

The Role of Haptics in Affordances

Vivian Chu

Andrea L. Thomaz



J.J. Gibson (1977) – “action possibilities” that appear between environment and the agent

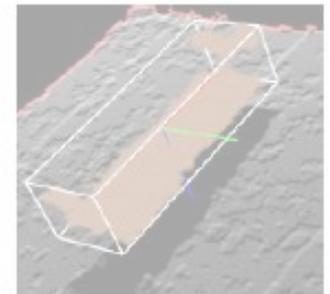
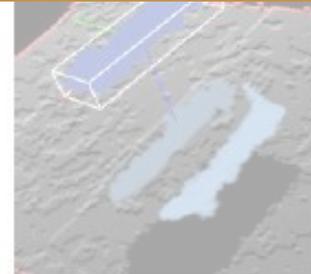
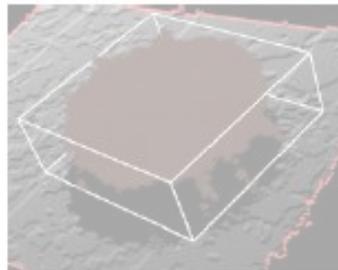
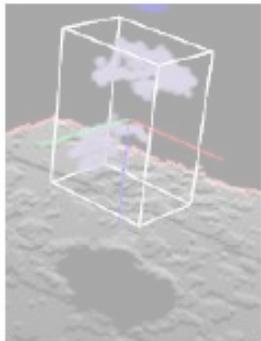
Problem

- Model manipulation affordances using tactile data
- How can this be learned from a human partner?

Experiment



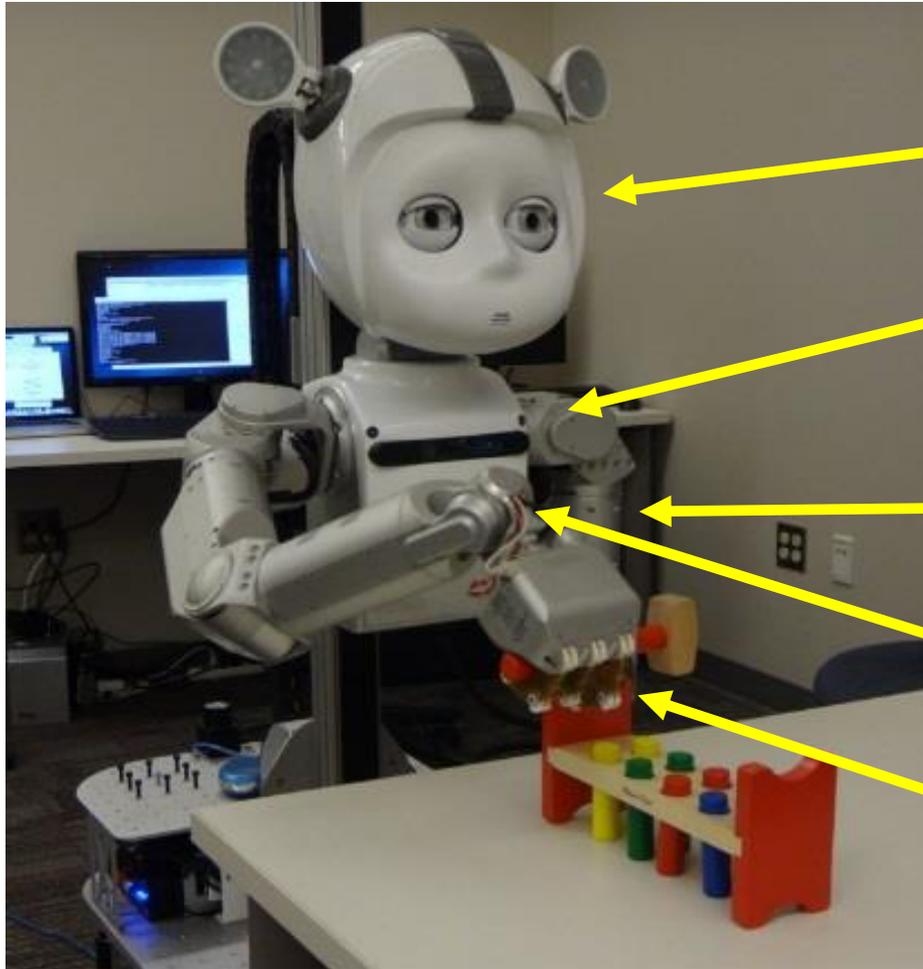
X10 Success and Fail



Platform



ASUS Xtion Pro Live RGB-D Camera



Socially Expressive Head

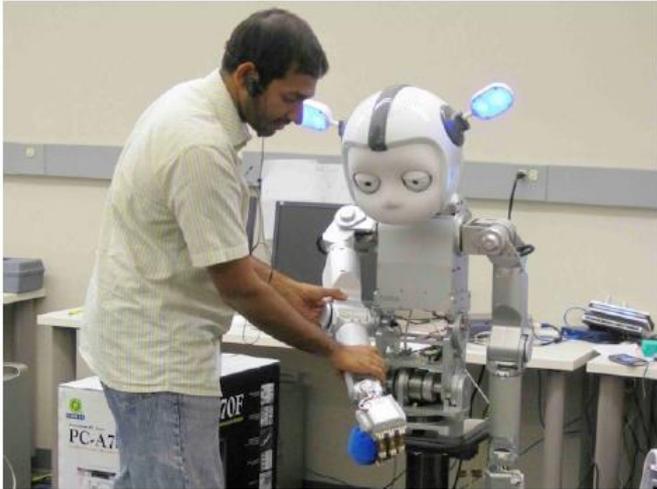
Stereo Microphone Array
ASUS RGB-D Camera

