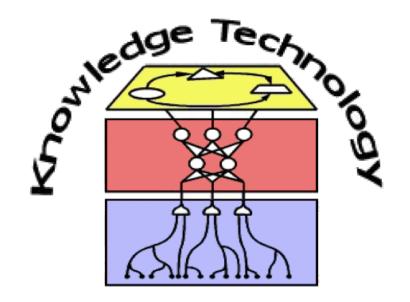


iCub: Learning Emotion Expressions using Human Reward

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### Motivation

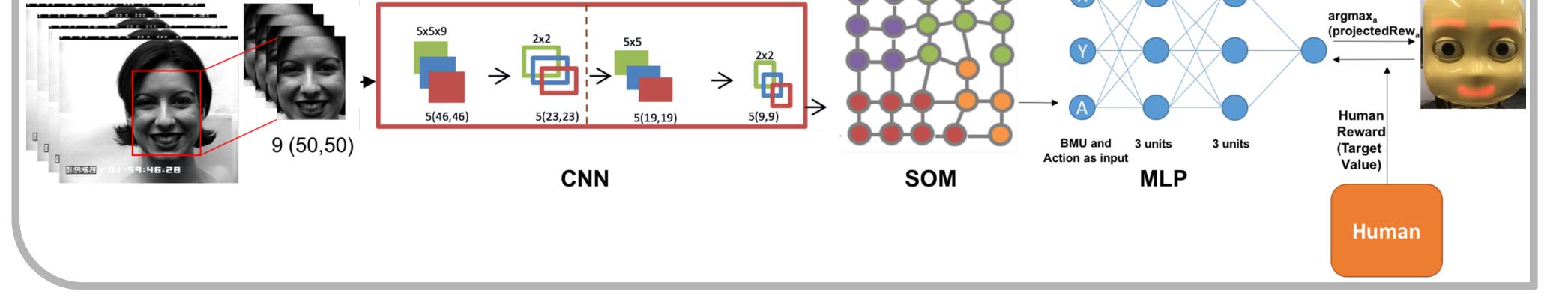
- For better decision making and a pleasant user experience, agents need to be **more sociable.**
- It is important for agents to not only recognise emotions but also to be able to **express emotions** in a way which is apprehensible for humans.
- The motivation behind this study is to explore the possibility of **training agents** to express

### Approach

- The iCub captures an image of the user's expression which is fed to a pre-trained CNN giving it a feature vector representation.
- Feature representations are fed to the SOM where clusters emerge pertaining to each emotion.
- User interactions are modelled by taking the **Best Matching Unit (BMU)** from SOM for training an MLP to predict the action which best mimics the user's expression.
- The **user rewards** the robot's action and the MLP is trained to select the correct expression by learning to predict this reward.

emotions.

 People express and perceive emotions differently and thus, the agents need to adapt to this variance.



