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### **Can we learn from biology about object representation for grasping and manipulation?**

In spite the advancements in functional brain imaging and neurophysiology, we have not closed the gap between how artificial systems represent objects for action and how the brain represents them. This is partly due to the non clearcut nature of the brain data available. One remedy could be to use computational brain modeling to have a richer data set, which then can guide the choice of object representation. In this talk, I will give an example of how brain modeling can be used for this purpose. The message of the talk will be that we need to find methods for synergistic integration of engineered object representations with biologically valid and realistic ones.