

CS 545 Lecture 7

Case Study:

An Artificial Eye System

- Introduction to Oculomotor Control
- Model of dynamics
- Gaze Stabilization
- Vestibulo-ocular reflex (VOR)
- Optokinetic reflex (OKR)
- Control

<http://robotics.usc.edu/~aatrash/cs545>

Oculomotor Control

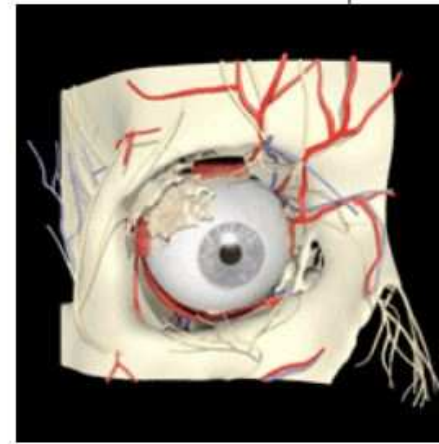
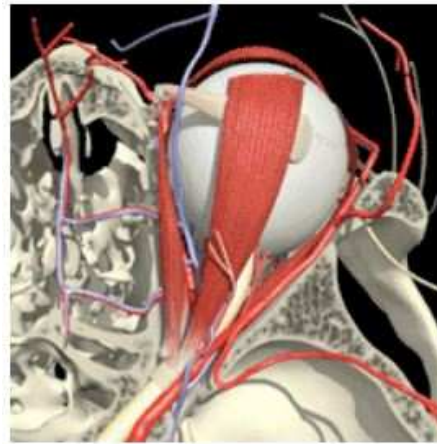


- Goals
 - Get visual input from the entire world with high resolution foveal vision and low resolution peripheral vision
- Behaviors
 - Move fovea to interesting targets (saccades)
 - Stabilize target on retina (VOR, OKR)
 - Adjust focal length (accommodation)
 - Enable stereo vision (vergence)
 - Avoid workspace boundaries (nystagmus)
- Problems
 - Delays from visual processing are about 100 ms in humans and about 30-100 ms in artificial systems

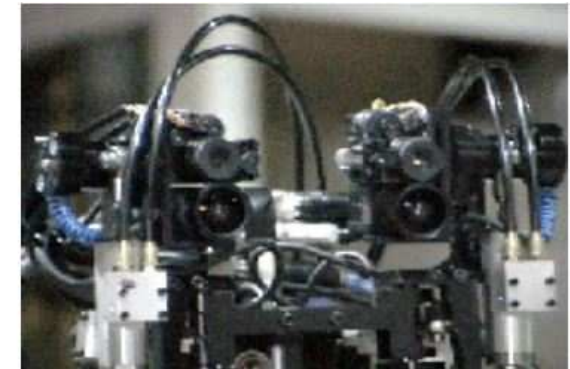
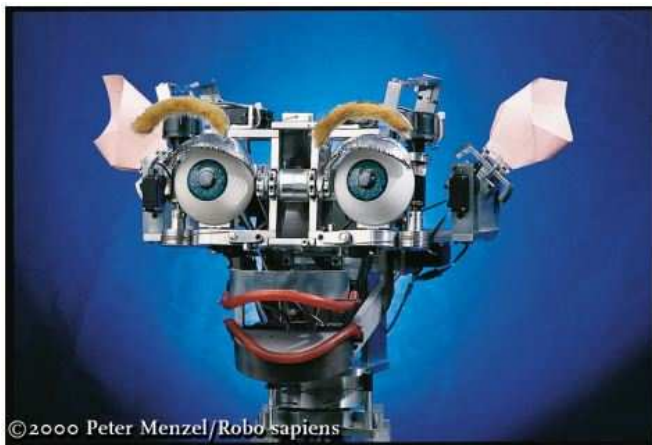
Example Oculomotor Systems



