



Tokyo Tech

Force Distribution Sensor Based on Externally Observable Three-Dimensional Shape Deformation Information

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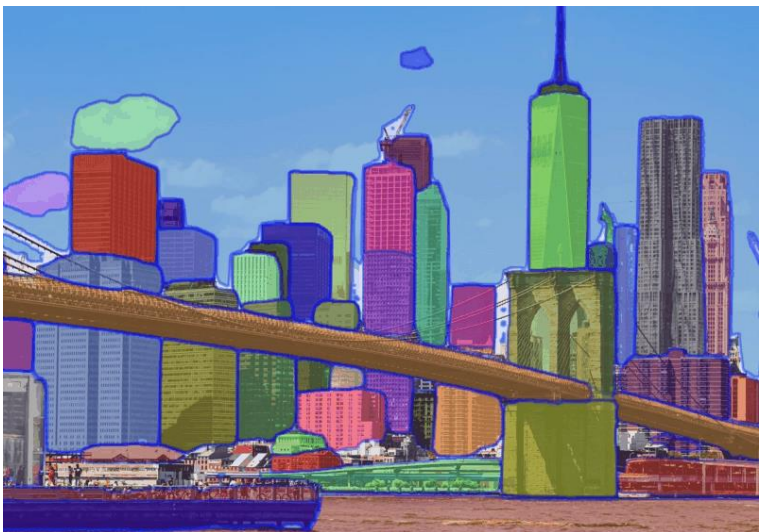
Institute of Science Tokyo

Social background

It has become possible to easily extract the shape of an object

Software Developments

Classification of object at pixel level



Latest segmentation models[1]

Hardware Developments

Inexpensive RGBD cameras



Azure Kinect
\$399



Intel RealSense
\$499

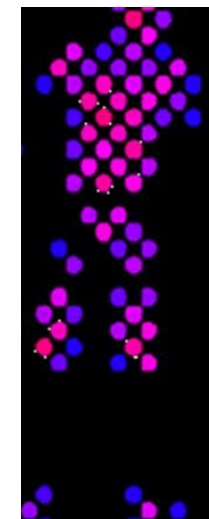
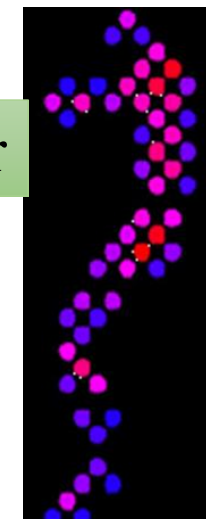
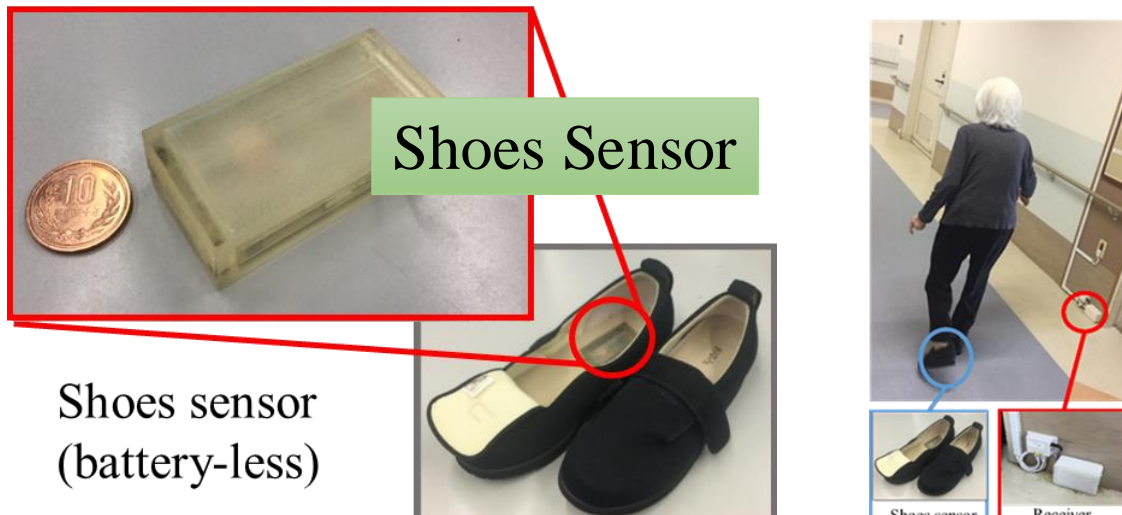


