



Human-robot interaction in socialintelligence: A different dimension

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ABSTRACT:

Social intelligence in machines benefits artificial intelligence and robotics/machines. However, in a number of application parts and frameworks where machines must communicate with other machines or people, it has become evident that community and communication abilities are necessary. Human-robot interaction (HRI) research highlights concerns regarding people's and robots' personalities in social situations. The primary body of the study discusses human-machine interactions, The HRI conceptual space, and the importance of social skills for robots. To demonstrate these perceptions, two HRI research samples are offered. First, there is a review of research exploring the idea of a cognitive robot partner.

Keywords: social skills, robots, robot-Humancommunication.

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1. Artificial Intelligence's Origins.

Humans appear to be interested in learning about and simulating nature in general, as well as community in particular. This dream was realized by a series of "simulacra," which included "speaking" and "moving" statues in a country called Egypt some 2000 years ago. The work of Hero of Alexandria includes creating using the knowledge domain accessible at the time, i.e., using physics, such as water, to create user-friendly technology to drive transportable devices and dazzle humans by opening doors autonomously. Other works include the machines in Europe throughout the 16th, 17th, and 18th centuries, where a machine was built by studying human activity on a daily basis, such as dancing, writing, or, as illustrated in figure 1, everyday observation of human behavior., performing music in live action methods available at the time, in contrast to future AI research, which was correspondingly directed at imitating human behavior but centered on the "mind". As a result, incorporating a few human activities as well as the adaptability and flexibility of human knowledge became a

massive undertaking. Research in Artificial Intelligence has had a significant impact. People's intelligence and solutions dominated until the late 1980s, including brain simulations, modeling human problem solving, formal logic, massive information databases, and copying animal behavior. While progress has been achieved in the fields of artificial intelligence (AI), such as AlphaGo programmes and e-commerce (chatbots), the perception of it being difficult to recognize or develop humanoid knowledge suggests that there is still a long way to go.

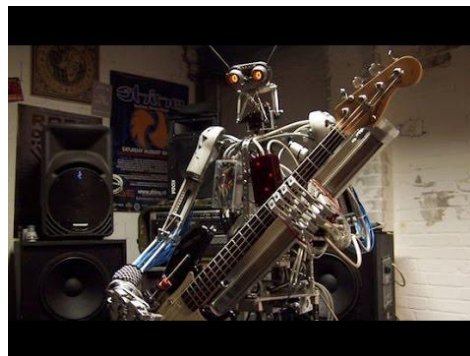


Figure 1: Humans have expressed an interest in humanoid robots that perform daily tasks([youtube.com/watch?v=h0DyYLLf3m8](https://www.youtube.com/watch?v=h0DyYLLf3m8)). This type of support isn't required. Further, the little effects that people achieve by "light



thinking; recognizing a plate set on a table and transporting a plate full of rice to the dining room without spilling the rice proved tough. Knowledge, in this case, entails acting and perceiving in order to disrupt couplings between things, so disrupting the nuances and volatility of the "actual world."

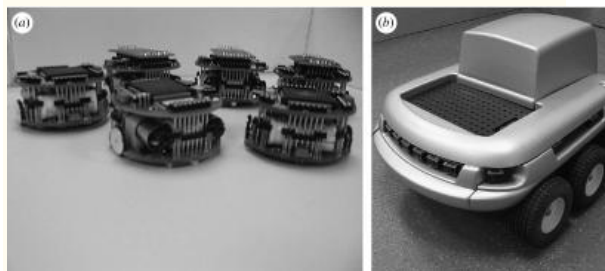


Figure 2: Source :(<http://www.k-team.com>).

The sensorimotor capabilities of the majority of robotic stands available in the 1990s, whether in-built like Lego creation robots like K-Team Robotics, were limited to walking across a purpose-built platform, avoiding definite blocks, and responding to definite rises within the domain via precise beams (figure 2). The simplicity of the actuator and radar construction allowed diverse scientists to focus on the machines' inner workings, i.e., their regulatory framework. Microorganisms display behaviours that are far from human-like characteristics, such as the ability to move around in the surroundings and respond to a variety of stimuli.

