

# Surface Topography Measurement using GelSight Elastomeric Sensor

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With:

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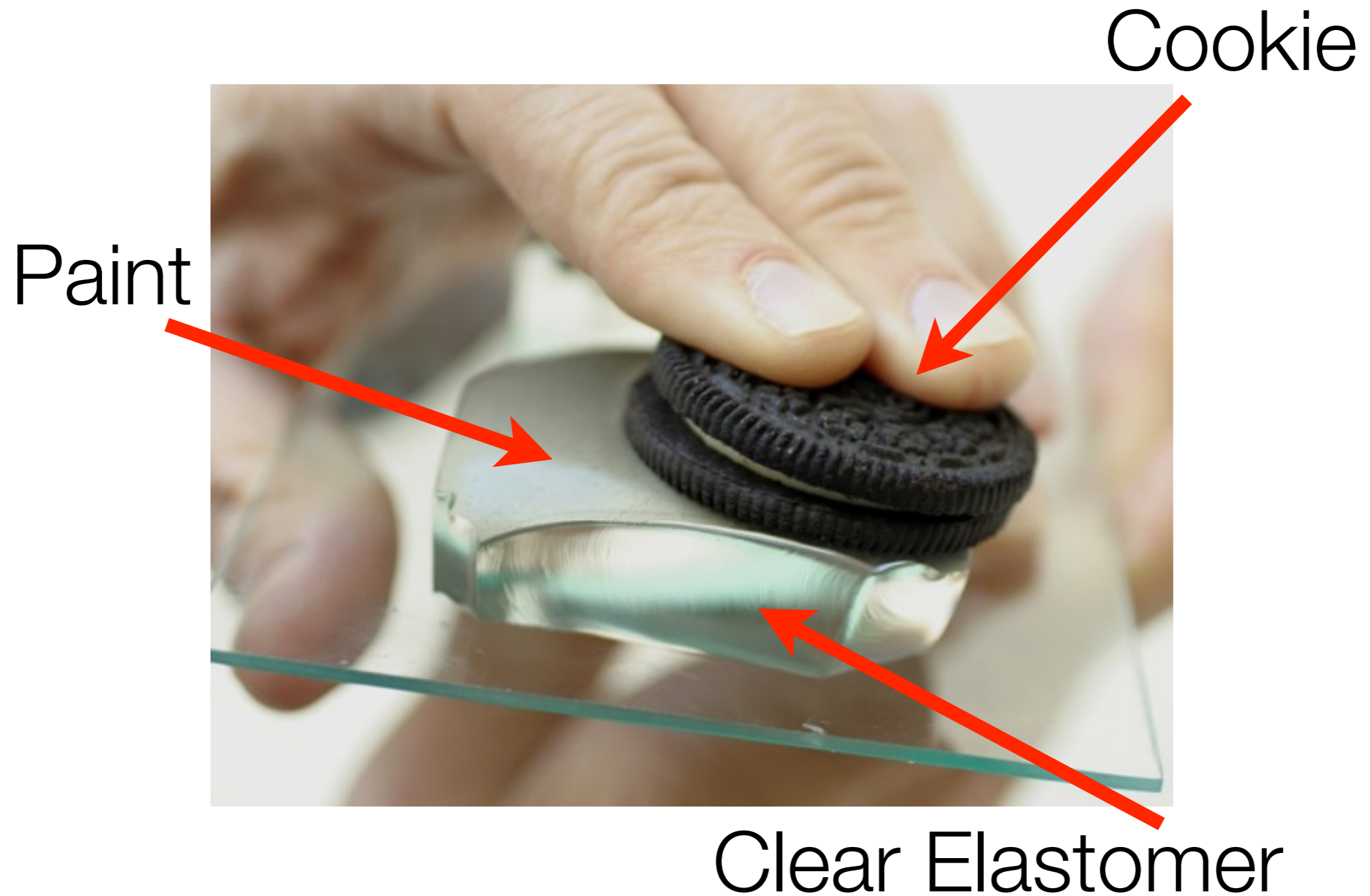
Micah K. Johnson

Todd Weller (Oakland Police Dept, Criminalistics Lab)



# What is GelSight?

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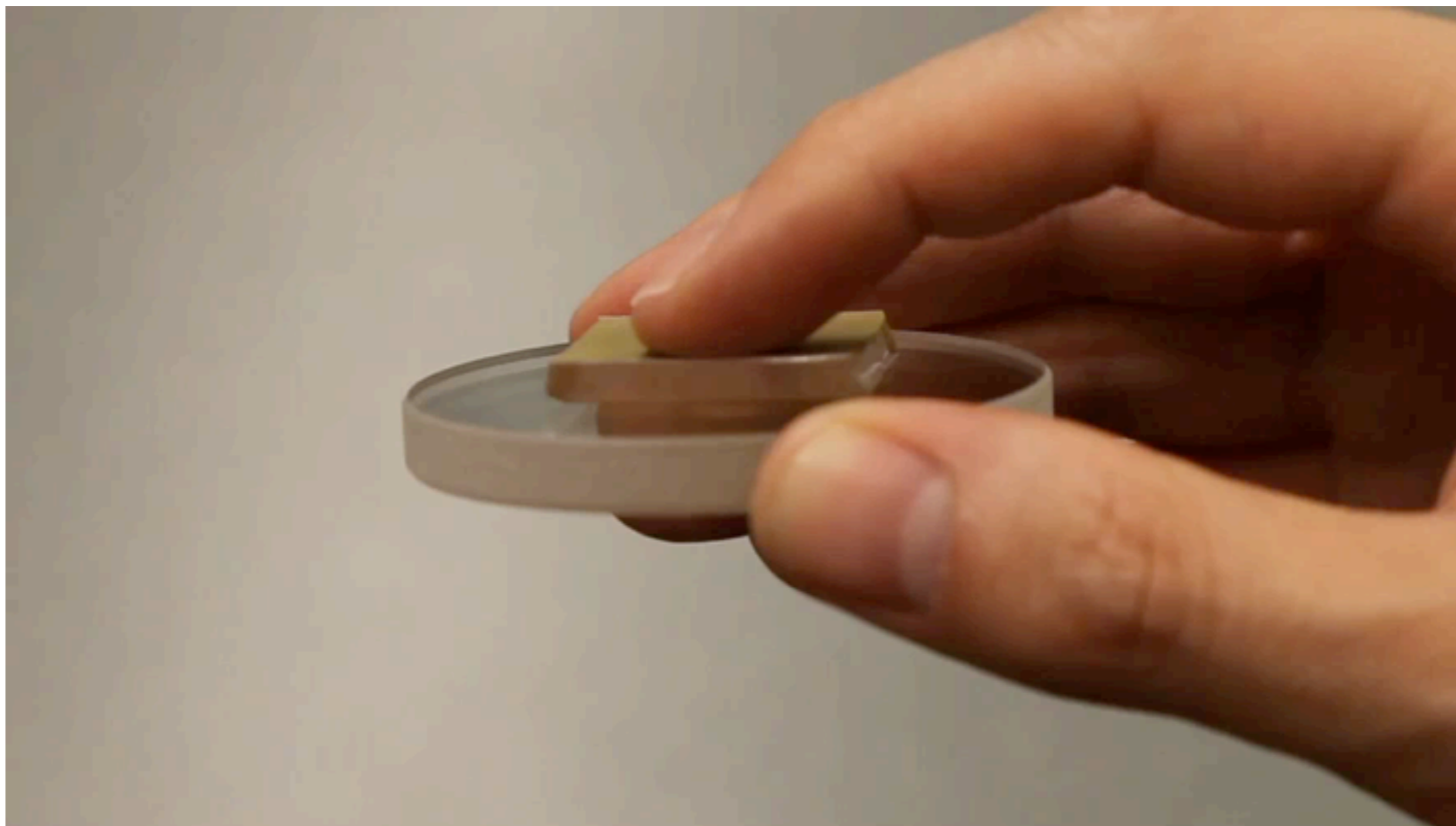
# What is GelSight?

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# What is GelSight?

