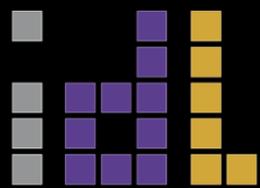
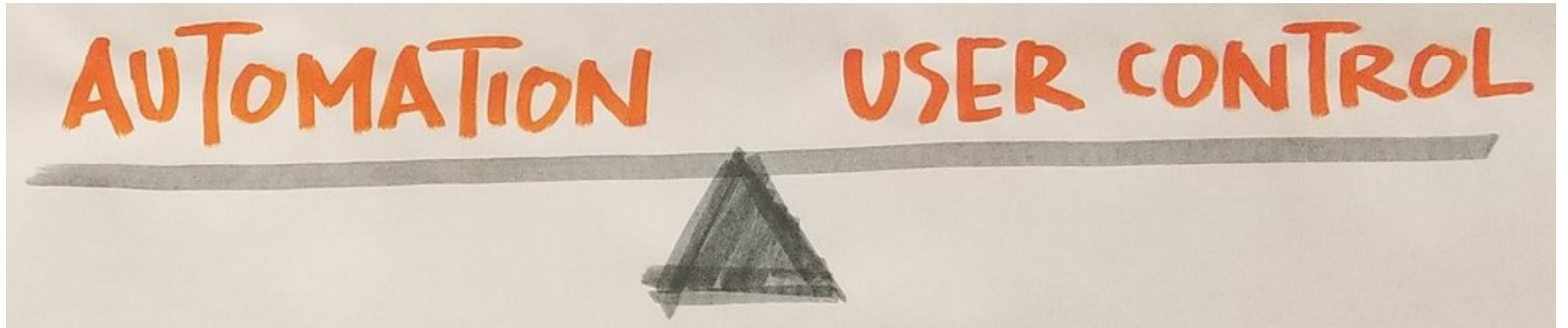


# Agency + Automation

Jeffrey Heer @jeffrey\_heer

U. Washington / Trifacta





***A Balancing Act...***

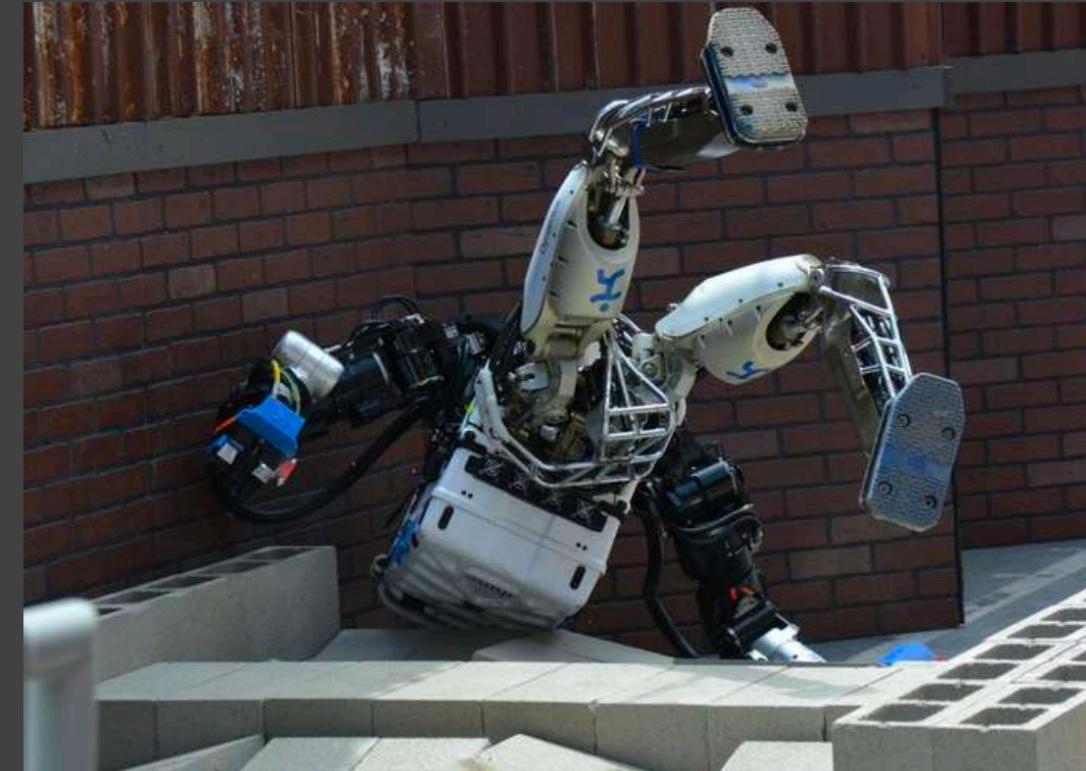
# Balancing Automation and Control

## **Challenges of Automation:**

Loss of critical engagement & domain expertise.

Automated methods may not be sufficiently accurate.

Consequences of poor models let loose in the world.



# Balancing Automation and Control

## Challenges of Automation:

Loss of critical engagement & domain expertise.

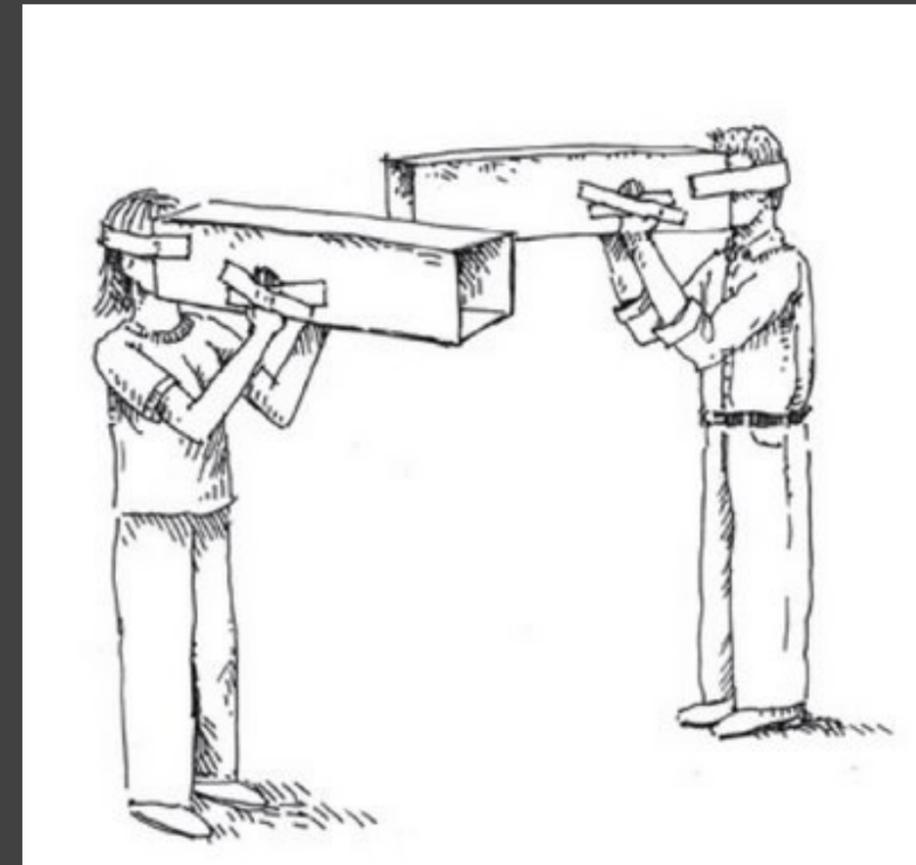
Automated methods may not be sufficiently accurate.

Consequences of poor models let loose in the world.

## Challenges of User Control:

Ambiguity of intent. Scale. Cognitive biases, mistakes.

Lack of global view -> overweight local information.



# Balancing Automation and Control

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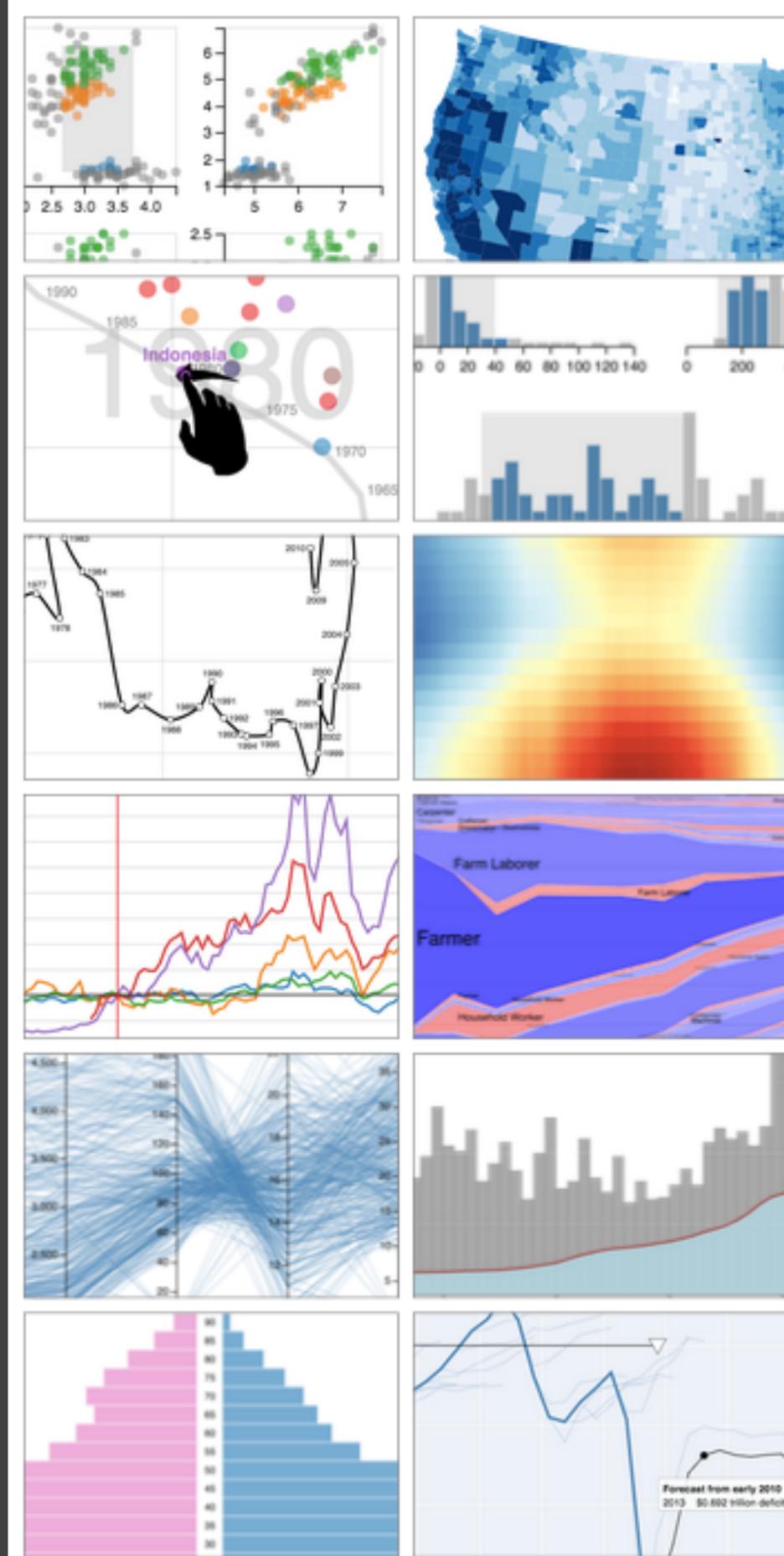
## Challenges of User Control:

Ambiguity of intent. Scale. Cognitive biases, mistakes.

Lack of global view -> overweight local information.

## Strategy: Shared Representations

Enhance user interfaces with **models of capabilities, actions & goals** to reason about the task and enable principled human-AI collaboration.



## DESIGN CHALLENGE:

Determine “regions of optimality” in possible divisions of labor among directed and automated actions.

# A Humble Starting Point

# Search Query Auto-Complete

The screenshot shows a Google search for "nfl standings". The search bar contains the text "nfl standings" and a search button. Below the search bar, a dropdown menu displays auto-complete suggestions: "nfl standings", "nfl scores", "nfl schedule", and "nfl playoff standings". A callout box points to the first suggestion, "nfl standings", with the text: "Type-ahead uses context and data to predict search terms and preview results." Below the suggestions, the search results for "nfl standings" are displayed, including a table of NFL Standings for the American Football Conference (AFC East).

AFC East	W	L	T	PCT	PF	PA	STRK
Patriots	12	4	0	.750	444	338	W2
Jets	8	8	0	.500	290	387	W2
Dolphins	8	8	0	.500	317	335	L2
Bills	6	10	0	.375	339	388	L1

## [News for nfl standings](#)



[NFL Power Rankings: Updated Standings Heading Toward 2014 Super Bowl](#)

[Bleacher Report](#) - by David Daniels - 2 days ago

In one season, it digressed from having a Super Bowl-winning head coach and the NFL's most exciting player at QB to firing the coach



husky union building

husky union building **parking**  
husky union building **hours**  
**4001 e stevens way ne, seattle, wa 98195**  
**uw hub map**

[Report inappropriate predictions](#)

### The HUB - UW Departments Web Server - University of Washington

[depts.washington.edu/thehub/](https://depts.washington.edu/thehub/)

The **Husky Union Building** is one of several units within the Division of Student Life, is funded in part by the Services and Activities Fee (SAFC), and is comprised of 12 individual units including the Student Activities Office, **HUB Games**, **HUB Event & Information Services**, and the Resource Center among others. The **HUB** is ...

#### Directions

The HUB is located on upper campus. Allen Library is to the ...

#### About the HUB

The HUB supports the Husky Experience by Enhancing UW ...

#### Husky Den Food Court

Each Husky Den food area has different service hours during ...

#### HUB Hours

HUB Building Hours. Winter Quarter 2018: Jan 3 – Mar 16 ...

[More results from washington.edu »](#)

### Husky Den - UW HFS - University of Washington

<https://www.hfs.washington.edu/huskyden/>

Husky Den. **Husky Union Building** (HUB) Phone: 206-616-5270. Centrally located in the **Husky Union Building** (HUB), Husky Den is a popular breakfast and lunch destination on campus. The food court is home to eight restaurants, a market and a variety of seating venues.

### Campus Maps

<https://www.washington.edu/maps/>

Explore. Computer Labs Food Gatehouses Landmarks Libraries Visitors Center Emergency Phones Parking Lots Photos Helpful links. Health Sciences Exp. South Lake **Union** ...

### Husky Union Building - Wikipedia

[https://en.wikipedia.org/wiki/Husky\\_Union\\_Building](https://en.wikipedia.org/wiki/Husky_Union_Building)

**Husky Union Building** (The HUB) is a building at the University of Washington. It was opened in October 1949, and transferred from the Associated Students of the University of Washington (ASUW) to the university administration in April 1962. Construction began in July 2010 on a remodeling of the HUB. The Grand



[See photos](#)

[See outside](#)

## Husky Union Building ★

4.5 ★★★★★ 111 Google reviews

[Website](#)

[Directions](#)

Student union in Seattle, Washington

Husky Union Building is a building at the University of Washington. It was opened in October 1949, and transferred from the Associated Students of the University of Washington to the university administration in April 1962. [Wikipedia](#)

**Located in:** [University of Washington](#)

**Address:** 4001 E Stevens Way NE, Seattle, WA 98195

**Hours:** [Open today](#) · 7AM–5:30PM ▾

**Phone:** (206) 543-8191

[Suggest an edit](#)

**Know this place?** [Answer quick questions](#)

### Questions & answers

[Be the first to ask a question](#)

[Ask a question](#)

# Design Characteristics

Provides significant value-added automation.

Supports uncertainty around user goals.

Employs dialog to resolve key uncertainties.

Allows efficient direct invocation and termination.

Provides mechanisms for agent-user collaboration to refine results.

Continues to learn by observing user actions.

The screenshot shows a Google search for "husky union building". The search bar contains the text "husky union building". Below the search bar, a dropdown menu displays suggestions: "husky union building parking", "husky union building hours", "4001 e stevens way ne, seattle, wa 98195", and "uw hub map". The search results include a link to "The HUB - UW Departments Web Server - University of Washington" with a description of the building's location and purpose. Other results include "Husky Den Food Court", "Husky Den - UW HFS - University of Washington", "Campus Maps", "Husky Union Building - Wikipedia", and "University of Washington, Husky Union Building - Perkins+Will". On the right side, a knowledge panel for "Husky Union Building" is displayed, featuring a photo of the building, a map, and details such as a 4.5-star rating, 111 Google reviews, address (4001 E Stevens Way NE, Seattle, WA 98195), and phone number ((206) 543-8191). The panel also includes a "See photos" button, a "See outside" button, and a "Suggest an edit" link.

# Design Characteristics

Provides significant value-added automation.

Supports uncertainty around user goals.

Employs dialog to resolve key uncertainties.

Allows efficient direct invocation and termination.

Provides mechanisms for agent–user collaboration to refine results.

Continues to learn by observing user actions.

# Principles of Mixed-Initiative User Interfaces

**Eric Horvitz**

Microsoft Research

Redmond, WA 98025 USA

+1 425 936 2127

horvitz@microsoft.com

## ABSTRACT

Recent debate has centered on the relative promise of focusing user-interface research on developing new metaphors and tools that enhance users' abilities to directly manipulate objects *versus* directing effort toward developing interface agents that provide automation. In this paper, we review principles that show promise for allowing engineers to enhance human–computer interaction through an elegant coupling of automated services with direct manipulation. Key ideas will be highlighted in terms of the LookOut system for scheduling and meeting management.

## Keywords

Intelligent agents, direct manipulation, user modeling, probability, decision theory, UI design

## INTRODUCTION

There has been debate among researchers about where great opportunities lay for innovating in the realm of human–computer interaction [10]. One group of researchers has expressed enthusiasm for the development and application of new kinds of automated services, often referred to as interface “agents.” The efforts of this group center on building machinery for sensing a user's activity and taking automated actions [4,5,6,8,9]. Other researchers have suggested that effort focused on automation might be better expended on exploring new kinds of metaphors and conventions that enhance a user's ability to *directly manipulate* interfaces to access information and invoke services [1,13]. Innovations on both fronts have been fast paced. However, there has been a tendency for a divergence of interests and methodologies *versus* focused attempts to

wish to avoid limiting designs for human–computer interaction to direct manipulation when significant power and efficiencies can be gained with automated reasoning. There is great opportunity for designing innovative user interfaces, and new human–computer interaction modalities by considering, from the ground up, designs that take advantage of the power of direct manipulation and potentially valuable automated reasoning [2].

