# **DD2410**

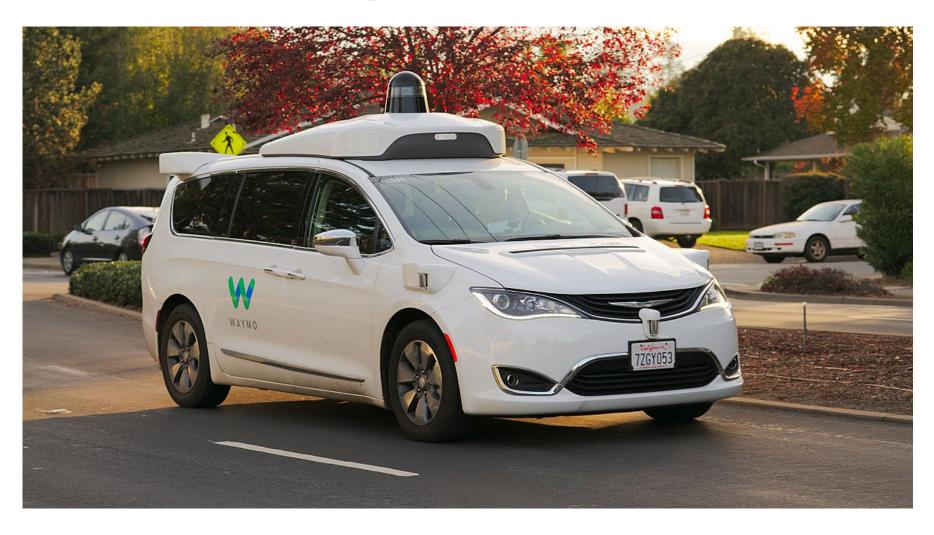
# Lecture slides Sensing and Perception

# Why sensors?

# Why sensors?

- Sensors are needed to cope with the uncertainty and provide an estimate of environment and "robot state"
- Uncertainty in the layout of the environment due to lack of models or unknown dynamics
- Execution of commands is uncertain due to imperfect actuation

#### Sensors on Waymo's car?



# Proprioceptive sensor

#### **Encoders**

- Measures rotation of a joint/wheel
  - Compare speed sensor on a bike (magnet on a spoke and a sensor on the fork)
- Industrial robot equipped with encoders that give the position of the joints
- Almost all mobile robots have them on the motors to
  - Control the speed of the wheels
  - Estimate the motion of the platform

#### **IMU**

- Gyro
- Accelerometer
- Magnetometer

# (Rate) gyro

- Measures rotation speed [rad/s]
- Can be used to get the orientation. How?

# (Rate) gyro

- Measures rotation speed [rad/s]
- Can be used to get the orientation. How?
  - Integrate!
  - Often temperature dependent
  - Noise and changing scale/offset → angle estimates drift with time

- Measures linear acceleration [m/s²]
- Protects hard drives, activates airbags, etc.
- How to get heading? What heading?

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  - Limitations?

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    - Cannot determine rotation around vertical
    - Cannot tell gravitation from acceleration
- How to get position?

- Measures linear acceleration [m/s²]
- Protects hard drives, activates airbags, etc
- How to get heading? What heading?
  - Detect vertical direction
  - Limitations?
    - Cannot determine rotation around vertical
    - Cannot tell gravitation from acceleration
- How to get position?
  - Integrate twice
  - Super sensitive to noise
  - Very important to remove gravity → need to know orientation

# Compass / magnetometer

- A very old navigation tool!
- Now available in solid state technology
- Very powerful to know your heading in absolute coordinate system
- Problems?

# Compass / magnetometer

- A very old navigation tool!
- Now available in solid state technology
- Very powerful to know your heading in absolute coordinate system
- Problems?
  - Many other things creating magnetic fields
    - → disturbances

#### IMU - Inertial Measurement Unit

- Combines accelerometers and gyros
- Often combined with magnetometers (why?)
- Now also with GPS
- Ex: xsense.com



# IMU demo

# Study at home (OPTIONAL)

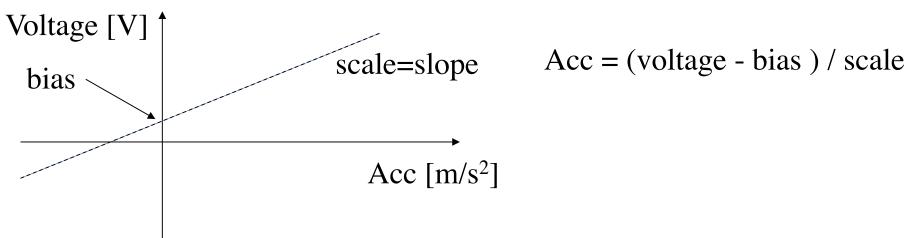
- Download and play with the SensorFusion App
  - Works only for Android so find an Android friend
  - http://www.sensorfusion.se/sfapp/
  - Download from Google Play

#### Scale and bias

- You typically measure a voltage (e.g. 0-5V)
- Voltage proportional to the quantity in question
- What do you need to know to go from voltage to your quantity?

