# HRI for assisted tele-manipulation: combining autonomous grasp planning with haptic cues

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# **Extreme Robotics Laboratory**

- Leading a £42 million fund for the National Centre for Nuclear Robotics (NCNR)
- Opened new 1000 sq ft Laboratory in the Birmingham, UK
- 10 PhD Students, 10 Postdocs

NCNR website: <a href="https://www.ncnr.org.uk/">https://www.ncnr.org.uk/</a>

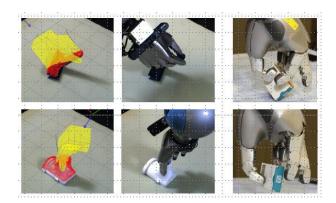
ERL Website: <a href="https://www.birmingham.ac.uk/research/activity/metallurgy-materials/robotics">https://www.birmingham.ac.uk/research/activity/metallurgy-materials/robotics</a>

# **About ERL**

#### **Extreme Robotics** Laboratory















# **Expertise**

- **Mobile Robotics**
- **Robot Control**
- **Robotic Grasping**
- **Human Robot Collaboration**
- **Machine Vision**











KAERI Korea Atomic Energy Research Institute









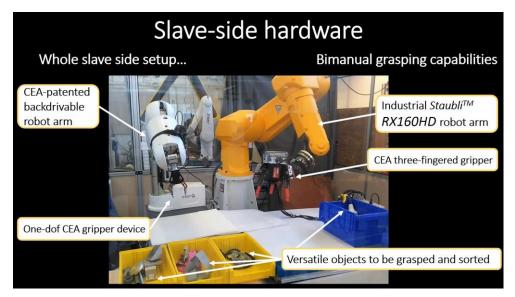






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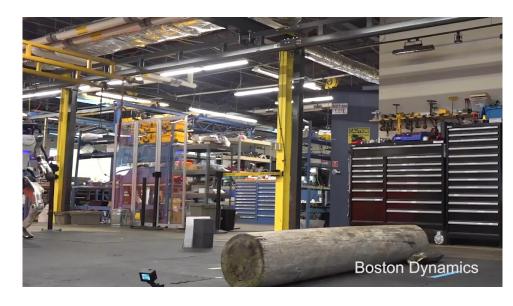


# **Recent Projects**

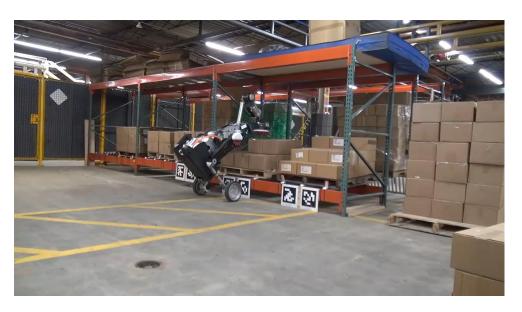
- Bimanual Teleoperation with novel Grippers (ROMANS CEA)
- HRI Assisted Tele-manipulation (ROMANS ERL/NNL)
- Autonomous Laser Cutting (5KW) in Active Nuclear Cell

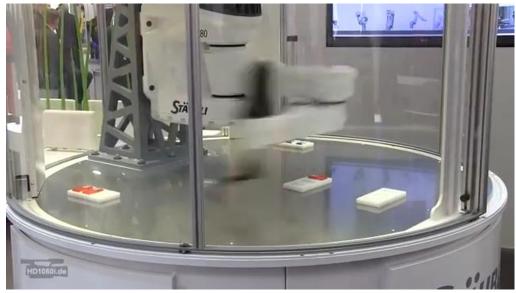
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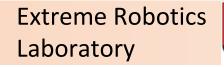
## **Human robot Interaction (Goal)**

- Intuitive interaction
- Mutual assistance
- Collaboration
- Use the strength of one to compensate the weaknesses of the other
- Solve difficult problems that can't be solved either by the robot or the human alone



# **Human robot Interaction (Reality)**

- Steep Learning curve for operators
- Prior knowledge of robotics
- Initial training required
- Deep 3D understanding
- Requires medium to high mental effort
- Not intuitive
- Human has to adapt to an imperfect system







