

The background of the entire image is a close-up photograph of several fingers. The tips of the fingers are wrapped in marbled paper with vibrant, swirling patterns of red, yellow, blue, green, and black. The background behind the fingers is a solid, dark teal color.

Open Research Day

9 April 2025



“

09:15-09:55

*Parallel Sessions- lightning talks followed by
breakout session*

A108: Robots and People

Chair: Associate Professor Jana Tumova, KTH

A123: Smart Mobility

Chair: Professor Jonas Mårtensson, KTH

A108: Robots and People

- **Lightning talk: Session chair: Associate Professor Jana Tumova, KTH**

1. Advancing real-time exoskeleton control for human-in-the-loop optimization (Demo)
2. Synergistic Human-Robot Collaboration in Extreme Environments: From Simulation to Experimental Validation – SHARCEX (II)
3. The Neuroscience of Engagement: A Multimodal AI Approach to Understanding and Enhancing Human-Robot Interaction (RP)
4. AUV Data Processing, Communication and Swarm Optimization in Contested and Denied Undersea Environments- ADAPCOS (II)
5. Airborne Launch and Recovery Systems – ALARS (II)
6. Digital Futures Drone Arena Gymnasium

Advancing real-time exoskeleton control for human-in-the-loop optimization (Demo)

Name

Title, Affiliation

Advancing real-time exoskeleton control for human-in-the-loop optimization



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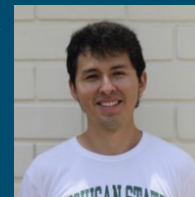
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Background and Motivation

- ~15% of world population (~1 billion people) live with a disabling condition
 - The proportion of elderly is growing
- Wearable robotic assistive exoskeletons have undergone rapid developments in the past decades, yet only a handful of products are used regularly
- In rehabilitation, motor (re)learning / neuroplasticity required learning-by-doing; the user's *active participation is crucial*
- “Optimal” exoskeleton control depends on individual, patient population & goal

Project Goals

- Testbed for human-in-the-loop optimization of exoskeleton systems
 - Modular lower-limb exoskeleton prototypes with a control architecture that can be adjusted in real-time
 - Based on bio-feedback from the users that relates to their individualized goals

Project Goals

- Tackling two specific cases



Case 1: Tethered Multi-Joint Exoskeleton System via Actuation Modules

2025-04-15



Case 2: Quasi-Passive Ankle Exoskeleton

Digital Futures

For more information, contact:

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A close-up photograph of several fingerprints against a dark blue background. Each fingerprint is covered in a vibrant, multi-colored marbled pattern, resembling liquid paint or ink that has been manipulated to create swirling, cellular designs. The colors include bright red, yellow, blue, green, and black, creating a complex and artistic visual effect. The ridges of the fingerprints are clearly visible, showing the unique patterns of each finger.

Thank you

SHARCEX: Synergistic Human-Robot Collaboration in Extreme Environments - From Simulation to Experimental Validation

Ignacio Torroba

Division of Aerospace, Moveability and Naval Architecture

School of Engineering Sciences

KTH Royal Institute of Technology

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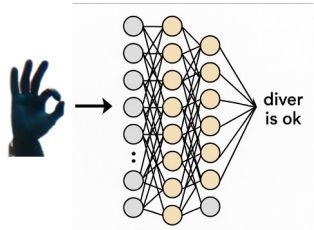
Objective

Side-by-side collaboration of divers and underwater robots in high-risk environments to reduce human exposure



Methodology

1. AUV prediction of divers intentions



Low level task execution



High level reasoning

3. Sensing and actuation for AI IV-diver interaction



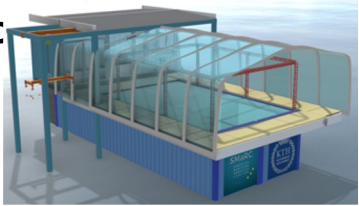
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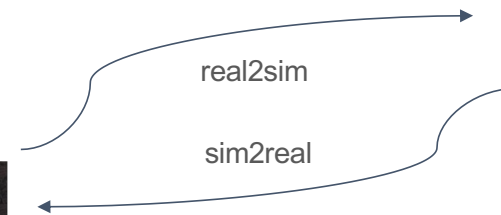
2. Implicit and Explicit HRI in

