



Computer & Robot Vision Lab.

# Robust ICP Registration using Biunique Correspondence

Presented by:  
**Lei Zhang**

# Introduction

- Range Image Registration:
  - Compute the rigid transformation that aligns two partially overlapping range images best.
- Iterative Closest Point (ICP)
  - One of the most popular methods for range image registration.
  - Classic “select-match-minimize” iterative process.
- Advantages:
  - Simplicity
  - Guarantee of convergence
- Disadvantages:
  - Easily trapped into a bad local minimum



# Conventional ICP

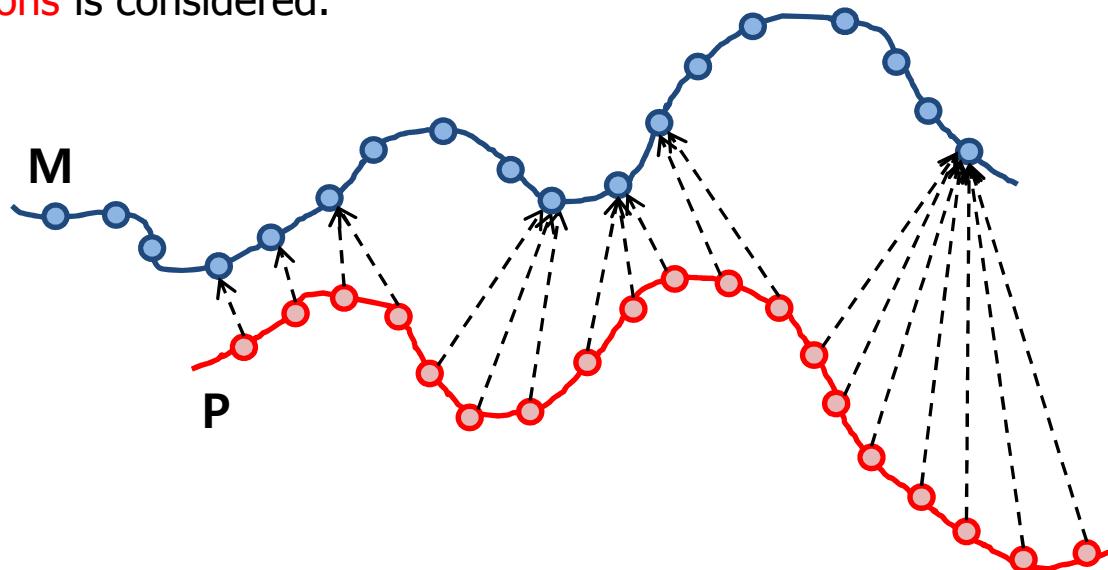
- Two partially overlapping range images are given:
  - data set  $P = \{p_i, i = 1, \dots, N_P\}$
  - model set  $M = \{m_j, j = 1, \dots, N_M\}$
- The MSE object function is minimized:

$$T = (R, t) = \arg \min_{(R, t)} \left\{ \sum_{i=1}^{n_p} \|m_j - Rp_i - t\|^2 \right\}$$

