

## Project 3: 3D Perception

### Writeup / README

**1. Provide a Writeup / README that includes all the rubric points and how you addressed each one.**

You're reading it!

### Exercise 1, 2 and 3 Pipeline Implemented

**Complete Exercise 1 steps. Pipeline for filtering and RANSAC plane fitting implemented.**

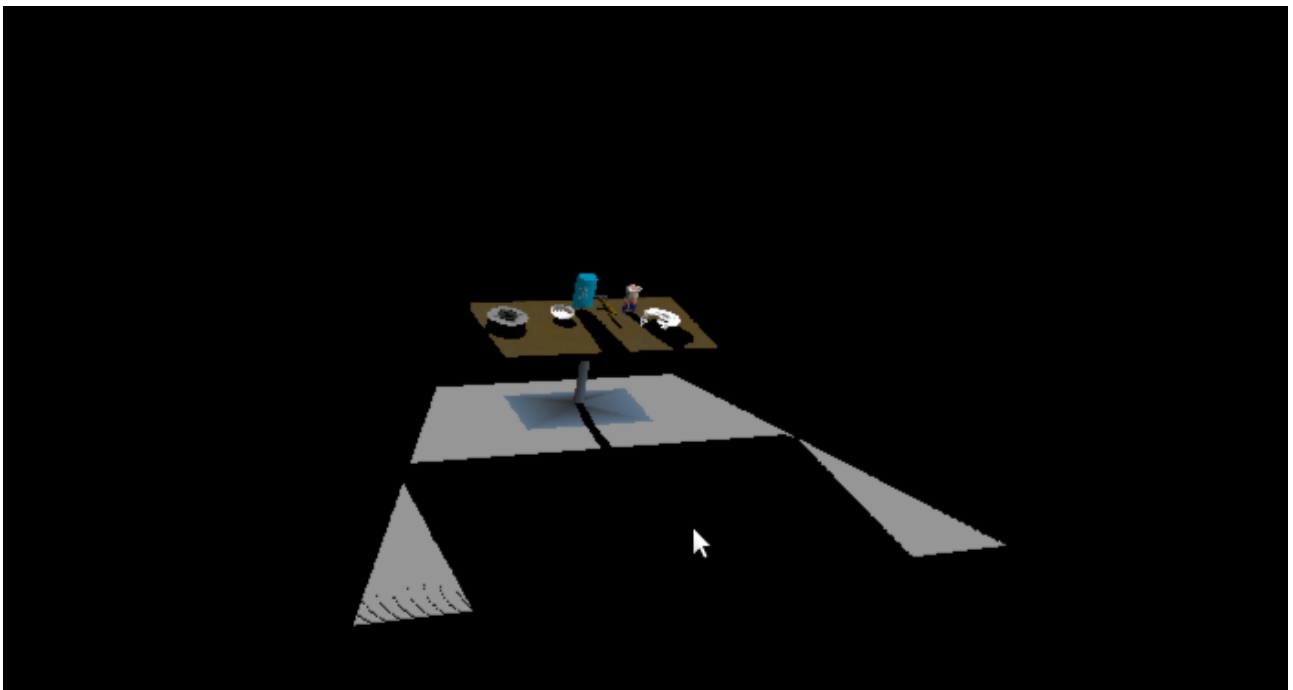
I have created a pipeline to recognize the object on the table.

You can find the steps below.

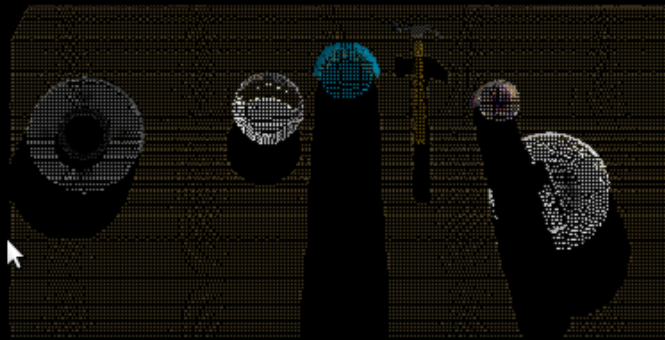
First; Calibration, filtering and segmentation

1- The image should be calibrated.

