



### **The Shanghai Lectures 2022**

Natural and Artificial Intelligence in Embodied Physical Agents

December 15<sup>th</sup>, 2022

From Zagreb, Croatia

# Today's program (CET)

- 08:30 sites begin connecting
- 08:55 all sites are ready
- 09:00 (Fabio) Welcome
- 09:05 Grab Bag, Summary and topics to discuss: Video is killing the radio stars.
- 10:00 Break
- 10:10 Our traditional US Night lecture by Josh Bongard, University of Vermont, Burlington (VT), USA: <u>Evolutionary Robotics, Xenobots and beyond</u>
- 11:00 Wrap-up

# **US Night Lecture**

10:10 Josh Bongard

**University of Vermont,** 

**Burlington (VT), USA** 



«Evolutionary Robotics, Xenobots and beyond»

Stay tuned!

### Lecture 7

Grab Bag, Summary and topics to discuss: Video is killing the radio stars

#### Fabio Bonsignorio Professor, ERA CHAIR in AI for Robotics



University of Zagreb Faculty of Electrical Engineering and Computing Laboratory for Autonomous Systems and Mobile Robotics







This project has received funding from the European Union's Horizon 2020 research and innovation programme under the Grant Agreement No. 952275



#### www.heronrobots.com



#### World population projected to reach 9.7 billion by 2050

29 July 2015, New York

The current world population of 7.3 billion is expected to reach 8.5 billion by 2030, 9.7 billion in 2050 and 11.2 billion in 2100, according to a new UN DESA report, "World Population Prospects: The 2015 Revision", launched today.

"Understanding the demographic changes that are likely to unfold over the coming years, as well as the challenges and opportunities that they present for achieving sustainable development, is key to the design and implementation of the new development agenda," said Wu Hongbo, UN Under-Secretary-General for Economic and Social Affairs.

Most of the projected increase in the world's population can be attributed to a short list of high-fertility countries mainly in Africa, or countries with already large populations. During 2015-2050, half of the world's population growth is expected to be concentrated in nine countries: India, Nigeria, Pakistan, Democratic Republic of the Congo, Ethiopia, United Republic of Tanzania, United States of America (USA), Indonesia and Uganda, listed according to the size of their contribution to the total growth.



DOPO IL COBICE DA VINCLE ANGELI E DEMONI

建筑 雪田 推开 建进度装 雪田 相等 化油和

DAL 13 OTTOBRE AL CINEMA

LASCIATE OGNI SPERANZA VOI CHE ENTRATE

THE REAL PROPERTY AND ADDRESS OF





MAGAZINE | JANUARY 2016

#### See for Yourself: How Arctic Ice Is Disappearing

5

Since satellites began regular declined sharply in extent and thic is thin stuff that doesn't survive t entire Arctic ecosystem, from pla think that, by altering the jet stre around the t

Graphics and maps by **Lauren Ja Esteban**,



	UK	world	sport	footba	և օյ	pinion	cultur	e bus	iness	lifestyle	fashion	env	vironment	tech
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<b>Syc</b> Disj	<b>iney</b> patch		Au te fre	ustr mp om	alia era the	a's i itur e de	new es h eadh	y no: nit 4 y he	rm 7C eat	al a peop	is city ole sh	y ielt	er	

In Sydney's baking suburbs, fans have sold out - and fears about the effects of climate change are mounting







### Trajectories of the Earth System in the Anthropocene

Will Steffen, Johan Rockström, Katherine Richardson, Timothy M. Lenton, Carl Folke, Diana Liverman, Colin P. Summerhayes, Anthony D. Barnosky, Sarah E. Cornell, Michel Crucifix, Jonathan F. Donges, Ingo Fetzer, Steven J. Lade, Marten Scheffer, Ricarda Winkelmann, and Hans Joachim Schellnhuber

PNAS August 14, 2018 115 (33) 8252-8259; published ahead of print August 6, 2018 https://doi.org/10.1073 /pnas.1810141115

Edited by William C. Clark, Harvard University, Cambridge, MA, and approved July 6, 2018 (received for review June 19, 2018)



# **Older and newer attempts**

Juanelo Torriano alias Gianello della Torre, (XVI century) a craftsman from Cremona, built for Emperor Charles V a mechanical young lady who was able to walk and play music by picking the strings

of a real lute.







