

Monday, 12 October 2020 3:57 PM

```
Body keypoints:
[[[["1.544412e+02", 4.84111846e+01, 8.0357540e-01],
["3.0963919e+02", 6.6342147e+01, 8.1904769e-01],
["2.7242642e+02", 9.7292473e+01, 7.35044728e-01],
["2.1570950e+02", 9.9286285e+01, 7.7710027e-01],
["1.5895428e+02", 1.0420146e+02, 7.7955765e-01],
["3.4776492e+02", 9.5388687e+01, 7.2341627e-01],
["4.0351672e+02", 9.8325829e+01, 8.3219570e-01],
["4.7199103e+02", 1.0420013e+02, 5.8732933e-01],
["3.0863235e+02", 2.0983218e+02, 5.6048787e-01],
["8.516928e+02", 2.0788515e+02, 5.3471798e-01],
["2.8511249e+02", 2.9298840e+02, 8.1189322e-01],
["2.7836523e+02", 3.5758081e+02, 6.2487118e-02],
["3.3210388e+02", 2.0984306e+02, 5.222937e-01],
["3.3895288e+02", 2.9392432e+02, 8.4350091e-01],
["3.4484348e+02", 3.5757697e+02, 2.2904444e-01],
["0.0596920e+02", 4.1600113e+01, 8.1091797e-01],
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["2.9190545e+02", 4.6476624e+01, 8.4290642e-01],
["3.2820767e+02", 4.5497185e+01, 4.5145312e-01],
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"part_candidates": [{"0": [315.444, 48.4118, 0.803575, 527.773, 324.249, 0.0575425],
"1": [309.639, 96.3431, 0.819048],
"2": [272.426, 97.2925, 0.735047],
"3": [215.71, 99.2863, 0.7771],
"4": [158.954, 104.201, 0.779558],
"5": [347.765, 95.3887, 0.723416],
"6": [403.517, 98.3258, 0.832196],
"7": [471.991, 104.2, 0.587329],
"8": [308.632, 209.832, 0.560488],
"9": [285.169, 207.885, 0.534718],
"10": [285.112, 292.988, 0.811893],
"11": [278.365, 357.581, 0.0624871],
"12": [332.104, 209.843, 0.522229],
"13": [338.953, 293.924, 0.843501],
"14": [344.843, 357.577, 0.229044],
```

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Tuesday, 13 October 2020 2:08 PM

- Week 11 upload spec sheet

- Characterisation of the system. (eg fps, accuracy, resolution)
- GUI seems to be quite important to show how user might want to use it. Might want to allocate more time?
- Compiling python code into exec?
- Sampling each frame at longer intervals?

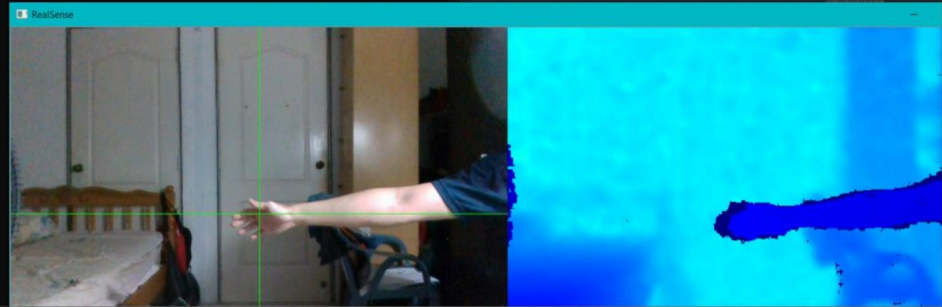
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9.3

Friday, 16 October 2020 9:10 PM

```
# run through deprojection (2D to 3D)
depth_point = rs.rs2_deproject_pixel_to_point(depth_intrin, [j, i], depth)
text = "%.5lf, %.5lf, %.5lf\n" % (depth_point[0], depth_point[1], depth_point[2])
print("text:", text)
```

```
text: 0.00306, 0.11777, 1.01600
depth: 1.0190000534057617
text: 0.00307, 0.11812, 1.01900
depth: 1.0140000581741333
text: 0.00306, 0.11754, 1.01400
depth: 1.0080000162124634
text: 0.00304, 0.11684, 1.00800
depth: 1.0080000162124634
text: 0.00304, 0.11684, 1.00800
depth: 1.0120000839233398
text: 0.00305, 0.11730, 1.01200
depth: 1.0099999904632568
text: 0.00305, 0.11707, 1.01000
depth: 1.0099999904632568
text: 0.00305, 0.11707, 1.01000
depth: 1.0099999904632568
text: 0.00305, 0.11707, 1.01000
depth: 1.0080000162124634
text: 0.00304, 0.11684, 1.00800
```



Still not sure what does `depth_point[0]` and `[1]` means but doesnt seems to matter. Will focus on using the depth part only and try to understand how is it gotten and how to make use of it.

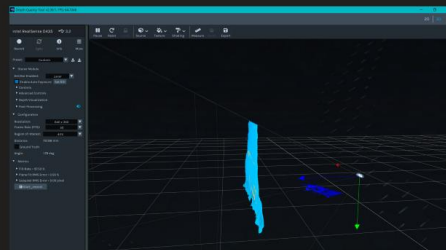
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9.4

Saturday, 17 October 2020 12:11 PM

Me + WP

- So depth is a plane projection



	average	stdev
2 tiles	0.8874	0.002159
5 tiles	2.37869	0.040418
10 tiles	5.404533	0.141619

Each tile is about ~0.45m.

So it seems like the further the point, the more inaccurate it gets...



Maybe take more points and make a regression curve to map perceived distance to real distance?

Need to find a way to add depth into the conditions.

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