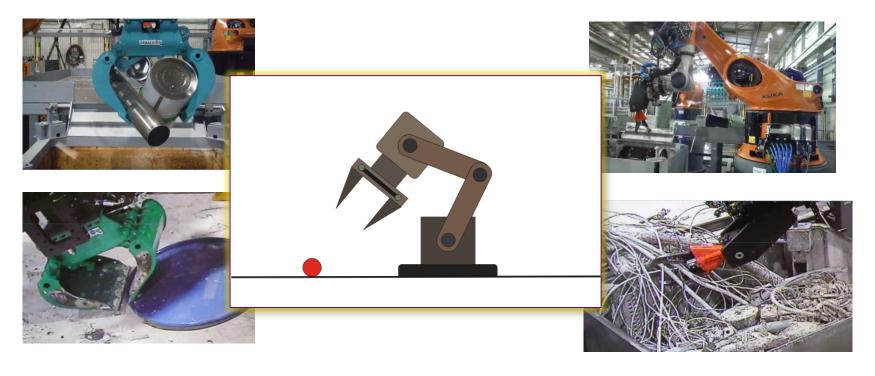
# **Key differences:**

Human	Robot
Flexible	Rigid/stiff
Slow	Fast
Light	Heavy
Dexterous	Clumsy
Slow thinking	Fast computation
High level Reasoning	Low level reasoning

How to exploit the differences to make an overall better system?

**Case Study: Tele-manipulation** 

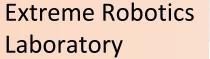




# Necessity of advanced robotic technologies (full or semi- autonomy)

- Very interesting/complex manipulative tasks Quite slow and painstaking with teleoperation
- Reduce the safety risks on human workers
- Most importantly: operational cost reduction and increase in productivity

# Tele-manipulation









**Input device:** Natural Hand movements

**Scene perception:** Scene cameras

Force Feedback: None

**Input device:** Haptic device

**Scene perception:** Direct view

Force Feedback: Yes

# Tele-manipulation

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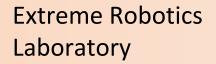


Input device: Haptic device

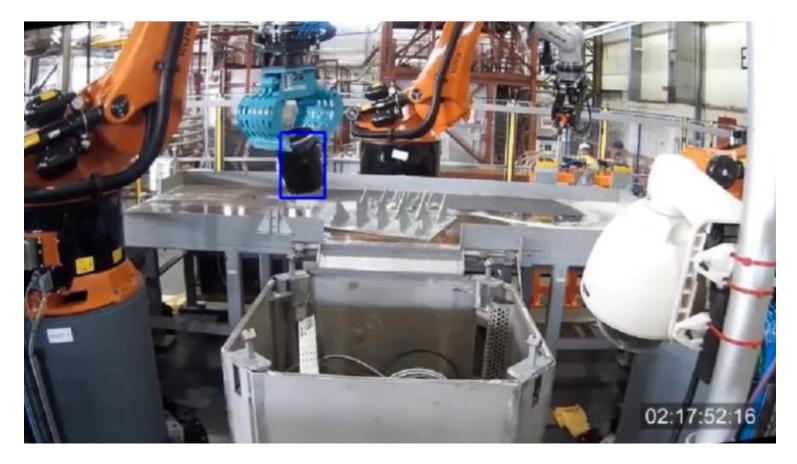
Scene perception: Scene cameras

Force Feedback: Yes

# Tele-manipulation







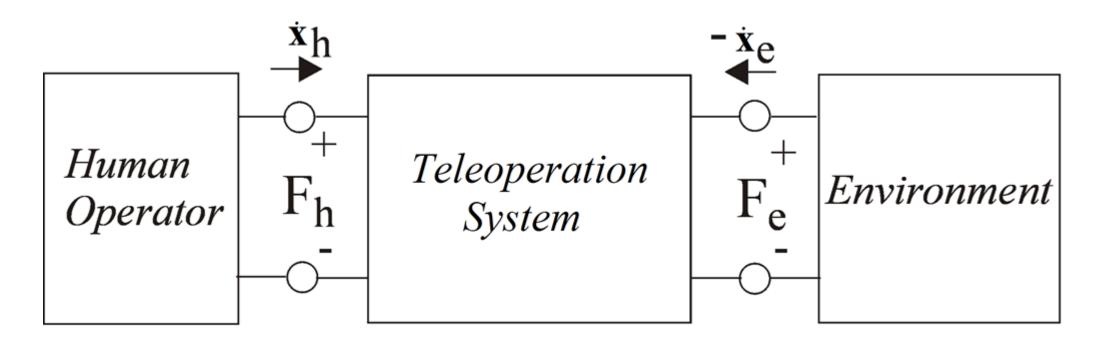




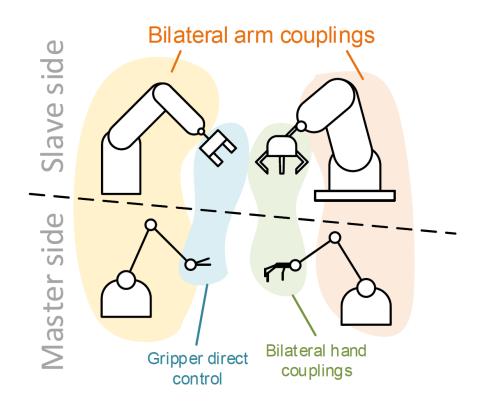
State of the Art Tele-manipulation in the Nuclear Industry

