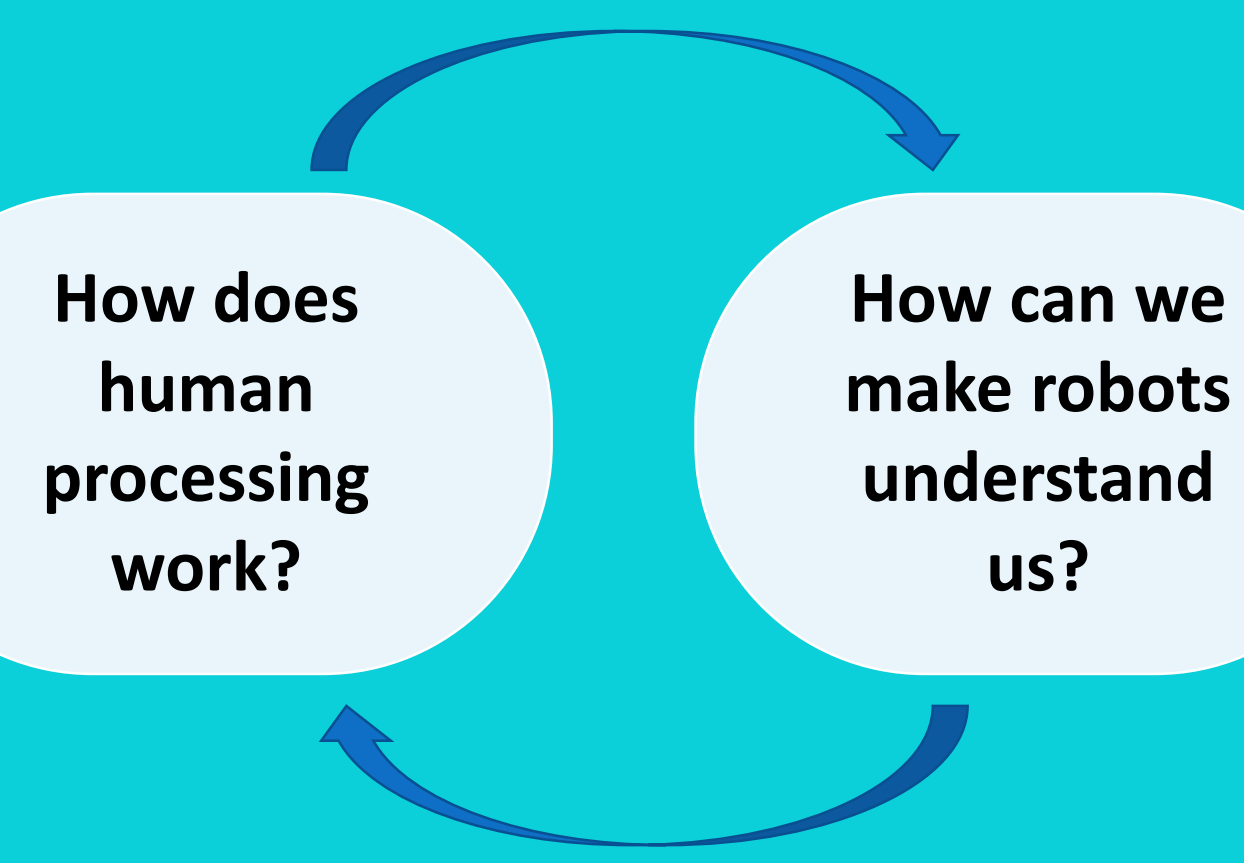
