

A Model for Mediating Multi-Modal Human Intent into Safe Maneuvers for UAVs

Sofia Nelson
*University of Notre
Dame*
Notre Dame, IN, USA
snelso24@nd.edu

Dalal Alrajeh
*Imperial College
London*
London, UK
dalal.alrajeh@ic.ac.uk

Pedro Antonio
Alarcon Granadeno
*University of Notre
Dame*
Notre Dame, IN, USA
palarcon@nd.edu

Jane Cleland-Huang
*University of Notre
Dame*
Notre Dame, IN, USA
janehuang@nd.edu



MOTIVATION

Human–drone Interaction Made Simple

- Small UAVs act as collaborative teammates under human supervision
- Operators occasionally step into the loop with direct maneuver commands
- Used when human judgment must temporarily override autonomy



Speech

“Go forward”



Gesture

arm poses



GUI

on-screen buttons

Related Work

- Assumes recognized commands are executed directly
- Generally focuses on human comfort, separation distance, and safety envelopes
- Does not evaluate commands before executing them



Fly into terrain

descend below safe ground clearance



Collide with another UAV

violate inter-drone separation in the air

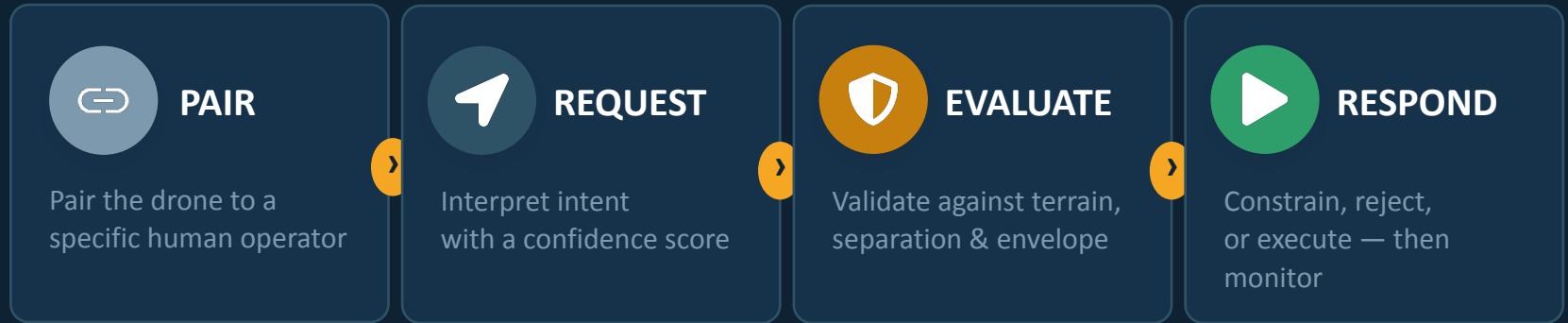


Collide with the operator or another person

collide with a person on the ground

THE SOLUTION

Treat operator inputs as **maneuver requests;** not actuation commands



M³R: the UAV is always in one of six states



NormalAutonomy

The drone performs its mission under normal autonomous control



ManeuverResponseArmed

After pairing with a human operator, the drone is eligible to receive maneuver commands



ManeuverResponseActive

A maneuver request has been accepted and translated into a bounded motion primitive



Blocked

A requested maneuver has been rejected because it would violate one or more safety constraints.