Human-In-the-Loop (HIL)	Implicit	Explicit
Low-level	Robot predicts the motion of the human and adapts to it $\phi_{human} \leftarrow prediction$ $\phi_{new} \leftarrow \phi_{old} \wedge \phi_{human}$ Re-plan	Human directly controls the robot
High-level	Robot predicts what task the human is doing and adapts to it $\phi_{human} \leftarrow prediction$ $\phi_{new} \leftarrow \phi_{old} \wedge \phi_{human}$ Re-plan	Human sends new tasks in real-time to the robot $\phi_{new} \leftarrow \phi_{old} \wedge \phi_{human}$ Re-plan

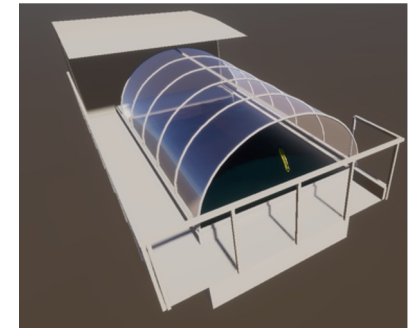
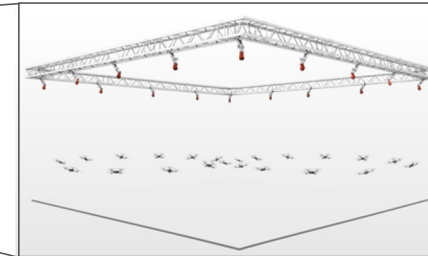
4. Data collection and control



KTH water tank



Surface and **underwater** mocap



- Operational 24/7 all year around.

- Controlled environment: temperature, water turbidity, lighting, currents

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The Neuroscience of Engagement: A Multimodal AI Approach to Understanding and Enhancing Human-Robot Interaction

PI: André Pereira, Researcher, Docent (KTH)

Co-PI: Julia Uddén, Associate Professor, Docent (SU)

Motivation

- The Importance of Engagement detection in Conversations
- The Importance of User Engagement detection in HRI
- Challenges & Limitations in Automatic Engagement Detection