Input device: Joysticks Scene perception: Scene cameras Force Feedback: No





- 1. Operator uses an input device
- 2. Controls a remote or collocated robot
- Receive visual and/or haptic feedback from robot's environment



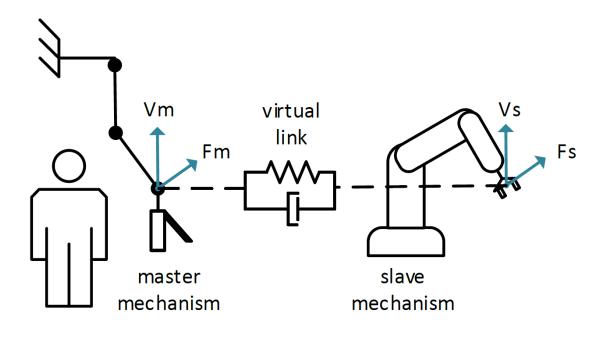


Fig. 7. Basic principle of bilateral coupling

- Generic controller
- No task related information used



- Robotic grasping of cluttered objects remain an open research problem
- Classical grasping methods require detailed knowledge of objects' E.g. shape, mass, friction coefficients etc.
- Learning approaches seek to encode a more direct link but require
  - large training data (some more and some less)
  - prototypical grasps to be taught beforehand ...







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## We proposed two methods:

Single shot learning Model-free Learning-free (LoCoMo)

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#### Marek Kopicki et al.

One shot learning and generation of dexterous grasps for novel objects (IJRR 2015)

- Learning on single object, generalise on new unseen objects
- Arbitrary shape
- Deformable
- Moderately cluttered heaps



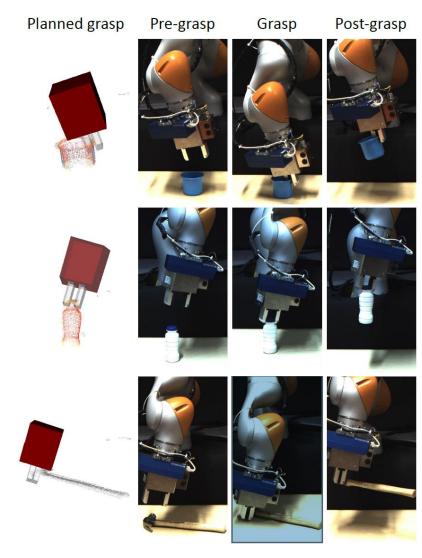
#### Maxime Adjigble et al.

Model-free and learning-free grasping by local contact moment matching (IROS 2018)

- Different gripper geometry
- Unknown objects
- Arbitrary shape
- Deformable
- Moderately cluttered heaps

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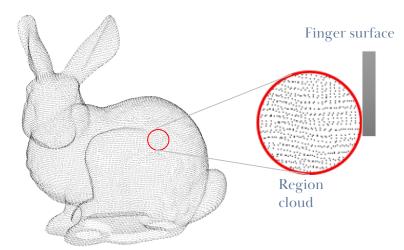
Object	Success Rate $1^{st}$ Grasp (5 Trials)
bleach cleanser	80% (4/5)
racquetball	100% (5/5)
blue cup	$80\% \ (4/5)$
aluminium profile	$100\% \ (5/5)$
plastic bottle	100% (5/5)
bamboo bowl	$100\% \ (5/5)$
spring clamp	100% (5/5)
electric hand drill	$80\% \ (4/5)$
gas knob	100% (5/5)
golf ball	100% (5/5)
hammer	100% (5/5)
plastic lemon	$80\% \ (4/5)$
mustard container	$100\% \ (5/5)$
plastic nectarine	$100\% \ (5/5)$
gray pipe	100% (5/5)
potted meat can	$40\% \ (2/5)$
screwdriver	100% (5/5)
plastic strawberry	100% (5/5)
multi-head screwdriver	100% (5/5)
white pipe	$60\% \ \ (3/5)$
wood block	100% (5/5)
Success Rate	<b>91.43</b> % (96/105)

