

Tactile Sensing for Robot Control

Wenzhen Yuan

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Carnegie Mellon University
The Robotics Institute

What is the sense of touch?

Cutaneous

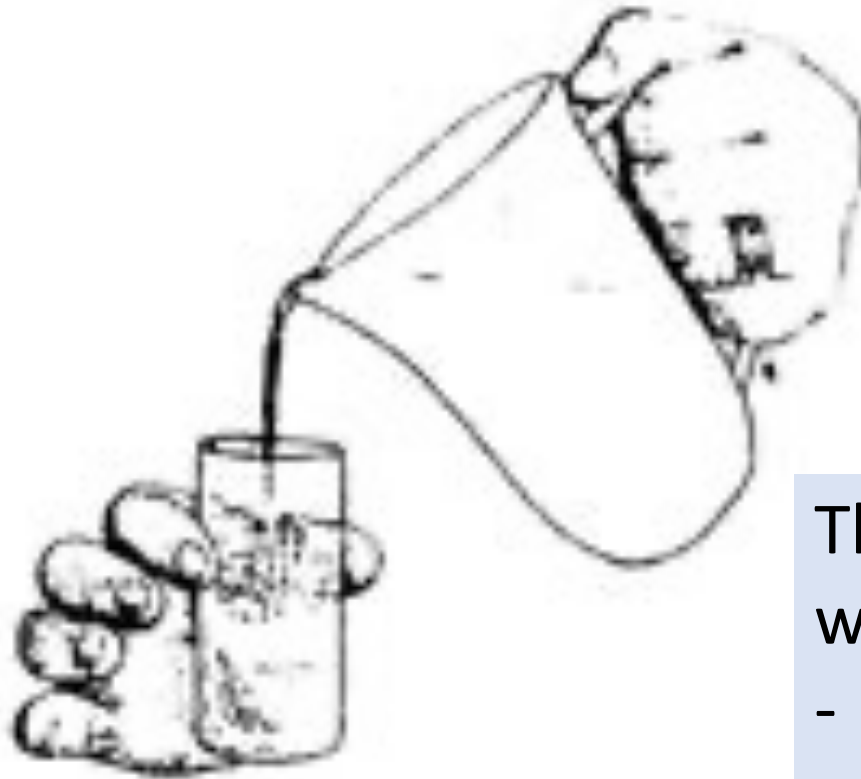
Temperature

Texture

Slip

Vibration

Force



Kinesthesia

Location/configuration

Motion

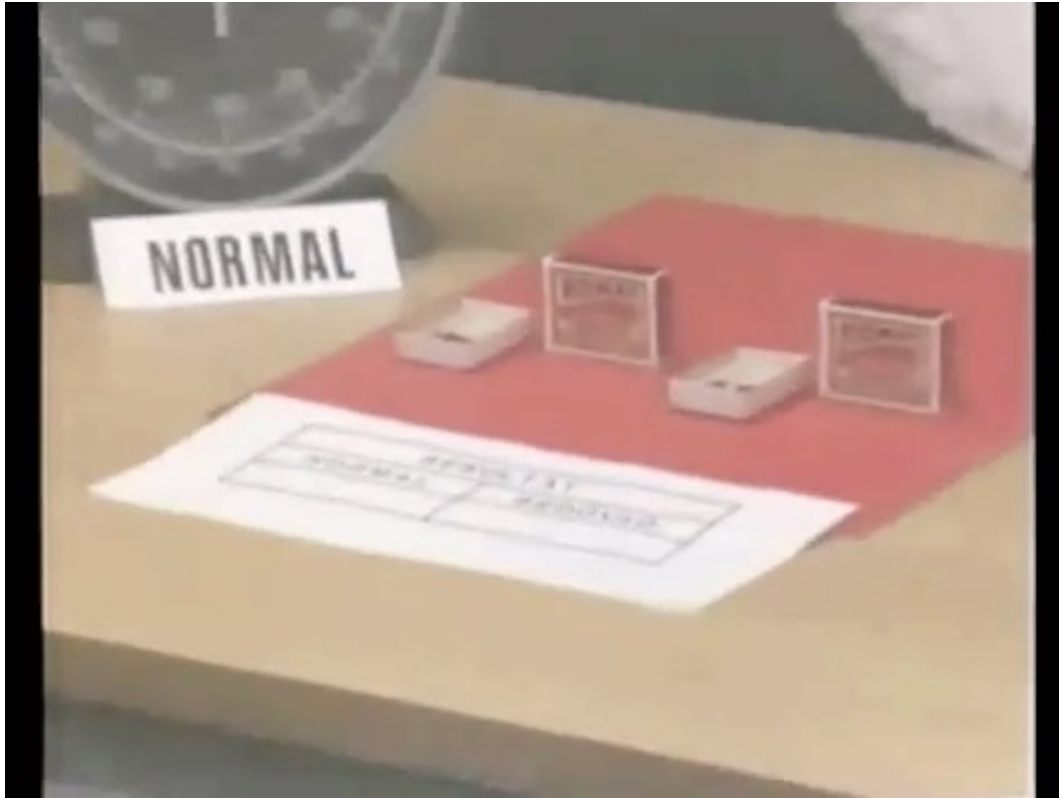
Force

Compliance

The haptic senses work together with the motor control system to:

- Coordinate movement
- Enable perception

What would life be like without touch?



Pre-anesthetization



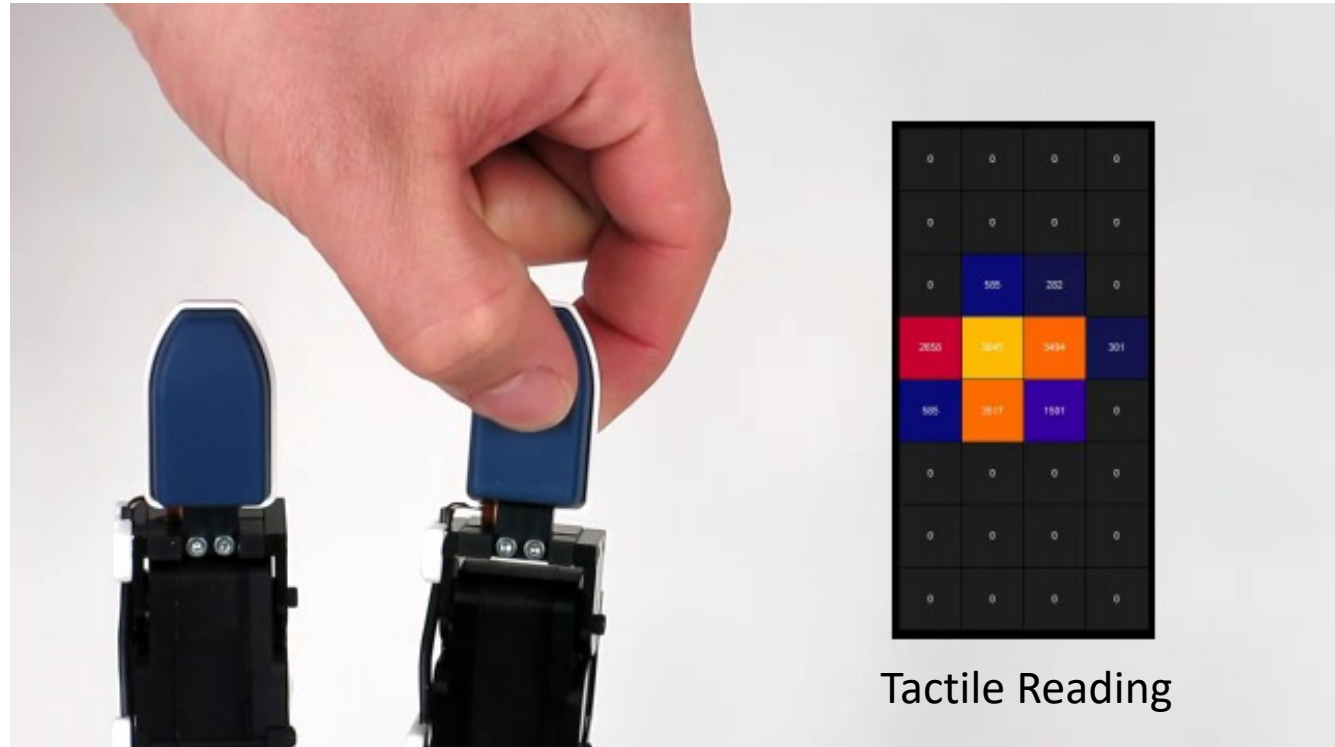
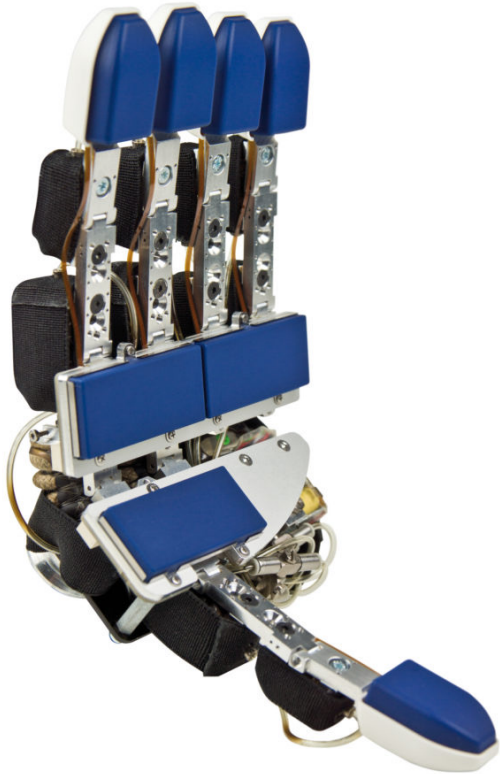
Post-anesthetization



4X Speed

Tactile sensing array from Weiss robotics

Measuring normal force distribution over an area

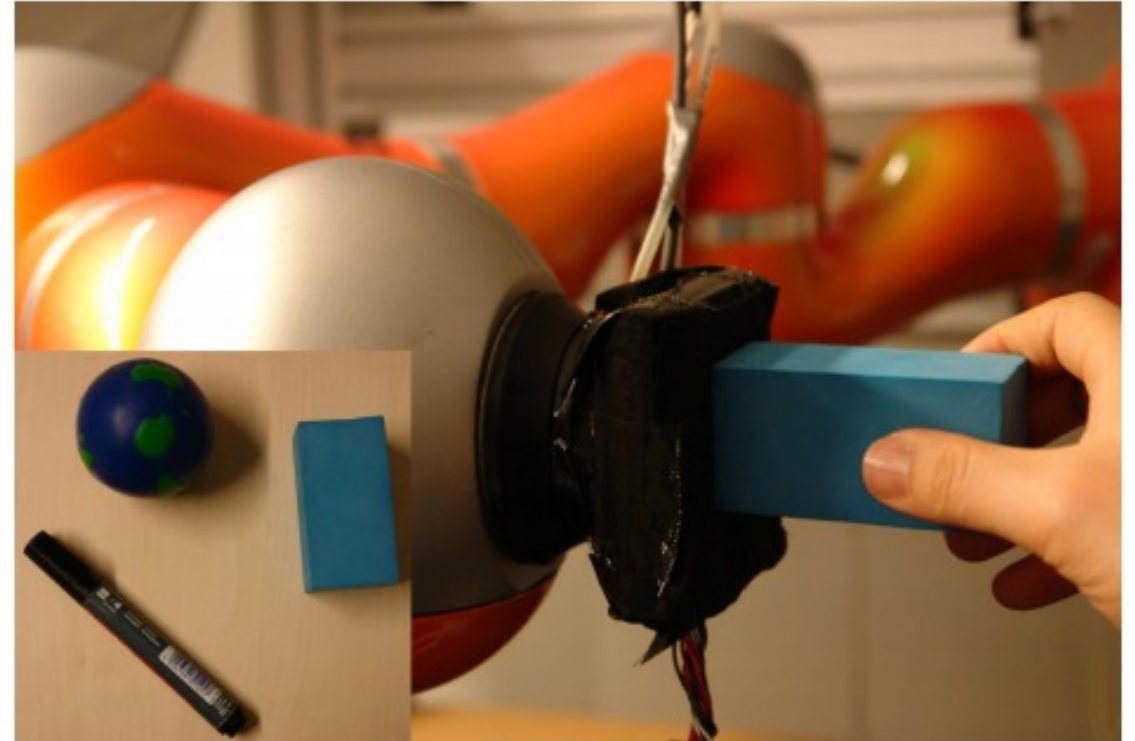


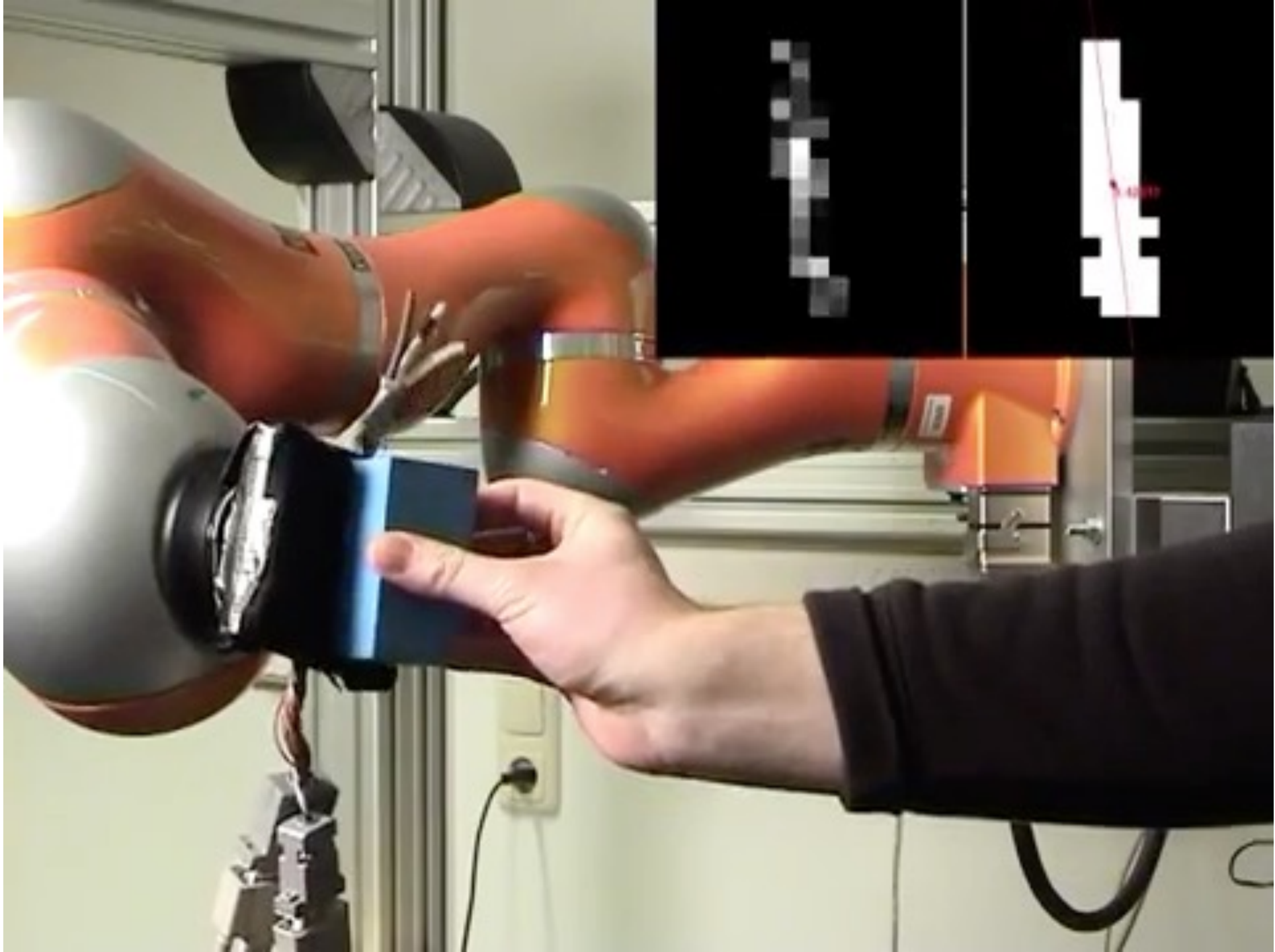
Spatial resolution: ~5mm



Tactile servoing

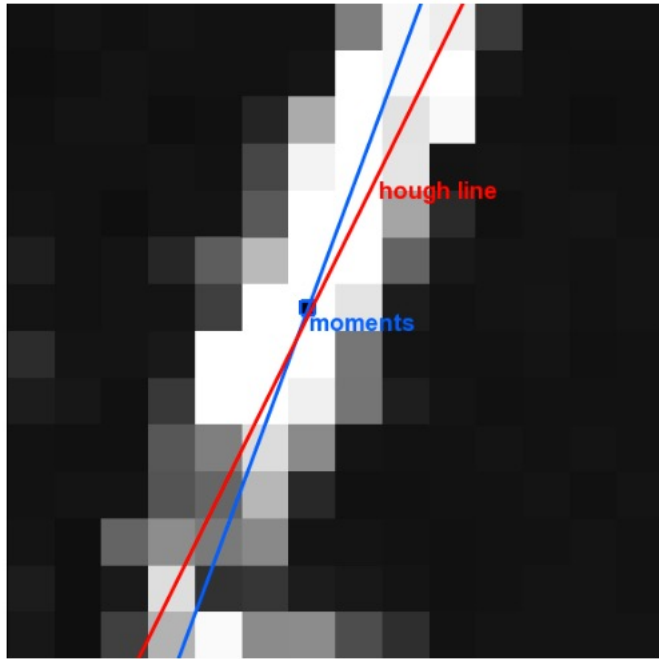
- System:
 - 7-DoF robot arm;
 - 16×16 tactile sensor array as the end-effector, with 5mm spacing, 1.9kHz sampling rate
- Target: realizing a specific tactile interaction pattern
 - Tracking a touched object
 - Maintaining contact location and contact force
 - Tracking an object's pose
 - Tactile object exploration
 - Etc.



