

ETIS laboratory

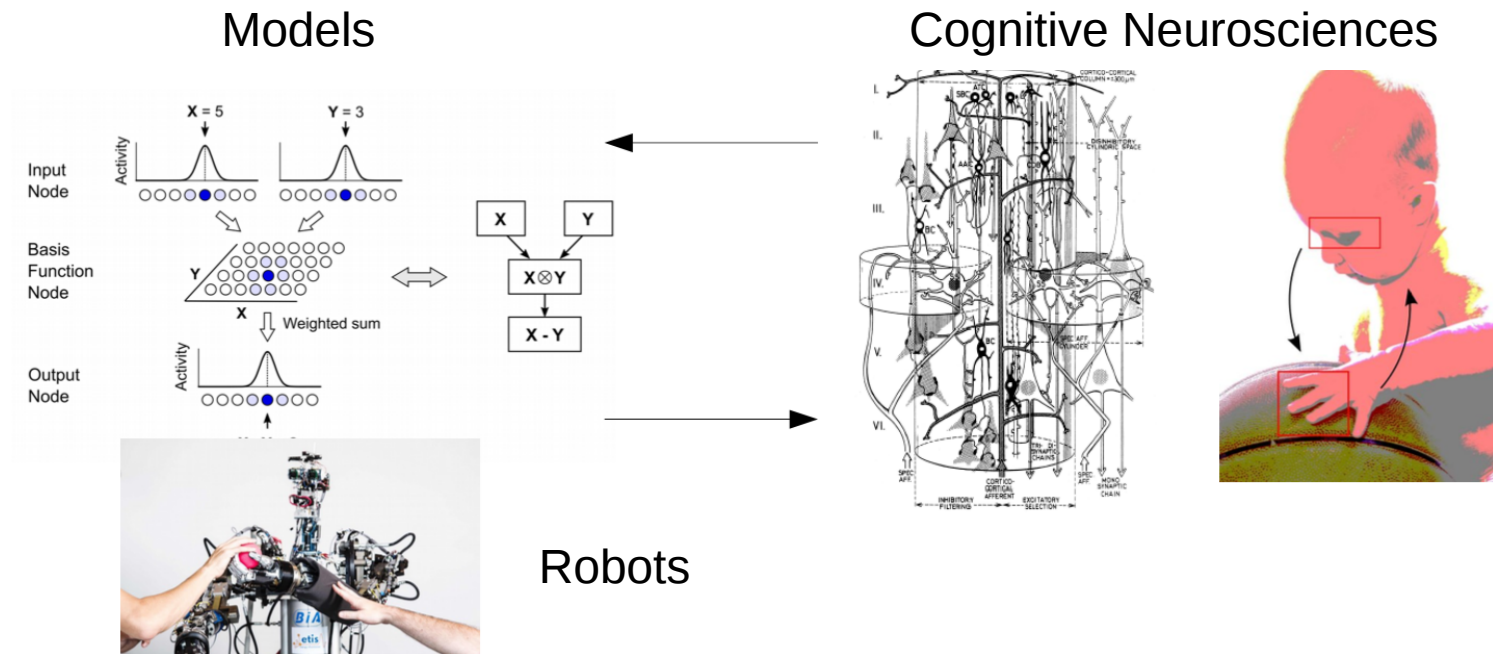
Equipes Traitement de l'Information et Systèmes

**BIO-INSPIRED INTELLIGENCE
SOCIAL & DEVELOPMENTAL ROBOTICS
EMBODIED AI
COMPUTATIONAL NEUROSCIENCE**

CY Cergy Paris Université, ENSEA and
CNRS



NEURO is a team working in the field of the **Bio-
inspiration** for intelligent systems design applied
for computational engineering, Brain science,
Cognitive science, and, Robotics.



3 main
axis

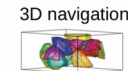
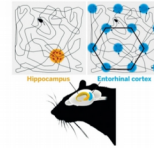
Navigation

Learning

Human-
machine
interaction

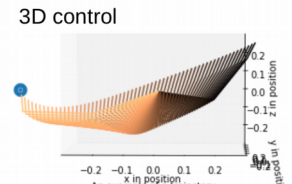
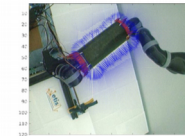
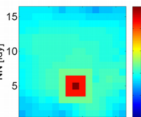
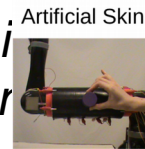
Autonomous navigation & neurocomputational model

