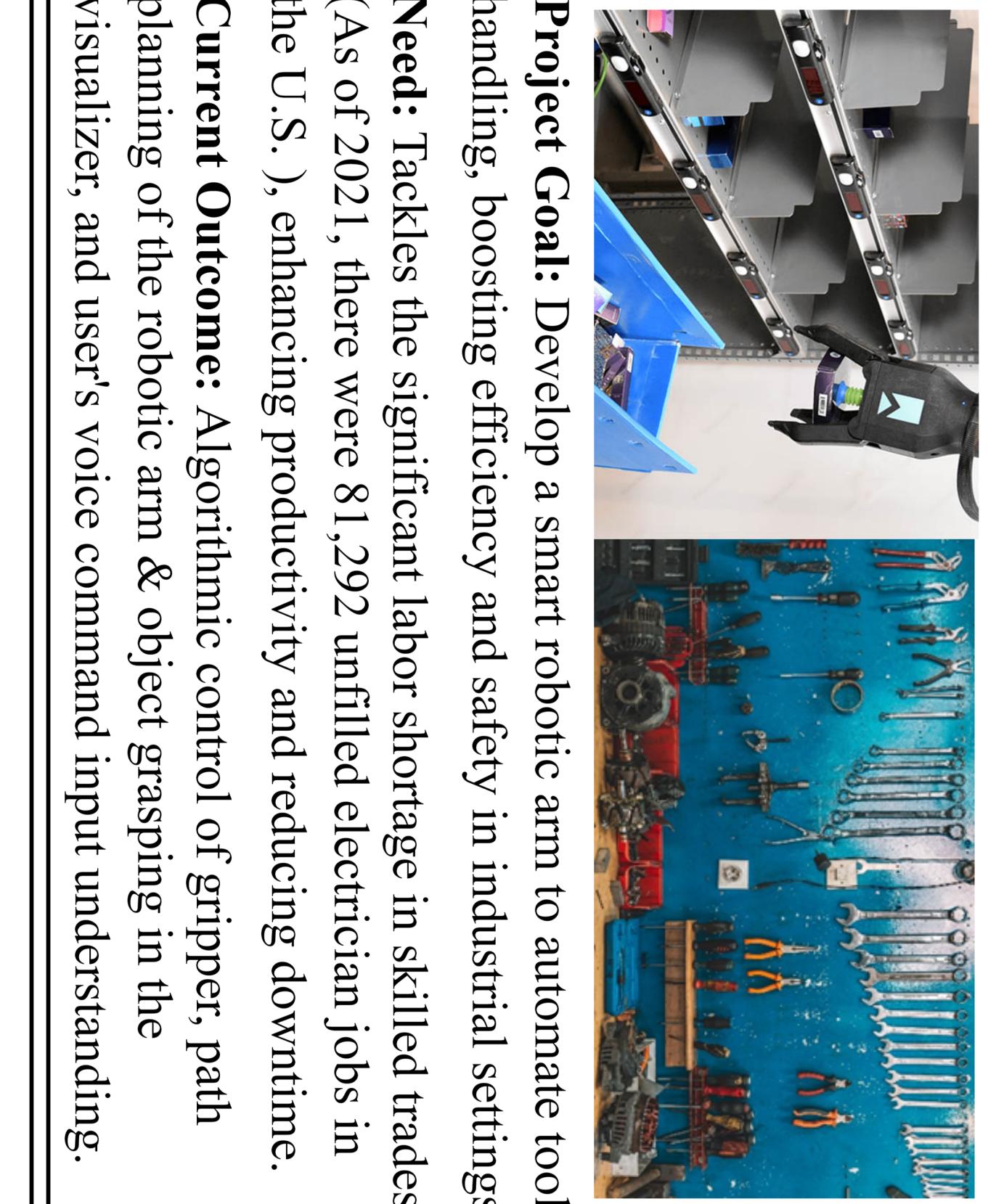


Introduction

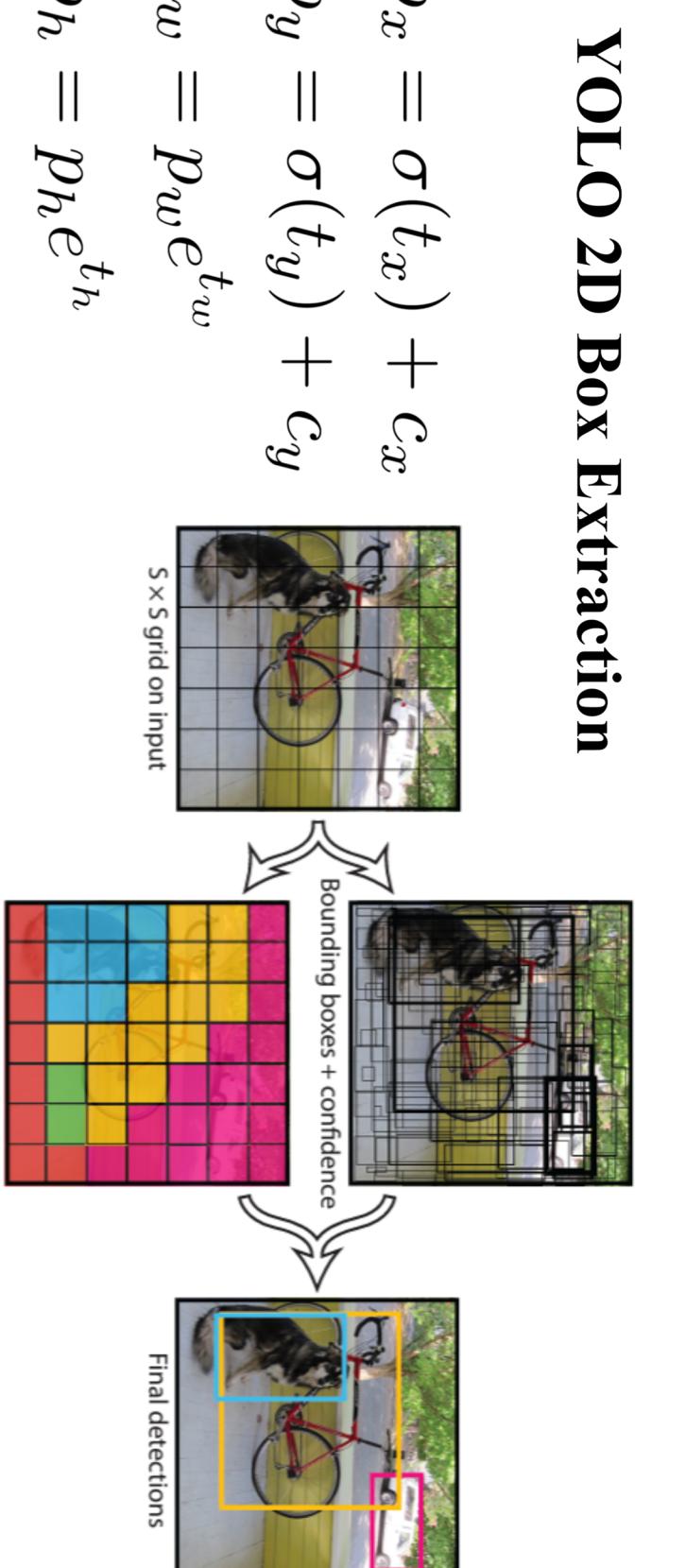


Project Goal: Develop a smart robotic arm to automate tool handling, boosting efficiency and safety in industrial settings.
Need: Tackles the significant labor shortage in skilled trades (As of 2021, there were 81,292 unfilled electrician jobs in the U.S.), enhancing productivity and reducing downtime.
Current Outcome: Algorithmic control of gripper, path planning of the robotic arm & object grasping in the visualizer, and user's voice command input understanding.

Perception Module

- Uses Intel RealSense D405 RGBD camera and YOLOv5 2D object detector

- Converts 2D pixels corresponding to the detected bounding box to 3D point clouds in the camera frame
- Uses RANSAC to segment the table from objects
- Calculates object centroids and table height
- Transform the Frame & visualize point clouds in RViz



YOLO 2D Box Extraction

$$\begin{aligned} b_x &= \sigma(t_x) + c_x \\ b_y &= \sigma(t_y) + c_y \\ b_w &= p_w e^{t_w} \\ b_h &= p_h e^{t_h} \end{aligned}$$

PostProcessing: Camera Pixel to Cartesian Point Cloud

Require: Depth array (D) filtered by bounding box, camera intrinsic parameters (f_x, f_y, c_x, c_y)

for each row V from 1 to D_{rows} do

 for each column U from 1 to D_{cols} do

$Z = D[V, U]$

$X = (U - c_x) * Z / f_x$

$Y = (V - c_y) * Z / f_y$

$points.append([X, Y, Z])$

Algorithm 2 Iterative RANSAC for Segmenting Objects from Table

Given:
 D – A set of data points.

N – The minimum number of points required by the model.

