

# Lunar Robotics Update

## NESS Steering Committee Meeting



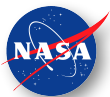
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**2018-06-08**

# Topics

- 1. Gateway technology utilization RFI**  
(issued 5/10/2018 by HEOMD, responses due 6/11/2018)
- 2. Lunar surface imaging studies**  
(Matt Deans, Larry Edwards, Ara Nefian, Uland Wong)
- 3. Synthetic lunar terrain model**  
(Mark Allan)
- 4. Lunar surface simulator**  
(Mark Allan, Terry Welsh, Uland Wong, OSRF)



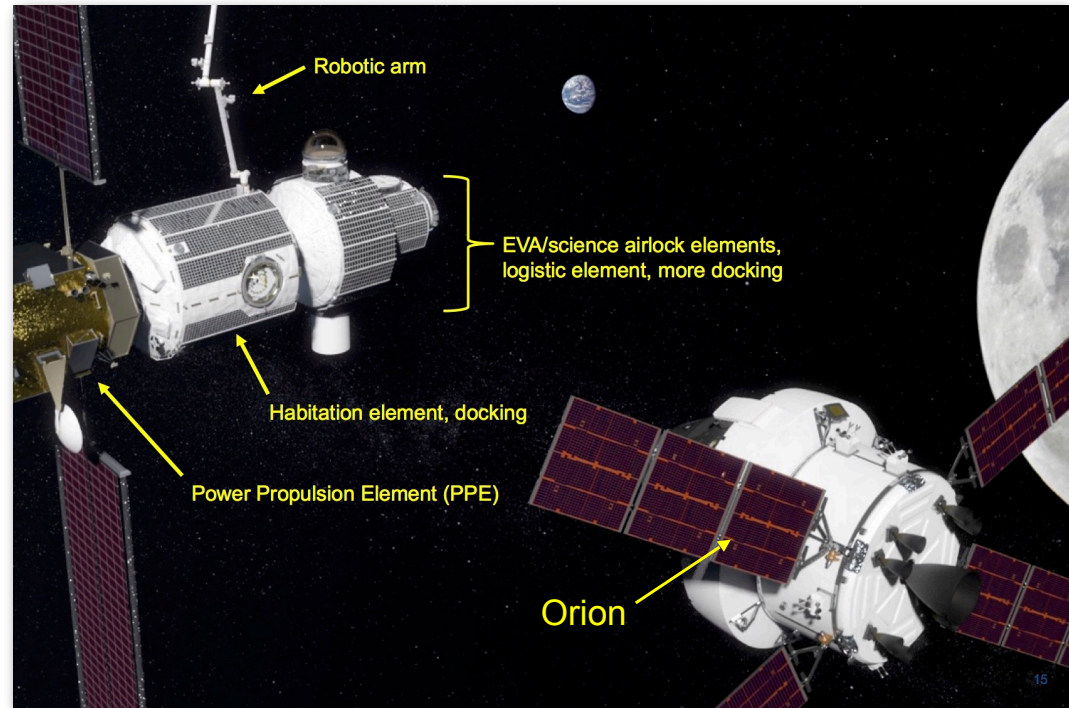
# 1. Gateway Technology Utilization RFI

## Focus

- Ideas and concepts for technology demonstrations
- Evolve Gateway capabilities
- Enable new capabilities for human exploration
- Responses will inform NASA planning and acquisition strategy

## High-priority areas

- Cloud computing on the Gateway to support payloads and lunar missions
- Novel instruments / sensors for space or lunar science
- Technologies for robotic and telerobotic science



<http://tinyurl.com/gateway-rfi>

- Open to all sources (academia, government, industry)
- Responses are due no later than **6/11/2018 at 4p EDT**

# 2. Lunar Surface Imaging Studies

## Performance

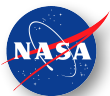
- What are the limits and failure modes of stereo vision for navigation?
- How well will hazard detection and localization based on stereo vision work in polar regions?

## Use of High Dynamic Range (HDR)

- Can hardware or software HDR improve navigation performance?
- Under what situations is HDR required (not just for improvement)?

