

Body and mind of a humanoid robot: where technology meets physiology

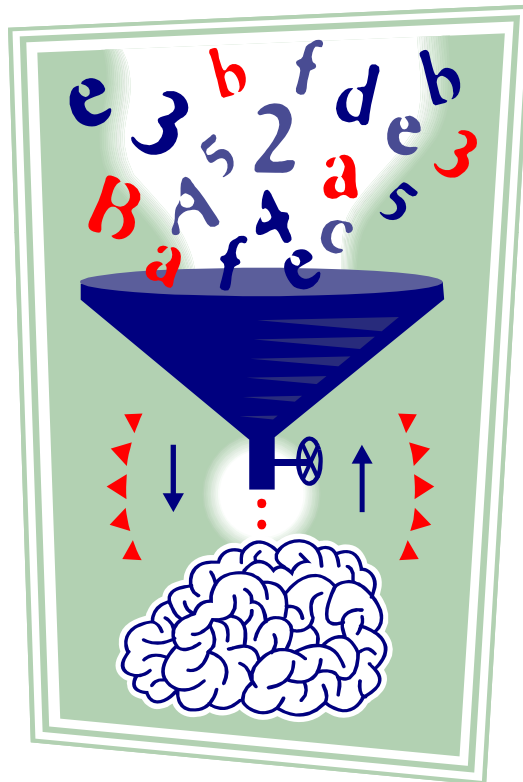
Giorgio Metta and many contributors

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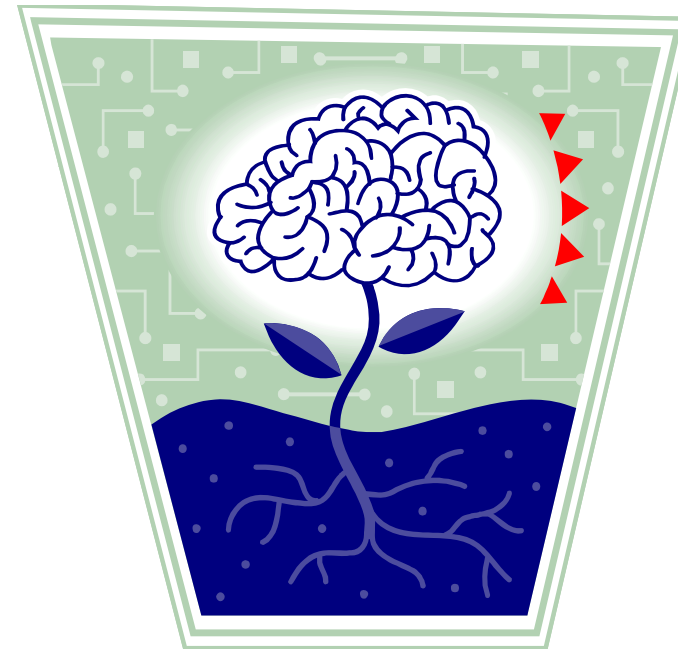
Our background

- The main focus of our activities is in the implementation of biologically sound models of cognition in robots of humanoid shape
- This has the two-fold aim of:
 - furthering our understanding of brain functions
 - realizing robot controllers that can learn and adapt from their mistakes

The kernel of the problem



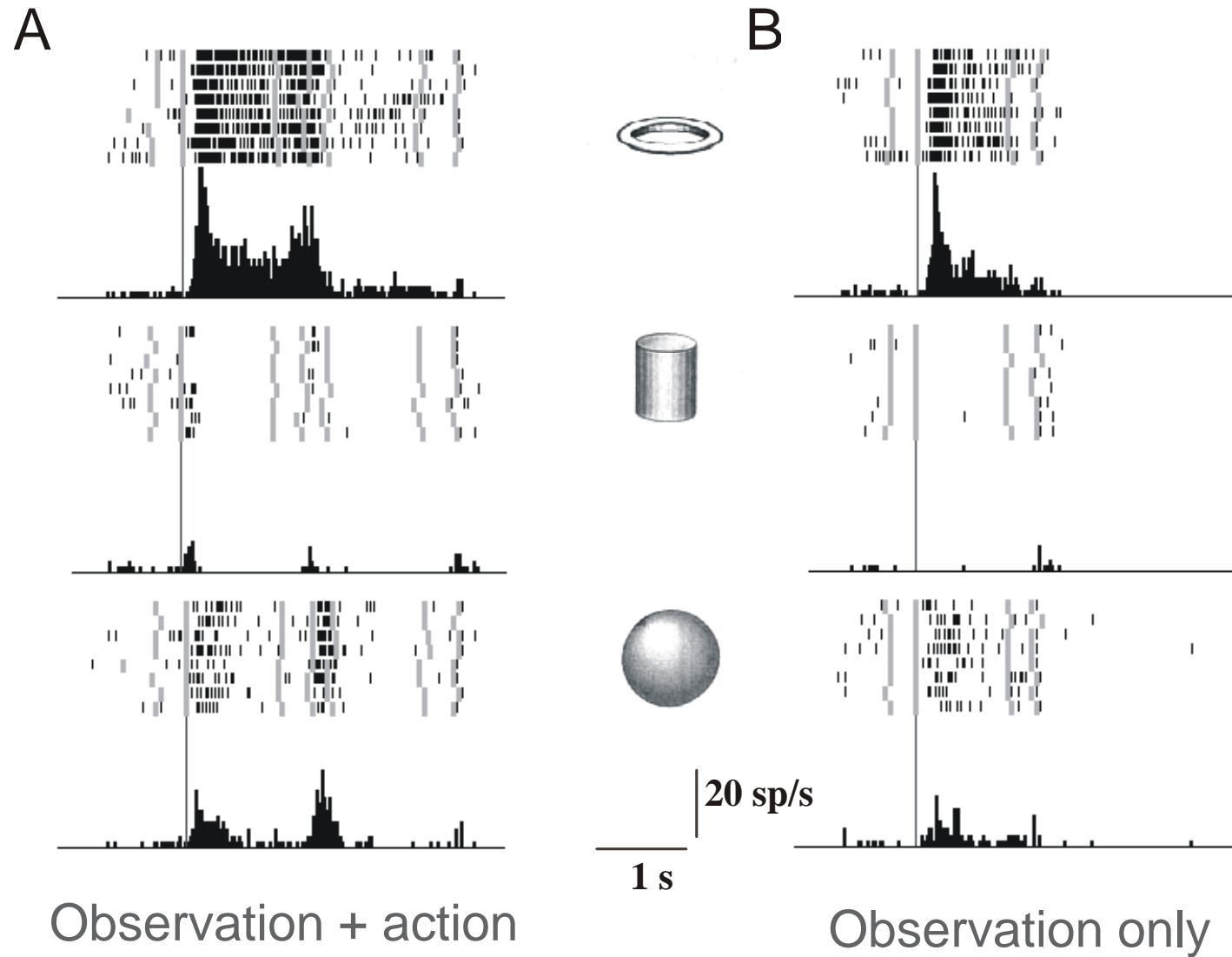
OR





Fadiga et al. (various sources)

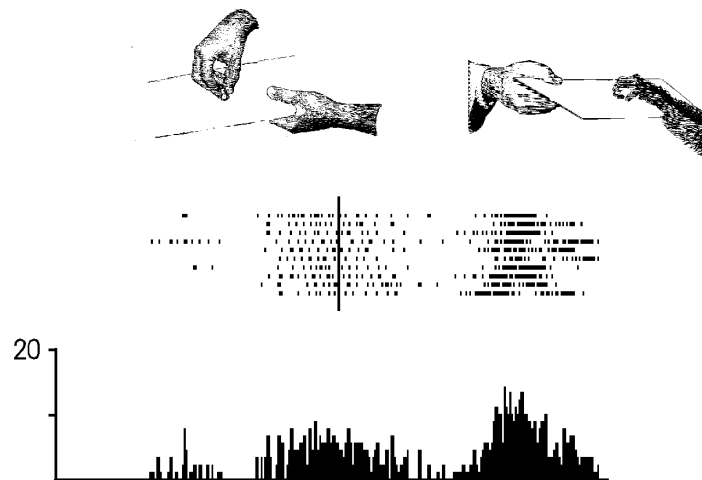
F5 canonical neurons



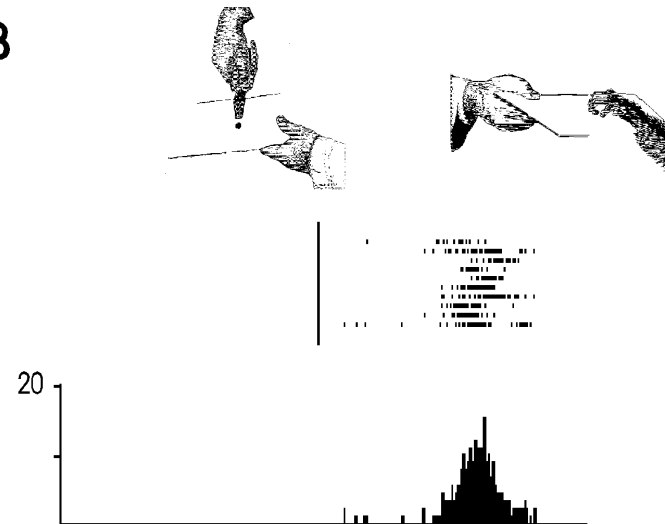
Mirror Neurons

The neuron is activated by “seeing” someone else’s hand performing a manipulative action **and** while the monkey is performing the same action

