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Topos: generalized Braitenberg vehicles that recognize complex real sounds as landmarks Pablo González-Nalda and Blanca Cases Computer Languages and Systems, UPV-EHU pablo@si.ehu.es

Description of the task and the system

- → Topos is a computational model of Braitenberg-like robots
- → Robots have to discriminate between two real sounds like two chirps of a canary in a Skinner-box scheme
- A Robots use the sounds as navigation landmarks in order to reach one of the sounds in the arena (the goal is previously set)
- Avigation can be thought as a pattern recognition process in three-dimensional signals like sounds (amplitude, frequency, time) Vehicle 2b
- The system is developed in a Evolutionary Robotics framework
- \rightarrow The robots obtain a fitness value from five trials of the same task
- A Khepera-like robots have two motors connected through a recurrent spiking neural network to bio-inspired sensors that resemble the ears

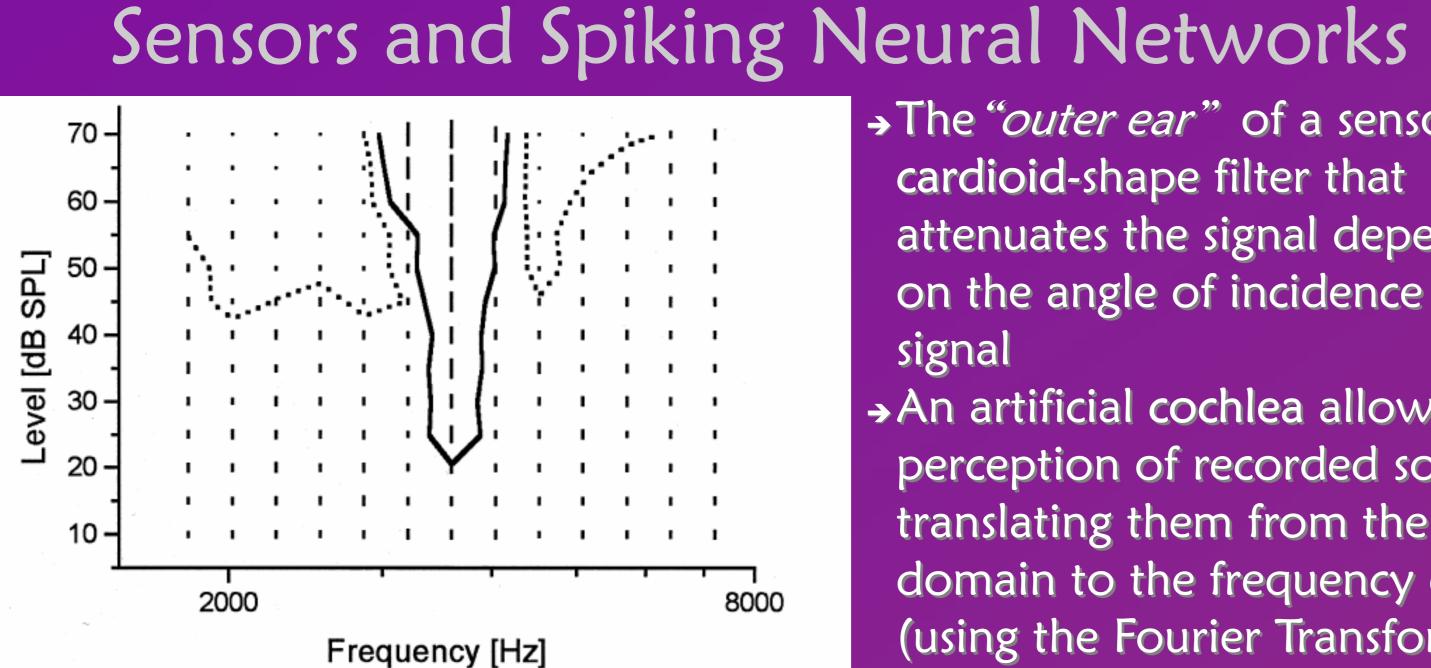


Fig. 1. Example of a response matrix defining the tuning characteristics. The height of the bars indicates the number of impulses per frequency-level combination. A FTC (solid line) and inhibitory sidebands (dotted lines) are added according to the threshold criteria described in the text.

The model uses Spiking Neural Networks →The delays in axons process time

information from the signal to discover temporal patterns.

