

AIDAS: Immersive Interaction within Vehicles

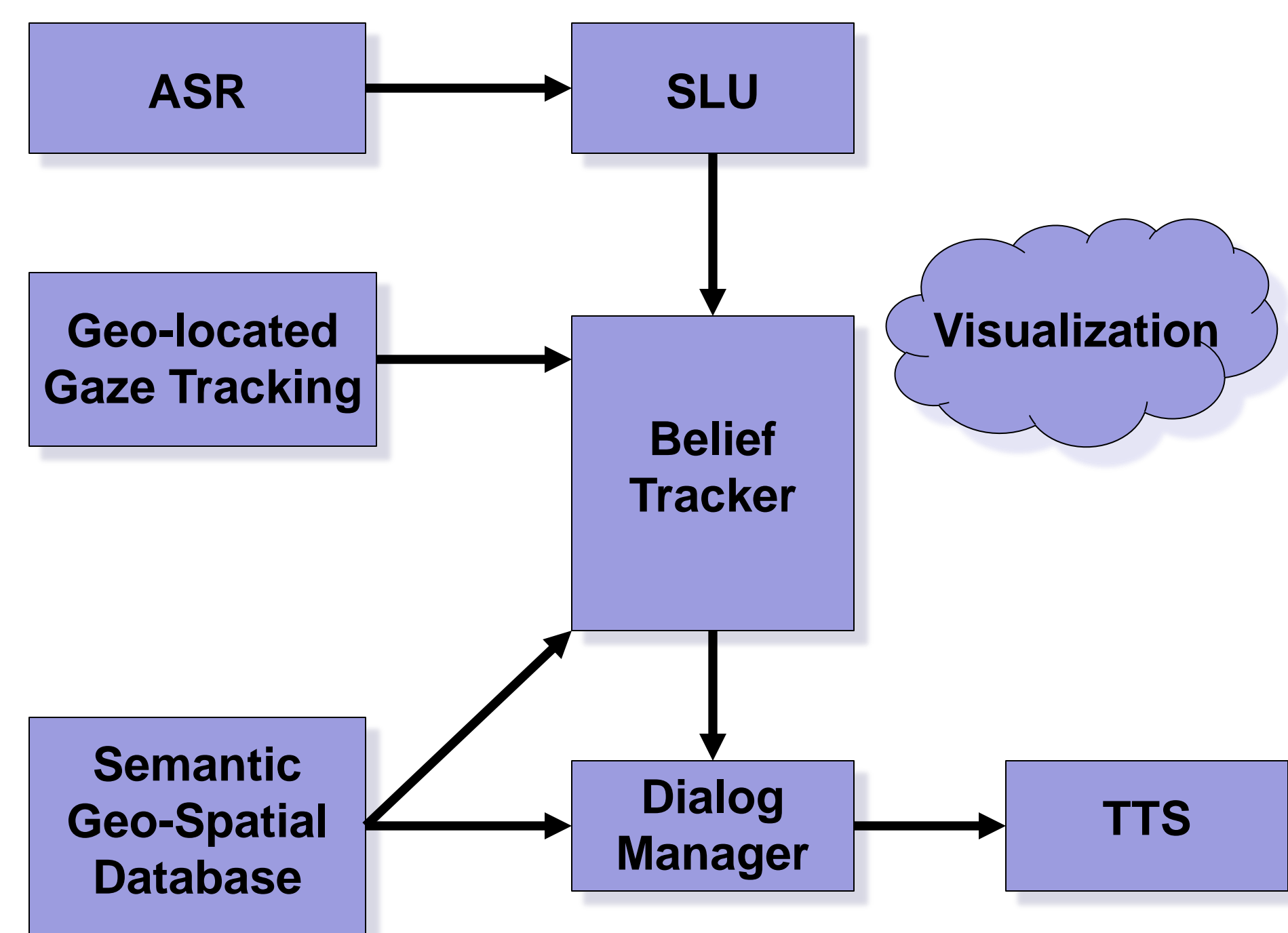
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Background

