

Joint Attention

through Gaze Following and Motor Babbling

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SOW-BKI57 Developmental Robotics
Radboud University Nijmegen

Demo Day Presentation
27th June 2018





Outline

Pipeline

Face detection

Gaze following

Target gazing

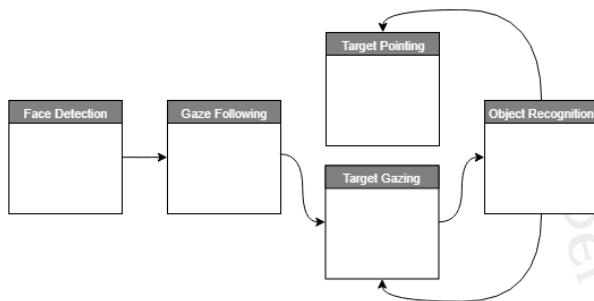
Object recognition

Target pointing





Pipeline





Face detection

- Nao has in-build face detection





Face detection

- Nao has in-build face detection
- openCV haarcascade frontal faces classifier





Face detection

- Nao has in-build face detection
- openCV haarcascade frontal faces classifier
- openCV haarcascade eyes classifier





Face detection

- Nao has in-build face detection
- openCV haarcascade frontal faces classifier
- openCV haarcascade eyes classifier
- openCV haarcascade profile faces classifier





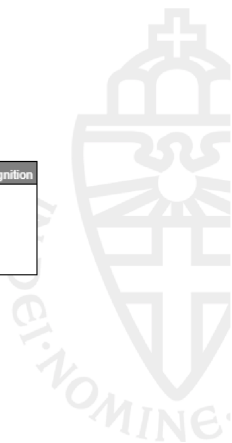
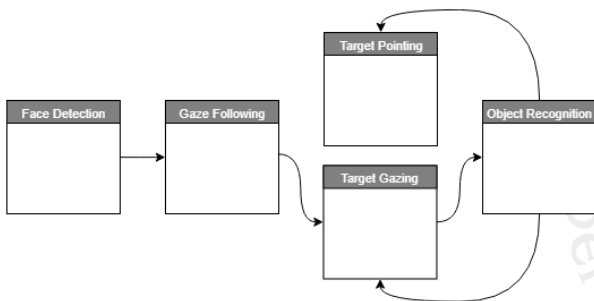
Face detection

- Nao has in-build face detection, which we didn't use
- openCV haarcascade frontal faces classifier
- openCV haarcascade eyes classifier
- openCV haarcascade profile faces classifier



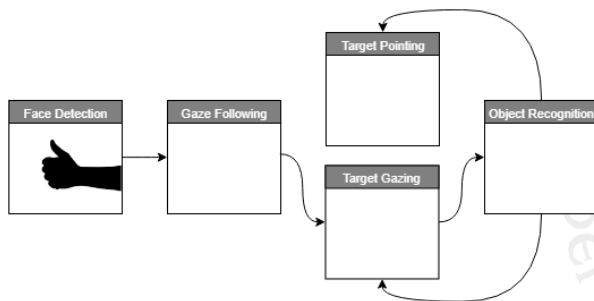


Pipeline





Pipeline





Gaze following

- Pieters code for the gaze-following model[1][2]





Gaze following

- Pieters code for the gaze-following model[1][2], but Caffe





Gaze following

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- Ported the model to chainer





Gaze following

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- Many tears, hours of effort and magic





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- We get predictions!





Gaze following

- Pieters code for the gaze-following model[1][2], but Caffe
- Ported the model to chainer
- Many tears, hours of effort and magic
- We get predictions! **YAY!**





Gaze following

- Pieters code for the gaze-following model[1][2], but Caffe
- Ported the model to chainer
- Many tears, hours of effort and magic
- We get predictions! Just not very accurate ones...