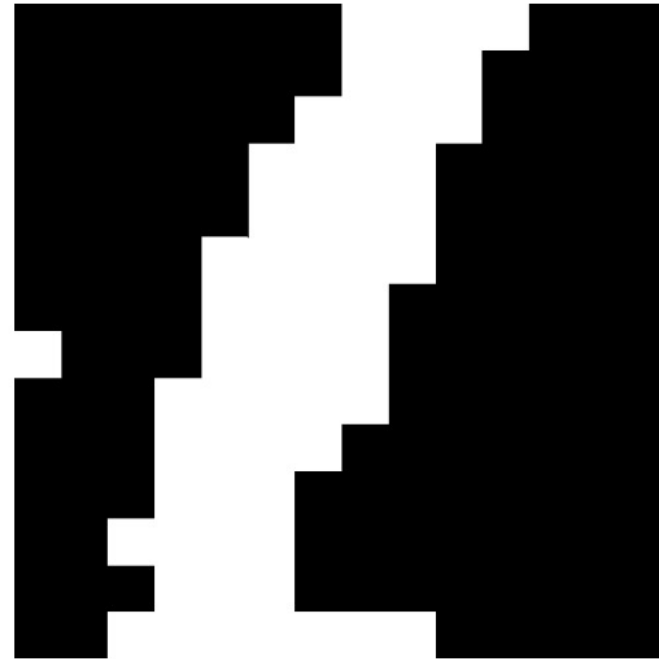


<https://www.youtube.com/watch?v=TcWipks3qJ0>

Tactile features



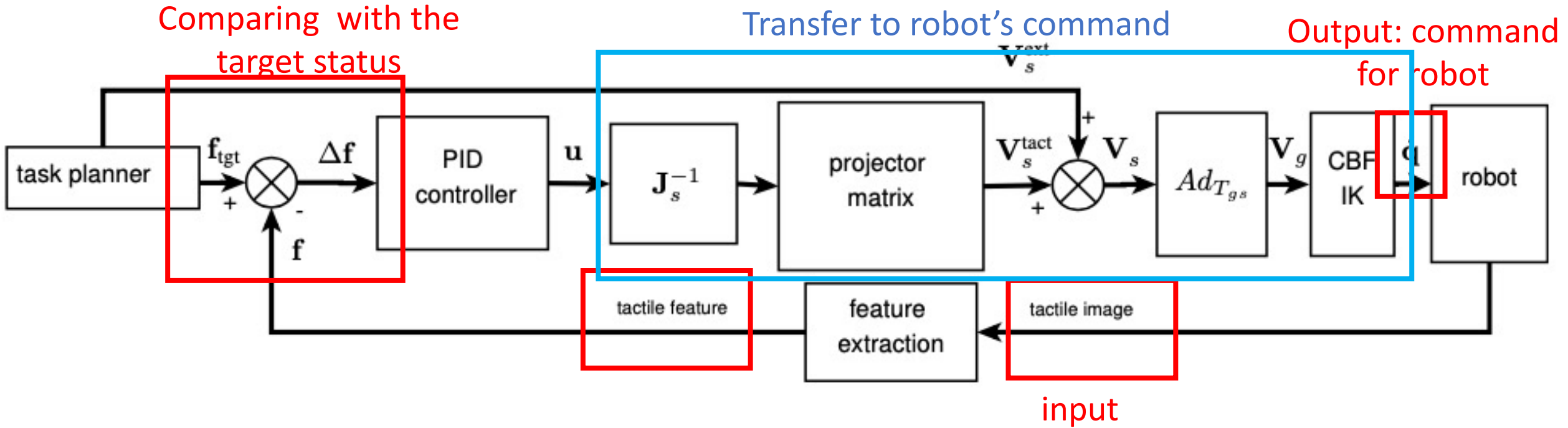
Raw tactile image



Extracted contact region

- Contact position
- Contact force
- Orientation of an object edge

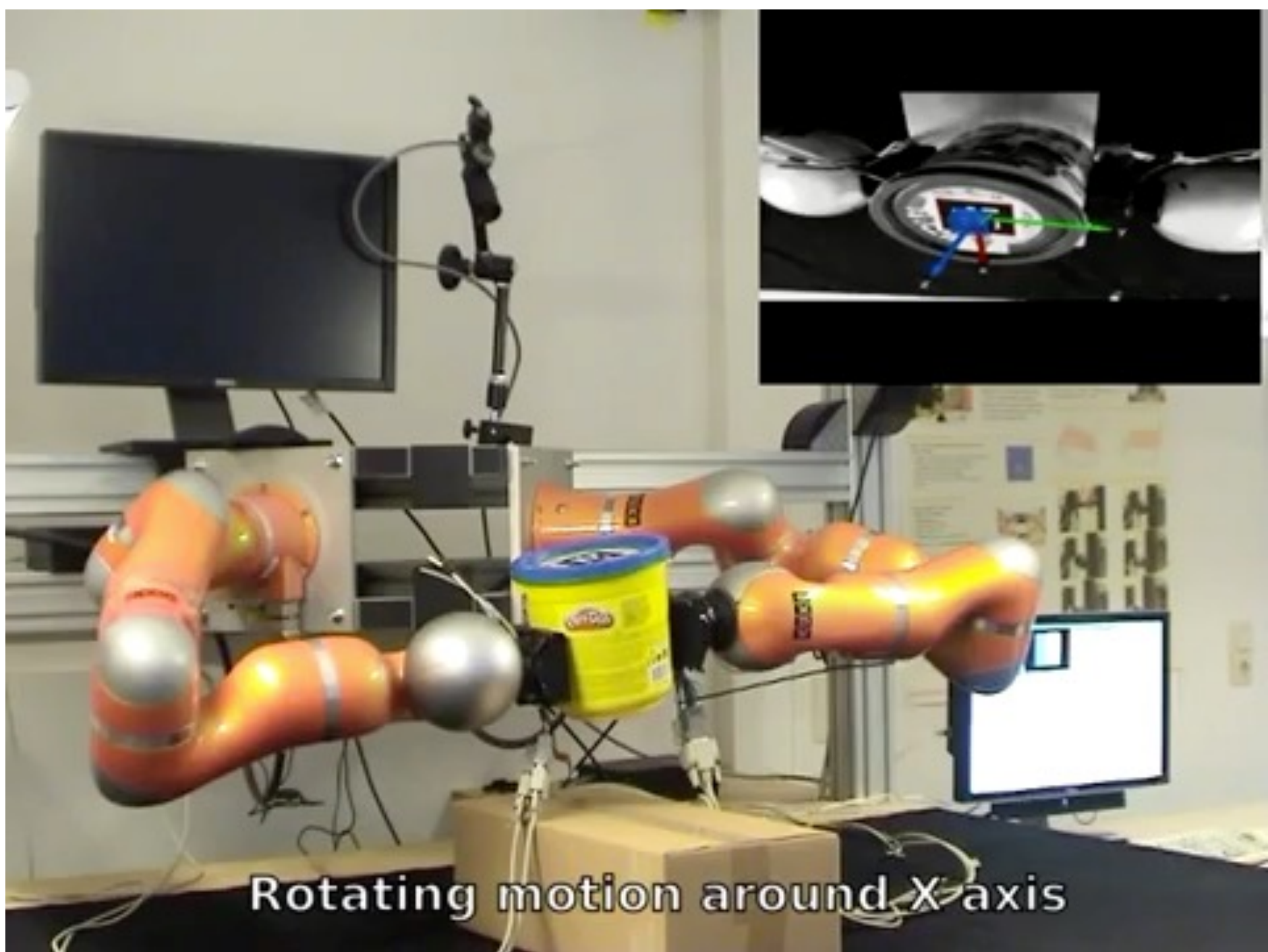
Control scheme: matching the tactile feature



$$\Delta \mathbf{f}(t) = [\Delta x_s, \Delta y_s, \Delta f, \Delta \alpha]$$

Deviation of the feature vector

<https://www.youtube.com/watch?v=UgCv5ESAYfc>

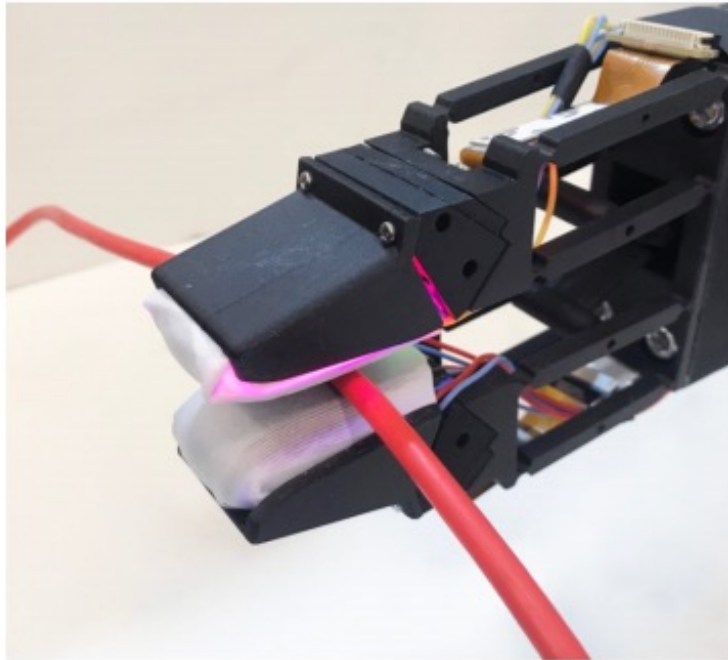


3D Contour Following for a Cylindrical End-Effector Using Capacitive Proximity Sensors

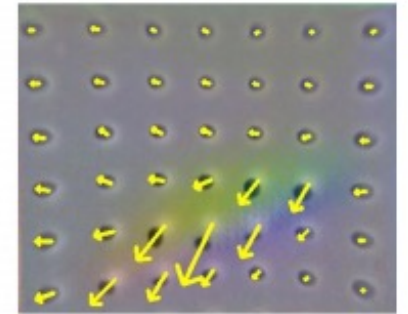
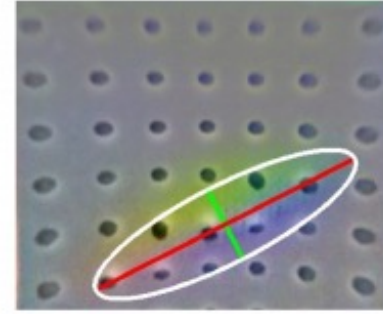
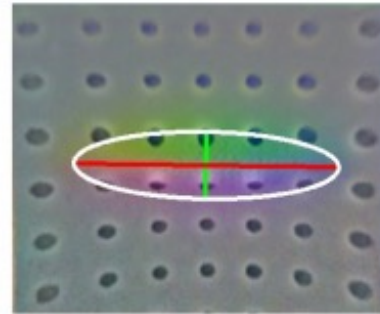
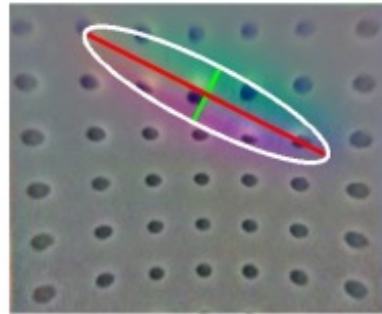
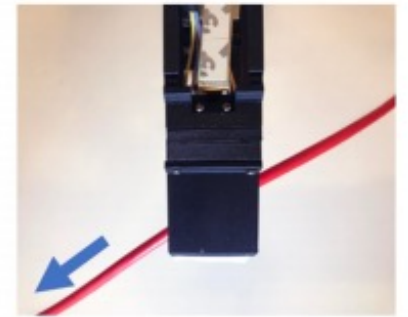
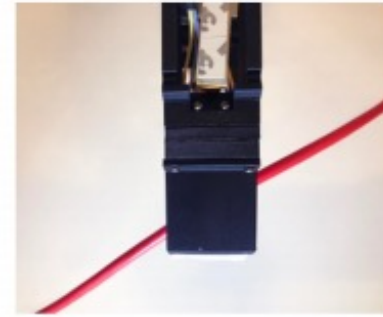
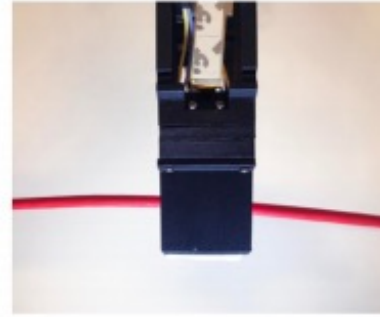
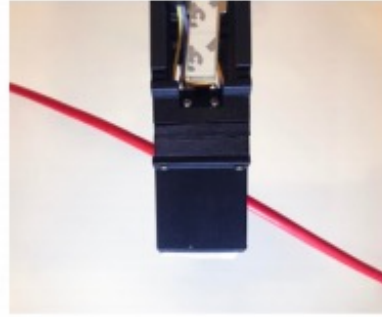
Stefan Escalda Navarro, Stefan Koch and Björn Hein

Institute for Anthropomatics and Robotics (IAR)-
Intelligent Process Control and Automation Lab (IPR)