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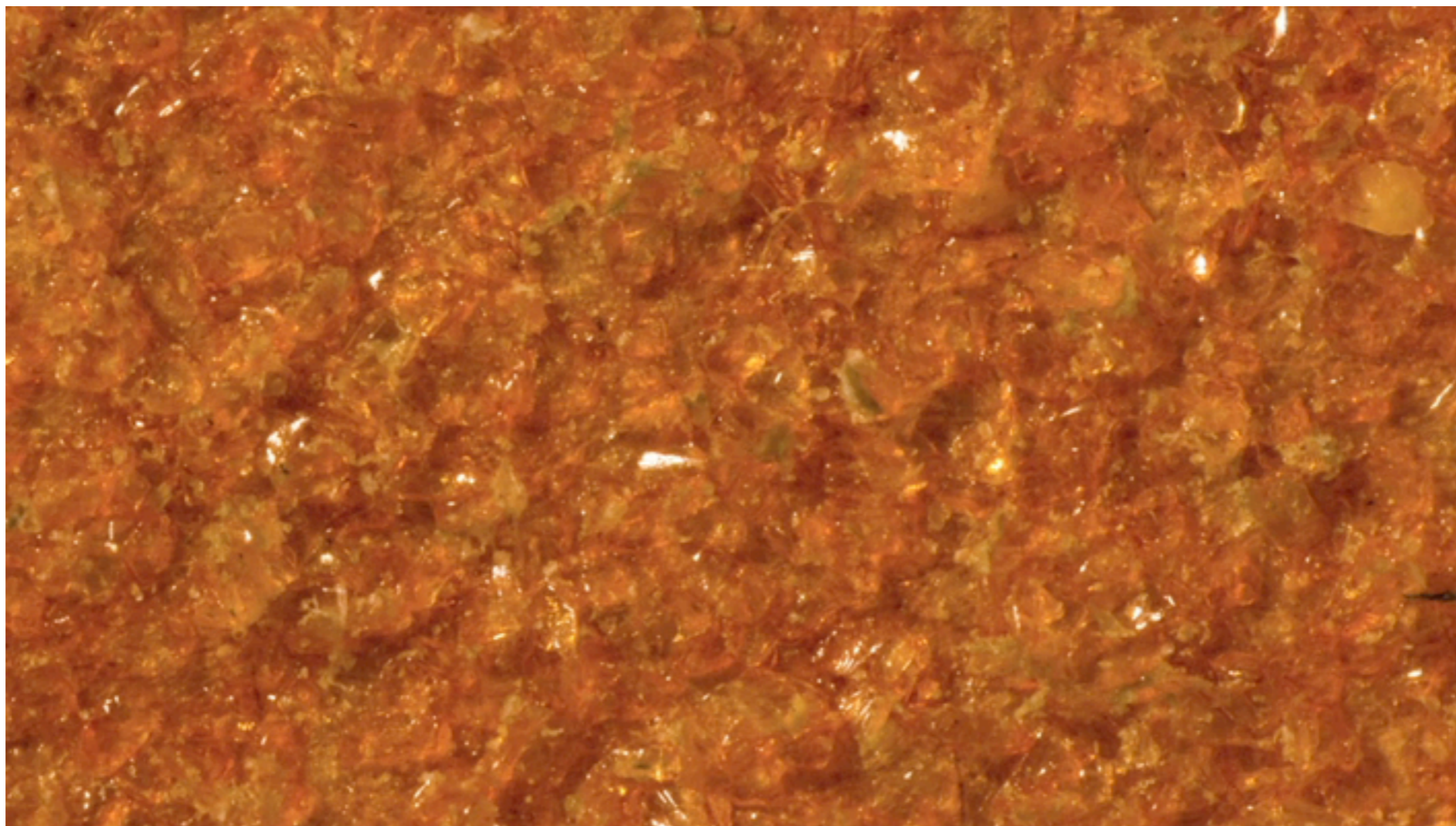
# Why is it difficult to measure surface geometry?

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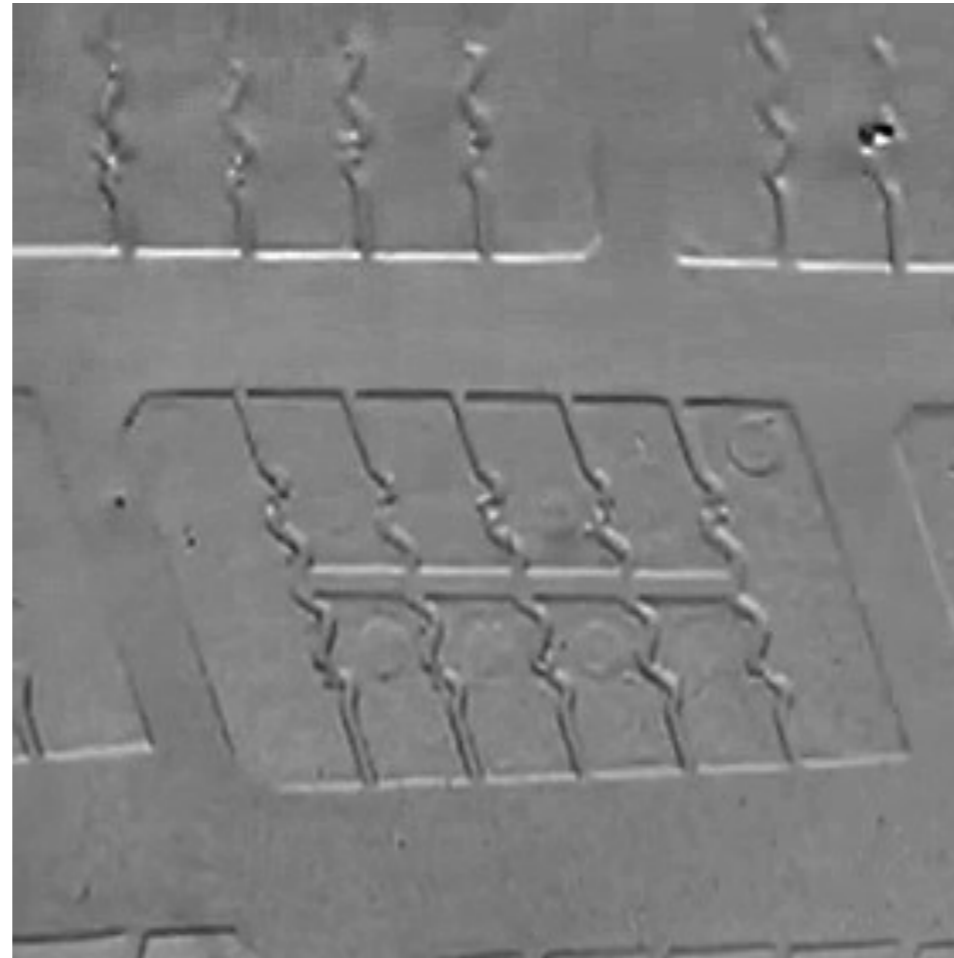
# Emery board

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# Hard elastomer

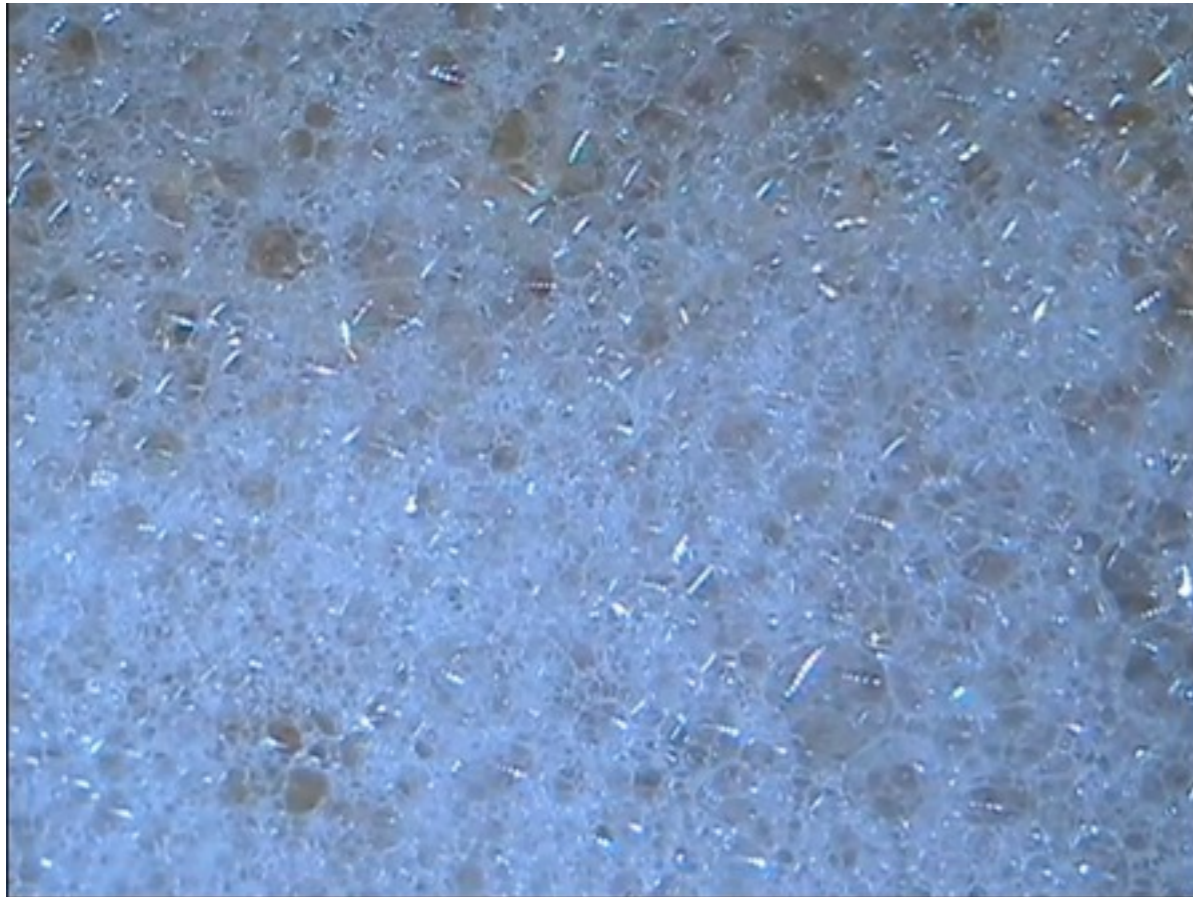
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Tire tread

