Human-Robot Interaction

Module 1: The Nature of HRI

Lecture 1: Overview of Human-Robot Interaction

David Vernon
Carnegie Mellon University Africa

www.vernon.eu

The Nature of HRI 1

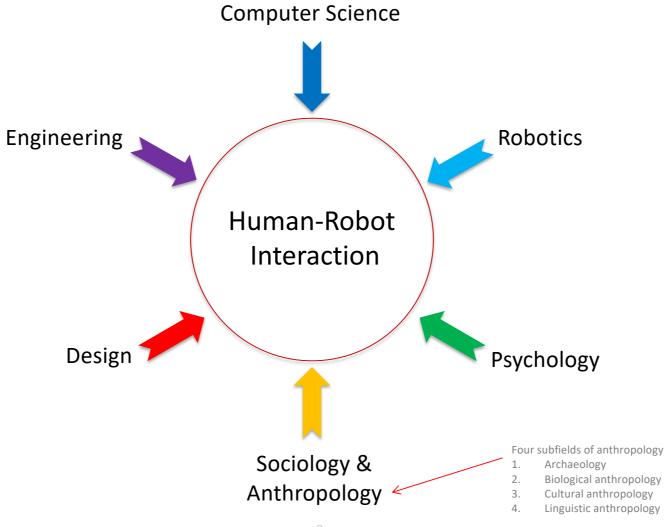
Motivation

"If you have an engineering background, do you think you can build a robot that interacts with people, working only with other engineers?

We, unfortunately, predict that you will not be able to do so."

- "To design robots that people want to interact with, you need a good understanding of human social interaction
- To reach such understanding,
 you need insight from people trained in the social sciences and humanities."

(Bartneck et al. 2020)



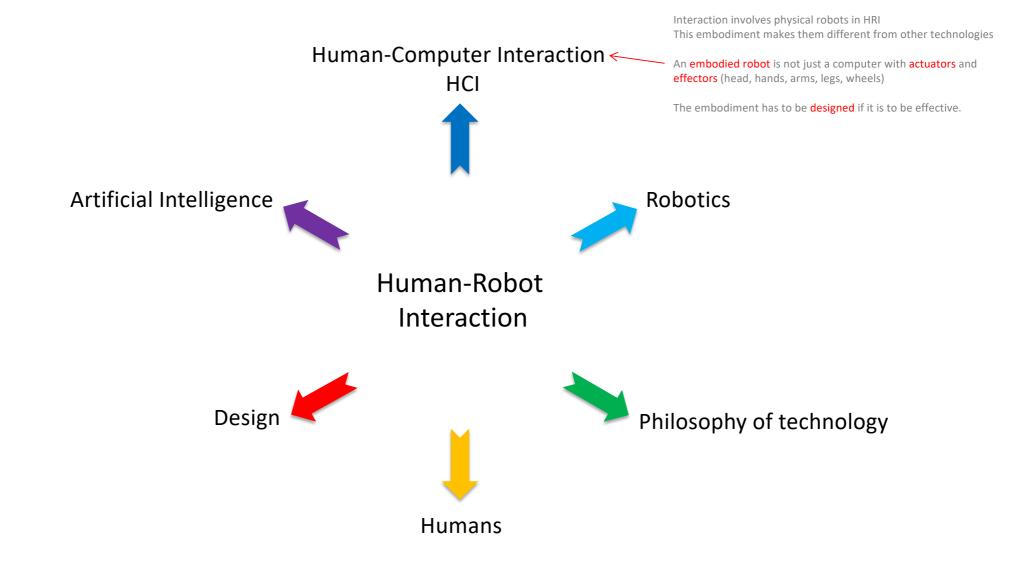
Robotics vs. HRI

Robotics is concerned with the ways in which robots navigate and manipulate the physical world

HRI is concerned with the ways in which robots interact with people in the social world