A



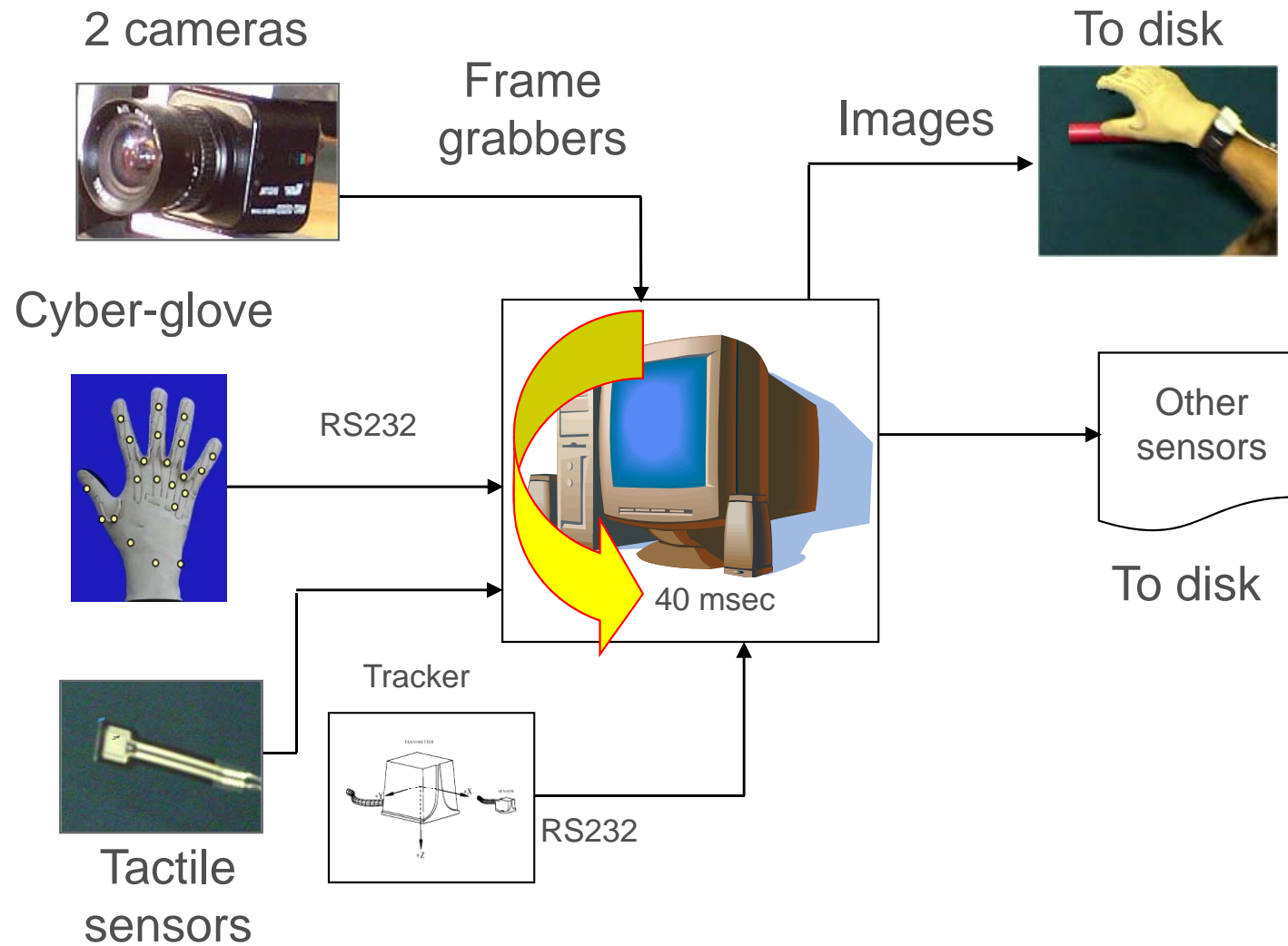
B



The type of action seen is relevant

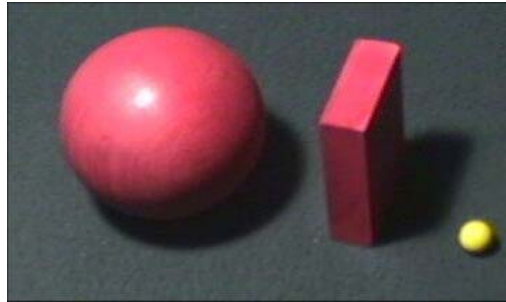
From: Fadiga, L., L. Fogassi, V. Gallese, and G. Rizzolatti, *Visuomotor Neurons: ambiguity of the discharge or "motor" Perception?* International Journal of Psychophysiology, 2000. **35**: p. 165-177.

Data from human grasping



Bayesian classifier

$\{G_i\}$: set of gestures
 \mathbf{F} : observed features
 $\{O_k\}$: set of objects

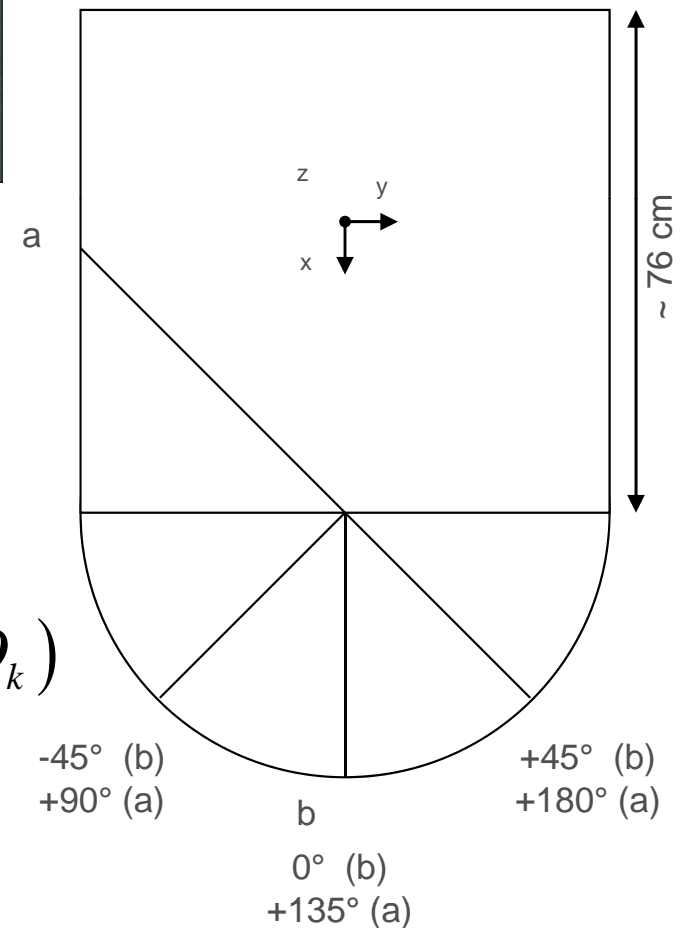


168 sequences per subject
 10 subjects
 6 complete sets

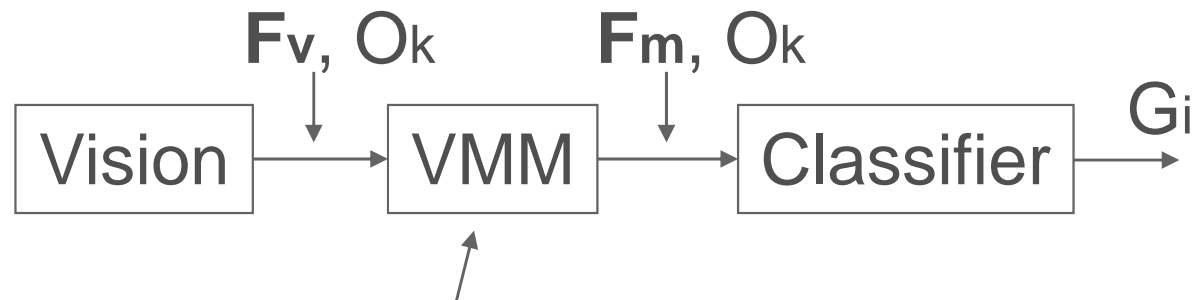
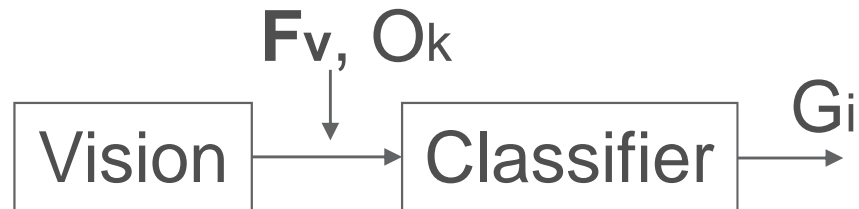
$p(G_i|O_k)$: priors (affordances)
 $p(\mathbf{F}|G_i, O_k)$: likelihood to observe
 \mathbf{F}

$$p(G_i | \mathbf{F}, O_k) = p(\mathbf{F} | G_i, O_k) p(G_i | O_k) / p(\mathbf{F} | O_k)$$

$$\hat{G}_{MAP} = \arg \max_{G_i} (G_i | \mathbf{F}, O_k)$$



Two types of experiments

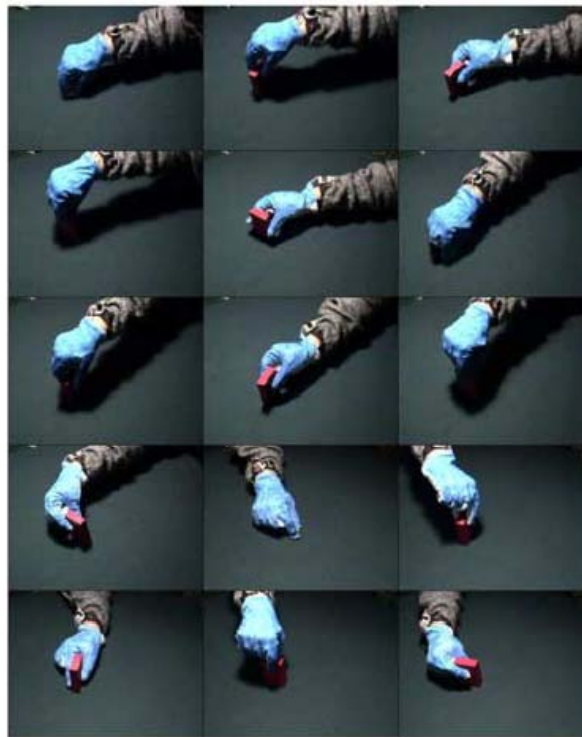


Learned by backpropagation ANN

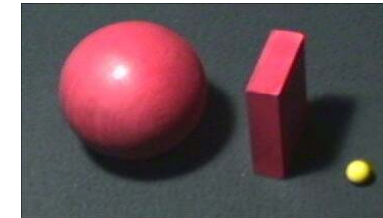
Role of motor information in action understanding



Grasping actions

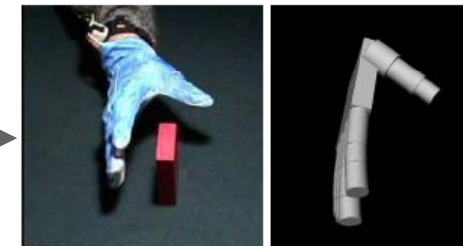


Object affordances (priors)



Visual space

Motor space



Classification
(recognition)

Some results

	Exp. I (visual)	Exp. II (visual)	Exp. III (visual)	Exp. IV (motor)
	Training			
# Sequences	16	24	64	24
# of view points	1	1	4	1
Classification rate	100%	100%	97%	98%
# Features	5	5	5	15
# Modes	5-7	5-7	5-7	1-2
	Test			
# Sequences	8	96	32	96
# of view points	1	4	4	4
Classification rate	100%	30%	80%	97%

Report

The Motor Somatotopy of Speech Perception

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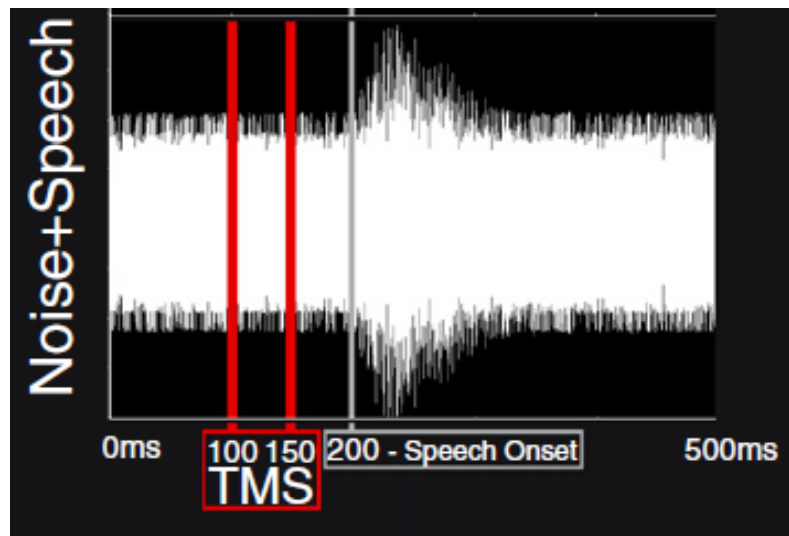
²Cognition and Brain Sciences Unit
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Italy

