



The Brain Initiative: a Robotics Perspective

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slide credit:

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IEEE RAS Society



What is Robotics?

- From the IEEE RAS:
 - ▣ **Robotics** focuses on systems incorporating sensors and actuators that operate autonomously or semi-autonomously in cooperation with humans. Robotics research emphasizes intelligence and adaptability to cope with unstructured environments.
 - ▣ **Automation research** emphasizes efficiency, productivity, quality, and reliability, focusing on systems that operate autonomously, often in structured environments over extended periods, and on the explicit structuring of such environments.



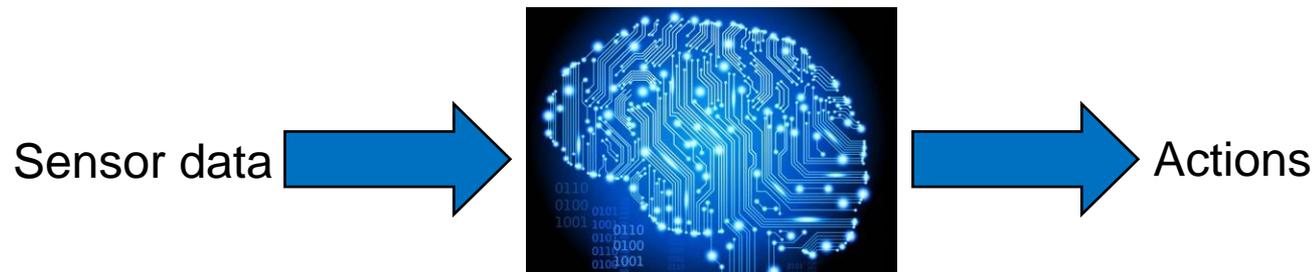
What is Robotics?

The science of **effecting change on the world**



What is Robotics?

The science of **effecting change on the world**



- Newborn animals do not develop meaningful sensing capabilities without simultaneously learning self-locomotion [[Held & Hein 1963](#)]
- You have truly understood a system when you can reproduce it
 - versatility in interacting with the physical world



Brain Science and Robotics

- Robots controlled by BMI / BCI
- The brain as inspiration for Robotics
 - learning (reinforcement learning, deep learning, etc.)
 - many other examples
- Robotics as inspiration for understanding the brain
 - computational modeling tools
 - ... or even “simple” feedback and feedforward control
- Rehabilitation robotics
 - using robots to understand and promote motor (re-)learning

