

Introduction to **Human-Robot** **Interaction**

Christine Lee, Yuna Hwang, Dakota Sullivan | Spring 2025

Learning Outcomes

1. Introducing Don Norman's Gulf Model in the context of HRI
2. Exploring methods to address these HRI challenges
3. Understanding existing efforts to address the Gulf of Execution in HRI

Reading Responses

- Many questions on learning (e.g., Reinforcement Learning) and the types of systems (e.g., second-order systems)
 - When do systems update their goals and

From *Building* Robots to *Using* Robots



What is **Human-Robot Interaction (HRI)** ?

Field of study dedicated to **understanding, designing, and evaluating robotic systems for use by or with humans**



What is **Human-Robot Interaction (HRI)** ?

- **Scope:** focuses on design, communication, control, and user experience in various problem domains



What makes HRI **hard**?



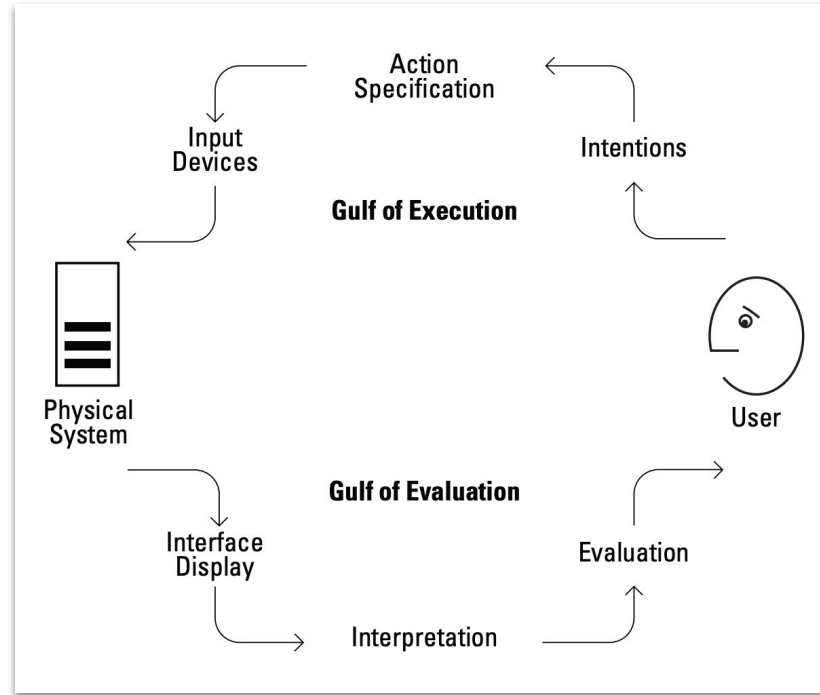
What makes HRI **hard**?



→ People have **goals/intentions** when interacting with a robot, but **don't always know how to express them in ways the robot understands**

Don Norman's Gulf Model

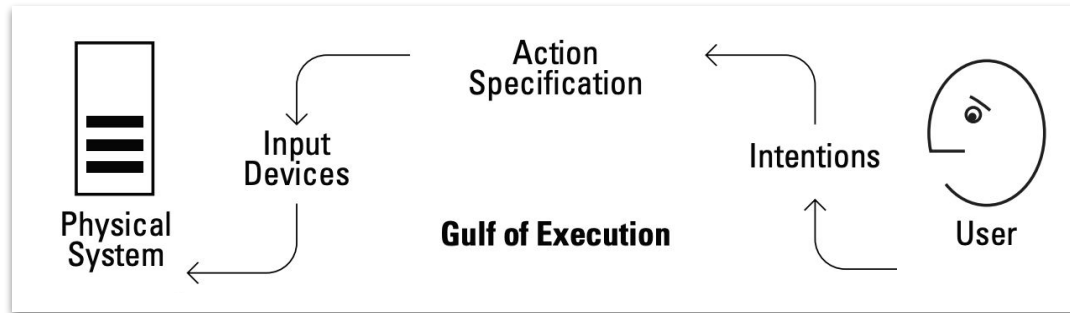
"...where they try to figure out how it operates..."



"...where they try to figure out what happened."

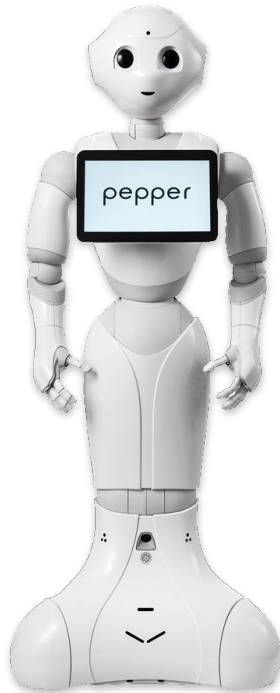
Dubberly et al. What is Interaction? Are There Different Types?. 2012.
Don Norman. The Design of Everyday Things. 2015.