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- What do you need to know to go from voltage to your quantity?
  - Scale factor for e.g. m/s<sup>2</sup> to voltage
  - Bias (offset) i.e. voltage for 0 output



### Range sensors

- Several principles
  - Time of flight
  - Triangulation
  - Phase difference
  - Intensity
  - \_ ....

# Time of flight (TOF)

- Measure travel time
- Speed of propagation, c, distance d and time t
   → d=ct
- Travels back and forth, i.e. time for two trips
   → d = ct/2
- Speed in air
  - Sound: 344m/s at 20°C
  - Light: 299,792,458 m/s

#### **Ultrasound**

- Send out sound pulse and measure time until it comes back (like a bat!)
- Problems?



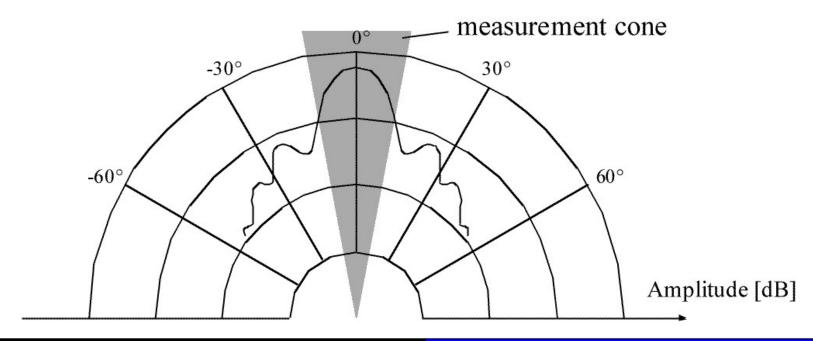


#### **Ultrasound**

- Send out sound pulse and measure time until it comes back (like a bat!)
- Problems?
  - Sound is very slow in air (343m/s at 20°C)
    - Low sampling rate
  - Speed temp sensitive ( 0.6(m/s)/°C )
    - Need to compensate
  - Reflections!!
  - Some materials do not reflect

# Sonar ranging

- Typical frequency 40-180kHz
- Sound wave propagates in a cone like manner
- Typically 25-45 degrees opening angle



# Example use Sonar

Parking assistance for cars





#### LIDAR

- LIDAR = <u>Light detection and ranging</u>
- or
  - Laser range finder
  - Laser scanner

# Time of flight laser scanning SICK LMS

- Rotating mirror (75Hz)
- Pulsed laser (higher power, less energy)
- Long range (typ 80m) (depends on reflectivity)
- Accuracy 1cm
- Samples with 1°
- Often used in interlaced mode
- (combine two scans shifted 0.5°)
- Safety classified
- Expensive: 40,000SEK

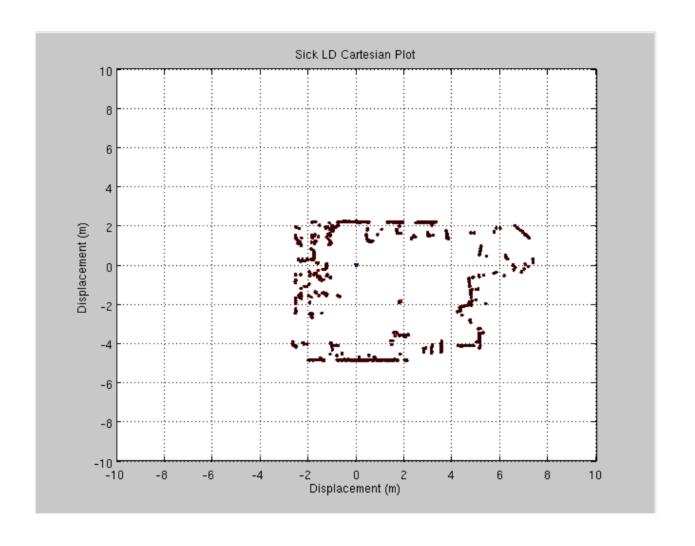


# Smaller laser scanner Hokuyu

- Smaller and somewhat cheaper
- Range: 25m (this version)
- Many models available