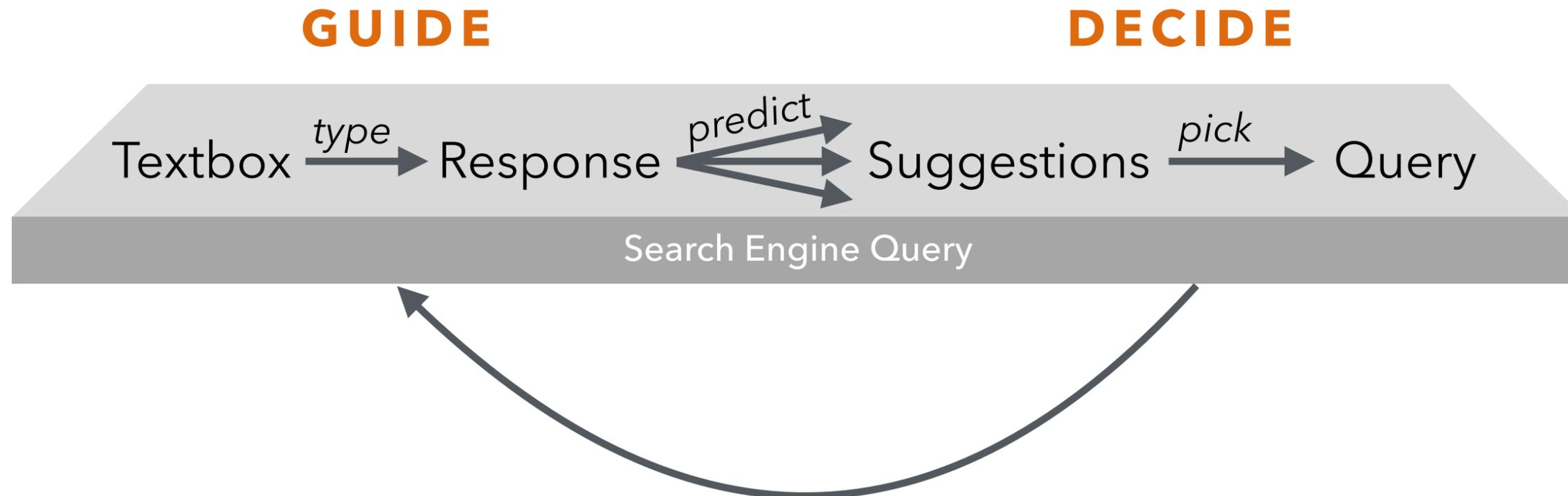
## PRINCIPLES FOR MIXED-INITIATIVE UI

Key problems with the use of agents in interfaces include poor guessing about the goals and needs of users, inadequate consideration of the costs and benefits of automated action, poor timing of action, and inadequate attention to opportunities that allow a user to guide the invocation of automated services and to refine potentially suboptimal results of automated analyses. In particular, little effort has been expended on designing for a *mixed-initiative* approach to solving a user's problems—where we assume that intelligent services and users may often collaborate efficiently to achieve the user's goals.

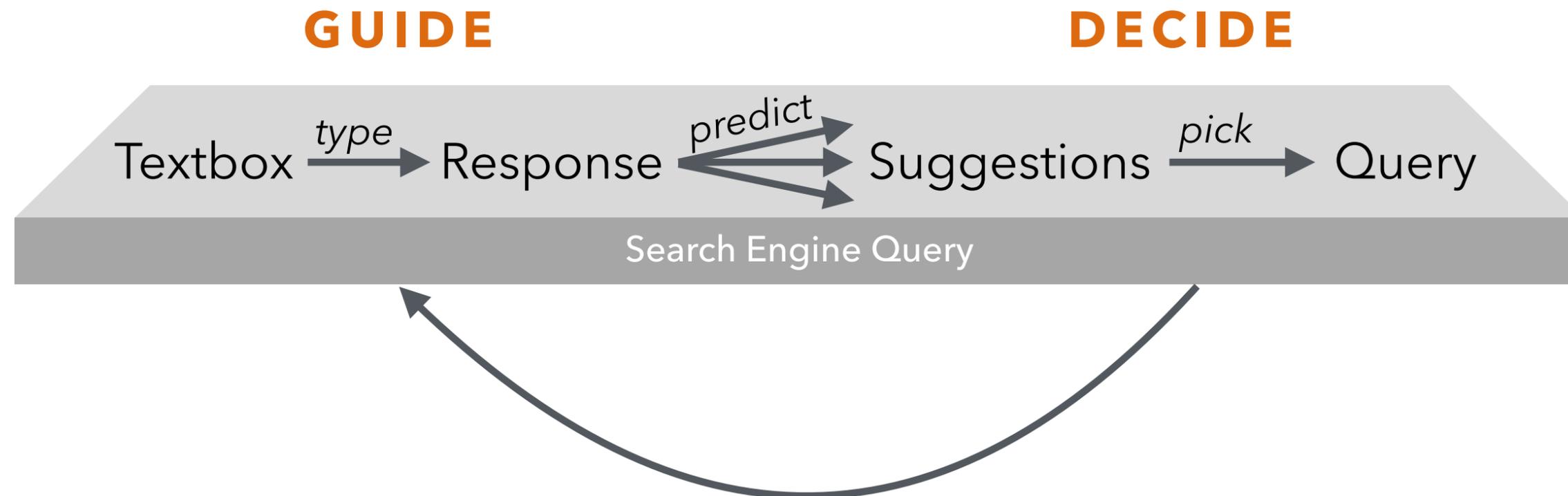
Critical factors for the effective integration of automated services with direct manipulation interfaces include:

- (1) **Developing significant value-added automation.** It is important to provide automated services that provide *genuine value* over solutions attainable with direct manipulation.
- (2) **Considering uncertainty about a user's goals.** Computers are often uncertain about the goals and current the focus of attention of a user. In many cases,

# Search Query Auto-Complete

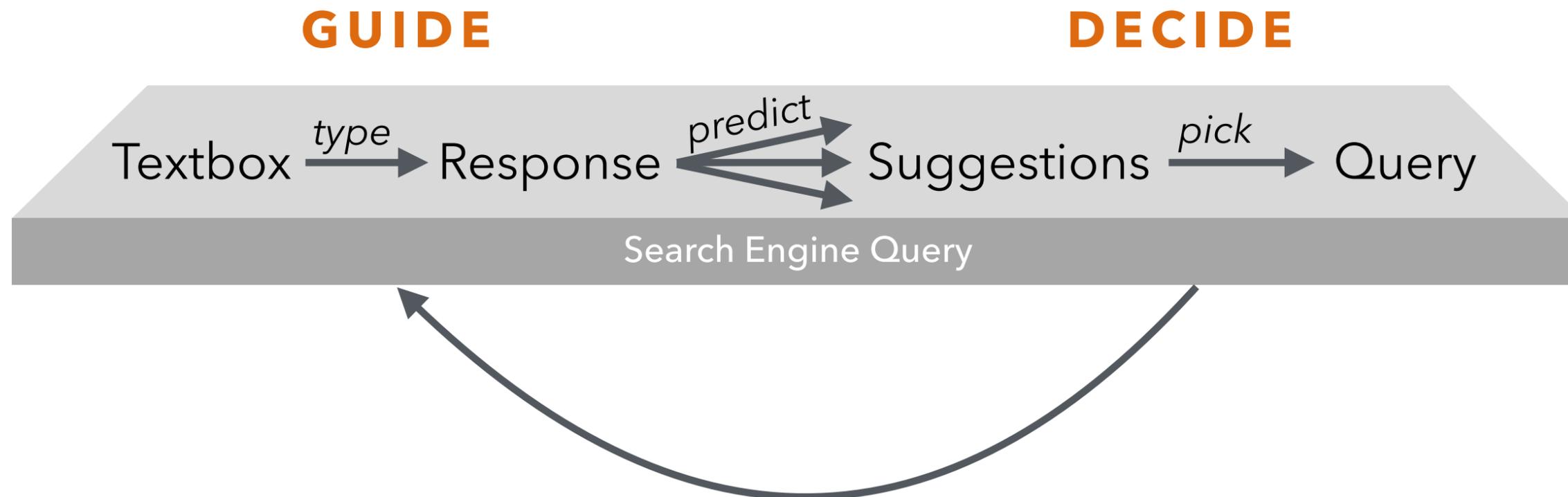


# Search Query Auto-Complete



The input and output domains are the same: **text**.

# Search Query Auto-Complete



**What about more complex input/output relations?**

## EXAMPLES:

Data Cleaning & Transformation

Exploratory Data Visualization

Natural Language Translation

## EXAMPLES:

**Data Cleaning & Transformation**

Exploratory Data Visualization

Natural Language Translation

I spend more than half of my time integrating, cleansing and transforming data without doing any actual analysis. Most of the time I'm lucky if I get to do any "analysis" at all.

Anonymous Data Scientist  
*from our 2012 interview study*



**Big Data  
Borat**

@BigDataBorat



Following

In Data Science, 80% of time spent prepare data, 20% of time spent complain about need for prepare data.



# Data Wrangler

The screenshot displays the Data Wrangler interface. On the left, a 'Suggestions' panel lists several data cleaning actions: 'Delete rows 8,10', 'Delete empty rows', 'Delete rows where Property\_crime\_rate is null', and 'Delete rows where Year is null'. Below this is a 'Script' panel with an 'Export' button and two suggestions: 'Split data repeatedly on newline into rows' and 'Split data repeatedly on \',\''. The main area shows a data table with 408 rows. The table has two columns: '# Year' and '# Property\_crime\_rate'. The data is grouped by state, with 'Alabama' (rows 1-7) and 'Alaska' (rows 9-14). Row 8 is highlighted in light blue. The table header includes 'rows: 408' and 'prev next' navigation options.

#	Year	#	Property_crime_rate
1	Reported crime in Alabama		
2			
3	2004		4029.3
4	2005		3900
5	2006		3937
6	2007		3974.9
7	2008		4081.9
8			
9	Reported crime in Alaska		
10			
11	2004		3370.9
12	2005		3615
13	2006		3582
14	2007		3373.9

Wrangler: Interactive Visual Specification of Data Transformation Scripts

Sean Kandel et al. *ACM CHI 2011*

# DataWrangler

Reduces specification time, promotes the use of reusable, scalable transformations rather than idiosyncratic edits.

*Agency:* Users appreciated suggestions in response to an initiating interaction, but did not always act on *proactive* assistance, often preferring to maintain the initiative.

*Complementarity:* Suggestions good for tasks people found hard (extraction patterns, table reshaping). People good in cases where inference is less tractable (arbitrary formulas).

Wrangler: Interactive Visual Specification of Data Transformation Scripts

Sean Kandel et al. ACM CHI 2011



TRIFACTA®

CAND_ID	CAND_NAME	CAND_PARTY_AFFILIATION	CAND_ELECTION_YEAR	CAND_OFFICE_STATE	CAND_OFFICE
4,864 Categories	4,760 Categories	76 Categories	1986 - 2052	57 Categories	3 Categories
H0AK00097	COX, JOHN R.	REP	2014	AK	H
H0AL02087	ROBY, MARTHA	REP	2016	AL	H
H0AL02095	JOHN, ROBERT E JR	IND	2016	AL	H
H0AL05049	CRAMER, ROBERT E "BUD" JR	DEM	2008	AL	H
H0AL05163	BROOKS, MO	REP	2016	AL	H
H0AL06088	COOKE, STANLEY KYLE	REP	2010	AL	H
H0AL07086	SEWELL, TERRI A.	DEM	2016	AL	H
H0AL07094	HILLIARD, EARL FREDERICK JR	DEM	2010	AL	H
H0AL07177	CHAMBERLAIN, DON	REP	2012	AL	H
H0AR01083	CRAWFORD, ERIC ALAN RICK	REP	2016	AR	H
H0AR01091	GREGORY, JAMES CHRISTOPHER	DEM	2010	AR	H
H0AR01109	CAUSEY, CHAD	DEM	2010	AR	H
H0AR01125	SMITH, PRINCELLA D	REP	2010	AR	H
H0AR02107	GRIFFIN, JOHN TIMOTHY	REP	2014	AR	H
H0AR02131	ELLIOTT, JOYCE ANN	DEM	2010	AR	H
H0AR03022	SKOCH, BERNARD KURT 'BERNIE'	REP	2010	AR	H
H0AR03030	WHITAKER, DAVID JEFFREY	DEM	2010	AR	H
H0AR03055	WOMACK, STEVE	REP	2016	AR	H
H0AS00018	FALEOMAVAEGA, ENI	DEM	2014	AS	H
H0AZ01184	FLAKE, JEFF MR.	REP	2012	AZ	H
H0AZ01259	GOSAR, PAUL ANTHONY	REP	2016	AZ	H
H0AZ01283	MEHTA, STEVE	REP	2010	AZ	H
H0AZ01325	TOBIN, ANDY HON.	REP	2014	AZ	H
H0AZ01333	GRESSLEY, FORREST DAYL	REP	2010	AZ	H
H0AZ03321	PARKER, VERNON	REP	2014	AZ	H

New Step [Switch to editor](#)

Cancel [Add to Recipe](#)

Choose a transformation

Choose transformation



# Traditional Specification

1.

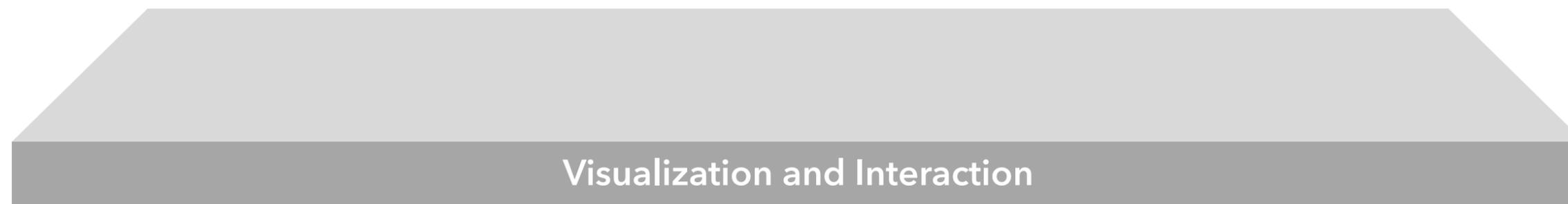
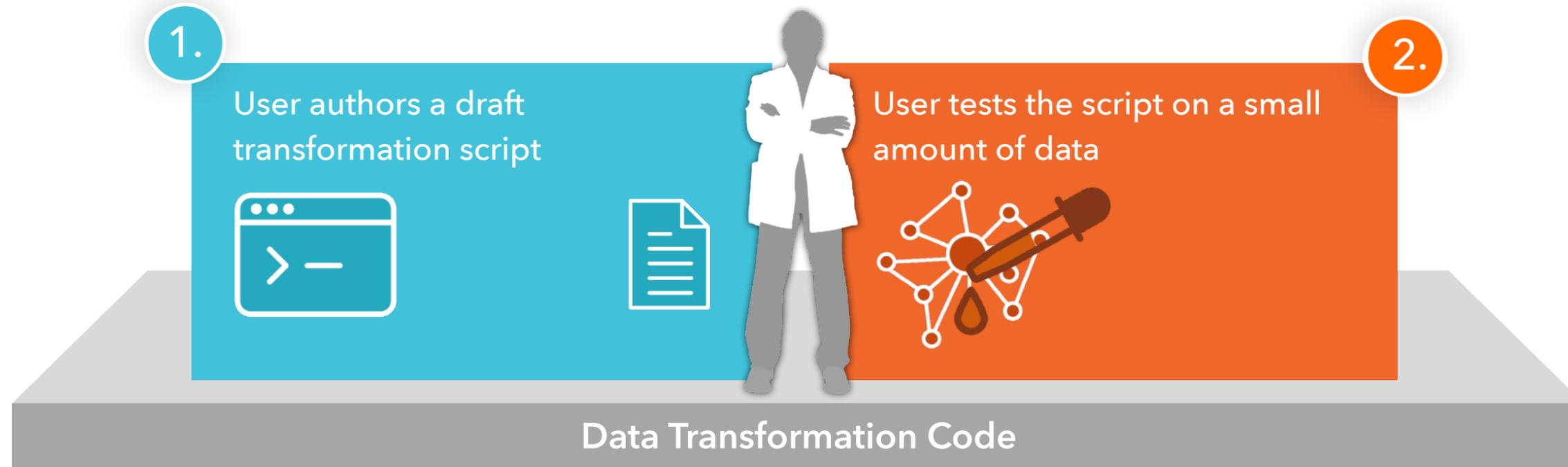
User authors a draft transformation script



