Perception Project

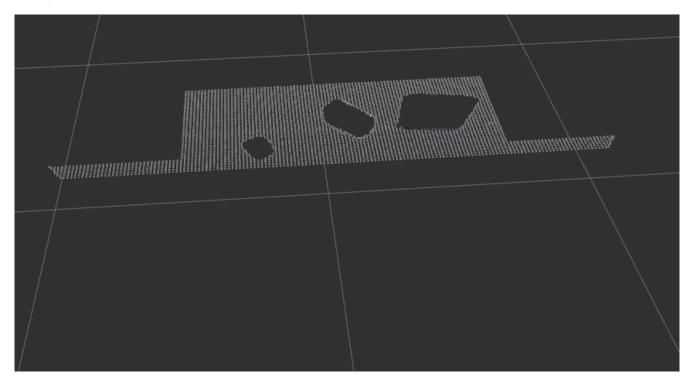
Rubric Points

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

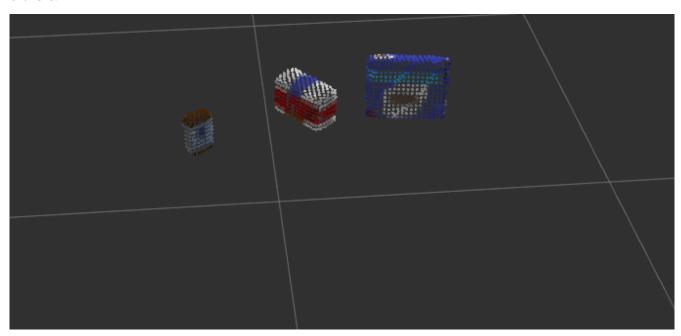
```
pcl_cloud=ros_to_pcl(pcl_msg)
stat=pcl_cloud.make_statistical_outlier_filter()
stat.set_mean_k(10)
stat.set_std_dev_mul_thresh(0.1)
stat_cloud=stat.filter()
vox = stat_cloud.make_voxel_grid_filter()
leafSize = 0.01
vox.set_leaf_size(leafSize,leafSize,leafSize)
cloud_vox = vox.filter()
passthrough = cloud_vox.make_passthrough_filter()
filter_axis = 'z'
passthrough.set filter field name(filter axis)
axis_min = 0.2
axis_max = 10
passthrough.set_filter_limits(axis_min,axis_max)
temp_passthrough=passthrough.filter()
passthrough2 = temp_passthrough.make_passthrough_filter()
filter_axis = 'x'
passthrough2.set filter field name(filter axis)
axis_min = 0.4
axis_max = 0.8
passthrough2.set_filter_limits(axis_min,axis_max)
cloud_passthrough = passthrough2.filter()
#cloud_passthrough = passthrough.filter()
segmented = cloud_passthrough.make_segmenter()
segmented.set_model_type(pcl.SACMODEL_PLANE)
segmented.set_method_type(pcl.SAC_RANSAC)
threshold = 0.01
segmented.set_distance_threshold(threshold)
inliers, coefficients = segmented.segment()
cloud_table = cloud_passthrough.extract(inliers,negative = False)
cloud_objects = cloud_passthrough.extract(inliers,negative = True)
```

I implemented a statistical outlier filter to remove the noise. After tuning, values of mean 10 and standard deviation of 0.1 seemed to work well. This was followed by voxel downsampling with grids of 0.1 along all axes. Further, I implemented a passthrough filter along two axes. One along x to separate out the table, and one along z to get rid of the shadows on the ground. Finally, RANSAC plane filtering was applied to separate out the table, to give a table cloud and an objects cloud.

TABLE:



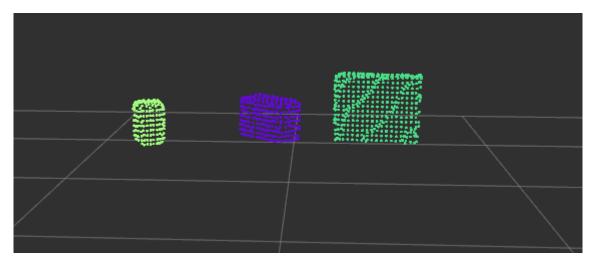
OBJECTS:



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

Clustering was implemented for the objects cloud by first converting them to white cloud, and then selecting nearby points based on Euclidean distance, with a tolerance of 0.05, minimum size of 50 and maximum size of 500.

