

Robots Waiting for the Elevator:

Integrating Social Norms
in a Low-Data Regime
Goal Selection Problem



2025 IEEE
RO-MAN



Mattia Racca, Jutta Willamowski, Tommaso Colombino,
Gianluca Monaci, and Danilo Gallo

NAVER LABS



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Taking the lift is a **non-event** with **minimal interaction** where use **positioning** to convey **intentions**, leveraging unspoken **social norms**

[1] Gallo et al. "Exploring machine-like behaviors for socially acceptable robot navigation in elevators." **HRI 2022**

[2] Gallo et al. "Investigating the Integration of Human-Like and Machine-Like Robot Behaviors in a Shared Elevator Scenario." **HRI 2023**



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As we aim for **repeated encounters**, we wanted our robots to be **intentionally non-interactive**

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Can we **select meaningful waiting poses** for robots?

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Respect proxemics



Do not stand behind



Do not stand in front of the elevator doors



Do not block access to elevator commands



Respect the transactional space



Wait as far as the furthest person



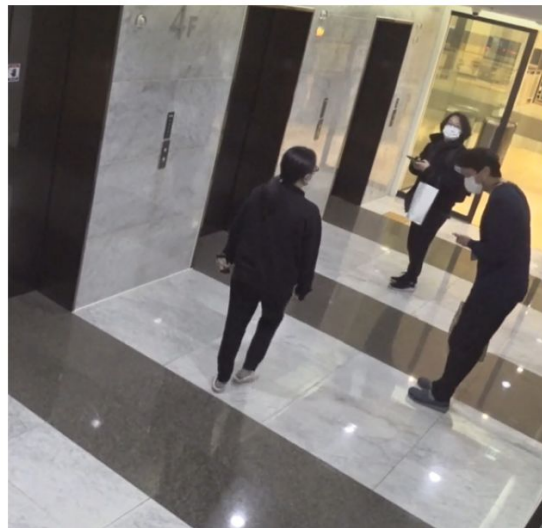
Board as fast as possible



Wait where you can see the inside the elevator



Don't collide with walls



Leverage the ethnographic knowledge about the task at hand, *i.e.* the **social norms**



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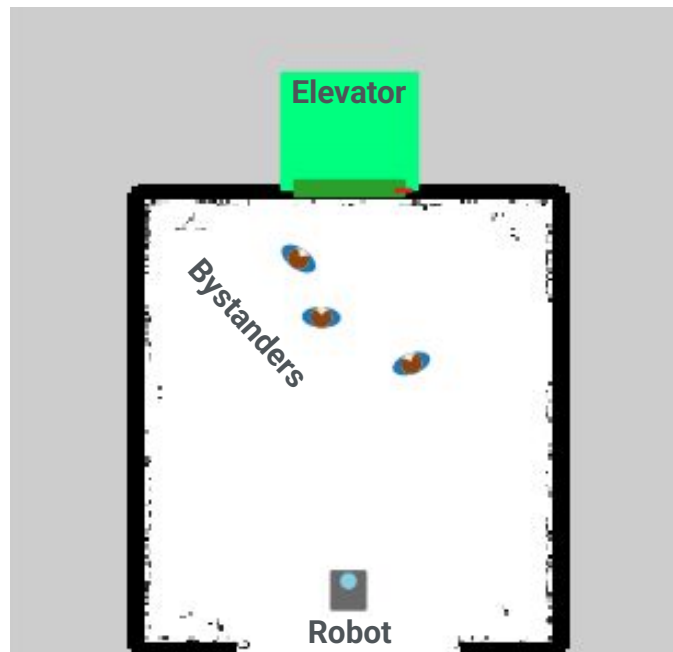
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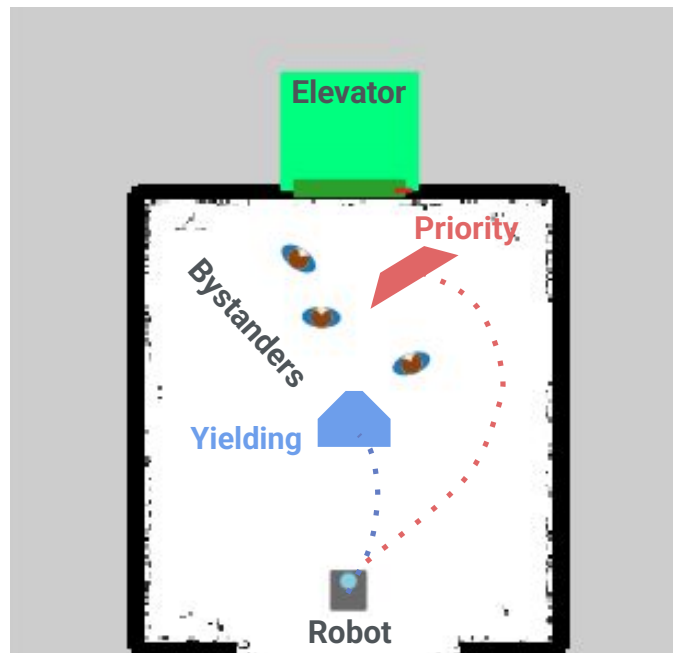
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Leverage the ethnographic knowledge about the task at hand, *i.e.* the **social norms**