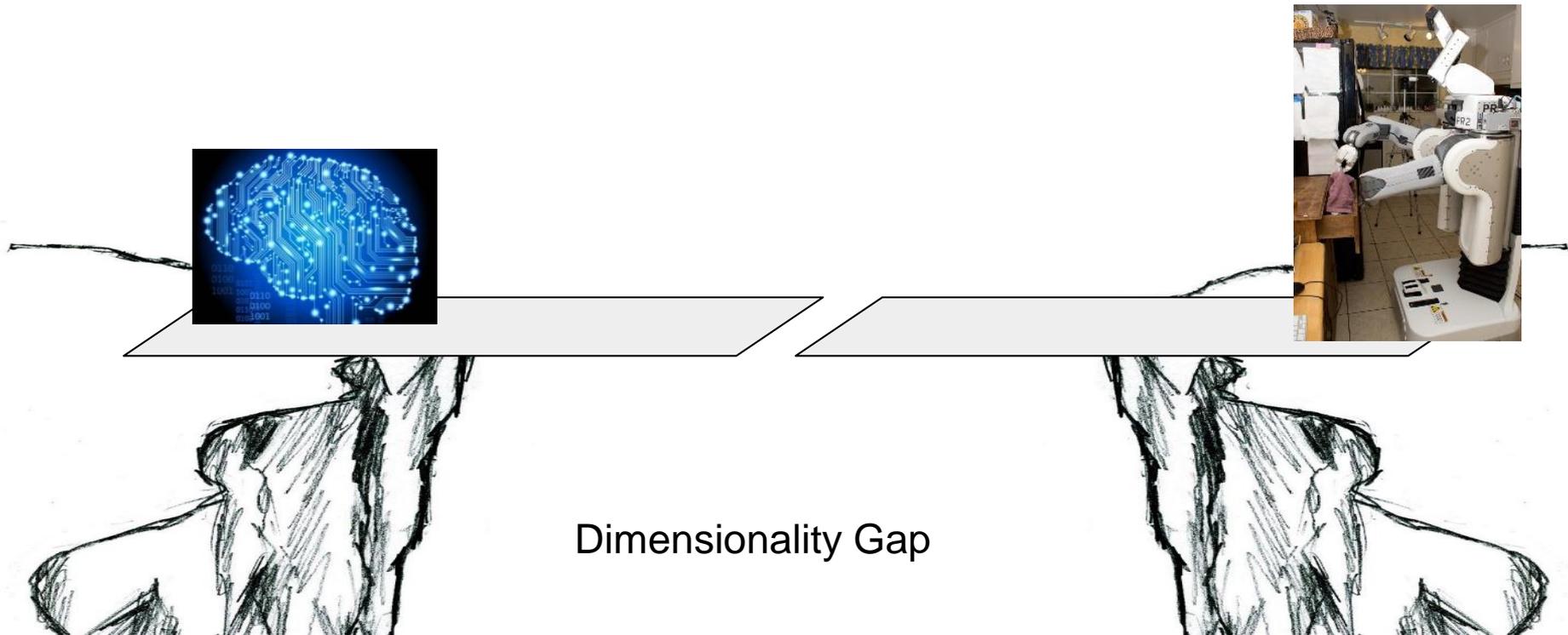


BMI / BCI Control

Environment interaction is inherently complex

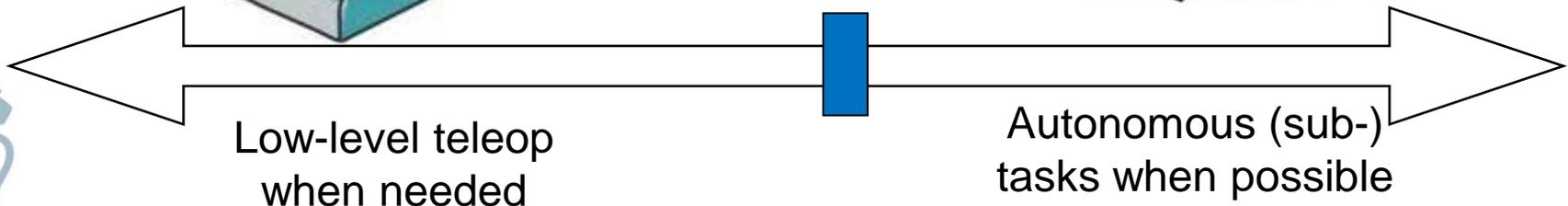
- many DOF of both the platform and the environment

BMI interfaces provide too few (or too many!) signals.



Shared Autonomy

- Combine **robot capabilities** with **human cognition**
 - teleoperation to autonomy: a continuous spectrum rather than a binary choice