- Correspondences unknown:
  - Approximation: **single closest point**

# Problem

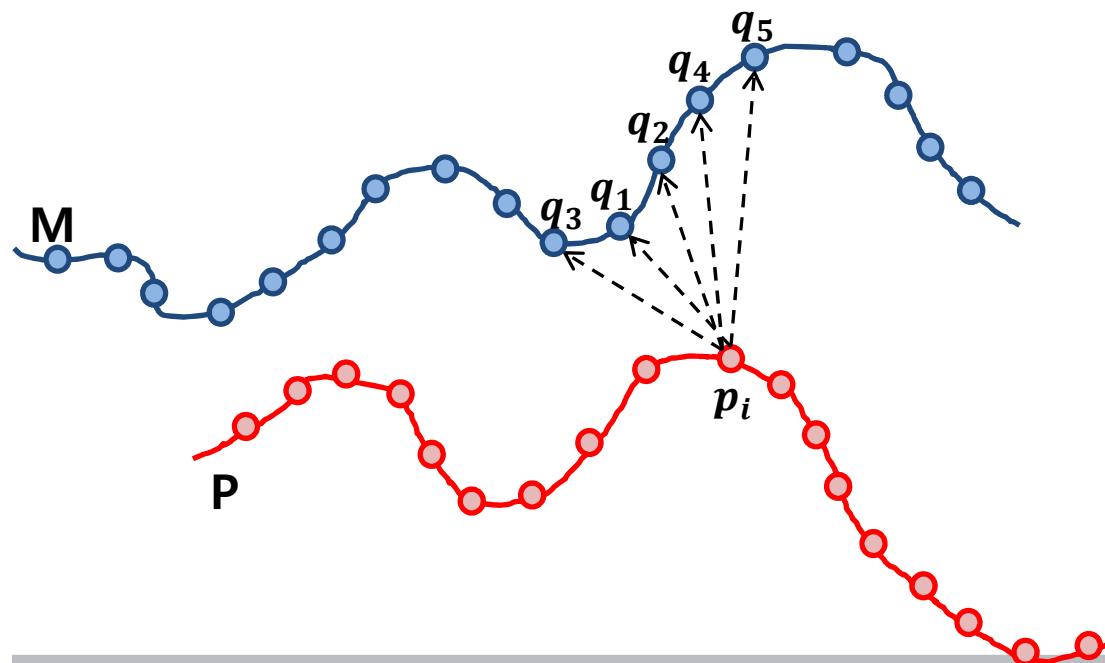
- Correspondences are concentrated on a few points in M.
  - Waste of information.
  - Difficult to distinguish between inliers and outliers.
- Uniqueness of correspondences:
  - Correspondences can be spread more uniformly if the **uniqueness for both directions** is considered.



