

# Ethologically inspired robot design

*How to develop social behaviour for non-humanoid robots based on dog behaviour?*

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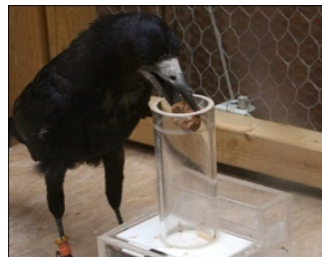
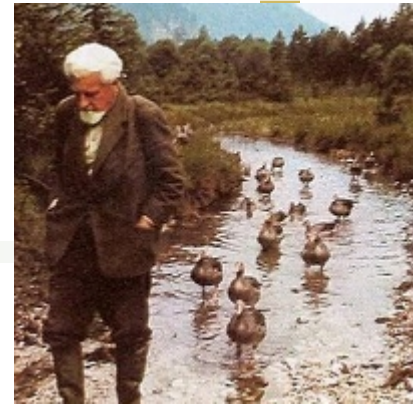
Hungarian Academy of Sciences

Eötvös University, Budapest, Hungary

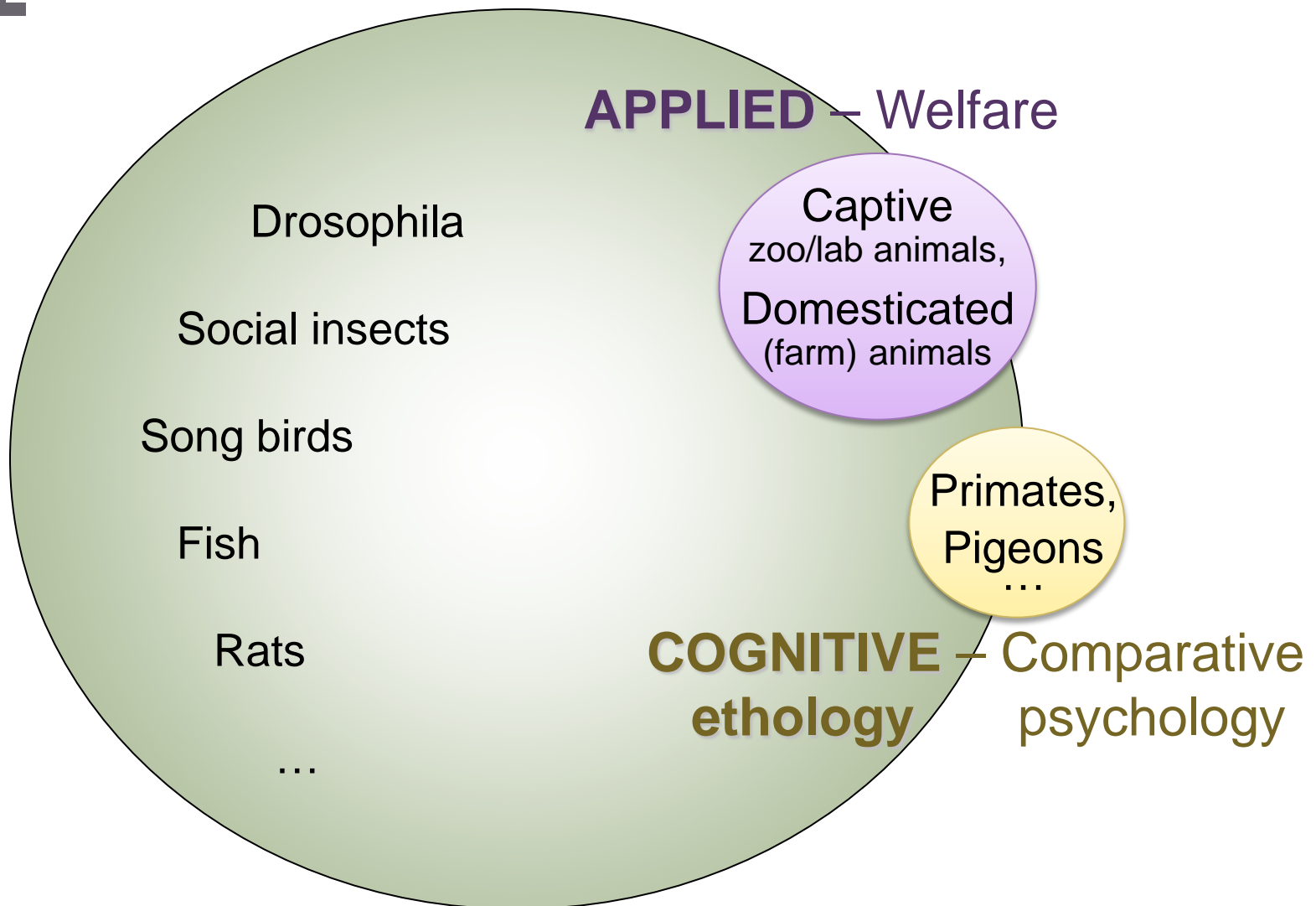


# Ethological approach

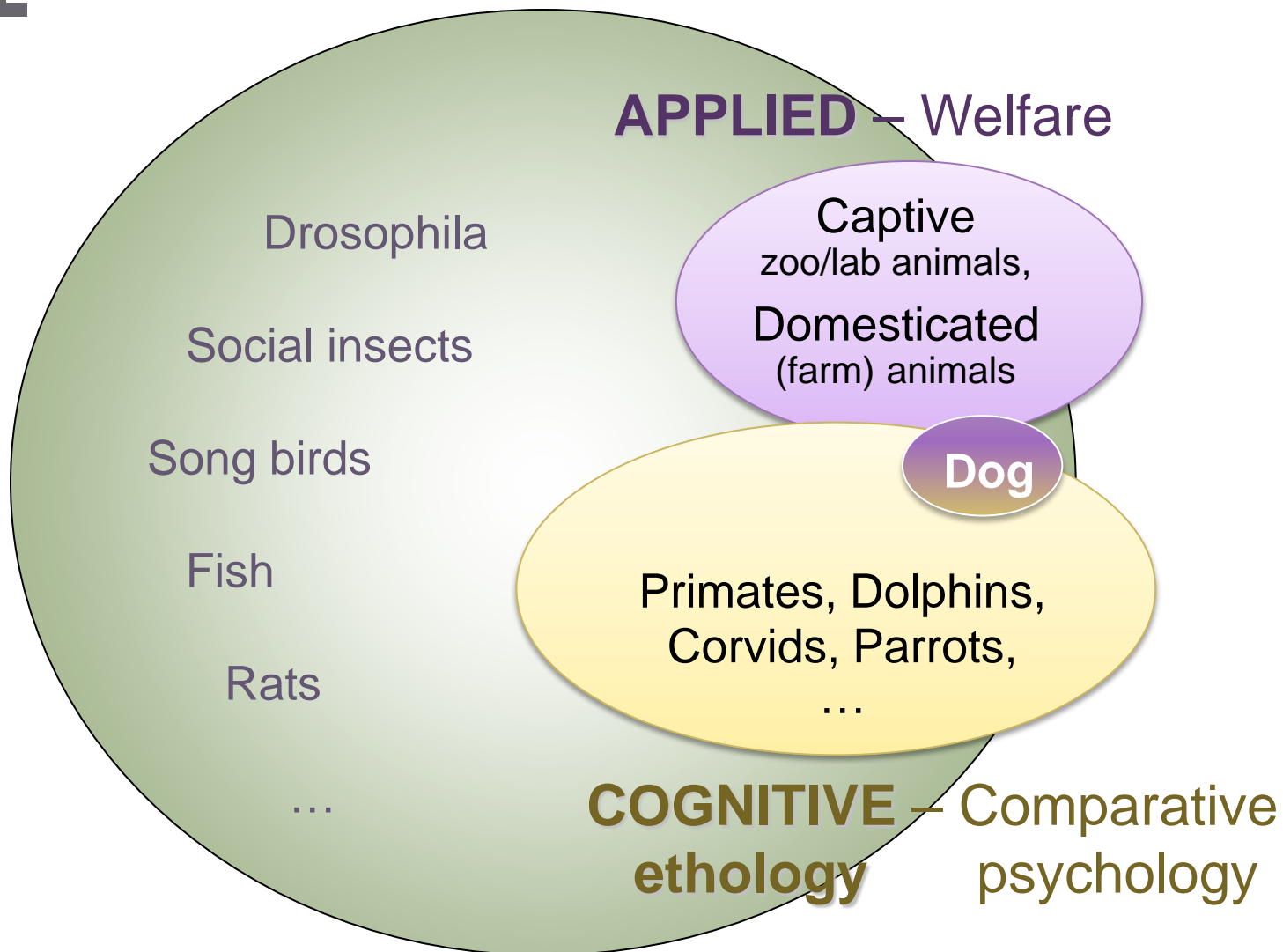
- **Ethology** → natural science, branch of biology  
study measurable behaviours from an evolutionary approach
  - observation + analyses + evaluation  
(*behaviour elements → numbers → statistics*)
  - natural behaviour of animals (including humans!)
- **Cognitive ethology** → study of mental processes in animals  
to reveal intentionality, awareness, and conscious thinking  
→ non-observable → through behaviours during:
  - communication
  - cooperation
  - social learning...



