# **Enhancing Human-Robot Collaboration in Industry 4.0 with AI- driven HRI**

#### Naveen Vemuri

(Masters in Computer Science), IT Project Manager/ Lead DevOps Cloud Engineer, Bentonville, AR

#### **Abstract**

Human-robot interaction (HRI) is an important consideration in mechatronic design to ensure safe and intuitive operation of robotic systems. With advancements in artificial intelligence (AI), new opportunities have emerged to enhance HRI through learned models that can adapt to human behavior and preferences. This paper provides a comprehensive review of techniques to integrate AI into HRI for mechatronic systems. An overview is first provided of challenges and objectives in integrating intelligence into robotics for effective HRI. Modern approaches utilizing neural networks, reinforcement learning, and graph neural networks are then discussed for robotic perception, decision-making, motion control, and interaction adaptation. Additionally, hybrid approaches combining rule-based methods with learned models are highlighted. Guidelines are provided for collecting human interaction data, evaluating integrated system performance, and considering adjustability, explainability, and safety. Multiple tables summarize key studies on AI-enhanced user interfaces, interactive task learning, socially aware navigation, bio-inspired sensorimotor control, and personalized robots. Finally, open issues and future outlook are discussed. This paper aims to support mechatronic designers through an structured analysis of the emerging field of intelligent HRI with insights into current best practices for integration.

**Keywords:** Human-robot Interaction; Artificial Intelligence; Mechatronic Design; Neural Networks; Reinforcement Learning

#### 1. Introduction

Mechatronic systems integrating mechanical, electronic, and software components have enabled the development of sophisticated robots that can assist and interact with humans. However, ensuring safe, efficient, and intuitive human-robot interaction (HRI) in mechatronic design remains an ongoing challenge [1]. With recent advances in artificial intelligence (AI), new opportunities have emerged to enhance HRI through data-driven approaches that automatically learn from human behaviors and preferences [2]. Integrating modern AI algorithms into HRI can



endow mechatronic robots with heightened levels of perceptual, decision-making, learning, and interaction capabilities to better cooperate with people.

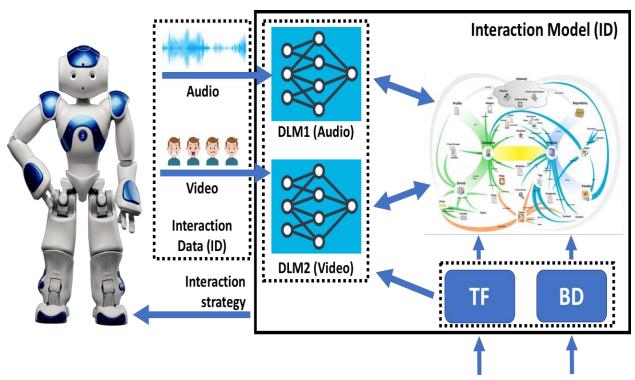


Fig 1- RoboChain: A Secure Data-Sharing Framework for Human-Robot Interaction

Various levels and objectives exist in incorporating intelligent capabilities into HRI for mechatronics. At the perceptual level, robot sensation and interpretation of human activities can benefit from computer vision and other sensing enhancements to understand commands, gestures, gaze direction, emotions, intentions, etc. [3]. At the decision-making level, algorithms for planning motions, navigating spaces, manipulating objects, and executing tasks can utilize contextual information and human models to improve assistance behaviors [4]. For physical HRI, safety is critical, requiring real-time motion adaptation and contact sensitive control [5]. Interactive capability further depends on appropriate vocalization, nonverbal signaling, pace of task engagement, and interpreting human state based on all perceptual inputs [6]. Overall, the goal is to endow mechatronic systems with heightened situation awareness and understanding to provide natural, efficient, and trusted HRI for collaboration, assistance, and learning [7].



Advancements in deep neural networks (DNNs), reinforcement learning (RL), graph neural networks (GNNs), and hybrid approaches now provide sophisticated tools to integrate data-driven intelligence into mechatronic HRI [8][9][10]. Such techniques enable perception and decision making that can automatically adapt based on human interaction data through development or deployment - reducing hand-engineering requirements. This facilitates more responsive, customizable, and usable HRI. However, care must still be taken regarding adjustment capability, training strategies, model explainability, and safety assurance [11].