Cable manipulation using GelSight



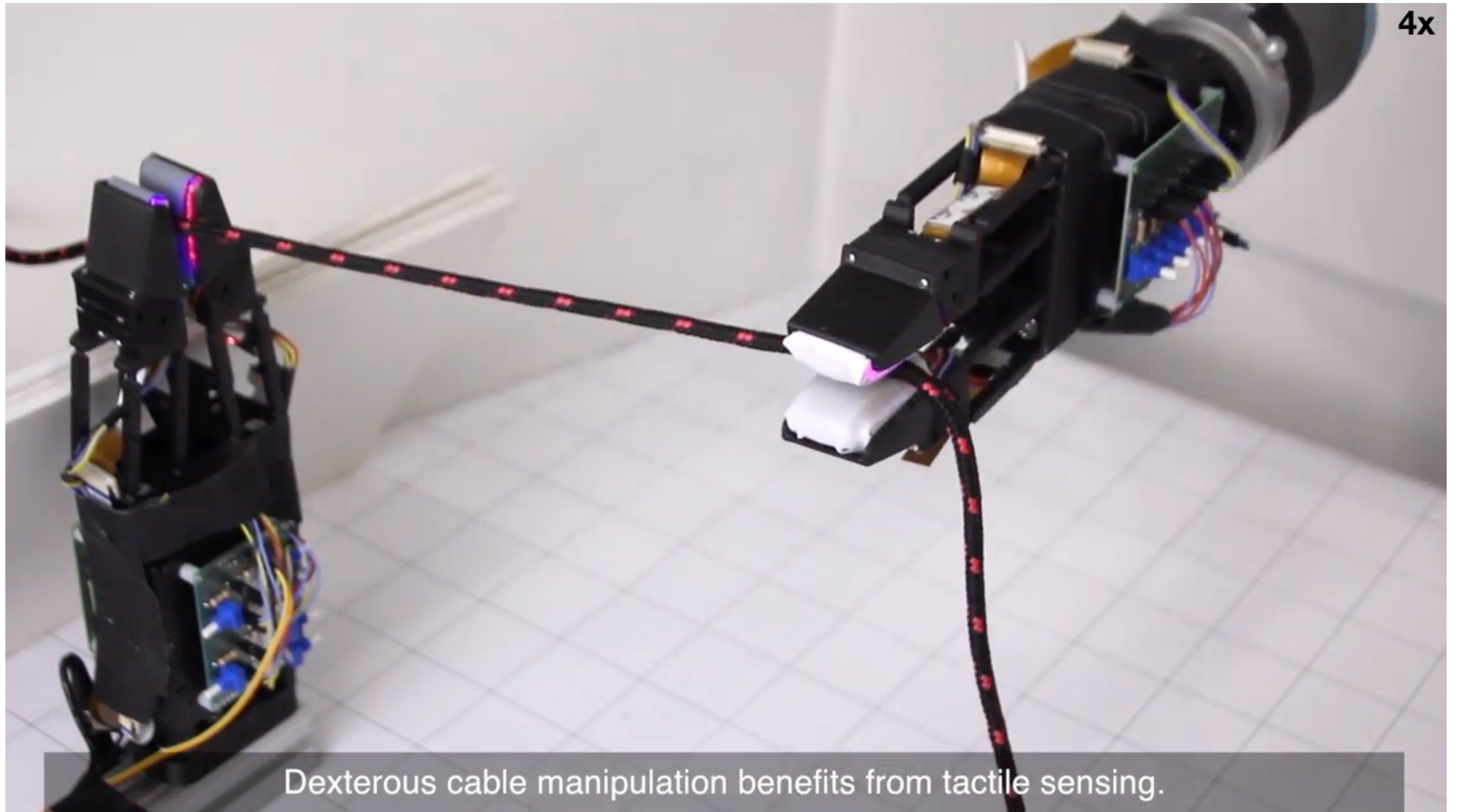
(a) Gripper grasping a cable



(b) Cable pose estimation

(c) Force estimation

- Goal: Sliding along the cable
- Using GelSight to locate the cable location/direction, and estimate shear force

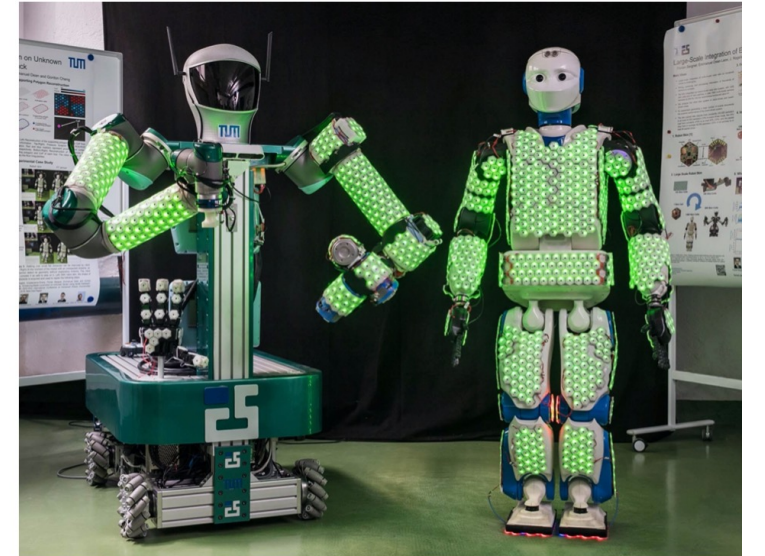
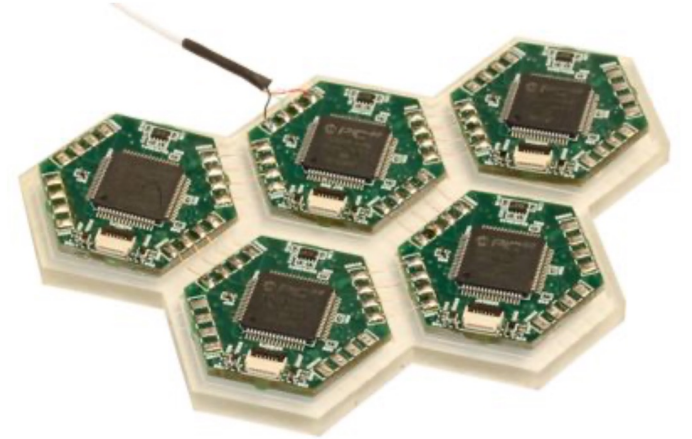


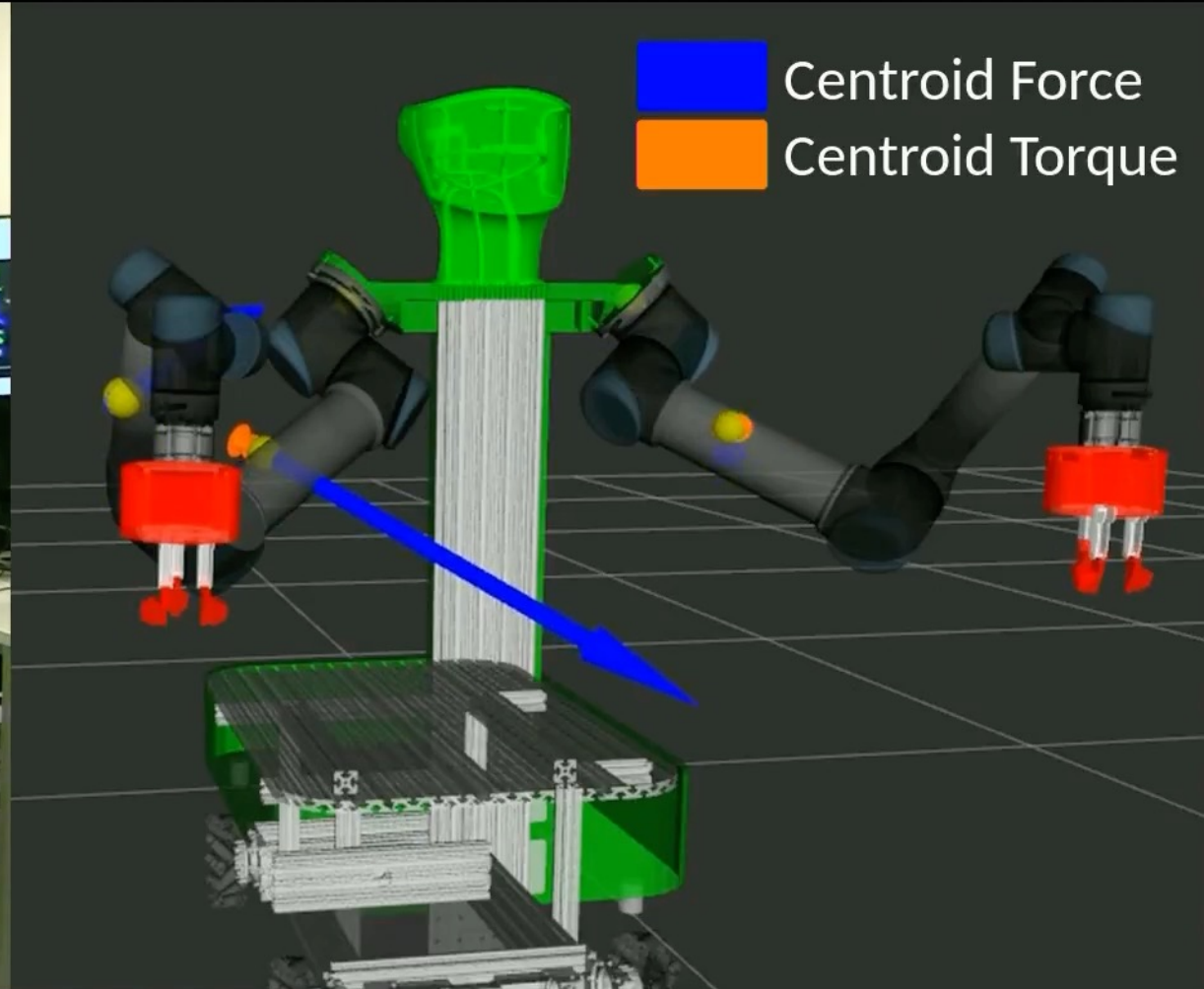
Dexterous cable manipulation benefits from tactile sensing.

Tactile skin HEX-O-SKIN

By Prof. Gordon Cheng's group at TU Munich

- Independent sensor modules
 - could be connected in arbitrary ways to cover a large area
- Multimodal sensing
 - Capacitive normal force sensor
 - Optical proximity sensor
 - 3-axis accelerometer
 - Temperature sensing
- Adaptive redundant routing algorithm





In this manner, even complex multi-contact interactions involving arbitrary numbers of skin cells, distributed in different links or limbs, can be handled efficiently.

GelSight: a high-resolution tactile sensor to capture the contact geometry and force



Clear elastomer with reflective membrane



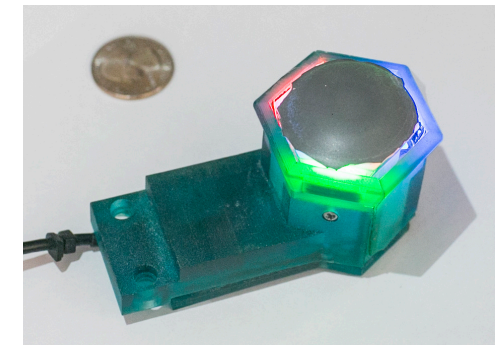
Images under controlled illumination



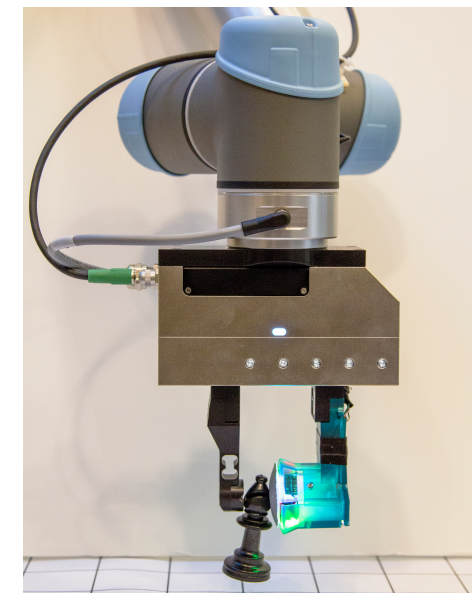
Reconstructed 3D



USB camera

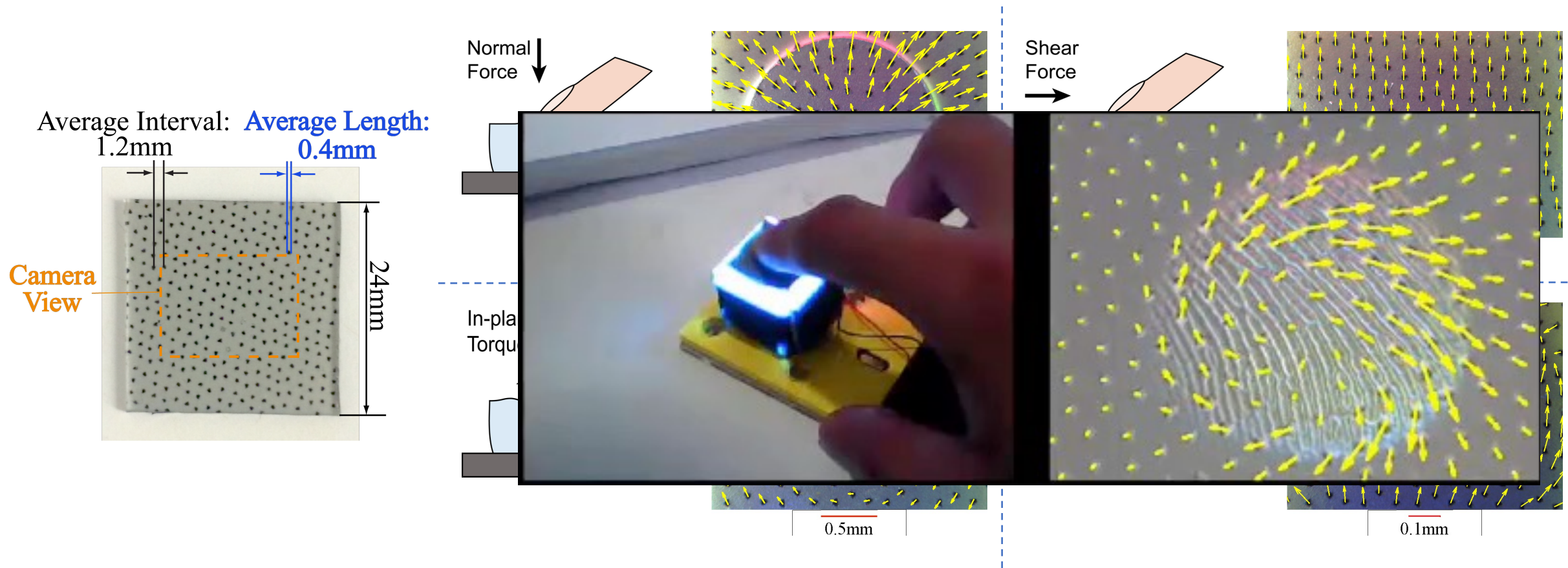


Fingertip GelSight sensor



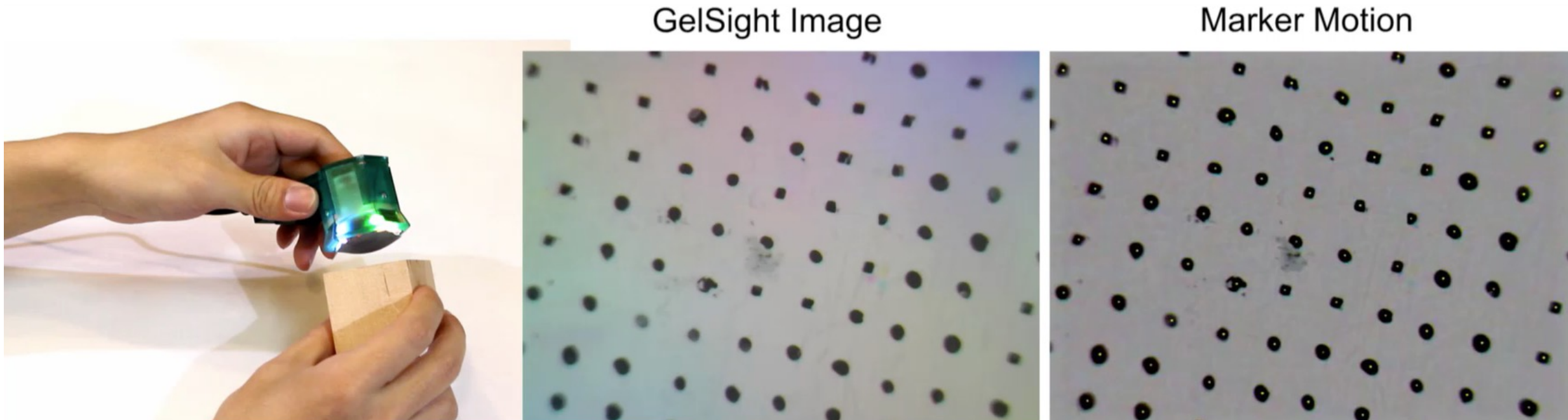
- Reflective membrane yields a shaded image
- Controlled light: different colors for light from different directions
- Photometric stereo infers surface normal of shape