2- Apply voxel grid down sampling to decrease the size of the point for each image. But the information loss should be minimum.

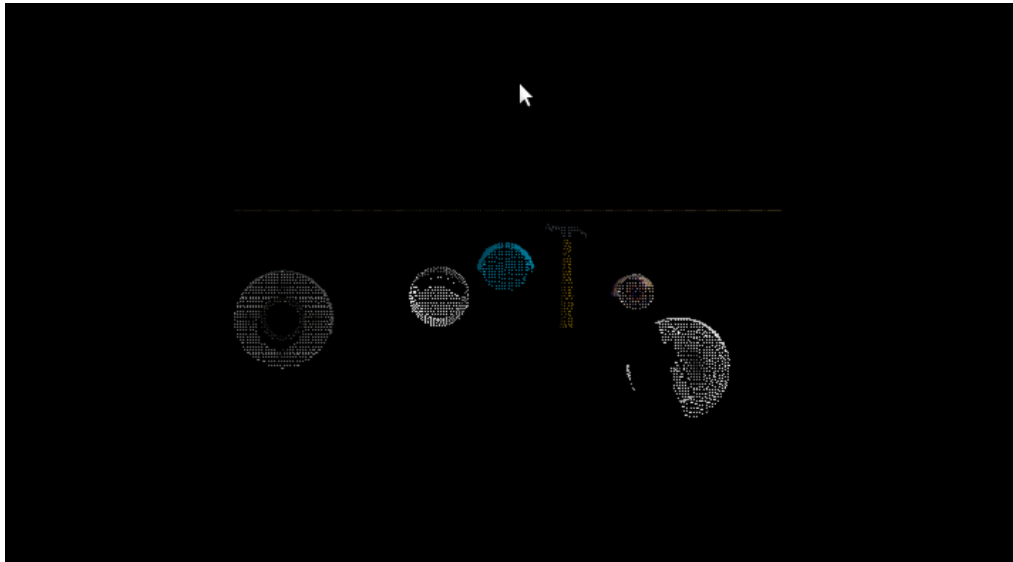


3- Apply pass through filtering to focus on area of interest and discard rest of the image.



4- Apply Ransac segmentation to detect the objects to be recognized.

Ransac use segmentation to find inliers and outliers. In that scenario, inliers are background such as table. And outliers are object on the table. You can find a sample image below.



5- Remove the outliers.

You can find all implementation here:

[https://github.com/clockworks/nd-robond-perception-project/blob/master/pr2\\_robot/scripts/project\\_template.py](https://github.com/clockworks/nd-robond-perception-project/blob/master/pr2_robot/scripts/project_template.py)

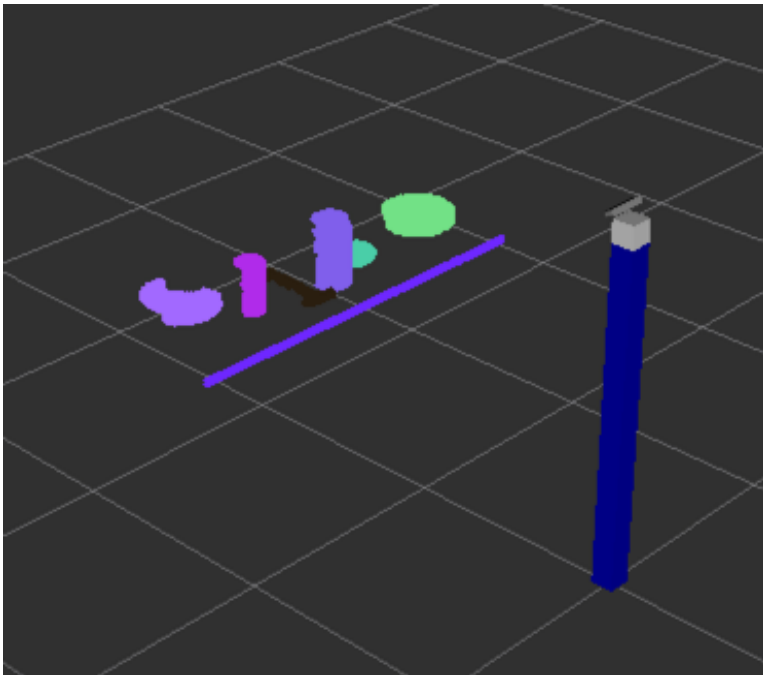
## **Complete Exercise 2 steps: Pipeline including clustering for segmentation implemented.**

