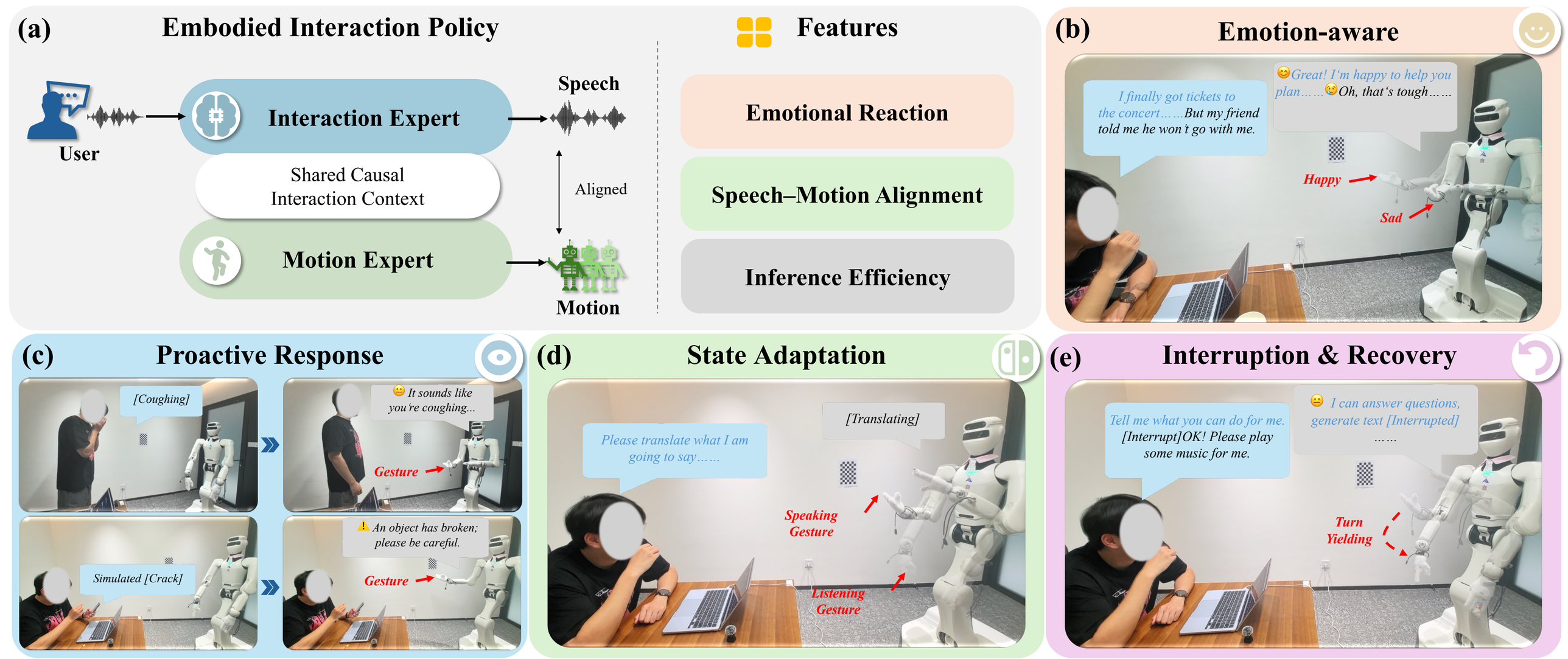

(a)
Embodied Interaction Policy
User
Interaction Expert
Shared Causal
Interaction Context
Motion Expert
Speech
Aligned
Motion
Features
Emotional Reaction
Speech–Motion Alignment
Inference Efficiency
(b)
Emotion-aware
I finally got tickets to the concert……But my friend told me he won't go with me.
Great! I'm happy to help you plan……Oh, that's tough……
Happy
Sad
(c)
Proactive Response
[Coughing]
It sounds like you're coughing...
Gesture
Simulated [Crack]
An object has broken; please be careful.
Gesture
(d)
State Adaptation
Please translate what I am going to say……
[Translating]
Speaking Gesture
Listening Gesture
(e)
Interruption & Recovery
Tell me what you can do for me.
[Interrupt]OK! Please play some music for me.
I can answer questions, generate text [Interrupted]
……
Turn Yielding