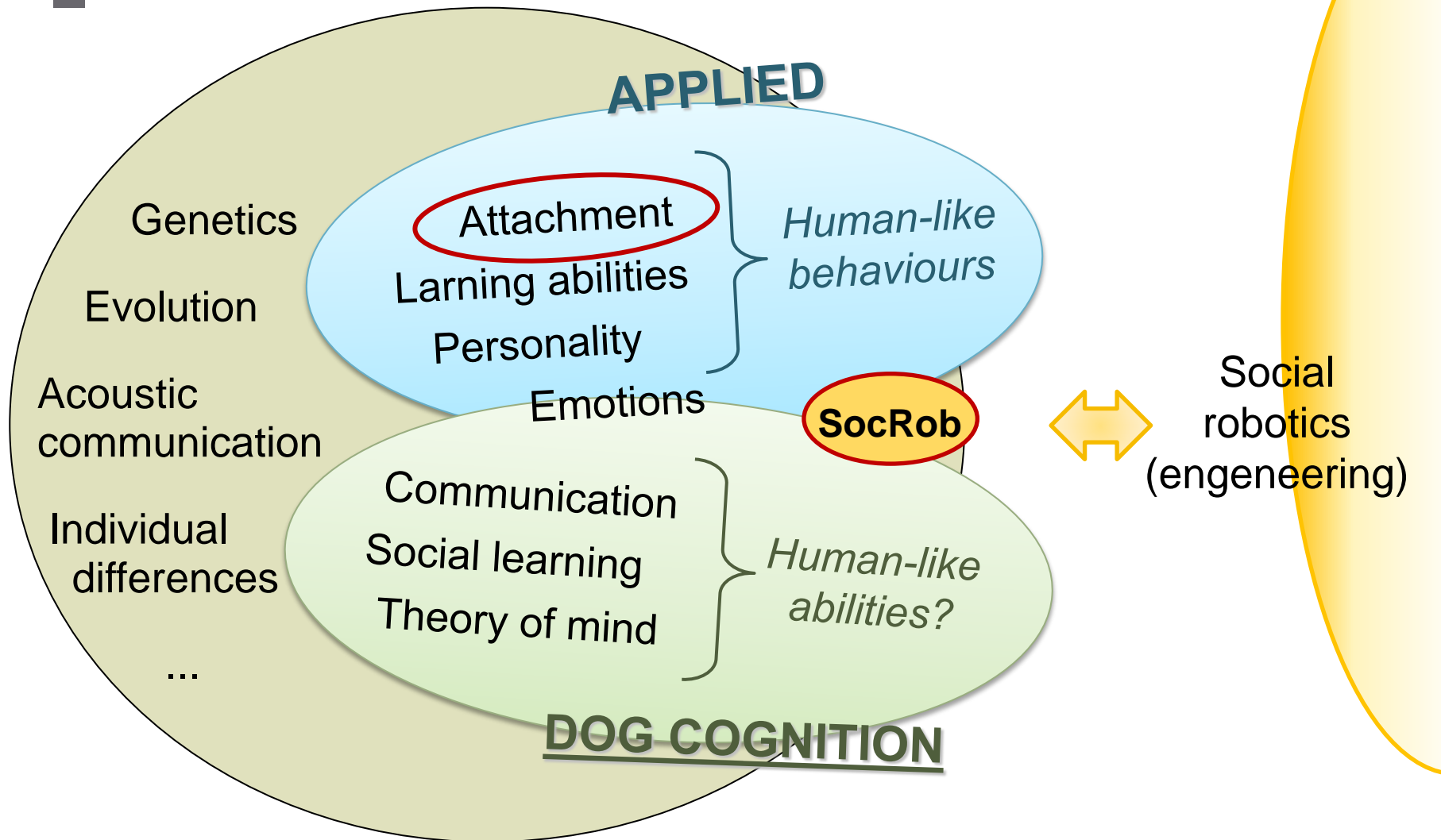
# Ethology (15-20 years ago...)



# Ethology (today)



# Hot topics in DOG research



# Attachment → behavioural system

Asymmetrical social relationship → presumes the **dependency** of the attached individual



attachment figure  
→ **secure base**

Infant – mother  
relationship



How to measure?

**Strange Situation Test** (Ainsworth 1969)  
adapted to the dog (Topál et al. 1998)



Dog–owner attachment is analogous  
to human infant–parent attachment!

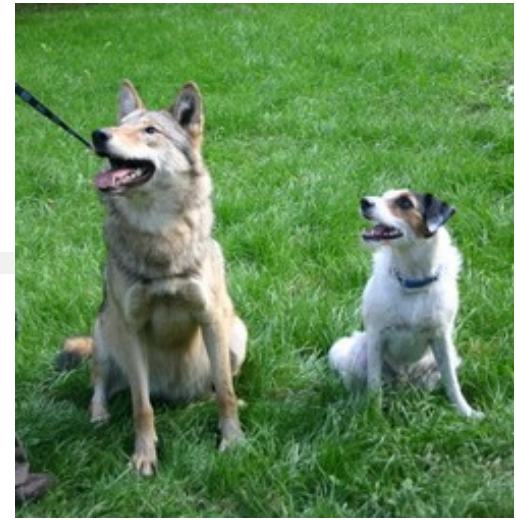




# [ Dog-wolf comparative studies

Hand raising + extensive socialisation  
of several generations of wolf pups...

