



# Robotic Interfaces

CS 6334 Virtual Reality

Professor Yu Xiang

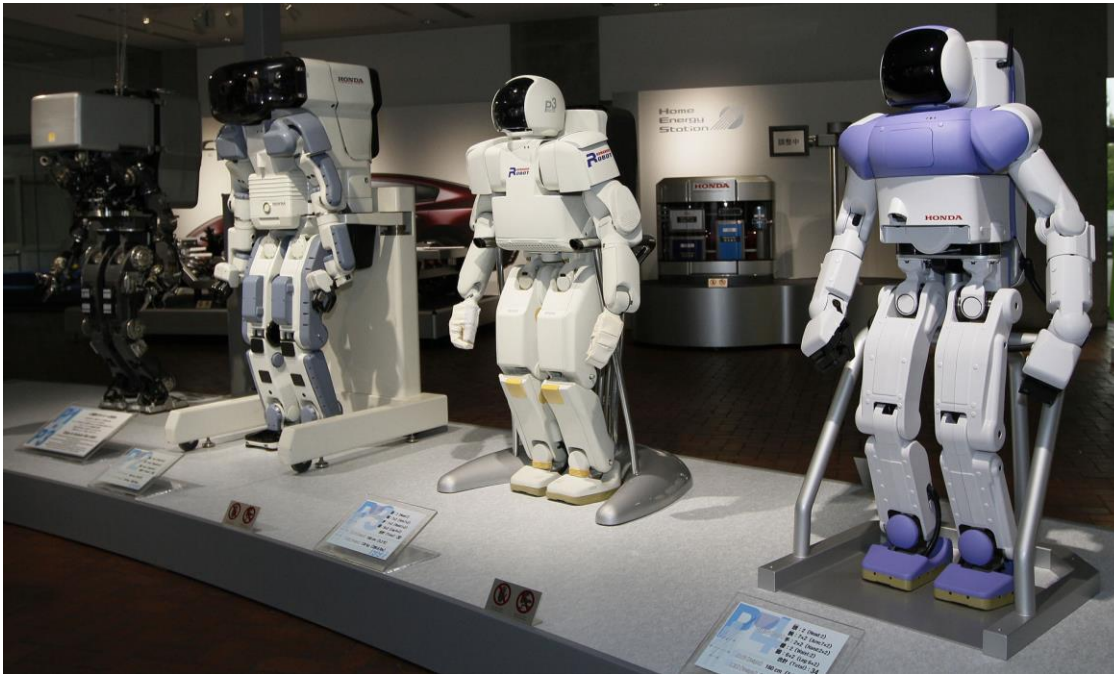
The University of Texas at Dallas

# What is a Robot?

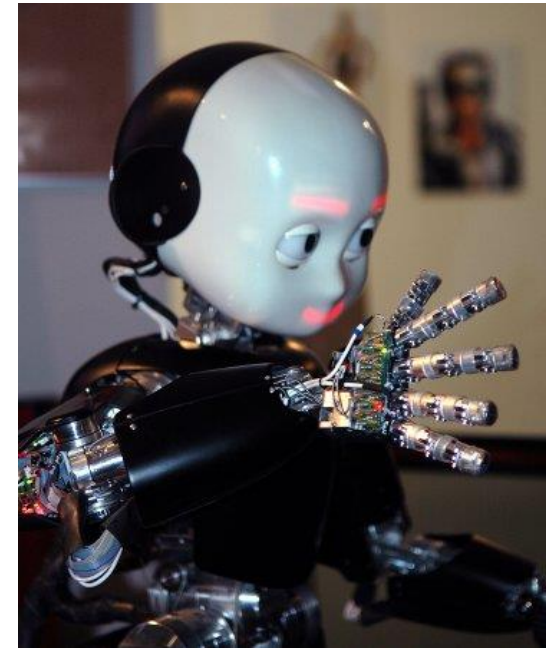
- A robot is a machine capable of carrying out a complex series of actions automatically (Wikipedia)
- A goal-oriented machine that can **sense, plan and act**
  - A robot senses its environment and uses that information, together with a goal, to plan some action
  - The action might be to move the tool of an arm-robot to grasp an object, or it might be to drive a mobile robot to some place

# Humanoid Robots

- A humanoid robot is a robot with its body shape built to resemble the human body



[Honda P series](#)



[iCub](#) robot



# Robot Manipulators

- A device used to manipulate materials without direct physical contact of the operator



