NimbRo Avatar: Intuitive Immersive Telepresence balancing Interaction, Manipulation, and Mobility

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Experience with Teleoperated Robots

- Multiple domains
- Often motivated by competitions and challenges



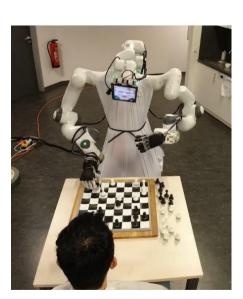
RoboCup@Home



DARPA Robotics Challenge
DLR SpaceBot Cup



CENTAURO



ANA Avatar XPRIZE



Cognitive Service Robot Cosero



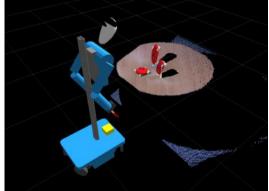


Handheld Teleoperation Interface

- Three levels of autonomy / control:
 - Task level
 - Skill level
 - Direct control





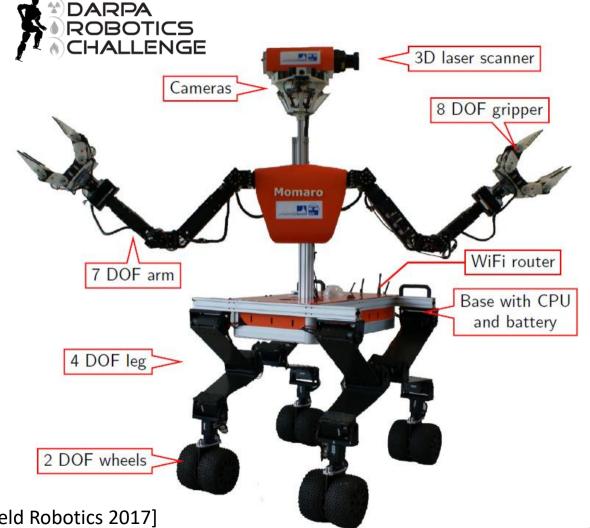






Mobile Manipulation Robot Momaro

- Four compliant legs ending in pairs of steerable wheels
- Anthropomorphic upper body
- Sensor head
 - 3D laser scanner
 - IMU, cameras

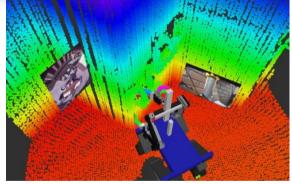


Manipulation Operator Interface

3D headmounted display

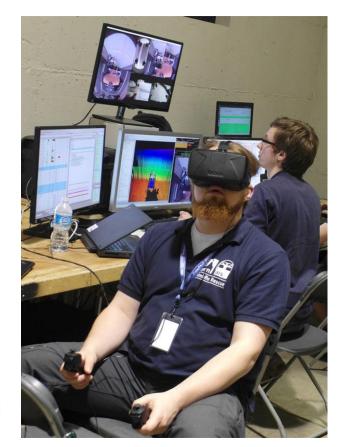


3D environment model + images



6D magnetic tracker







DARPA Robotics Challenge









DLR SpaceBot Cup 2015

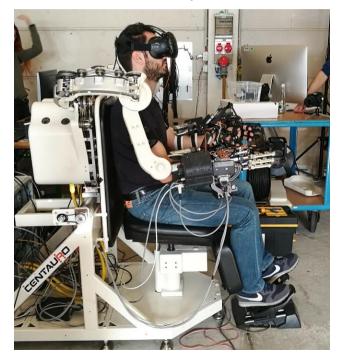
Mobile manipulation in rough terrain





Robust Mobility and Dexterous Manipulation in Disaster Response by Fullbody Telepresence in a Centaur-like Robot

- Four-legged robot with steerable wheels and anthropomorphic upper body
- Immersive teleoperation through exoskeleton with HMD

