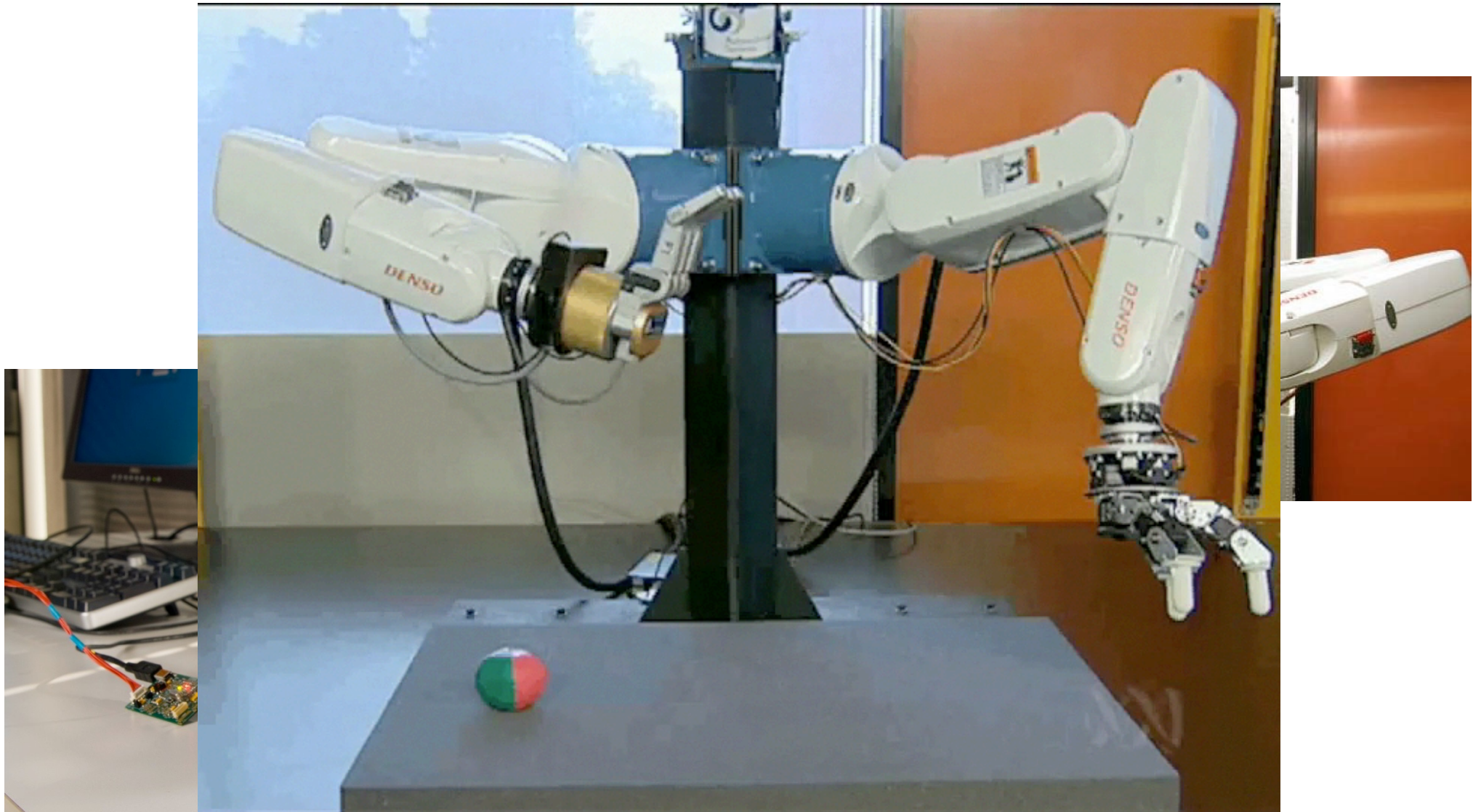


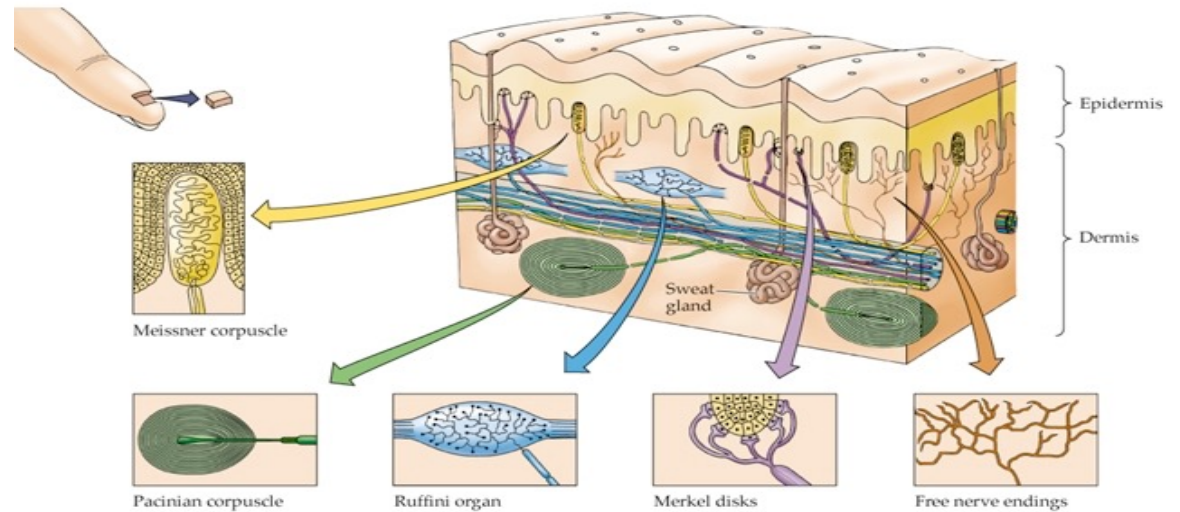
# Tactile Sensing

# Building a Tactile Sensor



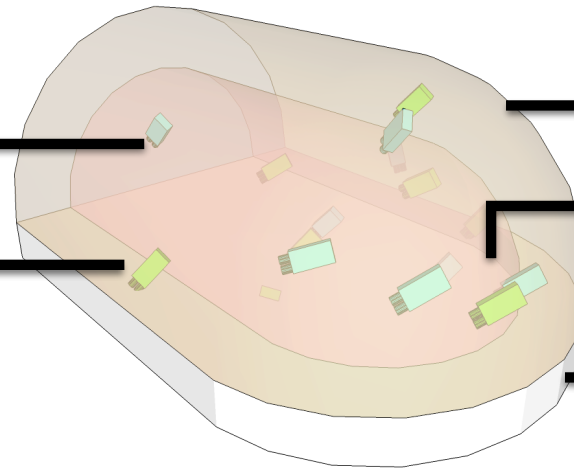
# Human Receptors

- Two major layers
- Two main types
  - Fast Adapting: Pacinian and Meissner corpuscles
  - Slow Adapting: Merkel disk, Ruffini organ



