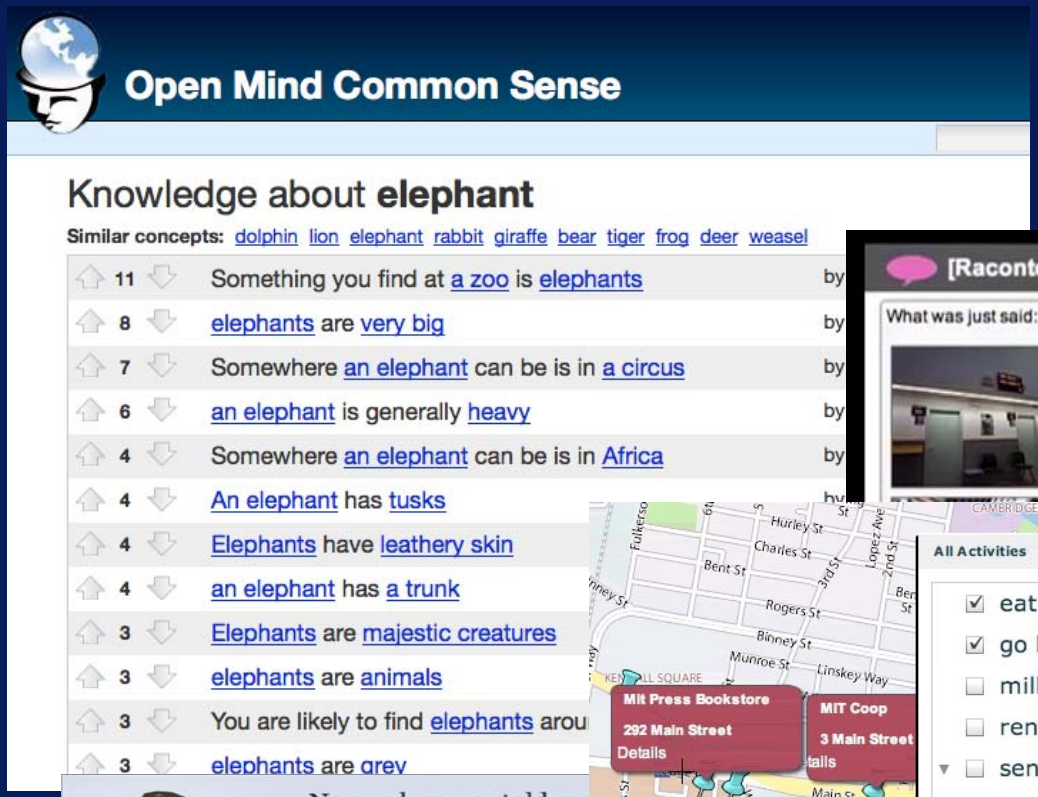
Help and customer service

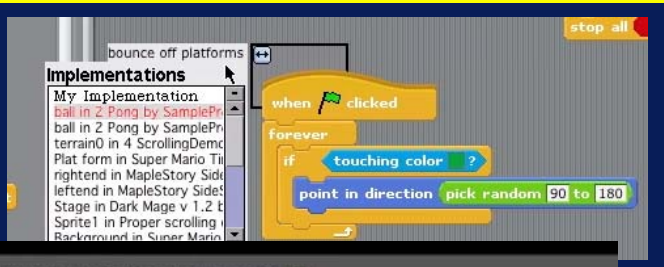
Recommendation systems, scenario-based recommendation

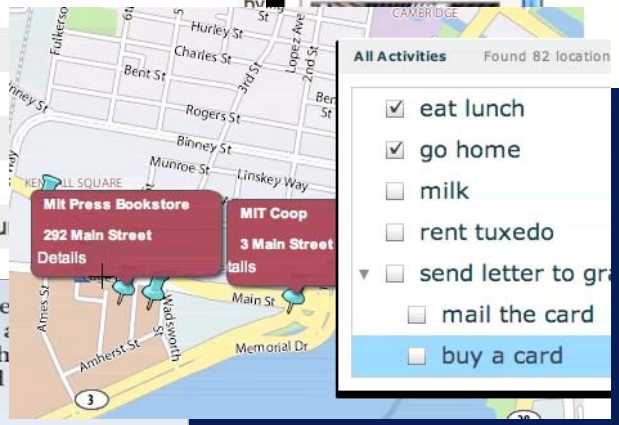
Programming and code sharing in natural language

