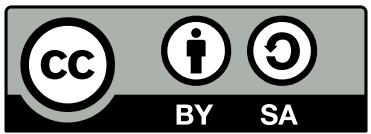


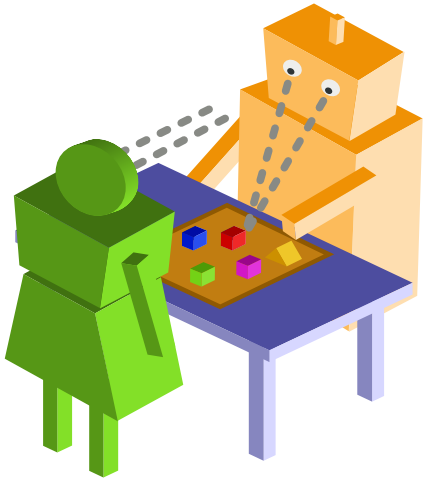
You can download the sources of this presentation here:
github.com/severin-lemaignan/presentation-ros4hri

PAL ROBOTICS

ROS for Human-Robot Interaction

What is the new REP-155?

ROSCon | Oct 2022



Séverin Lemaignan

PAL Robotics Senior Scientist AI & Social Interactions

situation assessment

symbolic grounding

symbolic reasoning

SYMBOLIC SOCIAL COGNITION FOR ROBOTS

ontologies

perspective taking

cognitive architectures

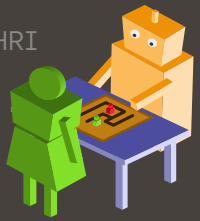
social situation assessment

joint action

ROS4HRI

natural language processing

REAL-WORLD SOCIAL AUTONOMY



DATA-DRIVEN HRI

learning of social policies

large datasets

theory of mind

group dynamics

human-in-the-loop ML

robotics for learning

experimental robotics

CHILD-ROBOT INTERACTION

trust

HUMAN FACTORS

engagement

responsible AI

anthropomorphism

social robotics

participatory design

persuasion

WHY ROS4HRI?

- dealing with humans is actually hard: they keep on disappearing/reappearing; hard to predict where/when; ‘shape’ known at run-time only, etc.
- widely different requirements depending on application: from ‘2D points’ to full online kinematic model.
- no ROS standard for HRI (nothing, nada, rien!)

[Mohamed, Lemaignan, **ROS for Human-Robot Interaction**, IROS 2021]

DESIGN REQUIREMENTS

- representations **application-agnostic**: from point-like crowd simulation, to kineastetic teaching, to social interaction

[Mohamed, Lemaignan, **ROS for Human-Robot Interaction**, IROS 2021]

DESIGN REQUIREMENTS

- representations **application-agnostic**: from point-like crowd simulation, to kineastetic teaching, to social interaction
- does not enforce any specific algorithm or perception pipeline

[Mohamed, Lemaignan, **ROS for Human-Robot Interaction**, IROS 2021]

DESIGN REQUIREMENTS

- representations **application-agnostic**: from point-like crowd simulation, to kineastetic teaching, to social interaction
- does not enforce any specific algorithm or perception pipeline
- however, takes into account what current algorithms can or can not do (eg: kinematic model of human)

[Mohamed, Lemaignan, **ROS for Human-Robot Interaction**, IROS 2021]

DESIGN REQUIREMENTS

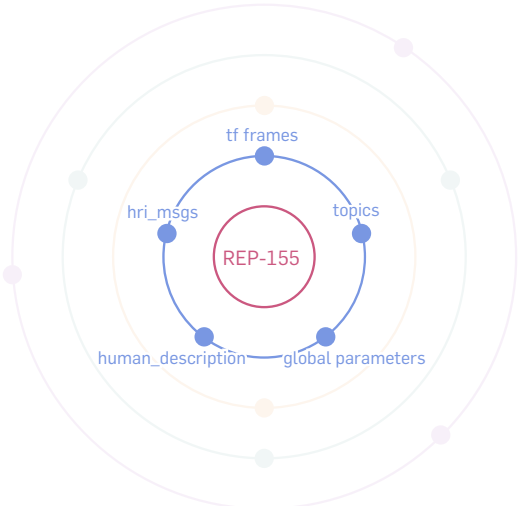
- representations **application-agnostic**: from point-like crowd simulation, to kineastetic teaching, to social interaction
- does not enforce any specific algorithm or perception pipeline
- however, takes into account what current algorithms can or can not do (eg: kinematic model of human)
- integrated as much as possible with existing ROS conventions (eg: `robot_state_publisher` for human forward kinematics)

[Mohamed, Lemaignan, **ROS for Human-Robot Interaction**, IROS 2021]

WHAT IS 'ROS4HRI'?

