

Estimating the Kinematic State of a Lockbox Puzzle

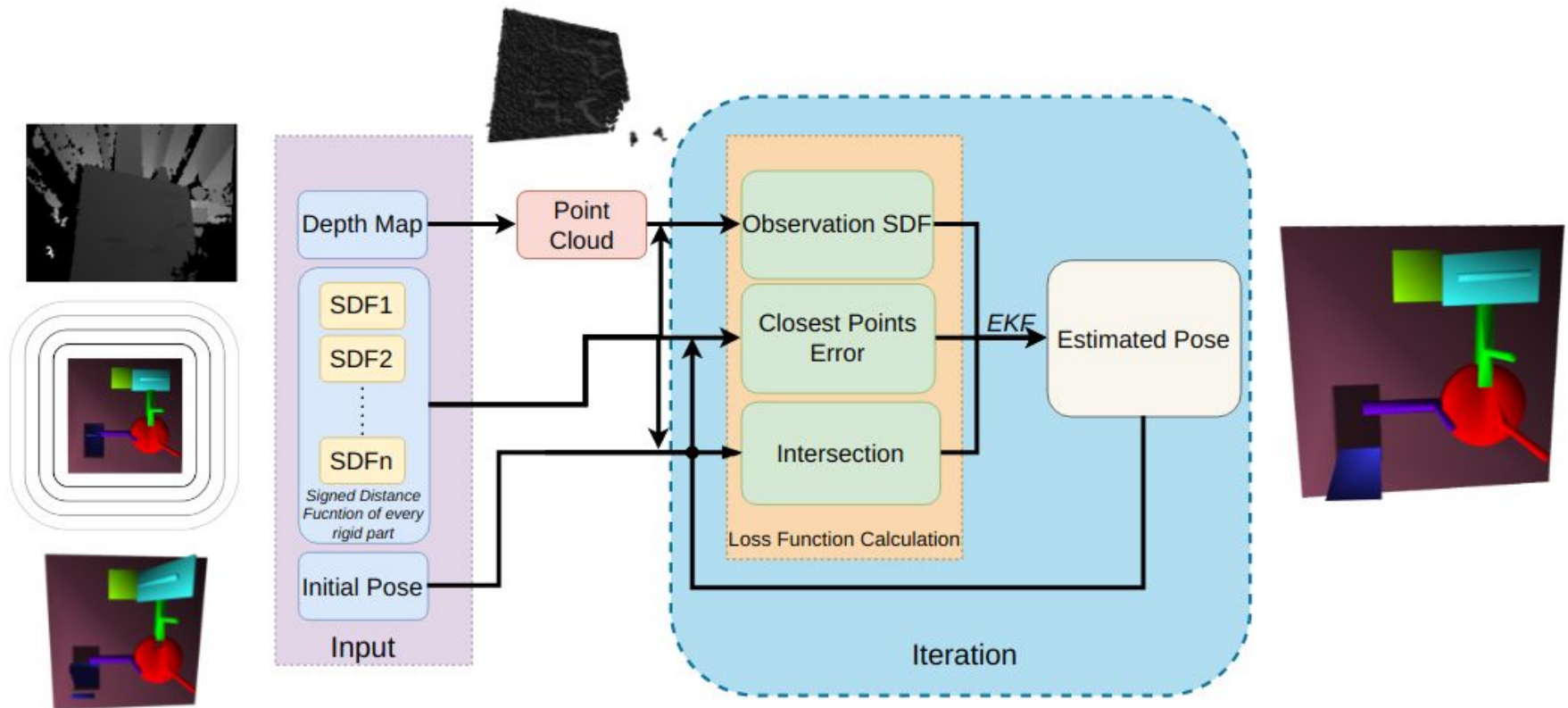
Yuchen Liu

Supervisor: Manuel Baum

Motivation: Understand the articulated objects



Framework



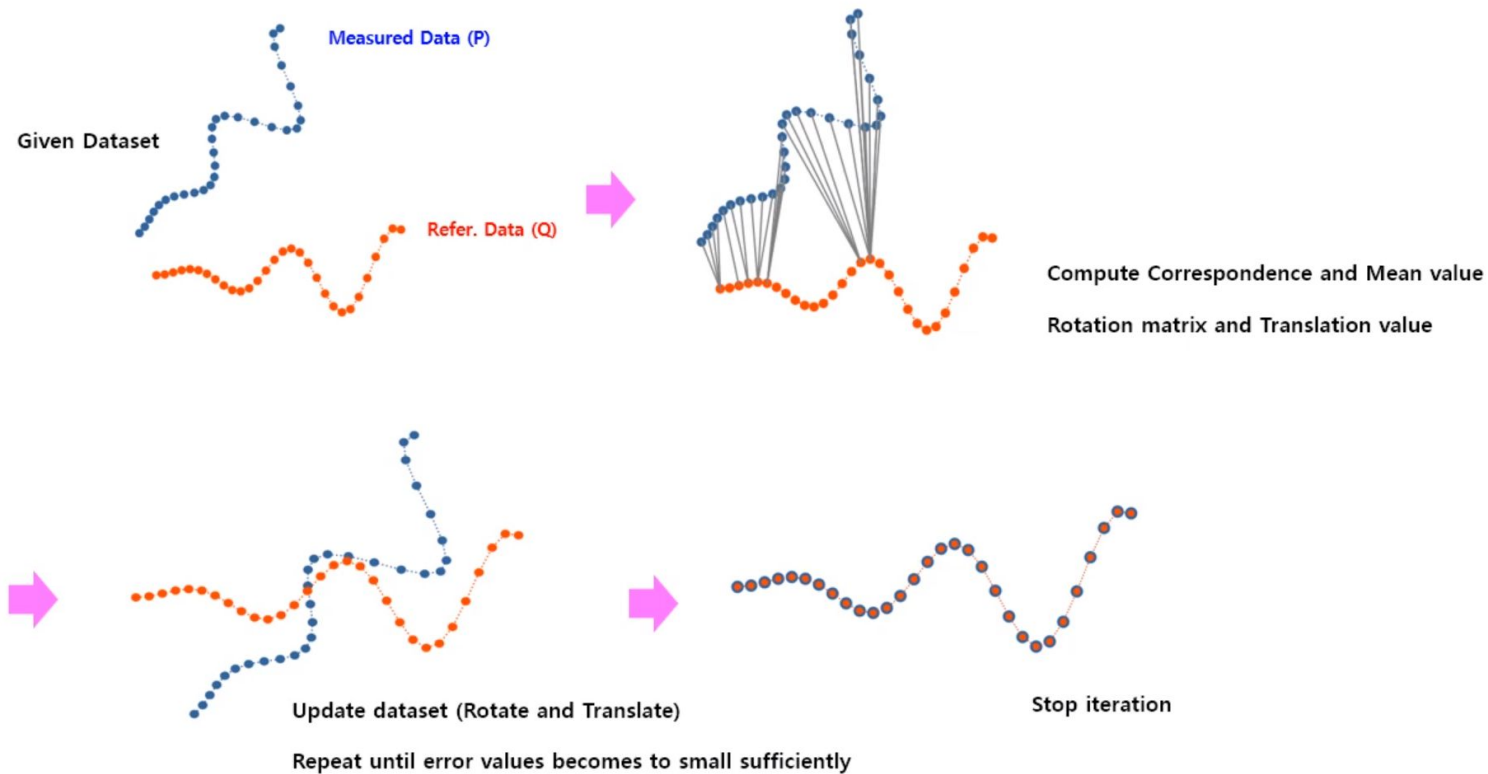
ICP: Iterative closest point



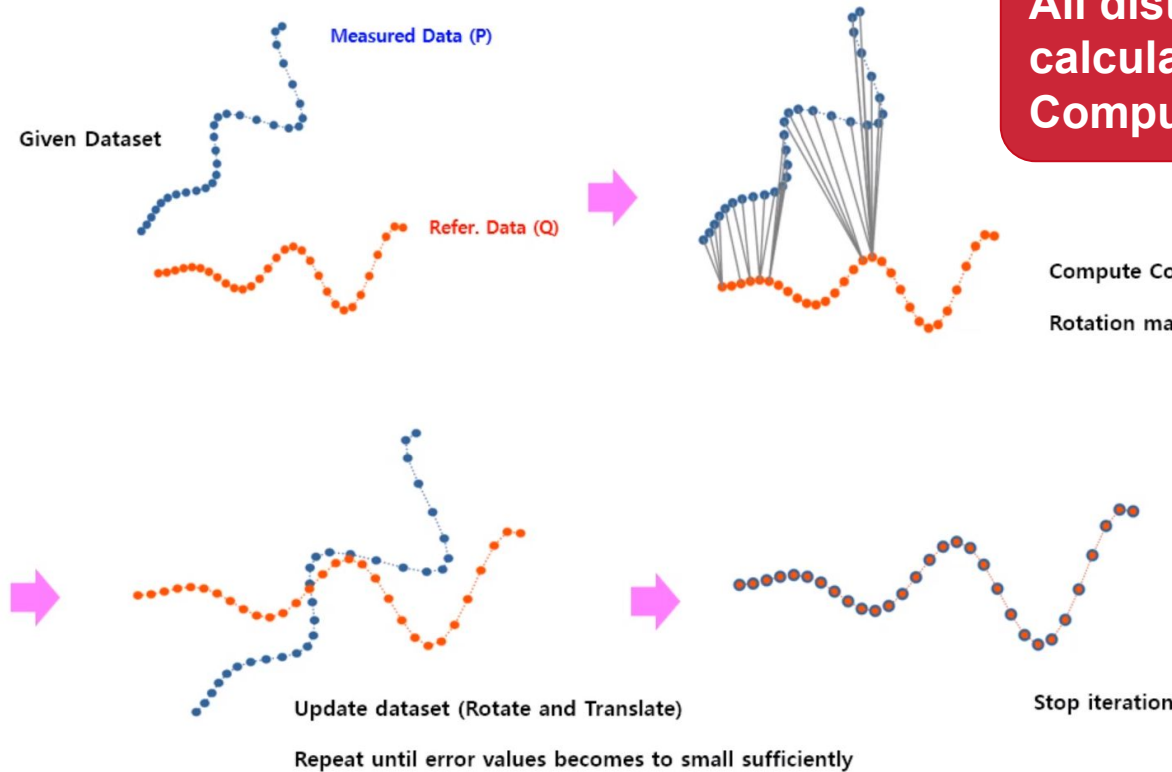
Point clouds generated
by depth images

Point clouds of the lockbox's
