

# Information processing in soft robots

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University of Tokyo

2023/11/10 Friday, 16:20-17:50

立命館大学：特殊講義（ソフトロボット学）

zoom

# Contents

## 1. 11/3: Reservoir computing

Nonlinear dynamics as computational device

## 2. 11/10: Physical reservoir computing

Soft body dynamics as computational device

The report topic will be announced at the final lecture (11/10)!

# contents

1. Genesis of liquid state machine

2. Physical reservoir computing

# Two representative models in RC

## Echo state network

H. Jaeger, Tech. Rep. No. 148. Bremen: German National Research Center for Information Technology (2001).

H. Jaeger et al., Science, Vol.304. no.5667, pp.78–80 (2004).

## Herbert Jaeger

- Randomly coupled network
- Artificial neural network (Sigmoidal function)
- Engineering oriented



\* Similar architectures can be found at least in 1990.

Jaeger, H. (2021). In Reservoir Computing. Springer Nature.

## Liquid state machine

W. Maass et al., Neural Comput 14 (11): 2531–60, 2002.

W. Maass, & H. Markram, H. Journal of computer and system sciences, 69(4), 593-616, 2004.

## Wolfgang Maass

- Often assume space
- Pulse neuron
- Neuroscience oriented



Early 2000



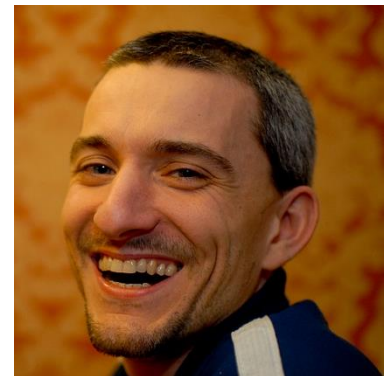
Conception in around 2005!



Let us unify the approach in the same umbrella!

## Reservoir computing

Benjamin Schrauwen,  
Joni Dambre  
(University of Gent)



**Genesis of liquid state machine :**  
wetware, liquid computer, liquid brain

# Brain as a “wetware”

If you pour water over your PC, the PC will stop working. This is because very late in the history of computing – which started about 500 million years ago<sup>1</sup> – the PC and other devices for information processing were developed that require a dry environment. But these new devices, consisting of *hardware* and *software*, have a disadvantage: they do not work as well as the older and more common computational devices that are called *nervous systems*, or brains, and which consist of *wetware*. These superior computational devices were made to function in a somewhat salty aqueous solution, apparently because many of the first creatures with a nervous system were coming from the sea. We still carry

<sup>1</sup> One could also argue that the history of computing started somewhat earlier, even before there existed any nervous systems: 3 to 4 billion years ago when nature discovered information processing via RNA.

W. Maass. “wetware.” In *TAKEOVER: Who is Doing the Art of Tomorrow (Ars Electronica 2001)*, pages 148-152. Springer, 2001.

# Implication of wetware

- Works in aquatic environment
- Wetware consumes much less energy than any hardware that is currently available.

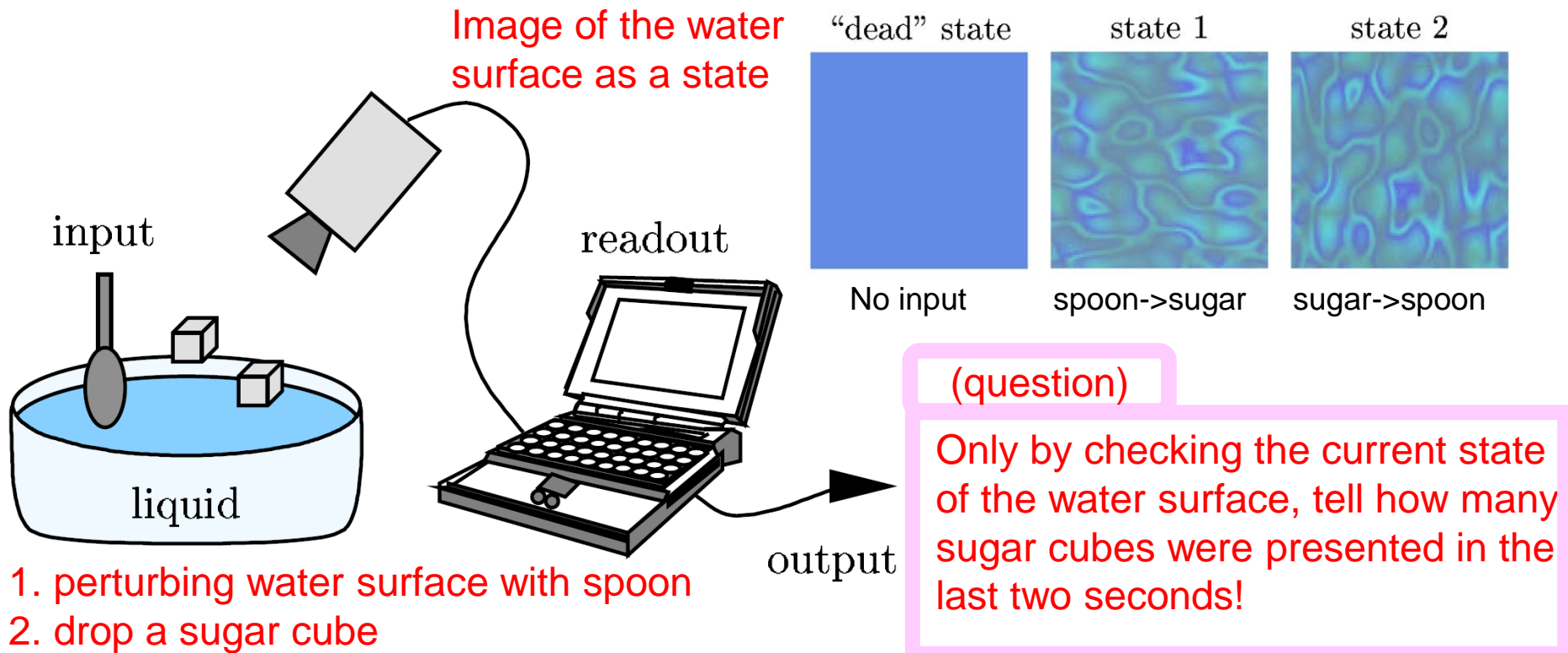
→ effect of embodiment

Once computation “ $f$ ” was implemented in the real-world through a physical substrate, a novel property/functionality is added.

→ more than  $f$

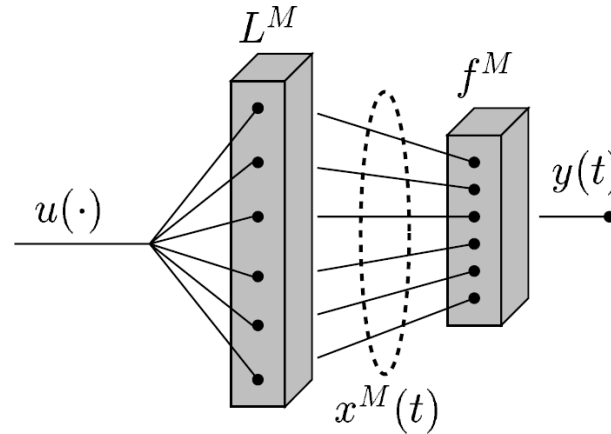
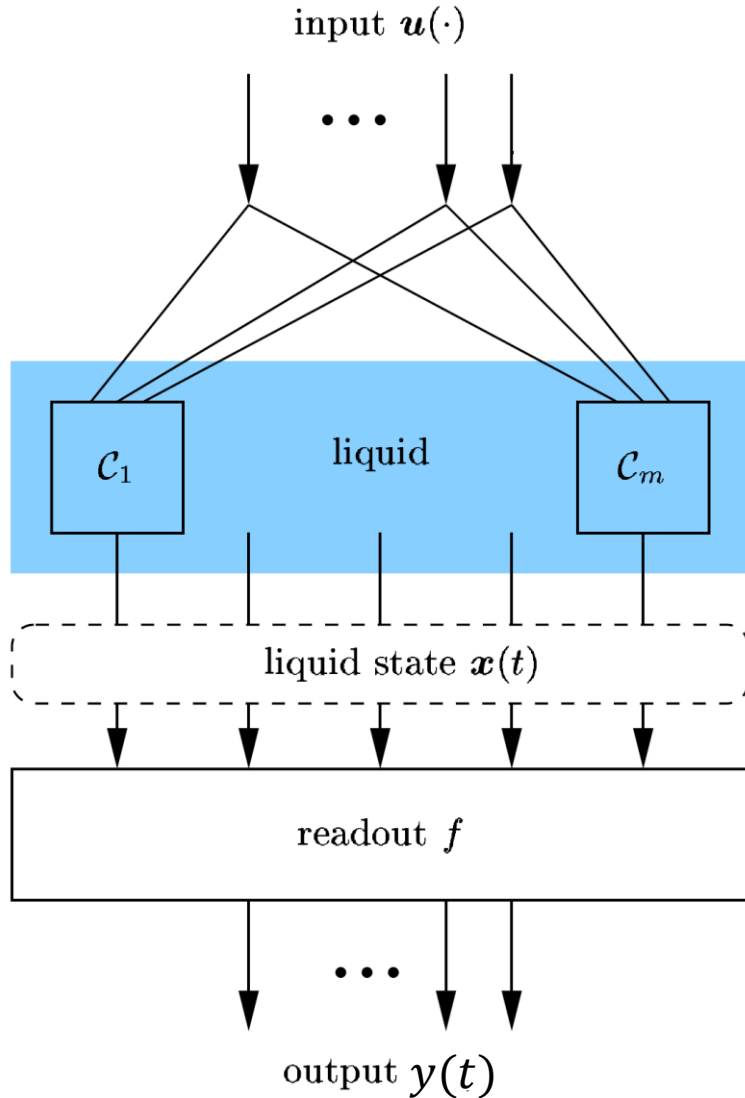
# Liquid computer (Natschlaeger-Maass-Markram)

- Brain is receiving sensory stream constantly. No stable states (except a "dead state").
- Like a water surface with constant external perturbations.
- Consider as a filter mapping input stream to output stream.





# Liquid state machine: formalizing liquid computer



Maass, W., Natschläger, T., & Markram, H. (2002), *Neural computation*, 14(11), 2531-2560.

Maass, W., Markram, H. *Journal of computer and system sciences*, 69(4), 593-616, 2004.

Boyd S, Chua L (1985) *IEEE Trans Circuits Syst* 32(11):1150–1161

$L^M$ : liquid filter

$x^M$ : liquid state

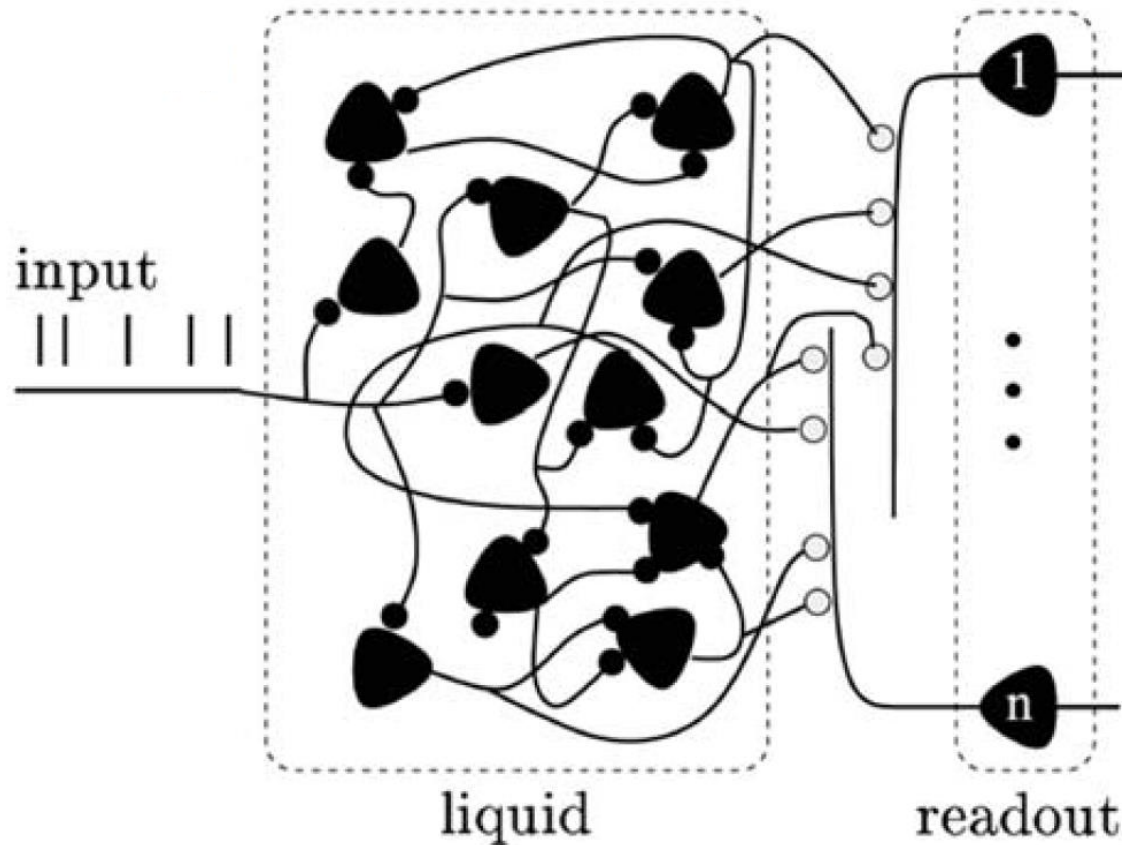
$f^M$ : readout map

$$x^M(t) = (L^M u)(t)$$

(liquid state is a function of input)

$$y(t) = f^M(x^M(t))$$

# Brain as liquid state machine



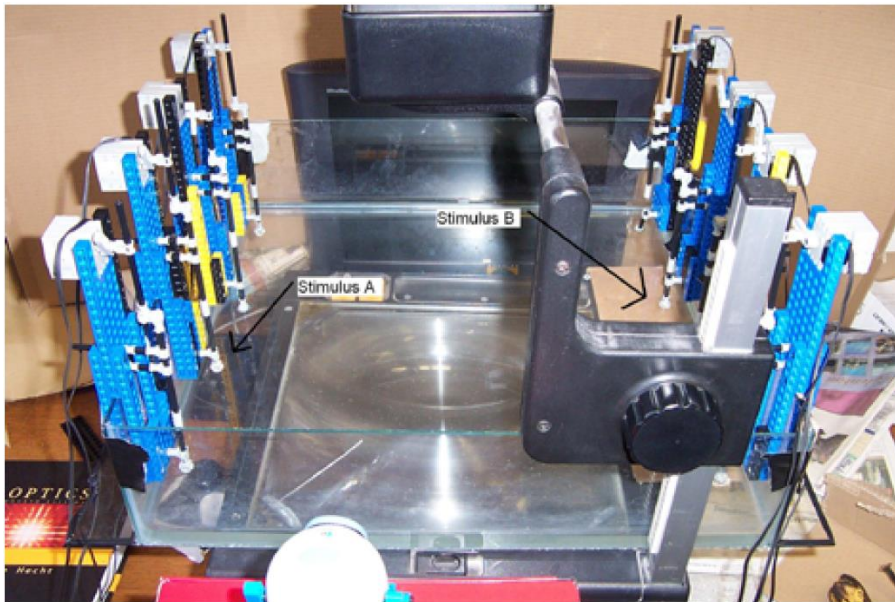
T. Natschlaeger, W. Maass, and H. Markram. *Special Issue on Foundations of Information Processing of TELEMATIK*, 8(1):39-43, 2002.

- Formulation is not based on neurons!

# Liquid brain (Fernando-Sojakka)

Here we have taken the metaphor seriously and demonstrated that real water can be used as an LSM for solving the XOR problem and undertaking speech recognition in the Hopfield and Brody “zero-one” discrimination [2]. Doing so

Fernando, C., & Sojakka, S. (2003, September). Pattern recognition in a bucket. In European conference on artificial life (pp. 588-597). Springer, Berlin, Heidelberg.



**Input:** Four mechanical components with motors in each side, perturbing the water surface.

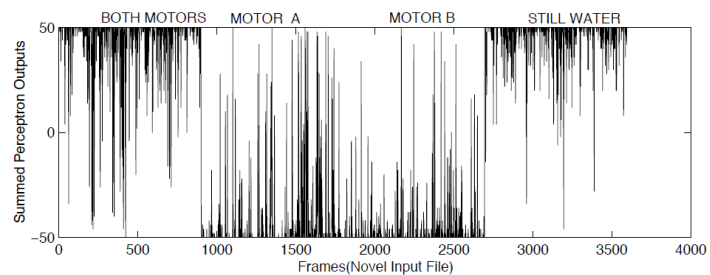
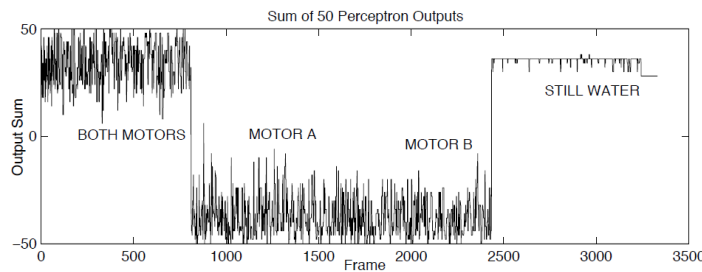
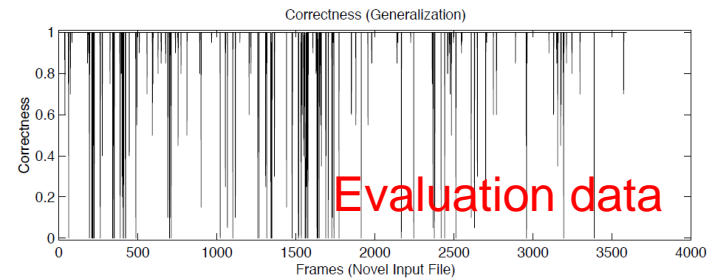
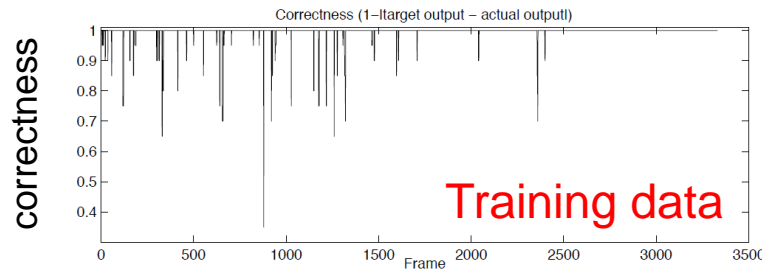
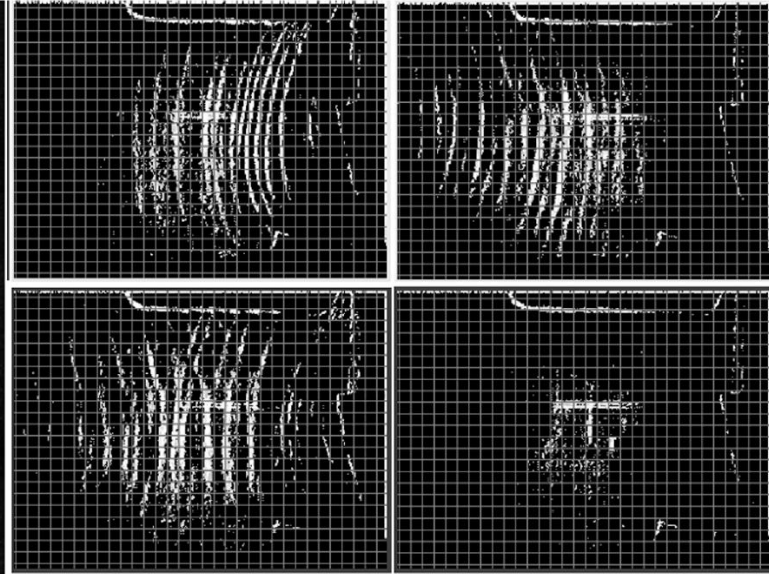
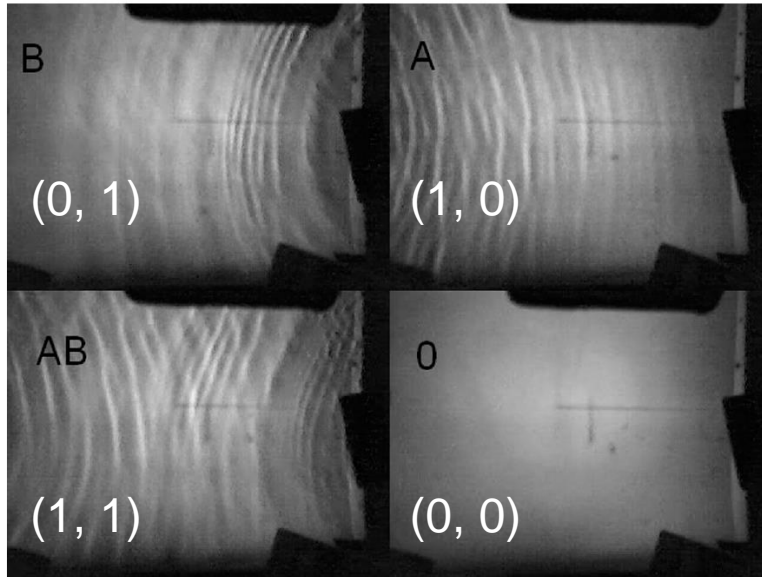
**State:** Web cam image with preprocessing such as discretization to grid ( $320 \times 240$  pixels, 5Hz).

