



Passivity-based Visual Motion Observer with PI Estimator



Akihiro Sugiyama

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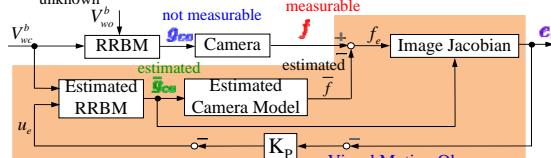


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- Simulation
 - Setting
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 - Experimental Environment
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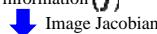


Introduction

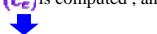
Visual Motion Observer (VMO)



The visual measurement error (f_e) is computed by image information (f) and estimated image information (\hat{f})



The estimation error (e_v) is computed, and is fed back



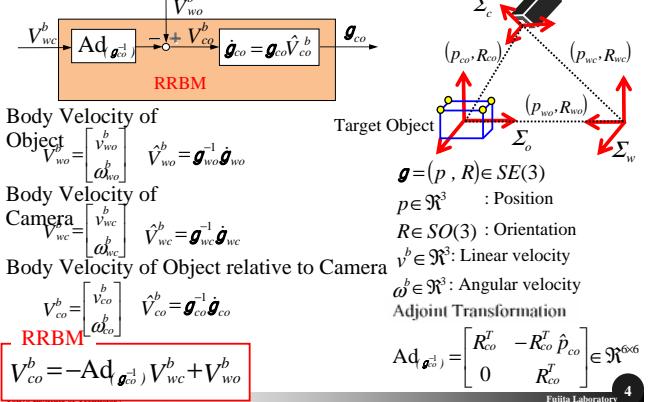
The estimation error (e_v) is equal to zero, then the estimated relative pose (\hat{g}_{co}) equals the real relative pose (g_{co})

VMO can estimate the relative pose (3D) from image information (2D)

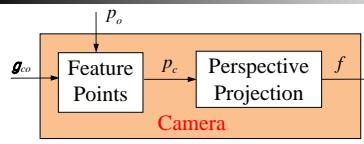


Introduction

Relative Rigid Body Motion (RRBM)



Introduction



Relative i-th Feature Point

$$p_{ci} = g_{co} p_{oi} = \begin{bmatrix} x_{ci} \\ y_{ci} \\ z_{ci} \end{bmatrix} \quad p_c = \begin{bmatrix} p_{c1} \\ \vdots \\ p_{cm} \end{bmatrix} = \begin{bmatrix} g_{co} p_{o1} \\ \vdots \\ g_{co} p_{om} \end{bmatrix}$$

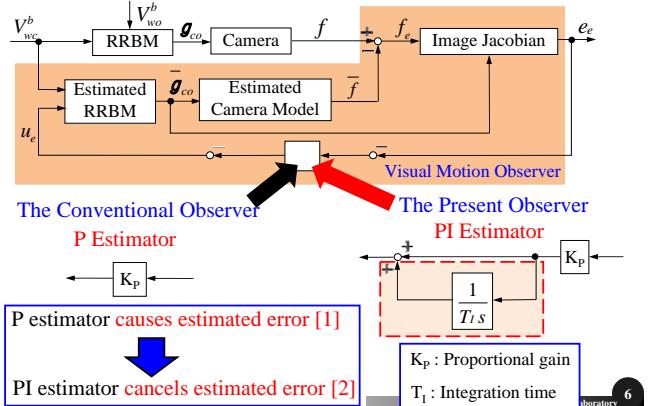
Perspective Projection

$$f_i = \begin{bmatrix} f_{xi} \\ f_{yi} \end{bmatrix} = \lambda \begin{bmatrix} x_{ci} \\ y_{ci} \\ z_{ci} \end{bmatrix} \quad f = \begin{bmatrix} f_1 \\ \vdots \\ f_m \end{bmatrix} = \begin{bmatrix} \lambda x_{c1} \\ \lambda y_{c1} \\ \lambda z_{c1} \\ \vdots \\ \lambda x_{cm} \\ \lambda y_{cm} \\ \lambda z_{cm} \end{bmatrix}$$



Introduction

Visual Motion Observer (VMO)



