

Learning to Talk in a Gesture-Rich World: Application in Cognitive Robotics

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Motivation

Early Language
Development-An
Overview

Problem Definition

iCub's
Gesture-Object
Dataset

The
Gesture-Object
Detection System

A Computational
Model For
Gesture-Word
Combinations

Takeaway Message

Early Language Development-An Overview



Pointing



Pointing

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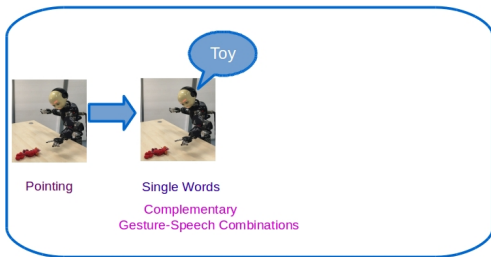
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Gestures that convey information **reinforcing** the information conveyed in the accompanying speech.

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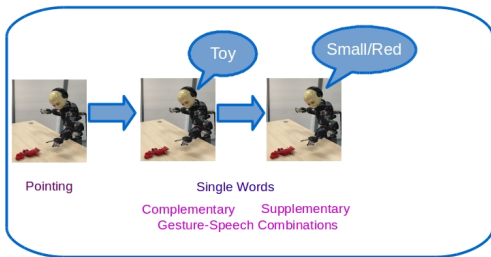
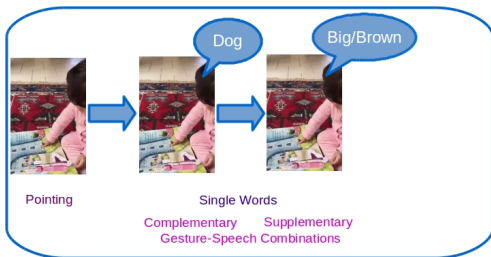
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The gesture creates a two-unit construction by **adding a new semantic element** to the meaning.

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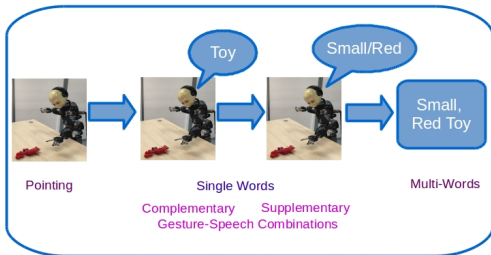
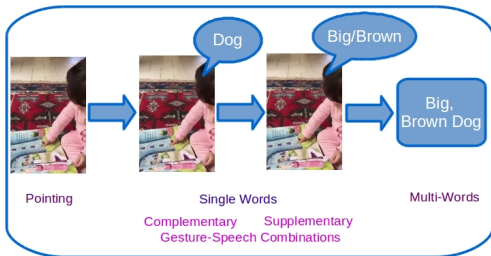
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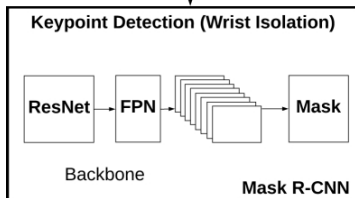
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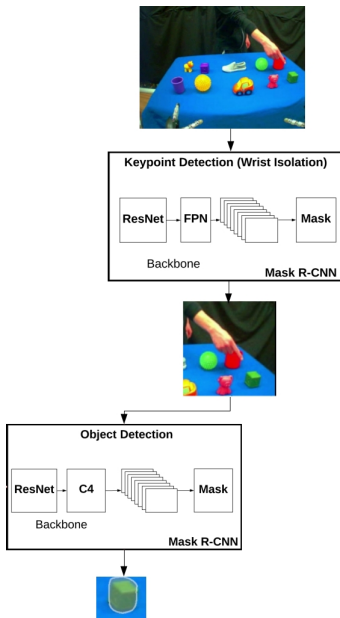
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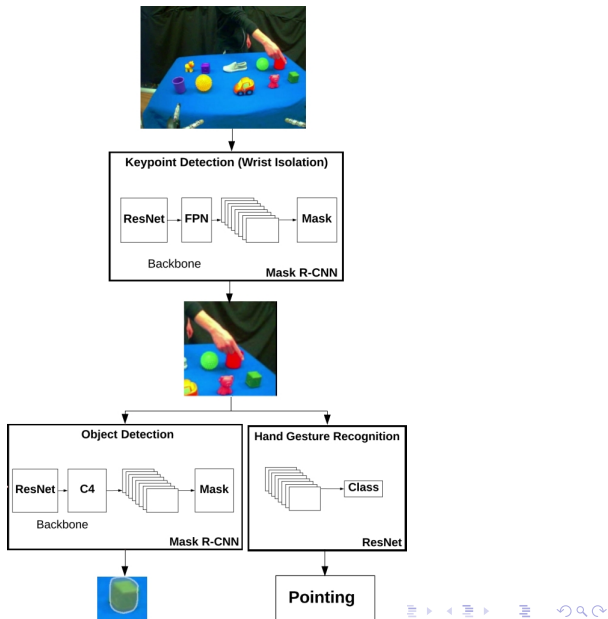
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Deployment of the Gesture-Object Detection System on the iCub

Aim: To illustrate the implementation of the gesture-object detection system on the iCub, focusing on having the iCub understand complementary gesture-word combinations.