Solve a **goal selection problem** - Given a **scene** and a **mission**, we select an **appropriate waiting pose**



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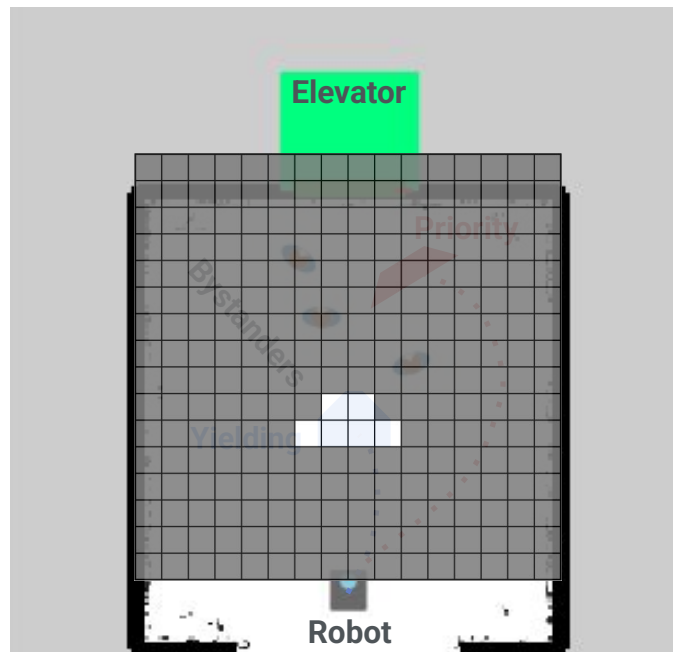
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Leverage the ethnographic knowledge about the task at hand, *i.e.* the **social norms**

Solve a **goal selection problem** - Given a **scene** and a **mission**, we select an **appropriate waiting pose**

Formalized as a **segmentation problem** over a grid in front of the robot



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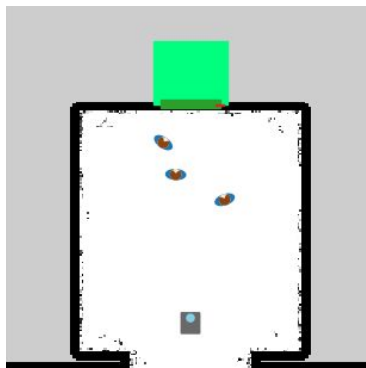
Board as fast as possible



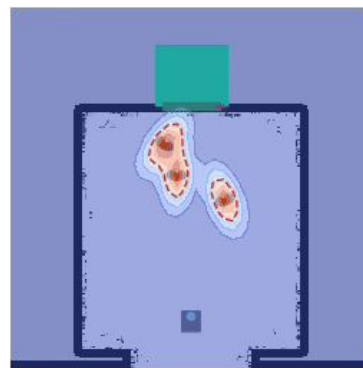
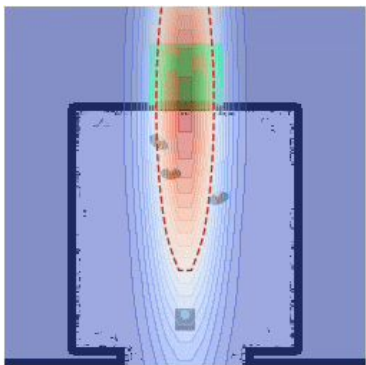
Wait where you can see the inside the elevator



