

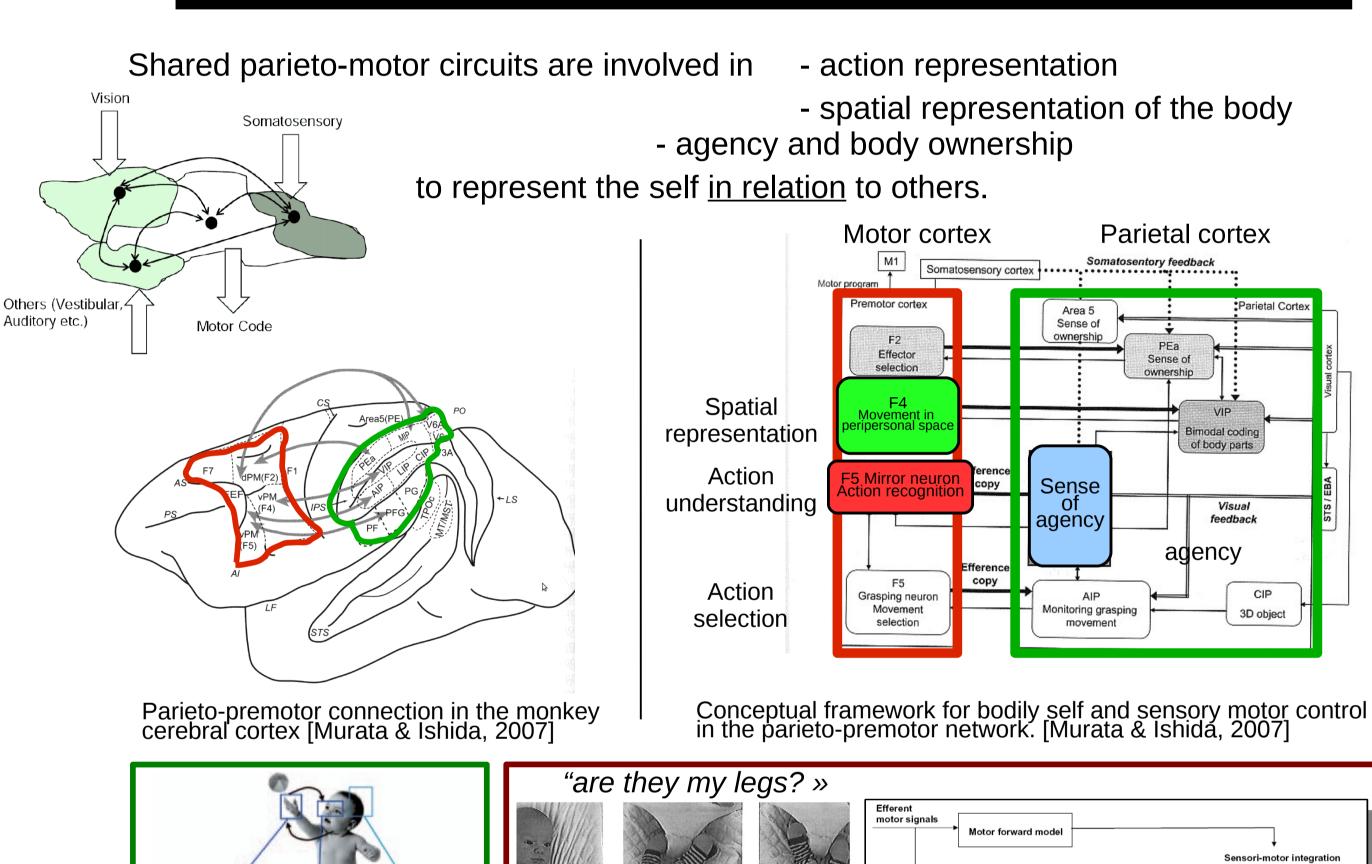
Representing oneself and other's action, agency and space through sensorimotor coordination