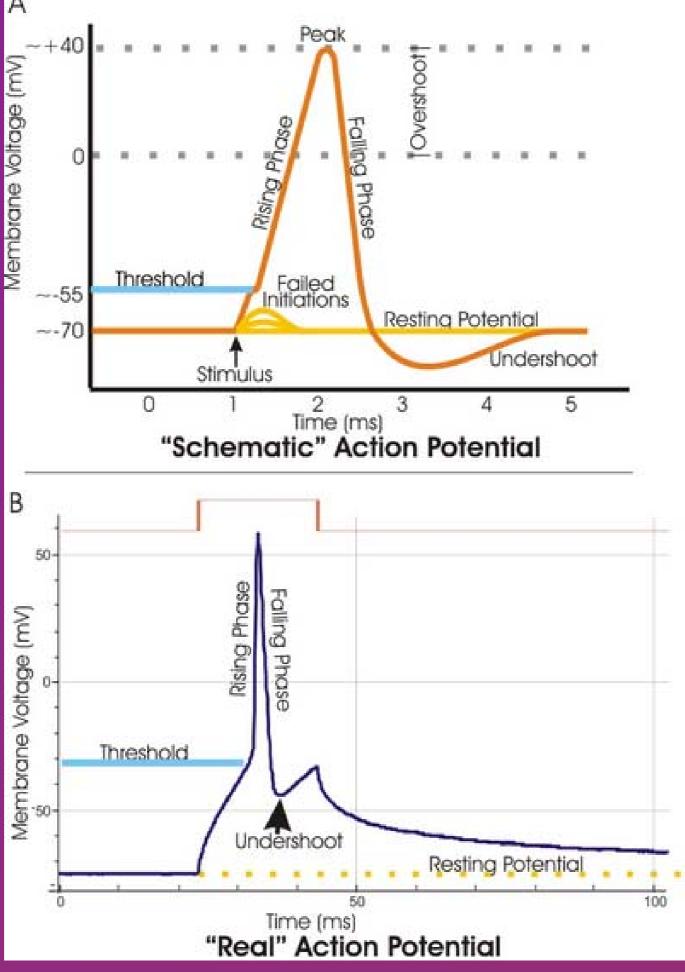
Synapses are weighted and can be inhibitory

The main advantages of a Spiking Neural Network are:

- they are biologically plausible
- they can integrate perceptions in time
- they can process temporal information
- \rightarrow they can endure the noise
- they are mathematically equivalent to
 sigmoid neurons
- \rightarrow in some problems they do the same task with less neurons

- signal

→ An artificial cochlea allows the perception of recorded sounds, translating them from the time domain to the frequency domain (using the Fourier Transform) Each sensor neuron is activated if the signal in its characteristic frequency is above the threshold