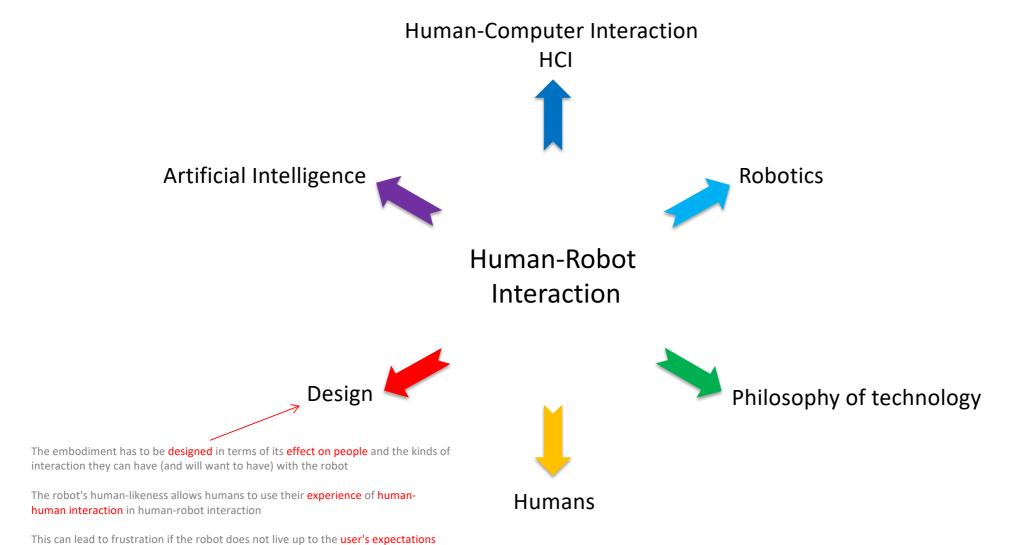
The robot must know and obey social rules and norms

The Nature of HRI 1

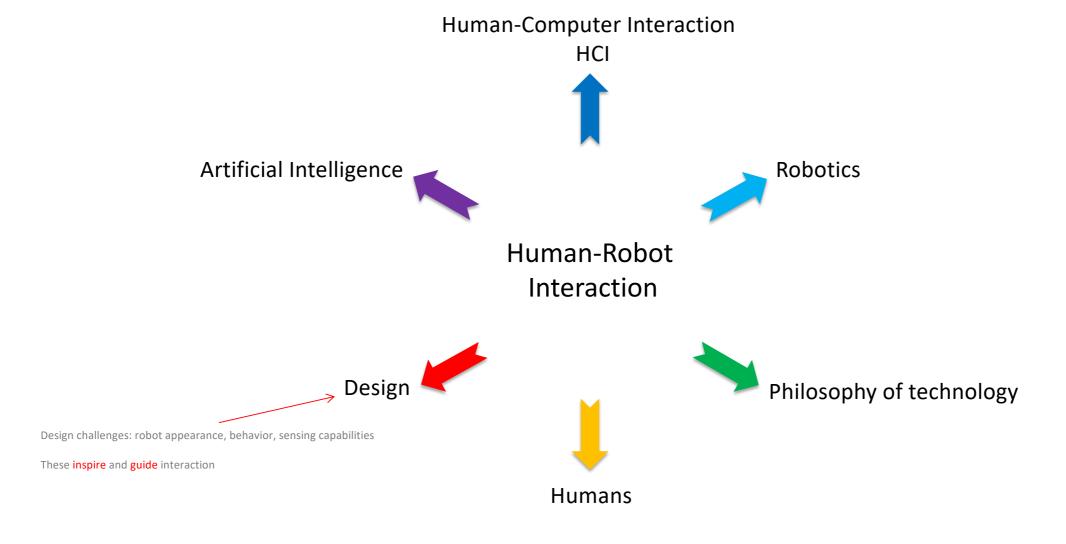


The Nature of HRI 1

Human-Robot Interaction



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The Nature of HRI 1

Humanoid Robots

Humanoids

Consumer

Entertainment



Pepper

Pepper is a friendly humanoid designed to be a companion in the home and help customers at retail stores. It talks, gesticulates, and seems determined to make everyone smile.

CREATOR

SoftBank Robotics (arginally created by Aldebaran Robotics, acquired by SoftBank in 2015)

COUNTRY

Japan 💌

YEAR

2014

TYPE

Humanoids, Consumer, Entertainment

Source: https://robots.ieee.org/robots/pepper/

Humanoid Robots

Humanoids Research



iCub

iCub is a child-size humanoid robot capable of crawling, grasping objects, and interacting with people. It's designed as an open source platform for research in robotics, AI, and cognitive science.

