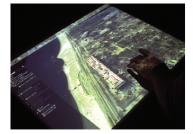


Robotics Lab @ UMass Lowell

UMass Lowell Robotics Lab
Department of Computer Science
http://robotics.cs.uml.edu

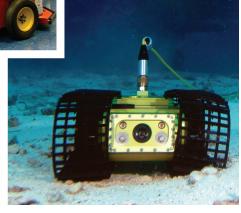












UMass Lowell Robotics Lab
Dr. Holly Yanco founded the UMass
Lowell Robotics Lab in 2001.
Research focuses on human-robot
interaction (HRI), which includes multitouch computing, interface design,
robot autonomy, trust, and evaluation
methods. Application domains include
assistive technology and urban search
and rescue (USAR). The Robotics Lab
also has an active K-12 community
partnerships program.

Urban Search and Rescue
Obtaining and maintaining situation
awareness (SA) is critical to the
successful operation of unmanned
vehicles. We have worked to develop
effective HRI techniques, design guide-

lines, and evaluation techniques for making human operators aware of the robot and its environment. We have also studied the impact of camera location and multi-camera fusion.

We have implemented a video-centric interface for an ATRV-JR robot. Our interface features a large video panel of the forward facing camera, a "rearview mirror," a distance panel, a dynamically generated map, and a range of autonomy modes. Automatic Direction Reversal mode flips the front and rear camera views and remaps the drive commands to allow the user to back out of tight spaces as if driving forward. The robot can be operated with a joystick or a multi-touch device using gestures.

In addition to robot control, the multitouch device can also be used in a command and control disaster response. For example, we have overlaid aerial photography of Biloxi, MS, after Hurricane Katrina on predisaster satellite imagery, providing interactive damage assessment. Multiple users can zoom and annotate the map using gestures.

Robots offer a unique view for damage assessment when structures are too unstable for human or canine personnel to safely search. Our VGTV-Extreme robot successfully cleared two buildings in Biloxi, MS, after Hurricane Katrina by providing Florida Task Force Three responder with a first-person view.



