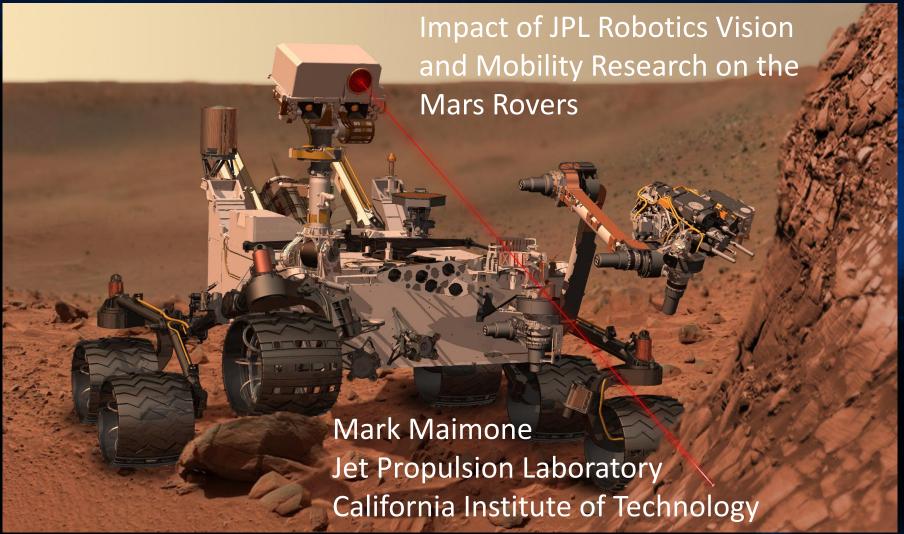


A Martian Vision:

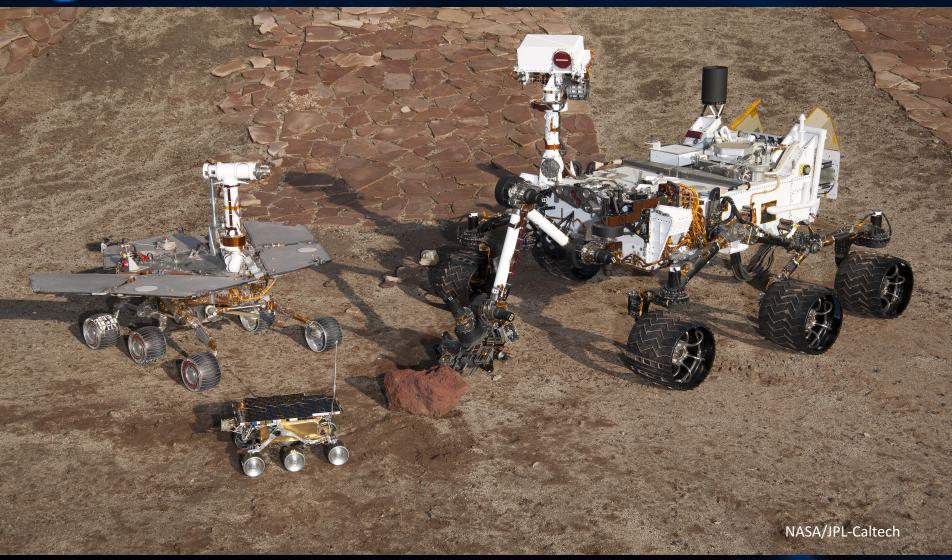


Artist's Concept. NASA/JPL-Caltech

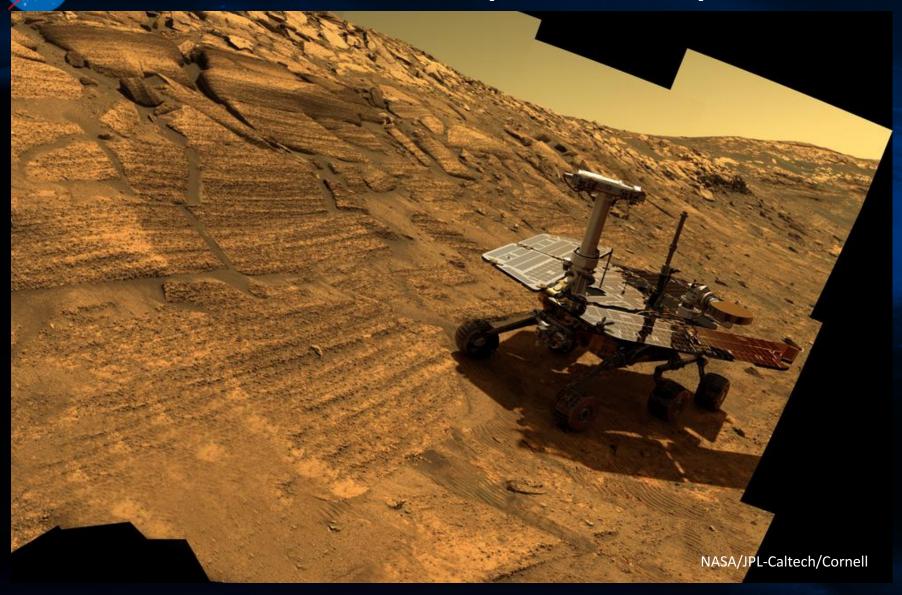
Copyright © 2016 California Institute of Technology. U.S. Government sponsorship acknowledged.