## Use of image compression

- How much image compression is tolerable?
- What compression methods are appropriate?



# Imaging Challenges at the Lunar Poles



**Strong shadows, bright light, high contrast**

**Oblique lighting  $\Rightarrow$  shadows are long**

- Sun  $+6^\circ$   $\Rightarrow$  shadows  $\sim 10x$  object height
- Sun  $+3^\circ$   $\Rightarrow$  shadows  $\sim 20x$  object height

**Opposition surge  $\Rightarrow$  washes out texture**

**Low sun  $\Rightarrow$  sun in view, sun on optics**

- Exposure issues, lens flare, etc.



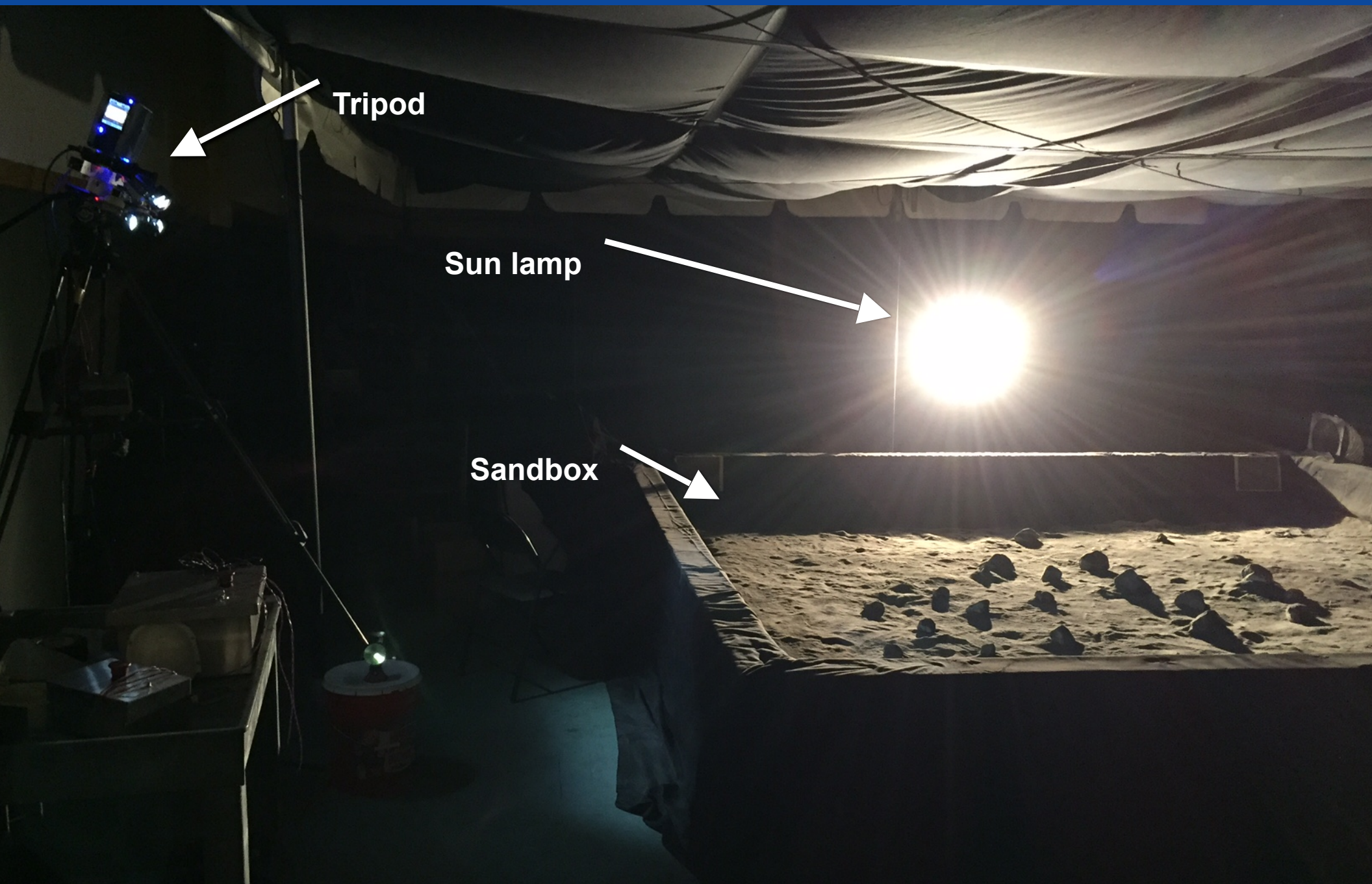
# NASA Ames Lunar Lab



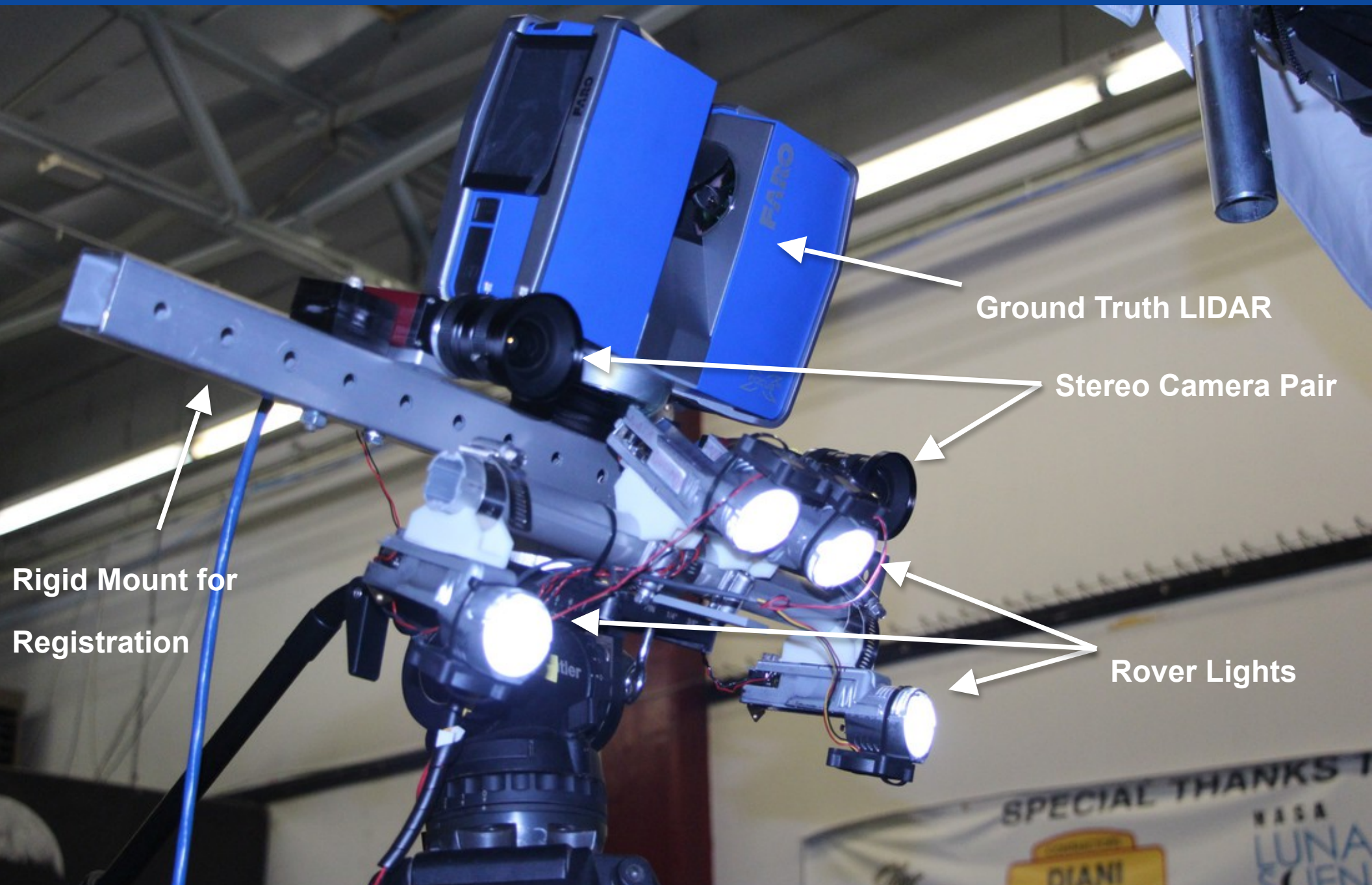
**4 x 4 x 0.75m sandbox with 8 tons of JSC-1A regolith simulant**  
**Dark room with copious amounts of light blocking material**



