# Einführung in die Erweiterte Realität

# 9. Mixed Reality, Information Presentation

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# Agenda

- 1. A Taxonomy of Real and Virtual World Display Integration (Paul Milgram & Herman Colquhoun Jr, ISMR'99)
- 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 ???

Augmented Reality
Occluded Reality
Diminished Reality

Reality Models

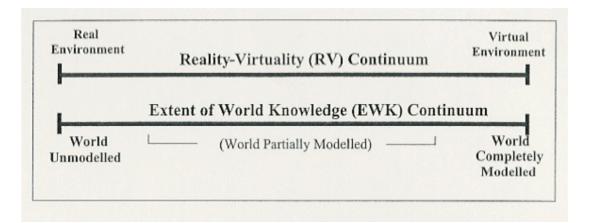
Virtual Studios Virtual Models

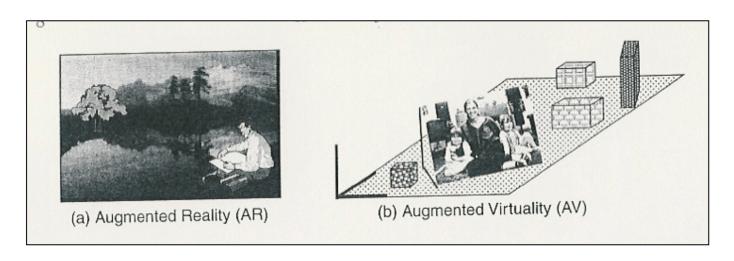
# A Taxonomy of Real and Virtual World Display Integration (Milgram & Colquhoun)