In the meantime, artificial intelligence has attempted to imitate human intelligence in computers and robots. Humanoid intelligence's evolution, which appears to be gaining power, moves us closer to human-style artificial intelligence.

Despite substantial study in areas involving animal and human minds, social intelligence is still a work in progress to be fully recognized as the fundamental component of Artificial intelligence. Recognizing the social side of social intellect and its consequences for Artificial intelligence is a fascinating topic that needs truthfully diverse methods. In the realm of human-robot interaction, such viewpoints

are common (HRI). During a given service robotics activity or application, researchers frequently address robots. Considering the scenario in which robots serve as personal supporters and societal connection through humans is critical to the investigation goal.

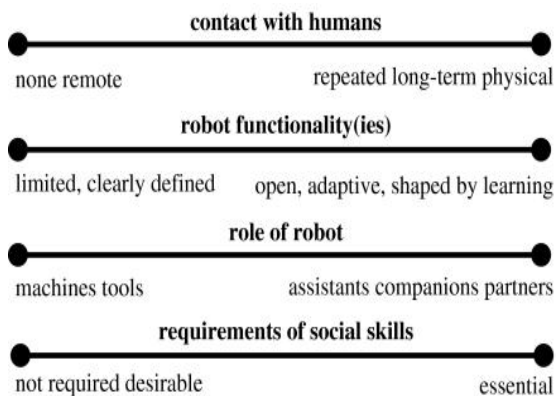
While it is frequently overlooked that communal skills are attached to humanoid-machine/robot to make the interface machine folks find it more 'attractive' who interact because of it, they play a crucial role in a robot's/machine cognitive ability. thus, its intelligence. The scope of HRI, as well as the criteria for communal skill in the field of robotics and Human-Robot interaction as concept research, is all examined first. "Social robots" is a contentious concept.

In a home environment, a robot companion must not only "do the right things," that is, be useful and complete household tasks, but it must also "do the items right," that is, in a convincing and acceptable manner to humans. Second, HRI will be given as part of a study looking into the use of robots as therapeutic or educational toys for autistic children. Children's interactions with a small portable machine/robot forceto be described, emphasize "social" actions in response to a viewer's viewpoint do not always comprise exact core characteristics of touch or "social intelligence." The study goes on to discuss numerous paradigms for "social ties between robots and other persons with whom they interact."

2. Is it necessary for a robot to have social skills

Investigating social intelligence mechanisms or other characteristics of social cognition in animals and objects in robots is frequently a worthwhile endeavour. Although the motivation is worn out by simple study questions, many research projects in robotics and computation attempt to produce interactive robots that are appropriate for a wide range of applications.

Given the wide range of possible or actual applications for machines, why should such robots, whose utility and functionality are vital, include social abilities, especially when gaining social skills for robots is expensive and time-consuming, necessitating them to deliver "added value"? The solution to this problem is determined by the specific requirements of a given application area. Figure 4 shows a number of scenarios in which collective social skills are necessary. We show that robots do not need to be social when functioning in space, for example, unless they are required to collaborate with additional machines. A machine-carrying posting in a working space,



on the other hand, has frequent interactions with clients; thus, social skills are important. An automaton [14] that works as a partner in the house for the aged or the disabled, on the other hand, would like to have a wide range of social assistance to make life easier for people. Such robots will not be 'utilized' if they lack certain qualities and will hence, they are unable to fulfil their responsibilities as an assistant.

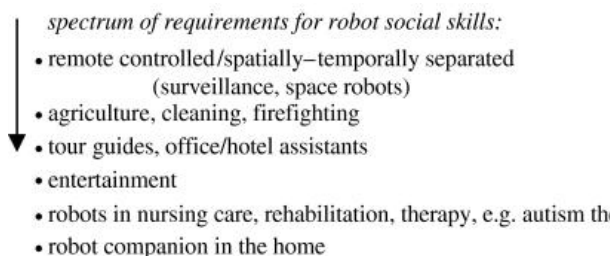


Figure 3. Social Skills

To be able to choose social skills that are most important, the request area, as well as the form and frequency of human

contact, must be thoroughly examined using a valuation principle that each indicates a range.

Figure 4: Requirements of social skills

3. Interaction between humans and robots: Different Approaches

HRI is a highly interdisciplinary field that examines social behaviour, statements, and intellect in real and mock structures at the junction of machines, computing, and additional corrections. Interaction with people, unlike traditional engineering and robotics, may be a distinguishing key feature of HRI.

(a) Methodologies for socially interacting with robots HRI research is frequently divided into three directions, which are not mutually exclusive.

1. The recognition of the robotic as a distinct entity is addressed in robot-centered HRI, i.e., a self-directed object that pursues its own goals guided by its own motives, drives, and emotions, with human interaction serving to fulfil a number of its 'essentials.' For example, social needs are met during a conversation, even if the interaction does not include any specific activity." The ability of the machine to "survive within the environment" is a major worry in this strategy. The events of sensorimotor control, as well as models and styles of sensation and incentive that influence communications in the (social) context, are examples of research questions.

2. Human-centered HRI focuses on how a robot container carries out its duty in a way that is both suitable and comfortable for humans. Researchers study people's reactions to and interpretations of a robot's appearance and/or behaviour, regardless of the robot's behavioural architecture and hence cognitive processes. Identifying the needs of people and groups of subjects to which a robot could adapt and respond; or avoiding the so-called "uncanny valley," where more and more human-like robots appear "unnatural" and trigger sentiments of aversion.



3. HRI that focuses on machine/robot cognition emphasises the robotic as an expert system, that is, a device that chooses its very own decisions and resolves issues it encounters while performing tasks in a certain application domain. In this discipline, the incidence of cognitive robot designs, mechanism understanding, and problem resolution are all distinct research topics.

(b) So, what exactly are social robots?

In the literature, several definitions of social robots or concepts connected to them are utilized, including the following

1. It has a socially provocative quality to it. Robots believe in the human desire to anthropomorphize and maximize sensations elicited when people engage themselves through "formation."

2. In a social context. Robots are bound by social ether that they recognize and pledge to. Robots that are socially located are capable of distinguishing involving previouscommunalagentas well as diverse items in their situation.

3.Friendly, Machines/Robots collect information from people for the purpose of achieving basic common goals. These robots will require deep social cognition models.

4.Awareness of the social environment Aspects of robot-like social intelligence are based on potentially sophisticated models of human cognition and social abilities.

The term "socially interacting robot" should be used, according to Fong et al. (2003).

Machines that communicate socially. Machines in which social interaction is a fundamental component of peer-to-peer HRI, as opposed to "traditional" HRI robots such as those employed in teleoperation scenarios. Quick and/or witness feelings; attach with complex cooperation; educate copies of the previousagent; originate with reserve societal friends; make use of standard prompts; display individual behaviour and appeal, and must study and/or grow social capabilities are

all characteristics of socially cooperating robots.

(c) Relationships between HRI approaches

Look at a variety from a motion perception perspective, which emphasizes a robot's actual social competence, to a user perception perspective, which focuses on how people's knowledge interacts with the robot and how the robot and its behaviour are understood from the perspective of a viewer. Robots that are emotionally expressive are at one extreme of the scale, defined by the human reactions they elicit. This intelligence's strength was in evoking positive social responses, not in how the robots perceived or performed things (a person).

