Introduction to Course Project

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Quiz (10 pts)

- (5 pts) What is the difference between motion planning and obstacle avoidance?
- (5 pts) Please describe the basic problem statement of motion planning – you can draw a graph to illustrate.

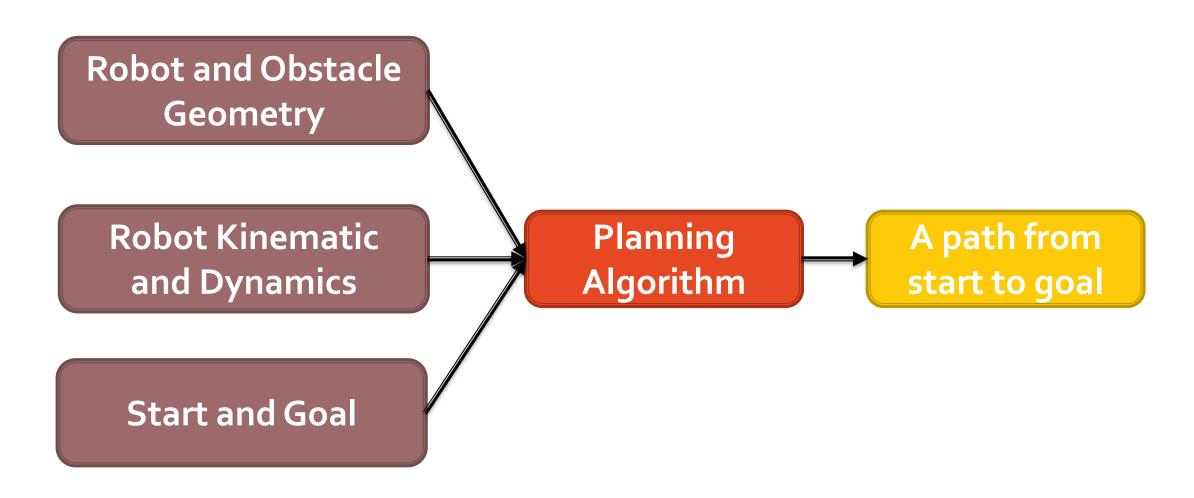
More than Obstacle Avoidance

- Path planning
 - Low-frequency, time-intensive search method for global finding of a (optimal) path to a goal
- Obstacle avoidance (aka "local navigation")
 - Fast, reactive method with local time and space horizon



Distinction: Global vs. local reasoning

Basic Problem Statement



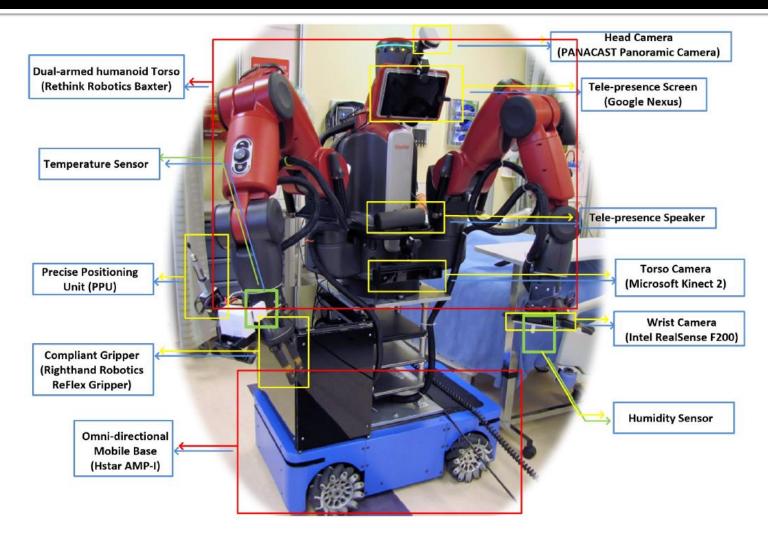
Overview

Platform

Course projects

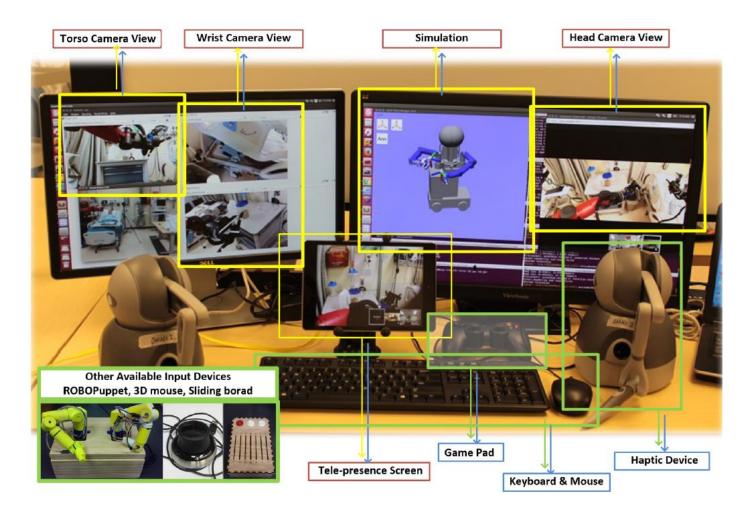
Tele-nursing robotic intelligent nursing assistant (TRINA)

