

Movement generation by humans and robots: a dynamical systems perspective June 09, 2016 RUB, Bochum, Germany

Mathis Richter

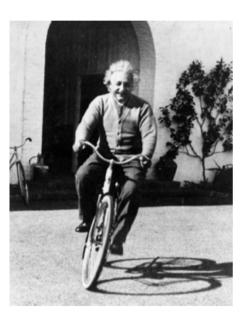
SIMULATIONS OF discrete nodes

ORGANIZING behaviors









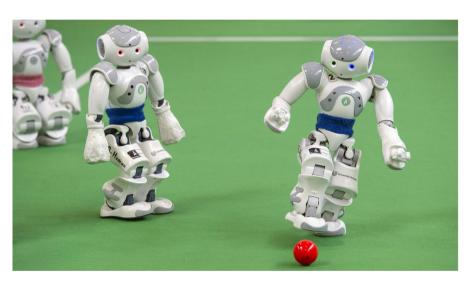






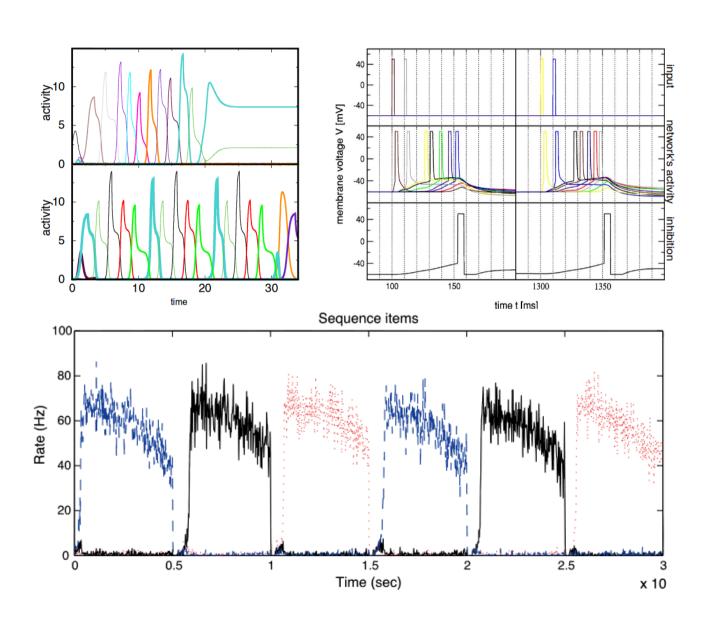
ORGANIZING behaviors







TRADITIONAL sequence generation



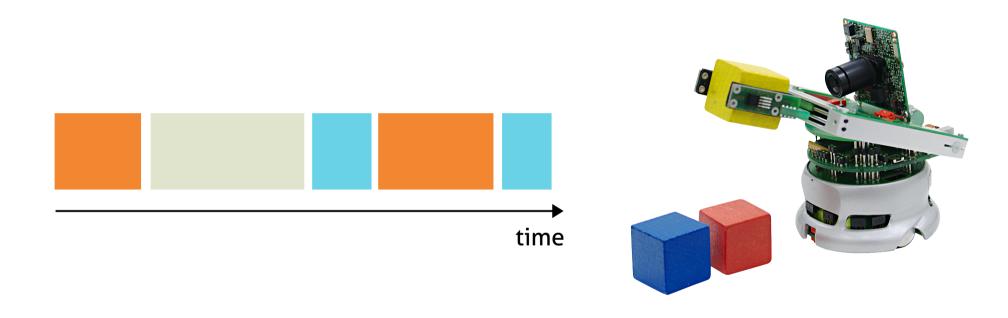
IRREGULAR timing



US

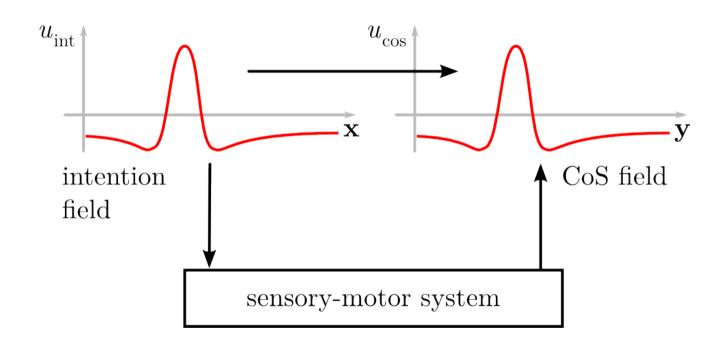


STABILITY of action representation



- conflict between stability and sequentiality
- there must be a structure in the (neural) representation of an action

