

# Exam Solution Sheet

Robotics III - Sensors and Perception in Robotics

March 2, 2021, 08:00 – 09:00

Family name: Bond	Given name: James	Matriculation number: 007
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Question 1	10 out of 10 points
Question 2	9 out of 9 points
Question 3	8 out of 8 points
Question 4	10 out of 10 points
Question 5	8 out of 8 points

<b>Total:</b>	45 out of 45 points
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	<b>Grade: 1,0</b>
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**Exercise 1** *Internal Sensors*

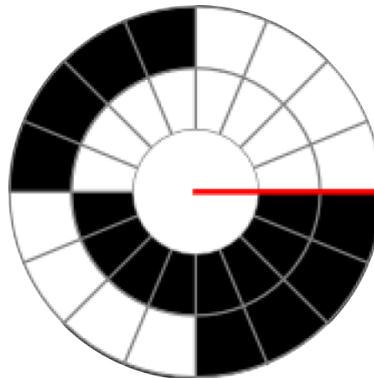
(10 points)

## 1. Relative Encoder

- (a) Each slit causes an rising and falling edge on each track. Two tracks and four rising and falling edges per track:  $4 \cdot 2 \cdot 2 = 16$  ticks per revolution. 2 p.
- (b) The two tracks *A* and *B* are  $90^\circ$  phase-shifted. In one direction *A* rises before *B*, in the other direction *B* rises before *A*. 2 p.

## 2. Absolute encoders

- (a) The position of the joint is known directly without the need for homing. 1 p.
- (b) Encoder disk: 2 p.



- (c) Exactly one bit changes at each transition. Thereby, erroneous transient states with asynchronous state changes of multiple bits are avoided. 2 p.
- (d) Sensing principles: 1 p.
- i. Magnetic
  - ii. Potentiometer



**Exercise 3** *Feature Extraction*

(8 points)

1. Correlation Functions:

3 p.

$$SSD(I_1, I_2) = 60$$

$$SAD(I_1, I_2) = 20$$

Function	Robust against Outliers	Invariant to Difference in Brightness
SSD	no	no
SSA	yes	no

2. Corner Detection Operators:

2 p.

Operator of Left Image: Moravec

Operator of Right Image: Harris

Reason: The Moravec operator is not invariant to orientation. It is sensitive for points on edges, that have a deviation to the predefined shift-directions and therefore detects spurious corners along edges.

3. Harris Corner Detector:

3 p.

(a) Possible Image-Operators:  
Sobel, Prewitt(b)  $I_x(u, v) = 8$ 

(c) Image Structure Tensor:

$\lambda_1$	$\lambda_2$	region type
small	small	Flat (-region)
small	large	Edge
large	small	Edge
large	large	Corner

**Exercise 4** *Scene Understanding*

(10 points)

1. Challenges:

1 p.

- Need to handle arbitrary/variable number of entities/objects.
- No order / Need to be independent of order between entities/objects.

2. Validity of aggregation functions:

3 p.

Function	Valid?	If not, why?
(1) $\rho_1^{e \rightarrow u}(E')$	<input checked="" type="checkbox"/> yes <input type="checkbox"/> no	
(2) $\rho_2^{e \rightarrow u}(E')$	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no	Not independent of order of input.
(3) $\rho_3^{e \rightarrow u}(E')$	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no	Invalid output dimension ( $\mathbb{R}^2$ ); must reduce to size of single edge attribute (here, $\mathbb{R}$ ).

