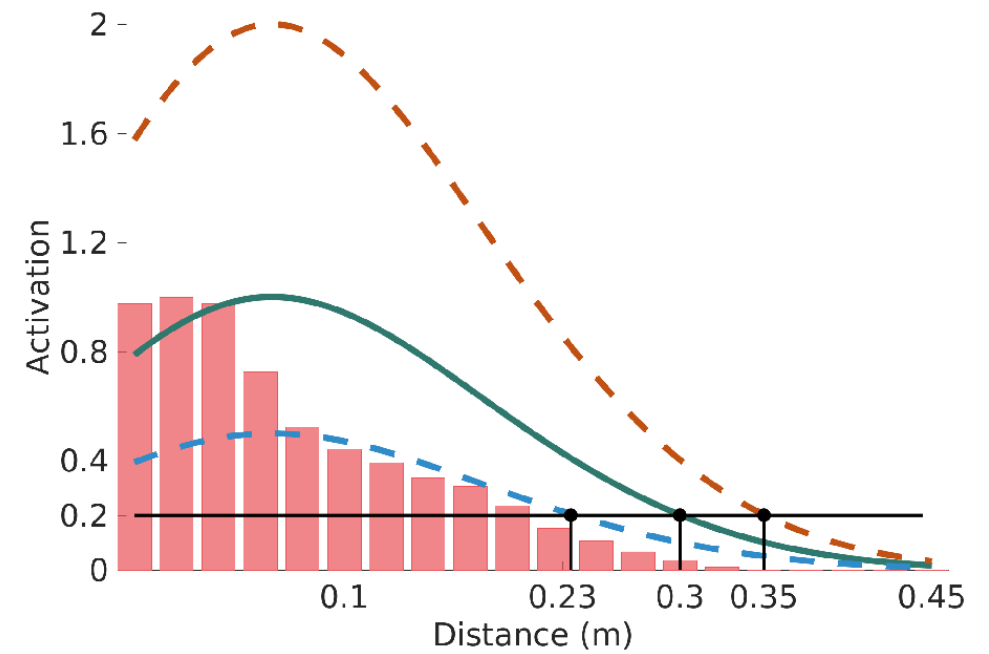
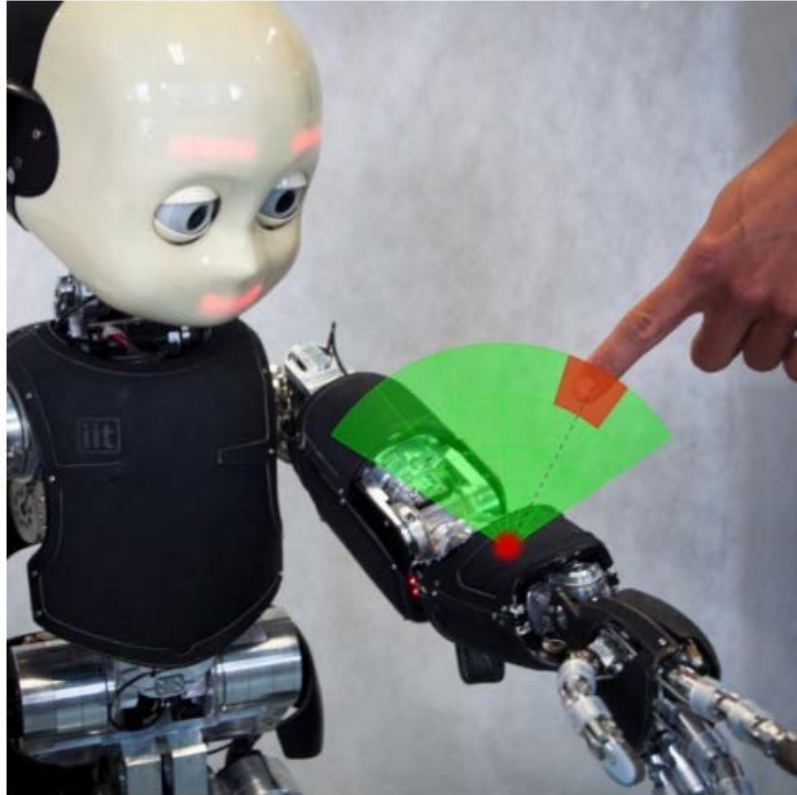
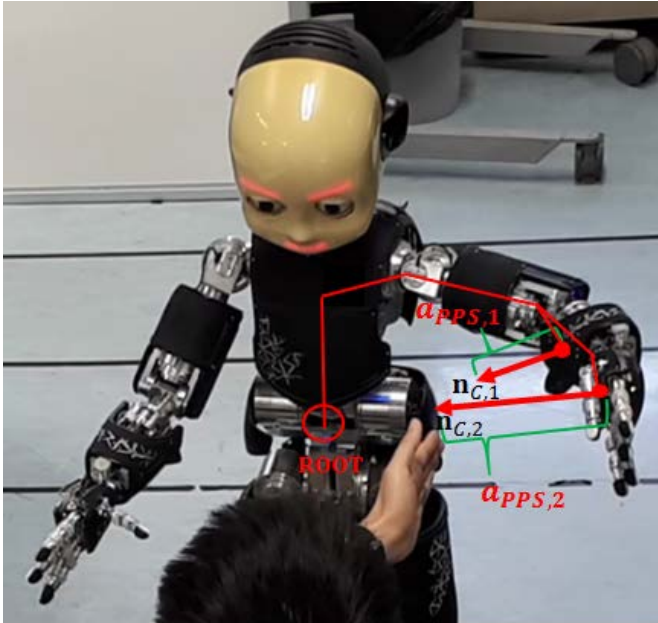