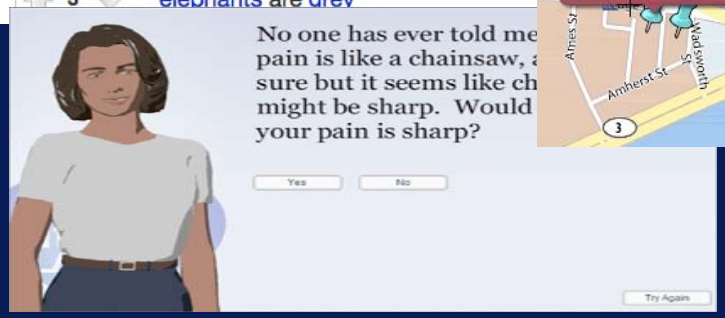
… and more

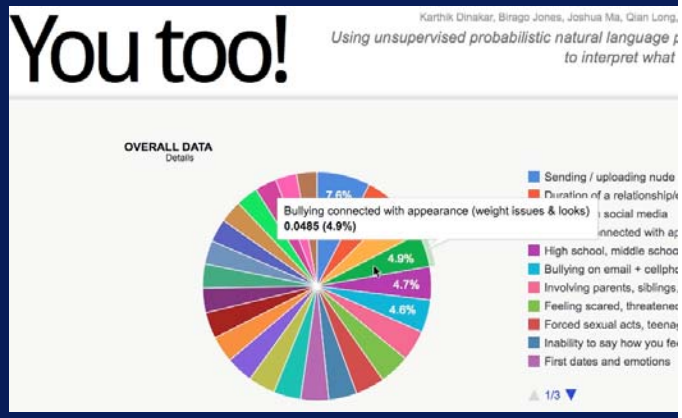
Applications in Interface Agents











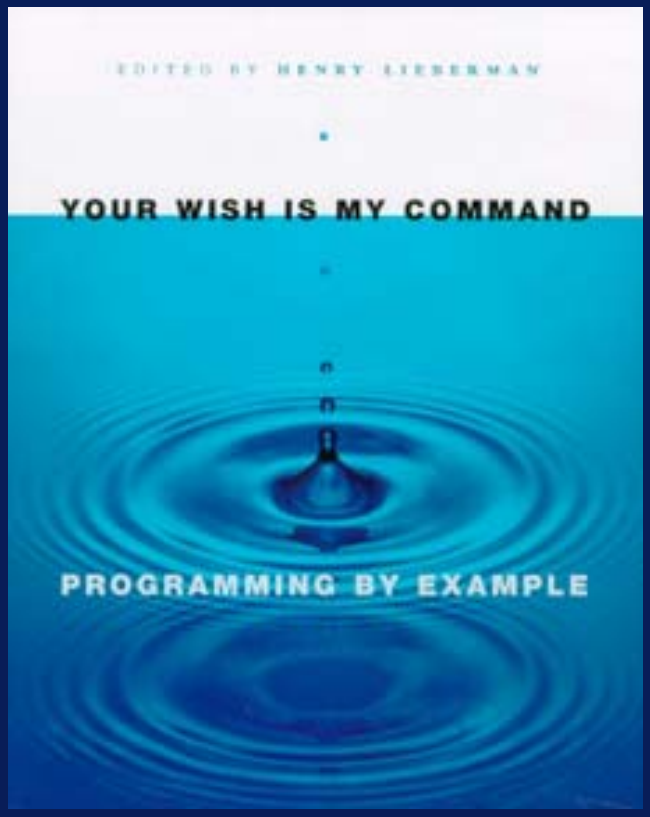
Instructibility

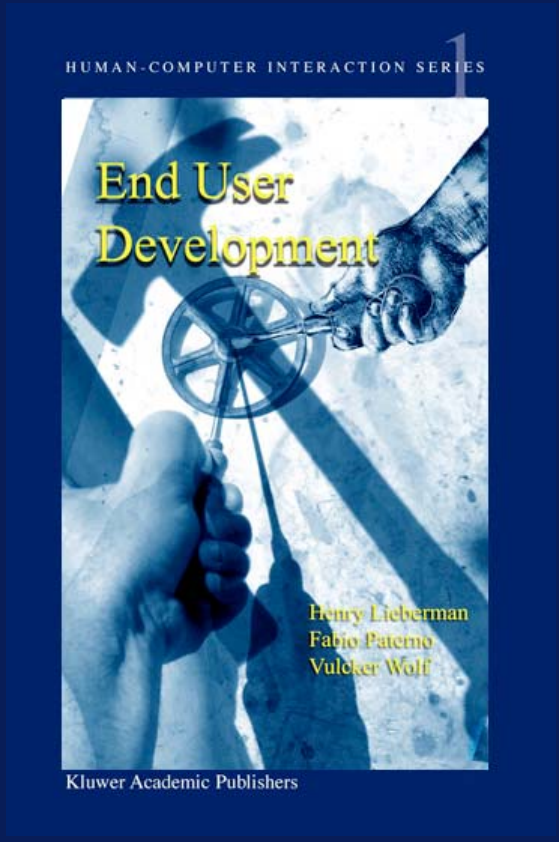
If you have a large or open-ended command set, how do you make it easily usable?

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

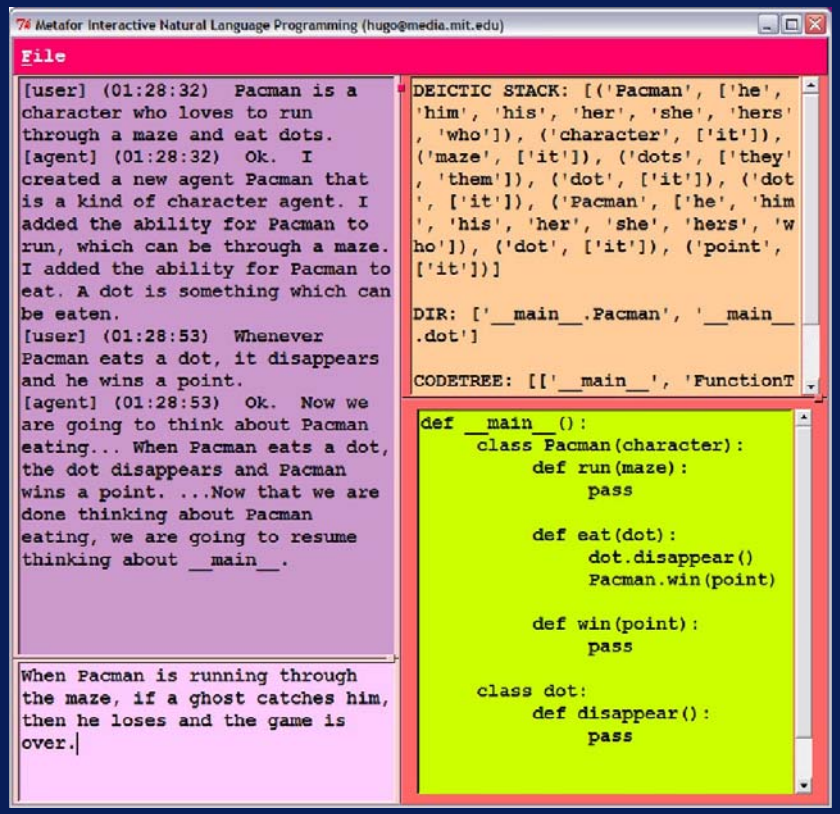
  Programming by Example
- Dynamic / Adaptable command sets
- Self-teaching interfaces, personalization