ϵ – The threshold for a point to be considered an inlier.

iterations = 1 to do

 maybeInliers = random-sample (data, N)

 maybeModel = fit.model(maybeInliers)

 nInliers = 0

 for point in data do

 distance = calculate-distance (point, maybeModel)

 if distance < ϵ then

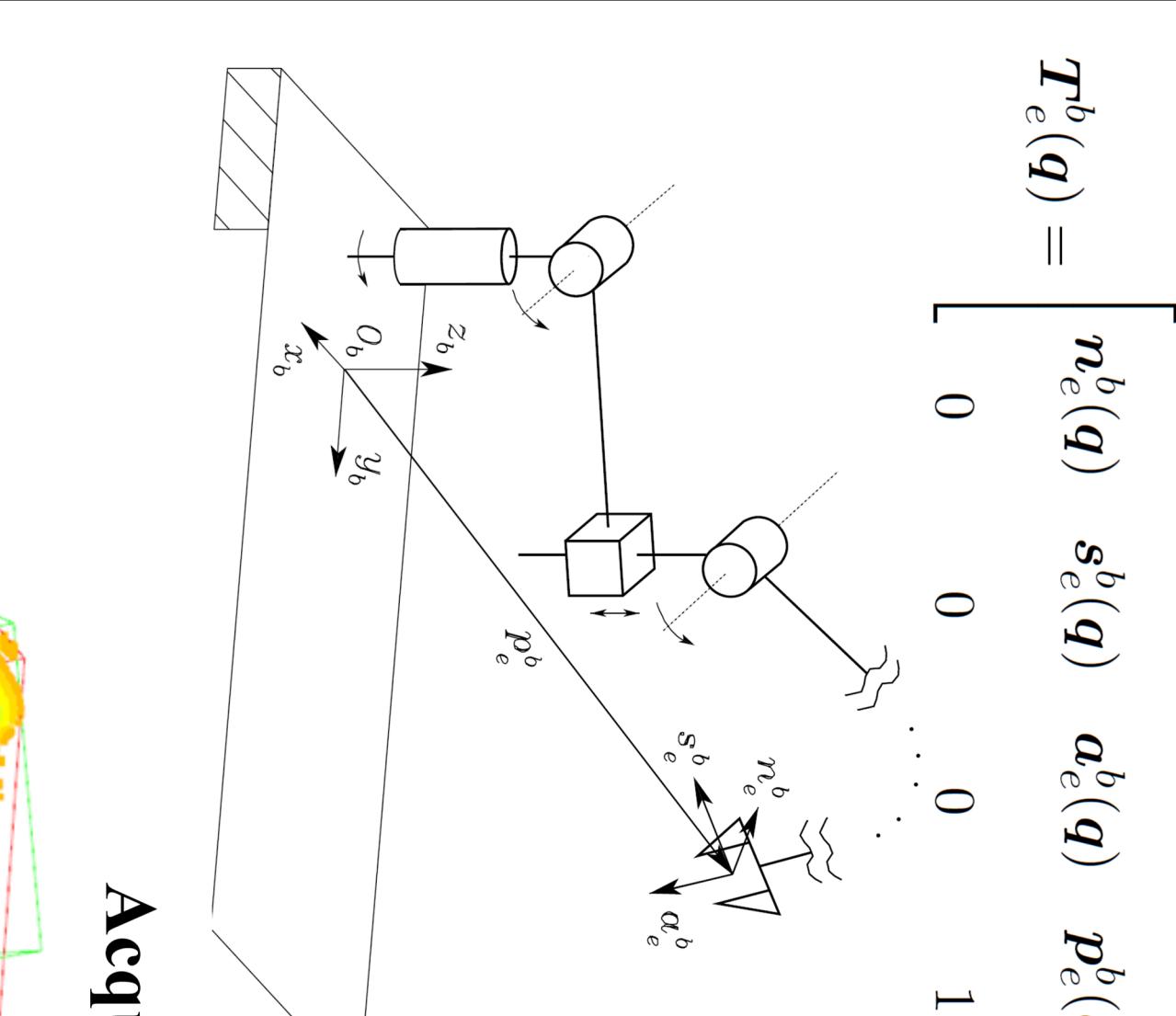
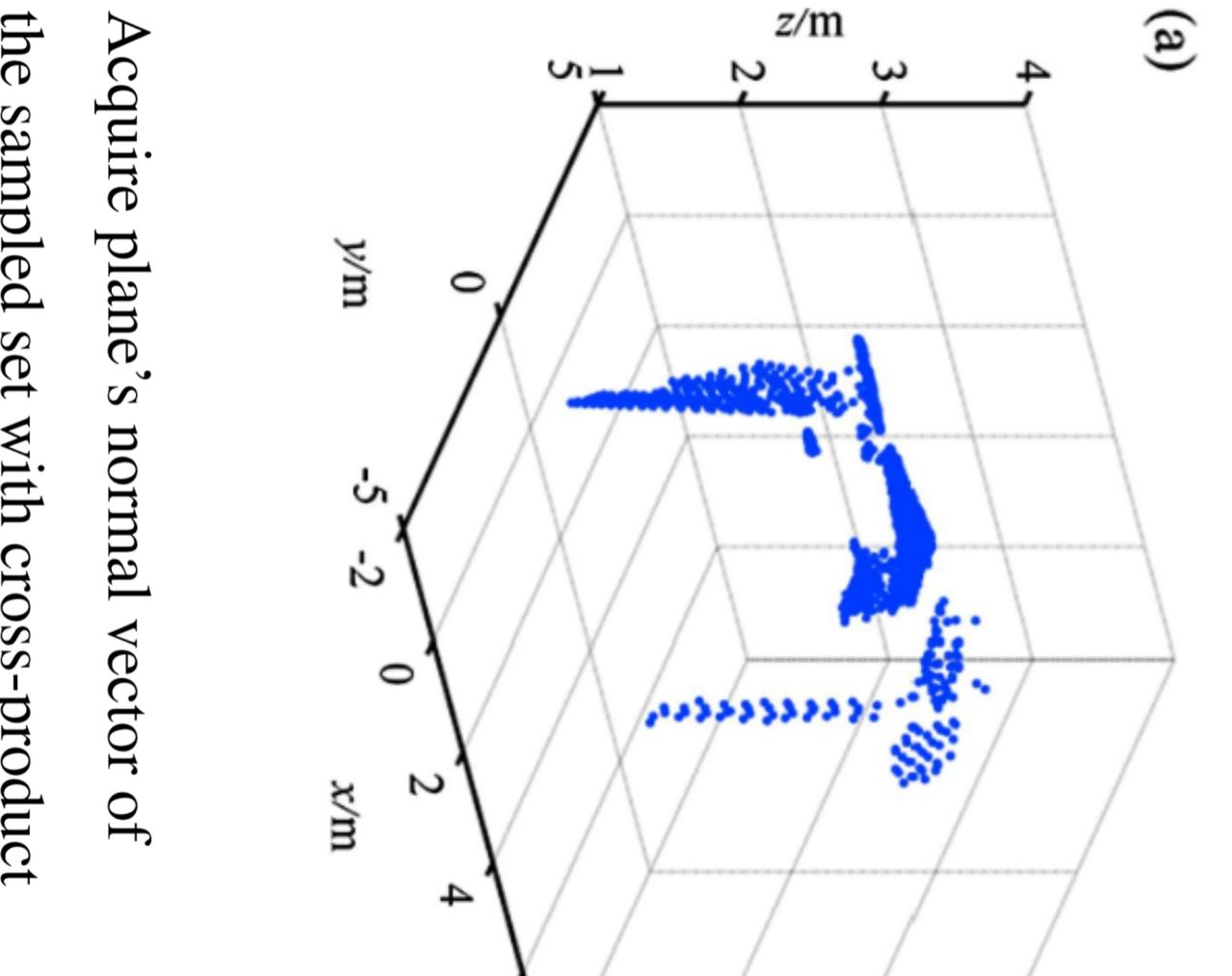
 nInliers += 1

 if nInliers > bestInliers then

 bestInliers = nInliers; bestModel = maybeModel

 bestOutliers = $D \setminus bestInliers$

return nInliers, outliers



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where $A_e^{e-1} = \begin{bmatrix} R_e^{e-1-T} & a_e^{e-1} \\ 0 & 1 \end{bmatrix}$

Forward Kinematics
 Transform objects detected by camera from camera frame to world frame.

$$\Delta q = - (J^T J + \lambda I)^{-1} J^T e$$

$$q^* = \arg \min_q \|X_d - X(q)\|^2$$

$$q_{\text{new}} = q + \Delta q$$

Each transformation is dependent on robot setup (urdf) and joint's angle.

$e = X_d - X(q)$ is sufficiently reduced.

