

# New technologies for testing a model of cricket phonotaxis on an outdoor robot

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Received 27 July 2004; accepted 12 August 2004

Available online 6 January 2005

## Abstract

If biological inspiration can be used to build robots that deal robustly with complex environments, it should be possible to demonstrate that 'biorobots' can function in natural environments. We report on initial outdoor experiments with a robot designed to emulate cricket behaviour. The work integrates a detailed neural model of auditory localisation in the cricket with a robot morphology that incorporates principles of six-legged locomotion. We demonstrate that it can successfully track a cricket calling song over natural terrain. Limitations in its capability are evaluated, and a number of biologically based improvements are suggested for future work.

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*Keywords:* Outdoor robotics; Cricket phonotaxis; Neural modelling; Neuromorphic systems

## 1. Introduction

The ability of animals to deal flexibly with complex environments is often advanced as a reason to adopt a biology-based approach to robotics. This suggests that robots designed to emulate biological systems should be tested in natural conditions. But to date there are only

a few examples of such evaluations e.g. the Sahabot using polarised light navigation in the Tunisian desert [1]; or recent testing of Robolobster in the Red Sea (Frank Grasso, personal communication).

We have built a series of robots based on cricket phonotaxis, that is, the ability of female crickets to locate a mate by moving towards male calling songs (both simulated and real). These robots have been shown to reproduce many aspects of the insect's behaviour, including sound localisation in noisy conditions, preference for conspecific pattern in the calling song, distin-

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guishing between competing sound sources, and using optomotor correction to do phonotaxis with motor output biased or randomly disturbed [2–5]. The most recent robot uses an auditory processing circuit closely based on cricket ears and is controlled by a realistic neural network that replicates known neural connectivity in the cricket [6]. In this paper we aim to evaluate the performance of this system when implemented and tested on an outdoor robot, to explore the issues raised by the natural habitat for this behaviour.

These issues fall into three broad areas. The first concerns the nature of the stimulus—how the sound is propagated and what kinds of interference and distortion occur. To what extent does the auditory localisation system we have implemented on the robot to date need to be altered to deal with this, since we know that sound propagation on grass outdoors is very different from that in a lab environment? The second area is motor capability: the cricket can traverse rough terrain, while our algorithms have been developed for a wheeled robot on a flat floor. Can we control a robot with a cricket-like morphology using such algorithms? The third area (in which only preliminary results are detailed in this paper, but which is the subject of ongoing research) is physical plausibility. The robot used here is too big to interact with the outdoor environment in a manner directly comparable to that of crickets, such as how it detects and deals with obstacles that might block its path towards the sound. In order to approach this problem we must look at methods which will allow us to reduce the size and power demands of the robot controller so that it will fit onto a smaller robot. A promising technology is Very Large Scale Integration (VLSI) implementations of *neuromorphic circuits* [7], of the type described in Section 2.1.4.

The robot platform we use here is inspired by insect walking. Insects such as cockroaches and crickets typically use a tripod gait, in which the front and rear legs on one side of the body move in phase with the middle leg on the other side. Close studies of cockroach locomotion [8] also reveal that the front legs normally swing head-high to surmount many obstacles without changing gait, but when larger barriers are encountered the gait changes, and contralateral legs move in phase. These strategies have been incorporated into a robot morphology called ‘Whegs’<sup>TM</sup>, that unlike RHex [9], uses only a single drive motor and embedded passive compliance [10]. It uses six hubs which

each have three protruding legs that rotate as the robot moves (see Section 2.1.1). The three-spoke design and torsional compliance in the drive train allow it to climb up and down shallow stairs and inclines and easily traverse most terrains, such as asphalt, grass, mud, gravel, and light brush. The platform used in this study could move at a speed of up to 4 body-lengths per second and has a turning radius of 1.5 body-lengths.

Full details of the methods used to integrate the previous robot controller onto this platform have been described in Horchler et al. [11]. Here we analyse the performance of this implementation, to address some of the issues of hearing and responding to sound outdoors.

## 2. Methods

### 2.1. Hardware

#### 2.1.1. Robot base

The robot base was the Whegs<sup>TM</sup> Autonomous Sensor Platform (Whegs<sup>TM</sup> ASP), shown in Fig. 1a. It is based upon a lightweight 60 cm long × 15 cm wide aluminium chassis. It has six 15 cm-radius three-spoke wheel-legs, each of which is arranged 60° out of phase from adjacent wheel-legs. This allows the robot to move with a nominal tripod gait with all six wheel-legs powered by a single 90 W Maxon motor and transmission. The torque delivered to each wheel-leg passes through a torsionally compliant mechanism that permits a wheel-leg to comply if an obstacle is encountered, thus moving into phase with the contralateral wheel-leg. Additionally, large compliant feet at the tip of each spoke cushion and smooth the robot’s vertical motion without seriously compromising its climbing ability. To turn, front and rear rack-and-pinion steering is activated with two electrically coupled Futuba servomotors. Two 3000 mAh battery packs connected in parallel provide 5 V to the servos and 8.4 V to the drive motor via an Astro-Flight electronic speed controller (ESC). A third electrically isolated battery pack was used to power the control system (see below).

#### 2.1.2. Sensors

A pair of miniature microphones were mounted to a four-bar mechanism attached to the front steering, allowing them to pivot with the front wheel-legs. They