# Soft elastomer

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Soap bubbles



Bubbles touching GelSight



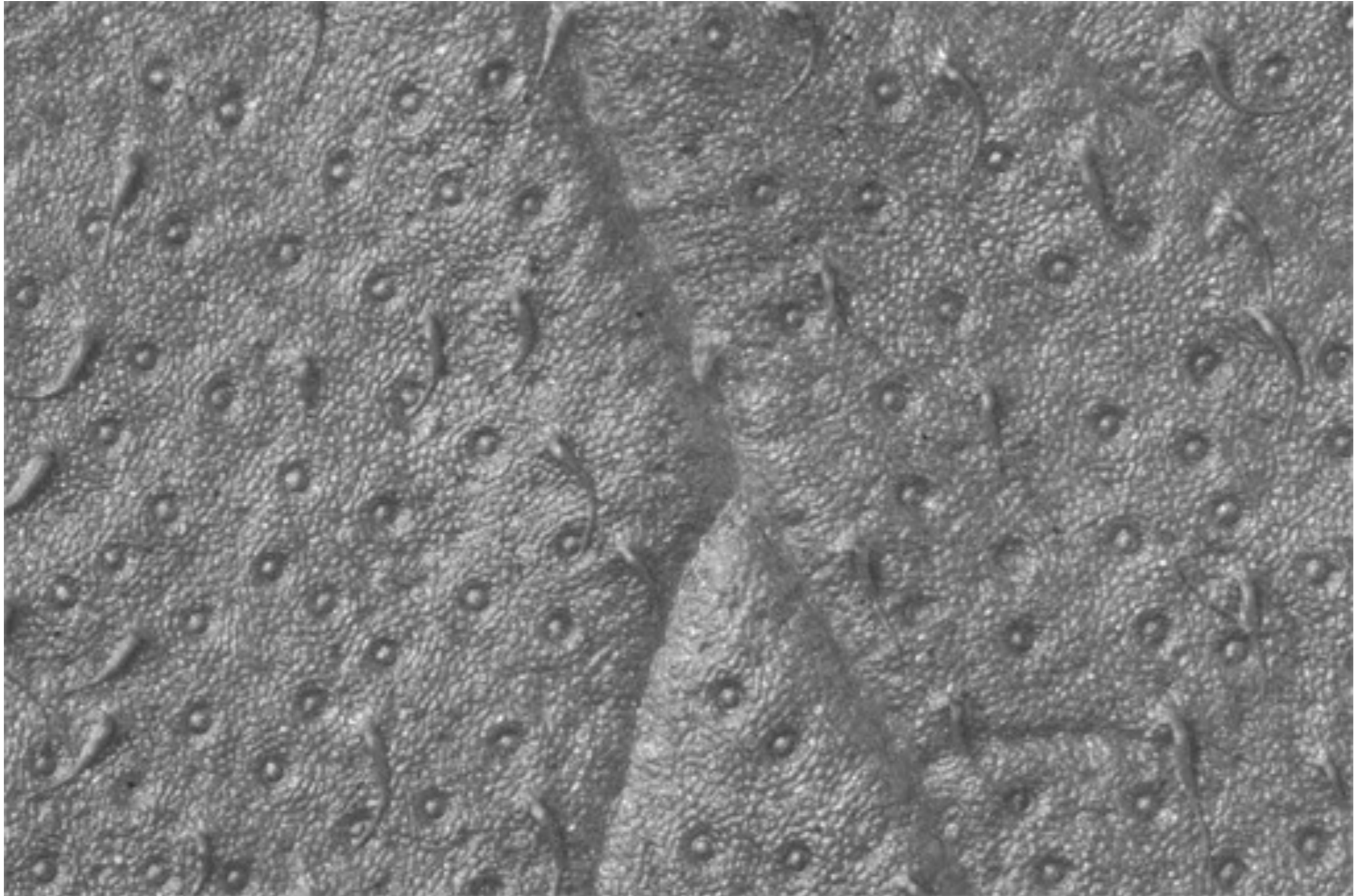
# Oregano leaf

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# Oregano leaf: close-up

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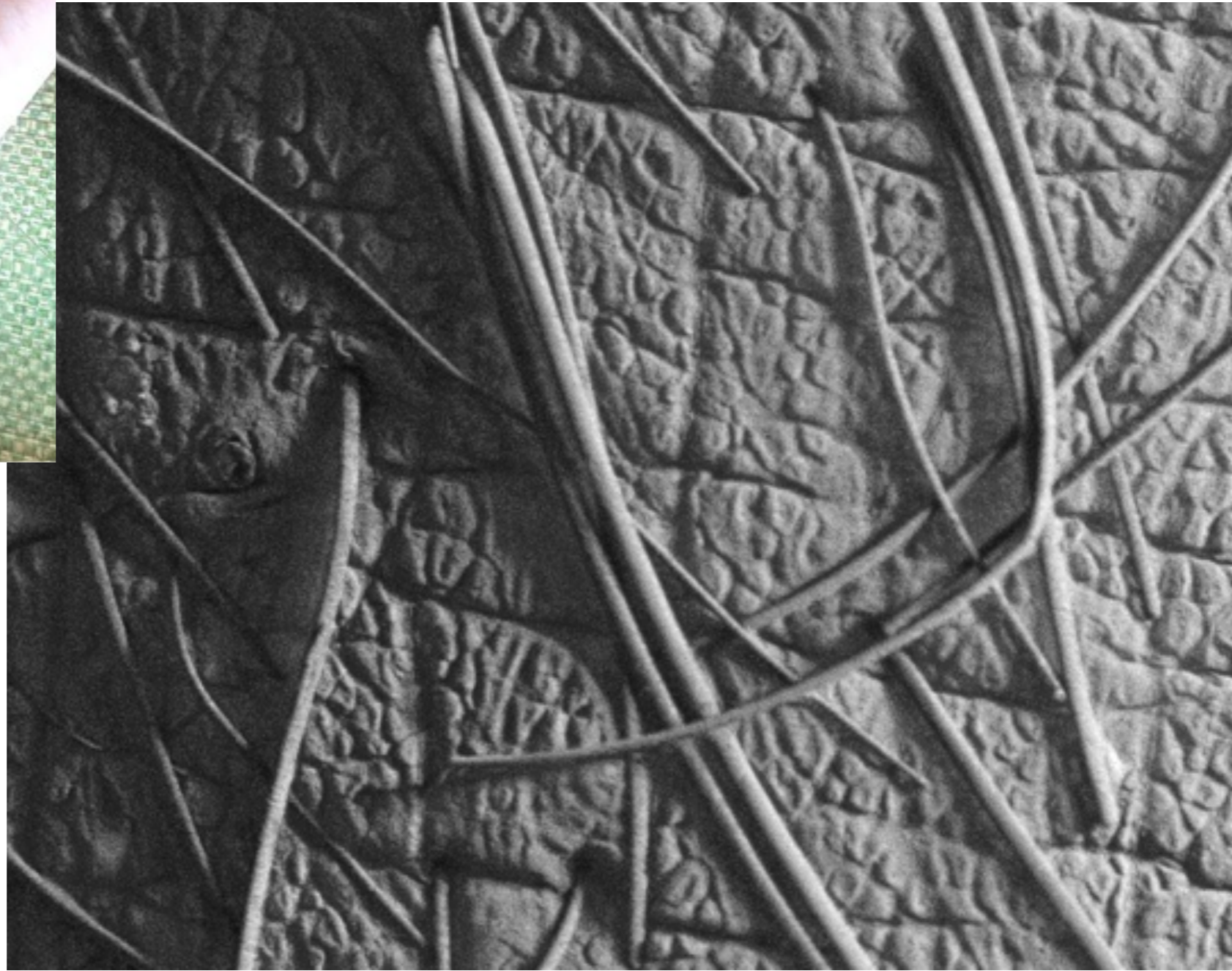
# Oregano leaf: close-up

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# Skin topography

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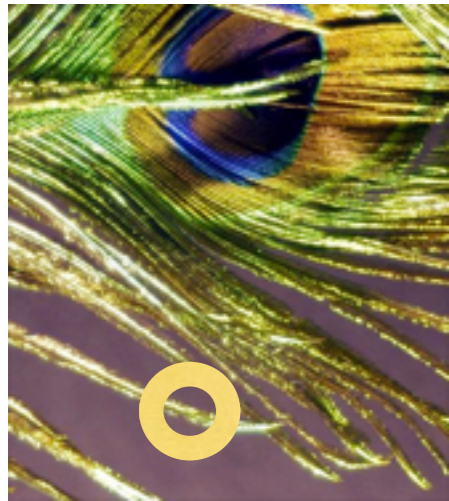
# How does GelSight work?