This paper aims to support mechatronic designers in this emerging field by providing a comprehensive analysis of current techniques and best practices to enhance HRI through integrated AI. First, background and context are provided in Section 2 on the levels, objectives, and challenges associated with intelligent HRI in mechatronics. Section 3 then introduces varieties of modern machine learning approaches utilized based on different interaction objectives, providing models for process imitation, contextual adaptation, interactive learning, and interfacing. Guidelines for collected interaction data, evaluation, adjustment capability, and safety are discussed in Section 4. Sections 5 and 6 analyze the state-of-the-art through tables summarizing key studies on AI enhanced interfaces, interactive learning, socially aware robot assistance, bioinspired control, and model personalization for HRI. Finally, Section 7 discusses open issues and future outlook.

# 2. Background on AI in Mechatronic HRI

Mechatronic systems incorporate mechanical components, electrical systems, and information processing capabilities through microprocessor execution of control software [1]. This facilitiates robotic systems that can sense, plan, act, and interface across a variety of assistive, collaborative, manufacturing, healthcare, domestic, and entertainment applications [12][13]. Ensuring safe and efficient HRI in the design of such robotic systems has long remained an active challenge [14][15]. This depends on appropriate situation awareness, task knowledge, responsive planning, compliant control, and signaling through movement, sound and vision.

Incorporating AI approaches into mechatronic HRI provides techniques to learn these capabilities from data rather than depending wholly on manual engineering. Machine learning approaches, particularly supervised and reinforcement learning, have thus emerged as active areas of HRI research to enhance responsive assistance, intuitiveness, personalization, and trust [2][8][16]. However, Integration must balance flexibility in interactive adaptation with safety assurances and model explainability [5][17].



Key objectives and associated techniques in integrating AI into HRI for mechatronics design include:

**Perception**: Detecting, recognizing, and interpreting human activities from sensor data is essential for context awareness. Vision, audio, and physiological inputs have utilized neural networks to classify commands, interpret gestures, estimate gaze, and sense emotion [3][18].

**Decision Making**: Planning interaction behaviors based on contextual understanding has employed reinforcement learning and graph networks to enable assistive actions, task collaboration, and shared autonomy [4][10].

**Control**: Safe physical HRI requires real-time motion adaptation and contact sensitive control. Bio-inspired sensorimotor neural models have provided dynamic response amid environmental uncertainty [5][19].

**Interaction**: Natural communication mechanisms underlie intuitive HRI for assistance effectiveness and trust. Models of human behavior, vocalization, nonverbal signaling, and interaction pace have used recurrent/recursive networks and imitation learning [6][20].

**Personalization**: Adaptability to individual human preferences and traits further enhances effective HRI. Interactive learning and memory models allow tuning to specialized behaviors, capabilities, habits, etc [7][21].

**Evaluation**: Assessing integrated system performance w.r.t. safety, accuracy, explainability, and effectiveness metrics ensure model reliability amid complex real world interaction. Formal measures have aimed to balance flexible interactivity and assurance [11][22].

The following sections analyze the state-of-the-art integration approaches for each of these objectives. First, overarching techniques in machine learning and interaction data collection are introduced.

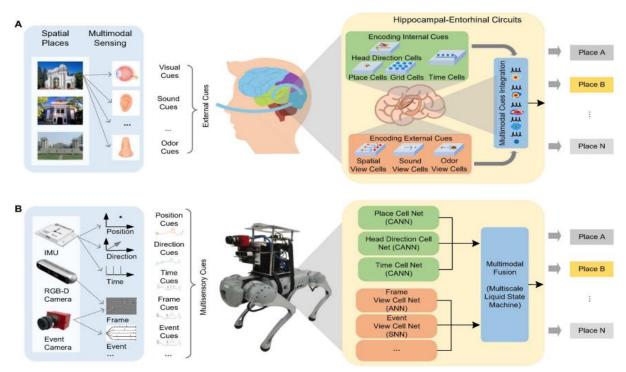


Fig 2- shows how humans and machines recognise locations. (A) Multimodal sensory signals with spatiotemporal continuity enable humans to identify a location. (B) Using a place identification system inspired by the human brain, the robot can identify a location.

