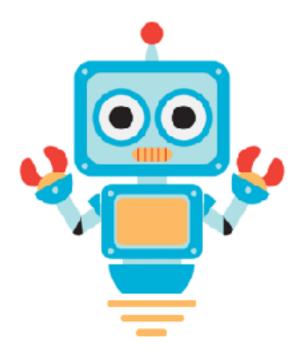
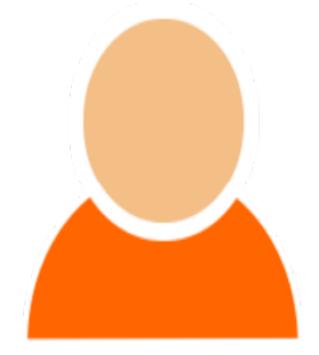
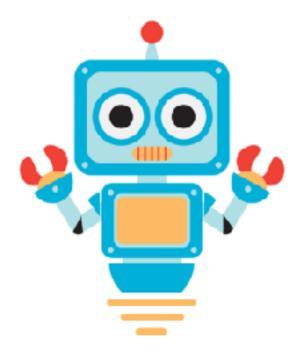
It Takes Two to Tango: Towards Theory of Al's Mind



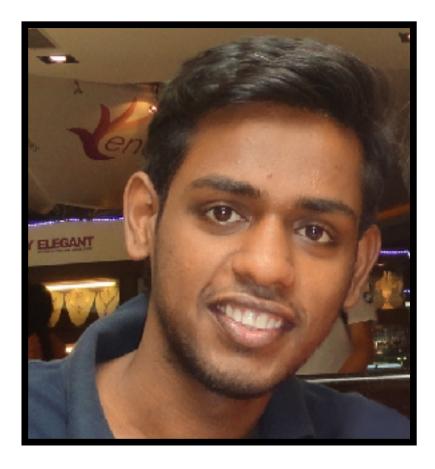




It Takes Two to Tango: Towards Theory of Al's Mind







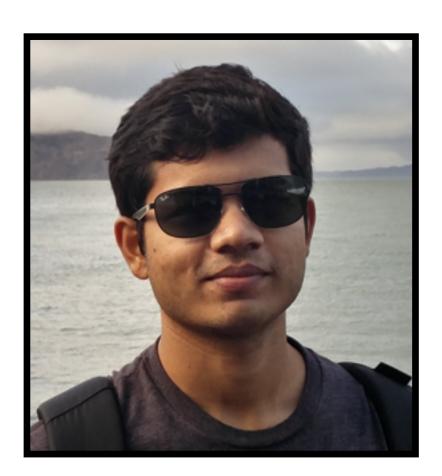


Deshraj Yadav* Georgia Tech





Prithvijit Chattopadhyay* Georgia Tech



Viraj Prabhu^{*} Georgia Tech



Devi Parikh Georgia Tech







Outline

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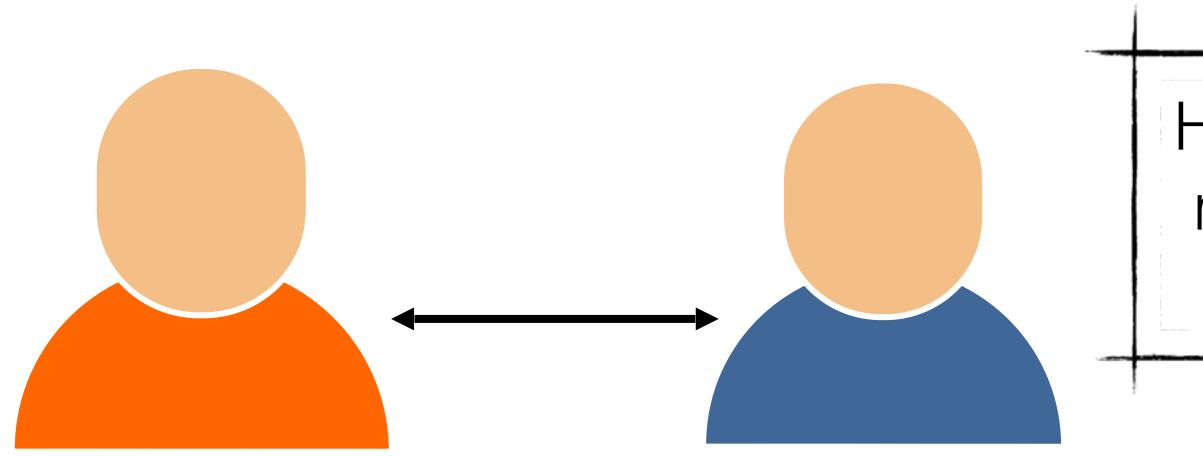
Theory of Mind (ToM)







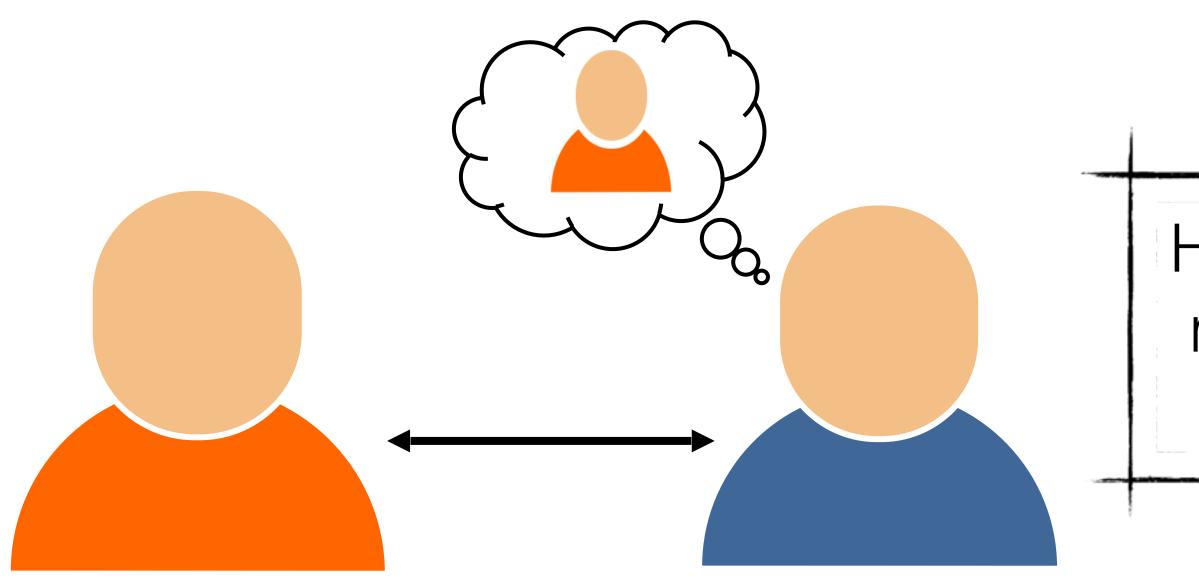




Humans attribute mental states to fellow humans



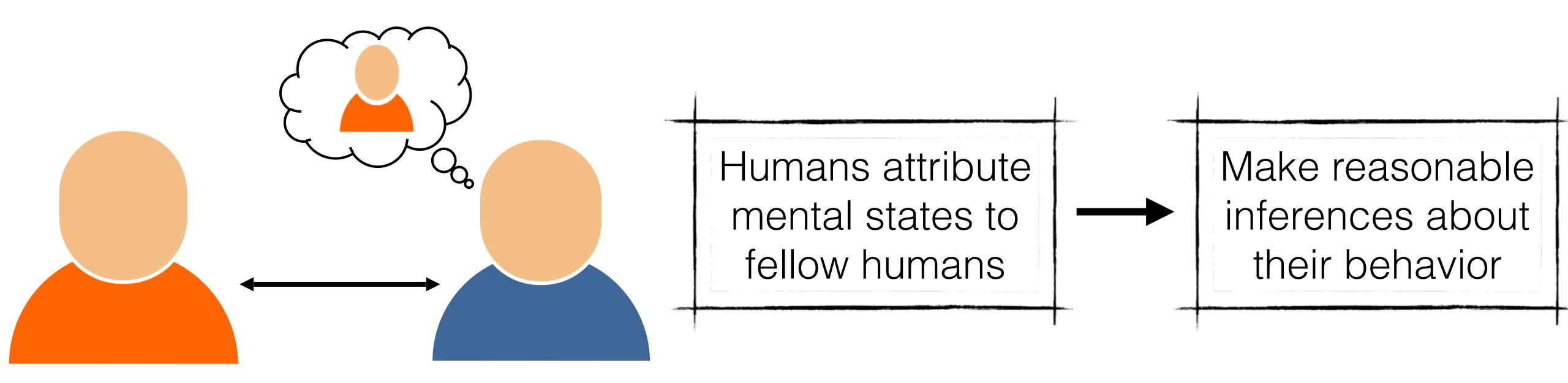




Humans attribute mental states to fellow humans

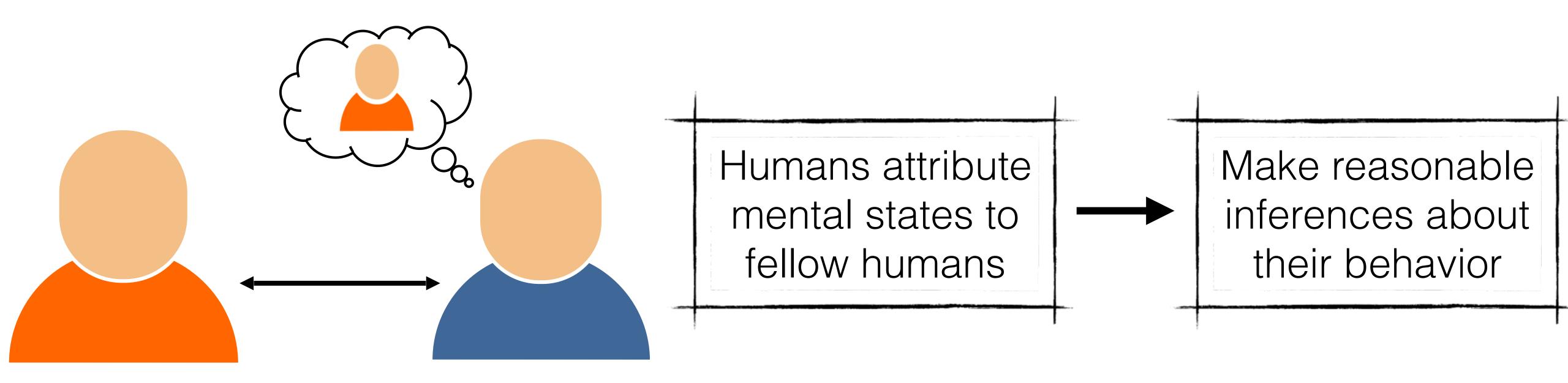












Crucial for collaborative team-performance







Traditional Al Research

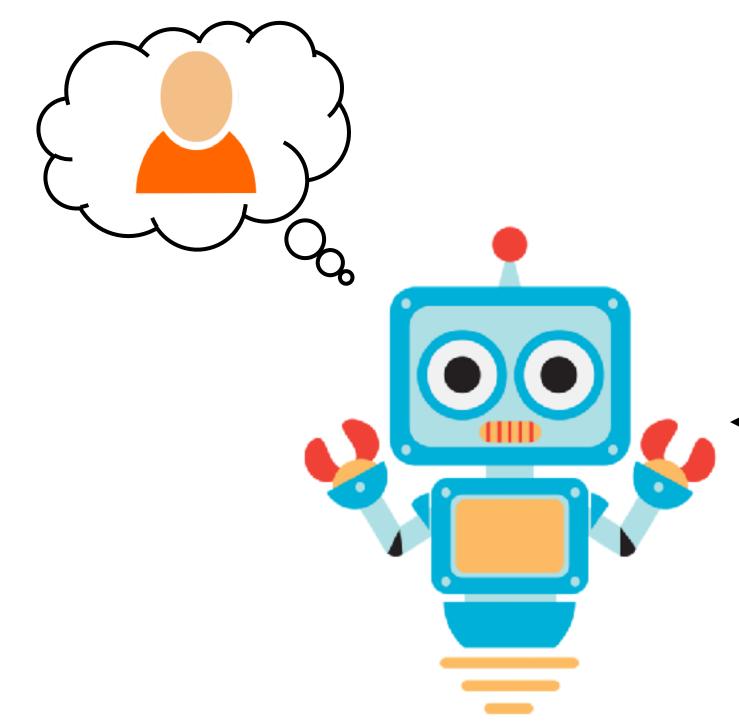


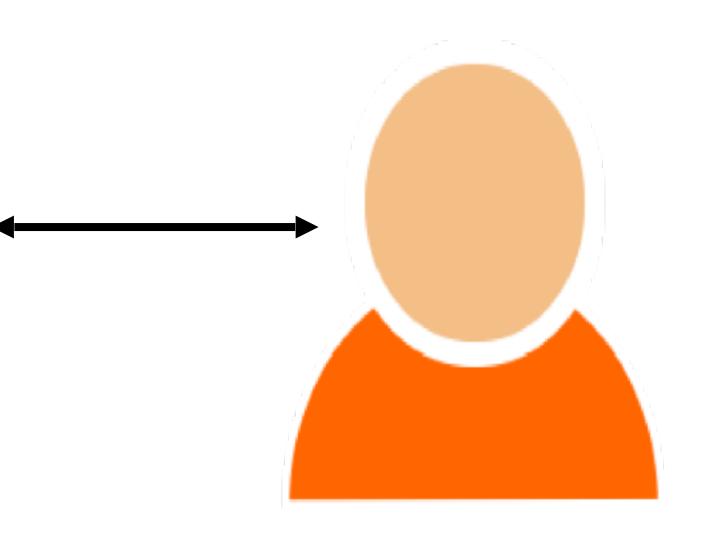
Al more accurate more human-like AI

Motivation Traditional AI Research



Motivation Al more accurate Traditional AI Research Al more human-like











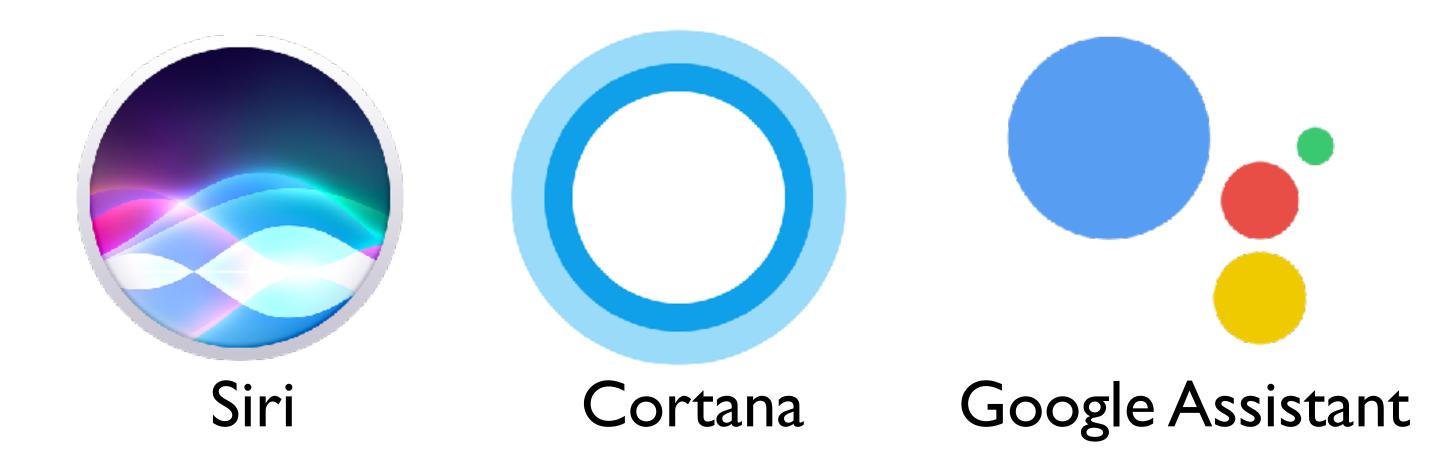




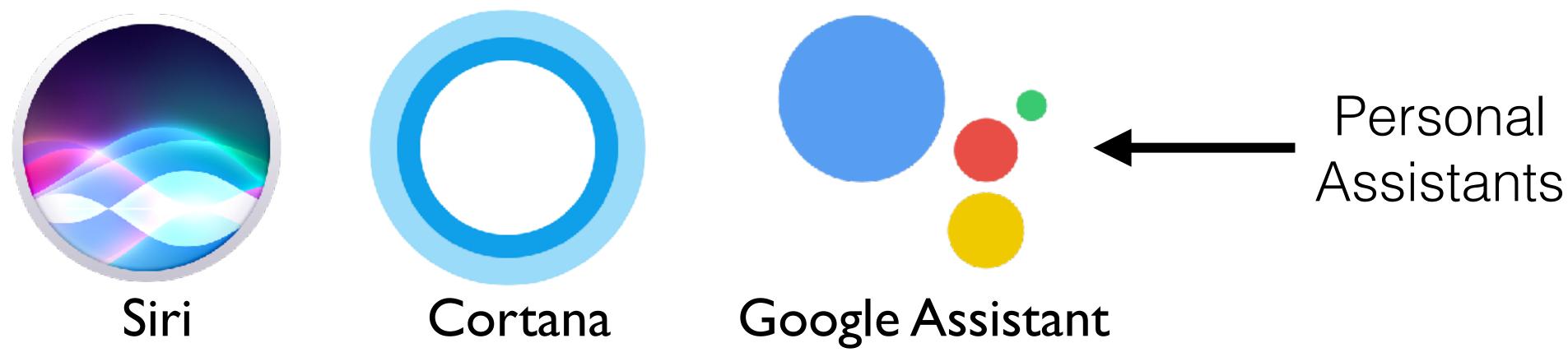




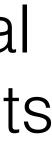






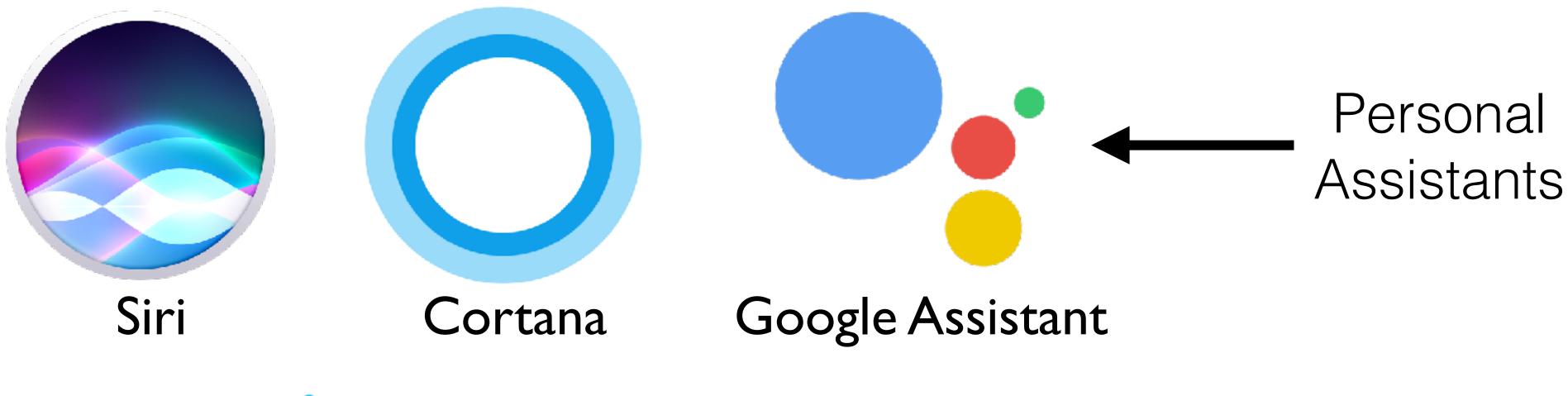


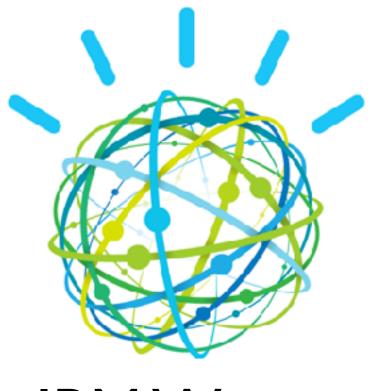






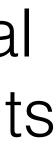






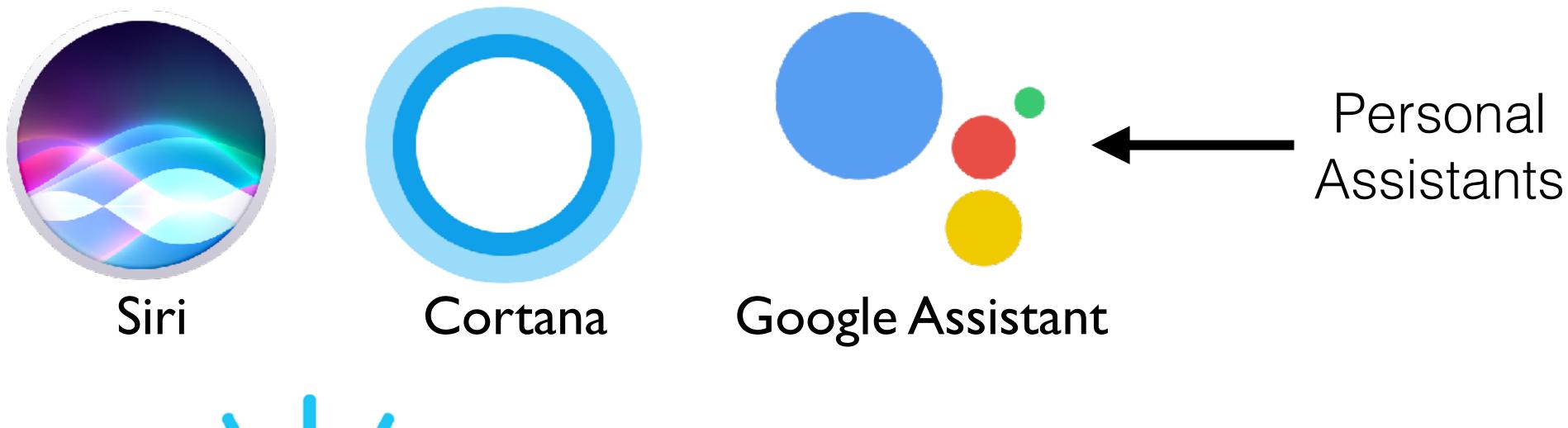
IBM Watson













IBM Watson

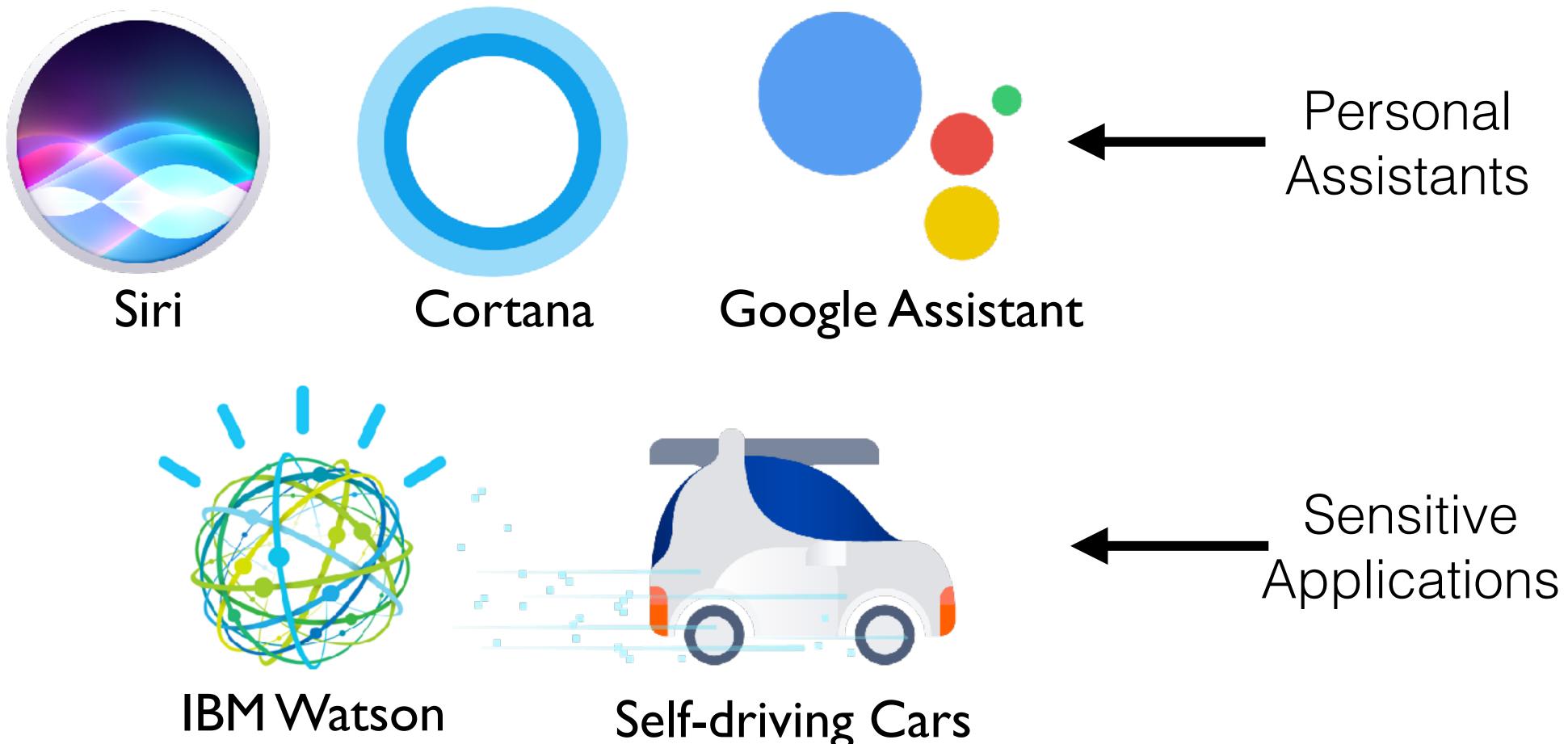
Self-driving Cars

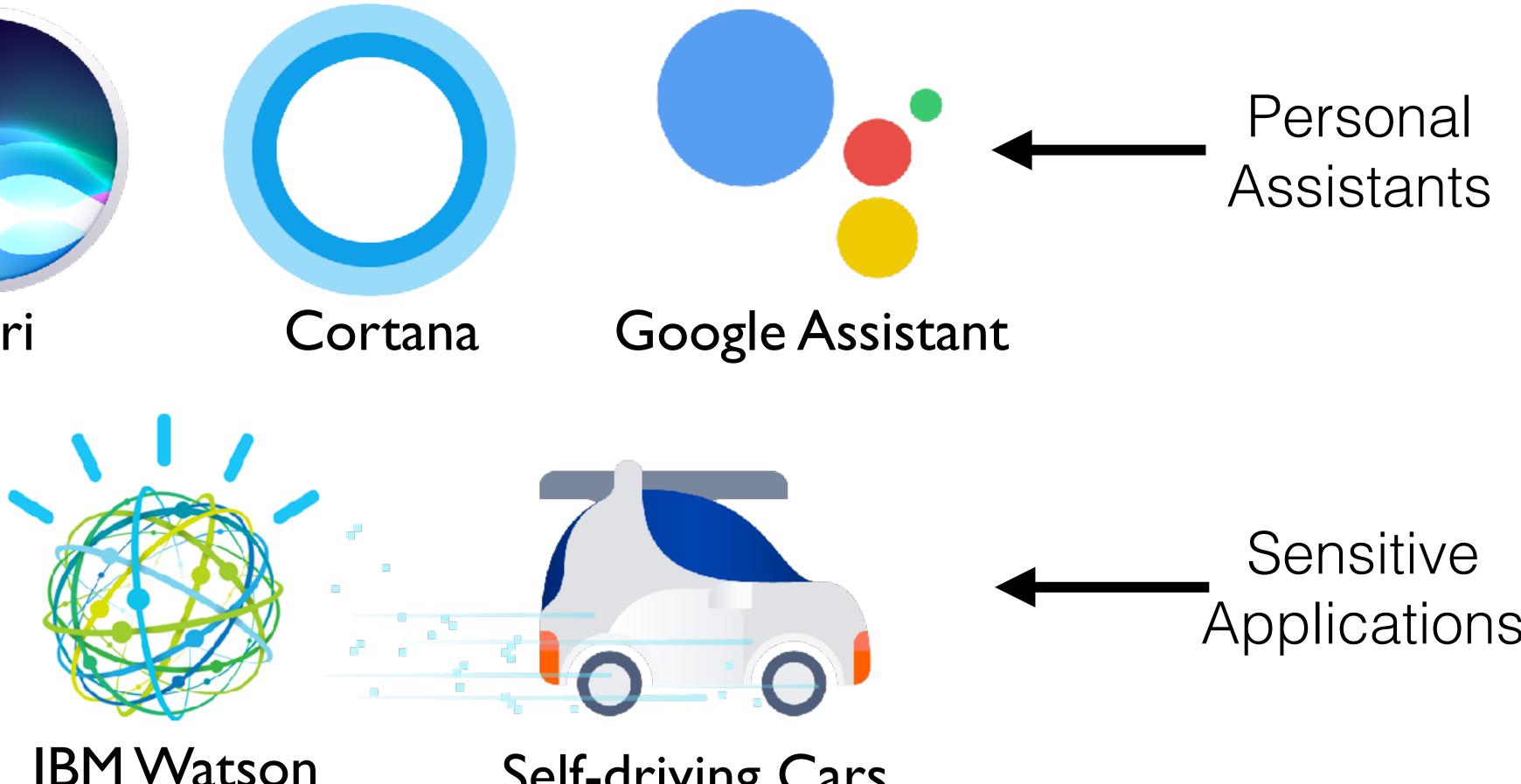












IBM Watson







Slide Credits: Devi Parikh







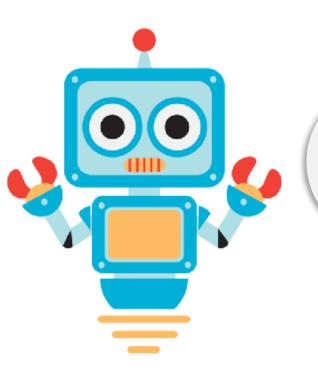
Slide Credits: Devi Parikh







Slide Credits: Devi Parikh



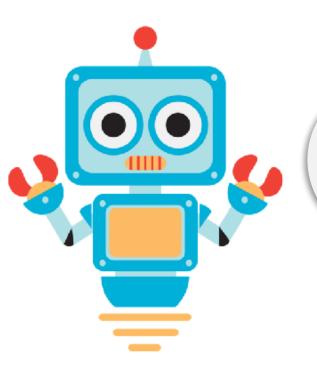
Peter just uploaded a picture from his vacation in Hawaii







Slide Credits: Devi Parikh



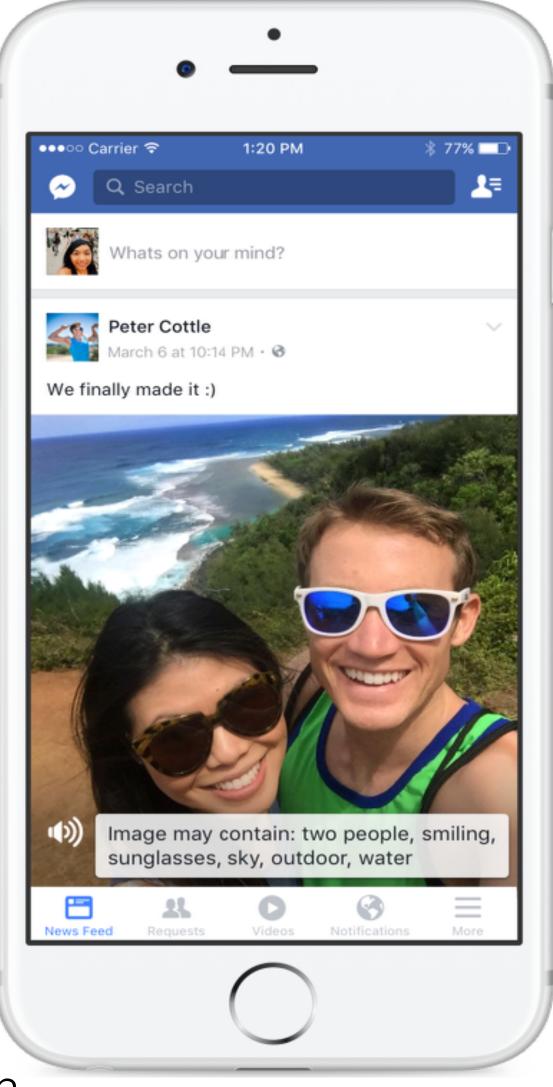
Peter just uploaded a picture from his vacation in Hawaii

Great, is he at the beach?