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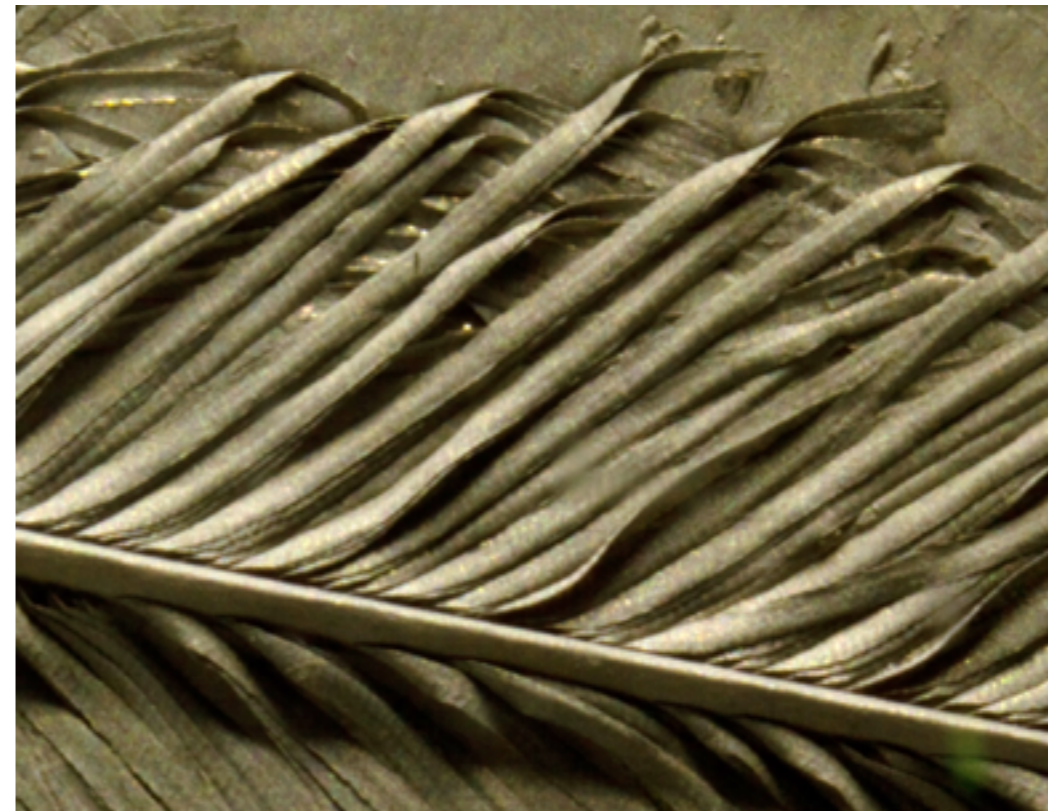
- The gel is visco-elastic.
- Under pressure it flows, filling the holes.
- The specimen is “coated” with a layer of thin elastic paint.

# Peacock feather

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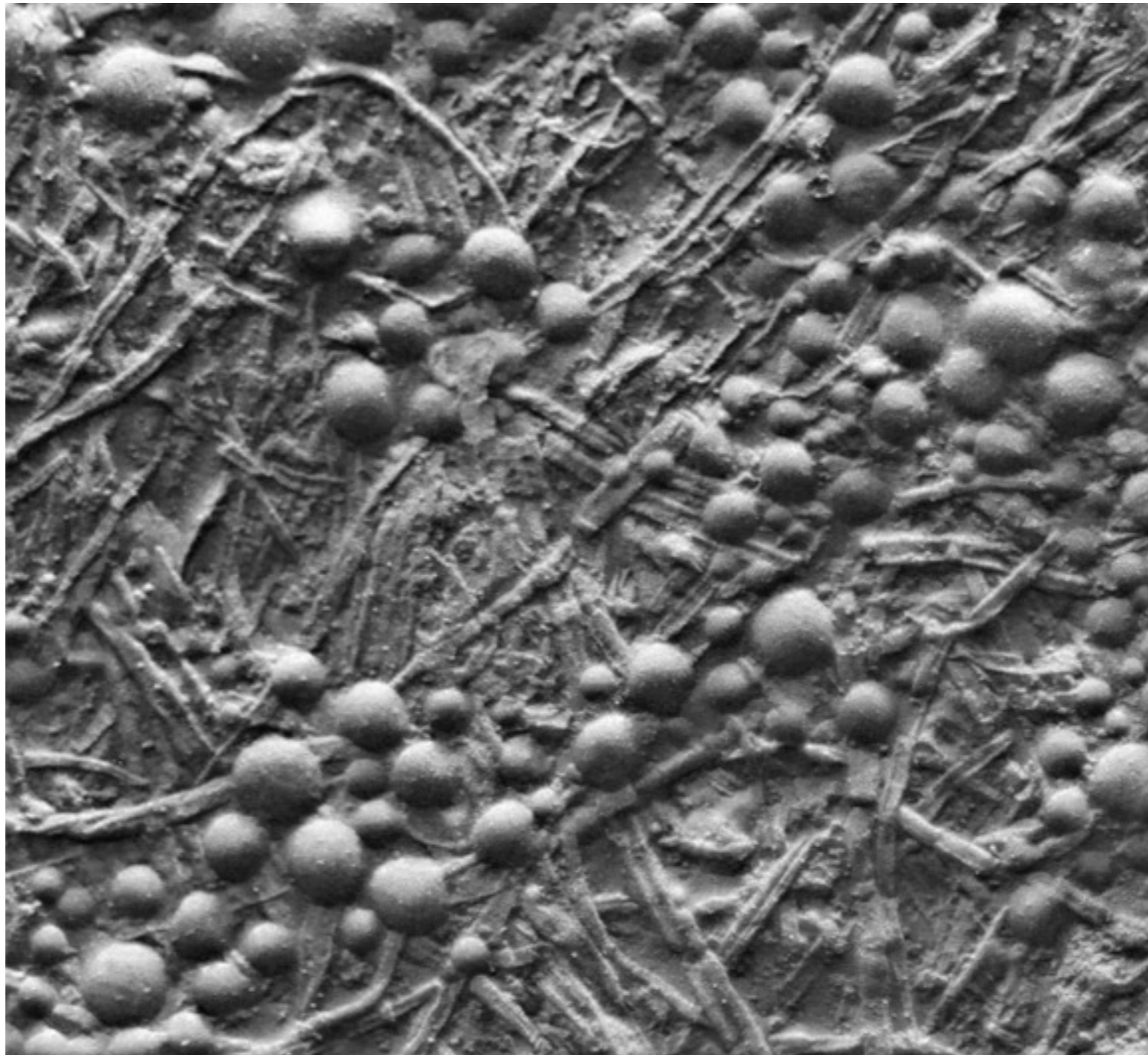
Direct view



GelSight view

# Glue droplets on Post-it note

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# Measuring 3D shape with GeISight

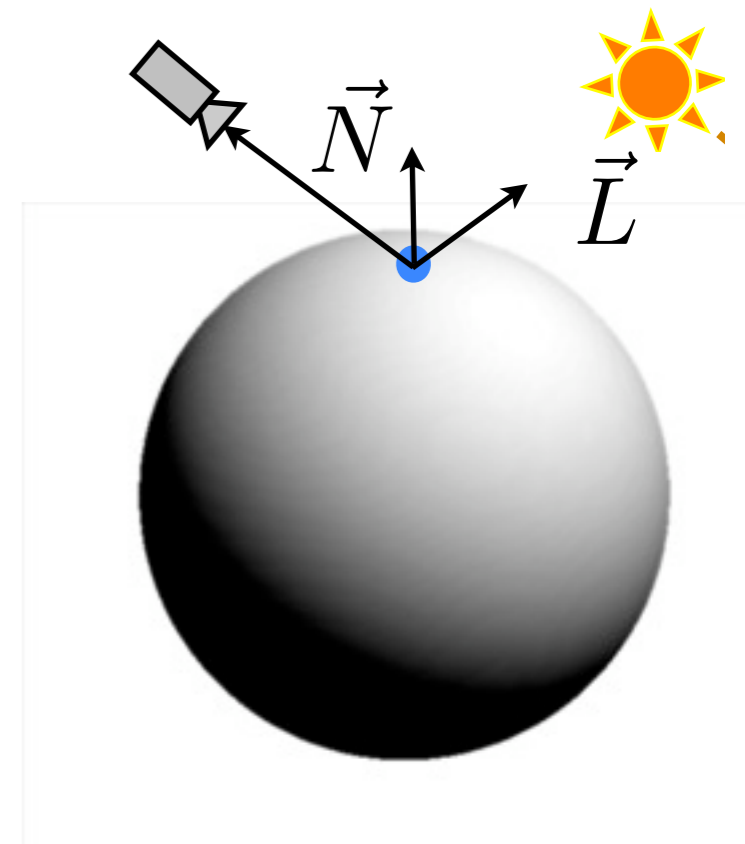
Classic computer vision problem: “shape-from-shading”

