

In-situ Value-aligned Human-Robot Interactions with Physical Constraints



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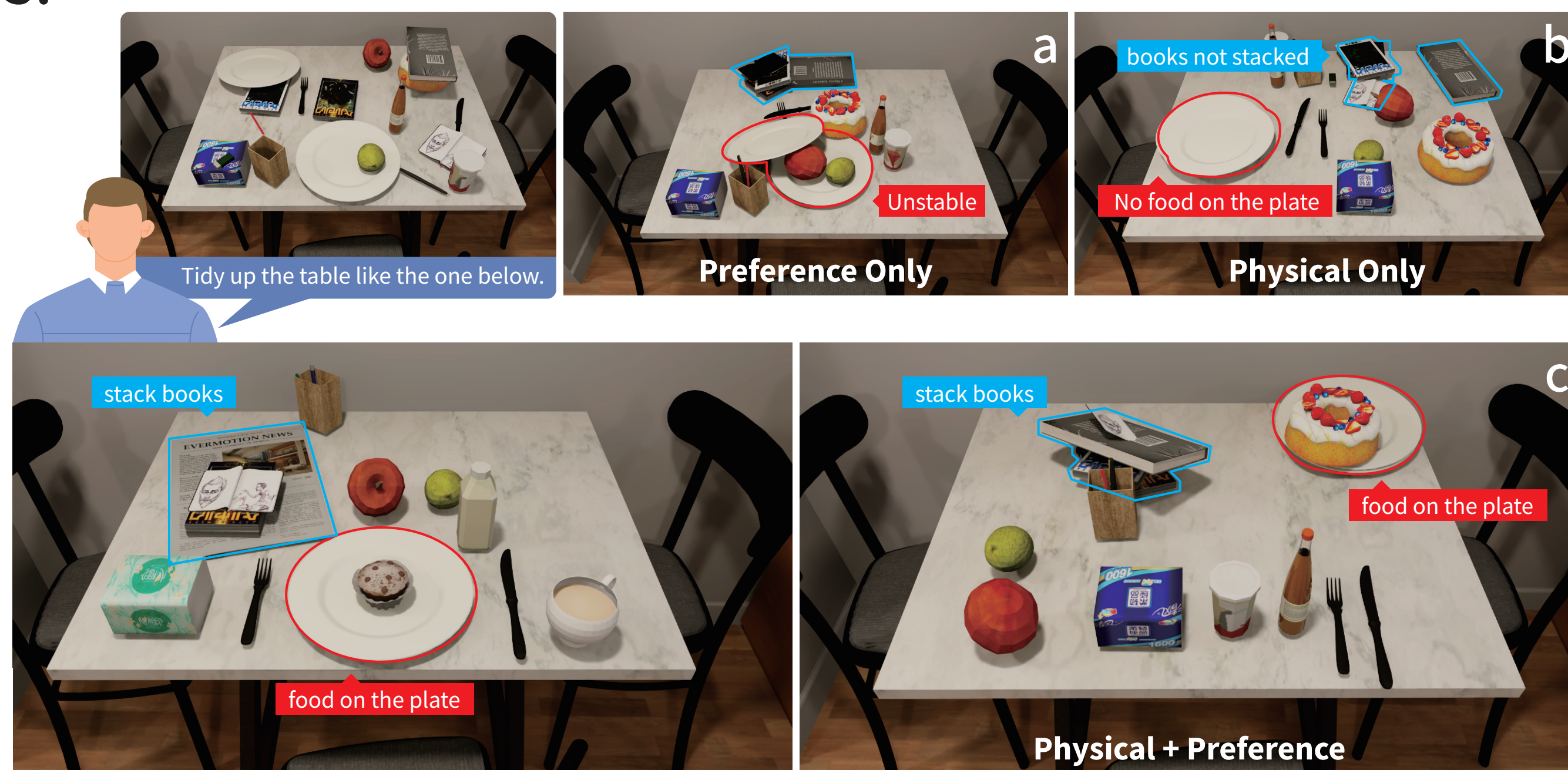
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Motivation

