

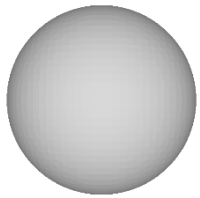
3D Scanning & Motion Capture

Exercise - 3

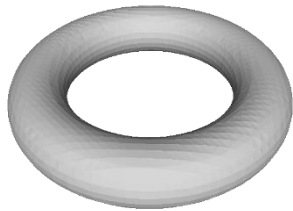
Justus Thies



Implicit Functions – Sphere / Torus

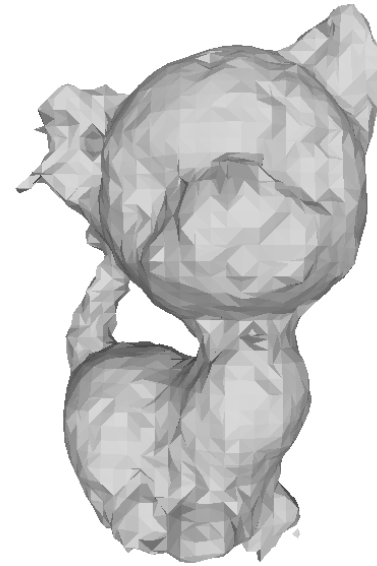
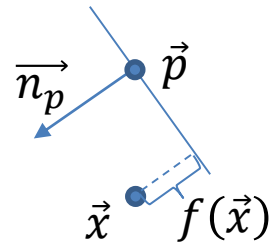


$$f(x, y, z) = x^2 + y^2 + z^2 - R^2$$



$$f(x, y, z) = (x^2 + y^2 + z^2 + R^2 - a^2)^2 - 4R^2(x^2 + y^2)$$

Implicit Functions – Hoppe

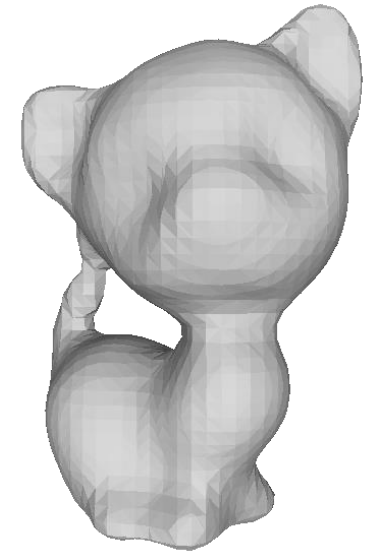


Implicit Functions – RBF

$$f(\vec{x}) = \sum_i \alpha_i \cdot \|\vec{p}_i - \vec{x}\|^3 + \vec{b} \cdot \vec{x} + d$$

$$\begin{array}{l}
 \text{on surface points} \\
 \text{off surface points}
 \end{array}
 \begin{bmatrix}
 \varphi_{1,1} & \cdots & \varphi_{1,n} & p_{1,x} & p_{1,y} & p_{1,z} & 1 \\
 \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\
 \varphi_{n,1} & \cdots & \varphi_{n,n} & p_{n,x} & p_{n,y} & p_{n,z} & 1 \\
 \varphi_{n+1,1} & \cdots & \varphi_{n+1,n} & p_{n+1,x} & p_{n+1,y} & p_{n+1,z} & 1 \\
 \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\
 \varphi_{2 \cdot n,1} & \cdots & \varphi_{2 \cdot n,n} & p_{2 \cdot n,x} & p_{2 \cdot n,y} & p_{2 \cdot n,z} & 1
 \end{bmatrix}
 \cdot
 \begin{bmatrix}
 \alpha_1 \\
 \vdots \\
 \alpha_n \\
 b_1 \\
 b_2 \\
 b_3 \\
 d
 \end{bmatrix}
 =
 \begin{bmatrix}
 h_1 \\
 \vdots \\
 h_{2 \cdot n}
 \end{bmatrix}$$

$$\underbrace{\hspace{15em}}_A \cdot \underbrace{\vec{x}}_{\vec{x}} = \underbrace{\vec{b}}_{\vec{b}}$$



