

# HoloLens Robot Controller

Düzceker Arda, Hein Jonas, Ktistakis Sophokles, Siller Quintanilla Rodolfo Octavio

3D Vision, Spring 2019, ETH Zurich

## Introduction and Goals

- An interaction system that displays the Trimbots generated SLAM point cloud as a hologram around the user in the HoloLens and enables him to control the Trimbot via holographic joystick commands or by pointing his fingers on a target location
- The HoloLens will display the map acquired through robot's visual SLAM system as an overlay which enables user to perceive the state of the robot's visual system.
- For this, it is necessary to establish a communication interface between HoloLens and Trimbot which will be used to exchange map data stored in the respective devices as well as user's control commands.
- Also, the HoloLens needs to detect the robots pose and orientation in order to create the necessary coordinate transformations between the two systems.

## HoloLens App

### I) Camera Calibration

- We follow the procedure by Zhang[5] and estimate the **camera calibration matrix** and **distortion coefficients** by taking multiple images of the calibration pattern under different orientations.

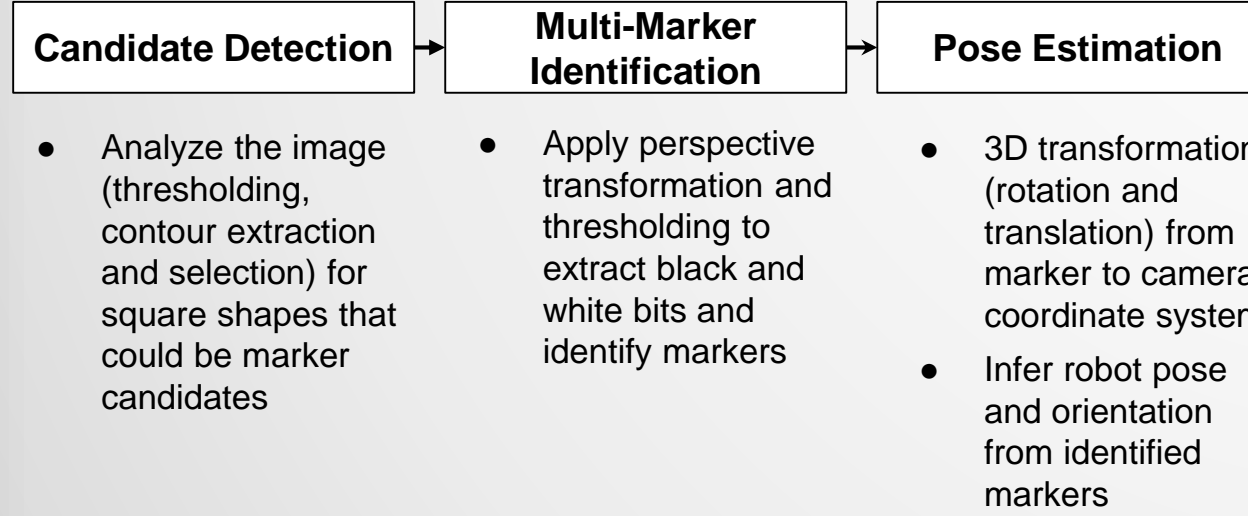
Homography between 3D points and the image plane

$$s \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} T_{11} & T_{12} & T_{13} & t_1 \\ T_{21} & T_{22} & T_{23} & t_2 \\ T_{31} & T_{32} & T_{33} & t_3 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \\ 1 \end{bmatrix}$$