Gulf of Execution



→ The Gulf of Execution is the difference between a **users intentions** and **what the system allows**.

Gulf of Execution in HRI



Gulf of Execution in HRI

expectation

Visual Sensing

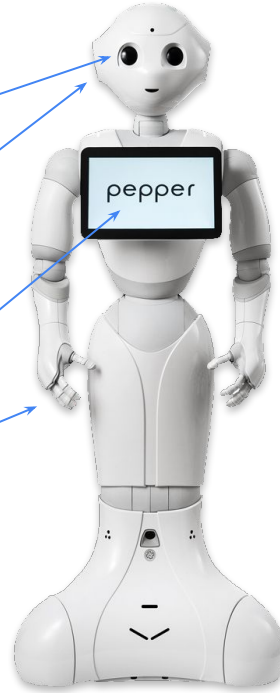
Gaze, facial recognition

Verbal Sensing

Conversation, Speech

Touch Sensing

Tablet & Object grasping



reality

Visual Sensing

Facial detection

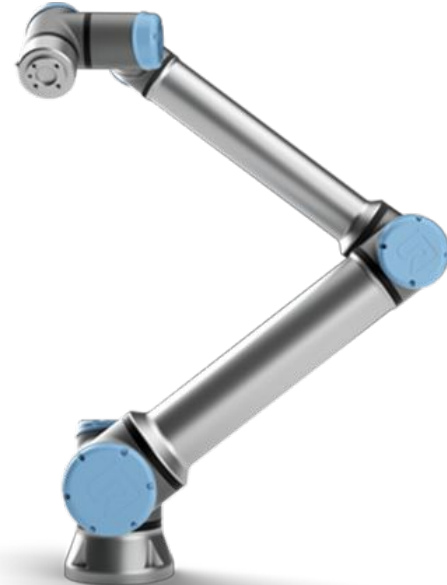
Verbal Sensing

Speech

Touch Sensing

None

Gulf of Execution in HRI



Activity 1: Identifying the Gulf of Execution

What can be some examples of a mismatch between a user's expectations of a technology and what that technology allowed you to do (*i.e.*, Gulf of Execution)?



Roomba; user might want it to clean kitchen only. How to set the zone? App? voice?



BellaBot, example: user might want to send an empty dish back. How to command? Voice? Screen?¹⁴

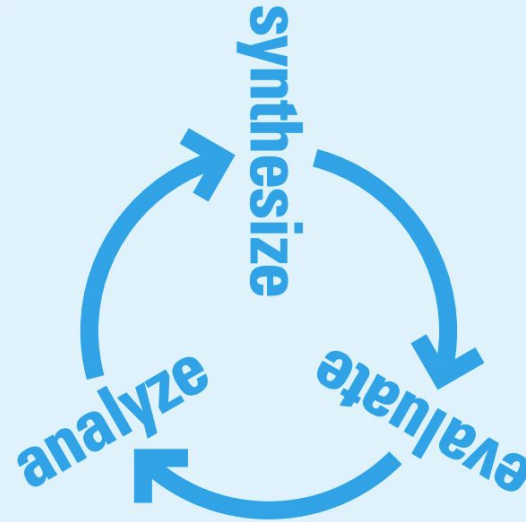
HRI Methods

How do we do this?

A typical HRI research pipeline includes a **“design process”**

design process

The design process viewed as “problem solving” (Jones, 1976), “problem seeking” (Peña, 1987) or “turning existing situations into preferred” (Simon, 1969) is a variation on the creative process.



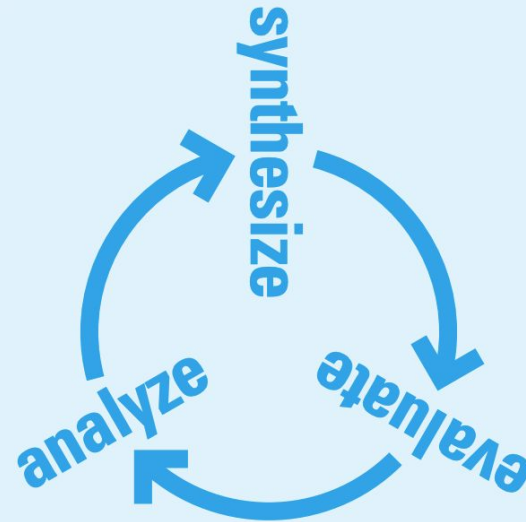
HRI Methods

Analysis

- Understanding the problem space, the users, their contexts, and the technology
- **Goals:**
 - ◆ Reveal pain-points, unmet needs
 - ◆ Understand user goals, behavior, or environment
 - ◆ Identify mismatches (e.g., gulf of execution)