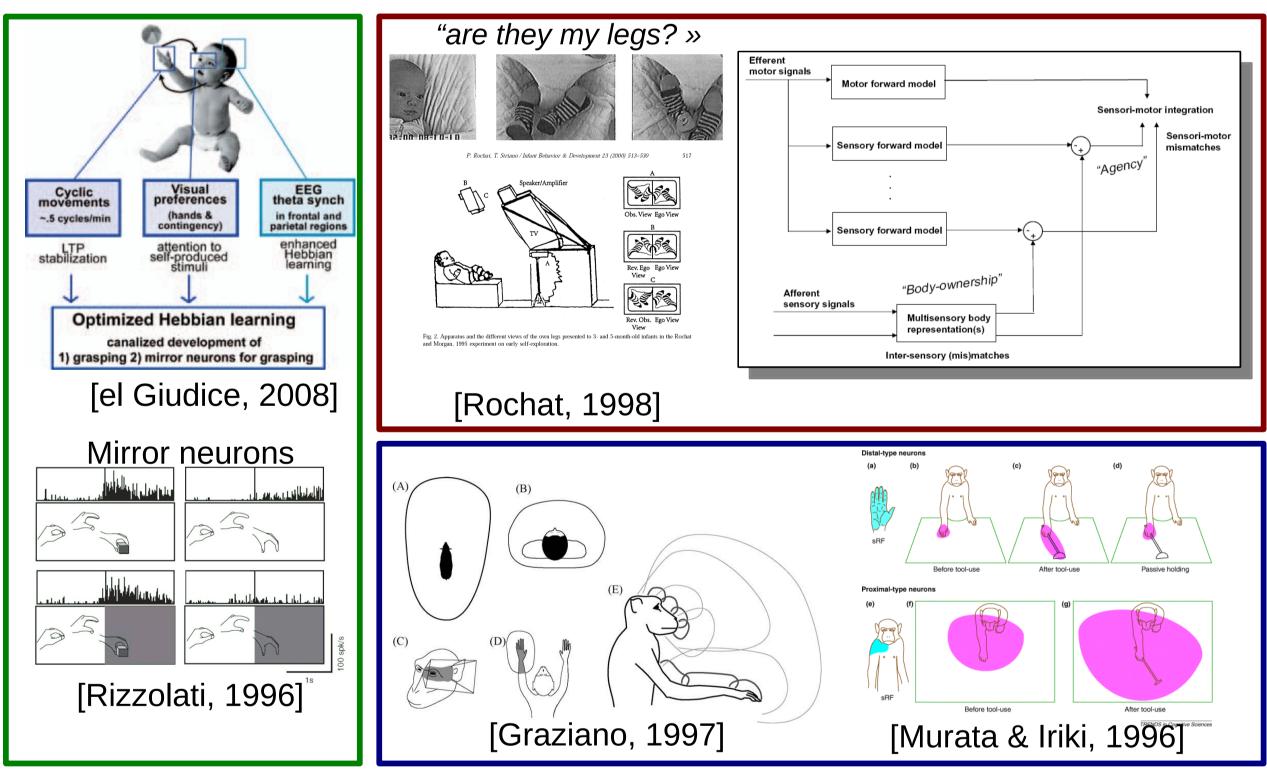
- Alexandre Pitti ¹
 Yasuo Kuniyoshi ^{1,2}
- ¹ JST Erato Asada Project. Emergent Robotics Area, Dept. of Adaptive Machine System, Graduate School of Engineering, Osaka University, Yamadaoka 2-1 Suita, Osaka 565-0871, Japan
- ² ISI laboratory, The University of Tokyo.

Abstract

A large body of literature in neuroscience emphasizes the role of embodiment for intelligence, many important cognitive skills arise just from the simple structuring of the sensorimotor information flow; e.g., for representing actions performed by oneself and others (the mirror neurons system), for representing our own body image along with the peripersonal space (visual receptive fields), or to sense our own agency (the feeling that I am the cause or author of the movement) or the perceptual presence of others (in the parietal cortex). In three robotic experiments using proprioceptive, tactile or visual feedback information we simulate how low-level action representation, agency, spatial representation could arise in sensorimotor networks of spiking neurons [1-2]. We suggest a basic stage representing the self in relation to others at a very raw level in line with Gallese's Simulation Theory of shared circuits.