Books


EDITED BY HENRY LIEBERMAN
YOUR WISH IS MY COMMAND
PROGRAMMING BY EXAMPLE


HUMAN-COMPUTER INTERACTION SERIES 1
End User Development
Henry Lieberman
Fabio Paterno
Vulcker Wolf
Kluwer Academic Publishers

Programming in Natural Language



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

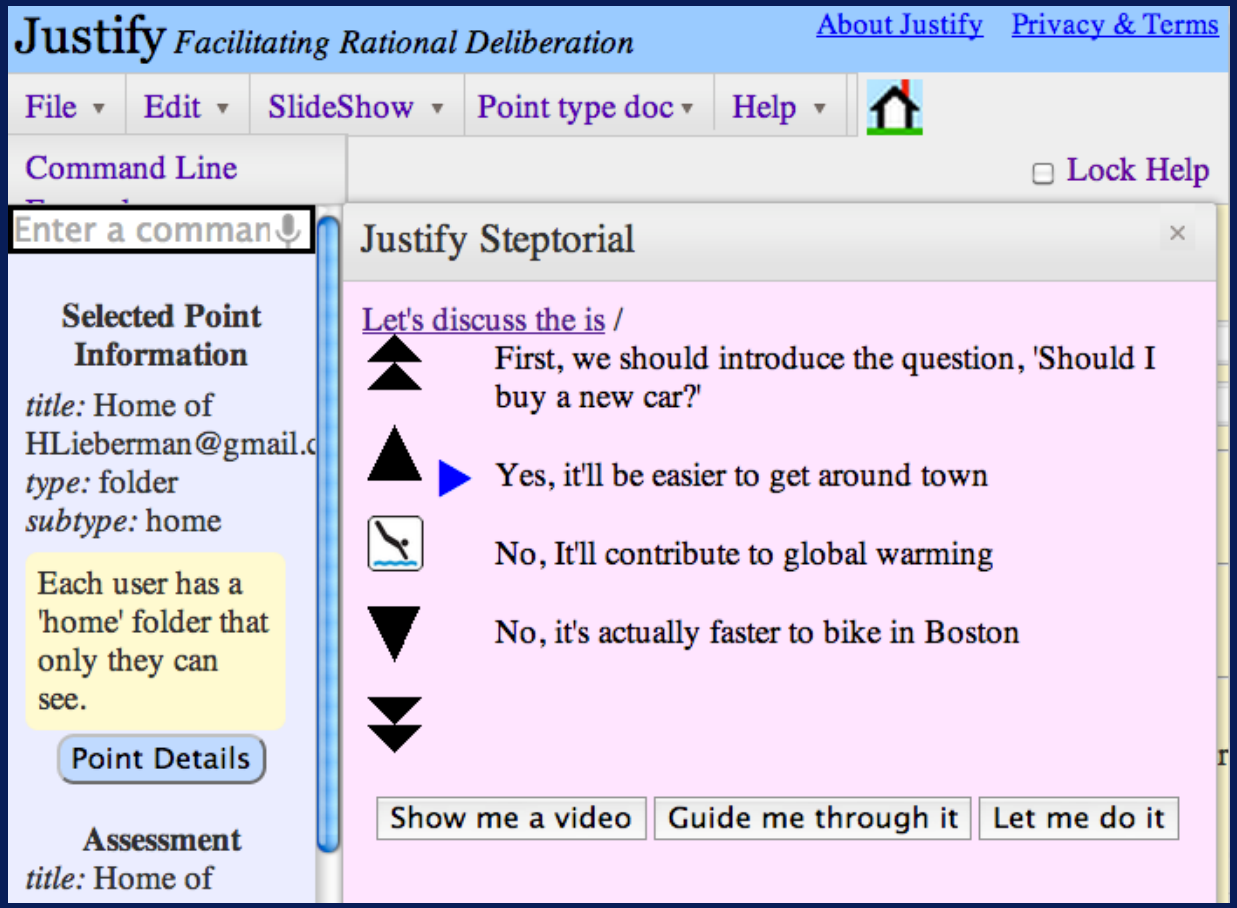
Why choose in advance?

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)



Risk

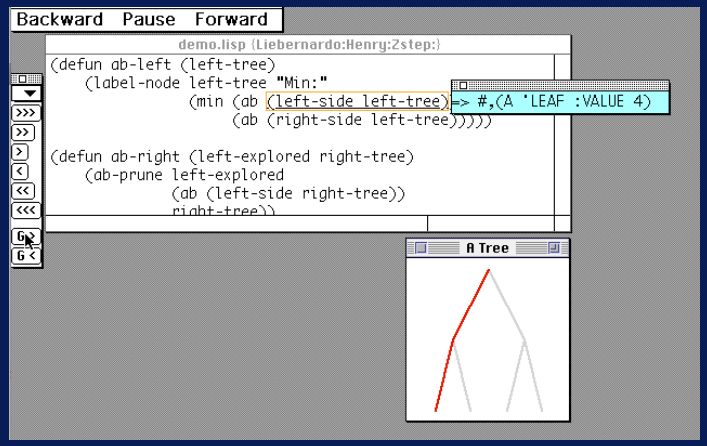
- Hi-fun interfaces involve more risk, because there are more wrong paths than right paths
- Reduce risk by giving the user the ability to deal with problems as they arise
- Remove fear of trying new technology

