





# Information Driven Self Organisation of Physically Embedded Controllers

How the information driven self organization paradigm may help the development of emergent sensory motor controllers more flexible than current ones.

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To take robots out of the factories in everyday life is not a free lunch. Have we the science or even the concept framework to deal with open ended unstructured environments?

In nature there are many kinds of loosely coupled networks of intelligent agents, largely varying in terms of quantity of agents and cognitive and adaptive capacity (i.e. of computational needs) of each agent. In the natural domain the most widely used method of 'intelligence', computation and 'cognition' are 'embodied' biological neural networks.

## (Just) a point of view :-)

Information related measures coming from Shannon entropy may help the understanding of intelligent cognitive controlled systems

What we probably need to be able to build 'real' artificial cognitive systems is a deep



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 $\Omega \max_{open} = \frac{W_{open}^{\max}}{\prod_{i}^{n} W_{open}^{\max}}$ 

#### Probabilistic Modeling of Control

Although it may seem strange only in recent times the classical results from Shannon theory, have been applied to the modeling of

control systems. As the complexity of control tasks namely in robotics applications lead to an increase in the complexity of control programs, it becomes interesting to verify if, from a theoretical standpoint, there are limits to the information that a control program must manage in order to be able to control a given system.

A number of empirical and theoretical researches are investigating, on one side on the aspects and implication of 'embodiment', particularly interesting in the walking machine domain, on the other side on the 'emergence' of cognition from network interaction of physical

interchange of concepts, methods and insights between fields so far considered well distinct like information and control theory, non linear dynamics, general AI and psycology and neurosciences.



**Cornell's passive Walker**  $\Omega_{closed} = \frac{\Omega - W_{closed} - W_{closed}}{\prod_{n=1}^{n} W_{closed(i)}}$ see Garcia, Chatterjee, Ruina, Coleman

1998)

## IDSO (not complete) Survey

Prokopenko have shown how evolutionary self-organisation can be simulated by optimizing the information-transfer within certain information channels, where 'information' is considered according

Directed acyclic graphs representing a control process. (Upper left) Full control system with a sensor and an actuator. (Lower left) Shrinked Closed Loop diagram merging sensor and actuator, (Upper right) Reduced open loop diagram. (Lower right) Single actuation channel enacted by the controller's state C=c.

C=c

## Information metrics and phase space: preliminary relations

With some rough cut hypotheses you can derive the left side relationships. Relation (I) links the complexity ('the length') of the control program of a physical element to the state available in closed loop and the non controlled condition. This show the benefits of designing stuctures whose 'basin of attractions' are close to the desired behaviors in the phase space. Relation (II) links the mutual information between the controlled variable and the controller to the information stored in the elements, the mutual information between them and the information stored in the network and accounts for the redundancies through the multi information term  $\Delta I$ . Relation (III) links the program complexity of the controller to the information stored in the elements, the mutual information stored in the elements and the information stored in the network and accounts for the redundancies through the multi information term  $\Delta I$ .

Relation (IV) links the program complexity of the controller to the information stored in the elements the mutual information between them and the information stored in the network. (see Bonsignorio, 2009, 2007)

IDSO and 'embodiment'

Information Driven Self Organization 'WEAK' form

Information metrics can be regarded as a quantitative criteria to compare the efficiency of different design for cognitive/intelligent/controlled systems. "For instance, imagine a completely centralised modular robot, controlled from a