**Output:** Perceptron with 50 nodes

(tasks) The liquid brain

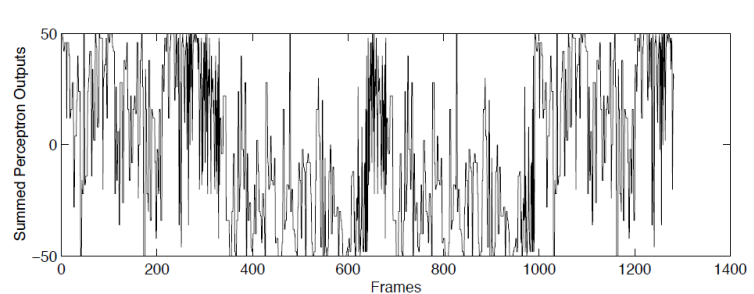
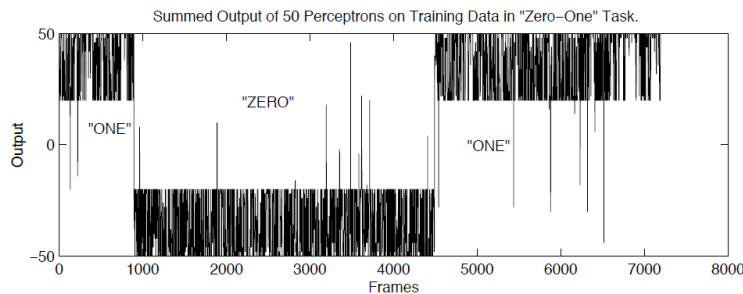
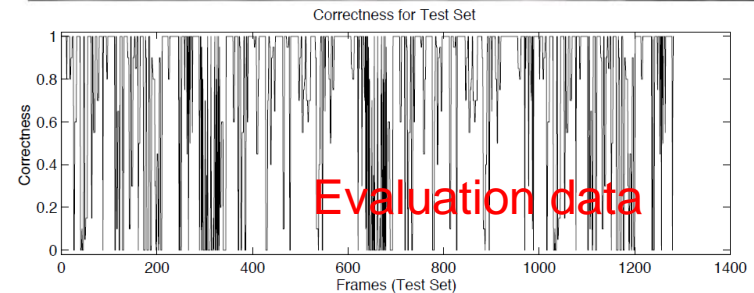
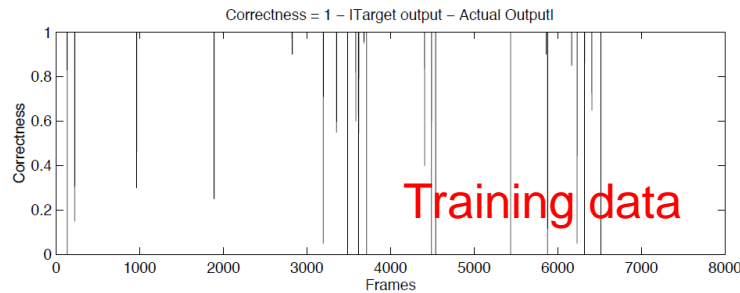
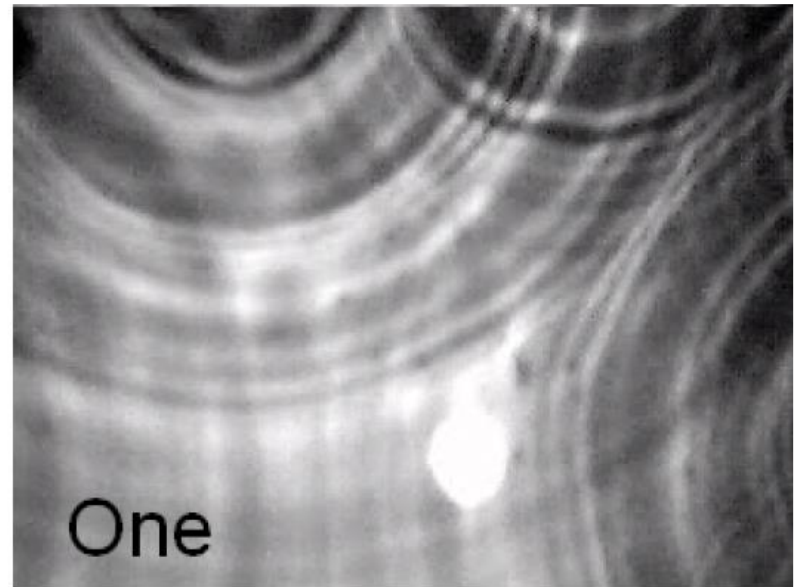
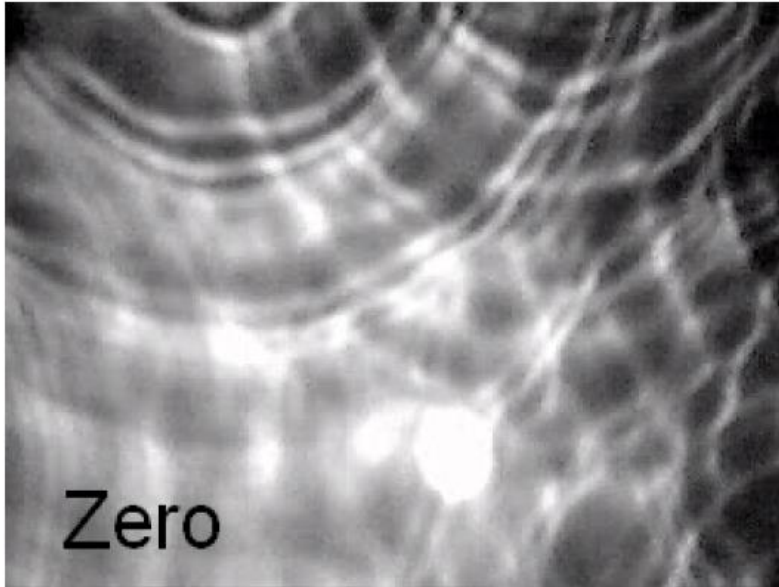
- **XOR task:** perturb with “left motors”= $(1, 0)$ , “right motors”= $(0, 1)$ , “both motors/none”= $(1, 1)/(0, 0)$
- **Speech recognition:** sound data “one”, “zero” are temporary discretized into 8 segments. After applying finite time Fourier transform, discretizing frequency into 8 segments. Using  $8 \times 8$  matrix as input.

# Results: XOR task



accuracy: 85% in evaluation phase

# Results: Speech recognition

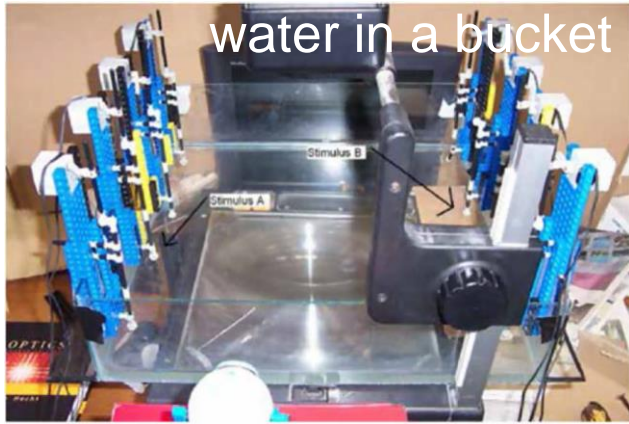


accuracy: 35% in evaluation phase

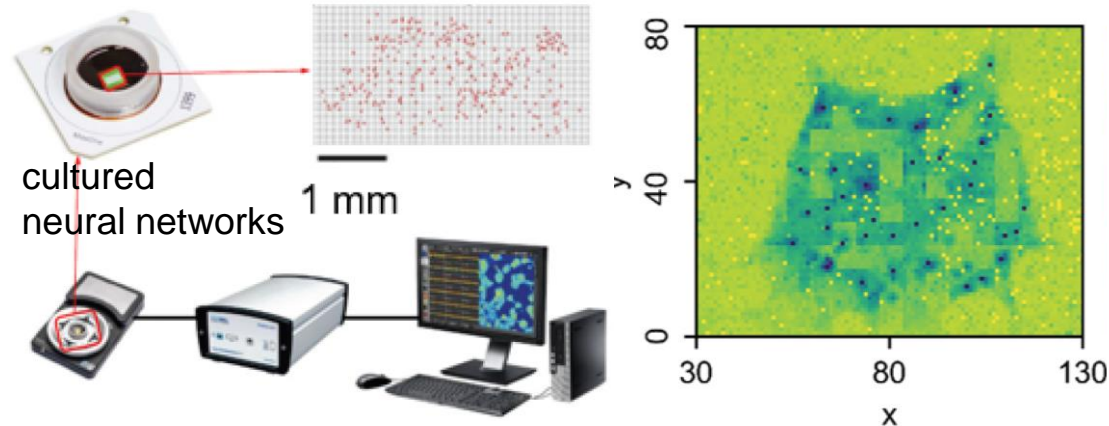
# Physical reservoirs ...

K. Nakajima, Physical reservoir computing---an introductory perspective, Jap. J. Appl. Phys. 59: 060501, 2020.

## Liquid brain



## Cultured neural networks



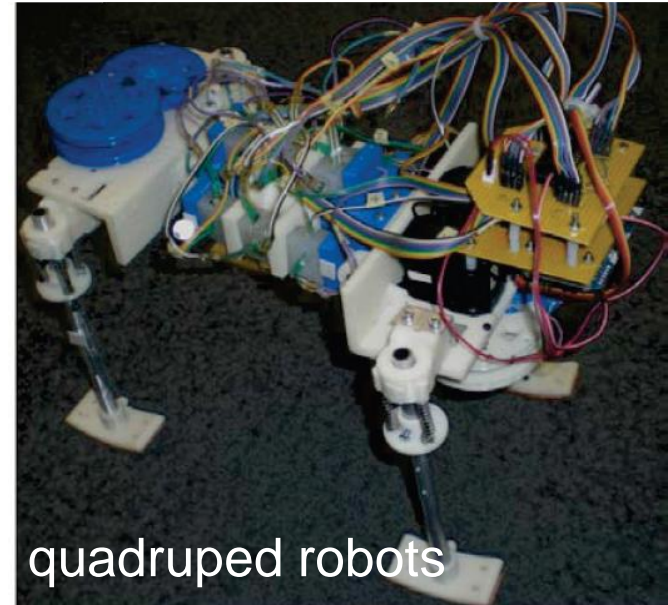
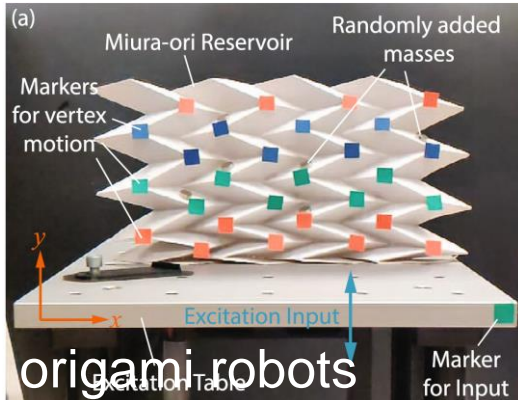
C. Fernando et. al., Lec. Comp. Sci. 2801 (2003).

M. R. Dranias, et. al., J. Neurosci. 33, 1940 (2013).

T. Kubota, et. al., Lect. Comp. Sci. 11731 (2019).

Y. Yada, et. al., Appl. Phys. Lett., 119(17), 173701 (2021).

## Soft robots

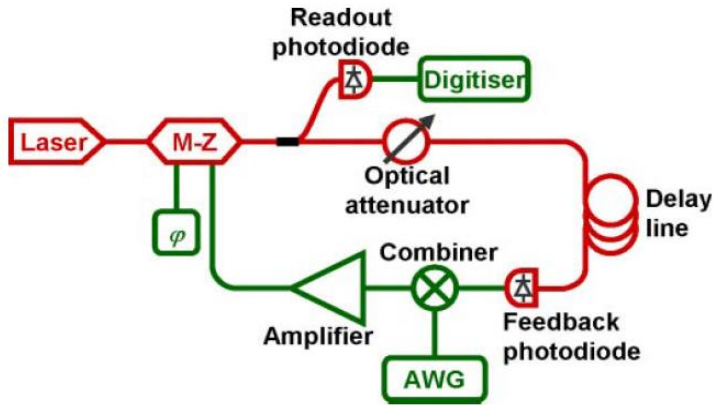


- Q. Zhao et al., Proceedings of IROS, pp. 1445-1451 (2013).
- K. Nakajima et al. J. R. Soc. Interface. 11: 20140437 (2014).
- K. Caluwaerts et al. J. R. Soc. Interface 11:98 (2014).
- K. Nakajima et al. Sci. Rep. 5: 10487 (2015).
- K. Nakajima et al. Soft Robotics 5: 10487 (2018).
- P. Bhovad, et. al., Sci. Rep. 11(1), 1-18 (2021).

quadruped robots

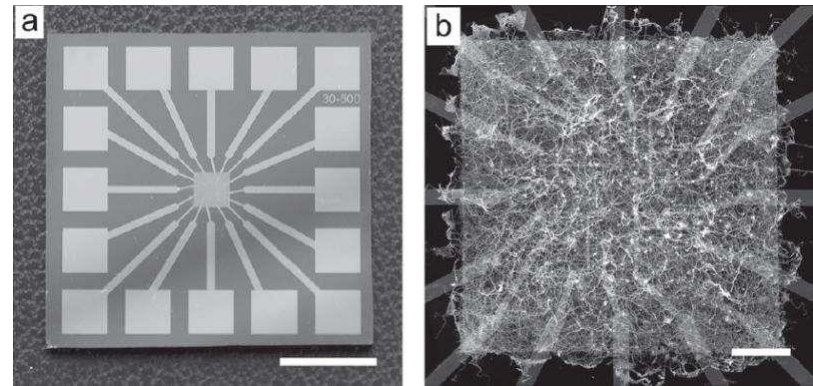
# PRC for neuromorphic devices

## Photonic reservoirs



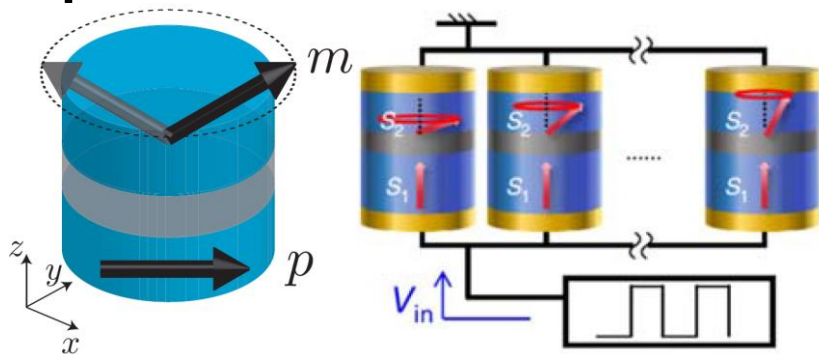
- L. Larger, et. al., Opt. Express 20, 3241 (2012).
- D. Brunner, et. al., Nat. Commun. 4, 1364 (2013).
- K. Vandoorne, et. al., Nat. Commun. 5, 3541 (2014).
- L. Larger, et. al., Phys. Rev. X 7, 011015 (2017).

## In-Materia reservoirs



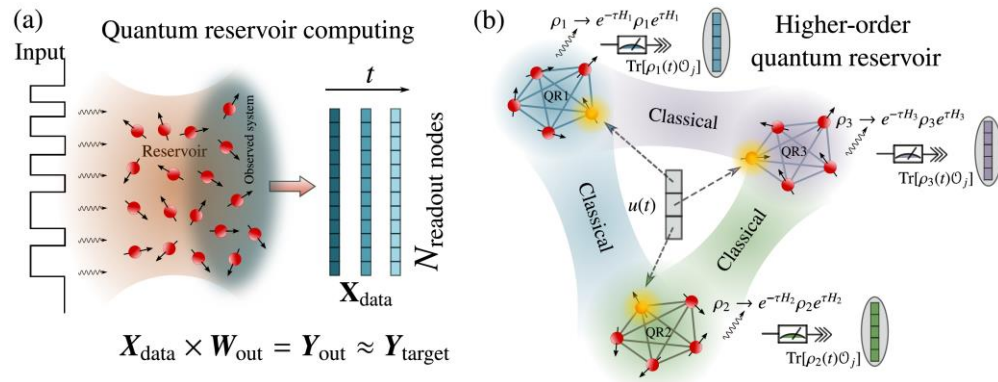
- E. C. Demis et al. Nanotechnology 26:204003 (2015).
- A. Z. Stieg et al. Adv. Mater. 24:286-293 (2012).
- M. Cucchi, et. al., Science Advances, 7(34), eabh0693 (2021).
- Y. Usami, et. al., Adv. Mater. (2021).

## Spintronics reservoirs



- J. Torrejon et al., Nature 547, 428 (2017).
- T. Furuta, et. al., Phys. Rev. Appl. 10, 034063 (2018).
- S. Tsunegi, et. al., Appl. Phys. Lett. 114, 164101 (2019).
- N. Akashi, et. al., Phys. Rev. Res. 2: 043303 (2020).
- N. Akashi, et. al., Adv. Intell. Syst. 4: 2200123 (2022).

## Quantum reservoirs



- K. Fujii, K. Nakajima, Phys. Rev. Appl. 8: 024030 (2017).
- K. Nakajima, et. al., Phys. Rev. Appl. 11: 034021 (2019).
- S. Ghosh, et. al., Adv. Quantum Technol. 4: 2100053 (2021).
- Q. H. Tran, K. Nakajima, Phys. Rev. Lett. 127: 260401 (2021).

# A unicellular organism as a reservoir!

## NEWSLETTERS

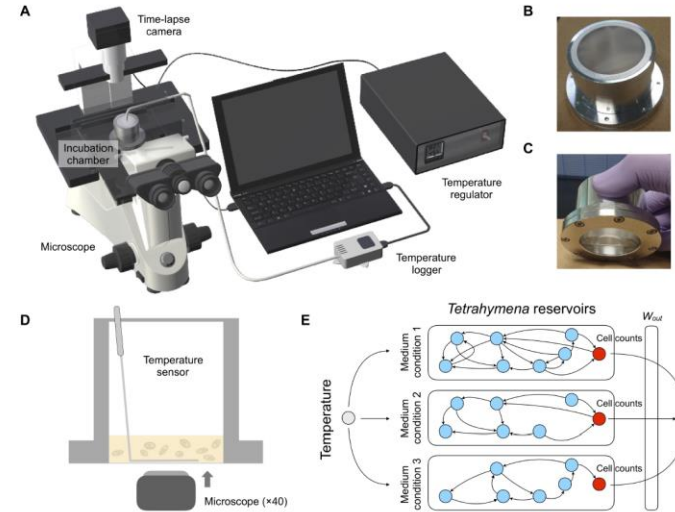
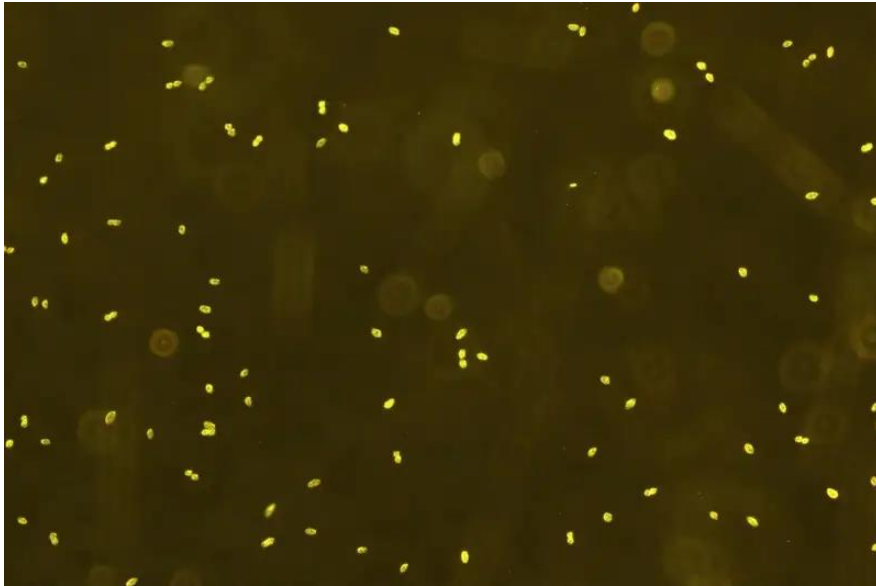
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# NewScientist

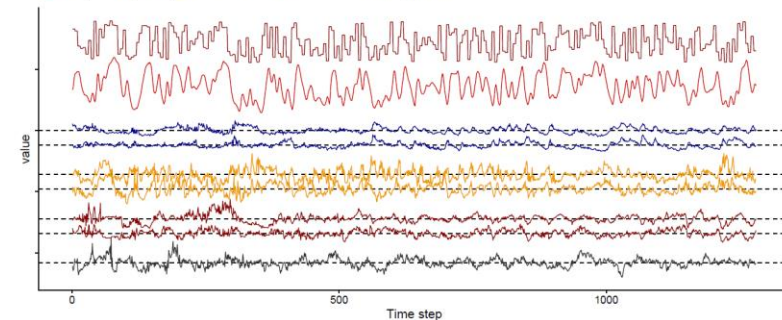
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## Biological computer made from single-celled organisms can crunch data



**F** — Temperature (input) — Med. nutrient 1 — Low nutrient 1 — High nutrient 1 — Response to different inputs  
— Temperature (medium) — Med. nutrient 2 — Low nutrient 2 — High nutrient 2

