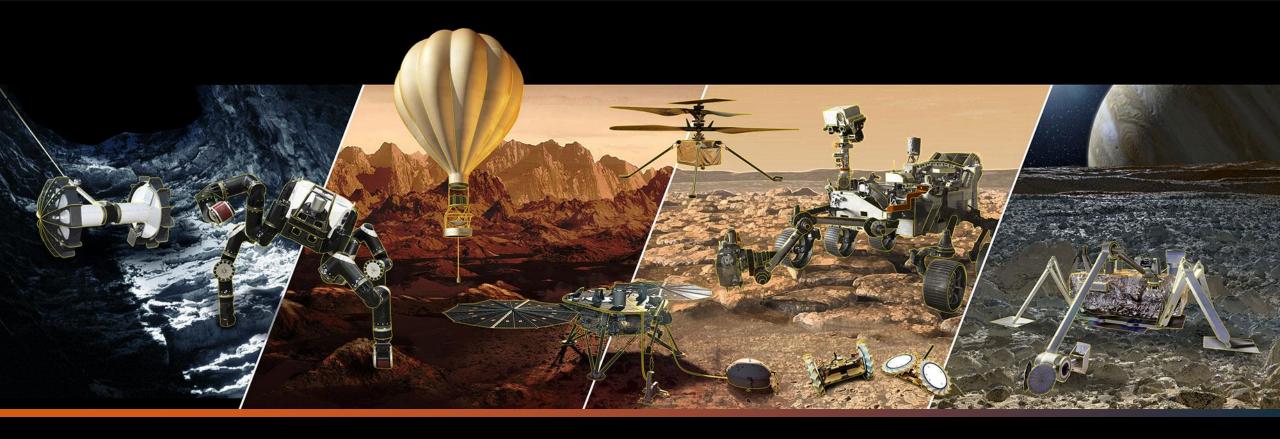


**Mars 2020 Extended Operations** 

## **Automated Optimization of Safe Arm Abrasion Targets with AutoTarget**

Matthew Jiang, 347R (Jet Propulsion Laboratory, California Institute of Technology)

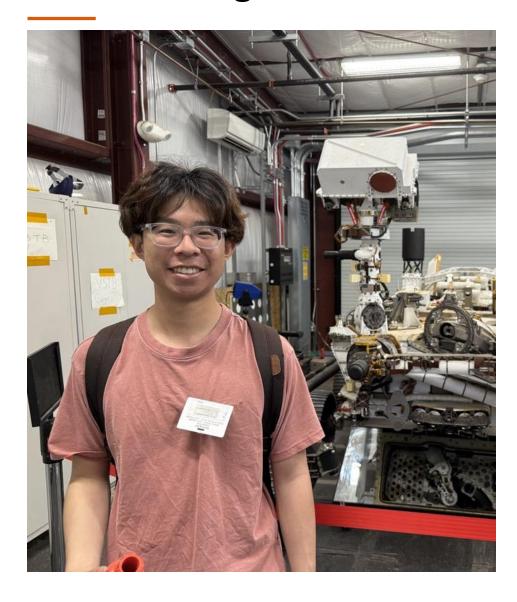




## Introduction



### **Matthew Jiang**



#### Education:

- B.S. in Computer Engineering and Computer Science from University of Southern California
- Robot Locomotion and Navigation Dynamics Laboratory (RoboLAND)
  - Undergraduate Researcher
- USC Autonomous Underwater Vehicle Design Team
  - Software Lead
- Incoming M.S. in Robotics at Georgia Institute of Technology
- Incoming: Lunar Lab @ Georgia Tech (Lu's Navigation and Autonomous Robotics Lab)
  - Advisors: Prof. Lu Gan and Prof. Yongsheng Chen

#### • Previous Experiences:

- Software Engineering Intern at Safran Passenger Innovations
  - In-flight entertainment and connectivity
- Embedded Software Intern at Singular Medical USA
  - Implantable cardiac defibrillators and monitors