Diffuse (Lambertian) shading

$$I = \alpha \vec{L}^T \vec{N} + c$$

If there are multiple images with different light sources

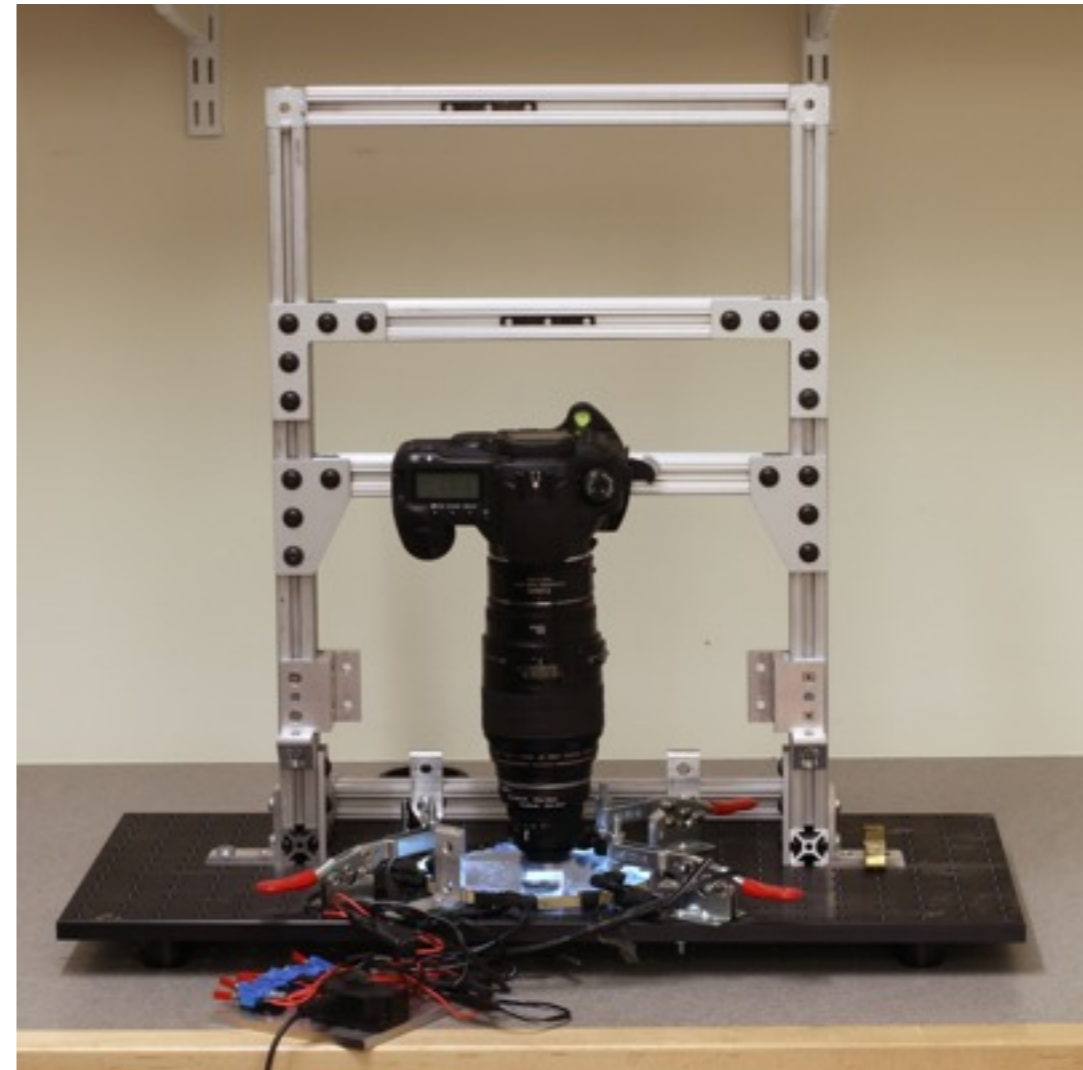
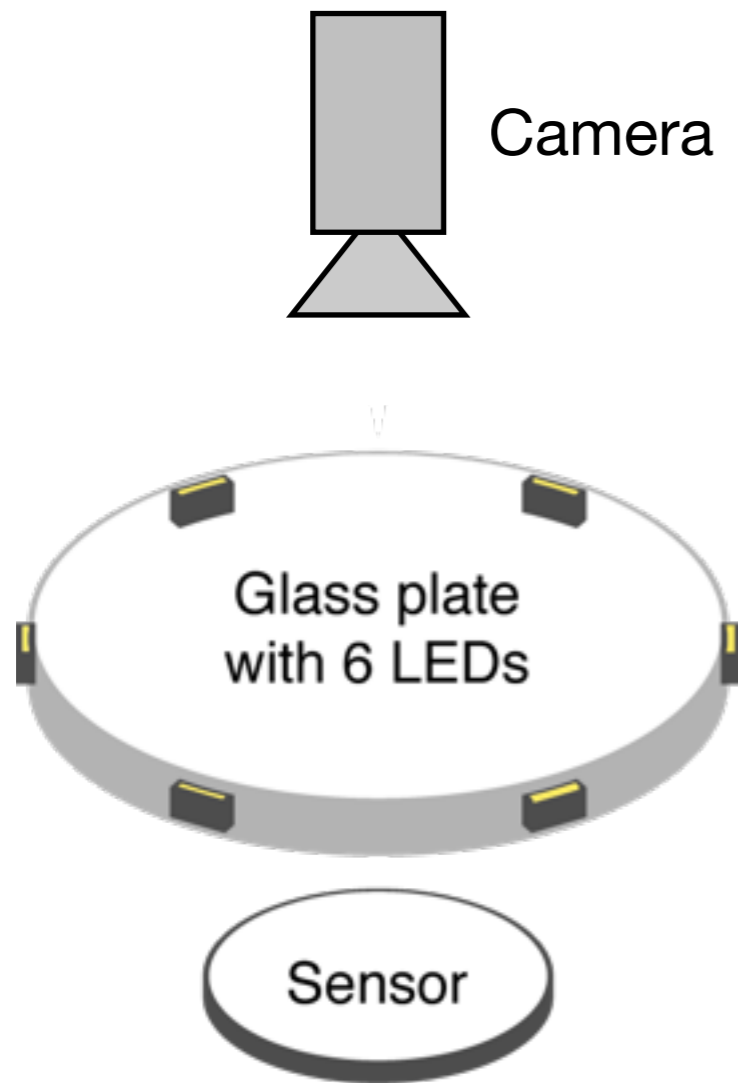
$$\begin{bmatrix} I_1 \\ \vdots \\ I_N \end{bmatrix} = \alpha \begin{bmatrix} \vec{L}_1^T \\ \vdots \\ \vec{L}_N^T \end{bmatrix} \vec{N} + c$$





# Setup

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# Surface Topography Measurement

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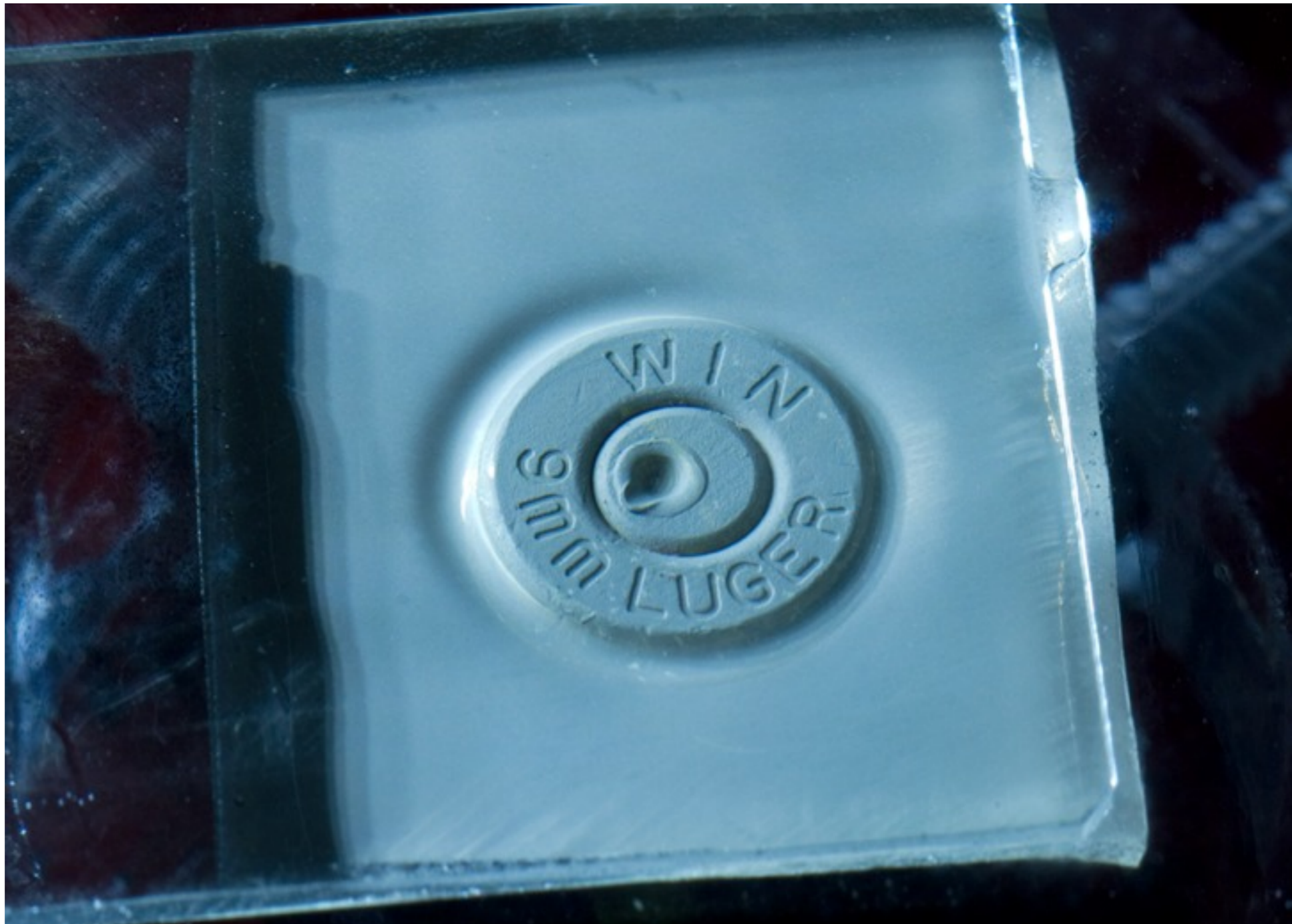
Dime under sensor