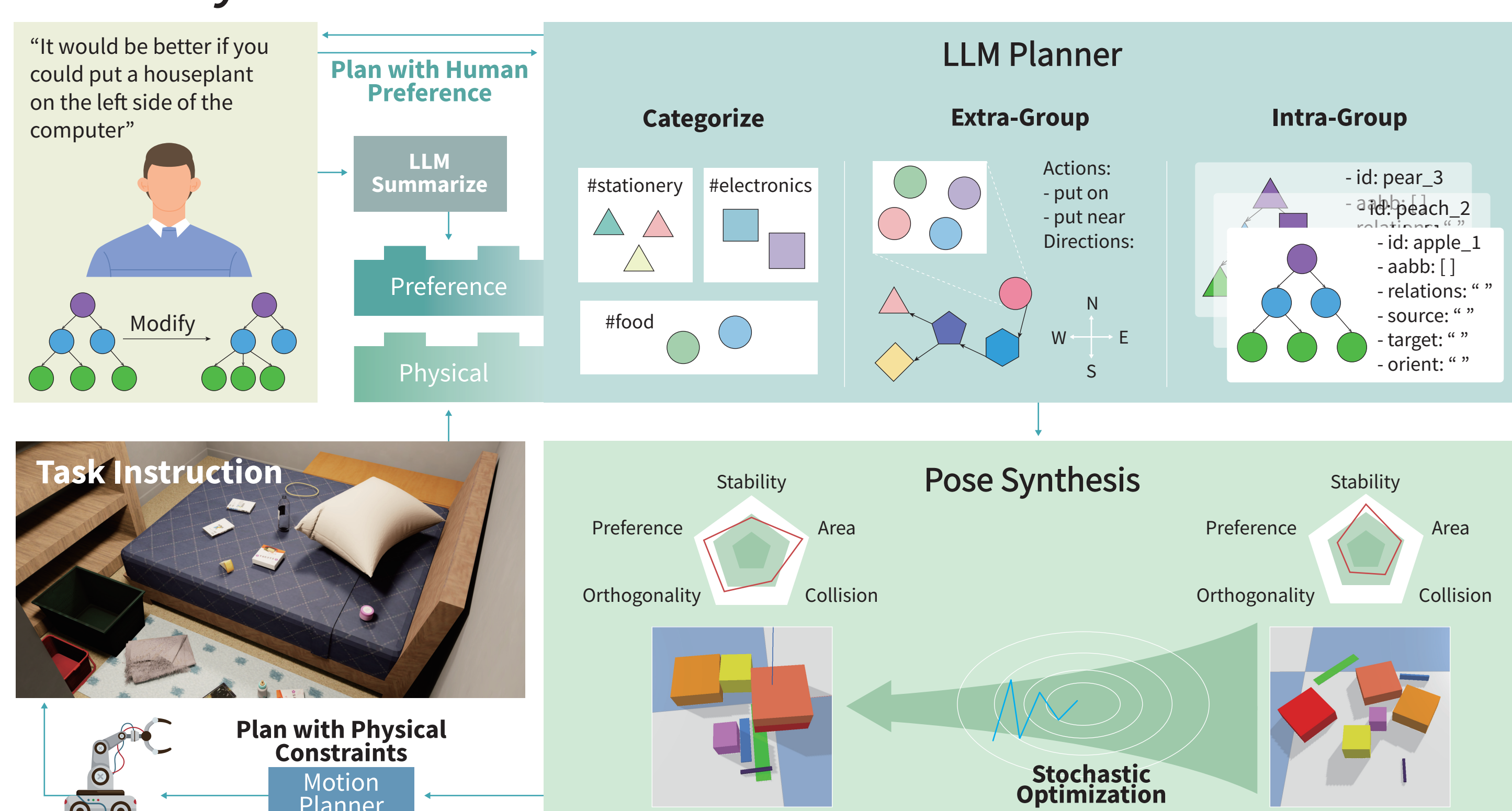
Imagine a scenario where robots tidy up a table, and humans expect the robots to do so according to their preferences.



- (a). Human preferences only → unrealistic behavior.
- (b). Physical constraints only → fail to meet the human expectation.
- (c). Physical constraints + Human Preference → complete the task satisfactorily.

Methodology

We propose In-Context Learning from Human Feedback (ICLHF), which is capable of learning human preferences in situ and combining them with physical constraints to accomplish tasks. It primarily includes the LLM Planner and the Pose Synthesizer.



