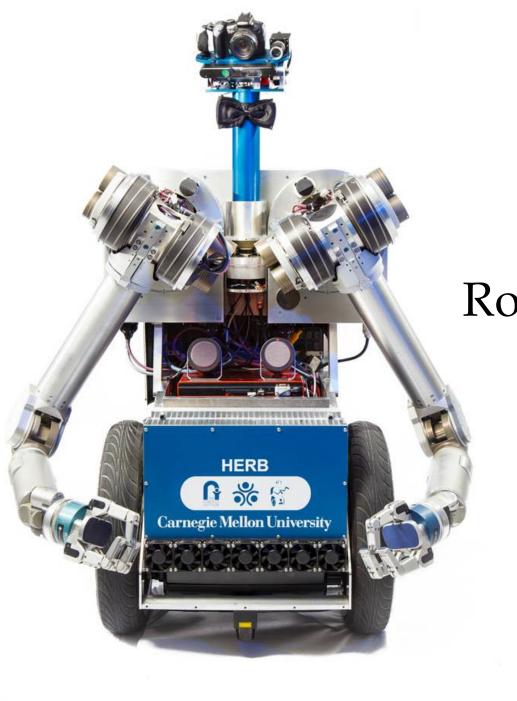


Legible Robot Pointing

Rachel Holladay
Anca Dragan
Siddhartha Srinivasa



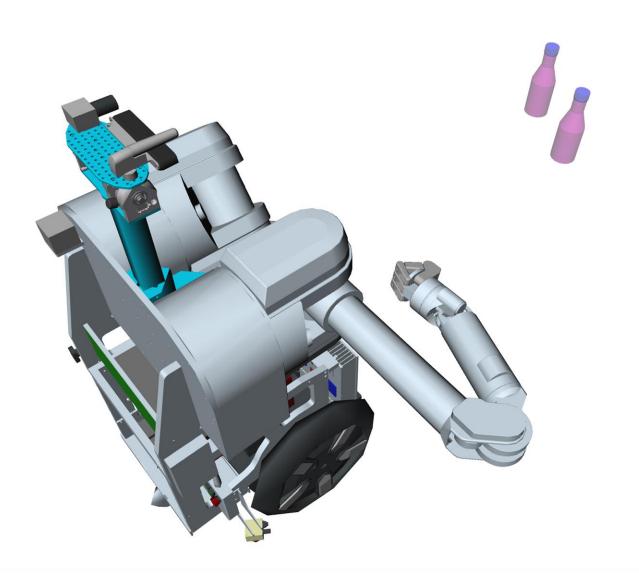
Personal Robotics Laboratory

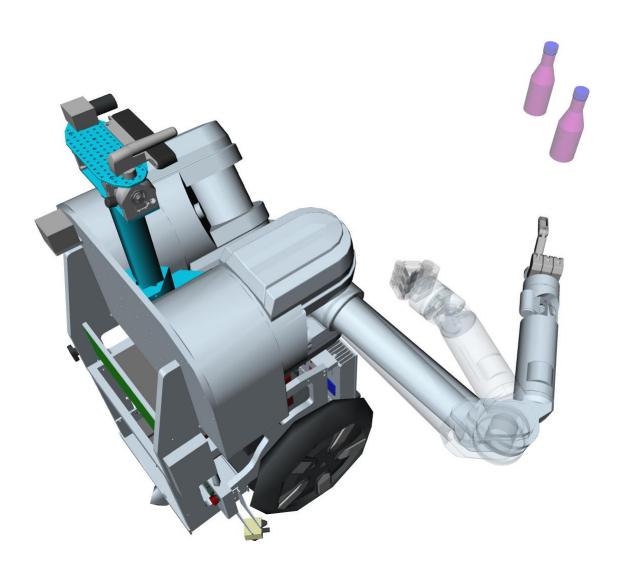


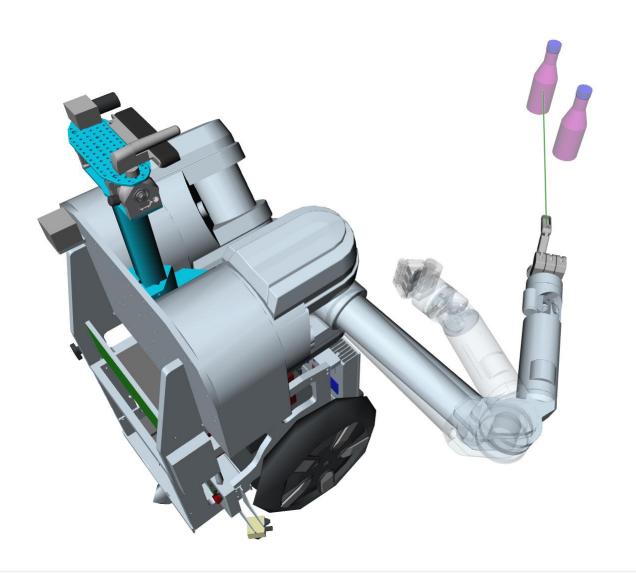


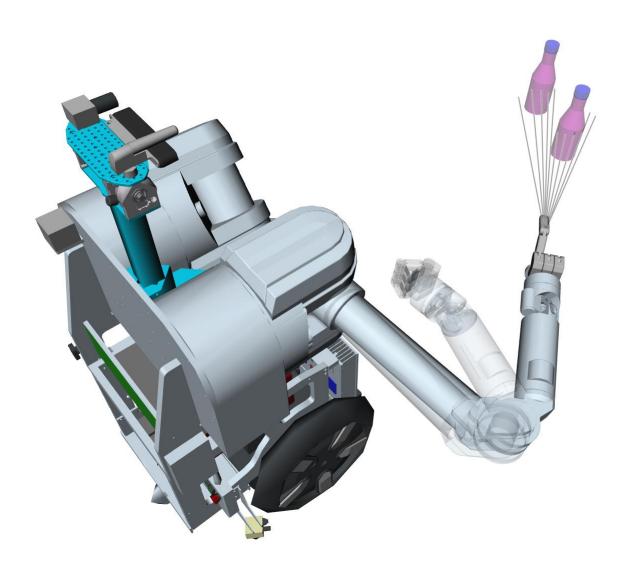


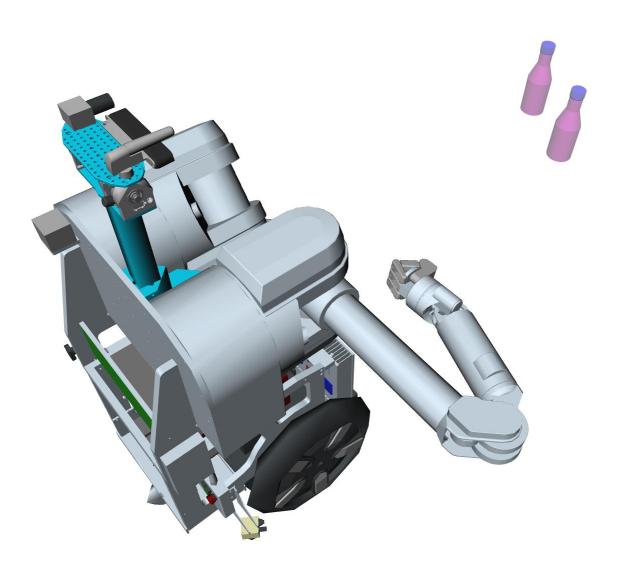




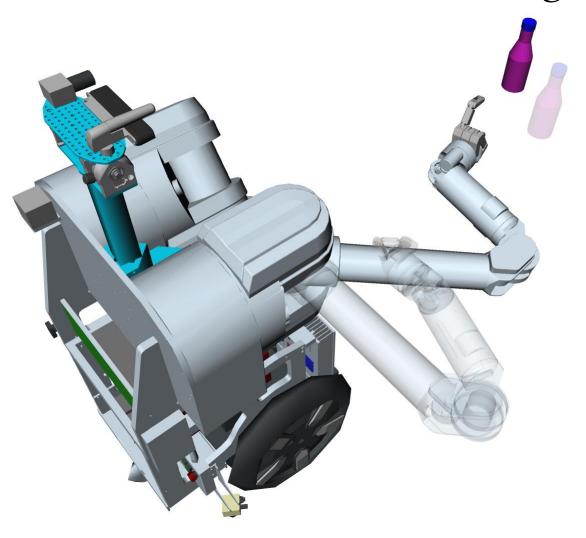








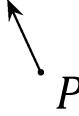
Legible

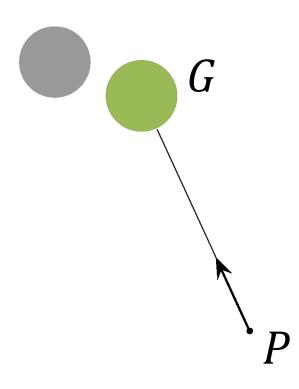


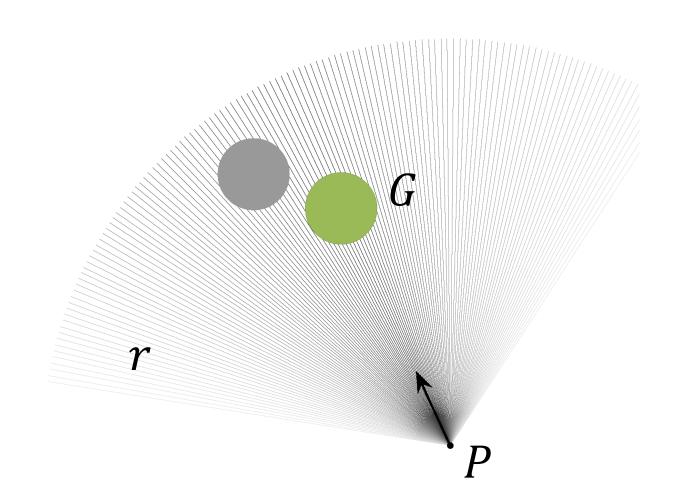
How can a robot autonomously generate legible pointing configurations?