#### **Ex: Laser scanner data**



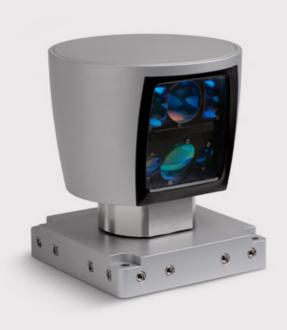
#### Velodyne 3D laser

Standard autonomous (research) car sensor 16, 32 and 64 scanning beams Starts at \$8000

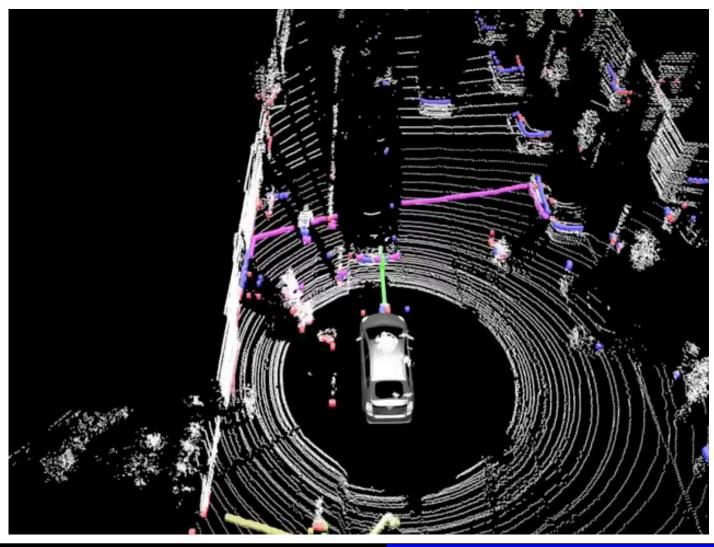








#### **Example data from 3D laser**



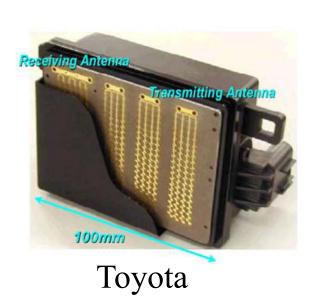
#### Radar

- Radar = <u>RA</u>dio <u>D</u>etection <u>A</u>nd <u>R</u>anging
- Transmit and receive radio signal
- Many materials do not absorb / reflect / scatter much of the signal → long range
- High conductivity → strong reflection
- Get range and direction to multiple targets

## Applications of radar

- Used heavily in aircrafts and ships industry
- Increasingly in cars and trucks.
  - ACC or autonomous modes





#### The camera

- Vision is our (humans) main sensory modality
- Most flexible sensory modality
- Getting the information from the camera data can be very hard
  - Complex sensory processing
- Relatively inexpensive (driven by mass market, mobile phones)



## Computer vision

- Making robots see
- A large research field in itself
- There are several courses on image processing and computer vision
  - DD2423, Image Analysis and Computer Vision, per2
  - DD2424, Deep Learning in Data Science, per 4
  - DD2429, Computational Photography, per 1

#### Camera calibration

- Need to calibrate your camera just like any other sensor
  - **Intrinsic** camera parameters
    - Describe the "geometry of the camera"
  - **Extrinsic** camera parameters
    - Where is the camera

#### Intrinsic camera parameters

- Principal point (center of the image) (u<sub>0</sub>,v<sub>0</sub>)
- Focal length (f) (sometimes f<sub>x</sub>, f<sub>y</sub>)
- Skew between x and y axes (γ)

A = camera matrix 
$$A = \begin{bmatrix} f_{\mathrm{x}} & \gamma & u_0 \\ 0 & f_{\mathrm{y}} & v_0 \\ 0 & 0 & 1 \end{bmatrix}$$

Lens distortion (non-linear)