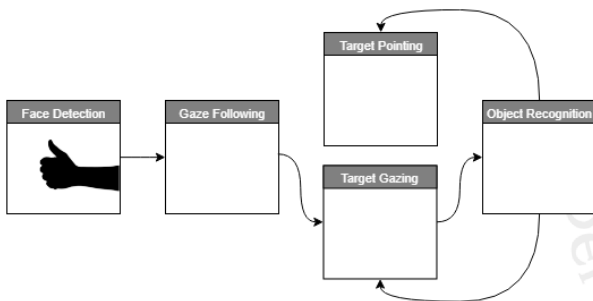
Gaze following

- Pieters code for the gaze-following model[1][2], but Caffe
- Ported the model to chainer
- Many tears, hours of effort and magic
- We get predictions! Just not very accurate ones... :/



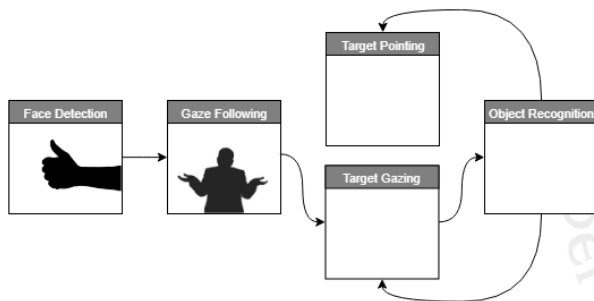


Pipeline





Pipeline





Target gazing

- **Input:** pixel coordinates of predicted gaze location





Target gazing

- **Input:** pixel coordinates of predicted gaze location
- Pretty basic transformations (e.g. pos to angles)





Target gazing

- **Input:** pixel coordinates of predicted gaze location
- Pretty basic transformations (e.g. pos to angles)
- **Output:** radians for the neck joints





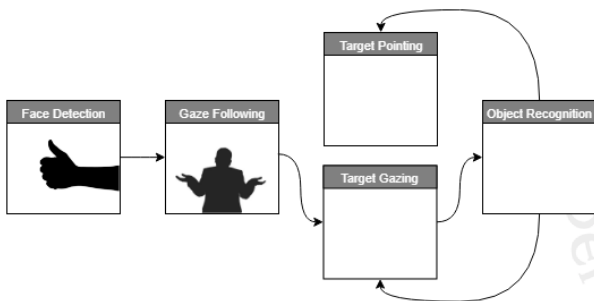
Target gazing

- **Input:** pixel coordinates of predicted gaze location
- Pretty basic transformations (e.g. pos to angles)
- **Output:** radians for the neck joints
- Keeps the limits of the actuators in mind



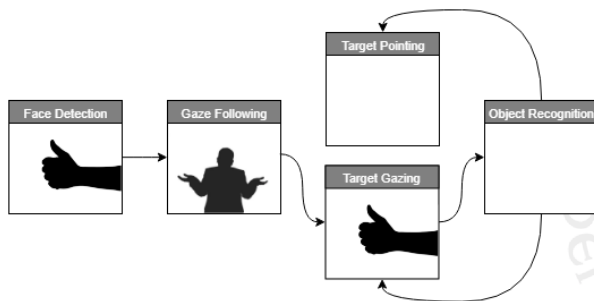


Pipeline





Pipeline





Object recognition

- **Input:** image





Object recognition

- **Input:** image
- openCV mask for multiple color ranges





Object recognition

- **Input:** image
- openCV mask for multiple color ranges
- openCV Hough transformation





Object recognition

- **Input:** image
- openCV mask for multiple color ranges
- openCV Hough transformation
- **Output:** centres of detected circles





Object recognition

- **Input:** image





Object recognition

- **Input:** image
- Enhance the contrast





Object recognition

- **Input:** image
- Enhance the contrast
- openCV Median blur





Object recognition

- **Input:** image
- Enhance the contrast
- openCV Median blur
- openCV Hough transformation





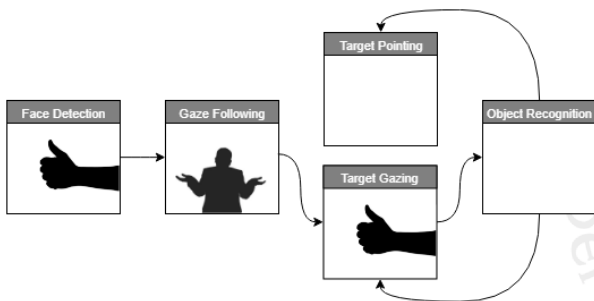
Object recognition

- **Input:** image
- Enhance the contrast
- openCV Median blur
- openCV Hough transformation
- **Output:** centres of detected circles