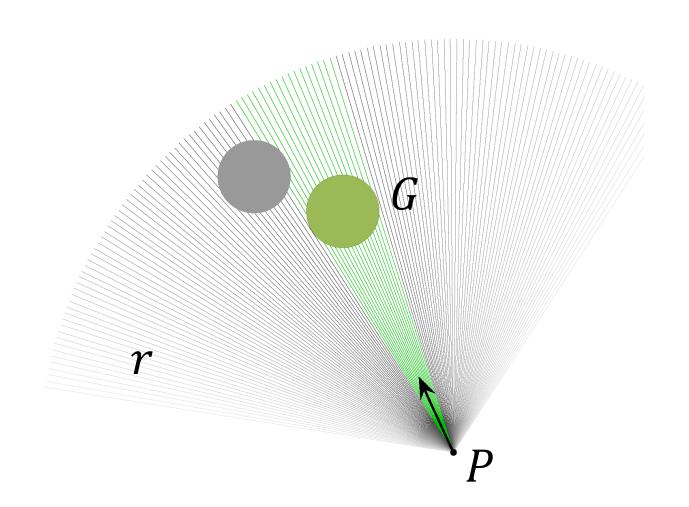




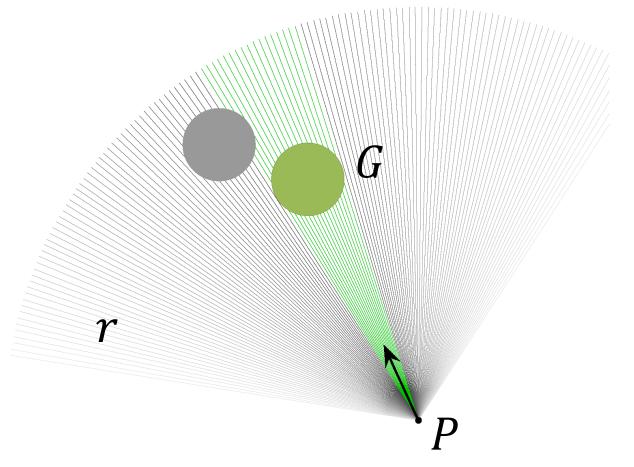




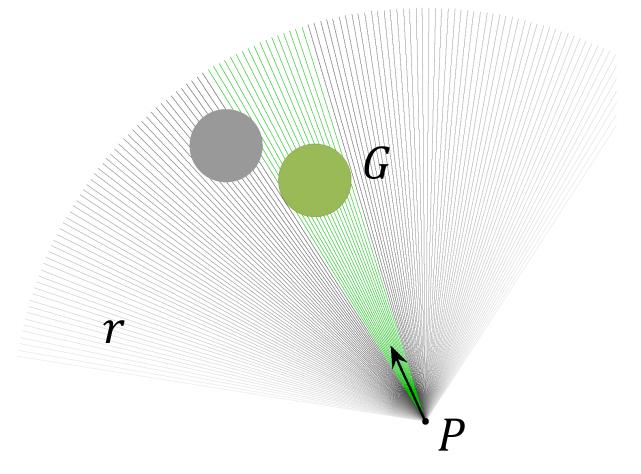




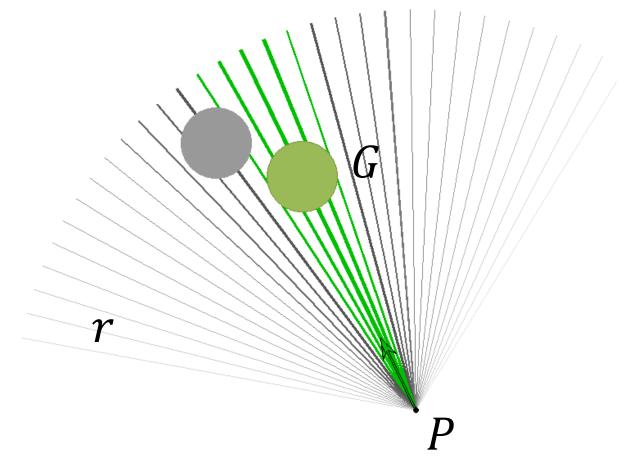
$$R_G(P) = \int dr$$



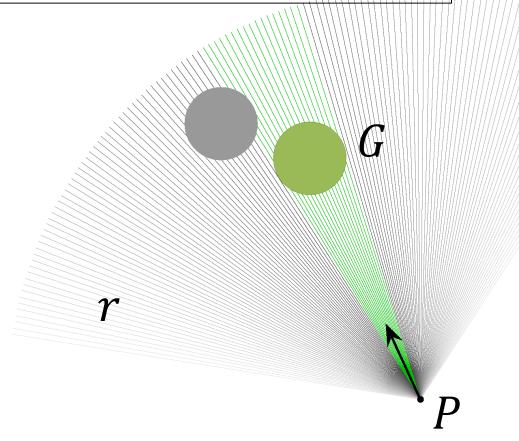
$$R_G(P) = \int \delta(P, r, G) dr$$



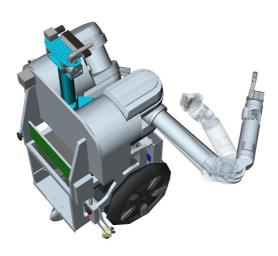
$$R_G(P) = \int \delta(P, r, G) w(r) dr$$

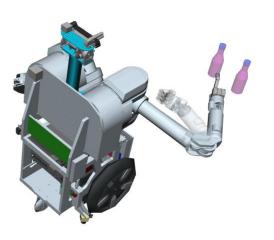


$$R_G(P) = \frac{\int \delta(P, r, G) w(r) dr}{\int w(r) dr}$$







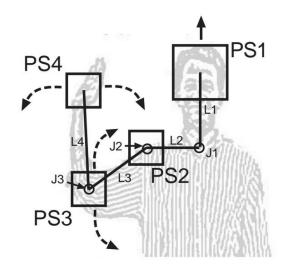




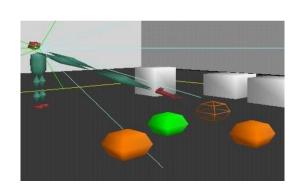
[Calinon 2007]



[Sauppe 2014]



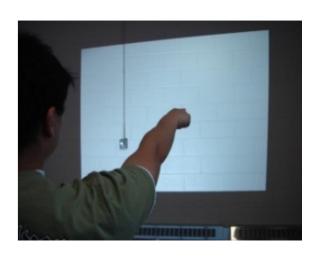
[Kortenkamp 1996]



[Frazer 1999]