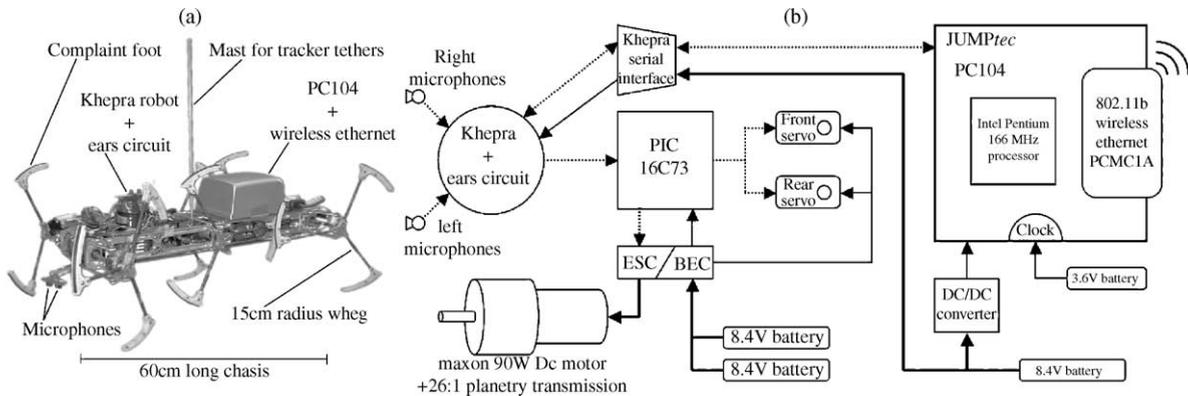


Fig. 1. The Whegs™ Autonomous Sensor Platform: (a) robot and (b) hardware used in outdoor phonotaxis experiments.

were positioned about 10 cm above the ground surface, facing forward, separated by 1.8 cm (one quarter the wavelength of the carrier frequency of cricket song, which is 4.8 kHz). The output from these microphones was processed with a customised electronic circuit [12] based on the ear morphology of the cricket. The input from each microphone is delayed by  $52 \mu\text{s}$  (a quarter cycle of 4.8 kHz sound) by a bucket brigade delay chip and then subtracted from the live signal from the other, effectively performing a phase comparison and thus providing directional information. The microphone separation and delay times make the directional output accurate for the typical cricket song signal.

### 2.1.3. Control system

Fig. 1b shows the main hardware elements of the control system for this robot. The auditory circuit had been designed to interface to a Khepera robot, and it proved simplest to mount this small robot directly on the Whegs™ ASP base, and use it to do the sensory pre-processing. This consisted of converting the auditory signal amplitudes to Poisson spike trains, with programmable threshold and saturation levels, and transferring these via a serial line to a PC/104 processor running a neural simulator under Linux. The motor output was also encoded as a spike train and transferred back to the Khepera, where it was interfaced to the Whegs™ steering servos and electronic speed controller via a PIC microcontroller. The robot carries the entire processing system, including power supply, and operates autonomously except for start and stop signals and configuration commands between experiments. This is essential for outdoor experiments over uneven ground

and long distances where a permanent tether would be unworkable, and radio communication would be too slow for reactive behaviour. To communicate with the user interface (on a laptop), a PCMCIA 802.11b wireless ethernet card is installed in the PC/104 on-board the robot. The laptop also runs a tracking system based on triangulation using retractable tethers (see below).

In a second set of experiments investigating how to reduce the size and power requirements of the control system, we replaced a section of the controller with a single ultra low power analogue VLSI (aVLSI) chip. This modelled the early auditory processing in the cricket, taking input from the cricket ear model and feeding spiking neural output into a higher level part of the neural simulation. This was done with a view to eventually replacing the whole neural simulation with a custom VLSI chip, thus obviating the need for the bulky and power hungry PC/104 system.

### 2.1.4. aVLSI hardware

The prototype chip was designed to replace only a small fraction of the full control system in the first instance, with the aim of implementing the more complete version once the details of the neural network used in the controller are worked out. The chip was implemented using a standard  $1.5 \mu\text{m}$  Complementary Metal Oxide Semiconductor (CMOS) technology and occupies an area of  $2 \times 2 \text{ mm}^2$ . It comprises a symmetric network of low-power leaky integrate and fire (I&F) neurons [13] interconnected by inhibitory and excitatory adaptive synapses [14], that models the early stages of auditory processing of cricket (the

Omega Neurons (ON1) and Auditory Neurons (AN1)) in Fig. 2a.

Each I&F neuron circuit exhibits realistic spike response properties with adjustable absolute refractory period, spiking threshold voltage modulation, and spike-frequency adaptation. A detailed characterization of this circuit has been presented in [13,15].

The synaptic circuits also exhibit realistic dynamics. They have short-term depression properties and can update their efficacies following a Spike-Timing-Dependent Plasticity (STDP) rule. In the experiments carried out in this work the STDP part of the circuits was switched off and we used fixed sets of weights. The synaptic circuits and their STDP response properties are described in [14].

To interface the chip to the auditory circuit, we constructed a printed circuit board (PCB) containing a log-amplifier able to rescale and shape the ear circuit's output voltage signals. The reshaped signals were then connected to two on-chip p-type MOSFETs which, operating in the weak-inversion regime, inject currents in the two input silicon neurons exponentially related to their voltage inputs. In our system the firing rate of the input neurons is therefore linearly proportional to the ear's outputs.

## 2.2. Software

### 2.2.1. Neural simulator

The PC/104 is running a spiking neural simulator that we have developed to test hypotheses of audi-

tory processing in the cricket [6]. The behaviour of the basic neural model is related to single compartment 'leaky integrate and fire' models, but based more closely on the models described by Koch [16]. The behaviour is modelled at a similar level of complexity to the hardware neurons described above. The neuron is considered to be an RC circuit with a fixed membrane capacitance and membrane conductance and a base potential across the membrane to which it will decay exponentially in the absence of external input. If the membrane potential rises above a threshold, the neuron will 'fire', sending a spike to any output synapses. The synapses are modelled as a variable conductance with a battery potential which corresponds to the reversal potential of the ion channel opened by the synaptic neurotransmitter. Their properties include a delay (corresponding to the sum of possible axonal, neurotransmitter, and dendritic delays), a variable time course for the exponential decay of conductance, as well as a more standard weight determining the standard conductance change in the affected ion channel. They also allow short-term adaptation of the weight through mechanisms of facilitation and depression. Despite this complexity, the model can run in real time for robot control.

