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Augmented Reality Marker Tracking for Multi-Robot Registration



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NIST SURF Program

National Institute of Standards and Technology

- A non-regulatory federal agency within the Department of Commerce
- Founded in 1901

<u>Summer Undergraduate</u> <u>Research Fellowship</u>

- Engineering Laboratory
- Intelligent Systems Division





Project Outline



<u>Project Objective: ARToolkit SDK Integration and</u> <u>Calibration</u>

- 1. Introduction to Mobile Manipulator Testing
- 2. AR Marker Registration Method Overview
- 3. ARToolkit Software Architecture
- 4. ARToolkit Pose Server Software Development
- 5. Camera Tracking Calibration and Testing
- 6. Conclusion: Advanced Mobile Manipulator Registration

NST Introduction to Mobile Manipulator Testing



ASTM Standards Committee F45 on driverless automatic guided vehicles (AGVs)

- <u>Elements of Standard</u>
 - Terminology
 - Performance standards
 - Test Methods



 Objective: Develop simple, accurate, and cost effective test methods for Mobile Manipulators

NST Introduction to Mobile Manipulator Testing



Universal Robot Arm (UR10)

Automatic Guided Vehicle (AGV)



Reconfigurable Mobile Manipulator Artifact (RMMA)

Manipulator Registration Methods

• <u>Example Method:</u>

- Laser-Based Fine and Bisect Search of Reflective Targets
- <u>Problem:</u>

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• Can we develop faster or more accurate registration methods?

NST <u>AR Marker Registration Overview</u>

Successes

- Mathematics Education at Salisbury University enabled:
 - Ability to rapidly grasp new concepts related to 3D rotations and projective transformations used to model camera calibration.
 - Ability to choose system configurations and designs needed for task.
 - Mathematical experimentation needed for research.

- Finding a method of documentation and organization that is most effective.
- Need more practice in executing experimental procedure.
- Some difficulties understanding various calibration philosophies.

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Implemented Architecture for Mobile Manipulator

 Based on ARToolkit Architecture Diagram from HIT Lab website https://www.hitl.washington.edu/artoolkit/documentation/devframework.htm

• Custom program used to implement and assess ARToolkit marker position and orientation (pose) tracking measurements.

<u>1. Intrinsic Lens Barrel Distortion,</u> or "Fish-eye effect"

• Calib_Camera—Calibration Program Included with ARToolkit SDK.

2. Camera to End Effector Offset

3. Camera Measurement Error

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<u>Two Approaches to</u> <u>Calibration:</u>

- 1. Constrain system to reveal unknown values.
- 2. Assume a general model and solve an optimization problem.

Ground Truth:

- Manipulator X and Y position, as measured by the robot controller.
- Laser centered on the marker origin.
- <u>Procedure:</u>
 - Rotate camera about marker origin.
 - Record position at set increments.
 - Average resultant distances between vertical angles made with origin axis.
 - <u>Parameters:</u>
 - Measurement Range: ±180⁰
 - Increments: 15⁰
 - Sample Size: 100

ARToolkit Camera Error Calibration

Ground Truth:

- Change in manipulator position. (± 0.2 mm)
- Camera centered on marker origin.
- Marker rotationally aligned with laser.
- <u>Procedure:</u>
 - Increment manipulator position along X and Y axis.
 - Record ARToolkit marker pose for each increment.
 - Calculate average absolute error.
- <u>Parameters:</u>
 - Measurement Range: ±100 mm
 - Increments: 10 mm
 - Samples: 100

<u>Results</u>

ARToolkit: Average Absolute Error vs. Camera Y Position

Standard Deviation for each measurement less than 0.03 mm

Conclusion

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Image References

- UR 5 Robot
 - <u>http://www.appliedc.com/UniversalRobots.html</u>
- Point Grey Research Blackfly Camera
 - <u>http://www.globalspec.com/publishing/29/133129/catalog/2644.jpg</u>
- Bekchoff C6930 Industrial PC
 - <u>http://www.designworldonline.com/Ultra-Compact-Industrial-PC-with-RAID-System/</u>
- Alvar AR Marker files sourced directly from SDK.
- ARToolkit Hiro Marker file sourced directly from SDK.
- ARToolkit Logo
 - <u>http://artoolkit.org/</u>
- Daqri Logo
 - http://www.vrfocus.com/2016/03/daqri-partners-with-two-trees-to-create-ar-tech/