The (or some :-) ) big questions	<ul> <li>Information of a reduction in uncertainty.</li> <li>This is called Information Driven Self Organization.</li> <li>Prokopenko, M., Gerasimov, V., and Tanev, I.: Evolving Spatiotemporal Coordination in aModular Robotic System.</li> <li>In Nolfi, S., Baldassarre, G., Calabretta, R., Hallam, J. C. T., Marocco, D., Meyer, JA., Miglino, O., and Parisi, D., editors, From Animals to Animats 9: 9th</li> </ul>	single module/segment that regularly receives data from other segments, computes the best actions for every segment, and sends the instructions back. How would one systematically compare this design with other, more modular, designs? Measuring instructions' size, number of packets, memory usage, etc. would be prone to ambiguities. On the other hand, carrying out the analysis information-theoretically has the advantage of employing "the lingua franca" for
How the new paradigms in AI, from swarm intelligence to morphological computation and complex adaptive systems theory applications, (could) help robotics? Is robotics the science of embodied	International Conference on the Simulation of Adaptive Behavior (SAB 2006), Rome, Italy, vol. 4095 of Lecture Notes in Computer Science, 558-569. Berlin, Heidelberg: Springer, (2006) Snakebot by Tanev is an example of a system built according to this principles. It can be shown that the amount of predictive information between groups of actuators (measured via generalised excess entropy)	Information Driven Self Organization 'STRONG' form Is maximization of information transfer through certain channels one of the main evolutionary pressures?
cognition? Is there a need to extend computation theory to manage the interaction with the physical world?	grows as the modular robot starts to move across the terrain. The distributed actuators become more coupled when a coordinated side-winding locomotion is dominant. Klyubin (2007, 2004) combines the Bayesian network formalism with both Pearl's causality theory* and information theory.	Information Driven Self Organization: Issues
boes robotics needs a paradigm change' from top-down symbolic processing to emerging self-organized cognitive behaviors of complex adaptive dynamical systems?	<ul> <li>Kaplan, F., and Oudeyer, PY.: Maximizing learning progress: an internal reward system for development. In Iida, F., Pfeifer, R., Steels, L., and Kuniyoshi, Y., editors, Embodied Artificial Intelligence, vol. 3139 of LNAI, 259-270. Springer, (2004)</li> <li>Klyubin, A., Polani, D., and Nehaniv, C.: Representations of Space and Time in the Maximization of Information Flow in the Perception-Action</li> </ul>	interest: the data stream coming from propio and exteroceptor (actuation generalized torques, encoders positions and video). These measures can derive from simulations models or they can come from a physical system. One of the major issues is to develop a formal method to predict them from a given system.
new AI, the US NSF idea of CyberPhysical Systems Science, and the concepts of embodied and situated cognition popular in European cognitive sciences community and a significant part of the robotics	Linsker and Barlow: It seems of interest that the application of infomax principle (principle proposed by Linsker and Barlow) leads to structured mappings - on a stochastic base - of environmental ('external') states into an agent's internal state space in a self-organized way.	<ul> <li>Steps Forward?</li> <li>IDSO in the 'real' world: (SE(3) with tan-gent space se(3): information metrics should be computed on Lie groups with Lie algebra - alike what it happens in rela world? - more than on 'flat' Rn spaces?</li> </ul>
Community? What does it mean in this context to be 'biomimetic'?	Linsker, R.: Self-Organization in a Perceptual Network. Computer, 21(3): 105-117, , (1988) Der, Ay et al. (MPI Leipzig): experiences with the so called time-	- networks of chaotic oscillators: should we exploit explicitly the results of statistical physics of networks and go forward? General References
How to quantify? ex-post	theory, operationalized in a set of on-line learning rules run	Bonsignorio, F.P., Preliminary Considerations for a Quantitative Theory of Networked

as in: Lungarella, M., Sporns, O. (2006)

Embodied Intelligence. In M. Lungarella et al. (Eds.): 50 Years of AI, Festschrift, LNAI 4850, pp. 112–123, Springer-Verlag Berlin Heidelberg, 2007 Bonsignorio,F.P.,Steps to a Cyber-Physical Model of Networked Embodied Anticipatory Behavior.In G. Pezzulo et al. (Eds.): ABiALS 2008, LNAI 5499, pp. 77–94, Springer-Verlag Berlin Heidelberg, 2009 Shannon, C.E.: The Mathematical Theory of Communication. Bell Sys. Tech. J. 27, 379, Pfeifer, R.: Cheap designs: exploiting the dynamics of the system-environment interaction. Three case studies on navigation. In: Conference on Prerational Intelligence ,Phenomonology of Complexity Emerging in Systems of Agents Interacting Using Simple Rules, pp. 81–91. Center for Interdisciplinary Research, University of Lungarellà, M., Iida, F., Bongard, J., Pfeifer, R. (eds.): 50 Years of Al. Springer, Heidelberg (2007 Touchette, H., Lloyd, S.: Information-theoretic approach to the study of control systems. Physica A 331, 140–172 (2003) Gomez, G., Lungarella, M., Tarapore, D.: Information-theoretic approach to embodied category learning. In: Proc. of 10th Int. Conf. on Artificial Life and Robotics, pp. 332–337 Philipóna, D., O' Regan, J.K., Nadal, J.-P., Coenen, O.J.-M.D.: Perception of the structure of the physical world using unknown multimodal sensors and effectors. In: Advances in Neural Information Processing Systems (2004) Olsson,L.,Nehaiv,C.L.,Polani,D.:InformationTrade-OffsandtheEvolutionofSensory Layouts. In: Proc. Artificial Life IX (2004) Garcia, M., Chatterjee, A., Ruina, A., Coleman, M.: The Simplest Walking Model: Stability, Complexity, and Scaling, Transactions of the ASME. Journal of Biomechanical Engi- neering 120, 281–288 (1998) Albert, R., Barabasi, A.L.: Statistical physics of complex networks. Rev. Mod. Phys. 74, 47–97 (2002)) Kopell,N.,Ermentrout,G.:Phasetransition and other phenomena in chains of coupled oscillators. SIAM J. Appl. Math. 50, 1014–1052 (1990) Rus, D.L.: Robotics as Computation for Interaction with the Physical World. In: Special Session on CyberPhysical Systems, IEEE/RSJ 2008, Nice (2008)