2025-04-15



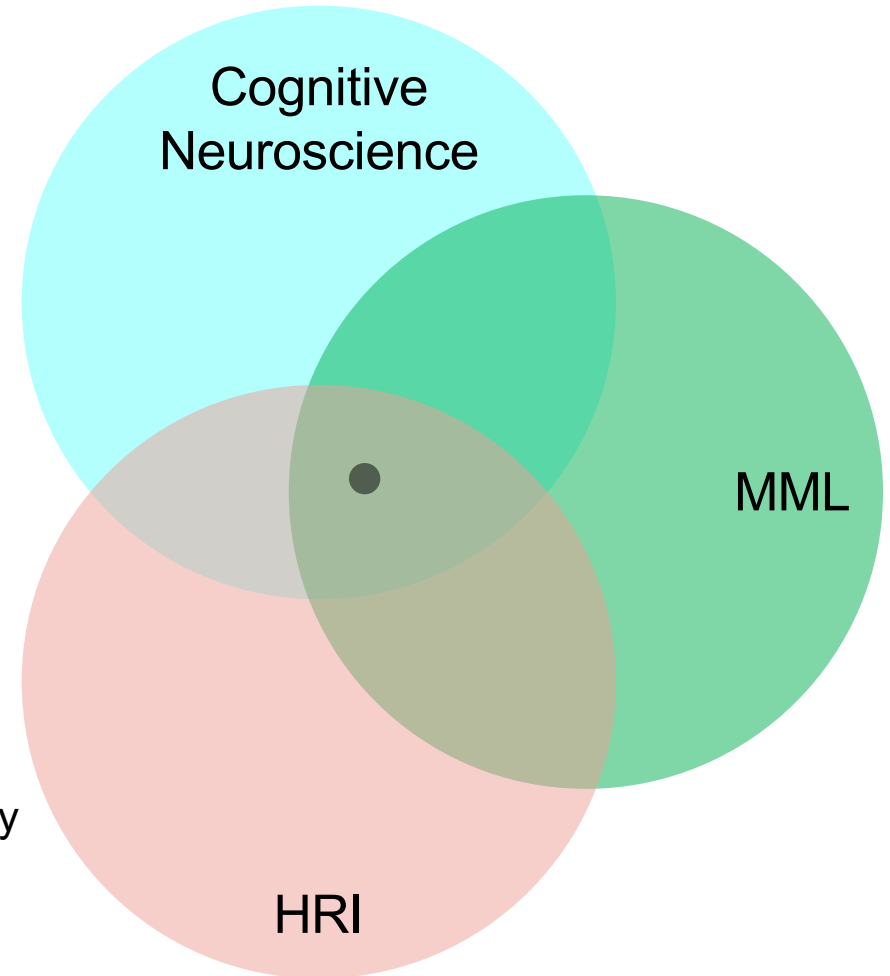
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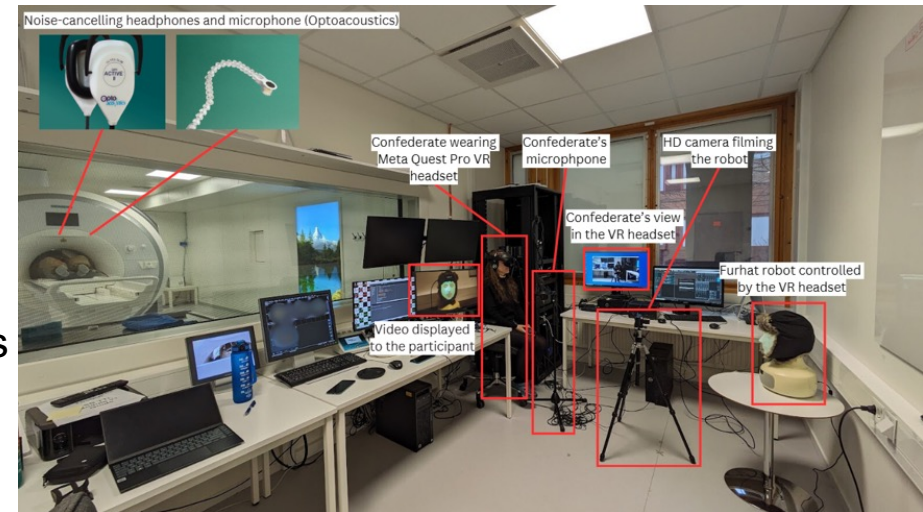
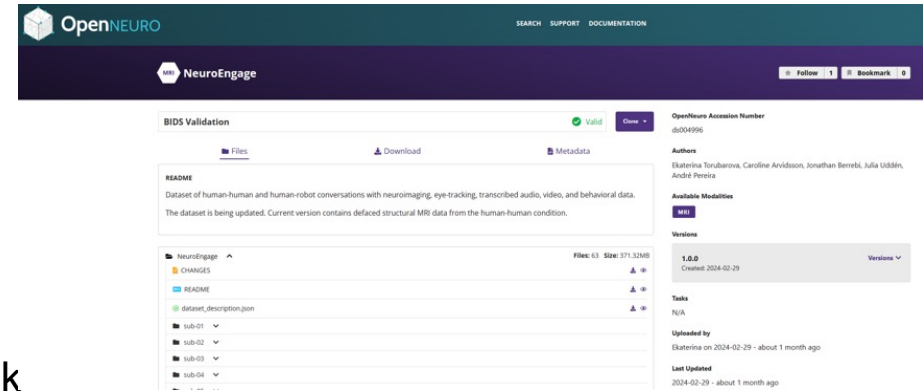
Research Gap

- Limited understanding of the brain in conversations
 - Understanding conversational engagement
- Understanding conversational engagement in Human-Robot Interaction (HRI)
 - Use Multimodal Machine Learning (MML) for engagement prediction and real-time adaptivity
- To maximize engagement is a trending objective in conversational systems both in research and industry



