



Source: <https://www.youtube.com/watch?v=h1E-FlguwGw&t=24s>

Lecture 7

“Show me your moves.”

Nonverbal communication

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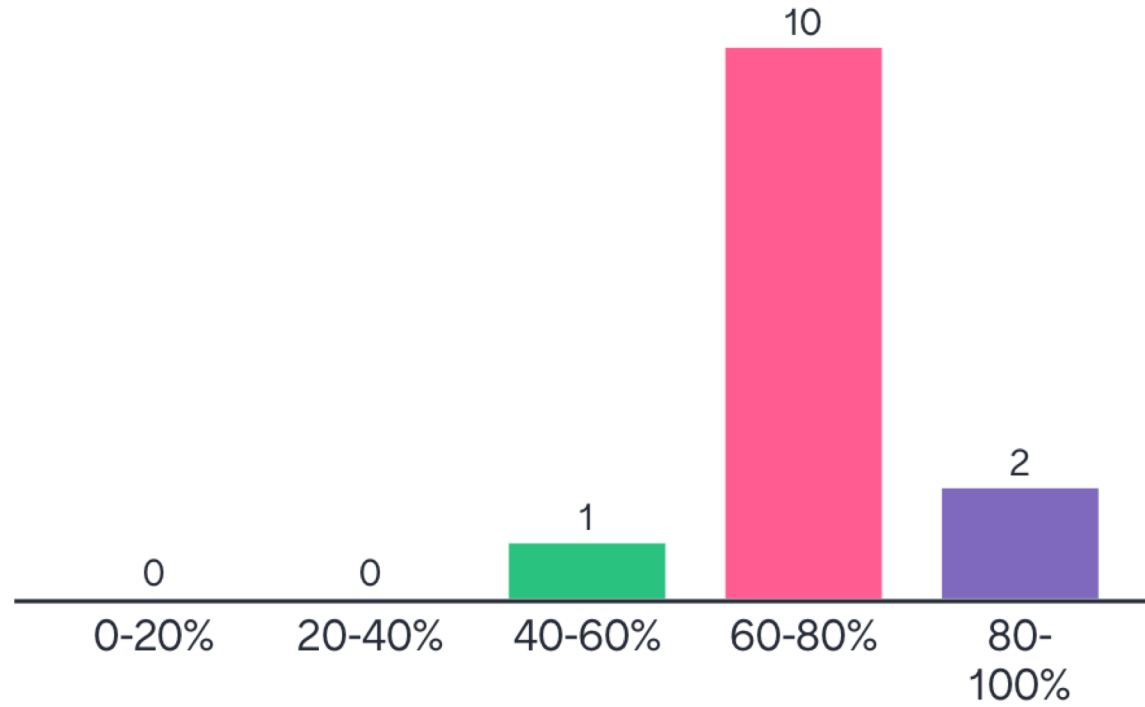
Learning goals

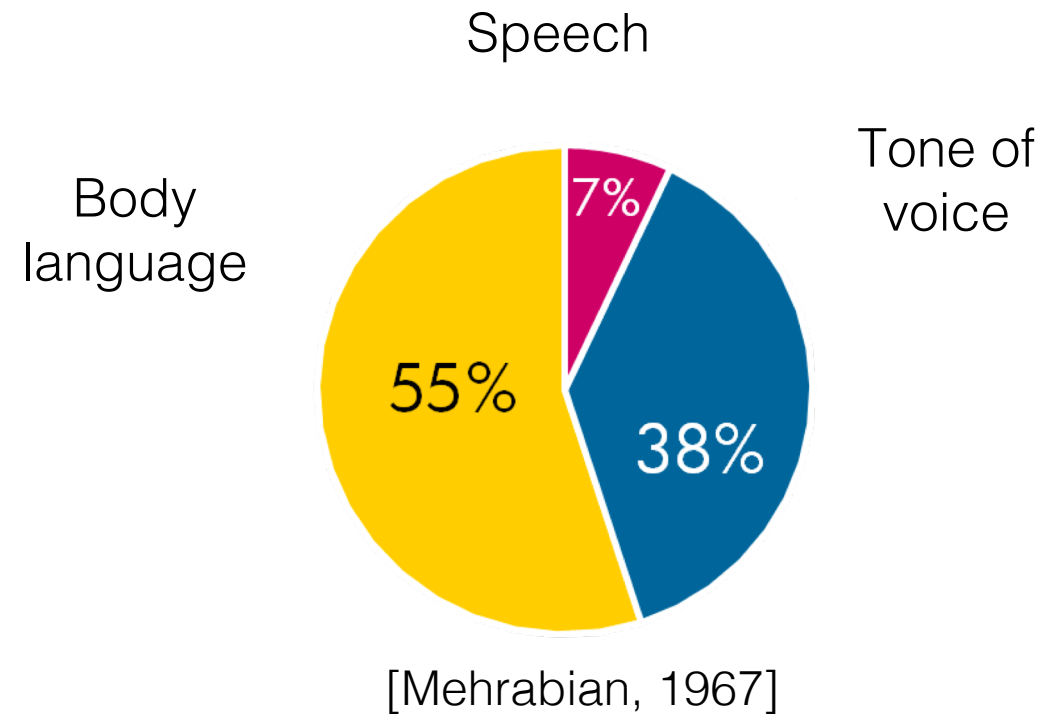
- Get familiar with some *modalities* of human-human non-verbal communication
- Apply and expand on these modalities in the context of HRI
- Design a user study to *evaluate* the effectiveness of non-verbal robot behavior

Go to www.menti.com and use the code 4913 0463



How much of human communication is non-verbal?






Go to www.menti.com and use the code 4913 0463

What are some non-verbal modalities in humans?

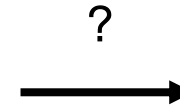
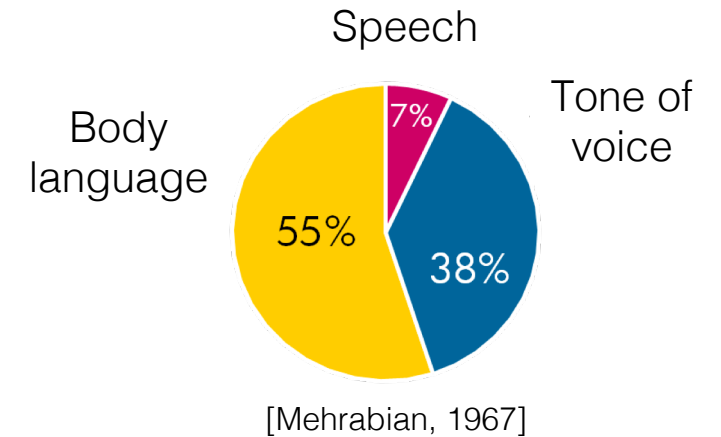


