# Lab 7 - 3D Vision

- Disparity map
- Dense mapping
- 3D reconstruction
- Visualization and manipulation of 3D cloud of points in open3D
- Registration of cloud of points using ICP in open3D

## 7.1 Disparity Map

Recover the code from the exercise on image rectification (exercise 5 in last lecture - in alternative you might use the available code in reconstruct.py). Use the class StereoBM and the function that implements a block matching technique (template matching will be explored later within this Computer Vision course) to find correspondences over two rectified stereo images. Use the parameters specified as follow since we will not enter in details of these functions. Be careful to use gray level rectified images for the correspondence algorithm. You might modify the Stereo Matching parameters or even try other methods (for example StereoSGBM\_create).

Note: you need to perform a conversion to an 8 bits grey level image to display the disparity map.

```
# Call the constructor for StereoBM
stereo = cv2.StereoBM_create(numDisparities=16*5, blockSize=21)

# Calculate the disparity image
disparity = stereo.compute(remap_imgl,remap_imgr)

# -- Display as a CV_8UC1 image
disparity = cv2.normalize(src=disparity, dst=disparity, beta=0, alpha=255,
norm_type=cv2.NORM_MINMAX);
disparity = np.uint8(disparity)

cv2.imshow("left", left)
cv2.imshow('Disparity Map', disparity)
cv2.waitKey()
```

#### 7.2 3D Reconstruction

Use the function cvReprojectImageTo3D to compute the 3D coordinates of the pixels in the disparity map. The parameters of cvReprojectImageTo3D are the disparity map (disp in previous exercise), and the matrix Q given by the function cvStereoRectify. Save the 3D coordinates in a npz file.

## 7.3 Visualization of point cloud in PCL

Modify the source code viewcloud.py to read the 3D points of the file you have saved in the previous section and visualize the results of the 3D reconstruction.

Assignment to the pointCloud can be performed using the following code:

Visualize the 3D points and add any filtering necessary to improve the visualization of the reconstructed 3d Points.

You might also use the left image to add colour information to each 3D point, for these you can specify the color of the point cloud with the pcl.colors, specifying the color as an rgb value between [0,1]

# 7.4 PCD (point cloud data) 3D format

Modify the source code viewcloud.cpp to read and visualize the two provided kinect images filt\_office1.pcd and filt\_office2.pcd The Point Cloud Data file format (PCD) used is the 3D file format from PCL and can be written and read directly using the PCL functions o3d.io.read\_point\_cloud and o3d.io.write\_point\_cloud. As shown in the following sample code.

### Note:

By default, kinect sensor returns NaN values that may cause problems in the processing, to remove NaN values and at the same time, down sample (reduce the number of points in the file) using the voxel\_down\_sample. filter with a grid size of 0.05 in each direction. The filt\_office1.pcd and filt\_office2.pcd files have already been treated with this filter resulting down sampled cloud of points (original Kinect images are in files office1.pcd and office2.pcd).

## 7.5 ICP alignment

Use the registration icp function to align the given down sampled cloud of points.

http://www.open3d.org/docs/release/tutorial/Basic/icp\_registration.html#point-to-point-icp

Note that the values of the threshold should be adapted for each case. Normally an initial rough registration should also be provided to avoid bad registration However in this case, given the proximity of the provided depth images, this should not be necessary.

Visualize in the same window the original and the aligned cloud of points. Modify the ICP parameters to check the quality of the registration (for example use the default values and evaluate the results).

### Note:

The evaluated transform can be recovered with the function as the registration\_icp.transformation And you can apply the transformation to a pointcloud using the transform method.