### 2.2.2. Auditory circuit

We have designed a neural circuit based on the physiological mechanisms known to underlie phonotaxis behaviour in the cricket (reviewed in [17]). It is shown in Fig. 2a. For each of the two 'auditory nerve' inputs

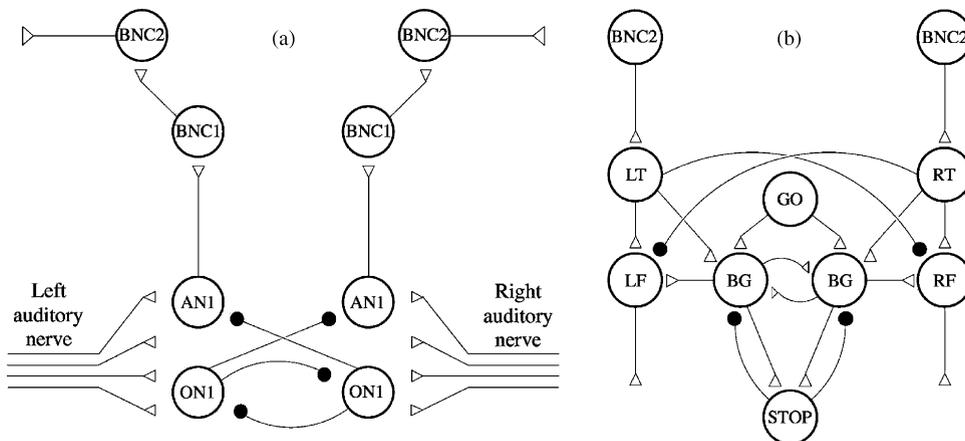


Fig. 2. Neural circuits based on cricket neurophysiology for (a) auditory processing and (b) motor control.

(left and right), there were four pairs of Poisson spiking neurons with differing threshold and saturation levels. This meant the subsequent processing could deal with a larger range of input amplitudes, which was necessary given the substantial attenuation of the sound signal over the distances we wanted to run the robot. The spiking input from the auditory pre-processing excites one pair of auditory interneurons (ON) and one pair of ascending neurons (AN). The first (mutually inhibitory) pair performs cross-inhibition of the other to sharpen the directionality of the signal. An important effect of this was to produce a form of gain control. Louder sounds were more likely to activate auditory neurons on both sides so mutual inhibition would reduce the overall response as well as increase the relative difference.

In the second set of experiments this circuitry was implemented in silicon on the aVLSI neural chip detailed above which then fed into the brain circuitry below.

The AN pair then conveys this signal to ‘Brain Neurons’ (BN1 and BN2) that use dynamic synapse properties to filter the song for the appropriate temporal pattern. BN1 requires the correct gap to occur between sound bursts for it to recover from synaptic depression and thus fire efficiently at the onset of each burst. BN2 requires the onsets signalled by BN1 to occur sufficiently close together before it will respond. The filtered output indicates, through the activity of the left and right brain neurons, if a male of the correct species is calling from the left or the right. Therefore, the BN2 output needs to connect to the motor control neurons in order to cause a turn in the direction from which the louder and/or clearer song can be heard.

### 2.2.3. Motor control circuit

The motor control circuit (Fig. 2b) is based upon a ‘burst-generator’ (BG) consisting of a pair of neurons coupled by mutual excitation, so that sufficient input to either produces continuous spiking of both. This is eventually terminated because the pair also excites a STOP neuron that eventually becomes active and inhibits the bursting pair. In theory, a variety of sensory stimuli or internal factors can activate a motor response, either by direct excitation of the burst generator or via the GO neuron, which modulates the sensitivity of the burst pair by low frequency tonic excitation. In the ex-

periments below, the GO neuron receives a constant input, so that the robot’s default behaviour will be to move forward.

The two burst-generator neurons (BG) excite, respectively, a left forward (LF) and a right forward (RF) motor neuron. These normally connect directly to the speed controllers for the independently driven wheels of a Koala or Khepera robot. For Whegs<sup>TM</sup> ASP however, both neurons provide excitation for a forward signal that controls the drive motor, while LF excites and RF inhibits a signal that controls the position of the servomotors that steer the robot. If LF and RF are balanced then the robot steers forward, otherwise it turns according to the difference in activity (LF–RF). The activity of the LF and RF neurons is modulated by the output of the auditory processing described above, via left turn (LT) and right turn (RT) neurons that produce appropriate excitation and inhibition to affect the robot’s direction.

### 2.3. Experimental methods

Our aim was to demonstrate that the robot could perform the basic task of the female cricket: to recognise and track towards a male cricket calling song over a reasonable distance in a natural outdoor environment. The robot was tested on a grass-covered (later frost-covered) area between one of the University of Stirling’s buildings and a small lake bordered by trees. For the main results given below, the area used was approximately 10 m × 7 m. This area was fairly level but not a smooth lawn. There was little wind. The air temperature was below 0 °C.

The target was a speaker placed on the ground and connected to a laptop computer, through which we played a simulated male cricket song. This consisted of two ‘chirps’ per second, where each chirp is four cycles (‘syllables’) of 25 Hz square wave amplitude modulation of a 4.8 kHz tone. The sound amplitude was approximately 85 dB at the speaker and 65 dB at the robot’s starting points.

The neural simulation program automatically recorded the inputs and activity of all the neural elements during trials. In addition, the position of the robot was tracked using retractable lines that tether the robot to fixed points. The robot’s position is then calculated by triangulation. This position information is automatically synchronised with the internal data. De-

tails of the implementation of this tracking system are given in Horchler et al. [11].

In a second set of experiments the aVLSI neural chip replaced the simulated auditory nerve and ON and AN neurons, and recordings of the AN output from the chip and the resulting BN and motor responses were made at a range of distances from the speaker to investigate the similarity of behaviour using the two different technologies. The intention was to carry out a matching set of experiments with the new setup, but this proved impossible due to the temperature sensitivity of the aVLSI chip. As a result, these experiments were carried out indoors with the robot raised on a block to stop it moving whilst allowing the motors to run and generate similar background noise to that experienced in the outdoor experiment. The sound amplitude was considerably lower to minimise echos in the indoor environment.