3. Updated attributes and aggregation results:

6 p.

$$e'_1 = e_1 + v_1 \cdot u_x = 3 + 3 \cdot 2 = 9$$

$$e'_2 = e_2 + v_2 \cdot u_x = 0 + 2 \cdot 2 = 4$$

$$e'_3 = e_3 + v_2 \cdot u_x = -3 + 2 \cdot 2 = 1 \quad // \quad v_2 \text{ is the correct sender node here (not } v_3).$$

//  $E'_i$  contains the ingoing edges of  $v_i$ .

$$\bar{e}'_1 = \rho^{e \rightarrow v}(E'_1) = \min \{e'_2\} = \min \{4\} = 4$$

$$\bar{e}'_2 = \rho^{e \rightarrow v}(E'_2) = \min \{e'_1, e'_3\} = \min \{9, 1\} = 1$$

$$\bar{e}'_3 = \rho^{e \rightarrow v}(E'_3) = \min \emptyset = 0$$

$$v'_1 = v_1 - \bar{e}'_1 + u_y = 3 - 4 + 4 = 3$$

$$v'_2 = v_2 - \bar{e}'_2 + u_y = 2 - 1 + 4 = 5$$

$$v'_3 = v_3 - \bar{e}'_3 + u_y = -1 - 0 + 4 = 3$$

$$\bar{e}' = \rho^{e \rightarrow u}(E') = \min \{e'_1, e'_2, e'_3\} = \min \{9, 4, 1\} = 1$$

$$\bar{v}' = \rho^{v \rightarrow u}(V') = \min \{v'_1, v'_2, v'_3\} = \min \{3, 5, 3\} = 3$$

$$u'_x = u_x + \bar{e}' = 2 + 1 = 3$$

$$u'_y = u_y + \bar{v}' = 4 + 3 = 7$$

**Exercise 5** *Active Vision and Gaze Stabilization* (8 points)

1. The fovea centralis.

1 p.

2. Transsaccadic Memory:

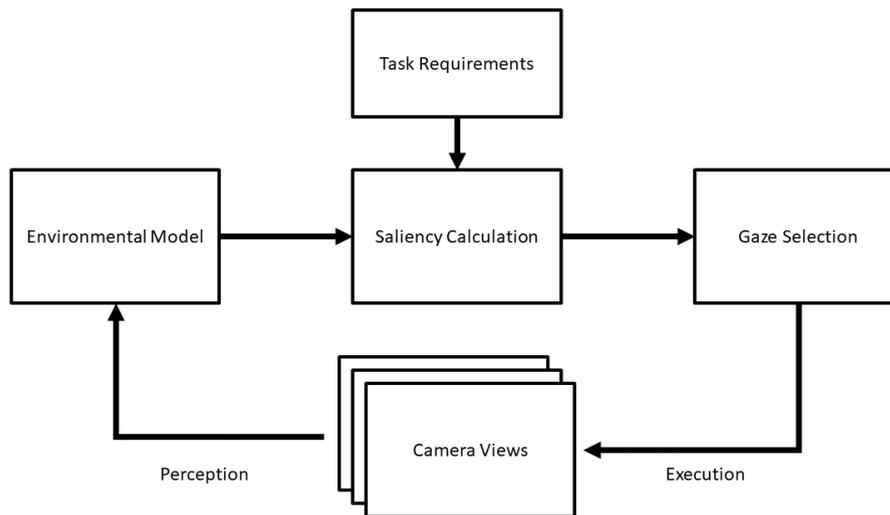
(a) Layers :

1 p.

- Object Layer
- Preattentive Layer

(b) Task-informed shared attention mechanism:

1 p.



3. Gaze stabilization with fixation point:

2 p.

Inverse kinematics (IK)

- Receive copies of the motor commands
- Apply them to an internal model of the robot
- Forward control to predict the fixation point
- Compute compensatory head and eye movements to stabilize the fixation point

4. Gaze stabilization for a dynamic scene:

3 p.

Optokinetic reflex (OKR). Compute the optical flow and produce counteracting eye movements. Control input is the current optical flow  $(\dot{u}, \dot{v})^T$ . The control output of the OKR is given by

$$\dot{q}_{eye} = k_{okr} \cdot [\dot{u} \ \dot{v}]^T.$$

Decrease parameter  $k_{okr}$  if the method overcompensates.