An approach to 2D/3D registration using deep reinforcement learning (ACDDE 2017)

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Abstract

Deep Q Learning method is a novel approach to approximate value functions of reinforcement learning. This has been successfully applied to solve problems such as robot control, elevator scheduling, telecommunication networks. We applied this method to control a simple point-based visual servoing simulator. The simulator environment has been virtually organized in three-dimensional space: Each four three-dimensional target point vectors and two-dimensional correct point vector, and a virtual camera are defined. As the camera moves, the 3D target points are projected onto the viewport. The purpose of this simulator is to reduce 2D vector error between target and correct point vectors. For each steps, the neural network takes current state and decide a action for camera to move. There are six possible actions: camera moves forward, backward, top, bottom, right, left. The state is defined as four 2D error vectors, and the network gets reward when the output action reduces the error. As learning processes, the network moves camera with higher possibility of reducing errors. When using well-trained network, there are several benefits compare to conventional methods, such as random searching algorithms. For example, the computation time is much less. Since this method used too much simplified registration environment and camera actions, the performance looks a little bit awkward, but there still are a lot to improve from this approach. Firstly, we can define each step's state with much more complex and sophisticated form by replacing the neural network. There are many Convolutional Neural Networks(CNNs) proposed and deviced to deal with 2D images, the state can be defined simply using virtual camera's rendered image, not eight-digit 2D point error vectors. Secondly, the camera actions can be more natural and efficient by using the whole output possibility of the network. As our proposed method shows considerable benefit over the conventional method, the future work from this approach can be expected to be applicable to real 2D-3D registration works.

Key words: Deep Q Learning, Reinforcement Learning, 2D-3D Registration, Visual Servoing

1. Introduction

Deep Q Learning(DQN) method is a novel approach that has been successfully applied to solve problems such as robot control, elevator scheduling, telecomunication networks.

(Some Related Works)

We applied this method in a simple point-based virtual visual servoing simulator.

In the simulator, we use four 2D vector errors to find 3D camera transformation, This is a basic concept of 2D-3D registration, so this approach shows possibility to extend solving 2D-3D registration problems using DQN.

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2. Methods

Virtual point-based servoing simulator is composed of a camera and a plane that has four circles on it in a virtual 3D space. The plane normal and the camera view vectors are parallel to world coordinate's Y-axis. Especially in this simulator, the camera can only move forward, backward, up, down, right and left, and no rotations are possible. Normally in visual servoing, four point features are extracted from the rendered image by using image processing algorithms. Since our purpose is to test our DQN-based 2D-3D registration algorithm, we decided to skip this process. Instead of that, we pre-defined the 3D positions of four feature points, extract to the 2D rendering viewport by unproject them. This has the same effect as feature detection. This simulator runs on web browser, used javascript-based *WebGL* library named *Three.js*.

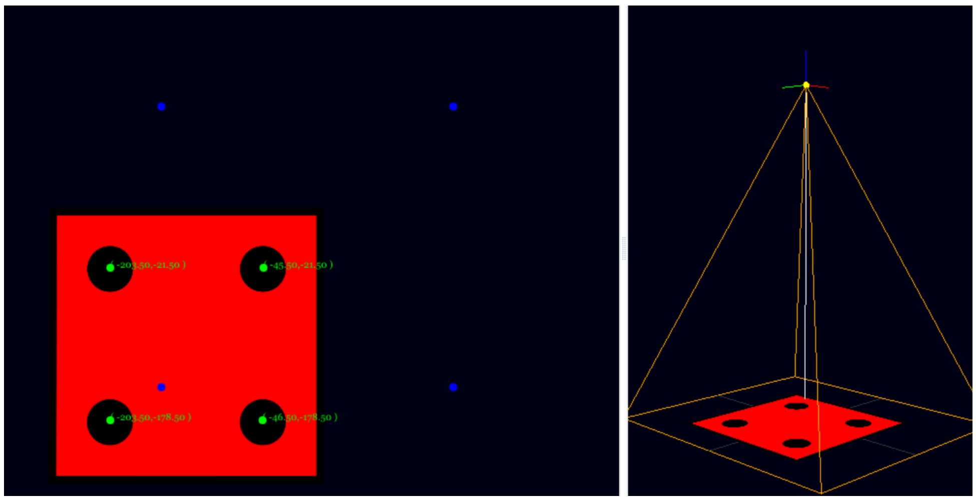

Figure 1. 3D Servoing Environment, renderer image(left), and 3D objects(right)

The network is trained with a variant of the Q-learning[1] algorithm, under the same condition as [2], with stochastic gradient descent to update the weights and experience replay mechanism; tasks consist of an agent, time t, statess_t, environment ε, actions a_t, sequences of actionsS_t, and rewards r_t. a In our proposed method, we simply set the state as four error vectors of 2D target points and corresponding ground-truth points. If the total amount of the error is decreased in x_{t+1}, the agent gets reward of value 1.0, and if the error is increased, the reward is -1.0. The experience size of sequence is set to 30000, and the a are consist of six actions: forward, backward, up, down, right, left. For each actions, all the distance the camera movew is 1. The agent interacts with the simulator by selecting actions in a way that maximises future rewards. The neural network inside the agent is composed of a simple four-layered neural network composed of input layer, two fully-connected layers with 50 neurons, and regression output layer Fig. 2.

