Marker Based Task-Level Teleoperated Manipulation

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***Abstract*— This paper presents the method used by our team, AIST-NEDO, at the DARPA Robotics Challenge (DRC) to deal with the requested manipulation tasks by means of a task-level teleoperation, by considering a degraded communication between the user and the robot and that the environment was not known in advance. The method basically consists on the use of 3D models of objects (from now on referred as "markers") which, once aligned with the actual attitude of the real objects that they represent, provide a reference frame in which the motion can be described, in order to successfully realize a manipulation task in a non-structured environment. These markers can represent the object being manipulated, some reference object in the environment and the hands of the robot. This method is illustrated by means of describing three representative tasks (which where requested during the DRC) and presenting the corresponding results obtained during the competition.**

I. Introduction and Motivation

Disaster response is attracting attention from the robotics research community, and even more since the Fukushima Daiichi nuclear power plant accident that followed the 2011 Great East Japan earthquake and tsunami. As a concrete materialization of this increasing interest, a challenge is proposed by the American Defense Advanced Research Projects Agency (DARPA) to use robots in disaster-hit facilities that were made too hazardous for direct human operator intervention. It is worth noticing that the challenge does not impose any constraint on the design of the robot, but since the environment (industrial ladders, doors, valves, cars) as well as the tools (levers, drills, hammers) were meant to comply with the human morphology, it is a natural option to develop the necessary means to make the humanoid robots capable of performing inspection and disaster recovering actions inside a non-structured environment [1].

This environment can be considered to be "kind of" known in the sense that we know which actions are required in advance and that we have a rough idea of its spatial distribution, maybe altered due to the disaster itself. Then, only very limited assumptions about the structure of the environment can be made beforehand, in contrast to structured scenarios where semantic knowledge of their structure can be leveraged for highly autonomous robots operating in them [2].

It is also mandatory to consider that within a disaster-hit facility it is not possible to rely on a stable, wide bandwidth wireless communication system with the robot. The signal may be degraded and blackouts may occur frequently. Then, it is not feasible to consider a purely teleoperated robot. First, because of the high dimensionality of its control system, and second because the capabilities of the robot and the operator should include near real-time feedback without disruptions in the communications as well as transmission of large amounts of data to the operator. On the other hand, a fully autonomous robot navigating and interacting in an unconstrained environment should include extensive databases of information about possible objects of interest to be found, highly efficient grasping algorithms and the ability to react to unforeseen situations, which are still unsolved problems [3]. A feasible alternative is the development of supervised semi-autonomous high Degrees-Of-Freedom (DOF) robotic systems; that is, task-level teleoperated systems in which the operator cognitive burden is minimized by lowering the control space dimensionality [4], such that these operators function as supervisors setting high level goals, assisting the robot with complex perception tasks, directly changing robot parameters to improve its performance and making decisions when facing unexpected situations [2].

II. Related Work

III. Teleoperated Manipulation Method

Let us consider a humanoid robot equipped with a Laser Range Finder (LRF) placed at the head, as well as three cameras: at the head and at each hand. The LRF provides a point cloud of the environment, probably contaminated with noise due to the enviromental conditions of the disaster scenario; that is, even after a proper calibration it is not possible to consider that the 3D data precisely represents points belonging to objects in the environment, but within a certain amount of tolerance. On the other hand, the frame rate of the cameras, as well as the resolution, are intentionally set low foreseeing the effects of the degraded communication.

This information of the environment, together with the sensorial information providing the current state of the robot, are the only information available to the operator, which has to supervise the robot while performing the tasks by establishing high level goals, assisting with perception and changing parameters during the task. For this purpose, and under the circumstances stated above, we came up with a teleoperated manipulation method based on "markers" which assume minimum knowledge of the environment. This one is explained on the following.

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A. Approaching to the target

The robot must achieve a proper stance with respect to the object(s) representing the target of the task, such that they be inside of the dextrous workspace of the hands of the robot. To do that the robot must perform a first measurement of the environment in order to check, together with the head camera, if the manipulation target is represented by some set of points of the resulting point cloud. In such a case, a preliminar alignment of a 3D object representing this manipulation target (the *manipulation marker*) is first performed.

By using the Graphical User Interface (GUI) provided by Choreonoid [5], the Manipulation Marker is represented as the corresponding 3D model together with a set of arrows and rings which allow the operator to translate and rotate it with respect to its local reference frame, as depicted in Fig. 1.

Doing this alignment manually can be tedious, besides the fact that it may require a lot of time. To speed it up, it is possible to use a built in function included in the Point Cloud Library (PCL) that automatically alignes the marker with the best fit set of points, by providing maximum displacements, the number of iterations and some allowable error. However, ordinarily the robot will not be close enough to the object(s) for them to be measured with enough density of points, in such a way that the automatic alignment be prone to fail. One way to overcome this problem is to select one point of the point cloud belonging to the object and set this as the origin of the local reference frame of the Manipulation Marker, then the automatic alignment will lead to an alignment that may or may not require further small manual adjustments.

One way to improve the initial alignment of the Manipulation Marker is to use beforehand information of the possible attitude of the object with respect to the nearest wall. For example, if the manipulation target is a box attached to the wall, its front face will probably be parallel to it. Knowing this, it is just the matter to identify the plane of the wall (and maybe the floor), get its mathematical representation and use it to define an initial attitude of the Manipulation Marker, requiring little automatic or manual adjustments.