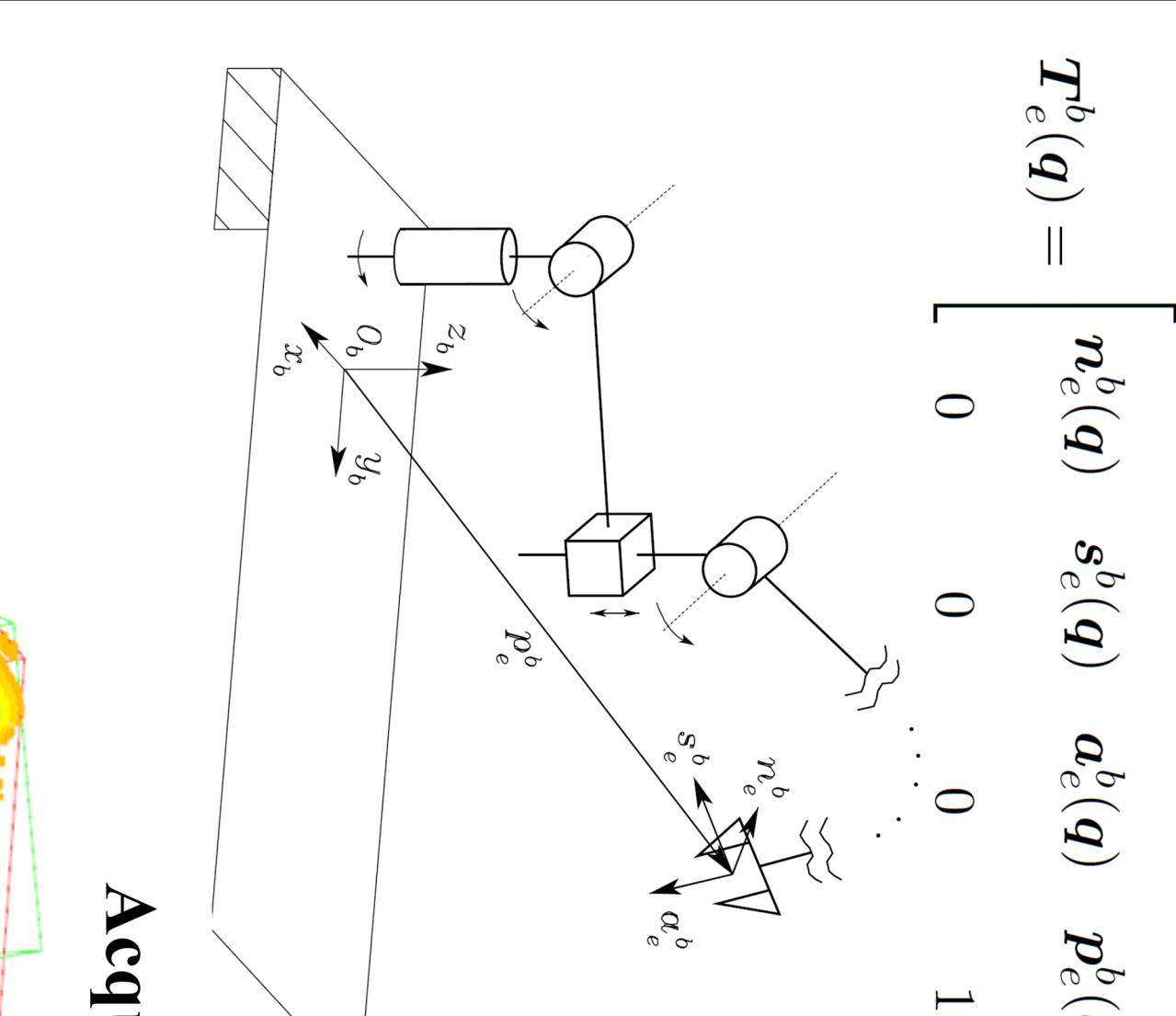
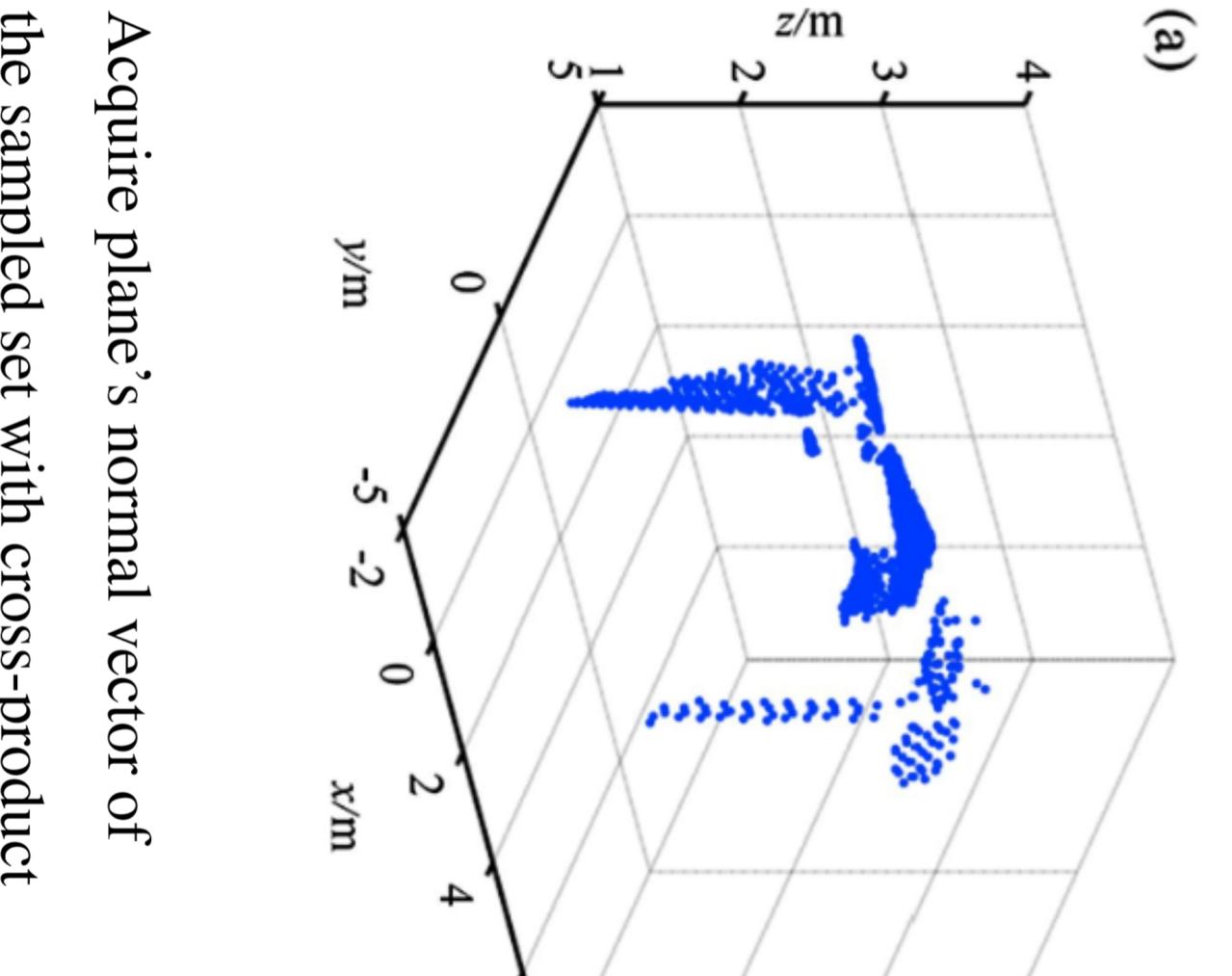
Inverse Kinematics
 Given gripper global position, solve joints angles in the robotic arm to achieve desired position.

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Iteratively solve until the error $e = X_d - X(q)$ is sufficiently reduced.

