

# Human-Robot Collaborative Catching with High-speed Vision System and Deep Learning

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High-speed Flexible Robotics  
<http://www.hfr.iis.u-tokyo.ac.jp>



# Agenda

- Introduction of our laboratory
- My research
  1. Background
  2. Related Work
  3. Problem & Purpose
  4. Progress
  5. Summary



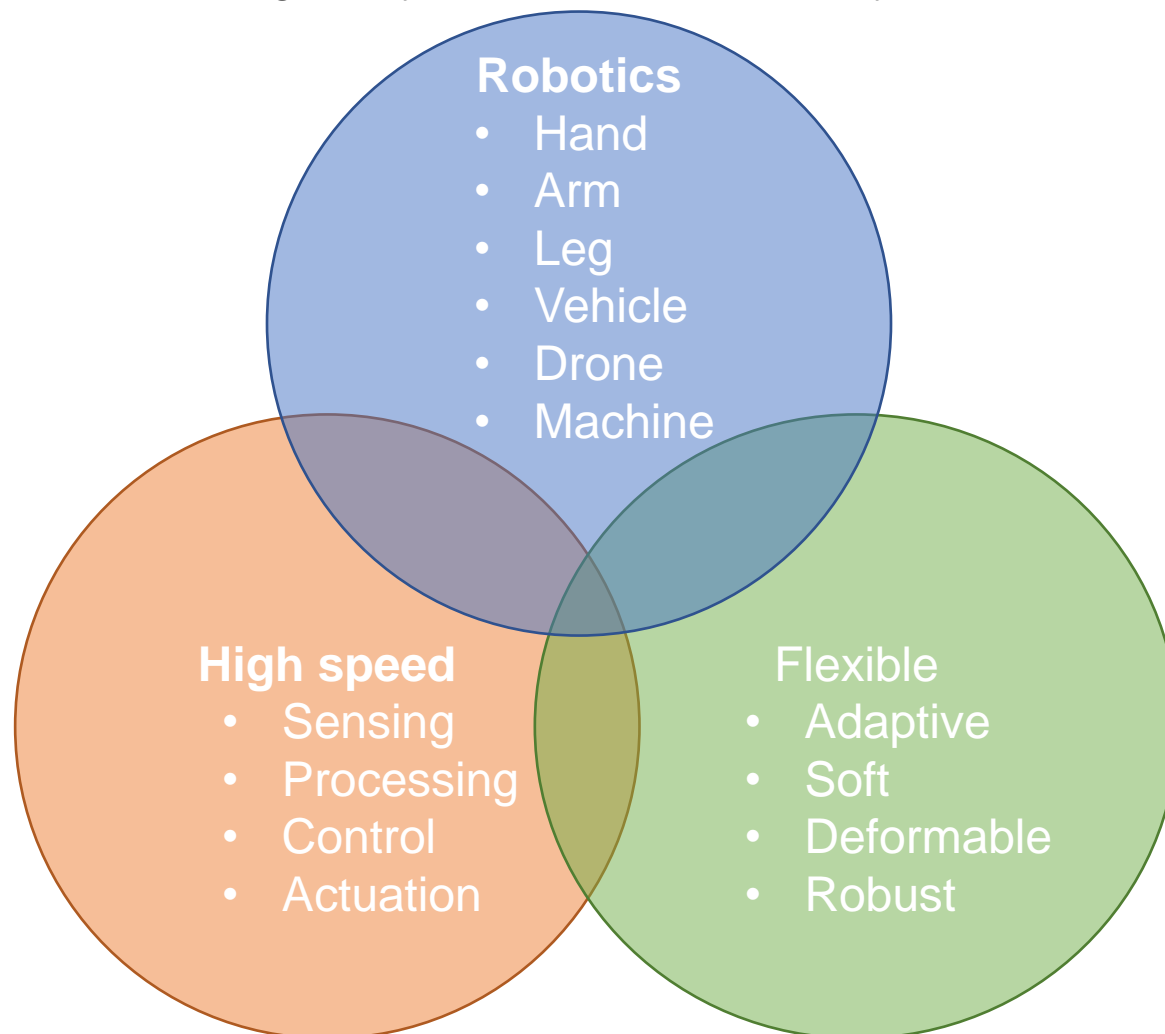
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## High-speed Flexible Robotics

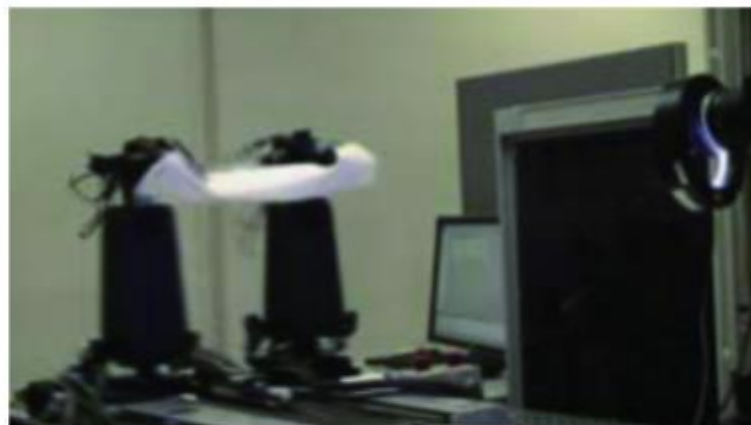
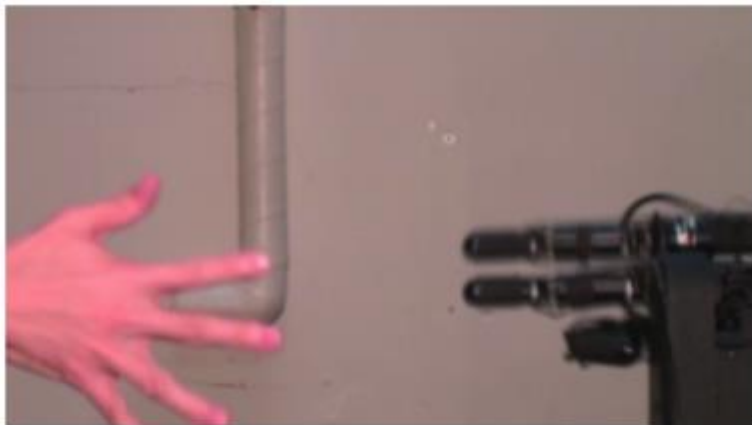
Intelligent system , Autonomous system