Once this is done, it is possible to define a proper stance of the robot (decided beforehand) with respect to the local reference frame of the Manipulation Marker. Then, by taking into account the height field of the floor (obtained from the point cloud) and avoiding the obstacles of the environment (walls and/or other objects), a proper footstep planning is performed in order for the humanoid robot to arrive to the desired stance [6] [7].

B. Grasping the target

Once humanoid the robot arrives to the desired stance, it has to perform another measurement. First, because of the positioning errors accumulated during its locomotion, and second, in order to obtain a more dense point cloud inteded for refining the alignment of the Manipulation Marker.

Having done this refinement, it is possible to describe the attitude of the hands of the robot with respect to the local reference frame of the Manipulation Marker in order to approach to the manipulation target and grasp it, push it or pull it as required. Once decided, the whole-body Inverse Kinematics (IK) solution must be found, taking into account the redundancy of the robot to avoid collisions with the environment (represented with the point cloud) [8].

This relative attitude of the hands needs to be previously decided, such that the task be effectively carried out by means of smooth motions; that is, avoiding singular configurations and critical postures that may compromise the stability of the robot. However, these ones can be modified during the execution of the task if necessary, by means of a Hand Marker, a 3D representation of the hand and a set of arrows and rings which allow the operator to translate and rotate it with respect to its local reference frame, calculating at the same time the resulting configuration of the humanoid robot. See Fig. 2.

C. Dealing with uncertainties

Grasping the target with the desired relative attitude can be critical for some manipulation tasks, specifically if the target size is small when compared to the hand. However, it is worth to consider that the point cloud has an intrinsec noise, mainly caused as a result of the sunlight which complicates

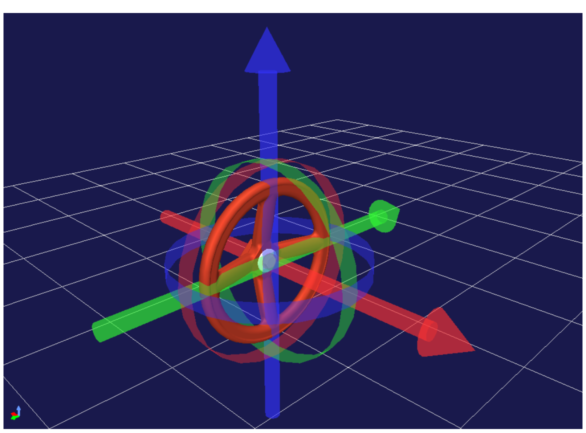

Fig. 1. Manipulation Marker of a valve.

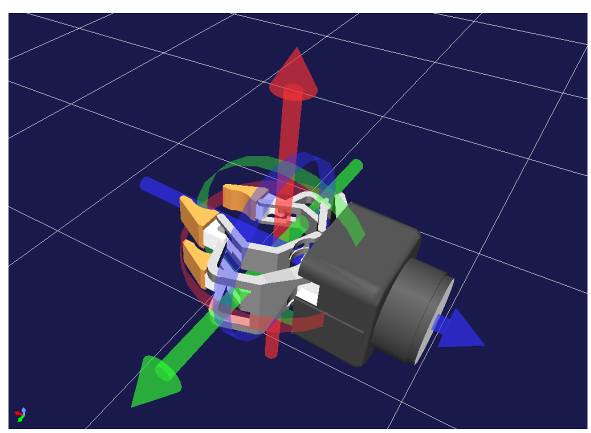

Fig. 2. Left Hand Marker.

measurements. Then, it is not advisable to rely completely on the point cloud to plan the grasping motion, as the shown points may not represent actual points on the objects.

One way to overcome this problem is to place the robot's hand within the view field of the LRF, and add some offset to the point cloud in order to match the corresponding points with the hand, whose attitude is known. This strategy practically improves the representation of the target objects by the point cloud but the precision may not be high enough. However, it can be used to approach to the manipulation targets (within some centimeters) before grasping them, with enough confidence that the hand is not going to collide unintentionally with the environment.

Having done this, it is possible to use an approaching strategy in which the hand intentionally collides with the target by means of a slow motion, in order to use the force sensor installed in the hand to stop the hand when it senses a force greater than some established offset. Then, the real position of some plane of the target can be known relative to the hand, whose attitude can be computed by using forward kinematics and the actual joint values. The grasping point on the target can then be reached by moving the hand a very small distance with respect to its local reference frame.

D. *Manipulating the target*

Once the target is grasped, the relative attitude between the Manipulation Marker and the Hand Marker(s) can be set to be constant. Then, it is possible to manipulate the target by translating / rotating the Manipulation Marker, such that the required configuration of the humanoid robot be automatically calculated by means of solving the corresponding whole-body IK problem. In this way, a broad range of manipulation tasks can be accomplished by following this scheme, as illustrated by some examples which are described as follows.

IV. Examples

A. *Opening a Door*

B. *Pulling and Inserting a Plug*

C. *Opening a Box and Pressing a Button*

V. Results

VI. Conclusions

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