Planning Module



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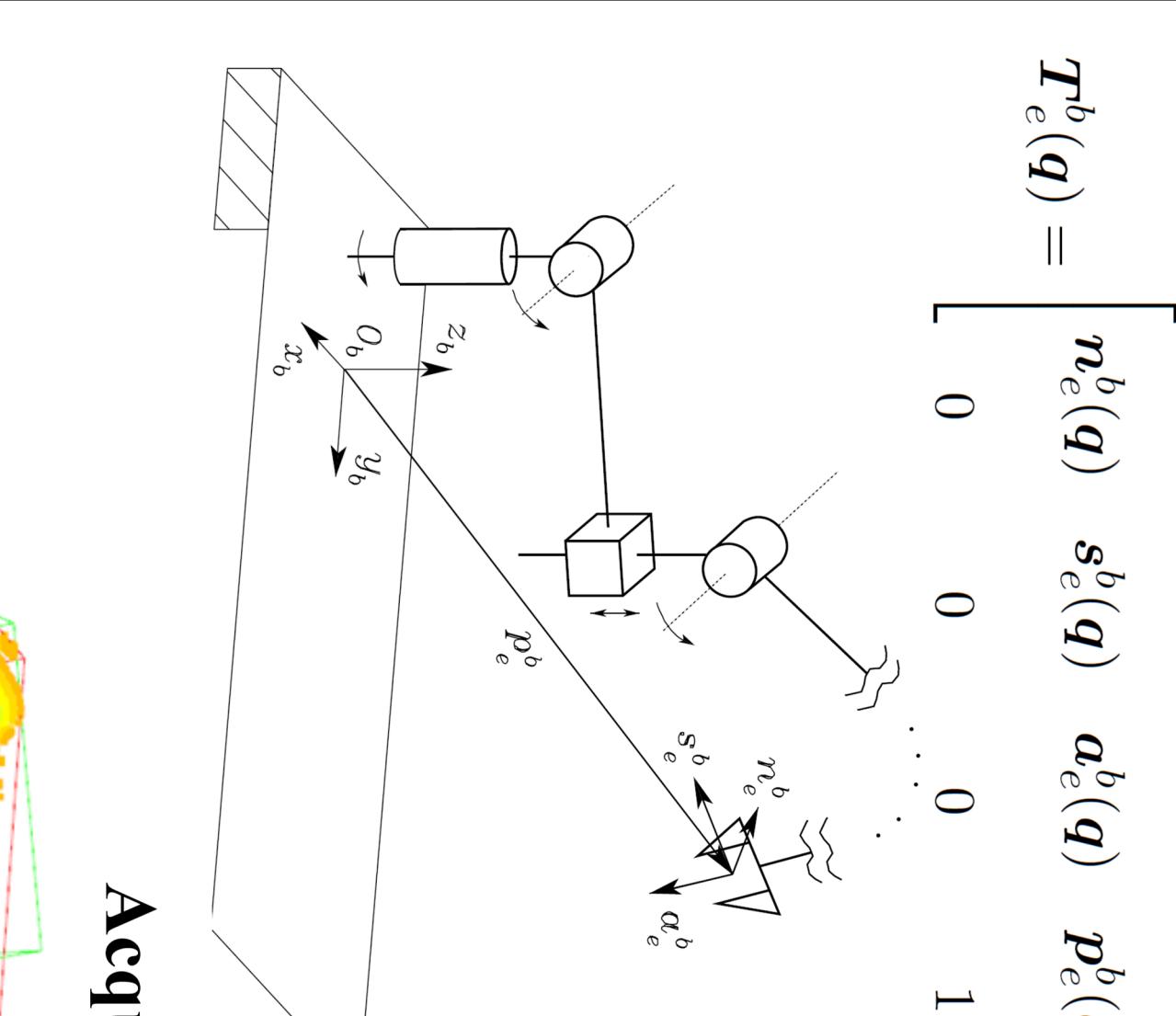
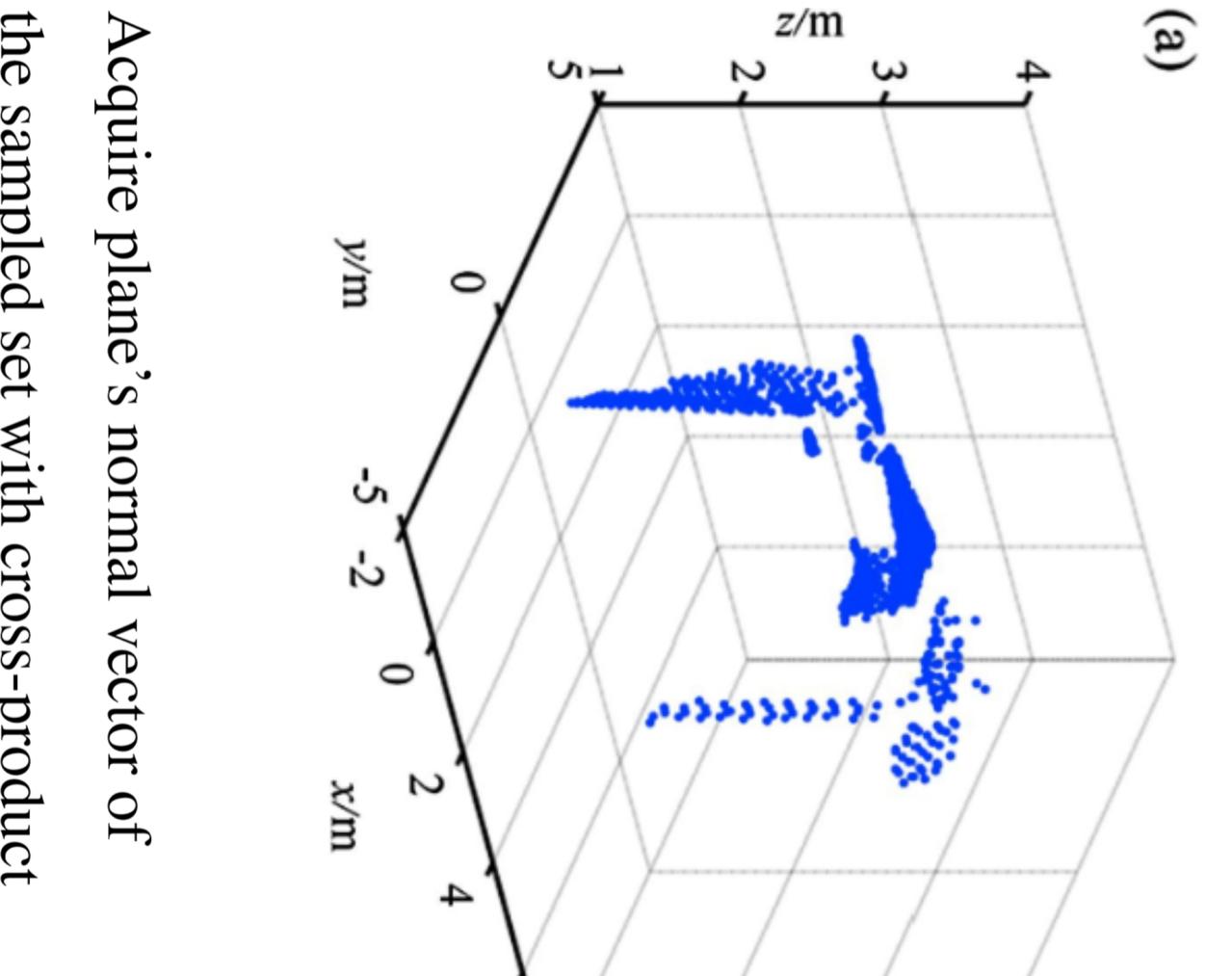