$s \cdot m' = A[R|t]M'$

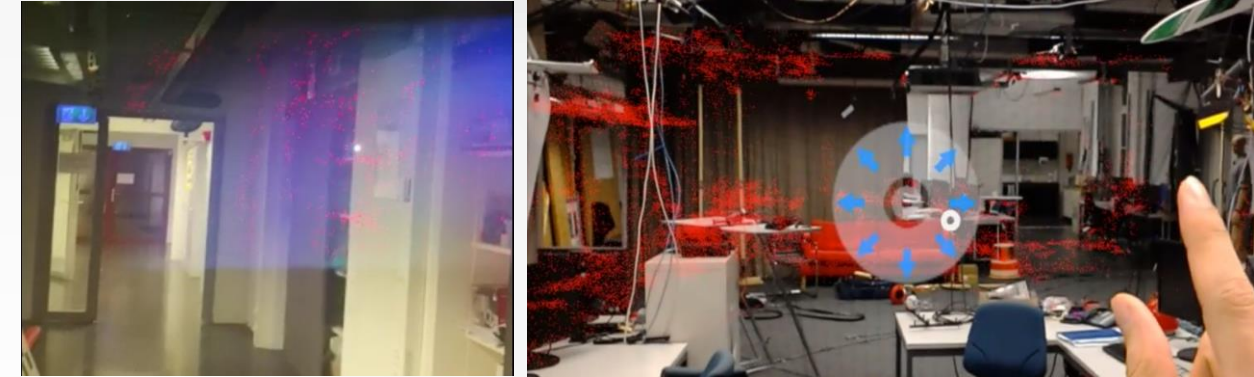
X, Y, Z: coordinates of a 3D point in world coordinate space [m]  
u, v: image coordinates of the projected point [px]  
A: camera matrix with intrinsic camera parameters  
cx, cy: principal point at the image center [px]  
fx, fy: focal lengths [px]

### II) Marker Detection and Pose Estimation



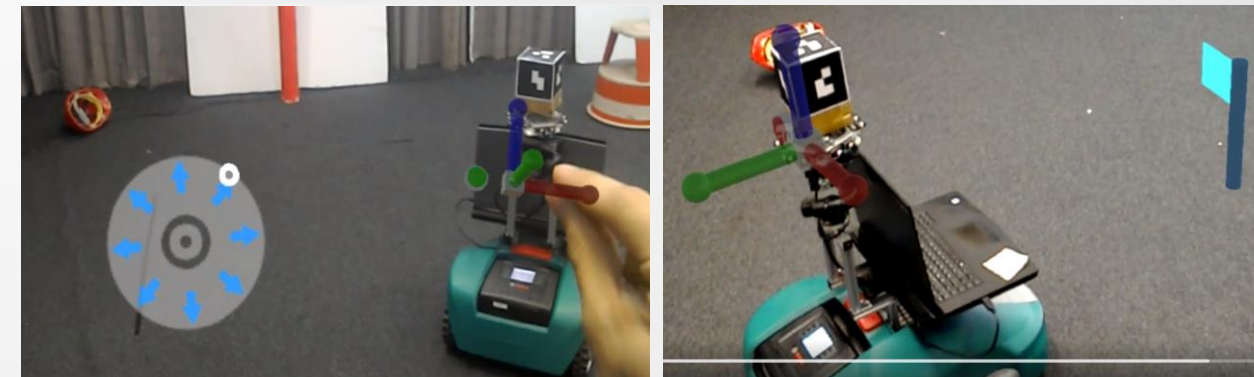
### III) Point Cloud Rendering

- Renders** the most recently received **aligned point cloud mesh** published by the Trimbot
- If Trimbot **loses tracking** and **stops publishing** a new point cloud, user is instructed to **use the joystick** to help it **regain orientation**



