

An Open-Source Simulator for Cognitive Robotics Research: The Prototype of the iCub Humanoid Robot Simulator

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ABSTRACT

This paper presents the prototype of a new computer simulator for the humanoid robot iCub. The iCub is a new open-source humanoid robot developed as a result of the "RobotCub" project, a collaborative European project aiming at developing a new open-source cognitive robotics platform. The iCub simulator has been developed as part of a joint effort with the European project "ITALK" on the integration and transfer of action and language knowledge in cognitive robots. This is available open-source to all researchers interested in cognitive robotics experiments with the iCub humanoid platform.

Keywords

Open-Source, Simulator, iCub humanoid robot, cognitive robotics.

1. INTRODUCTION

Computer simulations play an important role in robotics research. Despite the fact that the use of a simulation might not provide a full model of the complexity present in the real environment and might not assure a fully reliable transferability of the controller from the simulation environment to the real one, robotic simulations are of great interest for cognitive scientists [18]. There are several advantages of robotics simulations for researchers in cognitive sciences. The first is that simulating robots with realistic physical interactions permit to study the behavior of several types of embodied agents without facing the problem of building in advance, and maintaining, a complex hardware device. The computer simulator can be used as a tool for testing algorithms in order to quickly check for any major problems prior to use of the physical robot. Moreover, simulators also allow researchers to experiment with robots with varying morphological characteristics without the need to necessarily

develop the corresponding features in hardware [1]. This advantage, in turn, permits the discovery of properties of the behavior of an agent that emerges from the interaction between the robot's controller, its body and the environment. Another advantage is that robotic simulations make it possible to apply particular algorithms for creating robots' controllers, such as evolutionary or reinforcement learning algorithms [12]. The use of robotics simulation permits to drastically reduce the time of the experiments such as in evolutionary robotics. In addition, it makes it possible to explore research topics like the co-evolution of the morphology and the control system [1]. A simulator for the iCub robot magnifies the value a research group can extract from the physical robot, by making it more practical to share a single robot between several researchers. The fact that the simulator is free and open makes it a simple way for people interested in the robot to begin learning about its capabilities and design, with an easy "upgrade" path to the actual robot due to the protocol-level compatibility of the simulator and the physical robot. And for those without the means to purchase or build a humanoid robot, such small laboratories or hobbyists, the simulator at least opens a door to participation in this area of research.

The iCub simulator is currently being used by both the RobotCub and the ITALK project partners for preliminary experiments on the simulator robot, and subsequent testing with the physical robots.

2. ICUB SIMULATOR DEVELOPMENT

The iCub simulator has been designed to reproduce, as accurately as possible, the physics and the dynamics of the robot and its environment. The simulated iCub robot is composed of multiple rigid bodies connected via joint structures. It has been constructed collecting data directly from the robot design specifications in order to achieve an exact replication (e.g. height, mass, Degrees of Freedom) of the first iCub prototype developed at the Italian Institute of Technology in Genoa. The environment parameters on gravity, objects mass, friction and joints are based on known environment conditions.

2.1 Open-Source Approach

The iCub simulator presented here has been created using open source libraries in order to make it possible to distribute the

An Open Source Simulator For Cognitive Robotics Research

Michael A. Arbib, James J. Bonaiuto



An Open Source Simulator For Cognitive Robotics Research:

Cognitive Robotics Angelo Cangelosi, Minoru Asada, 2022-05-17 The current state of the art in cognitive robotics covering the challenges of building AI powered intelligent robots inspired by natural cognitive systems A novel approach to building AI powered intelligent robots takes inspiration from the way natural cognitive systems in humans animals and biological systems develop intelligence by exploiting the full power of interactions between body and brain the physical and social environment in which they live and phylogenetic developmental and learning dynamics This volume reports on the current state of the art in cognitive robotics offering the first comprehensive coverage of building robots inspired by natural cognitive systems Contributors first provide a systematic definition of cognitive robotics and a history of developments in the field They describe in detail five main approaches developmental neuro evolutionary swarm and soft robotics They go on to consider methodologies and concepts treating topics that include commonly used cognitive robotics platforms and robot simulators biomimetic skin as an example of a hardware based approach machine learning methods and cognitive architecture Finally they cover the behavioral and cognitive capabilities of a variety of models experiments and applications looking at issues that range from intrinsic motivation and perception to robot consciousness *Cognitive Robotics* is aimed at an interdisciplinary audience balancing technical details and examples for the computational reader with theoretical and experimental findings for the empirical scientist

