

# Homework 7

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## 1 Methodology

### 1.1 Iterative Closest Point (ICP)

Given a data point cloud,  $\mathbf{Q}$ , and a model point cloud,  $\mathbf{P}$ , the objective is to register  $\mathbf{Q}$  in the reference frame of  $\mathbf{P}$ . In other words, we want to find the transformation matrix  $T$  for  $\mathbf{Q}$  such that  $\mathbf{Q}$  after transformation properly aligns with  $\mathbf{P}$ . Note that every 3D point in the point cloud is a row vector, i.e.  $\mathbf{P}$  is a  $N \times 3$  matrix if  $\mathbf{P}$  consists of  $N$  points. The steps used in my ICP implementation are as follows:

1. For each 3D point in  $\mathbf{Q}$ , find its nearest neighbor in  $\mathbf{P}$  in terms of Euclidean distance. For computational efficiency, k-D tree is used for nearest neighbor search. Arrange the points in nearest neighbor pairs such that the  $i$ th point in  $\mathbf{P}'$  corresponds to the  $i$ th point in  $\mathbf{Q}'$ .
2. Next, calculate the centroids,  $P_c$  and  $Q_c$ , by taking the average of all the points in  $\mathbf{P}'$  and  $\mathbf{Q}'$ , respectively. Subtract the centroids from all the points in  $\mathbf{P}'$  and  $\mathbf{Q}'$  to obtain the “centered” point clouds  $\mathbf{M}_P$  and  $\mathbf{M}_Q$ , respectively.
3. Subsequently, calculate the 3 by 3 correlation matrix  $C$  of  $\mathbf{M}_P$  and  $\mathbf{M}_Q$  using:

$$C = \mathbf{M}_Q^T \mathbf{M}_P. \quad (1)$$

Decompose  $C$  with SVD:

$$C = U s V^T. \quad (2)$$

As a result, the 3 by 3 rotation matrix  $R$  can be obtained with:

$$R = V U^T, \quad (3)$$

and the corresponding translation vector is:

$$\vec{t} = P_c - R Q_c. \quad (4)$$

The 4 by 4 transformation matrix  $T$  then becomes:

$$T = \begin{pmatrix} R & \vec{t}^T \\ \vec{0} & 1 \end{pmatrix}. \quad (5)$$

4. Now, represent the points in  $\mathbf{Q}$  in homogeneous coordinates and apply transformation matrix  $T$  on  $\mathbf{Q}$  to obtain the “aligned” point cloud  $\mathbf{Q}_t$ .
5. Note that practically multiple iterations of step 1 through 4 might provide better “aligned” point cloud  $\mathbf{Q}_t$ . More specifically, at the beginning of each iteration, we substitute  $\mathbf{Q}$  with  $\mathbf{Q}_t$  from the previous iteration.

## 1.2 Converting Depth Image to Point Cloud

Given a depth image and the camera calibration matrix  $K$ , the physical coordinates of the points in point cloud is obtained with the following equation:

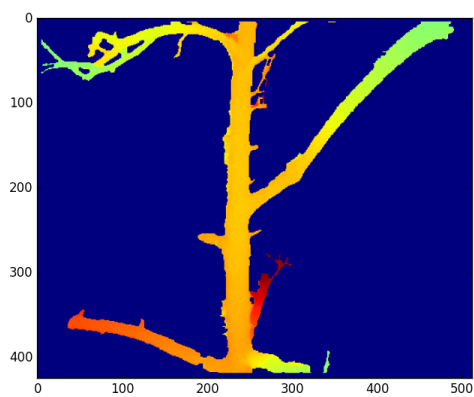
$$\vec{U} = D(\vec{u})K^{-1}\vec{u}, \quad (6)$$

where  $\vec{U}$  is in physical coordinates,  $\vec{u}$  is in pixel coordinates, and  $D(\vec{u})$  is the depth value of  $\vec{u}$ . More specifically, the camera calibration matrix of Kinect 2 depth camera is given as:

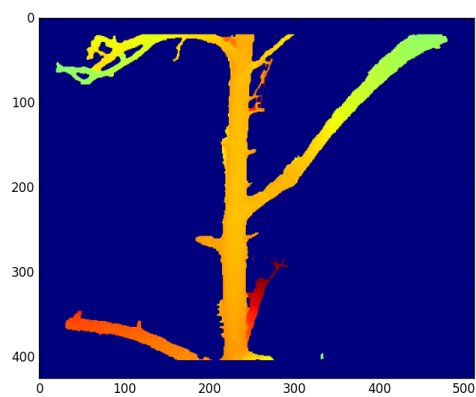
$$K = \begin{pmatrix} 365 & 0 & 256 \\ 0 & 365 & 212 \\ 0 & 0 & 1 \end{pmatrix}. \quad (7)$$