[Tolani 2000]



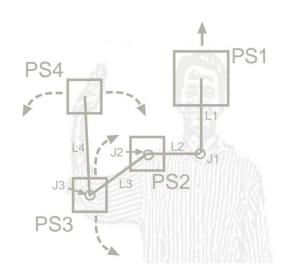
[Wong 2010]



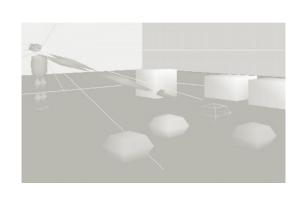
[Calinon 2007]



[Sauppe 2014]



[Kortenkamp 1996]



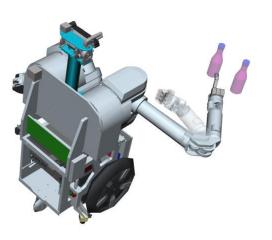
[Frazer 1999]



[Tolani 2000]



[Wong 2010]



$$C_G(P)$$

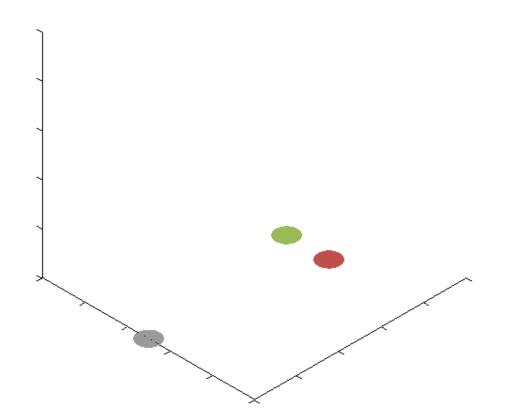
$$C_G(P) = \begin{pmatrix} 1 - R_G(P) \end{pmatrix}$$

$$Maximize R_G$$

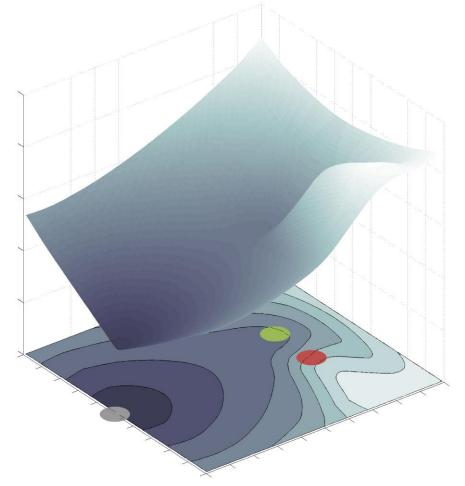
$$C_G(P) = \left(1 - R_G(P)\right) + \frac{\lambda}{M}||S - P||^2$$

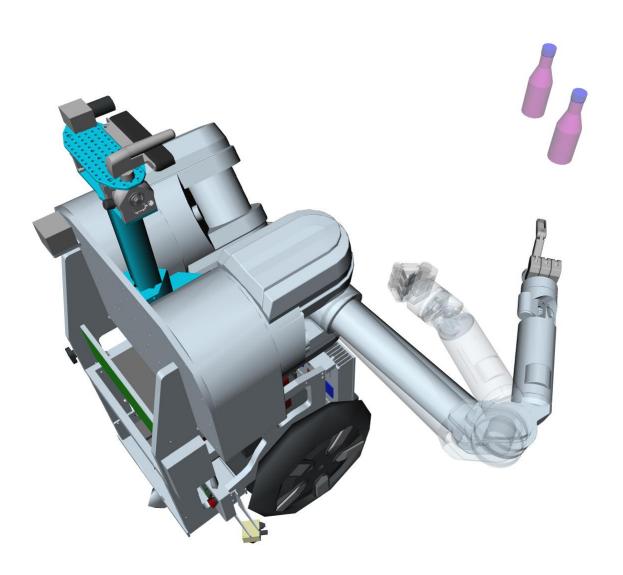
$$Maximize R_G \qquad Minimize Distance$$

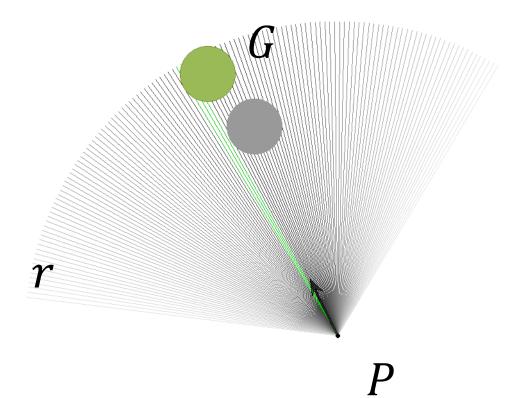
$$C_G(P) = (1 - R_G(P)) + \frac{\lambda}{M} ||S - P||^2$$