### 3. Results

Fig. 3 shows the tracks produced by the robot in thirty trials, from three different starting positions as shown: 7 m straight ahead (facing the speaker) 3.5 m to one side with the speaker on the left, and 4.5 m to the other side, with the speaker on the right. It is evident that the robot can track towards the sound source. Defining success as getting within one body length of the speaker, there was only one trial in which the robot did not find the sound source, and only one other trial with significant indirectness in the path taken. Paths took an average time of  $43.8 \pm 11.8$  s from the centre,  $28.6 \pm 8.6$  s from the right, and  $24.0 \pm 12.4$  s from the left. The average forward speed over the 30 trials was 0.2 m/s. There was an average of 12 direction corrections made per trial, although as discussed below, not all of these are clearly reflected in the tracks. The spiking activation of the neural circuits during approach to the sound is illustrated in Fig. 4 for two successful tracks, one taking 50 s from the central starting position (left plots) the other a fast 5 s track from the right side (right plots). The upper plots show the different response thresholds of the different fibres in the auditory

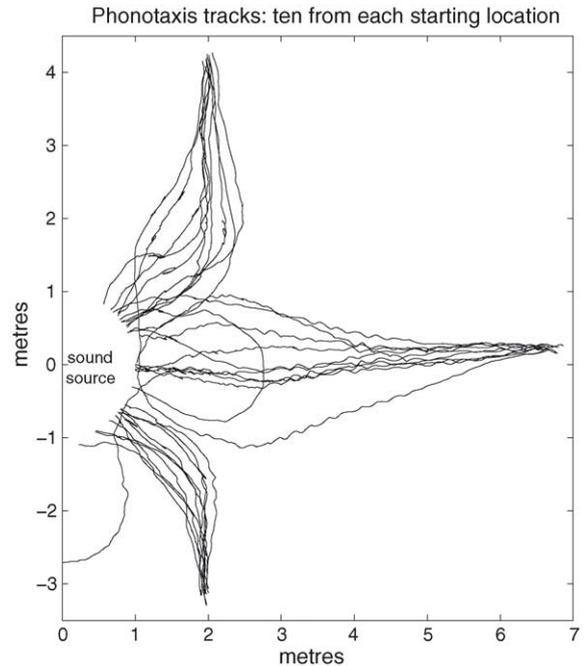
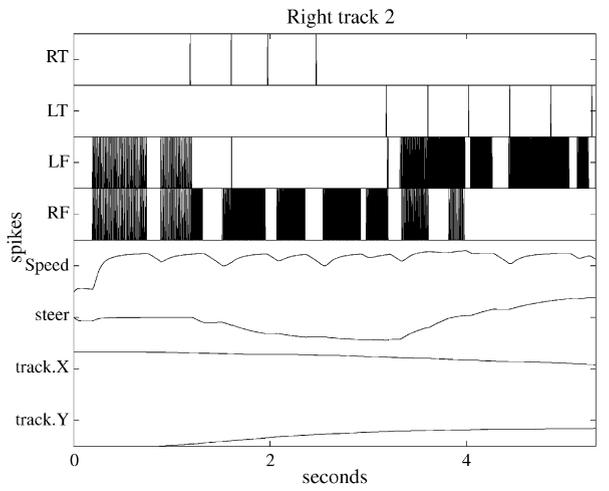
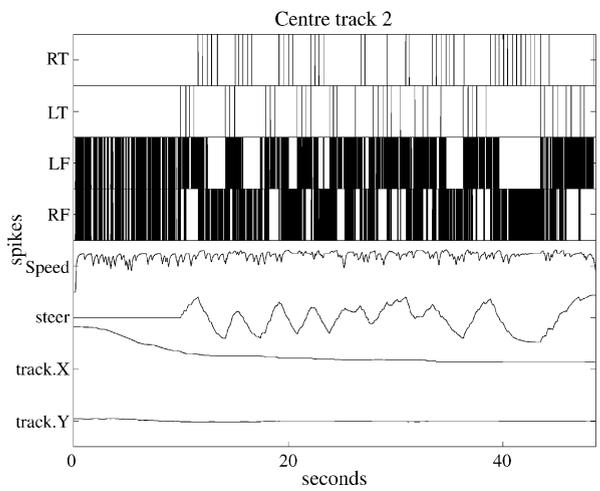
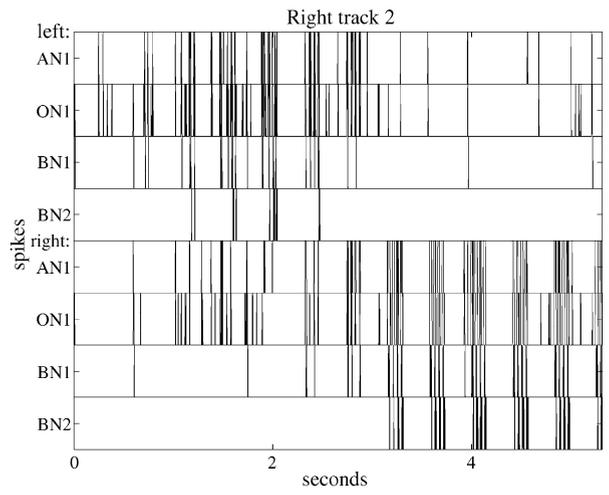
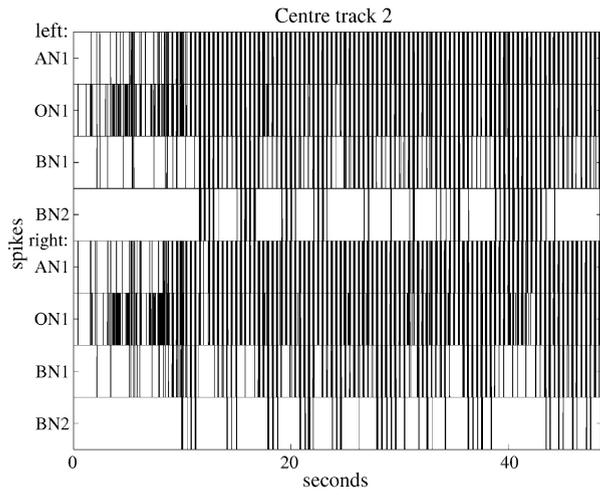
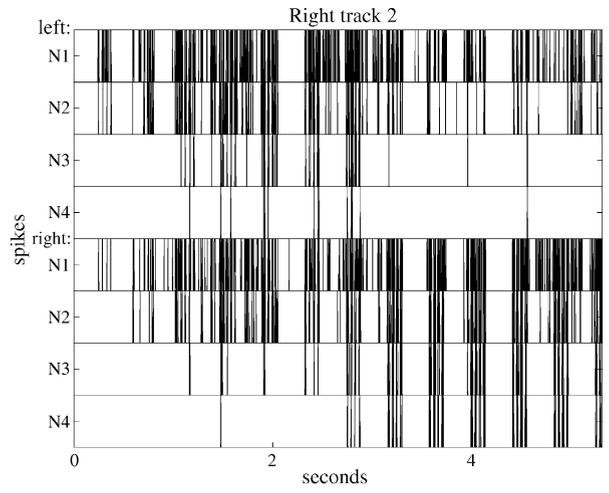
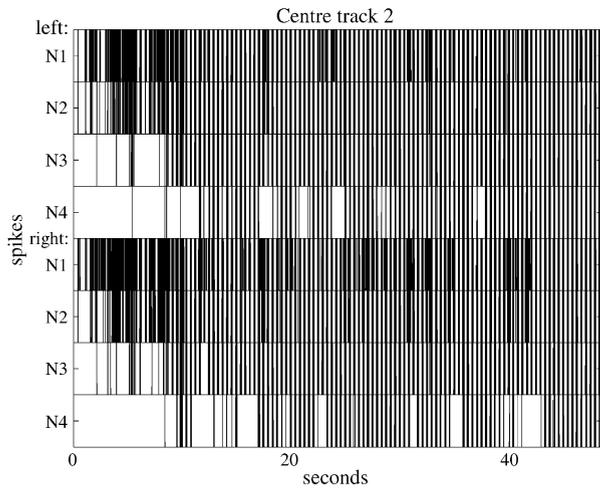