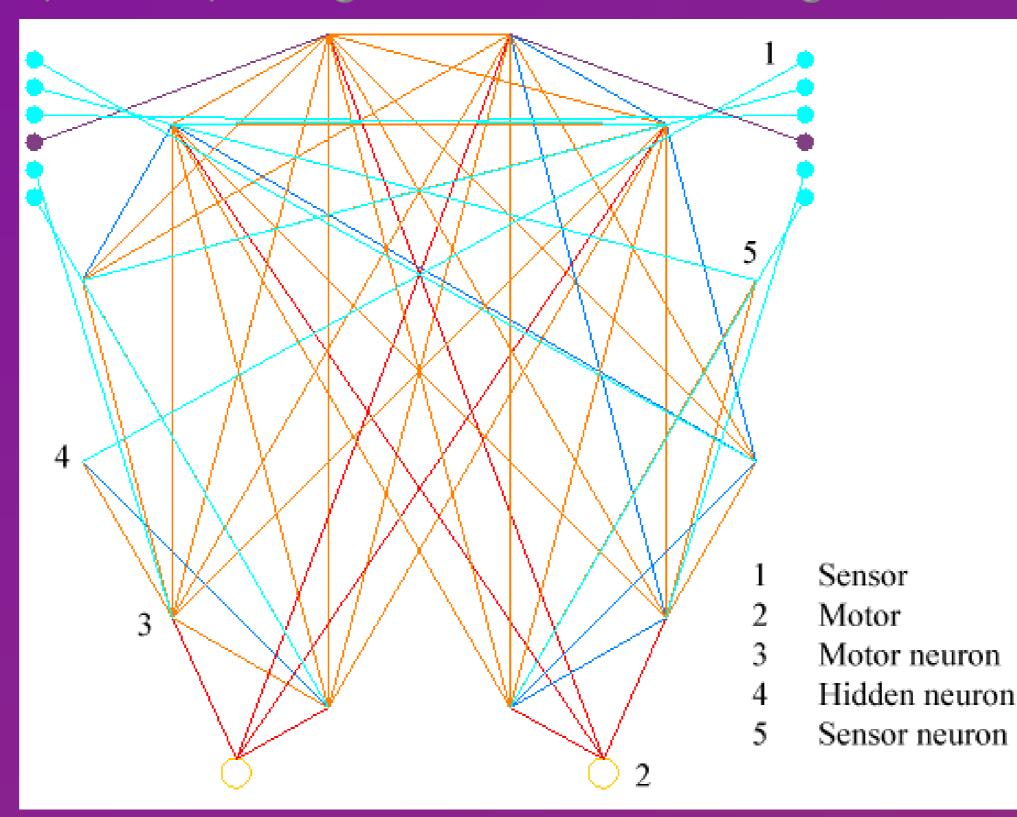




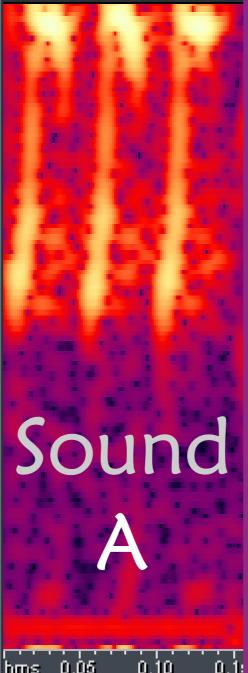
→The "outer ear" of a sensor is a cardioid-shape filter that attenuates the signal depending on the angle of incidence of the

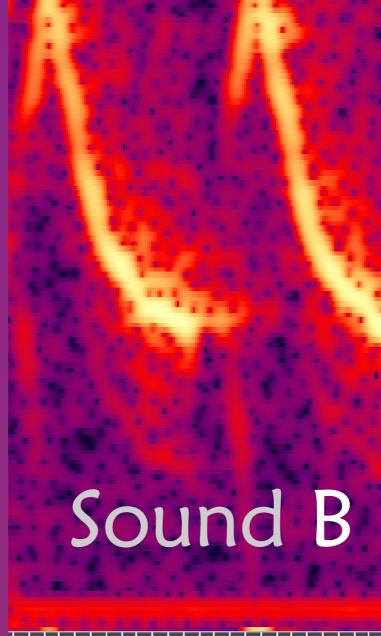
Neural Network Topology

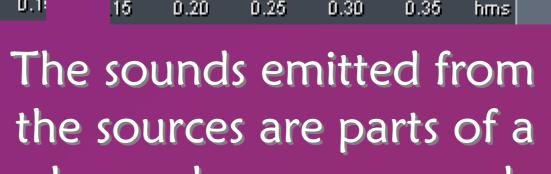
The structure is twice expressed to develop the symmetry in a generalized Braitenberg vehicle