Mars Rover Family Portrait

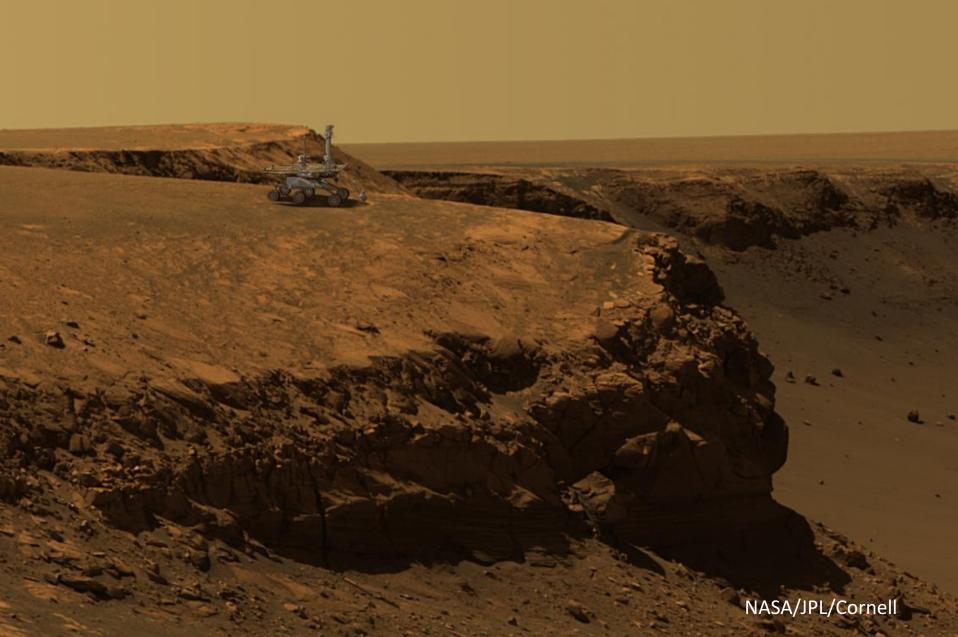


Mars Rovers Explore Slopes





And Craters



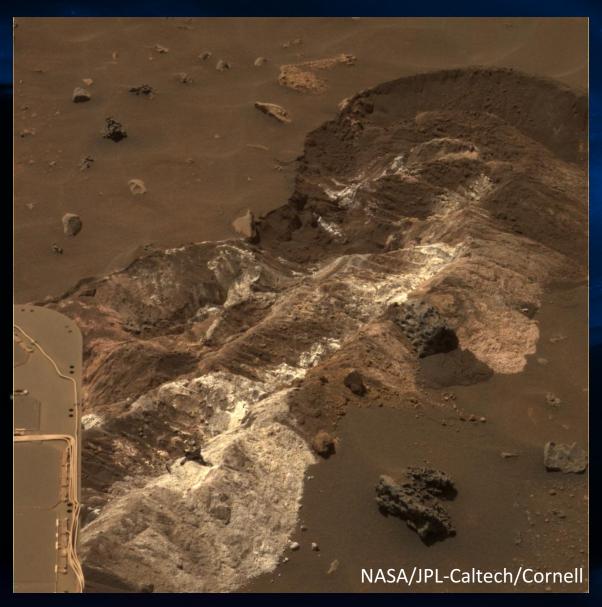


And Mountains





And Discover Buried Treasure





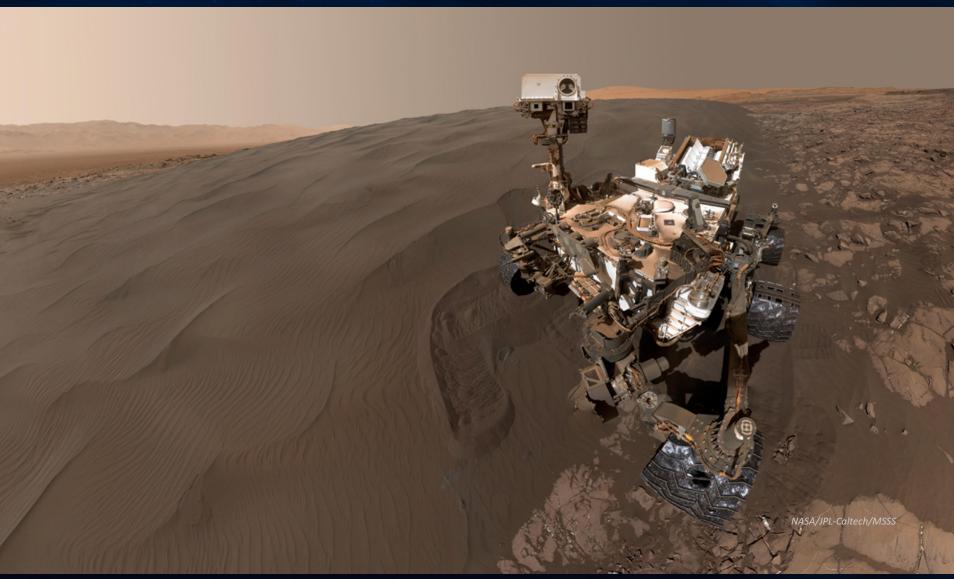
And Overcome Obstacles



Section 347 Senior Staff Lecture

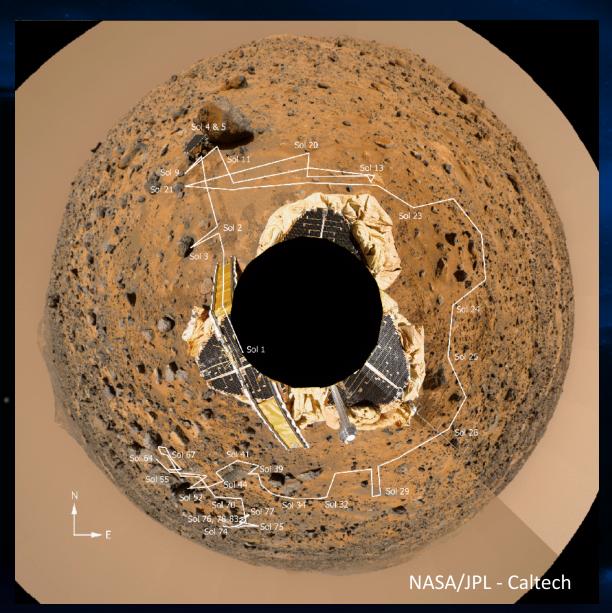


And Explore Novel Terrains



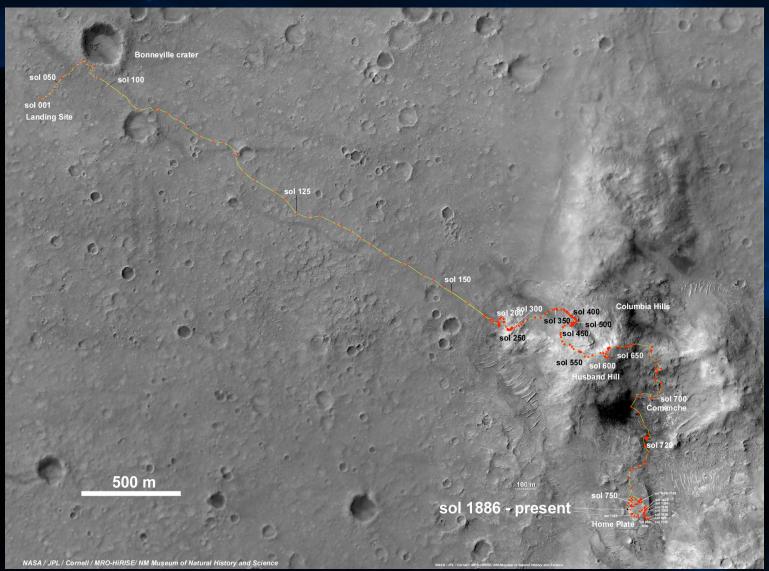


Sojourner drove 0.1 km in 0.3 years



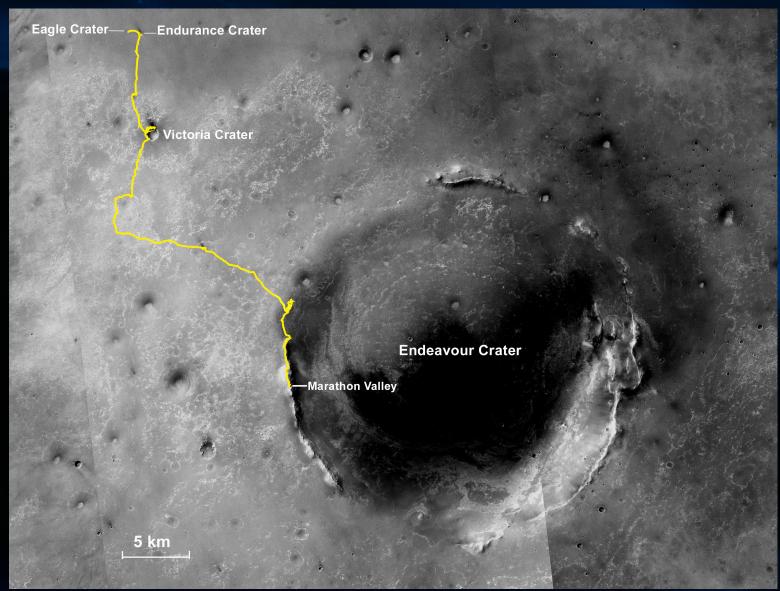


Spirit Drove 7.7 km in 6 years



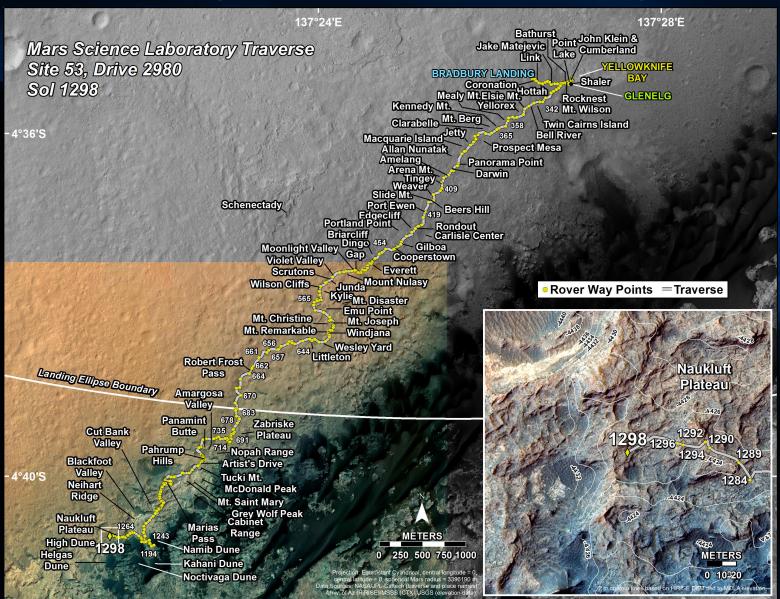


Opportunity Drove 43 km in 12.3 years





Curiosity Drove 13 km in 3.7 years





Flight Rover Specs

	Sojourner	MER	MSL
CPU	80C85	BAE RAD6000	BAE RAD750
MHz	2	20	133
RAM (Mbytes)	0.56	128	512
Non-volatile storage (Mbytes)	0.17	256 flash	4,096 flash
Stereo Pixels processed per step	20	10,000 - 50,000	40,000 - 200,000



How Did We Get Here?



Research Rovers Go Way Back



SLRV (1964) (JPL and GM)



Robby (1990)
Section 347 Senior Staff Lecture



Blue Rover (1986)



Rocky 4 (1992)

NASA/JPL-Caltech



Early Rocker/Bogie Prototype





Blue Rover





Robby





HMMWV





Rocky 3 Laser Stripe





Rocky 4





Rovers in 2001





Sojourner / Marie Curie



Developed by JPL (1994 - 1997) for Mars mission

After successfully arriving at Mars on 4 July 1997, Sojourner acquired images and analyzed rocks for nearly three months

A cousin of Rocky 7, Sojourner derives its design from the Rocky 4 prototype

Driven for a *total distance* of around 100 meters during its lifetime on Mars

NASA/JPL-Caltech



Rocky 7



Developed by JPL
(1996-2001+) for long
(> 10m) traverses
Rocker-bogey
suspension
Includes two
manipulators:
extendible mast,
sampling arm