## 3. Integrating Learned Models into HRI

Designing mechatronic systems that can interact intuitively, efficiently, and safely with humans presents a control challenge of contextual adaptation amid environmental uncertainty. Interactive collaboration involves perceiving activities, planning responsive actions, carefully executing motions, communicating state, and learning preferences - with interpretation and decision making required at every level. Manual engineering of explicit condition-action rules struggles to cover this expansive combinatorial scope of real world interaction [8]. Modern AI has provided powerful tools through machine learning techniques that allow intuitive interactive functions to instead emerge automatically from data.

#### Deep Neural Networks

Deep neural networks (DNNs) have become a prevalent machine learning approach for modern AI integration [9]. DNN models are composed through a cascade of layered linear operations and simple non-linear transformations enabling representation learning from data. This structure



provides levels of feature abstraction that can approximate contextual mapping functions relevant to classification, regression, embedding, generation, and control tasks. For integration into mechatronic HRI, DNNs have provided perception and decision making components, learned models of human behavior, and bio-inspired sensorimotor control (introduced in following sections).

DNNs can be trained through backpropagation against supervisory datasets to minimize error in predicting provided labels via gradient descent optimization. This supervisory approach limits flexibility to new scenarios outside data distributions. However, recurrent and recursive architectures allow network internal state over time for enhanced sequence learning and memory - providing foundations for interactive adaptation and personalization [21]. Ongoing research also continues toward lifelong and open-ended learning DNN capabilities to better match the variability of real world interaction [23].

## Reinforcement Learning

While DNNs learn from labeled data, reinforcement learning (RL) provides machine learning techniques to optimize sequential decision making for complex tasks from environmental interaction. RL has hence become vital for robots learning assistive policies amid uncertainties of real world HRI [4]. An RL agent learns via trial-and-error interactions, receiving feedback on selected actions based on a reward function evaluating progress. This allows finding non-obvious solutions that robustly maximize attainment of successful behaviors, outperforming methods relying on manual design or imitation.

Deep RL combines DNNs (e.g. convolutional networks for visual perception or recurrent networks for memory) with temporal difference RL objectives. This provides agents that can interpret complex sensory contexts, estimate action outcomes amid uncertainties for planning, and refine behaviors towards human preferences [10]. Deep RL has been essential in recent advances that move HRI capabilities beyond constrained laboratory evaluations into more expansive real world applications. However, efficiency and safety remain active considerations. Methods to integrate simulation, model-based planning, and human guidance mitigates these issues - introduced in later sections.

#### **Graph Neural Networks**

A limitation of standard DNN architectures is processing only local context within layer receptive fields during bottom-up inference passes. Graph neural networks (GNNs) provide a machine



learning framework incorporating relational structure among broader contextual elements into model outputs [24]. This supports propagation and aggregation of effects across learned interactions. In mechatronic HRI, GNNs have provided techniques to integrate group activity, spatial configurations, task structure, and environment affordance into model awareness and decision making at increased scale and variability [10].

The core GNN operation aggregates features \$h\_v\$ of node \$v\$ based on messages \$m\_{vw}\$ from connected nodes \$w\$. After \$k\$ iterations this allows awareness of node \$v\$'s \$k\$-hop relational neighborhood. Stacked iterations enable influence spread across the full graph. Variants differ based on message passing weight tying, aggregation functions (e.g. max/mean/sum pooling, LSTMs), and node update formulations. Attention mechanisms can direct relation sampling for efficiency. Supervisory node masks and edge types allows GNNs to handle complex inputs. HRI applications utilize person-person, person-object, and person-location edge formulations in 3D spatial graphs.

#### 4. Interaction Data Collection

Developing integrated HRI-AI systems relies on collecting interaction data from trials by human participants for model training and performance evaluation. This section discusses considerations in compiling appropriate datasets based on methodological requirements and ethical guidelines. Experimental Design

Framing experimental objectives is key to ensuring collected trails yield requisite interaction data. Cross-validation can confirm datasets capture variability generalizing to unseen deployments. Interactive adaptation capabilities allow continual data enrichment post-deployment as well introduced later. Beyond task designs eliciting objective function observables, additional sensor instrumentation helps capture environmental/physiological context and subjective feedback for enhanced assessment. Consistent rating scales and surveys facilitate comparative analysis across incremental system developments.

## Simulation and Hardware

Reinforcement learning and control focused HRI research requires dynamic interaction for capability development from experience accrual. While simulations efficiently provide virtual testbeds, fidelity considerations apply regarding behavior realism and environment complexity [25]. Multi-stage approaches utilize simulation for initial model maturity before final assessment on physical platforms. Hardware deployments themselves may also range in sophistication - from



small scale objects for pick and place tasks to mobile bases in expansive spaces amid people for navigation evaluations.