- Human Eye



- Vision Heads



VOR and VKR



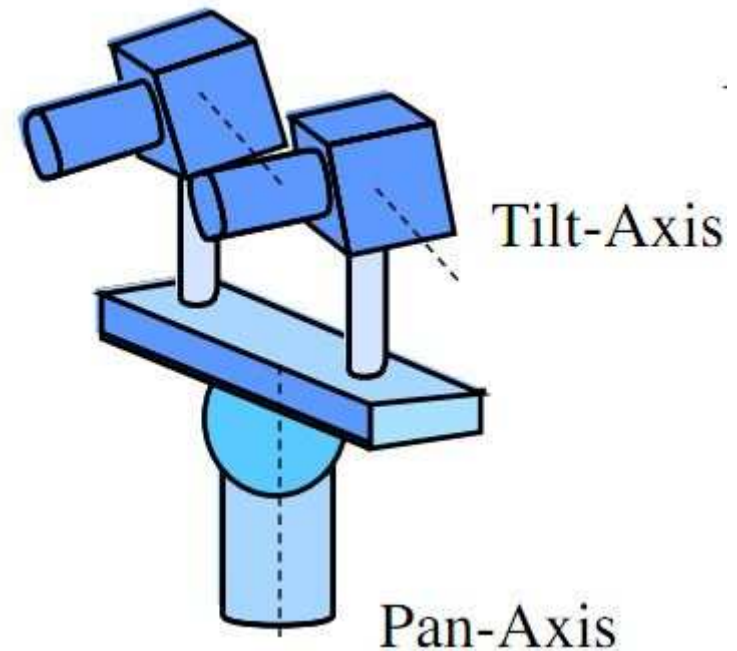
- Vestibulo-ocular reflex (VOR)
 - Stabilize image on retina as head moves
 - Human head is constantly moving
 - Rotational and translational
 - Extremely fast
 - Not visual
- Optokinetic reflex (OKR)
 - Allows eye to track an object as head remains still
 - Works together with VOR

Model of Eye System



- Assumptions:
 - System is linear second order system
 - Eye motors are very strong (inertial loads are small)
 - Independent control of pan and tilt
 - Dynamics:

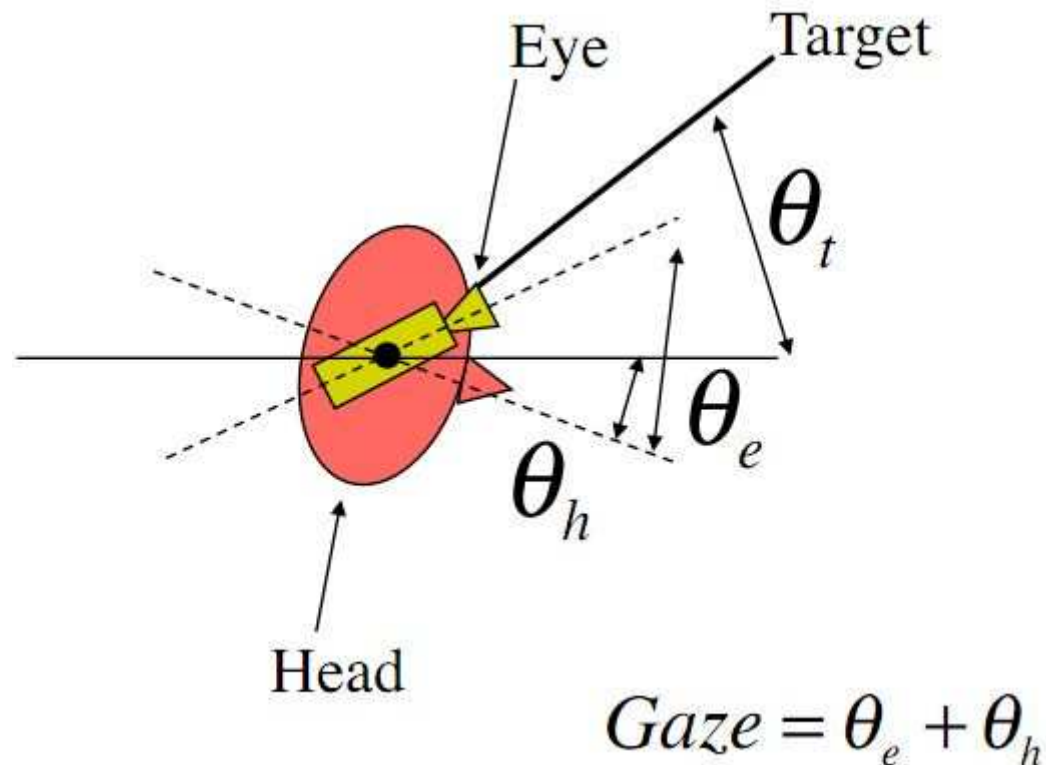
$$I\ddot{\theta} = -b\dot{\theta} - k\theta + \tau$$