#### 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.

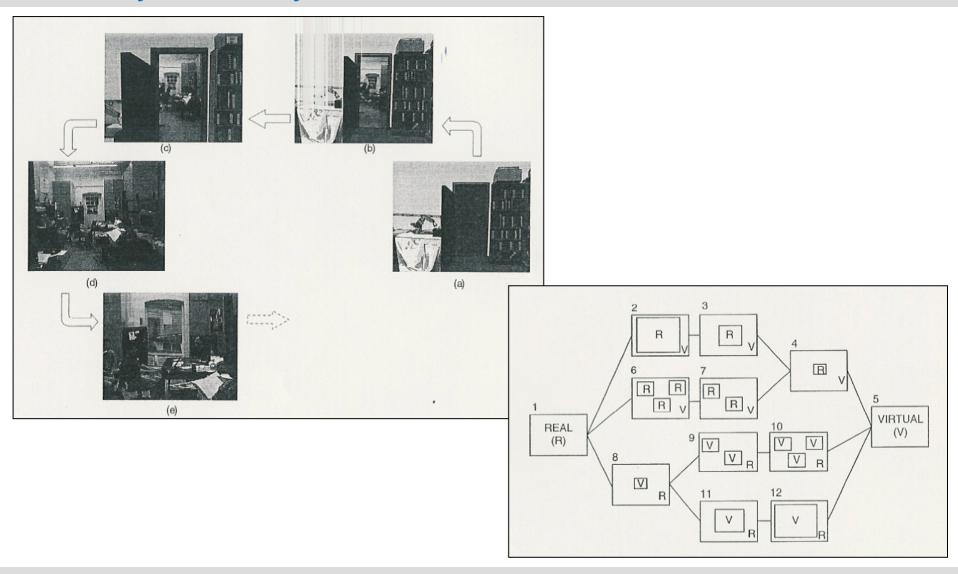
# Reality-Virtuality Continuum



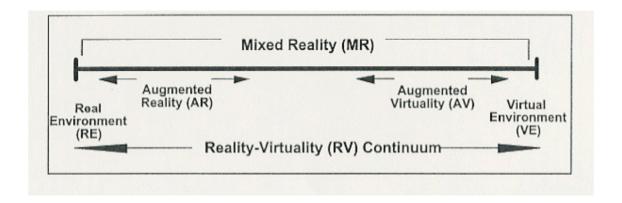




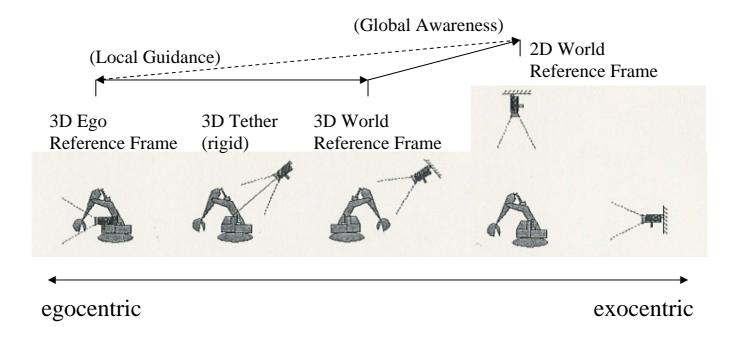
# Reality-Virtuality Continuum



# Mixed Reality

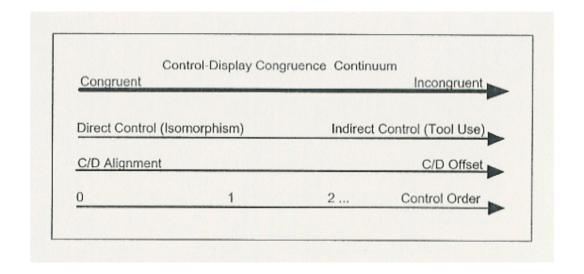


# **Display Centricity**

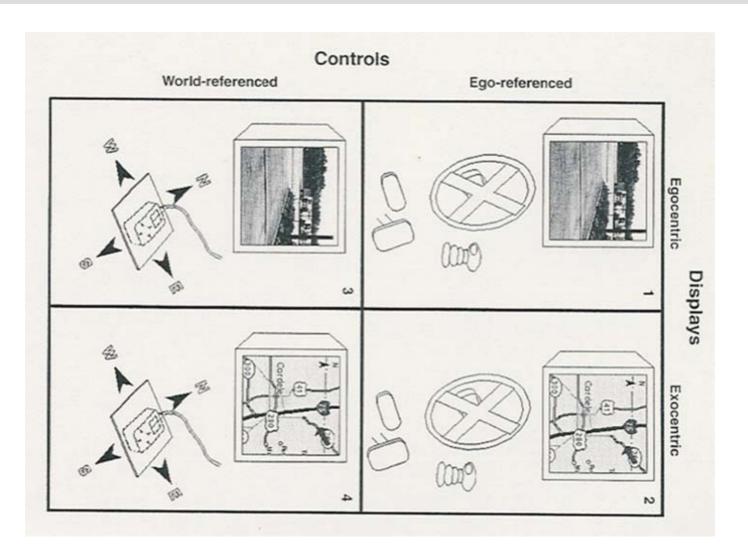




# **Control-Display Mapping**



# **Control-Display Mapping**





# AR Taxonomy

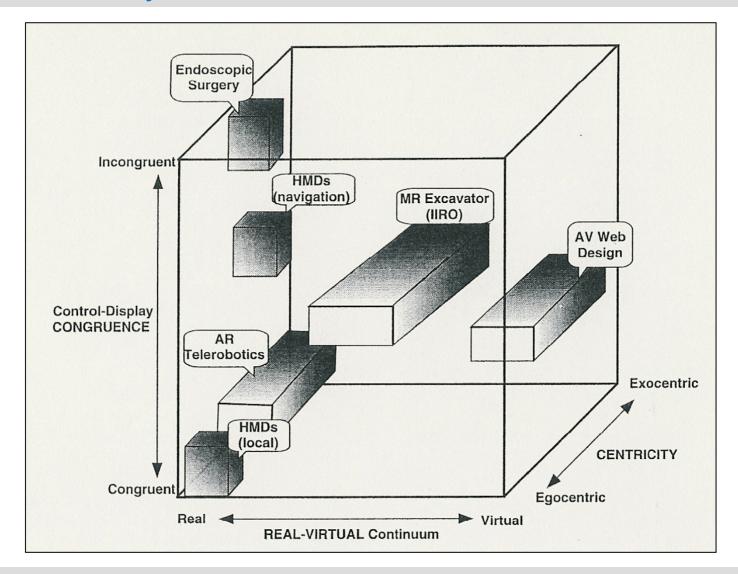


#### **AR Taxonomy**

#### Sample applications

- Local AR (with HMD)
- Navigational AR (with HMD)
- AR Telerobotics
- Minimally invasive surgery
- AV web pages

# AR Taxonomy





#### Information Presentation

#### STARS:

# Augmented Maintenance of Powerplants: A Prototyping Case Study of a mobile AR system

G. Klinker, O. Creighton, A.H. Dutoit, R. Kobilinsky, C. Vilsmeier,B. Bruegge

#### **Outline**

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

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# 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