NASA/JPL-Caltech



FIDO



NASA/JPL-Caltech

Developed by JPL (1998 – 2001+) for field training of scientists, preparing for (postponed) Mars Sample/Return mission Concept **Rocker-bogey suspension** Includes extendible mast, coring drill Automated return-to-lander

capability



Athena Software Development Model



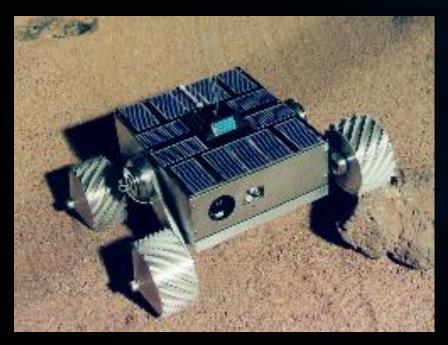
NASA/JPL-Caltech

Developed by JPL (1998 - 2000)
as prototype for Mars Sample
Return rover Concept
Uses FIDO chassis, but with
spaceflight-equivalent electronics
Superceded by new requirements

for 2003 Mars Exploration Rover



Nanorover



NASA/JPL-Caltech

Developed by JPL (1995 – 2001+)
as research rover, thenpart of
MUSES-C mission

4 wheels can move about central
axis, enabling rover to self-right
Planned launch in 2002
Includes spectrometer and
camera for science instruments
MUSES-CN rover being designed
for microgravity environment



JPL Stereo Vision

Robotics Development: Rover Stereo Vision

Rover Stereo Vision





Mars Pathfinder
Fast mapping
enabled of terrain
around lander;
mission planning
critical

MER

Stereo-vision is selected as sole 3-D sensor for rover mission. Evolved versions of software remains essential for MSL and Mars2020

NASA - Planetary

1987-1989 Algorithm breakthrough was achieved on 3-D

perception with real-

JPL - DDF

1990 1991-92

1992-96

1997

1997-2001

2003

US Army - TARDEC

Simultaneous, synergistic programs to develop navigation and control architectures for unmanned ground vehicles. The architectures were called "Computer-Aided Remote Driving (CARD) and Semi-Autonomous Navigation (SAN) Robotics Tech
Test Vehicle
(RTTV)
Extended real-

Extended realtime stereo-vision for use in CARD for safe-guarded remote driving of HMMWV DARPA DEMO II Further extension

of stereo-vision for semiautonomous, off road navigation of robotic HMMWVs in scout mission scenarios ARL DEMO III

Maintained core competency in real-time stereo vision for autonomous navigation







NASA/JPL-Caltech

1

Courtesy Larry Matthies



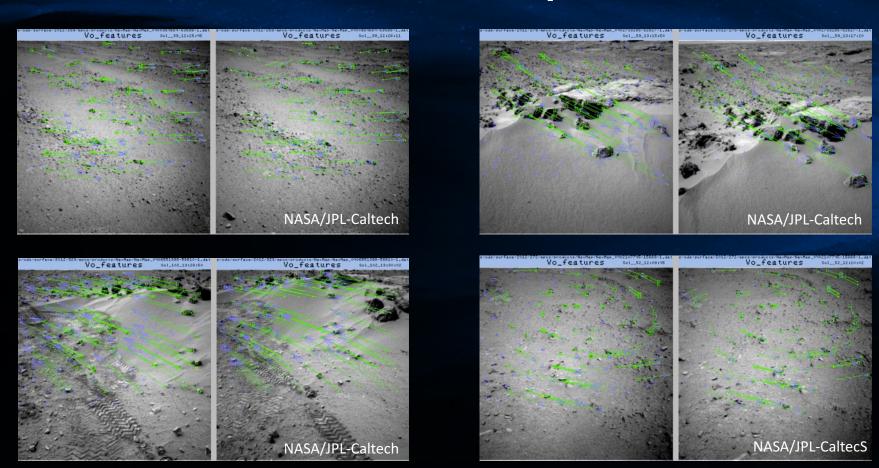
Robotics Tech used for Rovers

Visual Odometry, Slip Checks, VO Auto **Dense Stereo Vision Autonomous Terrain Assessment AutoNav and Guarded Driving Local and Global Waypoint Planning Multi-sol Driving Visual Target Tracking Simulation Rover Sequencing and Visualization Terrain Classification Autonomous Image Interpretation for Science Autonomous Fault Response Velocity-controlled Driving Precision Arm Placement Percussive Drill Cached Sample Manipulation**

. . .



Using visual odometry, the rover constantly compares pairs of images of nearby terrain to calculate its position.



Unlike terrestrial robots, Curiosity drives as far as possible between VO images



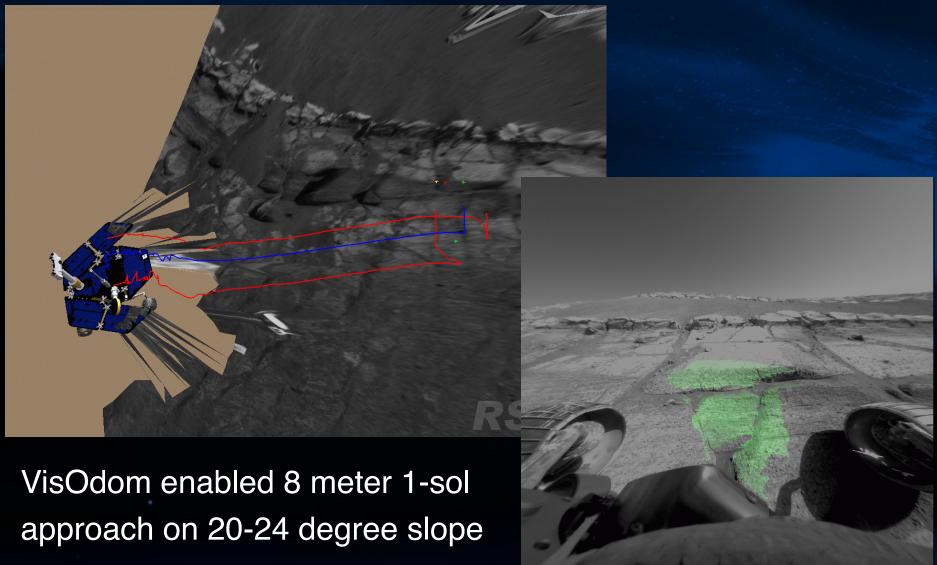
Why We Need VO: Unpredictable Slip



Looking
back at
"Wopmay"
and two
weeks of
challenging
drives.
Opportunity
Sol 272



VO Enables Fewer Approach Sols



NASA/JPL-Caltech



Visual Odometry Benefits

Visual Odometry Increases Science Return

Provides robust mid-drive pointing; even if you slip, the proper target can still be imaged

Enables difficult approaches to targets in fewer Sols; drive sequences conditional on position

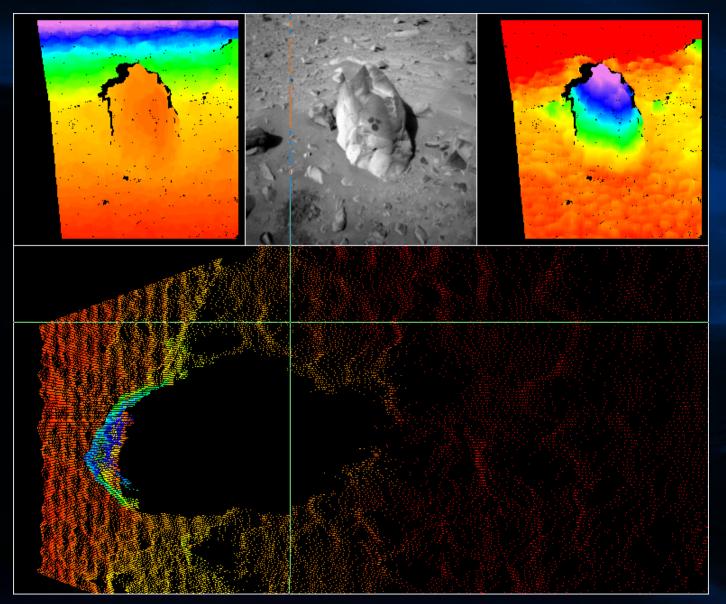
Visual Odometry improves Rover Safety

Keep-out zones; if you slide too close to known hazards, abort the drive

Slip checks; if you're not making enough forward process, abort the drive

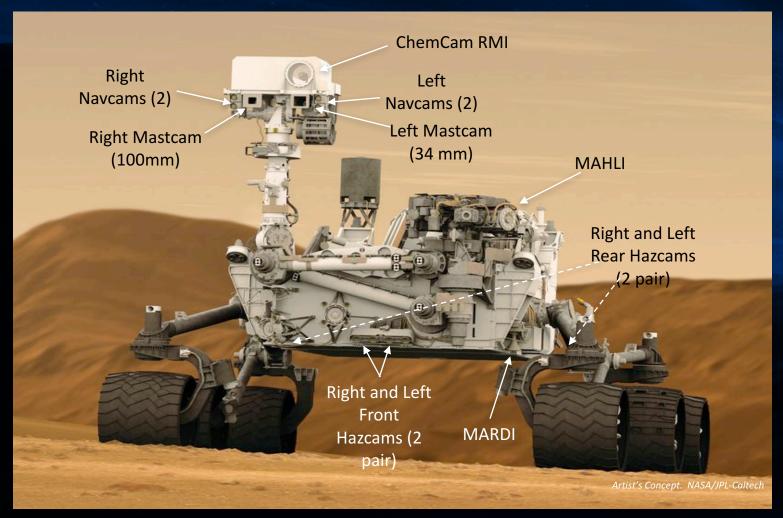


Onboard Dense Stereo: Spirit's Navcam





Curiosity has 17 cameras



However, only the Hazcams and Navcams are tied into the auto-nav software.