#### Hiroshi Ishiguro, early XXI century

Director of the Intelligent Robotics Laboratory, part of the Department of Adaptive Machine Systems at Osaka University, Japan

### Not everything worked as expected!



The second wave: the current approach shows some limitations

On the other hand the debriefing of DARPA DRC shows clearly that humanoid robots are still far from the required level of capabilities in fact many metrics, such as time-to-completion, are highly application or task specific.



According to H.Yanco a minimum of 9 people were needed to teleoperate latest DRC's robots!!!

# The "frame problem" (1)

From: Dennett\*, D.C. 1987. "Cognitive Wheels: The Frame Problem in Al", in Pylyshyn, Z.W., ed., The Robot's Dilemma: The Frame Problem in Artificial Intelligence. Norwood, NJ: Ablex, pp. 41–64.

### R1: (naive <sup>©</sup>) robot

INSIDE(R1,ROOM) ON(BATTERY,WAGON) PULLOUT(WAGON, ROOM)

\*Daniel Dennett, American philosopher (philosophy of mind)



Illustration: (adapted from) Isabelle Follath

## Not as expected



# The "frame problem" (2)

From: Dennett\*, D.C. 1987. "Cognitive Wheels: The Frame Problem in AI", in Pylyshyn, Z.W., ed., The Robot's Dilemma: The Frame Problem in Artificial Intelligence. Norwood, NJ: Ablex, pp. 41–64.

#### R1D1: Robot Deducer (it deduces the implications of its own acts) NSIDE(R1D1,ROOM) ON(BATTERY,WAGON) COLOUR(PULLOUT(WAGON, ROOM)) =UNCHANGED ... WHEELS(REVOLUTIONS, PULLOUT(.))=...

\*Daniel Dennett, American philosopher (philosophy of mind)

Illustration: (adapted from) Isabelle Follath

## In the meantime...



# The "frame problem" (3)

From: Dennett\*, D.C. 1987. "Cognitive Wheels: The Frame Problem in AI", in Pylyshyn, Z.W., ed., The Robot's Dilemma: The Frame Problem in Artificial Intelligence. Norwood, NJ: Ablex, pp. 41–64.

### R2D1(aka 'Hamlet'

Robot Relevant •Deducer (it discards not relevar implications of its own acts)



INSIDE(R2D1,ROOM) ON(BATTERY,WAGON) COLOUR(PULLOUT(WAGON, ROOM)) =NotRelevant

WHEELS(REVOEUTIONS, PULLOUT(.))= NotRelevant ... O Not Relevant ... Not Relevant... Not Relevant...

Illustration: (adapted from) Isabelle Follath

# You know the story...



# Summary of Dennett's points

- obvious to humans, not obvious to (GOFAI) robots (robot only has symbolic model/representation of world)
- vast number of potential side effects, mostly irrelevant



distinction between relevant and irrelevant inferences must test all, *what about 'transformers'?* 

### Pursuing new frontiers: The robotics bottleneck



- Today, more functionality means:
- more complexity, energy, computation, cost
- less controllability, efficiency, robustness, safety



## The Robotics waves





### The marvellous progress of Robotics and Al...'Look Ma, No Hands' syndrome?





iSprawl

OCTOPUS

Universal gripper **Tuft Softworm** 

Soft gripper Inflatable robotic arm **Rehabilitation** glove X-RHex Soft robotic fish PoseiDrone Origami robot Octobot

Mostly stiff

Few selectively compliant elements

**Entirely soft** 

# **R-article Life Cycle**



It is possible to publish a short article About the results replication of an R-article. article. Such articles will be peer reviewed like any other RAM article and will undergo a data and code consistency check.