# Artificial Finger

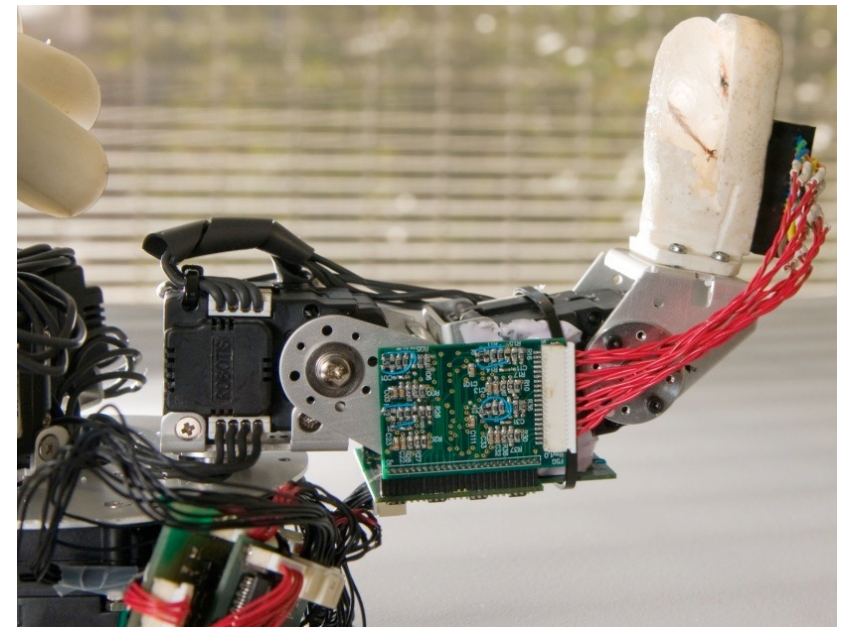
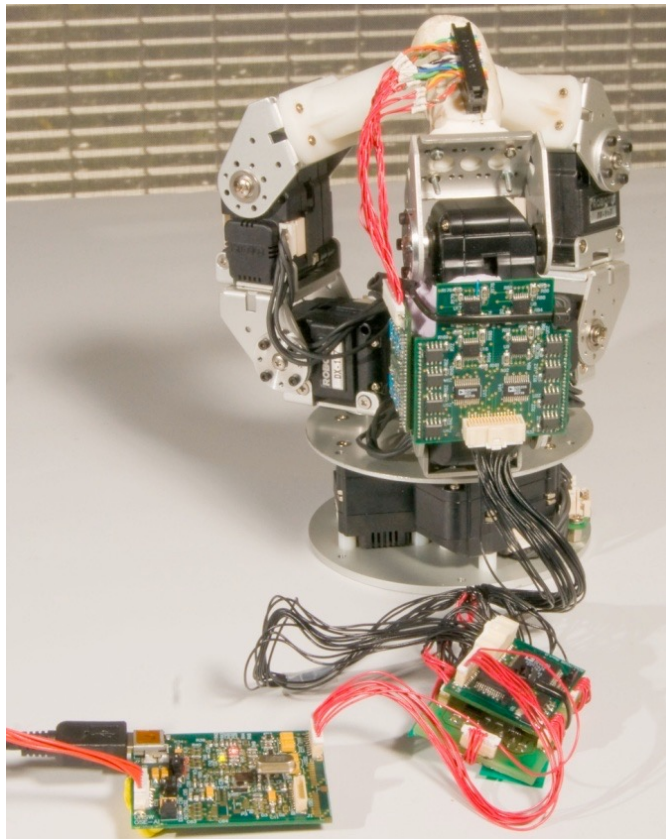
Randomly placed sensors  
Strain Gauges  
Polyvinylidene Fluoride  
Two Layers



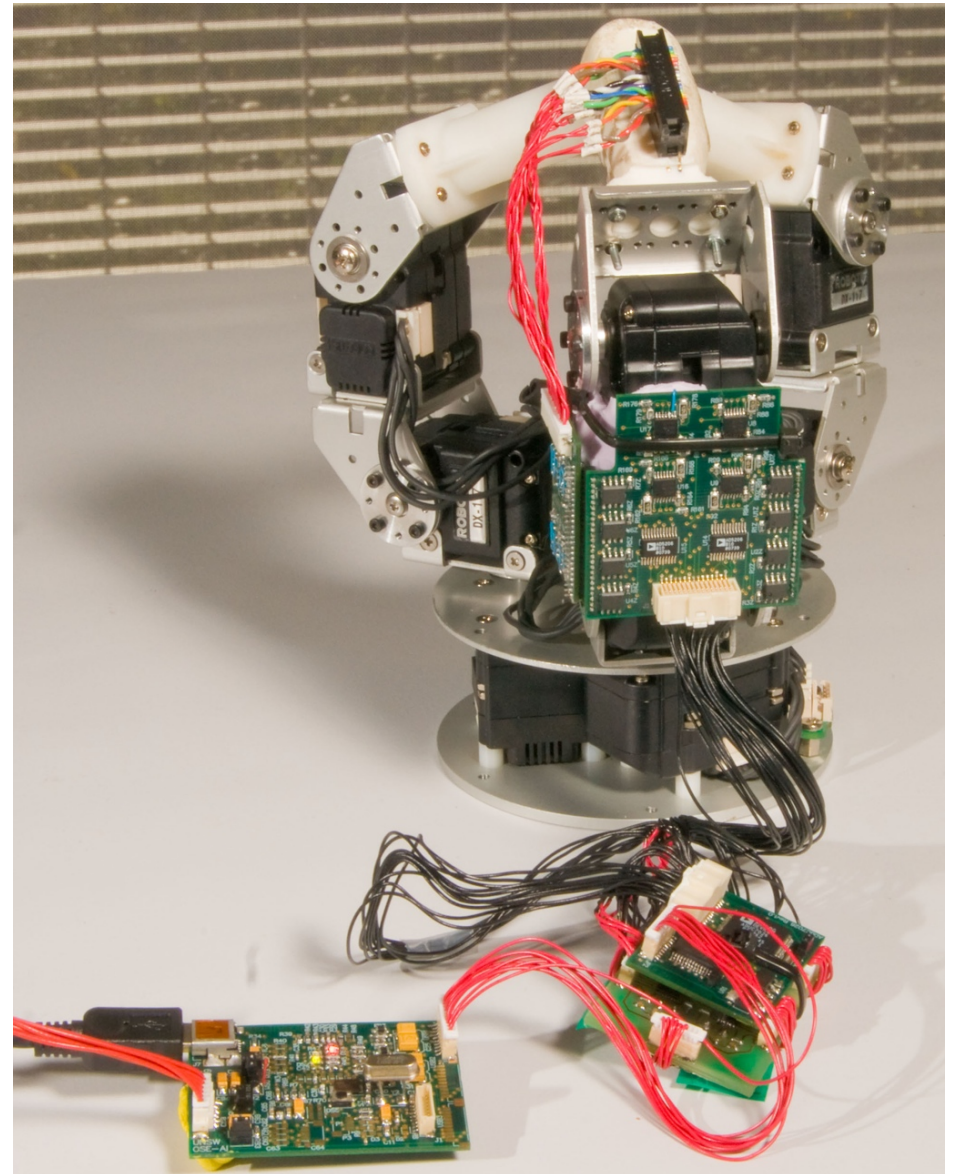
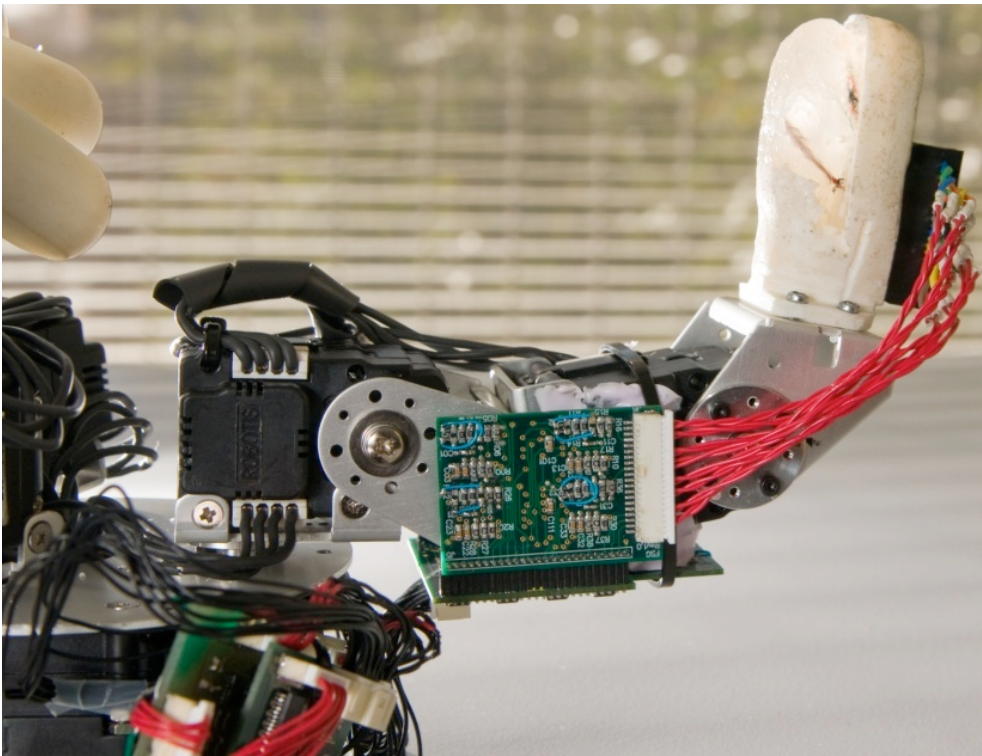
Hard outer core  
(Epidermis)

Soft inner layer  
(Dermis)

Hard Back  
(Bone)

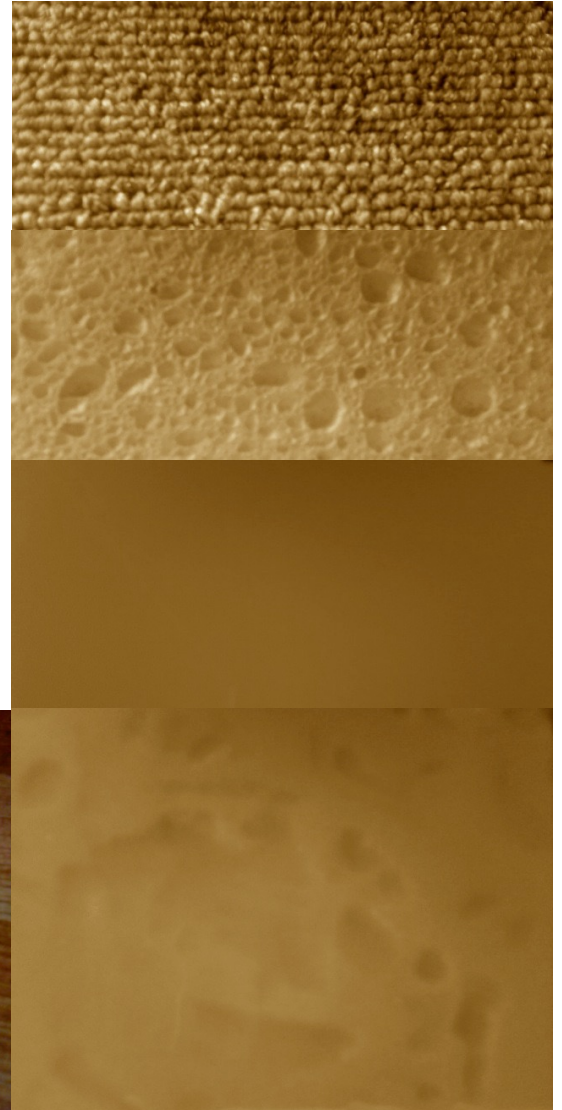


# Designed In-house

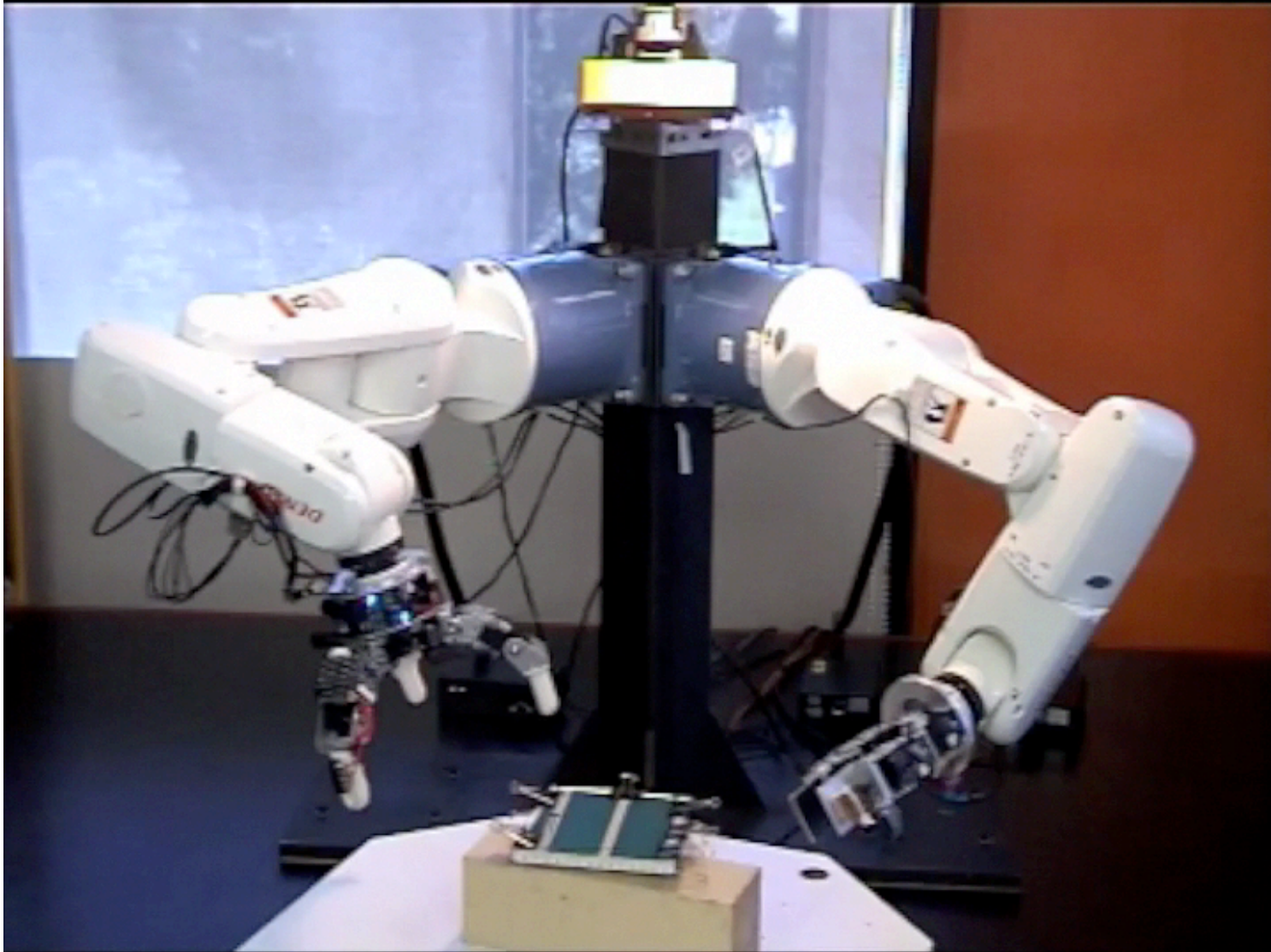


# Distinguishing Natural Textures

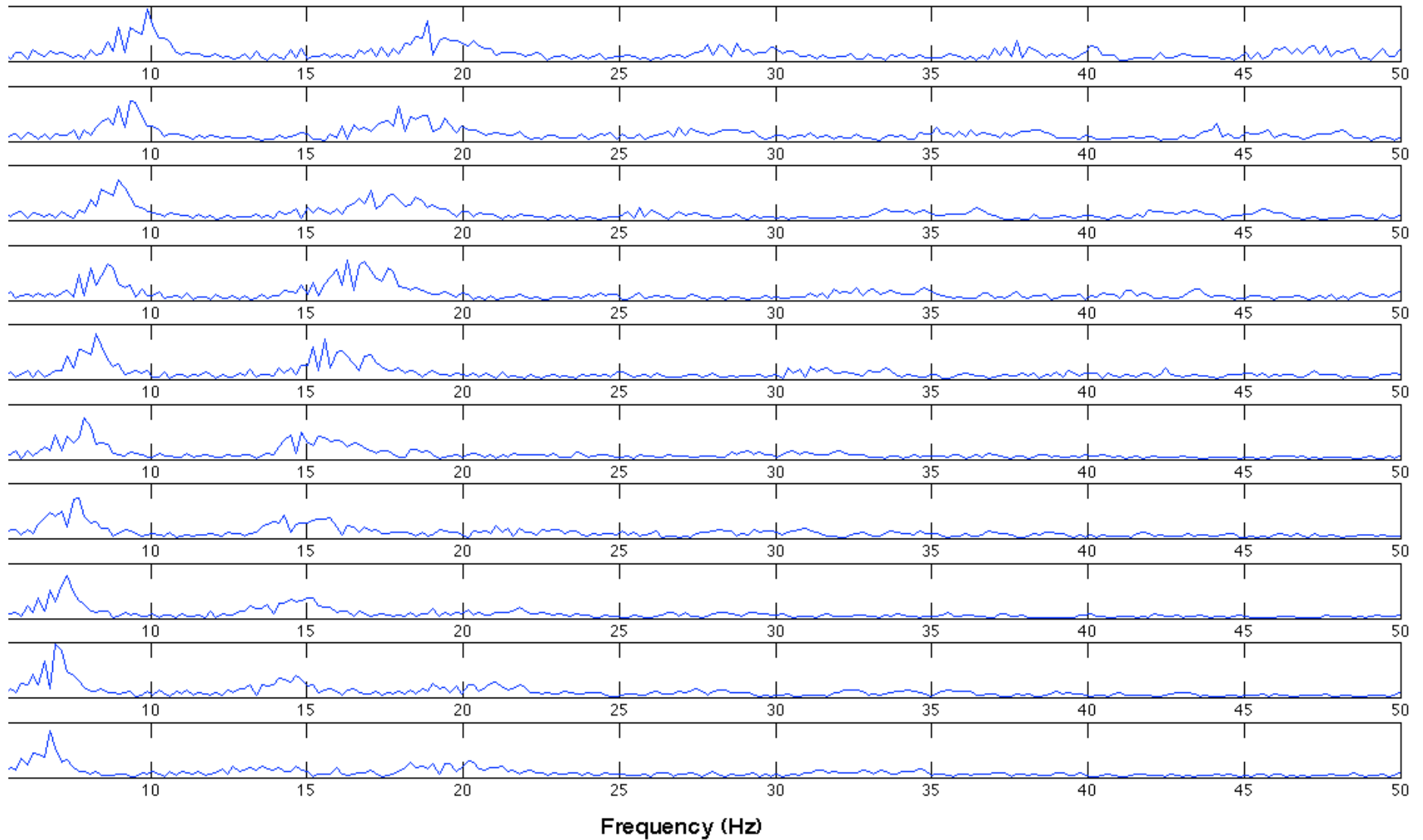
- Natural Surfaces
- Classify based on frequency components
- Accuracy of  $95 \pm 4\%$



