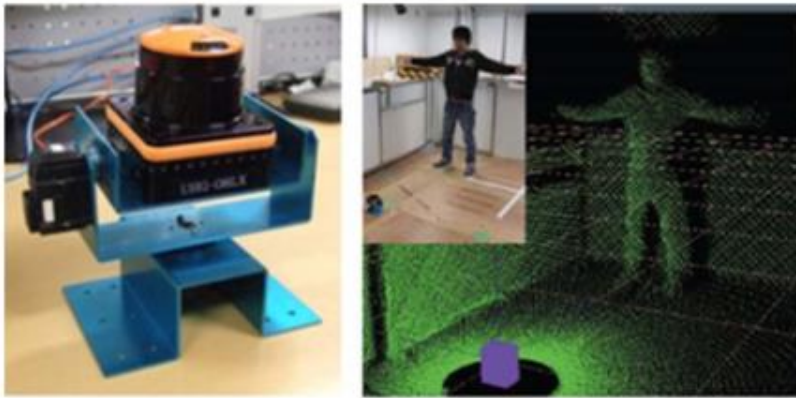


RGB-D SENSING

Robot Vision Sensors

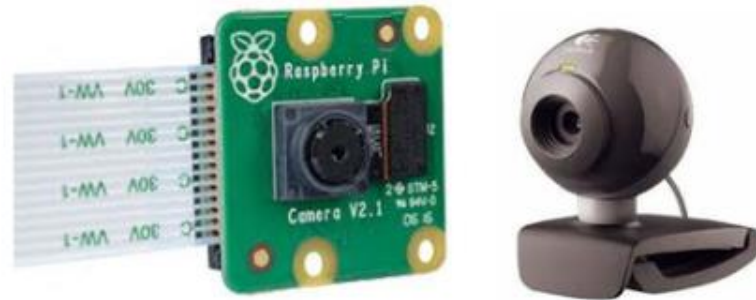
- Optical and camera based systems
- Laser range finder, ultrasonic distance sensor, 3 dimensional range image camera using modulated infrared light, etc.



