

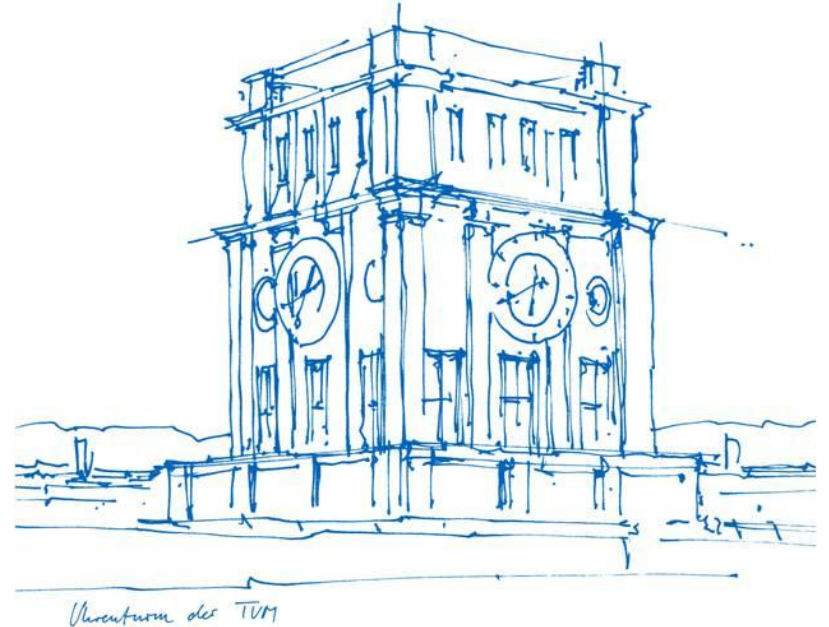
# Analysis of the ICP Algorithm

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3D Scanning and Motion Capture Project Group 3

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\* The code is publicly available at:

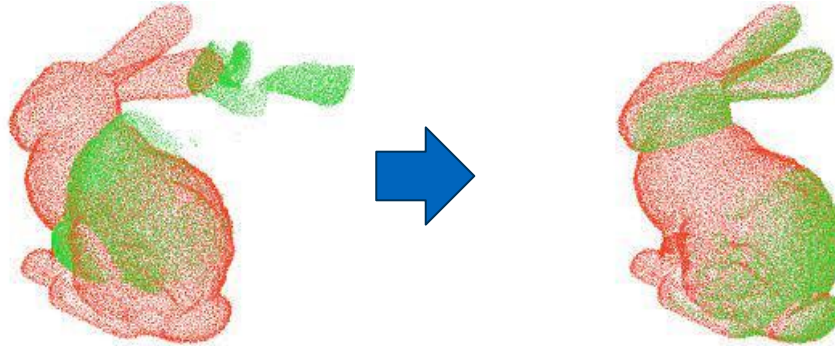
<https://github.com/PetropoulakisPanagiotis/ICP-Variants>

\* Additional experimental results can be found at:

[https://drive.google.com/drive/folders/1zuWo1pvJ8PEGwiw\\_NTybL6bSAui2OWdO](https://drive.google.com/drive/folders/1zuWo1pvJ8PEGwiw_NTybL6bSAui2OWdO)

# Introduction & Motivation

- Many applications require 3D registration of point clouds
  - 3D reconstruction, autonomous driving, etc

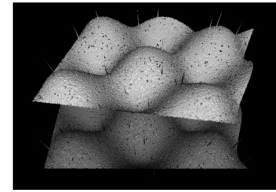


[Yang et.al]

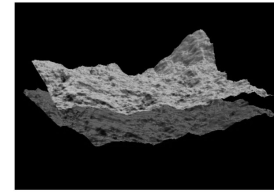
- Many ICP variants have been developed to align 3D data
- People care about their **convergence** and **speed**
- We did a comprehensive analysis on various ICP variants