## 2 Results and Discussion

### 2.1 Results



(a) Depth image 1



(b) Depth image 2

Figure 1: Input depth images

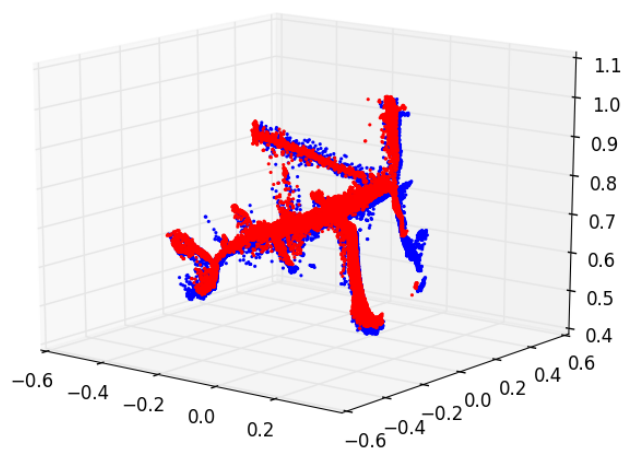


Figure 2: Point clouds before alignment

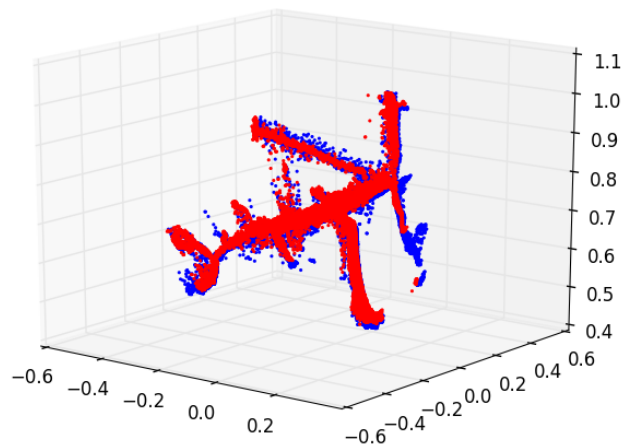


Figure 3: Point clouds after 1 iteration

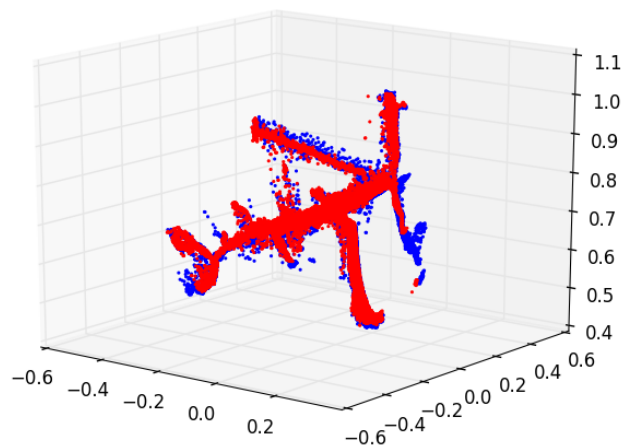


Figure 4: Point clouds after 3 iterations

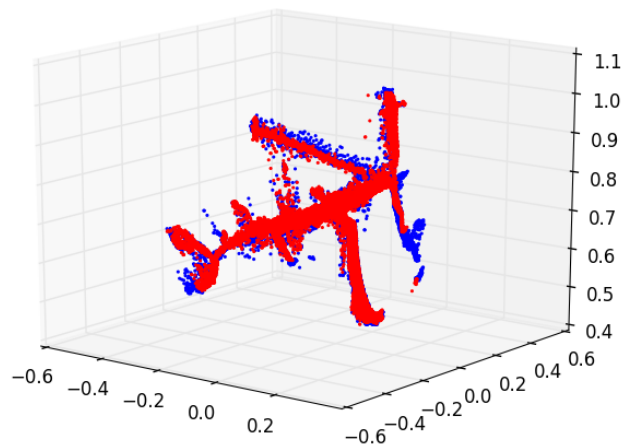


Figure 5: Point clouds after 10 iterations

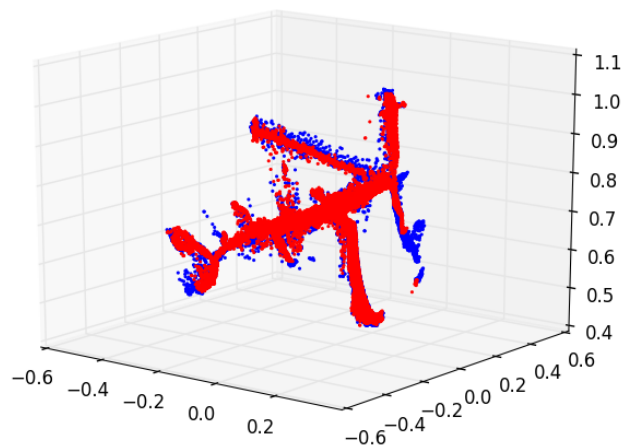


Figure 6: Point clouds after 20 iterations

## 2.2 Discussion

1. In order for ICP to work, we must start with a good initial estimation of the transformation matrix.
2. The two input point clouds in this experiment are initially already very close to each other, as shown in Figure 2. Consequently, 3 iterations of ICP is shown to be sufficient (Figure 4), compared to the suggested 20 iterations (Figure 6).
3. Using k-D tree for nearest neighbor search provides significant speed up.

