

# Designing Robots for Humans

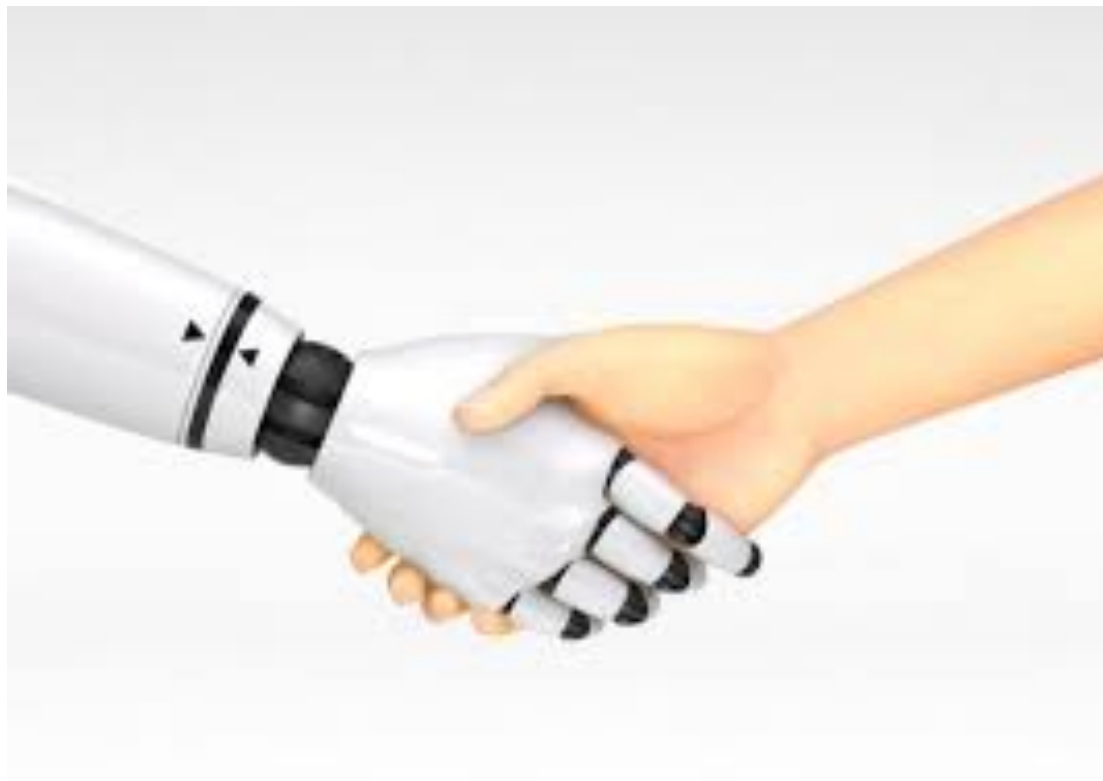
**Holly Yanco**

**Distinguished University Professor  
Professor, Computer Science**

**Director, New England Robotics Validation and Experimentation (NERVE) Center**

**University of Massachusetts Lowell**

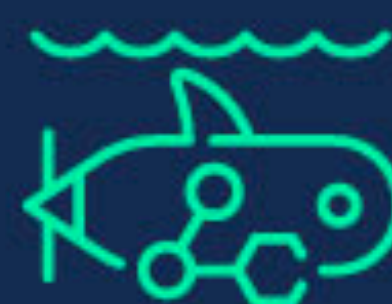
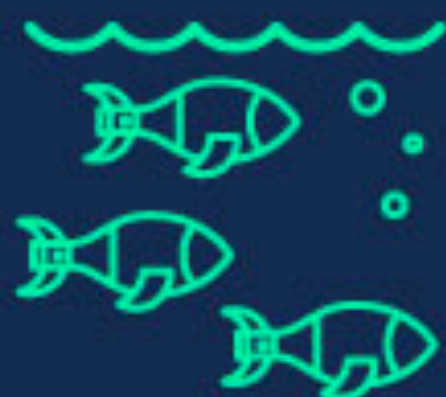
# Human-Robot Interaction...



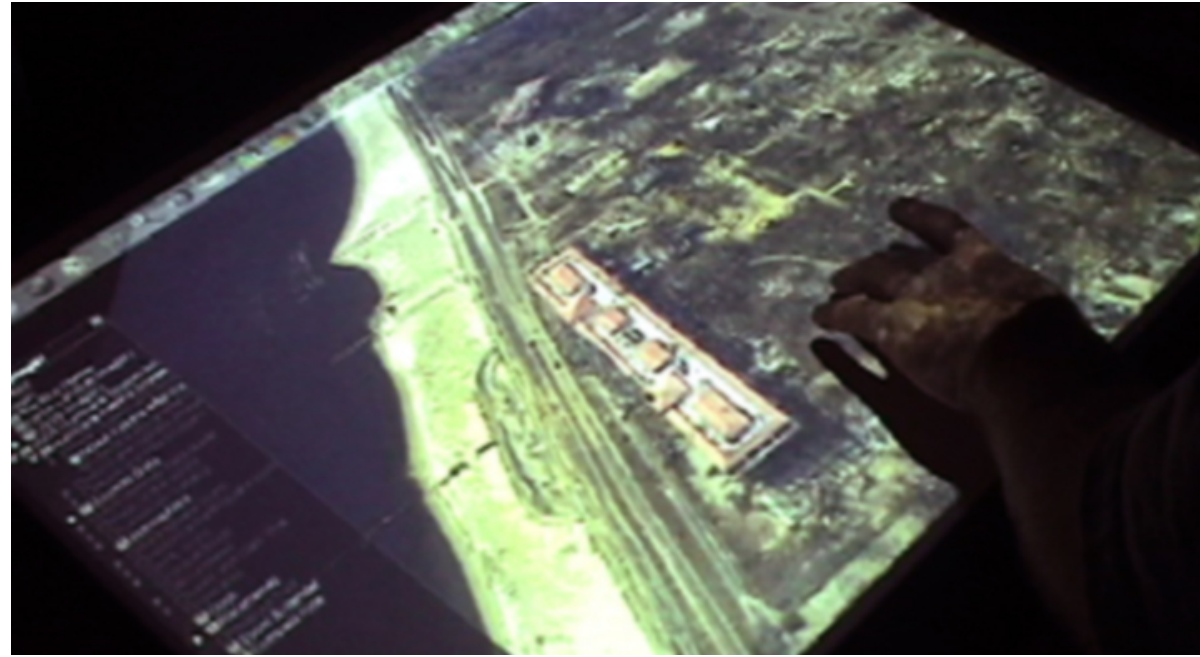
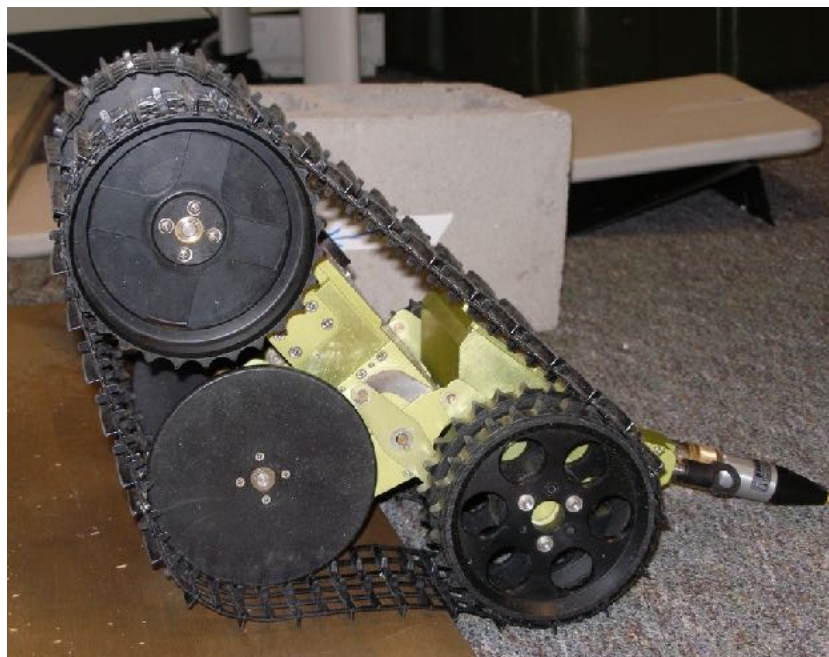
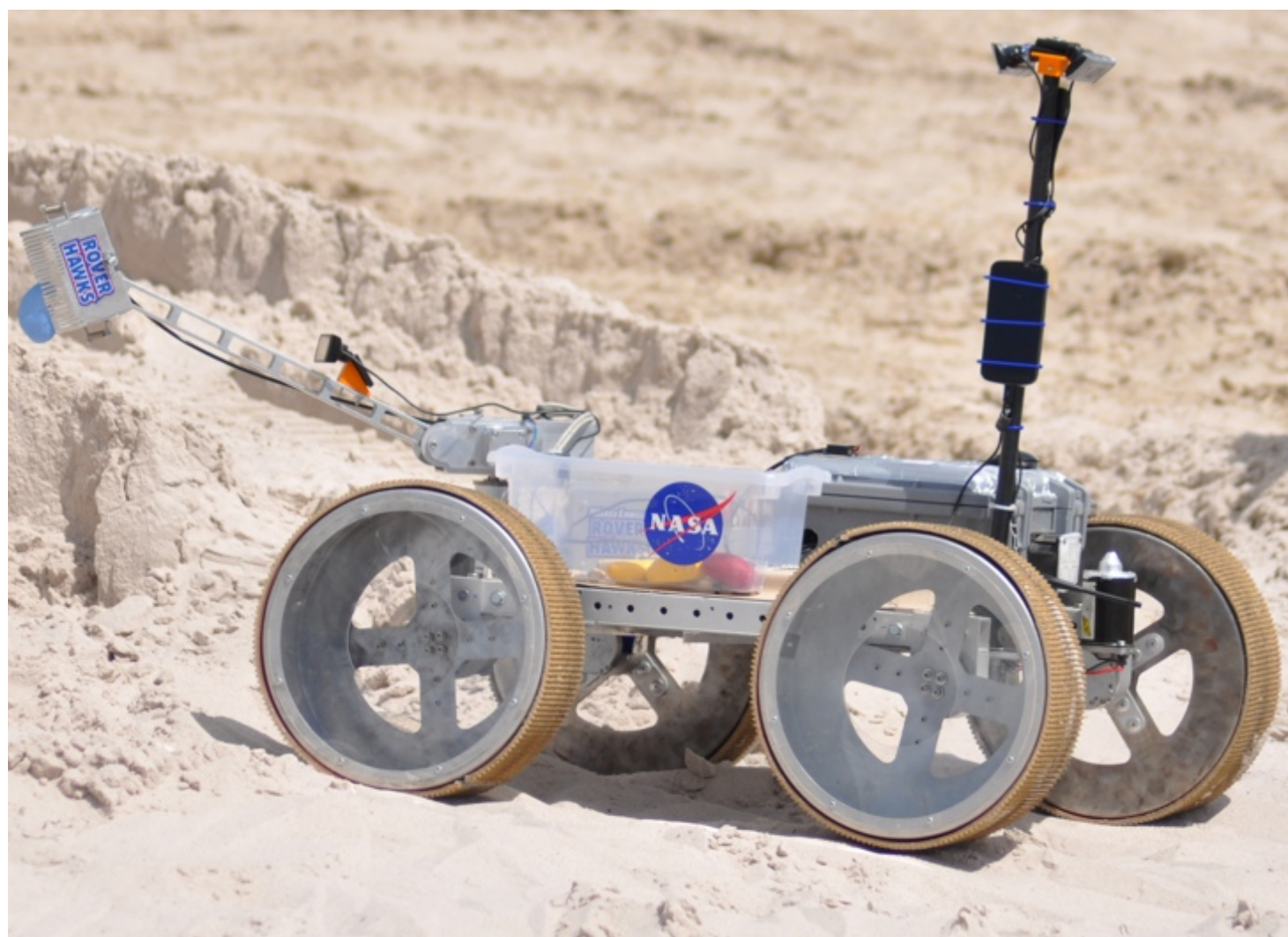
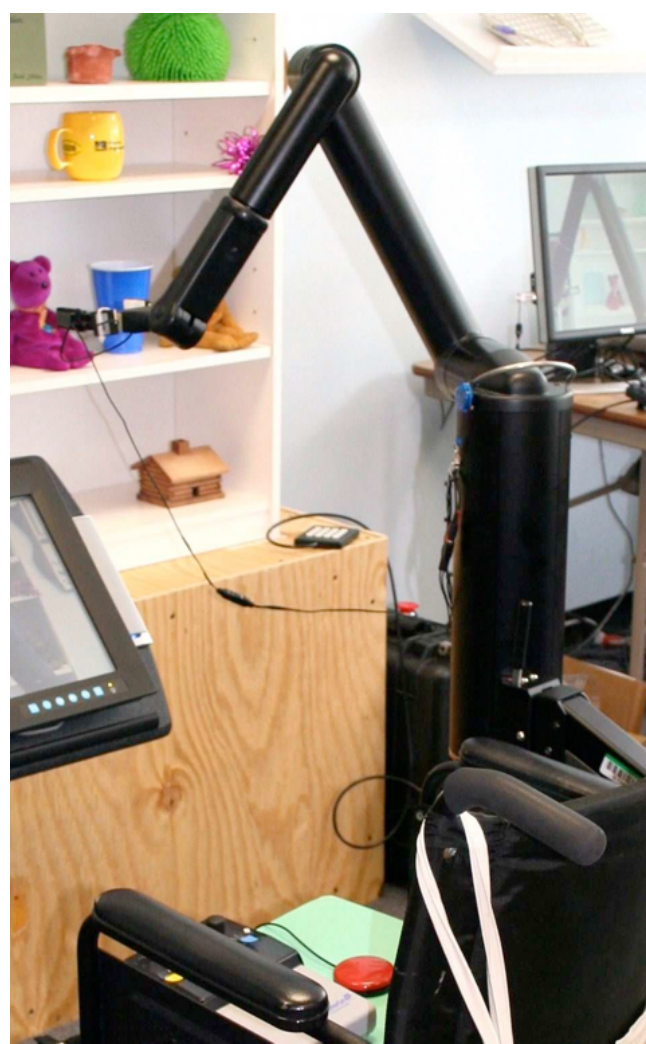
...According to Google Images



# Robotics@NSF



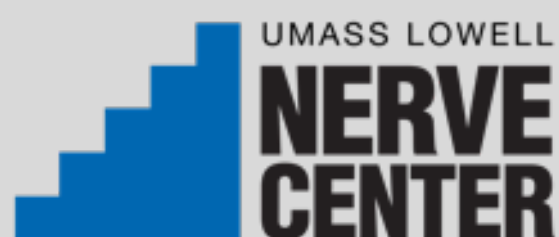
<https://www.nsf.gov/eng/robotics.jsp>



# Assistive Grasping of Unmodeled Objects in Clutter



IIS-1426968  
IIS-1763469

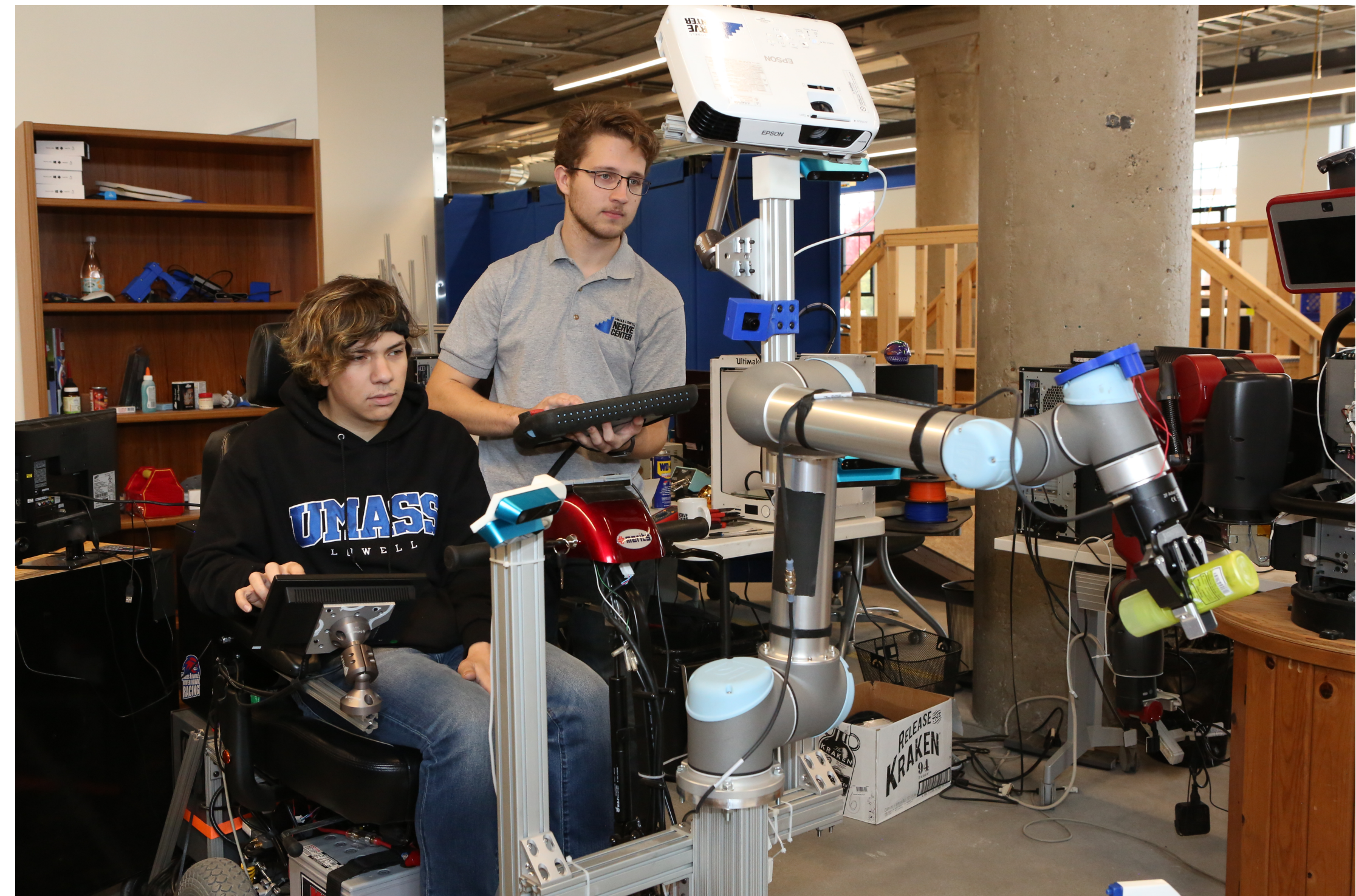
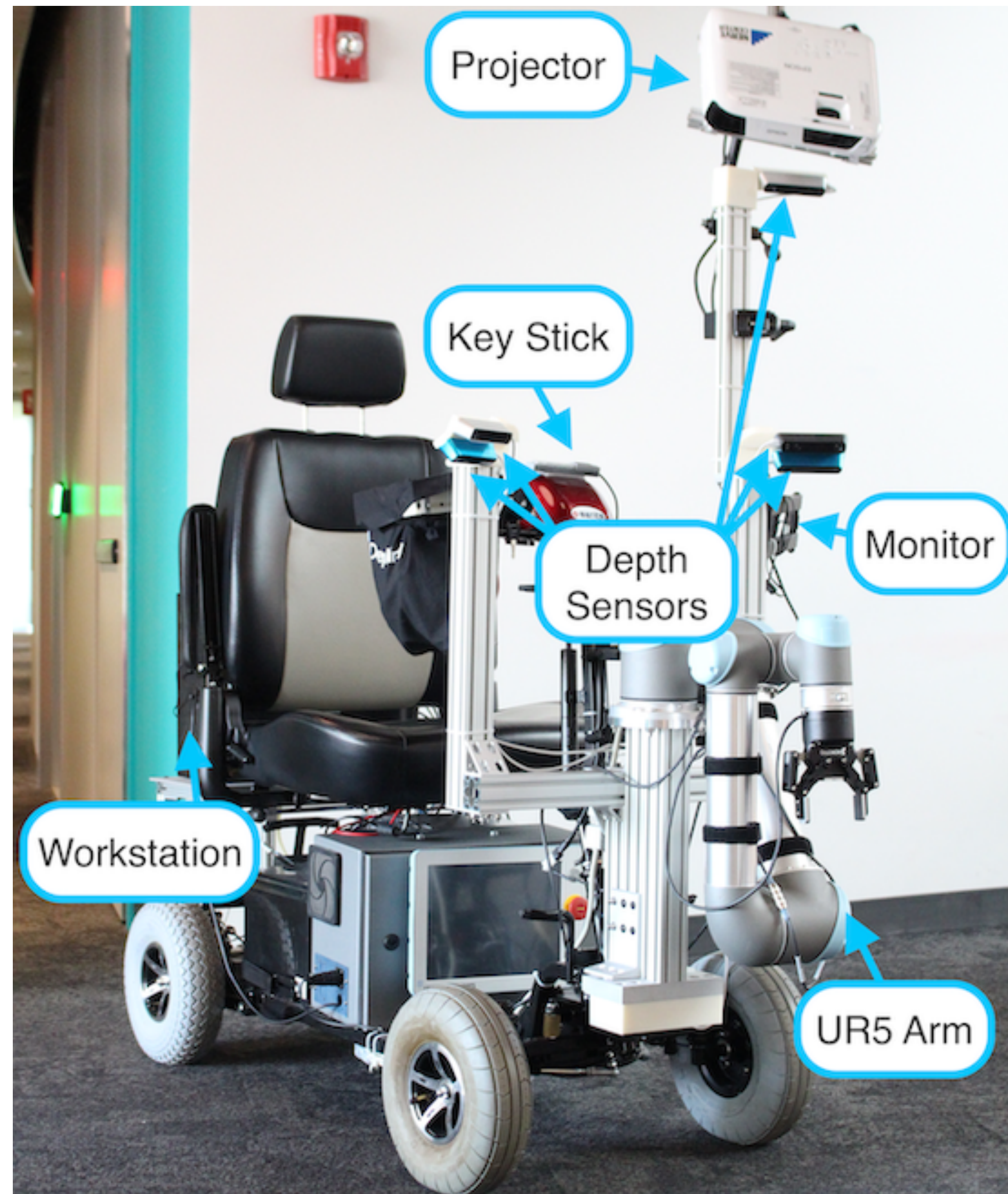


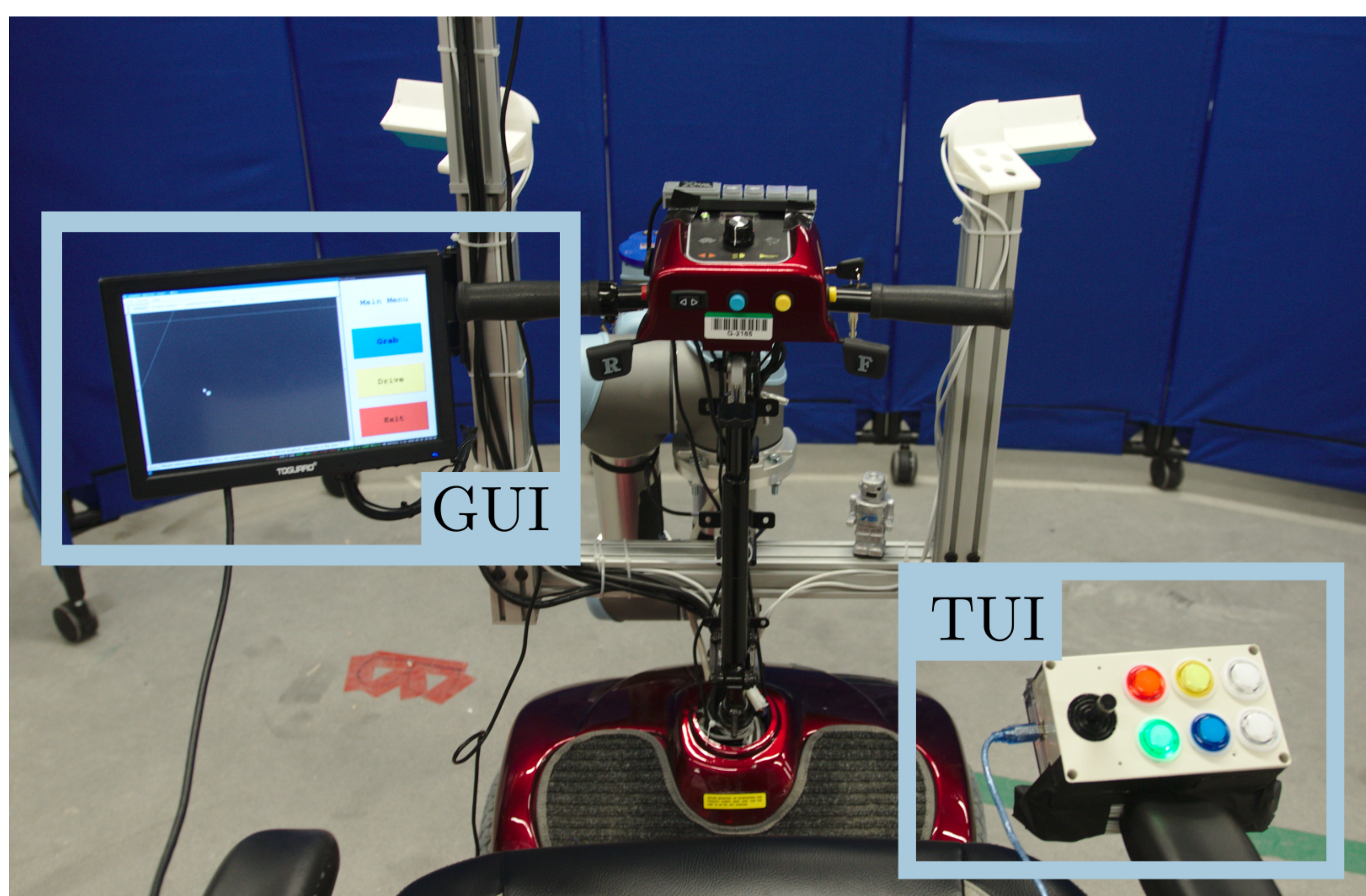
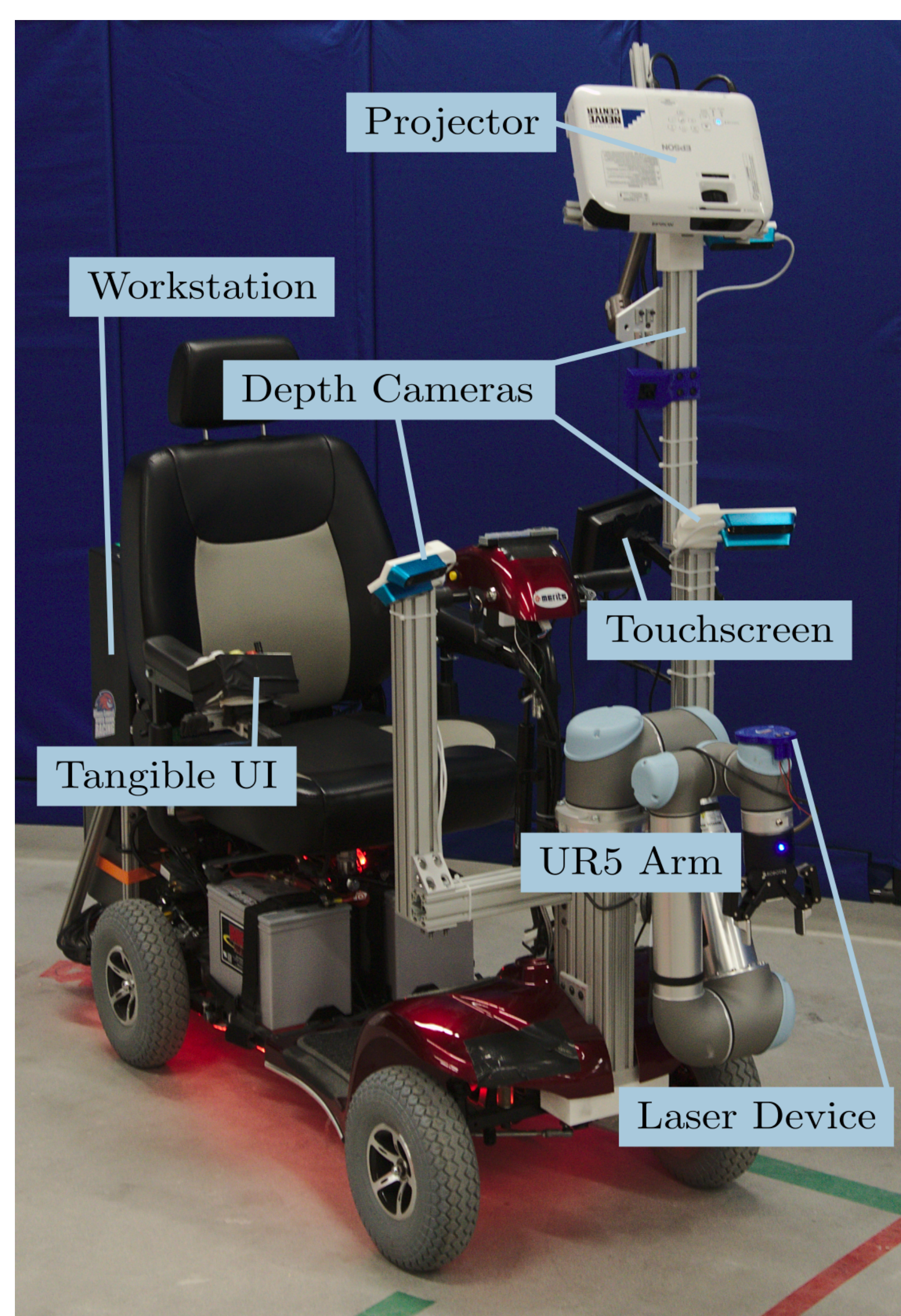
<http://nerve.uml.edu>