CREATOR

RoboCub Consortium and IIT 🗹

COUNTRY

Italy 💶

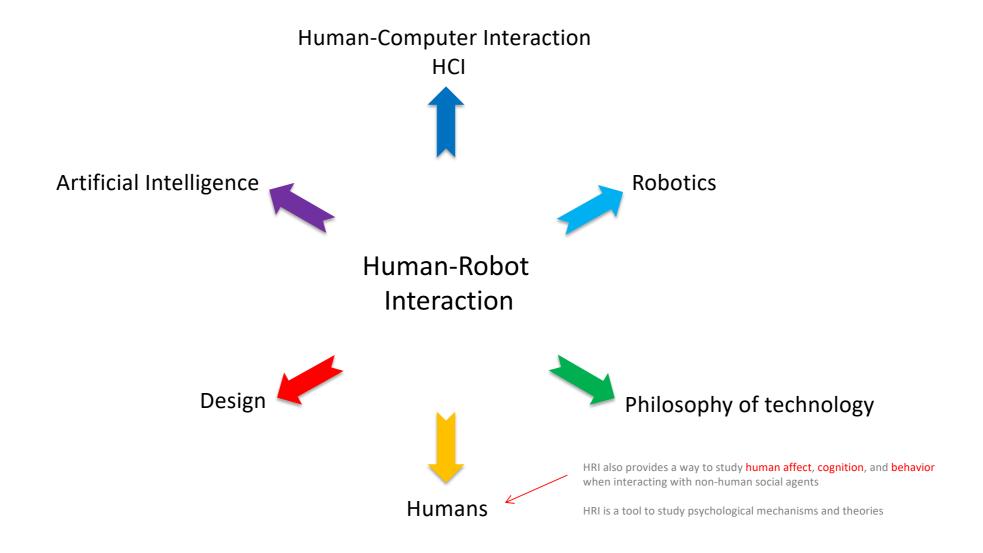
YEAR

2004

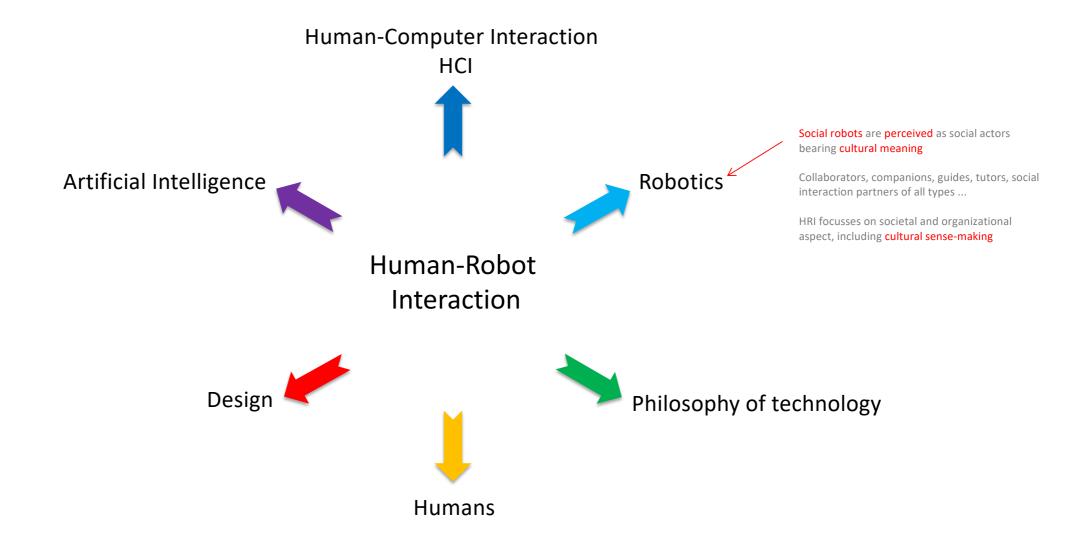
TYPE

Humanoids, Research

Source: https://robots.ieee.org/robots/icub/



The Nature of HRI 1 10 Human-Robot Interaction



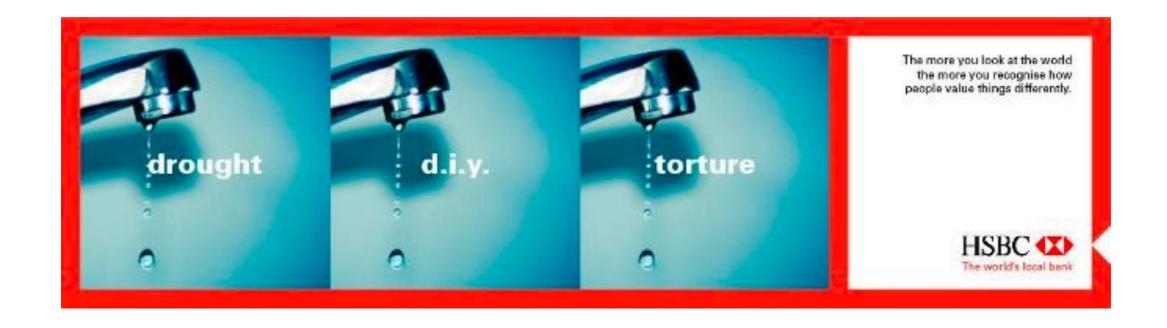