Simulation, Modeling, and Programming for Autonomous Robots Stefano Carpin, Itsuki Noda, Enrico Pagello, Monica Reggiani, 2008-10-23 This book constitutes the refereed proceedings of the First International Conference on Simulation Modeling and Programming for Autonomous Robots SIMPAR 2008 held in Venice Italy in November 2008 The 29 revised full papers and 21 revised poster papers presented were carefully reviewed and selected from 42 submissions The papers address all current issues of robotics applications and simulation environments thereof such as 3D robot simulation reliability scalability and validation of robot simulation simulated sensors and actuators offline simulation of robot design online simulation with real time constraints simulation with software hardware in the loop middleware for robotics modeling framework for robots and environments testing and validation of robot control software standardization for robotic services communication infrastructures in distributed robotics interaction between sensor networks and robots human robot interaction and multi robot The papers are organized in topical sections on simulation programming and applications

Software Architectures for Humanoid Robotics Lorenzo Natale, Tamim Asfour, Fumio Kanehiro, Nikolaus Vahrenkamp, 2018-10-11 *Simulation, Modeling, and Programming for Autonomous Robots* Itsuki Noda, Noriako Ando, Davide Brugali, James J. Kuffner, 2012-10-20 This book constitutes the refereed proceedings of the Third International Conference on Simulation Modeling and Programming for Autonomous Robots SIMPAR 2012 held in Tsukuba Japan in November 2012 The 33 revised full papers and presented together with 3 invited talks were carefully reviewed and selected from 46 submissions Ten papers describe design of complex behaviors of autonomous robots 9 address software

layers 8 papers refer to related modeling and learning The papers are organized in topical sections on mobile robots software modeling and architecture and humanoid and biped robots

Neurosemantics Alessio Plebe,Vivian M. De La Cruz,2016-03-16 This book examines the concept of Neurosemantics a term currently used in two different senses the informational meaning of the physical processes in the neural circuits and semantics in its classical sense as the meaning of language explained in terms of neural processes The book explores this second sense of neurosemantics yet in doing so it addresses much of the first meaning as well Divided into two parts the book starts with a description and analysis of the mathematics of the brain including computational units representational mechanisms and algorithmic principles This first part pays special attention to the neural architecture which has been used in developing models of neurosemantics The second part of the book presents a collection of models and describes each model reproducing specific aspects of the semantics of language Some of these models target one of the core problems of semantics the reference of nouns and in particular of nouns with a strong perceptual characterization Others address the semantics of predicates with a detailed analysis of colour attributes While this book represents a radical shift from traditional semantics it still pursues a line of continuity that is based on the idea that meaning can be captured and explained by a sort of computation

Simulation, Modeling, and Programming for Autonomous Robots Noriako Ando,Stephen Balakirsky,Thomas Hemker,Monica Reggiani,Oskar von Stryk,2010-11-05 Why are the many highly capable autonomous robots that have been promised for novel applications driven by society industry and research not available day despite the tremendous progress in robotics science and systems achieved during the last decades Unfortunately steady improvements in specific robot abilities and robot hardware have not been matched by corresponding robot performance in real world environments This is mainly due to the lack of advancements in robot software that master the development of robotic systems of ever increasing complexity In addition fundamental open problems are still awaiting sound answers while the development of new robotics applications suffers from the lack of widely used tools libraries and algorithms that are designed in a modular and performant manner with standardized interfaces Simulation environments are playing a major role not only in reducing development time and cost e.g. by systematic software or hardware in the loop testing of robot performance but also in exploring new types of robots and applications However their use may still be regarded with skepticism Seamless migration of code using robot simulators to real world systems is still a rare circumstance due to the complexity of robot world sensor and actuator modeling These challenges drive the quest for the next generation of methodologies and tools for robot development The objective of the International Conference on Simulation Modeling and Programming for Autonomous Robots SIMPAR is to offer a unique forum for these topics and to bring together researchers from academia and industry to identify and solve the key issues necessary to ease the development of increasingly complex robot software

