



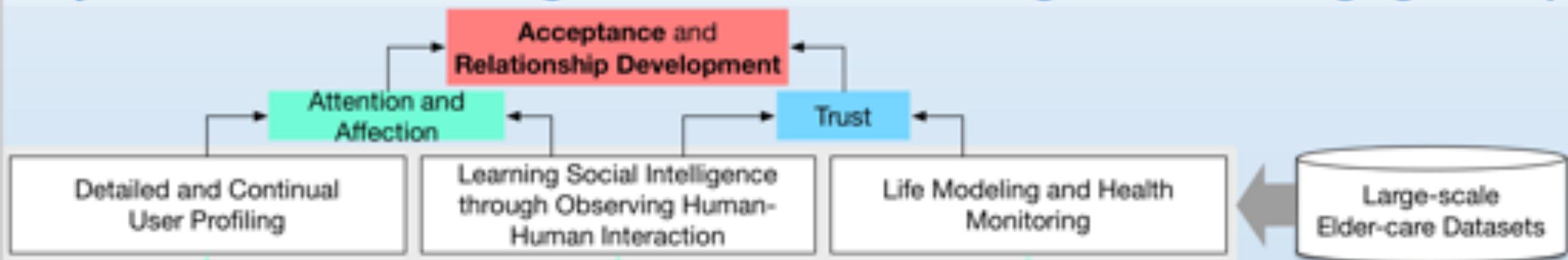
# Development of Human-Care Robot Technology for Aging Society



2019.10.14  
@SHRI Workshop / RO-MAN 2019  
Minsu Jang  
HRI Lab, ETRI

# Research Goal

## Project Goal: Robotic Intelligence Solutions for Solving Problems of Aging Society



### Participants

**ETRI**

**KAIST**

**KIST**  
Korea Institute of  
Science and Technology

**URROMIND  
ROBOTICS**

**SU** 숭실대학교  
Soongsil University

**KE**-**TI**

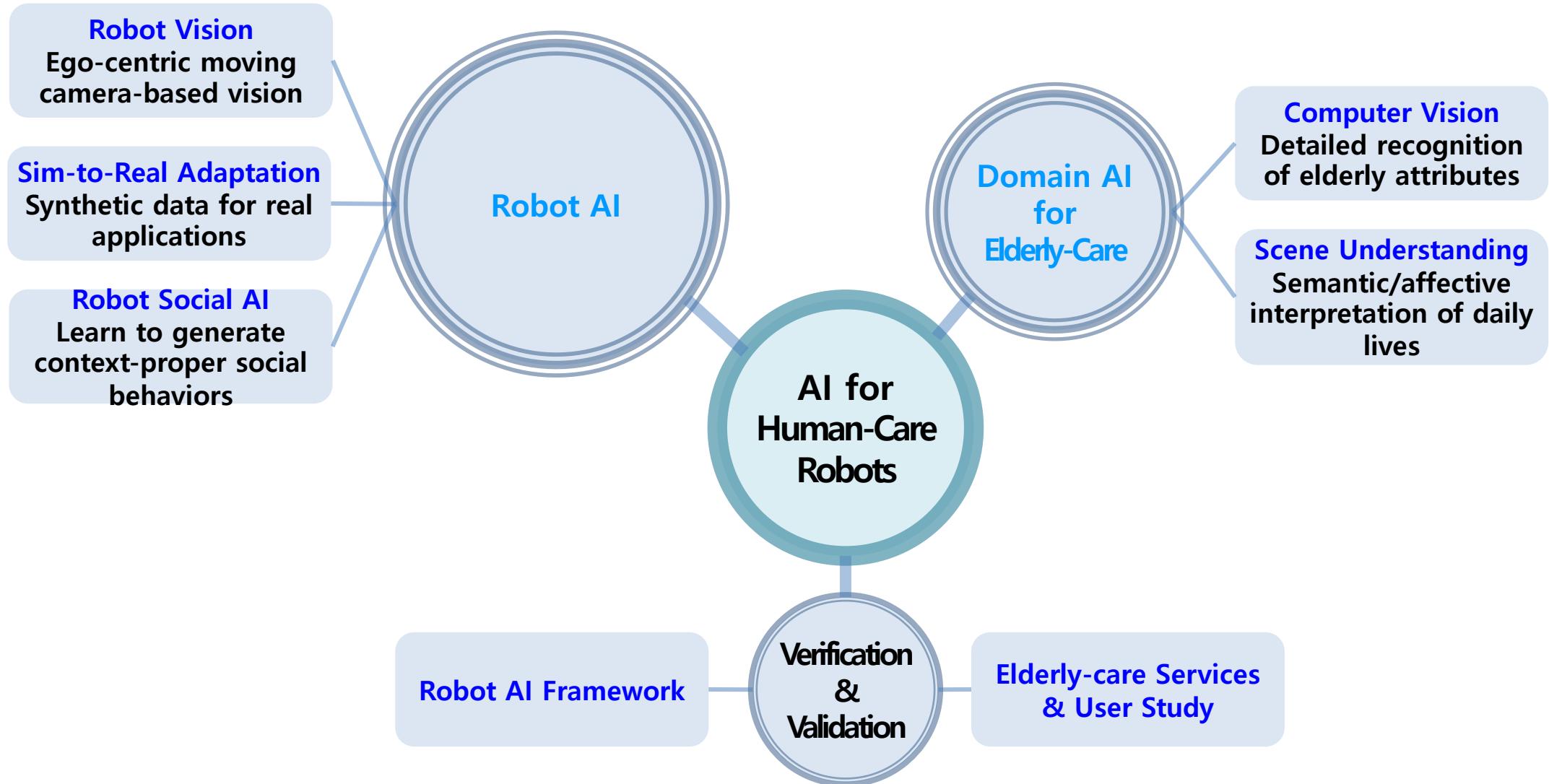
**YUJIN** ROBOT

**MINDs** Lab.

**MIT**

Massachusetts  
Institute of  
Technology

# Research Issues



# Research Roadmap

Domain AI  
for Elderly

Building Large-scale Datasets (Daily Activities, Living-labs, Voices, Attributes, Personal Objects, Interactions)

Elderly Daily Life Pattern Analysis

Health Anomaly Detection

Robot Service Design for Elderly

Robot  
AI

## User Profiling based on Robot Vision

Attr.

Identity/Attributes Recognition (14 classes)

Semantic Segmentation  
Multilabel Classification

Deep  
User Profiling  
+  
Interaction  
Cue Detection

Object

Personal Belongings Reg./Det. (10 classes)

Few-Shot Learning, Domain Transfer

Action

Daily Activity Recognition (55 classes)

Daily Activity Detection

Affect

Action Affect Recognition

Daily Episode Story Generation

## Robot Social AI

Simplex

Korean

Speech Text to Co-Speech Gesture  
(ICRA'19)

Korean

Multimodal Stylized Co-Speech Gesture  
(Text+Audio, Gesture Style, Synchronization)