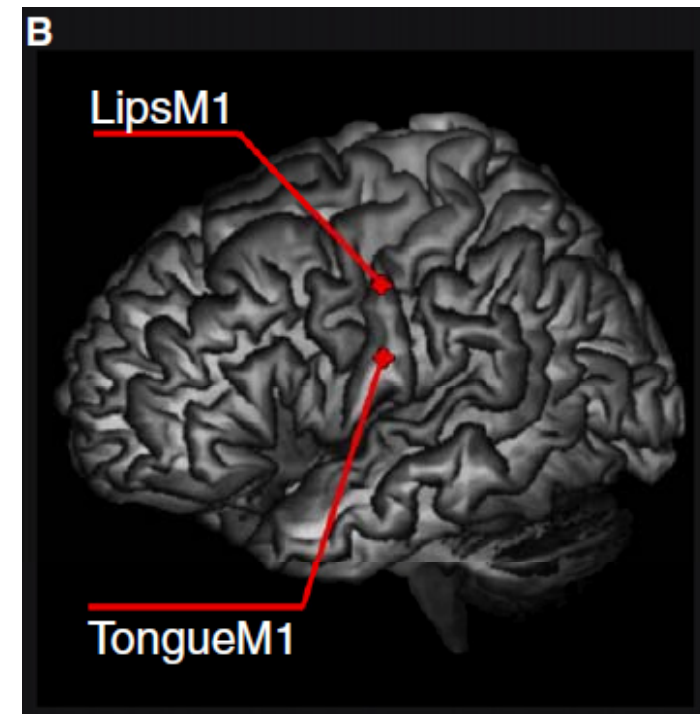
(MTSP) [3], an early precursor of a new zeitgeist, most radically postulated that the articulatory gestures, rather than sounds, are critical for both production and perception of speech (see [4]). On neurobiological grounds, fronto-temporal circuits are thought to play a functional role in production as well as comprehension of speech. The coactivation of motor circuits and the concurrent perception of self-produced speech sounds during articulations might lead to correlated neuronal activity in motor and auditory systems, triggering long-term plastic processes based on Hebbian learning principles [15–17]. The postulate of a critical role of actions in the formation of speech circuits is paralleled in more general action-perception theories emphasizing a critical role of action representations in action-related perceptual processes [18]. However, a majority of researchers are still skeptical toward a general role of motor systems in speech perception, admit-

TMS experiment

- Listening to [b] and [p], labial phonemes
- Listening to [t] and [d], dental phonemes

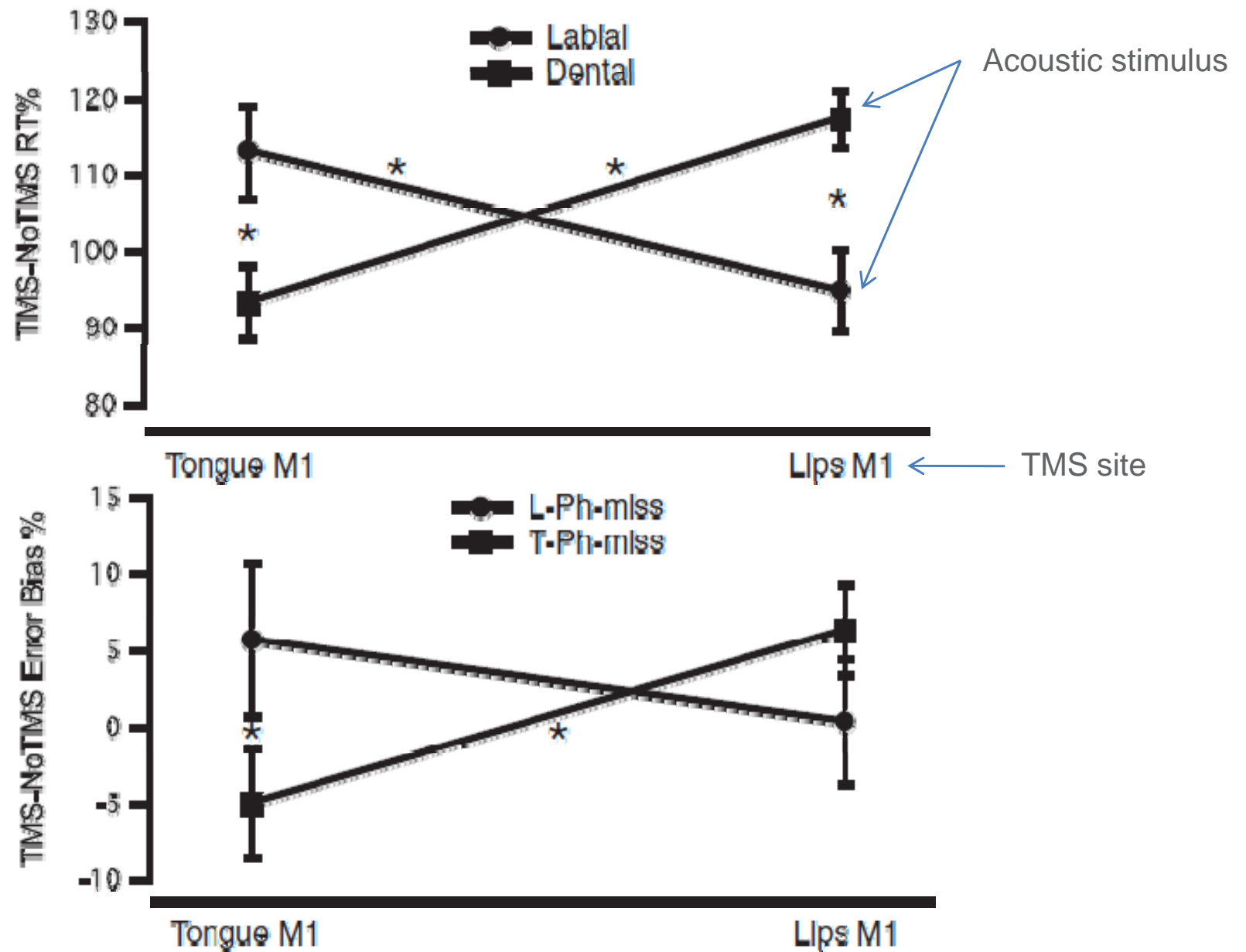


Stimulus

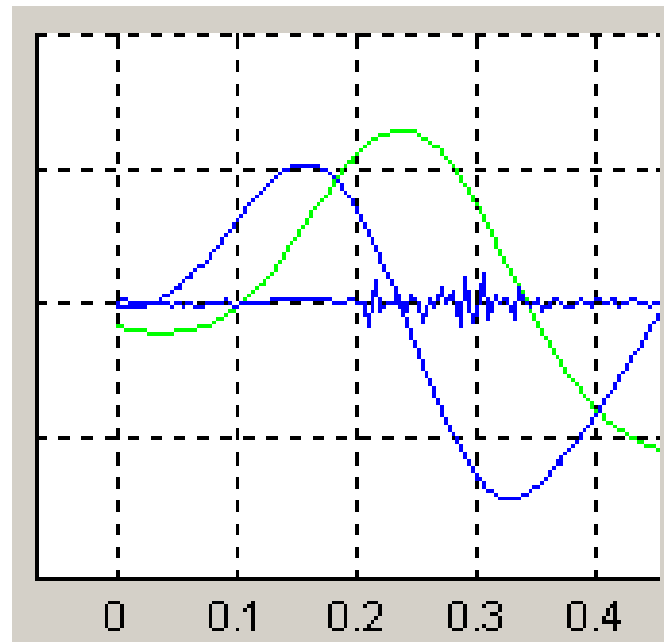
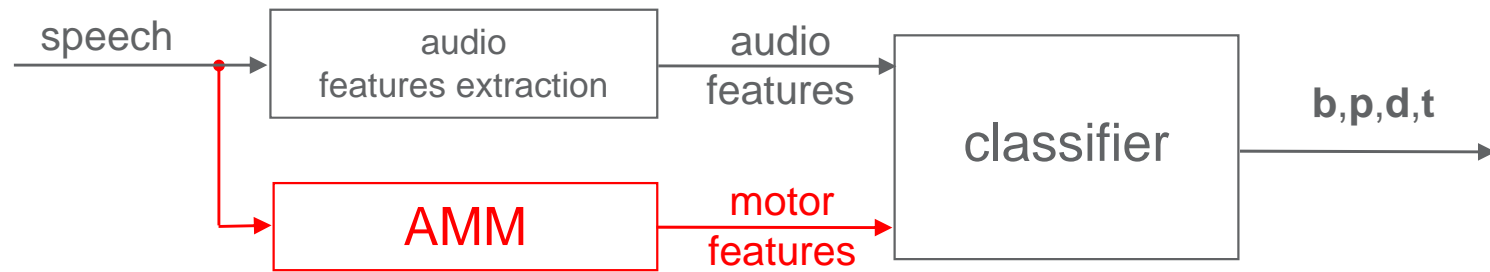


Stimulation

Results



Motor feature based recognition



green: lips opening velocity

blue: lips opening acceleration

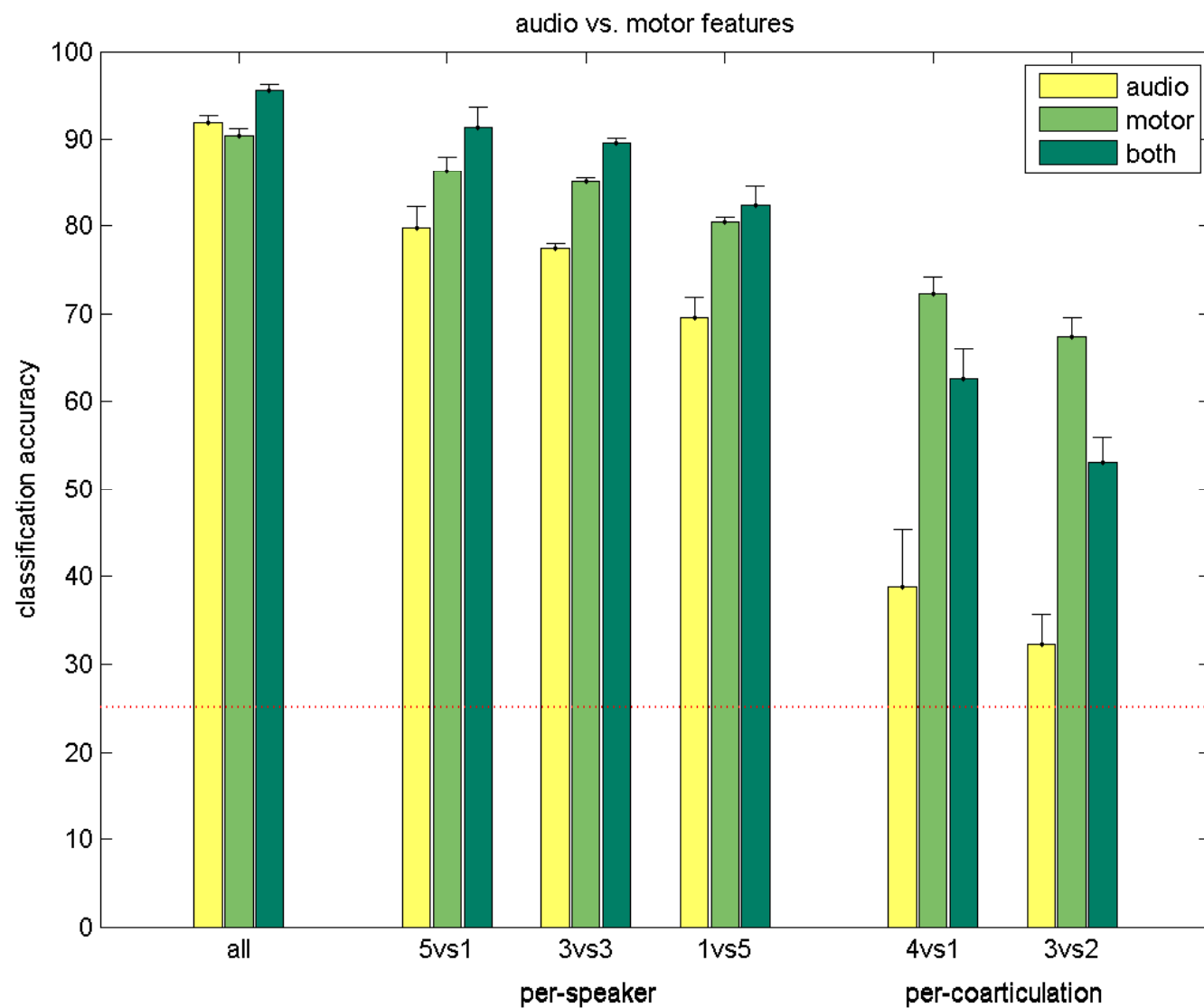
grey zone: the identified motor invariant for b