[Springer Handbook of Model-Based Science](#) Lorenzo Magnani,Tommaso Bertolotti,2017-05-22 This handbook offers the first comprehensive reference guide to the

interdisciplinary field of model based reasoning It highlights the role of models as mediators between theory and experimentation and as educational devices as well as their relevance in testing hypotheses and explanatory functions The Springer Handbook merges philosophical cognitive and epistemological perspectives on models with the more practical needs related to the application of this tool across various disciplines and practices The result is a unique reliable source of information that guides readers toward an understanding of different aspects of model based science such as the theoretical and cognitive nature of models as well as their practical and logical aspects The inferential role of models in hypothetical reasoning abduction and creativity once they are constructed adopted and manipulated for different scientific and technological purposes is also discussed Written by a group of internationally renowned experts in philosophy the history of science general epistemology mathematics cognitive and computer science physics and life sciences as well as engineering architecture and economics this Handbook uses numerous diagrams schemes and other visual representations to promote a better understanding of the concepts This also makes it highly accessible to an audience of scholars and students with different scientific backgrounds All in all the Springer Handbook of Model Based Science represents the definitive application oriented reference guide to the interdisciplinary field of model based reasoning

Machine Learning Methods for High-Level Cognitive Capabilities in Robotics Emre Ugur,Tetsuya Ogata,Yiannis Demiris,Tadahiro

Taniguchi,Takayuki Nagai,2019-12-24 Virtual Reality Jae-Jin Kim,2011-01-08 Technological advancement in graphics and other human motion tracking hardware has promoted pushing virtual reality closer to reality and thus usage of virtual reality has been extended to various fields The most typical fields for the application of virtual reality are medicine and engineering The reviews in this book describe the latest virtual reality related knowledge in these two fields such as advanced human computer interaction and virtual reality technologies evaluation tools for cognition and behavior medical and surgical treatment neuroscience and neuro rehabilitation assistant tools for overcoming mental illnesses educational and industrial uses In addition the considerations for virtual worlds in human society are discussed This book will serve as a state of the art resource for researchers who are interested in developing a beneficial technology for human society

Action and Language Integration in Cognitive Systems Angelo Cangelosi,2012-07-12 Recent theoretical and experimental research on action and language processing in humans and animals clearly demonstrates the strict interaction and co dependence between language and action This has been demonstrated in neuroscientific investigations e g Cappa Pulvermuller 2003 Rizzolatti Pecher Massera et al 2008 All these studies have important implication both for the understanding of the action basis of cognition in natural and artificial cognitive systems as well as for the design of cognitive and communicative capabilities in robots Cangelosi et al 2005 The journal Frontiers in Neurorobotics is seeking submissions of new articles in the topic of action and language integration both in natural cognitive systems e g humans and animals and in artificial cognitive agents robots and simulated agents Manuscripts can regard new theoretical and computational investigations as

well as new neuroscientific and psychological investigations Review articles in this topic are also welcome Evolutionary Humanoid Robotics Malachy Eaton, 2015-02-02 This book examines how two distinct strands of research on autonomous robots evolutionary robotics and humanoid robot research are converging The book will be valuable for researchers and postgraduate students working in the areas of evolutionary robotics and bio inspired computing **Language and Cognition** Kuniyoshi L. Sakai, Leonid Perlovsky, 2015-07-07 Interaction between language and cognition remains an unsolved scientific problem What are the differences in neural mechanisms of language and cognition Why do children acquire language by the age of six while taking a lifetime to acquire cognition What is the role of language and cognition in thinking Is abstract cognition possible without language Is language just a communication device or is it fundamental in developing thoughts Why are there no animals with human thinking but without human language Combinations even among 100 words and 100 objects multiple words can represent multiple objects exceed the number of all the particles in the Universe and it seems that no amount of experience would suffice to learn these associations How does human brain overcome this difficulty Since the 19th century we know about involvement of Broca's and Wernicke's areas in language What new knowledge of language and cognition areas has been found with fMRI and other brain imaging methods Every year we know more about their anatomical and functional effective connectivity What can be inferred about mechanisms of their interaction and about their functions in language and cognition Why does the human brain show hemispheric i.e. left or right dominance for some specific linguistic and cognitive processes Is understanding of language and cognition processed in the same brain area or are there differences in language semantic and cognitive semantic brain areas Is the syntactic process related to the structure of our conceptual world Chomsky has suggested that language is separable from cognition On the opposite cognitive and construction linguistics emphasized a single mechanism of both Neither has led to a computational theory so far Evolutionary linguistics has emphasized evolution leading to a mechanism of language acquisition yet proposed approaches also lead to incomputable complexity There are some more related issues in linguistics and language education as well Which brain regions govern phonology lexicon semantics and syntax systems as well as their acquisitions What are the differences in acquisition of the first and second languages Which mechanisms of cognition are involved in reading and writing Are different writing systems affect relations between language and cognition Are there differences in language cognition interactions among different language groups such as Indo European Chinese Japanese Semitic and types different degrees of analytic isolating synthetic inflected fused agglutinative features What can be learned from sign languages Rizzolatti and Arbib have proposed that language evolved on top of earlier mirror neuron mechanism Can this proposal answer the unknown questions about language and cognition Can it explain mechanisms of language cognition interaction How does it relate to known brain areas and their interactions identified in brain imaging Emotional and conceptual contents of voice sounds in animals are fused Evolution of human language has demanded splitting of emotional and conceptual

