

## Project No. 004370

# RobotCub Development of a Cognitive Humanoid Cub

Instrument: Integrated Project  
 Thematic Priority: IST - Cognitive Systems

## D6.3 Interaction Histories: Software Module Notes WP6 - Gesture Communication

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Start date of project: **01/09/2004**

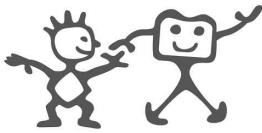
Duration: **60 months**

Organisation name of lead contractor for this deliverable: **University of Hertfordshire**

Responsible Person: **Kerstin Dautenhahn**

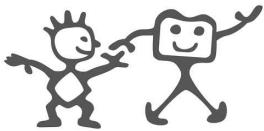
Revision: **1.0**

Project co-funded by the European Commission within the Sixth Framework Programme (2002-2006)		
Dissemination Level		
PU	Public	PU
PP	Restricted to other programme participants (including the Commission Service)	
RE	Restricted to a group specified by the consortium (including the Commission Service)	
CO	Confidential, only for members of the consortium (including the Commission Service)	



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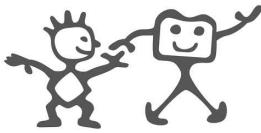
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## 1 Executive Summary

WP6 continues to focus on interaction dynamics of social interaction during robot-human play and the prerequisites for gesture and non-verbal communication between robots and humans, as well as the realization of these capabilities in a robot. In this particular research work, techniques for achieving this capability in an autonomous robot through grounded sensorimotor experience and interaction histories, are investigated.

This deliverable supports a submission of code into the iCub repository that consists of an implementation of the “Interaction History Architecture” (see D6-3 for a description) in a YARP framework along with control code for both the Kaspar2 robot of the University of Hertfordshire as well as the iCub (in simulation).



## 2 IHA Process Diagram

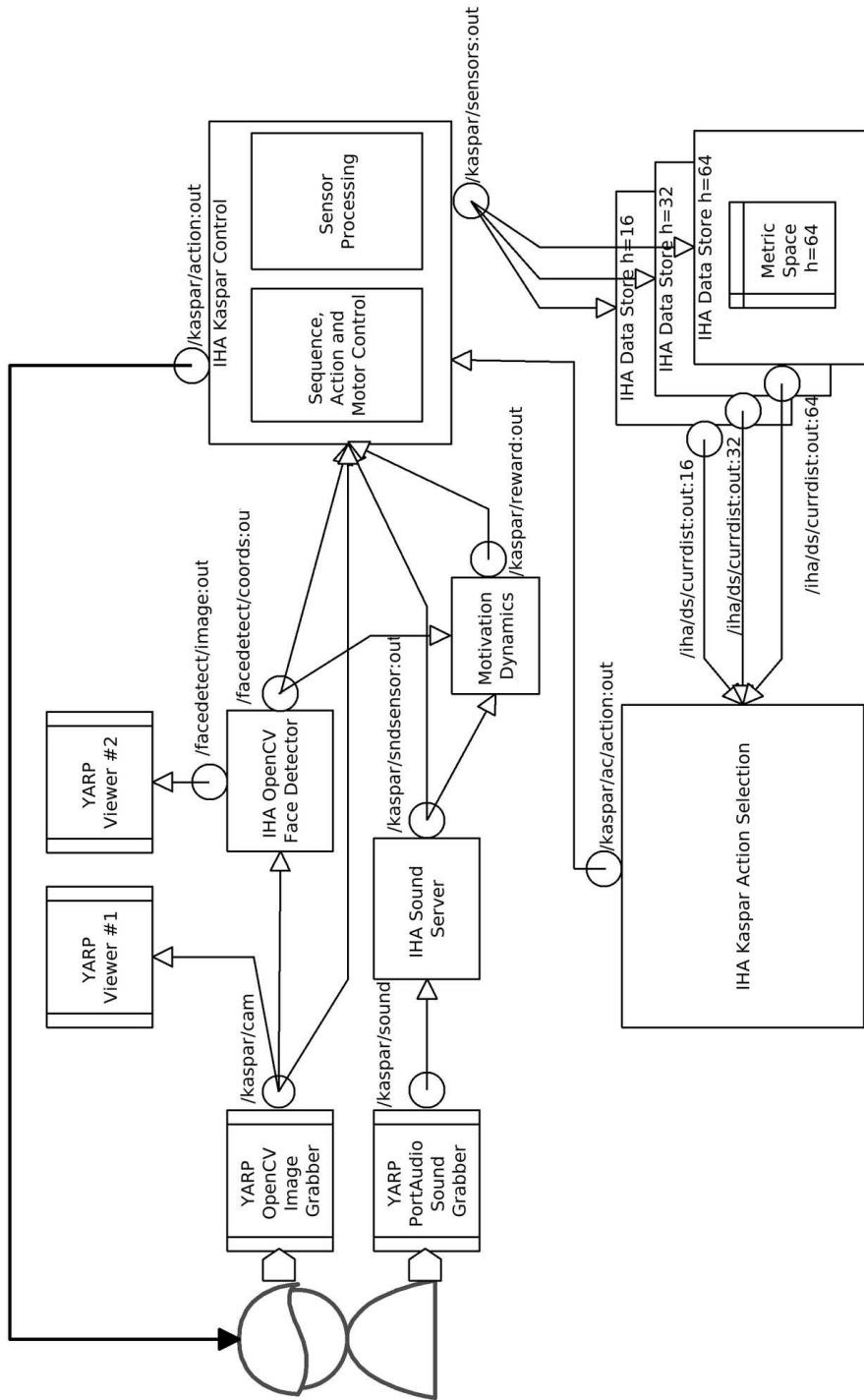
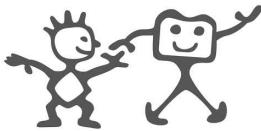