# Related Works

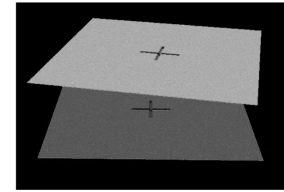
- Rusinkiewicz & Levoy 2001
  - In-depth comparison of ICP Variants
  - Root Mean square alignment error on 3 scenes
- Symmetric ICP [Rusinkiewicz 19]
  - Symmetric error metric
- Color ICP [Johnson 97]
  - Registration on 3D texture data



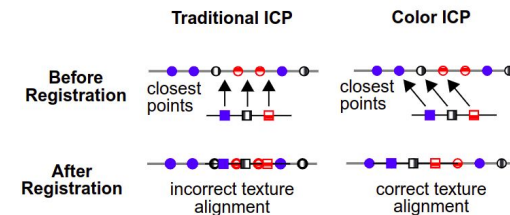
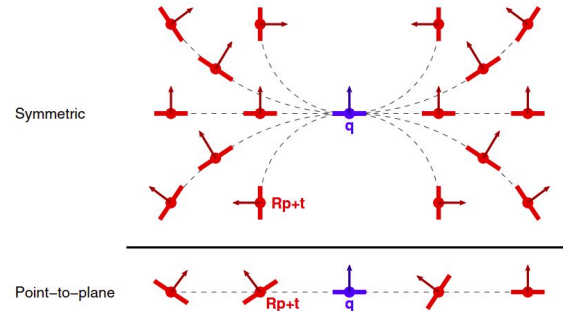
(a) Wave