End-User Debugging

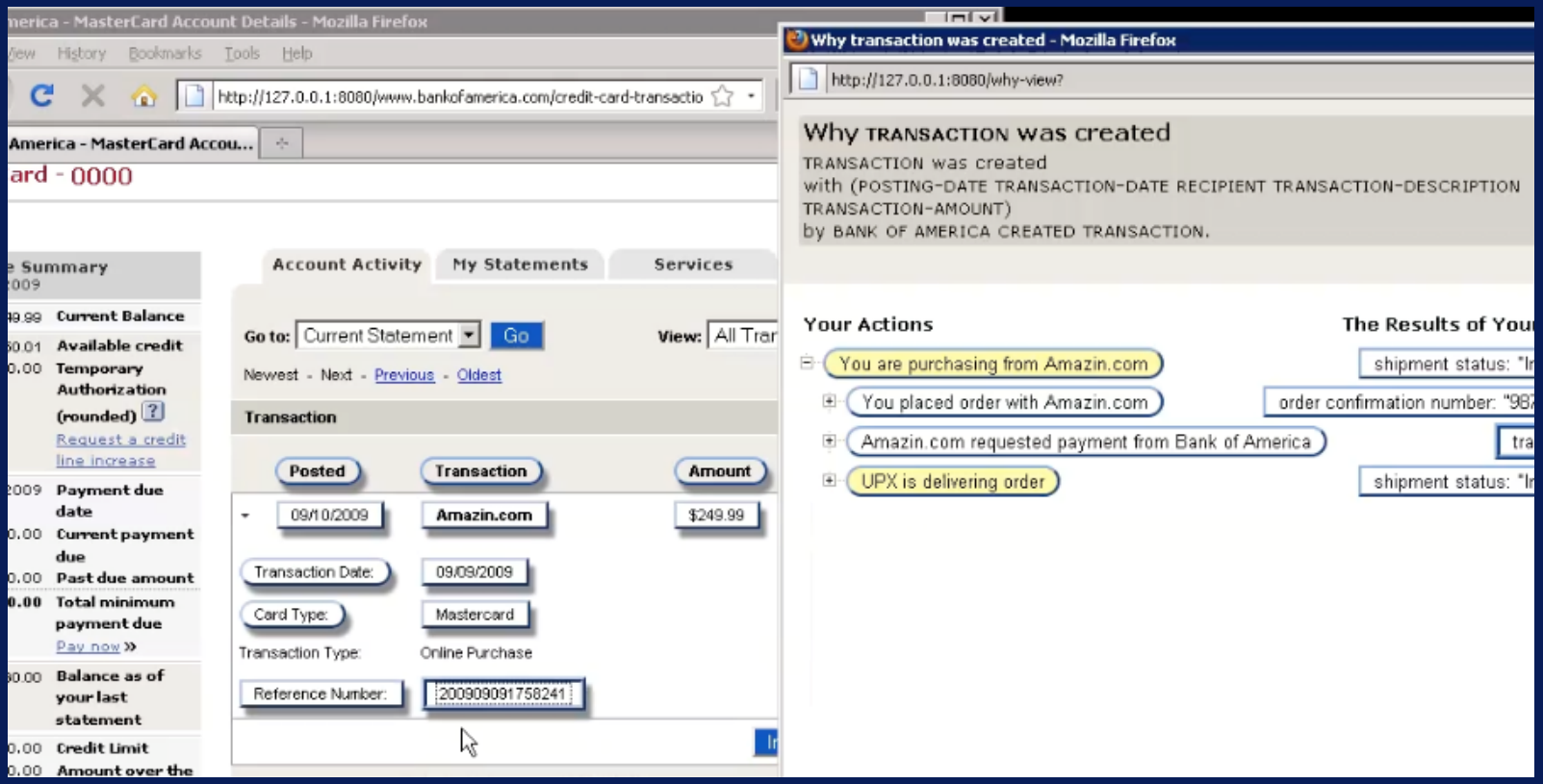
Like program debugging, except the user can't see the program!

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

Provide reversible stepper



Woodstein


Why transaction was created - Mozilla Firefox
http://127.0.0.1:8080/why-view?
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
The Results of You
You are purchasing from Amazin.com
You placed order with Amazin.com
Amazin.com requested payment from Bank of America
UPX is delivering order
shipment status:
order confirmation number:
http://127.0.0.1:8080/www.bankofamerica.com/credit-card-transactio
Account Activity
My Statements
Services
Go to: Current Statement
Go
View:
Newest - Next - Previous - Oldest
Transaction
Posted
Transaction
Amount
09/10/2009
Amazin.com
$249.99
Transaction Date:
09/09/2009
Card Type:
Mastercard
Transaction Type:
Online Purchase
Reference Number:
200909091758241
Current Balance
Available credit
Temporary Authorization (rounded)
Request a credit line increase
Payment due date
Current payment due
Past due amount
Total minimum payment due
Pay now
Balance as of your last statement
Credit Limit