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Simulation

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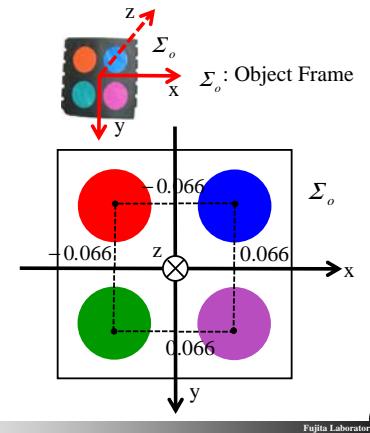
Feature Points

$$\text{Red: } p_{o1} = \begin{bmatrix} -0.066 \\ -0.066 \\ 0 \end{bmatrix} \text{ [m]}$$

$$\text{Blue: } p_{o2} = \begin{bmatrix} 0.066 \\ -0.066 \\ 0 \end{bmatrix} \text{ [m]}$$

$$\text{Green: } p_{o3} = \begin{bmatrix} -0.066 \\ 0.066 \\ 0 \end{bmatrix} \text{ [m]}$$

$$\text{Purple: } p_{o4} = \begin{bmatrix} 0.066 \\ 0.066 \\ 0 \end{bmatrix} \text{ [m]}$$



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Simulation

Initial value

$$\text{Position: } p_{co} = \begin{bmatrix} 0 \\ 0 \\ 2.25 \end{bmatrix} \text{ [m]}$$

$$\text{Orientation: } R_{co} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Initial value of estimation

$$\text{Position: } \bar{p}_{co} = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix} \text{ [m]}$$

$$\text{Orientation: } \bar{R}_{co} = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} & 0 \\ 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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Simulation

Setting

$$\begin{array}{ll} \text{Proportional Gain} & K_p = 2 \\ \text{Integral Time} & T_i = 1 \\ \text{Focal Length} & \lambda = 0.006 \text{ [m]} \\ \text{Exponential Expression} & R = e^{t\theta} \\ & \xi \sin \theta = (\sin(R))^v \end{array}$$

Input Signal

$$V_{wo}^b = \begin{bmatrix} V_{wo}^b \\ \omega_{wo}^b \end{bmatrix} \quad (\text{Constant velocity})$$

Linear velocity	$\begin{bmatrix} v_{wox}^b \\ v_{woy}^b \\ v_{woz}^b \end{bmatrix} = \begin{bmatrix} 0.4 \\ 0 \\ 0 \end{bmatrix} \text{ [m/s]}$	Angular velocity	$\begin{bmatrix} \omega_{wox}^b \\ \omega_{woy}^b \\ \omega_{woz}^b \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \pi/3 \end{bmatrix} \text{ [rad/s]}$
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Image Plane

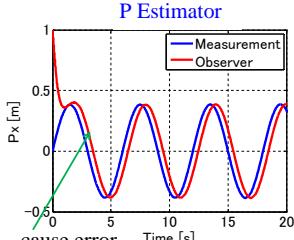
$$\text{Body Velocity of Camera: } V_{wc}^b = 0 \text{ (Fixed)}$$

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Position (X motion)

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Error of Measurement and Observer

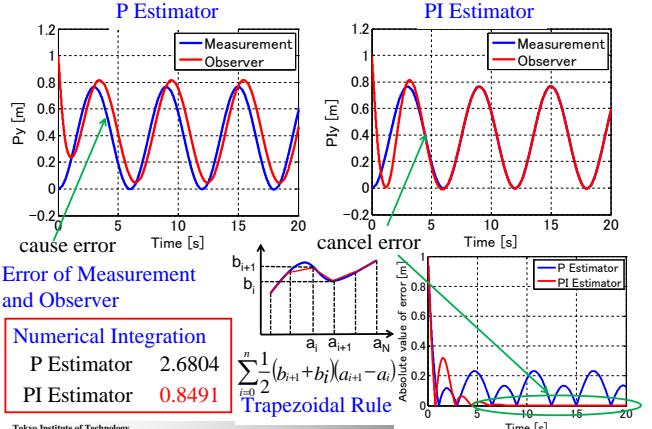
Numerical Integration

P Estimator	2.5011	$\sum_{i=0}^{n-1} (b_{i+1} + b_i)(a_{i+1} - a_i)$
PI Estimator	0.6476	Trapezoidal Rule

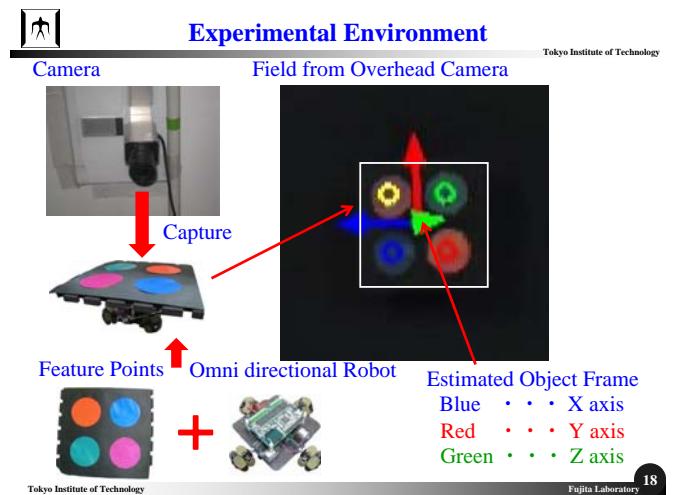
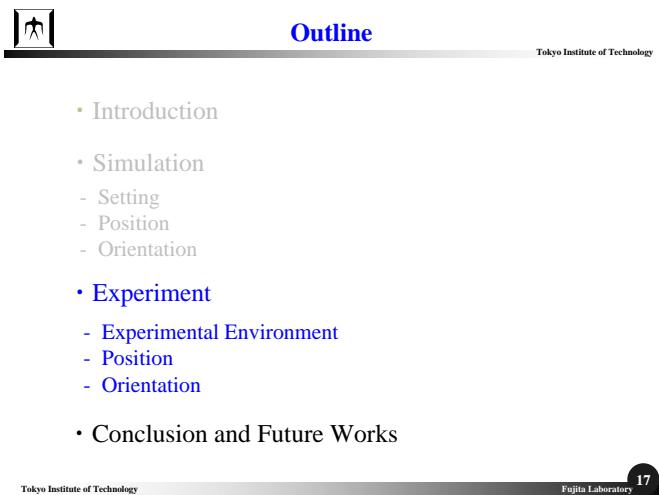
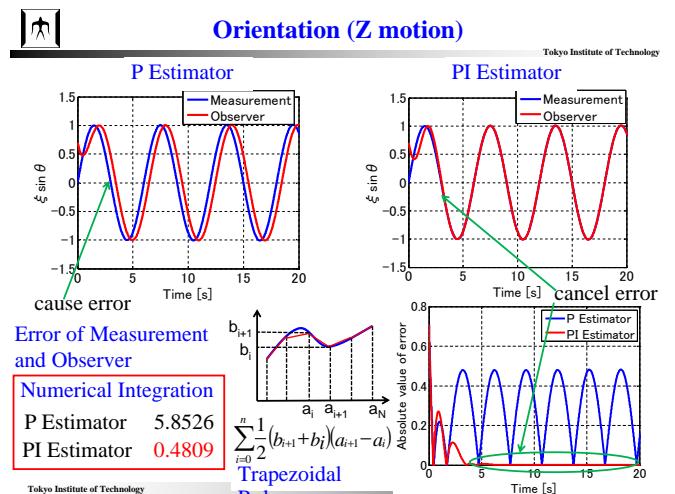
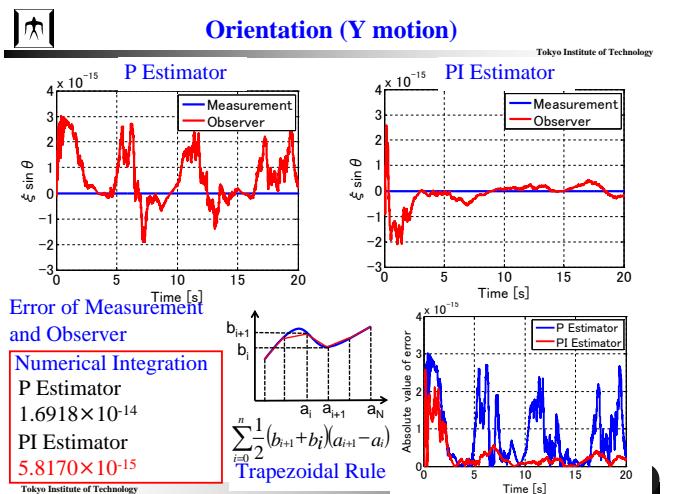