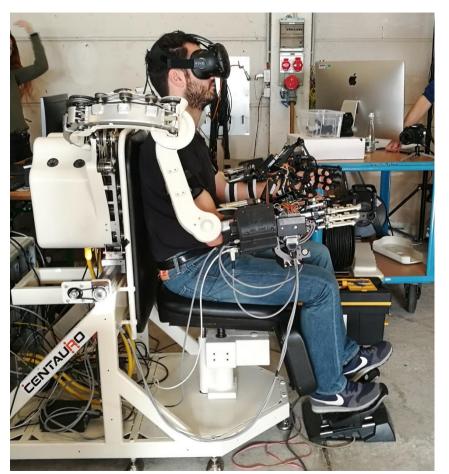


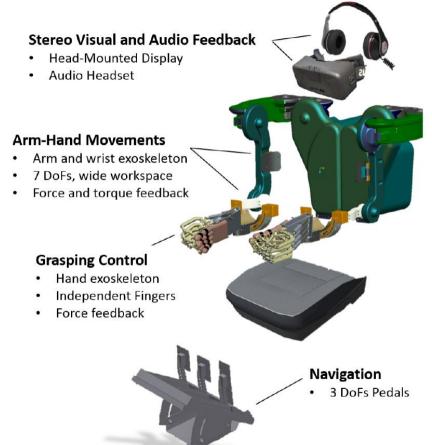




[Klamt et al., Journal of Field Robotics 2020]

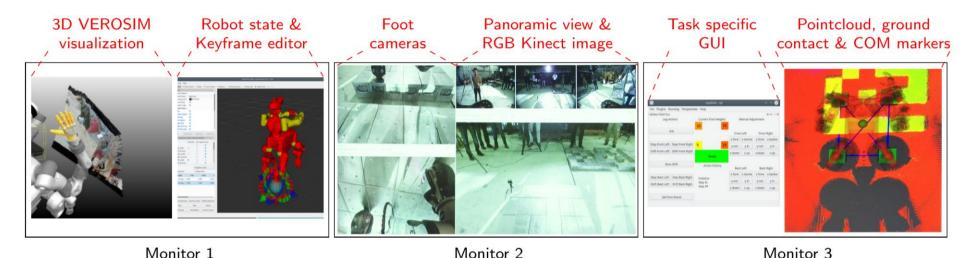
Immersive Operator Interface







Teleoperation with Joystick and Spacemouse



- Flexible user interfaces for locomotion and manipulation tasks
- 3D situation awareness
- Motion editor







CENTAURO Evaluation @ KHG: Locomotion Tasks



Grasping an Unknown Power Drill and Fastening Screws





CENTAURO: Complex Manipulation Tasks





ANA Avatar XPRIZE Competition



- Requires mobility, manipulation, human-human interaction
- Focuses on the immersion in the remote environment and the presence of the remote operator

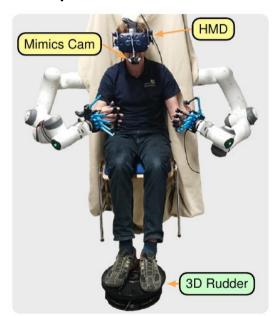


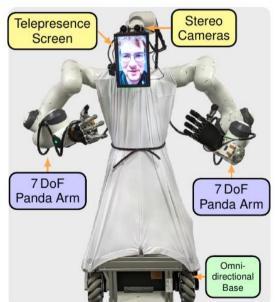


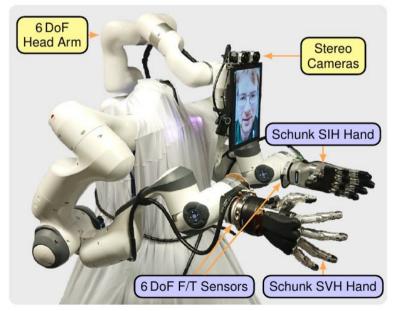
NimbRo Avatar



- Two-armed avatar robot designed for teleoperation with immersive visualization & force feedback
- Operator station with HMD, exoskeleton and locomotion interface











Team NimbRo Semifinal Submission









[Schwarz et al. IROS 2021]