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

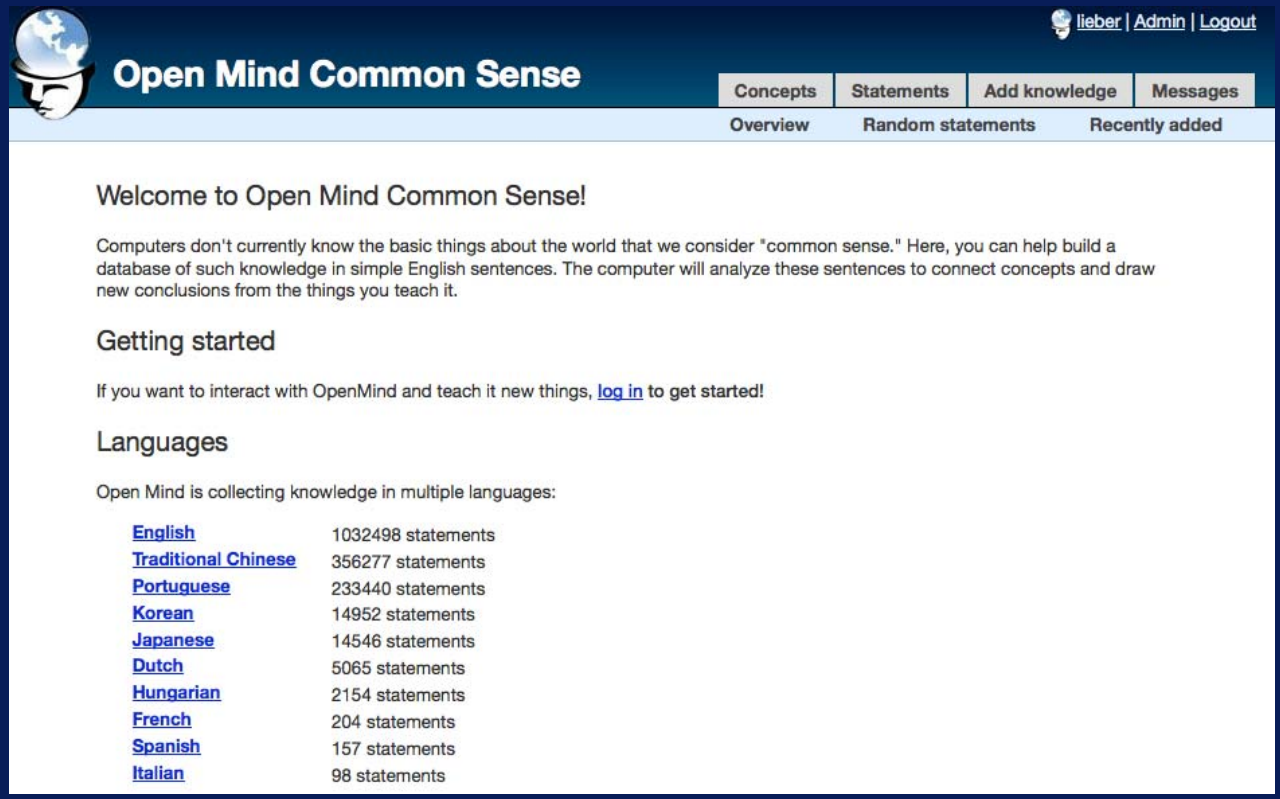
- A person lives for 3 billion seconds
  - CSK much less, maybe 10s to 100s millions
  - Storing / search that much stuff OK today
- Will show you many CSK applications to convince you of utility

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~~"