Figure 1: IHA Process Diagram showing main processes and connections.



## 3 Software Module Notes

### 3.1 Modules

#### 3.1.1 Data Store

**Description:** The Data Store collects sensor data and creates experiences, placing them in a metric space and associating quality values and action values to create the interaction history space.

**Executable:** data\_store.cpp

**Files:** **data\_store.cpp** Main source file

**experience/DataFrame.h** Class to store a single data frame

**experience/Experience.h** Class to store a single experience

**experience/ExperienceProcessor.h** Processing functionality for experiences *e.g.* merge/delete them.

**experience/ExperienceProcessor.cpp**

**experience/DistanceSpaceClass.h** Class to hold the Distance Space and processing functionality at the Distance Space level.

**experience/DistanceSpaceClass.cpp**

**experience/BinWindowMaxEntropy.h** Adaptive binning using entropy maximization

**experience/WindowIDCalc.h** Information Distance calculation (Moving Window)

**experience/ExperienceProcessorFileRW.cpp** Read-Write Experiences

**experience/serialization.h** Serialization code

**Execution Parameters:** **-file <file>** configuration file

**-dbg <N>** Debug level (0-60)

**-save <file>** Save Experience Space when finished

**-load <file>** Load Experience Space from *<file>* before start

**-connect\_to\_sensors <port>** Connect to the specified sensor port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)

**dsnumber Int** Data Store Number for multiple data stores (default 1)

**HORIZONS Int Int ...** List of horizons to keep metric spaces for

**num\_bins Int** Number of bins in quantization. (default 5)

**granularity Int** Rate at which experiences are created in timesteps (default 1)

**experience\_action\_gap Int** For tuning correct association of action with experience (default 1, *i.e.* next action)

**regular\_experiences String** Experiences created depending on timestep (default TRUE)

**action\_experiences String** Experiences created when action changes (default FALSE)

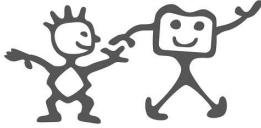
**value\_experiences String** Experiences created when reward value changes (default FALSE)

