

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



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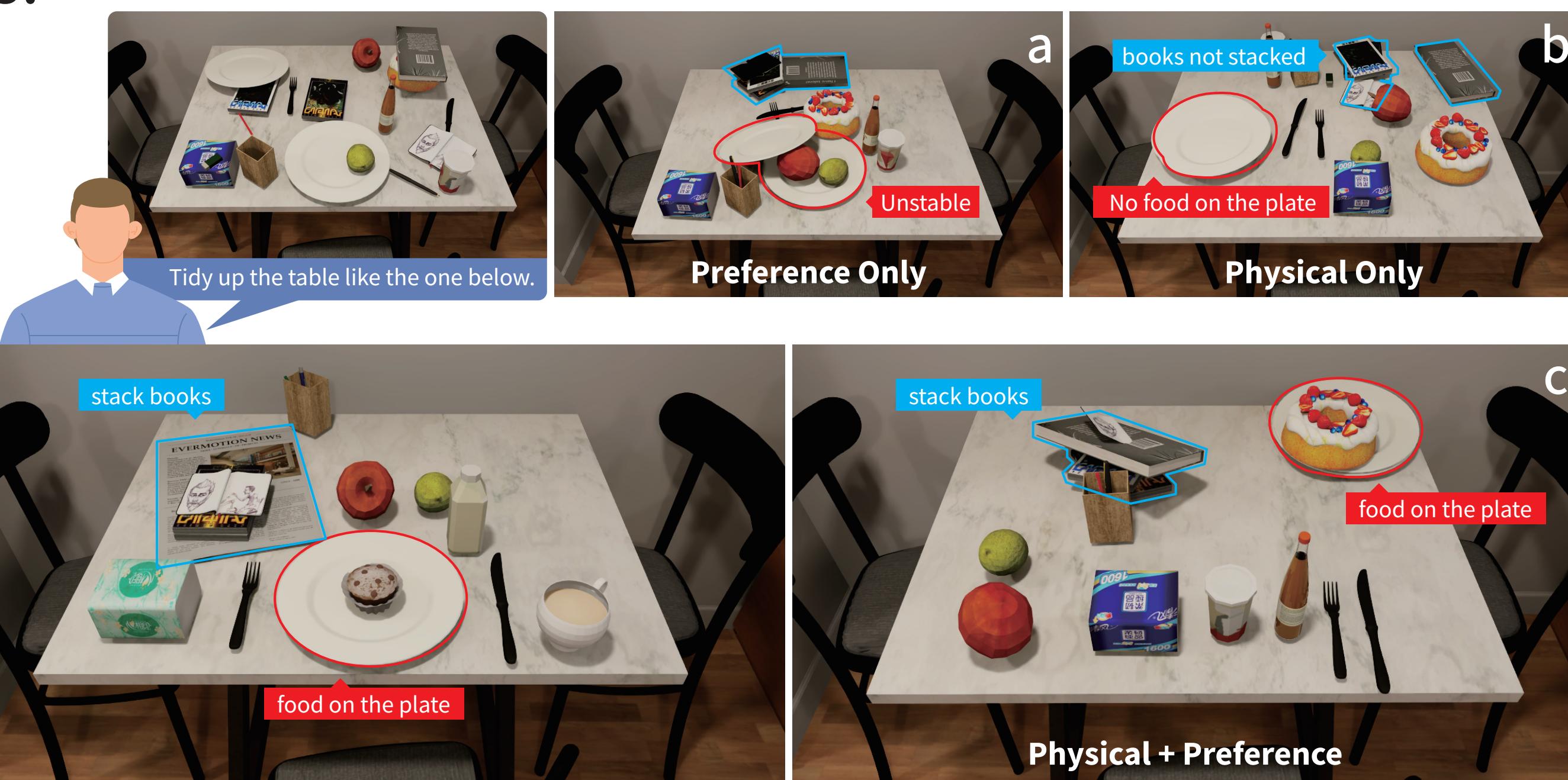
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Motivation