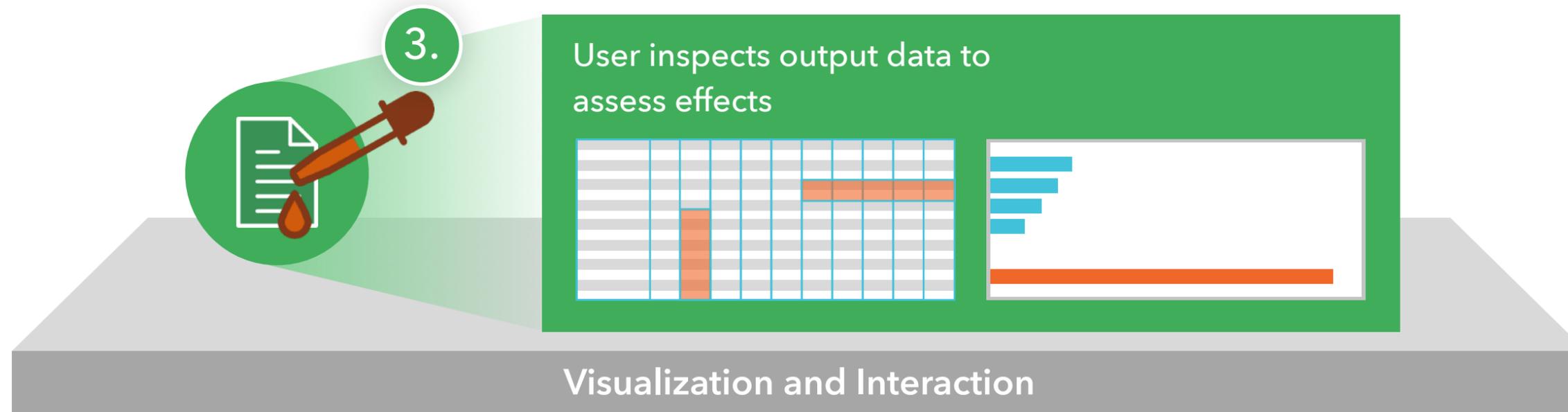
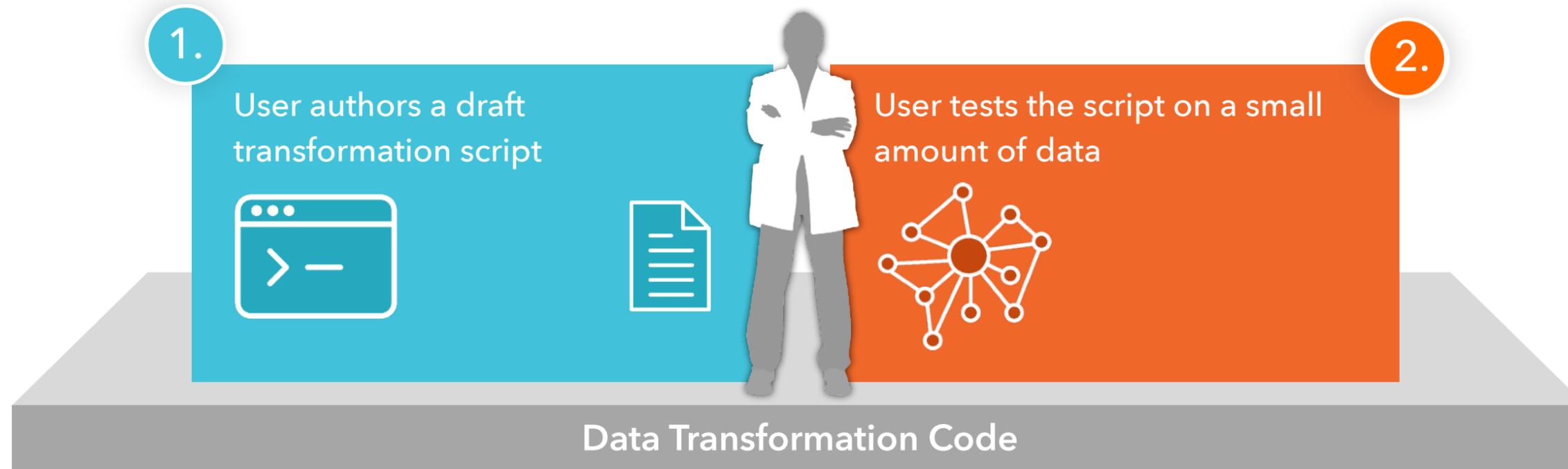
Data Transformation Code

Visualization and Interaction

# Traditional Specification



# Traditional Specification



# Predictive Interaction



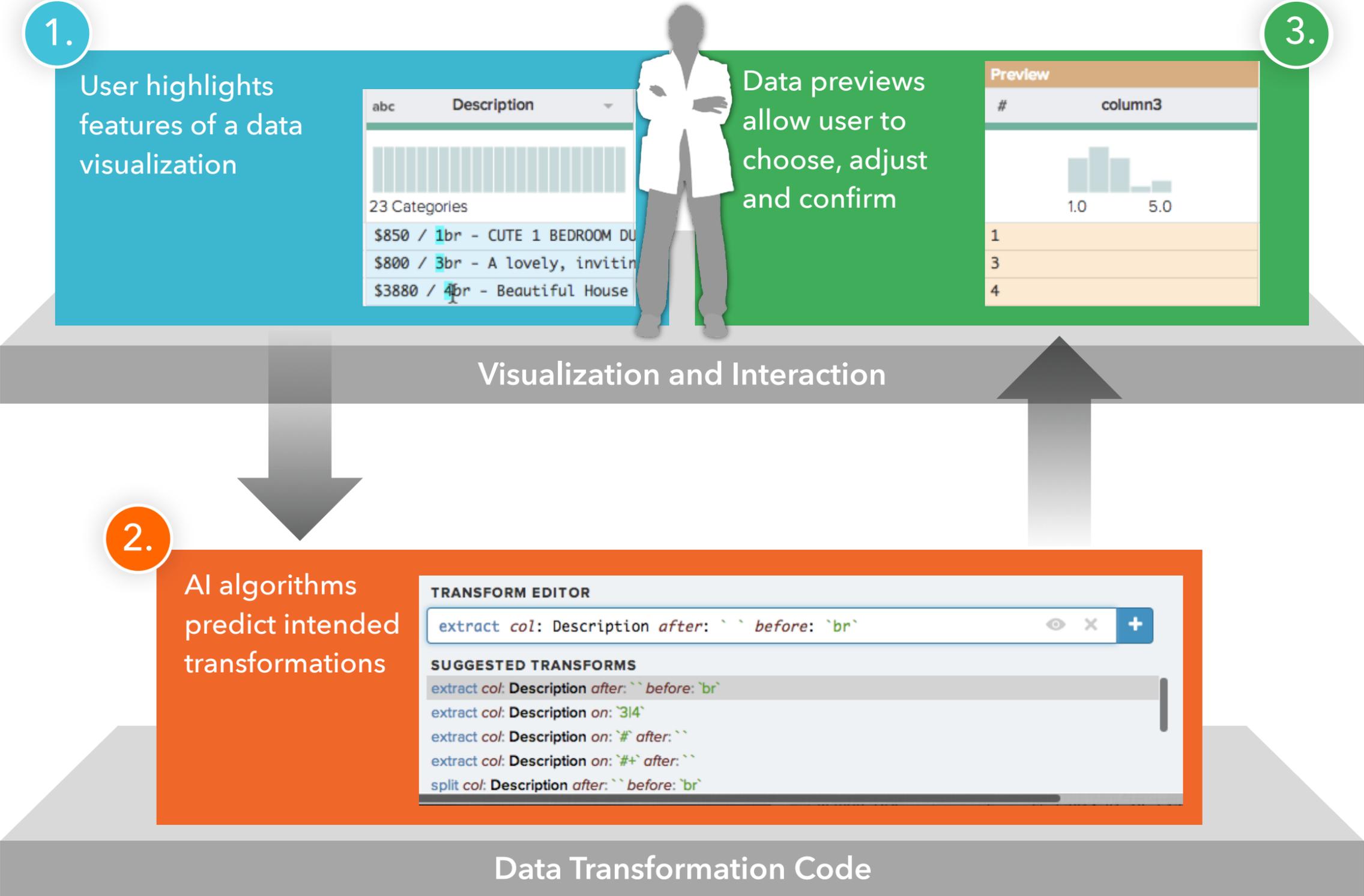
Visualization and Interaction

Data Transformation Code





# Predictive Interaction

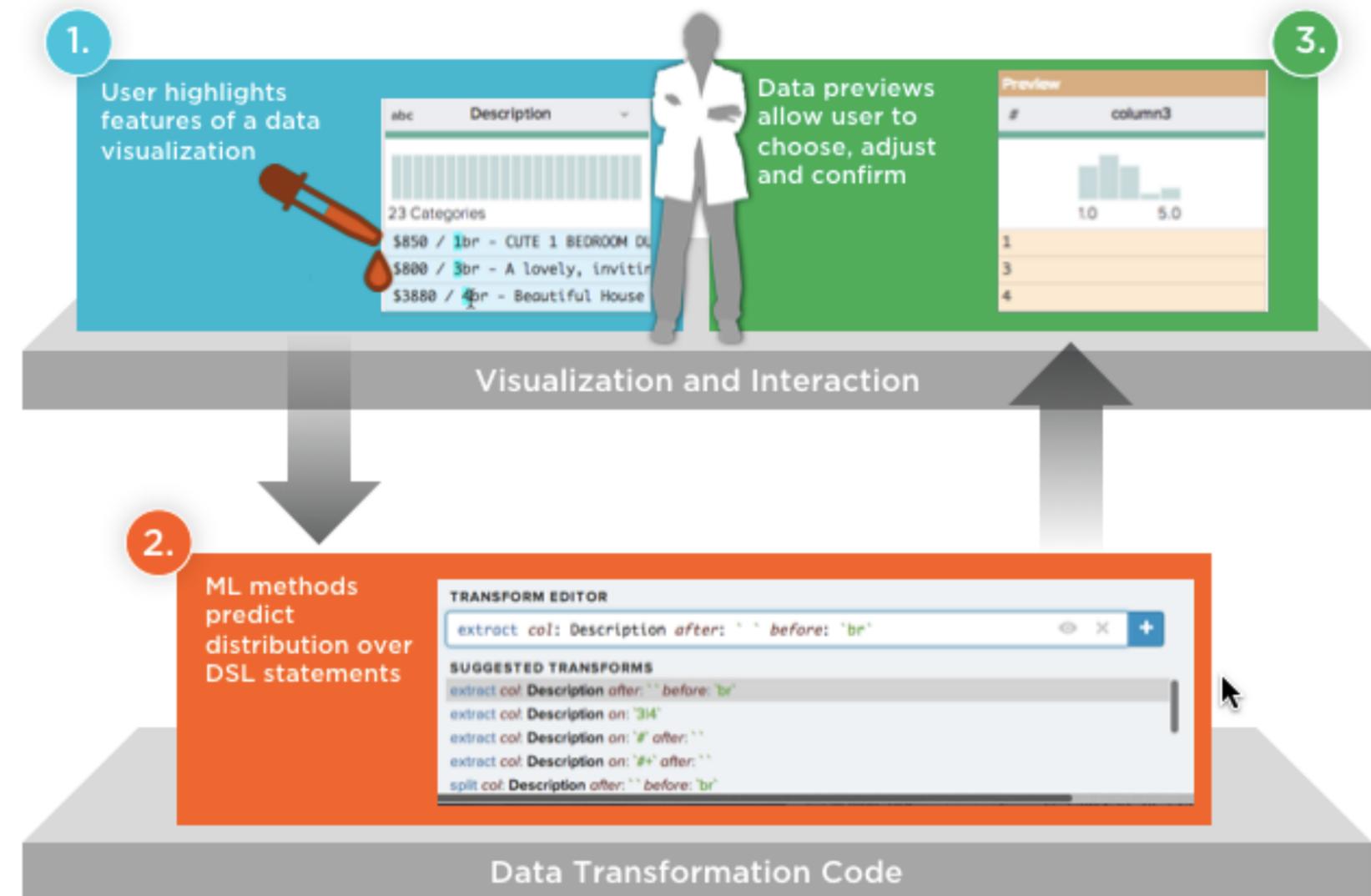


# Domain-Specific Language as Shared Representation

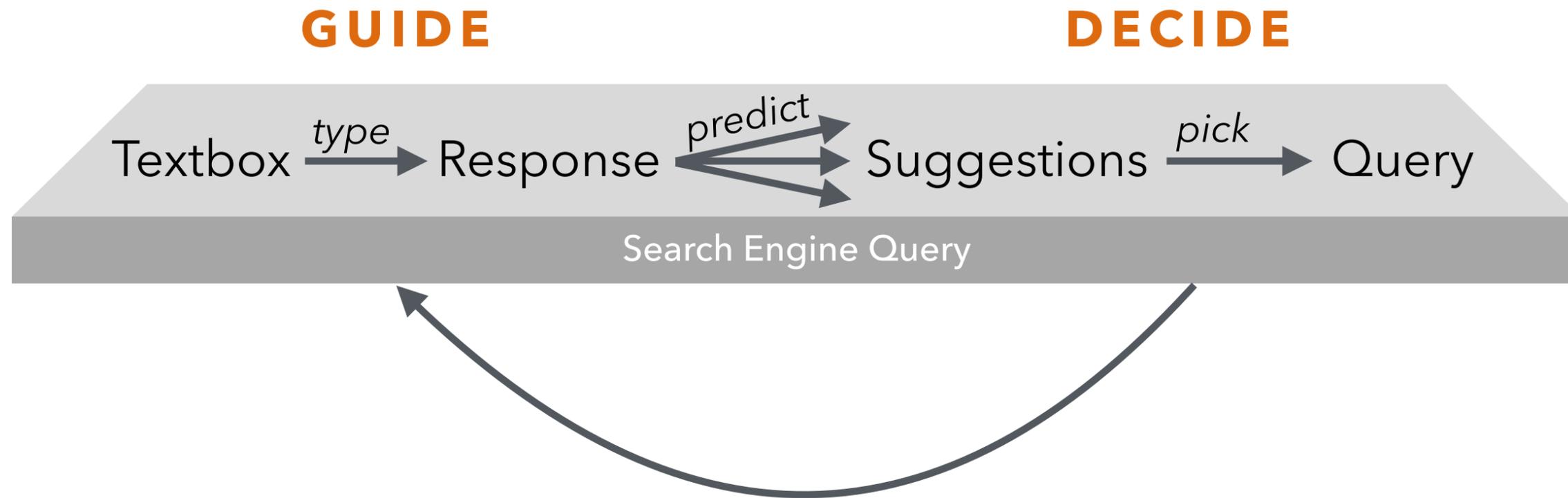
Model the task (often as a sequence).  
Formalism for reasoning about actions.  
Provides means of learning from usage  
Can be re-applied to new inputs.  
Cross-compile to different runtimes.