 Voting is closed



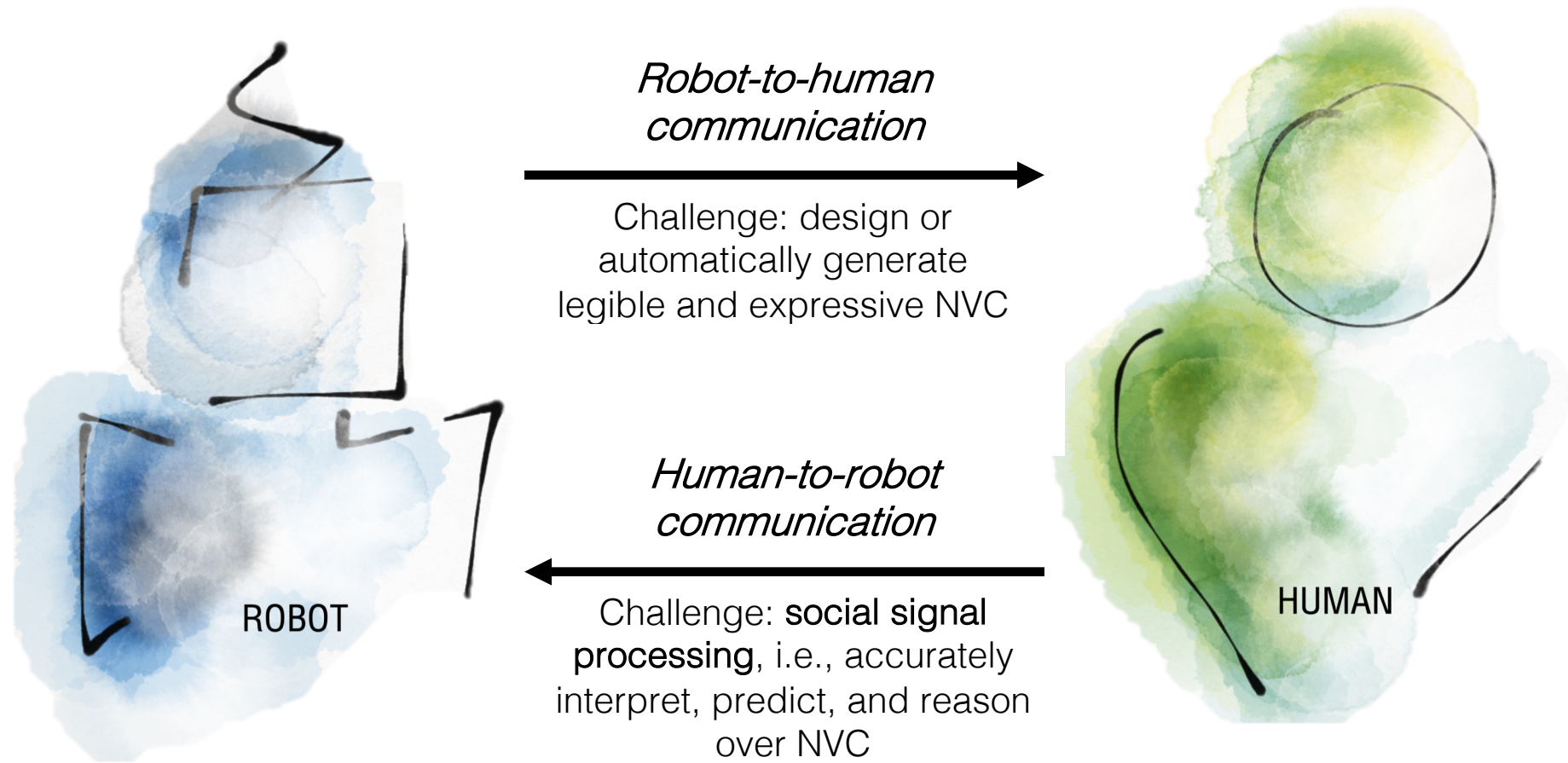
Non-verbal communication (NVC)

- Speech is only a small percentage of human communication
 - NVC *modalities* : different ways in which a social agent communicates information without words
→ social cues
 - Challenges for robot NVC
 - Translate principles of human NVC to robots
 - Different embodiment than humans
 - Unique modalities (e.g., lights, sound)
- Embodied interaction: “occurring in real time and real space” (Dourish, 2001)



Sphero robot

Communication is always a two-way street



Outline

- Gaze
- Gestures
- Expressive motion
- Proxemics
- Haptics
- Prosody
- Robot-specific modalities

Gaze

- Gaze = where and how one looks
- People are uniquely sensitive to gaze – important to get it right on robots
- For non-anthropomorphic robots, gaze doesn't necessarily have to involve realistic-looking eyes
- Three types of gaze
 - Mutual gaze (eye contact)
 - Deictic (“pointing” with your eyes)
 - Joint attention
- Types of eye movement
 - Fixation
 - Saccades
 - Smooth pursuits



JIBO “looking” at a cup

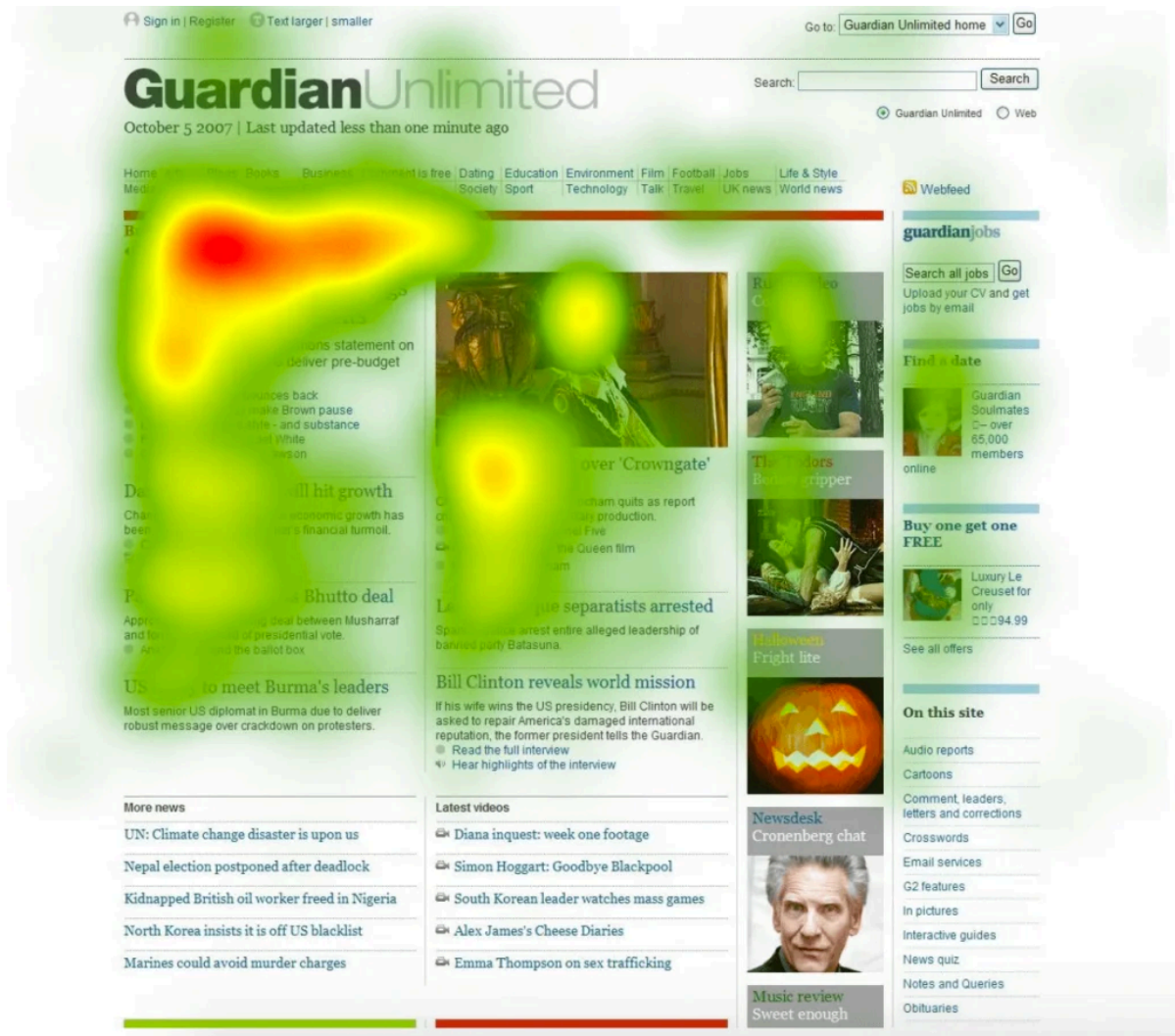
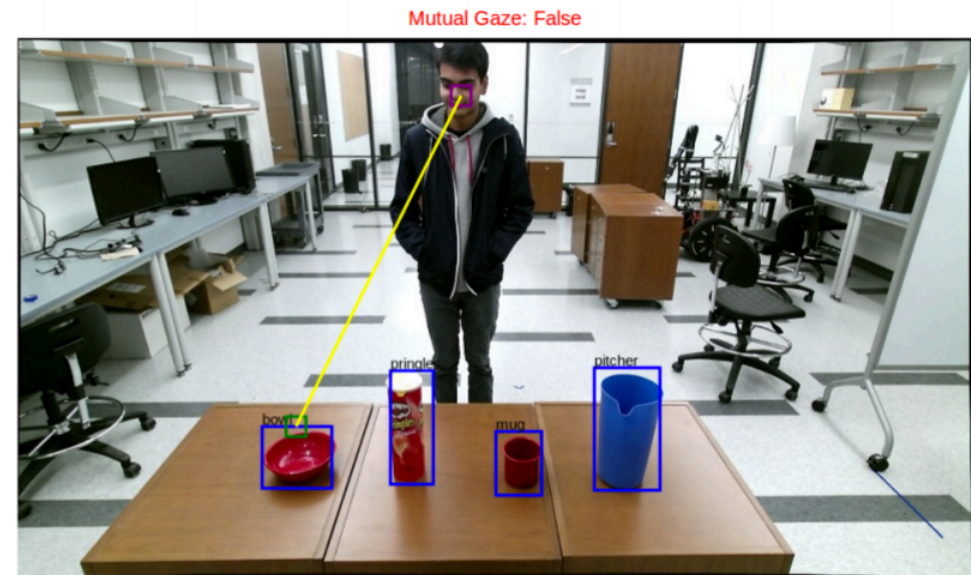


