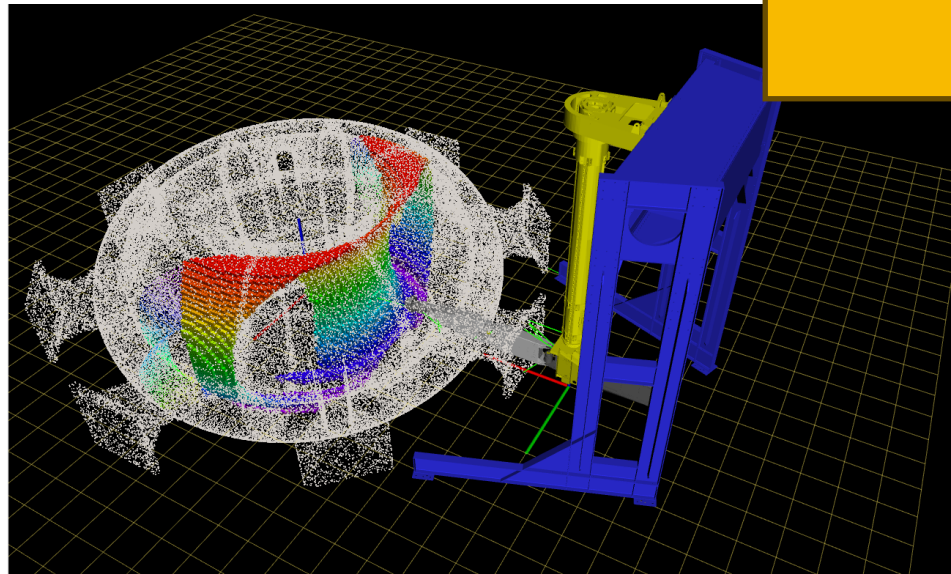
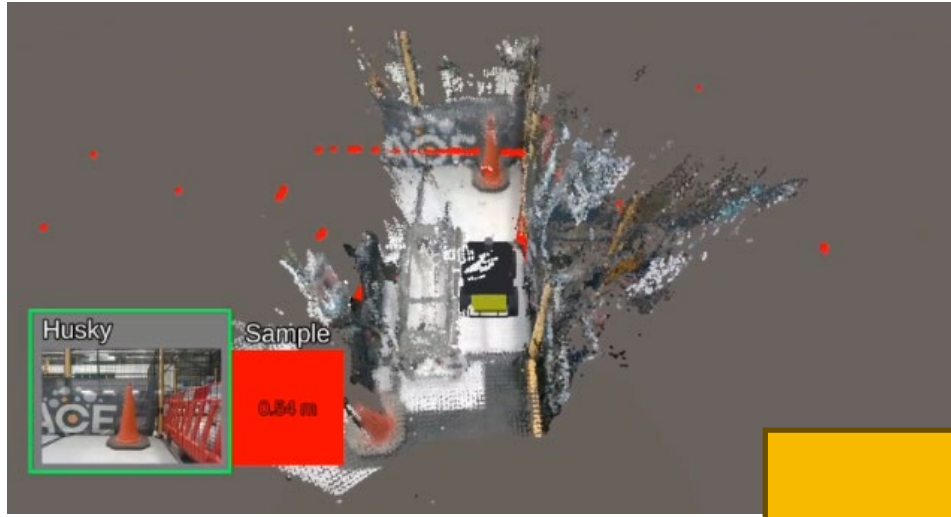




Robot Path Planning for Nuclear Decommissioning Tasks in Complex Environments

Dr Vijay M. Pawar | v.pawar@ucl.ac.uk, UCL

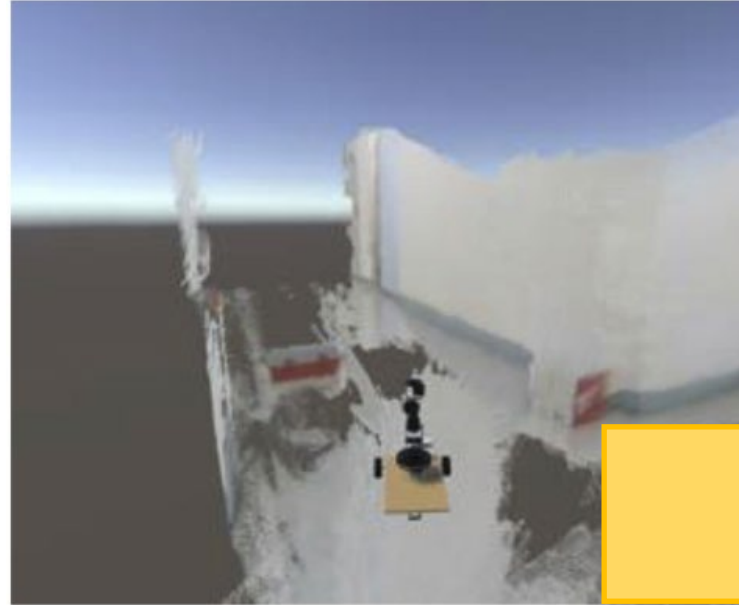
Problem Statement – Robot Planning Tools for Nuclear Decommissioning



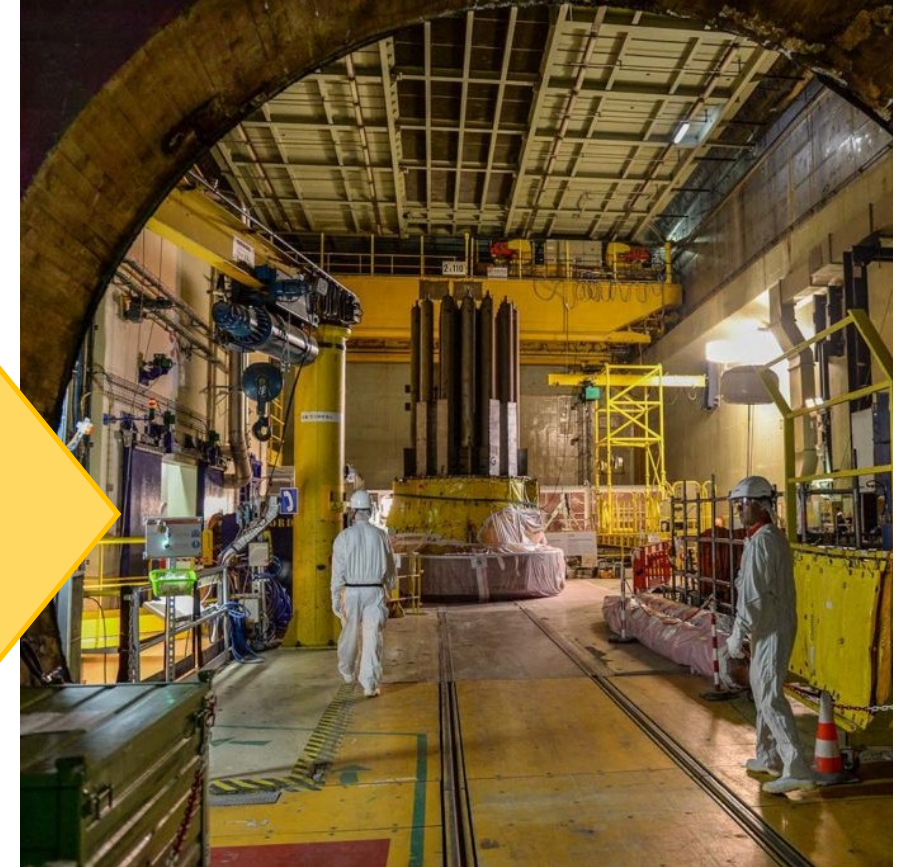
Existing Research



Stokto et al, A VR system for immersive teleoperation and live exploration with a mobile robot. In 2019 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS) (pp. 3630-3637). IEEE