Slide Credits: Devi Parikh



Great, is he at the beach?

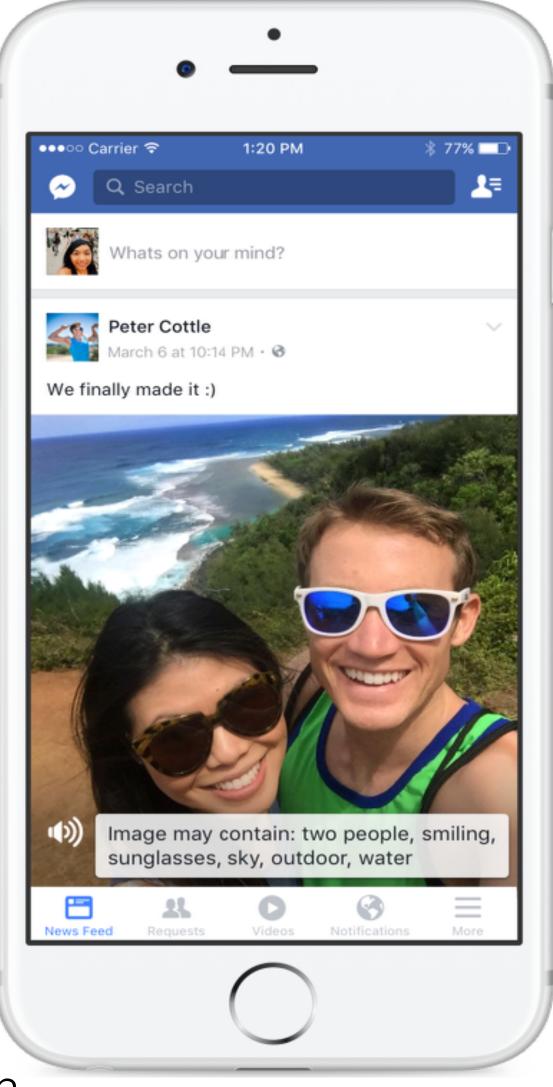
No, on a mountain











Slide Credits: Devi Parikh



Great, is he at the beach?

.

No, on a mountain



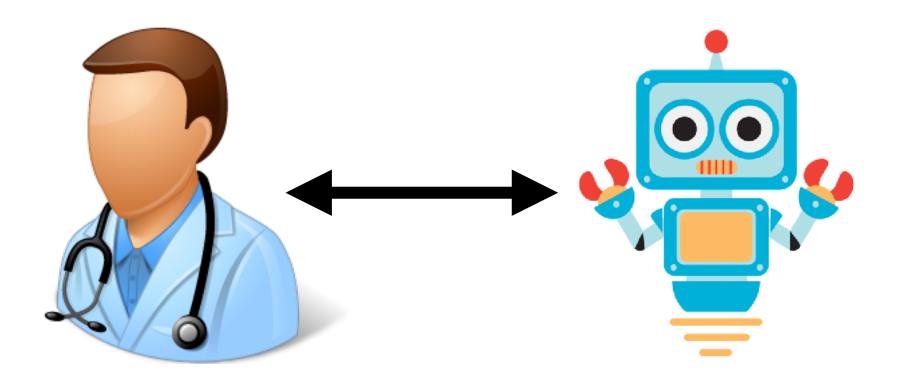




• Human-Al teams in healthcare

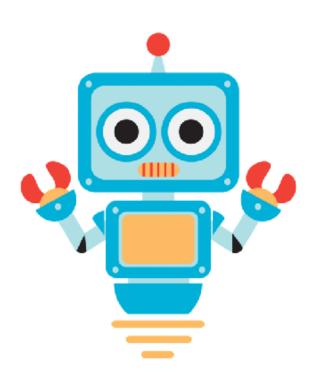


• Human-Al teams in healthcare

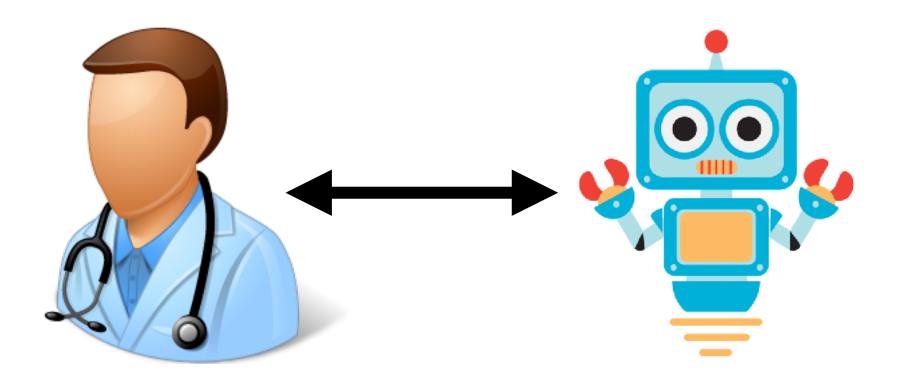


Slide: 7

• Human-Al teams in healthcare

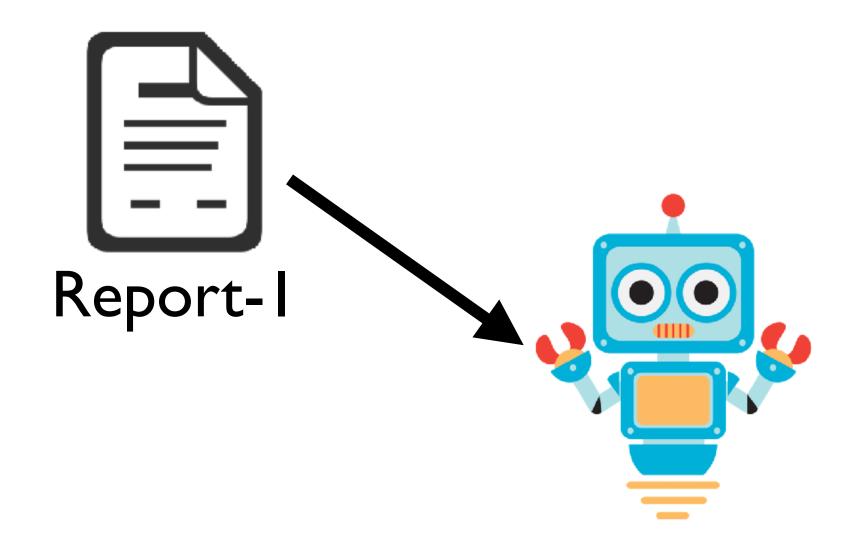


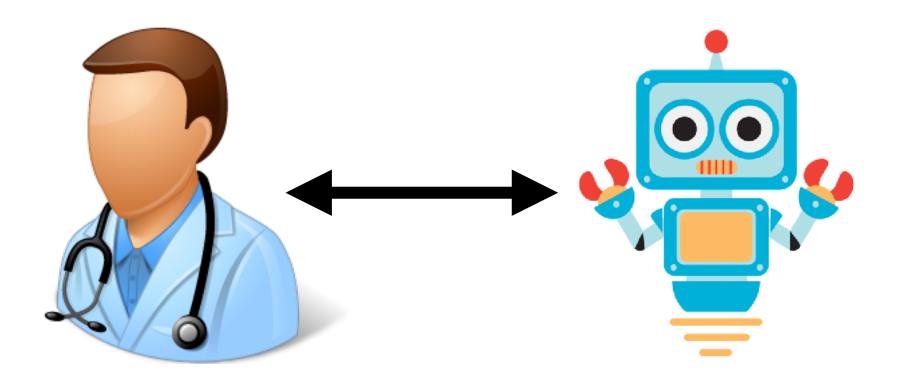
Motivation



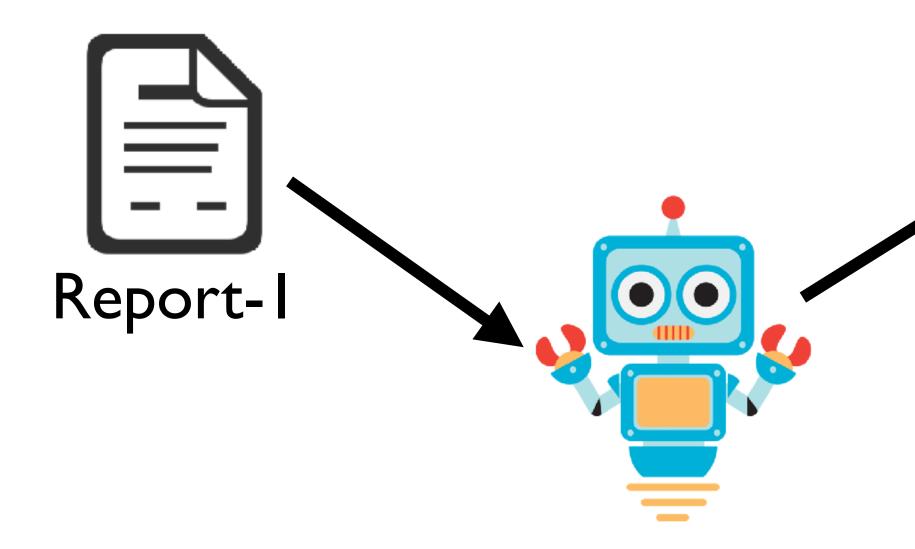
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• Human-Al teams in healthcare



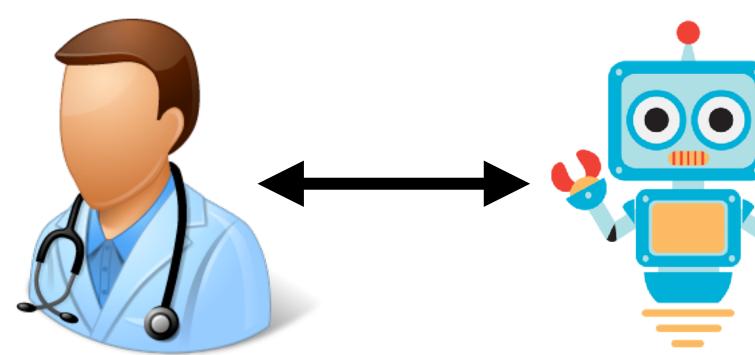


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Motivation

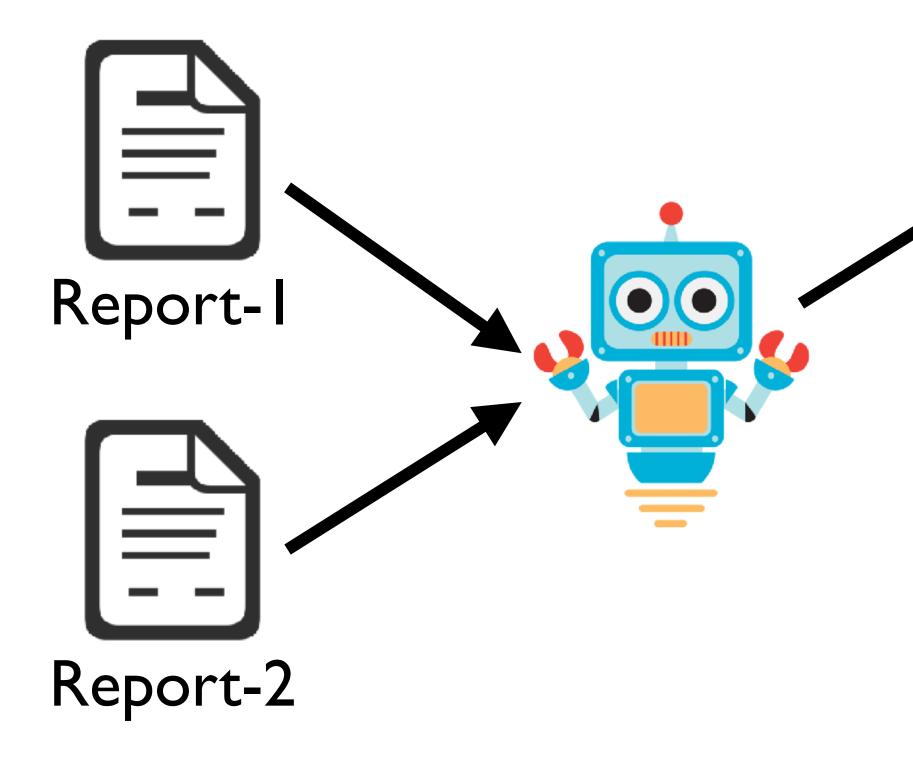




Diagnosis-I

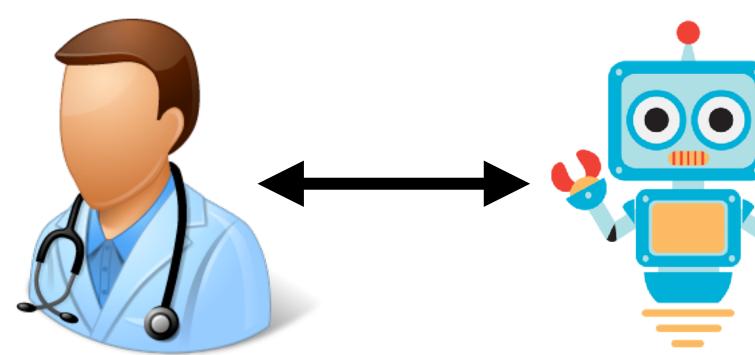


Slide: 7



Motivation

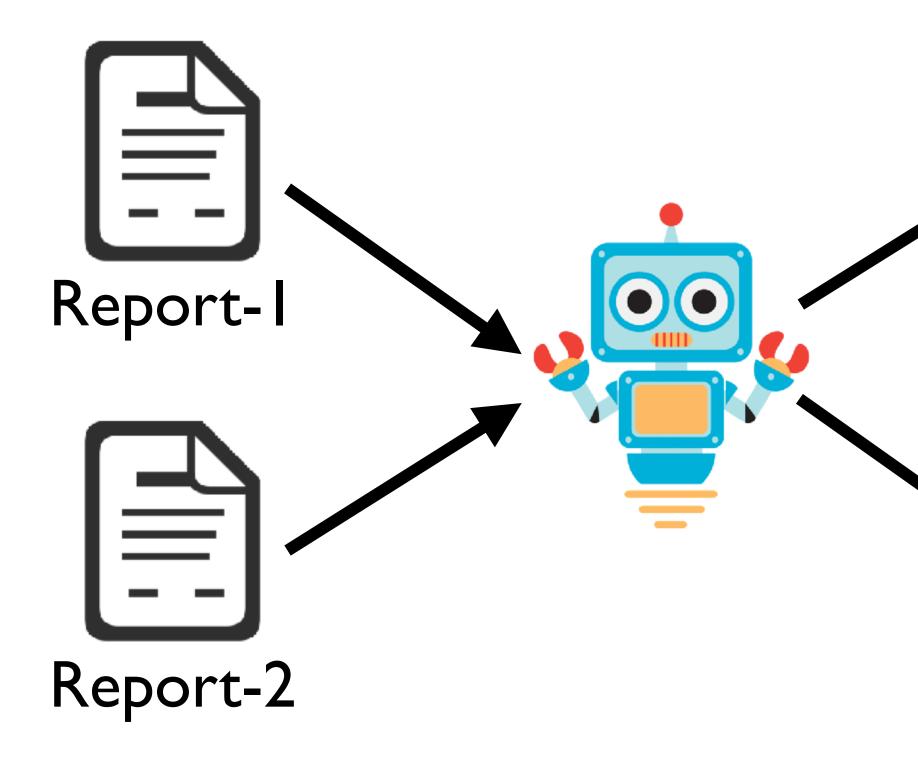




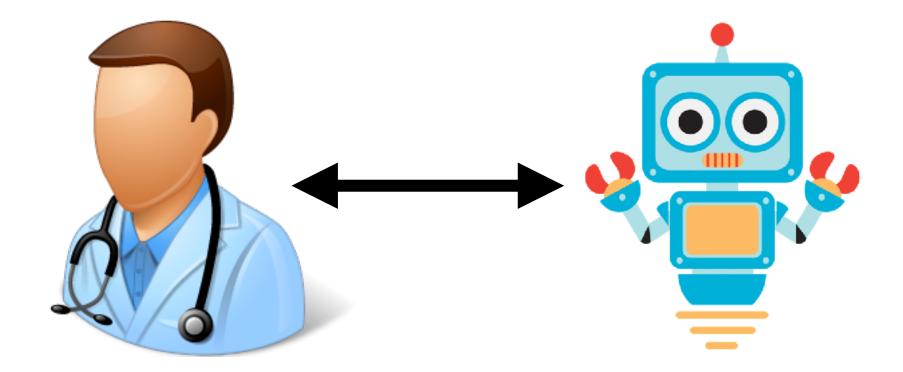
Diagnosis-I



Slide: 7



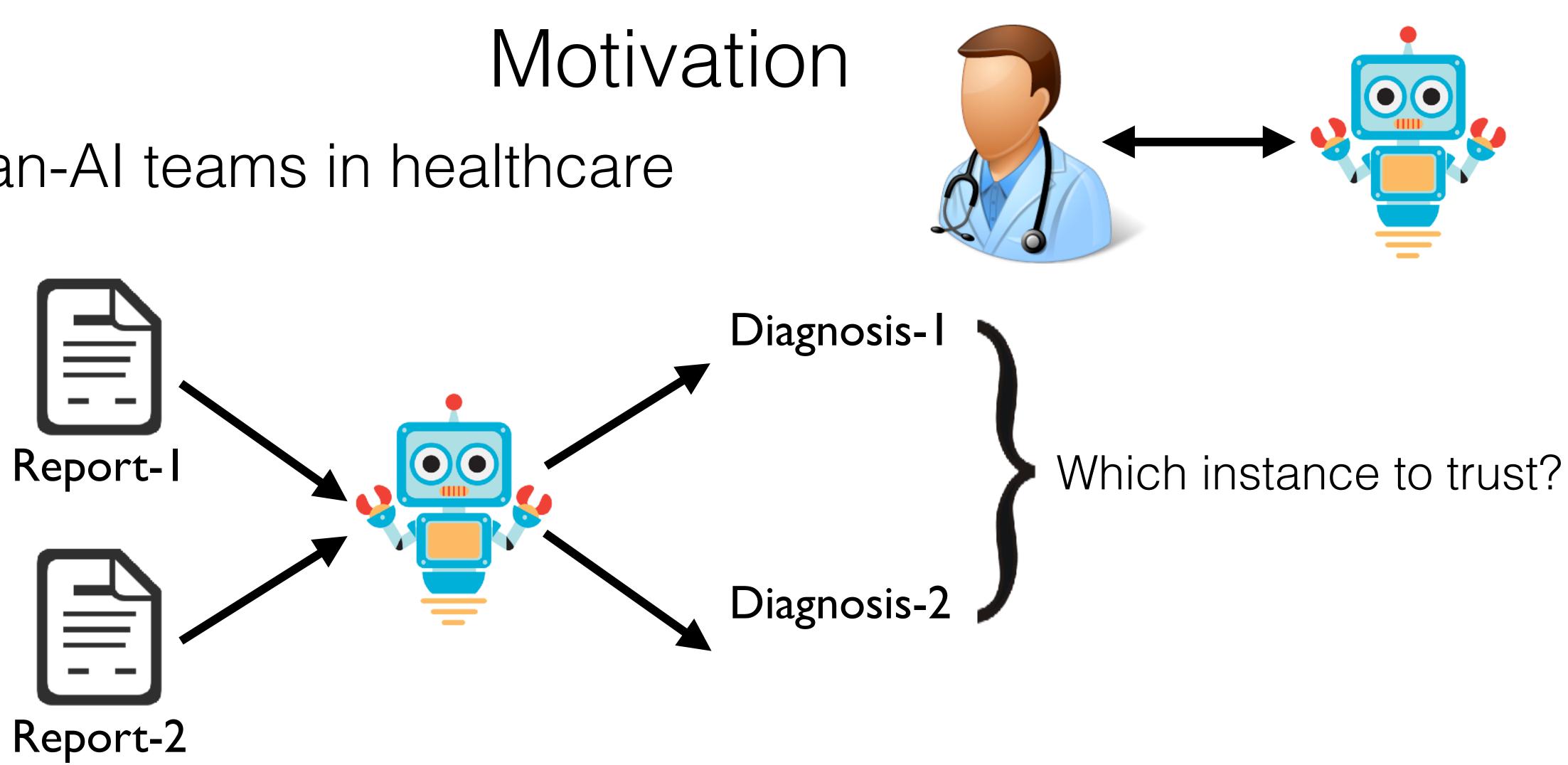
Motivation



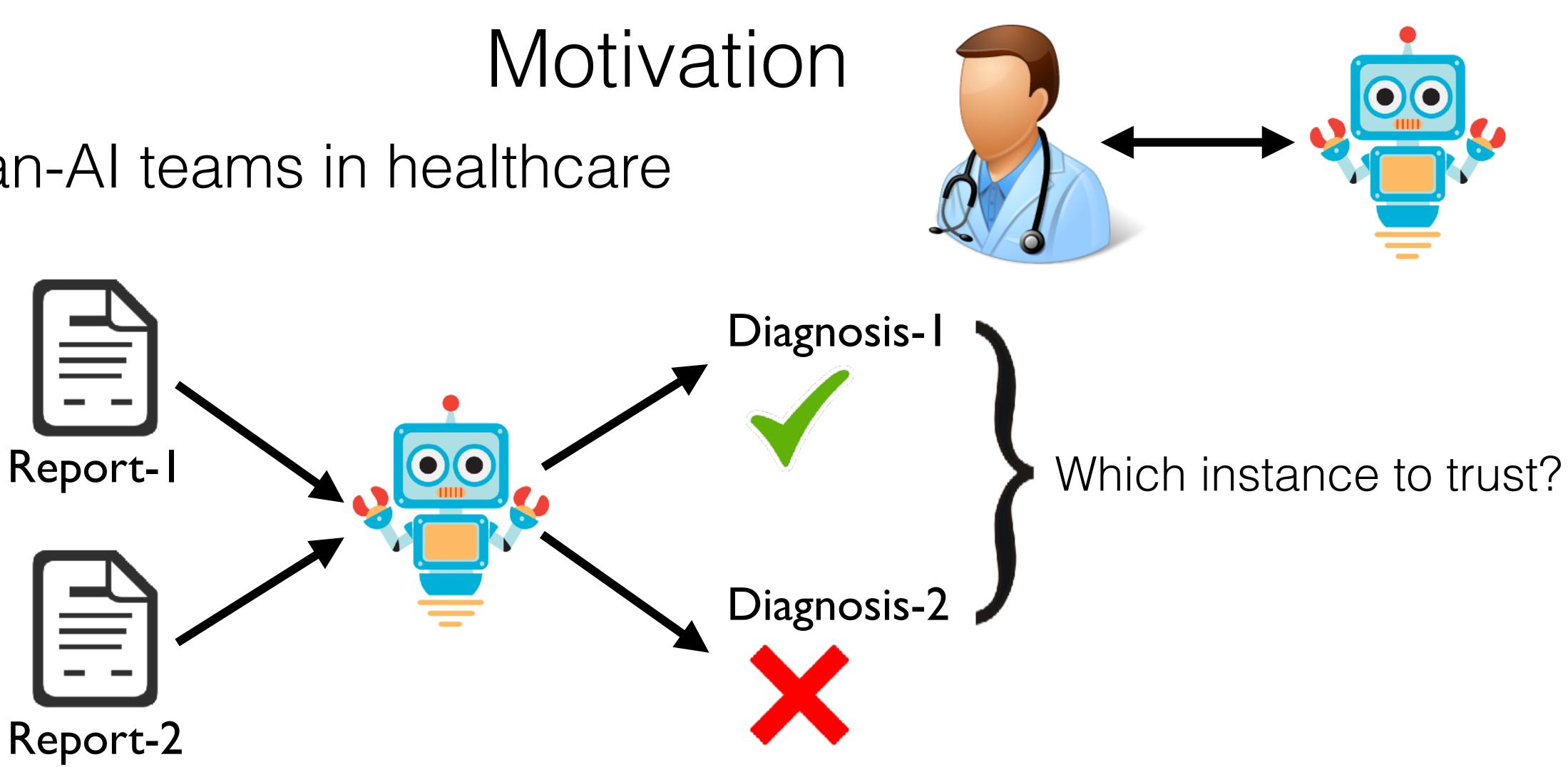
Diagnosis-I



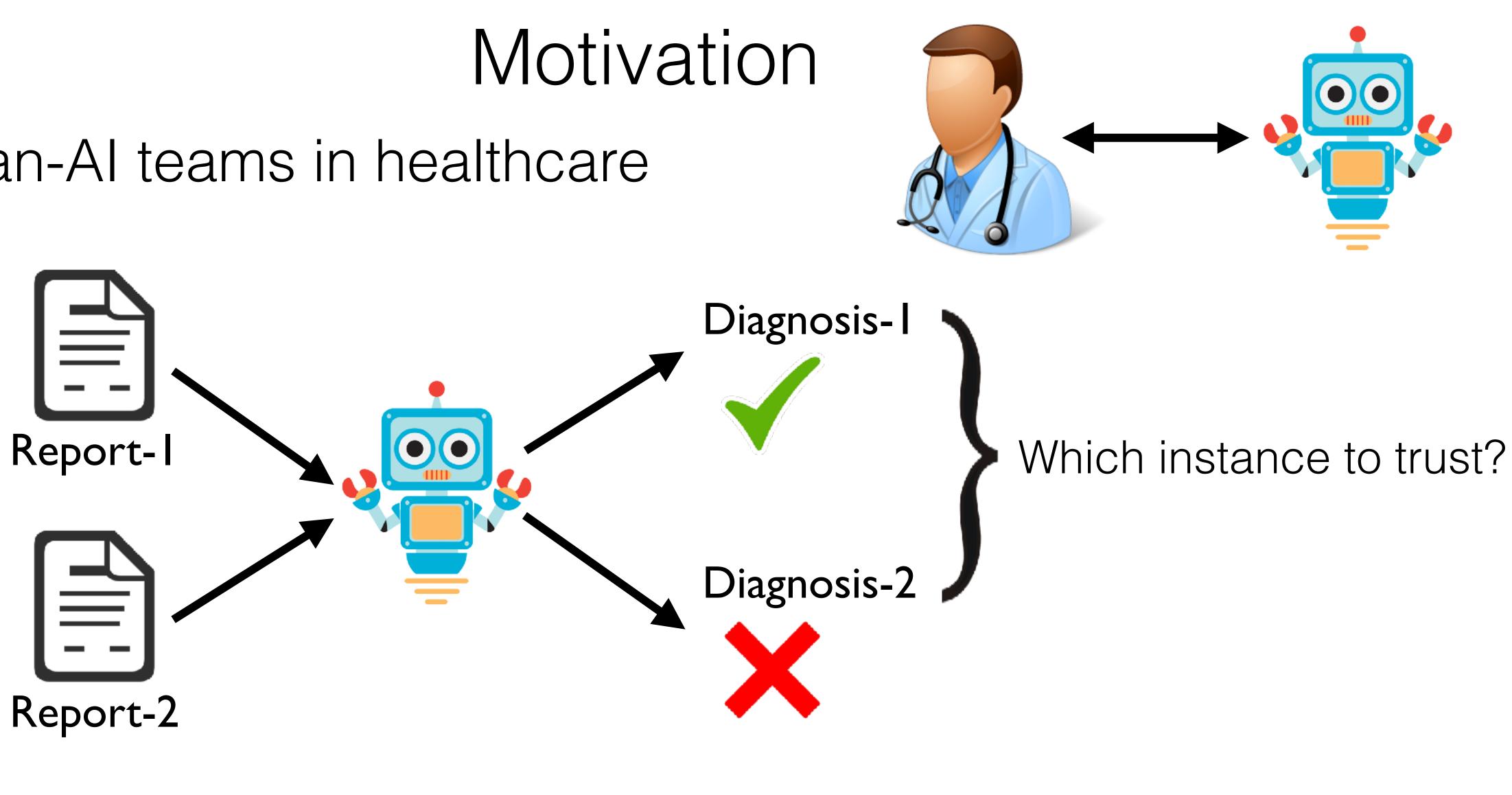
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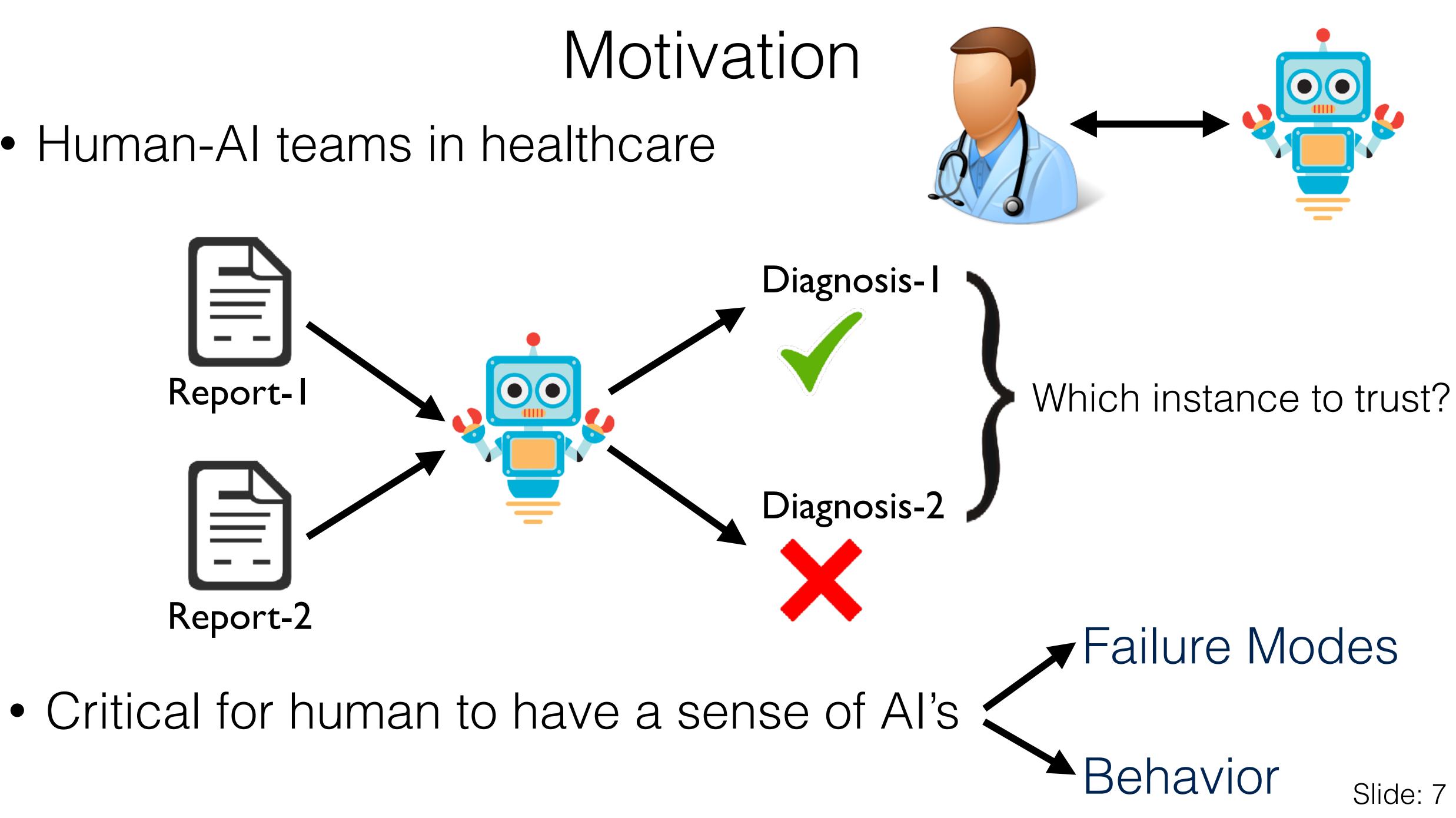