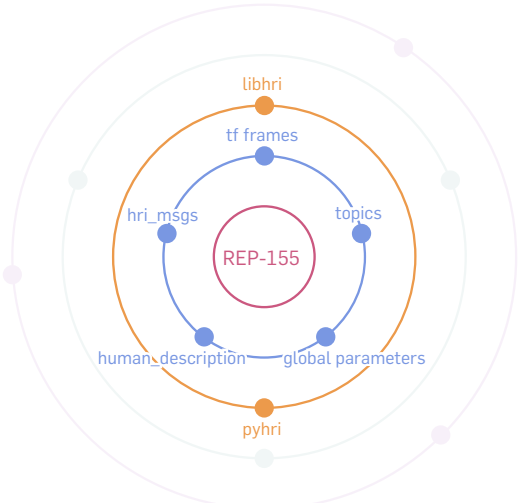
- specification
- core interfaces
- core libraries
- visualisation and tooling
- open ecosystem

WHAT IS 'ROS4HRI'?



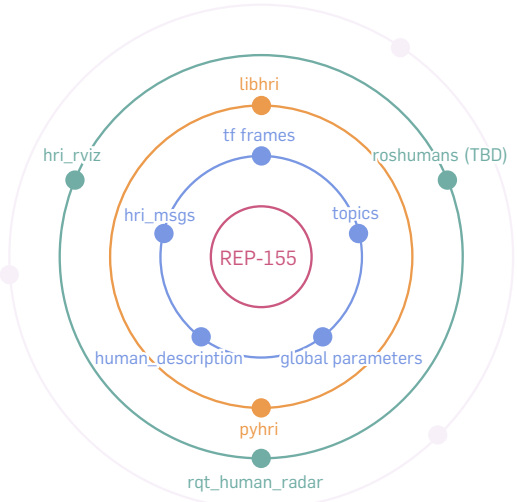
- specification
- core interfaces
- core libraries
- visualisation and tooling
- open ecosystem

WHAT IS 'ROS4HRI'?



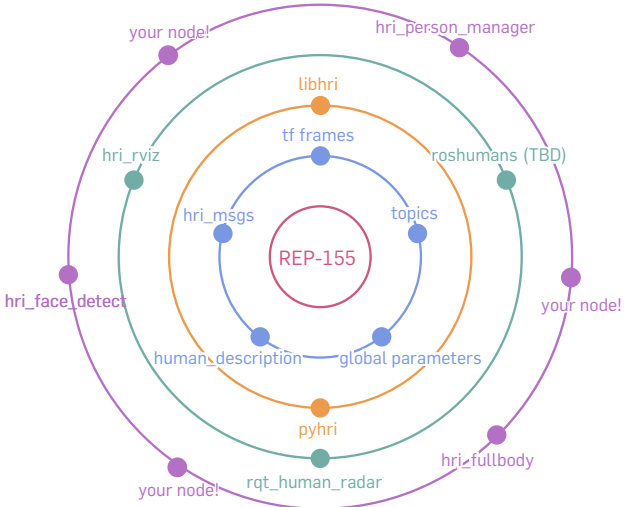
- specification
- core interfaces
- core libraries
- visualisation and tooling
- open ecosystem

WHAT IS 'ROS4HRI'?



- specification
- core interfaces
- core libraries
- visualisation and tooling
- open ecosystem

WHAT IS 'ROS4HRI'?