# Simulating Lunar Surface Conditions



# Imaging Setup



Ground Truth LIDAR

Stereo Camera Pair

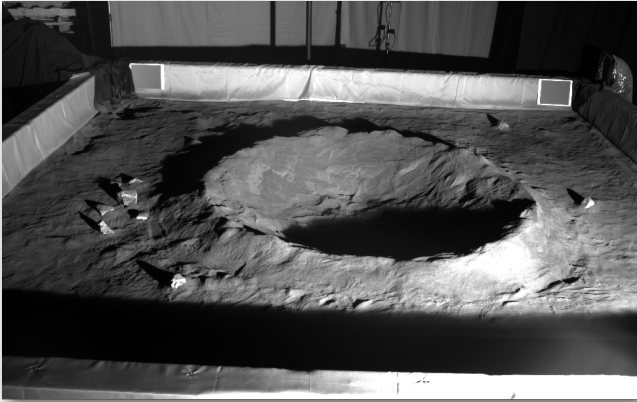
Rigid Mount for  
Registration

Rover Lights



# Test Cases

Negative Obstacle



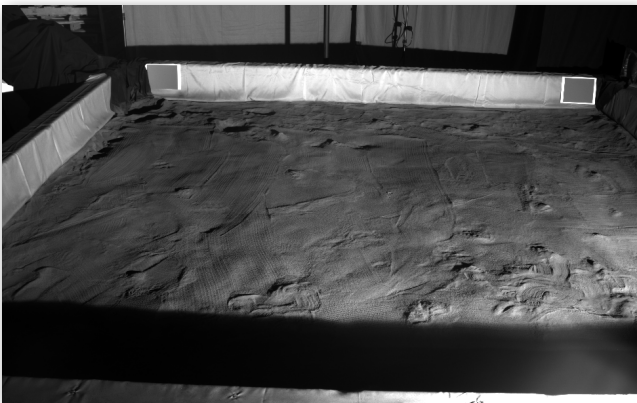