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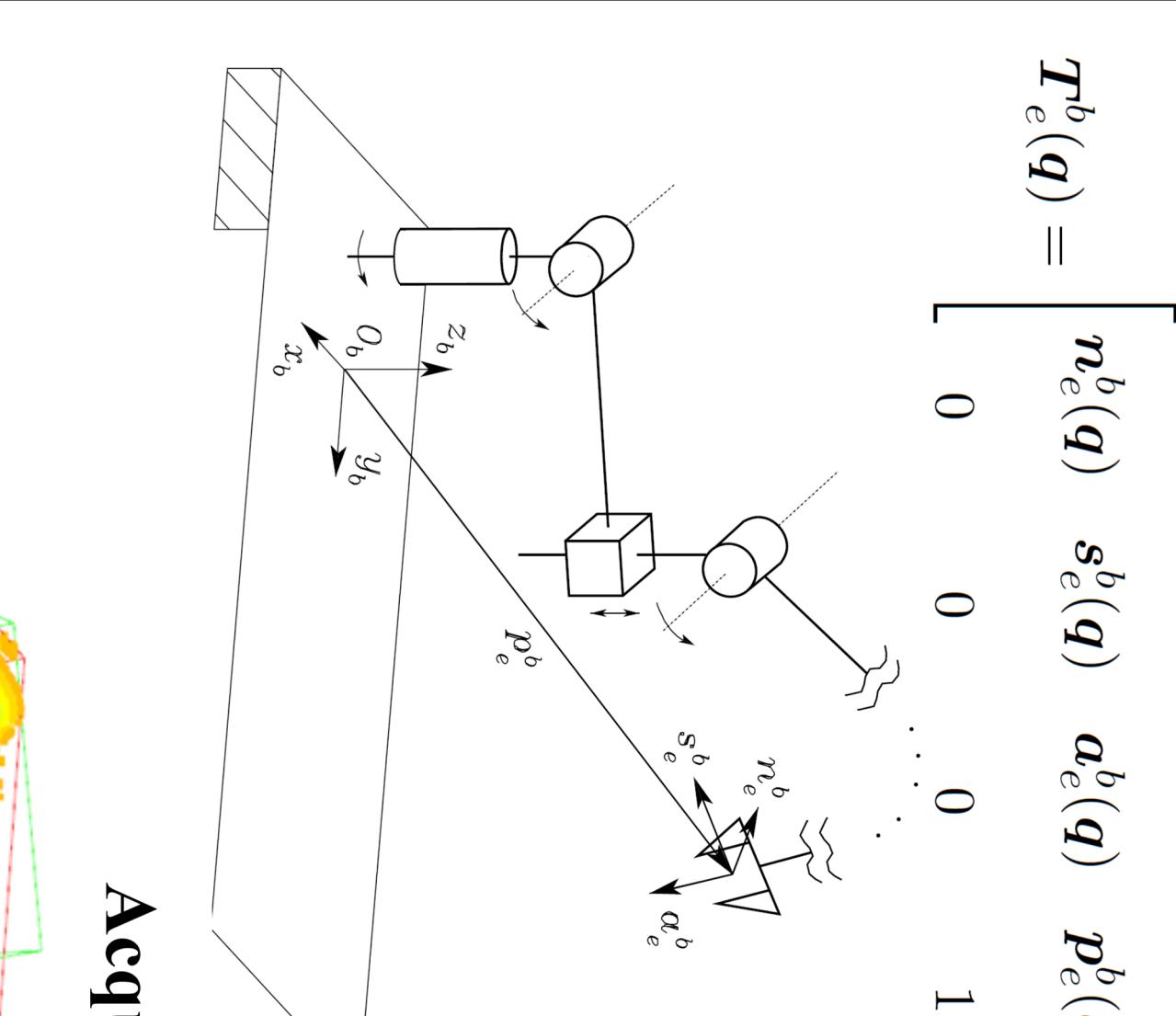
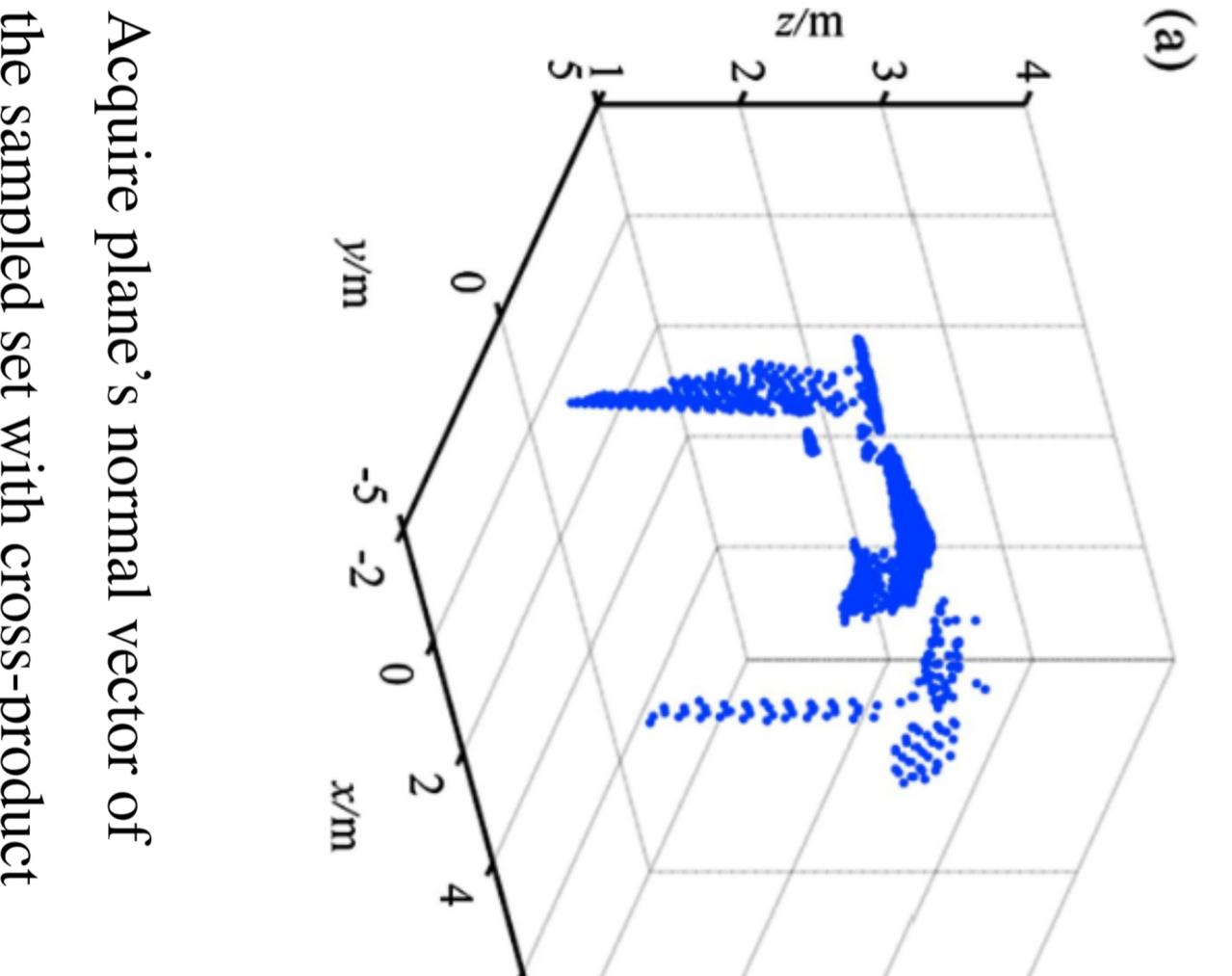
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