Low-level teleop
when needed

Autonomous (sub-)
tasks when possible

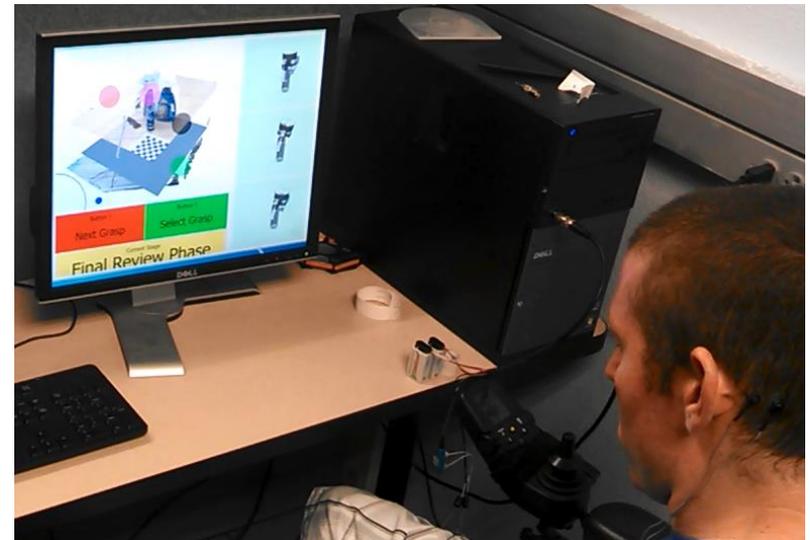


Assistive Robotics for Grasping and Manipulation Using a Novel sEMG Interface

NRI Collaborative Research:
Peter K. Allen, Columbia University
Sanjay Joshi, UC Davis

Human-in-the-Loop Grasping with Online and Offline Planning Using Noisy, Low Bandwidth Inputs

- Online shared control grasp planner [1]
- Offline Grasp Database [2]
- Integrated vision system [3]
- Novel behind the ear SEMG input device.[4]
- Human subject validation



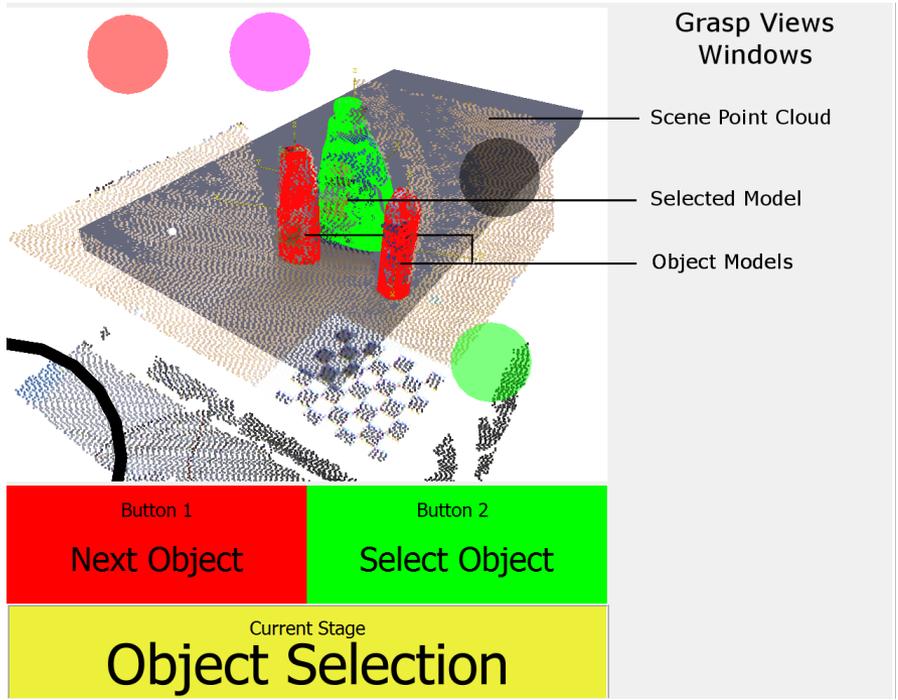
[1] - Ciocarlie and Allen, "Hand posture subspaces for dexterous robotic grasping," IJRR

[2] - Goldfeder and Allen, "Data-Driven Grasping," *Autonomous Robots* 31.1, 2011

[3] - Papazov and Burschka, "An efficient ransac for 3d object recognition in noisy and occluded scene - ACCV 2011

[4] -S. Vernon and S. S. Joshi, "Brain-muscle-computer interface: mobile-phone prototype development and testing," IEEE Transactions Information Technology 2011.