Two 7 DOF Arms

ATI Mini40 F/T Plates

Two under actuated 4 DOF hands

Exploration

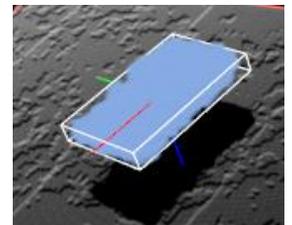


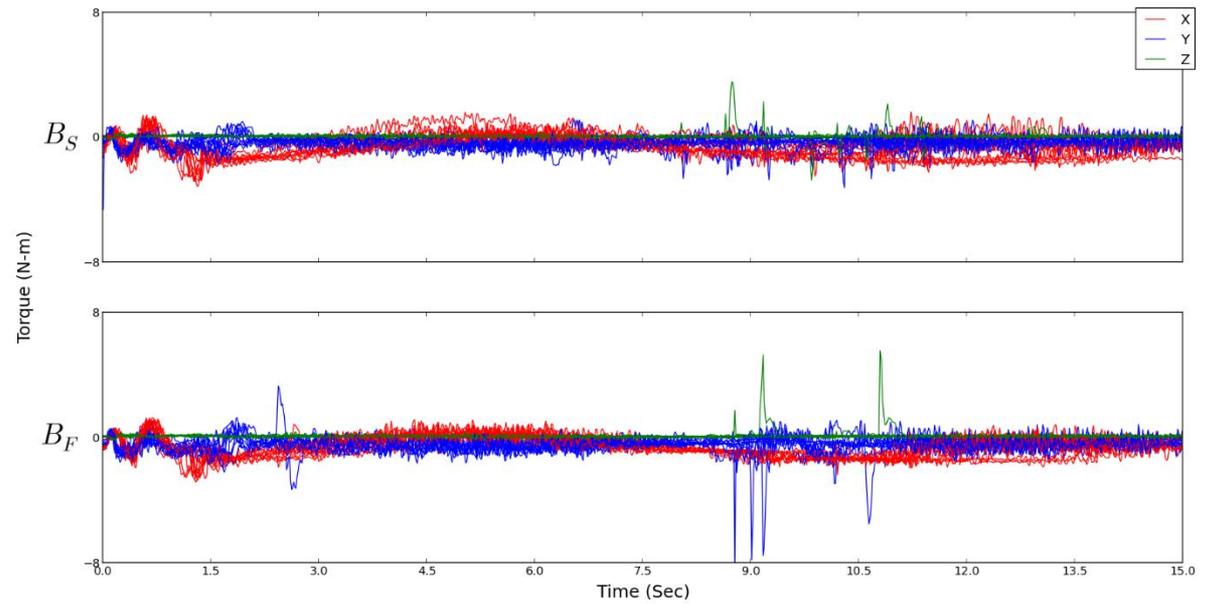
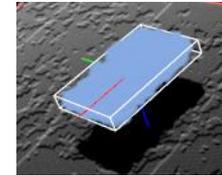
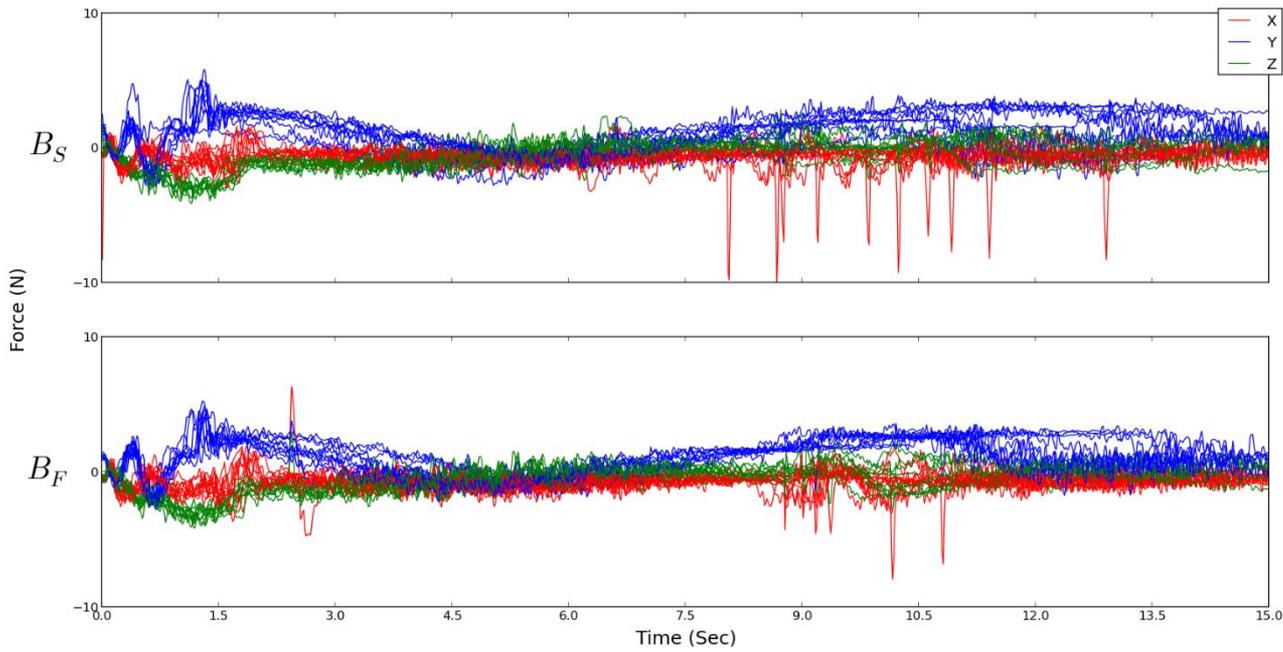
Akgun, Baris, et al. 2012 "Keyframe-based learning from demonstration."



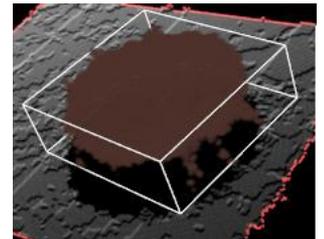
Thomaz and Cakmak, 2009
"Learning about objects with human teachers."