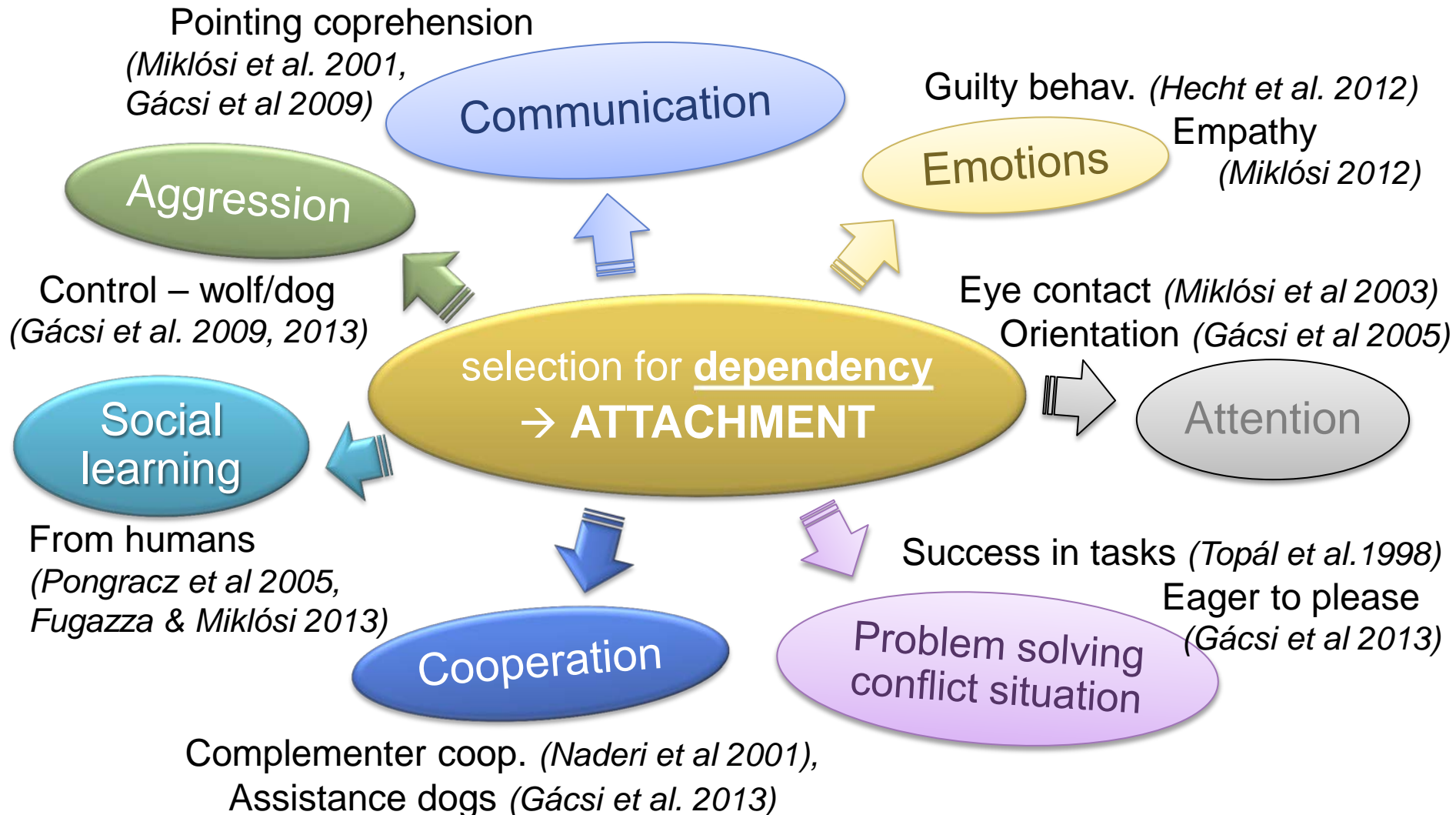
... to reveal species-specific differences → due  
to adaptation to the anthropogenic environment



No attachment/social support in stress



# Impacts, connections, consequences





# Cooperative(?) problem solving

Dog – wolf  
comparison  
(inhibited trial)



Specific  
differences



# [ Initialisation of communicative interaction ]



# Some aspects of social competence



**Interspecific communitation**  
→ window for cognition

Domestication



selection for enhanced  
abilities to fit in the  
human comm. system



adjust behaviour to  
'attentional cues' provided by  
humans (Virányi et al. 2004,  
Gácsi et al. 2004)



'understand' human  
pointing signals (better than  
chimpanzees or wolves)  
(Gácsi et al. 2009)







# [The dog – as a model]

D has already been proposed to be a promising model for studying several complex phenomena related to humans:

- specific social behaviours such as attachment  
(Scott & Sewart 1973, Topál et al. 2009)
- some human socio-cognitive abilities  
(Hare & Tomasello 2005, Miklósi et al. 2007, Topál et al. 2009)
- genetic basis of certain human illnesses  
(Overall 2000, Héjjas et al. 2007)
- in human-robot interaction research  
(Jones et al. 2008, Kovács et al. 2009, Syrdal et al. 2010, Miklósi & Gácsi 2012).





# SR: why dogs – why not humans?

Psychology → human behaviour

**Humanlike** behaviour

Advantage

- familiarity
- 'same' abilities

Against (pretending)

- disappointment (unfulfilled expectations)
- 'uncanny valley'

embodiment + behaviour → **function**



**Doglike** behaviour

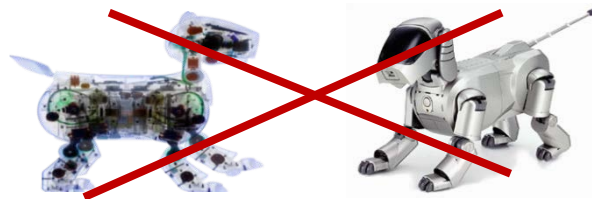
Advantage

- social skills
- *interspecific* comm.
- attachment to H
- personality

Against

- different body shape
- different abilities
- different comm.

Use diff cues + context



# High demand for assistance robots



Use of  
assistance robots in  
nursing homes

## Function + social competencies!

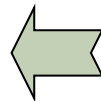
Growing number of elderly people

- physical and mental problems
- unable to supply themselves



Growing demand for nursing

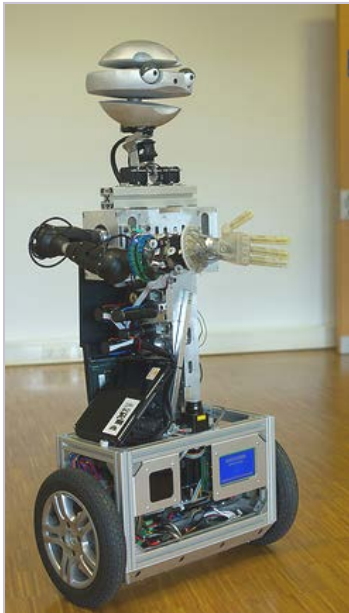
- educated workers?
- privacy?



# So what's wrong with them?

SR → task + companion

autonomously,  
on the long run...? →



## Drawbacks - problems

Elderly people don't like robots...

- Robots can be disturbing
- People don't know how to use them (and don't want to learn it)
- Individual-specific relationship?
- Long term relationship?