Designing Robots for Humans — Prof. Holly Yanco

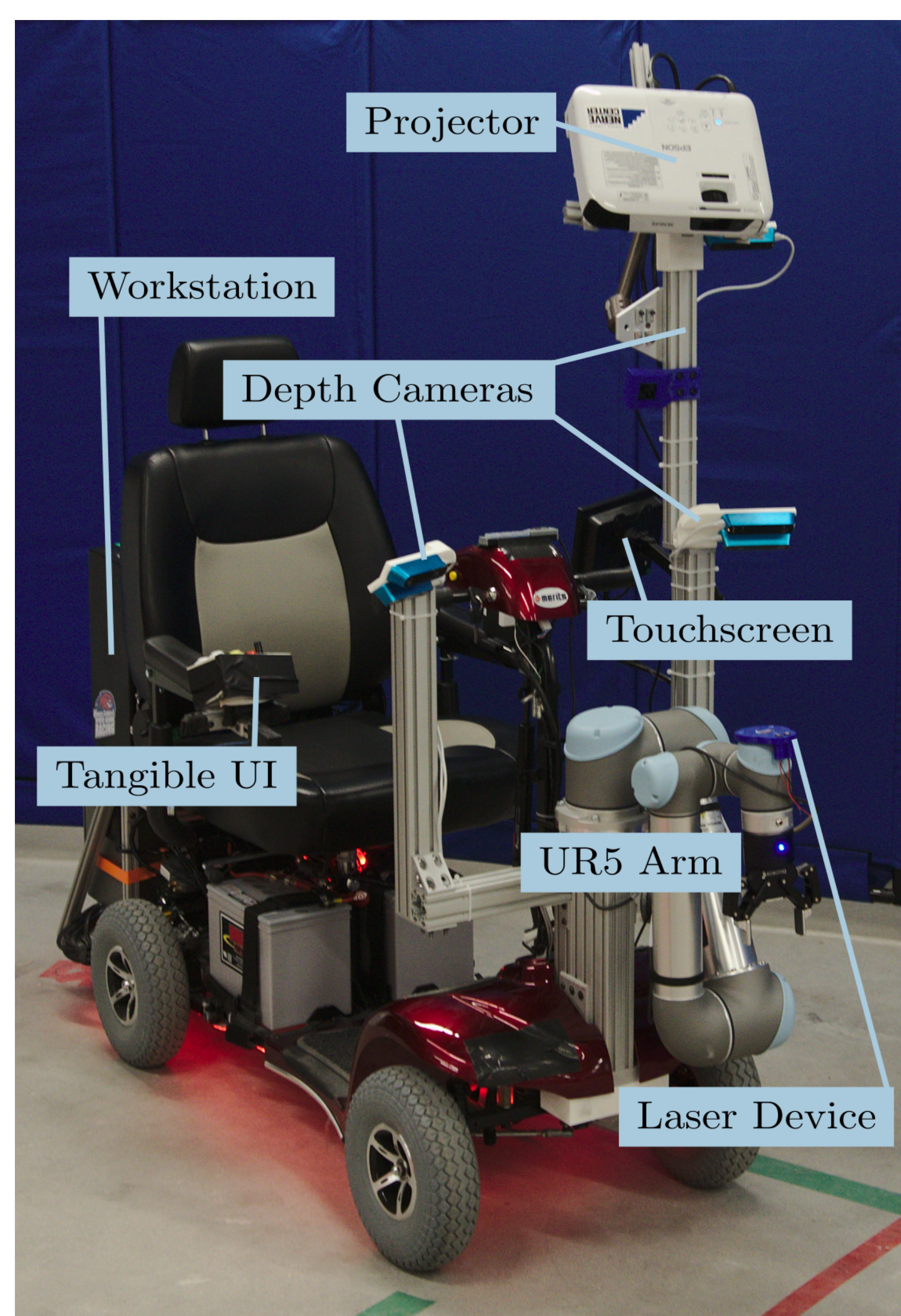


# Turning the World into the Interface

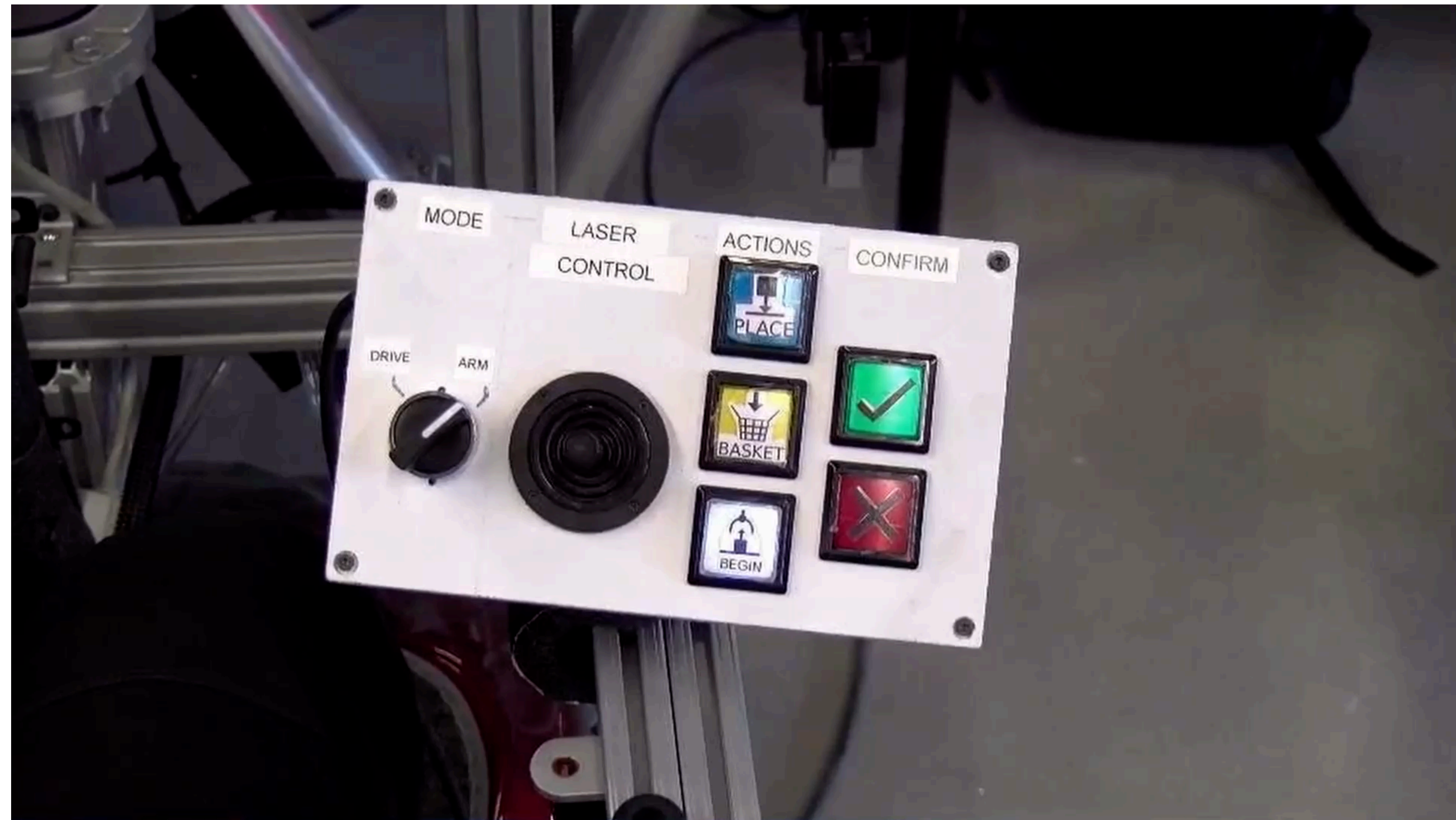
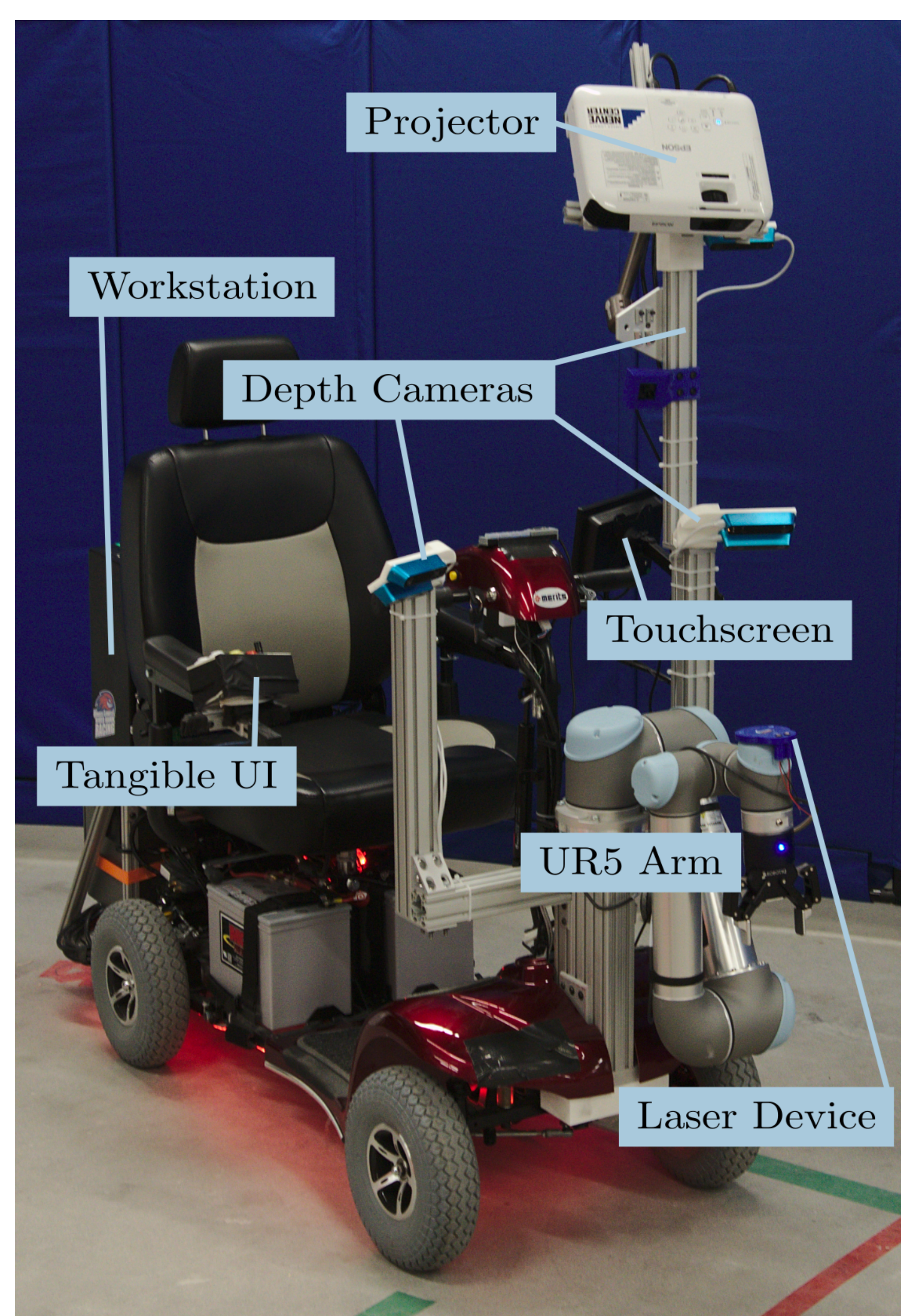


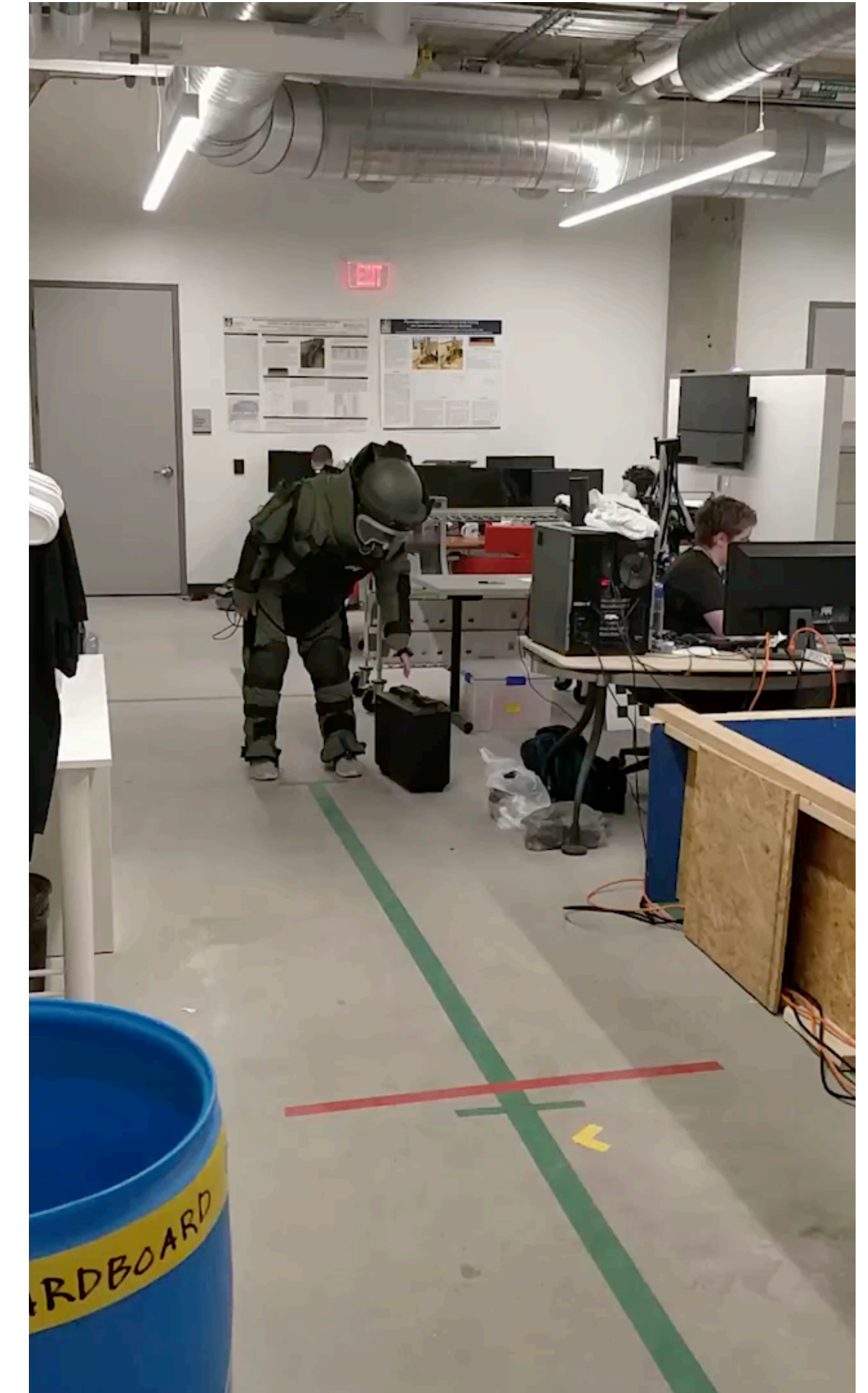
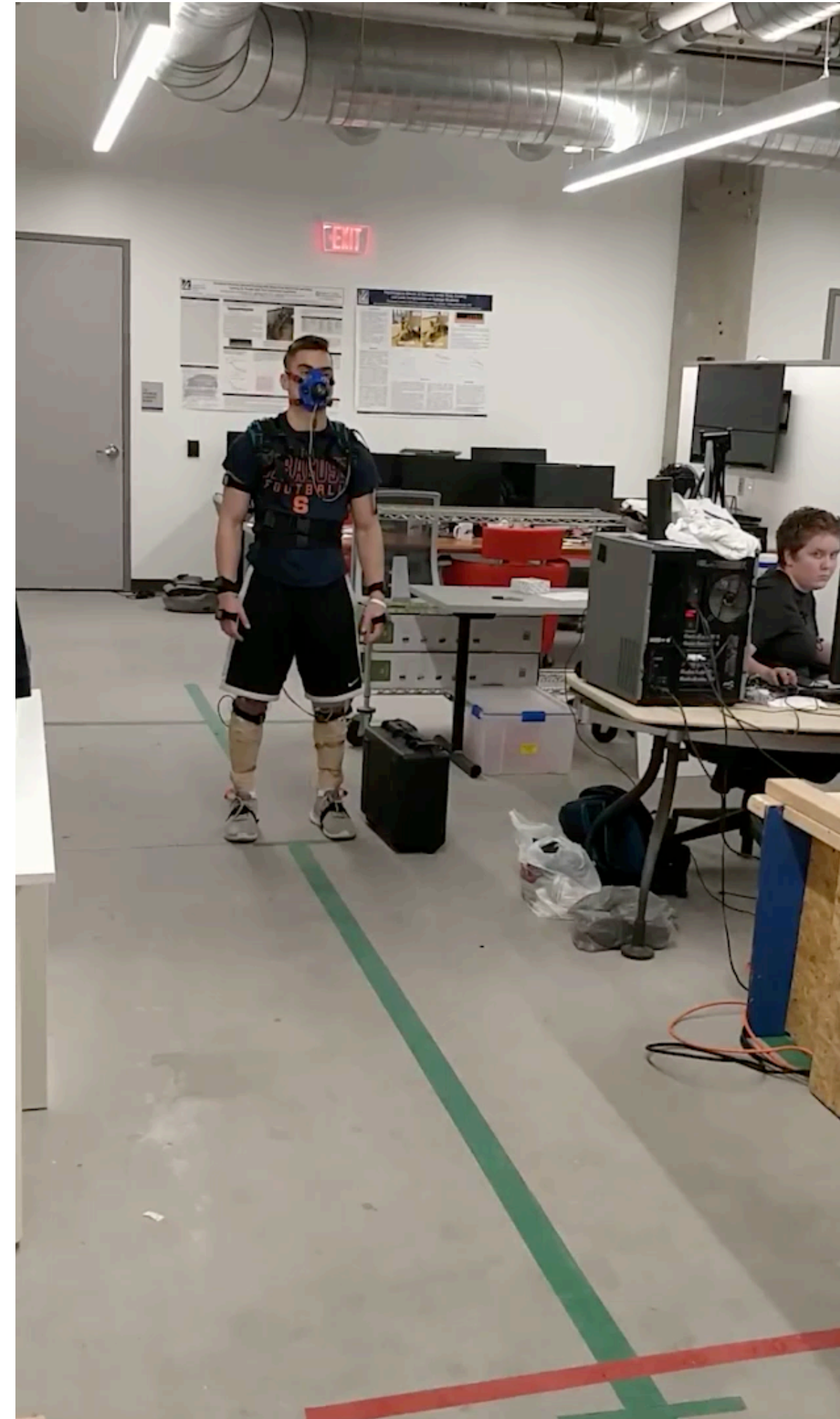


Alexander Wilkinson, Michael Gonzales, Patrick Hoey, David Kontak, Dian Wang, Noah Torname, Sam Laderoute, Zhao Han, Jordan Allspaw, Robert Platt, and Holly Yanco. "Design Guidelines for Human-Robot Interaction with Assistive Robot Manipulation Systems." Paladyn, Journal of Behavioral Robotics, Vol. 12, No. 1, pp. 392-401, Sept 2021.



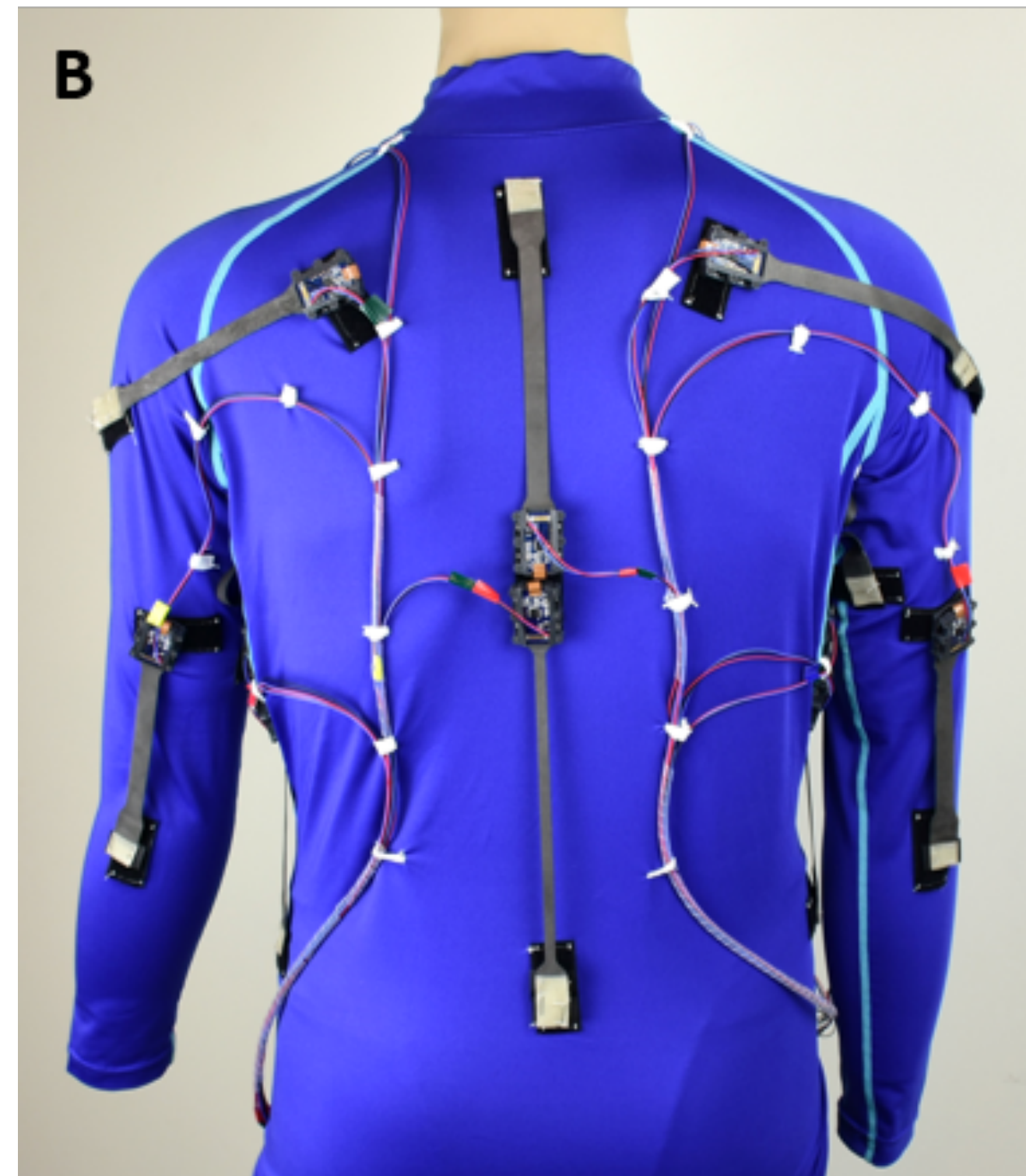






Yi-Ning Wu, Adam Norton, Michael R. Zielinski, Pei-Chun Kao, Andrew Stanwicks, Patrick Pang, Charles H. Cring, Brian Flynn, and Holly A. Yanco. "Characterizing the Effects of Explosive Ordnance Disposal Operations on the Human Body While Wearing Heavy Personal Protective Equipment." *Human Factors: The Journal of the Human Factors and Ergonomic Society*, February 2021.

