BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

done reshelving books
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goal specification via interactive generation

for all book.n.02 book.n.02 is on top of shelf.n.01_1

done reshelving books
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good specification via interactive generation

done reshelving books
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goal specification via interactive generation

done reshelving books

foundation model
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done reshelving books

foundation model

generative
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done reshelving books

foundation model

interactive

adaptive

generative

closes the loop

Celtic tales

PREACHER'S GARDEN TALES

THE ARRIVAL

EADIE, A.D. & R. EADIE

BACON, THOMAS

LAWRENCER. EADIE

HARRISON, T. & H. HARRISON

LOCHIN, J. & T. LOCHIN

STEWART, T. & M. STEWART

KING, K. & M. KING

BACON, T. & J. BACON

CAMPBELL, J. & T. CAMPBELL

HARRISON, T. & H. HARRISON
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done reshelving books

smart agent
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

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goal specification via interactive generation

simulated

realistic

done reshelving books

smart agent
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goal specification via interactive generation

done reshelving books

smart agent

sim2real
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goal specification via interactive generation

done reshelving books

smart agent

sim2real

via
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goal specification via interactive generation
BEHAVIOR feedback: data annotation for social perception
goal specification via interactive generation

done reshelving books
social perception
reshelving books

specifying goal states via interactive generation

smart agent

BEHAVIOR feedback: data annotation for social perception

Into The Forest Dark
@ElliottBlackwa3
reshelving books
specifying
goal states
via
interactive generation
smart agent
BEHAVIOR
feedback:
data annotation
for
social perception
Into The Forest Dark
@ElliottBlackwe3
reshelving books

specifying goal states via interactive generation

smart agent

BEHAVIOR feedback: data annotation for social perception

Into The Forest Dark
@ElliottBlackwa3
Fairy Tales, Folktales, Fantasy, & Myth
reshelving books
specifying
goal states
via
interactive generation
smart agent
BEHAVIOR
feedback:
data annotation
for
social perception
reshelving books

specifying goal states via interactive generation

BEHAVIOR feedback: data annotation for social perception
Moved and reorganized my bookshelves.
Moved and reorganized my books.

Alan Lastufka
@AlanDistro

My debut thriller FACE THE NIGHT comes out March 2022. Preorder now!
books2read.com/facethenight
My debut thriller FACE THE NIGHT comes out March 2022. Preorder now!
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reshelving books

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data annotation for social perception

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specifying goal states via interactive generation

smart agent

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reshelving books

specifying
goal states

via

interactive generation

smart agent

BEHAVIOR

feedback:
data annotation

for

social perception

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reshelving books
specifying goal states via interactive generation
smart agent
BEHAVIOR feedback: data annotation for social perception
reshelving books

specifying goal states via interactive generation

BEHAVIOR feedback: data annotation for social perception
reshelving books
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smart agent
BEHAVIOR feedback: data annotation for social perception
social perception
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

done reshelving books

smart agent
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation
Inuit: A Greenlandic tapas tray with dried cod, cured reindeer, and pieces of narwhal blubber. “Every family has their own way of cutting blubber.”

Korean chuseok (mid-autumn harvest festival) holiday meal

Mediterranean mezze spreads for a dinner party

done setting the table
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

done setting the table
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation
BEHAVIOR feedback: data annotation for social perception

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goal specification

interactive generation