Procrustes

- Problem: Align two objects using known correspondences
→ scaling, translation, rotation



Procrustes

- Problem: Align two objects using known correspondences

→ **scaling**, translation, rotation

- Compute center of gravity of both objects
- Scale one object to match the avg. distance from all vertices to the center of gravity



Procrustes

- Problem: Align two objects using known correspondences
 - scaling, **translation**, rotation
 - Translation is given by the vector between the center of gravity of both objects



Procrustes

- Problem: Align two objects using known correspondences

→ scaling, translation, **rotation**

- Assume objects that are zero centered
 - Target object: $\{x_0, \dots, x_{n-1}\}$
 - Moving object: $\{\hat{x}_0, \dots, \hat{x}_{n-1}\}$



$$\sum_i \|x_i - R \cdot \hat{x}_i\|_2^2 \rightarrow \min$$

$$\|X - \hat{X}R^T\|_F^2 \rightarrow \min$$

Procrustes

- Problem: Align two objects using known correspondences
→ scaling, translation, **rotation**

$$\|X - \hat{X}R^T\|_F^2 \rightarrow \min$$

$$\|X - \hat{X}R^T\|_F^2 = \text{trace}(X^T X - X^T \hat{X}R^T - (\hat{X}R^T)^T X + (\hat{X}R^T)^T (\hat{X}R^T)) \rightarrow \min$$

$$\text{trace}(-X^T \hat{X}R^T - (\hat{X}R^T)^T X + (\hat{X}R^T)^T (\hat{X}R^T)) \rightarrow \min$$

$$-2 \cdot \text{trace}(X^T \hat{X}R^T) \rightarrow \min$$

$$\text{trace}(X^T \hat{X}R^T) \rightarrow \max$$

$$\text{trace}(USV^T R^T) \rightarrow \max$$

$$\text{trace}(SV^T R^T U) \rightarrow \max$$

Singular values
→ positive

Product of orthogonal matrices
→ max if equal to Identity

$$\|A\|_F^2 = \text{trace}(A^T A)$$

Cyclic invariance of trace:

$$\text{trace}(ABC) = \text{trace}(CAB)$$

$$\text{SVD: } X^T \hat{X} = USV^T$$

Procrustes

- Problem: Align two objects using known correspondences
→ scaling, translation, **rotation**