ABB



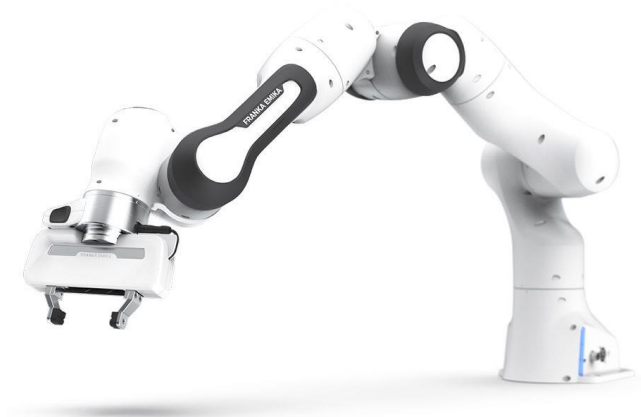
KUKA



FUNUC



Yaskawa



Franka Emika

# Robot Manipulation



Unseen Object Instance Segmentation:  
Xie-Xiang-Mousavian-Fox, CoRL'19, T-RO'21  
Xiang-Xie-Mousavian-Fox, CoRL'20



6-DOF GraspNet:  
Mousavian-Eppner-Fox, ICCV'19



# Wheeled Robots

- Use wheels for locomotion
  - Self-driving cars



Starship Technologies



Amazon Astro Robot



Perseverance Rover

# Robot Navigation

Meng-Ratliff-Xiang-Fox, ICRA'19, '20  
Meng-Xiang-Fox, RA-L'21

The image displays four panels related to robot navigation:

- Live View:** A first-person perspective from the robot's camera, showing a hallway with a carpeted floor and walls.
- Map:** A 2D occupancy grid map of the environment. A red star labeled "goal" is located at approximately (-14, 11). A blue square and a red circle are also marked on the map. The axes range from -15 to 0 on the x-axis and -2.5 to 15.0 on the y-axis.
- Anchors:** A grid of 20 small image patches, each with a number above it. The numbers are: 42, 61, 62, 77, 96, 139, 146, 120, 127, 128, 146, 166, 167, 168, 169, 170, 171, and goal. The patch labeled "62" is highlighted with a green border.
- Third-person view:** A top-down view of the robot in the hallway, showing its position relative to the environment.

Below the Map panel, the text reads: "The map is only for visualization and not used by the navigator".



# Walking Robots

- Legged robots, use articulated limbs to provide locomotion



Boston Dynamics



Robot Cassie

# Boston Dynamics



# Other Robots

- Flying robots
  - Drones
- Swimming robots
  - Underwater gliders
- Snake robots