3D data of the object

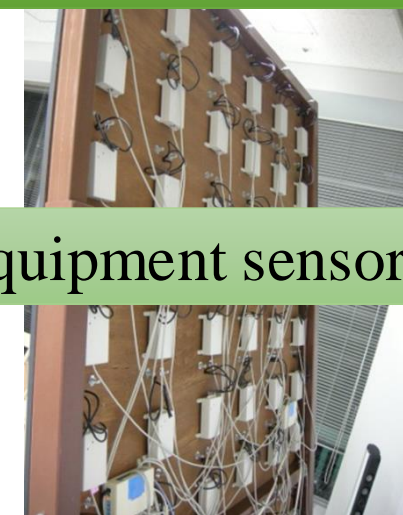


Open a new way of estimating force only by observing deformations

Conventional sensing



Conventional: Sensorization by sensor embedding

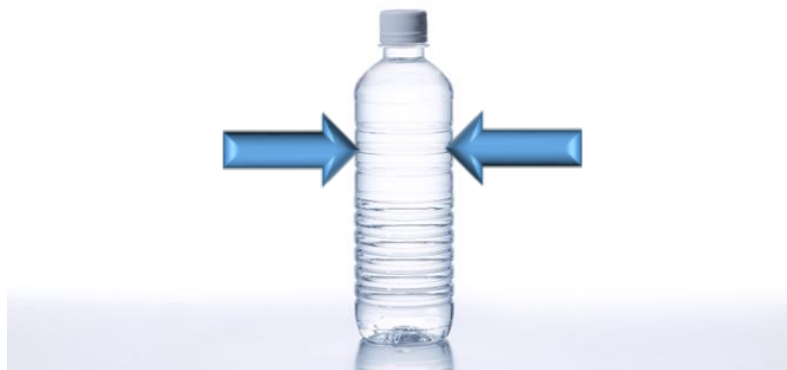


Future sensing

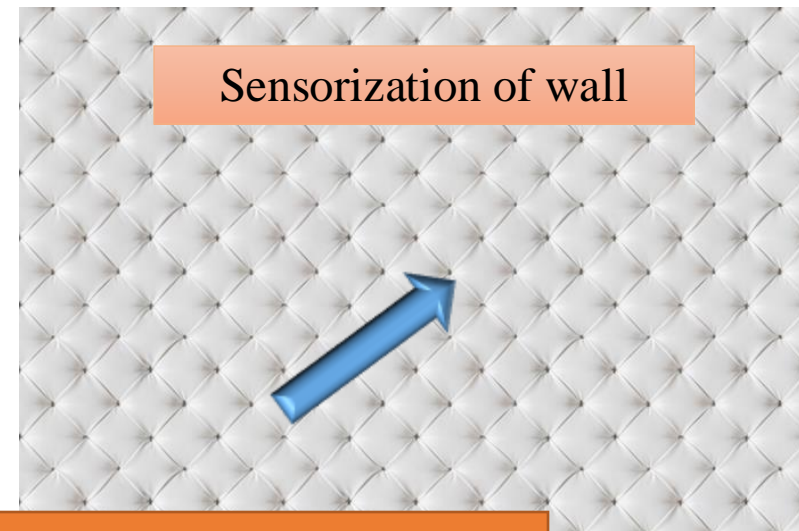
Sensorization of houseplant



Sensorization of PET bottle



Sensorization of wall



Future: Sensorization by deformation observation



Sensorization of sofa and bed



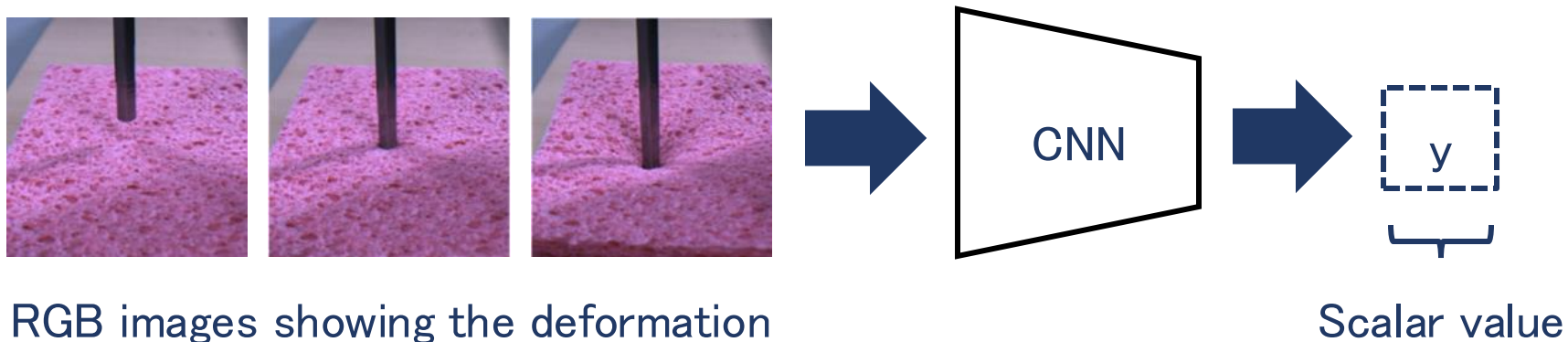
Sensorization of desk

Previous research

Vision sensors that estimate forces from images are attracting attention

Single-point force estimation from images using an experimentally generated dataset [1]

- **Models can be easily created and inference can be performed in real time**



Limitations

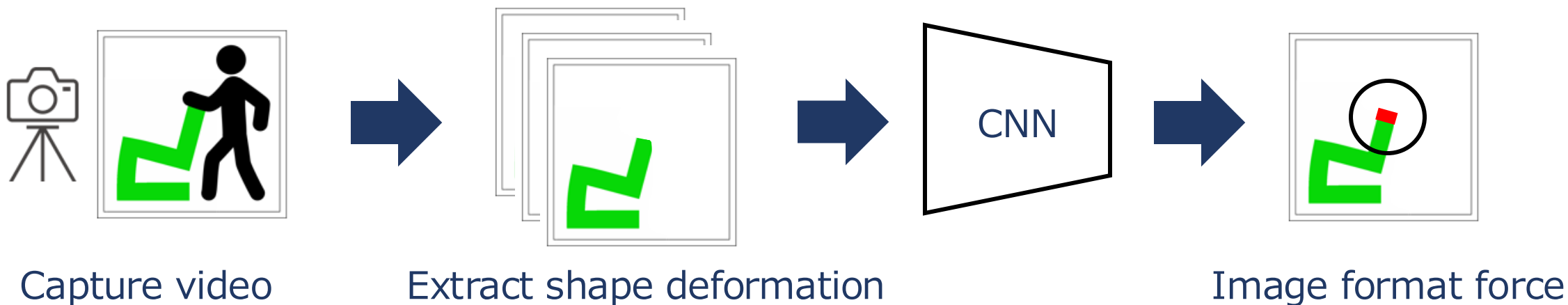
- **Not flexible to changes in the experimental environment**
 - Changes in background, changes in lighting, presence of humans.
- **Single-point force estimation** limits application possibilities

Research objective and method

Objective

- Proposing a new force sensor principle that estimates force distribution from observable shape deformation information and verifying its feasibility

Method

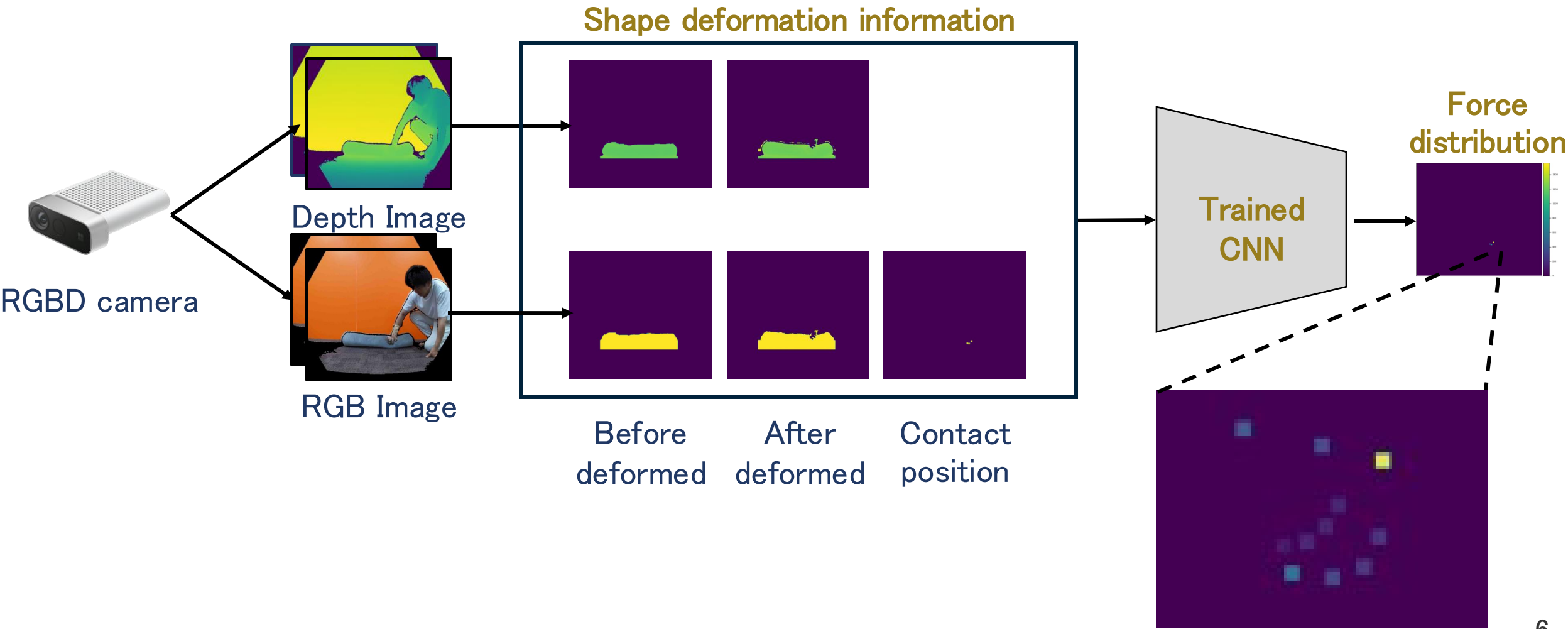


Novelty

- Flexible to environmental changes by extracting shape deformation information
- Multi-point estimation become possible by expressing force in image format