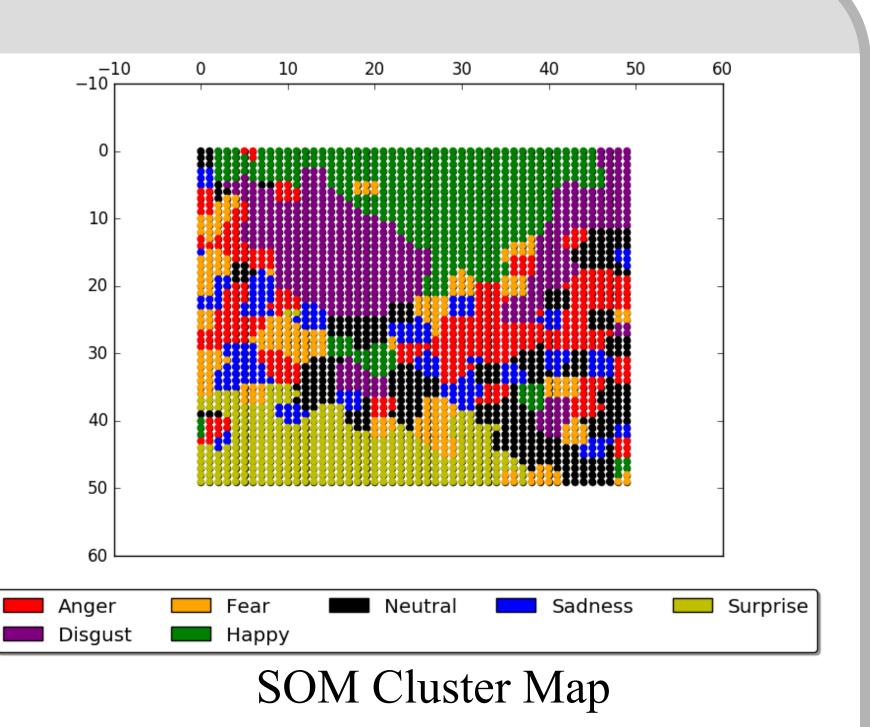
#### Scenario

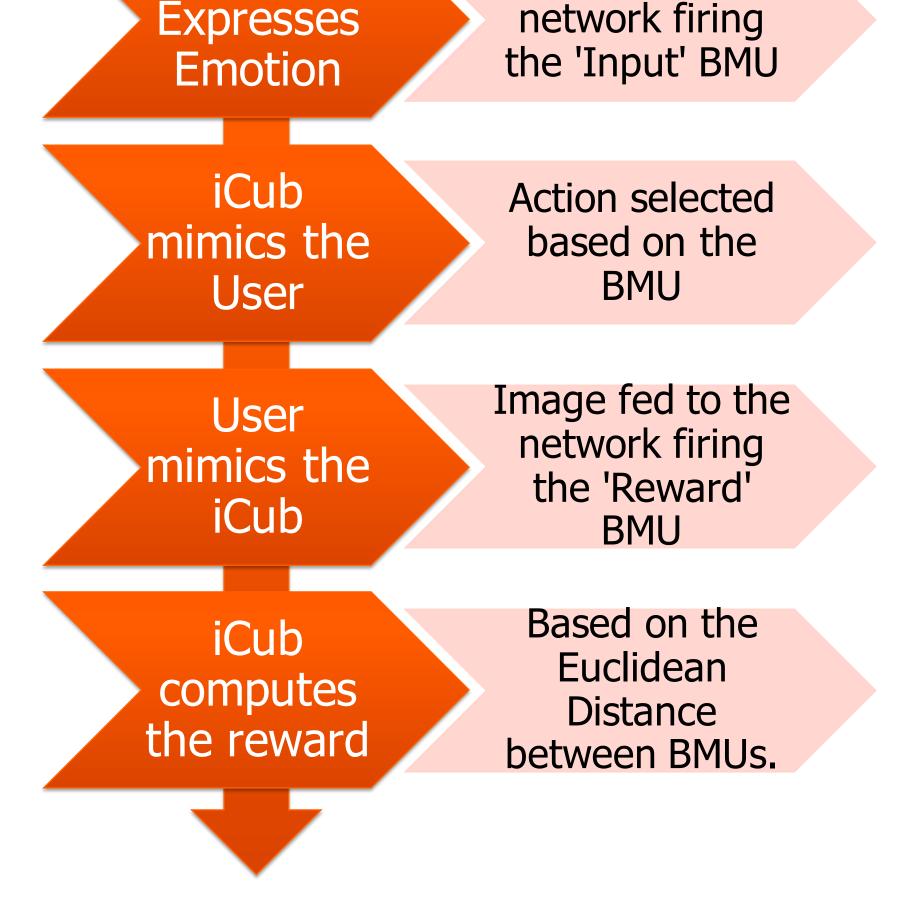
- The CNN is **pre-trained** using the Cohn-Kanade+ dataset.
- For each experiment, the SOM is trained and **customised** to the user's face and expressions.
- Each interaction between the agent and the user can be split into **four** steps:

User Image fed to the

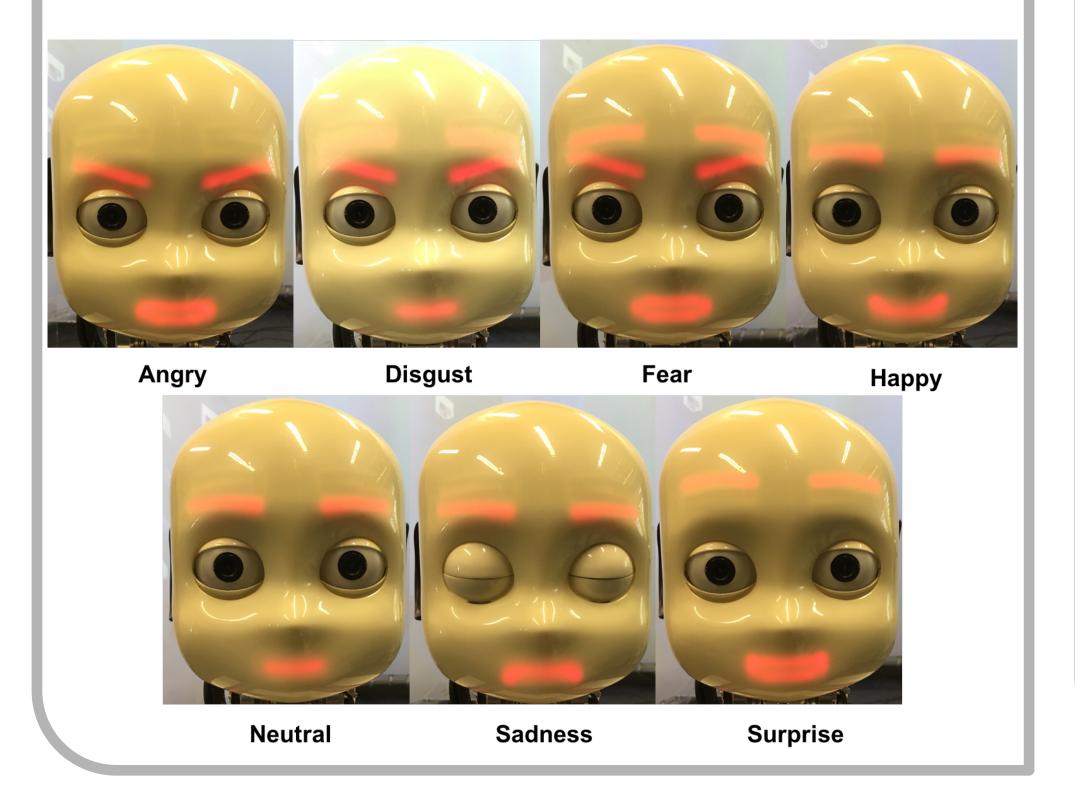
## **Preliminar Results**

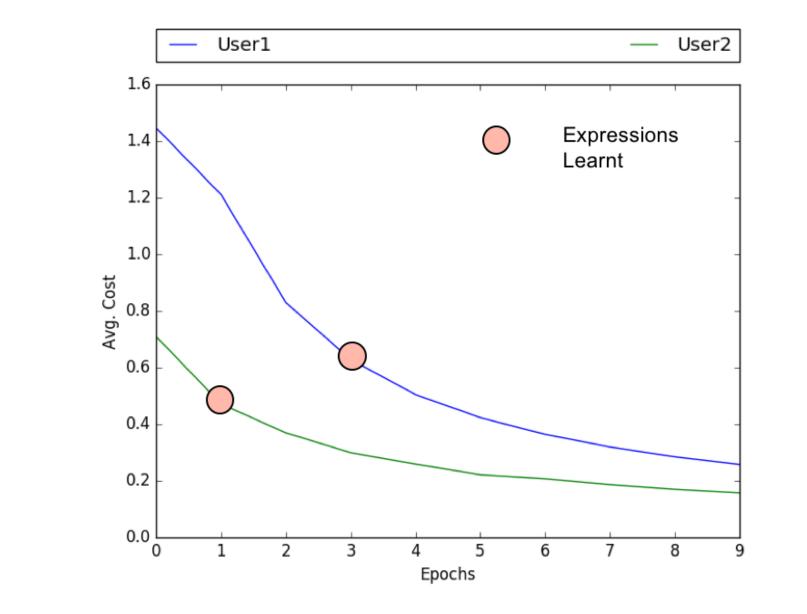
- **Clusters** emerge in the SOM corresponding to particular emotions.
- Each epoch corresponds to **100 interactions** for calculating the average cost.
- Experiments conducted with users with and without prior knowledge of the system.





The iCub expression representations used in the study can be seen in the figure below:

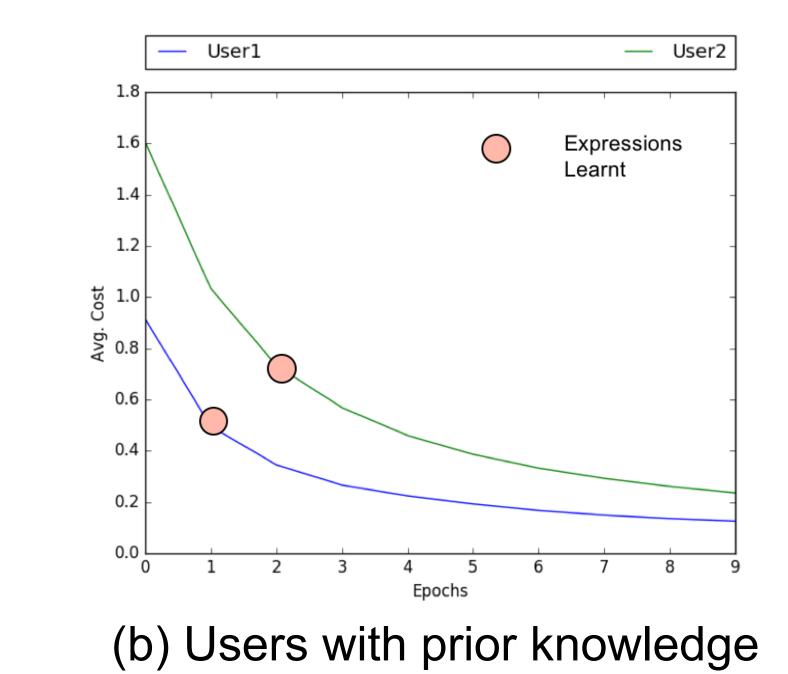




(a) Users with no prior knowledge

### Conclusion

- Agent associates an expression representation with the respective emotion thus 'learning' how to express emotions.
- The method still requires **more than 100** interactions per user to learn meaningful expressions.



## References

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• This number is **expected to decrease** with improvements in training methodologies and by collecting more data for training.

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