

VibeCheck: Using Active Acoustic Tactile Sensing for Contact-Rich Manipulation

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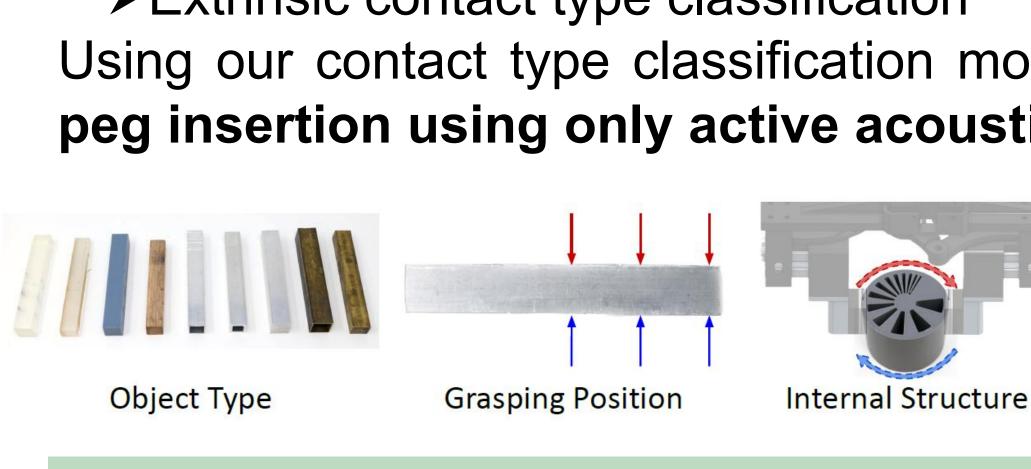
Scan for project website

Overview

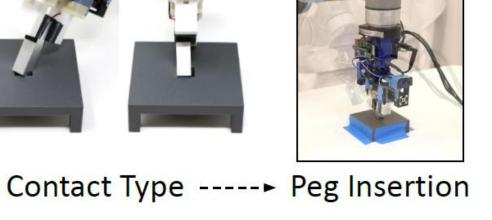
In VibeCheck, two piezoelectric fingers send and receive acoustic signals through an object, providing information about resonant frequencies and object state. With this hardware, we demonstrate:

- ➤ Object classification
- ➤ Grasp position classification
- >Internal structure pose estimation
- >Extrinsic contact type classification

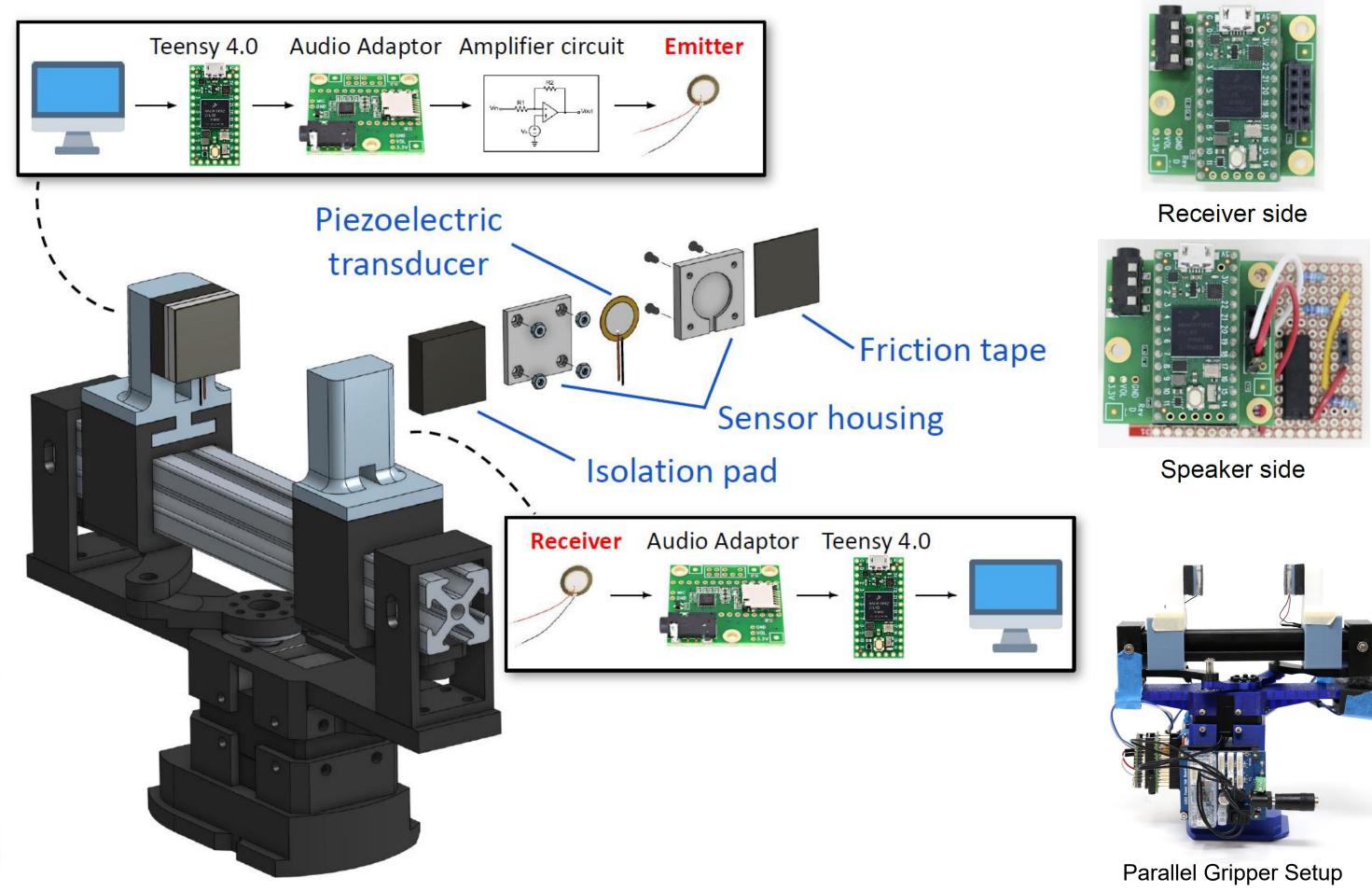
Using our contact type classification model, we demonstrate peg insertion using only active acoustic sensing.