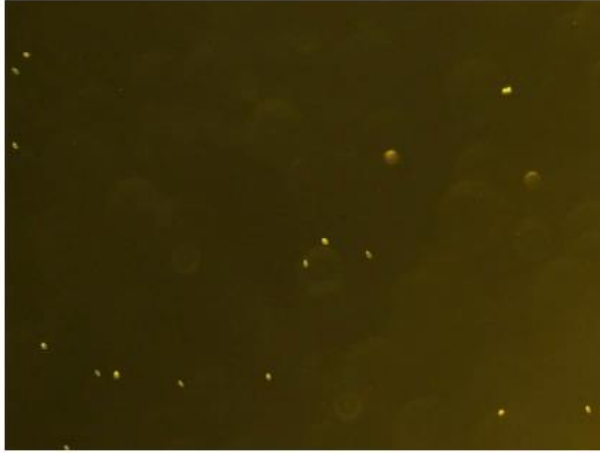


M. Ushio, K. Watanabe, Y. Fukuda, Y. Tokudome, K. Nakajima, Computational capability of ecological dynamics, Royal Society Open Science, 10(4), 221614

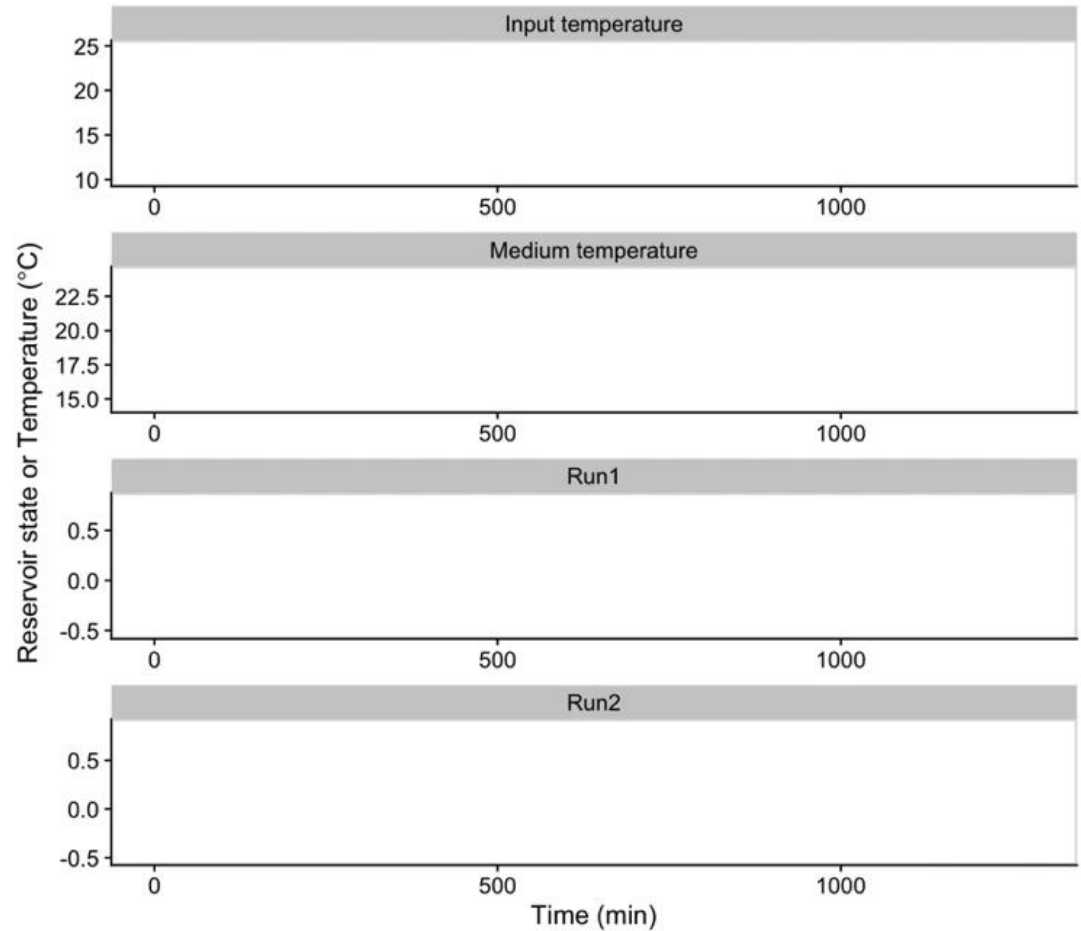
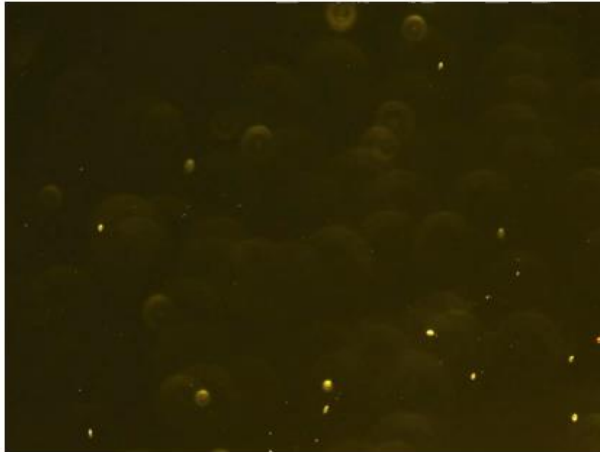


# Common-signal-induced synchronization in ecological dynamics: *Tetrahymena thermophila*

Medium nutrient concentration - Run1

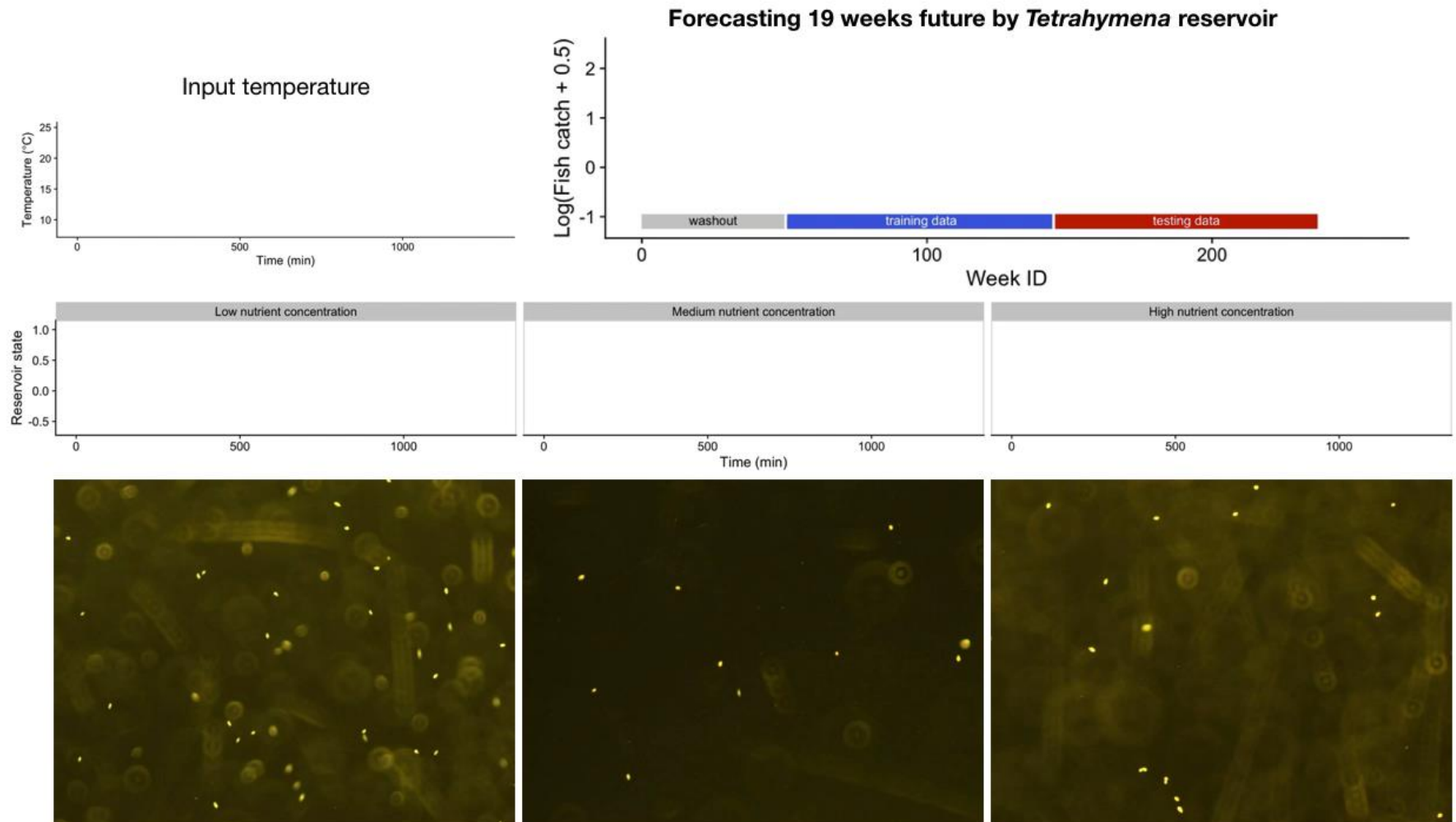


Medium nutrient concentration - Run2



M. Ushio, K. Watanabe, Y. Fukuda, Y. Tokudome, K. Nakajima, Computational capability of ecological dynamics, Royal Society Open Science, 10(4), 221614

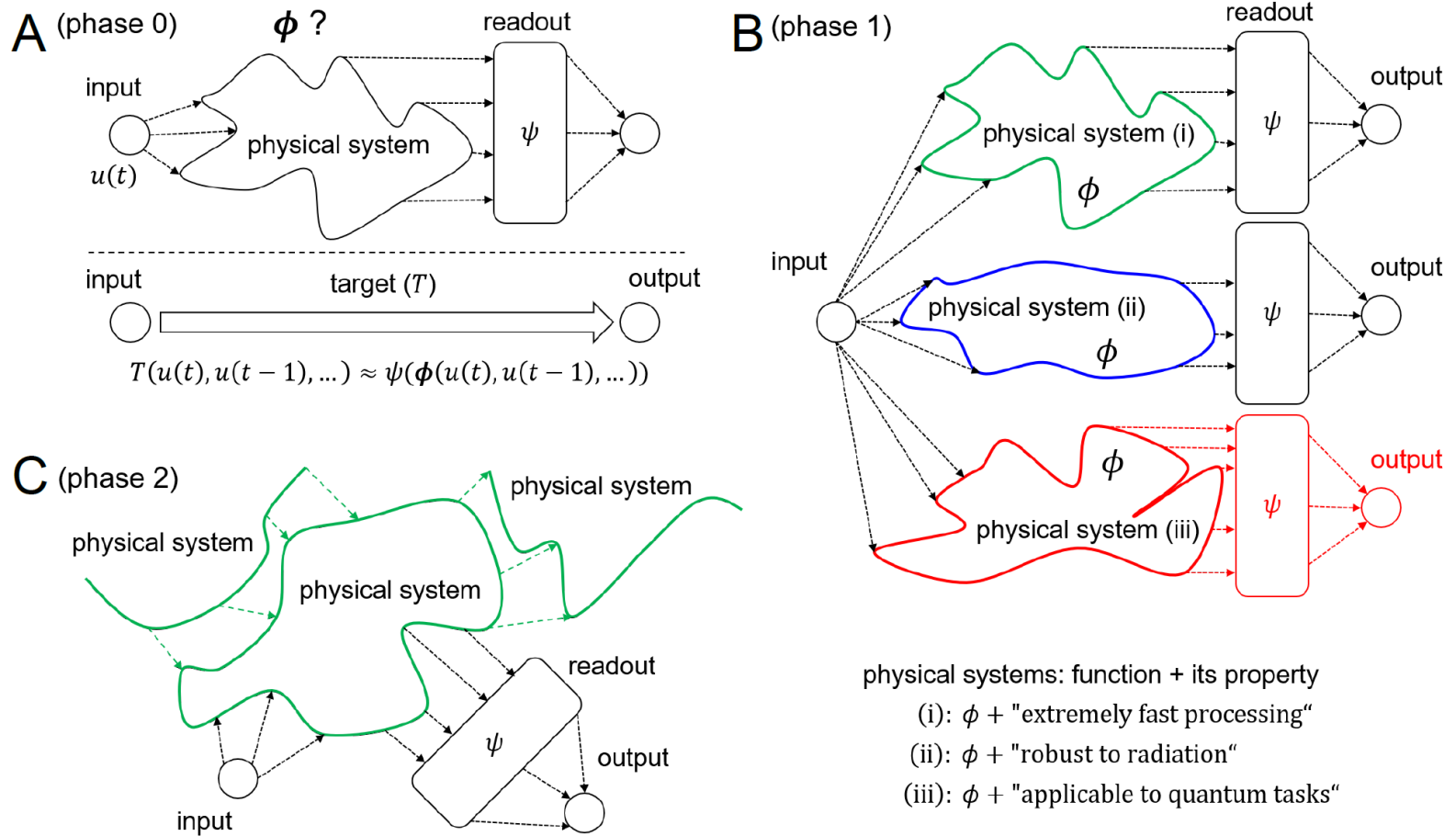
# Time series predictions with ecological dynamics



M. Ushio, K. Watanabe, Y. Fukuda, Y. Tokudome, K. Nakajima, Computational capability of ecological dynamics, Royal Society Open Science, 10(4), 221614

# What is specific in PRC?

Nakajima, K. (2020). Physical reservoir computing—an introductory perspective. Jap. J. Appl. Phys., 59(6), 060501.



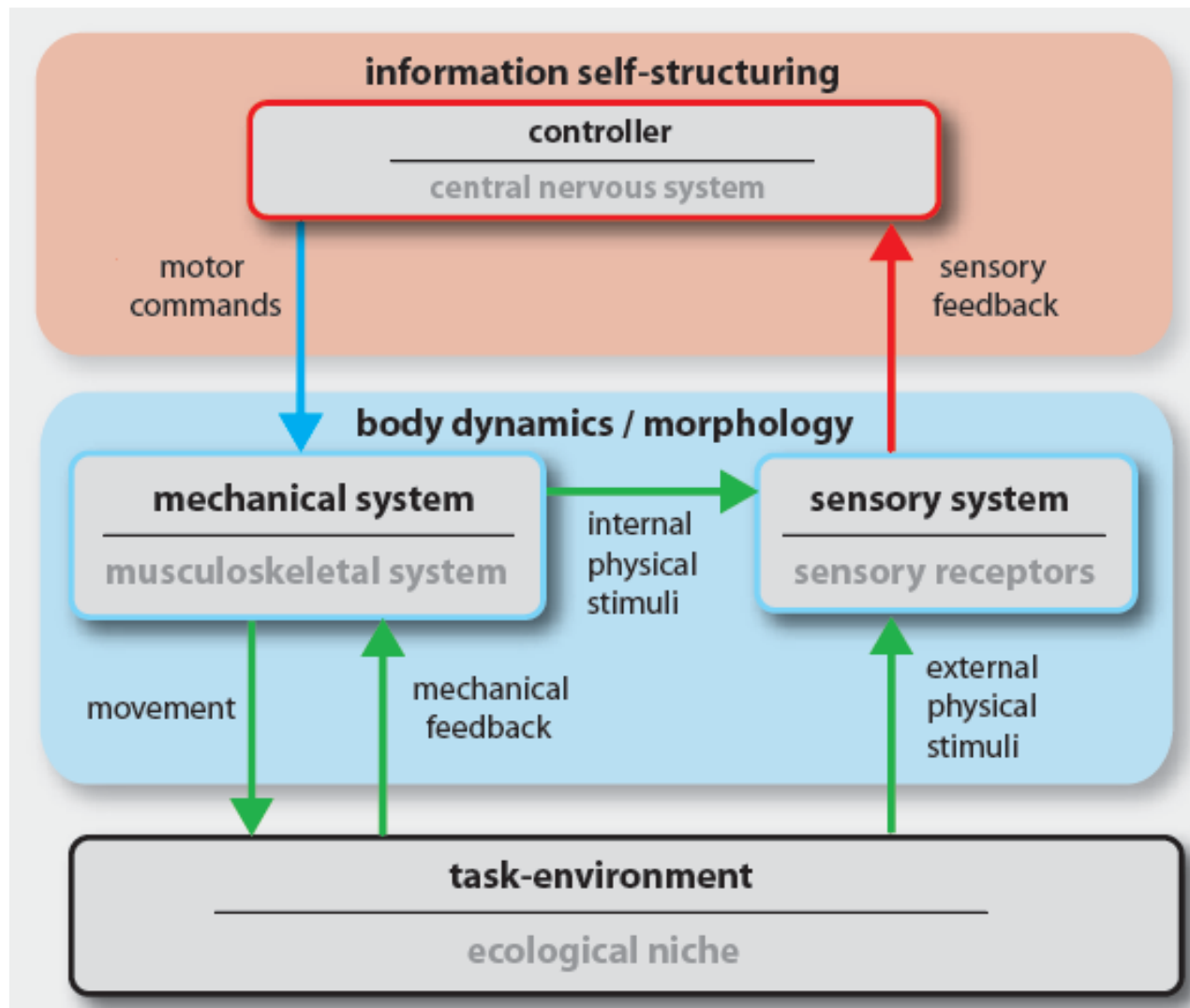
**A:** Inferring the computational power of physical systems.

**B:** Physical properties of a computer.

**C:** Exploiting a physical substrate that is not made for computation for computation.

# Physical reservoir computing for soft robots

# Embodiment



(R. Pfeifer et al., Science, 2007)

The behavior of robots (or animals) is generated by the dynamic coupling between the controller (brain), the body, and the environment!

# Passive dynamic walker

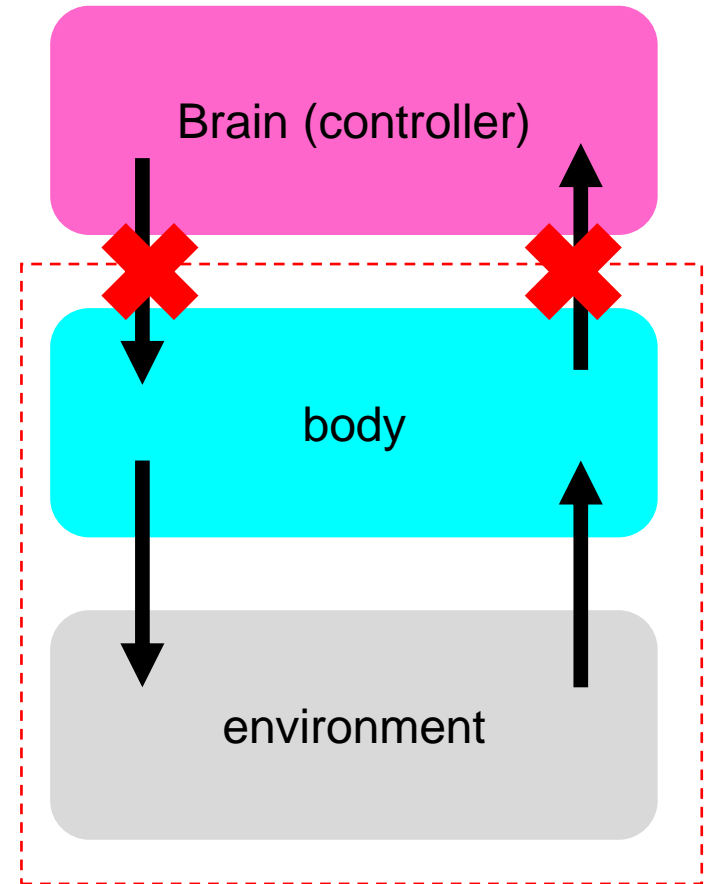


(Andy Ruina Cornell Walker from YouTube)

T. McGeer, *I. J. Robotic Res.* 9(2): 62-82, 1990.

M. J. Coleman et al., *PRL* 80: 3658, 1998.

S. H. Collins et al., *Science* 307: 1082–1085, 2005.



Only physical dynamics!

Functionality can be partially outsourced to the body!