- 2D & 3D Bio-inspired navigation control



Autonomous Robot learning & control

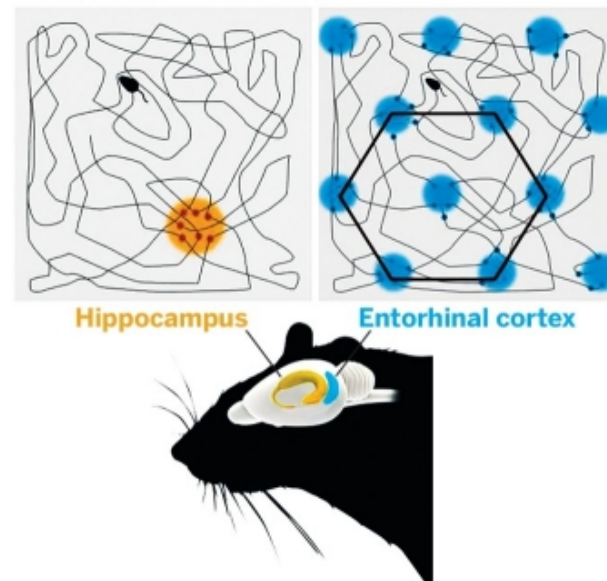
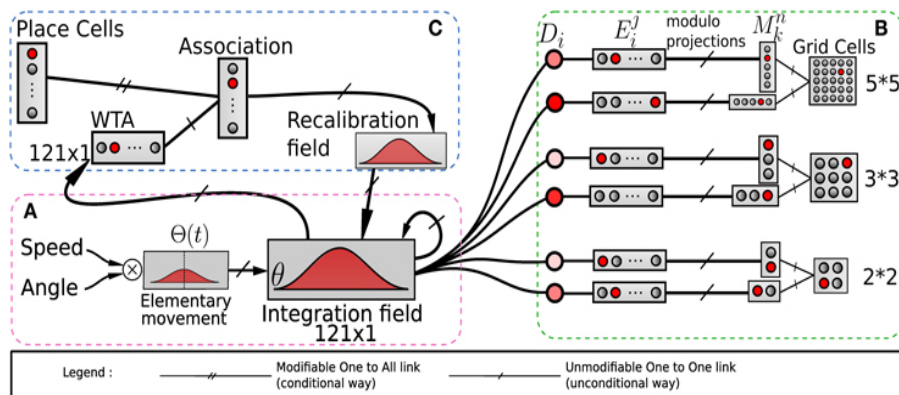
- Brain representation



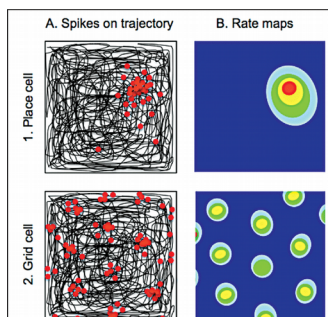
Human-machine interaction

- Cognitive model of social interaction
- Model of diseases
- Emotional interaction
- Sound perception

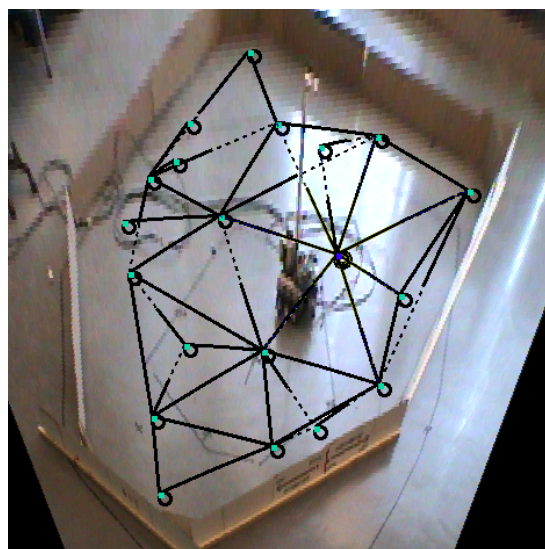
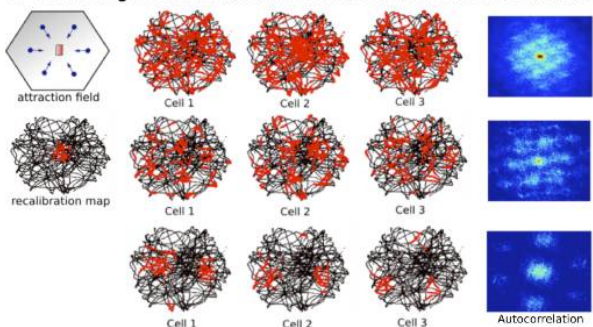
Hippocampus model



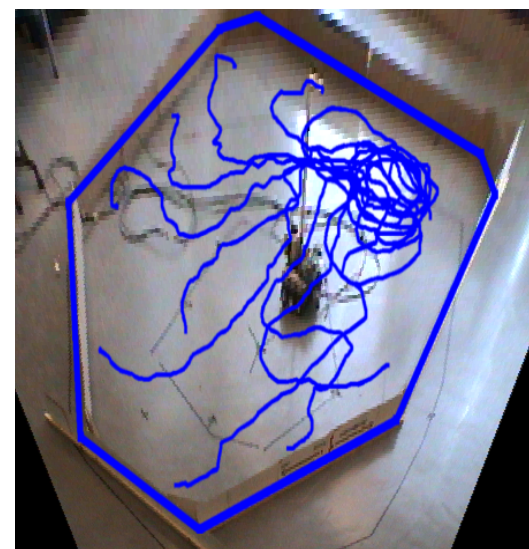
A - Grid cells recorded in rodent's dMEC



C - Artificial grid cells recorded on robot with centered recalibrations



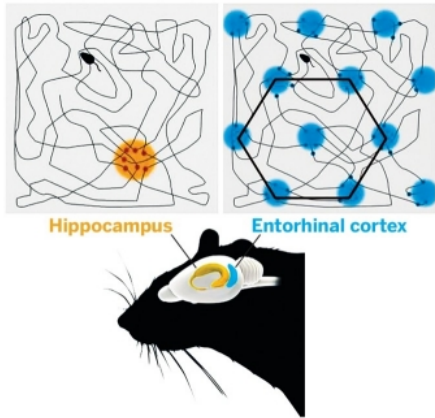
Place cells mapping



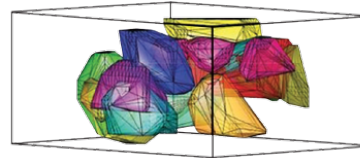
Goal-oriented behavior

Grid cells [Hafting, 2006, Gaussier 2008~2013]

