

Automotive Research Center

A U.S. Army Center of Excellence for Modeling and Simulation of Ground Vehicles

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Evaluation and Performance Modeling of User Interfaces for UGVs

Thrust Area 2: Human Centered Modeling and Simulation

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Motivation

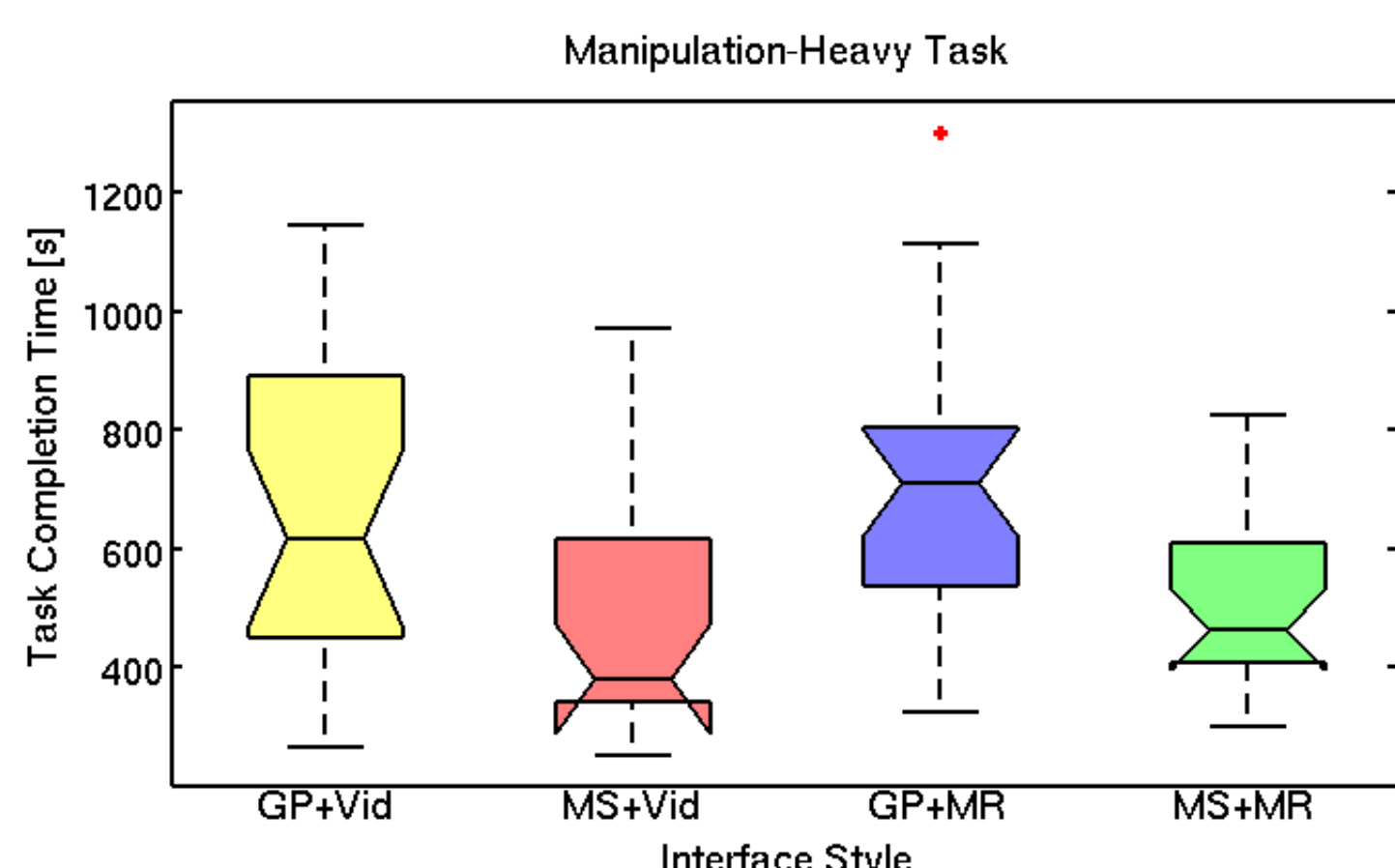
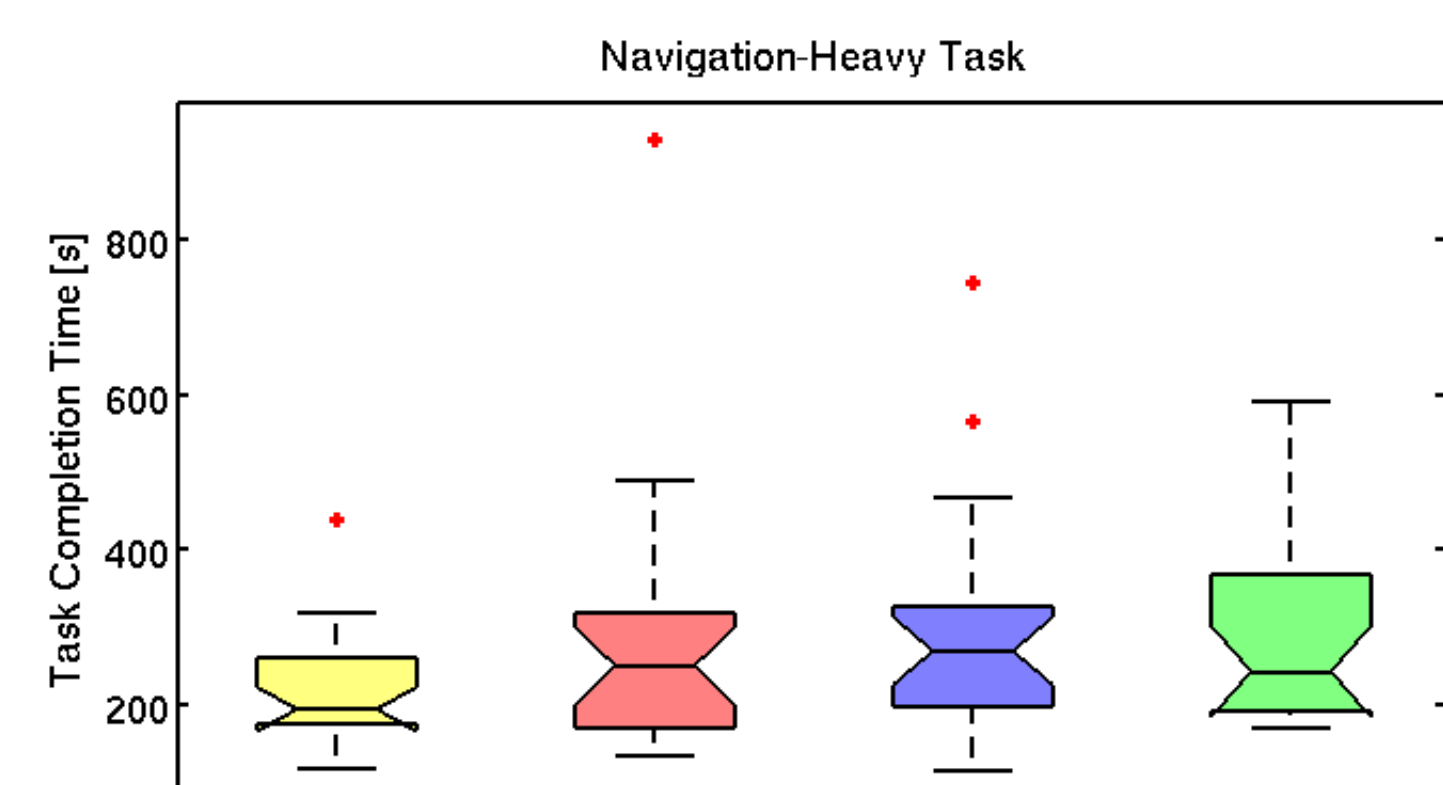
Despite advances in autonomous robotics, there are still many situations in which teleoperation is required or preferred.