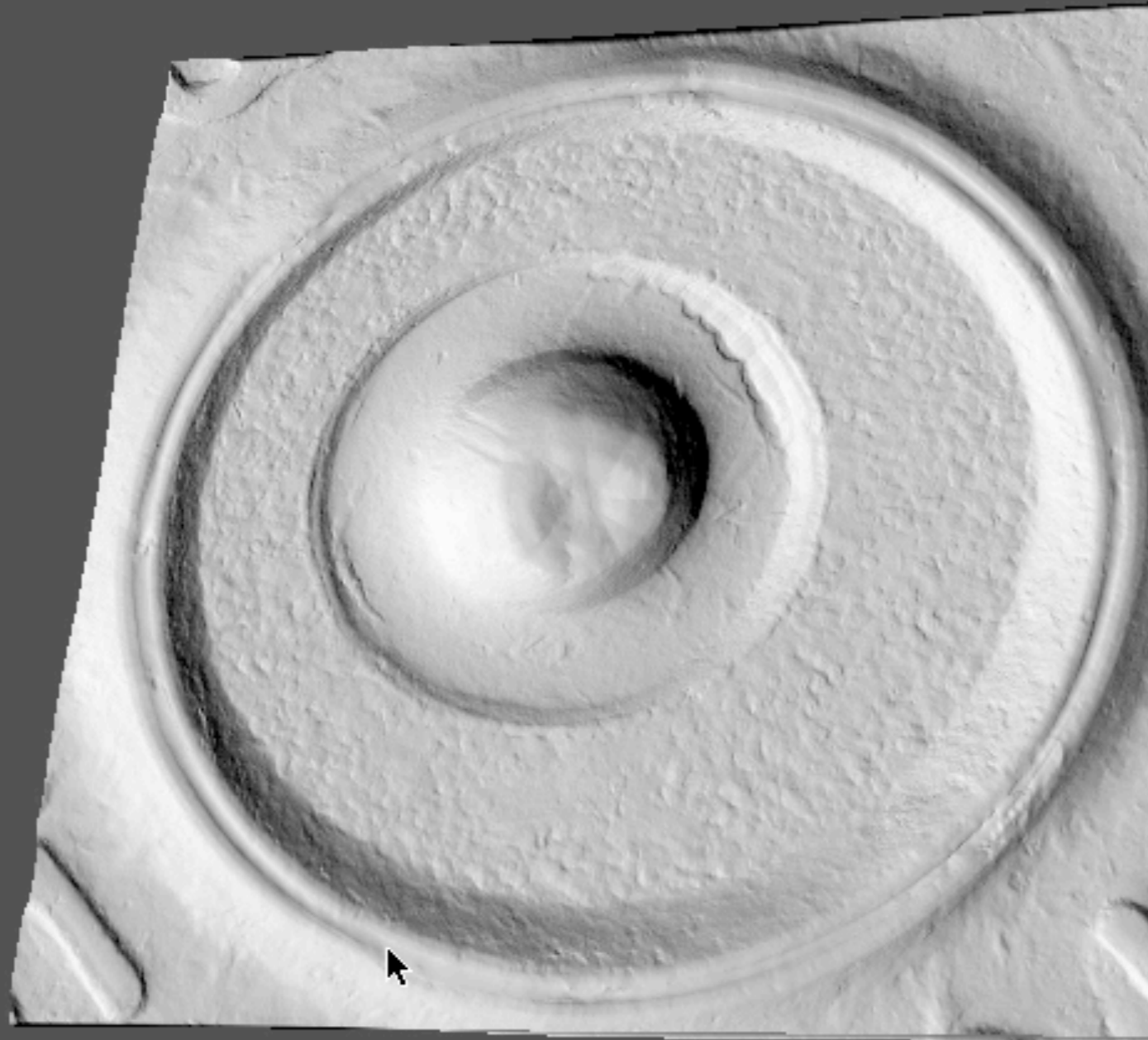
3D Rendering

Close up

# GelSight measurement of cartridge cases

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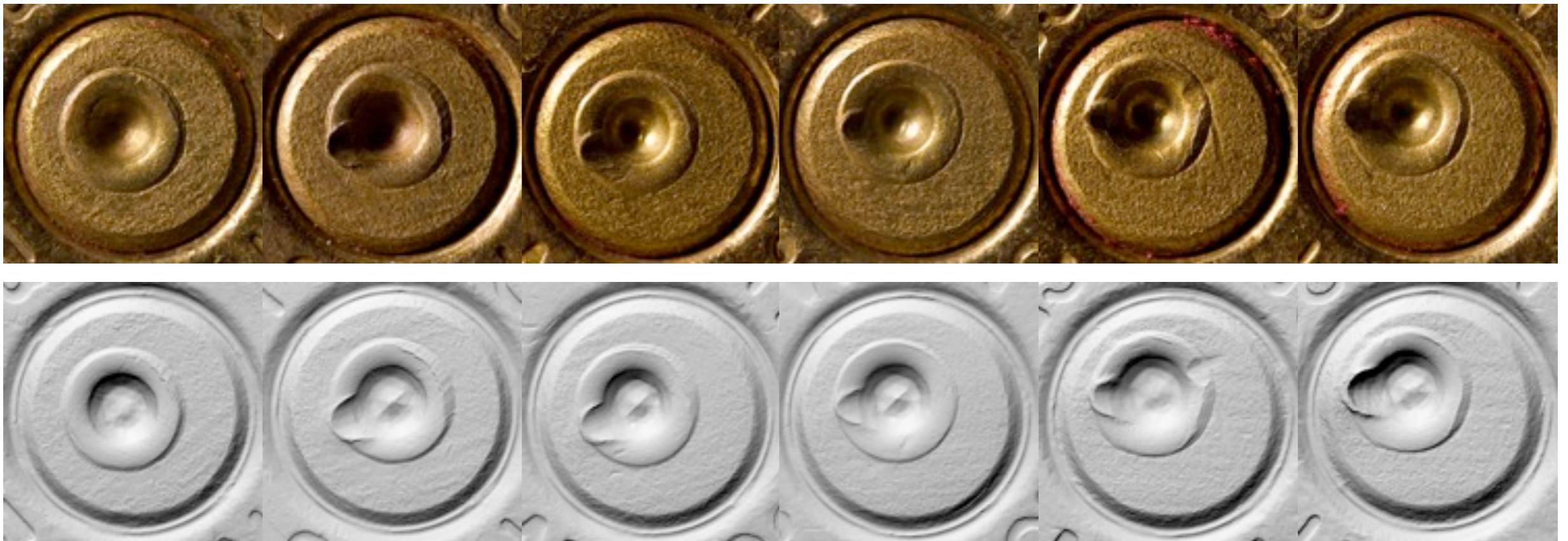




