

Dynamic Penetrative Trajectory Adaptation[★]

Zhifeng Han. Author^{*} Clarire Walton. Author, Jr.^{**}

^{*} *University of Texas at San Antonio, San Antonio, TX 78249 USA
(e-mail: zhifeng.han@utsa.edu).*

^{**} *University of Texas at San Antonio, San Antonio, TX 78249 USA
(e-mail: claire.walton@utsa.edu).*

Abstract: DPTA is a conceptual framework where the LLM’s world knowledge is leveraged to analyze low-level sensor feedback, enabling the dynamic selection and refinement of complex, pre-learned robot trajectories to achieve high dexterity and resilience in autonomous manipulation.

Keywords: LLM, robotic, Reenforcement Learning.

1. INTRODUCTION

interactive robots mission is a complex mission it need to nagvigate in complex and dynamic environment also need to fully flexible to planing the sequentially sub tasks. In order to achieve the goal we demo a method by utilize LLMs(large language model) and Reenforcement Learning. Our idea focuses on using an LLM’s capacity for precise, short-horizon physical reasoning to dynamically select or modify the parameters of complex, learned robotic trajectories, effectively allowing the robot to autonomously execute tasks that previously required initial human intervention. The conceptual framework of Dynamic Penetrative Trajectory Adaptation (DPTA) represents a synthesis of three distinct advanced AI paradigms found in the sources: Penetrative AI (LLM sensor comprehension), Dynamic Movement Primitives (DMP) and Human-Robot Collaboration (HRC) for trajectory learning, and Robust Reinforcement Learning (RL) for policy optimization and action excution.

2. BACKGROUND

The complex nature of interactive robot missions, particularly those involving high-level language models (LLMs) or sophisticated reinforcement learning (RL), presents numerous challenges across planning, learning, perception, and execution.

2.1 Main challenges

Limitations in High-Level Planning and Trajectory Execution (LLMs) When LLMs are used for autonomous manipulation, they encounter issues related to generating and executing physical motions: • Inability to Handle Complex Trajectories(Liu et al. (2024)) (Feasibility Issues): The conventional approach of using LLMs to generate code

for robot motion falters when dealing with complex trajectories. Tasks that require intricate trajectory planning and reasoning over environments, such as opening an oven door featuring a horizontal axis design or opening a cabinet with a press-pull structure, may be deemed infeasible when relying only on the basic motion library generated by the LLM(Liu et al. (2024)). • Fragility of Prompt Design: The current design paradigm for using LLMs as controllers is fragile, meaning even minor alterations in the prompt can dramatically affect the performance.Wang et al. (2024) Designing a reliable prompt for robotic tasks is not yet well understood.

Executability Anomalies: Although generally high, the code generated by the LLM can occasionally generate sub-tasks without assigning corresponding motion functions, resulting in non-encodable and non-executable responses(Liu et al. (2024)).

Issues Related to Perception and Grounding Successfully linking high-level instructions to the physical world introduces multiple errors: • Environmental Perception Errors and Error Accumulation: Real-world task success rates decrease due to error accumulation across sequential sub-tasks(Liu et al. (2024)). Errors in environmental perception stem from inaccuracies in object detection models (like YOLOv5), such as bounding box inaccuracies, leading to slightly variable coordinates for target objects.Liu et al. (2024) These discrepancies can cause the errors to exceed the necessary margins for precise manipulation (e.g., placing an apple into an oven with minimal clearance)(Liu et al. (2024)) • Sensor Data Processing Limitations: LLMs, when used in a "penetrative" way to analyze digitized sensor signals (like sequences of ECG digits), exhibit lower efficiency in processing extensive sequences of digital data compared to traditional methods(Xu et al. (2024)). The hallucination rates and Mean Absolute Errors (MAEs) for some LLMs escalate with the increase in window size of the input data, suggesting an inherent limitation in processing extensive lengths of digitized sequences(Xu et al. (2024)).

• Susceptibility to Deployment Noise: Policies trained in simulation, even when using modern techniques, may

[★] Sponsor and financial support acknowledgment goes here. Paper titles should be written in uppercase and lowercase letters, not all uppercase.

not be robust to real-world noise. For instance, a policy trained in simulation for pick-and-place was not robust to small errors in box position estimation (e.g., errors with a standard deviation of 1cm) when deployed on a physical robot(Andrychowicz et al. (2017)).

Challenges in Low-Level Control

Controllability and Security Risks: Since LLM responses are probabilistic, there is no guarantee that the swarm will behave as intended. This also introduces new security vulnerabilities, as it needs to be studied if users or even other robots can reprogram robots through prompt injection attacks or if a malicious agent could send misleading information (Byzantine robot detection)(Strobel et al. (2024)).

2.2 Solution Overview: Dynamic Penetrative Trajectory Adaptation (DPTA)

In current LLM-based manipulation, environmental information is primarily derived visually (e.g., YOLOv5 for object position)(Liu et al. (2024)). However, fine-grained tasks often depend on non-visual physical feedback (e.g., force or torque required to open a tight hinge). In DPTA, the Penetrative AI(Xu et al. (2024)) paradigm is employed to process digitized sensor signals** from the robot’s end effector (e.g., force/torque sensors, joint current feedback)

LLM’s task is not to determine a broad state (like ”indoors/outdoors”), but to execute a real-time, micro-level physical classification of the object/environment state during the initial phase of interaction (e.g., the first 100 milliseconds of grasping a handle or pushing a button)Bhat et al. (2024).

Our prompt utilizes the procedural guidance and fuzzy logic methods demonstrated in the heart rate detection task.(Xu et al. (2024)) It contains a short sequence of raw numerical feedback (avoiding the token limit constraint associated with long digitized sequences) and instructs the LLM to classify the physical anomaly based on relative changes in the sequence.

Example Output: Based on the input torque sequence, the LLM reasoning(Liu et al. (2024)) determines the precise physical condition, such as ”Horizontal-Axis Oven Door, stiff hinge” or ”Press-Pull Cabinet, high friction.”

REFERENCES

- Andrychowicz, M., Wolski, F., Ray, A., Schneider, J., Fong, R., Welinder, P., McGrew, B., Tobin, J., Pieter Abbeel, O., and Zaremba, W. (2017). Hindsight experience replay. *Advances in neural information processing systems*, 30.
- Bhat, V., Kaypak, A.U., Krishnamurthy, P., Karri, R., and Khorrami, F. (2024). Grounding llms for robot task planning using closed-loop state feedback. *arXiv preprint arXiv:2402.08546*.
- Liu, H., Zhu, Y., Kato, K., Tsukahara, A., Kondo, I., Aoyama, T., and Hasegawa, Y. (2024). Enhancing the llm-based robot manipulation through human-robot collaboration. *arXiv preprint arXiv:2406.14097*.
- Strobel, V., Dorigo, M., and Fritz, M. (2024). Llm2swarm: robot swarms that responsively reason, plan, and collaborate through llms. *arXiv preprint arXiv:2410.11387*.
- Wang, Y.J., Zhang, B., Chen, J., and Sreenath, K. (2024). Prompt a robot to walk with large language models. In *2024 IEEE 63rd Conference on Decision and Control (CDC)*, 1531–1538. IEEE.
- Xu, H., Han, L., Yang, Q., Li, M., and Srivastava, M. (2024). Penetrative ai: Making llms comprehend the physical world. In *Proceedings of the 25th International Workshop on Mobile Computing Systems and Applications*, 1–7.

Appendix A. A SUMMARY OF LATIN GRAMMAR

Appendix B. SOME LATIN VOCABULARY