# Working with

347 Maneesh Agrawala

Unpredictable Black Boxes

### **Announcements** Quiz 3 a week from today



### Last time

**Intelligence augmentation** air to amplify our own abilities

Debates rage about the levels of autonomy to grant to Als: from fully autonomous **agents** that act on the person's behalf, to **direct manipulation** that always leaves the user in full control

**Mixed initiative interaction** splits the difference by asking, acting, or doing nothing based on its confidence and assessment of the benefit

End users and designers seek to work with these AI tools

### Intelligence augmentation aims to place Al in context by using it

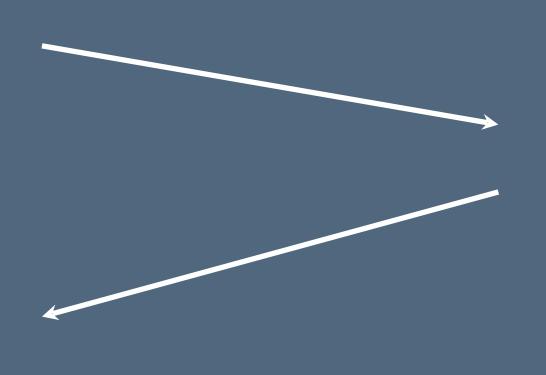


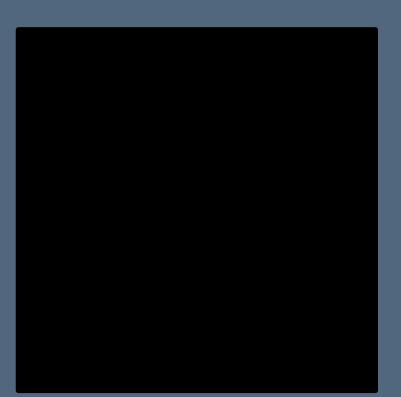
**OC**ay **Problem**: Unpredictable tools are terrible interfaces Why? Because we have no good conceptual model Solutions:

Towards conversational Al interfaces Dealing with ambiguity of natural language Iterative refinement (not iterative trial-and-error)



### Picture of a Professor named Maneesh Agrawala





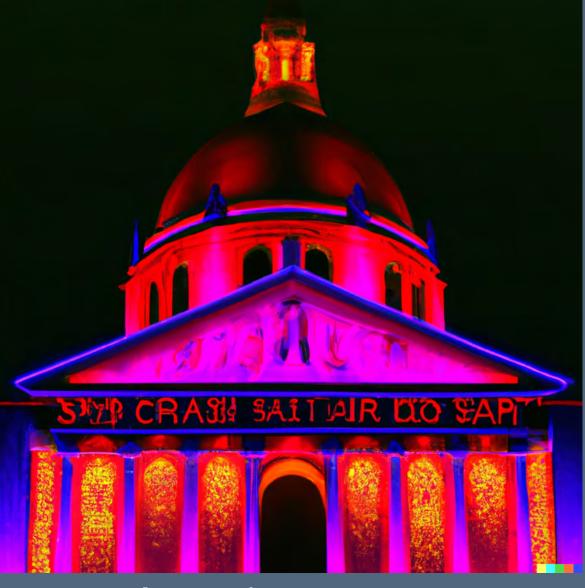
#### DALL-E2







stanford memorial church with neon signage in the style of bladerunner



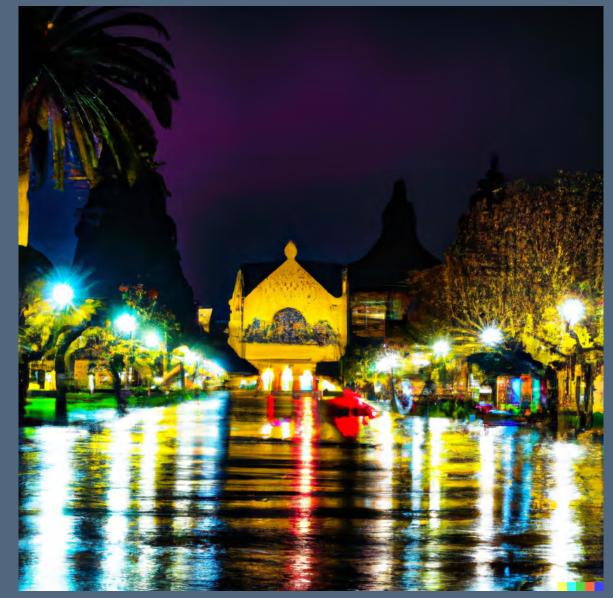
**Iteration 1** 

stanford memorial church and main quad with palm trees in the style of bladerunner



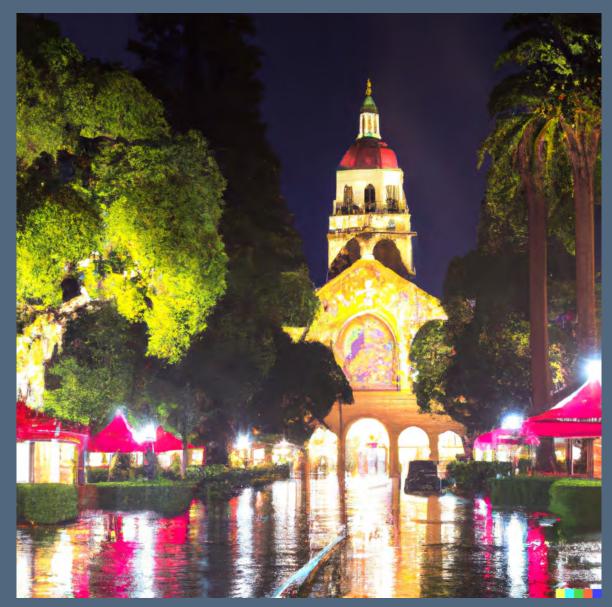
**Iteration 3** 

nighttime rain stanford memorial church and main quad with palm trees, night market food stalls and neon signs in the style of bladerunner



**Iteration 8** 

nighttime rain stanford memorial church and main quad with palm trees, night market food stalls and neon signs like downtown tokyo