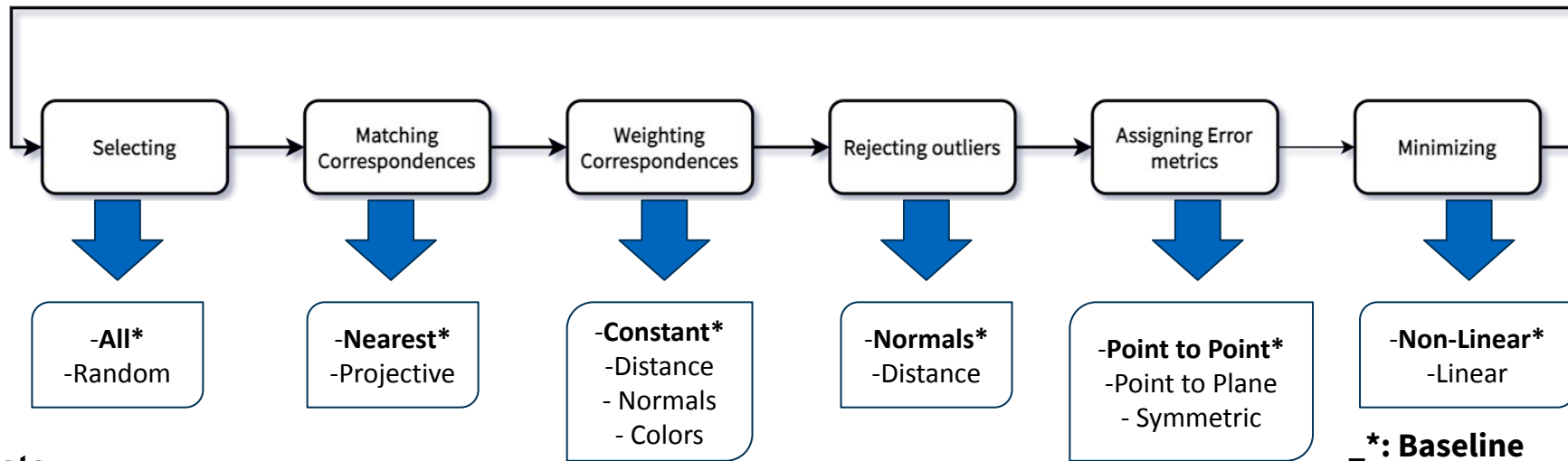


(b) Fractal landscape



(c) Incised plane





## Data:

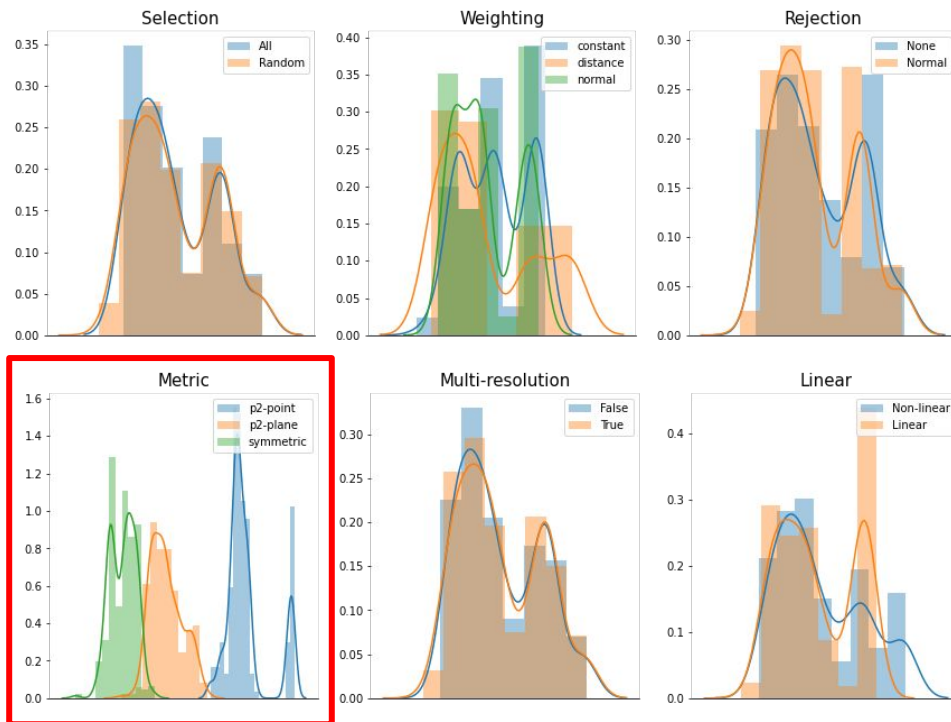
- Stanford Bunny
- RGB-D SLAM (freiburg1\_xyz) [Sturm et.al. 2012]
- Benchmark point cloud registration [Fontana 2021]: various scenes

## Convergence measure:

- RMSE
- Weighted average of Euclidean distances [Fontana 2021]

