

Robotics Systems Types - Tasks #2450

extend face type with gaze informations

12/01/2015 03:02 PM - B. Carlmeyer

Status:	Resolved	Start date:	12/01/2015
Priority:	Normal	Due date:	
Assignee:	J. Wienke	% Done:	100%
Category:	Type Proposal	Estimated time:	0.00 hour
Target version:	rsb-0.13		
Description			
I would like to add some gaze informations in the face type.			

Associated revisions

Revision 43d981a4 - 12/04/2015 12:22 PM - J. Wienke

Add missing comments in Face

refs #2450

refs #2152

Revision 6d263ec5 - 12/21/2015 04:06 PM - B. Carlmeyer

New type FaceWithGaze

fixes #2450

Signed-off-by: Johannes Wienke <wienke@techfak.uni-bielefeld.de>

History

#1 - 12/01/2015 03:47 PM - J. Wienke

I am not sure about the two boolean additions. Why are they necessary? Both could be derived from the other values.

#2 - 12/02/2015 09:00 AM - B. Carlmeyer

J. Wienke wrote:

| I am not sure about the two boolean additions. Why are they necessary? Both could be derived from the other values.

yes, both could be derived from the other values, but we have a component that already evaluates these values.

#3 - 12/04/2015 11:31 AM - J. Wienke

- Status changed from New to In Progress

- Assignee set to J. Wienke

- Target version set to rsb-0.13

#4 - 12/04/2015 12:52 PM - J. Wienke

B. Carlmeyer wrote:

J. Wienke wrote:

I am not sure about the two boolean additions. Why are they necessary? Both could be derived from the other values.

yes, both could be derived from the other values, but we have a component that already evaluates these values.

This is a problem. Because with this redundancy the potential for misinterpretation gets higher.

Generally, we would like to avoid feature creep in the Face type. Therefore our proposal would be as follows:

- Create a generic Euler Angles type for the head orientation (e.g. as yaw, pitch and roll with radiant as unit) and use that type instead of the custom fields

- Create a new type (something like FaceWithGaze or GazeInformation) which assembles a usual Face and the gaze-related variables.

Apart from that:

- Boolean variables should not have an is_ prefix. The proto compiler will automatically add this for the accessor methods.

Would such a plan be realizable?

#5 - 12/10/2015 10:51 AM - B. Carlmeyer

- File 0001-add-new-FaceWithGaze-type.patch added

J. Wienke wrote:

Would such a plan be realizable?

Please see the attached patch.

#6 - 12/11/2015 05:52 PM - J. Wienke

For the gaze estimation, the comment does not explain which directions are represented by positive and negative values. Can you clarify this? Apart from that everything is fine.

#7 - 12/17/2015 09:17 AM - J. Wienke

Ping

#8 - 12/17/2015 09:20 AM - J. Moringen

Please coordinate with the GazeTarget type being added for the hlc stack.

#9 - 12/17/2015 03:13 PM - B. Carlmeyer

- File 0001-added-new-FaceWithGaze-type.patch added

J. Wienke wrote:

| *Ping*

Pong.... Sorry for the delay in replying and see the attached patch.

#10 - 12/21/2015 04:07 PM - B. Carlmeyer

- *Status changed from In Progress to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset commit:rst-proto|6d263ec52648d6d307199d2c26fd02708661b744.

Files

0001-extend-face-type.patch	1.51 KB	12/01/2015	B. Carlmeyer
0001-add-new-FaceWithGaze-type.patch	1.6 KB	12/10/2015	B. Carlmeyer
0001-added-new-FaceWithGaze-type.patch	1.92 KB	12/17/2015	B. Carlmeyer