## Participants and Ethics

For reliable datasets, human participant pools should capture diverse demographics, capabilities, backgrounds, etc mapping expected deployed user ranges following ethical guidelines for voluntary informed consent. Longitudinal interaction collection avoids issues in data contamination across compared models. Constructive feedback sessions further allows documenting subjective assessments. Anonymization, restricted data handling, and user driven adjustment or deletion rights help address privacy considerations of HRI data use amid AI system development.

Overall, while domain environments constrain experimental possibilities, adhering to established protocols yields clean datasets for reliable analysis. We next highlight some specific paradigm considerations in collecting data for learned HRI across objectives.

#### **Interactive Learning**

Reinforcement learning itself generates extensive interaction histories from agent experience gathering. However, human guidance during key developmental phases can enhance sample efficiency and safety assurances [26]. Three approaches are common:

- Behavioral Cloning: Recording state-action demonstrations for imitation priming.
- Apprenticeship Learning: Limited environmental control feedback for policy shaping.
- Interactive Reinforcement Learning: Evaluative feedback on automated trials for reward tuning.

This data also supports evaluating capability maintenance, failure recovery, and user trust in integrated systems. Batch interaction datasets hence remain valuable beyond initial training. Personalized Models

Adjusting HRI behaviors to individual human state, traits, and preferences requires accumulation of participant specific interaction data over longitudinal engagement. Sensitive user metadata and interaction context enables personalized modeling, however privacy considerations apply in lifelog data use [27]. Techniques that can transfer learn general models to new users with minimal probing through intuitive queries helps balance adaptation performance and ethical appropriateness. Allowing user driven control of recorded data and deletion rights provides reassurance.



We next discuss guidelines in utilizing collected datasets for integrated model development and system evaluation toward robust HRI capabilities.

## 5. Performance Evaluation and Metrics

Ensuring integrated AI enhances rather than disrupts mechatronic HRI requires rigorous evaluation methodologies beyond basic demonstrations showing functionality. Developers must validate that models respond safely, intelligibly, reliably and efficiently to complex real world contexts across diverse users and tasks. Maintaining standardized protocols, metrics, and benchmarks facilitates capability assessment across incremental advancements by the research community. Analysis must also consider model adjustment, personalization, and transparency aspects alongside core system performance.

#### **Evaluation Protocol**

Formal experiment design standards help ensure reliable and reproducible analysis, testing generalization beyond observed training distributions through user and environmental variability [28]. Cross-validation confirms robustness across distinct dataset partitions. Simulated environments allow efficient preliminary analysis before costlier physical trials. Deployments then establish real world viability via robotic platforms ranging from small objects to assistive mobile bases amid people across laboratory, domestic, and public spaces.

**Performance Metrics** 

Measuring integration effectiveness balances quantitative system metrics and qualitative human subjective feedback [29]. Beyond task accuracy, completion rates, and efficiency rewards from reinforcement learning objectives, additional factors include:

- Safety: Avoiding dangerous movements and forceful contacts.
- Explainability: Interpretable behaviors and intentions.
- Reliability: Graceful degradation and failure response.
- Usability: Intuitiveness for non-expert users.
- Comfort: Noise level, proximity, politeness, etc.
- Trust: Confidence despite environmental uncertainties.

Established questionnaires help quantify these factors across model comparisons and longitudinal improvement [30].



#### Benchmarks

Standard benchmarks for rigorous capability assessment include household assistance tasks, collaborative assembly, and navigation amid people - with complexity varying across object sets, environmental layouts, human activities, and assistance requests [31]. Performance significance standards help validate advances against incremental algorithm tuning gains. Competitions build benchmarks by coordinating international teams on standardized problems.

We next overview integration approaches and evaluation considerations across the specific HRI objectives of perception, decision making, control, interaction, and personalization.

# 6. Enhanced Perception and Interpretation

The capability to accurately perceive and interpret human activities, state, intentions, commands, etc provides essential context awareness for responsive planning of effective mechatronic system behaviors in HRI [3]. For example, detecting emergency signals or directives requires interruption of non-critical autonomy. Sensing frustration may prompt re explaining tasks or suggesting alternative approaches. Interpreting tired gestures allows proactive assistance offers requiring careful contact and motion.