**num\_actions Int** Number of actions configured (default 4)

**write\_curr\_dist\_to\_port String** Current Distance list written to a port (default TRUE)

**write\_max\_dsp\_neighbours Int** Number of neighbours to output (default 0)

**write\_max\_dsp\_radius Double** Max radius of experiences in neighbour list (default 0)



**neighbour\_radius Double** Neighbourhood size (default 1.0)  
**merge\_adapt\_type String** Merge Adaptation Type NONE, CYCLE\_TIME, NUM\_COMPARISONS (default NONE)  
**merge\_threshold Double** Adaptive Merge Threshold (default 0.0)  
**merge\_increment Double** Adaptive Merge Increment (default 0.01)  
**only\_merge\_same\_actions String** (default FALSE)  
**merge\_exp\_threshold Int** For NUM\_COMPARISONS Merge Adaptation (default 400)  
**merge\_cycle\_time\_threshold Int** For CYCLE\_TIME Merge Adaptation (default 400)  
**purge\_experiences String** Purge Experiences switch (default FALSE)  
**purge\_threshold Double** To purge only experience with quality less than this (default 0.0)  
**adaptive\_binning String** Adaptive Binning using Entropy Maximization (default FALSE)  
**adaptive\_binning\_window\_size Int** Adaptive Binning - window over which entropy is maximized (default 32)  
**histogram\_resolution Int** Adaptive Binning (default 256)  
**future\_horizon Int** Horizon over which quality is updated (default 200)  
**future\_value\_update\_type String** Can be MAX, or BIASED (default MAX)  
**metric\_space\_heuristic String** Can be NONE, TREE or NEIGHBOUR (default NONE)  
**verify\_heuristic String** For testing (default FALSE)  
**heuristic\_start\_threshold Int** For Neighbour Heuristic algorithm (default 40)  
**heuristic\_tree\_radius Double** For Tree heuristic algorithm (default 1.0)  
**num\_image\_sensors\_x Int** Number of image sensors to make from image - X direction (default 8)  
**num\_image\_sensors\_y Int** Number of image sensors to make from image - Y direction (default 8)  
**use\_reward\_action\_in\_exp String** Whether experience includes the reward and action as sensors (default TRUE)

**Ports Created:** /<name>/ds<dnumber>/data:in Input port

/<name>/ds/currdist:out:<horizon> Output port for current experience neighbours

### 3.1.2 Kaspar2 Control

**Description:** Control for the Kaspar2 Robot and Sensor Collector. As well as providing the sendAction() function for the Kaspar2 robot, this module reads all necessary sensor data including image data, motivation feedback data, sound data and face detection data then consolidates them and writes them to a port.

**Executable:** kaspar/kaspar\_control

**Files:** **kaspar/kaspar\_control.cpp** Main source file

**kaspar/KasparActions.cpp** Class for holding kaspar action specifications

**kaspar/KasparActions.h**

**kaspar/KasparSequence.h** Class for holding kaspar motor control sequences for actions

**Execution Parameters:** **-file <file>** configuration file

**-hwconfig <file>** hardware configuration file

**-dbg <N>** Debug level (0-60)

**-connect\_to\_image <port>** Connect to the specified image port on startup

**-connect\_to\_coords <port>** Connect to the specified port for detected face coordinates on startup



**-connect\_to\_reward <port>** Connect to the specified port for reward data on startup  
**-connect\_to\_soundsensor <port>** Connect to the specified sound sensor port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)  
**action\_defs\_file String** File in which action definitions are configured (default action\_defs.txt)  
**num\_image\_sensors\_x Int** Number of image sensors to make from image - X direction (default 8)  
**num\_image\_sensors\_y Int** Number of image sensors to make from image - Y direction (default 8)  
**sensordatarate Int** Sensor data rate for output in ms (default 100)  
**reward\_display String** Display reward by using expressive actions (default TRUE)  
**action\_ahi Int** Action (expression) to execute for High reward (default 1)  
**action\_el0 Int** Action (expression) to execute for Low reward (default 16)  
**action\_emid Int** Action (expression) to execute for Mid reward (default 2)  
**th\_ahi Int** High Threshold for expression change (default 0.8)  
**th\_el0 Int** Low Threshold for expression change (default 0.3)

**Ports Created:** /<name>/ac/action:out Action Advice output port

/<name>/sensor:out Sensor output port  
/<name>/action:cmd Action Reader input port  
/<name>/image:in Image input port  
/<name>/coords:in Face Coordinates input port  
/<name>/reward:in Reward input port  
/<name>/soundsensor:in Sound Sensor input port

### 3.1.3 Kaspar Action Selection Process

**Description:** Wrapper for the action selection process

**Executable:** kaspar\_action\_selection

**Files:** **kaspar\_action\_selection.cpp** Main source file

**include/iCub/oha/action\_selection\_main\_loop.h** Generic action selection loop. This is the main process that takes in the nearest neighbour list and uses the roulette wheel action selection process to generate action advice.

