



## Perception

METR 4202: Advanced Control & Robotics

Drs Surya Singh, Paul Pounds, and Hanna Kurniawati

Lecture # 6

August 27, 2012

[metr4202@itee.uq.edu.au](mailto:metr4202@itee.uq.edu.au)

<http://itee.uq.edu.au/~metr4202/>



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## Schedule

Week	Date	Lecture (M: 12-1:30, 43-102)
1	23-Jul	Introduction
2	30-Jul	Representing Position & Orientation & State (Frames, Transformation Matrices & Affine Transformations)
3	6-Aug	Robot Kinematics and Dynamics
4	13-Aug	Robot Dynamics & Control
5	20-Aug	Obstacle Avoidance & Motion Planning
6	27-Aug	Sensors, Measurement and Perception
7	3-Sep	Localization and Navigation (GPS, INS, & SLAM)
8	10-Sep	State-space modelling & Controller Design
9	17-Sep	Vision-based control
	24-Sep	<i>Study break</i>
10	1-Oct	<i>Public Holiday</i>
11	8-Oct	Robot Machine Learning
12	15-Oct	Guest Lecture
13	22-Oct	Wrap-up & Course Review



## Quick Outline

1. Discussion Forum & Sign-up Updates
2. Path Planning Recap
3. Sample-based Path Planning & Sequencing
- 4. Perception**
  1. Sensing
  2. Sensors (Laser, Vision)
  3. Calibration
  4. Feature extraction



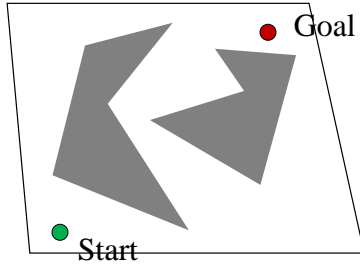
## Updates: Discussion Forum & Signup Sheet

- Two Options:
  - Blackboard: Not-free, access controls already in place
  - “Shapado”: Free, Web-accessible, searchable, yet another login
- Proposal:
  - Each week the tutors will select the “best” student answer
    - They will award a gold and silver star.
    - Gold star entitles a free **6 hour extension** for the team
    - Silver star entitles a **1 hour extension**
    - The tutors can issue multiple (or no) stars
  - Please try the forums **before** emailing metr4202@
- **Sign-up Sheet** is available (after class) and will be posted outside the Axon Learning Lab



## Geometric Planning Methods

- Several Geometric Methods:



Artwork from LaValle, Ch. 6

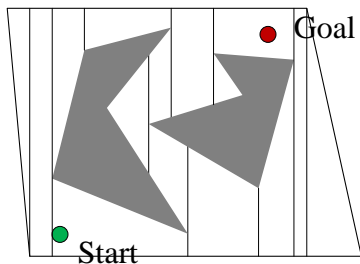


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## Geometric Planning Methods

- Several Geometric Methods:
  - Vertical (Trapezoidal) Cell Decomposition



Artwork from LaValle, Ch. 6

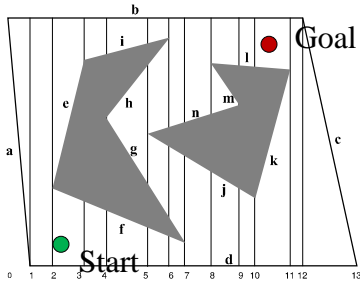


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## Geometric Planning Methods

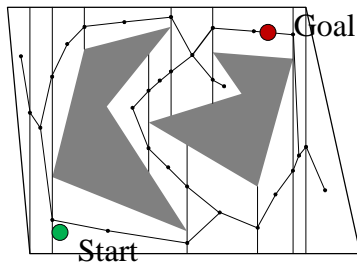
- Several Geometric Methods:
  - Vertical (Trapezoidal) Cell Decomposition



Artwork from LaValle, Ch. 6

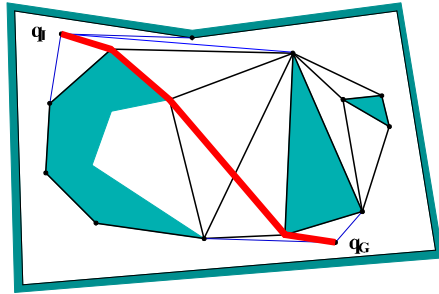
## Geometric Planning Methods

- Several Geometric Methods:
  - Vertical (Trapezoidal) Cell Decomposition
  - ➔ Roadmap Methods