Duplex

Non-Verbal Interaction Behavior Generation

Turn-Taking Intention Detection and Response

End2End  
Duplex  
Interaction

Optimization  
Personalization  
Multimodal Contexts

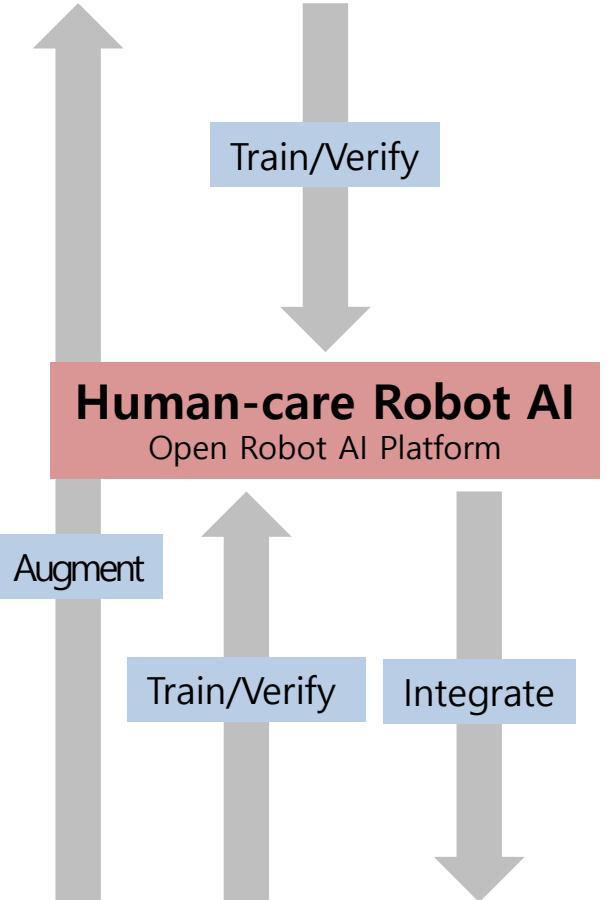
Sim-to-Real

Synthetic Datasets

Virtual Home Environments

HRI in the Simulation

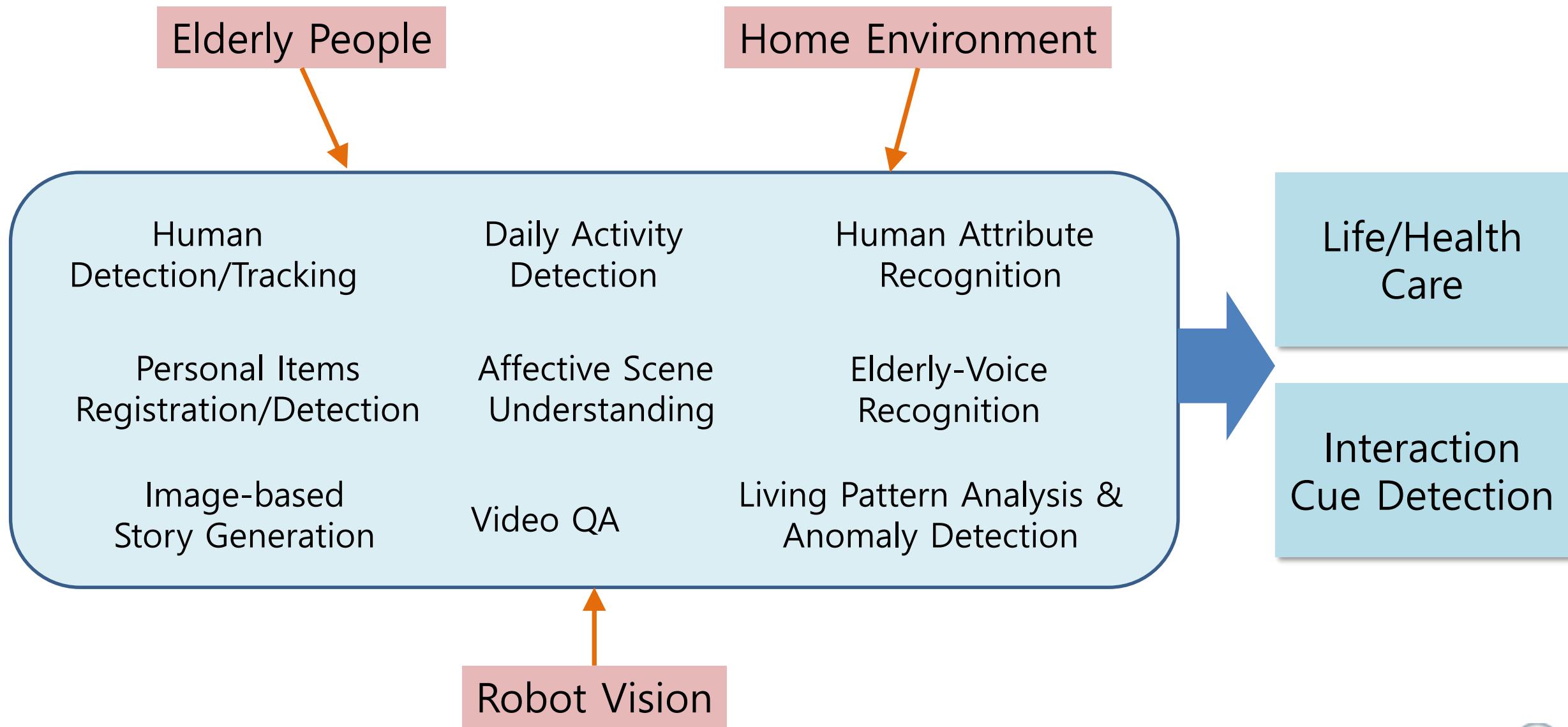
Elderly Domain  
Datasets/Services



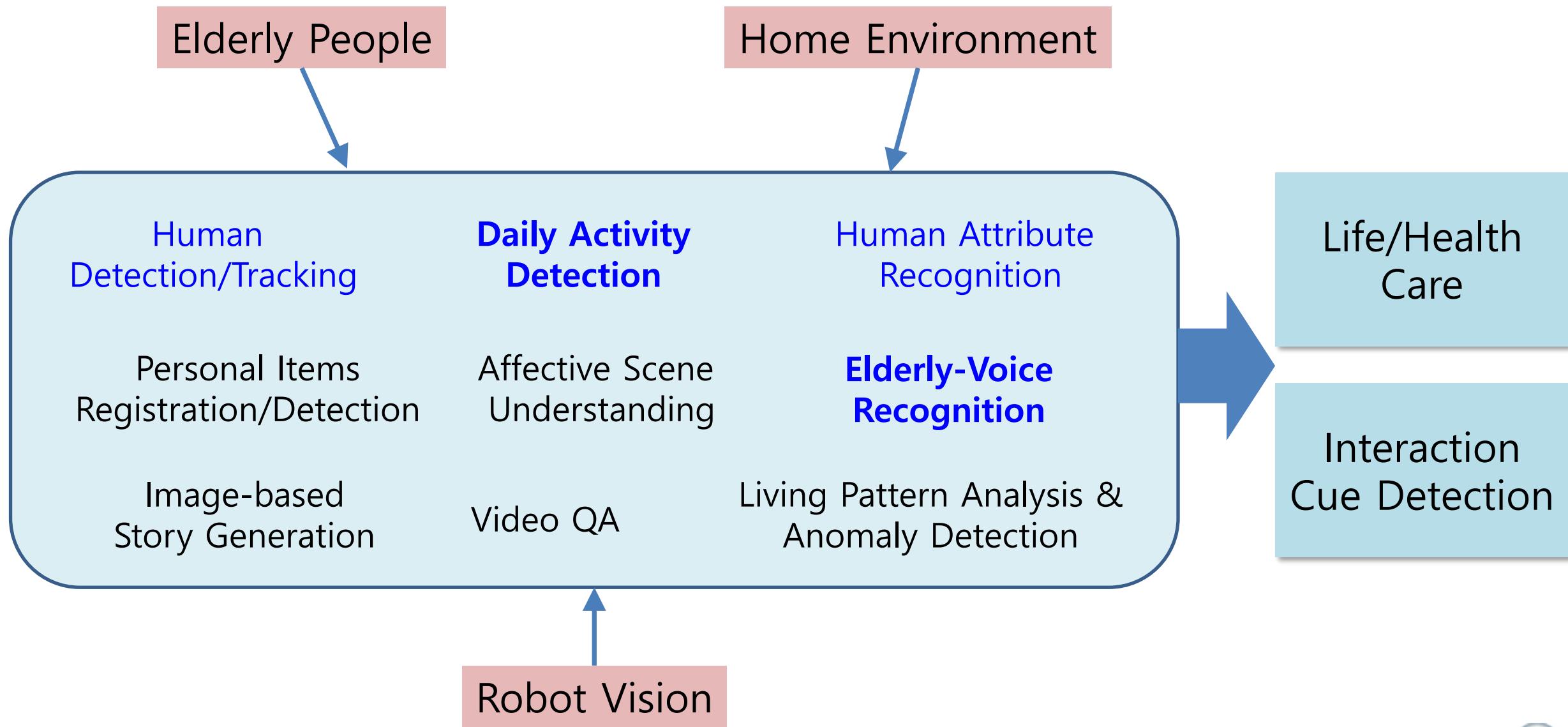
Human-care Robot VR  
Virtual Human/Robot/Environment

# **Domain AI for Elderly-Care**

# Domain AI for Elderly-Care



# Domain AI for Elderly-Care



# Domain AI for Elderly-Care

- Hypothesis: X of elderly people are very different from X of young adults. (X=motion, fashion, verbal features, facial expressions etc.



*We need data from  
elderly people.*

# Daily Activity Detection for Elderly People

## Activity Selection

<b>Method</b>	<b>Goal</b>	Select most frequent activities of older people
	<b>How</b>	Observing one day of older people
	<b>Participants</b>	53 Elderly People (age > 65)
	<b>Dates</b>	2017-06-15 ~ 2017-07-05
<b>Result</b>	<b>No. observed activities</b>	245
	<b>Frequent activities</b>	<ol style="list-style-type: none"><li>1. Watching TV</li><li>2. Meal-related activities (eating, preparing foods, washing dishes)</li><li>3. Defecation (using toilet)</li><li>4. Phone call</li><li>5. Taking medications</li><li>6. Washing face and brushing teeth</li><li>7. Wearing and taking off clothes</li></ol>
	<b>Frequently used objects</b>	Mobile phone, Remote, Eyeglasses, Beds, Medicine, Cups

# Daily Activity Detection for Elderly People

## Activity Selection

- We selected 55 frequent activities for detection.
- Selected Activities:  
see [table](#)

# Daily Activity Detection for Elderly People

## Data Acquisition: Considerations

- Real-World Data: Testbeds, Living Labs
- Multi-Modality: RGB-DS
- Multiple Views: 8 different camera positions
- Moving Camera



# Daily Activity Detection for Elderly People

## Data Acquisition: Environments and Participants

- Living Labs: homes where elderly people actually are living
  - Real life situations without intervention (slight interventions are being tried though)
  - Moving camera using a cart operated by a human operator
- Testbed: An apartment house for data collection and experiments
  - 55 activities are acted by participants
  - RGB-D cameras in 8 different viewpoints