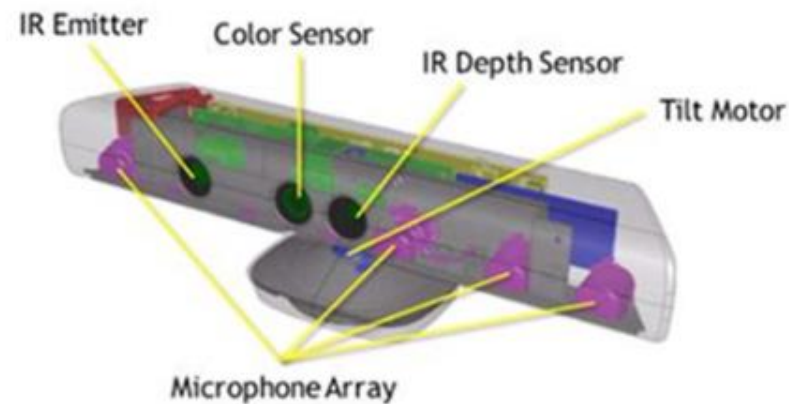
3D laser range finder



2D laser range finder



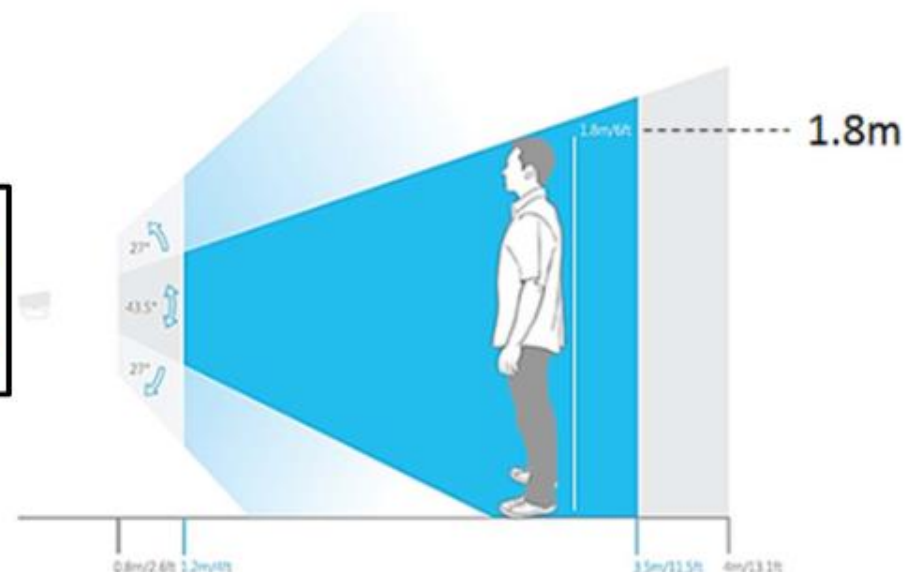
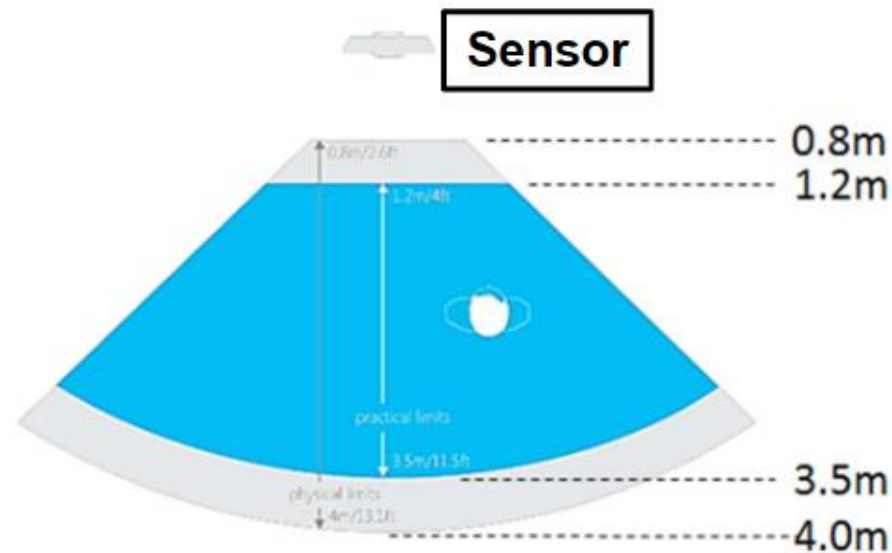
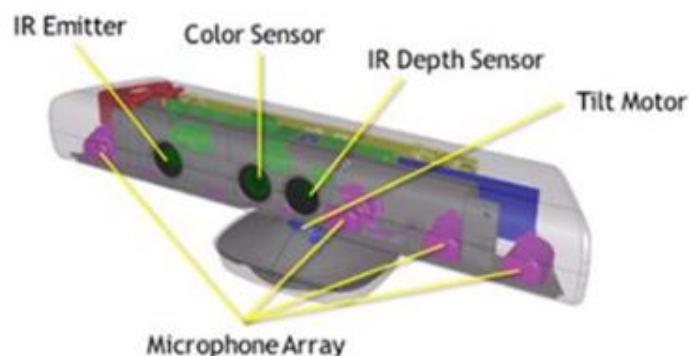
Color camera



[<https://msdn.microsoft.com/en-us/library/jj131033.aspx>]

RGB-D Sensor

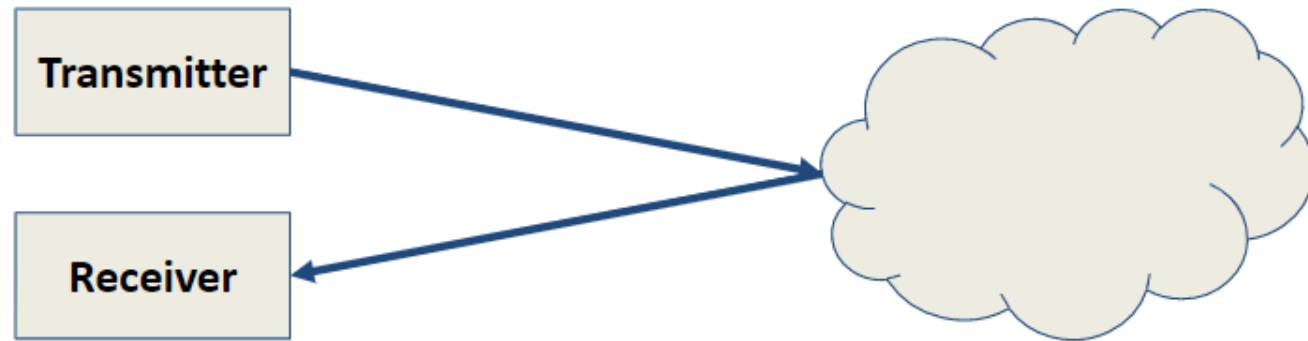
- 3D MS Kinect sensor
 - RGB Color VGA Video camera
 - Depth sensor
 - Infrared projector
 - Monochrome CMOS sensor
- Resolution 640 x 480 pixel
- 30 FPS



Distance Sensing

The distance to the object is measured using the time (Time of Flight, TOF) of the laser beam emitted from the transmitter hits the object and returns to the receiver.