## Necessary Components:

1. Content Representations
2. Language + Prediction Model
3. Preview Mechanisms



# Auto-Complete



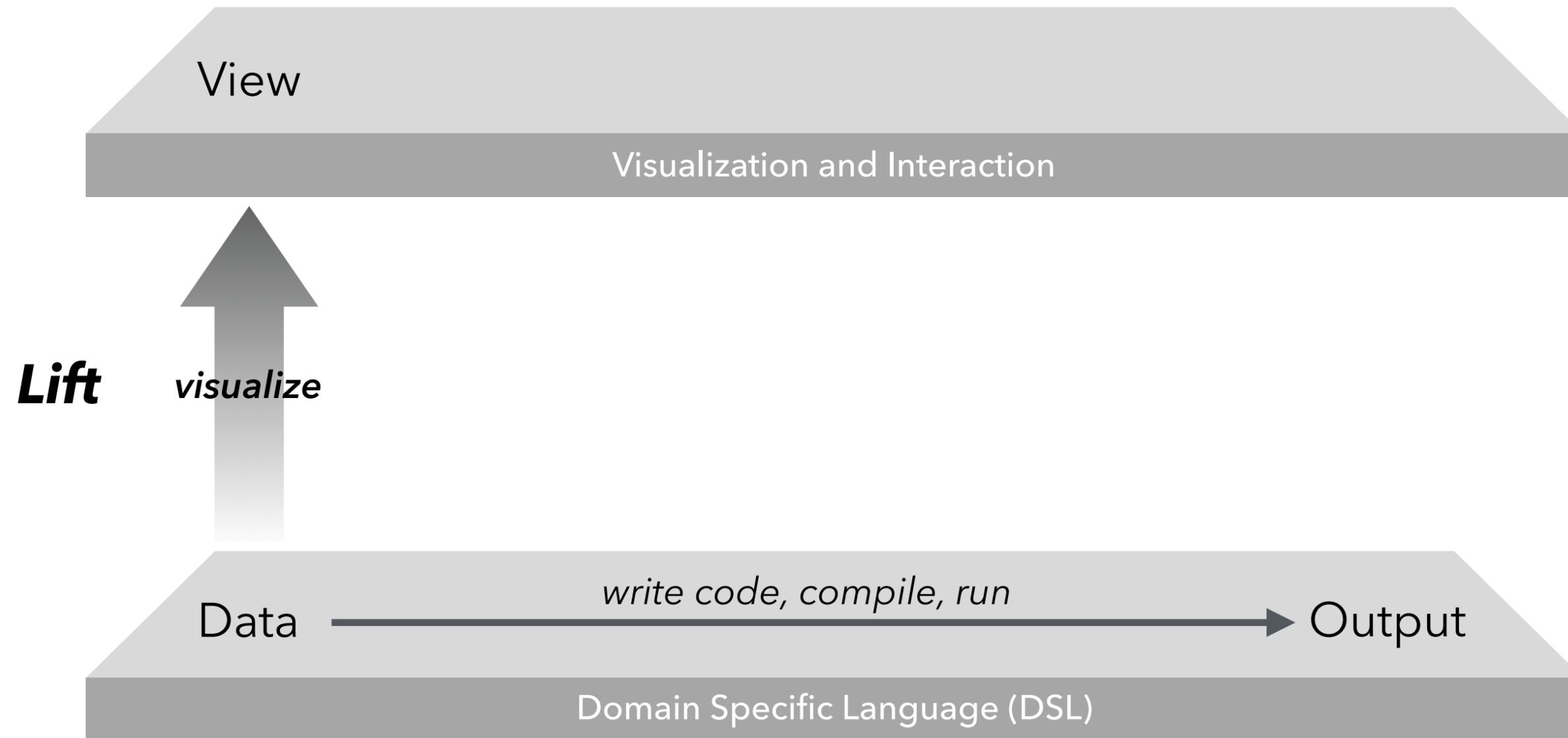
# Predictive Interaction in Wrangler



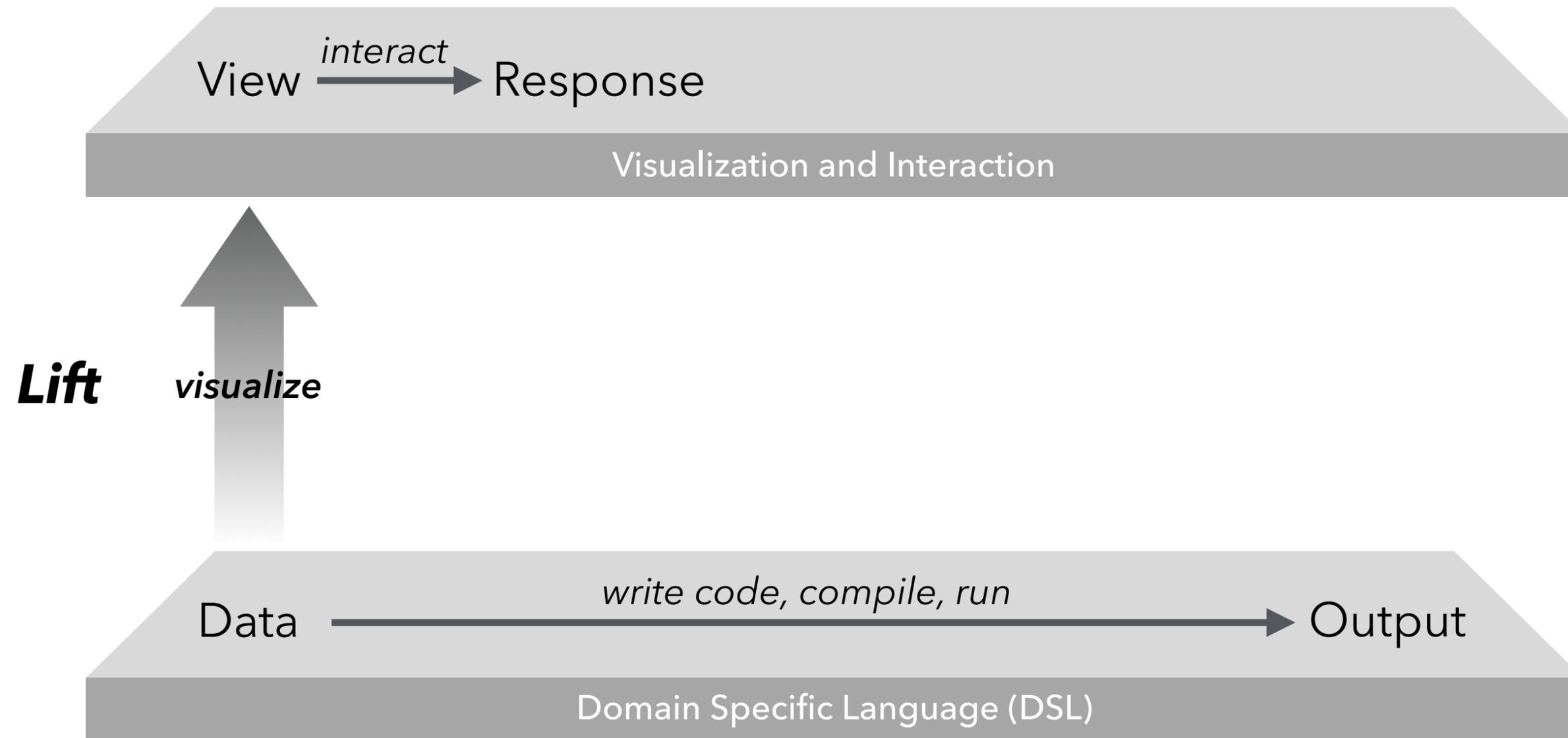
# Predictive Interaction in Wrangler



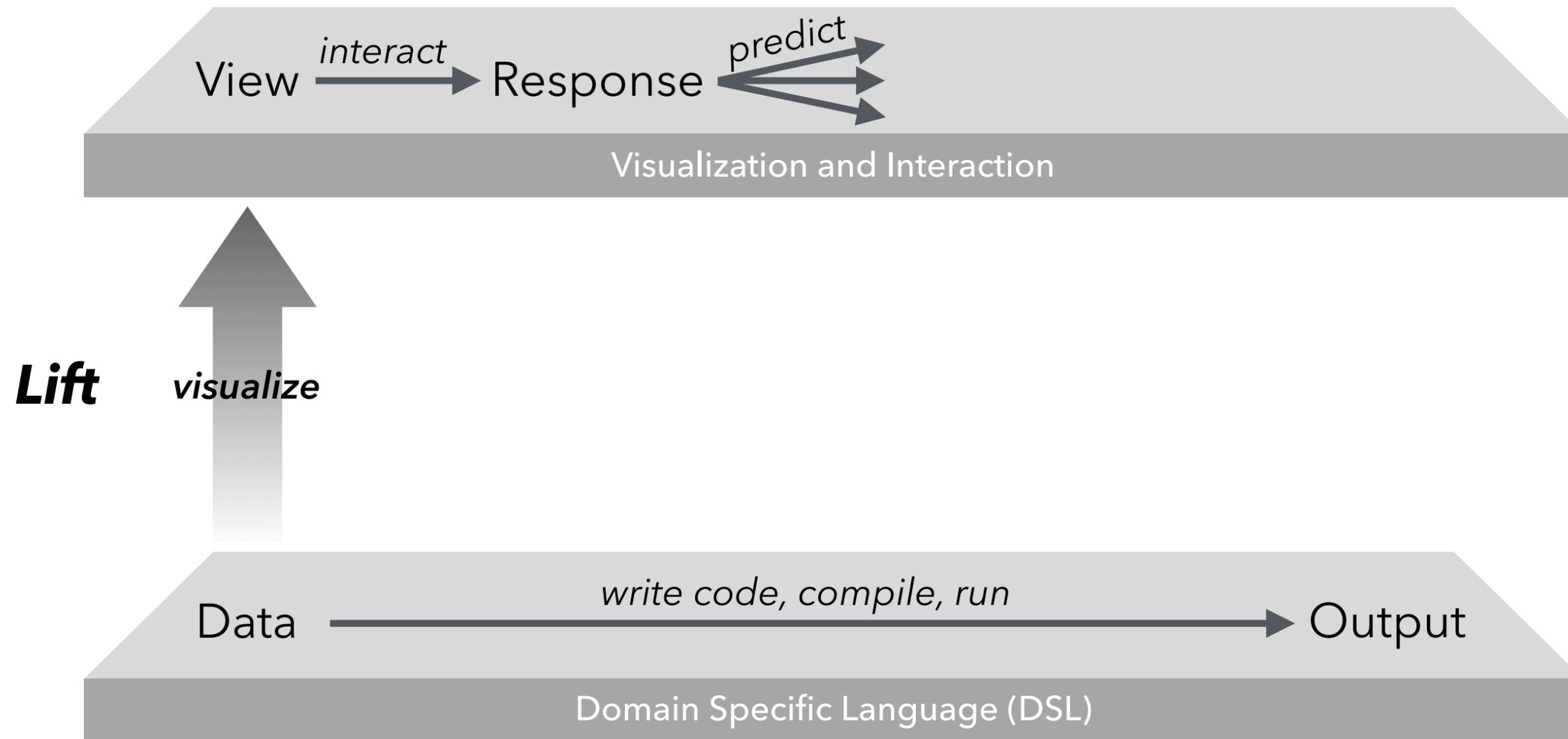
# Predictive Interaction in Wrangler



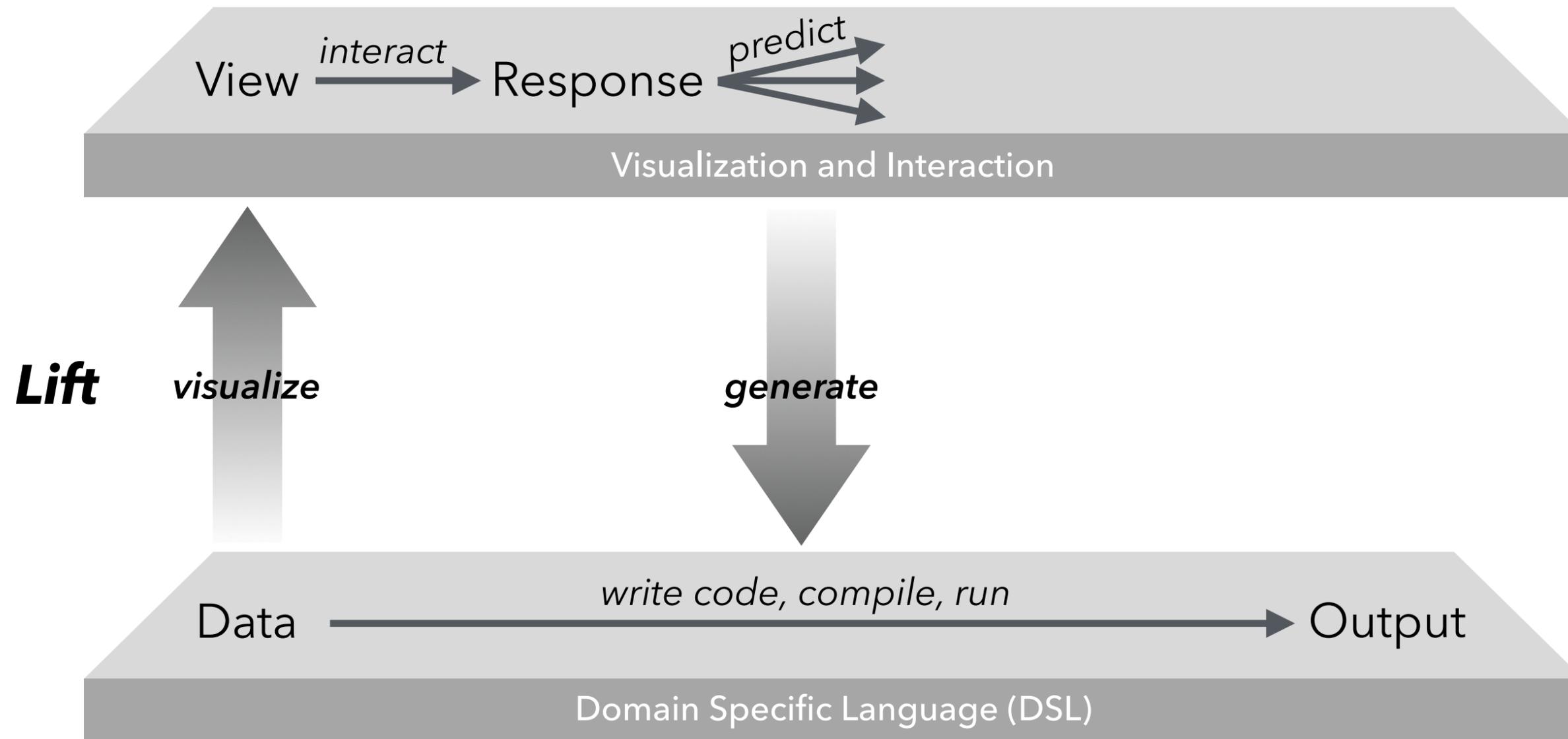
# Predictive Interaction in Wrangler



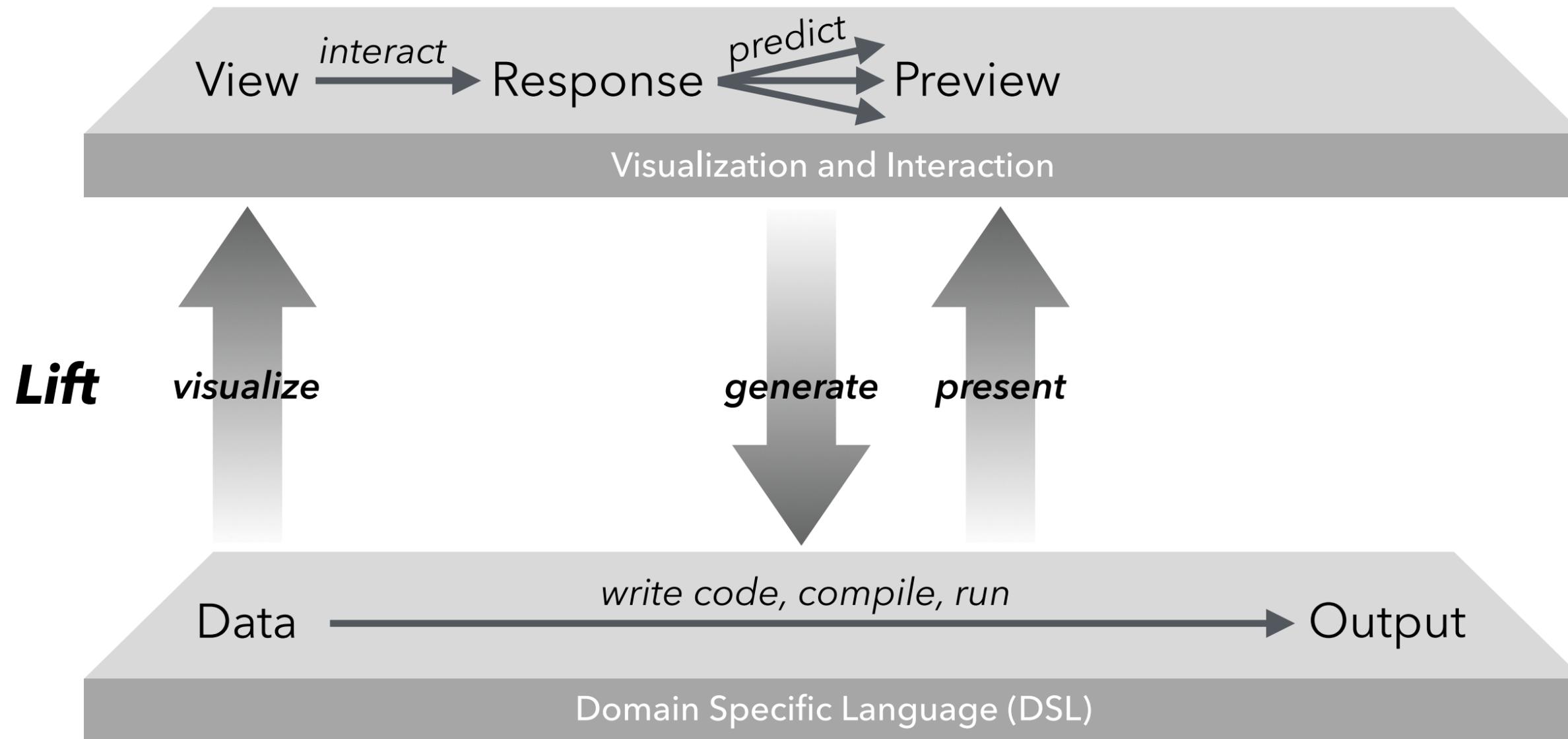
# Predictive Interaction in Wrangler



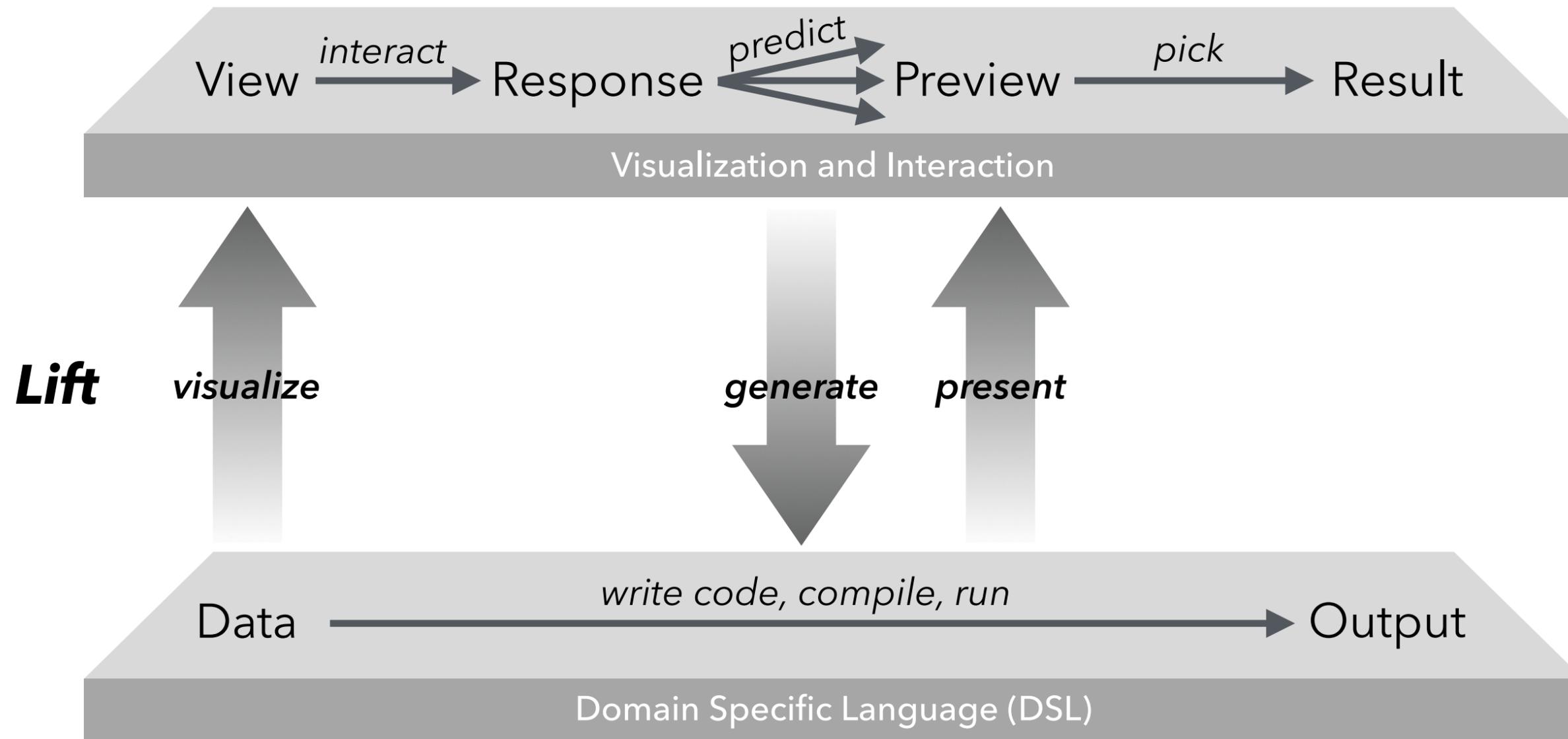
# Predictive Interaction in Wrangler



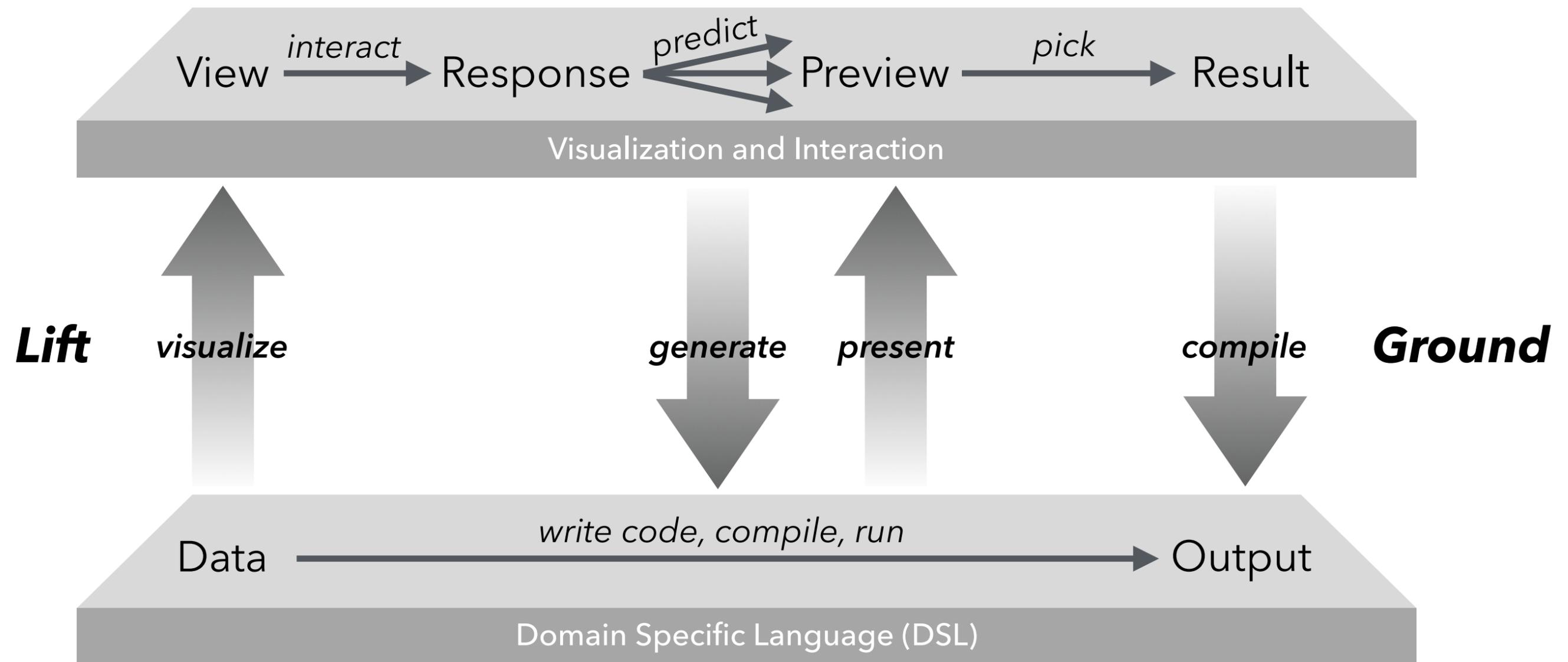
# Predictive Interaction in Wrangler



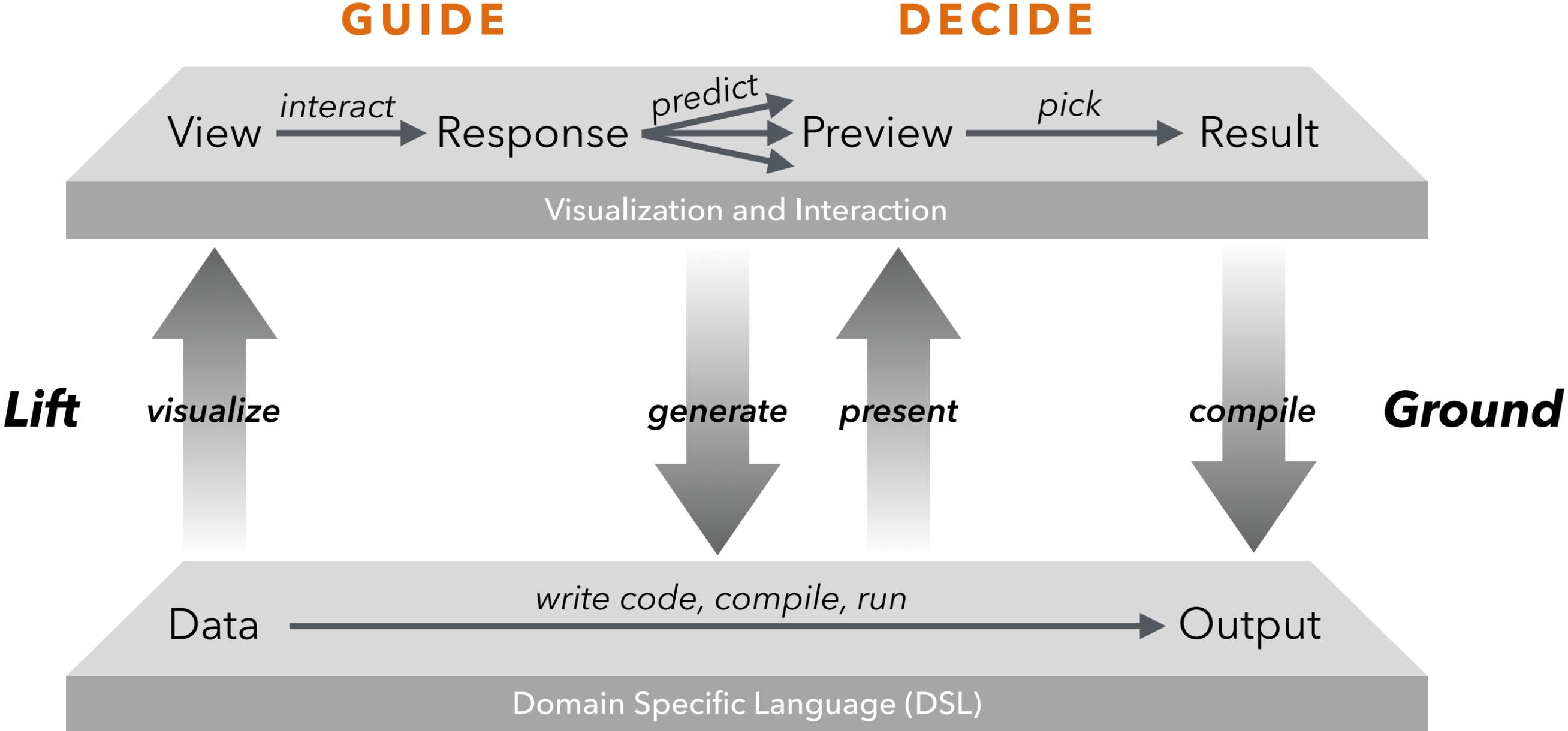
# Predictive Interaction in Wrangler



# Predictive Interaction in Wrangler



# Predictive Interaction in Wrangler



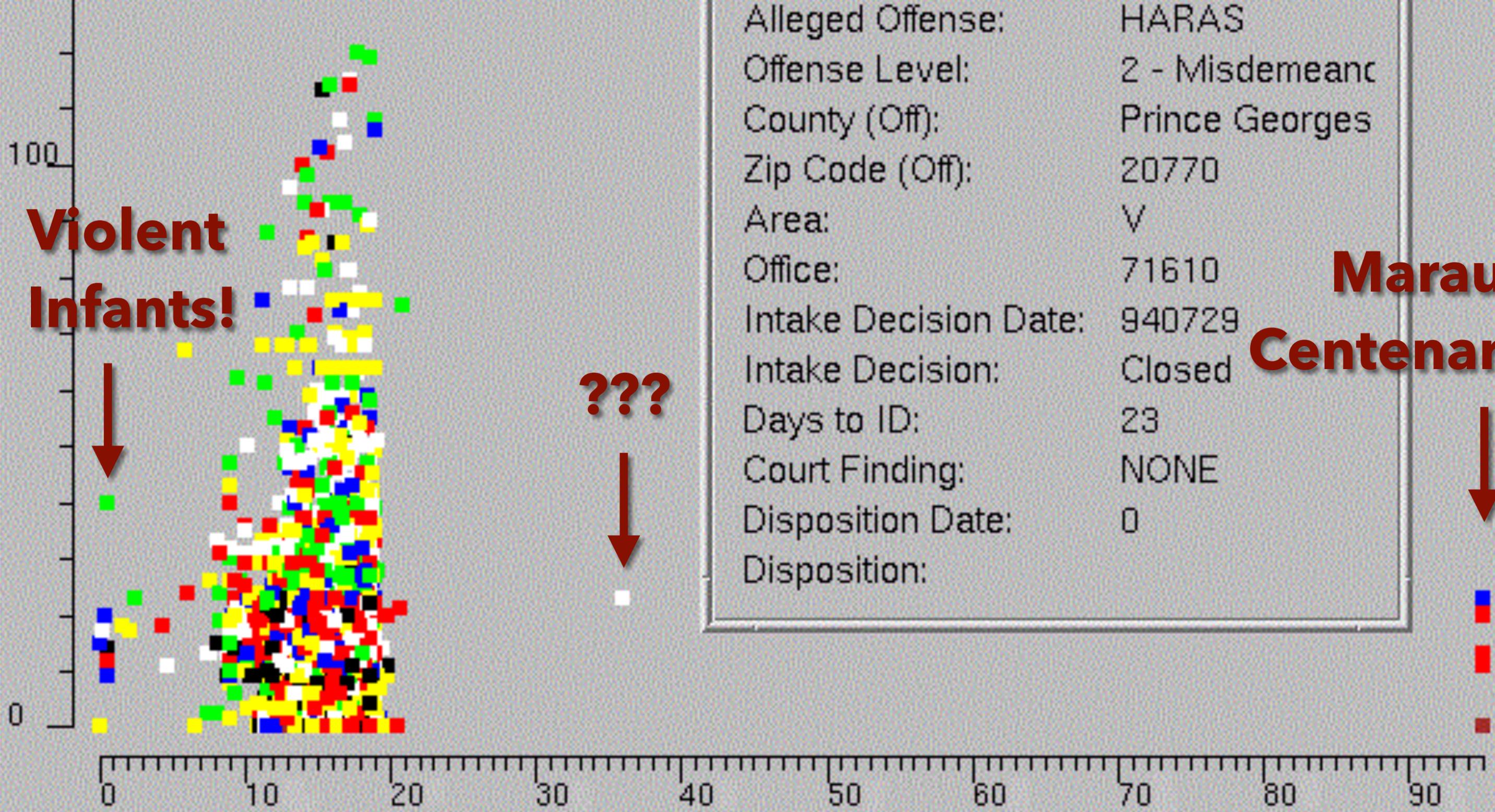
## EXAMPLES:

Data Cleaning & Transformation

**Exploratory Data Visualization**

Natural Language Translation

Alleged Offense:	HARAS
Offense Level:	2 - Misdemeanor
County (Off):	Prince Georges
Zip Code (Off):	20770
Area:	V
Office:	71610
Intake Decision Date:	940729
Intake Decision:	Closed
Days to ID:	23
Court Finding:	NONE
Disposition Date:	0
Disposition:	



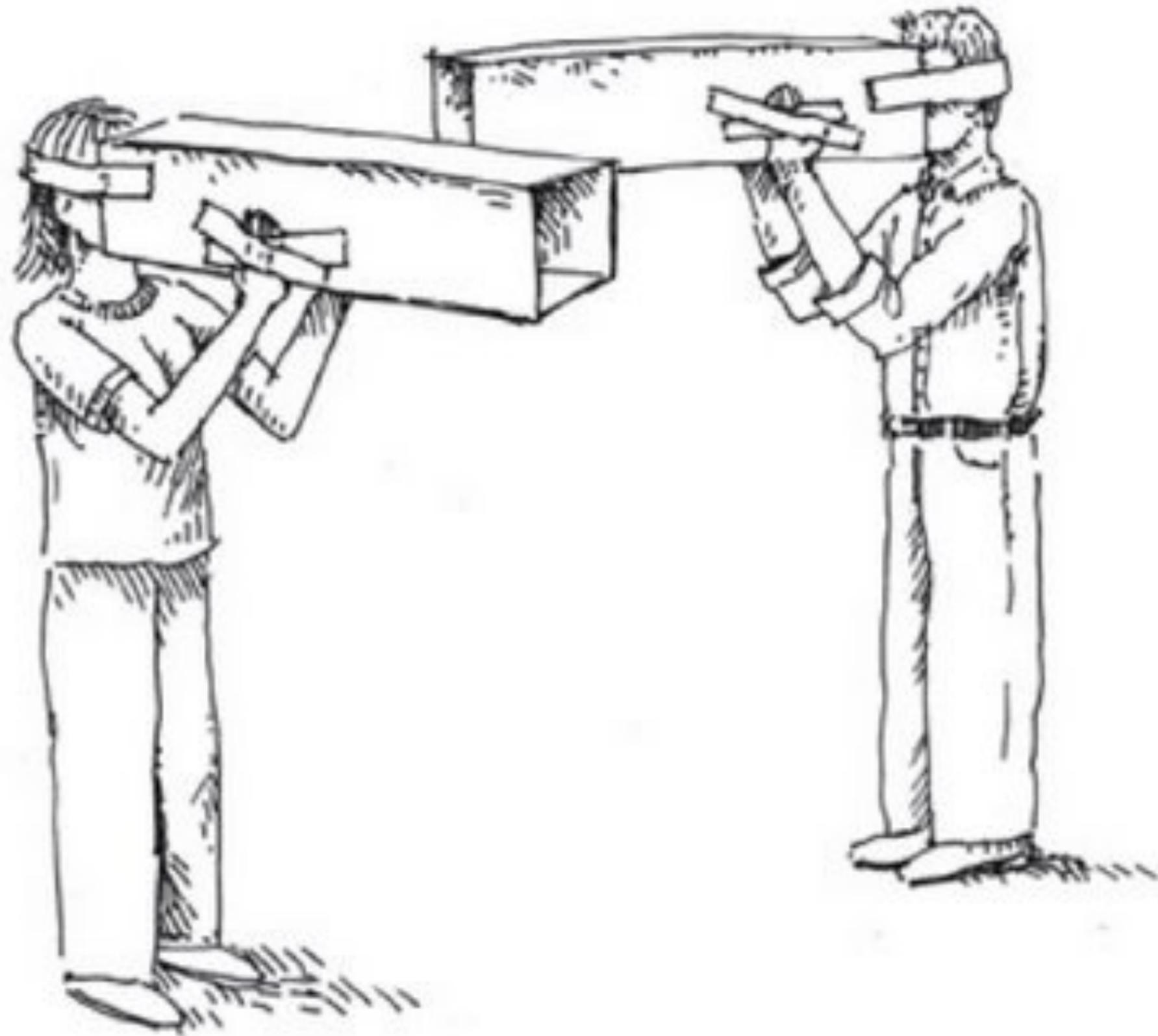
**Violent  
Infants!**

**Marauding  
Centenarians!**

**???**

Age

**Query Result: 4792 out of 4792 (100%)**



# Common exploration pitfalls:

Overlook data quality issues