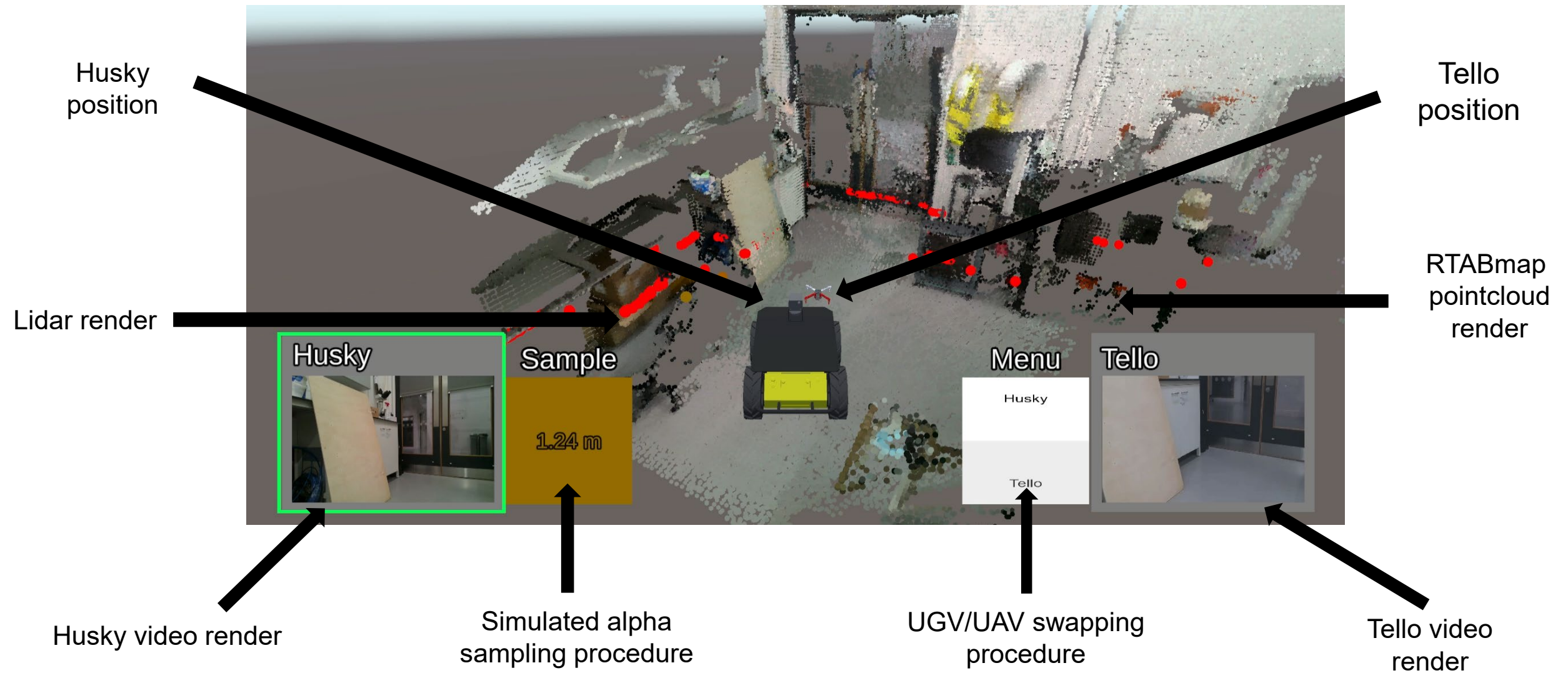


Chen-Yu Kuo et al, Development of an immersive SLAM-based VR system for teleoperation of a mobile manipulator in an unknown environment. Computers in Industry, 132, p.103502.

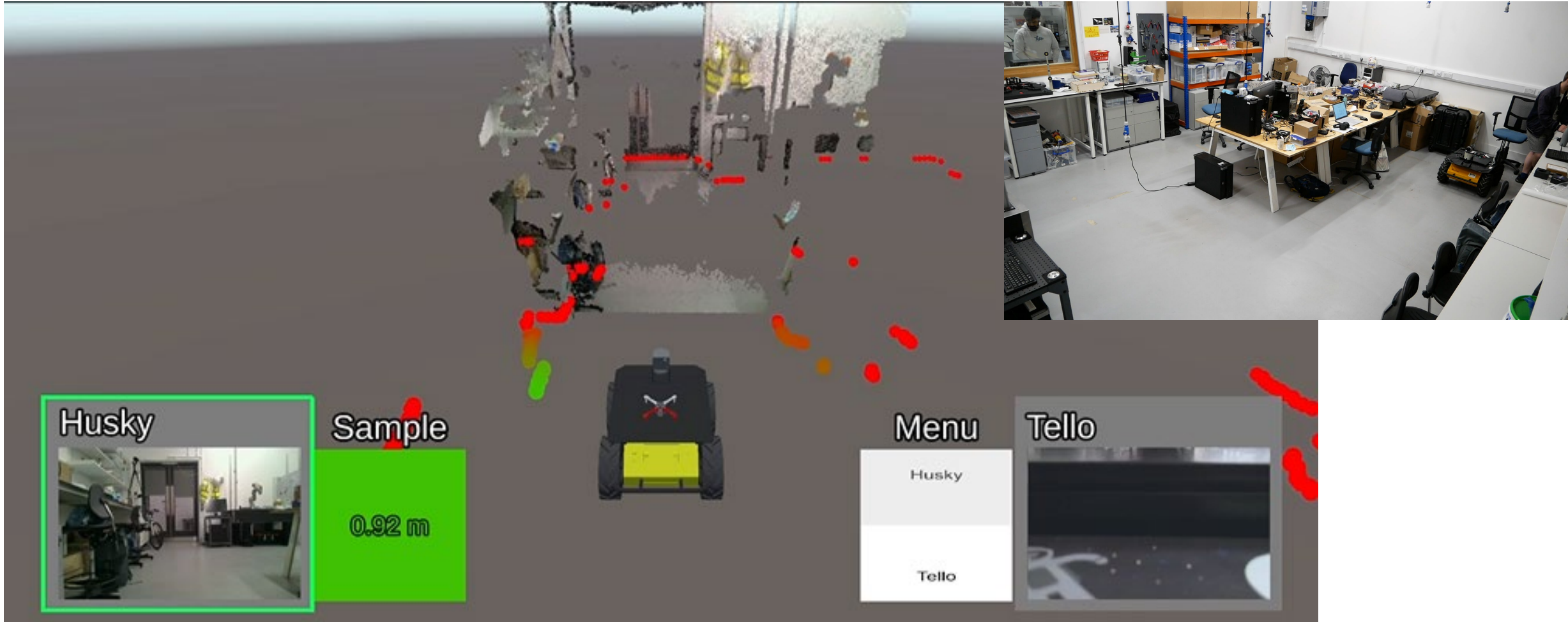


Inspections in nuclear - Chooz, Prest

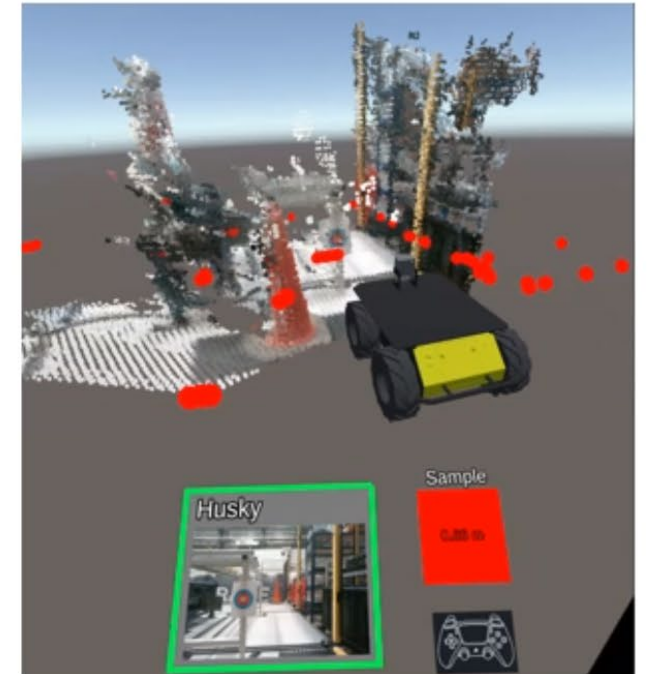
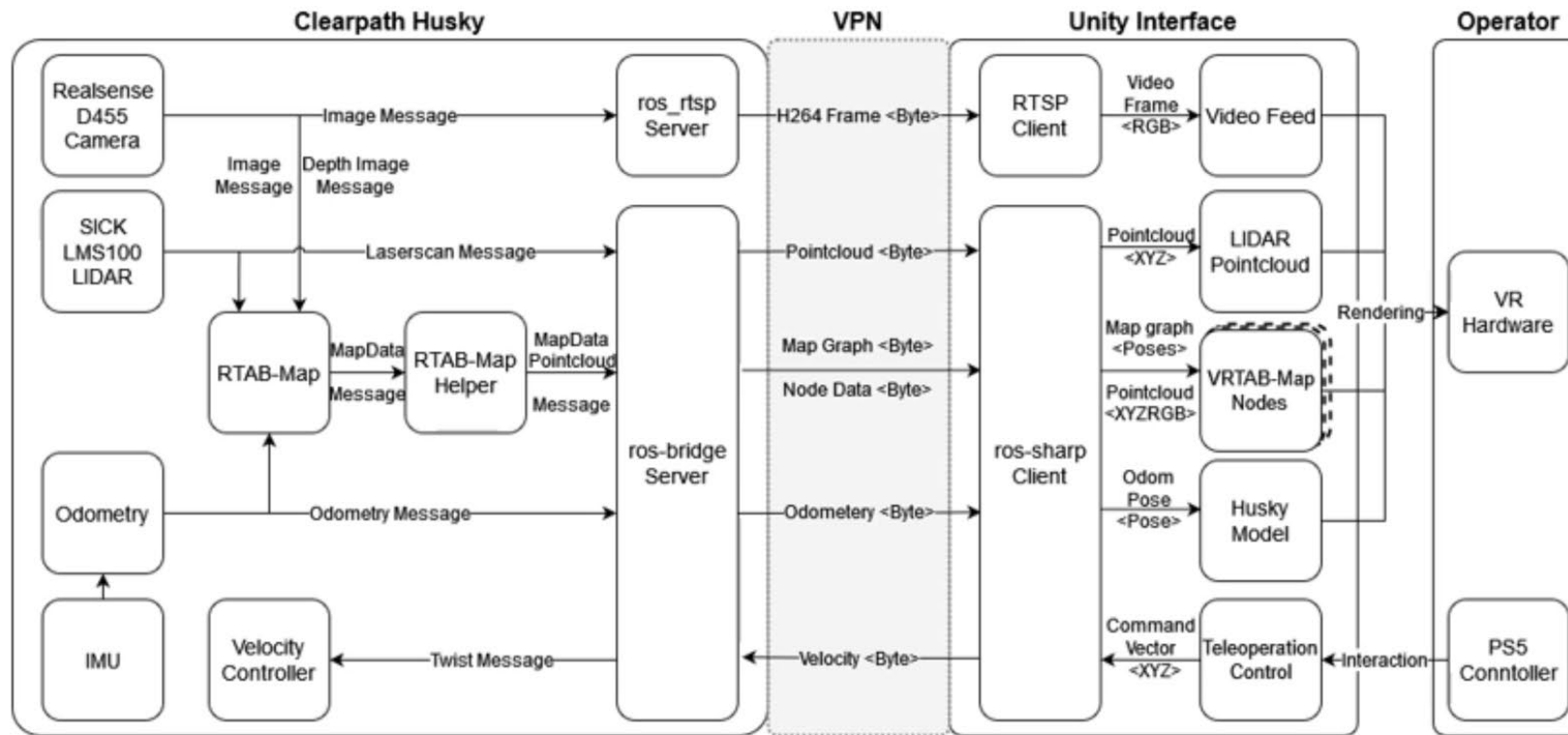
Background: VRTAB-Map



