

Image Servoing

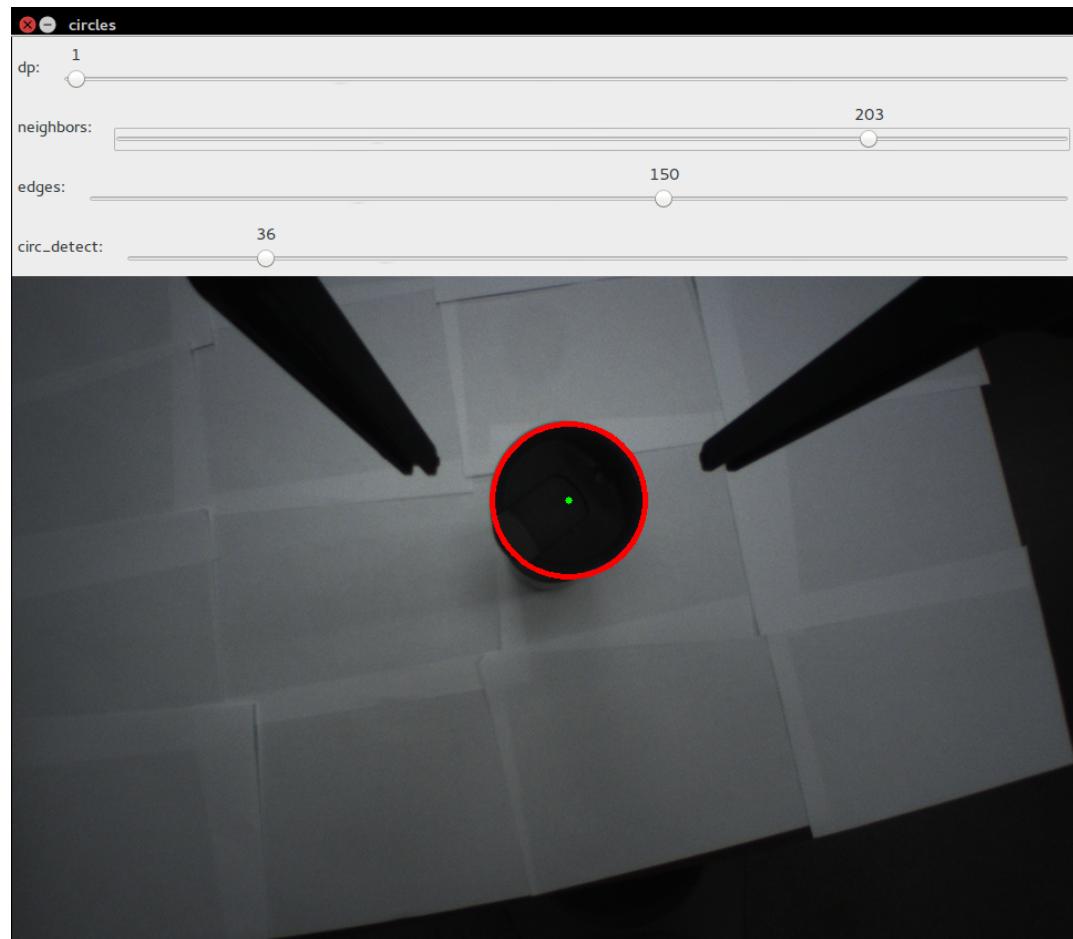
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Goals:

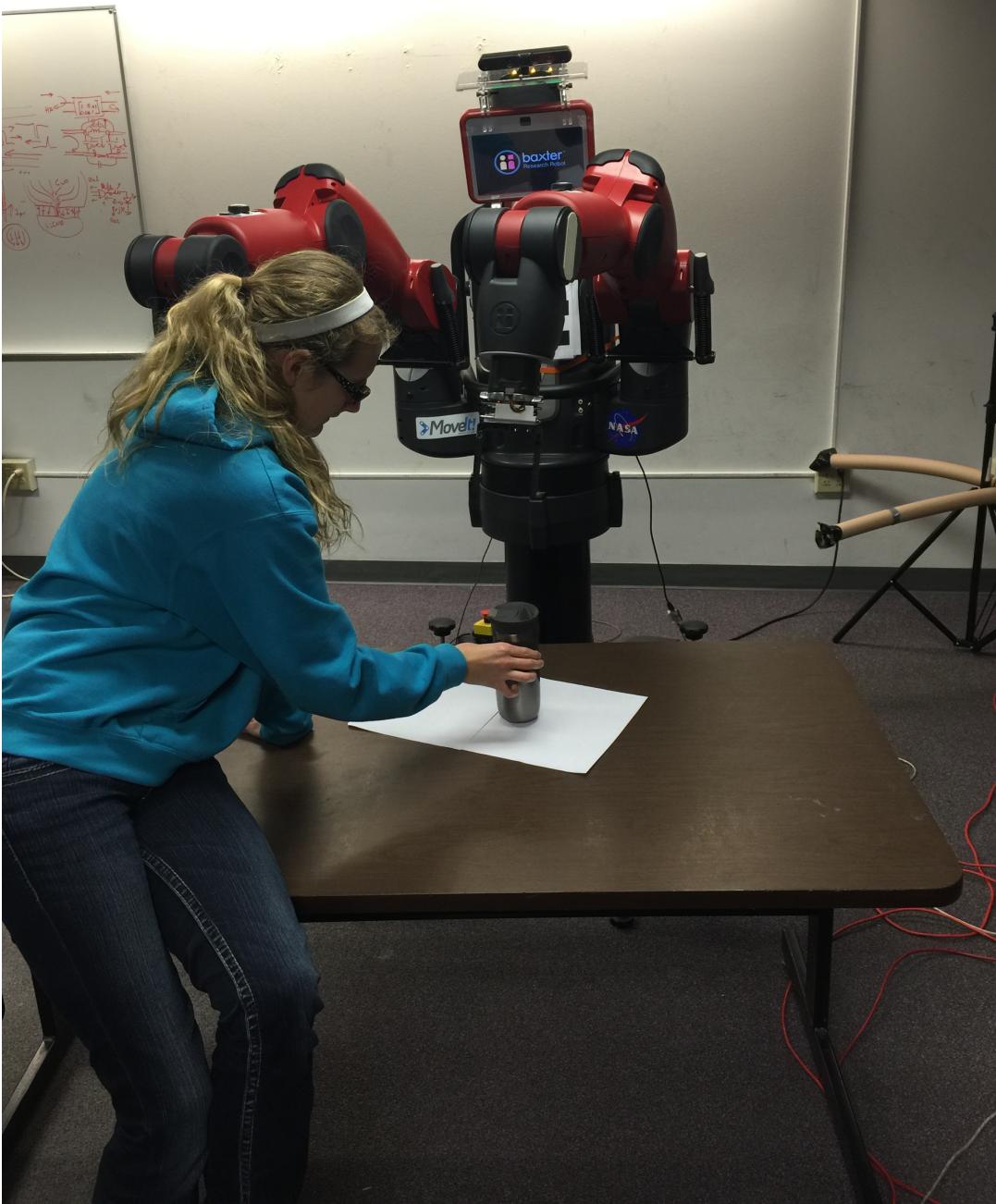
- Use the Hough circles algorithm to find a circular object
- Follow the circular object with Baxter's hand

Hough Circles

Hough Transform finds the most likely radius values based off of a probable center point. After there are enough radius values then the circle is counted as being detected.







What we learned

How to detect circular objects that are given via baxter's cameras

If the object is too close or too far away it will be ignored.

A velocity greater than 1 doesn't seem to work

And the camera has to be right-side up

Getting signs correctly in velocity