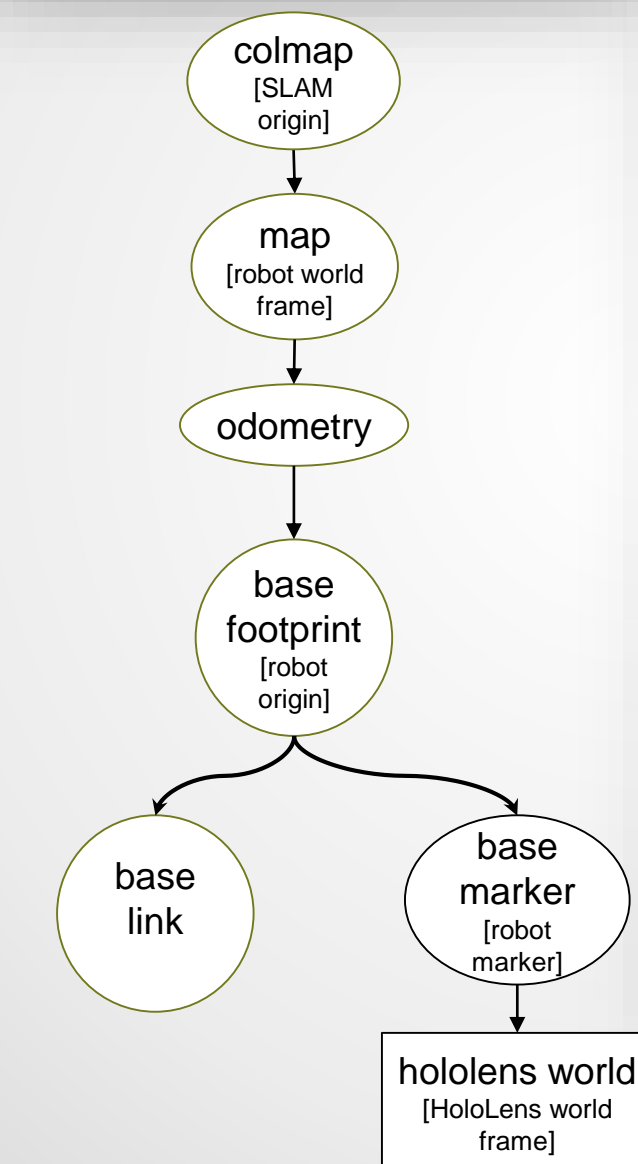
### IV) Robot Control Commands

- Option A:**
- Send **direct control** commands to the Trimbot with a **virtual joystick**
- Option B:**
- Send **indirect control** commands by tapping at a **desired location** in the real world, which posts a **holographic flag** at that position.
  - The **target location** is communicated to the Trimbot, which will **transform** it into its own coordinate system and **navigate autonomously towards the target**.