GelSight: motion of the markers indicates the force and torque

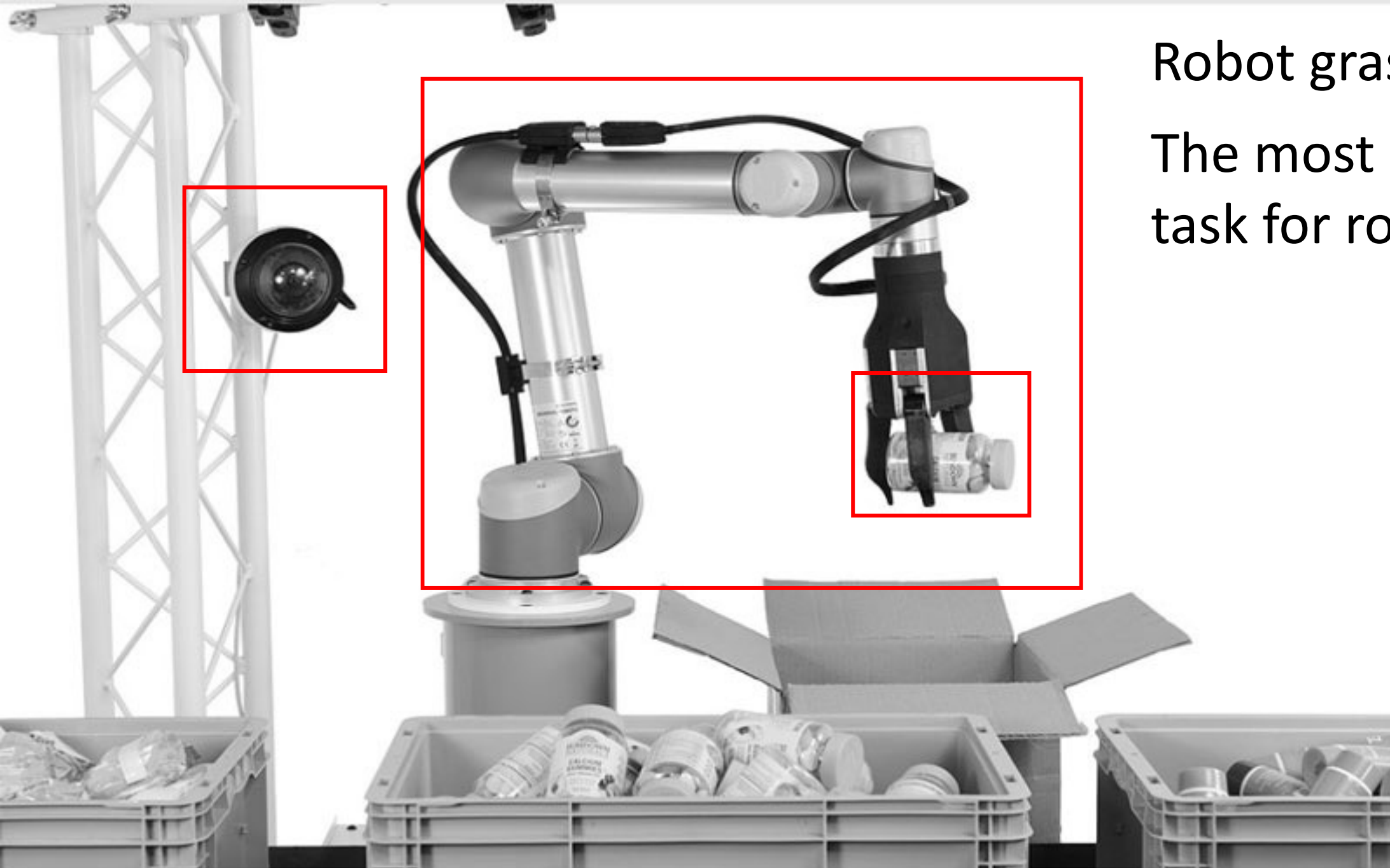


- Pattern of marker motion– type of the force / torque
- Magnitude of marker motion– magnitude of the force / torque

GelSight enables robot to obtain rich information through touch

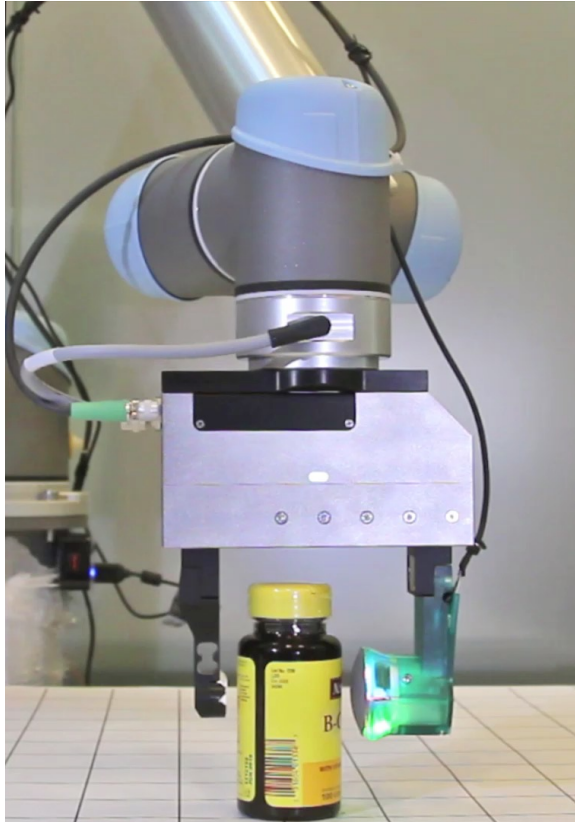


- High-resolution details of the objects' shapes
- Soft sensor enables a larger contact surface, not point contact
- The dynamic change of the tactile image is informative



Robot grasping
The most common
task for robots

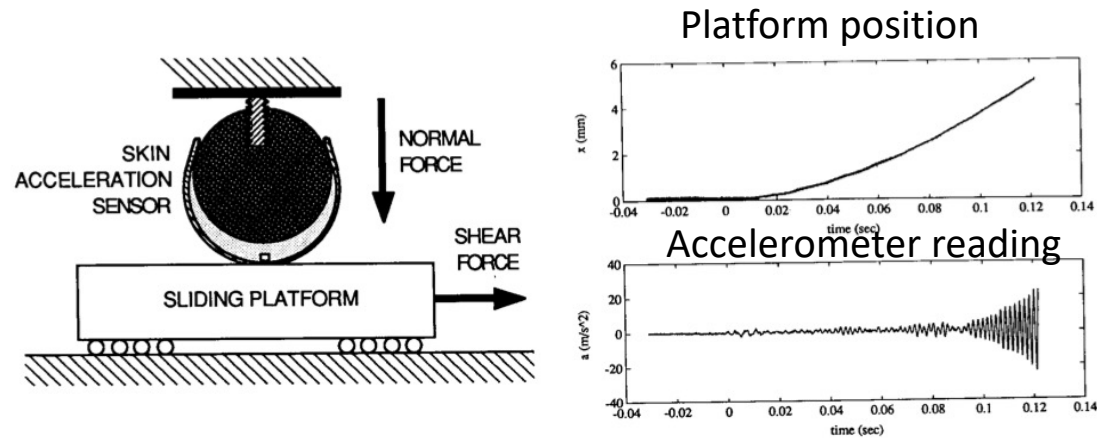
Is the grasp successful?



daily objects with different weight and shapes

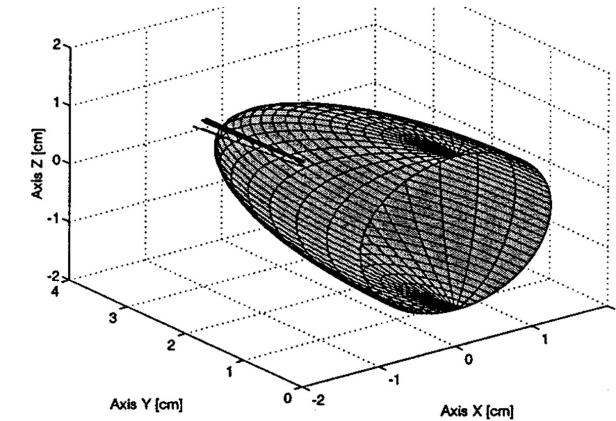
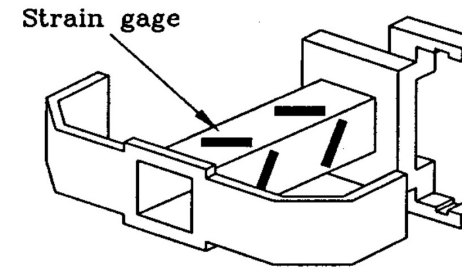
Most commonly seen grasp failure: slip

Traditional ways to detect slip



Detecting slip from vibration detection

Howe and Cutkovsky. 1989



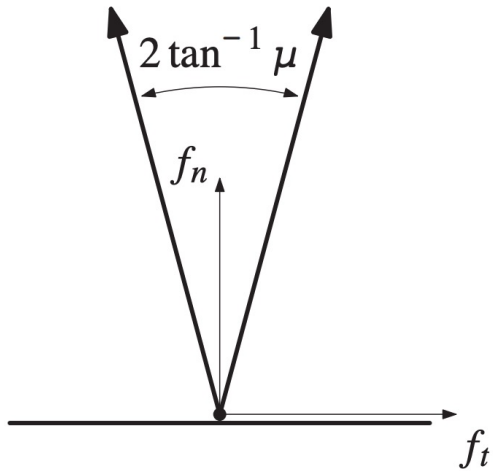
Detecting slip based on force and friction cone

Melchiorri. 2000

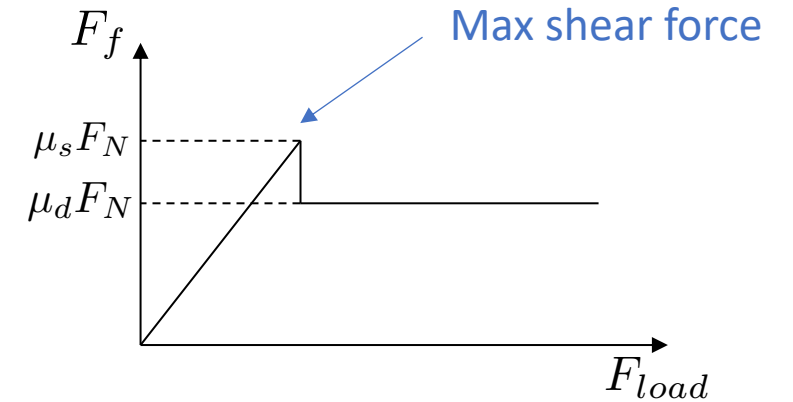
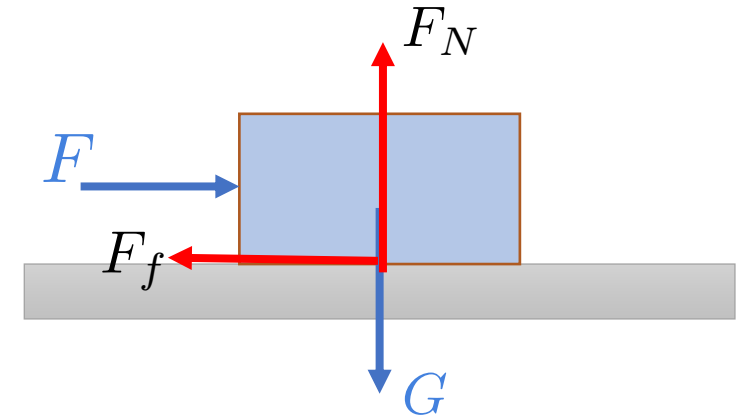
Coulomb Friction

$$F_f = \mu F_N$$

- To be safe, there should be $F_f \leq \mu F_N$

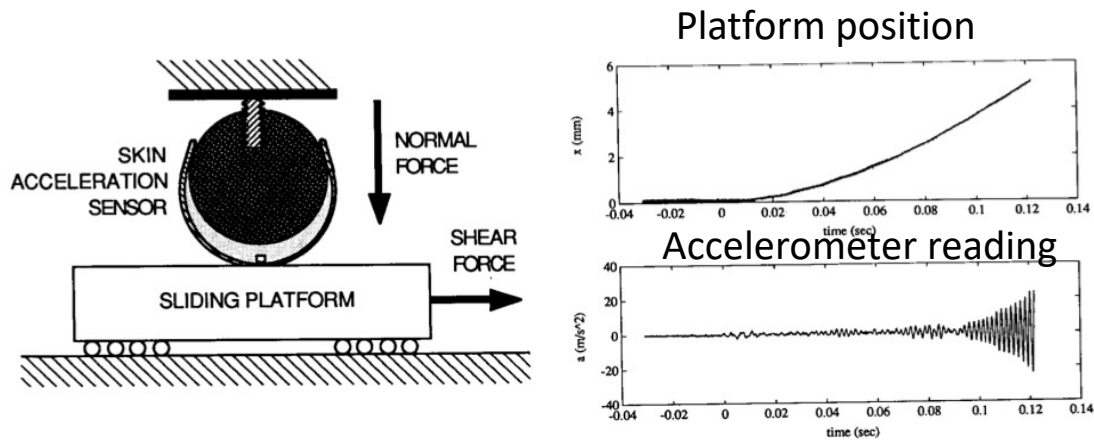


Friction cone



Avoid slip: measuring the normal force and shear force, and make sure the resultant is within the friction cone.

Traditional ways to detect slip

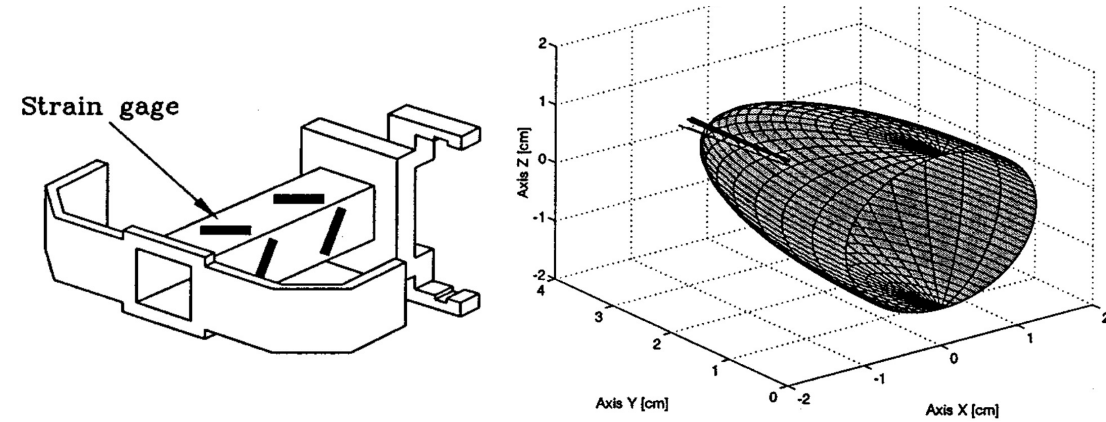


Detecting slip from vibration detection

Howe and Cutkovsky. 1989

Biggest challenge: generalization

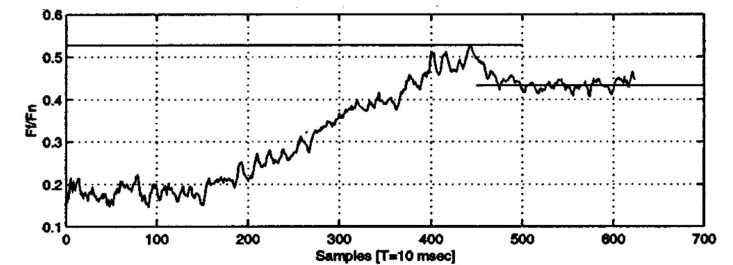
What if objects are of unknown shapes and unknown surface properties?