surface generated by
previous poses

ICP: Iterative closest point



ICP: Iterative closest point



All distances have to be calculated in every iteration.
Computationally expensive!

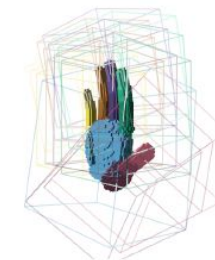
Articulated Object Tracking

$$\hat{\theta} = \arg \min_{\theta} \sum_{\mathbf{u} \in \Omega} \|\text{SDF}_{\text{mod}}(\mathbf{x}_{\mathbf{u}}; \theta)\|^2 .$$

θ describes the pose of the model

SDF represents “Signed Distance Function”, which records the distance between points and the surface of the rigid body.

$\mathbf{x}_{\mathbf{u}}$ is the position vector of the measured point.



(a) Voxelized hand model



(b) Slice through hand model

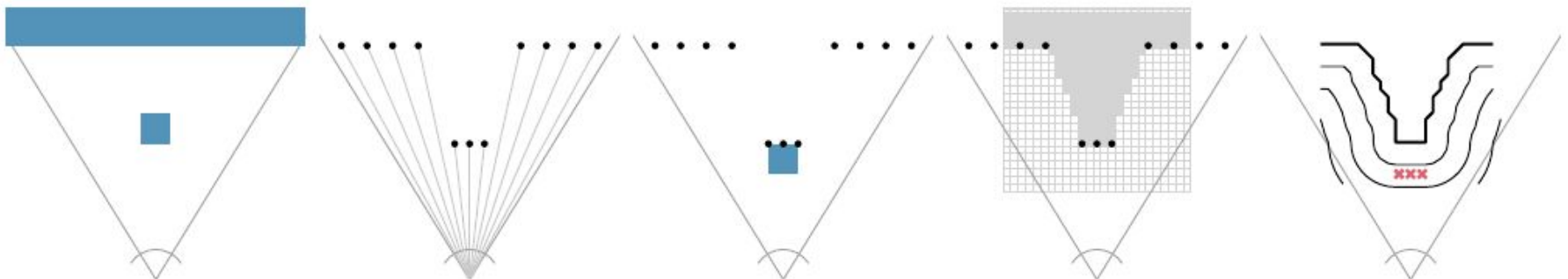
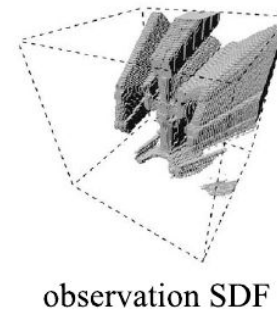