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Academic References

- Corke, P. (2011). Robotics, vision and control. Heidelberg, Germany: Springer-Verlag. http://dx.doi.org/10.1007/978-3-642-20144-8
- Hughs, C., Glavin, M., Jones, E., & Denny, P. (n.d.). Review of geometric distortion compensation in fish-eye cameras.
- Zhang, Q., & Pless, R. (n.d.). Extrinsic calibration of a camera and laser range finder (improves camera calibration).

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Web Documentation

- <u>https://www.astm.org/COMMIT/SCOPES/F45.htm</u>
- <u>https://www.ptgrey.com/chameleon-usb2-cameras</u>
- <u>https://www.ptgrey.com/blackfly-usb3-vision-cameras</u>
- <u>https://www.ptgrey.com/support/downloads/10308</u>
- <u>http://www.ptgrey.com/support/downloads/10396</u>
- <u>https://www.ptgrey.com/support/downloads/10308</u>
- <u>http://www.bhphotovideo.com/bnh/controller/home?O=&sku=871841&gclid=CK</u> jrwLr69sgCFUMWHwodkaAIyg&is=REG&m=Y&A=details&Q>

- <u>Web Documentation</u>
- <u>http://artoolkit.org/about-artoolkit</u>
- <u>https://www.hitl.washington.edu/artoolkit/</u>
- <u>http://artoolkit.sourceforge.net/apidoc/ar_8h.html#93fe43532942ad6b6155c9609b6f</u> <u>17cb</u>
- <u>http://www.euclideanspace.com/maths/geometry/rotations/conversions/matrixToQu</u> <u>aternion/</u>
- <u>https://www.hitl.washington.edu/artoolkit/documentation/devframework.htm</u>
- <u>http://artoolkit.org/documentation/doku.php?id=7_Examples:example_simplelit</u>
 <u>e&s[]=simplelite</u>
- <u>http://artoolkit.org/documentation/doku.php?id=2_Configuration:config_camer</u>
 <u>a_calibration&s[]=calibration</u>
- https://artoolkit.org/blog/2016/05/0pencv-with-artoolkit

- Source Code and Programming Tutorials
- ARToolkit Pose Server:

Based on:

Title: ARToolkit, simpleLite.c Author: Philip Lamb, Daqri LLC Date: 6/10/2016 Code Version: 5.3.2 Available at: http://artoolkit.org/download-artoolkit-sdk Tutorial at: http://artoolkit.org/documentation/doku.php?id=7_Examples:example_simplelite Accessed: June 3, 2016

Title: WinSock, Tutorial: Creating a Basic Winsock Application Author: Microsoft Corporation Accessed: 6/3/2016 Code Version: 2.0 Tutorial at: <u>https://msdn.microsoft.com/en-</u> us/library/windows/desktop/ms737629(v=vs.85).aspx

- <u>Programming References</u>
- Barney, B. (n.d.). POSIX threads programming. Retrieved June 8, 2016, from https://computing.llnl.gov/tutorials/pthreads/
- Chen, C.-Y. (n.d.). ARToolkit applications II [PDF]. Retrieved from http://www.csie.nuk.edu.tw/~ayen/ teach/ar/ar-noteo7.pdf
- Time reference. (n.d.). Retrieved June 9, 2016, from https://msdn.microsoft.com/en-us/library/ windows/desktop/ms725473(v=vs.85).aspx

API reference for implementing system timestamps on the Microsoft Windows operating system.

Adjacent pages including Time Functions and Time Structures were also accessed for reference.

https://msdn.microsoft.com/enus/library/windows/desktop/ms724290(v=vs.85).aspx

- ARToolkit API Documentation from GitHub
- FlyCapture 2 API Reference (included with SDK)