design process

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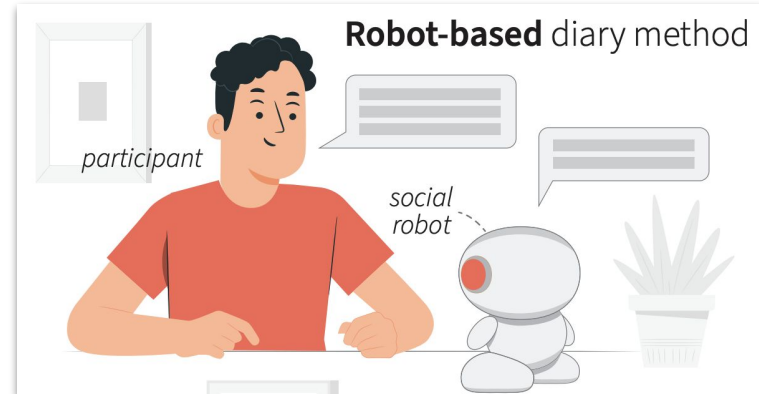
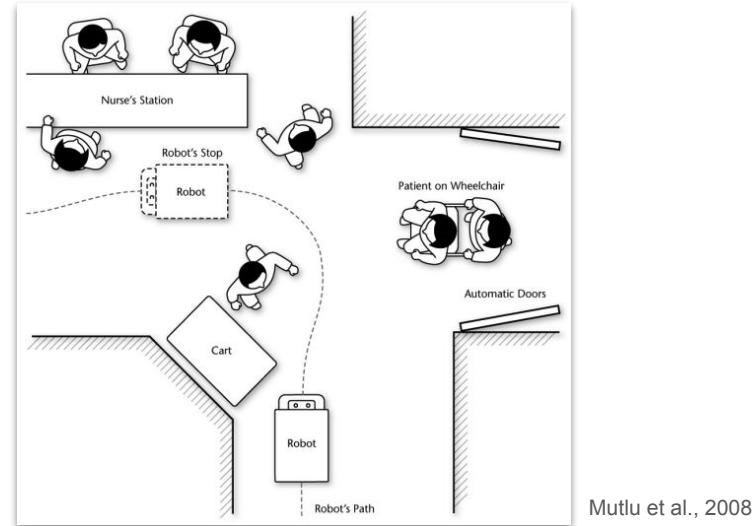


HRI Methods

Analysis

→ Methods:

- ◆ Ethnography
- ◆ Contextual inquiry
- ◆ Diary studies
- ◆ Task analysis



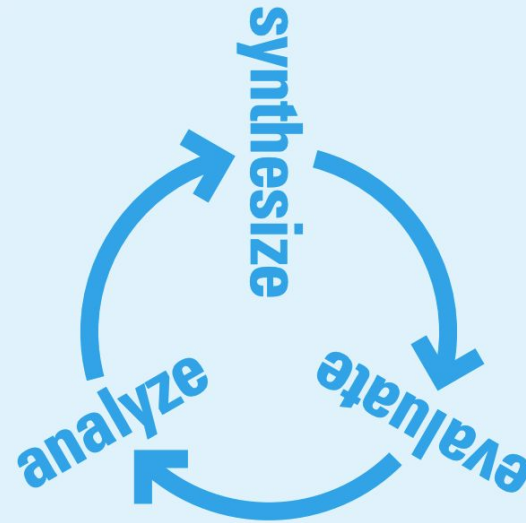
HRI Methods

Synthesis

- Generating design solutions based on the analysis. Includes ideation, sketching, modeling, prototyping etc.
- **Goals:**
 - ◆ Explore multiple design directions
 - ◆ Translate insights into tangible design concepts
 - ◆ Develop interfaces, interaction models, or capabilities

design process

The design process viewed as “problem solving” (Jones, 1976), “problem seeking” (Peña, 1987) or “turning existing situations into preferred” (Simon, 1969) is a variation on the creative process.



HRI Methods

Synthesis

→ Methods:

- ◆ Participatory design
- ◆ Scenario-based design
- ◆ Prototyping
- ◆ Wizard-of-Oz



Lee et al., 2022



Koike et al., 2023

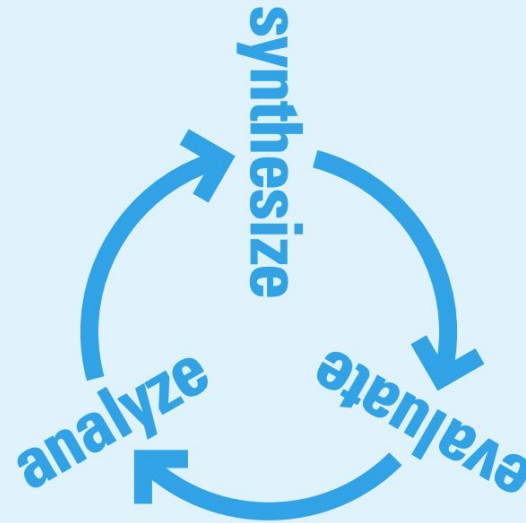
HRI Methods

Evaluation

- Testing whether solution effectively address identified problems and meets user needs.
- **Goals:**
 - ◆ Assess usability and effectiveness of system or prototype
 - ◆ Identify remaining gaps
 - ◆ Refine the solution based on data

