

CORTEX: a new Cognitive Architecture for Social Robots

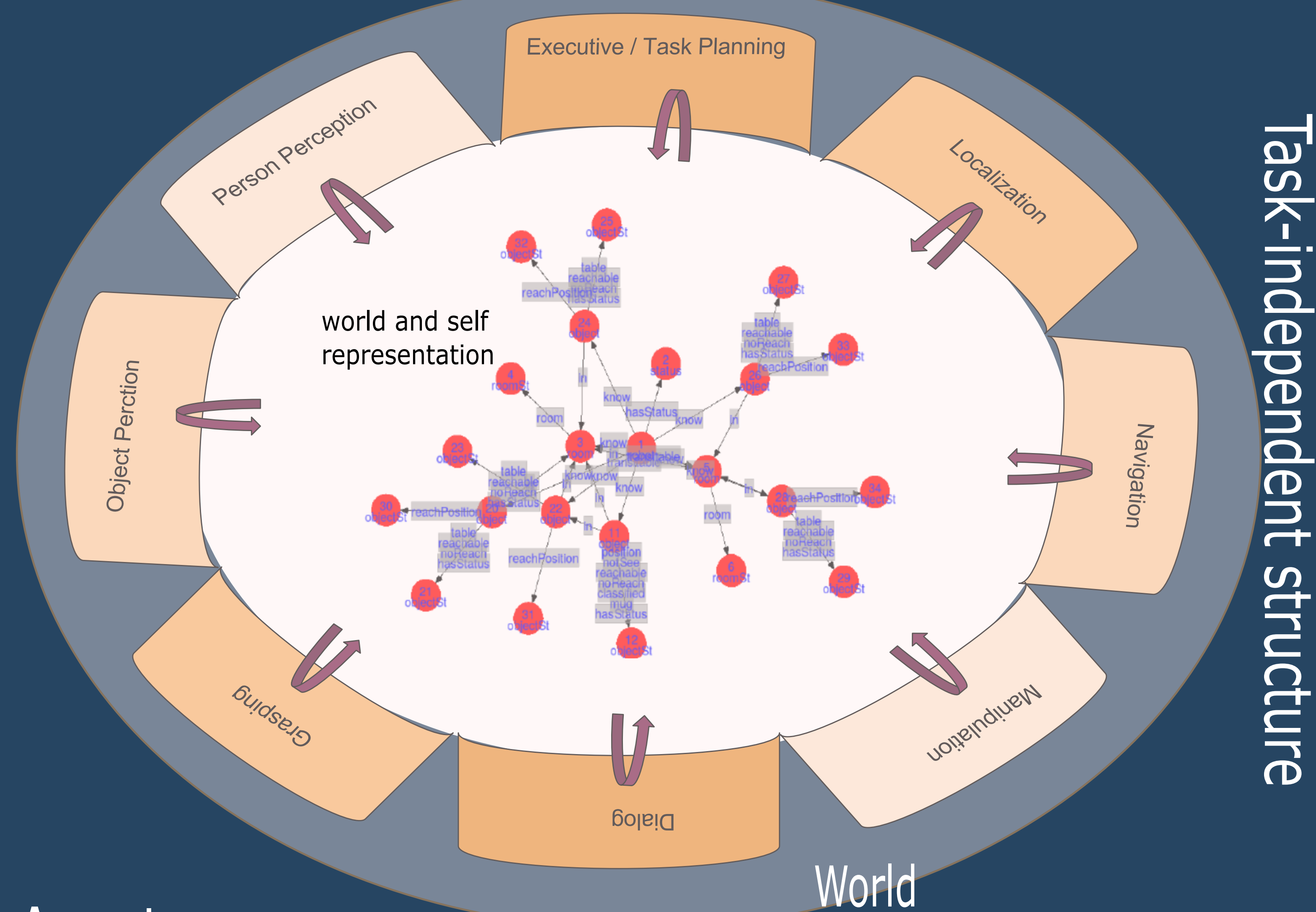
A. Bandera, J.P. Bandera, P. Bustos, I. García-Varea, L. Manso, J. Martínez-Gómez

Motivation

The need of a Robotics Cognitive Architecture to:

- to drive robots in real world scenarios
- to use a modular software approach
- to allow the inclusion of task-independent aspects
- to facilitate the integration of task-dependant aspects