Data collection



- ❑ 9 speakers, 74 (pseudo)words and syllables
- ❑ magnetic tracking of tongue, lips and teeth
- ❑ ultrasound imaging of tongue
- ❑ video of face
- ❑ laryngography of vocal folds

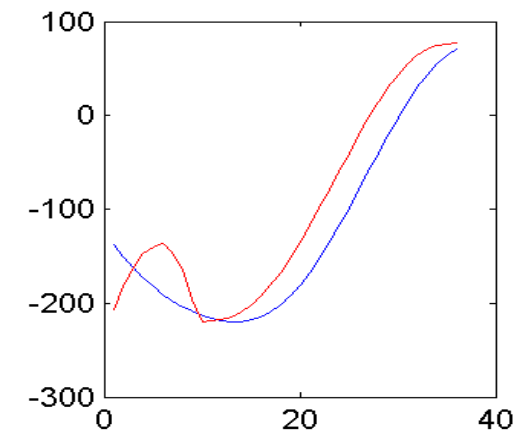
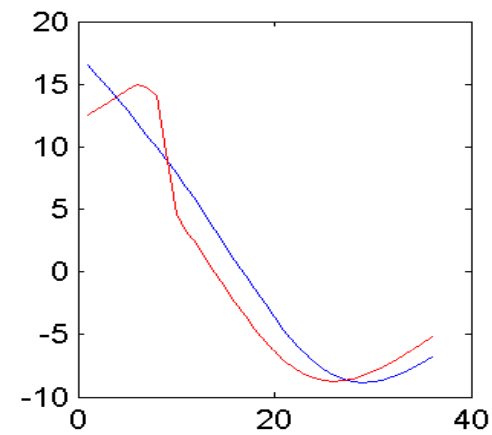
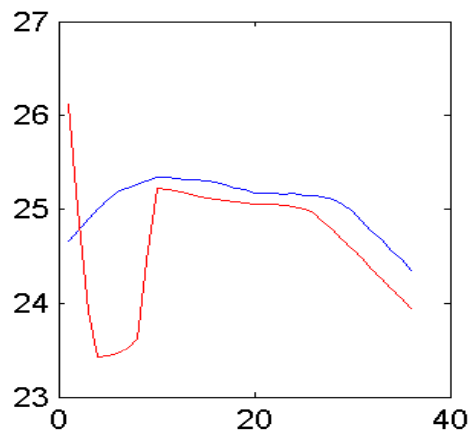
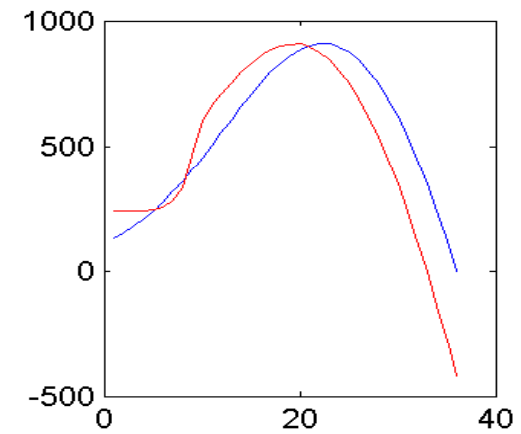
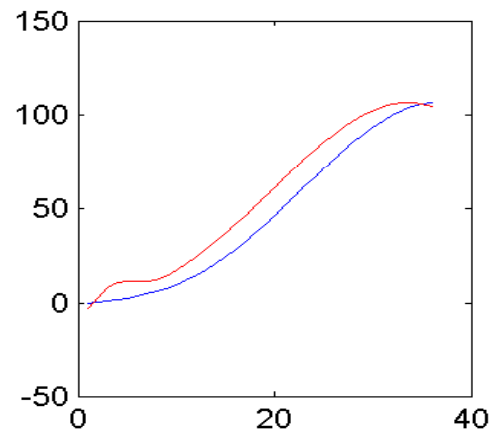
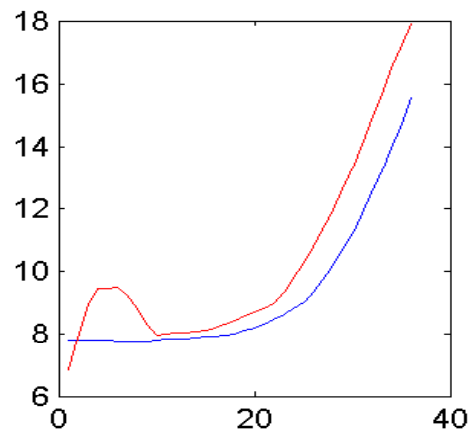
Baseline experiment



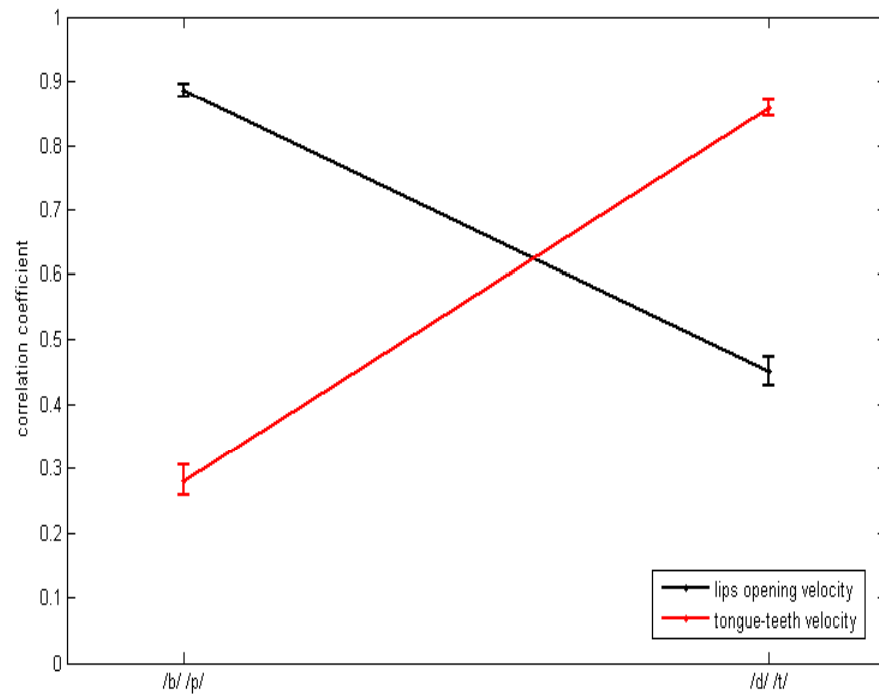
Audio-motor map

- Training the AMM:
 - *input space*: 200ms. Mel-scale spectrogram (20 filters) of speech (\mathbf{R}^{380})
 - *output space*: point-by-point $VliO$, $AliO$, $VttU$, $AttU$ over utterance (\mathbf{R}^4)
 - ANN w/ sigmoidal activation function, cross-validation, regularization, 10 random restart (the best is stored)
- Cross-validation:
 1. over all utterances
 2. per-speaker

