### **Neurorobotics**

Module 2: Neurorobot Design Principles

Lecture 2: Design Principle1 Case Study

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Design Principles 2 Neurorgaphtics

### Action Selection in a Neurorobotic Model of the Basal Ganglia

### Basal ganglia

- Structures in the brain that
  - Release inhibition of desired actions
  - Maintain or increase inhibition of undesired actions
- Mechanism for action selection
- "resolving conflicts between functional units that are physically separated within the brain but are in competition for behavioral expression"

#### TransAIR Workshop on Cognitive Architectures for Robot Agents



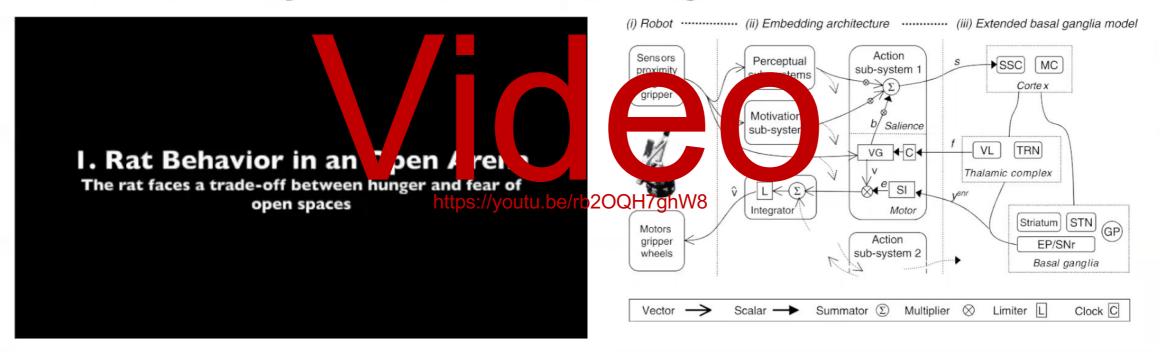
https://transair-bridge.org/workshop-2021/



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## Neurorobotic Design Principles I

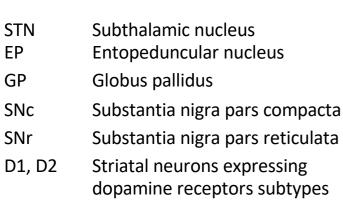
- Every Action Has a Reaction
- Multi-Tasking and Event-Driven Processing

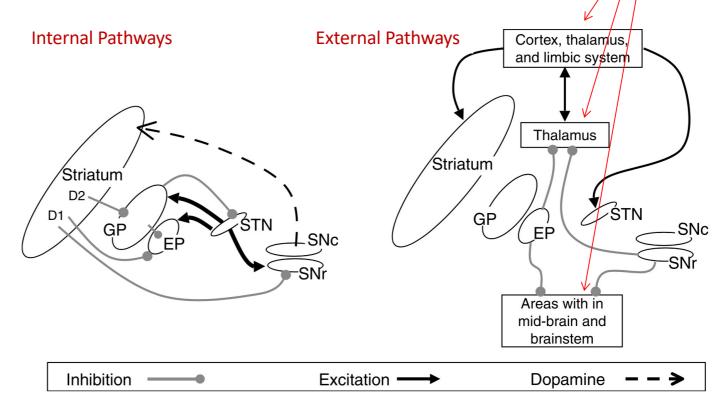


Prescott, T.J., et al., P. Neural Networks, 2006.

### Basal Ganglia Anatomy of the Rat

The basal ganglia structures are interconnected with the wider brain architecture





(Prescott et al., 2006)

- Control architecture for a foraging mobile robot
- Foraging task requires the robot to select appropriate actions under changing conditions
  - Sensory
     Motivational
     Two intrinsic drives: analogies of hunger (increases with time) and fear (decreases with exposure to the environment)
     These drive the behavioral choices
- Several sensory and cognitive streams operate in parallel
- This gives rise to the need for an action selection mechanism
  - Select (disinhibit) one
  - Inhibit others

#### Five behaviors / action subsystems

- 1. Searching for cylinders
- 2. Picking up a cylinder
- 3. Looking for a wall
- 4. Following alongside a wall
- 5. Depositing the cylinder in a corner

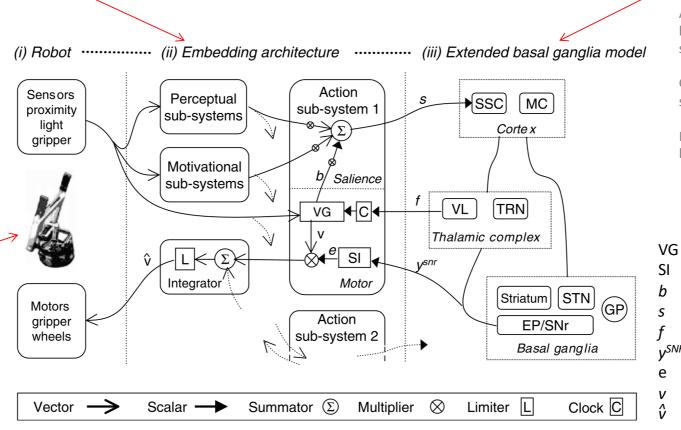
Each operates independently

Kephera two-wheeled robot

and a gripper arm

wtih eight infrared proximity sensors

System-level model of the basal ganglia and associated thalamocortical connections