Elementary BEHAVIOR

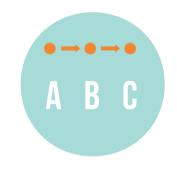


3 COGNITIVE MODELS of sequences



2 TYPES of organization

Serial order

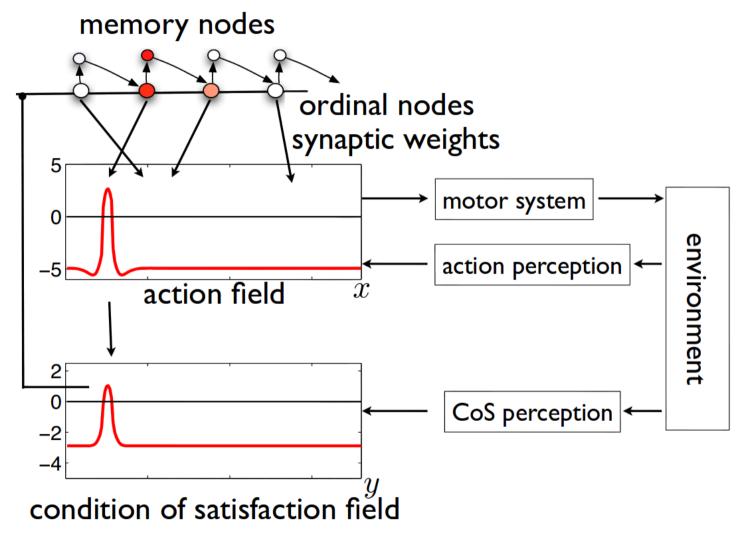


Behavioral organization

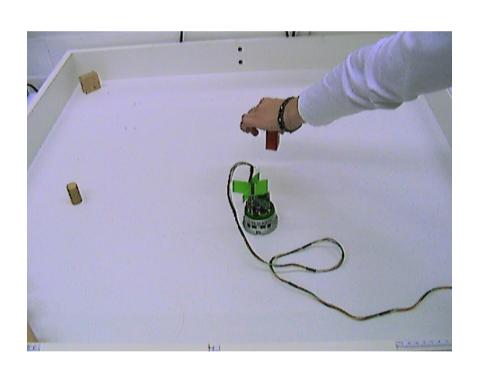


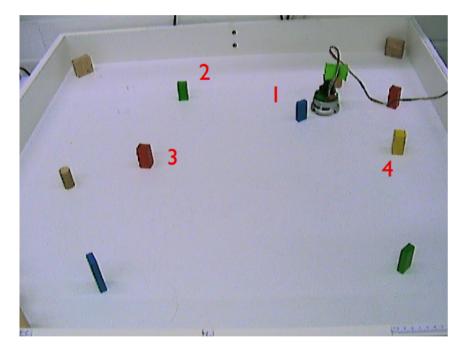


SERIAL ORDER architecture



a ROBOTIC example





