

Texture Mapping 3D Models of Indoor Environments with Noisy Camera Poses

Peter Cheng

University of California, Berkeley

ABSTRACT

Automated 3D modeling of building interiors is used in applications such as virtual reality and environment mapping. Texturing these models allows for photo-realistic visualizations of the data collected by such modeling systems. While data acquisition times for mobile mapping systems are considerably shorter than for static ones, their recovered camera poses often suffer from inaccuracies, resulting in visible discontinuities when successive images are projected onto a surface for texturing. We present a method for texture mapping models of indoor environments that starts by selecting images whose camera poses are well-aligned in two dimensions. We then align images to geometry as well as to each other, producing visually consistent textures even in the presence of inaccurate surface geometry and noisy camera poses. Images are then composited into a final texture mosaic and projected onto surface geometry for visualization. The effectiveness of the proposed method is demonstrated on a number of different indoor environments.

Keywords: Texture Mapping, Reconstruction, Image Stitching, Mosaicing

1. INTRODUCTION

Three-dimensional modeling of indoor environments has a variety of applications such as training and simulation for disaster management, virtual heritage conservation, and mapping of hazardous sites. Manual construction of these digital models can be time consuming, and consequently automated 3D site modeling has garnered much interest in recent years.

The first step in automated 3D modeling is the physical scanning of the environment's geometry. An indoor modeling system must be able to recover its pose within an environment while simultaneously reconstructing the 3D structure of the environment itself.¹⁻⁴ This is known as the simultaneous localization and mapping (SLAM) problem, and is generally solved by taking readings from laser range scanners, cameras, and inertial measurement units (IMUs) at multiple locations within the environment. Mounting such devices on a platform carried by an ambulatory human provides unique advantages over static or vehicular-based systems on wheels in terms of agility and portability, but can also result in larger localization error.⁴ As a result, common methods for texture mapping generally produce poor results. In this paper, we present an approach to texture mapping 3D models of indoor environments in the presence of uncertainty and noise in camera poses. In particular, we consider data obtained from a human-operated backpack system, detailed in Section ??.

The overall block diagram for the proposed texture mapping procedure is shown in Figure 1, where the number attached to each box indicates the section in which the concept in the box is explained in this paper ***will change. First, the geometry of an environment is split into regions. For each region, we begin by selecting a set of images that spans the entire region's surface with high resolution imagery. We then use recovered noisy camera poses to project these selected images onto the surface. These projections are rotated and translated in 2D, in order to maximally align them with the surface's geometry, as well as to each other, allowing us to handle both errors in geometry as well as camera poses. For surfaces and camera poses at arbitrary locations or orientations, generally ceilings and floors, we propose a tile-based approach for sampling high-resolution portions of images and compositing them into a texture. In cases where cameras have consistently perpendicular viewing angles to the surfaces under consideration, generally walls, we demonstrate a superior approach based on a shortest-path computation that leads to more seamless textures.

The remainder of the paper is organized as follows. Section ?? describes our data acquisition system as well as our region segmentation procedure. Section ?? covers existing approaches to image stitching, and their performance on our datasets. Section ?? explains how to downsample the set of available images by selecting

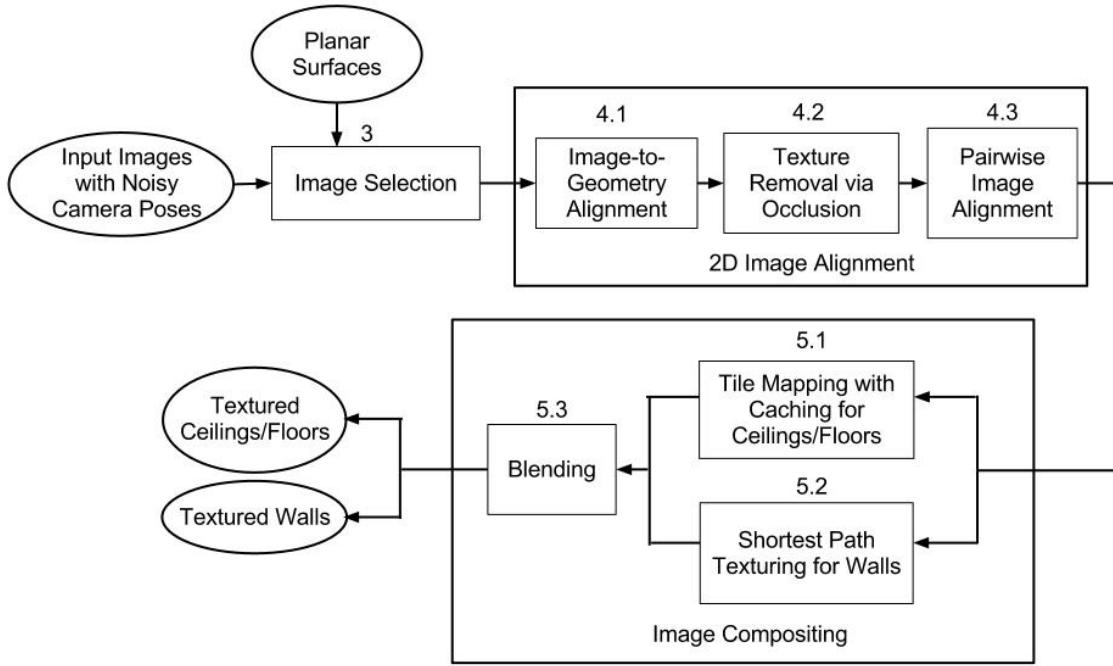


Figure 1: The proposed texture mapping procedure ***this will change

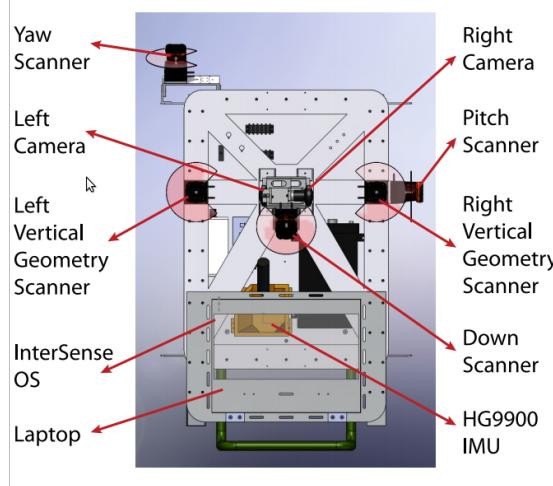


Figure 2: CAD model of the backpack system.

those with the best orientation and distance from surfaces under consideration. Section 5 contains our approach towards 2D image alignment, followed by Section 6, which describes two methods of selecting and compositing images to create the final texture. Sections 8 and 9 contain results and conclusions.