Similarly, the authors of the original R-article will be able to submit, again, in the form of a short peerreviewed article, a reply to the authors of the rarticle, again, with a data and code consistency check.

# **R-article Life Cycle**

Check:

http://ieeexplore.ieee.org/stamp/stamp.jsp?arnumbe r=8036322

and

RAM authors guidelines here (section 9.): http://www.ieee-

ras.org/publications/ram/information-for-authors <u>**R(eproducibile)-articles can already be</u></u> <u><b>submitted!!!**</u></u>



## **Introduction R-Articles**

#### A New Kind of Article for Reproducible Research in Intelligent Robotics

By Fabio Bonsignorio

he reproducibility of experimental results is a key characteristic of the scientific method. Despite that, in robotics and artificial intelligence (AI) maybe for good reason—replicating experiments in many cases has, so far, been limited or outright lacking. This fact hampers both research progress and results exploitation [2], [10] and becomes even more relevant when new editorial initiatives, such as [14], increasingly regard (intelligent) robotics as a science.

FROM THE FIELD

Reporting practices and formats are a key issue if we want to have reproduc-

Digital Object Identifier 10.1109/MRA.2017.2722918 Date of publication: 13 September 2017 ible robotics and AI papers. After years of discussions in a long series of workshops [9] (Figure 1), the time is ripe for addressing this issue, and we are doing it! The first-ever special issue of a highlevel, reputable robotics publication claiming the reproducibility of the published results was in this magazine in September 2015 [9] (Figure 2).

Reproducibility is now a priority for the IEEE, as shown by the fact that the organization recently decided to integrate the CodeOcean platform [15] in the websites of several magazines and journals. And we are going to do the same.

In the meantime, we are in the middle of what has been dubbed a *reproducibility crisis* hitting well-established scientific fields ranging from medicine to psychol-

ogy [3]-[5], [13]. For example, a recent study [11] discovered that only about a third of psychology papers are reproducible. The situation is better in cancer research [12] but is still not optimal. However, the situation in robotics and AI is different. While, in other disciplines, a shared methodology for performing experiments has been in place for a long time and the problems might come from organizational, societal, and sometimes ethical causes, in robotics, the problems are of a methodological and even epistemological nature [9, pp. 32-35]. In the September 2015 IEEE Robotics and Automation Magazine (RAM) special issue [9], we gave authors a large degree of latitude in terms of how to define reproducibility and good reporting

http://ieeexplore.ieee.org/stamp/stamp.jsp?arnumber=8036322

### **Reproducible Research now an IEEE priority**

CODE OCEANO

×

PHYSICS

COMPUTER

FROM THE EDITOR'S DESK

#### **Research Reproducibility and Performance Evaluation for Dependable Robots**

By Eugenio Guglielmelli



BIOLOGY

SOCIAL SCIENCES

 This issue of IEEE Robotics &
 issue, the IEEE Robotics and Automation Magazine (RAM)

 Automation Magazine (RAM)
 Automation Society demonstrates that we are well aware measurability of rabotics re 



ability was introduced for computer systems in 1992 by the late Dr. Jean Claude



CHEMISTRY

ENGINEERING



MATHEMATICS

ΠΠΠ

ECONOMIC

SIGN UP

### R(eproducible)-Articles on IEEE R&A Magazine

## Is It Alive?

### **Big Questions lie in front of us!**





## Two views of intelligence

classical: cognition as computation



### embed A DIGM CLASHE cognition emergent from sensorymotor and interaction processes

### Soft Robotics: a working definition

### Variable impedance actuators and stiffness control

- \* Actuators with variable impedance
- \* Compliance/impedance control
- Highly flexible (hyper-redundant or continuum) robots





IEEE Robotics and Automation Magazine, Special Issue on Soft Robotics, 2008 A. Albu-Schaffer et al. (Ed.s)

#### Use of soft materials in robotics

- \* Robots made of soft materials that undergo high deformations in interaction
- \* Soft actuators and soft components
- \* Control partially embedded in the robot morphology and mechanical properties



Kim S., Laschi C., and Trimmer B. (2013) Soft robotics: a bioinspired evolution in robotics, *Trends in Biotechnology*, April 2013.