## Compensate for distortion

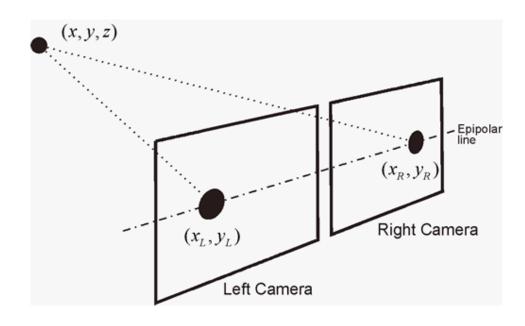


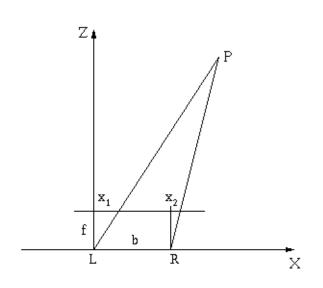


http://www.dxo.com/us/photo/dxo\_optics\_pro/optics\_geometry\_corrections/distortion

#### Stereo vision

- Distance given by baseline, focal length and disparity (difference in image position)
- $Z = b * f / (x_1-x_2) = b * f / d$





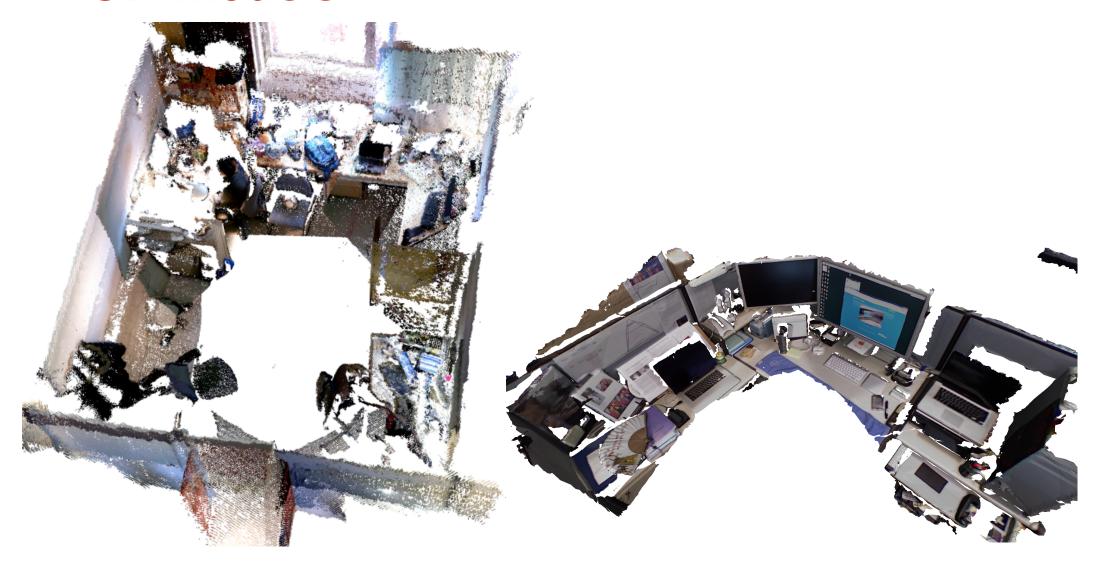
#### 3D Range Camera

- Also known as RGB-D
- Combines images (RGB) with depth (D)
  - Camera and range sensor in one!!
- Two main techniques
  - Structured light with stereo
  - Time of flight

#### What does a RGBD sensor enable?

- Can work directly with geometry
  - You get a point cloud
- Scale is given
  - Not the case for RGB images where scale is unobservable (unless you have something known, stereo baseline, motion between frames, etc)

## 3D models



# Object recgnition, classificartion, etc

Long history, slow progress

## A paradigm shift!

- For a long time progress was made by coming up with increasingly more complex
  - features
  - classifiers
- Then there was deep learning...

## Deep learning

- Have known about neural networks for ages
- Why such a buzz now?