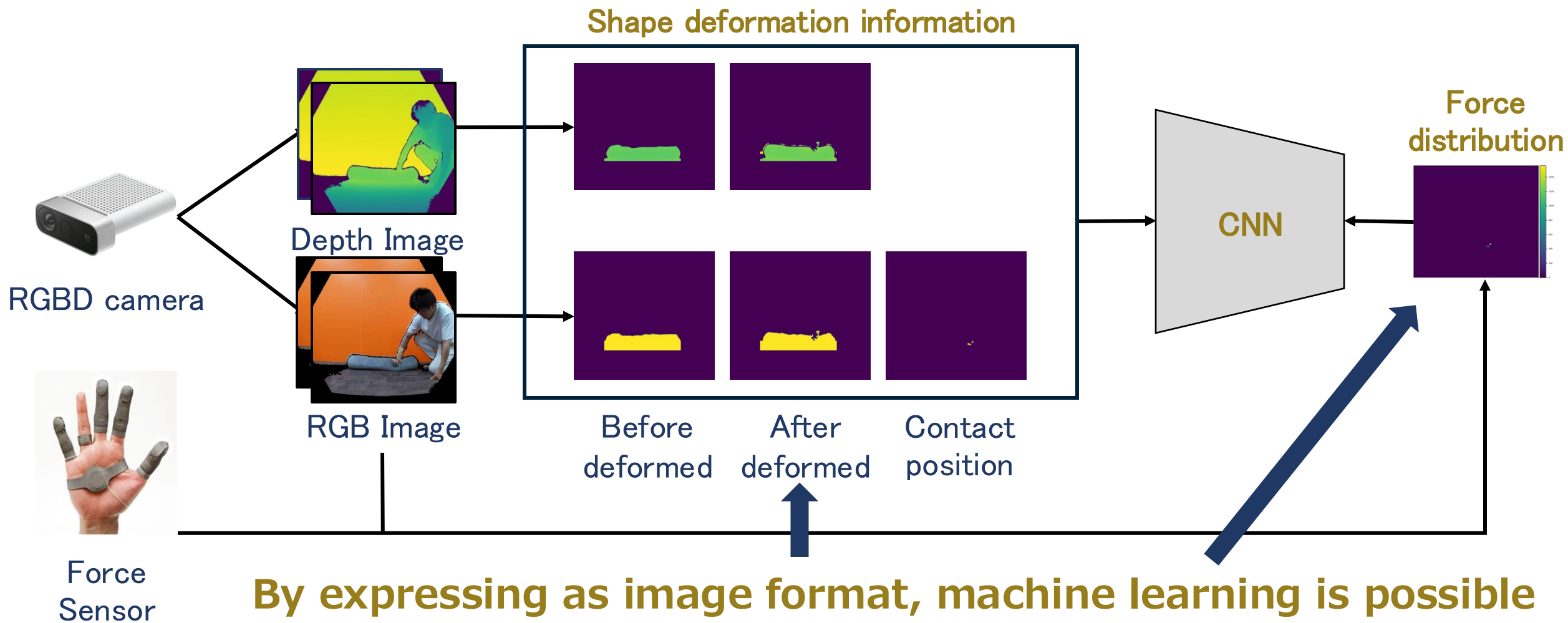
Details of the proposed method (Inference process)

Shape deformation information is extracted from two images and force distribution is inferred using a trained machine learning model (CNN)


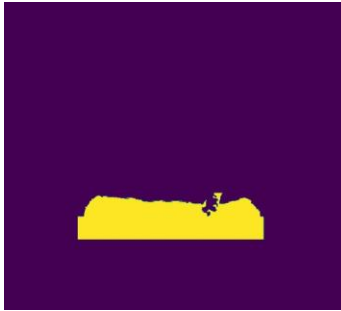
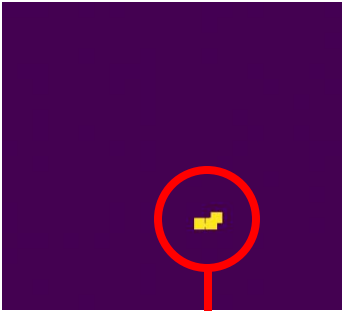

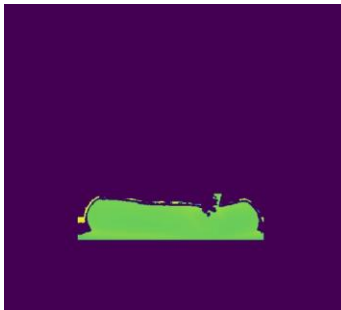


Details of the proposed method (Training process)

Learns the relationship between shape deformation information and force distribution.