(g) Hand part association

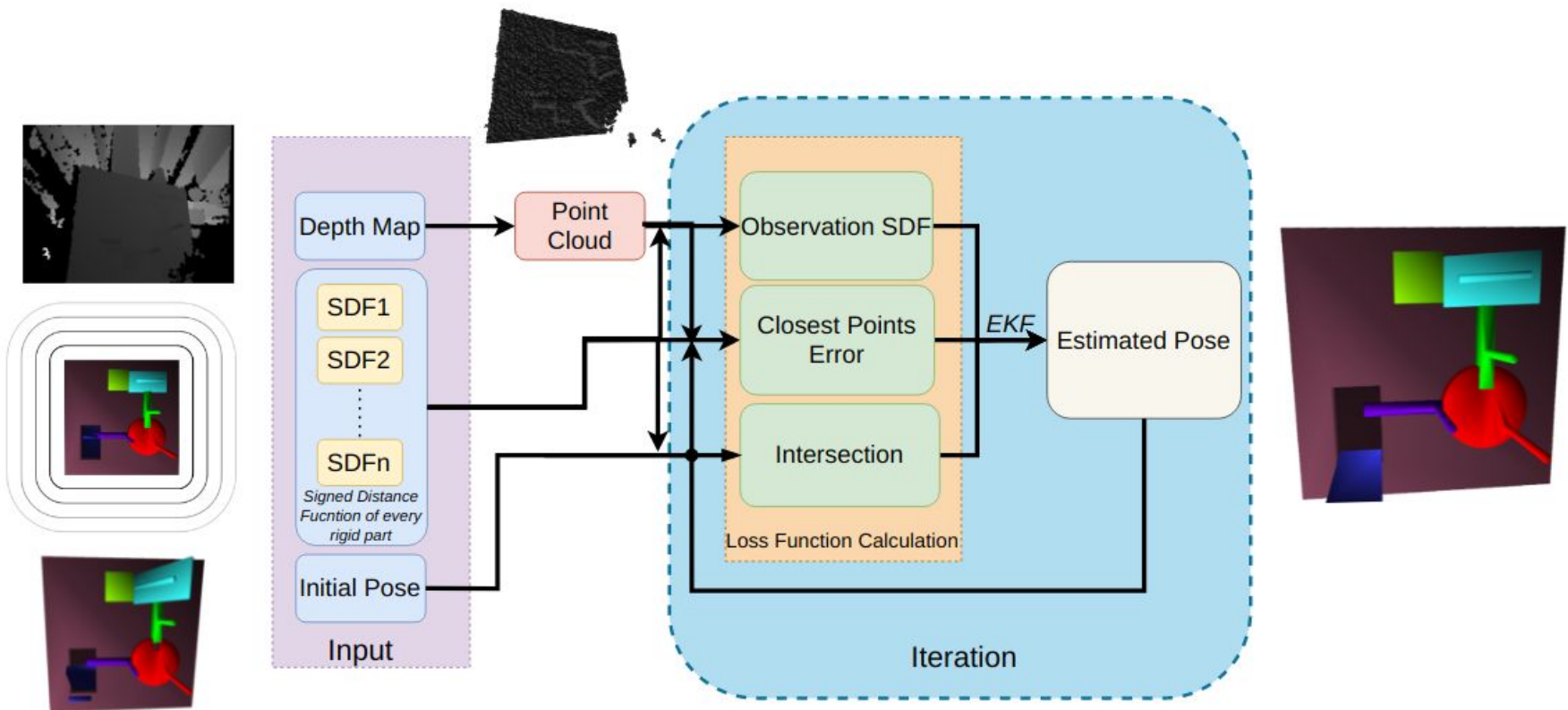


(h) Hand composite SDF contours

Observation SDF:

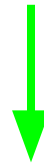


Framework

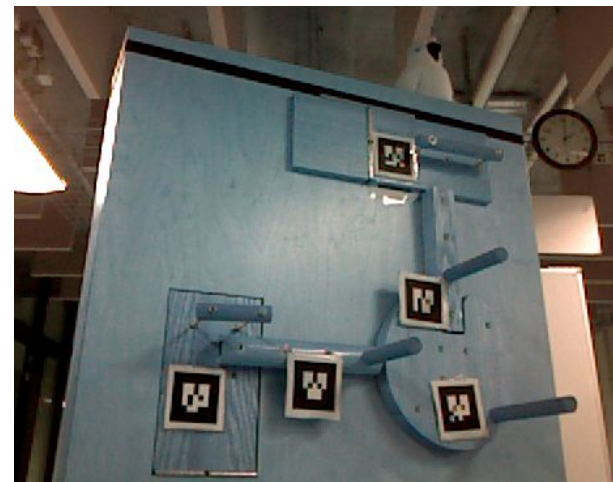
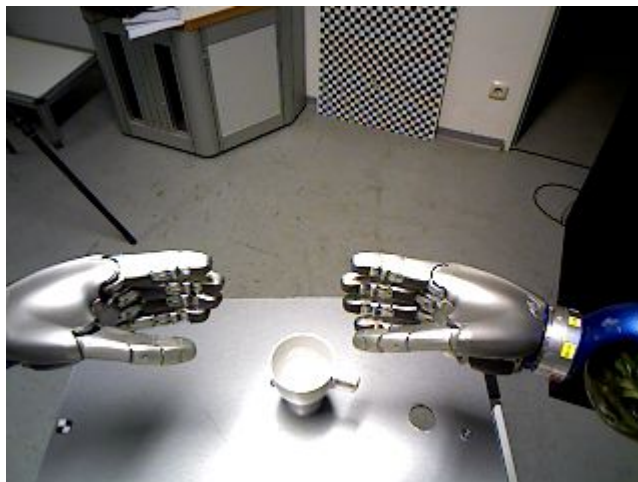


Intersection Term

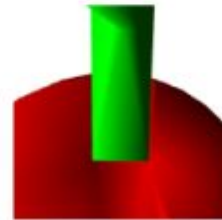
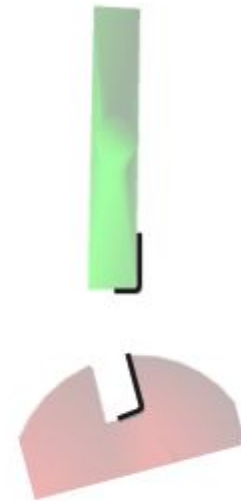
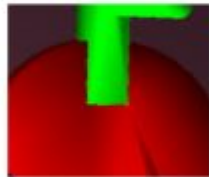
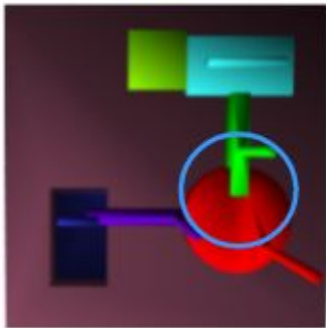
$$\iiint \min(0, f_a(x, y, z)) \min(0, f_b(x, y, z)) dx dy dz$$