2D & 3D Bio-inspired navigation control



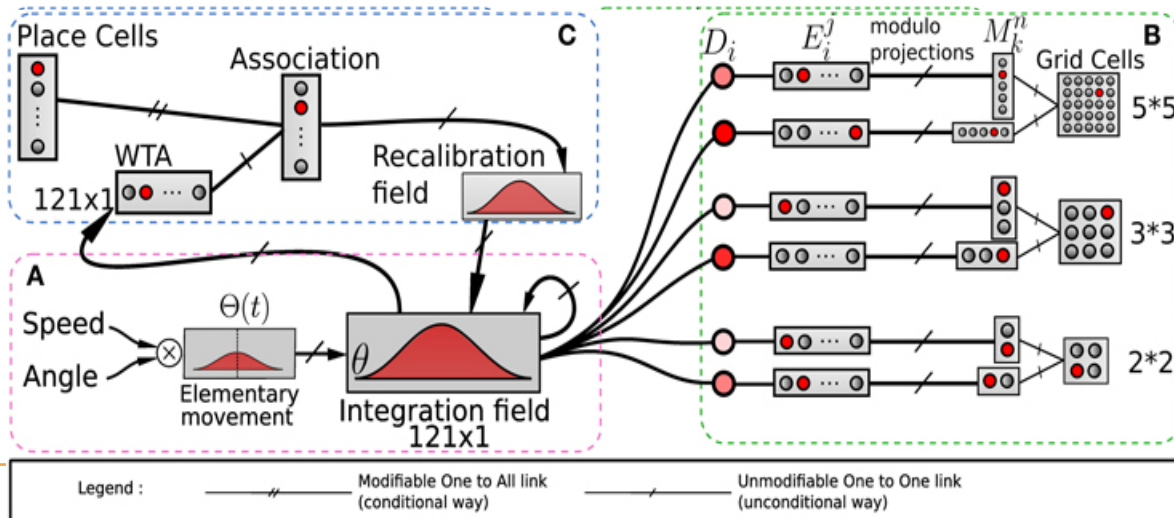
3D navigation



Autonomous vehicles



Drones



Autonomous robot, hippocampus model



**A real robot performing robust path following
by the learning of multimodal sensorimotor associations**

Adrien Jauffret

Nicolas Cuperlier

Philippe Gaussier

Nuit des chercheurs

Ecole polytechnique de Palaiseau

ETIS Laboratory, CNRS UMR 8051
Cergy-Pontoise University

Berenson : Robot Art Connaisseur

Human Robot Interaction



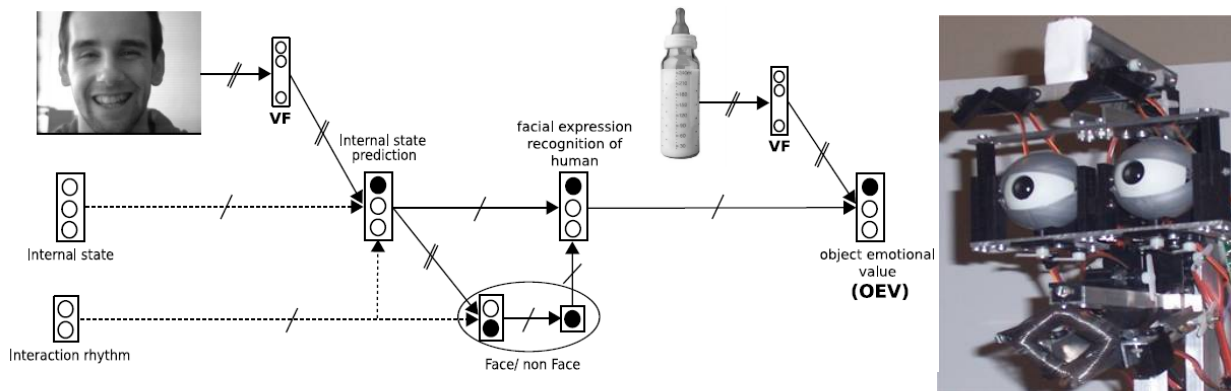
Musée du Quai Branly (Paris) 2012,
2015



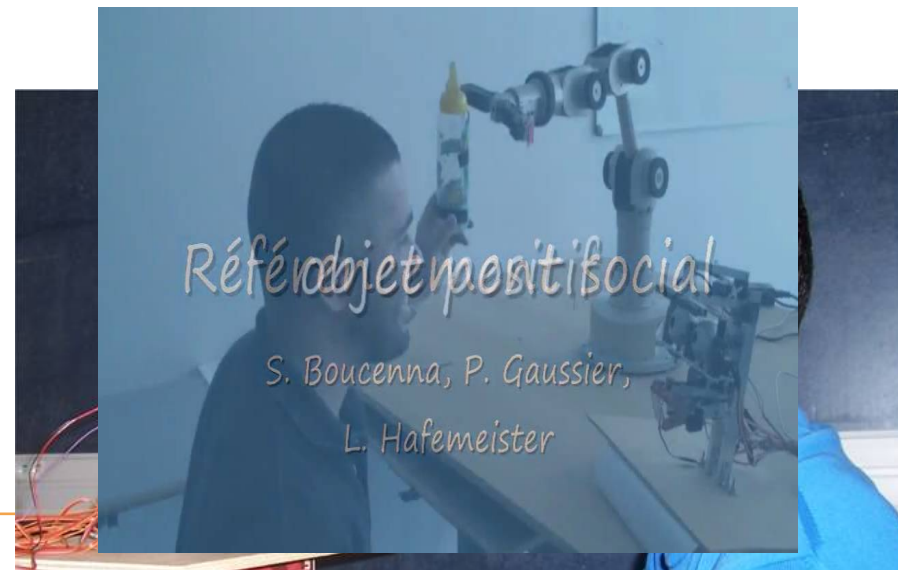
[Karaouzene et al 2012~]