# Daily Activity Detection for Elderly People

## Data Acquisition: Testbed



# Daily Activity Detection for Elderly People

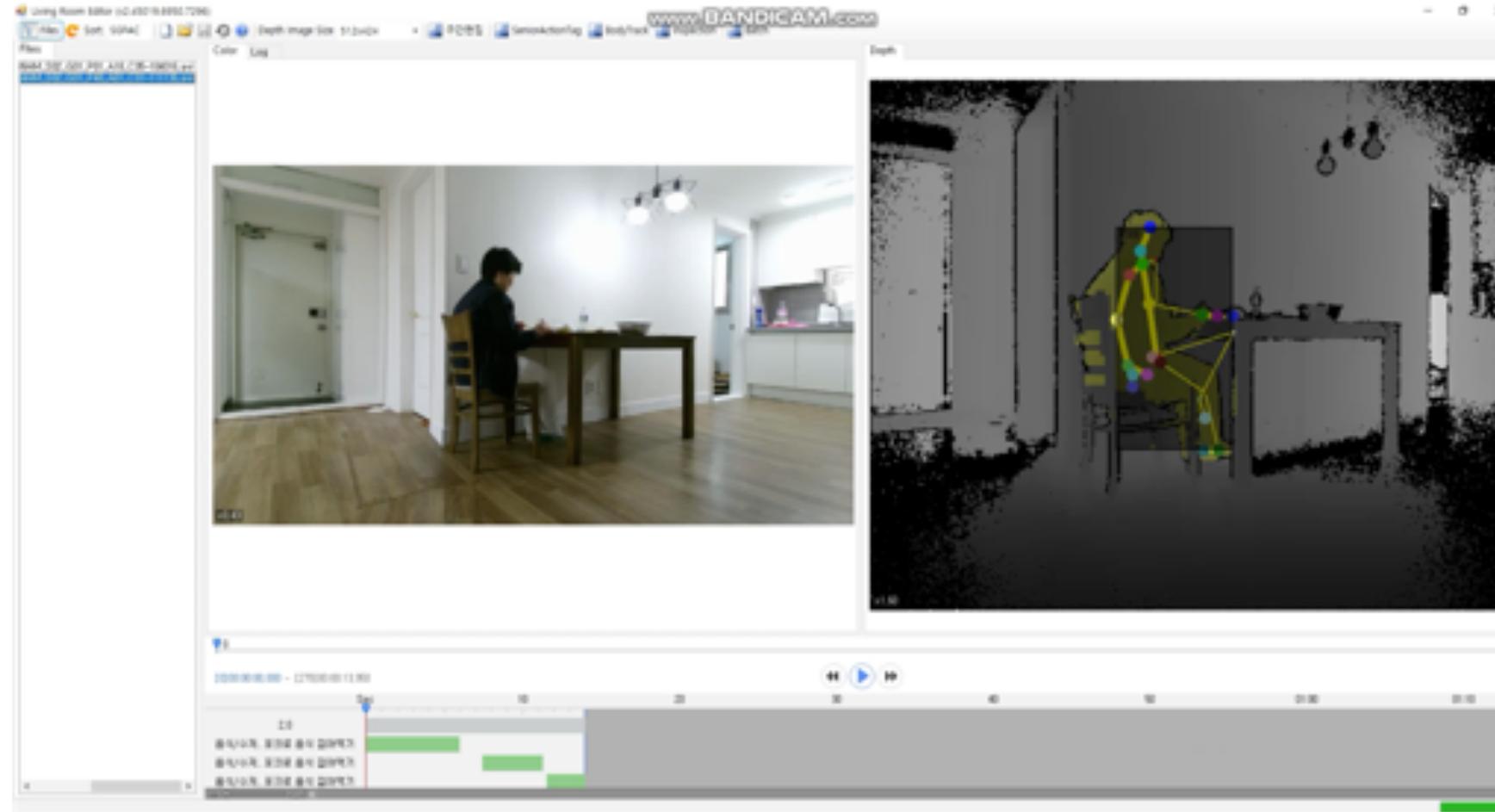
## Data Acquisition: Living Labs



# Daily Activity Detection for Elderly People

## Data Acquisition: Annotations & Validations

- 3D Skeleton Joints, Activity Endpoints



# Daily Activity Detection for Elderly People

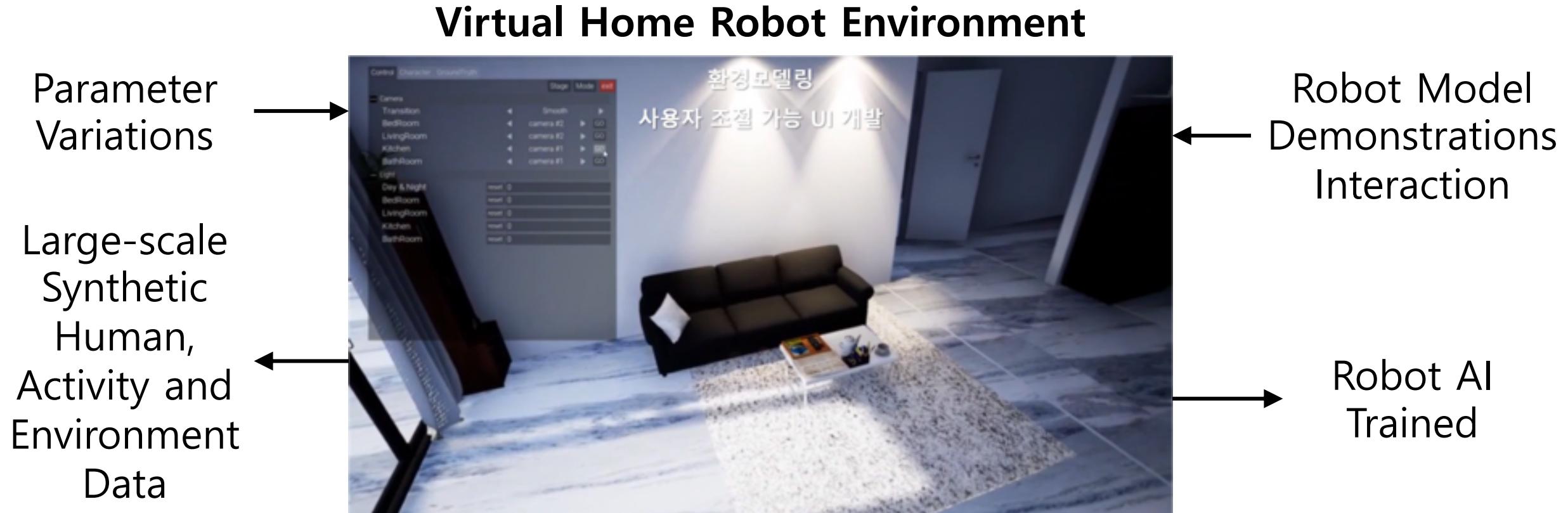
## Data Acquisition: Elderly Activity Datasets

- Data Format: RGB / Depth / Skeleton
- Living Labs
  - Participants: 18 homes (2017 ~ present)
  - 200 hours of 6,048 video clips
- Testbed
  - Participants: 50 elderly people / 50 young adults
  - 111,672 sets of video data

*To be publicly available before in 2020*  
<http://ai4robot.github.io>

# Daily Activity Detection for Elderly People

## Synthetic Data Generation

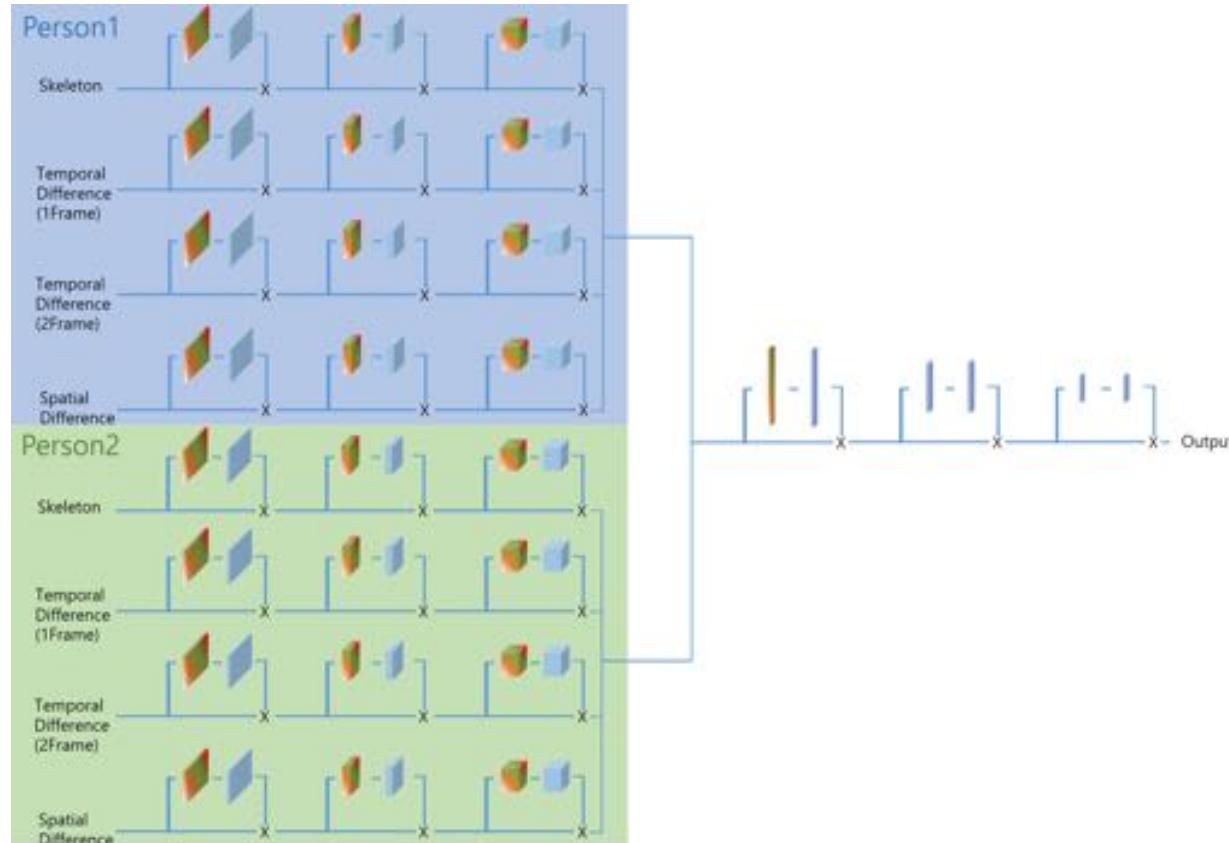


*To be publicly available in 2020*  
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# Daily Activity Detection for Elderly People