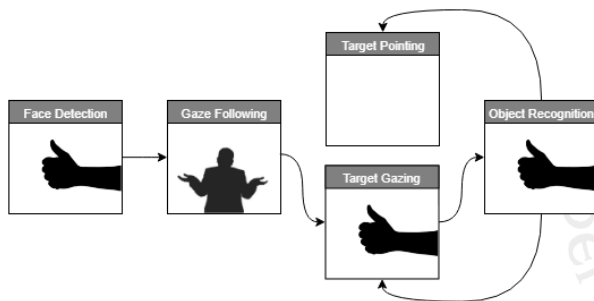


Pipeline





Pipeline





Target pointing

- **Input:** pixel coordinates of predicted target location





Target pointing

- **Input:** pixel coordinates of predicted target location
- Pretty basic transformations (e.g. pos to angles)





Target pointing

- **Input:** pixel coordinates of predicted target location
- Pretty basic transformations (e.g. pos to angles)
- **Output:** radians for the arm joints





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- **Input:** pixel coordinates of predicted target location
- Pretty basic transformations (e.g. pos to angles)
- **Output:** radians for the arm joints
- Keeps the limits of the actuators in mind





Target pointing

- **Input:** pixel coordinates of predicted target location
- Pretty basic transformations (e.g. pos to angles)
- **Output:** radians for the arm joints
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Except this is developmental robotics





Target pointing

- Inspiration from Doniec, Sun and Scassellati[3][4]

Except this is developmental robotics





Target pointing

- Inspiration from Doniec, Sun and Scassellati[3][4]
- Motor babbling

Except this is developmental robotics





Target pointing

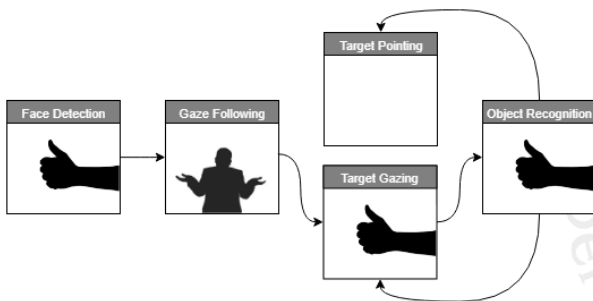
- Inspiration from Doniec, Sun and Scassellati[3][4]
- Motor babbling
- Learn how to move
 - Doing random movement
 - Observing the result
 - Many, many, many times
 - Network gets trained

Except this is developmental robotics



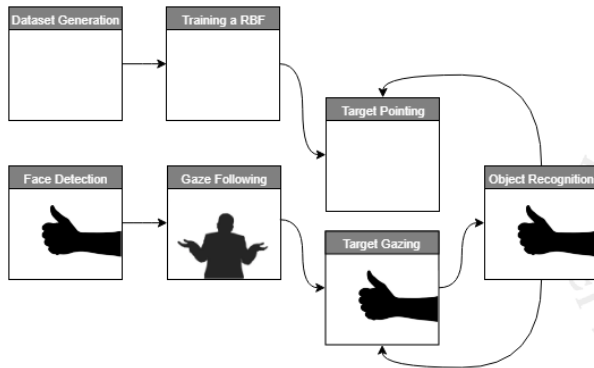


Pipeline





Pipeline





Dataset generation

- Generate random motor commands





Dataset generation

- Generate random motor commands
- Object detection

Note: we used the old object detection





Dataset generation

- Generate random motor commands
- Object detection
Note: we used the old object detection
- If detected → store actuator settings and detected location.