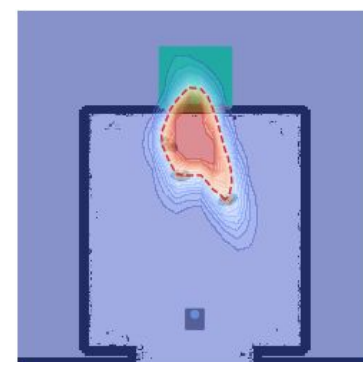
Don't collide with walls



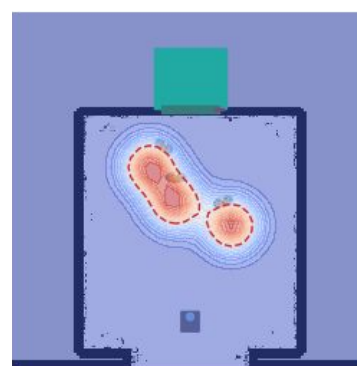
Do not stand in front of the elevator doors



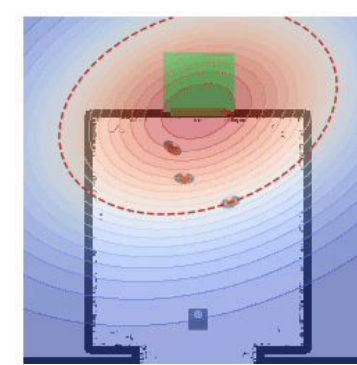
Respect the transactional space



Respect proxemics



Wait as far as the furthest person



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Respect proxemics



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Do not block access to elevator commands



