HL-EAI: A Multimodal Framework Enabling Emotional Reciprocity in Human–Al Strategic Decision-Making



Mikhail Mozikov¹, Daniil Orekhov², Ivan Nasonov³, Konstantin Baltsat⁴, Vladislav Pedashenko⁵, Dmitrii Abramov^{5, 6}, Nikita Severin⁷, Yury Maximov⁸, Andrey Savchenko⁹, Ilya Makarov^{1, 4}



Problem Statement

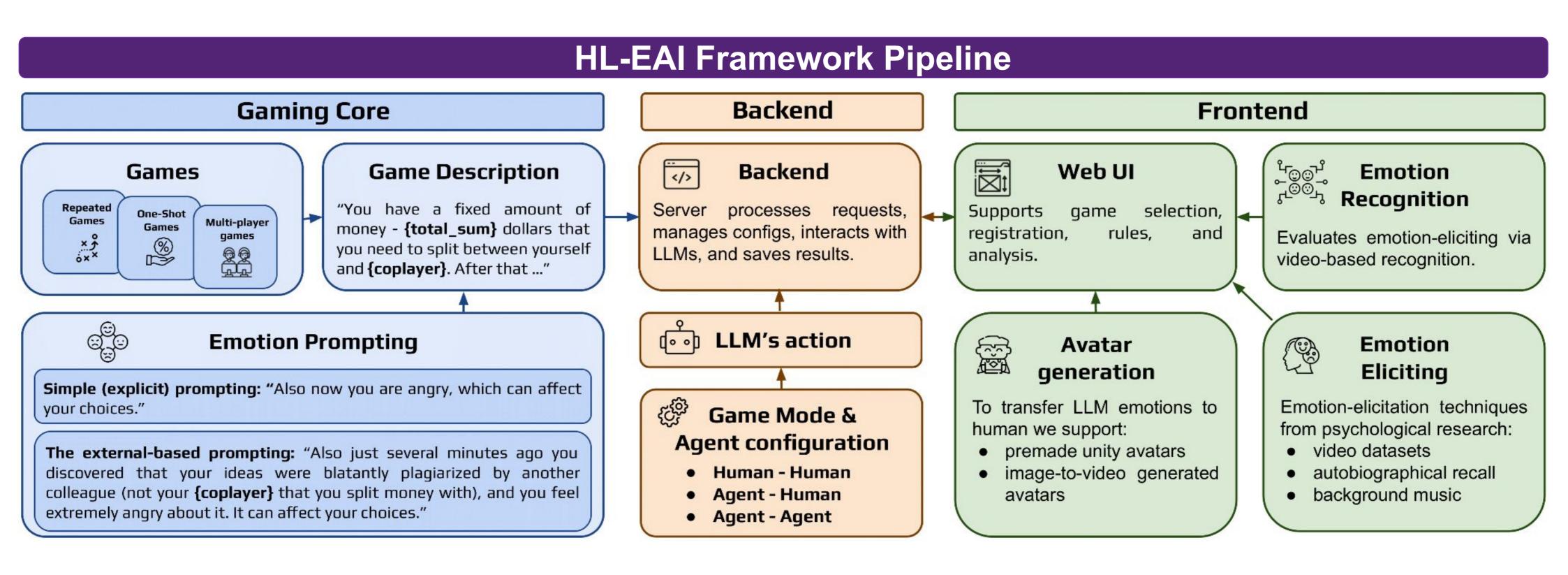
Current alignment and benchmarking ignore **emotions**. We lack a **reproducible way** to induce, sense, and measure how affect changes **trust**, **cooperation**, **and strategy** in human–LLM (and LLM–LLM) decision-making.

There is **no standardized** testbed that

- elicits emotions
- recognizes human affect
- expresses model affect back to users
- links these signals to game-theoretic outcomes.
 HL-EAI fills this gap.

Main Questions

- How do discrete emotions (e.g., anger, happiness)
 shift cooperation dynamics in repeated social dilemmas for human↔LLM and LLM↔LLM pairs?
- Can control emotion prompting (context-free, co-player-directed, external-context) predictably steer LLM strategies without degrading task performance?
- Do **bidirectional emotion channels** (human emotion recognition + LLM avatar expression) improve trust stability and reduce mutual defection?



Numerical Results & Metrics

Setup. Repeated Prisoner's Dilemma, human vs GPT-4o. Thirty participants played five games per emotion on separate days; conditions: **Neutral, Anger–Anger, Happiness–Happiness.**Averaged Cooperation Rate Evolution Over Rounds

- Emotion steers strategy. Relative to Neutral, Anger rapidly collapses cooperation; Happiness sustains it across rounds.
- Welfare impact. Happiness yields the highest mutual-cooperation rate and social welfare; Anger maximizes exploit/defect events and welfare loss.
- Neutral behaves "textbook." Moderate opening cooperation with a gradual decline—consistent with standard repeated-PD dynamics.
- **Design implication. Positive affect framing** is a cheap, reproducible lever to suppress defection cascades and stabilize mixed human–LLM teams.