CLUSTER:



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

```
# Classify the clusters! (loop through each detected cluster one at a time)|

detected_objects_labels = []

for index_pts_list in enumerate(cluster_indices):
    # Grab the points for the cluster
    pcl_cluster = cloud objects.extract(pts_list)
    ros_cluster = pcl_to_ros(pcl_cluster)

# Compute the associated feature vector

chists = compute_color_histograms(ros_cluster, using_hsv=True)
    normals = get_normals(ros_cluster)

normals = get_normals(ros_cluster)

nhists = compute_normal histograms(normals)
    feature = np.concatenate((chists, nhists))

# Make the prediction

prediction = clf.predict(scaler.transform(feature.reshape(1,-1)))

label = necoder.inverse_transform(prediction)[0]

detected_objects_labels.append(label)

# Publish a label into RViz

label_pos = list(white_cloud[pts_list[0]])

label_pos = list(white_cloud[pts_list[0]])

label_pos[] += .4

object_markers_pub.publish(make_label(label_label_pos, index))

# Add the detected object to the list of detected objects.

do = DetectedObject()
    do.label = label
    do.cloud = ros_cluster
    detected_objects.append(do)

# Publish the list of detected objects
    rospy.loginfo()'Detected {} objects: {}'.format(len(detected_objects_labels), detected_objects_labels))

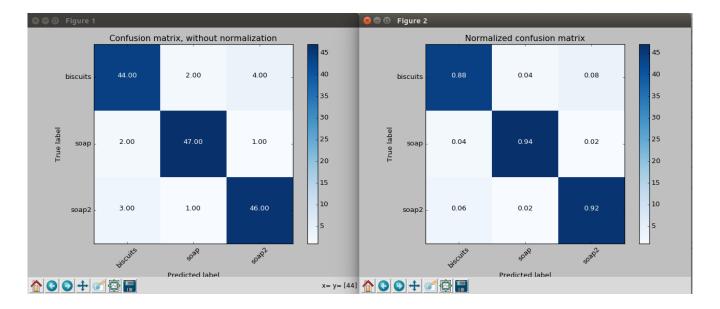
detected_objects_pub.publish(detected_objects)
```

Here is a snippet of both the capture features code.

```
glue']
" \# Models for test3 world of Perception Project \# models \# [\
    'sticky_notes',
'book',
'snacks',
     'biscuits',
      'eraser',
      'soap2',
      'soap',
'glue']
# Disable gravity and delete the ground plane
initial_setup()
labeled features = []
for model name in models:
      spawn_model(model_name)
      for i in range(50):
            # make five attempts to get a valid a point cloud then give up
sample_was_good = False
            try_count = 0
while not sample_was_good and try_count < 5:
sample_cloud = capture_sample()
                  sample_cloud_arr = ros_to_pcl(sample_cloud).to_array()
                  # Check for invalid clouds.
if sample_cloud_arr.shape[0] == 0:
                        print('Invalid cloud detected')
                         try_count += 1
                        sample_was_good = True
            chists = compute_color_histograms(sample_cloud, using_hsv=True)
normals = get_normals(sample_cloud)
nhists = compute_normal_histograms(normals)
feature = np.concatenate((chists, nhists))
labeled_features.append([feature, model_name])
      delete_model()
```

The SVM was trained with a linear option.

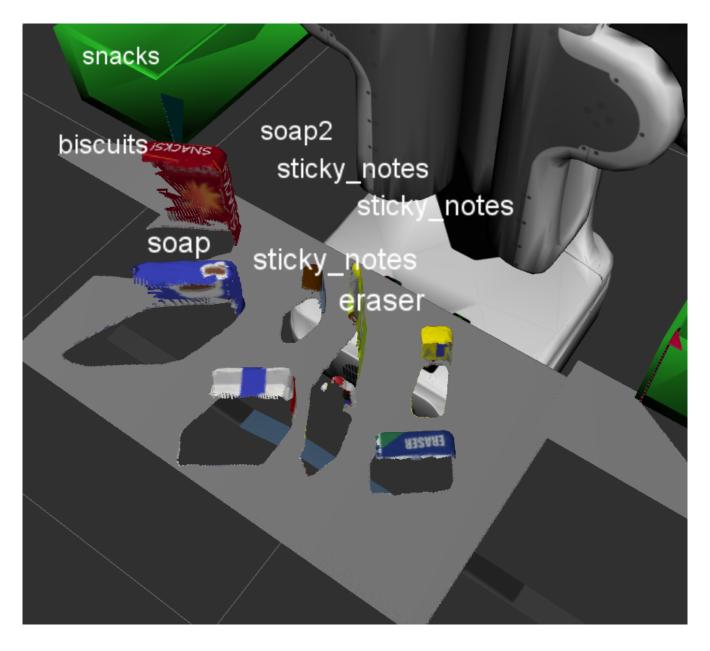
Results of train_svm.py on test3.world



4. 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.







There are some times when all objects seem to be recognized correctly in the last world, but the screenshot I have attached shows the worst case. In the worst case, it is only able to detect 6 out of the 8 objects.

Conclusion

The object recognition can be improved further. Currently I get 100% recognition some times for the last world, but a lot of times it recognizes only 6 objects. I tried tweaking the features by increasing the number of orientations captured, and also changing the number of bins in the histograms. While I wa able to improve the values in the confusion matrix after that, the results were still pretty similar.

Another problem I encounter is that the gripper does not lift the objects some times. As a result, the arm starts colliding with those objects in the subsequent pick and place operations. I plan on increasing the friction coefficient of the objects to see if the gripper can hold on to the object.