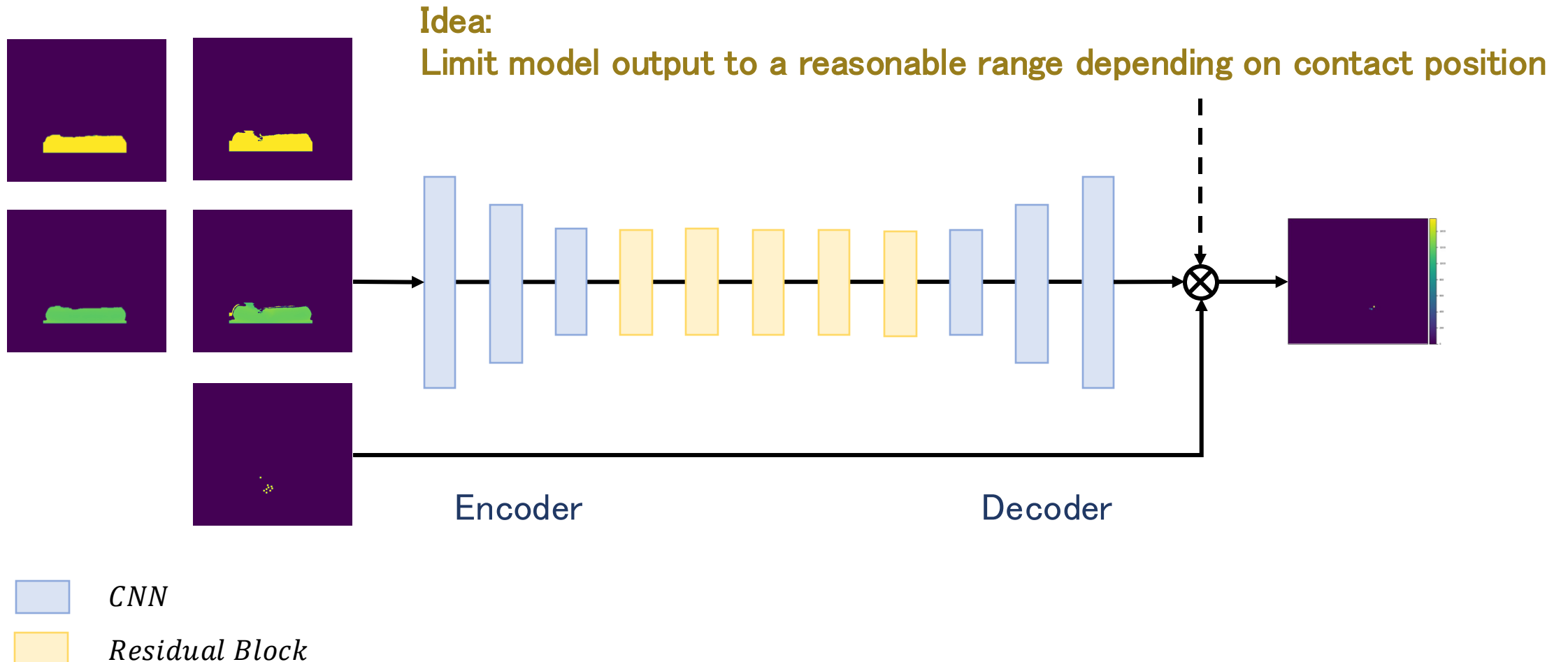
Idea: Expressing shape deformation information

	Before deformed	After deformed	Contact position
Binary image [0 or 1] Object contour			
Binary image [0 to 1] Object depth			



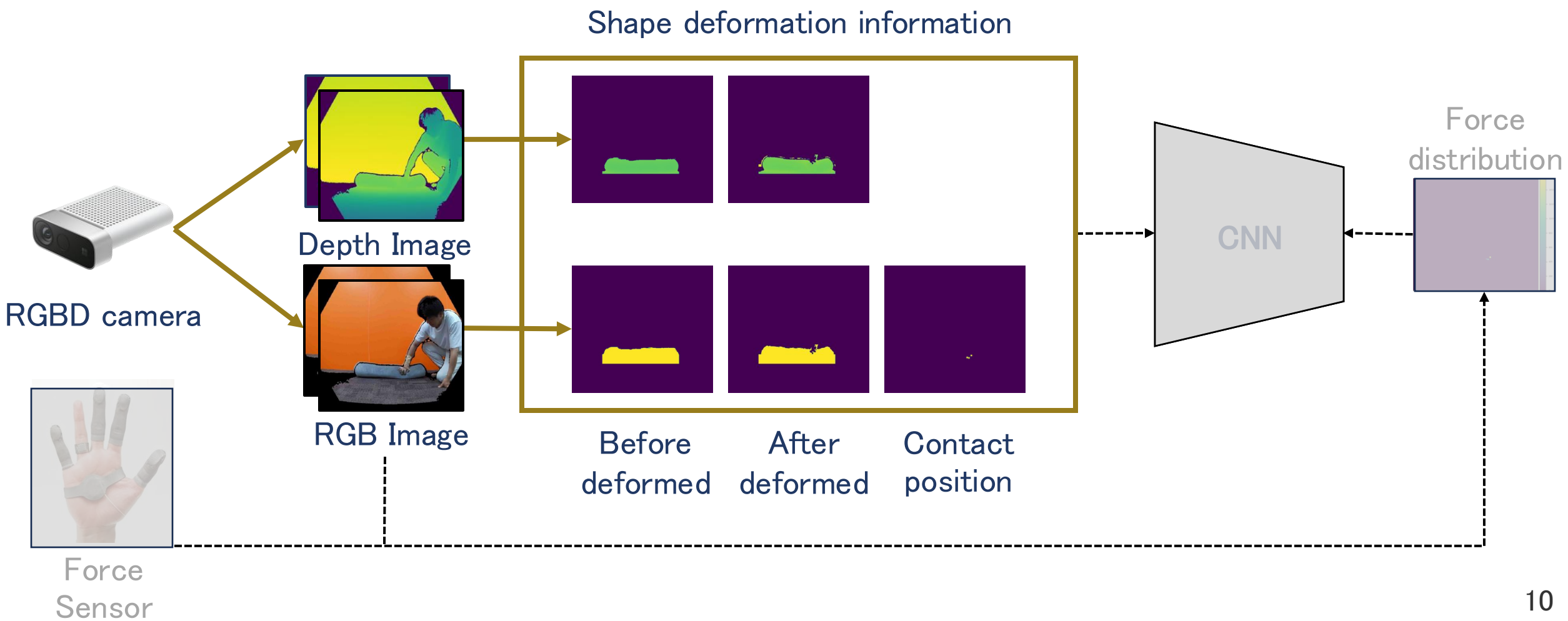
Machine learning model architecture

A typical encoder-decoder model which is used for tasks with image inputs and output