## JPL Internship

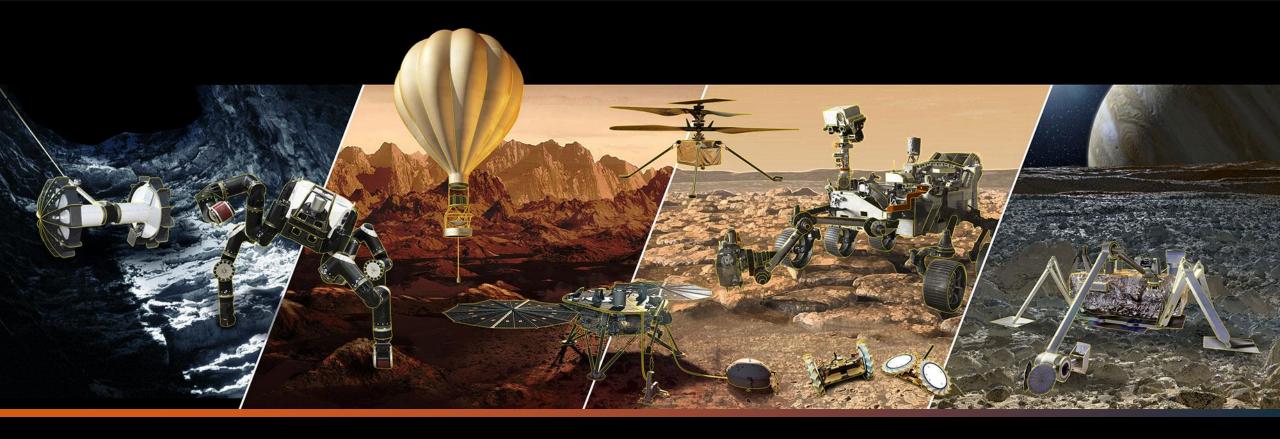


From May 19 to August 1, 2025



### **Mentors:**

Spencer Gregg – 347R Justin Huang – 347K



# **Project Background**



### **Mars 2020**



- Mission Objectives:
  - Collect samples
  - Understand History of Mars
  - Detect biosignatures
- Perseverance Rover
  - 7 ft. robotic arm
  - Arm hardware:
    - Drill
      - To abrade and core
    - SHERLOC
      - ultraviolet Raman spectrometer
    - PIXL
      - X-ray fluorescence spectrometer
    - WATSON
      - Color camera
    - gDRT
      - Gas dust removal tool



### **Arm Abrasion**

## What is arm abrasion?

- Use a flat drill bit to remove weathered surface of rock for analysis and extraction
- Scientists pick a rock and a rough target location
- Rover Planners verify safety of target point and determine if the rover can abrade

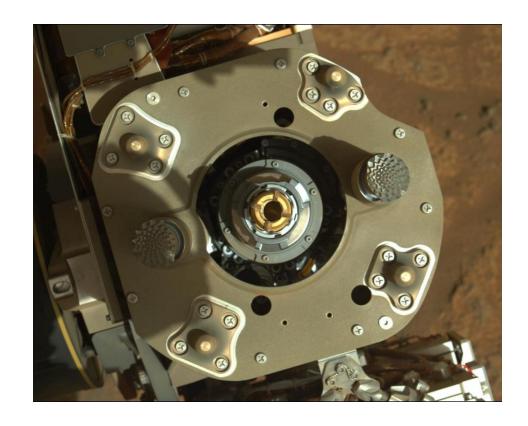
## Why is arm abrasion difficult?

- Scientific instruments are connected to the same arm as the abrading bit
- Instruments have low margin for error
  - Commonly within 1 in. proximity to rock/terrain





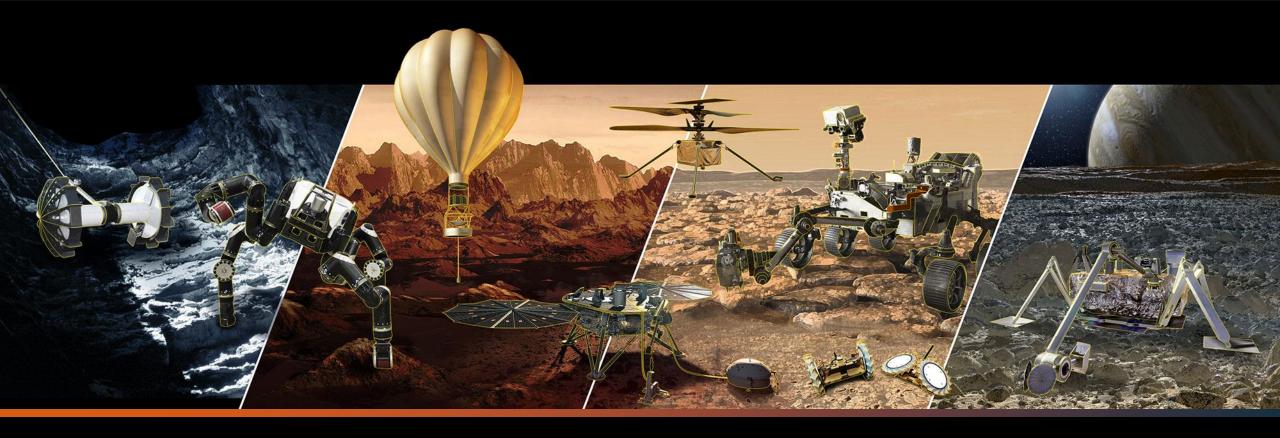
### **Arm Activities**



Use various instruments on an abraded surface to perform experiments, or drill and store rock core using coring bit

