

Motivation

- The **voting method** enhances **planning efficiency** by prioritizing relevant commands and improves the task **execution efficiency**
- Compared with previous methods, the **voting method** integrates information from multiple plans and reduces the number of queries during execution
- We introduce the **Vote-Tree-Planner** that integrates tree and voting method to enhance the overall performance

Overview

- Vote-Tree-Planner** consolidates multiple planning outputs into a cohesive **tree-based structure**.
- Votes** indicate the relevance and frequency of commands across multiple plans, guiding the **decision-making** process.
- Vote-Tree-Planner** can serve as a foundational approach for enhancing LLM-based robotic task planning and decision-making, improving both the **efficiency** and **reliability**.

Vote-Tree-Planner: Optimizing Execution Order in LLM-based Task Planning Pipeline via Voting

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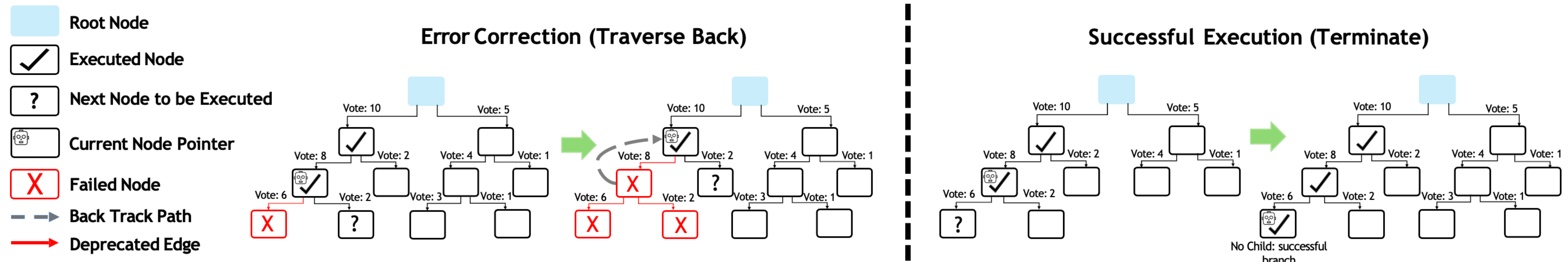
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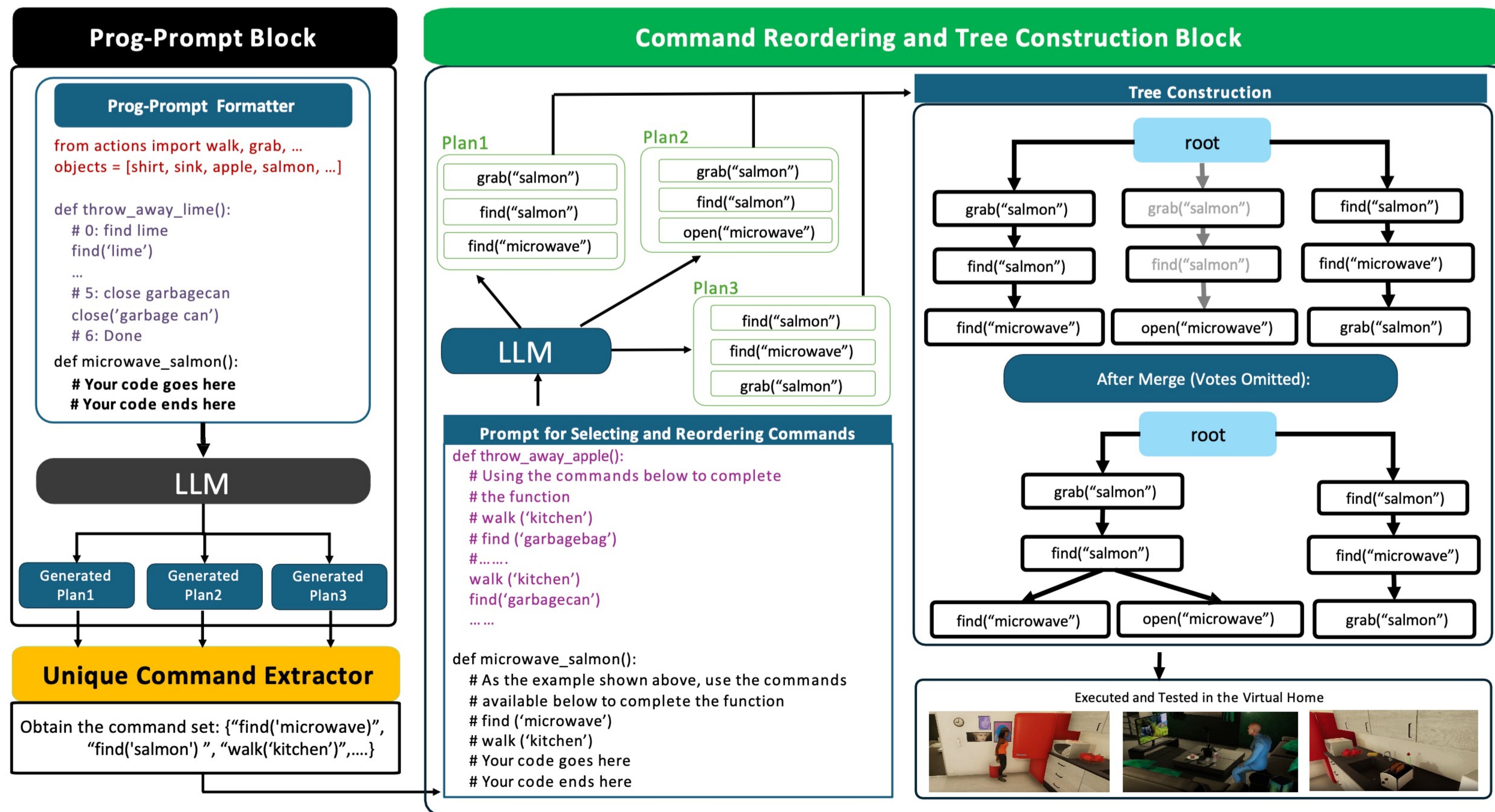
Order of Execution With Error Correction