- specification
- core interfaces
- core libraries
- visualisation and tooling
- open ecosystem

For now, focus on *perception* only

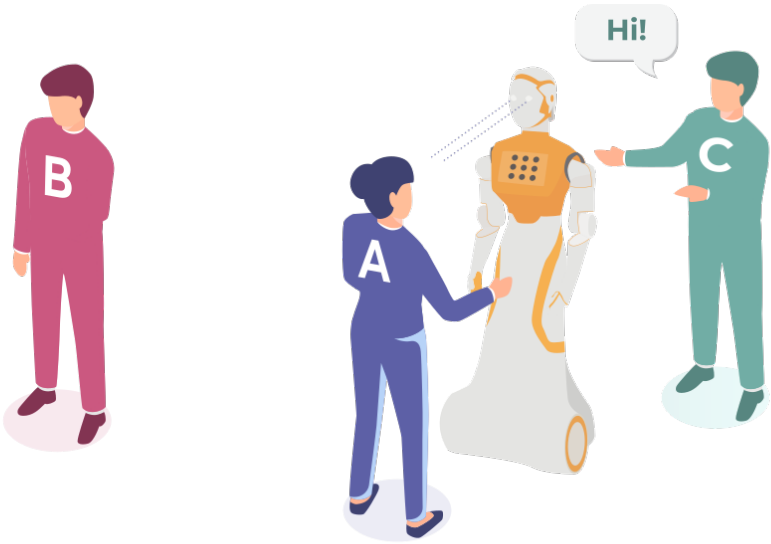
SCOPE

PAL ROBOTICS

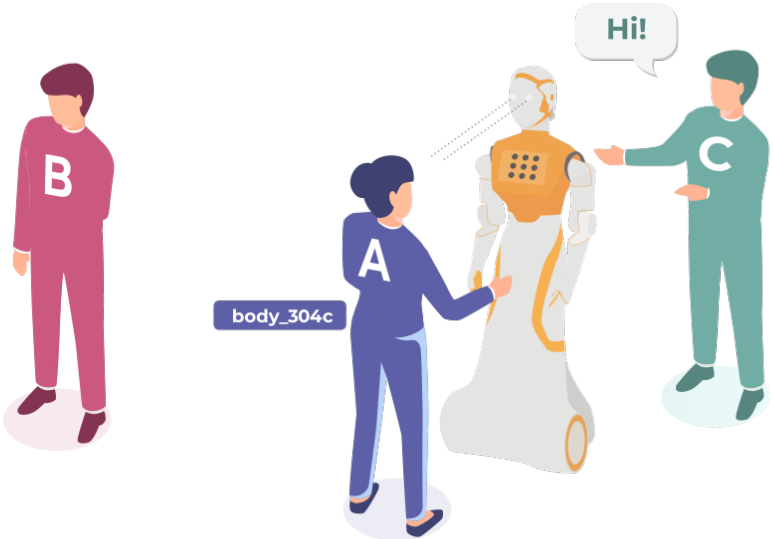
For now, focus on *perception* only

Initially, ROS1 only
(ROS2 support planned for next year)

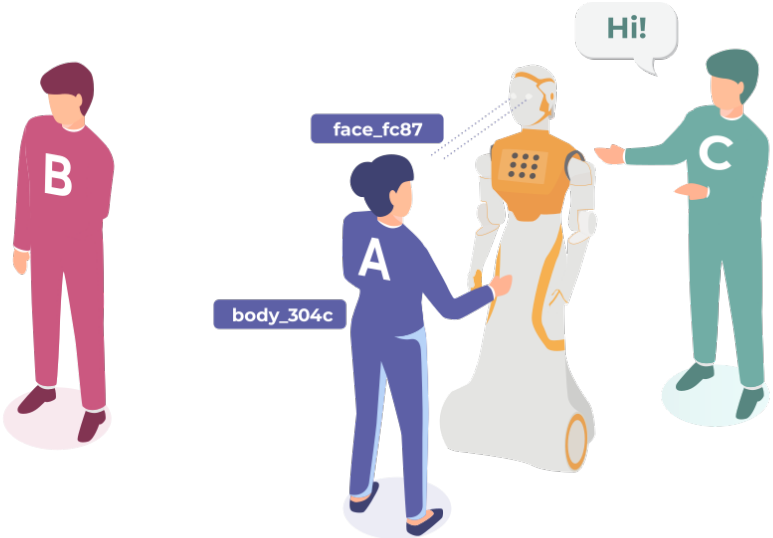
HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