Defined Rim



Eroded



Positive Obstacle



Smooth

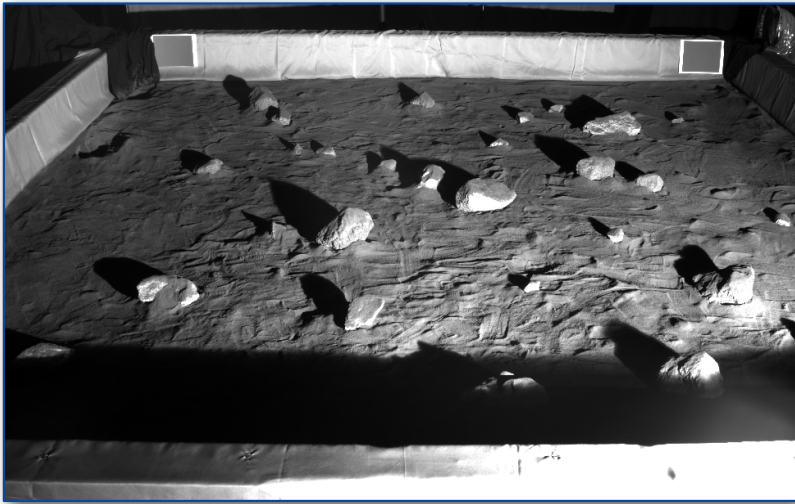


Rough/Rocky

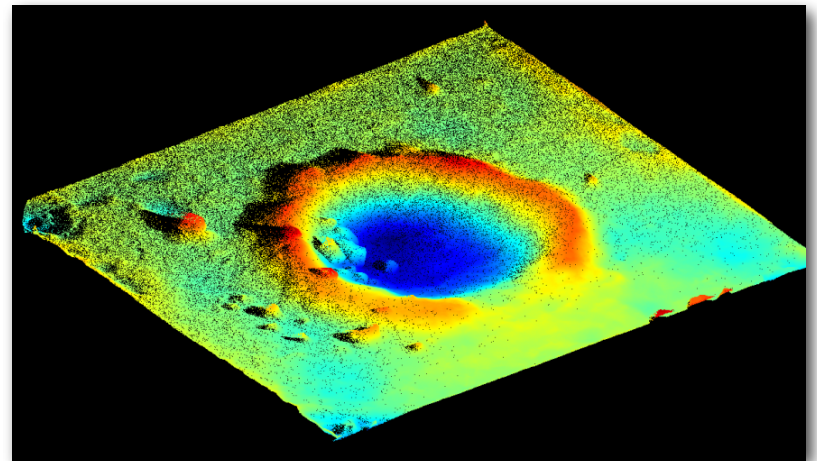
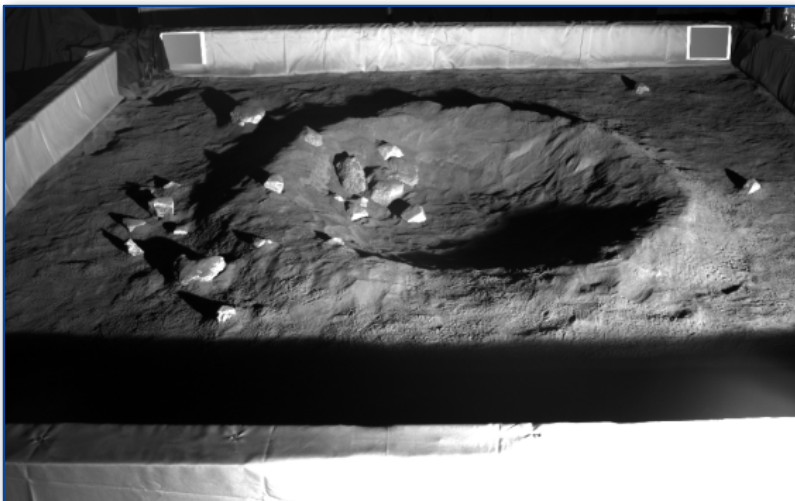
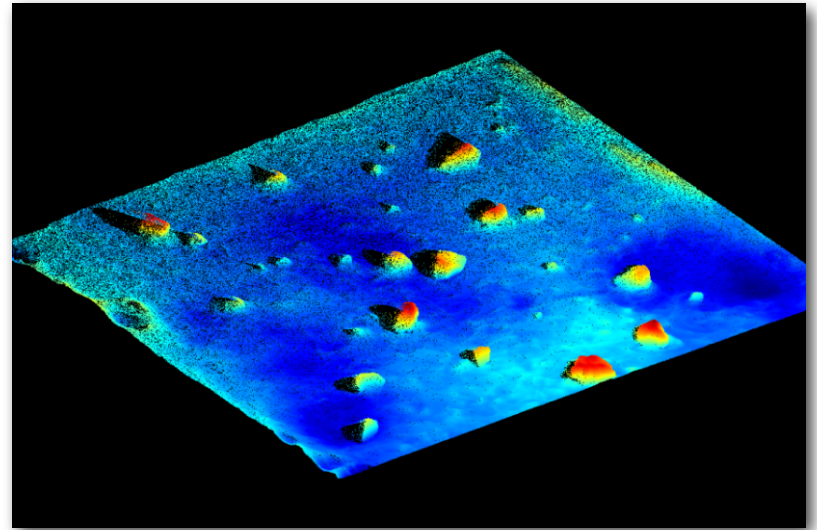