Respect the transactional space



Wait as far as the furthest person



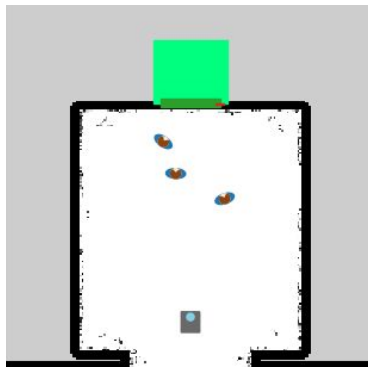
Board as fast as possible



Wait where you can see the inside the elevator

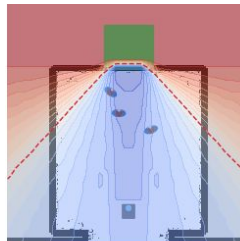


Don't collide with walls

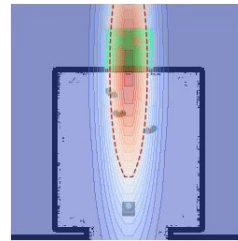


Issue #1

Wait where you can see the inside the elevator



Do not stand in front of the elevator doors





Respect proxemics



Do not stand behind



Do not stand in front of the elevator doors



Do not block access to elevator commands



Respect the transactional space



Wait as far as the furthest person



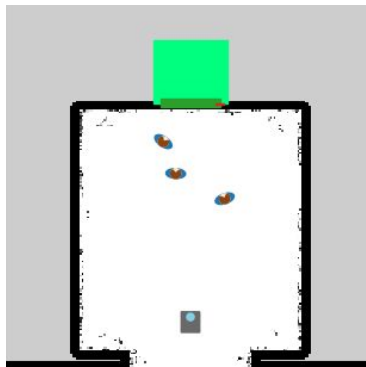
Board as fast as possible



Wait where you can see the inside the elevator

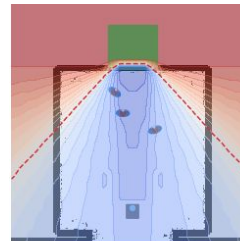


Don't collide with walls

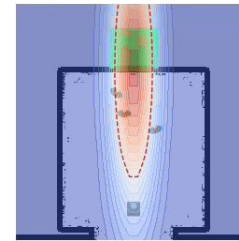


Issue #1

Wait where you can see the inside the elevator

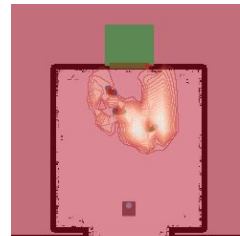


Do not stand in front of the elevator doors

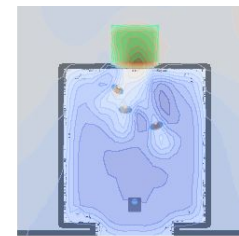


Issue #2

Respect all norms



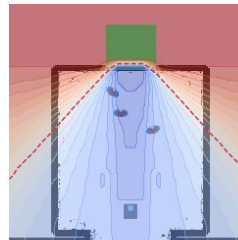
Respect average of norms



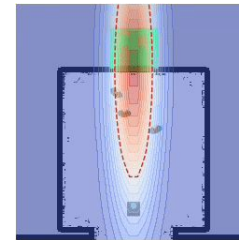


Issue #1

Wait where you can see the inside the elevator

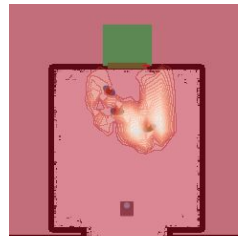


Do not stand in front of the elevator doors

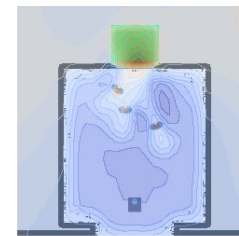


Issue #2

Respect all norms



Respect average of norms





Respect proxemics



Do not stand behind



Do not stand in front of the elevator doors



Do not block access to elevator commands



Respect the transactional space



Wait as far as the furthest person



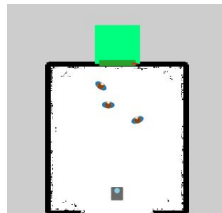
Board as fast as possible



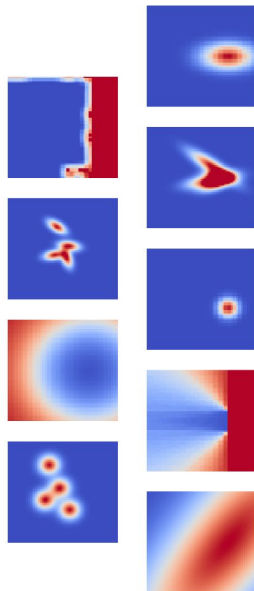
Wait where you can see the inside the elevator



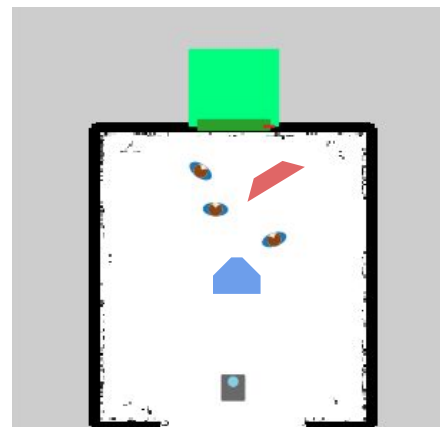
Don't collide with walls



Social Feature Maps



Model



Issues to overcome: lack of **unlabelled data**
and **high labeling costs**



Respect proxemics



Do not



Do not stand in front
of the elevator



Do not block access to
elevator commands



Respect the
transactional space



Wait as far as the
furthest person



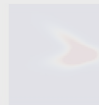
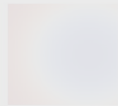
Board as fast as possible



Wait where you can see the
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Don't collide with walls



