3D Scanning & Motion Capture

Exercise - 4

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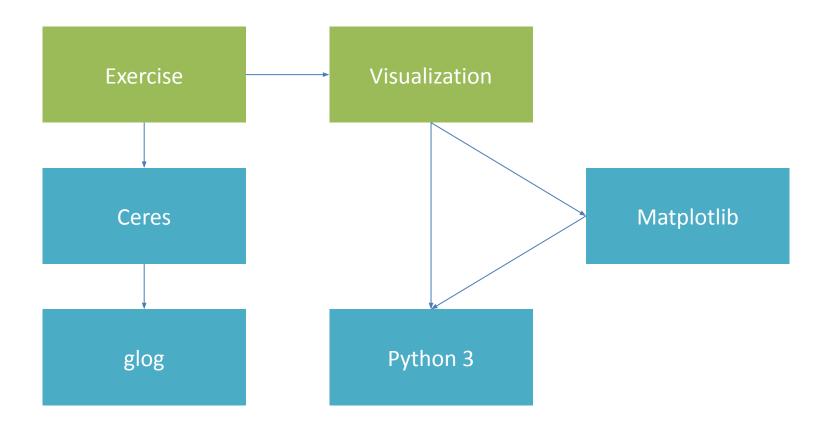


Exercises – Overview

- 1. Exercise → Camera Intrinsics, Back-projection, Meshes
- 2. Exercise → Surface Representations
- 3. Exercise → Coarse Alignment (Procrustes)
- 4. Exercise → Optimization
- 5. Exercise → Object Alignment, ICP



Project Dependencies





<u>Project Dependencies – 1) Python</u>

- Download Python 3.+ from https://www.python.org/
- Install python libraries using pip
 - Numpy, Matplotlib, Scipy
- Try if exercise visualization scripts work
- Note: use -h flag to see python script options
 - e.g. "python plot_gaussian.py -h" →



Project Dependencies – 2) glog

- Download sources from https://github.com/google/glog.git
- Configure glog with CMake
 - Disable gflags and tests
 - Optional/Windows: Set install path to "Libs" folder
- Build and install



Project Dependencies – 3) Ceres

- Download sources from https://ceres-solver.googlesource.com/ceres-solver
- Configure Ceres with CMake
 - Set path to Eigen install directory
 - Disable gflags, benchmarks, tests and examples, LAPACK
 - Optional/Windows: Set install path to "Libs" folder
- Build and install



Project Configuration – Exercise

- Download exercise sources from moodle
- Configure with CMake
 - Make sure Eigen, glog and Ceres paths are set
- Build



Ceres

Open source C++ library for modeling and solving non-linear optimization problems

$$egin{aligned} \min_{\mathbf{x}} & rac{1}{2} \sum_{i}
ho_i \left(\left\| f_i \left(x_{i_1}, \ldots, x_{i_k}
ight)
ight\|^2
ight) \ & ext{s.t.} & l_j \leq x_j \leq u_j \end{aligned}$$

• Special case:

$$rac{1}{2}\sum_{i}\left\Vert f_{i}\left(x_{i_{1}},\ldots,x_{i_{k}}
ight)
ight\Vert ^{2}$$

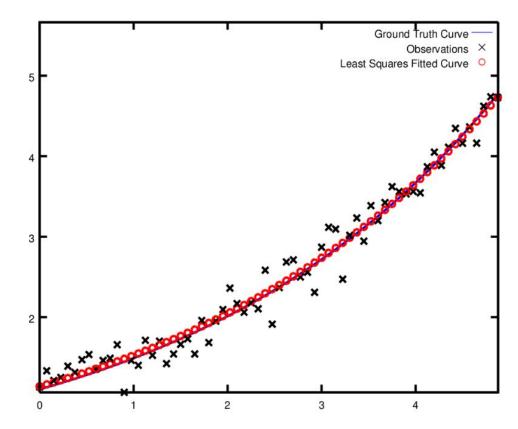


How to Use Ceres

- 1. Define optimization problem with templated functors
- 2. Define initial parameter values
- 3. Add a residual block per functor for each data point
- 4. Define Ceres options & solve

Detailed Tutorial: http://ceres-solver.org/nnls_tutorial.html





$$y = e^{mx+c}$$

Full example code:



1. Define optimization problem with templated functors

```
struct ExponentialResidual {
    ExponentialResidual (double x, double y) : x_(x), y_(y) {}

template <typename T>
    bool operator()(const T* const m, const T* const c) (* residual) const {
    residual[0] = y_ - exp(m[0] * x_ + c[0]);
    return true;
}

private:
    const double x_;
    const double y_;
};
```

Full example code:



2. Define initial parameter values

```
double m = 0.0;
double c = 0.0;
```

Full example code:



3. Add a residual block per functor for each data point

```
Problem problem;
for (int i = 0; i < kNumObservations; ++i) {
   problem.AddResidualBlock(
        new AutoDiffCostFunction<ExponentialResidual, 1, 1, 1>(
            new ExponentialResidual(data[2 * i], data[2 * i + 1])),
        NULL,
        &m,
        &c);
}
initial parameters
```

Reference: http://ceres-solver.org/nnls_modeling.html# CPPv4N5ceres20AutoDiffCostFunctionE



4. Define Ceres options & Solve

```
Solver::Options options;
options.max_num_iterations = 25;
options.linear_solver_type = ceres::DENSE_QR;
options.minimizer_progress_to_stdout = true;

Solver::Summary summary;
Solve(options, &problem, &summary);
std::cout << summary.BriefReport() << "\n";
std::cout << "Initial m: " << 0.0 << " c: " << 0.0 << "\n";
std::cout << "Final m: " << m << " c: " << c << "\n";</pre>
```

Full example code:



Task 1) Gaussian

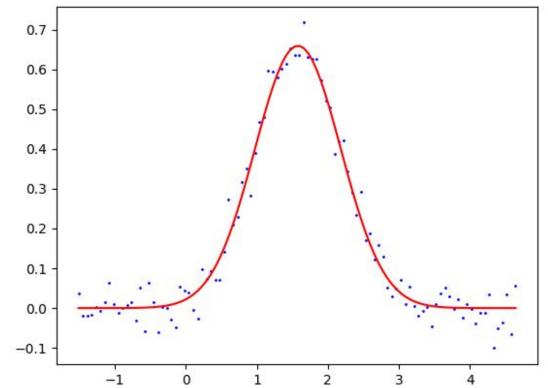
- Data: Set of 2D points
 - Drawn from a Gaussian PDF

$$f(x) = \frac{1}{\sqrt{2 \pi \sigma^2}} e^{-\frac{(x-\mu)^2}{2 \sigma^2}}$$

Contain noise



- μ and σ



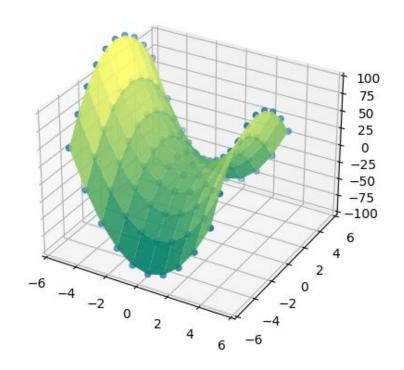


Task 2) 3D Surface

- Data: Set of 3D points
 - Drawn from a hyperbolic paraboloid

$$c * z = \frac{x^2}{a} - \frac{y^2}{b}$$

- Goal: Find surface parameters
 - a, b, and c





Task 3) Registration

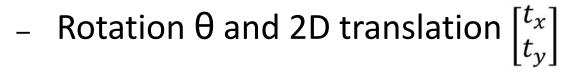
- Data: Two Sets of 2D points
 - Source and transformed target

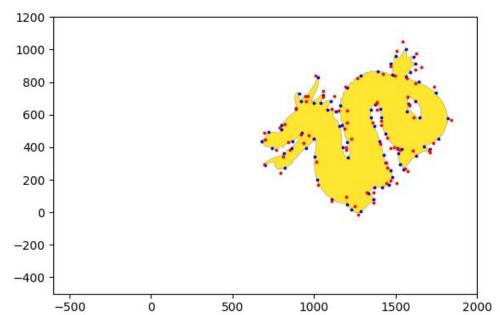
$$error = \sum_{i} w_{i} \parallel T p_{i} - q_{i} \parallel^{2}$$

$$T(\theta, t) = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \end{bmatrix}$$

$$p_i \in P \quad q_i \in Q$$









See you next time!