# Research Topic

Robots and Solutions with High-speed and Flexible Technologies



Yamakawa Laboratory  
The University of Tokyo

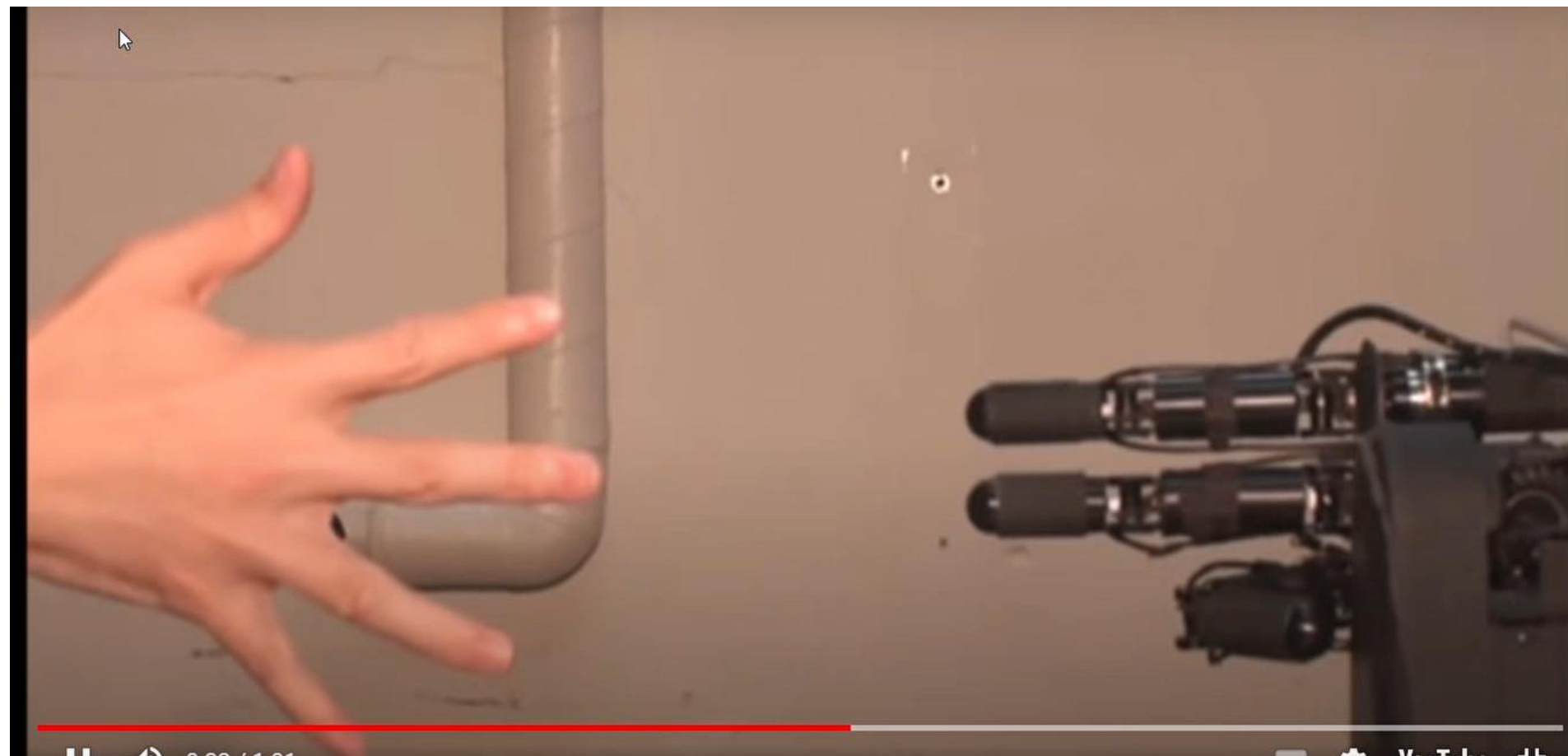
High-speed robot system  
Flexible object manipulation  
Human-robot interaction





