

# Progress Report

Bardia Mojra

May 7, 2021

Robotic Vision Lab

The University of Texas at Arlington

## 1 To Do

- PIL tutorial: Next.
- PyTorch tutorials: On-going.
- Implement a dense pose estimation algorithm with keypoint estimation: next.
- PVNet implementation: Paused.
- Look into methods of generating uncertainty data.
- Vision-based robotic grasping from object localization, object pose estimation to grasp estimation for parallel grippers - a review, [1]: Will read after PVNet implementation.
- Look into PyBullet for RL.
- Look into Facebook Flashlight C++ library, [2].
- Look into Nvidia Omniverse, [3].

## 2 Reading List

- [4]
- [5]
- [6]
- [1]

## 3 Progress

The following items are listed in the order of priority:

- NASA MSI Fellowship: Next, I need to read papers from NASA [7] and develop the proposal.
- PyTorch Tutorials: I did a tutorial on image semantic segmentation, [8]. I also read Mask R-CNN paper, [9] by FAIR.

- Normalized Objects [10]: This is to be implemented.
- PVNet: Currently working on PyTorch tutorials. I will continue this in parallel until I finish it.
- NBV Grasping Project: We installed the mounting piece onto UR5. Next, I will install ROS client on UR5 and my lab station.
- UTARI: No new development.
- YCB Dataset [11]: Start with YCB data and look into Berk Calli's work.
- Implement features from PoseCNN, DOPE, and BayesOD. - On pause.

## 4 Plans

The following items are listed in the order of priority:

- Pose Estimation in Simulation [12]: Use Nvidia Isaac SDK for in-simulation pose estimation training.
- Look into domain randomization and adaptation techniques.
- Project Alpe with Nolan: On pause for right now.
- UR5e: Finish ROS Industrial tutorials.

## 5 2021 Goals and Target Journals/Conferences

- Submit a paper on pose estimation with uncertainty to ICIRS.
- Get comfortable with TensorFlow and related Python modules.
- Keep writing.

## References

- [1] G. Du, K. Wang, S. Lian, and K. Zhao, “Vision-based robotic grasping from object localization, object pose estimation to grasp estimation for parallel grippers: a review,” *Artificial Intelligence Review*, pp. 1–58, 2020.
- [2] “flashlight/flashlight: A c++ standalone library for machine learning.” <https://github.com/flashlight/flashlight>. (Accessed on 04/16/2021).
- [3] “Nvidia omniverse™ platform — nvidia developer.” <https://developer.nvidia.com/nvidia-omniverse-platform>. (Accessed on 04/16/2021).
- [4] “roadmap-2020.pdf.” <https://cra.org/ccc/wp-content/uploads/sites/2/2020/10/roadmap-2020.pdf>. (Accessed on 04/30/2021).
- [5] L. Ferraz Colomina, X. Binefa, and F. Moreno-Noguer, “Leveraging feature uncertainty in the pnp problem,” in *Proceedings of the BMVC 2014 British Machine Vision Conference*, pp. 1–13, 2014.
- [6] K. He, X. Zhang, S. Ren, and J. Sun, “Deep residual learning for image recognition. corr abs/1512.03385 (2015),” 2015.
- [7] “Nasa technical reports server (ntrs).” <https://ntrs.nasa.gov/>. (Accessed on 05/07/2021).
- [8] “Torchvision object detection finetuning tutorial — pytorch tutorials 1.8.1+cu102 documentation.” [https://pytorch.org/tutorials/intermediate/torchvision\\_tutorial.html](https://pytorch.org/tutorials/intermediate/torchvision_tutorial.html). (Accessed on 05/07/2021).
- [9] K. He, G. Gkioxari, P. Dollár, and R. Girshick, “Mask r-cnn,” in *Proceedings of the IEEE international conference on computer vision*, pp. 2961–2969, 2017.
- [10] H. Wang, S. Sridhar, J. Huang, J. Valentin, S. Song, and L. J. Guibas, “Normalized object coordinate space for category-level 6d object pose and size estimation,” in *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, June 2019.

- [11] B. Calli, A. Singh, A. Walsman, S. Srinivasa, P. Abbeel, and A. M. Dollar, “The ycb object and model set: Towards common benchmarks for manipulation research,” in *2015 international conference on advanced robotics (ICAR)*, pp. 510–517, IEEE, 2015.
- [12] Nvidia, “Nvidia isaac sdk — nvidia developer.” <https://developer.nvidia.com/Isaac-sdk>, 2021. (Accessed on 02/05/2021).