Model



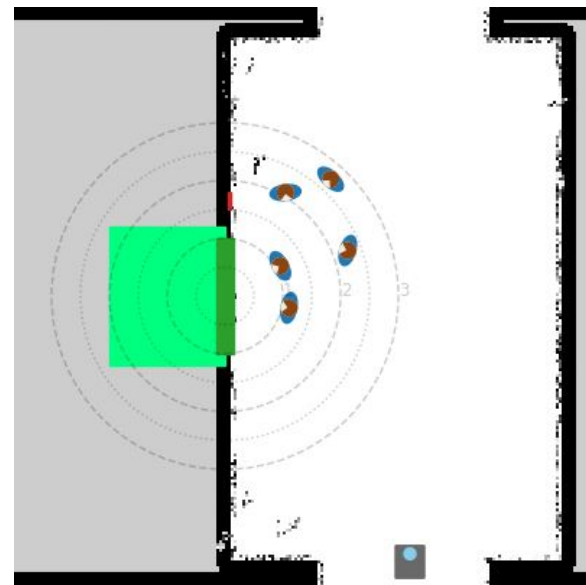
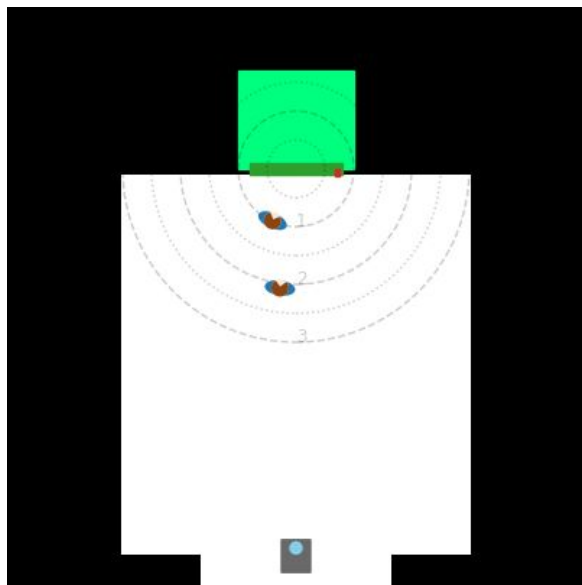
Issues to overcome: lack of **unlabelled data**
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Proposed pipeline

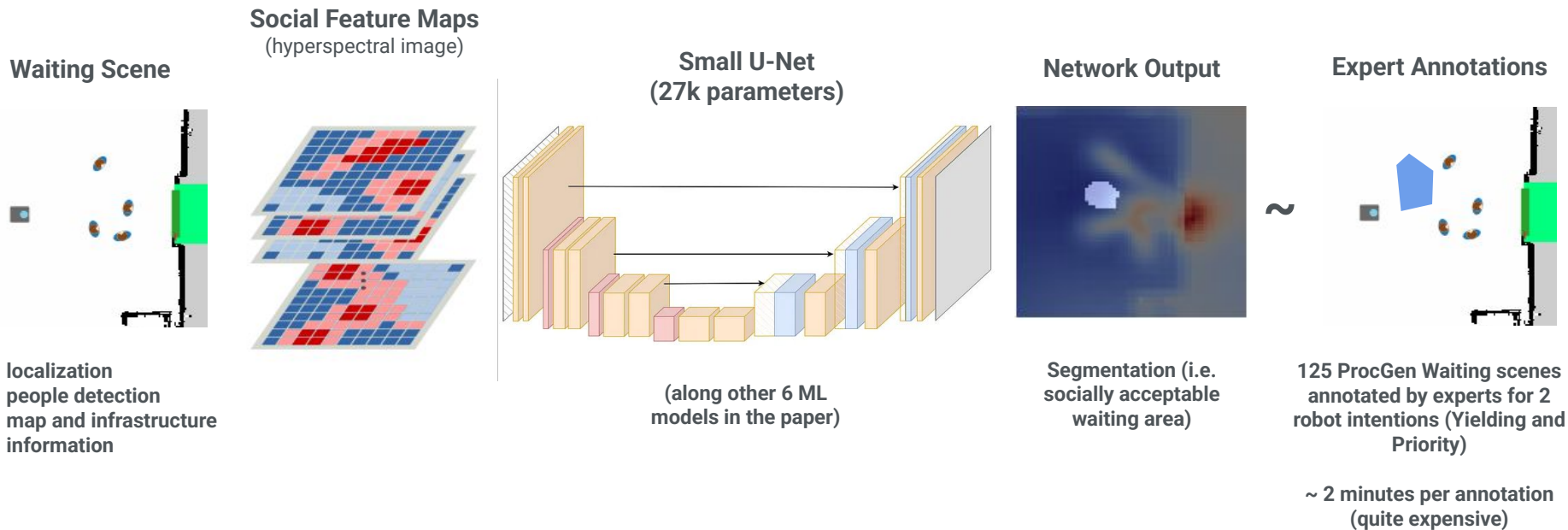
Procedurally generated unlabelled data →
Label it with experts → **data-frugal models**
+ scaffolding with feature maps