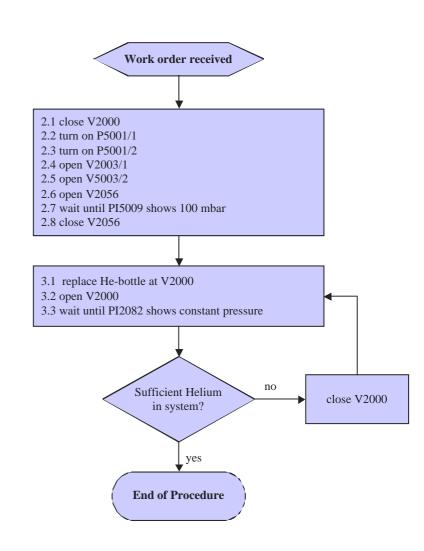
#### Problem domain: Nuclear powerplants

#### Conflicting criteria:

- Regulation compliance, safety
- Cost
- Parallel work

Highly encoded preventive maintenance procedure

Current system is paper-based



#### **Current situation**

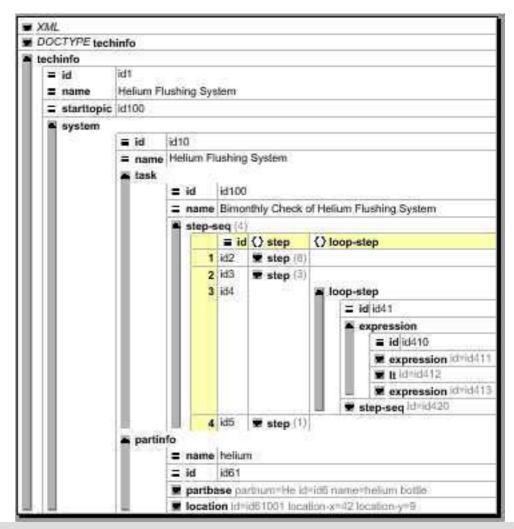


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Ventil, H	V5003/1	AUF	G-Haus
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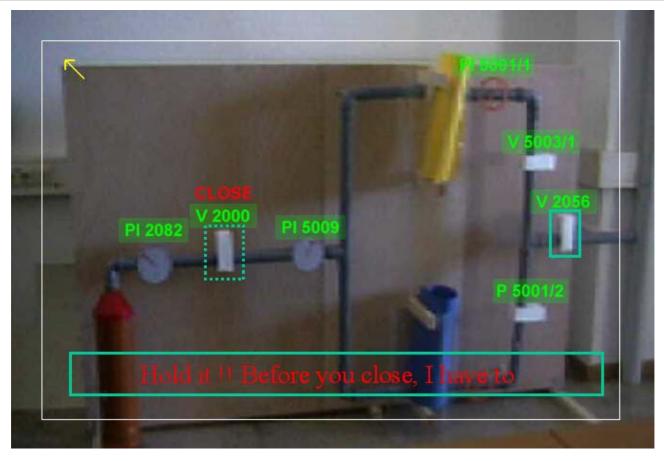
#### Visionary situation: IETMs

- 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.





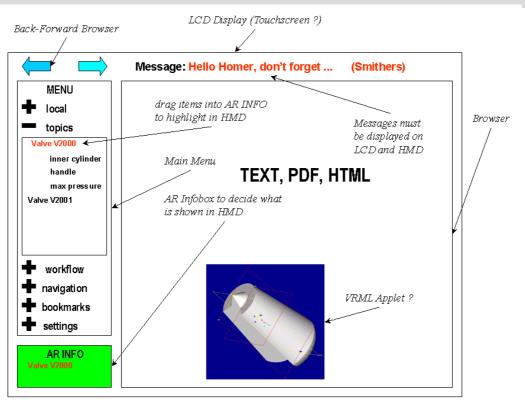
# Visionary situation: HMDs



- 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

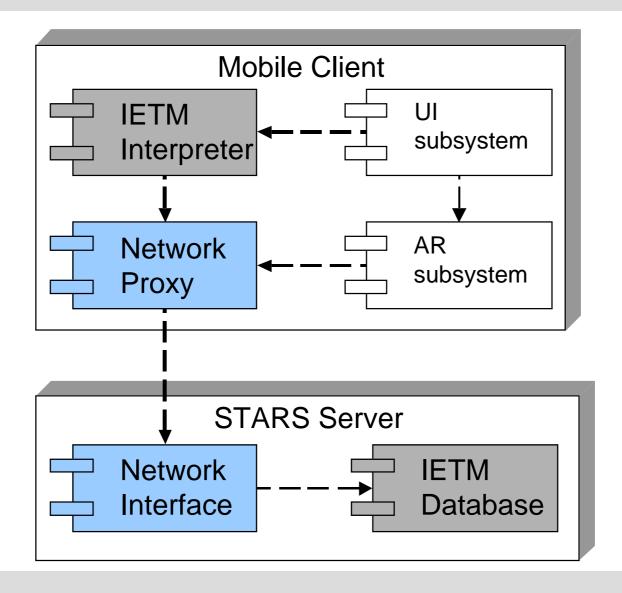
- User must be able to select a user interface mode most appropriate to its work and environment
- Speech, AR, LCD-plate, mouse, [smartcard, iButton]