# Rock-Scissors-Papers

Win 100% in Rock-Scissors-Papers



<http://www.hfr.iis.u-tokyo.ac.jp/research/index-j.html>



# Ball Catching



<http://www.hfr.iis.u-tokyo.ac.jp/research/index-j.html>



# High-speed Knotting with Robot Arm



Dynamic Manipulation of a Linear Flexible Object with a High-speed Robot Arm



後で見る



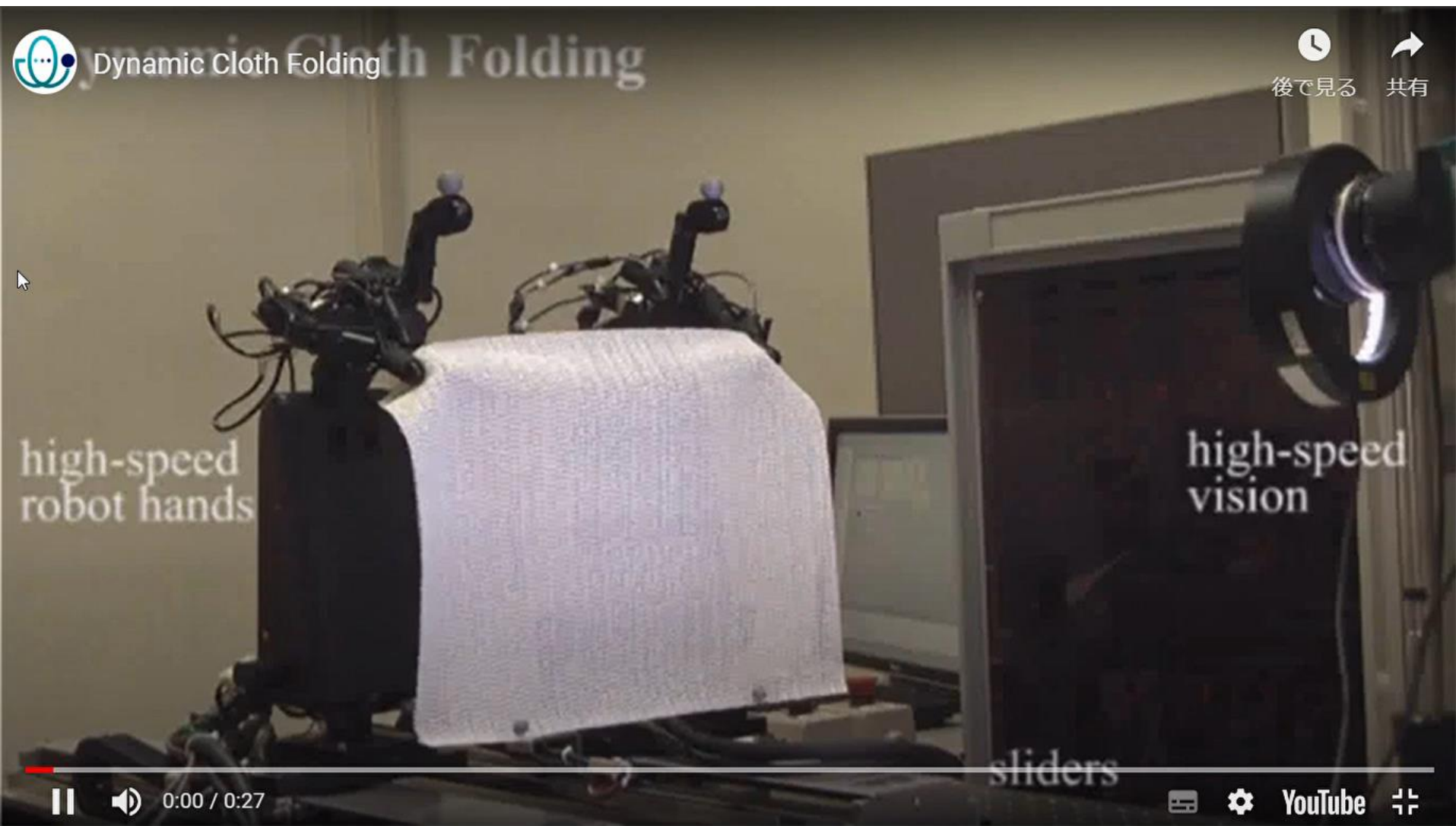
共有

Manipulation of a Linear Flexible Object  
with a High-speed Robot Arm

<http://www.hfr.iis.u-tokyo.ac.jp/research/index-j.html>



# Folding a Towel with Robot Hand



<http://www.hfr.iis.u-tokyo.ac.jp/research/index-j.html>

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High-speed Flexible Robotics

<http://www.hfr.iis.u-tokyo.ac.jp>



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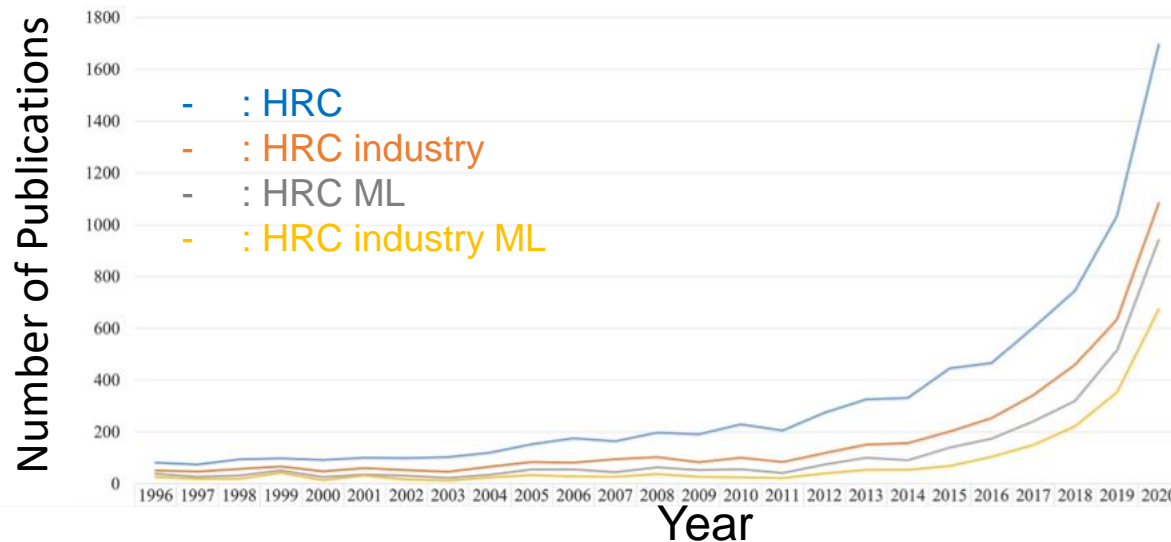
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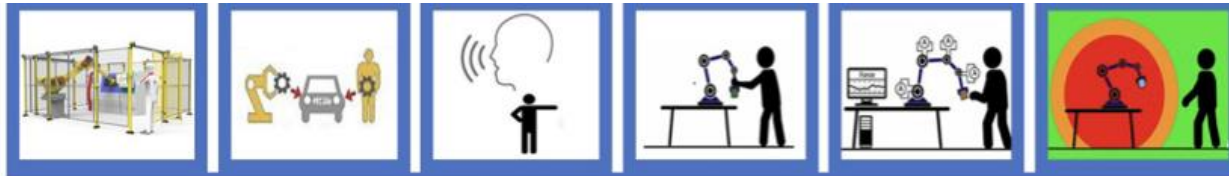
# Background

## Increase of Co-operating Robots

Number of HRC-relevant publications between 1996-2020



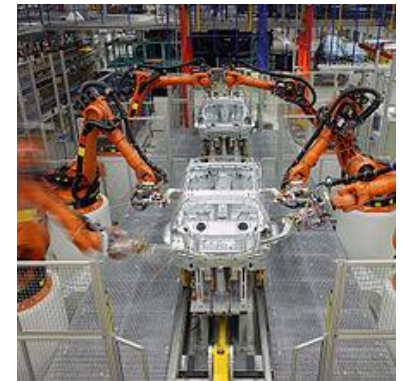
## Human-Robot Collaboration (HRC)



Fully Programmed   Co-existence   Co-operation   Collaboration

## Conventional Robot

Manufacturing Robot(KUKA)



## Collaborative Robot

URe Robot (UR)



More and more robots are working with human closely  
→ **A Real-time Collaborative Robot moving smoothly according to human motion**