Detecting slip based on force and friction cone

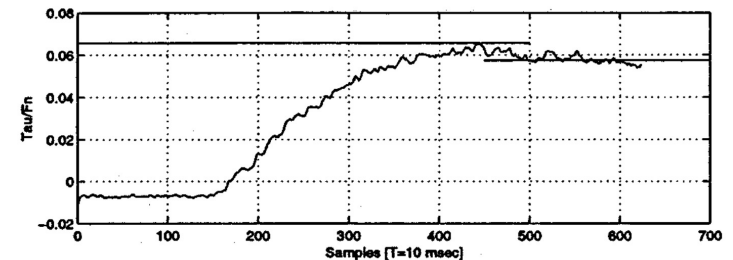
Melchiorri. 2000

Translational load



(a)

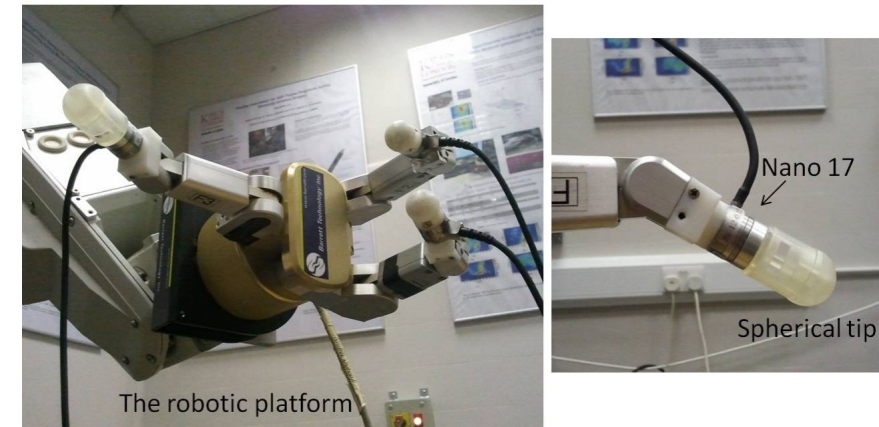
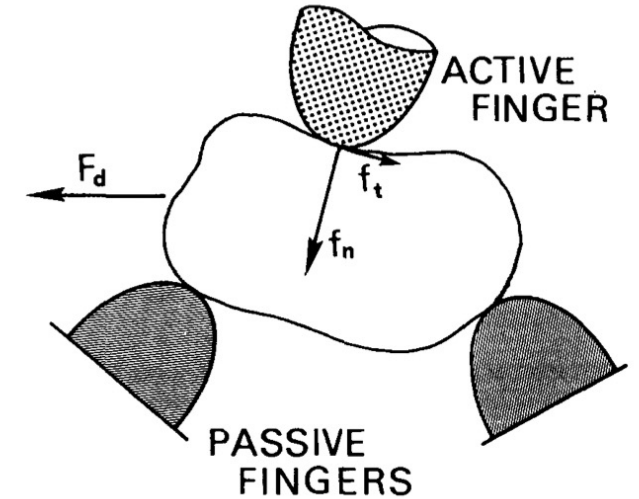
Rotational load



(b)

Grasp based on force closure

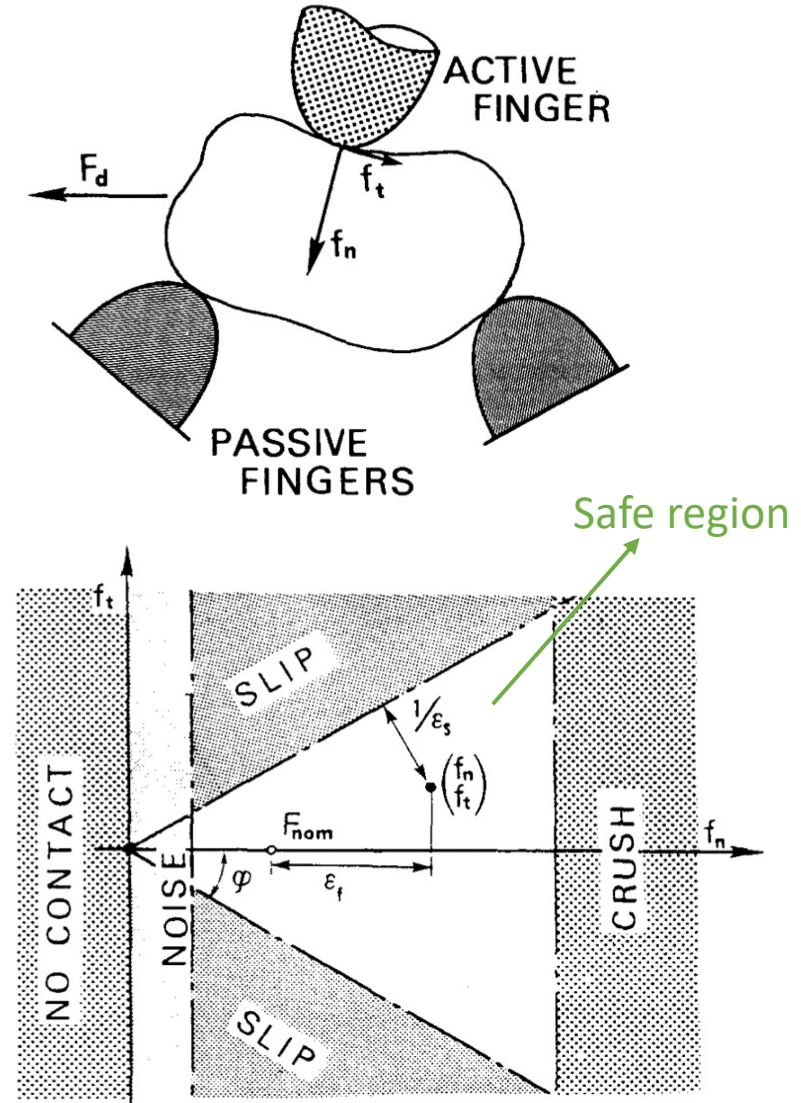
- Multi-finger gripper
- Sensors: “intrinsic tactile” sensing
 - 6-axis force/torque sensor at the fingertips
- Based on force closure, intrinsic tactile sensing is able to completely characterize a soft-finger type contact
 - Detect the position of the contact centroid on the fingertip
 - The components of the normal and shear contact force, and the torque generated by friction
 - Based on the assumption of (almost) point contact



Liu, Song, Bimbo, et al. 2012

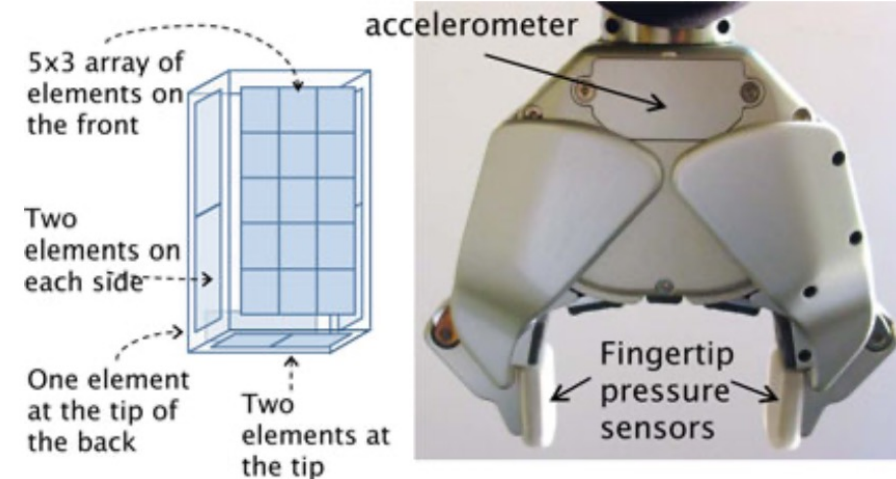
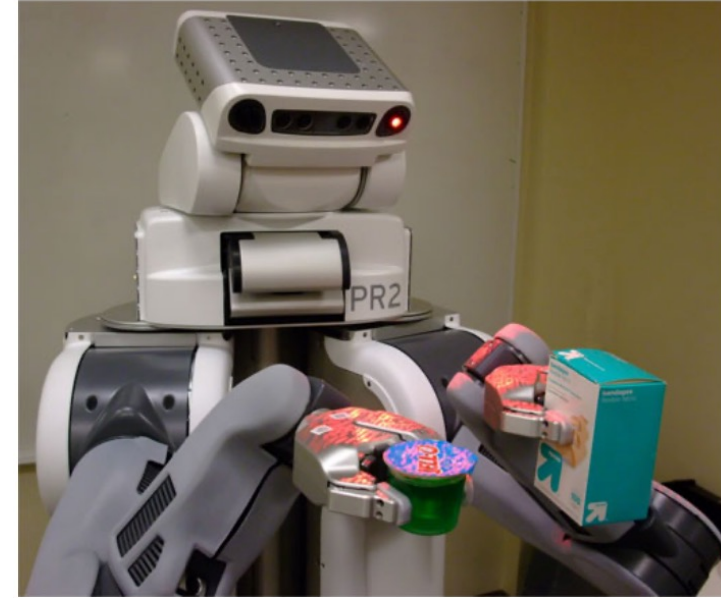
Grasp based on force closure

- Grasp
 - Described in terms of the number and the position of contacts between fingers and the object and the intensity and direction of forces and torques
 - Geometry & wrench
- Force-closure
 - Capable of equilibrating any external force tending to move the object
- Force should be large enough to prevent slip, and not too large to crash objects
 - Assuming the friction coefficient is known with some approximation



Tactile sensing for grasping

- Goal: secure grasp
 - Not too large force to crash objects
 - Not too small force to make objects slip
- Infrastructure
 - Arm + parallel gripper
 - 5x3 tactile array on the fingertip
 - Accelerometer on the fingertip





Empty Soda Can

Grasping with proper force: using thresholds

Detecting contact: $\text{LeftContact} = (F_{gl} > \text{FLIMIT}) \parallel (\tilde{F}_{gl} > \text{DLIMIT})$ → Low frequency force (SAI)
 $\text{RightContact} = (F_{gr} > \text{FLIMIT}) \parallel (\tilde{F}_{gr} > \text{DLIMIT}).$ → High frequency force (FAI)

(Hand vibration is not helpful)

Grasping force: $F_c = \max_t(F_g) \cdot \frac{\text{KHARDNESS}}{\text{VCLOSE}}$ → Hand tuned

Slip detection: $\text{Slip} = (|\tilde{F}_g| > F_g \cdot \text{SLIPTHRESH})$
 $\&\& (F_g^{BP} < \text{FBPTHRESH})$

Slip control: $F_c = F_c \cdot \text{KSLIP}.$ Increasing gripping force when slip is detected

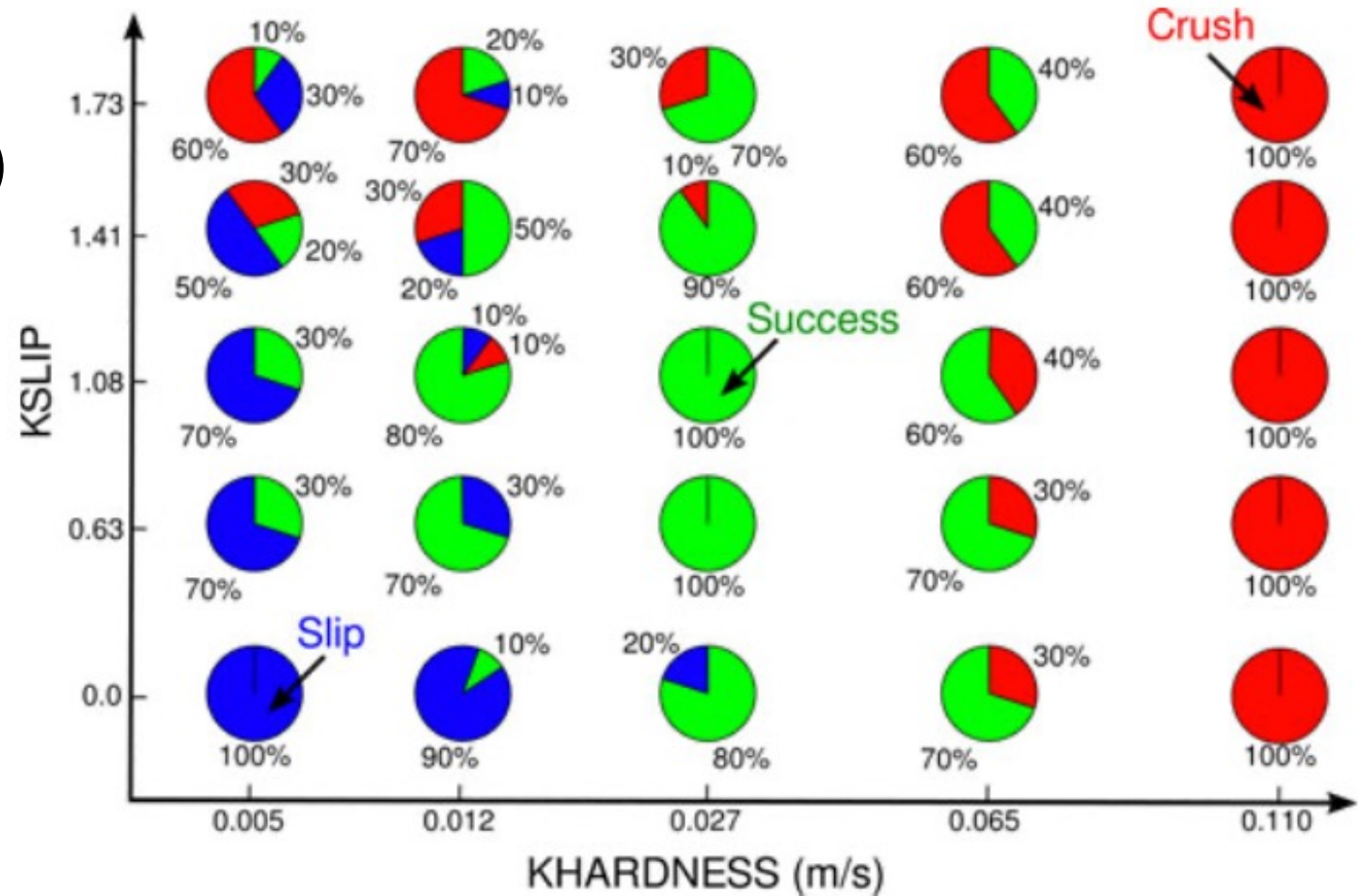
Parameter Tuning –by experiments

KHARDNESS, KSLIP

Prevent crushing (small KHARDNESS)

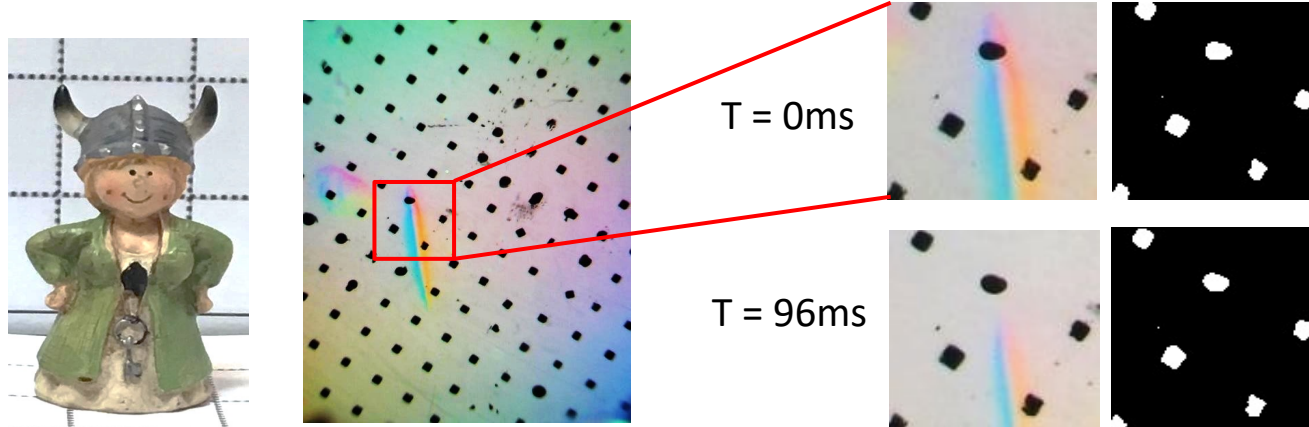
Prevent slip (large KSLIP)

Different thresholds for different objects

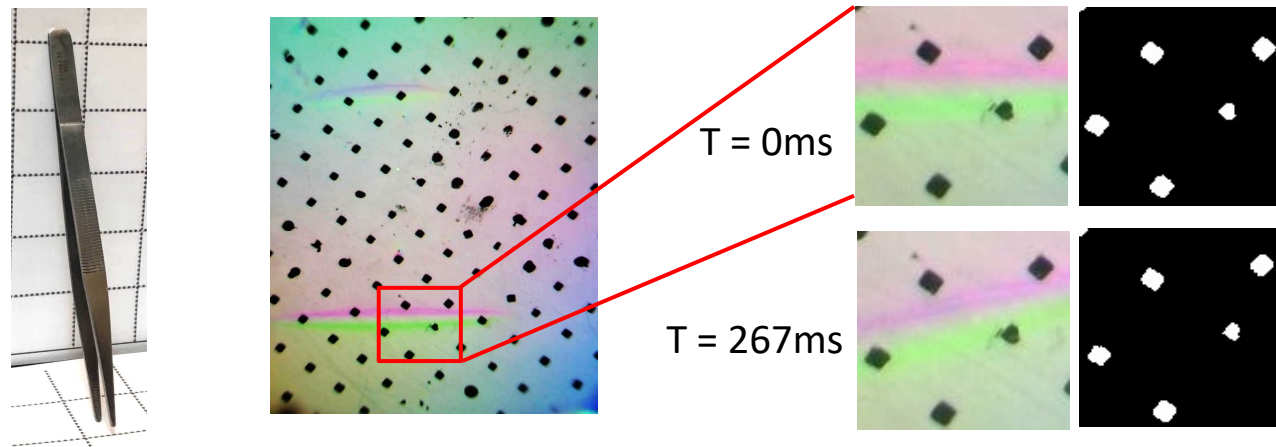


Slip detection for objects with obvious textures: comparing the motion of the object and the sensor surface