design process

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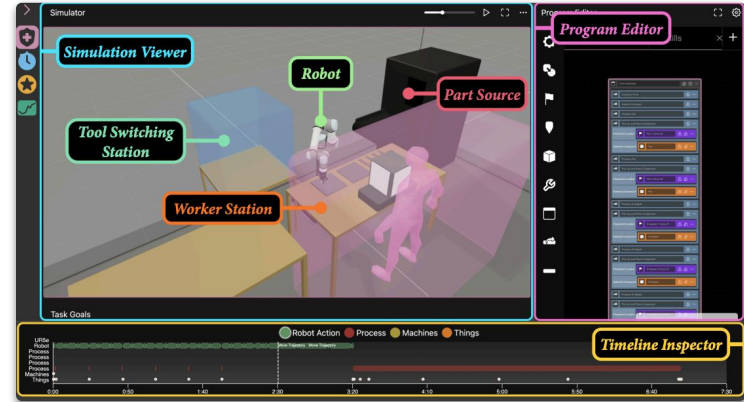


HRI Methods

Evaluation

→ Methods:

- ◆ Usability testing
- ◆ User studies
- ◆ Field deployments



Sullivan et al., 2024



Hu et al., 2025

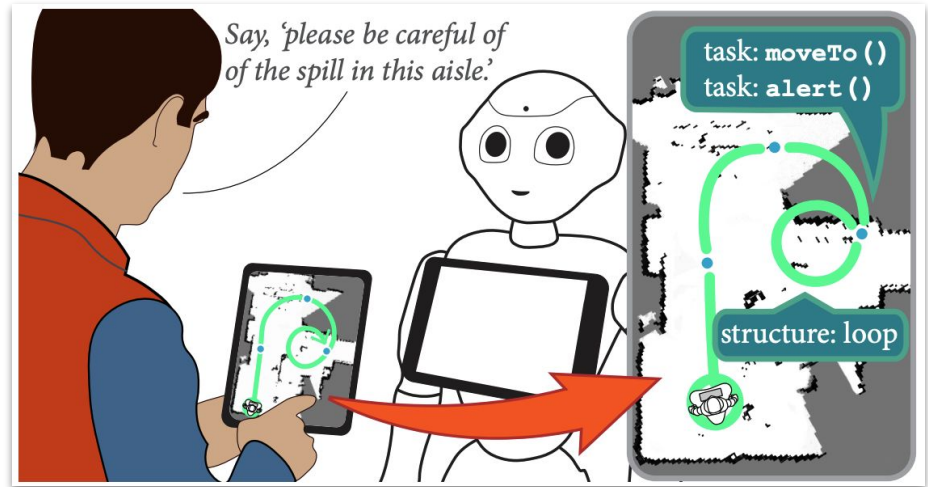
Activity 2: Addressing the Gulf of Execution

Given your examples of Gulf of Execution from Activity 1, **how might you apply some HRI methods (e.g., ethnography, participatory design, prototyping, or usability testing) to address the gap?**



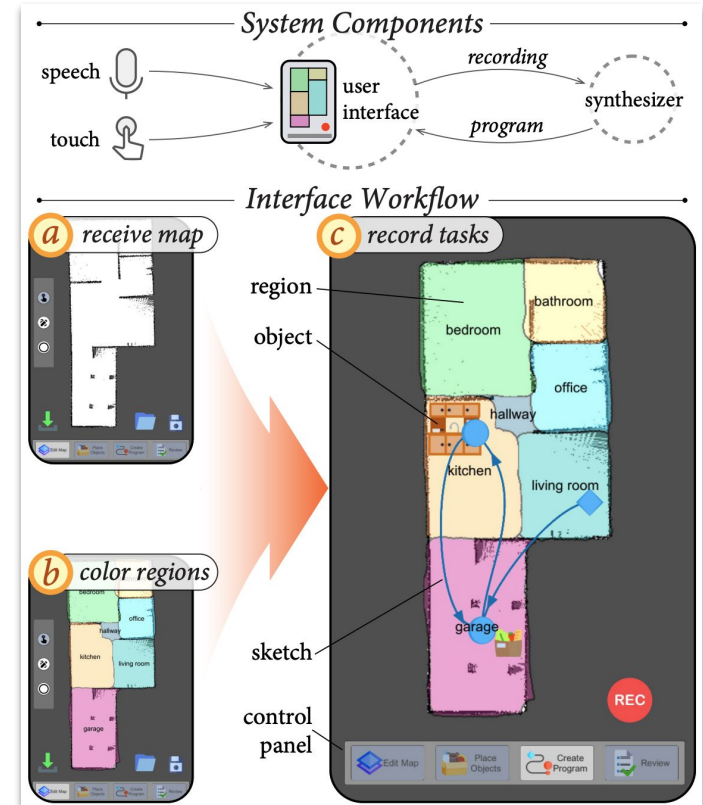
How HRI Tackles Gulf of Execution Challenges