## Transformations

### Transformation Tree



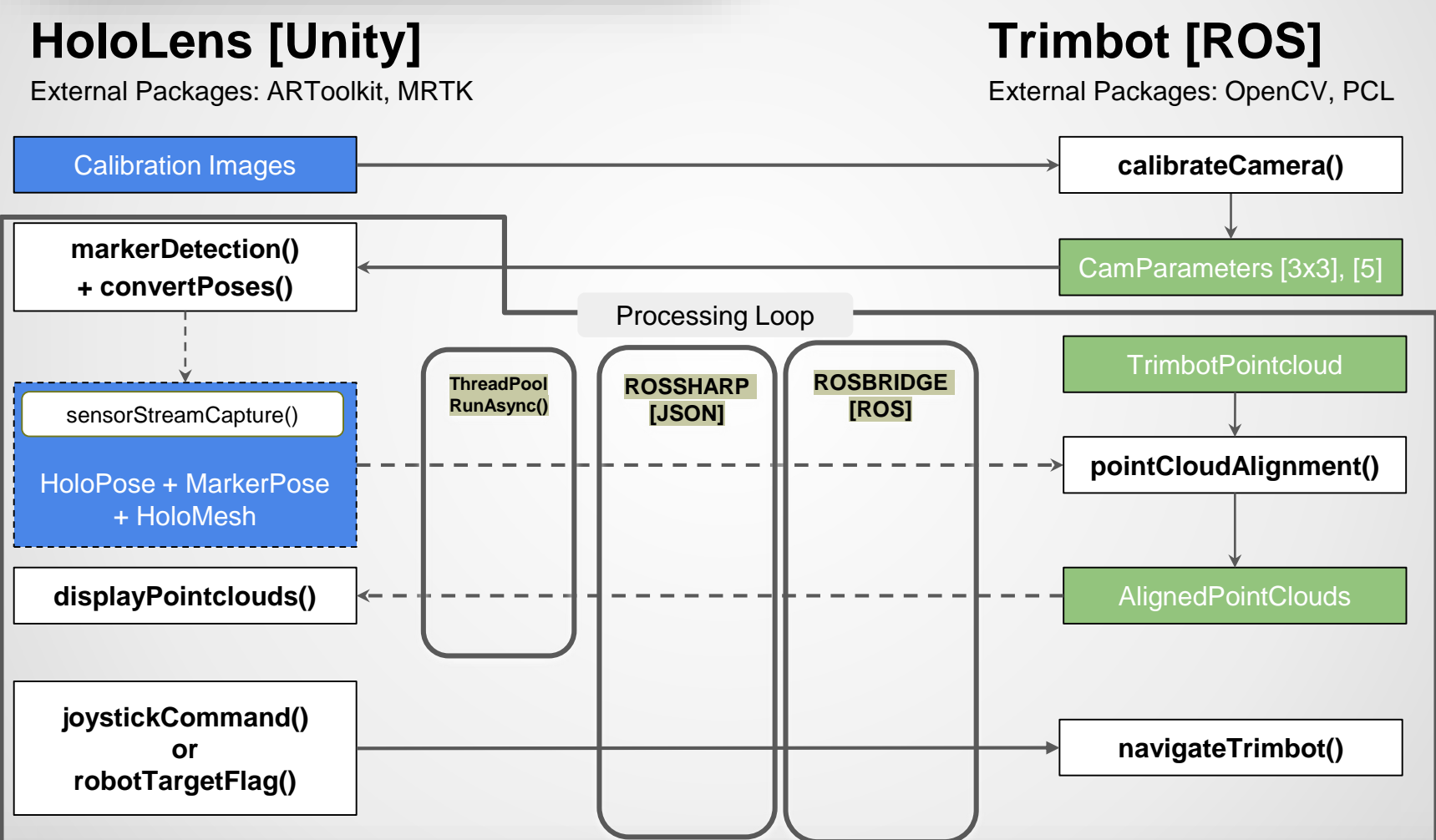
The detected marker pose is used to **update the transformation** between the **robot's marker** and the **HoloLens world frame**.

Then, the **overall transformation** is achieved by multiplying all the transformations in the tree from the SLAM origin down to the HoloLens.