Critical for human to have a sense of Al's





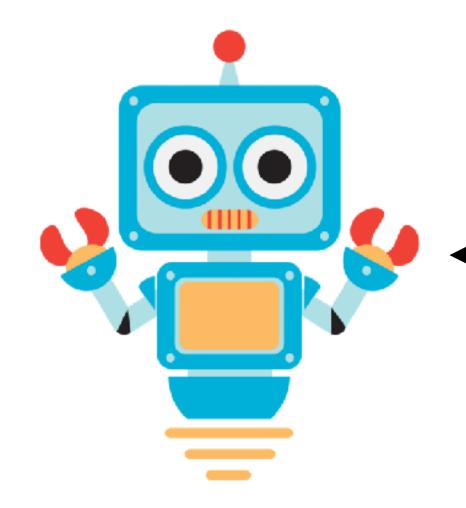


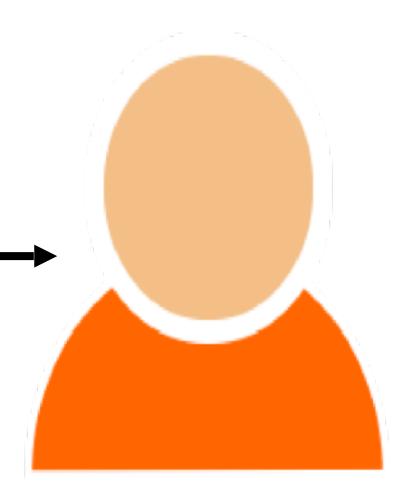






theory of Al's mind



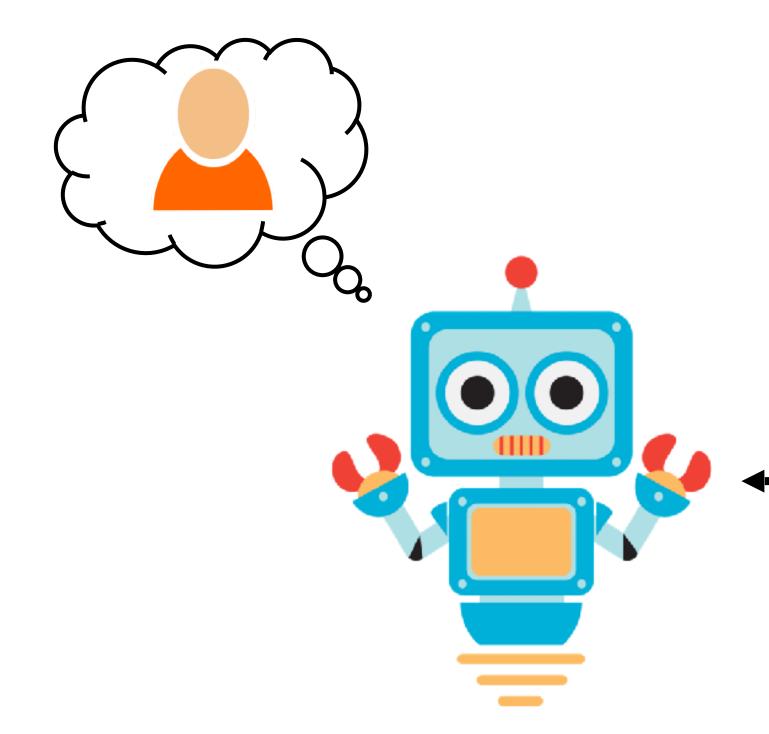


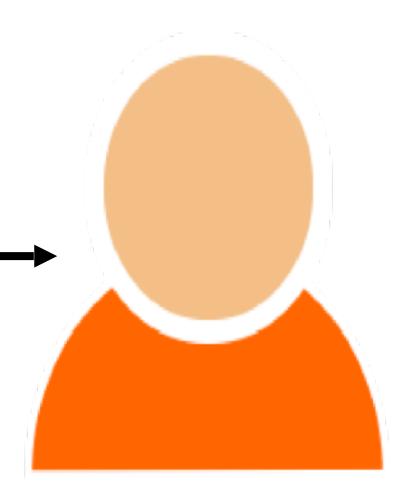






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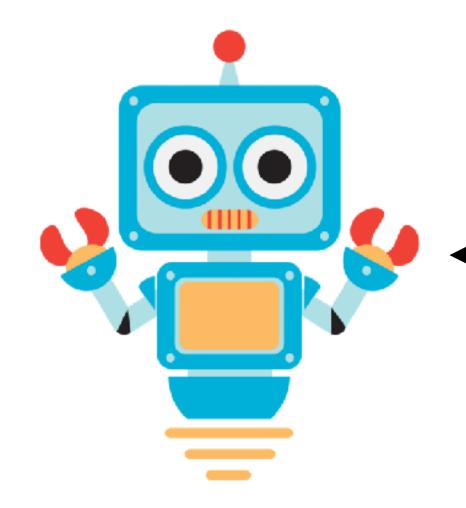


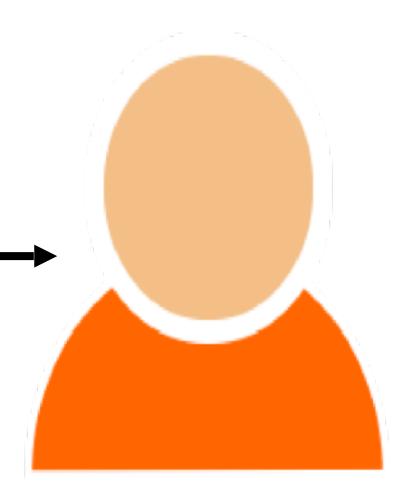






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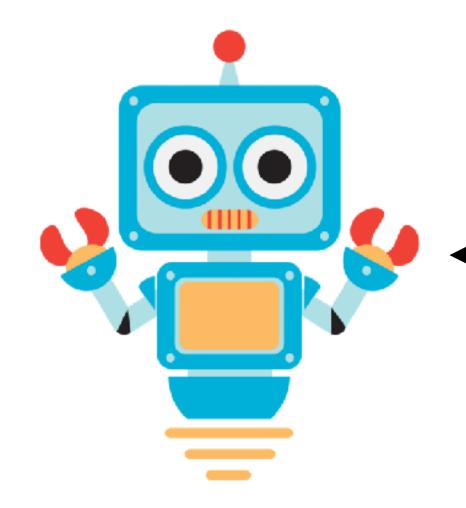


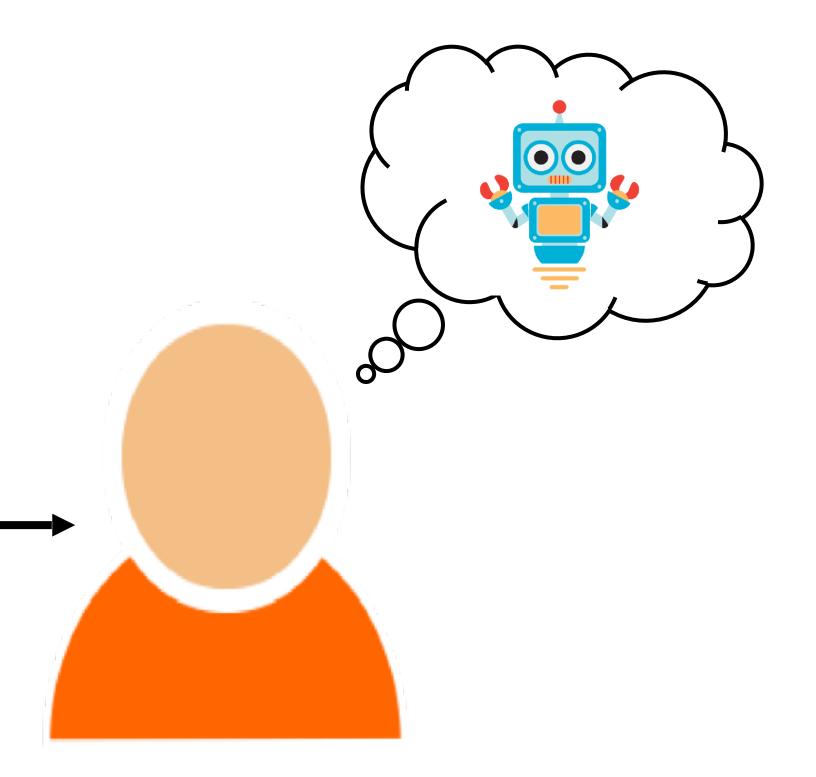






theory of Al's mind



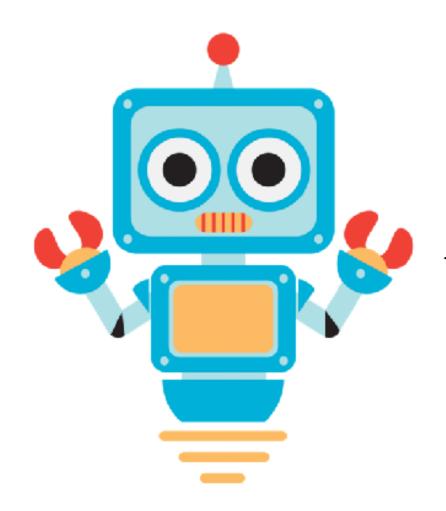


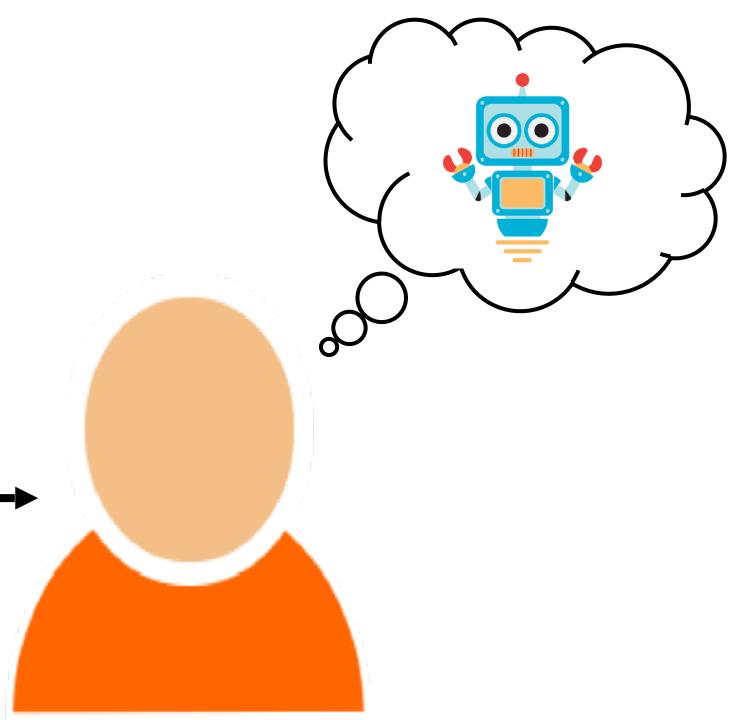






- theory of Al's mind
- Predict success, failure and responses
- Approximate a neural network!











Outline





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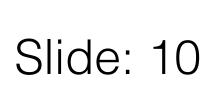
Theory of Al's mind (ToAIM): Ongoing work - Human-Al Games



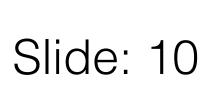






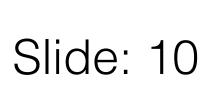




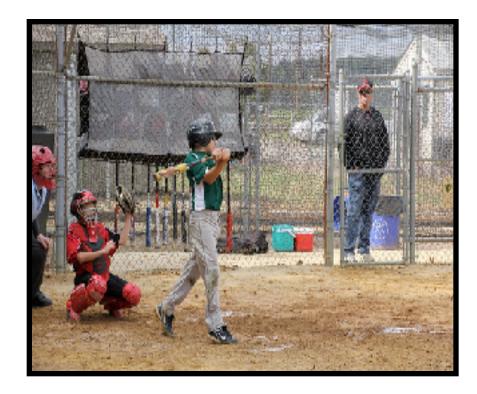




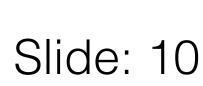




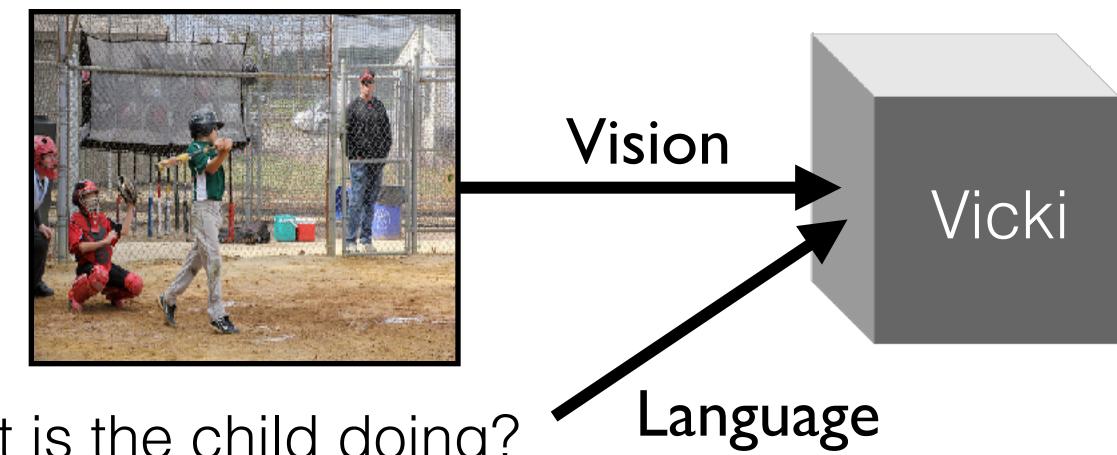




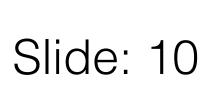
What is the child doing?



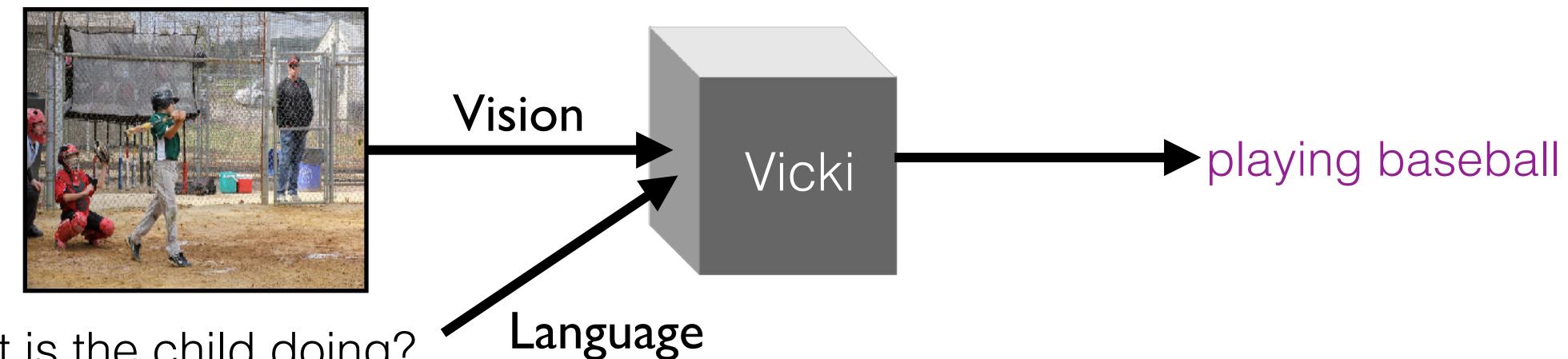




What is the child doing?

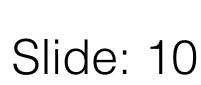




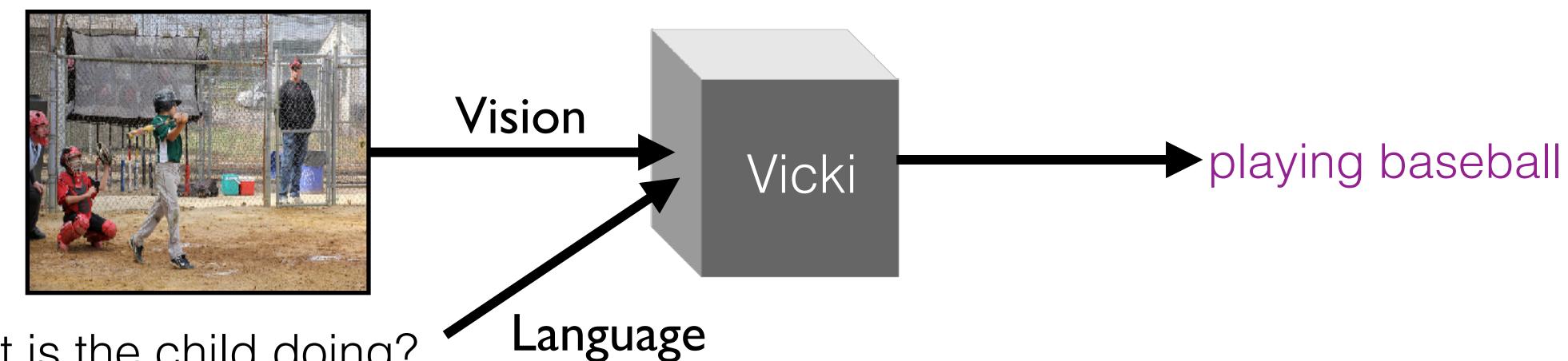


What is the child doing?