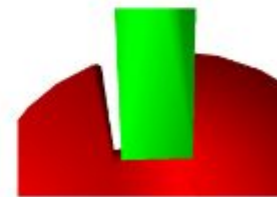
$$\iint \min(0, f_a^2(x, y, z)) dS_B + \iint \min(0, f_b^2(x, y, z)) dS_A$$



Intersection Term



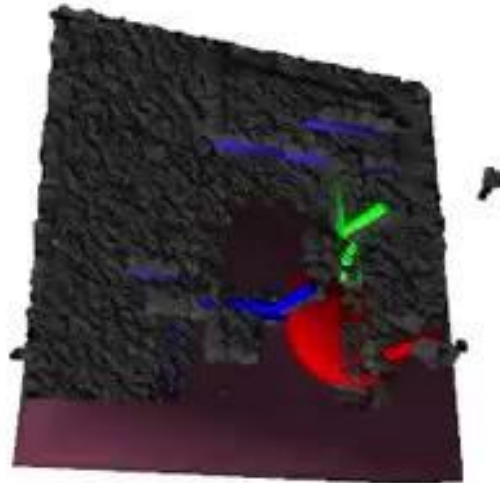
>



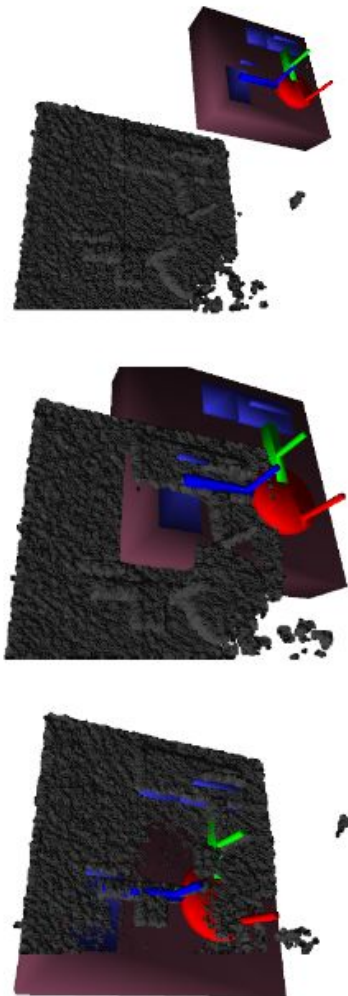
Ground Truth

False Result

Result

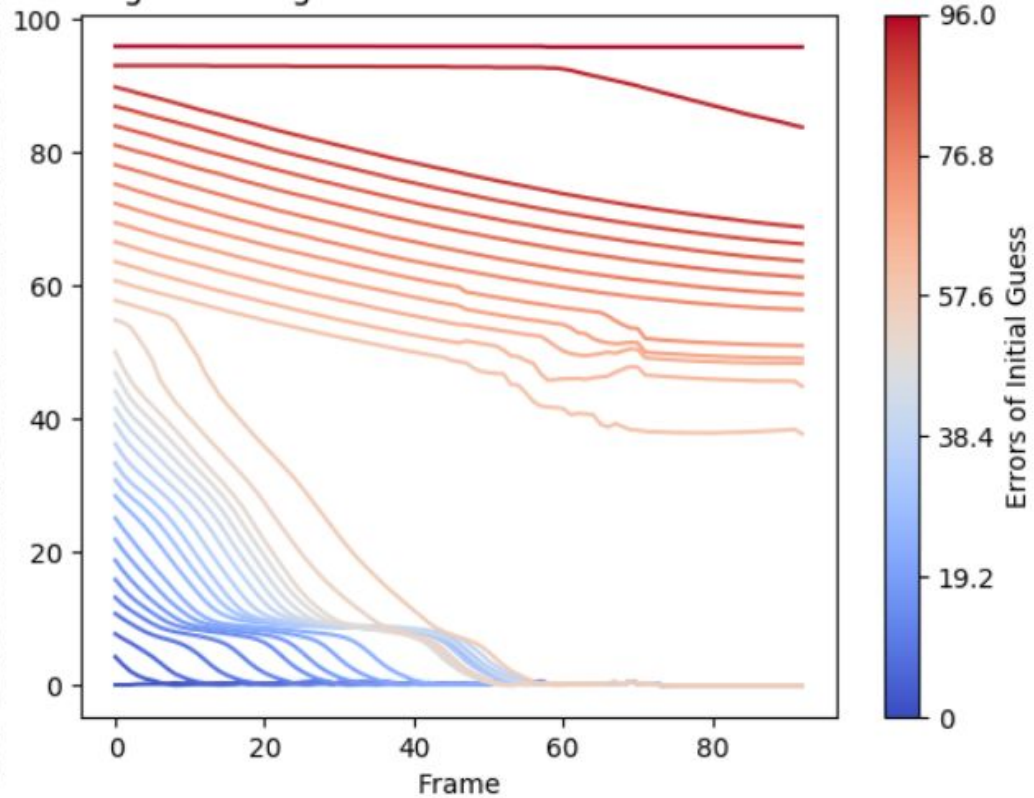


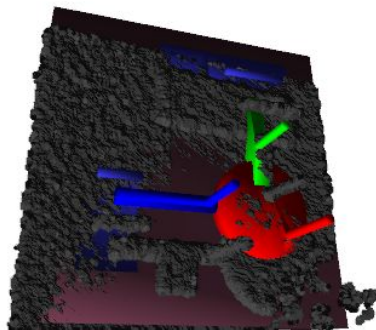
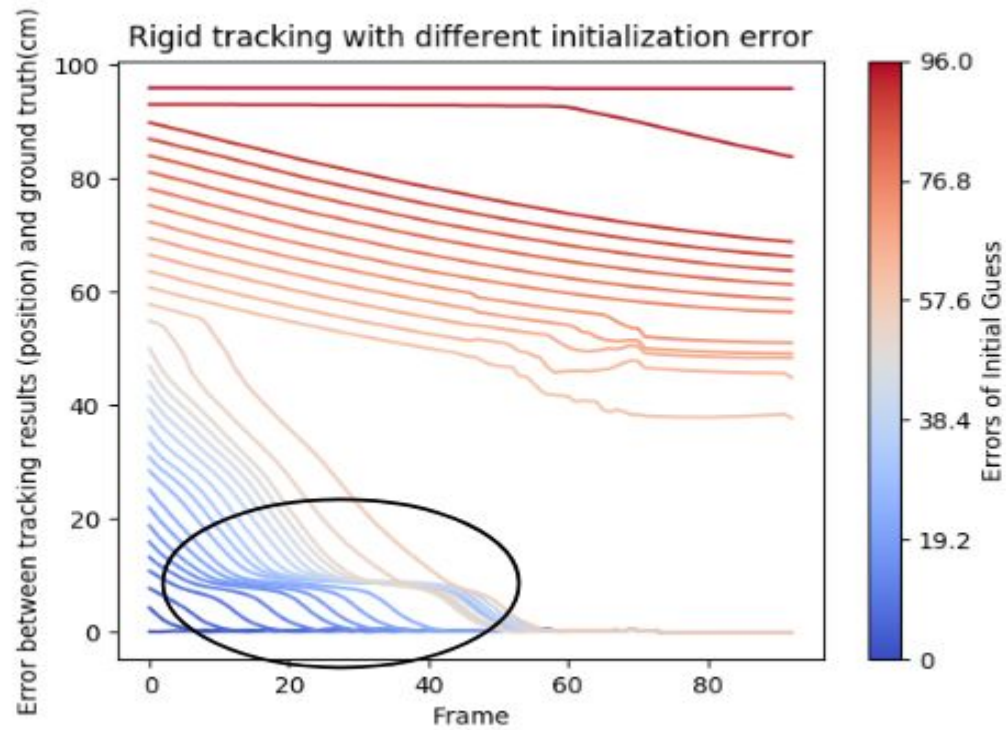
Result



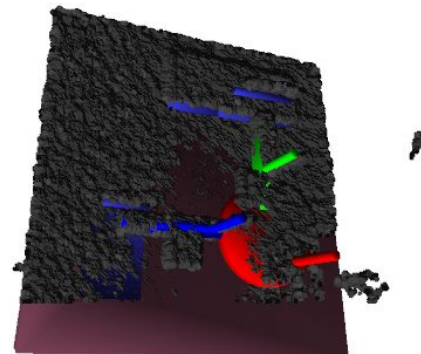
Error between tracking results (position) and ground truth(cm)