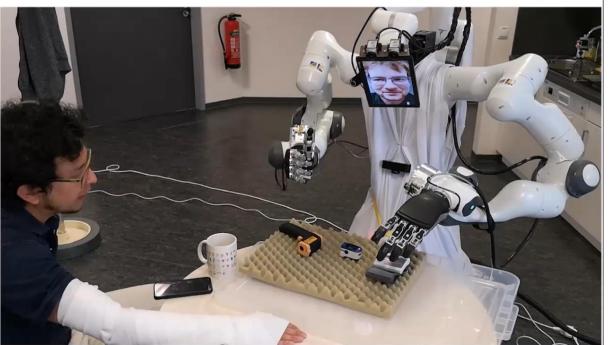


Team NimbRo Semifinal Team Video



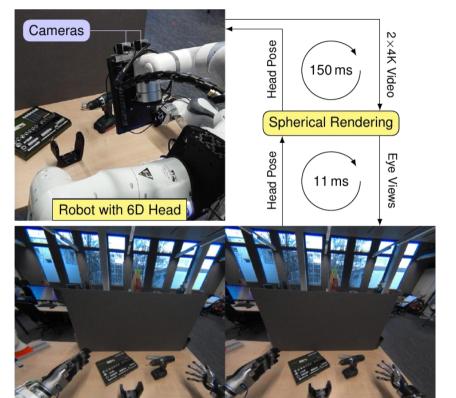
Tasks

- 1. Make a coffee
- 2. Greet the recipient
- 3. Measure temperature
- 4. Measure blood pressure
- 5. Measure oxygen saturation
- 6. Help recipient with jacket



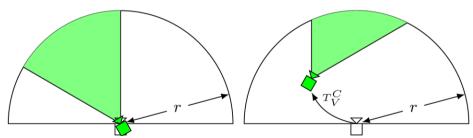


NimbRo Avatar: Immersive Visualization



Stereoscopic VR System

- 4K wide-angle stereo video stream
- 6D neck allows full head movement
 - Very immersive
- Spherical rendering technique hides movement latencies
 - Assumes constant depth



Exact for pure rotations

Distortions for translations



NimbRo Avatar: Immersive Visualization

Avatar Robot



Operator

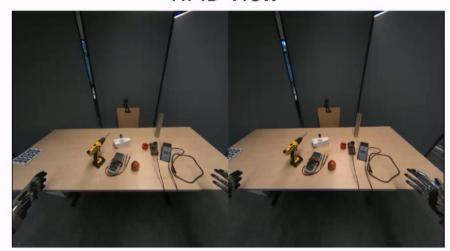


Wide-Angle Stereo





HMD View





NimbRo Avatar: Operator Face Animation

- Operator images without HMD
- Capture mouth and eyes
- Estimate gaze direction and facial keypoints