Laschi C. and Cianchetti M. (2014) "Soft Robotics: new perspectives for robot bodyware and control" Frontiers in Bioengineering and Biotechnology, 2(3)

# Challenges

The observation of natural intelligent systems and the practice of robotics research and engineering lead us to think that 'intelligence' (and 'meaning' if not 'consciousness') are <u>'emerging' characteristics</u> springing from the evolution of <u>loosely coupled networks</u> of intelligent <u>'embodied'</u> and <u>'situated'</u> agents.

# Challenges

1. How the dynamics of an (embodied) agent is related to its information/computing capabilities (morphological computation)?

2. How information/computing capabilities behave in a multi body agent system?

3. How 'intelligence' and 'meaning' emerge from networks of embodied agent?

### How to quantify?

Editorial | Published: 11 June 2019

#### Robotics and the art of science

Nature Machine Intelligence 1, 259 (2019) Download Citation 🚽

#### Bringing reproducibility to robotics.

It is an exciting time to work in robotics. There are plenty of interesting challenges in designing machines that intelligently interact with both humans and their environment, and a range of techniques and insights from engineering, computer science, physics, biomechanics, psychology and other fields are available to help solve them. The International Conference on Robotics and Automation It is an exciting porganized by the IEEE, is a lively affair: over 4,000 pain

It is an exciting prospect that robotics can start growing as a scientific discipline, with clearly defined methods of evaluation and measurements in place.

#### References

1. Leitner, J. Nat. Mach. Intell. 1, 162 (2019).

Article Google Scholar

- Bonsignorio, F. & Del Pobil, A. P. IEEE Robot. Autom. Mag. 22, 32– 35 (September, 2015).
- Bonsignorio, F. A. IEEE Robot. Autom. Mag. 24, 178–182 (September, 2017).

#### Cognitive Systems Monographs 36

Fabio Bonsignorio Elena Messina Angel P. del Pobil John Hallam *Editors* 

#### Metrics of Sensory Motor Coordination and Integration in Robots and Animals

How to Measure the Success of Bioinspired Solutions with Respect to their Natural Models, and Against More 'Artificial' Solutions?

# **Complete agents**



## **Properties of embodied agents**

- subject to the laws of physics
- generation of sensory stimulation through interaction with real world
- affect environment through behavior
- complex dynamical systems
- perform morphological computation

### Parallel, loosely coupled processes

'Intelligent' behavior:

- emergent from system-environment interaction
- based on large number of parallel, loosely coupled processes
- asynchronous
- coupled through agent's sensory-motor system and environment

# The subsumption architecture: the "behavior-based" approach



"behavior-based", subsumption



explore collect object avoid obstacle move foreward

actuators

# Scaling issues: the "Brooks-Kirsh" debate

•insect level —> human level?

•David Kirsh (1991): "Today the earwig, tomorrow man?"

•Rodney Brooks (1997): "From earwigs to humans."

### lida's "Puppy's" simple control

- rapid locomotion in biological systems
- emergence of behavior





Design and construction: Fumiya lida, then Al Lab, UZH and ETH-Z

### Implications of embodiment Self-stabilization



Cruse's Ant, lida's 'Puppy',

• • •

# Pfeifer et al., Science, 16 Nov. 2007

# Information self-structuring

•Experiments:

•Lungarella and Sporns, 2006 Mapping information flow in sensorimotor networks PLoS Computational Biology





The 'research space' we should – imo - explore (and that I have actually been exploring and I'm continuing to explore....)



Wave 2/3 Applications

The 'research space' we should – imo - explore (and that I have actually been exploring and I'm continuing to explore....)