Facial and emotional recognition and social interaction

Reinforcement learning for Emotion Generation

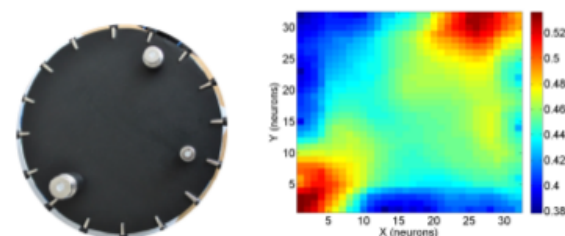
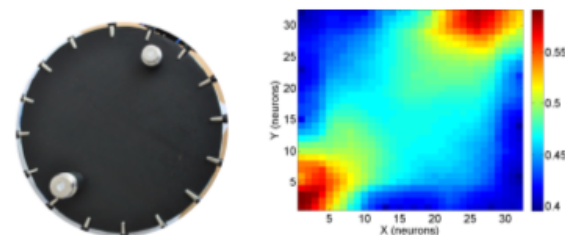
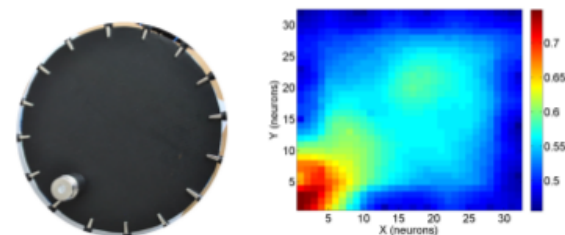
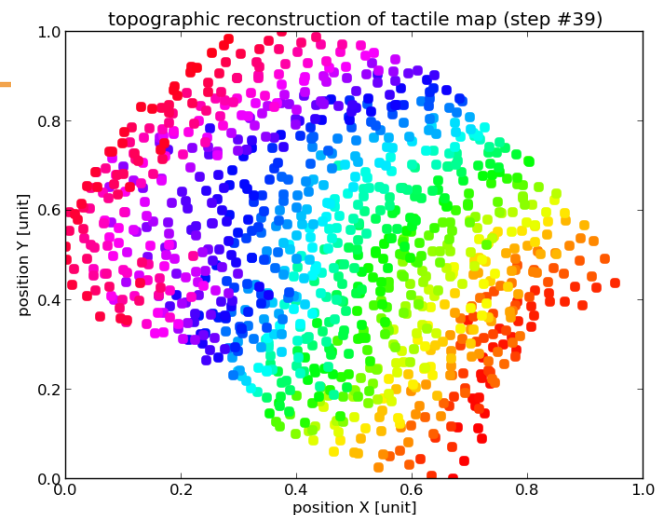
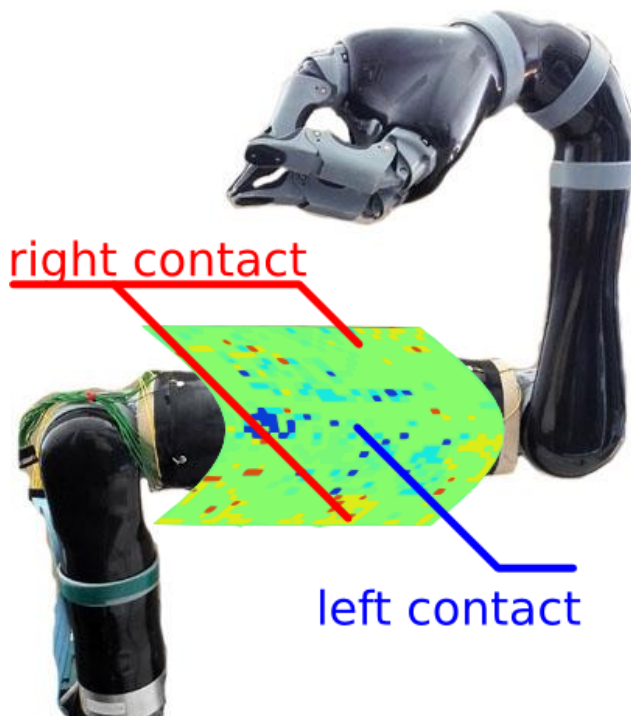
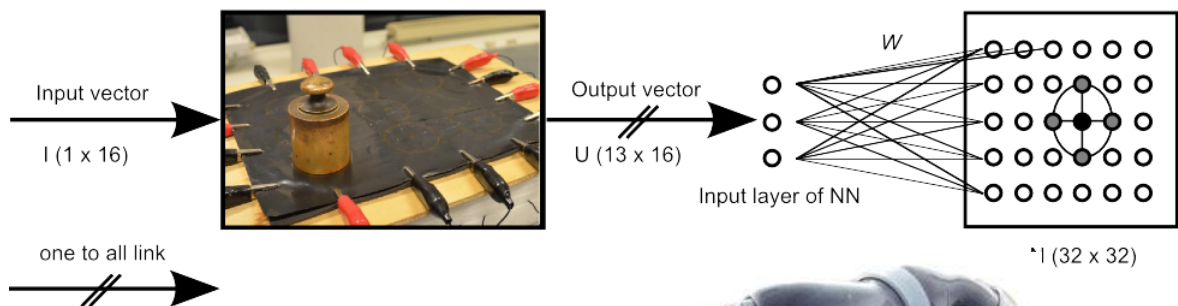