Fig. 3. Tracks of the robot towards the sound source in 30 outdoor trials, from three starting positions.

nerve, with more fibres becoming active as the robot approaches the sound. On the left side the time scale only shows the chirp pattern in the song (repeated firing bursts at 2 Hz); on the right side the four syllables that make up each chirp can be seen in the firing patterns. It is evident that those fibres with a low enough threshold to respond to sound from a distance (N1 and N2) also encode more noise, and consequently it is harder to see the sound pattern in their response than in N3 and N4. As a consequence the activation of the AN and ON interneurons is also more noisy at the start of the track.

A clear encoding of several consecutive syllables by AN1 is needed before BN1 and BN2 start to fire. It can also be seen that BN2 firing shows strong directionality, with almost no overlap in activity between the left and right neurons. For each chirp indicated in the firing of BN2 there is at most one spike in the appropriate

Fig. 4. Activation patterns of the neurons during sound tracking: left, a track from the centre: right, a track from the side (note different time scales). For neural signals, vertical bars represent spikes throughout. Upper plots show the auditory nerve, middle plots the auditory processing circuit in Fig. 2a, lower plots show critical elements from the motor circuit in Fig. 2b, the control signals sent to the robot, and the X and Y co-ordinates of the robot's actual track as recorded by the tether system.



RT or LT neuron to signal a turn. In the centre track it can be seen that these spikes alternate from one side to the other as the robot turns back and forth; whereas in the track from the right, consecutive turn signals in one direction are followed by similar signals in the other direction, resulting in only two changes in steering direction during the track.

To illustrate in close-up how the turning is implemented, Fig. 5 shows the membrane potentials of a subset of the neurons shown in Fig. 4. Right forward (RF) and left forward (LF) neurons normally produce synchronised bursts of spikes to drive the robot forward. In this plot, the sound is on the left, so the left auditory neuron (ANL) encodes the song pattern (with some noise) while the right AN is less activated (due both to quieter input and to the cross-inhibition from ON). Two of the chirps in ANL are clear enough to produce (via the BN neurons, not shown here) a spike in the left turn (LT) neuron. Each spike in LT inhibits the firing of LF, and increases the firing rate of RF, for about 0.5 s. The difference in firing rate between LF and RF determines the steering signal.

The distance over which the robot could track was more limited than we had originally hoped. Although the straight-ahead trials started the robot at a distance of 8 m, the robot did not actually start responding

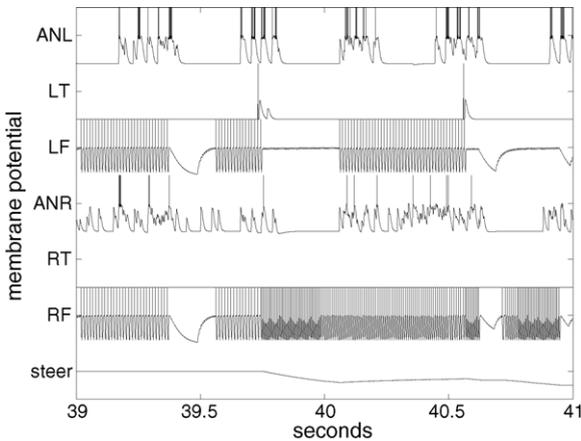


Fig. 5. Membrane potentials of three neurons on each side during a turn. Neurons produce a spike when their membrane potential rises above the mark shown on the y-axis, at which time the membrane potential surges briefly to its maximum value, and the spike is transmitted to any connected neurons. The graph shows a response to a chirp in ANL causes a spike in LT which inhibits LF and excites RF, sending a steering signal to the robot.

to the sound till somewhat closer. If it was started from a position and direction that did not bring it within a few metres of the sound, it was unlikely to track it successfully. We could quantify this more precisely by using the internal neural data to determine where in each track the robot made the first turning response to the sound signal. These positions are shown in Fig. 6. For the central tracks the mean distance was 3.19 m (minimum 2.23, maximum 5.31) from facing to the right, 3.34 m (minimum 3.12, maximum 3.68) and facing left, 3.58 m (minimum 2.92, maximum 4.37).

The main cause of this limitation was that the amplitude of the sound signal beyond this distance was not sufficient for the robot to detect the song pattern above background noise. This can be seen in Fig. 7 which shows the activation of the neurons on one side of the auditory circuit at different distances from the sound source. As the sound pattern in AN becomes increasingly clear, BN1 and BN2, which filter for this pattern as described in the Section 2, start to respond. The main cause of background noise was the motors of the robot, which caused both electromagnetic distortion and auditory interference. The former was partially reduced by shielding the microphone leads but could perhaps be further reduced. Several possibilities for dealing with the latter problem are discussed below.