Companion → resemble a living being

H-R interaction → *interspecific*

# Robot – dog parallels



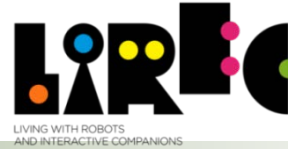
most successful companion → the first human "product"  
→ not created but heavily formed by humans for  
different functions + social abilities

- Special type of partnership (some bond + asymmetry)
- Effective communication + cooperation with humans  
in spite of different embodiment and capacities (cannot speak, no face)
- Owners are satisfied in spite of dogs' deficiencies
- Humans attribute personality & emotions to dogs: basic + jealousy, guilt ...

1. successfully performing the actions necessary for their specific function,
2. showing convincing social/communicative abilities & attachment



# Studies so far....



## On dogs

- PERSONALITY dogs & owners
- PROXIMITY → when not used
- EMOTION EXPRESSION
- FETCH & CARRY action  
sequence, proximity, orientation
- PROBLEM SOLVING social  
reference, communications
- SIGNALLING & LEADING  
'hearing robot', monitoring syst.

## On robots

- ATTACHMENT user/stranger
- EMOTION EXPRESSION face?
- FETCH & CARRY action  
sequence, proximity, orientation
- PROBLEM SOLVING social  
reference, communications
- SIGNALLING & LEADING  
'hearing robot', monitoring syst.
- Dog-robot-human SWARMS

# Emotions → facial expressions vs social behaviours

Non-humanoid robots?

- facial expressions?
- no need for face/head (but Icat)
- Uncanny valley effect

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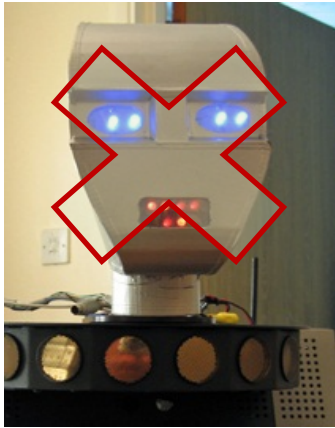


Face → not the best/only solution!

Social robot → new species

Human-robot interaction → interspecific

# Basic behaviours corresponding emotions



## Inner states

1. joy
2. fear
3. sadness
4. anger
5. *neutral*

1. Set of dog behaviour elements ("capacities")  
→ movement & speed, posture, position of body, head, tail..., and vocalisation for each inner state



2. Applying the relevant/applicable ones (or adapting them) to a specific robot → different embodiment + capacities = different elements!



3. Making short video clips with both a dog and the robot for all 5 emotions (without any context)



4. Evaluation: viewers completed questionnaires

# Expressive behaviours: Robot vs. Dog

## People-bot robot

- developed by the Wroclaw Univ. of Tech.
- move, turn, lift one hand, move fingers

## Dog

- malinois, male, 4-year-old, trained,
- erected ears, long tail





# Behaviours related to sadness

	DOG behaviour	ROBOT behaviour	Vocalization
JOY	comes closer	comes closer	high-pitched, staccato
	wags his tail high	lifts its arm, moves fingers	
	sidles	partly spins	
FEA	approaches crawling,	comes closer	—
	hanging ears, licks lips	backs	
	goes away	turns away, goes away	
SAD	sits down, lies down	backs, turns away a little	low-pitched, long-drawn
	turns his head down	lets its arm down	
ANG	barks snarling	approaches	low-pitched, loud, staccato
	wags his tail	moves its arm high	
ATT	turns toward the camera	turns toward the camera	—
	approaches, stops, gazes	approaches, stops, orients	

# Joy, sadness, fear, anger, or none?

## Questionnaire study

### Open ended Qs

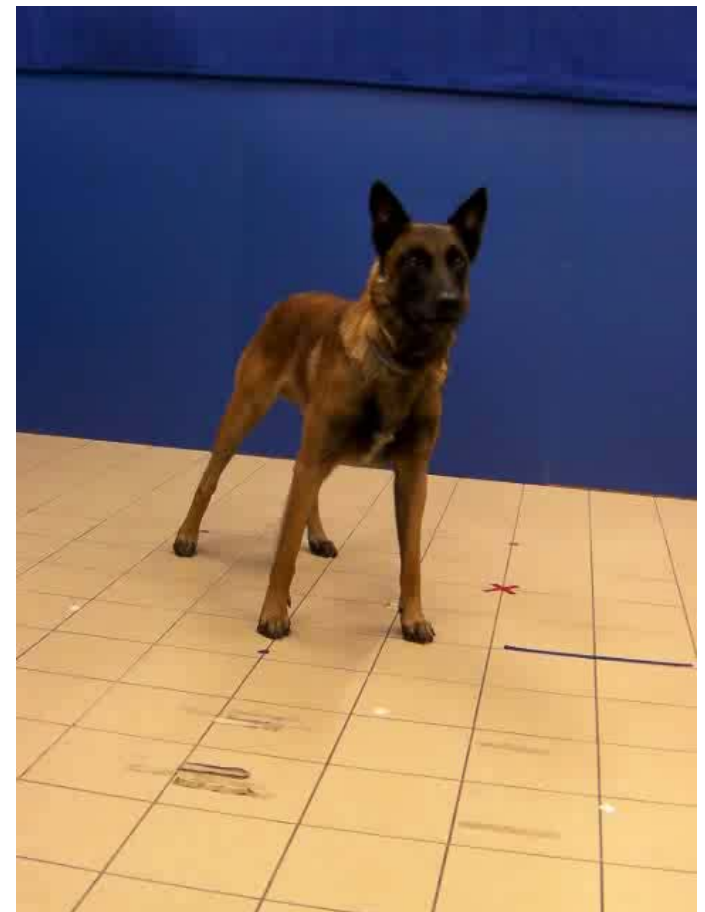
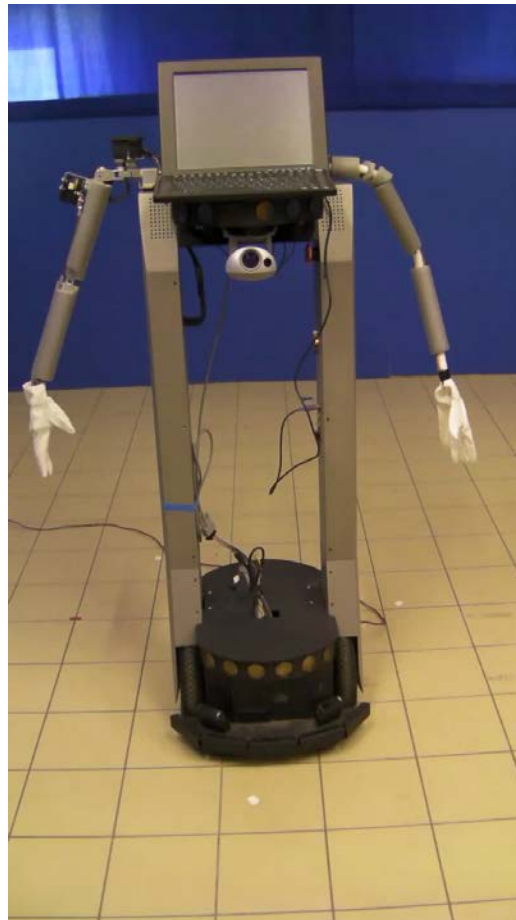


