

A Conversational Interface for Human-Robot Collaborative Manipulation

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Abstract—This paper presents a human-robot collaboration interface using natural language, distributed LLMs, and vision-language models for real-time manipulation tasks.

I. INTRODUCTION

TBD

II. RELATED WORK

subsection Language-Grounded Robotics
subsection Human-Robot Interface Design
subsection Distributed Robotics Architectures

III. METHODOLOGY

subsection Distributed Hardware Architecture

A. Local Model Deployment and Privacy

subsection Multi-Agent Coordination Framework
subsection Natural Language Processing Pipeline
subsection Vision-Language Grounding
subsection Real-Time Distributed Communication

IV. EXPERIMENT

This section presents a comprehensive evaluation of the Franka LLM system through quantitative performance metrics, user studies, and challenging real-world scenarios. Our evaluation methodology combines technical benchmarking with human-robot interaction assessment to validate both system capabilities and user experience.

A. Performance Evaluation Protocol

We evaluate our system across multiple dimensions to ensure robust validation:

- **Success rate analysis:** Measured across 20? pick-and-place trials
- **Temporal performance:** End-to-end latency from natural language input to task completion
- **Component timing breakdown:** Individual analysis of LLM processing on Jetson AGX Orin, vision detection, and motion execution phases
- **Complex linguistic understanding:** Evaluation using challenging prompts such as *"Pick up the metallic tool specifically designed for driving or tightening screws"*

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- **Repeatability assessment:** Consistency testing through 5 repeated trials across 5 different objects (25 total evaluations)

B. Spatial Reasoning and Multi-Object Scenarios

To assess the system's spatial understanding and multi-object manipulation capabilities:

- **Single object manipulation:** Baseline performance with isolated objects
- **Multi-object selection:** Disambiguation between multiple visible objects (*"pick the red cube, not the blue one"*)
- **Complex spatial relationships:** Advanced spatial reasoning tasks (*"place the red cube to the left of the blue one"*)
- **Overlapping object challenges:** Performance degradation analysis in cluttered environments
- **Relative positioning tasks:** Evaluation of spatial preposition understanding (above, below, beside, between)

C. Human Subject Evaluation

We evaluate system usability through a user study with 12? participants (4 novice, 4 intermediate, 4 expert users):

- **Performance metrics:** Task success rate and completion time
- **Usability survey:** System Usability Scale (SUS) questionnaire (need to design the survey if we want to include this)
- **Baseline comparison:** Natural language interface vs. traditional robot control
- **User feedback:** Post-task interviews on system transparency and trust (need to design interview questions if we want to include this)

D. Statistical Analysis

We ensure reliable results through:

- **Adequate sample sizes:** Sufficient trials for meaningful statistical analysis
- **Error reporting:** Confidence intervals for all performance metrics
- **Significance testing:** Standard statistical tests (t-tests, ANOVA) where appropriate

E. Distributed System Performance

We evaluate the distributed architecture's effectiveness across hardware components:

- **Network latency analysis:** ROS2 topic communication delays on Jetson AGX Orin

- **Local inference performance:** LLM processing times on dedicated Jetson hardware
- **Offline operation validation:** System functionality without external network dependencies
- **Multi-device coordination:** Synchronization effectiveness across distributed nodes
- **Resource utilization:** CPU, GPU, and memory usage on Jetson during inference tasks

V. CONCLUSIONS / RESULT

- A. *Key Findings and Results Summary*
- B. *System Contributions and Novel Aspects*
- C. *Limitations and Future Work*
- D. *Broader Impact and Applications*

APPENDIX

ACKNOWLEDGMENT

REFERENCES

[1] TODO: Add first reference