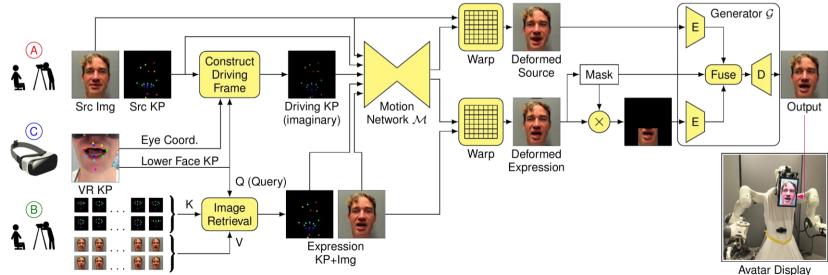






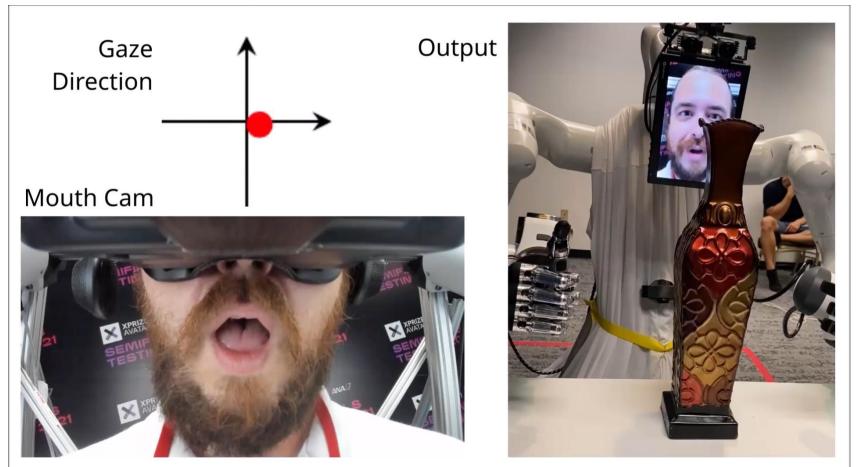
Right Eye

Generate animated operator face using a warping neural network

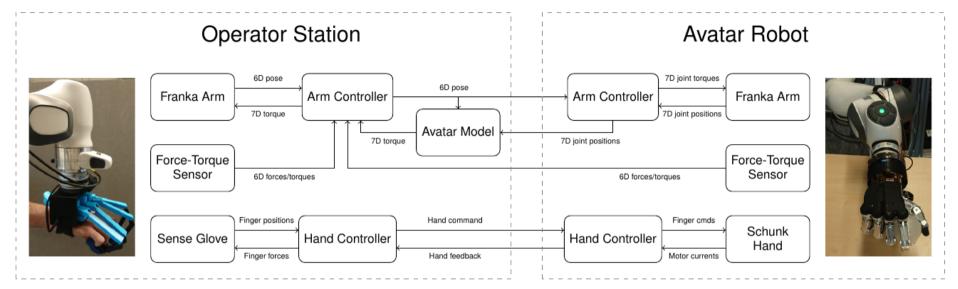




NimbRo Avatar: Operator Face Animation



NimbRo Avatar: Manipulation with Force and Haptic Feedback

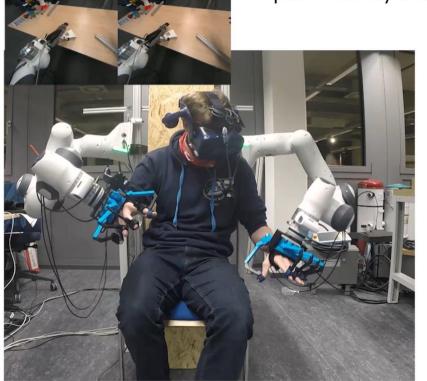


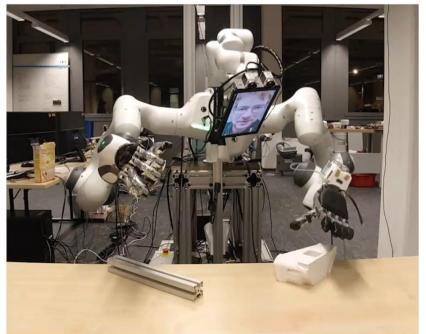
- Arm exoskeleton (Franka Emika Panda), F/T sensor (OnRobot HEX), hand exoskeleton (SenseGlove)
- Avatar side: Arm + F/T sensor + Schunk SVH / SIH hand
- Provides force feedback for wrist and haptic feedback for fingers
- Avatar limit avoidance using predictive model to reduce latencies



NimbRo Avatar: Manipulation with Force and Haptic Feedback

User Study Task perfomed by a trained operator



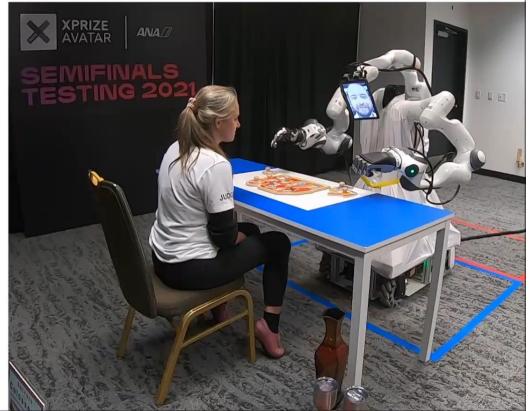




NimbRo Avatar

Avatar XPRIZE Semifinals





Semifinals Conclusions

AVATAR XPRIZE

- Designed an Avatar system for intuitive immersive telepresence
- Very good immersive visualization
- Operator-Recipient interaction with facial animation
- Bimanual human-like manipulation with force and haptic feedback
- Omnidirectional drive with birds-eye navigation view
- Scored 99/100 points, ranked 1st in the Semifinals
- Judges seemed to enjoy our system