Arm activities target a precise location within an abrasion patch, a circle with a diameter of 50 mm



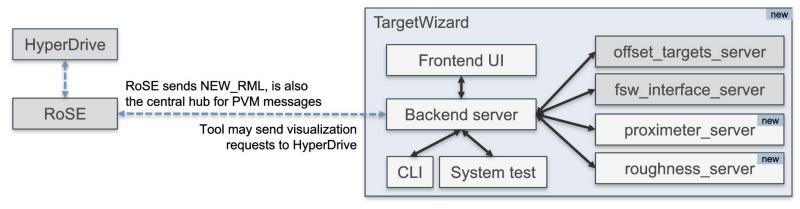


## TargetWizard and AutoTarget



### **TargetWizard**

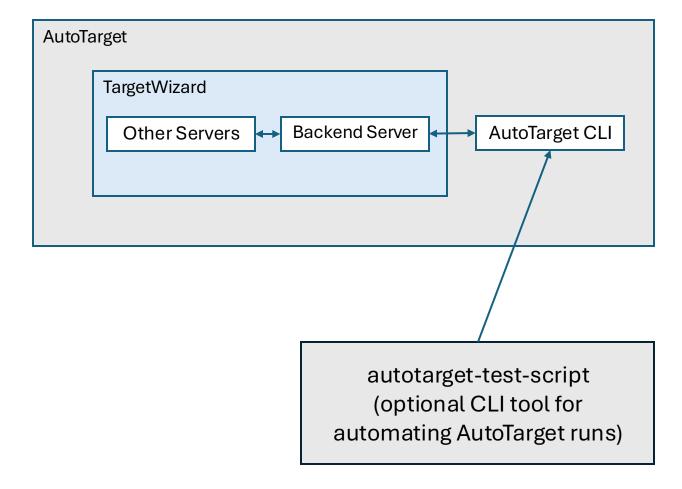
- RSVP (Robot Sequencing and Visualization Programs) Tool
  - Automates the procedure for evaluating arm abrasion targets.
  - Consists of a GUI and backend services
  - Integrates and can be launched with RoSE
- Motivation:
  - Arm abrasion process is error prone and takes a long time per target (about 30 minutes)
  - TargetWizard shortens this process to under 10 seconds per target



TargetWizard Architecture Diagram. From Justin Huang, 2023



## **AutoTarget Architecture**





## AutoTarget

- AutoTarget utilizes TargetWizard's backend server to evaluate potential targets for arm abrasions.
- After given a seed target, AutoTarget suggests potential replacement targets that may improve the abrasion depth margin
  - Abrasion depth margin: how deep the arm can abrade before contact with terrain

- AutoTarget pulls the terrain maps from the RML file and filters points in the point cloud
  - Primary workspace only
  - Radius
- It then randomizes the points and iterates through, scoring them based on abrasion depth margin margin

## **Early Improvements**

#### Add option to use extended workspace

- Motivation: Rover
  planners (RPs) couldn't
  run autotarget on points
  that were outside the
  primary workspace.
- Made the primary workspace filter optional

### Add descriptive list of N targets

- Motivation: RP's sometimes want to see if there are better targets that still improve the abrasion depth margin but are not necessarily the best margin
- Added a list of top N targets, N is configurable

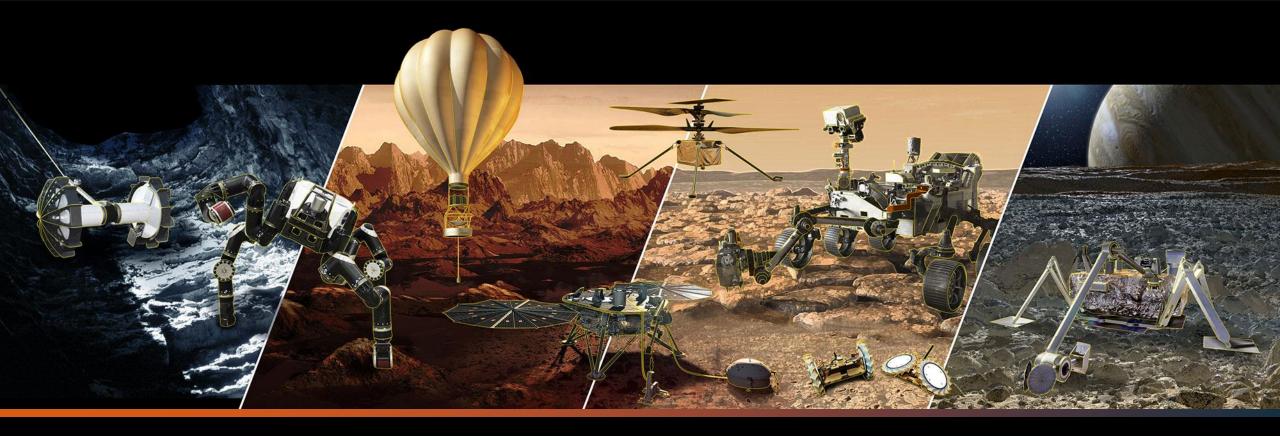
#### Add stabilizer patch roughness filter