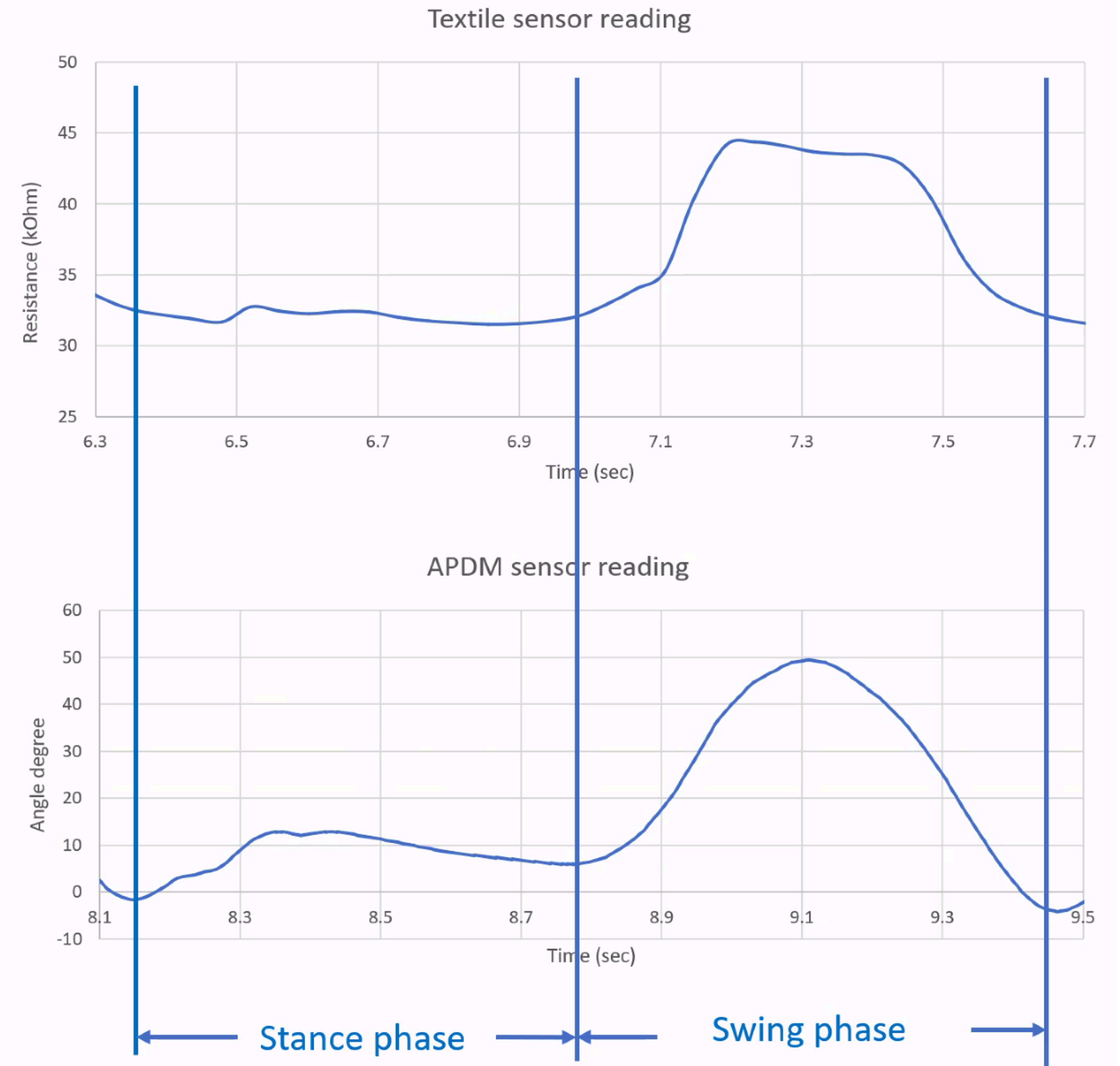
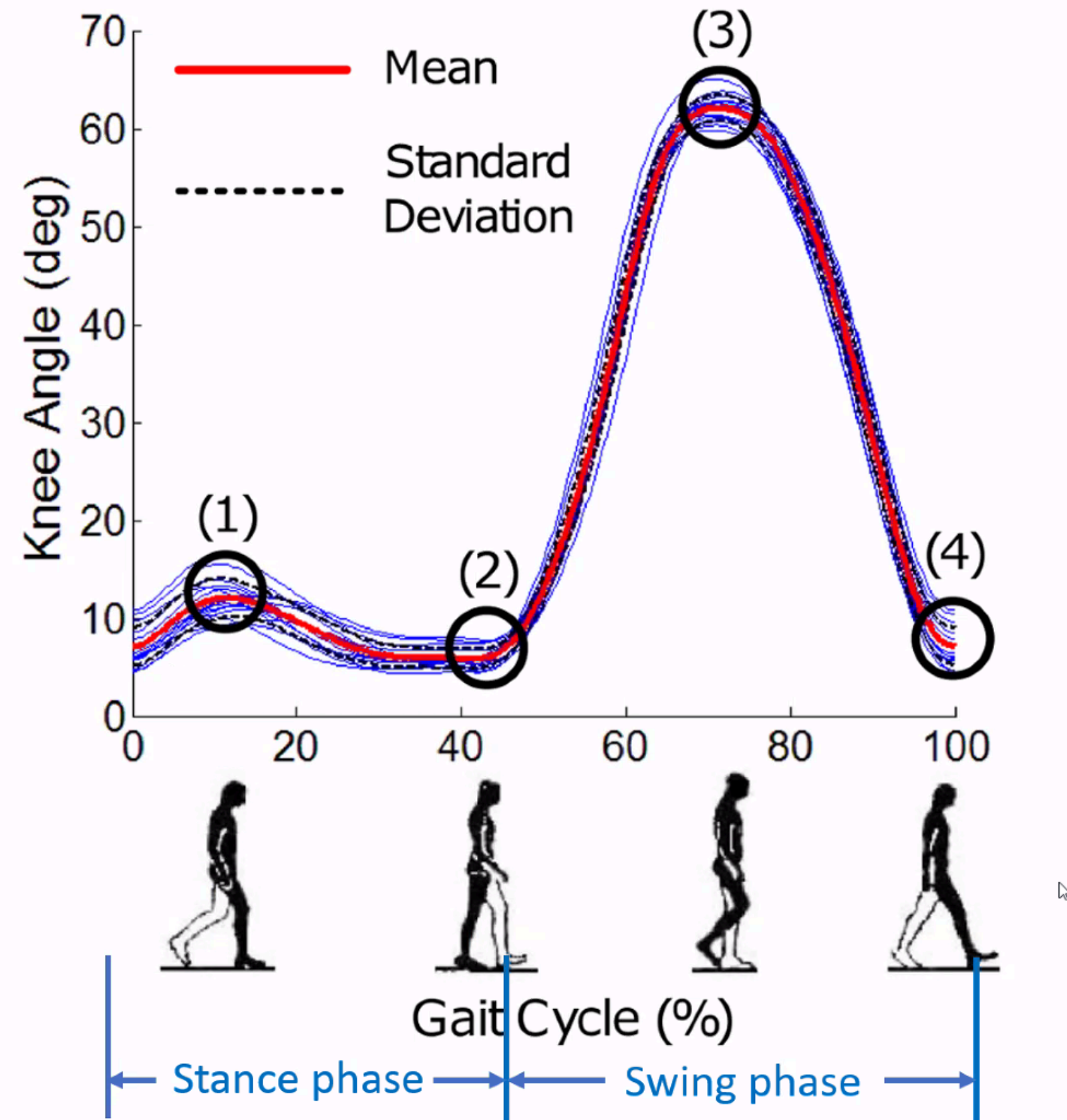
# Adaptive Exoskeletons



IIS-1955979



### Knee angle during walking



Ahn, Joeun & Hogan, Neville. (2012). Walking Is Not Like Reaching: Evidence from Periodic Mechanical Perturbations. PloS one. 7. e31767. 10.1371/journal.pone.0031767.

# Attitudes towards robot autonomy

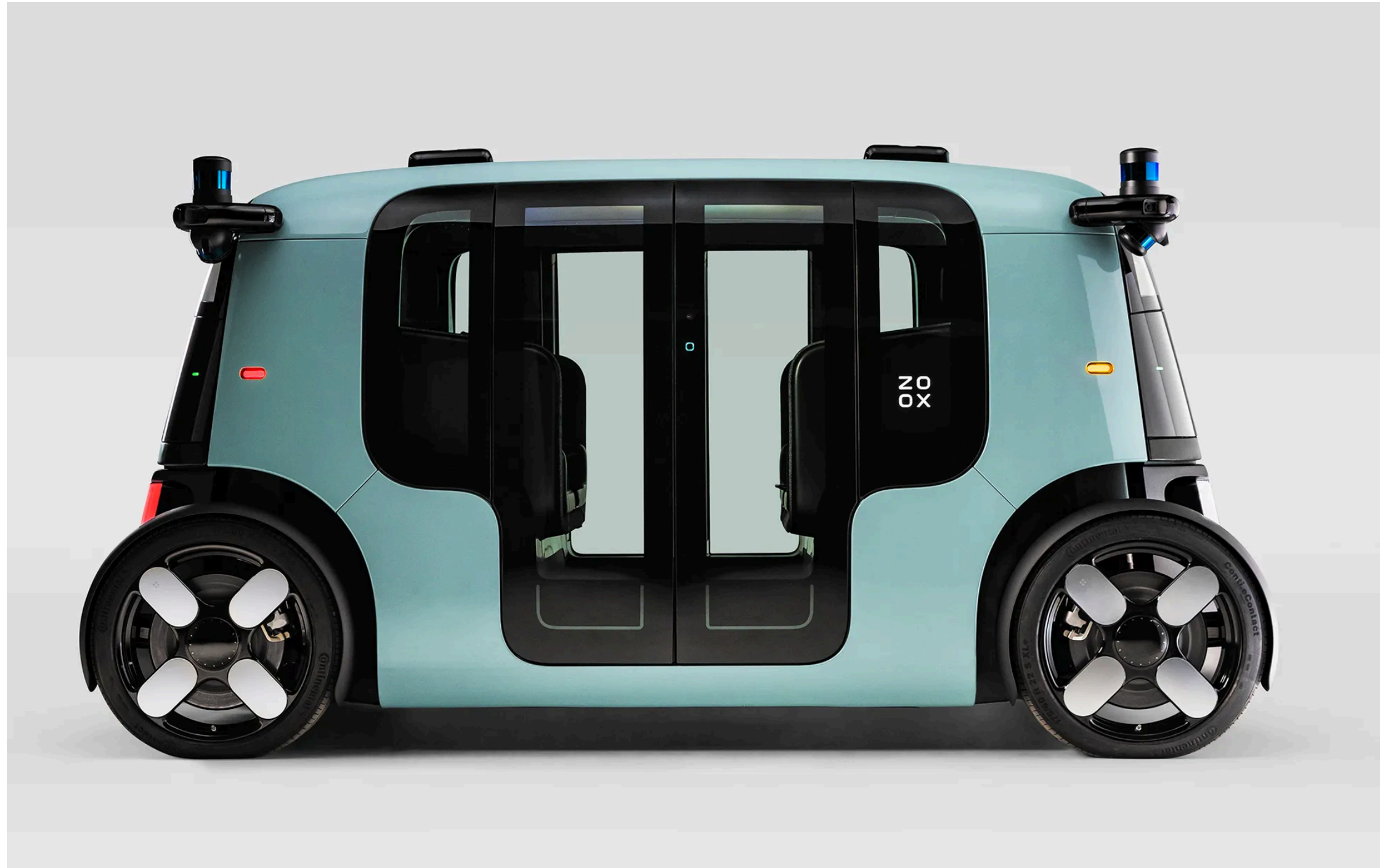
- You park your car manually
  - Another driver manually parks their car next to your car
  - Another car automatically parks itself next to your car
  - Your car automatically parks itself (and you cannot override it)
  - Your car automatically parks itself (and you can override it)
  - You take a taxi and the taxi driver parks the taxi.
- 
- Survey conducted using Mechanical Turk: 176 responses
  - 69.3% females, 30.1% males, and 0.6% unreported
  - 22% 18-25, 36% 26-36, 22% 36-45, 18% 46 and over
  - 97.7% reported having prior experience driving a car

# Attitudes towards robot autonomy

- Nomura et al. demonstrated empirically that negative attitudes towards robots affect interactions with robots [IEEE T-RO 2008]

Scenario	Mean Rank	Mode Rank	Participants at Mode
Self: Manual	1.74	1	65.3%
Another Driver: Manual	3.31	2	38.6%
Taxi	3.36	3	27.3%
Self: Auto: Override	3.19	4	27.3%
Another Driver: Auto	4.36	5	36.4%
Self: Auto: No Override	5.04	6	55.1%

Munjal Desai, Kristen Stubbs, Aaron Steinfeld, and Holly Yanco. "Creating Trustworthy Robots: Lessons and Inspirations from Automated Systems." Proceedings of the AISB Workshop on New Frontiers in Human-Robot Interaction, 2009.



Zoox

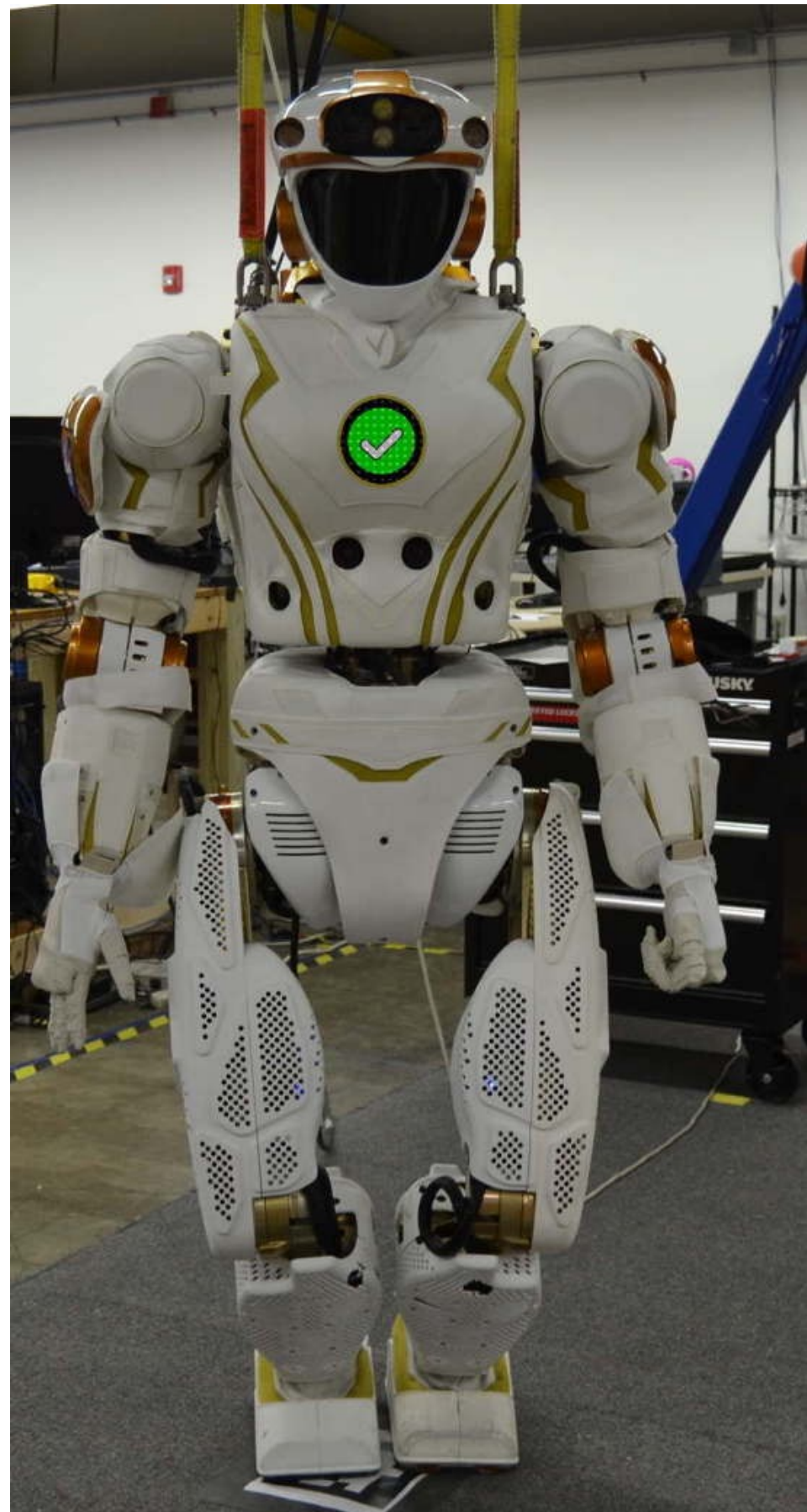


Zoox

[https://www.edmonton.ca/transportation/cycling\\_walking/pedestrian-safety](https://www.edmonton.ca/transportation/cycling_walking/pedestrian-safety)



# Bystander Feedback

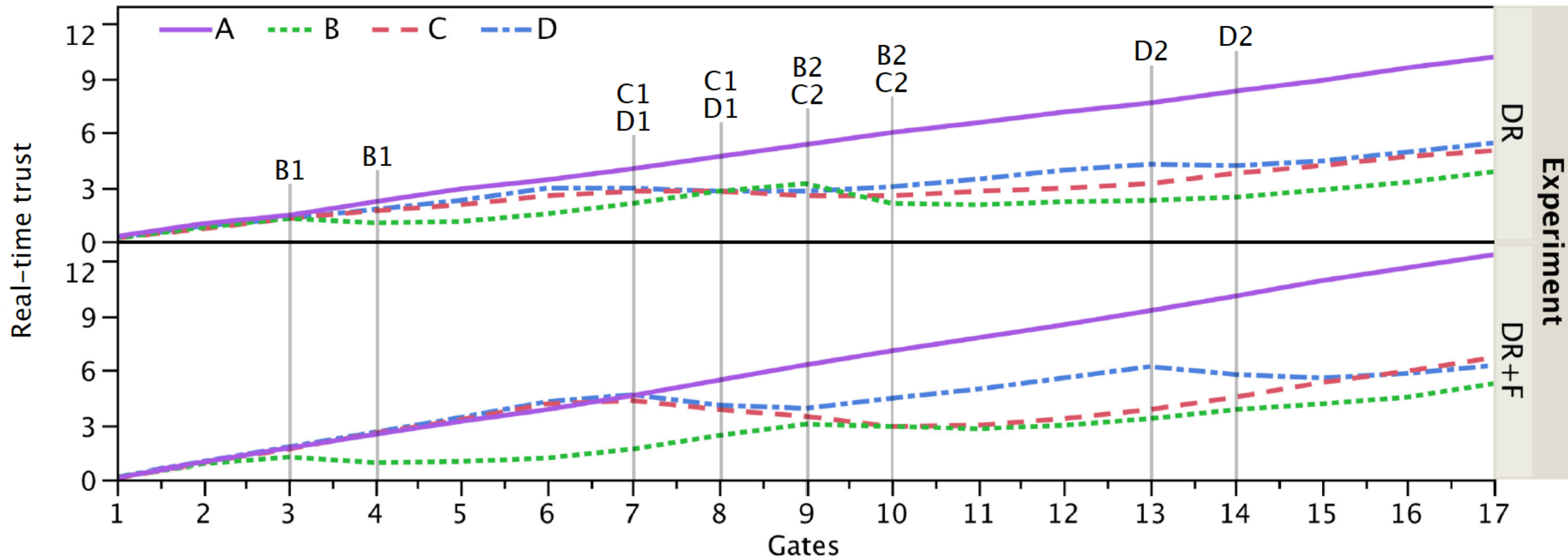
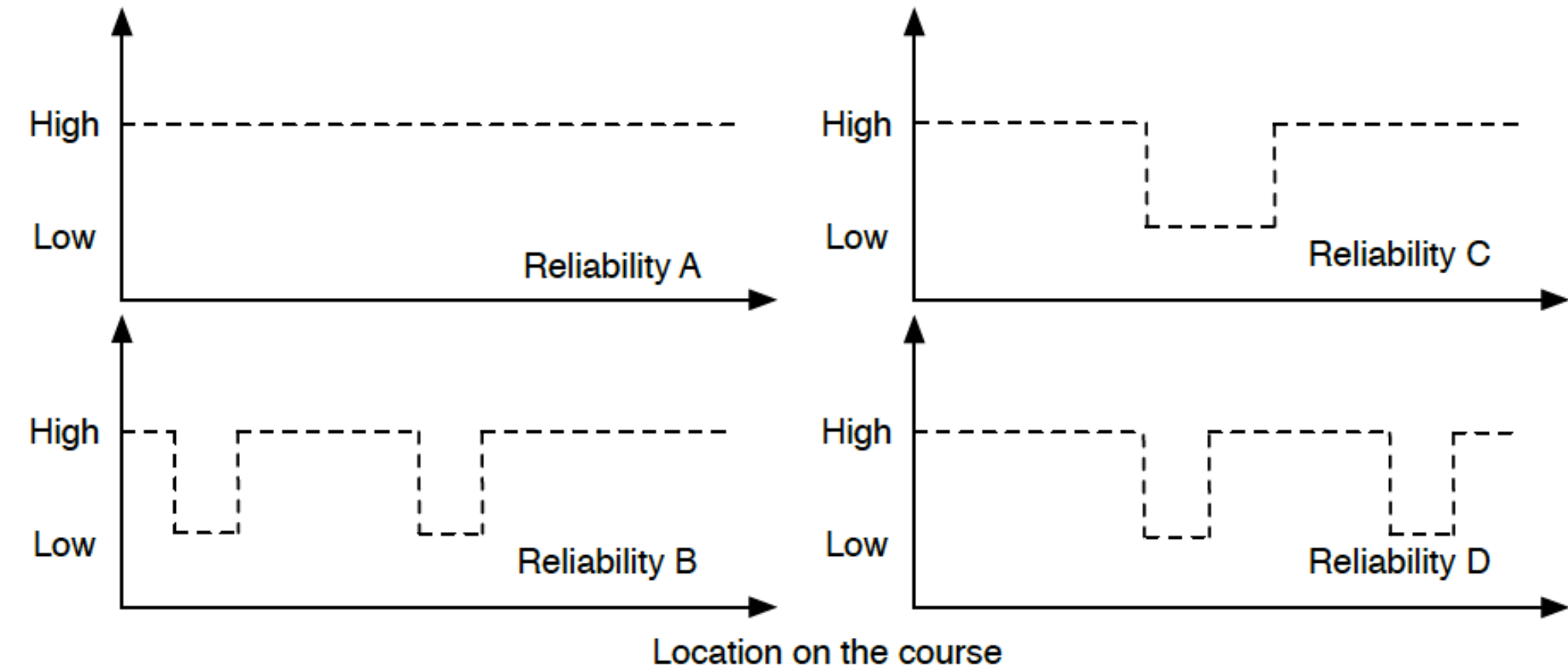
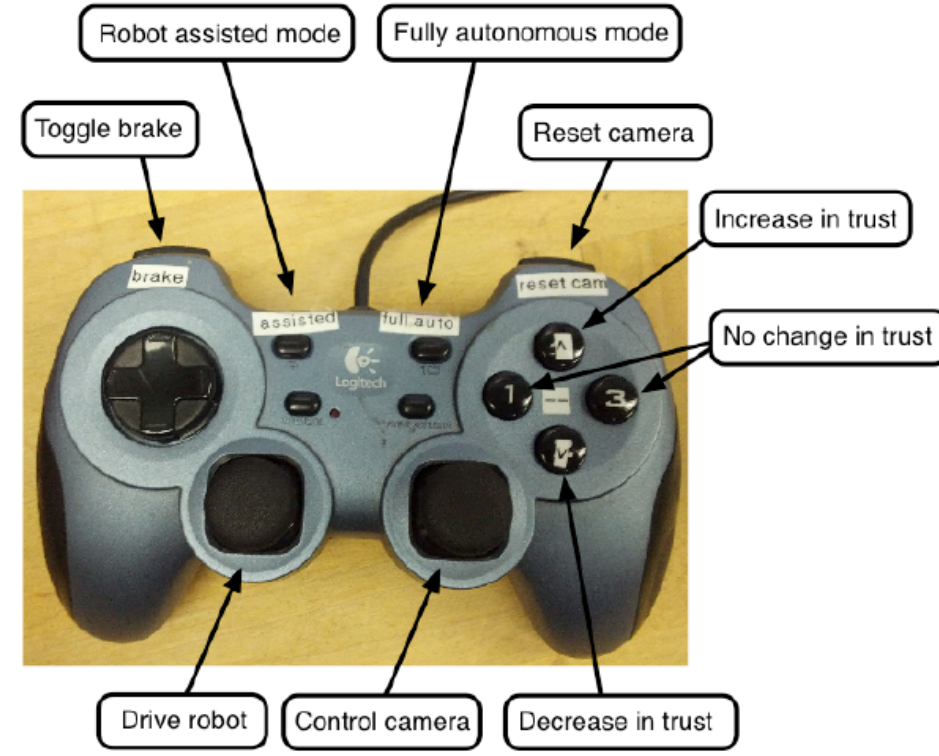
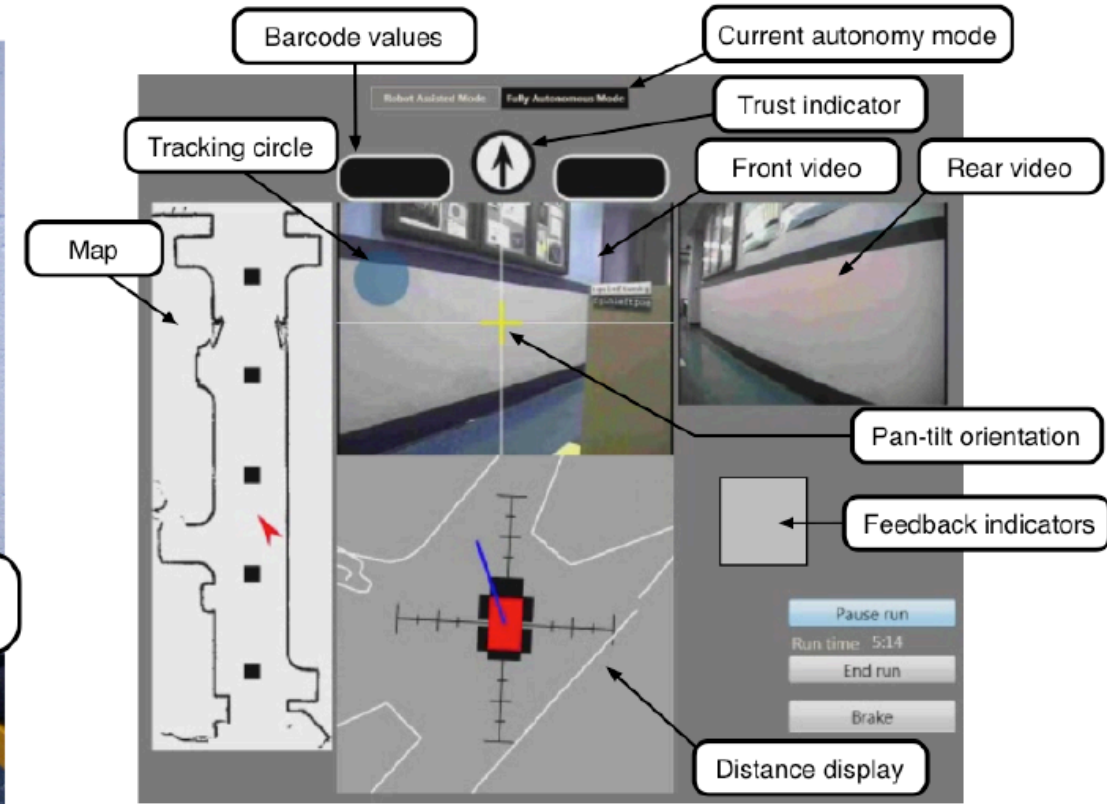


Daniel J. Brooks, Dalton J. Curtin, James T. Kuczynski, Joshua J. Rodriguez, Aaron Steinfeld, and Holly A. Yanco. "A Communication Paradigm for Human-Robot Interaction During Robot Failure Scenarios." Human-Machine Shared Contexts, Eds: William Lawless, Ranjeev Mittu, and Don Sofge, Elsevier: Academic Press, pp. 277-306, 2020.