Artwork from LaValle, Ch. 6

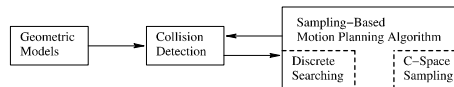
# Geometric Planning Methods



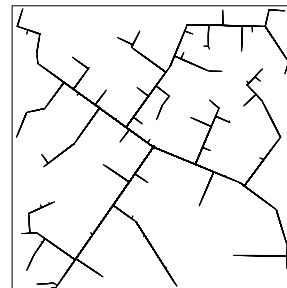
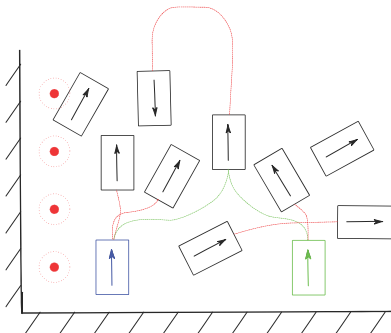
- Several Geometric Methods:
  - Vertical (Trapezoidal) Cell Decomposition
  - **Roadmap Methods**
    - Cell (Triangular) Decomposition
    - Visibility Graphs
    - Veroni Graphs

Artwork from LaValle, Ch. 6

# Sample-Based Motion Planning

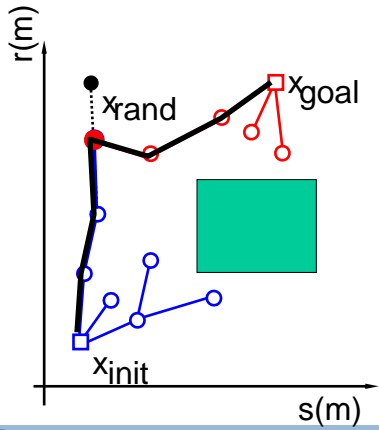


- PRMs
- RRTs

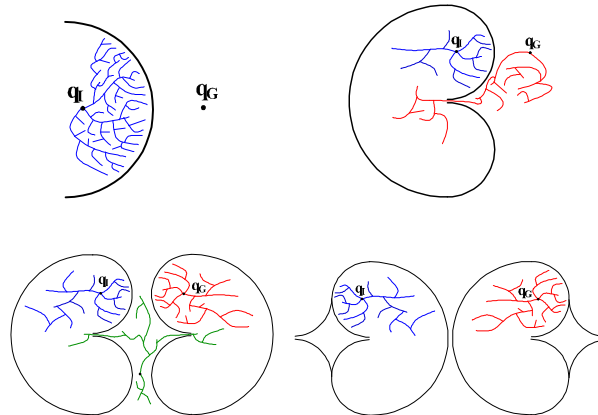


Artwork based on LaValle, Ch. 5

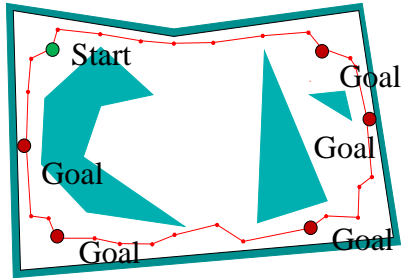
# Rapidly Exploring Random Trees (RRT)



# Sampling and the “Bug Trap” Problem



## Multiple Points & Sequencing



- Sequencing
  - Determining the “best” order to go in
- ➔ Travelling Salesman Problem

A salesman has to visit each city on a given list exactly once. In doing this, he **starts** from his home city and in the **end he has to return to his home** city. It is plausible for him to select the order in which he visits the cities so that the **total of the distances travelled** in his tour is as small as possible.

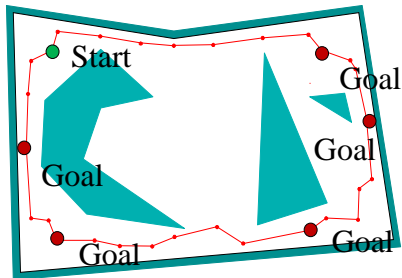
Artwork based on LaValle, Ch. 6



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## Travelling Salesman Problem

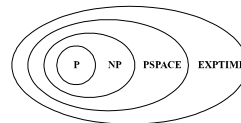


- Given a  $n \times n$  distance matrix  $\mathbf{C}=(c_{ij})$

- Minimize:

$$c(\pi) = \sum_{i=1}^n c_{i\pi(i)}$$

- Note that this problem is NP-Hard



- ➔ BUT, Special Cases are Well-Solvable!