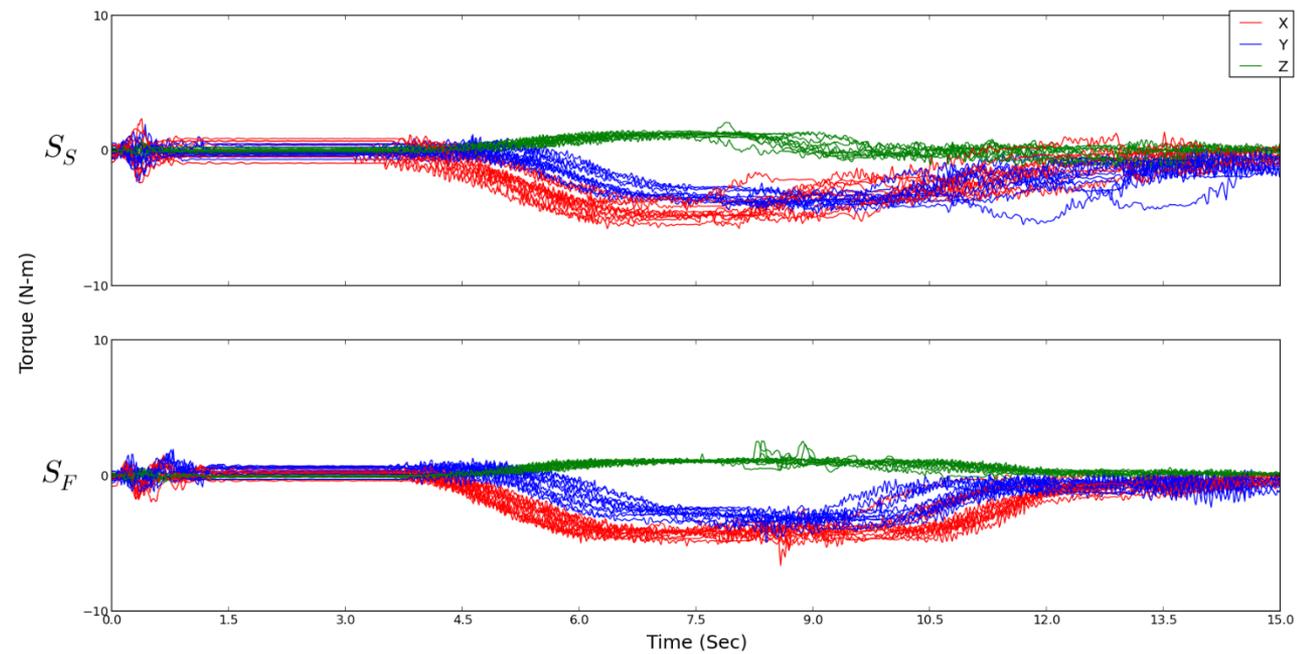
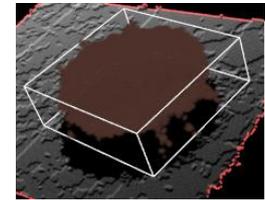
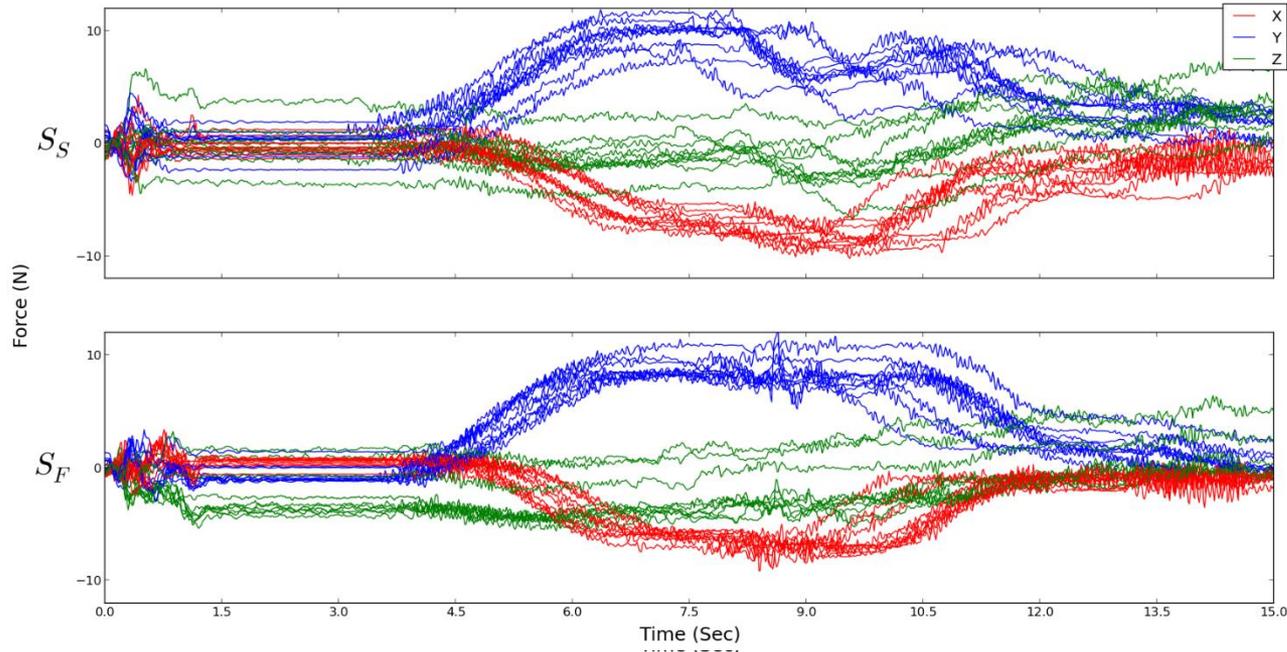
Curi closing a box