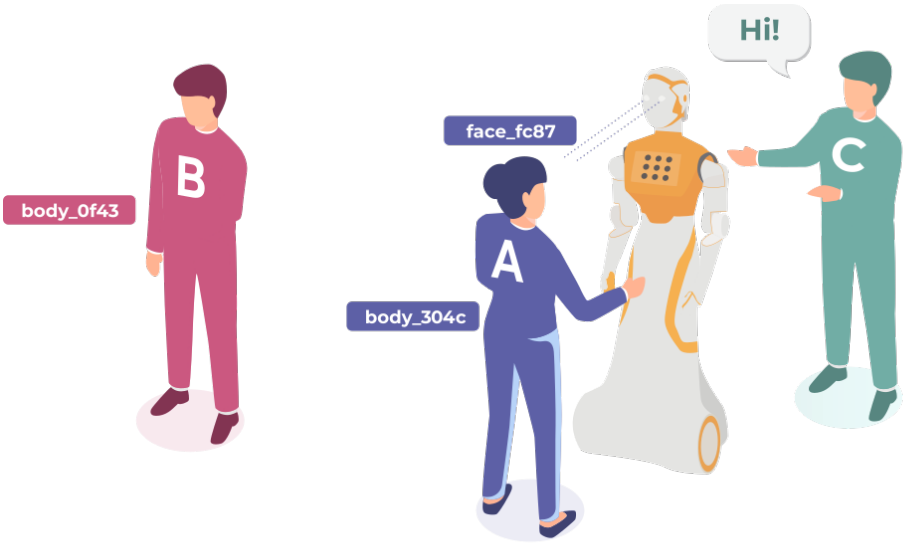
HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



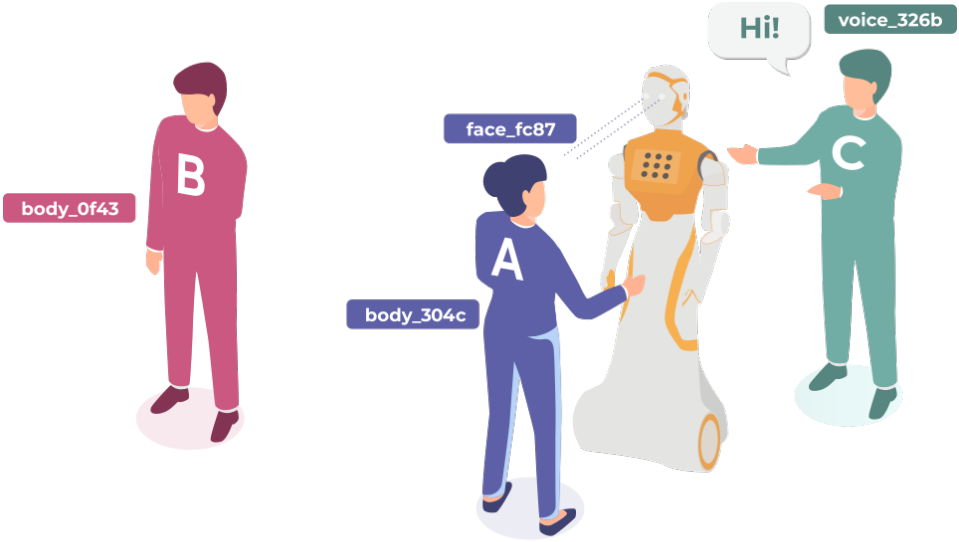
HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



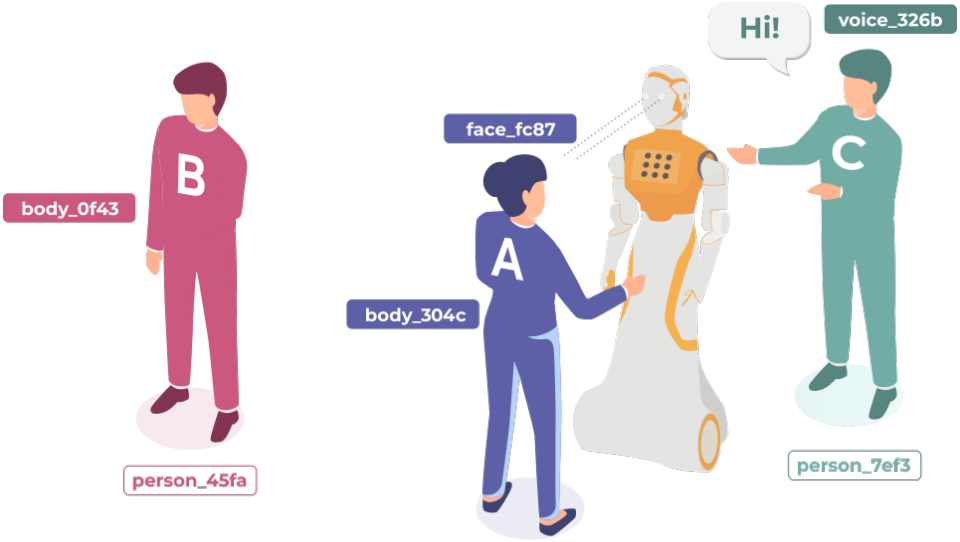
HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