There are two main approaches for clustering, k-means and DBScan.

kmeans is better when you know how many clusters will be

DBScans is also known as euclidian clustering, since it is based on euclidian distance. It is better when you don't know how many clusters to expect.

You can find the output of the clustering below.



### **Steps for clustering on Ros**

Take the camera data as a point cloud.

Filter data point cloud

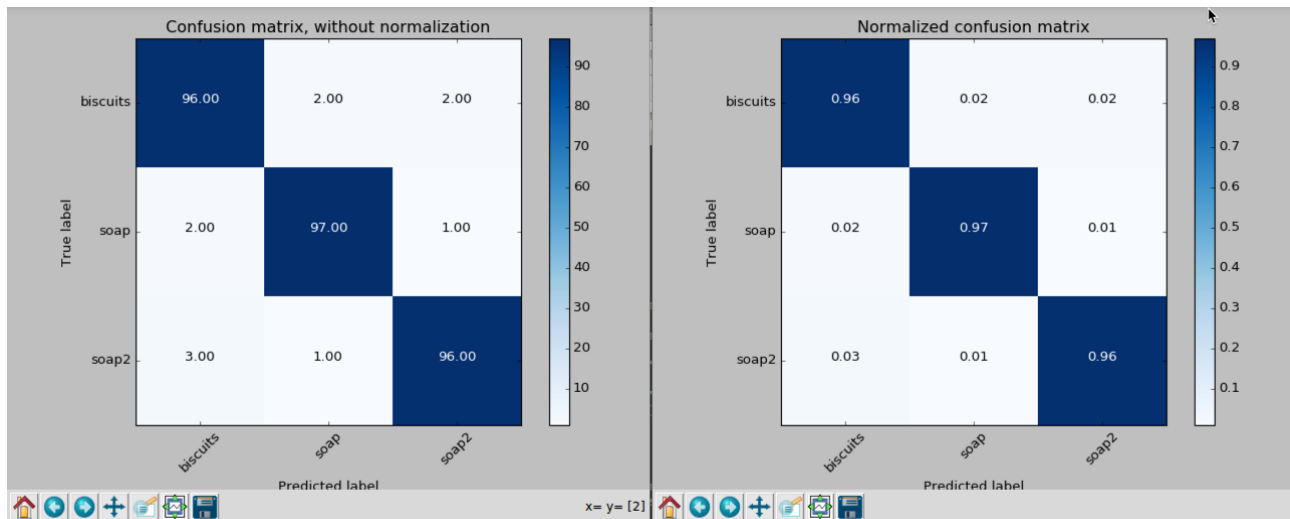
Segment the individual objects using euclidian clustering.

publish result point cloud as a message to the topic.