- Motivation: SNC requires targets to pass stabilizer path roughness threshold in order to perform drilling
- Query TargetWizard state to return stabilizer patch roughness
- Filter targets out of top N if check fails a required stabilizer roughness threshold in mm.

#### **Implement Normal Tweaking**

- Motivation: RPs sometimes have a good target but want to tweak the target normal vector only.
- Implementation to be described on the next slides





# Normal Tweaking with AutoTarget



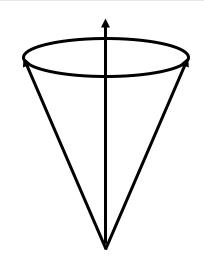
## **Normal Tweaking**

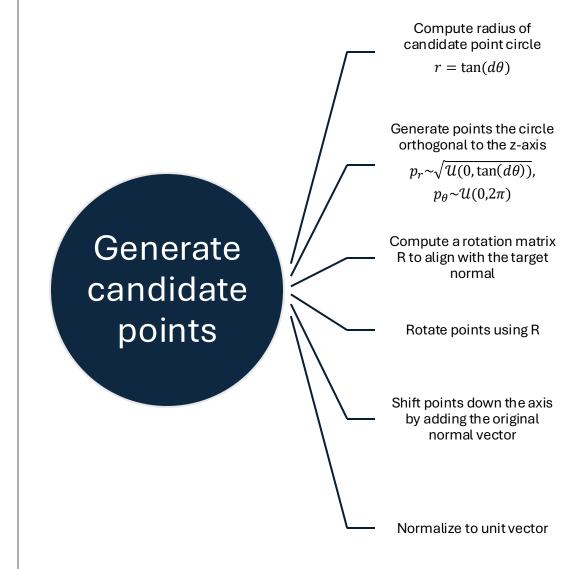
RPs sometimes have a good target but want to tweak the target normal vector only.

Search a seed target location for alternative normal vectors

#### Given:

- Seed Target
- Maximum angle of deviation







## Normal Tweaking Usage



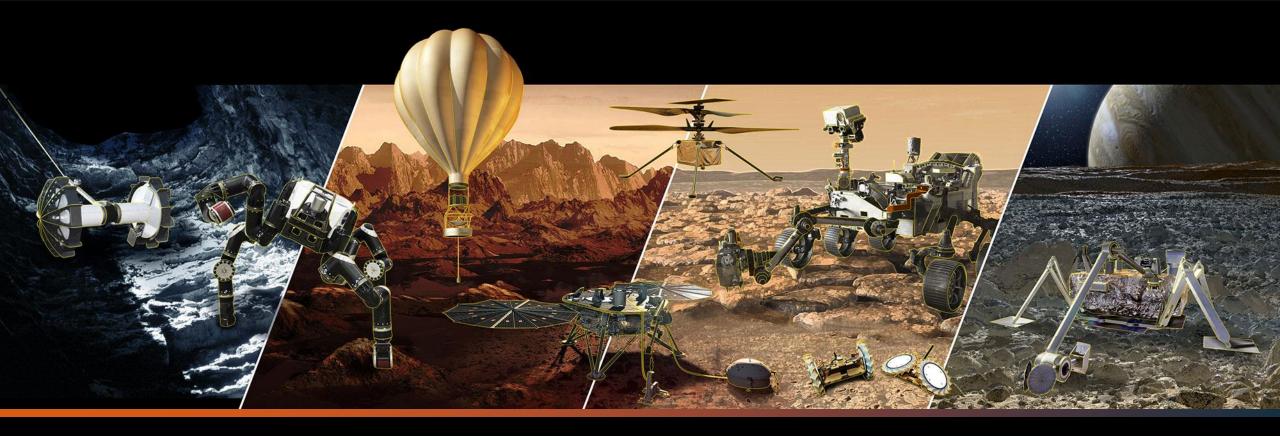
RPs use normal tweaking mode through the command line

- --mode normal
- --mode position (retains old behavior)
- --max-normal-tweak <angle-in-degrees>



Uniform random points are useful because we cover the highest possible resolution within the desired cone, and we don't need to manually randomize them





## Improving AutoTarget's Efficiency



### **AutoTarget using Bayesian Optimization**

- Target selection is an optimization problem
- Bayesian Optimization
  - Sequential optimization method that uses probabilistic models (gaussian processes) to efficiently find optimal values for expensive-toevaluate functions by balancing exploration and exploitation.
  - Commonly used for hyperparameter tuning and black-box optimization where function evaluations are costly or time-consuming.