**kaspar/KasparActions.cpp** Class for holding kaspar action specifications

**kaspar/KasparActions.h**

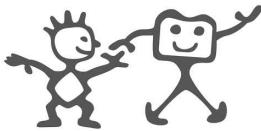
**kaspar/KasparSequence.h** Class for holding kaspar motor control sequences for actions

**Execution Parameters:** **-file <file>** configuration file

**-dbg <N>** Debug level (0-60)  
**-connect\_to\_action <port>** Connect to the specified action port on startup  
**-connect\_to\_dist <port>** Connect to the specified nearest neighbour distance port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)  
**action\_defs\_file String** File in which action definitions are configured (default action\_defs.txt)  
**neighbour\_radius Double** Max radius of neighbourhood. (default 1.0)



**temperature Double** Starting temperature (affecting chance of random) (default 4.0)

**temp\_dec Double** Decrement of temperature per action step (default 0.002)

**Ports Created:** /<name>/ac/action:out Action Advice output port

/<name>/ac/currdist:in:<horizon> Input port for current experience neighbours

### 3.1.4 Send Action Utility

**Description:** Utility to send an action to an active control process

**Executable:** send\_action

**Files:** <control>/send\_action.cpp Main source file

**Execution Parameters:** -file <file> configuration file

-dbg <N> Debug level (0-60)

-connect\_to\_action <port> Connect to the specified action port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)

**Ports Created:** /<name>/ac/singleaction:out Action Advice output port

### 3.1.5 Motivation Dynamics

**Description:** Collects the sound sensor and face detection data and writes a resultant reward to a port

**Executable:** motivation\_dynamics

**Files:** motivation\_dynamics/motivation\_dynamics.cpp Main source file

**Execution Parameters:** -file <file> configuration file

-dbg <N> Debug level (0-60)

-connect\_to\_coords <port> Connect to the specified port for detected face coordinates on startup

-connect\_to\_soundsensor <port> Connect to the specified sound sensor port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)

**Ports Created:** /<name>/reward:out Reward output port

/<name>/coords:in Face Coordinates input port

/<name>/soundsensor:in Sound Sensor input port

### 3.1.6 Sound Sensor

**Description:** Creates a single valued sensor from a YARP sound stream

**Executable:** sound\_sensor

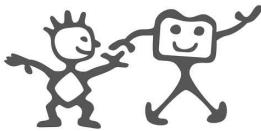
**Files:** sound/sound\_sensor.cpp Main source file

**Execution Parameters:** -file <file> configuration file

-dbg <N> Debug level (0-60)

-connect\_to\_soundsensor <port> Connect to the specified sound sensor port on startup

**Configuration Options:** To be set in configuration file



**name** *String* Base name for ports (default iha)

**soundsensorrate** *Int* Rate at which the sound sensor data is produced on the output port in ms. (default 100)

**soundgain** *Double* To compensate for low volume sound source. (default 2.5)

**Ports Created:** /<name>/soundsensor:out Sound Sensor output port

/<name>/sound:in Sound Stream input port

### 3.1.7 Face Detector - IHA modifications to opencv\_facedetect

**Description:** Detects faces in YARP images on a port using multiple HAAR cascades. Chooses largest face if more than one is detected and outputs the coordinates on a YARP port.

**Executable:** facedetect

**Files:** iha\_facedetect/face\_detect.cpp Main source file

**Execution Parameters:** -file <file> configuration file

-dbg <N> Debug level (0-60)

**Configuration Options:** To be set in configuration file

**PORTS Group** Group level; List of ports. Requires definitions for input, output and coords ports.

**CASCADES Group** Group level; List of cascades.

**Ports Created:** Specified in config file. Opens an Input port for images, an Output port for images and an output port for Coordinates of detected faces.

### 3.1.8 iCub Control

**Description:** Control for the icub robot (ODE simulator currently) and Sensor Collector. As well as providing the sendAction() function for the iCub robot, this module reads all necessary sensor data including image data, motivation feedback data, sound data and face detection data then consolidates them and writes them to a port.