Artwork based on LaValle, Ch. 6

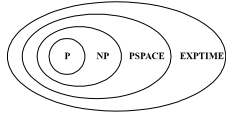


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## Travelling Salesman Problem [2]

- This problem is NP-Hard



→ BUT,  
Special Cases are  
Well-Solvable!

### For the Euclidean case

(where the points are on the 2D Euclidean plane) :

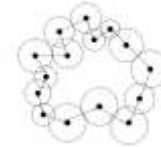
- The shortest TSP tour does not intersect itself, and thus geometry makes the problem somewhat easier.
- If all cities lie on the boundary of a convex polygon, the optimal tour is a cyclic walk along the boundary of the polygon (in clockwise or counterclockwise direction).

### The $k$ -line TSP

- The a special case where the cities lie on  $k$  parallel (or almost parallel) lines in the Euclidean plane.
- EG: Fabrication of printed circuit boards
- Solvable in  $O(n^3)$  time by Dynamic Programming (Rote's algorithm)

### The necklace TSP

- The special Euclidean TSP case where there exist  $n$  circles around the  $n$  cities such that every cycle intersects exactly two adjacent circles



## Sensing: The BIG Picture

Recall from First Year:



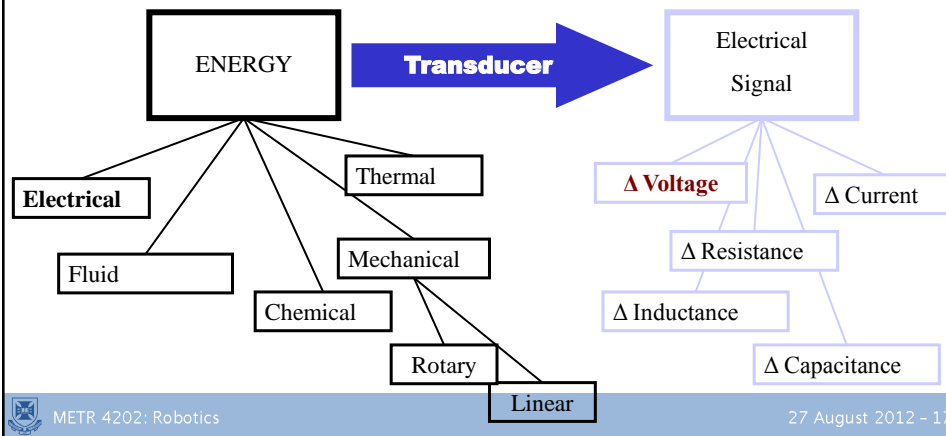
- Sensing: quantifying a system's state
- Sensor: device that does sensing
  - Receives and responds to a signal/stimulus