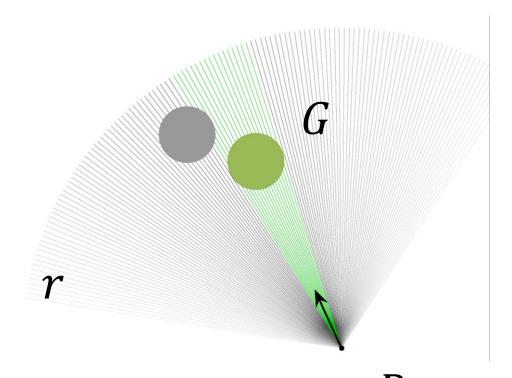


$$C_G(P) = (1 - R_G(P)) + \frac{\lambda}{M} ||S - P||^2$$

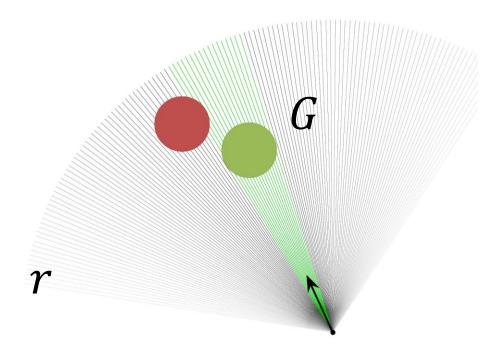




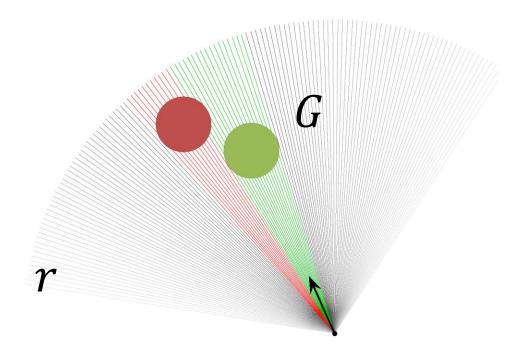




P

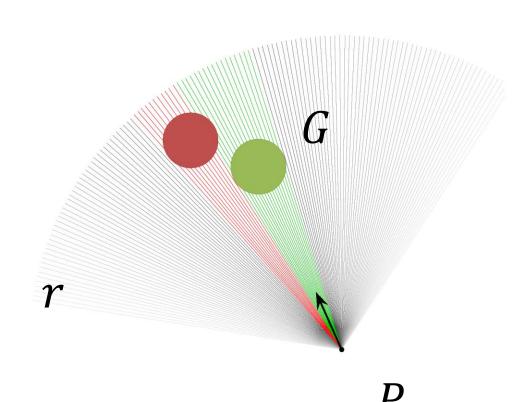


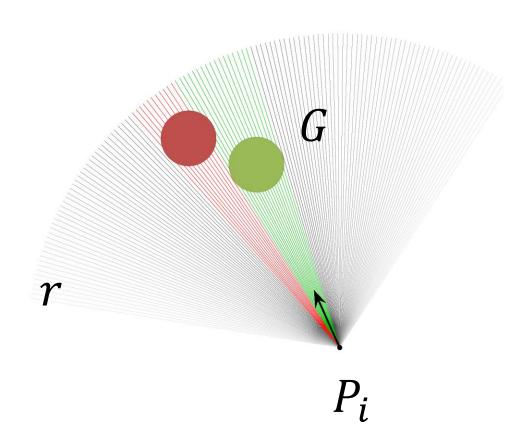
P



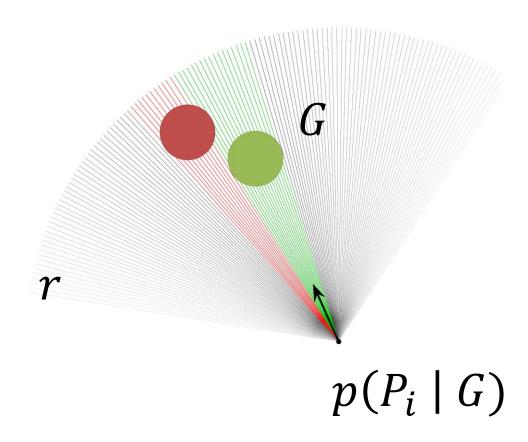
P

Key Insight: Consider what you are pointing at and what you <u>aren't</u> pointing at.