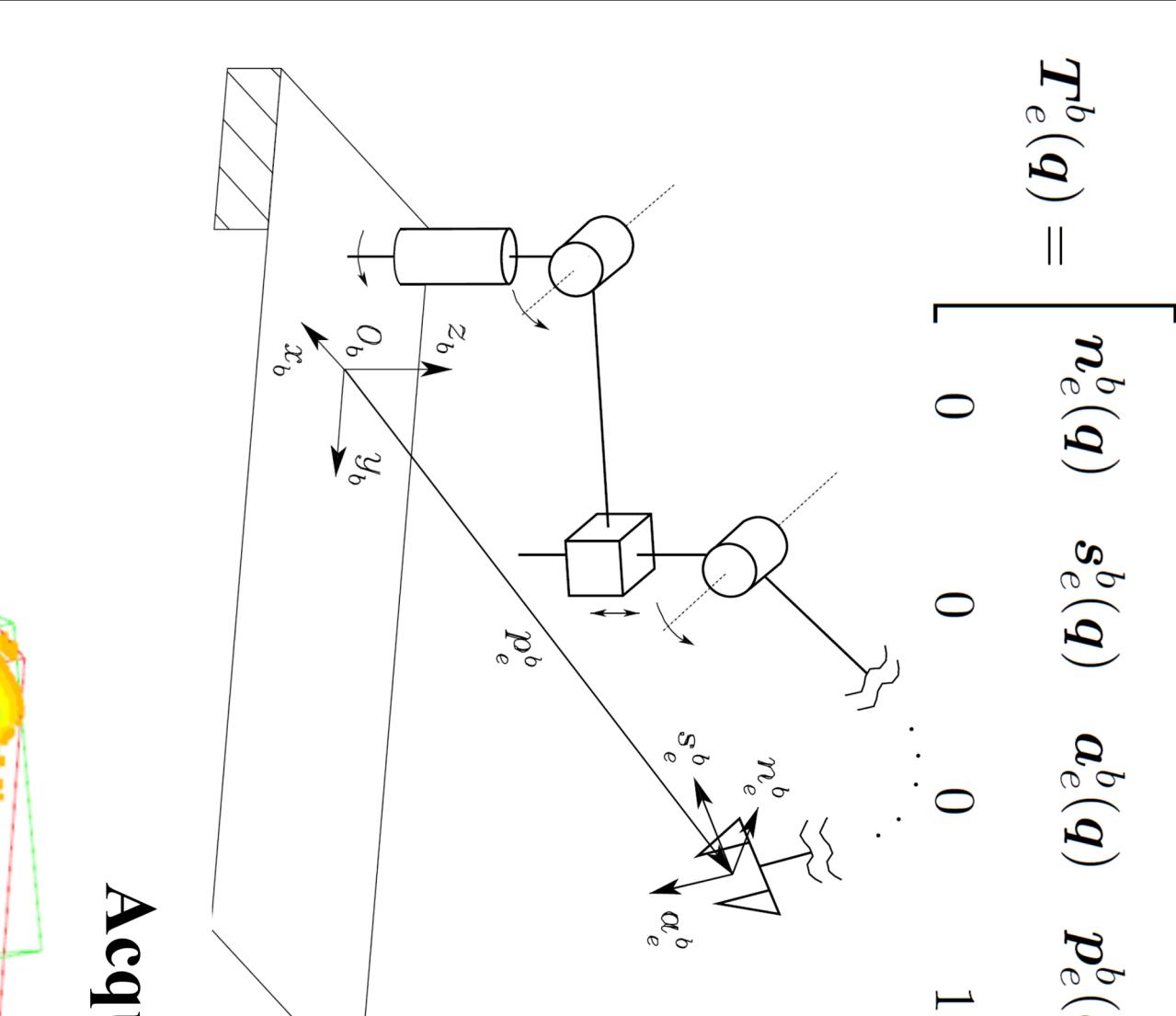
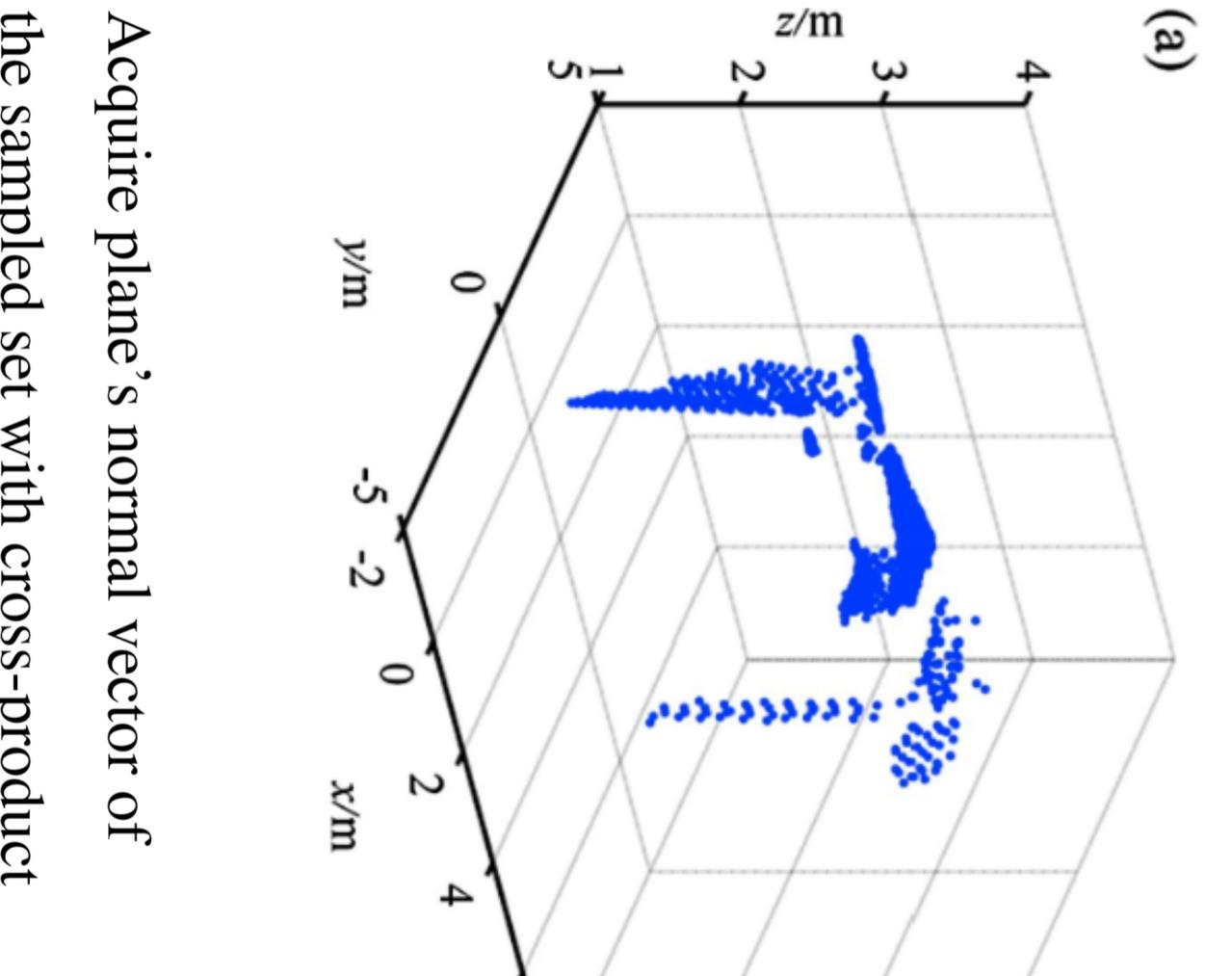
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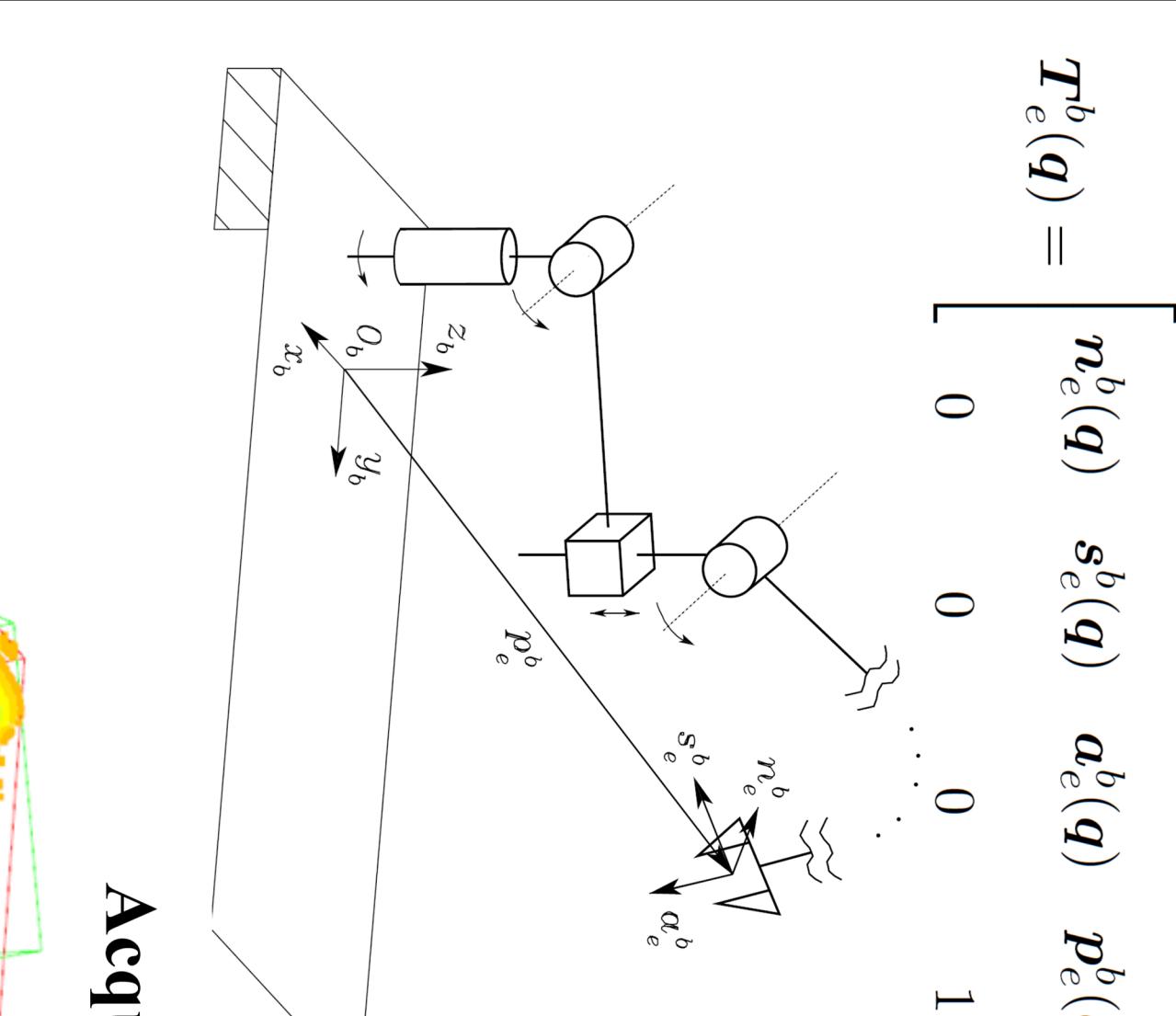