Grasp Planning Interface



Grasp Views Windows

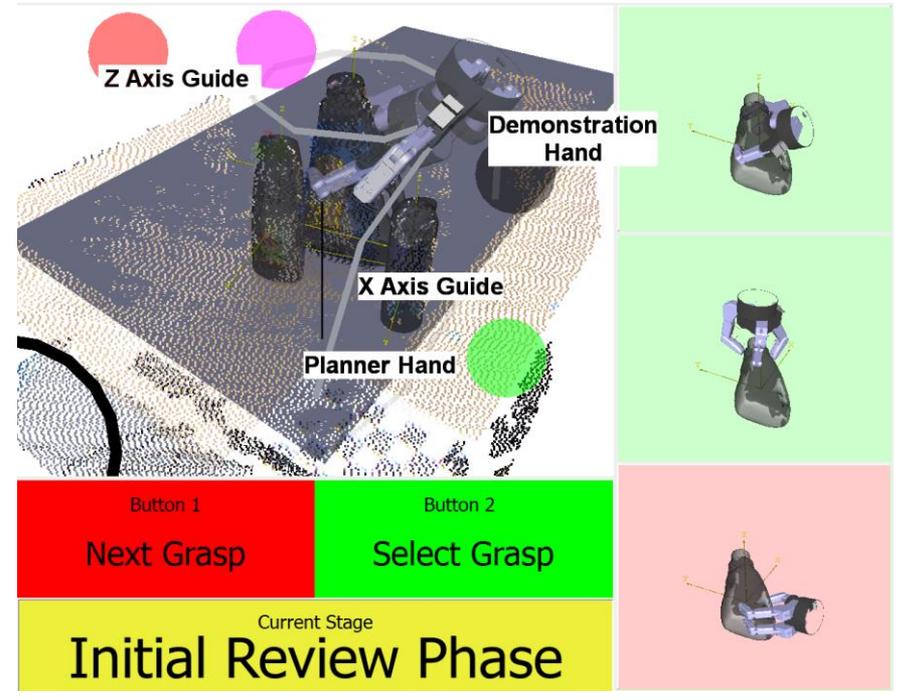
- Scene Point Cloud
- Selected Model
- Object Models

Button 1
Next Object

Button 2
Select Object

Current Stage
Object Selection

The interface shows a 3D scene point cloud with several object models overlaid. A red circle highlights a selected model. A green circle highlights a specific object model. A black circle highlights another object model. The interface includes a control panel with two buttons: 'Next Object' (red) and 'Select Object' (green). The current stage is 'Object Selection'.



