

# Human-AI Robotic team Member Operating with Natural Intelligence and Communication

Sanjay Oruganti, Sergei Nirenburg, Marjorie McShane, Jesse English, Michael Roberts, Christian Arndt, Sahithi Kamireddy

Language Endowed Intelligent Agents Lab (LEIA) Lab, Rensselaer Polytechnic Institute, Troy, NY 30328



## Mingyo Seo, Carlos Gonzalez, Luis Sentis

Human-Centered Robotics Laboratory (HCRL) The University of Texas at Austin, Austin, TX 78712



## **Overview**

A framework for implementing cognitive robots that transforms general-purpose robots into trusted teammates capable of

- complex decision-making,
- natural communication, and

## Capabilities

Inspired by the two-system architecture **System 1:** Thinking Fast or the tactical layer for robotic control. **System 2:** Thinking Slow or the strategic layer for

conscious cognition.

## Architecture

- Plans at the tactical layer are encoded in Behavior Trees grounded in the **LEIA**'s knowledge.
- Interface APIs manage perception and action channels through a central blackboard.

human-level explanation.







## **LEIA Cognitive Architecture**

- An ontology of ~9,000 concepts with an average of 16 semantic properties each.
- A lexicon linking ~25,000 English word and phrase senses to their ontological meaning.
- Episodic memory of object and event instances including profiles of known agents detailing beliefs about their team roles, skills, beliefs, biases and physical and mental states. • OntoSem language analyzer using the above to extract



## Learn more about HARMONIC at sanjayovs.github.io/HARMONIC2025ICRA

## **Current and Future work**

- Ship maintenance assistance for human operators with the DRACO3 humanoid.
- Integration of HARMONIC system with DRACO3.
- Domain-specific knowledge engineering for maintenance tasks.
- Development of tactical procedures and policies.

- ontologically grounded meanings of texts and dialog turns.
- OntoGen semantically-based language generator
- Hybrid realization with LLMs carrying out all non-semantic processing.

## Results

Realization

#### **Teamwide Verbal Communication**

Teamwide Verbal Commur	nication					Under the h	ood operations
DANNY to everyone	UGV-U [LEADER]	TMRs (Recent) ~	UGV-U [LEADER]	V	MRs (Recent) v	UGV-U [LEADER]	Thoughts ~
I think I left my keys at home. Can you look around for them?	KEY.1 CARDINALITY COREFER	>,1 TMR.3/KEY.1,#KEY.1	COUCH.1 COLOR SHAPE	BEIGE Rectangul	E angular	I'll propose a plan to for their agreement.	DRONE-D, and wait
UGV-U to DANNY What do they look like?	LEIA.1 COREFER	#LEIA.1	PATTERN SOLID MATERIAL POLYESTE SPATIAL-ORIENTATION SOUTH LOCATION-ABSOLUTE (215.38, ROTATION-ABSOLUTE (0.00, 9 COREFER #COUCH.1			PLAN.	t "OK." as @ACCEPT-
DANNY to everyone They are on a red keychain with a small flashlight.	REQUEST-ACTION.1 BENEFICIARY	LEIA.1			8, 0.00, 51.00) 90.00, 0.00) .1	I am going to start my command to look in #DO	robotic search ORWAY.1
	THEME	SEARCH-FOR-LOST-				My robotic *search fun	ction has finished.
UGV-U to DANNY Do vou recall where vou last	AGENT	#HUMAN.1	FLASHLIGHT.1 SIZE 0	.2		#KEY.1 was not found he the team.	ere, I should tell
had them? DANNY to everyone I used them last night to open the front door, but they could be anywhere.	AGENT THEME	LEIA.1 KEY.1	COREFER *SI	EEK-	ATION, #FLASHLIGHT.	I am going to start my command to look in #LI	robotic search VING-ROOM.1
	TIME	>,FIND-ANCHOR-TIME	KEY.1 SUB-CLASS COLOR	Tall		I'm going to interrupt command because we've	my robotic *search found KEY.1.
				RED		My robotic *search fun	ction has finished.
UGV-U to DRONE-D Let's search the apartment.			MATERIAL META			I found #KEY.1, I'll report that.	
DRONE-D to UGV-U Ok.	UGV-U [LEADER]	Agenda (Filtered) 🗸	DRONE-D [SUB]	v	MRs (Recent) 🗸	DRONE-D [SUB]	Thoughts ~
UGV-U to DRONE-D	@COLLABORATIVE-ACTIV [SELECT-PLAN]	ITY	CABINETS.1 SUB-CLASS	Large		@KEY.	all flashlight. as
UGV-U to DRONE-D I found them north of the	[PRECONDITIONS] @REQUEST-OBJECT-TYPE @REQUEST-OBJECT-FEATURES @REQUEST-LAST-SEEN-AT		COLOR PATTERN MATERIAL	RED SOLID WOOD		I interpreted the input night to open the from could be anywhere." as	t "I used them last t door, but they @UNLOCK-EVENT.
couch.			LOCATION-ABSOLUTE (-749.28 -740.44)		16.94,	I interpreted the input	t "Let's search the

### • Work on long-horizon maintenance tasks in simulated and real environments.

- Multi-modal perception data fusion and interpretation.
- Combining multi-modal instruction: speech, haptic, and gesture information.
- Using LLMs to foster LEIAs' learning
- Application to heterogeneous multi-robot teams.



**Snapshot of Draco 3** executing **PICKUP** action in MuJoCo





	I found them behind the couch.	@PROPOSE-PLAN	COREFER	#CABINETS.1	I am going to start my robotic search	Shapshot Draco 3	Draco 3 at HCRL, UT Austin
		[RUN-PLAN]	LEIA.1		command to look in #KITCHEN.1	executing way POINT	•
		@SEARCH-FOR-LOST-OBJECT	COREFER LOCATION	#LEIA.1 (-601.46, 450.00, -687.98)	I interpreted the input "They aren't in the doorway." as @DOORWAY.	action in MuJoCo	
			ORIENTATION	(359.59, 0.00, 357.05)	I interpreted the input "I found them north of the couch." as @FIND.	Re	forences
	DANNY ~ Chat and press [ENTER] Chat		MICROWAVE.1 SUB-CLASS COLOR PATTERN	Medium WHITE SOLID	I'm going to interrupt my robotic *search command because we've found KEY.1. My robotic *search function has finished.	Lingu	listics for
t,							

#### Simulated Operational Environment





M. Seo, S. Han, K. Sim, S. H. Bang, C. Gonzalez, L. Sentis, and Y. Zhu, "Deep Imitation Learning for Humanoid Loco-manipulation through Human Teleoperation," in Proc. IEEE-RAS Int. Conf. Humanoid Robots (Humanoids), 2023.

S. Oruganti, S. Nirenburg, M. McShane, J. English, M. K. Roberts, C. Arndt, and S. Kamireddy, "HARMONIC: Cognitive and Control Collaboration in Human-Robotic Teams," arXiv preprint arXiv:2409.18047, 2025.