The Nature of HRI 1 11 Human-Robot Interaction

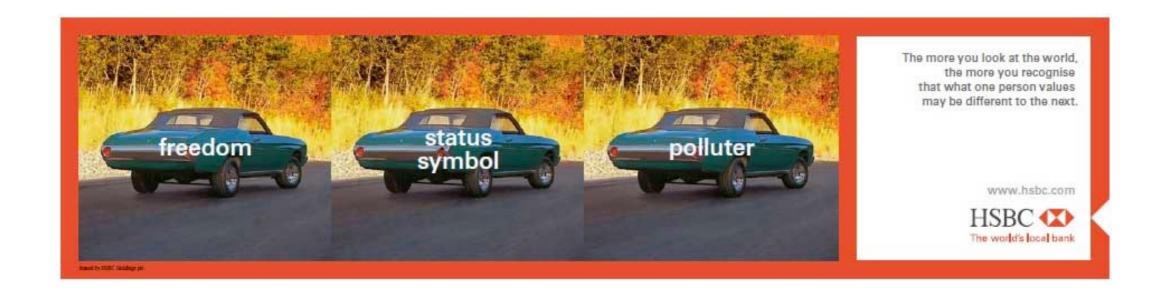
Aside: Cultural Norms

Different cultures perceive different meaning in same thing

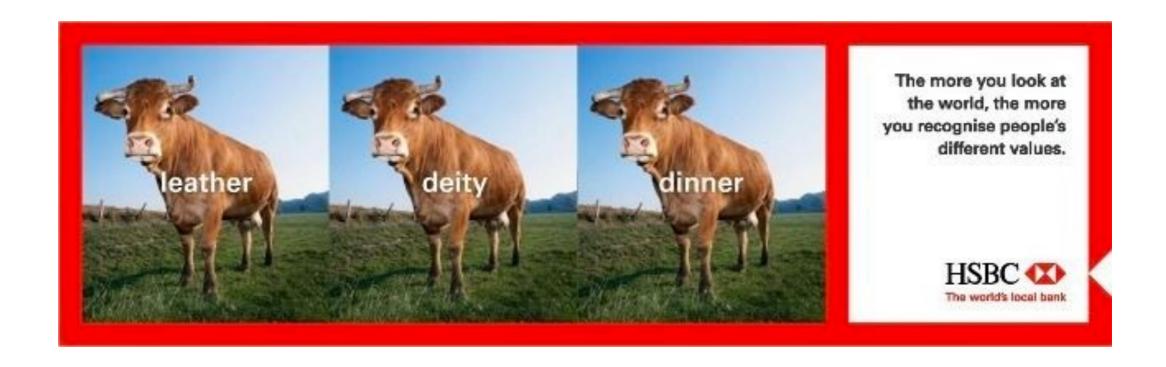
The following are a series of advertisements from HSBC that make the point