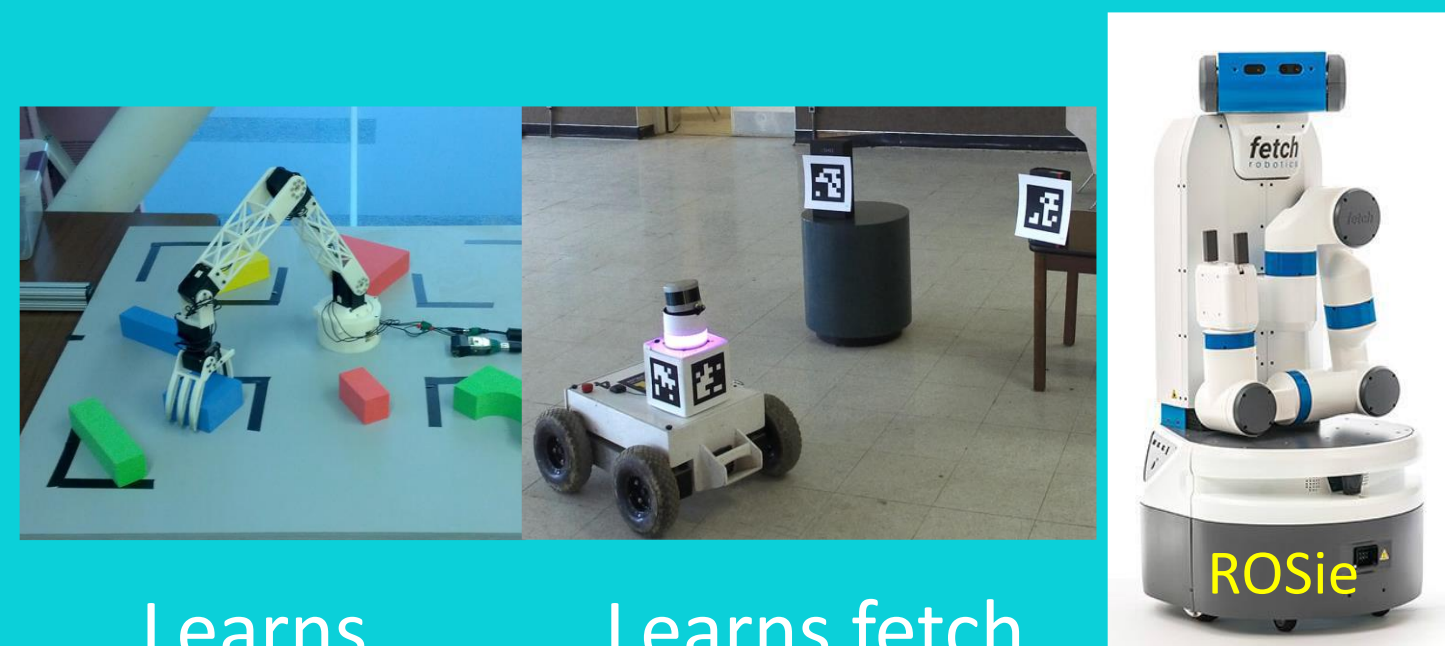