HUMAN REPRESENTATION: PERMANENT VS TRANSIENT IDS



TOPICS STRUCTURE: FACES

Under **/humans/faces/<faceID>/** (eg /humans/faces/bf3d):

Name	Message type	Description
/roi	hri_msgs/NormalizedRoI2D	Region of the face in the source image
/cropped	sensor_msgs/Image	Cropped face
/frontalized	sensor_msgs/Image	Frontalised face
/landmarks	hri_msgs/FacialLandmarks	The 2D facial landmarks extracted from the face
/facs	hri_msgs/FacialActionUnits	The presence and intensity of facial action units found in the face
/expression	hri_msgs/Expression	The expression recognised from the face
/softbiometrics	hri_msgs/SoftBiometrics	Soft biometrics like age and gender of the face

TOPICS STRUCTURE: BODIES

Under **`/humans/bodies/<bodyID>/`** (eg `/humans/bodies/5e4d`):

Name	Message type	Description
`/roi`	`hri_msgs/NormalizedRoI2D`	Region of the whole body in the source image
`/cropped`	`sensor_msgs/Image`	Cropped image of the body
`/joint_states`	`sensor_msgs/JointState`	The joint state of the human body
`/skeleton2d`	`hri_msgs/Skeleton2D`	The 2D points of the detected skeleton
`/posture`	`hri_msgs/BodyPosture`	Recognised body posture (sitting, standing)
`/gesture`	`hri_msgs/Gesture`	Recognised symbolic gesture

3D pose? `tf` frames from joint state + human URDF! I'll come to it in a minute.

TOPICS STRUCTURE: VOICES

Under **/humans/voices/<voiceID>/** (eg /humans/voices/dde2):

Name	Message type	Description
/audio	audio_common_msgs/AudioData	Separated audio stream for this voice
/features	hri_msgs/AudioFeatures	INTERSPEECH'09 Emotion challenge low-level audio features
/is_speaking	std_msgs/Bool	Whether or not speech is recognised from this voice
/speech	hri_msgs/LiveSpeech	The live stream of speech recognized via an ASR engine

TOPICS STRUCTURE: PERSONS

Under **/humans/persons/<personID>/** (eg /humans/persons/45ff):

Name	Message type	Description
/face_id	std_msgs/String (latched)	Face matched to that person (if any)
/body_id	std_msgs/String (latched)	Body matched to that person (if any)
/voice_id	std_msgs/String (latched)	Voice matched to that person (if any)
/alias	std_msgs/String (latched)	ID of other person, if alias
/anonymous	std_msgs/Bool (latched)	if true, anonymous person (not permanent ID)
/engagement_status	hri_msgs/EngagementLevel	engagement status of the person *with the robot*
/location_confidence	std_msgs/Float32	Location confidence; 1 means 'person currently seen', 0 means 'person location unknown'
/name	std_msgs/String	Name, if known
/native_language	std_msgs/String	IETF language codes like EN_gb, if known

TOPICS STRUCTURE: GROUPS

Under **`/humans/groups/<groupID>/`** (eg `/humans/groups/56ef2`):

Name	Message type	Description
`/members`	`hri_msgs/IdLists`	Person ID of the members of the group

Attention: not yet in the REP-155!

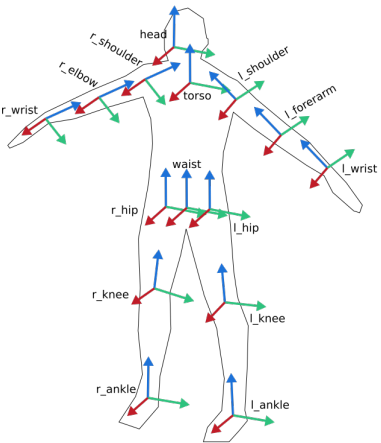
TOPICS STRUCTURE: INTERACTIONS

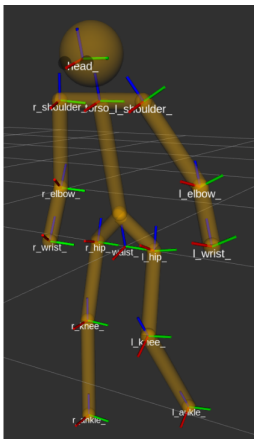
Under **`/humans/interactions/`**:

Name	Message type	Description
`/gaze`	`hri_msgs/Gaze`	estimated gazing behaviours

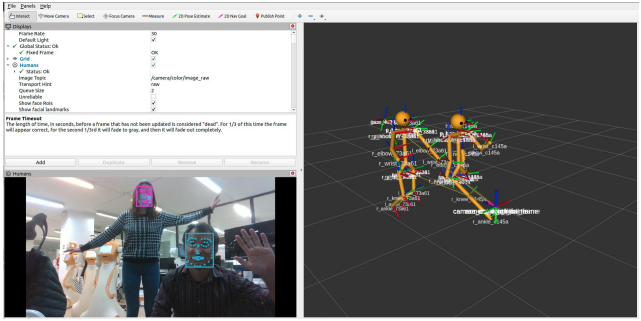
HUMAN PHYSICAL REPRESENTATION

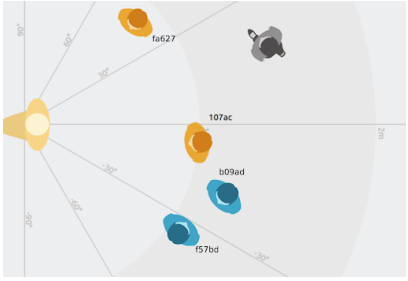
- standard ROS pipeline: joint state (eg OpenPose, mediapipe) -> `robot_state_publisher` + URDF
- URDF generated on the fly, based on person's height (xacro params)
- Follows REP-120 as much as possible.