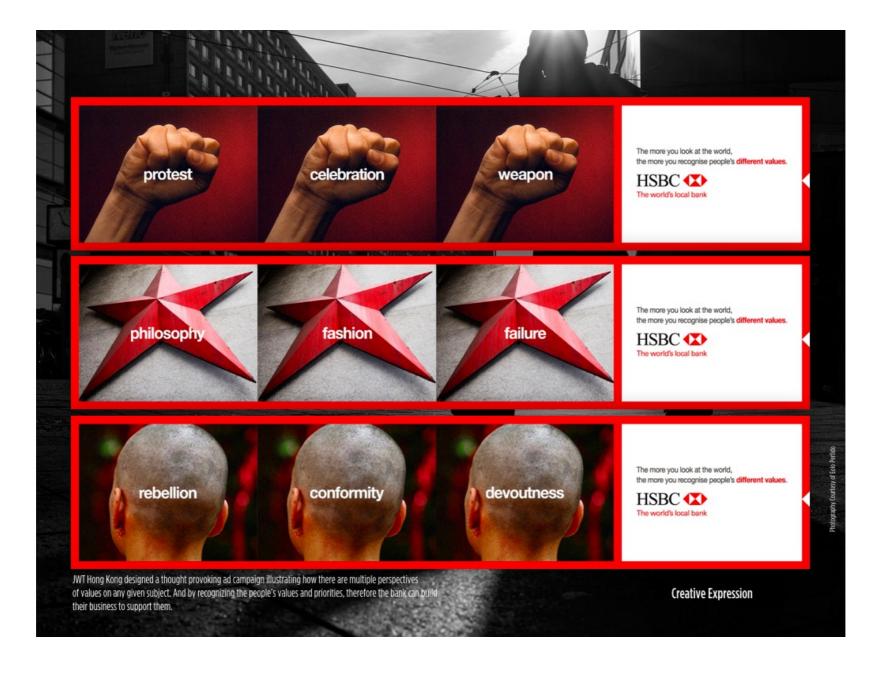
















We see no problem in different points of view.

Only potential.

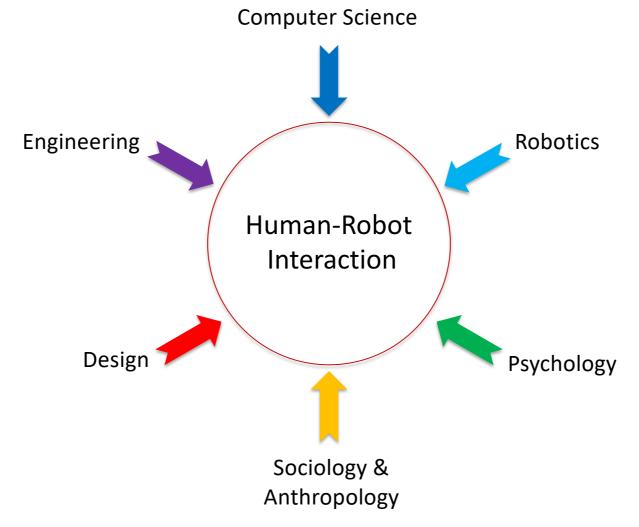
yourpointofview.com







Barriers between Disciplines



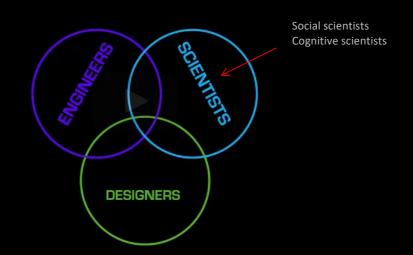
Barriers between Disciplines

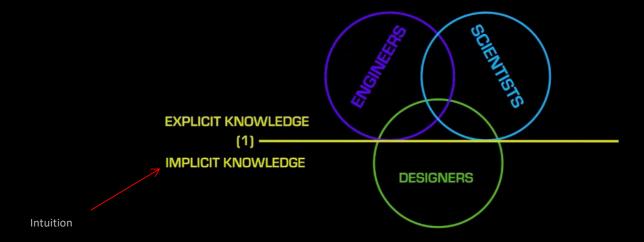
Disciplines differ from each other in terms of

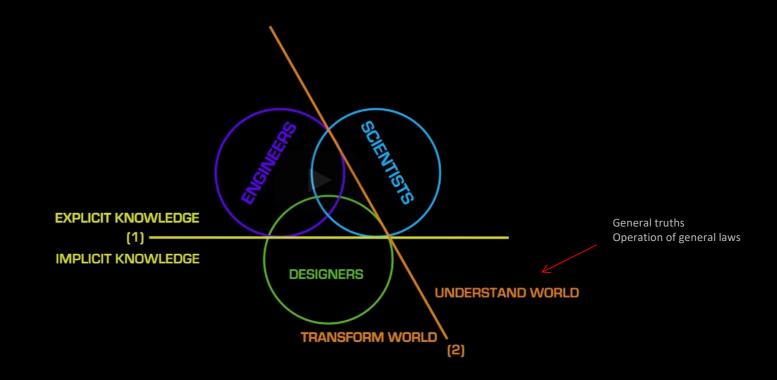
- Shared beliefs
- Values
- Models
- Exemplars