- Major components
 - Baxter robot
 - Mobile base
 - Compliant grippers
 - 3D cameras



Operator Console

- Simulation mode
- Physical mode
- GUI
 - Various input devices
 - Multi-perspective camera views



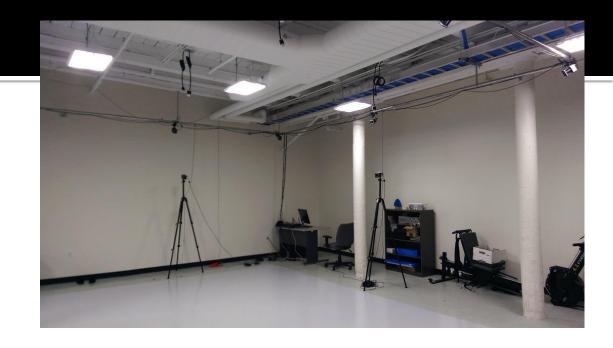
Motion capture system

Hardware

- 10 cameras Vero 2.2
- Max frame rate = 330 Hz
- Resolution 2048 x 1088 = 2.2 MP
- Covered space = 17 ft X 21 ft
- 8 on railing + 2 on ground (for closer view)

Software

- Nexus human motion capture and analysis
- Tracker moving object tracking





Teleoperation of TRINA from Mocap System



Course Project

Overview

- Collaborative projects (5-6 students)
 - Mentored by me, TA and experienced students
 - Under-going Human-inspired robotics (HIRo) lab projects
- Small projects (1-2 students)
 - On the motion planning of surgical robots and swarm robots
 - In case you prefer working with fewer people

Successful projects needs ...

- Functional robot platform
 - Debugging hardware is a pain!
 - May be stuck by technical details of a software
- Experienced members in the team
 - Starting from sketch takes much longer time
- Commitment of every team members
 - Your project grade may be ruined if the team fall apart
- Healthy team dynamics
 - Your leader is knowledgeable, reasonable, and helpful
 - Your partners are trustworthy

How important your team can be

- A good project team means
 - Successful project outcome (30% of course grade)
 - High-quality group literature review (10% of course grade, as part of the assignment)
 - Help you study the course material and prepare for quiz

Make a wise decision when you start

- Find the team right for you
 - Project survey form allow you to fill in preferred teammates
 - Talk to project contact to see whether you like and project and have the right skill set
 - Talk to your classmates and find the ones you like to work with
- It may be a good idea to choose a small project
 - You have full control of the project progress
 - You can work at your comfortable pace

Project category

- Standard projects
 - Physical Human-robot interaction
 - Manipulation
 - Navigation
 - Motion coordination
- Small projects

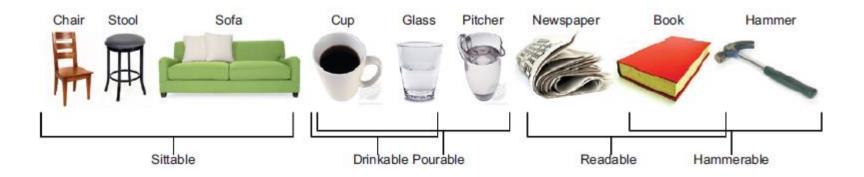
Physical human-robot interaction (pHRI)





Human intent and object affordance

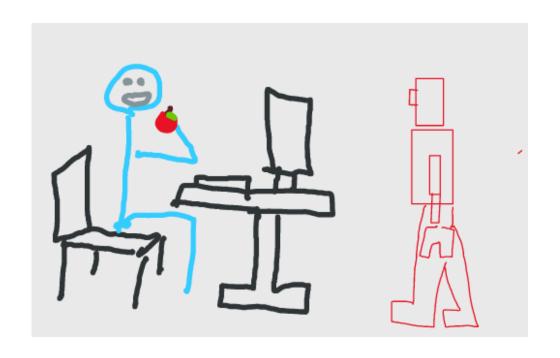
- Human intent
 - Gaze, body posture, motion, verbal communication
- Object affordance