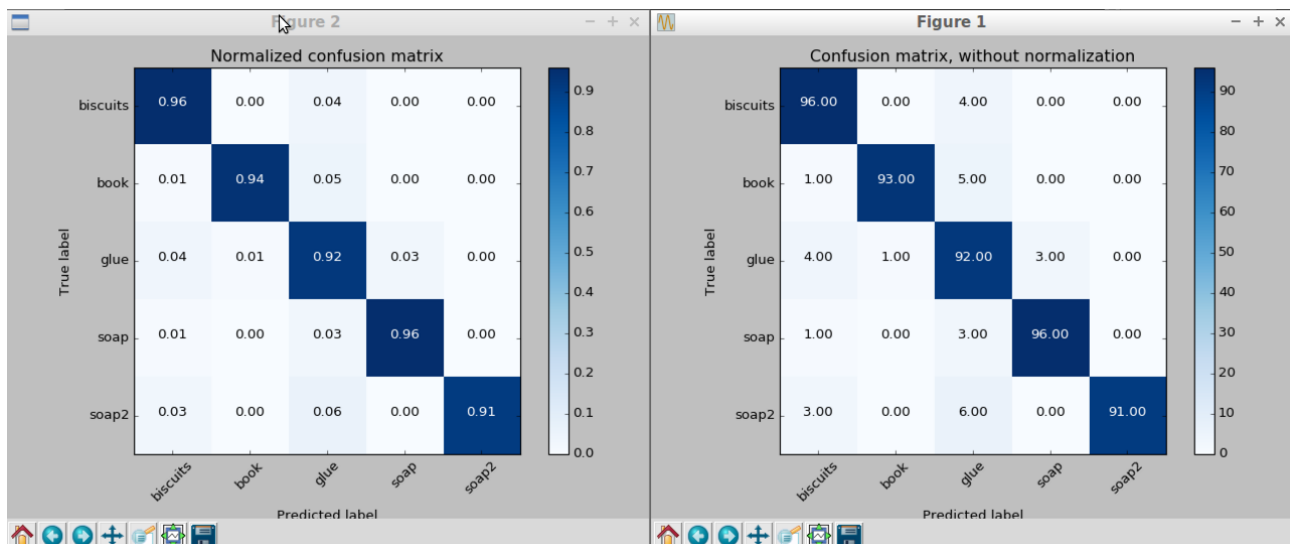
## Complete Exercise 3 Steps. Features extracted and SVM trained. Object recognition implemented.

You can find the confusion matrix for each test worlds.

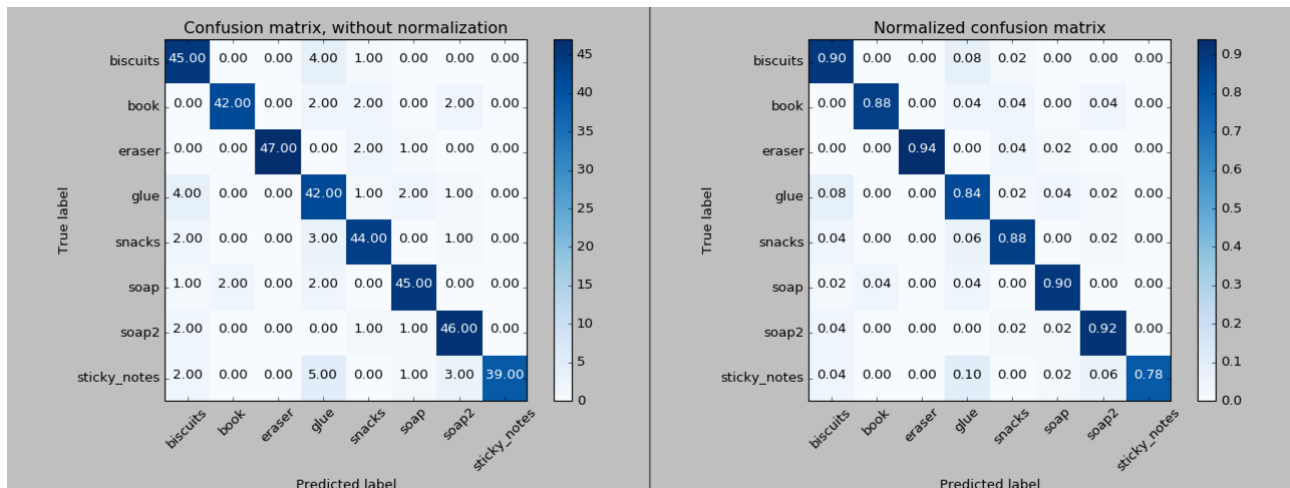
test world 1:



test world 2:



test world 3:



I used sensor\_stick in exercise 3 for feature capture and training. I did not move training code to project folder. I keep it as a separate repository. You can find the repository and related code below:

<https://github.com/clockworks/nd-robond-perception-exercise/tree/master/Exercise-3>

capture\_features.py

[https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor\\_stick/scripts/capture\\_features.py](https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor_stick/scripts/capture_features.py)

features.py:

[https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor\\_stick/src/sensor\\_stick/features.py](https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor_stick/src/sensor_stick/features.py)

train\_svm.py

[https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor\\_stick/scripts/train\\_svm.py](https://github.com/clockworks/nd-robond-perception-exercise/blob/master/Exercise-3/sensor_stick/scripts/train_svm.py)

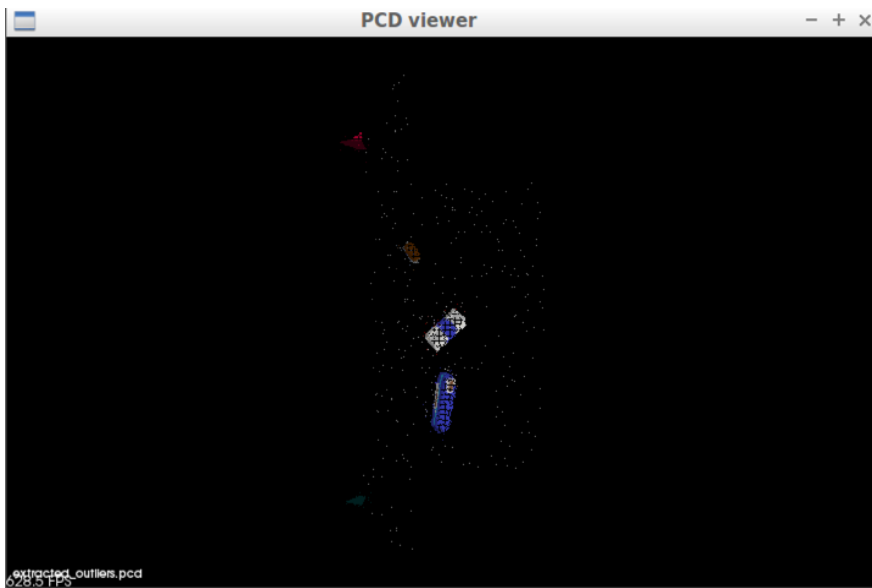
## Pick and Place Setup

For all three tabletop setups (`test*.world`), perform object recognition, then read in respective pick list (`pick_list*.yaml`). Next construct the messages that would comprise a valid **PickPlace** request output them to `.yaml` format.

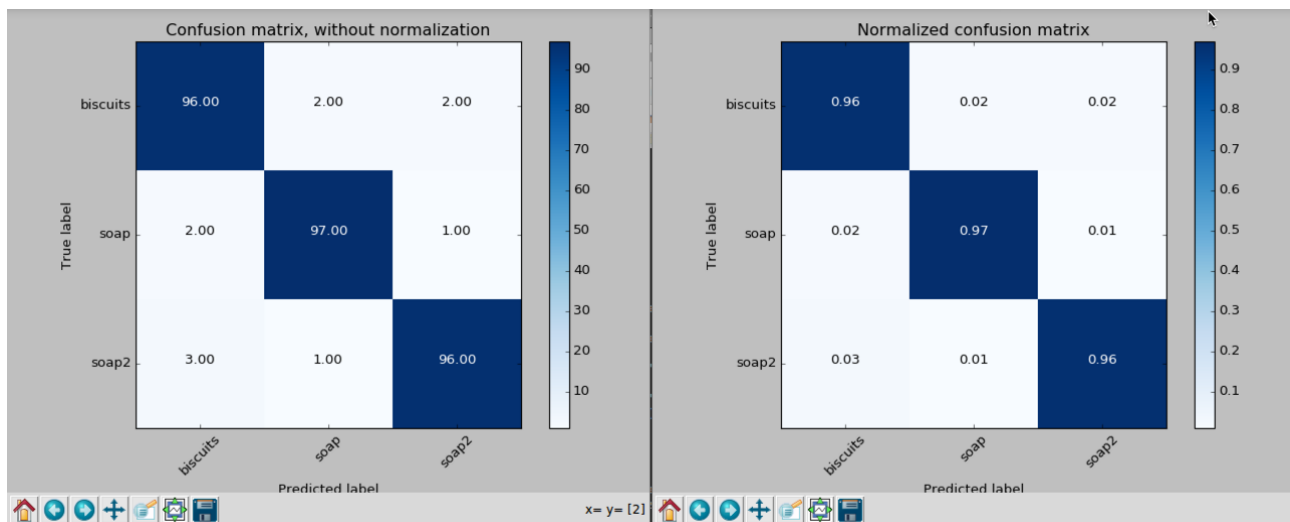
The pipeline correctly identify the object. You can see the details below.