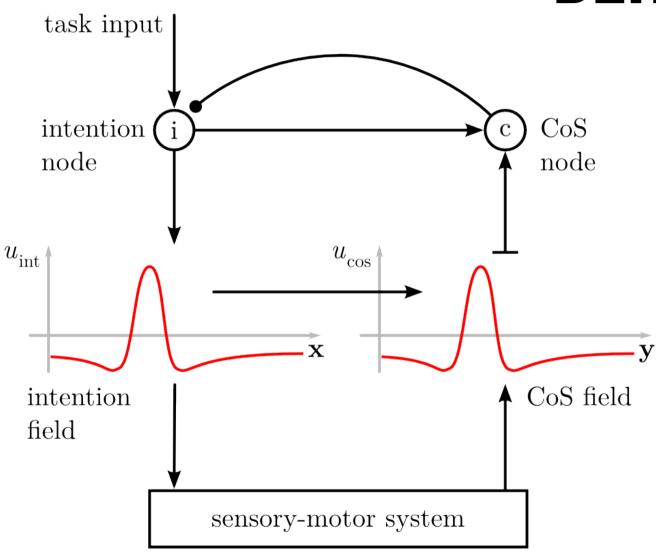
BEHAVIORAL ORGANIZATION flexibility



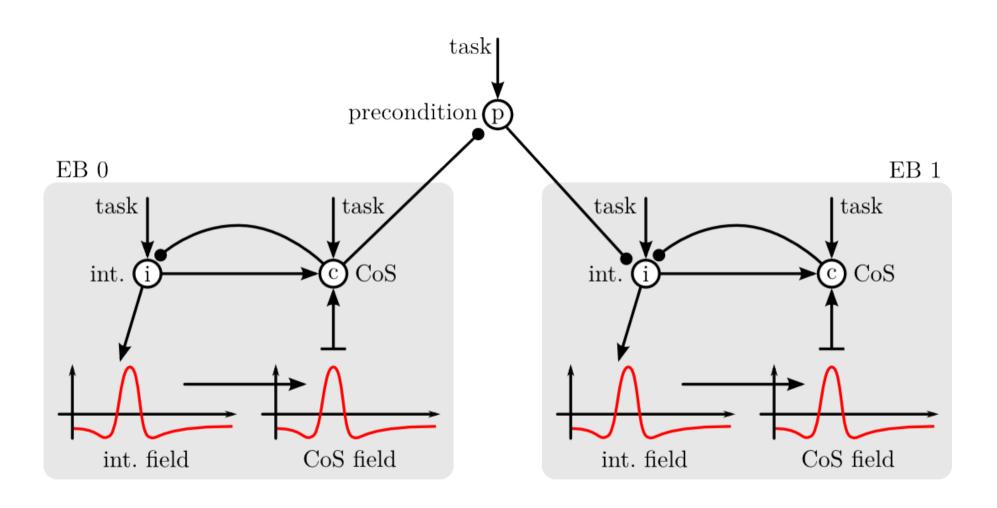
3 COGNITIVE MODELS of sequences



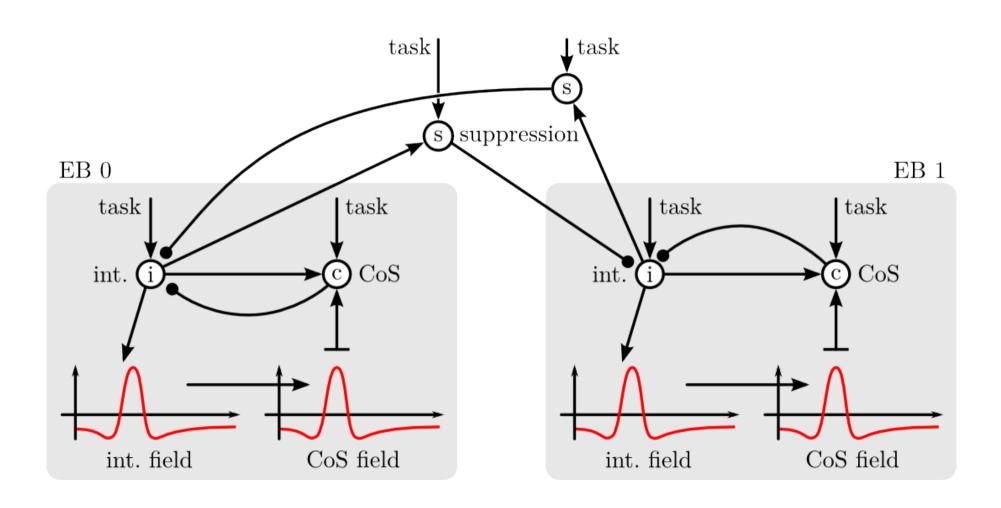
Elementary BEHAVIOR

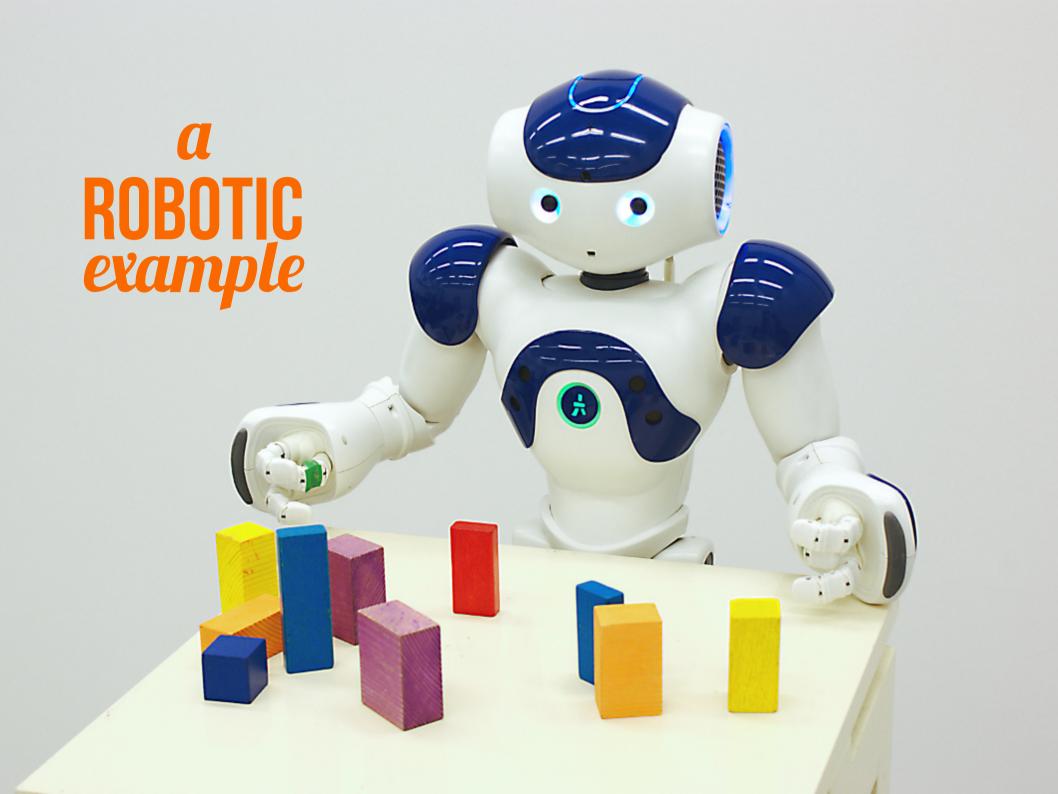


PRECONDITION constraint

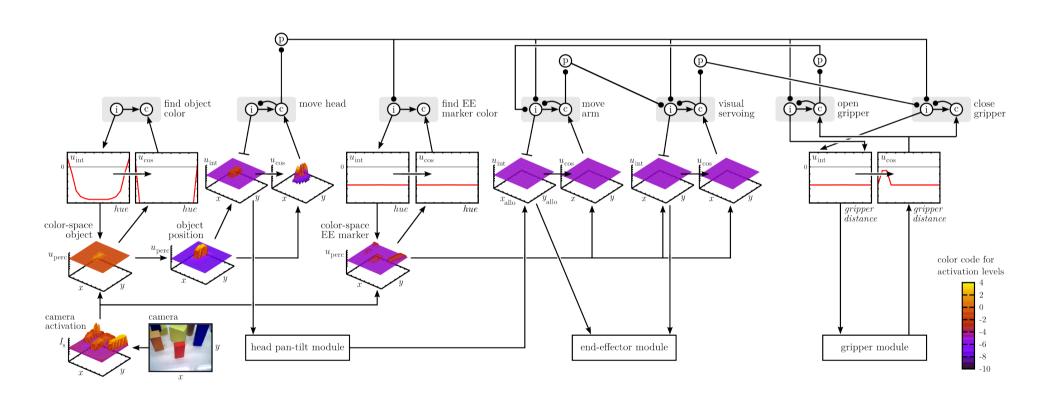