- Vote-Tree-Planner** can execute the tree with or without correction. When a node is executed successfully, the next step is to find and attempt to execute its **highest-voted child node**. If execution fails, the system tries the next highest-voted child, continuing until all options are exhausted before moving to another branch. The process terminates upon successfully executing a node without any child nodes or there is no more nodes to execute. If the execution is without correction, the system does not revert to previous nodes.



Entire Pipeline of Our Proposed Method

- Vote-Tree-Planner** uses Prog-Prompt framework to create **multiple plans** initially, then **unique commands** are extracted. Then **reordering** these unique commands into new plans, so that LLM only choose from a narrowed set of commands. These plans are then merged into an execution tree, which is executed based on votes of nodes.



Experimental Results

EXPERIMENT RESULTS WITHOUT ERROR CORRECTION.

Methods	SR \uparrow	GCR \uparrow	Exec \uparrow
Zero-Shot Planner [9]	0.01 \pm 0.01	0.02 \pm 0.01	0.16 \pm 0.03
Prog-Prompt [16]	0.34 \pm 0.06	0.67 \pm 0.07	0.92\pm0.02
Tree-Planner [8]	0.28 \pm 0.02	0.40 \pm 0.01	0.55 \pm 0.01
Vote-Tree-Planner (Ours)	0.43\pm0.04	0.70\pm0.04	0.89 \pm 0.02

Vote-Tree-Planner improves **SR** and **GCR** over baselines. The Exec is slightly lower than that of Prog-Prompt due to Prog-Prompt's more repeated, but mostly executable plans.

EXPERIMENT RESULTS (WITHOUT ERROR CORRECTION) OF DIFFERENT NODE SELECTION METHODS IN VOTE-TREE-PLANNER.

Node Selection Method	SR \uparrow	GCR \uparrow	Exec \uparrow
Randomly Selected Node	0.33 \pm 0.08	0.62 \pm 0.05	0.83 \pm 0.04
Maximum Voted Node	0.43\pm0.04	0.70\pm0.04	0.89\pm0.02

Discussions on Other Related Aspects

- Qualitative analysis demonstrates that our method **reduces redundancies and repeated commands** significantly.
- Refining LLM integration in the correction phase for better adaptability, improving token efficiency, and comparing the planner with different LLM backbones are future directions.

Vote-Tree-Planner outperforms the SOTA by **10%** in SR, with **higher GCR** and **similar executability**, indicating its ability to complete more sub-goals and generate more executable plans.

EXPERIMENT RESULTS WITH ERROR CORRECTION.

Methods	SR \uparrow	GCR \uparrow	Exec \uparrow
Iterative-Planner [8] _(Global)	0.37 \pm 0.02	0.52 \pm 0.01	0.82 \pm 0.02
Prog-Prompt [16]	0.38 \pm 0.07	0.66 \pm 0.08	0.93\pm0.04
Tree-Planner [8]	0.41 \pm 0.03	0.60 \pm 0.03	0.88 \pm 0.03
Vote-Tree-Planner (Ours)	0.48\pm0.07	0.81\pm0.06	0.90 \pm 0.04

Vote-Tree-Planner shows the voting method **largely improves** performance by guiding correct executions, comparing randomly selecting a child node and starting with the child node with the highest vote (w/o correction). This proves the **effectiveness** of the voting mechanism, as well as the **unique command extractor**, since the performance from randomly selecting a child node is still **comparable** to the result of baseline models (w/o correction).