# Experimental Setup



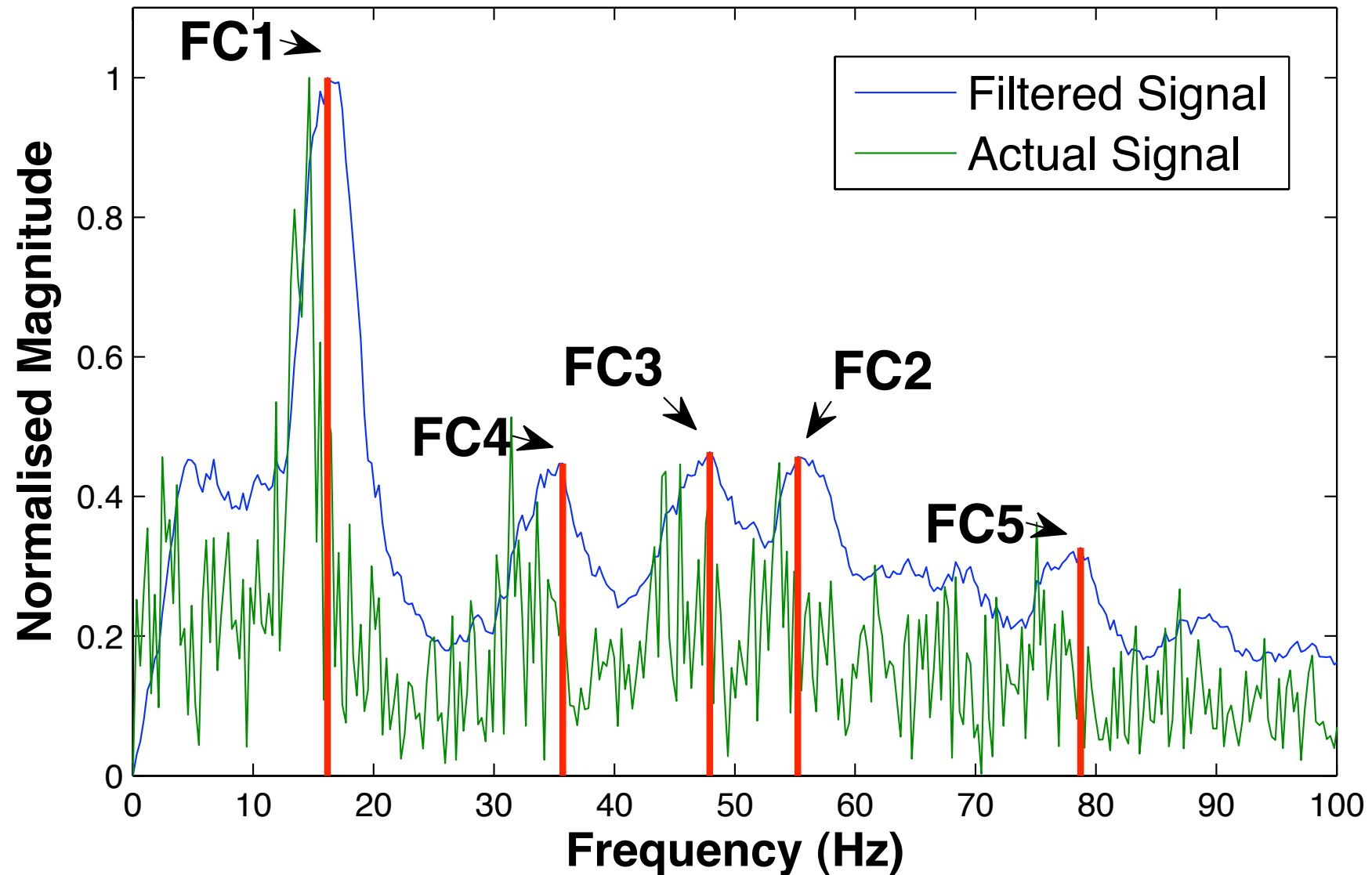
# Training





# Typical Frequency Response

## Frequency Spectrum (Carpet I)



# Sample Classifier Output

(PVDF<sub>1</sub><sup>1</sup>, PVDF<sub>1</sub><sup>2</sup>, PVDF<sub>1</sub><sup>3</sup>, PVDF<sub>2</sub><sup>1</sup>, PVDF<sub>2</sub><sup>2</sup>, PVDF<sub>2</sub><sup>3</sup>,  
PVDF<sub>3</sub><sup>1</sup>, PVDF<sub>3</sub><sup>2</sup>, PVDF<sub>3</sub><sup>3</sup>, PVDF<sub>4</sub><sup>1</sup>, PVDF<sub>4</sub><sup>2</sup>, PVDF<sub>4</sub><sup>3</sup>,  
SG\_AVG<sub>1</sub>, SG\_AVG<sub>2</sub>, SG\_AVG<sub>3</sub>, SG\_AVG<sub>4</sub>,  
SPEED, Material Class)

SPEED = 20: NB 1

SPEED = 25: NB 2

SPEED = 30

| PVDF<sub>1</sub><sup>2</sup> ≤ 58.89

| | PVDF<sub>1</sub><sup>1</sup> ≤ 50.96

| | | PVDF<sub>1</sub><sup>1</sup> ≤ 14.34: NB 3

| | | PVDF<sub>1</sub><sup>1</sup> > 14.34

| | | | PVDF<sub>2</sub><sup>1</sup> ≤ 51.57: NB 4

| | | | PVDF<sub>2</sub><sup>1</sup> > 51.57: NB 5

| | PVDF<sub>1</sub><sup>1</sup> > 50.96

| | | PVDF<sub>1</sub><sup>1</sup> ≤ 62.25: NB 6

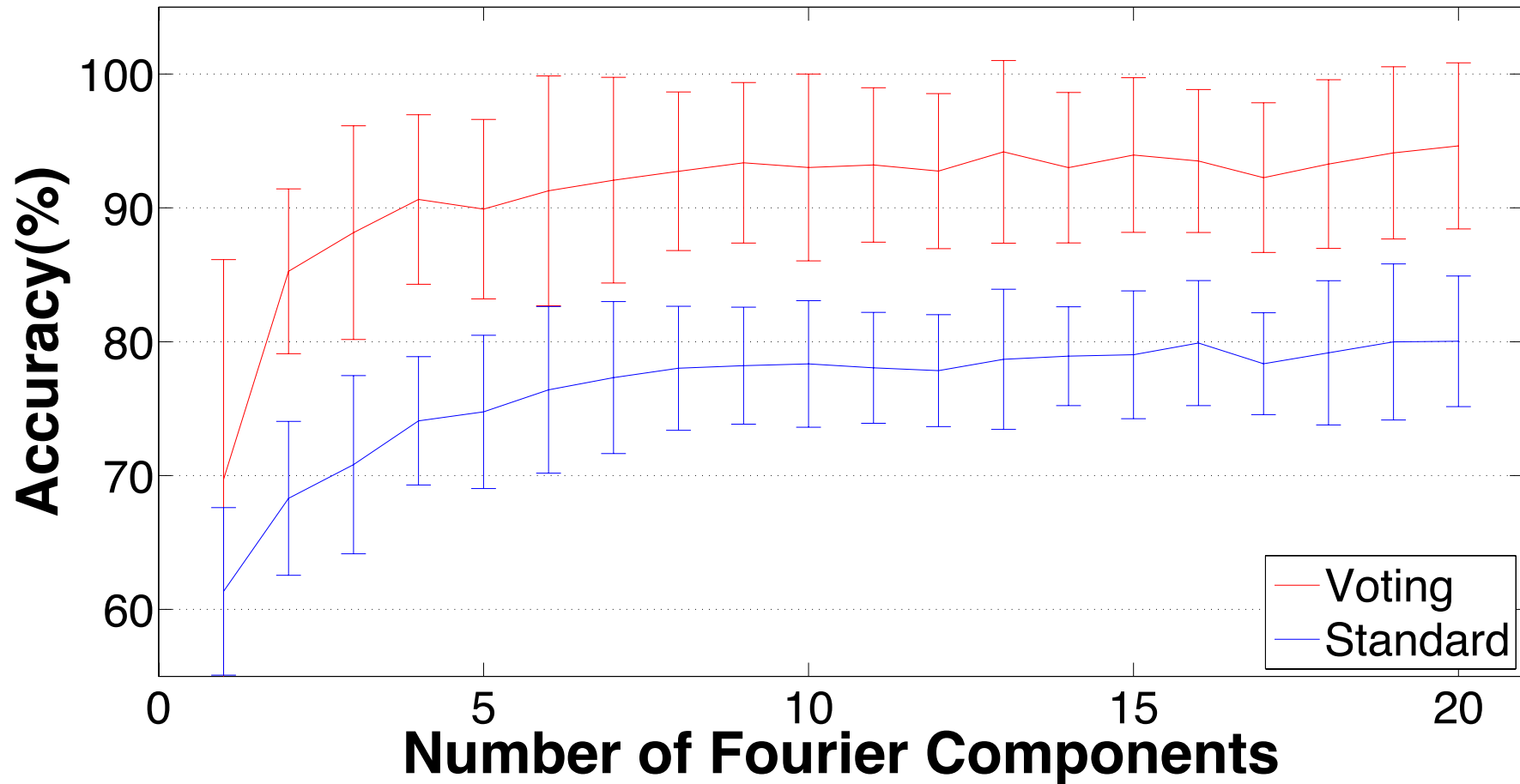
| | | PVDF<sub>1</sub><sup>1</sup> > 62.25: NB 7

