

CHIST-ERA Projects Seminar 2019

Call: HLU

Human Language Understanding

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Introduction of the Topic

Ground language learning in the perceptual, emotional and sensorimotor experience of the system

☐ **Why**

To model high-level, semantic & pragmatic knowledge in a robust way, from varied data, considering situational context

☐ **How**

Multidisciplinary approach: combine human language processing with related fields such as developmental robotics and cognitive science.

☐ **Evaluation**

Well defined metrics and protocols to measure progress.



❑ MUSTER – Multimodal processing of Spatial and Temporal ExpRessions

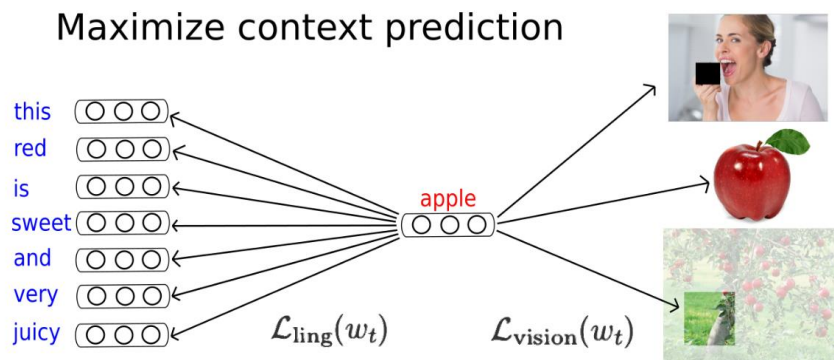
- ✓ Multi-modal embeddings for text (word & sentence level)
- ✓ Understanding & evaluation for various HLU tasks

❑ Main results so far

- ✓ Multimodal word and sentence representations leveraging images (context, appearance, spatial information)
- ✓ Multimodal tasks (e.g. visual sentence similarity, query-biased video summary, visual QA)
- ✓ Study of the properties of multimodal representations

❑ Valorization

- ✓ 22 publications
- ✓ 4 Datasets produced for evaluating the quality of representations
- ✓ Tools (dataset manager, annotations, benchmarks, and models)



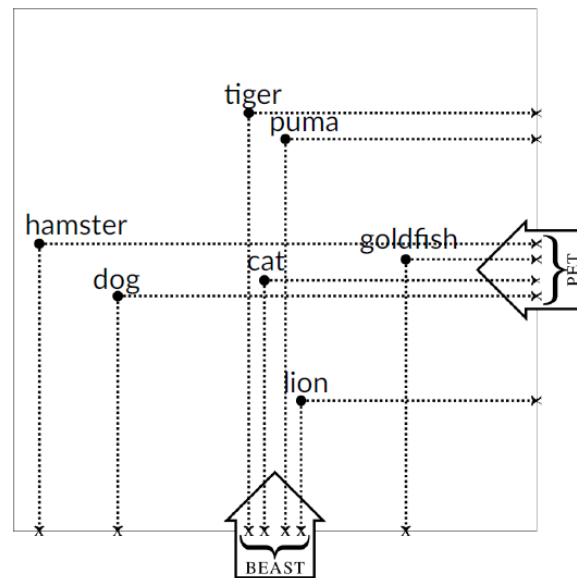


ATLANTIS

Artificial Language uNdersTanding In robots

VUB (Belgium), OFAI (Austria), IBE (Spain), LATTICE (France), Sony CSL (France)

- ❑ Our project has explored the way that agents acquire flexible, composable linguistic representations from the earliest stages of development.
- ❑ We have developed a framework for the context-specific projection of word meaning.
- ❑ We have applied this framework to image classification tasks and modelling linguistic phenomena such as semantic type coercion.
- ❑ We have gathered data on humans interacting with language learning robots and trained models to learn from this data.
- ❑ We have run simulations of the way semantic representations can begin to emerge from interactions between basic agents without recourse to internal representations.