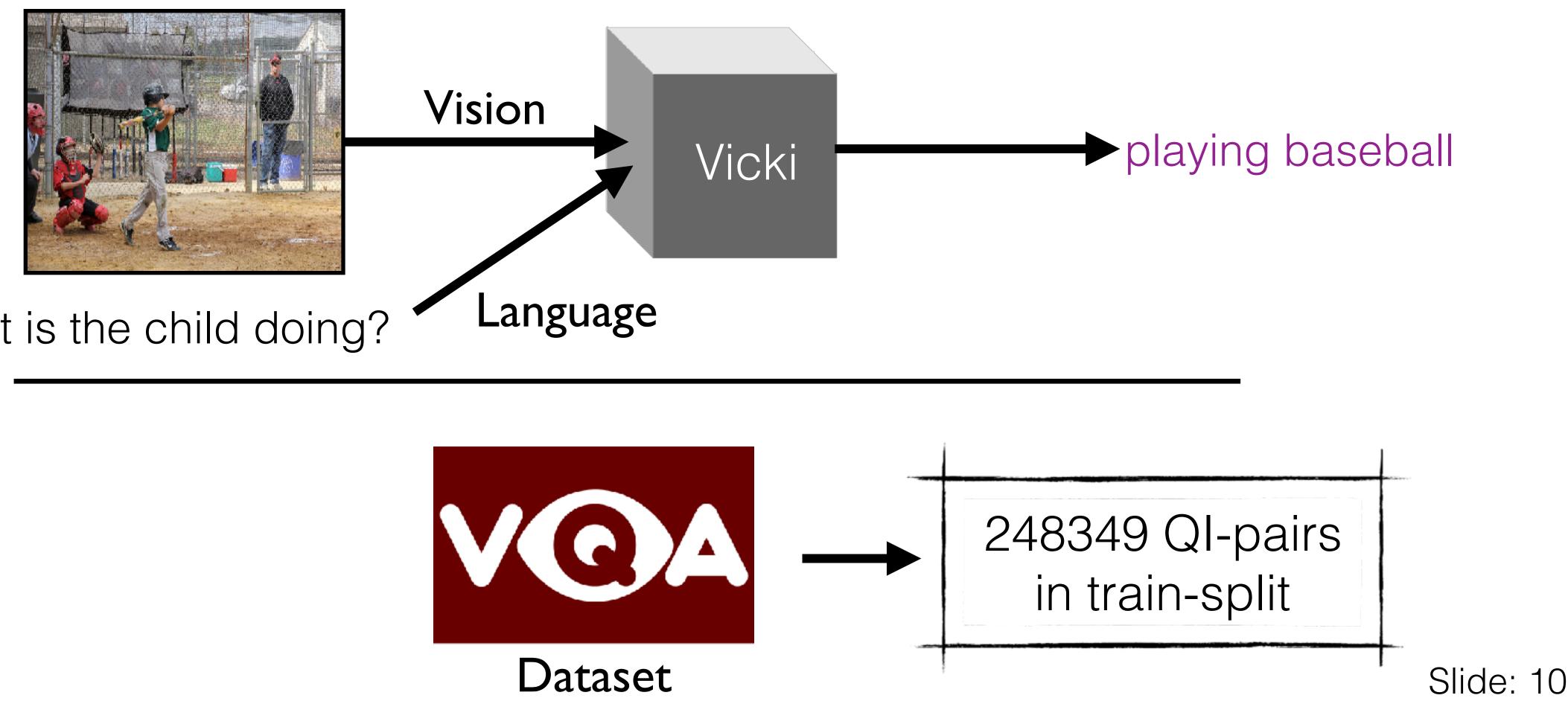


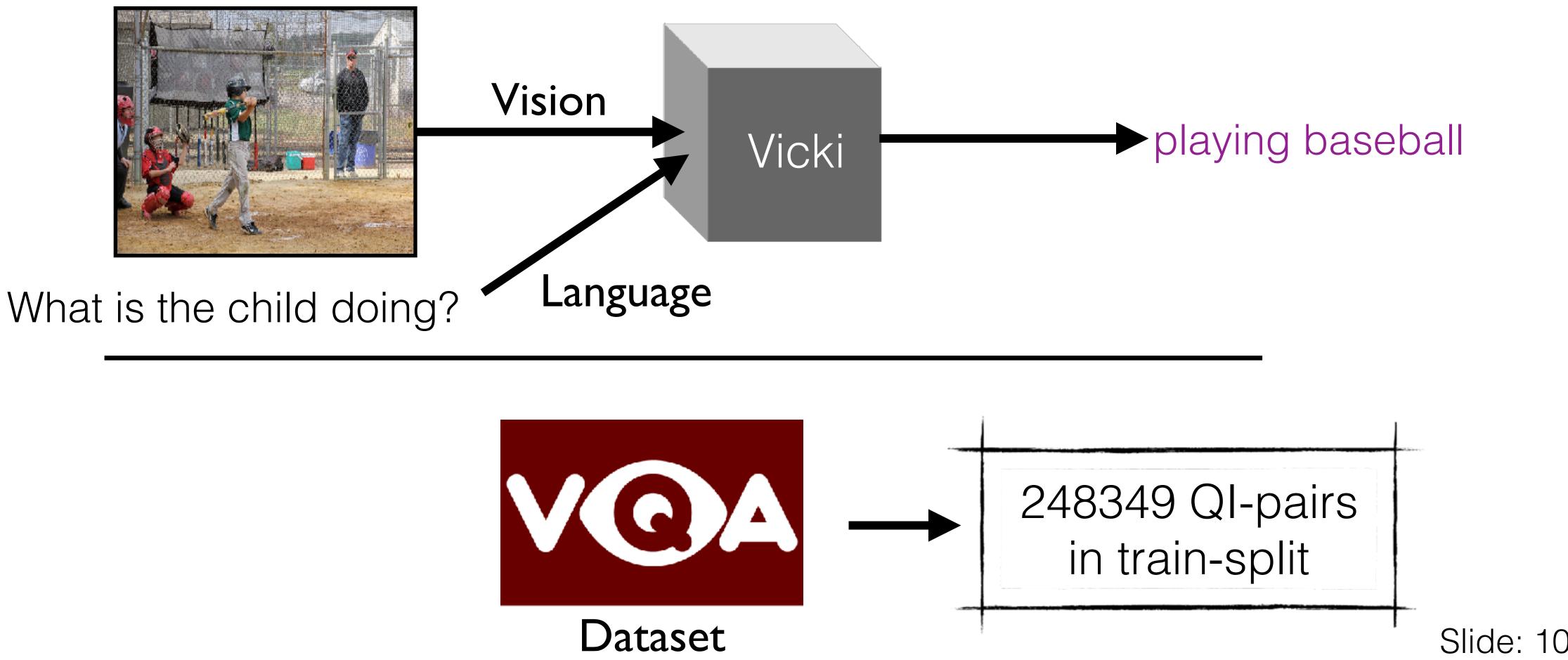
Al Agent

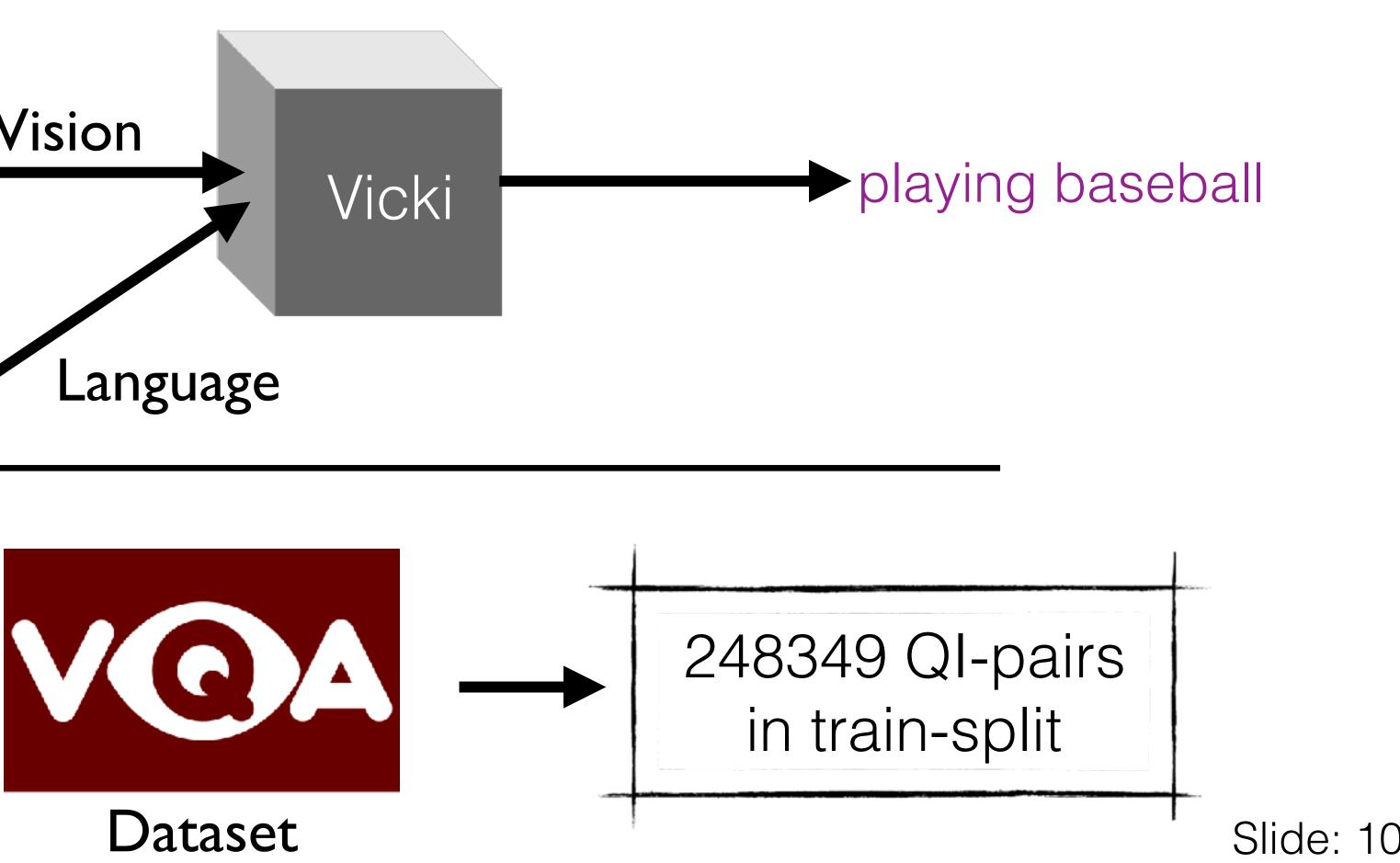
Dataset





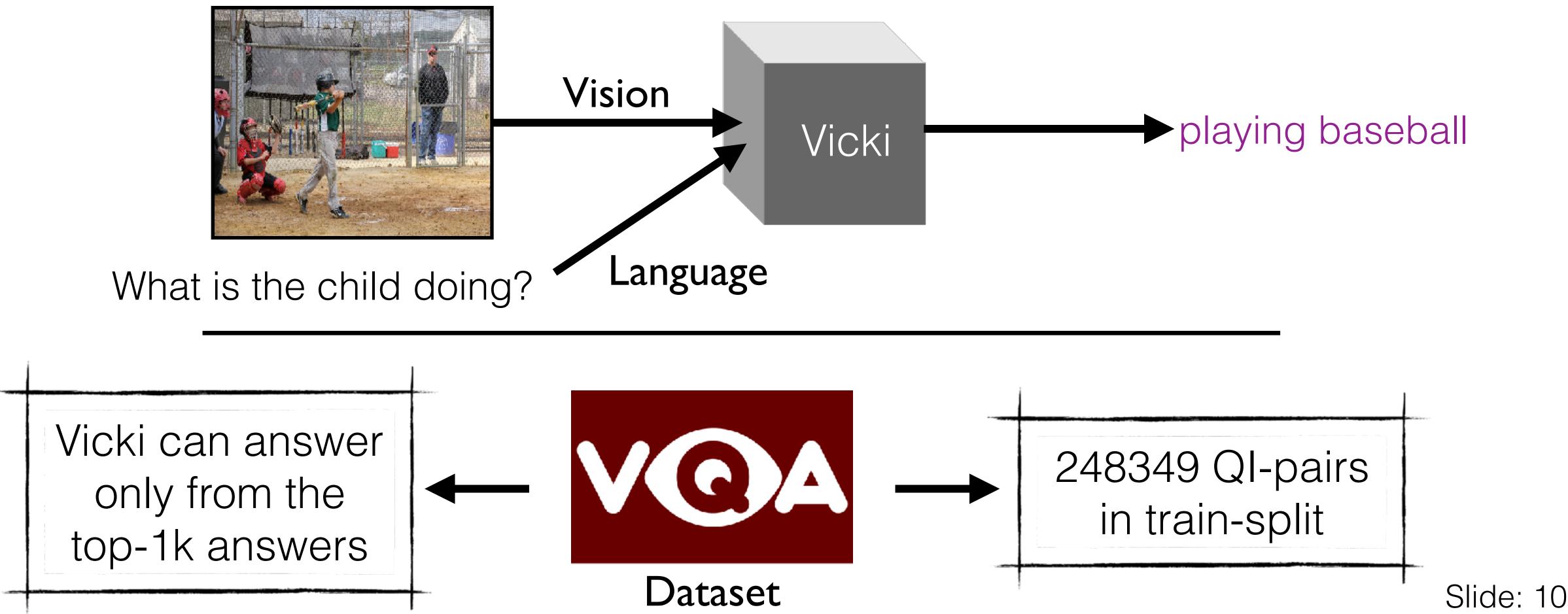
















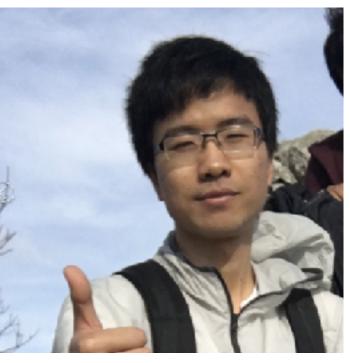


• VQA model by Lu, Yang et al. NIPS 2016

Al Agent



Jiasen Lu



Jianwei Yang

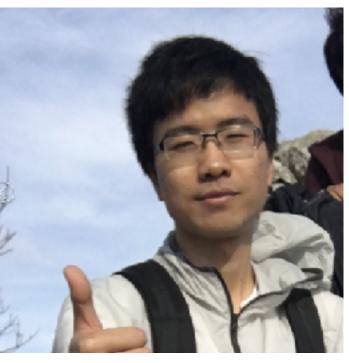


- VQA model by Lu, Yang et al. NIPS 2016
- Hierarchical co-Attention model

Al Agent



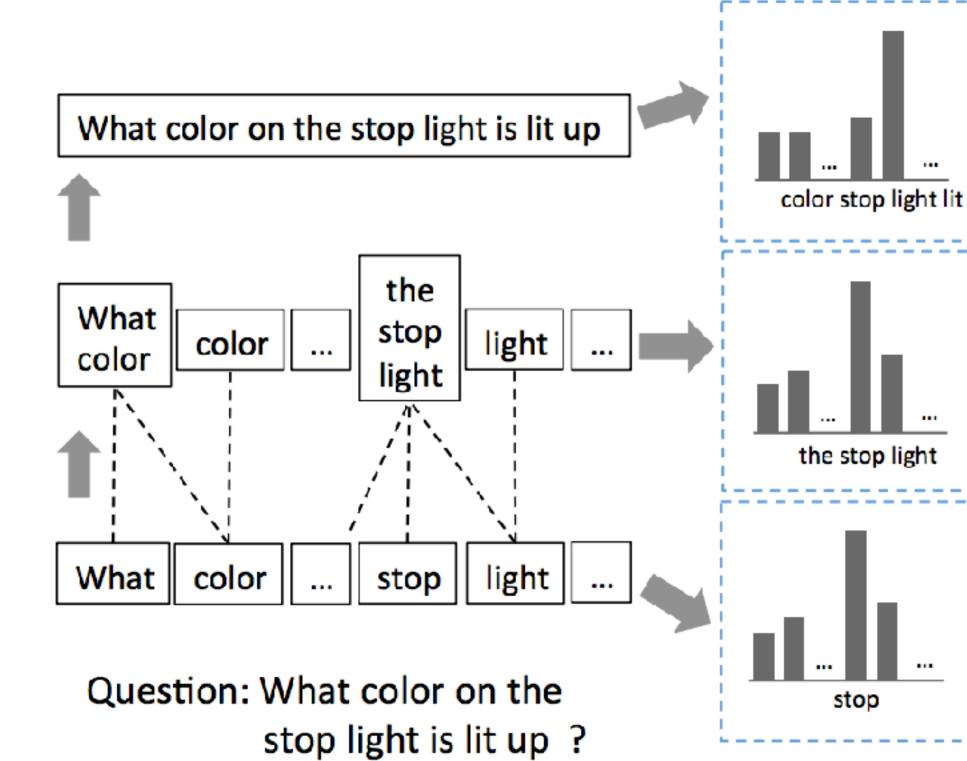
Jiasen Lu



Jianwei Yang



• VQA model by Lu, Yang et al. NIPS 2016 Hierarchical co-Attention model

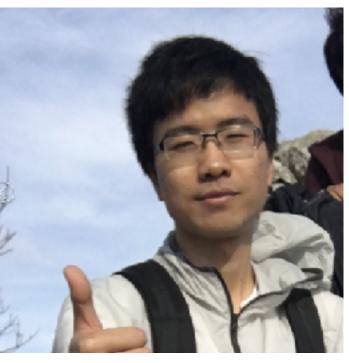


Al Agent

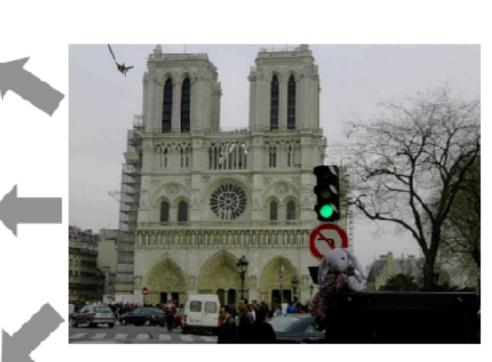
Answer: green



Jiasen Lu



Jianwei Yang



Image

co-attention





Imperfect vision



- Imperfect vision
- Limited capability to understand language

Vicki's Quirks



- Imperfect vision
- Limited capability to understand language
- Can't reason about common-sense



- Imperfect vision
- Limited capability to understand language
- Can't reason about common-sense
- Limited vocabulary



- Imperfect vision
- Limited capability to understand language
- Can't reason about common-sense
- Limited vocabulary
- Doesn't understand question-image relevance

Vicki's Quirks



- Imperfect vision
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- Doesn't understand question-image relevance Heavily influenced by dataset biases

Vicki's Quirks



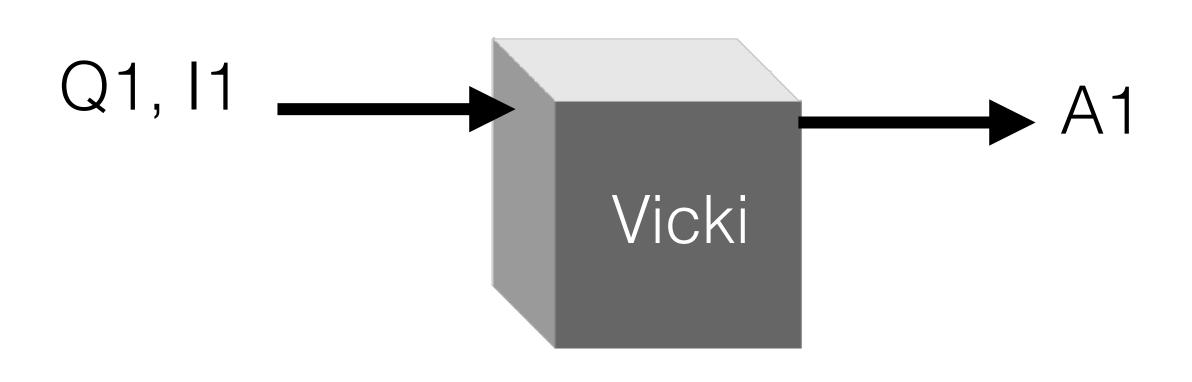
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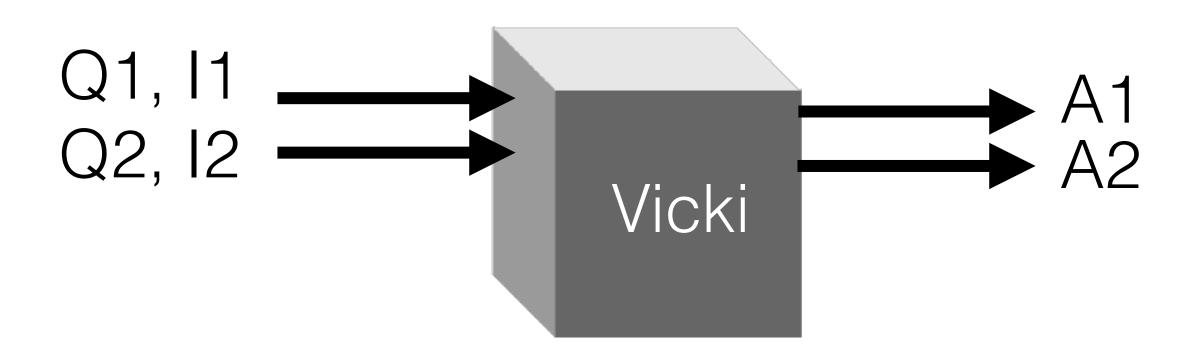
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Vicki's Quirks



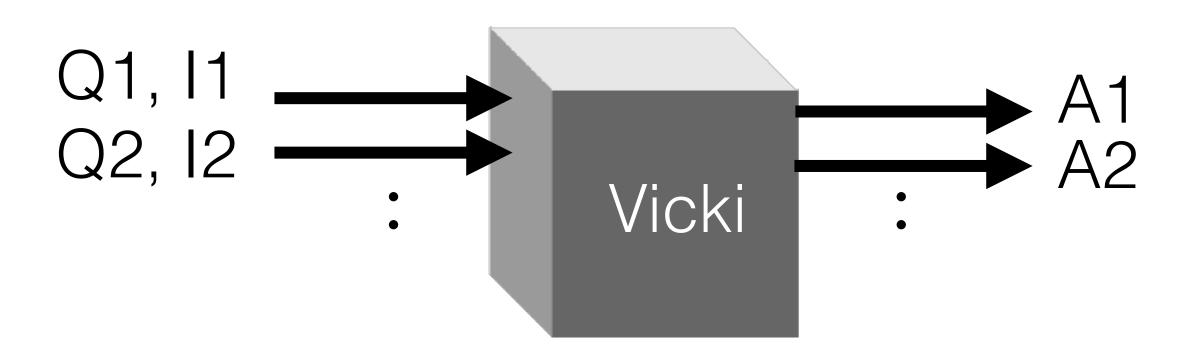
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Vicki's Quirks



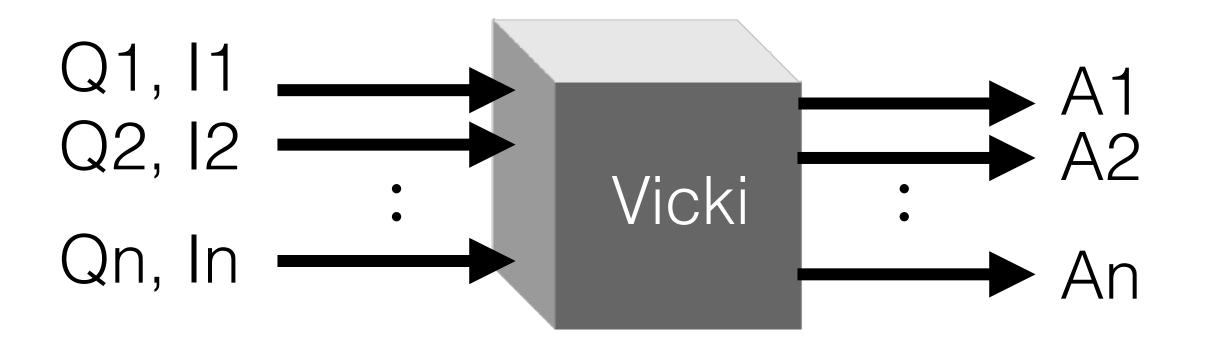
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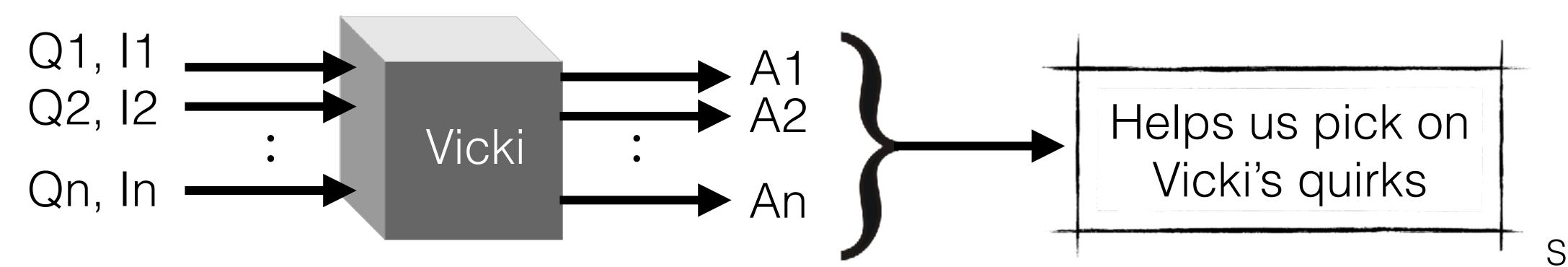
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Vicki's Quirks



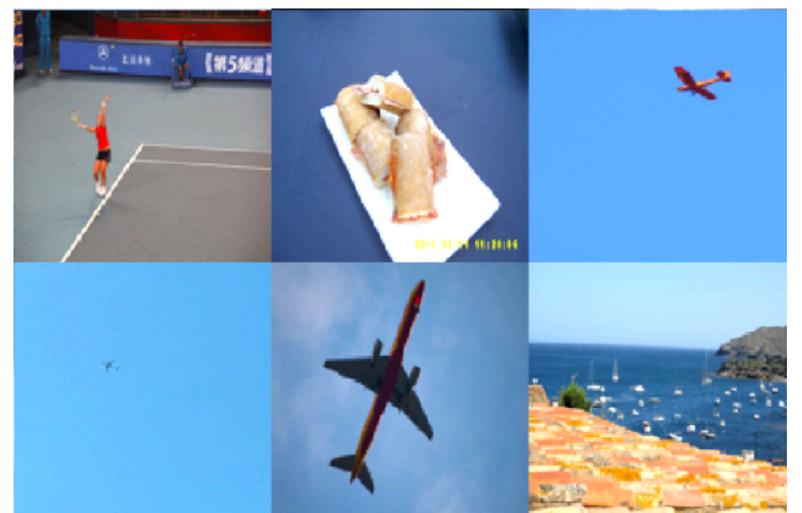
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Vicki's Quirks

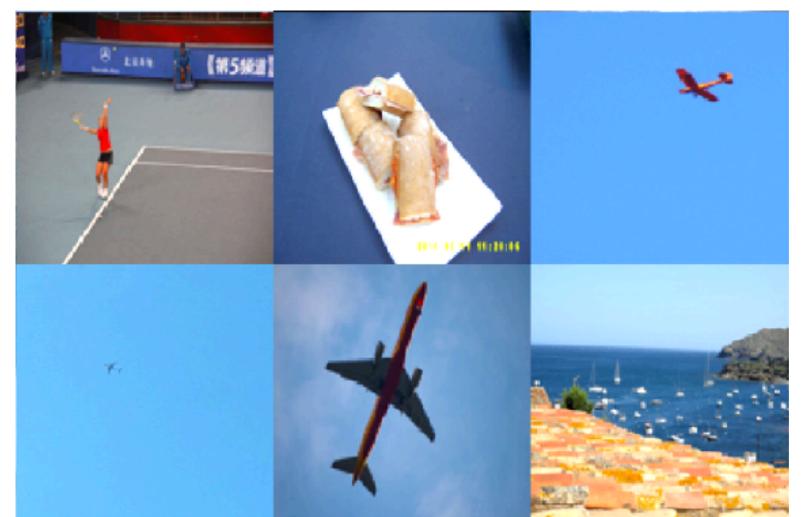






What color is the grass? Blue



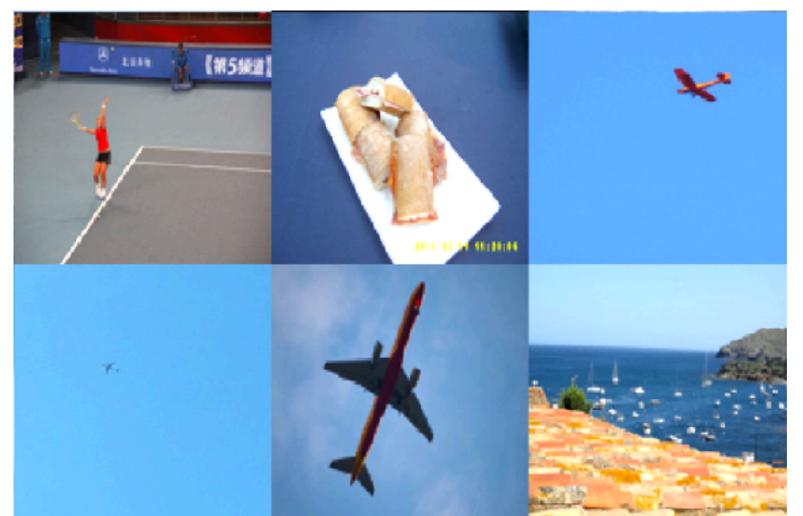


What color is the grass? Blue



What are the people doing? Eating

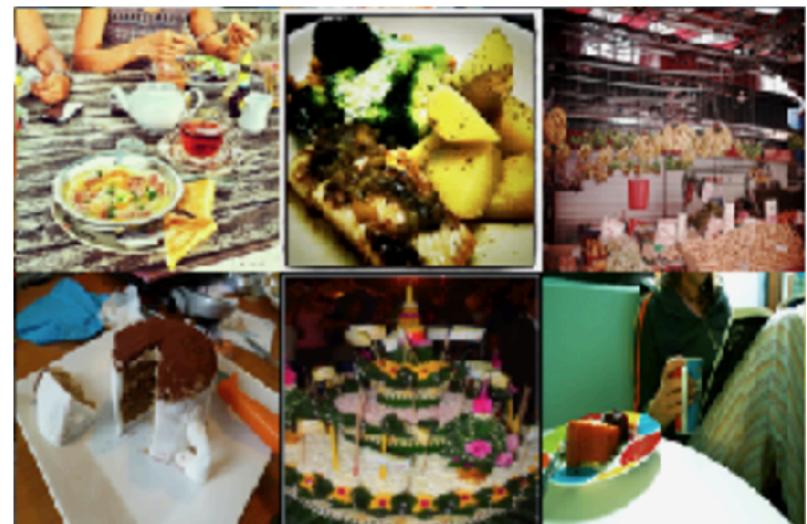




What color is the grass? Blue



How many people are there? 4



What are the people doing? Eating



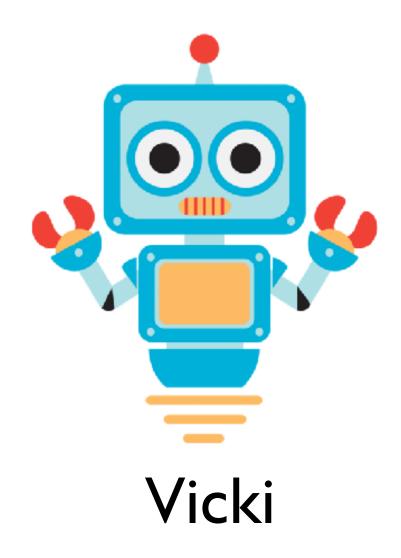
What is the man holding? Fire Hydrant Slide: 13











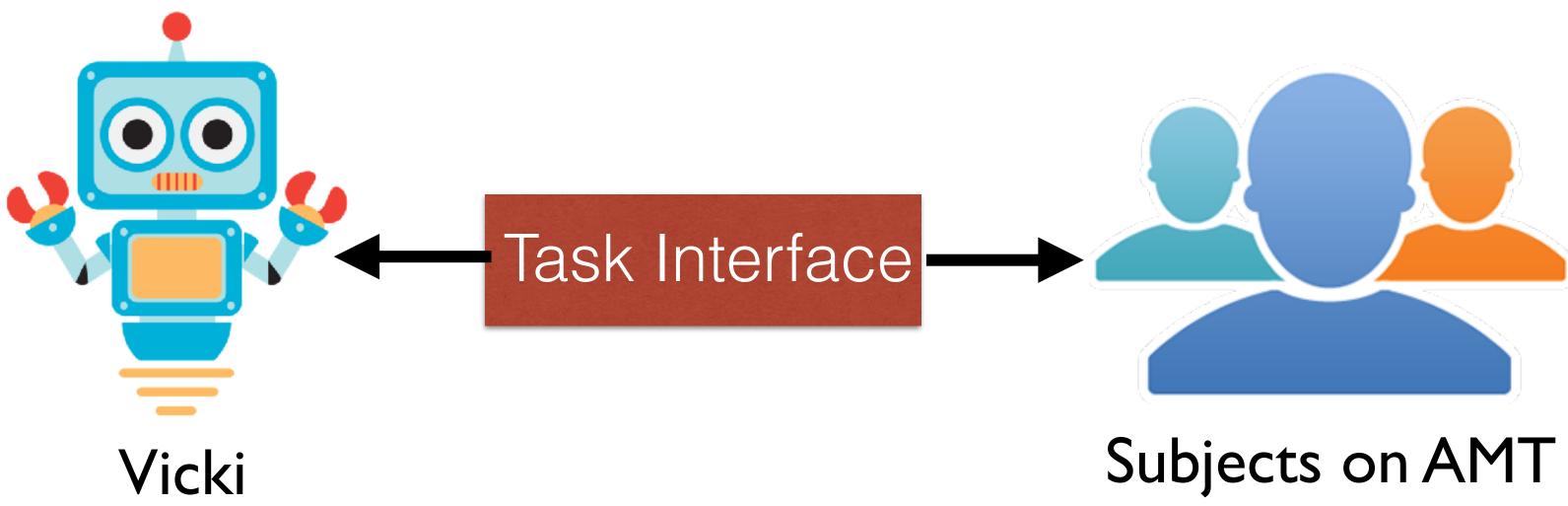


Subjects on AMT



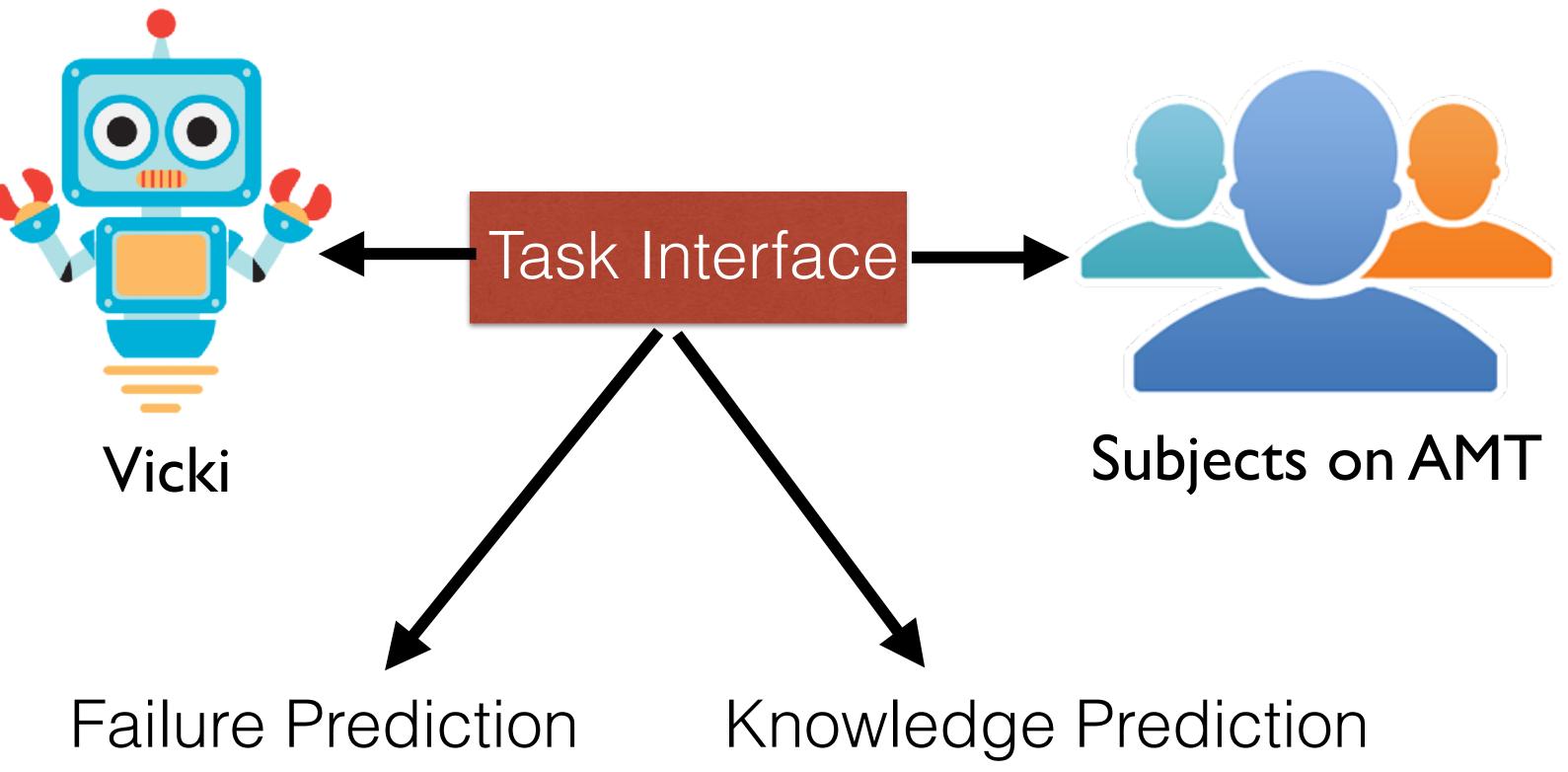


















• Failure Prediction







How many people are there?