| PVDF<sub>1</sub><sup>2</sup> > 58.89: NB 13

PVDF Fourier components  
Strain Gauge average

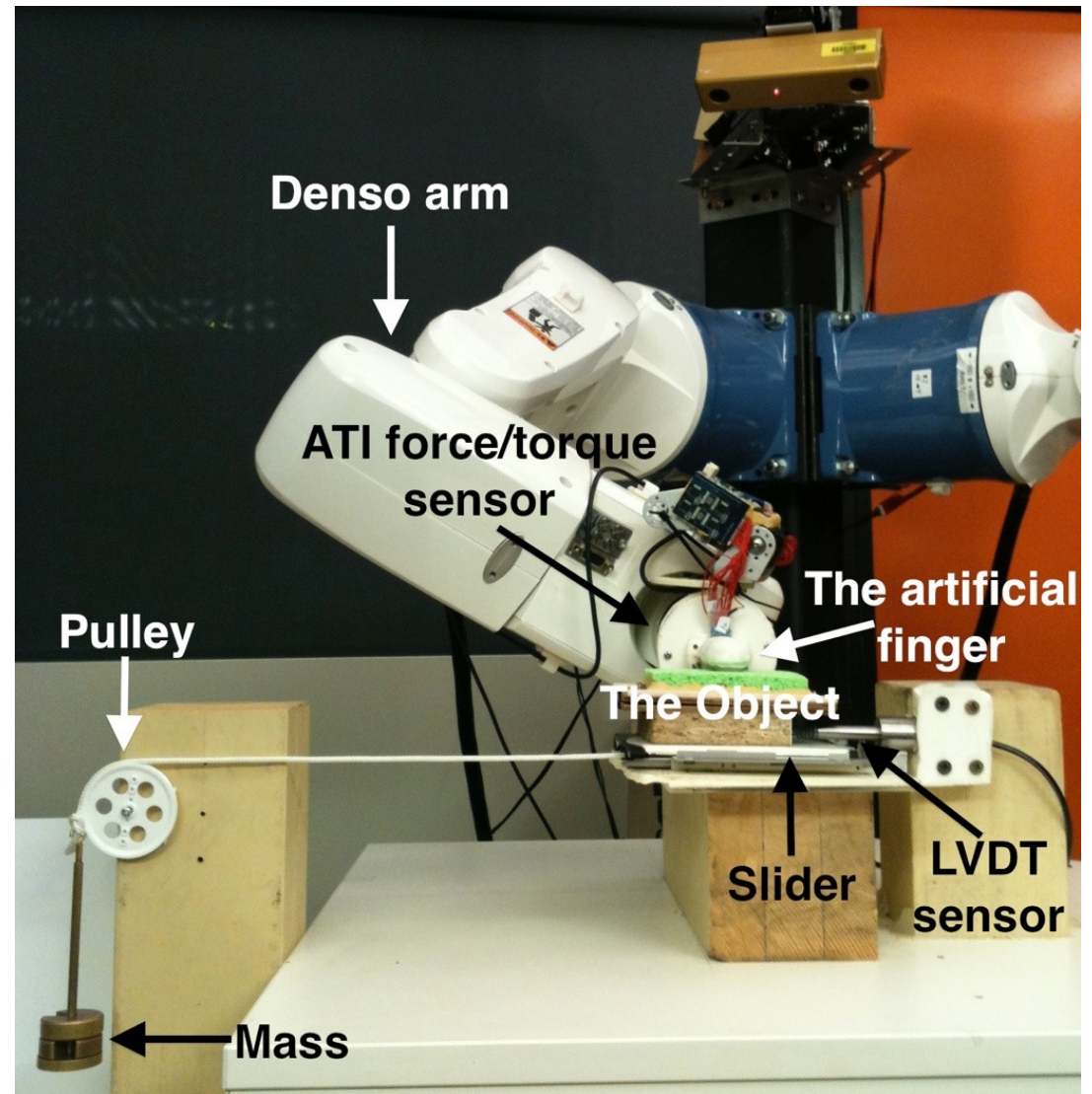
# Texture Classification Results

## Boosted NBTree classifier accuracy

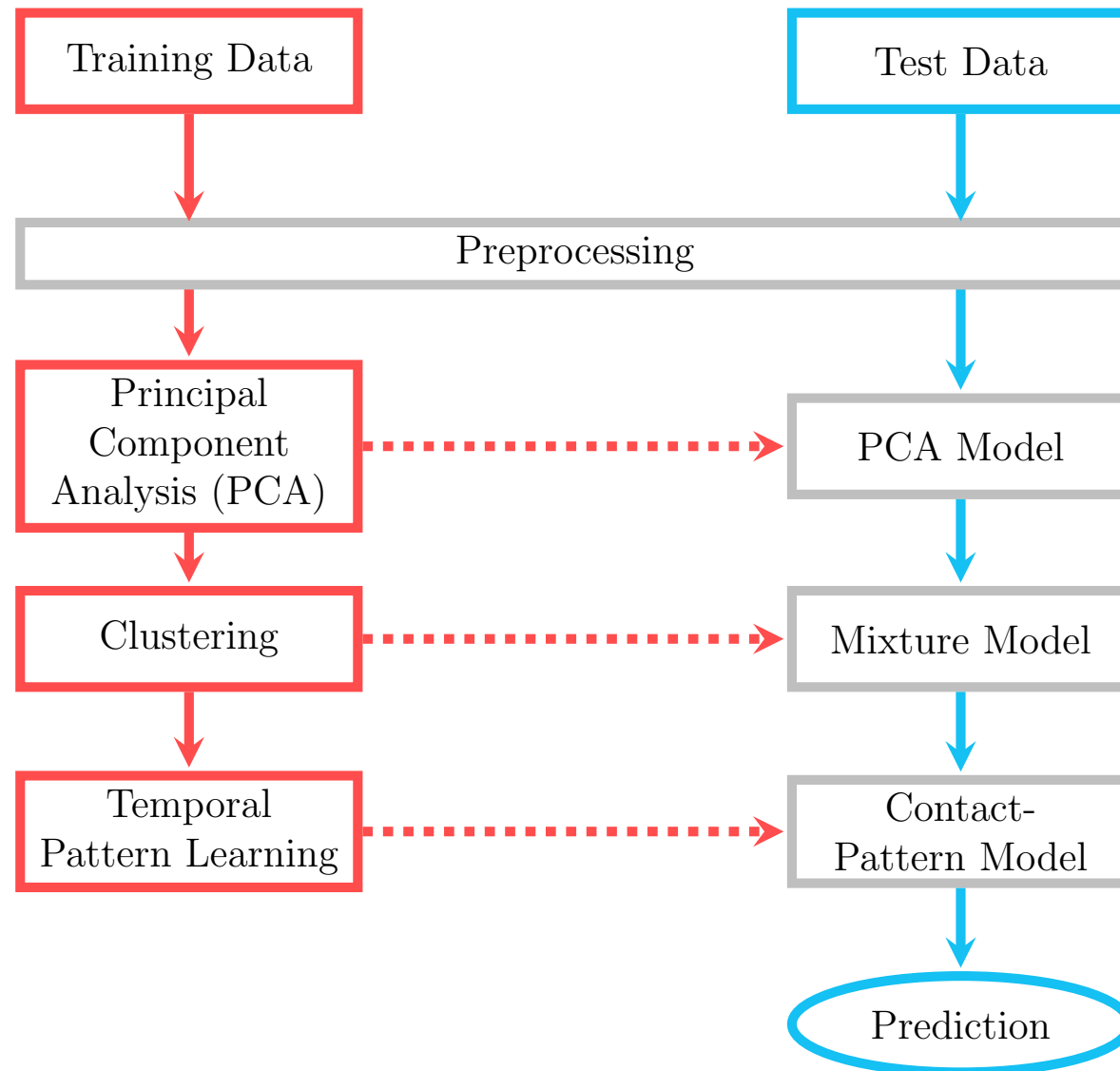


# Slip Prediction

- Perform time-domain analysis to predict slip
- Seven objects
- Predict slip at least 100ms before it happens with 96% accuracy

