Alex   
Nathan  
Worry about later

1) Expose reading force and other contact variables in tactile sim

2) Colour transformation of tactile image to represent shear.

3) Collect for sim2real spherical probe. Collect sim2real edge\_2d, surface\_3d. Use on real robot

4) Collect braille in sim. Extend to Sim-to-real. RL environment. Use on real robot?

5) MDN heads for tactile\_learning

6) Update some ReadMe’s with others later

7) Merge VSP and image processing

8) MG400 tasks

9) Hyperopt

10) Tactile pushing

11) Xuyang’s real tactile data and simulated pose orientation task

12) Wen’s GNN code

13) Simple version of Lizzie’s code

14) Bi-touch sim to real

15) Tactile saliency prediction

16) Fix Braille train\_w\_metrics and plot

17) Sort out/simplify dependencies/requirements

To check

A) Voronoi and John’s transformation – in tactile image processing repo; need latest version of vsp