Grasp Views Windows

- Z Axis Guide
- Demonstration Hand
- X Axis Guide
- Planner Hand

Button 1
Next Grasp

Button 2
Select Grasp

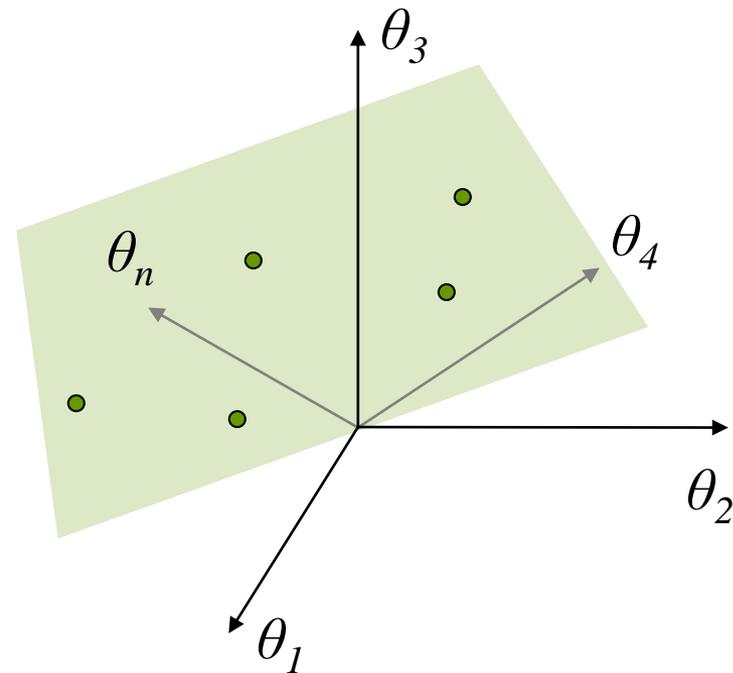
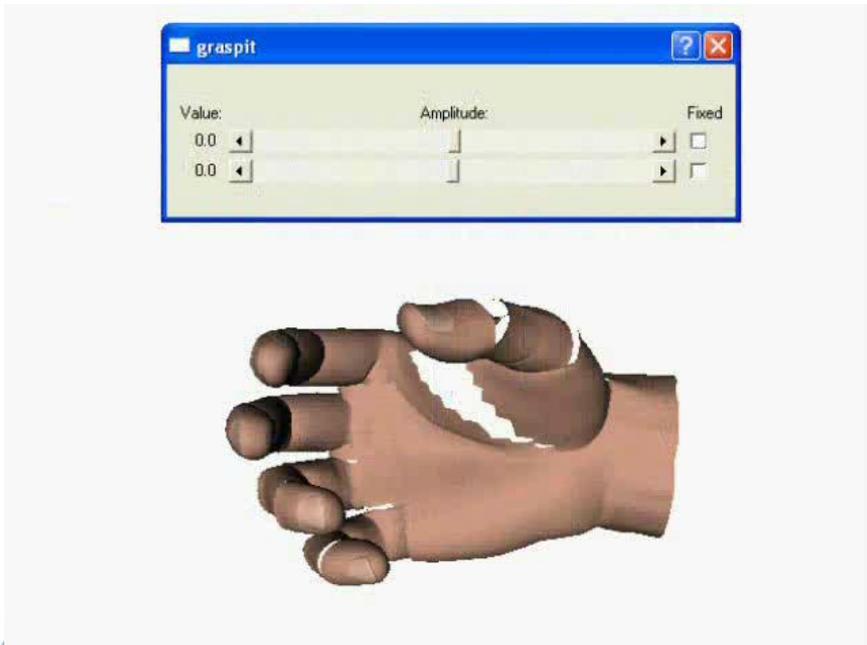
Current Stage
Initial Review Phase

The interface shows a 3D scene point cloud with a robot hand model overlaid. A red circle highlights the Z Axis Guide. A green circle highlights the X Axis Guide. A black circle highlights the Planner Hand. A white circle highlights the Demonstration Hand. The interface includes a control panel with two buttons: 'Next Grasp' (red) and 'Select Grasp' (green). The current stage is 'Initial Review Phase'. To the right of the main view are three smaller panels showing different views of the robot hand model.



Learning from the Human Brain

- How do people simplify hand posture selection?
 - 2 Principal Components account for 85% of the variance! [Santello et al. '98]