CORTEX

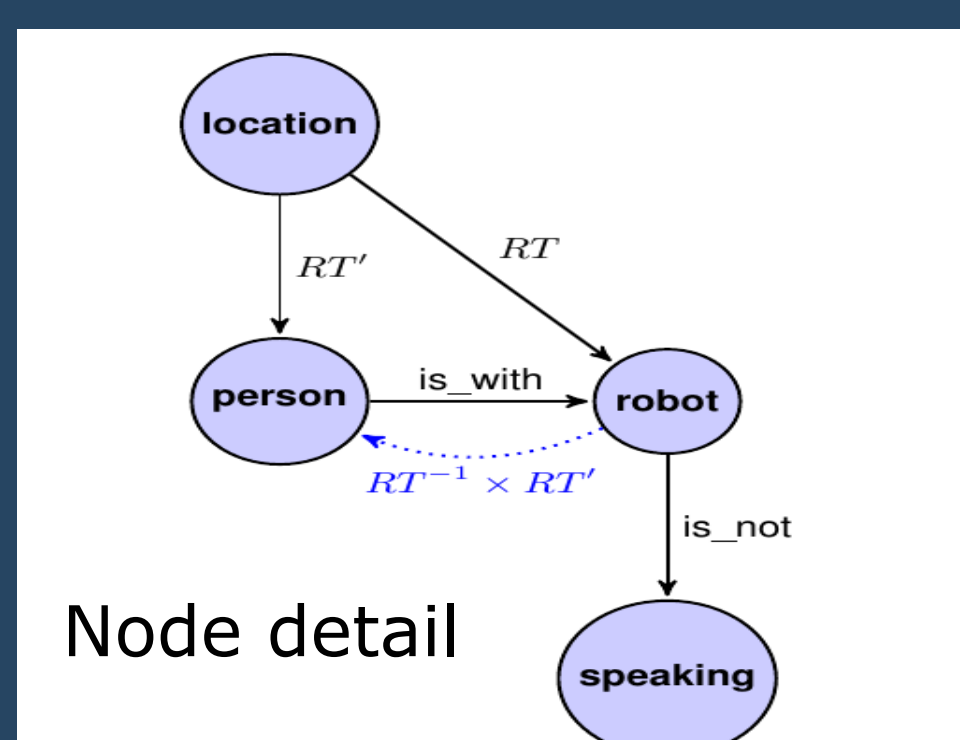


Agents

Planning / Executive: AGGL Planner / PELEA / other
 Localization: GMapping, CGR
 Navigation: RRT, Elastic bands
 Manipulation: IK, discrete rep. of IK
 Dialog: ASR, Senna
 Grasping: forward simulation
 Object perception: VFH, Conv. Networks, pose fitting
 Person perception: Kinect SDK, dynamic descriptors

DSR

Multi-labeled directed graph which holds symbolic and metric information within the same structure