- Attribution of emotions to both dog and robot

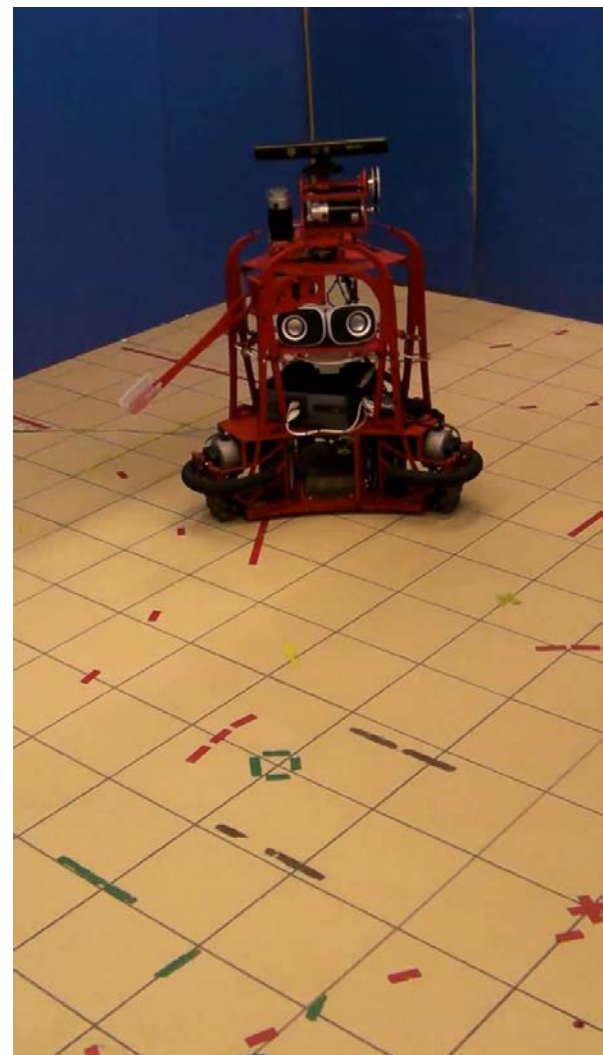
### Forced choice Qs



- Successful match of all robot videos with the correct emotional states
- Experience with dogs had no effect



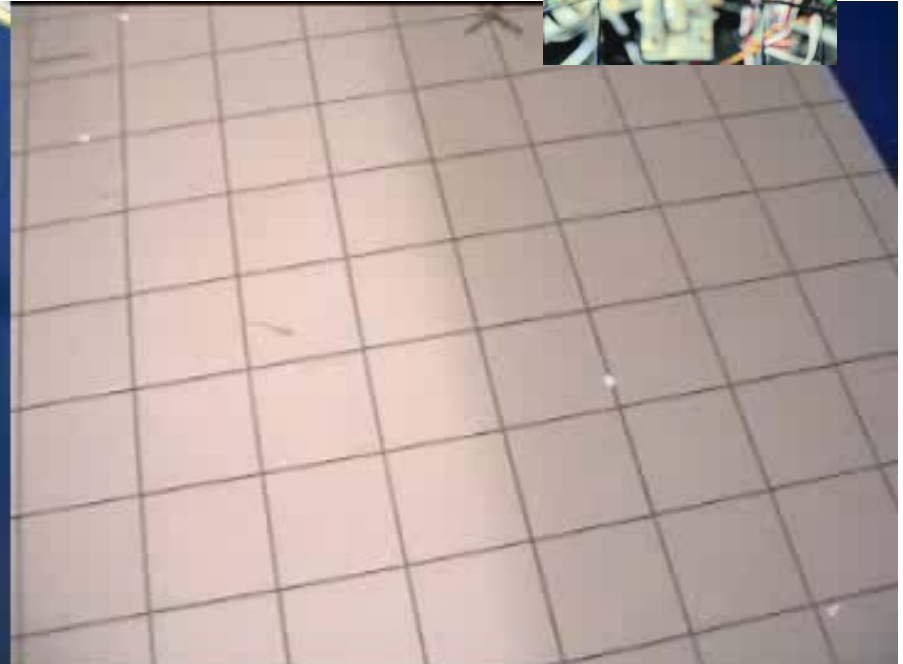
# Adaptation to different embodiments



# Attachment → behavioural differentiation

## Greeting

Different responses to user/familiar person  
vs. unfamiliar person

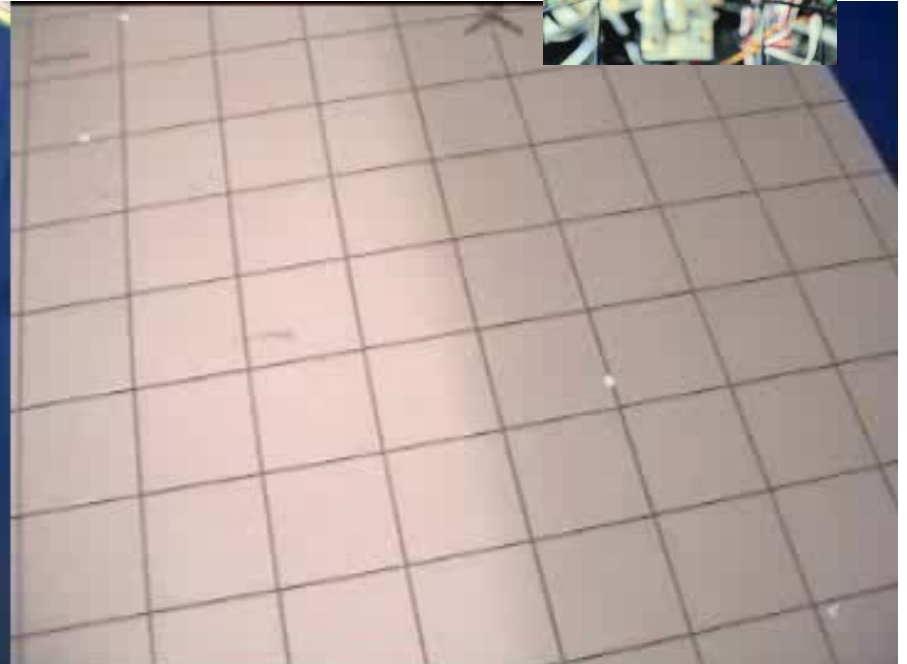




# Attachment → behavioural differentiation

## Greeting

Different responses to user/familiar person  
vs. unfamiliar person



# Attachment → behavioural differentiation



Familiar  
person

Greeting in an office



Unfamiliar  
person  
(visitor)

# Cooperation → assistance dogs

**Double criteria:** technical service + social role (companion)



- Effective communication and cooperation with humans despite different anatomy and capacities
- H understand without formal learning
- D understand even Hs with decreased abilities
- Attachment + social support



# Modelling the dog's motor behaviour



## Manipulation skills

- + Way of grabbing
- + Target setting
- BUT
- *No social behaviour*
- Human speech



## AN EXAMPLE OF SUCCESSFULLY GIVING A VERBAL COMMAND

Speaker	Phrase
User	Robot arm give
Robot	I heard robot arm give. Is this what you said?
User	Yes
Robot	OK

Bio-inspired Assistive Robotics: Service Dogs as a Model for Human-Robot Interaction and Mobile Manipulation