EmergencyHold

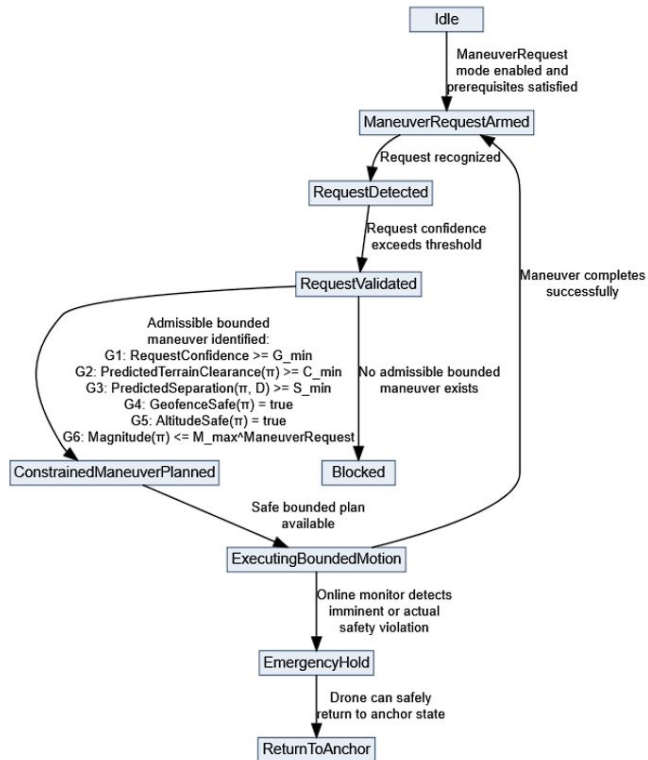
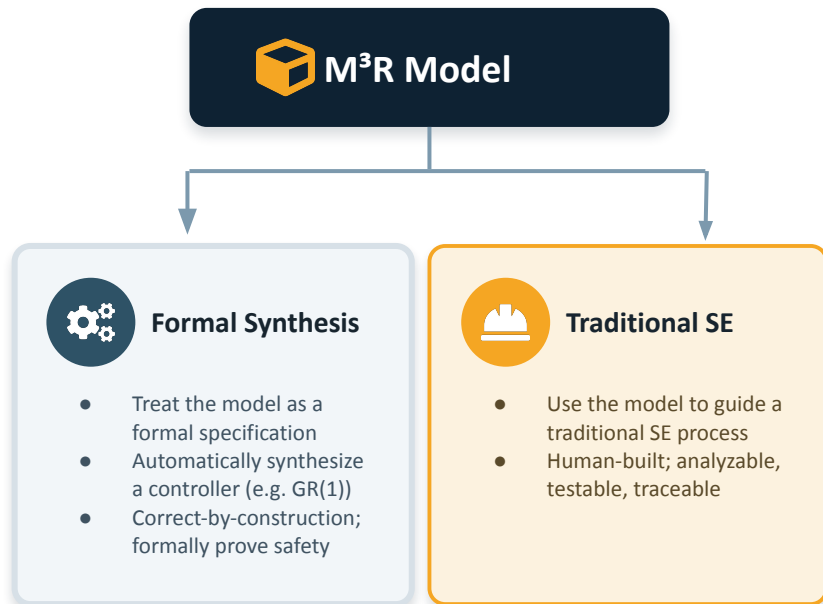
The UAV has interrupted execution and transitioned to a safe hover or hold state.



ReturnToAnchor

The drone returns to a safe anchor point after a maneuver or interruption

M³R Framework





The Pairing Pipeline



One operator



one UAV



1



Operator sends a pairing
request



2



UAV rotates to face the
operator



3



UAV confirms the pairing



Operator view vs drone view

DIRECTIONS ARE OPERATOR-RELATIVE

“Move right” → the UAV moves to *its* left.

The UAV holds an operator-facing orientation, so commands are read from the human’s perspective!

THE UAV ALWAYS FACES THE OPERATOR



operator



UAV

Operator says

RIGHT →

UAV executes

LEFT ←



Requests map to bounded motion primitives

Request	Primitive	Example Bound
Go left / right	MoveLeft / MoveRight	≤ 1 m lateral
Go forward / back	MoveForward / MoveBackward	≤ 1 m translation
Go up	Ascend	≤ 0.5 m vertical
Go down	Descend	≤ 0.5 m, reduced speed
Turn left / right	ControlledYawScan	360°, returns to operator-facing