# Analysis on bunny with multiple variants

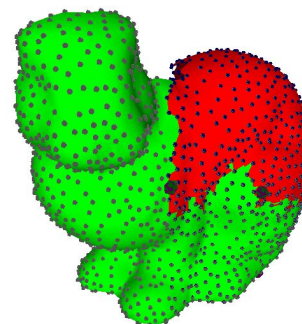
## RMSE for different variants



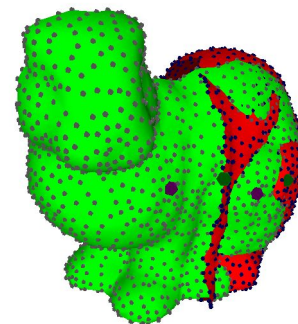
$n = 5$  trials

144 different variant configurations

**Best result**

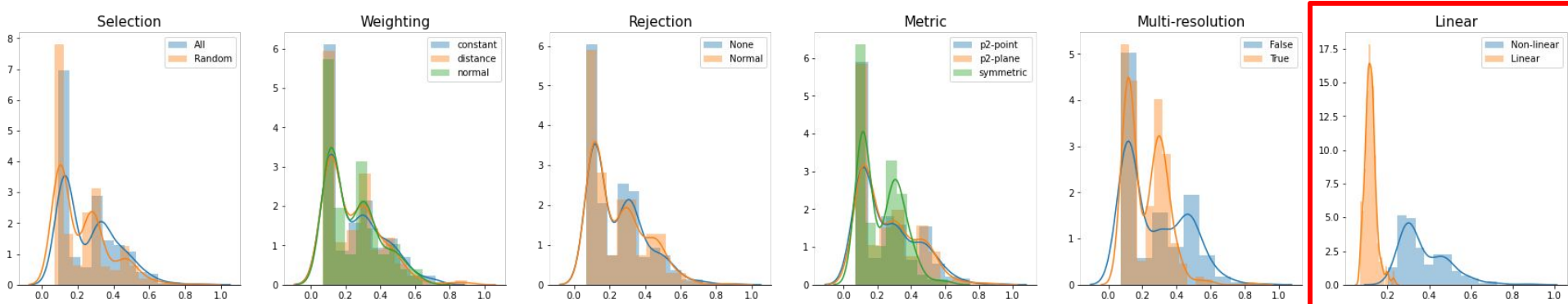


**Worst result**

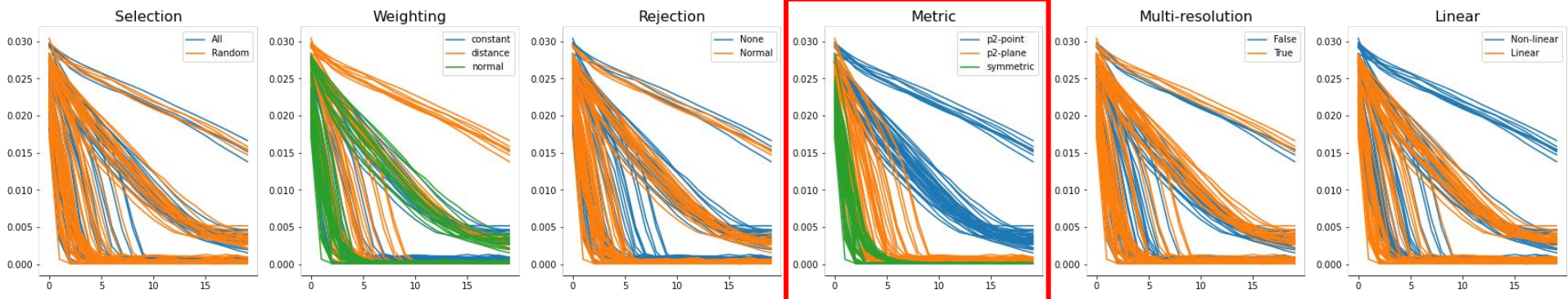


# Analysis of convergence rate

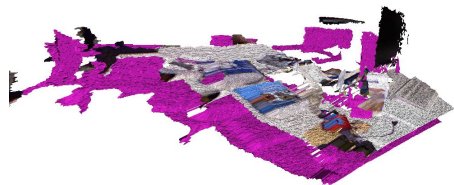
Time for 20 iterations with different variants