Emotion recognition

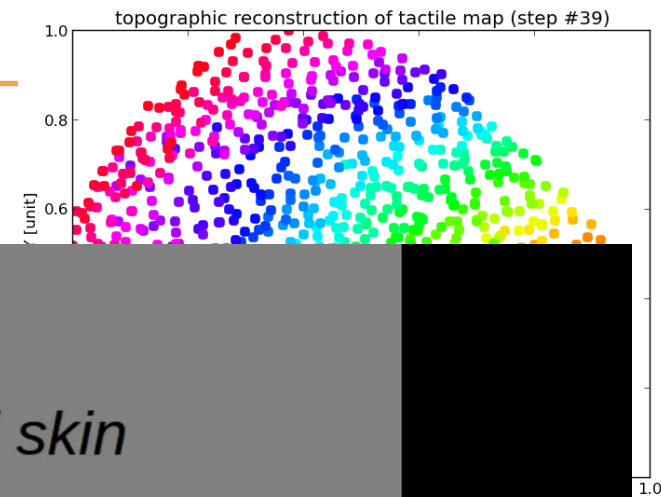


Neonate imitation

Conception of an artificial skin for robots



Conception of an artificial skin for robots



Conception of an artificial skin

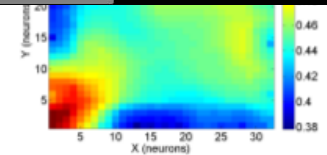
Neural learning of topographic information

*Ganna Pugach, Artem Melnyk, Alex Pitti,
Philippe Gaussier*

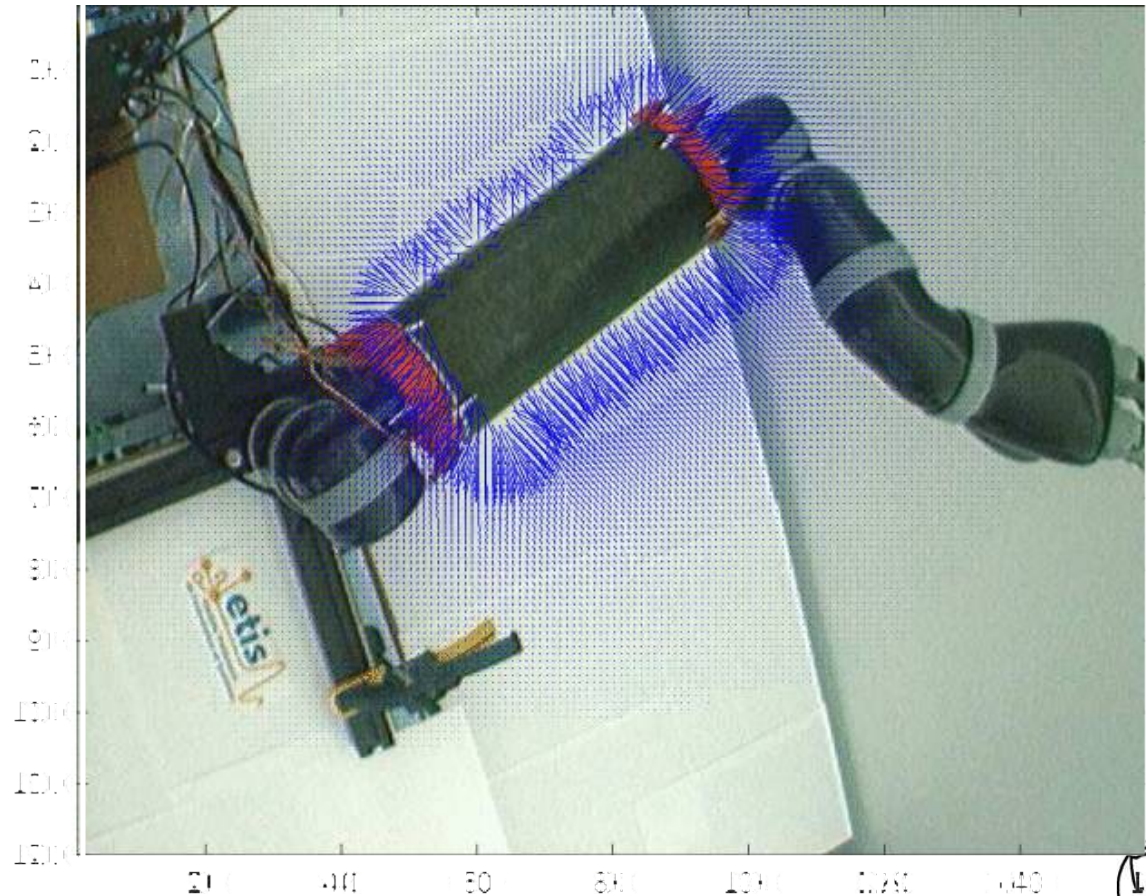
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[Pugach, 2012~]