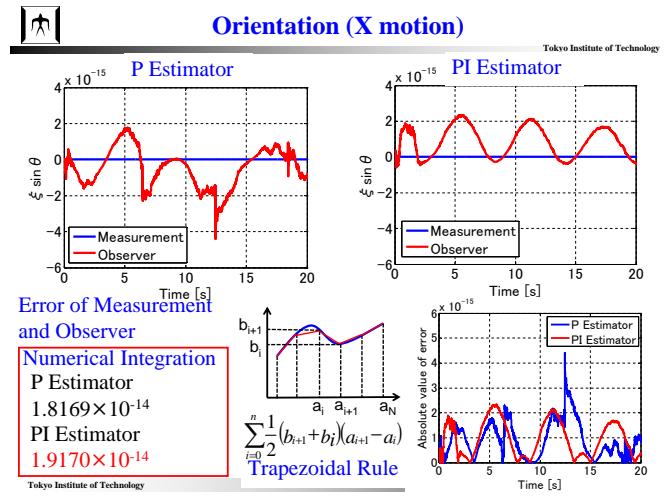
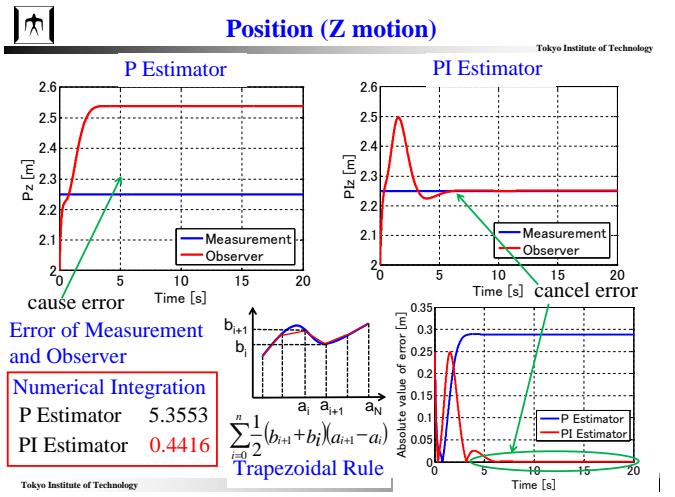
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Position (Y motion)

