Robotic Touch:

A Unified Representation for Tactile-Based Assessment of Geometric and Mechanical Properties of Objects

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Motivation

The majority object identification techniques applied in robotics use shape as the salient feature for classification, which does not take advantage of the **rich data available from the object's material properties**. Identification of the **material properties** of objects is crucial for both **robot-environment and robot-human interaction**. Alongside the ability to identify objects, tactile-based robotic control is essential in how both humans and robots are able to grasp and manipulate objects [1]. Humans do hold eggs in the same way that they hold whisks!

Object identification using computer vision is not always possible; for example, due to occlusion or poor lighting. It is also nearly impossible to identify visually similar but materially different objects through vision alone, such as a fully inflated ball compared to a flat one.

Objective

To **identify the material stiffnesses of geometrically simple objects** using a gripper equipped with a tactile sensor.

To apply this in order to **discriminate between geometrically similar objects of different**

Hardware and Experiments

Hardware:

A Franka Emika Panda **7 degree of freedom robotic arm** equipped with a two finger gripper was used to gather data. The gripper pads were replaced by two 3D printed fingers affixed with the **CySkin tactile sensor** (skin). The skin consisted of 78 tactile elements (taxels) that produced a response according to the pressure applied. A custom ROS-based (Robot Operating System) software architecture was implemented to integrate the arm, gripper and skin for control and data collection.

Figure 1: Franka Erika Panda Arm and CySkin Tactile Sensor

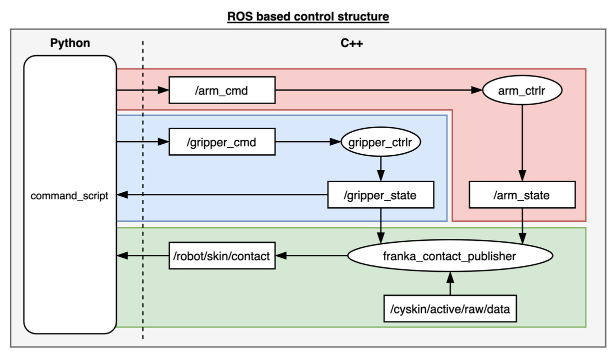

Figure 2: Software architecture for integration of the arm, gripper and skin

Experimental Setup:

Five custom test objects of different stiffnesses were designed for testing. A human-like **'squeezing' exploratory procedure** was used [2]. In each experiment, the object was placed between the gripper fingers and **incrementally compressed** a set number of times, pausing at each width.

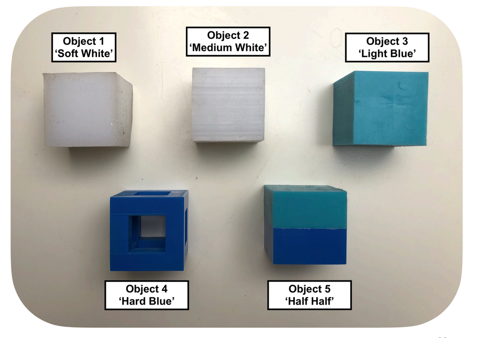

Figure 3: Test objects - Objects 1 to 4 increase in stiffness

Model-Based Approach

Our model-based approach used **Hooke's Law** to model the stiffness of the object at many locations on the object. These **local stiffnesses** were then combined to estimate the **global stiffness** of the object as a whole. An **augmented point cloud** of the object was then generated, which contained both geometric and stiffness information.

Machine Learning-Based Approach

The machine learning approach aimed to classify our test objects using a **single snapshot** of gripper and taxel information (a **haptic frame**). Redundancy of some features (taxels), dimensionality reduction was performed using **Principal Component Analysis** (PCA) projection. Several algorithms were applied and their performances compared.

Methods

Hookean Model:

Objects under test were modelled as linear springs under each taxel that followed Hooke's Law.