M2CR: Multimodal Multilingual Continuous Representations for HLU

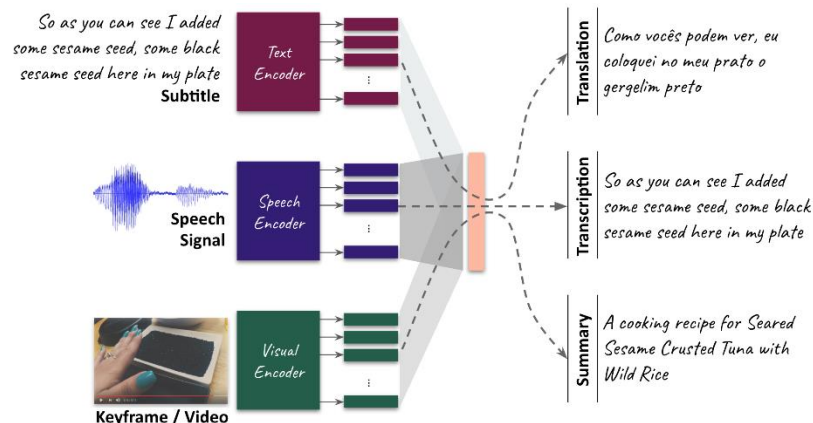
□ Goal

- ✓ Design a unified DL architecture
- ✓ Address major HLU tasks
- ✓ Multiple languages and modalities

□ Achievements:

- ✓ End-to-end multimodal neural MT, ASR and SLU systems
- ✓ Image to image translation
- ✓ Multi-task learning with multiple modalities
- ✓ Open source datasets and toolkit: **nmtpytorch**

❖ **Partners:** CVC (Barcelona, Spain), LIUM (Le Mans, France), MILA (Montreal, Québec)

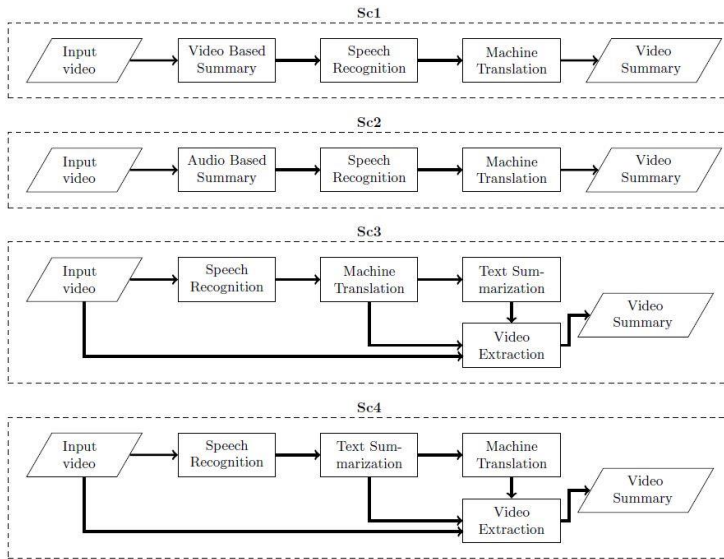


HOW2 dataset



AMIS: Access Multilingual Information opinionS

- ❖ Partners: **LORIA** (France), AGH (Poland), DEUSTO (Spain), LIA (France)
- ❖ Challenge:
 - ✓ Understanding a foreign video by summarizing



Arabic Source Video



A summarized Video subtitled in English



Different Architectures for AMIS

ReGROUND: Relational Symbol Grounding through Affordance Learning

❑ Main ideas:

- ❑ Associate symbols in language with referents in an environment
- ❑ From Winograd's SHRDLU to the real world

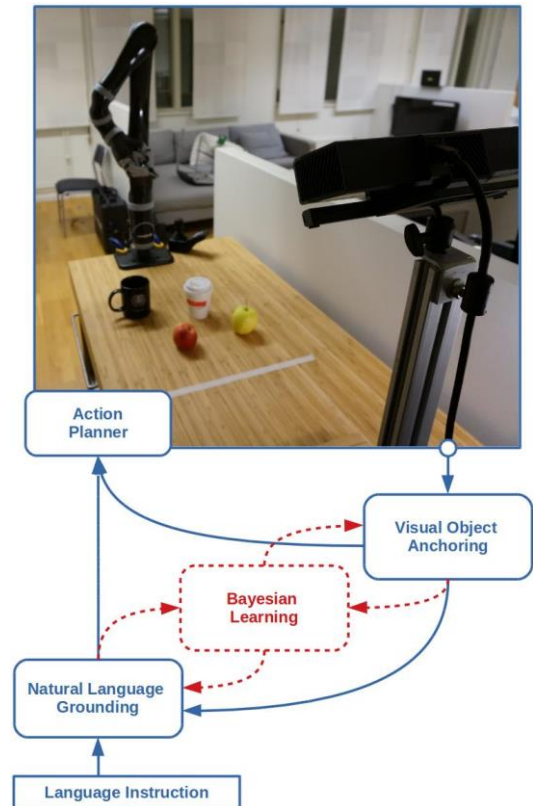
❑ Distinctive features:

- ❑ Multi-modal input (perception and language)
- ❑ Take into account the context & environment;
- ❑ Multiple objects and their relationships
- ❑ Build on a notion of affordance from robotics

