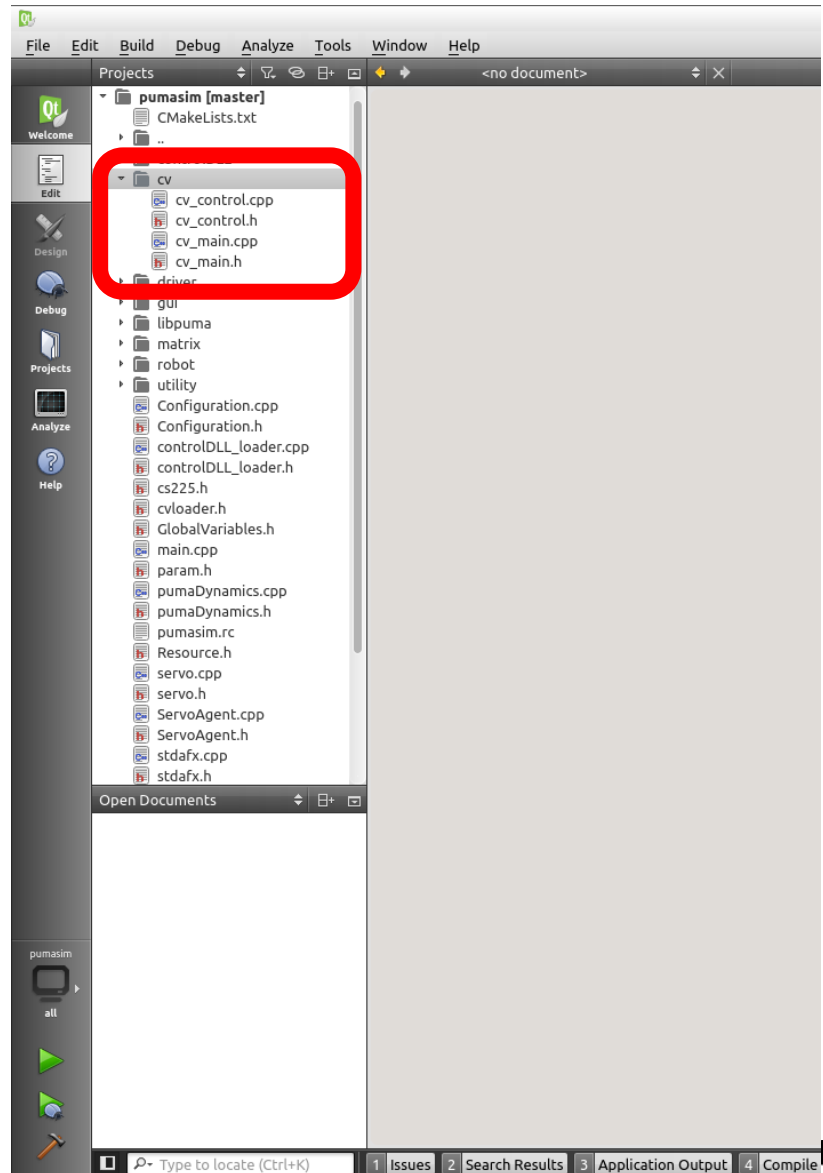


# Visual Servoing - Coding

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# The Extended PUMA Simulator

- ▶ Folder *cv*
- ▶ *cv\_control.cpp*:  
implement stubs for  
visual feedback loop
  - detect features
  - image jacobian
  - controller commands
- ▶ *control.cpp*
  - process commands from VS



# Simulator: Virtual Scene

1) Activate *textured plane* at  $y = -1.0\text{m}$

The Stanford Puma Simulator interface displays a 3D model of a Puma robot arm. A coordinate system (X, Y, Z) is shown in red. A textured plane icon is circled in red, indicating its activation. The interface includes several control panels:

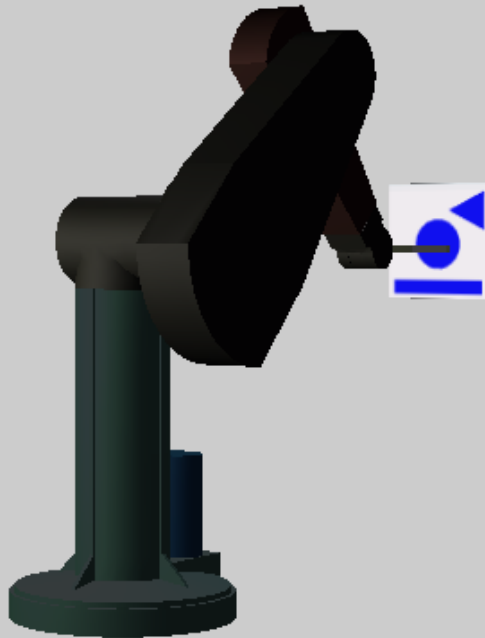
- Virtual Line:** Contains a checkbox for "Draw line from A to B" and input fields for point A and point B.
- Obstacle Spheres:** Contains a table for defining obstacle spheres with columns for x, y, z, and R, and buttons for "add" and "delete".
- Textured Plane:** Contains a table for defining the textured plane with columns for x, y, z, roll, pitch, and yaw. The y-axis is highlighted with a red circle.
- Status:** Contains a table for displaying joint positions and velocities, and buttons for "copy" and "Plot".

values in cm and deg

setplane -10 -100 0 0 0 -90

Simulator 9.79

2) This will enable and disable the commands you send from cv\_control



Control Settings Virtual Scene Plotting

float Start  
float Start  
float Start  
float Start

Control Gains

kp: 400.0 400.0 400.0 400.0 400.0 400.0  
kv: 40.0 40.0 40.0 40.0 40.0 40.0

Store gains Load gains Alternate parameters...