RMSE variation for 20 iterations



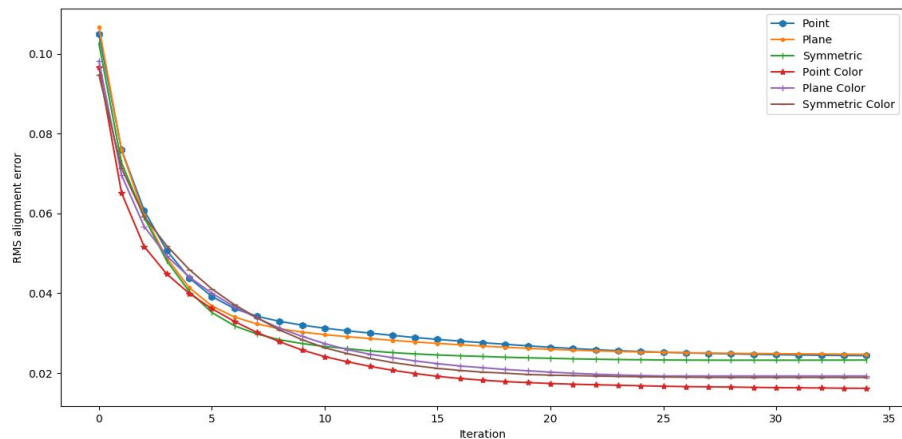
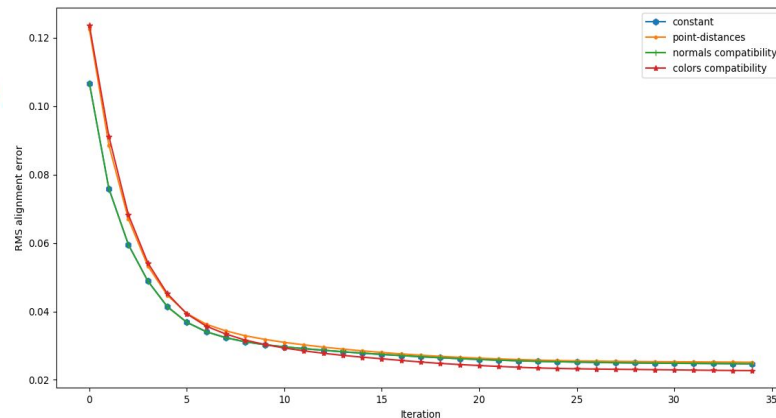
# Color and Projective variants



Tested on  
freiburg1\_xyz TUM  
RGB-D dataset



Color ICP Point-To-Point  
visualisation

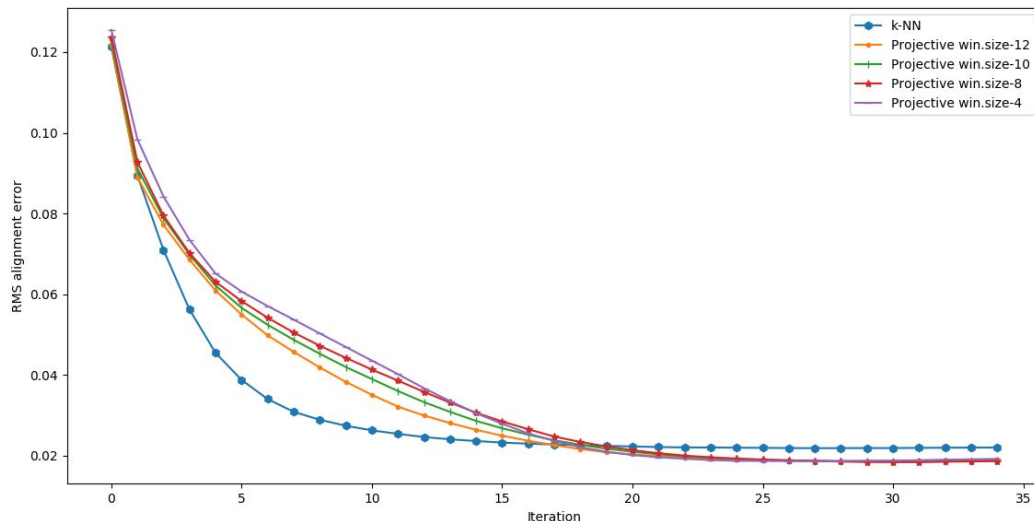


Color ICP (6-dim  
k-NN search)  
improves all  
metrics

- Colors compatibility (weighting step) achieves the lowest error
- Though, x1.76 slower than normals compatibility