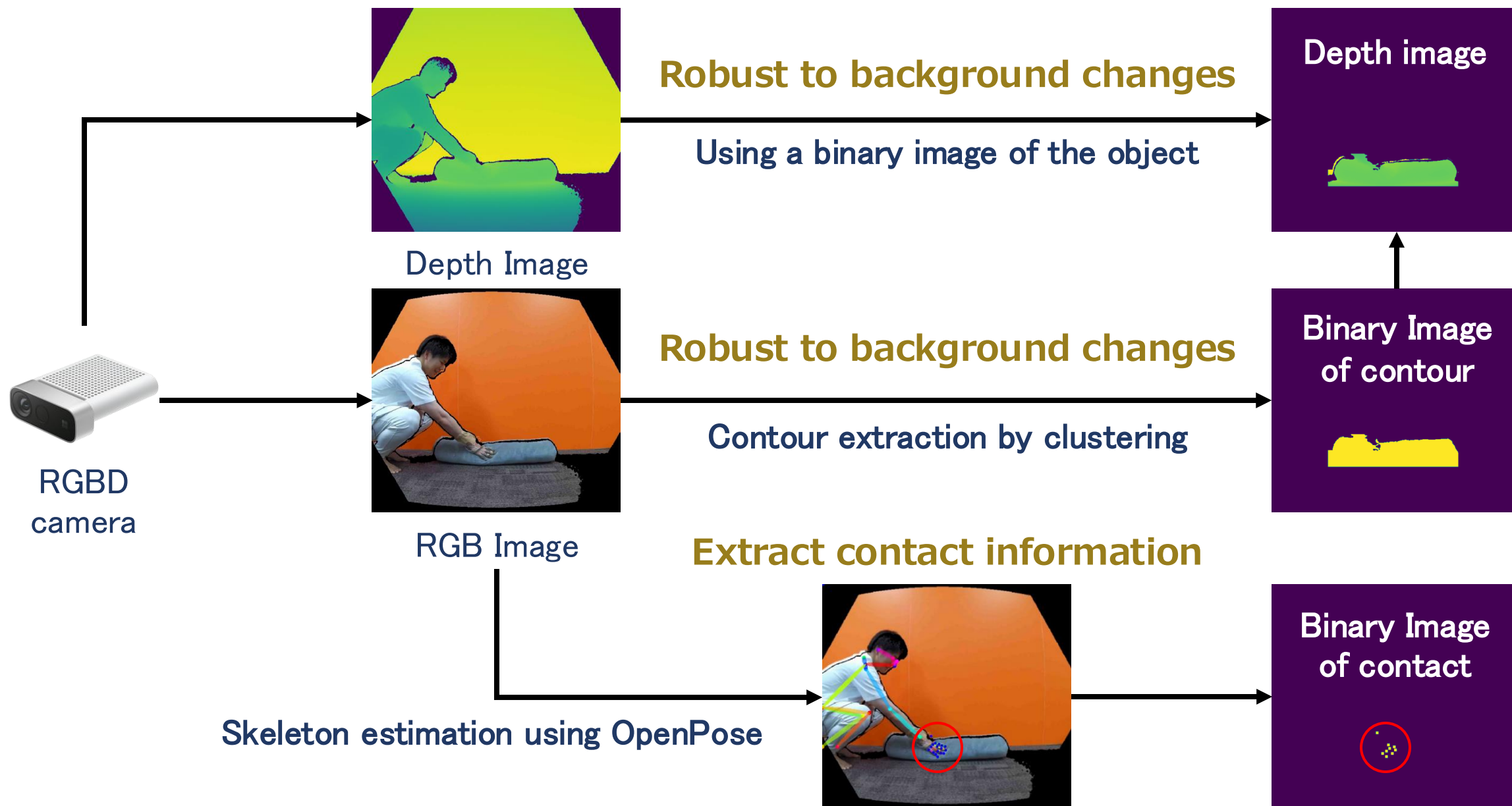


Creating a Dataset

1. Extraction of shape deformation information using image processing
2. Creating teacher data using force sensor information

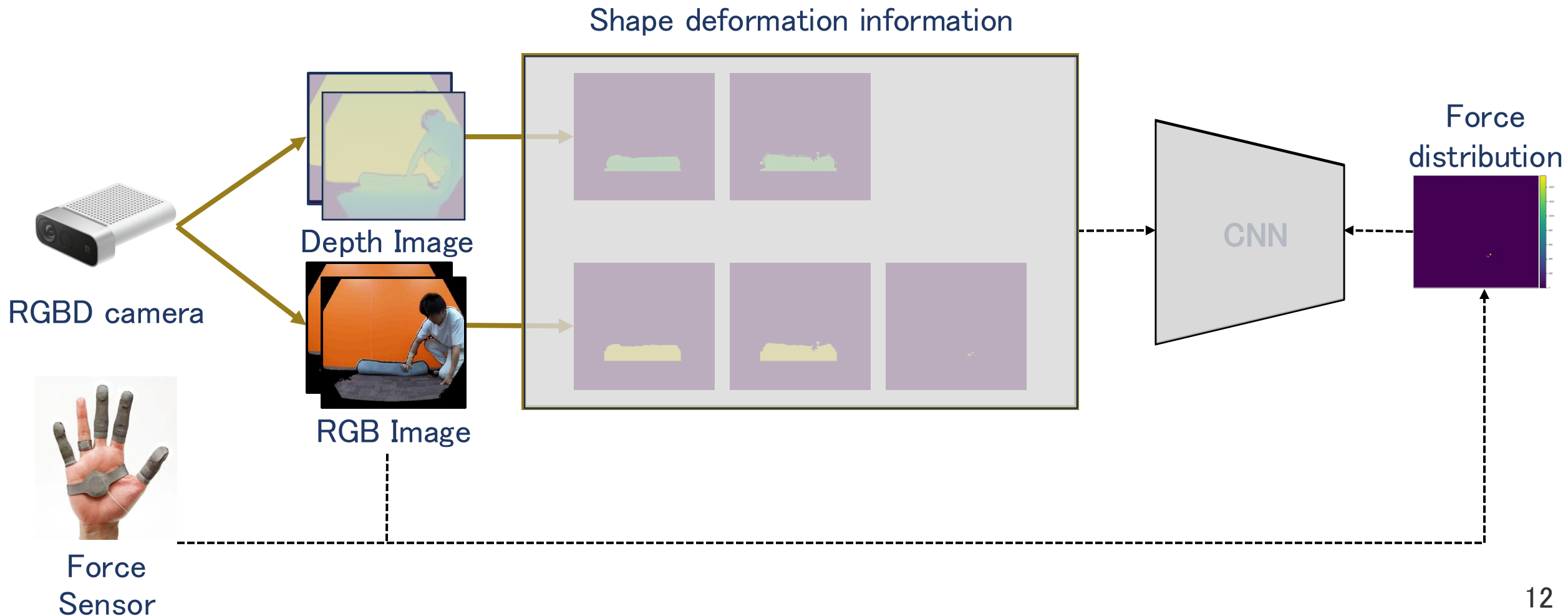


Extraction of shape deformation information by image processing



Creating a Dataset

1. Extraction of shape deformation information using image processing
- 2. Creating teacher data using force sensor information**