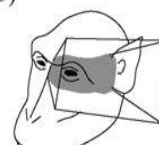


etip Proximal neurons, Body schema representation

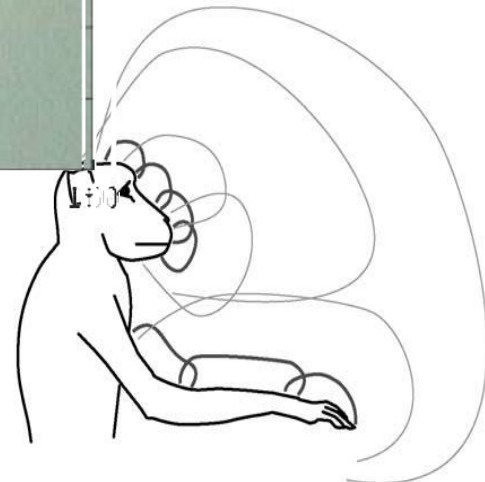
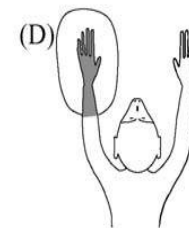


[Pugach, 2019]

(C)

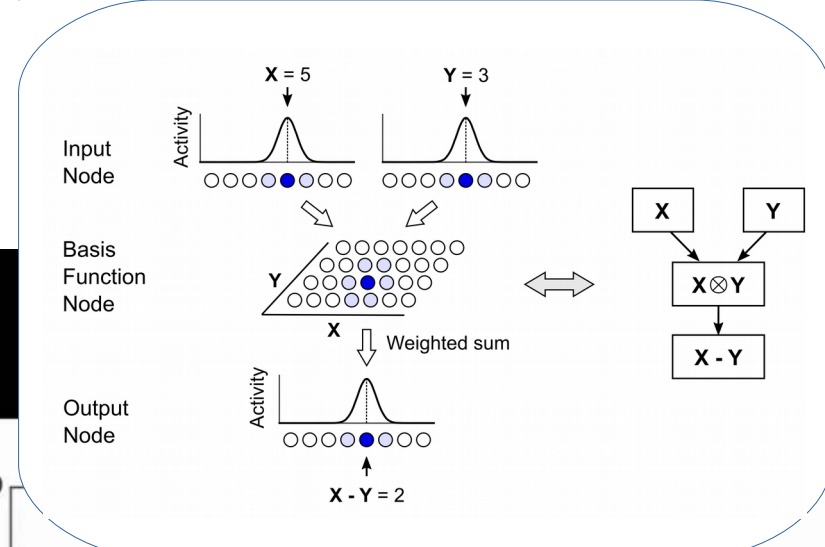
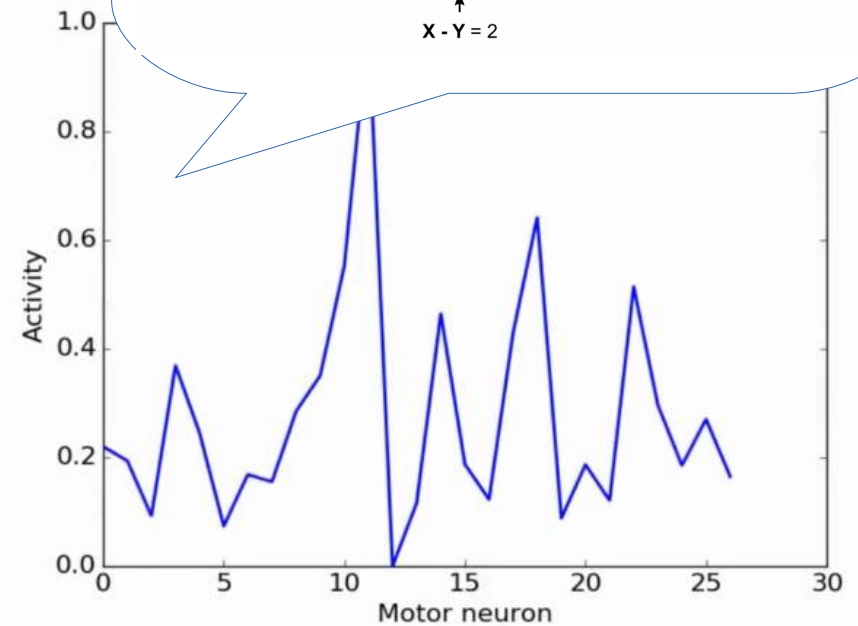
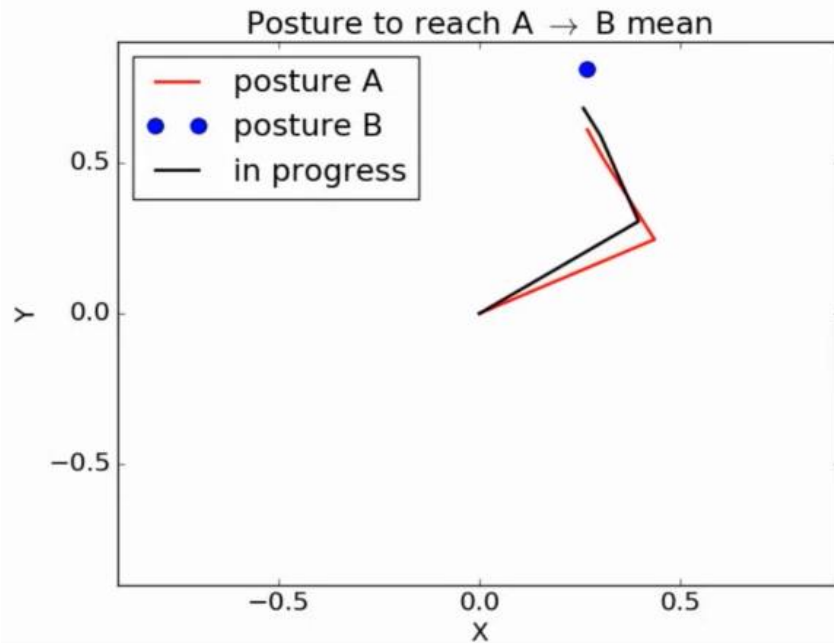