- **Teleoperation remains a slow and difficult task** for remote operators, even when time is of the essence
- Novel user interfaces (UIs) have the potential to alleviate some of the issues faced by teleoperators
- It is not always clear which design decisions will yield the greatest performance improvement at the lowest cost.

Methodology and Results

We consider teleoperation control as a closed-loop feedback system with a human operator in the loop [4].

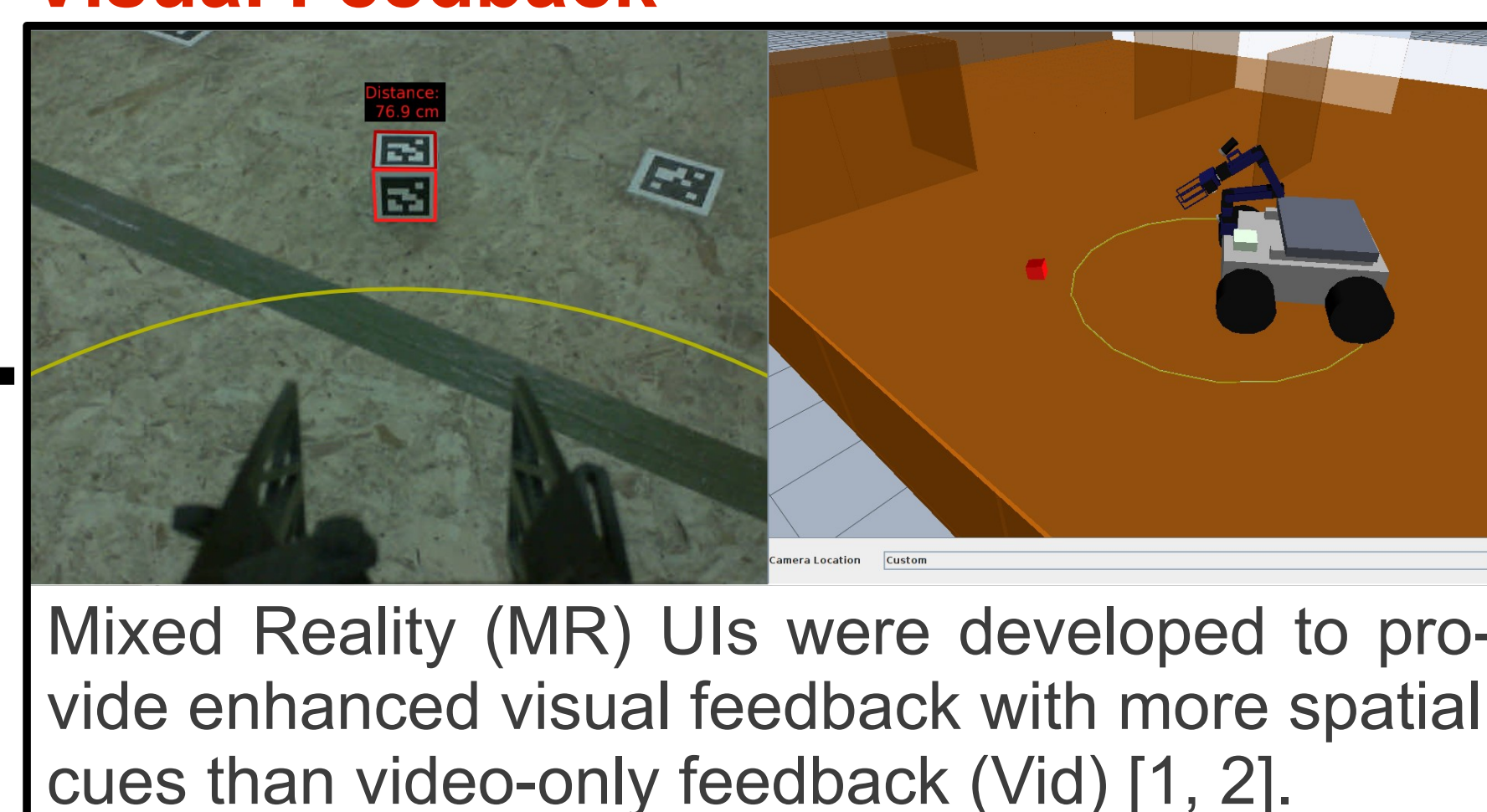
User



User tests were conducted to determine the effects of user interface on performance.