Overview

Motivation



Rosie



Learns games
Learns fetch and deliver tasks

Interactive Task Learning

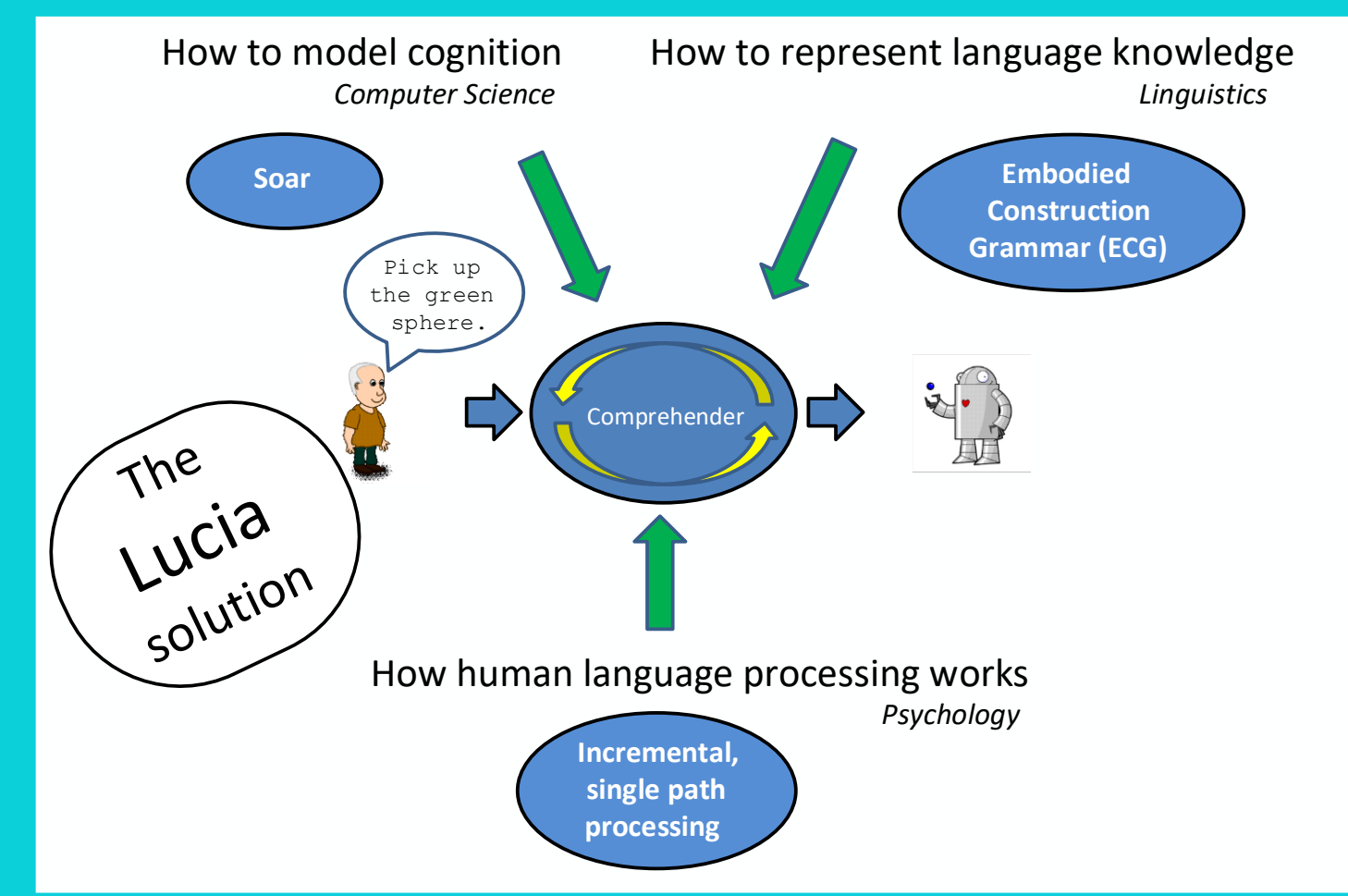
Deliver the box to the main office.
What is the goal?
The goal is that the box is in the office.
What do I do next?
Pick up the box.
What do I do next?
Put down the box.
What do I do next?
You are done.