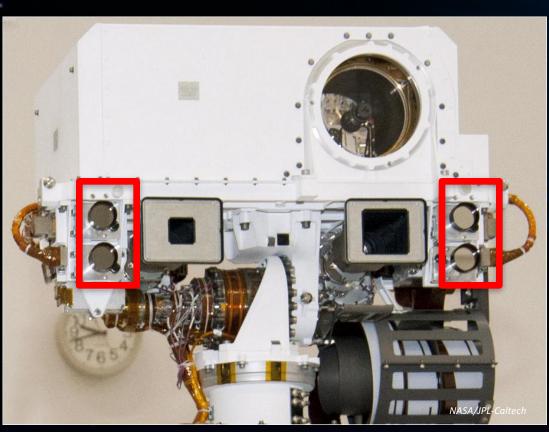
Section 347 Senior Staff Lecture

The hazard avoidance cameras give a 120° wide angle view of the area near the rover. Front cameras have 16cm baseline, rear cameras have 10cm baseline.





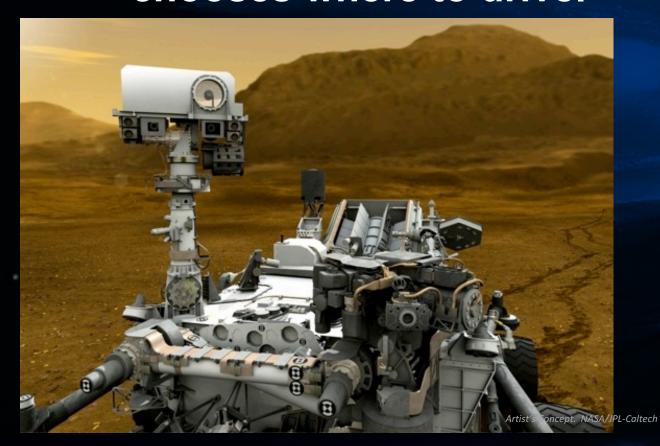
The 45° navigation cameras are almost 7 feet off the ground with 42cm baseline, providing good views over nearby obstacles or hills and into ditches.





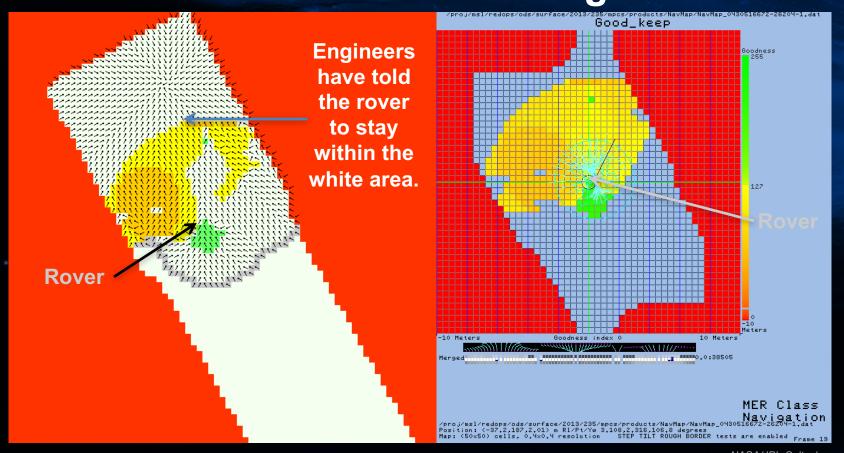


During nominal auto-nav, the rover stops every 0.5-1.5 meters, takes 4 sets of images, evaluates hazards, and then chooses where to drive.



Auto-nav extends directed drives into previously unseen terrain

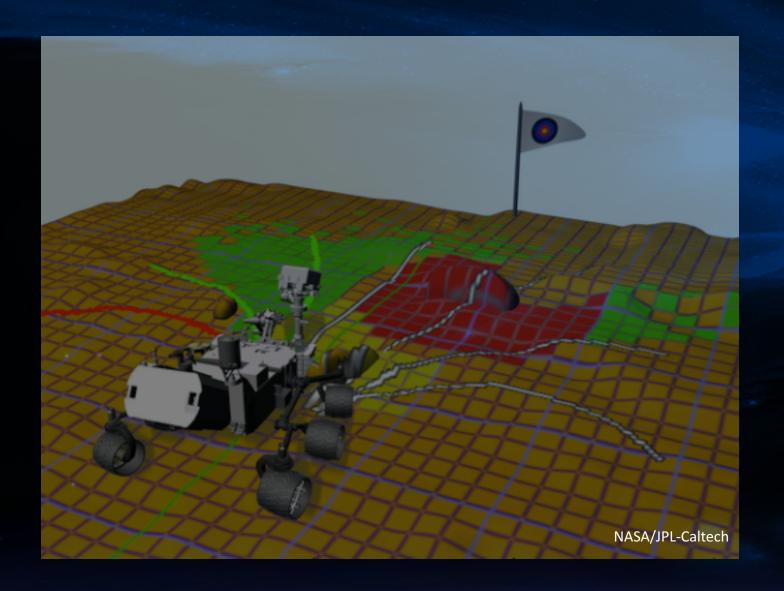
The rover reduces a stereo point cloud into a configuration space, labeling unsafe areas red and safe areas green.



NASA/JPL-Caltech

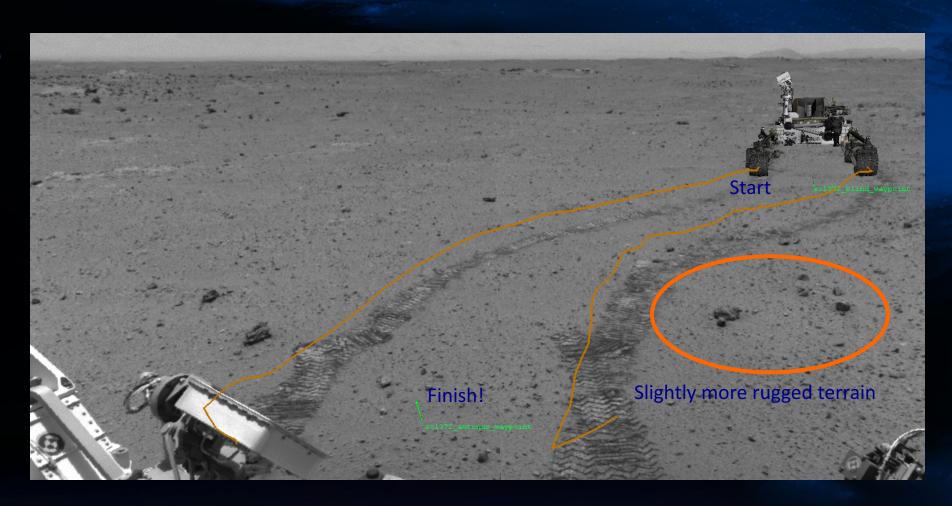


Watch "Rover Navigation 101" online for deets.



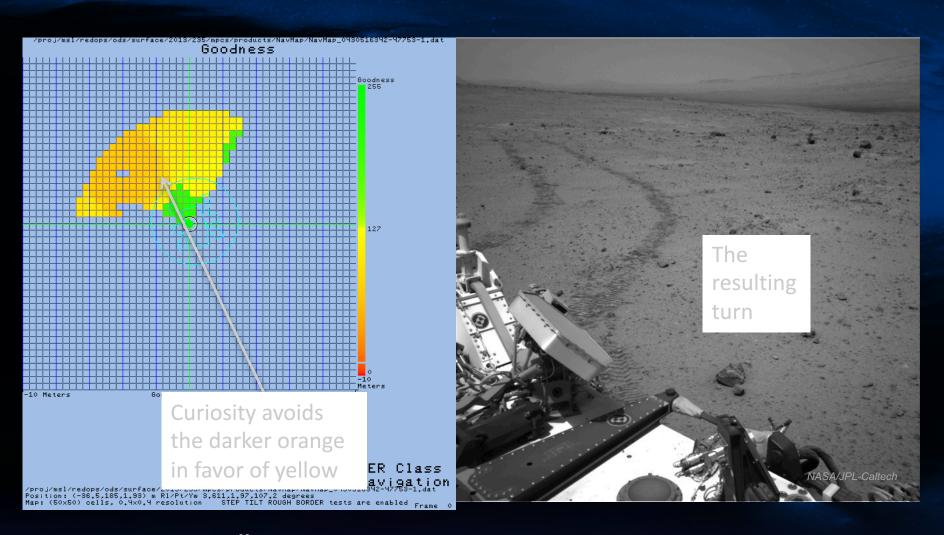


Wheel tracks after the first auto-nav drive on sol 372 show that Curiosity chose to drive around a little mound of loose rock.