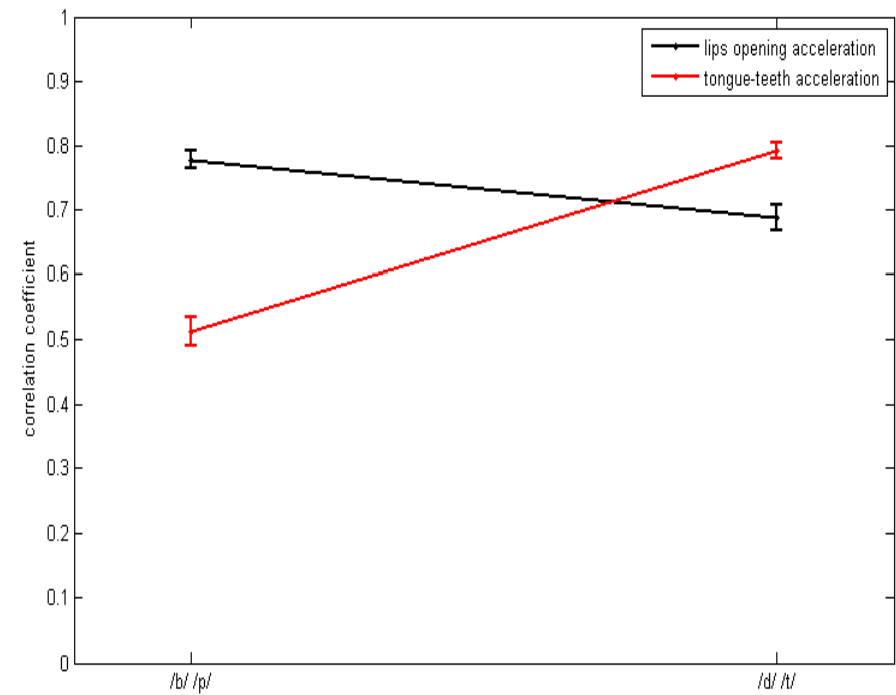
papa



Audio-motor map

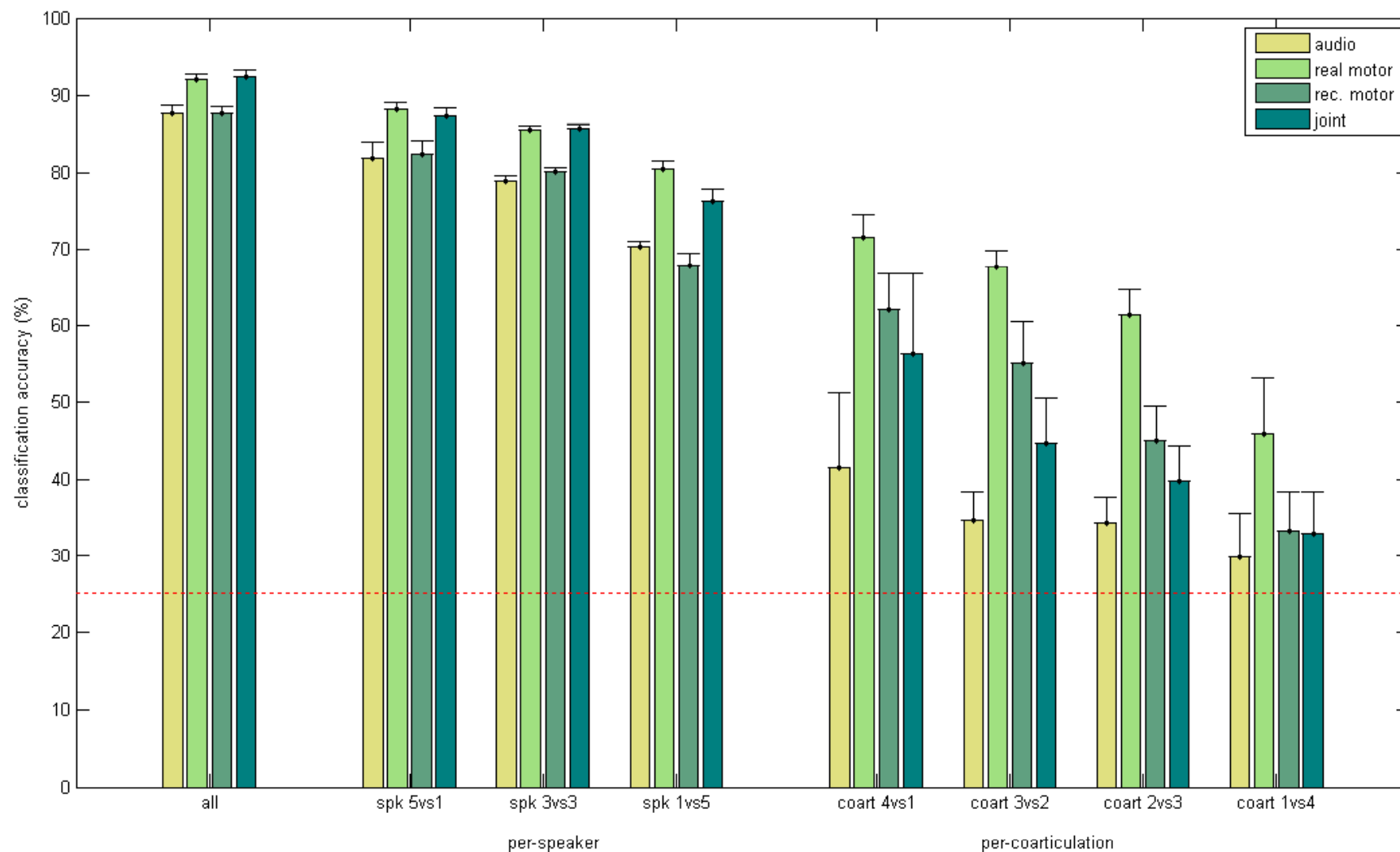


Velocity

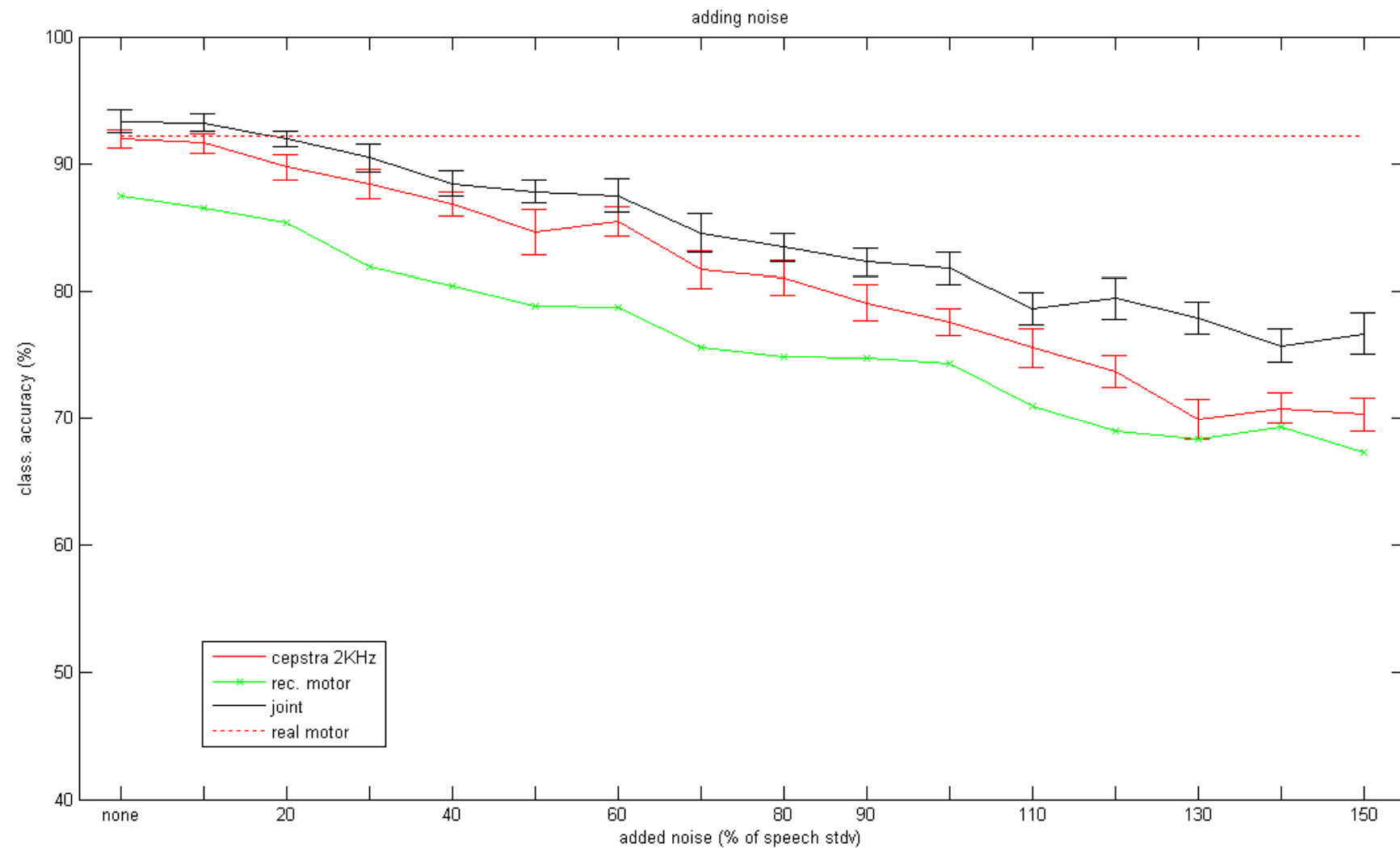


Acceleration

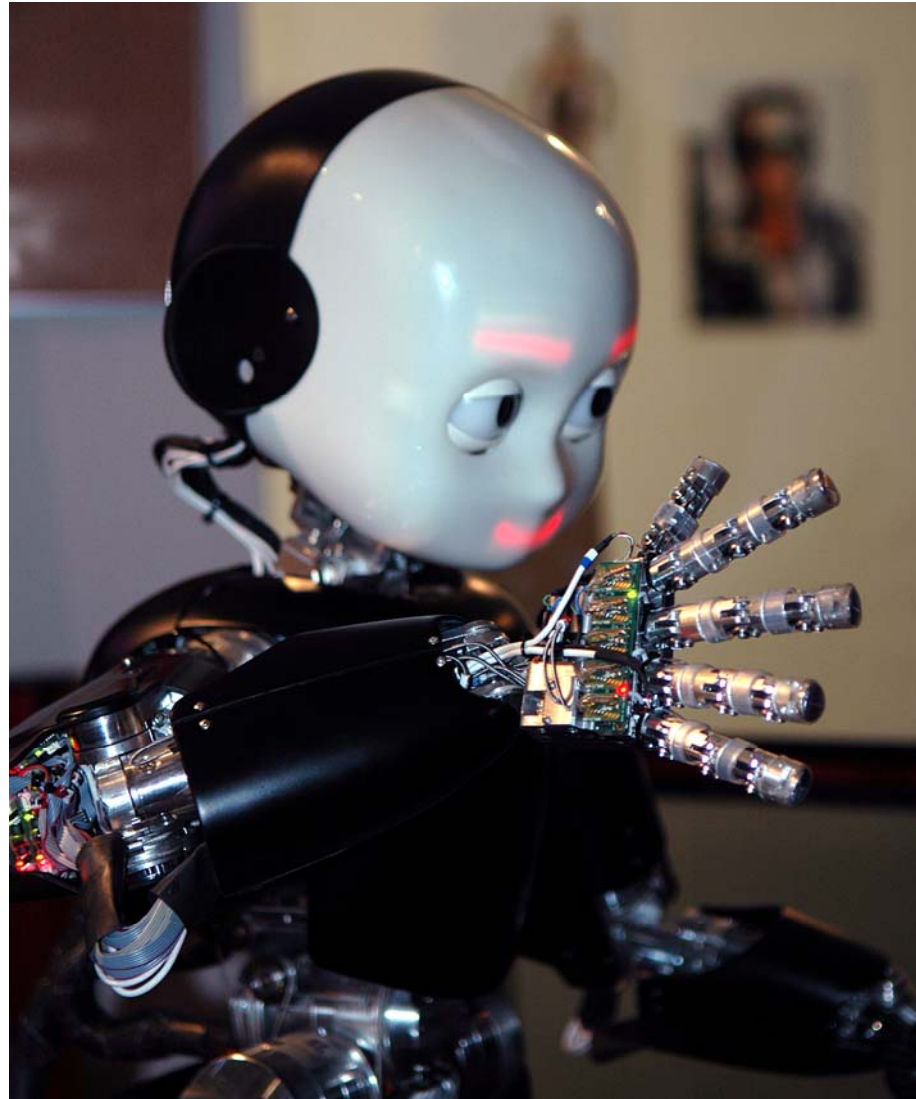
With reconstructed motor signals



Increasing noise



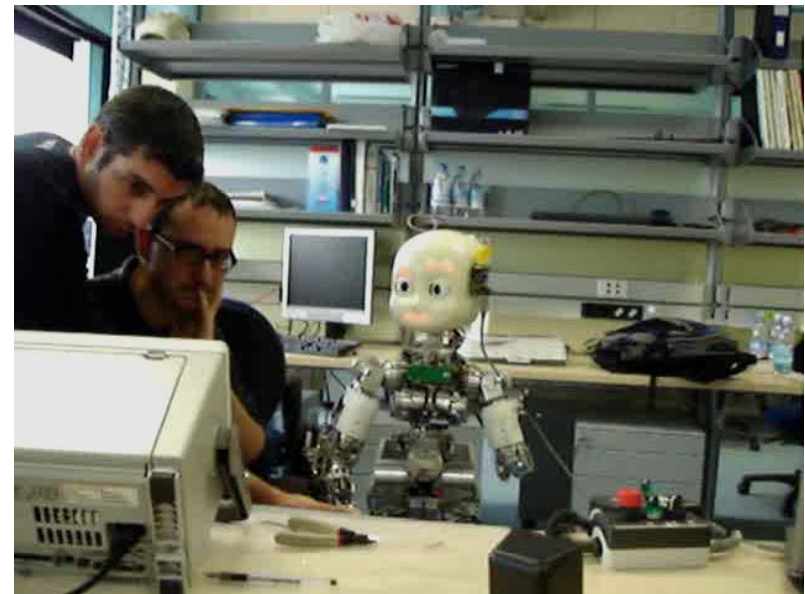
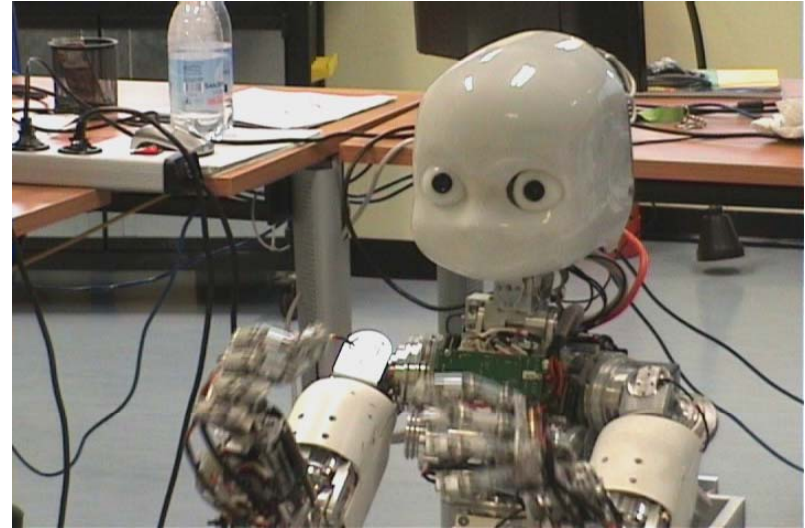
The iCub



The iCub: quick summary

The **iCub** is the humanoid baby-robot designed as part of the **RobotCub** project

- The iCub is a **full humanoid robot** sized as a three and half year-old child
- The total height is **104cm**
- It has **53 degrees of freedom**, including articulated hands to be used for manipulation and gesturing
- The robot will be able to **crawl and sit** and autonomously transition from crawling to sitting and vice-versa
- The robot is **GPL/FDL**: software, hardware, drawings, documentation, etc.