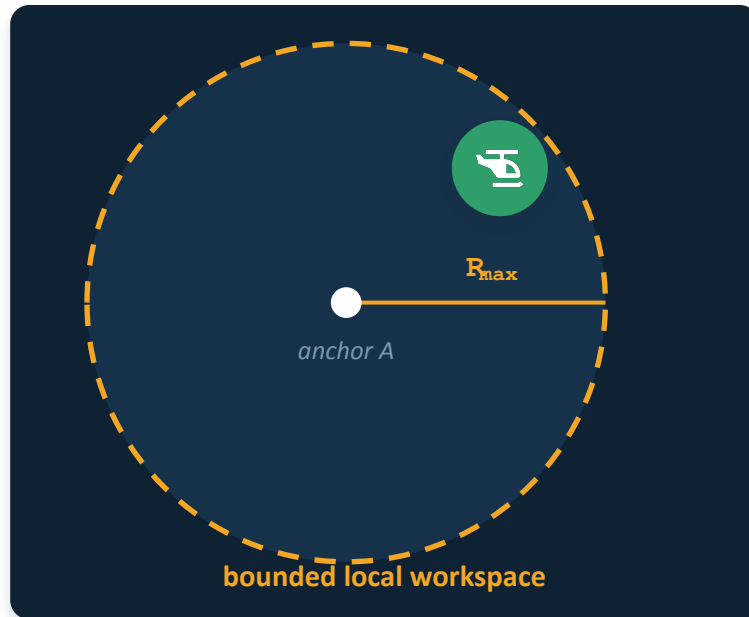
EVERY PRIMITIVE INCLUDES

- Intended direction
- Maximum displacement
- Maximum speed
- Maximum duration
- Completion condition
- Safety preconditions
- Abort conditions



A bounded workspace around a dynamic anchor

- On arming, the UAV records an anchor state $\mathbf{A} = (\mathbf{x}_A, \mathbf{y}_A, \mathbf{z}_A, \psi_A)$
- Every subsequent maneuver is confined to a sphere of radius $R_{\max}$ around that anchor
- The anchor/boundary both update after every accepted command
- The sphere is further clipped by real-world variables





Verify Safety of Command

1 `intent = Interpret(g)`
recognized request $\rightarrow$ intent

2 `$\pi_{\text{cand}}$  = Plan(intent, x)`
intent $\rightarrow$ candidate path

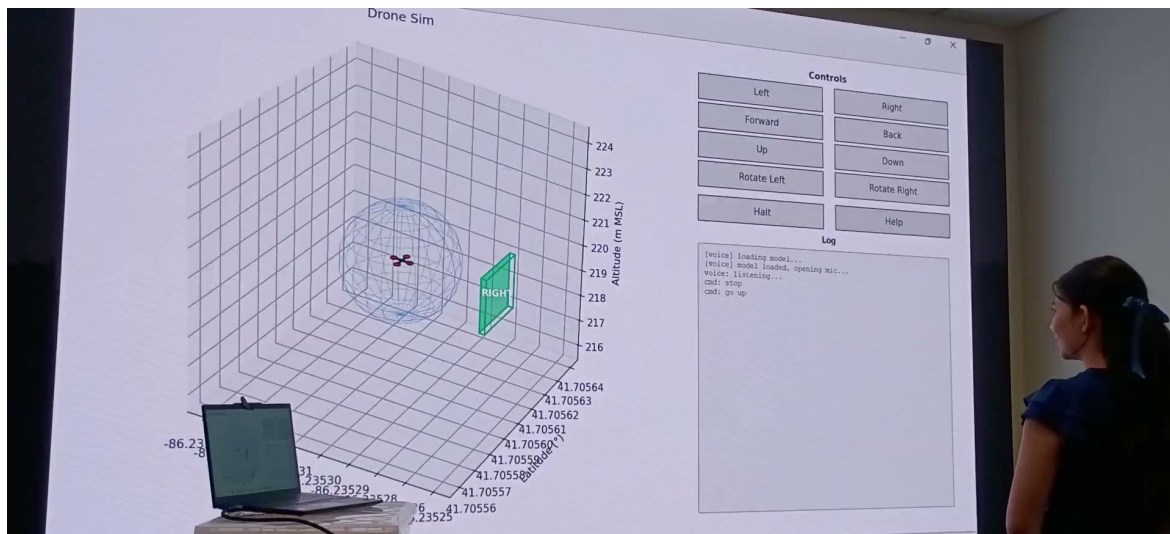
3 `$\pi_{\text{safe}}$  = Filter( $\pi_{\text{cand}}$ , T, D, C)`
candidate $\rightarrow$ filtered path

```
Safe( $\pi$ , x, T, D, C) :=  
    TerrainSafe  
     $\wedge$  SeparationSafe  
     $\wedge$  EnvelopeSafe  
     $\wedge$  ConfidenceAdequate
```

If **Safe is false** $\rightarrow$ the maneuver is reduced, delayed, rejected, or replaced with a safer alternative.