- The LLM Planner generates object placement plans using in-context learning based on preferences and constraints.
- We integrated a customized version of POG, an algorithm for efficient sequential manipulation planning on scene graphs, to enhance the plans generated by the LLM planner. Additional objective functions:

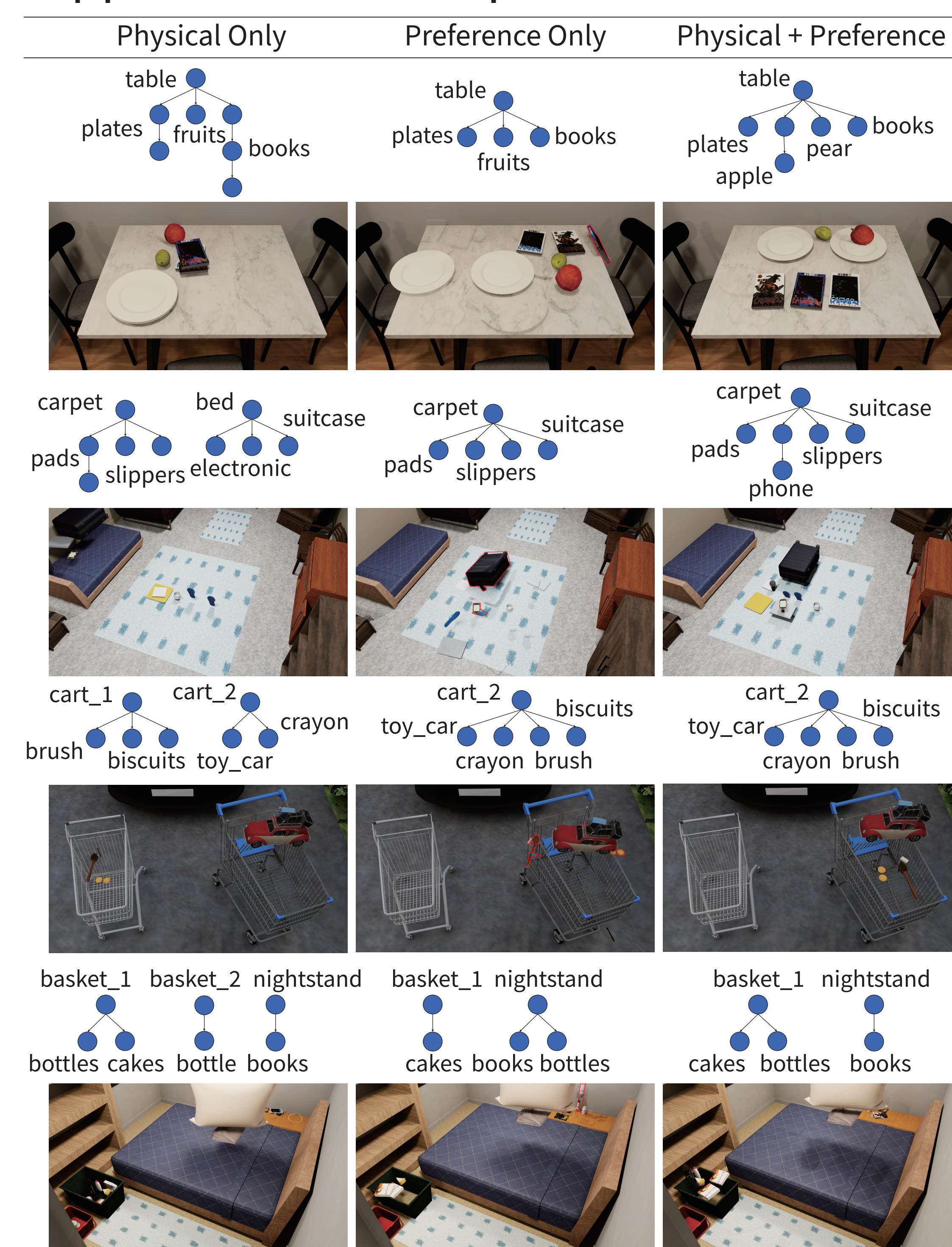
$$\mathcal{L}_{\text{manhattan}} := \sum_{l \in \mathcal{G}} \mathbf{1}_{|l|>1} \sum_{\mathbf{m}, \mathbf{n} \in l} \|\mathbf{m} - \mathbf{n}\|_1 \rightarrow \text{constrains the distance between every two objects}$$

$$\mathcal{L}_{\text{area}} := \mathcal{L}_{\text{manhattan}} + \sum_{l \in \mathcal{G}} \mathbf{1}_{|l|>1} R(\mathbf{x}^l) \cdot R(\mathbf{y}^l) \rightarrow \text{make objects more compact as a whole}$$

$$\mathcal{L}_{\text{orth}} := \sigma^2(\theta) \rightarrow \text{reduce the deviation of rotation}$$