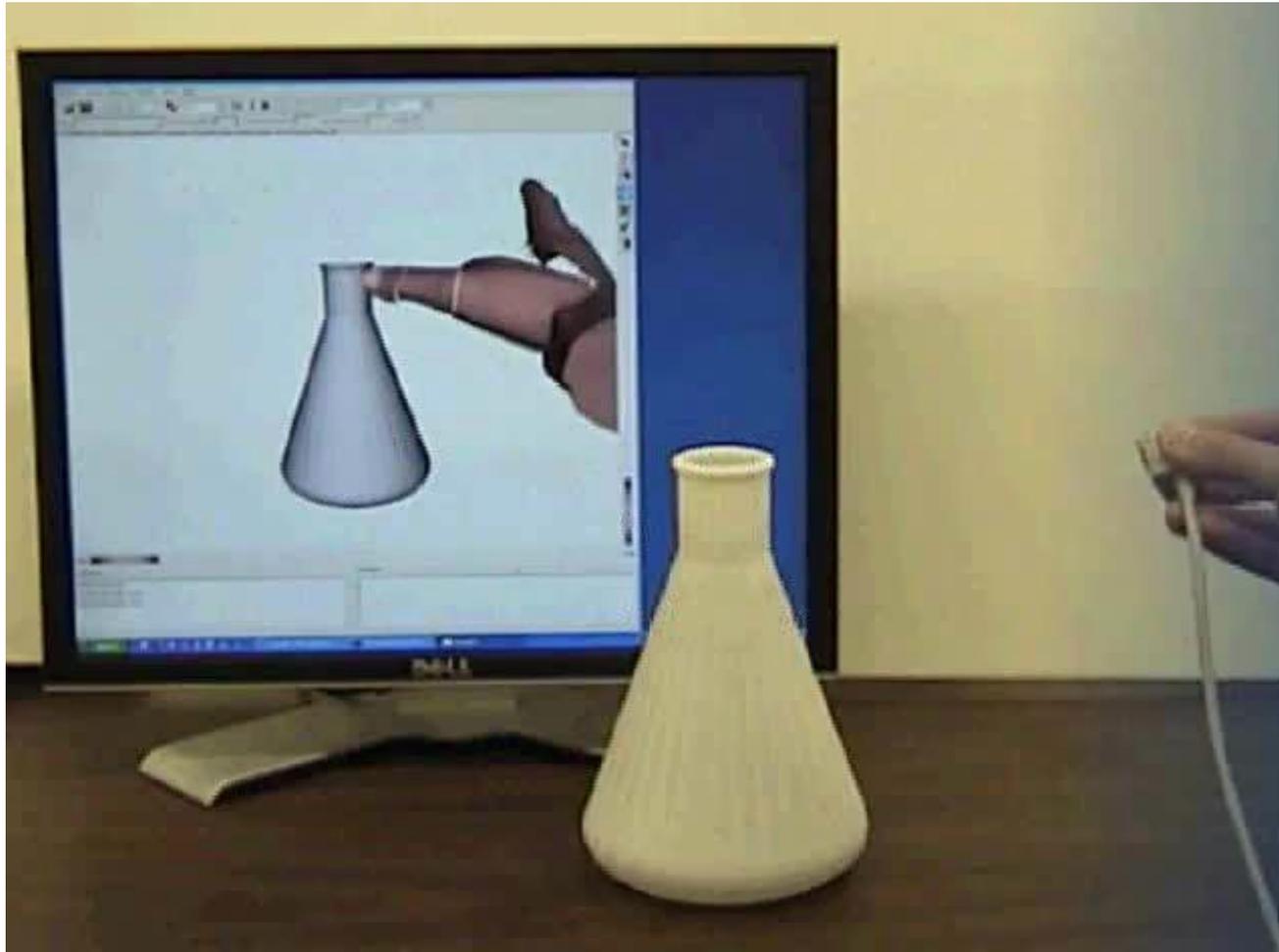
Grasp Planning Using Synergies



[Ciocarlie et al. 2009]