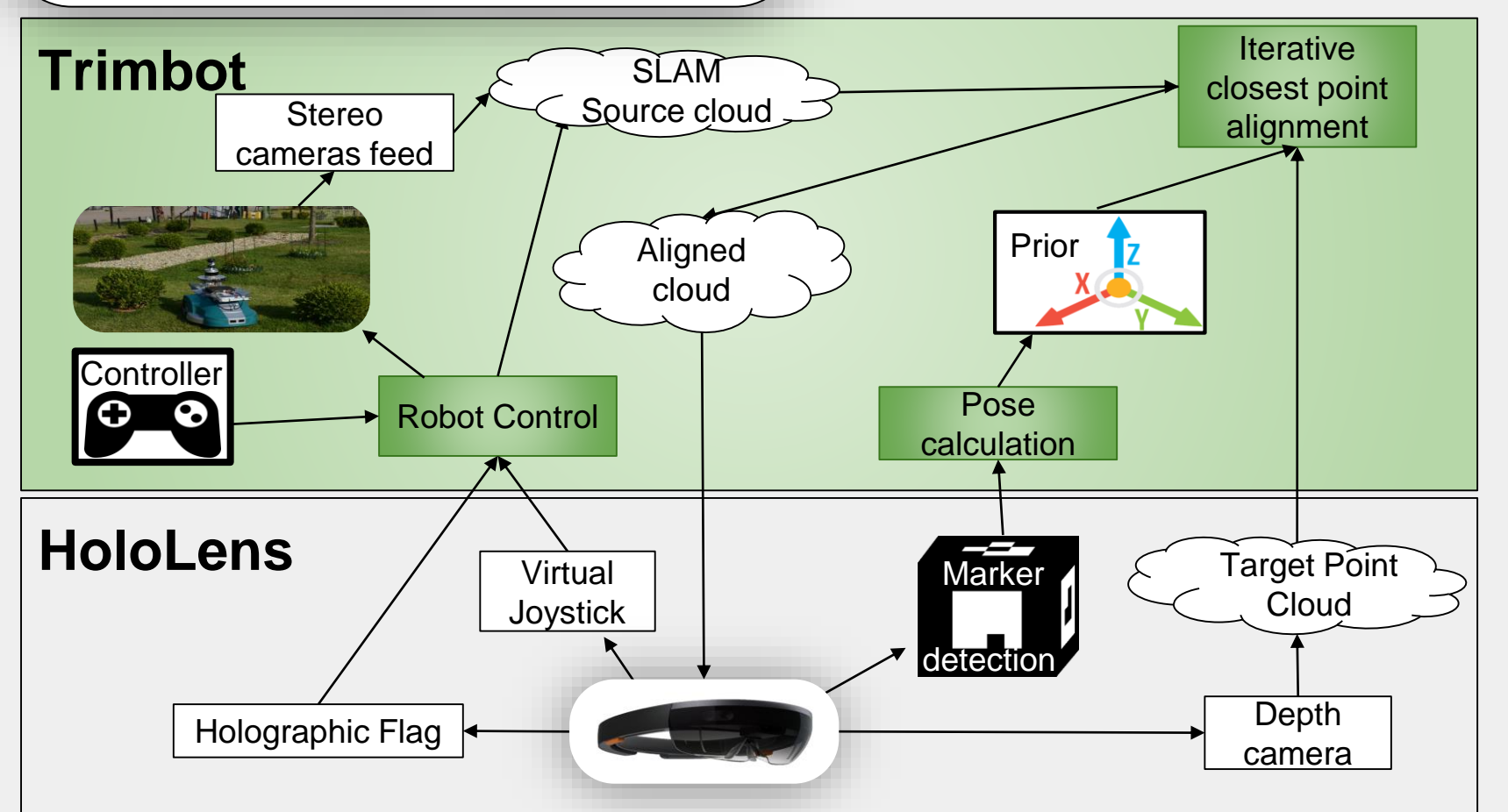
**Problem:**  
If the trimbot **moves** but the marker pose **fails to update**, for example when the markers are not visible to the cameras of the HoloLens, then the transformation becomes invalid.