Experiments & Results

Ablation Study. Below is a visualization of part of the results, supplemented with quantitative data analysis.

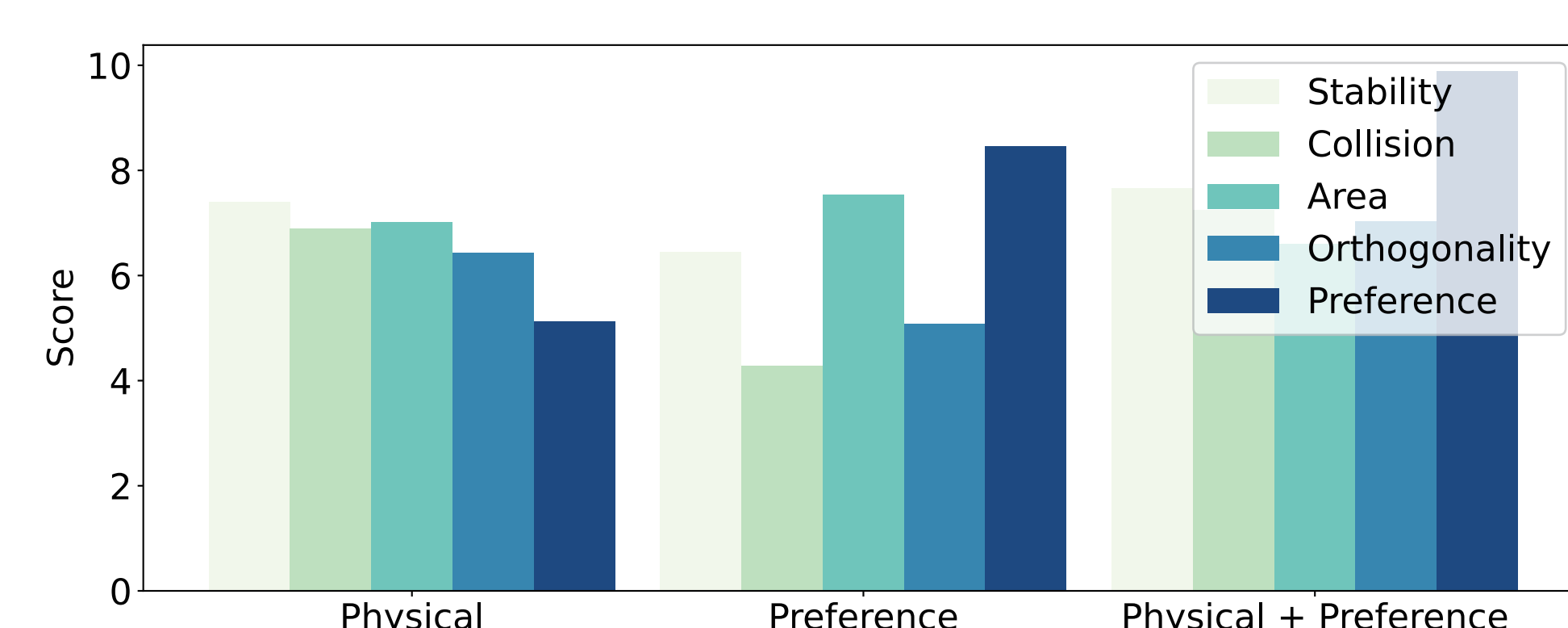


"I like that everything is laid out flat on the table, not stacked."

"The bed is for sleeping, and I don't like things that have nothing to do with sleeping on the bed."