### test world 1:

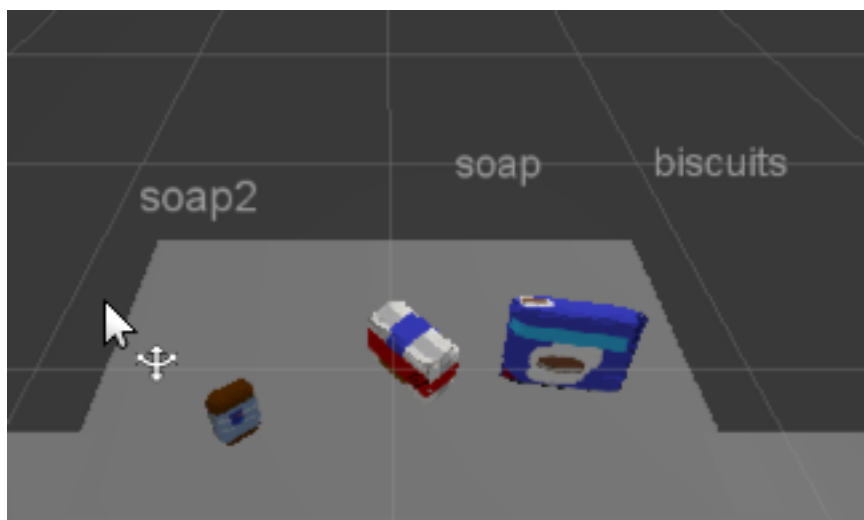
Extracted outliers:



### confusion matrix



All items recognized correctly. (100%)





**output1 yaml file content:**

**biscuits:**

- 0.2793441414833069**
- 0.5603342056274414**
- 0.7238720655441284**

**soap:**

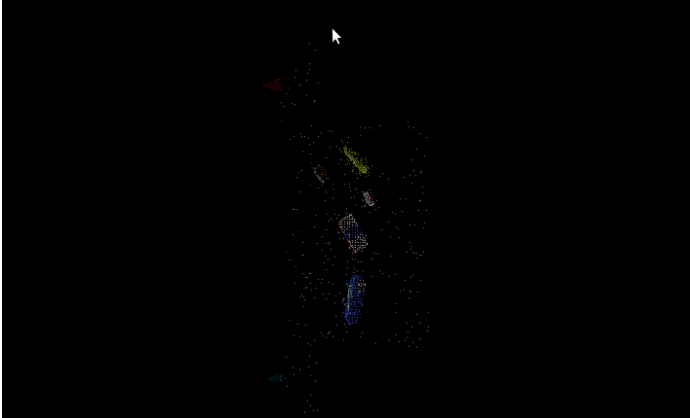
- 0.5441828966140747**
- -0.018730824813246727**
- 0.6747274994850159**