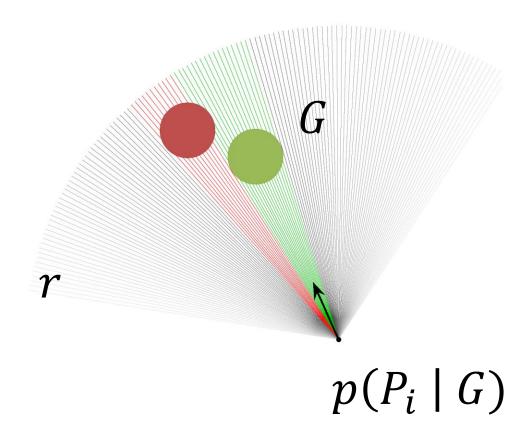


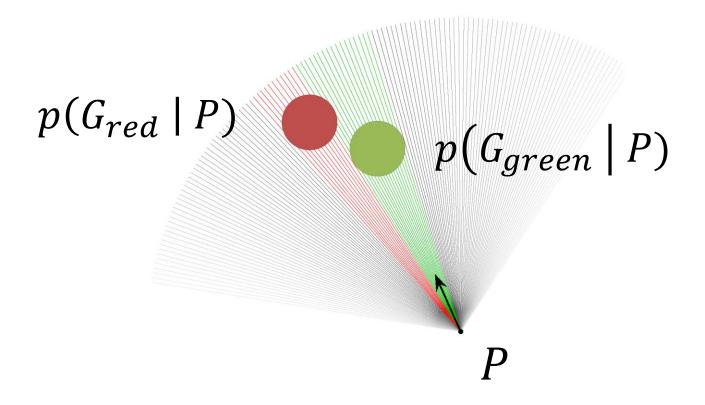


$$p(P|G) \propto e^{-C_G(P)}$$

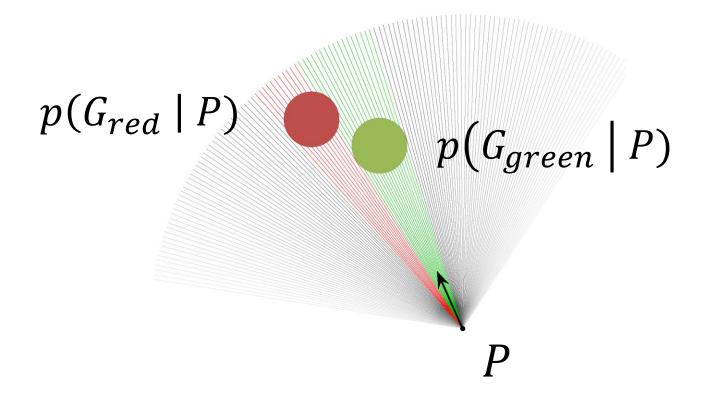


$$p(P|G) \implies p(G|P)$$

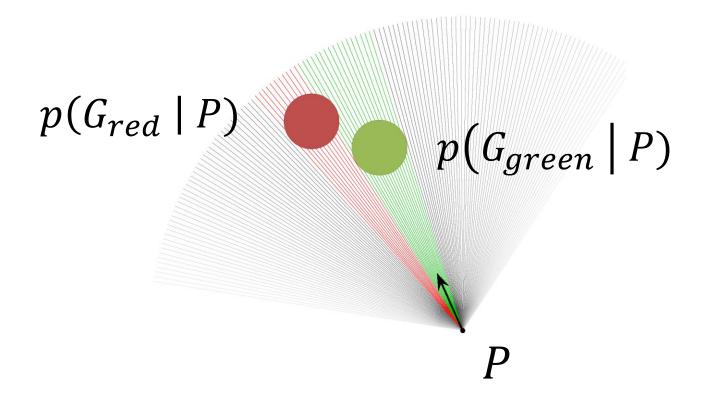




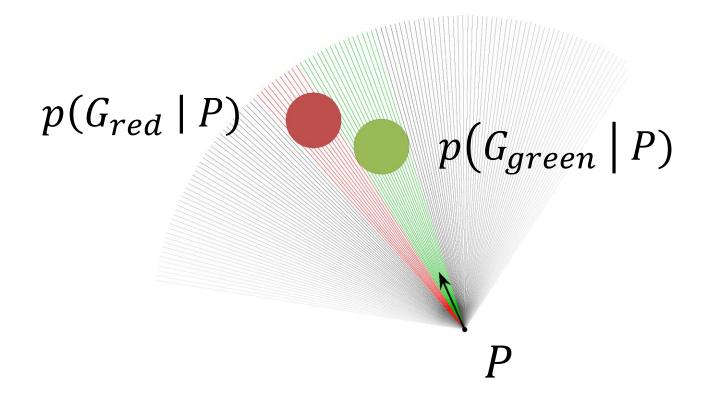
$$L_G(P) = P(G|P)$$

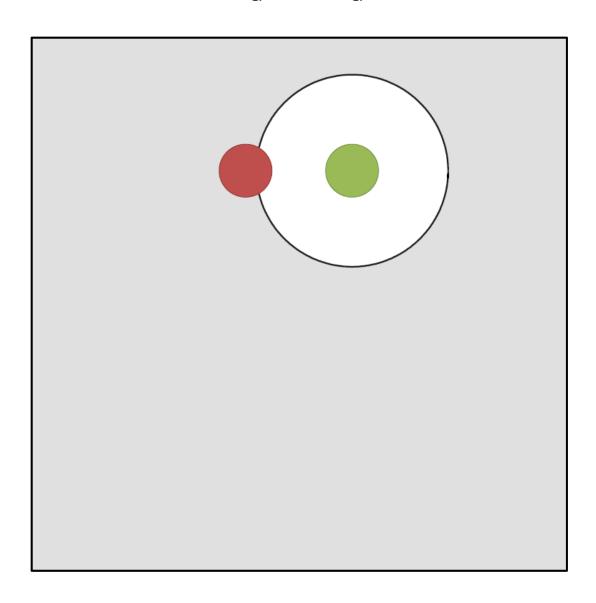


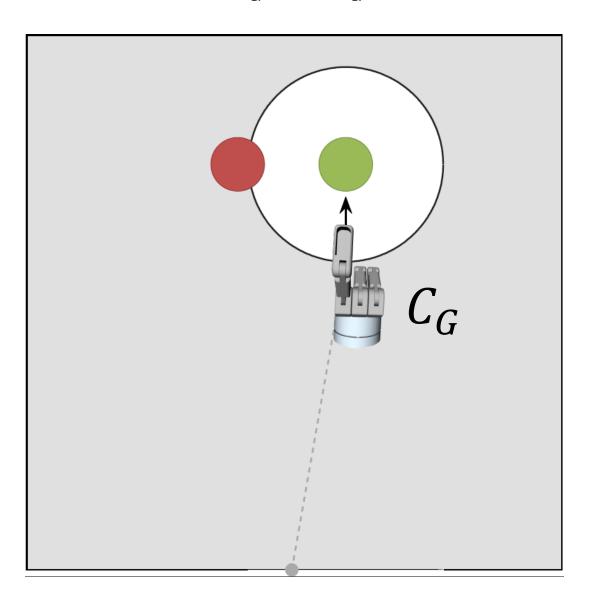
$$p^* = \max_{p \in P} L_G(p)$$

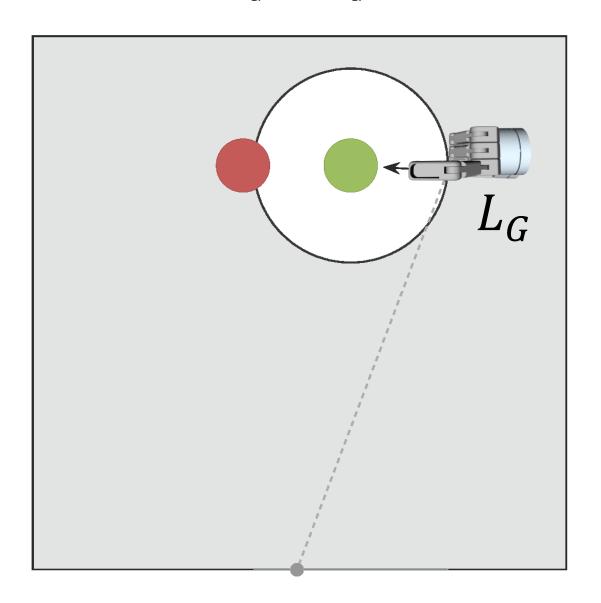


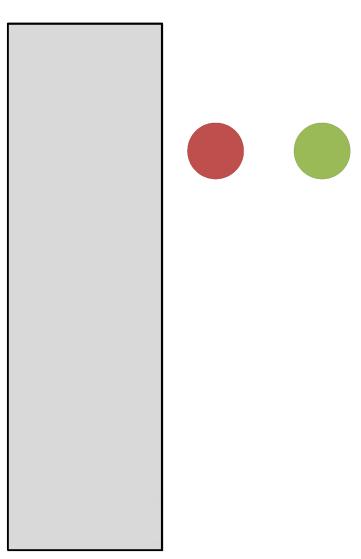
$$p^* = \max_{p \in P} L_G(p) \qquad p \leftarrow p + \alpha \nabla L_G$$