Creating teacher data

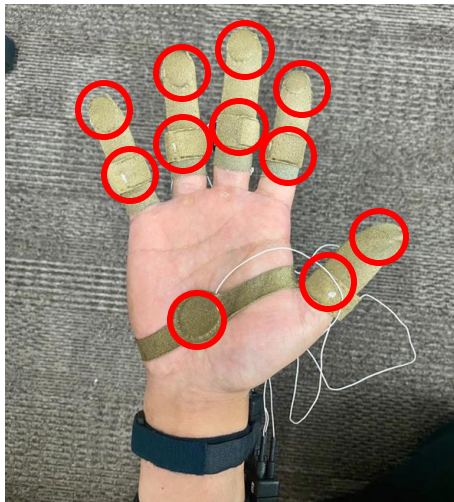


RGB Image

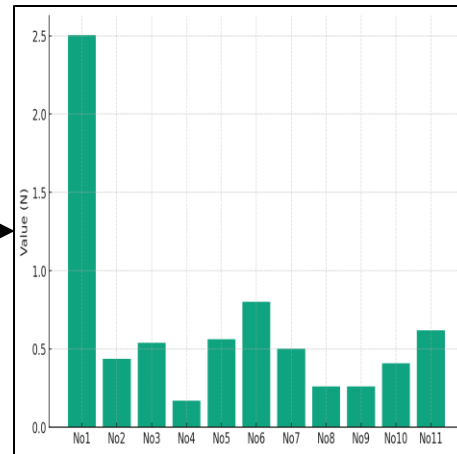
OpenPose



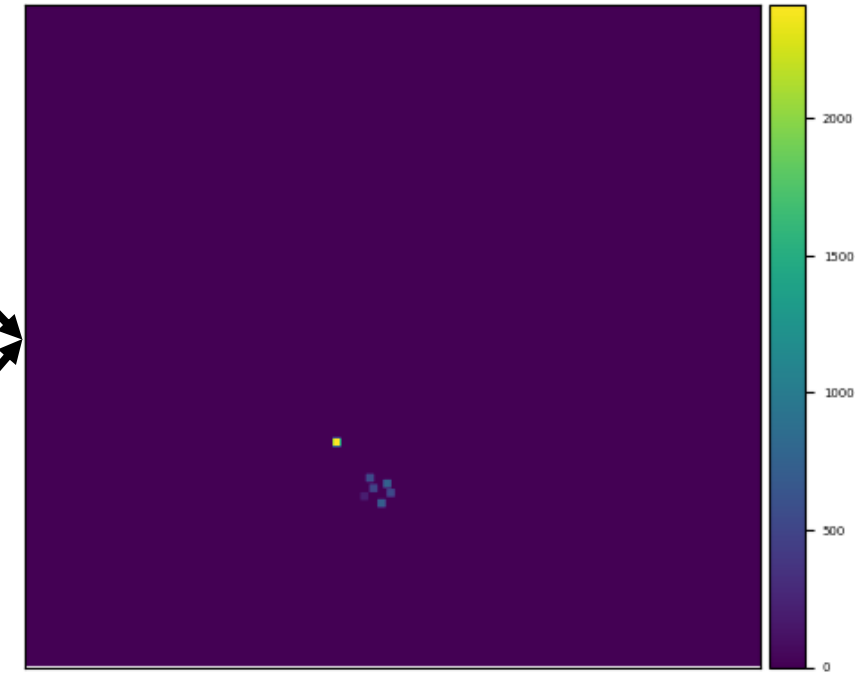
Finger Skeleton Coordinates



Force Sensor

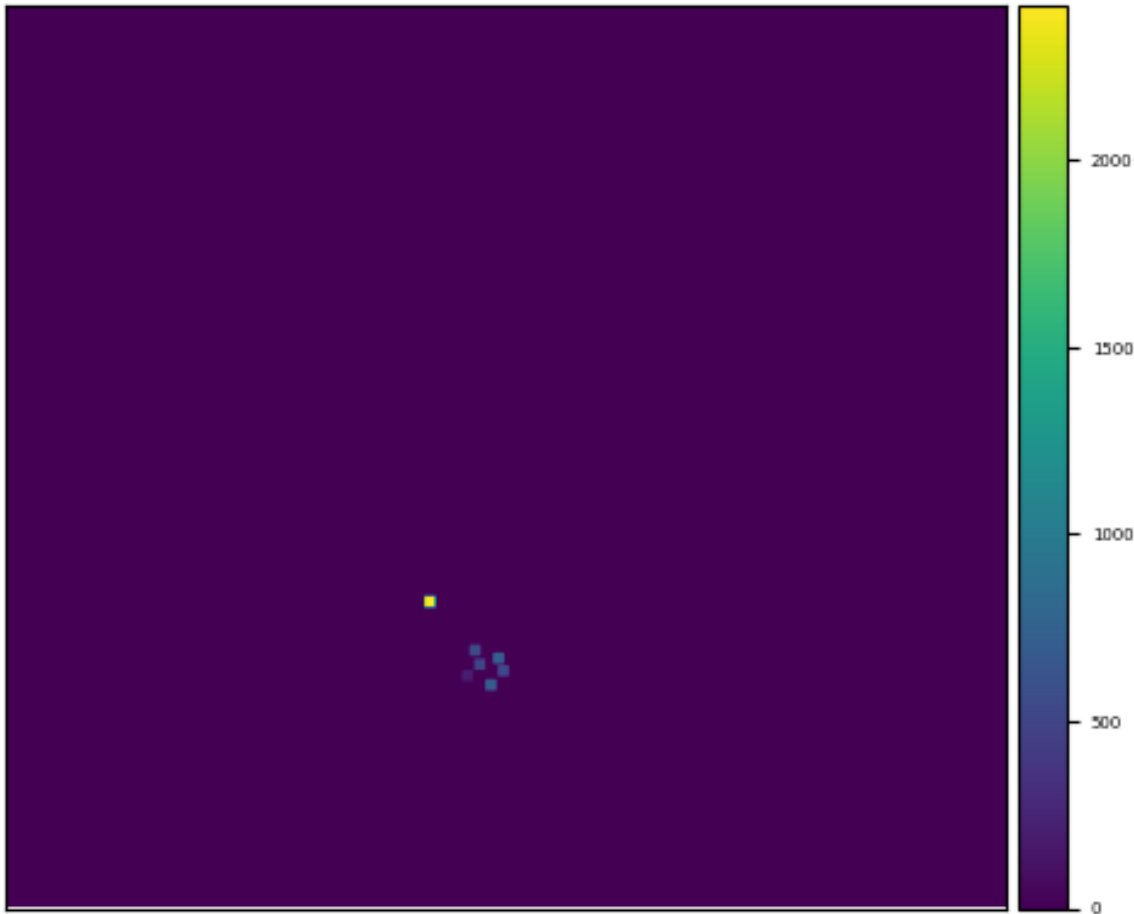


Force sensor values attached to 11 finger skeleton points



Assign the force sensor value to finger skeletal coordinates

Proposal of a 3D visualization system for estimated forces



Visibility is poor in 2D images



Display as vectors on 3D points

Evaluation on training and test data

Balance ball



	Error in force distribution of model output		
	Mean Square error(mN^2)	Mean absolute error(mN)	Mean relative error(%)
Training Data	2.93×10^4	92.3	11.9
Test Data	2.13×10^5	176	17.7

Cushion



	Mean Square error (mN^2)	Mean absolute error (mN)	Mean relative error (%)
Training Data	1.07×10^4	71.6	12.3
Test Data	6.61×10^4	147	20.3