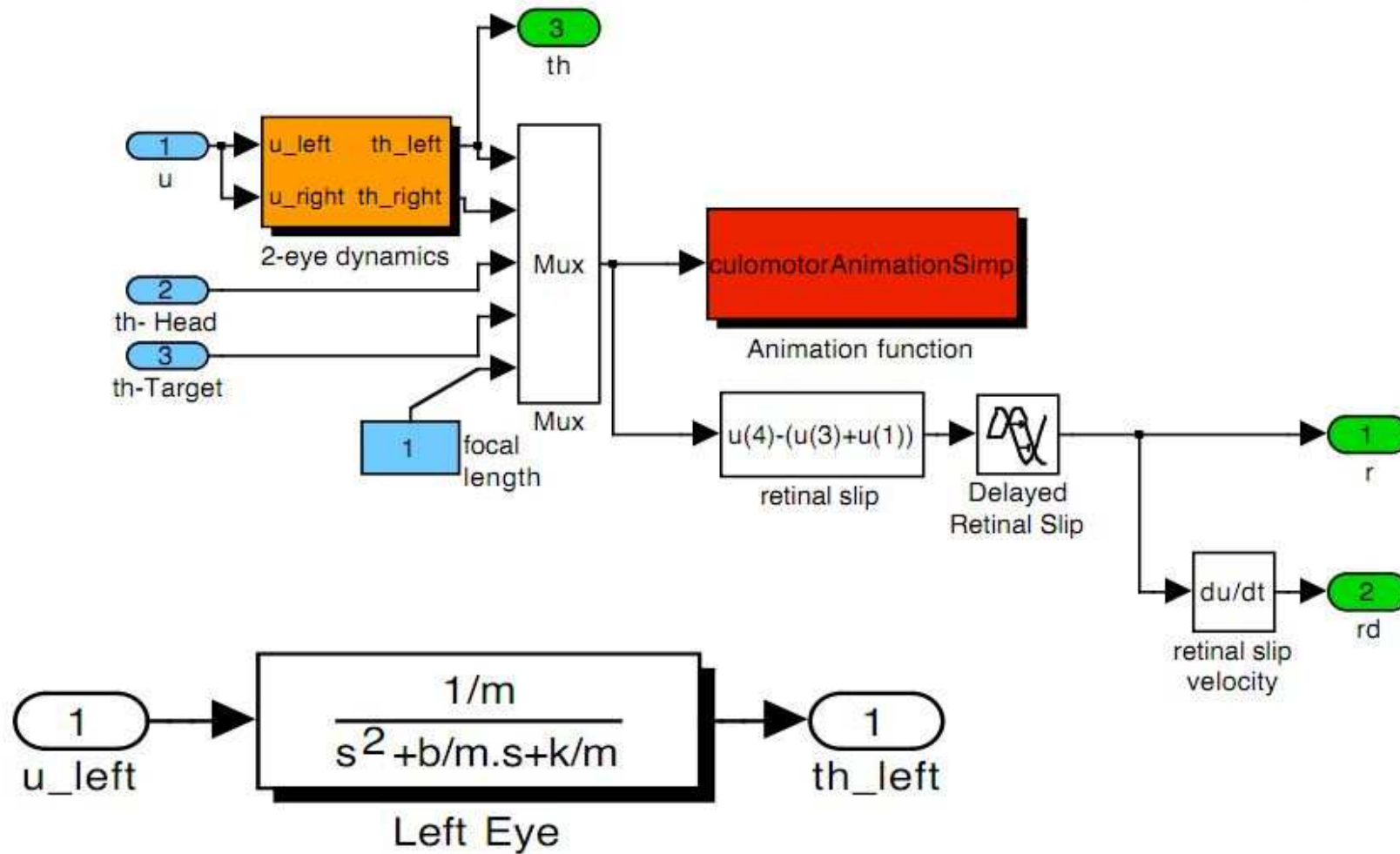
Gaze Stabilization



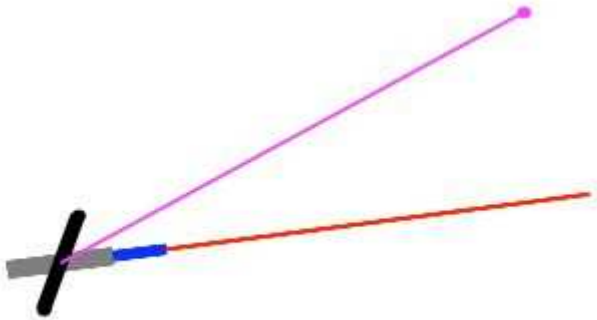
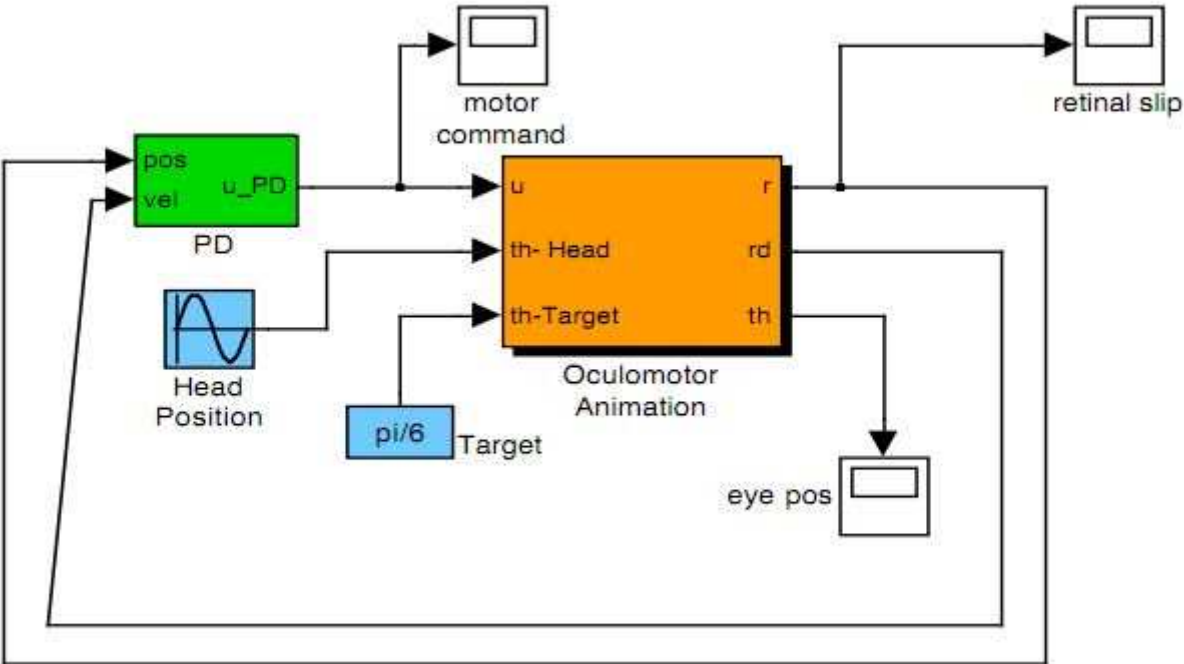
- Goal: Keep the eye on the target in case of visual and head perturbations



Simulink Model of Oculomotor System