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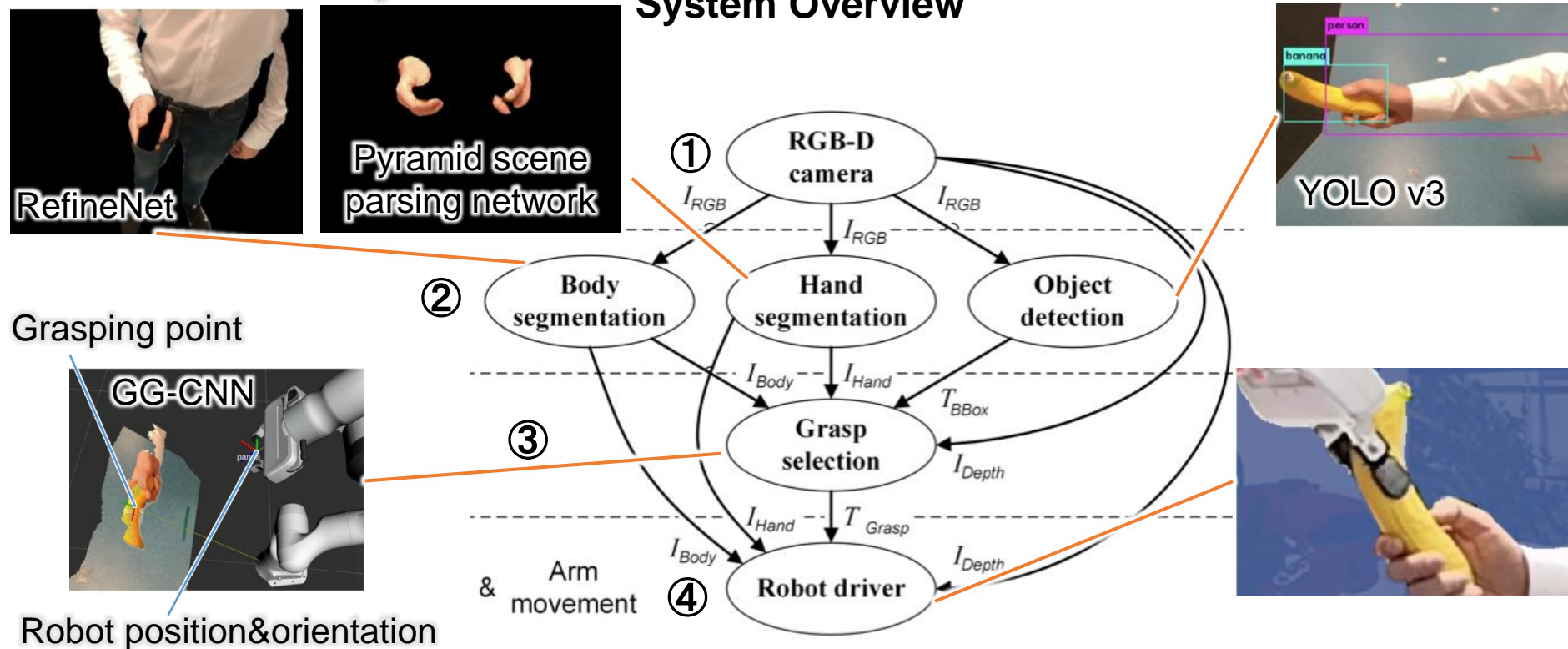


# Related Work – Receiving tools from Human

P.Rosenberger et.al, “Object-Independent Human-to-Robot Handovers using Real Time Robotic Vision”(2021)

For safety

## System Overview



- Success rate: **81.9%**
- Processing Time(1~3): **0.196 sec (5.1 Hz)**

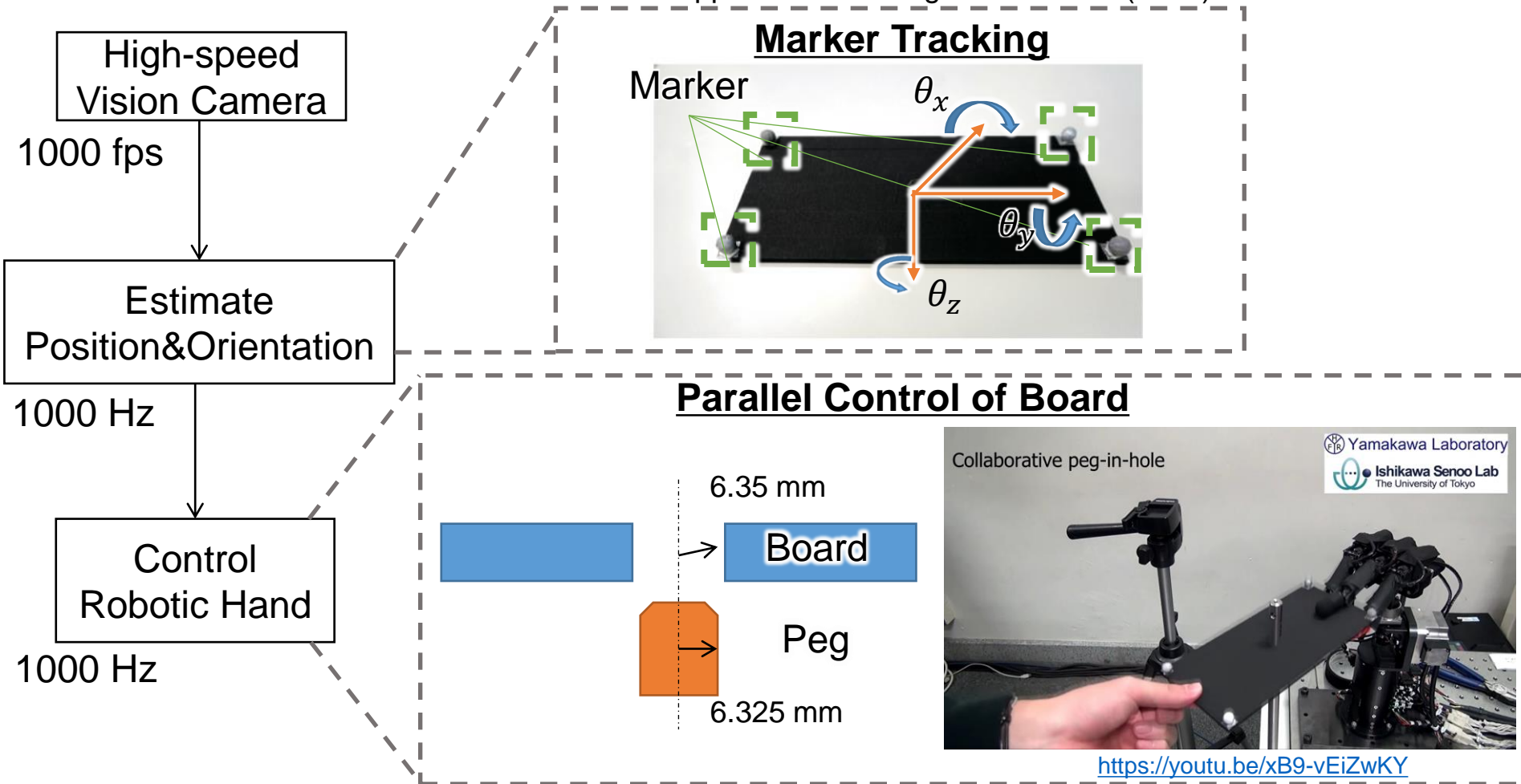
○ : No need of special environment settings like markers or lightning conditions  
△ : Processing time is slow → difficult to work smoothly with human





# Related Work – Peg-in-Hole Task

Y.Yamakawa et.al, “Development of a Real-Time Human-Robot Collaborative System Based on 1kHz Visual Feedback Control and Its Application to a Peg-in-Hole Task”(2021)



- : ▪ **High Accuracy:  $\theta_x \sim 0.1$  rad** ▪ **Real-time Collaboration System(1000 Hz)**  
△ : ▪ **Necessity of Environment Settings like markers and Lightning Conditions**