Fixate on specific relationships

*Plus many other biases...*

[Heuer 1999, Kahneman 2011, ...]

Voyager 2

Secure | <https://uwdata.github.io/voyager2/>

datavoyager

Bookmarks (0) Undo Redo

**Data**

Cars Change

**Fields**

- A Cylinders
- A Name
- A Origin
- Year
- # Acceleration
- # Displacement
- # Horsepower
- # Miles per Gallon
- # Weight in lbs
- # COUNT

**Wildcards**

- A Categorical Fields
- Temporal Fields
- # Quantitative Fields

**Encoding** Clear

x YEAR (Year)

y # MEAN (Miles per

column drop a field here

row drop a field here

**Marks** auto

size drop a field here

color drop a field here

shape drop a field here

detail drop a field here

text drop a field here

any drop a field here

**Filter** Filter invalid numbers

MEAN(Miles\_per\_Gallon)

YEAR (Year)

**Related Views** All Add Categorical Field Add Quantitative Field Hide

**Add Categorical Field**

YEAR (Year) # MEAN (Miles per Gallon) A Cylinders

MEAN(Miles\_per\_Gallon)

YEAR (Year)

**Cylinders**

- 3
- 4
- 5
- 6
- 8

YEAR (Year) # MEAN (Miles per Gallon) A Origin

MEAN(Miles\_per\_Gallon)

YEAR (Year)

**Origin**

- Europe
- Japan
- USA

**Voyager:** Combine Manual Specification with Visualization Recommenders

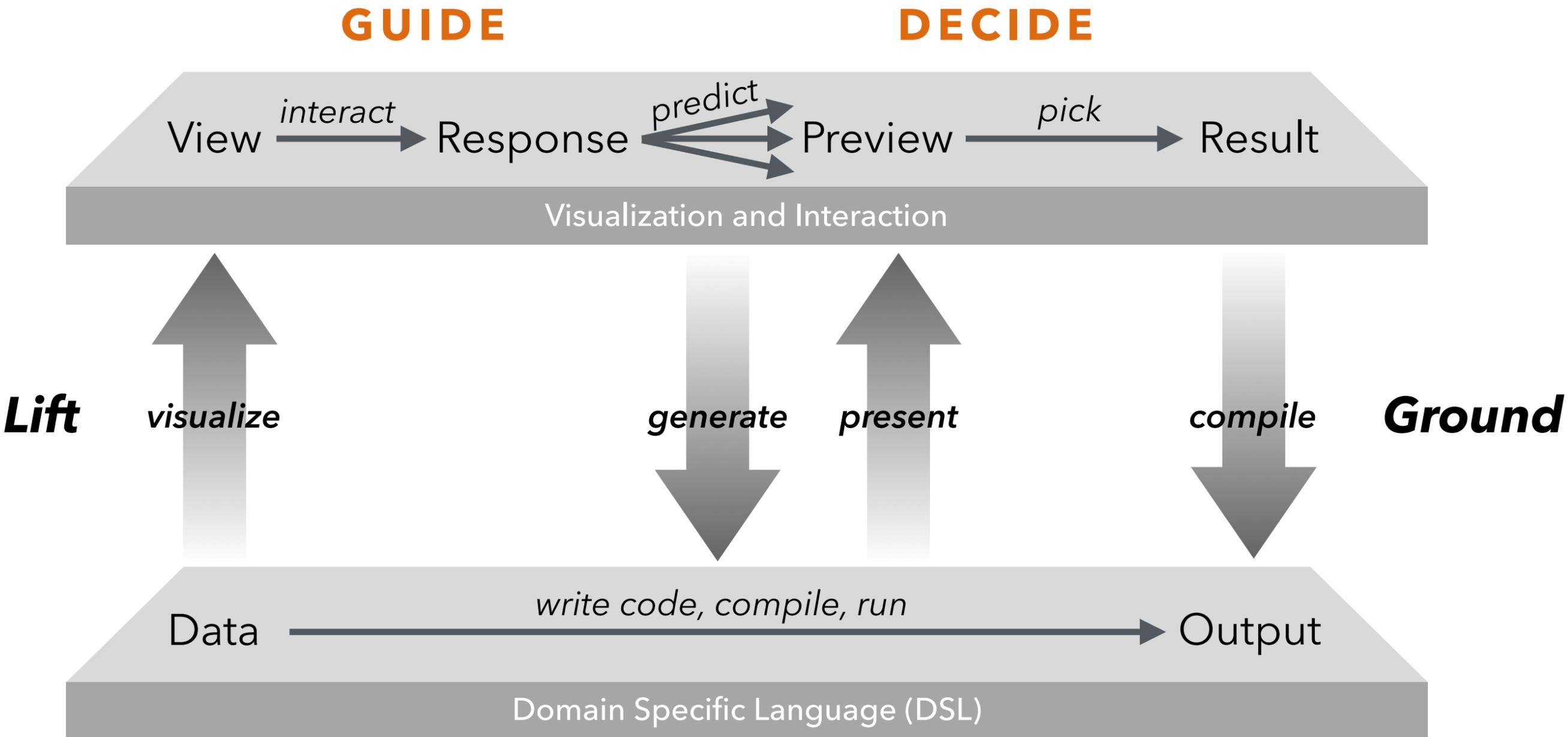
**Key Idea:** Augment manual exploration with visualization recommendations sensitive to the user's current focus.

