

# Sandia National Laboratories

## RAPID CONSTRAINED OBJECT MOTION ESTIMATION USING DEEP NEURAL NETWORKS

Raymond Kim, Carol Young, Jonathon E. Slightam

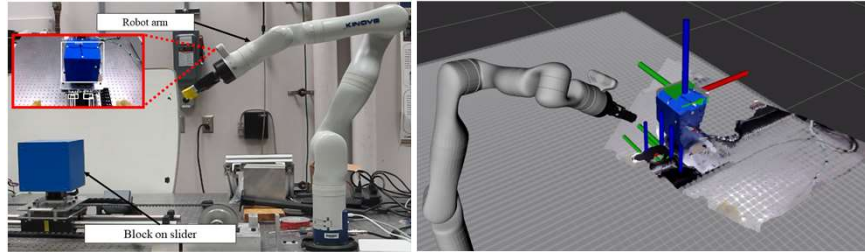


### Problem & Motivation

- Autonomous manipulation in unstructured environments is a complex challenge.
- Key for interaction: grasping object dynamics for task-specific manipulation.
- Existing methods lag in quick and precise motion prediction of mechanical systems.
- Our goal: refine object motion estimation through centroid localization in semantically labeled objects.**

### Research Highlights

- Introduces a rapid RGB-D data algorithm for object labeling and centroid tracking for motion model estimation.
- Case Study: simplified cube on a linear rail to validate the approach.
- Showcases a scalable approach to object motion model estimation for manipulation.
- Compares strengths and limitations of algebraic methods and DNNs in motion estimation.



### Motion Model Estimation

- Normalized geometric motion model highlighting constraint locations and permissible motion directions.
- Identifies constraints by associating bearings with the block, under a single-block assumption.
- Determines the closest rod pairs and matches them with the nearest average bearings.

### Algebraic Approach

- Calculate the pair of vectors with minimum angle between the vectors representing cube to bearings and rods.

$$m = \arg \min_{k \in S} \sum_{i=1}^{n-1} \sum_{j=i+1}^n \arccos \left( \frac{(b_i^k - r_i^k) \cdot (b_j^k - r_j^k)}{|b_i^k - r_i^k| \cdot |b_j^k - r_j^k|} \right)$$

$$v = \frac{1}{n} \sum_{i=1}^n b_i^m - r_i^m$$

- Motion Model

$$\lambda = \text{diag}(1 - |v_1|, 1 - |v_2|, 1 - |v_3|, 1, 1, 1)$$

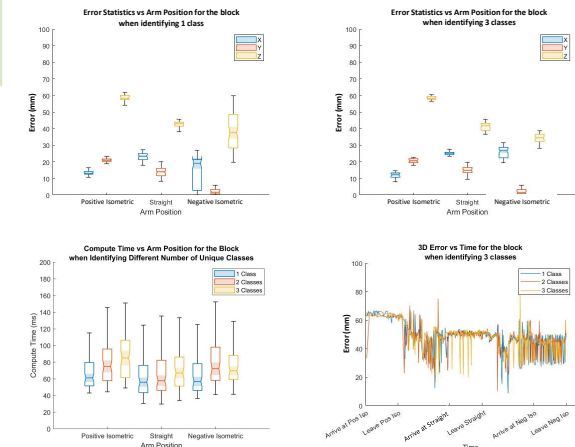
### Deep Neural Network Approach

- Input features: 7 inputs including constraint ID and positions of far/near constraints.
- Architecture: 25 hidden layers with 100 neurons each, employing relu and linear activations.
- Optimization: Utilizes Adam optimizer with Mean Squared Error and physics-informed loss functions.
- Training: Conducted on synthetic datasets representing varied constraint locations in 3D, over 600 epochs.

$$J = \frac{\alpha}{N} \sum_{i=1}^N (\hat{\lambda}_i - \lambda_i)^2 + \frac{\beta}{N} \sum_{i=1}^N (\|\hat{\lambda}_i\| - \|\lambda_i\|)^2$$

### Hardware Experiment & Results

- Setup:** Centroid estimation algorithm trialed with a cube on a linear rail using Kinova Gen3 7-DOF manipulator.
- Testing:** Varied end-effector positions (isometric, straight, negative isometric) to assess motion model.
- Results:**
  - Multiple classification didn't compromise accuracy, showed sublinear increase in estimation time.
  - Model estimation error was negligible at  $1.23 \times 10^{-4}$  rad.
  - Noted noise and peak error during movement or imprecise centroid detection.

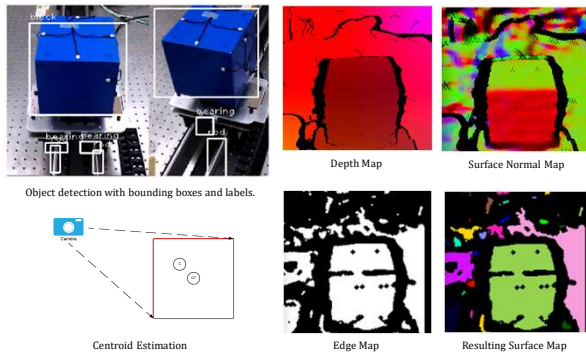


### Statistical Comparison: Algebraic vs. DNN Approaches

- Evaluation:** Compared both approaches using variable block orientations (0 - 90 deg orientation).
- Algebraic shortcomings:** Lacks capability to assess constraint directionality.
- Accuracy:** Algebraic method more precise with 0/90 deg views, performance degrades with angle variation.
- DNN strengths:** demonstrates greater adaptability/scalability, suitable for more complex systems.

### Summary

- Innovation:** Developed a rapid RGB-D data processing algorithm for accurate object labeling and centroid estimation.
- Case Study:** Validated using a simplified cube on a linear rail setup.
- Advantages:** Presents a scalable, multi-class approach for estimating object motion models, enhancing manipulation tasks.
- Comparative Insights:**
  - Algebraic Method: Highly precise in certain views but cannot evaluate constraint directionality.
  - DNN Method: Offers enhanced adaptability and scalability, suitable for complex system analysis.



### Object Detection & Segmentation

- Utilizes YOLO for region of interest identification via bounding boxes.
- Applies bounding boxes to bearings, rods, and cubes in depth maps.

### Instance Segmentation

- Analyzes surface normal on depth maps for each point.
- Uses normal map gradients to discern object edges from the background.

### Centroid Estimation

- Computes instantaneous centroid by averaging points on the region of interest.

- Potential drift due to background noise and occlusion effects.

### Filtering and Tracking

- Employs minimum-oriented bounding boxes for object framing.
- Implements Kalman filtering for improved object tracking.