(D)



[Graziano, 2006]

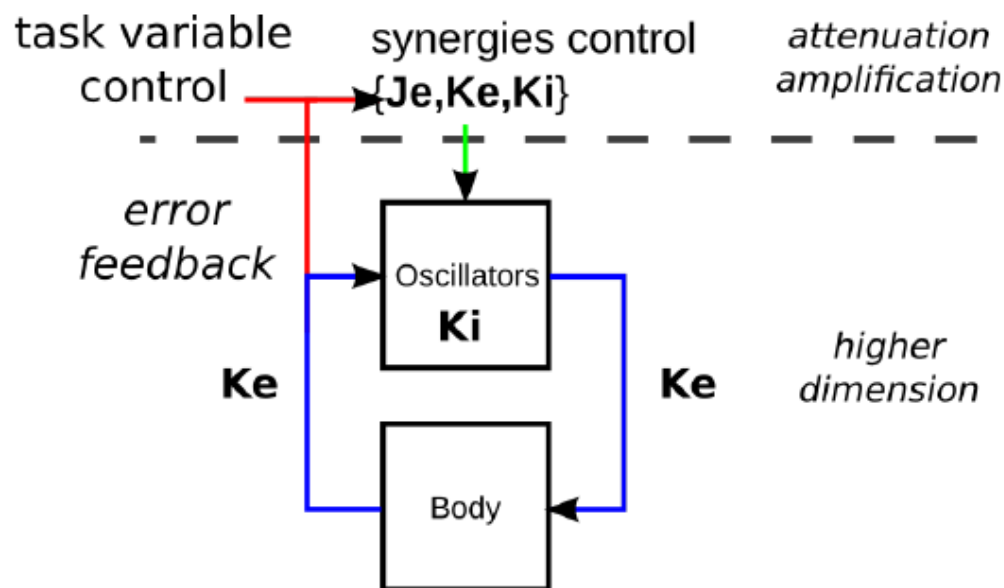
Motor primitives learning



etis *Postural control with perturbation*

PD Control on **JE** based on Y vertical

$$u_i = \mathbf{JE} \sin(\vartheta_i)$$

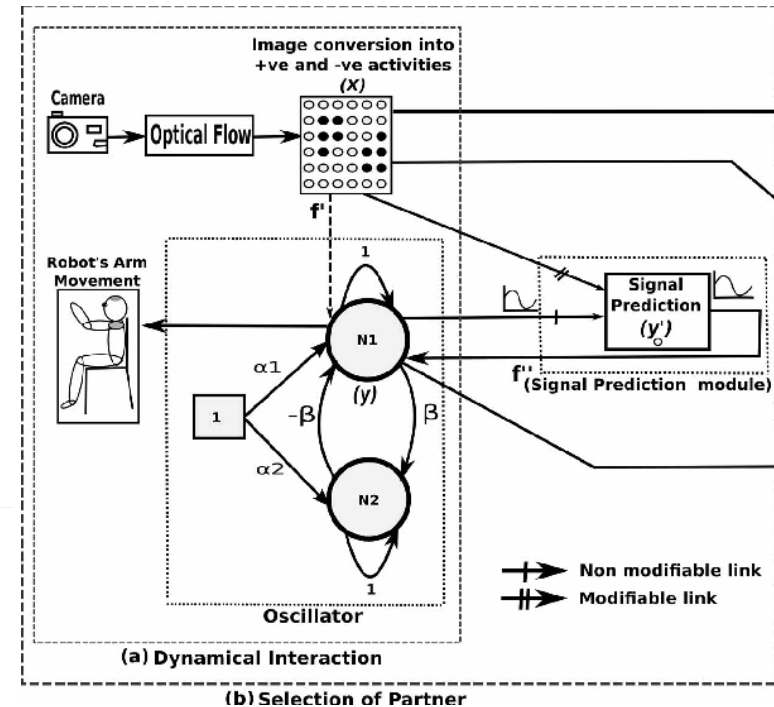
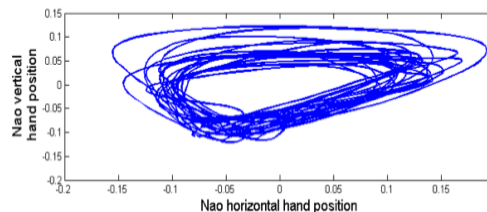
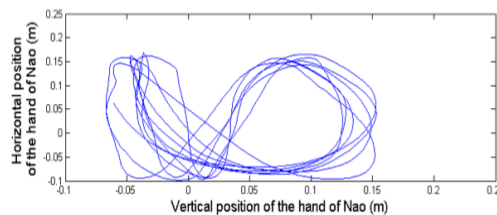
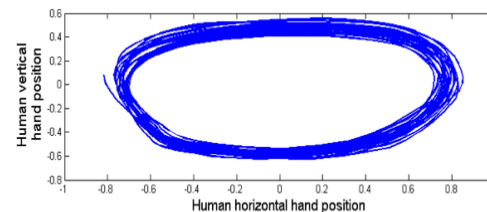
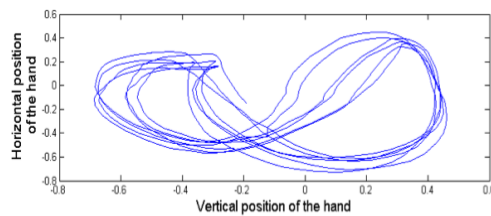