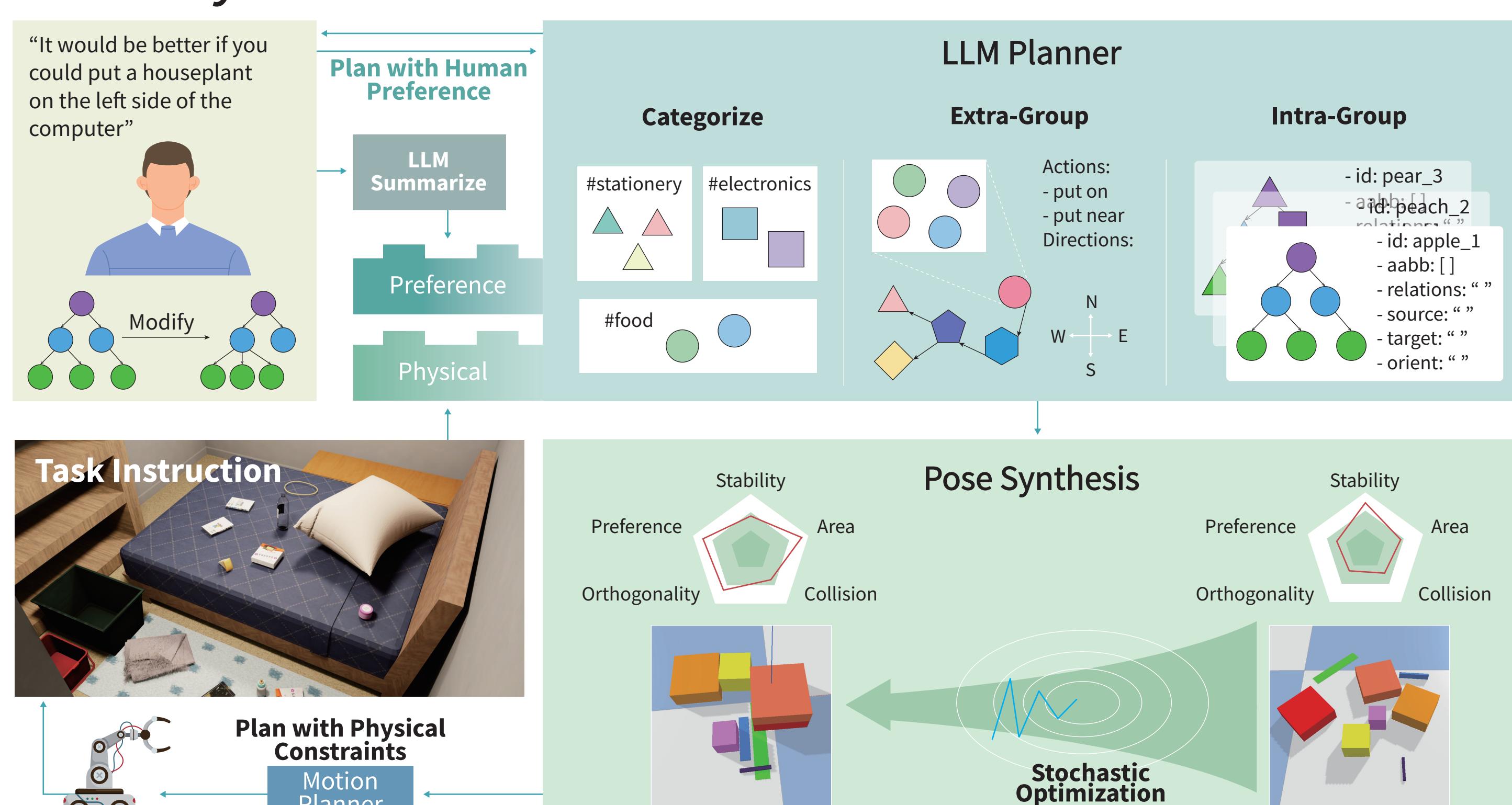
Imagine a scenario where robots tidy up a table, and humans expect the robots to do so according to their preferences.