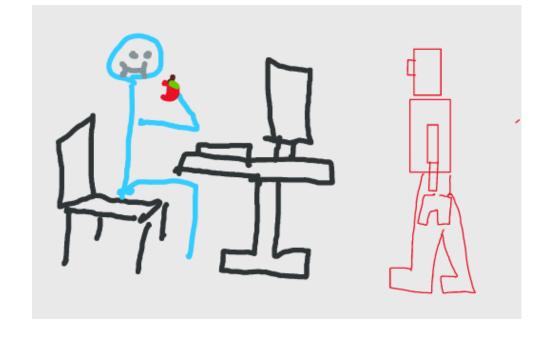


Not a trivial problem

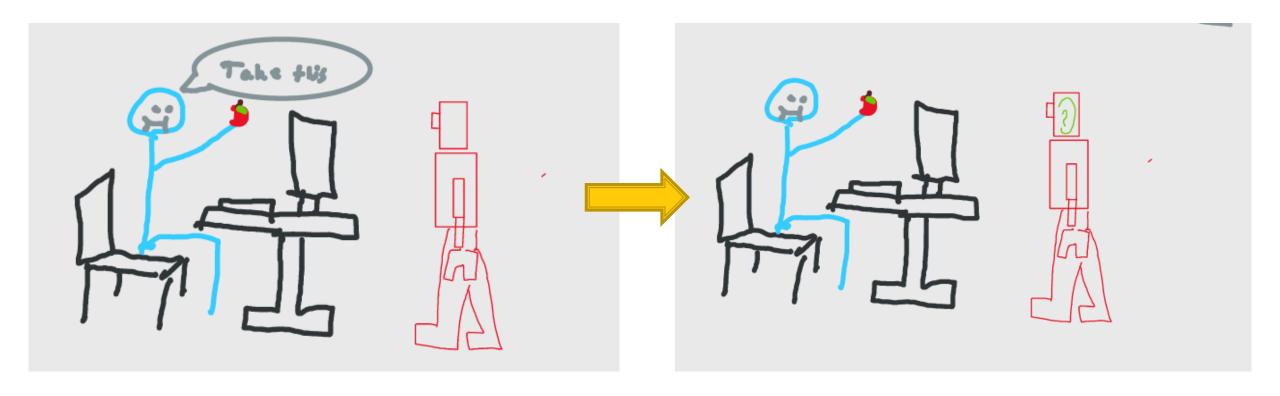
- Goal
 - Fluent and natural human-robot object handing-over
- Human-robot object handing-over is not a trivial problem
 - Infer human intent
 - Identify object affordance
 - Planning feasible and natural motion
 - Handle exception

Robot observing human manipulation

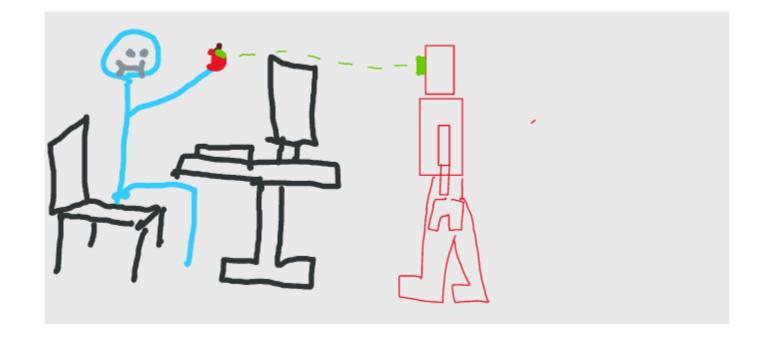




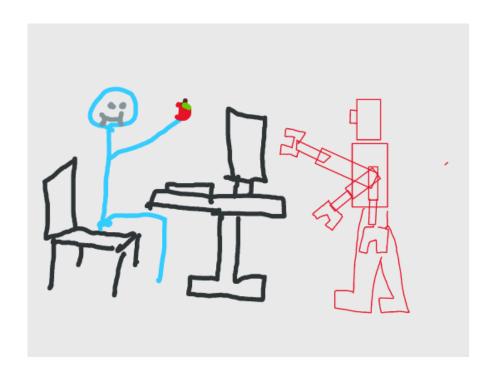
Communicate Intent

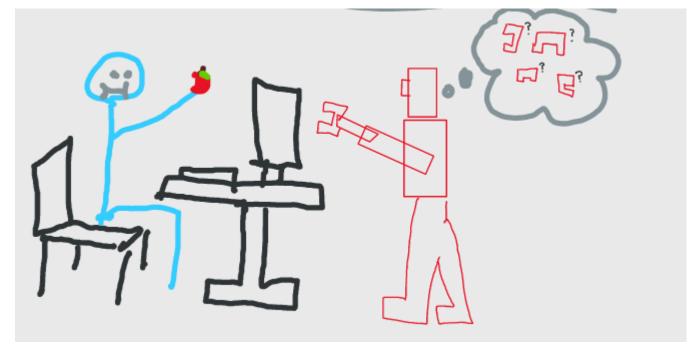


Identifying and tracking object



Planning reaching and grasping





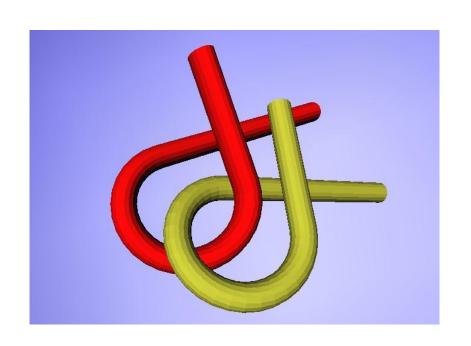
Trajectory control

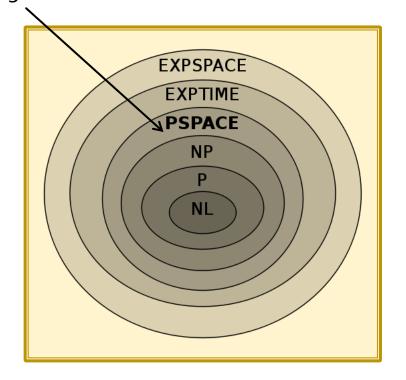




What if motion planning is too hard?