Progress

- NeuroEngage dataset, telepresence interface presented @ HRI 2025 with major release last week
- Currently
 - Enhancing the NeuroEngage with multimodal features
 - Training ML algorithms to **detect** and possibly respond to engagement levels in real time.
 - Continue investigating how certain brain areas respond to conversational engagement cues.
- Enable the creation of more engaging and effective social robots



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Thank you

ADAPCOS

AUV Data Processing, Communication, and Swarm Optimization in Contested and Denied Undersea Environments

Jan Kronqvist

Assistant professor – Optimization and Systems Theory

KTH Royal Institute of Technology

Department of Mathematics, Digital Futures,

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Collaboration between Purdue, SAAB, and KTH

Axel Kärrholm
PhD student KTH
Starting May 5th



Jan Kronqvist
Assistant Professor
KTH



Per Enqvist
Associate Professor
KTH



Roger Berg
Adjunct Professor
Saab and KTH

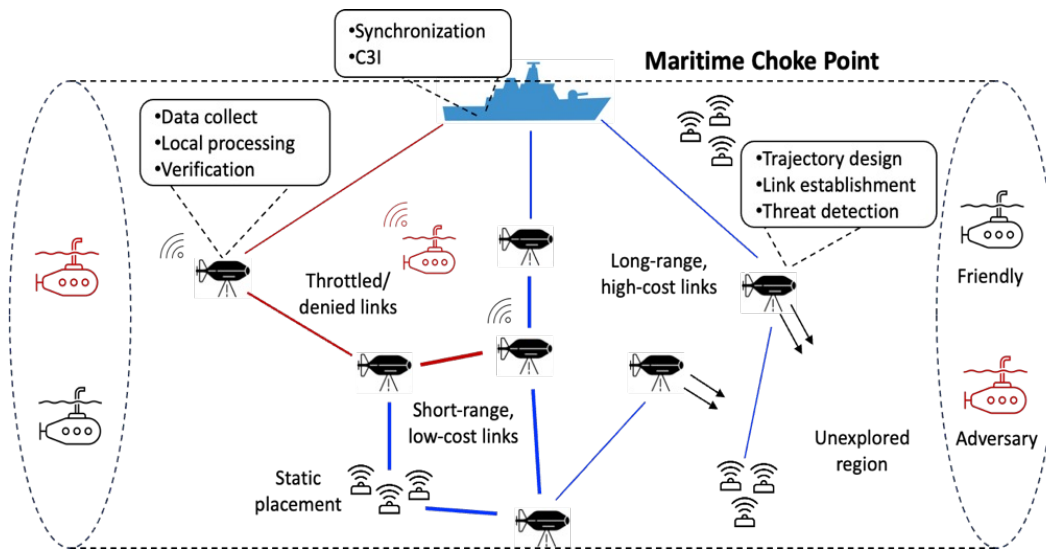


Christopher G. Brinton
Associate Professor
Purdue University



Shreyas Sundaram
Professor
Purdue University

Overview



Tasks of AUVs

- Detect the presence and movement of adversary vessels (ships, submarines, AUVs).
- Guard an area of interest and move around to maximize the coverage.
- Be as stealthy as possible.
 - As little communication as possible with the other vessels.
 - Smart movements and control of sensors.

Main AUV limitations (from our perspective)

- Limited onboard computational power.
- Limited communications and battery power.
- Environmental challenges.

Project objectives (KTH and Purdue teams)

1. AUV placement and trajectory design:

- Optimal placement of static assets (e.g., sensors)
- Optimal combinations of sensors
- Efficient trajectories for AUVs to follow across this region.
- Algorithms to maximize coverage while limiting communication and consider the unique challenges of changing underwater conditions.

2. Local AUV data processing and computations:

- Computationally efficient methods for onboard AUV data processing
 - Analyze data to determine the presence of adversarial threats.
 - Compress and distribute data (as little data as possible) through the established AUV network.
- Speed/computational complexity vs quality.
- Traditional methods vs ML/AI based methods.