#### Legacy information

- Current maintenance manuals are on paper
- Need to be converted into IETMs
- Need to be related with geometrical world model

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#### STARS Architecture





#### 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

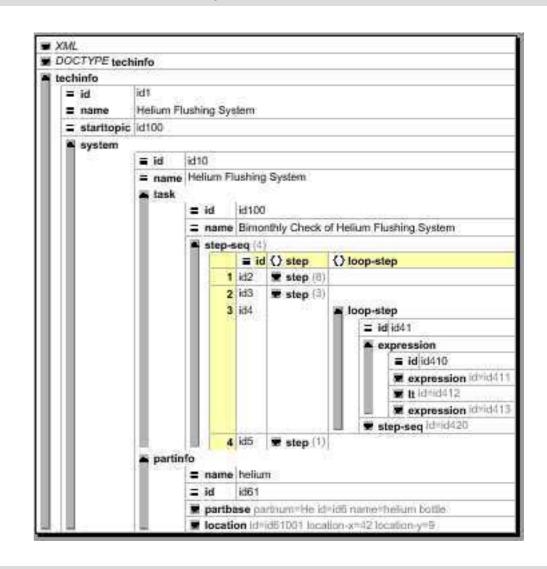
- Tsai tracking
- High-level commands between UI and AR



# STARS Subsystems: IETMS

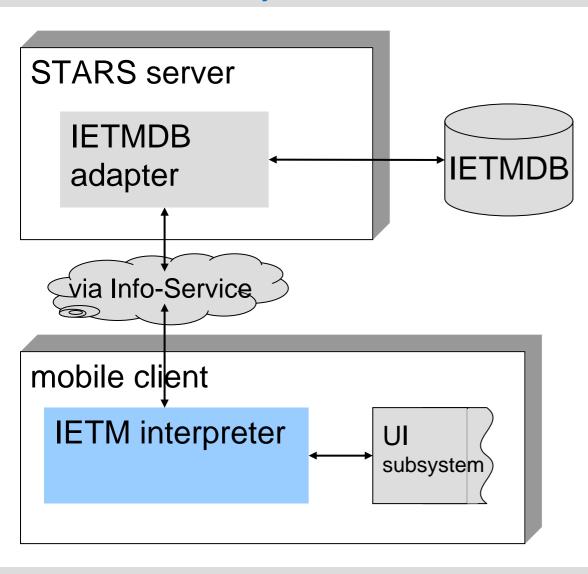
#### (Interactive Electronic Technical Manuals)

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



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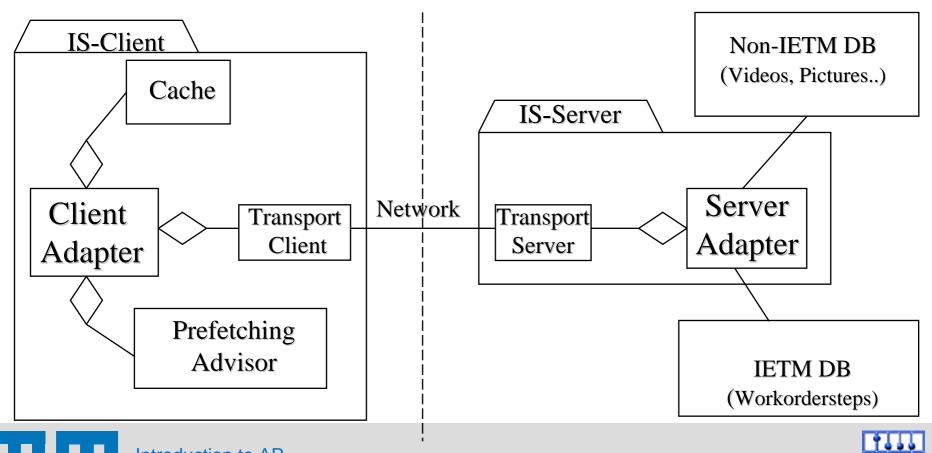
#### STARS Subsystems: IETMS Overview



