Cognitive Robotics

Lab 5 / Homework 4

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|  |  | Score | Comments |
| Part I |  | \_/20 | This part was missing. I can give you credit if you turn it in (code and screenshot). |
|  | pursueShapes = true | \_/5 |  |
|  | uses addOccluder | \_/5 |  |
|  | Builds local map (screenshot included) | \_/10 |  |
| Part II |  | 25/25 |  |
|  | Get the wedge | 5/5 |  |
|  | Find the eggs | 5/5 |  |
|  | Makes a sketch that contains only the eggs inside the V | 10/10 |  |
|  | Does something reasonable if there is no V | 5/5 |  |
| Part III |  | 25/25 |  |
|  | Draws ellipses on the endpoints of the line in worldShS | 10/10 |  |
|  | Ellipses show up in raw cam | 10/10 |  |
|  | Does something reasonable if there is no line | 5/5 |  |
| Part IV |  | 16/30 |  |
|  | Get the depth image | 10/10 |  |
|  | Detect edges | 6/10 | You seem to be able to find the edges, although there is some noise. Also, you should do this with operations from visops as opposed to comparing the pixels yourself. |
|  | Detect the location of the object | 0/10 | How can you use the depth image to find the object position? |
| Total Score |  | 66/100 |  |

General Comments: