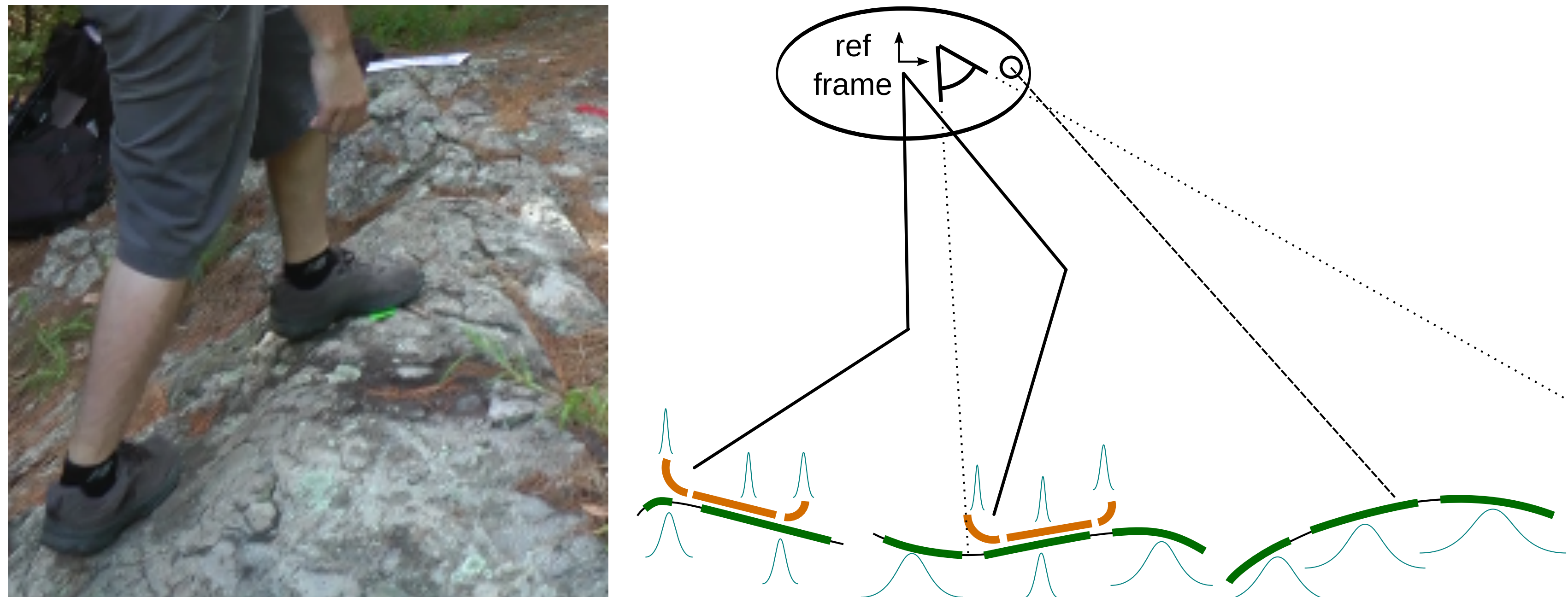


All Sourcecode Provided as the Open-Source Surface Patch Library (SPL): <http://dkanou.github.io/projects/spl/index.html> [1,2]

Contact with Rough Terrain & Free-Formed Objects



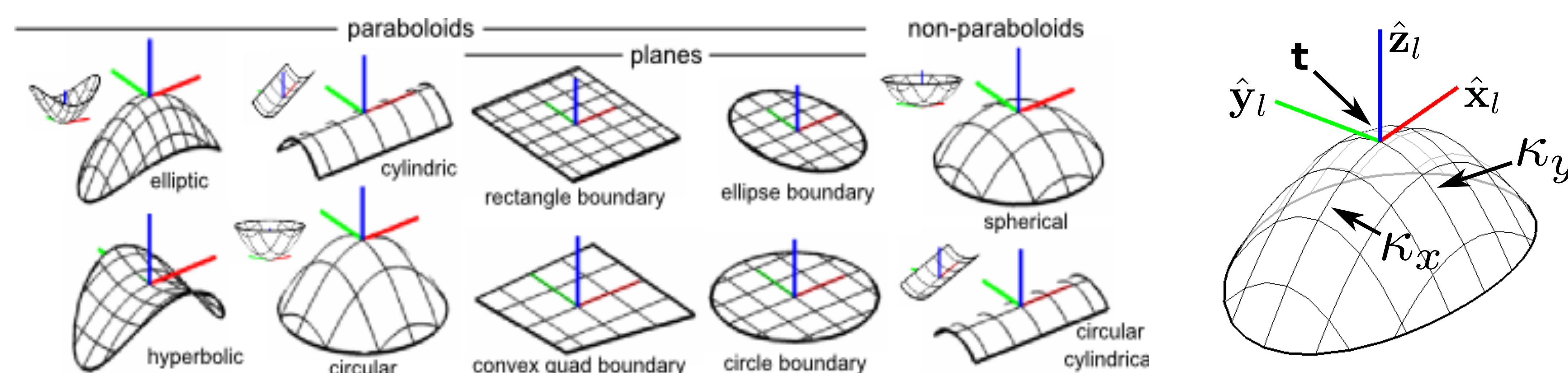
Hypothesis

Sparse 3D foothold/handhold contact affordances can be detected, modeled, and mapped in real-time using **curved surface patches**.

Sparsity of Contact Affordances Robots requires

1. Modeling local contact surface areas
2. Online perception algorithms to find them
3. **Handling uncertainty**

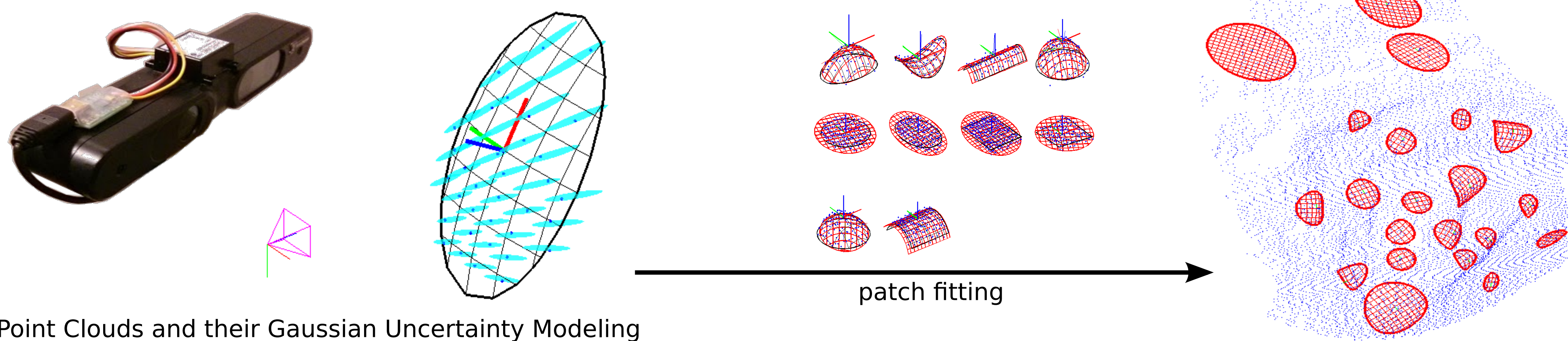
Environment Representation



Curved Patch Modeling [1]

- Detailed models for 10 bounded curved-surface patch types for contact regions
- Minimal geometric parametrizations: curvature, spatial pose, and bounds
- Foot/hand-sized boundaries

From Range Sensing to Contact Patches



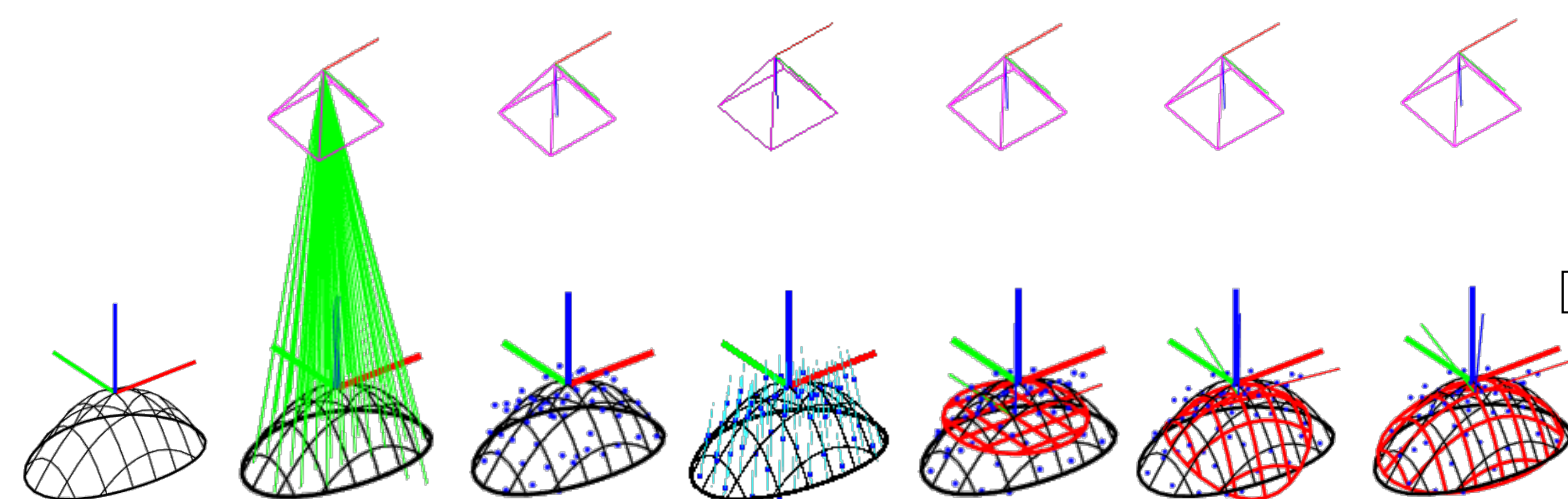
Input

- 3D point cloud from a range sensor
- The corresponding Gaussian uncertainty as a covariance

Output

The fitted curved patches and their Gaussian distribution model uncertainty (covariance) in patch parameter space