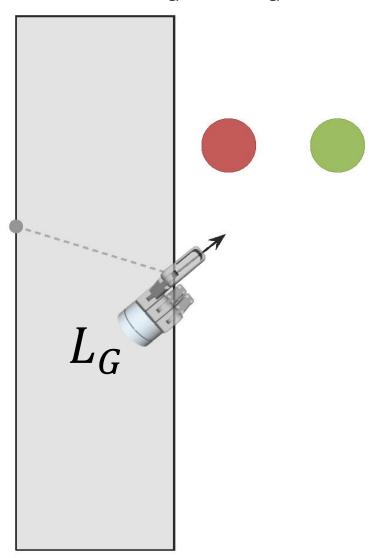


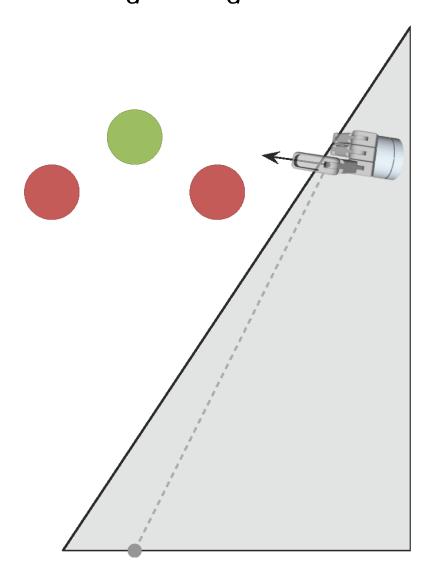


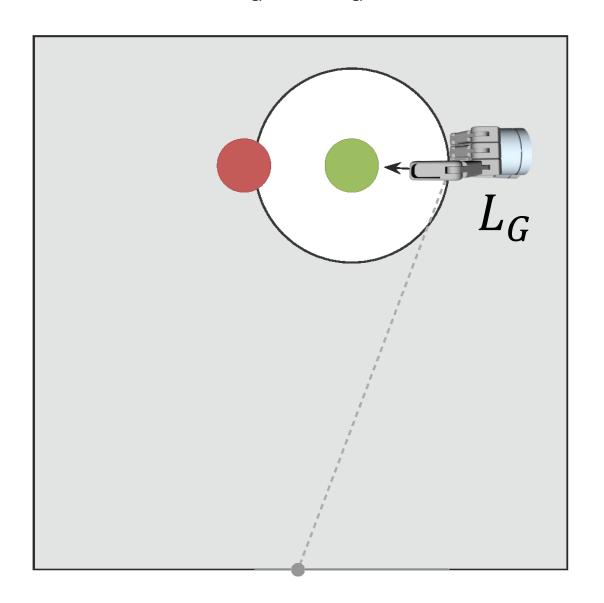


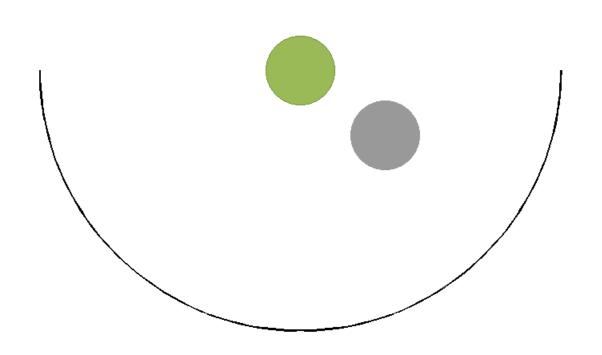


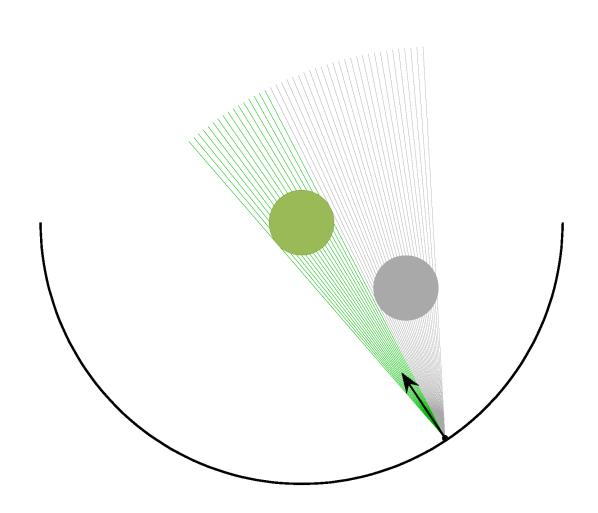


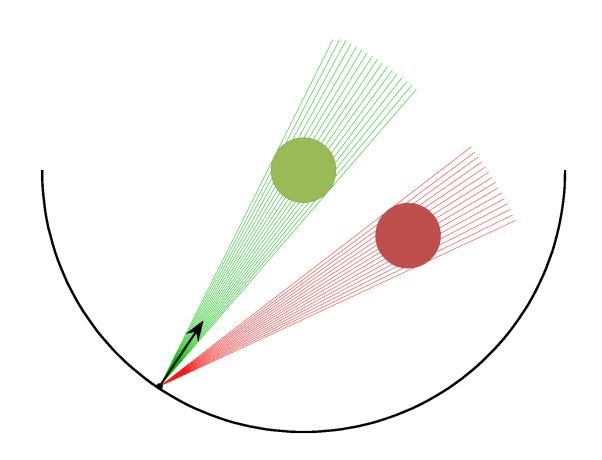












Legible Pointing: Orientation

Legible Pointing: Orientation





Legible Pointing: Orientation



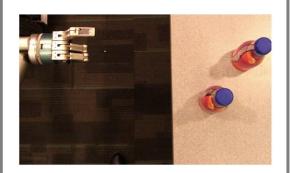
Exaggerate to <u>increase</u> legibility



Does is work? $C_G \neq L_G$ [Position]



Follow-Up #1: $R_G \neq L_G$ [Position]



Follow-Up #2: $C_G \neq L_G$ [Orientation]



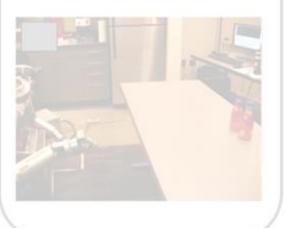
Does is work? $C_G \neq L_G$ [Position]



Follow-Up #1: $R_G \neq L_G$ [Position]



Follow-Up #2: $C_G \neq L_G$ [Orientation]



Theoretical L_G affects <u>legibility in practice</u>.

Measuring Legibility

Objective Measure: accuracy

O Left O Right



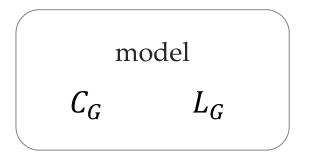
Subjective Measure: rating

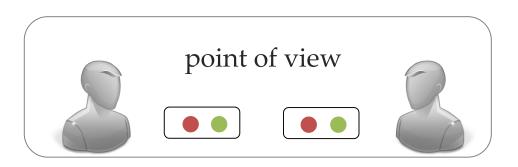
confidence



Between-Subjects Study (N=80)

Manipulate:





Measure:

legibility: (accuracy + confidence)

Between-Subjects Study (N=80)