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# Problem & Purpose

## Problem:

- ✓ No HRC (Human-Robot Collaboration) System working in a normal environment with low-latency

## Purpose:

- ✓ No Environment Settings like markers or lightning conditions
- ✓ Working smoothly with low latency even if humans change their motion abruptly

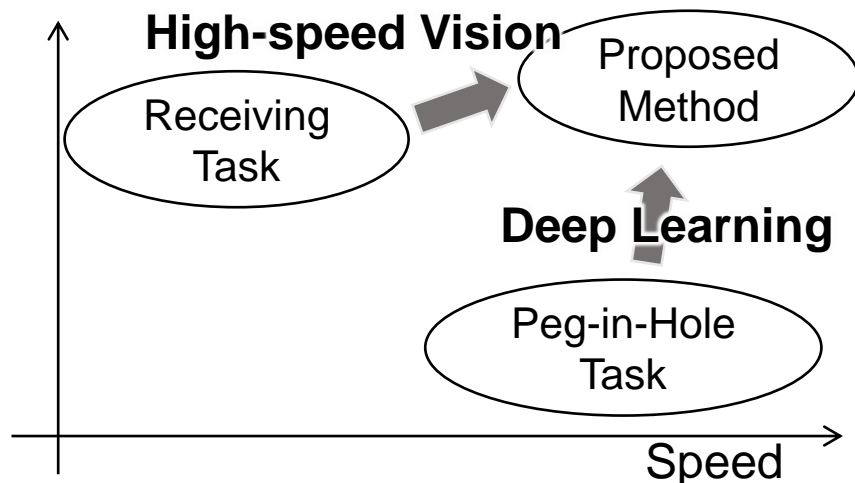


## Dynamic Object & Real-time Task

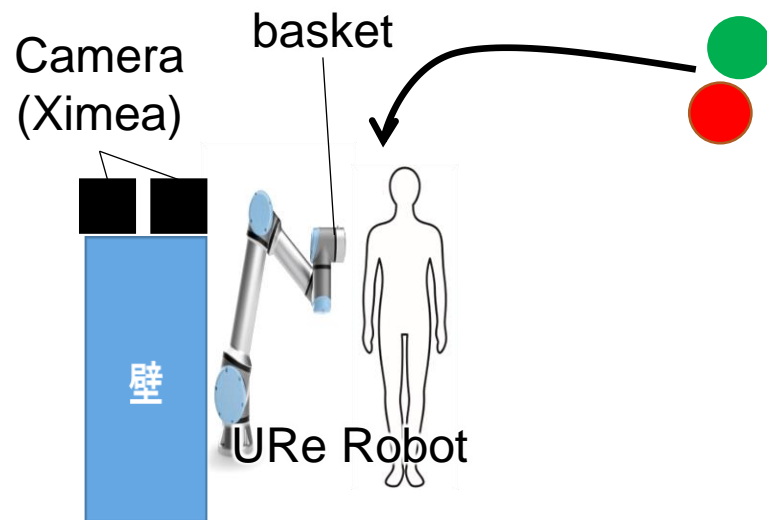
Human and Robot catch 2 balls separately

### Concept

Independency  
of environment



### System Overview





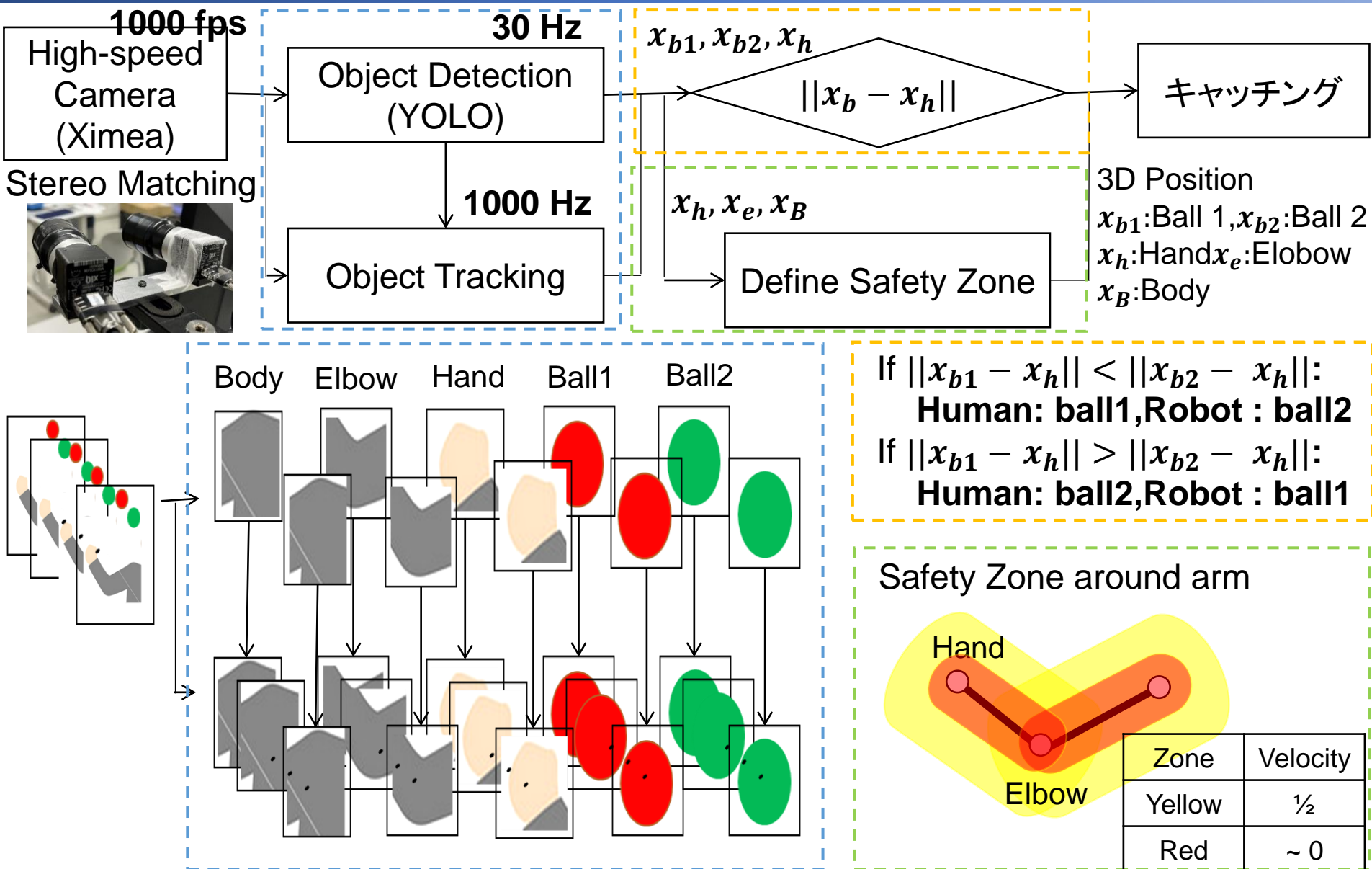


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# System Overview



## Object Detection with YOLOv7

Class : Ball, Hand, Elbow, Body



Average accuracy: **0.81**

Prediction	Ball	0.80			
	Hand	0.07	0.71		
	Elbow			0.73	
	Body				1.00
	Back-ground	0.13	0.29	0.27	
		Ball	Hand	Elbow	Body
	Label				

