

Modularity in Grounded Interaction



Daniel Fried and Rudy Corona



Trevor
Darrell



Dan
Klein



Coline
Devin



Anjali
Kantharuban



Justin
Chiu

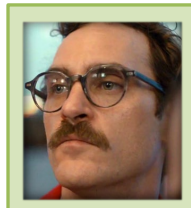


Interactive Systems



Science Fiction...

Her, 2013



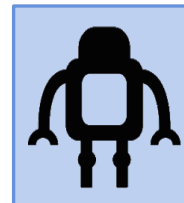
Let's start with your emails. You have several thousand emails regarding LA Weekly, but it looks like you haven't worked there in many years.

Oh yeah, I guess I was saving those because in some of them I thought I might have written some funny stuff.

Yeah, there are some funny ones. I'd say there are about 86 that we should save. We can delete the rest.

...and Reality

A Massive Neural Chatbot, 2020



Hi!

Hey there! What's up?

Same old, Monday blues...
what are you up to?

I'm procrastinating on a paper
I'm supposed to be writing.

Are you thinking of pulling an all nighter?

Possibly. What's your paper on?

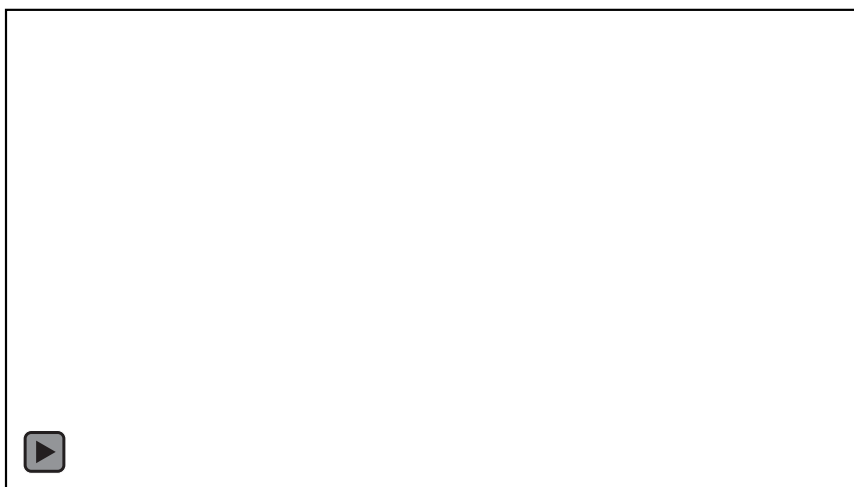


Grounding Systems



Neural grounding is effective...

Anderson et al. 2018, *inter alia*.

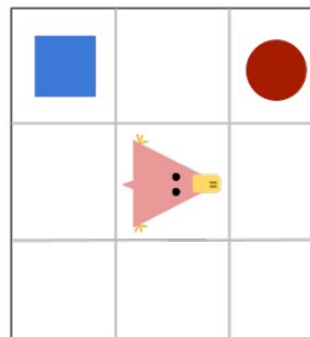


Turn left and take a right at the table. Take a left at the painting and then take your first right.

...but often not robust

Ruis et al. 2020. (See also Lake and Baroni 2018; Hill et al. 2020; Bahdanau et al. 2019 & 2020)

TRAIN

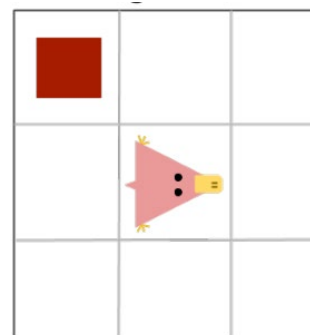


"Walk to the **blue square**."

"Walk to the **red circle**."



TEST



"Walk to the **red square**."





Better Systems Through Modularity



CS's main tool for building robust, understandable systems for complex tasks: break them down!

```
tr -sc 'A-Za-z' '\n' < shakes.txt | sort | uniq -c
```

Change all non-alpha to newlines

Sort in alphabetical order

Merge and count each type

1945 A	25 Aaron
72 AARON	6 Abate
19 ABBESS	1 Abates
5 ABBOT	5 Abbess
	6 Abbey
...	3 Abbot

(Example from Dan Jurafsky)





Brains vs. Blocks



Neural Nets

Expressive, ground language
to fuzzy world contexts



Modular Systems

Adaptable, understandable,
compartmentalized



Modular Nets

All of these! (Hopefully)



Not a New Idea!

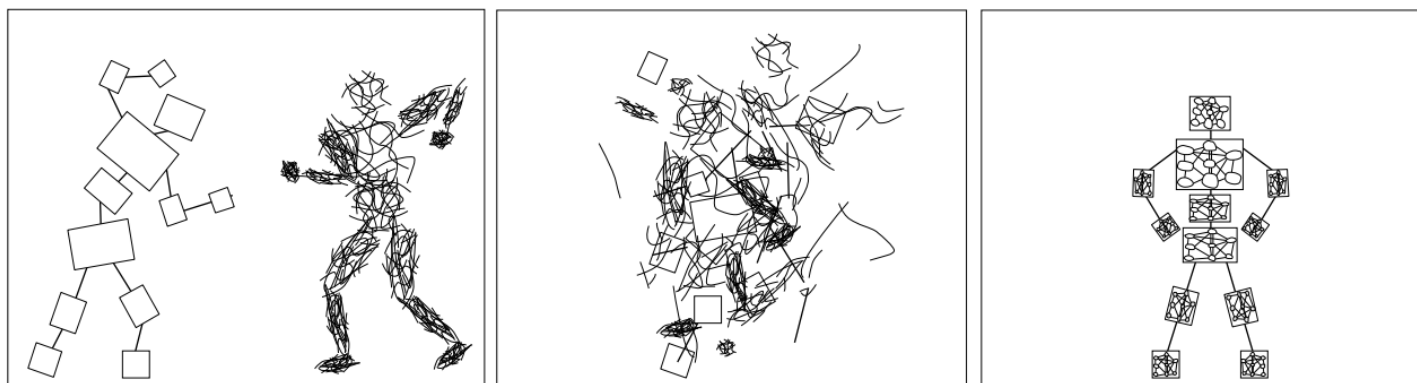


Figure 1. Conflict between theoretical extremes.

“To program today, we must describe things very carefully... But once we have modules that know how to learn, we won’t have to specify nearly so much—**and we’ll program on a grander scale, relying on learning to fill in details....**”

[Minsky, 1991. *Symbolic vs Connectionist or Neat vs Scruffy*]



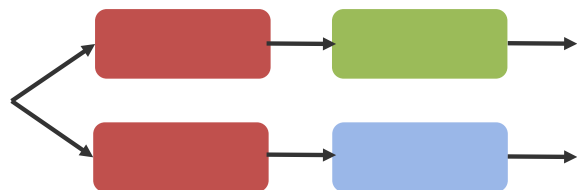
Why Modularity?

Systems

Monolithic



Modular



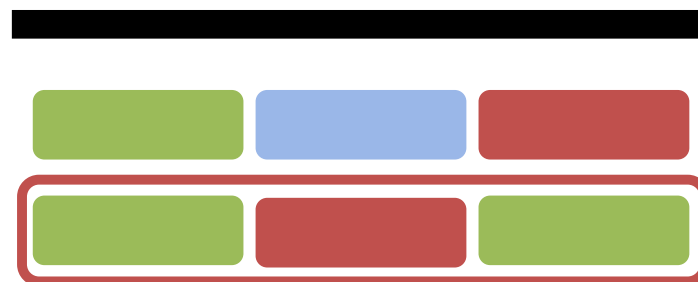
Modular models give more footholds for development

Systematicity

Train



Test



Modular models are often better at compositional generalization



Other NAACL Work on Systematicity!



Latent Compositional Representations Improve Systematic Generalization in Grounded Question Answering

Ben Bogin¹

Sanjay Subramanian²

Matt Gardner²

Jonathan Berant^{1,2}

¹Tel-Aviv University

²Allen Institute for AI

Compositional Generalization for Neural Semantic Parsing via Span-level Supervised Attention

Pengcheng Yin^{♠*}, **Hao Fang**[♣], **Graham Neubig**[♠], **Adam Pauls**[♣],
Emmanouil Antonios Platanios[♣], **Yu Su**[♣], **Sam Thomson**[♣], **Jacob Andreas**[♣]

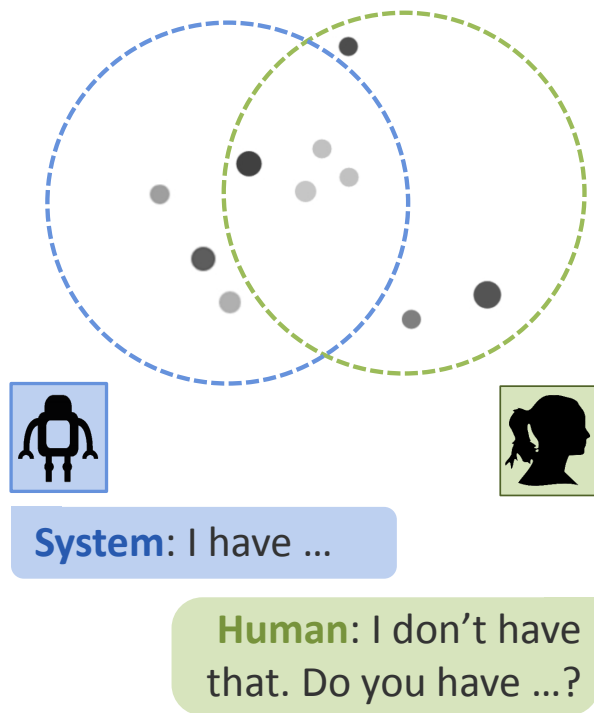
[♠]Carnegie Mellon University

[♣]Microsoft Semantic Machines



Modularity in...

Dialogue

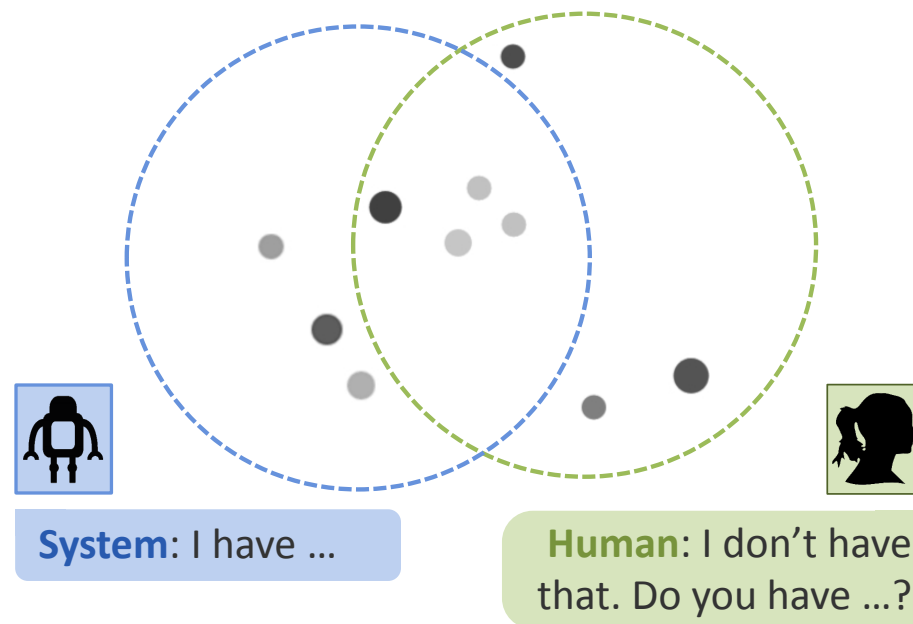


Instruction Following



"Pick up the clock. Walk to the lamp. Then turn it on."

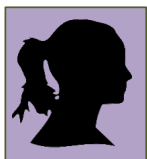
Modularity in Grounded Dialogue



[Fried, Chiu, and Klein. In submission]



Grounded Collaborative Dialogue



A: I have three dots in a line with a dark one in the center.

A: Is there a large black dot to the left of the three grey dots?



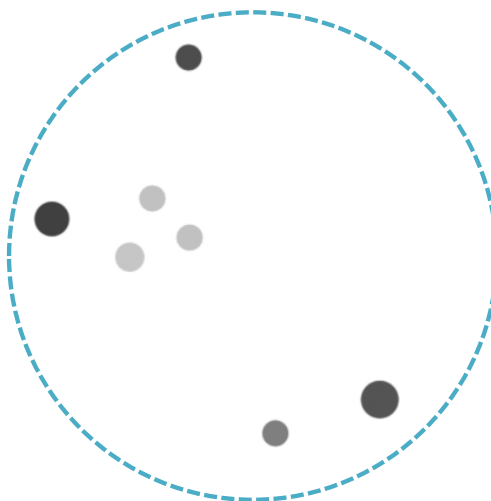
B: I don't have that. Do you have a cluster of three grey dots in a triangle?

B: Yes, let's select the black one.

[Udagawa and Aizawa, 2019 & 2020]



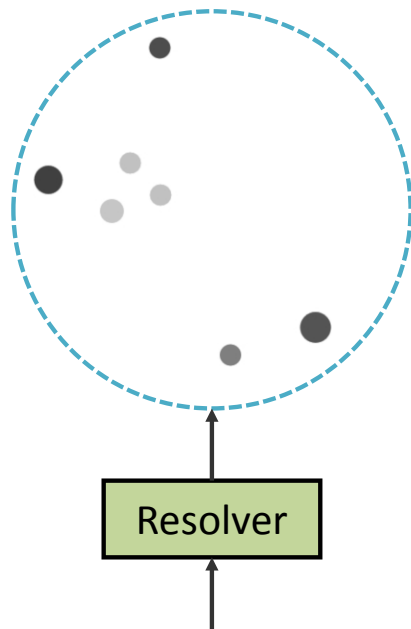
Decomposing Into Subtasks



A: I have three dots in a line with a dark one in the center. → **B:** I don't have that. Do you have a group of three grey dots? → **A:** Is there a large black dot to the left of the three grey dots? → **B:???**



Decomposing Into Subtasks

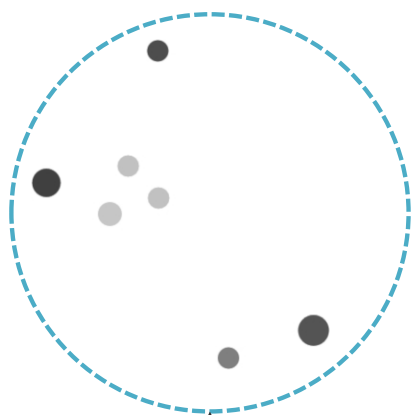


don't have that. Do
you have a group of
three grey dots? →

A: Is there a large
black dot to the left of
the three grey dots? → **B:???**



Decomposing Into Subtasks



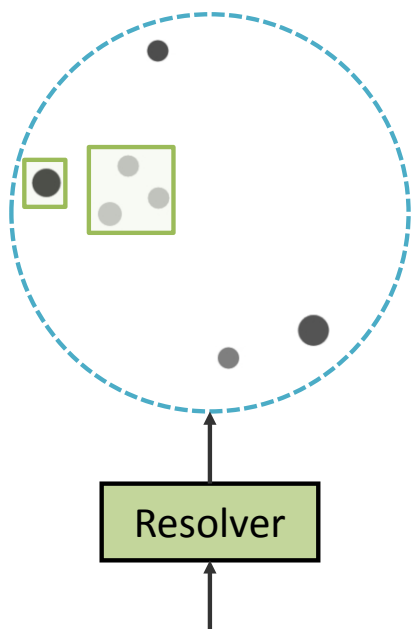
Resolver

don't have that. Do
you have a group of
three grey dots? → A: Is there a large
black dot to the left of → B:???

the three grey dots?