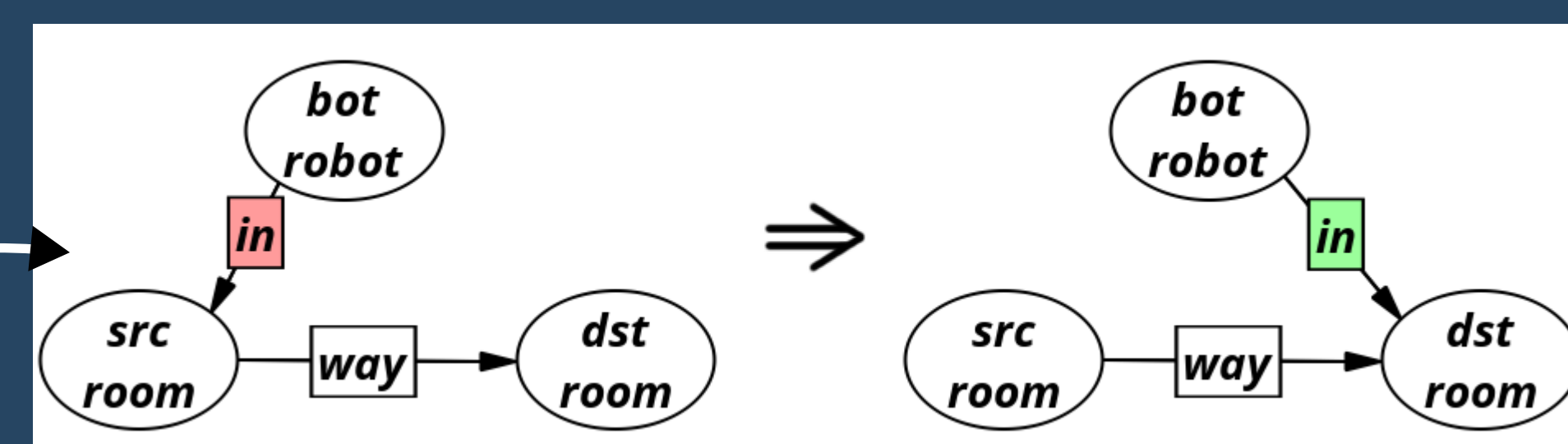


3D representation

Graph representation

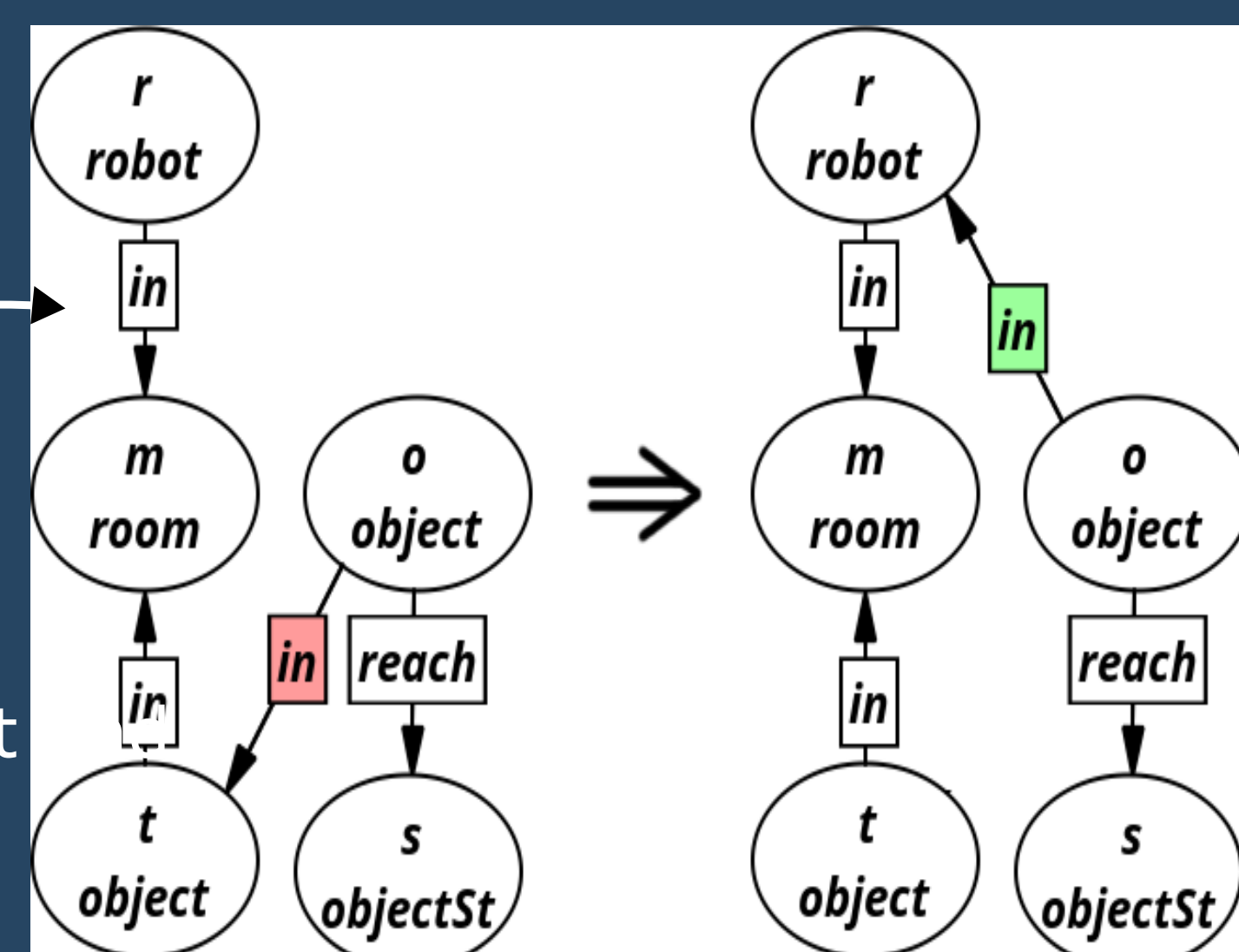
selected item's properties	1	2
1 ID	RT room_3_robot_1	
2 rx	0	
3 ry	2.431	
4 rz	0	
5 tx	-4168	
6 ty	0	
7 tz	1176	