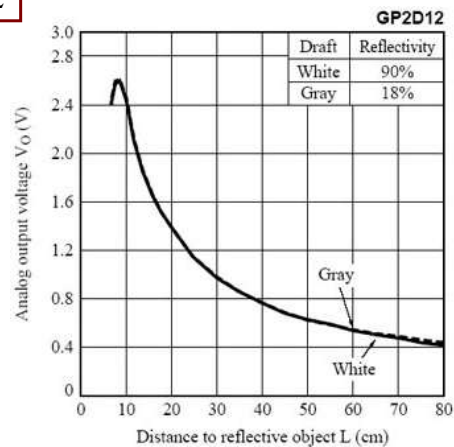


## What is an electric transducer?

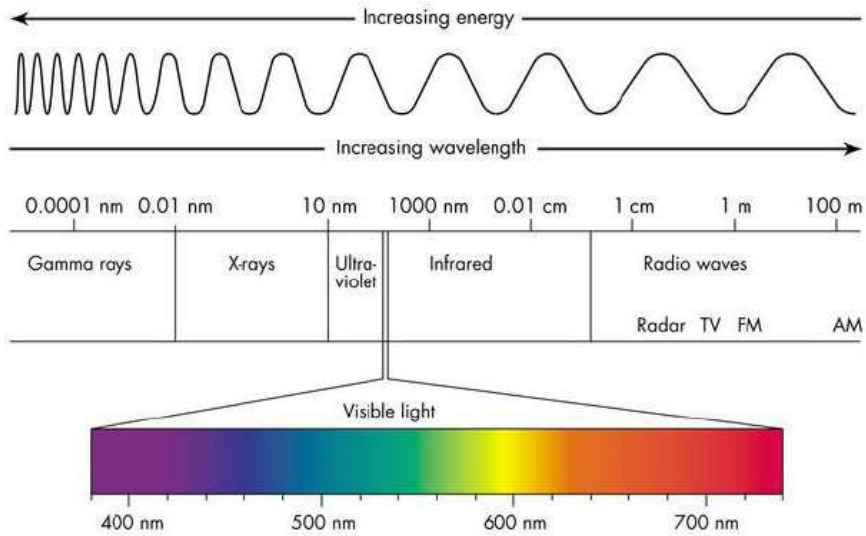
- Convert from the measurement space to an electrical signal
- Why? : Measuring voltage is easy!



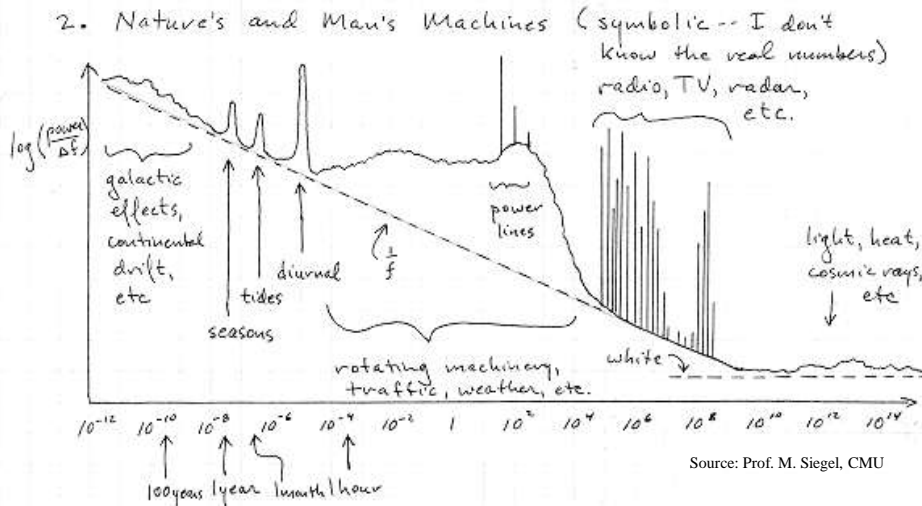
## Example Sensor: GP2D Range Sensor



# Spectrum



# Noise

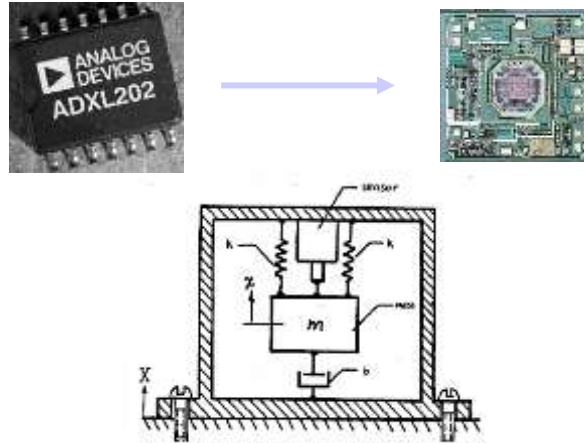


Note: this picture illustrates the concepts but it is not quantitatively precise



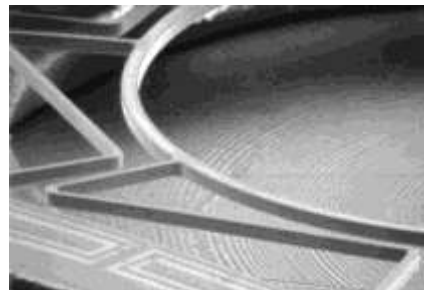
## Inertial: Translation $\rightarrow$ Accelerometer

- General accelerometer:

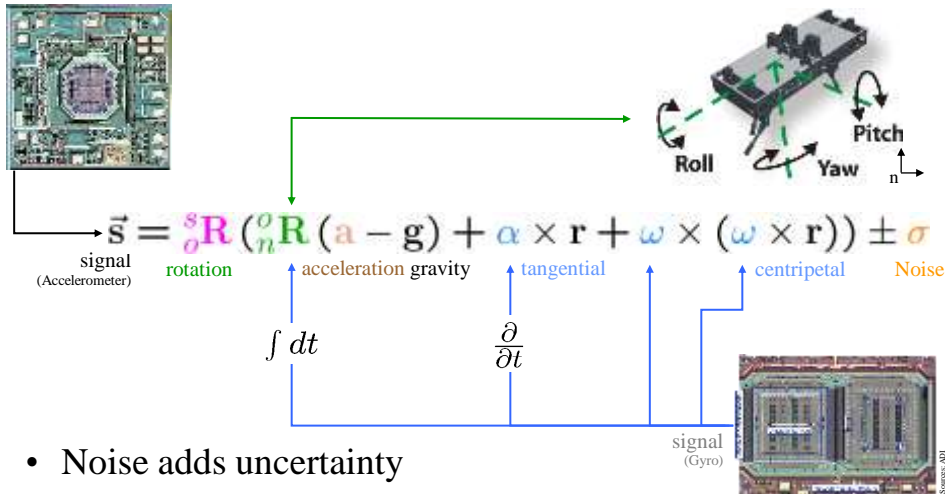


## Inertial: Rotation $\rightarrow$ Gyroscopes

- Structural arrangement of silicon which records centrifugal acceleration and thus **angular speed**
- Use **strain-gauge bridges** and/or **piezo** structure to record deformations



## Accelerometer → Acceleration



The diagram illustrates the relationship between an accelerometer and a gyroscope. On the left, an accelerometer chip is shown with a signal labeled "signal (Accelerometer)". On the right, a gyroscope chip is shown with signals for "Roll", "Pitch", and "Yaw", and a coordinate system with axes "n" and "n". The central equation is:

$$\vec{s} = {}^s_o\mathbf{R} ({}^o_n\mathbf{R} (\mathbf{a} - \mathbf{g}) + \alpha \times \mathbf{r} + \omega \times (\omega \times \mathbf{r})) \pm \sigma$$

The terms in the equation are labeled as follows:

- $\vec{s}$ : signal (Accelerometer)
- ${}^s_o\mathbf{R}$ : rotation
- $\mathbf{a} - \mathbf{g}$ : acceleration gravity
- $\alpha \times \mathbf{r}$ : tangential
- $\omega \times (\omega \times \mathbf{r})$ : centripetal
- $\pm \sigma$ : Noise

Operations are indicated by arrows:

- $\int dt$  points to the acceleration gravity term.
- $\frac{\partial}{\partial t}$  points to the tangential term.
- Two arrows point to the centripetal term.

Below the equation, a gyroscope chip is shown with a signal labeled "signal (Gyro)".

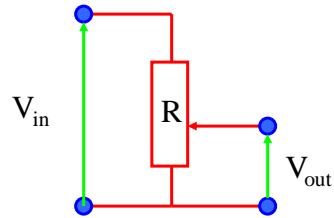
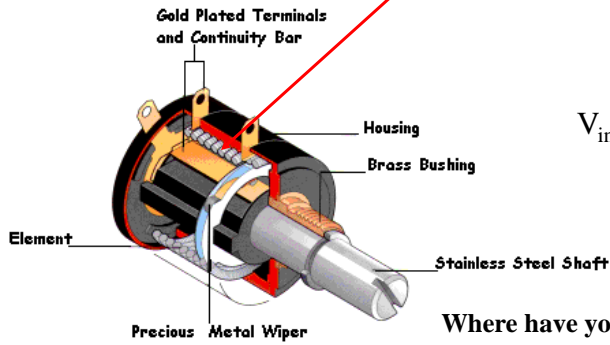
- Noise adds uncertainty
- Gravitational & inertial forces are inseparable

## Position and Velocity Sensors

- Position and velocity measurement is often required in feedback loops for positioning, and velocity control
- Position measurement
  - Potentiometers
  - Linear Variable Differential Transformer (LVDT)
  - Encoders
- Velocity Measurement
  - Tachometer

# Position measurement: Potentiometers

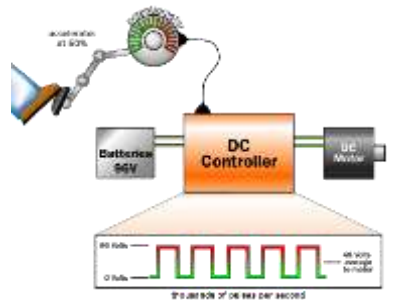
An analog sensor  
Works as a voltage divider



Where have you seen one of these?