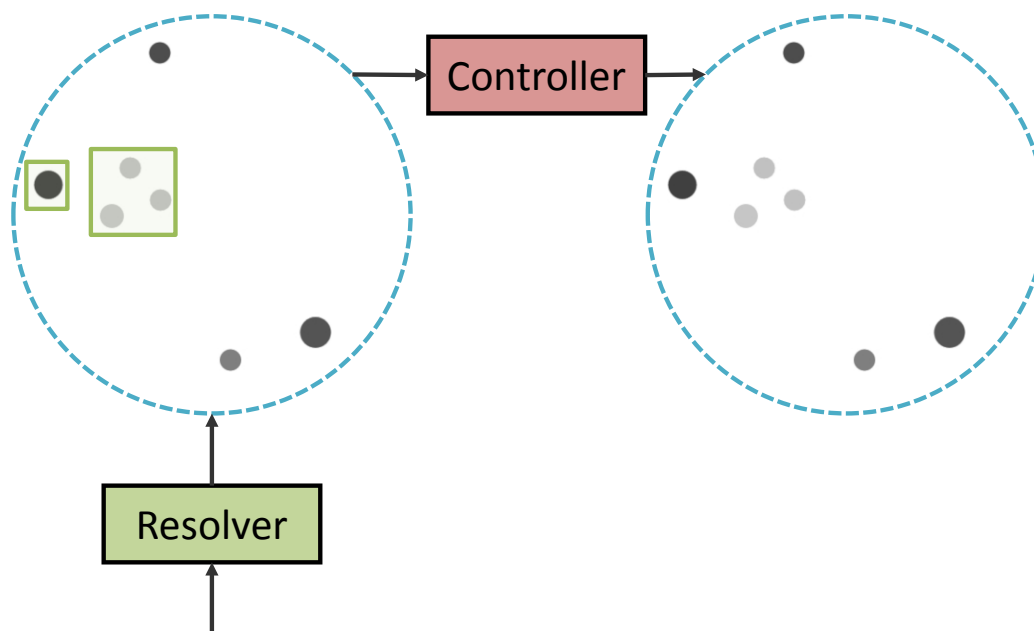
Decomposing Into Subtasks



don't have that. Do
you have a group of
three grey dots? → **A:** Is there a large
black dot to the left of
the three grey dots? → **B:**???



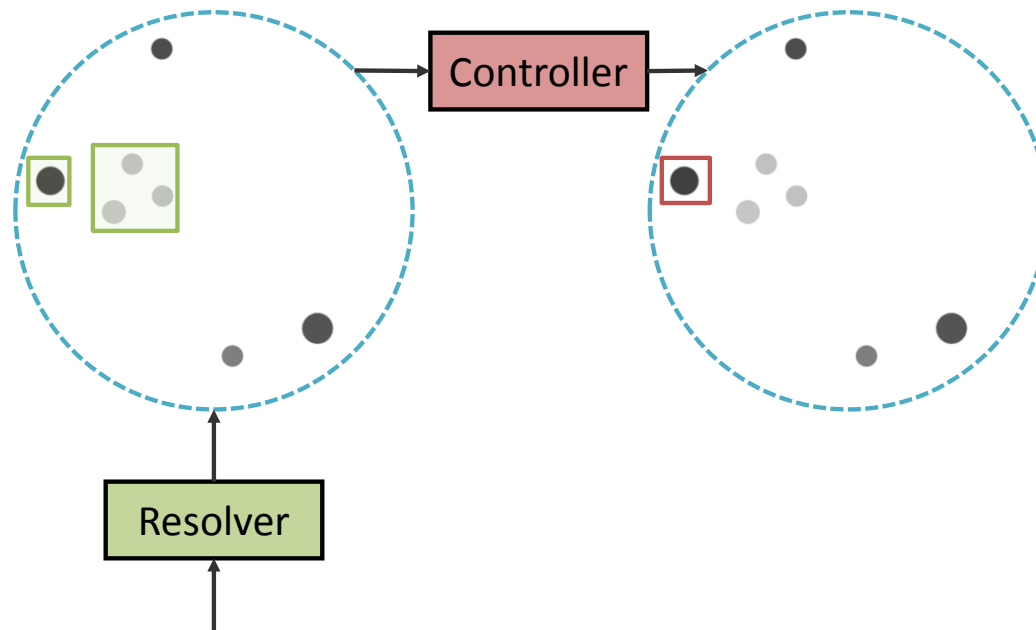
Decomposing Into Subtasks



don't have that. Do
you have a group of
three grey dots? → **A:** Is there a large
black dot to the left of
the three grey dots? → **B:???**



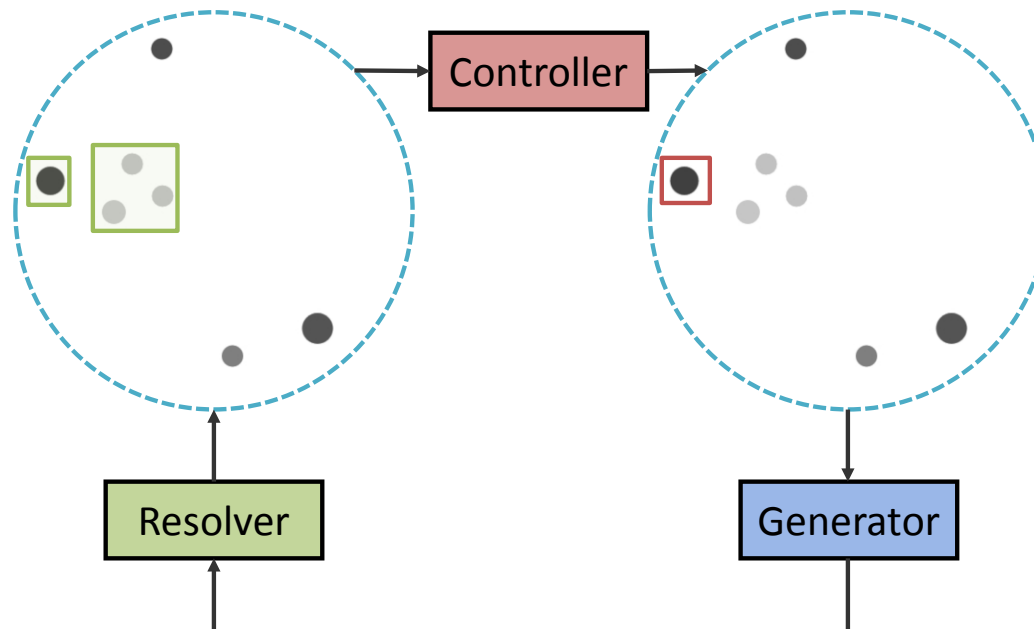
Decomposing Into Subtasks



don't have that. Do
you have a group of
three grey dots? → **A:** Is there a large
black dot to the left of
the three grey dots? → **B:**???



Decomposing Into Subtasks

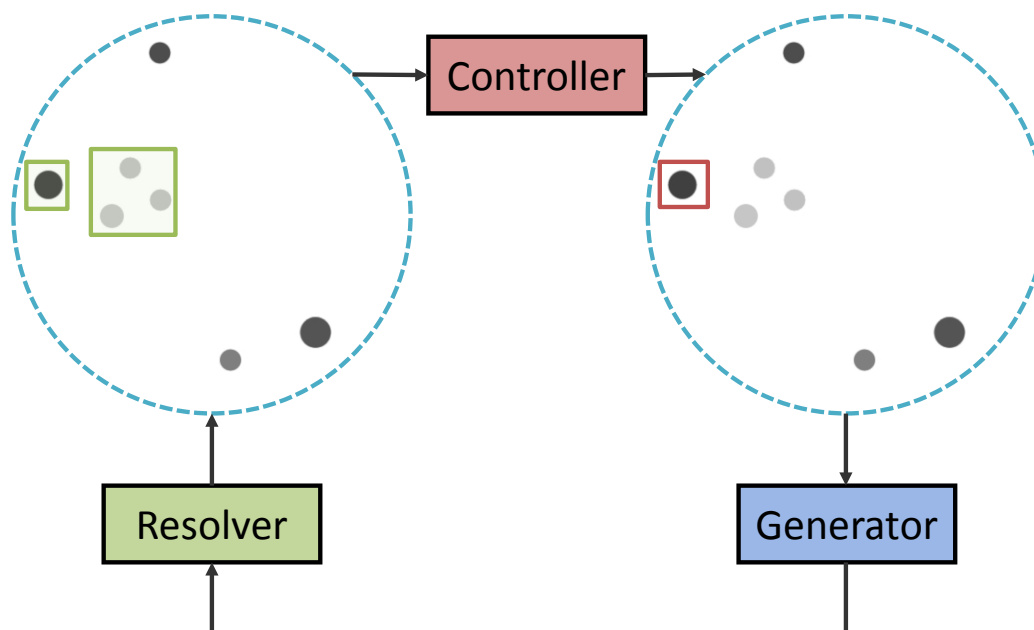


don't have that. Do
you have a group of
three grey dots? → **A:** Is there a large
black dot to the left of
the three grey dots? →

B: Yes, let's select
the black one.



Decomposing Into Subtasks



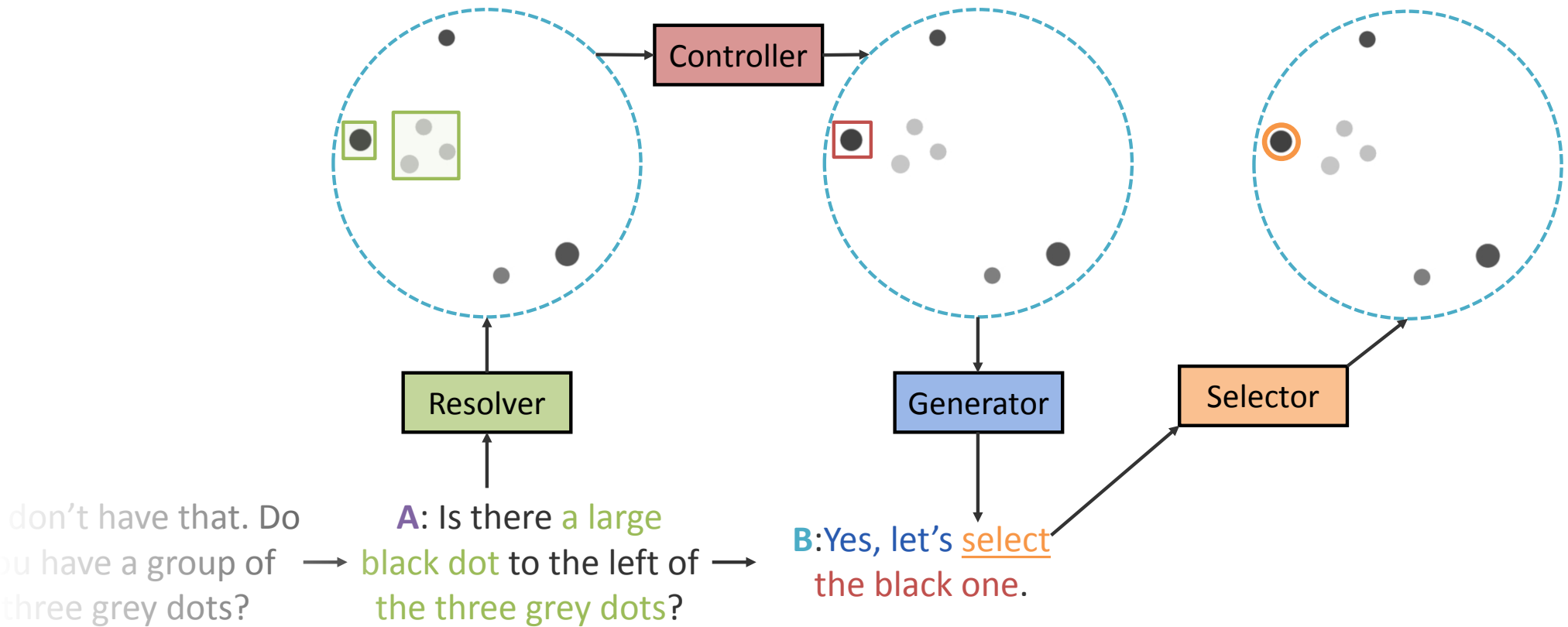
don't have that. Do
you have a group of
three grey dots?

A: Is there a large
black dot to the left of
the three grey dots?

B: Yes, let's select
the black one.



