CS 160: Lecture 10

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10/4/2004 1

Administrivia

Midterm is on Wednesday.
* Material up to last Wednesday's class
* Raise any questions you have in class today.

10/4/2004 2

Knowledge representation

Three types:
1. Analogical representations
2. Propositional representations
3. Distributed representations

10/4/2004 3

Analogic representations

Objects represented internally as "images." The image captures many of the properties of the thing.

10/4/2004 4

Analogical representation

Analogical representations supposedly support mental rotations:

10/4/2004 5

Propositional representation

Knowledge about objects captured in language-like propositions:

Is-a(A, apple), Is-b(B, table), On(A, B)

10/4/2004 6
Distributed representation

- Assumes all information represented as an "activation vector."
- E.g. an apple coded as binary vector might be 10111001000110111110101100000110101111111
- Similar objects should have similar codes.
- Supports parallel processing. Subclasses can be represented.

Connectionist view

- Connectionist view: Knowledge is arranged in networks with inhibition/activation.
- Sort-of example: tools from thebrain.com

Connectionist network

- Sample network
- Links can be + or -

Semantic networks

- Associations between items defined by relations:
- Codes propositional knowledge.

Schema

- Generalized scripts for everyday actions:
  - Eat at a restaurant
    - Enter
    - Walk in
    - Look for table
    - Decide where to sit
    - Go to table
    - Sit Down
    - Order...
    - Eat...
    - Leave...

Parking schema

- Look for a space
  - Look for people leaving
- Signal to park
- Enter the space
  - Use parts of the vehicle to line up
- Figure out how to pay
  - Look for meter
  - Is there a ticket machine/payment booth
  - Is it pay-on-exit?
- …
Piaget notes that there are 4 distinct stages of development. Stage 1 is sensori-motor or skill learning. Stage 2 is symbolic operations. Then there are two distinct “reasoning” stages: Concrete thought, Abstract thought. E.g., children learn to navigate by concrete transformations before they learn to use maps.

Mental Models

“The models people have of themselves, others, the environment, and the things with which they interact. People form mental models through experience, training and instruction” - D. Norman

Built by activating various schema.

Not just an image; MMs allow us to visualize what would happen if we do something - close to Piaget’s notion of “concrete operation.”

Structural vs. Functional Models

A structural model explains what the system does independent of use (it’s a system-centered model). A functional model explains what the system does to assist a user’s task (it’s a user-centered model).

Functional Models

Should sound something like task analysis. In fact functional models have been called “task-action mapping models”.

Develop from knowledge of using similar artifacts, not from how the artifact works.

Generally strive to be much simpler than structural models. But...

Accountable Systems

There is a problem if functional and structural models are too far out of step: exceptions to the functional model confuse the user, and may disrupt the task. System crashes, Long delays. Some researchers are therefore developing “accountable” systems that externalize a user-friendly structural model.

Break

The midterm is on Weds - material up to last Weds.

Sample midterms are online

Any questions?
Metaphor

- Since functional models draw on past experience and not everyone has computer experience, its useful to draw on the real world.
- Hence the "desktop metaphor":
  - Directories are like folders
  - Files are like sheets of paper
  - Windows are like ?
  - Menus are like menus
  - Deleting is like putting in the trash
  - Running an application program is like opening the doc.
  - Copy to buffer and restore is like cut-and-paste...

Metaphor: Strengths

- Gives a way for people to understand a new concept quickly given what they know.
- Helps to provide good choices for terminology.
- Provides guidance in machine understanding of natural language.

Metaphor: Difficulties

- The metaphor may create expectations that are false along with the true ones:
  - Can I shred this file instead of putting in the trash can?
- Our understanding is "functional" rather than "structural". That means understanding is relative to how we do things.
- For instance "work" has many meanings:
  - Something we enjoy, or dislike
  - Something that is primarily physical, vs. intellectual
  - Something that leads to a goal, vs. something we just do

Reverse metaphor

- Computer notions are permeating everyday life:
  - I had a disk crash thinking about it
  - This report is still buggy
  - We need to stop and reboot
- It will be increasingly easy to draw metaphors from popular computer systems

Desktop metaphor

- Most of the Star's metaphors are visual ones:
Flexible Metaphors

1. People are usually happy stepping out of the metaphor:
   - Scroll bars
   - Resizing
   - Iconifying

2. Users can use multiple metaphors at once, or other models based on familiar practice

3. Over time, the original metaphor becomes redundant and the user has a new concept and set of skills.

Development & Vygotsky

1. Beyond a fairly early age, our understanding of concepts is personal and our conceptual models diversify.

2. Knowledge is usually deeply layered, so it understanding depends on our personal history.

3. Most people in the same society share similar experiences - e.g. the same language and the same conventions for using computers.

Development & Vygotsky

1. Our "environment" is a social one as well as a physical one:
   - Knowledge work is about organization, communication, persuasion, motivation
   - "Culture" is a set of norms guiding our behavior
   - The artifacts (programs, documents) in our world also have history, and so there are even layers of meaning outside of people's heads.

Conceptual Models

1. Because of the difficulties with metaphors, designers try instead to come up with a clean "conceptual model".

2. A conceptual model of an object allows the user to:
   - Identify the object from others
   - Know what actions can be performed on the object
   - Know how the object changes in response to those actions.

3. The conceptual model is a concrete (Piaget) model of the system's behavior.
Conceptual Model: Example

- A spreadsheet has a clean, non-metaphoric, conceptual model.
- They have a familiar appearance, the actions are clear and intuitive, and with a little experience users understand how changes propagate.

Conceptual Model: Examples

- Other clean conceptual models:

Summary

- Knowledge models provide guidance to how to plan an interface (and the user’s model of it)
- Functional models are usually the goal, but it’s useful to expose some system behavior to help in exceptional situations
- Metaphors often provide a quick way to bootstrap use of an interface
- Conceptual models are more general, and can use knowledge of
  - Other systems
  - Social/cultural norms