Socially interacting robots, on the other hand, have a range of aids for cooperating as well as transmitting information, as demonstrated by a proper robot regulator and/or cognitive style. Internal goals and how people react to them are important for socially interacting robots, but their ability to interact in encounters is the most important.

Collectively positioned machine/robot doesn't require severalsorts of communalintellects because collectivecommunications arise on or after the machine's individualduringas well as responsiveness to its situation. Humanoid entry is not required for socially placed robots. Lastly, social robotic systems have explicit human-inspired theories of social intelligence, interaction, and interaction. People's social cognition can be emulated, if not exactly replicated, by such a robotBecause it behavescorrespondingly to a people/human, displaying alike linguistic as well as interaction abilities, it is likely to be effective in contesting humanoid access to an idea in order to maintain predictable behaviour and admission. People's perceptions and reactions to socially skilled robotics are significant because its interactions with humans are similar to those with humans. Human-centered robots are becoming more common as a result. Both robot cognition-centered HRI and robot



cognitive processing Human-robot Interaction are essential for such a socially skilled robot.

4. Evolving Social Interface Competitions

1. The Staring Contest

Several kids are concerned about sustaining sense contact during discussions. A gazing challenge can assist children in a kind and maintain eye interaction in a move that allows them to emphasize the job at hand rather than trying to communicate at the same time. Uncertainty makes your child's silent senses agonizing, so you'll make a slight jump.

2. Time for Virtual Play

Even if your child is unable to have face-to-face play dates, they will still spend time together via video chat and other online platforms. By observing their colleagues in the shade, video discussions let children engage in a range of eye interactions. Problem-solving talents improve as a result of coming up with new ways to spend time together, which is one of the most significant social skills.

3. Perceiving Absurdities

Feeling travesties entail writing disparate emotions on newspaper tiles. Your child reaches one of the available caps or vessels. Then they must seek to express that emotion through movement. You may even adopt social skills activities like these to build a game that is similar to Pictionary, where kids draw emotions.

5. HRI Research on Human-Robot Relationships: Different Paradigms

There are two paradigms in HRI research on human-robot relationships are identified in this section:

The stewardship concept and

a. In human-robot interaction, the caregiver paradigm

b. The notion of the assistant/companion

The topic game helps children to stick to one subject and follow directions until the task is completed. It also allows children to build connections and be more creative when writing letters with limited possibilities. Individuals appealing to the machine are anticipated to take on the part of "porter" for

the machine, this is measured as a "non-natural person" popular with this approach. Such a collection of attributes has been thoroughly broken down within the doll shop, for cartoons, and more recently for computer-active sorts. Furthermore, maintaining moral ties with domestic and family members ensures non-derived "aimed at permitted;" it entails significant sacrifices, which comprise the resulting:

i. Investing in our families, additional household members, and groups is a wise decision.

ii. Emotion-driven speculation Others, on the other hand, value smearing a mental concept, noticing and expressing understanding, providing close care to others' wishes, construing another'

behaviour, understanding linguistics, and managing activities. Many of these skills, such as taking turns in interactions, managing collaboration, resolving disagreements and arguments in individual and collecting individual states, remembering-collaboration pasts, and so on, necessitate education throughout primary design and development.

ii. The robot's objective is to recognize and answer to the individual's requirements, particularly during the context of supporting positive responsibilities, under this paradigm. The machine must make sure the person is happy also content, which involves selecting calm and informally satisfied humanoids as specific handlers.

6. CONCLUSION

The purpose of this study is to present a broad review of the framework of human and robot social intelligence, HRI research is being conducted, as well as to build a conceptual framework. The authors examine a number of descriptions of social robots and lookouts, focusing on various aspects of robot cognition as well as human behaviour and attitude in the presence of robots. According to the debate, HRI's social robot research and trials address fundamental problems such as the people's perceptions and the nature of the



social behaviour of robots (both experimenters and users).

HRI is a growing field of study, but it is still in its infancy. It will be evaluated if it has the potential to grow in the future.

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