Decomposing Into Subtasks

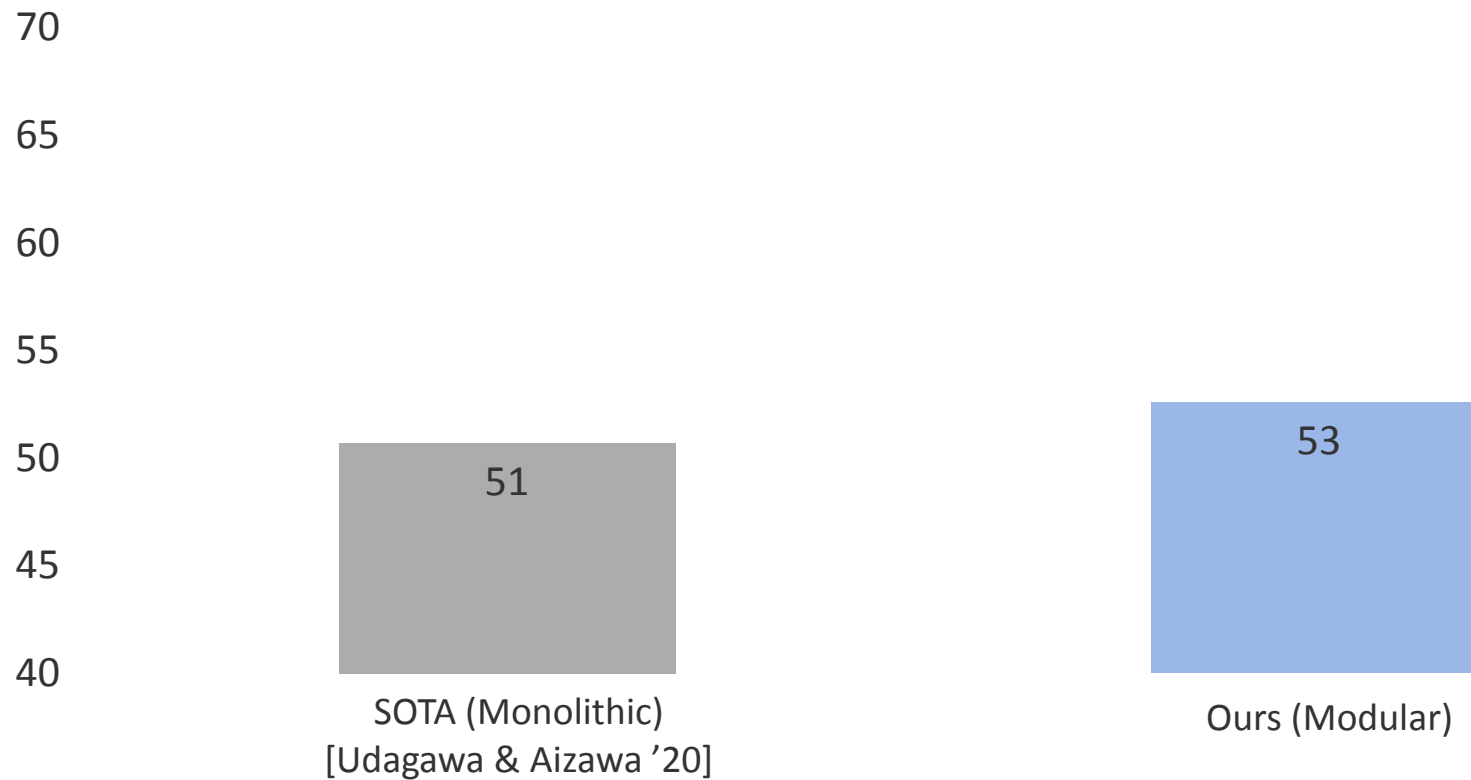




Effects of Modularity



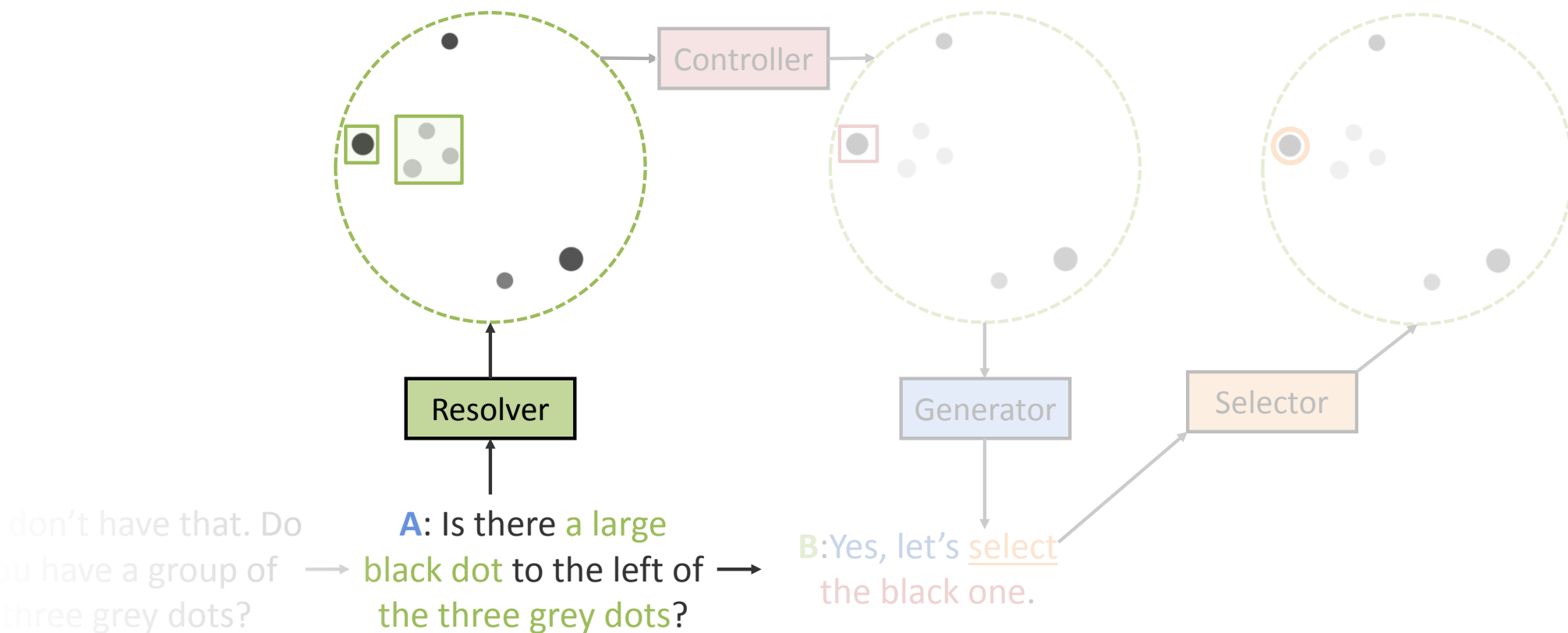
Game Success in Self-Play Evaluation



But making the system modular is just the foundation! Now, we can iteratively improve it.



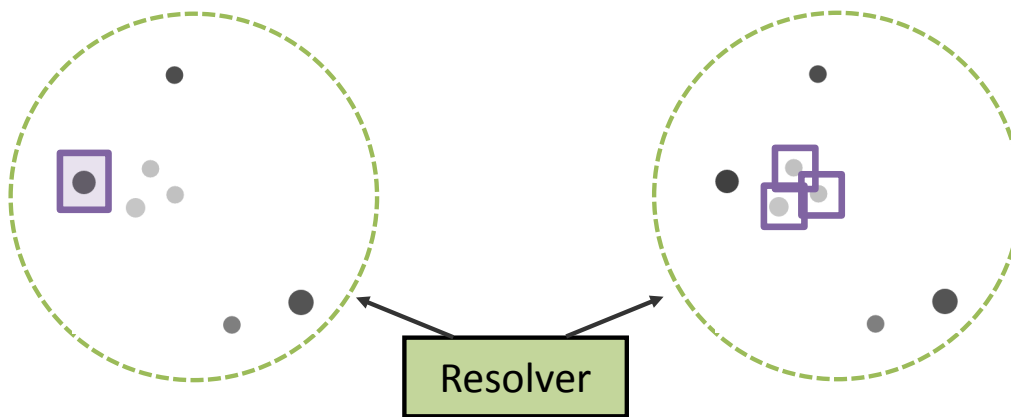
Focusing on the Resolver





Focusing on the Resolver

RelationNet [Santoro et al. 2017, Udagawa and Aizawa 2020]



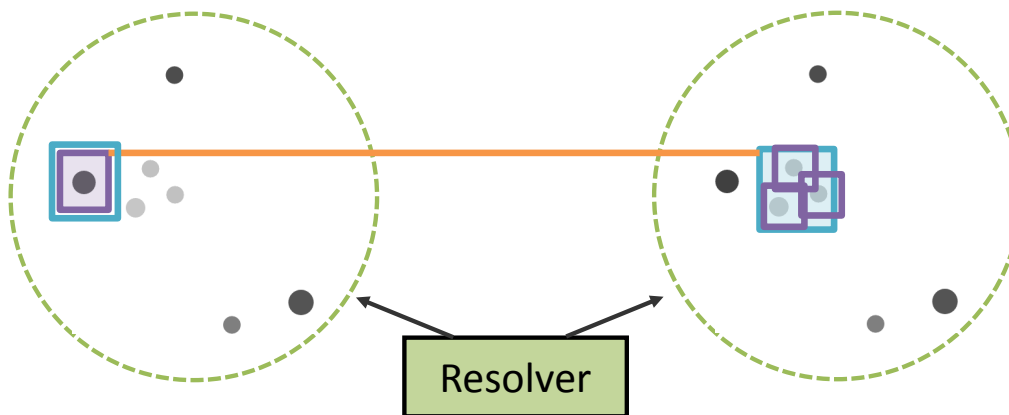
Is there a large black dot to the left of the three grey dots?



Focusing on the Resolver

RelationNet [Santoro et al. 2017, Udagawa and Aizawa 2020]

+ Structured Conditional Random Field (model groups and relations in the output structure)

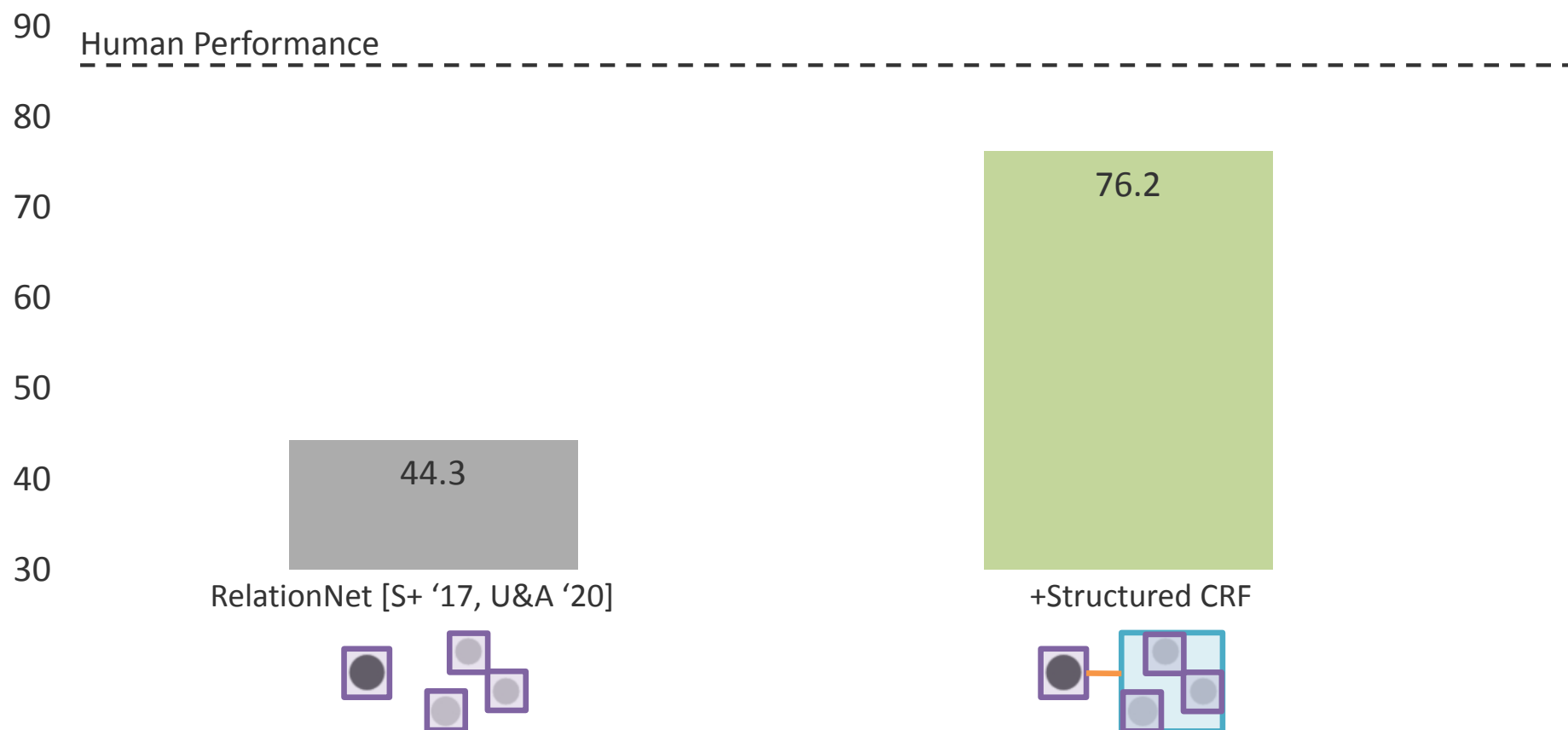


Is there a large black dot to the left of the three grey dots?