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Experimental Environment

Setting

Proportional Gain

$$K_p = 2$$

Integral Time

$$T_i = 1$$

Focal Length

$$\lambda = 0.006 \text{ [m]}$$

Exponential Expression

$$R = e^{i\theta}$$

$$\xi \sin \theta = (\text{sk}(R))^y$$

Input Signal

Body Velocity of Object : V_{wo}^b

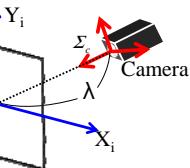
(Constant velocity)

Linear velocity

$$\begin{bmatrix} v_{wor}^b \\ v_{way}^b \\ v_{woz}^b \end{bmatrix} = \begin{bmatrix} 0.4 \\ 0 \\ 0 \end{bmatrix} \text{ [m/s]}$$

$$\begin{bmatrix} \omega_{wox}^b \\ \omega_{woy}^b \\ \omega_{woz}^b \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \pi/3 \end{bmatrix} \text{ [rad/s]}$$

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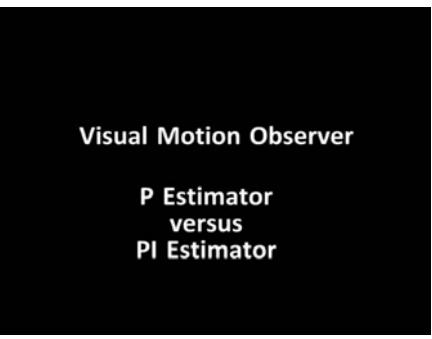
Body Velocity of Camera : $V_{wc}^b = 0$ (Fixed)

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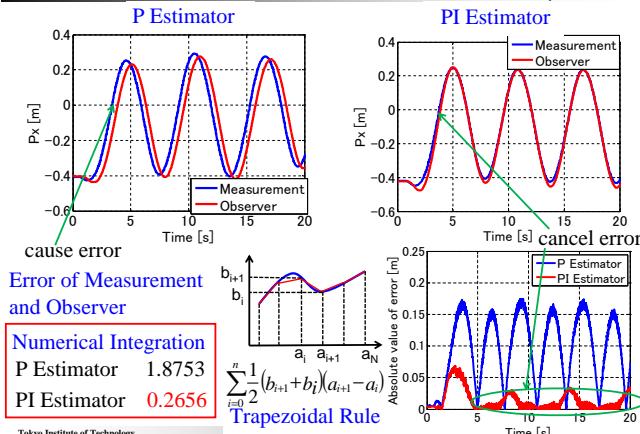
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Movie

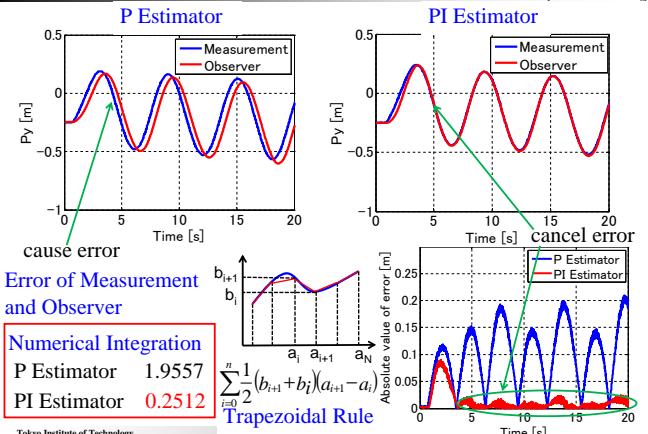
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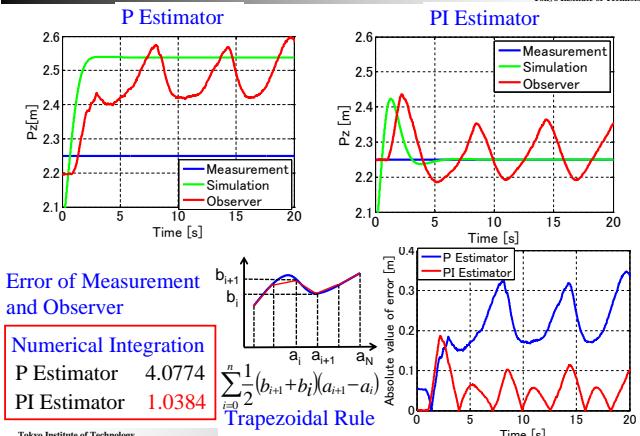
Position (X motion)



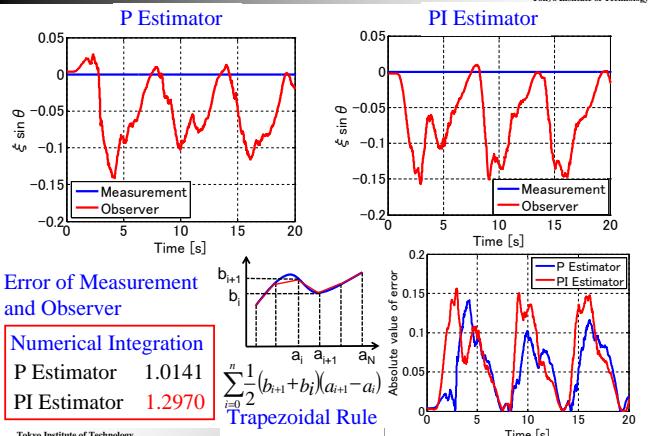
Position (Y motion)

