

# VibeCheck: Using Active Acoustic Tactile Sensing for Contact-Rich Manipulation

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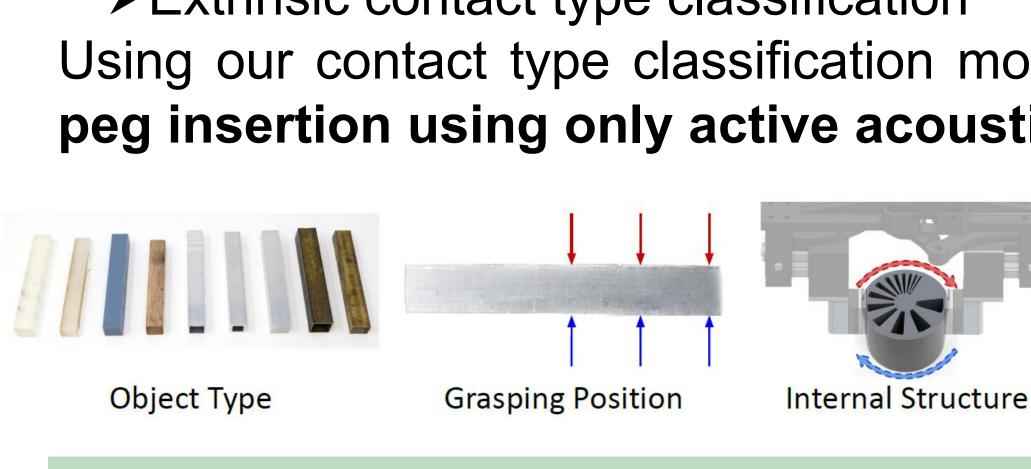
Scan for project website

#### Overview

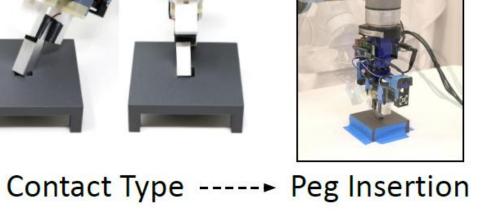
In VibeCheck, two piezoelectric fingers send and receive acoustic signals through an object, providing information about resonant frequencies and object state. With this hardware, we demonstrate:

- ➤ Object classification
- ➤ Grasp position classification
- >Internal structure pose estimation
- >Extrinsic contact type classification

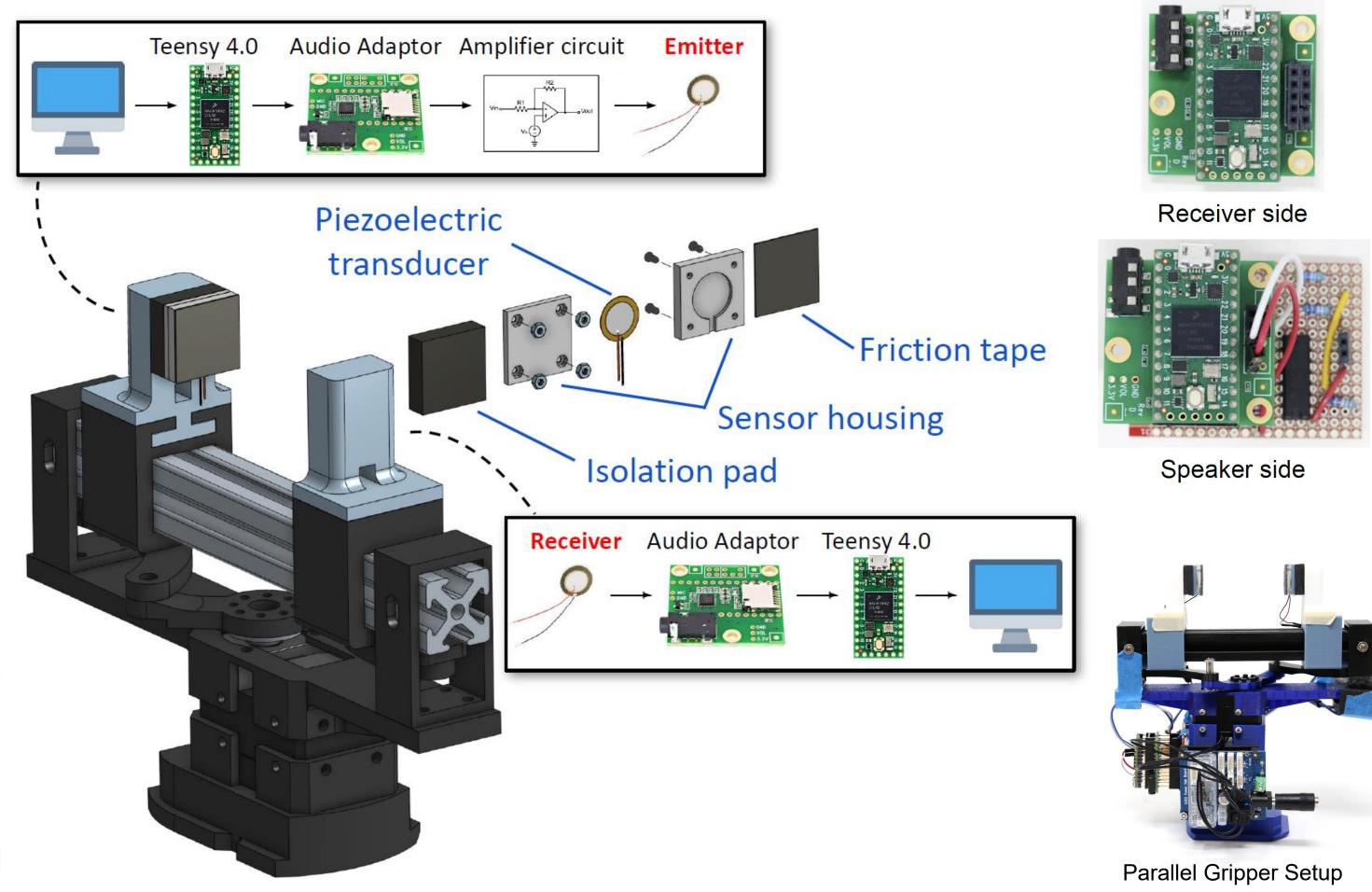
Using our contact type classification model, we demonstrate peg insertion using only active acoustic sensing.