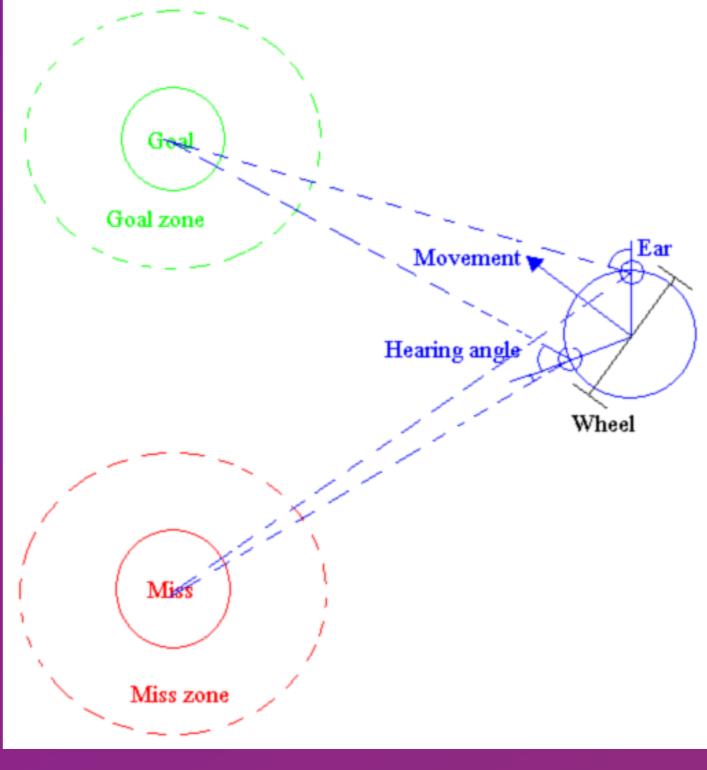
The Sounds we use







real sound, a song recorded to the same canary bird



Process of Hearing

The angle and the distance modify the sound level to help the isolation of one of the signals

The Experiment

Each experiment follows a *Skinner-box* design: - Each experiment has two sources of sound and a genetically determined robot - one sound is set as the *goal* and the other is the *miss* - the robot has to recognize and reach the correct sound - the closer it gets to the goal, the better the fitness score is

Both sounds are placed randomly equidistant from the start position of the robot

Results of the Experiment

Mean and Std. Deviation of Relative and Absolute Effectiveness. The measured individuals are the *élite* from the last generation of the Genetic Algorithm

A A is a test experiment, that has the same sound in both sources

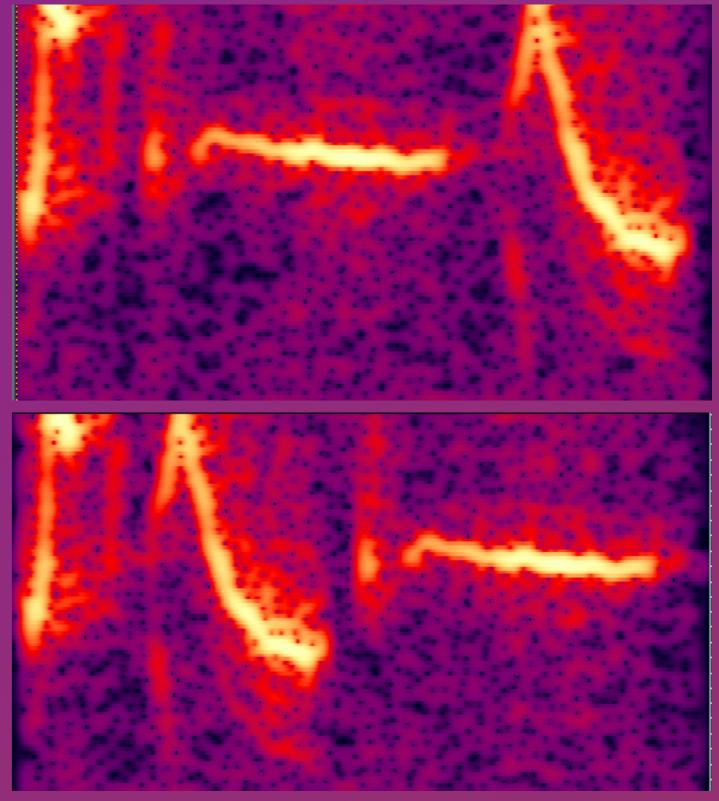
Goal Miss	Relative Mean	Relative δ	Absolute Mean	Absolute δ
Sound A Sound B	99.1	1.76	90.5	4.21
Sound B Sound A	100	0	97.8	2.33
Sound A Sound A	34.8	37.6	2.6	2.86

Conclusions

This work was supported by the UPV-The experiment shows that this scheme can evolve virtual robots that are able EHU project 9/UPV 00003.230-15840/2004. to perform a complex recognition task for a navigation behavior. We also thank people from *Logic and* Though, an exhaustive analysis is needed to find the relationship among the network dynamics, the showed behavior, the embodiment and the situatedness Philosophy of Science Department at It is also necessary to test the robustness with other types of real sounds the UPV/EHU for their help.

Another experiment

The robots differentiate and reach one determined source from these two ones, the same chirps in a different order



- The robot is embodied and situated related to the sounds in the arena

Acknowledgements