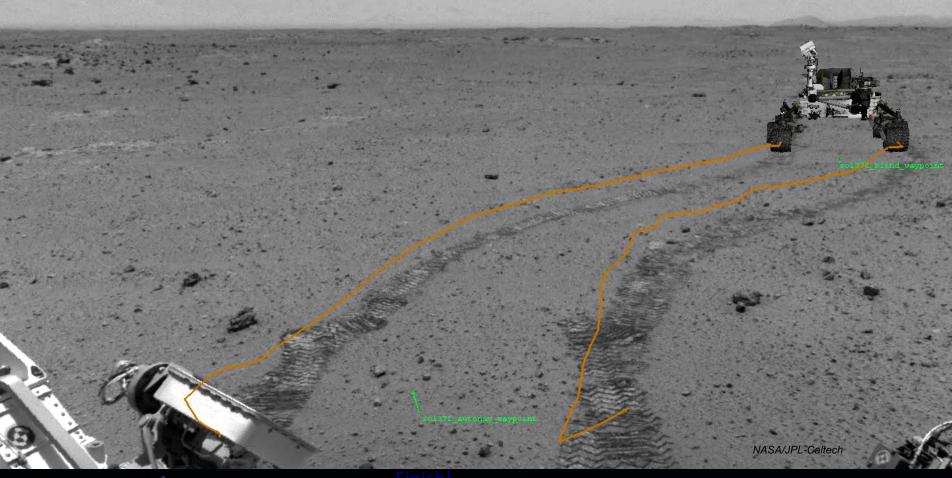


Curiosity's map and tracks show this decision to turn was based on her evaluation of the terrain.





Animation of Curiosity's actual Sol 372 drive over a picture of her tracks



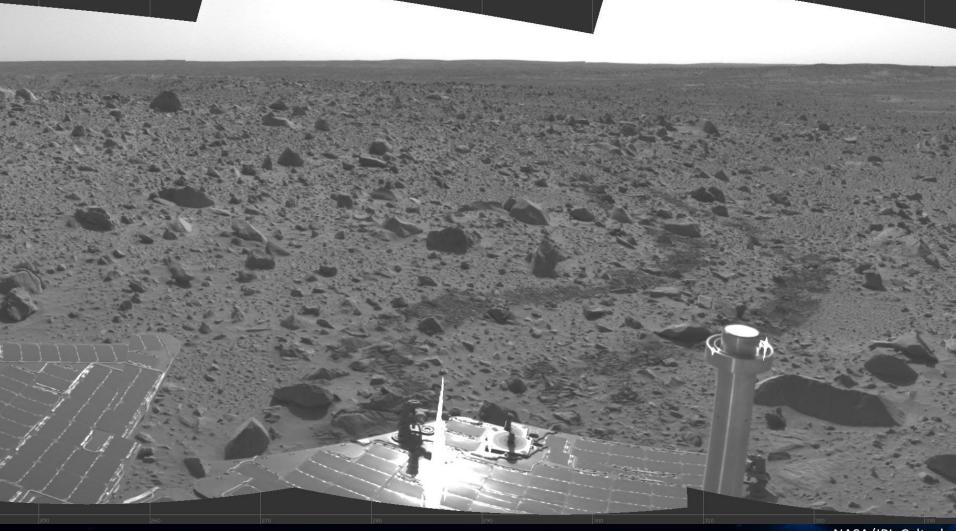
Finish!