Robotic Fish: *iSplash-II*

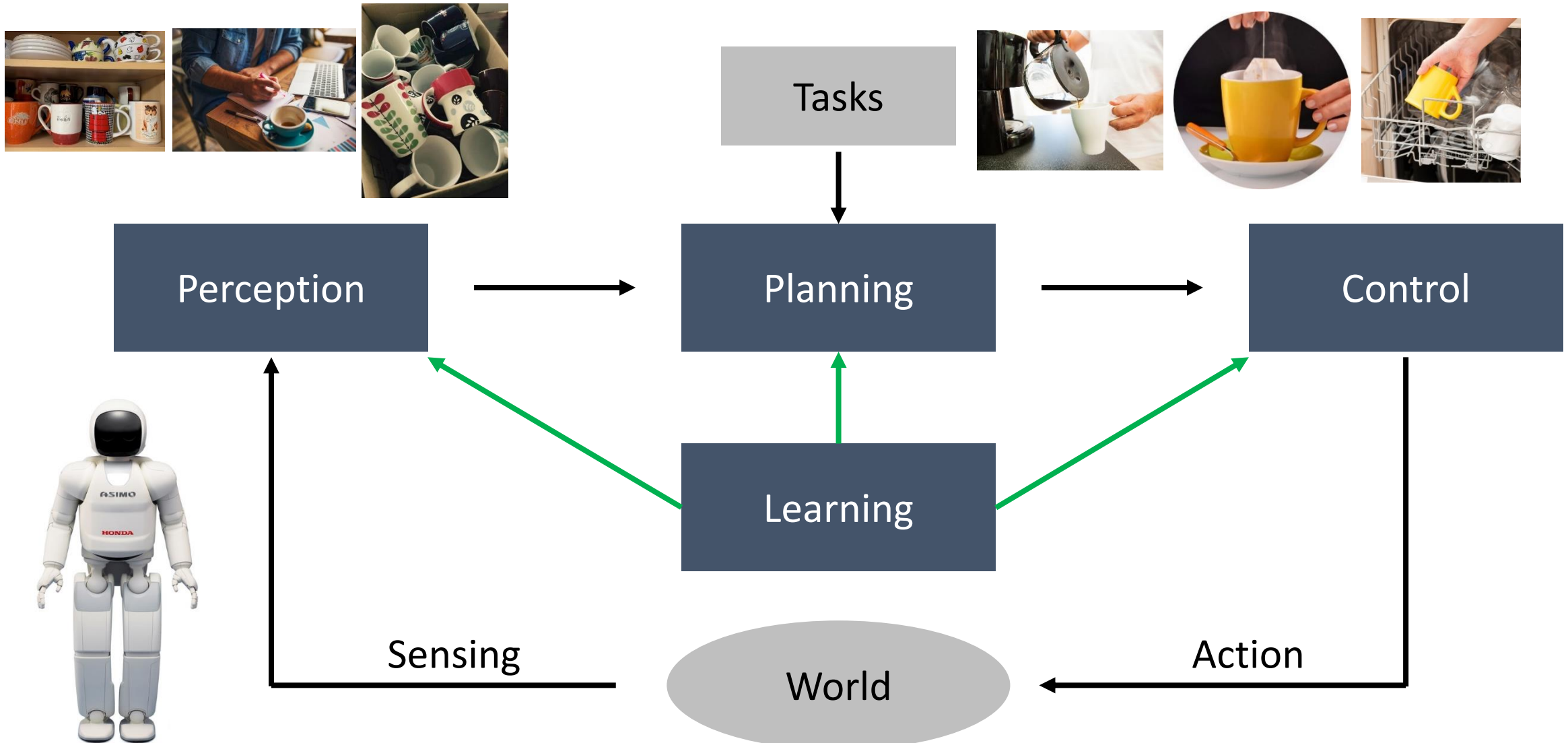


Two robot snakes. Left one has 64 motors (with 2 degrees of freedom per segment), the right one 10.

# Robots vs. Humans

- Sensing
  - Robots: cameras, IMUs, joint encoders
  - Humans: vision, vestibular, proprioceptive senses
- Control
  - Robots: motors
  - Humans: muscles
- Computation
  - Robots: robot brain, AI?
  - Humans: human brain

# Robotic Systems

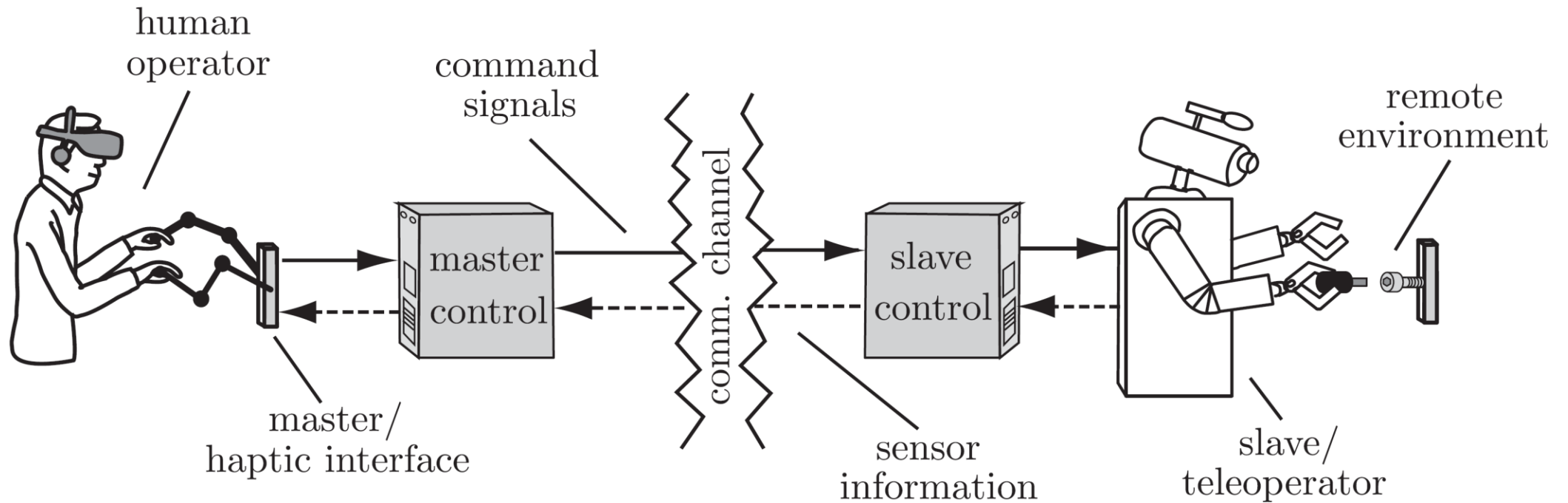




# Virtual Reality and Robotics

- Teleoperating robots with VR
  
- Robot learning with VR

# Teleoperation



A survey of environment-, operator-, and task-adapted controllers for teleoperation systems.  
Passenberg et al., Mechatronics, 2010.

# Teleoperation



<https://www.shadowrobot.com/jeff-bezos-tries-our-tech/>

# Teleoperation



DexPilot: Vision Based Teleoperation of Dexterous Robotic Hand-Arm System. Handa et al. ICRA'21.