2. DATA ACQUISITION

A CAD model of the backpack-mounted system is shown in Figure 2. This backpack system has a number of laser range scanners as well as 2 cameras facing left and right, each equipped with fisheye lenses reaching an approximately 180° field of view each and taking photos at a rate of 5 Hz.⁴ In order to collect data, an operator wears the backpack system and traverses the environment to be scanned, walking in straight lines at a standard pace and making an effort to walk parallel to all walls in the area. Multiple localization and loop-closure

algorithms are then applied to the raw data collected by the onboard sensors,^{1,3,4} and the backpack is localized* over its data collection period. This involves recovering the 6 degrees of freedom for the backpack itself as well as the cameras rigidly mounted on it. Once this is complete, the data from the laser range scanners is used to generate a 3D point cloud of the surrounding environment. This point cloud is used to construct either a low-resolution planar model, such as for usage in basic navigation or energy analysis,^{7,5} or a high-resolution, detailed triangular mesh, for applications such as accurate remodeling or virtual walkthroughs.⁶ Regardless of resolution, size, or detail, the model, consisting of geometric surfaces in 3D space, along with the set of images captured by the backpack’s cameras and their noisy 3D poses, are the input to our texture mapping problem.

2.1 Geometry Partitioning

In order to effectively texture a 3D model, we first divide the model into a set of regions, each to be textured independently. Because textures are unlikely to match at the boundary where two regions meet, it is important to minimize the visibility of these boundaries. This can be done by encouraging region boundaries to occur at large sharp corners, where texture continuity is less important.

When working with low-resolution models, where each surface corresponds to a large simple planar feature, such as a wall, ceiling, or floor, each surface in the model is treated as a separate region and textured separately. When working with a high-resolution mesh however, geometry often represents large features as well as small details found in furniture, plants, and other miscellaneous objects. For instance, as in ***GET IMAGE FROM ERIC, the high resolution geometry modeling X consists of hundreds of small triangles at various orientations. Working with each triangle in X separately makes little sense, as the texture applied to each one should match with the texture of its neighbors. On the other hand, the textures for the triangles in X need not match up with the textures for the triangles in Y, and so the triangles in X and Y should be grouped within different regions.

Because a texture is 2D, and the region to be textured may not be flat, a mapping needs to be defined. We first fit a plane to each region for the purposes of texturing. This can be accomplished via a least squares plane-fitting through each triangle vertex, though in practice we simply use the plane equation of the largest contiguous section of coplanar triangles, as most regions are characterized by small outcroppings from a largely planar surface, such as objects on a table or features protruding from a wall. The 3d vertices within a region are then projected onto its calculated plane, and the rectangular bounding box for these projected vertices is calculated. This bounding box corresponds to the 2D image that will be created to texture the region.

Of course, the area encompassed by the bounding box is larger than the corresponding 2d area of the projected geometry, which itself is not as accurate as the original 3d geometry. Thus, we also create a k-d tree consisting of the triangle primitives from the original mesh. Though we generate texture for the 2d bounding box surface, we will reference the original 3D geometry to ensure accuracy when texturing.

3. RELATED WORK

There are many existing approaches to stitching together multiple images to produce a larger, seamless image.^{7–12} Generally, parts of images are matched to each other, either through direct comparisons or feature detection and matching. Images are then transformed to maximize matches, often by computing homographies between pairs of images, or by iteratively adjusting camera poses in 1 to 6 degrees of freedom.

Feature matching has a number of advantages over direct matching that make it more suitable for our often non-planar environments, and rotational differences between camera poses.⁷ Feature matching however, works best when multiple unique visual references exist in the environment that can be detected in multiple images. In contrast, indoor environments have a high prevalence of bare surfaces, as well as repeating textures, such as similar windows, doors, and wall-mounted decorations, that are difficult to disambiguate. This lack of reliable reference points often results in errors when matching images together.

Additionally, our datasets often contain long chains of images, corresponding to long hallways and corridors as shown in Figure 3, which leads to error accumulation when image correspondences are not accurate. For example,

*In this paper, we use the terms localization and pose recovery interchangeably, in that they both refer to recovering position and orientation.

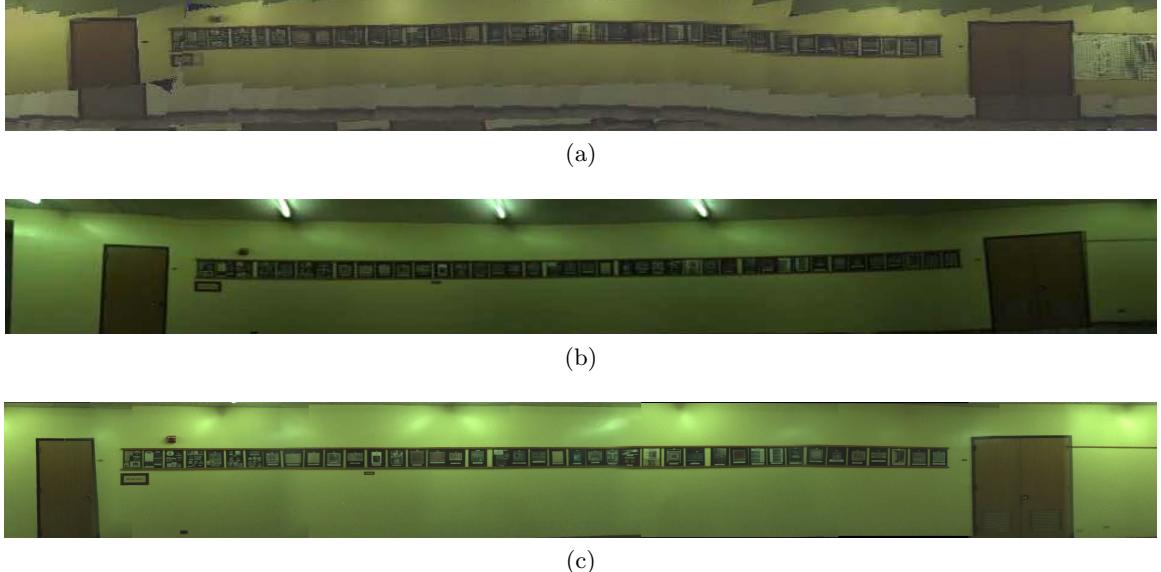


Figure 3: Texture alignment via (a) the graph-based localization refinement algorithm, (b) the AutoStitch software package, and (c) the proposed method.

when matching a long chain of images through homography, a pixel in the n th image must be translated into the first image’s coordinates by multiplying by the 3×3 matrix $H_1 H_2 H_3 \dots H_n$. Any error in one of these homography matrices is propagated to all further images, resulting in drift.