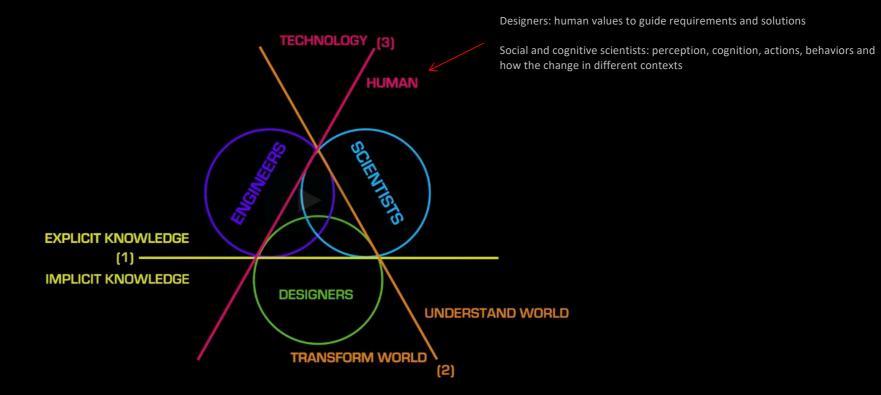
These form a paradigm that guides a community of theorists and practitioners

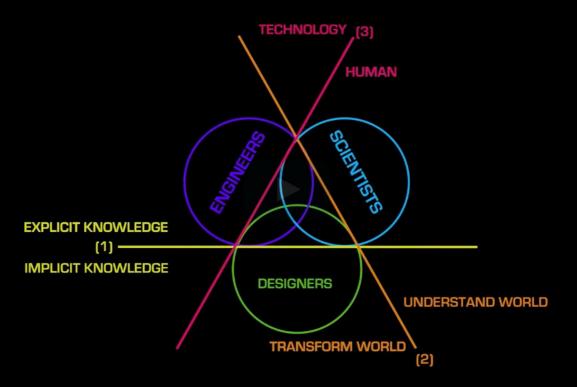
Researchers within a paradigm share beliefs, values, and exemplars











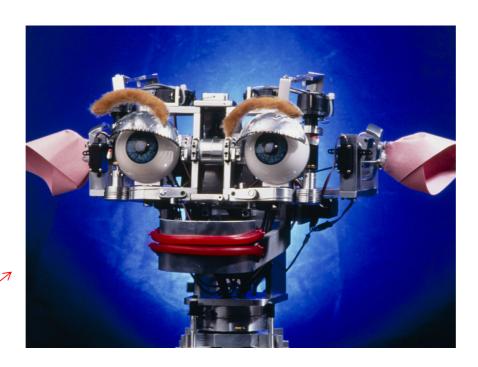
"We often do not know what we do not know"

Hence the value of collaborating with domain experts from different disciplines

Robots that evoke humanlike character traits

- Exploit multiple, fast reactive behaviors to give a sense of social presence
- Give at least an appearance of intelligence
- Also known as behavior-based robots

Humanoids Research



Surprisingly effective at presenting a social presence (the control software contained a small selection of social drives)

Took advantage of human psychology, e.g., the baby schema, a predisposition of humans to treat things with big eyes and exaggerated features in a social manner, despite their lack of fully-functional social skills

Humans tend to anthropomorphize



Kismet was one of the first robots able to demonstrate social and emotional interactions with humans. It had a cartoonish face, spoke with a squeaky baby voice, and could always make people smile.

CREATOR

MIT 🗹

COUNTRY

United States

YEAR

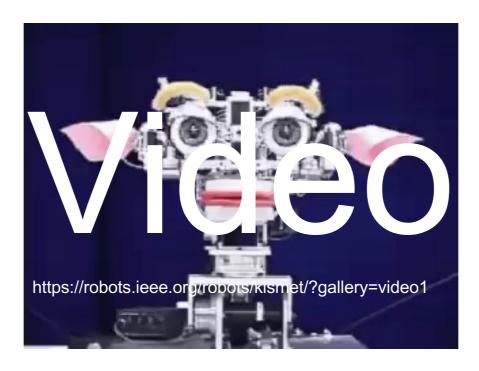
1998

TYPE

Research, Humanoids

Source: https://robots.ieee.org/robots/kismet/

Humanoids Research





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1998

TYPE

Research, Humanoids

Source: https://robots.ieee.org/robots/kismet/

Humanoids

Research

Education



One of the most influential robots in the study of social robotics

Nao

Nao is a small humanoid robot designed to interact with people. It's packed with sensors (and character) and it can walk, dance, speak, and recognize faces and objects. Now in its sixth generation, it is used in research, education, and healthcare all over the world.