## Activity Detection

- Trainable Activation-based RNN



Benchmark with NTU dataset

Model	Org	Performance	Data
TS-CNN	Ludwig Maximilian University	83.2%	S
C-ConvNet	Univ. of Wollongong	86.4%	RGBD
HCN	Hikvision Research Institute	86.5%	S
Glimpse Clouds	Univ. Lyon & INRIA	86.6%	RGB
I3D	DeepMind	88.6%	D
SLnL-rFA	Chinese Academy of Sciences	89.1%	S
I3D	DeepMind	89.5%	RGB
Evolution of Pose Estimation Map	Paris Seine University	91.7%	RGBS + Heatmap
<b>Ours</b>	<b>ETRI</b>	<b>90.4%</b>	<b>RGBS</b>

# Daily Activity Detection for Elderly People

## Activity Detection

- Hypothesis Validation

*"Is it plausible that activity patterns of elderly people are very different from those of young adults?" "Yes, maybe..."*

	Tested with elderly data	Tested with young data
Trained with elderly data	87.69	68.99
Trained with young data	74.87	85.00
Trained with mixed data	84.78	82.05

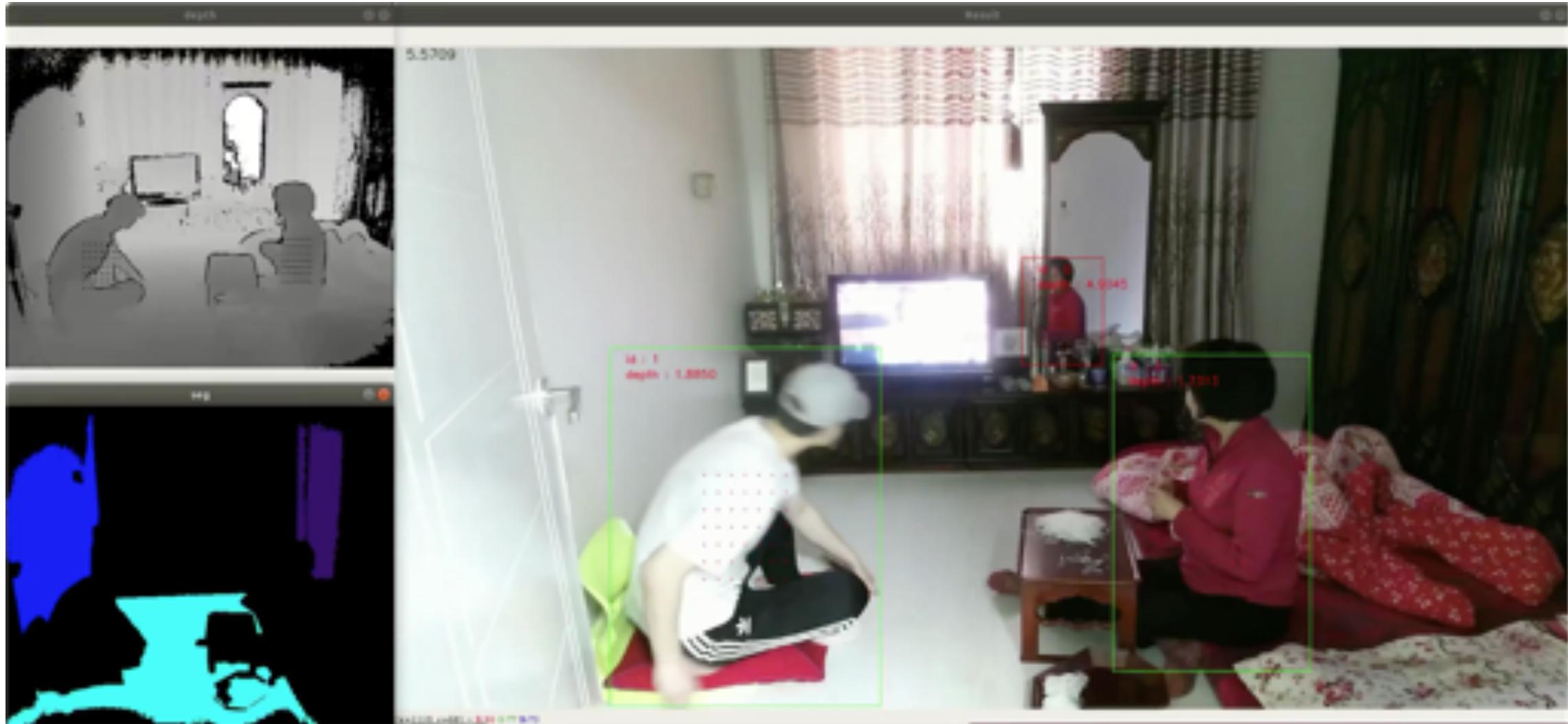
# Human Detection/Tracking

## Issues

- Robot Vision: Moving Camera
- Home Environment: Cluttered, Partial Body Exposure
- Reflections on the mirrors, reflective planes
- Robust Re-identification

# Human Detection/Tracking

## Demonstration



# Human Attribute Recognition

## Facial Attributes Recognition

- Gender
- Age
- Hair Color
- Hair Length
- Hair Style
- Lip Color
- Eyeglasses



# Human Attribute Recognition

## Outfit/Accessories Recognition

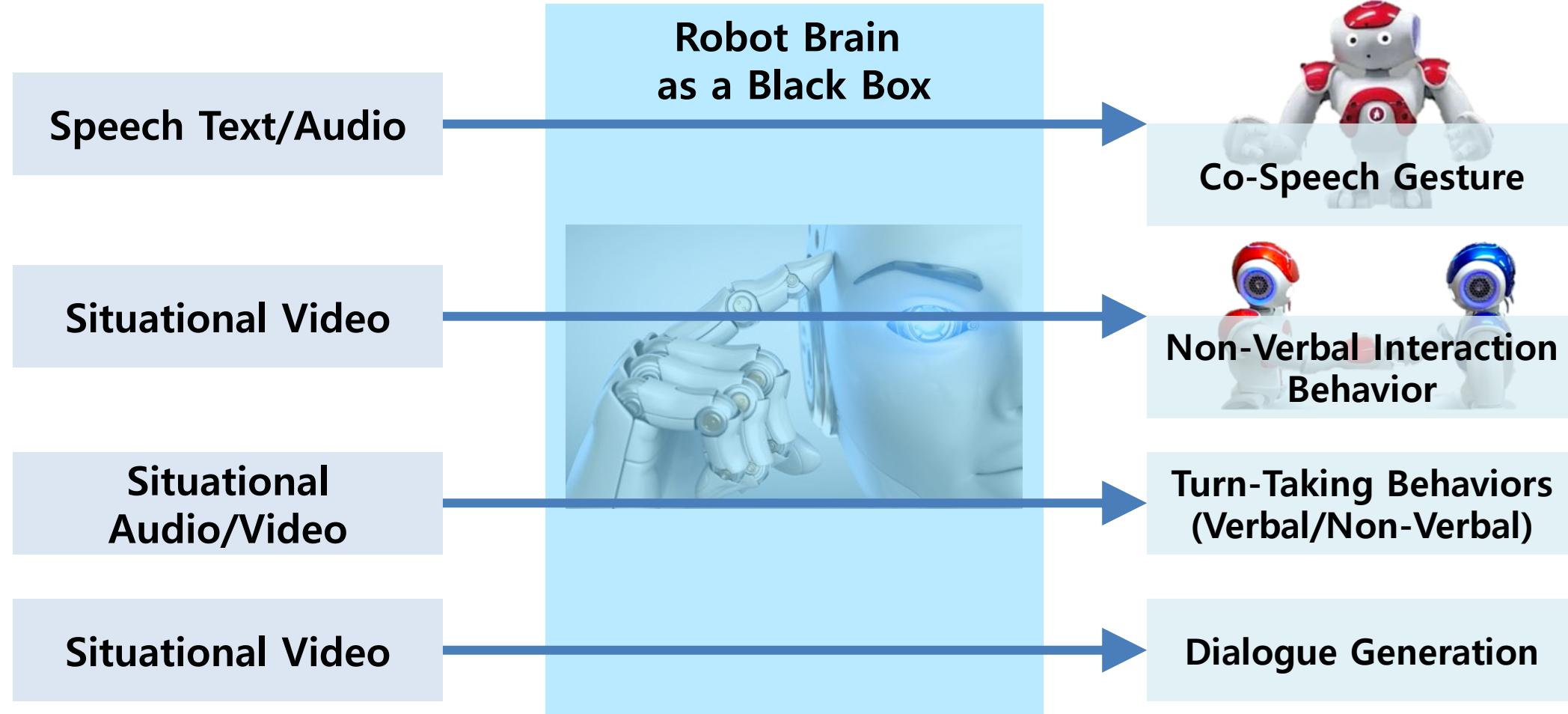
- Cloth Class
- Sleeve Length
- Cloth Color
- Season
- Accessories