Model-free and learning-free grasping tested (YCB Object Dataset)

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#### LoCoMo:

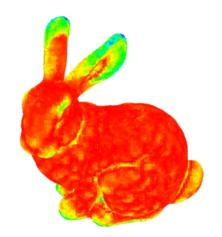


$$n_{\rho} = M_{\rho}^{0}(\xi) - X$$

$$M_{\rho}^{0}(\xi) = \frac{1}{N} \sum_{n=1}^{N} X_{i}$$

$$oldsymbol{arepsilon} = oldsymbol{n}_
ho^1 - oldsymbol{n}_
ho^2$$

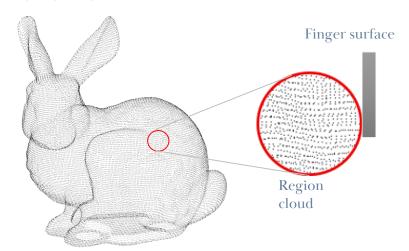
$$C_{\rho} = ((2\pi)^n |\Sigma|)^{\frac{1}{2}} \phi(\varepsilon; \vec{0}, \Sigma)$$



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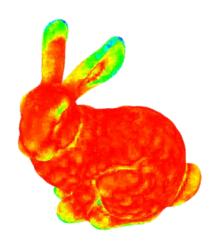
#### LoCoMo:



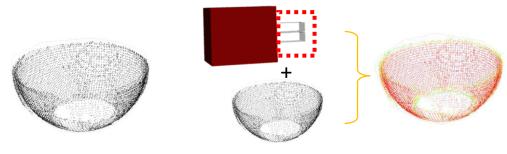
$$C_{\rho} = ((2\pi)^n |\Sigma|)^{\frac{1}{2}} \phi(\varepsilon; \vec{0}, \Sigma)$$

$$C_i = \frac{1}{N_s} \sum_{i=1}^n C_{\rho}^{i,Xi}$$

$$\mathcal{R} = k \prod_{i=1}^{n_f} C_i^{w_i}$$

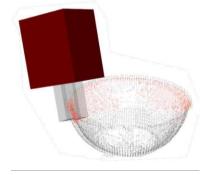


#### Grasping Pipeline:



1. Acquire scene cloud

2. Compute LoCoMo



3. Generate grasp hypotheses



4. Execute best grasp

# How to combine Teleoperation and Autonomous grasping for a better Tele-manipulation?

## **Teleoperation**

- Complete control of robot's movements
- Natural movements translated into robot movements
- Force\Visual feedback
- Hard to operate
- 3D Visual perception/understanding challenging

## **Autonomous Grasping**

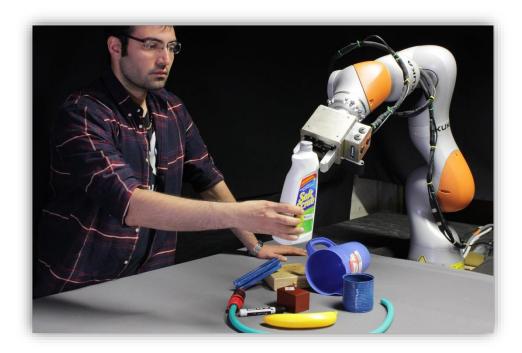
- Trajectory planner available
- Easy to operate
- Multiple grasp poses available
- Probabilistic
- High success rate but still not acceptable for high consequence applications



# Some tasks requires human robot interaction

#### Manipulation by human hand-over

- Robot follows the human hand and collects the objects
- Multiple dynamic problems combined:
  - Continuous pose update
  - Real-time stable grasp pose update
  - Real-time motion planning to maintain reach-to-grasp
- Developed to use for problems in automotive industry