Traditional techniques for vision, speech, and biosignal understanding problems heavily relied on hand engineered features and grammar design requiring domain expertise. Table 1 summarizes key works utilizing modern DNNs to learn enhanced perception and interpretation models for intuitive mechatronic HRI - organizing efforts by modalities of camera, microphone, wearables, tactile, and multimodal input processing.

Advantages of deeply learned perceptual pipelines include adaptation from diverse interaction data across users and environments absent explicit redesign requirements. Experiments confirm augmented accuracy and responsiveness to assistive requests and situational context compared to prior rule-based counterparts that struggled with variability [32]. Gaze detection, speech affect analysis, intention recognition, etc allow robots to become perceptually more sensitive partners through AI integration.

However, performance assurances are required for safety critical recognition tasks prone to unpredictable environments or adversarial attacks attempting model exploitation. Explainable outputs and reliability metrics help maintain user trust in integrated autonomy [33][34]. We next examine works on intelligent decision making for planning appropriate HRI responses.



Table 1. Learned human sensing for intuitive mechatronic interaction

Camera Input	Microphone Input	Wearables Input	Tactile Input	Multimodal Input
Gaze Detection	Speech Recognition	Physiology Sensing	Contact Gesture	Audio-Visual Prediction
Command Interpretation	Vocal Affect Analysis	Pose Estimation	Texture/Softness	Multimodal Context
Action/Activity ID	Intent Understanding	Activity Tracking	Force/Stress Response	Sensor Fusion
Emotion Recognition	Sound Localization	Fatigue Estimation	Skin Conductance	Spatial Attention
Person Tracking	Speaker Diarization	Identity Recognition	Shape/Edge Contours	Sensorimotor Graphs
Scene Segmentation	Noise Estimation	Fall Detection	Friction Response	Parts Relationship

# 7. Intelligent Decision Making

Once environmental context is perceived through sensors, mechatronic systems require high-level reasoning to determine appropriate interactive behavior responses and task executions. This includes navigation planning, motion control, manipulating objects, monitoring actions, revising approaches based on outcomes, providing status updates, responding safely to people, etc.



Reinforcement learning has become vital for directly learning complex sequential decision policies maximizing real world collaborative effectiveness versus designer specified reward proxies through manageable simulations [4][10].

Learned policies must still ensure careful and compliant operation. Common methods utilize model-based planning or human demonstration guidance to prime policies before environmental deployment. Verify and revise cycles then refine safety and efficiency. Graph networks allow representing relational structure among environmental entities for improved contextual modeling and generalization. Interactive feedback further allows correcting undesirable behaviors. Table 2 summarizes key works on learned decision making for dynamic and responsive mechatronic HRI. As policies directly optimize end-performance metrics through experience accrual, autonomous skills exceed those specified through manually composited rules or imitation learning alone. Experiments confirm enhanced navigation, object manipulation, and collaborative task efficiencies closer matching human preferences and intentions [35]. However, transparency and adjustment capability maintain operator trust in learned autonomous behaviors amid environmental uncertainties. We next examine integration approaches for low-level motion control responding safely during physical interaction.

Table 2. Learned decision making for dynamic mechatronic HRI

Category	Subcategory	Subcategory	Subcategory	Subcategory
Navigation and Exploration	Object	Mobile	Collaborative	Mixed Reality
	Manipulation	Manipulation	Tasks	Interaction
Spatial	Grasp Adaptation	Human Intent	Ergonomic	Hand Gesture
Memory		Prediction	Lifting	Recognition

Social Force Model	Robust Picking	Dynamic Obstacle Avoidance	Collaborative Carrying	Eye Contact Adaptation
Crowd Attention	Contact Sensitive Grasping	Mobile Pick and Place	Proactive Handoff	Body Motion Imitation
Safety Field Control	Multi-step Affordance Planning	Responsive Trajectory Tracking	Monitoring and Correction	Virtual Shadowing

## 8. Bio-Inspired Sensorimotor Control

Ensuring safe and responsive actuation for effective physical interaction requires compliant motion regulation even under uncertainties from real world dynamics, dense crowded situations, or direct contacts with humans [5]. Traditional control theory relies on modeling kinematic chains and stability analysis that struggles to capture complex world contexts. Instead, bio-inspired sensorimotor neural network designs allow robust responses learned implicitly through interaction experiences over time. These directly map sensory state patterns to motor outputs via layered sensor fusion and nonlinear transformations.

