

Some Placeholder Title

A Master Thesis

written by

Victor Melbye Staven vista17@student.sdu.dk

The code for this project is available at https://github.com/vmstavens/in_hand_pose_estimation

University of Southern Denmark

The Technical Faculty

Word Count: 4124 September 17, 2022

Abstract

Some abstract text ex	plaining the goal	 methods and 	conclusion of	of the project.

Contents

	Acknowledgments		
	Acronyms and Terms	iii	
1	Example section	1	
2	Introduction	2	
3	Literature Review	3	
	3.1 Problem 1 - Tactile Perception	3	
	3.2 Problem 2	3	
	3.3 Problem 3	3	
4	Problem 1	4	
	4.1 Introduction	4	
	4.2 Related Work	4	
5	Problem 2	5	
6	Discussion	6	
7	Conclusion		
A	Appendix A Title	9	

Acknowledgements

My acknowledgements

Acronyms

 ${\bf acronym\text{-}abbr}\ {\bf actorym\text{-}description}.$

glossary-multi-abbr glossary-multi-long.

Terms

glossary term glossary term description.

 ${\bf gloss ary\text{-}multi\text{-}long} \ ({\bf gloss ary\text{-}multi\text{-}abbr}) \ \ {\bf gloss ary\text{-}multi\text{-}description}.$

Example section

This document demonstrate the use of figures, references, SI units, glossary, math notation, lists, and otherwise relevant formatting specifications. Paragraphs are typically separated using \medskip.

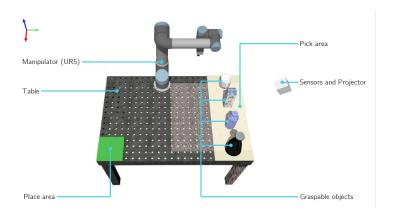


Fig. 1: An example image using actorym-description.

To exemplify math notation, consider the mapping between the joint configuration of a robot

$$\mathbf{q} = [q_1 \quad q_2 \quad \dots \quad q_n]^\mathsf{T},\tag{1}$$

and glossary term, given as a homogeneous transformation

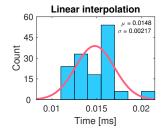
$$\mathbf{T}_{B}^{A} = \begin{bmatrix} \mathbf{R}_{B}^{A} & \mathbf{t}_{B}^{A} \\ \mathbf{0}^{1 \times 3} & 1 \end{bmatrix}, \tag{2}$$

where \mathbf{R}_B^A and \mathbf{t}_B^A is the rotation and translation, respectively, from frame $\{A\}$ to frame $\{B\}$, denoted using a homogeneous transformation matrix $\mathbf{T}(\mathbf{q}) \in \mathbb{R}^{4\times 4}$ as a function of the joint configuration in (1), as described in [robotics-book].

Complex table/figure hybrids with aligned captions and functioning labels can be implemented using minipage, as shown in Table 1 and Fig. 2. Use https://cite as a placeholder for citations.

Pose Method	1	2	3
Linear	18.97 s	20.35 s	22.85 s
Parabolic	13.66 s	14.93 s	17.33 s

Table 1: Trajectory durations of the interpolation-based trajectory generation methods.



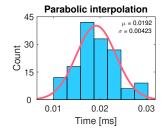


Fig. 2: Average planning time for each of the interpolation-based trajectory generation methods.

For numbers, units and ranges, the siunitx package is used, which allows to express a number 10, a range of 5 s to 6 s, or a SI unit of 5.73 ± 1.09 s. Inline row-vectors (with the transpose symbol) can be written as $\mathbf{a} = \begin{bmatrix} \mathbf{a}_p & \mathbf{a}_o \end{bmatrix}^\mathsf{T}$, where as parentheses can be automatically written using (a, b) or $\left\{\frac{a}{b}, c\right\}$. Also, shorthands for \mathbf{A}^{-1} , \mathbf{A}^{\dagger} and \mathbf{A}^{T} .

Introduction

Subject matter terms are addressed with \gls{glossary-label} like so glossary term.

Acronyms are addressed with either with their long equivalent \acrlong{gls-label} which gives actorymdescription or the short equivalent \acrshort{gls-label} which gives acronym-abbr.

Subject matter terms can also be multi structure \gls{glossary-multi-label} which gives glossary-multi-long (glossary-multi-abbr) (see terms and acronyms above).

Robot engineering replacing manual labor

Manual labor of different industries (farming, health, transport), focus on Factory work

Bin picking as a generic problem and its sub parts

Current solutions, their parts with pros and cons (localization, pose estimation, grasping, placing) (deeplearning on transparent objects)

How is this project going to solve the problems present in the current solutions

What problems are going to be addressed, how are they going to be addressed and what is the solution's subparts

Literature Review

3.1 Problem 1 - Tactile Perception

What is tactile perception? Why is it relevant?

How is a tactile sensor constructed [1] what different types exist and which one is present in the model provided. "Representations of tactile data are commonly either inspired by machine vision feature descriptors" often used in computer vision context, where each tactile image

Addressing the problem

- 3.2 Problem 2
- 3.3 Problem 3

Problem 1

4.1 Introduction

Here we write the introduction for problem 1.

4.2 Related Work

Here we cite the related work by \cite{source-label} like this [1]

Problem 2

Discussion

Conclusion

Bibliography

[1] , cheng chi cheng et al. "recent progress in technologies for tactile sensors". In: *sensors* 18.4 (2018). ISSN: 1424-8220. DOI: 10.3390/s18040948. URL:

https://www.mdpi.com/1424-8220/18/4/948.

Appendix A

Appendix A Title