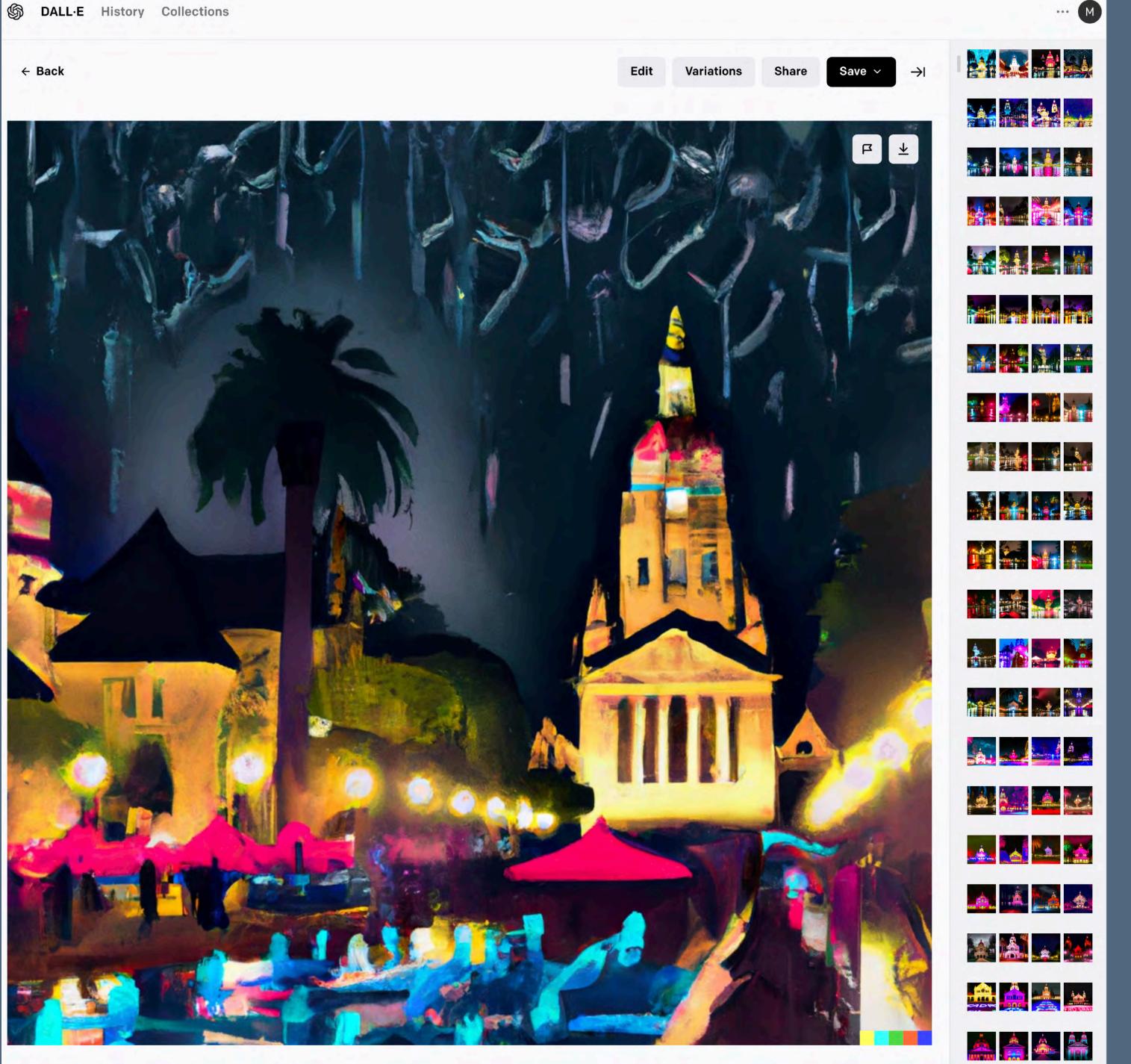
**Iteration 17** 



\$ DALL-E History Collections

nighttime rain stanford memorial church and main quad with palm trees, night market japadog food stalls and neon signs, **neo** tokyo bladerunner style film still illustration

Iteration 21





@AaronHertzmann

Writing a letter and quite happy with this phrase: Real artistic tools should act as extensions of the artist, the way a paintbrush adds capabilities to a painter's hand, rather than a slot machine that may or may not give you something useful.

8:05 AM · Sep 25, 2023 · 5,562 Views







### **Beautiful Watercolor** Illustrations

Generates beautiful watercolor illustrations with undefined figures, in a consistent style. Ideal for illustrating stories, tales or blogs with vivid and colorful watercolor images. You can select the proportions of each generated illustration.

#### \$1.99

#### **Get Prompt**

After purchasing, you will gain access to the prompt file, which you can use with Midjourney. You must already have access to Midjourney to use this prompt.



### Why Johnny Can't Prompt [Zamfirescu-Pereira et al. 2023]

Prompters don't know what AI can/cannot do. So need examples or instructions on how to proceed. Consistent with [Yang 2020].

human interactions.

instructed by human researcher to give examples.

(e.g. instruction: 'do not use ABC', result: Al uses ABC verbatim in response)

- Prompters over-generalize from a few examples, or errors (give up early).
- Prompters anthropomorphize and filter expectations based on human-
  - Gave direct instructions instead of providing in-context examples. Even when
  - Some prompters expected AI to understand instructions the way a human would