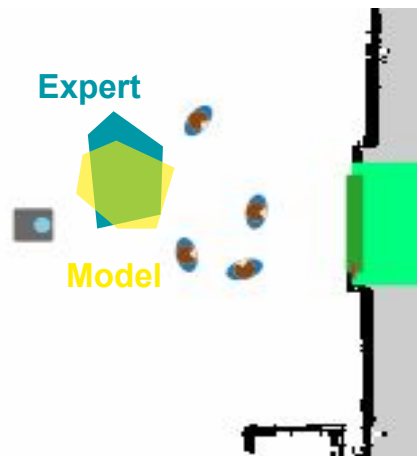
Procedural Generation is the creation of content using **quasi-random** automated processes, rather than design by a human.

Poisson Disk Sampling (sort of)
an iterative sampling technique



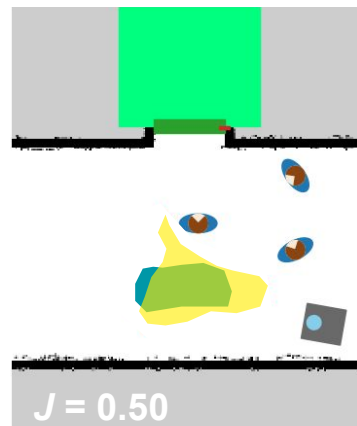
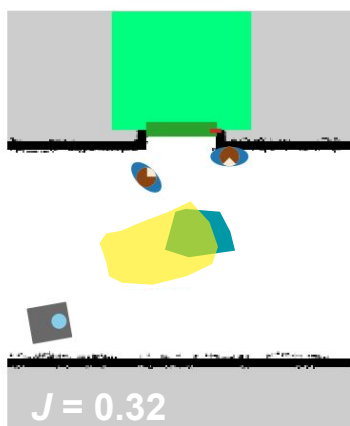
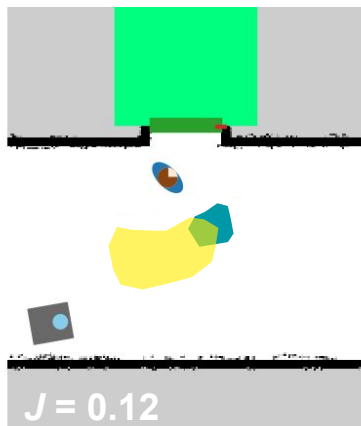
[1] Bridson, Robert. "Fast Poisson disk sampling in arbitrary dimensions." SIGGRAPH sketches 2007





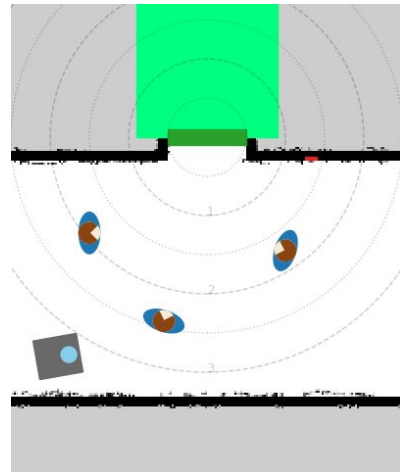
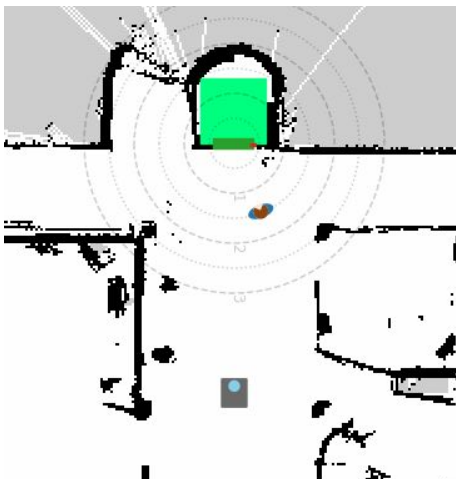
Jaccard Index
(aka Intersection over Union)

$$J(A, B) = \frac{|A \cap B|}{|A \cup B|} = \frac{|A \cap B|}{|A| + |B| - |A \cap B|}$$