Image Source: talkroute



Saran et al. (2018)

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Gustavo Dudamel (source: YouTube)

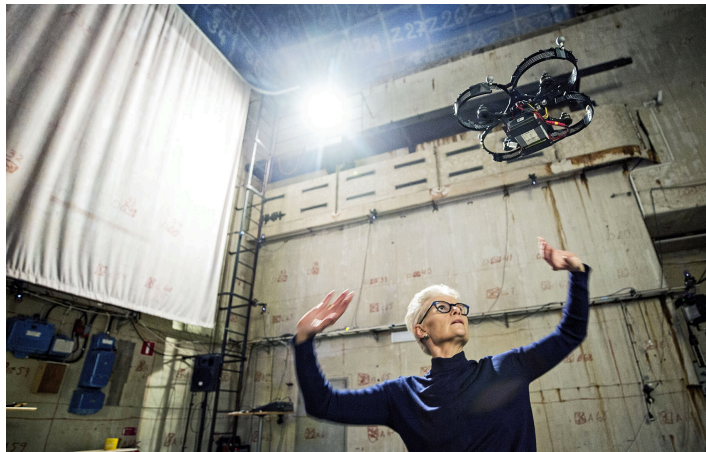
Gestures

A movement usually, of the body or limbs, that expresses or emphasizes an idea, sentiment, or attitude

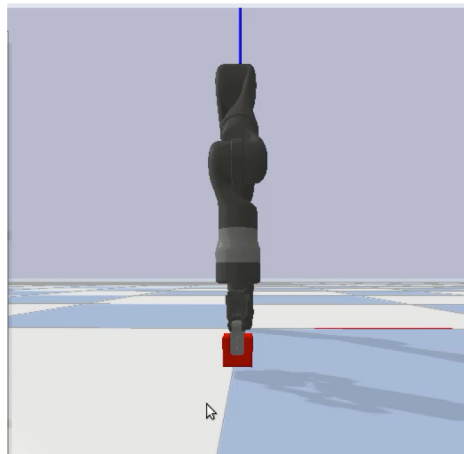
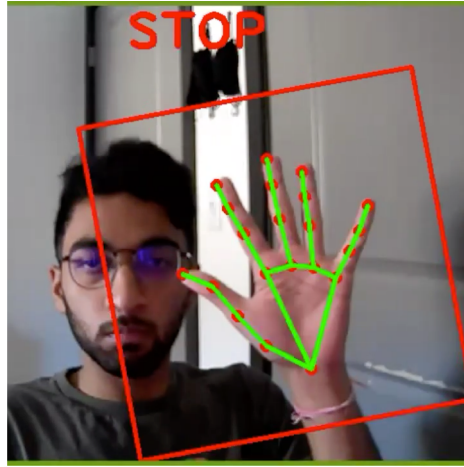
- Iconic – represent concrete objects or actions
- Metaphoric – representation abstract concepts
- Deictic – references entities or locations in space
- Beat – follows speech rhythms

Gestures are strongly culturally-dependent

Gesture-controlled robots



Opera Mecatronics, Aerial robotic choir (KTH)