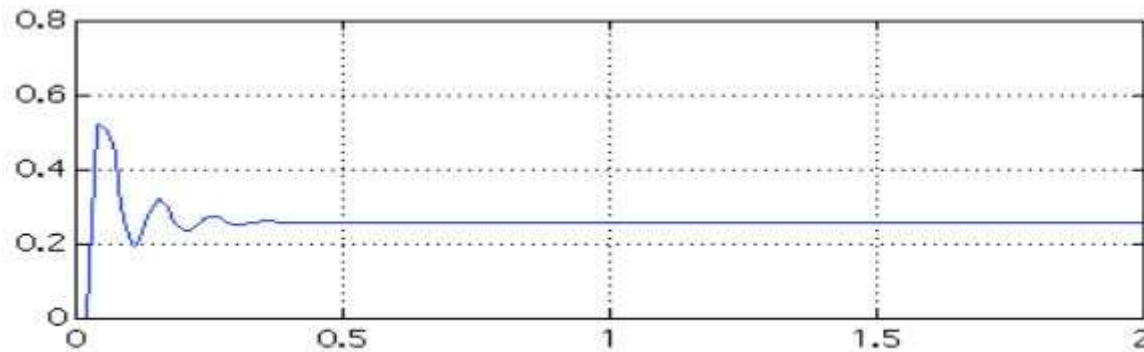
PD Control for VOR and VKR



Performance of PD Control

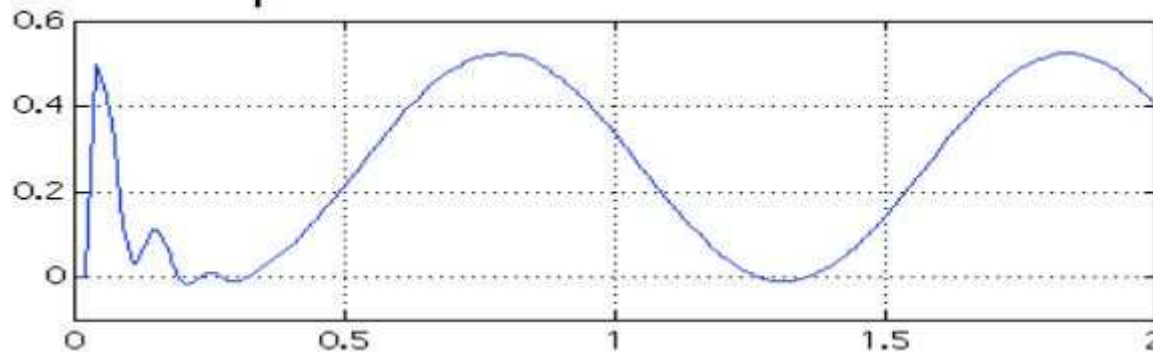


- Step Input:



time

- Sinusoidal Input:



How to Improve Performance?



- Integrator (PID)
- Feedforward Control
- Delay Compensation