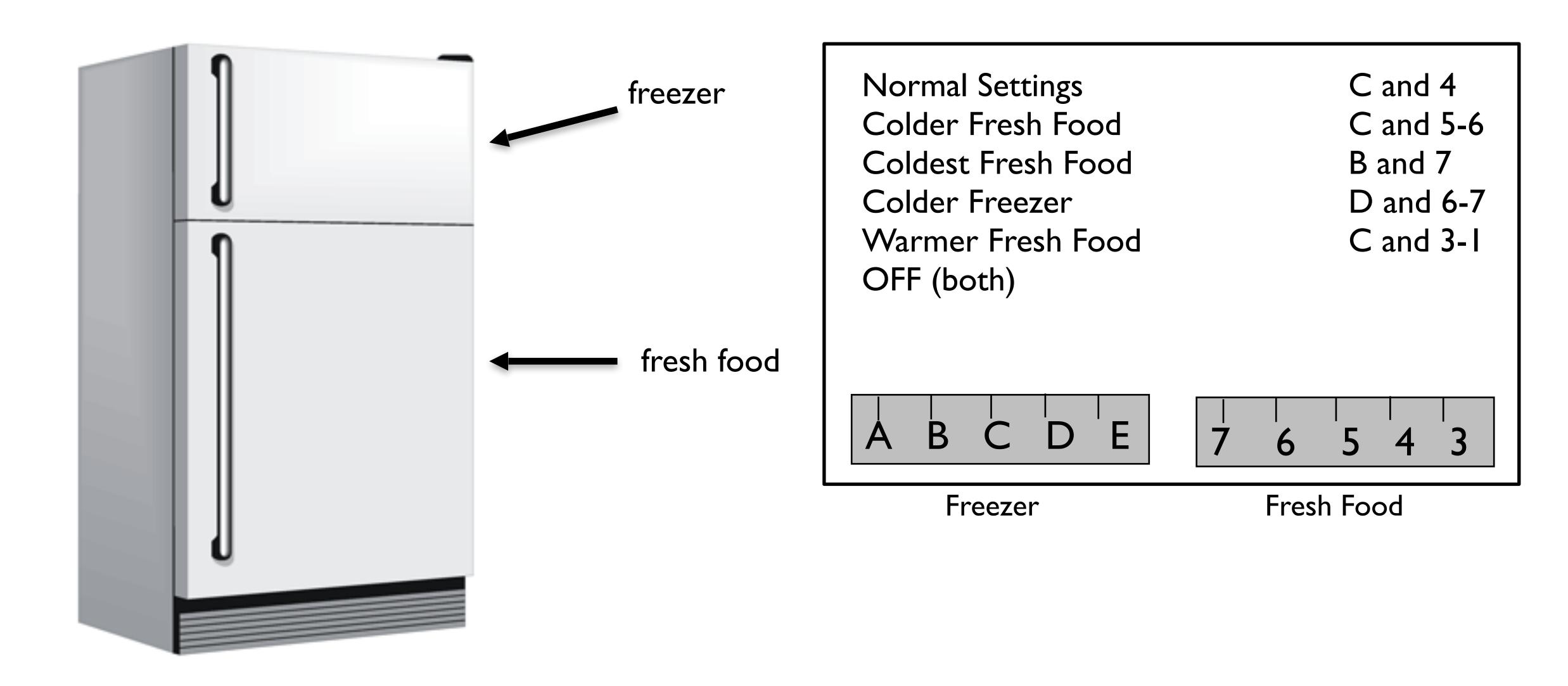


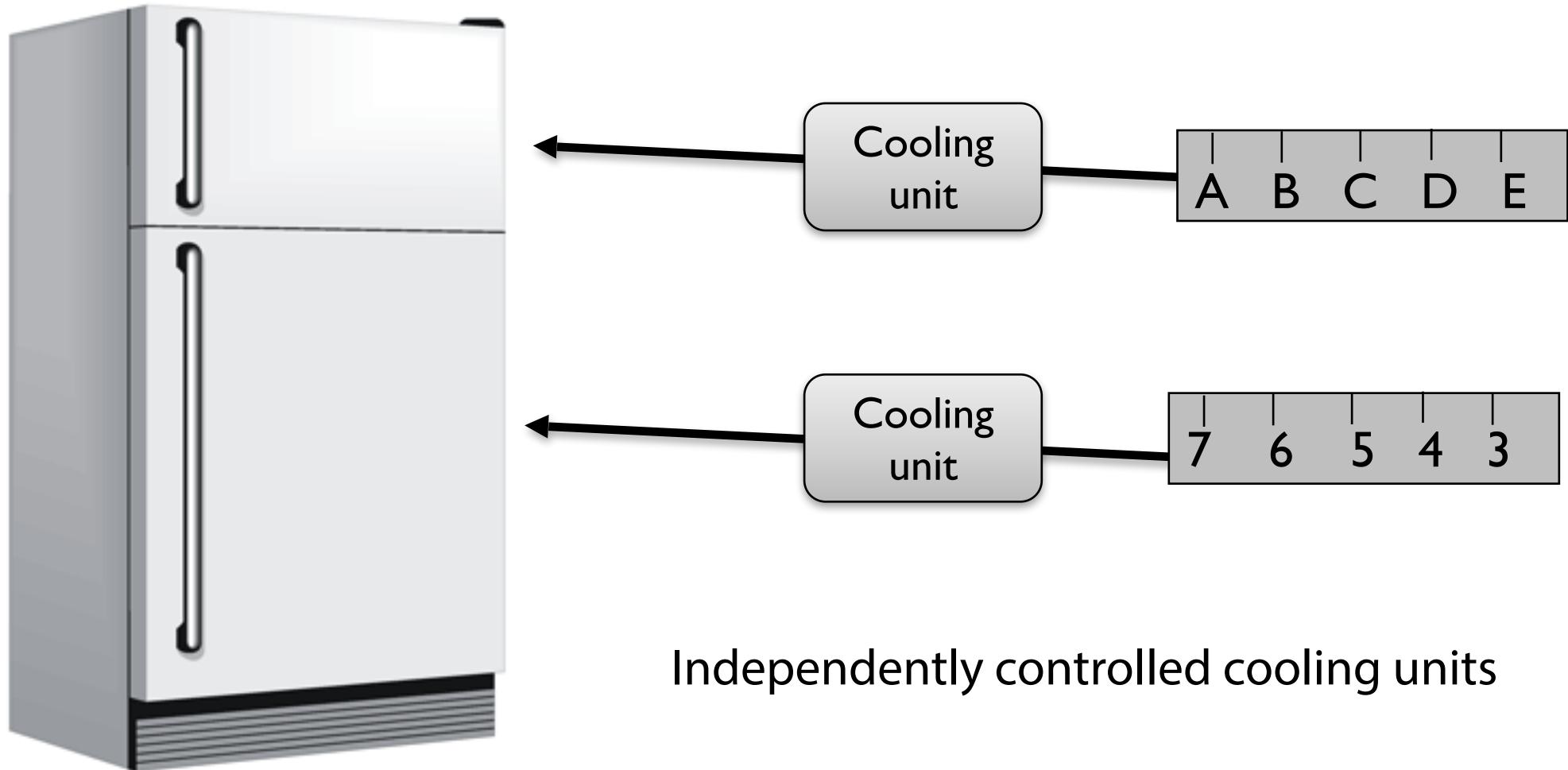
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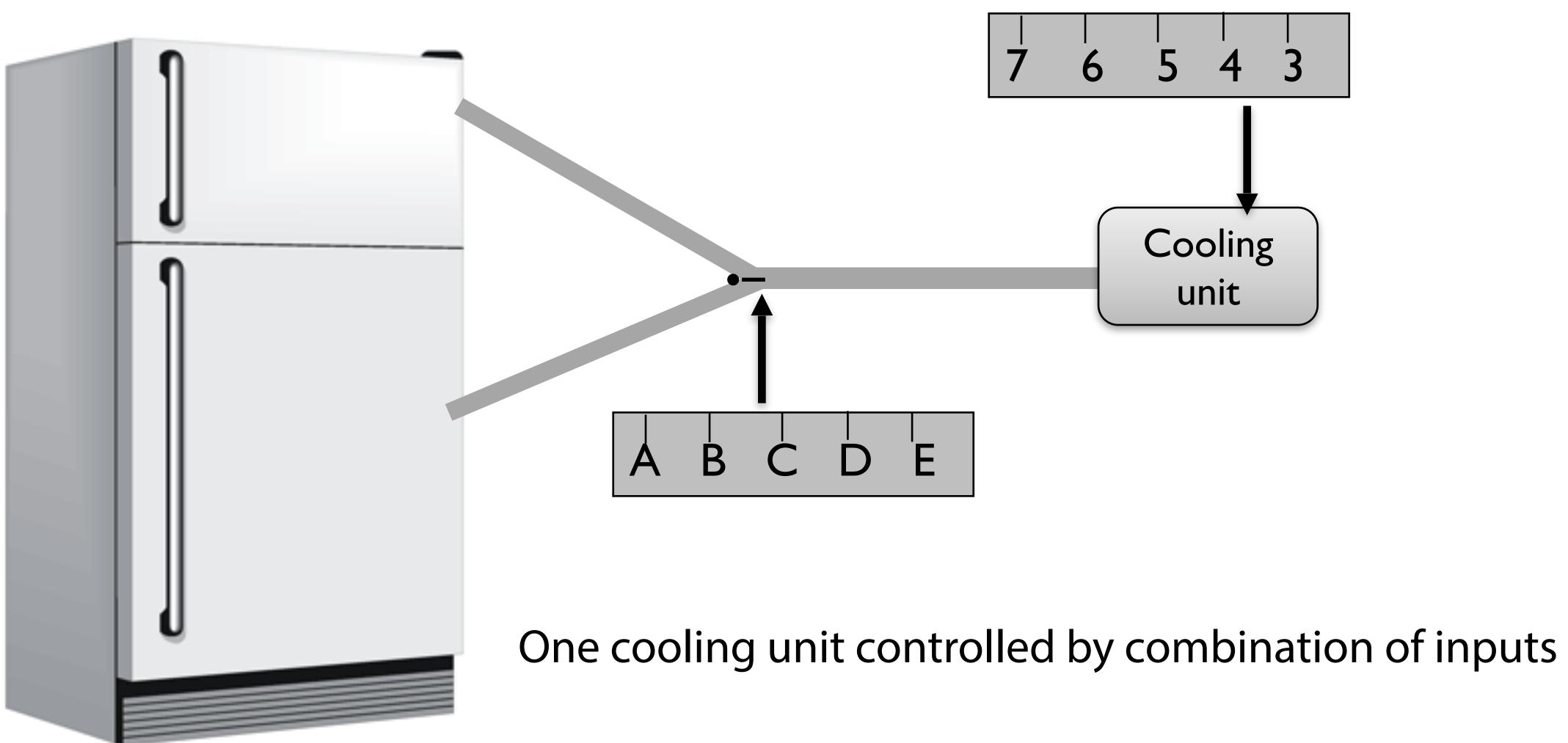
## Conceptual Models

## The **DESIGN** of EVERYDAY THINGS DON NORMAN

REVISED & EXPANDED EDITION







A good conceptual model let's users predict how input controls affect the output

When the **conceptual model** is **not predictive**, users resort to **trial-and-error** 

It is **our job** as AI tool builders to provide interfaces that **let users build predictive conceptual models** 

Gulf of Envisioning [Subramonyam et al. 2024] Capability gap: prompters don't know how to convert intentions into actions the AI can perform, because AI capabilities and actions are unclear

**Instruction gap**: prompters don't always know how to state in natural language what they want the AI to do because language is ambiguous

Intentionality gap: prompters don't always think about how to evaluate whether the results really meet their needs

Gulf of Execution semantic distance

Gulf of Execution articulatory distance

Gulf of Evaluation semantic distance



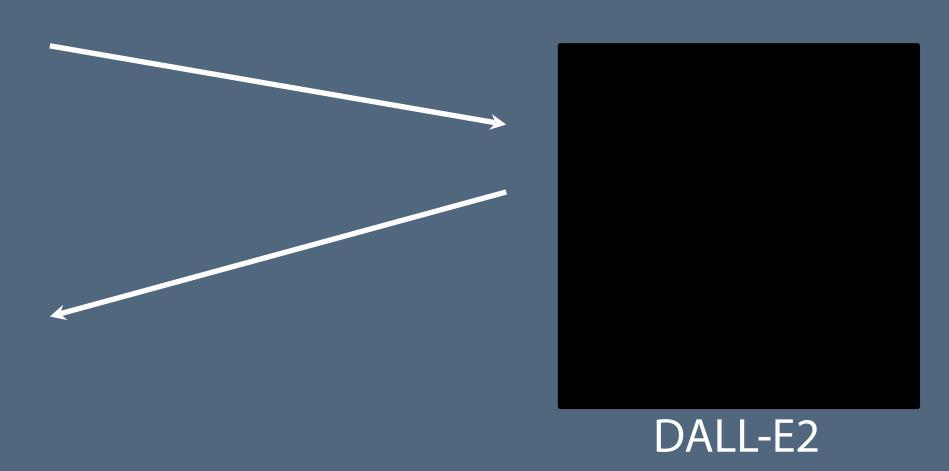






### Picture of a cool, young Computer Science Professor named Maneesh Agrawala





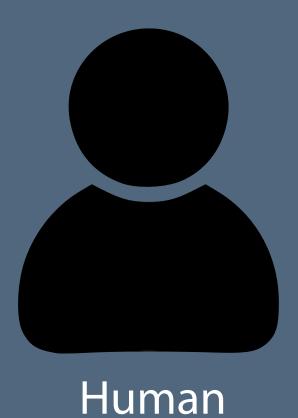
### Al black boxes are terrible interfaces

- Does "cool" imply a sportscoat?  $\bullet$
- Does "picture" generate a photograph?
- Cannot predict how input prompt affects output image



#### Picture of a cool, young Computer Science Professor named Maneesh Agrawala





#### Humans <u>Al black boxes</u> are terrible interfaces

- Does "cool" imply a sportscoat?
- Does "picture" generate a photograph?
- Cannot predict how input prompt affects output image





Picture of a cool, young **Computer Science** Professor named Maneesh Agrawala

> Should I make him cool by having him wear a sportscoat or a hoodie?