# Multiple Closest Points Search (1)

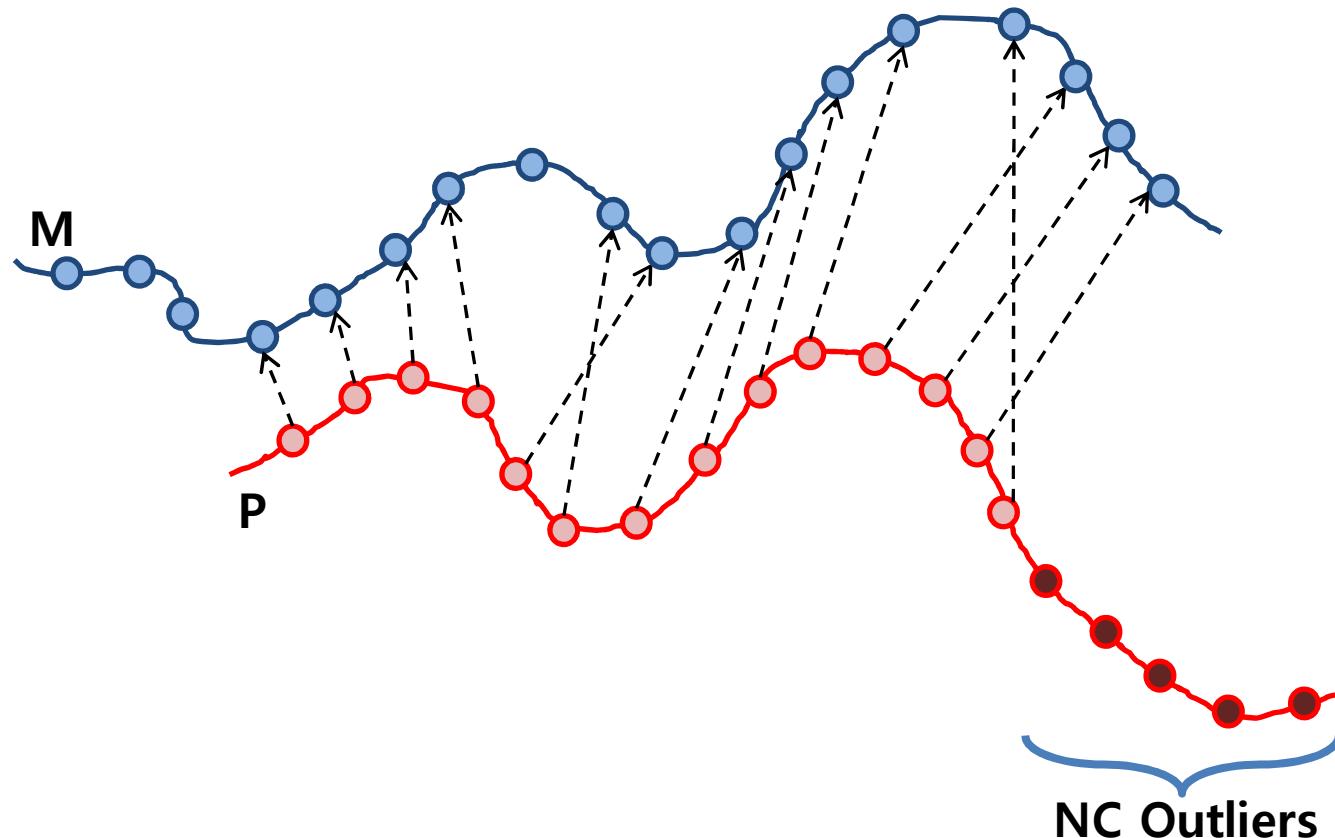
- **Solution:**

- Search multiple closest points for  $p_i$ , i.e.  $q = \{q_k, k = 1, \dots, 5\}$ .
- Sort  $q = \{q_k, k = 1, \dots, 5\}$  based on distance between  $p_i$ .
- If possible, establish a **biunique correspondence**
- If not possible, defined as **No-Correspondence (NC) Outlier**



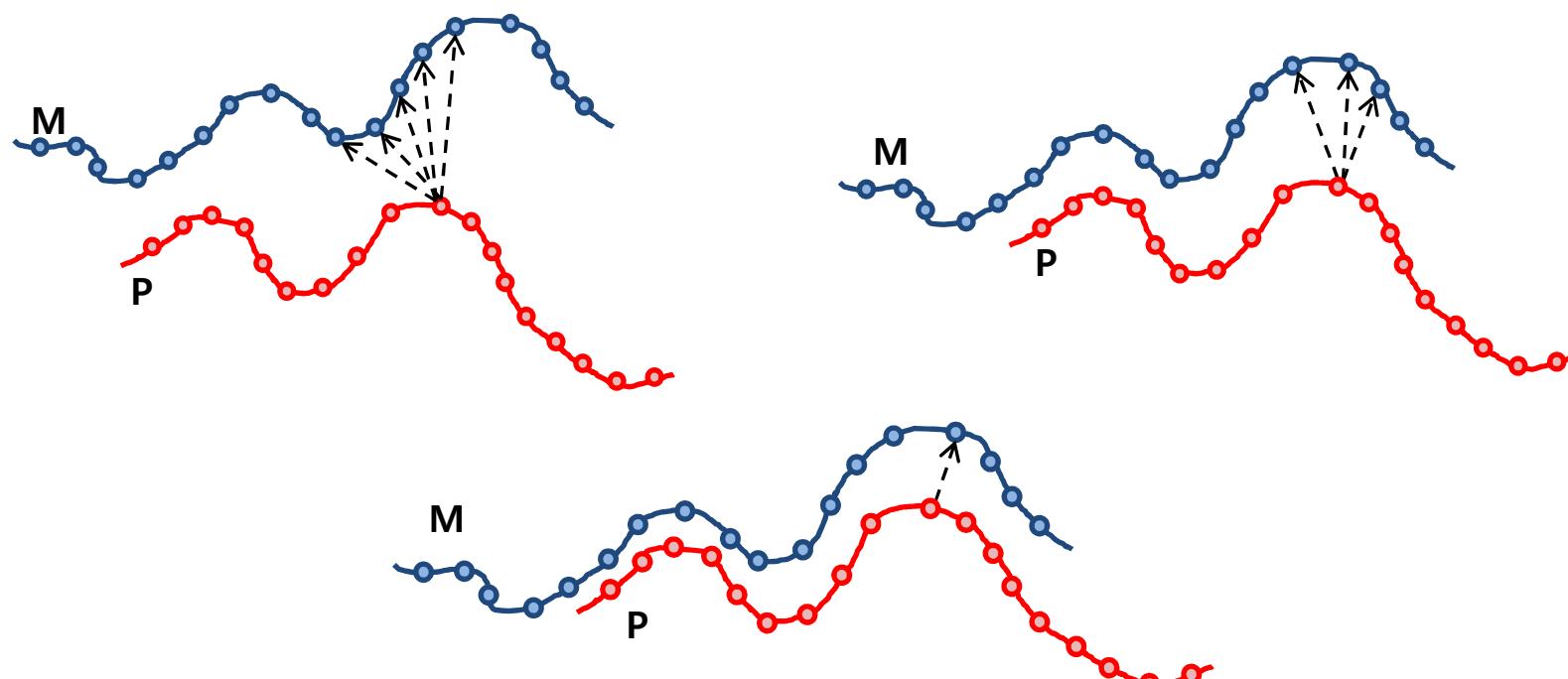
# Multiple Closest Points Search (2)