# Teleoperation



da Vinci Robotic Assisted Surgery



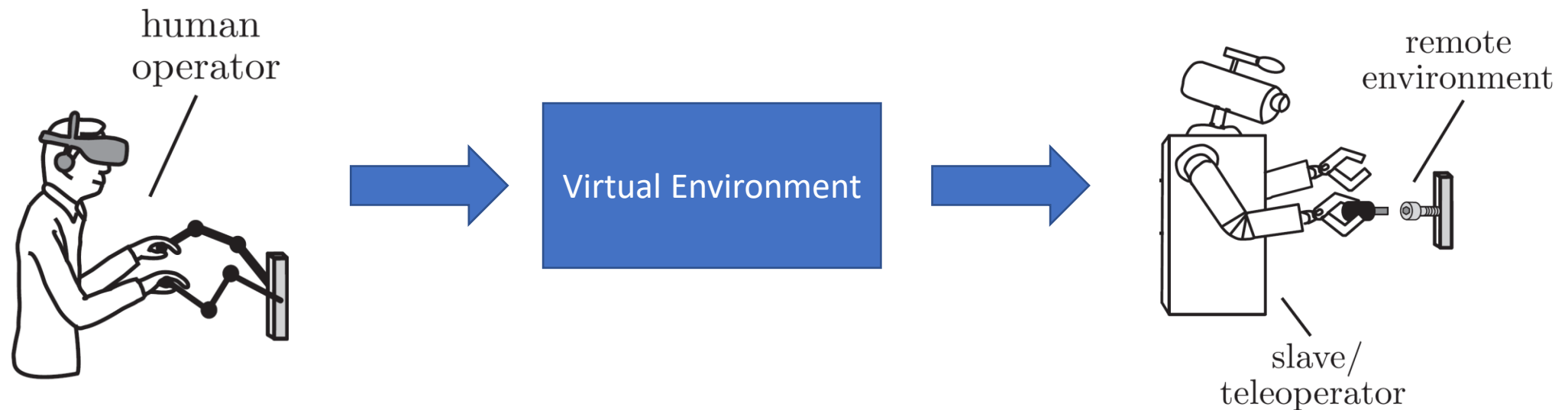
# Teleoperation with VR

- The feeling of presence
  - Presence is correlated with task performance in a positive, causal way
- Inhabit the body of a robot with VR?  
We could use robots as our surrogate selves