Assumptions:

Simplifying assumptions about the behaviour of the object, the gripper fingers and the lycra that covered them included:

- Force was applied over equal area for every taxel.
- The deformation of the lycra and the fingers was was negligible compared to that of the object.
- Objects deform in the **linear part of a force-displacement curve**.

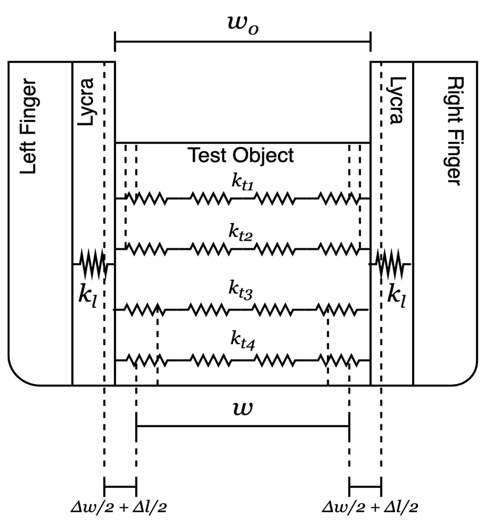

Figure 4: Hookean stiffness model

Modelling Equation:

This resulted in a final static modelling equation for the stiffness of the object at each taxel in contact in terms of the taxel's response, r_t, and the gripper displacement, Δw:

$$r_t = k_t \cdot \Delta w + b$$

Therefore, the **object's stiffness at a taxel location (local) is equal to the gradient, k_t, of the taxel response plotted against the gripper displacement**. The local estimates can then be combined to estimate the stiffness of the entire object (global).

Machine Learning Models:

Three supervised and one unsupervised algorithms were implemented to classify data based on a **single haptic frame** (consisting of the set of taxel responses as well as the gripper width at one instant in time). They were:

- Random Forests (RFs)
- K-Nearest Neighbours (KNNs)
- Support Vector Machines (SVMs)

Supervised

- K-Means Clustering

Unsupervised

These algorithms have been previously shown to perform well when applied to haptic data [2], [3], [4]

Given the ability to classify based on a single haptic frame, accuracy could then be further increased by taking a **majority vote** from a series of haptic frames from a grasp.

PCA Projection:

Given haptic data often has a high degree of redundancy [2], [3], PCA projection was chosen as a **dimensionality reduction** technique to project the data onto the three principal axes that showed the highest variance. This also allowed haptic frames for different objects to be **visualised in three dimensions**.

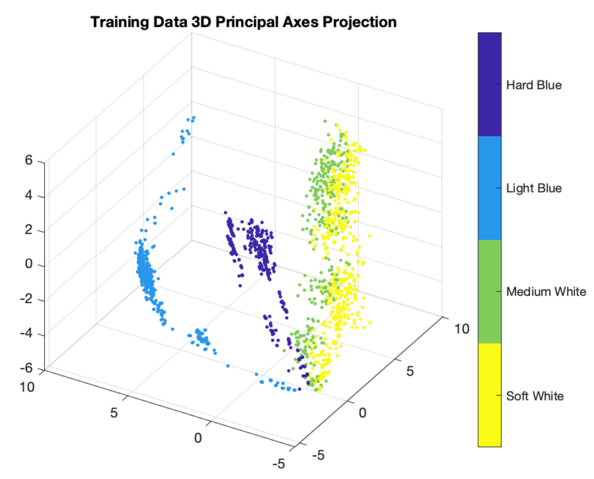

Figure 8: PCA Projection of training data - observably separable

Results

Filtering of raw data:

A series of threshold based filters were applied to the data for each taxel. These had the effect of:

- Removing data points from when the gripper was moving (dynamic points).
- Removing 'sparse' data from taxels that did not make good contact.