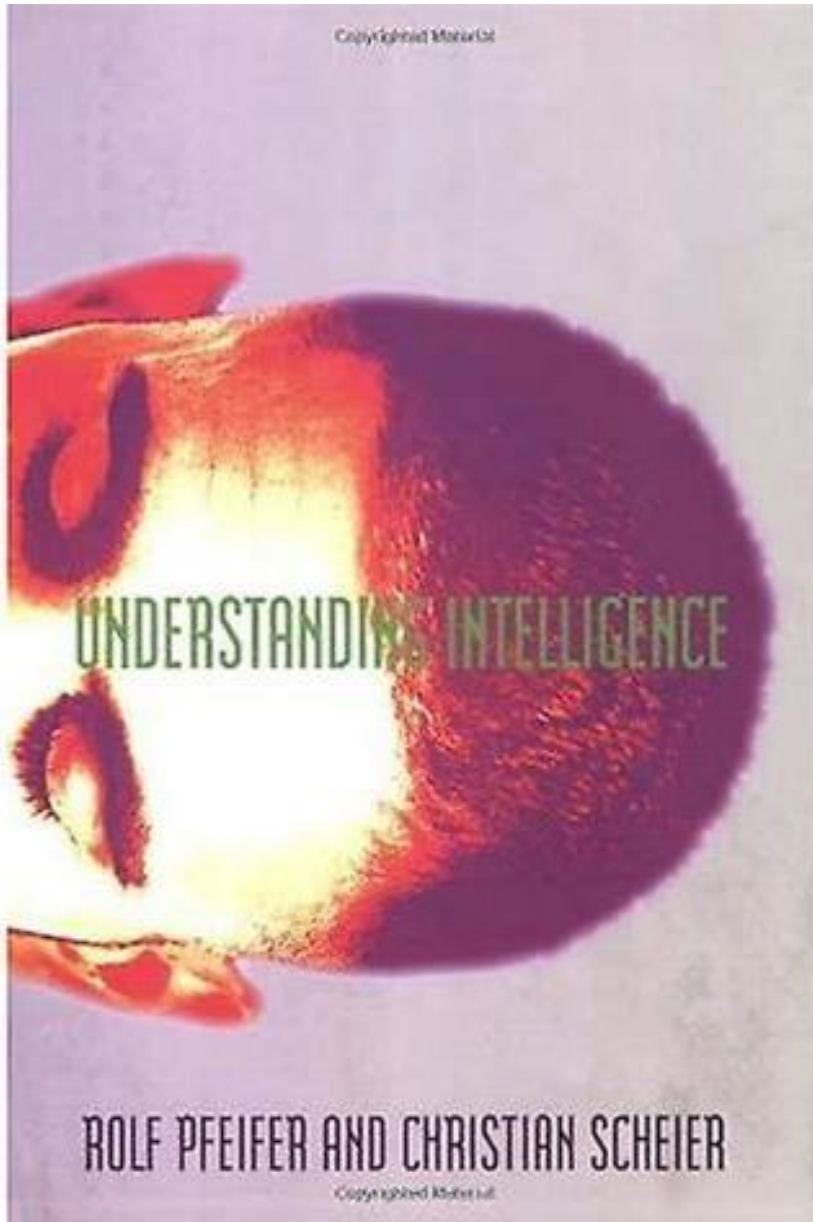
# Dead trout



Liao, J. C. (2004). *Journal of Experimental Biology* **207**(20): 3495-3506.  
Liao, J. C., et al. (2003). *Science*, 302(5650), 1566-1569.

- Exploiting body morphology, fluid dynamics, and resulting repulsive force induced by vortex, dead fish can “swim”!

# Textbook: *Understanding Intelligence*



frame problem, symbol grounding problem, Braitenberg vehicles, embodiment, situatedness, autonomy, dynamical systems approach, sensor-motor coupling, recurrent neural networks, evolution of hardware, affordance, Randal Beer's active perception, Edelman's Darwin II, evolutionary robotics,...



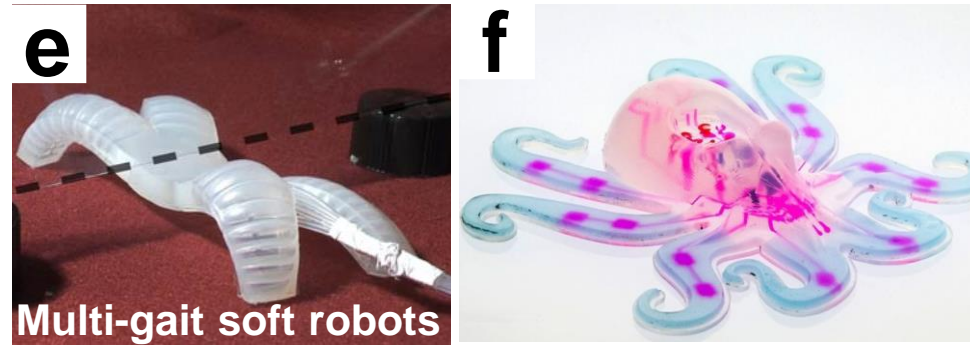
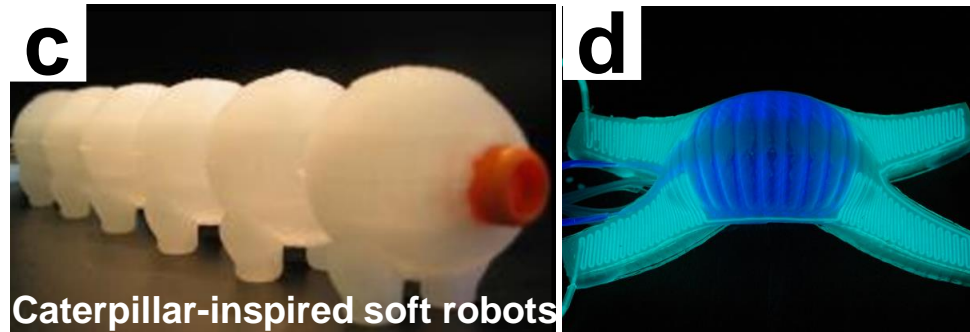
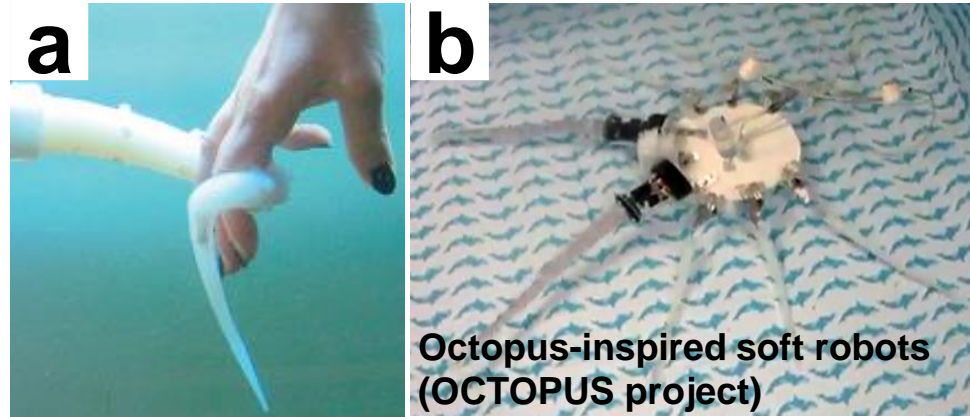
# Soft robotics: Robots made of soft materials

## Octopus



(EU project: ICT-FET OCTOPUS Integrating Project)

## Soft robots

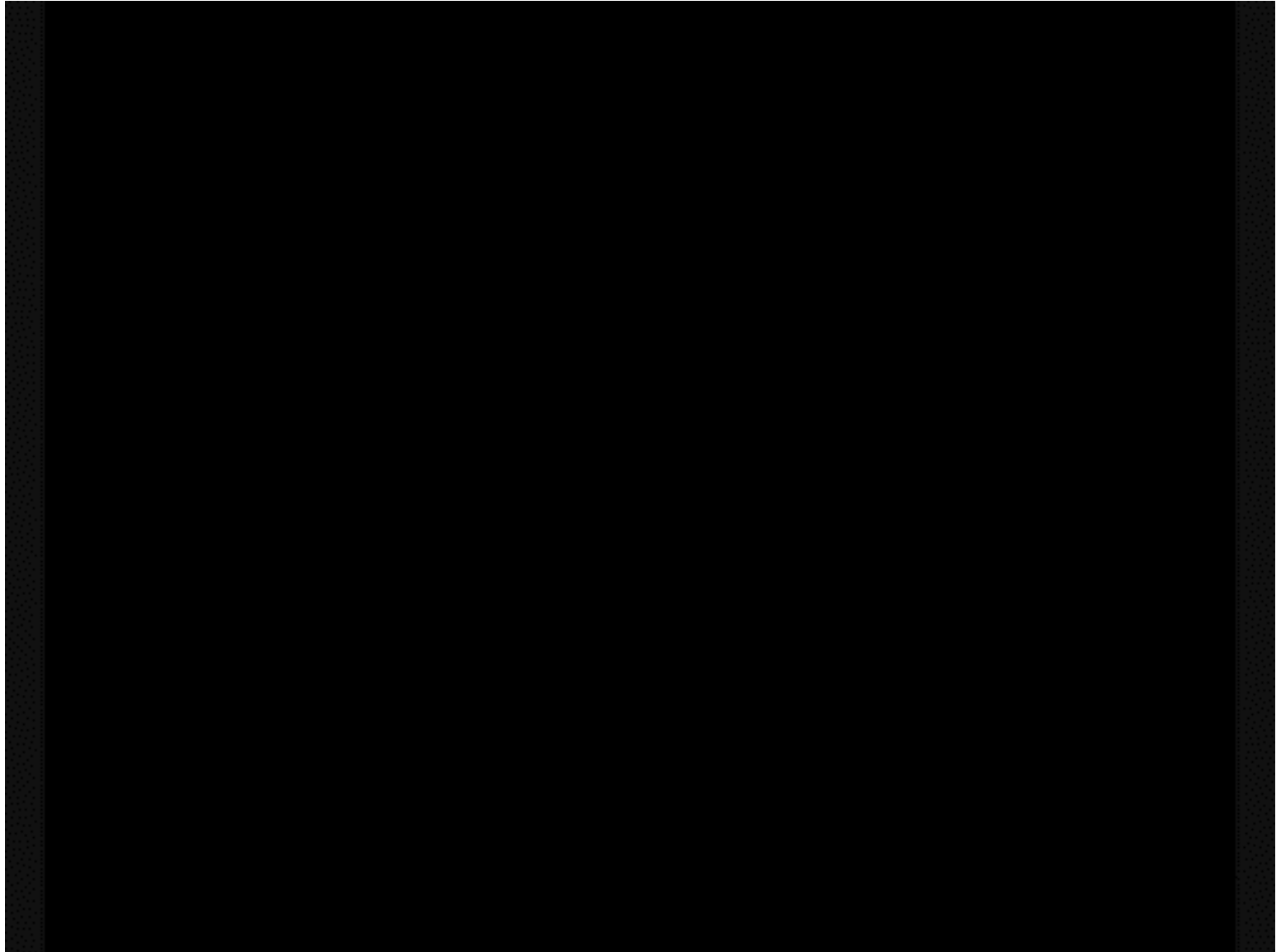


## Good points

- Deformability
- Interactional safety

a. Cianchetti, M., et. al., Mater. Sci. Eng., C, 31, 1230-1239, 2011.. b. "Robotic Octopus Takes First Tentacled Steps", IEEE spectrum, 9 Apr 2012. c. "GoQBot: A caterpillar-inspired soft-bodied rolling robot.", Lin, H.-T., et. al., Bioinsp. Biomim., 6(2), 2011. d. "Camouflage and Display for Soft Machines", Morin, S.A., et. al., Science, 2012, 337, 828-832. e. "Multi-Gait Soft Robot", Shepherd, R.F., et. al., PNAS, 108, 20400-20403, 2011. f. Nature 536, 451-455 (2016)

# Octopus swimming robot (sculling)



( *Sculling' Inspires Creation Of Robot Octopus* IEEE spectrum, 2013, by Sfakiotakis, M., Kazakidi, A., Pateromichelakis, N., Tsakiris )

# Multi-gait soft robot



("Multi-Gait Soft Robot", Shepherd, R.F., et. al., PNAS, 108, 20400-20403, 2011)

# octobot



[Meet the World's First Completely Soft Robot - YouTube](#)

Wehner, M., Truby, R. L., Fitzgerald, D. J., Mosadegh, B., Whitesides, G. M., Lewis, J. A., & Wood, R. J. (2016). An integrated design and fabrication strategy for entirely soft, autonomous robots. *nature*, 536(7617), 451-455.

# Soft robots are difficult to control!

## Bad points

- Nonlinearity
- Memory

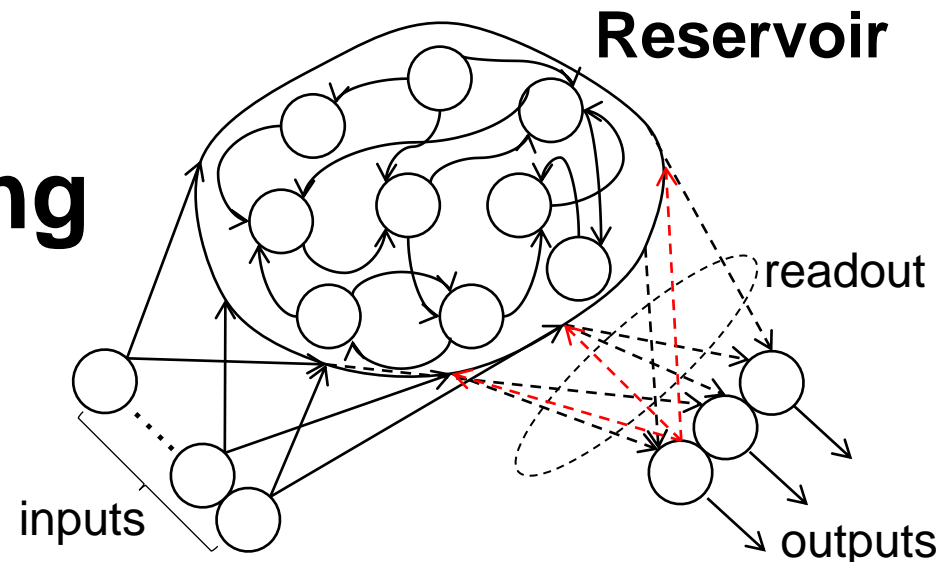


Soft body dynamics

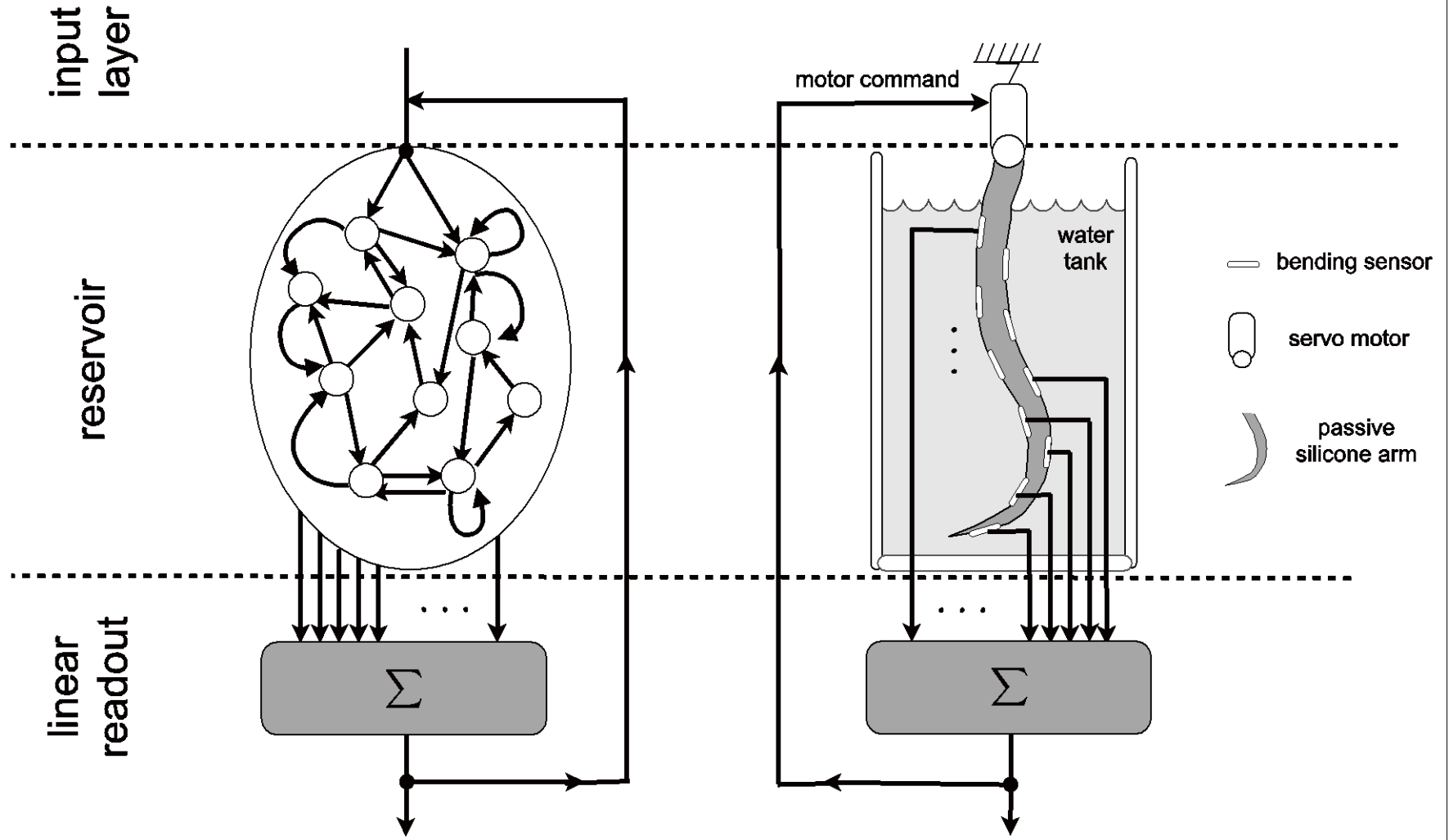
Excellent match?

## Reservoir computing

- Nonlinearity
- Memory



# Physical Reservoir Computing

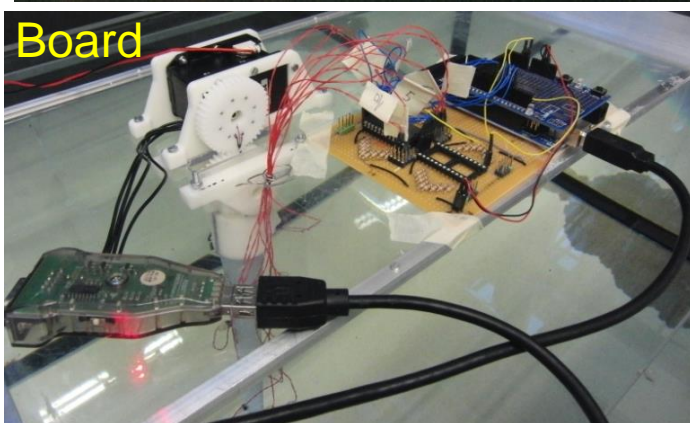
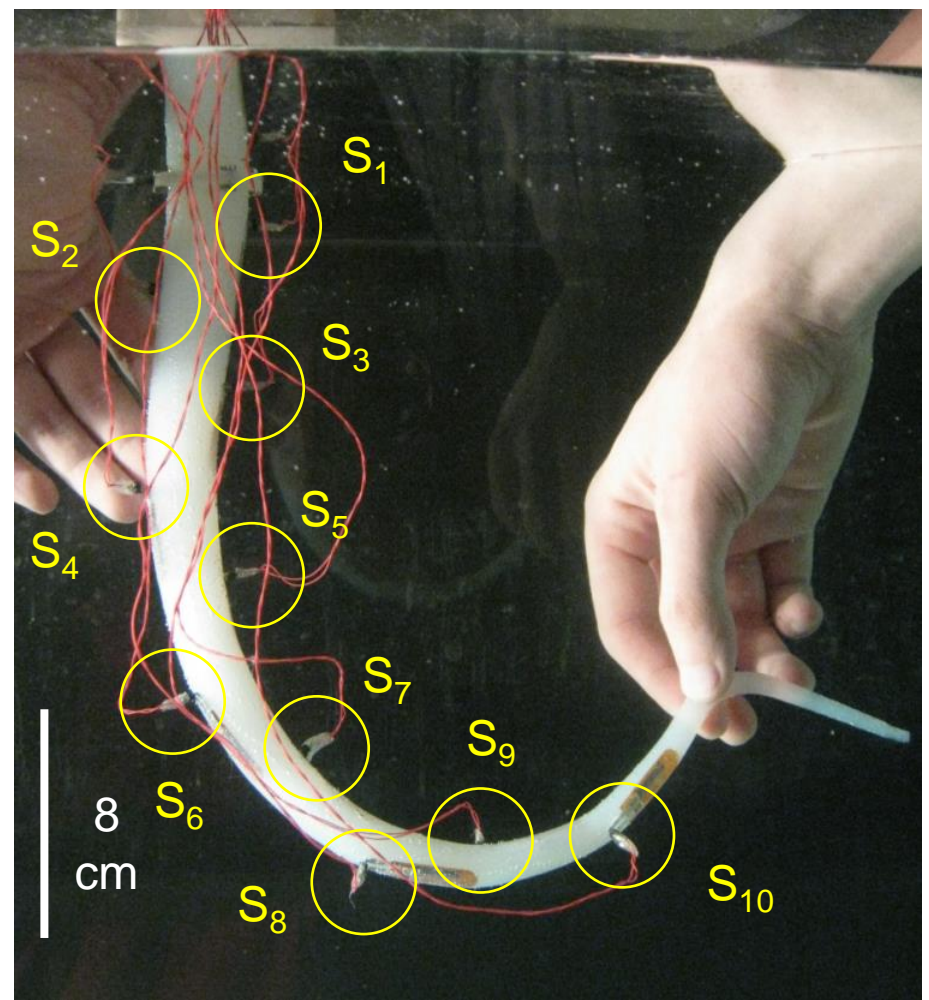
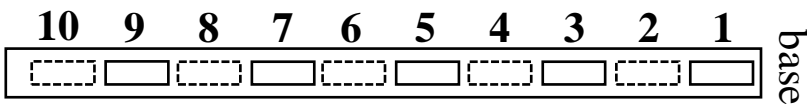
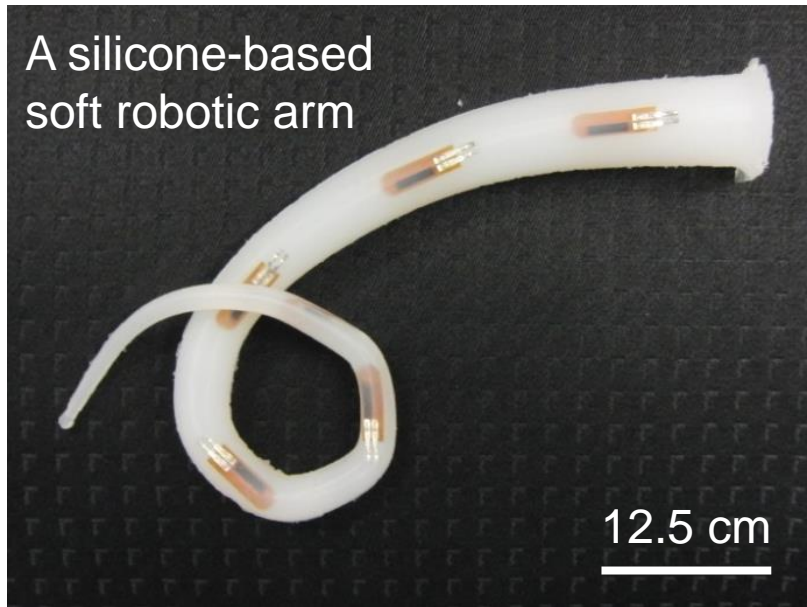


K. Nakajima et. al., *Front. Comput. Neurosci.*, 7 (91), 2013.  
K. Nakajima et. al., *J. R. Soc. Interface* 11: 20140437, 2014.  
K. Nakajima et. al., *Scientific Reports* 5: 10487, 2015.  
K. Nakajima et. al., *Soft Robotics* 5(3): pp.339-347, 2018.