Gather Data

Filename: data.mat

Start recording Stop not running

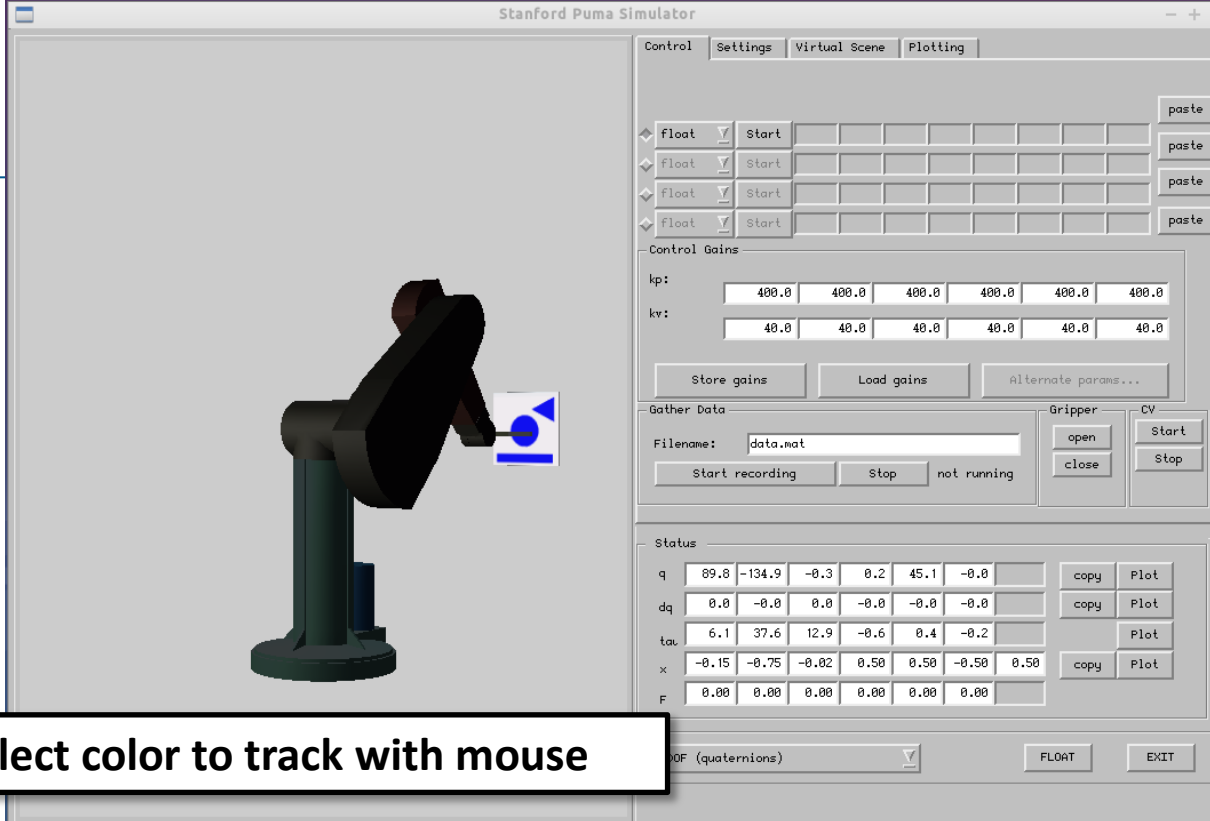
Gripper CV

open close Start Stop

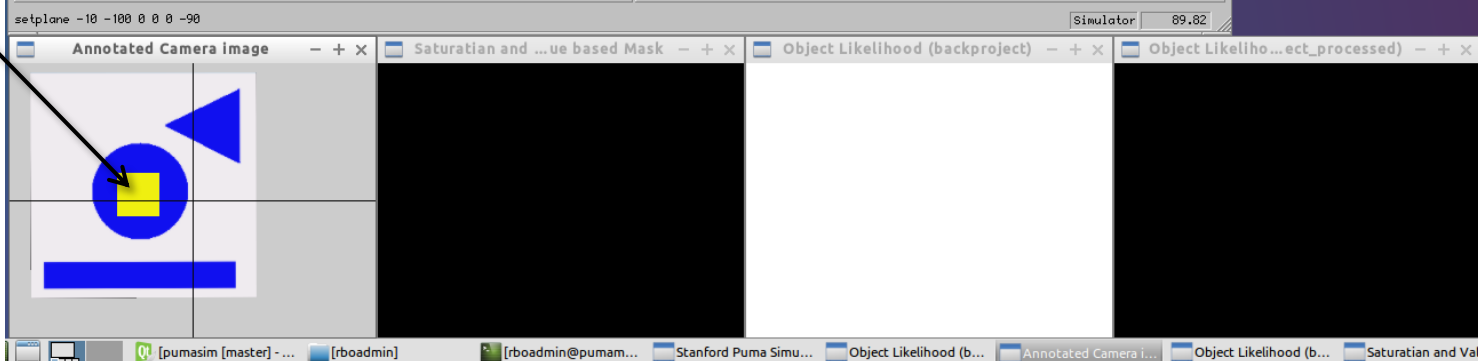
Status

q	89.8	-134.9	-0.3	0.2	45.1	-0.0		copy	Plot
dq	0.0	-0.0	0.0	-0.0	-0.0	-0.0		copy	Plot
tau	6.1	37.6	12.9	-0.6	0.4	-0.2			Plot
x	-0.15	-0.75	-0.02	0.50	0.50	-0.50	0.50	copy	Plot
F	0.00	0.00	0.00	0.00	0.00	0.00			