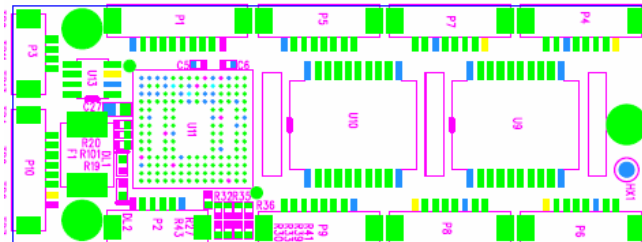


Sensorization

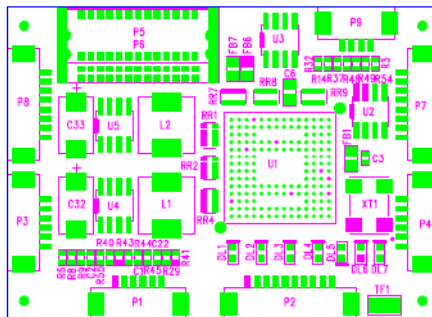
- Absolute position
 - On most joints, AMS magnetic encoder (12 bits)
- Cameras
 - Pointgrey Dragonfly2 firewire cameras (typical 640x480@30pfs)
- Microphones, speaker
 - Standard condenser electrect miniature microphones
 - Pinnae
- Gyroscopes, linear accelerometers
 - Xsense: Mtx

Custom electronics

- Motor control
 - C programmable DSP 40 MIPS
 - Motorola DSP56F807
 - PWM, ADC, Digital I/O, etc.
 - 4DC motors (1A max each)
 - 2BL motors (6A cont, 20A peak)
 - CAN bus interface



80x30mm



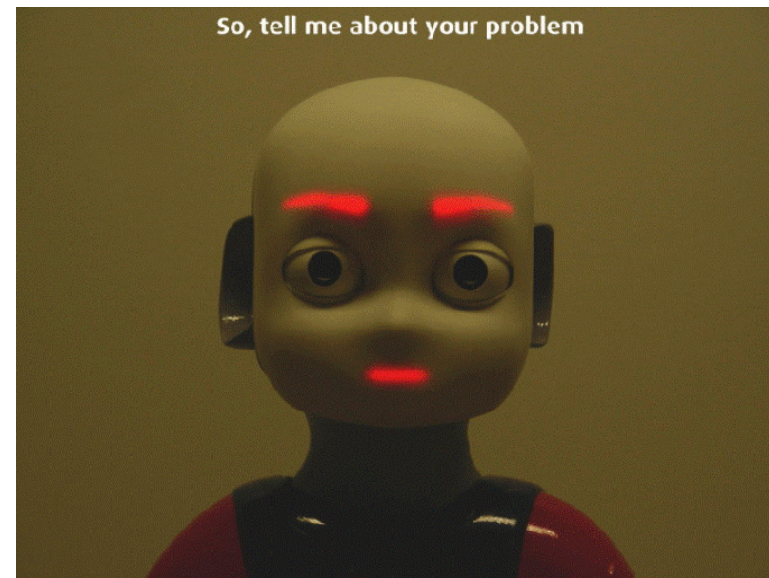
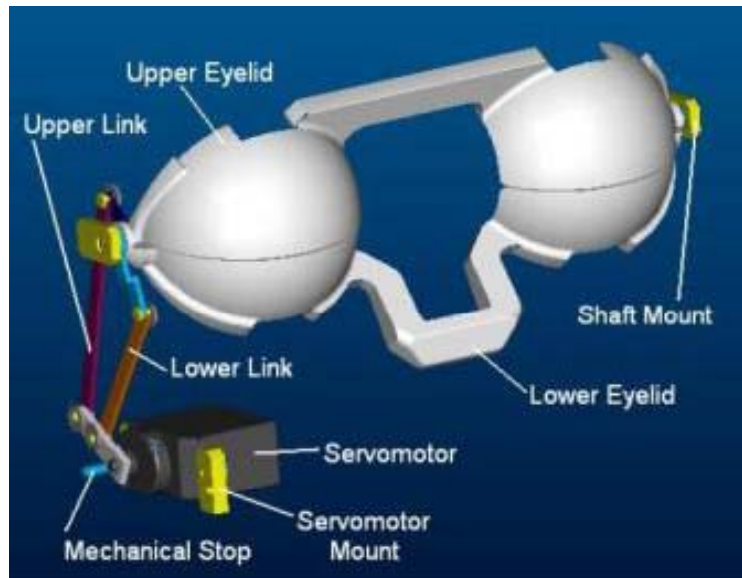
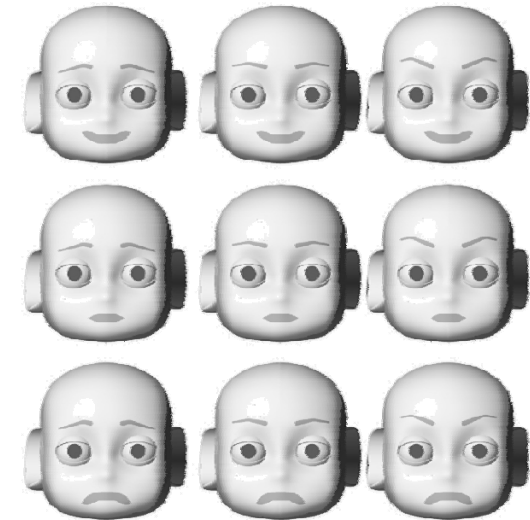
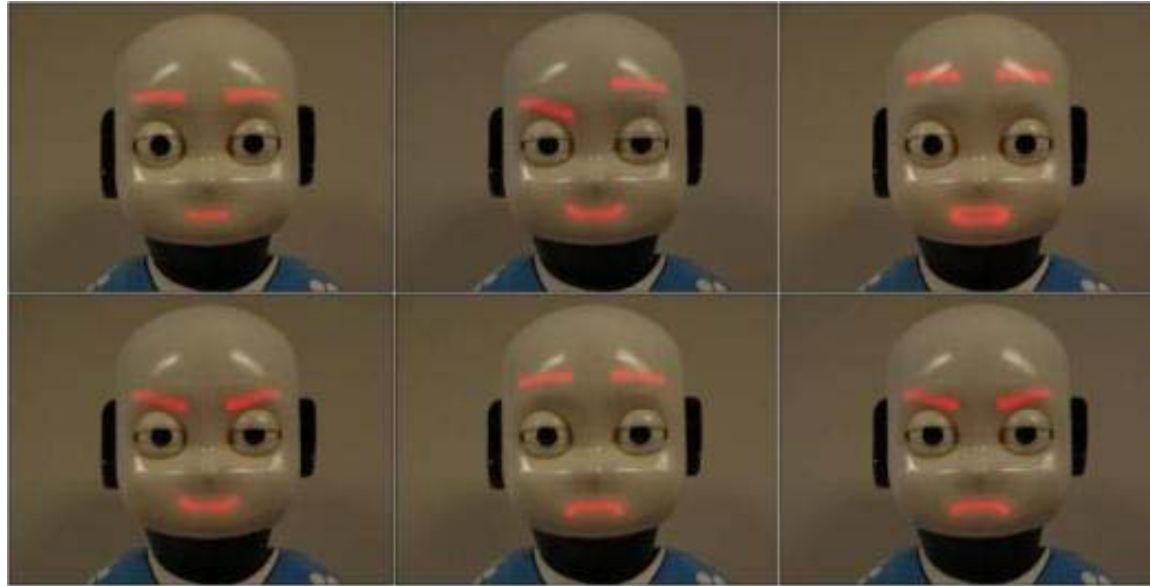
58x42mm

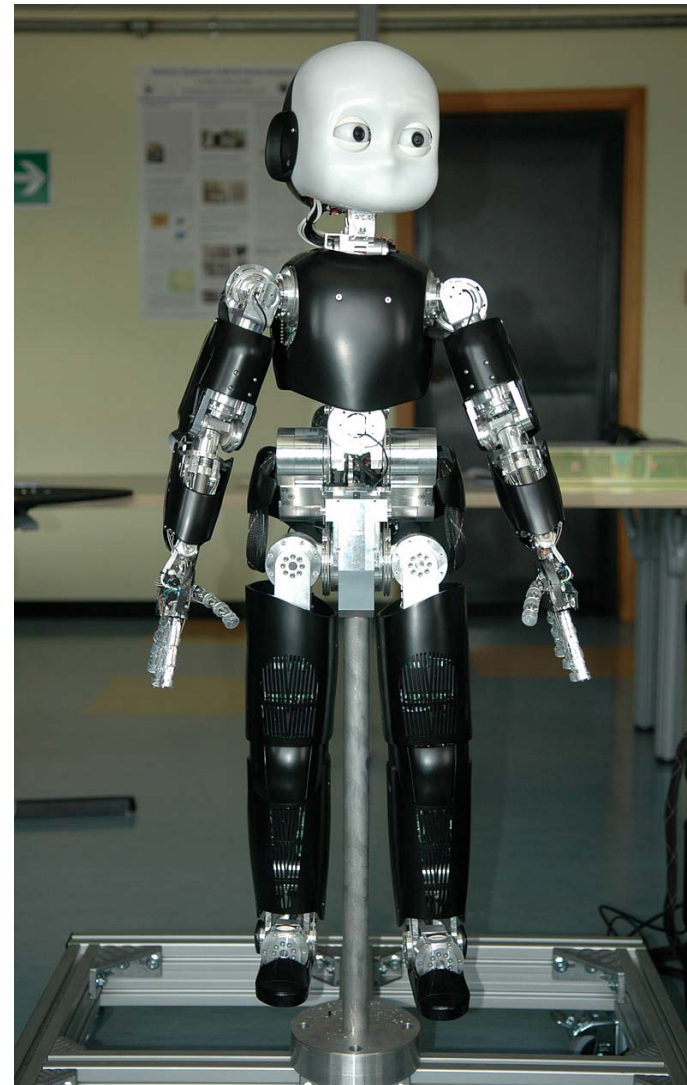
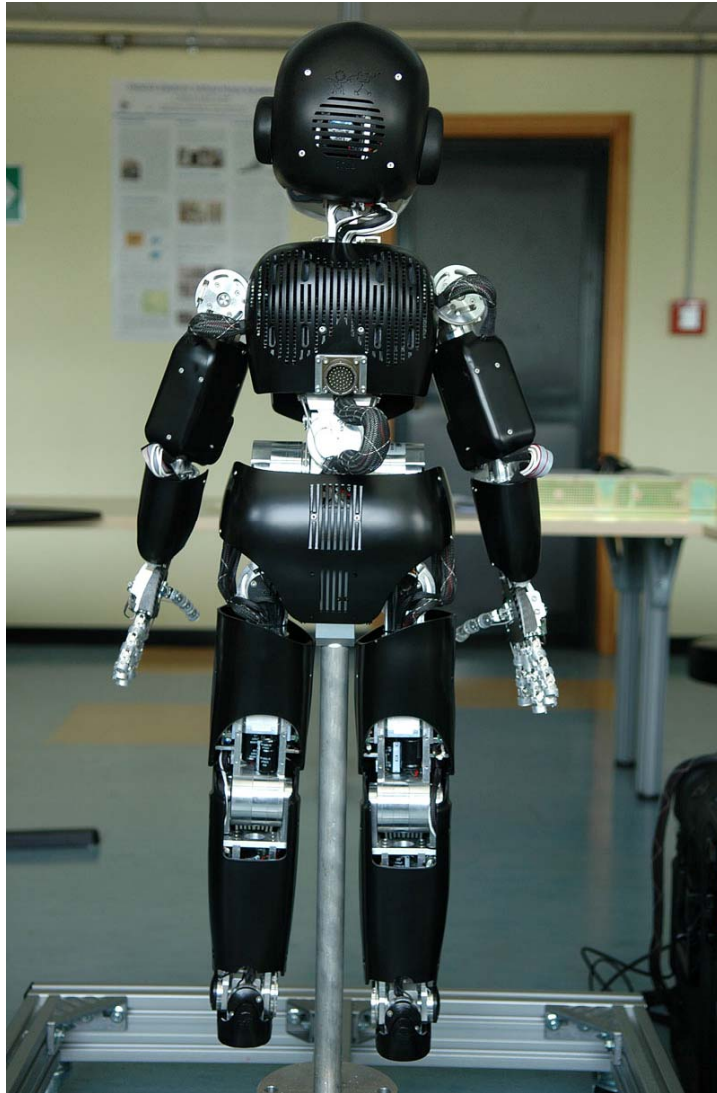