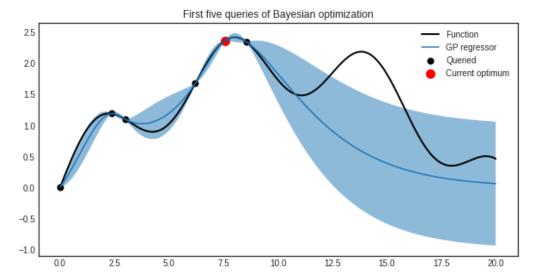


Image Source: https://modalpython.readthedocs.io/en/latest/content/examples/bayesian\_optimization.html



## TargetWizard queries are expensive

Each target takes ~6 to 7 seconds to evaluate

• 80 targets in 10 minutes

We should be intentional with what targets we choose to evaluate!



RPs run AutoTarget for ~10 minutes, want to reduce to less



### TargetWizard uses C++11

RSVP development machines are old

TargetWizard uses C++11 No good existing libraries that implement gaussian process in C++11

Write our own library, called

gaussianprocess



## gaussian-process

- Our gaussian process library implements a Radial Basis Function (RBF) kernel, one of the most used kernels
  - Requires assumption that terrain follows gaussian distribution
- Provides functions:
  - · Add data point, returns void
  - Predict a vector of inputs, returns GP posterior
- Supports n dimensions
- Supports C++11

$$k(x,y) = \exp\left(-\frac{\|x-y\|^2}{2\sigma^2}\right)$$

### **Bayesian Optimization Implementation**

#### Mode specific parameters:

- Variance
- Lengthscale of the kernel
- Note: since normal vectors are unit vectors, lengthscale and variance parameters effectively capture the angle in radians

## Non-mode specific parameters

- $\beta$ : scales the confidence bounds to match a z-score of confidence
  - i.e. β = 2 means 97%
     confidence that actual value is within the confidence bounds

#### Optimization Method

- Largely based on GP-UCB.
- Confidence intervals  $c(i) = \mu(i) \pm \sqrt{\beta} \sigma$
- Potential Maxima are points where the upper bound is higher than the highest lower bound.
- Pick the candidate with highest confidence width.
- If there no potential maximizers, pick the highest confidence width.



#### Local maxima

## Random sampling is more versatile than Bayesian Optimization

- Slow, guaranteed convergence to the actual maximum
- Bayesian Optimization can quickly find local maxima and get stuck

## Combine the two methods using Epsilon-Greedy

Compromise efficiency for versatility

### Result:

- Sometimes smarter" exploration and exploitation
- Sometimes more random with more freedom
- A new tunable "temperature" parameter  $\tau$