Reference Resolution Results

Reference Resolution Exact Match

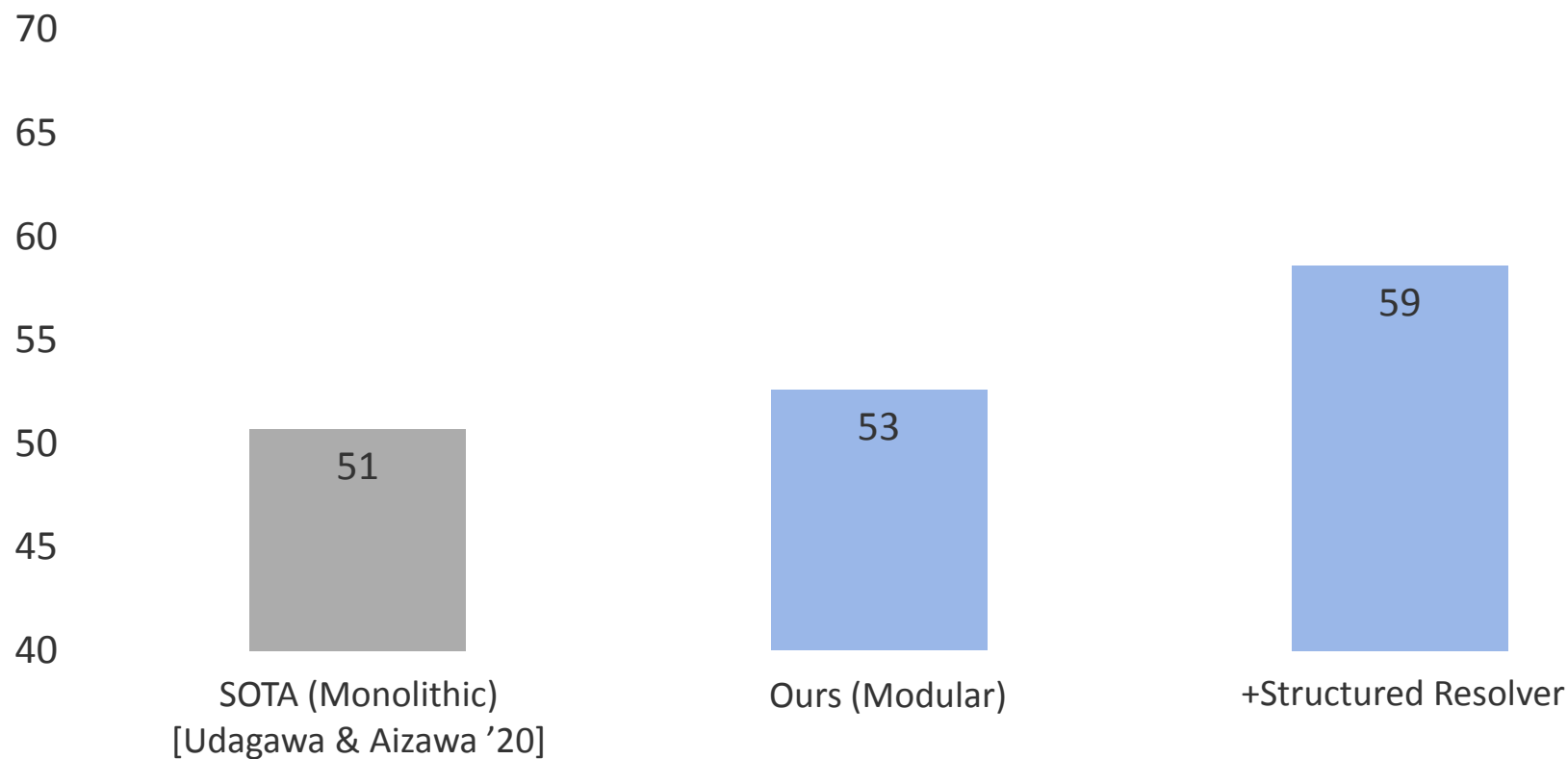




Automatic Evaluation Results

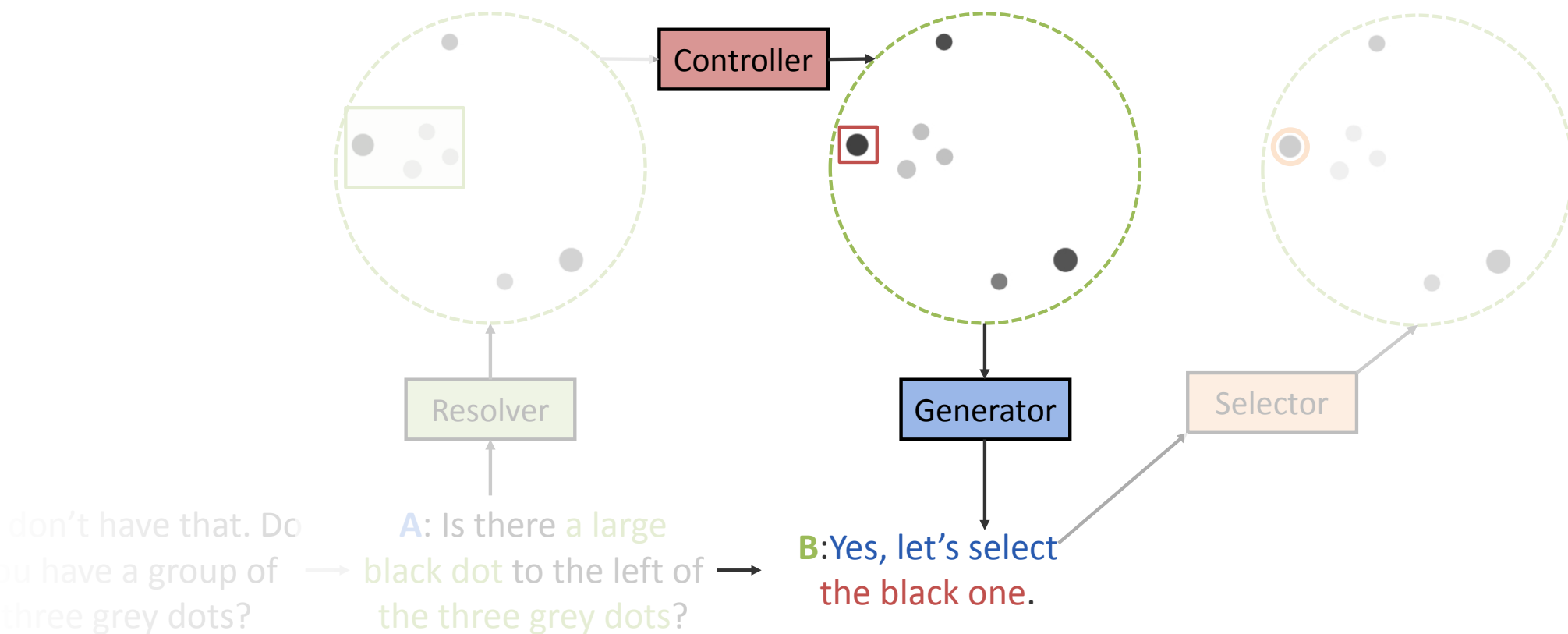


Game Success in Self-Play Evaluation



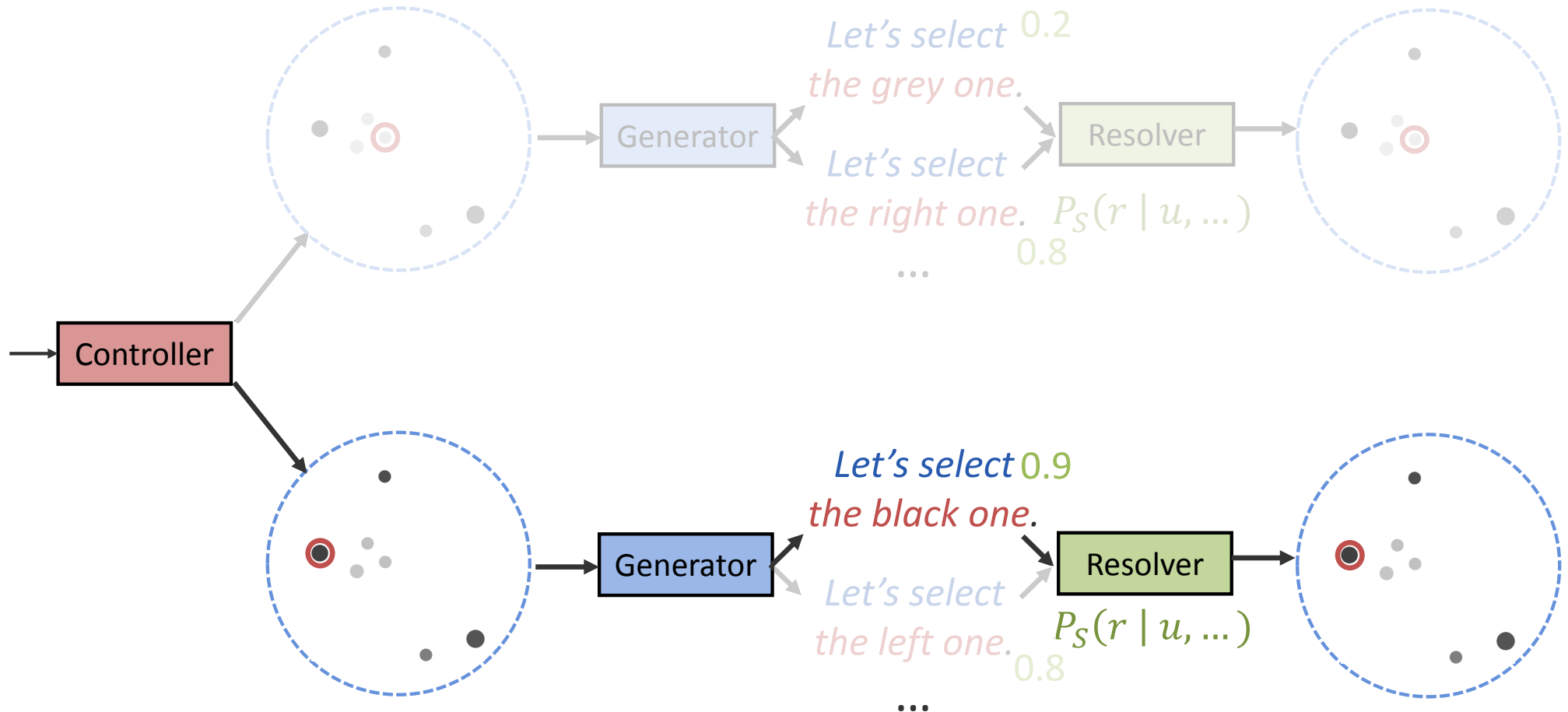


Focusing on Generation





Module Reuse: Pragmatic Generation



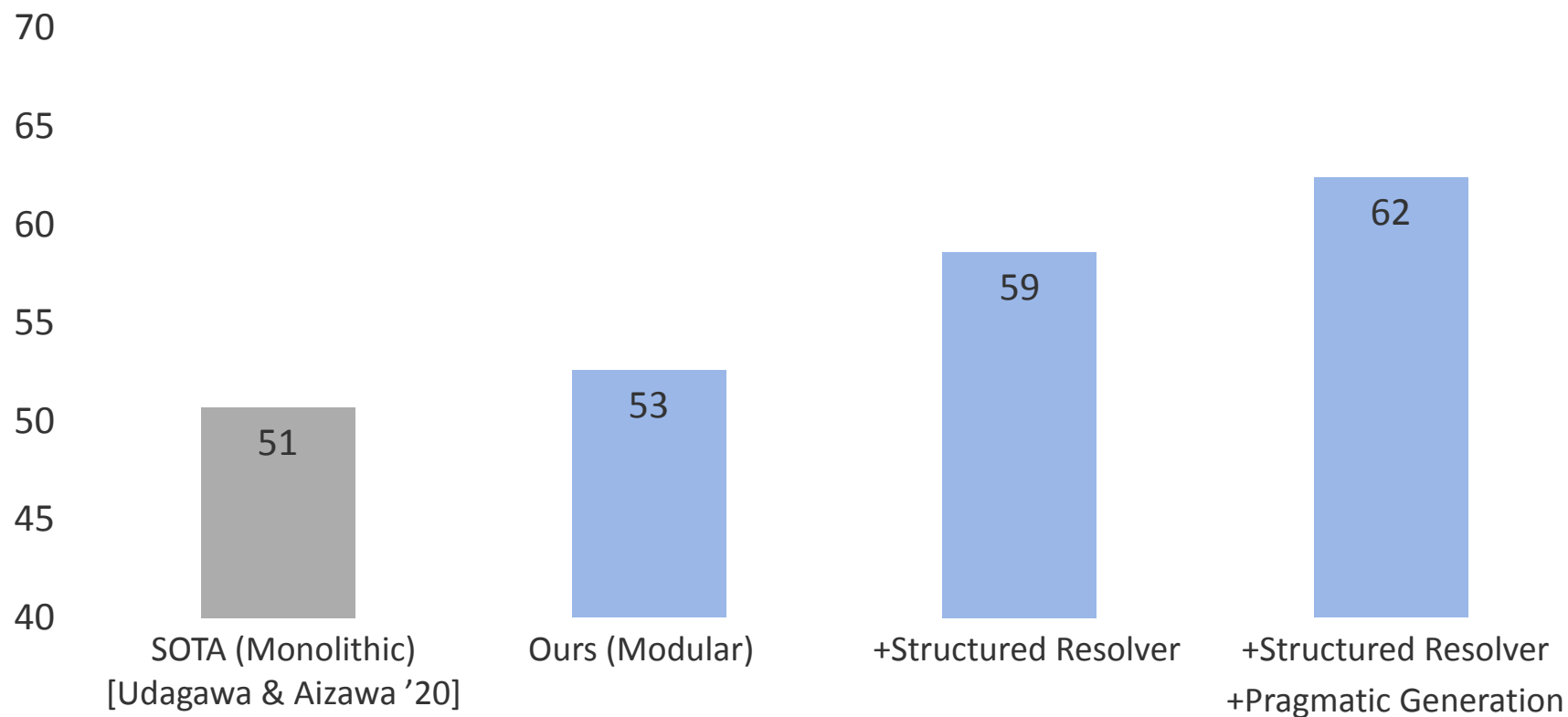
Inspired by Rational Speech Acts [Frank & Goodman 2012]