# Robot Social AI

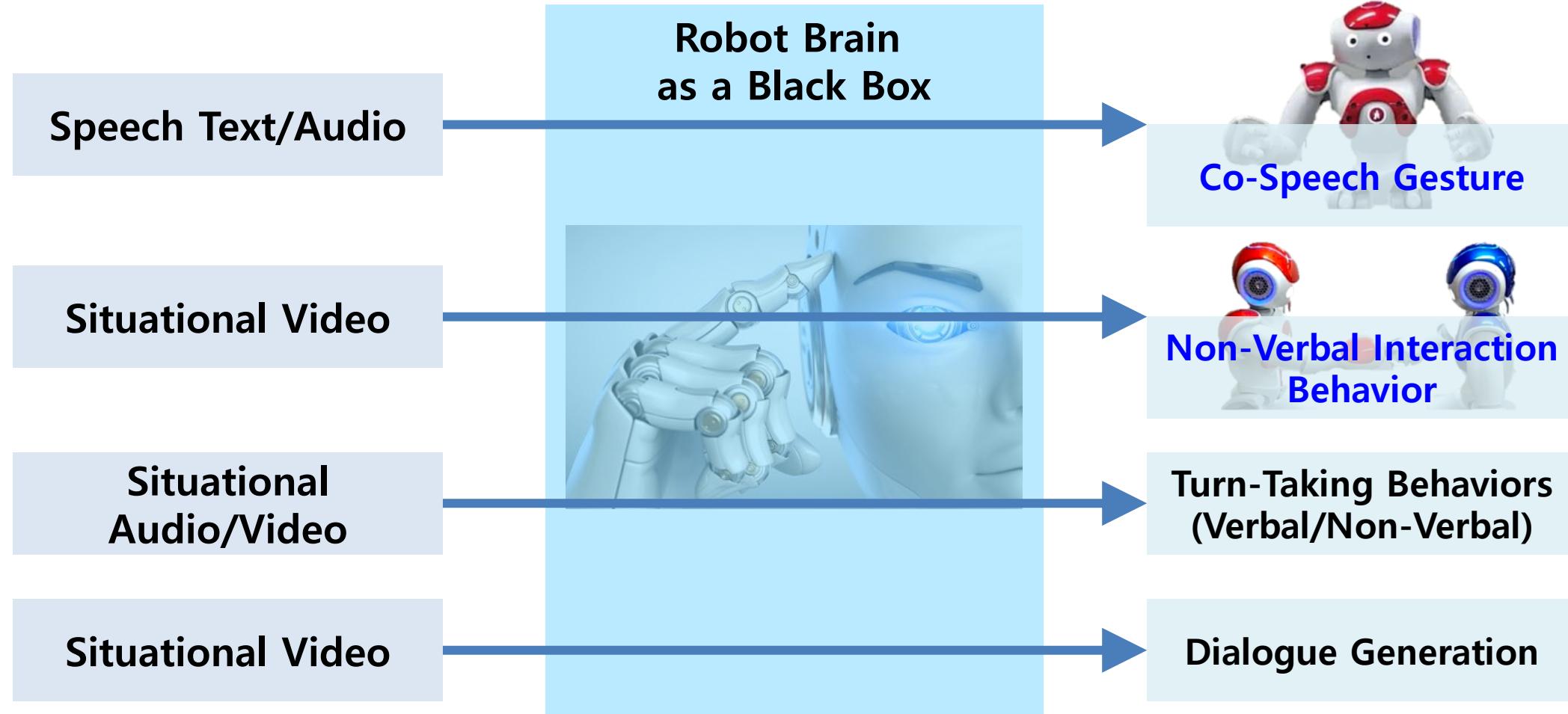
# Learning-based Approach for Robot Social AI

End-to-End Learning from Human-Human Interaction  
for Social Situation Awareness and Response Generation



# Learning-based Approach for Robot Social AI

End-to-End Learning from Human-Human Interaction  
for Social Situation Awareness and Response Generation



# Co-Speech Gesture Generation



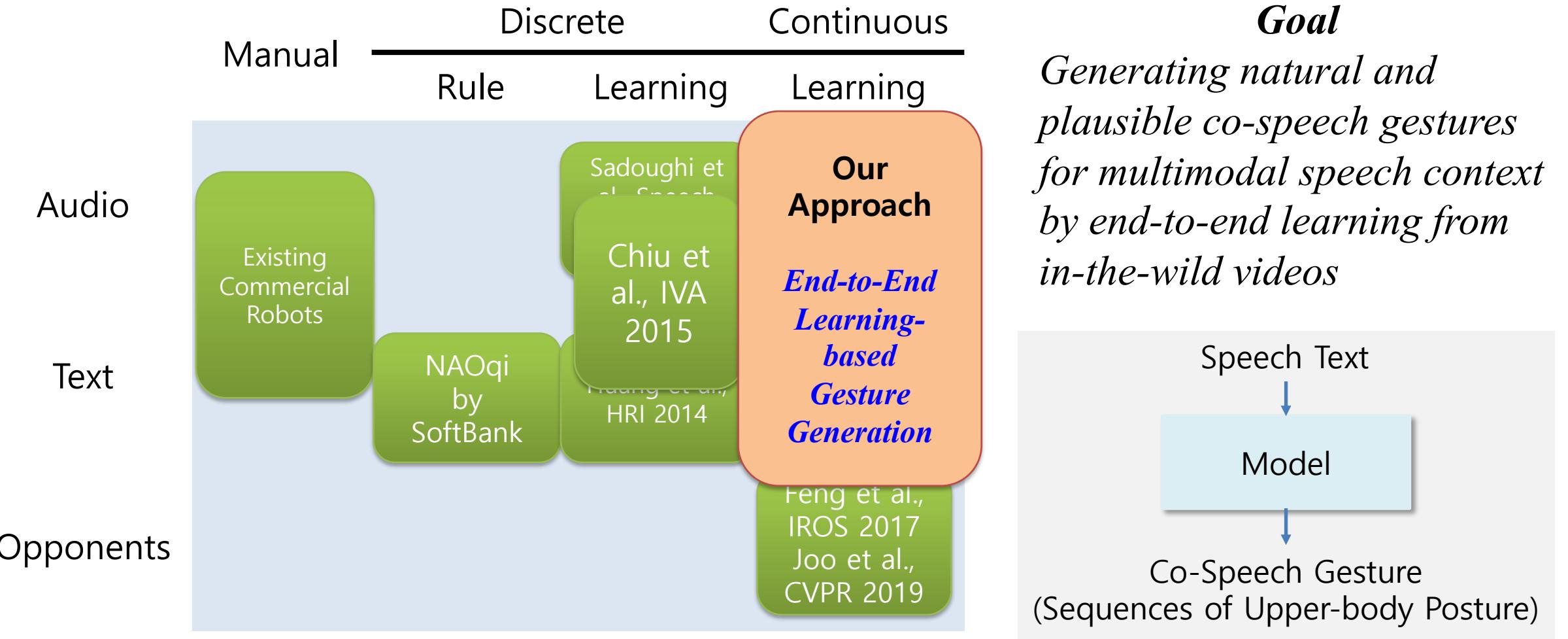
- One of the key elements of social interaction  
*Evaluation of Social Interaction (ESI) Assessment<sup>1</sup>*
  - Approaches, Gaze, Conversation flow, **Gesture**, Facial expression, ...
- More Attention<sup>2</sup>, Help listeners comprehend<sup>3</sup>, Human likeness

[1] Fisher, A.G. and Griswold, L.A., 2010. Evaluation of social interaction (ESI). Fort Collins, CO.

[2] Bremner, P., Pipe, A.G., Melhuish, C., Fraser, M. and Subramanian, S., 2011, October. The effects of robot-performed co-verbal gesture on listener behaviour. In *2011 11th IEEE-RAS International Conference on Humanoid Robots*.

[3] Cassell, J., McNeill, D. and McCullough, K.E., 1999. Speech-gesture mismatches: Evidence for one underlying representation of linguistic and nonlinguistic information. *Pragmatics & cognition*.