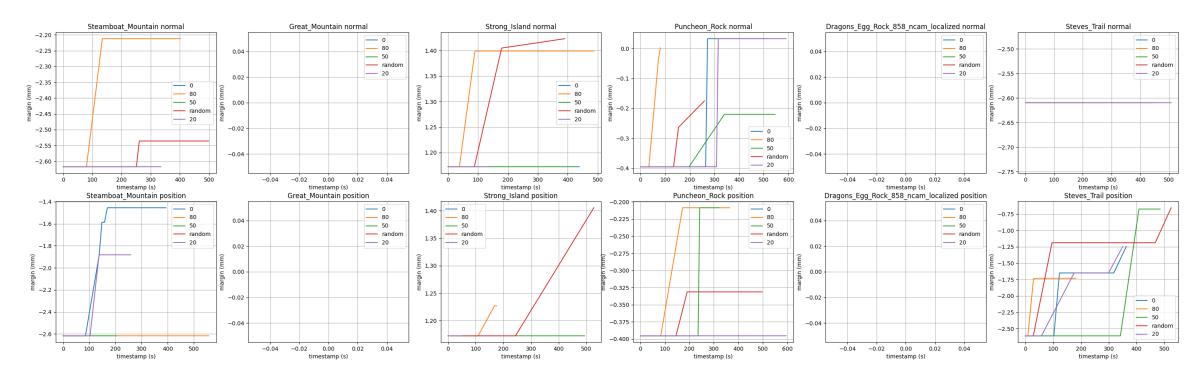


Bash script that runs multiple instances of AutoTarget in parallel

6 instances of AutoTarget: negligible slowdown

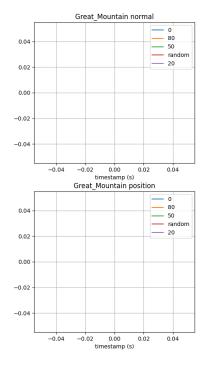
Input: parameter list file

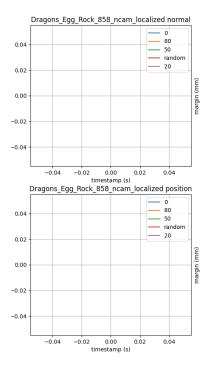
- Experiments were conducted on 6 real past targets with a maximum experiment length of 10 minutes with both position tweak and normal tweak, on temperature values {0, 0.2, 0.5, 0.8, 1}
  - 3 difficult (Great Mountain, Steamboat Mountain, Dragons Egg Rock)
  - 3 easy (Puncheon Rock, Strong Island, Steves Trail)





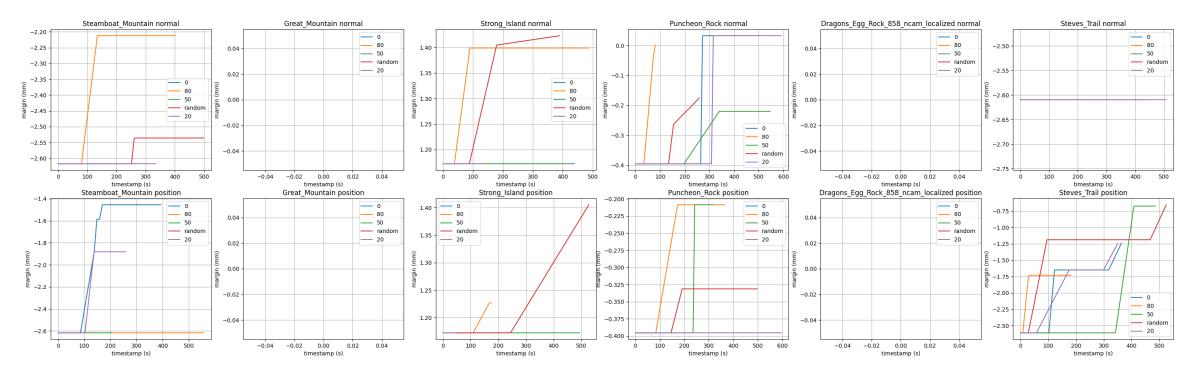
- Two targets, Great Mountain and Dragons Egg Rock were very challenging targets that the baseline (Random Sampling) could not improve over a 10 min period
  - Bayesian Optimization also could not find an improvement





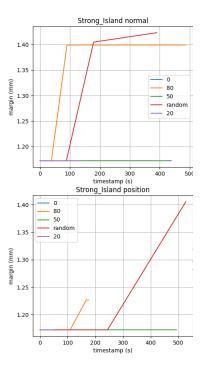


 Considering an experiment length of 2 minutes, random sampling (red) is beat by some temperature variant of Bayesian optimization