6-DOF (quaternions) FLOAT EXIT

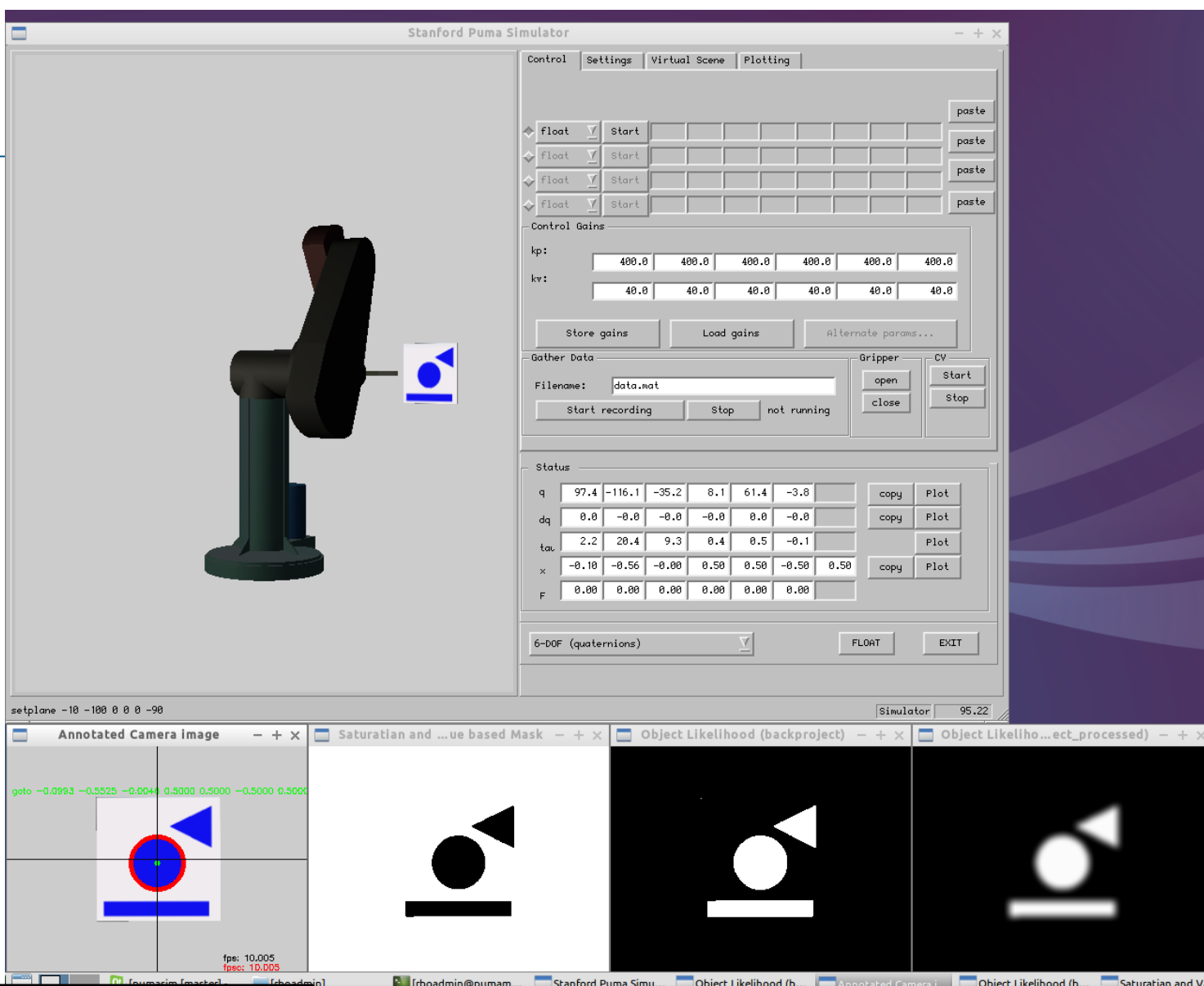


3) Select color to track with mouse



View of the simulated camera which is mounted on the end-effector

Result of cvCalcBackProject and some image processing



View of the simulated camera which is mounted on the end-effector

Result of `cvCalcBackProject` and some image processing

# Virtual Scene

---

- ▶ The diameter of the circle can be found in the variable `length_real`  
In the simulation it is 0.107m and in reality 0.15m.
- ▶ The position of the plane is relative to the robot base frame

# Methods to implement: cv\_control.cpp

---

```
bool findCircleFeature(cv::Mat& image, Mat& backproject, Circle  
    &crcl)
```

This function detects the circle in backproject and returns true if the circle was found. The circle parameters should be stored in `crcl`. It is only called after you have selected a color in the “Visual Servo” window.

```
void getImageJacobian(PrMatrix3 &Jv, float u, float v, float z,  
    float f, float diameter)
```

In this function you must assign your image Jacobian to `Jv`. The parameters `f` and `diameter` are constant and pre-calculated for you.

```
float estimateCircleDepth(float f, float diameter,  
    Circle &crcl)
```

Here you have to implement the calculation of the depth of the circle.

```
void controlRobot(Circle &crcl, PrVector &x, Mat& img, char  
    *cmdbuf)
```

You get this from us. Implements the main CV loop. It uses your `getImageJacobian` and `estimateCircleDepth` and the other functions you implement. The function is only called when `findCircleFeature` returns true. The parameter `crcl` contains your result of `findCircleFeature`, `cmdbuf` is an array of char that should contain the new robot command (this has to switch from command “goto” to “track”).



