Universal home appliances controller with memory, timing, knowledge and intelligence

 How may I help you?

 What's on TV tonight?

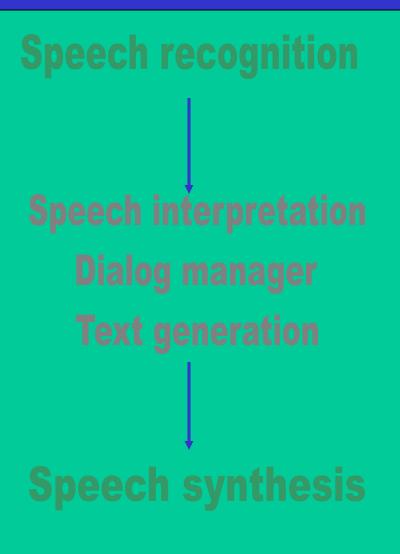
I want to go to Seoul, sweetie...

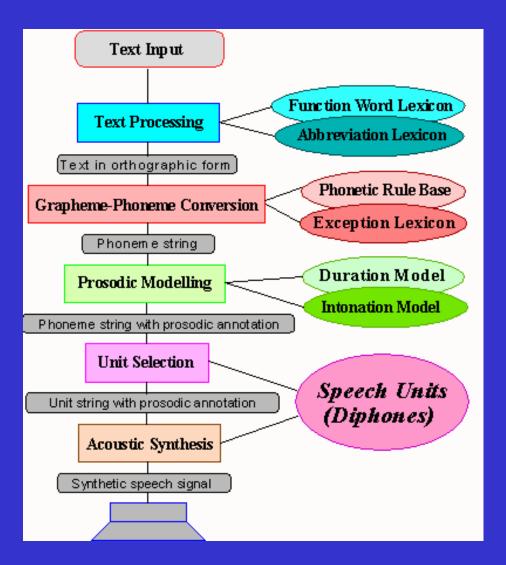
> Must be well done, better than last time!

Draw

me a

cat





Intelligent Learning Robot will:

- Answer in Japanese questions asked in Korean
- Answer in English questions asked in Korean
- Answer in Korean questions asked in English
- Answer in English questions asked in English
- Create traditional Confucian poetry and create nonsensical speeches
- Recognize faces and react to them accordingly
- Learn facial movements and emotions by examples
- Communicate with human and other robot by voice and image processing (gestures)

Intelligent Learning Robot will:

- Learn behaviors that link sensor to actuator data
- React with behaviors to sentences, images and sensor information
- Be completely reprogrammable by the user.
- It cannot be confused, it will always do something, and in most cases it will be unexpected.
- Combining logic and probabilistic approaches to robot design is not used in robot toys yet.

Is it possible?

Yes!

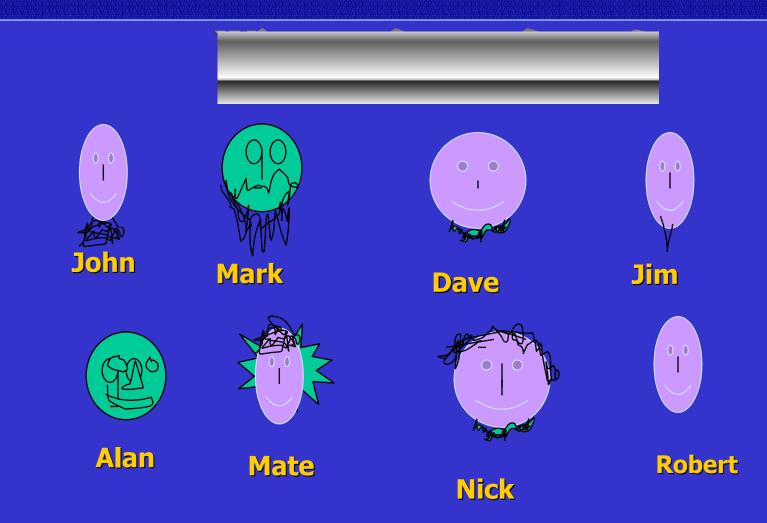
How?

