



ICP

Iterative Closest Point Algorithm

Tries to minimize error in 3D

$$\operatorname{argmin}_{R \in SO(3), t \in \mathbb{R}^3} \| (RP + t) - Q \| ^2$$

General algorithm considers closest points in both PCD's are correspondences following which it finds $[R(t)]$ that best aligns 2 PC by minimizing euclidean distance b/w corresponding points

B/w to PC P_i & Q_i

$$F(t) = \sum_{i=1}^n \| (RP_i + t) - Q_i \|^2$$

Even if precise, noise may contribute to get very close

Step 1: Assume R is known, solve for t

$$\frac{\partial F}{\partial t} = 2 \sum (RP_i + t) - Q_i = 0$$

$$t = \frac{1}{n} \sum_{i=1}^n Q_i - R \frac{1}{n} \sum_{i=1}^n P_i$$

Average location of this point cloud

Average location of P 's pcd

$$t = \bar{Q} - R\bar{P}$$

$$\hookrightarrow R = \operatorname{argmin}_{R \in SO(3)} \| (R(P_i - \bar{P}) - (Q_i - \bar{Q})) \|^2 \rightarrow \text{due to back substitution}$$

For ease,

$$\text{Take } X = p_i - \bar{p} \quad Y = Q_i - \bar{Q}$$

$$X' = RX$$

$$\begin{aligned} \text{So, } \sum_{i=1}^n \|X'_i - Y_i\|^2 &= \text{Tr}((X' - Y)^T (X' - Y)) \\ &= \text{Tr}(X'^T X') + \text{Tr}(Y^T Y) - 2\text{Tr}(Y^T X') \\ &= \sum_{i=1}^n (|X_i|^2 + |Y_i|^2) - 2\text{Tr}(Y^T X') \end{aligned}$$

Doesn't get involved why?

IMP (only matter due to R) mins

So,

$$R = \arg\max \text{Tr}(Y^T X')$$

$$\text{Tr}(Y^T X') = \text{Tr}(X^T R Y) = \text{Tr}(X Y^T R)$$

(3x1) (1x3) (3x3)

Using SVD $XY^T = UDV^T$

$$\text{Tr}(XY^T R) = \text{Tr}(UDV^T R) = \text{Tr}(DV^T R U) = \sum_{i=1}^3 d_i V_i^T R U_i$$

Property of trace

$$\text{If } M = V^T R U$$

$$D = \begin{bmatrix} d_1 & 0 & 0 \\ 0 & d_2 & 0 \\ 0 & 0 & d_3 \end{bmatrix}$$

$$\text{Tr}(V^T X') = \sum_{i=1}^3 d_i M_{ii} \leq \sum_{i=1}^3 d_i$$

Orthogonal matrix

with

$$\det(M) = +1/-1$$

Length of each column vector is equal to one and each component of vector is less than 1

$$\hookrightarrow \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \text{ as constraint}$$

$$\Rightarrow R = V U^T$$

Orientation Rectification: 40:

Sept 17

ICP doesn't give exact transform of motion

Initially $\vec{x}_g, \vec{x}_j, \vec{x}_{gj}$

↓
Predicted/Estimated after registering in frame 0

$$\text{Let } \hat{x}_g = T_{0i} x_j^i$$

↳ point x_j seen in i th frame

$\hat{x}_g \rightarrow$ ex. what we expect to see only through ICP

↳ We will not exactly be able to get $\hat{x}_g \neq x_g$