

# 3D Point Cloud Processing

## Introduction

The image depicts how our robot Irma3D sees itself in a mirror. The laser looking into itself creates distortions as well as changes in intensity that give the robot a single eye, complete with iris and pupil. Thus, the image is called "Self Portrait with Duckling".

Prof. Dr. Andreas Nüchter

# Goals of this Class

I am aiming at enabling students

- To understand the basic principles of all aspects of 3D point cloud processing
- To understand the Simultaneous Localization and Mapping (SLAM) problem
- To enable you to talk to engineers / surveyors / CV-people / CS-people / ...
- To solve problems of modern sensor data processing
- To experience that real application scenarios are challenging
  - In terms of computational requirements
  - In terms of memory requirements
  - In terms of implementation issues

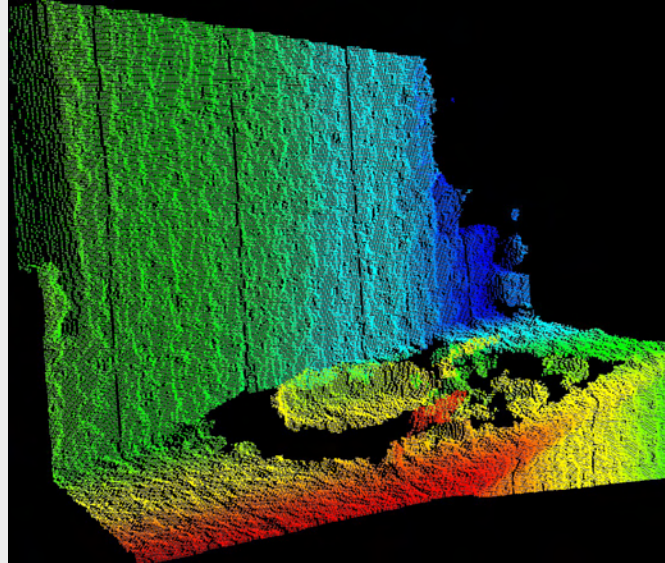




# Modern Computer Vision

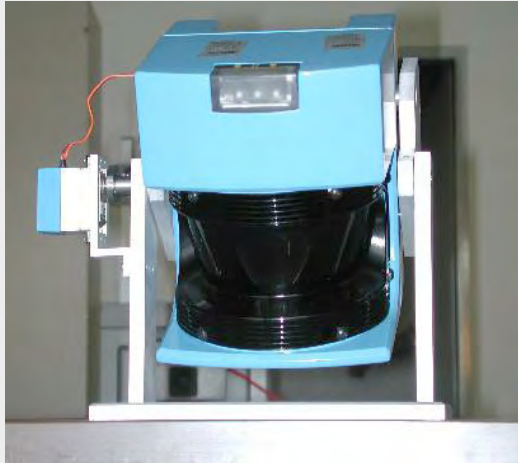
## Microsoft Kinect

- Video 30 Hz
- RGB video: 8-bit VGA resolution ( $640 \times 480$  Pixel)
- Monochrome Video Stream  
(depth information): 11-bit VGA  
2048 depth values
- Depth: 1,2 – 3,5 m, (enhanced: 0,7 – 6 m)
- FOV:  $57^\circ$  (h)  $\times$   $43^\circ$  (vert)
- Tilt unit  $27^\circ$
- Cost effective



# A Custom Made 3D Laser Scanner

- 3D laser scanner for mobile robots based on SICK LMS



- Based on a regular (e.g., SICK LMS-200) laser scanner
- Relatively cheap sensor
- Controlled pitch motion ( $120^\circ$  v)
- Various resolutions and modi, e.g., reflectance measurement  $\{181, 361, 721\}$  [h] x  $\{128, \dots, 500\}$  [v] points
- Fast measurement, e.g., 3.4 sec (181x256 points)

Mounted on mobile robots  
for 3D collision avoidance  
and building 3D maps.

(Video Crash)

(Video NoCrash)



# 3D Scanning Principles

Mode	Symbol	Cont. rotating	pivoting	Advantages
Yaw				<ul style="list-style-type: none"> <li>+ Complete 360° scans</li> <li>+ Good point arrangements</li> <li>- High point density at top</li> </ul>
Yaw-Top				<ul style="list-style-type: none"> <li>+ Fast scanning (half rot.)</li> <li>- High point density at top</li> <li>- Ground not measured</li> </ul>
Roll				<ul style="list-style-type: none"> <li>+ Fast scanning (half rot.)</li> <li>+ High point density in front</li> <li>- Unusual point arrangement</li> </ul>
Pitch				<ul style="list-style-type: none"> <li>- High point density at the sides</li> <li>- Small apex angle</li> <li>+ Good point arrangements</li> <li>+ Easy to build</li> </ul>

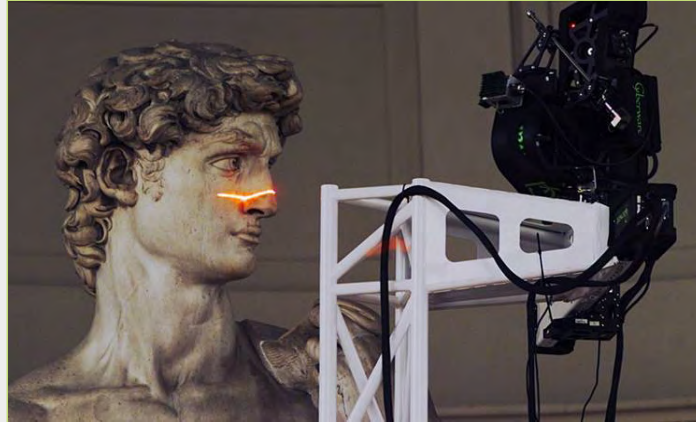
[http://www.rts.uni-hannover.de/index.php/%C3%9Cbersicht\\_der\\_m%C3%B6glichen\\_Scannerkonfigurationen](http://www.rts.uni-hannover.de/index.php/%C3%9Cbersicht_der_m%C3%B6glichen_Scannerkonfigurationen)



# Professional 3D Scanning

- Professional 3D scanners

- Structured light (close range)



- pulsed laser vs. time-of-flight (mid and long range)



# 3DTK – Hands-on-experience

- What you should learn now, using the **show** program
  - Most robotic data sets acquired by a rotating SICK scanner contain some outliers (it is worse with the kinect)
  - Data sets of professional scanners can be very large
- Things to try
  - Viewing a single small 3D scan acquired in Schloß Dagstuhl (this data set comes with the svn checkout)  
**bin/show -s 1 -e 1 dat**
  - Viewing a high resolution outdoor 3D scan  
**bin/show -s 0 -e 0 -f rieg1\_txt --reflectance bremen\_city**