$$\|X - \hat{X}R^T\|_F^2 \rightarrow \min$$

- Compute SVD of the Cross-Covariance Matrix

$$X^T \hat{X} = USV^T$$

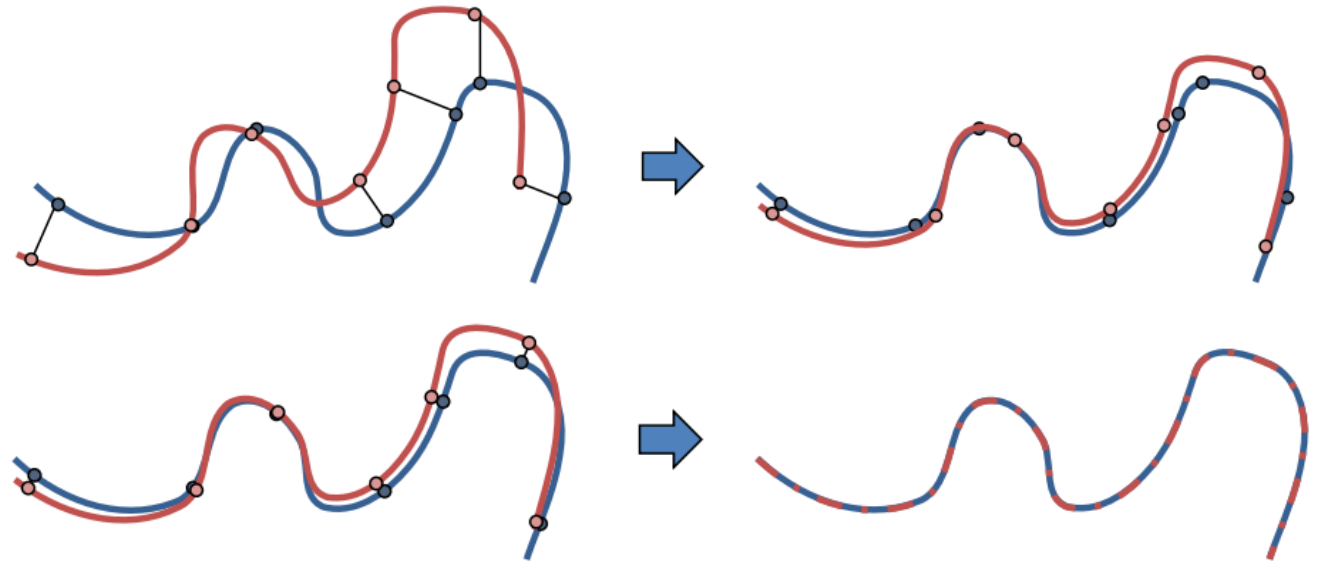
- Compute the rotation

$$R = UV^T$$

ICP (Iterative Closest Point)

- Problem: Align two objects with unknown correspondences
 - Iterate:
 - Estimate correspondences using the current alignment and nearest neighbors
 - Use the correspondences to compute new alignment based on
 - Point-to-point distances
 - » Procrustes

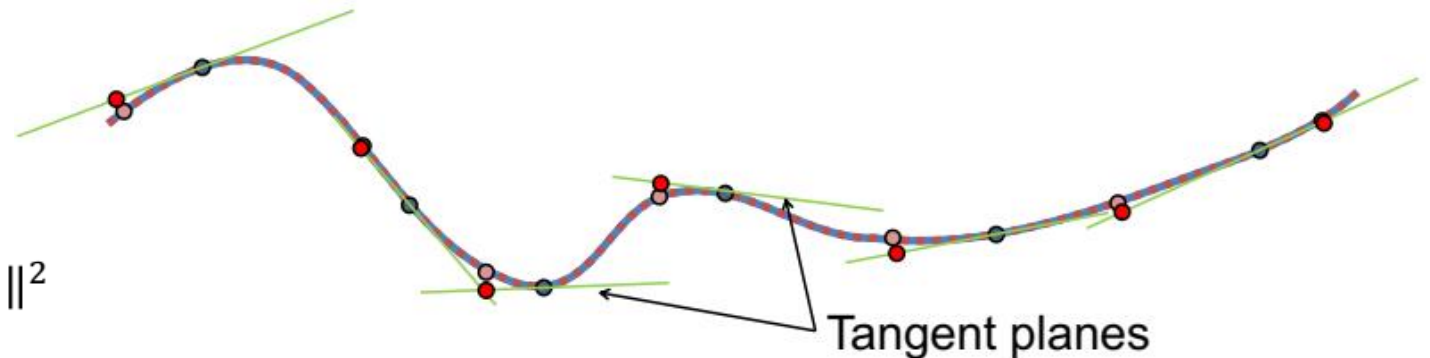
$$\min_{R,t} \sum_i \|p_i - (Rq_i + t)\|^2$$



ICP (Iterative Closest Point)

- Problem: Align two objects with unknown correspondences
 - Iterate:
 - Estimate correspondences using the current alignment and nearest neighbors
 - Use the correspondences to compute new alignment based on
 - Point-to-point distances
 - Point-to-plane distances
 - » Faster convergence
 - » Non-linear!

$$\min_{R,t} \sum_i \|(p_i - (Rq_i + t)) \cdot n_i\|^2$$



ICP (Iterative Closest Point)

- Problem: Align two objects with unknown correspondences
 - Iterate:
 - Estimate correspondences using the current alignment and nearest neighbors
 - Use the correspondences to compute new alignment based on
 - Point-to-point distances
 - Point-to-plane distances
 - Use weighting of correspondences and pruning
 - Good correspondences are close, have similar normal, ...
 - Prune correspondences to border

$$\min_{R,t} \sum_i w_i \|p_i - (Rq_i + t)\|^2$$

