FBM 1: Object Perception

Referee I:	, Referee II:
ate and	time:
otes:	
• Start	and end time are based on the referee stop watch.
• Timed	out is checked when the robot cannot detect the object within specified test duration
• GT is	the ground truth which is the information provided by the referee box.
• Objec	ts identifier:
– F	A1=black mug, A2=white mug, A3=coffee mug, A4=mug B1=fork, B2=knife C1=yellow box, C2=pink box D1=gold frame, D2=black frame
tun 1 Dur	ration: Timeout
Object I	Detection
GT	A B C D 1 2 3 4 1 2 1 2 1 2
Robot	A B C D 1 2 3 4 1 2 1 2 1 2
Pose	
GT	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$
comments:	
	ration:
	Betection B C D
1 (2'1'	1 2 3 4 1 2 1 2
GT	A B C D
Robot	
	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

un 3 Dur	ation:			\square Time	out							
Object I	Detecti	on										
GT	1	2	A 3	4	1	B 2	1	C 2	1	D 2		
Robot	1	2	A 3	4	1	B 2	1	$\frac{\mathrm{C}}{2}$	1	$\frac{\mathrm{D}}{ 2}$		
Pose												
GT	X		у	θ			Robot	X		у	θ	
omments:												
un 4 Dur	ation:			□ Time	out							
Object I	Detecti	on										
GT			A			В		С		D		
	1	2	3	4	1	1 2 B	1	2 C	1	D		
Robot	1	2	A 3	4	1	$\frac{B}{2}$	1	$\frac{C}{2}$	1	$\frac{D}{2}$		
Pose						'	"		'	1		
GT	X		У	θ			Robot	X		У	θ	
	Ш											
omments:												
omments:												
un 5 Dur	ation:			□ Time	out							
	ation:			□ Time	out					D		
un 5 Dur	ation: Detecti	ion	A			B 2	1	C 2	1	D 2		
un 5 Dur Object I GT	ation:			☐ Time	out	B 2 B	1	C 2 C		D 2 D		
un 5 Dur Object I	ation: Detecti	ion	A 3			2	1 1	2		2		
un 5 Dur Object I GT	ation: Detecti	ion 2	A 3 A	4	1	<u>2</u> В		2 C		D		
un 5 Dur Object I GT Robot	ation: Detecti	ion 2	A 3 A	4	1	<u>2</u> В		2 C		D		

	auton.			\square Tim	ieout							
Object I	Detecti	on										
GT	1	2	A 3	4	1	B 2	1	C 2	1	D 2		
Robot	1	2	A 3	4	1	B 2	1	C 2	1	D 2		
Pose			'	'		'		'				
GT	X		У		θ		Robot	X		У	θ	
mments:												
ın 7 Dur	ation:			□ Tim	eout							
Object I	Detecti	on										
GT	1		A	1	1	В	1	С	1	D		
	1	2	3 A	4	1	1 2 B	1	2 C	1	D		
Robot	1	2	3	4	1	$\frac{D}{2}$	1	$\frac{0}{2}$	1	$\frac{D}{2}$		
			<u> </u>	'	II.		"	'				
Pose												
Pose	X		у		θ		Robot	X		У	θ	
Pose GT	X		У		θ		Robot	X		У	θ	
			У		θ		Robot	X		У	θ	
GT			У		θ		Robot	X		У		
GT emments:			У				Robot	X		У	θ	
GT mments:	ration:		У				Robot	X		У	θ	
GT	ration:						Robot					
GT mments:	ration:	on	A		aeout	B 2		C		D		
GT omments: om 8 Dur Object I GT	ration:					2	Robot					
GT mments: in 8 Dur Object I	ration:	on	A 3		aeout			C 2	1	D 2		
GT omments: om 8 Dur Object I GT	ation: Detecti	2	A 3 A	☐ Tim	neout	<u>2</u> В	1	C 2 C		D 2 D		
mments: on 8 Dur Object I GT Robot	ation: Detecti	2	A 3 A	☐ Tim	neout	<u>2</u> В	1	C 2 C 2		D 2 D		

Run 9 Dur	ation:			□ Tir	neout							
Object I	Detection	on										
GT	A				В С					D		
GI	1	2	3	4	1	2	1	2	1	2		
Robot	1	2	A 3	4	1	B 2	1	$\frac{\mathrm{C}}{2}$	1	D 2		
Pose	1	<u> </u>	3	_ 4	1		1		1	4		
GT	X		у		θ		Robot	X		у	θ	
GI							10000					
Comments:												
Run 10 Du	ration:			\Box T	imeout							
Object I	Detectio	on										
GT			A			В		С		D		
	1	2	3	4	1	2	1	2	1	2		
Robot	1	2	A 3	4	1	B 2	1	$\frac{\mathrm{C}}{2}$	1	$\frac{\mathrm{D}}{ 2 }$		
Pose	III				III		II	l				
$\overline{\mathrm{GT}}$	X		У		θ		Robot	X		у	θ	
							10000					
Comments:												
Benchmar	king d	lata d	leliver	ed ap	propri	iately:	□ yes	/ □ no				
Team lead	er sigi	natur	e:						_			
Referee sig	gnatur	:e:										