Kuramoto oscillators =
Central Patterns Generators



Rythmical entrainment in HRI

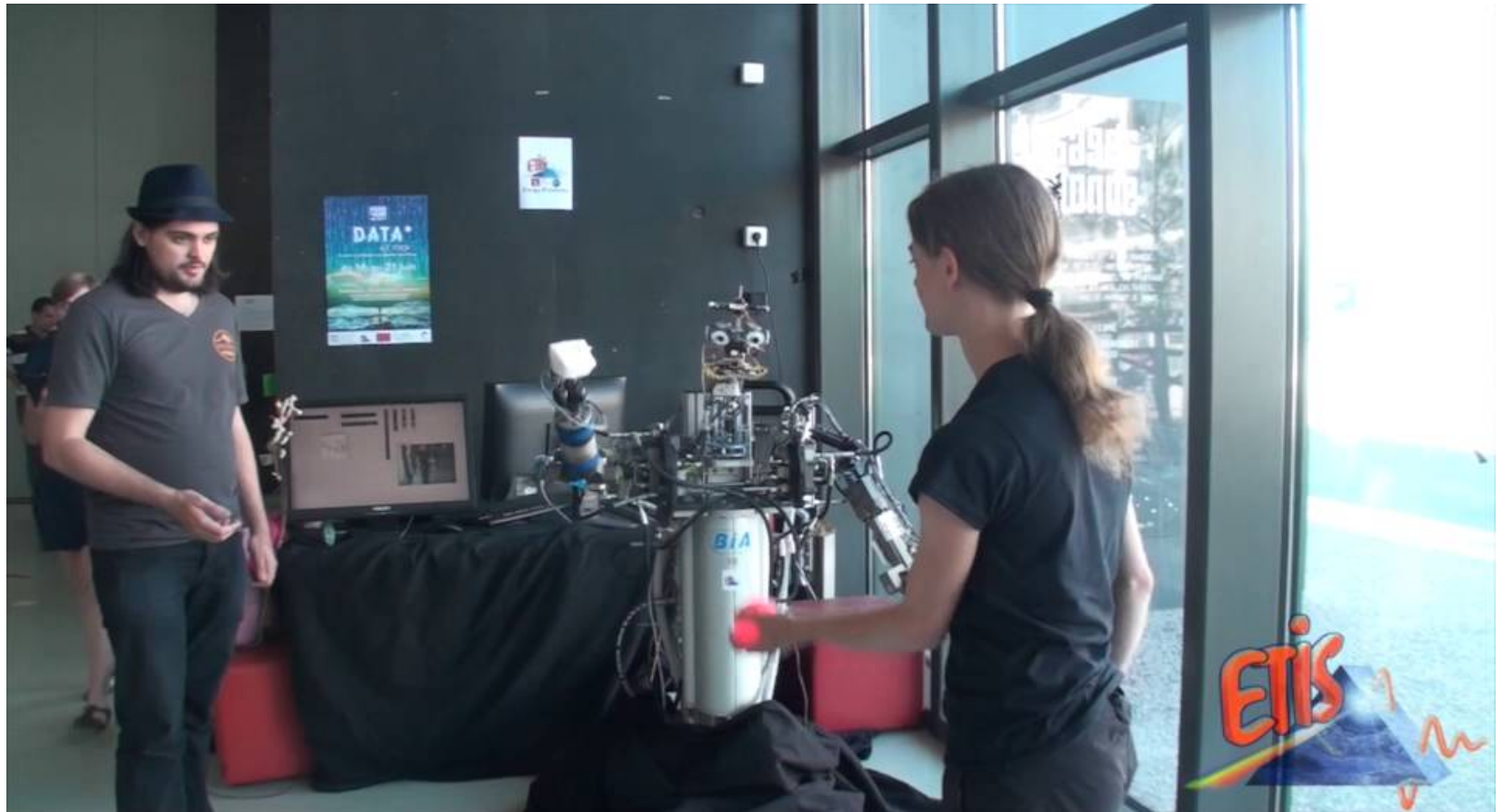
- Imitative movement generation and coupling



[Ansermin et al., SAB, 2016].

Oscillator coupling and reinforcement

TINO



<https://www-etis.ensea.fr//fr/laboratoire.html>

<https://www-etis.ensea.fr//neurocyber/web/fr/index.php>

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