Basic Motion
Planning Problems





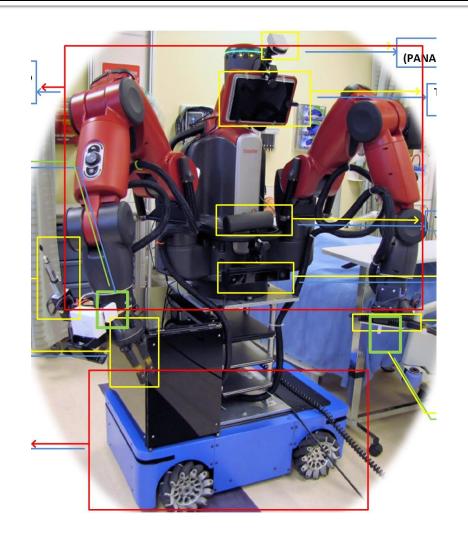
Combining motion planning with robot learning

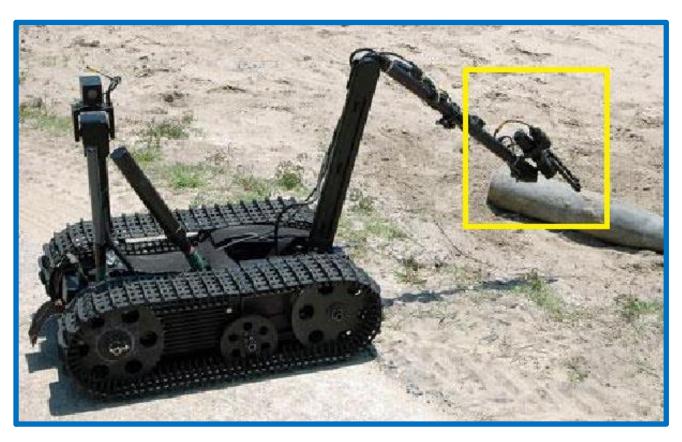


Project 1 – Coordinated motion of mobile manipulator nursing robot

- Project status
 - TRINA software allows direct teleoperation of mobile base
- Need to do
 - Safe navigation of omni-directional mobile base using LIDAR sensor
 - Combining learning and motion planning to determine when and how to move mobile base, to facilitate the manipulation task being performed
 - Teleoperate mobile base motion using mocap system (optional)

Coordinate manipulation end-effector with mobile manipulator





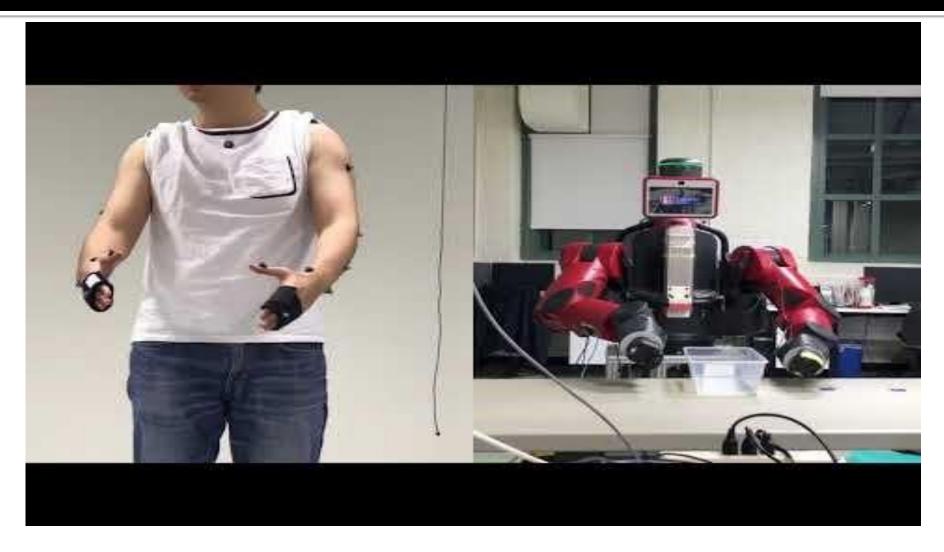
Project 1 – Coordinated motion of mobile manipulator nursing robot

- Search for related work on
 - Mobile manipulator motion planning
 - Micro- and macro-structure coordination

- Project Contact
 - Sihui Li <sli16@wpi.edu>

- Project status
 - TRINA software allows direct teleoperation of baxter robot arms and Reflex SF hand