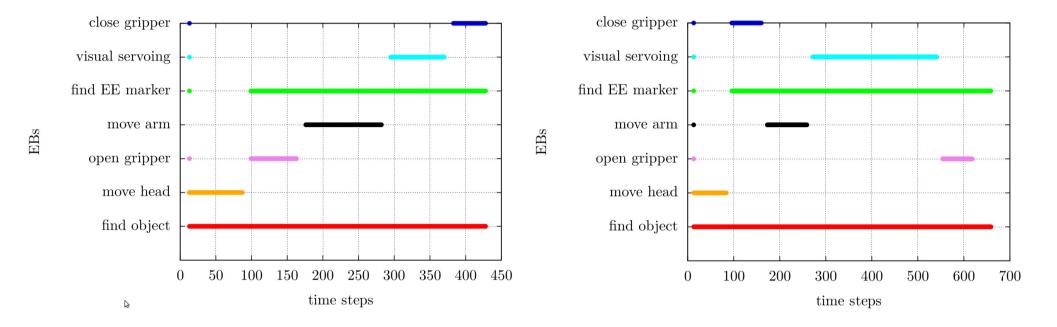
COMPETITION constraint





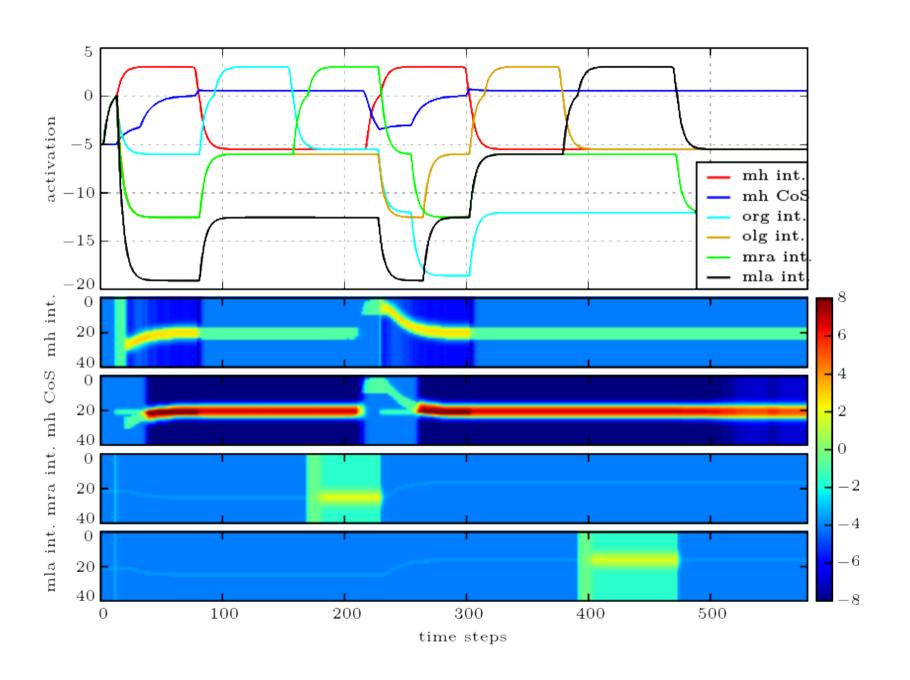
(almost) the whole ARCHITECTURE





GRASPING and POINTING

ACTIVATION over time



Serial order EQUATIONS

$$d_{j}^{m} \xrightarrow{} 0$$

$$d_{j} \xrightarrow{} 0$$

$$1. \quad 2. \quad 3. \quad 4.$$

$$\tau \dot{d}_{i}(t) = -d_{i}(t) + h_{d} + c_{0}f(d_{i}(t)) -c_{1} \sum_{i'\neq i} f(d_{i'}(t)) + c_{2}f(d_{i-1}^{m}(t)) -c_{3}f(d_{i}^{m}(t)) - I_{C}(t)$$

$$\tau \dot{d}_{i}^{m}(t) = -d_{i}^{m}(t) + h_{m} + c_{4}f\left(d_{i}^{m}(t)\right) - c_{5} \sum_{i' \neq i} f\left(d_{i'}(t)\right) + c_{6}f\left(d_{i}(t)\right)$$

CREDITS



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