Fetch a stapler.
What is the goal?
The goal is that the stapler is in the starting location.
I cannot find the stapler. Can you help?
Recall the stapler in a location.
(Rosie goes to the location and brings the stapler back.)

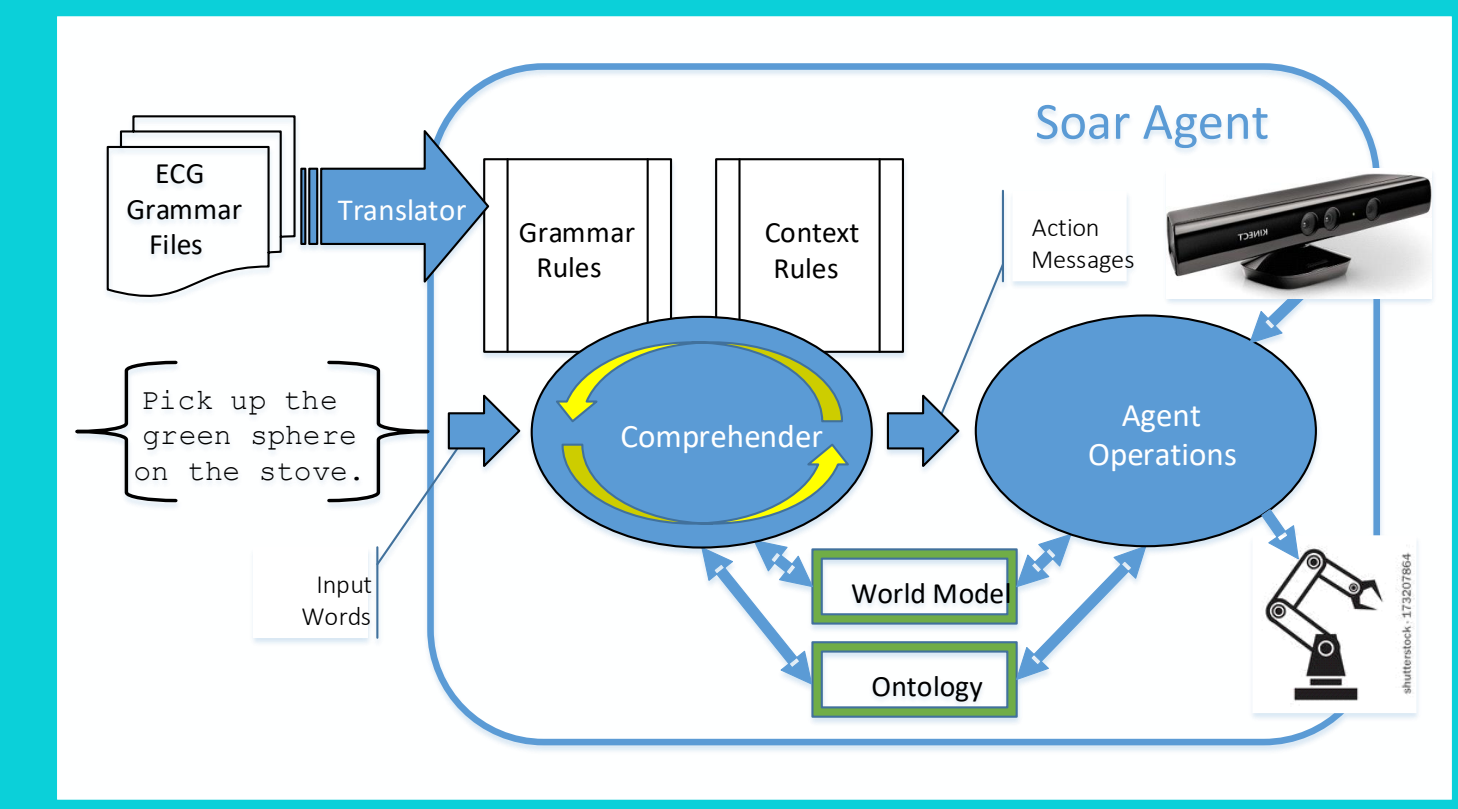
Deliver the package to Alice.
What is the goal?
The goal is that Alice is holding the package.
(Rosie picks up the package.)
I cannot find Alice. Can you help?
Think of an office for Alice.
(Rosie goes to her office and gives her the package.)