Translational
slip



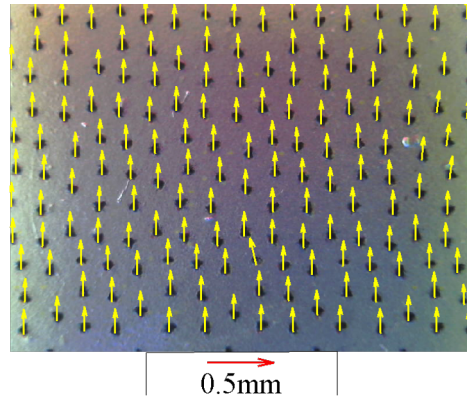
Rotational
slip



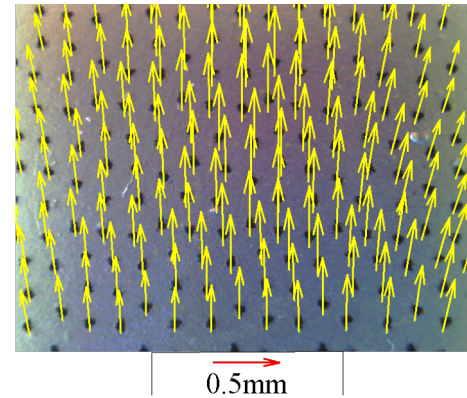
Slip detection for objects with flat surface: comparing the distortion of the marker motion field



Under small load

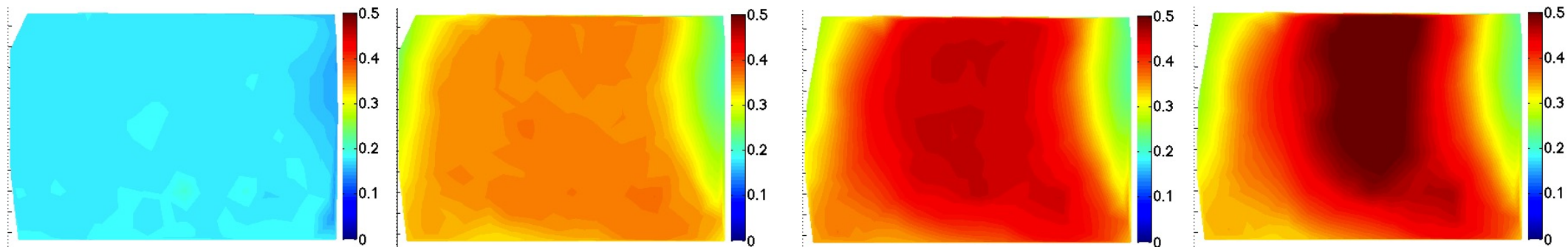


Under large load



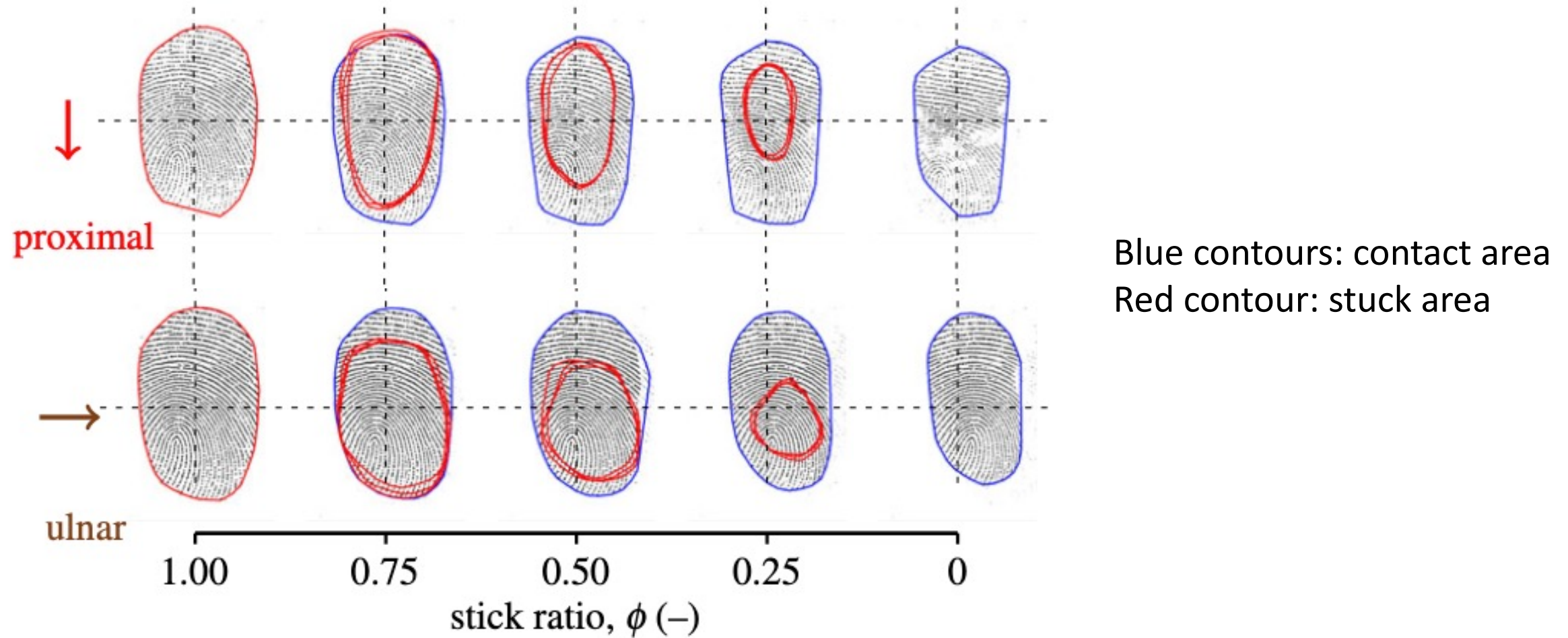
Slip occurs from the peripheral contact area, causing an uneven distribution of the motion of the markers

Magnitude of displacement



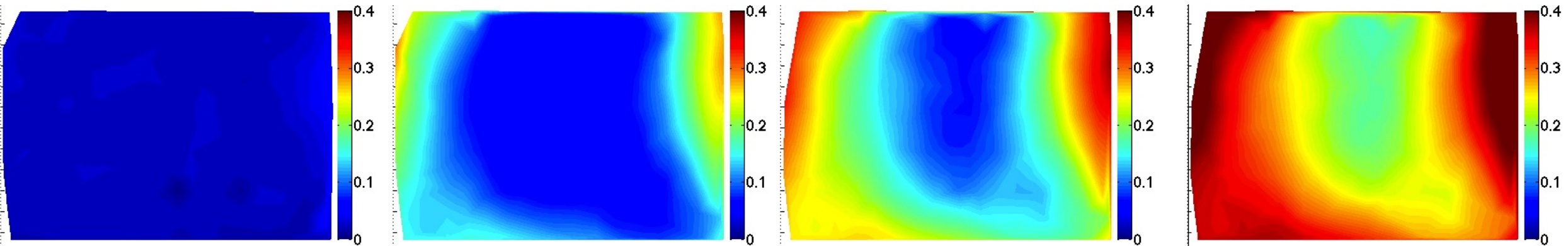
Load increases

Lessons from humans: incipient slip starts at the boundary



Measuring the relative displacement

$$\|\vec{d}_i\| - \|\vec{d}_o\|$$



Small load
Shear state

Larger load
Partial Slip

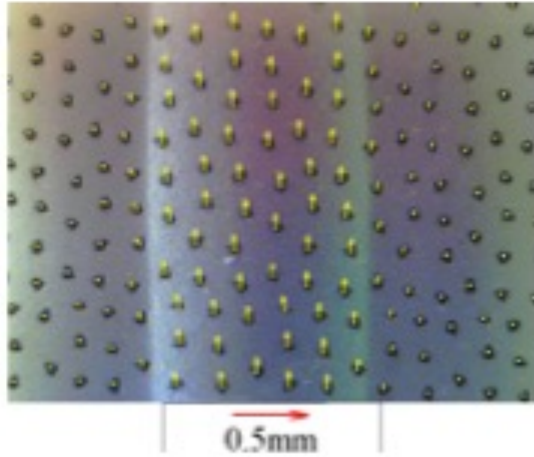
Large load
Incipient slip

Very large load
Slip

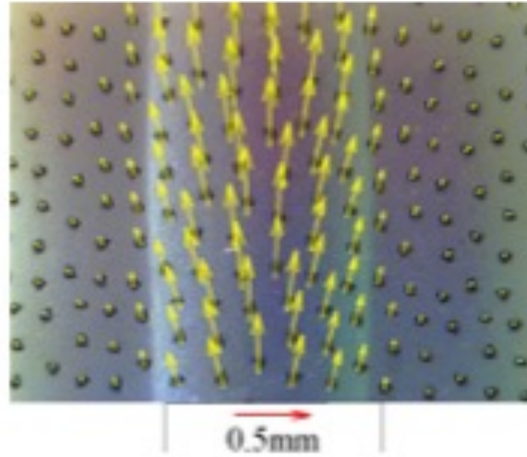
\vec{d}_i : Displacement vector of a local point
 \vec{d}_o : Displacement vector of the indenter

Slip detection for objects with non-flat surface

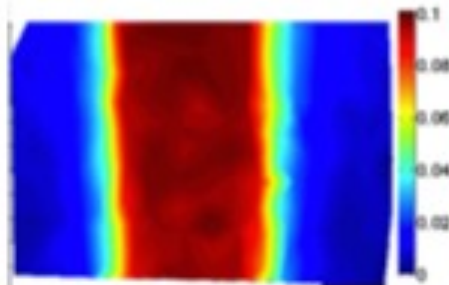
- Similar distribution patterns
- The normal pressure near the edges are usually smaller



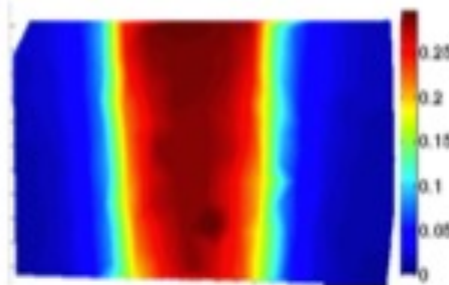
(a)



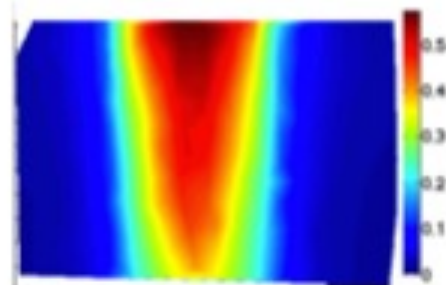
(b)



(c)



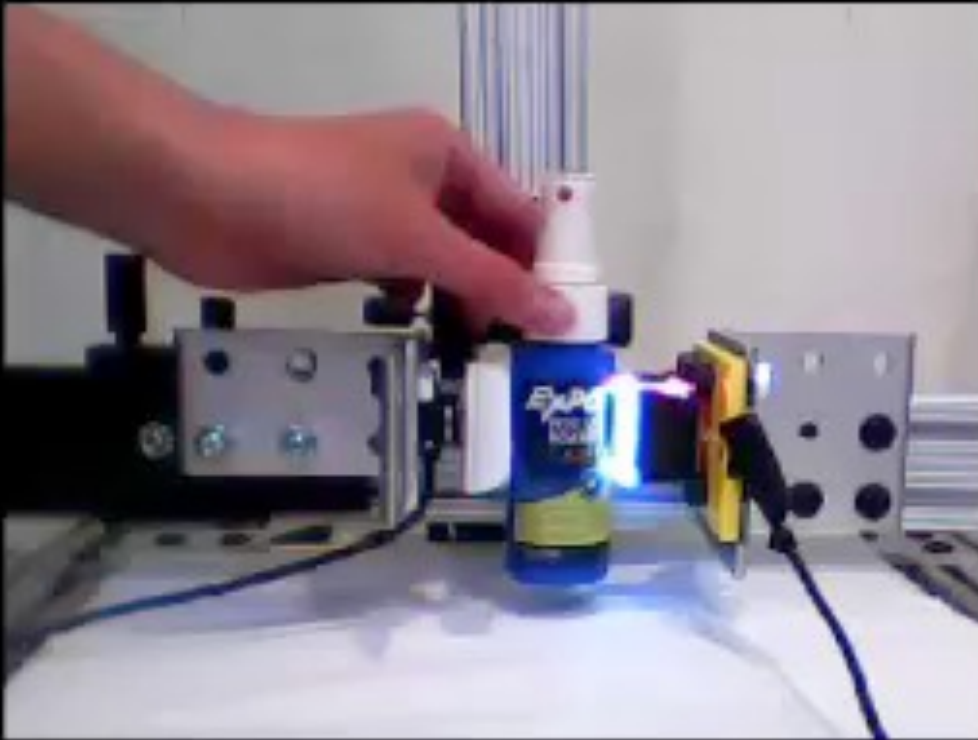
(d)



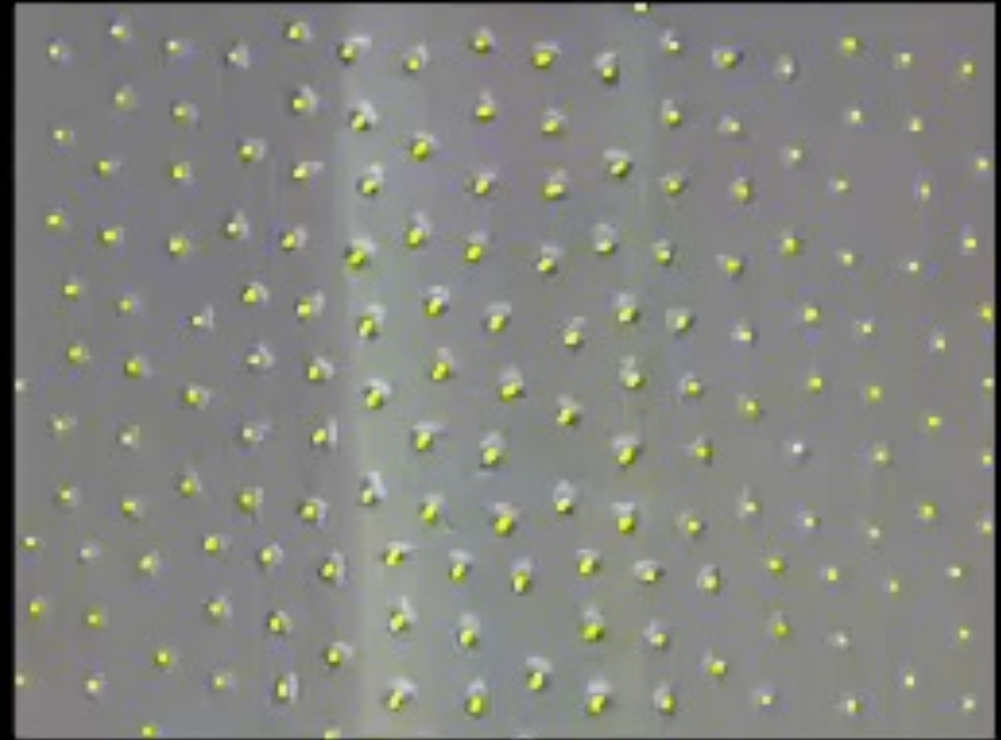
(e)

Slip detection for objects with flat surface: comparing the distortion of the marker motion field