Rigid tracking with different initialization error

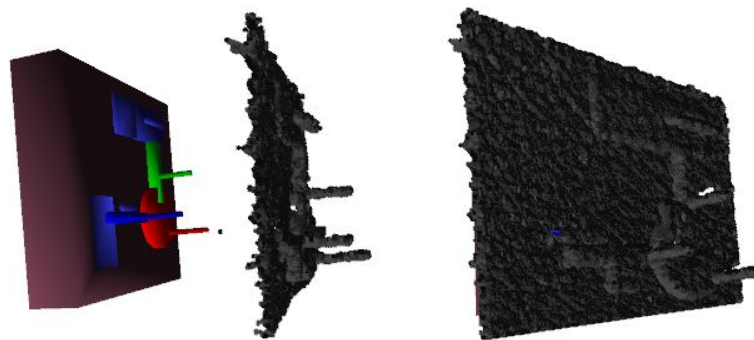
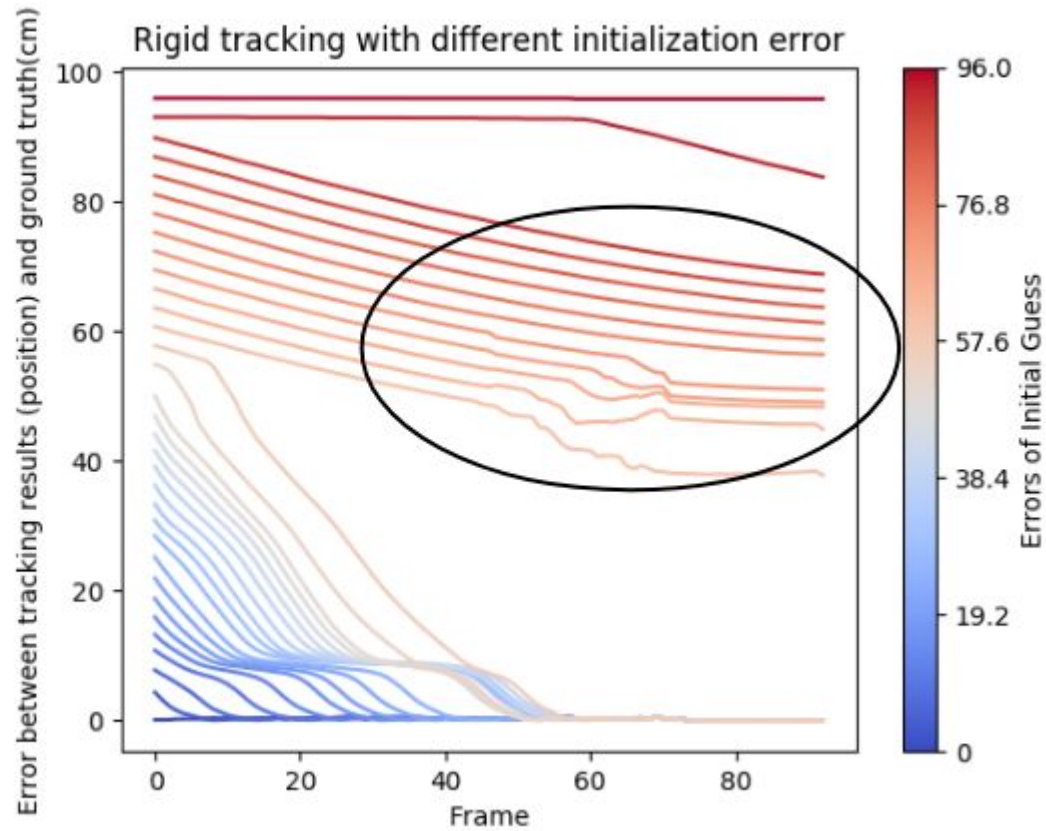