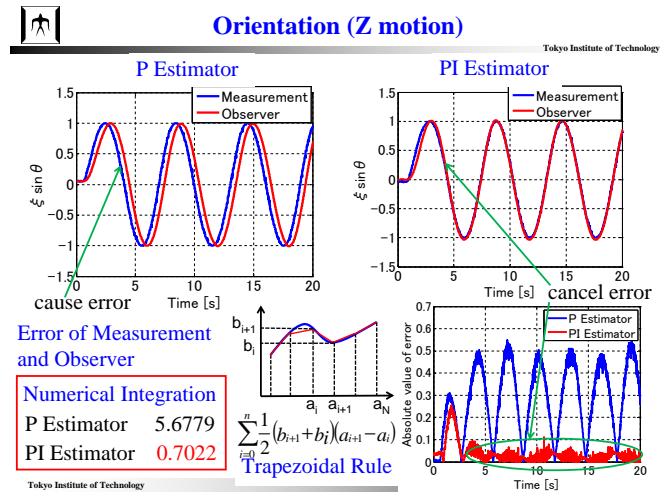
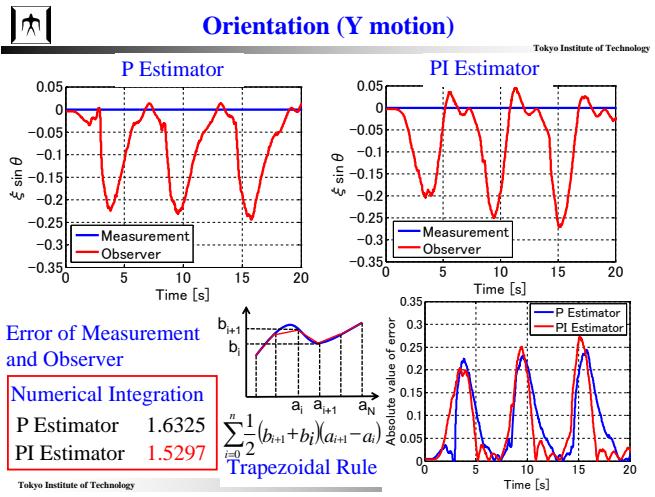


Position (Z motion)



Orientation (X motion)





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- ### Conclusion and Future Works
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- Simulation**
- P Estimator causes estimated error for both position and orientation (**Z motion**)
 - PI Estimator cancels estimated error for both position and orientation
- Experiment**
- P Estimator causes estimated error for both position and orientation
 - PI Estimator cancels estimated error for both position (**X motion and Y motion**) and orientation (**Z motion**)
 - The fluctuation in **Z motion of position** and in **X motion and Y motion of orientation** are caused by the measurement noise and lens distortion
- Future Works**
- Body Velocity of Object $V_{wo}^b = \text{const} \rightarrow V_{wo}^b \neq \text{const}$
 - Body Velocity of Camera $V_{wc}^b = 0 \rightarrow V_{wc}^b \neq 0$
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- ### Reference
- Tokyo Institute of Technology
- [1] T. Hatanaka and M. Fujita, "Passivity-based Visual Motion Observer: From Theory to Distributed Algorithms," *Tutorial Session on Computer Vision and Control for the CACSD component on the IEEE 2010 MSC*, Tokyo, Japan, 8th, Sep., pp. 1210-1221, 2010.
- [2] T. Hatanaka and M. Fujita "Passivity-based Visual Motion Observer Integrating Internal Representation of 3D Target Object Motion," *Proc. of the 2012 American Control Conference*, Montreal, Canada, 2012.
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Appendix

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Exponential Expression

$e^{\hat{\xi}\theta_{wi}} \in SO(3)$ $\xi_{wi} \in \mathbb{R}^3$: Rotation Axis ($\|\xi_{wi}\| = 1$)
 $\theta_{wi} \in \mathbb{R}$: Rotation Angle ($|\theta_{wi}| < \pi$)