In prior work, we have experimented with integrating image stitching with the iterative global localization algorithm used to recover the 6 degrees of freedom of the backpack acquisition system.⁴ When run on long chains of images, especially where features are sparse, this approach produces distorted textures, as seen in Figure 3(a). Furthermore, this approach is not closed-form, and its iterative camera adjustment process over large datasets leads to prohibitively long computation time.

The AutoStitch software package performs homography-based alignment as well, with additional provisions that attempt to reduce drift and increase efficiency.^{13,14} Though AutoStitch performs well in areas with dense features, it can not handle areas without features, and has trouble aligning wall sections with even short segments of bare texture. The example in Figure 3(b) has been generated after many rounds of manual tuning; we have empirically found that areas with fewer visual features or repeating texture patterns simply failed outright with AutoStitch.

4. IMAGE SELECTION

The geometry of the texture mapping process for a region, as described in the previous section, is shown in Figure 4. Given a set of M images to texture a target plane, camera matrix P_i for the i th image transforms a 3D point in the world coordinate system to a 2D point or pixel in image i ’s coordinates. A camera matrix P_i is composed of the camera’s intrinsic parameters, containing focal length and image center, as well as extrinsic parameters which specify the rotation and translation of the camera’s position in 3D world coordinates at the time that image i is taken. These extrinsic parameters are determined by the backpack hardware and the corresponding localization algorithms^{1,3,4} and are noisy.

Since the backpack system takes pictures at a rate of 5 Hz, thousands of images are available for texturing each surface in the 3D model.

FLIP THE ORDER. GET SELECTION, AND THEN OH HEY BY THE WAY

Our objective in designing a texture mapping process is to determine which of these images should be used, and where their contents should map onto the final texture, in order to minimize any visual discontinuities or

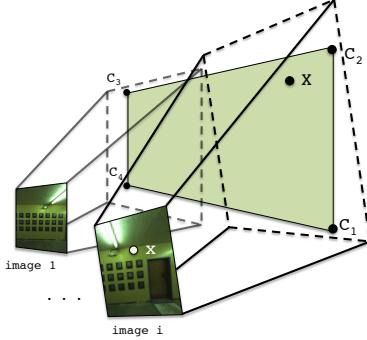


Figure 4: Surfaces to be textured are specified in 3D space by corners C_i . Images are related to each surface through the camera matrices $P_{1..m}$.

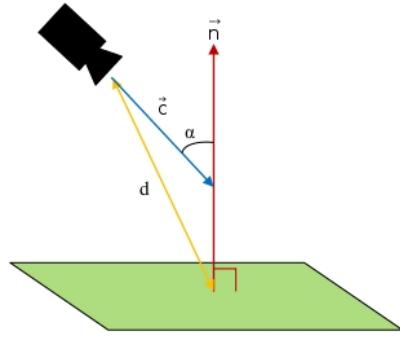


Figure 5: We minimize camera angle α and distance d by maximizing the scoring function $\frac{1}{d}(-1 \cdot \vec{c}) \cdot \vec{n}$.

seams that would suggest that the plane’s texture is not composed of a single continuous image. In the remainder of this section, we propose an image selection criteria and use it to derive a simple tile-based texture mapping procedure.

Ignoring the fact that the camera matrices $P_{1..M}$ are inaccurate, a straightforward approach for texturing is to discretize the target plane into small square tiles, and choose an image to texture each tile directly. We choose to work with rectangular units to ensure that borders between any two distinct images in the final texture are either horizontal or vertical. Since most environmental features inside buildings are horizontal or vertical, any visible seams in the texture intersect them minimally and are therefore less noticeable.

In order to select an image for texturing a tile t , we first gather a list of candidate images that contain all four of its corners; we can rapidly check this by projecting t into each image using the P_i camera matrices. Furthermore, each candidate image must have been taken at a time when its camera had a clear line-of-sight to t , which can be determined using standard ray-polygon intersection tests between the camera location, t , and every other surface.¹⁵

Once we have a list of candidate images for t , we define a scoring function in order to objectively select the best image for texturing t . Since resolution decreases and camera pose errors become more pronounced with distance, we wish to minimize the distance between cameras and the surfaces they texture. Additionally, we desire images that are projected perpendicularly, rather than obliquely, onto the plane, maximizing the resolution and amount of useful texture available in their projections, as well as minimizing any parallax effects due to real-world geometry not accurately represented by the digital 3D model. In other words, we wish to minimize the angle between the tile’s normal vector and the camera axis for images selected for texturing that tile. These two criteria can be met by maximizing the function $\frac{1}{d}(-1 \cdot \vec{c}) \cdot \vec{n}$ as shown in Figure 5, where d is the distance between the centers of a camera and a tile, and \vec{n} and \vec{c} are the directions of the plane’s normal and the camera axis respectively. As Figure 6(a) demonstrates, this approach, when used directly for texturing, results in image boundaries with abrupt discontinuities between tiles, due to misalignment between images, though most of it appears to be reconcilable using 2D transforms.

While this procedure can be used to generate a texture, it is also useful for obtaining a collection of images that can be used as a starting point for our proposed texturing procedure, as explained in Section 5. For our datasets, this process generally selects around 10% of all the images that could be used for texturing the surface. This roughly 10:1 subsampling not only reduces computational complexity of the remaining steps, but also selects the most promising images for the remaining steps.

5. 2D IMAGE ALIGNMENT

In this section, we describe our method for efficient and robust image alignment. Rather than register all of our images in 3D, as many state-of-the-art techniques for image stitching do, we instead select a subset of images to