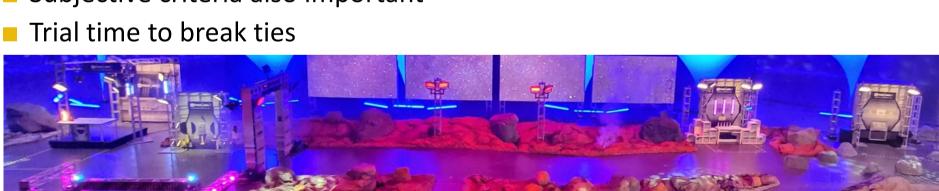




New Finals Requirements

AVATAR XPRIZE®

- Untethered avatar robot, more mobility
- Movable operator station
- 10 tasks in a sequence, including haptics
- System reliability extremely important
- Tasks fulfillment has highest importance in scoring
- Subjective criteria also important



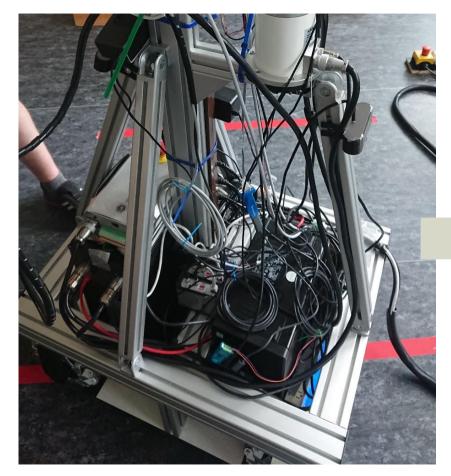


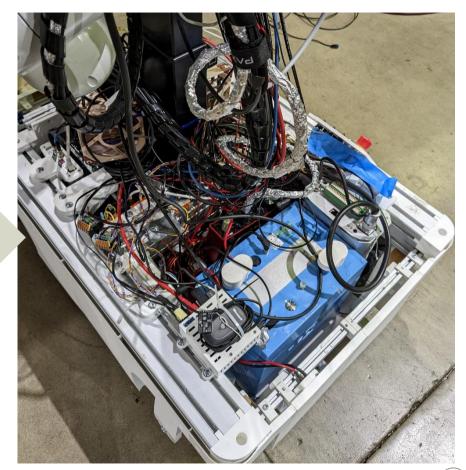


Finals Test Run Day 1



System Changes for Tetherless Operation







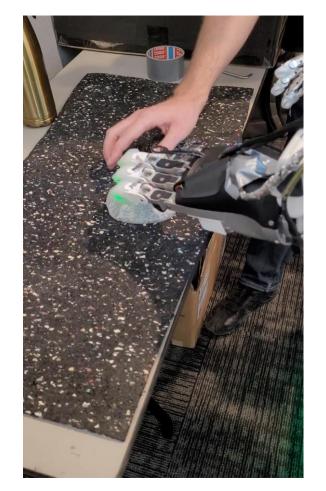
Haptic Perception

Sensors in the finger tips



Actuators on the hand exoskeleton







Haptics Perception

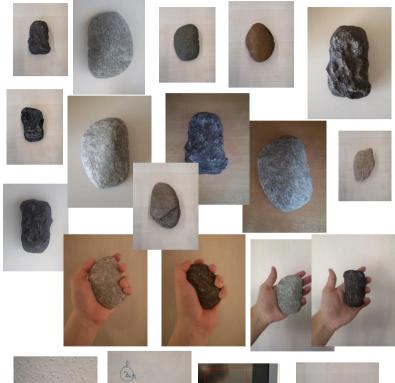








Roughness Sensing





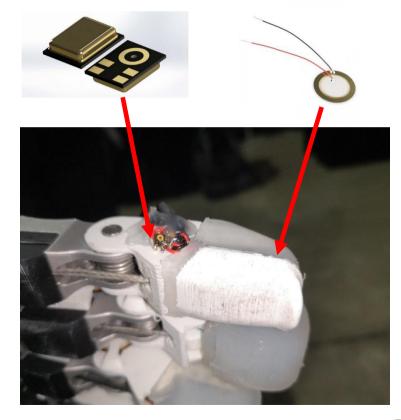






Mems Microphone

Contact Microphone





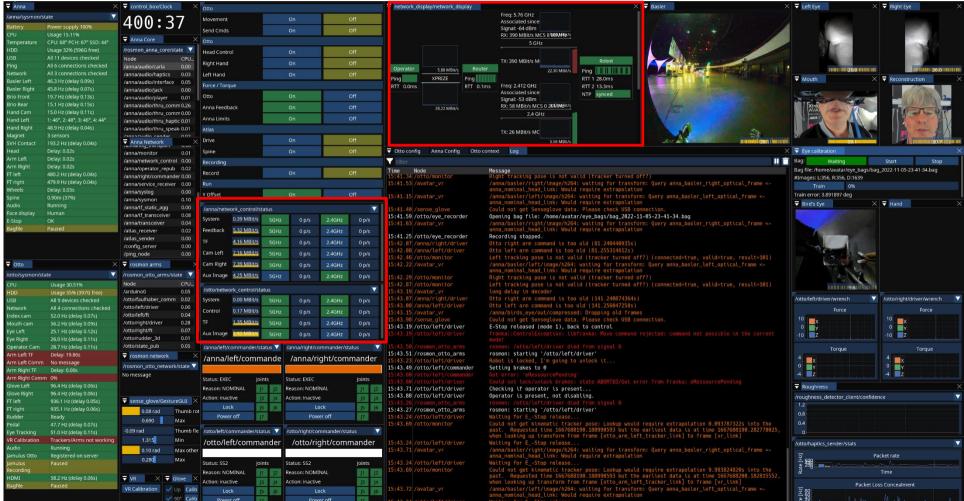
Operator Crew GUI



Operator Crew GUI

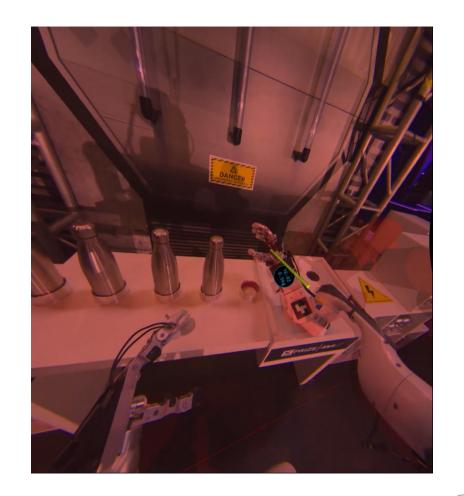


Operator Crew GUI