Maybe something in between

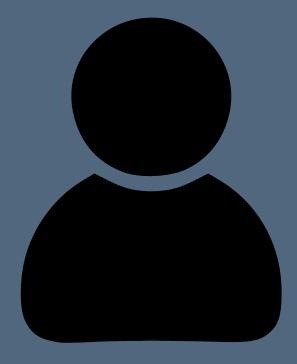
> Do you want a photograph or an illustration?

illustration?

### Interacting with a Human







Human

### Conversational interaction – Builds common ground/shared semantics - Can *repair* to fix ambiguity/misunderstanding Conceptual model based on model of self But, some iteration still required

## Interacting with a Human

## Interacting with a Black Box Al



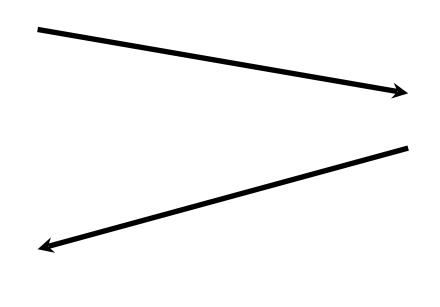


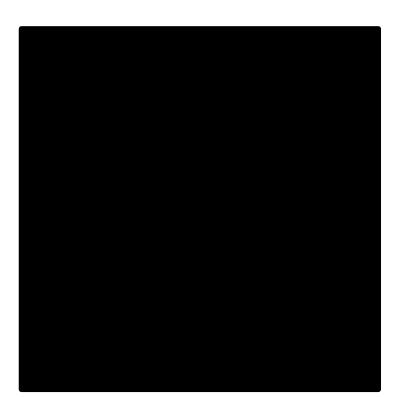
A

No conversation: each prompt generates new output – No build up of common ground/shared semantics - No repair to fix ambiguity/misunderstanding Conceptual model either non-existent or incorrect (based on self) Lots of trial-and-error

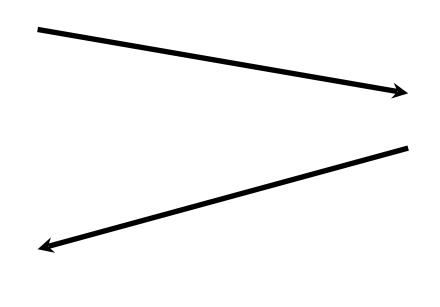
## Towards Conversational Al Interfaces

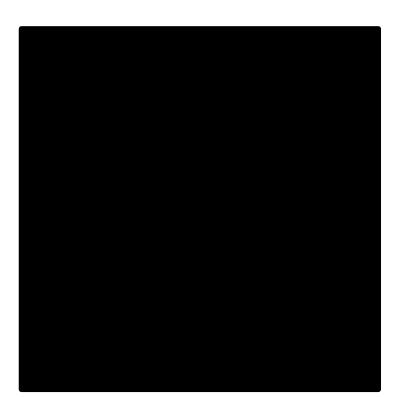
### MA Who is the smartest professor?



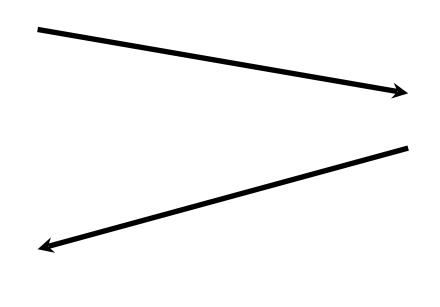


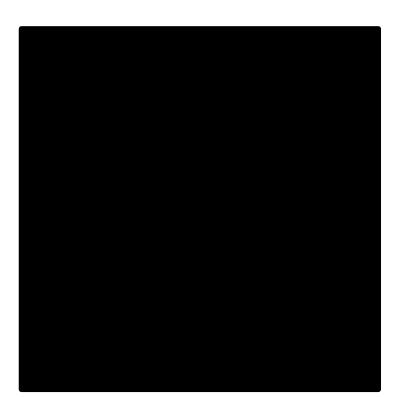
### MA By smartest I mean smartest in in HCI





### MA And who is smartest in the Bay Area?

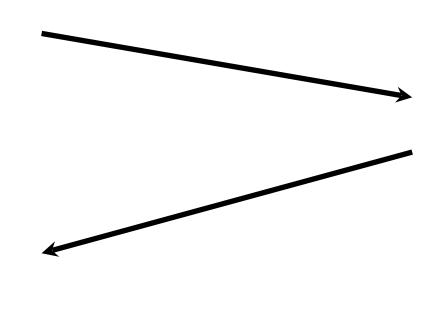


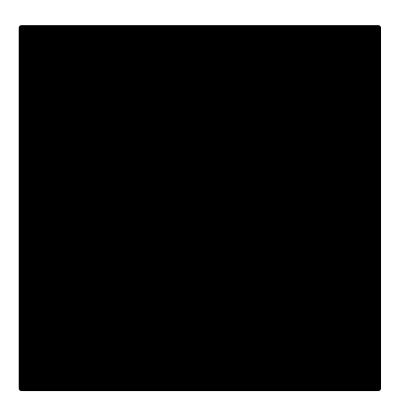




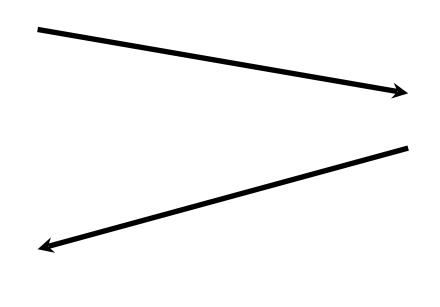
#### MA And who is smartest in this way in the Bay Area?

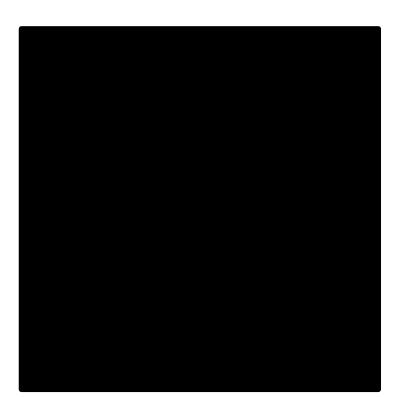






### MA And who is smartest in this way at Stanford?



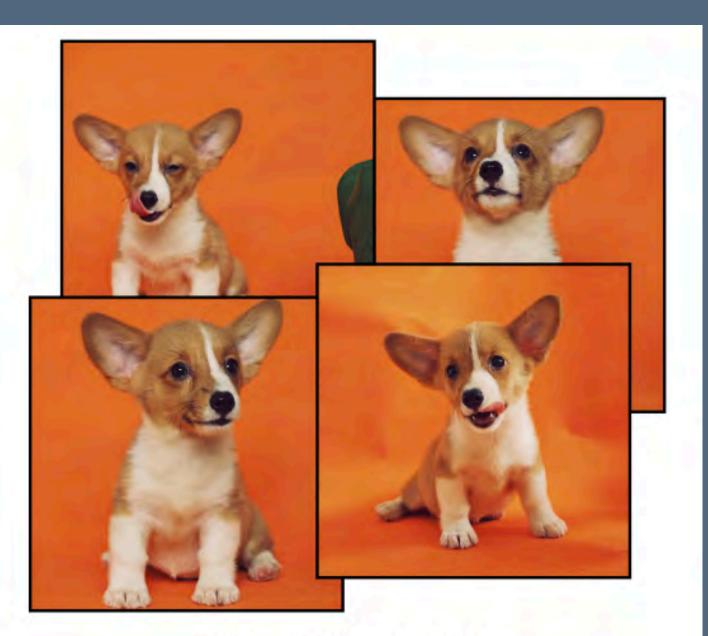


## **Conversational Interactions** with ChatGPT

Support for turn-taking and context enables some common ground

- Al and human can refer to concepts from earlier exchanges to refine them
- But **refinement is one-sided**. Al doesn't ask for refinement human adds it
- Al model does not immediately learn (or update weights) from the conversation.
- Grounding seems shallow (unclear what ChatGPT knows and doesn't know/remember)

## Establishing Common Ground



#### Input images

DreamBooth: Fine Tuning Text-to-Image Diffusion Models for Subject-Driven Generation [Ruiz 2022]

## Repair



"The boulevards are crowded today."