## 3 Source Code

### 3.1 icp.py

```
#!/usr/bin/python
import numpy as np
from matplotlib import pyplot as plt
from sklearn.neighbors import NearestNeighbors

def icp(data, model, nIteration):
    """
        Find the transformation matrix that transforms data to model.
        @data: np.ndarray of data point cloud, Mx3
        @model: np.ndarray of model point cloud, Nx3
        @nIteration: int of ICP iterations
        @return: np.ndarray of transformation matrix, 4x4
    """
    T = np.zeros((4,4))
    Q = data.astype(np.float32)
    P = model.astype(np.float32)
    Qt = Q
    # Initialize the K-D tree with model points
    # FIXME: add threshold delta = 0.1?
    pNN = NearestNeighbors(n_neighbors=1, metric='euclidean').fit(P)
    for i in range(nIteration):
        # Find the NN pairs first
        _, indices = pNN.kneighbors(Qt)
        # Get rid of the extra dimension in the indices
        indices = np.squeeze(indices)
        print 'indices', indices
        # Obtain the NN pairs
        Qp = Qt
        Pp = P[indices,:]
        # Find the centroids
```

```

Qc = np.sum(Qp, axis=0) / Qp.shape[0]
Pc = np.sum(Pp, axis=0) / Pp.shape[0]
print 'Qc', Qc, 'Pc', Pc
# Subtract the centroid from the point pairs
MQ = Qp - Qc
MP = Pp - Pc
# Compute the correlation matrix
C = np.dot(MQ.transpose(), MP)
print 'C', C
# Decompose C using SVD and compute rotation and translation
U,s,V = np.linalg.svd(C)
print U.shape, V.shape, s.shape
R = np.dot(V.transpose(),U.transpose())
t = Pc.transpose() - np.dot(R, Qc.transpose())
# Construct 4x4 transformation matrix T
T[:3,:3] = R
T[:3,3] = t
T[3,3] = 1.
print 'T', T
# Transform our original data with transformation matrix
Qt = np.dot( T, np.transpose( np.hstack(( Qp, np.ones((Qp.shape[0],1)) ) )
Qt = Qt[:3,:].transpose()
print Qt.shape
return Qt

```

### 3.2 main.py

```

#!/usr/bin/python
import numpy as np
import cv2
from matplotlib import pyplot as plt
from mpl_toolkits.mplot3d import Axes3D
from icp import icp

def read_depth_image(filename):
    '''
        Read the given .txt file into a float numpy array.
    '''
    with open(filename, 'r+') as f:
        rows = f.readlines()
        rows = [r.split() for r in rows]
        for i,r in enumerate(rows):
            rows[i] = map(float, r)
    return np.array(rows)

```

```

def depth_to_pc(dimg):
    """
        Convert depth image into point cloud using the intrinsic camera matrix
        @return: Nx3 np.ndarray of points in the point cloud
    """
    h,w = dimg.shape
    # Intrinsic camera matrix
    K = np.array([[365., 0., 256.],[0., 365., 212.],[0., 0., 1.]])
    K_inv = np.linalg.inv(K)
    # Preallocate memory for the point cloud
    npts = np.count_nonzero(dimg)
    pc = np.zeros((npts, 3))
    Y,X = np.nonzero(dimg)
    for i in range(npts):
        y,x = Y[i],X[i]
        u = np.array([x, y, 1])
        pc[i,:] = dimg[y,x] * np.dot(K_inv, u)
    return pc

def read_pc_from_file(filename):
    """
        Read the point cloud from file.
        Each point is stored as a row vector.
    """
    dimg = read_depth_image(filename)
    print 'Reading depth image...', dimg.shape
    pc = depth_to_pc(dimg)
    print 'Converted to point cloud...', pc.shape
    return pc

def main():
    # Each point is a row vector
    data = read_pc_from_file('images/depthImage1ForHW.txt')
    model = read_pc_from_file('images/depthImage2ForHW.txt')

    # Toy PCs for debugging
    # x = np.linspace(0, 2*np.pi, 100)
    # y = np.zeros(100)
    # z1 = np.sin(x)
    # z2 = np.sin(x) + 0.2
    # data = np.vstack((x,y,z1)).transpose()
    # model = np.vstack((x,y,z2)).transpose()

    # Plot the two original point clouds
    fig = plt.figure()

```



```

ax = fig.gca(projection='3d')
ax.scatter(data[:,0], data[:,1], data[:,2], c='b', marker='.', edgecolor='none',
ax.scatter(model[:,0], model[:,1], model[:,2], c='r', marker='.', edgecolor='non
ax.view_init(elev=16, azimuth=-52)
# plt.savefig('./images/before.png')
plt.show()
aligned = icp(data, model, 20)
fig = plt.figure()
ax = fig.gca(projection='3d')
ax.scatter(aligned[:,0], aligned[:,1], aligned[:,2], c='b', marker='.', edgecolor='none',
ax.scatter(model[:,0], model[:,1], model[:,2], c='r', marker='.', edgecolor='non
ax.view_init(elev=16, azimuth=-52)
# plt.savefig('./images/after.png')
plt.show()

if __name__ == '__main__':
    main()

```