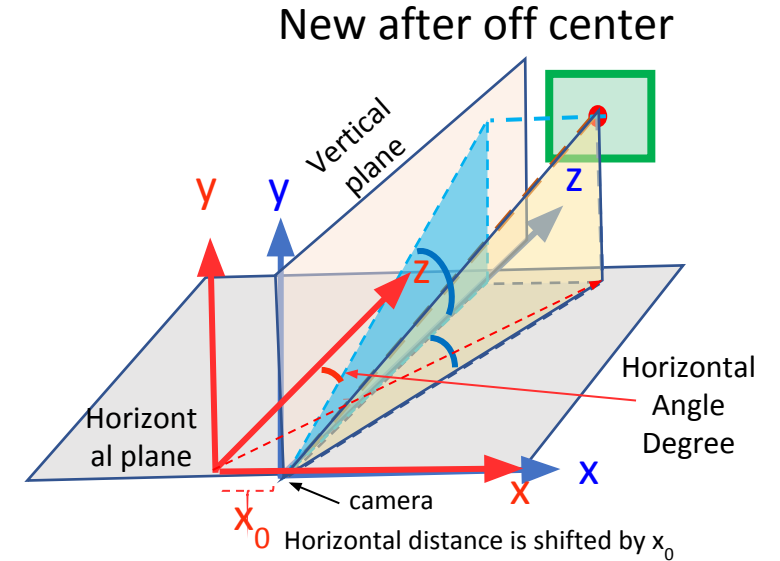
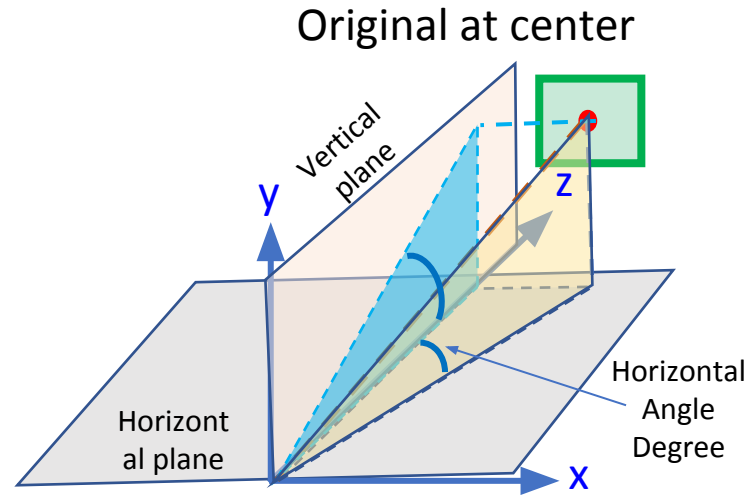
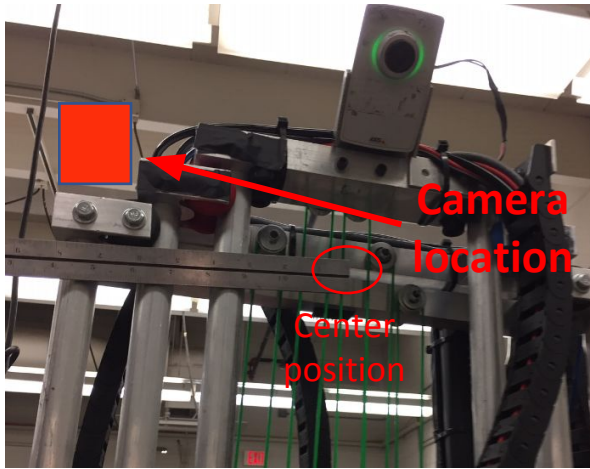


Others – Compensation of Camera Off Center on Robot



$\text{Total_Distance_Inch} = ((\text{standard_height_p}/\text{cube_height}) * \text{CAL_DISTANCE_INCH});$

$\text{Horizontal_Distance_Inch} = (\text{object_center_x} - \text{im_center_x}) * \text{CAL_DISTANCE_INCH} / \text{object_size_in_p_at_cal};$

$\text{Comp_Horizontal_Distance_Inch} = \text{Horizontal_Distance_inch} + x_0; \quad \% \text{ because camera at right side of robot when facing to object}$

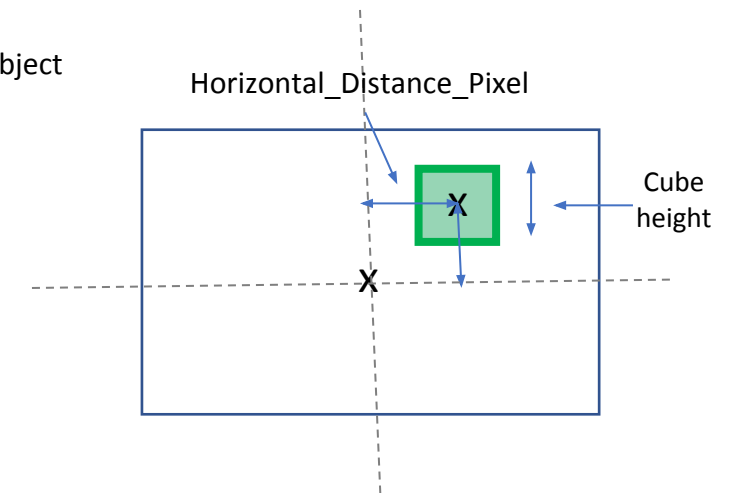
$\text{Vertical_Distance_Inch} = (\text{im_center_y} - \text{object_center_y}) * \text{CAL_DISTANCE_INCH} / \text{object_size_pixel_at_cal};$

$\text{Horizontal_Angle_Degree} = \text{atan}(\text{Comp_Horizontal_Distance_in} / \text{CAL_DISTANCE_INCH}) * 180 / \text{PI};$

$\text{Vertical_Angle_Degree} = \text{atan}(\text{Vertical_Distance_Pixel} / (\text{pixel_per_in} * \text{CAL_DISTANCE_INCH})) * 180 / \text{PI};$

$\text{Forward_Distance_Inch} = \text{Total_Distance_Inch} * \cos(\text{Vertical_Angle_Degree} * \text{PI} / 180) * \cos(\text{Horizontal_Angle_Degree} * \text{PI} / 180);$

$\text{Actual_Distance_Inch} = \text{Total_Distance_Inch} * \cos(\text{Vertical_Angle_Degree} * \text{PI} / 180)$



“Actual_Distance_Inch” and “Horizontal angle in degree” are considered.

Note that angle and distance are updated per every image