**Solution:**  
We calculate the transformation only **after updating** the marker pose and **store it externally**.

## Communication

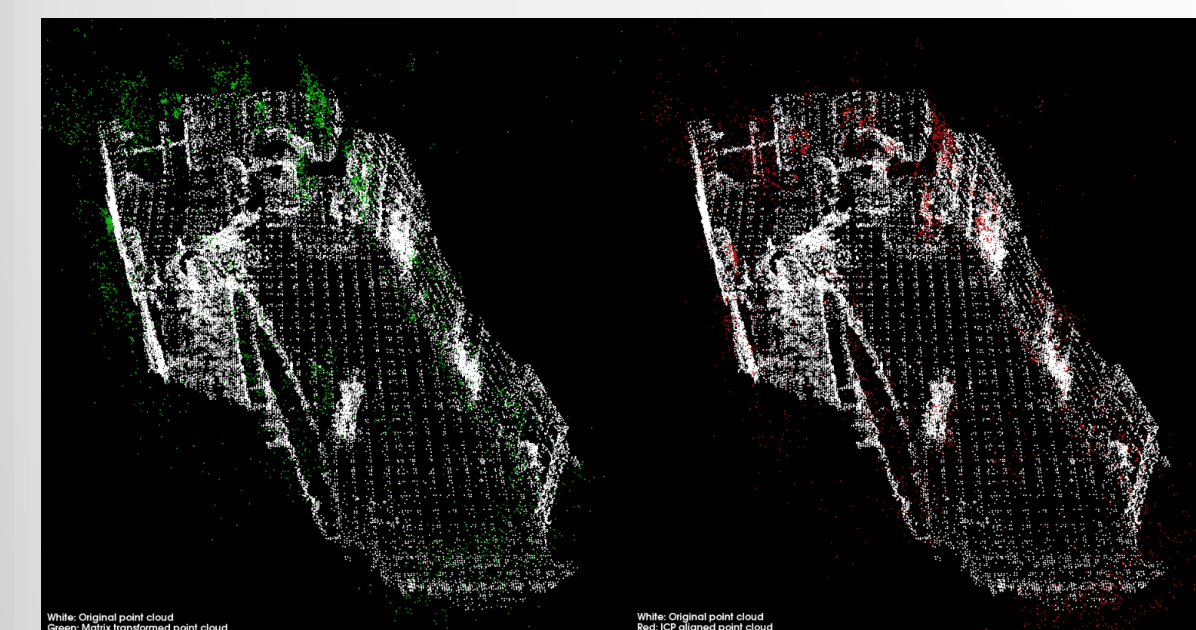
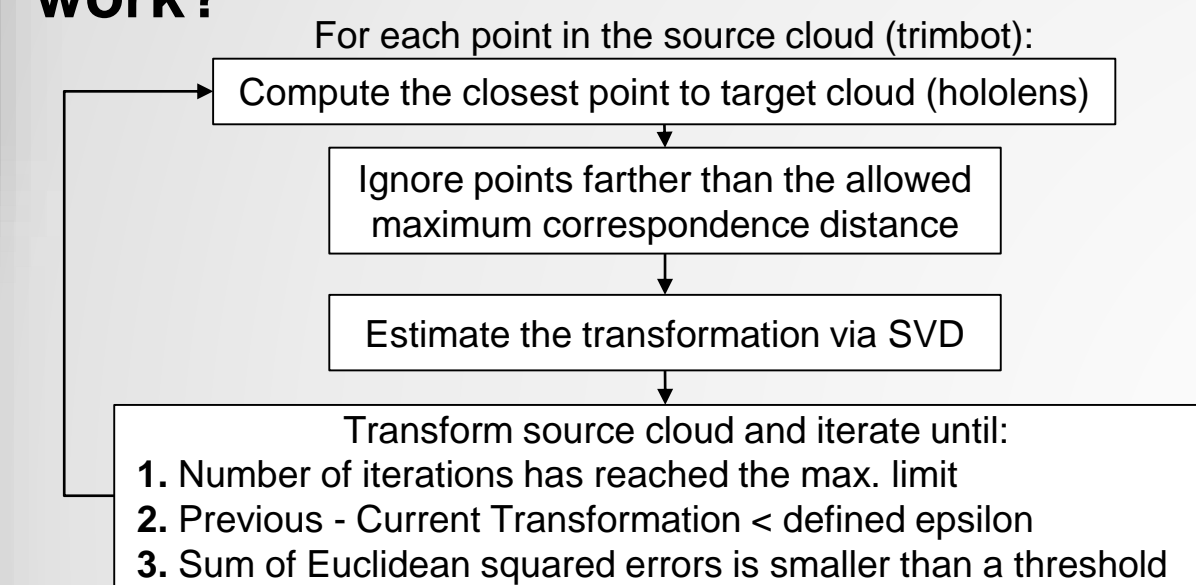