contents and mechanisms although language prosody still carries emotional content Is it a dying off remnant or is it fundamental for interaction between language and cognition If language and cognitive mechanisms differ unifying these two contents requires motivation hence emotions What are these emotions Can they be measured Tonal languages use pitch contours for semantic contents are there differences in language cognition interaction among tonal and atonal languages Are emotional differences among cultures exclusively cultural or also depend on languages Interaction of language and cognition is thus full of mysteries and we encourage papers addressing any aspect of this topic **Embodied and grounded**

cognition Anna Borghi,Diane Pecher,2012-01-01 In the last 10 15 years the embodied and grounded cognition approach has become widespread in all fields related to cognitive science such as cognitive and social psychology neuroscience philosophy anthropology computational modelling and robotics According to this approach our cognitive activity is grounded in sensory motor processes and situated in specific contexts and situations Therefore in this view concepts consist of the reactivation of the same neural pattern that is present when we perceive and or interact with the objects they refer to In the same way understanding language would imply forming a mental simulation of what is linguistically described This simulation would entail the recruitment of the same neurons that are activated when actually acting or perceiving the situation action emotion object or entity described by language In the last years a lot of evidence has been collected in favour of EC and GC view The aim of this Research Topic is twofold First it intends to give an idea of the field of embodied and grounded cognition in its broadness We therefore intend to invite scientists of different disciplines anthropology philosophy linguistics cognitive and social psychology neuroscience computer science to submit their proposals The second aim of this Research Topic is to focus on some challenges that in our opinion embodied and grounded theories of cognition need to face First we believe that one important challenge for EC and GC views is to account for the way the so called abstract concepts and abstract words are represented Evidence on the representation of concrete concepts and words is compelling whereas evidence on abstract concepts representation is still too scarce and limited to restricted domains We therefore welcome proposals dealing with this complex issue Second we think that embodied and grounded theories of cognition would need to formulate more precise hypotheses and that in general within the field a larger theoretical effort should be made It is striking that even if a lot of work in the field of computational modelling and robotics starts from an embodied approach experimental and modelling work on embodied cognition remain somehow separate We therefore invite researchers to submit papers proposing models which might help to explain phenomena as well as to constrain and specify in more detail the predictions and the claims advanced within the framework of EC and GC theories *Multibody Dynamics* Josep M. Font-Llagunes,2016-04-12 This book includes selected papers from the ECCOMAS Thematic Conference on Multibody Dynamics that took place in Barcelona Spain from June 29 to July 2 2015 By having its origin in analytical and continuum mechanics as well as in computer science and applied mathematics multibody dynamics provides a basis for analysis and virtual prototyping of innovative applications

in many fields of contemporary engineering With the utilization of computational models and algorithms that classically belonged to different fields of applied science multibody dynamics delivers reliable simulation platforms for diverse highly developed industrial products such as vehicle and railway systems aeronautical and space vehicles robotic manipulators smart structures biomechanical systems and nanotechnologies

Developmental Robotics Angelo Cangelosi,Matthew Schlesinger,2015-01-09 A comprehensive overview of an interdisciplinary approach to robotics that takes direct inspiration from the developmental and learning phenomena observed in children s cognitive development Developmental robotics is a collaborative and interdisciplinary approach to robotics that is directly inspired by the developmental principles and mechanisms observed in children s cognitive development It builds on the idea that the robot using a set of intrinsic developmental principles regulating the real time interaction of its body brain and environment can autonomously acquire an increasingly complex set of sensorimotor and mental capabilities This volume drawing on insights from psychology computer science linguistics neuroscience and robotics offers the first comprehensive overview of a rapidly growing field After providing some essential background information on robotics and developmental psychology the book looks in detail at how developmental robotics models and experiments have attempted to realize a range of behavioral and cognitive capabilities The examples in these chapters were chosen because of their direct correspondence with specific issues in child psychology research each chapter begins with a concise and accessible overview of relevant empirical and theoretical findings in developmental psychology The chapters cover intrinsic motivation and curiosity motor development examining both manipulation and locomotion perceptual development including face recognition and perception of space social learning emphasizing such phenomena as joint attention and cooperation language from phonetic babbling to syntactic processing and abstract knowledge including models of number learning and reasoning strategies Boxed text offers technical and methodological details for both psychology and robotics experiments