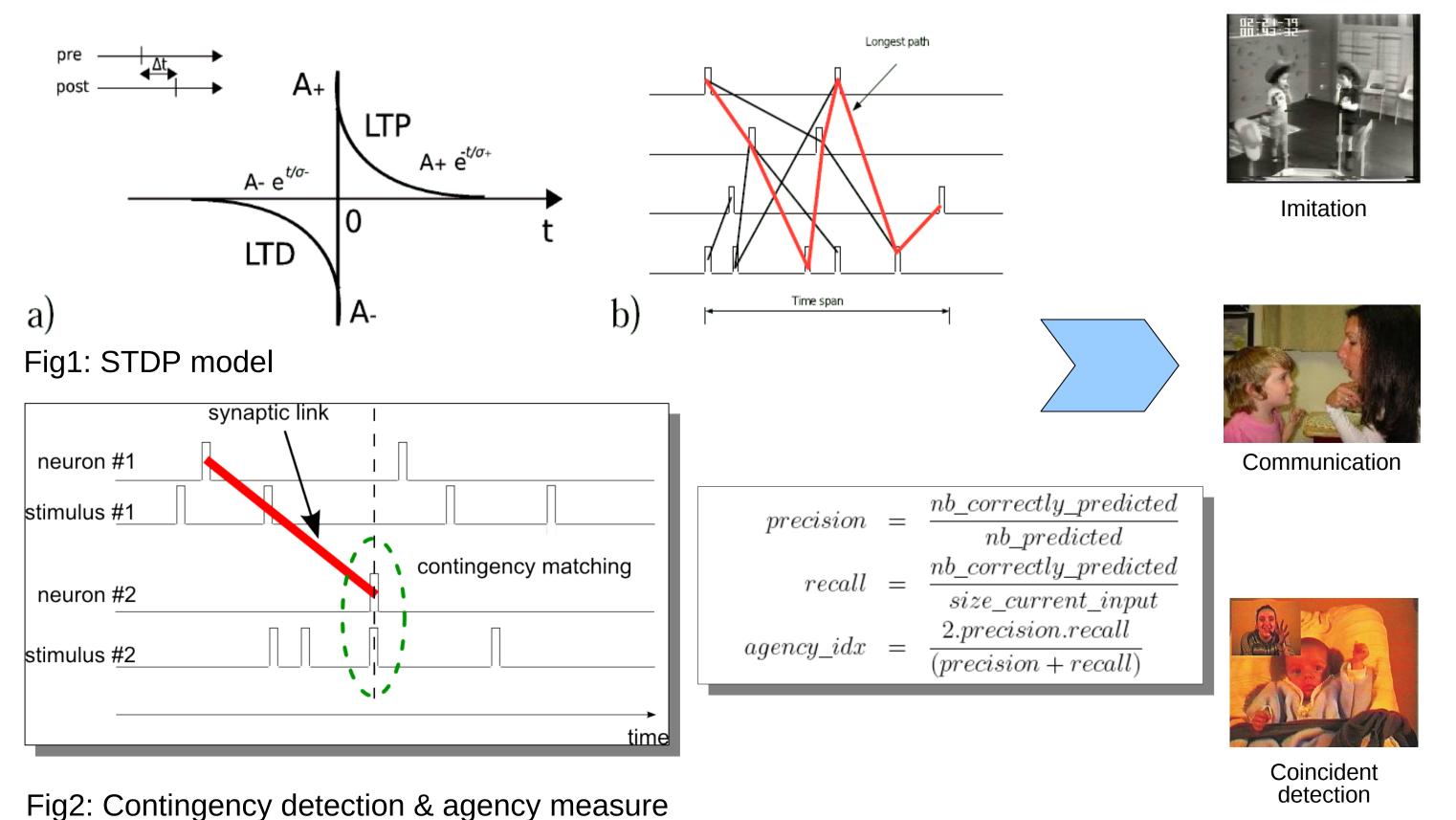
Shared circuits for cognition





Importance of timing

Temporal information between sensorimotor signals (timing, contingency, synchrony, temporal delays) have been found critical in developmental psychology for these cognitive tasks. They create robust associative neural representations during physical interactions with the environment. We hypothesize that the neural mechanism of spike timing-dependent plasticity (STDP) that synchronizes the neurons to each others.



Experiments & Results

