



Embodied Audition for Robots

EARS

robot-ears.eu



Vision for EARS

Robot 'ears' with auditory abilities for a natural human-robot interaction in complex acoustic environments.

Funding

The research leading to these results has received funding from the European Union's Seventh Framework Programme (FP7 2007-2013) under grant agreement n° 609465.

Objectives

Acoustic Scene Analysis

- ▶ Extract desired sound from noisy and reverberant soundscapes
- ▶ Distinguish desired speaker from interference

Complementing Audition by Vision

- ▶ Localize and track silent sources
- ▶ Recognize and disambiguate sounds and gestures

Human-Robot Interaction (HRI)

- ▶ Use of disambiguated and classified sounds and source position for interaction via voice dialog
- ▶ Development of a natural robot behavior

Challenges

- ▶ Interfering speakers and noise sources
- ▶ Room reverberation
- ▶ Robot self-noise from actuators, CPU cooling fan and movements of the joints
- ▶ Double-talk situations where the robot speaks while listening to a speaker
- ▶ Mechanical restrictions for the mounting of the microphones
- ▶ Asynchronous microphone, camera and motor signals
- ▶ Moving sensors

Possible Applications

- ▶ Domestic robots supporting, e.g., elderly people
- ▶ 'Welcoming robots' serving as a first point of contact in a hotel lobby or a shop
- ▶ Service robots in hospitals or care facilities
- ▶ Robots for education, infotainment, entertainment,



Photo: Ed Alcock (Aldebaran)

Addressed Topics & Tasks

- ▶ Microphone array design for humanoid robots
- ▶ Focusing by adaptive robomorphic arrays
- ▶ Sound field representation and analysis
- ▶ Audio-visual data alignment
- ▶ Acoustic source localization and tracking
- ▶ Multichannel noise reduction and interference suppression
- ▶ Acoustic echo cancellation
- ▶ Dereverberation for robot audition
- ▶ Audio-visual event localization and classification
- ▶ Learning of internal models for robot interaction
- ▶ Attention systems for humanoid robots
- ▶ Optimal behaviors for event recognition and localization
- ▶ Software architectures for audio integration

Foreseen Prototype

A naturally behaving 'welcoming robot' in a hotel lobby should understand and answer the questions of the customers in a noisy and reverberant environment.



Photo: Ed Alcock (Aldebaran)

Project Partners



Friedrich-Alexander-Universität Erlangen-Nürnberg (FAU), *Project Coordinator*
Erlangen, Germany



Imperial College of Science, Technology and Medicine (IMPERIAL)
London, United Kingdom



Ben-Gurion University of the Negev (BGU)
Beer-Sheva, Israel



Humboldt-Universität zu Berlin (UBER)
Berlin, Germany



Institut National de Recherche en Informatique et en Automatique (INRIA)
Grenoble, France



Aldebaran Robotics SA (ALD)
Paris, France