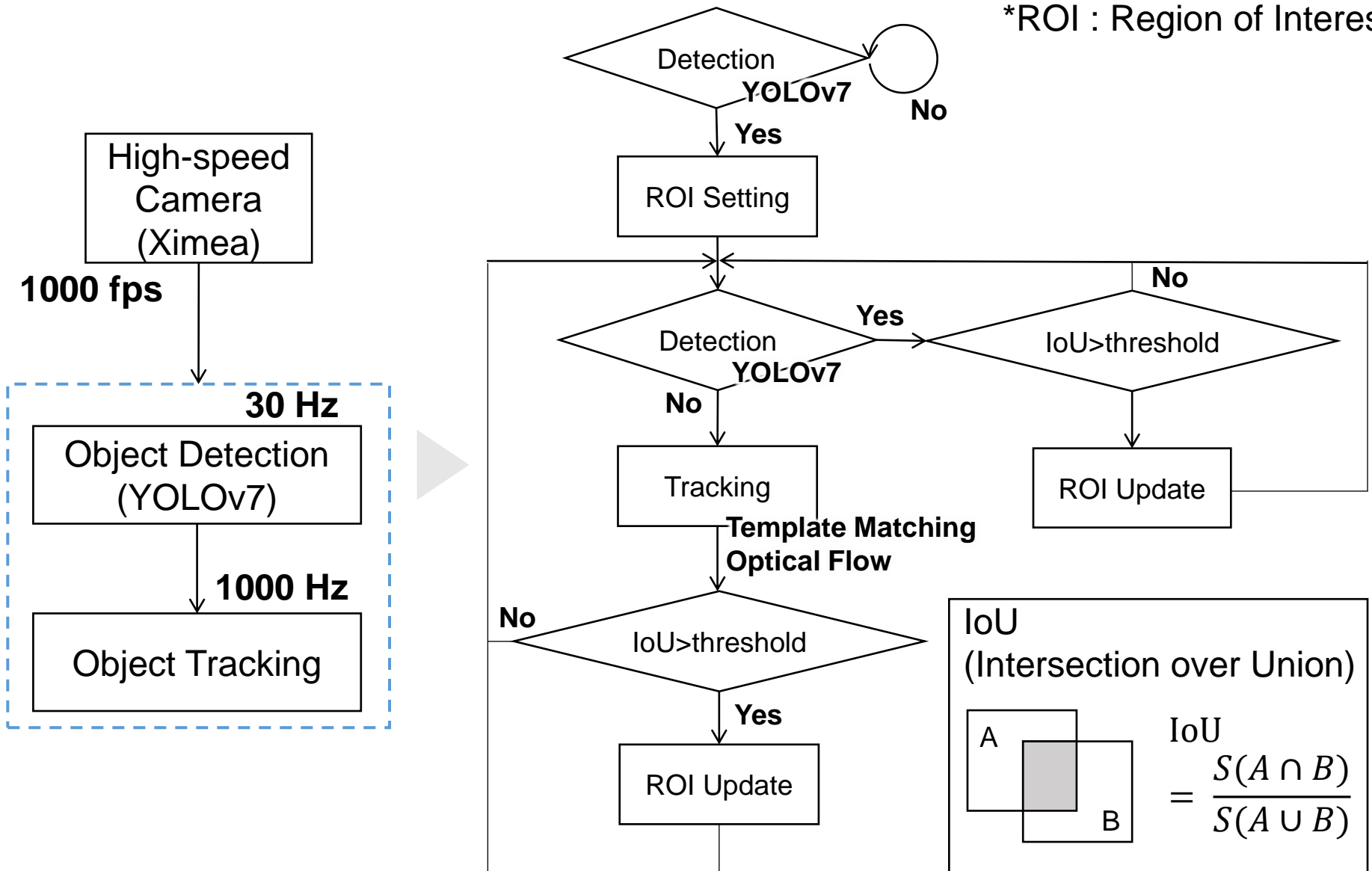
- Ball, Hand and Elbow are wrongly classified as background
- Contours are likely to be vague → Can't detect objects