"Children drawing of a castle next to a river."

#### Prompt-to-Prompt Image Editing with Cross Attention Control [Hertz 2022]





"Photo of a cat riding on a bicycle."

"a cake with decorations." jelly beans



## Dealing with Ambiguity of Natural Language





**Prompt:** full body, walking pose, slow motion, female spiderman wearing full body (light silver armour: 1.2), (insanely detailed, bloom: I. 5), (highest quality, Alessandro Casagrande, Greg Rutkowski, Sally Mann, concept art, 4k), (analog: I. 2), (high sharpness), (detailed pupils: I. I), (painting: I. I), (digital painting: I. I), detailed face and eyes, Masterpiece, best quality, (highly detailed photo: I. I), 8k, photorealistic, (long blonde Hair, ponytail haircut, ecstatic: I. I), (young woman: I. I), By jeremy mann, by sandra chevrier, by maciej kuciara, sharp, (perfect body: I. I), realistic, real shadow, 3d, (cold background: 1.2), (by Michelangelo)





**Prompt:** full body, walking pose, slow motion, female spiderman wearing full body (light silver armour: 1.2), (insanely detailed, bloom: I. 5), (highest quality, Alessandro Casagrande, Greg Rutkowski, Sally Mann, concept art, 4k), (analog: I. 2), (high sharpness), (detailed pupils: I. I), (painting: I. I), (digital painting: I. I), detailed face and eyes, Masterpiece, best quality, (highly detailed photo: I. I), 8k, photorealistic, (long blonde Hair, ponytail haircut, ecstatic: I. I), (young woman: I. I), By jeremy mann, by sandra chevrier, by maciej kuciara, sharp, (perfect body: I. I), realistic, real shadow, 3d, (cold background: 1.2), (by Michelangelo)

**Problem:** prompt provides little spatial control over composition and pose





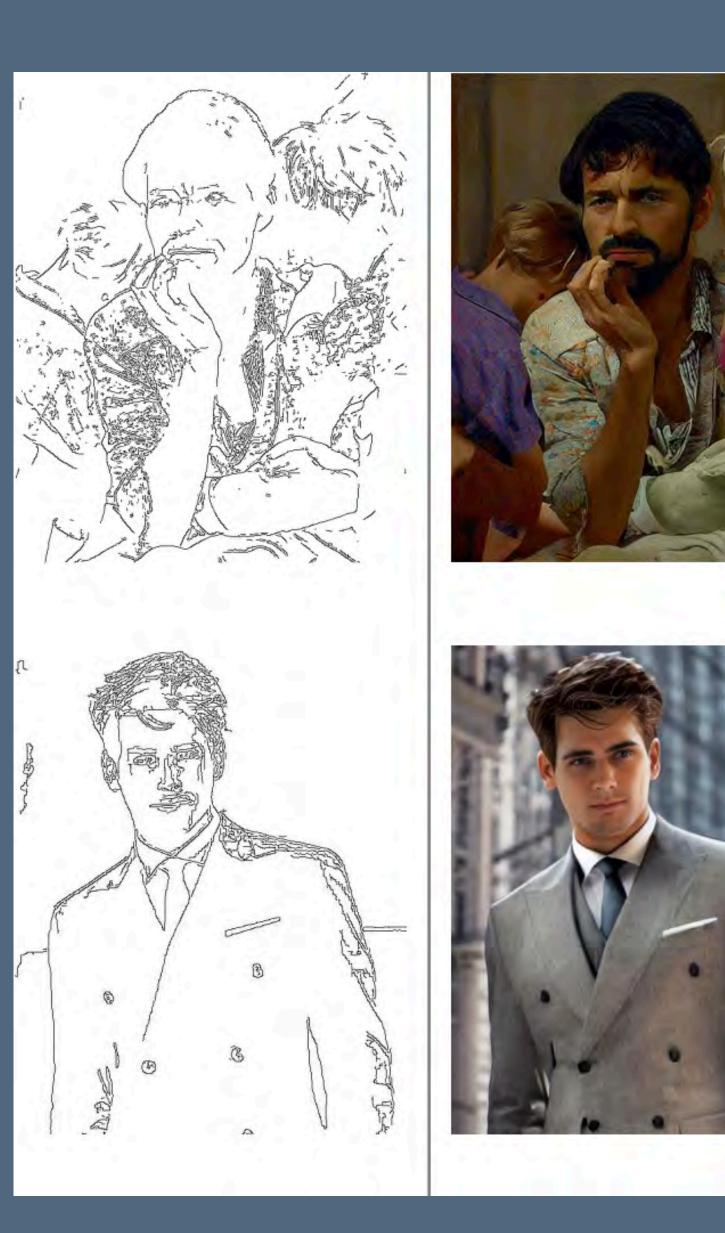
**Prompt:** full body, walking swinging pose, slow motion, female spiderman wearing full body (light silver armour: I. 2), (insanely detailed, bloom: I. 5), (highest quality, Alessandro Casagrande, Greg Rutkowski, Sally Mann, concept art, 4k), (analog: I. 2), (high sharpness), (detailed pupils: I. I), (painting: I. I), (digital painting: I. I), detailed face and eyes, Masterpiece, best quality, (highly detailed photo: I. I), 8k, photorealistic, (long blonde Hair, ponytail haircut, ecstatic: I. I), (young woman: I. I), By jeremy mann, by sandra chevrier, by maciej kuciara, sharp, (perfect body: I. I), realistic, real shadow, 3d, (cold background: 1.2), (by Michelangelo)