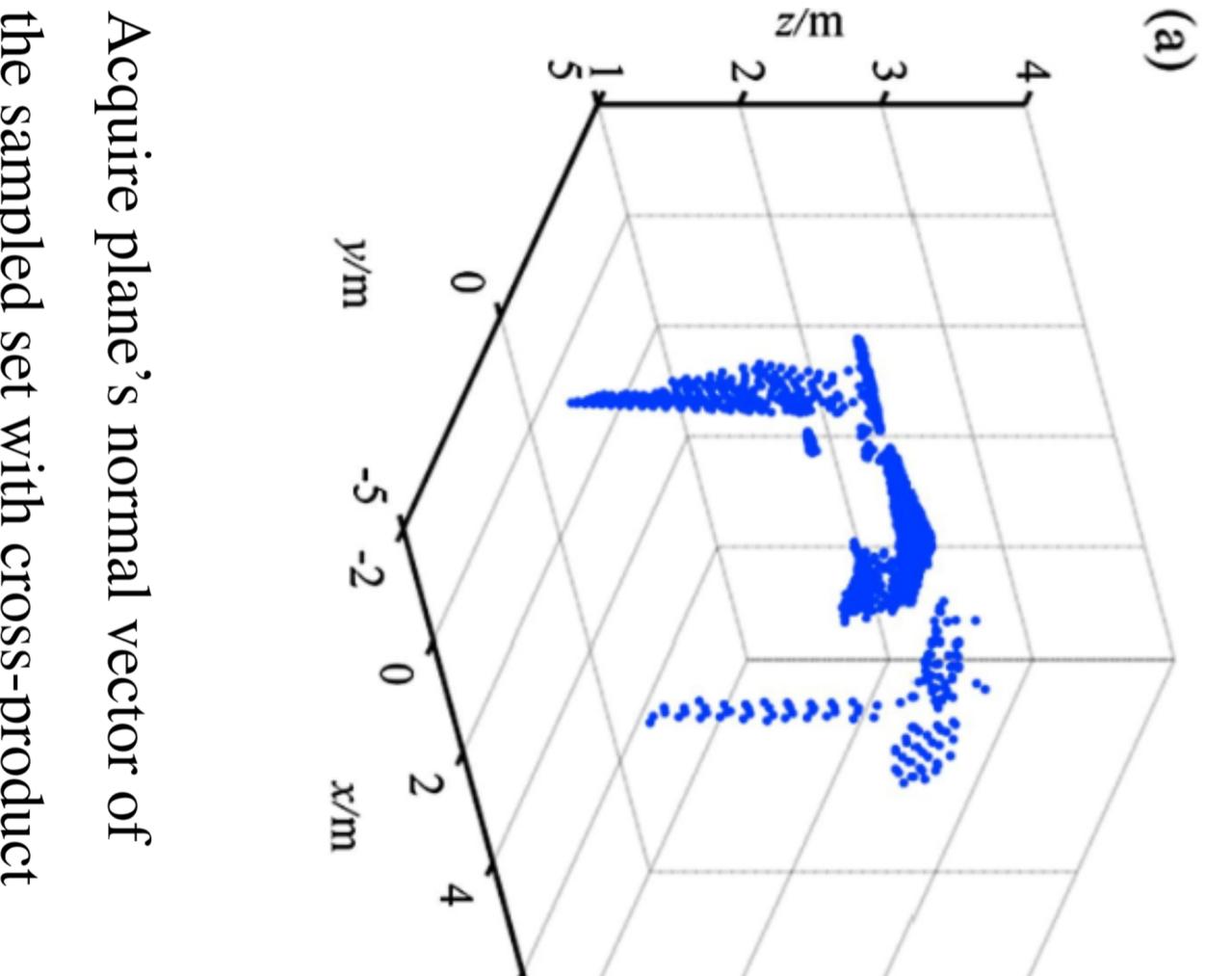
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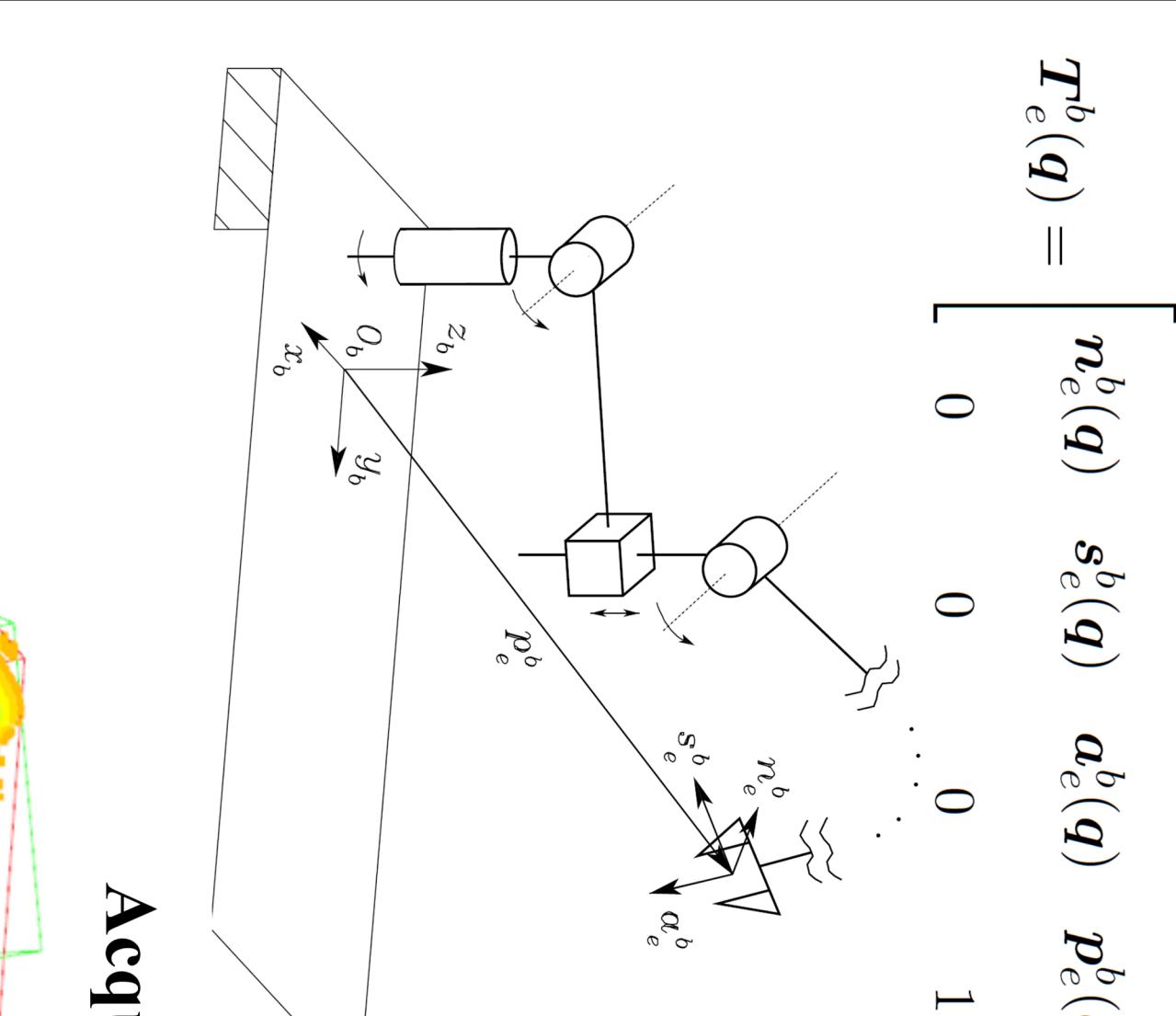
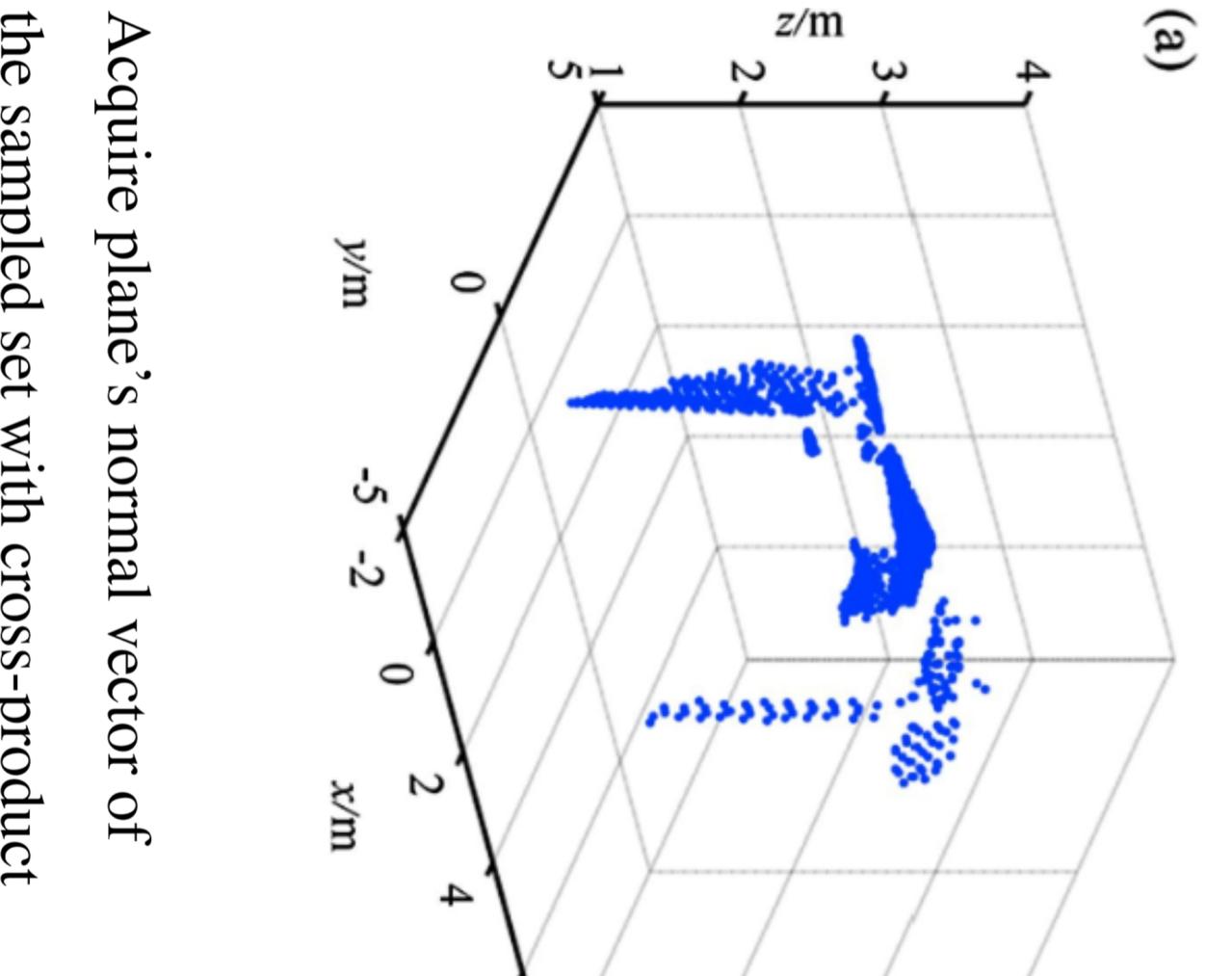