- Need to do
 - Acquire object affordance by object identification and classification
 - Learning object affordance by observing human manipulation
 - Planning grasping motion based on object affordance



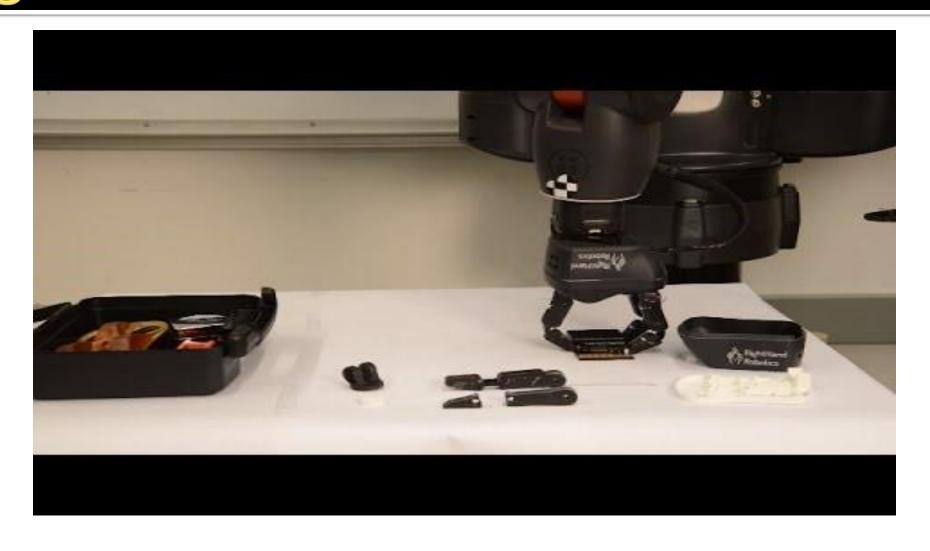


- Search for related work on
 - Image processing for feature identification and object classification
 - Learning affordance from demonstration
 - Grasping planning for compliant gripper
- Project Contact
 - Yudong Yu <yyu6@wpi.edu > for using motion capture system
 - Sihui Li <sli16@wpi.edu> for setting up teleoperation of TRINA from mocap to perform bimanual reaching motion

Project 3 – Dexterous manipulation of multifingered robot hands



Project 3 – Dexterous manipulation of multifingered robot hands



Project status

TRINA software allows direct teleoperation of Baxter robot and

Reflex SF hand



- Need to do
 - Plan coordinated reaching and grasping motion
 - Combine motion planning with learning reach-to-grasp motion from teleoperation

Project 3 – Dexterous arm-hand and bimanual coordination

- Search for related work on
 - Coordination of grasping with reaching
 - Grasping planning and learning for compliant gripper
- Project Contact
 - Duong Nguyen <dnguyen2@wpi.edu> for ReFlex SF hand motion control and CaptoGlove

Project 4 – pHRI based human intent prediction and object affordance

- Project status
 - Setting up teleoperation of Baxter robot and Reflex SF hand
 - Preliminary work on
 - Phase estimation of physical human-robot interaction
 - Using Kinect for human skeleton and object tracking
- Need to do
 - Inference of human intent from gaze, body posture and etc.
 - Learning task and object affordance

Project 4 – pHRI based human intent prediction and object affordance

- Search for related work on
 - Human intent detection and inference
 - Human-robot handing over
- Project contact
 - Gunnar Horve (TA) < gchorve@wpi.edu>
 - Heramb Nemlekar < hsnemlekar@wpi.edu>
 - Max Merlin <mtmerlin@wpi.edu>

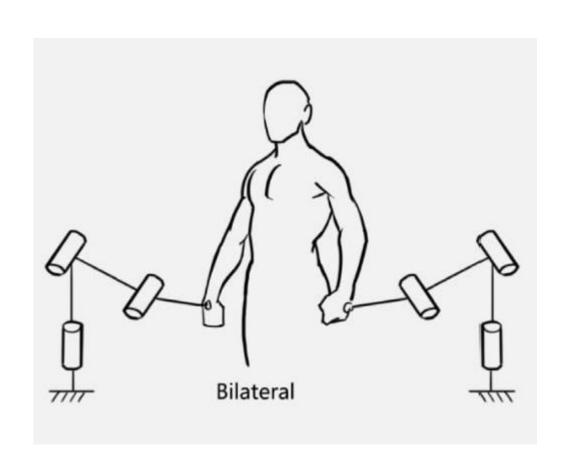
Project 5 – High-level motion planning in physical human-robot interaction