# Color and Projective variants

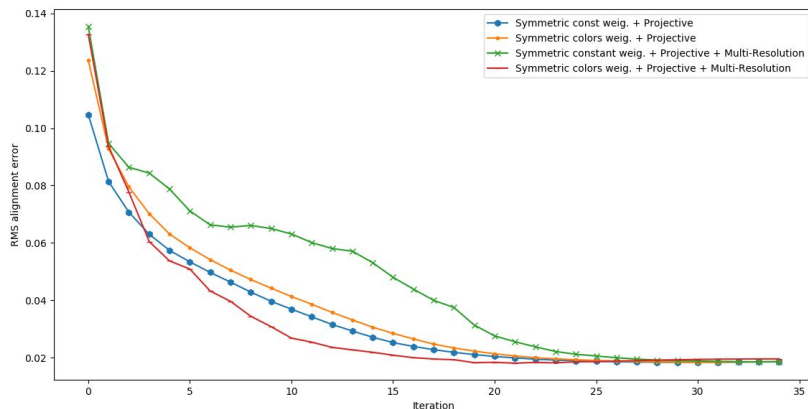
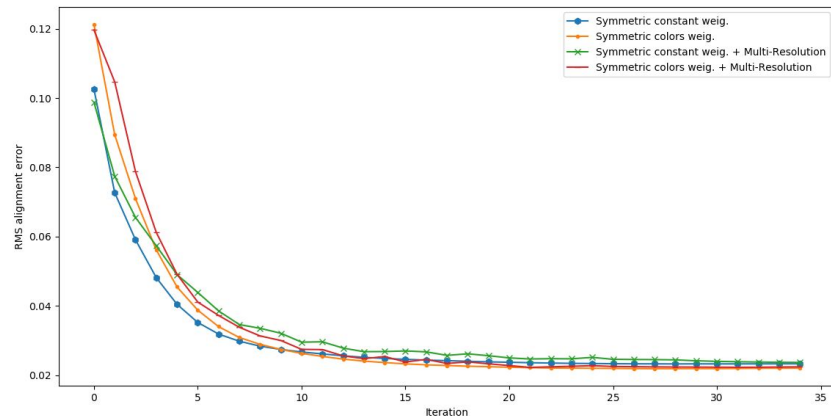
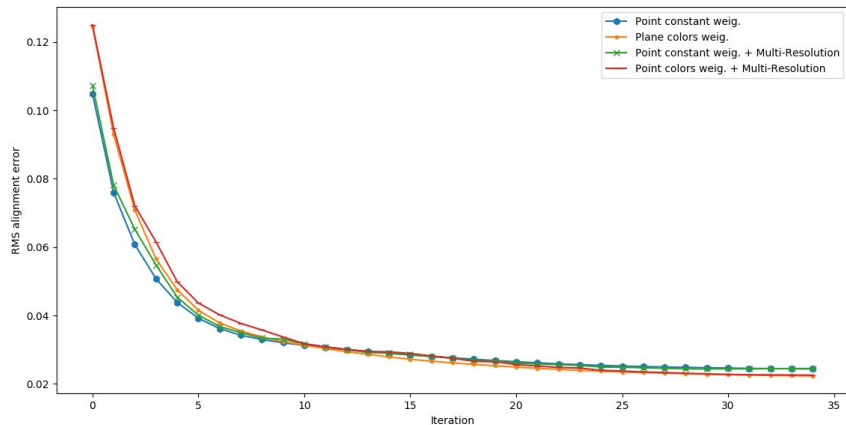


Projective (win.size 8) with Symmetric-ICP visualization

- Projective Search struggles at the beginning but outperforms k-NN in the end
- Projective (win.size 8) is x3.82 slower than k-NN