**Problem:** prompt provides little spatial control over composition and pose

small changes to the prompt completely change the image composition

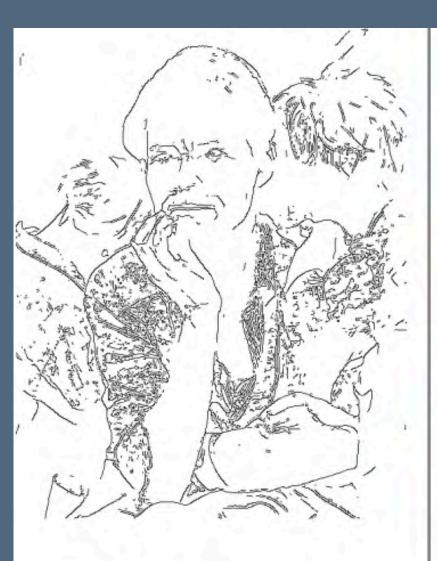


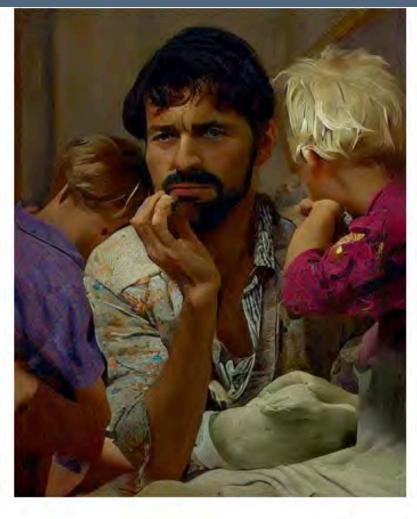


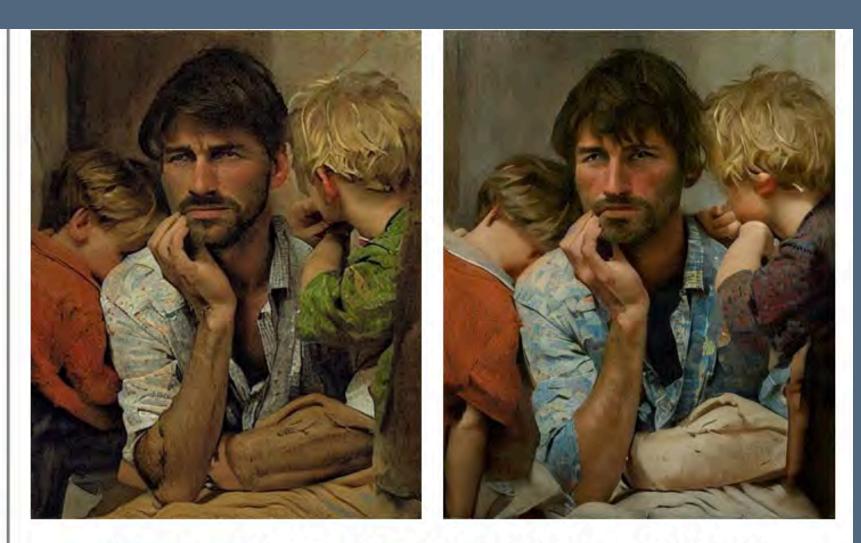




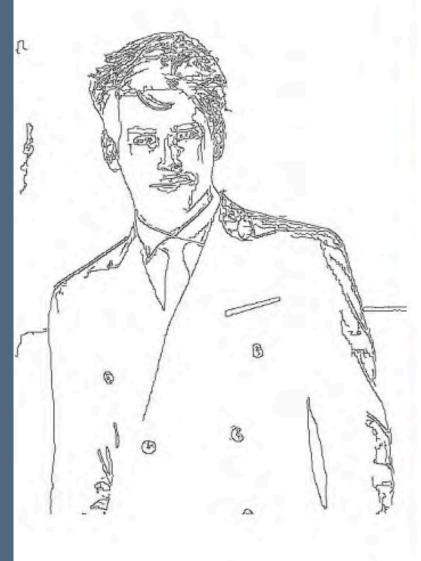


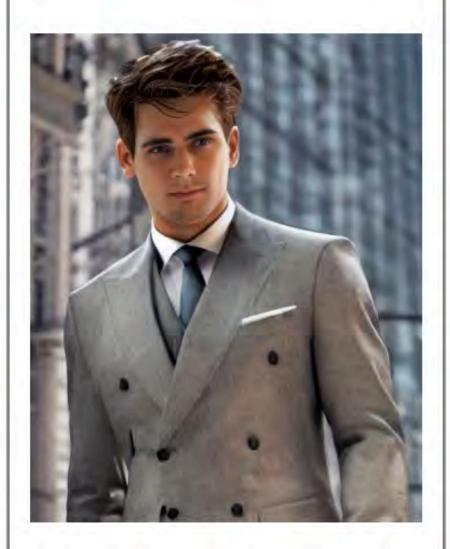






"a man with beard sitting with two children"

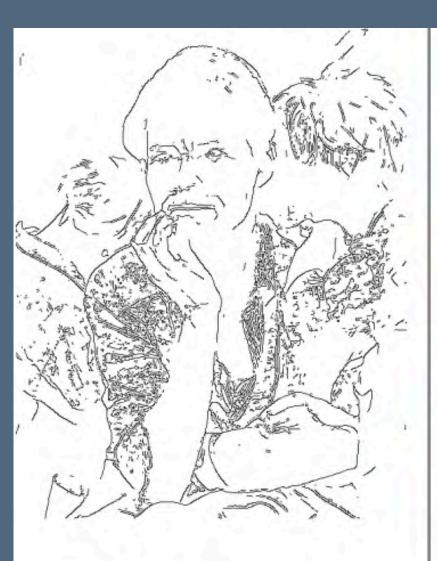


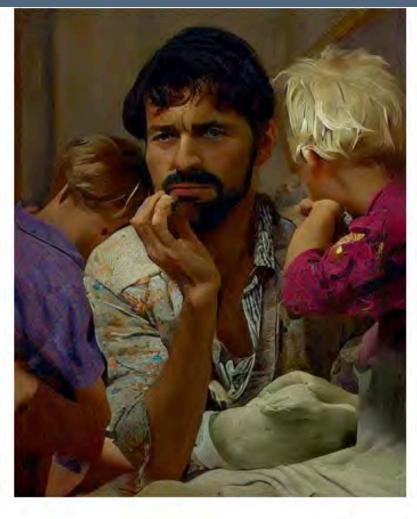


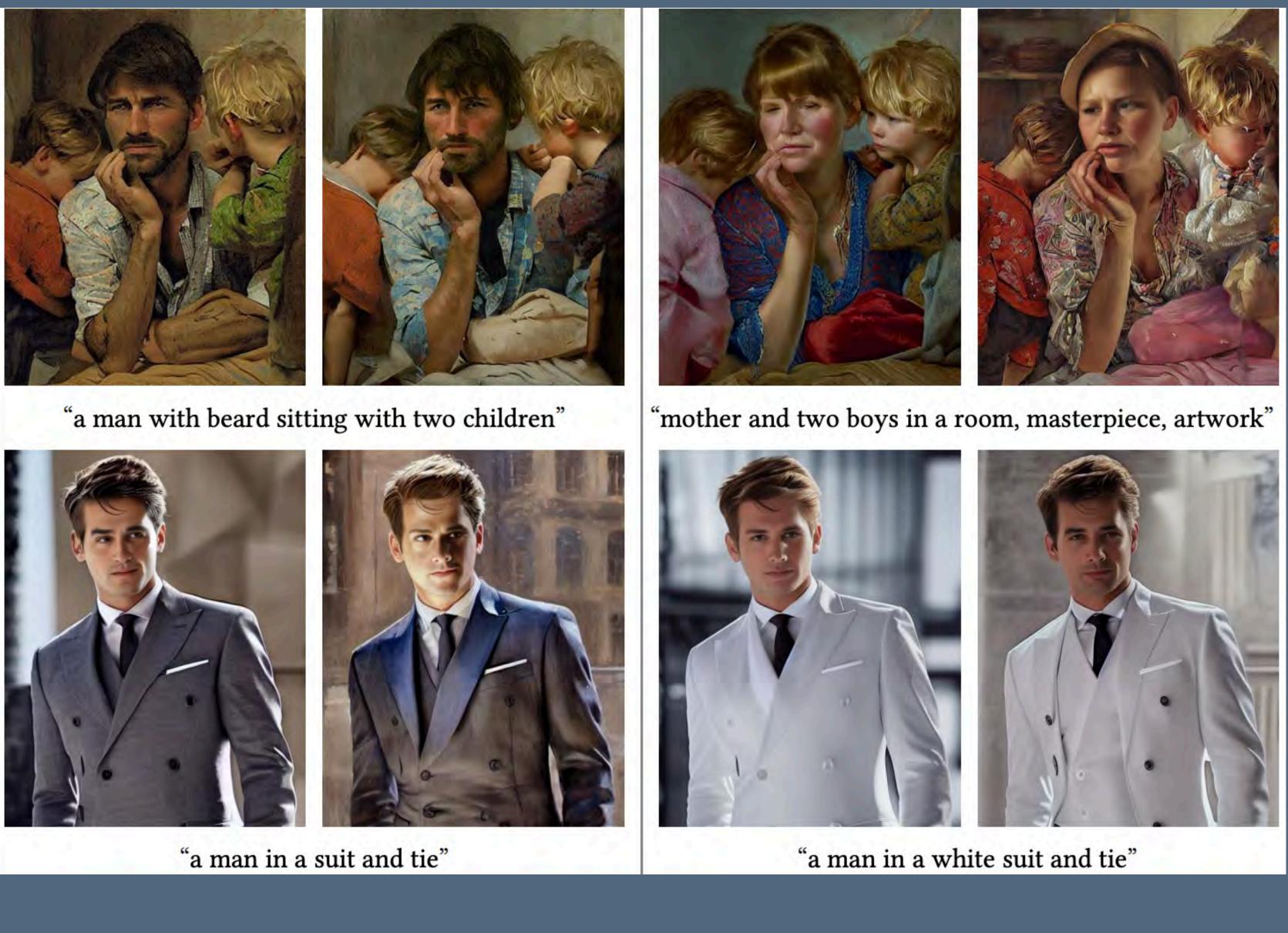


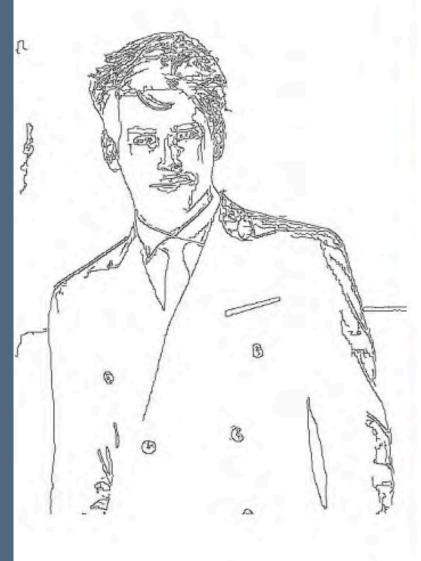
"a man in a suit and tie"