Figure 1. Robots, Sensorimotor Interactions, and Neural Control Architecture

Figure 1. Robots, Sensorimotor interactions, and Neural Control Architecture (A1) Roboto has a total of 14 DOF, five of which are used in the current set of experiments. Note the head-mounted CCD camera, the pan-tilt head system (2 DOF), and the moveable left arm with shoulder, elbow, and wrist joints (3 DOF). The object is a red ball (1.25 inches diameter) attached to the tip of the last joint. (A2) Strider has a total of 14 DOF, with four legs of 3 DOF each and 2 DOF in the pan-tilt head system. Objects are red and blue blocks (1 inch cubes). Strider is situated in an environmental enclosure with black walls. (A3) Madame has 4 DOF, with 2 DOF in the pan-tilt system and 2 DOF for the wheels, which are both located on an axis vertical to the main body axis. The environment is a square arena bounded by blue walls containing 20 red-colored floating spheres. (B1) Roboto engages in sensorimotor interactions via the head system and arm movements; sensory  $\rightarrow$  motor (dotted arrows), motor  $\rightarrow$  sensory

B2) Strider engages in sensorimotor interactions via the head system, as well as via steering signals generated by the head and transmitted to the four

3) Madame's behavior consists of a series of approaches to colored objects and ovations. Fixations to the objects are maintained by independent

action of head and body. (C) Neural control architecture. The architecture common to all robots is composed of color image arrays  $I_{R_r} I_{Q_r} I_{B_r}$  color- intensity map  $Col_{RGBY}$ , and saliency map Sal (see text for details). The peak of the saliency map (blue cross) determines the pan-tilt camera motion and body steering. In addition, *Strider's* neural system contains a value system with taste sensory inputs relayed via a virtual taste sensor (blue square in visual image) to taste neurons ( $T_{AP,AV}$ ), which in turn generates reward and aversiveness signals (rew, ave). These signals are used to modulate the strengths of the saliency factors



Figure 3. Information Flow (Transfer Entropy) between Sensory Input, Neural Representation of Saliency, and Motor Variables in Roboto

(A1) Transfer entropy between array In (variable S) and pan-tilt amplitude (variable M). Series of plots show maps of transfer entropy from S to M (S -(A1) Transfer entropy between array  $I_{R}$  (variable 5) and pan-tilt amplitude (variable M). Series of plots show maps of transfer entropy from S to M (S  $\rightarrow$  M) and from M to S (M  $\rightarrow$  S) over visual space (55  $\times$ 77 pixels), calculated for offsets between -7 ("M leading S") and +7 ("S leading M") time steps. Plots show data for conditions "fov" and "rnd." The gray scale ranges from 0.0 to 0.5 bits (for all plots in panels A1 and B1). (A2) Curves show transfer entropy for five individual runs (thin lines) as well as the average over five runs (thick lines) between the single central pixel of array  $I_{R}$  (S) and pan-tilt amplitude (M), for directions M  $\rightarrow$  S (black) and S  $\rightarrow$  M (gray). (A3) z-Score maps of significant image regions (plotted between z = 0 and z = 6). The z-scores are expressed as number of standard deviations above background at time offset +1 (S  $\rightarrow$  M) and -1 (M  $\rightarrow$  S). Mean and standard deviation of background is calculated from transfer entropy values at maximal time delays (-7,+7 time steps). (B) All three panels have the came format as (A), but the neural activations of the caliency map Sol are substituted as variable S (11  $\times$  11 neural units).

(B) All three panels have the same format as (A), but the neural activations of the saliency map Sal are substituted as variable S (11  $\times$  11 neural units) DOI: 10.1371/journal.pcbi.0020144.g003

in real time, and the videos which give an impression how the selfexploration of "bodily affordances" is emerging from this general approach.

effectively on agents with up to 30 independent degrees of freedom

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