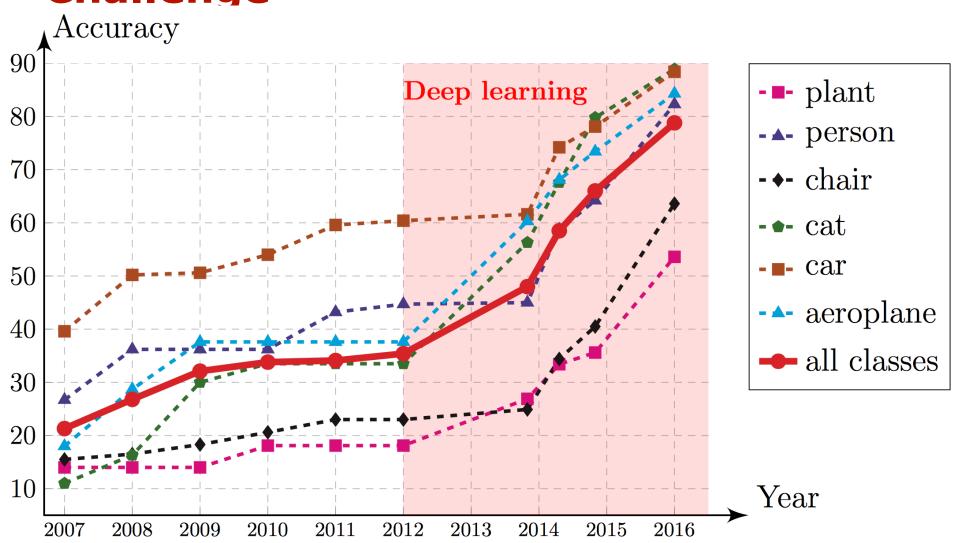
## Deep learning

- Have the data
  - ImageNet 15 million annotated images!!!
- Have the computer power
  - Basic idea from 40s and multilayered networks from 70s.
  - Millions of parameter to learn
- Deeper networks
  - More layers
- Better algorithms
  - Propagate gradients up tens of layers is not easy
  - Initialize parameters better

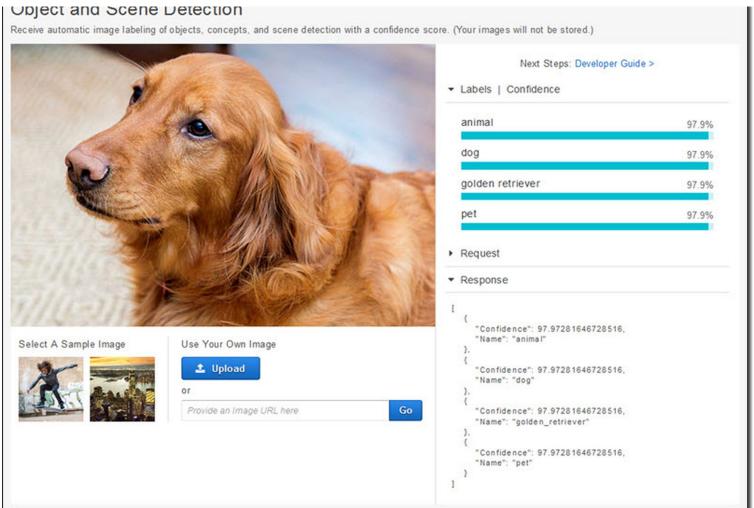
#### Impact of deep learning

- It is transforming whole industries
- Speech recognition was one of the first areas where it was shown to get great results
  - Now in computer vision, natural language processing, ...

# Object detection in Pascal VOC 2007 Challenge



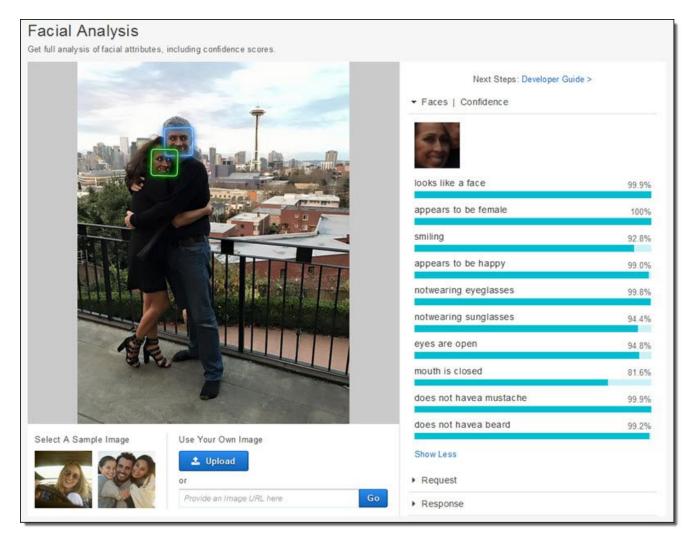
#### **Images Understanding**



https://www.theverge.com/2016/11/30/13799582/amazon-rekognition-machine-learning-image-processing

See module: Communicating and perceiving

#### **Images Understanding**



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## Learn to infer depth

 Learn to "see" the depth from a single image (i.e. without stereo)