- Examples for biunique correspondences and NC Outliers



# Coarse-to-Fine Approach

- In early iterations, set  $N_{MC}$  to a large number as coarse registration.
- As P and M are getting “closer”,  $N_{MC}$  is reduced step by step to create refinement.



# Large Distance Outlier Rejection

- False matches still exist in biunique correspondences.
  - Correspondences with large distances should be rejected.
- Many researches have been conducted:
  - Static threshold
  - Statistical method [Zhang, 1994]
  - Trimmed ICP [Chetverikov, 2005]
  - Fractional ICP [Phillips, 2007]
- It is a good strategy that the computed threshold can cooperate with the coarse-to-fine approach.
  - We used the statistical method with a little modification

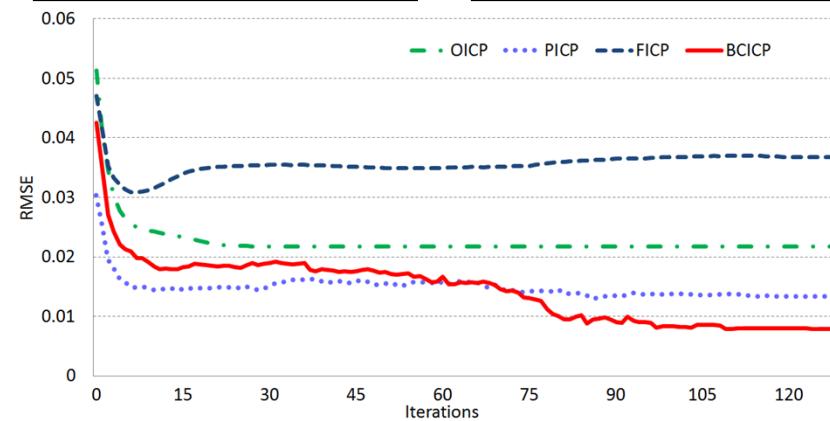
# Experimental Results (1)

- We compared the proposed BC-ICP algorithm with the original ICP along with other variants:
  - **Picky ICP**: T.Zinsser and J.Schmidt, “A Refined ICP Algorithm for Robust 3-D Correspondence Estimation,” ICIP, 2003
  - **Fractional ICP**: J. Phillips, R. Liu and C. Tomasi, “Outlier Robust ICP for Minimizing Fractional RMSD,” 3DIM, 2007
- Range images were captured from the Bumblebee 2 stereo-vision camera.
- Uniform sampling were used in all experiments.