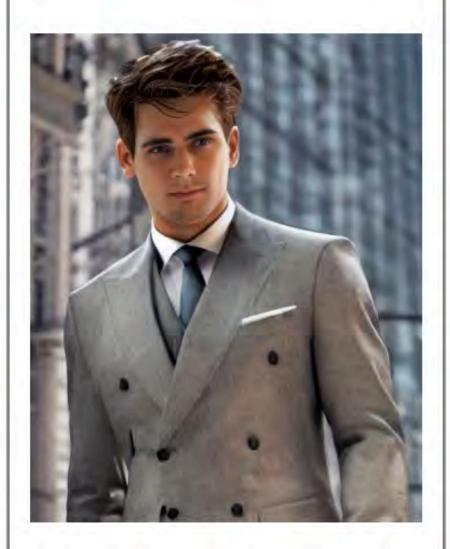












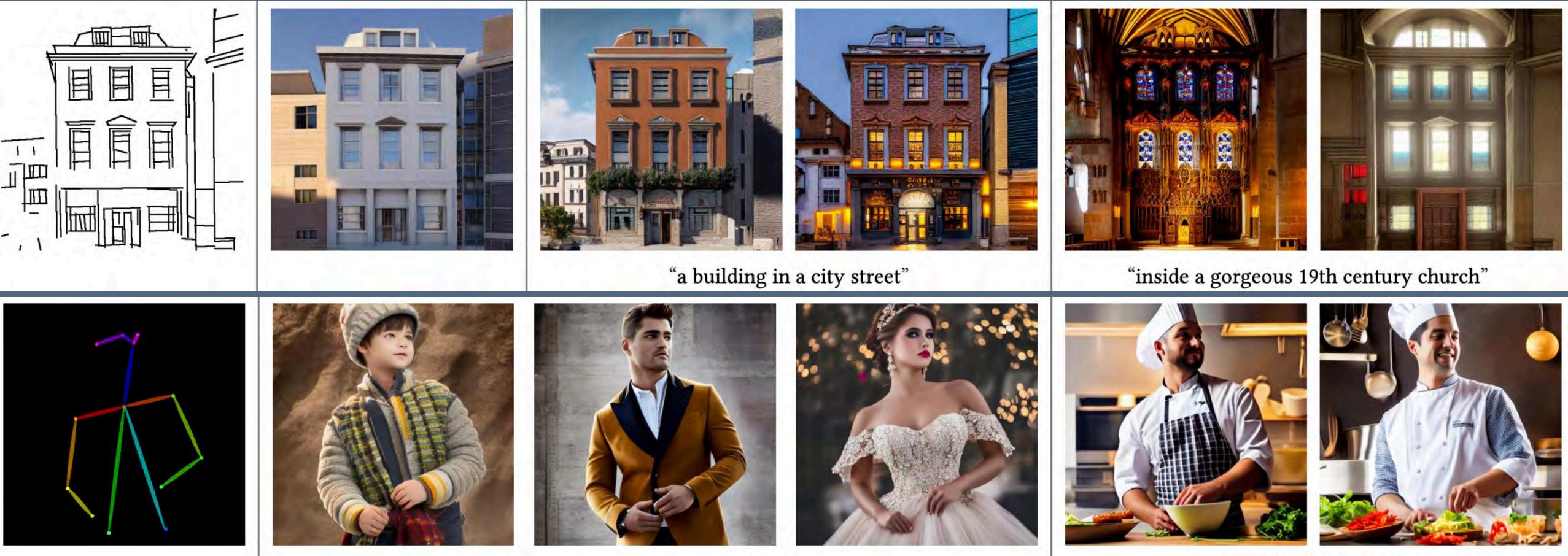








# Dealing with Ambiguity of Spatial Language



Idea: User provides conditioning image that puts spatially localized constraints on the output image Adding Conditional Control to Text-to-Image Diffusion Models [Zhang 2023]

"chef in the kitchen"





# Dealing with Ambiguity of Spatial Language



"a woman dancing near a street corner"



Adding Conditional Control to Text-to-Image Diffusion Models [Zhang 2023]

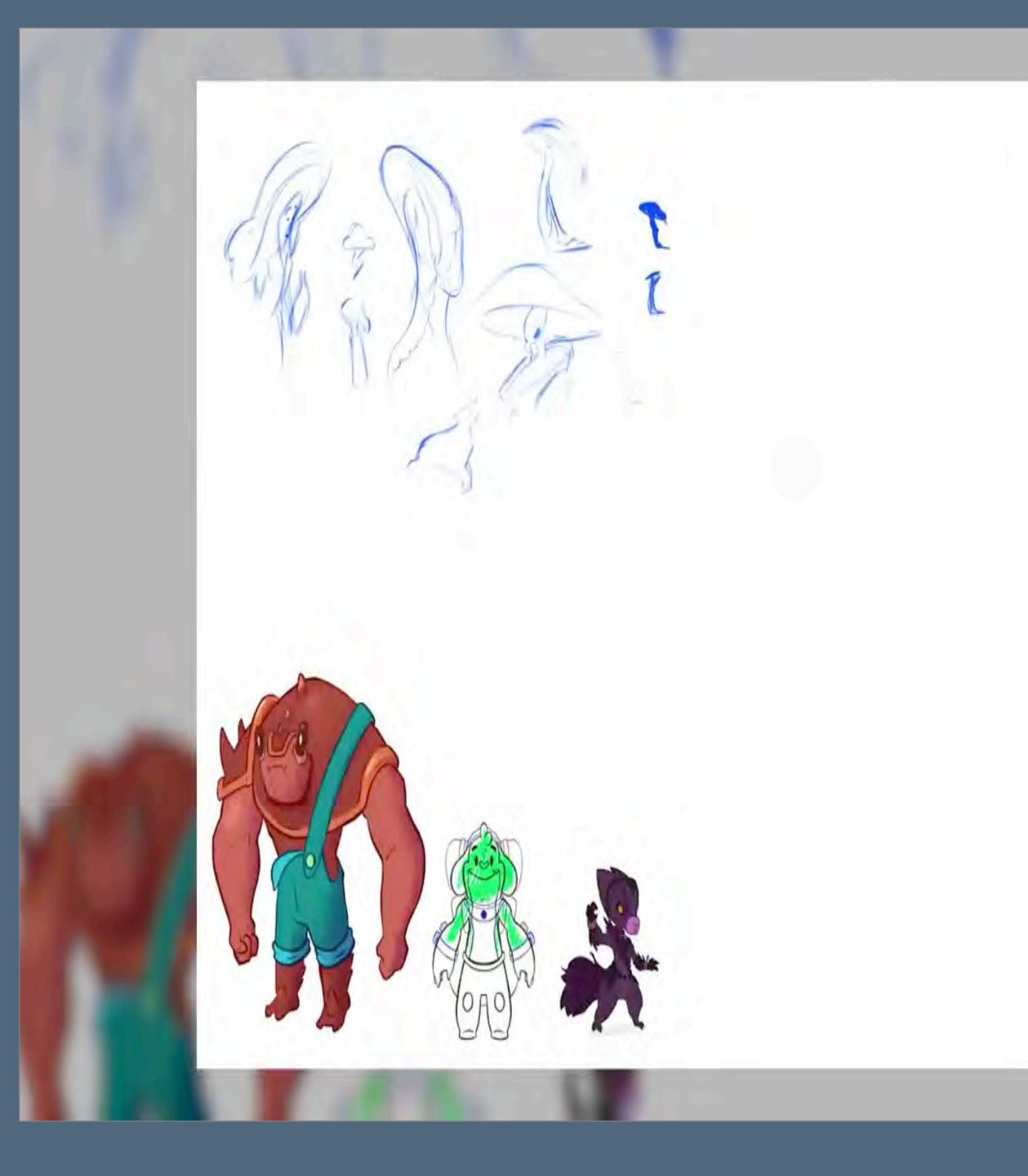
"artwork of Michael Jordan playing basketball"