# Data Sets

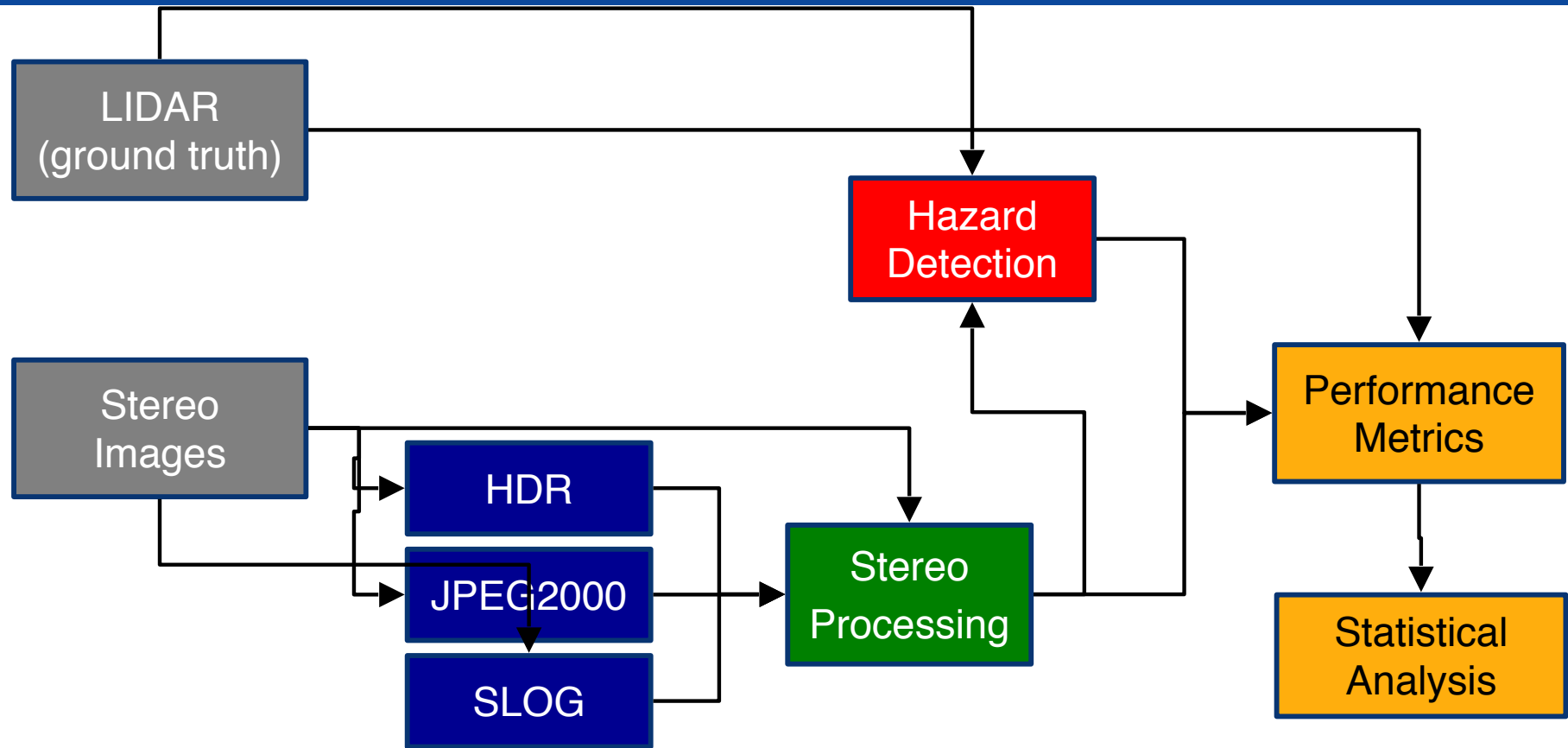
**Stereo (Left Image)**



**Ground Truth 3D**



# Data Processing



## 24 test conditions, plus:

- High Dynamic Range (HDR)
- JPEG compression at multiple ratios
- SLOG compression at multiple kernel widths

