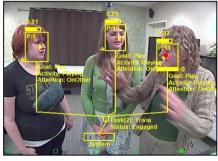


Faculty
Summit
2016

Integrative-Al challenges in physically situated interactive systems

















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Adaptive Systems and Interaction
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Situated interaction @ MSR

















Situated interaction @ MSR





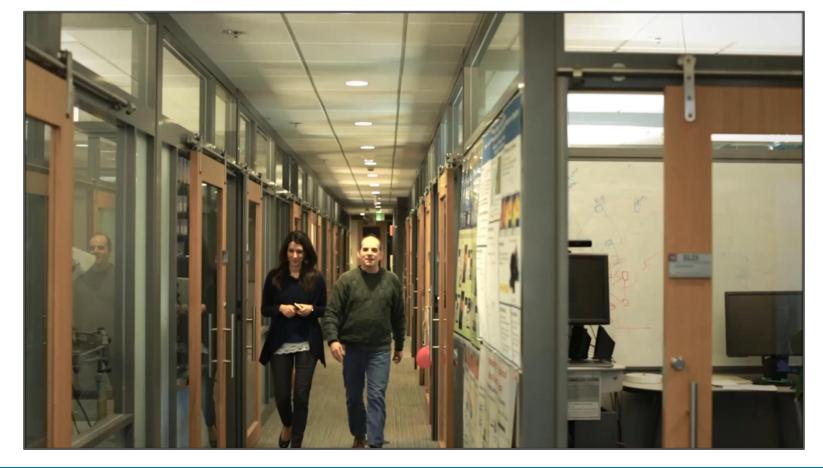












Situated interaction @ MSR







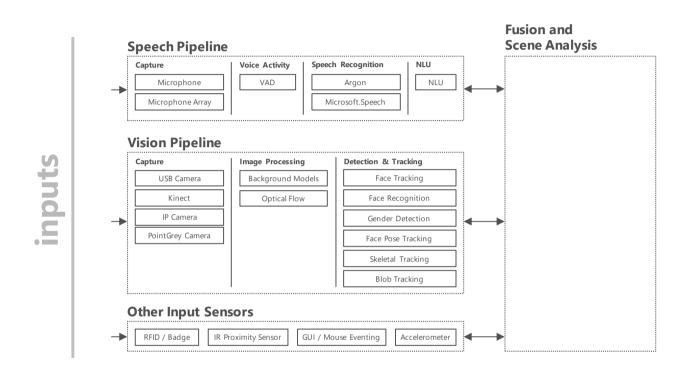


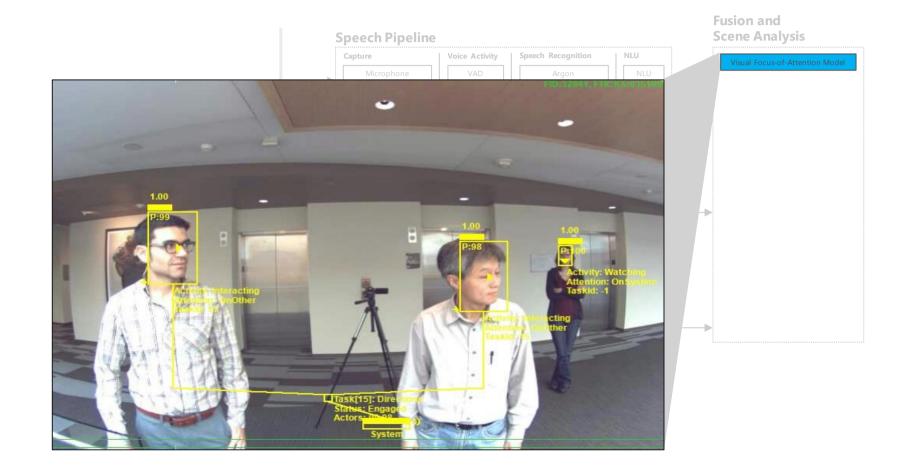