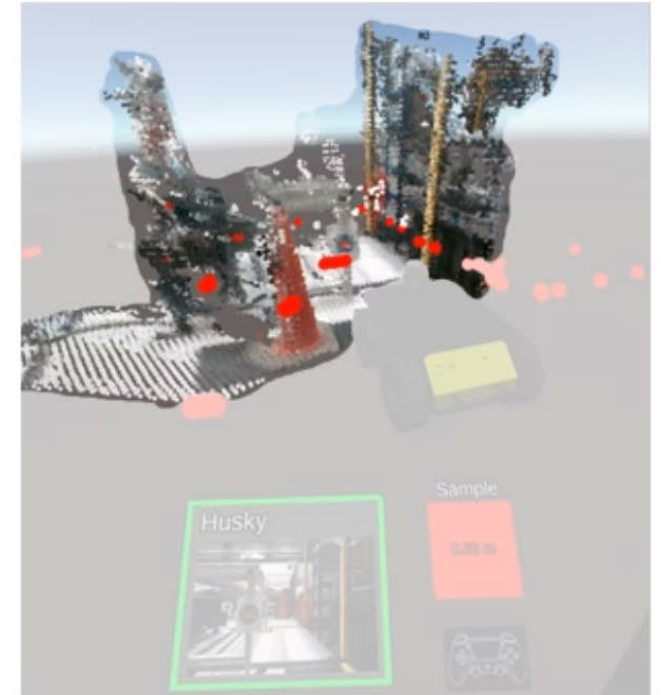
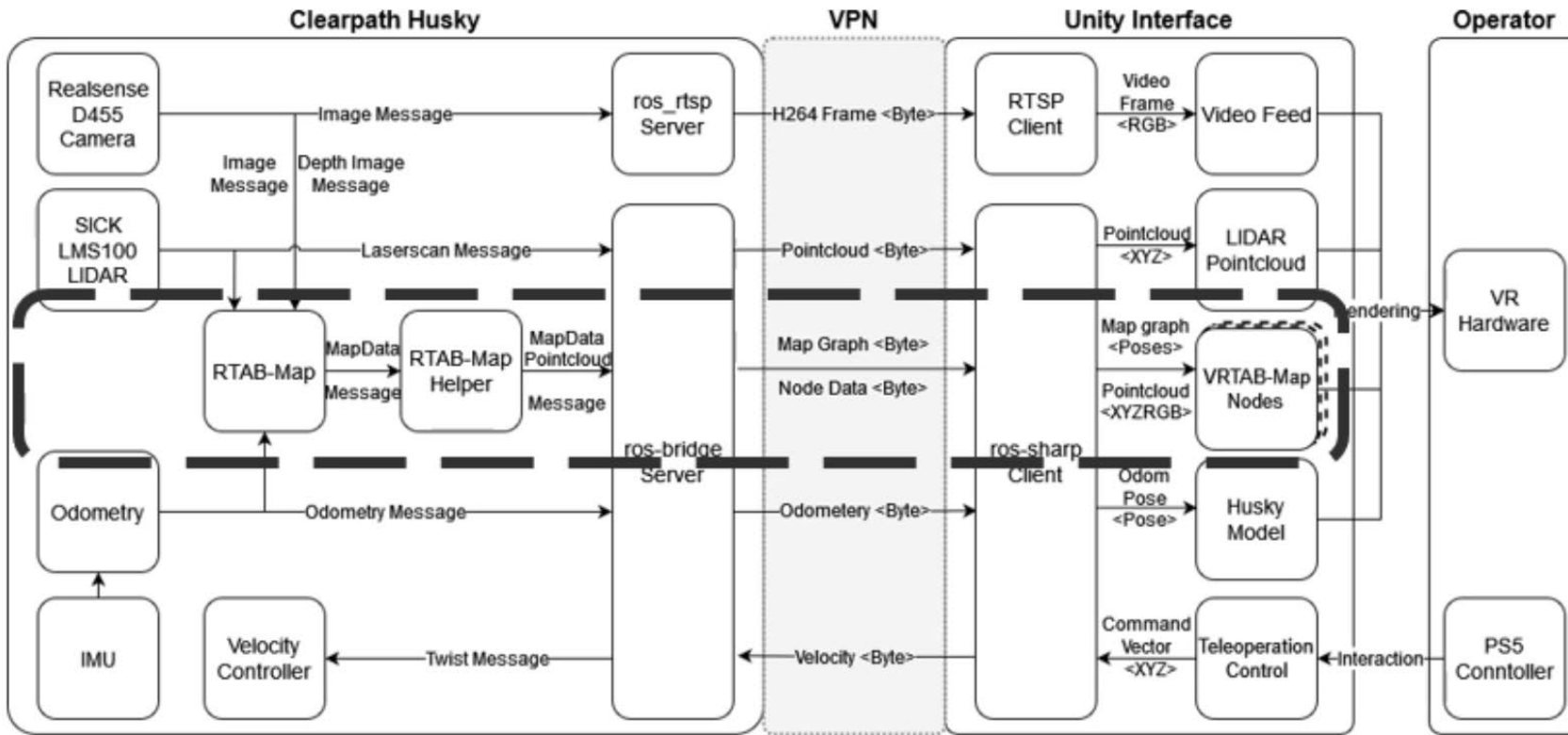
Background: VRTAB-Map



System Technical Architecture:

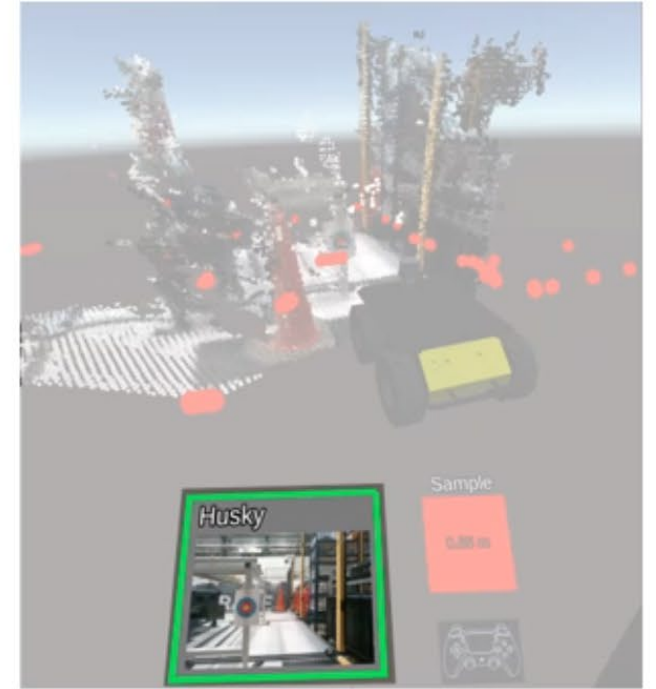
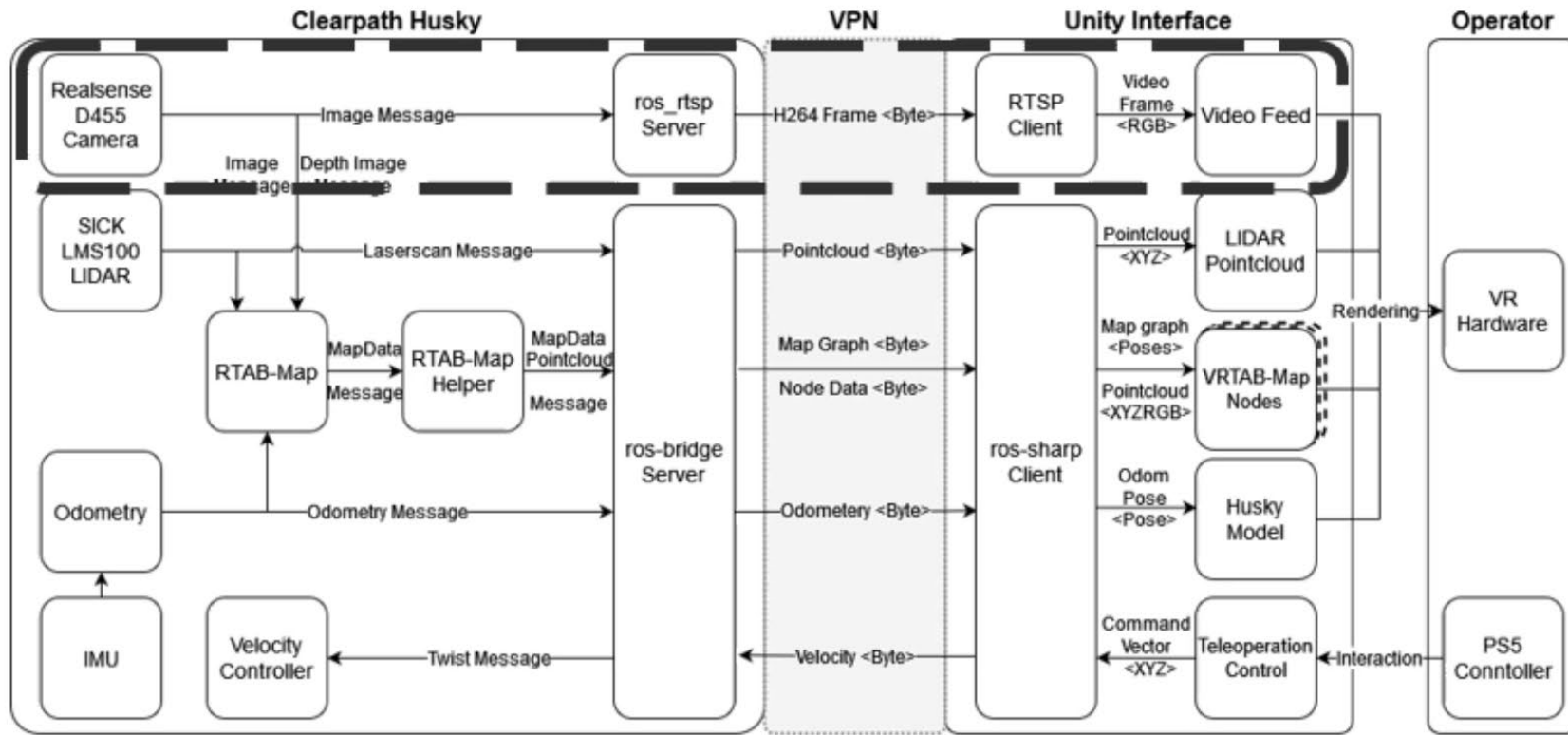


System Technical Architecture:



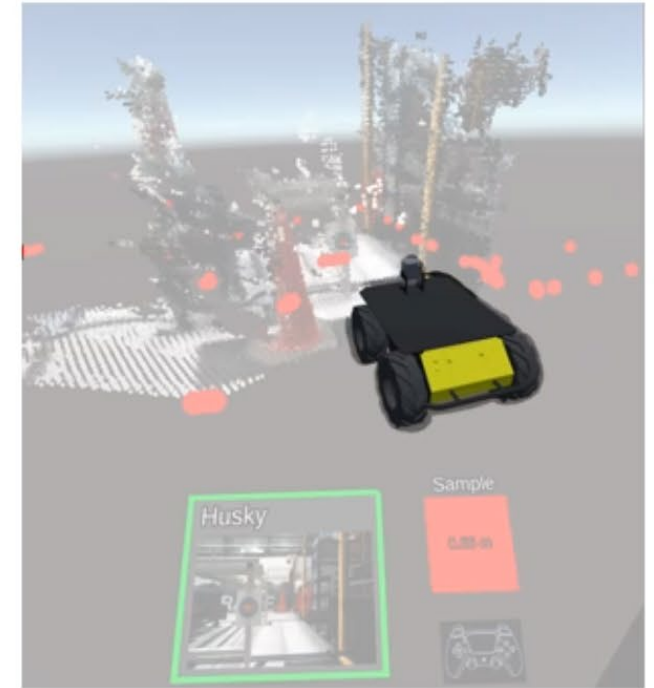
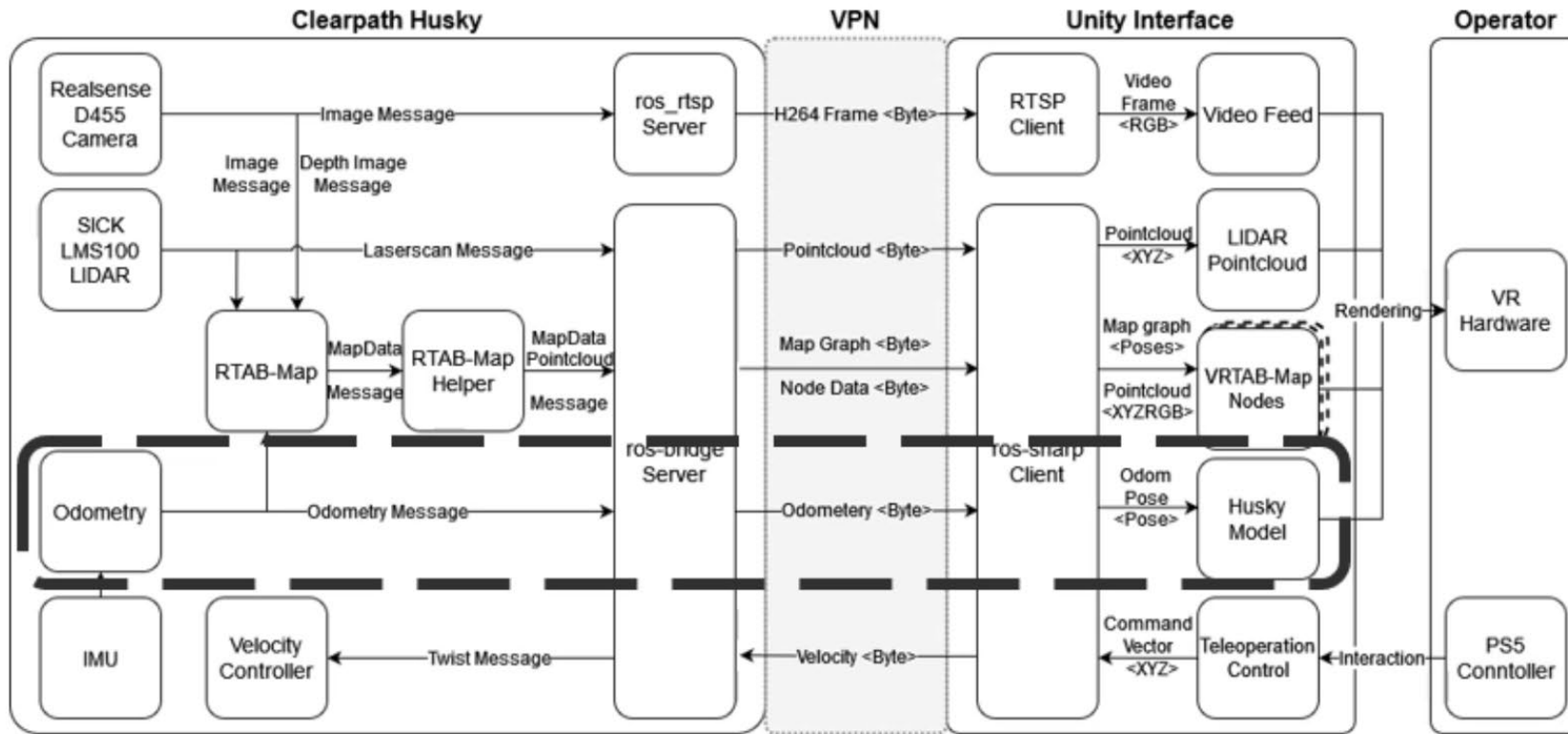
- Interface Features:
- Dense environment reconstruction using RTAB-Map SLAM algorithm

System Technical Architecture:



- Interface Features:
- Dense environment reconstruction using RTAB-Map SLAM algorithm
- Real-time video feed from a low latency RTSP video pipeline

System Technical Architecture:



- Interface Features:
- Dense environment reconstruction using RTAB-Map SLAM algorithm
- Real-time video feed from a low latency RTSP video pipeline
- Overlaid LiDAR pointcloud for increased 3D spatial awareness

Experiment Design: Methodology

Robot Cell



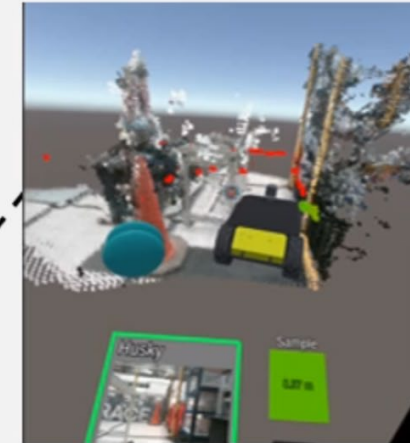
Remote Control Room



VPN

Interfaces

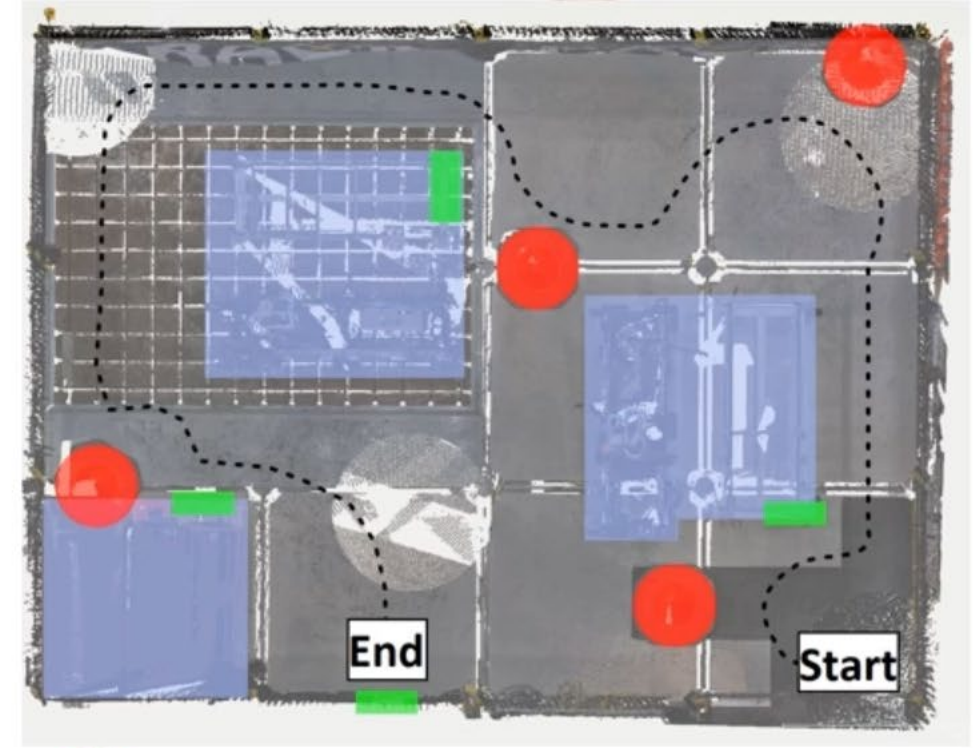
VR



Non-VR



Experiment Design: Methodology

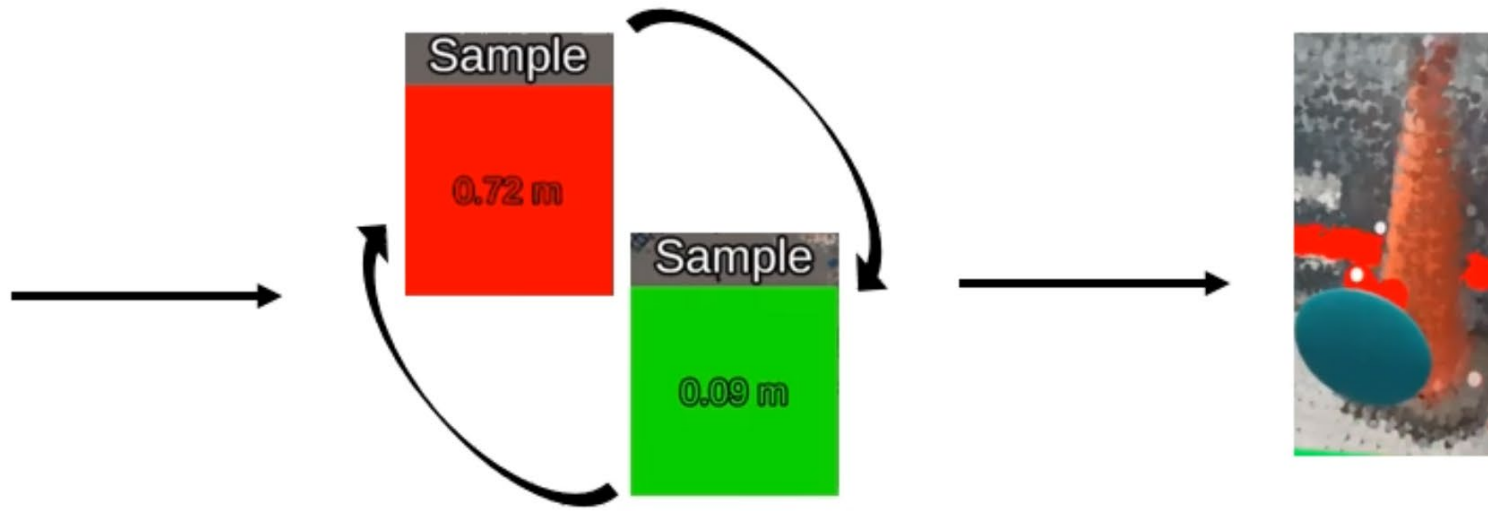


- - Traffic cone (Alpha sample location)
- - Paper target (Visual inspection location)
- - Physical barrier
- - Critical Path