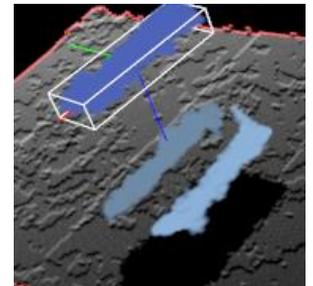


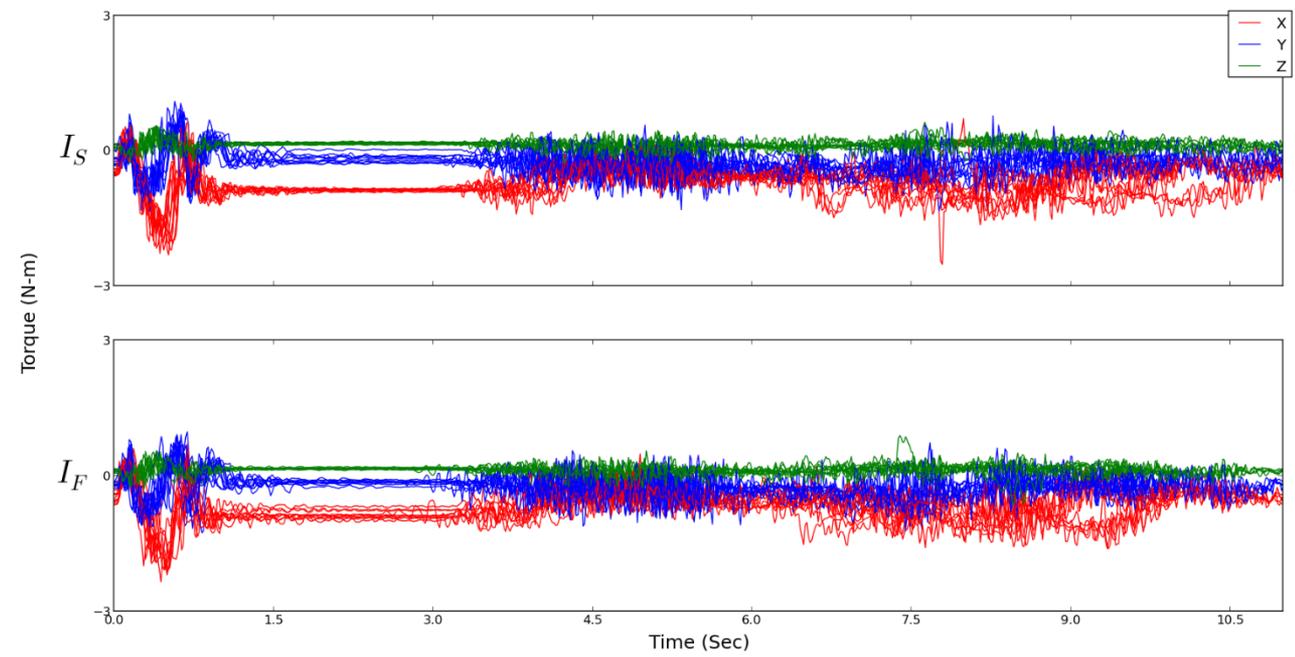
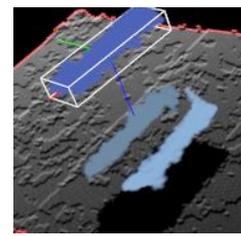
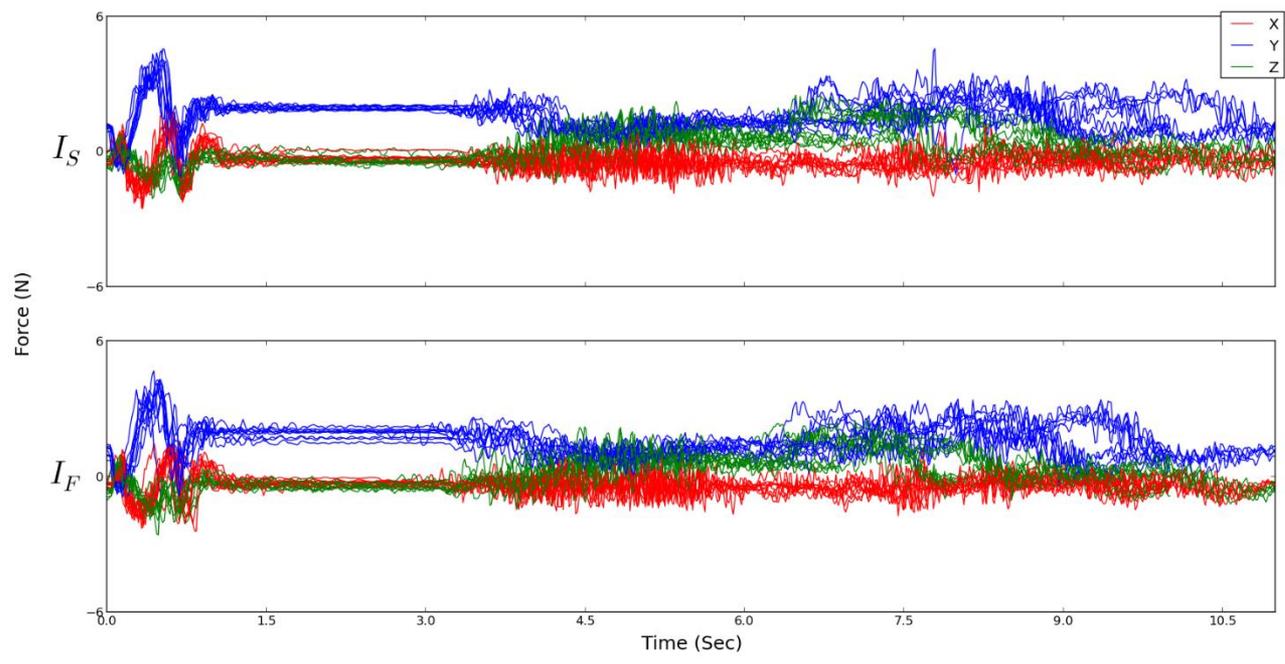
Scooping Beans