**soap2:**

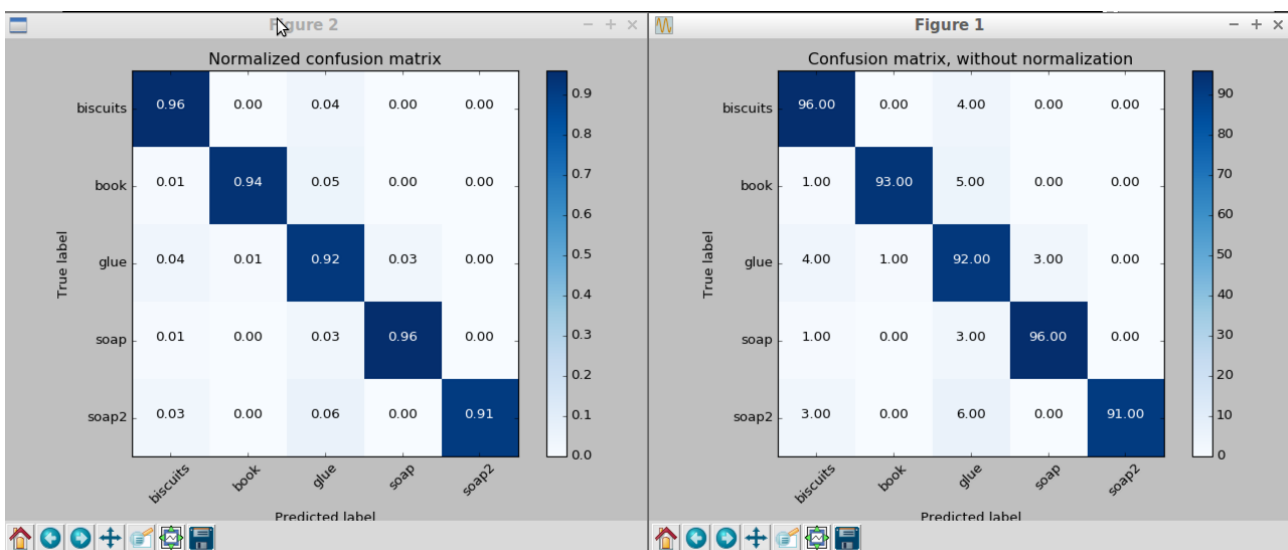
- 0.4457259476184845**
- 0.22262020409107208**
- 0.6771800518035889**

**test world 2:**

**Extracted outliers:**



**confusion matrix:**



**items:**

All items recognized correctly (100%)



**output2 yaml file content:**

**biscuits:**

- 0.5708536505699158
- -0.24835027754306793
- 0.7036103010177612

**book:**

- 0.5802746415138245
- 0.27999553084373474
- 0.7224472165107727

**glue:**

- 0.27720972895622253
- 0.5618106722831726
- 0.7263579368591309

**soap:**

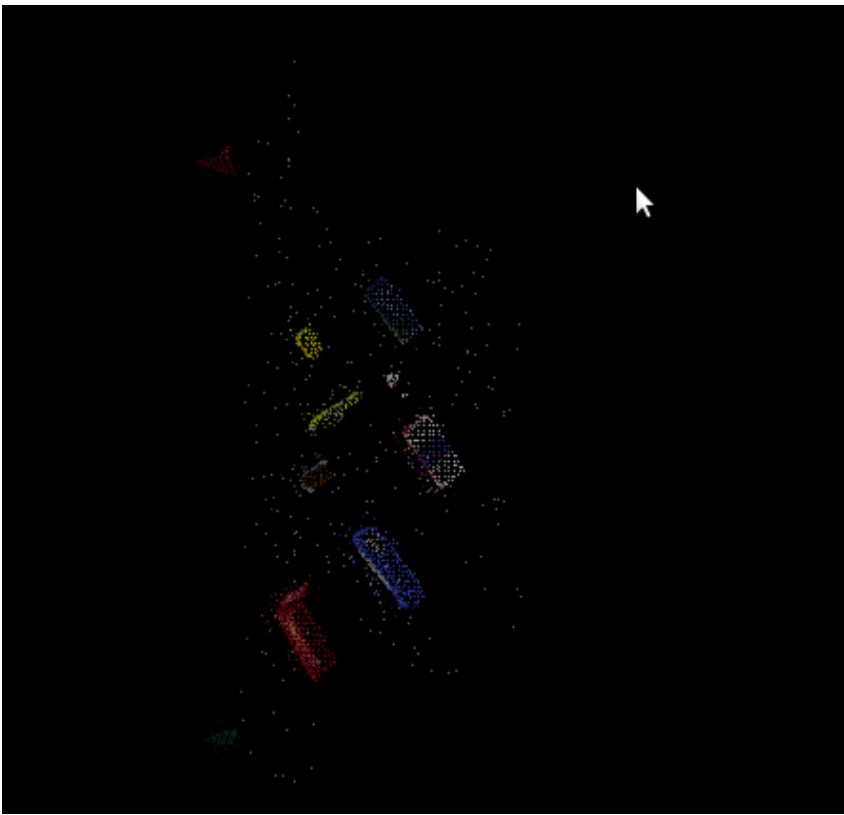
- 0.5581965446472168
- 0.0036523318849503994
- 0.6726524829864502