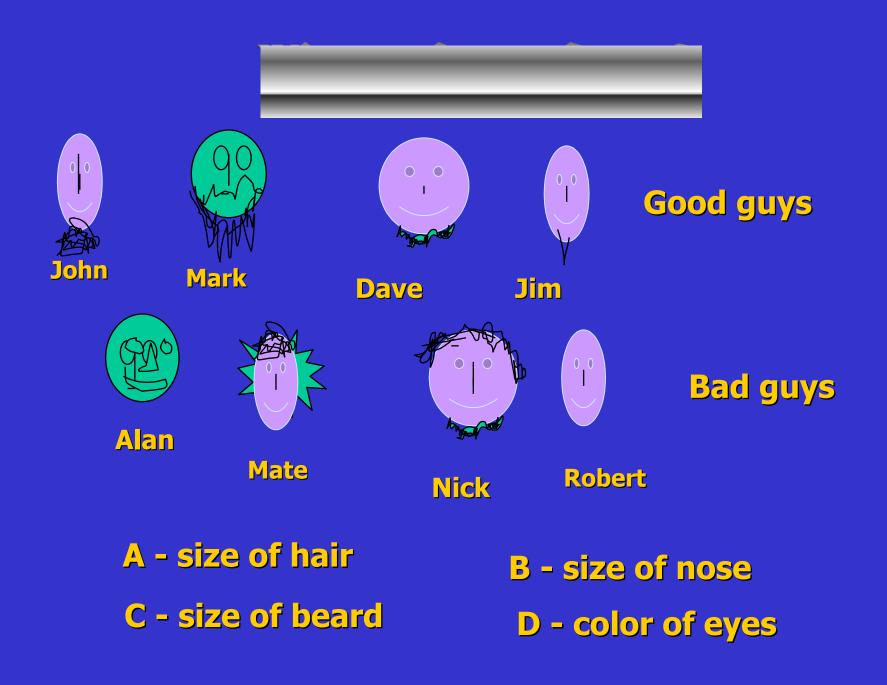
By using a general-purpose logic learning architectures based on Data Mining methods that we developed recently at PSU