# Example Applications

- Joystick
- Electric car control



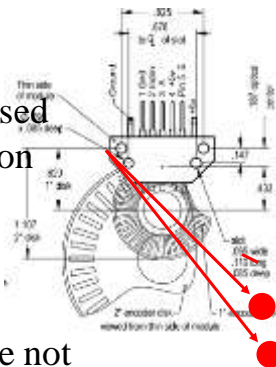
## Position/Velocity: Optical Encoders

- Encoders are digital Sensors commonly used to provide position feedback for actuators
- Consist of a glass or plastic disc that rotates between a light source (LED) and a pair of photo-detectors
- Disk is encoded with alternate light and dark sectors so pulses are produced as disk rotates



## Incremental Encoders

- Pulses from leds are counted to provide rotary position
- Two detectors are used to determine direction (quadrature)
- Index pulse used to denote start point
- Otherwise pulses are not unique



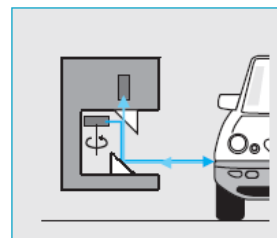
## Absolute Encoders

- Absolute encoders have a unique code that can be detected for every angular position
- Often in the form of a “grey code”; a binary code of minimal change
- Absolute encoders are much more complex and expensive than incremental encoders



## Laser measurement system

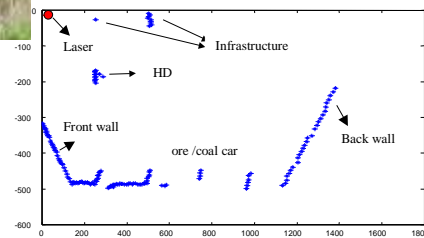
- The LMS system operates by measuring the time of flight of laser light pulses:
  - A pulsed laser beam is emitted and reflected if it meets an object.
  - The reflection is registered by the scanner's receiver.
  - The time between transmission and reception of the impulse is proportional to the distance between the scanner and the object



## LMS & Coal Loading Automation



- 2D Scanning laser sensor
- Automation of the Coal Loading process



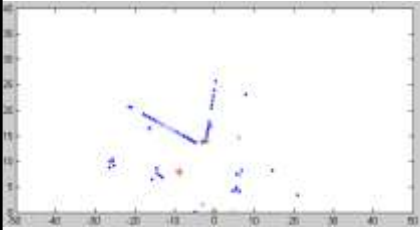
## Industrial Sensors: Force

- Proximity
  - Mechanical
  - Optical
  - Inductive/Capacitive
- Position/Velocity
  - Potentiometer
  - LVDT
  - Encoders
  - Tachogenerator
- Force/Pressure