Automatic Evaluation Results



Game Success in Self-Play Evaluation

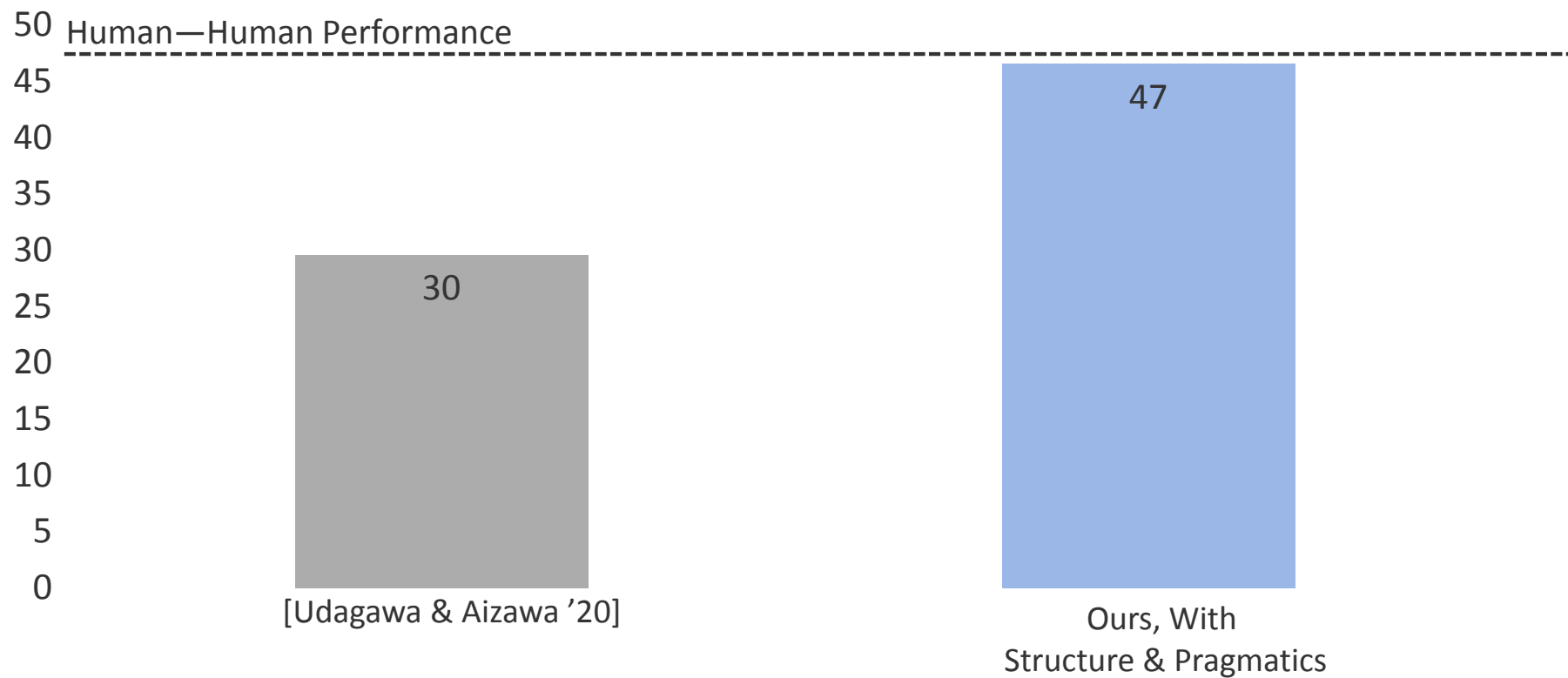




Human Evaluation Results

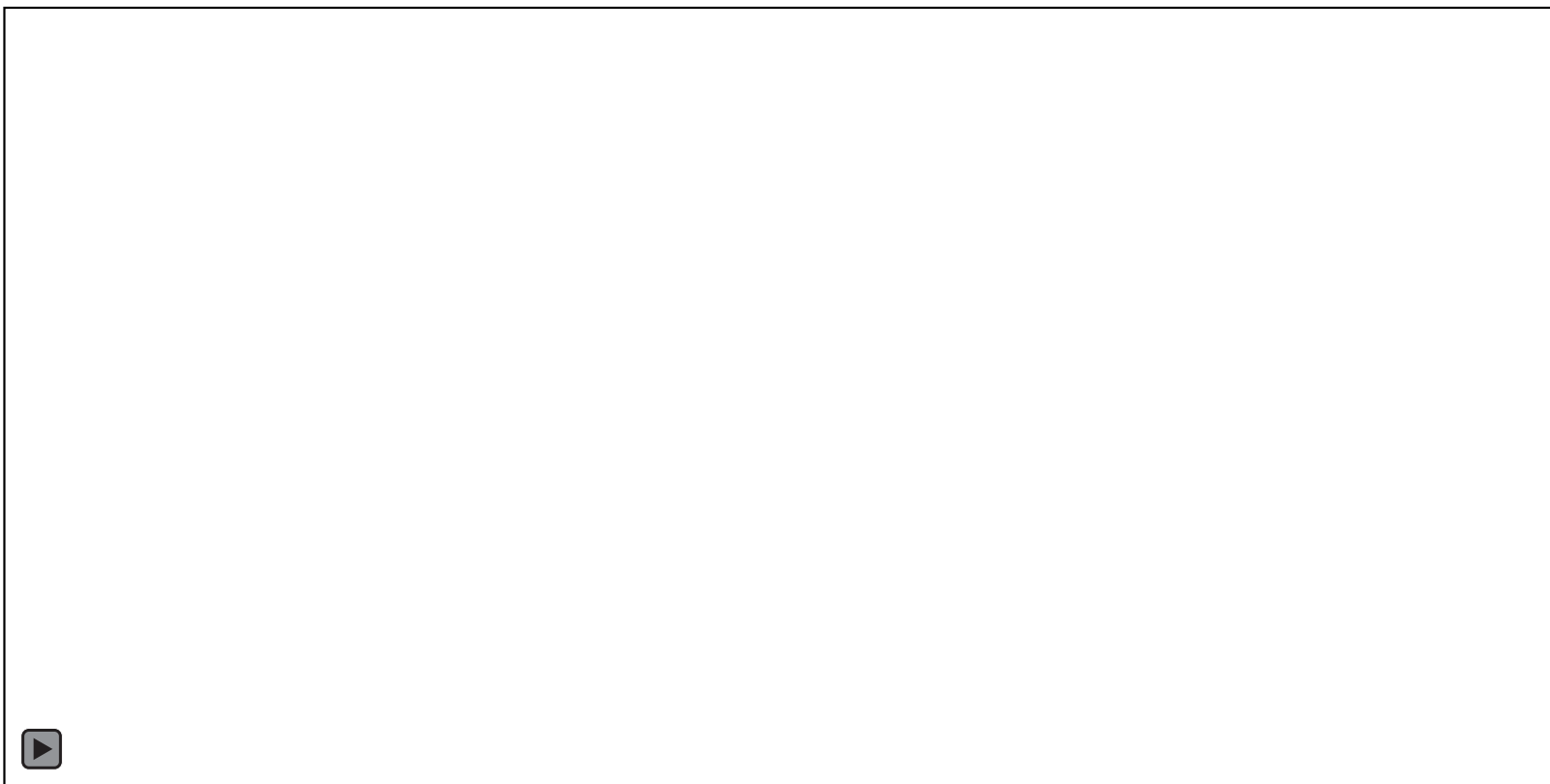


Game Success in Pairings with Humans





Demo



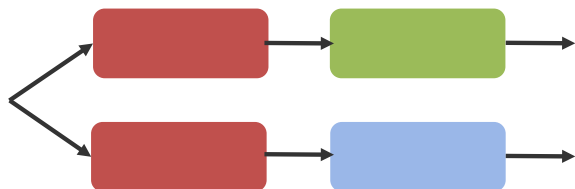


Takeaway

Monolithic



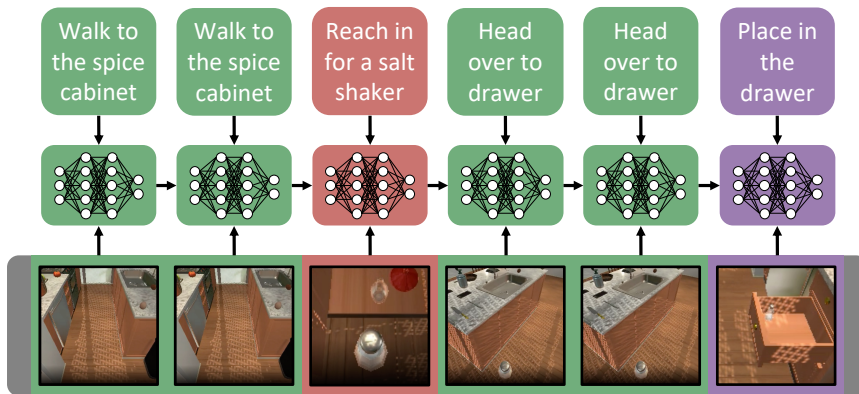
Modular



Decomposing a complex task into subtasks allows iterating on and repurposing the subtask components.

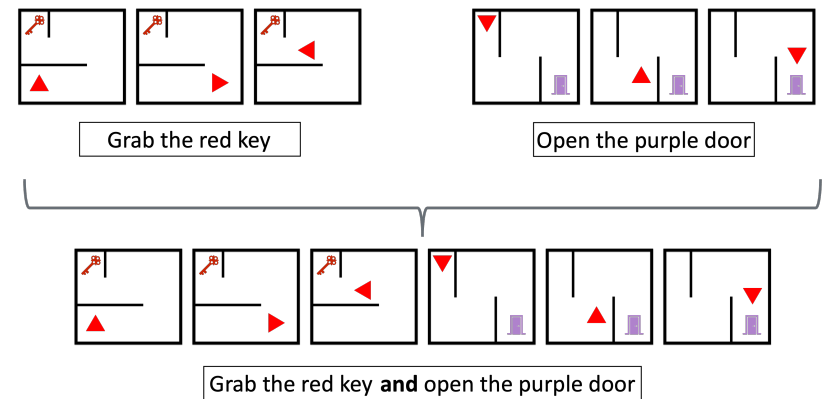
Modularity in Instruction Following

Modularize the Model



[Corona et al. 2021]

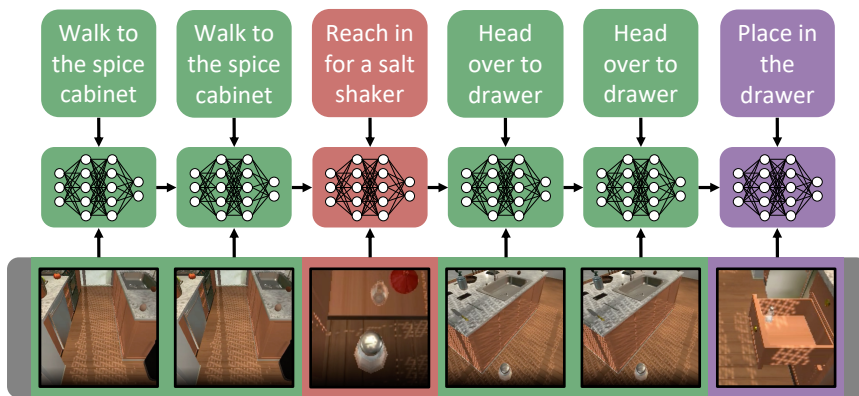
Modularize the Data



[Kantharuban et al. In submission]

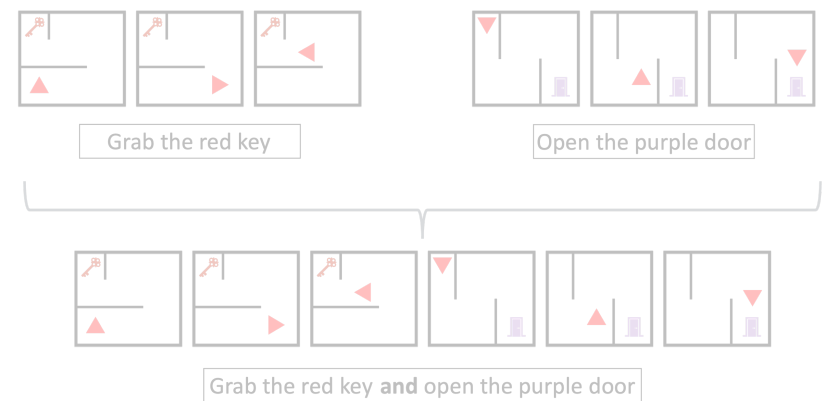
Modularity in Instruction Following

Modularize the Model



[Corona et al. 2021]

Modularize the Data



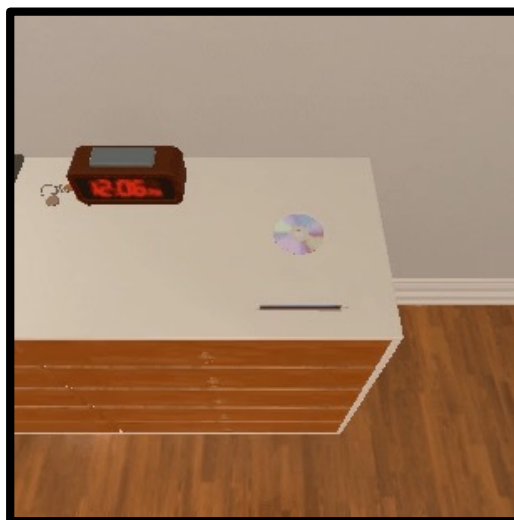
[Kantharuban et al. In submission]



Compositional Generalization



Pickup a pen and put it in a box.



Pickup

GoTo

Put



Compositional Generalization



Pickup a watch and turn on the light.



Pickup

GoTo

Toggle



Compositional Generalization



TRAIN

GoTo

Pickup

Goto

Heat

Goto

GoTo

Toggle

Goto

Pickup

Slice

GoTo

Slice

Pickup

GoTo

Put

TEST

GoTo

Slice

Pickup

GoTo

Put

GoTo

Pickup

GoTo

Put

Pickup



Compositional Generalization



TRAIN

GoTo

Pickup

Goto

Heat

Goto

GoTo

Toggle

Goto

Pickup

Slice

GoTo

Slice

Pickup

GoTo

Put

TEST

GoTo

Slice

Pickup

GoTo

Put

GoTo

Pickup

GoTo

Put

Pickup



Compositional Generalization



TRAIN

GoTo

Pickup

Goto

Heat

Goto

GoTo

Toggle

Goto

Pickup

Slice

GoTo

Slice

Pickup

GoTo

Put

TEST

GoTo

Slice

Pickup

GoTo

Put

GoTo

Pickup

GoTo

Put

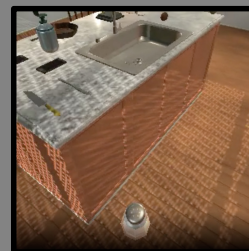
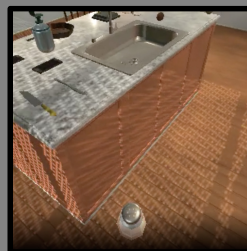
Pickup



Action Compositionality



Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer.
Place the shaker inside the drawer.





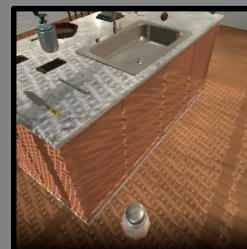
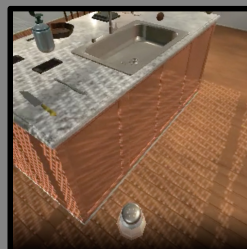
Action Compositionality

Walk to the spice cabinet

Reach in for a salt shaker

Head over to the drawer

Place the shaker inside the drawer





Action Compositionality

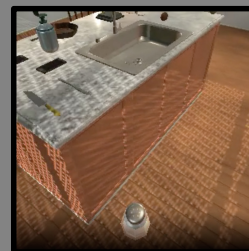
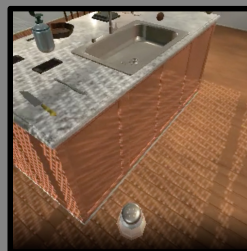
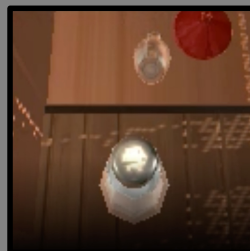


GoTo

Reach in for a salt shaker

Head over to the drawer

Place the shaker inside the drawer





Action Compositionality

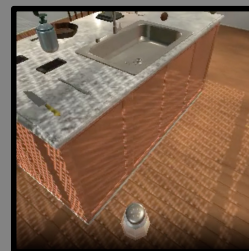
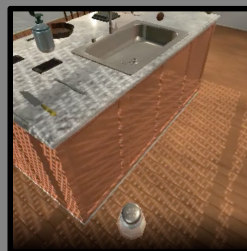
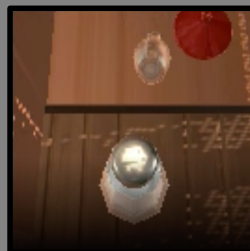


GoTo

Pickup

Head over to the drawer

Place the shaker inside the drawer





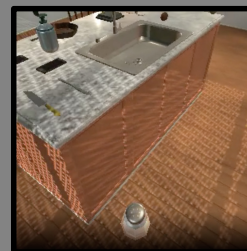
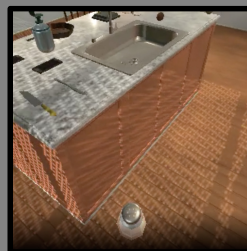
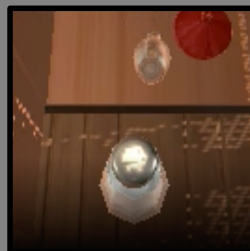
Action Compositionality

GoTo

Pickup

GoTo

Place the shaker inside the drawer





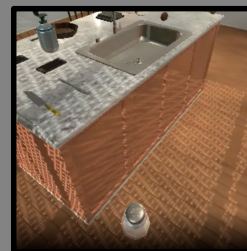
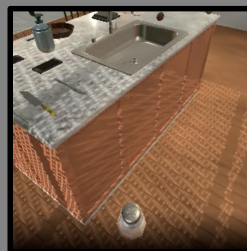
Action Compositionality

GoTo

Pickup

GoTo

Put





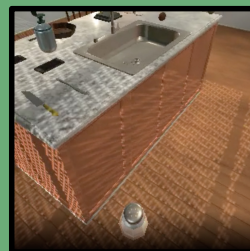
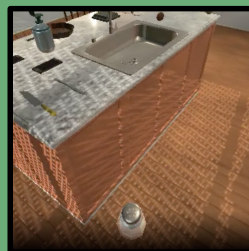
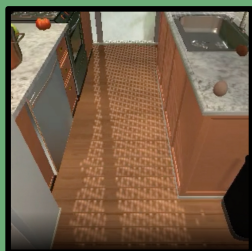
Action Compositionality

GoTo

Pickup

GoTo

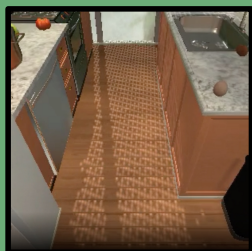
Put





Action Compositionality

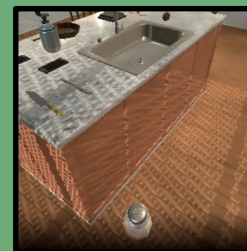
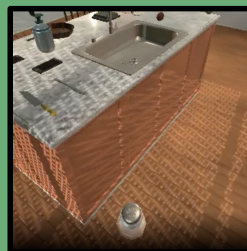
GoTo