A PPS Model On iCub



Visuo-tactile Reactive Controller for pHRI

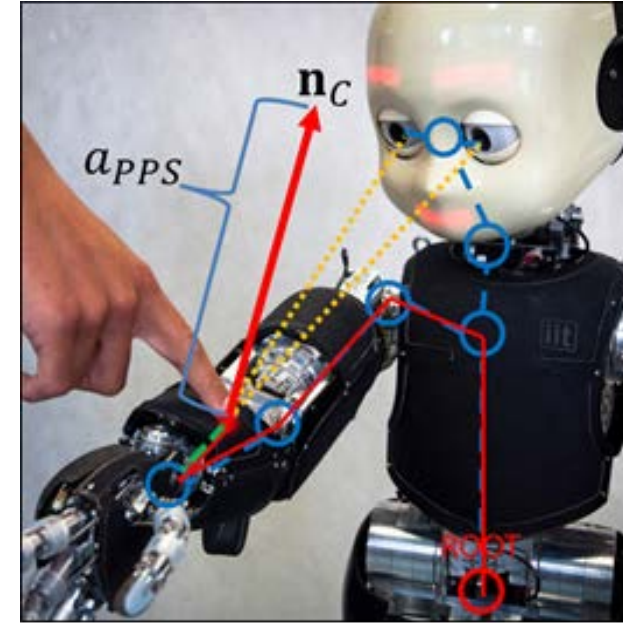


Visual activation through PPS

Local constrained minimization

$$\dot{\mathbf{q}}^* = \arg \min_{\dot{\mathbf{q}} \in \mathbb{R}^n} \left[\left\| \mathbf{x}_{EEd} - (\bar{\mathbf{x}}_{EE} + T_S \mathbf{J}(\bar{\mathbf{q}}) \dot{\mathbf{q}}) \right\|^2 \right]$$

$$\text{s.t.} \begin{cases} \mathbf{q}_L < \bar{\mathbf{q}} + T_S \dot{\mathbf{q}} < \mathbf{q}_U \\ \dot{\mathbf{q}}_L < \dot{\mathbf{q}} < \dot{\mathbf{q}}_U \end{cases}$$