CREATOR

SoftBank Robotics ☑ (originally created by Aldebaran Robotics, acquired by SoftBank in 2015)

COUNTRY

France **II**

YEAR

2008

TYPE

Humanoids, Research, Education

Source: https://robots.ieee.org/robots/nao/

Video

https://robots.ieee.org/robots/nao/?gallery=video1

Humanoids

Research

Education

A social robot does not need to appear humanlike





Keepon is a social robot that interacts with people and dances when music is playing. It's used to engage with children in autism research. A toy version, My Keepon, is designed for general audiences.

CREATOR

BeatBots 🗹

COUNTRY

United States 📁

YEAR

2003

TYPE

Consumer

Source: https://robots.ieee.org/robots/keepon/

Video

https://robots.ieee.org/robots/keepon/?gallery=video1

Medical





Paro

Paro is a robotic baby harp seal designed as a therapeutic tool for use in hospitals and nursing homes. The robot is programmed to cry for attention and respond to its name. It includes an off switch.

CREATOR

AIST 🗹

COUNTRY

Japan 💌

YEAR

2004

TYPE

Medical

Source: https://robots.ieee.org/robots/keepon/



Types of Robot

Entertainment Consumer



Aibo

Aibo is a friendly robotic dog whose personality and behavior evolves over time. It can recognize its owner's face, detect smiles and words of praise, and learn new tricks. And of course, it loves to be petted.

CREATOR

Sony 🗹

COUNTRY

Japan 💌

YEAR

2018

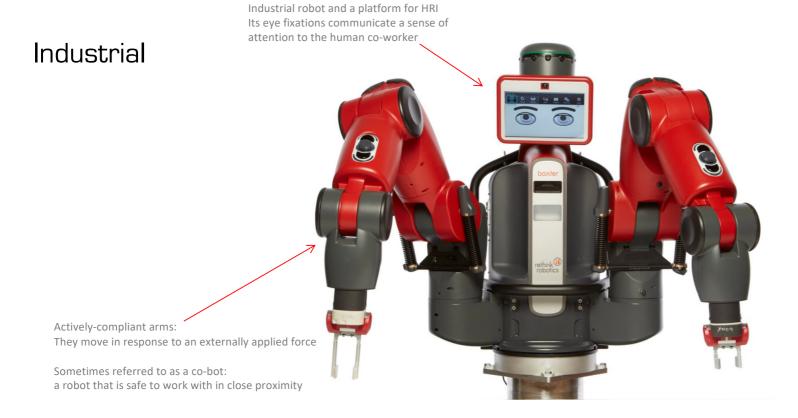
TYPE

Consumer, Entertainment

Source: https://robots.ieee.org/robots/aibo2018/

Video

https://www.youtube.com/watch?v=5ifwGc-0mAY





Baxter is a versatile manufacturing robot. Its cameras and force-sensing actuators let it adapt to changes in the environment, and a user can program a new task simply by moving its arms around.

CREATOR

Rethink Robotics 🗹

COUNTRY

United States

YEAR

2012

TYPE

Industrial

Source: https://robots.ieee.org/robots/baxter/



Robots that evoke humanlike character traits

- Exploit multiple, fast reactive behaviors to give a sense of social presence
- Give at least an appearance of intelligence
- Also known as behavior-based robots

HRI

Emphasizes the social interactions between humans and robots

- Dyads (two interacting partners)
- Groups
- Institutions
- Societies

HRI

 Technological advancements that are the result of joint interdisciplinary efforts can have important societal and ethical impact

For example, consider gender bias in robots

See Simon, M. (2018, Oct. 3). It's Time to Talk about Robot Gender Stereotypes. Wired. https://www.wired.com/story/robot-gender-stereotypes/

- Doing human-centred research will lead to the development of robots that are
 - Widely accepted
 - Serve humans for the greater good

Reading

Bartneck, C., Belpaeme, T., Eyssel, F., Kanda, T., Keijsers, M., Sabanovic, S. (2020). Human-Robot Interaction - An Introduction, Cambridge University Press.

Chapter 1 – Introduction, pp. 1-2

Chapter 2 - What is Human-Robot Interaction? pp. 6-17