- **Motivation:** It can be very challenging for novice users to program service robots



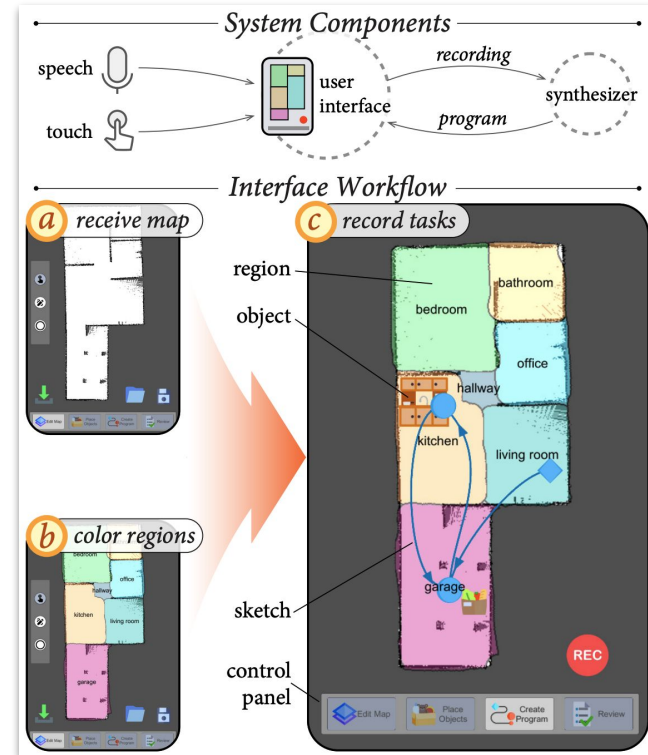
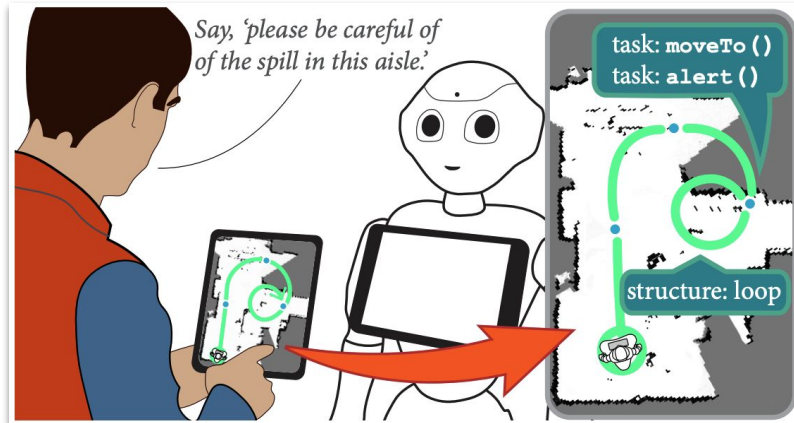
How HRI Tackles Gulf of Execution Challenges

→ **Goal:** Develop a convenient end user programming tool for novice users



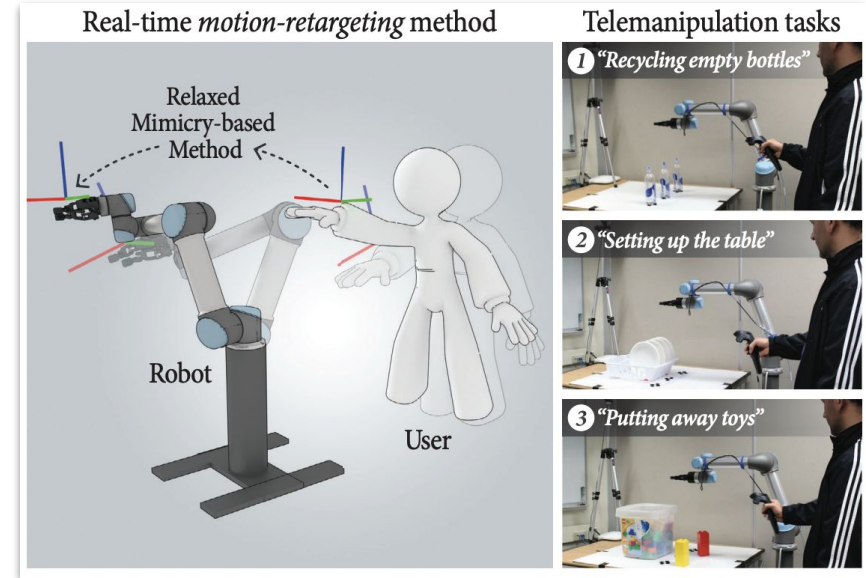
How HRI Tackles Gulf of Execution Challenges