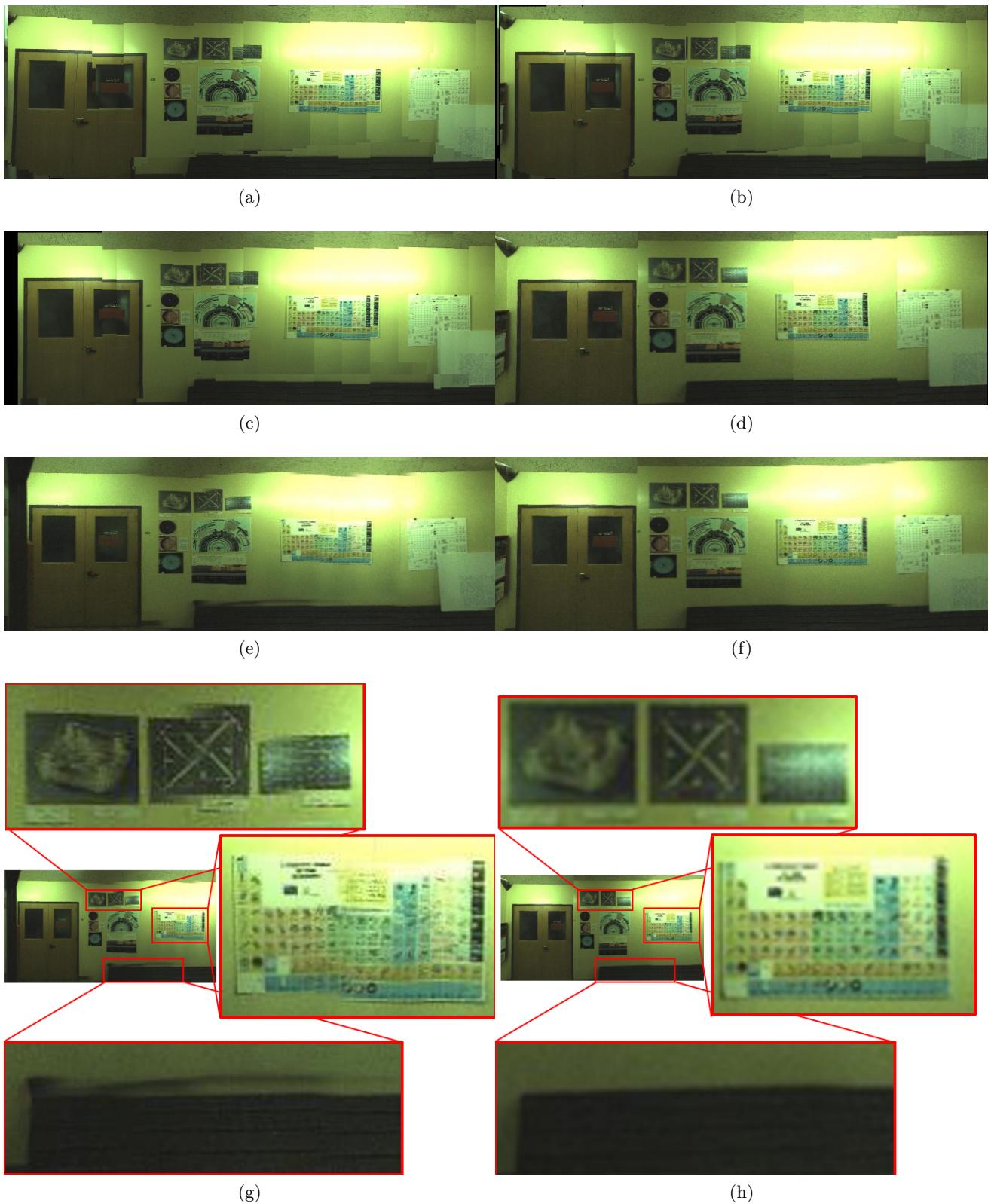


Figure 6: (a) Tile-based texturing; (b) Tile-based texturing after image alignment; (c) Tile-based texturing after image alignment with caching; (d) Shortest path texturing after image alignment; (e,f) Blending applied to (c) and (d); (g,h) Zoomed in views of discontinuities in (e) vs. in (f).

be aligned in 2D. This subset corresponds to the images selected by the image selection procedure described in Section ??.

Applying 2D alignments to this set of images works well for a number of reasons. First, the nature of our input data and the selected images is such that localization error chiefly occurs in two dimensions, which correspond to the plane of the surface being projected onto. This is because the backpack operator, during data acquisition, makes efforts to walk within a few meters of, and parallel to all walls being scanned. As a result, the translational error of camera poses is quite minimal in the dimension perpendicular to the wall surface being textured. Furthermore, because our set of images has minimal distance from its corresponding wall surface, rotational errors are less pronounced, except for rotation around the axis perpendicular to the surface being textured. Therefore, most translation and rotational errors occur in the 2 dimensions of the wall surface’s plane. This of course does not apply for ceilings and floors; however, the lack of features on most ceilings and floors means that 3D misalignment is not likely to visually make a difference, beyond what can be done in 2D.

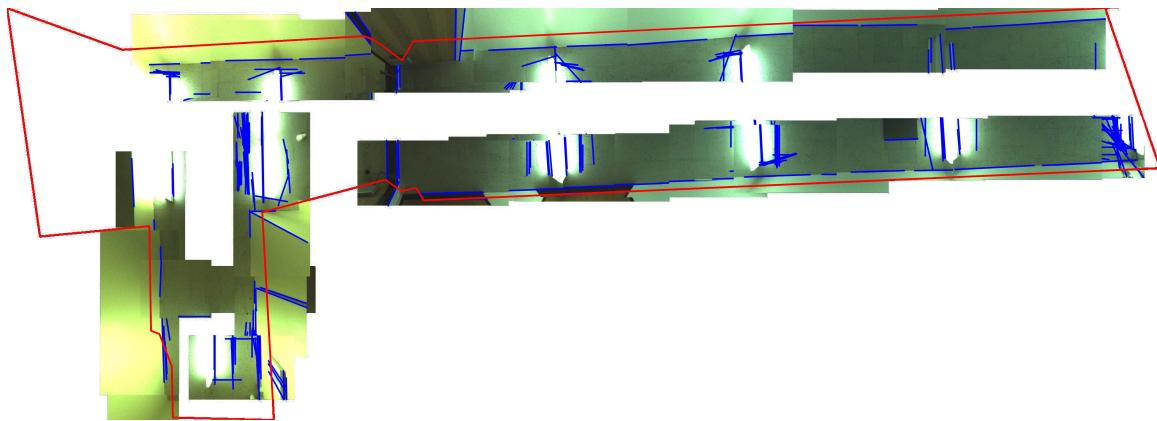
Our proposed 2D alignment procedure consists of three parts, as shown in the diagram in Figure 1. First, images are projected onto the surface and lines within these projected images are detected. Images are then transformed such that these lines match geometric lines composing the boundaries of the surface being textured. Second, occlusion checks are performed to remove invalid parts of each image for the target surface. Third, SIFT feature matches are detected between pairs of images, and a weighted linear least squares problem is solved in order to maximize all image and geometry-based alignments. Each step will now be explained in detail.

5.1 Geometry-based Alignment

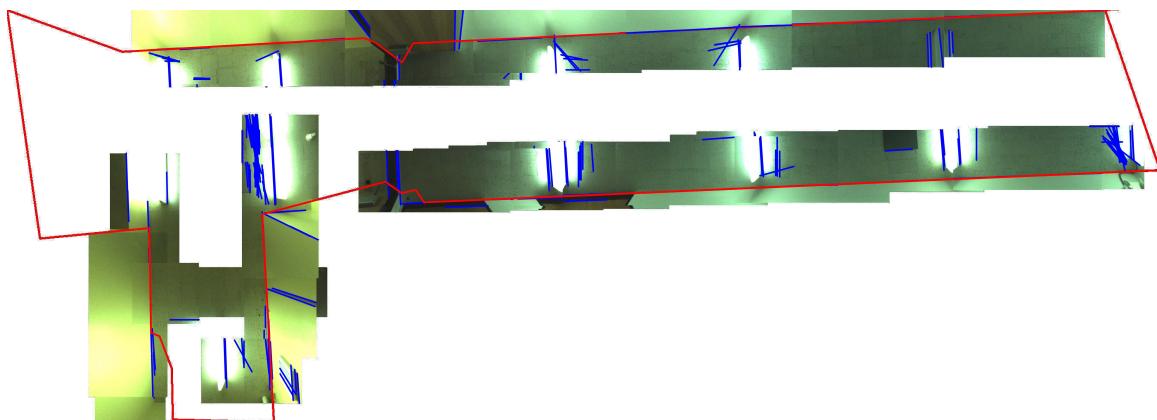
After computing each image’s projection onto the target surface, as described in Section ??, we obtain a set of image-based line segments by using Hough transforms to detect lines in the image projections. These lines are detected in the image projections rather than the original images, as the varying orientation and distances of camera poses relative to surfaces results in high variance of line lengths and strengths for real-world linear features across the original images. We also gather a set of geometry-based lines, which correspond to the lines comprising the target surface’s border, as well as lines formed where other surfaces intersect the target surface. An example of these lines is shown in red for a ceiling surface in Figure 7(a). Ideally, for perfect camera poses and surface geometry, the lines in images corresponding to corners between surfaces should match up exactly with corners in the 3D model. By inducing such lines to match, we fit camera poses more accurately to the surface, and to each other as well.

To align images to surface geometry, we collect pairs of image-based and geometry-based line segments, which are within a distance and angular difference threshold of each other. We have found a distance threshold of 250 mm and an orientation difference threshold of 10° to work well for our datasets. For each pair of lines, we compute the angular difference between the pair’s image and geometry lines. If there are 2 or more pairs with angular differences within 1° , we select the two pairs with the longest noncollinear image-based lines, and rotate the image such that the lines in the pair with the longest image-based line become parallel. We then find a translation such that the lines in that same pair overlap. This translation has ambiguity in the dimension along the matched lines, which is resolved by matching the midpoint of the image-based line in the second pair to its corresponding geometry-based line. This is shown in case (1) of Figure 7(c). Thus, with 2 or more pairs, it is possible to obtain a fixed rotation and translation, which are saved for usage in Section 5.3.

If there are not 2 or more pairs with similar angular differences, we select the pair with the longest image-based line and apply a rotation and the minimal translation to match its lines. This translation’s ambiguity however, can not be resolved, but is also saved to be used in Section 5.3. This is shown in case (2) of Figure 7(c). Finally, in the case where there are no line pairs, we can still rotate images in order to exploit patterns in indoor environments, as shown in case (3) of Figure 7(c). For instance, doors, windows, furniture, etc. tend to have linear edges that are parallel to the edges of the surfaces they are on. Similarly, lights, visible interior walls, etc. which are visible in floor and ceiling images, tend to be parallel to exterior walls corresponding to the edges of ceiling and floor surfaces. Thus, we choose to minimize the angle between image-based lines and geometry-based lines. We use the RANSAC framework, with an inlier difference of 0.5° in order to successfully ignore outliers.¹⁶



(a)



(b)

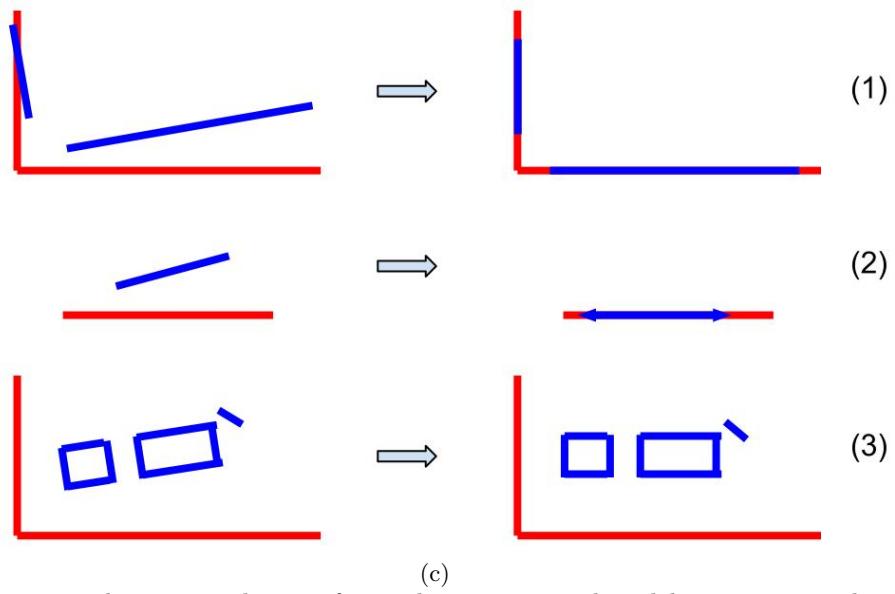
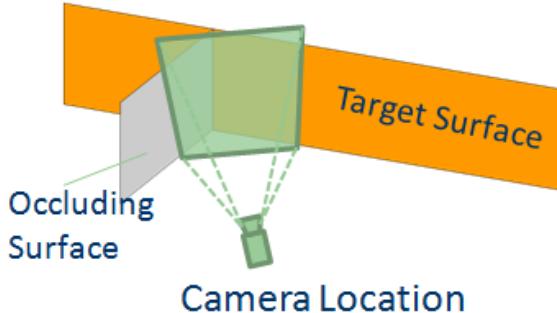


Figure 7: Images projected onto a ceiling surface, where geometry-based lines corresponding to the ceiling's boundary are shown in red. Image-based lines detected by Hough transform in the image projections are shown in blue; (a) images projected with their original noisy camera poses; (b) after image alignment to maximize line matches between images and geometry; (c) examples of matching lines in cases with ≥ 2 line pairs, 1 line pair, and zero line pairs, from top to bottom.



(a)



(b)



(c)

Figure 8: (a) The image from the camera in this diagram contains texture that belongs to the gray occluding surface, which should not be projected onto the orange target surface; (b) without geometry alignment, texture to the left of the red line would be removed, which would leave some erroneous texture projected onto our target surface; (c) after geometry alignment, the image is shifted, resulting in the correct amount of texture being removed.