# Online Grasp Planning

# Dynamic grasp and trajectory planning for moving objects

- Grasp precomputed
- Object tracked

 $\epsilon_j = \frac{1}{m_j} \sum_{i=1}^{m_j} \epsilon_{ij}$ 

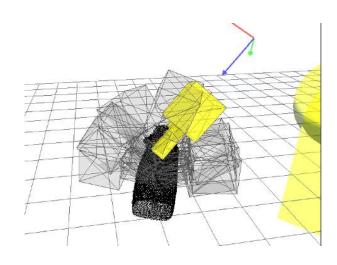
Grasps re-ranked online

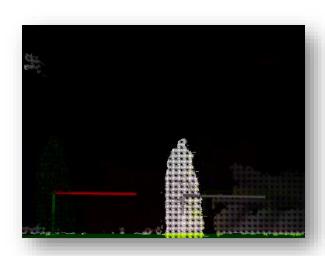
$$egin{aligned} \mathcal{K}^{for}: \mathbb{R}^{N^a} &\longrightarrow SE(3) ext{ from the approximate solution } ilde{c}^a, \ \epsilon_{ij} &= (1-a) \ \| ext{lin}(sv^w_{ij}) - ext{lin}(\mathcal{K}^{for}( ilde{c}^a_{ij})) \|^2 \ &+ a \ (1-| ext{ang}(sv^w_{ij}) \cdot ( ext{ang}(\mathcal{K}^{for}( ilde{c}^a_{ij})))^{-1}|) \end{aligned}$$

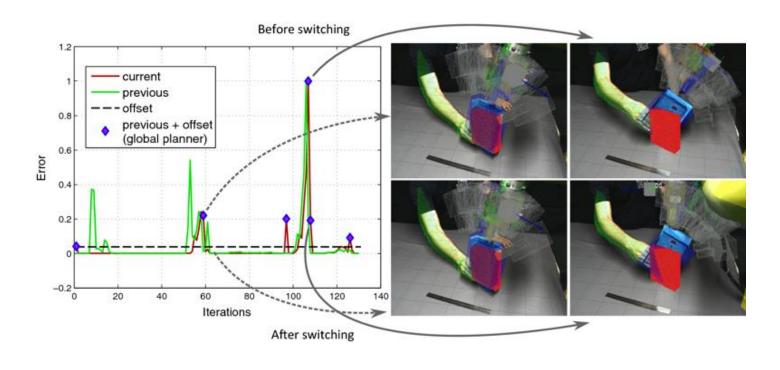
# **HRI Previous Work**

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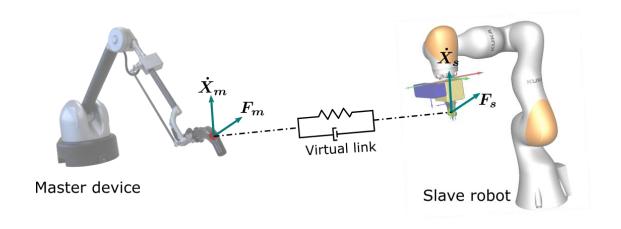


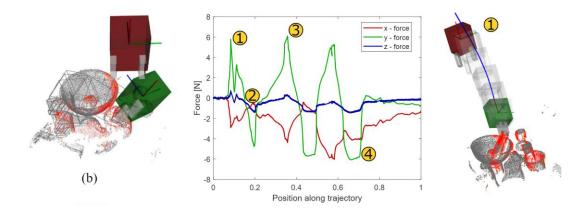
- Get initial pose of the object and generate initial grasp trajectories
- Track and update object pose when moved by human
- Compute feasible arm trajectories maintaining stable grasp tracking
  - Compute Inverse kinematics
- Select **k**<sup>th</sup> grasp trajectory with the smallest error and set as reference

# Assisted Grasping with LoCoMo

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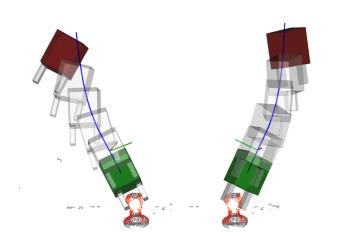






- Standard Teleoperation enhanced by grasp suggestions
- Force feedback includes shortest trajectory to grasp
- Grasp Reranking online based on state of the slave robot
- Combined with LoCoMo grasping to do assisted grasping
- Integrated shared control for automatic orientation alignment

$$\mathcal{R}_{j}^{'} = \frac{(d_{max} - d_{j})}{(d_{max} - d_{min}))} \mathcal{R}_{j}$$
  $\boldsymbol{F}_{m} = -\boldsymbol{F}_{s} = -K_{s}(\boldsymbol{X}_{m} - \boldsymbol{X}_{s}) - K_{d}(\dot{\boldsymbol{X}}_{m} - \dot{\boldsymbol{X}}_{s})$ 



# Assisted Grasping with LoCoMo

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#### Test at ERL Laboratory:

- Kuka IIWA
- Haption Virtuose 6D
- Schunk PG70
- Ensenso N35
- Household objects

2-4X productivity increase Reduced cognitive load Usable by non expert users

#### **Test at NNL Laboratory:**

- Kuka KR180 R2900
- Haption Virtuose 6D
- Zimmer GEH8660
- Ensenso N35
- Nuclear Mockup objects



















Chris