Tactile activation detected with skin

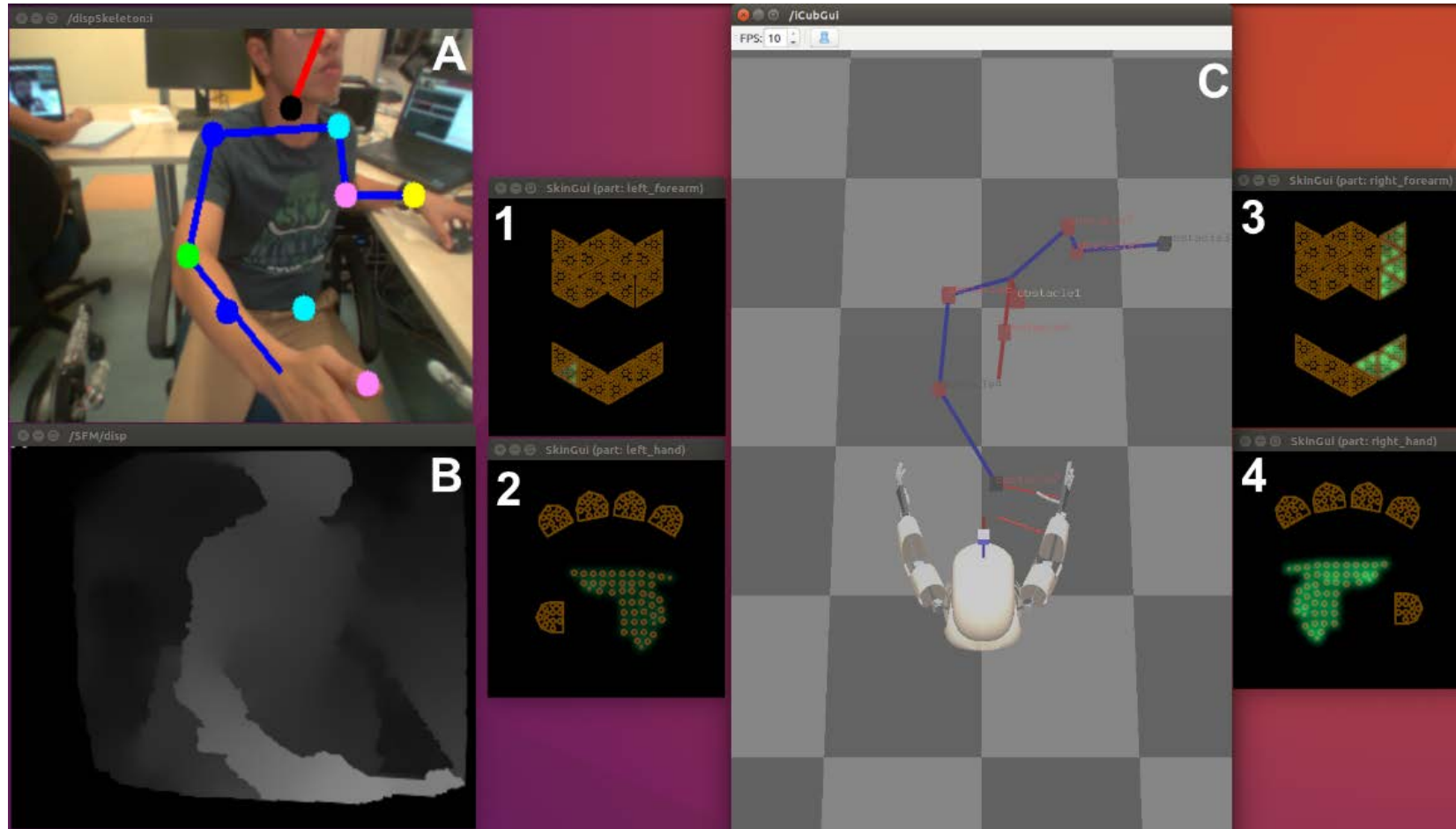
Remapping the *Cartesian* “repulsive vectors” into joint space

$$\mathbf{s} = -\mathbf{J}_C^T \cdot \mathbf{n}_C \cdot V_C \cdot K \cdot a_{PPS}$$

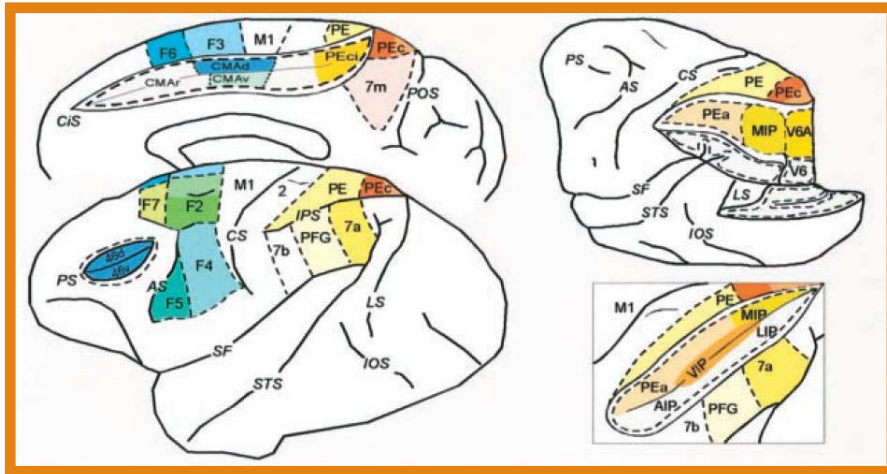
$$\dot{\mathbf{q}}_{L,j} = \max \{ V_{L,j}, s_j \}, \quad s_j \geq 0$$