#### from Joshua Bongard, University of Vermont

# The link between Morphological Computation and Soft Robotics







#### **R-Article**

Planning

and

### **A Simple Visual-Servoing** Task on a Low-Accuracy, Low-Cost Arm





50 Years of Artificial Intelligence pp 112-123 | Cite as

Preliminary Considerations for a Quantitative Theory of Networked Embodied Intelligence

Authors	Authors and	Authors and affiliations					
Fabio P. Bo							
Chapter	4 3.6k Citations Downloads						



embodiment. ecture Notes in Computer Science book series (LNCS, volume - 1000)

# cognition emergent from sensory-motor and interaction processes

This paper exposes and discusses the concept of 'networked embodied cognition', based on

natural embodied neural networks, with some considerations on the nature of natural collectiv

intelligence and cognition and with reference to natural biological examples, evolution theory

method of cognitive adaptation to the environment most widely used by living systems and

ogv



Bonsignorio, F., Preliminary considerations for a quantitative theory of networked embodied intelligence, 50 years of artificial intelligence 4850, 112-123, 2007

cs. t s

## HumaBeliefs







This project has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement No 779963

## HumaBiMan







This project has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement No 779963

How to build a 'new paradigm' robot like the Cornell Ranger able to wave the hands like NAO? (and manipulate objects...)

a) Cornell ranger

b) Nao walking down a ramp

c) <u>Andy Ruina's 'passive walker'</u> walking down a ramp An Imitation Learning Approach for the Control of a Low-Cost Low-Accuracy Robotic Arm for Unstructured Environments

Fabio Bonsignorio<sup>1</sup>, Cristiano Cervellera<sup>2†</sup>, Danilo Macciò<sup>2†</sup> and Enrica Zereik<sup>2\*†</sup>

 Heron Robots, Via Malta 3/7, Genoa, 16121, Italy.
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\*Corresponding author(s). E-mail(s): enrica.zereik@cnr.it; †These authors contributed equally to this work.

#### Abstract

We have developed an imitation learning approach for the image-based control of a low-cost low-accuracy robot arm. The image-based control of manipulation arms is still an unsolved problem, at least under challenging conditions such as those here addressed. Many attempts



(a) DeepMind Reacher (b) H<sub>2</sub>Arm visual-servoing Fig. 9: Comparison among the proposed H2Arm visual-servoing task and the "Reacher" task of the DeepMind Control Suite. The main characteristics of each task are: a) DeepMind Reacher – a 2-link planar structure that has to reach a target, executed only in simulation, with known proprioceptive measures, known target location, simulated scenario with known noise structure, many training data needed, AI directly on image pixels. Tasks are strongly observable, position and velocity observations depend only on the current state. Sensor readings only depend on the previous transition, see [21]. Courtesy of DeepMind. b) H2Arm - 4-link 3D manipulator, experimented in real world, without proprioceptive information (the only sensor on-board is the wrist-mounted camera), additional noise injected in some of the experiments, very few needed training data (97 BSP trajectories logged in previous tests where the arm was controlled by the BSP algorithm only, without any neural controller), images are pre-processed by a vision algorithm and AI works on measures estimated by vision.





Fig. 15: After the object was picked up positioned in a suitable configuration to perf two grippers facing each other, and the fore:



Fig. 18: View of the result of the first pick and place task using eggs. Confront between the broken egg resulted from the manipulation of the Festo grippers (a,b) and the same egg manipulated with silicon thimbles (c,d).