PLANNING RULES



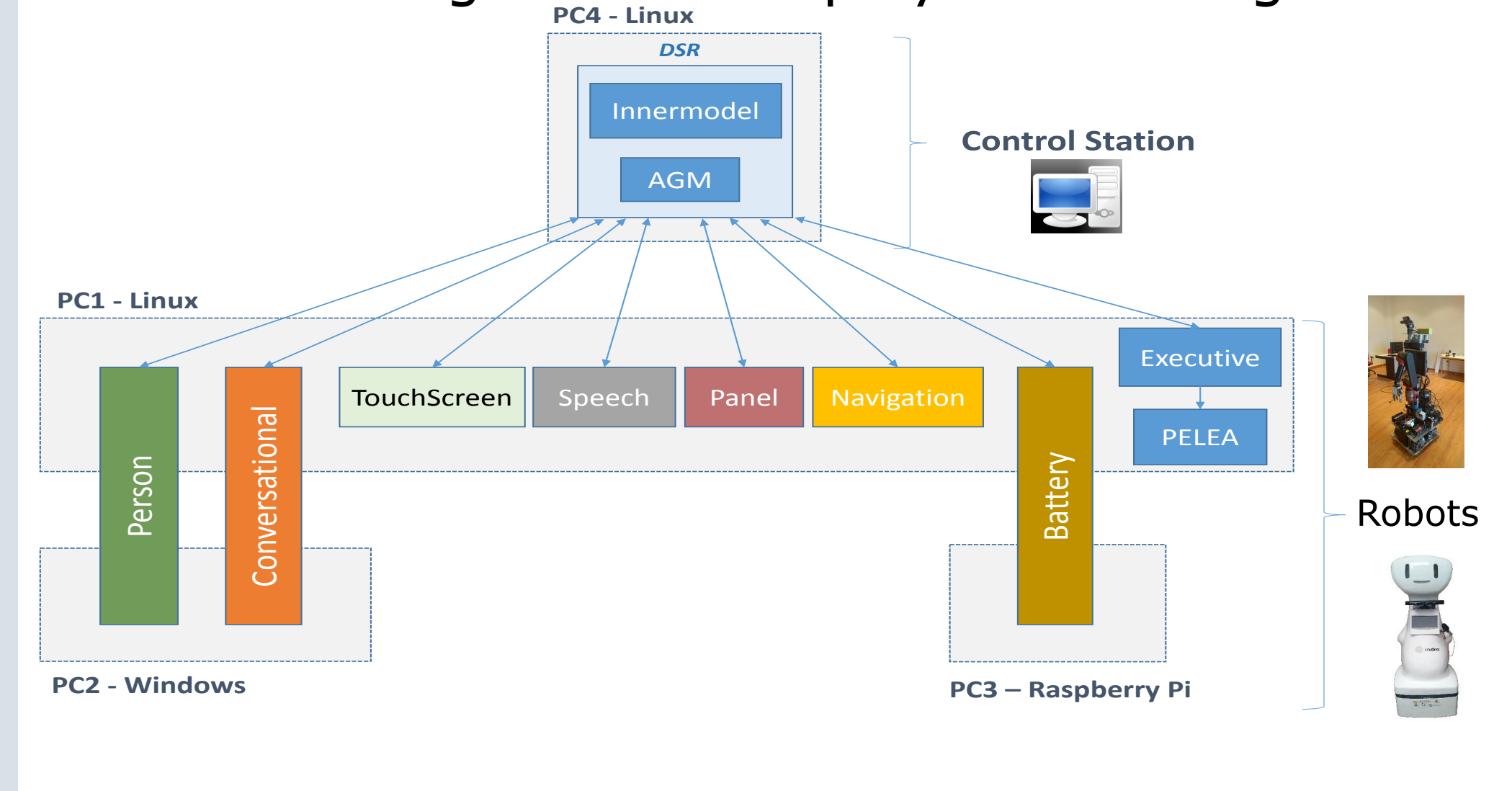
changeRoom is used by the robot to move from a room to one of the adjacent ones.

graspObject describes the context in which a robot can grasp an object how the world model is affected thereby.