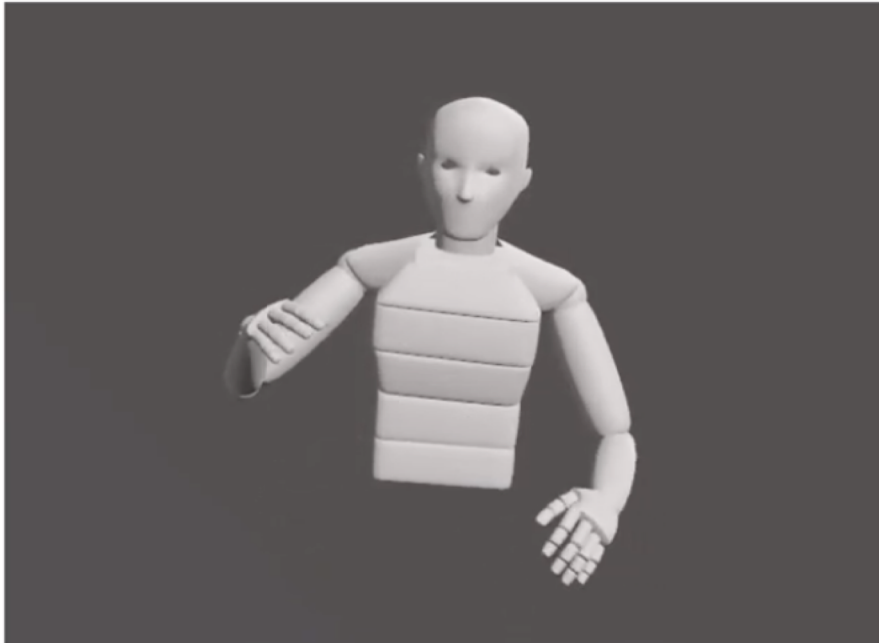


Work in progress in collaboration with UT Austin

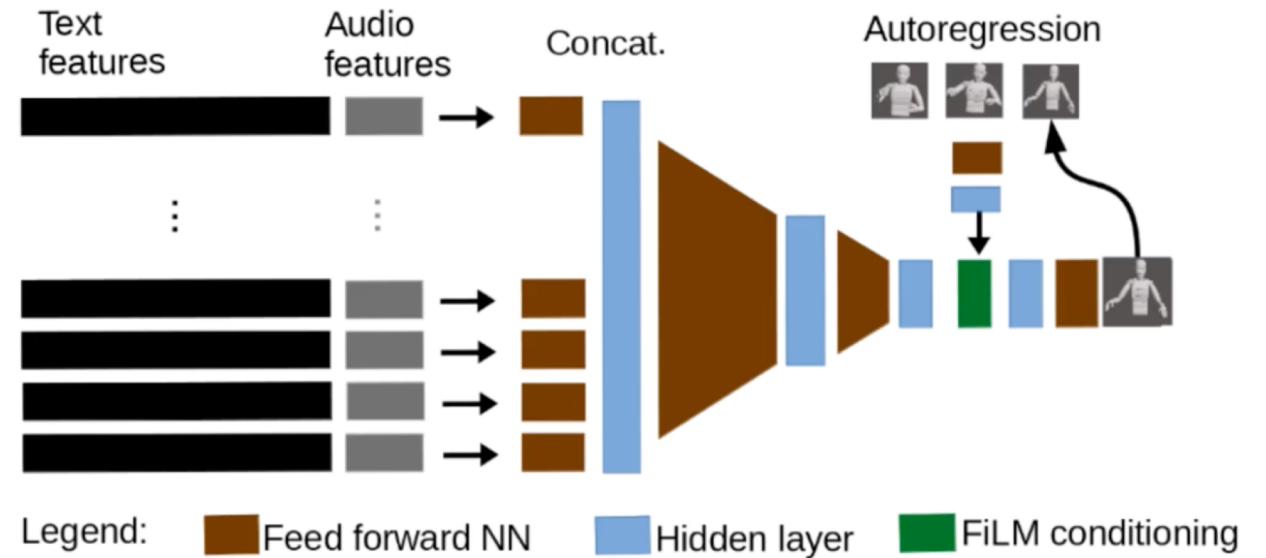
Some methods for gesture classification

- RGB vision-based
- Depth vision-based (Leapmotion)
- Motion-capture (wearable sensors, or marker-enabled)
- Glove-enabled (Pison <https://www.youtube.com/watch?v=bsF7be6wBrg>)

Automatic generation of speech-accompanying gestures



Gesture Generation Framework



Gesticulator: A framework for semantically-aware speech-driven gesture generation (Kucherenko et al. 2020)

Activity

For people in the classroom:

Student 1: explain to student 2 to how to get from here to the lab.

Student 2: Observe NVC, especially types of gaze and gesture

For people at home:

If you have company, ask them to tell you how to get to the nearest supermarket

Cheat sheet

Gaze

- Mutual gaze
- Deictic
- Joint attention

Gestures

- Iconic
- Metaphoric
- Deictic
- Beat

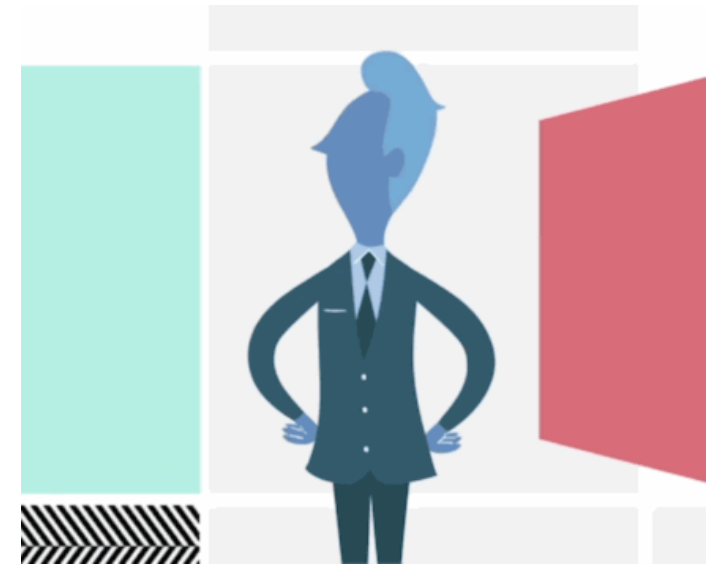
What kind of NVC did you use?

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Expressive motion

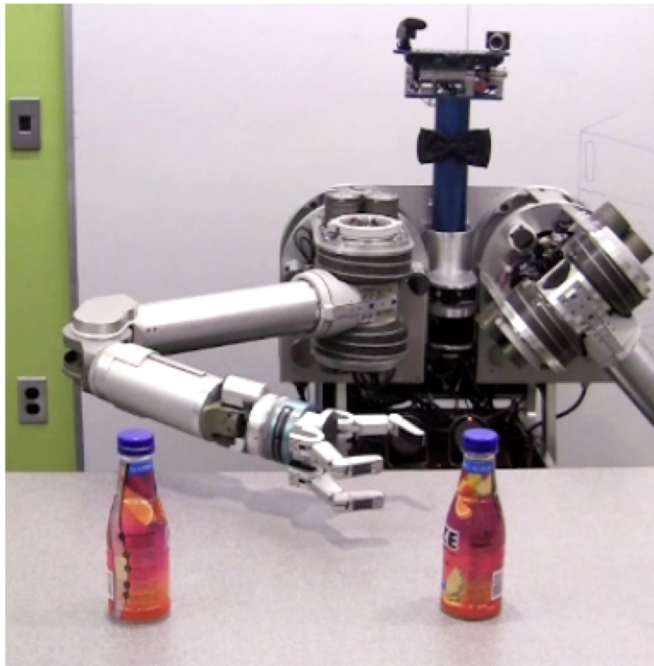
- Motion with a primarily functional purpose, modulated for a communicative purpose
- Expresses a hidden component of the robot's program (e.g., state, goal, intent, performance, affect, etc.)
- Can interfere with robot operation or performance



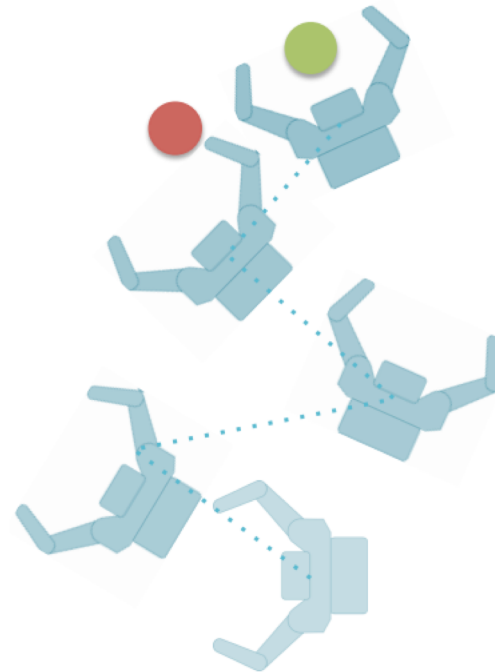
Scandis (IdeaRocket) (Source: Vimeo)

Expressive motion (manipulator)

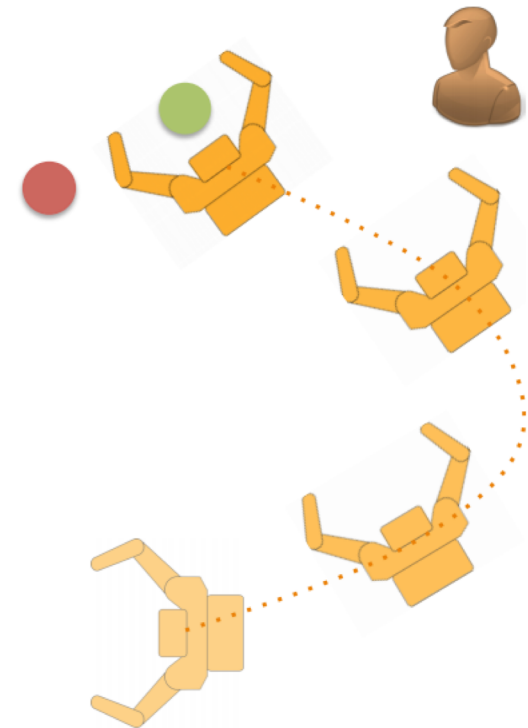
[Dragan, 2015]



