



## Motivation

- Navigating complex environments in Minecraft is challenging for multi-agent systems due to **inter-agent communication** and **task distribution** problems.
- HAS framework includes a **hierarchical** navigation system, an **auto-organizing** and intra-communication mechanism, and a **multi-modal** information platform.
- We evaluated the organizational behavior of our framework with a series of navigation tasks in Minecraft to develop embodied organizations that move embodied AI towards a more **human-like** structure.

## Contribution

- We introduce HAS, a hierarchical structure for multi-agent navigation based on **LLMs** in the Minecraft environment. It utilizes **centralized planning with decentralized execution**, enabling efficient multi-modal navigation in open-ended environments.
- We design an auto-organizing and intra-communication mechanism to dynamically adjust the key role and action group based on the task allocation and maintain inter-group communication to ensure efficient collaboration.
- We achieve state-of-the-art performance on the **asynchronous multi-modal** navigation task on image, audio, and object goals in Minecraft's open-ended environment.

## Experiment

Method	# agents	Image Goal		Object Goal		Audio Goal	
		# iters (↓)	success rate (↑)	# iters (↓)	success rate (↑)	# iters (↓)	success rate (↑)
Voyager	1 3 / 2 / 5	95 45	0.21 0.47	64 36	0.41 0.59	21 6	0.67 0.85
STEVE	1 5 / 5 / 4	85 32	0.25 0.52	71 29	0.31 0.57	13 6	0.71 0.82
<b>HAS (Ours)</b>	1 8 / 7 / 3	27 <b>6</b>	0.76 <b>0.84</b>	15 <b>4</b>	0.83 <b>0.95</b>	4 <b>2</b>	0.87 <b>0.99</b>

Goal Search Comparison

Setting	# agents	Goal Search		Block Search		Map Exploration	
		# iters (↓)	success rate (↑)	# iters (↓)	# blocks (↑)	# iters (↓)	area (↑)
w/o DM	1 6 / 4 / 5	53 22	0.46 0.64	14 5	67 237	6 3	160 624
w/o AO	1 5 / 5 / 5	41 15	0.55 0.78	35 11	29 106	6 3	172 706
<b>HAS (Ours)</b>	1 6 / 8 / 8	15 <b>4</b>	0.82 <b>0.93</b>	14 <b>2</b>	68 <b>367</b>	1 <b>1</b>	201 <b>1368</b>

Ablation studies