

SOFTWARE ENGINEERING PROJECT:

GUI

MAGMA

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I. MAIN WINDOW

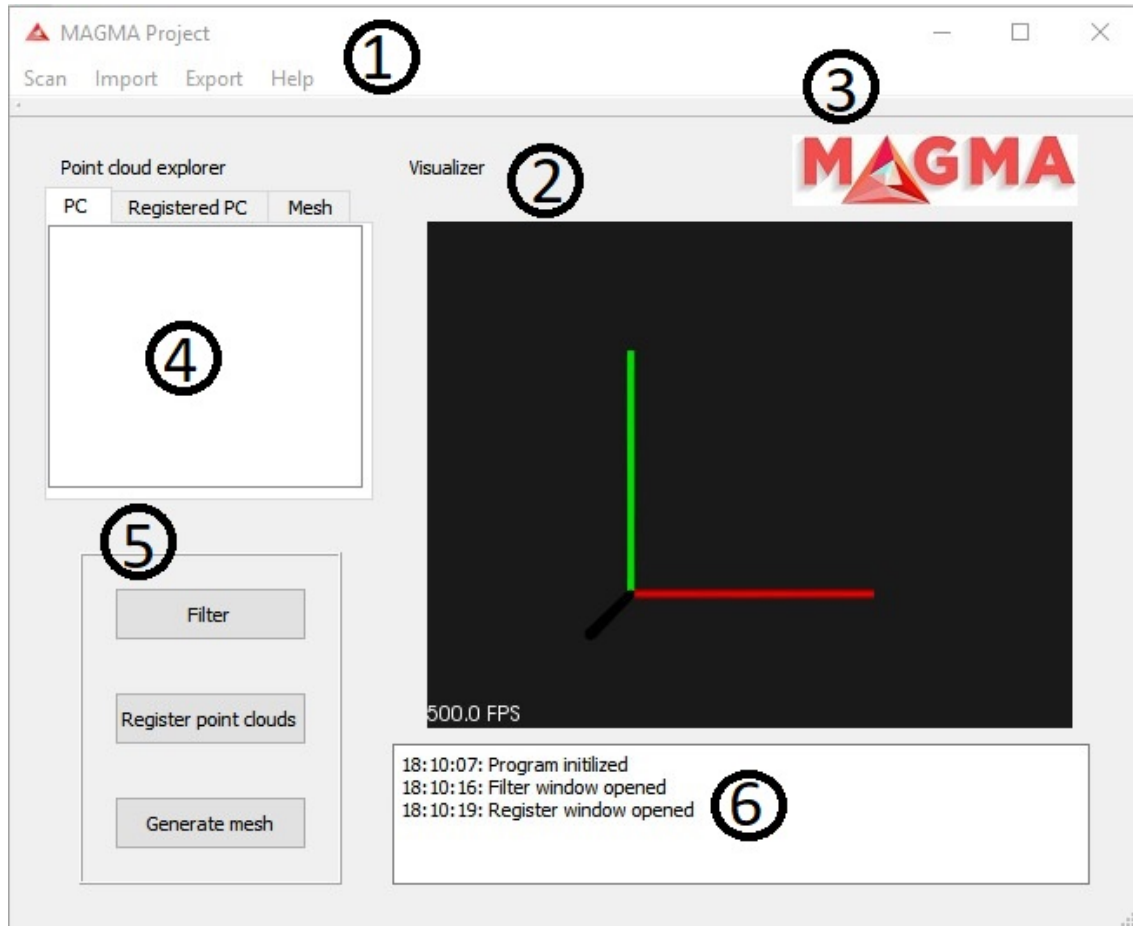


FIG. 1: GUI main window design

The GUI Main Window is organized as follow:

1. **Upper Tools**: Allows the user scan,import,export,help and type. They can be divided into subsections.

(a) **Scan**: Scan section includes:

- i. **New scan**: To capture new scan.
- ii. **Type Here**:
- iii. **Add Seperator**:

(b) **Import:** Import section includes:

- i. **Import point clouds:** Importing point clouds.
- ii. **Import registered PC :** To import registered point cloud.
- iii. **Type Here**
- iv. **Add Seperator**

(c) **Export:** This section includes:

- i. **Export point clouds:** Exporting point clouds.
- ii. **Export registered PC:** To export registered point cloud.
- iii. **Type Here:**
- iv. **Add Seperator:**

(d) **Help:** To find solution of problems.