HERB manipulator

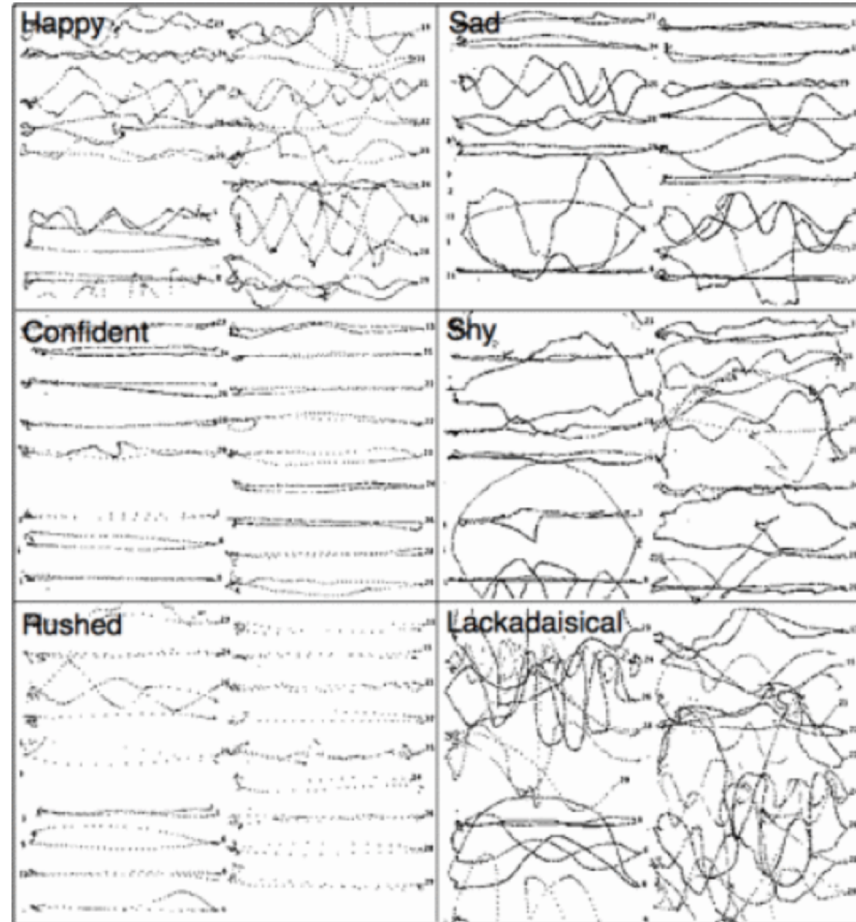
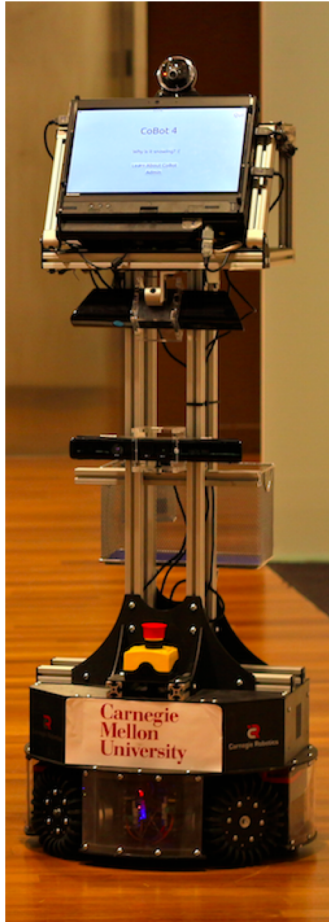


Functional motion



Legible motion

Expressive motion (mobile robot) [Knight et al., 2014]



- Motions in x, y, and theta inspired by the Laban effort framework (dance)
- Design of trajectories involved the participation of actors

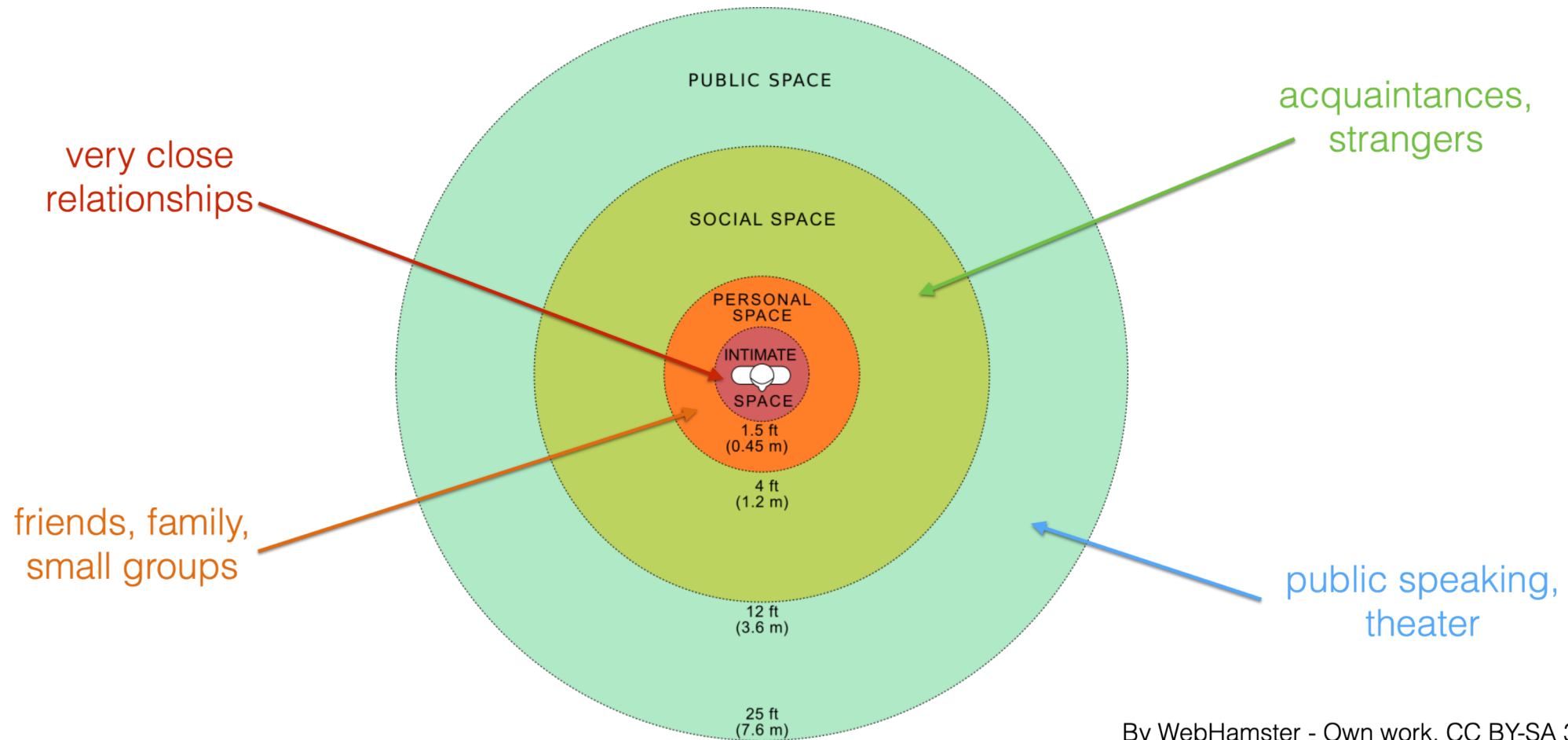
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Proxemics

- "the study of spatial distances individuals maintain in various social and interpersonal situations." — Rios-Martinez et al. (2015)
- First introduced by Edward T. Hall in 1966
- A key part of interpersonal communication
- Strongly influenced by
 - personal factors (age, gender)
 - environmental factors (task, noise, context)
 - societal factors (culture)