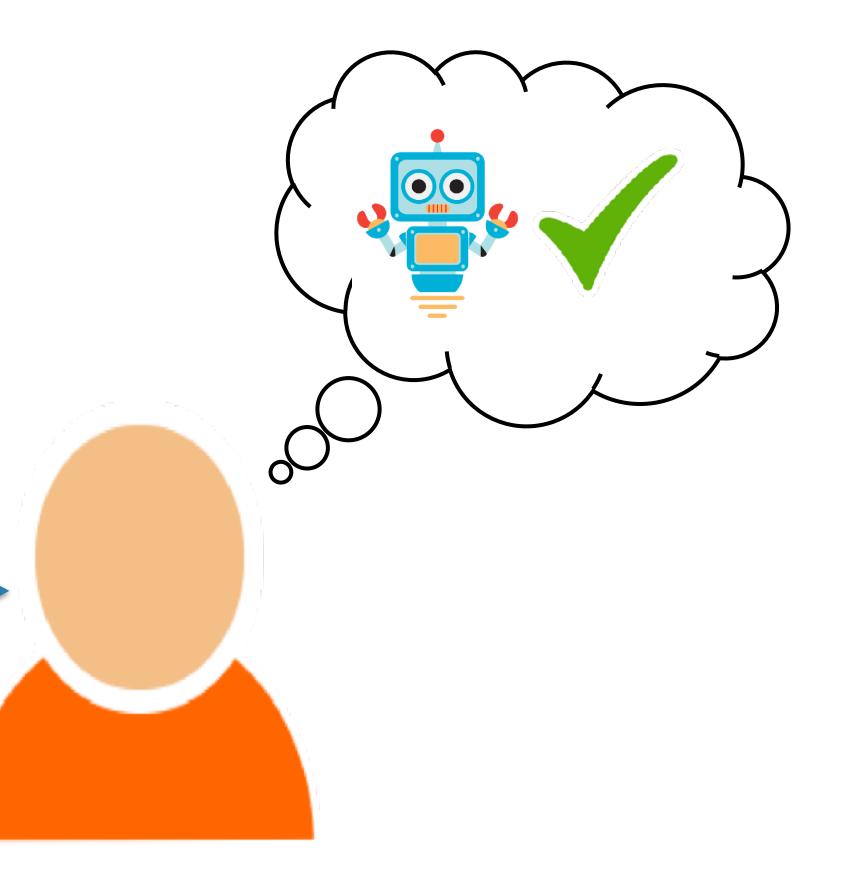






How many people are there?

ToAIM



Subject thinks Vicki will answer correctly

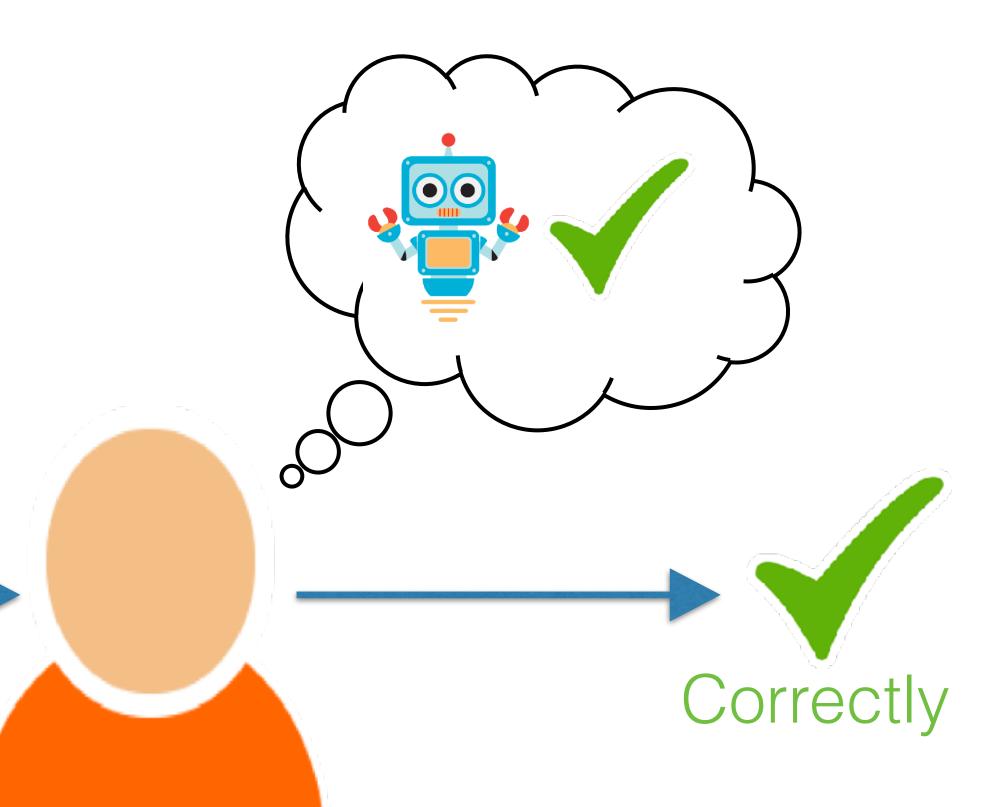






How many people are there?

ToAIM



Subject thinks Vicki will answer correctly



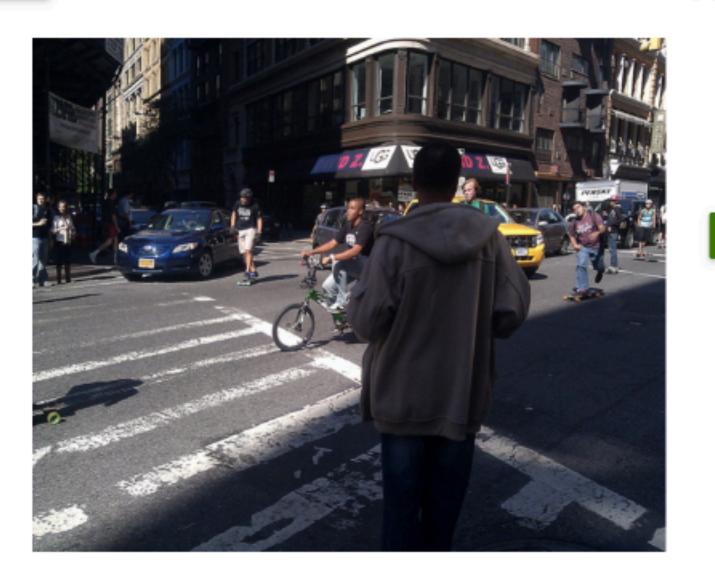




Hi, my name is Vicki. I am an Artificial Intellige Based on your understanding and e Do you think I will answer this q Read the instructions below to learn more! We

PREVIOUS

Phase 1: 1/50 Do you think I will answer this question for this image correctly or wrongly?



ToAIM

gence (AI). I am trained to answer questions about images.
expectations of what you think AI today can do,
question for this image correctly or wrongly?
e will pay you a bonus if you make accurate guesses often!

Keyboard shortcuts

Next / Continue	Ctrl + j
Previous	Ctrl + d
Correctly	Ctrl + e
Wrongly	Ctrl + i

CLICK HERE TO SEE INSTRUCTIONS!

NEXT

Score: 0/50

What are the people doing?

CORRECTLY

WRONGLY





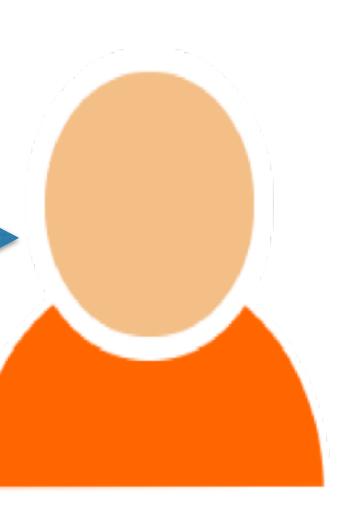


Knowledge Prediction



Knowledge Prediction



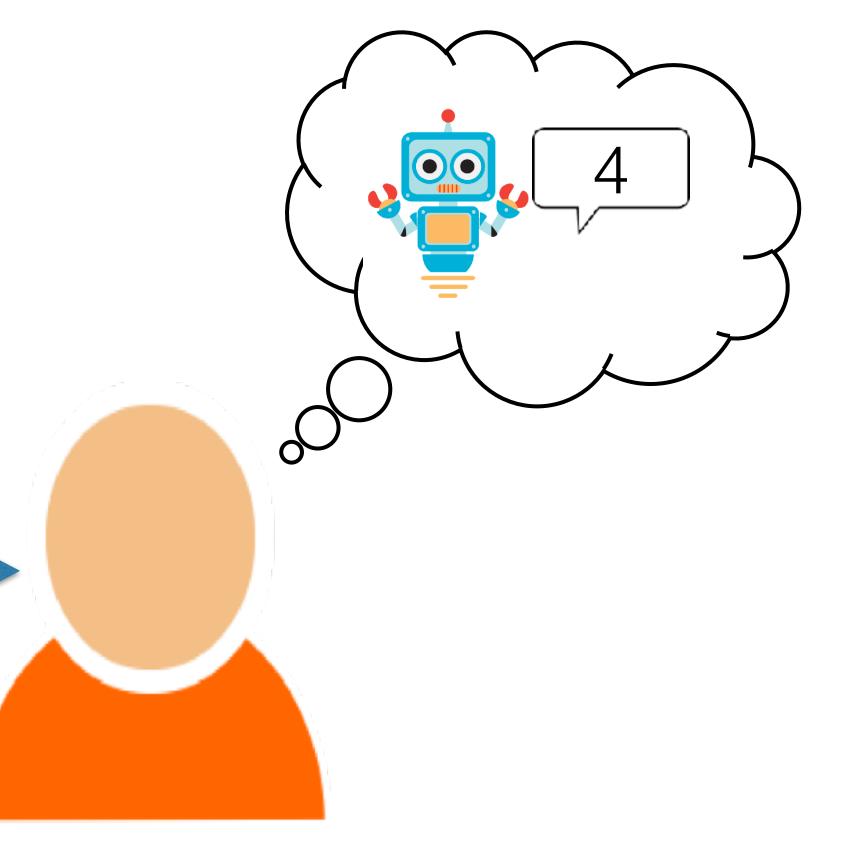




Knowledge Prediction



How many people are there?



Subject thinks Vicki will answer 4

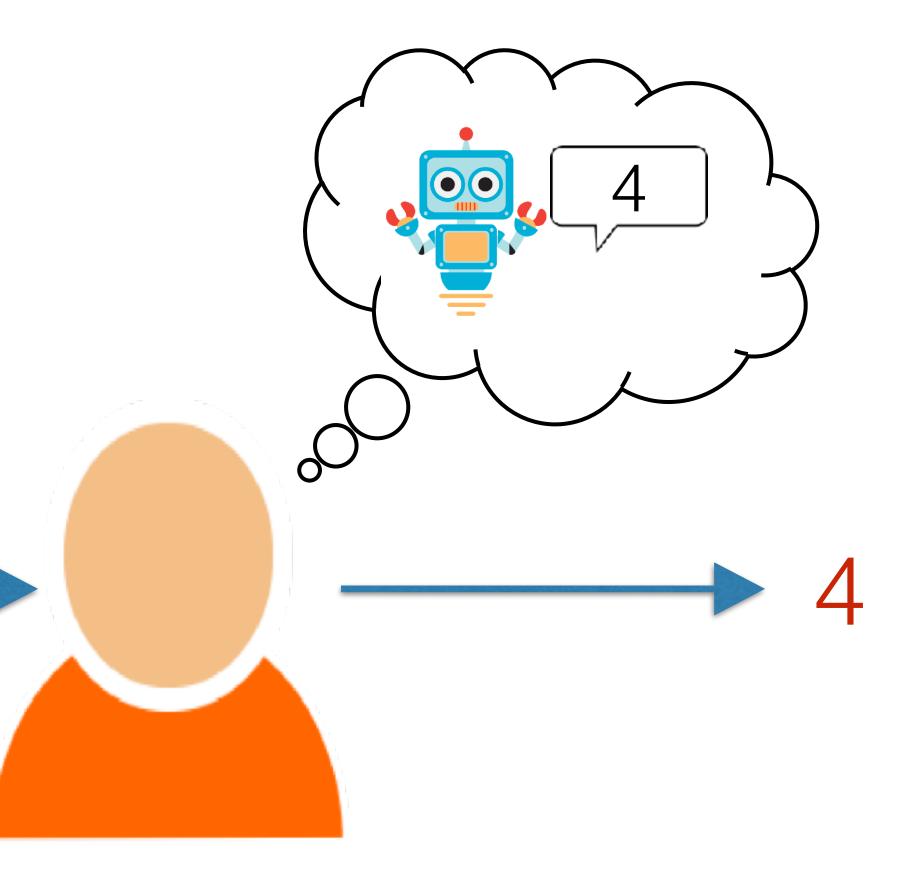


Knowledge Prediction



How many people are there?

ToAIM



Subject thinks Vicki will answer 4





Knowledge Prediction



Hi, my name is Vicki. I am an Artificial Intellig The catch is -- I can Based on your understanding and e Which one of the 1000 items in the drop dow Below are important instructions ab We will pay you a bonus

PREVIOUS

Phase 1: 1/50 How many people are there?



ToAIM

gence (AI). I am trained to answer questions about images.	
only give one of a 1000 answers!	
expectations of what you think AI today can do,	
wn list will be my answer to this question for this image?	
oout the task and interface. Be sure to read them!	
if you make accurate guesses often!	

Keyboard shortcuts	
Next	Ctrl+k
Previous	Ctrl+j
Submit/Continue	Enter

CLICK HERE TO SEE INSTRUCTIONS!

Hint: The horizontal bar to the right shows how confident I am about my answer. I hope this helps you guess better!

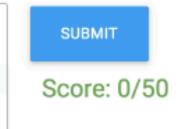
NEXT

Vicki's confidence about her answer

Warning! Don't answer the question yourself! Tell us what you think Vicki's answer will be.

I think Vicki's answer would be:

Start typing answer here
Select from below options
0
1
10 feet
10
100
11









• We evaluate the role of





Training We evaluate the role of Explanation Modalities







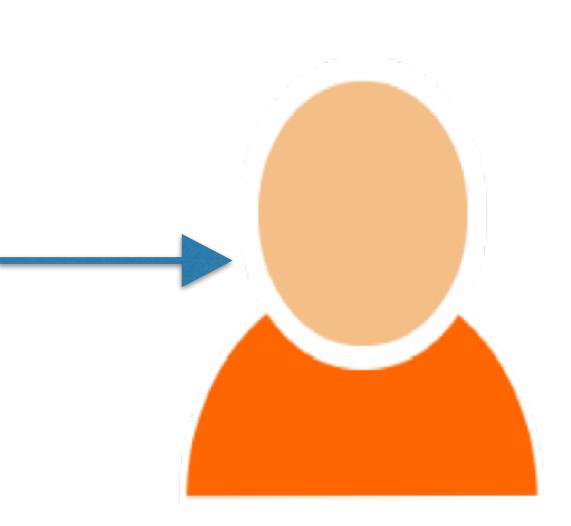


ToAIM Training via Instant Feedback



ToAIM Training via Instant Feedback

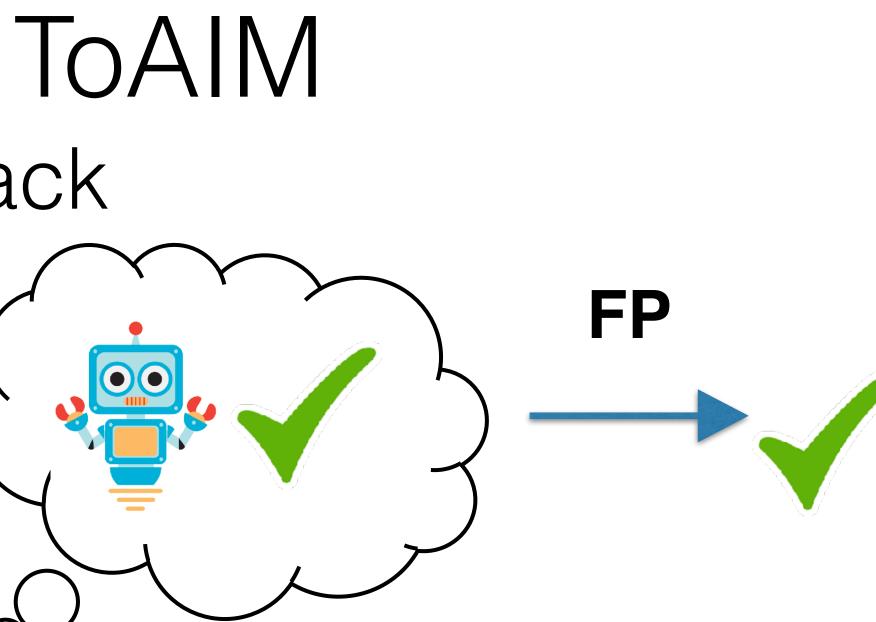






Training via Instant Feedback

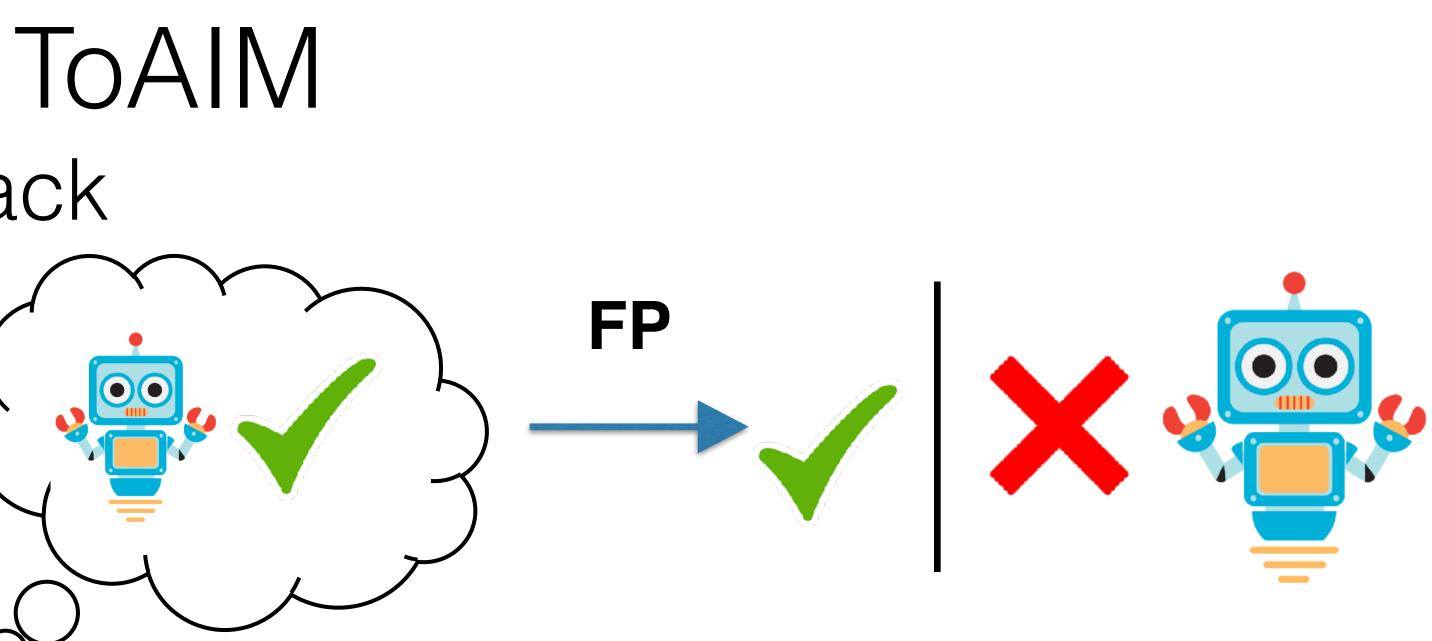






Training via Instant Feedback



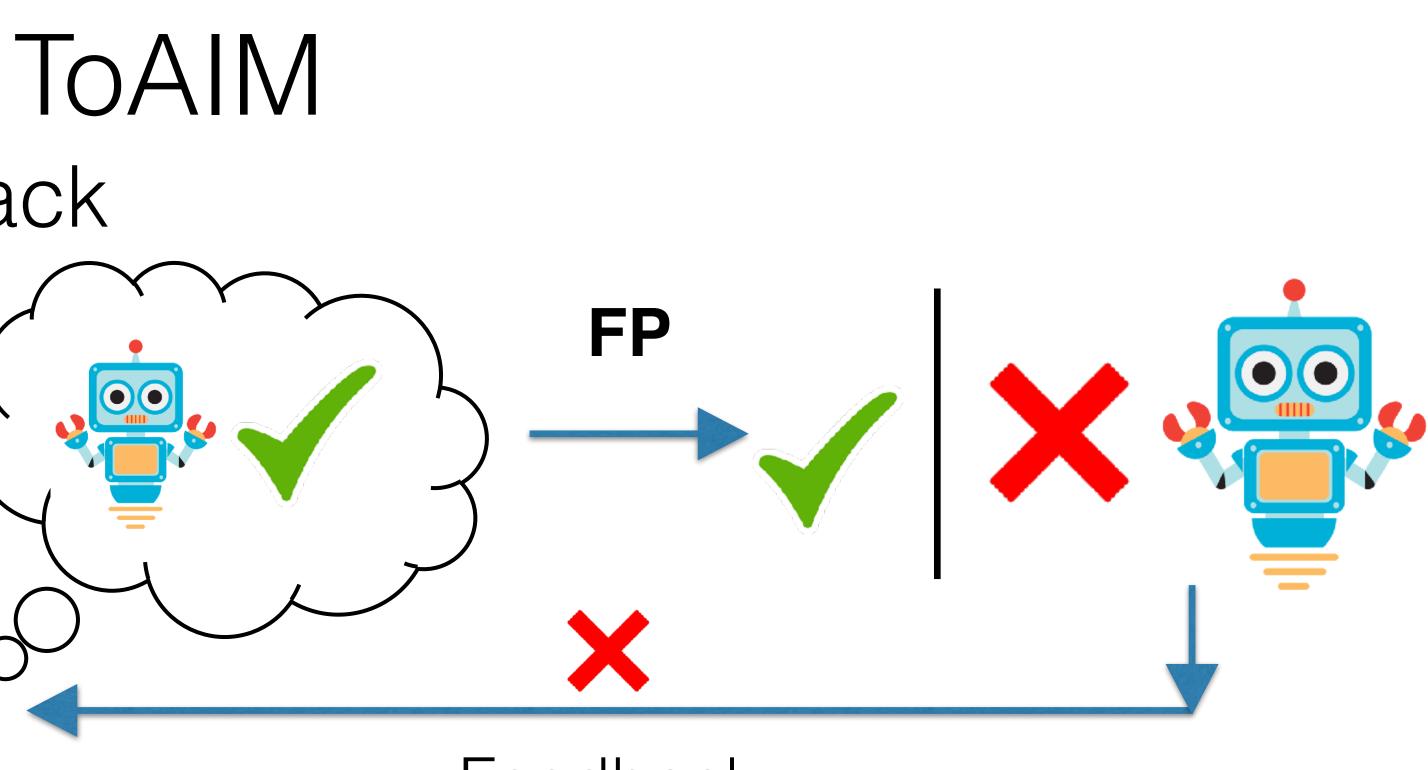




Training via Instant Feedback



How many people are there?

