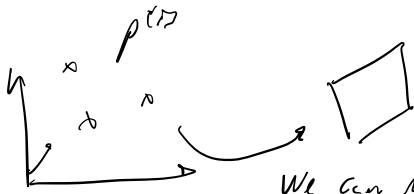


perspective registration = Perspective ICP \Rightarrow focus is how to develop this type of application

in this case, deal with measurements we have from a camera



We can see the points projected into the camera.

\rightarrow we will minimize the distance over the image plane (reprojection error)

3 components $\left\{ \begin{array}{l} \text{camera model (map 3D point into img coordinate)} \\ \text{dist. minimization} \\ \text{least squares on manifolds} \end{array} \right.$

How to Proceed?

\approx dist. and - weights

1. Simulation Environment

\downarrow
should be easy to debug models and show what is wrong

\rightarrow test each module on its own (not test together least squares and dist. minimization machinery)

if I can make w/c camera, I can register maps easily a shape! (instead of random points)

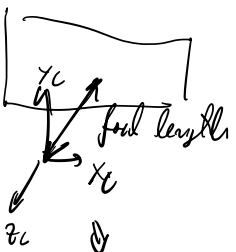
\Downarrow
set of segments \rightarrow create random points over lines

\checkmark
if we start seeing weird shapes at distortion, our camera model is wrong

Pin Hole camera

camera model \equiv mapping 3D pts to 2D img pts

PIN HOLE \rightarrow most used one

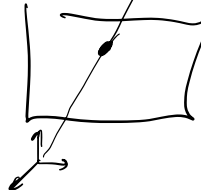


CAMERA FRAME

principal point / center of projection

\Downarrow
point of intersection between point and image plane

ray of light



intrinsic parameters / camera matrix

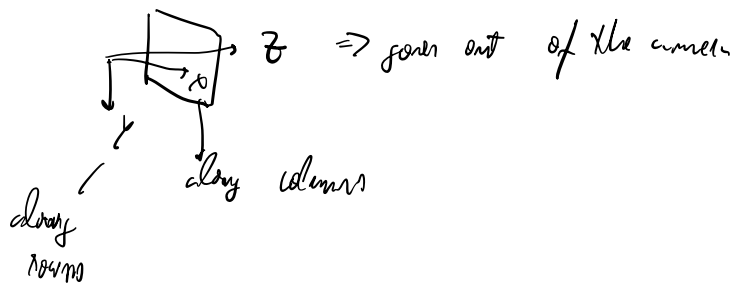
$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} f & 0 & x_0 \\ 0 & f & y_0 \\ 0 & 0 & 1 \end{pmatrix} p_u$$

$x_{\text{cam}} / z_{\text{cam}} = \text{homogeneous division}$

3D \rightarrow 2D \Rightarrow OK

3D pt \rightarrow x camera matrix \rightarrow homogeneous division

2D \rightarrow 3D \Rightarrow only by / direction
 from the center that pass through
 camera center \equiv unprojection



rows \rightarrow to check if pt
 # cols \rightarrow is inside any plane or not
 $z \leq 0 \Rightarrow$ cannot project points that
 are behind of us $\underline{=}$

./ camera - test

W \rightarrow get input
 \downarrow
 ...

Distance Accumulator \rightarrow nearest neighbor strategy (if space \oplus resembles graph of camera)

\downarrow
 $O(n^2) \Rightarrow$ very slow....

distance map \Rightarrow measurement not changes during ICP
 • constant when receiving measurement
 • query distance map in each iteration

ICP Iteration \rightarrow usually the more steps in ICP

exp measurement $z^{[m]} \in \mathbb{R}^2$

draw rule for deviation

z are real \Rightarrow belong to
 euclidean space!

world-pts | Input DATA
 img-pts

_____ initialize (2 reset)

Current robust camera pose

Kernel threshold \rightarrow robust kernel

single iteration method
(given the correspondences)

damping



the problem is not always

well conditioned

\rightarrow damping prevents that

\uparrow
provides perfect correspondences
to the solver to fit

ldlt \Rightarrow doubly re damping w/ diagonal

[more at \mathcal{O} than \mathcal{O}
compute first numeric Jacobian (w/ auto diff)



only then analytic jacobians



or the
inverse

when problem is simple

ICP

\rightarrow find correspondence

- optimize

\rightarrow repeat

online lift \rightarrow Python NOT



Generating rays can be completed for CUDF