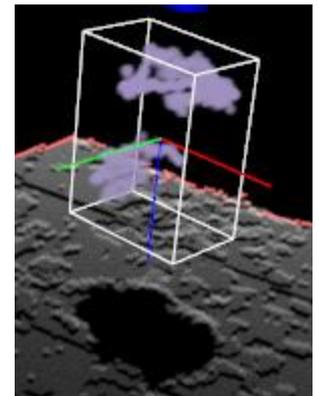


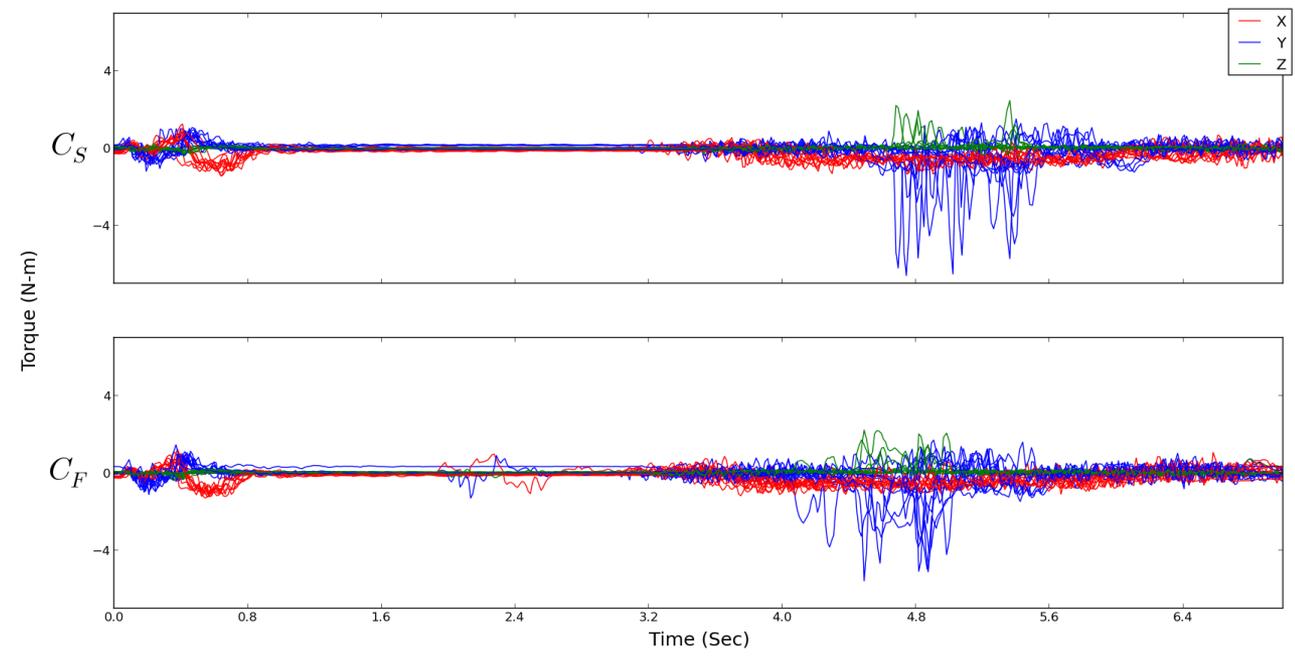
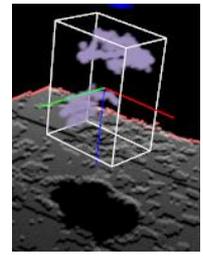
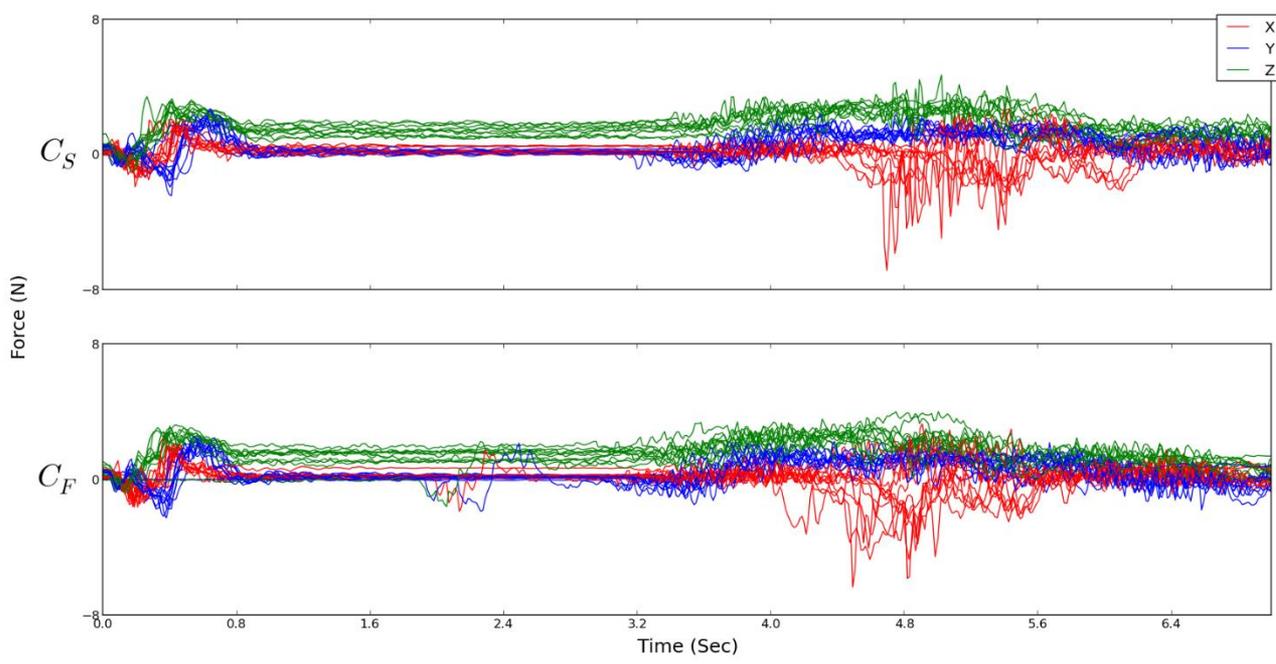
Insertion Task