The ultimate goal is to support *systematic consideration* of the data, without exacerbating *false discovery*.

To model a user's search frontier, we *enumerate related Vega-Lite specifications*, seeded by the user's current focus.

Candidate charts are pruned and ranked using a formal model of *design guidelines* and *perceptual effectiveness*, which can be trained from perception experiment results.

# Predictive Interaction in Voyager



Compared to existing tools, leads to **over 4x more variable sets seen**, and **over 2x more variable sets interacted with**.

*"The related view suggestion accelerates exploration a lot."*

*"I like that it shows me what fields to include in order to see a specific graph. Otherwise, I have to do a lot of trial and error and can't express what I wanted to see."*

*"These related views are so good but it's also spoiling that I start thinking less. I'm not sure if that's really a good thing."*



**WORK IN PROGRESS...**

# Voyager integration with JupyterLab!

**Voyager:** Combine Manual Specification with Visualization Recommenders

## **EXAMPLES:**

Data Cleaning & Transformation

Exploratory Data Visualization

**Natural Language Translation**

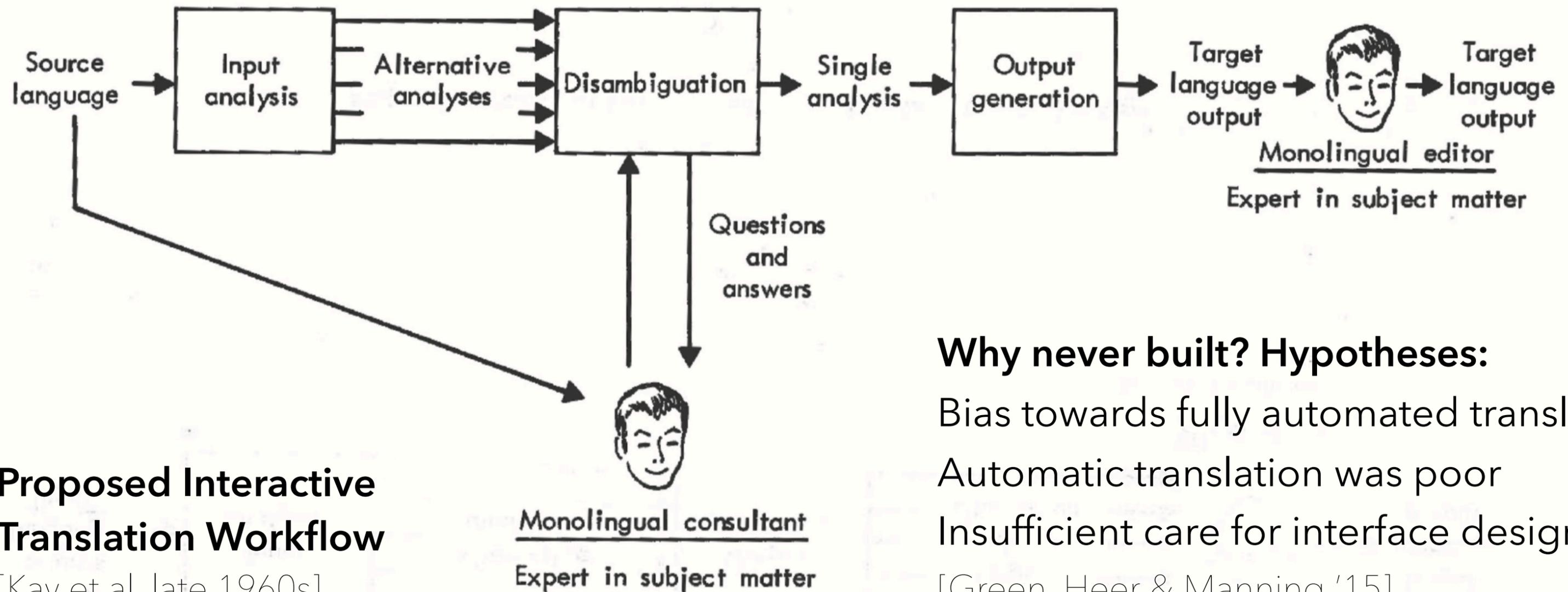
## Mid-Century Prospects for Automated Language Translation

“Fully automatic, high quality translation is not a reasonable goal, not even for scientific texts. A human translator, in order to arrive at high quality output, is often obliged to make intelligent use of extra-linguistic knowledge which sometimes has to be of considerable breadth and depth.”

“As soon as the aim of MT is lowered to that of high quality translation by a machine-posteditor partnership, the decisive problem becomes ***to determine the region of optimality in the continuum of possible divisions of labor.***”

*Yehoshua Bar-Hillel [Advances in Computers 1960]*

# Interactive Translation: An under-explored idea?



## Proposed Interactive Translation Workflow

[Kay et al. late 1960s]

## Why never built? Hypotheses:

Bias towards fully automated translation

Automatic translation was poor

Insufficient care for interface design

[Green, Heer & Manning '15]

# Predictive Translation Memory (PTM)

**A** À équiper le centre de formation Studeo qui est accessible aux personnes à mobilité réduite et dont nous travaillons à la réalisation dans le cadre de l'institut Jedlička, avec l'association Tap, et ça depuis six ans.

**B** To equip studeo training centre which is accessible to people with reduced mobility and we work to achieve in the framework of the Institute jedlička, with tap, and been there for six years.

Des enseignants se rendent régulièrement auprès des élèves de l'institut Jedličkův et leur proposent des activités qui les intéressent et les amusent.

Teachers regularly visit Jedličkův Institute students and offered them activities of interest to them and having fun.

**C**

Les étudiants eux-mêmes n'ont pas les moyens de se rendre à des cours, nous essayons de les aider de cette manière.

The students themselves cannot be required to attend courses, we are trying to help

**E**

**D**

Dans le cadre de l'Institut Jedlička, nous transférerons ce projet dans un no

themselves cannot
themselves could not
themselves do not
themselves cannot afford

(A) Source text interleaved with (B) target text.

(C) Shaded words show coverage of translation.

(D) phrase auto-complete and (E) full translation suggestions.

Suggestions (D, E) adapt to user input in real-time.

On-the-fly retuning enables domain adaptation by the machine translation system.

# Interactive Machine Translation Results

Experiments with **professional translators**, across **language pairs** (Arabic, French, German -> English) and **text genres** (software, medical, news).

## Results

Post-editing of full machine translation leads to reduced time and improved quality over purely manual translation.

Interactive translation with PTM slightly slower than post-editing, but results in higher quality translations, over 99% of characters entered via interactive aids.

Re-tuning on interactive PTM input leads to significantly greater MT improvements than with post-editing, leading to fine-grained corrections.

Concerns over agency: *"less susceptible to be creative"; MT "distracts from my own original translation process by putting words in [my] head."*



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# The New Engine for Enterprise Translation Workflows

Increase quality and speed with the **neural feedback loop**, which combines human ingenuity and machine intelligence in a virtuous cycle

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## EXAMPLES:

Data Cleaning & Transformation

Exploratory Data Visualization

Natural Language Translation

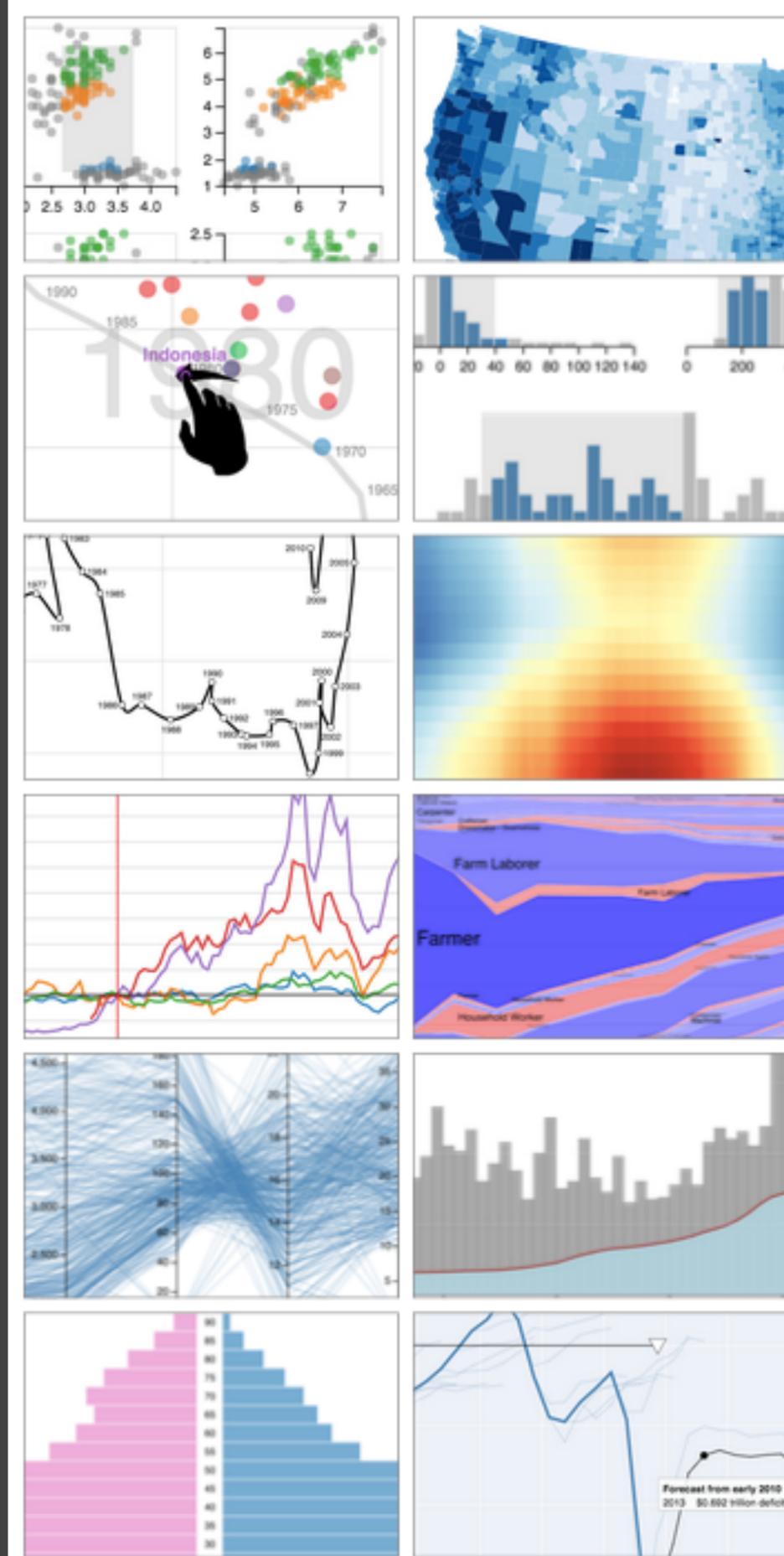
## DESIGN CHALLENGE:

Determine “regions of optimality” in possible divisions of labor among directed and automated actions.

# Future Challenges

## Design Process, Tools, & Monitoring

How might we support productive prototyping, development, deployment, and monitoring of interactive systems using machine learning?



# SPECTRUM OF SHARED REPRESENTATIONS

---

Hand-Engineered

Learned from Data

# SPECTRUM OF SHARED REPRESENTATIONS

Data Wrangler

Manually designed language (Wrangle).  
Combinatorial search over possible actions.  
Machine learning for ranking and inference.

Hand-Engineered

Learned from Data

# SPECTRUM OF SHARED REPRESENTATIONS

Data Wrangler

Increasing use of ML to infer actions & parameters.  
Enrichment of UI for direct specification of actions  
and interactive refinement of recommendations.



**Hand-Engineered**

**Learned from Data**

# SPECTRUM OF SHARED REPRESENTATIONS

Data Wrangler

Voyager

Manually designed language (Vega-Lite).  
Combinatorial search over possible charts.  
Machine learning for ranking and inference.

Hand-Engineered

Learned from Data

# SPECTRUM OF SHARED REPRESENTATIONS

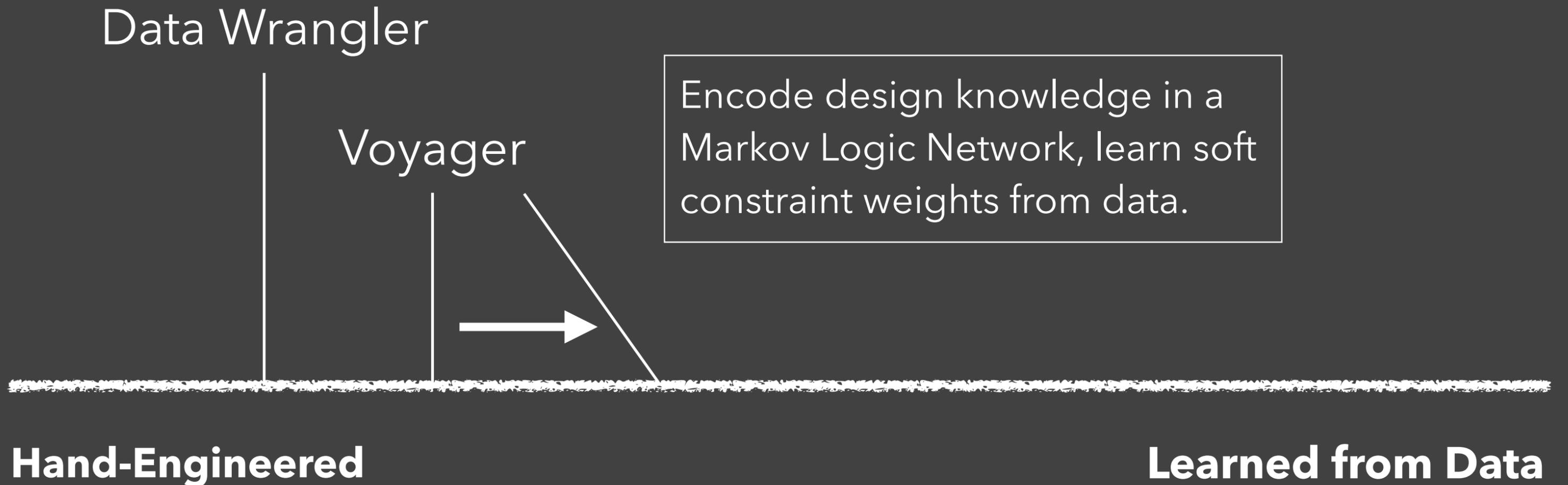
Data Wrangler

Voyager

Encode design knowledge in a Markov Logic Network, learn soft constraint weights from data.

Hand-Engineered

Learned from Data



# SPECTRUM OF SHARED REPRESENTATIONS

Data Wrangler

Voyager

PTM

Shared representation is digital text.  
Beam search, trained on large linguistic corpus.

**Hand-Engineered**

**Learned from Data**

# SPECTRUM OF SHARED REPRESENTATIONS

Data Wrangler

Neural network, trained on large linguistic corpus.