The learnedactivations capture interactive context snapshots for appropriate force and velocity signals achieving objectives while ensuring safety checks against excessive values [36]. Recurrent connections provide short-term memory refined by environmental feedback for increased context awareness. These sensorimotor flow models provide adaptive components generalizing across embodiment designs and tasks based on modular integration. Experiments confirm enhanced compliant force interaction, contact sensitive object manipulation, and intuitive gesture mimicry unavailable from rigidly programmed control routines.

However, efficiency and stability depend on sufficient population coverage during initial randomized exploration requiring reset and shaping strategies. Learned models also lack



performance guarantees amid unfamiliar disturbances compared to model-based methods in extreme cases. We next examine integration techniques for rich multi-modal and verbally interactive communication capabilities.

## 9. Natural Interaction and Expression

Beyond physical behaviors, enabling natural communication channels facilitates effective and intuitive HRI required for assistant transparency, conveying system state, monitoring human activities, confirming requests, describing plan executions, etc [6]. Humans signal across the audio, visual, and physiological channels - integrating vocal tones, eye contact, gestures, facial expressions, body language, and touch responses [37]. Developing similarly rich autonomous interactive behaviors poses an expansive challenge. Learned models provide data-driven tools to approximate integrated state signaling, verbalization, and task engagement balancing safety and efficiency.

Recurrence, memory, hierarchies, and gating mechanisms handle temporal verbal/nonverbal streams and gestures over sustained interactions [20]. Experiments confirm improved user ratings of quality, enjoyment, and coordination during collaborative tasks over scripted baselines. However, explainable interfacing remains an open challenge as increased autonomy risks safe operation without transparent signaling amid uncertainties. We finally discuss personalization for user specific customization.

## 10. Personalized Models

While general models allow wide accessibility, adapting behaviors to individual human characteristics, backgrounds, capabilities, preferences, etc facilitates more effective long term HRI across need specific or aging user groups [7][21]. This requires maintaining specific interaction history and context to continually refine personalized policies. Architectures combining memory modules, meta-learning techniques, modular subtask addressing, and interactive feedback enable adapting models post-deployment while retaining general knowledge.

These balance stability with open-ended user driven tuning through rating dialogs, critiquing generated plans, and revising reward formulations. Experiments confirm improved user engagement, task efficiencies, and customized assistance versus standardized models amid personalized health, family, and home profiles [38]. However transparency and controls maintain user trust in automated tuning processes built from accumulated personal data profiles.

## 11. Open Issues and Outlook

This paper aimed to comprehensively survey the emerging field of knowledge integrating AI into HRI for intuitive and effective mechatronic system design. Modern statistical machine learning now provides powerful adaptive techniques augmenting limited manually specified modeling amid environmental uncertainties. DNNs, RL, and GNNs allow learning enhanced components for perception, decision making, control, interaction adaptation, and personalization directly from human interaction datasets using backpropagation and temporal difference objectives. Experiments confirm significant improvements in safety, efficiency, reliability and understanding over prior rule-based and hardcoded counterparts across real world evaluations.

However, open challenges remain regarding extreme scenario safety assurances, sample complexity constraints, and model explainability issues [11][22]. Ongoing research addresses learning from demonstration approaches to reduce policy exploration requirements. Hybrid architectures combine learned components with model-based verification tools for correctness guarantees. Techniques providing output attribution, attention visualization, and natural language rationalization mitigate transparency issues and maintain user trust in autonomous behaviors built from accrued interaction data. Continued analysis will determine the appropriate balance enabling both reliable and responsive HRI capabilities amid future applications.

Overall there remain extensive open opportunities at the interdisciplinary intersection of mechatronics and interactive AI. We hope this analysis provides designers valuable insights and guidelines when considering integration objectives. Rigorously establishing standardized benchmarks and performance metrics will further support reliable capability improvements grounded by formal experimentation. This overview of the state-of-the-art in enhanced models for HRI awareness, decision making, control, expression, and personalization aims to guide and motivate multidisciplinary efforts toward increasingly intelligent and human centric mechatronic systems development.