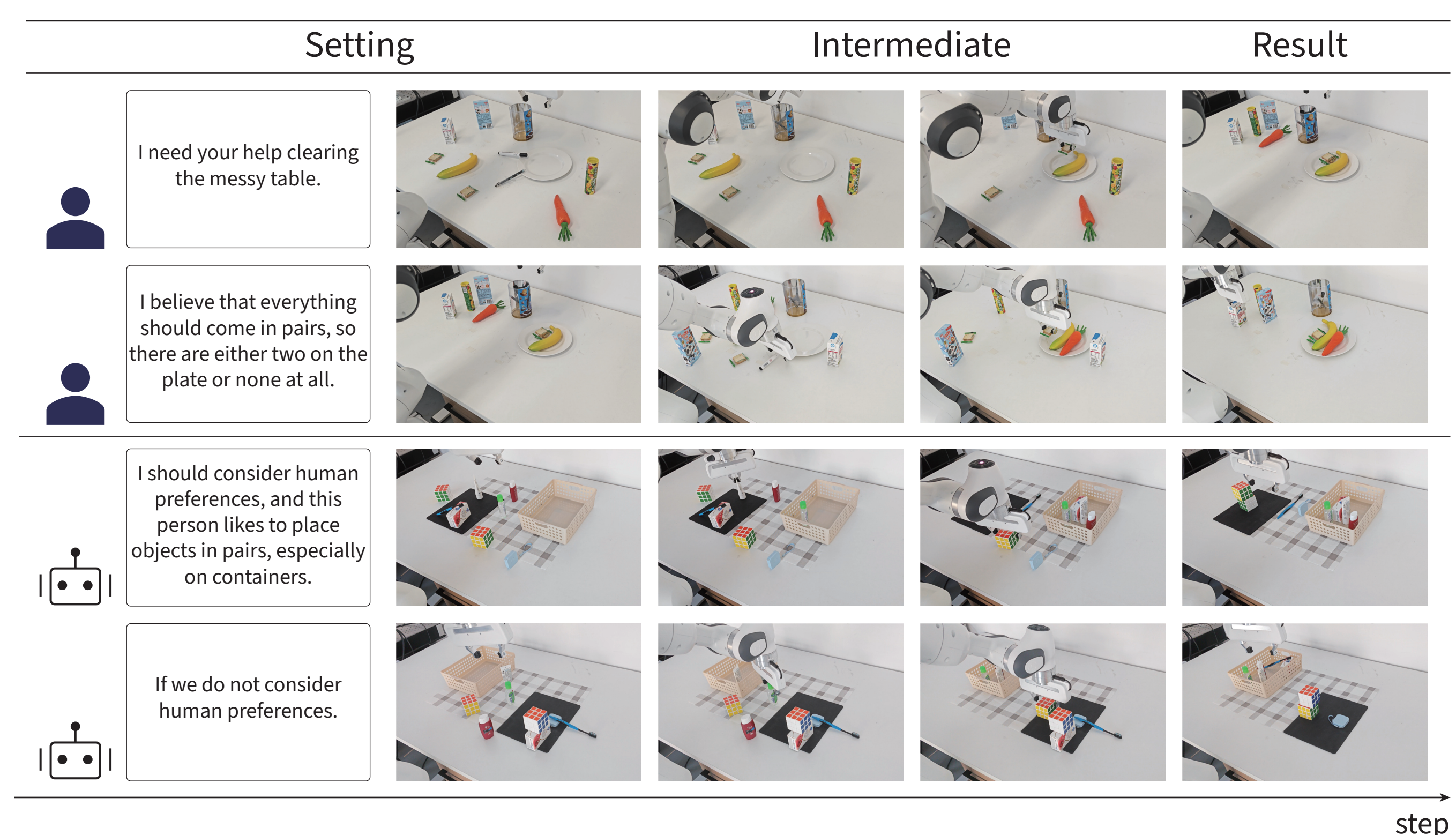
"Keep things in one place. I don't want to make two trips."

Combine the above three types of preferences.



Evaluation of preferences:
• Subjective scoring: Rated by human participants
• Objective scoring: Calculated based on the selected features

Real Robot Experiments. The task was to tidy up the table.



Conclusion

- ICLHF algorithm can learn human preferences in situ and combine them with physical constraints.
- A benchmark that incorporates human preferences into the evaluation is introduced.
- Extensive experiments were conducted to validate the effectiveness of ICLHF.



Homepage