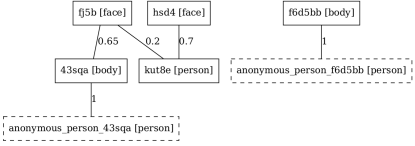




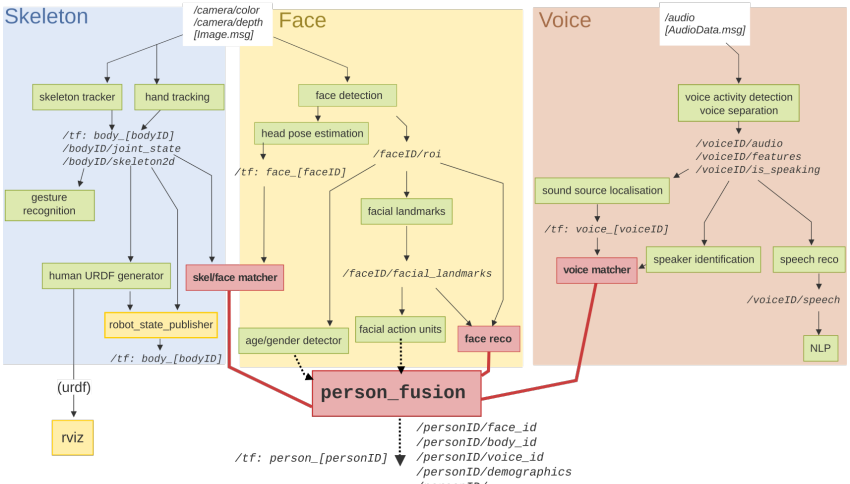
TOOLING

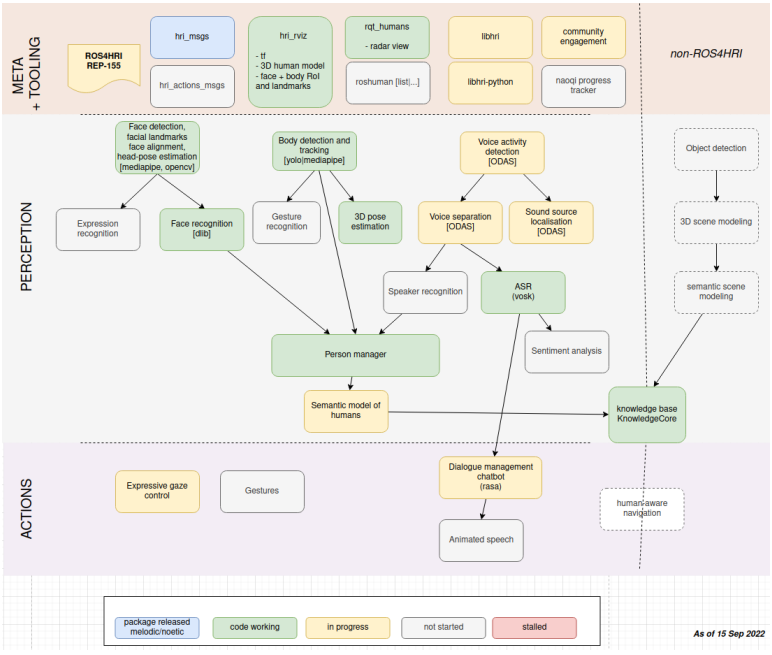

File Panels Help
Interact
Move Camera
Select
Focus Camera
Measure
2D Pose Estimate
2D Nav Goal
Publish Point
Displays
Frame Rate 30
Default Light
Global Status: Ok
Fixed Frame OK
Grid
Humans
Status: Ok
Image Topic /camera/color/image_raw
Transport Hint raw
Queue Size 2
Unreliable
Show Face Rois
Show Facial landmarks
Frame Timeout
The length of time, in seconds, before a frame that has not been updated is considered "dead". For 1/3 of this time the frame will appear correct, for the second 1/3rd it will fade to gray, and then it will fade out completely.
Add
Duplicate
Remove
Rename
Humans


90°
60°
30°
-30°
-60°
-90°
2m
fa627
107ac
b09ad
f57bd


fj5b [face]
hsd4 [face]
f6d5bb [body]
0.65
0.2
0.7
1
43sqa [body]
kut8e [person]
anonymous_person_f6d5bb [person]
1
anonymous_person_43sqa [person]

ONE POSSIBLE PIPELINE (BUT OTHER ARE POSSIBLE!)




META + TOOLING
ROS4HRI REP-155
hri_msgs
hri_actions_msgs
hri_rviz
- tf
- 3D human model
- face + body RoI and landmarks
rqt_humans
- radar view
roshuman [list|...]
libhri
libhri-python
community engagement
naoqi progress tracker
non-ROS4HRI
PERCEPTION
Face detection, facial landmarks face alignment, head-pose estimation [mediapipe, opencv]
Body detection and tracking [yolo|mediapipe]
Voice activity detection [ODAS]
Object detection
Expression recognition
Face recognition [dlib]
Gesture recognition
3D pose estimation
Voice separation [ODAS]
Sound source localisation [ODAS]
3D scene modeling
Speaker recognition
ASR (vosk)
semantic scene modeling
Person manager
Sentiment analysis
Semantic model of humans
knowledge base KnowledgeCore
ACTIONS
Expressive gaze control
Gestures
Dialogue management chatbot (rasa)
human-aware navigation
Animated speech
package released melodic/noetic
code working
in progress
not started
stalled
As of 15 Sep 2022

NEXT STEPS FOR THE REP?

- REP-155 is currently an *open* REP: to become a *accepted* recommendation, we need community feedback.

NEXT STEPS FOR THE REP?

- REP-155 is currently an *open* REP: to become a *accepted* recommendation, we need community feedback.
- several PRs are under discussion: specification of groups,`HRIHeader` instead of one topic per `ID`

NEXT STEPS FOR THE REP?

- REP-155 is currently an *open* REP: to become a *accepted* recommendation, we need community feedback.
- several PRs are under discussion: specification of groups,`HRIHeader` instead of one topic per `ID`
- However, right time to make your nodes REP-155-conformant, and to list them here: wiki.ros.org/hri

NEXT STEPS FOR THE REP?

- REP-155 is currently an *open* REP: to become a *accepted* recommendation, we need community feedback.
- several PRs are under discussion: specification of groups,`HRIHeader` instead of one topic per `ID`
- However, right time to make your nodes REP-155-conformant, and to list them here: wiki.ros.org/hri
- ...and we miss a good illustration for it! :wink: :wink:

THREE LINKS TO RULE THEM ALL

- Code: **github.com/ros4hri**
- Documentation: **wiki.ros.org/hri**
- Feedback: **github.com/ros-infrastructure/rep**

Thank you!

SLIDES

github.com/severin-lemaignan/presentation-ros4hri

We are always looking for great people to join us!

Drop me a line if you want to know more

PAL ROBOTICS