- i. **User manual**
- ii. **About**
- iii. **Type Here:**
- iv. **Add Seperator:**

(e) **Type Here:**

2. **Visualizer:**

3. **MAGMA Logo:** Project logo.

4. **Point Cloud Explorer**

- (a) **PC:** Point Cloud
- (b) **Register PC:** Registering point cloud.
- (c) **Mesh:** Meshing point clouds.

5. **Register Frame:**

- (a) **Filter:** To do filtering operations.
- (b) **Register Point Clouds:** Registrering point clouds.

(c) **Generate Mesh:** Generating mesh.

6. Logger Text Edit:

II. FILTERING

The image shows a 'Dialog' window for filtering parameters. It is organized into two main columns. The left column contains: 1. 'Normal computation parameters' with 'Maximum depth change' (5,00 cm) and 'Smoothing size' (10). 2. 'Voxel Grid' with 'x', 'y', and 'z' coordinates (all 1,00 cm). 3. 'Bilateral filter' with 'Sigma S' (1) and 'Sigma R' (0,10). The right column contains: 4. 'Median filter' with 'Window size' (1) and 'Maximum movement' (1,00 cm). 5. 'Random sampling' with 'Sampling ratio' (2). 6. 'Normal sampling' with 'Sampling ratio' (2) and 'Number of bins' (8). 7. 'Covariance sampling' with 'Sampling ratio' (2). At the bottom, there is a large 'Filter' button labeled 8.

FIG. 2: GUI filtering window design

The GUI Filtering is organized as follows :

1. **Normal computation parameters:** It is used for input point cloud in the space of normal directions computed at every point.

(a) **Maximum depth change:** The depth change threshold for computing object borders based on depth changes.

(b) **Smoothing size:** The factor which influences the size of the area used to smooth normals .

2. **Voxel Grid:** It is used to downsample the given point cloud.
 - (a) **x:** Size of filter.
 - (b) **y:** Size of filter.
 - (c) **z:** Size of filter.
3. **Biletarel Filter:** It is used for smoothing depth information in organized point clouds.
 - (a) **Sigma S:** The size of the Gaussian bilateral filter window to use.
 - (b) **Sigma R:** The standard deviation of the Gaussian for the intensity difference.
4. **Median Filter:** It is implementation of the median filter.
 - (a) **Window Size:** Setting the window size of the filter.
 - (b) **Maximum Movement:** Maximum value a dixel is allowed to move during filtering.
5. **Random Sampling:** Random sampling with uniform probability.
 - (a) **Sampling Ratio:** The ratio of sample size to total size.
6. **Normal Sampling:**
 - (a) **Sampling Ratio:** The ratio of sample size to total size.
 - (b) **Number of Bins:** Number of bins that is used.
7. **Covariance Sampling:** It selects the points such that the resulting cloud is as stable as possible for being registered (against a copy of itself) with ICP.
 - (a) **Sampling Ratio:** The ratio of sample size to total size.
8. **Filter:** It is used to apply selected filter.