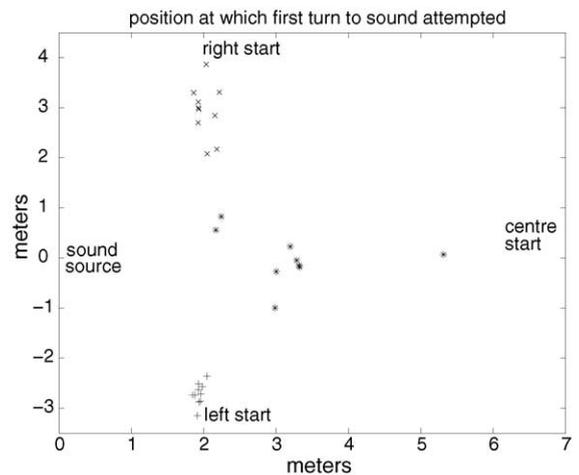


Fig. 6. Location of the first attempted turn in response to sound for each of the thirty tracks. Active tracking of the sound only occurs within a radius of about 3 m from the speaker.

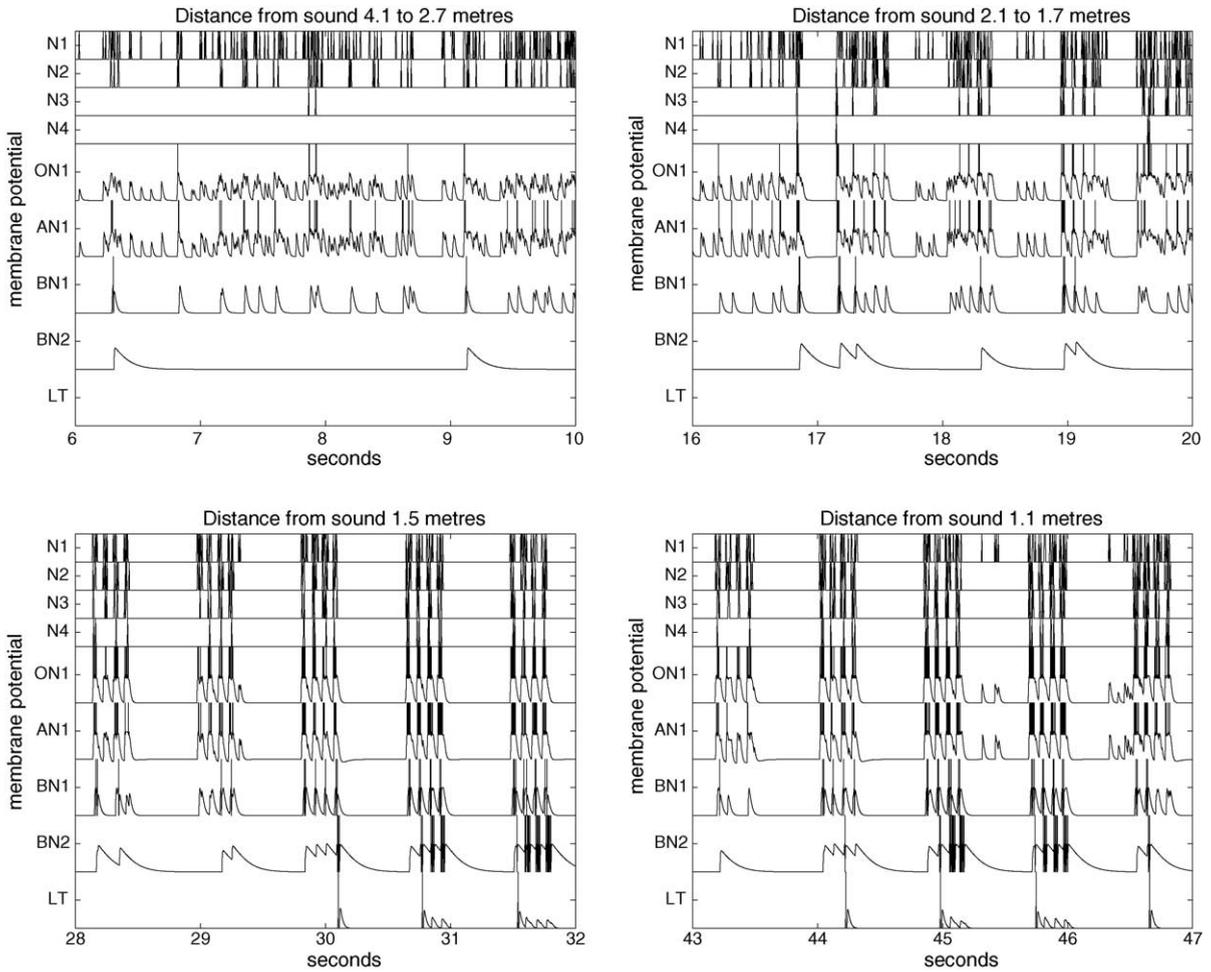


Fig. 7. Response of the auditory neurons on the left side of the circuit to sound at different distances. A clear pattern in AN1 and corresponding ‘recognition’ response in BN1 and BN2 only occur when the robot is relatively close to the sound source.

An additional problem with the system is also evident from close inspection of the lower left traces in Fig. 4. The spiking behaviour in RT and LT is producing appropriate alterations in the steering signal. The robot is effectively travelling along the X-axis of its track. At the beginning it moves fairly rapidly towards the origin (the X-value decreases), with little deviation (the Y-value stays constant). Once it starts responding to the sound by steering, it slows down its approach (the X-value decreases more slowly). However, there still appears to be little deviation. If it was actually zigzagging to the sound, as the steer signals seem to indicate, each change in direction should be visible as

a change in the Y-value of the track, but it remains almost constant.