- **Addressing the Gulf of Execution:**
Allow users a convenient medium to input robot task requests



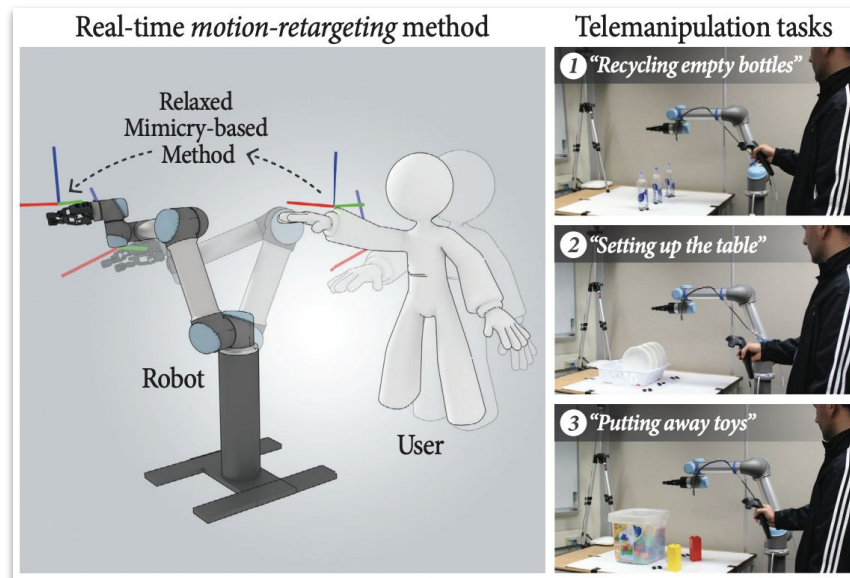
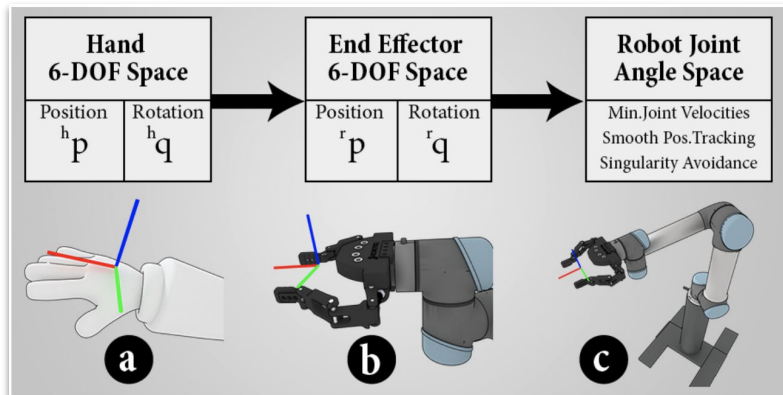
How HRI Tackles Gulf of Execution Challenges

- **Motivation:** direct and effective control of a robot arm is hard, because robots have different kinematic and speed capabilities than a human arm



How HRI Tackles Gulf of Execution Challenges

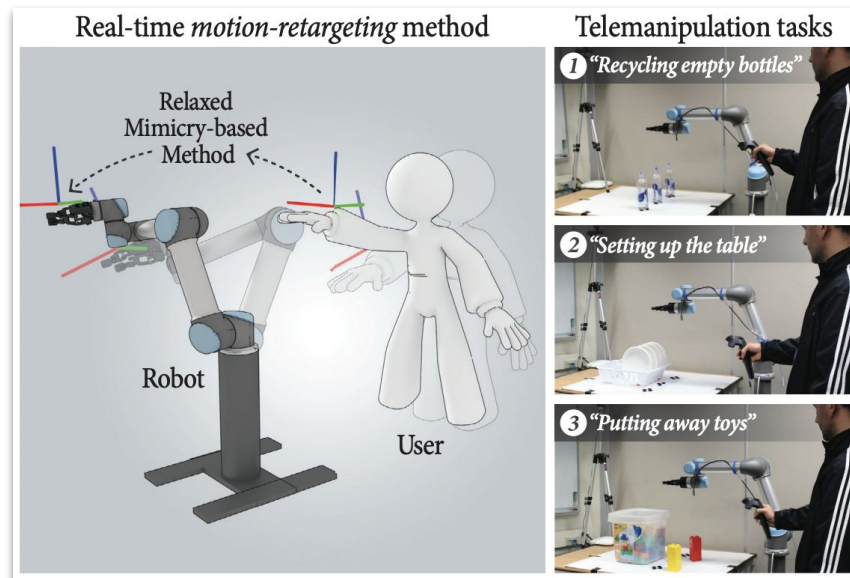
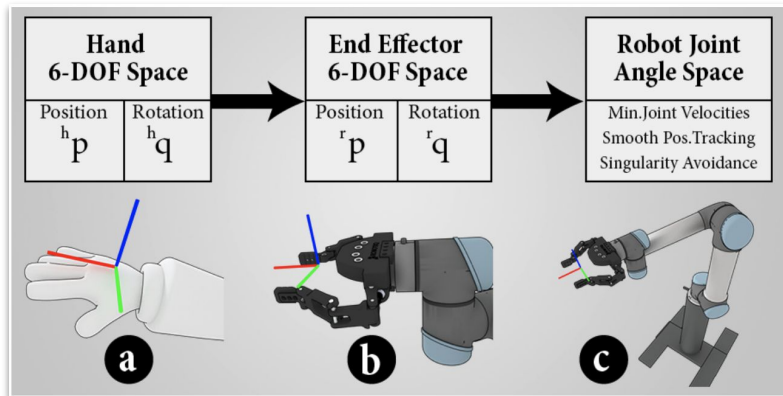
→ **Goal:** Enable users to intuitively and effectively control the robot's arm through real-time mapping.