**soap2:**

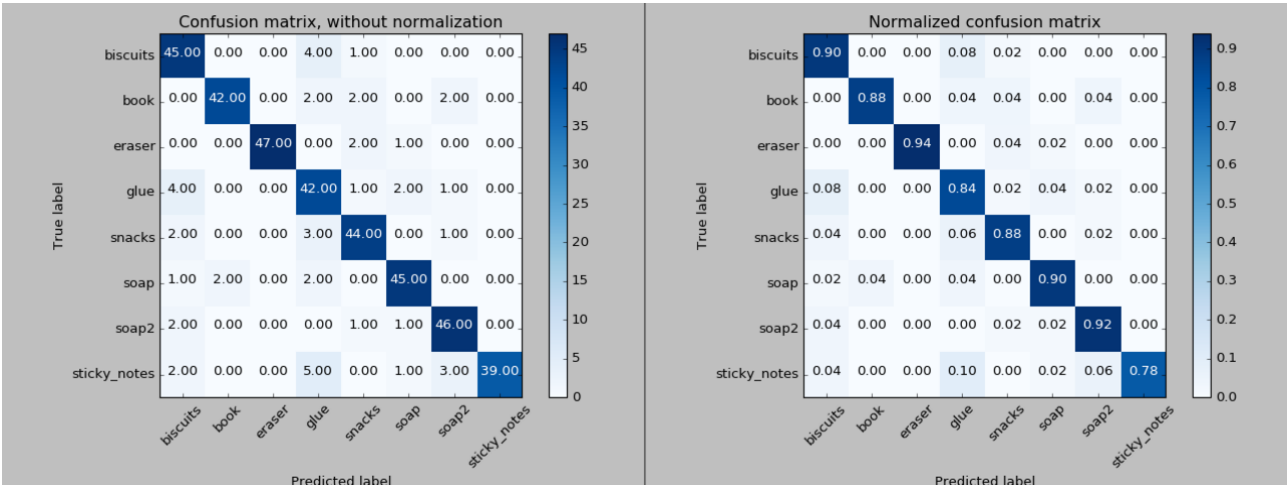
- 0.4439592957496643
- 0.22644901275634766
- 0.6769988536834717

test world 3:

Extracted outliers:



confusion matrix:



## items

All items recognized correctly except glue, I think it is behind another object and that is what it could not be recognized. It is also hard for a human too. Success 87.5%



Output3 yaml file

### biscuits:

- 0.589409589767456
- -0.22033236920833588
- 0.702957272529602

### book:

- 0.4932659864425659
- 0.08309326320886612
- 0.7257049679756165

### eraser:

- 0.6067849397659302
- 0.28088369965553284
- 0.6459604501724243

### snacks:

- 0.27838391065597534
- 0.5610676407814026
- 0.7266518473625183

### soap:

- 0.6796081066131592
- 0.004904804285615683
- 0.6734455823898315

### soap2:

- 0.4544113874435425
- -0.04611271992325783
- 0.673527717590332

sticky\_notes:

- 0.43928566575050354
- 0.21655531227588654
- 0.6822288036346436