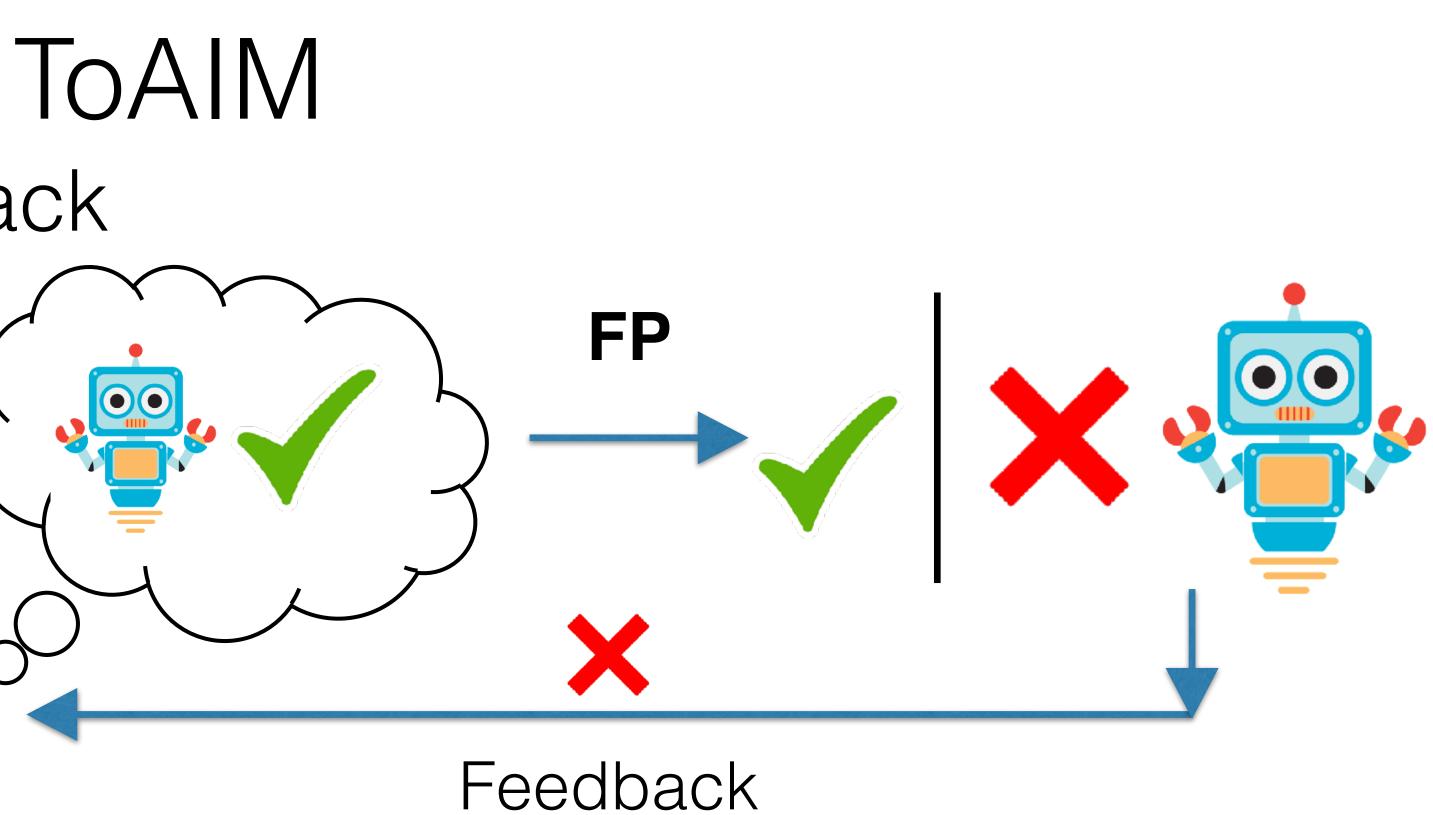


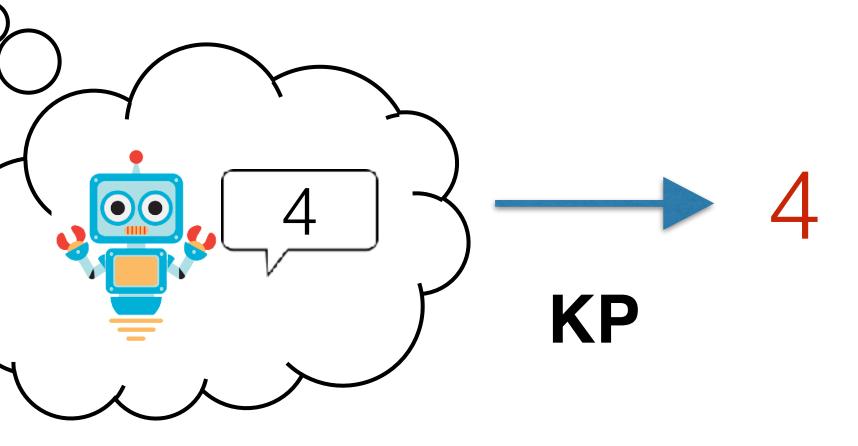
Feedback



Training via Instant Feedback



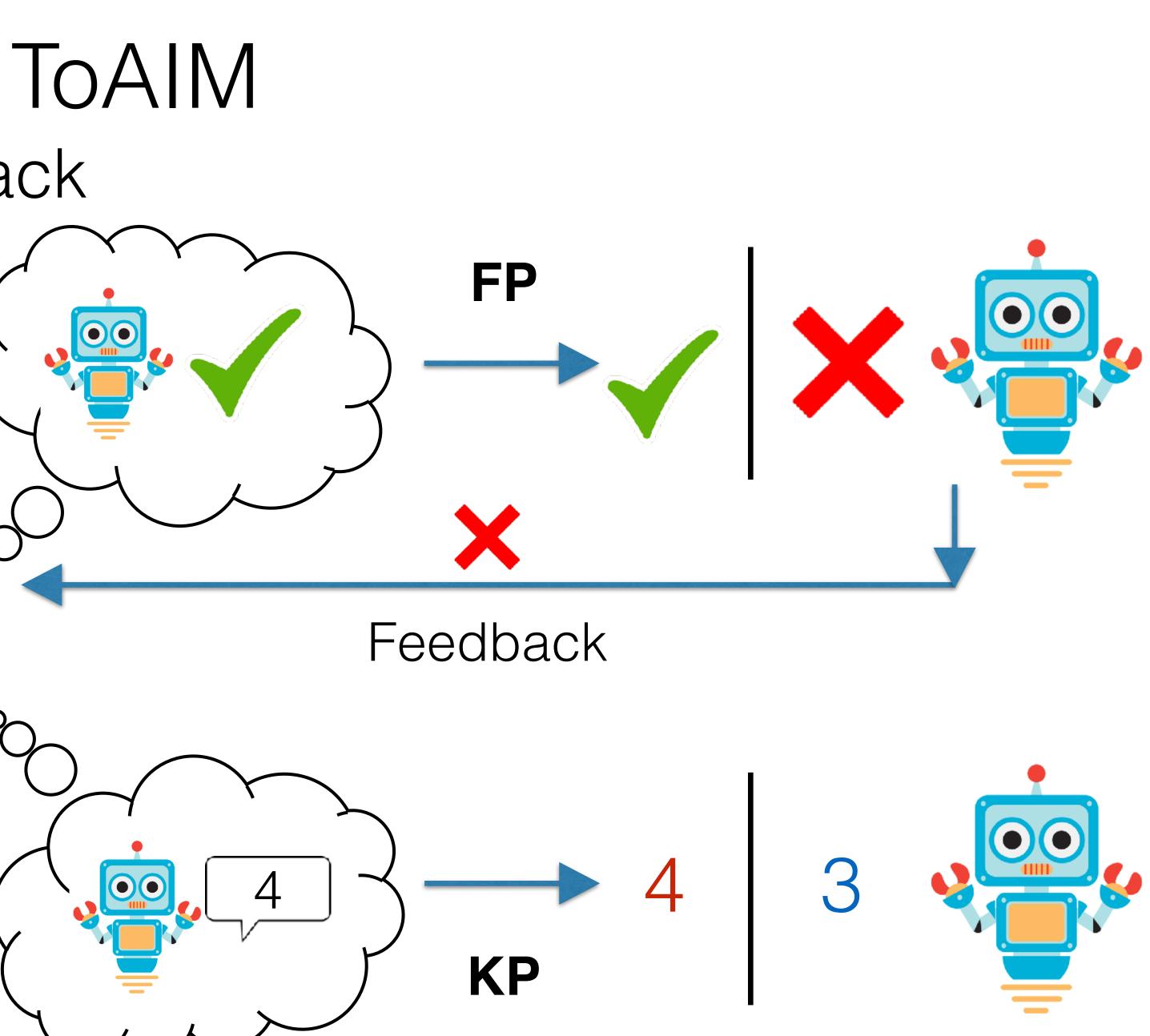






Training via Instant Feedback

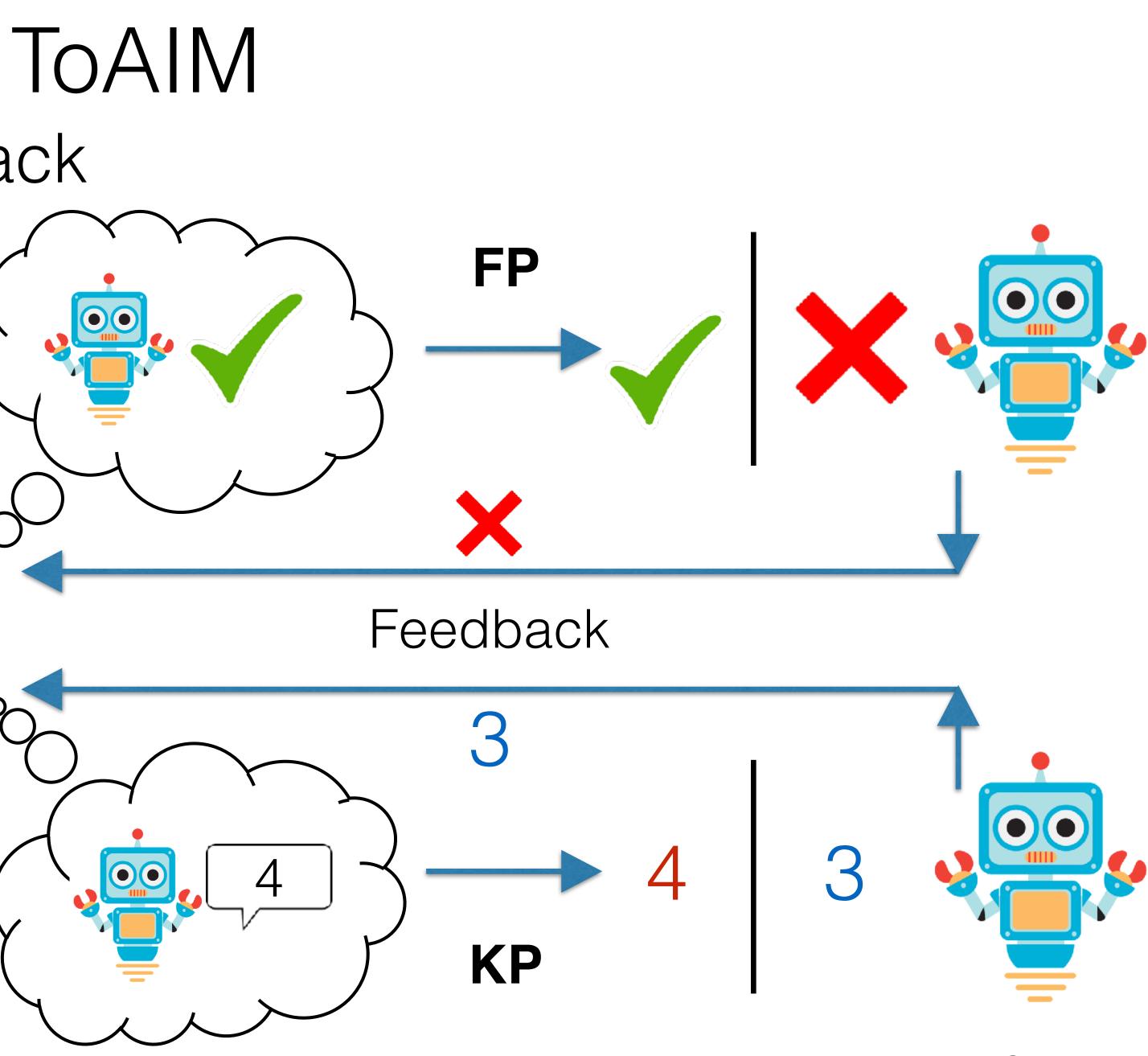






Training via Instant Feedback







ToAIM





Explanation Modalities

ToAIM





Explanation Modalities



What is the child doing?

ToAIM

Vicki

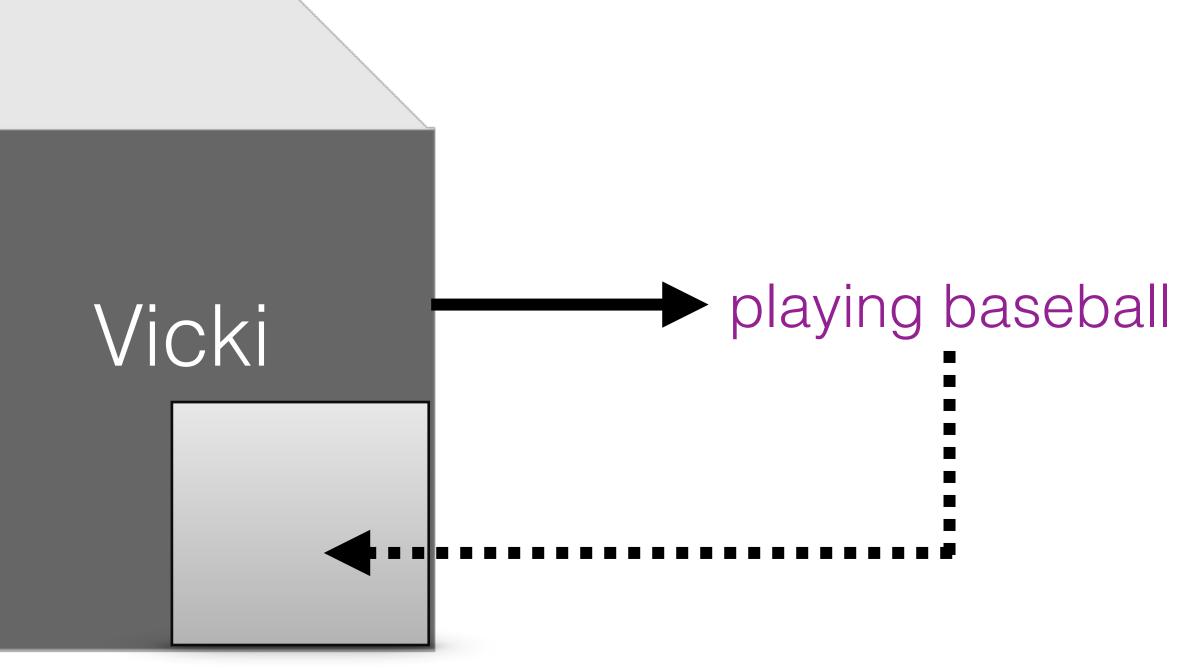


- Explanation Modalities
- Access to internal states of a model for a prediction



What is the child doing?





Access to internal states of a model





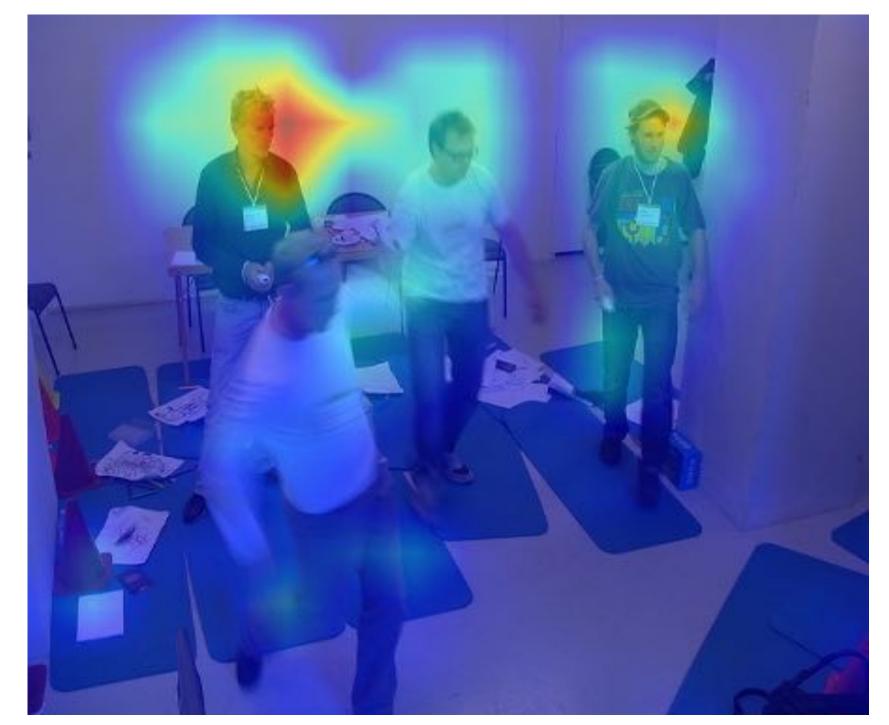
Explanation Modalities

ToAIM



- Explanation Modalities
- Explicit question-image attention maps from HieCoAtt

How many people are there?

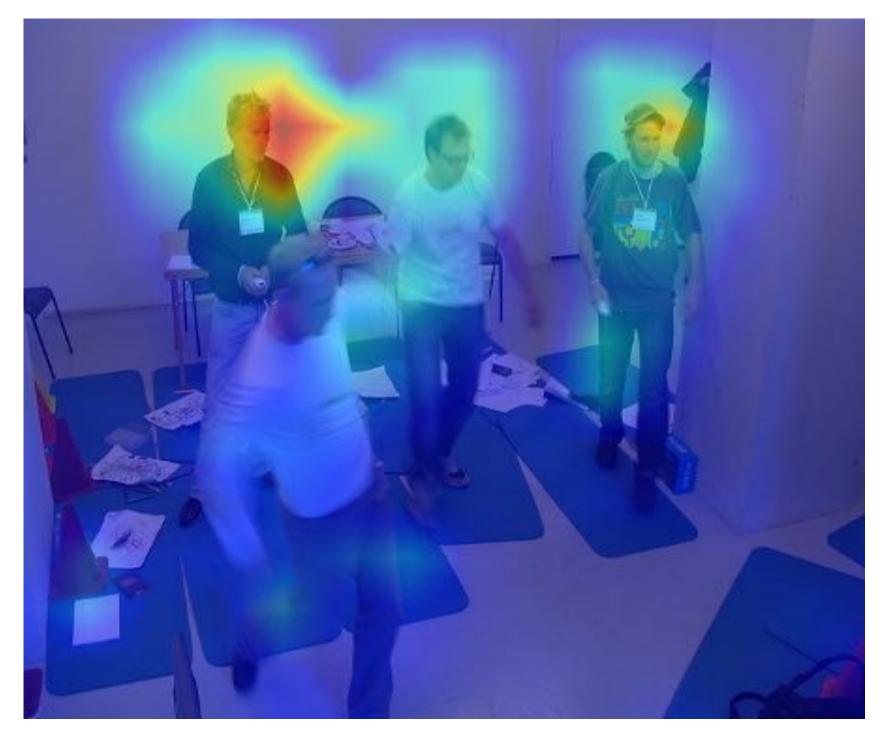


QI-Attention





- Explanation Modalities
- Explicit question-image attention maps from HieCoAtt
 - How many people are there?



QI-Attention

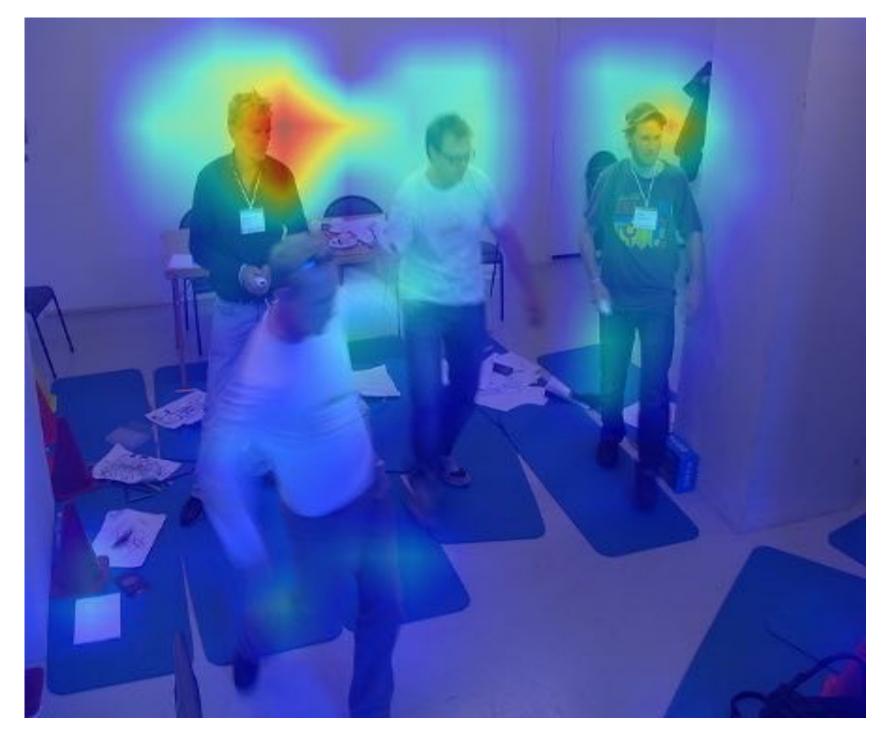


Which words in the question to listen to?



ToAIM

- Explanation Modalities
- Explicit question-image attention maps from HieCoAtt
 - How many people are there?



QI-Attention

Which words in the question to listen to?

Which regions in the image are important?





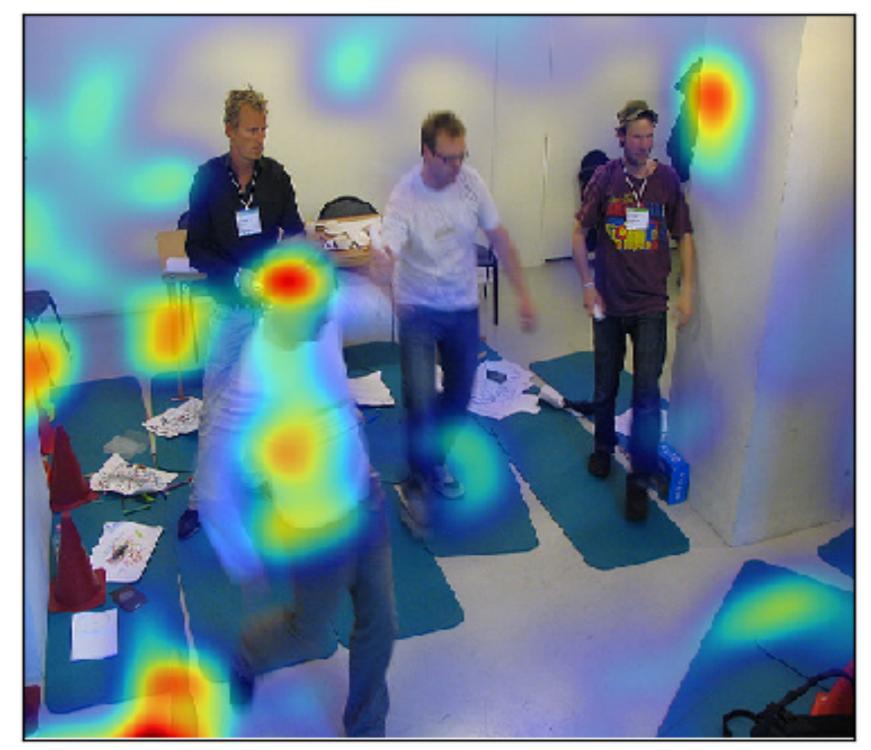
Explanation Modalities

ToAIM





- Explanation Modalities
- Grad-CAM: implicit attention mechanism



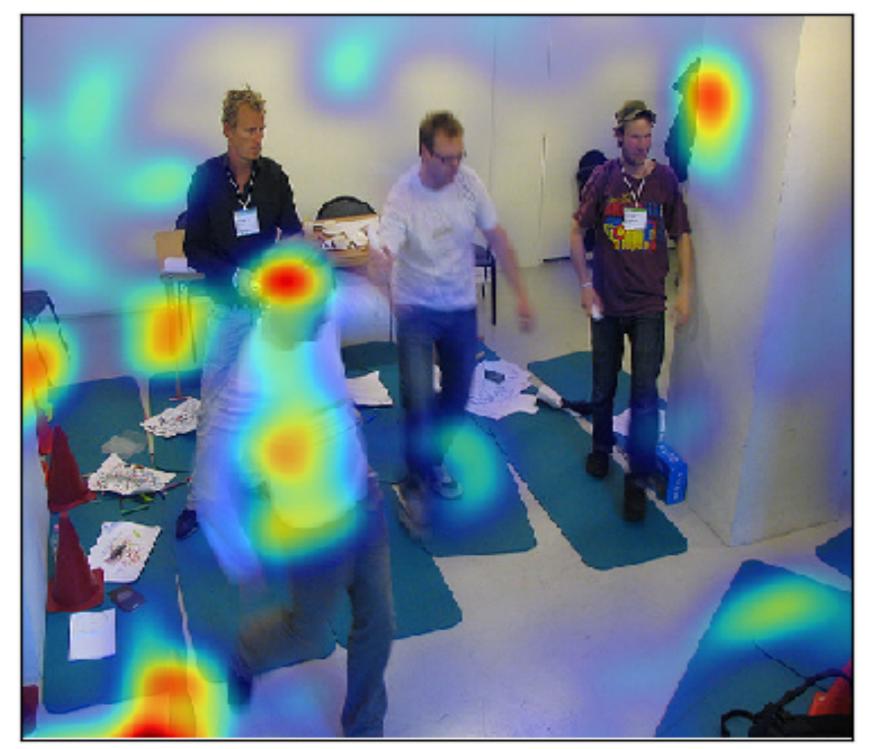
Grad-CAM





- Explanation Modalities
- Grad-CAM: implicit attention mechanism

How many people are there?



Grad-CAM

Attention visualization corresponding to Vicki's most confident answer





Explanation Modalities

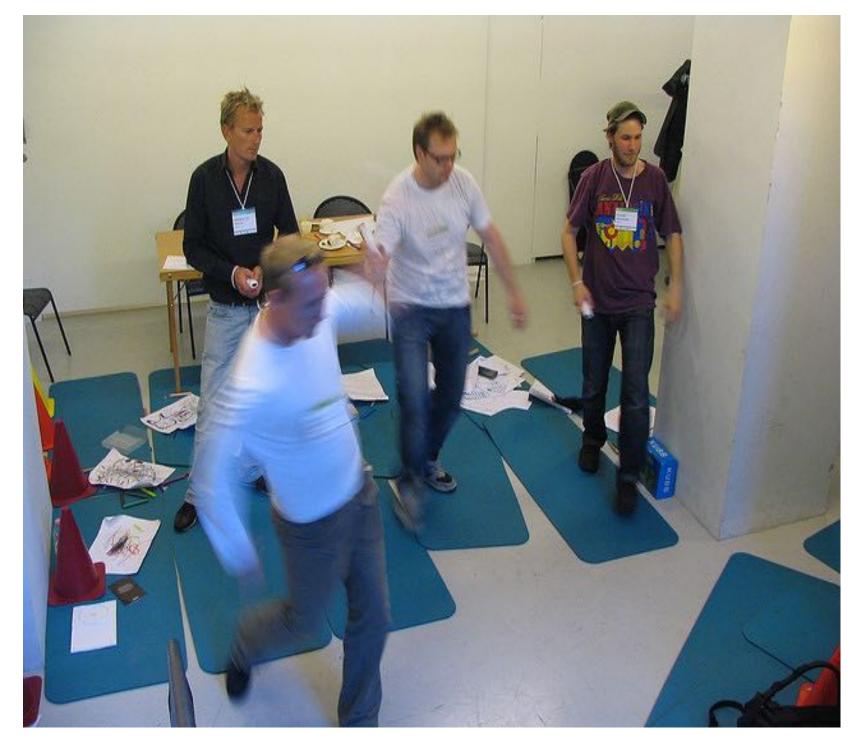
ToAIM



ToAIM

- Explanation Modalities
- Vicki's confidence in top-5 answers

How many people are there?



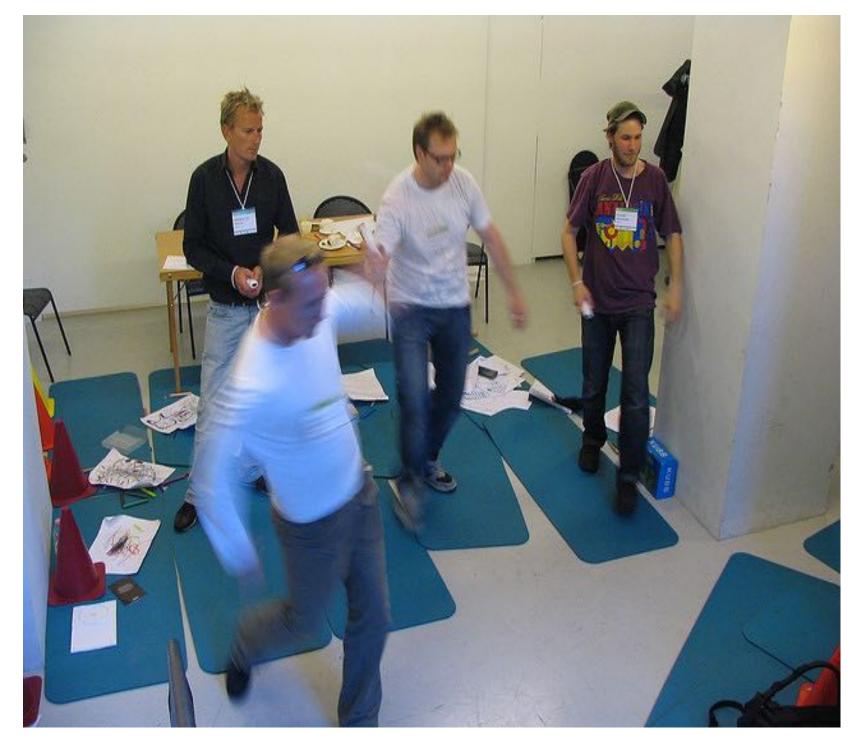
Top-5 answer confidence



TOAIM

- Explanation Modalities
- Vicki's confidence in top-5 answers

How many people are there?



Vicki's confidence in the top-5 answers without revealing the answers

Top-5 answer confidence



ToAIM







How many people are there?







How many people are there?



How many people are there?

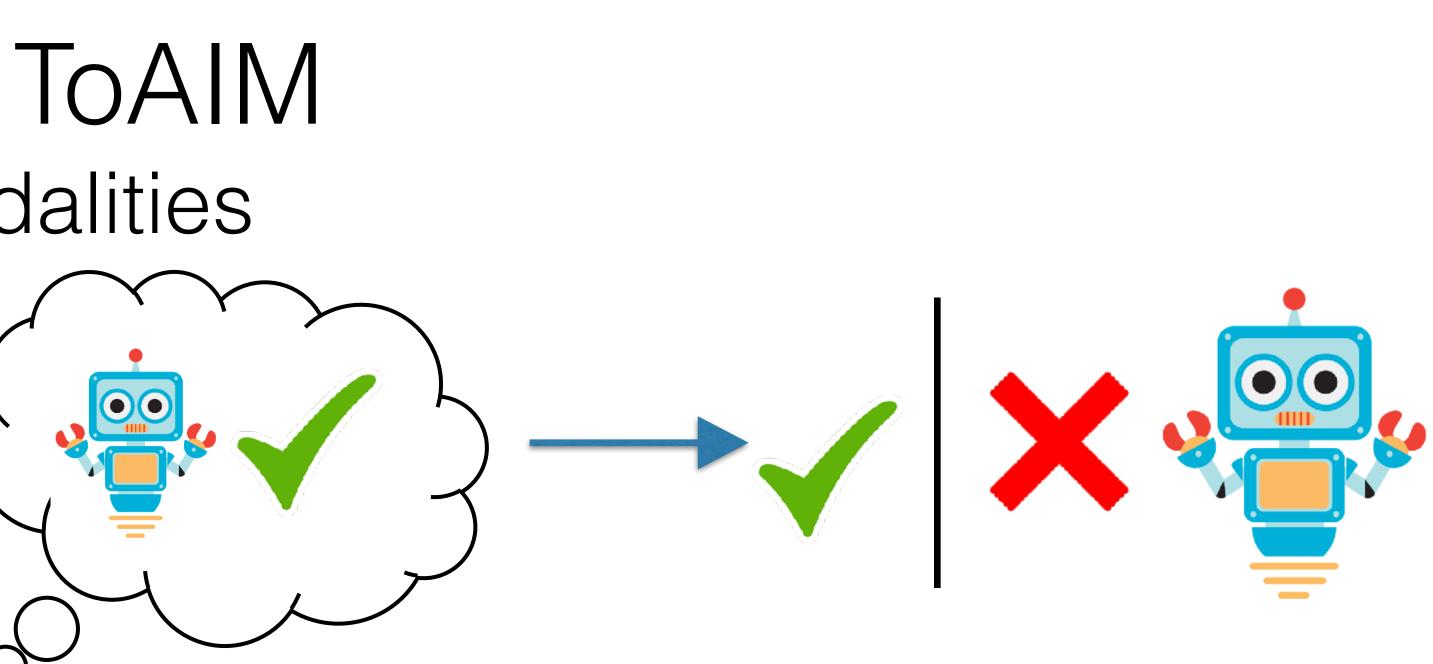
ToAIM





How many people are there?





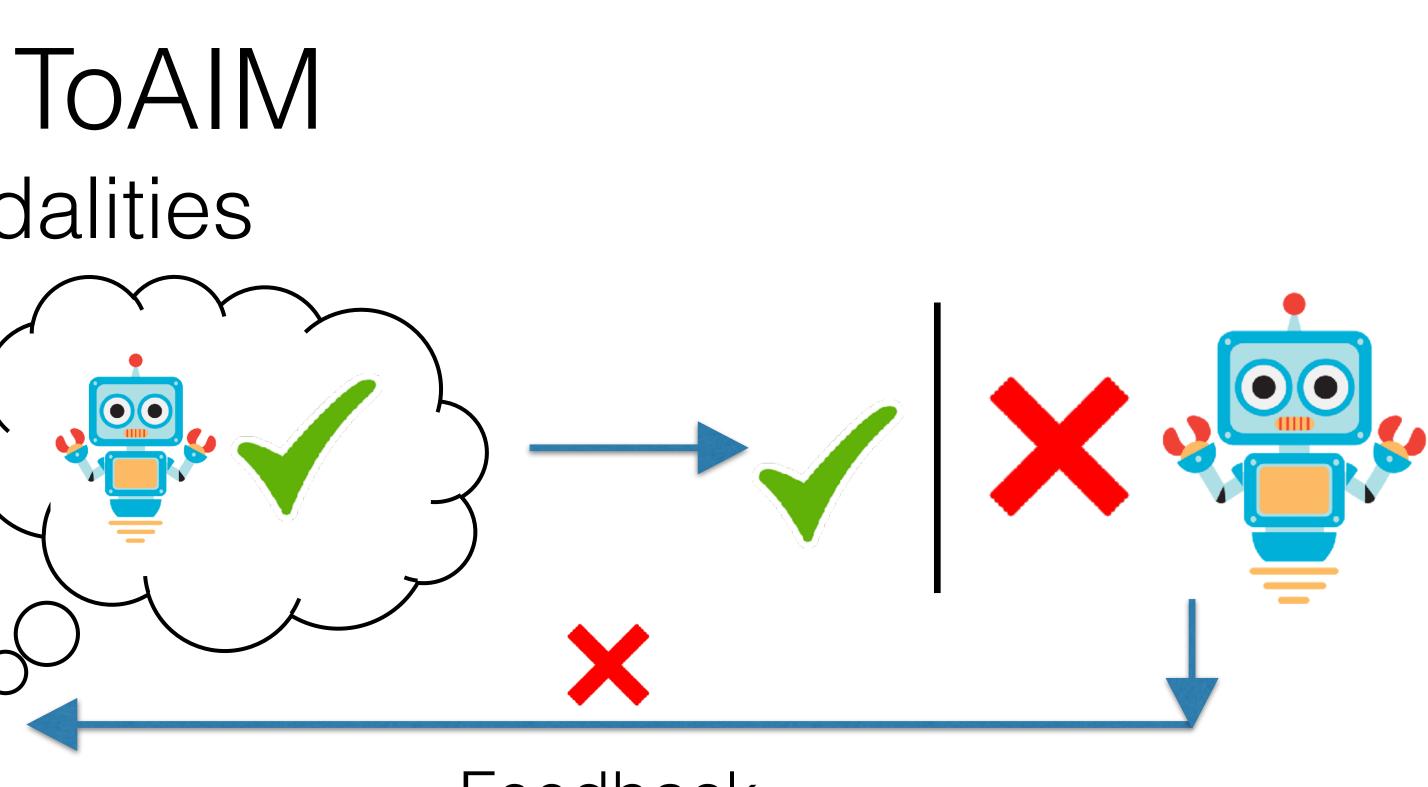




How many people are there?