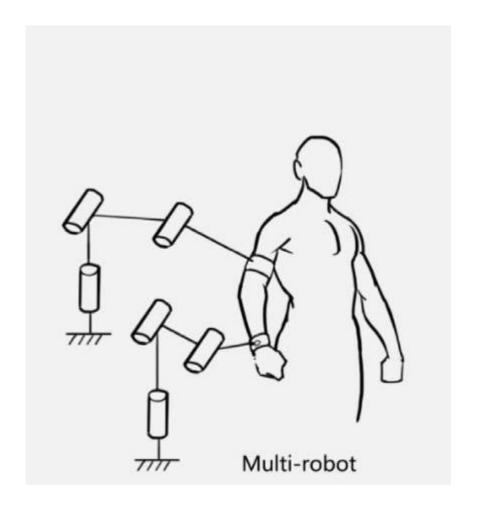
- Project status
 - Setting up teleoperation of Baxter robot and Reflex SF hand
 - Preliminary work on algorithms on learning motion primitives
- Need to do
 - Learning low level motion primitives from demonstration
 - High-level modeling and planning of human-robot handing-over

Project 5 – High-level motion planning in physical human-robot interaction

- Search for related work on
 - Learning dynamic movement primitives
 - Learning motion plan
- Project contact
 - Gunnar Horve (TA) <gchorve@wpi.edu>
 - Heramb Nemlekar < hsnemlekar@wpi.edu>
 - Max Merlin <mtmerlin@wpi.edu>

Project 6 – Online motion planning in dynamic virtual environment





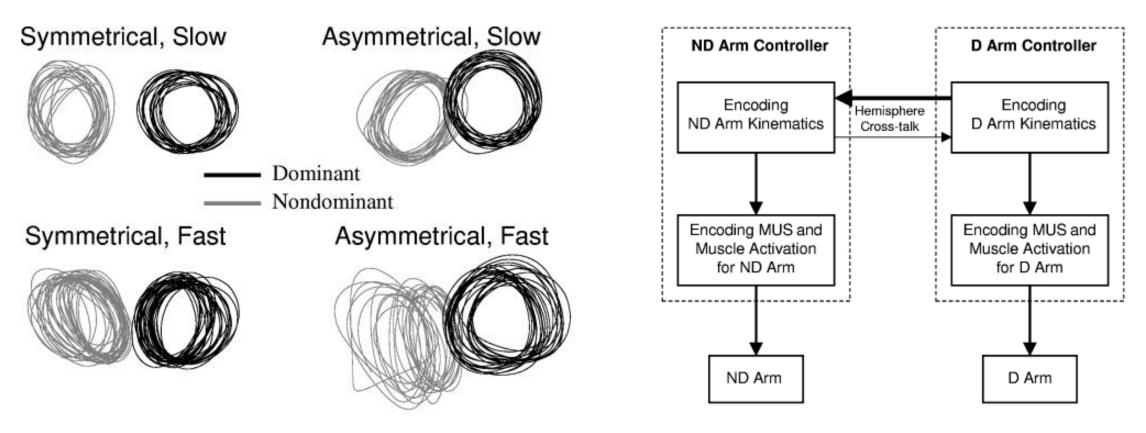
Background –Robot-assisted stroke rehabilitation