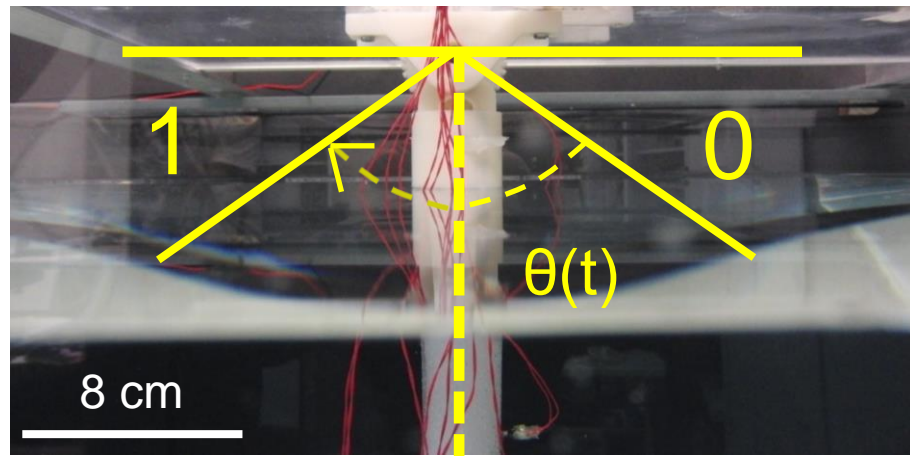
**Soft body dynamics as  
computational resource!**

# Physical platform

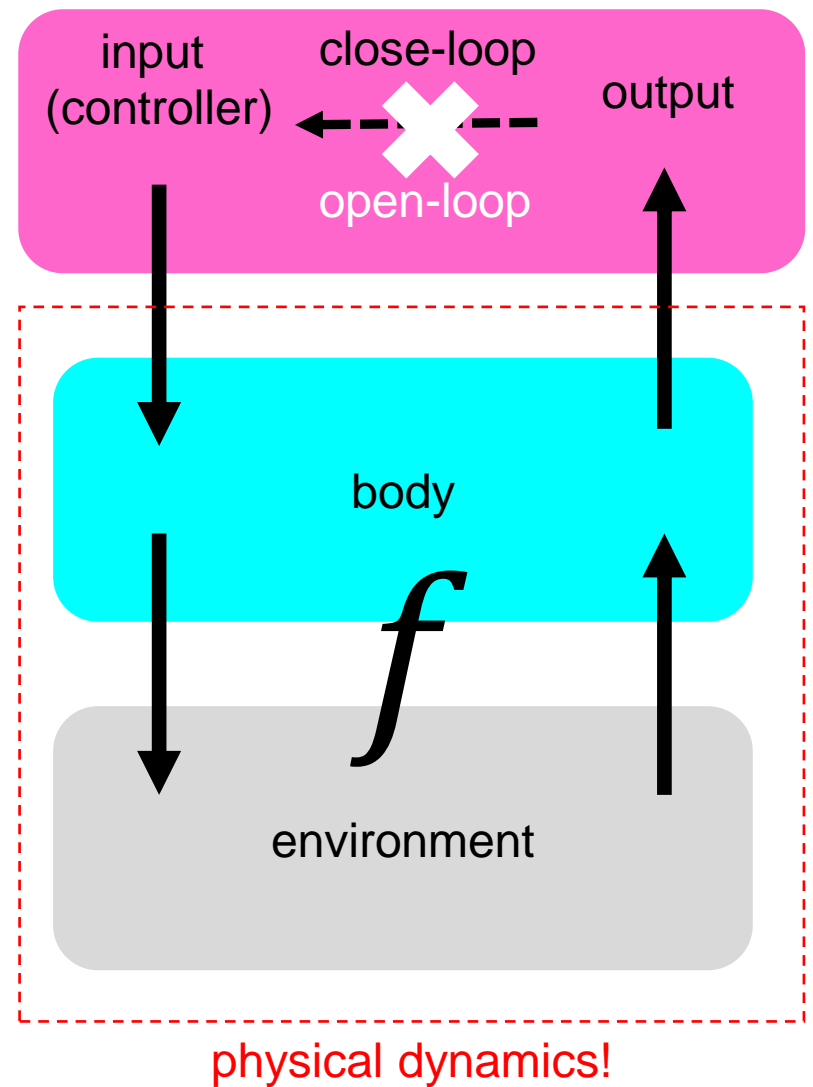
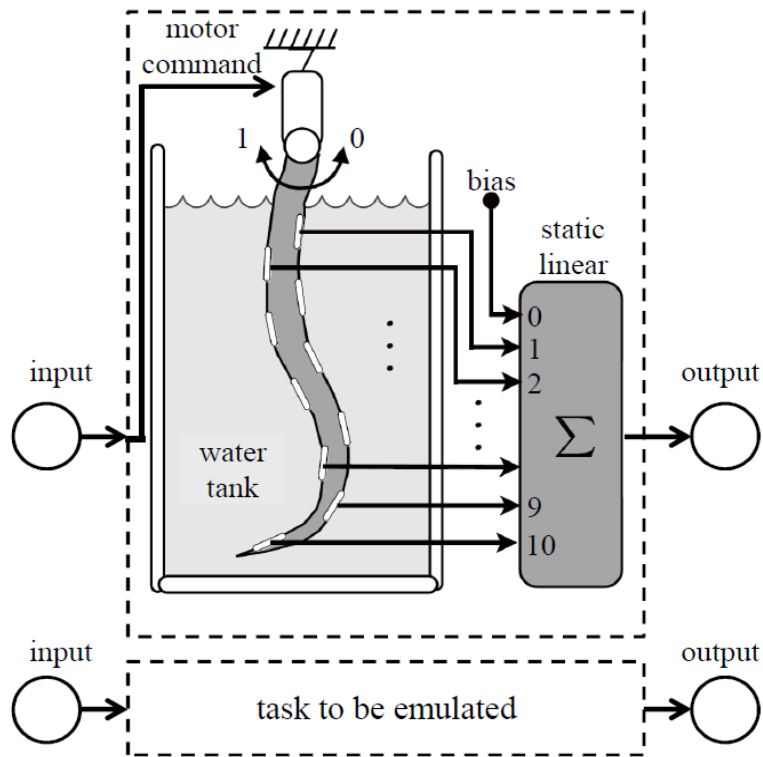
A silicone-based soft robotic arm



# Experimental setting



## (Computational scheme)



Can reveal the expressive power " $f$ " of physical dynamics!



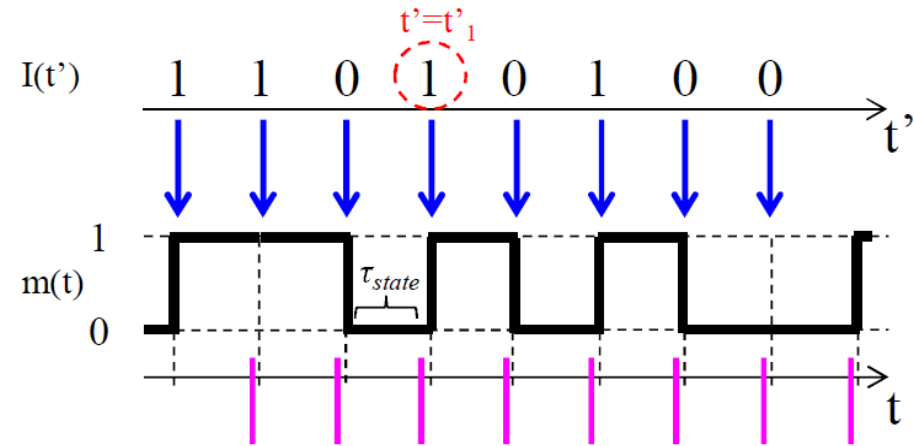
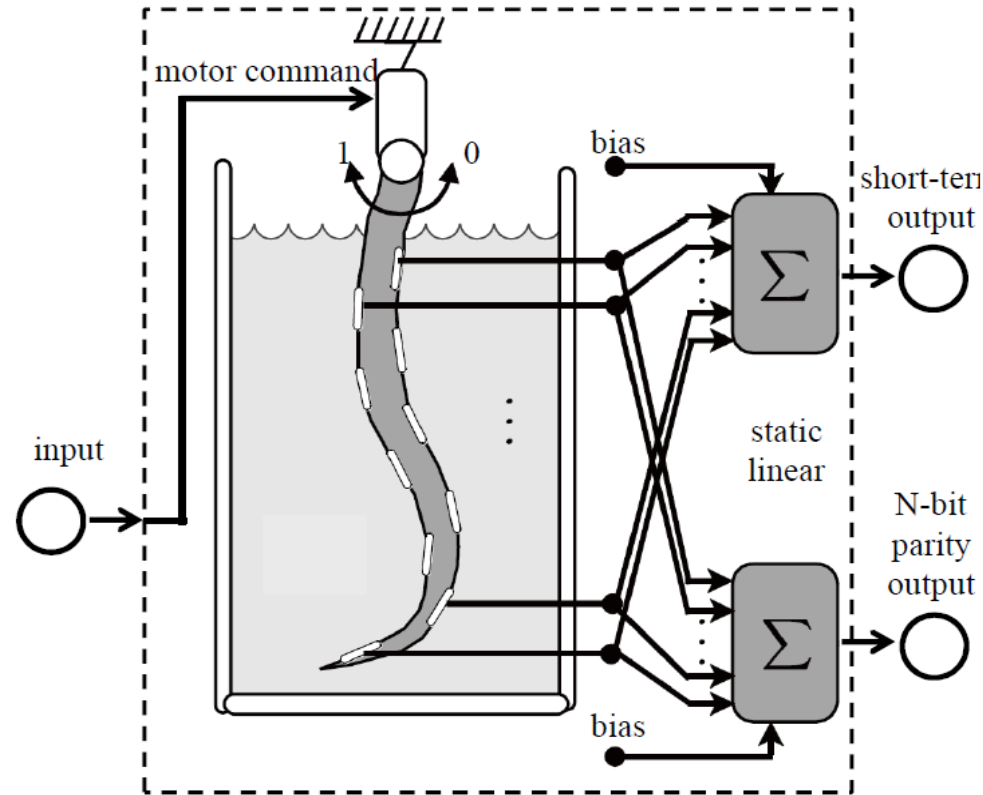
# Random motor command



# Evaluate the computational power of the arm

## Open-loop

## Boolean functions:



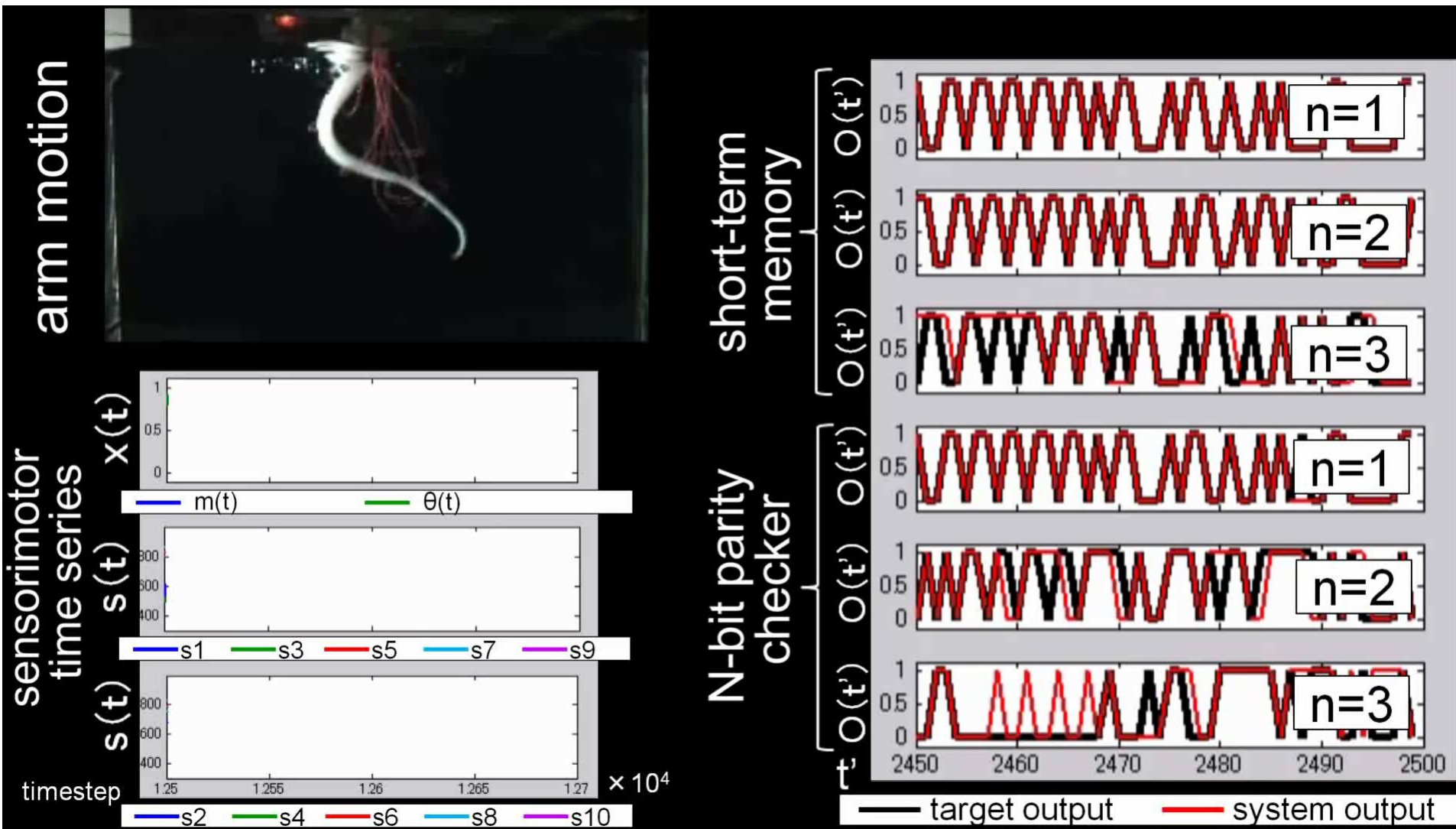
- Random binary input  $I(t')$ .
- A symbol  $t'$  takes  $\tau_{state}$  timesteps.

(multitasking)

K. Nakajima et. al., *J. R. Soc. Interface* 11: 20140437, 2014.

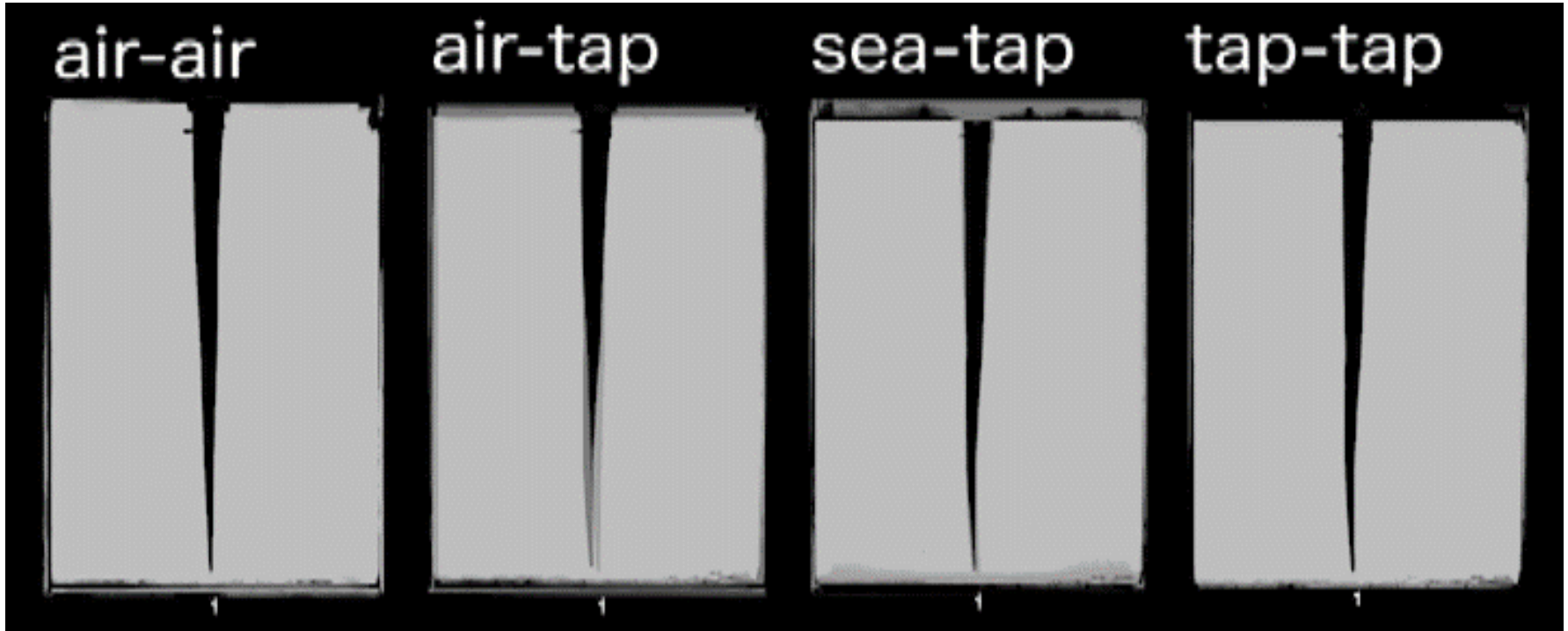
Implementing Boolean function emulation tasks!

# Arm behavior with $\tau_{\text{state}}=5$



# ESP in the octopus arm

K. Kagaya, B. Yu, Y. Minami, K. Nakajima, in *Proceedings of 2022 IEEE 5th International Conference on Soft Robotics (RoboSoft)*, pp. 224-230, 2022.

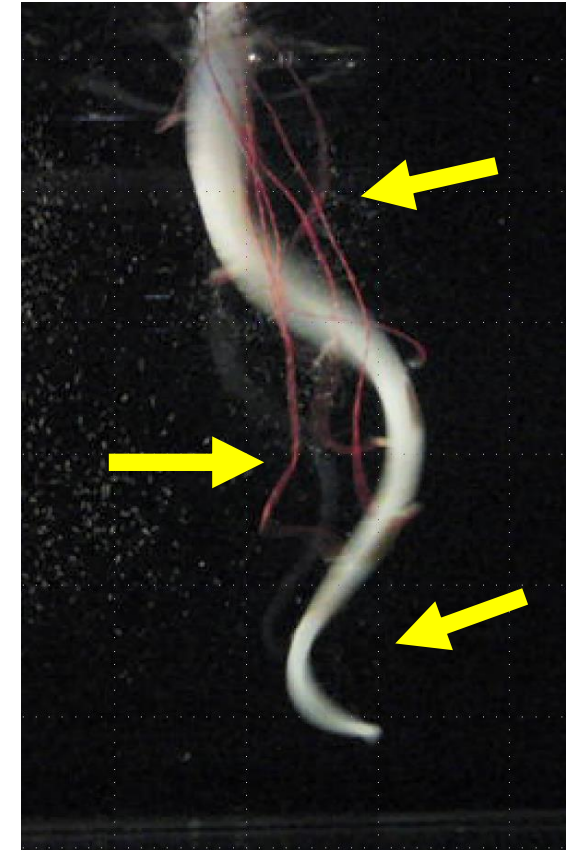
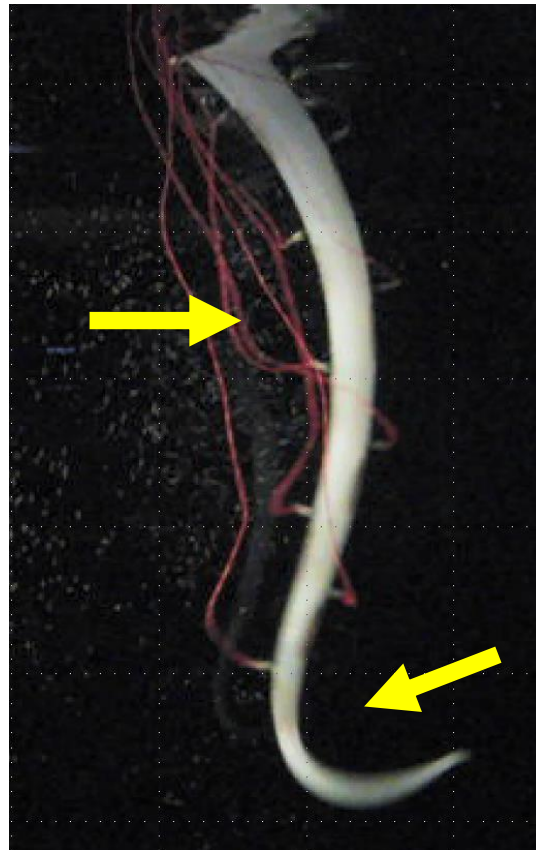
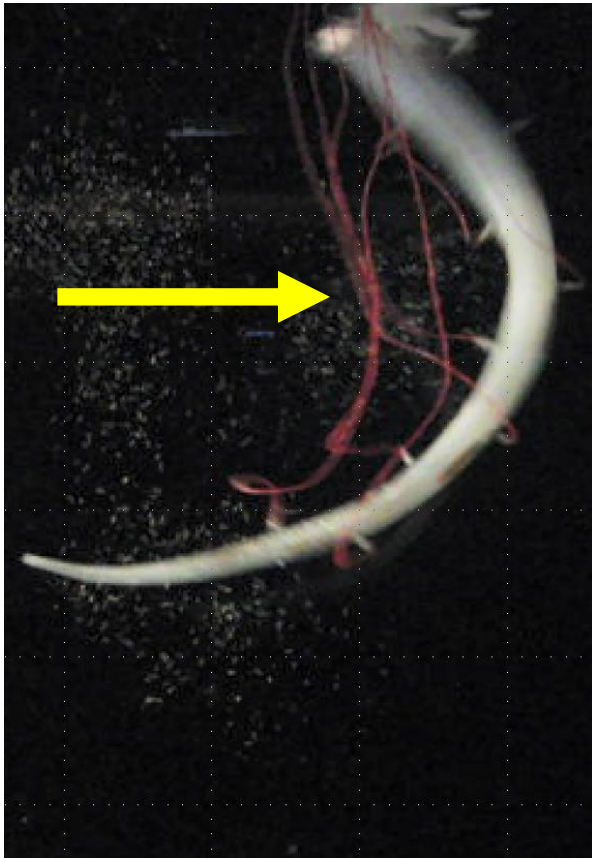


Injecting identical input series to different environmental conditions:  
**air, sea water, tap water**

Common-signal-induced synchronization observed in the tap water condition but not in the air condition!