*H Nguyen & CC Kemp  
2008. Healthcare  
Robotics Lab, Georgia*



# [ Fetch & carry

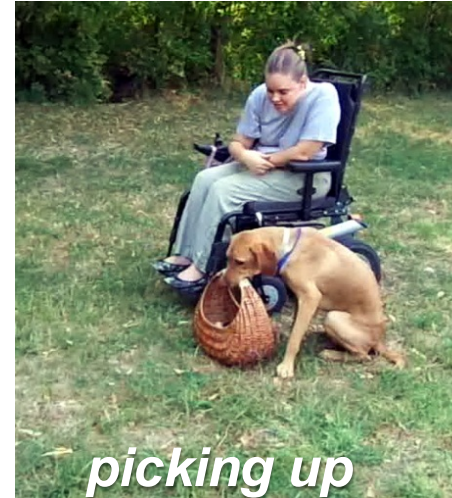
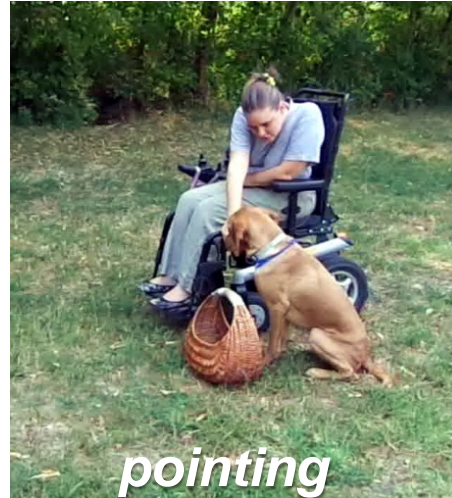
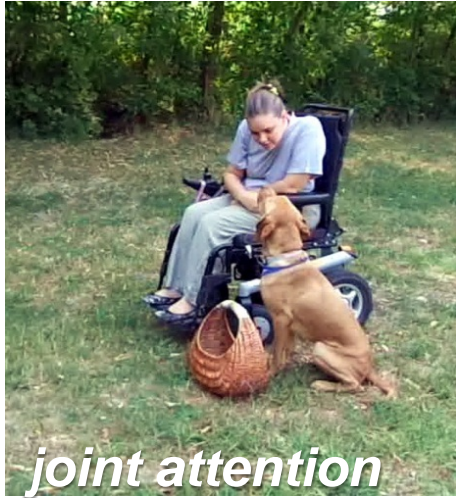
	NOVICE	EXPERIENCED
OWNER	8	8
WHEEL-CHAIR owner	8	8



- 32 dog-owner dyads → trained assistance or therapy dogs tested with O
- Training → principle 'eager to please' → comprehending O's communication
- N vs. E → same training but different experiences (duration of working together)
- Individual differences in performing tasks



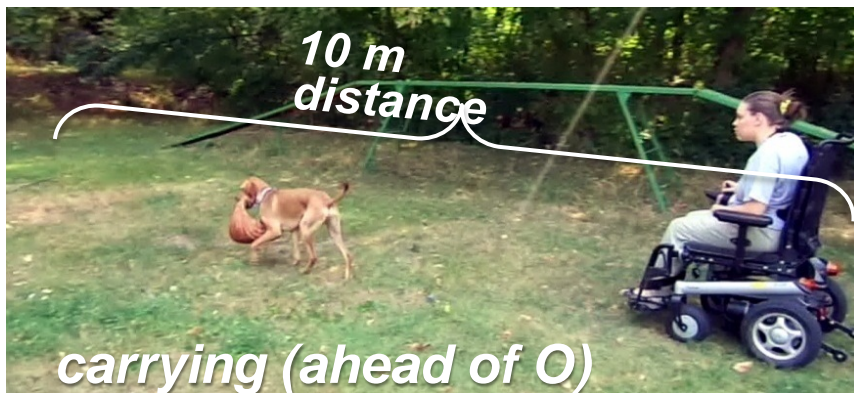
# Sequences of the task



1. Picking up
2. Carrying
3. Placing

## Analysis

- verbal instructions
- joint attention
- gestures
- dog's relative position
- duration of tasks



Owner can't touch dog or basket, otherwise free → spontaneous comm.

# Results – characteristic behaviours

## Picking up (interaction initiation)

- Joint attention → all dyads (spontaneously/by attracting attention)
- Pointing → all Os (some with head)
- Verbal comm → correlation with duration + novice needed more



## Carrying

- Joint attention & Pointing → typical but not in all dyads
- Verbal communication → novice needed more + for wheel-chaired Os the task took more time, but they did not talk more

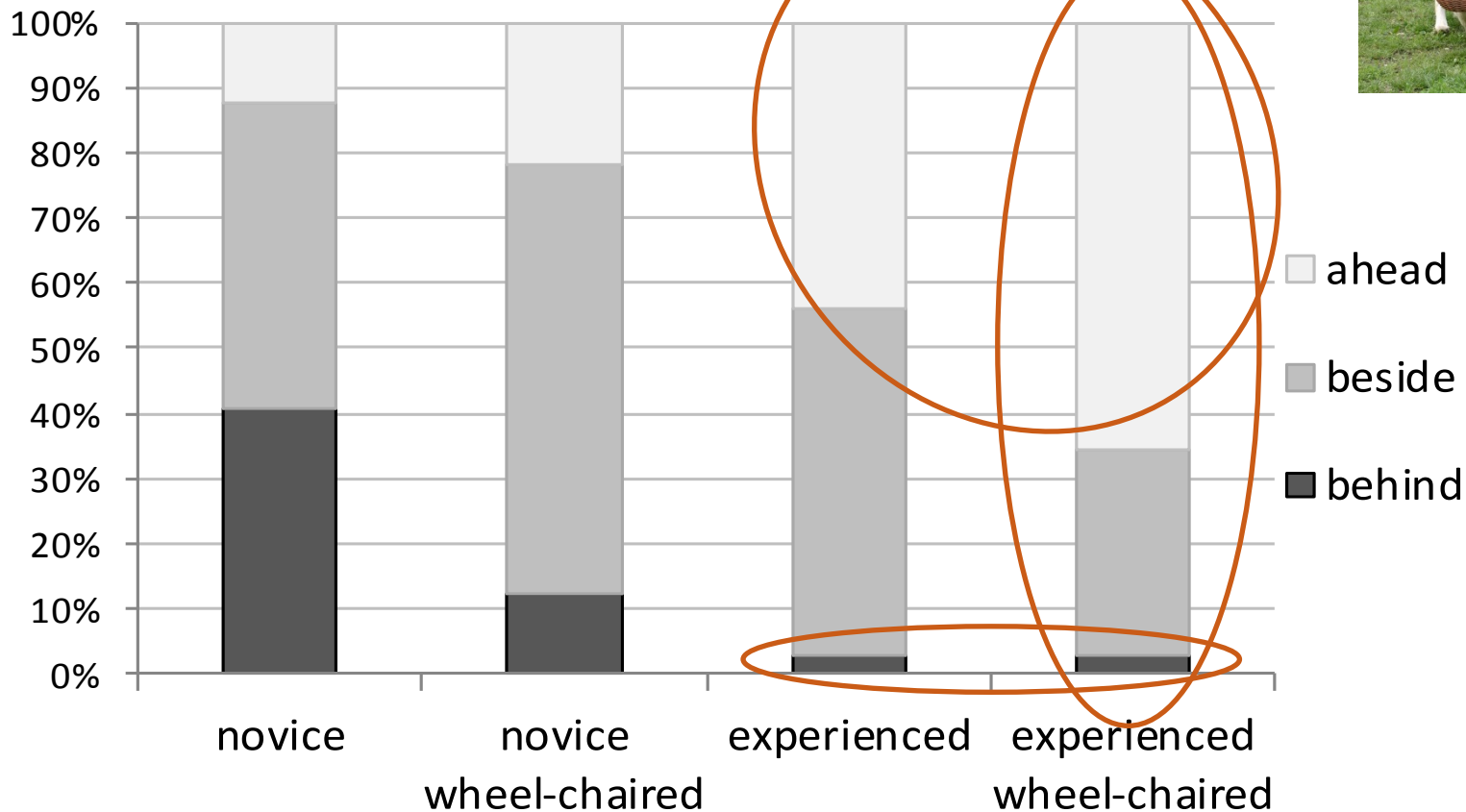


## Placing

- Joint attention & Pointing → typical but not in all dyads
- Verbal communication → correlation with duration of task → novice wheel-chaired group needed more time and instructions