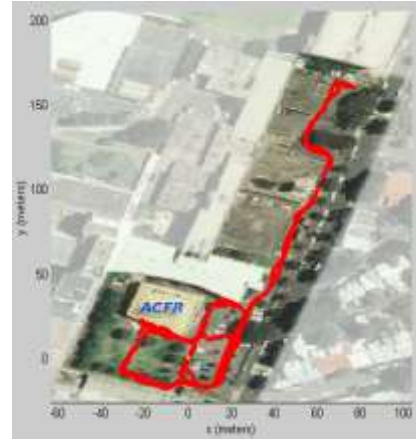
## Sensor Information



Laser



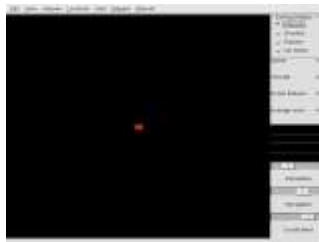
Vision



GPS



## Mapping: Indoor robots

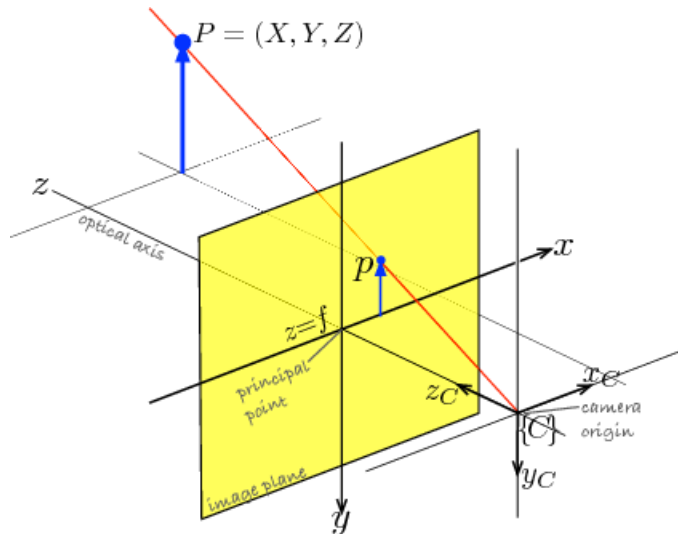


# Cameras



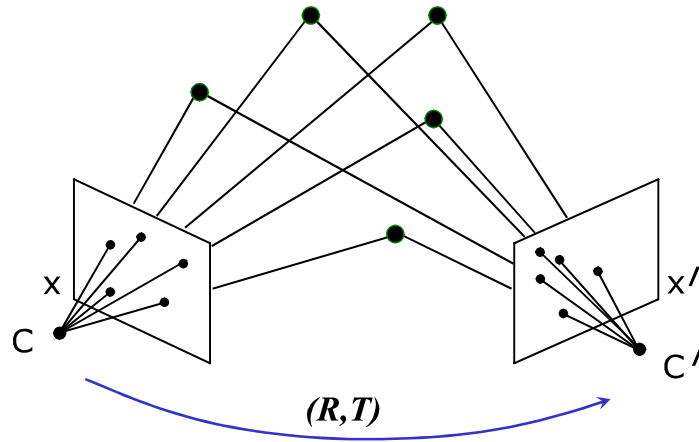
Wikipedia, E-30-Cutmodel

# Image Formation



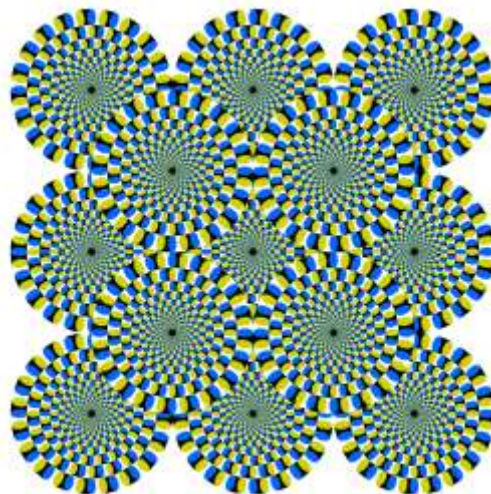
Corke, Ch. 11

## Stereopsis

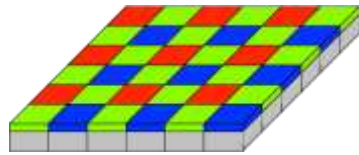


## Perception

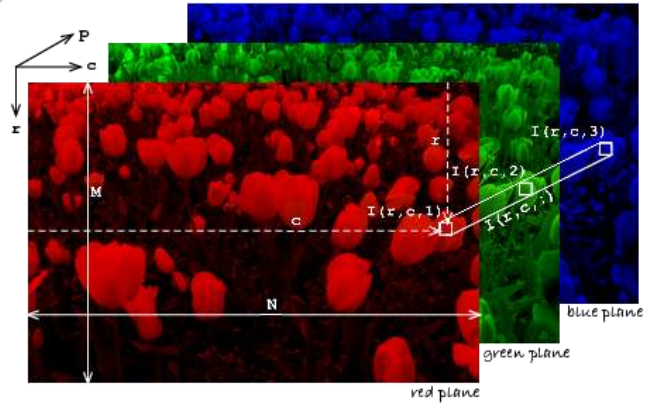
- Making Sense from Sensors



## Features -- Colour Features



Bayer Patterns



## Edge Detection

- Canny edge detector:



## Edge Detection

- Canny edge detector:



## Cool Robotics Share

### Fast and Accurate Knife-Edge Maneuvers for Autonomous Aircraft

Andrew Barry  
Anirudha Majumdar  
Tim Jenks  
Russ Tedrake

Robot Locomotion Group  
MIT/CSAIL

Huai-Ti Lin  
Ivo Ros  
Andrew Biewener

Concord Field Station  
Harvard University