Current driver support systems are unable to leverage **situational context** during interaction: i.e.. **location, visible landmarks, status of driver, status of vehicle, external environment**

Context key to support situated interaction within vehicles (i.e. context-aware navigation or situated information search). Robust belief-tracking critical to enable immersive interaction

Architecture

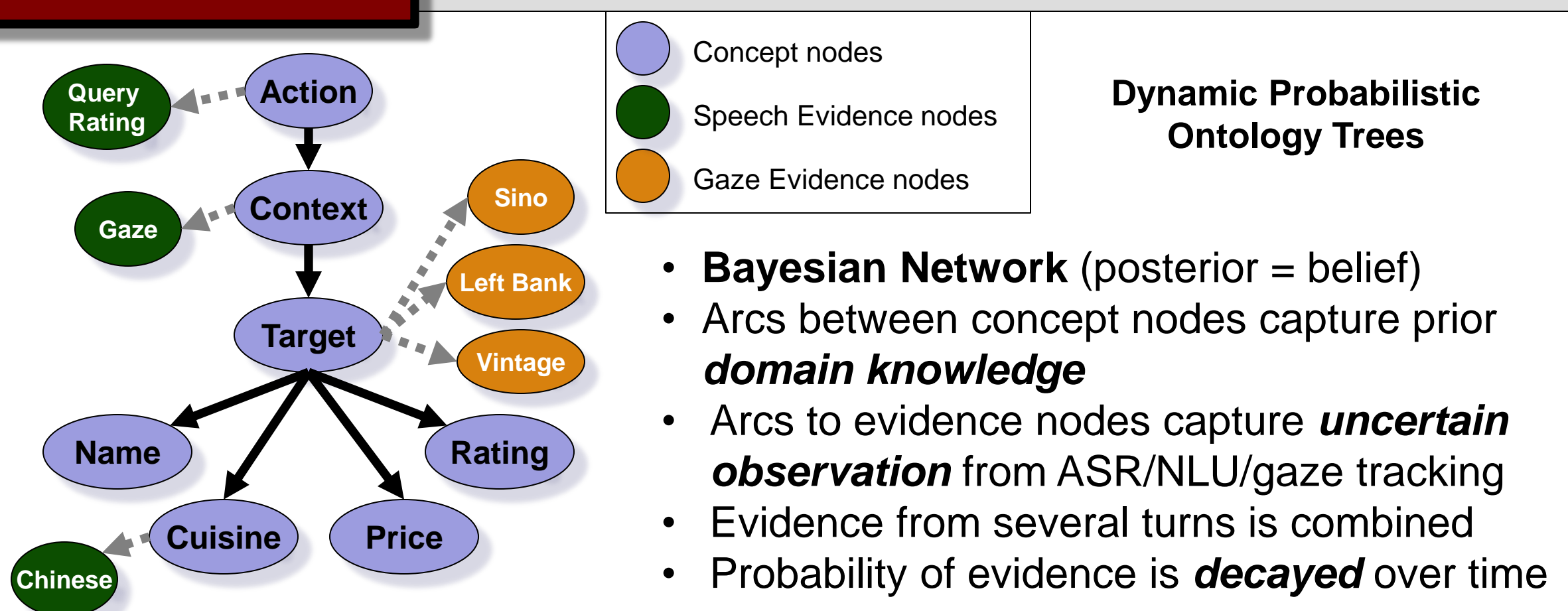


ASR: Automatic Speech Recognition
SLU: Spoken Language Understanding
TTS: Text To Speech Generation

Multimodal Situated Interaction



Dialog Understanding via Belief Tracking



Challenges and Future Work

- **Situated understanding of speech**
 - Is the target within driver's field of view?
- **Semantic grounding in the real world**
 - "What's that place with the yellow umbrellas?"
 - "You mean right after that red brick building?"

- **Multimodal interaction that is always "ON"**
 - Is the driver speaking to AIDAS?
 - When should AIDAS interrupt?
 - What is the driver doing?