- (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:

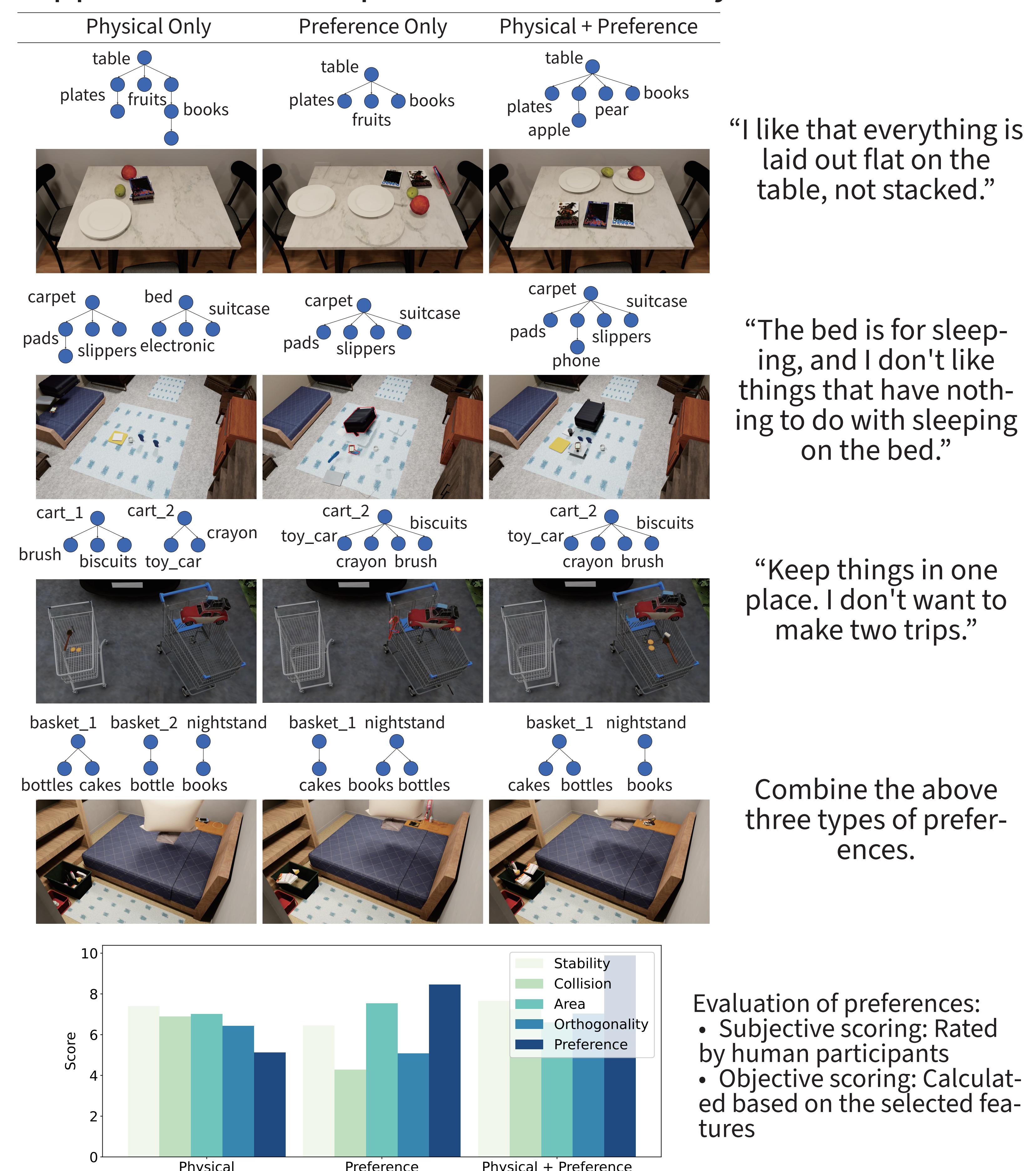
$$\mathcal{L}_{\text{manhattan}} := \sum_{l \in \mathcal{G}} \mathbf{1}_{|l| > 1} \sum_{\mathbf{m}, \mathbf{n} \in l} \|\mathbf{m} - \mathbf{n}\|_1 \quad \rightarrow \text{constrains the distance between every two objects}$$

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

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

Experiments & Results

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



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

Setting	Intermediate	Result
I need your help clearing the messy table.		
I believe that everything should come in pairs, so there are either two on the plate or none at all.		
I should consider human preferences, and this person likes to place objects in pairs, especially on containers.		
If we do not consider human preferences.		

step

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.



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