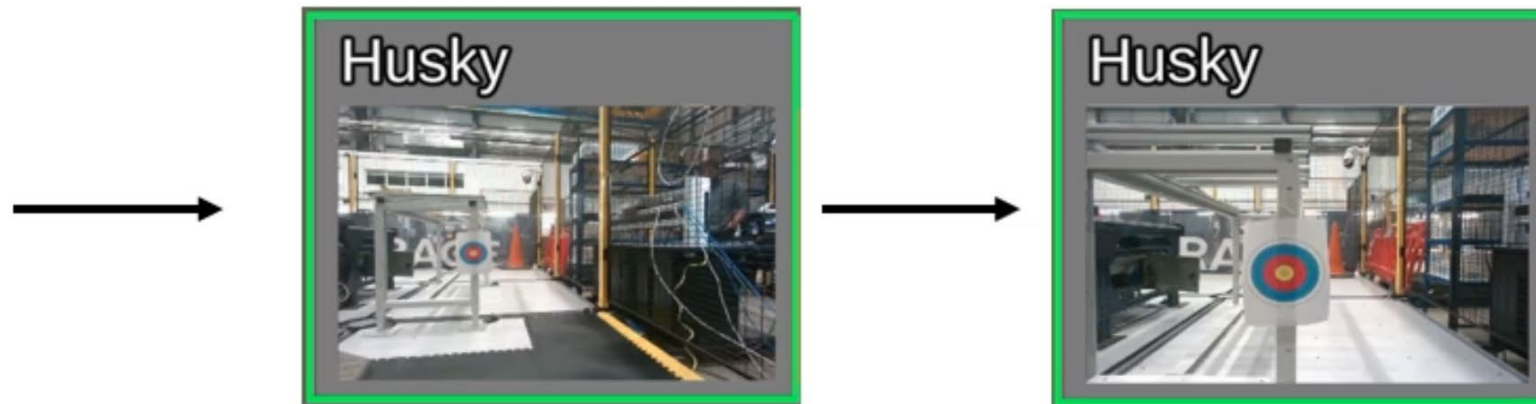


Experiment Design: Methodology

Alpha Sampling

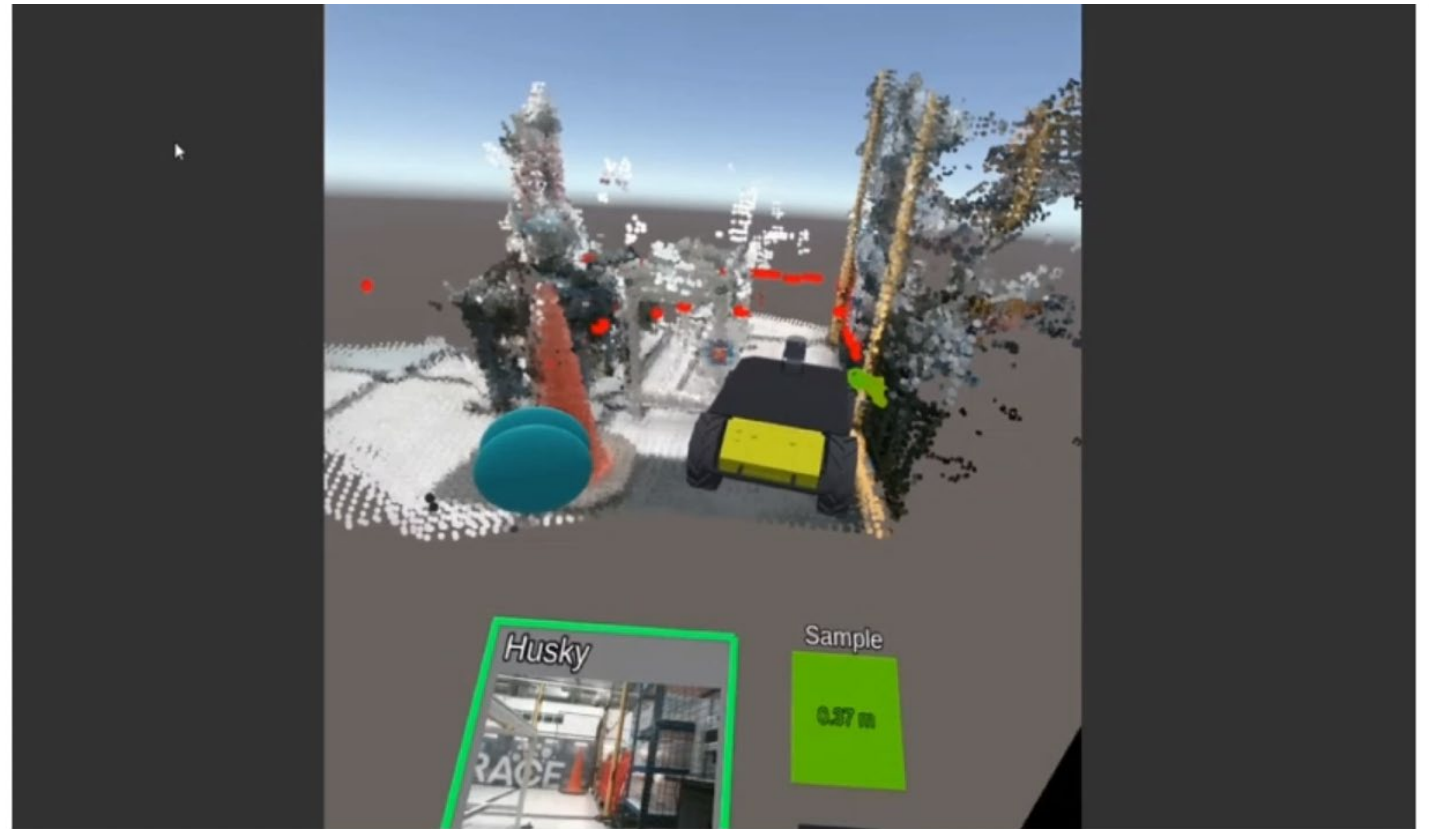


Visual Inspection



Experiment Design: Methodology

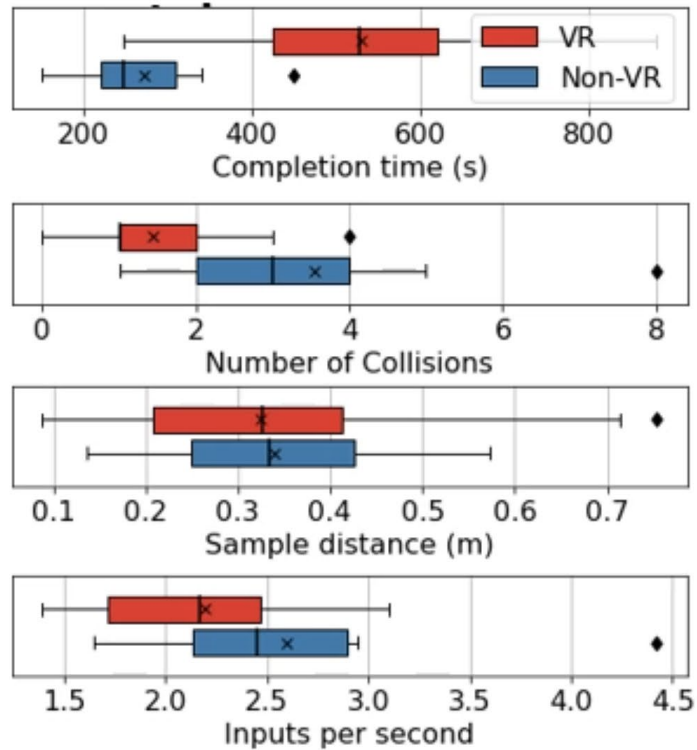
- 18 expert participants from RACE
- Teleoperation and Task Performance Metrics
 - Completion Time
 - Collisions
 - Alpha Sample Accuracy
 - Number of Inputs
- NASA-TLX (cognitive workload)
- SART (situational awareness)
- Physiological responses from Empatica E4 wearable sensor
- Usability questionnaire



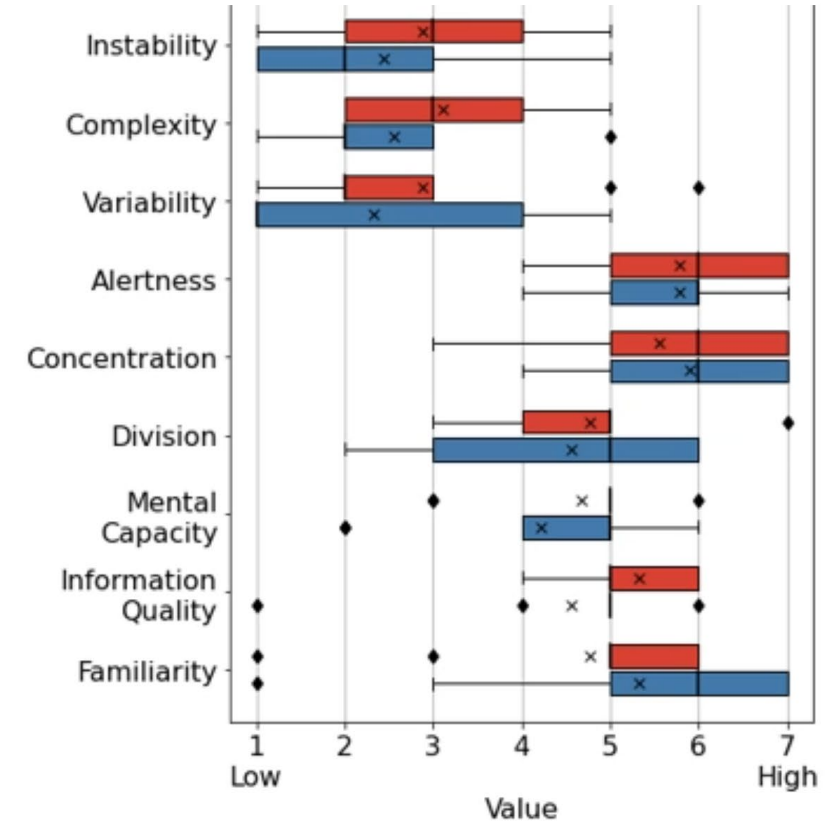
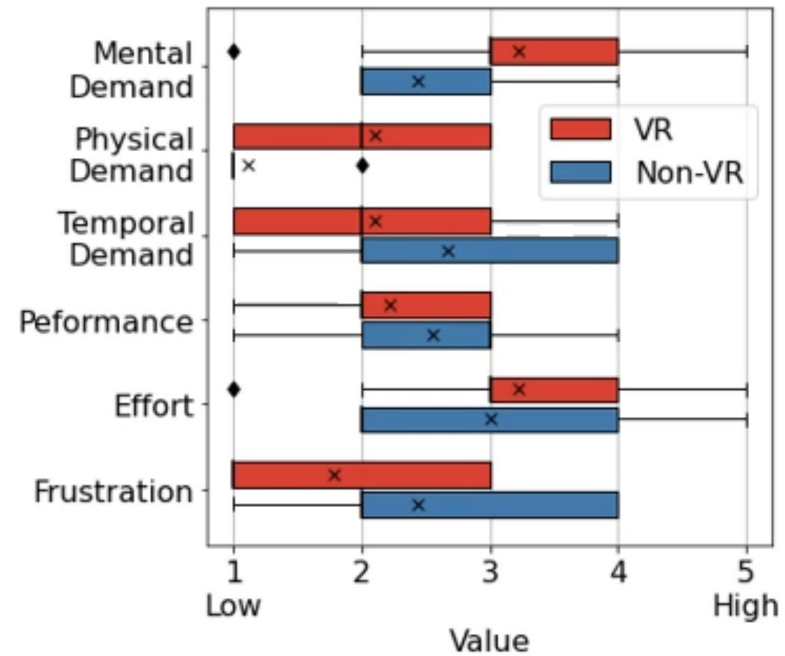
Footage is x2 realtime