Use Cases

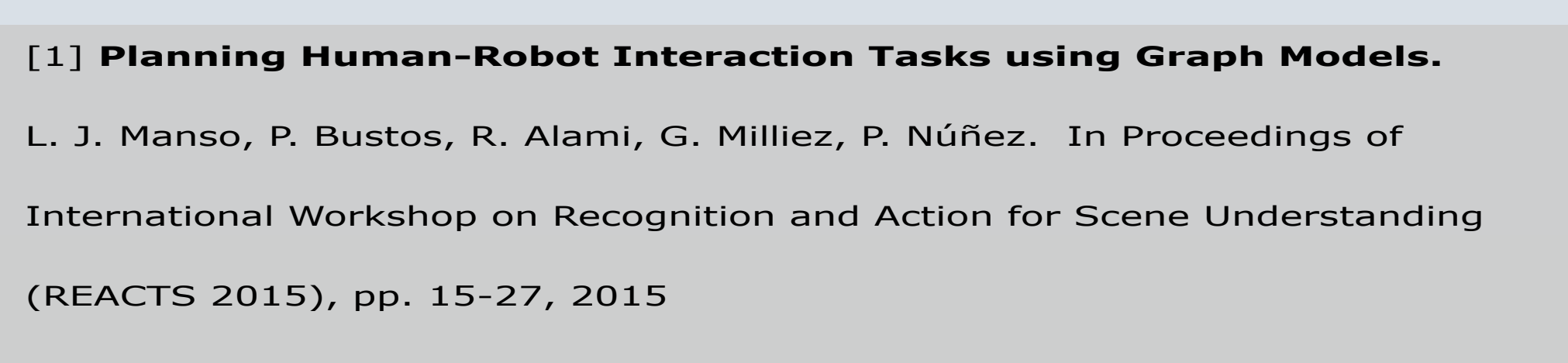
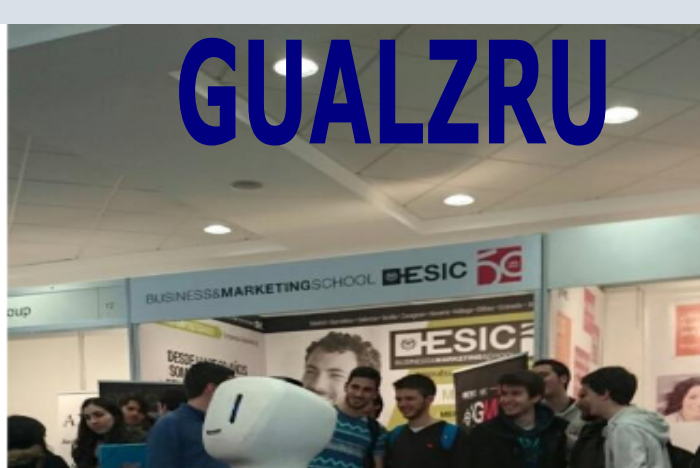
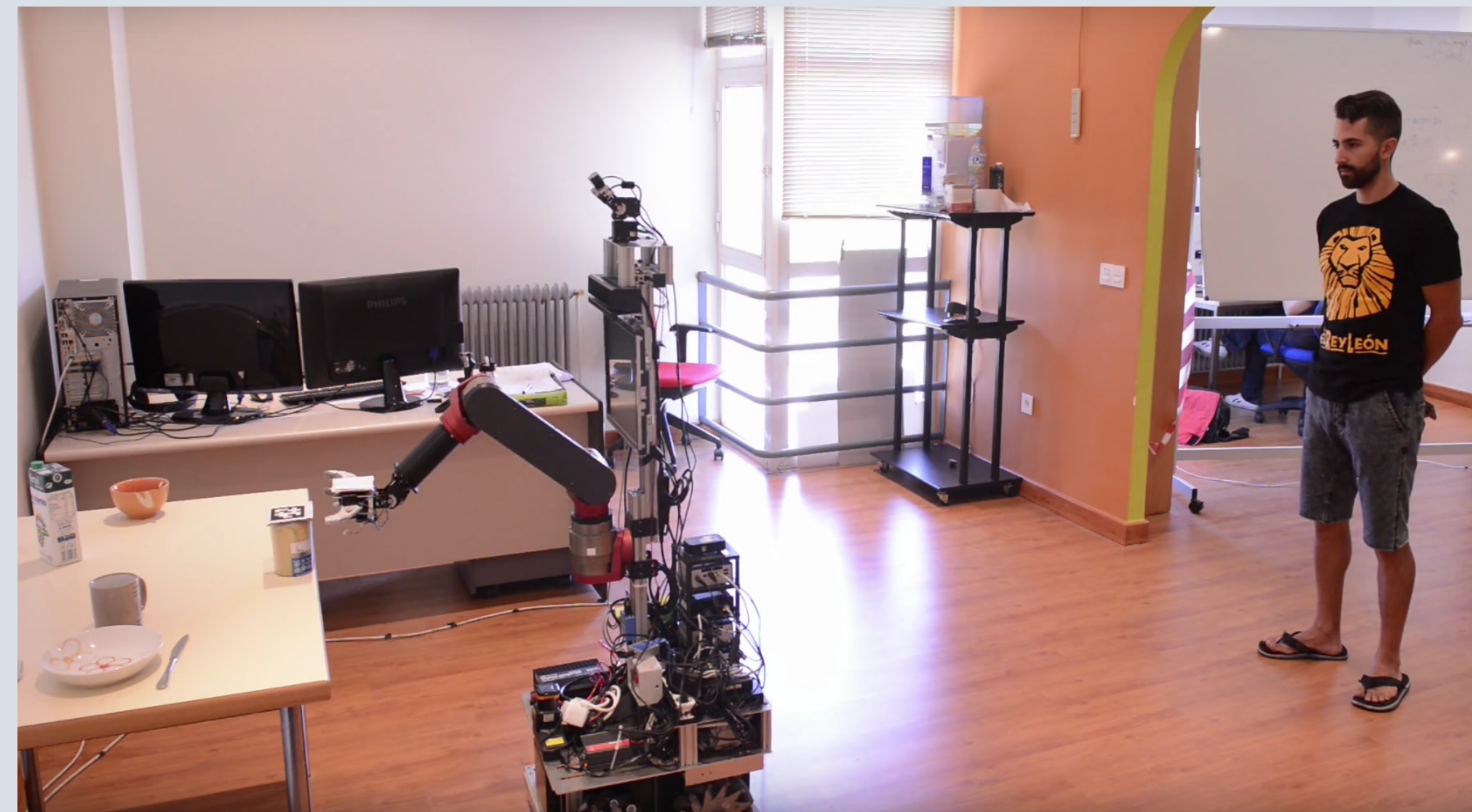
Agents and deployment configuration



Shelly: social robot that assists people in daily activities

Gualzru: advertisement robot for social events

SHELLY



[1] **Planning Human-Robot Interaction Tasks using Graph Models.**

L. J. Manso, P. Bustos, R. Alami, G. Milliez, P. Núñez. In Proceedings of International Workshop on Recognition and Action for Scene Understanding (REACTS 2015), pp. 15-27, 2015

[2] **A Perception-aware Architecture for Autonomous Robots.**

L.J. Manso, P. Bustos, P. Bachiller, P. Núñez. International Journal of Advanced Robotic Systems (ISSN 1729-8806), InTech, Vol. 12, No. 174, 2015.

[3] **Use and advances in the Active Grammar-based**

Modeling architecture. L.J. Manso, L.V. Calderita, P. Bustos, A. Bandera Workshop on Physical Agents WAF 2015, Málaga Spain.

[4] **The cognitive architecture of a robotic salesman.** A. Romero-Garcés,

L. V. Calderita, J. Martínez-Gómez, J. P. Bandera, R. Marfil, L. J. Manso, P. Bustos and A. Bandera. . Conference of the Spanish Association for Artificial Intelligence, CAEPIA'15 Albacete, Spain

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