- 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

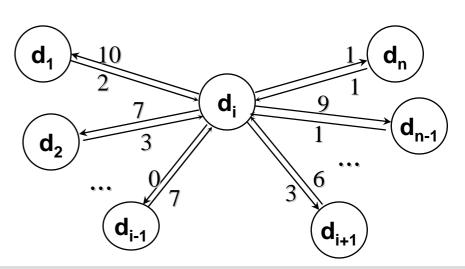
#### Prefetching and caching based on

- location
- work order
- statistical analysis of history

#### Request statistic:

- History [d<sub>11</sub>, d<sub>12</sub>, ...]
- Update rules for weights:  $w(d_{ti-1}, d_{ti}) += 2$

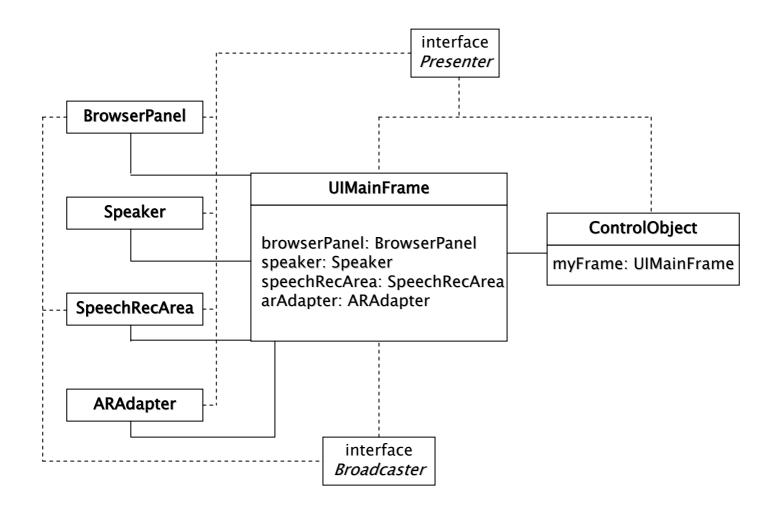
$$w(d_{ti-2}, d_{ti}) += 1$$



# 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



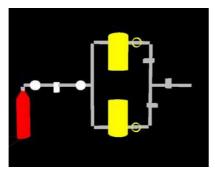


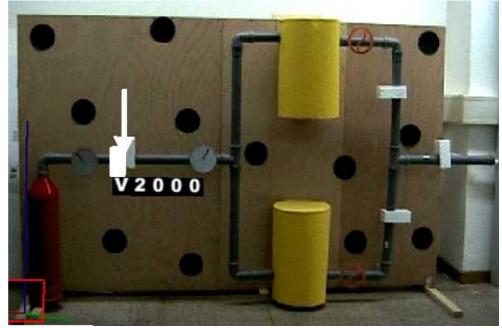
#### STARS Subsystems: Augmented Reality

#### Ingredients:

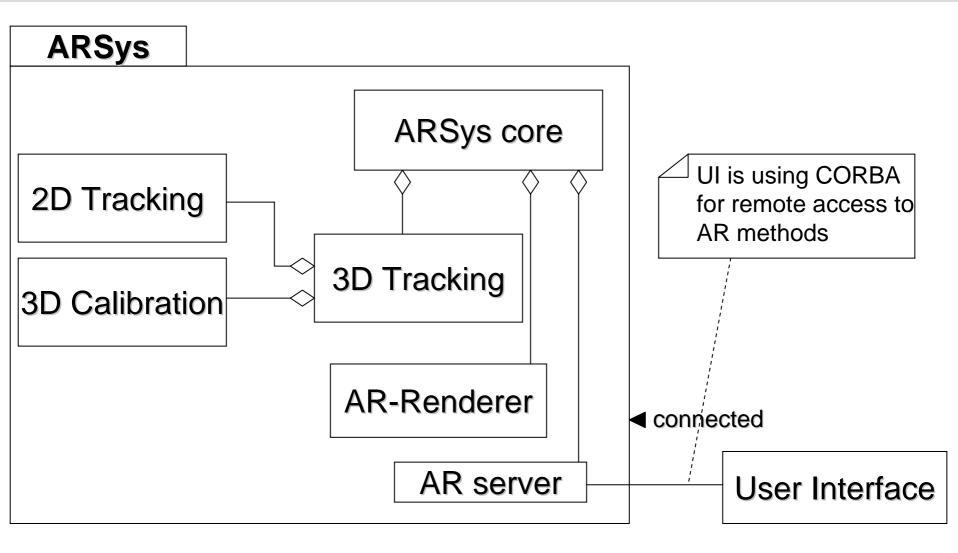
- Physical mockup
- Virtual model (OpenGL, VRML)
- 2D tracking (normalized cross-correlation)
- 3D calibration (Tsai)
- 3D rendering (OpenGL)
- Connection to user interface component (CORBA)







# 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**

#### 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



#### Acknowledgments

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#### 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