**Executable:** iCub/icub\_control

**Files:** iCub/icub\_control.cpp Main source file

iCub/ICubActions.cpp Class for holding iCub action specifications

icub/ICubActions.h

icub/ICubSequence.h Class for holding iCub motor control sequences for actions

**Execution Parameters:** -file <file> configuration file

-hwconfig <file> hardware configuration file

-dbg <N> Debug level (0-60)

-connect\_to\_image <port> Connect to the specified image port on startup

-connect\_to\_coords <port> Connect to the specified port for detected face coordinates on startup

-connect\_to\_reward <port> Connect to the specified port for reward data on startup

-connect\_to\_soundsensor <port> Connect to the specified sound sensor port on startup

**Configuration Options:** To be set in configuration file

**name** *String* Base name for ports (default iha)

**action\_defs\_file** *String* File in which action definitions are configured (default action\_defs.txt)



**num\_image\_sensors\_x** *Int* Number of image sensors to make from image - X direction (default 8)

**num\_image\_sensors\_y** *Int* Number of image sensors to make from image - Y direction (default 8)

**sensordatarate** *Int* Sensor data rate for output in ms (default 100)

**Ports Created:** /<name>/ac/action:out Action Advice output port

/<name>/sensor:out Sensor output port

/<name>/action:cmd Action Reader input port

/<name>/image:in Image input port

/<name>/coords:in Face Coordinates input port

/<name>/reward:in Reward input port

/<name>/soundsensor:in Sound Sensor input port

### 3.1.9 iCub Action Selection Process

**Description:** Wrapper for the action selection process

**Executable:** icub\_action\_selection

**Files:** **icub\_action\_selection.cpp** Main source file

**include/iCub/ih/aCTION\_SELECTION\_main\_loop.h** Generic action selection loop. This is the main process that takes in the nearest neighbour list and uses the roulette wheel action selection process to generate action advice.

**icub/ICubActions.cpp** Class for holding iCub action specifications

**icub/ICubActions.h**

**icub/ICubSequence.h** Class for holding iCub motor control sequences for actions

**Execution Parameters:** **-file <file>** configuration file

**-dbg <N>** Debug level (0-60)

**-connect\_to\_action <port>** Connect to the specified action port on startup

**-connect\_to\_dist <port>** Connect to the specified nearest neighbour distance port on startup

**Configuration Options:** To be set in configuration file

**name String** Base name for ports (default iha)

**action\_defs\_file String** File in which action definitions are configured (default action\_defs.txt)

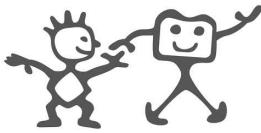
**neighbour\_radius Double** Max radius of neighbourhood. (default 1.0)

**temperature Double** Starting temperature (affecting chance of random) (default 4.0)

**temp\_dec Double** Decrement of temperature per action step (default 0.002)

**Ports Created:** /<name>/ac/action:out Action Advice output port

/<name>/ac/currdist:in:<horizon> Input port for current experience neighbours



### 3.1.10 Sensors File Writer

**Description:** Read Sensor data from a port and write to a file

**Executable:** sensor\_file\_writer

**Files:** `sensor_file_writer.cpp` Main source file

**Execution Parameters:** `-file <file>` configuration file

`-dbg <N>` Debug level (0-60)

`-connect_to_sensors <port>` Connect to the specified sensor port on startup

`-connect_to_image <port>` Connect to the specified image port on startup

**Configuration Options:** To be set in configuration file

`name String` Base name for ports (default iha)

`-write_data_to_file String` default TRUE

`-write_timestamp_images String` Images saved at every timestep (default TRUE)

`-write_all_images String` Images saved on reception (default FALSE)

`-out_dir_base String` Directory for output of images (default ..//data)

`-sensor_file_name String` Name of sensor file (default sensors.out)

`-image_base_name String` Basename of image files (default image)

**Ports Created:** `/<name>/filewriter/img:in` Input port for images

`/<name>/filewriter/data:in` Input port for sensor data

### 3.1.11 Sensors File Reader

**Description:** Read Sensor data from a file and write sensor and image data to YARP ports replacing the robot

**Executable:** sensor\_file\_reader

**Files:** `sensor_file_reader.cpp` Main source file

**Execution Parameters:** `-file <file>` configuration file

`-dbg <N>` Debug level (0-60)

`-connect_to_ds <port>` Connect to the data store

`-dir <path_to_data_dir>` Data directory

**Configuration Options:** To be set in configuration file

`name String` Base name for ports (default iha)

`-read_sensor_data String` default TRUE

`-read_timestamp_images String` Images read from timestep files at every timestep (default TRUE)

`-read_all_images String` Images read from image files (default FALSE) - (*not working*)

`-sensor_file_name String` Name of sensor file (default sensors.out)

`-image_base_name String` Basename of image files (default image)

**Ports Created:** `/<name>/filewriter/img:out` Output port for images

`/<name>/filewriter/data:out` Output port for sensor data