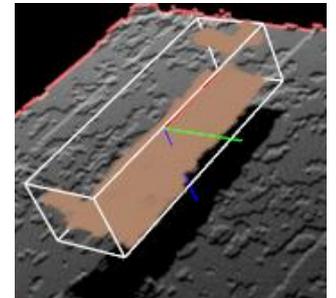


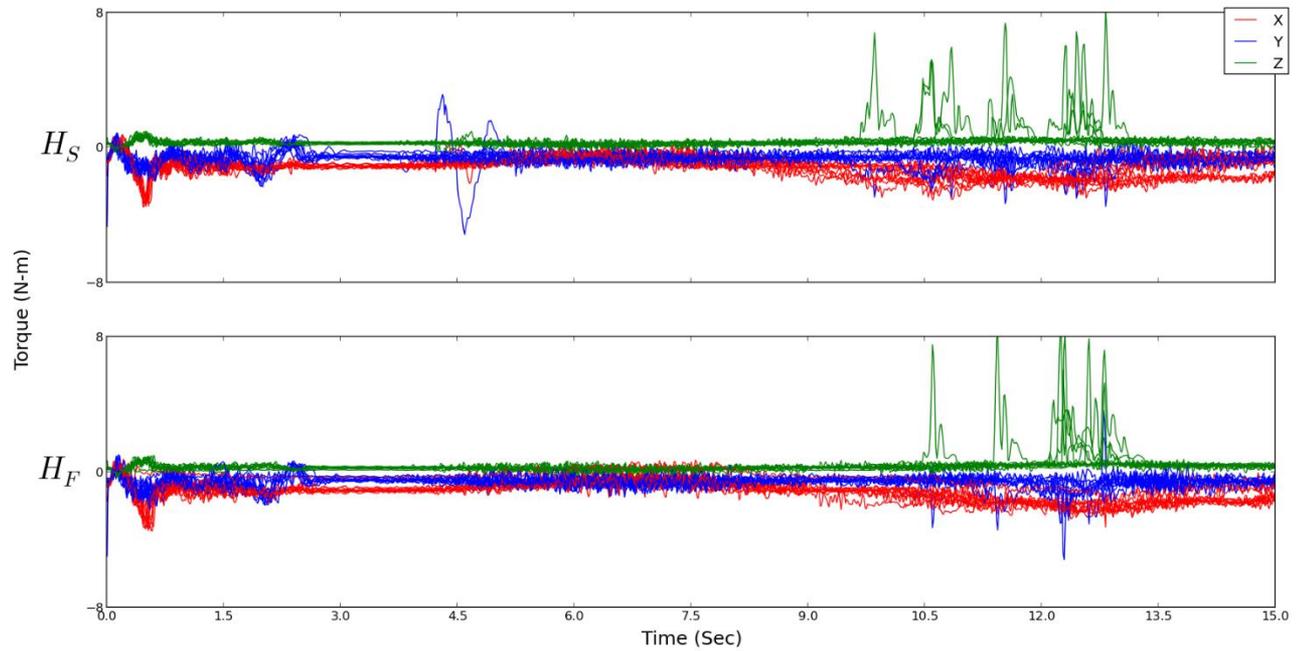
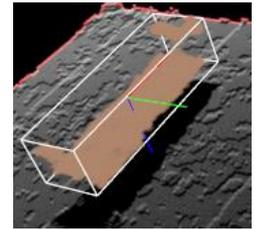
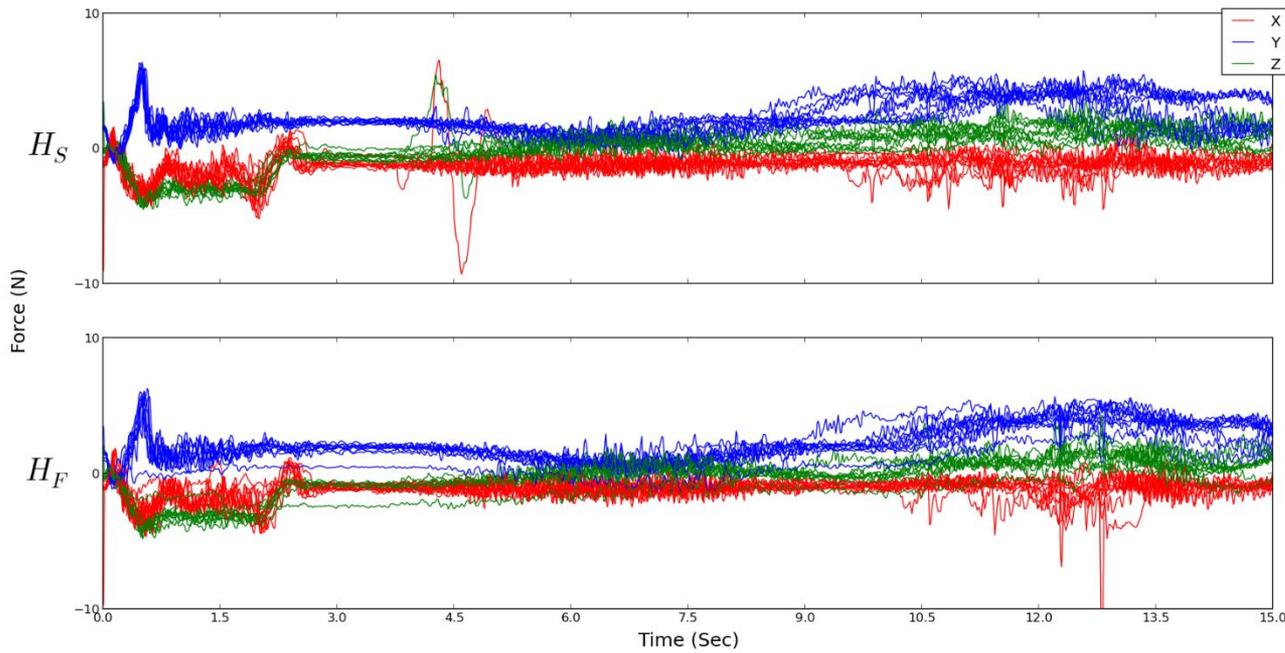
Cap the Bottle





Curi hammering





Modeling

- Hidden Markov Model (HMM)
- Feature Space
 - FT: 6 values ($F_x, F_y, F_z, T_x, T_y, T_z$)
 - Pose: 3 values (x, y, θ)
- Model “success” and “near-miss” for each task