Lucia

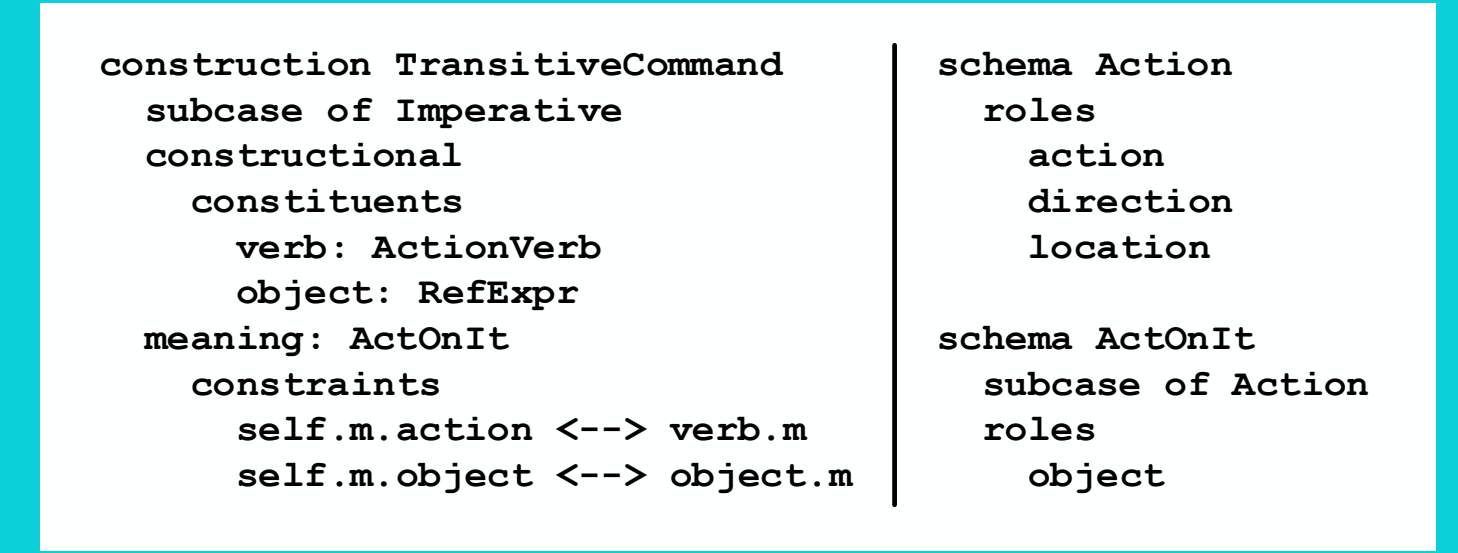
Theoretical Background



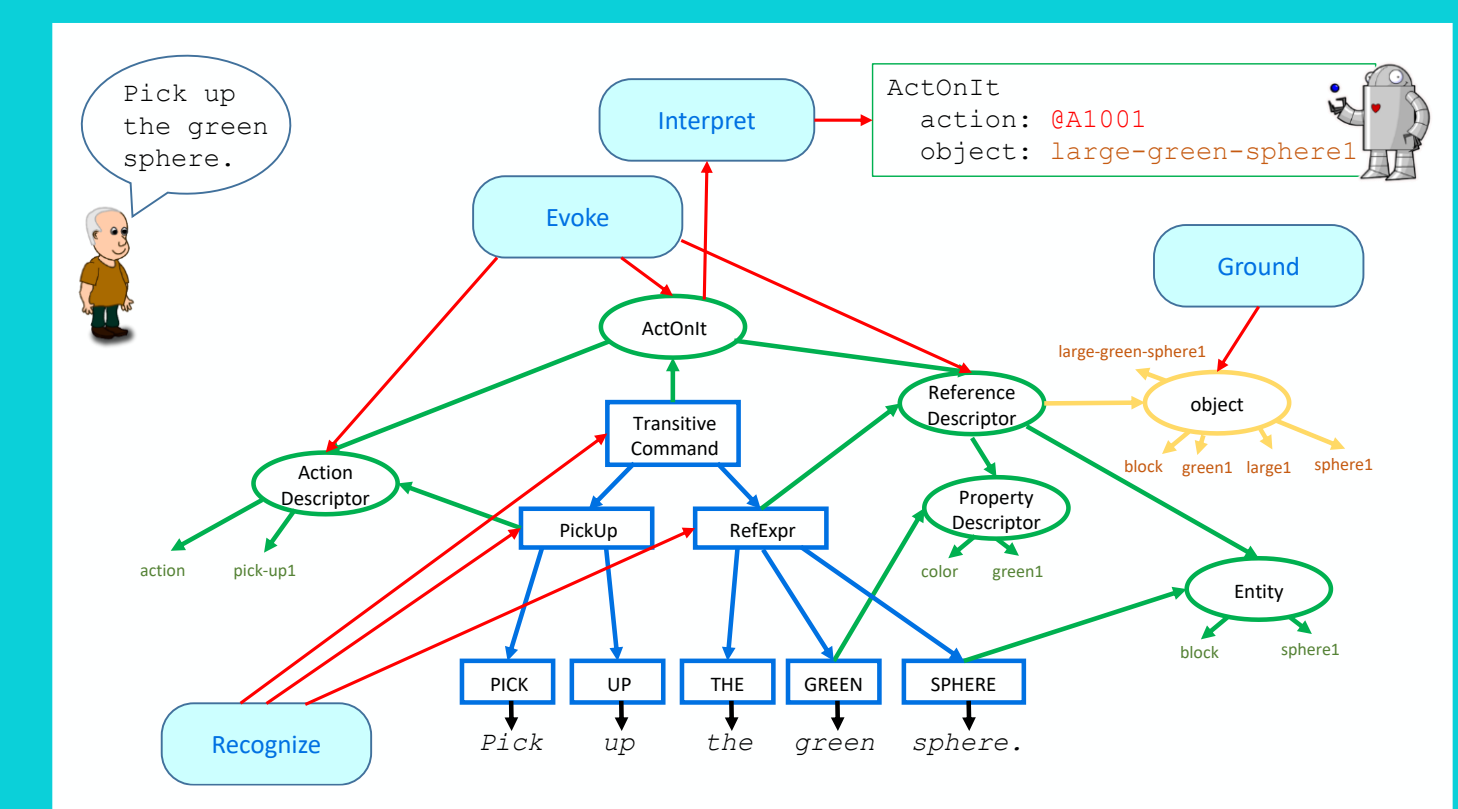
Agent Embedding



Embodied Construction Grammar (ECG)