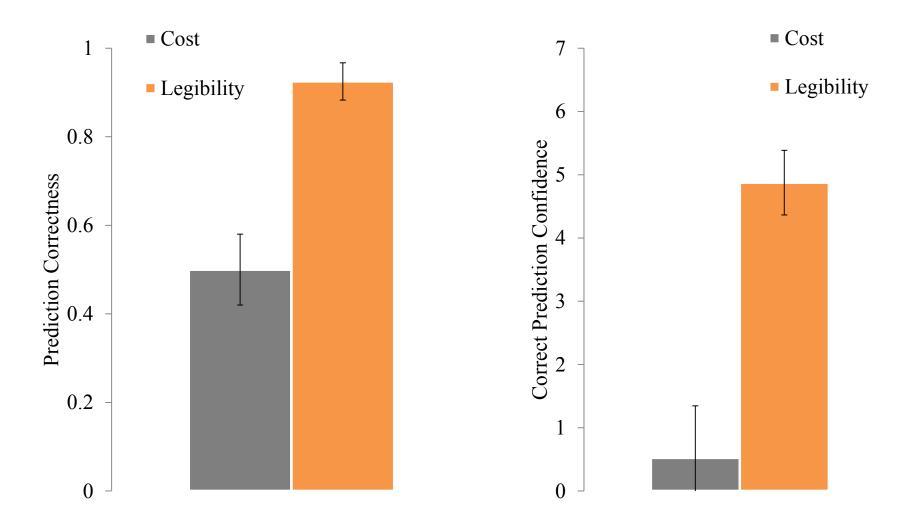








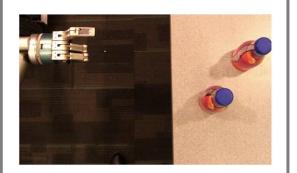
Between-Subjects Study (N=80)



Does is work? $C_G \neq L_G$ [Position]



Follow-Up #1: $R_G \neq L_G$ [Position]

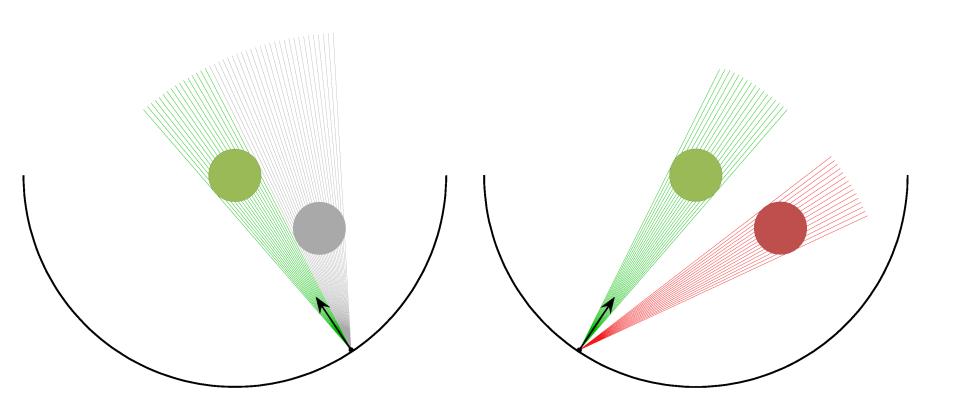


Follow-Up #2: $C_G \neq L_G$ [Orientation]

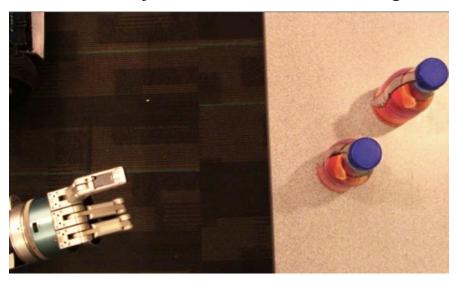


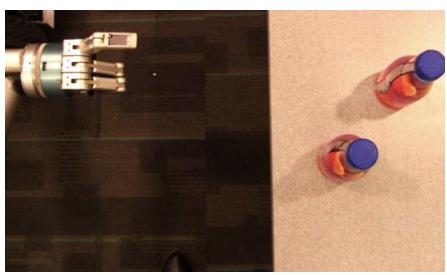
The ray model <u>alone does</u> <u>not</u> produce legible pointing.

Legible Pointing : Difference from the Ray Model

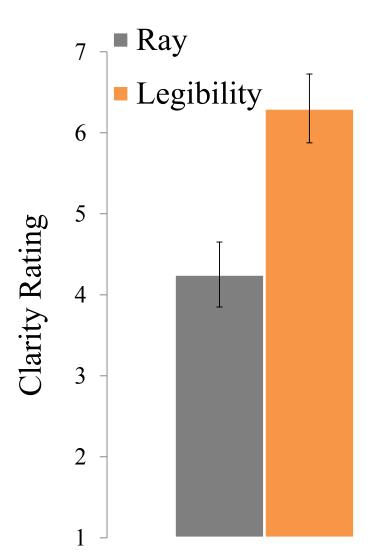


Within-Subjects Study (N=20)





Within-Subjects Study (N=20)



The ray model alone is not sufficient for legibility.

Does is work? $C_G \neq L_G$ [Position]



Follow-Up #1: $R_G \neq L_G$ [Position]



Follow-Up #2: $C_G \neq L_G$ [Orientation]

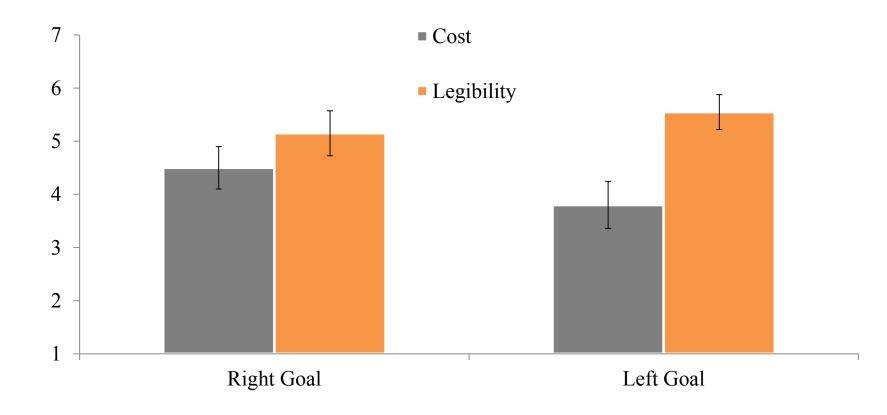


Angle exaggeration increases legibility.