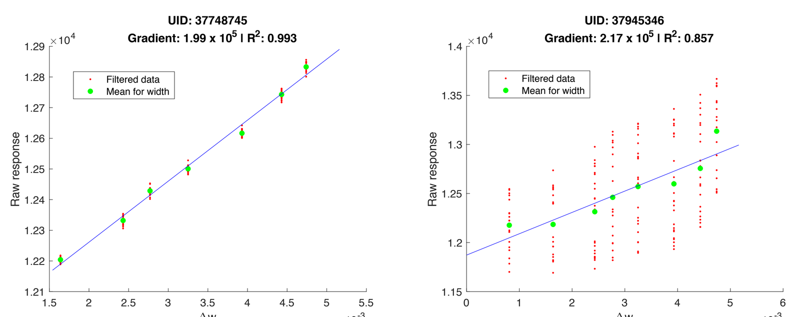

Figure 5: Response v. Gripper displacement plots for two typical taxels (Object 1)

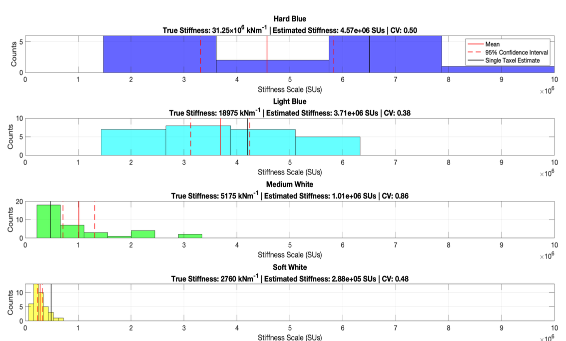

Figure 6: Histograms of local stiffness estimates for Objects 1-4 (solid red line = global estimate)

Local and Global Stiffness Estimation:

- The **gradient of the least squares regression line** fitted to the response-gripper displacement plots was taken as the **local stiffness** estimate at that taxel in arbitrary stiffness units (SUs).
- The mean of all local stiffnesses was used as the estimate of the **global stiffness** for the whole object.
- Relative stiffnesses between the all objects were found to be accurate, and approximately correlated with the actual stiffnesses for the three deformable objects.

Augmented Point Clouds:

Point clouds were generated using known coordinates of taxel-object interactions that were found using the **robot's kinematics**. Two methods for interpolation were applied to estimate the stiffness at locations between taxels:

- **Mean vertex interpolation** - triangles were drawn between taxels and then resampled. The stiffness assigned to these points was equal to the mean stiffness from the triangles' vertices.
- **Gaussian Process Regression (GPR)** - a GPR was trained using the known stiffnesses at the locations of taxels and then used to predict stiffnesses at unknown locations.

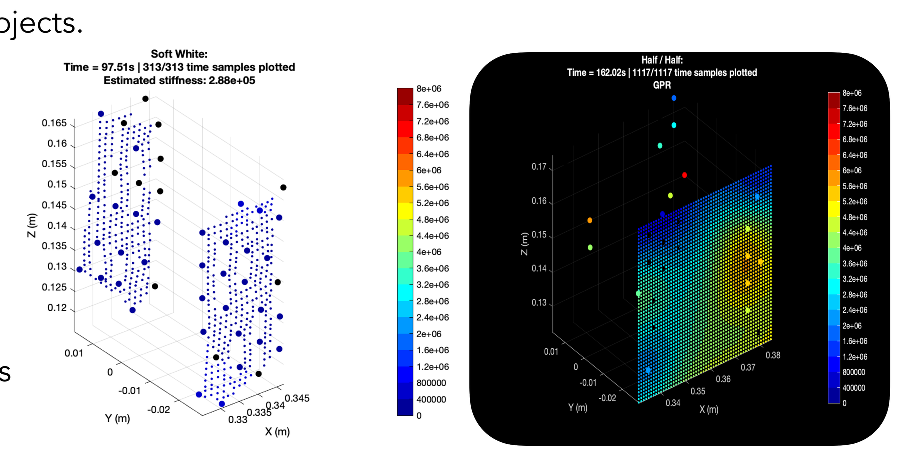

Figure 7: Augmented point clouds with mean vertex (L - Object 1) and GPR interpolation (R - Object 5)

Data Visualisation:

The data for each of the four uniform test objects can be visualised as a series of haptic frames, making up a **static haptic video**. Each frame corresponds to a snapshot of the haptic information at a single time instance.