Voyager

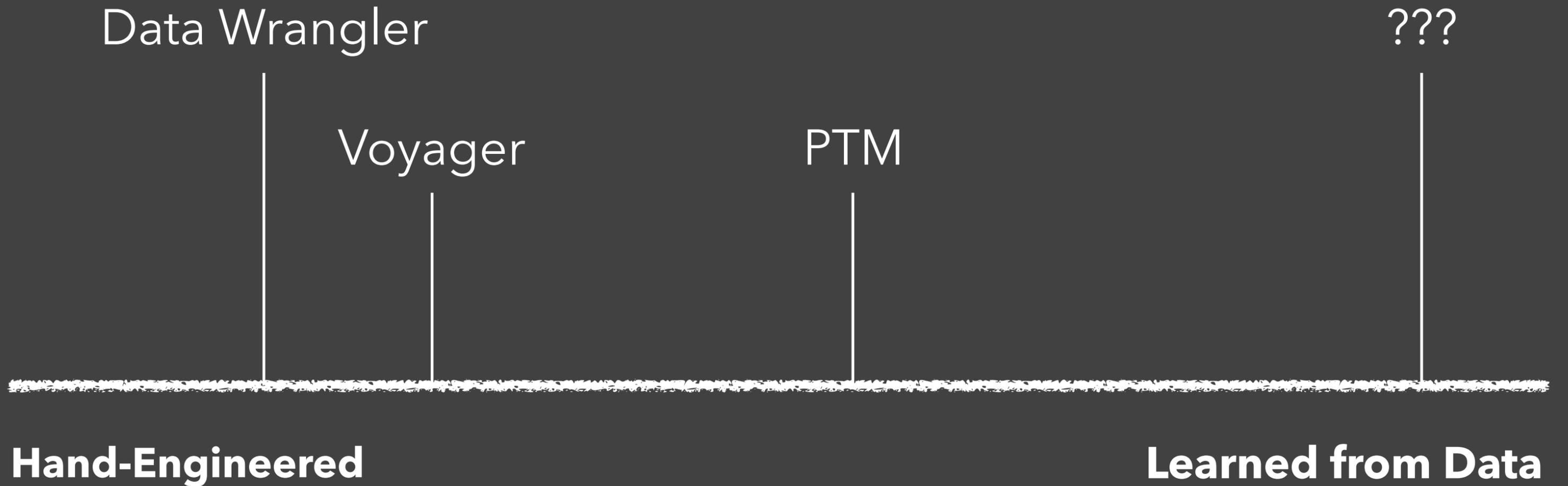
PTM



Hand-Engineered

Learned from Data

# SPECTRUM OF SHARED REPRESENTATIONS



# Future Challenges

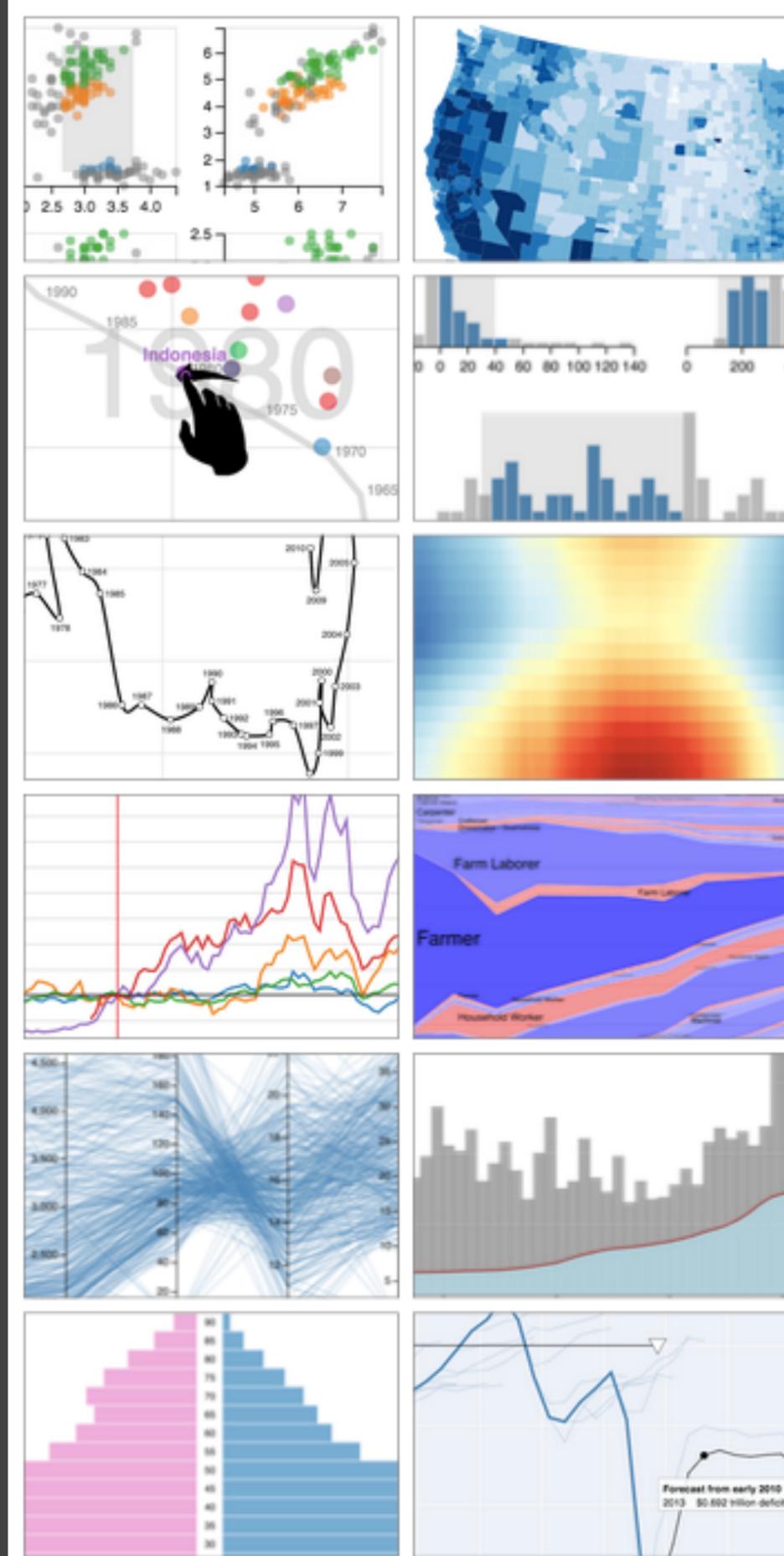
## Design Process, Tools, & Monitoring

How might we support productive prototyping, development, deployment, and monitoring of interactive systems using machine learning?

## Mapping Machine-Learned Representations

Can people identify novel and useful features?

Can people help constrain / train these models?



# Using Artificial Intelligence to Augment Human Intelligence

By creating user interfaces which let us work with the representations inside machine learning models, we can give people new tools for reasoning.

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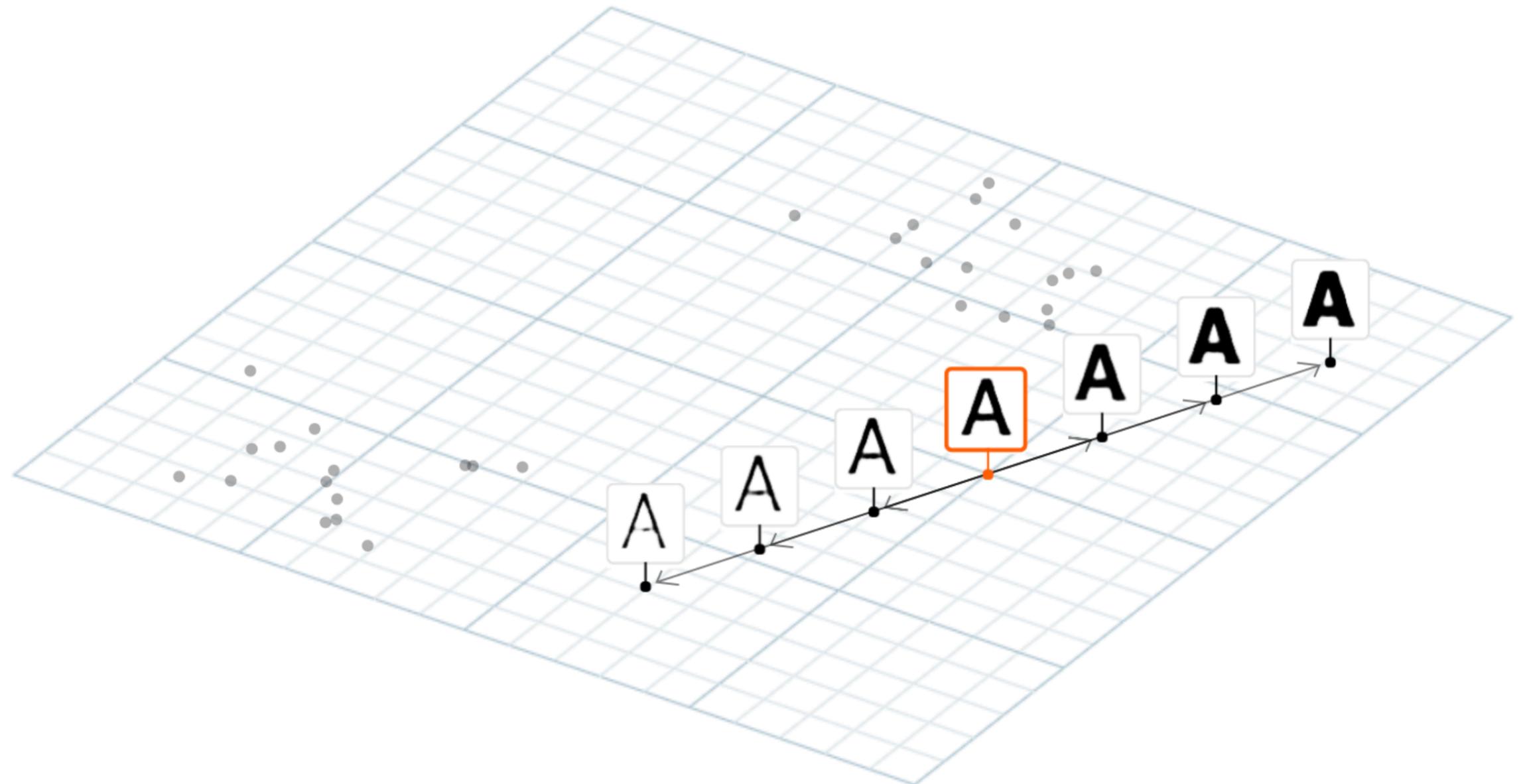
## AUTHORS

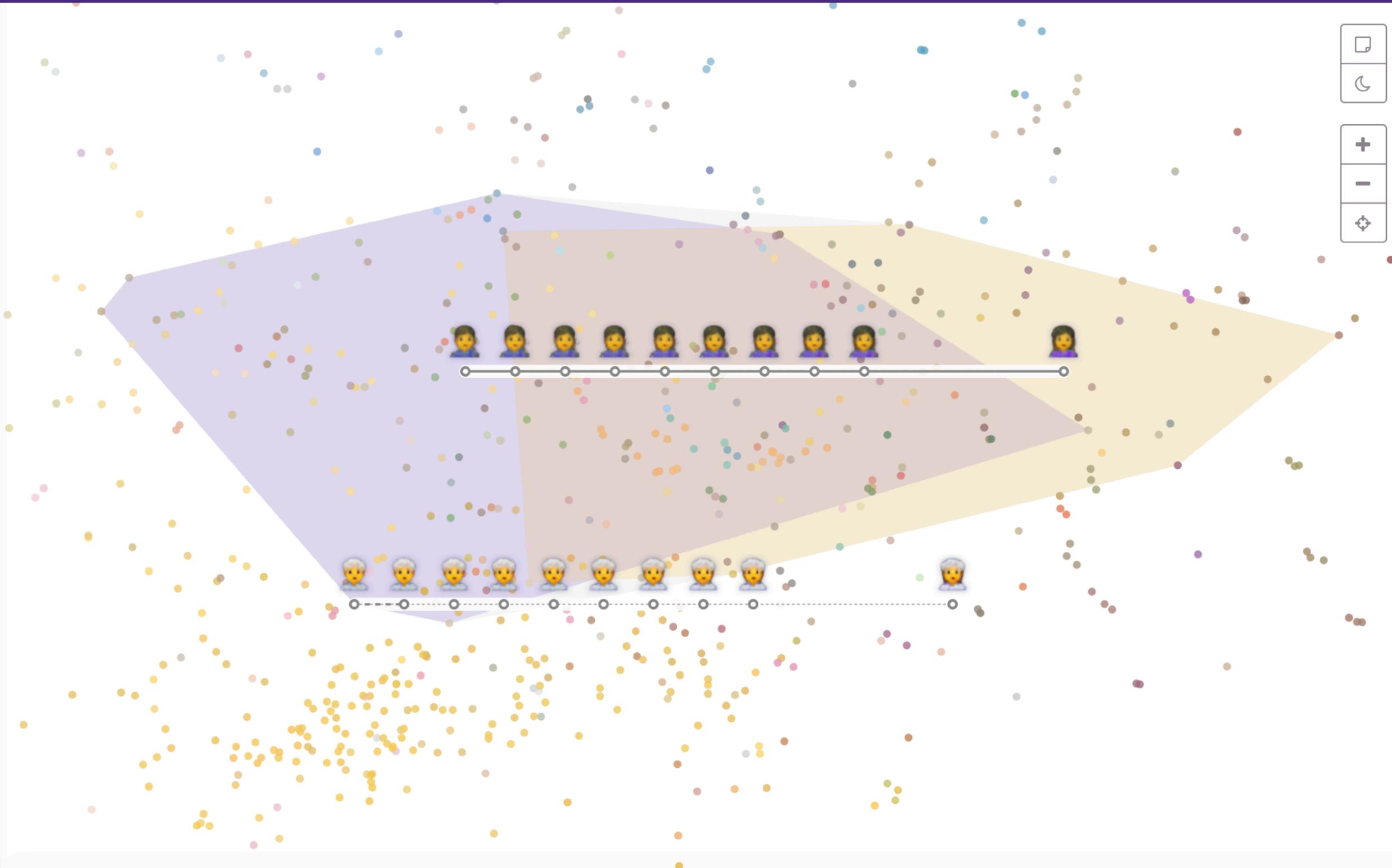
Shan Carter  
Michael Nielsen

## AFFILIATIONS

Google Brain Team  
YC Research

---






Groups

Vectors



Untitled Vector



Angle Consistency: 7%

**Start:**  
Man



**End:**  
Woman



**Original    Analogy**

256					14
263					11
264					7
261					7
263					6
257					7



Latent Dimensions: 32 ▾

Smileys & People ▾

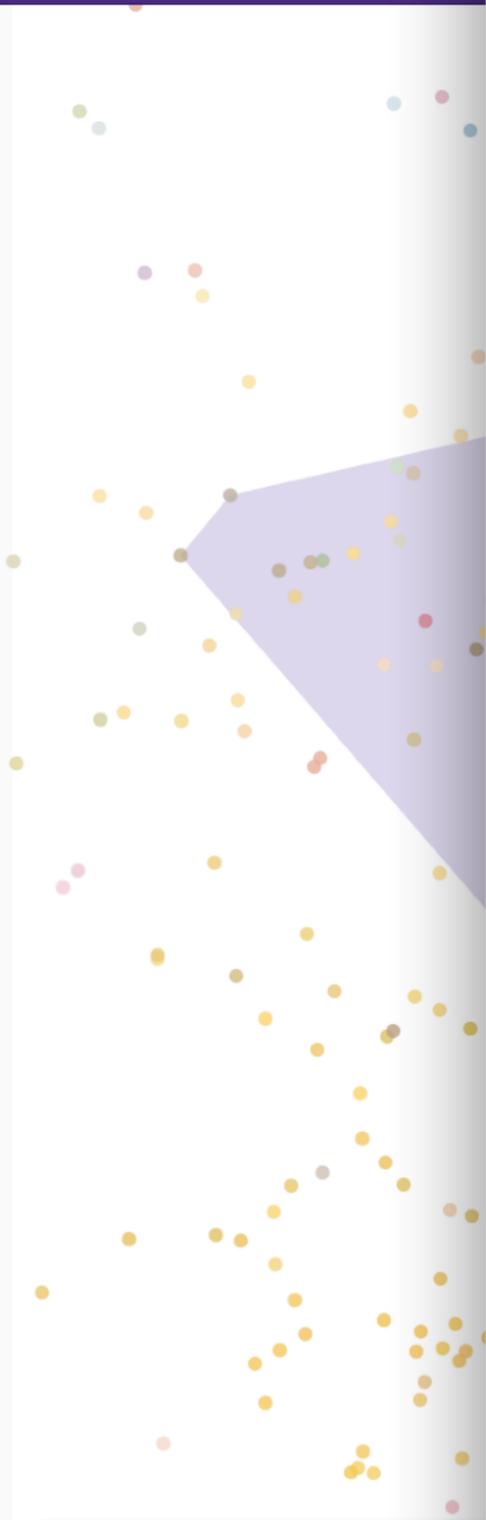
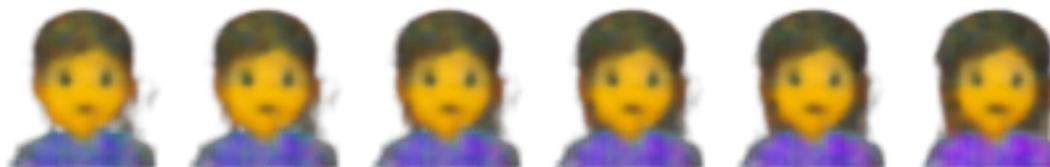
Google ▾