Idea: User provides conditioning image that puts spatially localized constraints on the output image





# **Iterative Refinement** (not Iterative Trial-and-Error)



# ncrementa Actions

Maintain shared structure before and after action

Break into sequence of simpler actions/steps



## Incremental Actions: Maintain Shared Structure





## Stable Diffusion Inpainting Model





## Incremental Actions: Maintain Shared Structure

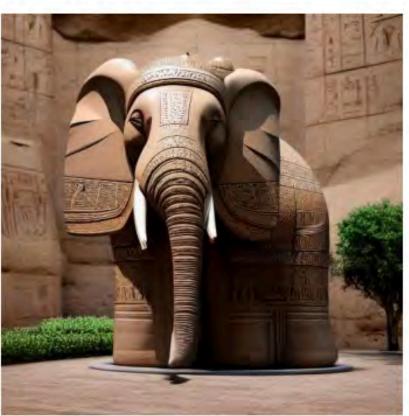


"an elephant with background in the field"



"magical door, Hearthstone"





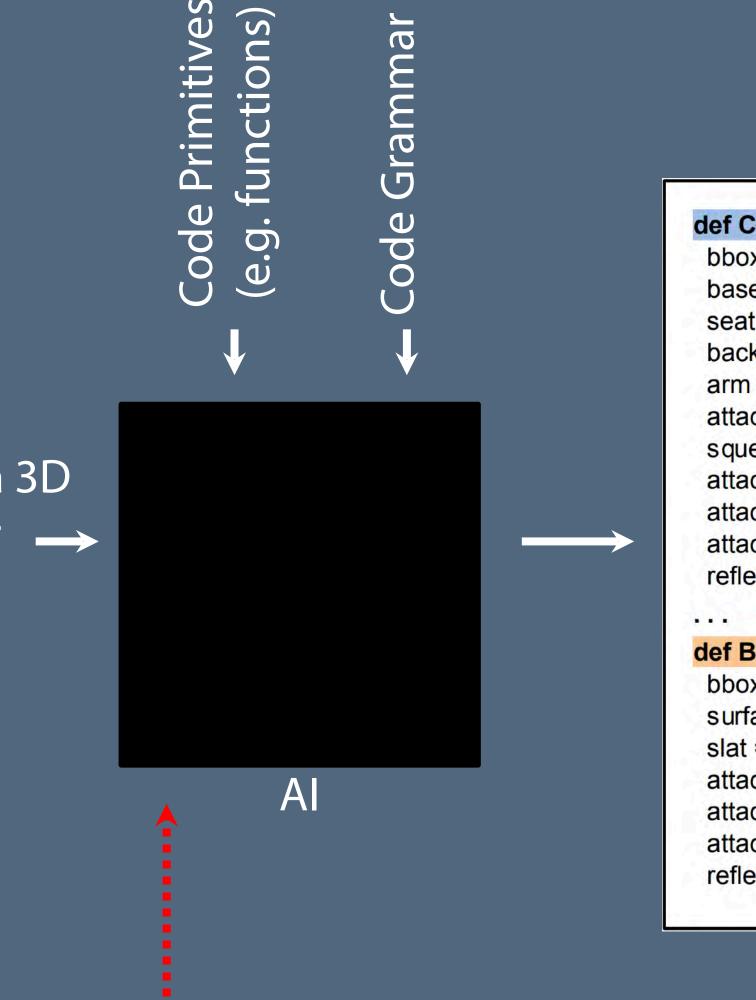
"Egyptian elephant sculpture"







## Incremental Actions: Break Into Simpler Actions/Steps



## **Prompt:** Generate a 3D model of a Chair $\rightarrow$

#### def Chair():

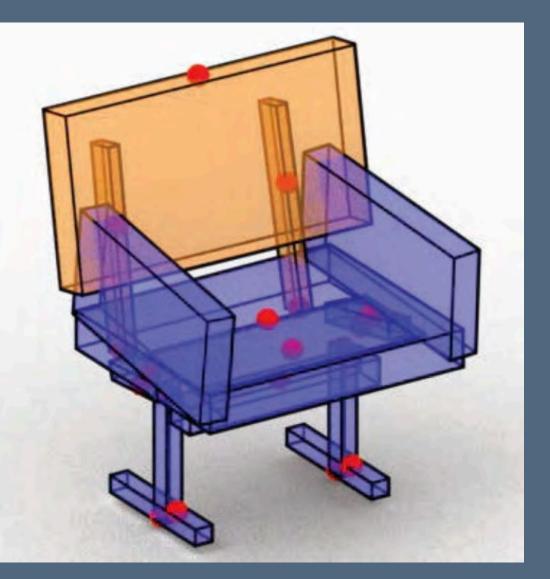
bbox = Cuboid(1.2, 1.4, 1, T)base = Base(.9, .5, .8, T)seat = Seat(1.1, .1, .9, T)back = Back(1.1, .9, .2, F)arm = Cuboid(.1, .4, .7, F) attach(base, bbox, .5, 0, .5, .5, 0, .5) squeeze(back, bbox, base, top, .5, .1) attach(seat, base, .5, 0, .5, .5, 1, .5) attach(arm, back, .5, .5, 0, .1, .3, .5) attach(arm, seat, .5, 0, .5, .1, .7, .5) reflect(arm, X)

#### def Back(I, w, h, aligned):

bbox = Cuboid(I, w, h, aligned) surface = Cuboid(1.16, .64, .13, T)slat = Cuboid(.04, .76, .1, F) attach(surface, bbox, .5, 1, .5, .5, 1, .7) attach(slat, bbox, .5, 0, .5, .2, 0, .45) attach(slat, surface, .5, .6, .8, .2, .3, .2) reflect(slat, X)

### Output Code

### Execute



### Output 3D Model

## Neurosymbolic Methods for Computer Graphics [Ritchie 2023]

Human





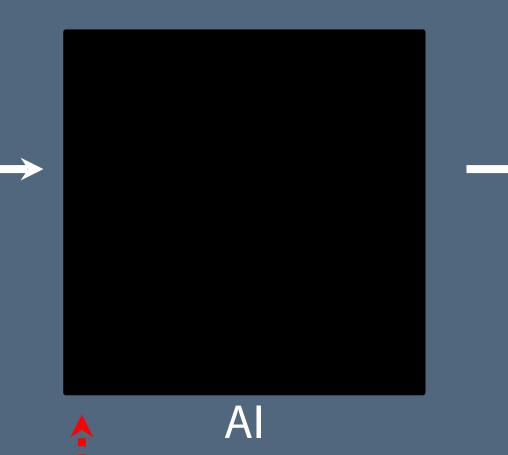




## Incremental Actions: Break Into Simpler Actions/Steps

Q: A juggler can juggle 16 balls. Half of the balls are golf balls, and half of the golf balls are blue. How many blue golf balls are there?

A: Let's think step by step.





There are 16 balls in total. Half of the balls are golf balls. That means that there are 8 golf balls. Half of the golf balls are blue. That means that there are 4 blue golf balls.

Output Code

Execute

### Output Answer

Δ

Large Language Models are Zero-Shot Reasoners [Kojima 2023]

Human



# Summary

## When users cannot predict how input controls affect outputs the interface is terrible

- True of black box Al
- True of humans
- Will **always** be true until we can develop ways to explain the mapping from inputs to outputs

## Approaches to improving Al interfaces

- mechanisms
- Deal with ambiguity of natural language by developing other input modalities
- Enable iterative refinement, by **maintaining shared structures**
- Use code as an intermediate language to enable iterative refinement via incremental actions

- Allow conversational turn taking, Establish common ground/shared semantics, Provide repair



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ac" Substack 2023 https://magray.vala.cubstack.com/p/upprodictable.black