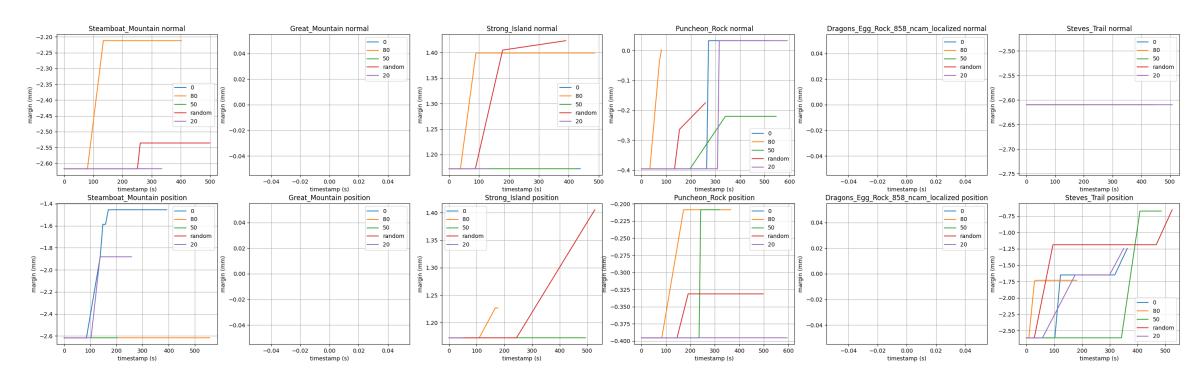


Past 2 minutes, random sampling can sometimes beat Bayesian Optimization

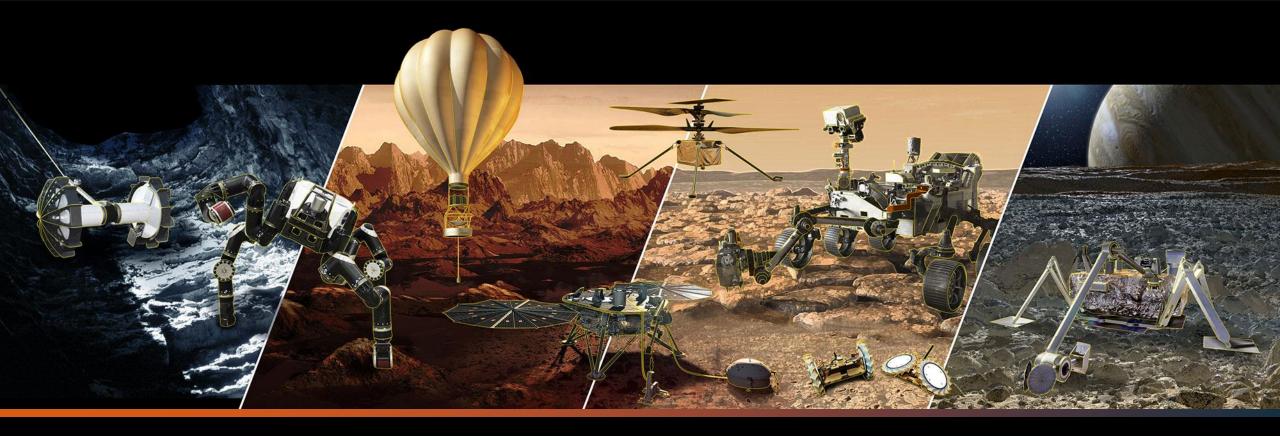




- Conclusion: it is difficult to compare the two methods with such little data since random sampling is very random
- Can we conclude that Bayesian optimization necessarily beats random sampling?
  - No, we can't since we don't have enough data







## AutoTarget for Arm Activities



## Implementation of AutoTarget for Arm Activities

- Moved on due to time constraints
- RPs also want to use AutoTarget to help optimize targets for Arm Activities

## Arm Activities has a lot of required parameters

 Too many parameters makes using a CLI tool very cumbersome and unintuitive



#### **Arm Activities**

## List of Arm Activities

- Drill
- SHERLOC
- PIXL
- WATSON
- gDRT

Each one has different parameters to configure before evaluation

### Revamp AutoTarget to reduce input parameters

Ideal: Configure
AutoTarget within
TargetWizard's
interface

Integrate AutoTarget into TargetWizard directly (time consuming project)

Allow state transfer from TargetWizard to AutoTarget through save files (faster deployment) Dump TargetWizard state using a GUI button

Allows saving the state to a file somewhere on the computer

Configure AutoTarget using state file

--state <file-path>

This new argument replaces all old arguments except:

- --rml <rml-file> (to load terrains)
- Other AutoTarget specific parameters



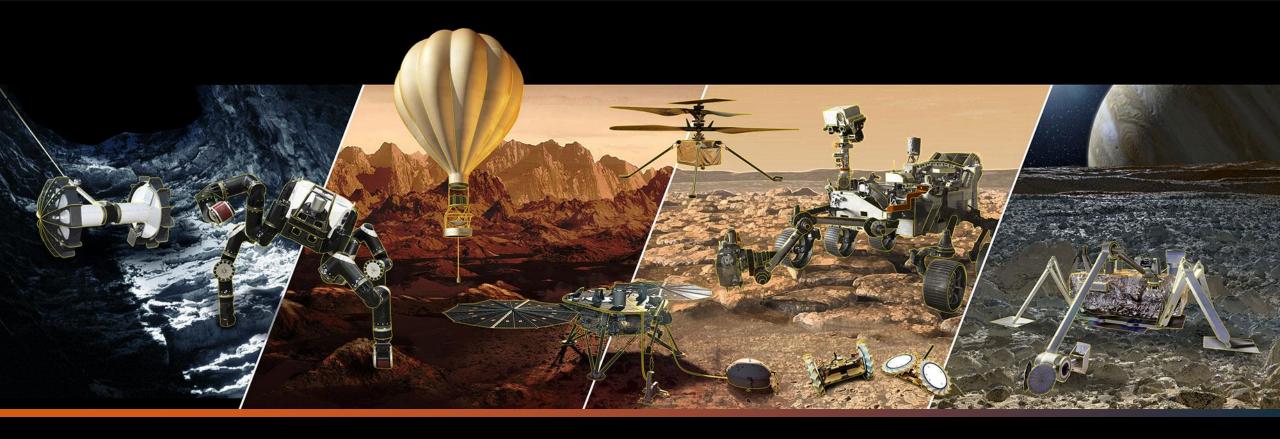
# Normal Tweak

• Same implementation as Arm Abrasion except for loading different evaluation configuration