Pickup



GoTo



Put





Action Compositionality

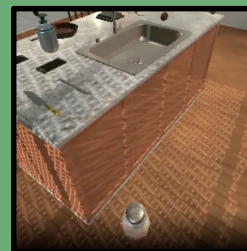
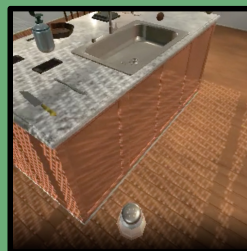
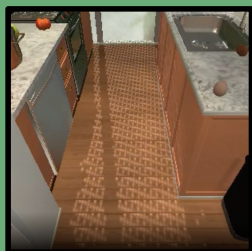


GoTo

Pickup

GoTo

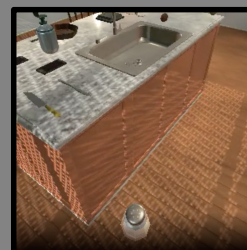
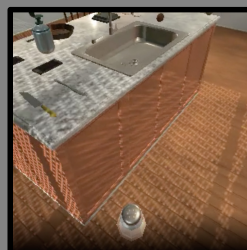
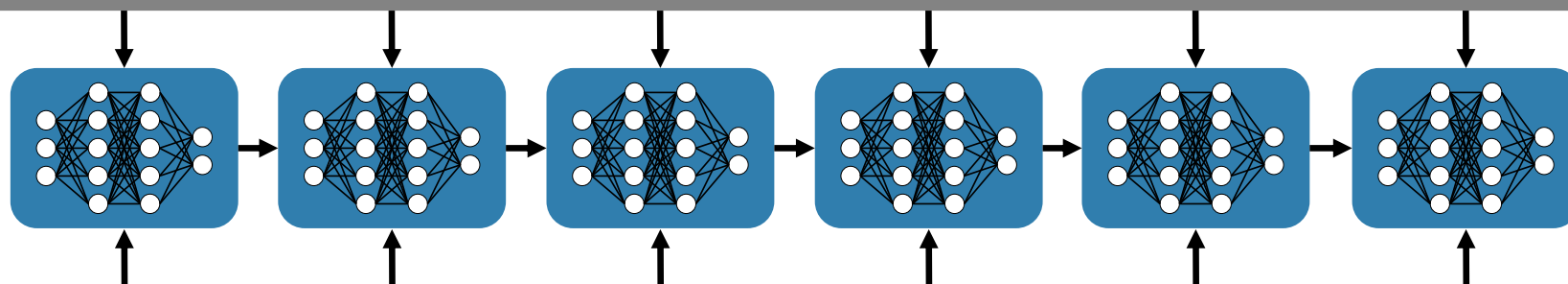
Put





Monolithic Architectures

Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer. Place the shaker inside the drawer.





Modular Specialization



Walk to the spice cabinet. Reach in for a salt shaker. Head over to the drawer.
Place the shaker inside the drawer.



Modular Specialization



Walk to
the spice
cabinet

GoTo

Reach in for a salt shaker. Head over to the drawer.
Place the shaker inside the drawer.



Modular Specialization



Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head over to the drawer. Place the
shaker inside the drawer.

GoTo

Pickup



Modular Specialization



Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head
over to
drawer

Place the shaker inside
the drawer.