# GelSight measurement of cartridge cases

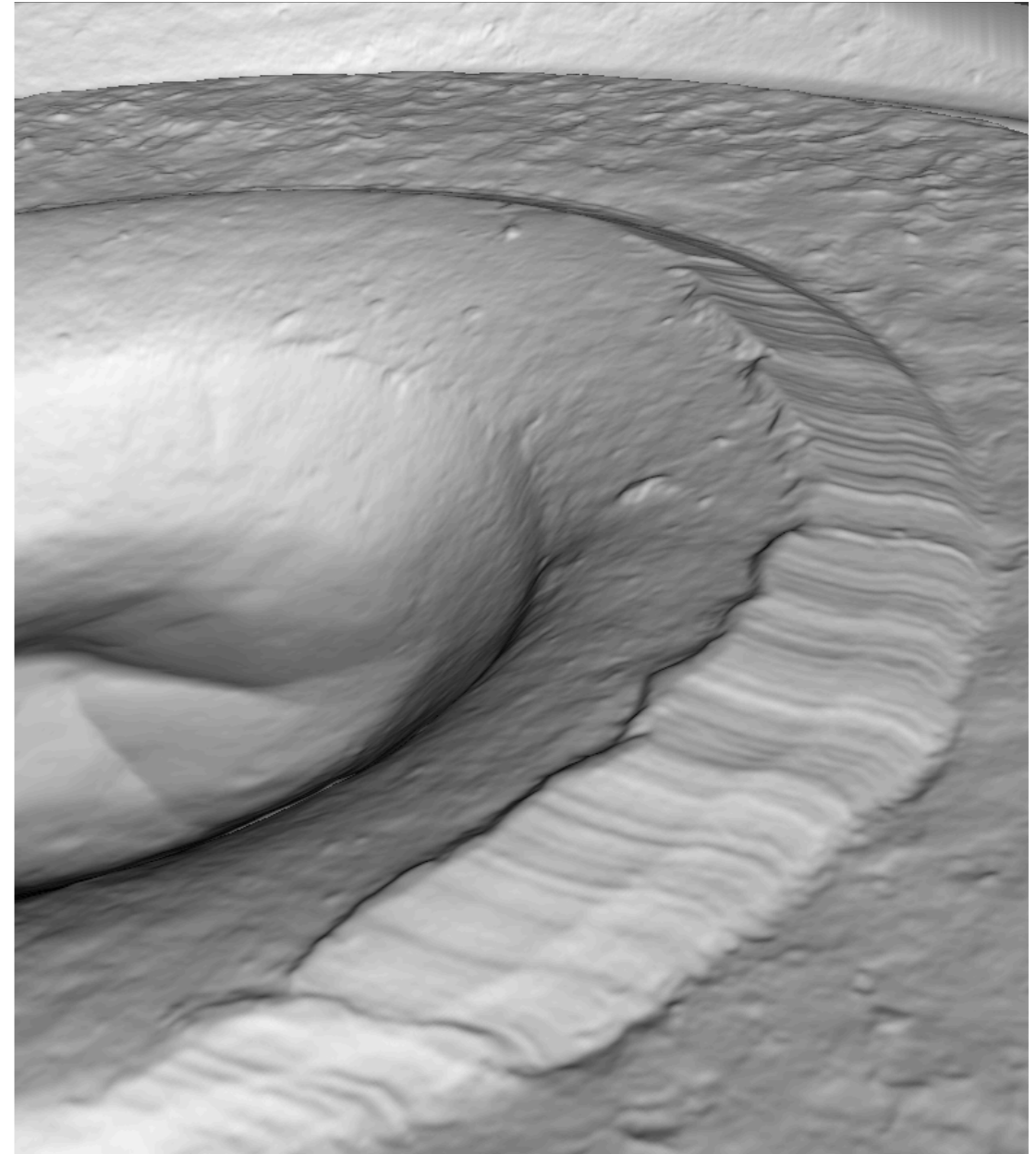
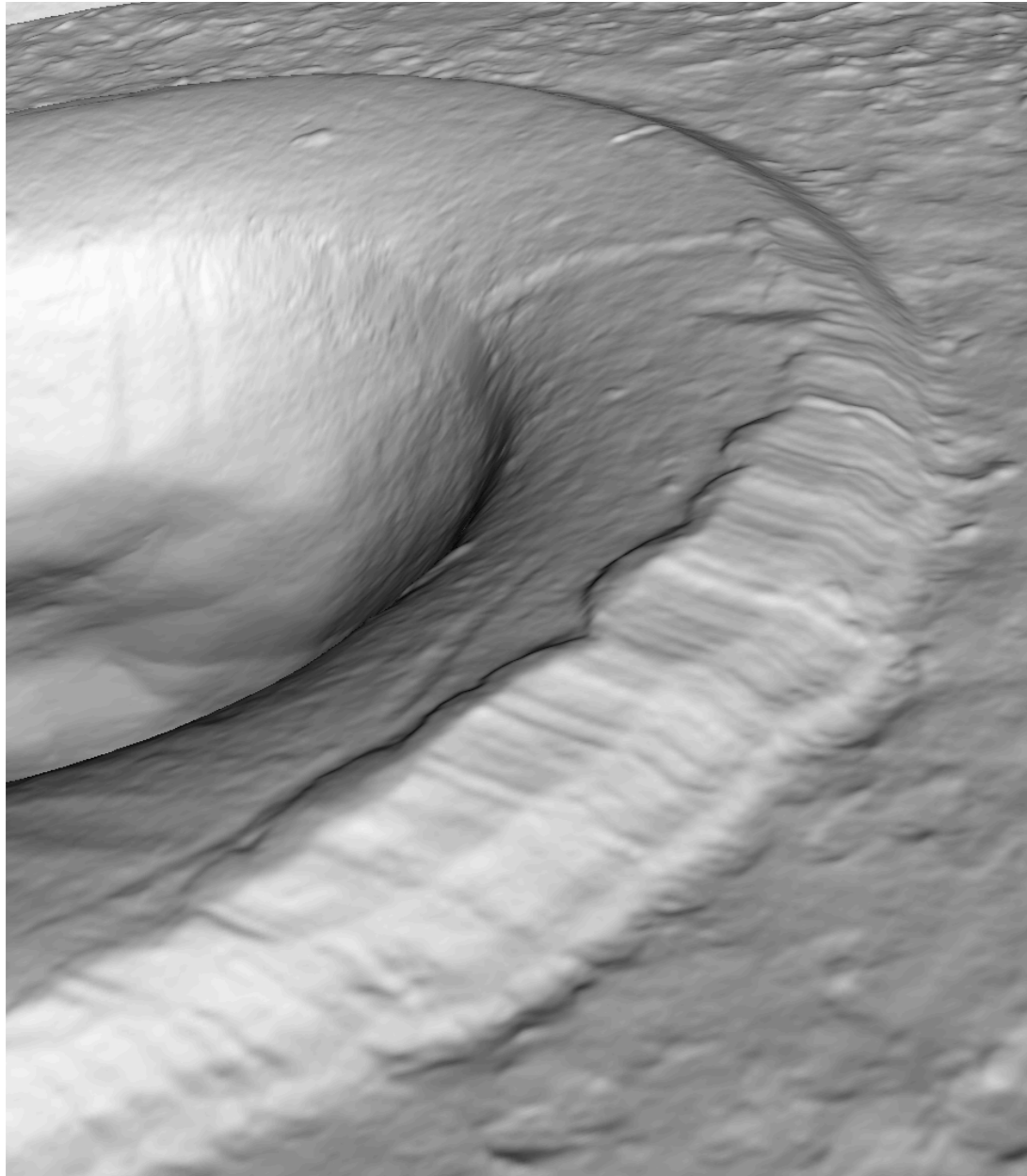
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We measured the breech face impressions on six fired cartridge cases from three consecutively manufactured firearms



# GelSight measurement of cartridge cases

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# Matching of breech-face impressions

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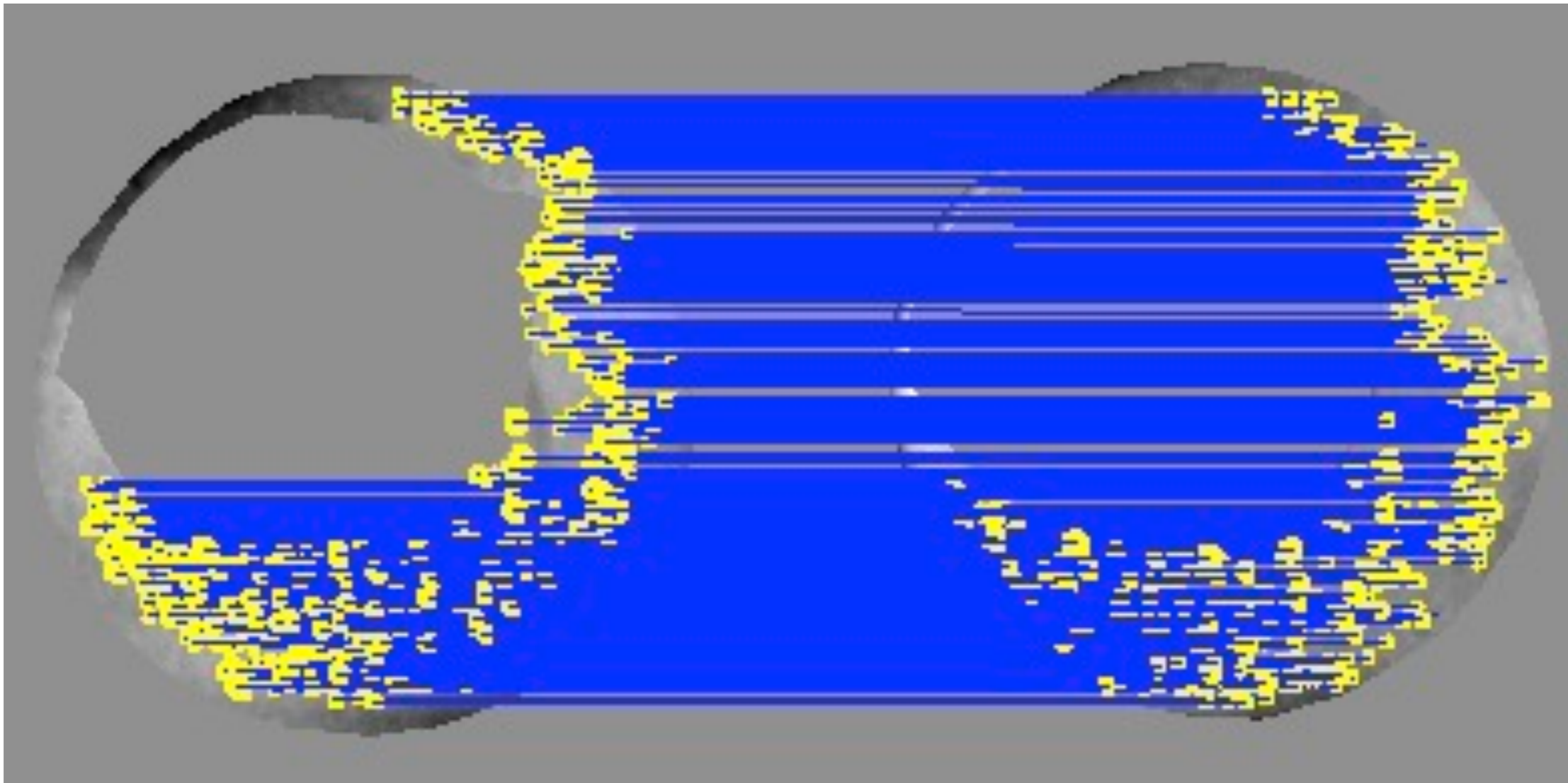
## Matching GelSight measurements of breech-face impressions

- Select *feature points* on the 3D surface which are identifiable and invariant to moderate amounts of scaling and changes in impression depth
- Match impressions by matching these feature points

# Matching of breech-face impressions

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## Correspondence of features (match)