# Methods to implement: cv\_control.cpp (2)

---

`void transformFromOpenCVToFF(PrVector3 vector_opencvf, PrVector3& vector_ff)`

Transform a feature vector from openCV frame (origin in upper left corner of the image) to feature frame (origin at the center of the image)

`void transformVelocityFromCFToEEF(PrVector3 vector_cf, PrVector3& vector_eef)`

Transform the desired velocity vector from camera frame to end-effector frame

You can hard code this transformation according to the fixed transformation between the camera and the end effector (see the sketch in your assignment)

`void transformVelocityFromEEFToBF(PrVector x_current_bf, PrVector3 vector_eef, PrVector3& vector_bf)`

Transform the desired velocity vector from end-effector frame to base frame

You cannot hard code this transformation because it depends of the current orientation of the end-effector wrt the base

Make use of the current state of the robot  $x$  (the pose of the end-effector in base frame coordinates)

Here you have to implement the calculation of the depth of the circle.

# control.cpp

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- ▶ The file contains OperationalSpace control with “track” and “goto”
- ▶ add min time for spline  $t=0.2$  in initSpline...
- ▶ You are supposed modify “track”

# Testing with a real camera

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- Change in the CMakeLists.txt the type of build to use the real camera (any webcam should work)

**Everybody** has to test her/his feature detection algorithm with a real camera **before** the final presentation!

# Robot Commands

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You have a text based command interface to the robot controller. The syntax is:

```
command param1 param2 ...
```

If a new command is received by the controller the corresponding init function is executed once. After that the control function is called with the servo rate of 500Hz.

Example:

```
sprintf(cmdbuf, "goto %.4f %.4f %.4f %.4f %.4f %.4f %.4f",  
        0.71, 0.15, 0.0, 0.71, 0.0, 0.71, 0.0);  
robotCmd(cmdbuf);
```