III. REGISTRATION

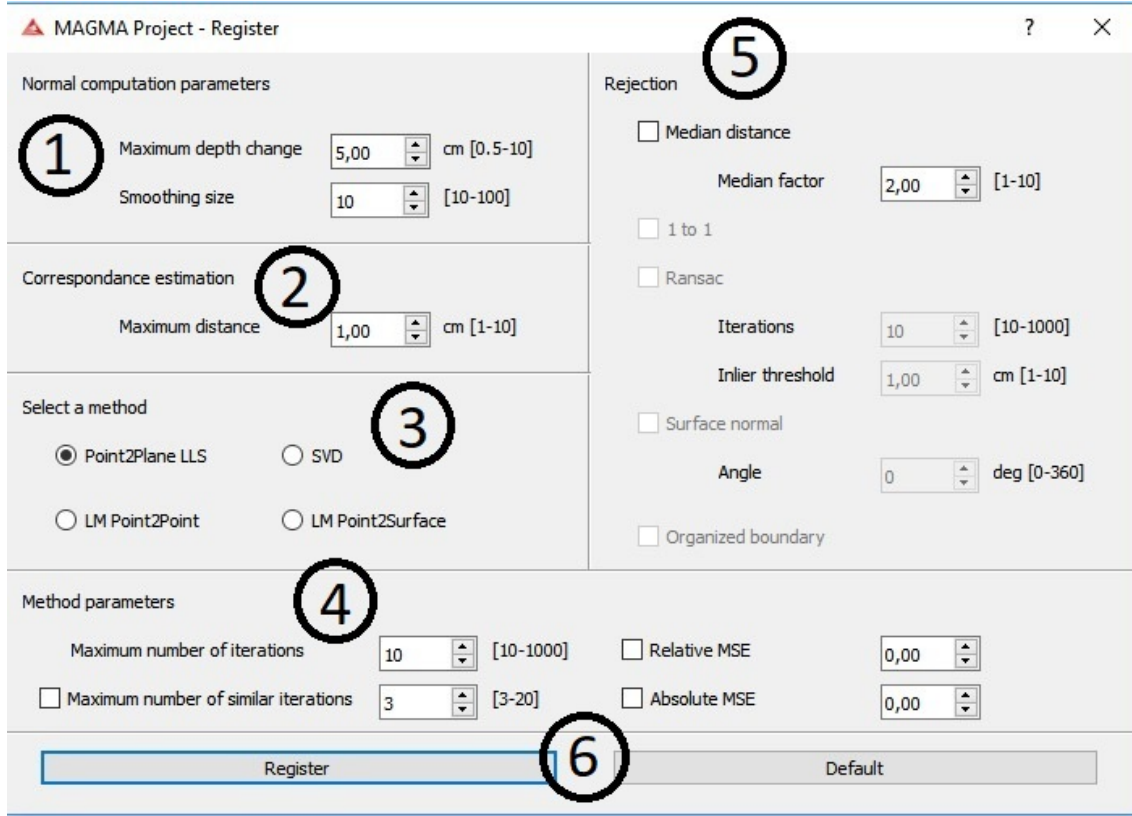


FIG. 3: GUI registration window design

The GUI Filtering is organized as follows :

1. Normal computation parameters:

- (a) **Maximum depth change:** The depth change threshold for computing object borders based on depth changes.
- (b) **Smoothing size:** The factor which influences the size of the area used to smooth normals .

2. Correspondance estimation:

- (a) **Maximum distance:**

3. **Select a method:** One method of 4 different algorithms is chosen as follows:
 - (a) **Point2Plane LLS:** Point to plane linear least square method.
 - (b) **SVD:** Singular value decomposition method.
 - (c) **LM Point2Point:** Levenberg Marquardt point to point method.
 - (d) **LM Point2Surface:** Levenberg Marquardt point to surface method.
4. **Method Parameters:** For selected method, the below parameters are tuned.
 - (a) **Maximum number of iterations:** Number of maximum iteration is chosen.
 - (b) **Maximum number of similar iterations:** Number of similar iteration is chosen.
 - (c) **Relative MSE:** Relative mean square error.
 - (d) **Absolute MSE:** Absolute mean square error.
5. **Rejection:** To reject, following parameters are set:
 - (a) **Median distance:** Median distance between correspondences.
 - i. **Median factor:** Median factor between correspondences
 - (b) **1 to 1:**
 - (c) **Ransac:** Random sample consensus (RANSAC) is an iterative method to estimate parameters of a mathematical model from a set of observed data that contains outliers, when outliers are to be accorded no influence on the values of the estimates.
 - i. **Iterations:** Number of iterations.
 - ii. **Inlier threshold:** Ransac inlier threshold value.
 - (d) **Surface normal:** To a surface at a point P is a vector that is perpendicular to the tangent plane to that surface at P.
 - i. **Angle:** Angle of surface normal. (In degrees)
 - (e) **Organized boundary:** Boundaries are chosen.
6. **Register and Default:** When you click register , program works according to your tuned parameters. Default option gives the result according to default values.