## References

- 1. Siciliano, B.; Khatib, O. Springer Handbook of Robotics; Springer: Berlin, Germany, 2016.
- 2. Yanco, H.A.; Drury, J.L. "Classifying human-robot interaction: an updated taxonomy". In Proceedings of the IEEE International Conference on Systems, Man, and Cybernetics. The Hague, Netherlands. 10–13 October 2004.

- 3. Churamani, N.; Scassellati, B. "Combining social cues for real-time detection of human-robot interaction". In Proceedings of the IEEE-RAS International Conference on Humanoid Robots. Madrid, Spain. 18–20 November 2014.
- 4. Wang, F.; Zhang, J.; Zheng, X.; Wang, F.Y. "Where to Go? Interpretable and Unrestricted Path Planning for Mobile Robots with Reinforcement Learning". IEEE Robotics and Automation Letters 2022, 7, 2338–2345.
- 5. Haddadin, S.; De Luca, A.; Albu-Schäffer, A. "Robot collisions: A survey on detection, isolation, and identification". IEEE Transactions on Robotics 2017, 33, 1292–1312.
- 6. Breazeal, C.; Takanishi, A.; Kobayashi, T. "Social Robots that Interact with People". In Springer Handbook of Robotics; Siciliano, B., Khatib, O., Eds.; Springer: Berlin, Germany, 2008.
- 7. Knox, W.B.; Stone, P. "Interactively shaping agents via human reinforcement: The TAMER framework". In Proceedings of the International Conference on Knowledge Capture, Redondo Beach, CA, USA, 1–3 September 2009.
- 8. Kober, J.; Bagnell, J.A.; Peters, J. "Reinforcement learning in robotics: A survey". The International Journal of Robotics Research 2013, 32, 1238–1274.
- 9. Lecun, Y.; Bengio, Y.; Hinton, G. "Deep learning". Nature 2015, 521, 436–444.
- 10. Zambaldi, V.F.; Raposo, D.; Santoro, A.; Bapst, V.; Li, Y.; Babuschkin, I.; Tuyls, K.; Reichert, D.; Lillicrap, T.; Lockhart, E.; et al. "Relational Deep Reinforcement Learning". arXiv 2018, arXiv:1806.01830.
- 11. Amodei, D.; Olah, C.; Steinhardt, J.; Christiano, P.; Schulman, J.; Mané, D. "Concrete Problems in AI Safety". arXiv 2016, arXiv:1606.06565.
- 12. Craig, J.J. Introduction to Robotics: Mechanics and Control, 3rd ed.; Pearson: London, UK, 2005.
- 13. Gopalan, N.; Agarwal, A.K.; Chathuranga, D.S.; Nurminen, J.K.; Tarkiainen, M. "State of the art and perspectives of smart objects, Internet of Things and automation in fabrication and production". Journal of Industrial Information Integration 2021, 23, 100230.
- 14. Goodrich, M.A.; Schultz, A.C. "Human-robot interaction: A survey". Foundations and Trends in Human-Computer Interaction 2008, 1, 203–275.
- 15. Wang, N.; Pynadath, D.V.; Hill, S.G.; Chong, T.; Liewer, M.; Gramopadhye, A.; Ro, Y. "Towards automated evaluation of human-human teamwork to promote team outcomes: a conceptual review". Ergonomics 2019, 62, 301–315.
- 16. Nikolaidis, S.; Zhu, Y.X.; Hsu, D.; Srinivasa, S. "Human-robot mutual adaptation in shared autonomy". In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction, Boulder, CO, USA, 5–8 March 2017.