IIS-1552228

# Trust in Human-Robot Interaction

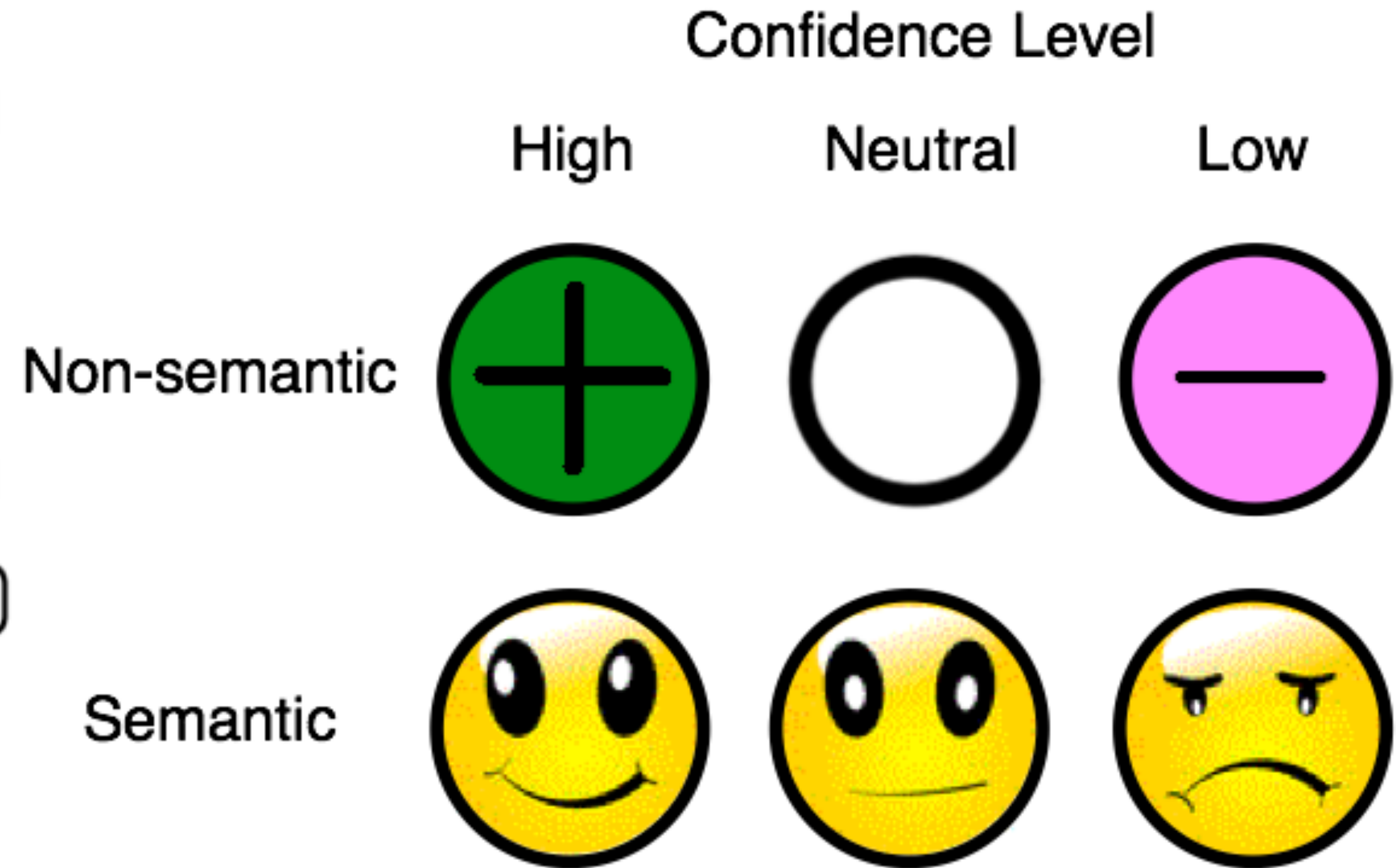
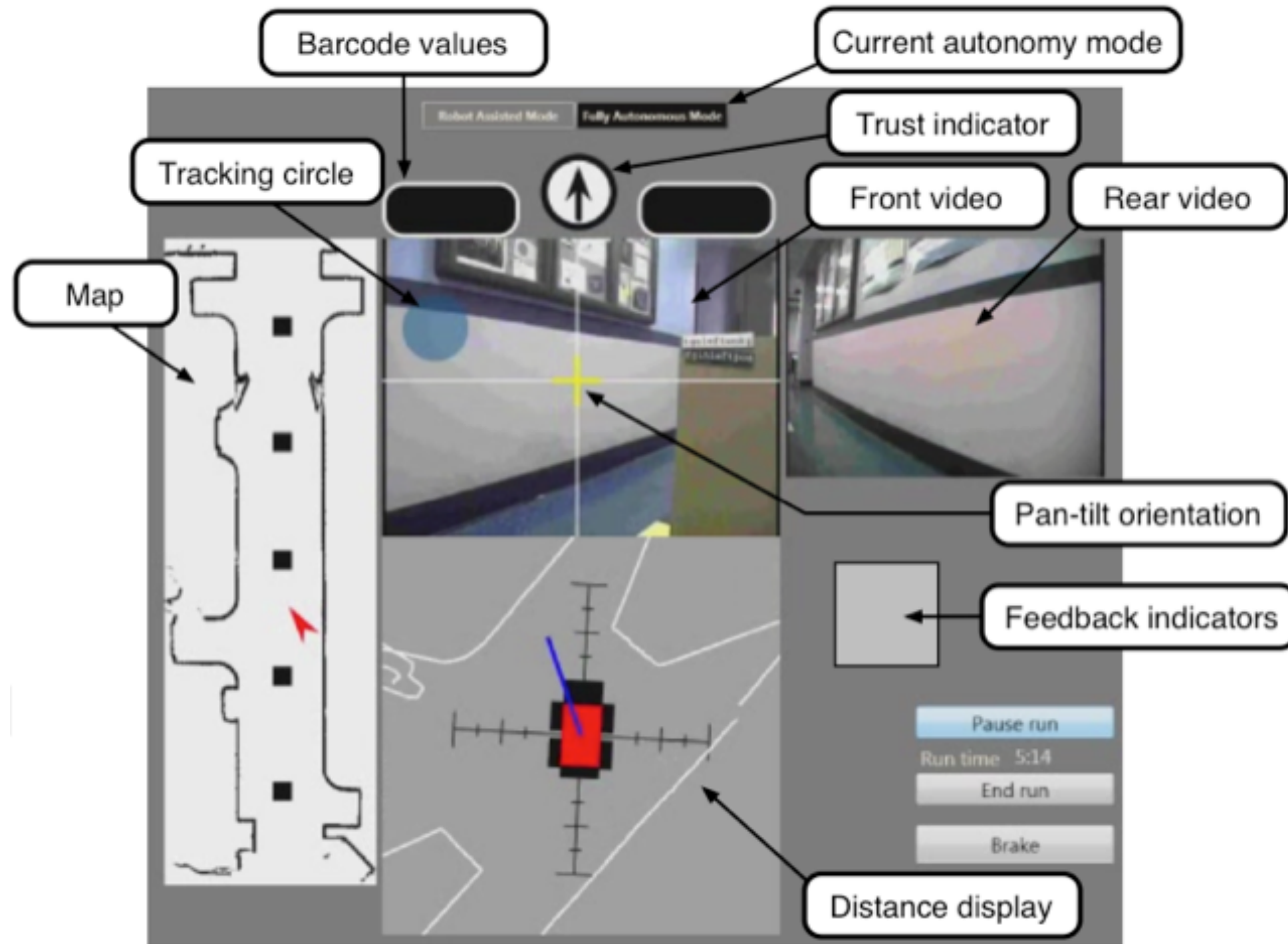


Carnegie Mellon University



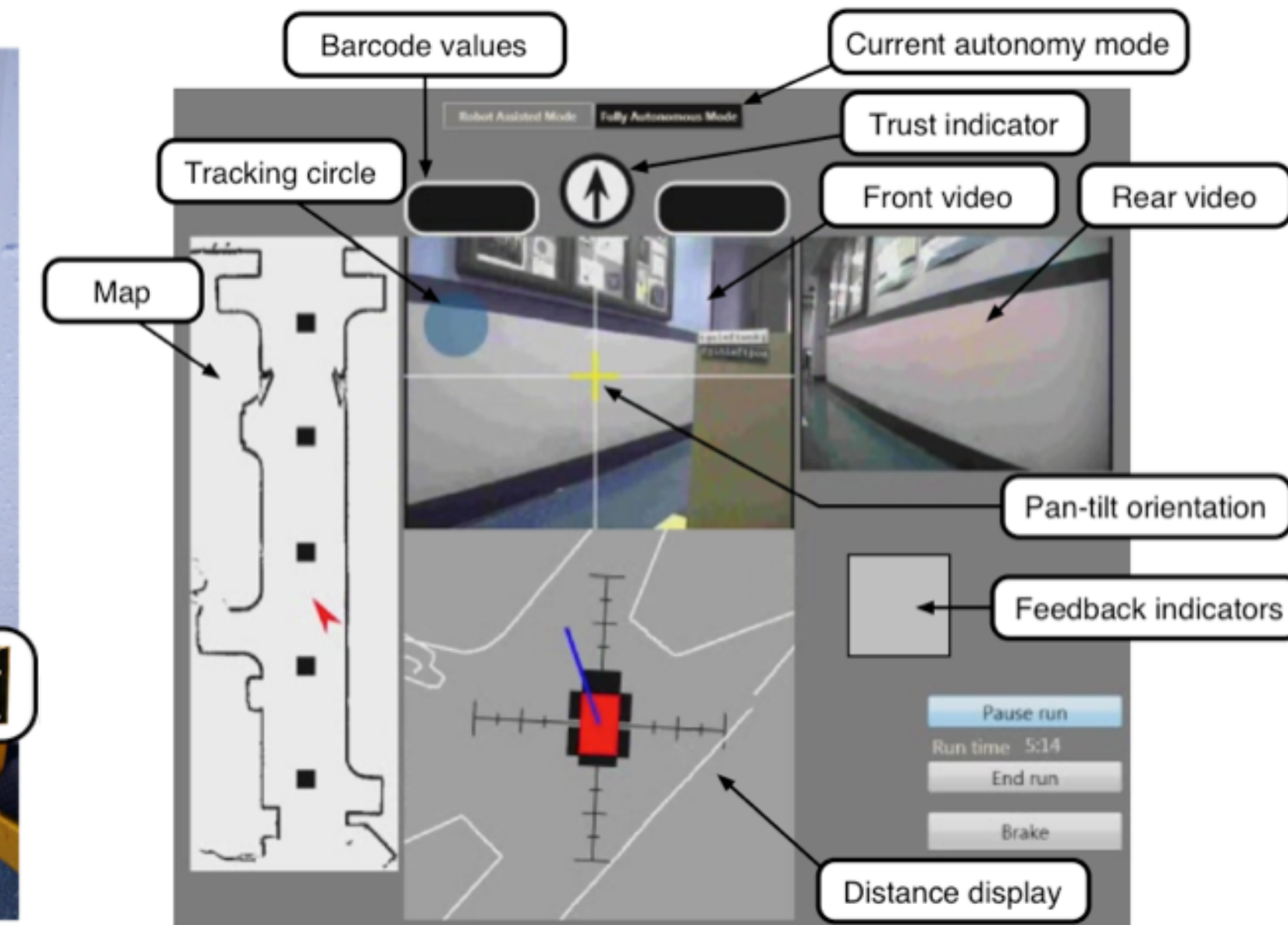
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# Feedback indicators



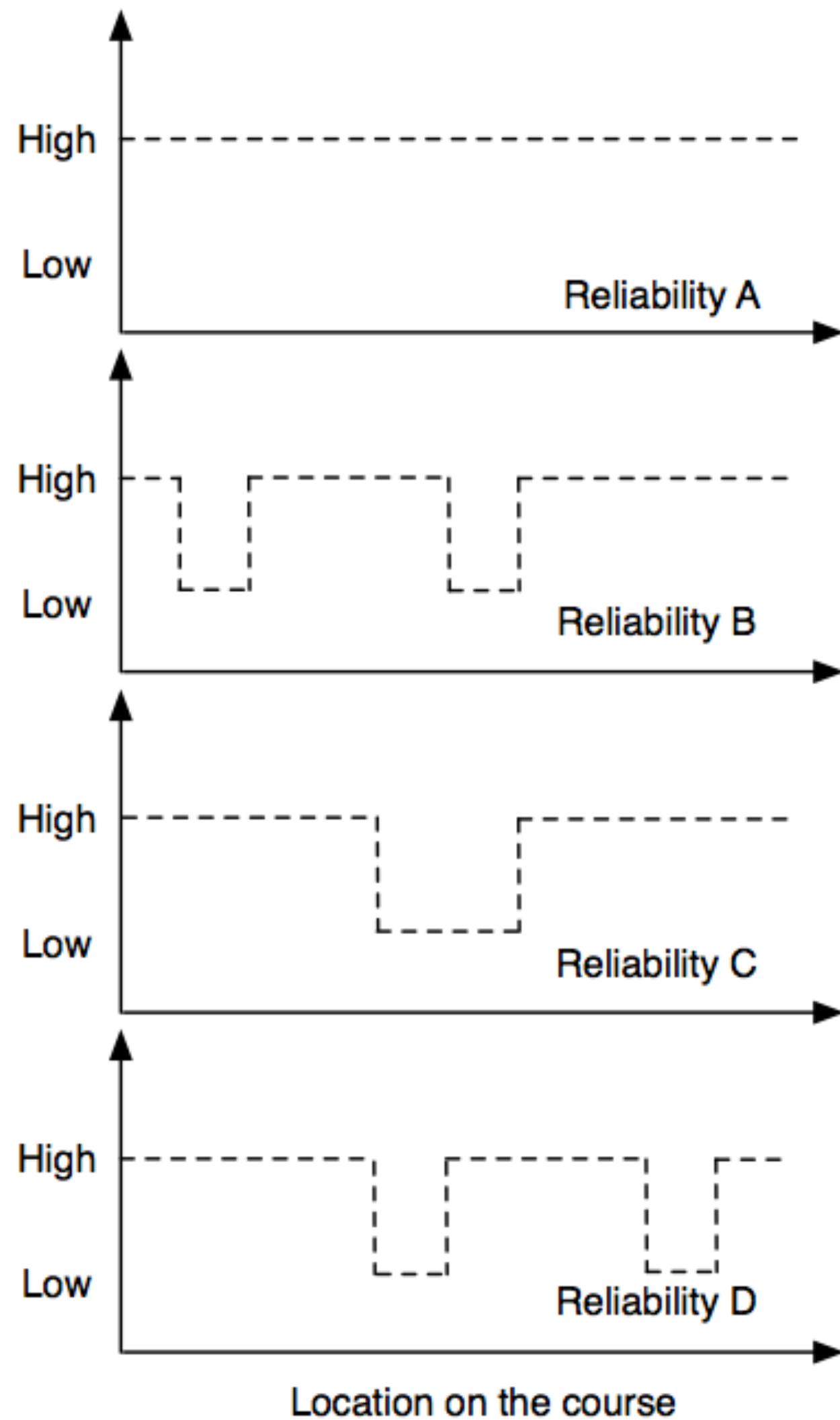
# Operator tasks

- Follow the correct path
- Perform the secondary tasks
  - Trust measurements
  - Camera placement task
- Avoid hitting objects
- Finish as quickly as possible



- Compensation based upon performance measures including time, number of hits, incorrect turns, and secondary task completion

# Experiments



## Dynamic Reliability (DR)

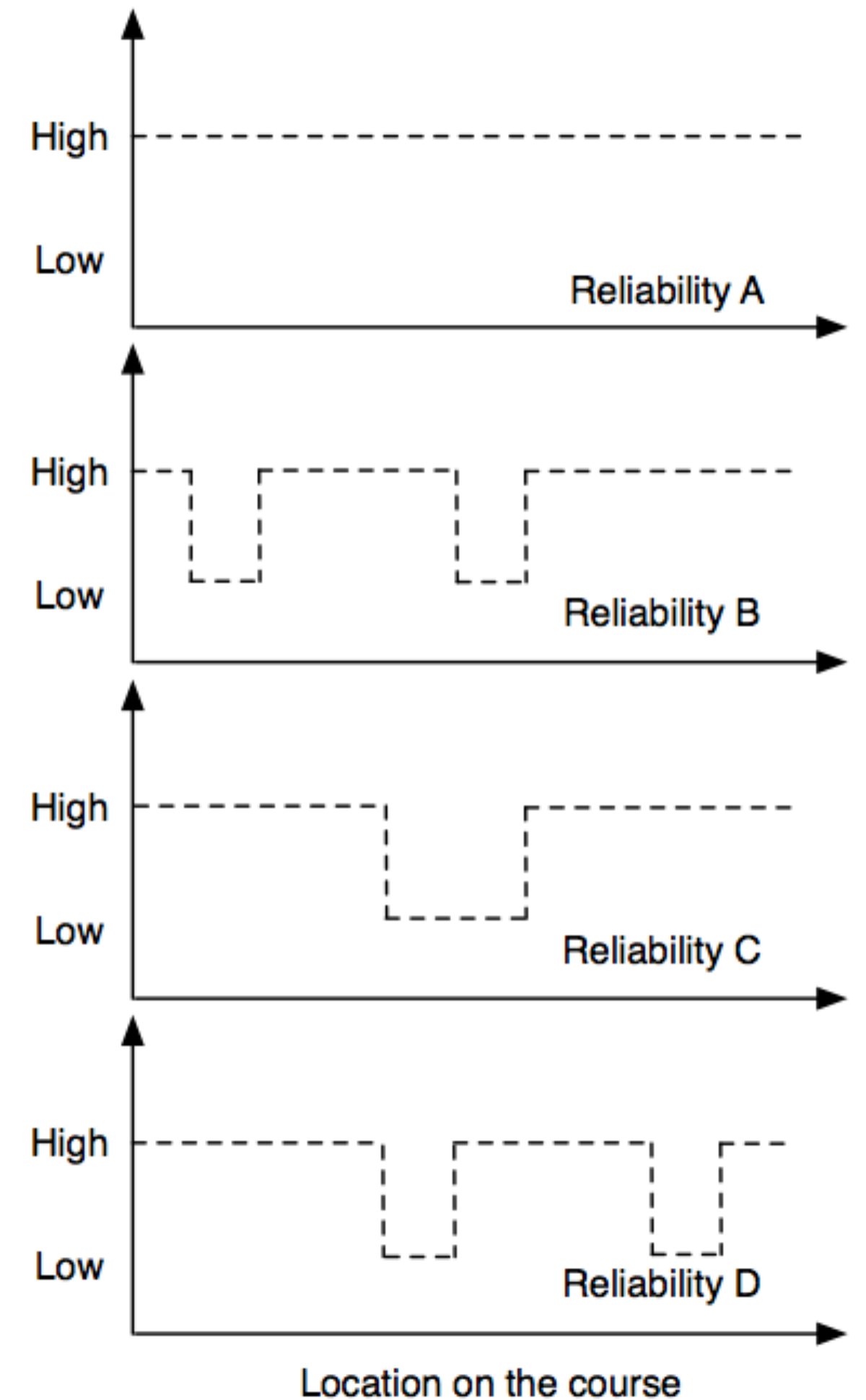
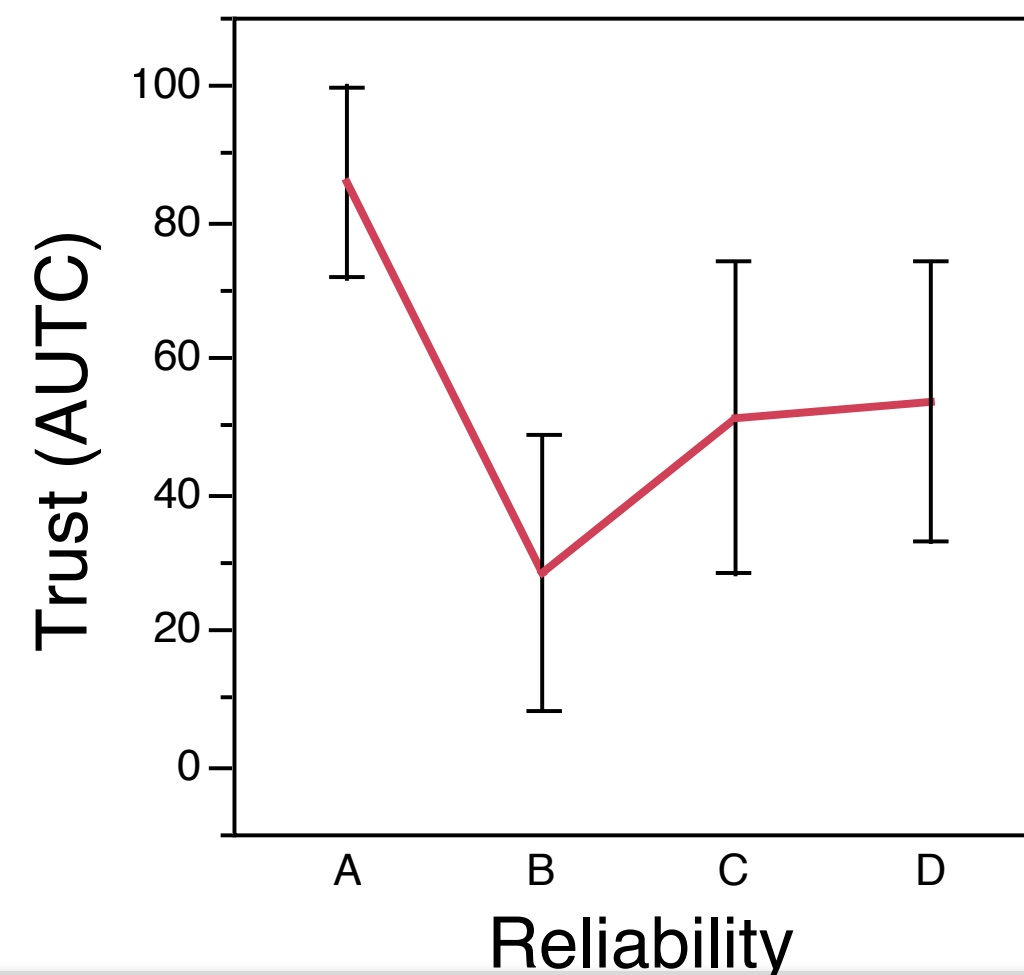
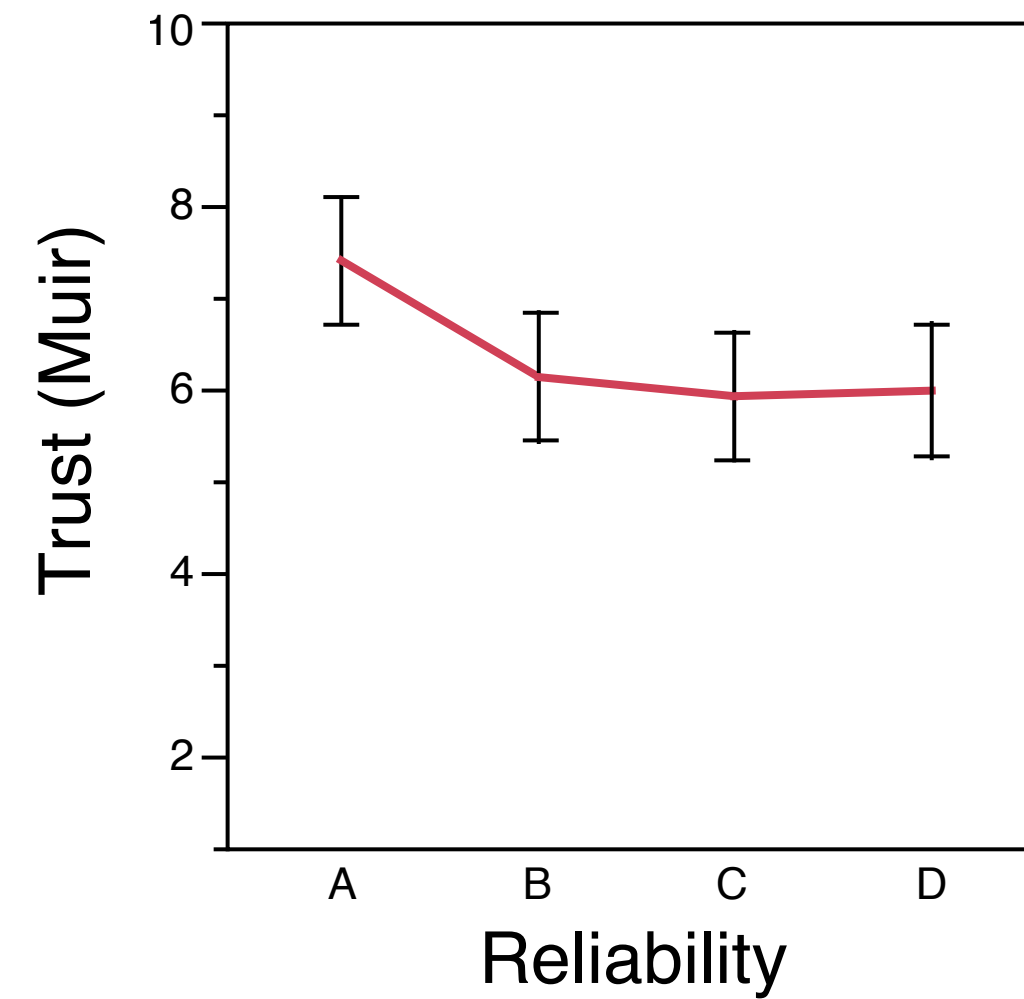
- 12 participants (6 male, 6 female)
- Mean age: 37.4 (16.3)

## Dynamic Reliability + Feedback (DR+F)

- 16 participants (8 male, 8 female)
- Mean age: 22.2 (4.0)
- Split into two groups of 8: Semantic Feedback (DR+F:S) and Non-Semantic Feedback (DR+F:NS)

# How does the timing of periods of low reliability impact real-time trust?

- Traditional post-run survey approaches can be masked by primary-recently bias
- Real-time trust results demonstrate that early drops in reliability negatively impact real-time trust differently than middle or late drops



# Should we provide feedback to robot operators?

- Feedback results
  - + No difference in trust
  - + Better control allocation strategy
  - Increased workload
  - Increased mode switching
- Provide feedback only when robot is failing, not when it is working properly

Munjal Desai, Poornima Kaniarasu, Mikhail Medvedev, Aaron Steinfeld, and Holly Yanco. "Impact of Robot Failures and Feedback on Real-Time Trust." Proceedings of the 8th Annual ACM/IEEE International Conference on Human-Robot Interaction, Tokyo, Japan, March 2013. Nominated for best paper.