# Position Tweak

- More complex as required positional accuracy is higher
- Use periscope to localize rover camera terrains
- Left unimplemented due to time constraints





# Legacy



## **AutoTarget Usage in Rover Operations**

 AutoTarget found better target

Sol 1504:

 Failed SNC assessment due to stabilizer roughness

#### Sol 1513:

- 3.3mm → 4.6mm target found by AutoTarget
- Manual search needed for extended workspace

#### Sol 1525:

- 1.4mm target found using TargetWizard
- AutoTarget found
   1.6mm margin option
   but it was not used

#### Sol 1544:

- AutoTarget maintained 2.0mm margin
- Normal adjustment added 0.1-0.2mm

#### Sol 1565:

- No margin → -4.9mm margin
- Required 2,000
   AutoTarget
   assessments on three
   different seed targets



### **Future Projects**

Continue experiments on Bayesian Optimization with a higher sample size

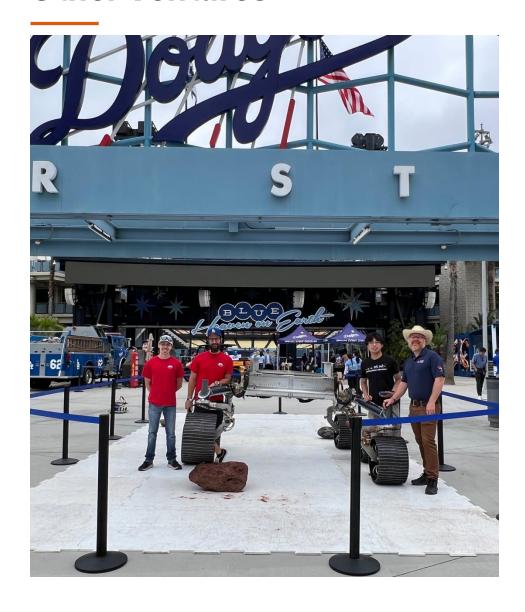
Complete position tweaking implementation for Arm Activities

Integrate AutoTarget into TargetWizard GUI

Explore optimization strategies that don't require evaluations for normal tweaks using knowledge of robot geometry



#### **Other Ventures**



## Outreach at Dodger Stadium for JPL STEM day

- Invigorate curious adults and children
- Get asked many times if aliens exist
- Acquire a coveted JPL Dodgers bucket hat



## **Acknowledgements**

Spencer Gregg

Justin Huang

Philip Twu

Bret Witt (For helping to brainstorm)

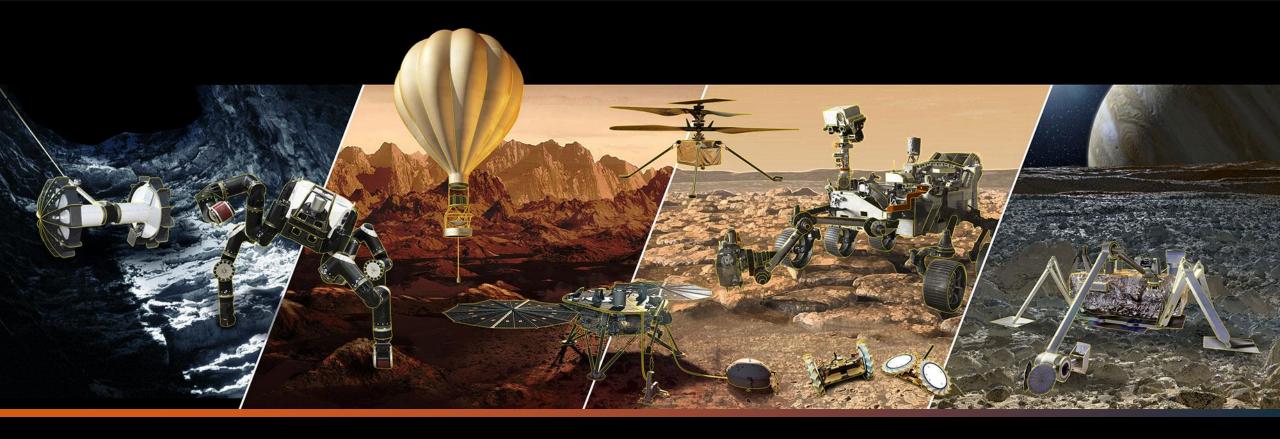
**RSVP Team** 

And many more...

#### What's next for me

- M.S. Robotics at Georgia Institute of Technology
  - Researching applications of robotic perception/navigation in agriculture





## **Thank You!**