What is occurring? From observing the robot it became evident that when it started reacting to sound, it would often come to a stop and take several seconds to move again, and make further stops while approaching the sound. During the stops, the front axle and the ears would be turned towards the sound source, or might oscillate back and forth several times around the sound source direction. It appeared that when the Whegs™ base was turning, the level of forward motor torque being supplied was not always sufficient to overcome the extra friction of the pivoted wheel-legs. This could also

be a problem in starting from a stop, where overcoming the initial inertia could take a few seconds. On the other hand, when already moving straight, the same level of torque would make the robot move so fast that it risked exiting the critical area before noticing the sound. What was lacking was any form of motor feedback to allow the system to regulate its torque to deal appropriately with the different situations. As this robot base had previously only been used under remote control, it had not been appreciated how much trimming of the speed signal was needed to allow it to cope smoothly with starting, turning and other changes such as slopes or differences in ground friction. It is evident from the fact that the robot did, largely, succeed in tracking the sound that it could manage to turn sufficiently often. Nevertheless the tracking could have been faster and more efficient if the actuators had actually performed correctly according to the motor signals that were sent.

Replacing the early auditory network (the Poisson neurons representing the auditory nerve and the ON and AN neurons) with the low power aVLSI chip and associated circuitry has very little effect on the ability of the circuit to determine the direction of the sound source. Unfortunately, the chip, being the first iteration of this design, turned out to be very temperature sensitive which made it impossible to tune it sufficiently well to run outdoors. In a stable temperature environment it was possible to tune the silicon neurons to replace the simulated neurons very satisfactorily, and Fig. 8 shows typical responses of the AN and BN circuits to sound sources placed perpendicular and in line with the direction of travel of the robot. At 1m with the motors running, the BN2 neurons detected 100% of chirps from a sound source on the left of the robot, and 73% from one on the right. This discrepancy seems to be due to global parameters being unable to compensate for hardware mismatch between nominally identical on-chip circuits. This was not possible to completely overcome.

#### 4. Discussion

Using a robot base inspired by insect locomotion, we were able to demonstrate that our model of cricket phonotaxis could be used successfully to locate sound in an outdoor environment. The model is closely based on known neurophysiology of the animal, so this work

allows us to evaluate the functional role of the various components of the network. It also demonstrates that we can capture some of the capabilities of animals and use them to achieve real-world robot tasks. The environment was non-uniform, and the grass produced a much quieter and more diffuse sound field than a laboratory; that this had little effect on the tracking ability of the robot gives us confidence that the auditory circuit is not dependent on the surroundings, but rather will work in a variety of environments. The main limitations were that this only worked over a limited distance range, of around 3–3.5 m, and that the robot did not always properly execute the motor commands generated by the neural circuit.

This second problem has several obvious solutions. It might be possible to use feed-forward control to regulate the motor output, e.g. to ensure that torque is increased proportionally to the degree of steering, given that we can to some extent predict that this is needed. However, it is likely to be more effective to use some form of feedback. For example, an encoder or tachometer speed measurement could be used with standard PID control to regulate the motor output (as is already built into the low-level control of the wheeled robots we have used previously). More interestingly, we could examine some of the ways in which insects appear to use proprioceptive feedback in controlling their actions, and see how these might best be adapted to robot control.

In a similar way, it is interesting to consider what solutions the insect itself suggests to the first problem, that of dealing with the substantial decrease in sound amplitude over longer distances, and the consequent increase in the signal to noise ratio. We have already incorporated two neural mechanisms that should contribute to solving this problem. The first is range fractionation of the input across the auditory nerve. The second is the use of cross-inhibition (the ON connections) which also has the effect of gain control. However, there are several additional mechanisms that might be used. For example Römer and Krusch [18] have demonstrated that there is a relatively slow inhibitory current that develops over several seconds allowing the ON/AN response to adapt to the prevailing sound level. Although we have included depression effects in the synaptic connections in our current model, these effects are relatively short-term and recover between chirps.

We have not as yet included further mechanisms that might allow the animal to better filter the signal from the