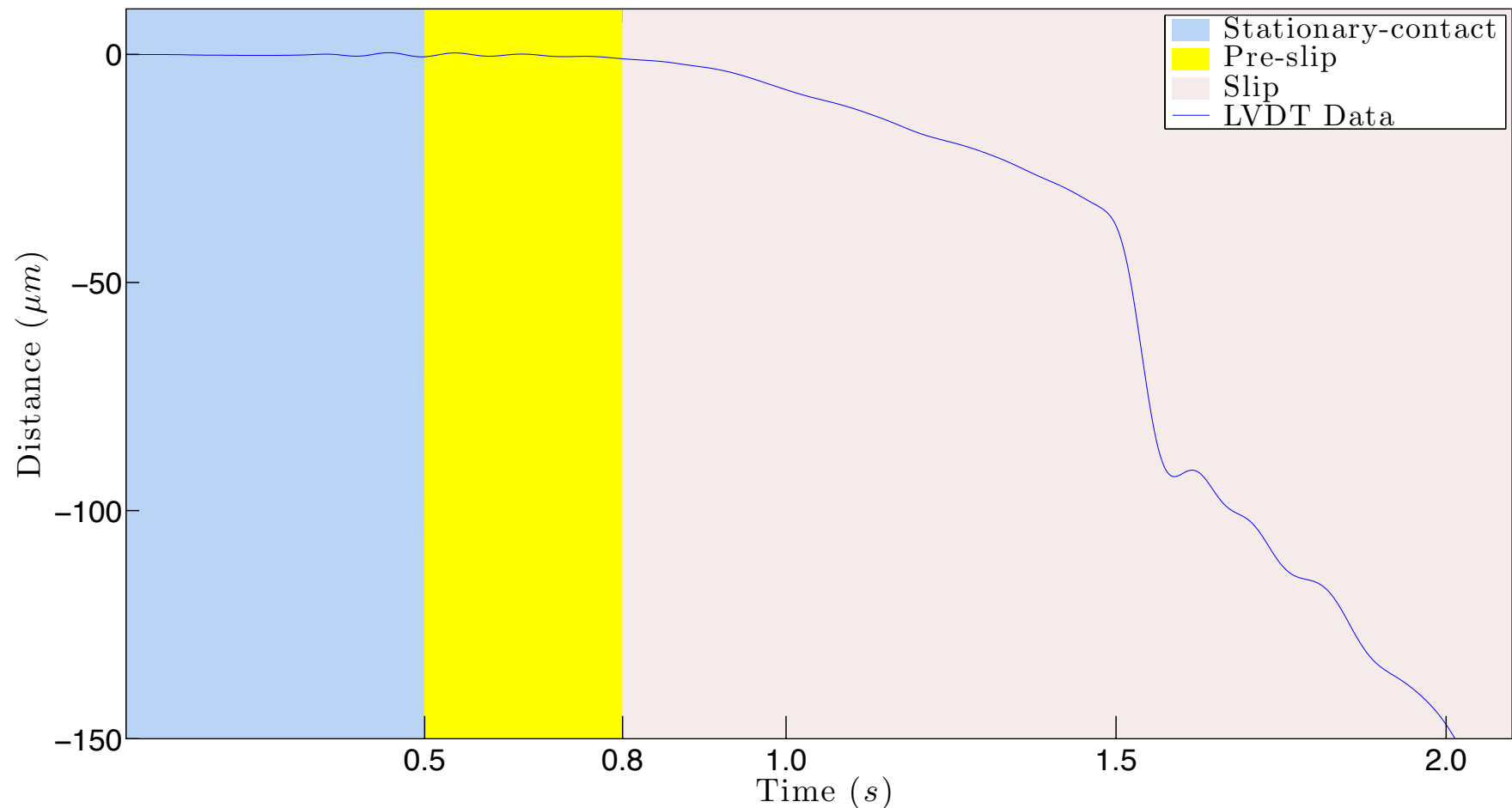


# Methodology



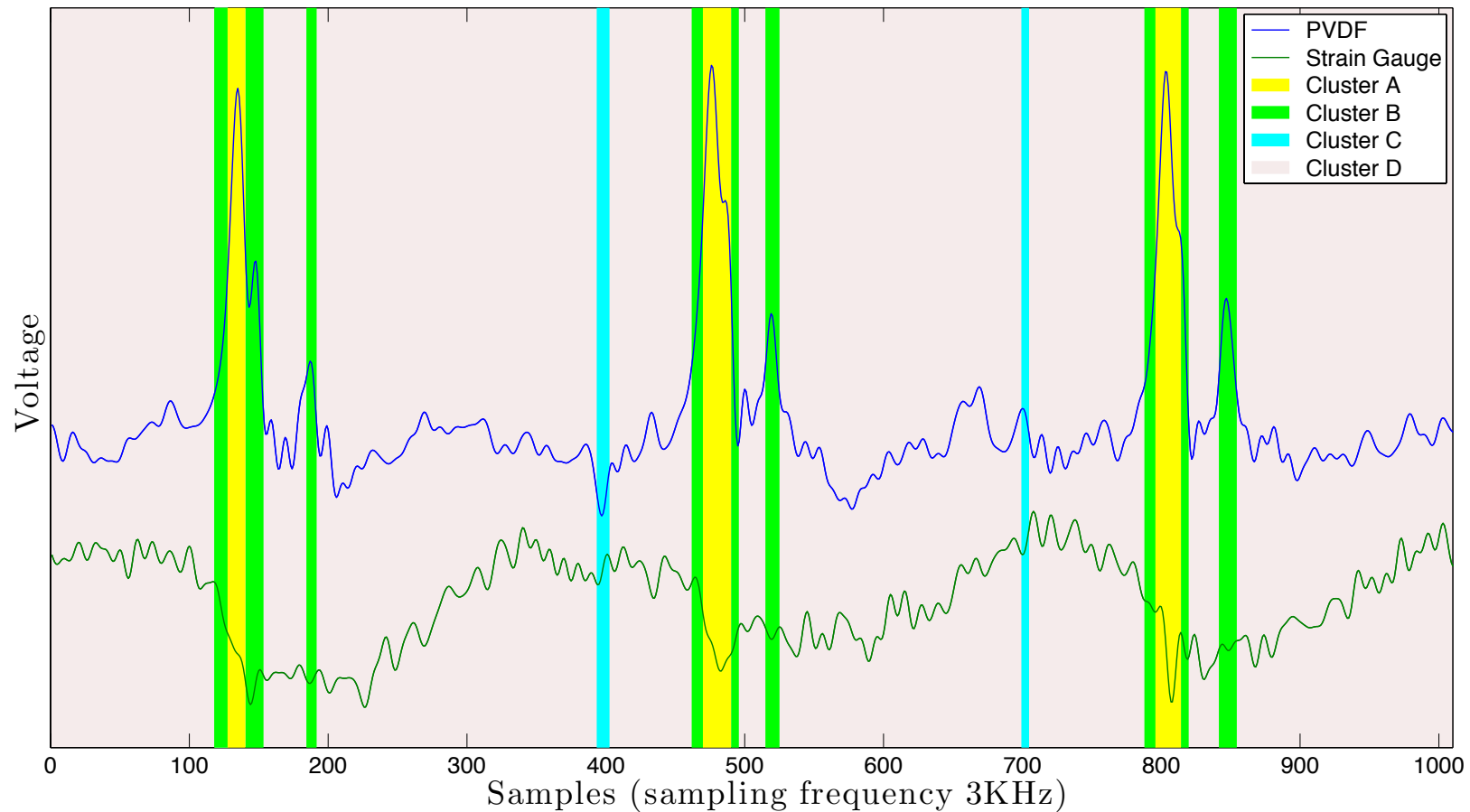
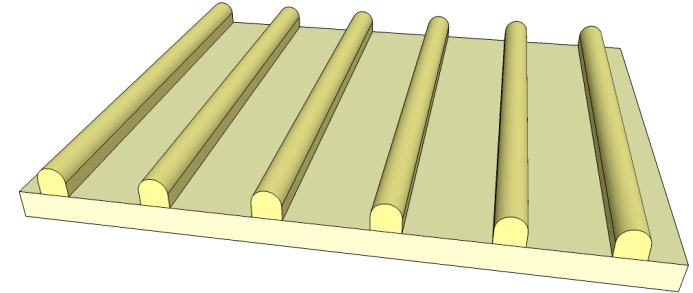
# Preprocessing

Sequences are labelled using high resolution linear variable differential transformer (LVDT), which is a linear distance sensor.



# Dimensionality Reduction

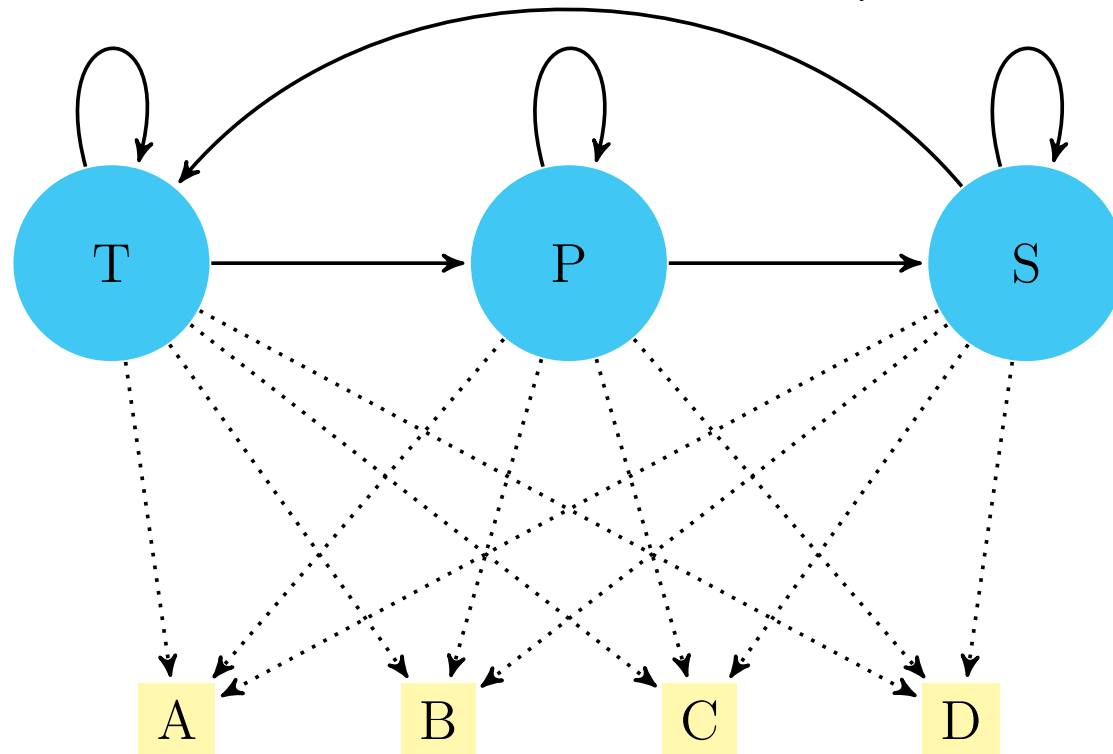
Build Gaussian mixture models using minimum message length as the optimisation criterion



# Learning Patterns

$V_{original} = \{BCCDDCAAAABAABBBB\dots\}$

$V_{labelled} = \left\{ (B,T)(C,T)(C,T)(D,T)(D,T)(C,P)(A,P)(A,P)(A,P)(A,P)(B,S) \right.$   
 $\left. (A,S)(A,S)(B,S)(B,S)(B,S)(B,S)\dots \right\}$



A,B,C and D: membership of a particular cluster



# Experimental Setup