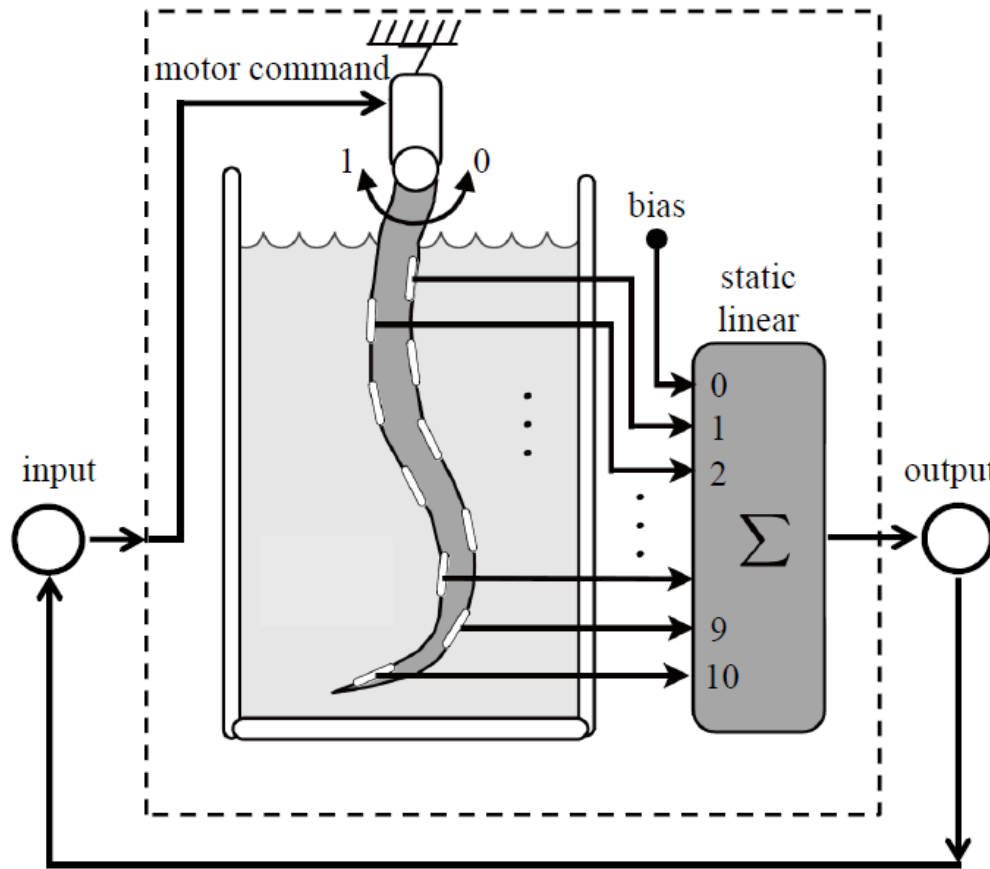
# How does octopus arm store memory?

Only from current arm's shape, infer previous inputs!



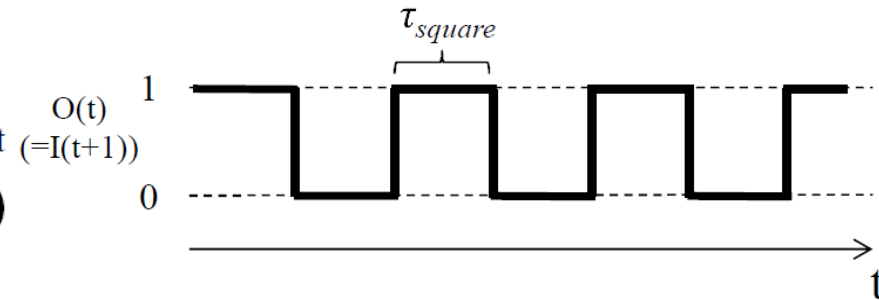
- Can infer previous inputs from arm's shape!
- **Rigid stick does not have this property!**

# Closed-loop control: embedding motor program into the body



(Oscillatory pattern)

$$x(t) = \frac{1}{2} \left( \text{sgn} \left( \sin \left( \frac{2\pi}{\tau_{\text{square}}} t \right) \right) + 1 \right)$$



Similar motor command with  
octopus swimming robot!

- No addition of memory from external controller!
- Autonomous behavior control by closing the loop!
- Investigate its robustness!

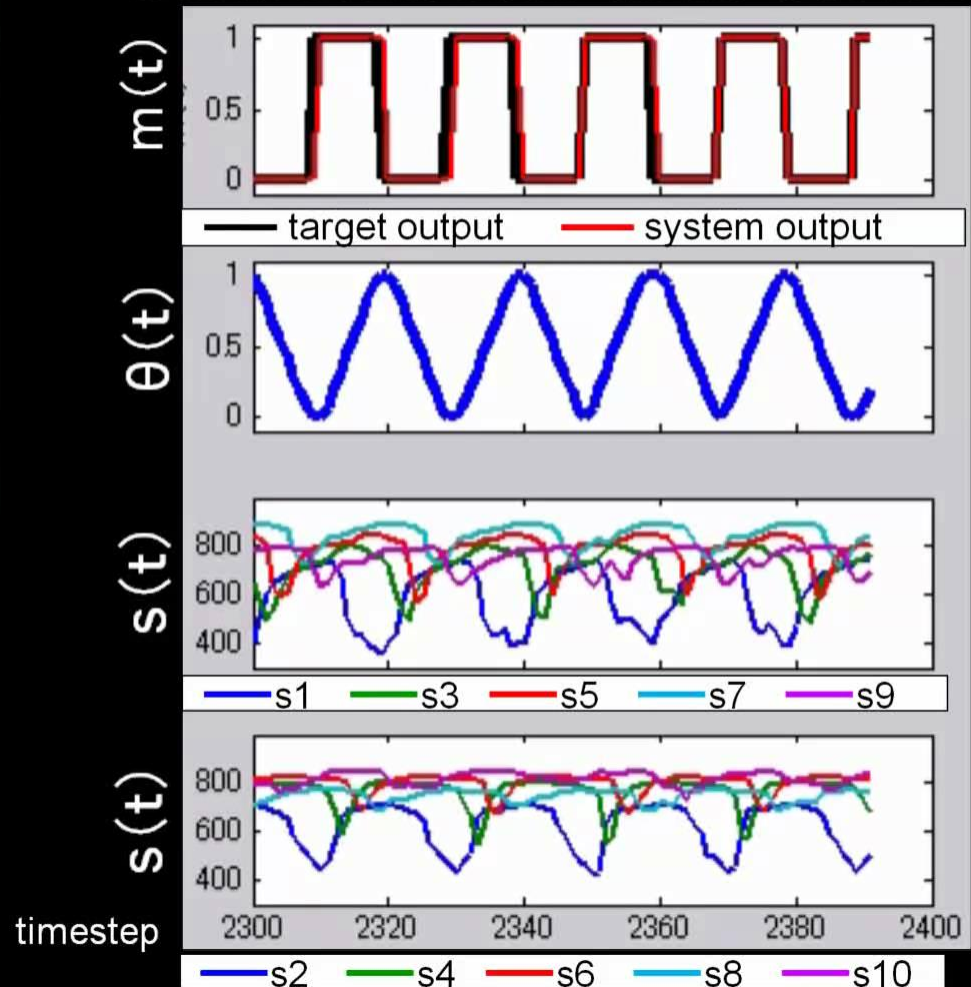
# Closed loop control with $\tau_{\text{square}} = 10$ (manual perturbation)



arm motion

$\tau_{\text{square}} = 10$

## sensorimotor time series



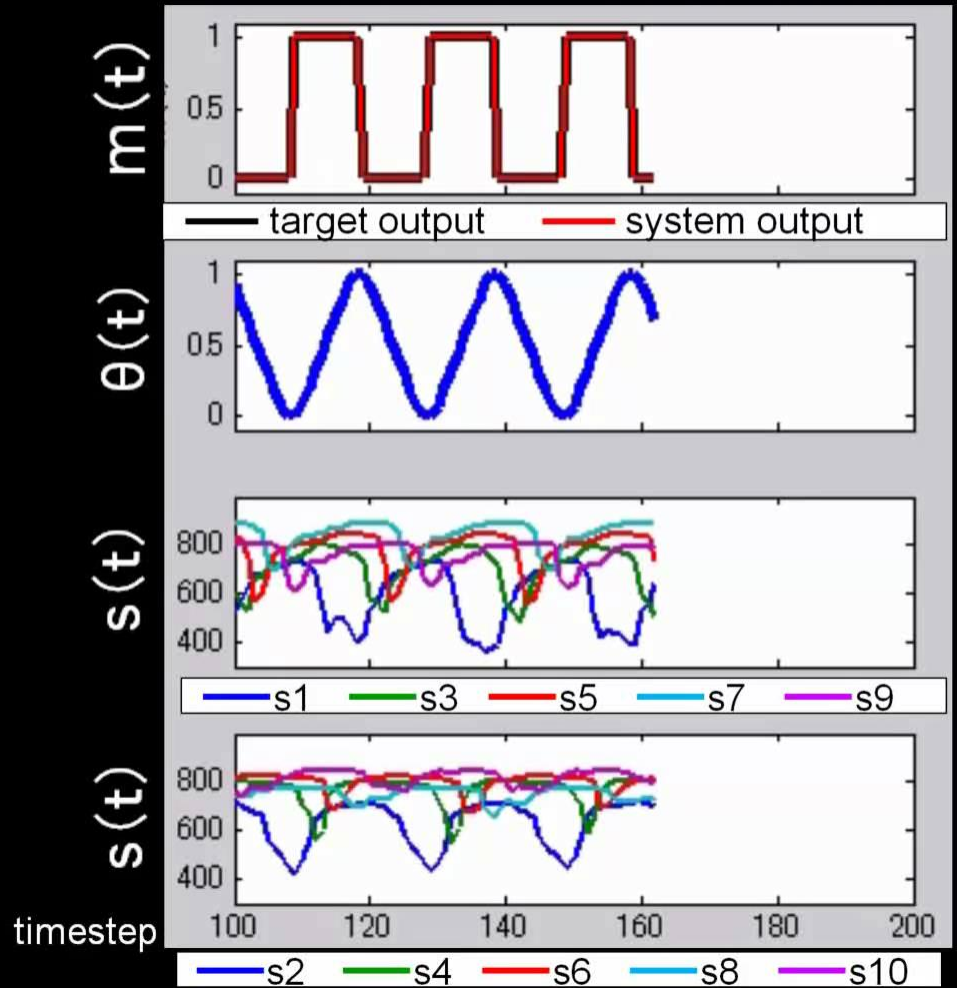
# Closed loop control with $\tau_{\text{square}} = 10$



arm motion

$\tau_{\text{square}} = 10$

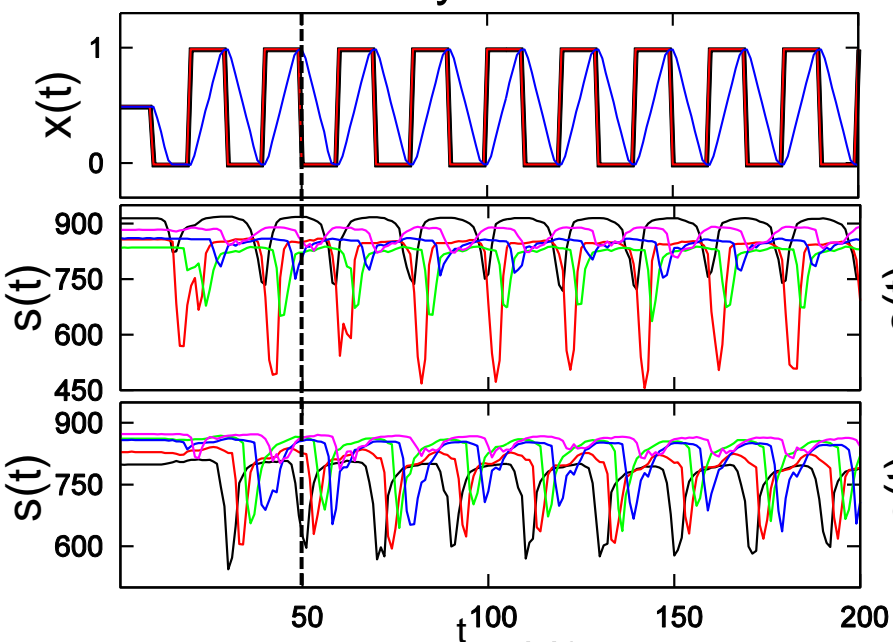
## sensorimotor time series



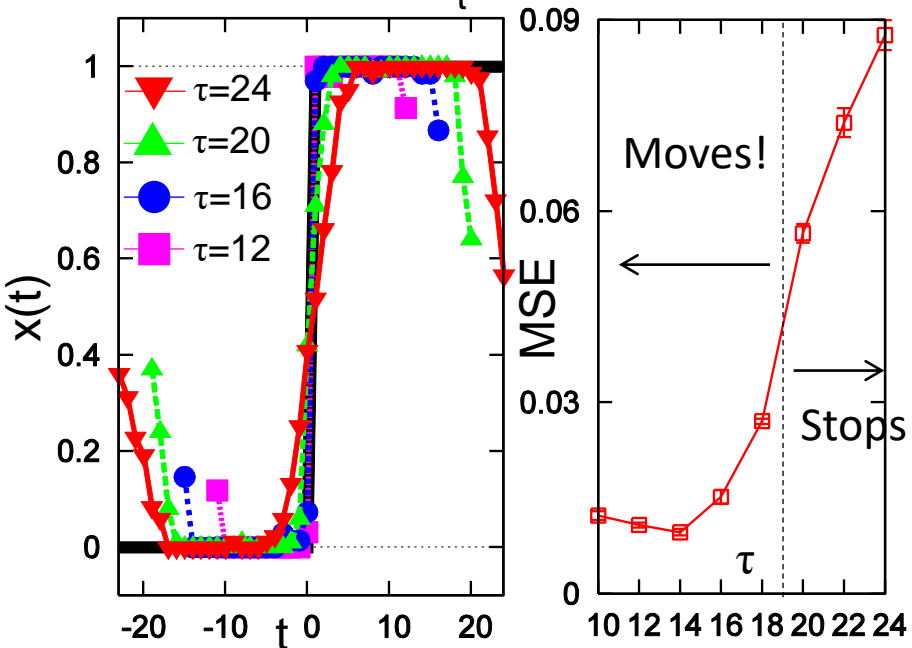
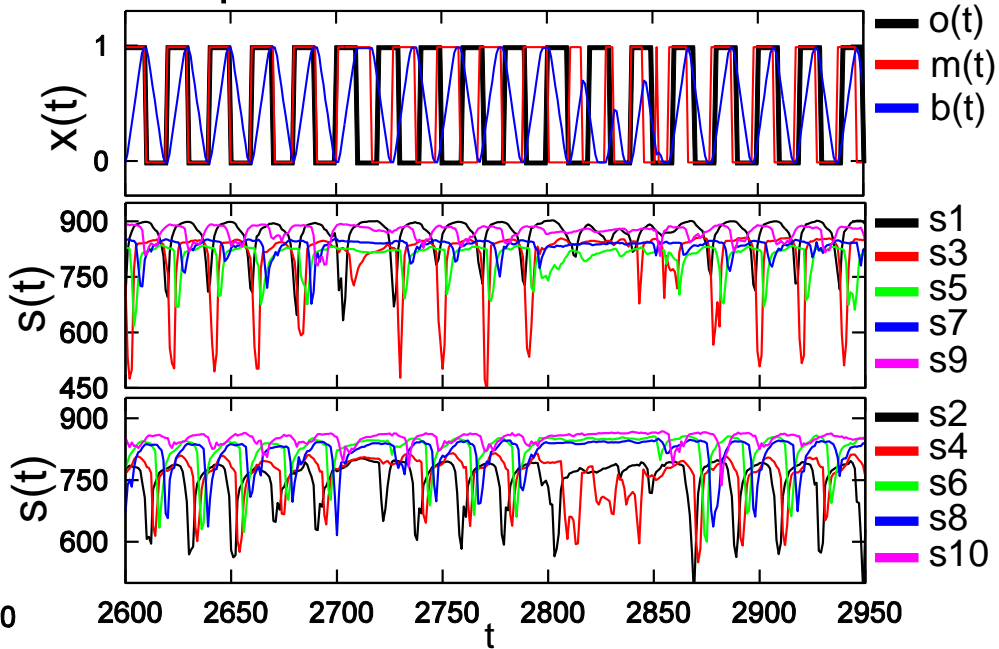