How HRI Tackles Gulf of Execution Challenges

→ Addressing the Gulf of Execution:

Enable users to intuitively control robot arm movement for telemanipulation tasks



Review of Learning Outcomes

1. Introducing Don Norman's Gulf Model in the context of HRI
2. Exploring methods to address these HRI challenges
3. Understanding existing efforts to address the Gulf of Execution in HRI

How HRI tackles execution challenges

~~Danny multimodal input~~

Emmanuel's interface – collab robot that has certain task skills, the

David Tabula

- Project overview

- Goal

- How it ties back to gulf of execution

How HRI tackles execution challenges

Research examples, now real-world examples

Starship robot

Examples that is not very good, example that is very good

Gulf of execution is much more challenging

Lid opens through the app – so it's really hard to know what you are supposed to be doing

Another robot that presses and opens

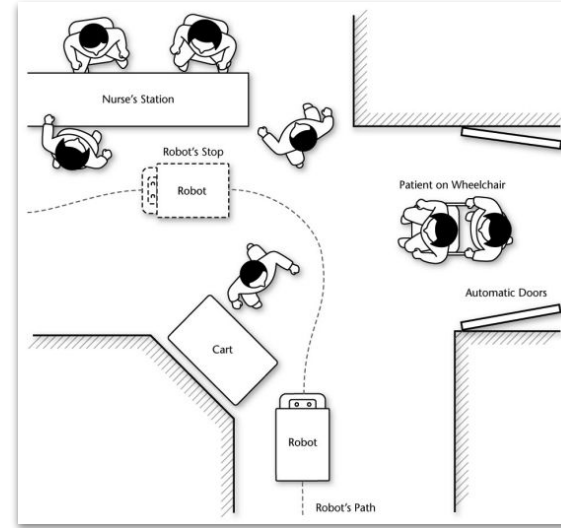
Tensor robot,

Tesla full self driving

HRI methods

Design

- Ethnography – Understand the context in which **robots can be used**
- Participatory Design – Develop prototype designs with participants based on **expected or intended use**



Mutlu et al., 2008



Lee et al., 2022

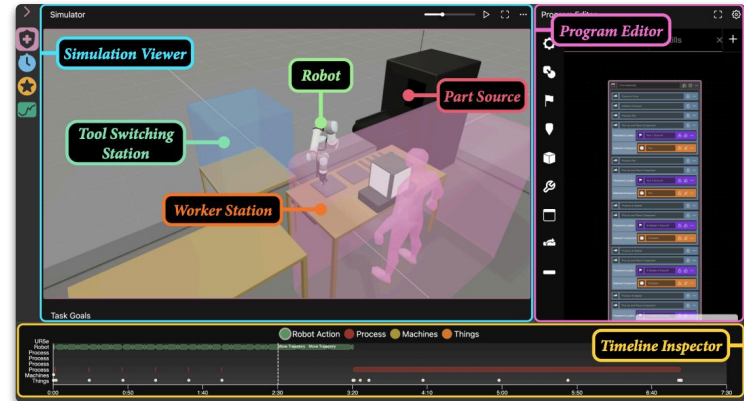
HRI methods

Develop

- Prototyping – Develop prototype designs for evaluation
- Simulation – Simulate system operation prior to deployment or evaluation



Koike et al., 2023



Sullivan et al., 2024

HRI methods

Deploy

- In-lab Study – Assess theories, designs, or systems in a **controlled lab environment**
- Field Study – Assess theories, designs, or systems **in the wild**



Porfirio et al., 2021



Hu et al., 2025

Introduction to **Human-Robot** **Interaction**

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What is HRI? Designing robots people can understand and trust

