Cognitive Robotics

Lab 5 / Homework 4

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|  |  | Score | Comments |
| Part I |  | 15/20 |  |
|  | pursueShapes = true | 0/5 | You should use pursue shapes instead of manually moving the head to build the scene. |
|  | uses addOccluder | 5/5 |  |
|  | Builds local map (screenshot included) | 10/10 |  |
| Part II |  | 24/25 |  |
|  | Get the wedge | 4/5 | If you want to call camSkS.clear, you should do it before you start making your sketches. |
|  | 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 |  | 30/30 |  |
|  | Get the depth image | 10/10 |  |
|  | Detect edges | 10/10 |  |
|  | Detect the location of the object | 10/10 | Clever. Nice use of assuming that the noise is distributed uniformly. Get’s pretty close. |
| Total Score |  | 94/100 |  |

General Comments:

* Nice work.