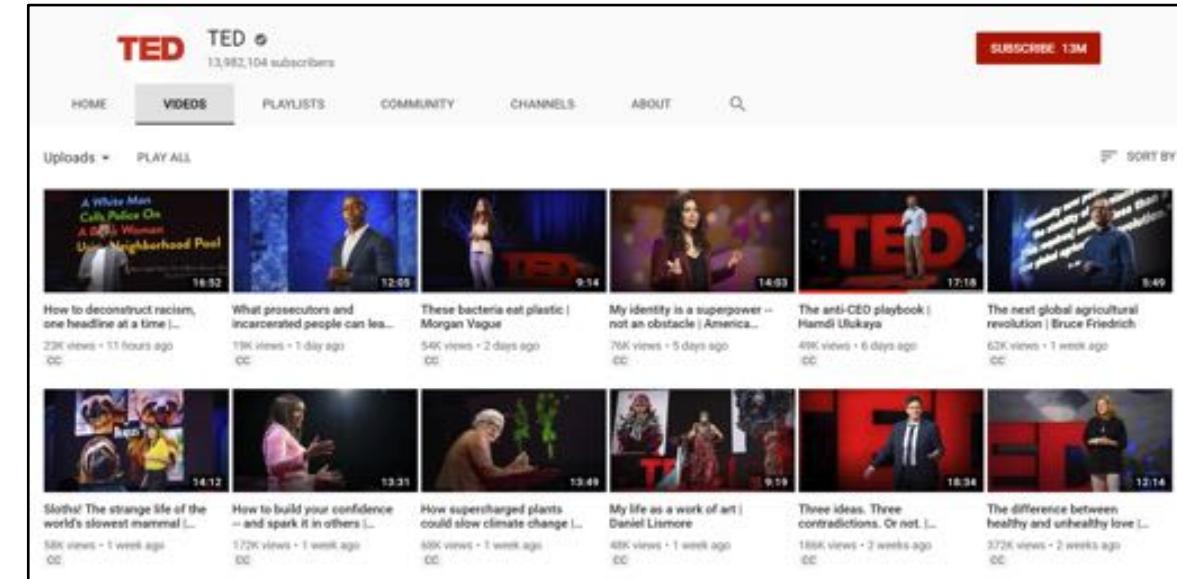
# Co-Speech Gesture Generation



# Co-Speech Gesture Generation

## Data Acquisition: TED Videos...

- First large-scale & in-the-wild dataset
- Why TED talks?
  - Large enough
  - Various speech content and speakers
  - Expect that the speakers use proper hand gestures
  - Favorable for automation of data collection and annotation



# Co-Speech Gesture Generation

## Data Acquisition: Automated Data Collection Pipeline

### Automated Process

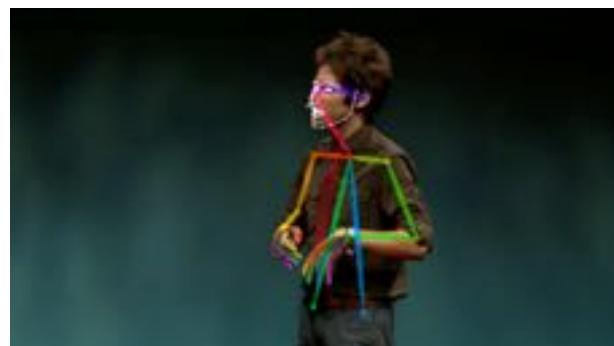
Download video and transcripts

Extract 2D poses

Shot filtering

Word-level transcript synchronization

Make training samples



Excluded samples

# Co-Speech Gesture Generation

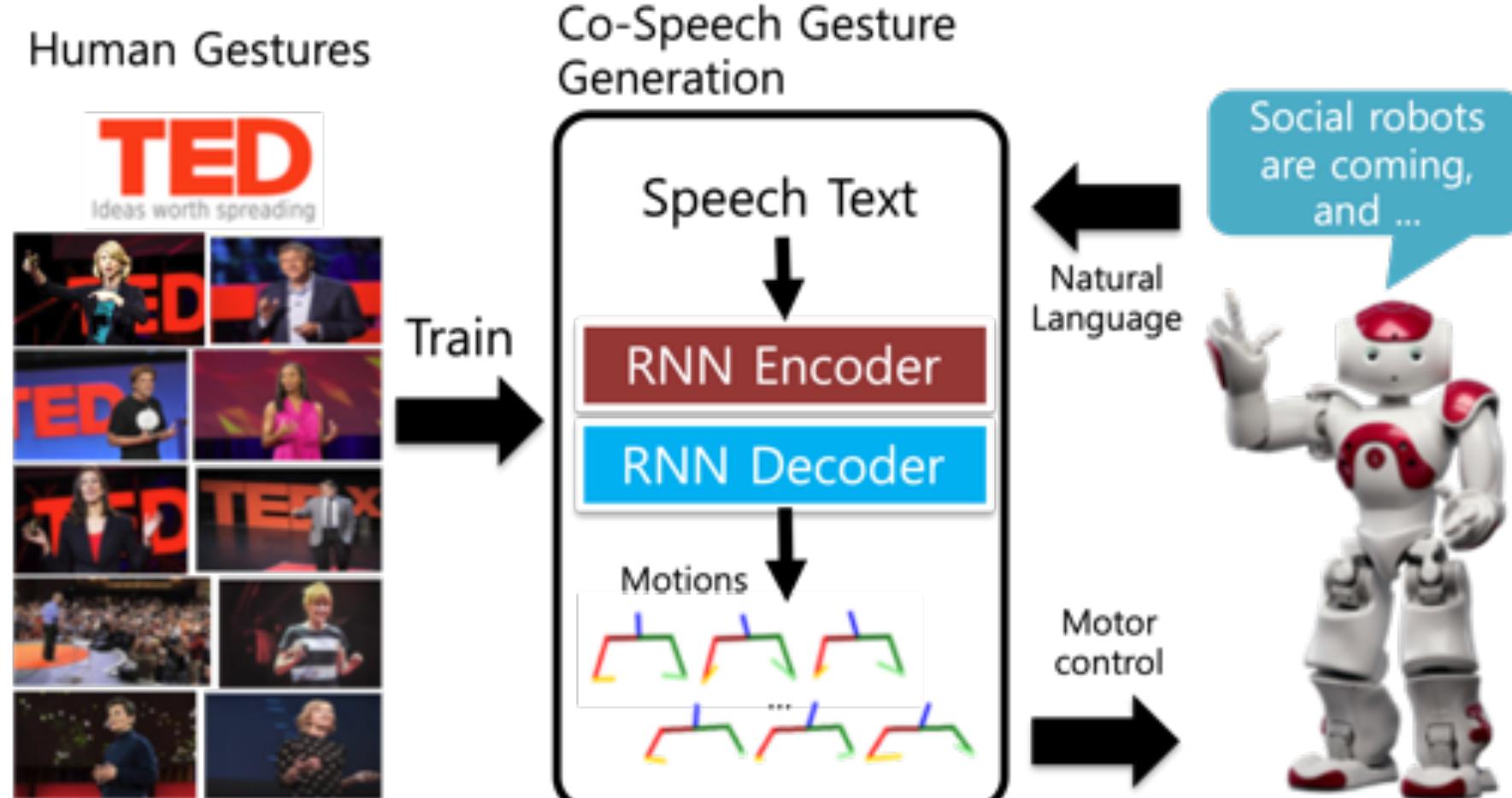
## Data Acquisition: Youtube TED Gesture dataset

Number of videos	1,766
Average length of videos	12.7 min
Shots of interest	35,685 (20.2 per video on avg.)
Ratio of shots of interest	25% (35,685 / 144,302)
Total length of shots of interest	106.1 h