[Balance Ball] Visual comparison of model output and ground truth

Example with average error



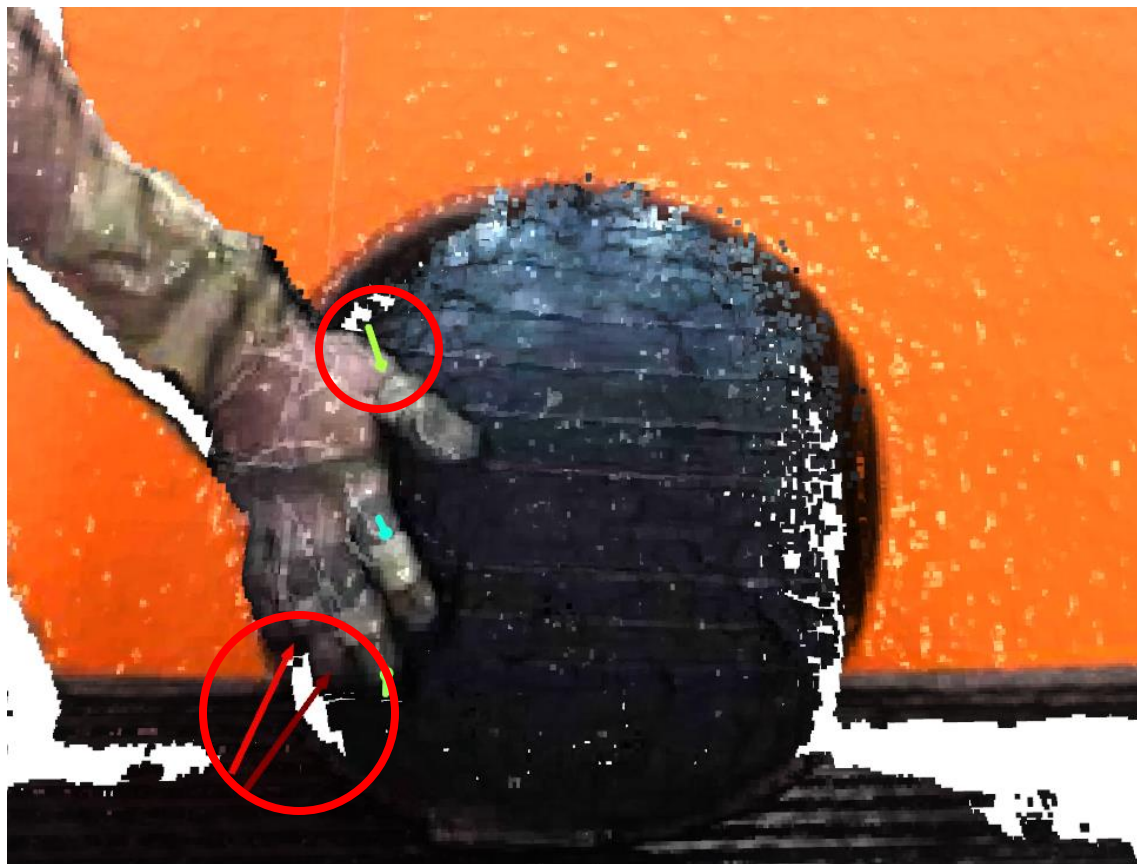
model output



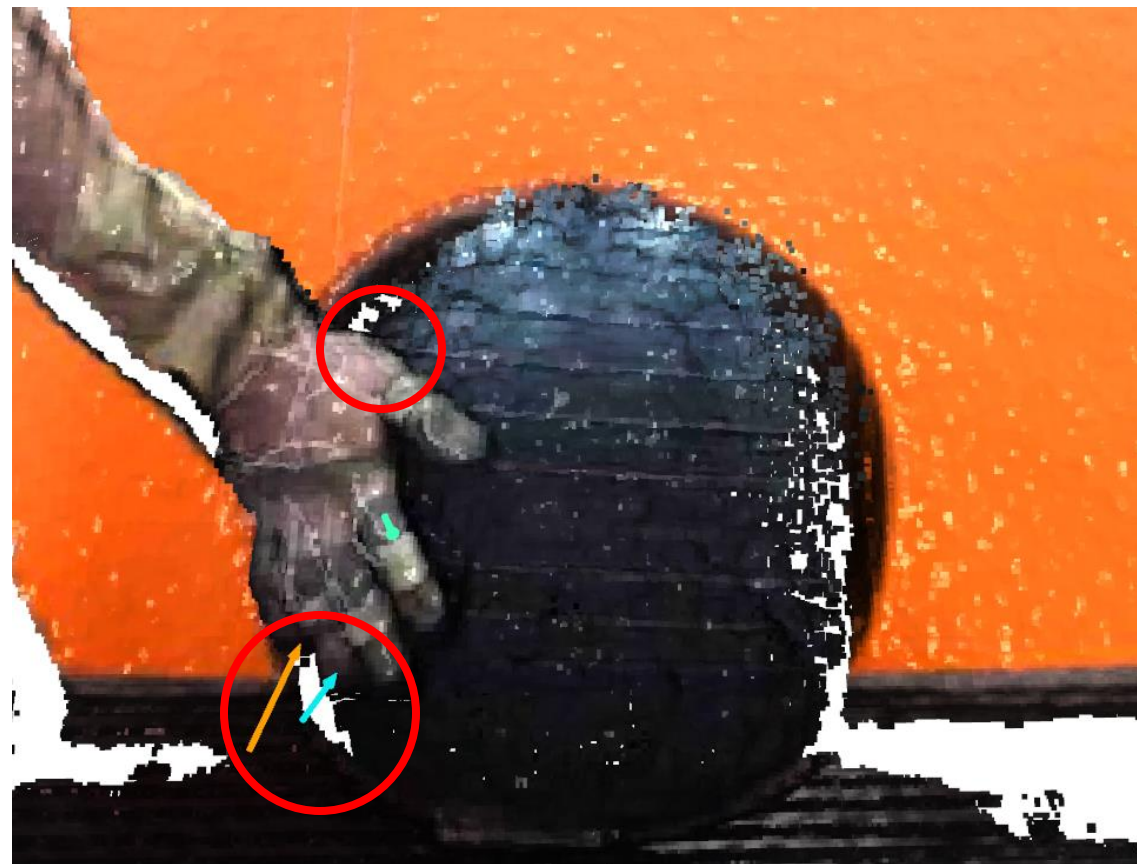
ground truth

[Balance Ball] Visual comparison of model output and ground truth

Example with large error



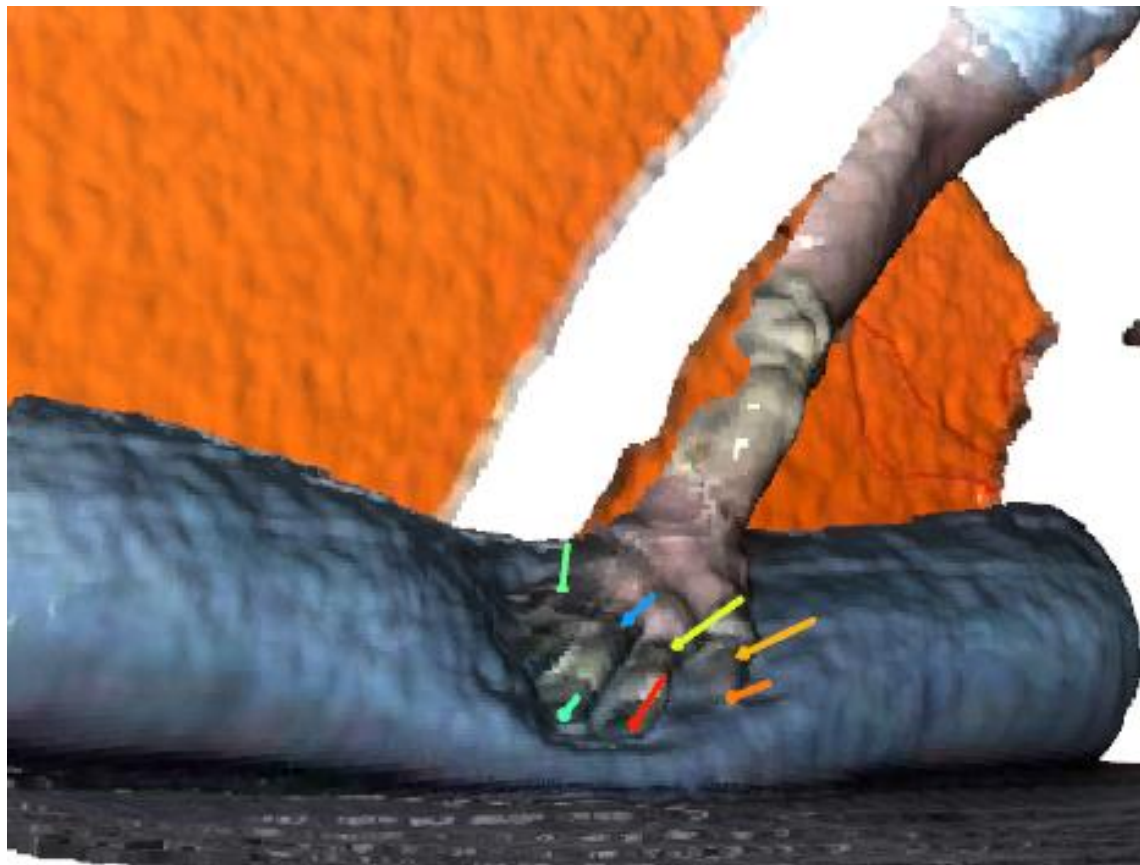
model output



ground truth

[Cushion] Visual comparison of model output and ground truth

Example with average error



model output



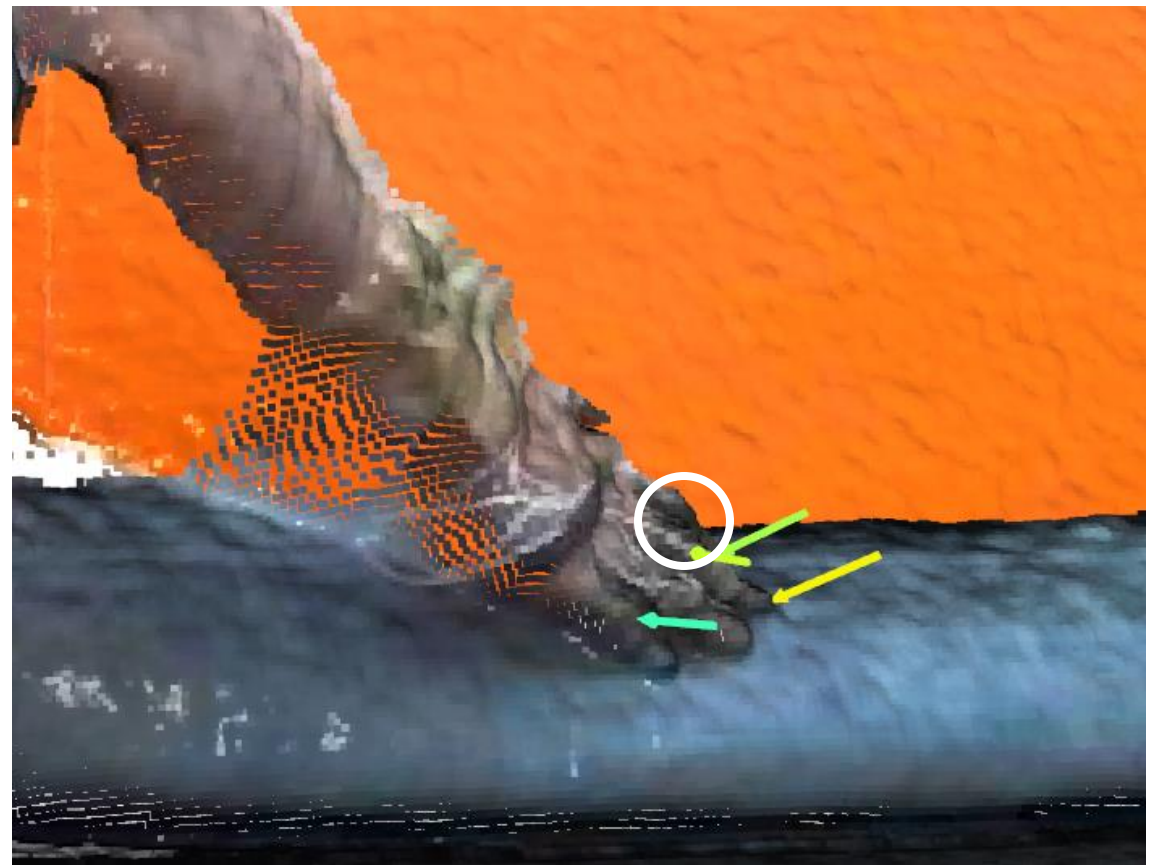
ground truth

[Cushion] Visual comparison of model output and ground truth

Example with large error



model output



ground truth

Discussion of error factors

Image processing noise

- Noise on the contours of shapes

Loss of information due to the nature of depth cameras

- The nature of depth cameras causes defects

Occlusion issues

- Occlusion issues occurs behind hands and objects

Insufficient accuracy of contact judgment

- cases where a non-touched position is recognized as touched



