

# \*Feature Extraction and Scene Interpretation for Map-Based Navigation and Map Building

Line segmentation & extraction

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ISL seminar.

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<sup>\*</sup>Arras, Kai O., and Roland Y. Siegwart. "Feature extraction and scene interpretation for map-based navigation and map building." *Intelligent Systems & Advanced Manufacturing.* International Society for Optics and Photonics, 1998.

### Line segmentation & extraction

#### Feature

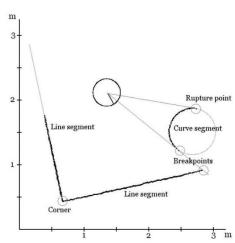
- Line segment, curve segment, corner, breakpoint
- Line segment: the world is consist of several lines! Rather than curve.

#### Line segmentation

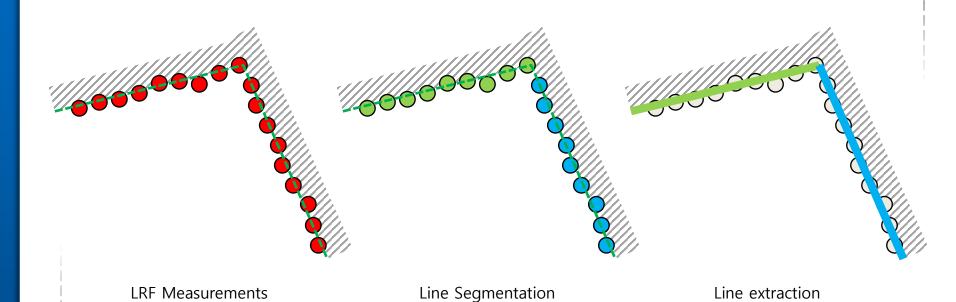
 Extract point group(which is representing line segments) from LRF measurements

#### Line extraction

Extract LINE from point group



## Line segmentation & extraction



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### Line segmentation from LRF data

#### Line segmentation

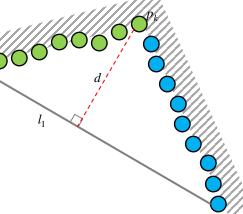
- Split-and-Merge algorithm
  - ightharpoonup N개의 점들로 이루어진 데이터 집합  $S_I=\{p_i|i=1,...,N\}$ 에서 시작점  $p_I$  과 끝점  $p_N$ 을 연결하는 선분  $l_I$ 을 구한다.
  - $\triangleright S_1$ 에서  $l_1$ 과 가장 거리가 멀리 떨어진 점  $p_k$ 를 찾는다.

여기서, 수선의 길이는 
$$d = \frac{p_1 p_k \cdot p_1 p_N}{|p_1 p_N|}$$

 $\triangleright$  d가 임계값을 넘어가면,  $S_1$ 을 다음과 같이 둘로 나눈다.

$$S_2 = \{p_i \mid i = 1, \dots, k\}, S_3 = \{p_i \mid i = k, \dots, N\}$$

- $\triangleright$  집합  $S_2$ 와  $S_3$ 에 대하여 1~3과정을 반복
- → 모든 데이터가 각각의 선분으로 분해된 경우, 동일 직선상의 선분을 합친다.

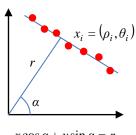


### Line extraction

#### Probabilistic line extraction

• Line segment를 표현하는 점군에 대하여 least square 방법으로 각 점들로부터 오차가 최소화 되는 직선의 방정식을 구한다.

 $\alpha = \frac{1}{2} \tan^{-1} \left| \frac{\sum w_i \rho_i^2 \sin 2\theta_i - \frac{2}{\sum w_i} \sum \sum w_i w_j \rho_i \rho_j \cos \theta_i \sin \theta_j}{\sum w_i \rho_i^2 \cos 2\theta_i - \frac{1}{\sum w_i} \sum \sum w_i w_j \rho_i \rho_j \cos(\theta_i + \theta_j)} \right| + \frac{\pi}{2}$  $r = \frac{\sum w_i \rho_i \cos(\theta_i - \alpha)}{\sum w}$ 