3 Test Datasets

1. **In Distribution:** ProcGen with same parameters as the training dataset (same “rules”)
2. **Out-Of-Distribution:** ProcGen with out-of-distribution parameters (more people, new maps, different elevators)
3. **Real Elevator:** Manually annotated scenes from videos



Research Questions

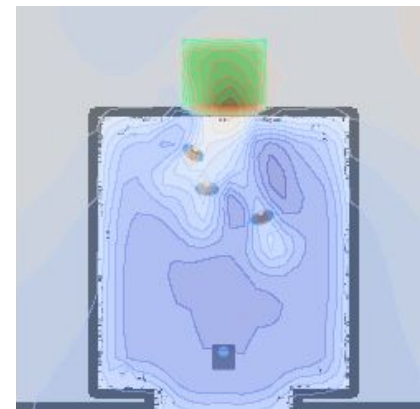
1. Is Machine Learning necessary?
2. Do the social feature maps help with their scaffolding?
3. Do models perform on real situations (non-ProcGen)?

Model	ID set		OOD set		Real Elevator	
	B	N	B	N	B	N
Target mission: Yielding						
Baseline	.066	.159	.044	.165	.075	.147
LR	.077	.364	.067	.317	.104	.380
SVM	.078	.352	.072	.302	.106	.350
DT	.078	.325	.072	.247	.105	.328
RF	.078	.349	.072	.297	.106	.365
MLP	.078	.362	.072	.316	.106	.400
U-Net	.059	.413	.128	.309	.045	.318

Research Questions

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Respect average of social norms

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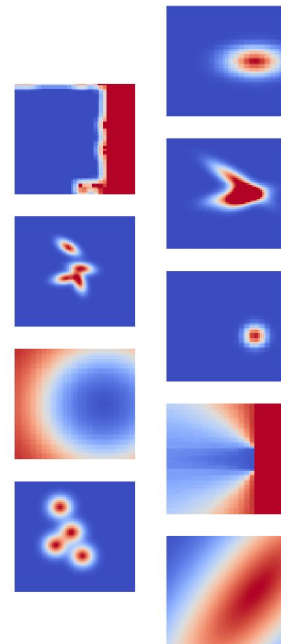
Base maps

Raw info from which all social costmaps are derived



Social Feature maps

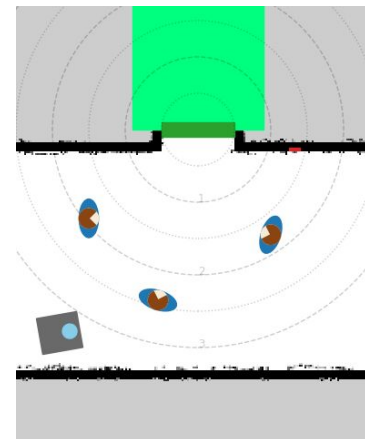
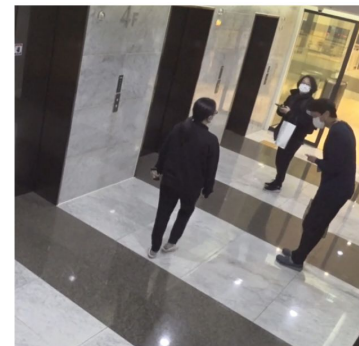
Our designed maps



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and much more in the paper!



ProcGen + Scaffolding + Data-frugal models allowed us to tackle a niche yet relevant HRI problem

Deployment to assess **social acceptability**

Can we get away with just positioning for a smooth interaction?

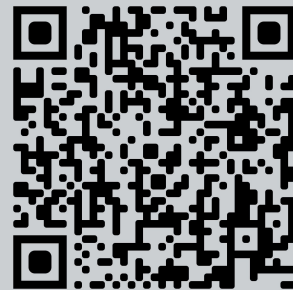


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More information available at
<https://europe.naverlabs.com/research/publications/robots-waiting-for-the-elevator/>



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