# SUCCESS: Self-assessment and Understanding of Competence and Conditions to Ensure System Success



Basic science research that develops new knowledge and techniques for **machine self-assessment of proficiency**

... over multiple time-scales and complexities

- Assessment of past, current, and future performance
- Range from simple binary responses to reflective explanations

... using multiple techniques

- Use human methods as inspiration for AI systems
- Use AI-specific ideas even if there's no human analog

... with an integrated, multi-institution team

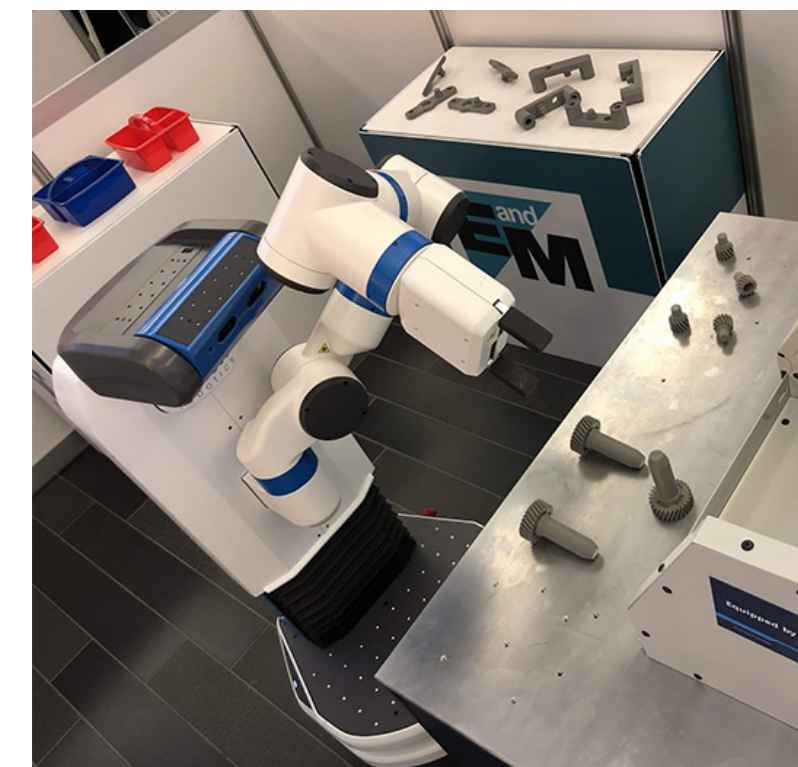
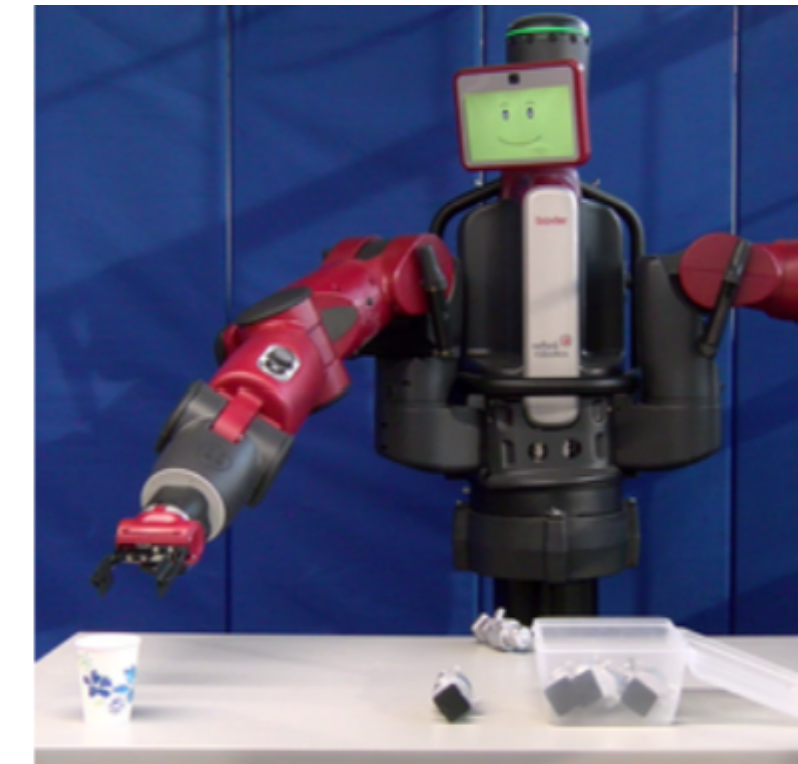
- Cross-cutting research topics to connect research threads
- Joint development and testing



Carnegie Mellon University



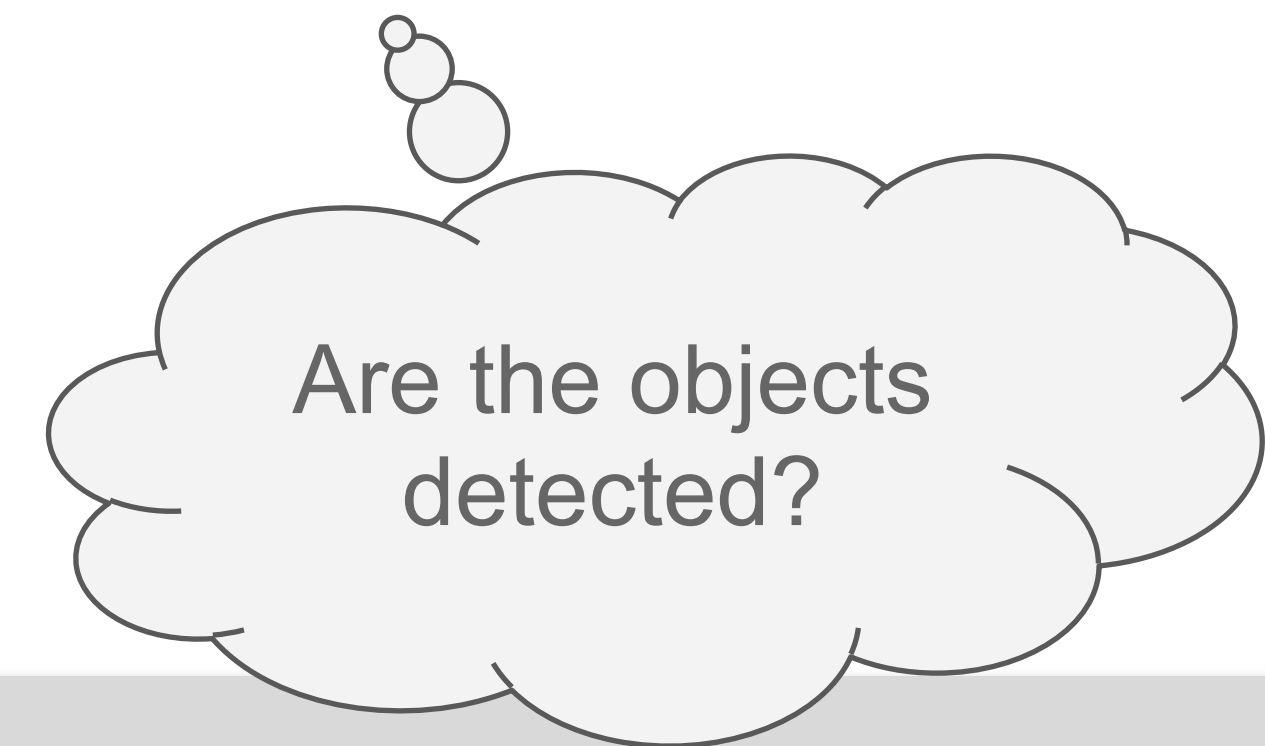
Tufts UNIVERSITY







Which object will the robot grasp?





CAUTION  
WET FLOOR

Blue and green plastic bins

Mobile robot with a robotic arm and a sensor unit on top.

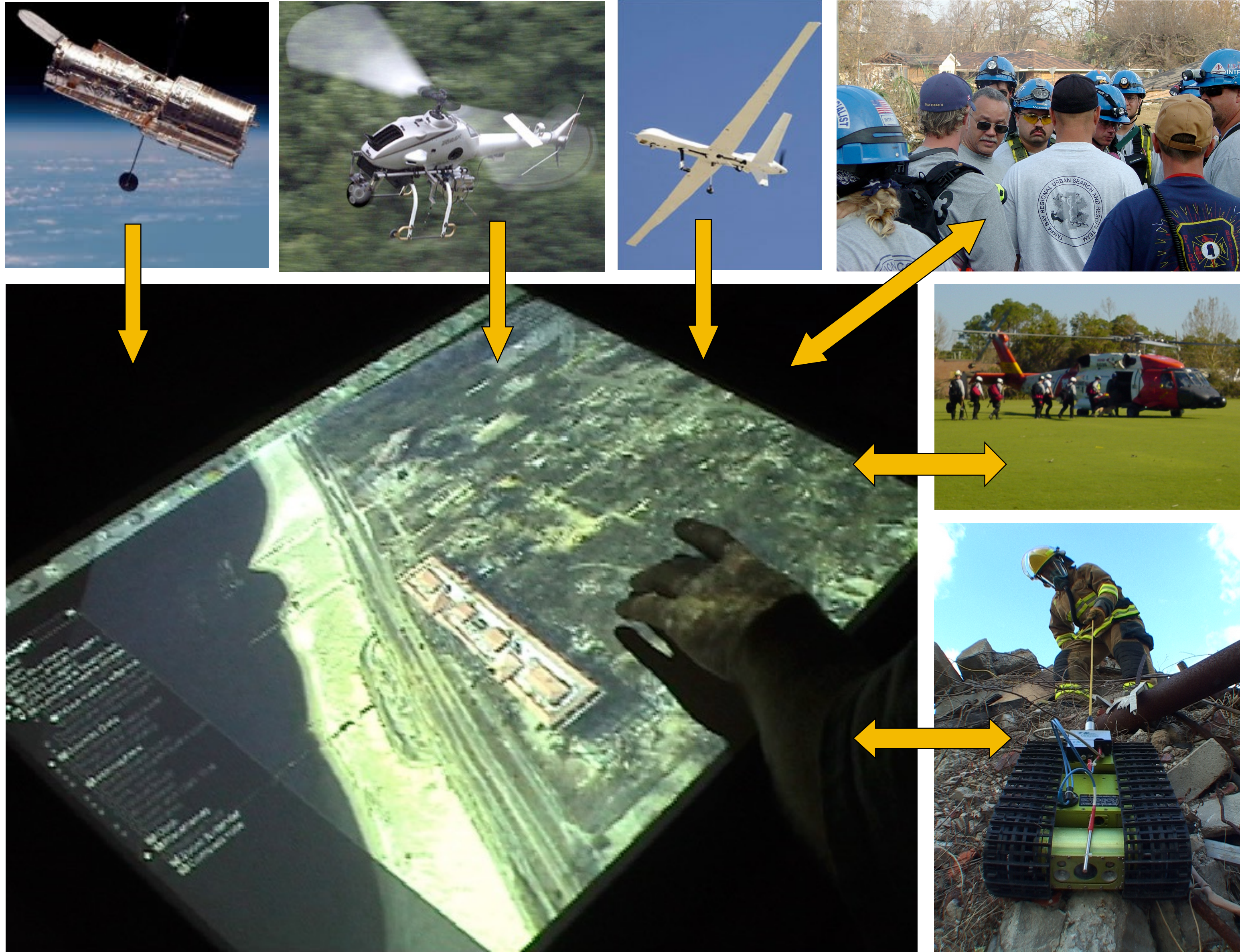
Wooden crate structure with a ramp-like top edge.

Wooden crate with black metal brackets on the side.

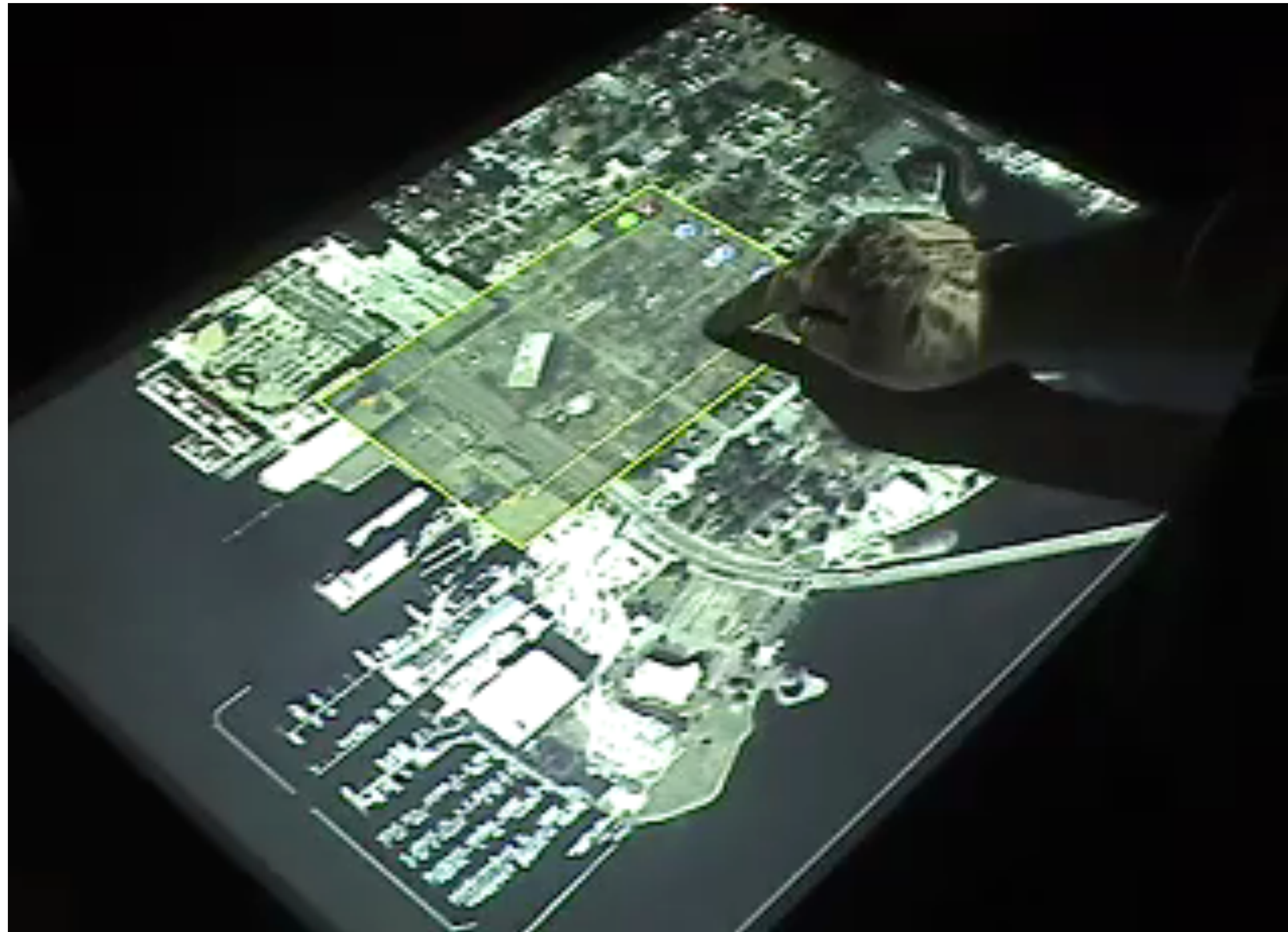
Wooden crate with a grey metal component on top.

Wooden crate with a grey metal component on top.

Electrical panels on the wall with "ON" and "OFF" labels.



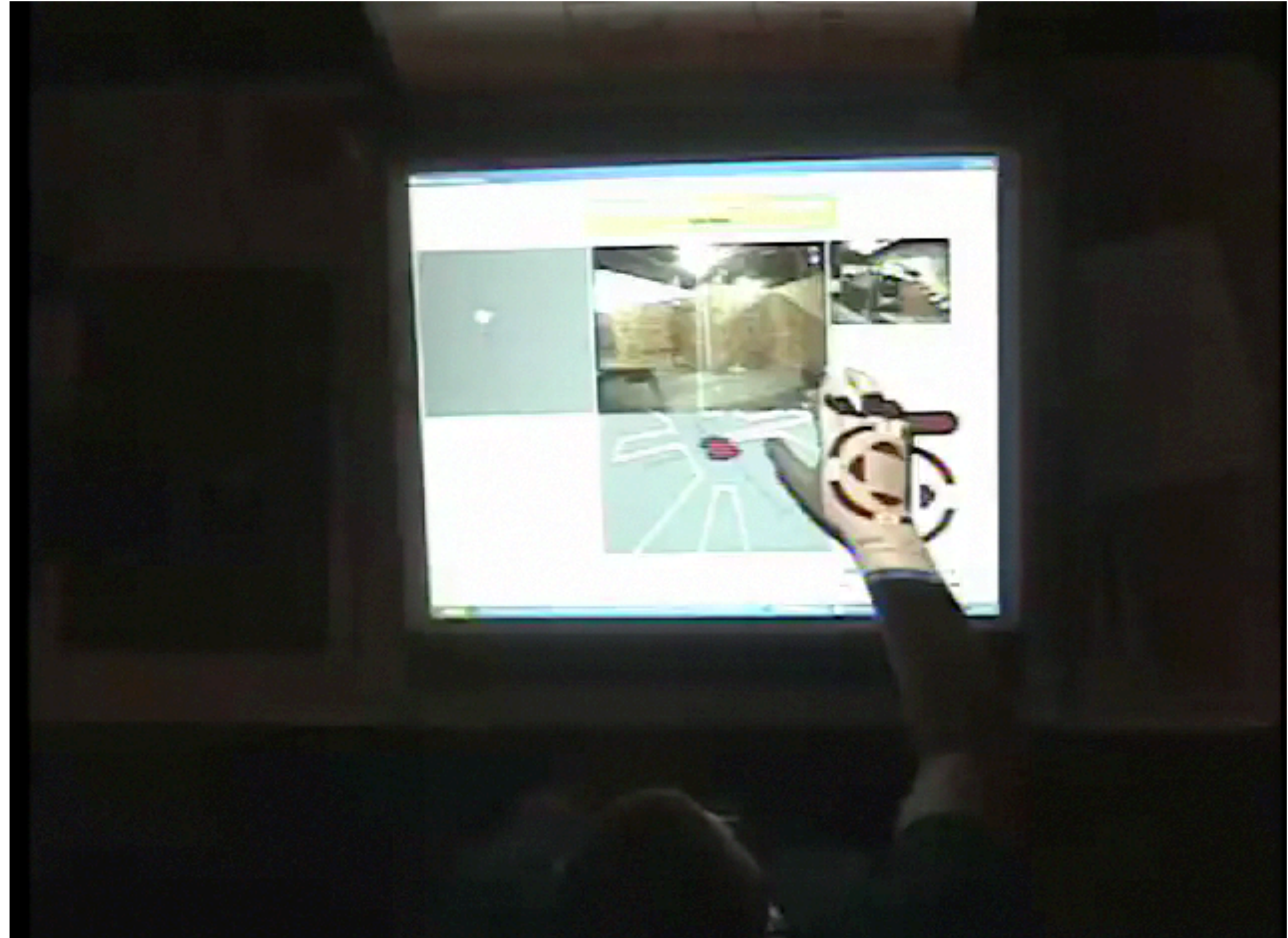
# Multi-touch damage assessment



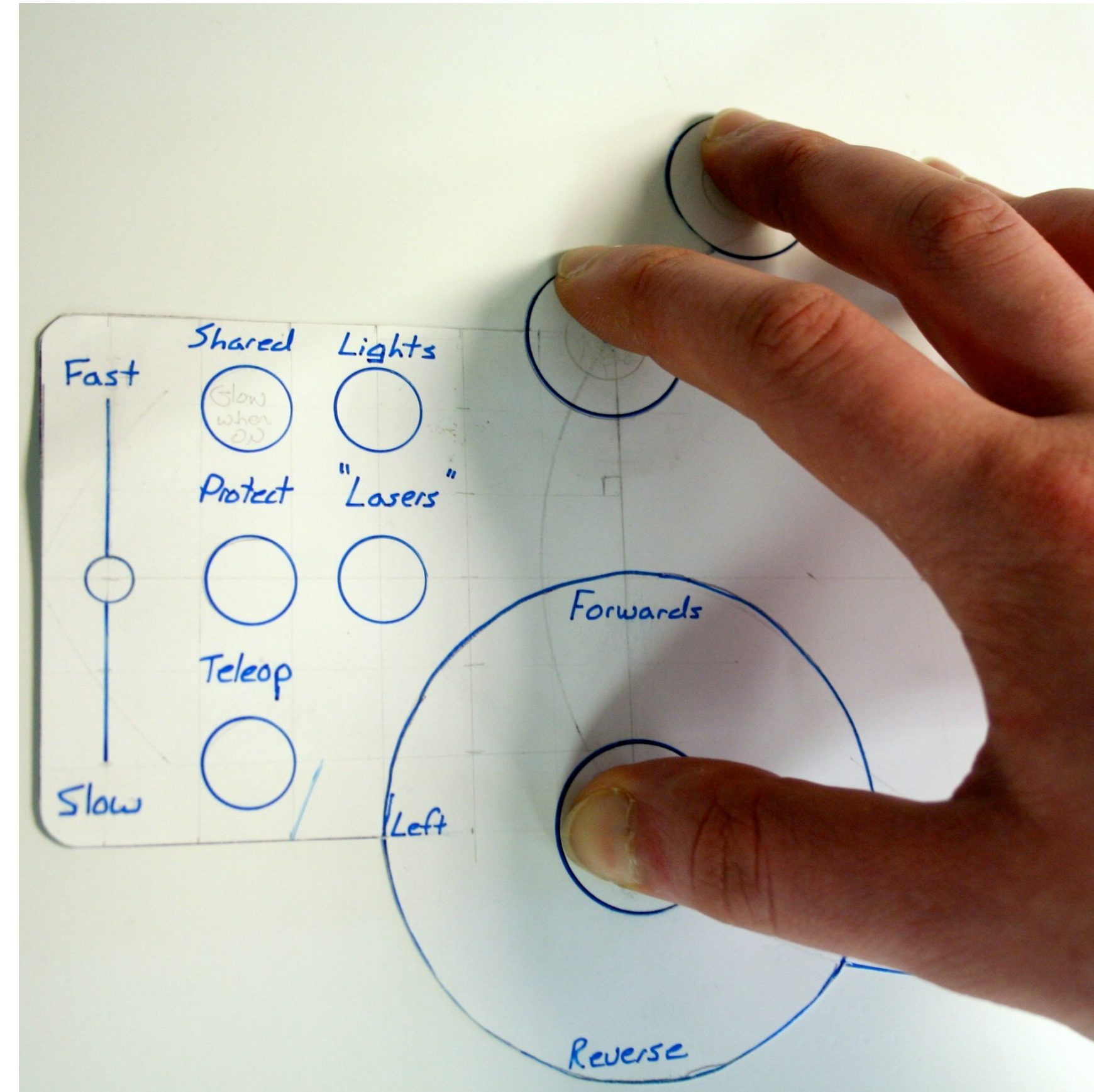
# Multi-touch single robot search and rescue interface



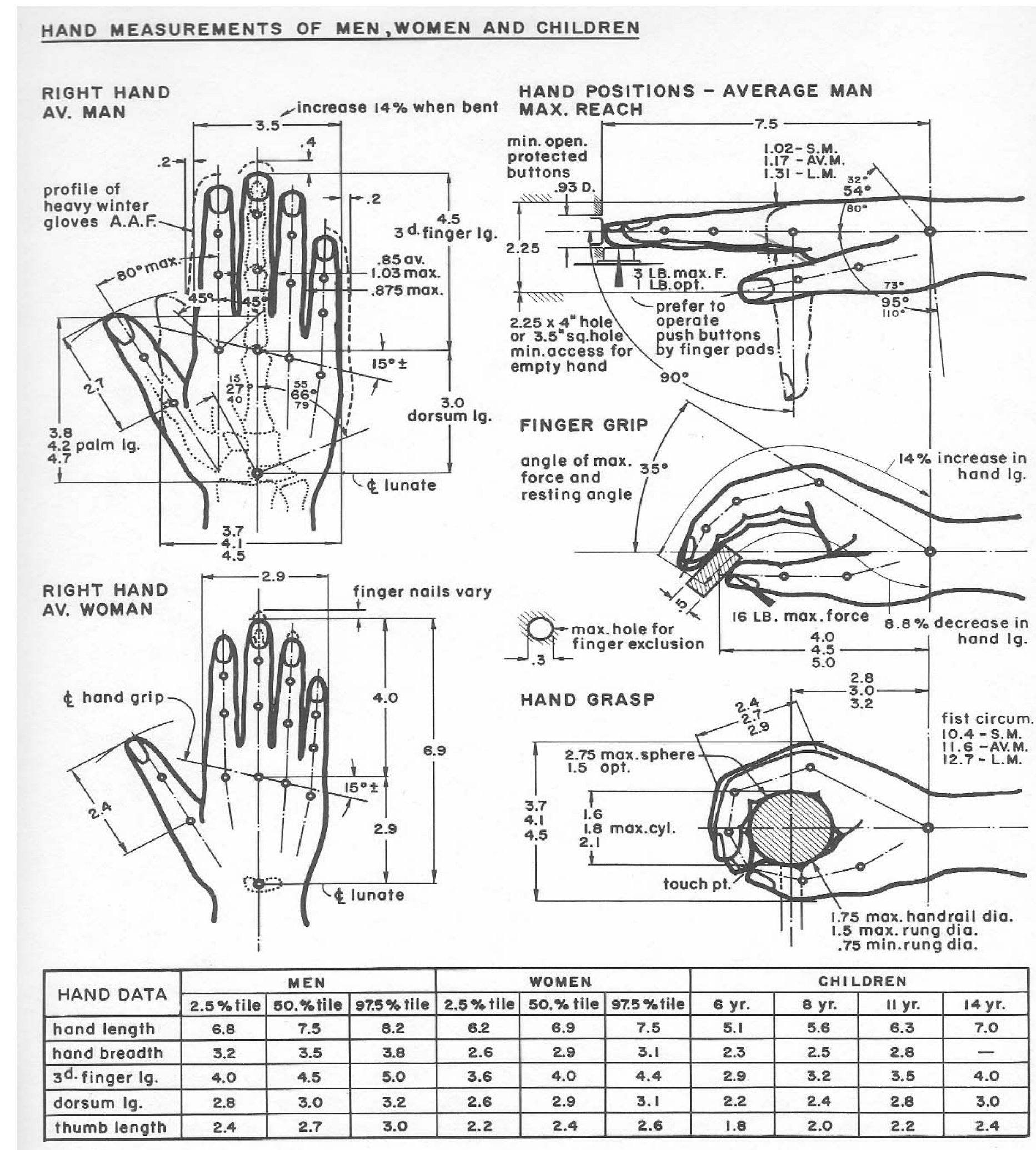
Mark Micire, Jill L. Drury, Brenden Keyes, and Holly Yanco. "Multi-Touch Interaction for Robot Control." International Conference on Intelligent User Interfaces (IUI), Sanibel Island, Florida, February 8–11, 2009.



# Inspiration: Video games

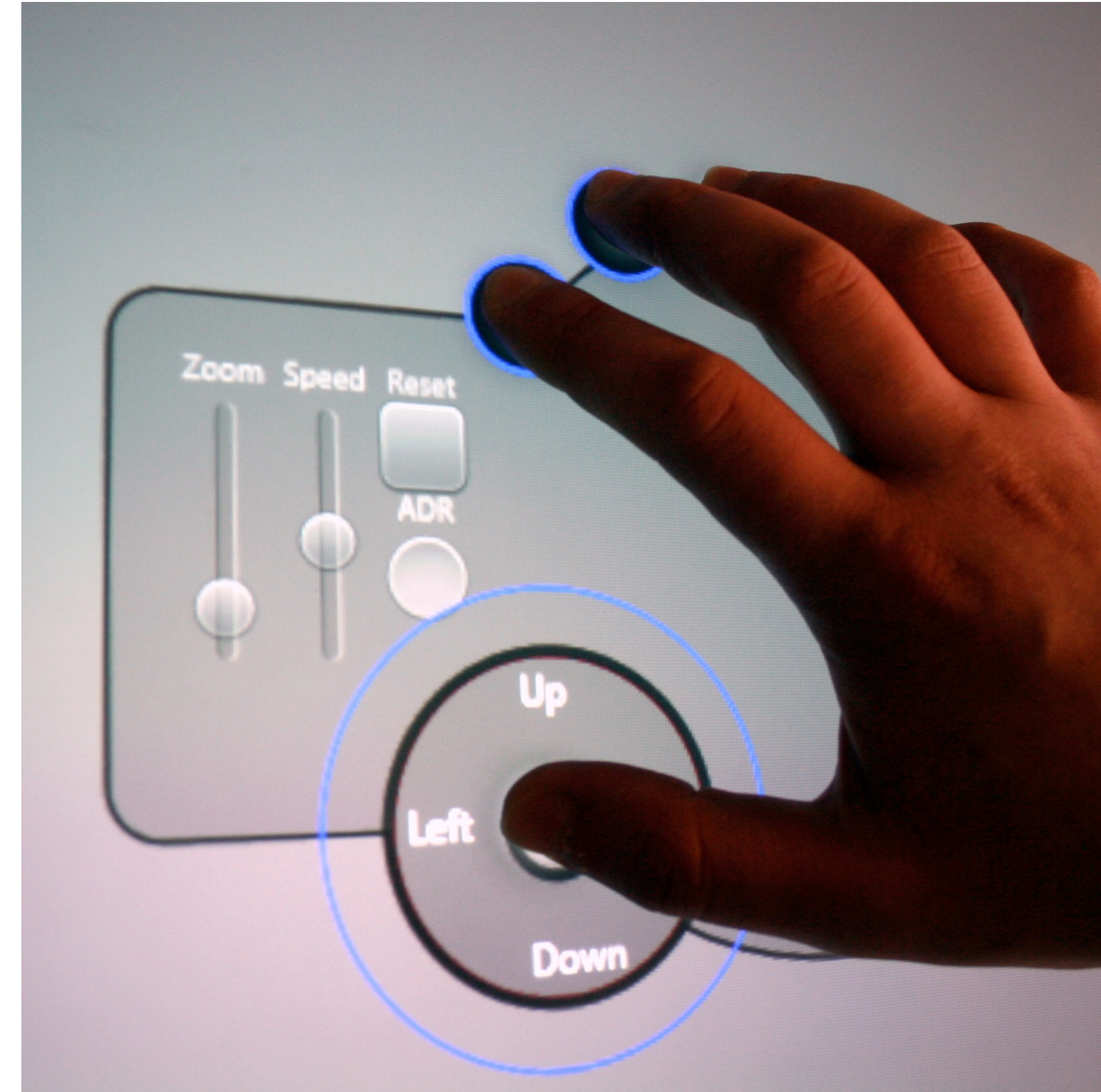
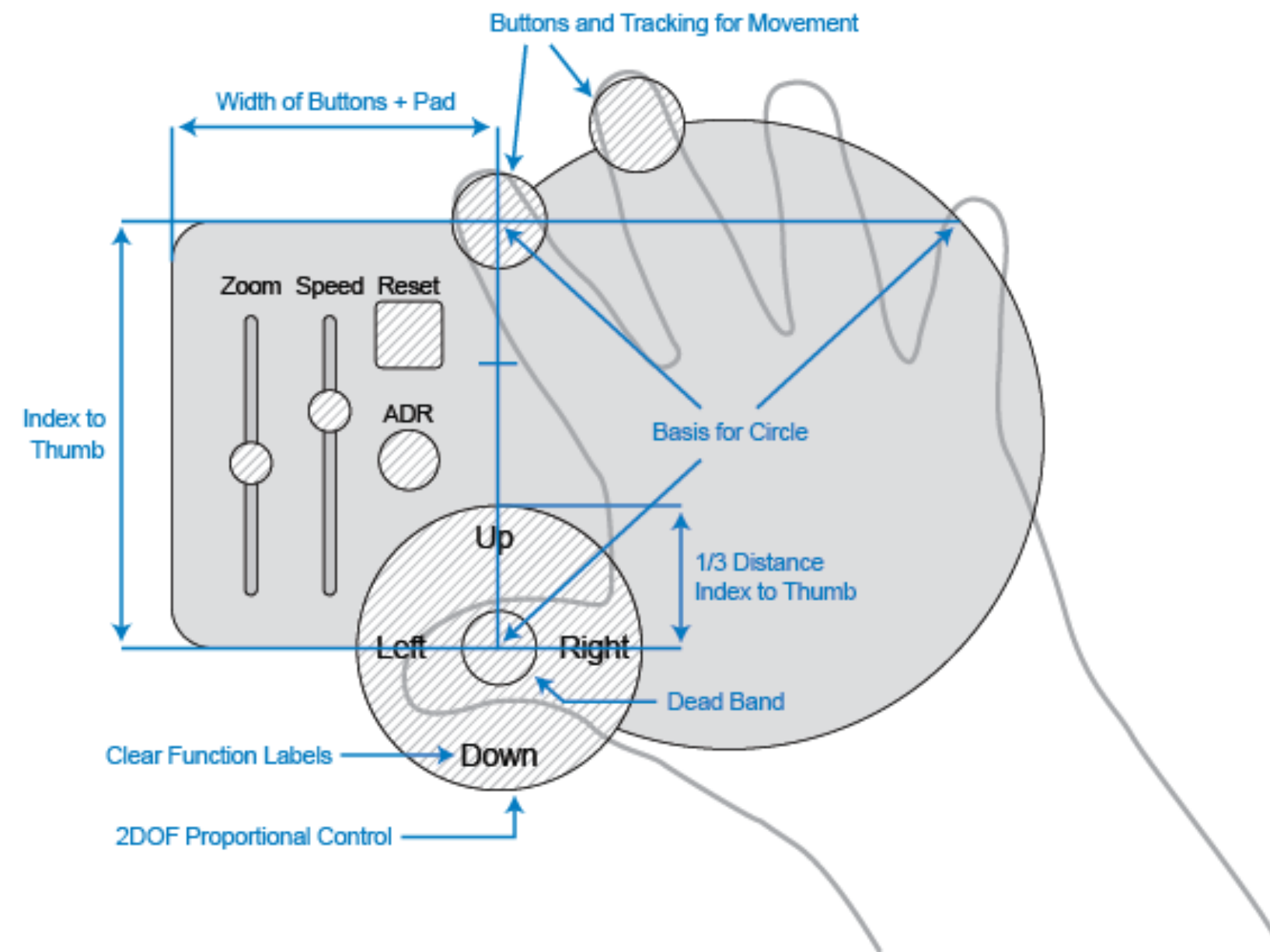


# Inspiration: Ergonomics



From Henry Dreyfuss, "Designing for People," 1955. Courtesy Allworth Press.

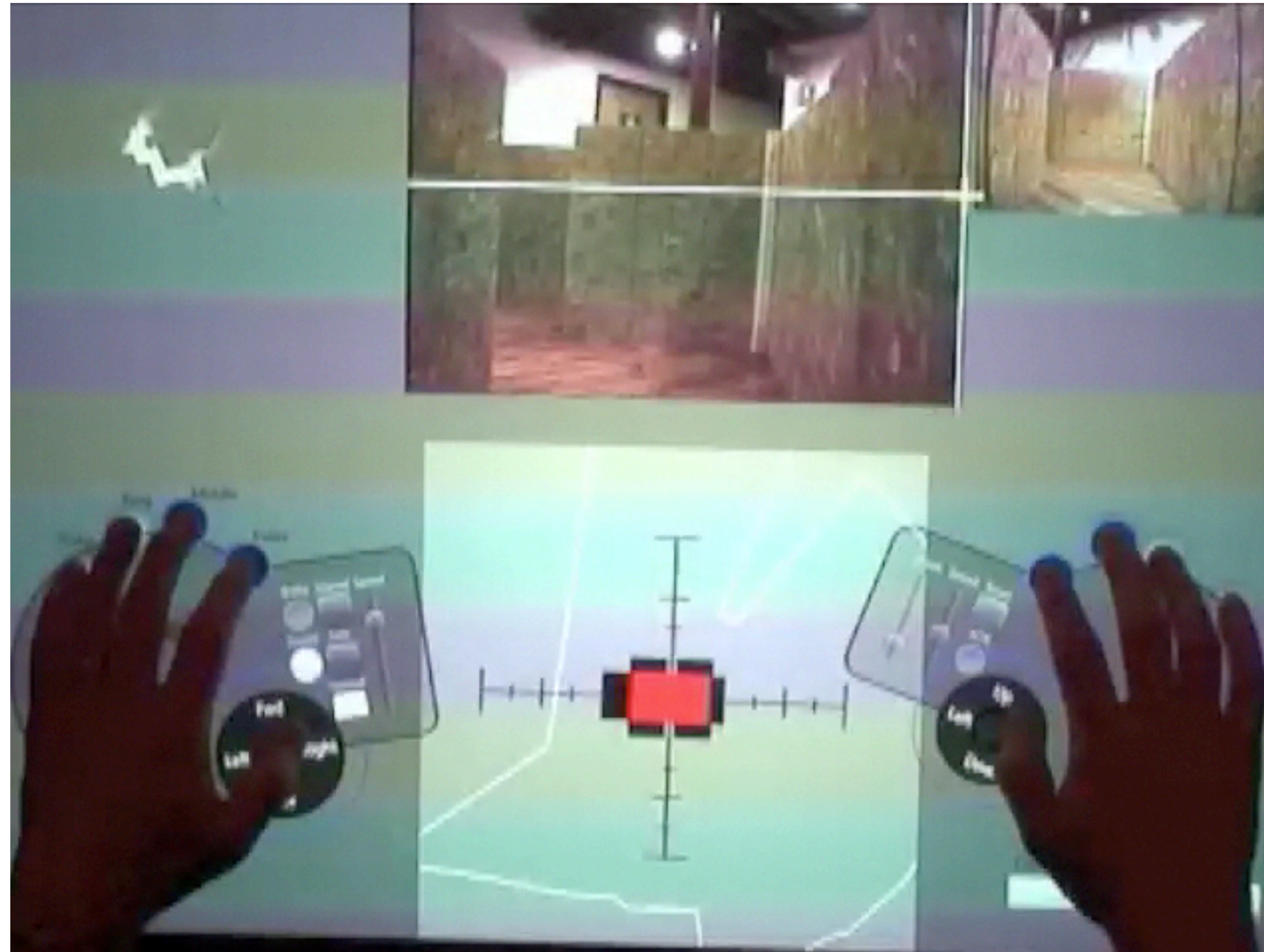
# DREAM Controller



Mark Micire, Munjal Desai, Jill L. Drury, Eric McCann, Adam Norton, Katherine M. Tsui, and Holly A. Yanco. "Design and Validation of Two-Handed Multi-Touch Tabletop Controllers for Robot Teleoperation." Proceedings of the International Conference on Intelligent User Interfaces, Palo Alto, CA, February 13-16, 2011.

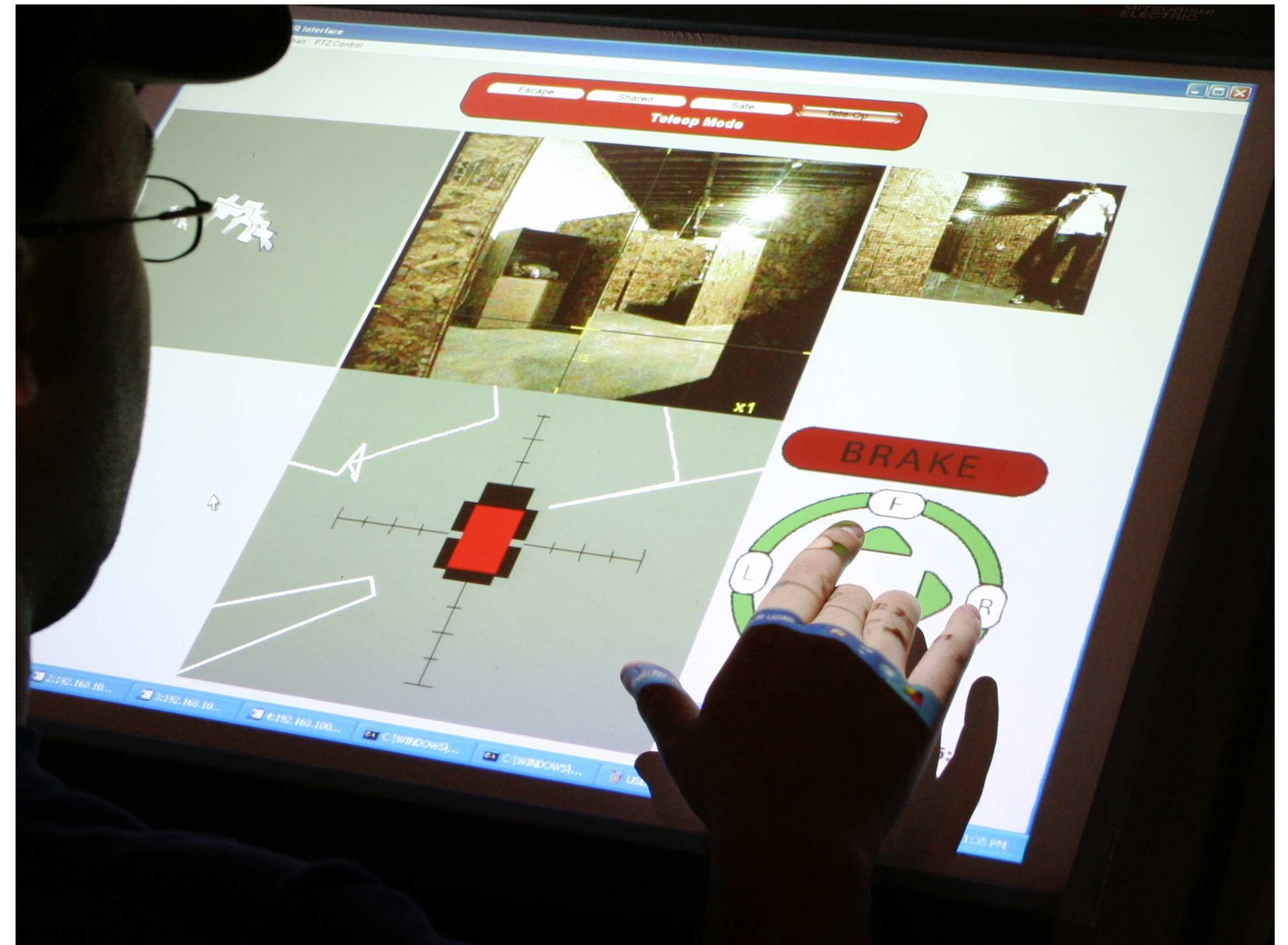


# Single robot control



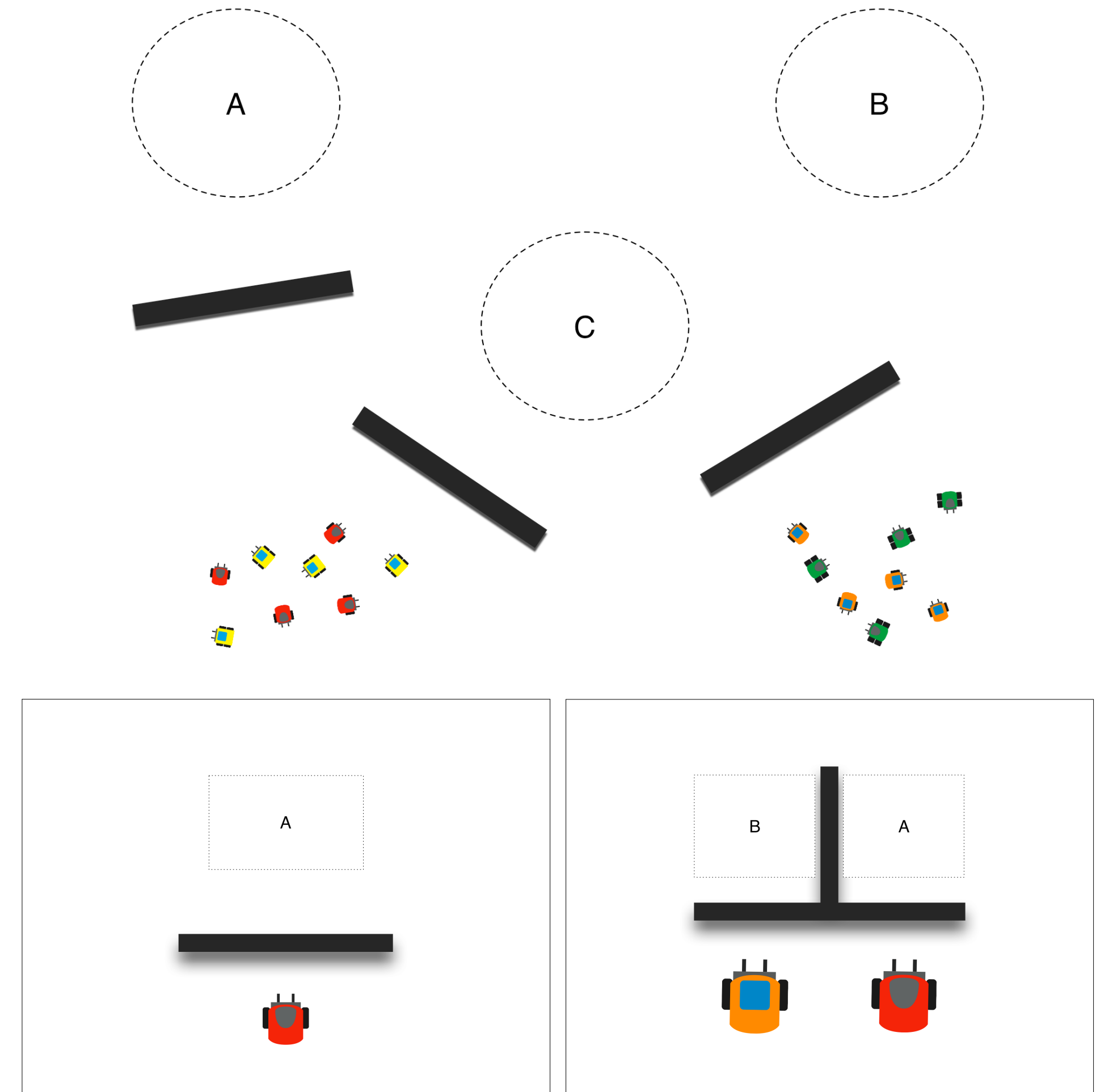
# Controlling multiple robots

- Demographics for command and operations personnel necessitate the maximization of learnability
- Designed an experiment to elicit the gestures that people would use naturally for controlling robots



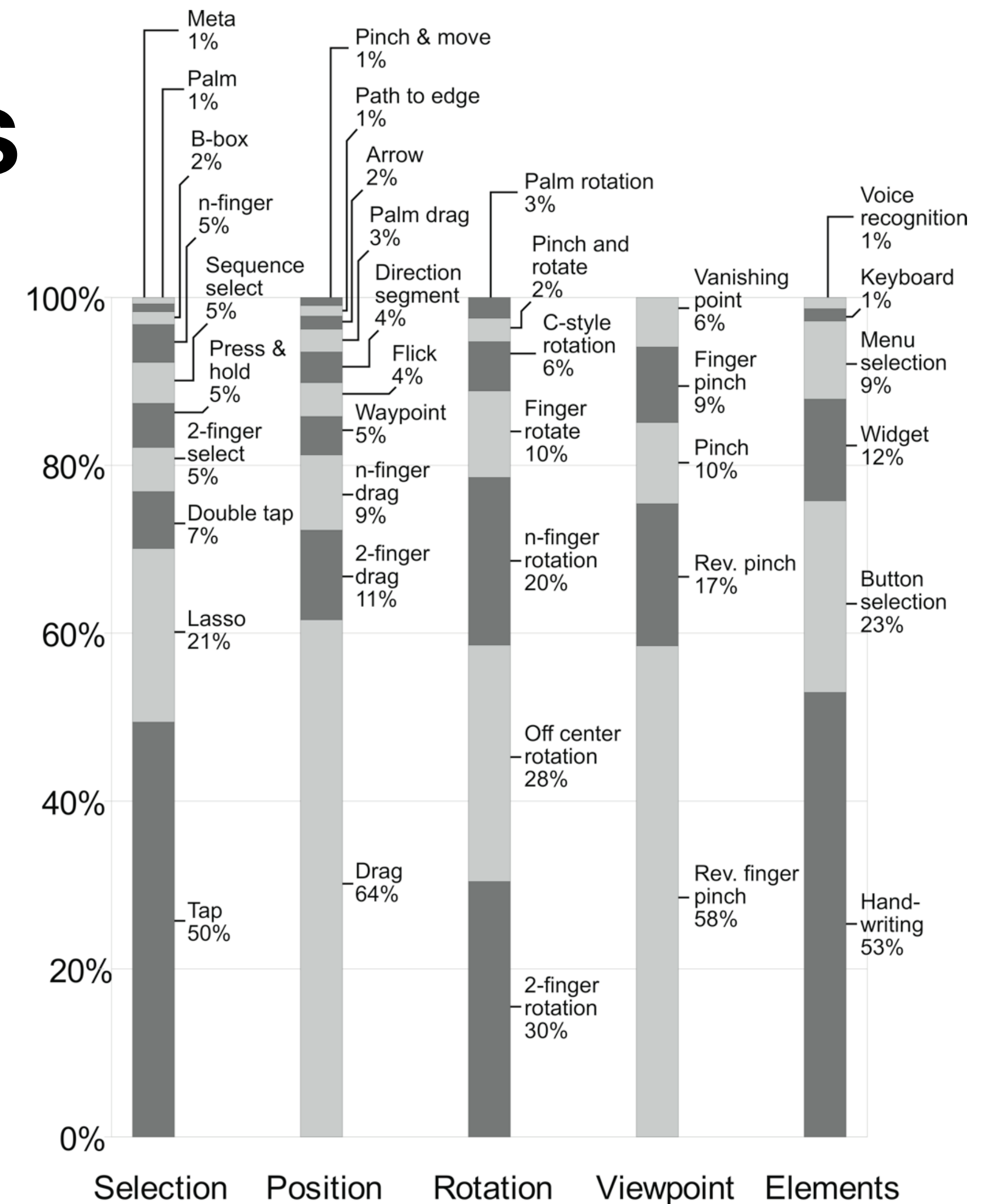
# User-defined gesture sets

- 26 tasks presented to 31 users (average age = 27.5, SD=10.1)
- 39 gesture primitives in 5 categories:
  - Selection
  - Position
  - Rotation
  - Viewpoint
  - Elements
- 3197 coded gestures