contour and depth images



Occlusion Issues



False contact detection

Conclusions

We proposed a new force sensor based on shape deformation information

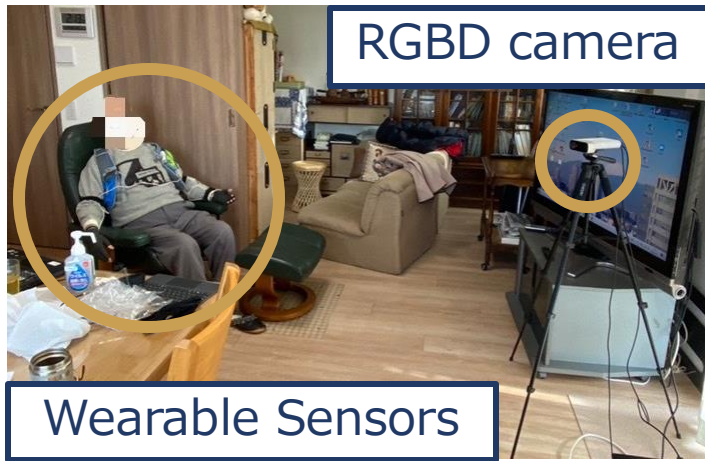
Experiments with an integrated system for measuring and estimating shape change information

- Build a system that can automatically extract data sets using image processing
- For realistic 3D deformations
 - For the balance ball, the system was able to infer the position with an error of about 18%
 - For cushions, the system was able to infer with an error of about 20%.

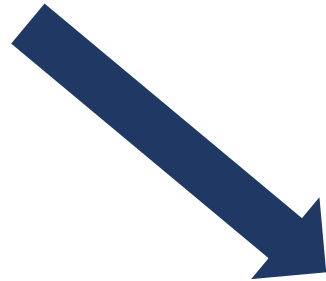
Discussion of error factors

- Present several sources of error

Prospects for the future



Turning a chair into a sensor by observing deformation



Turning a bed into a sensor by observing its deformation

Analysis of physical activity in the elderly

Ayano Nomura, et.al., "Visualization of Body Supporting Force Field of the Elderly in Everyday Environment," Proc. of IEEE International Conference on Sensors, 2022