## Full Title Of Presentation

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### Introduction

Examples

Assistive Robotics and Manipulation Lab

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#### Itemize example

#### ▶ Item 1

Item 2

#### Table 1: Example of Table - Taxonomy of human intent prediction

| Human                 |                     | Execution Strategy<br>(Action)  |   |  |
|-----------------------|---------------------|---|---|--|
|                       |                     | Observer  | Observer  |  |
|                       |                     | Knows   | Unknown   |  |
| Objective<br>Function | Observer            | All is Known (e.g. Ping Pong)   | Human Action Model is unclear   |  |
|                       | Knows               | where both objective and actions are clear  | or suboptimal (e.g. chess)  |  |
|                       | Observer<br>Unknown | Human action model is well known,<br>but objective is not (e.g. joy-riding in car<br>or free running, where destination<br>or direction is unclear) | Poor action model and objective<br>function (e.g. Poor / good cook,<br>no idea of final dish) |  |

Tables can be referenced as Table 1

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# Introduction (cont.)



Example of a figure, shown in Figure 2.



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(a) Single Kinect setup for fall prevention in elderly residence  $\left[1\right]$ 

(b) Multiple Kinects calibration for fall prediction[2]

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Figure 3: Examples of Horizontal Subfigures

Example of Horizontal Alignment of a table and a figure.

Table 2: Environment limitations on data collection

|                            | Kinect | Stereo | Kinect +<br>Stereo |
|----------------------------|--------|--------|--------------------|
| Indoor                     | 1      | 1      | 1                  |
| Outdoor                    | X      | 1      | 1                  |
| High number<br>of features | 1      | 1      | 1                  |
| Low number<br>of features  | 1      | ×      | 1                  |



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min

subject to

 $J = \int (a_{real} - \hat{a})^2$ human kinematics no collision no falling

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$${}^{A}R_{B}(t_{0}) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \sin(\theta) \begin{bmatrix} 0 & -v_{3} & v_{2} \\ v_{3} & 0 & -y_{1} \\ -v_{2} & v_{1} & 0 \end{bmatrix} +$$
(1)
$$(1 - \cos(\theta)) \begin{bmatrix} 0 & -v_{3} & v_{2} \\ v_{3} & 0 & -v_{1} \\ -v_{2} & v_{1} & 0 \end{bmatrix}^{2}$$

$${}^{A}R_{B}(t) = \Delta R^{A}R_{B}(t_{0})$$
(2)  
$$\Delta R = {}^{A}R_{B}(t){}^{A}R_{B}^{T}(t_{0})$$
(3)

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- E. E. Stone and M. Skubic, "Fall detection in homes of older adults using the Microsoft Kinect," *IEEE journal of biomedical and health informatics*, vol. 19, no. 1, pp. 290-301, 2014. DOI: 10.1109/JBHI.2014.2312180. [Online]. Available: https://ieeexplore.ieee.org/abstract/document/6774430.
- [2] A. N. Staranowicz, C. Ray, and G.-L. Mariottini, "Easy-to-use, general, and accurate multi-Kinect calibration and its application to gait monitoring for fall prediction," in 2015 37th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC), IEEE, 2015, pp. 4994–4998. DOI: 10.1109/EMBC.2015.7319513. [Online]. Available: https://ieeexplore.ieee.org/abstract/document/7319513/.

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