# Study results

- Half of selection gestures: taps
  - Not surprising given ubiquity of mouse driven interfaces
- 1, 2 or n finger drags were 84% of position gestures
  - Lack of significance with number of fingers also found by Wobbrock, Morris and Wilson (CHI-09)
- All used a two handed gesture
- 90% used gestures with more than one finger from same hand
- Gesture differences: RTS players, iPhone

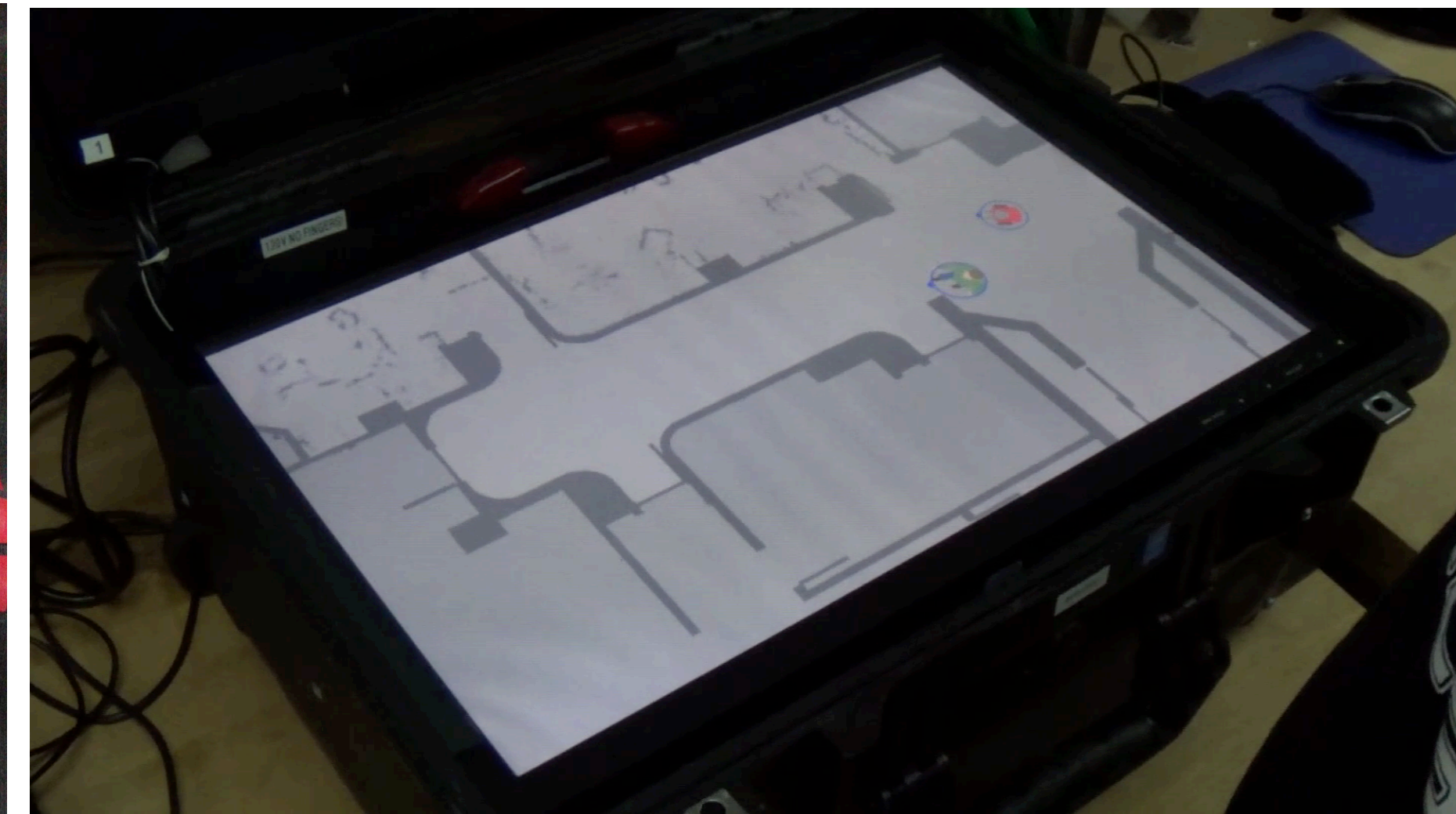


Mark Micire, Munjal Desai, Amanda Courtemanche, Katherine M. Tsui, and Holly A. Yanco. "Analysis of Natural Gestures for Controlling Robot Teams on Multi-touch Tabletop Surfaces." ACM International Conference on Interactive Tabletops and Surfaces, Banff, Alberta, November 23–25, 2009.

# Multi-robot control

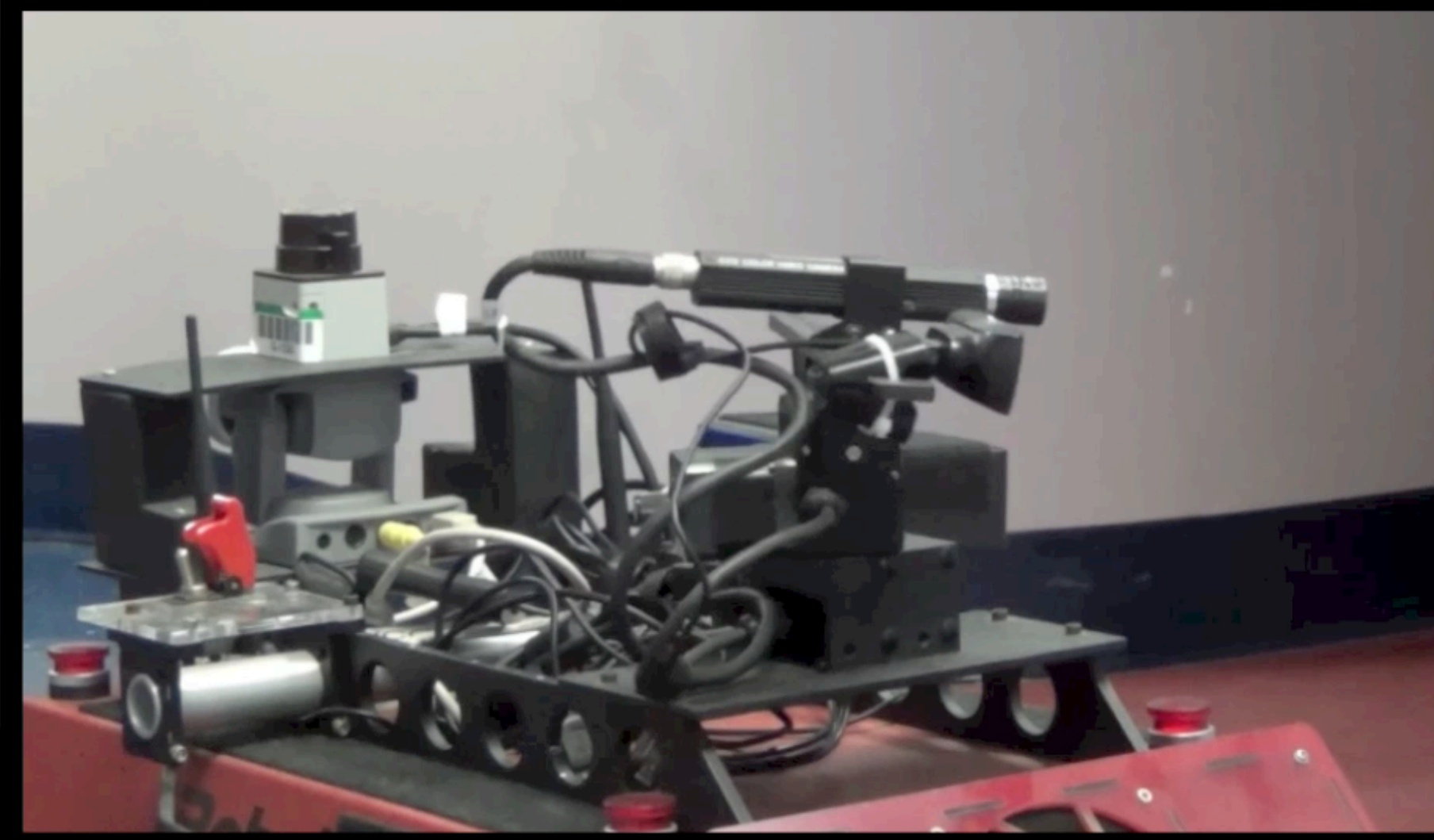


# Instrumenting people



Carlos Ibarra Lopez, James Kuczynski, Holly A. Yanco. "Unified Human and Robot Command for Disaster Recovery Situations." IEEE Symposium on Technologies for Homeland Security (HST '17), 25-26 April 2017.

# Google Glass



# Design Principles for Human-Robot Interaction with Humanoid Robots



W31P4Q-13-C-0136  
W31P4Q-12-C-0216

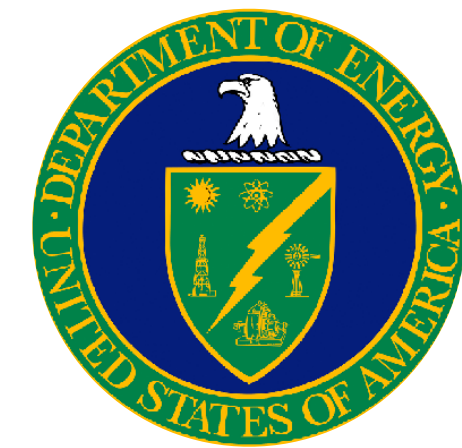
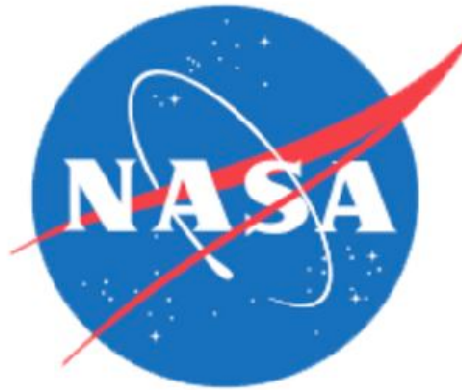


A. Norton, W. Ober, L. Baraniecki, E. McCann, J. Scholtz, D. Shane, A. Skinner, R. Watson, and H. Yanco. "Analysis of Human-Robot Interaction at the DARPA Robotics Challenge Finals." *International Journal of Robotics Research*, 36(5-7): 483-513, June 2017.

H.A. Yanco, A. Norton, W. Ober, D. Shane, A. Skinner, and J. Vice. "Analysis of Human-Robot Interaction at the DARPA Robotics Challenge Trials." *Journal of Field Robotics*, 32(3): 420-444, May 2015.

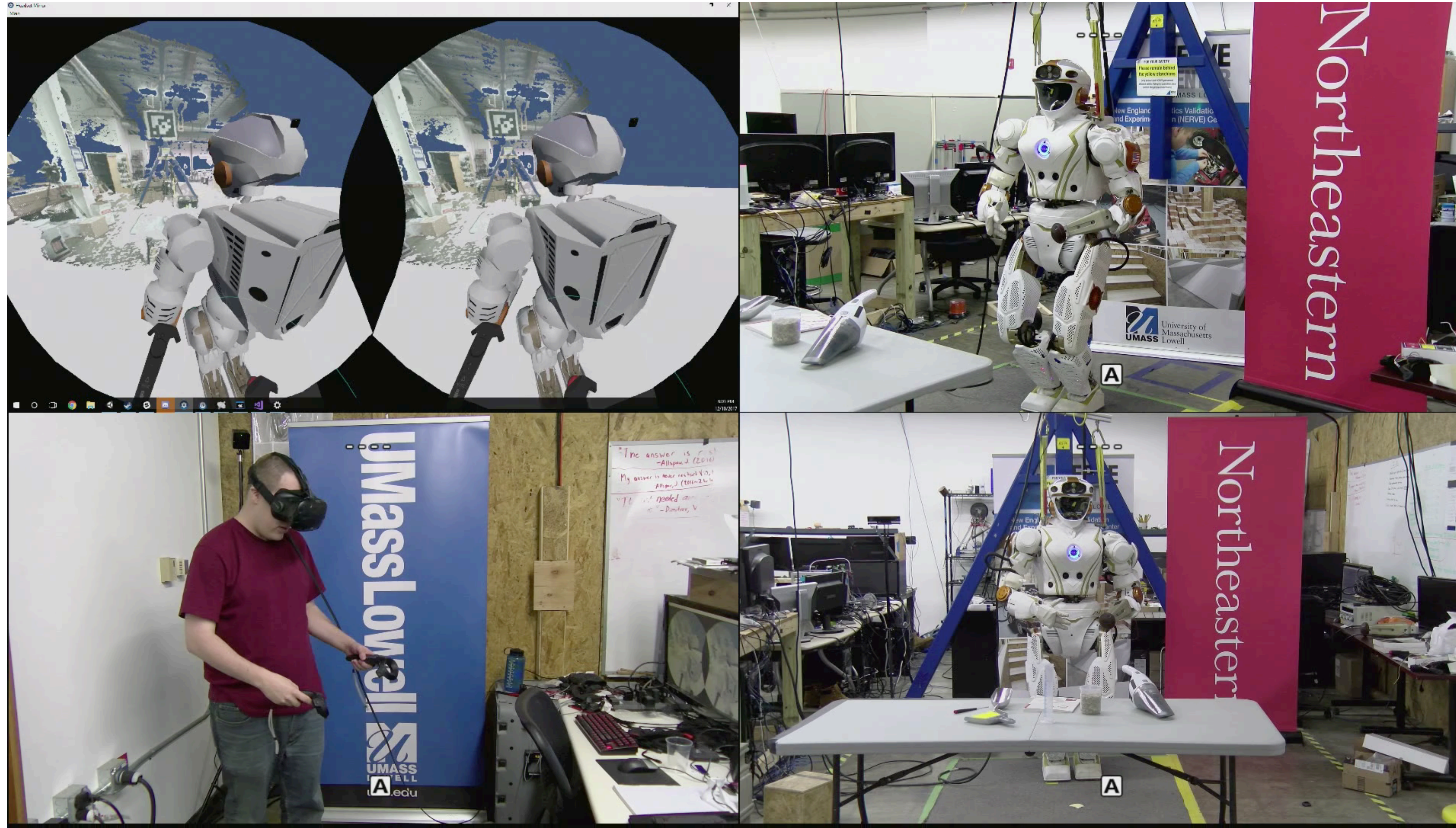


# New Control Strategies for Humanoid Robots: Contact with Objects and VR



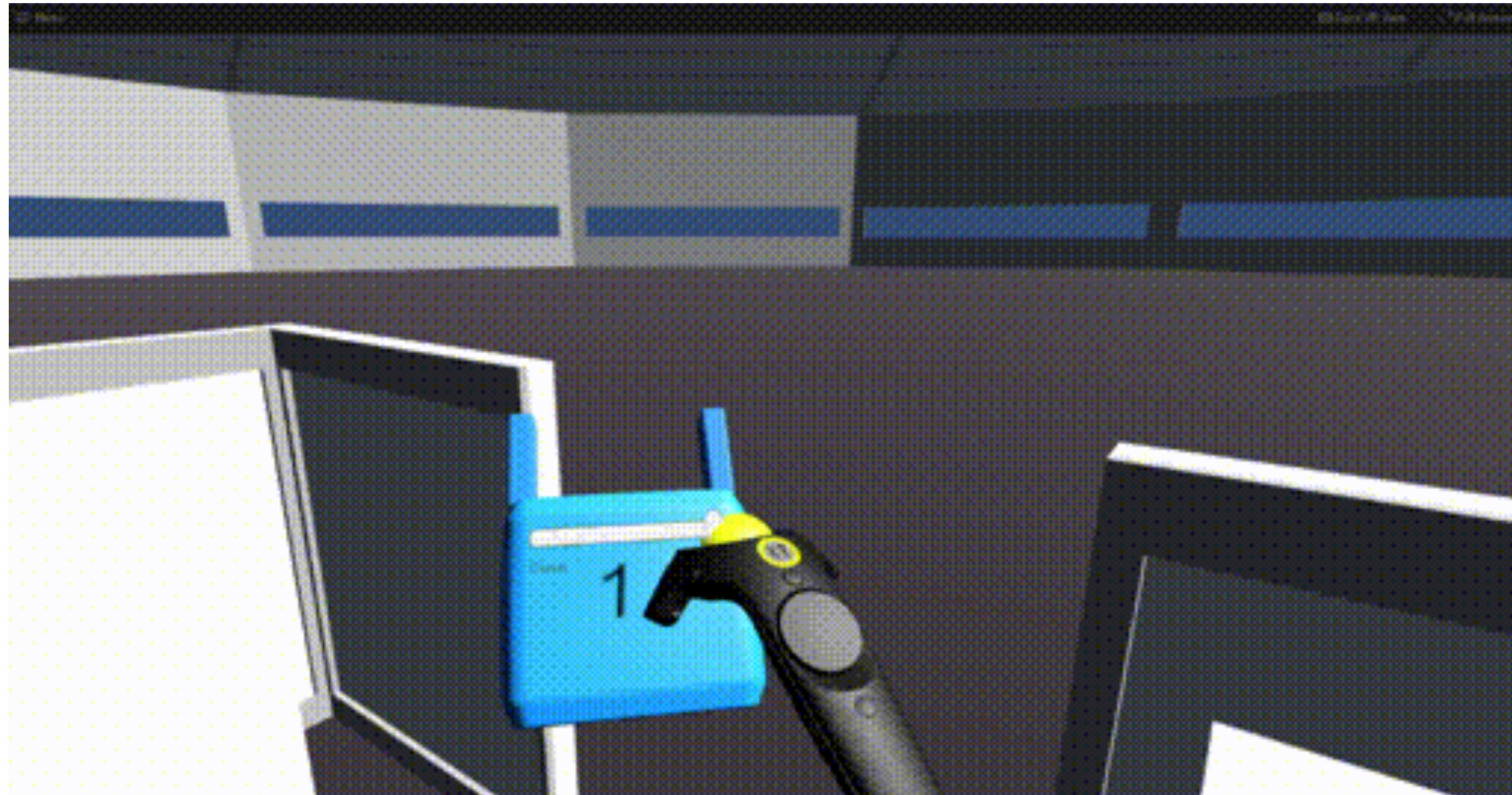
NASA NNX16AC48A, IIS-1451427,  
DE-EM0004482 through NRI, IIS-1944584

# Valkyrie: Virtual Reality

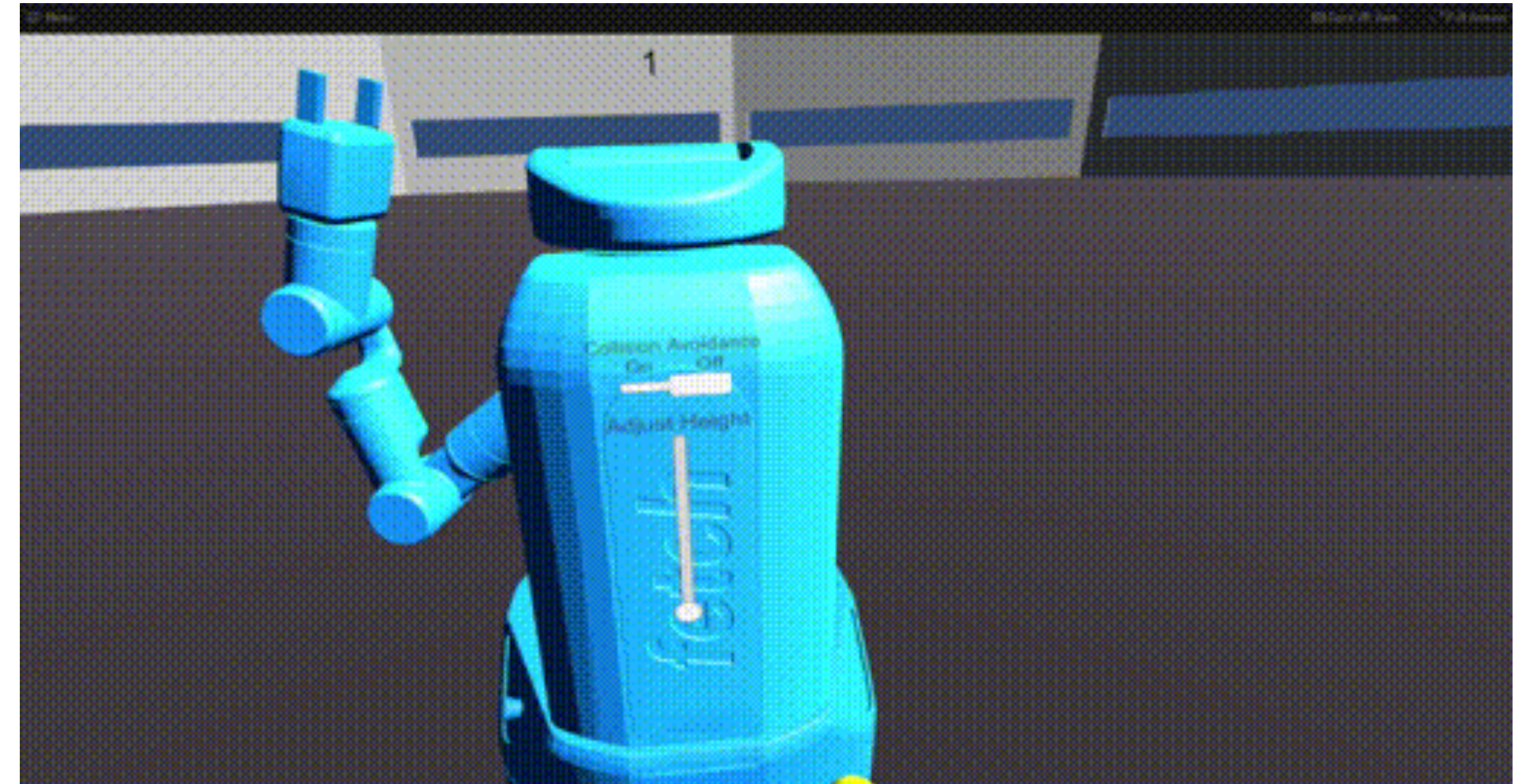


Jordan Allspaw, Gregory LeMasurier, and Holly Yanco. "Implementing Virtual Reality for Teleoperation of a Humanoid Robot." ACM/IEEE HRI 2020 Workshop on Virtual, Augmented, and Mixed Reality for Human-Robot Interactions (VAM-HRI), March 2020.

# Functional Waypoints for VR

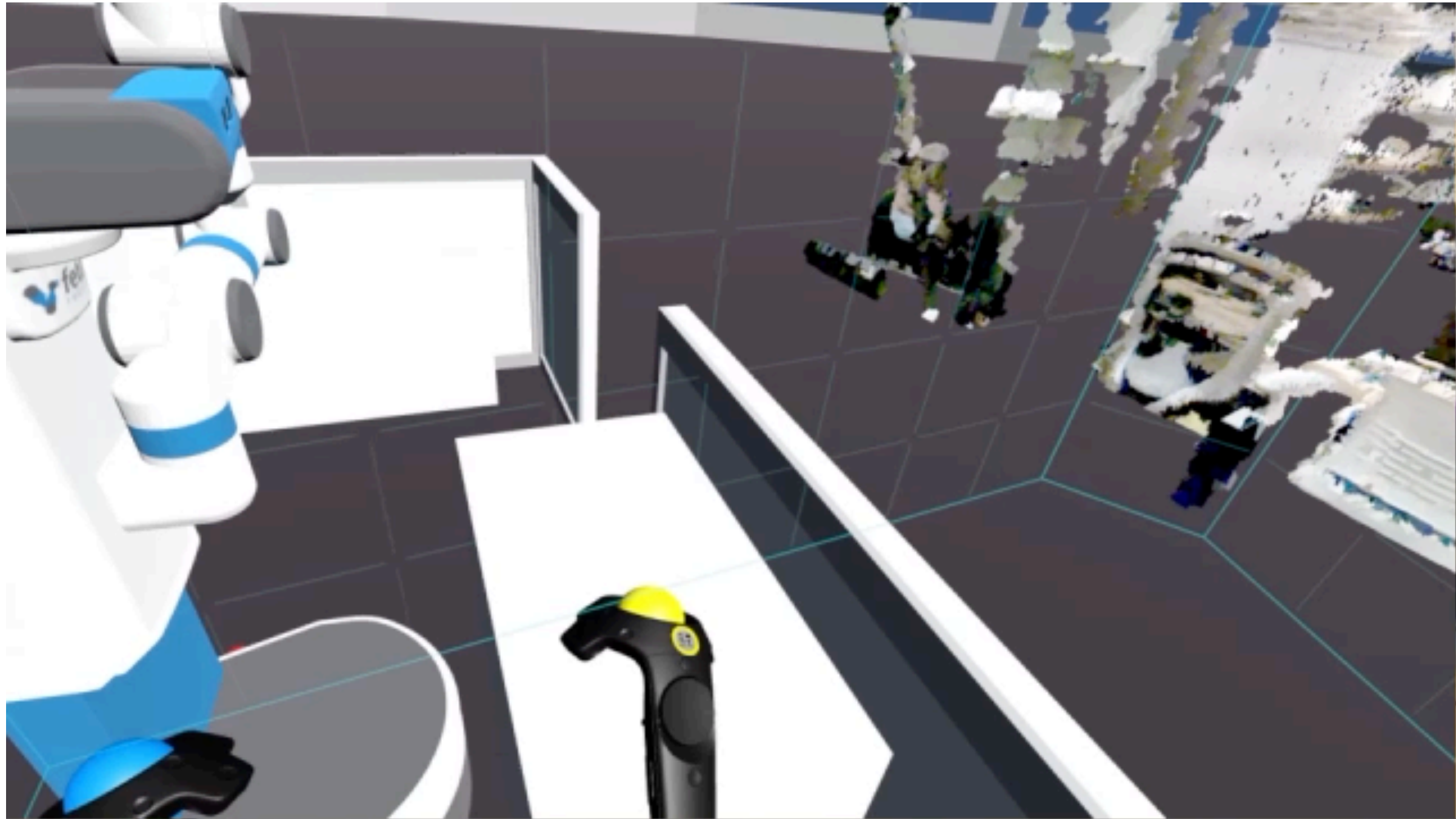


**Manipulation**



**Navigation**

Gregory LeMasurier, Jordan Allspaw, and Holly A. Yanco. "Semi-Autonomous Planning and Visualization in Virtual Reality." ACM/IEEE HRI 2021 Workshop on Virtual, Augmented, and Mixed Reality for Human-Robot Interactions (VAM-HRI), March 2021.