Results Summary

Teleoperation Performance



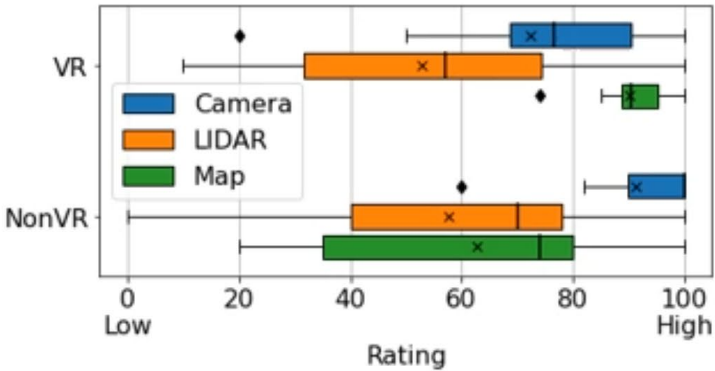
NASA-TLX



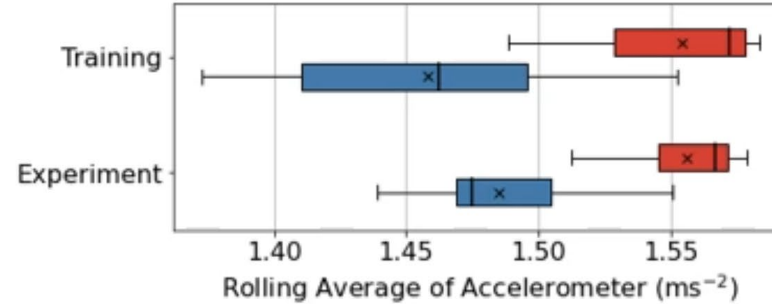
- Operators in VR took longer to complete the experiment and had less collisions
- Operators in VR reported significant increase in physical demand

Results Summary

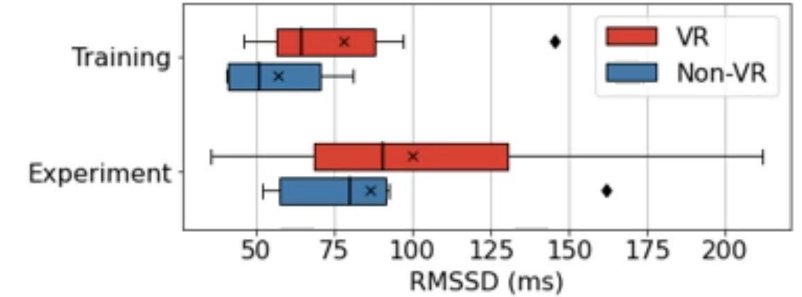
Interface Preference



Accelerometer



Heart rate variability (HRV)

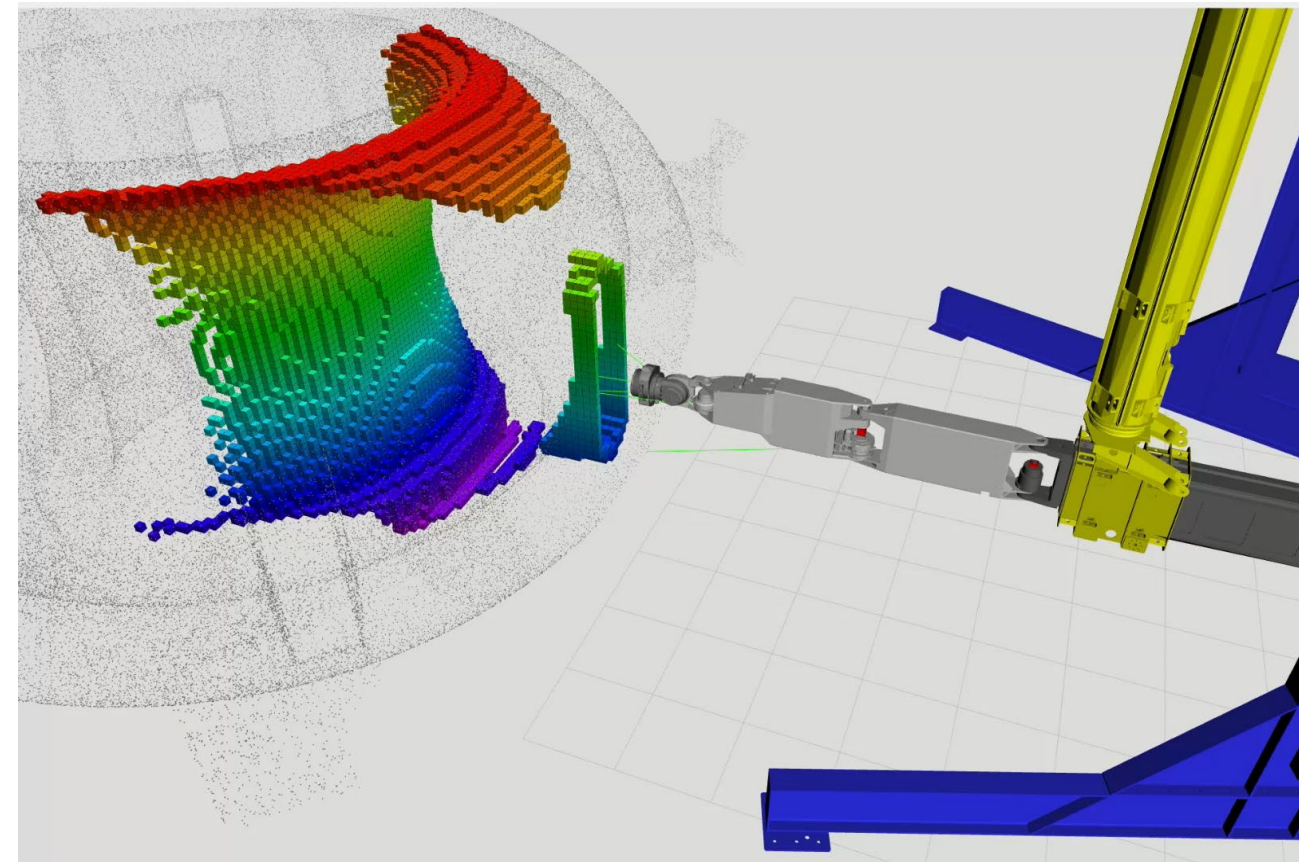
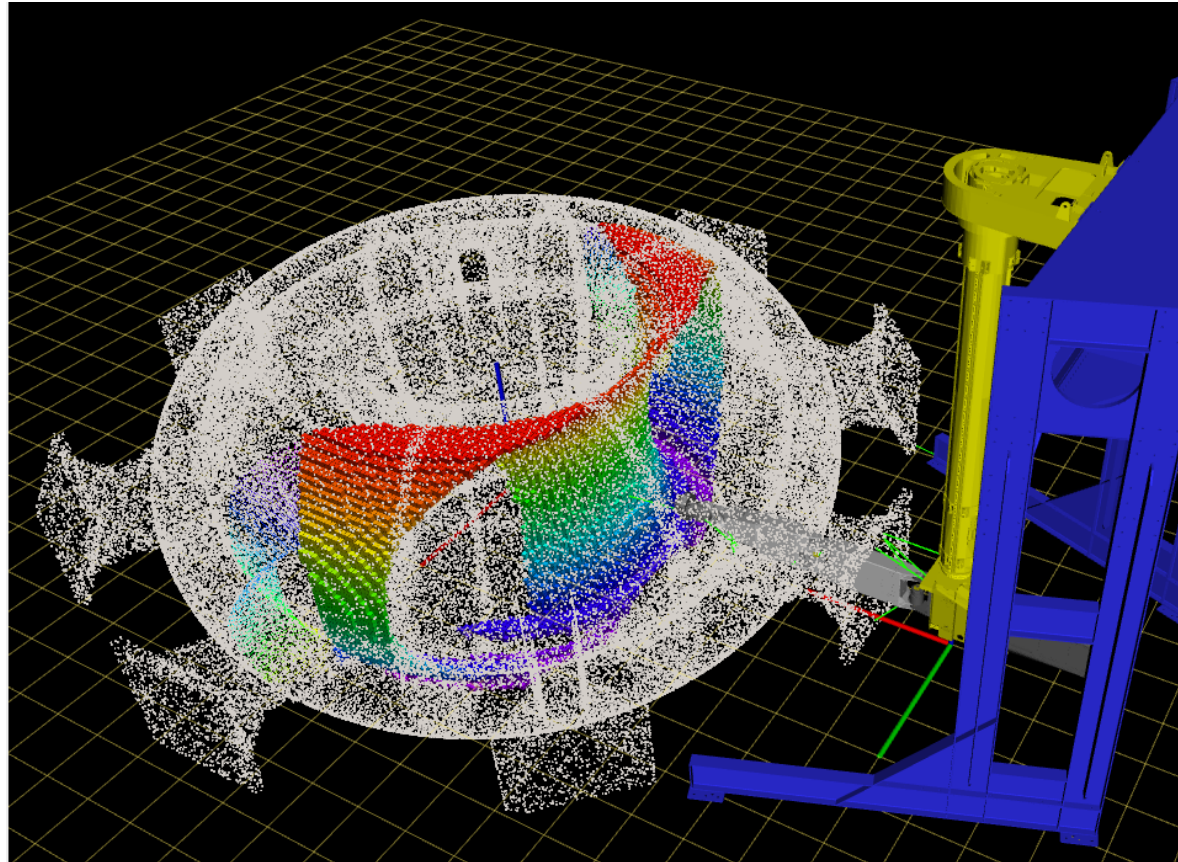


