

# ROBOT DREAM: WHY DO ROBOTS SLEEP?

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# CONSCIOUSNESS $\Rightarrow$ EMOTIONS

## Human:

- ▶ Cognition  $\Rightarrow$  Consciousness  
 $\Rightarrow$  Emotions

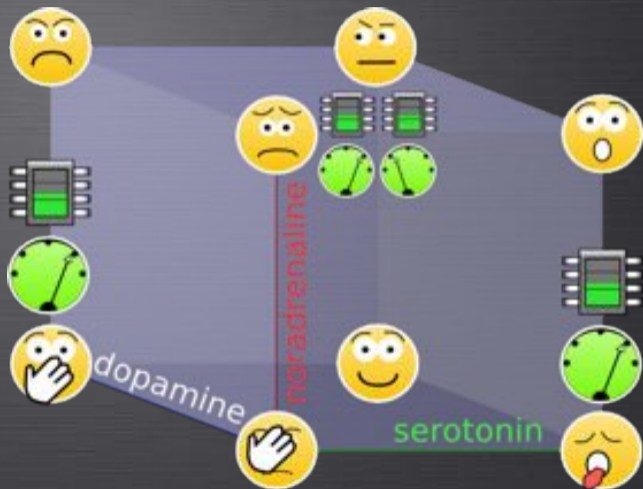
## Machine:

- ▶ Cognition  $\Rightarrow$  Consciousness  
 $\Rightarrow$  Emotions

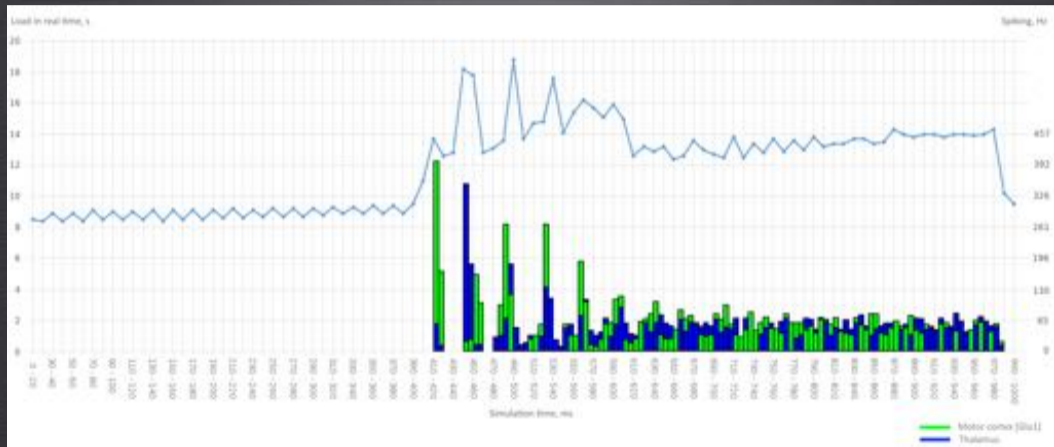


# ROBOT EMOTIONS

- ▶ Biologically plausible
- ▶ Updated cube of emotions by Hugo Lövhelm
- ▶ Implementation: Realistic Neural Network (rNN)



# MACHINE EMOTIONS



# ROBOT PERFORMANCE

- ▶ **AR-601**: Intel Core i7-4700EQ; 8 GB;
- ▶ **REEM-C**: Intel Core i7 2710QE x 2;
- ▶ **Nao**: Intel Atom @ 1.6 GHz;
- ▶ **iCub**: Intel Core2 Duo; 2 GB;



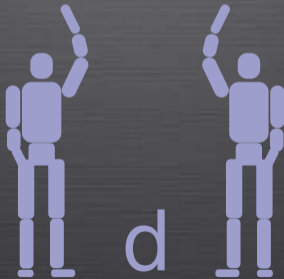
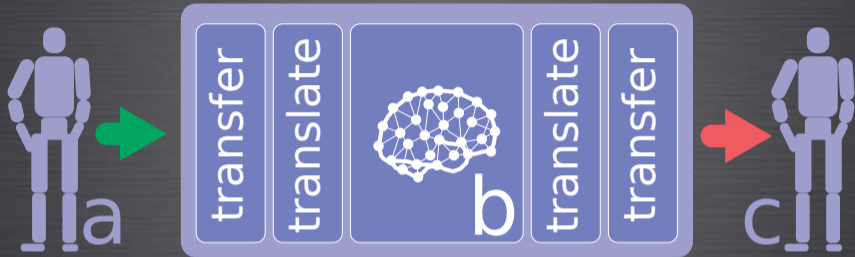
# PERFORMANCE

**RIKEN 2013:** 1% of human brain  
- 250 K-supercomputers (96  
computing nodes, 2.0 GHz 8-core  
SPARC64; 16 GB of memory),  
slower than human brain in 1000  
times.

**Human brain project:** a whole  
human brain – 10 exaflop.



# APPROACH



# DAY AND NIGHT PHASES

- A. A robotic system transfers the accumulated experience into the “Sleeping brain”.
- B. Processing:
  - 0.1 The accumulated experience is transferred from a robotic system to the “Sleeping brain”;
  - 0.2 Simulation starts producing a set of updated rules;
- C. The updated rules of the “Sleeping brain” are transferred to the robotic system and applied to it.
- D. The robotic system continues it’s job running updated with adjusted emotional reactions and accumulating new experience to be processed again starting from A.



# PROBLEMS AND FUTURE WORK

- ▶ Robot platform (we started from automatic vacuum cleaner)
- ▶ Forward translation: rules  $\rightarrow$  rNN: “Pain and Pleasure” problem
- ▶ Reverse translation: rNN  $\rightarrow$  rules: “Criteria” problem

# THANK YOU

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- ▶ Damasio, A. (1999). *The Feeling of What Happens.*
- ▶ Minsky, M. (2006). *The Emotion Machine: Commonsense Thinking, Artificial Intelligence, and the Future of the Human Mind*
- ▶ R.W. Picard (2001), "What Does it Mean for a Computer to "Have" Emotions?", Chapter in "Emotions in Humans and Artifacts"