# Motion Planning in Virtual Reality

# University of Massachusetts Lowell

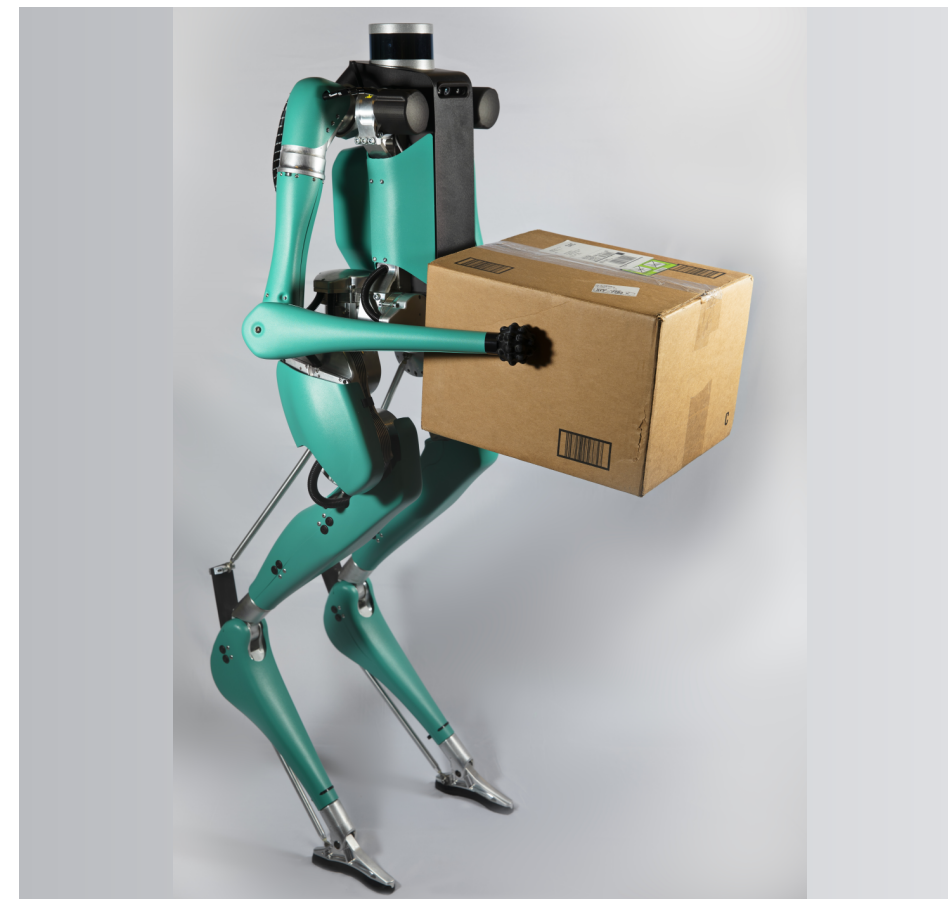
## New England Robotics Validation and Experimentation (NERVE) Center



Exoskeletons and Wearable Robots



Human Performance



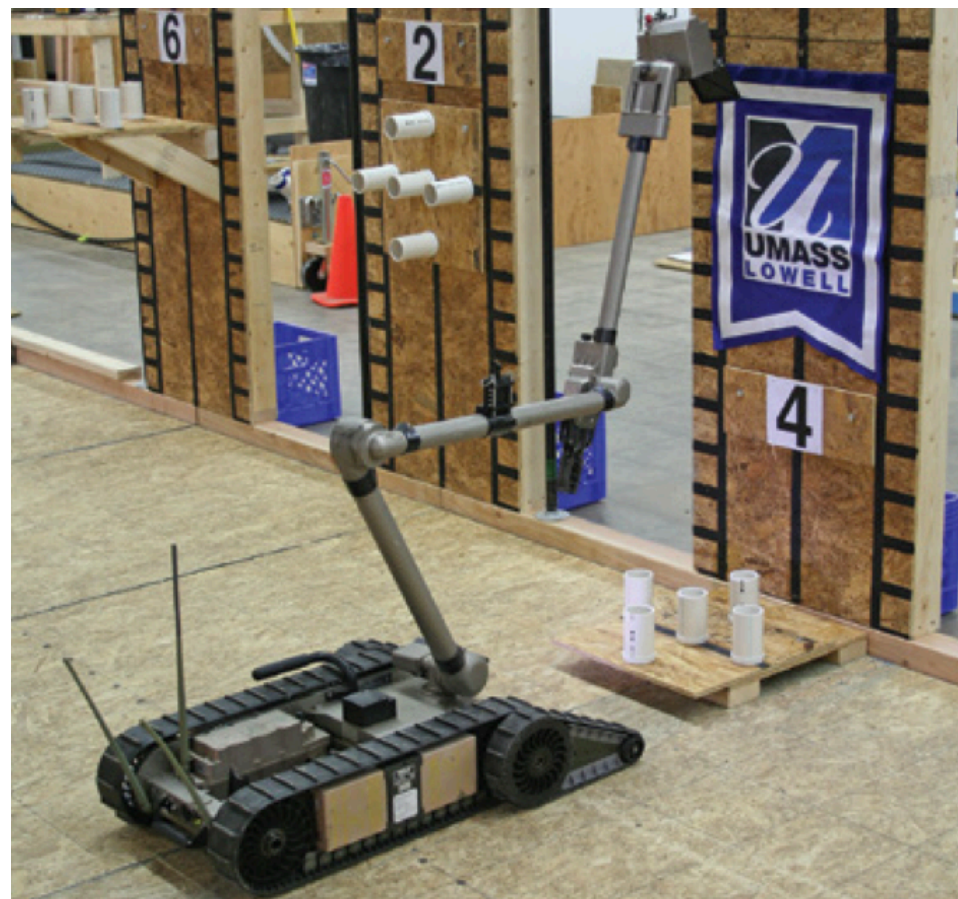
Legged Locomotion



Human-Robot Teaming



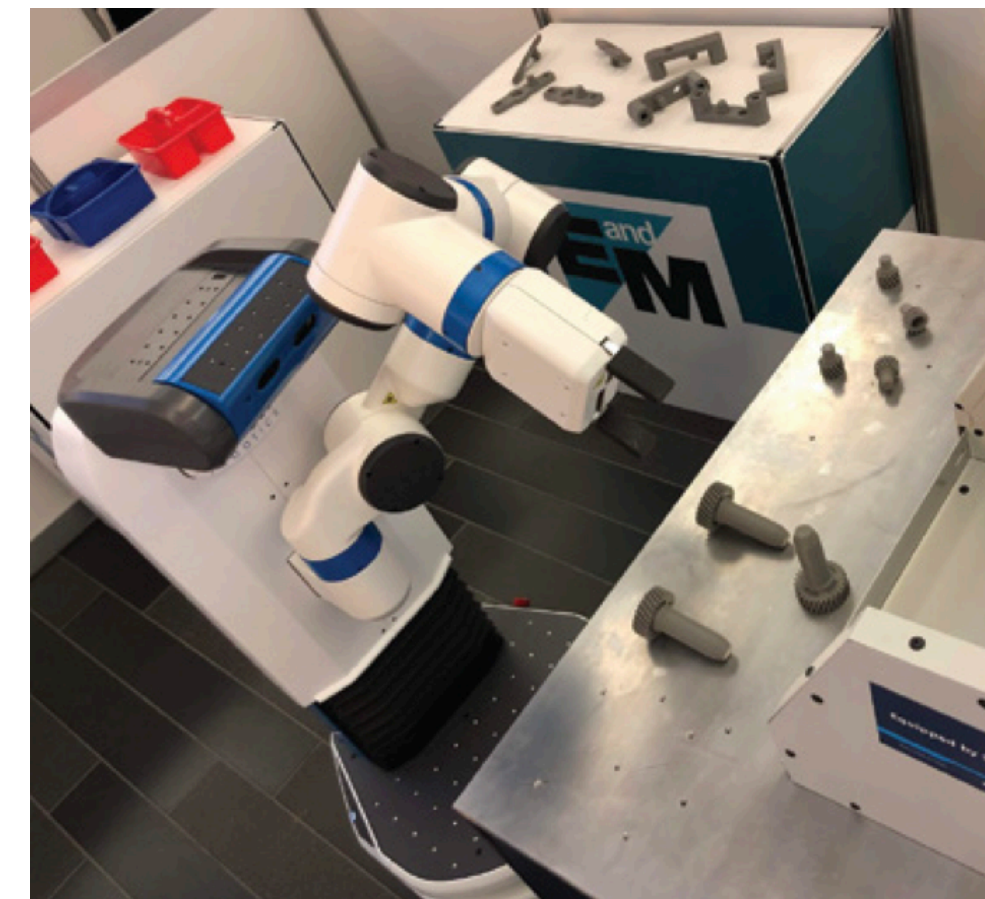
Unmanned Aerial Systems



Unmanned Ground Vehicles



Industrial Mobile Robots



Grasping and Manipulation

# ARMada Manipulation and Automation Testbed



Omron LD90



ABB YuMi



Agility Robotics Digit



Fetch Mobile Manipulator



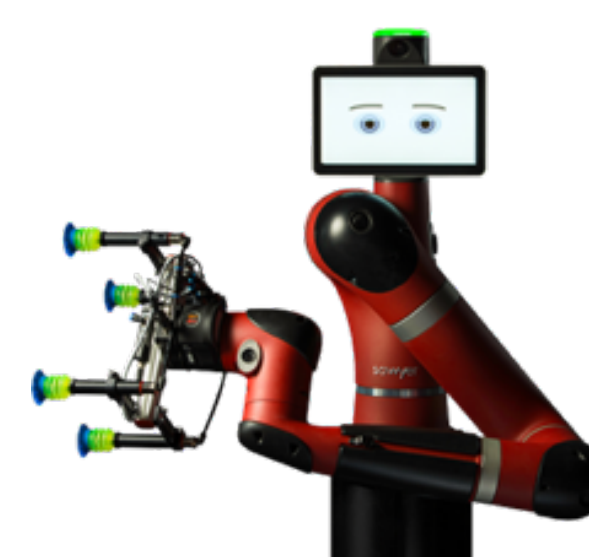
Kinova Gen3



Kinova JACO2



KUKA LBR iiwa



Rethink Robotics Sawyer



Universal Robots UR5e



Yaskawa Motoman GP7



Omron TM700



OnRobot RG2-FT



Rethink Robotics Vacuum Gripper



RightHand Robotics ReFlex TakkTile 2



Robotiq Epick



Robotiq 2-Finger Adaptive Gripper



Robotiq 3-Finger Adaptive Gripper



SAKE EZGripper Gen2



Schunk 2-Finger Grippers



Schunk 3-Finger Grippers



Soft Robotics Gripper



Vaccon Vacuum Grippers



Wonik Robotics Allegro Hand



Cognex Camera



Asus Xtion Pro



Intel RealSense



OptiTrack V120:Trio



OptiTrack Prime 17w



ATI 6-axis F/T Sensor



Robotiq F/T Sensor



OptoForce OMD-20-SE-40N



Fusion3 F410



Computer Stations

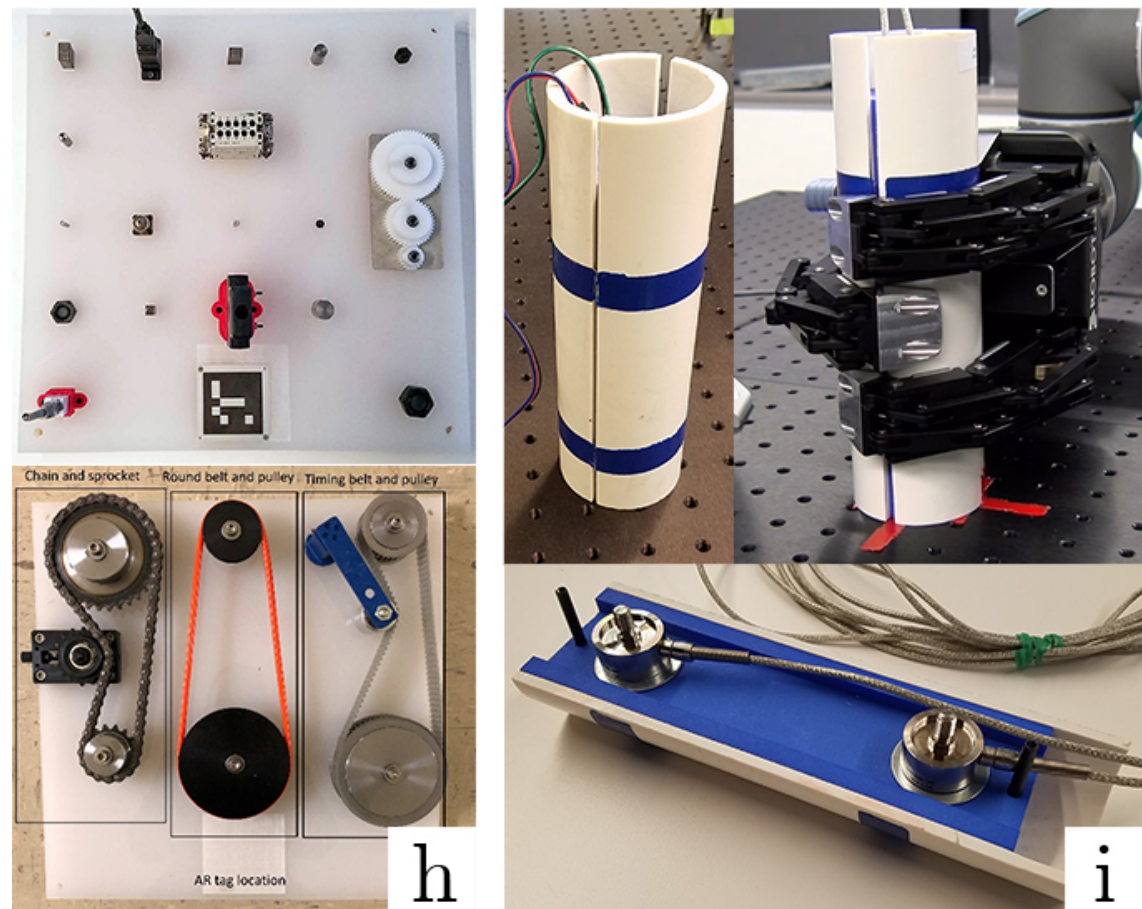
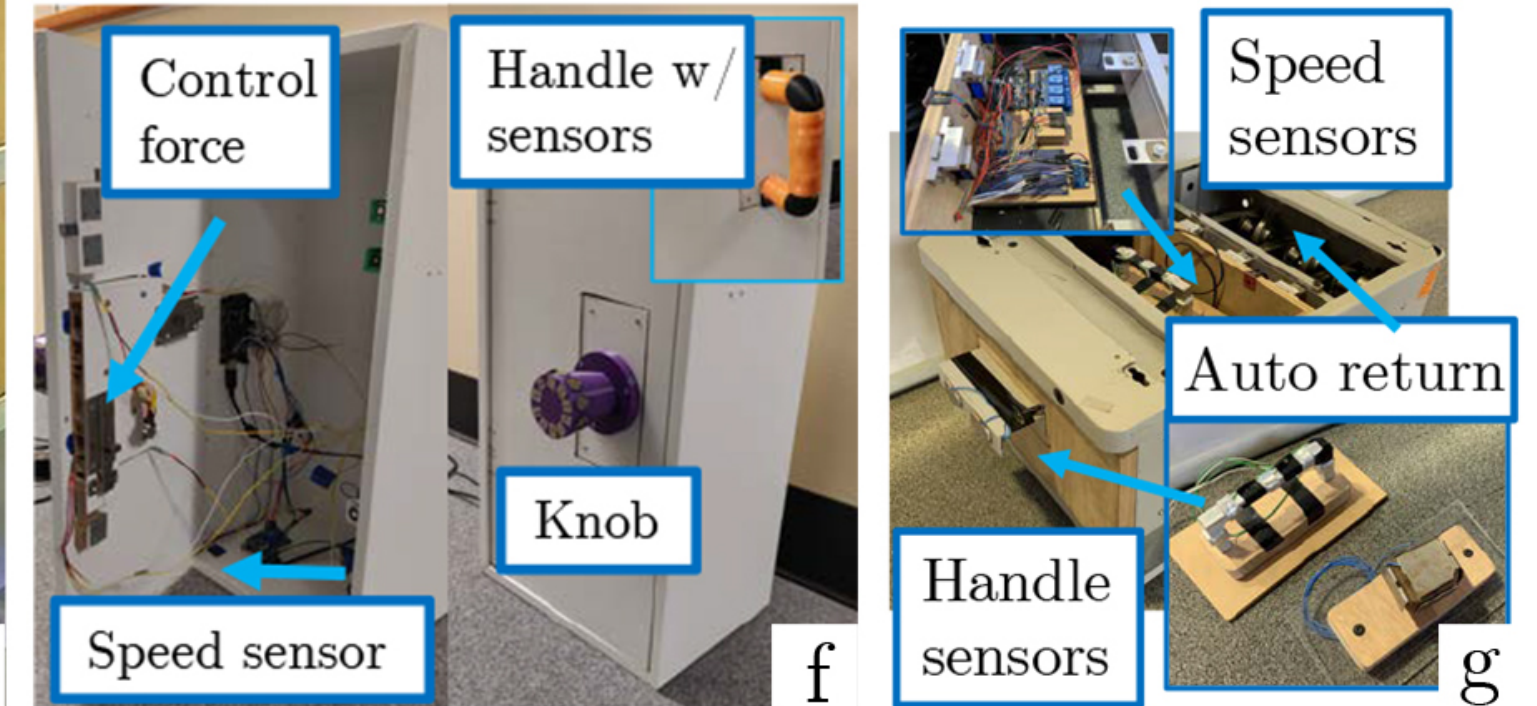
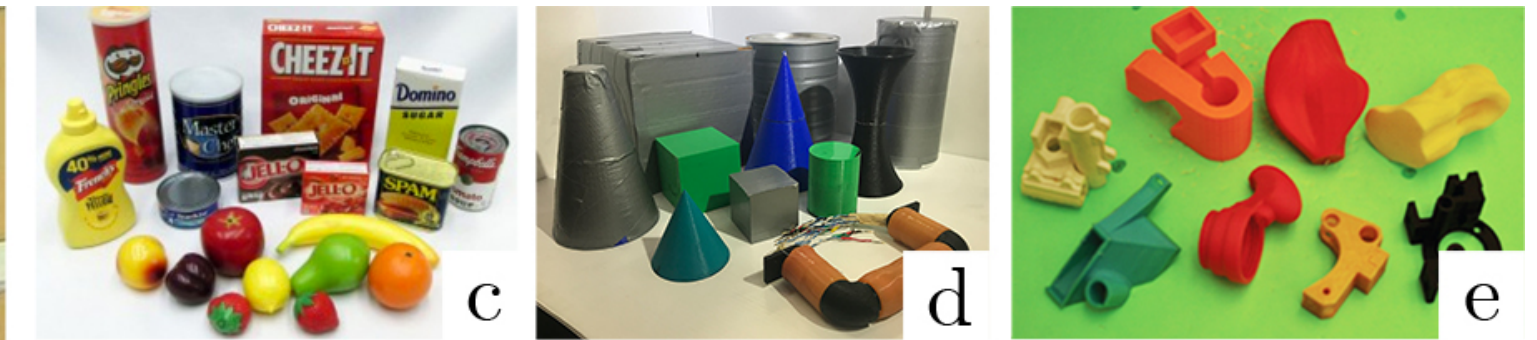
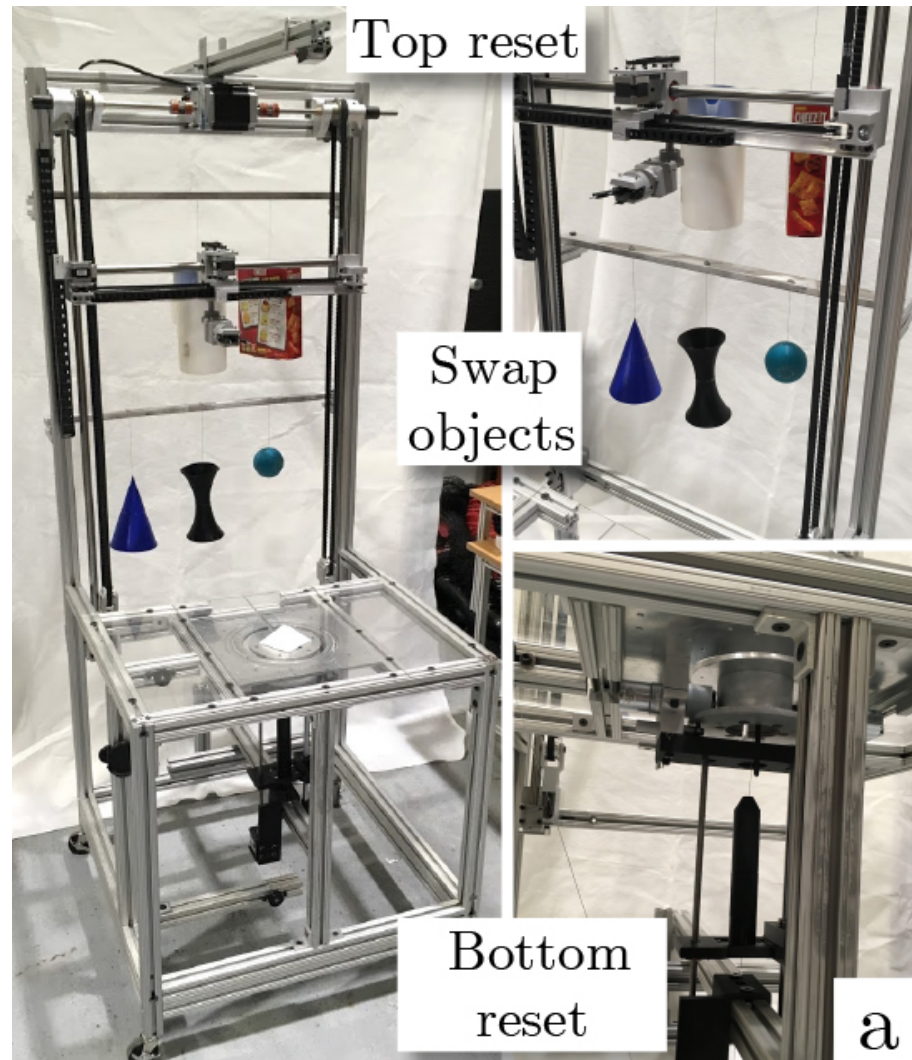


Oregon State University



CNS-1925604

# Remote Experimentation of Manipulation for Online Test and Evaluation (REMOTE) Testbed



- Infrastructure to support remote experimentation of robotic manipulation and benchmarking
- Set of arms and grippers available and a set of test stations for performing repeatable, measurable tasks
- All test stations sensorized for ground truth measurements and high-fidelity playback of activities

# HRI = Robotics



**HRI = Robotics - ε**

# Some Open Questions in HRI

- How will HRI change as systems become more capable/autonomous? Will HRI designs always need to adapt, or is there a steady-state that we could achieve?
- How do we account for people's experience with other robots and technology when designing systems?
- Can we develop robot systems that can vouch for the capabilities of other robots or people in order to improve teaming?
- Can we use results from prior human subjects studies over many application domains to develop methods to evaluate HRI designs computationally?

# Collaborators



Carnegie Mellon University



Oregon State University



Georgia Tech



BROWN



Tufts University

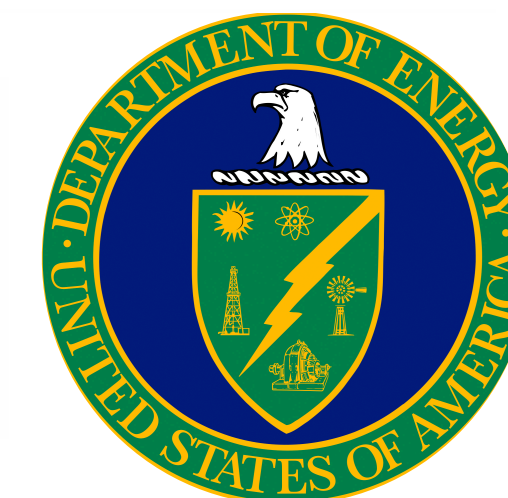
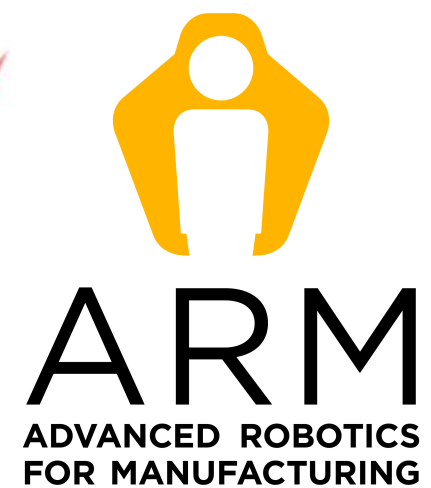


MITRE





robotics.cs.uml.edu/publications  
holly@cs.uml.edu



<http://nerve.uml.edu>

Designing Robots for Humans — Prof. Holly Yanco