GoTo

Pickup

GoTo



Modular Specialization



Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head
over to
drawer

Place in
the
drawer

GoTo

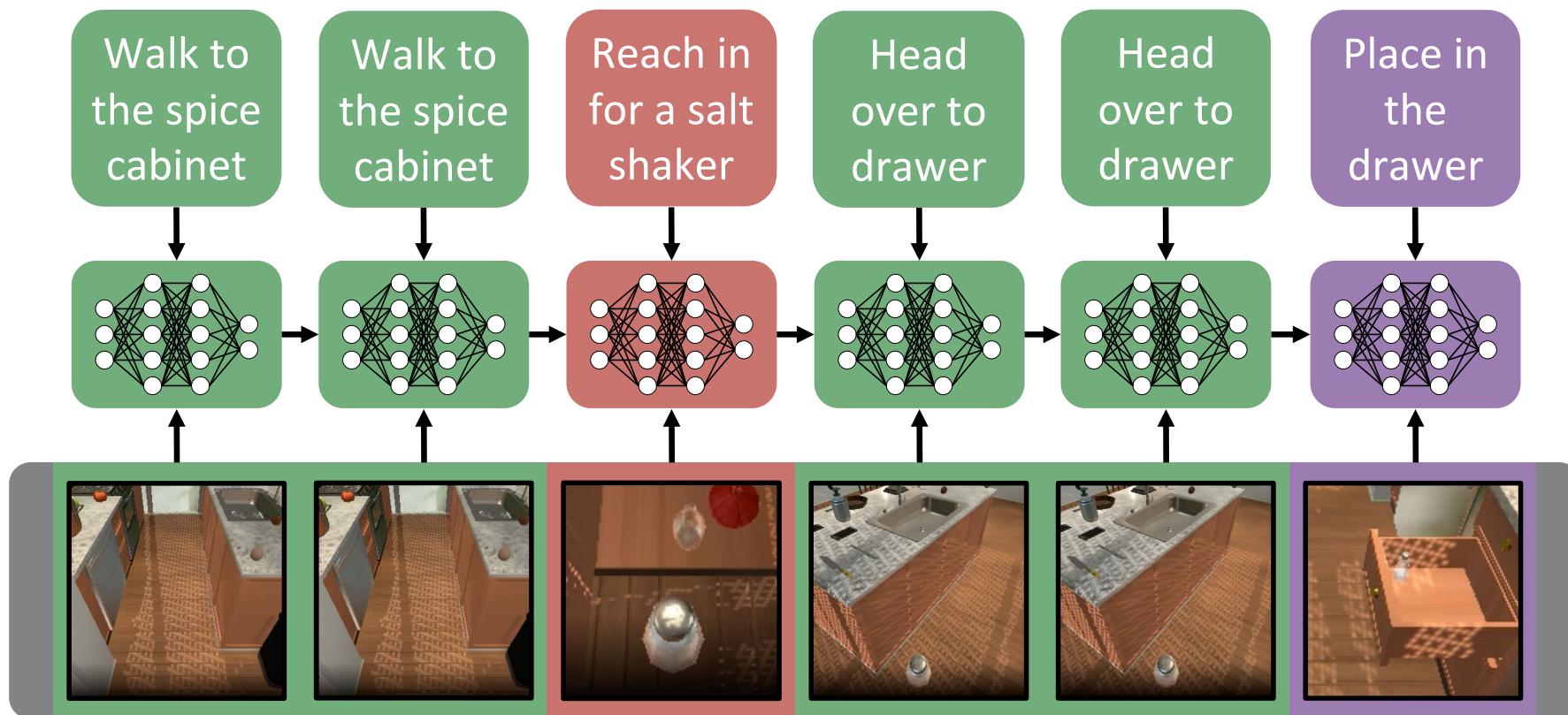
Pickup

GoTo

Put



Modular Specialization





ALFRED



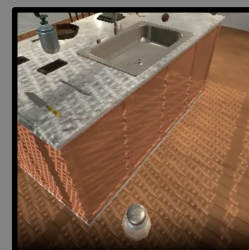
Shridhar et al. 2020



ALFRED



Embodiment

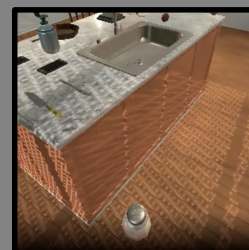




ALFRED



Embodiment



Language

Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head
over to
drawer

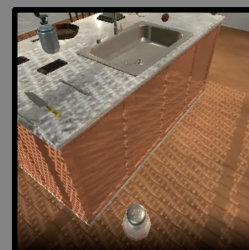
Place in
the
drawer



ALFRED



Embodiment



Language

Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head
over to
drawer

Place in
the
drawer

Compositionality

Pickup

Put

Slice

GoTo

Toggle

Cool

Heat

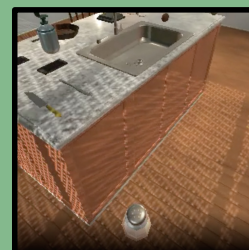
Clean



ALFRED



Embodiment



Language

Walk to
the spice
cabinet

Reach in
for a salt
shaker

Head
over to
drawer

Place in
the
drawer

Compositionality

Pickup

Put

Slice

GoTo

Toggle

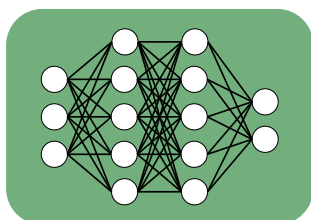
Cool

Heat

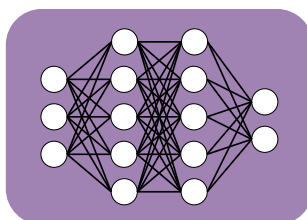
Clean



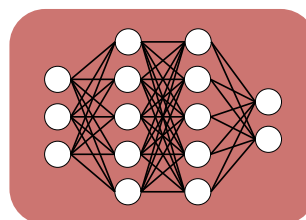
Modular Specialization



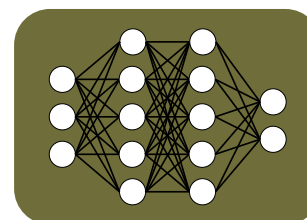
GoTo



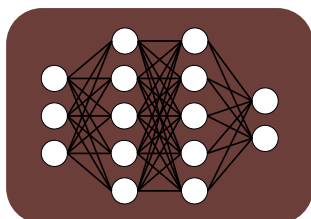
Put



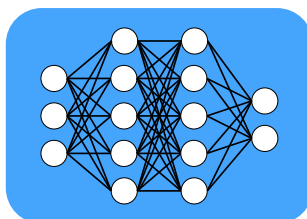
Pickup



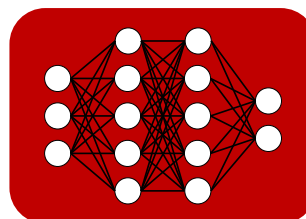
Clean



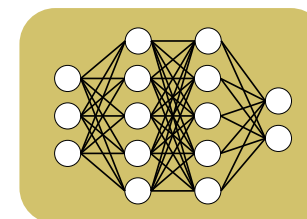
Toggle



Cool



Heat



Slice



Standard Dataset Splits

Seen



Observed 3D Homes

Unseen



Novel 3D Homes



Compositional Splits



GoTo

Pickup

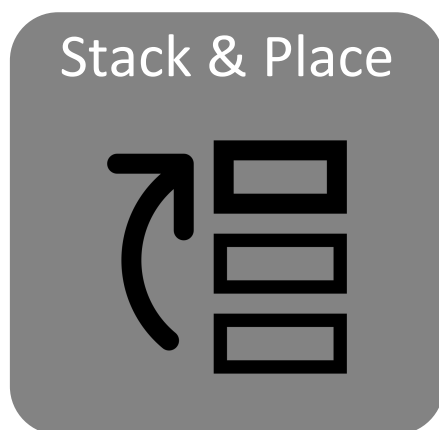
GoTo

Put

Pickup



Compositional Splits



Pickup

GoTo

Put

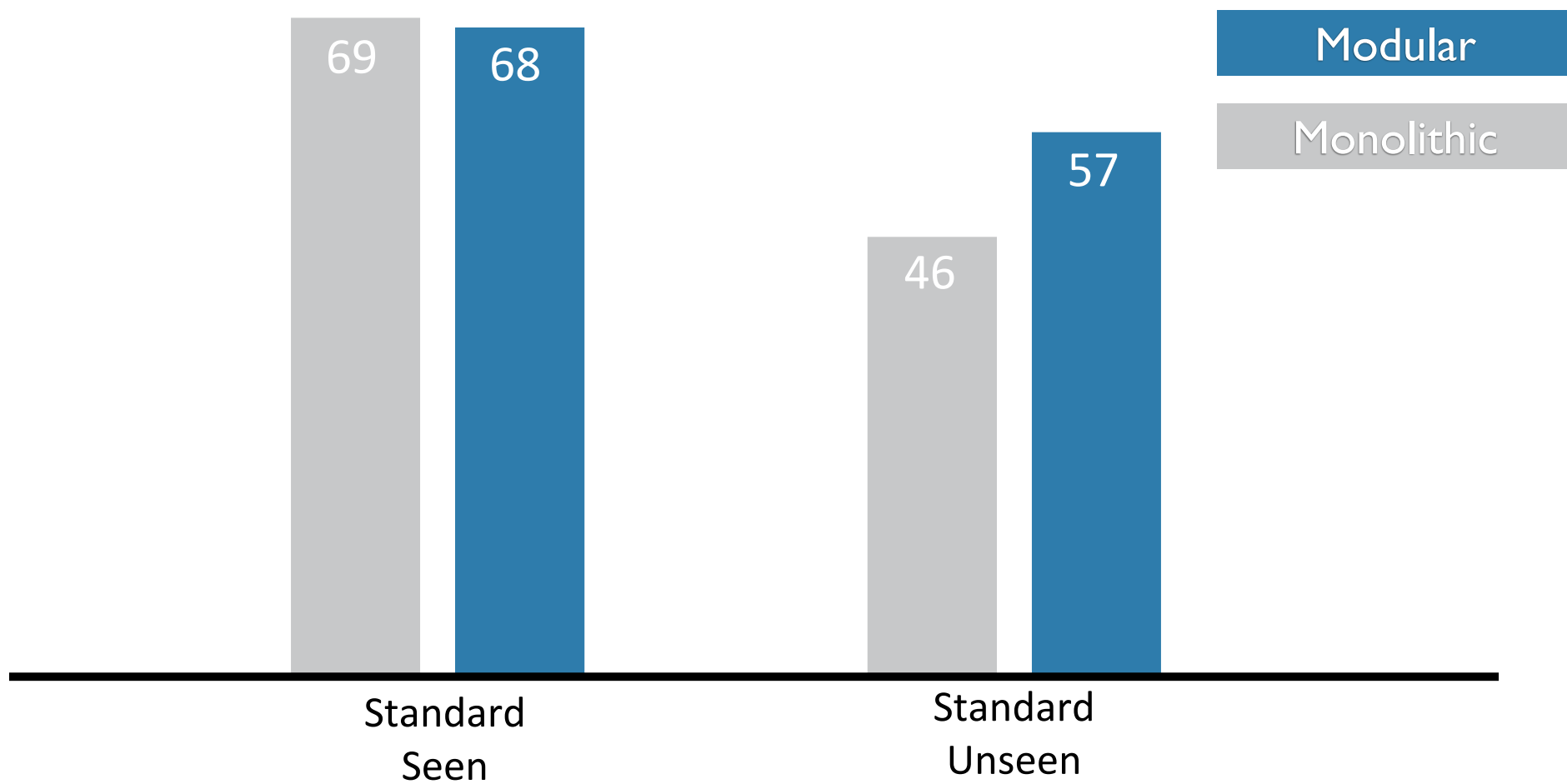
Pickup

GoTo

Put



Results





Results



Modular

Monolithic

29

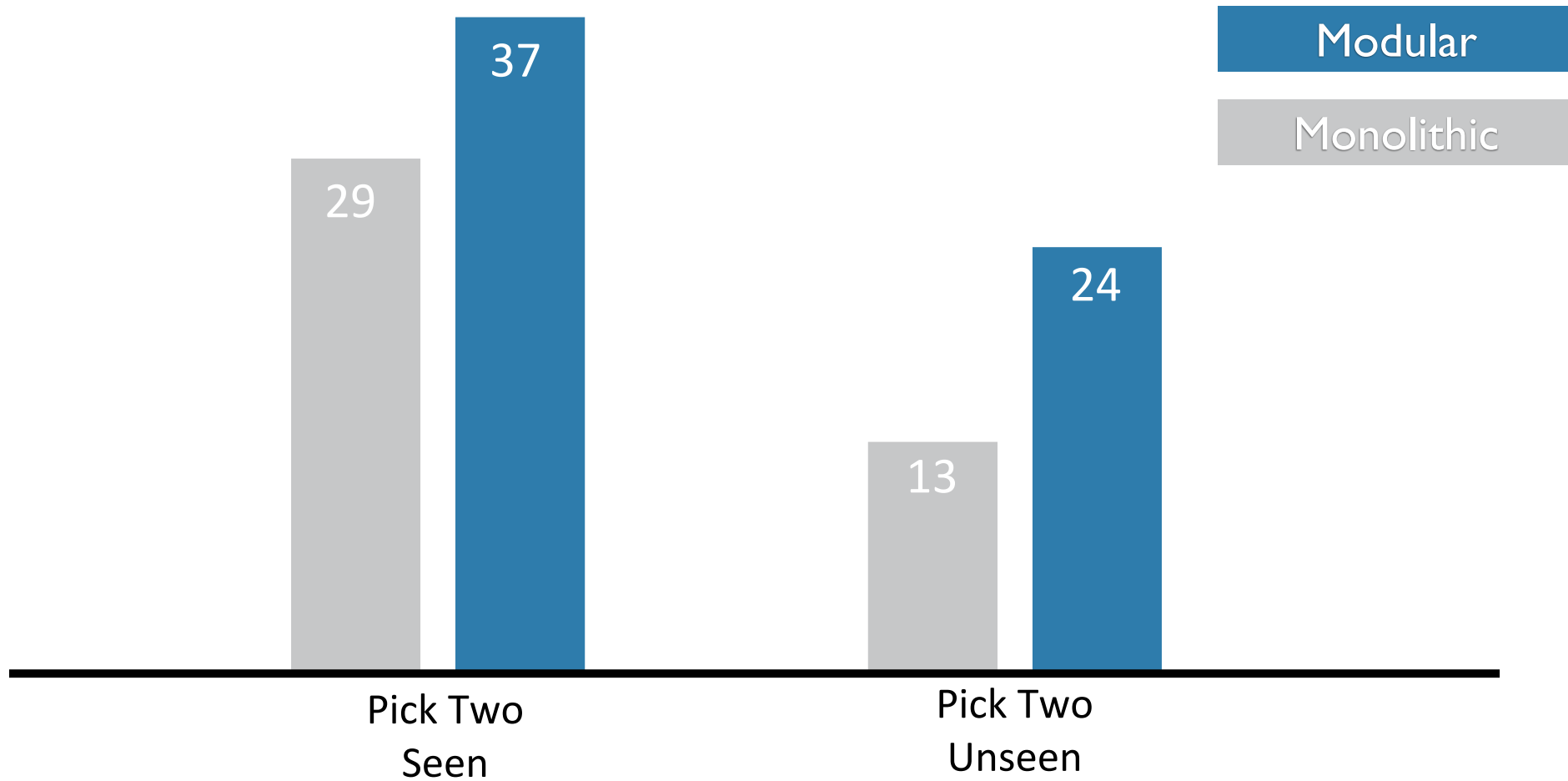
37

13

24

Pick Two
Seen

Pick Two
Unseen





Results



Modular

Monolithic

32

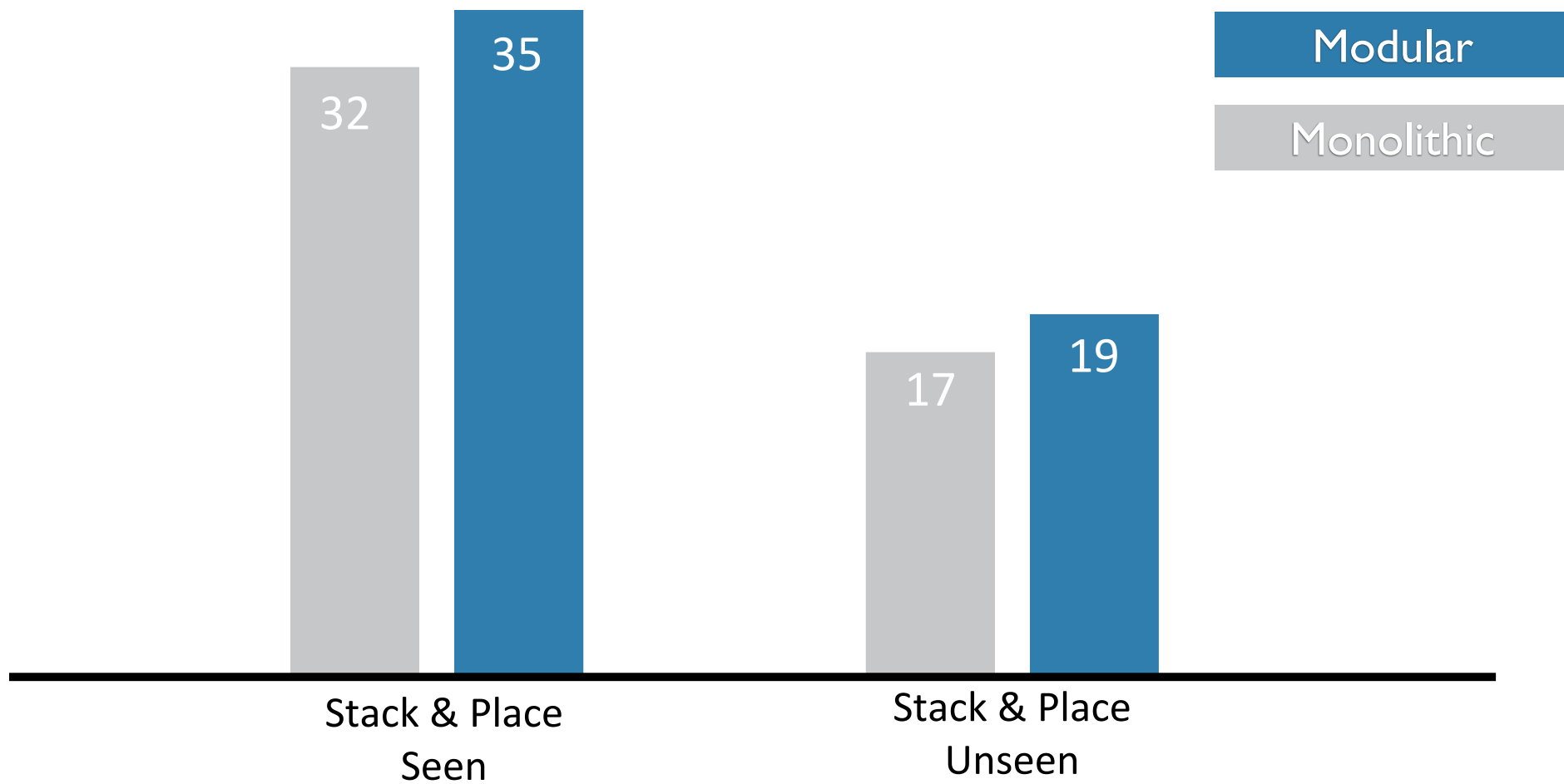
35

17

19

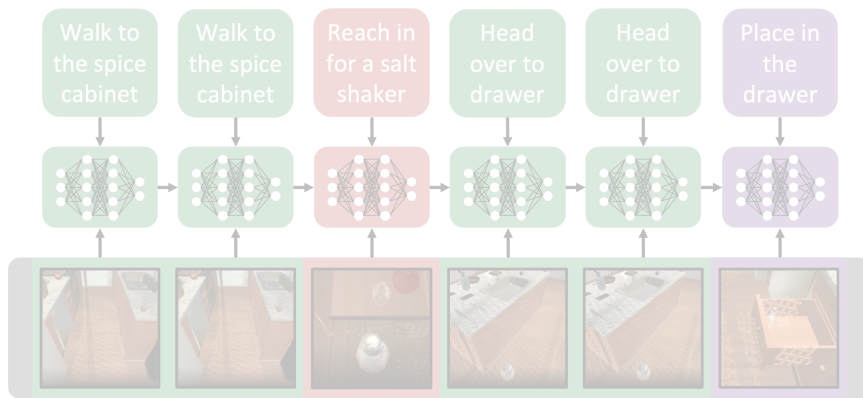
Stack & Place
Seen

Stack & Place
Unseen



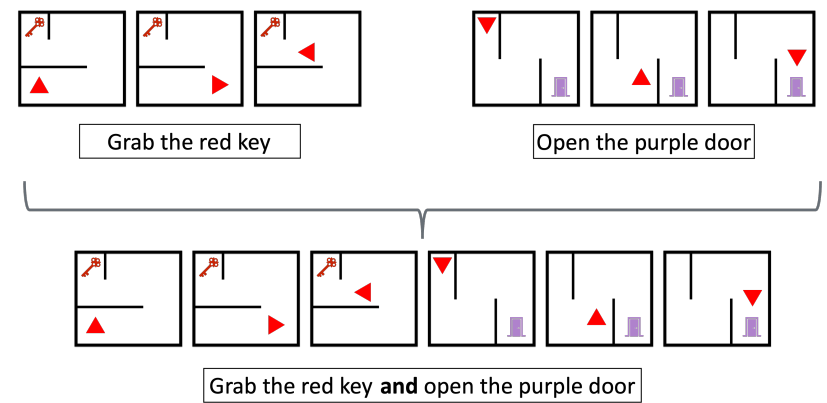
Modularity in Instruction Following

Modularize the Model



[Corona et al. 2021]

Modularize the Data

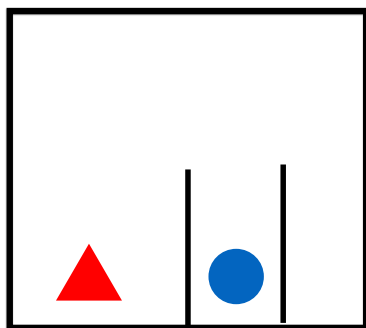


[Kantharuban et al. In submission]

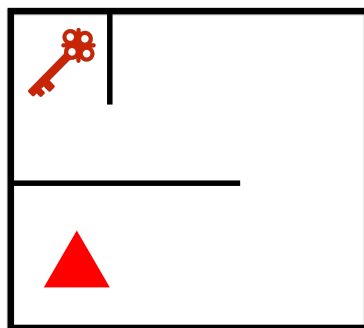




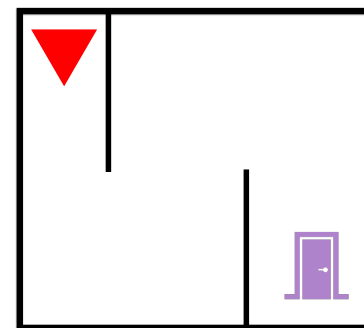
Common Building Blocks



Go to the blue circle



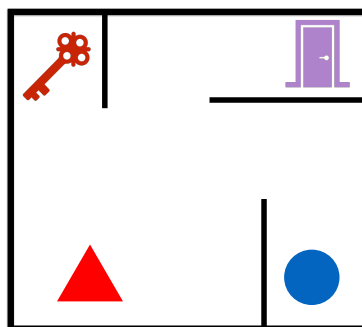
Grab the red key



Open the purple door



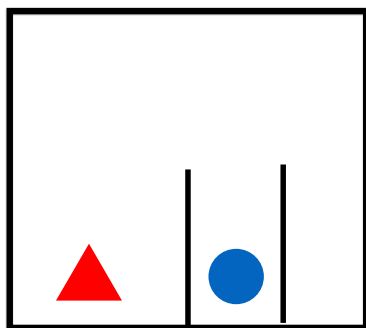
Sparsity of Compositions



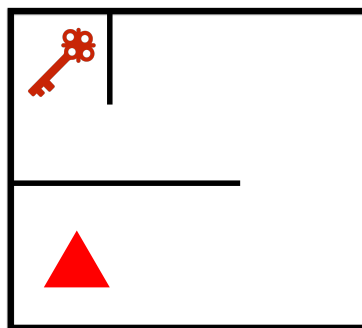
Go to the blue circle, grab the red key, and open the purple door.



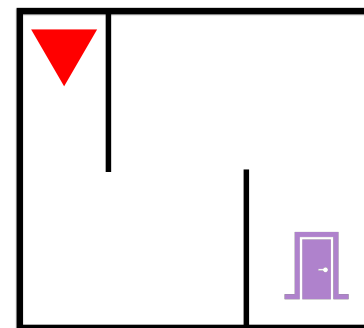
Decontextualization



Go to the blue circle



Grab the red key



Open the purple door



Decontextualization



Go to the blue circle

Grab the red key

Open the purple door



Decontextualized Data Augmentation



Go to the blue circle, grab the red key, and
open the purple door.

=

Go to the blue circle



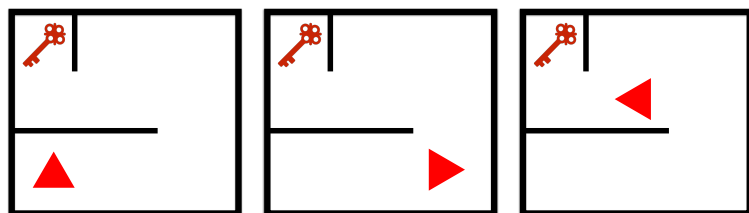
Grab the red key



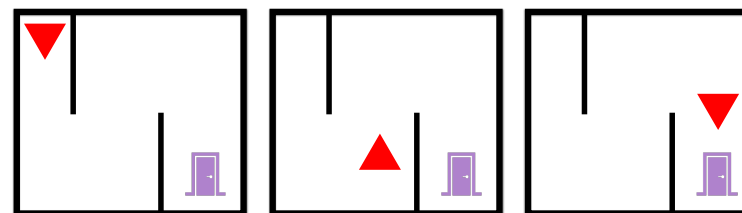
Open the purple door



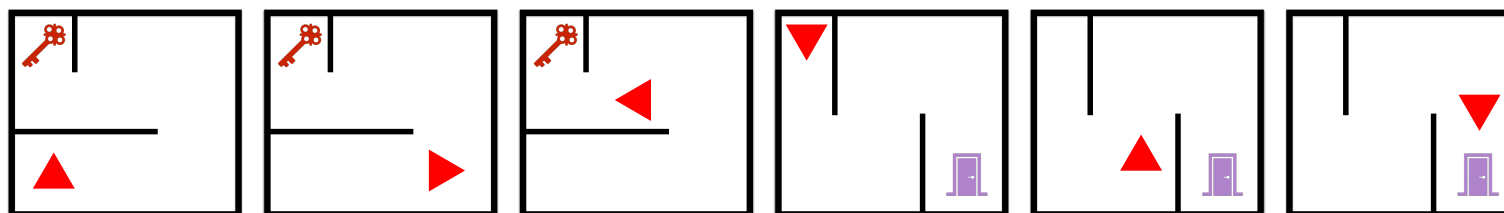
Smash Cuts



Grab the red key



Open the purple door



Grab the red key **and** open the purple door



Datasets



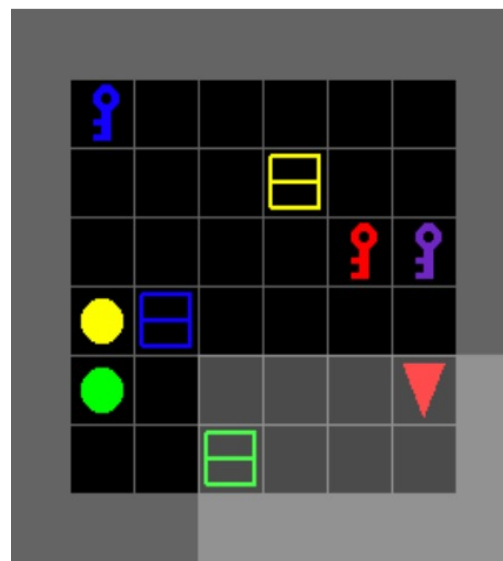
Crafting



“Chop down a tree
and mine a rock.”