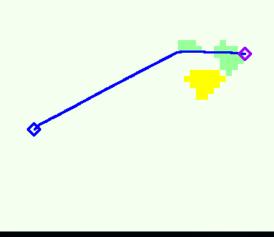
Spirit Sol 107: Avoiding Rock Pile





D* Global Planner in the lab



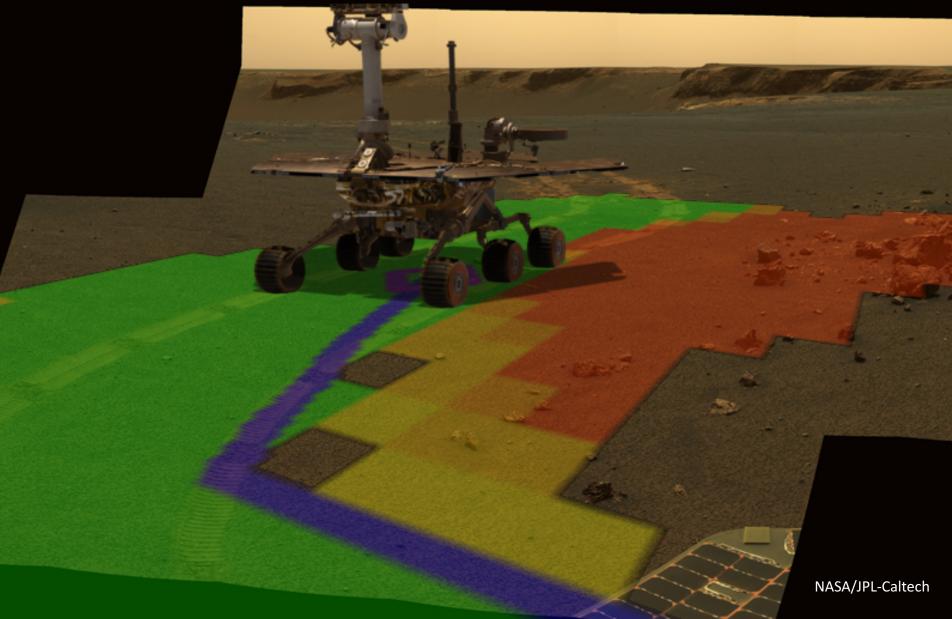


Overhead Imagery

Field D* Cost MapNASA/JPL-Caltech

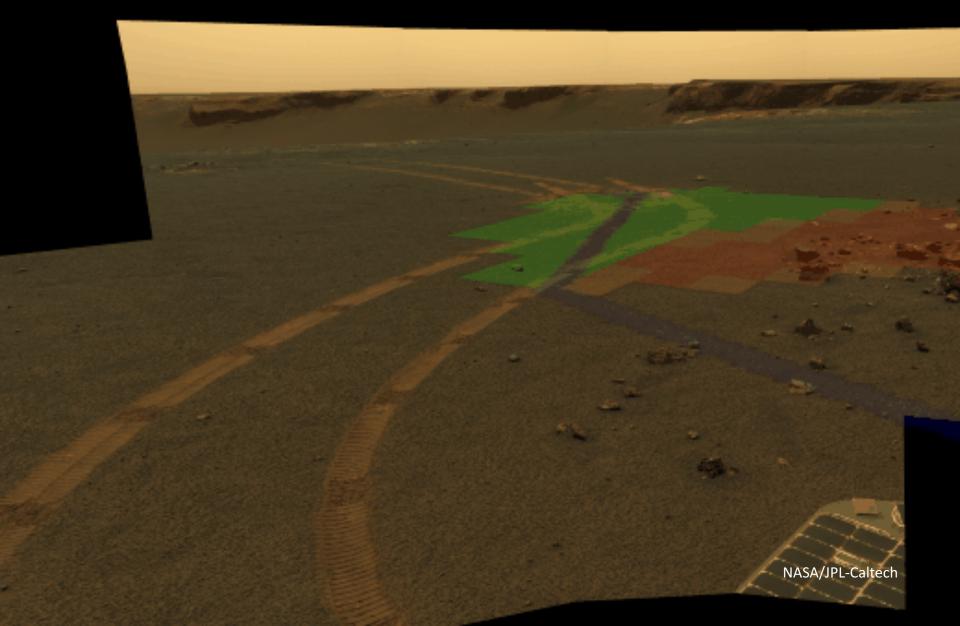


D* Global Planner on Opportunity



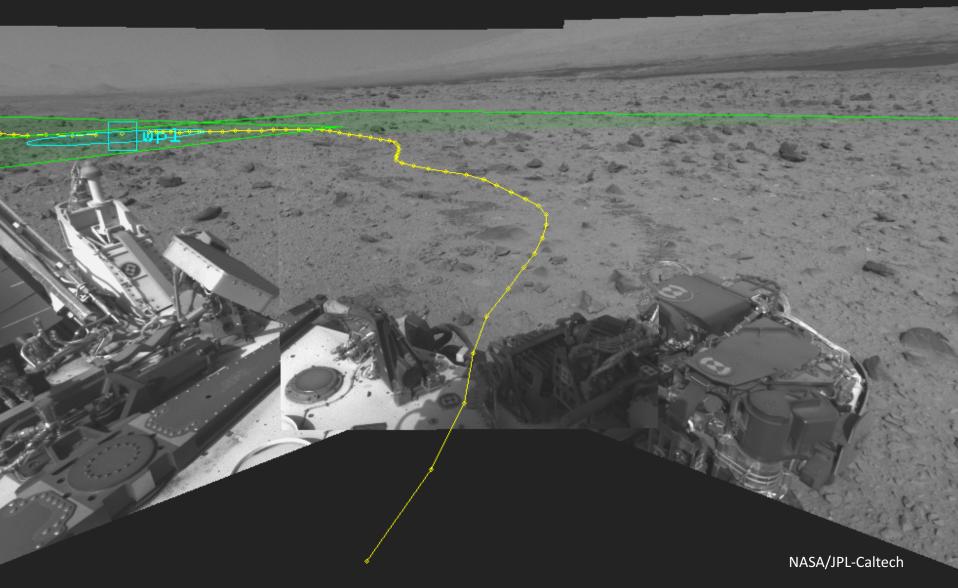


D* Global Planner on Opportunity



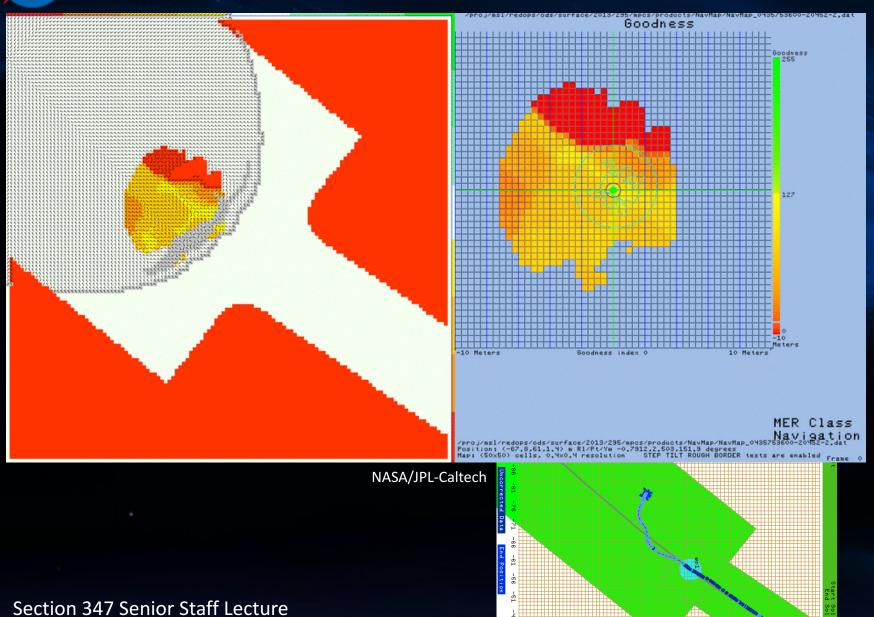


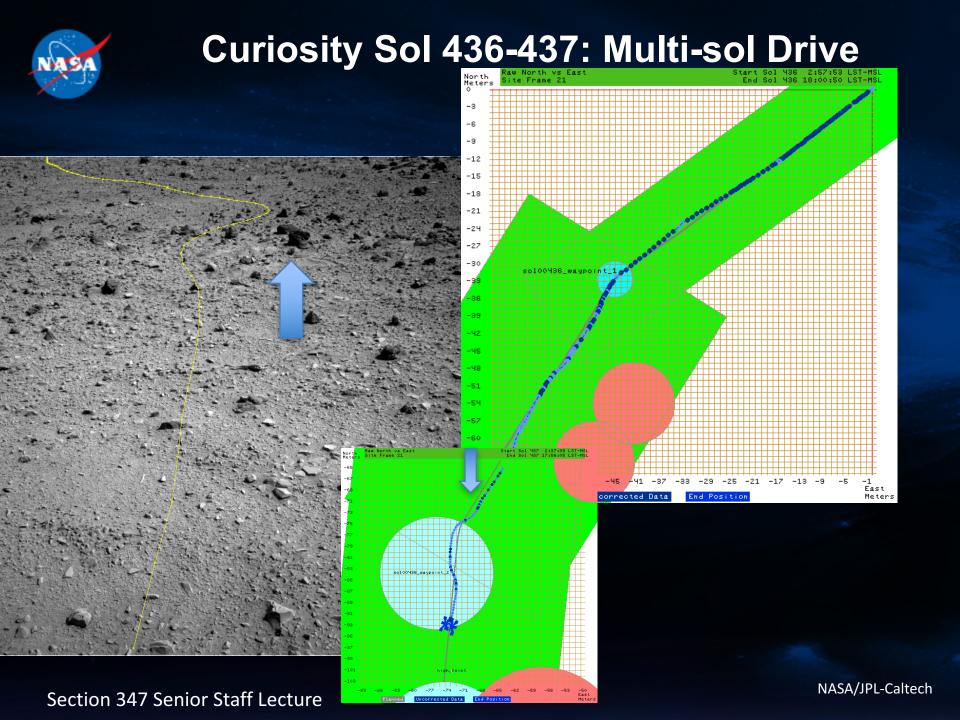
Curiosity Sol 431: Avoiding Rocks





Curiosity Sol 431: Avoiding Rocks







Opportunity Drives through Sol 410



Driving Modes:

Blind
Autonav

Visodom



Spirit Drives through Sol 418





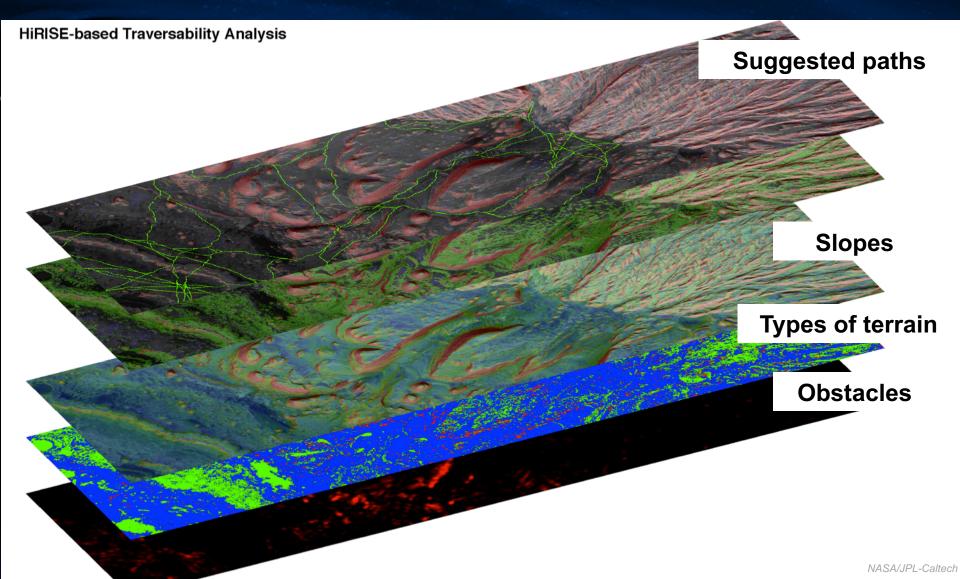
Visual Target Tracking



Sol 743 Sol 923 Sol 967
NASA/JPL-Caltech



Data from the Mars Reconnaissance Orbiter helps "see" several kilometers ahead, allowing for long term planning.





Autonomous Science: AEGIS





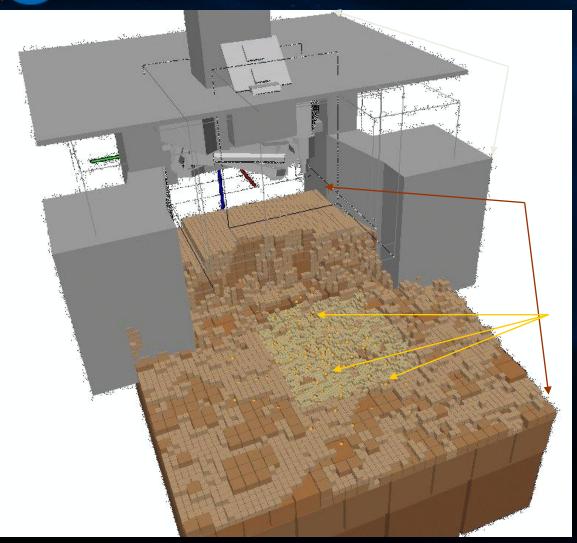
NASA/JPL-Caltech

Autonomous Science processing now performed onboard: automatic detection of Dust Devils and Clouds

Conserves downlink bandwidth, transmitting only those data known to be interesting



Autonomous Arm Placement: Spirit



Rover Exclusion Zones

High resolution terrain model processed onboard

Potential IDD Placement targets

NASA/JPL-Caltech



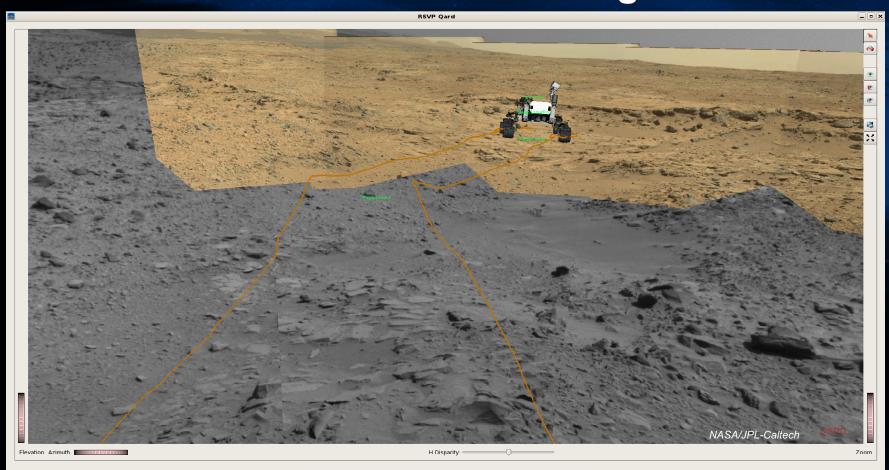
A previous day's images are fed into the Rover Simulation Visualization Program (RSVP) and 3D meshes are created.