Resolves action selection conflicts

Arbitrate at each time-step between the five available action sub-systems

Generate a pattern of action selection over time

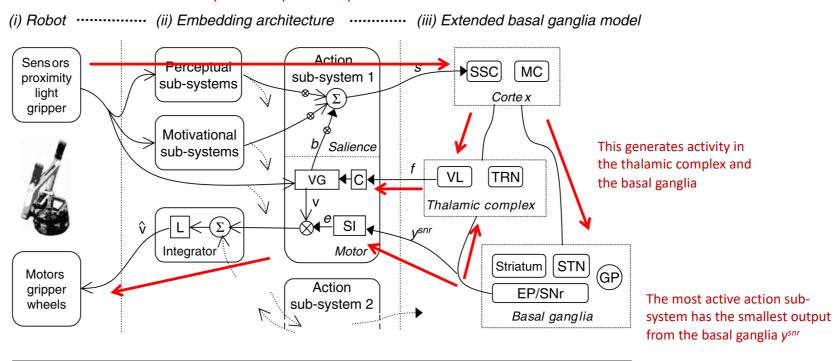
Resulting in coherent sequences of behavior

VG Vector generator
SI Shunting inhibition
b Busy signal
s Salience signal
f Feedback signal
y SNR Basal ganglia output
e Gating signal
v Motor vector
Aggregate motor vector

(Prescott et al., 2006)

Design Principles 2 Neurorgaphtics

#### Sensor data received by the robot provides input to the cortex



Multiplier

Once an action is selected, all other actions are suppressed until the action (i.e. behavioral pattern) is complete

Resulting in the appropriate action

Scalar -

Vector

Which releases the inhibition from the thalamic complex

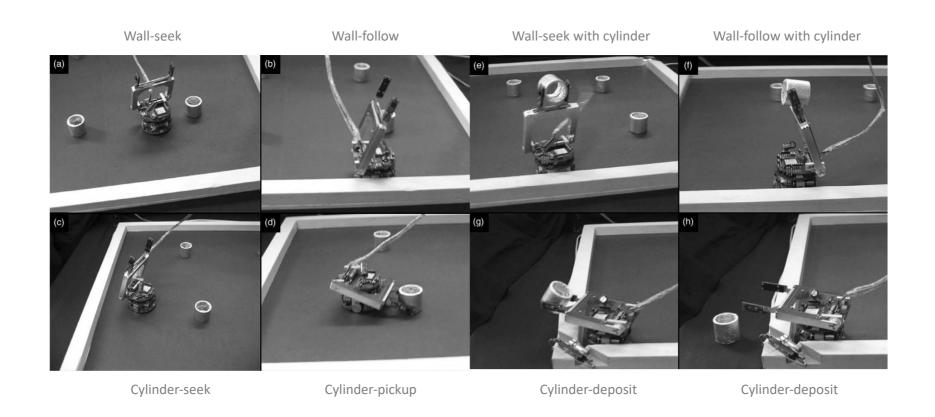
Limiter L

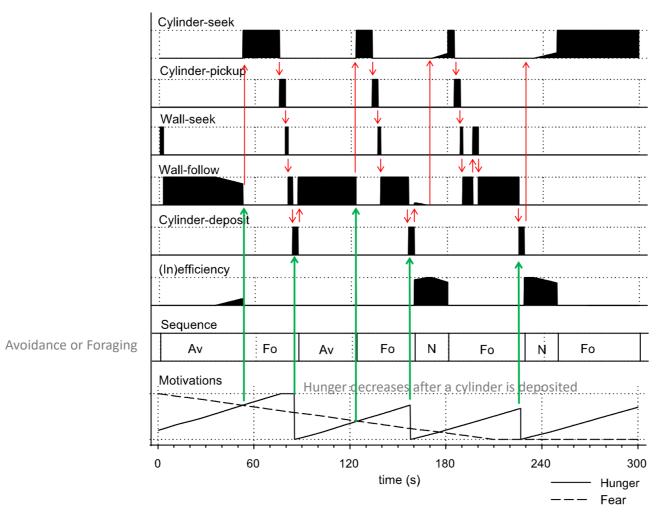
Clock C

Design Principles 2 Neuromobatics

Summator  $(\Sigma)$ 

- Fear reduces with the time spent in the environment
  - Wall seeking and following is driven by fear
- Hunger increases gradually with time
- Hunger decreases as cylinder objects are deposited in the nest corner of the arena
  - Cylinder object seeking is driven by hunger
  - Cylinder object deposit is driven by proximity to a nest (corner) and having a cylinder to deposit





### Reading

Hwu, T. and Krichmar, J. (2022). Neurorobotics: Connecting the Brain, Body and Environment, MIT Press.

Chapter 5, Sections 5.6 - 5.8, pp. 99 - 104