Toward Efficient Under-Ice Exploration of Ocean Worlds Using Distributed Autonomy and 3D Workspace Reconstruction Presented in VR for Intuitive Understanding

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Ocean Worlds Exploration



Galileo probe

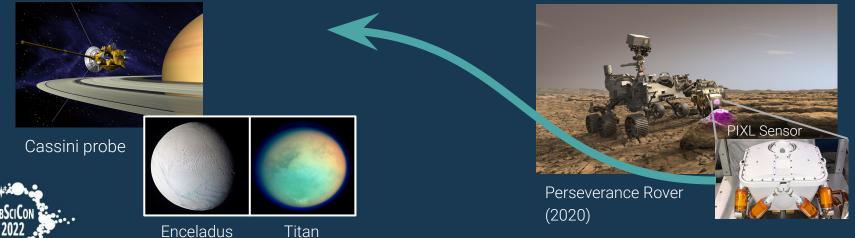


Europa

Mars Exploration



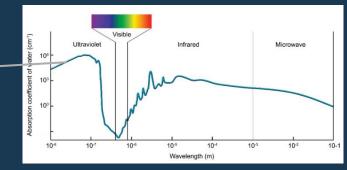
Viking Lander (1976)



2 mages courtesy of NASA

Underwater XRF

Rapid X-ray attenuation underwater

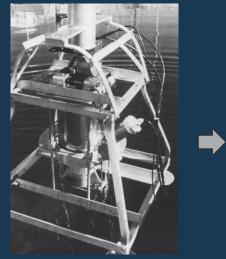


Spagnolo et al. (2020)



Our Team (unpublished - 2021)

~0.0001m² resolution Minutes per sample



Wogman and Nielson (1976)

~1000m² resolution Hours per sample ~10m² resolution Tens of minutes per sample Perception: What does the Automore look like? Manipulation Challenges

6

Control: How to move the arm to the selected sample site?

Which sample site is optimal?₄



Robotic Manipulation



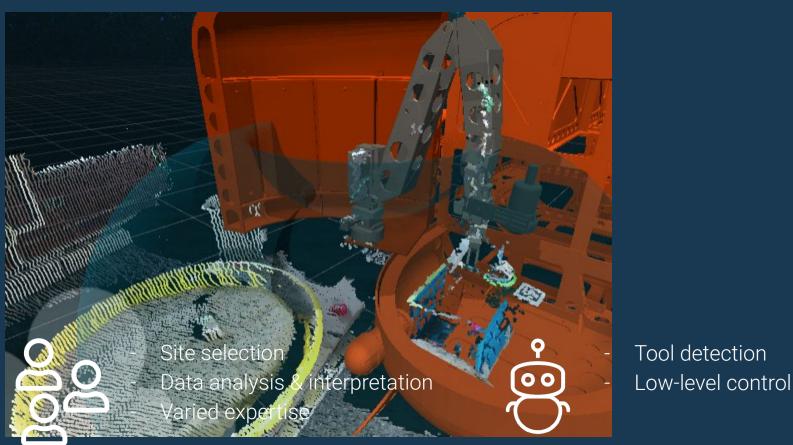
Teleoperation via Joystick

- Most commonly used
- Requires high-bandwidth, low-latency connection



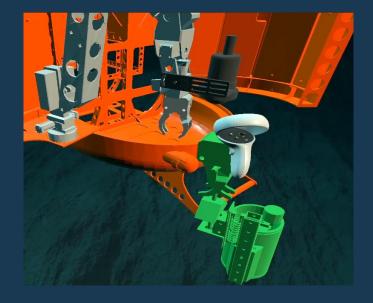
Autonomous Manipulation

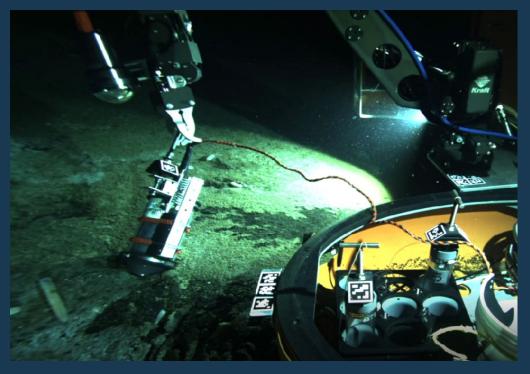
- Active area of research
- Full autonomy too risky



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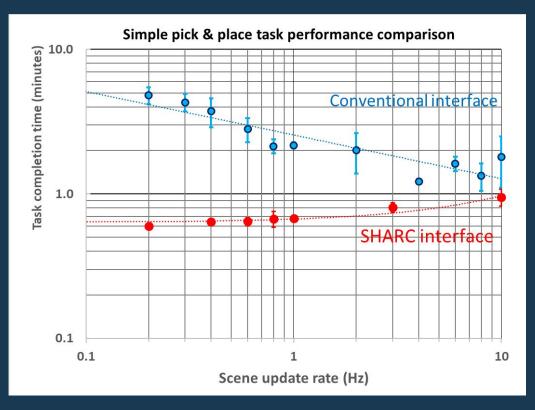
SHARC: SHared Autonomy for Remote Collaboration



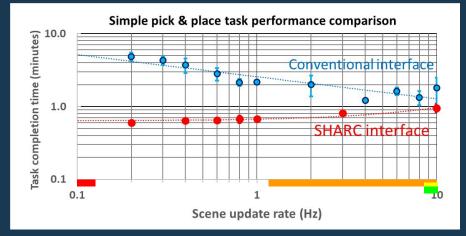




SHARC Field Demonstration







	Acoustic 🛑	Optical 🦲	Light Fiber 😑	Conventional tether
Bandwidth	30-100 kbit/s	1-10 Mbit/s	Multiple Gbit/s	Multiple Gbit/s
FPS*	0.03-0.125	1.25-12.5 FPS	**	**
Est. Task Completion Time (Joystick)	5:00	1:18-2:30	1:18	1:18
Est. Task Completion Time (SHARC)	0:40	0:42-1:00	1:00	1:00

*FPS Estimate assume SD resolution (640 × 480px) from 2 camera feeds **Hardware limited

Immediate Next Steps:

- Quantify effects of latency
- Improve perception system

Looking Forward...

Thanks For Listening!

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Supported by:





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