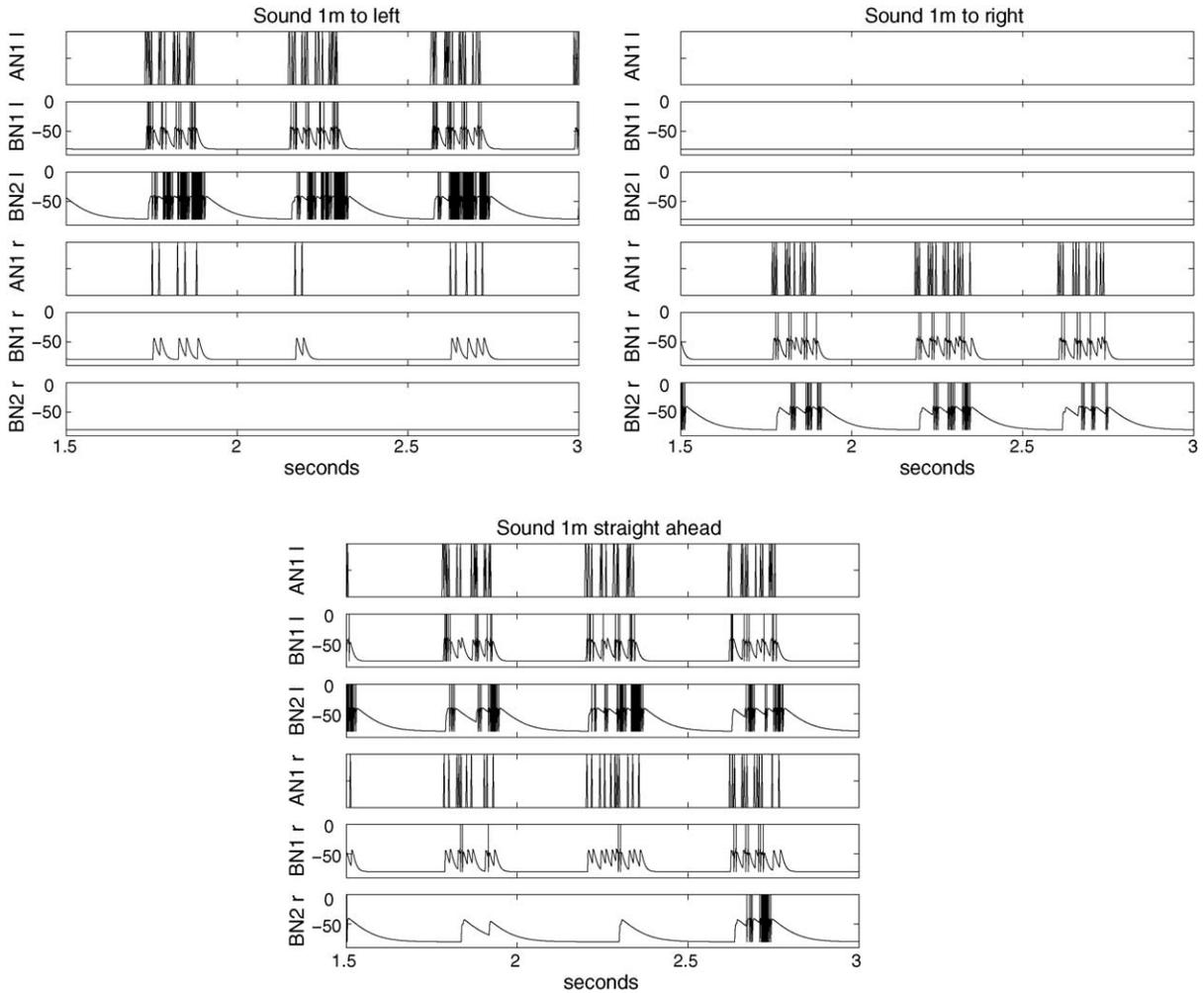


Fig. 8. Response of the aVLSI AN1 auditory neurons (spikes shown) and the connected simulated BN1 and BN2 neurons (membrane potentials shown) to a quiet sound source at 1 m shows clear directionality.

noise. The ears circuit does not do any filtering for the carrier frequency of the sound. We have demonstrated that such filtering is not necessary to explain the carrier frequency selectivity of the cricket [12]. This is because the phase comparison mechanism for localisation is itself frequency specific, thus the wrong frequency of sound simply cannot be localised. However, crickets do show frequency tuning of auditory fibres, and the input to the AN and ON neurons comes specifically from receptors sensitive to the typical calling song frequency range. This may well be necessary for discriminating the sound, at low amplitudes, from background noise or noise created by the animal's own movements.

On this latter point, it should be recalled that the cricket's ears are in fact located on its forelegs. As each leg is placed on the ground, the vibrations cause substantial interference to the song signal [19]. One strategy that may be used by the cricket, and adopted for the robot, would be to stop frequently to collect sound information without the motor noise. However, it has been shown that the cricket can make accurate course corrections without stopping [20]. As the interference is synchronised with the stepping cycle the cricket could theoretically use corollary discharge to predict when the sound signal should be processed and when it should be ignored. As the motor noise on the

robot is more continuous, either pauses in movement, or specific filtering to separate the signal and the noise are more plausible options.

The robot could detect sound from further away; the problem was the difficulty in detecting the sound pattern with sufficient clarity for recognition. It is therefore of interest to note some evidence that the cricket is less discriminating for the sound pattern when the sound amplitude is low, and only as the amplitude increases does it require the species specific pattern to maintain tracking [21], though more recent experiments appear not to support this (Hedwig and Poulet, personal communication). They note that this could well be an advantageous adaptation to the problem of sound distortion at a distance. It would be interesting to consider how such a mechanism could be implemented in the neural circuit we are using.

It should also be noted that the distance range we achieved in the current work is not all that limited when compared to the cricket. Estimates for the cricket suggest it may be capable of tracking two to four times as far, but not a substantial distance further. A difficulty for us here is that the rate with which amplitude decreases with distance is fixed by the physics of the situation, so cannot be scaled to match the larger body size, and bigger turning circle, of the current Whegs<sup>TM</sup> implementation. The Whegs<sup>TM</sup> design has been used to build much smaller robot bases (e.g. ‘Mini-Whegs<sup>TM</sup>’, [22] has a body length of 8 cm) but to utilise this we would also need to shrink the corresponding control hardware, or operate it off-board (which is far from simple on a legged robot in an rugged outdoor environment).

This leads on to the final experiment, which shows that it is practical to replace parts of the neural simulation with a much lower power hardware implementation of the same circuit. Two issues arose in these final experiments which need to be specifically addressed. Firstly, the chip proved to be very temperature sensitive, which made it impossible to do outdoor experiments; this was unfortunate, but this first aVLSI chip had not been designed with temperature invariance in mind. The second revision of the chip will contain an on-chip voltage reference and on-chip bias generators that compensate for temperature variations. This will both reduce the number of external potentiometers and components (such as voltage regulators) and minimize the temperature-related variations in the chip’s circuits. The PCB hosting this next generation chip will

hence be much more compact and the chip will be able to operate from a non-stabilized power supply, such as the one already used by the robot’s motor circuits. The second problem was mismatch on the chip, making parameter tuning very difficult; this too is a well understood problem and we will minimize device mismatch effects in the design process of the new circuits and include appropriate interfacing modules able to receive the voltage signals directly from the ear’s circuits, since this was identified as a significant source of the current problems. This will also reduce the amount of circuitry required on the PCB.

Although these issues did disrupt the experiments, both are now well understood, and should be dealt with in future revisions of the chip and board. The solutions also help with space issues—bulky interface boards were required to connect this particular aVLSI chip to the system for the experiment, but significant space savings on the PCB are identified above which should allow us to fit it onto smaller platforms such as Mini-Whegs<sup>TM</sup> and Khepera.

Our plans for future work in the short-term, therefore, will focus on implementing some of the above strategies, i.e. to continue to work on aVLSI hardware solutions which will allow us to significantly reduce the size and power requirements of the robots we use outdoors, and to improve the motor control of the robot and enable the auditory network to deal with the amplitude/noise problem more effectively. This will then allow us to test the robot on more varied terrain, e.g. with slopes or uneven footing. We also plan to implement additional sensory mechanisms on the same robot base, including the optomotor sensor used previously on the wheeled robots [5] and active antennae that can be used for obstacle detection and avoidance.

## Acknowledgement

This research was supported by the EPSRC.

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