Input/output:

- PC104 digital I/O card with 4 CAN bus (soon 10), firewire, and audio amplification
- Miniature analog to CAN converter card
- Miniature strain gauge signal conditioning and acquisition card

Facial expressions



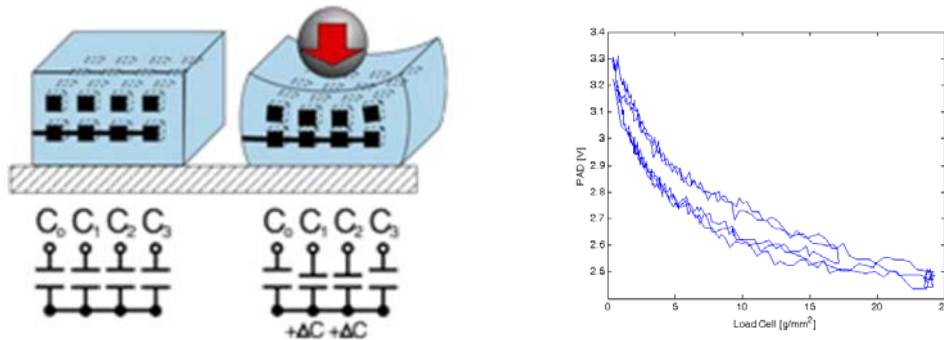


Promoting the iCub

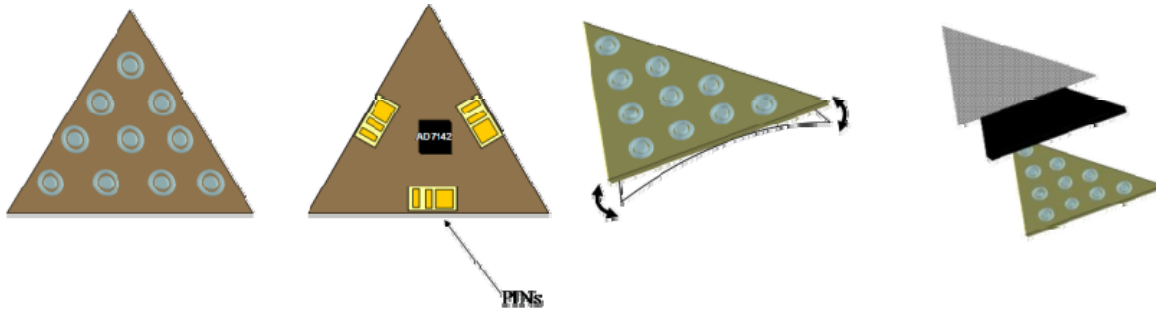
- RobotCub Open Call
 - 31 participants, 7 winners will receive a copy of the iCub free of charge
 - UPMC Paris, Imperial London, Inserm Lyon, TU Munich, METU Ankara, Pompeu Fabra Barcelona, Urbana-Champaign USA, IST Lisbon, EPFL Lausanne
- Further development...
 - EU project ITALK: 4 iCub's have been built
 - EU project ImClever: 3 iCub's will be built
 - EU project RoboSkin: a skin system compatible with iCub
 - EU project CHRIS: safety features for the iCub
- Collaborations
 - University of Karlsruhe: new and longer legs
- Simulator:
 - Open Source simulator based on ODE/Newton and as a model in Webots

The skin

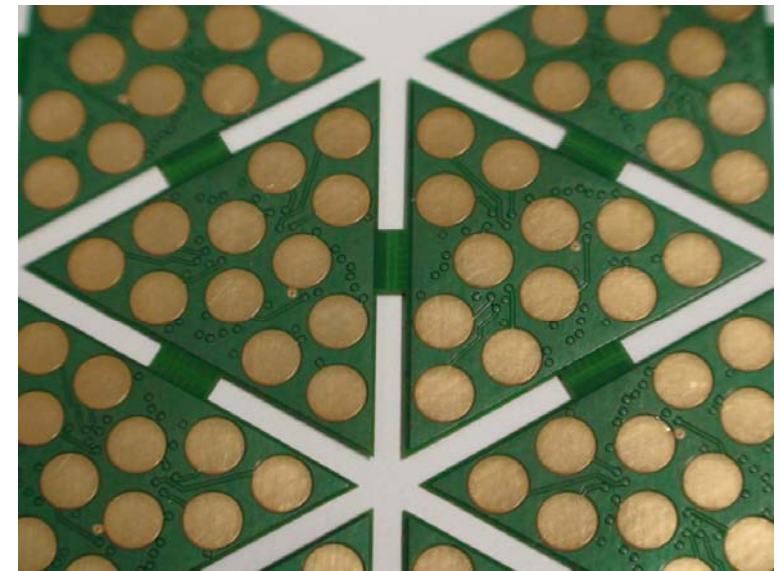
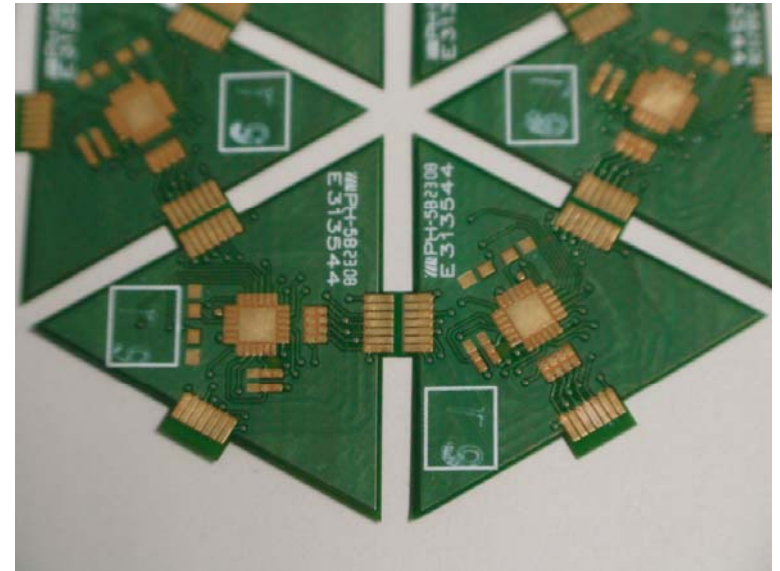
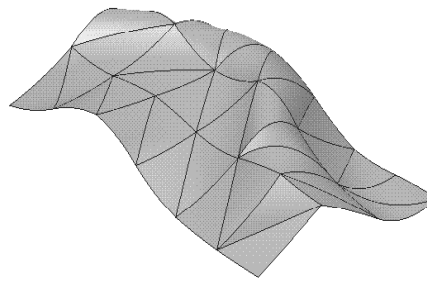
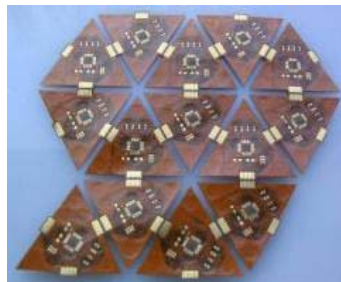
Principle



Lot of sensing points

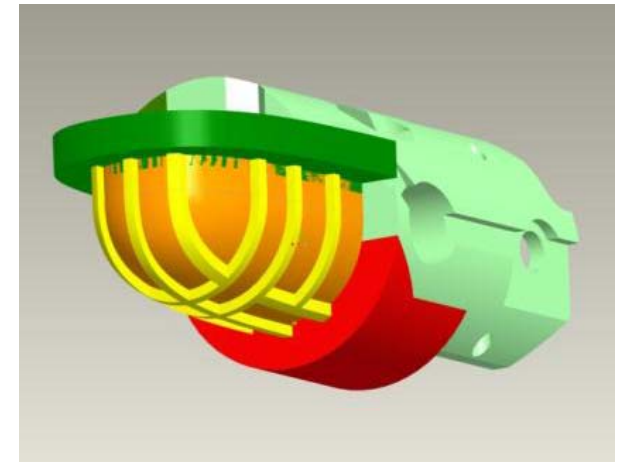
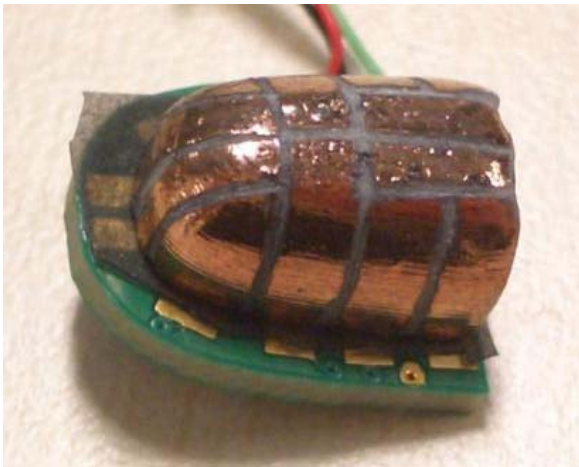