~~Gulf of evaluation~~

Recap of last class

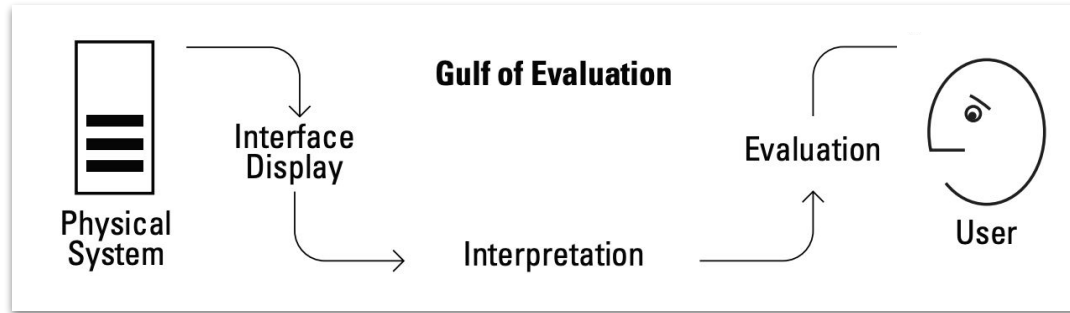
Why interpretation, evaluation of robot actions matter

Robots act in a physical space – we need to know what they are doing, why, and whether they succeeded in their task. Confusion can lead to distrust, errors, or safety issues

The gulf of evaluation

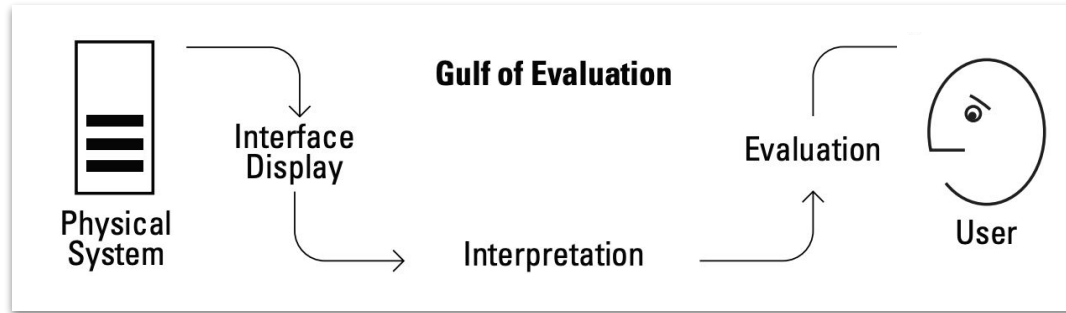
- The gap between what the robot is doing and what the user understand
- Visual diagram

Gulf of Evaluation



*“The Gulf of Evaluation reflects the **amount of effort** that the person must make to **interpret the physical state** of the device and to determine how well the **expectations and intentions have been met**.”* Norman (2015)

Gulf of Evaluation: Review



*“What are the major design elements that help bridge the Gulf of Evaluation?
Feedback and a good conceptual model.” Normal (2015)*

Examples of evaluation breakdowns

- Silent failure
- Unexpected behavior
- Mismatched expectations (robot succeeds, but user thinks it failed)

HRI's goal for evaluation

- Make robot behavior legible and predictable
- Provide feedback
- Show system state or failure reasons

HRI research methods for evaluation

- Studies on trust, user mental models, explainability,
- user-centered design for feedback

Example work that we did

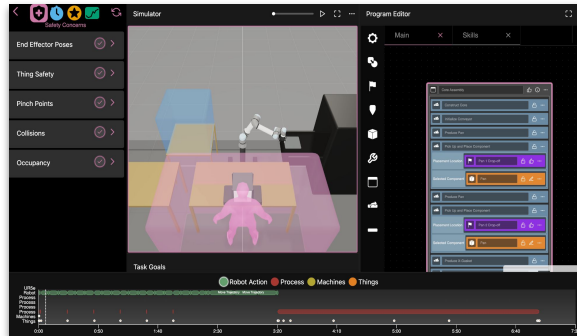
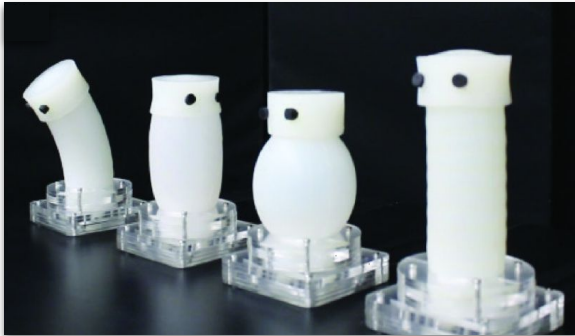
- Explanation and transparency (rex...)
- Behavior (amy soft robot)

Activity? - add half way through

Summary of HRI

existing

People and Robots Laboratory



Citations

Norman 2015 - The Design of Everyday Things

[The Glossary of Human Computer Interaction](#)

[Bilge Ethnography Paper](#)

[Pepper Documentation](#)