[Devin et al. 2019]

BabyAI



“Put the blue key next
to the green ball.”

[Chevalier-Boisvert et al. 2019]

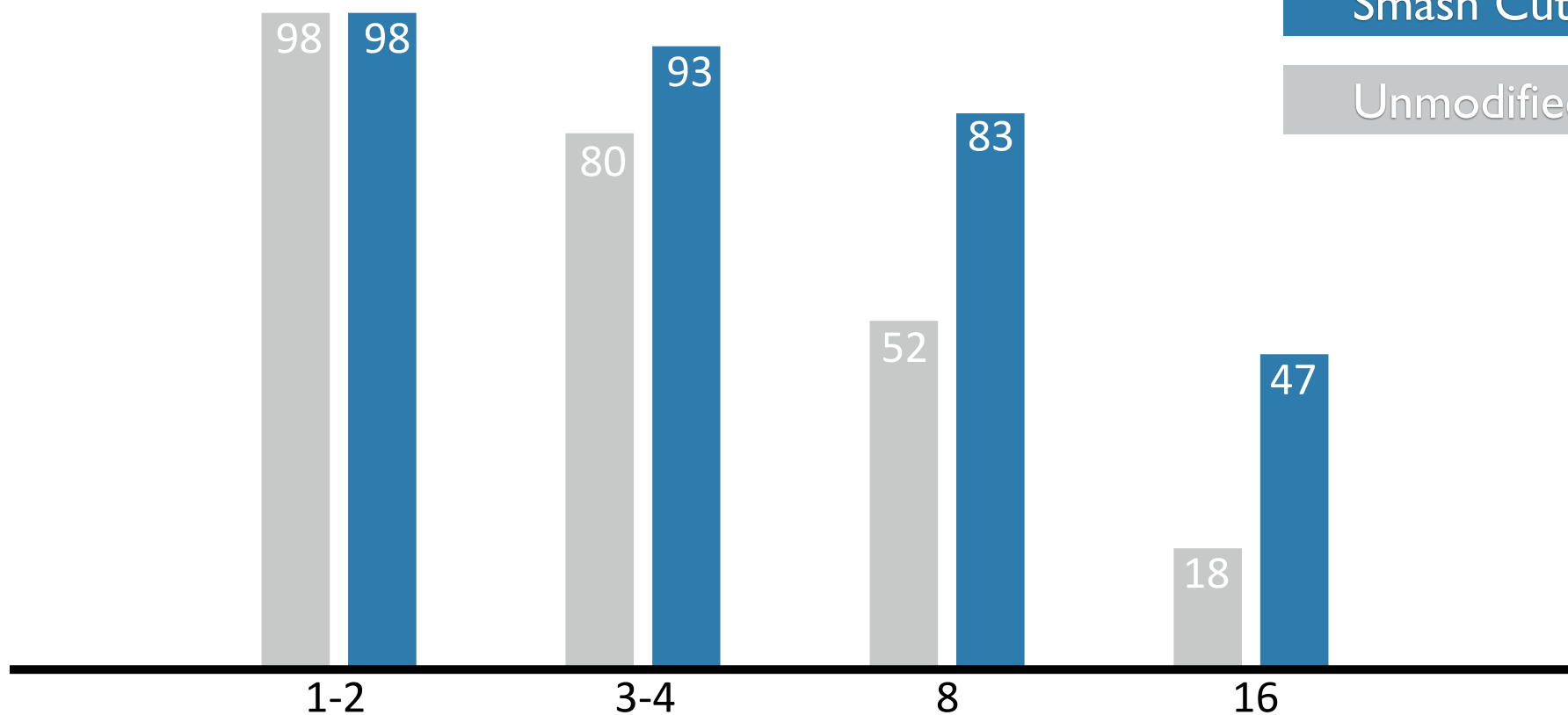


Crafting Results



Smash Cuts

Unmodified



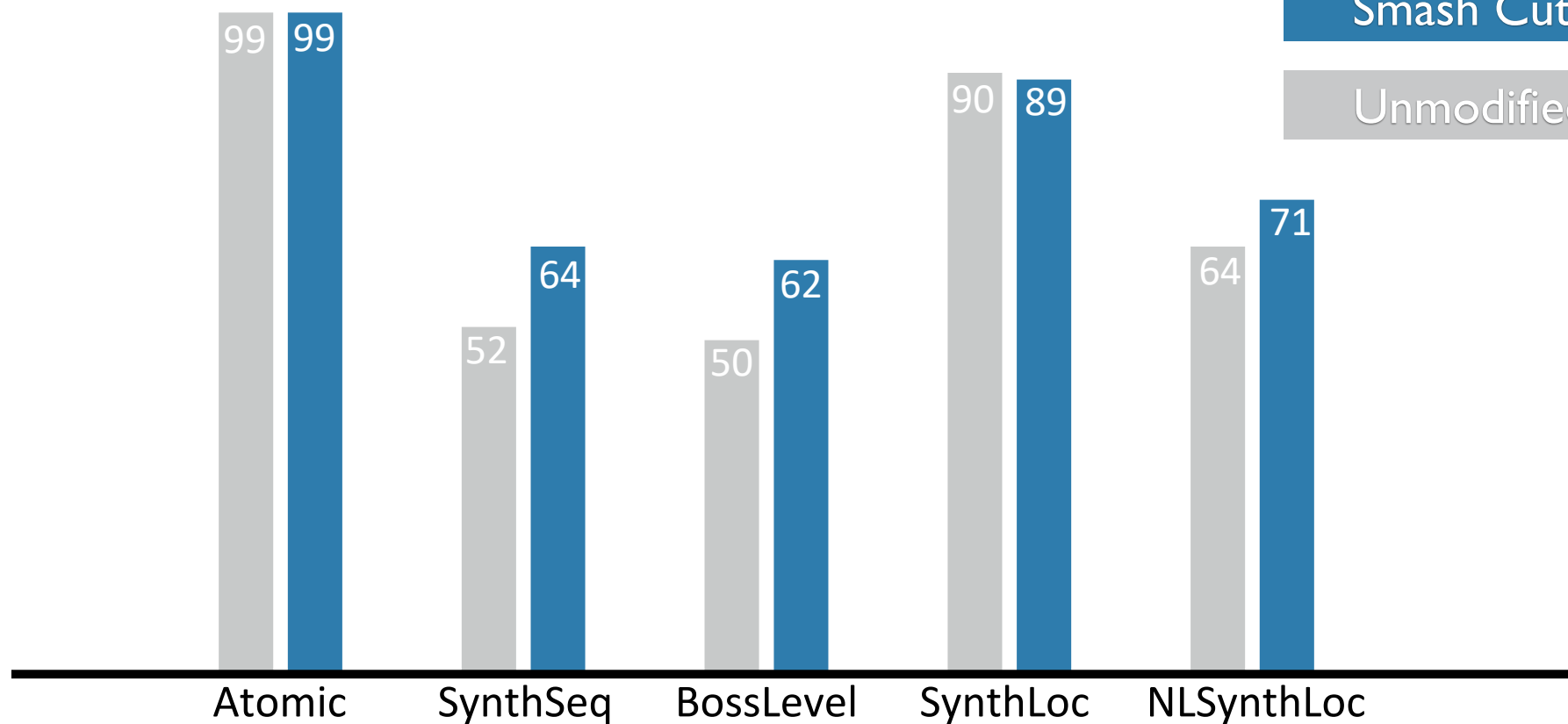


BabyAI Results



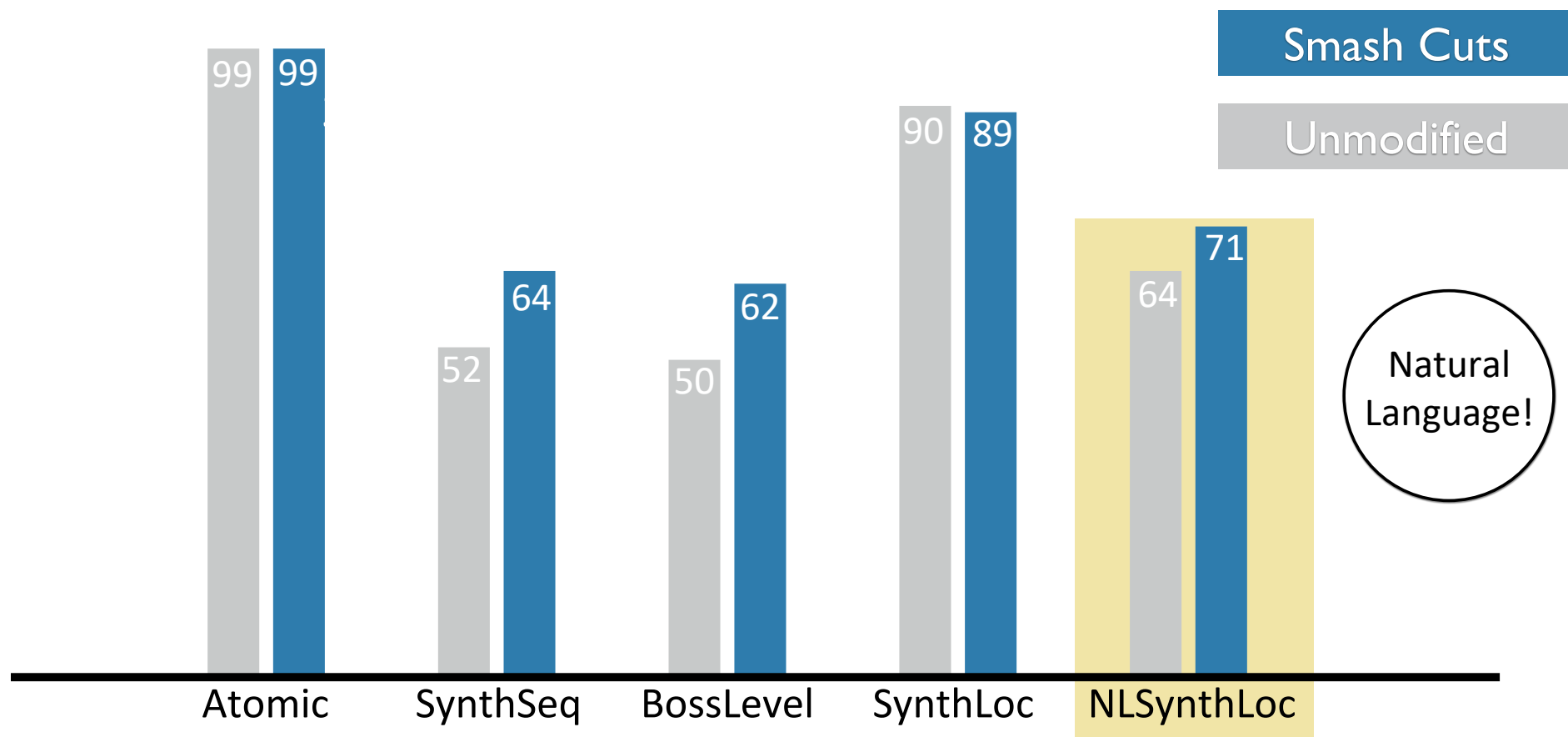
Smash Cuts

Unmodified





BabyAI Results



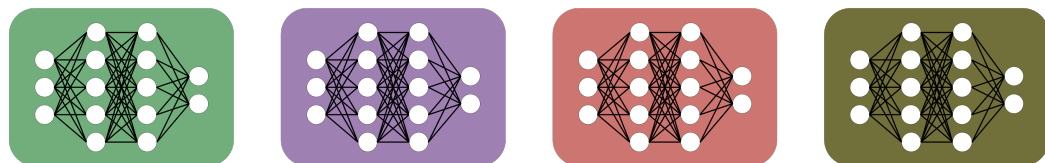
[Marzoev et al. 2020]



Takeaways

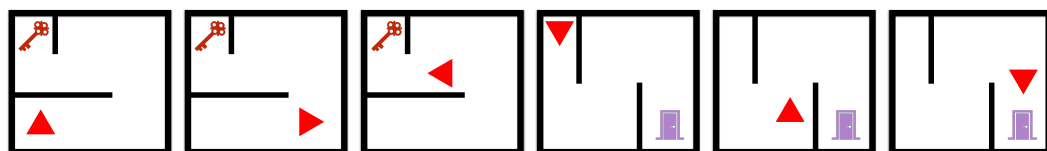


Modularize the Model



Modularizing action execution can improve compositional generalization

Modularize the Data



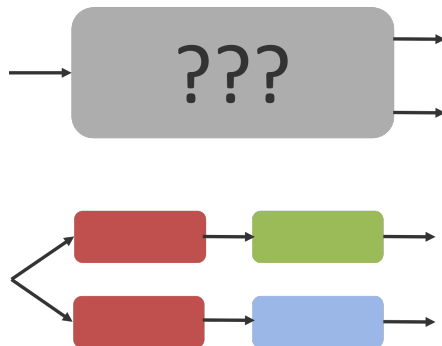
Training on simulated compositions can improve performance on real ones



Why Modularity?

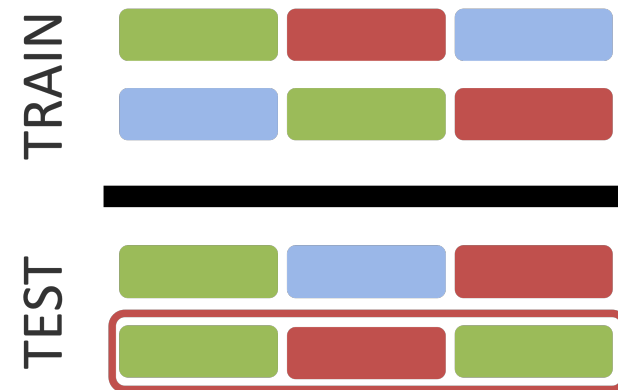


Systems



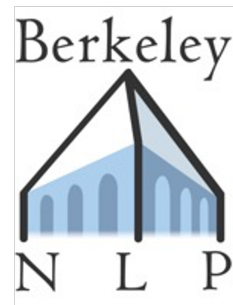
Modularity decomposes hard problems into easier ones.

Systematicity



Modularity improves compositional generalization.

Thank you!



dfried@berkeley.edu rcorona@berkeley.edu