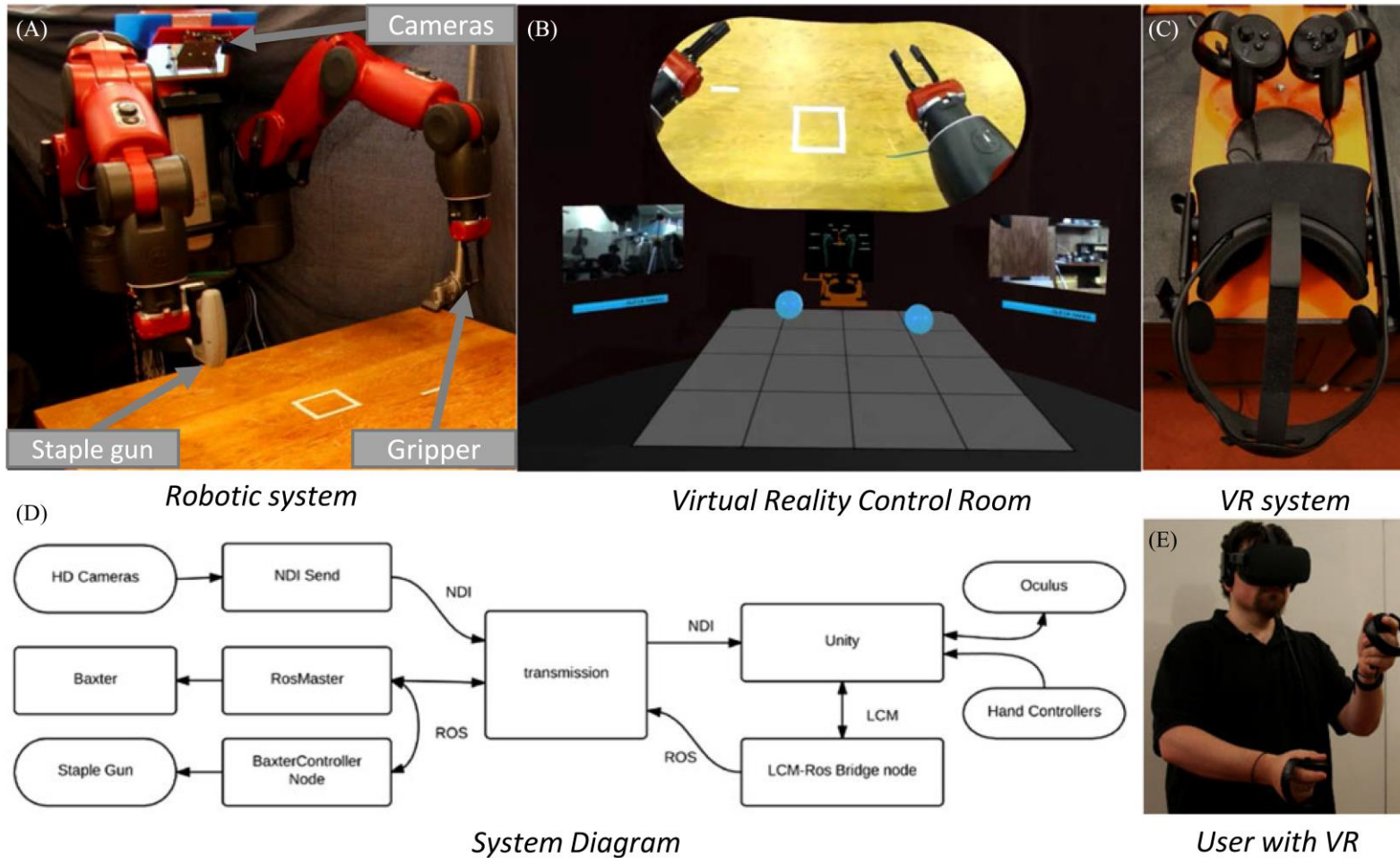
# Teleoperation with VR

- Virtual environments for control



- Natural task execution in the virtual environment
- We can argue the virtual environment to provide guidance or constraints to the user

# Teleoperation with VR



Baxter's Homunculus: Virtual Reality Spaces for Teleoperation in Manufacturing. Lipton et al., RA-L'18.



Baxter's Homunculus: Virtual Reality Spaces for Teleoperation in Manufacturing. Lipton et al., RA-L'18.

# Teleoperation with VR

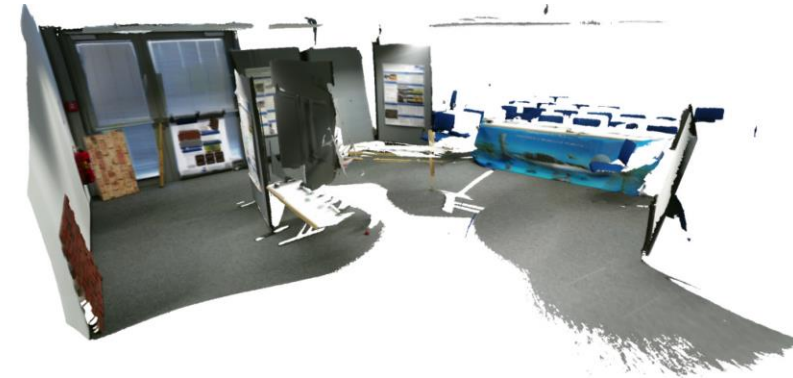
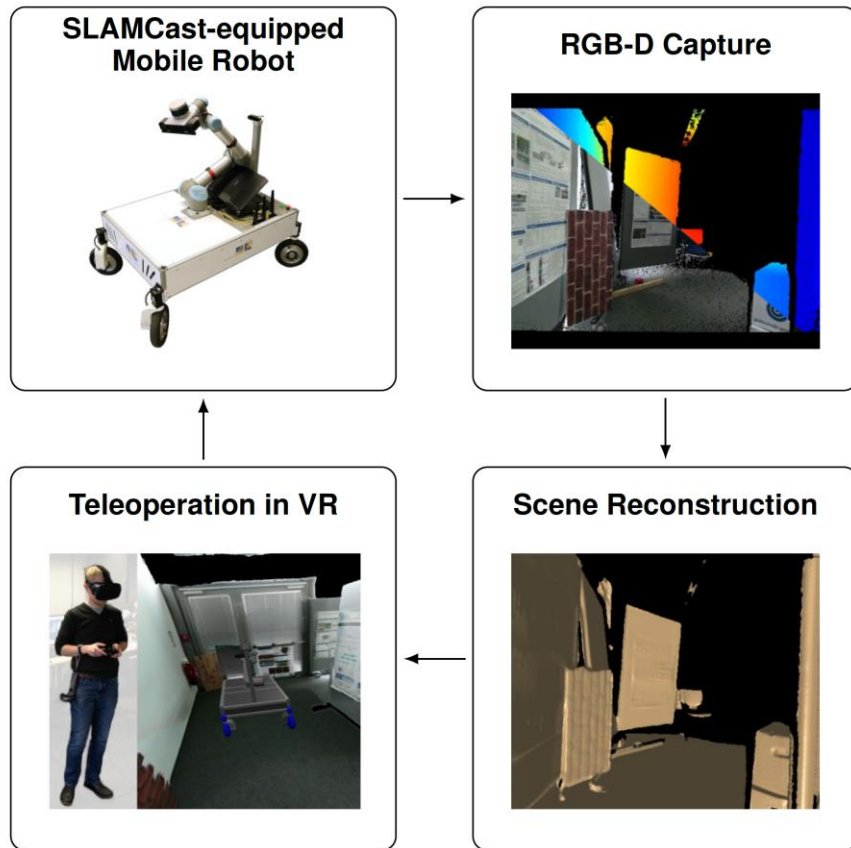


Fig. 4. Reconstructed 3D model of the teleoperation scene.



Fig. 5. Teleoperation experiment. Left: Baseline experiment with wide-angle camera feed. Right: Teleoperation using the proposed VR system.

A VR System for Immersive Teleoperation and Live Exploration with a Mobile Robot. Stotko et al., IROS'19.