Modality Interfaces: Voice-Based Maneuvers



Voice activated maneuvers are recognized using VOSK (built on Kaldi's speech recognition framework). NLP cleaning is applied to filter out noise, and best match is applied.



Modality Interfaces: Gesture-Based Maneuvers

FLY UP



HAND SIGNAL
SIGNAL: BOTH ARMS OUTSTRETCHED UP

FLY FORWARD



HAND SIGNAL
SIGNAL: BOTH ARMS OUTSTRETCHED FORWARD

FLY LEFT



HAND SIGNAL
SIGNAL: RIGHT ARM OUTSTRETCHED

TURN LEFT



HAND SIGNAL
SIGNAL: RIGHT ARM OUTSTRETCHED AND TURNED LEFT

STOP



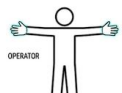
HAND SIGNAL
HANDS DOWN AT SIDES

FLY DOWN



HAND SIGNAL
SIGNAL: BOTH ARMS DOWN LIKE A V

FLY BACKWARD



HAND SIGNAL
SIGNAL: BOTH ARMS OUTSTRETCHED TO THE SIDES LIKE A CROSS

FLY RIGHT

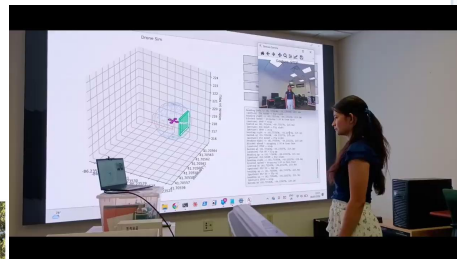


HAND SIGNAL
SIGNAL: LEFT ARM OUTSTRETCHED

TURN RIGHT



HAND SIGNAL
SIGNAL: LEFT ARM OUTSTRETCHED AND TURNED RIGHT



9 commands via a Visual LLM (GPT-5.0) on the video stream (to be replaced by a YOLO model trained on more data).

What Comes Next



Better CV Model

- Replace VLLM with YOLO
- Train on NOMAD Aerial Dataset



Synthesis & verification

- Synthesize a controller directly from the model
- Formally prove safety properties

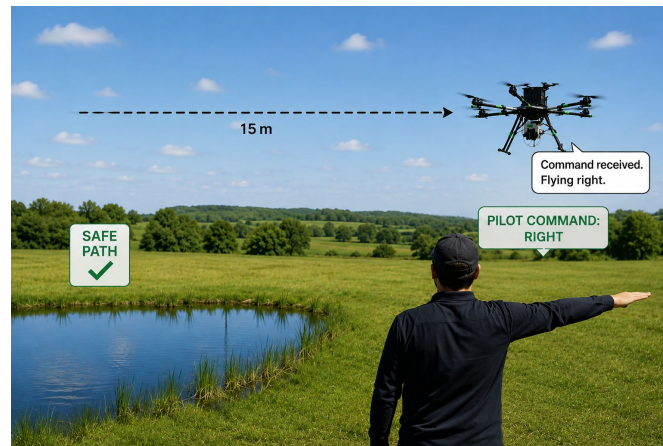


Outdoor field testing

- Physical UAVs outdoors under wind, low visibility, etc.
- Static (terrain, structures) and dynamic (other UAVs) obstacles

DEPLOYMENT

Examples



CONCLUSION

Safe multimodal UAV interaction cannot rest on recognition alone



Speech, gesture & GUI inputs are mediated as bounded requests; evaluated against terrain, separation, confidence & envelope before execution



Safety checks and state machine enable verification and future reactive synthesis



An initial prototype shows inputs can be safely constrained; halting or limiting maneuvers when a violation is detected

Thank You!

Sofia Nelson snelso24@nd.edu