# Closed-loop control: analysis

Motor and sensory time series



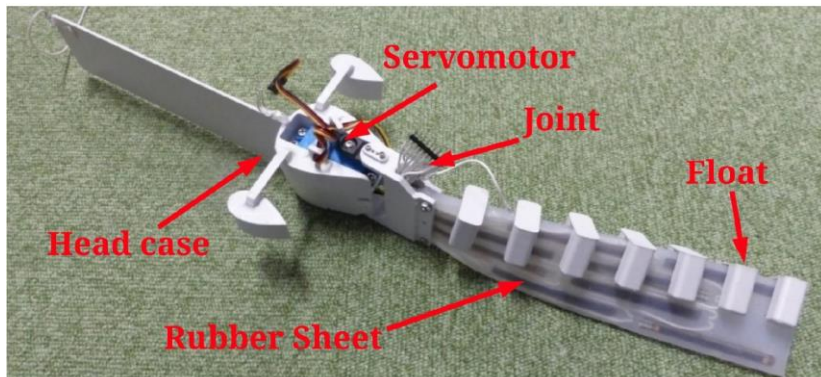
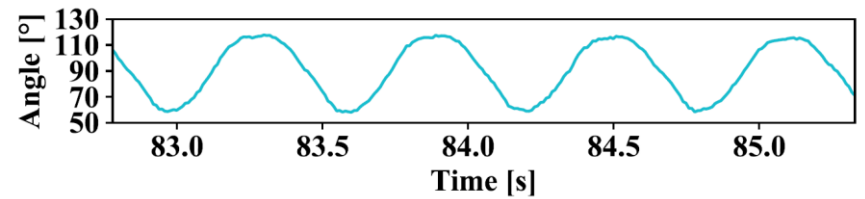
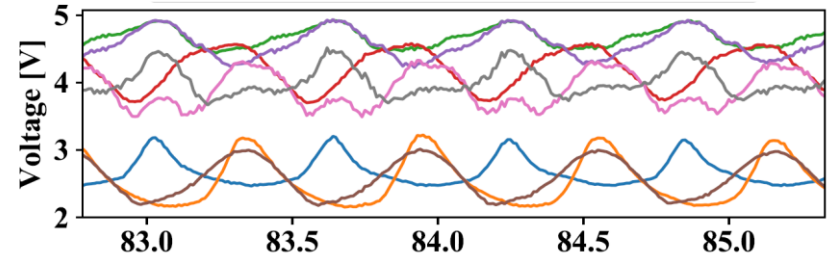
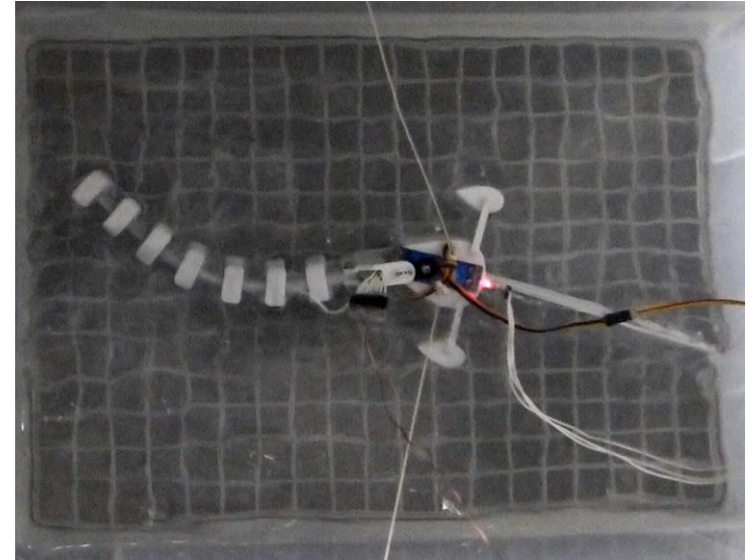
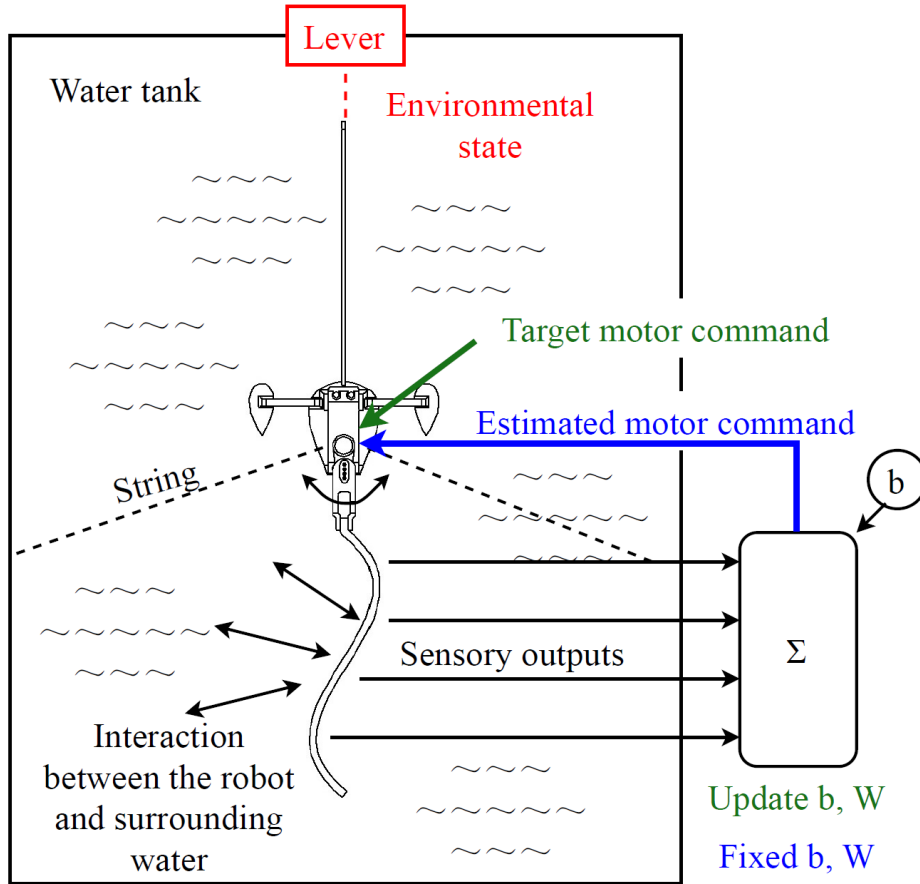
with perturbations



- Can embed closed-loop control!
- When  $\tau$  gets long, memory disappears!
- Robust against external noise!

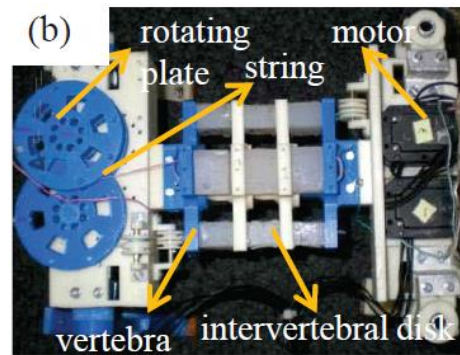
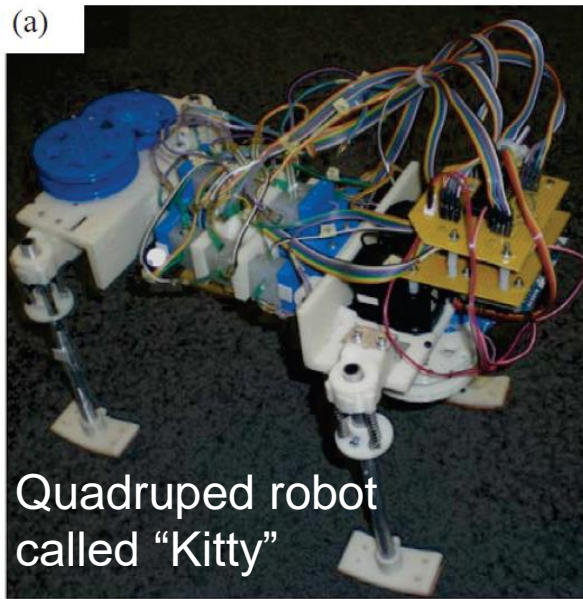
# Fish robot based on PRC

Y. Horii et. al, in *Proceedings of the ALIFE 2021: The 2021 Conference on Artificial Life*, pp.92 (9pages), 2021.

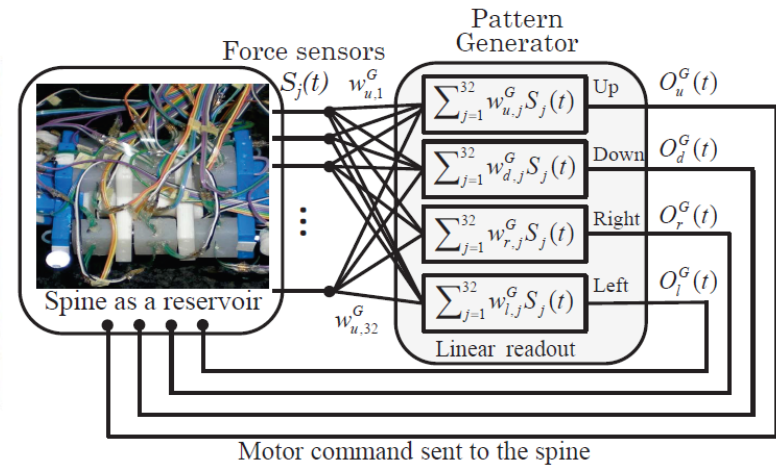


Closed-loop control can be successfully embedded!

# Closed-loop control for quadruped robot

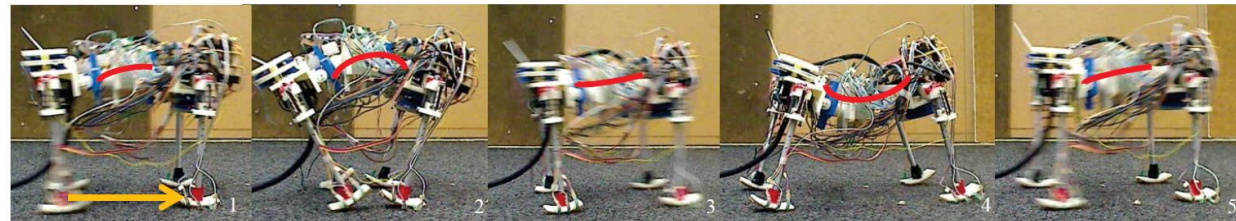
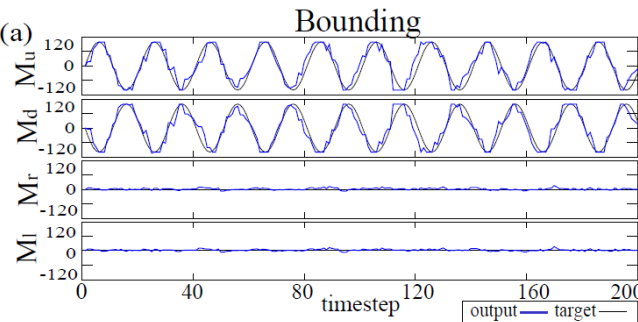


Soft spinal structure



Information processing scheme (embedding closed-loop control)

**Demonstrating "Spinal Engine" hypothesis!**

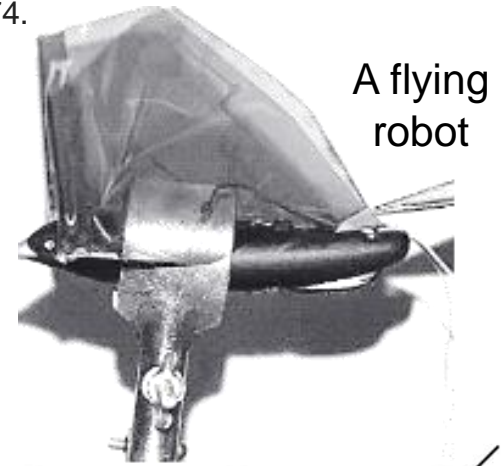
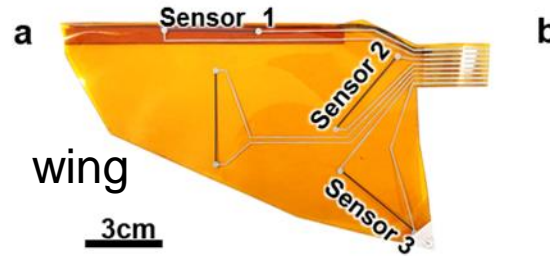
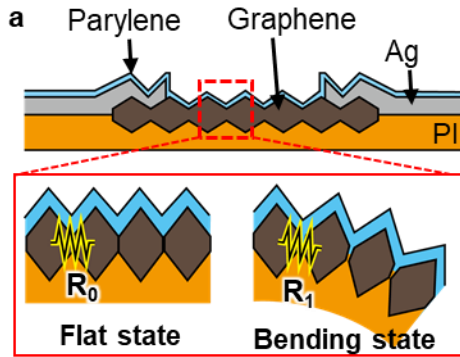


Q. Zhao et al., *Proceedings of 2013 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, pp. 1445-1451, 2013..

- Embedding multiple gait patterns (bounding, trotting, turning) in spine dynamics!
- No controller! Soft spinal dynamics are exploited to generate the motor pattern!

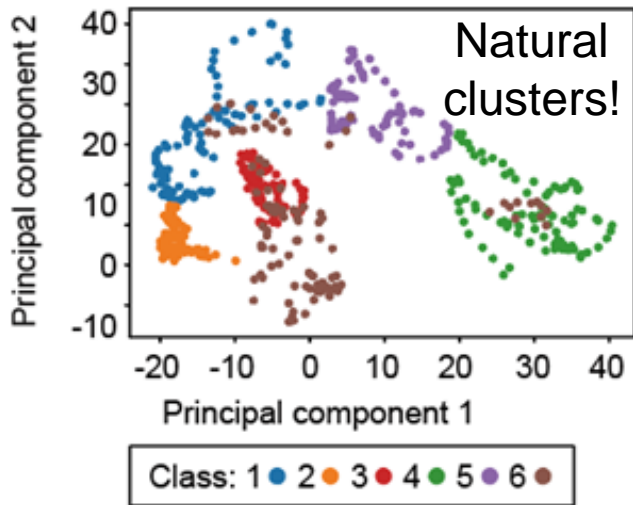
# Wing as a reservoir

Tanaka, K., et. al. (2021). Flapping-Wing Dynamics as a Natural Detector of Wind Direction. *Advanced Intelligent Systems*, 3(2), 2000174.

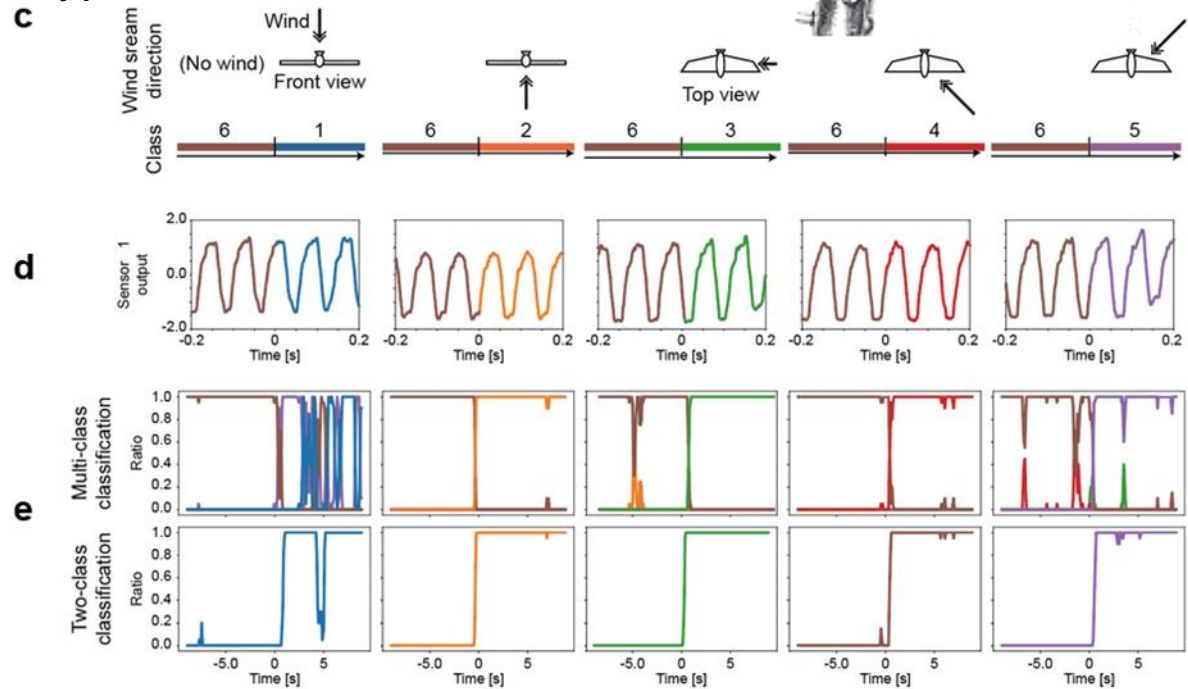


Embedding strain sensor into the wing

(a) Principal component analysis



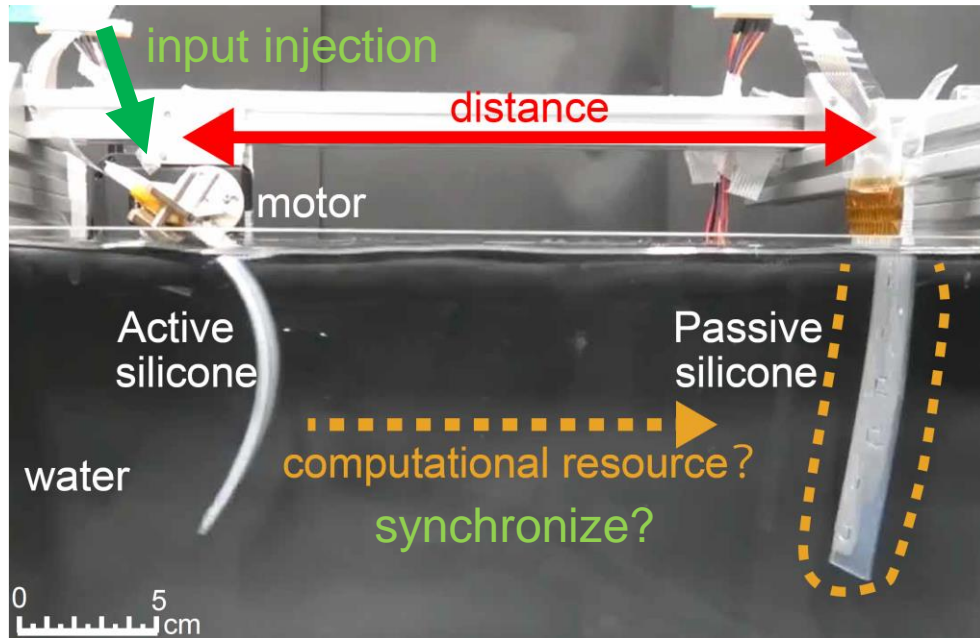
Typical classification results



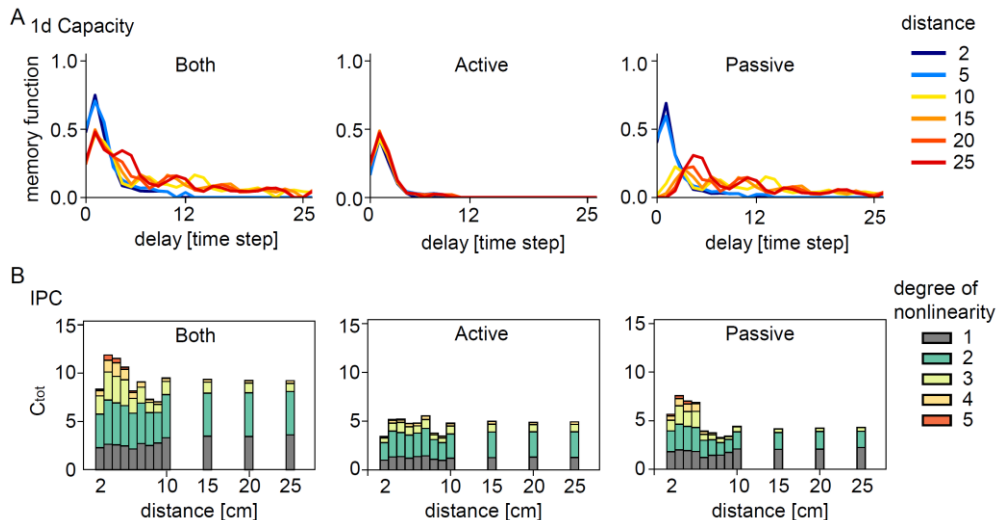
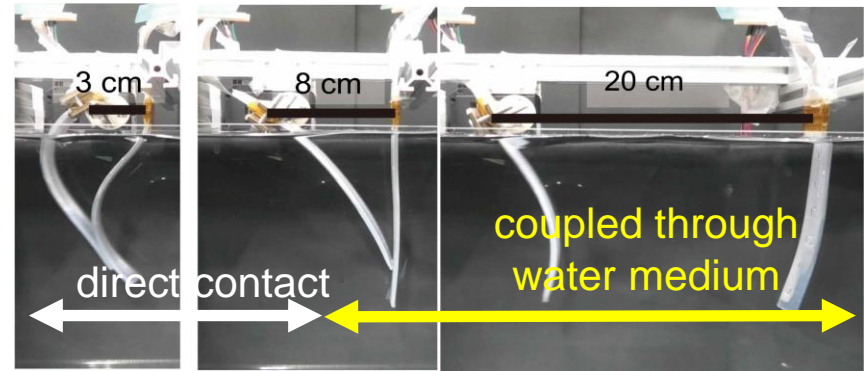
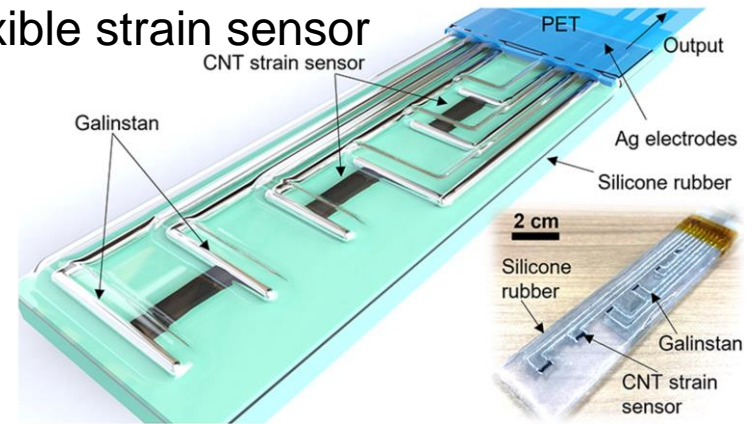
- Detecting wind direction with 0.915 accuracy!
- Wing dynamics as a natural classifier of wind direction!

# Remote reservoirs

K. Tanaka, et. al., Adv. Intell. Syst. 2100166, 2022.



## Flexible strain sensor



T. Kubota, et. al., Phys. Rev. Res. 3: 043135, 2021.

- Physical objects in spatially distance place can be used as a reservoir!
- Generalized synchronization induces self-organized *remote reservoirs!* (extending body)
- Interaction modality changes the computational capability!

# Statement:

**“By incorporating soft materials, the body can be used as a computational device!”**

- Distributed computation – open-loop
- Embedding motor program into the body – closed-loop

Body structure of robots (animals) is not “random” but has specific morphology.