Dario P., Morachioli A., Strazzulla I., Laschi C., Bonsignorio F., "Disassembly Robotic Tasks for Circular Economy"(poster), IEEE Life Sciences Grand Challenges Conference, Abu Dhabi, UAE, 2016



### HumaBiMan

...outcome from g2Net-wg2 cooperation between Heron Robots and Astrocent (T. Bulik and team)



Infrasound microphone





minimum changes'



## ...outcome from wg2 cooperation between Heron Robots and Astrocent (T. Bulik and team)



IEEE ROBOTICS AND AUTOMATION MAGAZINE, VOL.29, NO.2, JUNE 2022

### The Blockchain in Intelligent Robotics and Automation Applications

Fabio Bonsignorio, Senior Member, IEEE, Aleksandr Kapitonov, Member, IEEE, Ivan Berman, Member, IEEE, Önder Gürcan, Member, IEEE, Sergey Lonshakov, Member, IEEE, and Eduardo Castello-Ferrer, Member, IEEE

act.—The ongoing massive adoption of robots. AI appli- ecosystem are posing tremendous challenges someone say



Abstract. This article describes different methods of organizing robotic services for smart cities using secure encrypted decentralized technologies and market mechanisms—as opposed to models based on centralized solutions based (or not) on using cloud services and stripping citizens of the control of their own data. The basis of the proposed methods is the Ethereum decentralized computer with the mechanism of smart contracts. In this work, special attention is paid to the integration of technical and economic information into one network of transactions, which allows creating a unified way of interaction between robots *the robot economy*. Three possible scenarios of robotic services for smart cites based on the economy of robots are presented: unmanned aerial vehicles (UAVs), environmental monitoring, and smart factories. In order to demonstrate the feasibility of the proposed scenarios, three experiments are presented and discussed. Our work shows that the Ethereum network can provide, through smart contracts and their ability to activate programs to interact with the physical world, an effective and practical way to manage robot services for smart cities.

#### 1. Introduction

In recent years, the demand for robotic devices for business and for personal use has significantly increased. According to various forecasts, the number of devices in the world market of Internet of Things (IoT) will be 30 billion units by 2020,<sup>1</sup> and by 2025 the number of connected IoT

human comthe vast and nange: the 6th gh rate, more logical events. at some areas uman beings. ople are more ructures of all population. A periled global of us we need ecades, all the wer grids, the : leave. There se the upfront expected giant in 'dollars' or mply have not ad, and so we ving standards :tion of human ilization. If we etter hundreds this standpoint a menace for

#### Secure distributed access to smart and robotics underwater resources

Fabio Bonsignorio, Enrica Zereik, Massimo Caccia



### Models of 'Morphological Computation' and 'Self-In [59], the network of agents, where each word is initially represented by a subset organization'

of three or more nodes with all (possible) links present, evolves towards an equilibrium state represented by fully connected graph, with only single links.

The statistical distribution, necessary to determine the information managing capability of the network of physical agents and to link to equation (2) can be obtained from equations derived in the statistical physics of network domain.

From (2) it is possible to derive the relations recalled here below (these relations are demonstrated in the appendix).

$$K(X) \stackrel{+}{\leq} \log \frac{W_{closed}}{W_{open}^{max}} \tag{I}$$

As told, relation (I) links the complexity ('the length') of the control program of a physical intelligent agent to the state available in closed loop and the non controlled condition. This shows the benefits of designing system structures whose 'basin of attractions' are close to the desired behaviors in the phase space.

$$\Delta HN + \sum_{i}^{n} \Delta H_{i} - \Delta I \leq I(X;C)$$

Relations (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  $\Delta I$ .

Relations (III) 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.

$$K(X) = \Delta HN + \sum_{i}^{n} \Delta H_{i} - \Delta I$$

Relations (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.

$$\Delta H N = \log g \frac{\Omega_{closed}}{\Omega_{open}^{max}} + \Delta I$$

These relations are quite preliminary, and perhaps need a more rigorous demonstration, but give an insight on how information is managed within a network of physical elements or agents interacting with a given environment in a finalized way. They suggest how the cognitive adaptation is at network level: in any environment niche it is possible with small networks of highly sophisticated individual agents, like in human societies, or with many limited autonomy individuals like in ant colonies, with a great variety of possibilities in the middle.