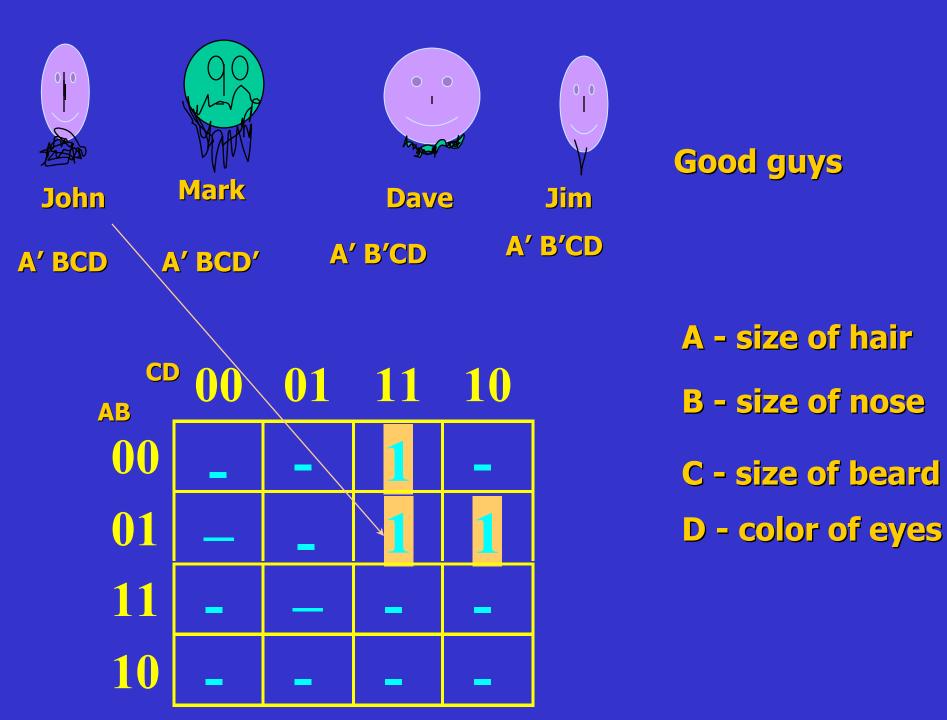
Examples

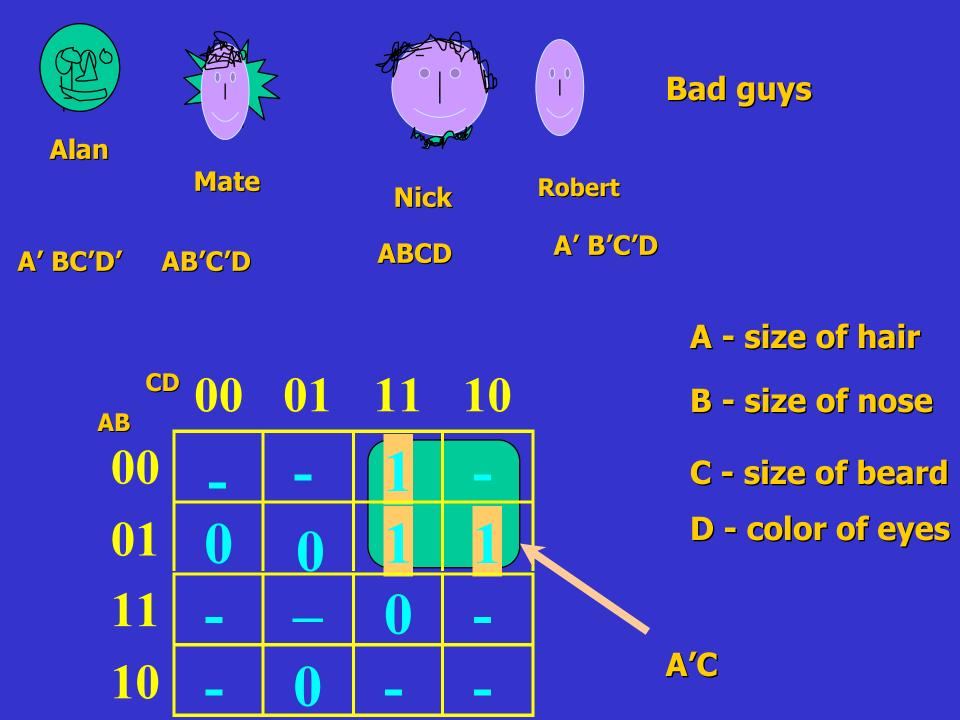
- 1. Face Recognition
- 2. Behavior control
- 3. Question answering
- 4. Learning Gaits

Example 1: Face Recognition





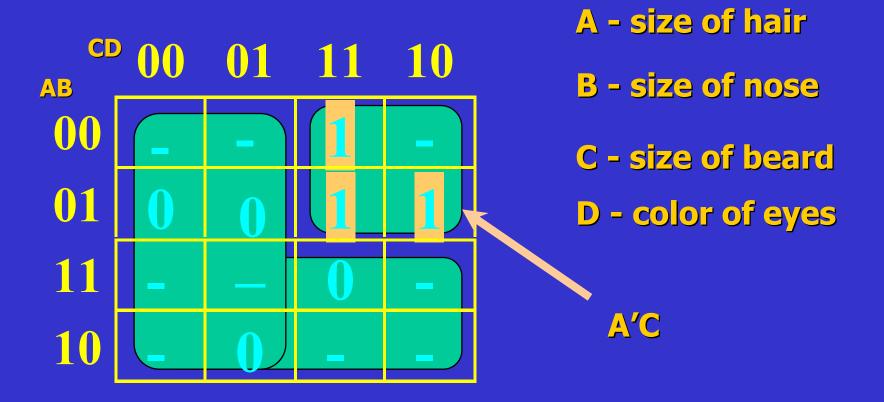




Generalization 1:

Bald guys with beards are good Generalization 2:

All other guys are no good



This kind of input-output problem description appears in many applications