How many people are there?



Feedback

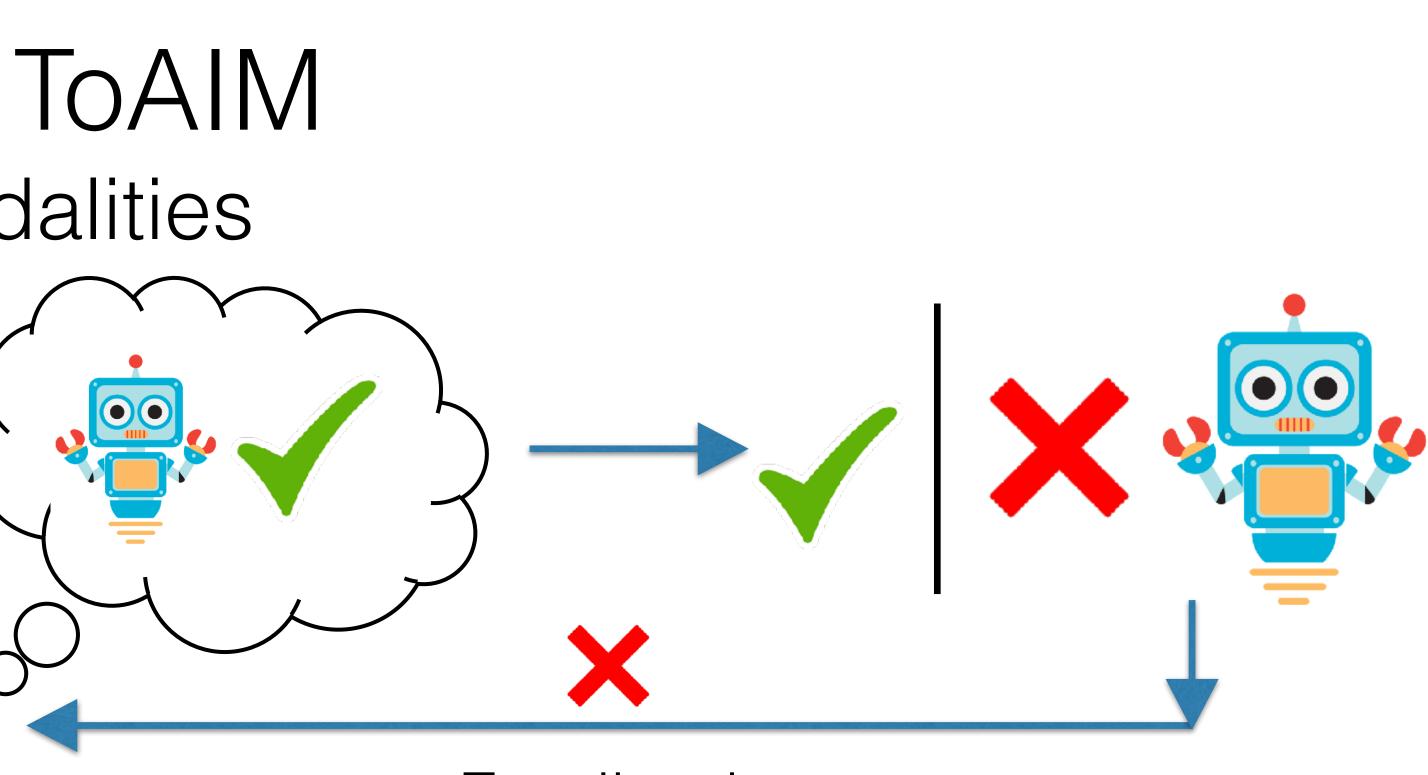




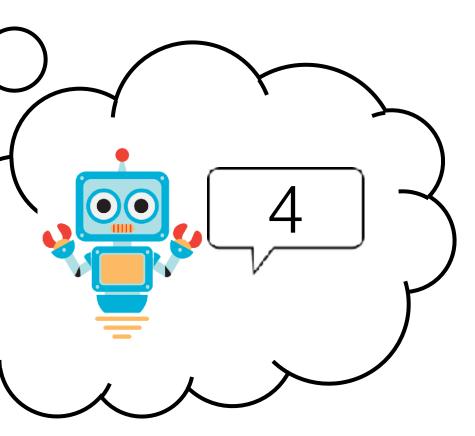
How many people are there?



How many people are there?



Feedback



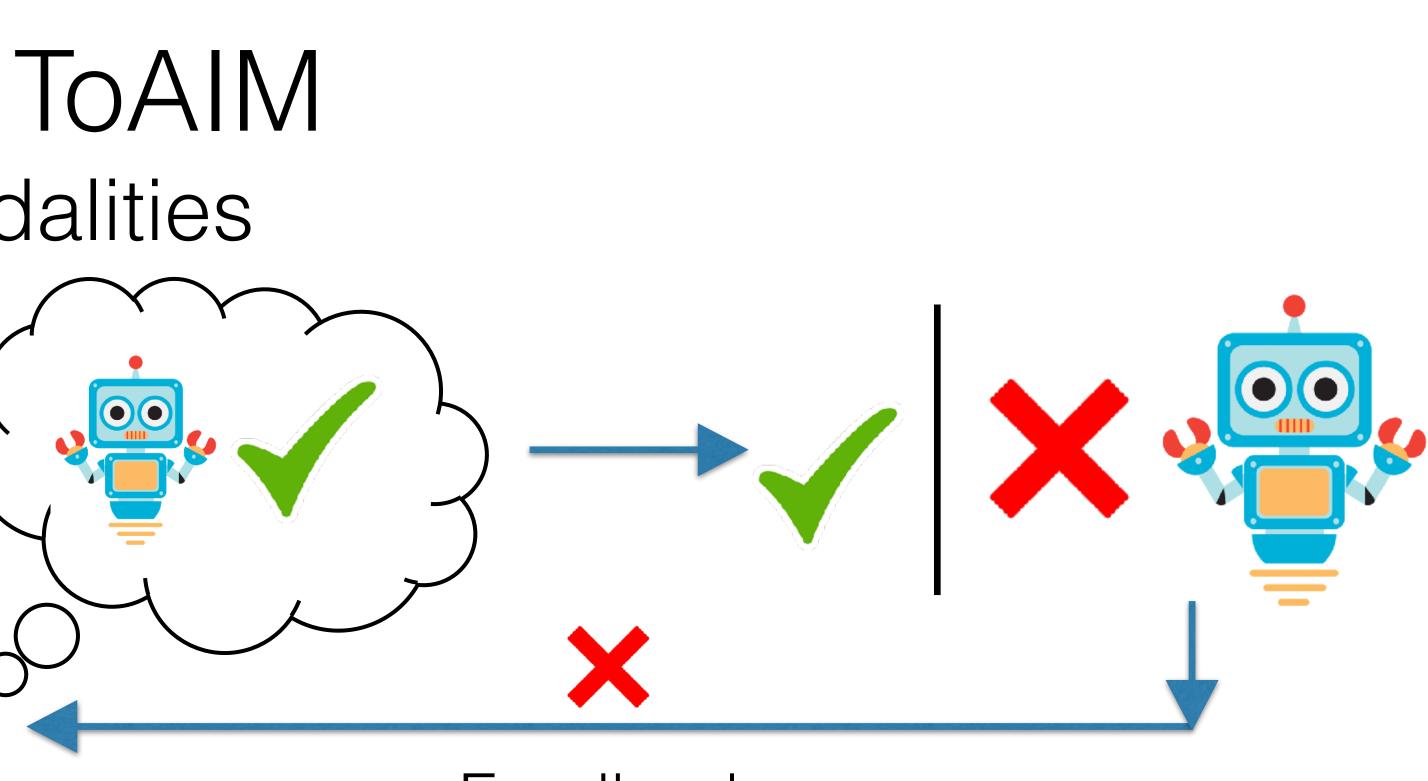




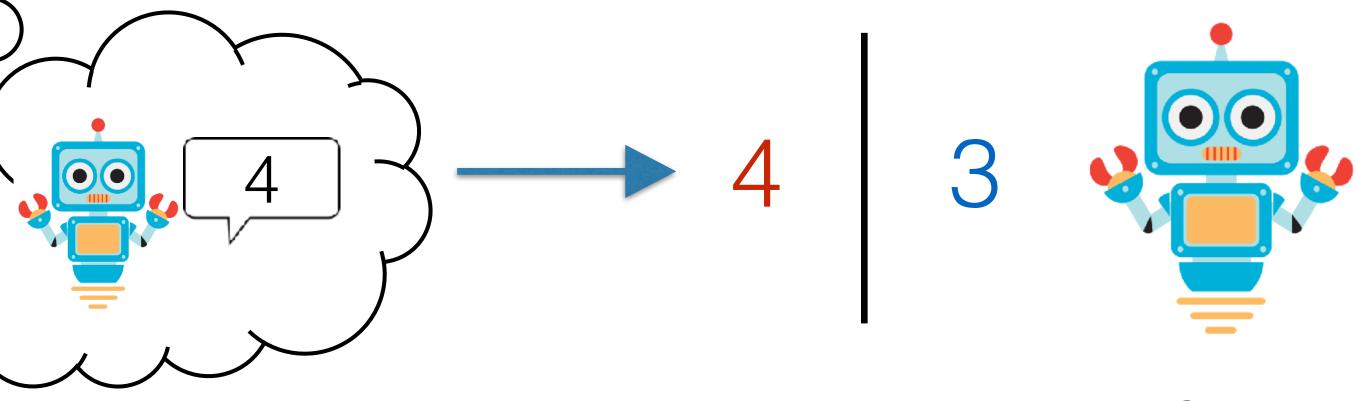
How many people are there?



How many people are there?



Feedback

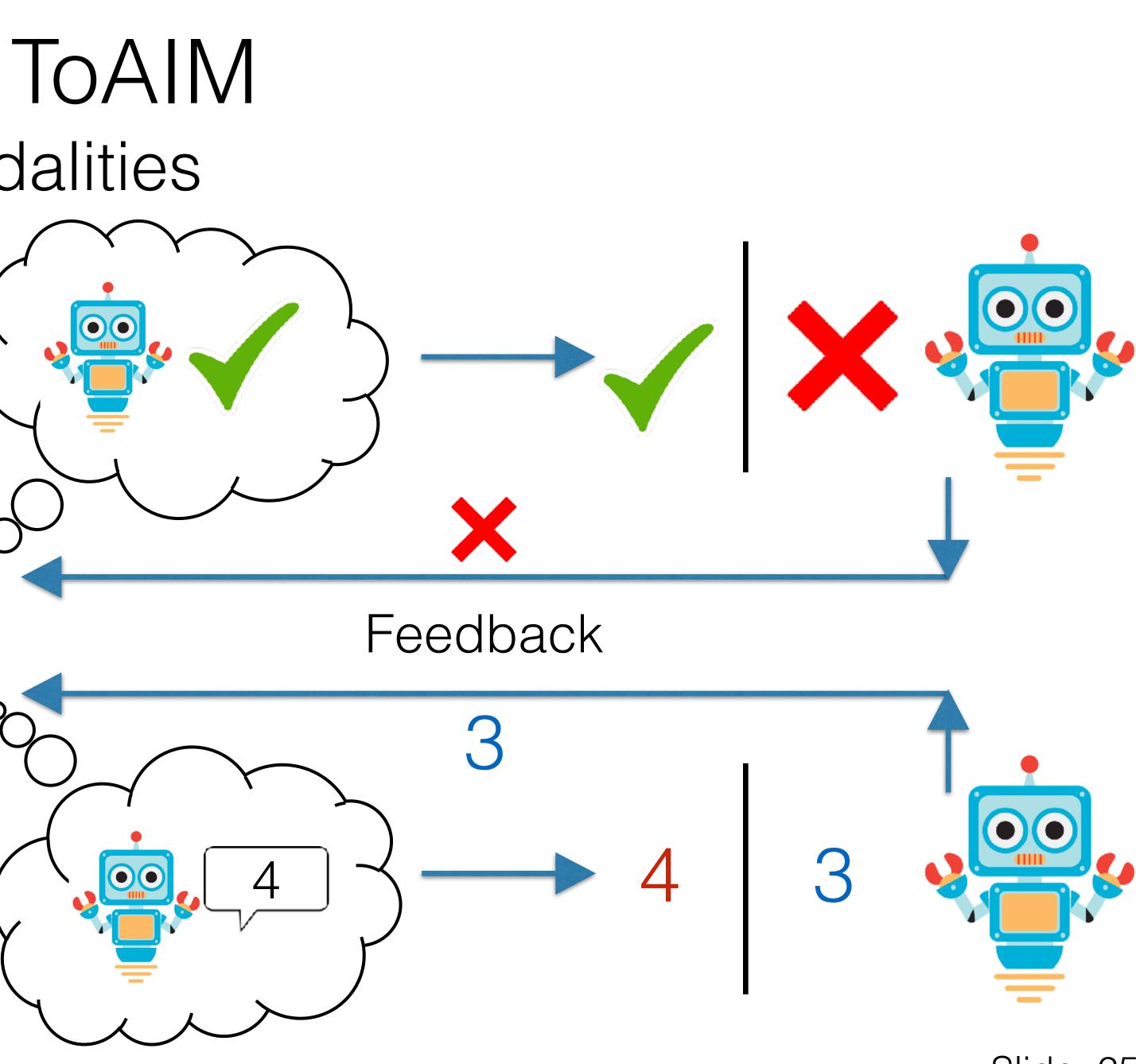






How many people are there?