- The deictic gesture helps to obtain the mask for the object of interest
- Even with previously unseen objects, the system generalises well

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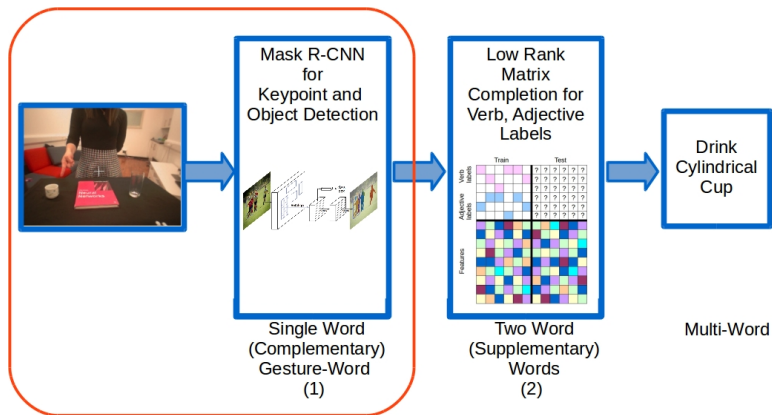
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(1) G. Pizzuto and A. Cangelosi, "Exploring Deep Models for Comprehension of Deictic Gesture-Word Combinations in Cognitive Robotics", IJCNN 2019.

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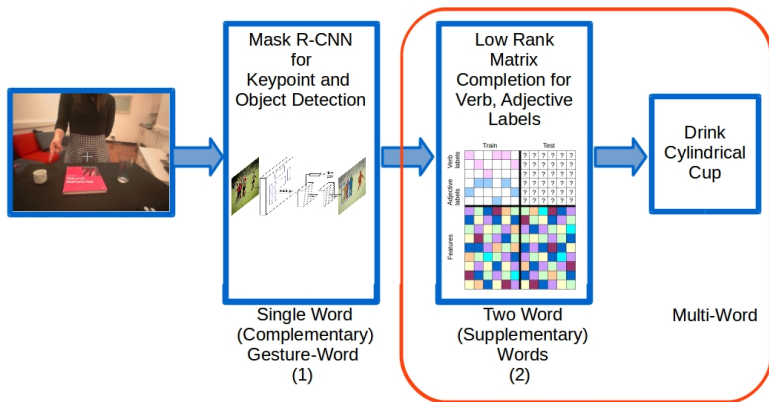
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(1) G. Pizzuto and A. Cangelosi, "Exploring Deep Models for Comprehension of Deictic Gesture-Word Combinations in Cognitive Robotics", IJCNN 2019.

(2) G. Pizzuto, T. Hospedales, O. Capirci and A. Cangelosi, "Modelling the Single Word to Multi-Word Transition Using Matrix Completion", under review.

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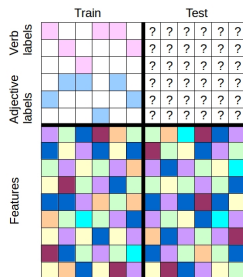
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Matrix Completion For Supplementary Word Generation

Idea: *Missing supplementary labels of objects can be inferred from those with similar features.*



minimize \mathbf{Y}_{tst}

$\text{rank}(\mathbf{Z})$

subject to
$$\mathbf{Z} = \begin{bmatrix} \mathbf{Y}_{tr} & \mathbf{Y}_{tst} \\ \mathbf{X}_{tr} & \mathbf{X}_{tst} \\ & \mathbf{1}^T \end{bmatrix} \quad (1)$$

Takeaway Message

- (1) **Infant developmental stages** as an inspiration for **computational and robotic models**.
- (2) **Machine learning** methods can be applied to **computational models of early language acquisition**.

The Team



Related Papers

- (1) G. Pizzuto and A. Cangelosi, "*Exploring Deep Models for Comprehension of Deictic Gesture-Word Combinations in Cognitive Robotics*", IJCNN 2019.
- (2) G. Pizzuto, T. Hospedales, O. Capirci and A. Cangelosi, "*Modelling the Single Word to Multi-Word Transition Using Matrix Completion*", ICDL-EPIROB 2019.

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