#### Einführung in die Erweiterte Realität

- 5. Mixed Reality, Information Presentation -

Gudrun Klinker Nov 18, 2003

### Agenda

- A Taxonomy of Real and Virtual World Display Integration (Paul Milgram & Herman Colquhoun Jr, ISMR'99)
- 2. Augmented maintenance of powerplants: A prototyping case study of a mobile AR system (Klinker et al, ISAR'01)

A Taxonomy of Real and Virtual World Display Integration (Milgram & Colquhoun)

What is Augmented Reality ???

- Augmentations shown in HMDs ("classical AR").
- Augmentations shown on other displays ("any case in which an otherwise real environment is augmented by means of virtual objects").
- Any mixture of real and virtual environments.

### Reality-Virtuality Continuum

Real Environment	Reality-Virtuality (RV) Continuum	Virtual Environment
World Unmodelled	Extent of World Knowledge (EWK) Contin	world Completely Modelled



(a) Augmented Reality (AR)

(b) Augmented Virtuality (AV)

Augmented Reality Occluded Reality Diminished Reality

Reality Models

Virtual Studios Virtual Models



### Mixed Reality



### Remote Mixed Reality Excavation: - Long-distance Tele-Operation -

- Real site:
  - Video more detailed than model
  - Large time lag
- Control site:
  - Simulated operations
- Issues
  - Display centricity
  - Control-display mapping



# Display Centricity



# Control-Display Mapping

Congruent			Incongruent	
Direct Control	(Isomorphism)	Indirect Control (Tool Use)		
	ıt		C/D Offset	
C/D Alignmen				



# AR Taxonomy



# STARS

# Augmented maintenance of powerplants: A prototyping case study of a mobile AR system

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### Outline

- Goals & approach
- Motivation
- Problem domain
  - Current situation
  - Visionary situation
- STARS architecture
- Results
- Lessons learned

### Goals & Approach

Long term goal:

• Provide an AR framework enabling information system developers to reuse and adapt AR components to their application domain.

Approach

- Conduct a series of case studies, prototyping with real clients visionary AR applications.
- Improve framework with lessons learned.

#### This presentation

• STARS case study in nuclear power plant maintenance ("Praktikum" at CMU and TU Munich).

# Motivation

- Industrial settings of mobile AR systems introduce new issues in information systems:
  - Information storage and modeling
  - Transmission of information to the user
  - Visualization of massive information
- Current research focus in AR typically on:
  - Robust tracking
  - 3D graphics with HMD
- Related work:
  - Feiner et al.
  - Curtis et al.
  - ARVIKA

# Problem domain: Nuclear powerplants

Conflicting criteria:

- Regulation compliance, safety
- Cost
- Parallel work

Highly encoded preventive maintenance procedure

Current system is paperbased



# Current situation



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Ventil, H	V5003/2	AUP	G-Haus
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Ventil, H	V2056	ZU	G-Haus

# Visionary situation: IETMs

- Interactive Electronic
   Technical Manuals
- Hierarchical, executable procedures, analog to a computer program.
- Steps are organized in conditional statements and in loops.
- Already used in aircraft maintenance.

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### Visionary situation: HMD



- The technician wears an HMD
- Augmentations indicate device Ids
- Individual devices involved in the procedure are emphasized.

### Visionary situation: LCD



- High density information is displayed on an LCD plate
- The HMD display can be flipped up to enable the technician to examine the LCD plate.
- The LCD plate is stowed away when not needed.

### Constraints & Challenges

- Wireless network
  - Mobile client should be able to function, even in the absence of a network connection
- Multimodal user interface
  - User must be able to select a user interface mode most appropriate to its work and environment
  - Speech, AR, LCD-plate, mouse, [smartcard, iButton]
- Legacy information
  - Current maintenance manuals are on paper
  - Need to be converted into IETMs
  - Need to be related with geometrical world model

#### **STARS** Architecture



Database

Interface

# STARS Subsystems

IETM

- Interpreter is separated from the database and runs on client
- Enables execution of procedure in the absence of connection

Network

- Transparent retrieval of IETMs and supporting material (video, audio, etc.)
- Prefetch and caching based on:
  - Location
  - Work order
  - satistical analysis of history

User Interface/AR

- Tsai tracking
- High-level commands between UI and AR

#### STARS Subsystems : IETMs (Interactive Electronic Technical Manuals)

- Specification by DoD (SGML or XML)
  - MIL-M-87268: behave and look
  - MIL-M-87269: database spec & DTD
- in STARS: XML
   formated IETMS
   (DTD derived from 87269)



# STARS Subsystems: IETM Overview



- Interpreter is separated from the database and runs on client
- Enables execution of procedure in the absence of connection

### STARS Subsystems: Network

- Transparent retrieval of IETMs and supporting material (video, audio, etc.) across unreliable network connections
- Prefetching and caching



#### **STARS Subsystems: Network**

#### Prefetching and caching based on

- location
- work order
- statistical analysis of history



#### **STARS Subsystems: User Interface**

- Permanent maintenance support by showing single work steps and involved items
- Support through technical multimedia documents: Texts, AR, 2D graphs, movies, images, pdf-documents
- Input modes:
   Speech, recognition, keyboard input, access card, iButton
- Output modes:
   HMD, LCD plate, speech synthesis

#### **STARS Subsystems: User Interface**



#### **STARS Subsystems: Augmented Reality**

Ingredients:

- Physical mockup
- Virtual model (OpenGL, VRML)
- 2D tracking (normalized cross-correlation)
- 3D calibration (Tsai)
- 3D rendering (OpenGL)
- Connection to user interface component (CORBA)



#### **STARS Subsystems: Augmented Reality**



#### **STARS Subsystems: Augmented Reality**

Augmented rendering

- Connection to the user interface component:
  - Highlight object (obj, form)
  - Label object (obj, text)
  - Display information (text, screenpos): id
  - Clear information (id)
  - Set compass (object, form)
  - Is visible (obj): bool
- Geometric primitives
  - Objects with unique ids, geometric & photometric descriptions, local transformations
  - Optional labeling string + transformation
  - Transformation for arrow placement
  - Drawing style: normal (full, wireframe), highlighted, not drawn

#### Results

Prototype implementation focusing on

- Network
- User Interface/AR mode
- Rudimentary implementation of IETM subsystem

Two hour demo with customer (Siemens Nuclear Power):

- Helium Flushing procedure
- Simulated variety of situations and UI modes

#### **Lessons learned**

- Linking geometrical information models
  - Geometrical model is usually not present in explicit form in the legacy information
  - Manually linking geometrical models and legacy information is costly, if feasible
  - Need for AR authoring system for creating such links.
- Generic AR components
  - Current standards (VRML) defined for visualization
  - AR requires more dynamic languages, enabling the interactive manipulation of geometrical models
  - Need for domain independent interface between AR and UI

#### Lessons learned (2)

- Multi-model user interface
  - AR is only one of several user interface modes
  - An AR view needs to interact with other user interface components and views.
  - Need for a component oriented view of AR systems.
- Mobile and unreliable networks
  - AR systems are often mobile
  - Rely on wireless networks for data exchange, unreliable and low bandwidth
  - Geometrical models and related information models are usually large
  - Need for a network component for shielding the system from crashes and low bandwidth

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