Open Mind Common Sense

http://openmind.media.mit.edu



Open Mind Common Sense

"Crowdsourced" Common Sense

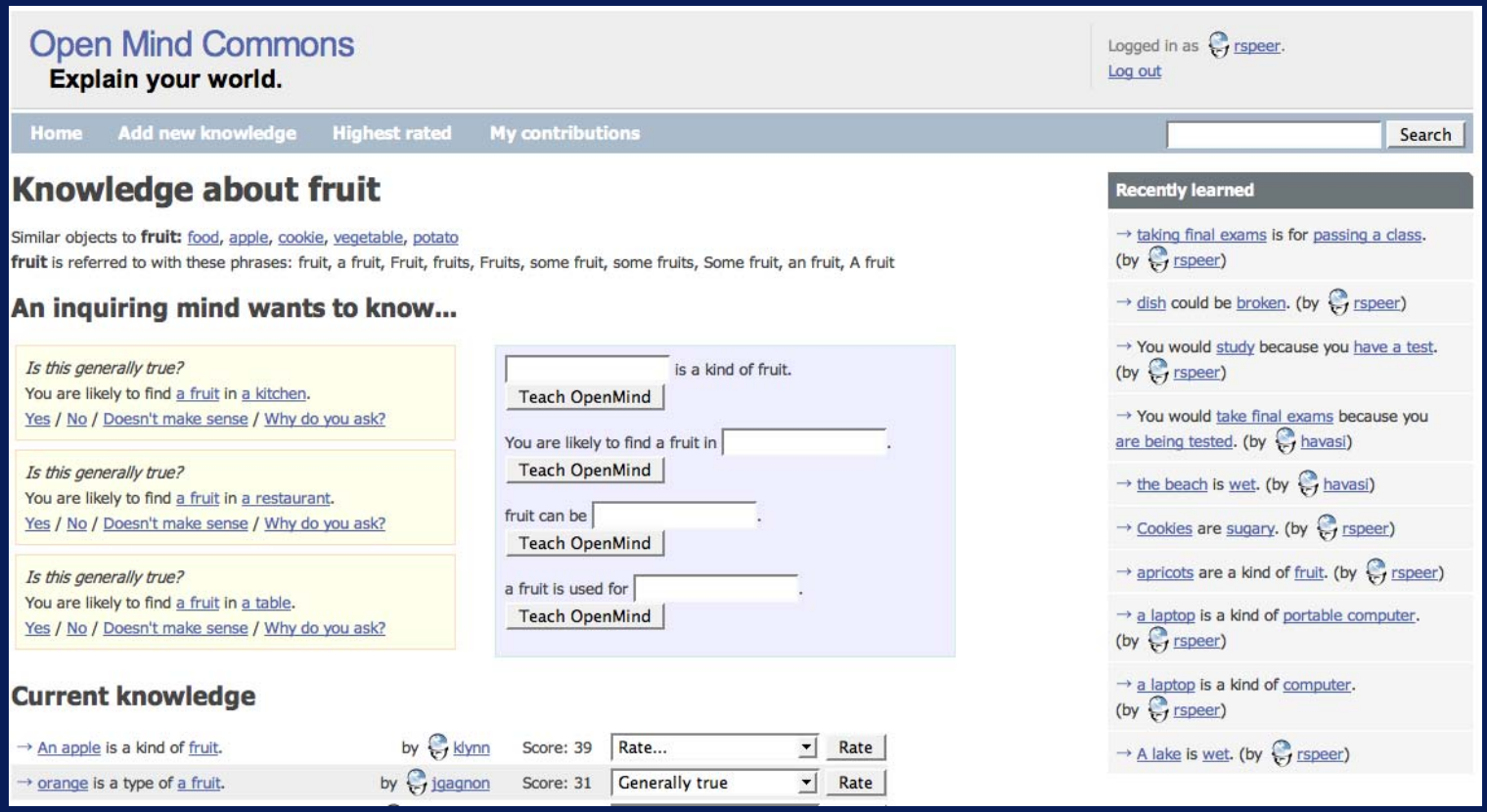
Direct typein, games, mining

12 years, 20K users

1 Million English statements, + other languages

CN5 on order of 10 million + web resources

Open Mind Commons - Speer



