

# Navigational and Spatial Expressions in Natural Language: An Analysis

# **Motivation**

- LLMs seem to be effective in development of **modular** Vision and Language navigation agents.
- They fail in many cases
- They also succeed unexpectedly in certain settings.

### **Research Questions:**

- Where do LLM-based agents fail?
- What makes some routes easier or harder for agent?
- How good are our datasets?

# Contributions

- Comprehensive evaluation of LLM-based VLN agents.
- Development of a dataset that address major shortcomings with state of the art datasets.
- Proposing new Metrics in Analysis of VLN trajectories

# Highlights (Conclusion)

- Regardless of **visual data**, the agent succeeds in navigating routes using instructions of other routes with **similar** pattern of actions (up to 25%) of routes that the agent was able to navigate)
- The diversity of patterns in routes needs to be higher in datasets

# **Future Directions**

- Development of datasets from cities other than New York
- Split Train/Test based on non-overlapping patterns

# Vision and Language Navigation

# **Problem Setting:** Input Variables:

- **r:** route, a sequence of nodes on graph of street network

- Task:

### **Datasets**:

Dataset TouchDown Map2Seq

# **VELMA : LLM-based vision and language navigation**

### Prompt Sequence

Navigate to the described target location! Action Space: forward, left, right, turn\_around, stop Navigation Instructions:

"Go straight down the road and turn right at the next intersection. Go straight until there is a Starbucks on your right and turn left at the following intersection. Continue down the block and stop when a mail truck is on your left."

Action Sequence: 1. forward

2. forward

There is a 4-way intersection.

- 4. right
- 5. forward 6. forward
- 7. forward

There is a Starbucks on your right. 8. < next word prediction>

# Pattern of Actions

• A compressed representation of **pattern of actions** required to successfully navigate a route: e.g. Forward, Forward, Right, Forward, Stop **frfs** • It also represents **shape of trajectory** 



# Kourosh T. Baghaei, Antonios Anastasopoulos, Dieter Pfoser

{kteimour, antonis, dpfoser}@gmu.edu

- v: 360-view image of each node
- t: instruction in human language describing the route

• P(a|r,v,t): Prediction of actions that take the agent to the destination.

Annotator's POV	Train Size	Dev Size	Test Size	#
Ego-Centric	6,770	800	1507	
Map View	5,737	800	800	



The visualization of a route on map

![](_page_0_Figure_56.jpeg)

Frequency of pattern of actions in test sets of TouchDown (left) and Map2Seq (right)

Pattern-	based	Anal	vsis

### Hypothesis:

- agent.
- performance of agent

# **Baseline ( original ):**

route	r1	r2	r3	r4	r5	r6	
text	t1	t2	t3	t4	t5	t6	
pattern	а	а	а	b	b	С	
attern ( SimPat):							
route	r1	r2	r3	r4	r5	r6	
text	t3	t1	t2	t5	t4	X	
pattern	а	а	а	b	b	С	
Pattern ( DifPat):							
route	r1	r2	r3	r4	r5	r6	
text	t4	t5	t6	t1	t2	t3	
pattern	а	а	а	b	b	С	

### Similar P

route	r1	r2	r3	r4	r5	r6	
text	t1	t2	t3	t4	t5	t6	
pattern	а	а	а	b	b	С	
attern ( SimPat):							
route	r1	r2	r3	r4	r5	r6	
text	t3	t1	t2	t5	t4	X	
pattern	а	а	а	b	b	С	
Pattern ( DifPat):							
route	r1	r2	r3	r4	r5	r6	
text	t4	t5	t6	t1	t2	t3	
pattern	а	а	а	b	b	С	

# Different

route	r1	r2	r3	r4	r5	r6	
text	t1	t2	t3	t4	t5	t6	
pattern	а	а	а	b	b	С	
attern ( S	attern ( SimPat):						
route	r1	r2	r3	r4	r5	r6	
text	t3	t1	t2	t5	t4	X	
pattern	а	а	а	b	b	С	
Pattern ( DifPat):							
route	r1	r2	r3	r4	r5	r6	
text	t4	t5	t6	t1	t2	t3	
pattern	а	а	а	b	b	С	

### **Evaluation Results**

- change with or without visual data
- collection process

Fine-tuend on	Test	Swapped with	Image	No-Image
		Similar	4.97	2.82
	TouchDown	Different	2.92	1.46
		Base	20.9	11.48
TouchDown				
		Similar	4.56	5.32
	Map2Seq	Different	2.25	2.13
		Base	23.5	22.75
		Similar	2.96	2.89
	TouchDown	Different	1.19	1.53
		Base	6.17	5.31
Map2Seq				
		Similar	5.96	6.21
	Map2Seq	Different	1.88	1.38
		Base	39.13	33.75

# 66 32

of Patterns

# • The shape of a trajectory is a contributing factor in success of the

# • To test the hypothesis, we swap instructions of routes with similar patterns (simpat) and different patterns (difpat) and compare the

• Visual Data vs. No Visual Data: In some cases the agent's performance does not

• Fine-tuning dataset: difference in performance roots in POV of annotator in data