- Significantly higher preference for 3D maps in VR

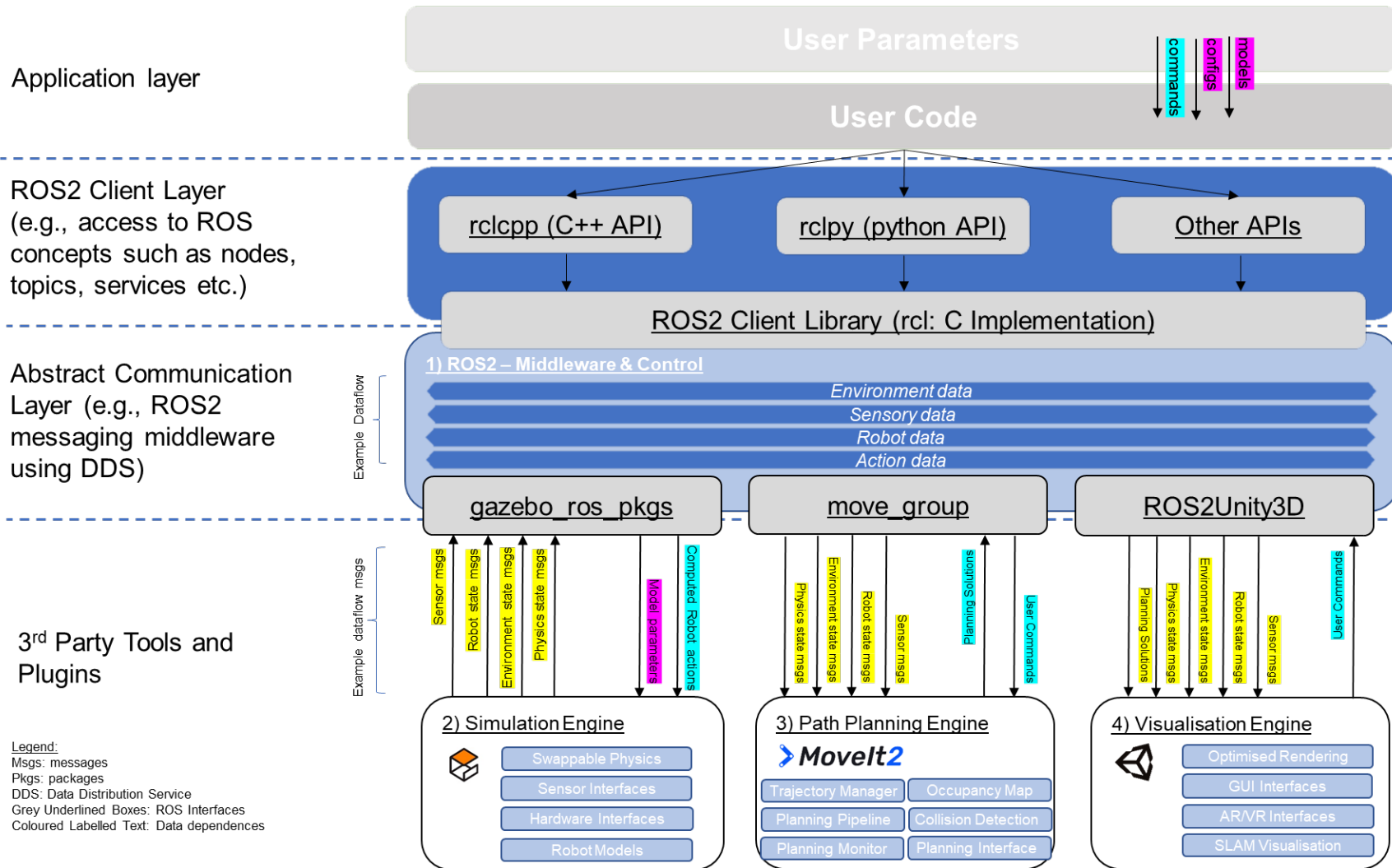
- Higher Empatica accelerometer measurements in VR, correlating with increased physical demand ratings and fatigue

- Higher HRV in VR condition, indicating an increase in physical and cognitive load

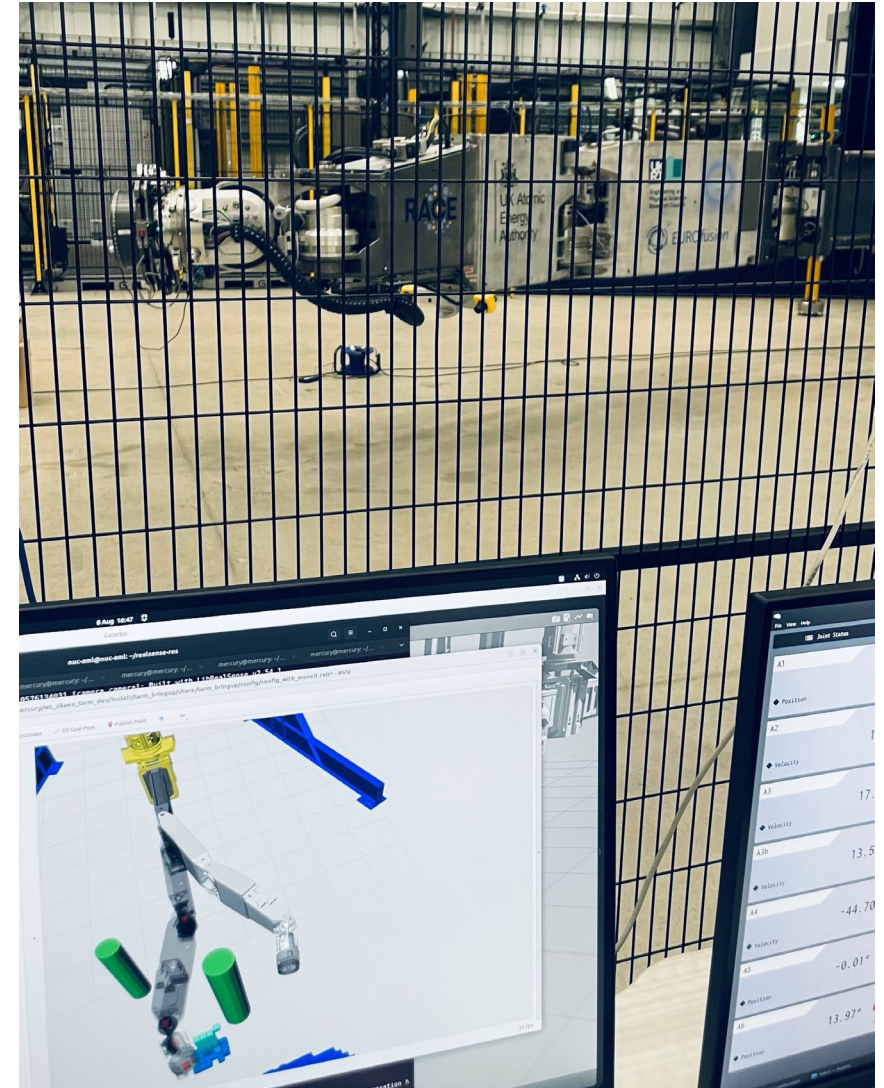
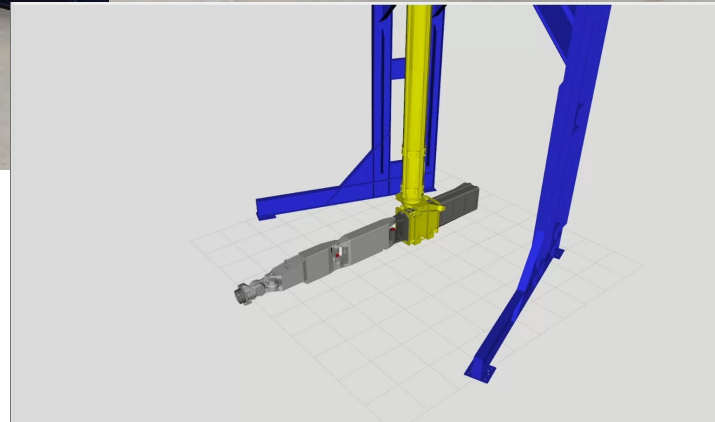
Extending NNUF Results to the Telescopic Articulated Remote Mast (TARM)



Extending NNUF Results to the Telescopic Articulated Remote Mast (TARM)



Extending NNUF Results to the Telescopic Articulated Remote Mast (TARM)



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