

# TP 5: Modeling

## Objectives

- Implement RANSAC and analyse its behaviour.
- Implement Region Growing algorithm and analyse its behaviour.

### A. RANSAC

A plane can be defined either by (a point, a normal) or by (a distance to the origin, a normal). You can use your favorite convention.

- 1) In `RANSAC.ply` write a function `compute_plane(cloud)` that computes the plane passing through the three points represented by the three first lines of matrix `cloud`.
- 2) Write a function `in_plane(cloud, plane, threshold_in)` that computes all points of `cloud` belonging to the plane `plane` at a distance smaller than `threshold_in`.
- 3) Write a function `RANSAC(cloud, n, threshold_in)` that computes the best plane fitting the cloud `cloud` by sampling randomly `n` triplets of points in `cloud` and counting the number of points in `cloud` at a distance smaller than `threshold_in`. The plane kept being the one with the most votes.
- 4) Write a function `recursive_RANSAC(cloud, n, threshold_in, m)` that apply RANSAC `m` times recursively. Try with `m=2` on `indoor_scan.ply`,

You should obtain something like the following screenshot (first extracted plane in blue, second in red).

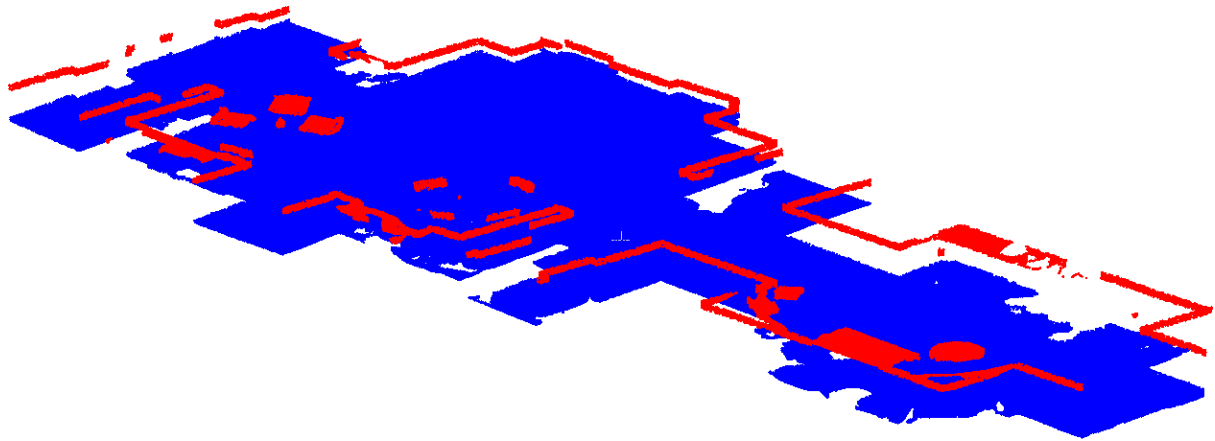


Figure 1: Two planes extracted consecutively by RANSAC

We can be satisfied with the extraction of the blue plane, but we would have preferred that the second plane extracted would be one of the walls, or at least would be in a single piece.

**Question 1:** Explain what produces this behaviour.

**Question 2:** Do you have any ideas to prevent this behavior from happening?

## B. Region Growing

- 5) In `RegionGrowing.ply` write a function `compute_curvatures_and_normals(cloud, search_tree, r)` that computes for each point of `cloud` the curvature  $c$  (given by formula [1]) and the normal using the `search_tree` to find neighborhoods with the radius `r`. You can use your code from TP4.

$$c = \frac{\lambda_3}{\lambda_1 + \lambda_2 + \lambda_3} \quad [1]$$

where  $\lambda_1 \geq \lambda_2 \geq \lambda_3 > 0$  are the 3 eigenvalues of the local covariance matrix.

- 6) Write a function `region_criterion(p1, p2, n1, n2)` that returns True if point `p2` belongs to the plane defined by the point `p1` and the normal `n1`, and if normals `n1` and `n2` form an angle smaller than a certain threshold.
- 7) Write a function `queue_criterion(c)` that returns True if curvature `c` is smaller than a certain threshold.

As a reminder, the steps of Region Growing algorithm are:

- Find a seed that we put in a queue **Q**
- Instantiate a region **R**, containing the seed
- While the queue **Q** is not empty:
  - extract one point **q** of the queue **Q**,
  - find all its neighbors,
  - For each neighbor **p**:
    - If **p, q** and their normals verify some criterion:
      - add **p** to the region **R**,
      - If **p** verify some criterion (for exemple on its curvature):
        - add **p** to **Q**.

- 8) Write a function `RegionGrowing(cloud, normals, curvatures, search_tree, radius, region_criterion, queue_criterion)` that applies this algorithm to find a plane in `cloud`. Apply this function to `indoor_scan.ply`. Test different values of `radius` and different thresholds in functions `region_criterion` and `queue_criterion`.

**Question 3:** How does the values of `radius` and thresholds affect the plane segmentation?

**Question 4:** Do you have any ideas to find a seed which increases the chances of finding a plane?

- 9) Write a function `recursive_RegionGrowing(cloud, normals, curvatures, search_tree, radius, region_criterion, queue_criterion, m)` that apply the Region Growing algorithm `m` times recursively. Try with `m=2` on `indoor_scan.ply`,

**Question 5:** Show a screenshot of the extracted planes, with a different color for each plane. You should obtain something like in figure 2.

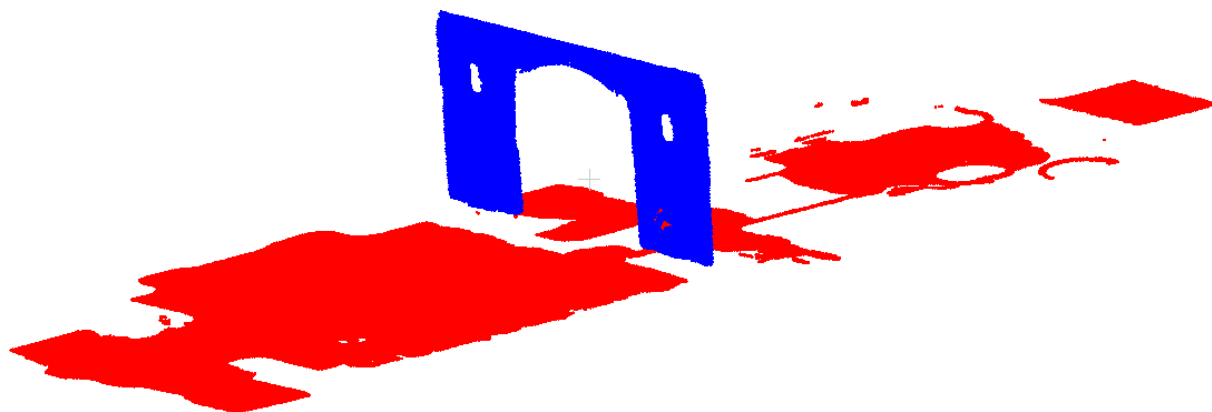


Figure 2: Two planes extracted by Region Growing