Patch Fitting with First-Order Uncertainty Propagation



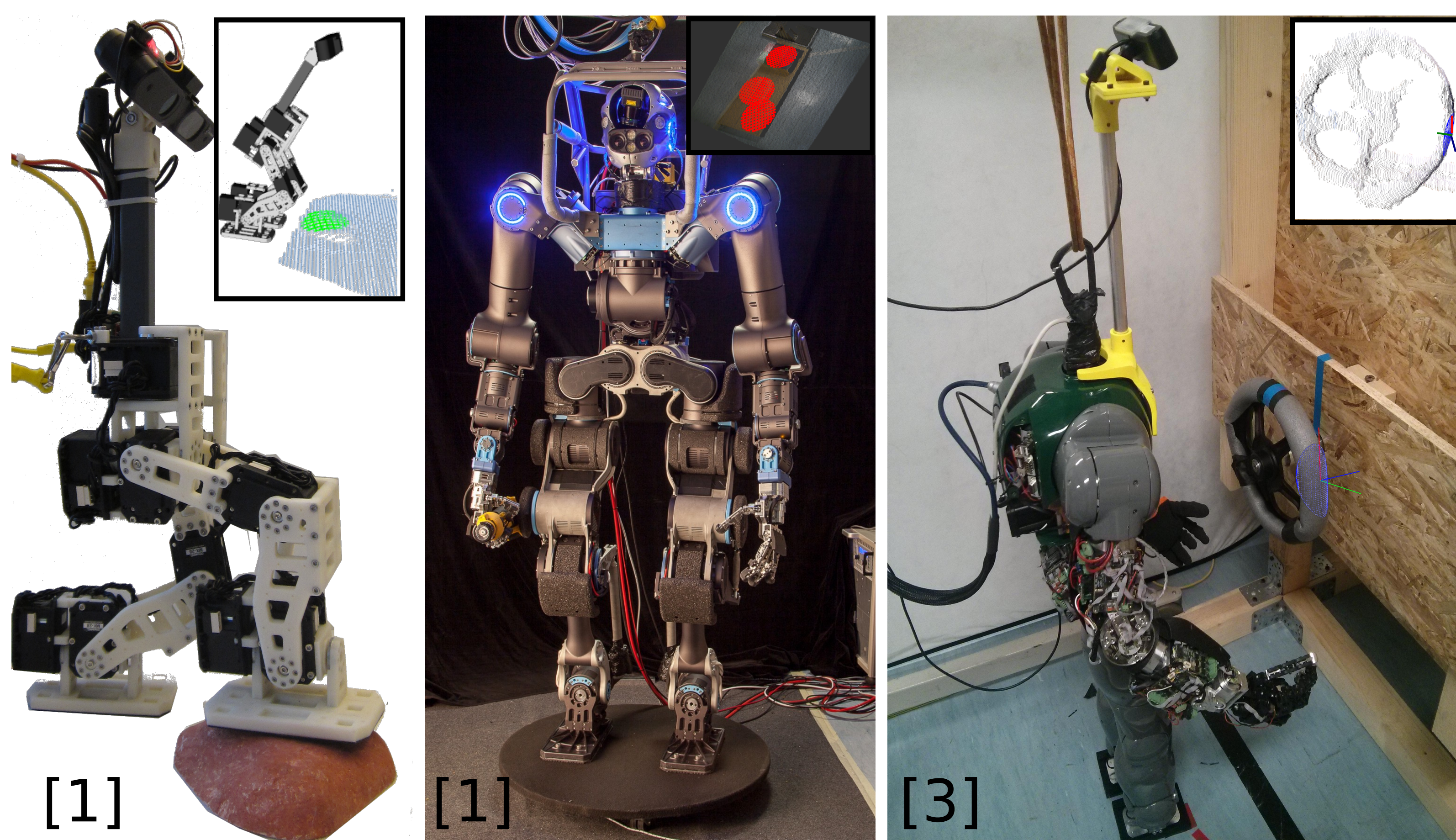
Patch Fitting

Real-time nonlinear fitting algorithm to neighborhoods of range data, including quantified uncertainty (~0.6ms)

First-Order Uncertainty Propagation: $\Sigma^f = J\Sigma^x J^T$, for $f(x)$

$$\begin{array}{c}
 \text{I-1} \rightarrow \text{I-2} \rightarrow \text{I-3} \rightarrow \text{I-4} \rightarrow \text{I-5} \rightarrow \text{I-6} \\
 \begin{array}{l}
 \Sigma_{\vec{k}, \vec{r}, \vec{c}} \\
 \Sigma_{\vec{k}, \vec{r}_{xy}, \vec{c}} \\
 \Sigma_{\vec{k}, \vec{r}, \vec{c}} \\
 \Sigma_{\vec{r}_{xy}, \vec{c}}
 \end{array}
 \begin{array}{l}
 \text{(cyl parab)} \\
 \text{(cyl parab)} \\
 \text{(circ parab)} \\
 \text{(ell/hyp parab)} \\
 \text{(plane)}
 \end{array}
 \end{array}
 \rightarrow
 \begin{array}{c}
 \text{I-6} \rightarrow \text{I-7} \rightarrow \text{I-8} \rightarrow \text{I-9} \\
 \begin{array}{l}
 \Sigma_{\vec{d}_r, \vec{k}, \vec{r}, \vec{c}} \\
 \Sigma_{\vec{d}_c, \vec{k}, \vec{r}_{xy}, \vec{c}} \\
 \Sigma_{\vec{d}_e, \vec{k}, \vec{r}, \vec{c}} \\
 \Sigma_{\vec{d}_e, \vec{r}, \vec{c}}
 \end{array}
 \begin{array}{l}
 \text{(cyl parab)} \\
 \text{(circ parab)} \\
 \text{(ell/hyp parab)} \\
 \text{(plane, ellipse)}
 \end{array}
 \end{array}$$

Applications to Foothold/Handhold Contacts]



Applications

- Contact **risk analysis** using *Multivariate Gaussian Distribution Metrics* to measure the magnitude of uncertainty
- Reasoning about contacts by integrating the patch-system into a **path planner**
- A time/space efficient **patch-based SLAM** system for locomanipulation tasks

References

- [1] "Curved Surface Patches for Rough Terrain Perception", D. Kanoulas, PhD Thesis, 2014.
- [2] "The Surface Patch Library (SPL)," D. Kanoulas and M. Vona, ICRA'14.
- [3] "Visual Grasp Affordance Localization in Point Clouds using Curved Contact Patches", D. Kanoulas, J. Lee, D. Caldwell, and N. Tsagarakis, IJHR'16.