Background – Bilateral training for stroke rehabilitation

Inter-arm coupling due to cross-hemisphere talk

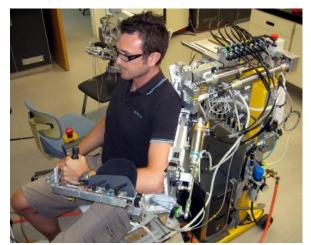


Background – Upper limb Rehabilitation Robots



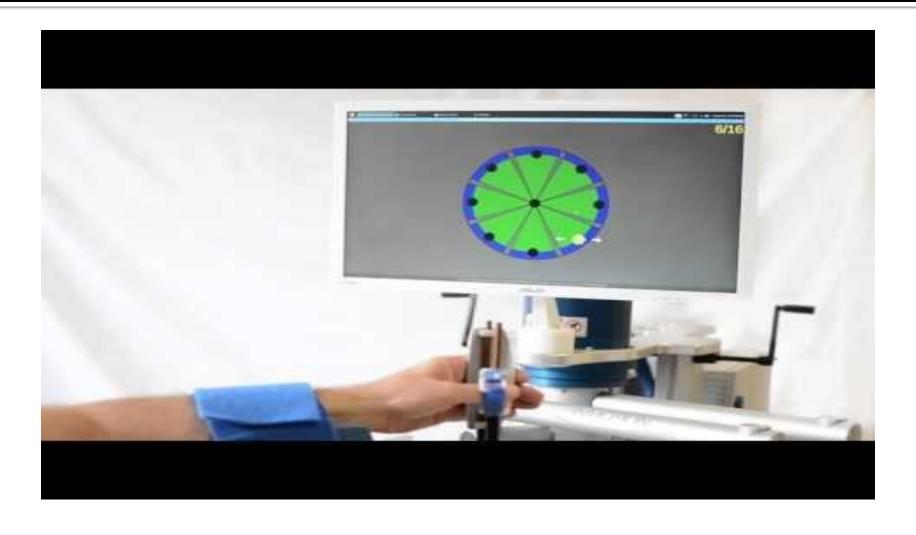




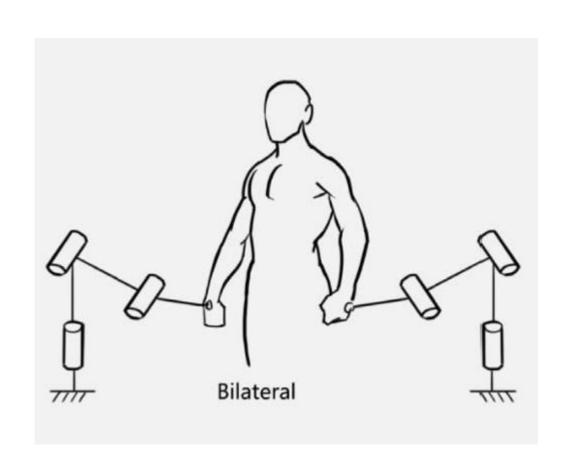


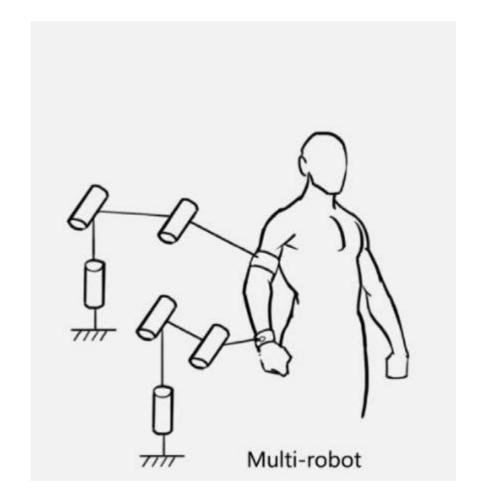


Integrated Rehabilitation System

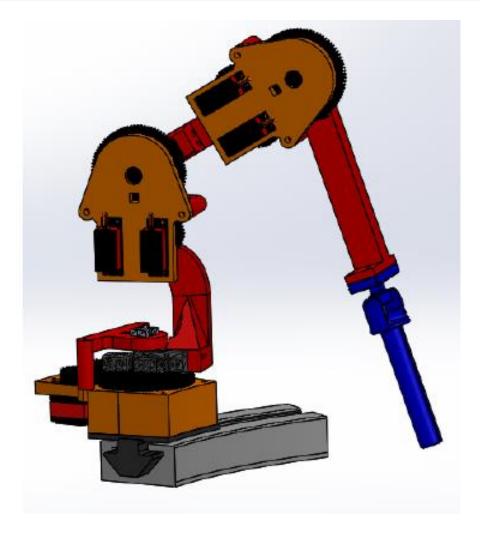


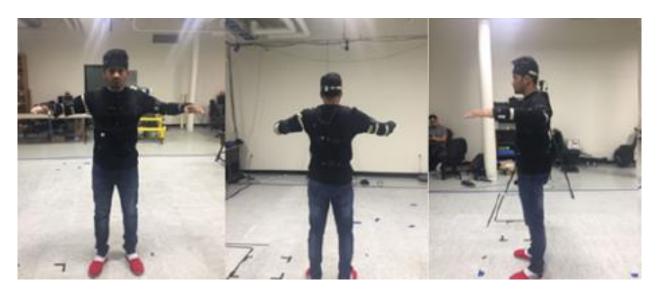
Development of highly-adaptive, low-cost home-based stroke rehabilitation system