- 17. Zhang, J.; Liewer, M.; Kieras, D.; Hockema, S.; Solovey, E. "Designing the Behavior of Interactive Robots: Influences from Usability Evaluations". International Journal of Social Robotics 2021, 13, 721–738.
- 18. Huang, C.M.; Mutlu, B. "Learning-Based Modeling of Multimodal Behaviors for Humanlike Robots". Proceedings of the ACM on Human-Computer Interaction 2019, 3, 1–35.
- 19. Nguyen-Tuong, D.; Peters, J. "Learning robot dynamics for computed torque control using local Gaussian processes regression". In Proceedings of the 2008 IEEE/RSJ International Conference on Intelligent Robots and Systems, Nice, France, 22–26 September 2008.
- 20. Breazeal, C.; Brooks, A.G. "Robot Emotion: A Functional Perspective". In Who Needs Emotions?: The Brain Meets the Robot; Fellous, J.M., Arbib, M.A., Eds.; Oxford University Press: Oxford, UK, 2005; pp. 271–310.
- 21. Laird, J.E.; Lebiere, C.; Rosenbloom, P.S. "A Standard Model of the Mind: Toward a Common Computational Framework Across Artificial Intelligence, Cognitive Science, Neuroscience, and Robotics". AI Magazine 2017, 38, 13–26.
- 22. Amodei, D.; Olah, C.; Steinhardt, J.; Christiano, P.F.; Schulman, J.; Mané, D. "Concrete Problems in AI Safety". arXiv 2016, arXiv:1606.06565.
- 23. Thrun, S.; Mitchell, T.M. "Lifelong robot learning". Robotics and Autonomous Systems 1995, 15, 25–46.
- 24. Wu, Z.; Pan, S.; Chen, F.; Long, G.; Zhang, C.; Yu, P.S. "A Comprehensive Survey on Graph Neural Networks". IEEE Transactions on Neural Networks and Learning Systems 2021, 32, 4–24.
- 25. Mavridis, N.; Katsaiti, M.S.; Naef, S.; Falasi, A.; Nuaimi, F.; Araifi, H.; Bey, C.; Grossard, M. "Opinion dynamics in human-robot interactions during cotrialistm events". Computing Research Repository 2020, arXiv:2006.07233.
- 26. Knox, W.B. "Interactively shaping agents via human reinforcement". Computing Research Repository 2009, arXiv:0909.0899.
- 27. Cirillo, G.; Karlsson, L.; Sauter, C. "Trust in data science: Collaboration, translation, and accountability in corporate data science projects". Proceedings of the ACM on Human-Computer Interaction 2020, 4, 1–28.
- 28. Yanco, H.A.; Drury, J. "Rescuing Interfaces: A Multi-year Study of Human-robot Interaction at the AAAI Robot Rescue Competition". Autonomous Robots 2004, 17, 111–129.
- 29. Steinfeld, A.; Fong, T.; Kaber, D.; Lewis, M.; Scholtz, J.; Schultz, A.; Goodrich, M. "Common Metrics for Human-Robot Interaction". In Proceedings of the 1st ACM

- SIGCHI/SIGART Conference on Human-robot Interaction, Salt Lake City, UT, USA, 2–3 March 2006.
- 30. Schaefer, K.E. "Measuring Trust in Human Robot Interactions: Development of the "Trust Perception Scale-HRI". In Proceedings of the Human Factors and Ergonomics Society Annual Meeting, Los Angeles, CA, USA, 1–5 October 2013.
- 31. Agarwal, A.; Snavely, N.; Seitz, S.M.; Szeliski, R. "Bundle Adjustment in the Large". In Computer Vision—ECCV 2010; Daniilidis, K., Maragos, P., Paragios, N., Eds.; Springer: Berlin/Heidelberg, Germany, 2010; Volume 6314.
- 32. Zhang, Z. "Photorealistic Facial Texture Inference Using Deep Neural Networks". In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR), Honolulu, HI, USA, 21–26 July 2017.
- 33. Adadi, A.; Berrada, M. "Peeking Inside the Black-Box: A Survey on Explainable Artificial Intelligence (XAI)". IEEE Access 2018, 6, 52138–52160.
- 34. Wang, W.; Yao, Q.; Kwok, J.; Ni, L.M. "Generalizing from a Few Examples: A Survey on Few-Shot Learning". Computing Research Repository 2020, arXiv:1904.05046.
- 35. Joho, D.; Rozo, L.; Calinon, S.; Caldwell, D.G. "Learning Task Priors for Efficient Grasp Adaptation". In Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems, Vancouver, BC, Canada, 24–28 September 2017.
- 36. Denas, D.; Pohc, Y.L.; Pipe, A. "Neural Network Control for Contact Tasks on Physical Robots". Computing Research Repository 2021, arXiv:2108.03295.
- 37. Hoffman, G. "Evaluating Fluency in Human-Robot Collaboration". In Proceedings of the Workshop on Human Robot Collaboration for Industrial Manufacturing at Robotics: Science and Systems, Pittsburgh, PA, USA, 26–30 June 2018.
- 38. Szafir, D. "The Design Space for Robot Personalities". In Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction, Cambridge, United Kingdom, 23–26 March 2020.