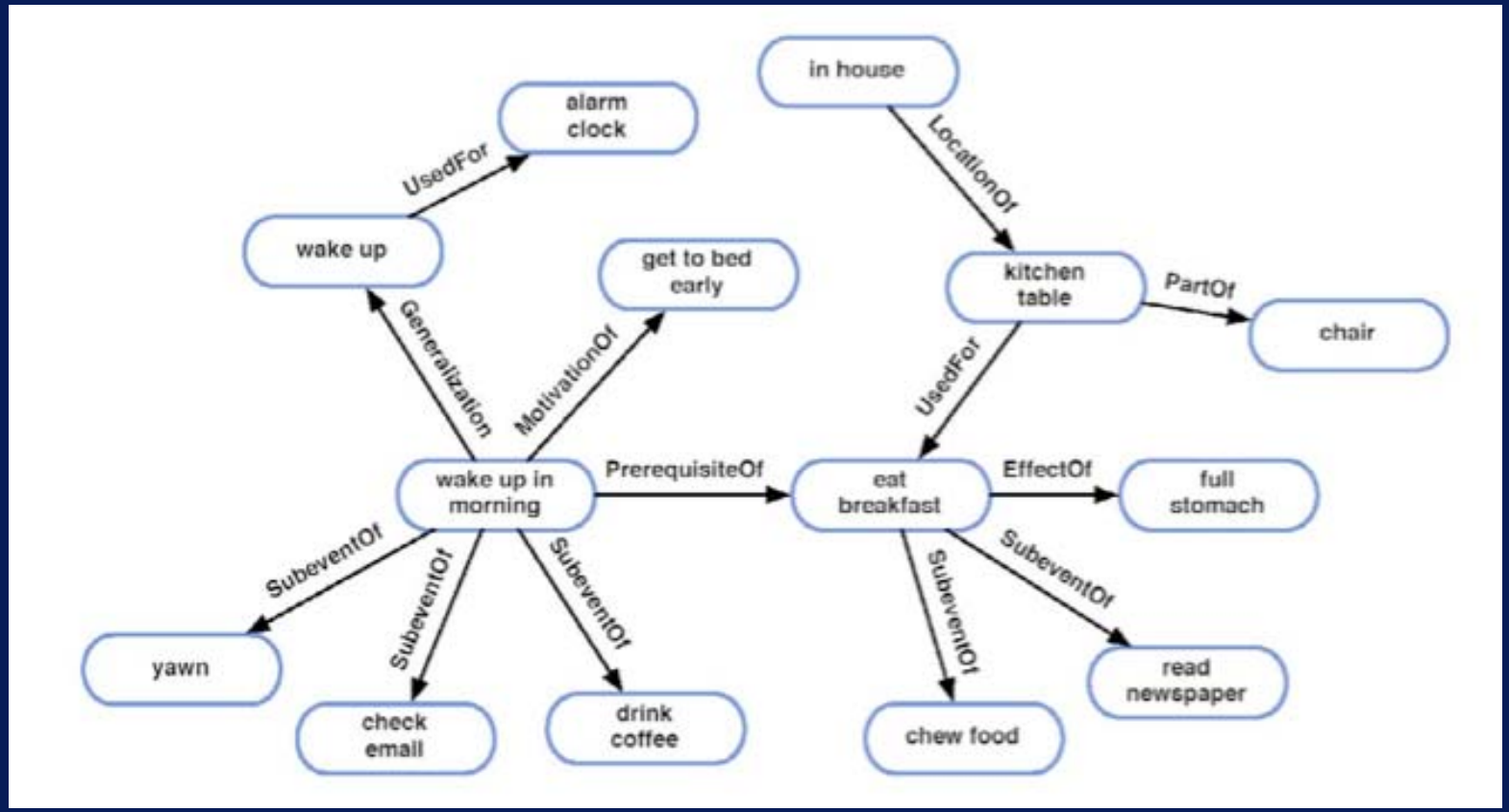
Effect of the parser

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

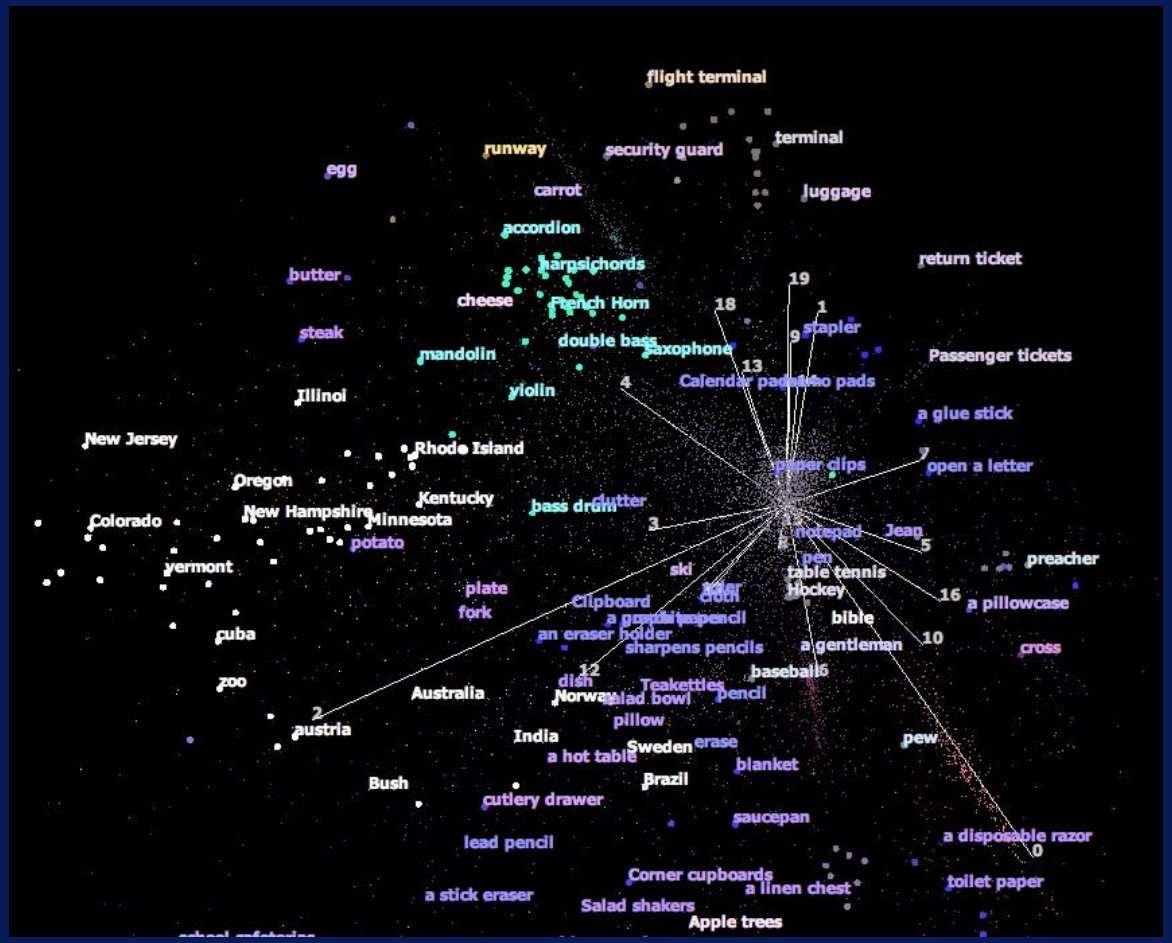
ConceptNet relations

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	(*Quando se tenta dormir, um problema encontrado pode ser insônia.*)
CreatedBy	Music is created by composing.