# A VR System for Immersive Teleoperation and Live Exploration with a Mobile Robot

Patrick Stotko, Stefan Krüger, Mia Schwarz, Christian Lenz,  
Sven Behr, Rainer Hain, and Michael Bussmann

University of Bamberg

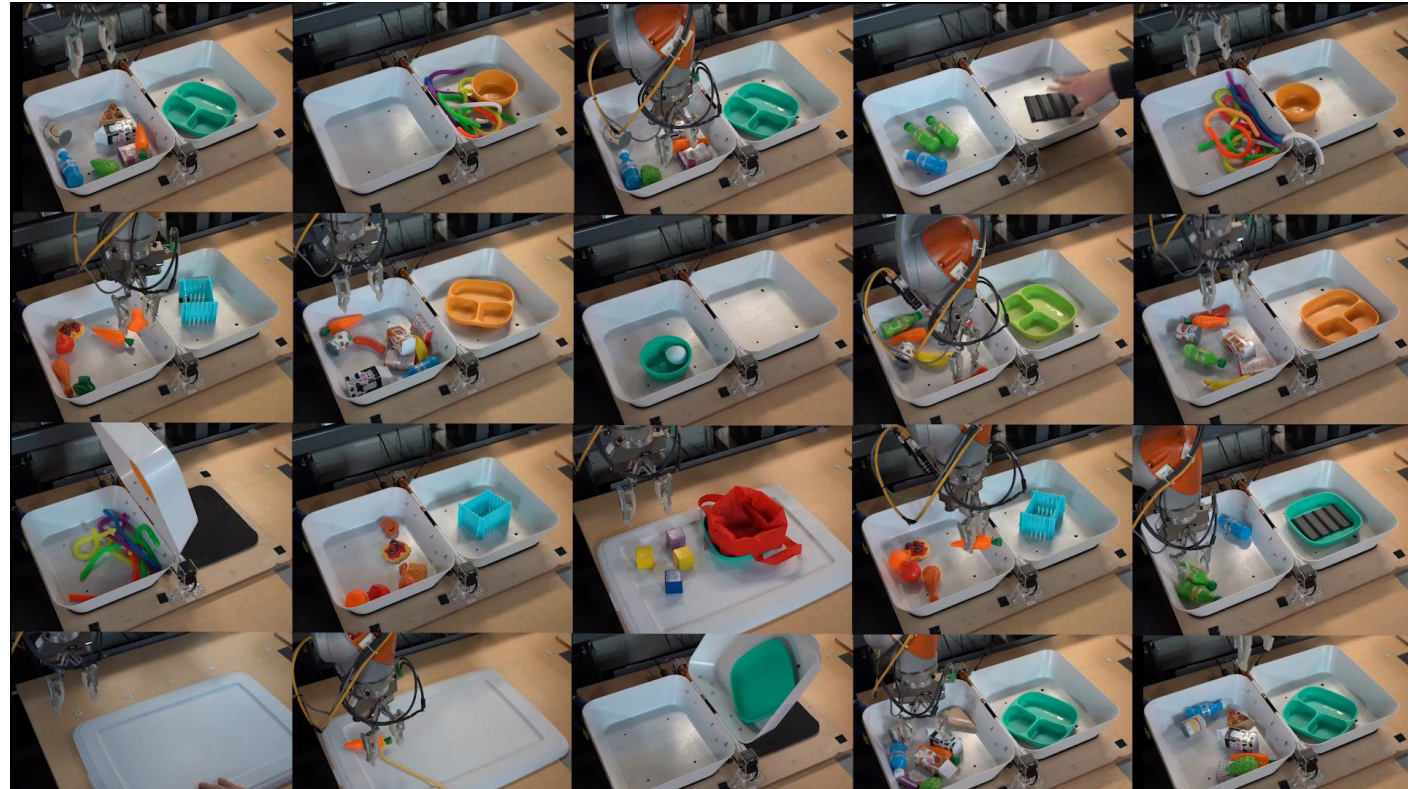
## Experimental Results

A VR System for Immersive Teleoperation and Live Exploration with a Mobile Robot. Stotko et al., IROS'19.

# Robot Learning

- How can robots learn various skills?
  - Navigation
  - Manipulation
- Reinforcement learning
  - Learning from trial and error
- Imitation learning
  - Learning from demonstrations