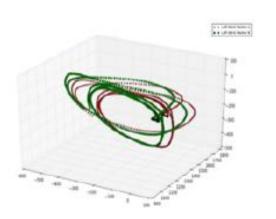


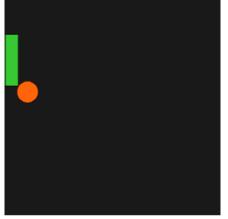


Preliminary work

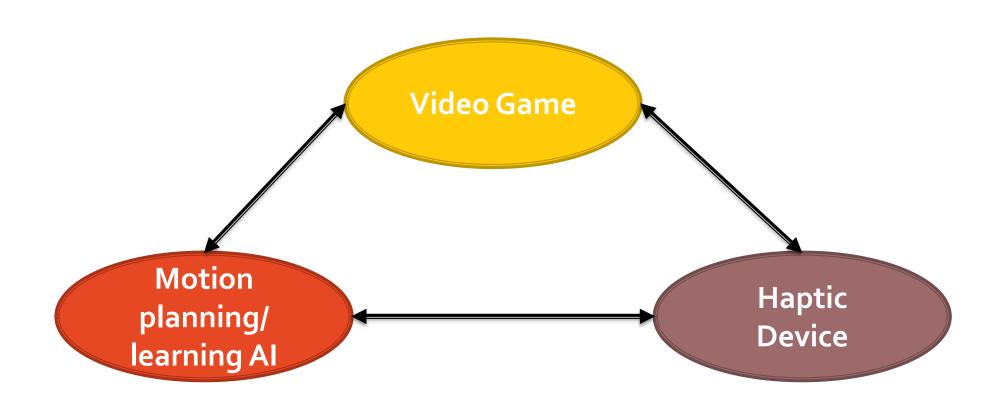








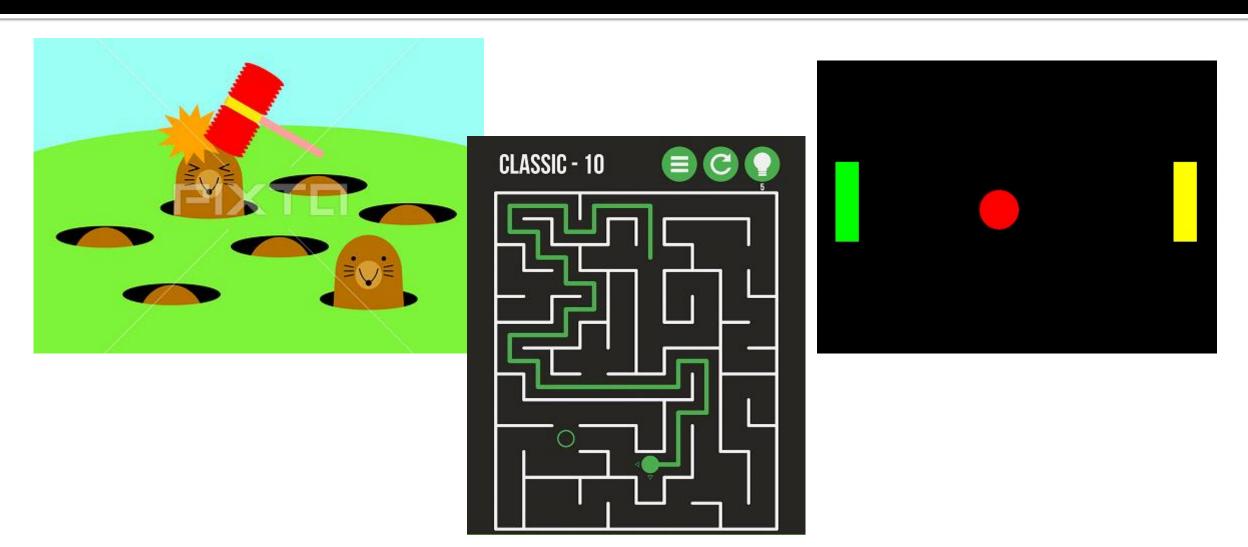
Project 6 – Online motion planning in dynamic virtual environment



Project 6 – Online motion planning in dynamic virtual environment

- Project status
 - Build a pair of 3-DOF haptic devices
 - Interface with Pong game for bilateral rehabilitation
- Need to do
 - Develop AI for motion planning
 - Use motion learned from healthy arm to evaluate planned motion
 - Generate assistive force to guide the stroke arm

Planning motion in multi-agent, highly-dynamic virtual environment



Interesting questions

- How to create an AI that can play interactive video game?
- Can the AI-planned motion match natural human behavior?
- Can stroke patients recover faster by playing these games?

Project 6 – Online motion planning in dynamic virtual environment

- Project Contact
 - Nathaniel Goldfarb < nagoldfarb@wpi.edu >
 - Alexandra Valiton < arvaliton@wpi.edu >
 - Rishi Khajuriwala < rdkhajuriwala@wpi.edu >
- Project presentation
 - Speaker: Nathaniel Goldfarb (PhD)
 - Jan 18, at Gatepark 1002

Small projects

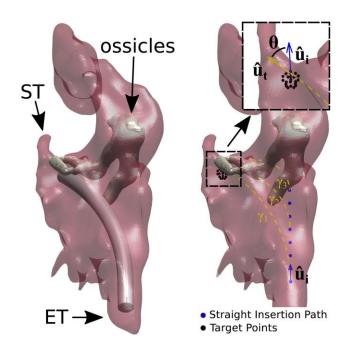
Coordinated swarm robot navigation (Small)

- Project description
 - Plan the coordinated motion of swarm robots that collaboratively move an object
- Question
 - How to coordinate swarm robots to follow a trajectory?
 - Can robot join and leave?
 - What if the object is deformable?
- Mentor
 - Prof Carlo Pinciroli < cpinciroli@wpi.edu >

Path planning for a continuum surgical robot (Small)



Continuum robotic probe inserted into an ear model



Planning the insertion into the ear cavity

Path planning for a continuum surgical robot (Small)

Goals

- Implement sampling-based path planning (RRT)
- Implement obstacle detection to avoid collision with anatomical structures
- Estimate the robot's reachable workspace by generating a high number of motions

Required skills

- Strong Matlab programming skills
- Familiarity with robot kinematics and frame transformations

Mentor

Prof Loris Fichera < lfichera@wpi.edu >

Important

- Project workshop held in lab today during office hour
 - 2-3 pm Today, CIBR lab at 85 Prescott
 - Talk to me, TA, and project contacts to get more information
- File your project selection form by Friday (Jan 19) noon
 - Talk to your classmates to find good teammates
 - You can always update your form before submission deadline

End

A hard problem

Basic Motion Planning Problems