❑ Results (so far):

- ❑ Anchoring + Probabilistic Reasoning
- ❑ Resolving Inconsistencies between Language
- ❑ and Perception

- **Partners:** KU Leuven (Belgium), Koç University (Turkey), Örebro University (Sweden)





Produced Datasets

- ❑ **AMIS: Video database, 3 languages, 300 hours (100 per language)**
- ❑ **ATLANTIS: Manual annotation of multimodal task description**
- ❑ **IGLU: 3 databases and 1 3D multimodal simulator**
- ❑ **M2CR: 1 multilingual, multi-modal (image and text descriptions in 4 languages)**
- ❑ **MUSTER: Dataset on spatial similarity for word pairs, visual Word Sense Disambiguation, Visual semantic textual similarity, How To instructions**
- ❑ **ReGROUND: 2 artificial data generators for instruction following (infinite)**



Individual Achievements

- ❑ **AMIS** has created a system that can translate and summarize video from a source language to a target language.
- ❑ **ATLANTIS** has developed a framework for the representation of how meaning comes about in context and achieved positive results on experiments employing this framework.
- ❑ **REGROUND** has combined language grounding, object anchoring, and reasoning in a principled fashion through probability calculus.
- ❑ **MUSTER** has made advances in learning continuous multi-modal representations and studying their properties.
- ❑ **M2CR** created data and deep learning models to train systems for multi-modal and multi-lingual HLU tasks.

Major Achievements and Outputs

- ☐ **Last year, we expressed a desire to continue and extend collaboration on this project.**
 - ☐ We have organized seminars and workshops
 - ☐ Published open-source data & tools
- ☐ **Last year, we noted a need for additional time to accomplish our project objectives.**
 - ☐ We understand more than ever how ambitious the goals associated with grounded language learning are.



Outcomes from Last Year

- ❑ **How to model the transfer between modalities across different contexts:**
 - ❑ We have explored mapping between and combining data of various modalities, with positive results
ex. for using the simulation of environmental affordance to perform mappings
- ❑ **How to evaluate system performance:**
 - ❑ Designing tasks where meaningful evaluation is possible
ex. tasks with a tangible physical outcome.
 - ❑ Subjective evaluations of entire systems and programs.

Outcomes from Last Year

☐ **How to connect data to actions:**

- ☐ We have designed experiments involving moving from sub-symbolic data to concrete actions in the world.

☐ **How to capture linguistic flexibility from the earliest stages of development:**

- ☐ We have designed experiments in which semantic representations emerge from the physiognomy of simplistic language learning agents.



Topic Challenges and Needs

- ❑ **We've identified a number of specific topics that are relevant across multiple components within this project:**
 - ❑ Affordances in grounded language learning;
 - ❑ Embodiment and language learning agents;
 - ❑ Identifying and modelling potentially multi-modal context;
 - ❑ Designing 'the right task' for the question being asked;
 - ❑ Generalization from event-specific training—avoiding the learning of bias.

Role of the CHIST-ERA Support

☐ **Helpful features of CHIST-ERA**

- ☐ The ability to gather a variety of researchers with different views on a single topic has been beneficial.
- ☐ Periodic reporting and gatherings have facilitated exchanges of ideas within and across teams.

☐ **Things we might look for from CHIST-ERA in the future**

- ☐ More opportunities for meetings with partners between the big annual events, particular smaller scale meetings between sub-groups within the project: could part of the core budget be directed toward this?

Events Organised by Project Partners

- ❑ AMIS: Special session on Accessing Multilingual Information and Opinions (AMIS) at MISSI 2018 (<https://missi.pwr.edu.pl/2018/>).
- ❑ ATLANTIS: Symposium on Language Learning for Artificial Agents (L2A2) at AISB 2019 (www.l2a2.github.io/symposium)
- ❑ M2CR: JHU workshop << Grounded seq. To seq. Transduction>>
- ❑ M2CR: Multimodal Machine Translation at WMT 2016-2018
<http://statmt.org/wmt18/multimodal-task.html>
- ❑ M2CR: ICML Workshop: « The HOW2 challenge »
<https://srvk.github.io/how2-challenge/>

Events Organised by Project Partners

- ❑ M2CR: IWSLT: Multimodal Spoken Language Translation (in preparation, to be announced)
- ❑ M2CR: Using the HOW2 dataset
- ❑ M2CR: Dagstuhl Seminar
https://www.dagstuhl.de/no_cache/en/program/calendar/seminar/?seminr=19021
- ❑ Overall: HLU Mastercall <https://chist-era-hlu.sciencesconf.org/>



Questions ?