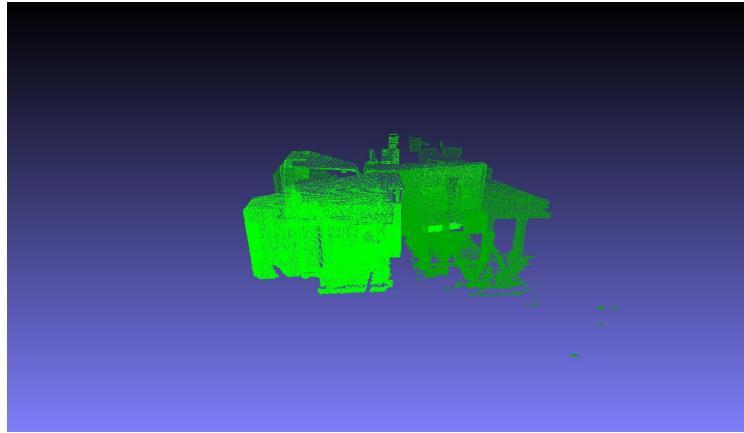


# Multi-Resolution along with Color and Projective variants



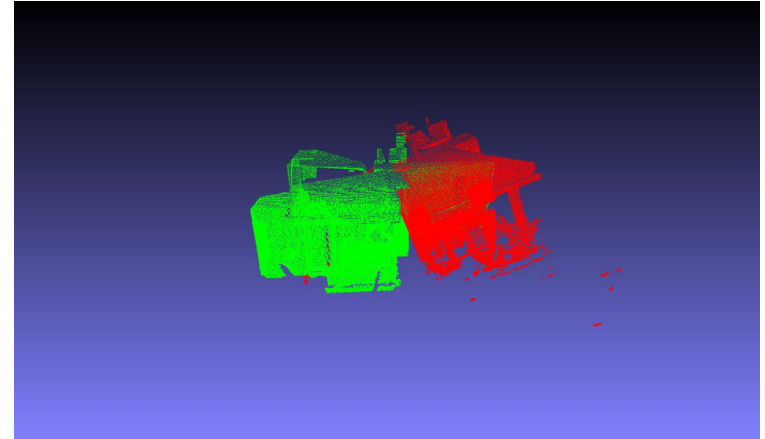
Multi-Resolution  
blends well with Color  
and Projective variants

# Benchmark by Fontana et al.



Apply initial  
transform

Transformation  
can be scaled



$$\delta(P, G) = \frac{\sum_{i=0}^n \frac{\|p_i - g_i\|_2}{\|p_i - \bar{p}\|_2}}{n}$$

Same point cloud in poses

P and G

Weighted Euclidean distance based  
on inverse distance to centroid

# Compared variants

- Scaling factor  $\theta = 0.1$
- Point-to-plane up to 13.4% less error but also no difference for scene "hauptgebaude"
- Symmetric ICP up to 22.1% less error but also 29.2% worse for scene "plain"

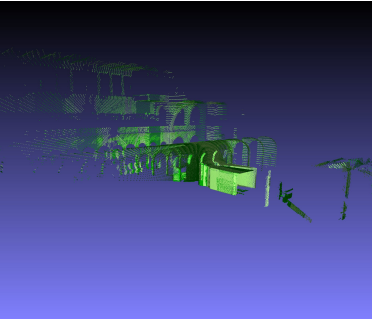
sequence	variant	$\theta$	mean	median	std dev	min	max
plain	A	1	3.308733	2.965655	1.923608	0.196590	<b>9.371940</b>
	A	0.1	1.632221	1.26457	1.787482	0.0608	11.7137
	B	0.1	<b>1.41389</b>	<b>0.962364</b>	<b>1.616845</b>	<b>0.050266</b>	9.53577
	C	0.1	2.109305	1.33446	2.334786	0.079918	11.9195
hauptgebaude	A	0.1	0.384279	0.162546	<b>0.525487</b>	0.027522	3.61681
	B	0.1	0.387204	0.097541	0.616256	0.009919	<b>2.80592</b>
	C	0.1	<b>0.29951</b>	<b>0.071693</b>	0.639965	<b>0.005803</b>	4.39875
wood summer	A	0.1	0.840596	0.564219	<b>0.9287</b>	0.00579	4.22455
	B	0.1	0.813225	<b>0.294635</b>	0.944262	<b>0.004005</b>	<b>3.79686</b>
	C	0.1	<b>0.80033</b>	0.397184	0.930718	0.005369	3.82467