*Publicly available* <http://ai4robot.github.io/datasets>

# Co-Speech Gesture Generation

## System Architecture

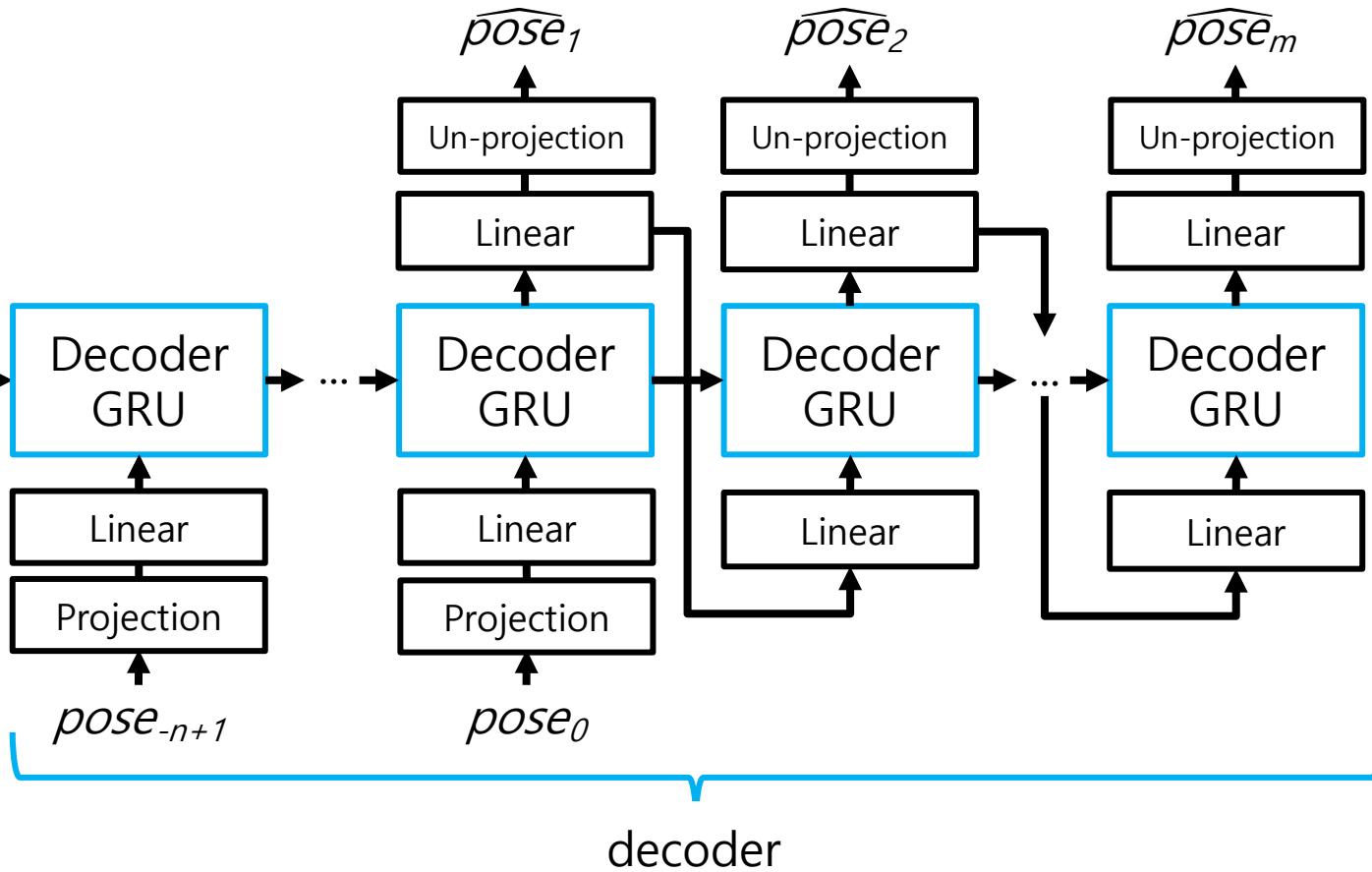
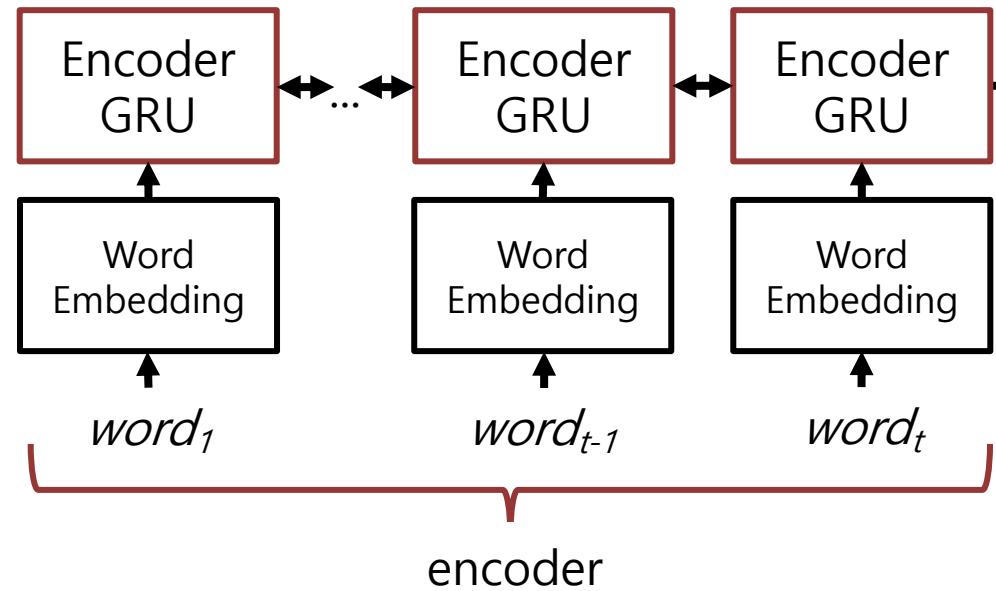


Yoon, Y. et al., Robots Learn Social Skills: End-to-End Learning of Co-Speech Gesture Generation for Humanoid Robots, in the Proc. of The International Conference in Robotics and Automation (ICRA 2019).

# Co-Speech Gesture Generation

## Deep Text-to-Gesture Generation Model

Attentional SEQ2SEQ



# Co-Speech Gesture Generation

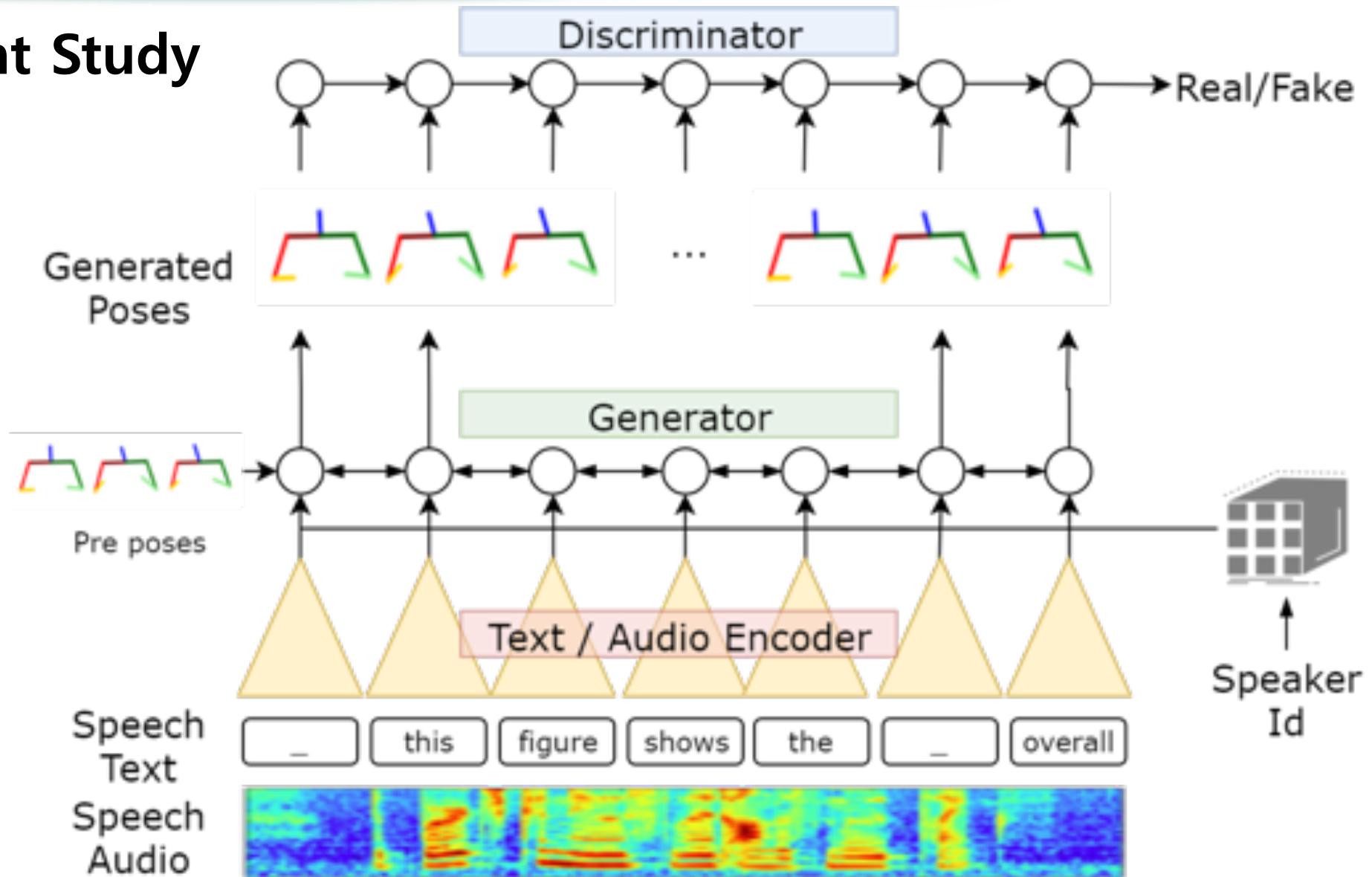
Robots Learn Social Skills: End-to-end  
Learning of Co-Speech Gesture Generation for  
Humanoid Robots