Training and Evaluation

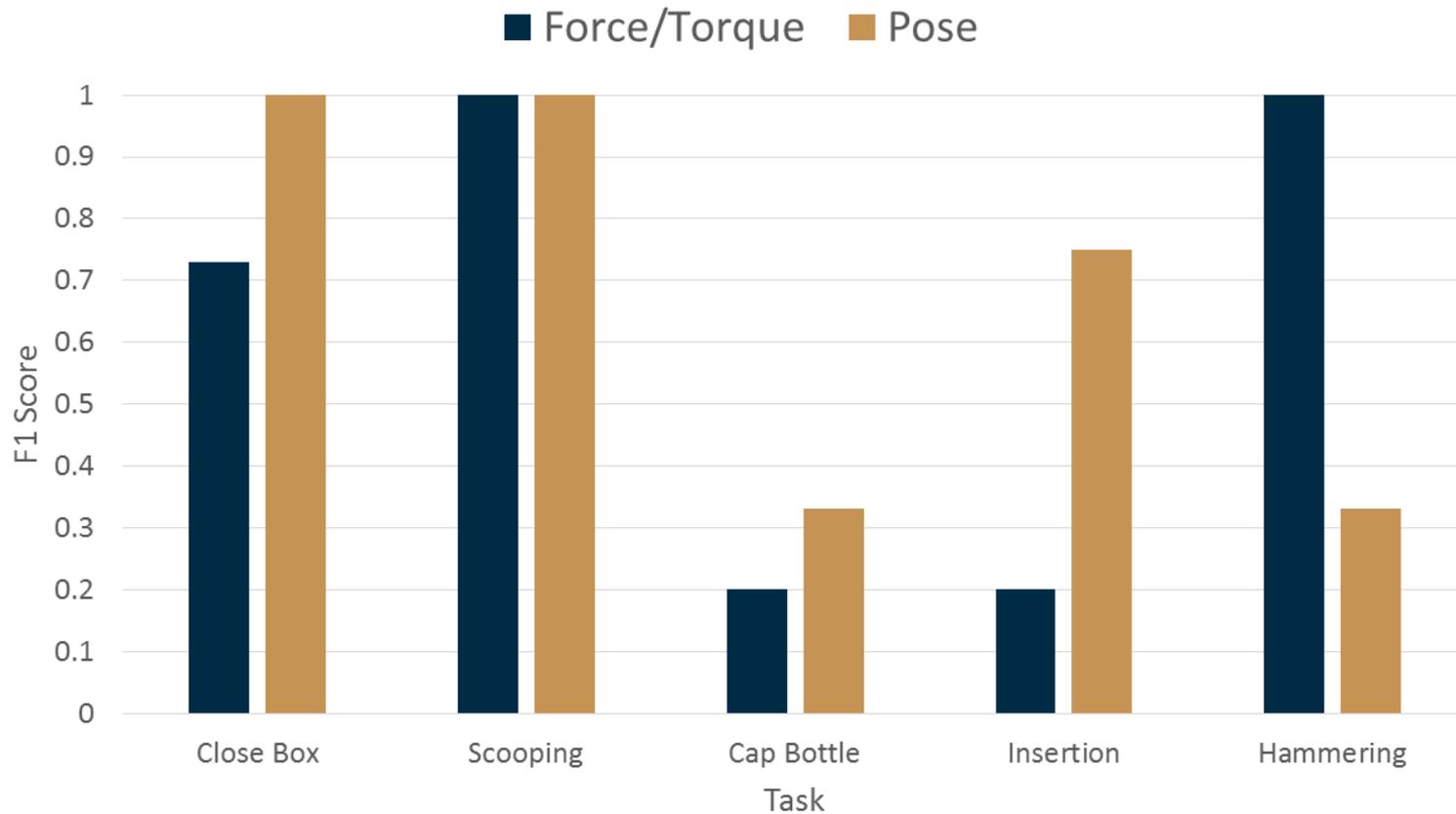
- Train: 16 examples
 - 8 success, 8 fail
- Test: 4 examples
 - 2 success, 2 fail
- Leave-one-out cross validation

Evaluate each using F1 Metric:

$$\begin{array}{c}
 \text{Precision} \quad \text{Recall} \quad F_1 \\
 \hline
 \frac{tp}{tp+fp} \quad \frac{tp}{tp+fn} \quad 2 \cdot \frac{\text{precision} \cdot \text{recall}}{\text{precision} + \text{recall}}
 \end{array}$$