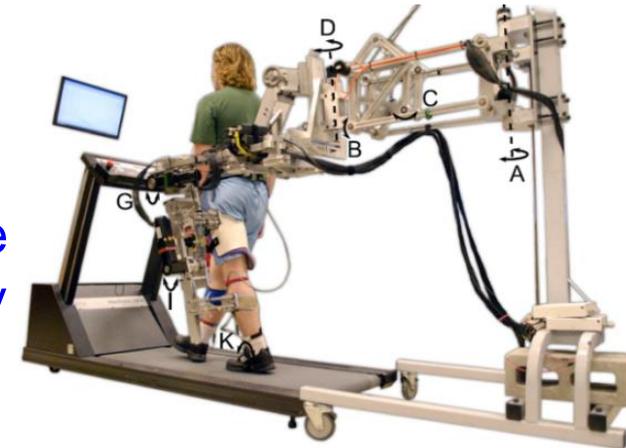
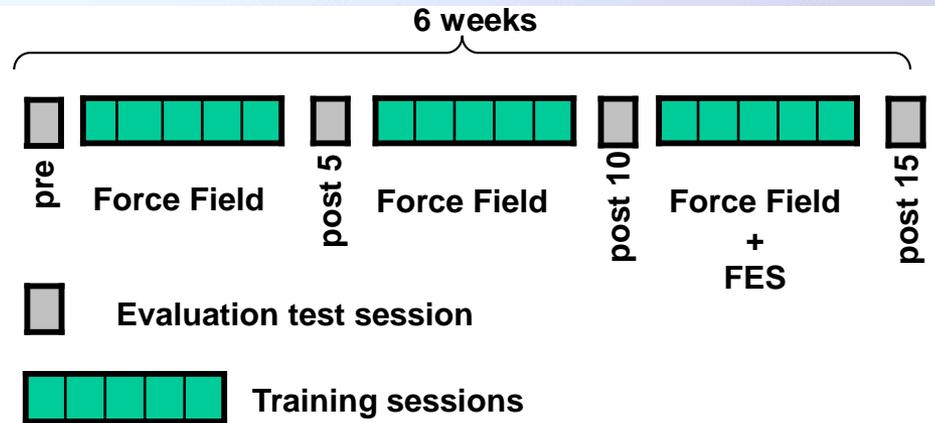
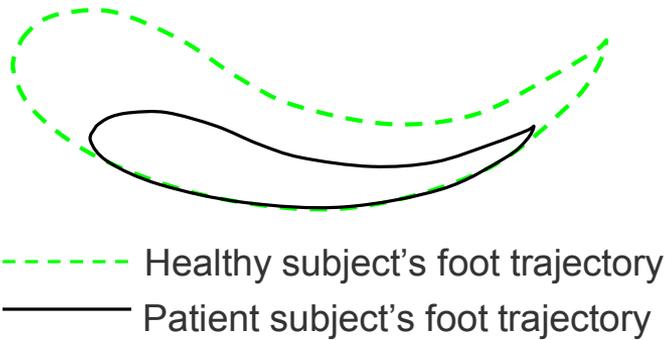
Interactive Grasp Planning



[Ciocarlie et al. 2009]



Chronic stroke patients: Can they learn to walk more normally after robotic training ?



- 3 alternate weeks of training and 6 month follow up
- 5 sessions each week, 40 minutes in each session
- 8 training bouts in a session, gradual force decrease
- Template changed across sessions to match healthy
- N=9