→ **Explore “why” from computational perspectives!**

# Universal gripper: exploiting deformation

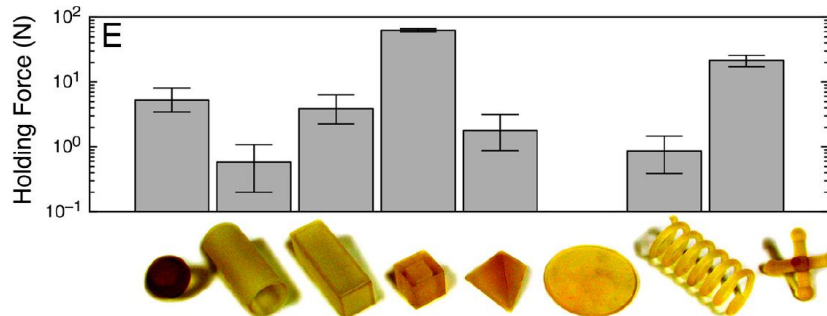
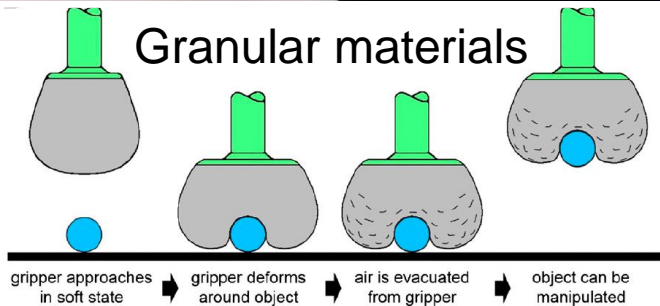


Brown, Eric, et al., *PNAS* **107.44** (2010): 18809-18814.

**Soft body passively deforms and adapts to the object!**

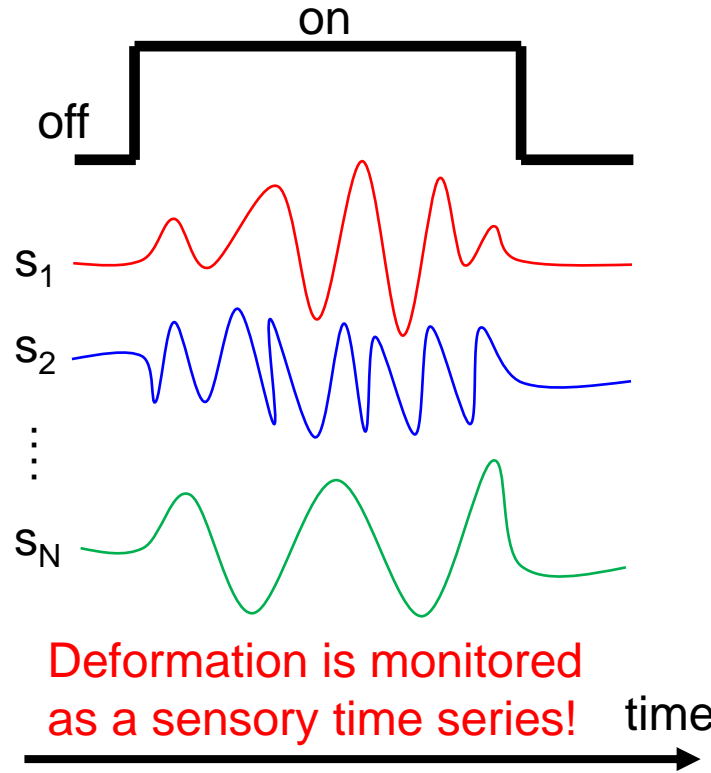
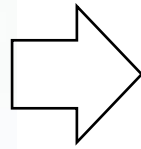


**Can't we use this property for computational purposes?**

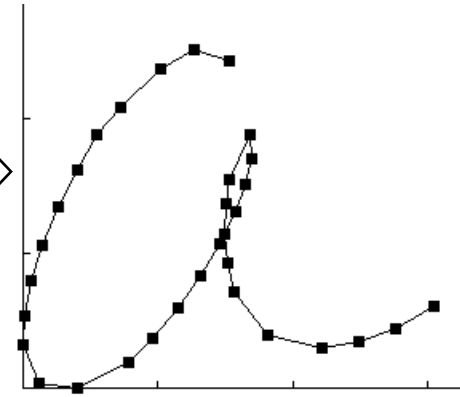
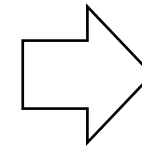


# Soft keyboard: drawing cursive letters via soft materials

“Soft keyboard”



Draw cursive letters!



Time series data as a computational resource !

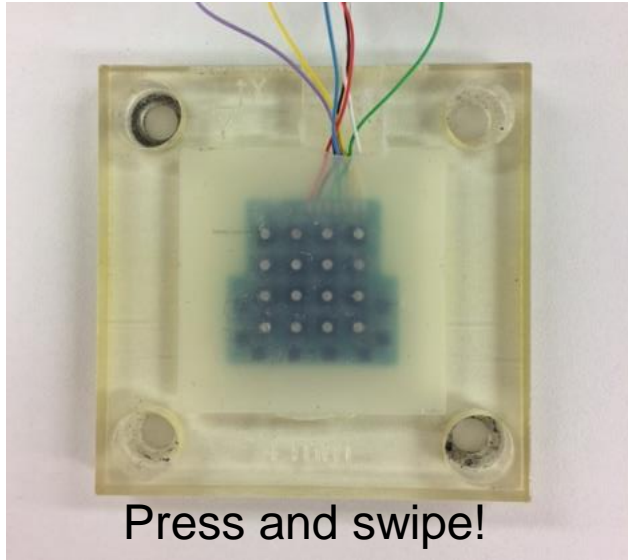
- Push soft keyboard and induce deformation!
- Encode your cursive letters into the deformation dynamics!
- Control to draw with soft push!



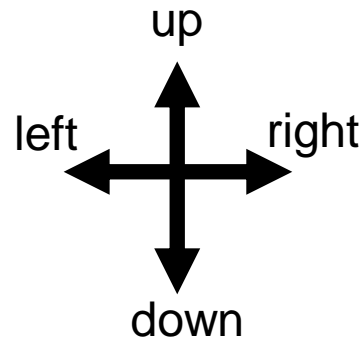
Another design...  
(soft smartphone, etc.)



# Soft modules and sensors



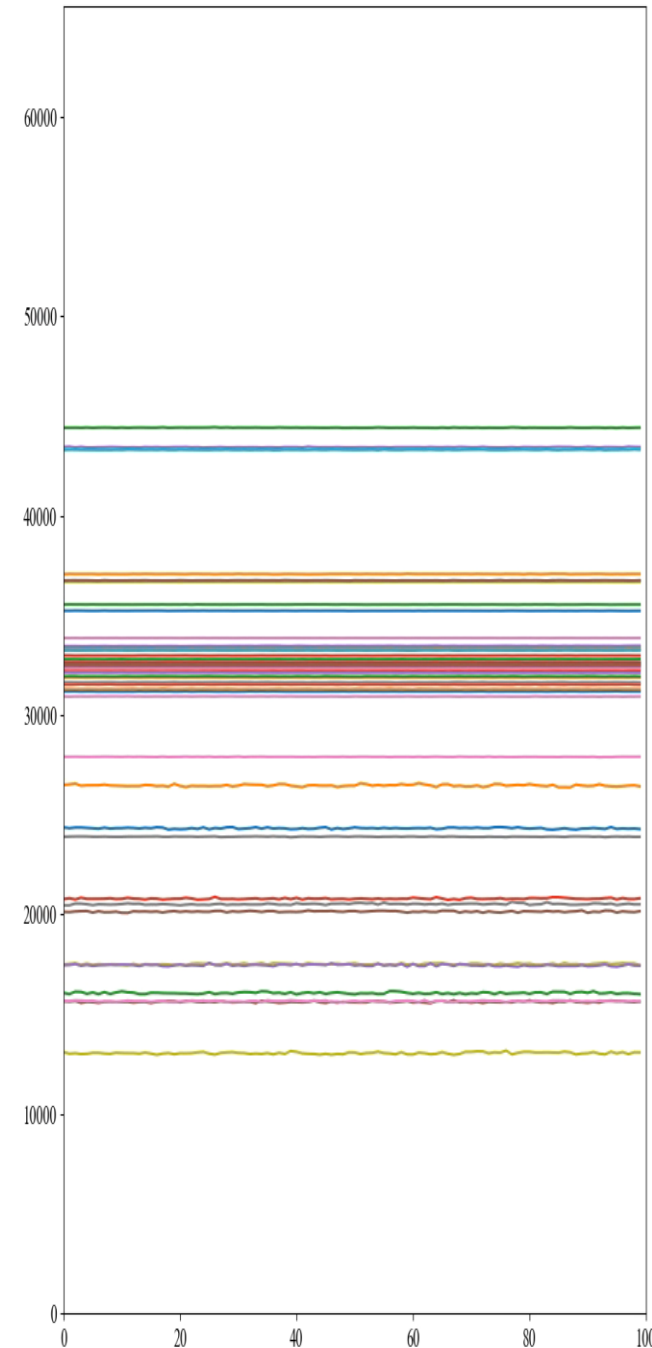
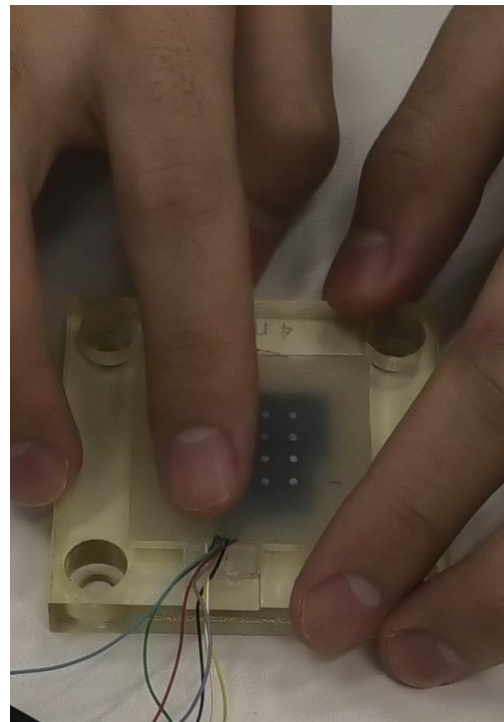
finger motions



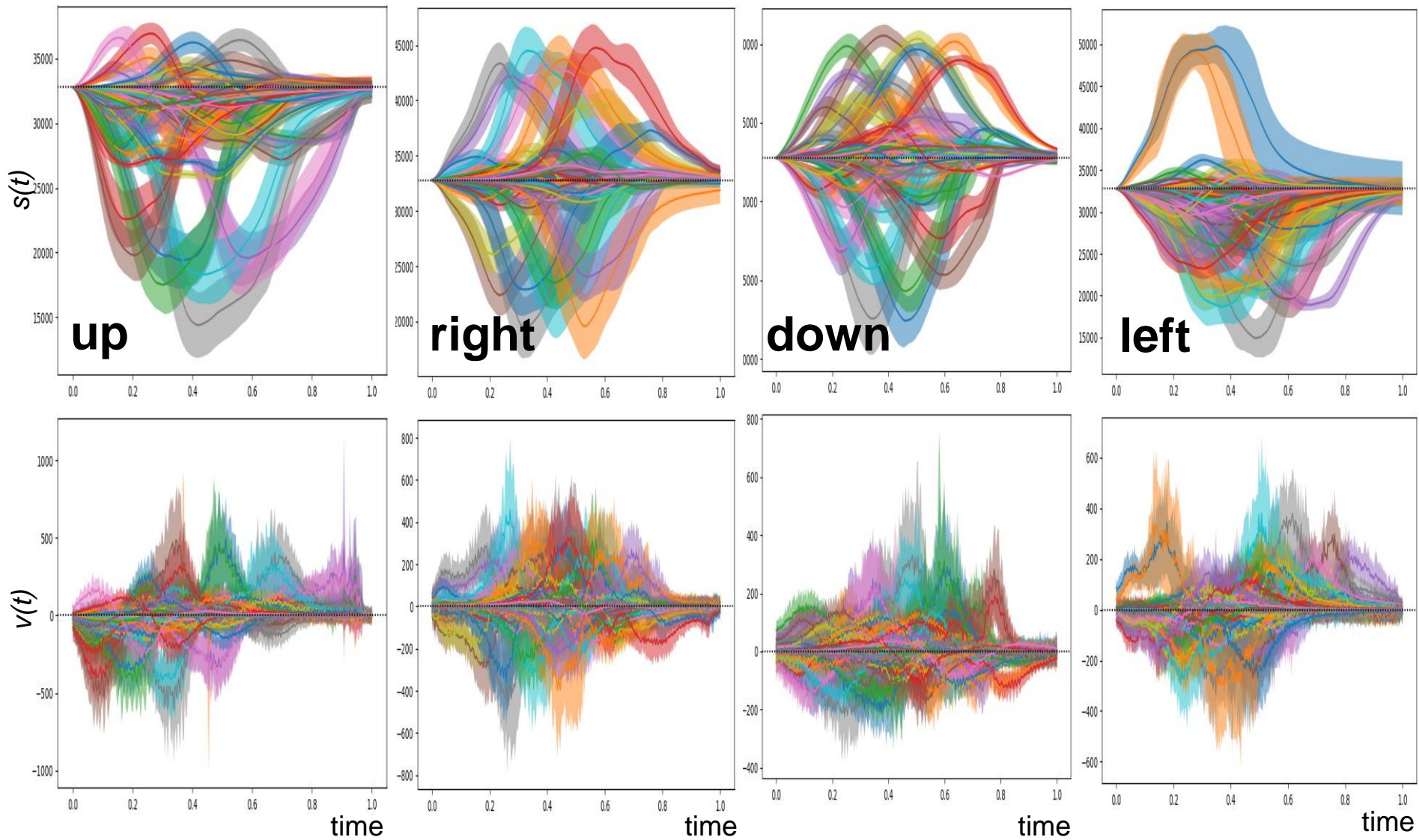
(“down” motion in video!)

(Collaboration with Dr. Alexander Schmitz)  
T.P. Tomo et al., *IEEE-RAS International Conference on Humanoid Robots (2016)*)

- 16 force sensors (3-axis) and corresponding velocities.
- $16 \times 3 \times 2 = 96$  nodes
- Real-time monitoring of soft deformation!

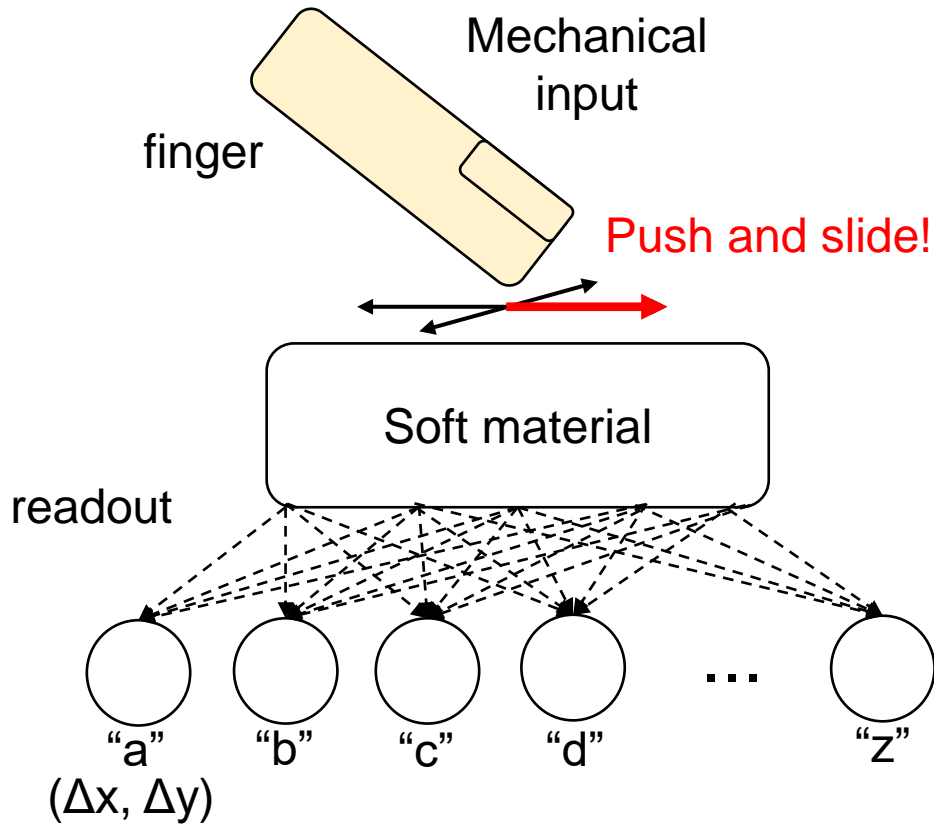


# Sensory response curves



Each finger motion generates specific sensory patterns (20 trials averaged)!

# Demonstration



Multitasking (readout for each alphabet)

## (Process flow)

Training data collection!

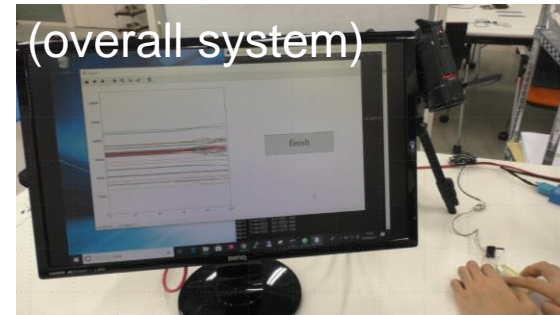
- Draw cursive letters using a digital pen!
- Collect sensory data for the corresponding finger motion! (15 trials: training, 5 trials: evaluation)

Encoding the letters!

- Using Ridge regression, tune the readout weights!
- Correspond sensory data and a cursive letter!

Drawing the letters!

- Evaluate the performance using trained readout weights!



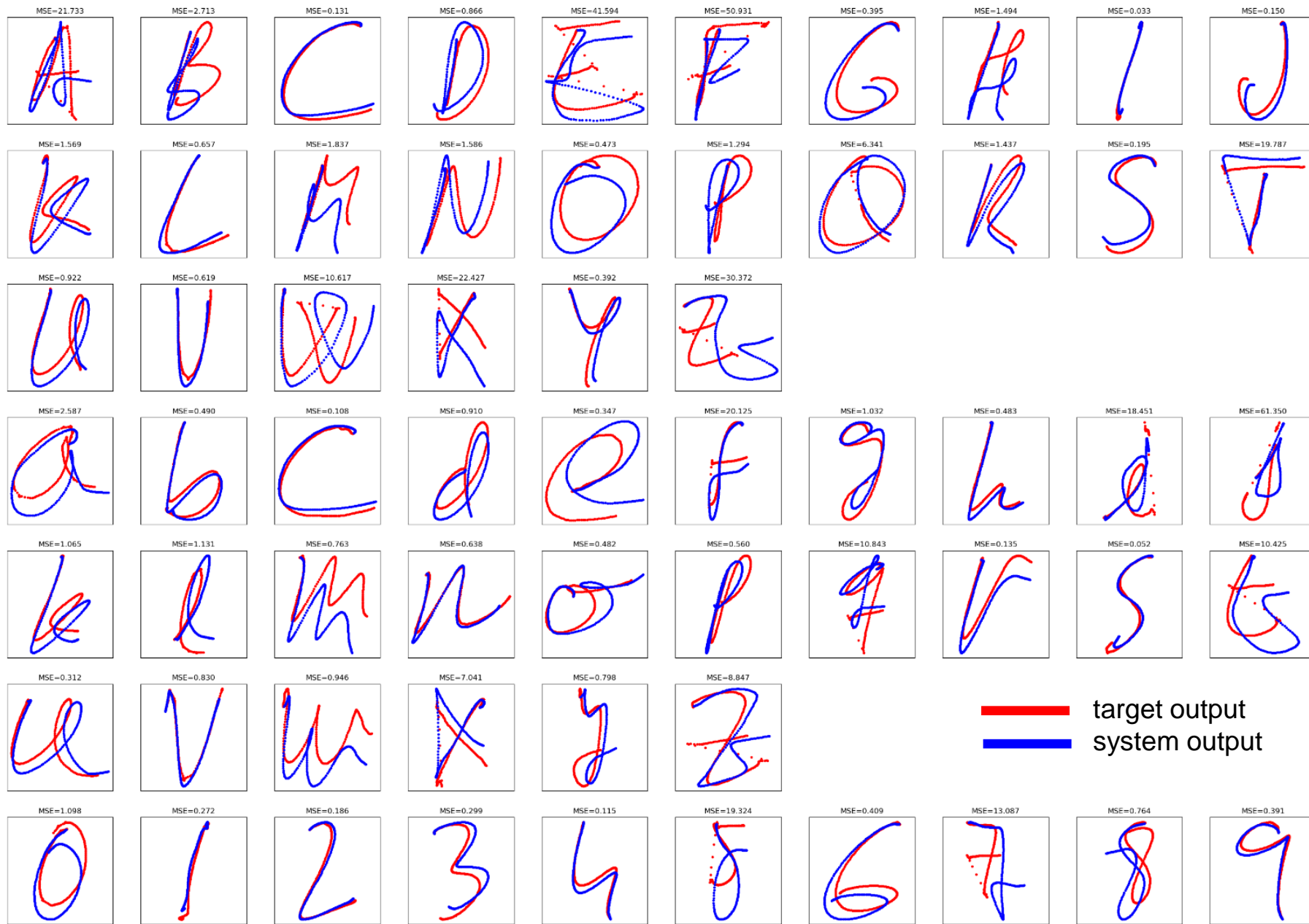
- All the processes take only a few minutes!

K. Nakajima, et. al., in *Proceedings of NOLTA2018*, pp. 147-150, 2018.

- Target cursive letters: uppercase and lowercase letters in the alphabet, numbers.
- Finger motions: "up," "right," "down," "left"
- For a single motion, encode multiple cursive letters by training readout weights for each (multitasking) !

# Results

(using sensory dynamics of "UP" in subject 1 with multitasking)



# Report topic

Consider your own physical reservoir based on a soft robot. Discuss its setup, functionality, and advantages in detail.

- Include following points in detail: Setup (I/O), tasks (application scenario), advantages against software implemented reservoir computing.
- It is OK to use already proposed physical reservoir computing if you use original way of usage.
- One or two pages in A4 size and submit with pdf format

Thank you!