$$\dot{\mathbf{q}}_{U,j} = \min \{ V_{U,j}, s_j \}, \quad s_j < 0$$

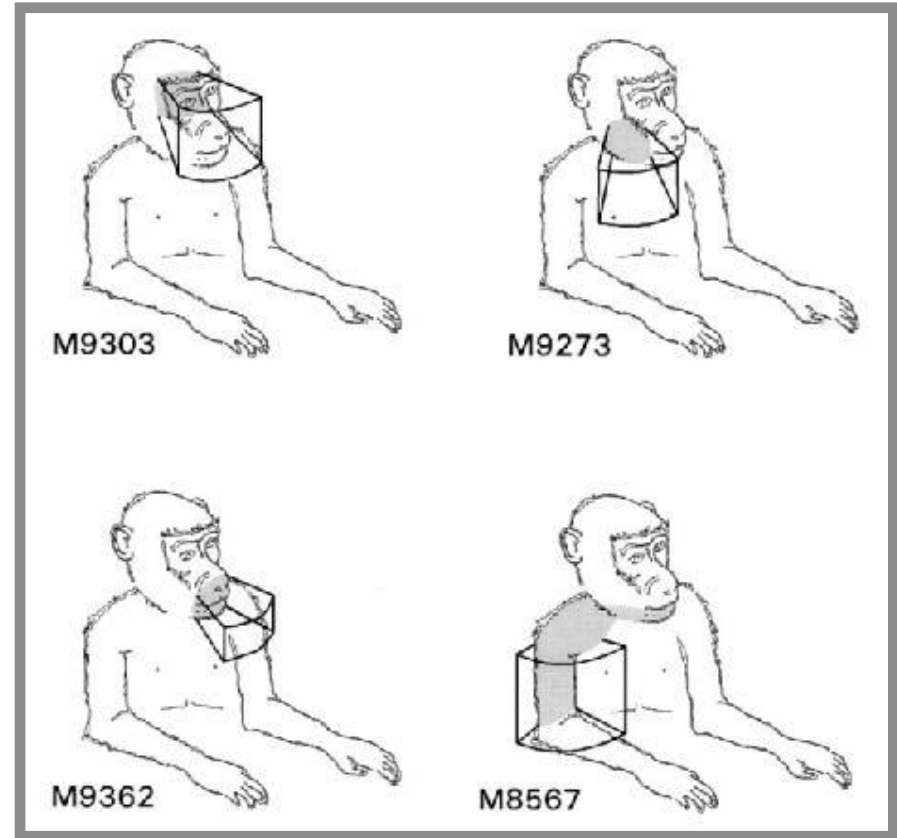
Integration with Body Pose Estimation



1

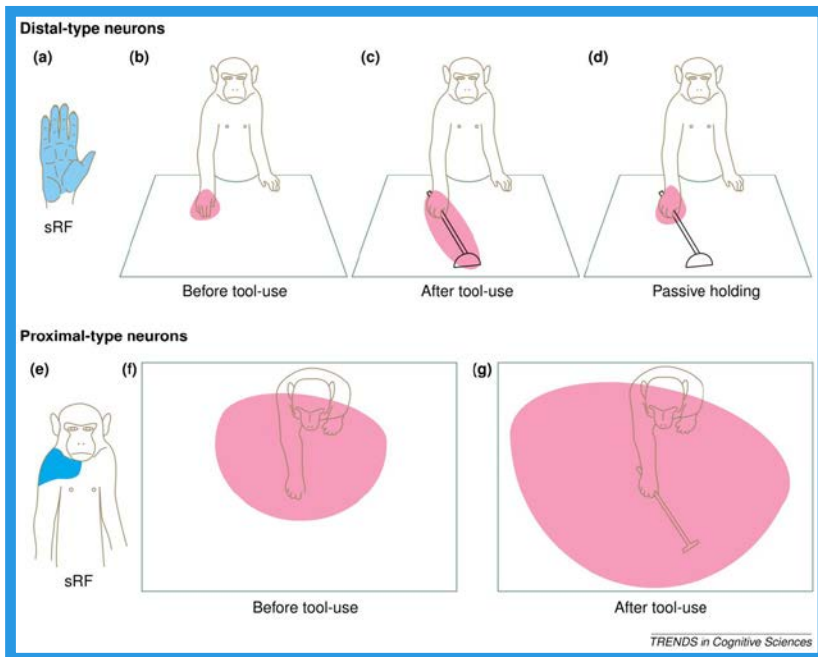


2



Fogassi (1996)

3



Iriki (2004)