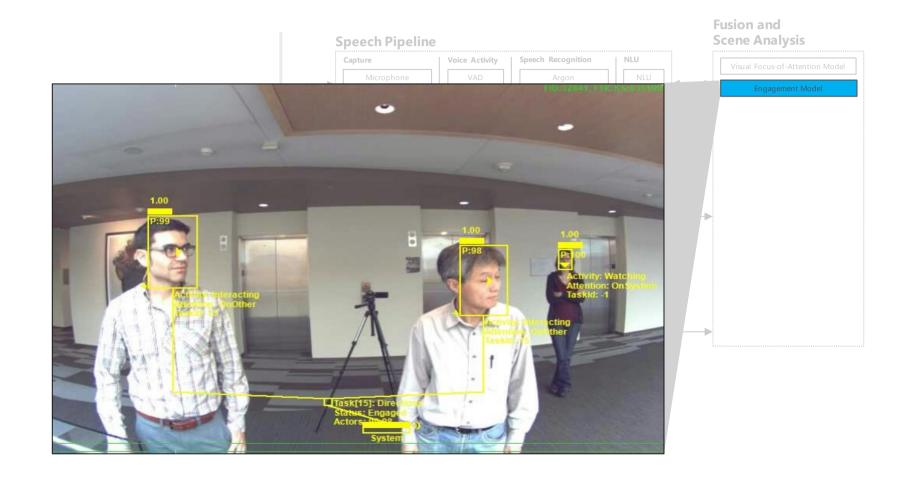


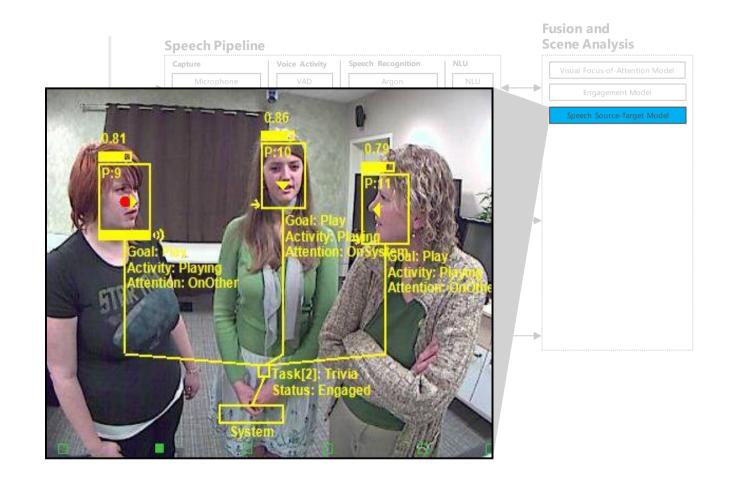


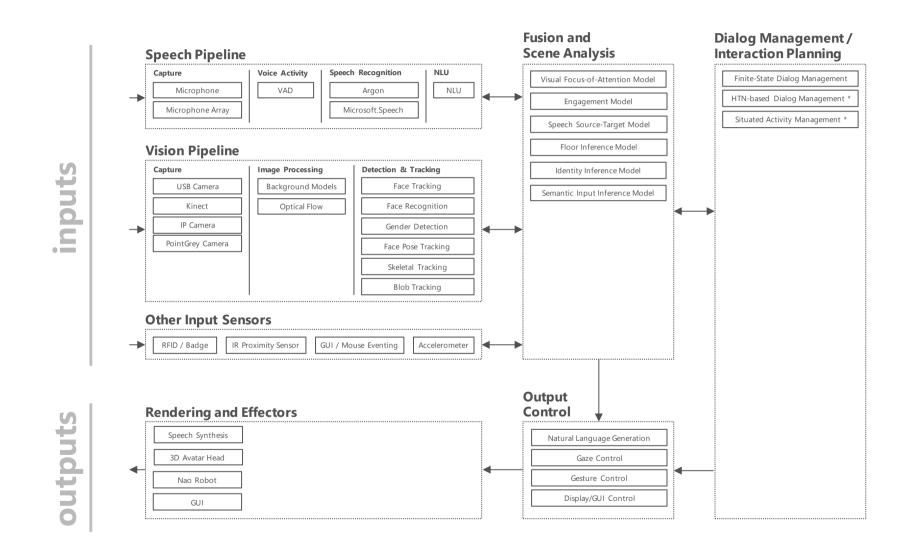


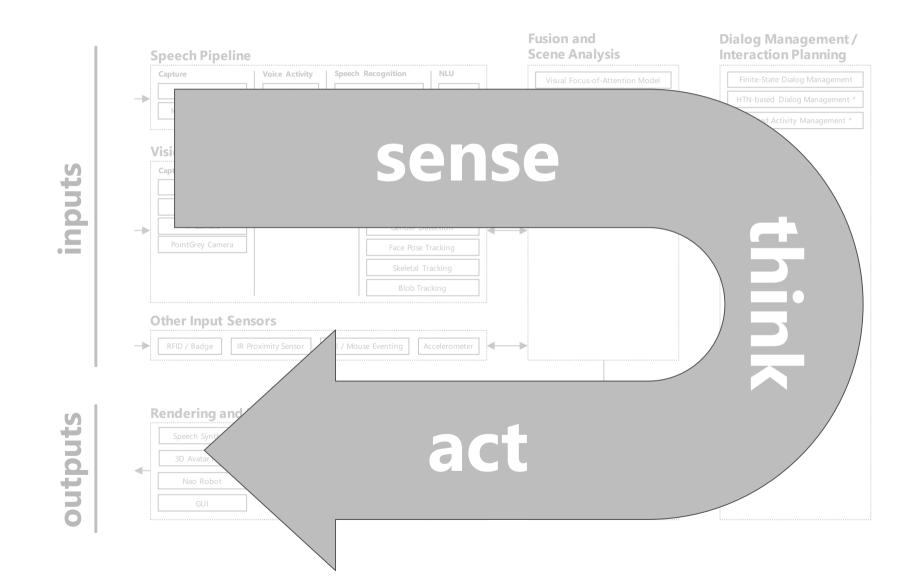








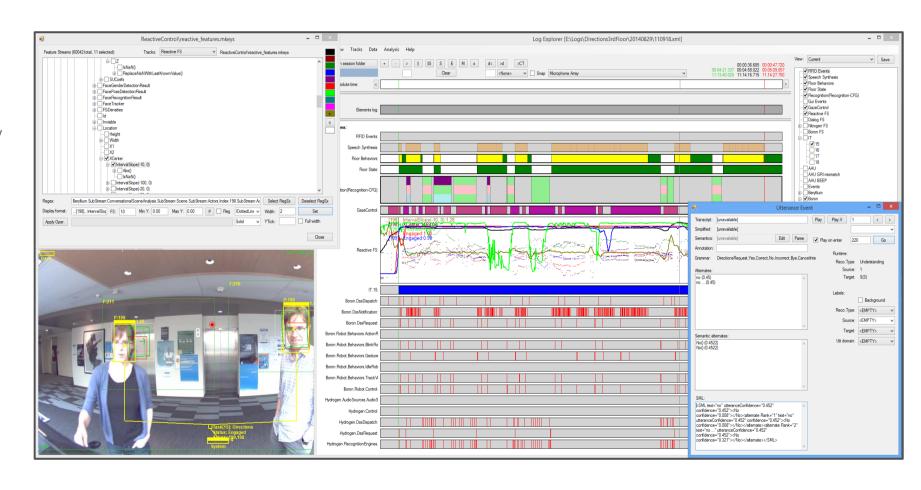




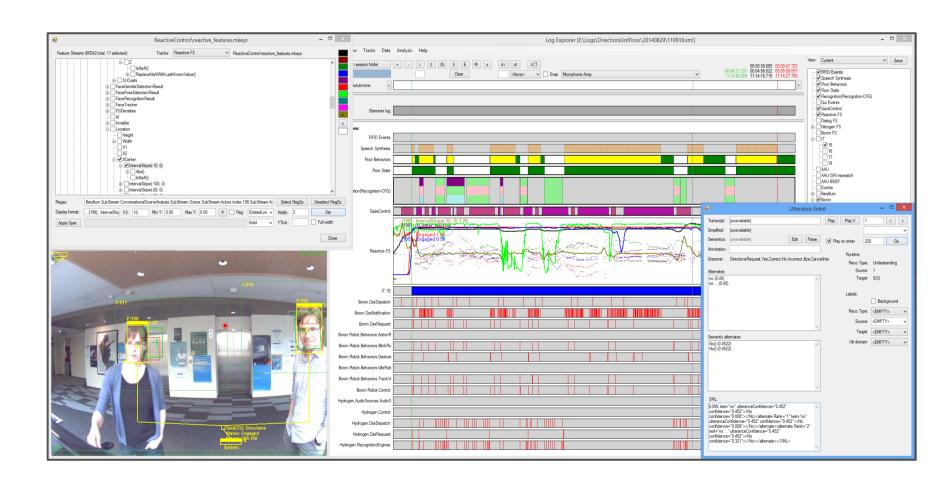
Managing complexity

programming models for parallel, coordinated computation

Time Uncertainty & ML



Time



Time

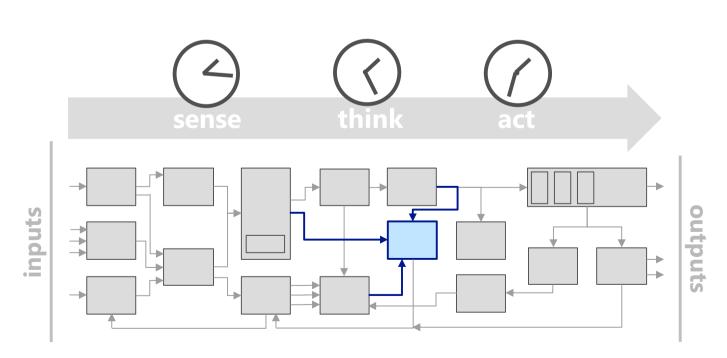
Time and streams as 1st order citizens

```
stream double f;
f=3; f=x*f-y;
```