#### ALLEGATO A

Reproducing Kernel Hilbert Spaces and Applications:

Signal Theory, Machine Learning, Robotics, and AI

Sorin Dragomir<sup>1</sup>





## Carry-home messages (and remarks) (1)

We will need to dramatically increase work productivity not only to cope with a shrinking workforce and growing number of people in old and very old age, but also to mobilize resources to help the ecologically sustainable development of the global economy and provide food and infrastructures to billions of more people.

- A steep progress in Robotics and AI seems a dramatic necessity in this context.
- The Advanced Mechatronic Technologies of the 'Second Wave' will have tremendous impact
- it seems unlikely that they can provide satisfactory 'companions' or life-like robustenss and adaptation
- An evidence-based answer to this question requires a boost in the ways research is performed and reported
- To enable the 'Third Wave' of Robotics a massive effort will be needed (also in terms of dramatically improved research methodologies as existing results are 'anedoctical')

## Carry-home messages (and remarks) (2)

- We will have to structure/digitalize living spaces to be able to exploit the existing and close future available technologies
- Given the cognitive/perception limits of current robots teleoperation, scalable autonomy and in general human-in-the-loop solutions will work better
- Non obvious human-in-the-loop solutions: prosthetics, body-augmentation, artificial organs, high-bandwidth BCI/BRI
- We should take care of the disciplinary interfaces with traslational genomics, connectomics, brain sciences, digital medicine, emerging rejuvenating technologies, to pursue successful holistic solutions for late age healthy and independent living
- We will still (sometimes remotely operating) need human caregivers: we should not leave elders andd impaired persons alone with deceptive robot 'companions' (it would/will make sense iff/when we will have conscious robots, that would open a huge number of different issues, though). Hopefully Industry 4.0, Robotics and AI ( and what will follow) will free <u>human resources!</u>

### the promise of robotics....



# **US Night Lecture**

10:10 Josh Bongard

**University of Vermont,** 

**Burlington (VT), USA** 



«Evolutionary Robotics, Xenobots and beyond»

Stay tuned!

### <u>Short Bio</u>

#### The ShanghAl Lectures 2013-



Prof. Fabio Bonsignorio is **ERA Chair in AI for Robotics** at FER, University of Zagreb, Croatia. He is **Founder and CEO of Heron Robots (advanced robotics solutions),** see www.heronrobots.com. He has been visiting professor at the **Biorobotic Institute of the Scuola Superiore Sant'Anna in Pisa from 2014 to 2019**. He has been a professor in the Department of System Enginering and Automation at the **University Carlos III of Madrid until 2014**. In 2009 he got the **Santander Chair of Excellence in Robotics** at the same university. He has been working for some 20 years in the high tech industry before joining the research community.

He is a pioneer and has introduced the topic of Reproducibility of results in Robotics and AI. He is a pioneer in the application of the blockchain to robotics and AI (smart cities, smart land, smart logistics, circular economy). He coordinates the Topic Group of euRobotics about Experiment Replication, Benchmarking, Challenges and Competitions. He is co-chair of the IEEE Robotics & Automation Society (RAS) Technical Committee, TC-PEBRAS (PErformance and Benchmarking of Robotics and Autonomous Systems).

He is a **Distinguished Lecturer** for **IEEE Robotics and Automation Society**, Senior Member of IEEE and member of the Order of the Engineers of Genoa, Italy.

He coordinates the task force robotics, in the G2net, an EU network studying the application of **Machine Learning and Deep Learning** (Apprendimento Profondo) to Gravitational wave research, la Geophysics and Robotics.

Has given invited seminars and talks in many places: MIT Media Lab, Max Planck Institute, Imperial College, Politecnico di Milano in Shenzhen, London, Madrid, Warsaw, San Petersburg, Seoul, Rio Grande do Sul....

# Thank you!

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University of Zagreb Faculty of Electrical Engineering and Computing Laboratory for Autonomous Systems and Mobile Robotics







This project has received funding from the European Union's Horizon 2020 research and innovation programme under the Grant Agreement No. 952275



#### www.heronrobots.com