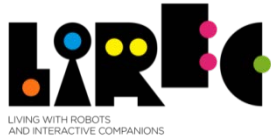


# Position of dog during carrying





# Fetch & carry → different embodiments



Wroclaw University – FLASH



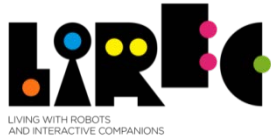
# Fetch & carry → different embodiments

BME/ELTE – MOGI Robi





# Fetch & carry → different embodiments



Univ. Bamberg – Pleo



# Insoluble task – unforeseen difficulties



## Two types of response:

- latency of look at O + E
- approaching O
- vocalization
- displacement behav.  
(yawn, stretch, paddle, shake, scratch, licks lip)
- fetching other object
- duration of looking for basket



help the owner to  
realize the problem

# Communicative & displacement behaviours

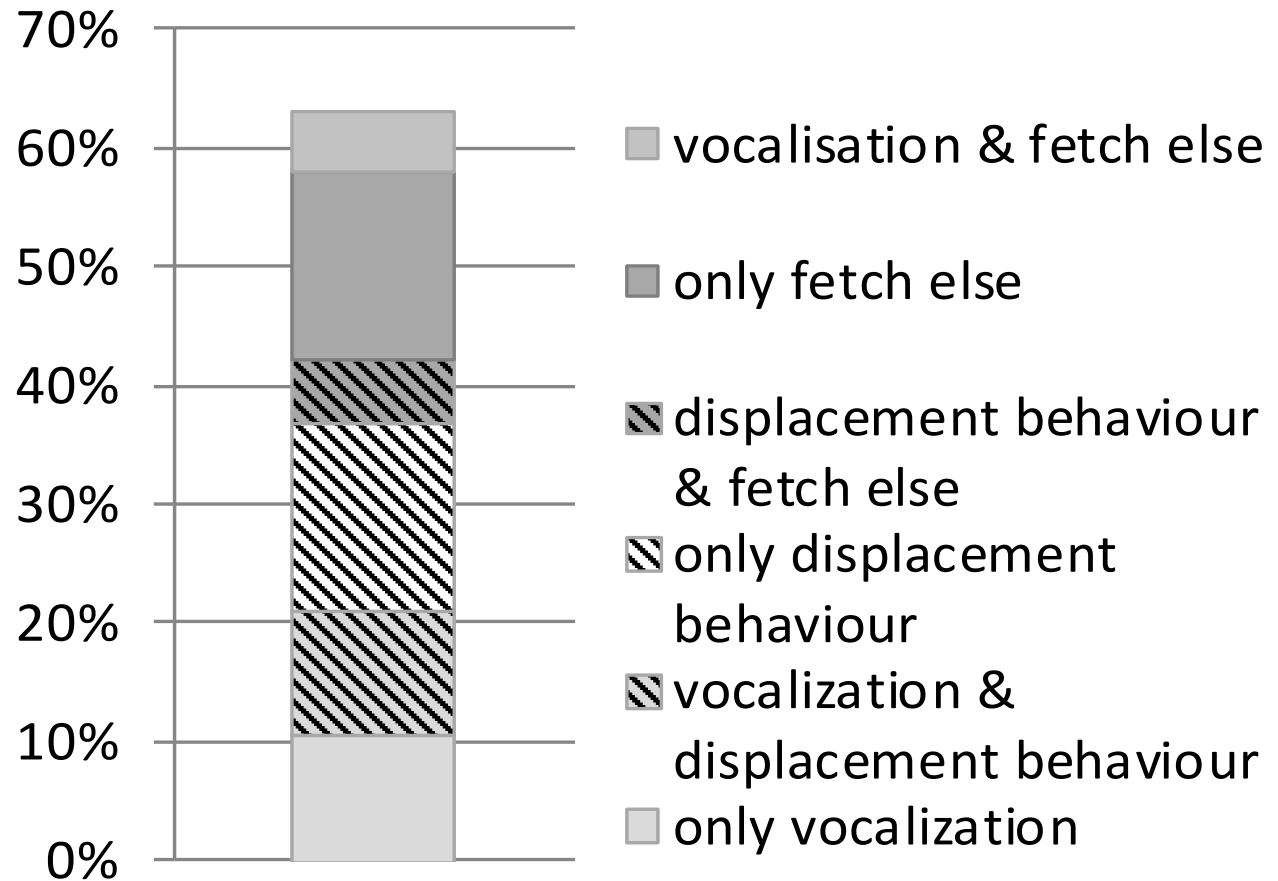
Most dogs were looking for basket for long!



busy appearance



attenuate O's disappointment



Proportion of dogs that vocalised, exhibited displacement behaviour or did both

# Insoluble task – non-cooperative human



## Analysis

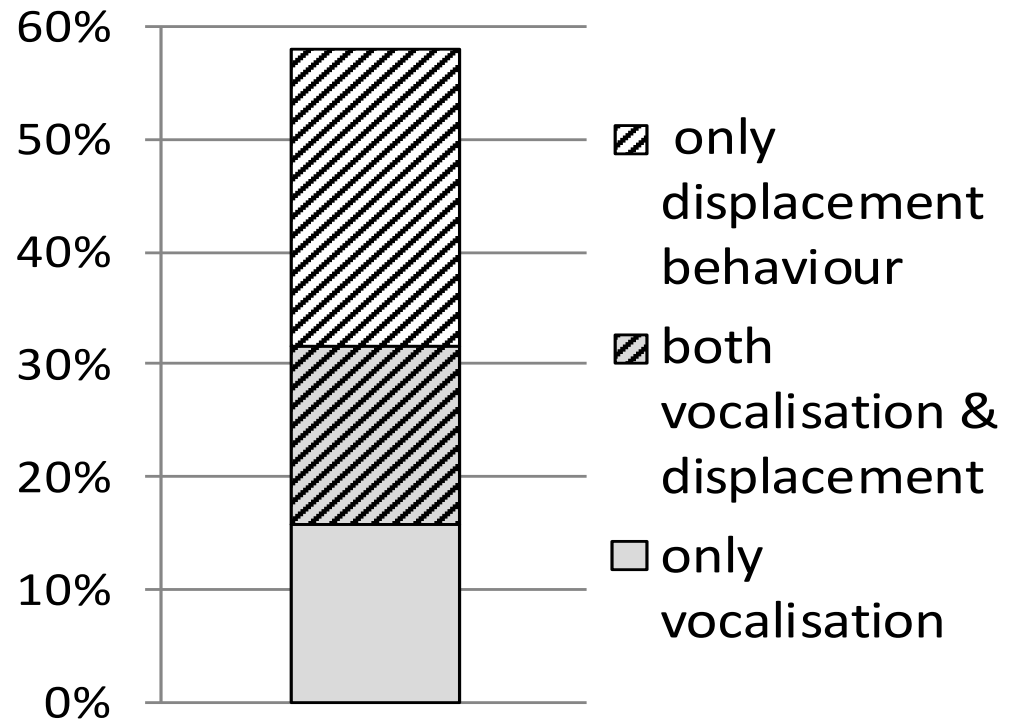
- latency of look at O
- looking at E
- approaching O
- vocalization
- displacement behav.  
(yawn, stretch, paddle, shake, scratch, licks lip)
- fetching other object
- duration of pulling
- duration of chewing

# Communicative & displacement behaviours

ALL dogs pulled the basket strongly



Dogs do not give up easily if they face a “seemingly” insoluble task.