Table can also be found in report

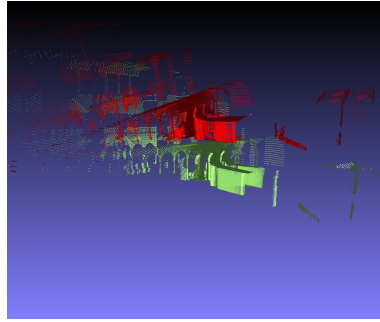
A = point-to-point  
B = point-to-plane  
C = symmetric ICP

Table 1: Results for the benchmark by Fontana et al. [21]

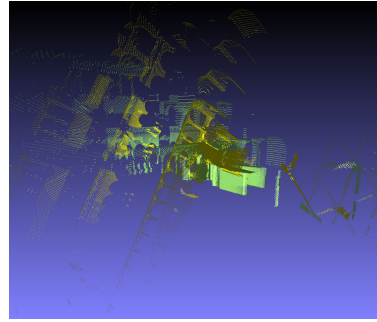
# Example for scene “eth/hauptgebaude”



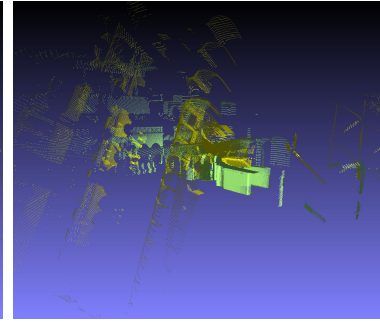
correct pose



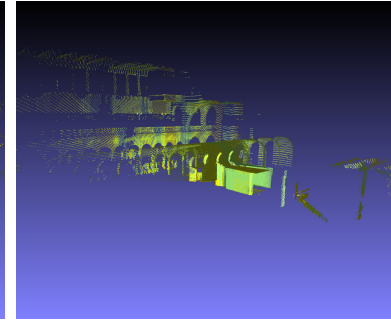
initial transform



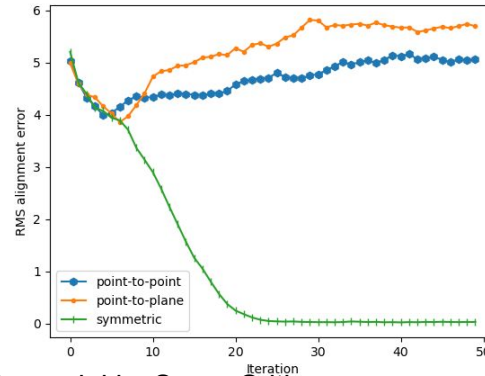
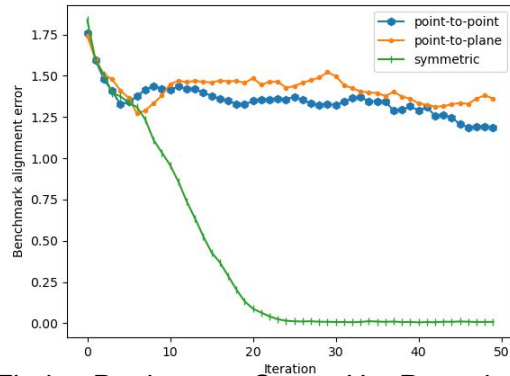
point-to-point



point-to-plane



symmetric ICP



# Conclusion

- Provided a comprehensive comparison
- Tested different data sets including real-world data
- Implemented classical and recent approaches
- Code publicly available at <https://github.com/PetropoulakisPanagiotis/ICP-Variants>