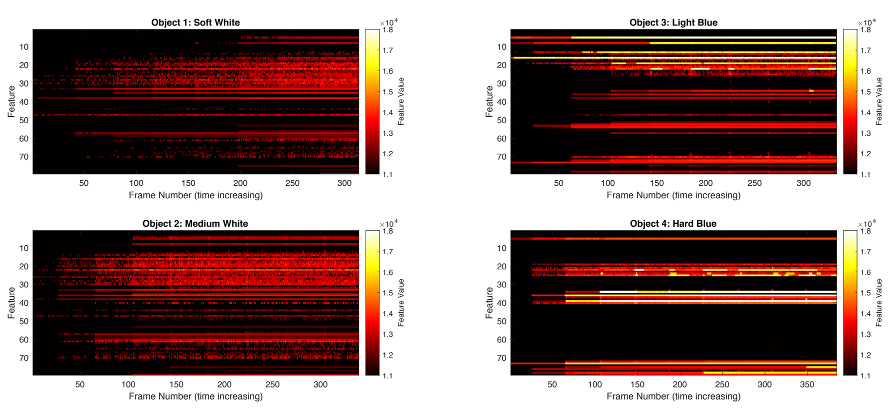

Figure 9: Static haptic videos for Objects 1-4

PCA Projection onto 3 Principal Axes:

The data gathered was then split into training and test sets. A Random Forest was trained, which is able to analyse feature importance and uses a form of inbuilt dimensionality reduction. **Notable redundancy was found** within the feature space and PCA projection was then used for the remaining three models.

- Training and test sets were **normalised separately.**
- The **test set data was then projected** onto the three principal axes of the training set.
- 3 principal components explained **60% of the variance** seen in the training data.

Algorithm	Test Set Accuracy
SVM	89.1%
KNN	92.3%
RFs	100%
KMC	72.7%

Table 1: Algorithm accuracy comparison

Comparison:

- As seen in previous studies [2], [4], RFs were seen to be the most accurate in classifying haptic data. However, as opposed to such studies, we were able to demonstrate **extremely high accuracy based on just one haptic frame**, rather than from several through a grasp.
- KNNs and SVMs were also seen to perform well using a highly reduced feature set projected onto 3 principal components. Increasing the number of components was seen to increase their accuracy but only up to a point still lower than RFs.
- KMC generally performed well but got **confused between the two softest objects**.

Conclusions

We've shown that the stiffnesses of objects can be found and the objects classified using **only squeeze-based haptic information**. Model-based techniques were also used to create **augmented point clouds** containing geometric and stiffness information, and machine learning models were able to **accurately classify objects using grasp data from a single instance in time**.

Key characteristics of each approach include:

Model-Based

- Applicable to unseen objects.
- Surface stiffness distribution estimation possible.
- Used to create augmented point clouds integrable with computer vision

ML-Based

- Accurate classification based on a single haptic frame.
- Higher accuracy possible with more PCs and majority voting.

References

[1] S. J. Lederman and R. L. Klatzky. "Haptic perception: A tutorial". In: *Attention, Perception & Psychophysics71.7 (2009)*, pp. 1439–1459.

[2] A. J. Spiers et al. "Single-Grasp Object Classification and Feature Extraction with Simple Robot Hands and Tactile Sensors". In: *IEEE Transactions on Haptics 9.2 (2016)*, pp. 207–220.

[3] I. Bandyopadhyaya et al. "Tactile sensing based softness classification using machine learning". In: *2014 IEEE International Advance Computing Conference (IACC)*, 2014, pp. 1231–1236.

[4] Z. Flintoff, B. Johnston, and M. Liarokapis. "Single-Grasp, Model-Free Object Classification using a Hyper-Adaptive Hand, Google Soli, and Tactile Sensors". In: *2018 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, 2018, pp. 1943–1950.