✓ Introduce Edge filter

# Object Tracking – System Overview

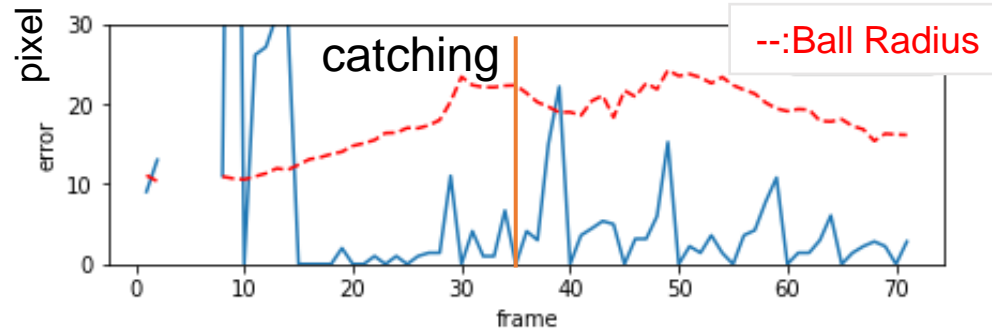
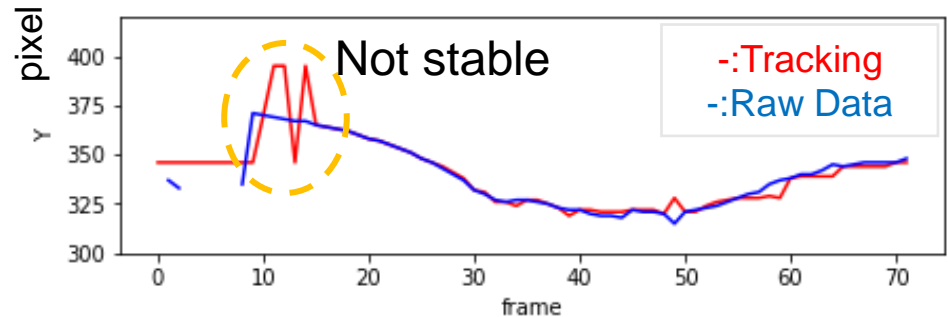
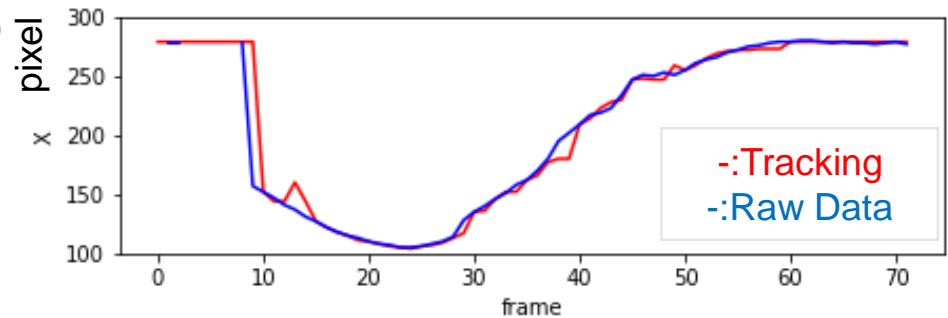
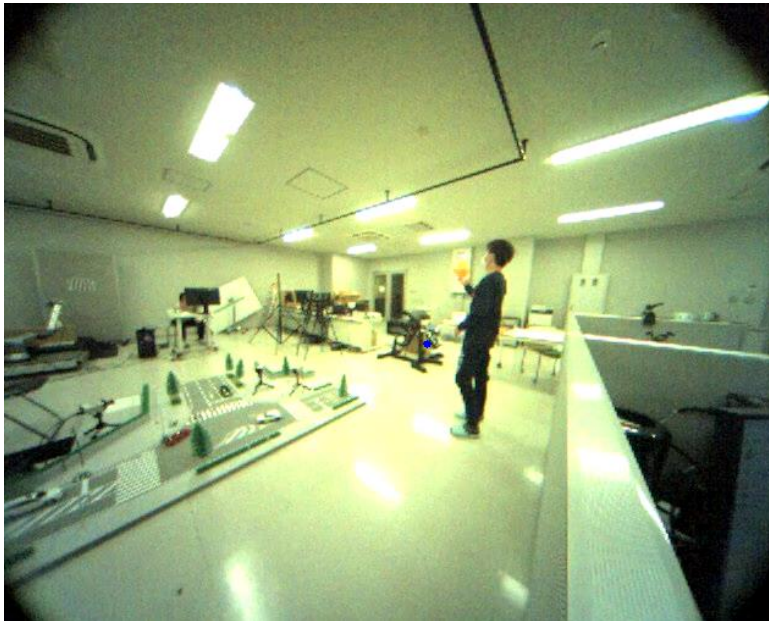
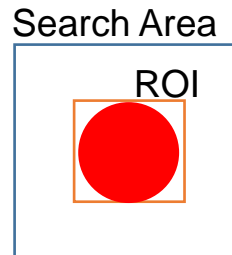
\*ROI : Region of Interest





# Tracking of Ball – Template Matching

- ROI Update every 5 frames with YOLO
- Template:  
ROI from YOLO detection
- Search Area:  
Around ROI

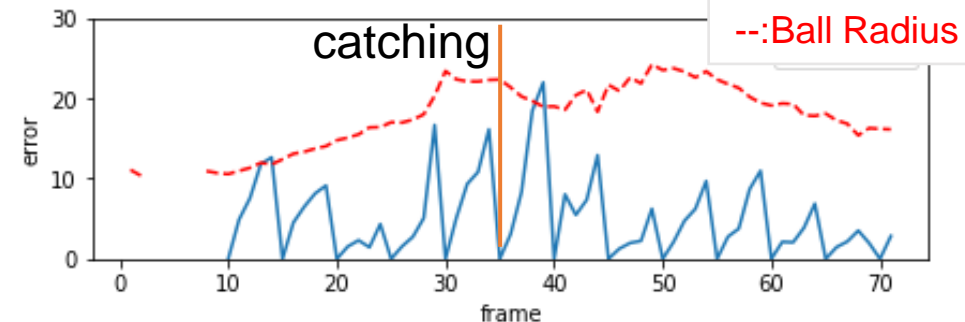
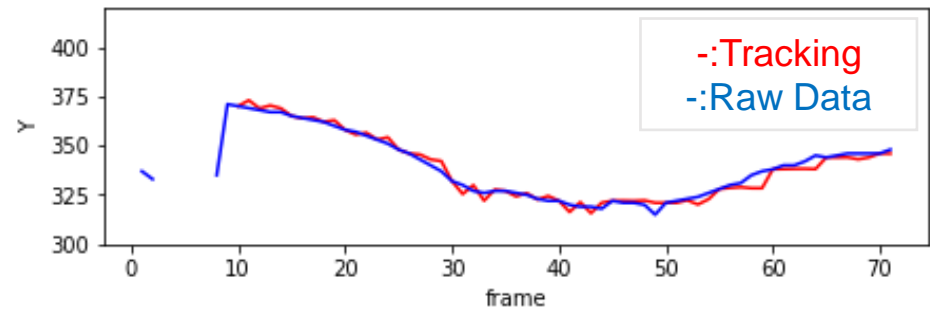
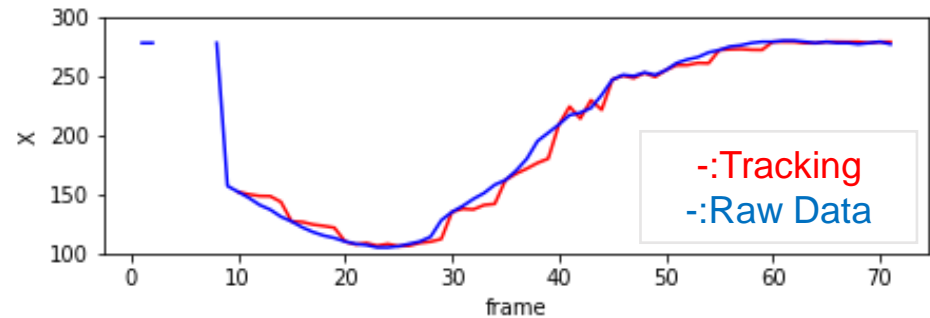
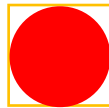


- MSE(Mean Squared Error) : 8.0 pixel ( 3.4 pixel if first outliers are excluded)
- Tracking is not stable when ball passes around poles on the ceiling  
→ Sensitive to the change of surrounding environment

# Tracking of Ball – Optical Flow

- ROI Update every 5 frames with YOLO
- Feature points:  
Shi-Tomashi method
- Search Area:  
ROI