After these steps, image projections line up well with target surfaces, as shown in Figure 7(b), which is considerably more aligned than Figure 7(a). This procedure reconciles both errors in camera poses as well as in geometry, and results in sharp, continuous borders across images, which is crucial when checking for occlusion.

5.2 Image Occlusion

In order to correctly texture surfaces, it is important to detect and remove parts of image projections containing texture for occluding surfaces. For instance, in Figure 8(a), an image used to texture the orange target surface also contains part of a gray occluding surface. We remove this incorrect texture by recursively performing ray-polygon intersection tests between the camera location and every surface in our model except the target surface.¹⁵ These intersection tests are performed at the corners of a grid overlaid upon the target surface. Where all four corners of a grid section are occluded, texture is removed. Where one or more corners are occluded, the grid is subdivided into four, and the process repeats. Occlusion checking works entirely with geometry, so by ensuring that images match geometry using 5.1's alignment procedure, texture belonging to other surfaces is accurately removed, as seen in Figure 8(b).

5.3 2D Feature Alignment

The next step is to align the selected images from Section ?? for each surface to each other by searching for corresponding feature points between all pairs of overlapping images. We use feature alignment rather than pixel or intensity-based alignment due to the differences in lighting as well as possible occlusion among images, both of which feature alignment is less sensitive to.^{7,17,18} We use SiftGPU¹⁹ for its high performance on both feature detection as well as pairwise matching. These matches determine dx and dy distances between each pair of features for two image projections, though these distances may not always be the same for different features. Since indoor environments often contain repetitive features such as floor tiles or doors, we need to ensure that SIFT-based distances are reliable. First, we only align parts of images that overlap given the original noisy poses. Second, we discard feature matches that correspond to an image distance greater than 200 mm from what the noisy poses estimate. In order to utilize the remaining feature matches robustly, RANSAC¹⁶ is again used to estimate the optimal $dx_{i,j}$ and $dy_{i,j}$ distances between two images i and j . We use a 5 mm threshold for RANSAC, so that SIFT matches are labeled as outliers if their distance is not within 5 mm of the sampled average distance.

We now use the feature-based distances between each pair of images as well as geometry alignment results from Section 5.1 to refine all image positions using a weighted linear least squares approach. An example setup for a weighted linear least squares problem $\min_{\vec{\beta}} \|W^{\frac{1}{2}}(A\vec{\beta} - \vec{\gamma})\|_2^2$ with 3 images is as follows.

$$A = \begin{pmatrix} -1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 \\ 0 & -1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & -1 & 1 \\ 0 & -m_2 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} \quad \vec{\beta} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ y_1 \\ y_2 \\ y_3 \end{pmatrix} \quad \vec{\gamma} = \begin{pmatrix} dx_{1,2}, \\ dy_{1,2}, \\ dx_{2,3}, \\ dy_{2,3}, \\ -m_2gx_2 + gy_2, \\ gx_1, \\ gy_1, \\ tx_1, \\ ty_1, \\ tx_2, \\ ty_2, \\ tx_3, \\ ty_3 \end{pmatrix} \quad \vec{W} = \begin{pmatrix} 1, \\ 1, \\ 1, \\ 1, \\ 1, \\ 1, \\ 1, \\ 0.01, \\ 0.01, \\ 0.01, \\ 0.01, \\ 0.01, \\ 0.01 \end{pmatrix}$$

The variables we wish to solve for are the x_i and y_i positions of images, while equations are the feature-based distances between pairs of images, images fixed to geometry with 0 or 1 degrees of freedom, and the original noisy camera poses. In this scenario, a feature-based distance of $dx_{1,2}$, $dy_{1,2}$ was calculated between images 1 and 2. This corresponds to the first and second row of A , while the third and fourth row of A represent the same for images 2 and 3. Rows 5 through 7 correspond to results of the geometry alignment procedure in Section 5.1. Specifically, row 5 corresponds to a geometry-based constraint of image 2's location to a line of slope m_2 , passing through point gx_2 , gy_2 , while rows 6 and 7 correspond to a fixed location for image 1 without any degrees of freedom. Rows 8 through 13 correspond to the original camera locations for each image (tx_i, ty_i) .

The original camera poses are needed due to lack of feature matches in all images, or lack of enough geometry alignment results to generate a single solution. Since it is desirable to minimally use the original noisy poses, we assign to them a weighting factor of 0.01, while all other equations are weighted at 1.

Since this problem is linear, it can be solved efficiently; after applying the resulting shifts, images overlap and match each other with far greater accuracy. Using the simple tile-based texturing scheme from Section ?? on these adjusted images results in Figure 6(b), which has far fewer discontinuities than in 6(a), though some 3D error as well as lighting differences and parallax effects are still visible.

6. IMAGE COMPOSITING

In Section ?? we described an image selection method that reduces the list of candidate images for texturing by a factor of 10. In this section we go one step further to choose a subset of the above candidates in order to further reduce visual artifacts and discontinuities across textured surfaces. Specifically, in Section 6.1, we refine the tile-based texturing approach from Section ??, with an added caching mechanism to reduce image boundaries. This method is general and works well given arbitrary camera poses and surfaces such as walls, floors, and ceilings. For special cases where images have consistently perpendicular viewing angles to the surfaces under consideration, such as walls, it is possible to develop an alternative method in Section 6.2 to further reduce visual artifacts. Both of these approaches are followed by a blending step in order to produce final textures for each surface, as shown in Figure 1.

6.1 Tile-Mapping with Caching

For the simple texture mapping method described in Section ??, discontinuities occur where adjacent tiles are textured by different images. Though Section 5's image alignment removes many such discontinuities, there are still cases where seams are visible due to imprecise matching or other factors such as model-based errors as shown in Figure 6(b). To reduce this, it is desirable to develop a spatiotemporal caching mechanism to take into account image selections made by neighboring tiles while texture mapping a given tile. By using the same image

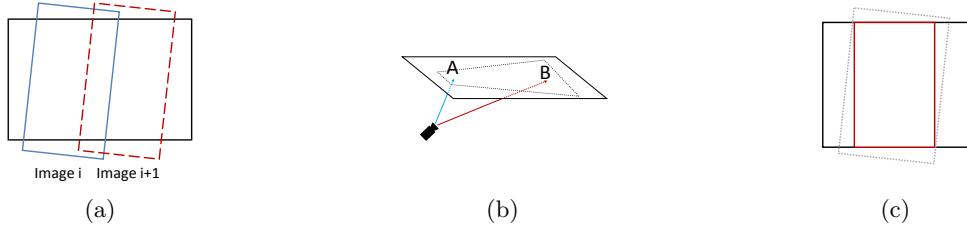


Figure 9: (a) Images for vertical planes are tilted, but their camera axes are more or less normal to their respective planes. (b) Camera axes for ceiling images are at large angles with respect to plane normals. (c) Wall images are cropped to be rectangular.

across tile boundaries, it is possible to eliminate a discontinuity altogether. If a tile is not visible in images used by neighboring tiles, using similar images across tile boundaries also leads to less noticeable discontinuities.

