

# DEPARTMENT OF COMPUTER SCIENCE

## **Problem Definition**

While AI allows for newer and more efficient methods of accomplishing tasks, the impact of this collaboration is still not fully understood. Our team designed an interface for researchers in the Neuromotor Control and Learning (NMCL) to customize and perform experiments with human-robot interactions that involve AI explanations (XAI), which could give insight into the impact of this cognitive load and how systems can be better designed to optimize collaboration.

#### **Applications**

• Lab wants to optimize trust and cognitive load with the use of robot explanations during collaboration

#### **Major Goals**

- Integrate AI explanations into the existing research infrastructure.
- Give researchers options to design experiments to closely study the cognitive impact of XAI collaboration.

	Fi
Explainable AI Settings	Para
Timing Quality Frequency Method	• Re
Explanation Quality	ch
Probabilistic  Deterministic  Override	
Set the first X explanations to be of a certain type Input a string comprising of 'G' 'N' 'B' for example: "GGNBBB" - the first two explanations would be good, the next would be neutral and the, nex two would be bad. Once the sequence has finished, explanations will be sampled from probabilistic or deterministic.	xt Qual • Va
Enter String	
Input a string comprising of 'G' 'N' 'B'	• Ca
Back	<u>Timi</u>
Robot's Turn placeholder good explanation	• Ex
Continue	<b>Type</b>
Continue	• Gr
Robot Assistance Robot Explanation	<u>On-D</u>
End & Export	• Us

# PROJECT XAI

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# inal Design

#### <u>meter Customization</u>

esearchers can tweak robot behavior and explanations to study the resulting anges in cognitive load

### lity of Explanations

arying accuracy/complexity of explanations (good, neutral, bad) an be sampled randomly in a probabilistic manner, or set in a determined order

#### ing & Frequency

planations can be set to occur before, during, and after moves xplanations can be set to occur every move, or spaced out

### es of Explanations

raphs, text pop-ups, and audio prompts can be used to convey explanations

### Demand Robot Actions

ser may request a robot explanation or active assistance



COLLEGE OF COMPUTER, MATHEMATICAL, & NATURAL SCIENCES

# **Electroencephalography (EEG)**

- EEG measures brain activity
- Puzzle solving invokes observable load on brain activity measurements, which can be studied during use of the program
- Robot involvement/explanations in puzzles causes shifts in cognitive load

#### <u>Rush Hour Logic Game</u>

- Goal of the game is to get the red "car" through the gate
- User and robot take turns moving blue "car" obstacles
- Puzzles range from simple to complex

## **Future Applications**

The conclusions obtained from this research gives insight into how human-robot collaborations could be designed more optimally.

#### AI Driving Assistance

- Finding optimal method/amount of AI involvement with driving and directions
- Reducing cognitive load while still involving the driver to ensure road safety

#### **Airplane AI Copilot**

• Reducing cognitive load of the pilot while still maintaining safe control of the aircraft

#### **<u>Robot/Doctor Collaborative Surgery</u>**

• Providing helpful explanations without overbearing surgeon cognitive load, which could lead to critical mistakes