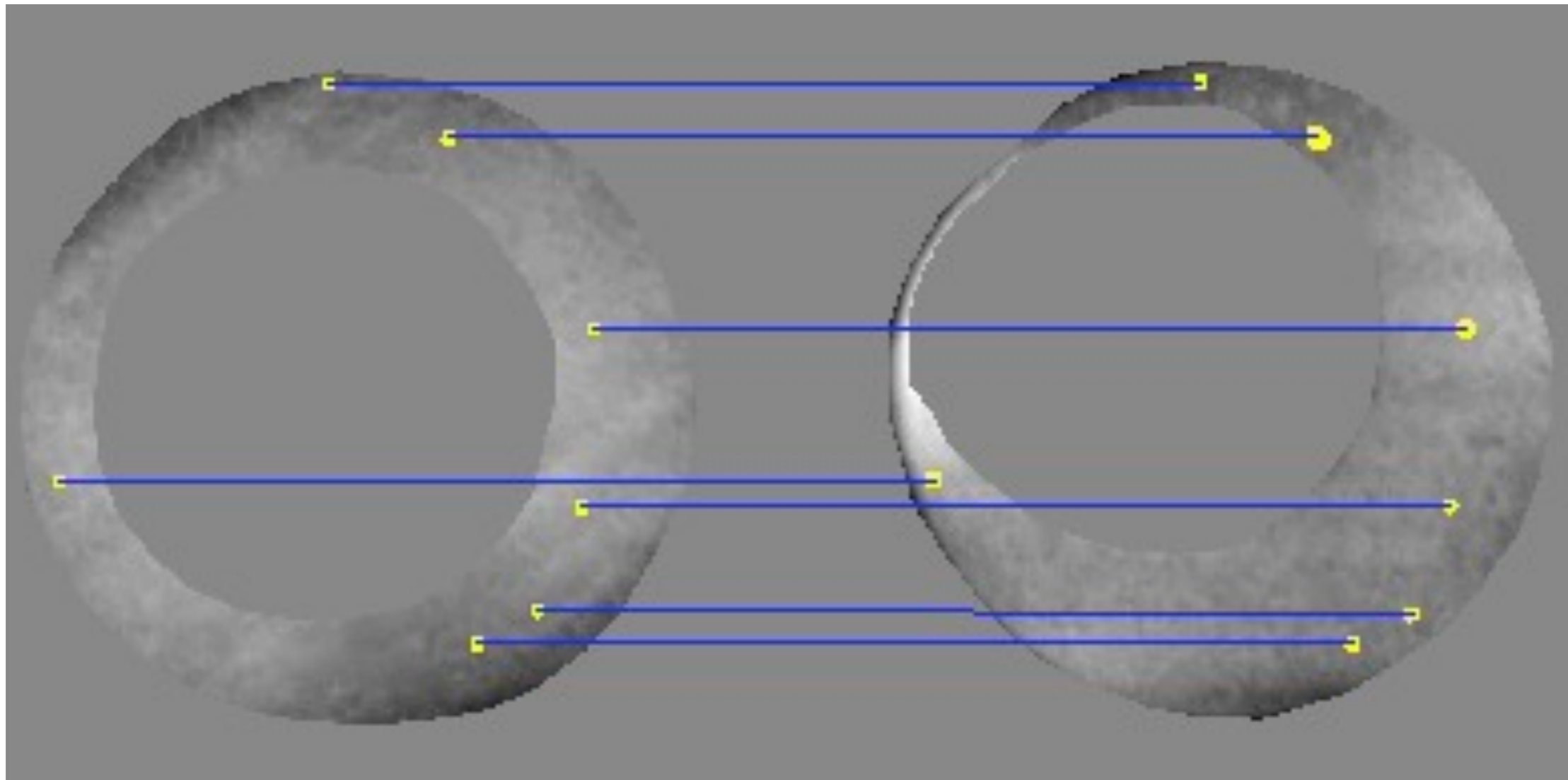




# Matching of breech-face impressions

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## Correspondence of features (non-match)



# Matching of breech-face impressions

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	B1	B2	C1	C2	D1	D2
B1	-	350	0	15	7	8
B2	356	-	14	10	12	7
C1	6	13	-	456	19	10
C2	16	11	491	-	11	5
D1	10	8	10	20	-	553
D2	0	3	7	13	570	-

# Conclusions

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GelSight sensor provides a new way of looking at surfaces

- Non-destructively painting the surface removes material effects

Accurate 3D reconstruction of surface topography

- 3D surface measurement removes influence of lighting

A novel approach for matching breech face impressions with 3D geometry

- Matching feature points provides a high level of distinguishability

# Validation

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Lenticular sheet

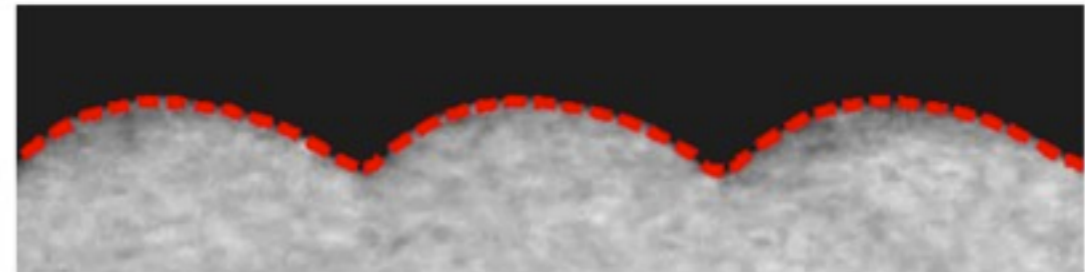
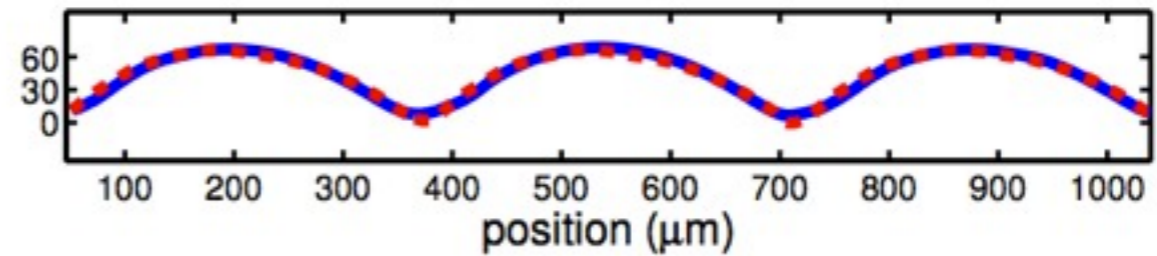


Image of lenticular array with curve fit to profile

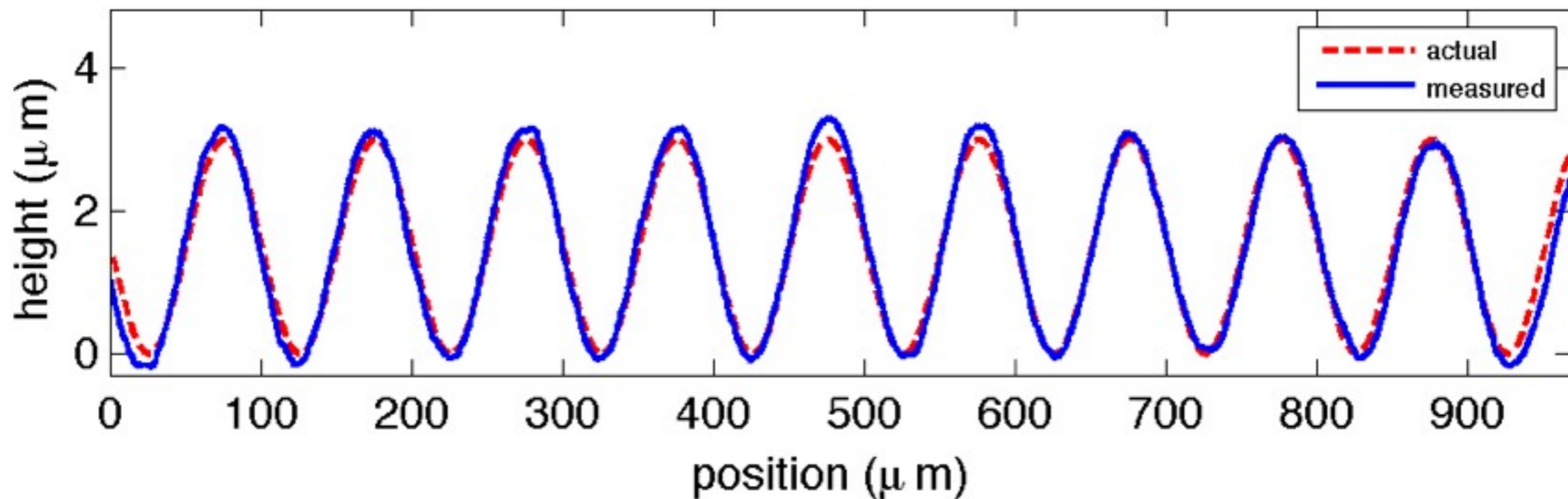


Optimized depth profile using our method

# Rubert specimens

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#530: Period  $100\mu\text{m}$ , Height  $3\mu\text{m}$



# Rubert specimens

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#525: Period  $135\mu\text{m}$ , Height  $19\mu\text{m}$