The best image for a tile t is selected by searching through two subsets of images for a viable candidate, before searching through the entire set of valid images obtained in Section ???. The first subset of images is those selected by adjacent tiles that have already been textured. We must first check which of these images contain texture for t , and then of those, we make a choice according to the scoring function in Figure 5. Before reusing this image, we check the criteria $\alpha < 45^\circ$, in order to ensure a high resolution projection, with α as the camera angle as shown in Figure 5.

If no satisfactory image is found in the first subset, we check a second subset of images, consisting of those taken near the ones in the first subset, both spatially and temporally. We use the noisy camera poses to determine spatial proximity. These images are not the same as the ones used for neighboring tiles, but are taken at a similar location and time, suggesting that their localization and projection are quite similar, and thus likely match more seamlessly. If no viable image is found according to the $\alpha < 45^\circ$ criteria, we search the entire set of candidate images from Section ???, selecting based on the same scoring function from Figure 5.

The result of applying this caching approach to the images for the surface in Figure 6(a) is shown in Figure 6(c), where seams are considerably reduced as compared to Figure 6(b). However, some discontinuities are still present, as visible in the posters on the wall with breaks in their borders.

6.2 Shortest Path Texturing

As mentioned earlier, our data comes from a mobile backpack system carried by an ambulatory human operator, typically bent forwards at 15 to 20 degrees with respect to the vertical direction. As a result, cameras facing sideways are head on with respect to vertical walls, as shown in Figure 9(a), while cameras oriented towards the top or bottom of the backpack are at an angle with respect to horizontal floors and ceilings, as shown in Figure 9(b). These oblique camera angles for horizontal surfaces translate into textures that span large areas once projected, as shown in Figure 9(b). Using the tile-based texture mapping criteria from Figure 5, such projections have highly varying scores depending on the location of a tile on the plane. Thus, the tiling approach in Section 6.1 is an appropriate choice for texturing floors and ceilings, as it uses the parts of image projections that maximize resolution for their respective plane locations, e.g. areas near point A and not near point B, in Figure 9(b).

For vertical walls however, most images are taken from close distances and head-on angles, resulting in high resolution fronto-parallel projections. As a result, for each tile on a wall plane, the scoring function of Figure 5 is relatively flat with respect to candidate images, as they are all more or less head on. Since the scoring function is less discriminative for walls, it is conceivable to devise a different texturing strategy to directly minimize visible seams when texturing them. This is done by choosing the smallest possible subset of images from the set selected in Section ?? and aligned in Section 5 such that it (a) covers the entire plane and (b) minimizes the visibility of borders between the images. A straightforward cost function that accomplishes the latter is the sum of squared differences (SSD) of pixels in overlapping regions between all pairs of images. Minimizing this cost function encourages image boundaries to occur either in featureless areas, such as bare walls, or in areas where images match extremely well.

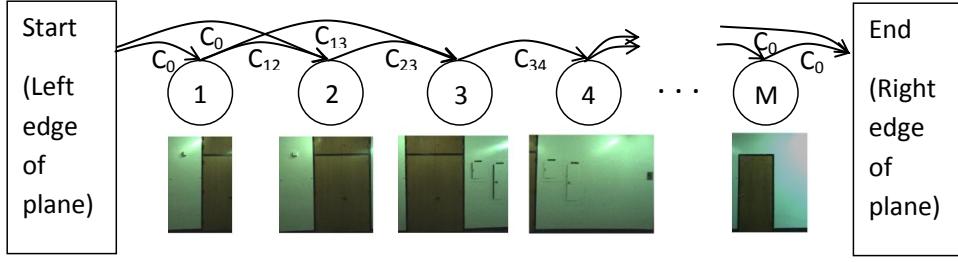


Figure 10: DAG construction for the image selection process.

In its most general form, our problem can be defined as minimally covering a polygon i.e. the planar surface, using other polygons of arbitrary geometry i.e. image projections, with the added constraint of minimizing the cost function between chosen images. Given that wall-texture candidate images are taken from more or less head-on angles, and knowing that only minor rotations are made in Section 5, we can crop our image projections to be rectangular with minimal texture loss as shown in Figure 9(c). Furthermore, because the fisheye camera lenses have full floor-to-ceiling coverage of nearly all walls, and the backpack operator logically only moves horizontally, we only need to ensure lateral coverage of our wall planes. We can thus construct a Directed Acyclic Graph (DAG) from the images, with edge costs defined by the SSD cost function, and solve a simple shortest path problem to find an optimal subset of images with regard to the SSD cost function.²⁰

Figure 10 demonstrates the construction of a DAG from overlapping images of a hallway wall. Images are sorted by horizontal location left to right, and become nodes in a graph. Directed edges are placed in the graph from left to right between overlapping images. The weights of these edges are determined by the SSD cost function. Next, we add two artificial nodes, one start node representing the left border of the plane, and one end node representing the right border of the plane. The left(right) artificial node has directed edges with equal and arbitrary cost C_0 to(from) all images that meet the left(right) border of the plane. We now solve the shortest path problem from the start node to the end node. This results in a set of images completely covering the plane horizontally, while minimizing the cost of seams between images.

In rare cases where the vertical dimension of the plane is not entirely covered by one or more chosen images, we are left with holes where no images are selected to texture. Since these holes are rare, and generally fairly small, we use a greedy approach, repeatedly filling the hole with images that result in the lowest SSD costs in a blending region around the hole, as discussed in Section 6.3. This method is not optimal as a true 2D-coverage solution would be, but it is a fast approximation, and adequately handles the few holes encountered.

We have now (a) mapped every location on the plane to at least one image, (b) decreased the number of texturing images, generally retaining around 20% of the image subset obtained in Section ??, and (c) decreased the discontinuities at each image border. As seen in Figure 6(d), this shortest path method has fewer visible discontinuities than Figure 6(c) corresponding to the tile caching approach[†]. This is especially evident when comparing the posters in the images. This shortest path approach directly reduces the cost of each image boundary, while the tile caching method uses a scoring function that only approximates this effect. Furthermore, this approach guarantees the best selection of images to minimize seams, while the sequential tile caching method may select images early on that turn out to be poor choices once subsequent tiles have been processed. This shortest path approach is also far less intensive in terms of memory usage and runtime, both during texture generation and rendering, as it does not require discretizing planes or images.