$$\varepsilon = x_1, x_2, ...x_t \tag{1}$$

$$S = x_1, a_1, x_2, ..., a_{t-1}, x_t, a_t \tag{2}$$

$$a = a_{Forward}, a_{Backward}, a_{Up}, a_{Down}, a_{Right}, a_{Left} \tag{3}$$

The training process starts after first 100 steps of random actions. Basically, the position of camera is randomly set where all four target feature points are visible. If the amount of error value of current state x_t is less than 10.0 the camera is repositioned to a random position. The agent takes input state x_t and forward network, it returns a index of action that has maximum possibioity of network output. The camera carry out action which agent picked, calculate x_{t+1}, and reward. The agent takes reward and update the weights

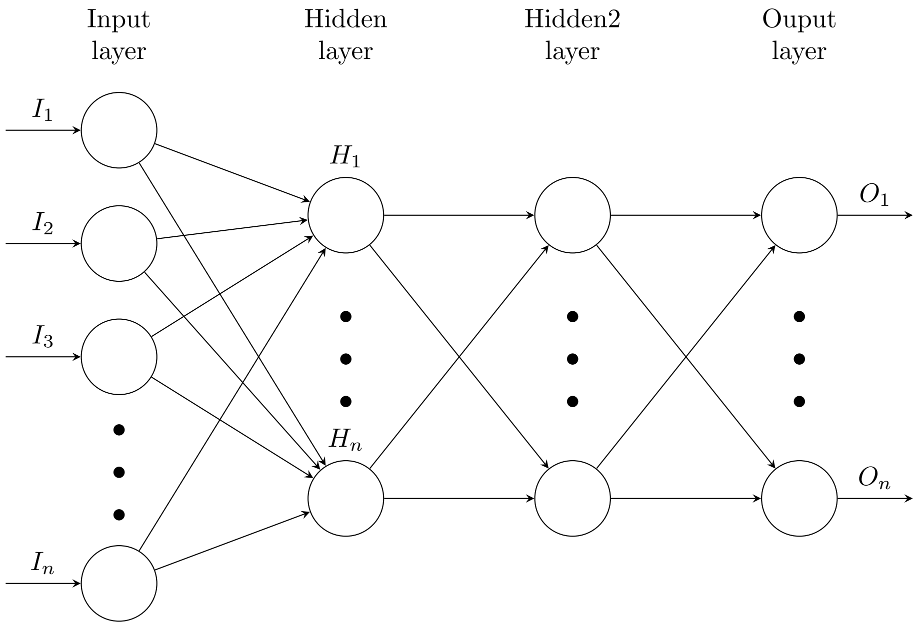

Figure 2. Neural Network Inside the agent

Algorithm 1 DQN training process for point-based visual servoing

camera.RandomPosition()
for t in T **do**
    a_t = brain.Forward(x_t)
    camera.GoTo(a_t)
    E = Error(x_{t+1}) - Error(x_t)
    if E $\geq$ 0 **then**
        r_t = 1.0
    else
        r_t = -1.0
    brain.Backward(r_t)
    if r_t *leq* 10.0 **then** camera.RandomPosition()

3. Results

(Some Pictures)
(Graph during training)

4. Discussion

Our proposed DQN model trained using each timestep's 2D feature errors, decided correct action for servoing virtual camera in 3D space. After approximately ???? steps with 64 batchs, and ?????? games with 10 batchs, the average loss and servoing time were oscillated without increasing or decreasing. From this timestep point on, we could regard that our model is well-trained and no further training is meaningless. Our well-trained model can conduct registration from a random position to the optimal position within average of ??? seconds. The visualized camera moved smoothly with almost no unnecessary movement. Compare to conventional method, such as tree searching algorithm or solving jacobi matrices, our proposed method has several benefits. First, the amount of calculation is greatly reduced. conventional method requires large amount of computations. For example, jacobi matrix calculation method needs to calculate inverse or pseudoinverse matrix in each timestep. Random searching method also requires additional calculation: feature error variation, and shows too much unnecessary movement of camera. DQN method requires such calculation only when it is being trained. Once training task is done, this does not require complex computation, and shows efficient servoing movement.

When well-trained, it is better in terms of time and computational complexity

For now, it is somehow awkward, because of the limitations of camera movement, and the state definition is too much simple to use in 2D-3D registration

But in the future, this can possibily be overcome. firstly, camera movement can be simply more natural and sophisticated, by using the whole network output and possibilities. Rotation can be also added and perform similarily.

secondly, Input state can be defined by using whole rendered image of camera. There are lot of image-handling deep neural networks proposed, we can simply replace our network to one of them.

5. Conclusion

We have developed visual servoing simulator using deep Q learning method.

Although there are several limitations for now, there are possible future work can overcome them.

Our visual servoing simulator takes 2D feature point vector errors, and decide camera how to move in 3D space.

This future work can be integrated in near future, and this can perform as 2D-3D registration simulator

6. Discussion

Tables, if any, should be also located at the appropriate places in the middle of the paper. The place can be decided by the author based on the convenience of readers. The tables should be also numbered in Arabic numerals with appropriate captions.

Table 1. An example of table.

A	B	C
Aa	1	3
Bb	2	12
Cc	4	5
total	7	20

Acknowledgement

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References

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