Youngwoo Yoon, Woo-Ri Ko, Minsu Jang, Jaeyeon Lee, Jaehong Kim, and Geehyuk Lee



# Co-Speech Gesture Generation

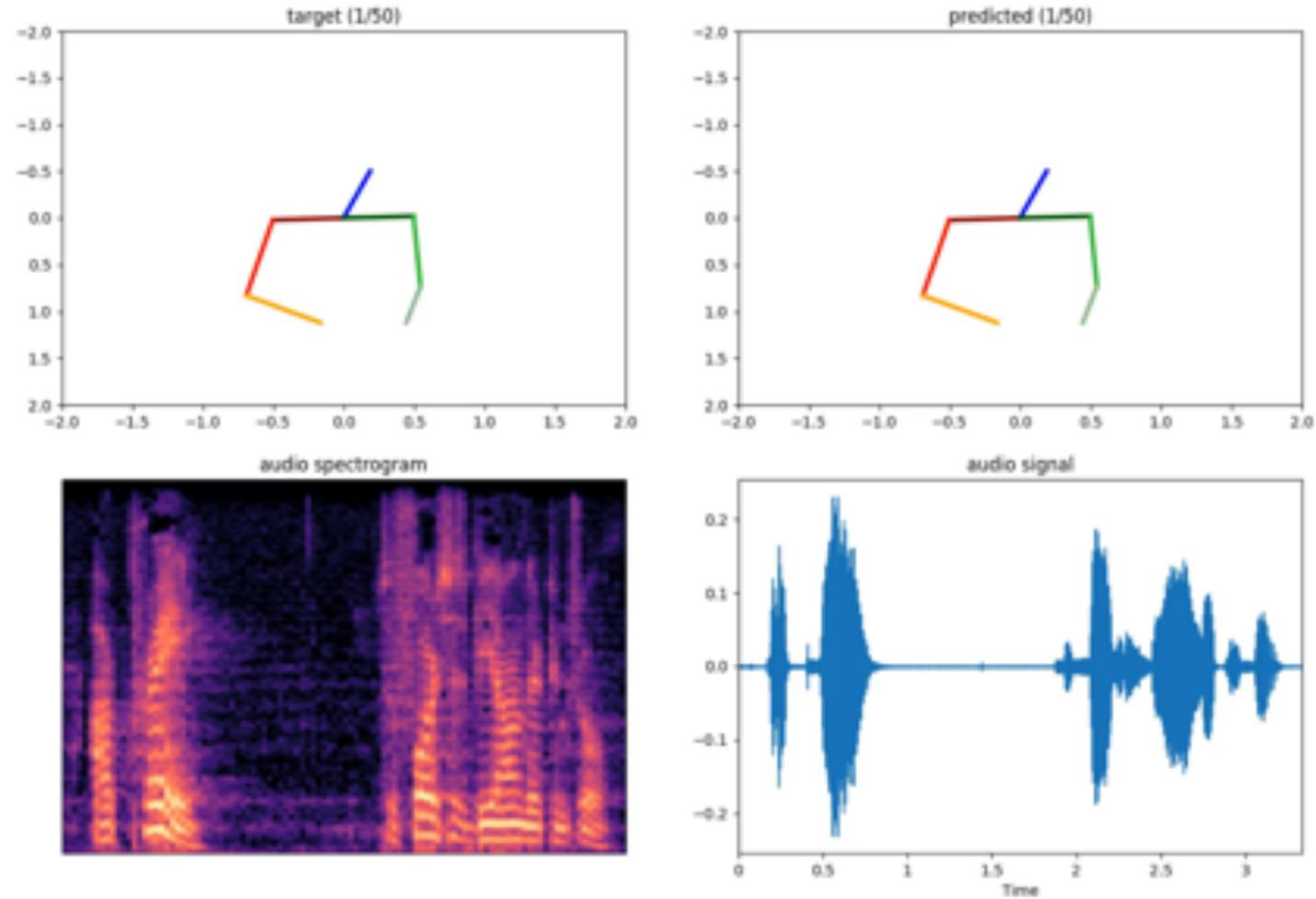
## Recent Study



# Co-Speech Gesture Generation

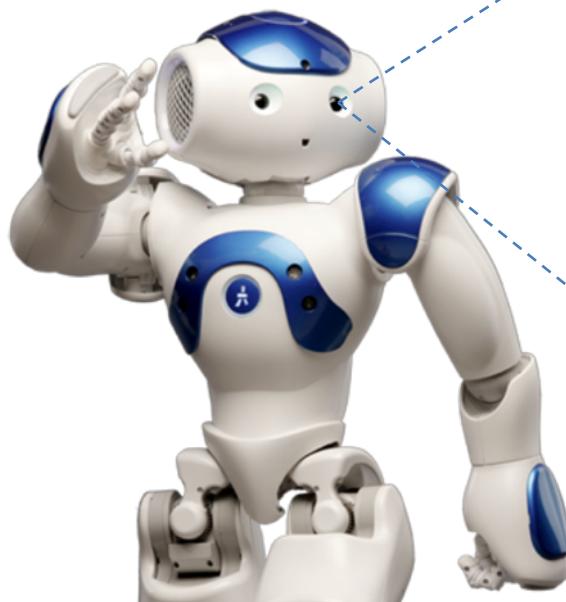
## Recent Study

are prey to forces beyond their control  
(y9ALB39wRKo, time: 0:13:40.600000-0:13:43.933333)



# Act2Act: Non-Verbal Interaction Behavior Generation

Learning to decide  
when and how to perform which interaction behavior  
by observing human-human interactions



# Act2Act: Non-Verbal Interaction Behavior Generation

## Data Acquisition: Human-Human Interaction at the testbed

- Participants: 100 elderly people (age > 65)
- Data Format: RGB/Depth/Skeleton/Robot Joint Angles
- Data Scale: 7,500 sets of data
  - 100 interaction groups x 10 scenarios x 5 repetitions x 3 views
  - 500GB



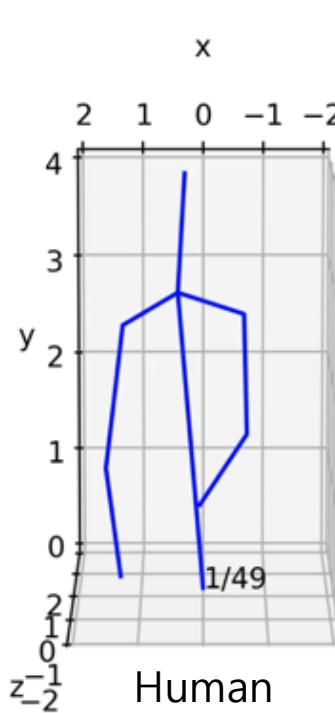
*Partially publicly available <http://ai4robot.github.io>*

# Act2Act: Non-Verbal Interaction Behavior Generation

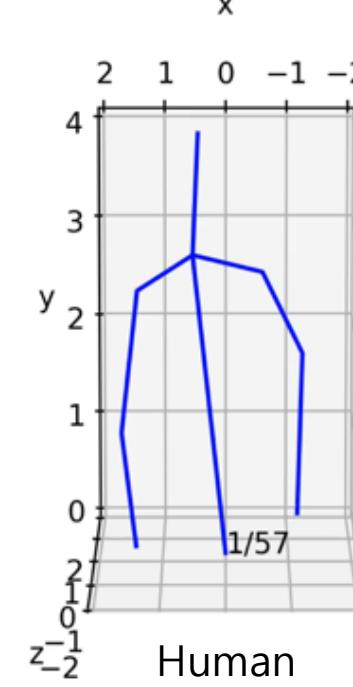
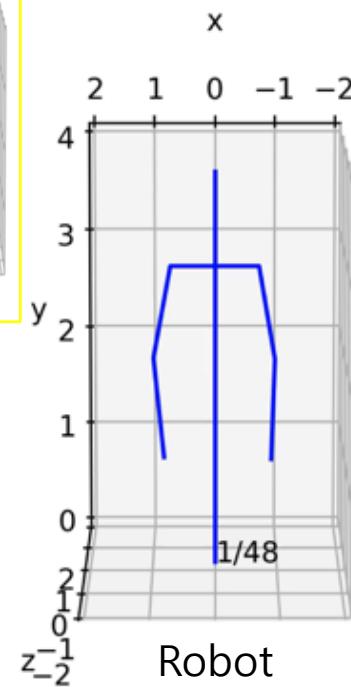
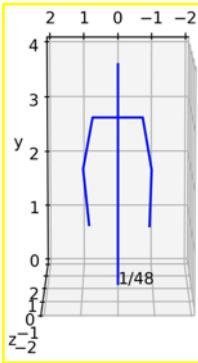
## Learning Model

# Act2Act: Non-Verbal Interaction Behavior Generation

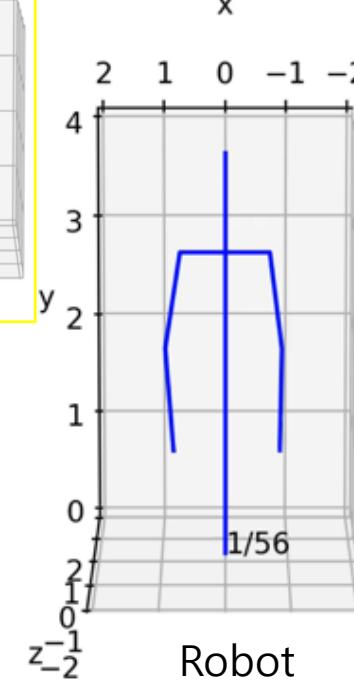
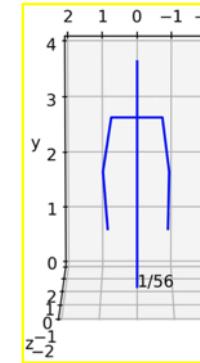
## Intermediary Results



C001P001A005S004\_gen.mp4



C001P001A006S005\_gen.mp4



# Summary: Datasets...

Datasets	Org.
Co-Speech Gesture Generation: 1,766 TED video clips, 106.1 hrs of RGB video clips & skeleton data	ETRI
Elderly's Daily Activity Detection: 100 participants (50 elderly, 50 young adults), 112,665 RGBDS video clips	ETRI
Object Instance Registration/Detection: 15 object classes, 830 RGBD video clips	ETRI
Act2Act: Non-Verbal Interaction Behavior Generation: 100 elderly participants, 15,000 RGBDS video clips	ETRI
Turn-Taking Intention Detection: 100 elderly participants, 33 hrs of annotated RGB video clips	ETRI
Long-term Daily Activity: 8 Living Labs, 168,890 motion/wearable/IoT sensor recordings	KETI
ADL Reasoning: 3 Living Labs, 660 hrs of percept sequences and ADL intention annotations	SSU
Elderly Voice: 400hrs of elderly's dialog voice data	MINDsLab

# **Summary: We're in the 3<sup>rd</sup> year out of 5 year duration**

- Please watch out for open-source software and public datasets in the domain of social robotics and elderly care.

<http://ai4robot.github.io>

# **Thank you!**