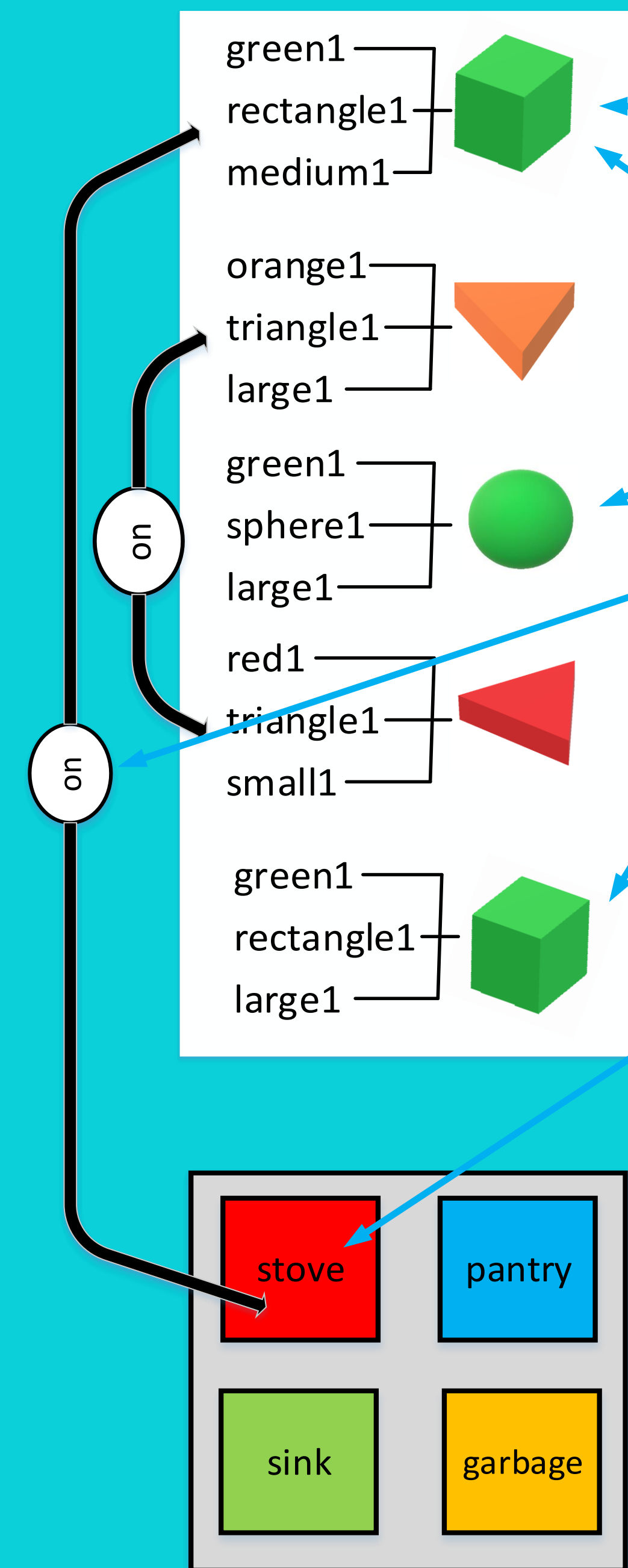


Example Parse

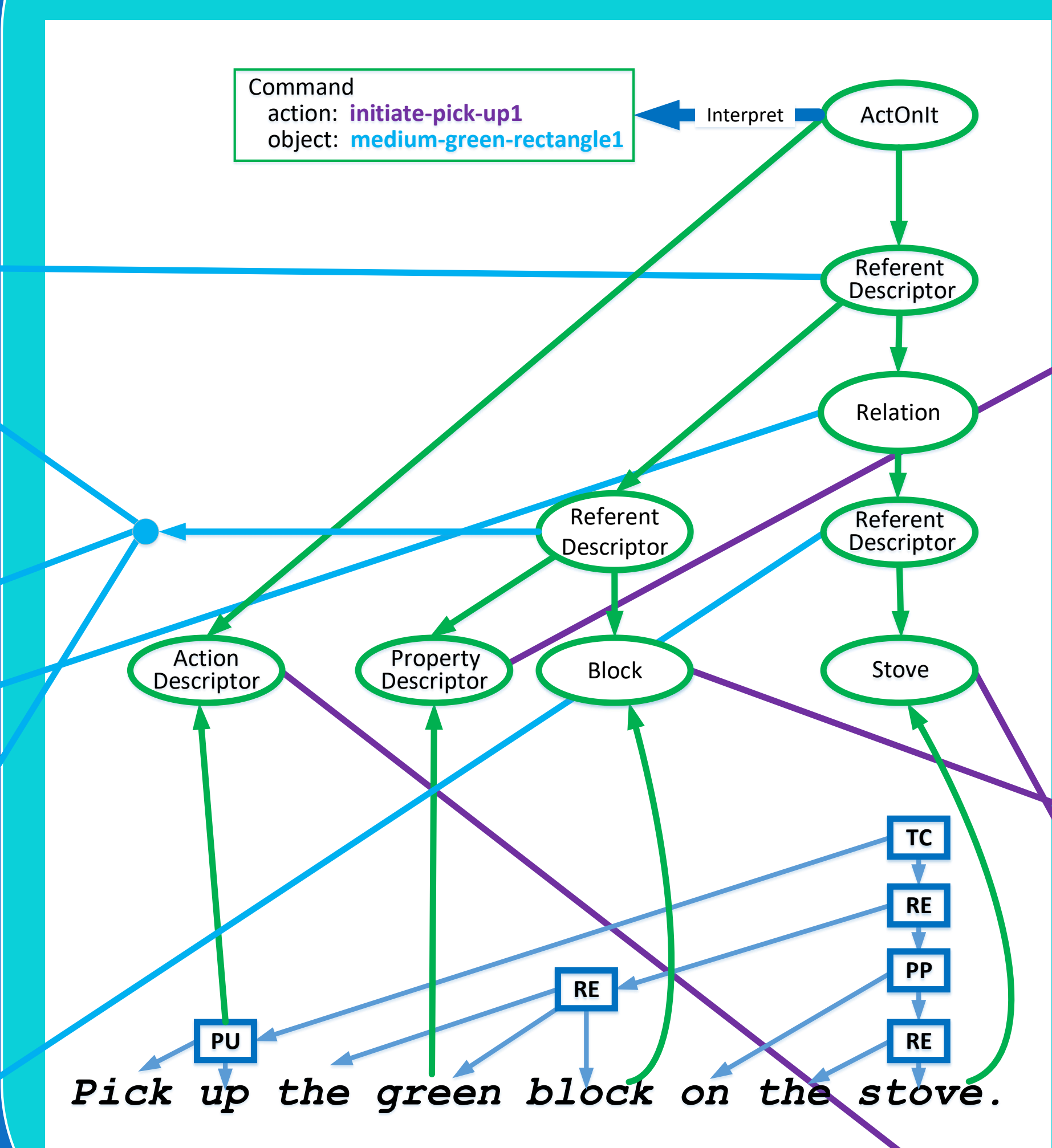


Grounding

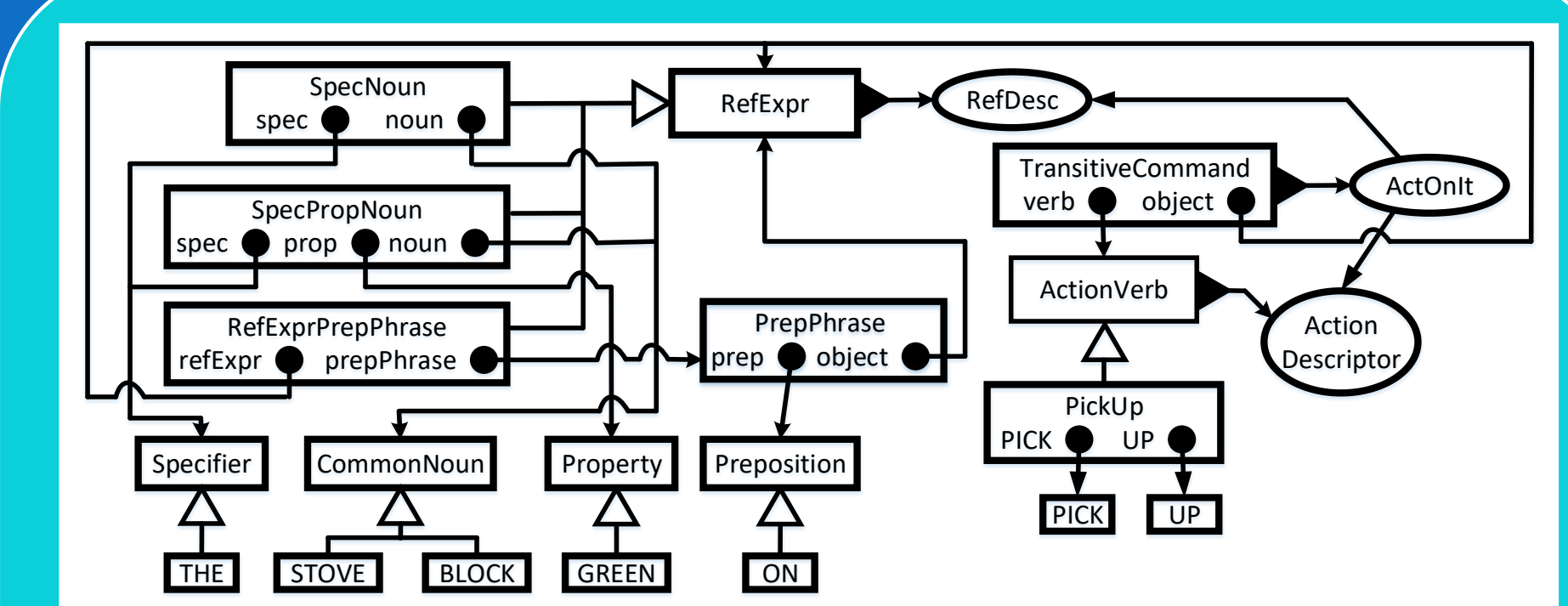
World Model



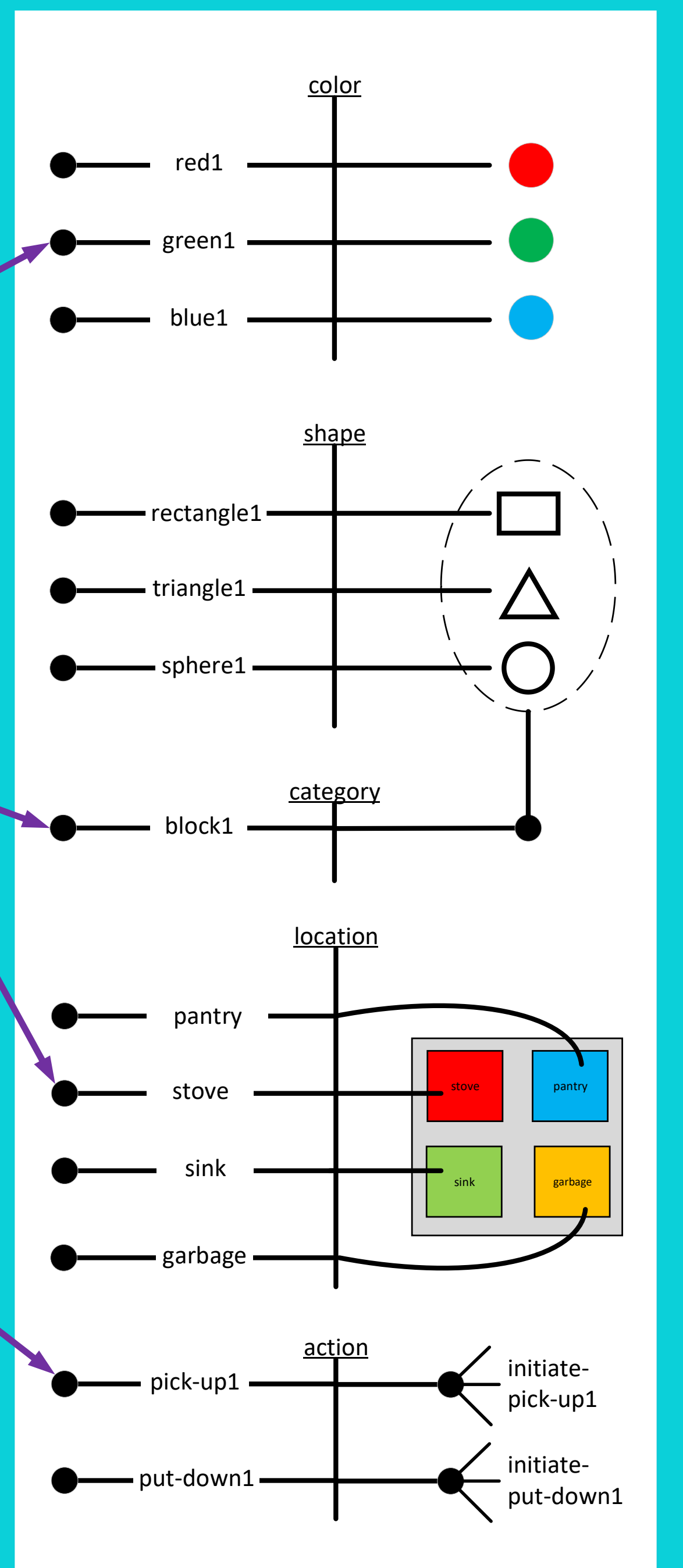
Comprehension State



ECG Grammar



Ontology



Benchmark Samples

World Model

```
{ "id": "obj-006",
  "handle": "large-green-sphere1",
  "item_type": "object",
  "properties": {
    "category": "block",
    "color": "green1",
    "shape": "spherel",
    "size": "large1"
  }
}
```

Ontology

```
"categories": [
  { "id": "category-001", "handle": "block" },
  { "id": "category-002", "handle": "location" },
  { "id": "category-003", "handle": "object", ... }
]
"colors": [
  { "id": "color-001", "handle": "red1" },
  { "id": "color-002", "handle": "orange1" },
  { "id": "color-003", "handle": "yellow1" },
  { "id": "color-004", "handle": "green1" },
  { "id": "color-005", "handle": "blue1", ... }
]
```

Gold Standard

```
{ "id": "s-061",
  "text": "Pick up the green block on the stove.",
  "message": {
    "type": "command",
    "action": "action-006",
    "object": "obj-004"
  }
}
```