Search Area



MSE(Mean Squared Error) : 5.1 pixel

The faster the motion, the worse accuracy → not problem in high-speed vision

Sensitive to the change of lightning condition → Edged filter will be effective



# Object Tracking

Method	Merit	Demerit	Solution
Template Matching	<ul style="list-style-type: none"><li>Accurate when there is no occlusion</li></ul>	<ul style="list-style-type: none"><li>Sensitive to the change of the surroundings</li><li>Necessary larger search area</li></ul>	<ul style="list-style-type: none"><li>Edge Filter</li><li>Combine simple prediction <math display="block">x_{t+1} = x_t + v_t \cdot \Delta t</math><math display="block">\rightarrow \text{Narrow search area}</math></li></ul>
Optical Flow	<ul style="list-style-type: none"><li>Only small area is necessary</li></ul>	<ul style="list-style-type: none"><li>Sensitive to the lightning change</li><li>Error becomes larger as time passes</li></ul>	<ul style="list-style-type: none"><li>Edge Filter</li></ul>

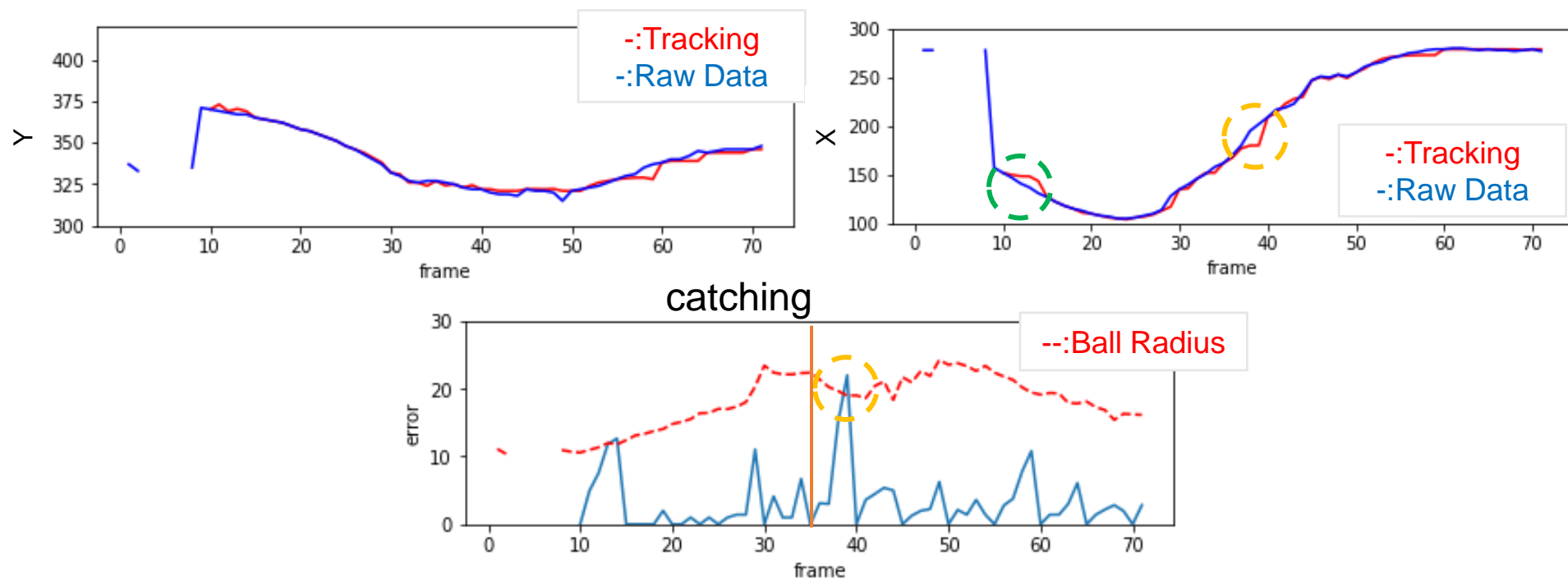
- Detection : YOLO
- Parallel Tracking : Template Matching and Optical Flow  
 $\rightarrow$  High-speed and Robust Tracking System





# Tracking of Ball– Optical Flow + Template Matching

- ROI Update every 5 frames with YOLO
- Tracking:  
Optical Flow + Template Matching



MSE(Mean Squared Error) : **3.2 pixel**

( Template Matching : **8.1 pixel**, Optical Flow: **5.1 pixel**)

Error in Y axis is large after catching→ Edged filter will be necessary





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# Summary & Future Plan

## Summary

- Detection with YOLOv7
  - Accuracy : 81 %
- Tracking System combining YOLO detection and Tracking system
  - Template Matching : MSE= 8.1 pixel
  - Optical Flow : MSE = 5.1 pixel
  - Mix = 3.2 pixel

## Future Plan

- Vision System
  1. 3D Reconstruction by Stereo Matching
  2. Real-time Multi-object Tracking system with YOLO and Template Matching and Optical Flow
  3. Calculate the distance between balls and hand
  4. Making safety zone
- Control of Robot Arm
  5. Inverse Kinematics and PD control of torque
  6. Speed Control according to the Safety Zone
- 7. Experiment

M	3	5	7	9	11	1
1						
2						
3						
4						
5						
6						
7						

P4

- (1) <https://ja.wikipedia.org/wiki/産業用ロボット>
- (2) <https://wiredworkers.io/cobot-arm>
- (3) Inkulu, A.K, Bahubalendrumi, M.V.A.R, Dara, A and K, S.(2022) “Challenges and opportunities in human robot collaboration context of Industry 4.0 – a state of the art review”, *Industrial Robot*, Vol. 49 No.2, pp.226-239. <https://doi.org/10.1108/IR-04-2021-0077>
- (4) Debasmita, M., et.al, "A Survey of Robot Learning Strategies for Human-Robot Collaboration in Industrial Settings", *Robotics and Computer-Integrated Manufacturing*, 2022, Volume73, 102231, ISSN 0736-5845, <https://doi.org/10.1016/j.rcim.2021.102231>

P6

P. Rosenberger *et al.*, "Object-Independent Human-to-Robot Handovers Using Real Time Robotic Vision," in *IEEE Robotics and Automation Letters*, vol. 6, no. 1, pp. 17-23, Jan. 2021, doi: 10.1109/LRA.2020.3026970

P7

Yamakawa, Y.; Matsui, Y.; Ishikawa, M. Development of a Real-Time Human-Robot Collaborative System Based on 1 kHz Visual Feedback Control and Its Application to a Peg-in-Hole Task . *Sensors* 2021, 21, 663. <https://doi.org/10.3390/s21020663>  
<https://youtu.be/xB9-vEiZwKY>

P9

- URe : <https://iot.aperza.com/2019/09/3789/>



Thank you for listening