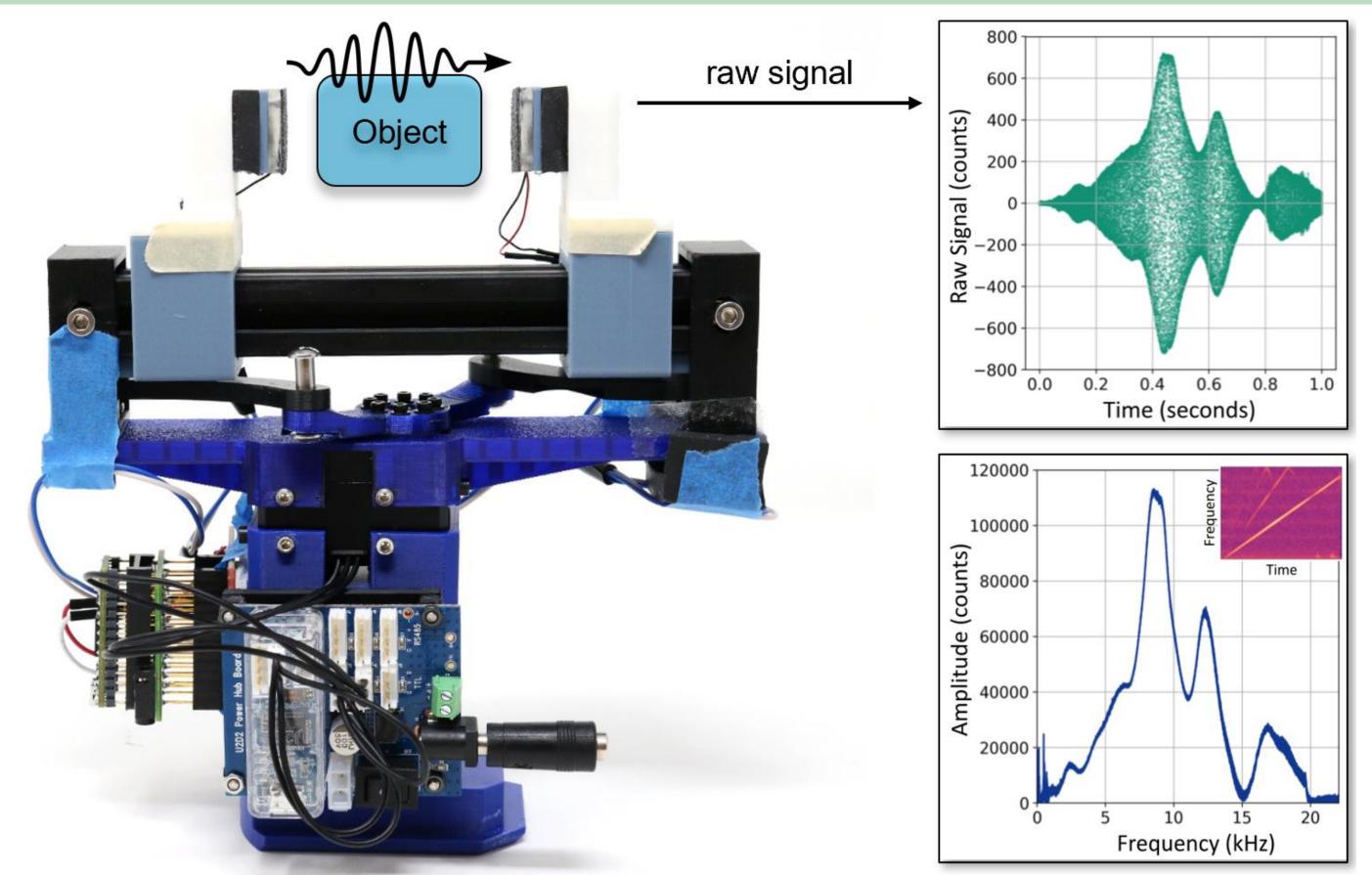




Hardware Design

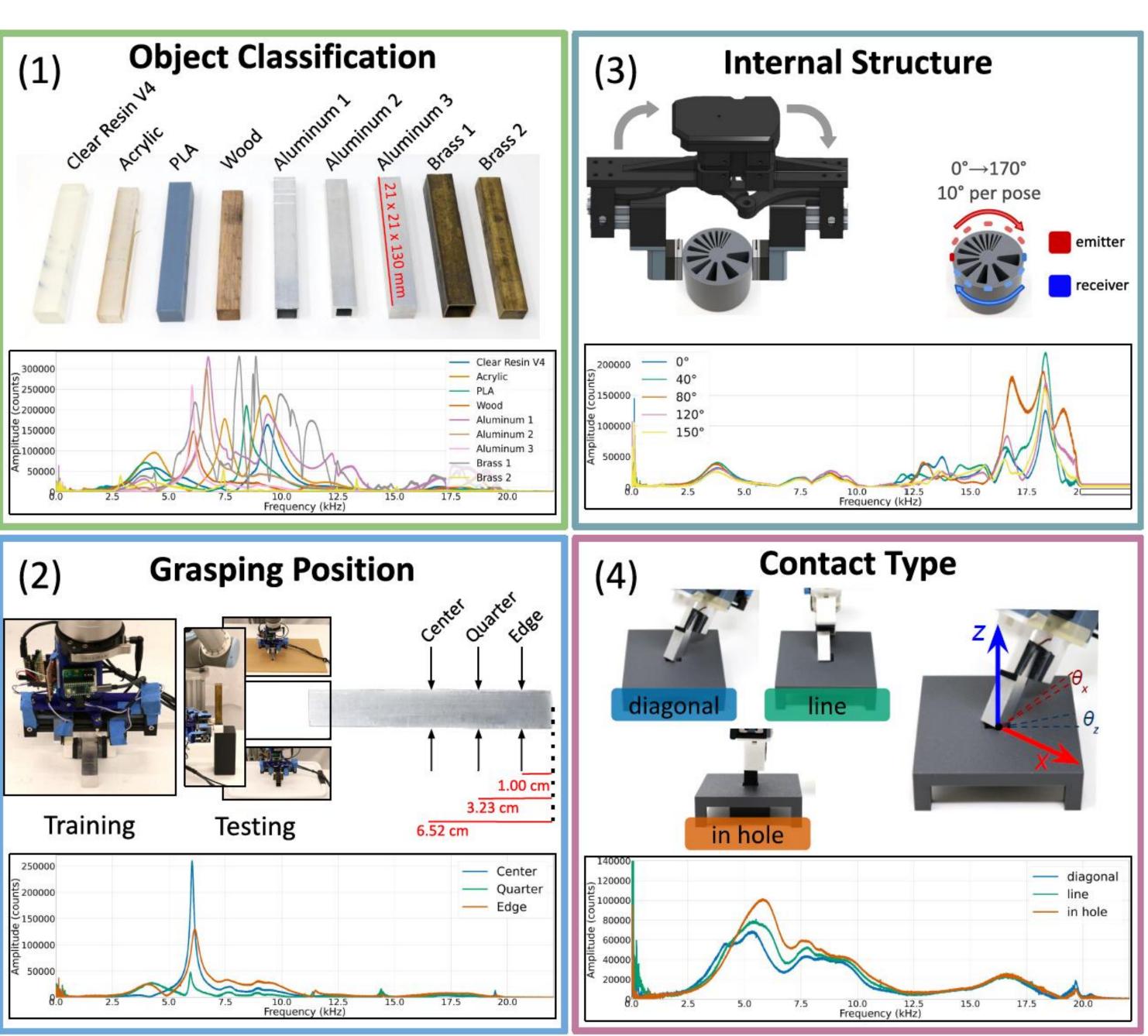


Sensor Signals

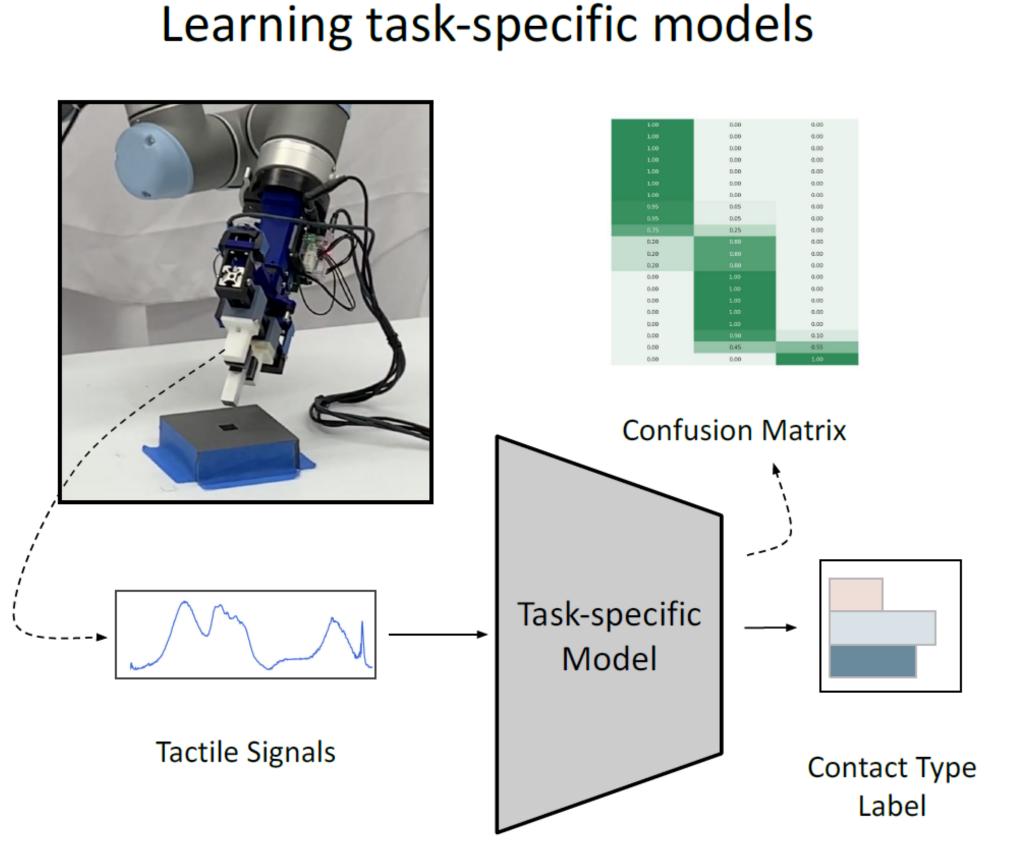


The emitter finger generates a 1-second linear frequency sweep (0.02 - 20 kHz) while the receiver records the transmitted vibration. The response depends on object resonance, material, geometry, and contacts. We transform raw time-domain signals into the frequency domain (FFT), then apply kernel PCA for dimensionality reduction before model training.

Estimating Object State



Peg-Insertion Task



Policy learning Diagonal Contact Observation State Observation Model Type Ground-truth Action _____\ **Imitation** Learning Control **Policy** Line Contact Observations Action (w/ history)

We tackle a long-horizon peg-insertion task using the contact type classifier as the sole feedback signal. We build a simulator with ground-truth labels and train an imitation learning policy that incorporates observation history handle classifier uncertainty. On the robot, the policy learned in simulation achieves 90% success rates for indistribution starting states and 50% for out-of-distribution.

Acknowledgments