$$x\cos\alpha + y\sin\alpha = r$$

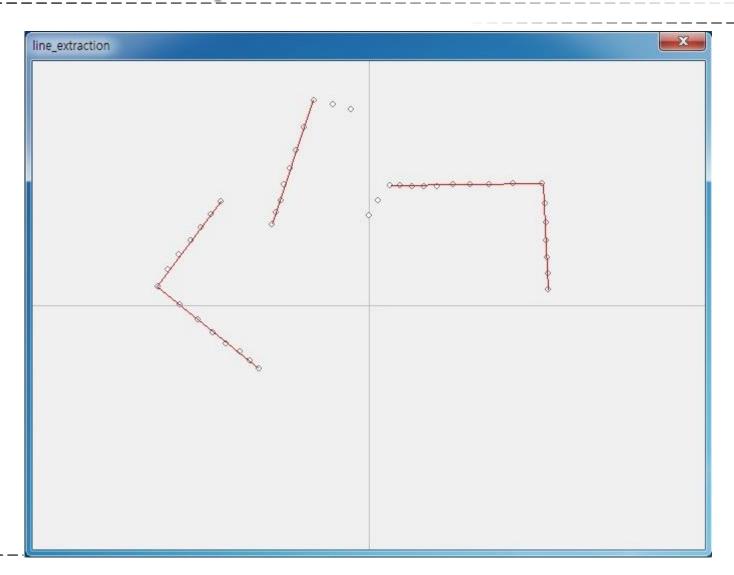
$$\alpha = \frac{1}{2} \tan^{-1} \left( \frac{-2\sum w_i (\overline{y}_w - y_i) (\overline{x}_w - x_i)}{\sum w_i ((\overline{y}_w - y_i)^2 - (\overline{x}_w - x_i)^2)} \right)$$

$$\overline{x}_{w} = \frac{\sum w_{i} \rho_{i} \cos \theta_{i}}{\sum w_{i}}$$

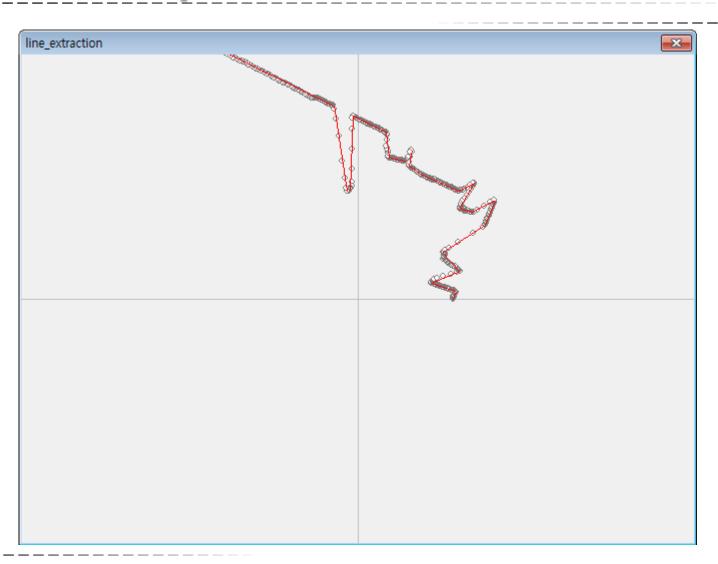
$$r = \overline{x}_{w} \cos \alpha + \overline{y}_{w} \sin \alpha$$

$$\overline{y}_w = \frac{\sum w_i \rho_i \sin \theta_i}{\sum w_i}$$

# **Experimental result**



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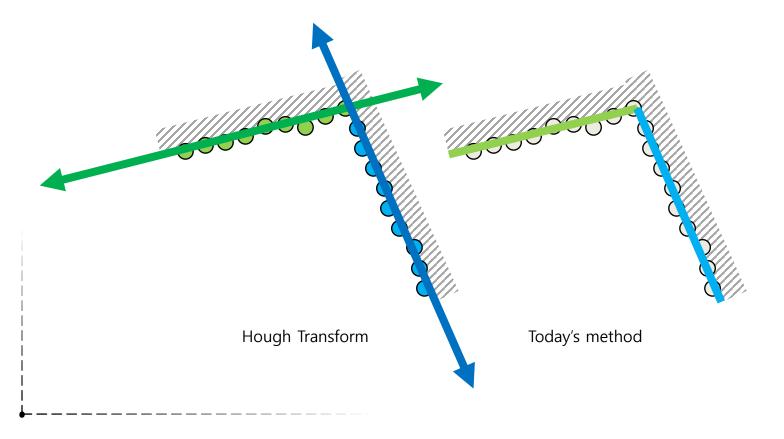


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### **Conclusion**

### ● Hough transform과의 차이

- HT는 Dominant한 직선을 지날 듯 한 Measurements를 필터링
- Line extraction은 Measurements가 내포하는 선분을 추출



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