External View



Shear Displacement



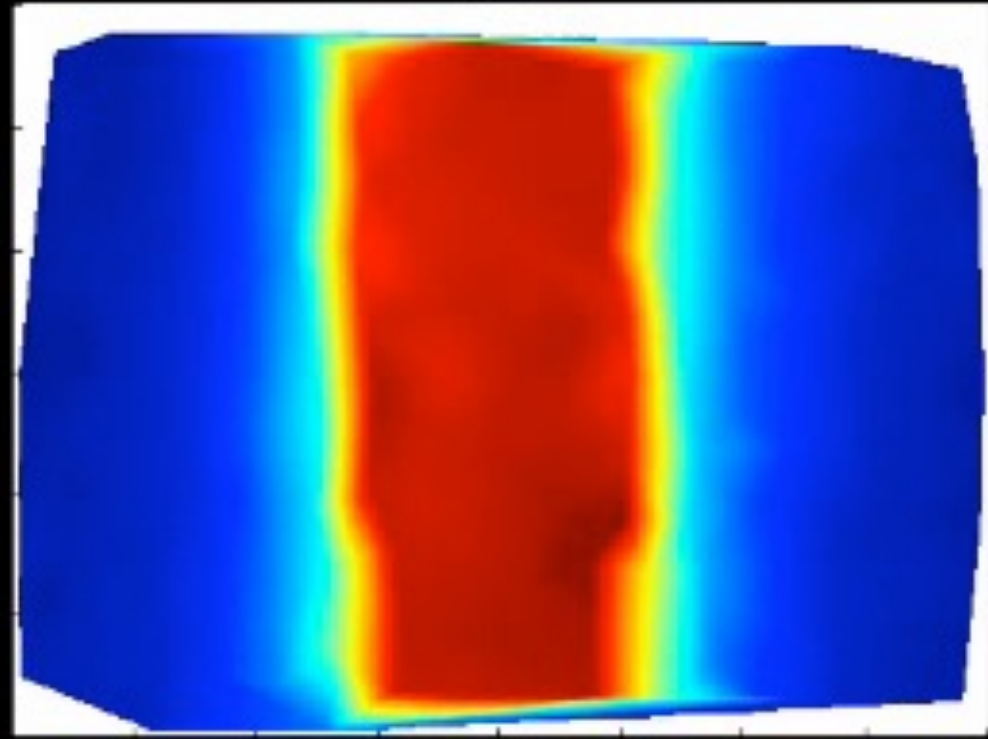
0.5mm

Slip detection for objects with flat surface: comparing the distortion of the marker motion field

External View



Normalized Shear Magnitude



Slip detection: combining two measurement for different objects

Grasp prediction result on 37 natural objects:

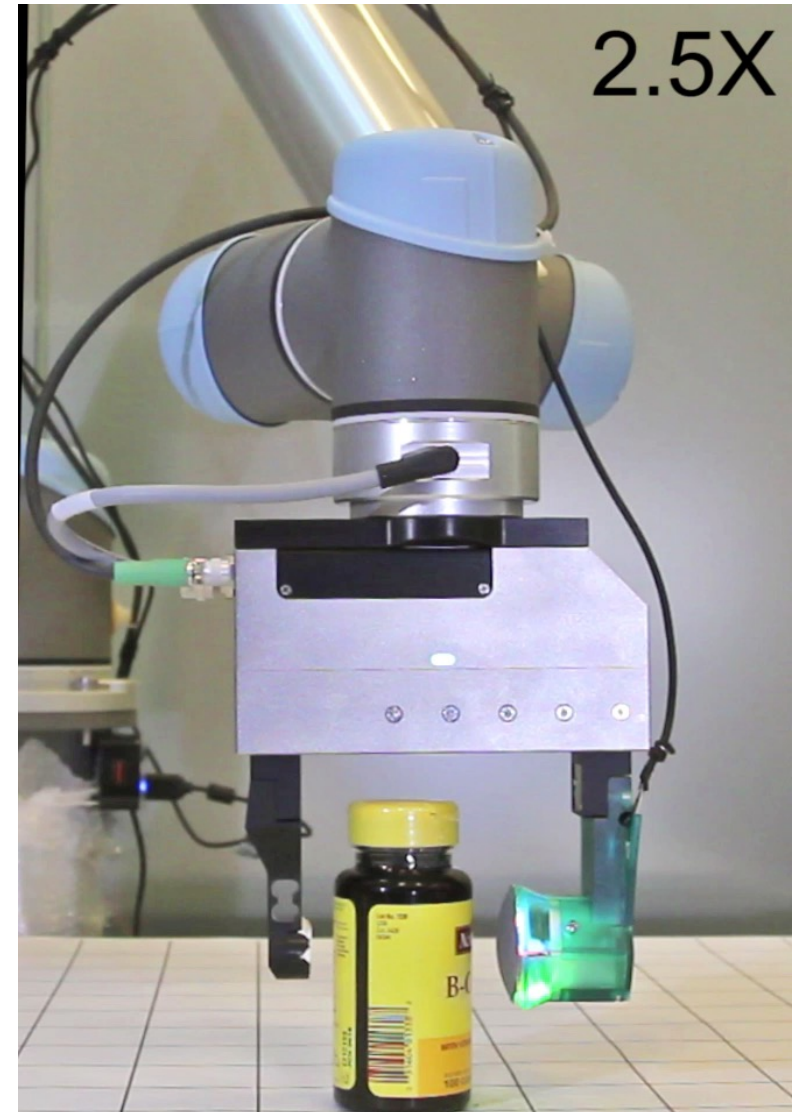
	No slip	Slip
Test number	147	116
Prediction accuracy	79%	84%

Closed-loop grasp control:

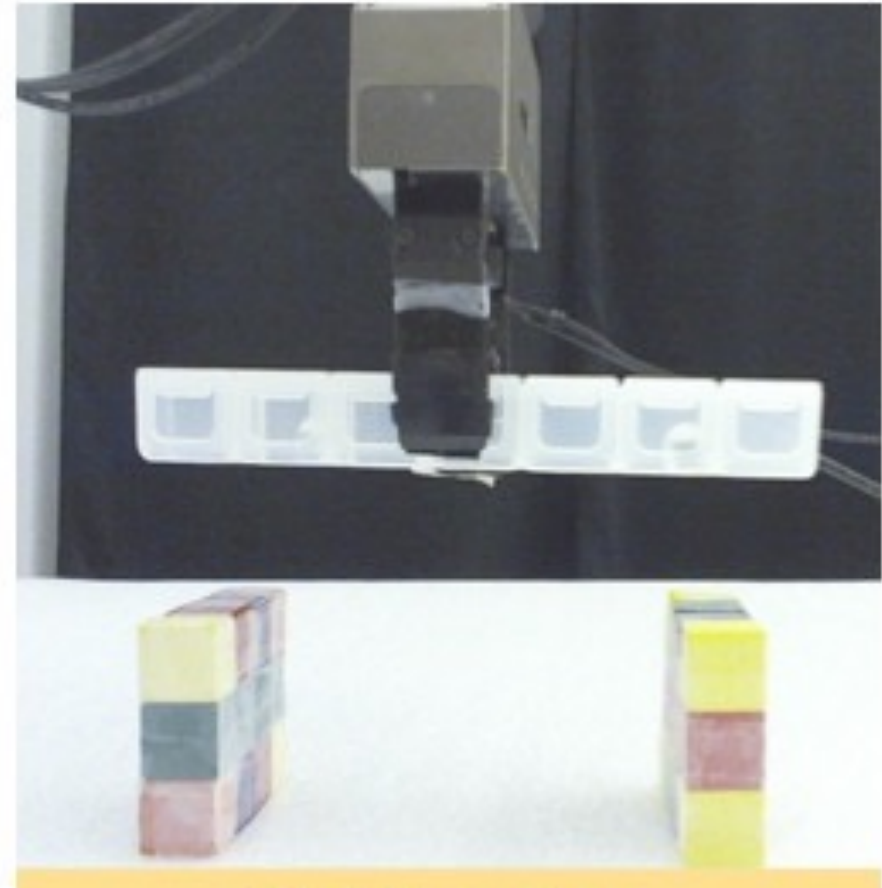
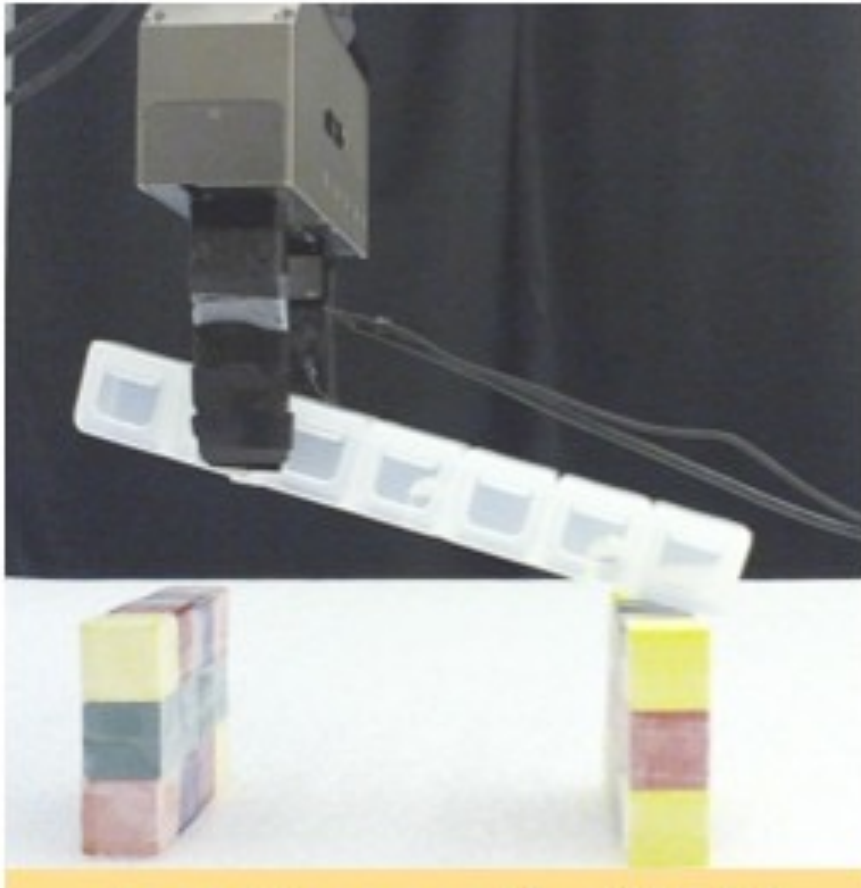
When slip is detected, release and **re-grasp** the object, with larger force

Result:

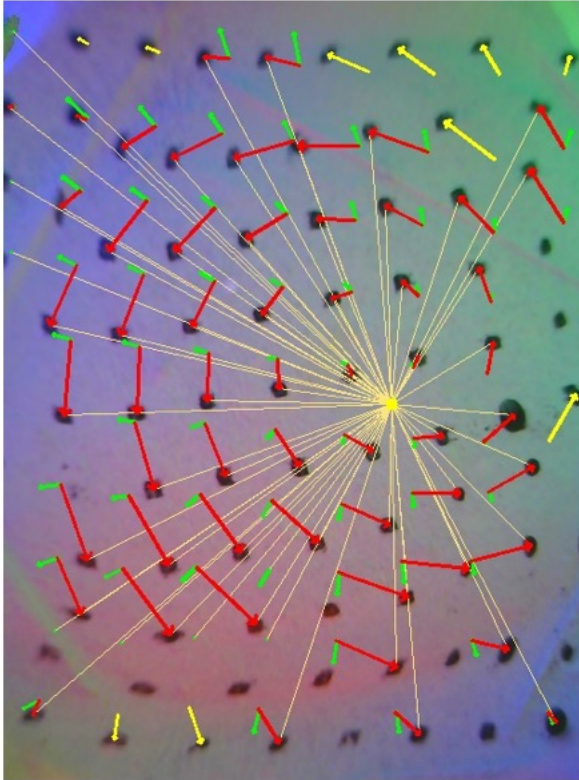
Out of 99 grasp experiments, the robot succeeded in 89% of the cases