Local Optima

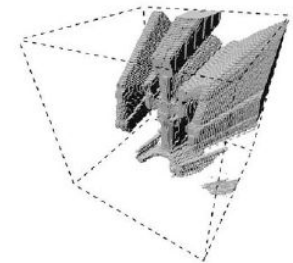


Ground Truth



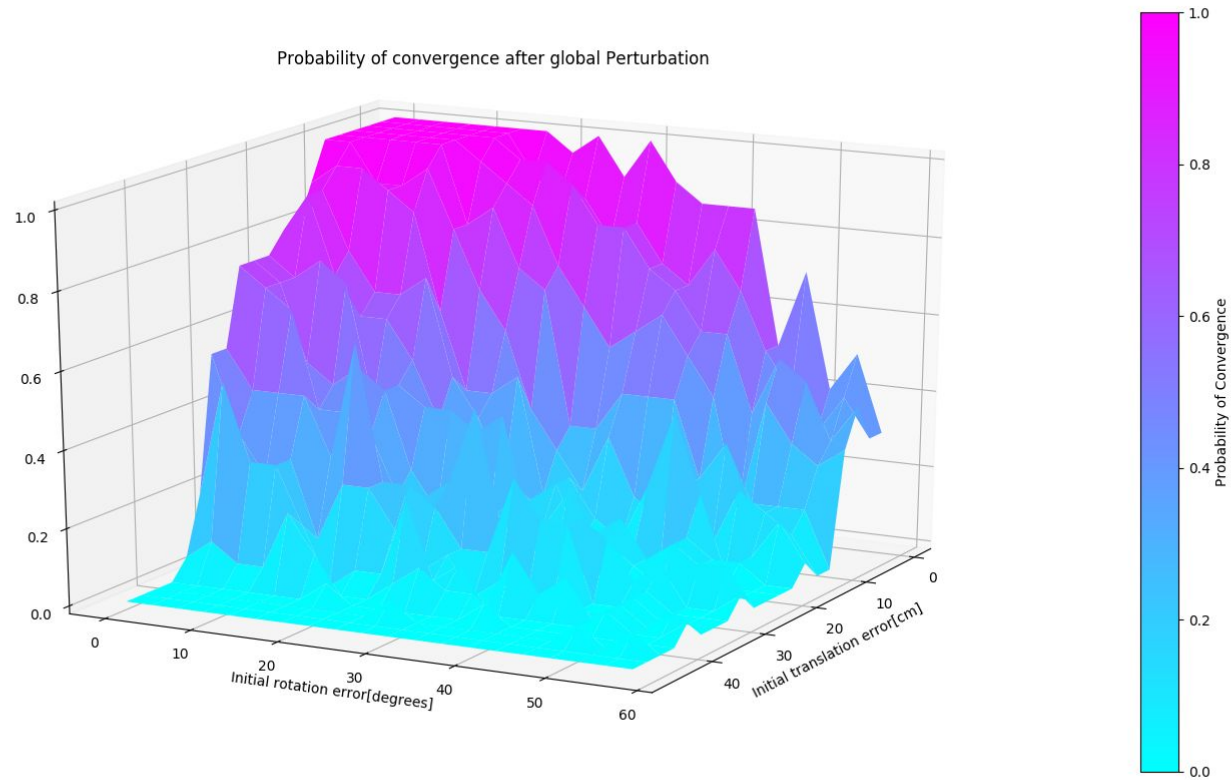
Side View

Front View

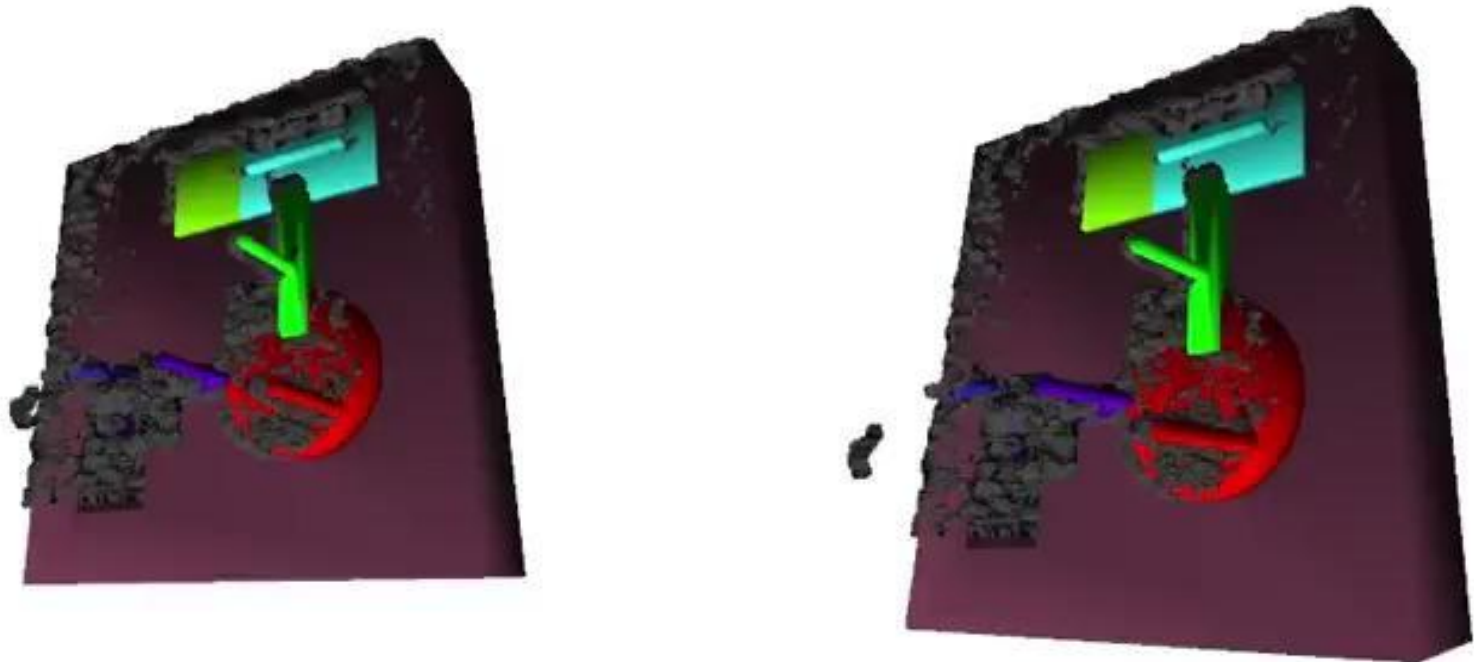


observation SDF

Converge ability



Improvement on Intersection term



Conclusion

1. Initial guess is crucial
2. Improvement to Intersection term
3. Future work

Thank you!