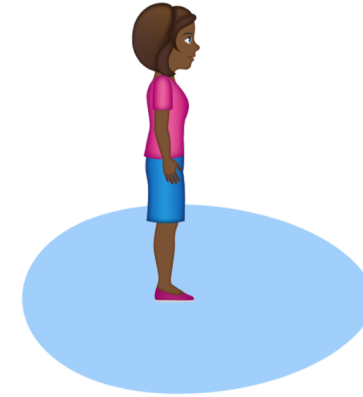
Hall's interpersonal distances



By WebHamster - Own work, CC BY-SA 3.0
<https://commons.wikimedia.org/w/index.php?curid=6147809>

Personal space

- Personal space is egg-shaped, longer in front than in the rear (Hayduk et al., 1981)
- When physical proximity is out of sync with social connection, people diffuse the discomfort by avoiding eye contact and conversation (Shaver, *Principles of Social Psychology*, 2015)



Quora user Ciril J Thundiylil

Outline

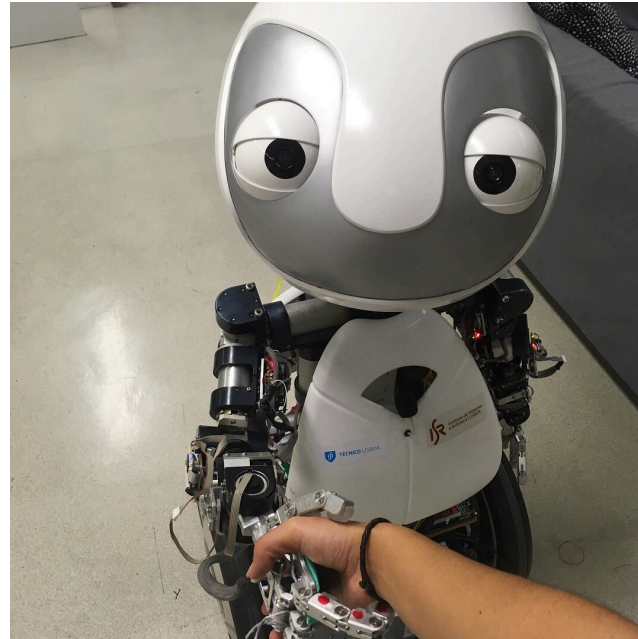
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Haptics

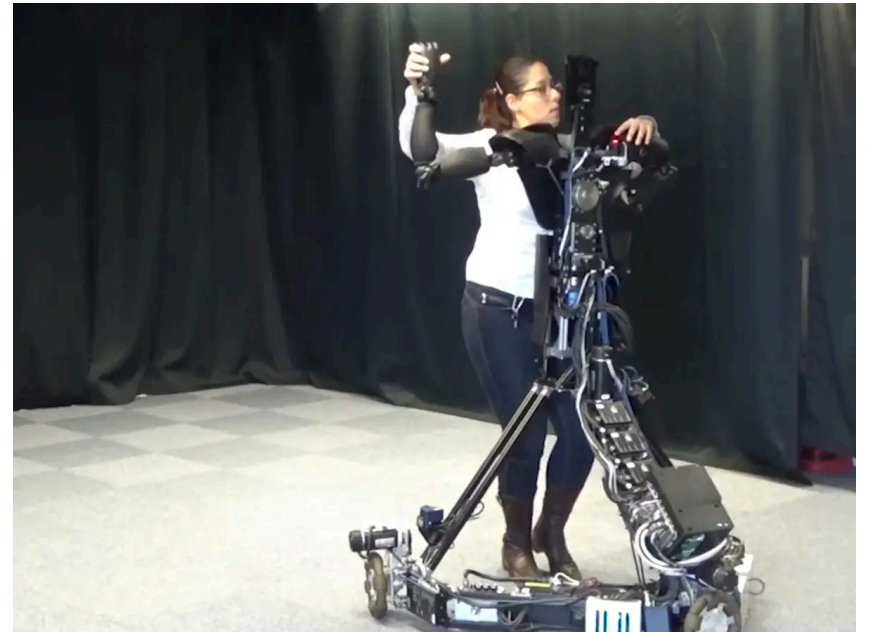
Touch, texture, pressure, force, etc.



PARO being touched.
Credits: New York Times



Avelino et al. (2018)



Granados et al (2017)



Contact improvisation with a Baxter robot:
communication through weight sharing,
negotiation of pressure, and exploring
leader-follower dynamics

(in collaboration with Isabel Valverde,
Ana Moura, and Nuno Leite)



Collaborative painting through shared control
of a paintbrush

(in collaboration with Robert Zacharias, Yeliz Karadayi,
and Su Baykal)

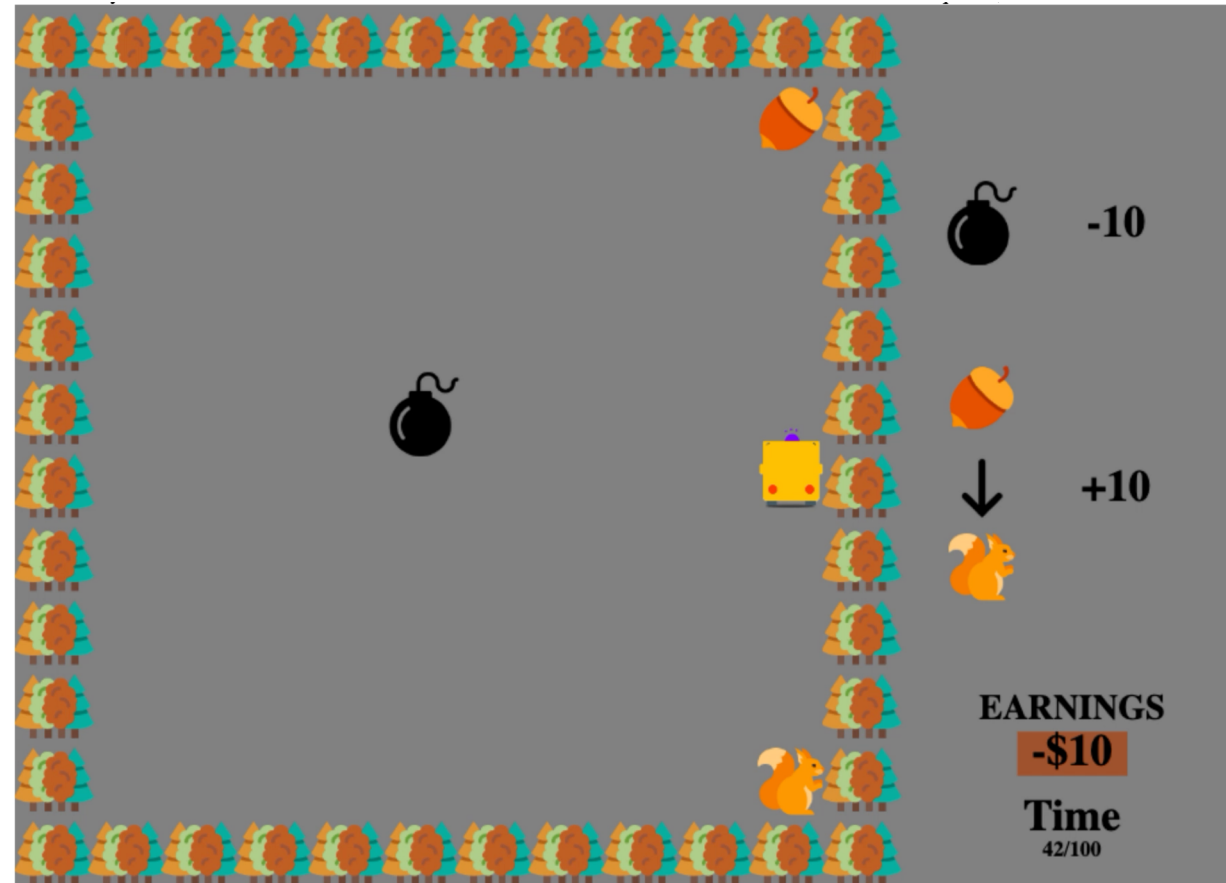
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Prosody

