# Social Robotics Detecting and classifying touch patterns with MiRo

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# Outline

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#### Motivation

# How can a robot help children with Autism Spectrum Disorder (ASD)?

The goal is to get the children to step out of their comfort-zone without fear. A robot gives them the motivation, unlike an inanimate object such as a computer or tablet.

A social robot called Buddy has been tested in several institutes for autism and most of the doctors said:

- Fast adaptability of the children
- Compared with the tablet, there is a real interaction with a little robot.

The objective of this project is to try to build a real interaction with the social robot MiRo using touch.

# Collecting Data

The experiment is to reproduce sequentially six gestures on MiRo:

- Fixed Head
- Pat Head
- Caress Top-Bottom
- Caress Bottom-Top
- Fixed Body
- Pat Body

The experiment involves some volunteers, and before each experiment an explanation of each gesture is presented to the volunteer.

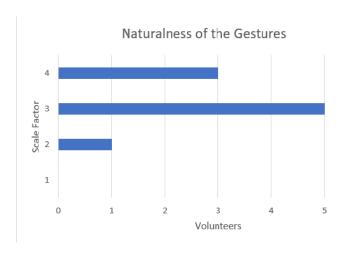


#### Measure and Metrics

At the end of the experiment, the volunteer is requested to fill out a experiment survey in order to understand the quality of the application, in terms of:

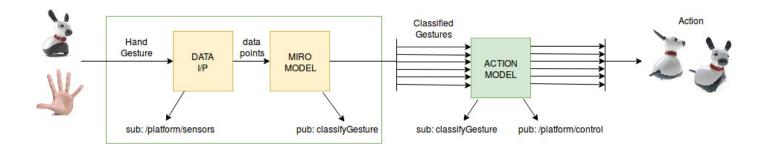
• Naturalness of the gestures

using a scale of four values, from 1 to 4, in which 1 represents a strong negative evaluation and 4 a strong positive evaluation.





## Software Architecture

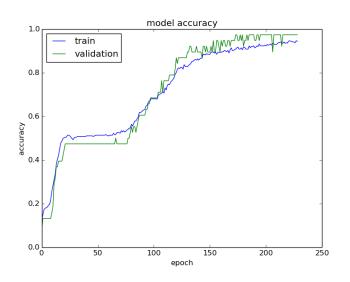


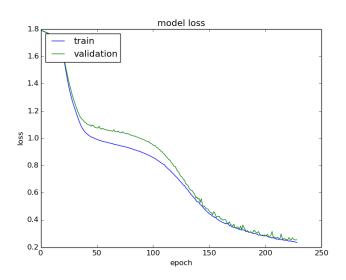
Overall software architecture



- Training samples: 483 (~80%)
- Validation samples: 54 (~10%)
- Test samples: 59 (~10%)
- Algorithm: Long short-term memory (LSTM) Recurrent Neural Network (RNN)
- # Attributes: 8 # Targets: 6 # Time-samples for each observation: 105
- # Hidden layer: 1 # Hidden Neurons: 100







Performance



	With Regularisation	Without Regularisation
Training loss	0.2348	0.6925
Training accuracy	0.9436	0.8190
Validation loss	0.2548	0.7237
Validation accuracy	0.9737	0.7895
Testing loss	0.349	-
Testing accuracy	0.888	-