## Processing Pipeline



## Alignment

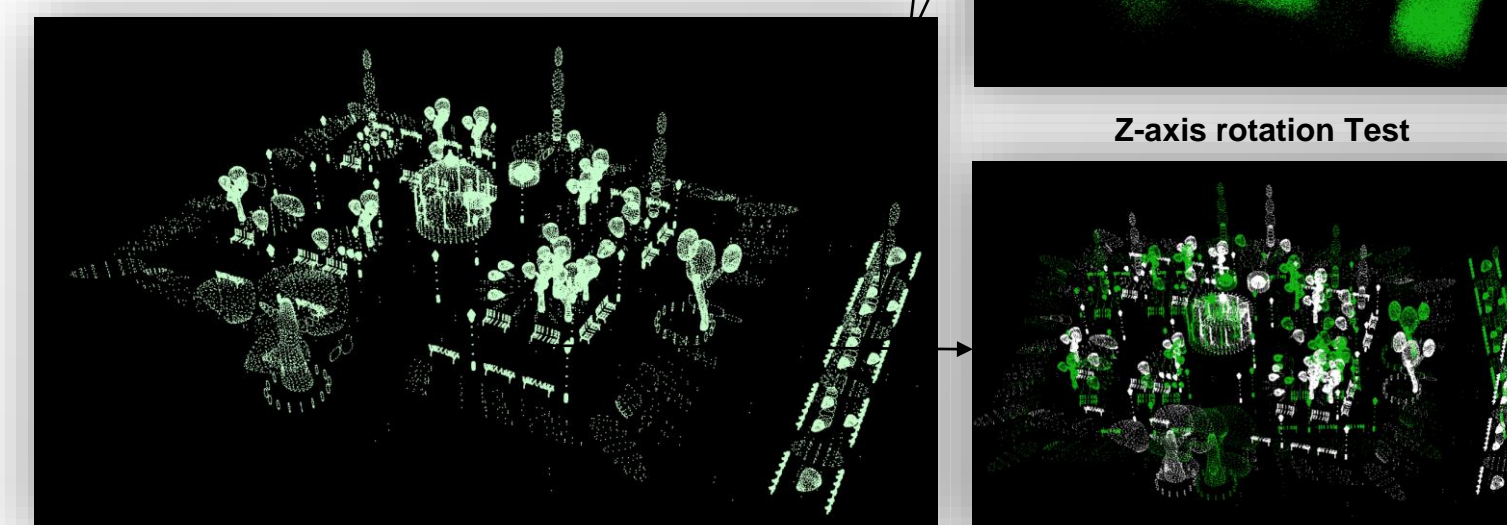
### How does Iterative Closest Point (ICP) work?



## Synthetic data set tests

Without an available dataset to work with, a synthetic point cloud was used to test the limitations of the ICP algorithm. The target cloud was fixed and tested with different scenarios transforming an identical source cloud.

- Sparsity**
    - Source cloud with 5% of points in target
    - 50k points in target vs. 2.5k points in source
  - Noise**
    - Apply 1 meter random noise in X,Y & Z to each point
  - (X,Y,Z) -Translation**
    - Translate source cloud 10m in X,Y & Z
  - Z-rotation (θ)**
    - Rotate source cloud
- Test different combined scenarios**
- ICP convergence most sensitive to rotation,
    - Max rotation for correct alignment 15°
  - Computation time most sensitive to sparsity
  - For max. translation, rotation, noise and 95% point reduction, average computation time below 1.0s



## References

- [1] J. Yang, H. Li, and Y. Jia. Go-ICP: Solving 3D registration efficiently and globally optimally. In ICCV, 2013
- [2] P. J. Besl and N. D. McKay. A method for registration of 3-D shapes. TPAMI, 14(2):239–256, 1992
- [3] Point Cloud Library (PCL): Pcl::IterativeClosestPoint< PointSource, PointTarget, Scalar > Class Template Reference, docs.pointclouds.org/trunk/classpcl\_1\_1\_iterative\_closest\_point.html
- [4] The Trimbot2020 project. <http://trimbot2020.webhosting.rug.nl/>
- [5] Zhengyou Zhang. A Flexible New Technique for Camera Calibration, 1998
- [6] Microsoft Mixed Reality Toolkit for Unity. <https://microsoft.github.io/MixedRealityToolkit-Unity/Documentation/GettingStartedWithTheMRTK.html> and <https://github.com/microsoft/MixedRealityToolkit-Unity>
- [7] Microsoft HoloLens (1st gen) and immersive headset tutorials. <https://docs.microsoft.com/en-us/windows/mixed-reality/holograms-100>
- [8] Long Qian. HoloLens ARToolKit:Marker tracking using the front-facing camera of HoloLens and Unity3D, with a wrapper of ARToolKit built for UWP. <https://github.com/qian256/HoloLensARToolKit> and <http://longqian.me/2017/01/20/artoolkit-on-hololens/>