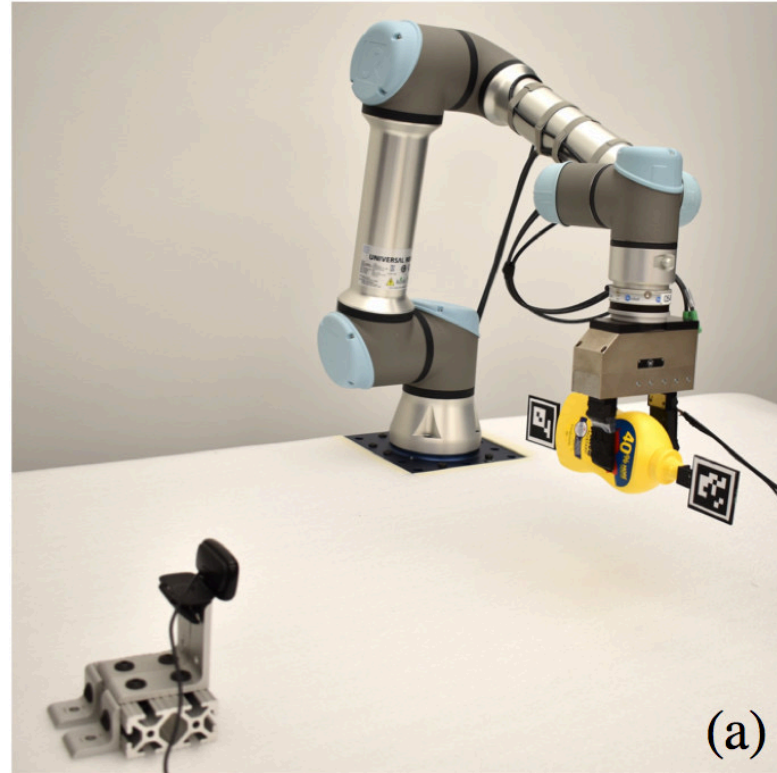
Rotational grasp failure



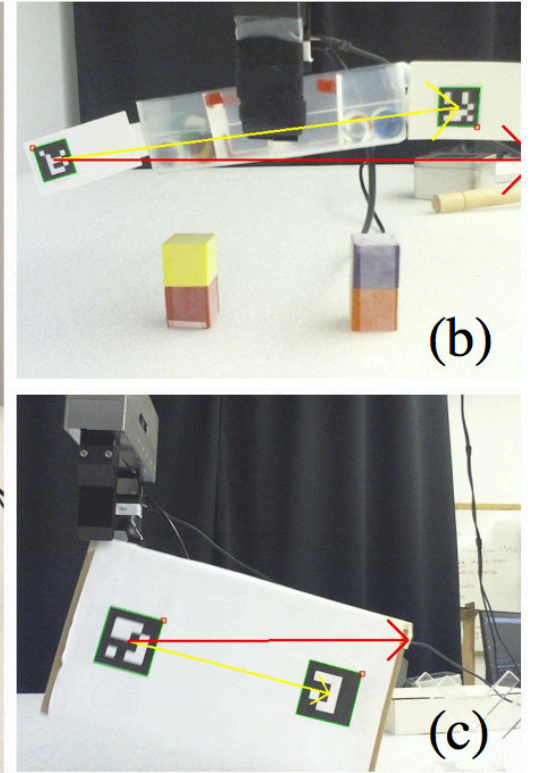
Measuring the big torque cases



Measuring the rotation angle of markers on GelSight

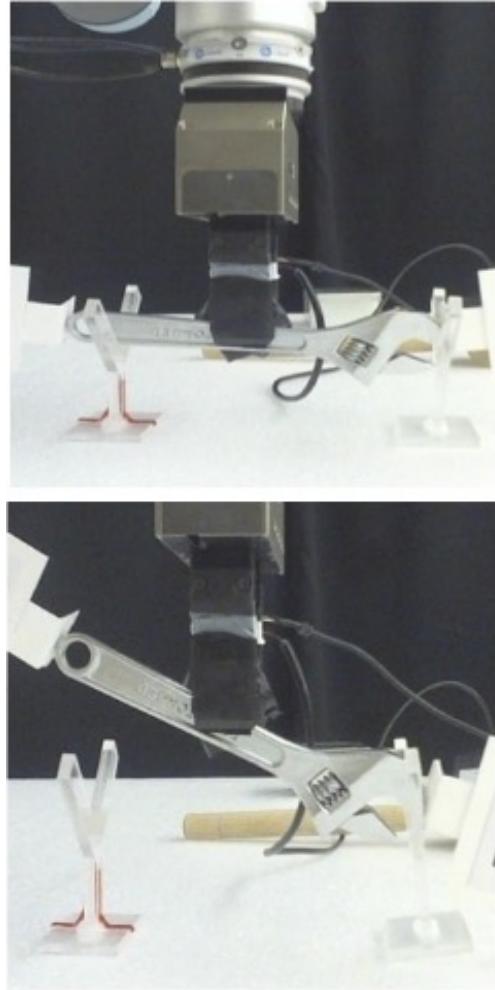


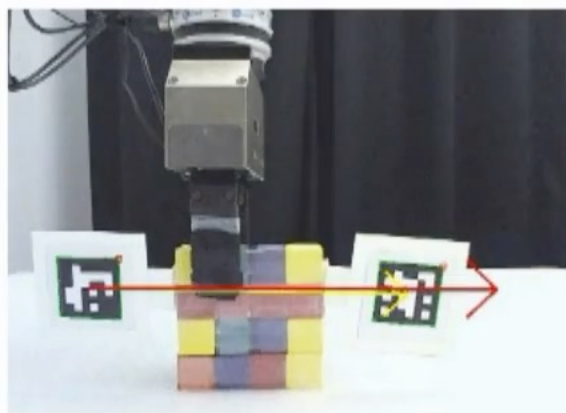
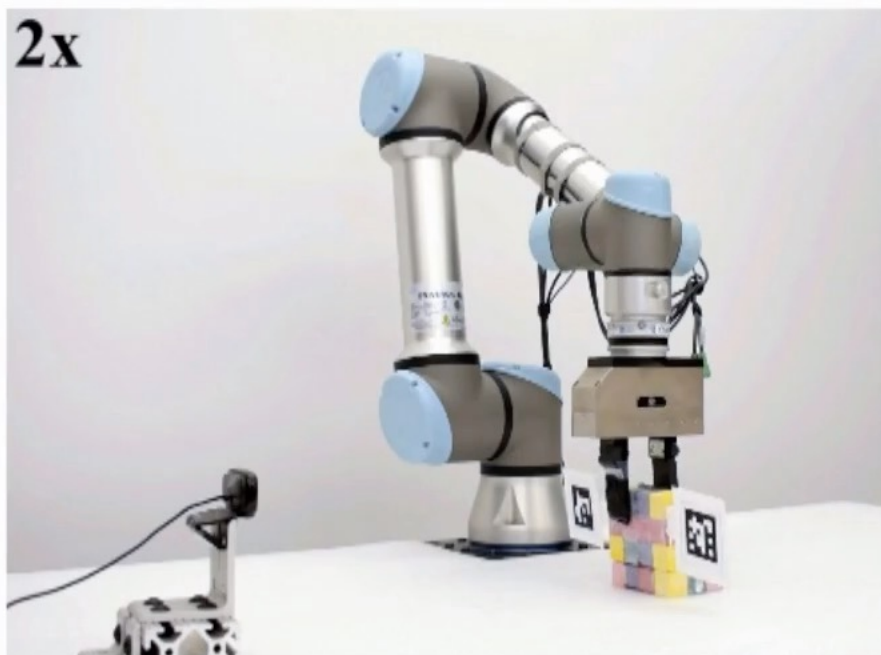
Ground-truth of object rotation from an external camera



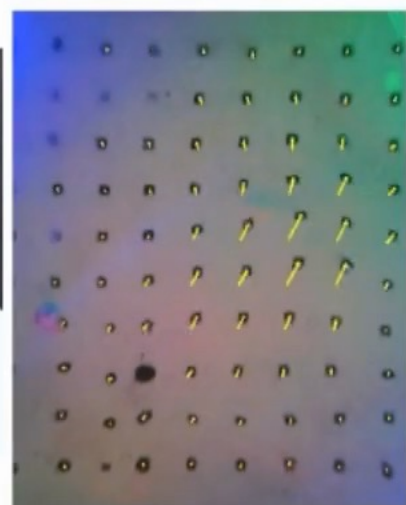
Rotation detection with texture-rich objects

External view

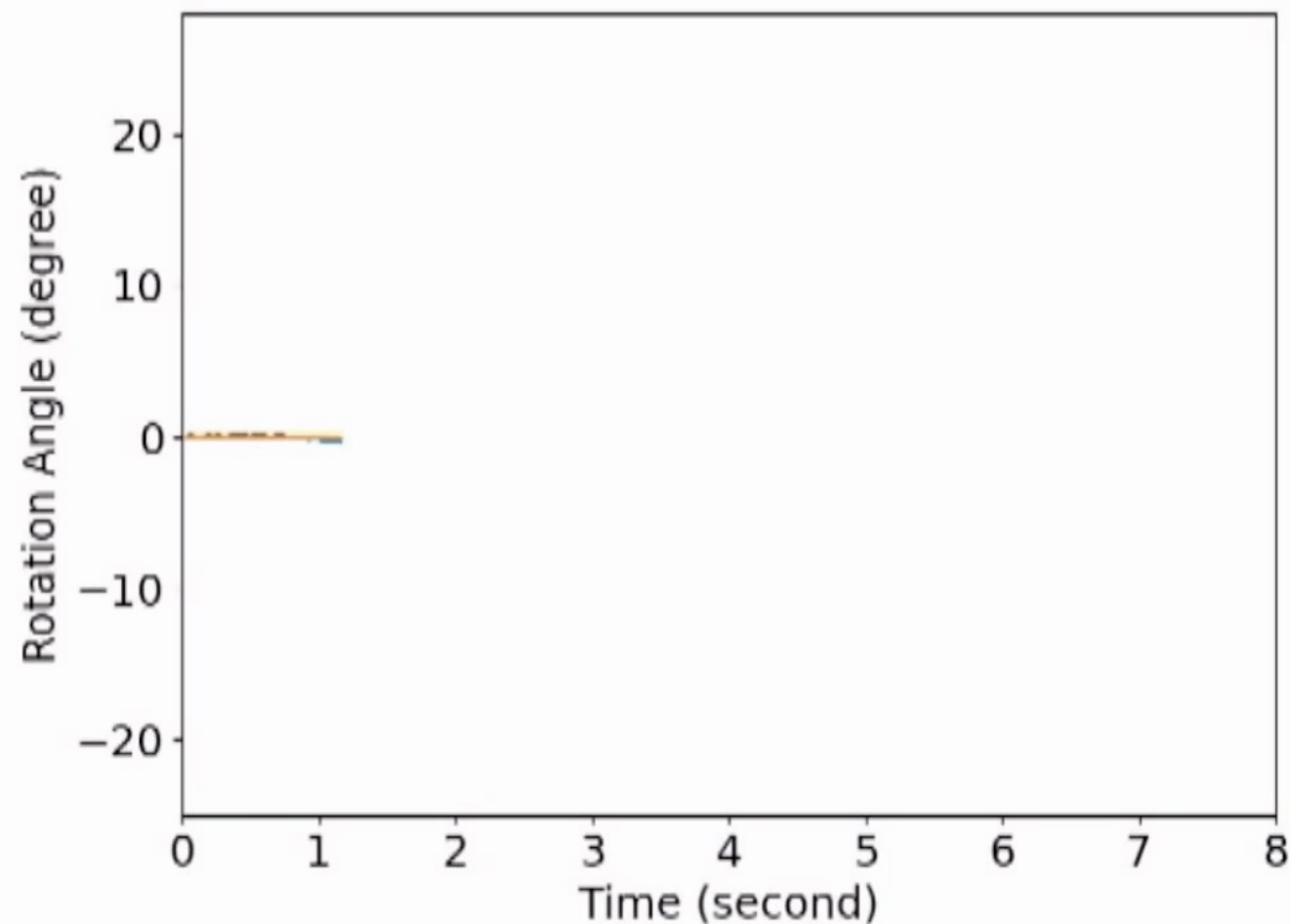




Processed Side View



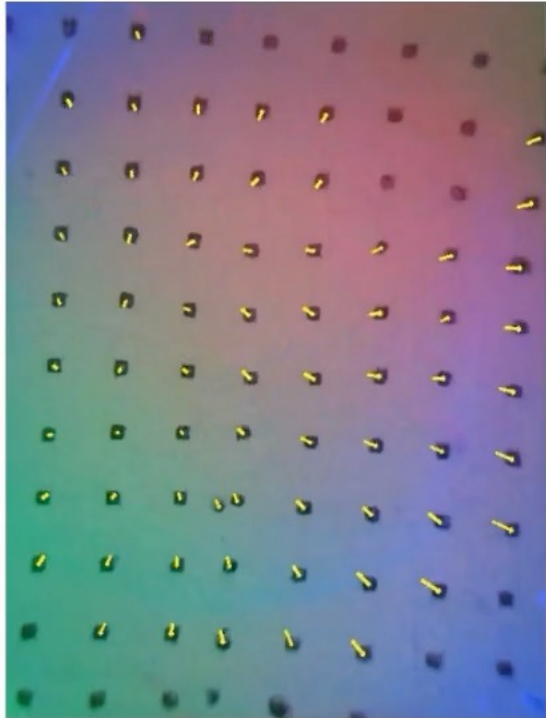
Gelsight image



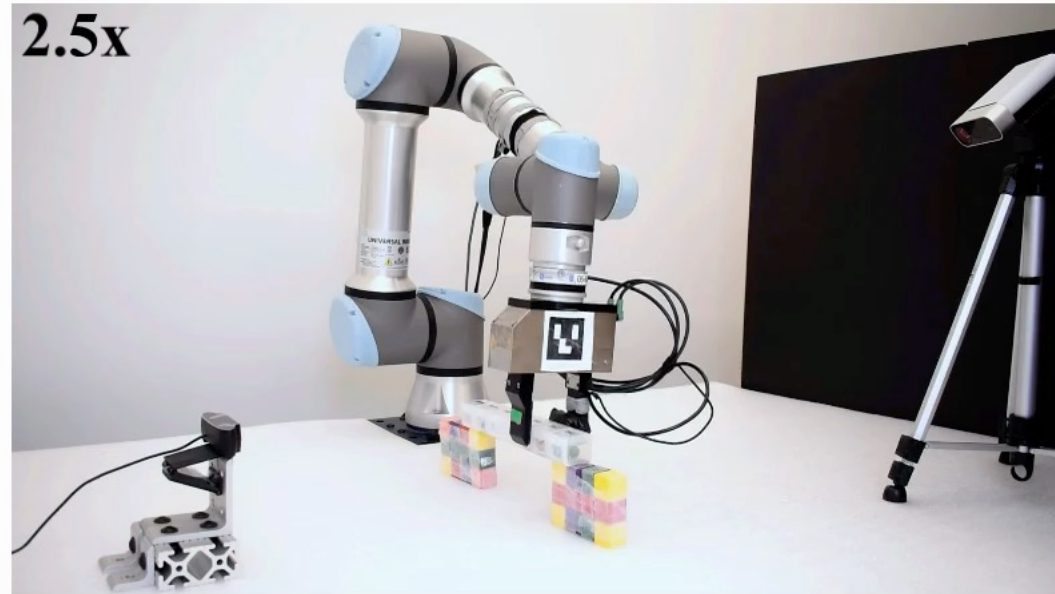
Calculated rotation angle vs ground truth

The rotation angles from Gelsight's images are compared with the ground truth from the processed side view.

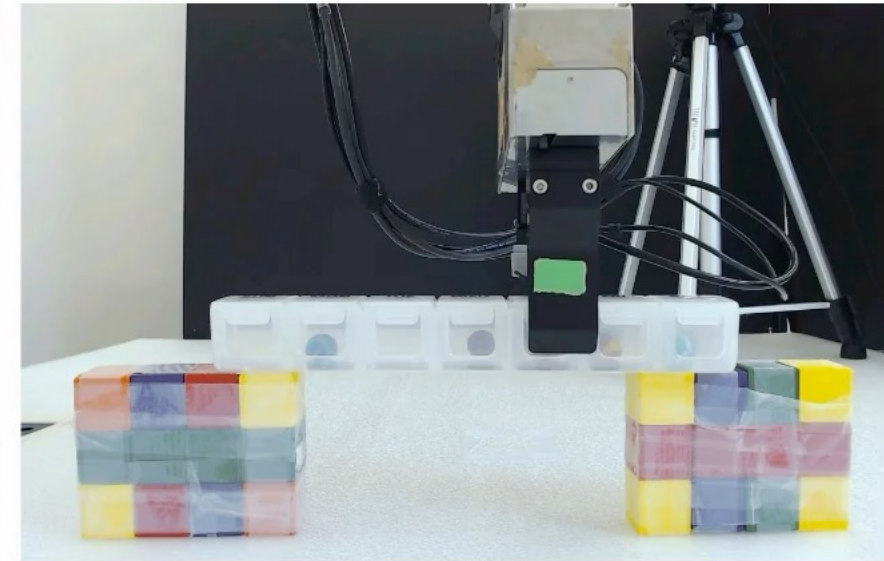
Closed-loop re-grasping by adjusting grasping locations



Angle: -3.53
Orientation: CW

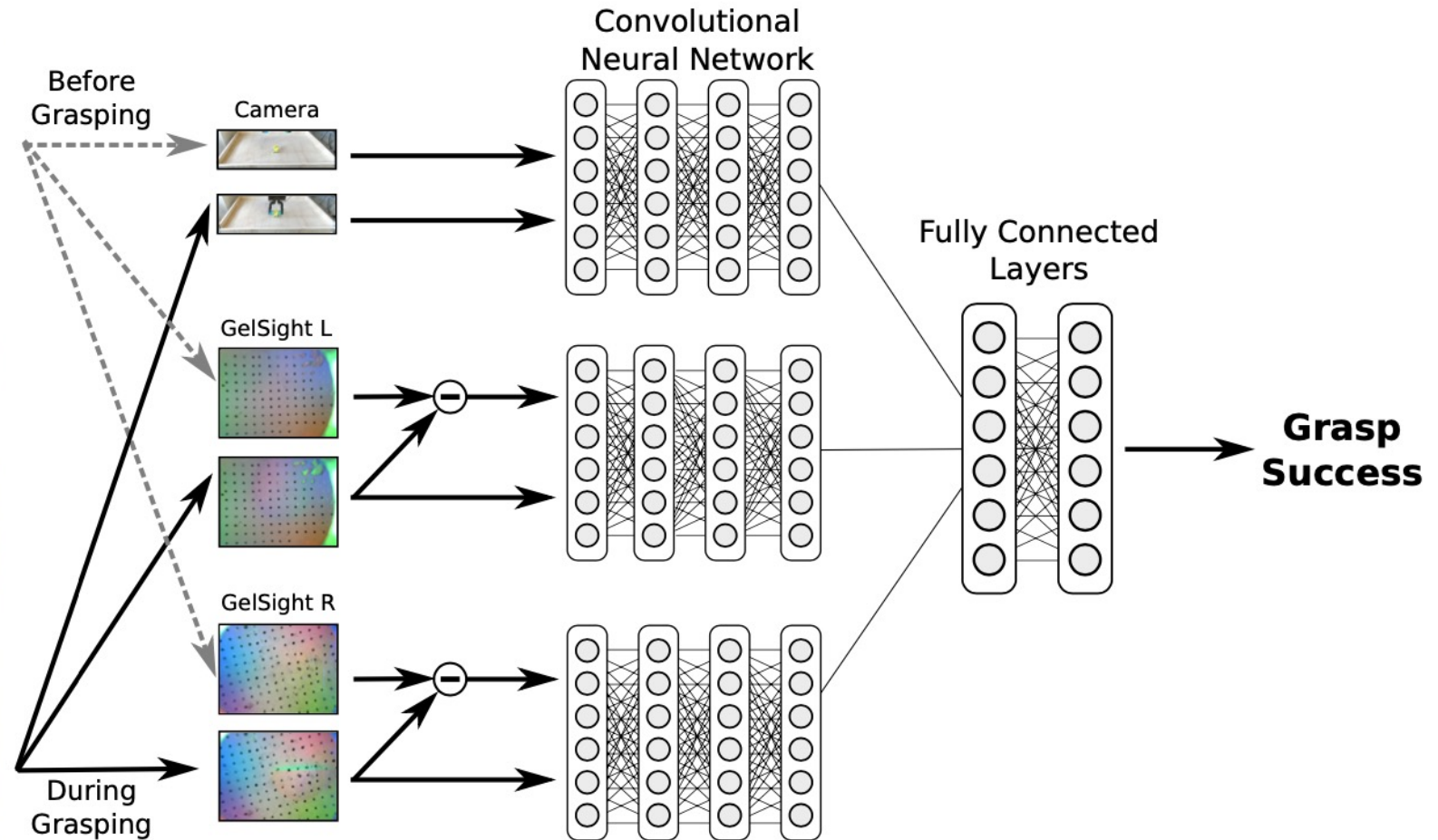


External View



Side View

Data-driven approach for grasping



Dataset: 9269 grasping trials from 106 unique objects