"Λ" (wedge): $\mathbb{R}^3 \rightarrow so(3)$

"ν" (vee): $so(3) \rightarrow \mathbb{R}^3$

$$\xi = \begin{bmatrix} \xi_x \\ \xi_y \\ \xi_z \end{bmatrix}^A = \begin{bmatrix} 0 & -\xi_z & \xi_y \\ \xi_z & 0 & -\xi_x \\ -\xi_y & \xi_x & 0 \end{bmatrix} \begin{bmatrix} 0 & -\xi_z & \xi_y \\ \xi_z & 0 & -\xi_x \\ -\xi_y & \xi_x & 0 \end{bmatrix}^V = \begin{bmatrix} \xi_x \\ \xi_y \\ \xi_z \end{bmatrix} = \xi$$

Skew-symmetric Component

$$sk(e^{\hat{\xi}\theta_{wi}}) = \frac{1}{2}(e^{\hat{\xi}\theta_{wi}} - e^{-\hat{\xi}\theta_{wi}})$$

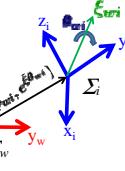
$$= \hat{\xi}\theta_{wi} + \frac{(\hat{\xi}\theta_{wi})^3}{3!} + \frac{(\hat{\xi}\theta_{wi})^5}{5!} + \dots$$

$$= \hat{\xi}(\theta_{wi} - \frac{(\theta_{wi})^3}{3!} + \frac{(\theta_{wi})^5}{5!} - \dots)$$

$$= \hat{\xi}\sin\theta_{wi}$$

$$(sk(e^{\hat{\xi}\theta_{wi}}))^V = \xi\sin\theta_{wi}$$

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Maclaurin expansion

$$e^{\hat{\xi}\theta_{wi}} = I + \hat{\xi}\theta_{wi} + \frac{(\hat{\xi}\theta_{wi})^2}{2!} + \dots$$

$$e^{-\hat{\xi}\theta_{wi}} = I - \hat{\xi}\theta_{wi} + \frac{(-\hat{\xi}\theta_{wi})^2}{2!} + \dots$$

$$\sin\theta = \theta - \frac{\theta^3}{3!} + \frac{\theta^5}{5!} - \dots$$

$$\begin{aligned} \hat{\xi}^2 &= -\|\xi\|^2 \hat{\xi} & \hat{\xi}^3 &= -\|\xi\|^2 \hat{\xi}^3 \\ &= -\hat{\xi} & &= \|\xi\|^4 \hat{\xi} \\ && \vdots &= \hat{\xi} \end{aligned}$$

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Image Jacobian

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$f_e \rightarrow \text{Image Jacobian} \rightarrow e_e$ Estimation error (e_e) can be computed using image information (f_e)

Image Jacobian

$$J = \begin{bmatrix} J_1 & R & 0 \\ \vdots & \ddots & \\ J_n & R & 0 \end{bmatrix} = \begin{bmatrix} \frac{\lambda}{x_{c1}} & 0 & -\frac{\lambda x_{c1}}{x_{c1}^2} & 0 & 0 \\ 0 & \frac{\lambda}{x_{c1}} & -\frac{\lambda x_{c1}}{x_{c1}^2} & 0 & 0 \\ \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & 0 & \frac{\lambda}{x_{cn}} & -\frac{\lambda x_{cn}}{x_{cn}^2} \\ 0 & 0 & 0 & 0 & \frac{\lambda}{x_{cn}} \end{bmatrix} \begin{bmatrix} I & -(R_{pe})^V \\ R & 0 \end{bmatrix}$$

$$f_e = f - \bar{f} = \begin{bmatrix} f_1 - \bar{f}_1 \\ \vdots \\ f_n - \bar{f}_n \end{bmatrix} = J \begin{bmatrix} p_{pe} \\ sk(e^{\hat{\xi}\theta_{pe}})^V \end{bmatrix}$$

$$\begin{aligned} J^T f_e &= (J^T J)^{-1} J^T f_e \\ &= (J^T J)^{-1} J^T J \begin{bmatrix} p_{pe} \\ sk(e^{\hat{\xi}\theta_{pe}})^V \end{bmatrix} \\ &= e_e \end{aligned}$$

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