Structure of the skin



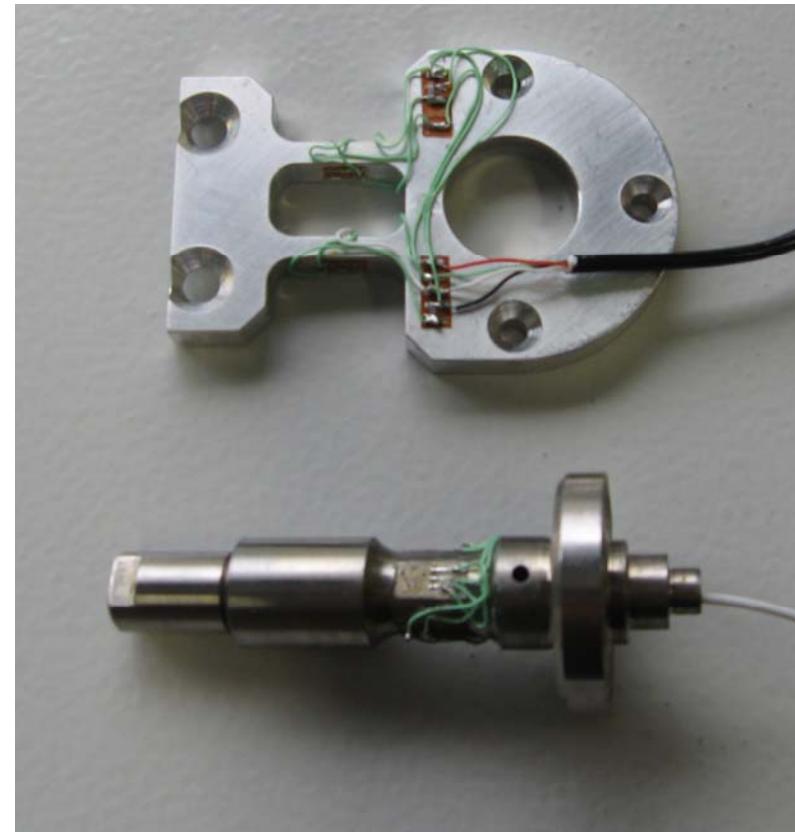
Fingertips

- Capacitive pressure sensor with 12 sensitive zones
- 14.5 mm long and 13 mm wide, sized for iCub
- Embedded electronics: twelve 16 bit measurements of capacitance
 - either all 12 taxels independently at 50 Hz or an average of the 12 taxels at about 500 Hz



Sensor gauging and wiring

- Before
- After (gauges glued, 10h curing, pads gluing & wiring)



6-axis force/torque sensor



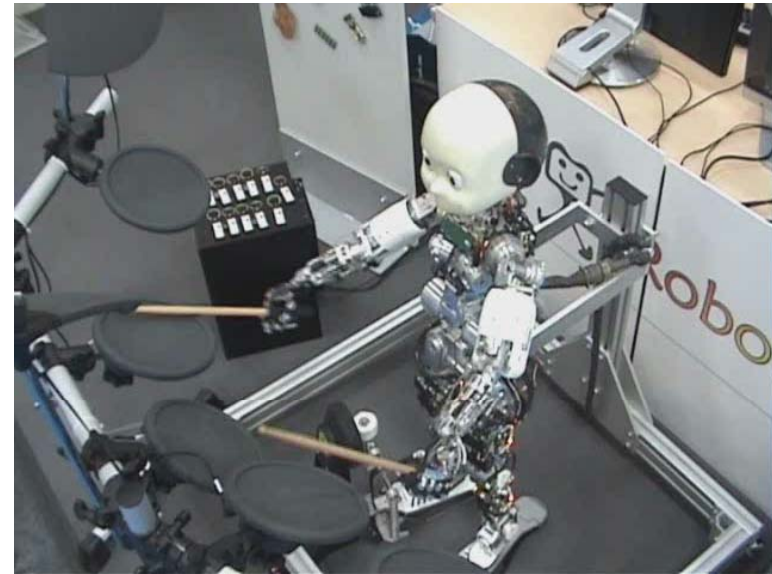
- Semiconductor strain gauges
- On board signal conditioning, sampling, and calibration
- Digital output: CAN bus

Design: Nikos Tsagarakis
Electronics: Claudio Lorini





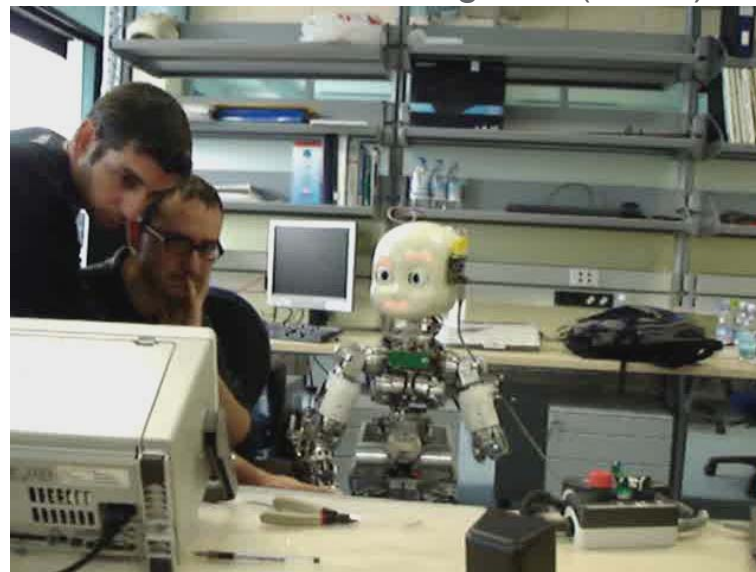
With Peter Ford-Dominey (INSERM, Lyon)



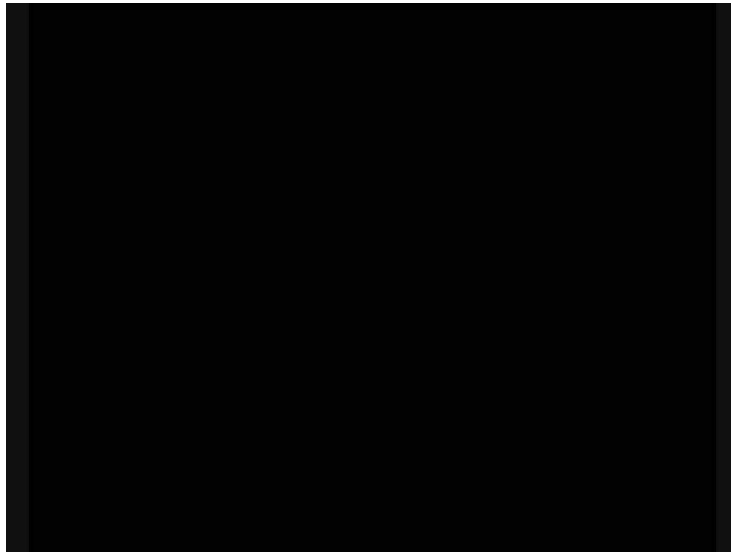
With Auke Ijspeert, Ludovic Righetti,
Sarah Degallier (EPFL)



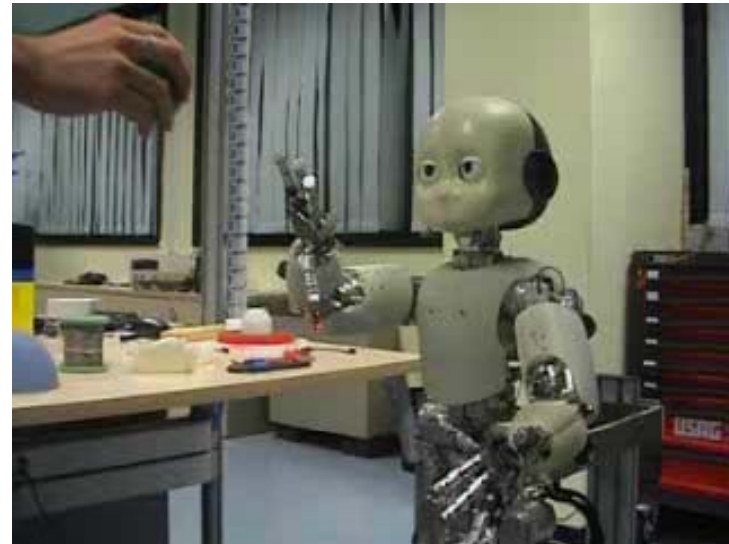
With a lot of students
@ RobotCub summer school 2008



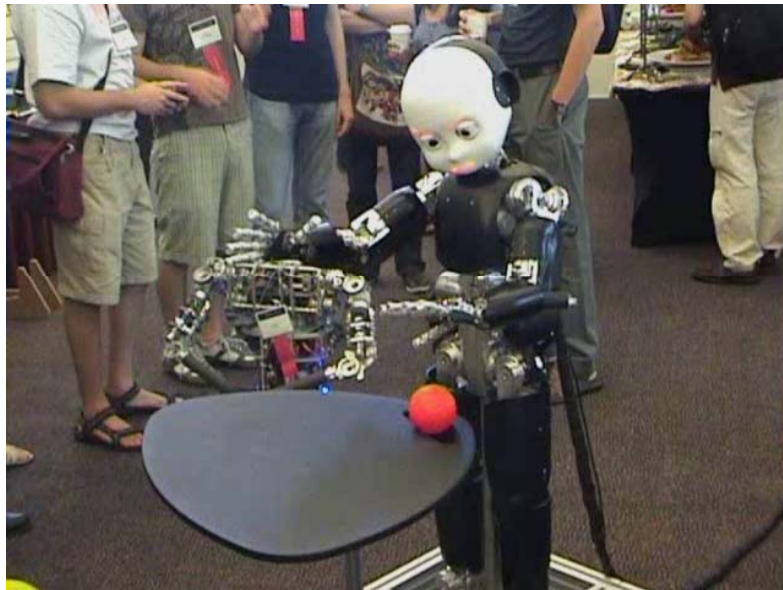
With VisLab (IST Lisbon)



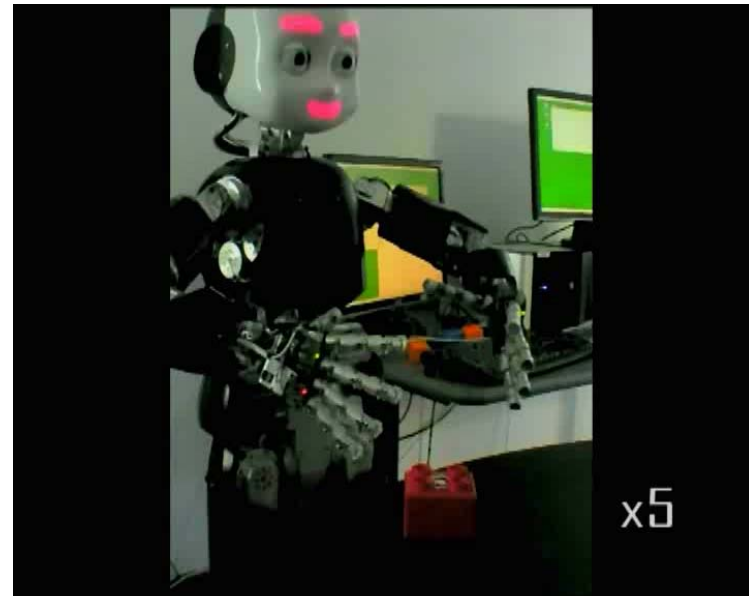
With Auke Ijspeert, Ludovic Righetti,
Sarah Degallier (EPFL)



With VisLab (IST Lisbon)



IJCAI – Pasadena, CA
2009 manipulation challenge



RobotCub Summer School 2009
(Alex Maldonado, Federico Ruiz – TUM)

Conclusions

- Cognition: (internal) models connected to the motor system
- It might be advantageous to copy this solution in artificial systems
- ...which ultimately require a body to generate sensorimotor patterns autonomously