- Manipulation tasks benefited significantly from the Master-Slave (MS) controller
- No significant difference for navigation tasks
- Visualization did not significantly affect task completion time [Publication Forthcoming]

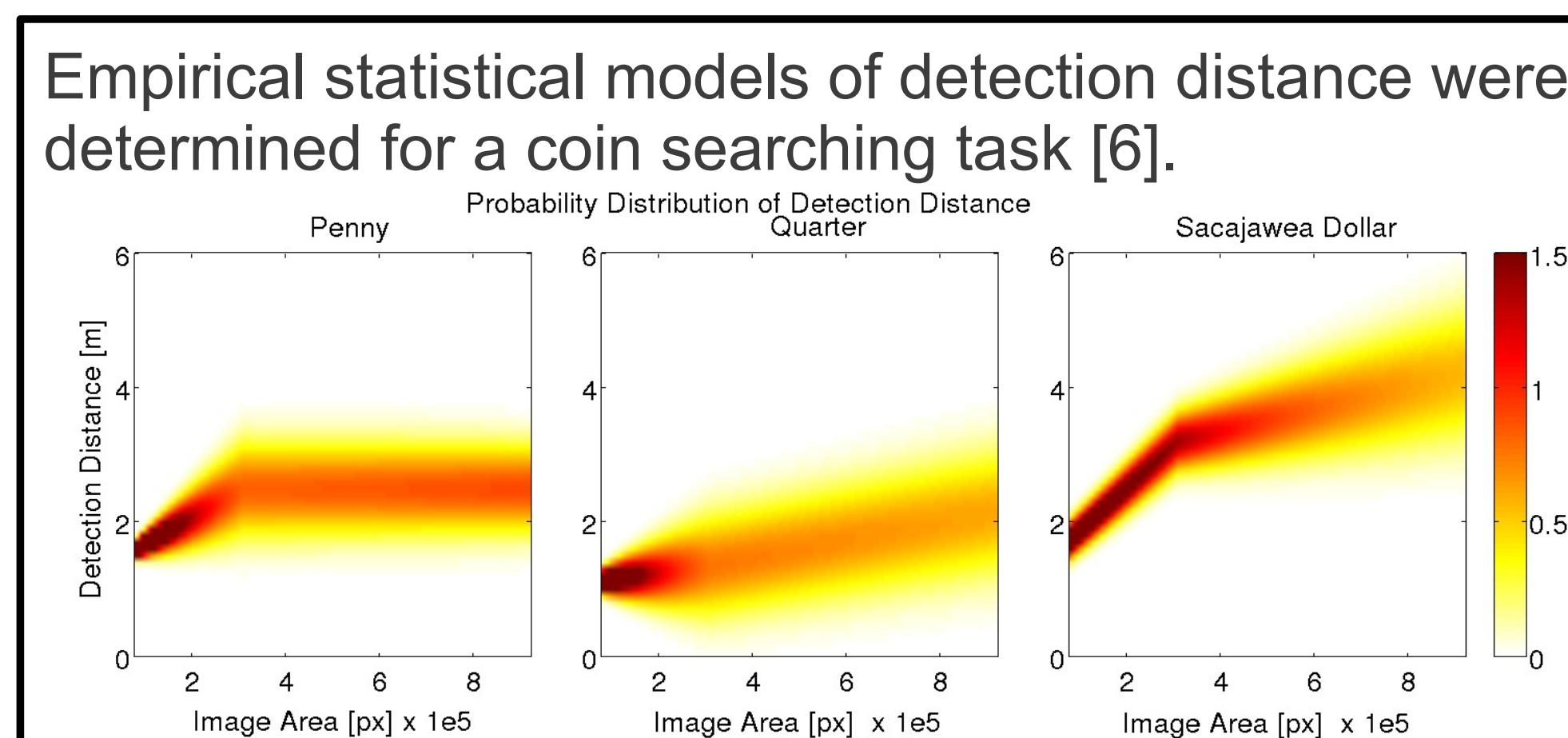
Visual Feedback



Environment



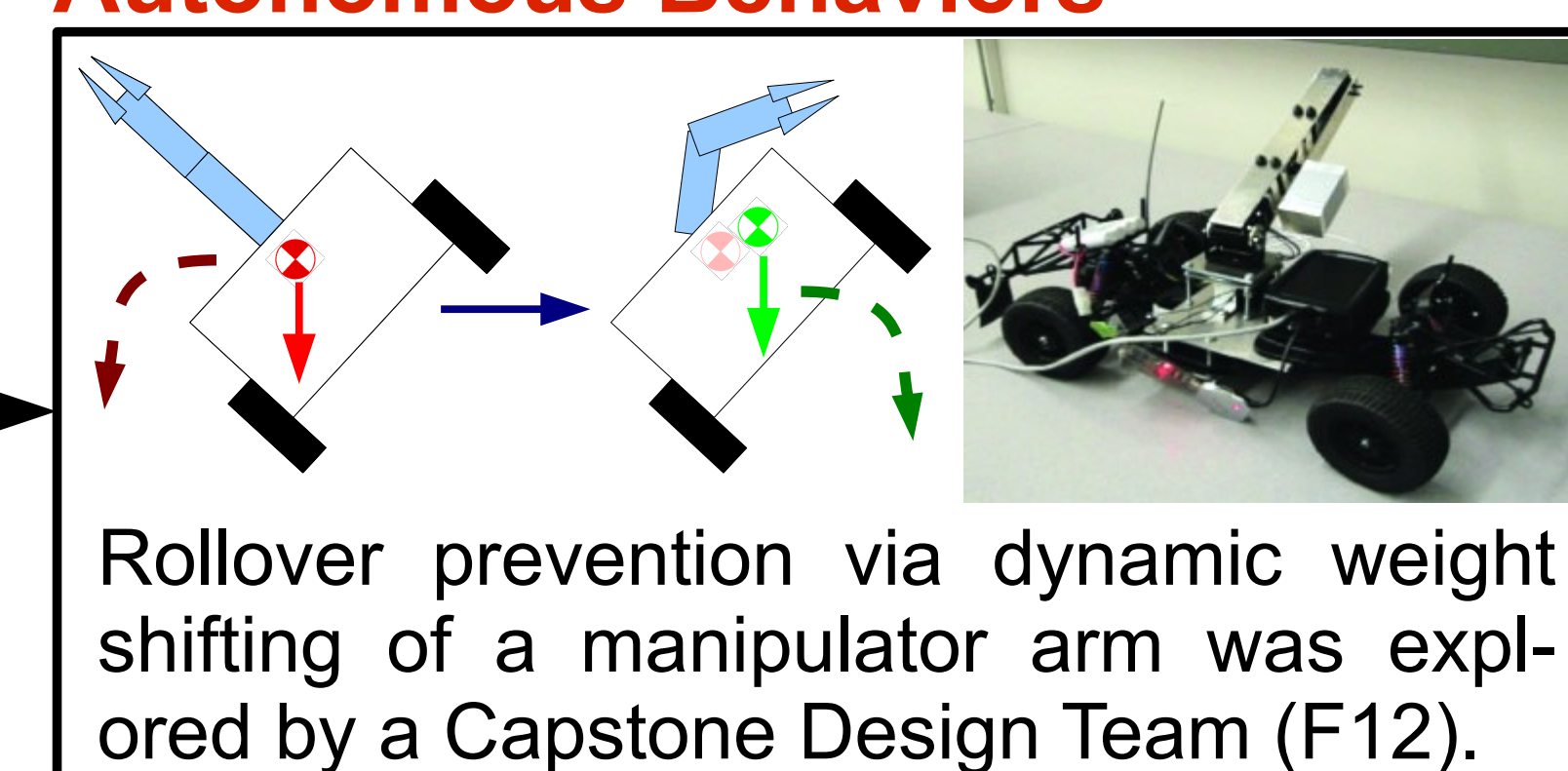
Key factors limiting teleoperation speed include various delays (δ) and detection distance (ℓ), and are related to the system components, such as sensors, networks, and UIs [6].



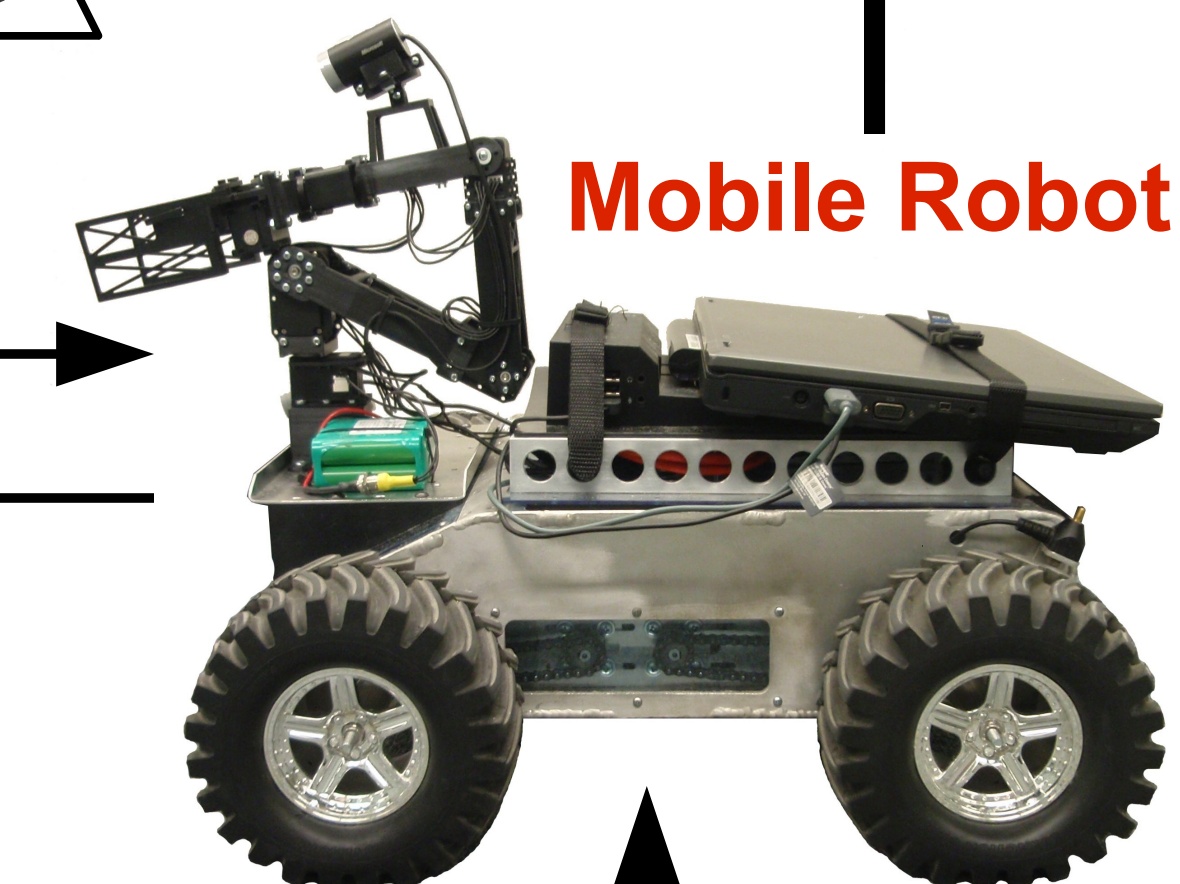
Sensors



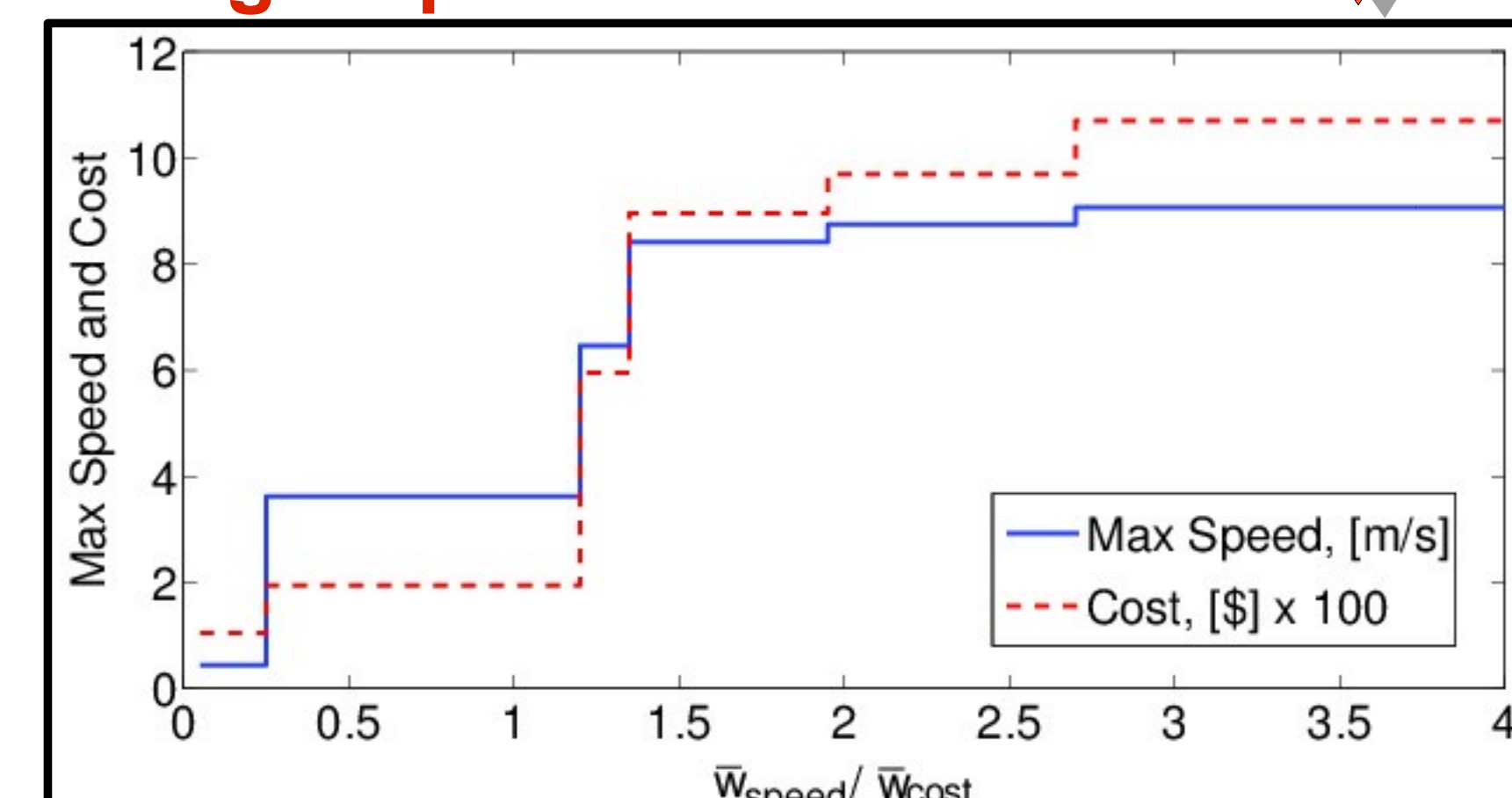
Autonomous Behaviors



Mobile Robot



Design Optimization



We integrate performance models into the feedback loop and use a multi-objective optimization approach to determine if various components warrant implementation [4].

Publications

- [1] S. Vozar and D. M. Tilbury, "Augmented Reality User Interface for Mobile Ground Robots with Manipulator Arms," *Proceedings of the IS&T/SPIE Electronic Imaging Conference*, San Francisco, January 2011.
- [2] S. Vozar and D. M. Tilbury, "Improving UGV teleoperation performance using novel visualization techniques and manual interfaces", *Proceedings of SPIE Volume 8387, Unmanned Systems Technology XIV*, Baltimore, May 2012.
- [3] S. Vozar and D. M. Tilbury, "Augmented Reality User Interface for Mobile Robots with Manipulator Arms: Development, Testing, and Qualitative Analysis," *Proceedings of the ASME-IDETC/CIE*, Chicago, August 2012.
- [4] S. Vozar and D. M. Tilbury, "Improving Teleoperated Robot Speed using Optimization Techniques," *Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction*, Tokyo, March 2013.
- [5] P. Turpel, B. Xia, X. Ge, S. Mo, and S. Vozar, "Balance-Arm Tablet Computer Stand for Robotic Camera Control," *Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction*, Tokyo, March 2013.
- [6] S. Vozar and D. M. Tilbury, "A System-Level Methodology for Optimizing the Speed of Teleoperated Mobile Robots," submitted to the *Robotics and Autonomous Systems*, April 2013.

Manual Input



Master-slave (MS) position controllers were designed to make users' manual input to the robot more intuitive than gamepad (GP) interfaces [2,5].

Future Work

- Continue sub-system modeling efforts
- Determine if user performance on simple sub-tasks can be concatenated to predict performance on mission-level tasks
- Evaluate and model user acceptance of autonomous behaviors