Challenges in the project

- Understanding the unique characteristics of underwater environments in terms of surveillance, data processing, and communications.
- Mathematical challenges: modelling and solving the resulting optimization problems

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Thank you

Airborne Launch and Recovery Systems – ALARS (II)

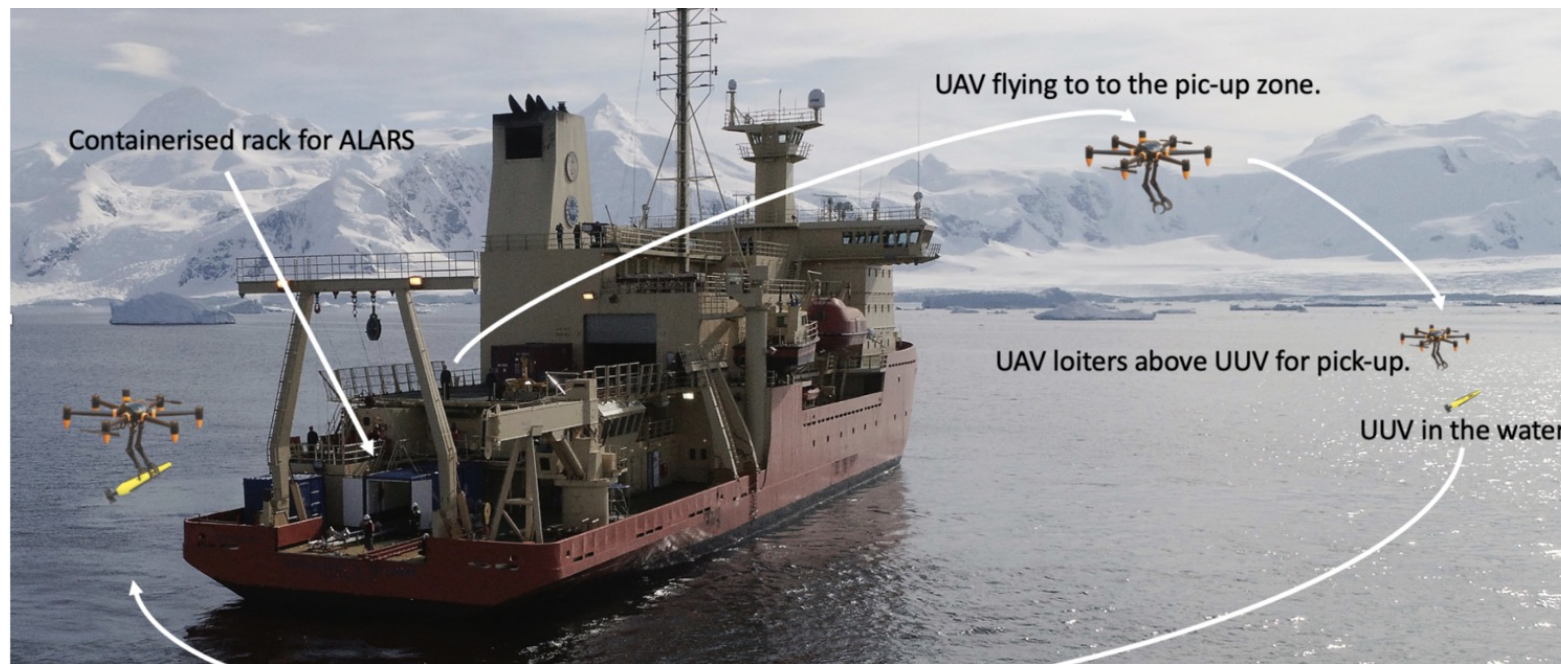
Özer Özkahraman
KTH / RPL

Aerial Launch and Recovery

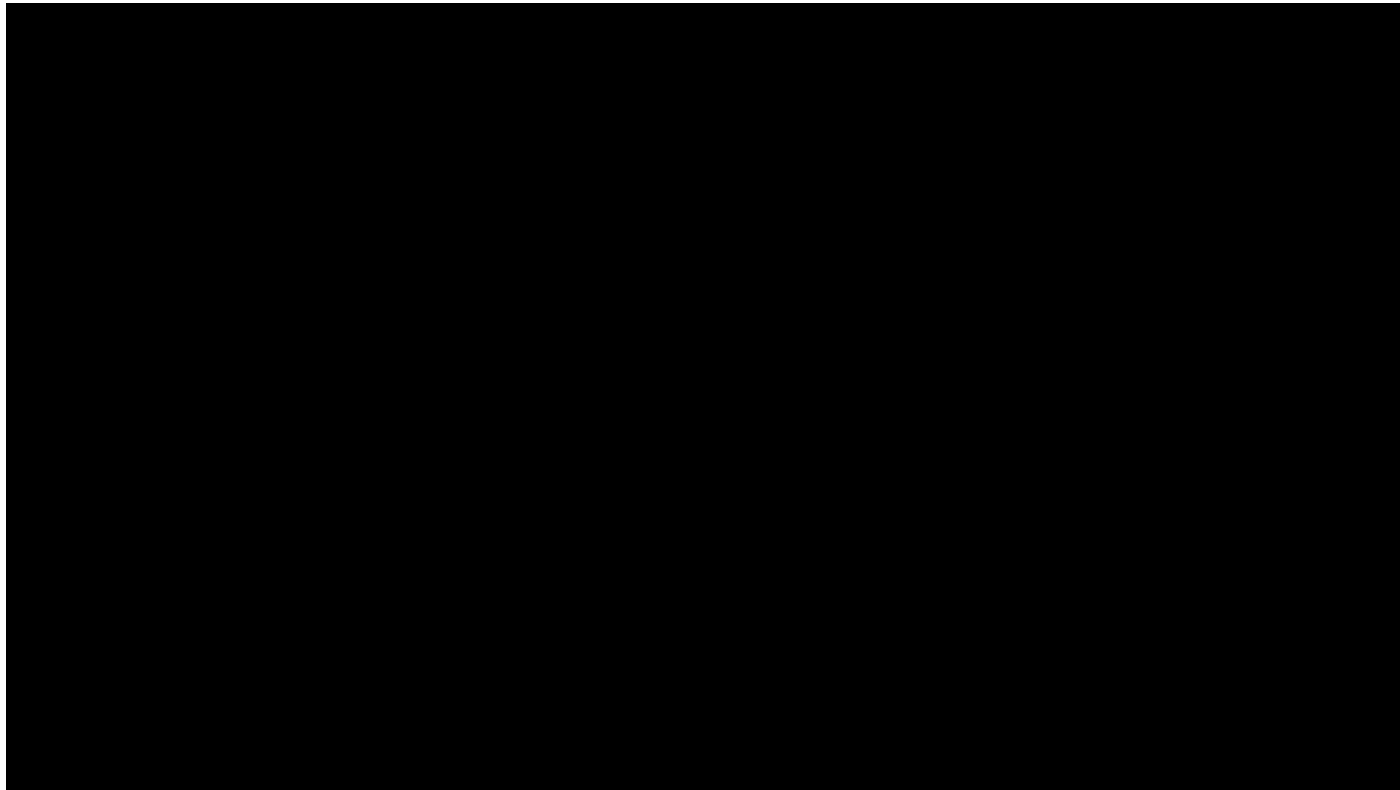
- Launch and recovery of UUVs is "hard".
 - Slow down of manned vessel
 - Manned vessel detours
 - People put in risk with small boats
 - Expensive
 - Might be impossible
- We aim to launch and recover the AUV with a drone.



The Vision



In Action



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Thank you

Digital Futures Drone Gymnasium

Joseph La Delfa
KTH and Bitcraze

with Rachael Garrett (KTH), Kristina Höök(KTH), and Luca Mottola (RI.SE)



The **Digital Futures Drone Gymnasium** explores the potential of physical and embodied training accessories to support drone programming and their interactions with humans.

In a Nutshell

- 1 Training accessories
- 2 Workshops
- 3 Pop-up exhibitions
- 4 Empirical studies

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PARTNERS



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