When texturing an entire 3D planar model, we apply the shortest path method on walls, due to its superior results when provided with head-on images. Floors and ceilings however, given their many images taken at oblique angles, are textured using the tile caching method of Section 6.1.

[†]In Figure 6(d), we arbitrarily chose one image for texturing where images overlap, as blending will be discussed in section 6.3.

6.3 Blending

We now apply a blending procedure to the texturing methods in Sections 6.1 and 6.2. Although the image alignment steps and image selection in both methods attempt to minimize all mismatches between images, there are occasional unavoidable discontinuities in the final texture due to different lighting conditions or inaccuracies in model geometry. These can however be treated and smoothed over by applying alpha blending over image seams. Whether the units to be blended are rectangularly-cropped images or rectangular tiles, we can apply the same blending procedure, as long as there is a guaranteed overlap between units to blend over.

For the tile caching method of Section 6.1, we can ensure overlap by texturing a larger tile than needed for display. For example, for a rendered tile $l_1 \times l_1$, we can associate it with a texture $(l_1 + l_2) \times (l_1 + l_2)$ in size. We have found $l_2 = \frac{l_1}{2}$ to provide a balance between blending and keeping features unblurred. For the shortest path method, we have already ensured overlap between images. To enforce consistent blending however, we add a minimum required overlap of images of 200 mm while solving the shortest path problem in Section 6.2. Additionally, if images overlap in a region greater than the overlap distance, we only apply blending over an area equal to the overlap distance.

After linear alpha blending across overlapping regions, the texture mapping process is complete. Figures 6(e) and 6(f) show the blended versions of Figures 6(c) and 6(d) respectively. The remaining images in Figure 6 highlight differences between the two methods, showing that Figure 6(f) has the best visual quality and the best texturing approach among the textures in Figure 6.

7. VISUALIZATION

8. RESULTS

Examples of ceilings and floors textured with the tile caching approach, and walls textured with the shortest path approach, are displayed in Figure 11. High resolution colored texture comparisons, as well as video and interactive walkthroughs of full models are available at [‡].

As mentioned earlier, our approach is quite efficient. The top wall in Figure 11(a) was generated with 7543 × 776 pixels, and spans a 40-meter long wall. Given 41000 input images of the entire dataset, a 2.8GHz dual-core consumer-grade laptop takes approximately a minute to choose 36 candidate images, followed by under a minute to perform both image alignment and the shortest path texturing method, though over 75% of that time is spent calculating SIFT matches within the SiftGPU framework, which could feasibly be split into a separate preprocessing step. While not real-time, the process is capable of generating fast updates after changes in various parameters or modifications to input data, and if integrated directly into a 3D modeling system, could provide live visualization as data is collected. Our full models consist of an input model file, textures, and a mapping of image points to 3D model vertices. The models shown in Figure 11 are roughly 20 MB in size, and are visualized using the OpenSceneGraph toolkit,²¹ which allows for export to many common model formats, as well as efficient visualization, even in web browsers or mobile devices.

9. CONCLUSION

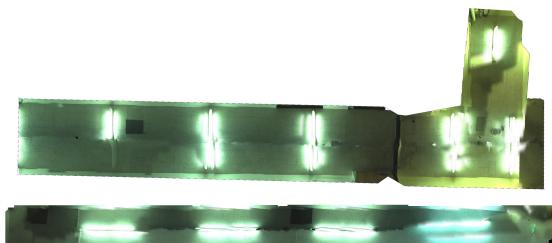
In this paper, we have developed an approach to texture mapping models with noisy camera localization data. We are able to refine image locations based on geometry references and feature matching, and robustly handle outliers. Using the tile-based mapping approach, we can texture both simple rectangular walls as well as complex floor and ceiling geometry. We also implemented a shortest path texturing method that produces seamless textures on planes where multiple head-on images are available. Both of these approaches are highly modular, and easily tunable for similar systems across multiple environments.

Our method is likely to fail in scenarios where 3D error is large. A logical progression of our approach to resolve camera error in 3D is to perform matching between image lines and geometry in 3D, which can be done reasonably efficiently.^{22,23} Using linear features in addition to SIFT features is also likely to result in improved matches, as indoor scenes often have long, unbroken lines spanning multiple images.²⁴ Finally, the blending procedure is quite basic, and applying more sophisticated methods of blending as well as normalization would benefit the final visual quality, and more robustly handle motion-based or parallax errors.

[‡]<http://www-video.eecs.berkeley.edu/research/indoor/>



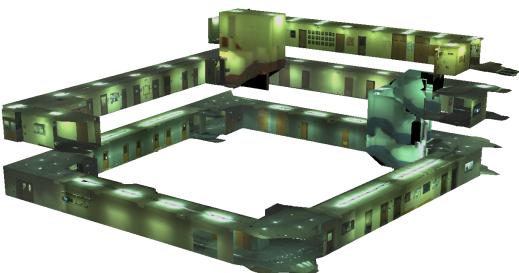
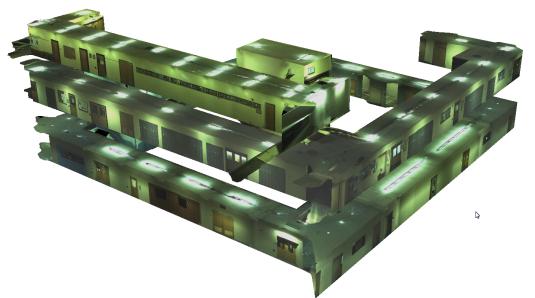
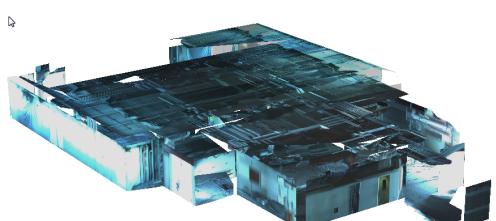
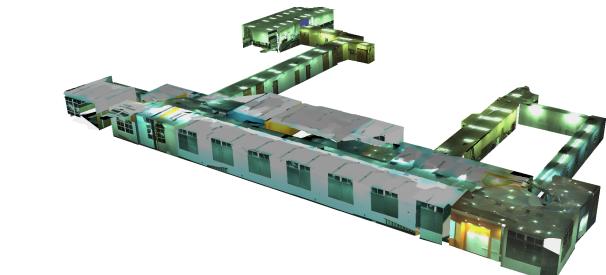
(a)



(b)



(c)



(d)

Figure 11: Examples of our final texture mapping output for (a) walls, (b) ceilings, (c) floors, (d) full models.

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