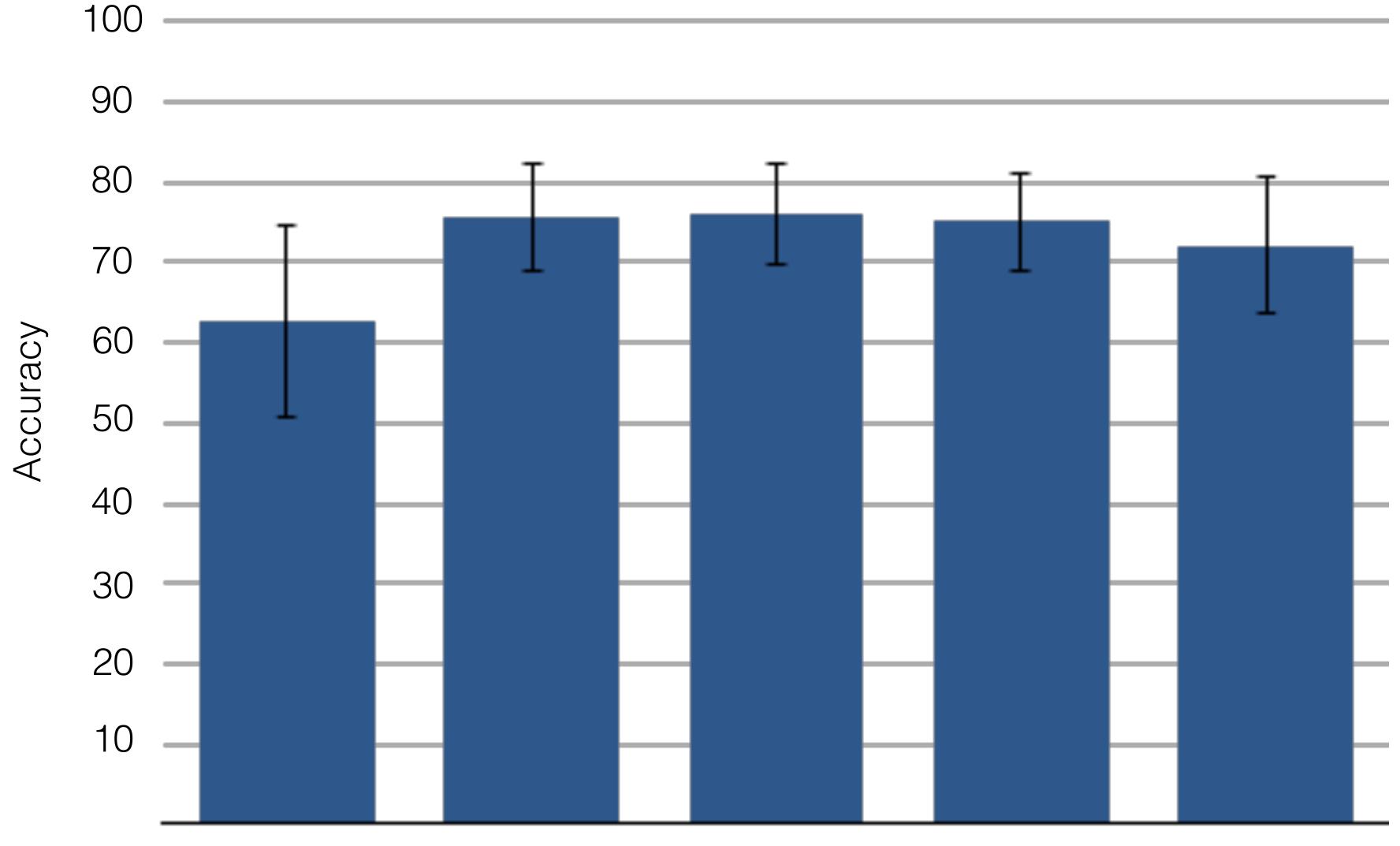




Experimental Results





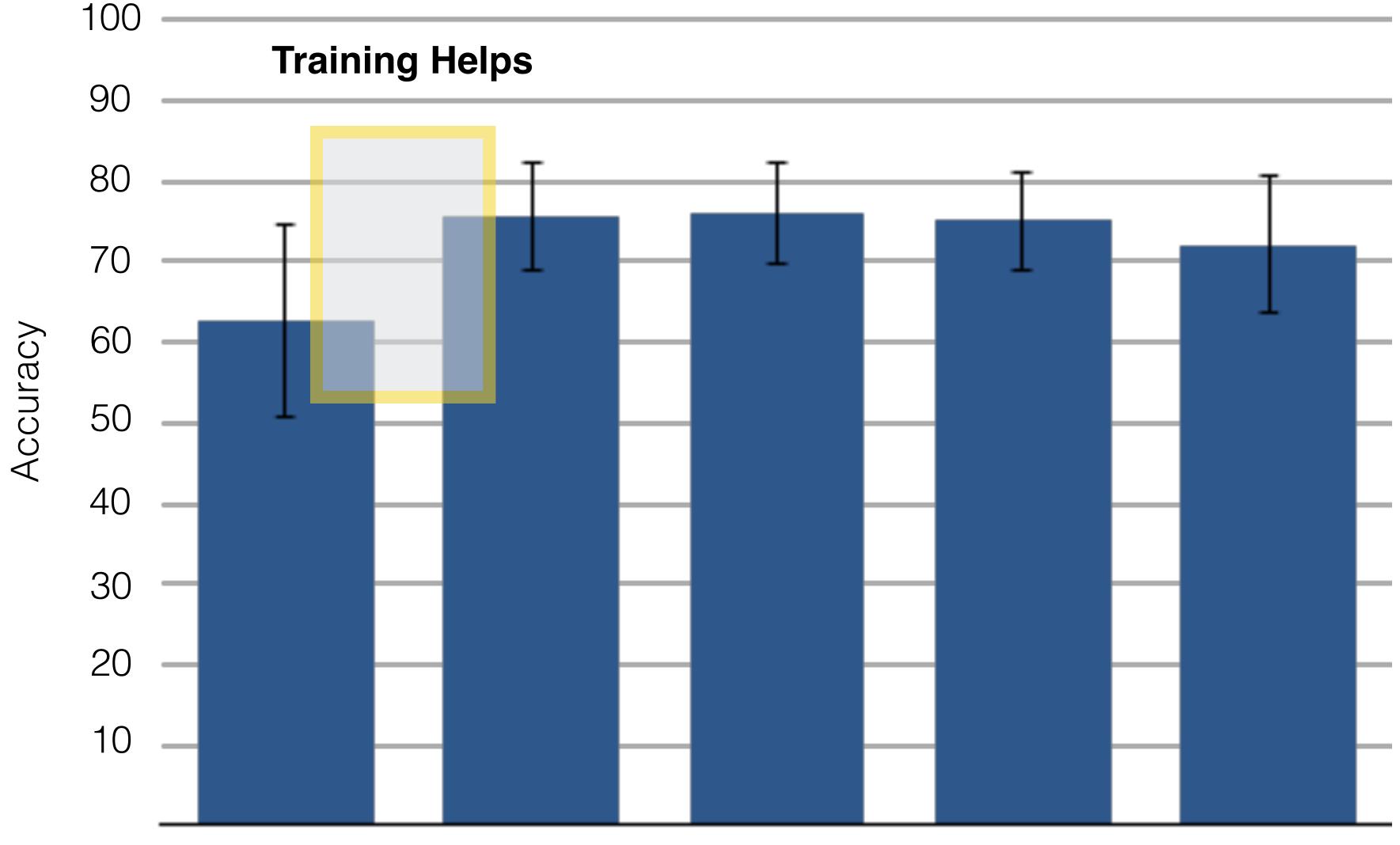


FP No Train

IF

IF+GCAM IF+Top-5 IF+QI-Att





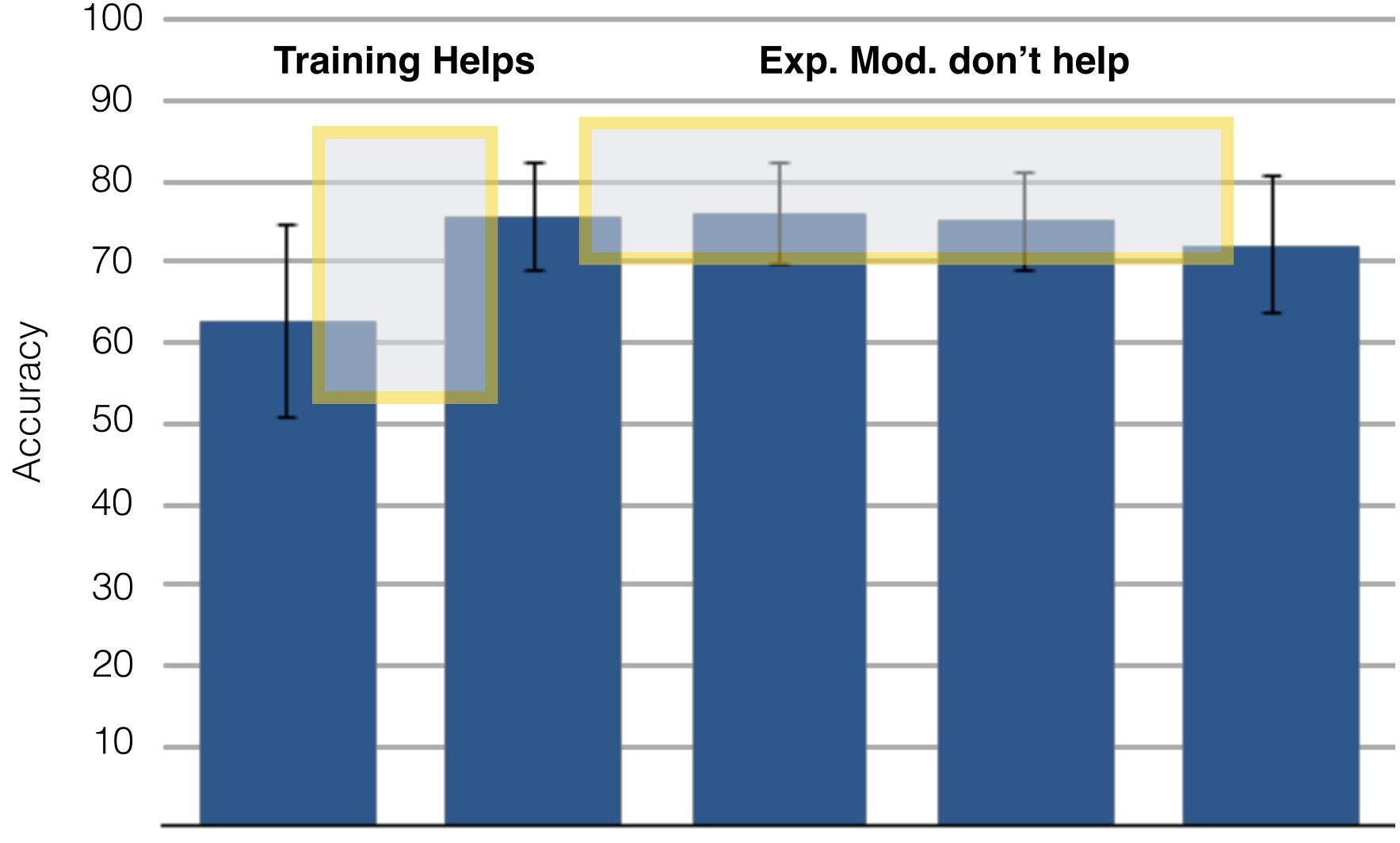
FP No Train



IF

IF+QI-Att IF+GCAM IF+Top-5





FP No Train



IF

IF+GCAM IF+QI-Att IF+Top-5

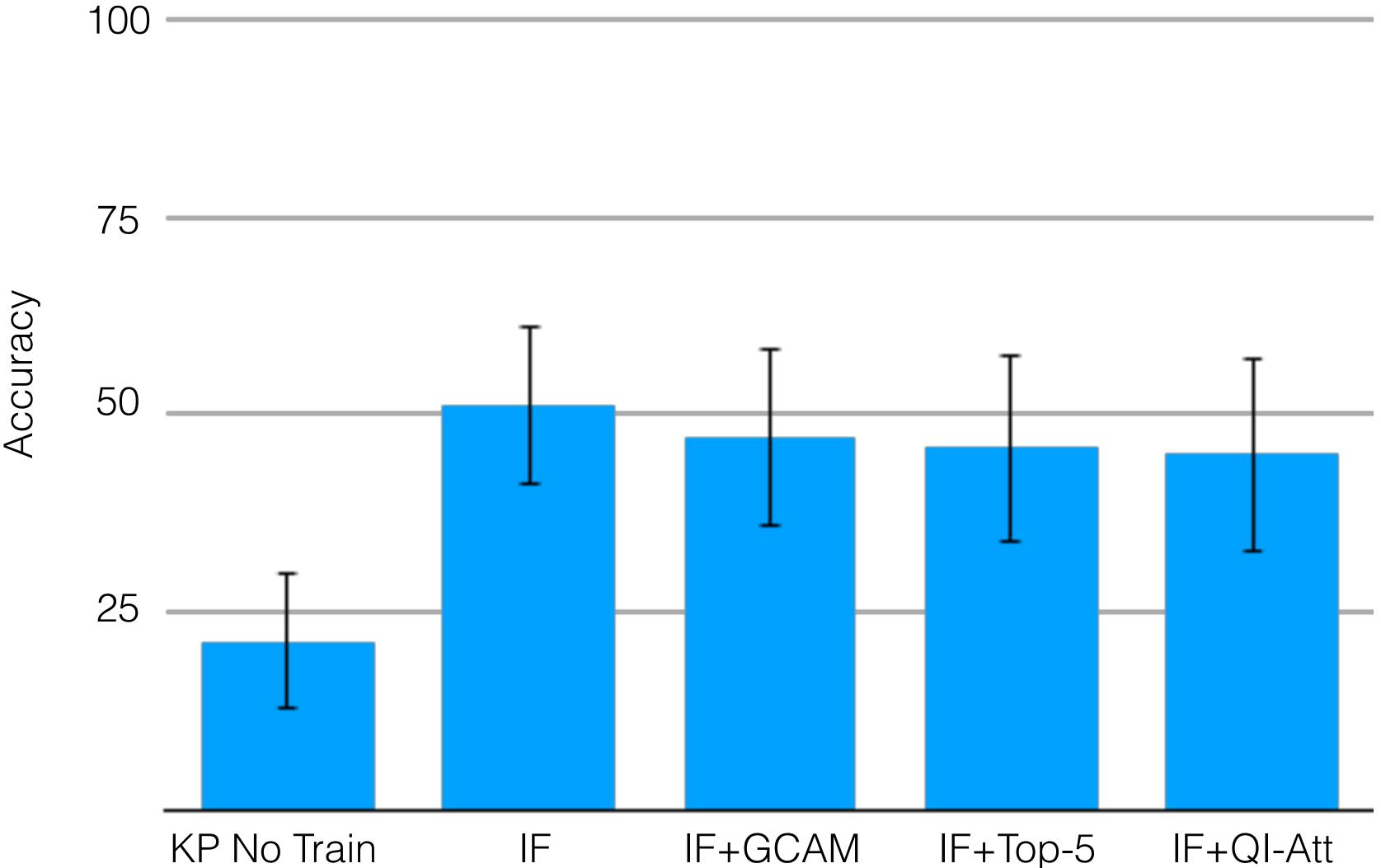


Experimental Results



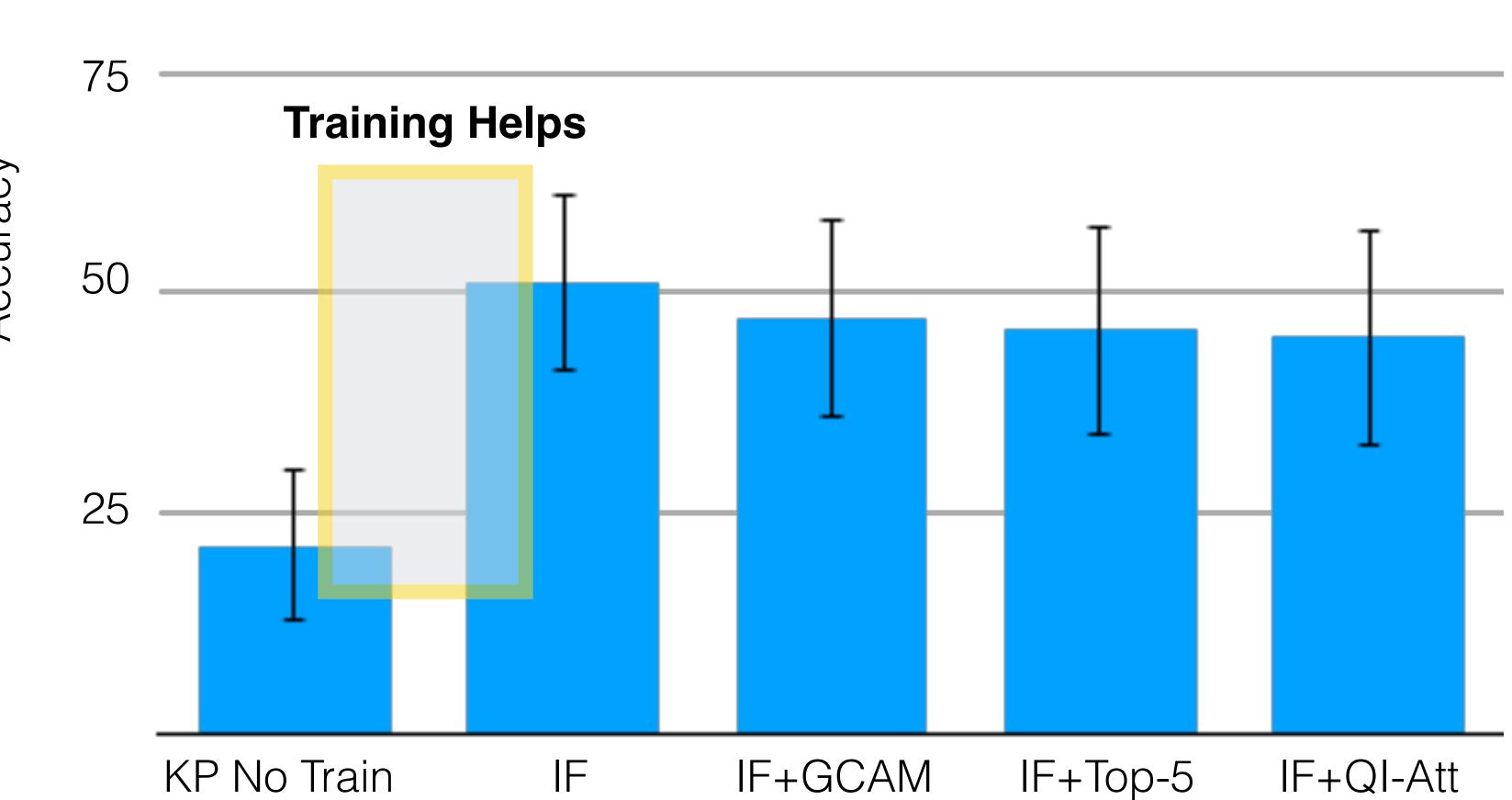






IF+Top-5 IF+QI-Att

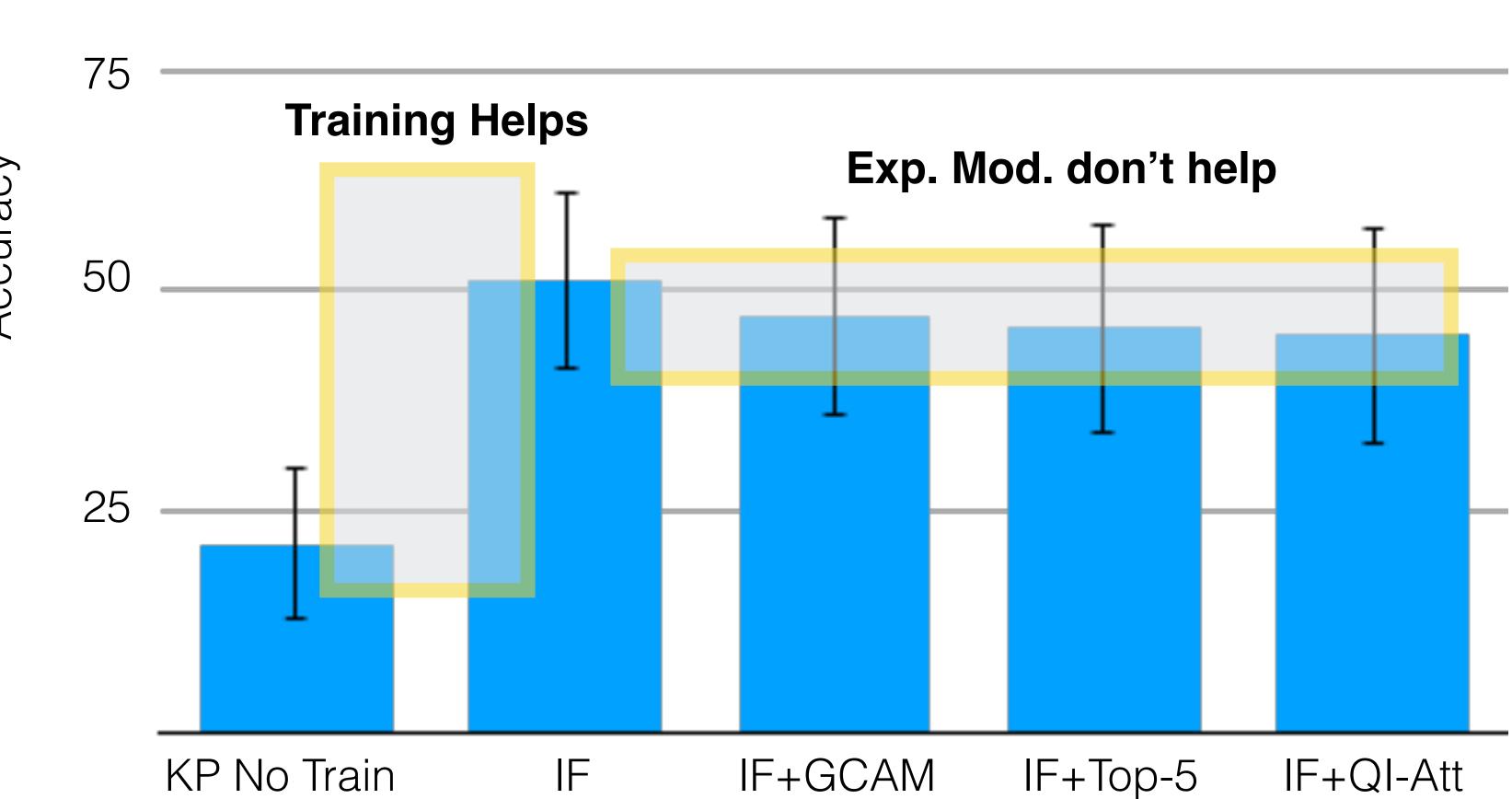




Accuracy

100





Accuracy

100





Theory of Al's mind (ToAIM): Motivation

Theory of Al's mind (ToAIM): Experimental Setup and Results

Theory of Al's mind (ToAIM): Take-away messages

Theory of Al's mind (ToAIM): Ongoing work - Human-Al Games



Theory of Al's mind (ToAIM): Motivation

Theory of Al's mind (ToAIM): Experimental Setup and Results

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Advocate a research agenda towards ToAIM





- Advocate a research agenda towards ToAIM Lay people successfully form ToM with a few (50) examples





- Advocate a research agenda towards ToAIM Lay people successfully form ToM with a few (50) examples Existing explanation modalities don't help in predicting
- what AI will do



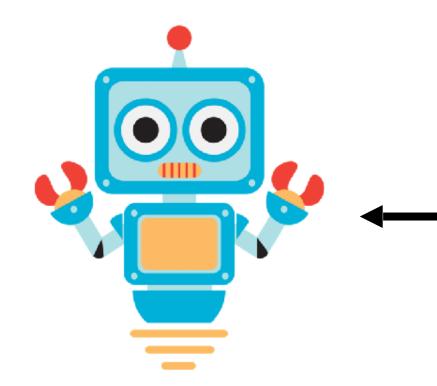


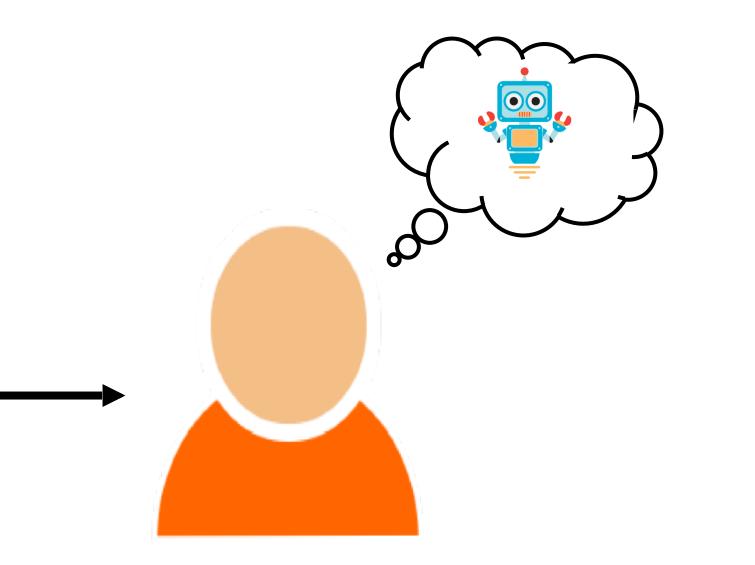
- Advocate a research agenda towards ToAIM
- Lay people successfully form ToM with a few (50) examples
- Existing explanation modalities don't help in predicting what AI will do
- Novel evaluation protocol for explanation modalities





- Advocate a research agenda towards ToAIM
- Lay people successfully form ToM with a few (50) examples
- Existing explanation modalities don't help in predicting what AI will do
- Novel evaluation protocol for explanation modalities











Cornell University Library

arXiv.org > cs > arXiv:1704.00717

Computer Science > Computer Vision and Pattern Recognition

It Takes Two to Tango: Towards Theory of AI's Mind

Arjun Chandrasekaran, Deshraj Yadav, Prithvijit Chattopadhyay, Viraj Prabhu, Devi Parikh

(Submitted on 3 Apr 2017)

Theory of Mind is the ability to attribute mental states (beliefs, intents, knowledge, perspectives, etc.) to others and recognize that these mental states may differ from one's own. Theory of Mind is critical to effective communication and to teams demonstrating higher collective performance. To effectively leverage the progress in Artificial Intelligence (AI) to make our lives more productive, it is important for humans and AI to work well together in a team. Traditionally, there has been much emphasis on research to make AI more accurate, and (to a lesser extent) on having it better understand human intentions, tendencies, beliefs, and contexts. The latter involves making AI more human-like and having it develop a theory of our minds.

In this work, we argue that for human-AI teams to be effective, humans must also develop a theory of AI's mind - get to know its strengths, weaknesses, beliefs, and quirks. We instantiate these ideas within the domain of Visual Question Answering (VQA). We find that using just a few examples(50), lay people can be trained to better predict responses and oncoming failures of a complex VQA model. Surprisingly, we find that having access to the model's internal states - its confidence in its top-k predictions, explicit or implicit attention maps which highlight regions in the image (and words in the question) the model is looking at (and listening to) while answering a question about an image - do not help people better predict its behavior

Subjects: Computer Vision and Pattern Recognition (cs.CV); Artificial Intelligence (cs.Al); Computation and Language (cs.CL) arXiv:1704.00717 [cs.CV] Cite as: (or arXiv:1704.00717v1 [cs.CV] for this version)

Slide Credits: Devi Parikh



We gratefully acknowledge support from the Simons Foundation and University Libraries Virginia Tech

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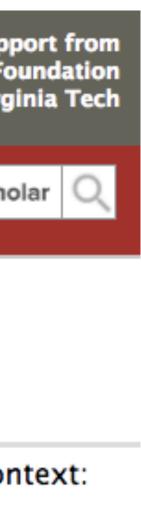
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All papers

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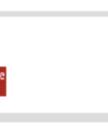
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Theory of Al's mind (ToAIM): Motivation

Theory of Al's mind (ToAIM): Experimental Setup and Results

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Theory of Al's mind (ToAIM): Ongoing work - Human-Al Games

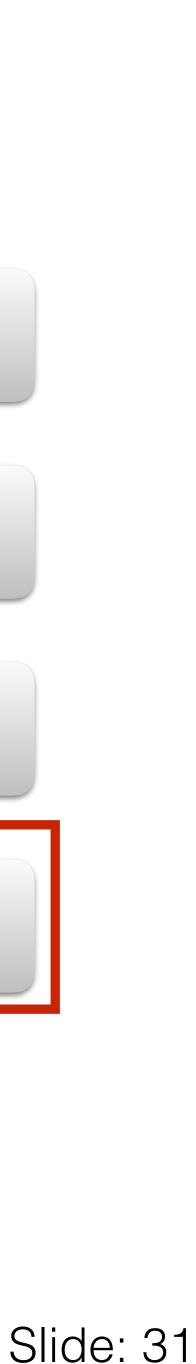


Theory of Al's mind (ToAIM): Motivation

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Theory of Al's mind (ToAIM): Ongoing work - Human-Al Games



Ongoing Work



• Evaluate human-AI collaborative performance

Ongoing Work



Ongoing Work

- Evaluate human-Al collaborative performance
- Goal-driven tasks (cooperative human-Al games)



Ongoing Work Evaluate human-Al collaborative performance Goal-driven tasks (cooperative human-Al games)

GuessWhich

Visual 20 Questions



Ongoing Work Evaluate human-Al collaborative performance • Goal-driven tasks (cooperative human-Al games)



Visual 20 Questions





• Players: 2 Agents - Questioner - Q and Answerer - A



- Parameters:

Players: 2 Agents - Questioner - Q and Answerer - A



- Players: 2 Agents Questioner Q and Answerer A
- Parameters:
 - Fixed pool of images



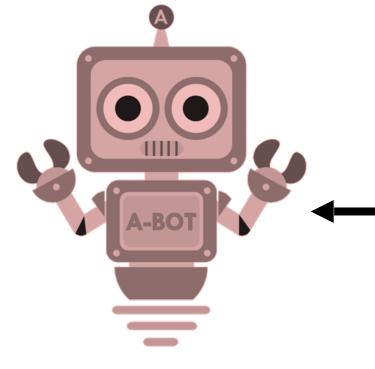


- Players: 2 Agents Questioner Q and Answerer A
- Parameters:
 - Fixed pool of images
 - Fixed number of rounds of dialog (10)





- Players: 2 Agents Questioner O and Answerer A
- Parameters:
 - Fixed pool of images
 - Fixed number of rounds of dialog (10)





• In our implementation, Human (Questioner) and AI (Answerer)









A selects an image from



A selects an image from Main and Main a





A selects an image from





A selects an image from mage from





A selects an image from Manage from Manage with the Selects and the Selects an A and O are given a caption to get a idea about







A selects an image from Ma Mark unknown to O A and Q are given a caption to get a idea about O makes a guess about









A selects an image from Ma Mark unknown to O A and Q are given a caption to get a idea about O makes a guess about O asks questions so as to locate











A selects an image from Ma Mar unknown to O A and Q are given a caption to get a idea about O makes a guess about O asks questions so as to locate















A selects an image from Ma Mar unknown to O A and Q are given a caption to get a idea about O makes a guess about Q asks questions so as to locate from A answers O's questions according to





















A selects an image from Ma Mar unknown to O A and Q are given a caption to get a idea about O makes a guess about Q asks questions so as to locate from A answers O's questions according to O makes a guess about























A selects an image from Ma Mar unknown to O A and Q are given a caption to get a idea about O makes a guess about Q asks questions so as to locate from A answers O's questions according to O makes a guess about for after every round of dialog

























GuessWhich • Human-Al Team: Human (Questioner) and Al (Answerer)



GuessWhich • Human-Al Team: Human (Questioner) and Al (Answerer) Image retrieval setting. Metrics: mean-rank & mean-reciprocal rank





GuessWhich • Human-Al Team: Human (Questioner) and Al (Answerer) Image retrieval setting. Metrics: mean-rank & mean-reciprocal

- rank
- Our Al Agent Visual Conversation Agents





GuessWhich • Human-Al Team: Human (Questioner) and Al (Answerer) Image retrieval setting. Metrics: mean-rank & mean-reciprocal

- rank
- Our Al Agent Visual Conversation Agents • Das & Kottur et al. ICCV 2017



Abhishek Das Satwik Kottur



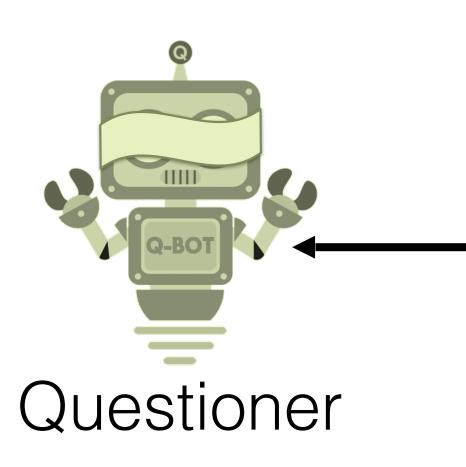


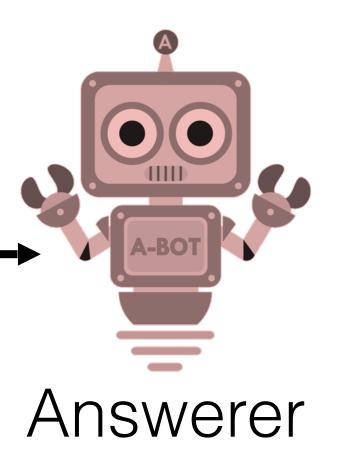




GuessWhich • Human-Al Team: Human (Questioner) and Al (Answerer) Image retrieval setting. Metrics: mean-rank & mean-reciprocal

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- Our Al Agent Visual Conversation Agents • Das & Kottur et al. ICCV 2017







Abhishek Das Satwik Kottur

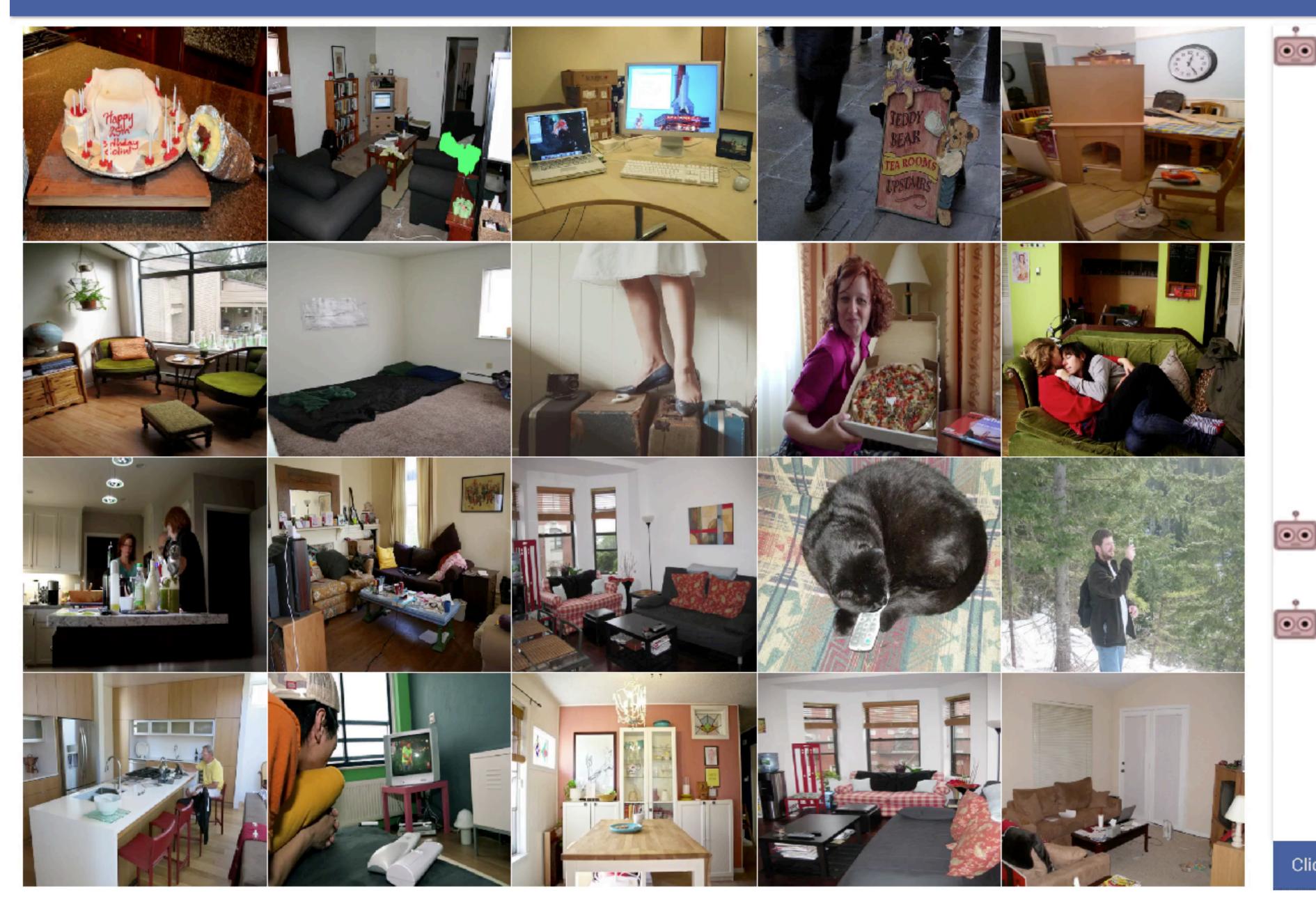








GuessWhich Game



Possible points for this game: 200 Total points earned: 0

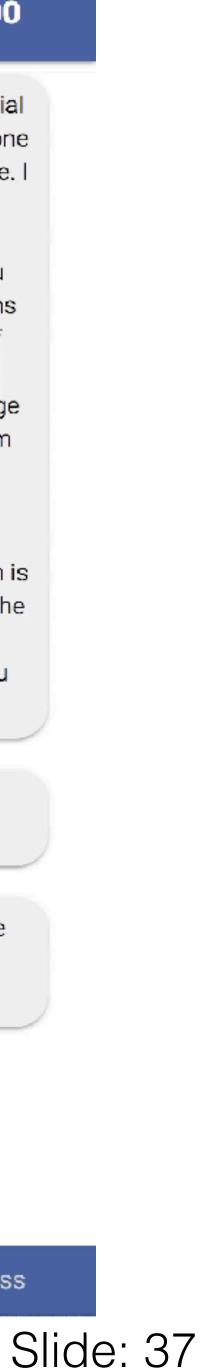
Hi, my name is Abot. I am an Artificial Intelligence. I have been assigned one of these images as the target image. I am not allowed to show you the image, but as a start, I will describe the image to you in a sentence. You can then ask me follow up questions about it. When ready, submit one of the images on the left as your best guess. I will try to describe the image and answer your questions, but I am not perfect. I make quite a few mistakes. I hope we can work together to find the image! Let's do this! Note: My knowledge of English is limited. Sometimes if I don't know the right word, I say UNK. You will win points based on how accurately you are able to guess.

 \odot

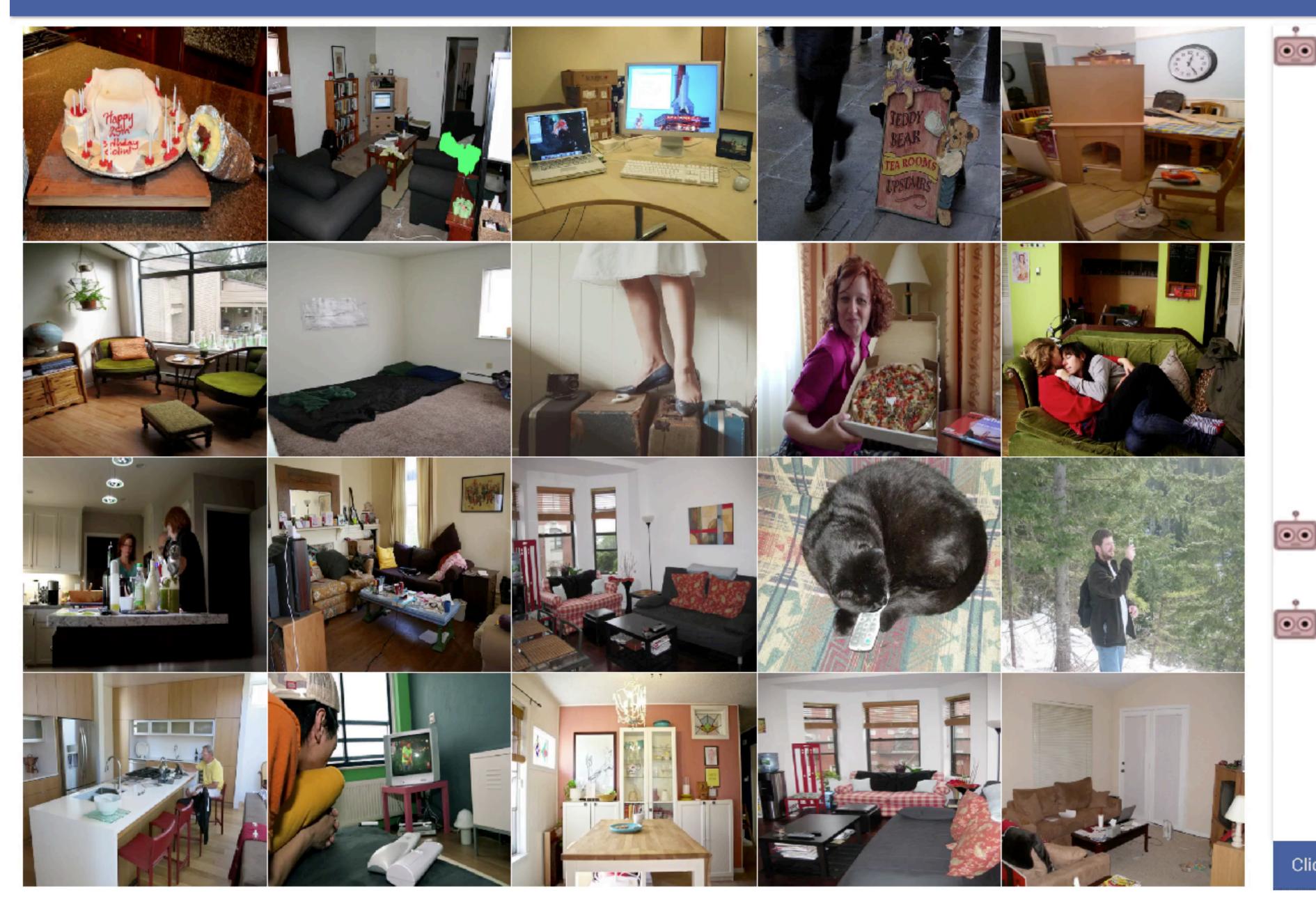
Target image description: a man sitting on a couch with a laptop

Based on your understanding of the image description, pick the image that you think is the most relevant.

Click on the image that is your best guess



GuessWhich Game



Possible points for this game: 200 Total points earned: 0

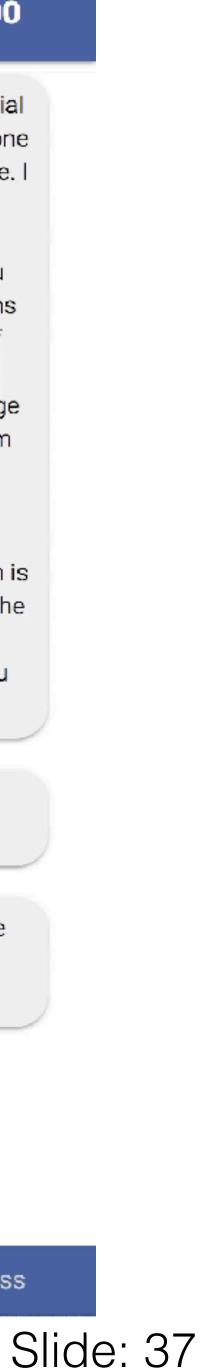
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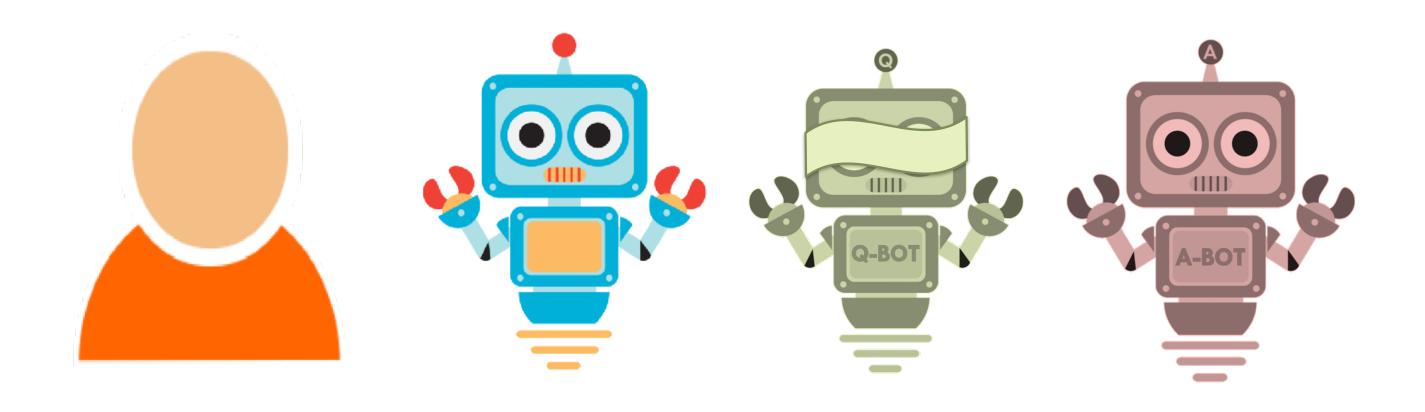
Click on the image that is your best guess





That's all folks! Questions?

- Interface videos: <u>https://deshraj.github.io/TOAIM/</u>
- Guess-Which: <u>http://gw.cloudcv.org/</u>



Interfaces: <u>https://github.com/deshraj/TOAIM/tree/master/Assets/Interfaces</u>

