

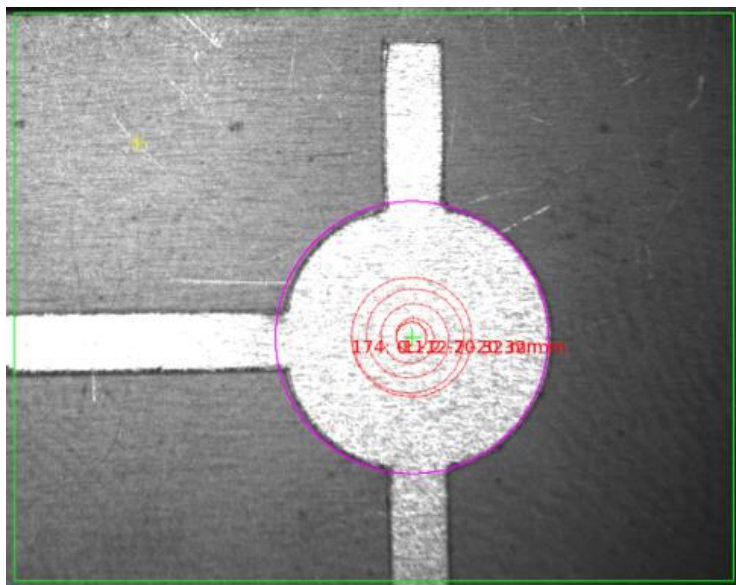
## Precitec Graph Documentation

### Detection: Circle Hough

#### Changelog

Date	Version	Autor	Tested on	Description
2023-03-03	A	Wre	5.19.13	New documentation

#### Description



Detects a Circle using a Hough Algorithm. Can detect circles with various radii. Has a built-in plausibility check. Loads the welding figure and displays it on the center of the circle.

■ Parameter

<b><u>G00 ROI from Seam Details</u></b>			
NAME	DEFAULT VALUE	Description	UserLevel
00 Dynamic ROI → Green channel	255	Green color of ROI Box	Operator
00 Dynamic ROI → Red channel	0	Red color of ROI Box	Operator
00 Dynamic ROI → Blue channel	0	Blue color of ROI Box	Operator
00 Dynamic ROI → Verbosity	Low	Visibility of ROI Box	Operator
00 Dynamic ROI → Alpha Channel	255	Transparency of ROI Box	Operator
<b><u>G01 Search Radius range</u></b>			
NAME	DEFAULT VALUE	Description	UserLevel
00 min Radius [mm]	2	Radius search start value in mm.	Operator
01 max Radius [mm]	3	Radius search end value in mm.	Operator
<b><u>G02 Circle Detection using Hough</u></b>			
NAME	DEFAULT VALUE	Description	UserLevel
00 Downsampling → Verbosity Level	None	Visibility of downsampling	Admin
00 Downsampling → Jumping distance	1	Jumping distance while downsampling	Admin
00 Downsampling → Tile size	1	Tile size to downsample	Admin
01 Median → Verbosity Level	Low	Visibility of smoothed image	Admin
01 Median → Filter Length	3	Filter radius to be averaged on	Admin

<b>02 Edge Detection → Verbosity Level</b>	<b>None</b>	Visibility of edge detection operation	Admin
<b>02 Edge Detection → Method</b>	<b>Sobel</b>	Algorithm used for edge detection	Admin
<b>02 Edge Detection → Scaling</b>	<b>0</b>	Scale factor of edge detection operation	Admin
<b>03 Circle Hough → Verbosity Level</b>	<b>Low</b>	Visibility of circle detection	Admin
<b>03 Circle Hough → Radius Step</b>	<b>5</b>	Radius increase steps in pixel	Admin
<b>03 Circle Hough → Number of max</b>	<b>5</b>	Maximum amount of steps to increase radius	Admin
<b>03 Circle Hough → IntensityThreshold</b>	<b>80</b>	Grey level threshold to detect edges of a circle	Admin
<b>03 Circle Hough → ScoreThreshold</b>	<b>-1</b>	Threshold for matching score. Scores lower than the threshold are not accepted detections. -1 equals to no score threshold enabled	Admin
<b>03 Circle Hough → SearchOutsideROI</b>	<b>0</b>	Allow the algorithm to search for circles outside the ROI	Admin
<b><u>G03 Offsets</u></b>			
<b>NAME</b>	<b>DEFAULT VALUE</b>	<b>Description</b>	<b>UserLevel</b>
<b>01 Offset X [mm]</b>	<b>0</b>	Offsets the detected position by the amount of the input in mm in X-direction.	Operator
<b>02 Offset Y [mm]</b>	<b>0</b>	Offsets the detected position by the amount of the input in mm in Y-direction.	Operator
<b><u>G04 Plausibility</u></b>			
<b>NAME</b>	<b>DEFAULT VALUE</b>	<b>Description</b>	<b>UserLevel</b>
<b>00 minimal Matching Score</b>	<b>50</b>	If the Matching Score Output of the circle detection (value between 0 and 100) is above this value, the detection is plausible. If it is below	GroupLeader

		this value the detection is not plausible.	
<b><u>G05 Load Figure from File</u></b>			
<b>NAME</b>	<b>DEFAULT VALUE</b>	<b>Description</b>	<b>UserLevel</b>
<b>00 ContourFromFile → WeldingFigure name</b>	<b>0</b>	Number of Welding figure to weld.	Operator
<b>01 Rotation angle → Number</b>	<b>0</b>	Angle in degrees by which the figure should be rotated.	Operator
<b>02 Stretch in X → Number</b>	<b>1</b>	Factor by which the figure should be stretched in X-direction.	Operator
<b>03 Stretch in Y → Number</b>	<b>1</b>	Factor by which the figure should be stretched in Y-direction.	Operator
<b>04 SeamWeldingResult → Verbosity</b>	<b>Maximal</b>	Visibility of the Preview	Operator
<b><u>G06 Buffer</u></b>			
<b>NAME</b>	<b>DEFAULT VALUE</b>	<b>Description</b>	<b>UserLevel</b>
<b>01 X Buffer → Slot number</b>	<b>1</b>	Writes the detected X-Pos [mm] into the Buffer.	GroupLeader
<b>02 Y Buffer → Slot number</b>	<b>2</b>	Writes the detected Y-Pos [mm] into the Buffer.	GroupLeader
<b>04 Contour Buffer → Slot number</b>	<b>4</b>	Writes the Contour into the Buffer.	GroupLeader
<b>09 Plausibility → Slot number</b>	<b>9</b>	Writes the Plausibility into the Buffer.	GroupLeader
<b><u>G08 Send end of seam marker after xx images</u></b>			
<b>NAME</b>	<b>DEFAULT VALUE</b>	<b>Description</b>	<b>UserLevel</b>
<b>00 Image number xx → Number</b>	<b>0</b>	Image number on which the seam shall end (first image number = 0)	Operator



## ■ Output Buffers

Value	Slot Number
X Pos [mm]	1
Y Pos [mm]	2
Contour	4
<b>Plausibility</b> 0 = good Plausibility 1 = bad Plausibility	9

## ■ Results

Value	Result Enum	Result Name
X Pos [mm]	28	CoordPositionX
Y Pos [mm]	29	CoordPositionY
Radius [mm]	734	Radius [mm]
<b>Matching Score</b> – Value between 0 and 100	1009	Surveillance 1
<b>Plausibility</b> 0 = good Plausibility 1 = bad Plausibility	555	Plausibility error