The Informatics

Building a Sandbox Towards Investigating the Behaviour of Control Algorithms and Training of Real-World Robots

Klara Brandstätter Visual Computing

TU Wien Informatics

Institute of Visual Computing & Human-Centered Technology Research Unit of Computer Graphics Supervisor: Ao.Univ.Prof. Dr. Eduard Gröller Assistance: Ass.Prof. Dr. Bernd Bickel

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- Robot control is still challenging and complex.
- Machine learning approaches already work well in simulation.
- When deployed on real robot, results sometimes not satisfying
- "Reality gap": Discrepancy between simulation and reality

Aim of the Work

- Development of a sandbox that offers: • experimentation with robots
- exploration and observation of robot motion
- continuous data collection, e.g. position and joint angles of robots insight into the behaviour of simulation models and real robots

Required Components

- <u>Optical motion capture system</u> for robot observation and data collection
- <u>Simulation tool</u> for generating artificial motion data for a virtual robot model and for comparison of realworld and simulated data • A <u>robot</u> of interest

- Unknown where and how big differences between simulation and reality are
- Training of robots requires large amount of training data.

Robot

- from ROBOTIS
- 15 degrees of freedom (DOF)
- Actuated by servomotors Motion defined by joint angles and moving speed

Export simulation results to robot

Controlled remotely

Motion Capture System **Track robot** movements

• Setup consists of six OptiTrack Prime 41 high-precision infrared cameras (Mean tracking error: 0.12 mm).

- 6-DOF tracking (position) and rotation) of rigid bodies using reflective markers
- 3-4 relfective markers define a rigid body of the robot. Tracking the robot's body, tail, and legs







Simulation

markers

- Realized with MATLAB and Simulink
- Blocks represent robot geometry or physical properties.
- Lines represent signal flow.
- Computation of inverse dynamics
- Input: joint angles, velocities, acceleration (q_input), Output: position of robot's body, torque, contact forces (measurements)

Export 6-DOF data to simulation

Virtual robot model







Comparison: Real-World and Simulated Data