Rover drivers wear shuttered 3D goggles to view stereo imagery and 3D meshes

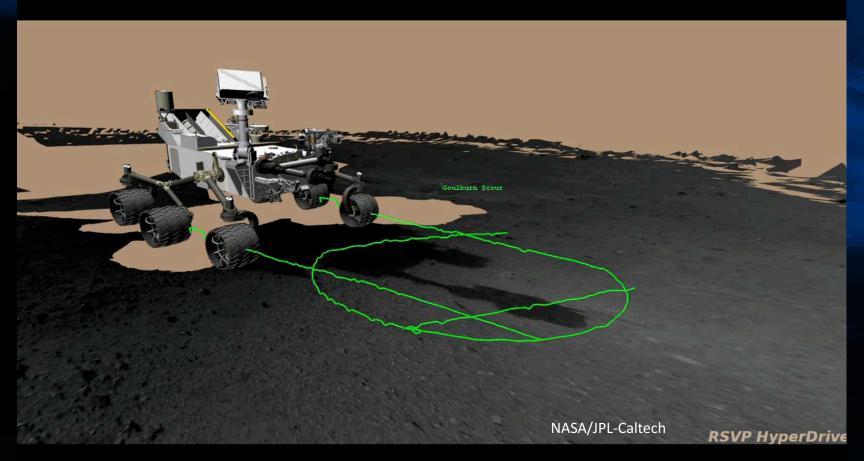


The Rover Simulation Visualization Program (RSVP) projects simulated drives into all available images.





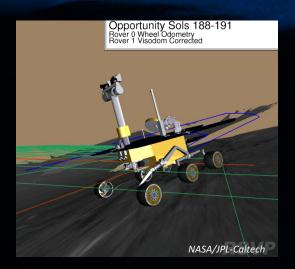
For "directed driving," drivers command the rover to move a certain distance over ground that they know is safe.



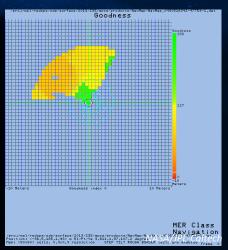
This is the fastest way to drive, because no predictive hazard processing is done, but distance is limited by what people can see. Curiosity will always stop the drive if a fault is detected!



Curiosity Lets Human Drivers Choose the Level of Autonomy on Each Drive



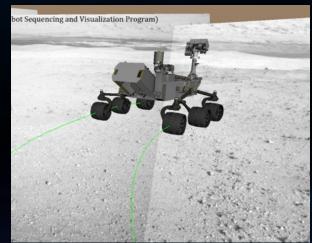
Visual odometry, or Slip Check + "Auto"



Auto-navigation; Geometric Hazard Detection and Avoidance



Visual Target Tracking



Directed driving



Unexpected Challenges!



Sol 122: VO vs IMU

- By convention, any VO updates that measure more attitude change than the IMU does will be rejected; we tend to trust the IMU, especially over short distances
- On Sols 122-124, Curiosity drove using Visual Odometry (VO), but several VO updates were rejected!
- Turned out that VO was right! A parameter caused the IMU gyro-based attitude estimator to reject changes under high accelerations
- No more issues since updating that parameter
- VO updates have failed to converge just 34 times out of 10,086 attempts as of sol 1294, and only 14 times for actual lack of texture; 38 48% and only 14 times for actual

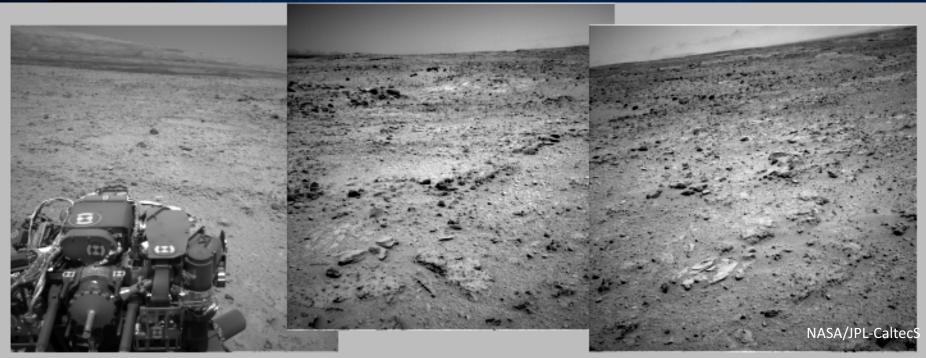


On sol 455, Curiosity Tried Multi-sol Driving again

- Multi-sol driving succeeded on sols 435-436!
- But the second try was halted by a drive stall, and interesting D* behavior on the first day, sol 455.



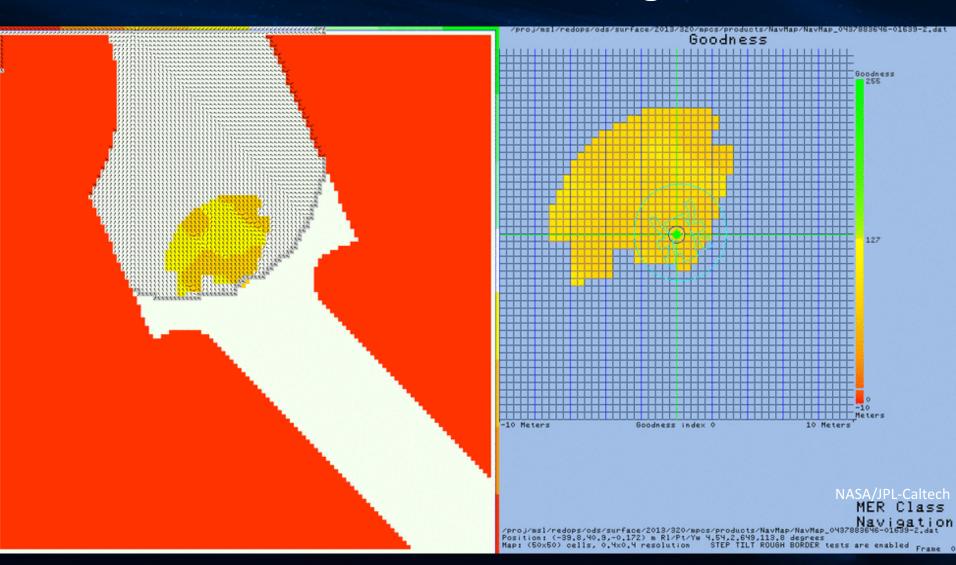
A Rover's-eye view of the Autonomous Portion of the sol 455 drive



11:59:02___./ImgImageLocoN1_0437883156-15288-1.pds

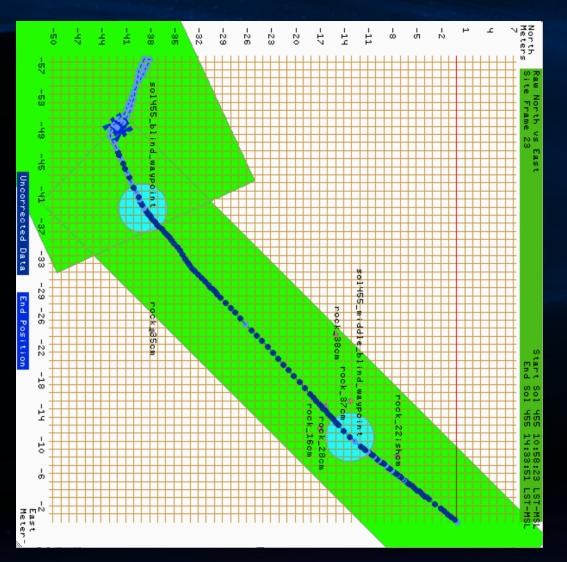


Then, boxed in by Keepin Zones, D* tried backtracking!