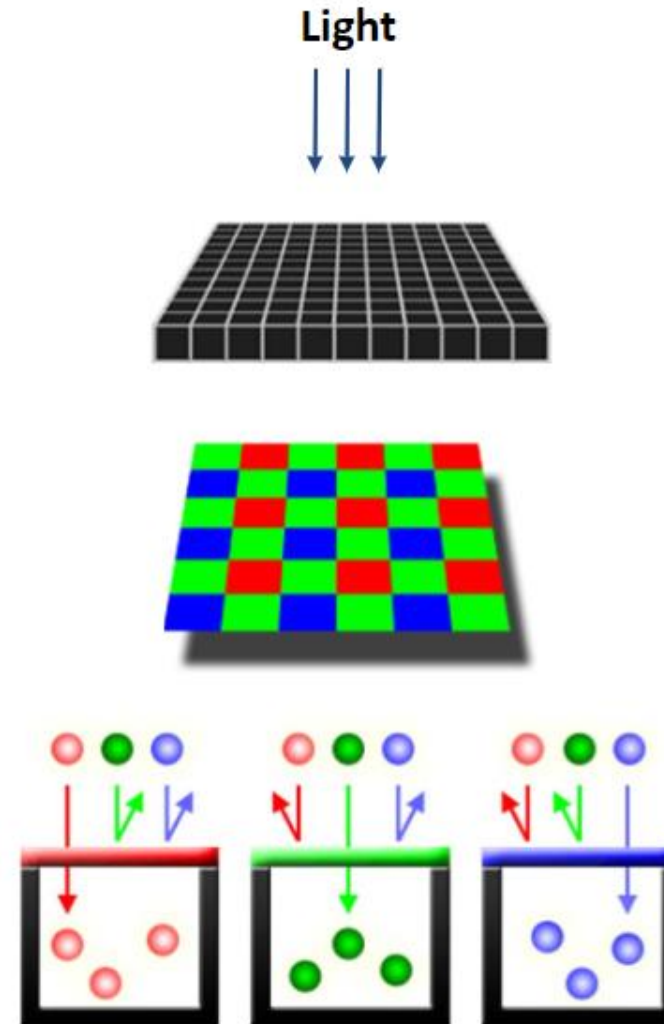
$$l = v\Delta t / 2$$



Color Sensing

How camera sensor works

- Imaging element
- Light intensity \rightarrow Electric signal
- CCD(Charge Coupled Device)
- CMOS(Complementary Metal Oxide Semiconductor)
- Photodiode
- Color filter: R(red), G(green), B(blue)
- Pixel
- Pixel value: 256 levels (0 – 255)



[<https://www.cambridgeincolour.com/tutorials/camera-sensors.htm>]

Visual Perception

- OpenNI2 - <http://structure.io/openni>
- OpenKinect - <https://github.com/OpenKinect>
- PCL - <http://pointclouds.org/>
- OpenCV - <http://opencv.org/>
- ROS opencv_apps - http://wiki.ros.org/opencv_apps
- Bring up
 - [Robot] \$ roslaunch rchomeedu_vision **multi_astra.launch**
- Display RGB and Depth images [Robot-Bottom camera]
 - \$ rosrune image_view image_view image:=/camera/rgb/image_raw
 - \$ rosrune image_view image_view image:=/camera/depth_registered/image_raw
 - * [Robot-Top camera] Replace “camera” with “camera_top”

Take Photo

Take photo

- Bring up camera
- `$ rosrun rchomeedu_vision take_photo.py`
- `$ rosrun rchomeedu_vision take_photo_sub.py`
 - `$ rostopic pub -1 /take_photo std_msgs/String "take photo"`
- * Image topic = `"/camera_top/rgb/image_raw"`
(edit code according to the camera used)
- * Photo taken is saved in the current folder