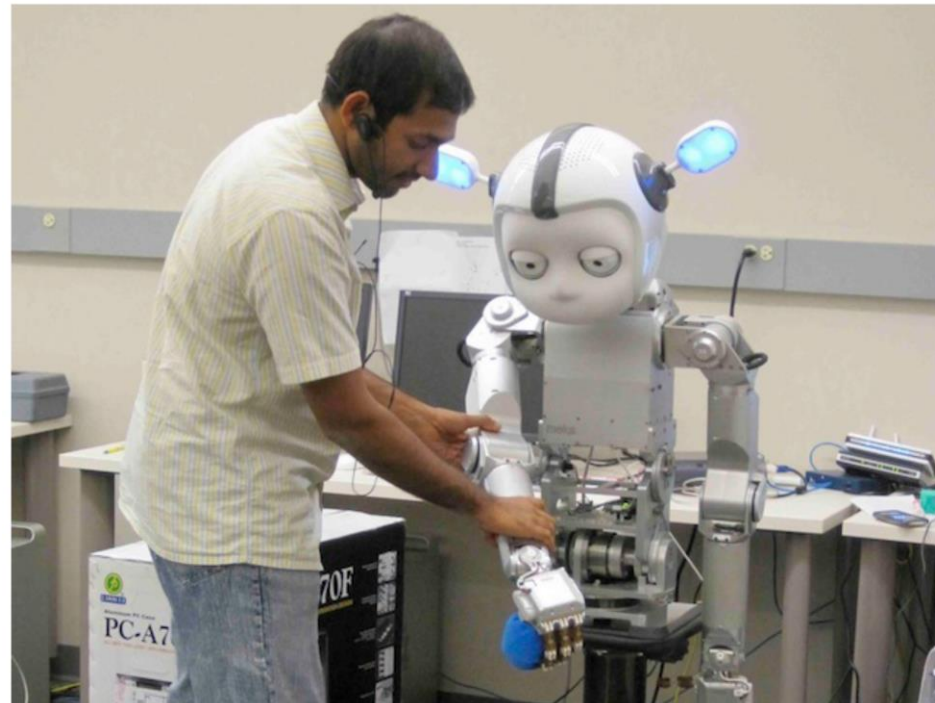
# Reinforcement Learning



<https://ai.googleblog.com/2021/04/multi-task-robotic-reinforcement.html>

# Kinesthetic Teaching

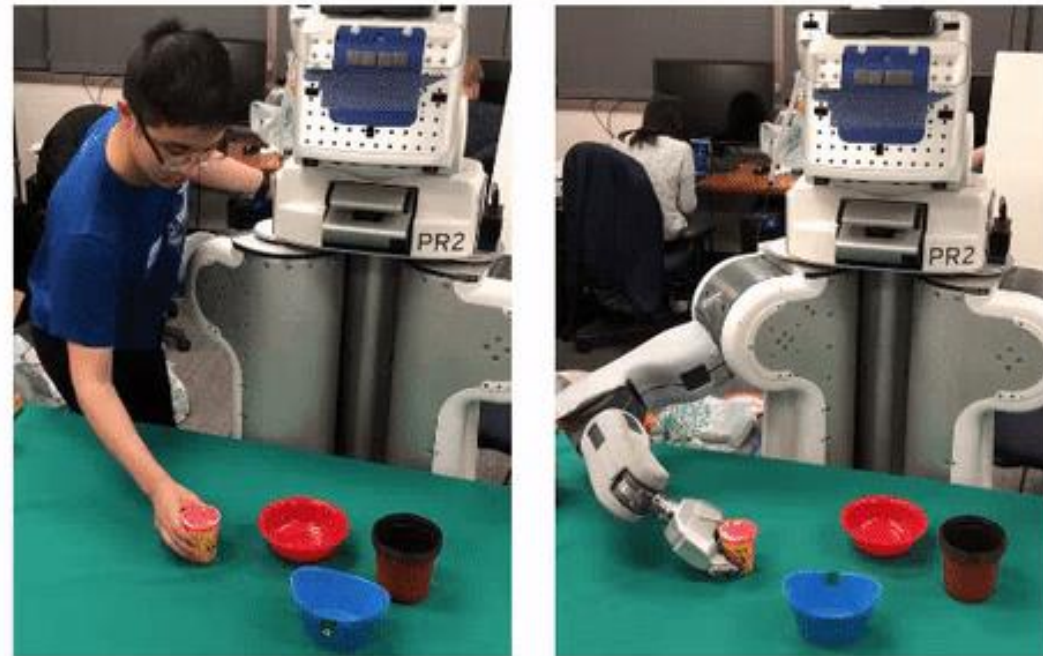
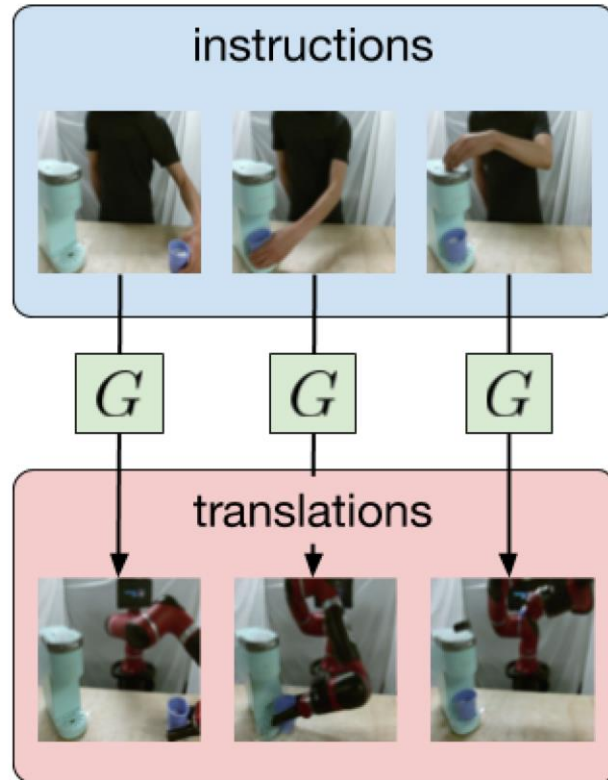
- A human teacher physically guides the robot in performing the skill



Keyframe-based Learning from Demonstration. Akgun et al., International Journal of Social Robotics , 2011.