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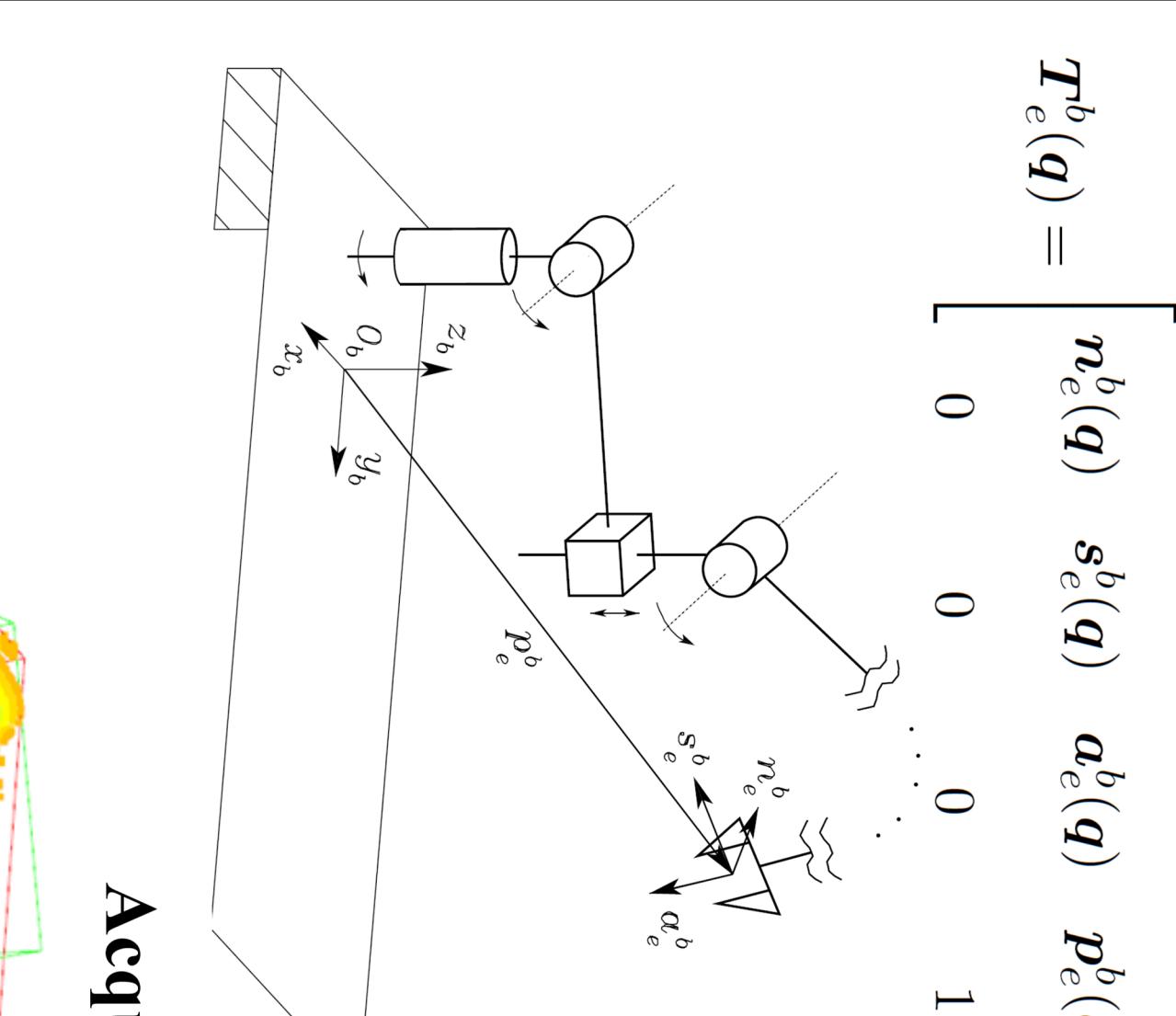
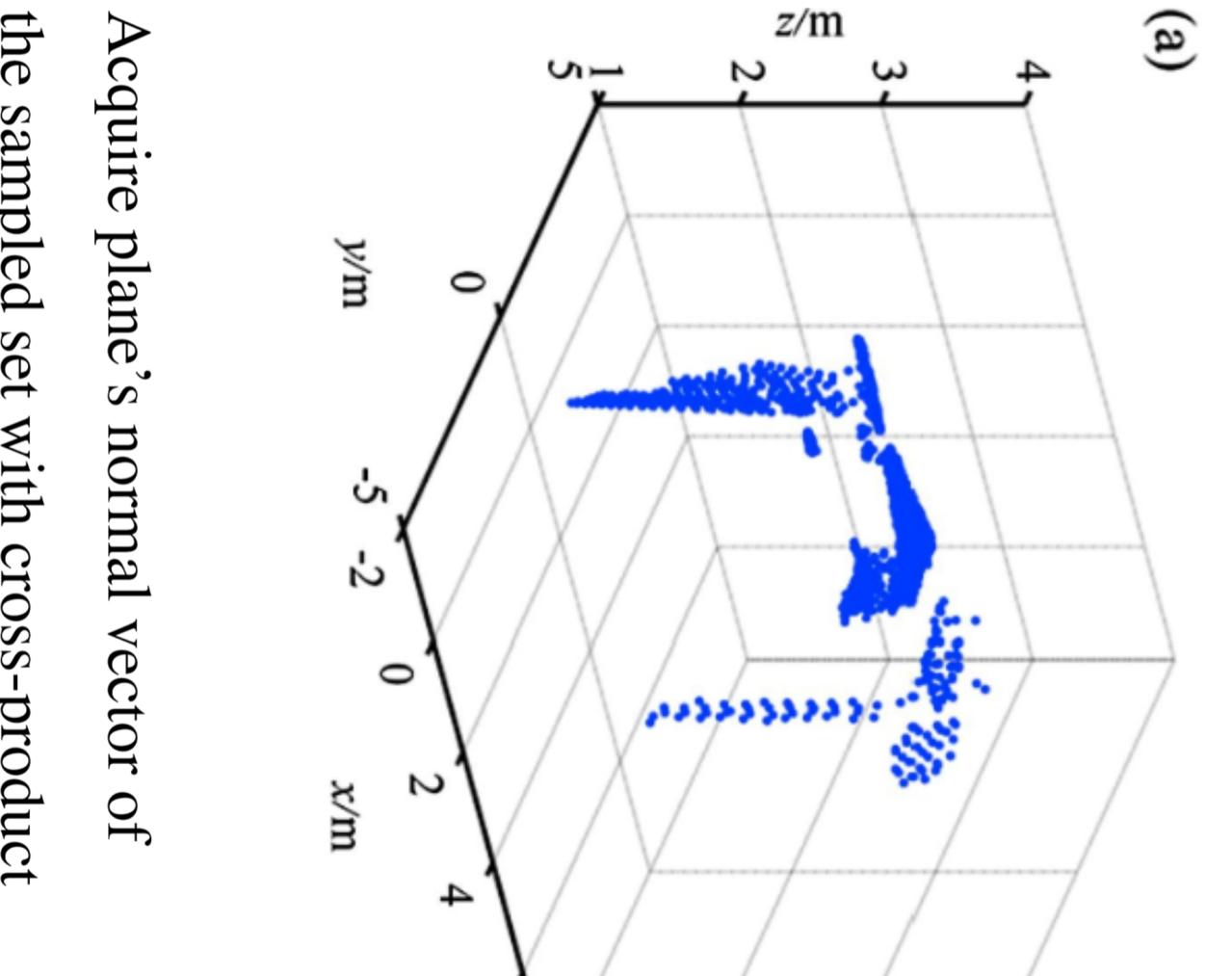
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