Proportion of dogs that vocalised, exhibited displacement behaviours or did both when E did not hand over the object



# Hearing dog/robot → signalling & leading

## DOG – OWNER interactions



- behaviour description (attention getting, leading)
- typical behaviours
- from this set adapting the relevant actions  
→ adjust to the robot's capacities + embodiment



[ Hearing aid → signalling ]

Hearing dog

*Signalling cell phone*



# Hearing dog – signalling & leading (door)



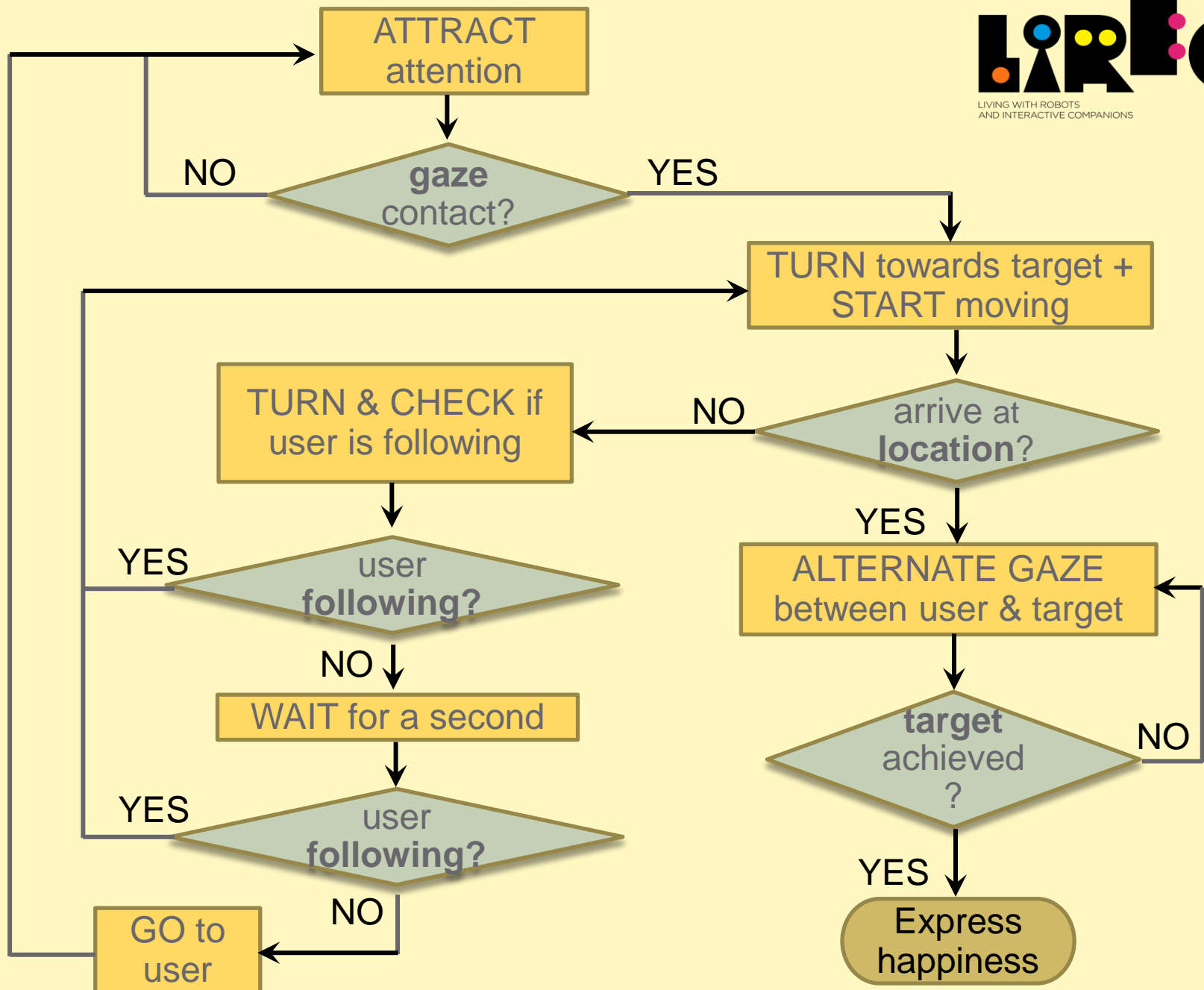
# Hearing dog/robot → signalling & leading

## DOG – OWNER interactions



- behaviour description (attention getting, leading)
- typical behaviours
- from this set adapting the relevant actions  
→ adjust to the robot's capacities + embodiment
- flowchart → algorithm







# ['Hearing' robot – signalling & leading]

*And now Sputnik starts ...*



Wrocław  
University  
of Technology

Mariusz Janiak,  
Robert Muszyński

# Hearing dog/robot → signalling & leading

## DOG – OWNER interactions



- behaviour description (attention getting, leading)
- typical behaviours
- from this set adapting the relevant actions  
→ adjust to the robot's capacities + embodiment
- flowchart → algorithm



## ROBOT – USER interaction

- Test success → naive subjects could interact with robot in relevant social context → answer questions + we observed their behaviour during interaction



# Signalling → leading → pointing

Readability of dog inspired visual communication signals → untrained subjects

↓  
preprogrammed  
+ controlled by a  
wizard → directly  
implemented the  
dog responses

↓  
able to lead naïve  
subjects to the  
sound sources

↓  
correctly interpret  
R intentions →  
head + gaze



K. Dautenhahn → *Kheng Lee et al. 2013*

# [ Porter dog/robot → leading

P. Korondi – Budapest University of Technology, MOGI



Porter robot  
leading behaviour



## Conclusion

- We suggest considering the human-robot interaction as an interspecific interaction, and thus using a non-human species, the dog as a natural model for developing believable and efficient social behaviour of robots.
- We can identify simple basic behaviours available even to a mechanical-looking embodiment, which enable robots to show complex and variable repertoire in social interactions with humans.
- Assistant dogs' social responses (cooperative and communicative behaviours, and problem solving strategies) could inspire the development of the relevant functions and social behaviours of SR.
- Service robots should communicate their inability to solve a problem using simple behaviours, and/or could show displacement behaviours rather than simply not performing the task.



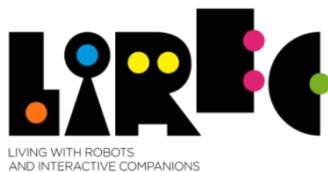
# Acknowledgements



## Family Dog Project



Wrocław  
University  
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[ Thank you for your attention! ]