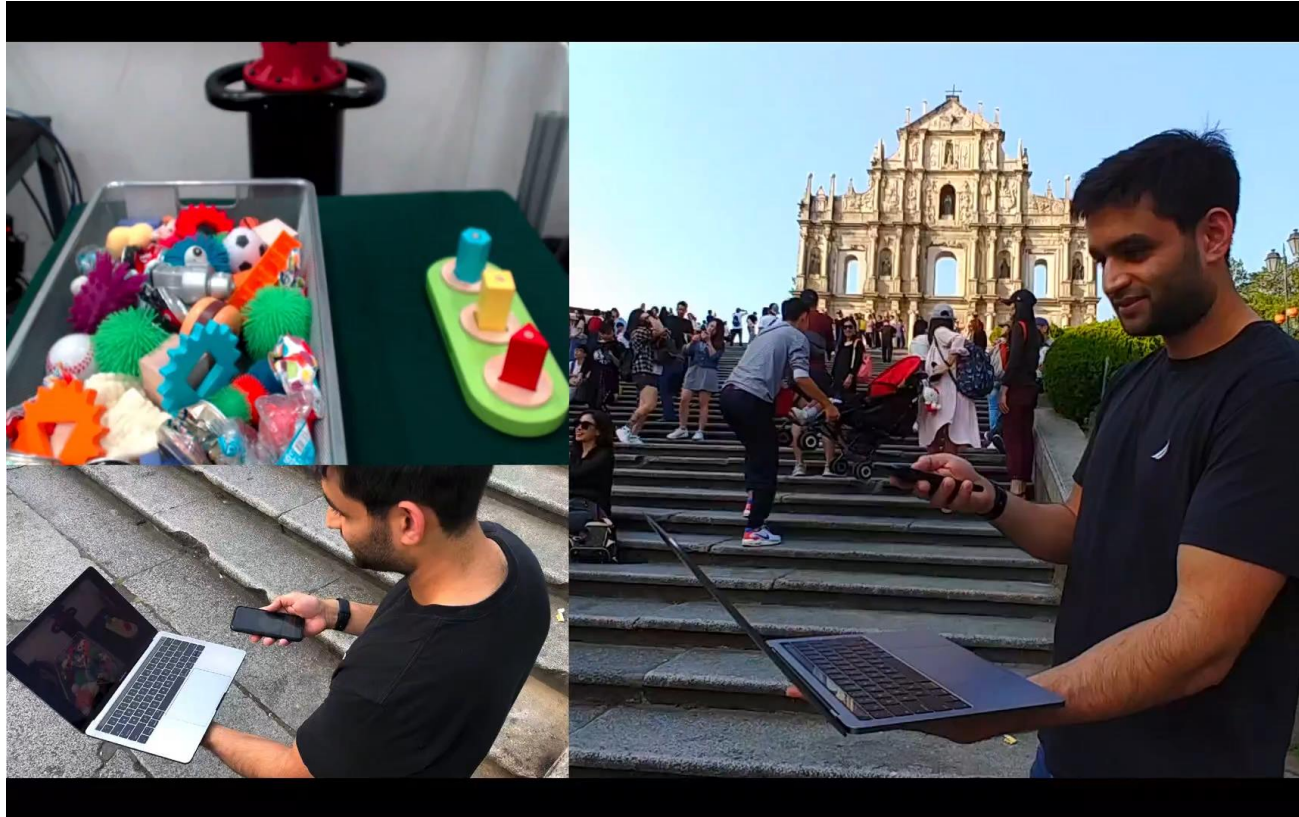
# Watching Human Demonstrations



AVID: Learning Multi-Stage Tasks via Pixel-Level Translation of Human Videos. Smith et al., arXiv'20.



# Demonstrations from Teleoperation



RotoTurk: <https://roboturk.stanford.edu/realrobotdataset#dataset>

# Demonstrations from VR

- Use VR in teleoperation to generate demonstrations



Deep Imitation Learning for Complex Manipulation Tasks from Virtual Reality Teleoperation. Zhang et al., in arXiv'18.

# Demonstrations from VR



<https://techxplore.com/news/2017-11-startup-robots-puppets.html>

# TRI Robotics Example



**TOYOTA**  
**RESEARCH INSTITUTE**

# Summary

- Teleoperating robots with VR
  
- Robot learning with VR



# Further Reading

- Section 13.3, Virtual Reality, Steven LaValle