Dataset generation

- Generate random motor commands
- Object detection
Note: we used the old object detection
- If detected → store actuator settings and detected location.
- Repeat





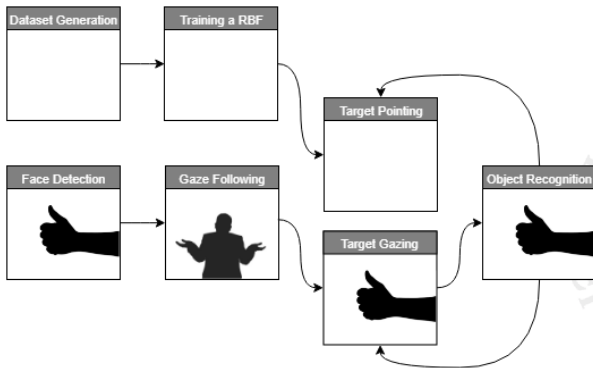
Dataset generation

- Generate random motor commands
- Object detection
Note: we used the old object detection
- If detected → store actuator settings and detected location.
- Repeat



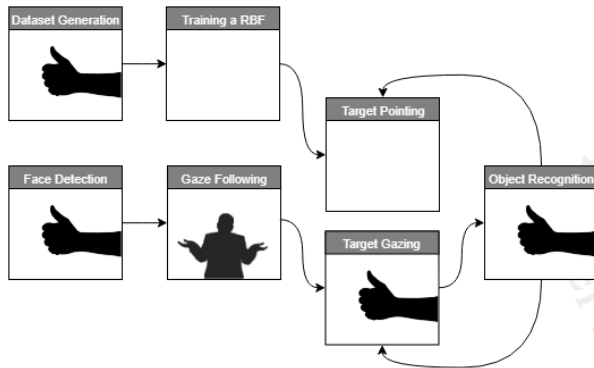


Pipeline





Pipeline





Training a RBF

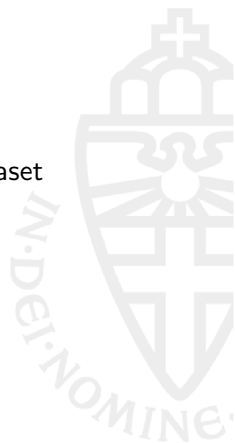
- Implemented in Matlab





Training a RBF

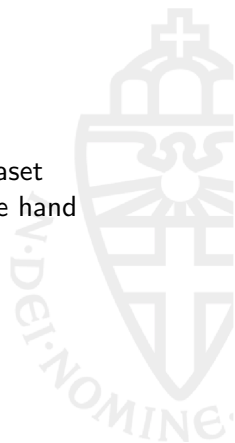
- Implemented in Matlab
- Trains the Radial Basis Function Network on dataset





Training a RBF

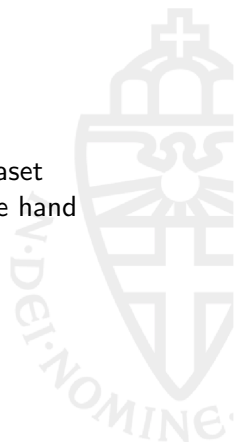
- Implemented in Matlab
- Trains the Radial Basis Function Network on dataset
Input: head position and detected location of the hand





Training a RBF

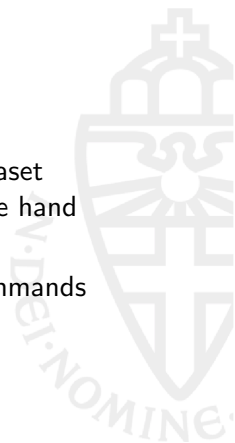
- Implemented in Matlab
- Trains the Radial Basis Function Network on dataset
Input: head position and detected location of the hand
Label: actuator settings of the arm





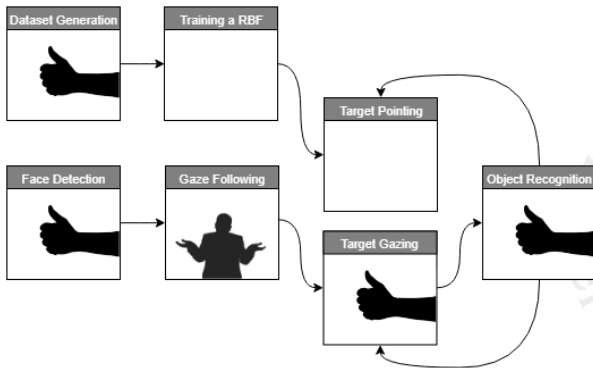
Training a RBF

- Implemented in Matlab
- Trains the Radial Basis Function Network on dataset
Input: head position and detected location of the hand
Label: actuator settings of the arm
- After training can be used to generate motor commands