tp: true positive
fp: false positive
tn: false negative

Classification Results

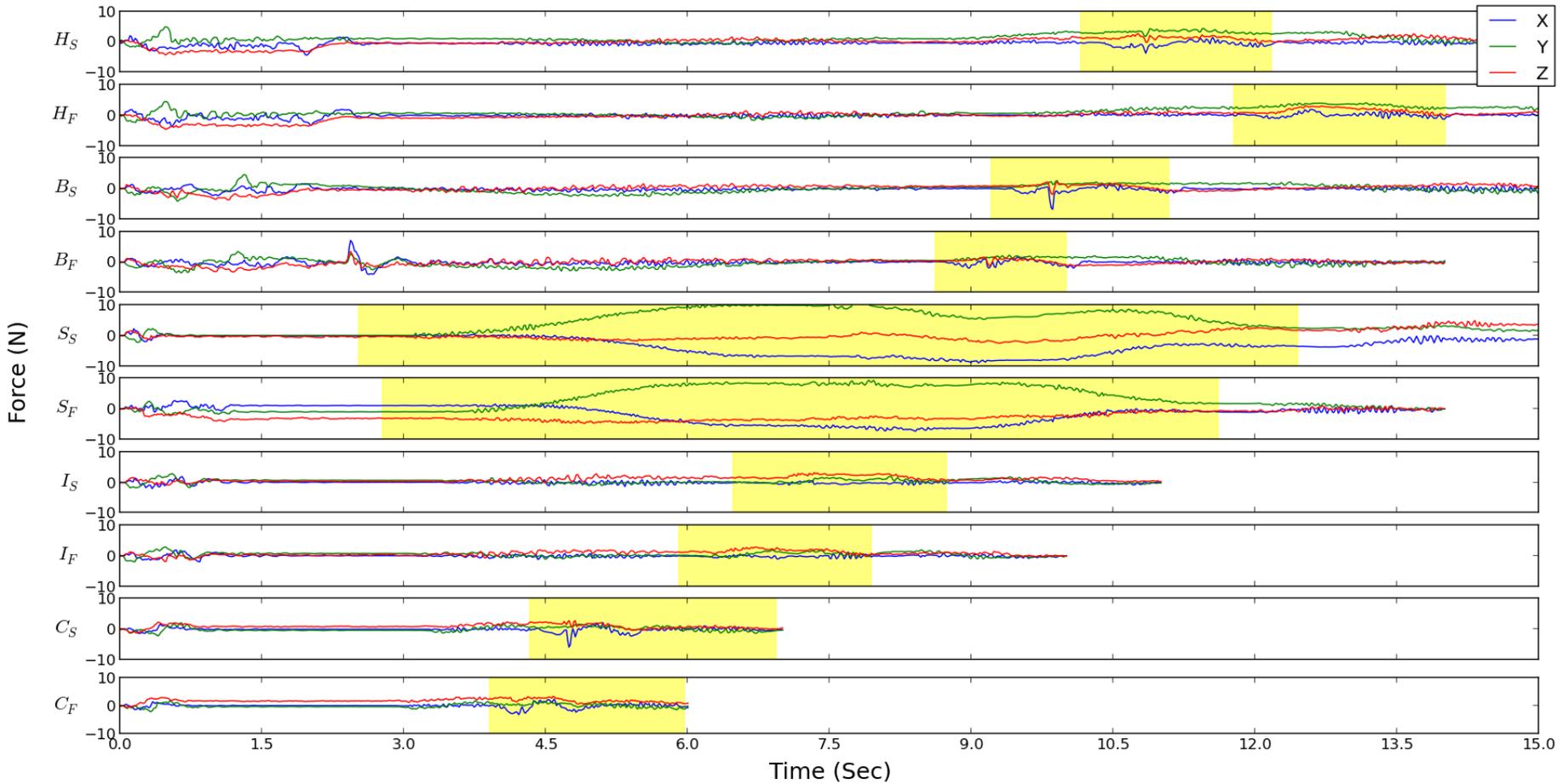


Future Questions

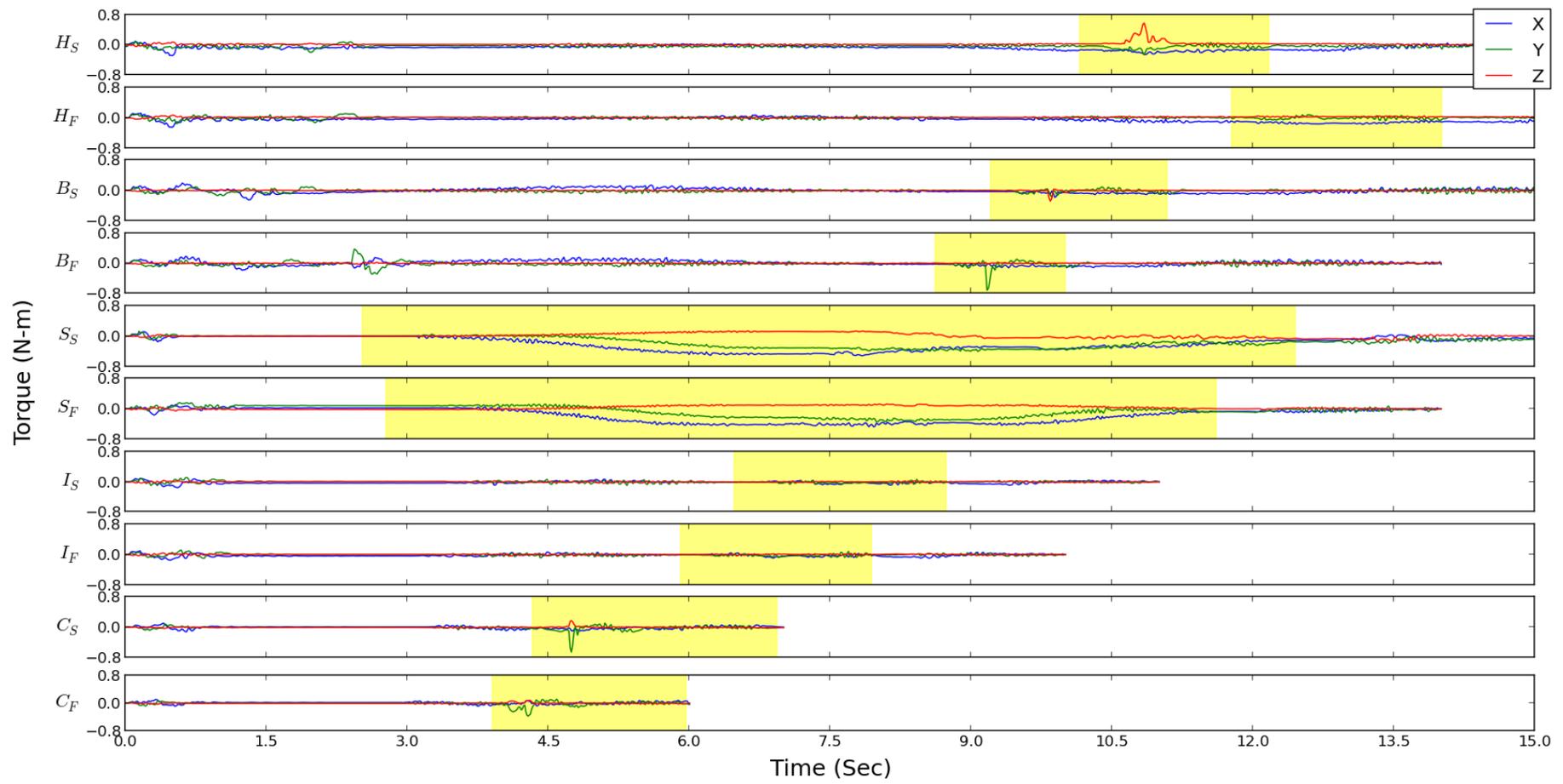
- How do we go from monitoring to planning?
- How to incorporate with visual affordances?
- How to leverage human partners and how good exactly are the models generated rather than using exhaustive exploration?

Questions?

Forces



Torques



Initial Results

	Task	Precision	Recall	F1
Force/Torque	Box	0.83	0.75	0.73
	Scooping	1.0	1.0	1.0
	Cap	0.17	0.25	0.2
	Insertion	0.17	0.25	0.2
	Hammering	1.0	1.0	1.0

	Task	Precision	Recall	F1
Pose	Box	1.0	1.0	1.0
	Scooping	1.0	1.0	1.0
	Cap	0.25	0.5	0.33
	Insertion	0.83	0.75	0.75
	Hammering	0.25	0.5	0.33