Within-Subjects Study (N=20)







Exaggeration <u>increases</u> legibility

Clarity Rating

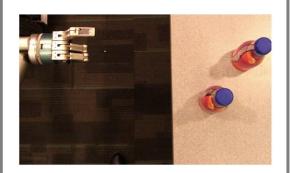


Creating a Legible Pointer

Does is work? $C_G \neq L_G$ [Position]



Follow-Up #1: $R_G \neq L_G$ [Position]

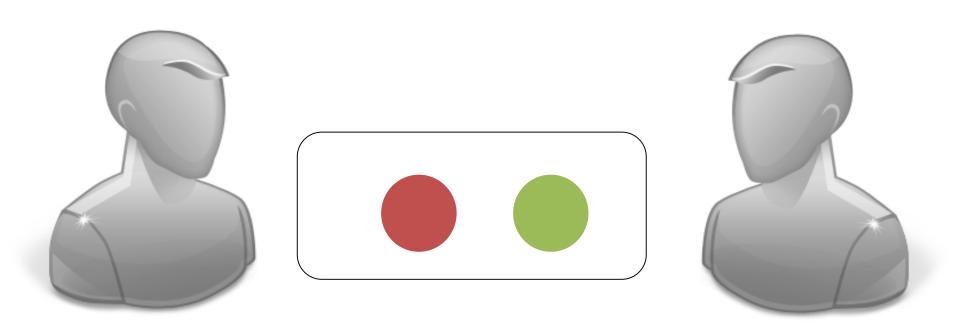


Follow-Up #2: $C_G \neq L_G$ [Orientation]

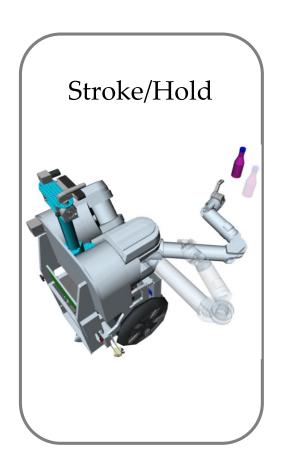


What's next?

Point of View

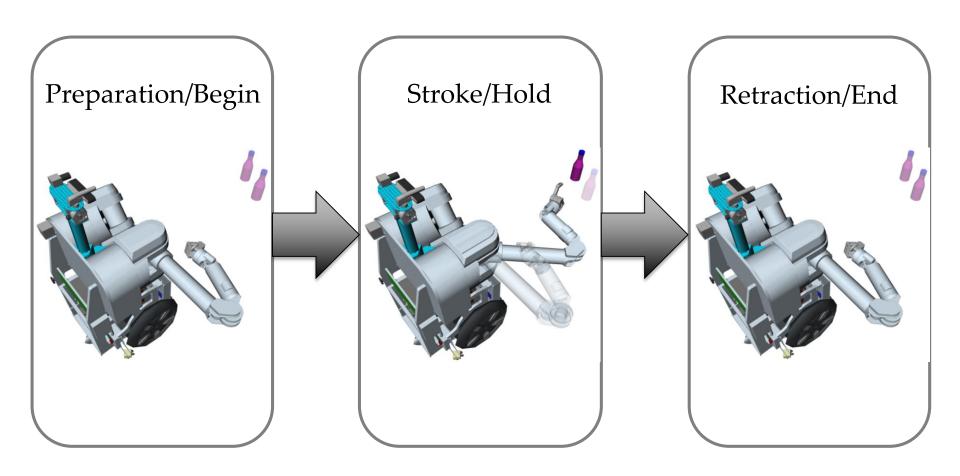


Gesture Sequence



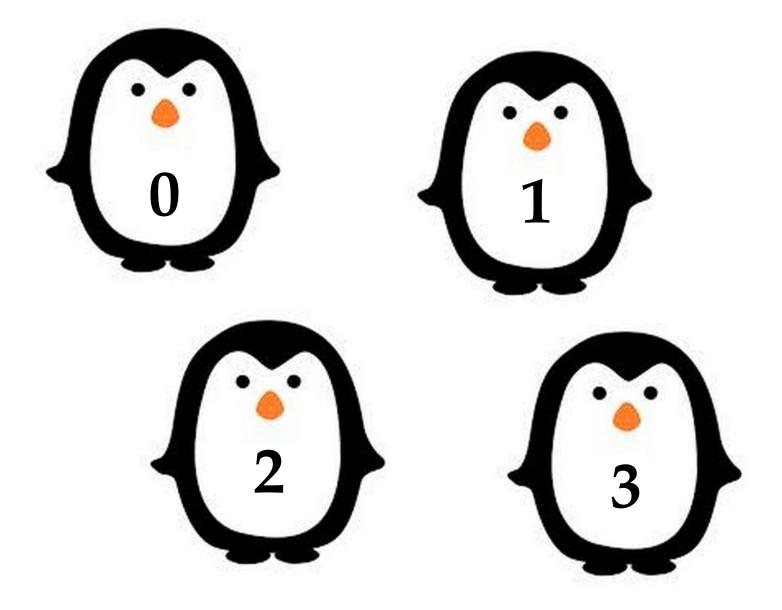
[Rick, et al 2010] / [Stiefelhagen 2004]

Gesture Sequence

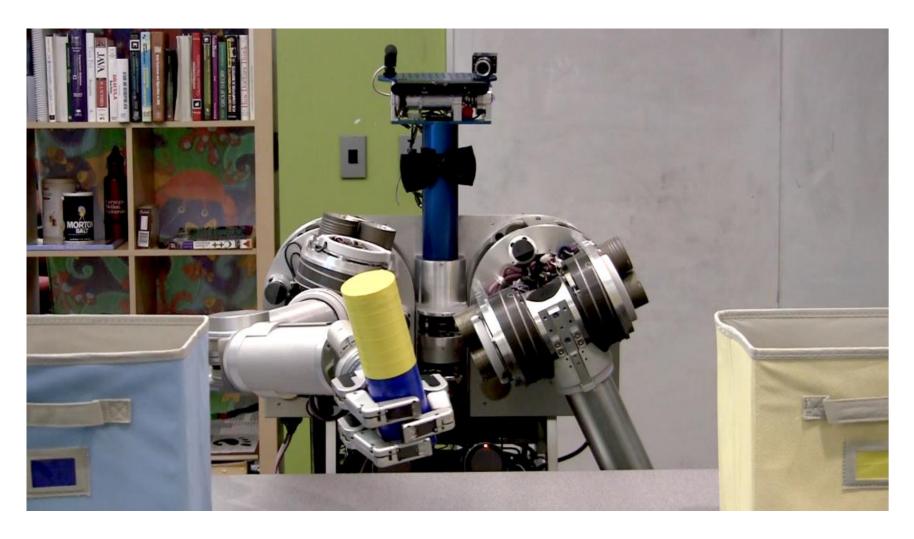


[Rick, et al 2010] / [Stiefelhagen 2004]

Multi-Object Planning

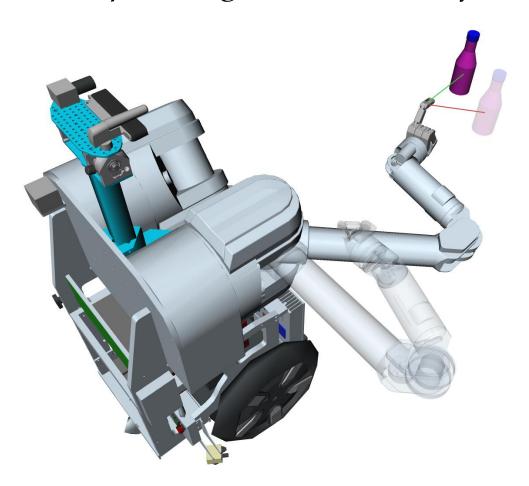


Gaze



[Admoni 2014]

Key Insight: Pointing is not just about pointing to the correct object, but also about NOT pointing at the other objects.







Rachel Holladay

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https://personalrobotics.ri.cmu.edu/