Artificial General Intelligence Joscha Bach,Ben Goertzel,Matthew Iklé,2012-12-04 This book constitutes the refereed proceedings of the 5th International Conference on Artificial General Intelligence AGI 2012 held in Oxford UK in December 2012 The 34 revised full papers presented together with 4 invited keynote lectures were carefully reviewed and selected from 80 submissions The papers are written by leading scientists involved in research and development of AI systems possessing general intelligence at the human level and beyond with a special focus on humanoid robotics and AGI cognitive robotics creativity and AGI the future evolution of advanced AGIs and the dynamics of AGI goal systems

Becoming Human with Humanoid Ahmad Hoirul Basori,Ali Leylavi Shoushtari,Andon Topalov,2020-03-25 Nowadays our expectations of robots have been significantly increases The robot which was initially only doing simple jobs is now expected to be smarter and more dynamic People want a robot that resembles a human humanoid has and has emotional intelligence that can perform action reaction interactions This book consists of two sections The first section focuses on emotional intelligence while the second section discusses the control of

robotics The contents of the book reveal the outcomes of research conducted by scholars in robotics fields to accommodate needs of society and industry

From Neuron to Cognition via Computational Neuroscience Michael A. Arbib, James J. Bonaiuto, 2016-11-04 A comprehensive integrated and accessible textbook presenting core neuroscientific topics from a computational perspective tracing a path from cells and circuits to behavior and cognition This textbook presents a wide range of subjects in neuroscience from a computational perspective It offers a comprehensive integrated introduction to core topics using computational tools to trace a path from neurons and circuits to behavior and cognition Moreover the chapters show how computational neuroscience methods for modeling the causal interactions underlying neural systems complements empirical research in advancing the understanding of brain and behavior The chapters all by leaders in the field and carefully integrated by the editors cover such subjects as action and motor control neuroplasticity neuromodulation and reinforcement learning vision and language the core of human cognition The book can be used for advanced undergraduate or graduate level courses It presents all necessary background in neuroscience beyond basic facts about neurons and synapses and general ideas about the structure and function of the human brain Students should be familiar with differential equations and probability theory and be able to pick up the basics of programming in MATLAB and or Python Slides exercises and other ancillary materials are freely available online and many of the models described in the chapters are documented in the brain operation database BODB which is also described in a book chapter Contributors Michael A Arbib Joseph Ayers James Bednar Andrej Bicanski James J Bonaiuto Nicolas Brunel Jean Marie Cabelguen Carmen Canavier Angelo Cangelosi Richard P Cooper Carlos R Cortes Nathaniel Daw Paul Dean Peter Ford Dominey Pierre Enel Jean Marc Fellous Stefano Fusi Wulfram Gerstner Frank Grasso Jacqueline A Griego Ziad M Hafed Michael E Hasselmo Auke Ijspeert Stephanie Jones Daniel Kersten Jeremie Knuesel Owen Lewis William W Lytton Tomaso Poggio John Porrill Tony J Prescott John Rinzel Edmund Rolls Jonathan Rubin Nicolas Schweighofer Mohamed A Sherif Malle A Tagamets Paul F M J Verschure Nathan Vierling Claasen Xiao Jing Wang Christopher Williams Ransom Winder Alan L Yuille

Intrinsically Motivated Open-Ended Learning in Autonomous Robots Vieri Giuliano Santucci, Pierre-Yves Oudeyer, Andrew Barto, Gianluca Baldassarre, 2020-02-19

Biomimetic and Biohybrid Systems Nathan F. Lepora, Anna Mura, Michael Mangan, Paul F.M.J. Verschure, Marc Desmulliez, Tony J. Prescott, 2016-07-11 This book constitutes the proceedings of the 5th International Conference on Biomimetic and Biohybrid Systems Living Machines 2016 held in Edinburgh UK in July 2016 The 34 full and 27 short papers presented in this volume were carefully reviewed and selected from 63 submissions The theme of the conference encompasses biomimetic methods for manufacture repair and recycling inspired by natural processes such as reproduction digestion morphogenesis and metamorphosis

An Open Source Simulator For Cognitive Robotics Research Book Review: Unveiling the Magic of Language

In an electronic digital era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**An Open Source Simulator For Cognitive Robotics Research**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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