Apply Analogy



Reverse Analogy

# Original



Groups

Vectors



Untitled Vector



Angle Consistency: 7%

**Start:**

Man



... 30 more

**End:**

Woman



... 26 more

**Original    Analogy**

256					14
263					11
264					7
261					7
263					6
257					7

Apply Analogy

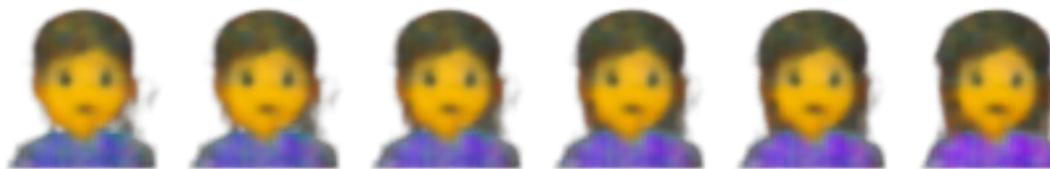


Reverse Analogy



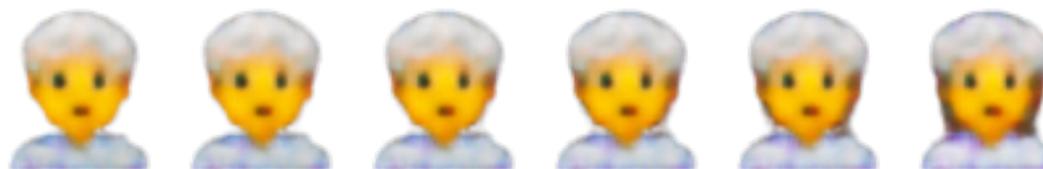
Latent Dimension

# Original



# Analogy

Man Wearing Turban



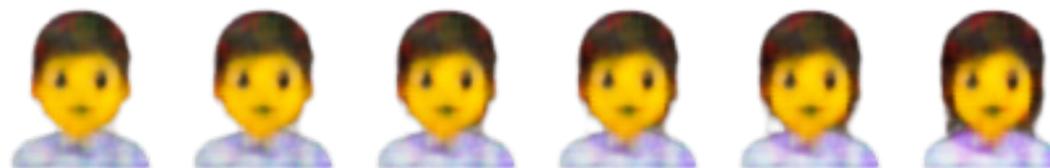
# Analogy

Man Pilot



# Analogy

Man Health Worker



# Analogy

Man



# Analogy

Man Dancing



Groups

Vectors



Untitled Vector



Angle Consistency: 7%

Start:

Man



... 30 more

End:

Woman



... 26 more

Original Analogy

256 14

263 11

264 7

261 7

263 6

257 7

Apply Analogy



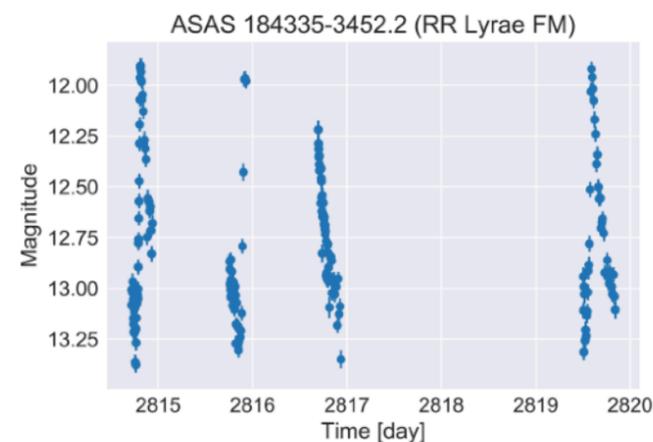
Reverse Analogy



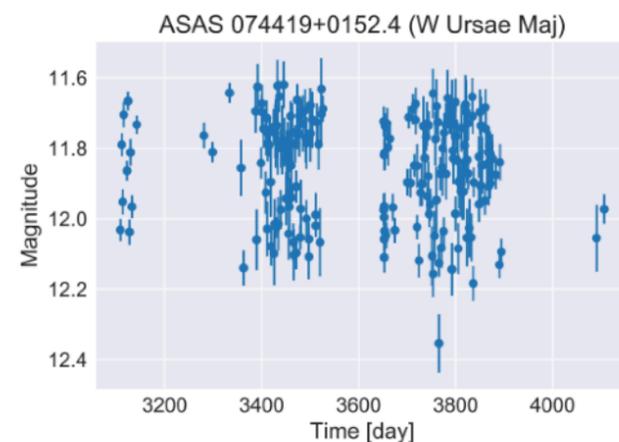
Latent Dimension

# A recurrent neural network for classification of unevenly sampled variable stars

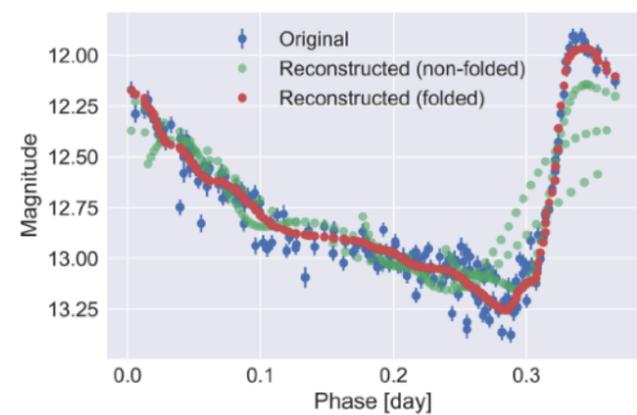
[Naul et al. 2017]



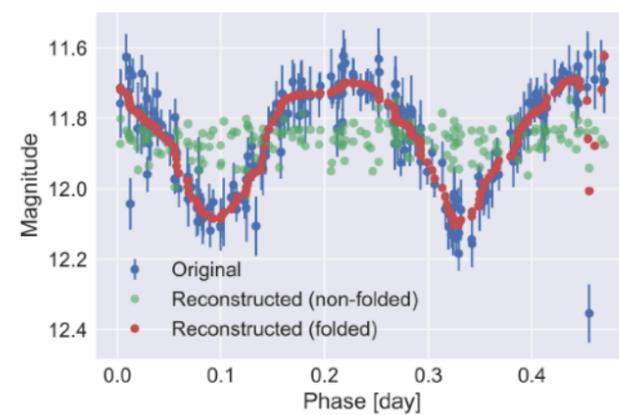
(a) 25th percentile



(b) 75th percentile



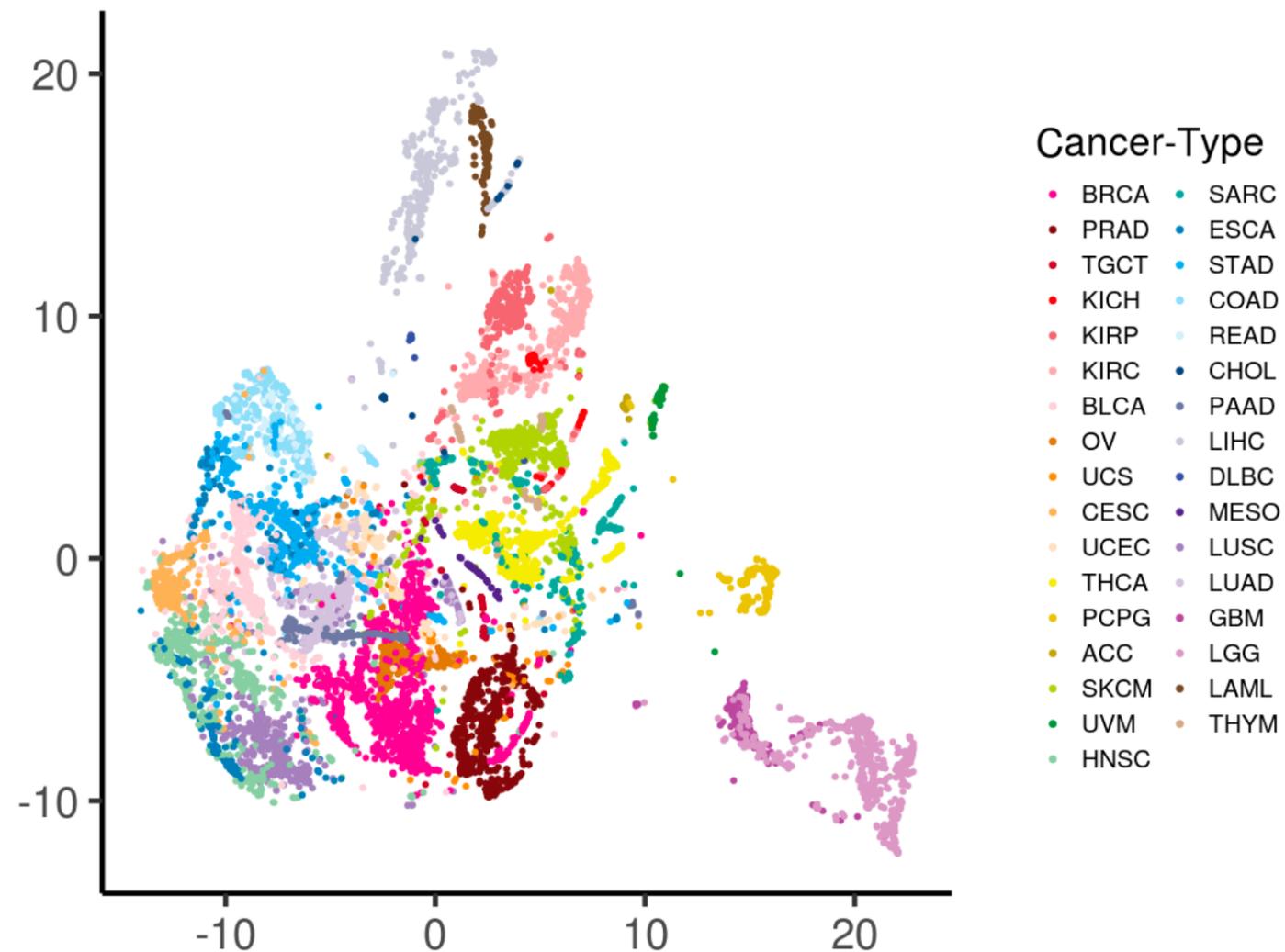
(c) 25th percentile (folded)



(d) 75th percentile (folded)

# Extracting a biologically relevant latent space from cancer transcriptomes with variational autoencoders

[Way & Greene 2018]



# Future Challenges

## Design Process, Tools, & Monitoring

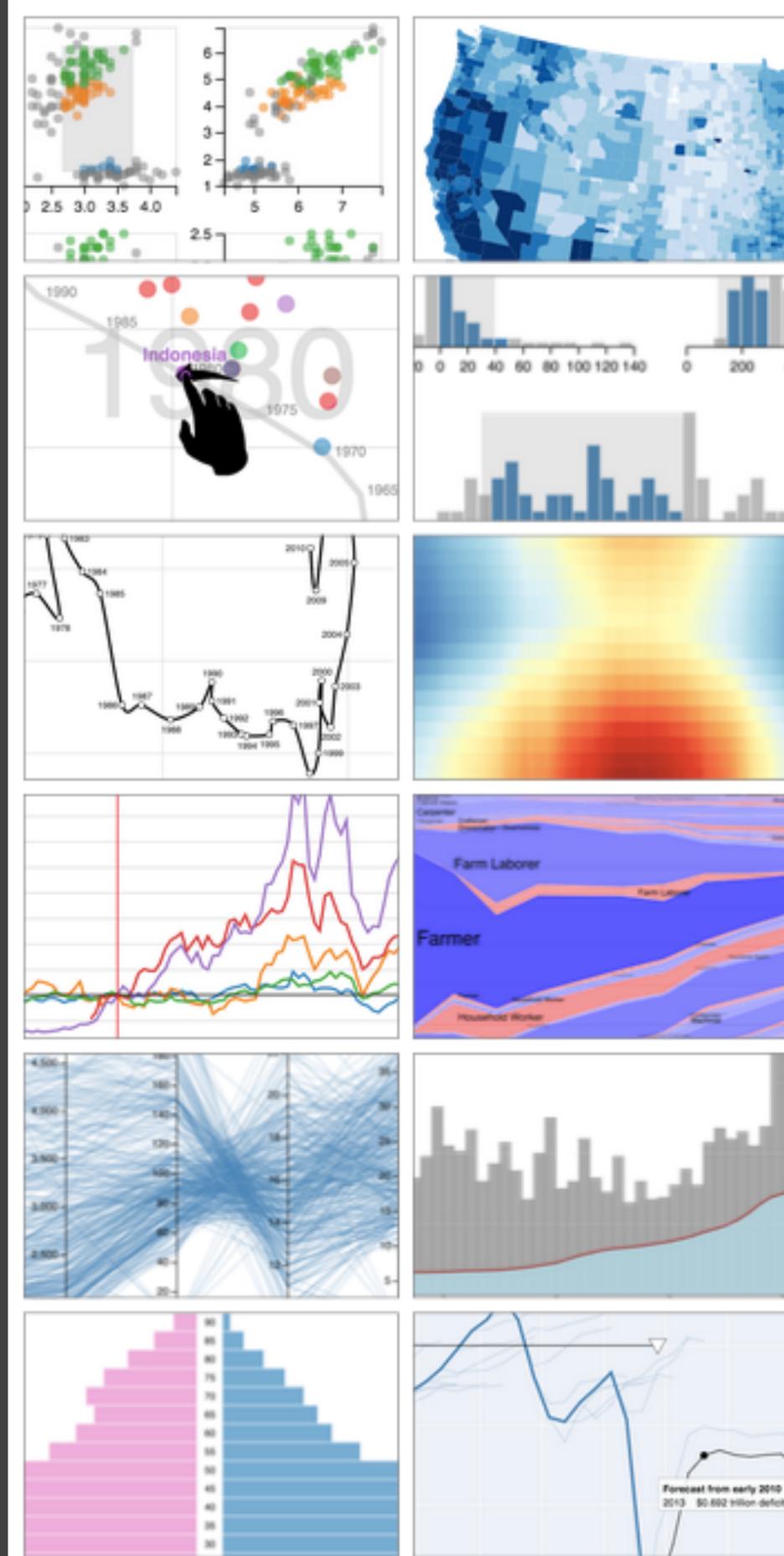
How might we support productive prototyping, development, deployment, and monitoring of interactive systems using machine learning?

## Mapping Machine-Learned Representations

Can people identify novel and useful features?  
Can people help constrain / train these models?

## Evaluating Trade-Offs of Agency & Automation

Must go beyond result quality and productivity.  
Locus of control, agency vs. passive acceptance?  
Training and skill acquisition vs. de-skilled labor?



# Related Reading

**Agency + Automation.** (2018). J Heer, in submission to *Proc. of the National Academy of Sciences (PNAS)*.

<https://homes.cs.washington.edu/~jheer/Agency+Automation.pdf>

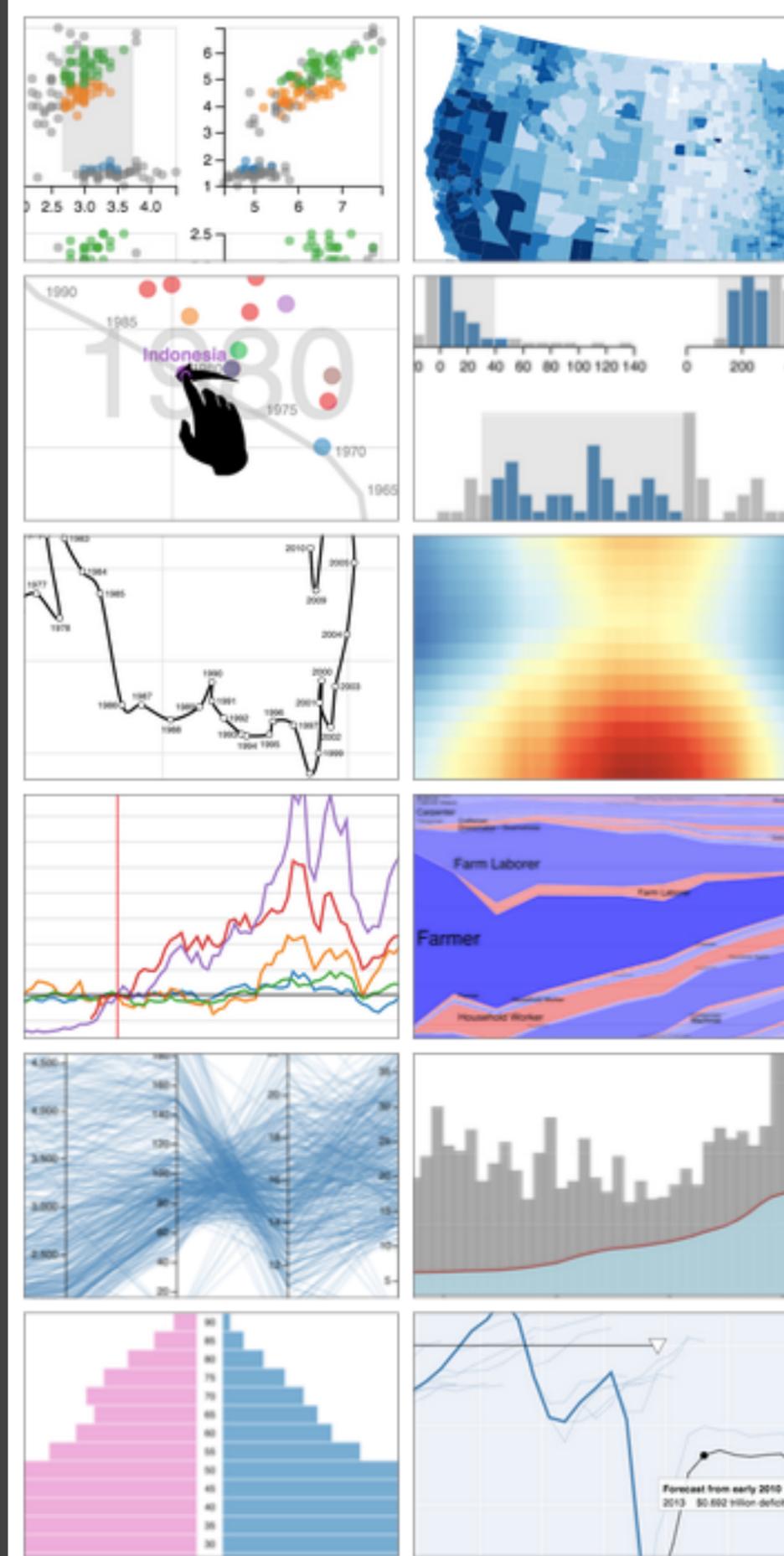
**Predictive Interaction.** (2015). J Heer, JH Hellerstein, S Kandel. *Conf. Innovative Data Systems Research (CIDR)*.

<http://idl.cs.washington.edu/papers/predictive-interaction>

**Natural Language Translation at the Intersection of AI and HCI.** (2015). S Green, J Heer, CM Manning.

*Communications of the ACM*, 58(9).

<http://idl.cs.washington.edu/papers/translation-ai-hci>





**ISTC**  
BIG DATA



GORDON AND BETTY  
**MOORE**  
FOUNDATION

THE PAUL G. ALLEN  
FAMILY FOUNDATION

# Agency + Automation

Jeffrey Heer @jeffrey\_heer

U. Washington / Trifacta