# POLAR public dataset release



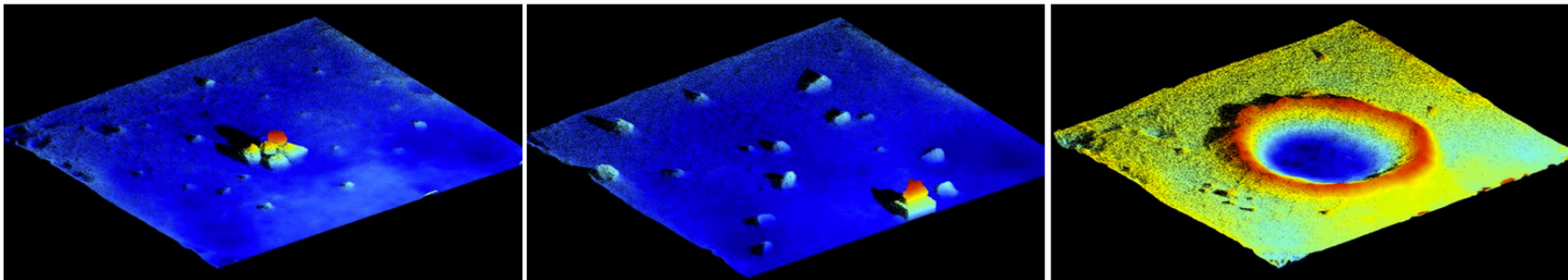
NATIONAL AERONAUTICS  
AND SPACE ADMINISTRATION

Ames Research Center

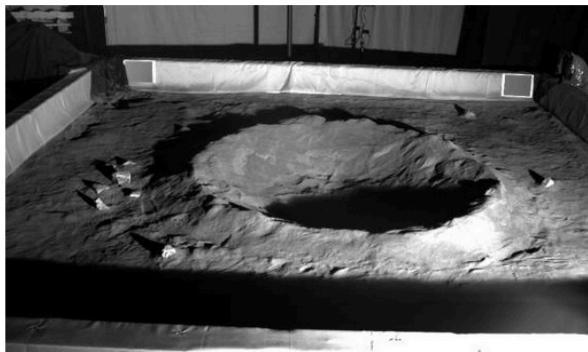


## POLAR Stereo Dataset

[Polar Optical Lunar Analog Reconstruction]



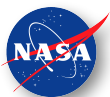
Terrain 11



**Description:** This scene features a large negative obstacle which is meant represent a smooth "fresh" crater. There are some medium-sized rocks along the rim and periphery. The relief of the crater is exaggerated (particularly the rim) in order to also test detection of steep slopes at the particular angle of view. The shape of the crater produces interesting interior shadows and inter-reflected light. The smooth slopes and terrain provide a correlation challenge case. There are 9 rocks in this distribution and one crater.

**Download:** 903 MB [[.zip](#)]

[https://ti.arc.nasa.gov/dataset/IRG\\_PolarDB](https://ti.arc.nasa.gov/dataset/IRG_PolarDB)



# Lunar Surface Imaging Studies

## **Stereo vision will work for lunar polar rover missions**

- Hazard detection (20 cm positive obstacles)
- Localization (within 35m even with only 4m DEM and 8m max range)

## **HDR helps**

- HDR does better than the best LDR

## **Compression is acceptable**

- JPEG compression up to 6x has little affect on range and density
- SLOG compression up to 25x has little affect on range and density



# 3. Synthetic Lunar Terrain Model

## Need

- High-resolution DEMs (10 cm/post) are needed for conops studies, development of rover navigation systems, mission simulations, etc.
- Best-available lunar DEMs are 1-10 m/post and typically noisy

## Polar crater model

- 1 km x 1 km area near the Hermite A crater (86.17°N, 93.32°W)
- 4 cm / post

## Disclaimer

- NOT an accurate measurement of the actual lunar terrain near Hermite A
- NOT appropriate for lunar mission planning or operations
- Suitable for education use, outreach activities, research, or simulation