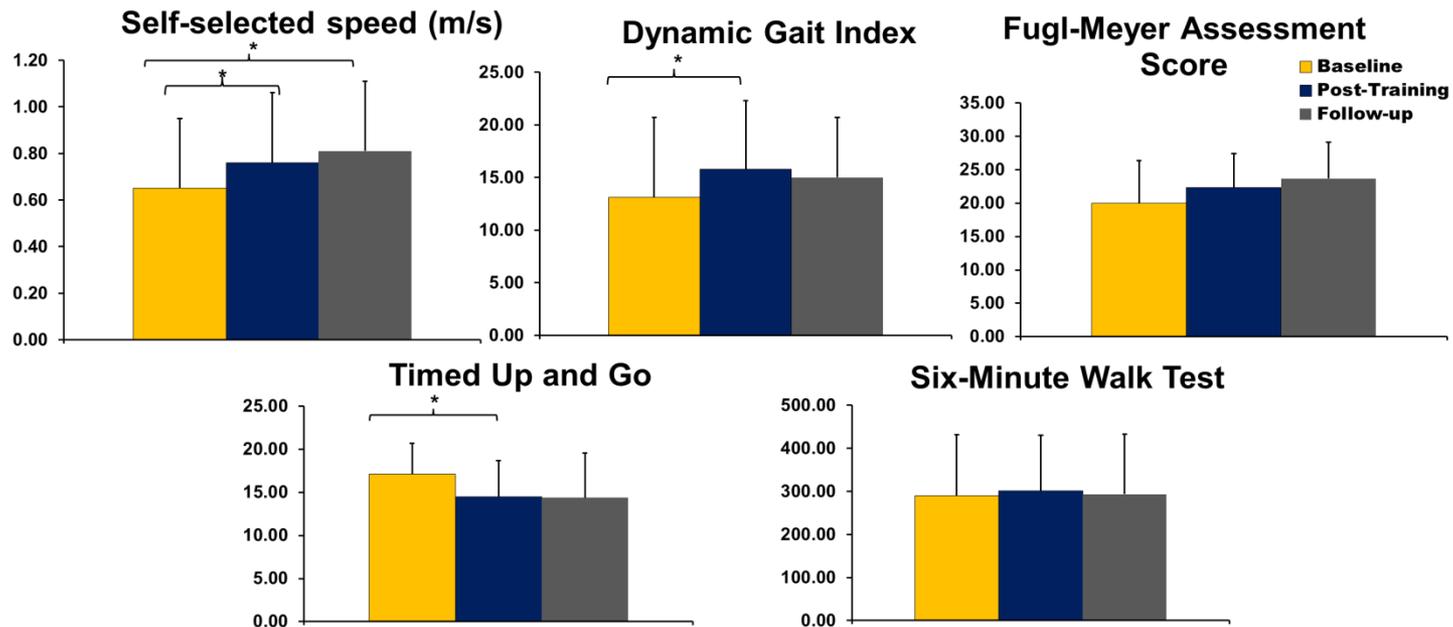
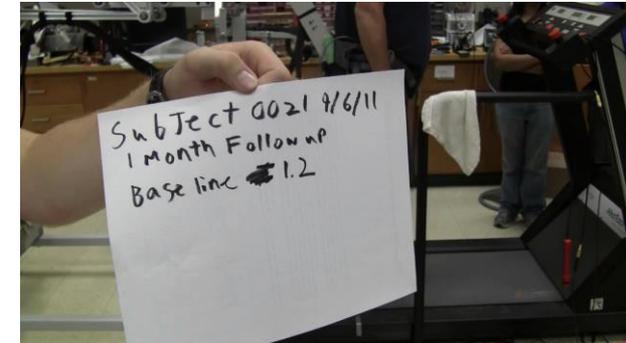
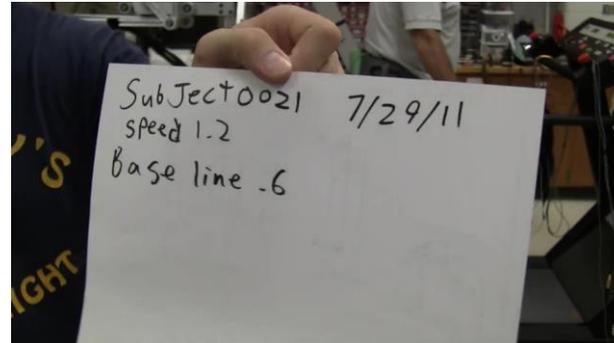
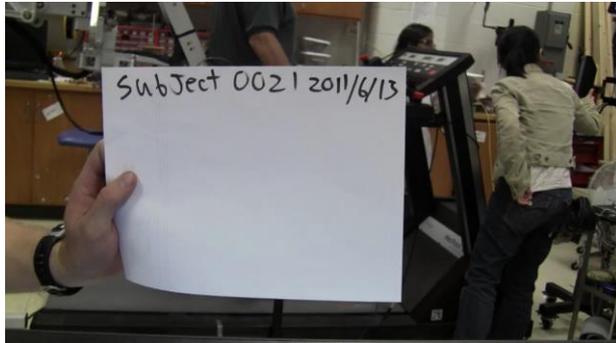
RObotics
And
Rehabilitation
Laboratory



RObotic
Systems
Engineering
Laboratory



ALEX II – Training results with Stroke Patients



Brain Science and Robotics

Areas of mutual interest

- Robots controlled by BMI / BCI
- The brain as inspiration for Robotics
- Robotics as inspiration for understanding the brain
- Rehabilitation robotics and motor learning
- ...

Fostering collaboration (from the IEEE RAS):

- RAS encourages joint technical committees
- Must increase interest in papers in Brain science that relate to RAS
 - Often they do not contain enough robotic innovation

- Renew interest in robotic research by joining the IEEE Brain Initiative