persistence w/ historical access (e.g. f[-200ms]), sampling, transforms (e.g. f.Slope[-500ms:0ms])

Latency-awareness

sychronization and coordination primitives meta-reasoning about time



Uncertainty & ML in integrative-Al systems

Software engineering & Uncertainty

composability

testing and maintenance

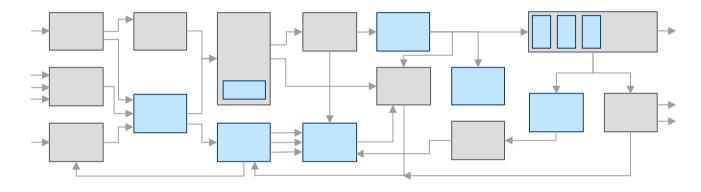
versioning

ML & integrative-Al systems

interactivity (with outside world or other components)

blame assignment

system-level optimization



Microphone array capture
Sound source localization
Speech recognition
Language understanding
Infrared proximity sensors
Badge sensors
Face detection and tracking
Head-pose tracking

Facial feature tracking
Face identity recognition
Gender detection
Attention models
Engagement models
Turn-taking models
Behavioral control

Dialog management
Natural language generation
Speech synthesis
Avatar synthesis
Robot motion control
Floor-plan models
User models

Integrative-Al















Artificial Intelligence Software Engineering

Machine Learning

Systems