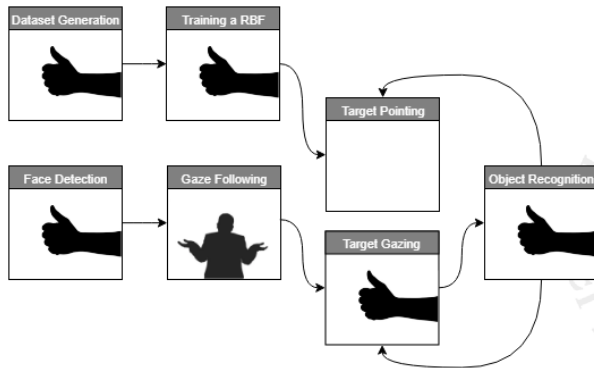


Pipeline





Pipeline





Target pointing

- Starts matlab.engine





Target pointing

- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings





Target pointing

- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings
- RBF does it's magic





Target pointing

- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings
- RBF does it's magic
- Python receives motor commands





Target pointing

- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings
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- Choose which arm to move





Target pointing

- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings
- RBF does it's magic
- Python receives motor commands
- Choose which arm to move
- Move arm according to the motor commands





Target pointing

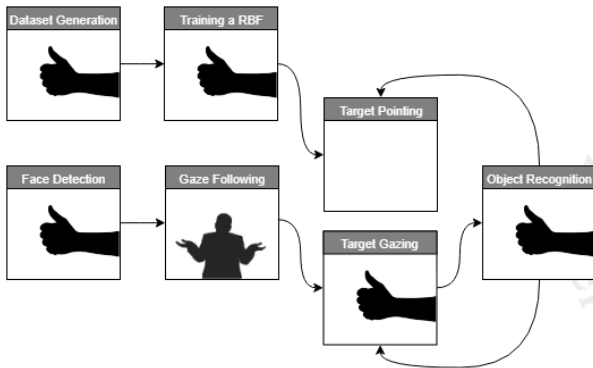
- Starts matlab.engine
- Feeds the RBF detected object location and head actuator settings
- RBF does it's magic
- Python receives motor commands
- Choose which arm to move
- Move arm according to the motor commands

Note: we manually set the elbow joint



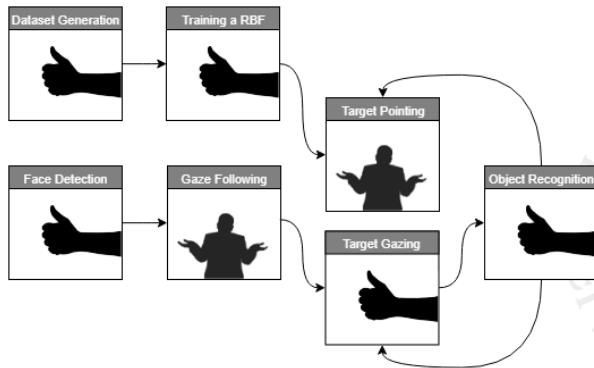


Pipeline



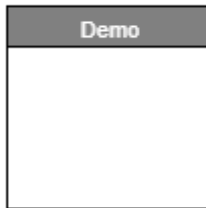


Pipeline



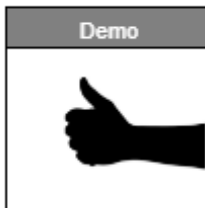


Questions





Questions





Questions

Any Questions?





References



P. Wolfert, *Gaze-following*, <https://github.com/pieterwolfert/engagement-l2tor.git>, 2018.



A. Recasens*, A. Khosla*, C. Vondrick and A. Torralba, “Where are they looking?”, in *Advances in Neural Information Processing Systems (NIPS)*, * indicates equal contribution, 2015.



M. W. Doniec, G. Sun and B. Scassellati, “Active learning of joint attention”, in *2006 6th IEEE-RAS International Conference on Humanoid Robots*, Dec. 2006, pp. 34–39. DOI: 10.1109/ICHR.2006.321360.



G. Sun and B. Scassellati, “A fast and efficient model for learning to reach”, *International Journal of Humanoid Robotics*, vol. 2, no. 04, pp. 391–413, 2005.