

Iterative Closest Point (ICP)

(Point Cloud Alignment)

★ Alignment of 3D Data Points

⇒ Find the parameters of the transformation that best align corresponding data points.

⇒ Optimization / Search for parameters

→ Least squares and robust least squares

→ Iterative closest point (ICP)

★ The problem

⇒ Given two point sets:

$$Q = \{q_1, \dots, q_N\} \quad P = \{p_1, \dots, p_n\}$$

with correspondences $C = \{(i, j)\}$

⇒ Wanted: Translation t and Rotation R that minimize the sum of the squared error.

$$E(R, t) = \sum_{(i, j) \in C} \|q_i - (RP_j + t)\|^2$$

★ Key Idea

If the correct correspondences are known, the correct relative rotation/translation can be computed directly.

1. Shift via the center of mass
2. Rotational alignment

* Center of Mass

⇒ The center of mass of the corresponding points
in both sets.

$$\mu_Q = \frac{1}{|C|} \sum_{(i,j) \in C} q_i$$

$$\mu_P = \frac{1}{|C|} \sum_{(i,j) \in C} p_j$$

⇒ Subtract the corresponding center of mass from every point

$$Q' = \{q_i - \mu_Q\} = \{q'_i\}$$

$$P' = \{p_j - \mu_P\} = \{p'_j\}$$

* Orthogonal Procrustes Problem

⇒ Minimizing: $E(R, t) = \sum_{(i,j) \in C} \|q'_i - (RP'_j + t)\|^2$

⇒ Equivalent to minimizing

$$E'(R) = \| [q'_1 \dots q'_{n'}] - R [p'_1 \dots p'_{n'}] \|_F^2$$

{Frobenius Norm}

Frobenius Norm

Let A be a matrix

$$\|A\|_F = \sqrt{\sum_{i,j} (A_{ij})^2}$$

⇒ Called Orthogonal Procrustes problem.

⇒ Can be solved through SVD.

* Singular Value Decomposition

⇒ Compute the Cross-covariance matrix

$$W = \sum_{(i,j) \in C} q_i p_j^T$$

⇒ Use the SVD to decompose

$$W = UDV^T$$

→ 3×3 rotation matrix

→ Diagonal $(\sigma_1, \sigma_2, \sigma_3)$

⇒ If $\text{rank}(W) = 3$, the parameters minimizing $E(R, t)$ are unique and given by:

$$R = UV^T$$

$$t = M_Q - R M_P$$

* ICP with Unknown Data Association

⇒ If the correct correspondences are not known, it is generally impossible to determine the optimal relative rotation and translation in one step.

Idea: Iterates to find alignment

⇒ Converges if starting position are close enough.

* Basic ICP Algorithm

1. ~~Estimate initial transformation from source to target~~
2. While ($\text{Error} \geq \text{threshold}$)
 3. Determine Corresponding points
 4. Compute rotation R , translation via SVD
 5. Apply R & t to the points of the set to be registered
 6. Calculate $\text{Error} = E(R, t)$ with $E = (\mathcal{W})$ where \mathcal{W} is the set of differences between (\mathbf{x}, \mathbf{y})

* ICP Variants

⇒ Variants on the following stages of ICP have been proposed:

1. Point subset (formed on both point sets)
2. Weighting the Correspondences
3. Data association
4. Rejecting certain (outlier) point pairs.

1. Point Subset

* Selecting Source points

- Use all points (prior)

- Uniform sub-sampling

- Random sampling

- Feature based Sampling

- Normal-space Sampling

$\left\{ \begin{array}{l} \text{Ensure that samples have moments} \\ \text{distributed as uniformly as possible} \end{array} \right\}$

2. Weighting the Correspondences

\Rightarrow Noise: Weighting based on Sensor uncertainty.

\Rightarrow Example: In case of Stereo camera we may want to give more weightage to the point closer as error is small.

⇒ Determine transformation R that minimizes the weighted error function.

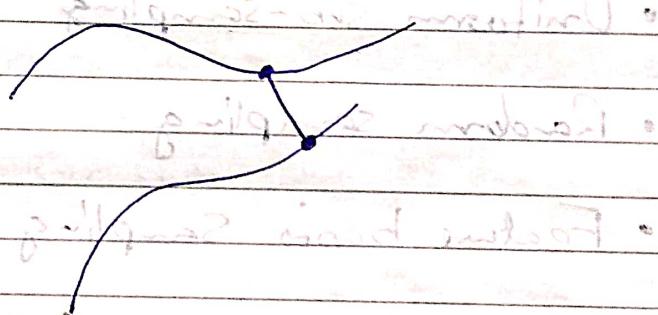
3. Data association.

⇒ Has greatest effect on convergence and speed.

⇒ Matching methods:

- Closest point

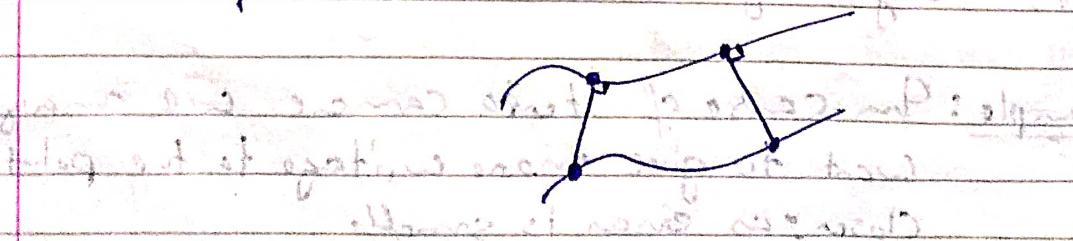
⇒ Find closest point in other the point set (using Kd-tree).



⇒ Generally stable, but slow convergence and requires preprocessing.

- Normal shooting

⇒ Project along normal, intersect other point set's broad band.



⇒ Slightly better convergence results than closest point for smooth structures, worse for noisy or complex structures.

- Closest Compatible points

⇒ Only match compatible points

→ Compatibility can be based on

- Normals
- Colors
- Curvature
- Higher-order derivatives
- Other local features.

- Point to Plane Error Metric

⇒ Minimize the sum of the squared distance between a point and the tangent plane at its correspondence point.

4. Rejecting certain (outlier) point pairs

- Rejecting point-to-point distance larger than a given threshold.
- Rejection of pairs that are not consistent with their neighboring pairs.
- Trimmed ICP: Dont correspondences with their error, ignore the worst $\epsilon\%$.