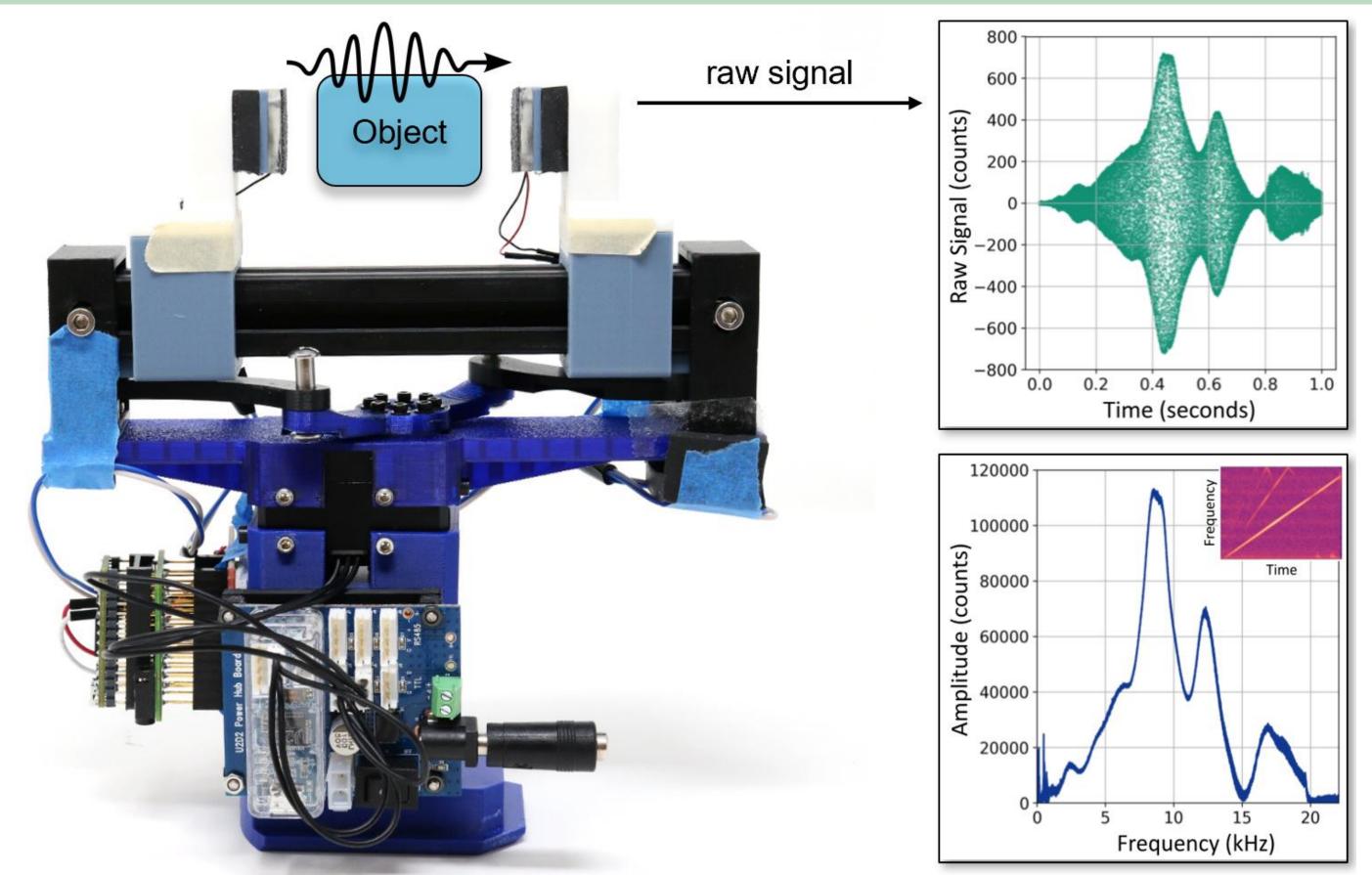




#### Hardware Design

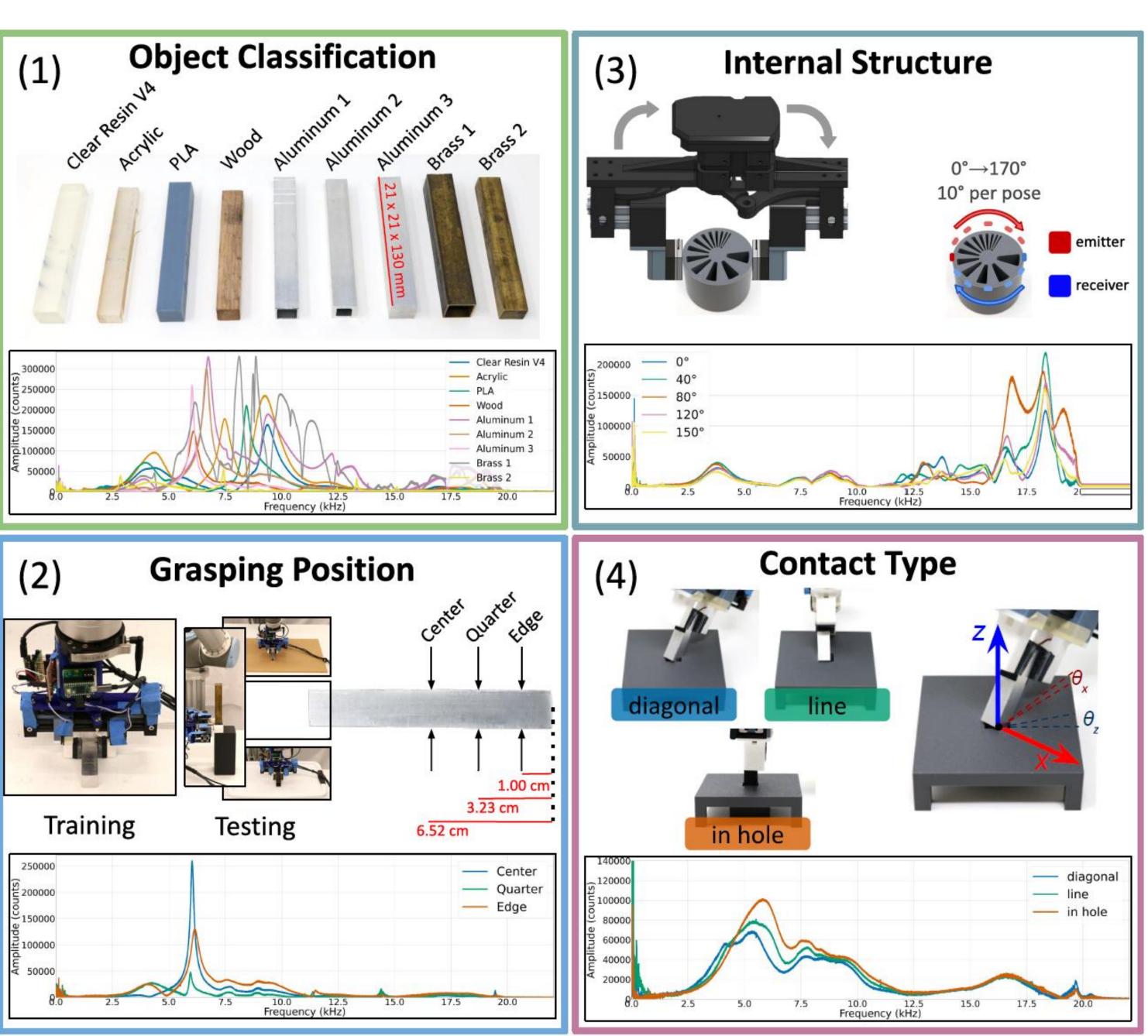


#### Sensor Signals

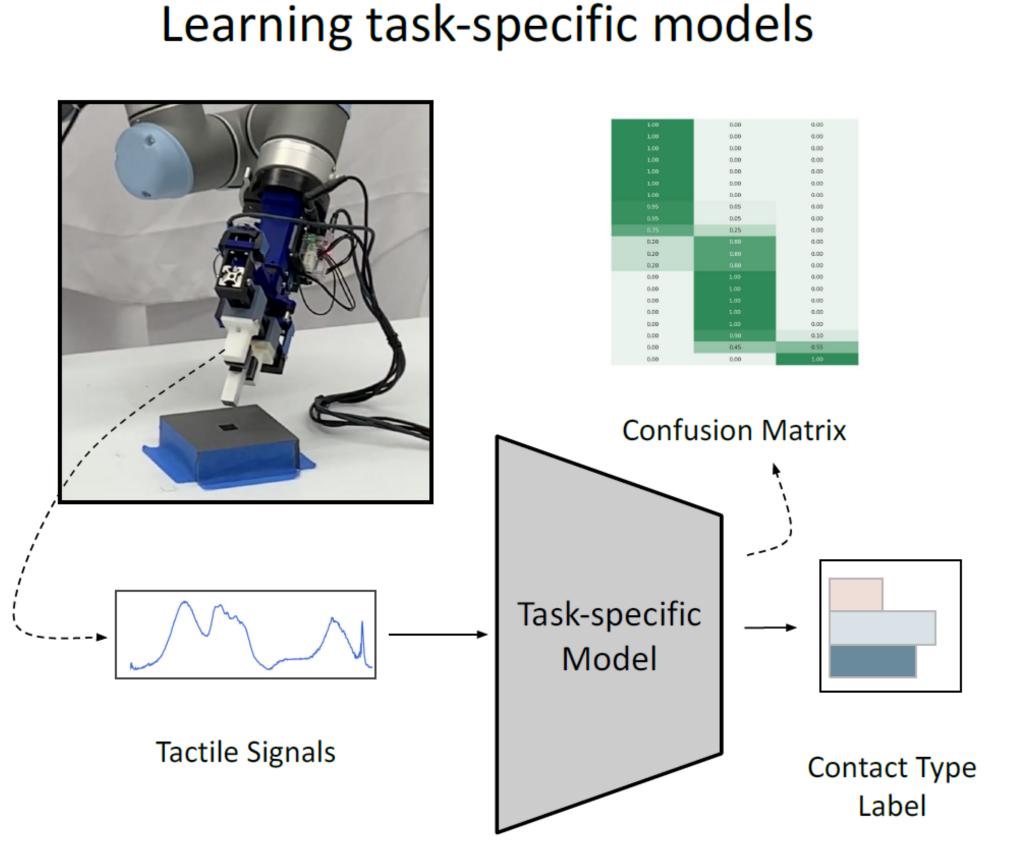


The emitter finger generates a 1-second linear frequency sweep (0.02 - 20 kHz) while the receiver records the transmitted vibration. The response depends on object resonance, material, geometry, and contacts. We transform raw time-domain signals into the frequency domain (FFT), then apply kernel PCA for dimensionality reduction before model training.

#### **Estimating Object State**



## **Peg-Insertion Task**



#### Policy learning Diagonal Contact Observation State Observation Model Type Ground-truth Action \\_\_\_\_\_\ **Imitation** Learning Control **Policy** Line Contact Observations Action (w/ history)

We tackle a long-horizon peg-insertion task using the contact type classifier as the sole feedback signal. We build a simulator with ground-truth labels and train an imitation learning policy that incorporates observation history handle classifier uncertainty. On the robot, the policy learned in simulation achieves 90% success rates for indistribution starting states and 50% for out-of-distribution.

### Acknowledgments