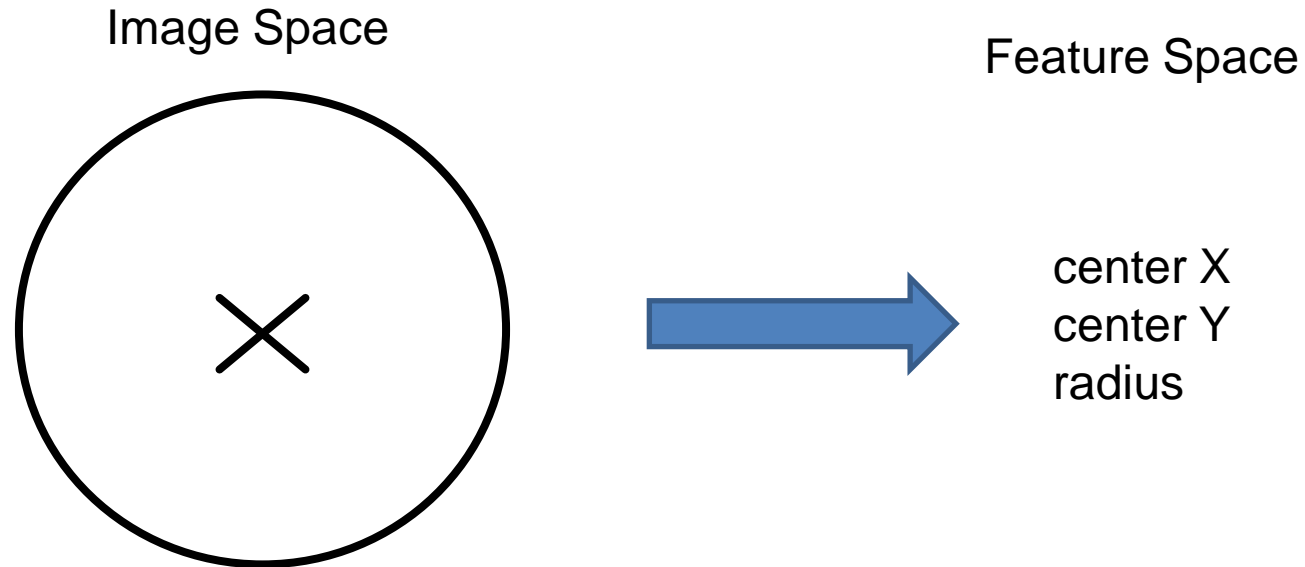
# OpenCV

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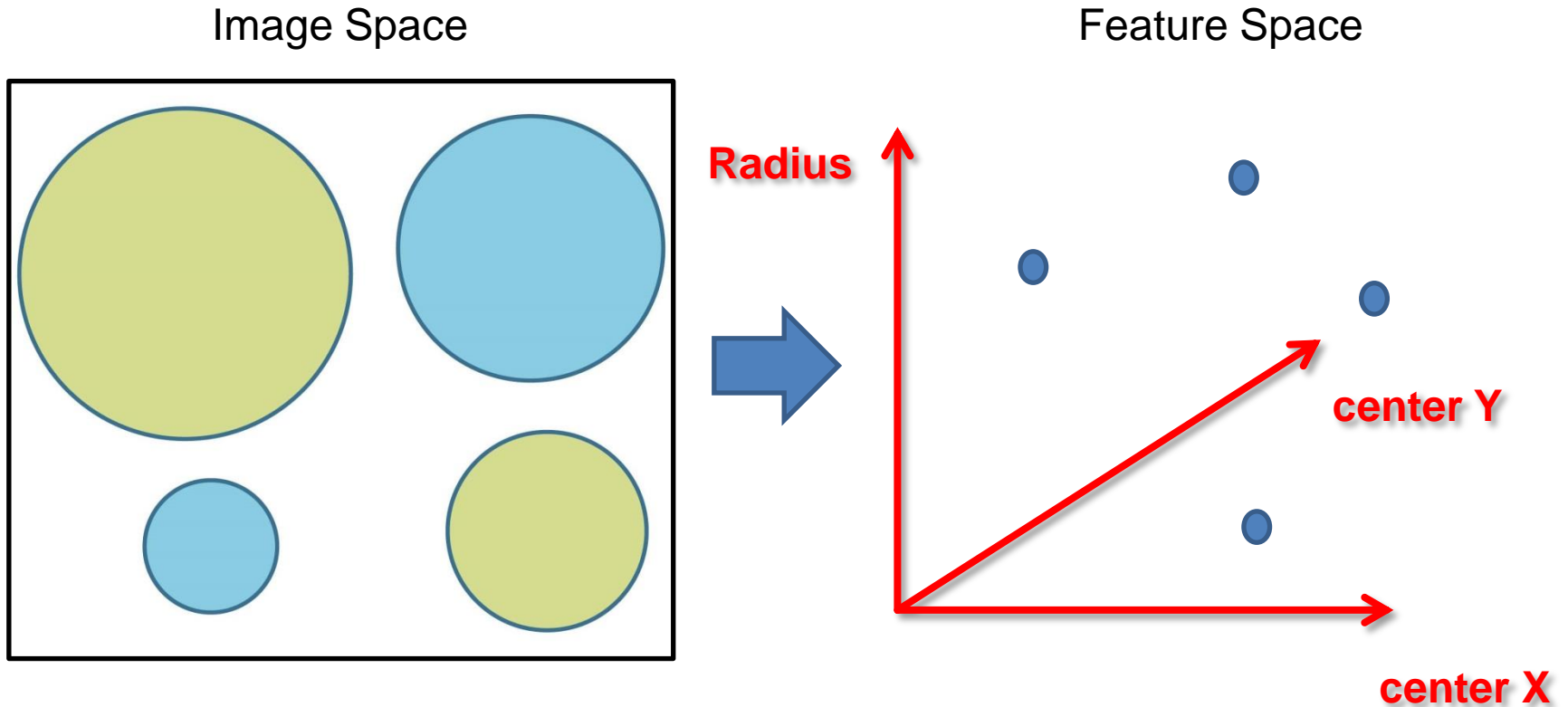
- ▶ (**Open Source Computer Vision**) is a library of programming functions for real time computer vision
- ▶ Documentation: <http://docs.opencv.org/>

# Hough Circle Transform

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# Hough Circle Transform



# Processing Pipeline