ConceptNet - Liu, Singh, Eslick



AnalogySpace – Speer, Havasi



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

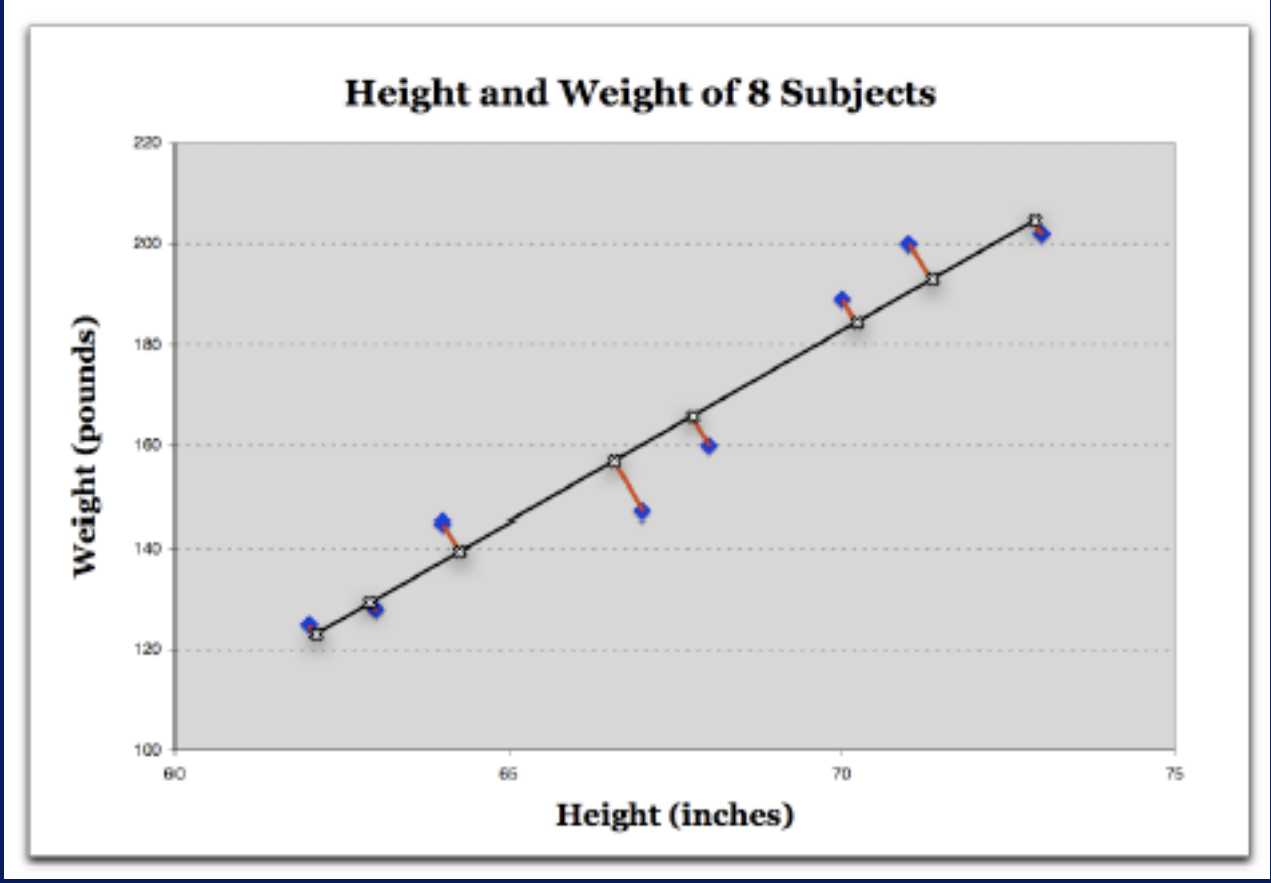
AnalogySpace matrix

Features ↓ / Concepts →	*Ice*	*Book*	*Magazine*
? Used-For *Cooling*	Yes	No	No
? Has-Part *Pages*	No	Yes	Yes
? Used-For *Reading*	No	Yes	?

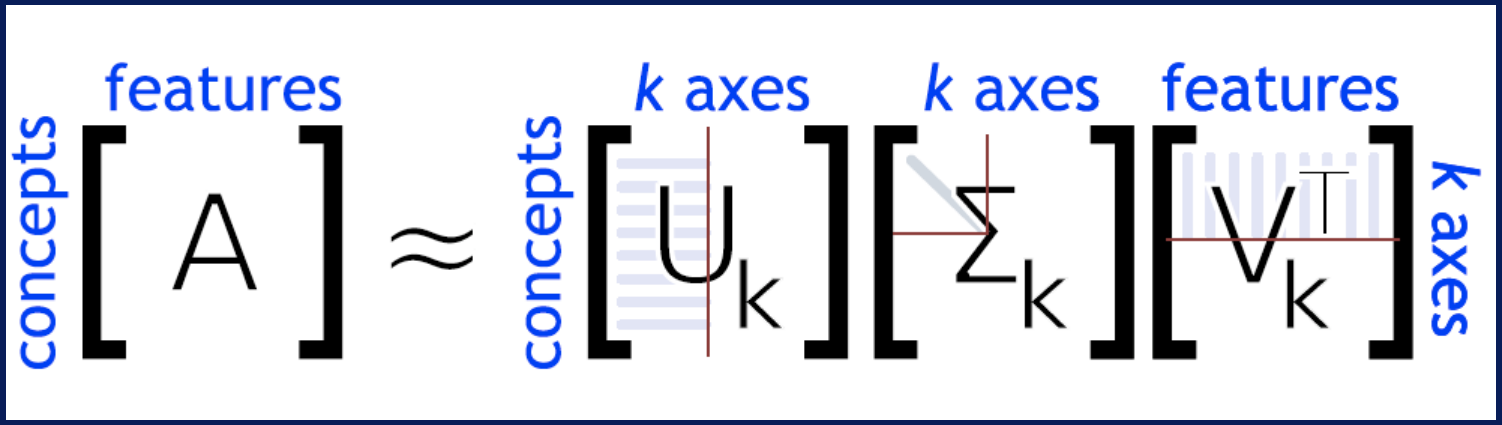
AnalogySpace matrix

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

Dimensionality Reduction



Singular Value Decomposition



Traditional Logical Inference

Inferences goes from

- True assertion -> 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, ..

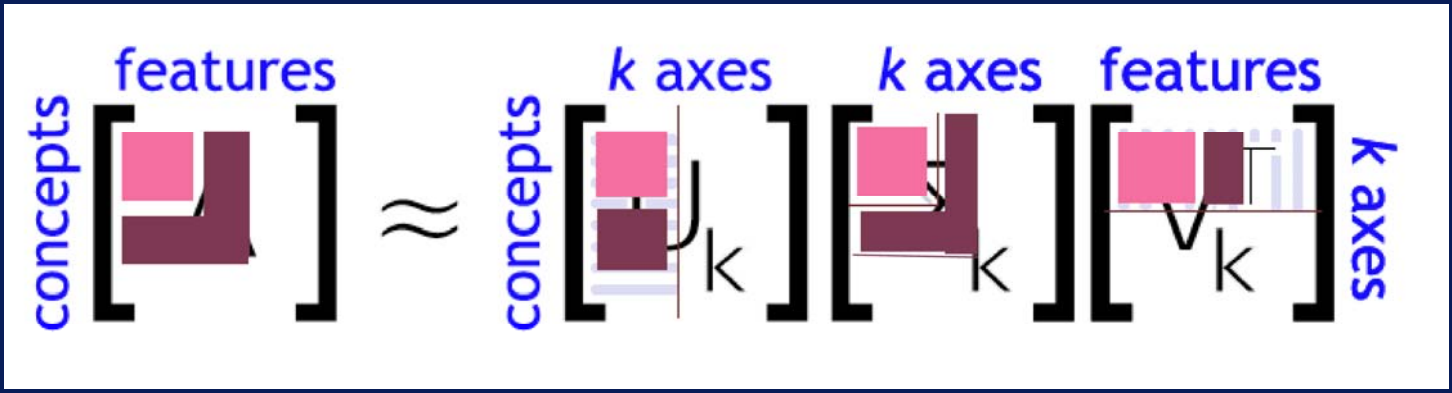
"Blend" with general Commonsense knowledge

-> AnalogySpace for specific domain

Blending - Havasi

Inference combining two AnalogySpaces

- **Specialized and generalized knowledge bases**
- **Blending factor**



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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!