Reliability Features

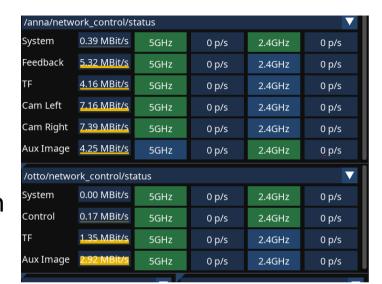
- 1. Operator crew awareness
- 2. Automatic arm resets
- 3. ROS node respawn
- State- and connectionless network system (pure UDP)
- Redundant WiFi connections
- PC Watchdog

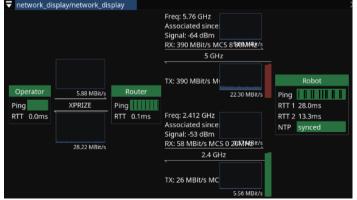




Network Details

- Separate ROS cores operator / avatar
- Pure UDP, no re-connect / initialization
- Main camera stream (stereo 2472×2178 @46 fps) is HEVC-encoded & decoded on GPU (NVENC).
 - Total Bandwidth: ~14 MBit/s
- Control data is sent redundantly
- Monitor packet loss due to congestion
- The core software is already open source, more to come:







Audio Details

- Low latency solution utilizing the JACK Audio Connection Kit
- Redundant UDP transmission via the OPUS audio codec
- NVIDIA MAXINE for GPU-accelerated acoustic echo cancelation
- jamulus for team communication with operator and recipients









Finals Day 2 Testing





Team NimbRo





Questions?