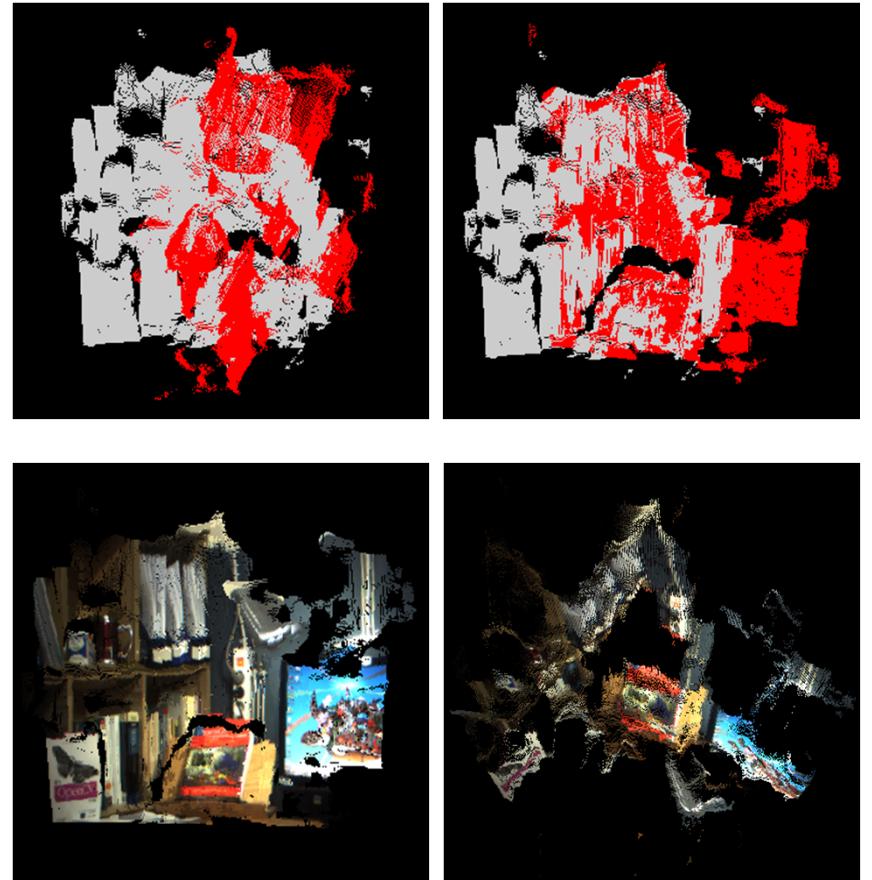
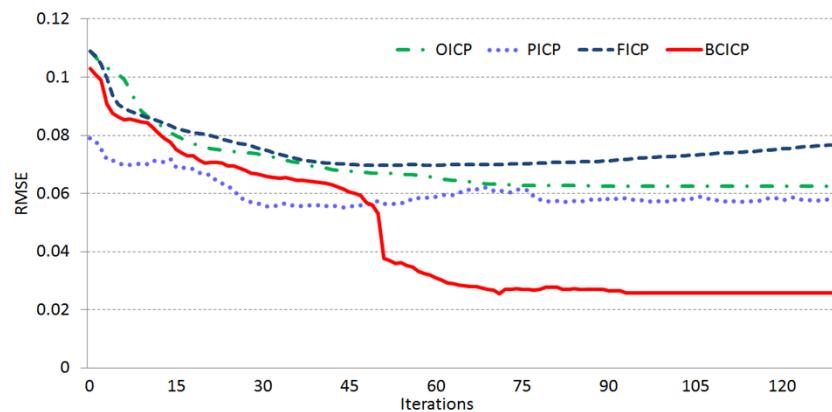
# Experimental Results (2)

- Pair-wise registration:



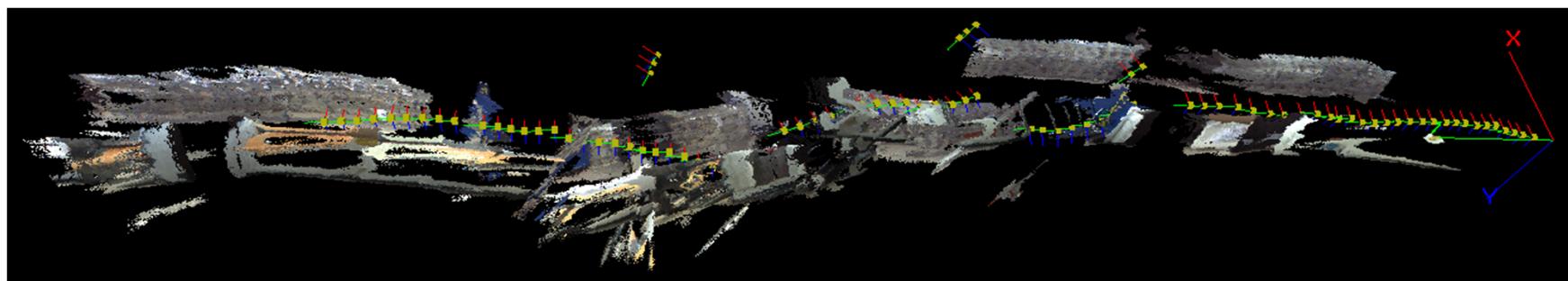
# Experimental Results (3)

- Pair-wise registration



# Experimental Results (4)

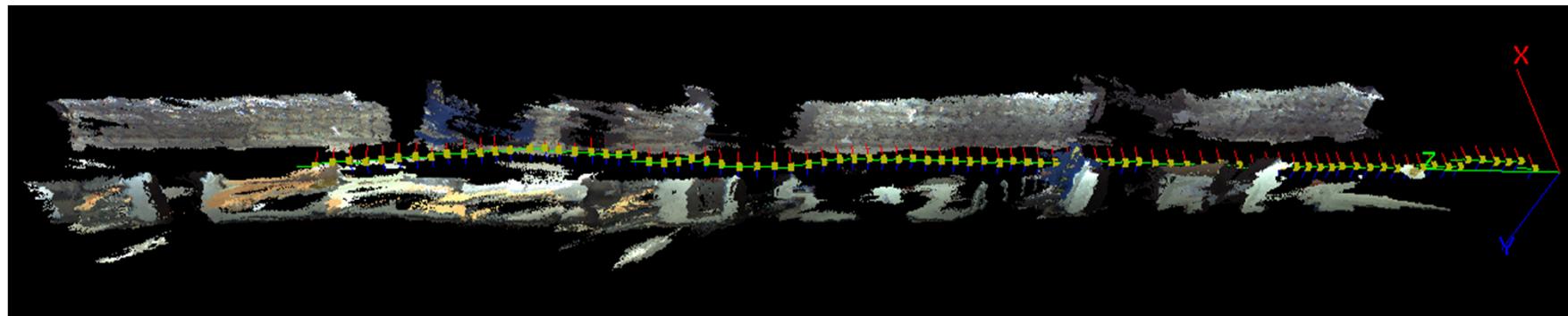
- 6DOF SLAM



Original ICP using wheel odometry as initial estimation

# Experimental Results (5)

- 6DOF SLAM



BC-ICP using wheel odometry as initial estimation

Odometry	Algorithm	Aver. Time [ms]	Aver. # Iter.	Aver. RMSE	Std. Dev. RMSE
No	OICP	107.78	35.13	0.038	0.048
	BCICP	99.25	24.58	0.026	0.016
Yes	OICP	226.02	69.3	0.138	0.063
	BCICP	63.72	15.34	0.024	0.012

# 6DOF SLAM Demo video

**Robust ICP Registration  
using Biunique Correspondence**

**SLAM Experiment (Off-Line)**

# Conclusions

- A novel variant of ICP algorithm, called Biunique Correspondence ICP, is proposed.
- We use multiple closest points search to ensure the uniqueness of correspondence in both direction.
- By discarding points that cannot assigned with a biunique correspondence, the robustness of ICP is greatly improved.
- A coarse-to-fine approach is adopted to maintain computational efficiency.
- Experiments show that BC-ICP is very robust against poor initial transformation and large non-overlapping area.



# Thank You!