“The rhythm, stress, and intonation of speech” (APA)
Not **what** is being said, but **how** it is being said

- Appropriately modulating prosody on a robot is difficult
- Extracting prosodic cues from human voice can be used to extract more task-relevant or internal state information



Prosody sensitive learning: Work in progress
in collaboration with UT Austin

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Go to www.menti.com and use the code 5711 7498



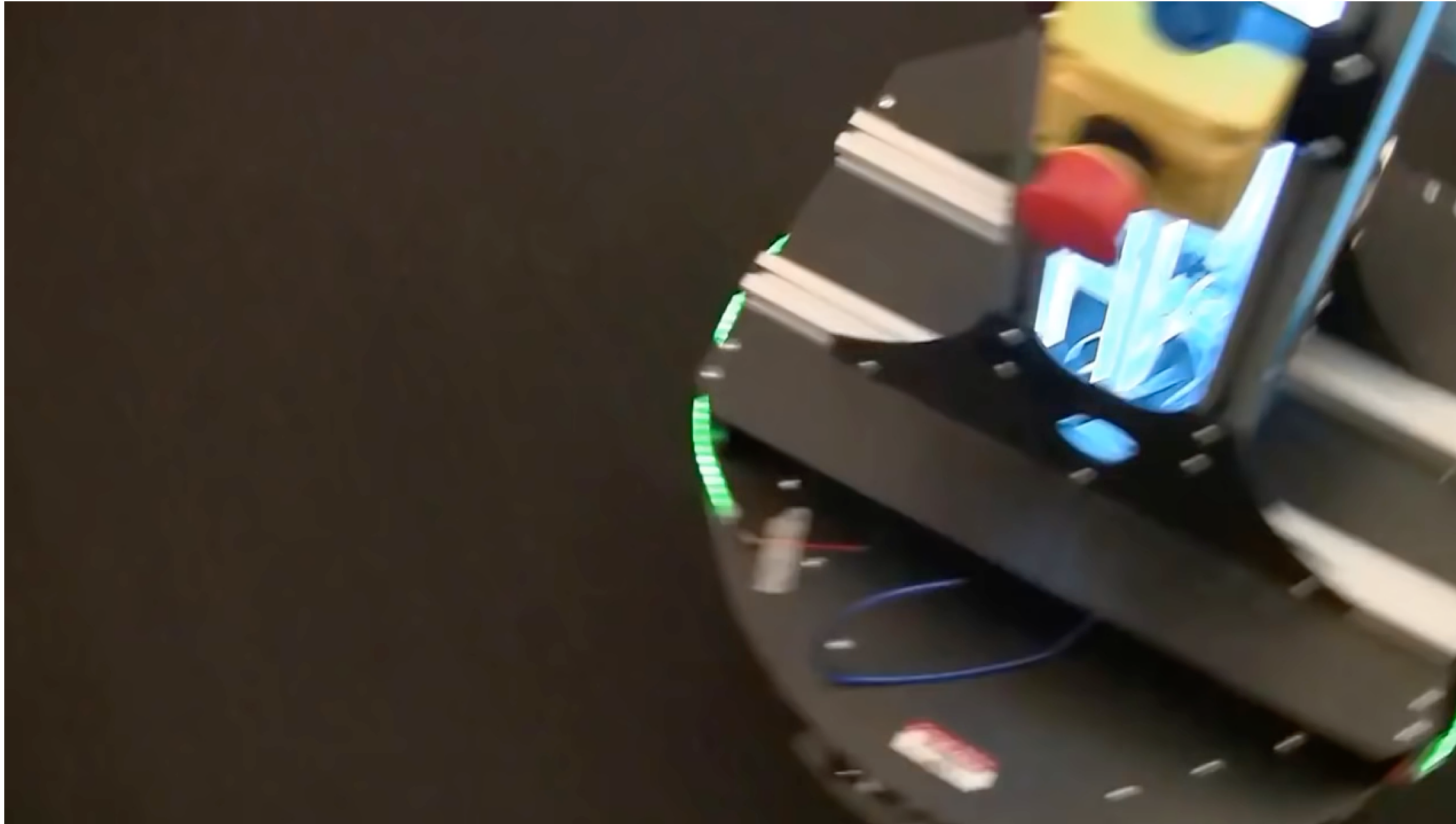
Robot-specific NVC modalities?

precise record vs memory
changing colour
notifications images showing recordings
furry or feathery robot
displays **sound effect**
lights music rotational movement
360 degree head turn
doing perfect matg
doing perfect math



Expressive lights

[Baraka et al., 2018]



- Increases state and action *transparency* (What is the robot “thinking”? Why did the robot do that?)
- Contributes to predictability and trust

How to evaluate that a given non-verbal robot behavior communicates effectively?

Evaluation methods

- Identify the intended *goal* of the communication (e.g., reveal internal state, communicate goal or intent, express affect, etc.)
- Select appropriate *measures* for its success (people guess right, people adapt their behavior, people trust more, etc.)
- Show the robot performing the same task, under two *conditions*:
 - (C1): With NVC
 - (C2): Without NVC
- *Compare* the measures under both conditions using statistical tests

Example: expressive lights

[Baraka et al., 2016]

Goal of communication:

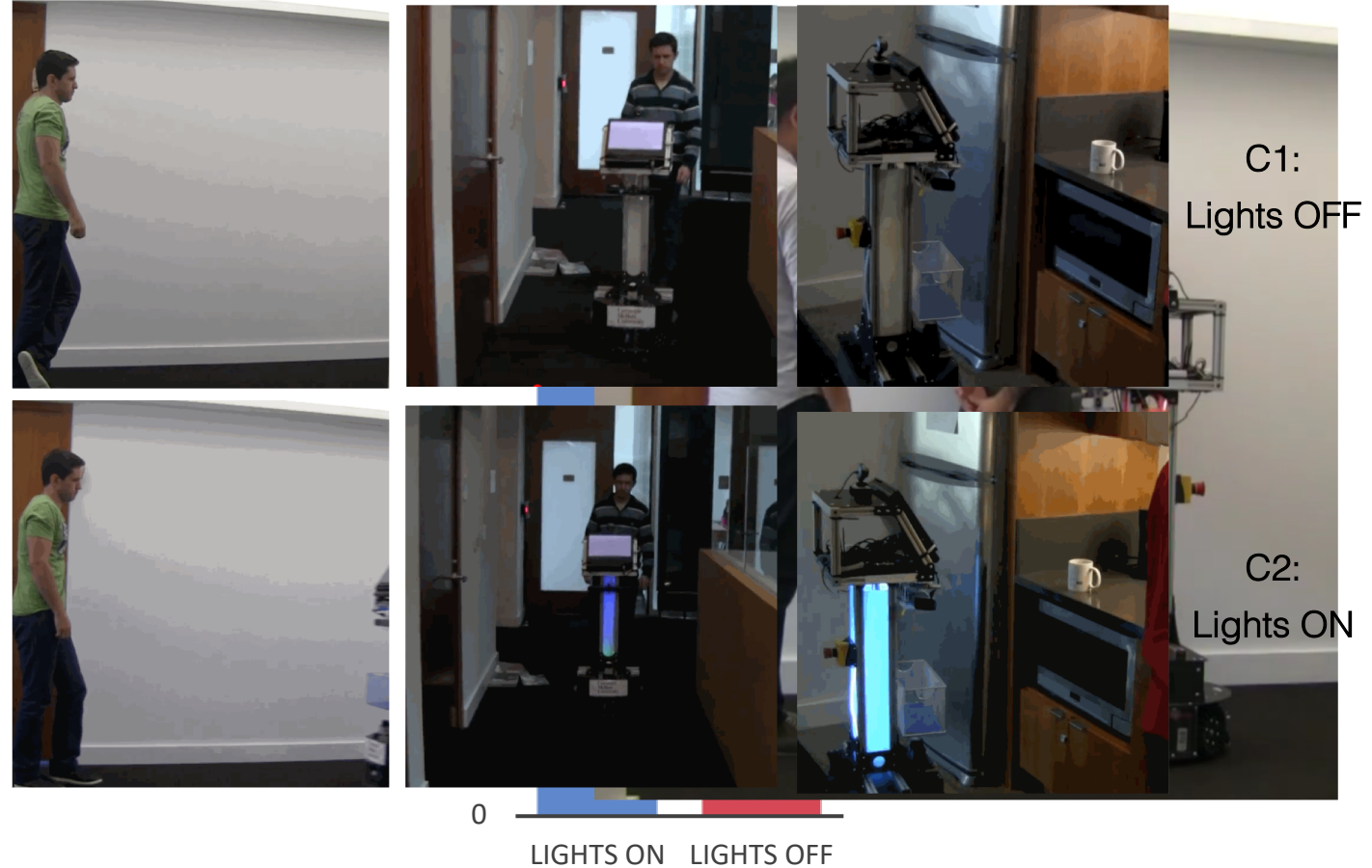
Reveal internal state

Measure:

Accuracy on answering questions about robot state (multiple choice), e.g.:

- “What is the robot doing?”
- “Why did the robot...?”

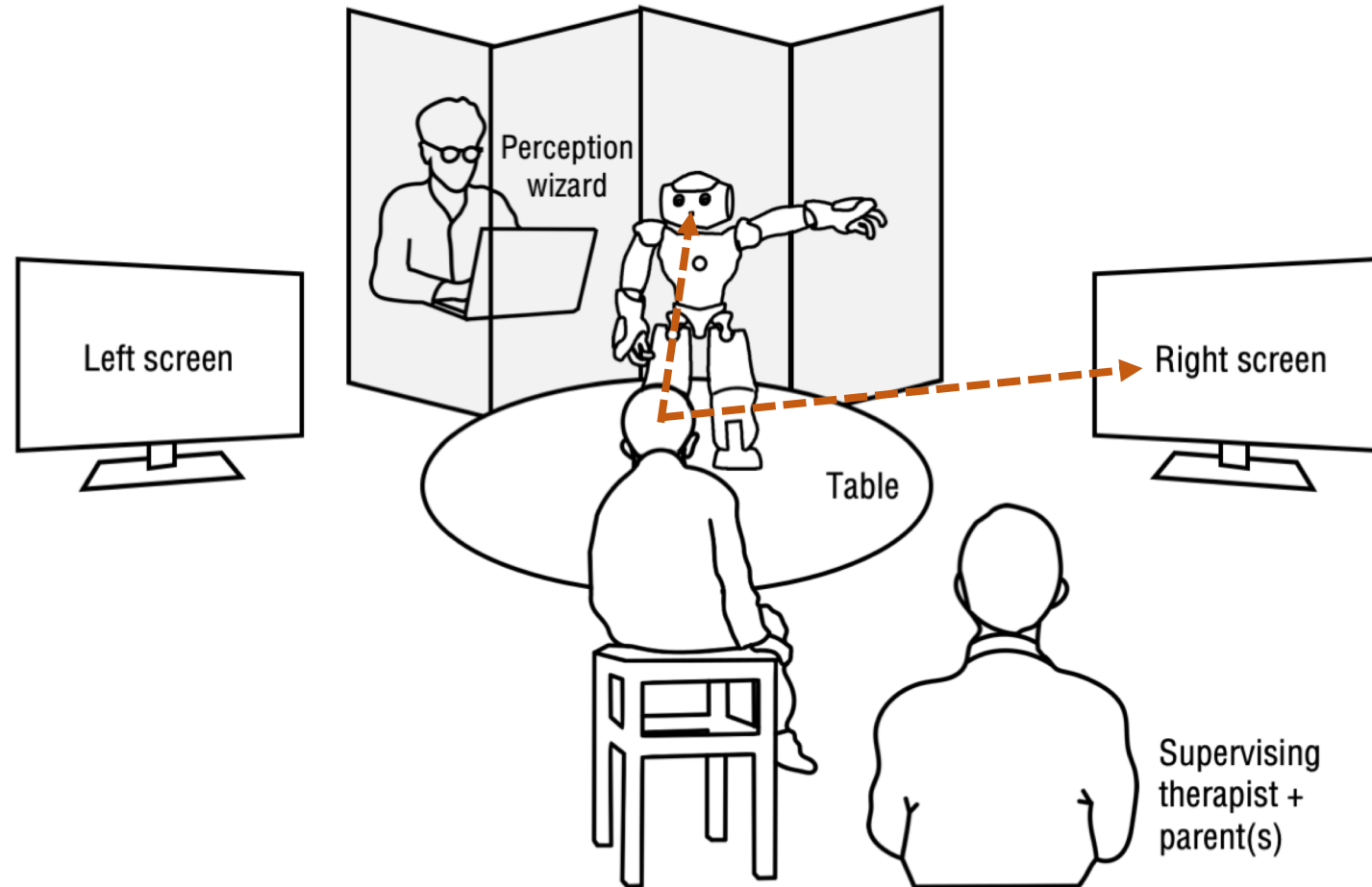
Accuracy (%)



Multi-modal NVC

- Multi-modal NVC usually means richer NVC
- Challenges of interpreting multi-modal human NVC signals?
- Challenges of producing robot NVC?
- What are some cases of undesirable multi-modal NVC?
 - Therapeutic contexts where you want children to learn more subtle NVC (example on next slides)

Intervention for children with autism (joint attention)



“An Optimization Approach for Structured Agent-Based Provider/Receiver Tasks” (Baraka et al., 2019)

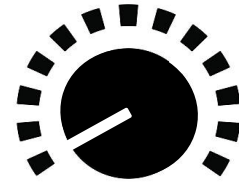
Action hierarchies

Increasingly assistive / more multi-modal ↓

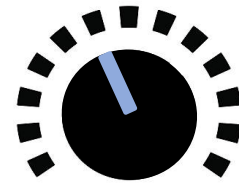
Level	JATT	NAME
1	Speech+gaze	Brief speech
2	Speech+gaze+pointing	Speech
3	Speech+gaze+pointing+video	Speech+lights
4	Speech+gaze+pointing+video+sound	Speech+lights+motion

Higher level in the hierarchy works better for higher autism severity but doesn't challenge children with low severity enough – how to select the optimal level?

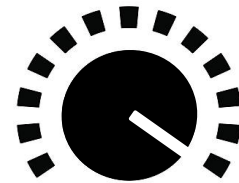
Just-right challenge: analogy with bike riding



Under-assist → task failure



Just-right → learning
Similar to the zone of proximal development concept from Mark Neerincx's lecture



Over-assist → no learning

Summary

- NVC is essential for *embodied interaction* with humans
Contributes to fluidity, transparency, trust,...
- NVC modalities include (but are not limited to): gaze (mutual gaze, deictic, joint attention, ...), gestures (iconic, metaphoric, beat, ...), expressive motion, proxemics (interpersonal distances and personal space), haptics (physical HRI), and prosody
- Robot-specific modalities include lights, sound, and robot-specific motion
- NVC is still a vast open area of research in HRI