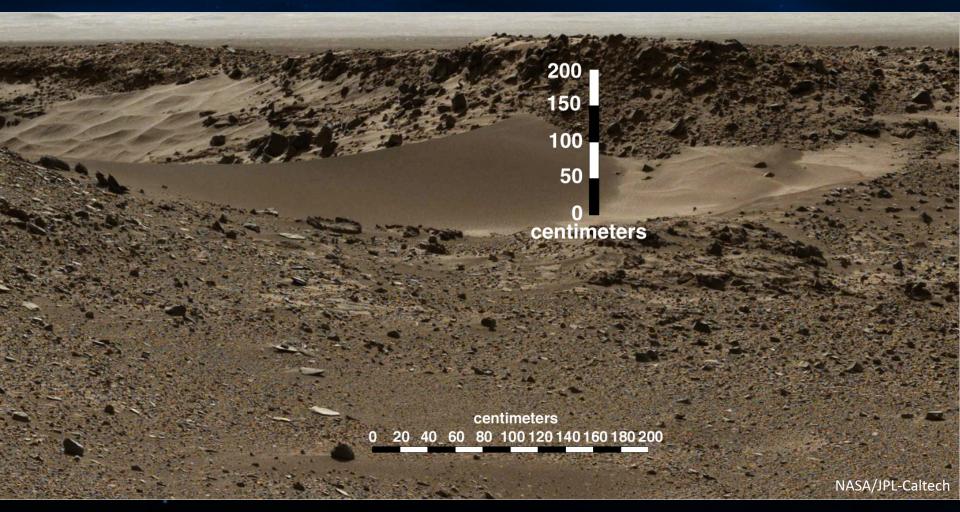
On sol 455, Curiosity encountered a small crater and began to drive around it



Small light blue dots represent the imaging steps



Sol 533-535: Dingo Gap





Sol 535: Climbing Over



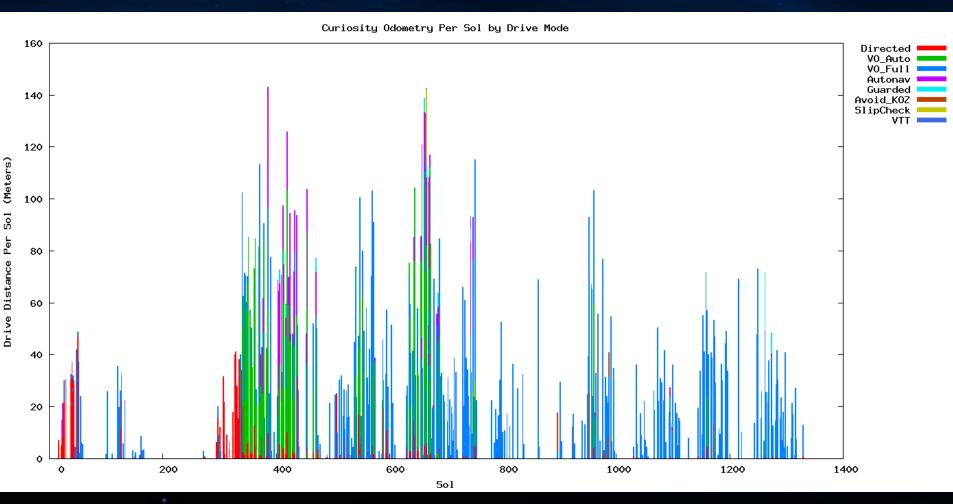
NASA/JPL-Caltech



Statistics through sol 1330

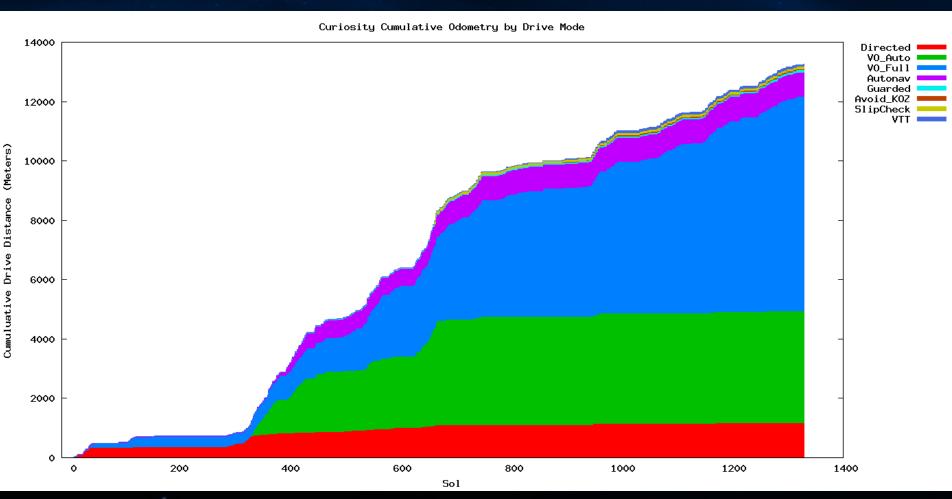


Curiosity Odometry Per Sol





Curiosity Cumulative Odometry





Some Sojourner Onboard Capabilities

- Stereo Vision-based Obstacle Detection and Avoidance
 - 5 laser light stripes, processed at 4 locations for 20 samples
- Find Rock
- Thread the Needle Driving
- Fault Recovery



Some MER Onboard Capabilities

- Primary Mission
 - Local Path Selection
 - Dense Stereo Vision for ...
 - ... Terrain Assessment
 - AutoNav: Hazard Detection and Avoidance
 - Visual Odometry
- Extended Mission Proposal Included Research Infusion
 - Global Path Planner Field D*
 - Visual Terrain Tracking
 - Autonomous Science, e.g. Dust Devil / Cloud Detection
 - Autonomous Instrument Placement



Some MSL Onboard Capabilities

- Primary Mission
 - Local Path Selection and Global Path Planner Field D*
 - Dense Stereo Vision for ...
 - ... Terrain Assessment
 - AutoNav: Hazard Detection and Avoidance
 - Visual Odometry
- Post-landing FSW updates
 - Visual Terrain Tracking
 - Autonomous Science e.g., Dust Devil / Cloud Detection



What's Next is up to You!

- Technology transfer into flight has several paths
- People: Join a flight project to support tech transfer
- Tech Push: MER 4th flight software release was coordinated as a tech transfer push by Project and Line Management
- Tech Pull: Anomalies are opportunities!



Navigation FGPA Coprocessors

Robotics Development: Terrain Relative Navigation & Mars Rover Fast Traverse

Terrain Relative Navigation (TRN) for Precision Landing in Planetary Exploration

New Millennium Program (NMP)

Pre-phase A study of pinpoint landing and landing hazard avoidance, which included a concept for an FPGA-based coprocessor to accelerate machine vision algorithms, and phase A, which culminated in a sounding rocket-based demonstration in 2006 of machine vision-based terrain relative navigation for pinpoint landing.

ALHAT
Continued development
of autonomous landing
hazard detection and
avoidance

Mars 2020 TRN and rover fast traverse baselined for the M2020 mission

2016 2009-2011 2011-2015 2002-2003 2004-2006 2001-2011 Army DARPA **Future Combat** Expanded core competency Started FPGA System (DARPA) in image processing for implementation of stereo LIDAR processing for terrain classification vision algorithms for mapping and hazard collision avoidance and safe detection landing of micro air vehicles

FPGA Coprocessor for Fast Machine Vision for Autonomous Rover Navigation JPL – R&TD
2007-2009 R&TD on
FPGA implementation of
visual detection, feature
tracking, and stereo
vision enhancement

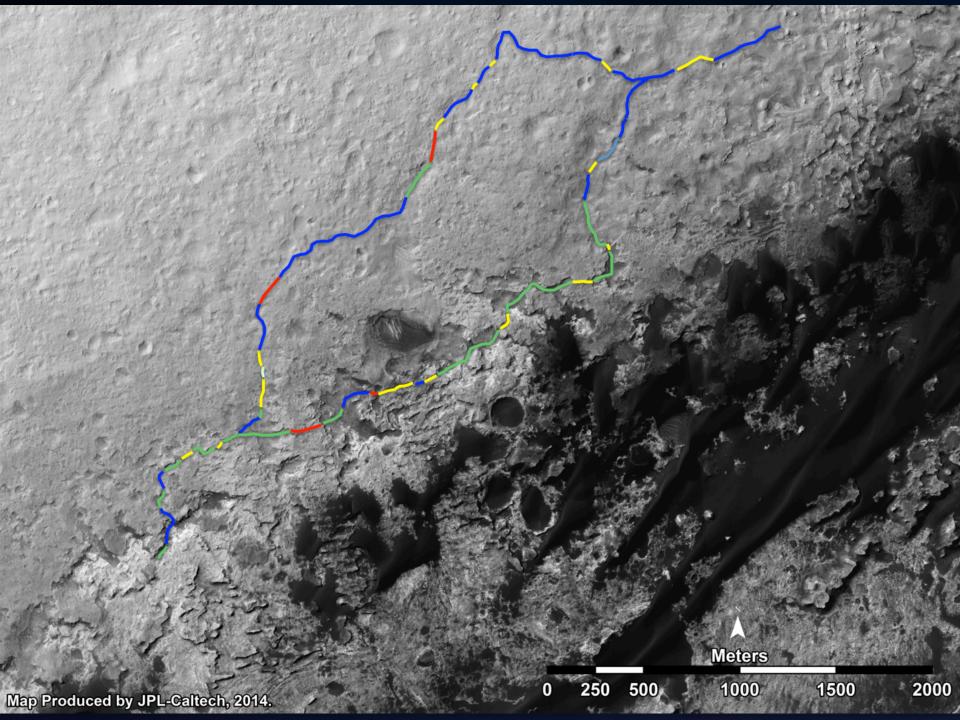
2009-2010

DARPA & Army Maturation of FPGAbased stereo vision JPL - R&TD 2011-2013 R&TD extended FPGA-based machine vision acceleration for "rover fast traverse"

NASA/JPL-Caltech

2

Courtesy Larry Matthies





The Road Ahead







Targets for Exploration

