SpLU-RoboNLP 2021

The 2nd International Combined Workshop on Spatial Language Understanding and Grounded Communication for Robotics

Proceedings of the Workshop

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Introduction

SpLU-RoboNLP 2021 is a combined workshop on spatial language understanding (SpLU) and grounded communication for robotics (RoboNLP) that aims to realize the long-term goal of natural conversation with machines in our homes, workplaces, hospitals, and warehouses by highlighting developments in linking language to perception and actions in the physical world. It also highlights the importance of spatial semantics when it comes to communicating about the physical world and grounding language in perception. The combined workshop aims to bring together members of NLP, robotics, vision and related communities in order to initiate discussions across fields dealing with spatial language understanding and grounding language to perception and actions in the real world. The main goal of this joint workshop is to bring in the perspectives of researchers working on physical robot systems and with human users, and align spatial language understanding representation and learning approaches, datasets, and benchmarks with the goals and constraints encountered in HRI and robotics. Such constraints include high costs of real-robot experiments, human-in-the-loop training and evaluation settings, scarcity of embodied data, as well as non-verbal communication.

Recent years have seen an increase in the availability of simulators in which virtual agents can take actions and obtain realistic visual observations, which has led to the creating of benchmarks for grounded language understanding in such environments. These benchmarks allow more direct comparisons of different techniques on certain tasks and have led to a significant increase in interest in some tasks such as vision and language navigation. However, many challenges still remain. Most systems using such benchmarks do not actually perform interactive training - obtaining live feedback from the environment on taking novel actions. Such training becomes more expensive as the simulator starts to support more actions. Different simulators and benchmarks vary in the extent to which they model realistic tasks or realistic capabilities of physical robots. Many of the modeling techniques used on such benchmarks may require too much compute to be used on physical robots.

Following the exciting recent progress in a number of visual language grounding tasks and vision and language navigation, the creation of more interactive embodied agents that can reason about spatial knowledge, common sense knowledge and information provided in instructions, generalize to data beyond what is seen during training, identify gaps in their knowledge or understanding, and engage in natural language interactions with users to fill in these gaps and explain their behavior are interesting research directions.

We have accepted 6 archival submissions and the workshop included an additional 4 non archival submissions.

Organizers:

Malihe Alikhani, University of Pittsburgh Valts Blukis, Cornell University Parisa Kordjamshidi, Michigan State University Aishwarya Padmakumar, Amazon Alexa AI Hao Tan, University of North Carolina, Chapel Hill

Program Committee:

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Invited Speakers:

Maja Matarić, University of Southern California

Kartik Narasimhan, Princeton University Jean Oh, Carnegie Mellon University Thora Tenbrink, Bangor University

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Conference Program

Friday, Aug 6, 2021 (EDT)

09:00 - 10:00	Poster Session
10:00 - 12:00	Morning Invited Talks
10:00 - 11:00	<i>Invited Talk</i> Thora Tenbrink
11:00 - 12:00	<i>Invited Talk</i> Jean Oh
12:00 - 13:50	Morning Session

Symbol Grounding and Task Learning from Imperfect Corrections Mattias Appelgren and Alex Lascarides

Learning to Read Maps: Understanding Natural Language Instructions from Unseen Maps Miltiadis Marios Katsakioris, Ioannis Konstas, Pierre Yves Mignotte and Helen Hastie

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Georgiy Platonov, Yifei Yang, Haoyu Wu, Jonathan Waxman, Marcus Hill and Lenhart Schubert

Towards Navigation by Reasoning over Spatial Configurations Yue Zhang, Quan Guo and Parisa Kordjamshidi

Learning to Parse Sentences with Cross-Situational Learning using Different Word Embeddings Towards Robot Grounding Subba Reddy Oota, Frederic Alexandre and Xavier Hinaut

Error-Aware Interactive Semantic Parsing of OpenStreetMap Michael Staniek and Stefan Riezler

Compositional Data and Task Augmentation for Instruction Following Soham Dan, Xinran Han and Dan Roth

14:00 - 15:00 ACL Findings Papers

Language-Mediated, Object-Centric Representation Learning Ruocheng Wang, Jiayuan Mao, Samuel Gershman, Jiajun Wu

Probing Image-Language Transformers for Verb Understanding Lisa Anne Hendricks, Aida Nematzadeh

Hierarchical Task Learning from Language Instructions with Unified Transformers and Self-Monitoring Yichi Zhang, Joyce Chai

VLM: Task-agnostic Video-Language Model Pre-training for Video Understanding

Hu Xu, Gargi Ghosh, Po-Yao Huang, Prahal Arora, Masoumeh Aminzadeh, Christoph Feichtenhofer, Florian Metze, Luke Zettlemoyer

Grounding 'Grounding' in NLP Khyathi Raghavi Chandu, Yonatan Bisk, Alan W Black

PROST: Physical Reasoning of Objects through Space and Time Stéphane Aroca-Ouellette, Cory Paik, Alessandro Roncone, Katharina Kann

- 15:00 16:00 **Panel Session**
- 17:00 19:00 Afternoon Invited Talks
- 17:00 18:00 Invited Talk Karthik Narasimhan
- 18:00 19:00 Invited Talk Maja Mataric

19:00 - 20:15 Afternoon Session

Plan Explanations that Exploit a Cognitive Spatial Model Raj Korpan and Susan L. Epstein

Fine-Grained Spatial Information Extraction in Radiology as Two-turn Question Answering Surabhi Datta and Kirk Roberts

Interactive Reinforcement Learning for Table Balancing Robot Haein Jeon, Yewon Kim and Bo-Yeong Kang

Multi-Level Gazetteer-Free Geocoding

Sayali Kulkarni, Shailee Jain, Mohammad Javad Hosseini, Jason Baldridge, Eugene Ie and Li Zhang

Interactive learning from activity description Khanh Nguyen, Dipendra Misra, Robert Schapire, Miro Dudík and Patrick Shafto

20:15 - 21:00 **Poster Session**