

| Tasks | Objects | Num | Fns | SR | Exec | FSB |
|--------------------------|----------------------------|-----|-----|------|------|------|
| Catch | bottle, cup | 10 | 4 | 0.80 | 1.00 | 1.00 |
| *Catch | bowl | 1 | 4 | 0.00 | 1.00 | 0.00 |
| Put/Place | bowl, cabinet, cup, bottle | 10 | 7 | 0.80 | 1.00 | 1.00 |
| Open | cabinet | 5 | 7 | 0.60 | 1.00 | 1.00 |
| Clean the top of cabinet | cabinet | 5 | 17 | 0.40 | 0.80 | 0.80 |

Fig. 2. Experiment data.

On the other hand, the first-layer tasks can be separated into multiple short-horizon tasks through LLM. Subsequently, we process each short-horizon task following its specific procedure to divide them into motion functions as mentioned. Finally, motion functions are organized by following a planned task sequence to construct the complete long-horizon task. This hierarchical task handling allows for a more organized and effective execution of both short and long-horizon tasks, contributing to our system’s overall efficiency and accuracy.

2.2 DMP-based task correction

To enhance the generalizability of LLM-based autonomy, We propose to integrate DMP-based task correction with human teleoperation-driven demonstrations. Dynamic Movement Primitives (DMP) is a generic approach for trajectory modeling in an attractor landscape based on differential dynamical systems [3]. In this paper, we leverage our previously developed teleoperation system[4], [5] which can intuitively control the robot motion through a VR device, and also utilize DMP to record trajectories obtained from manual teleoperation. These trajectories can then be reproduced to complement any deficiencies in the LLM-based autonomy, particularly in failed function sequence generation or function sequence impracticality.

For instance, when we issue the command “catch the bowl,” the default motion function for bowl grasping could be inadequate to complete the task. To address this issue, we switch to the DMP-based teleoperation mode and provide instructions for the desired action. The robot can then accurately reproduce the trajectory using DMP. This approach will be continually developed to manage a wider range of long-horizon tasks, with the ultimate goal of creating an effective Human-Robot Collaboration (HRC) system. This system will strategically take advantage of both human flexibility, in terms of adaptability and problem-solving skills, and robot autonomy, in terms of precision and efficiency.

3. Experiment and Result

We conducted multiple experiments by providing “catch”, “put”, “open” and long-horizon tasks-“clean the top of the cabinet” for several objects to assess their success rates (SR),

executability (Exec), and feasibility (FSB). The indicator Num means the number of trials, and Fns shows the motion functions used in completing the task. Additionally, Exec is defined as if the task is executable in the environment, and FSB represents if the motion is feasible to reach the goal. The experimental results are presented in Fig. 2. In the case of the indicator “Exec” showing 0.80 in the “clean the top of the cabinet” task, the reasonable explanation is the randomness of LLM, which has a low probability of generating incorrect responses ($\overline{Exec} = 0.2$). As for the FBS of 0.00 in the “catch the bowl” task, this outcome can be attributed to the task being impossible to complete due to the default motion function being unsuitable for the target object’s shape. In such cases, the DMP-based task correction is used to make necessary demonstrations.

4. Conclusion

In this work, we have successfully proposed a LLM-based task-planning method. An interface is built to integrate the LLM, perception pipeline, teleoperation system, and DMP-based task correction. The results show that the robot can execute the command from the user with a considerable success rate for short-horizon tasks like “catch”, “put”, or “open”. Especially, for the task with 0.00 FBS, such as “catch the bowl”, DMP-based correction is introduced to improve it. However, for long-horizon tasks, it shows a relatively low success rate. The reason could be the error accumulating with motion. The future work includes the improvement of DMP-based task correction and fine-tuning teleoperation which can complement the error from hardware to improve the success rate and feasibility.

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