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In [ ]: import numpy as np
import open3d as o3d
```

2(d) MSE

```
In [ ]: # helper fun: parse pc, convert to arr
def load_point_cloud_with_open3d(file_path):
    # Load the point cloud using Open3D
    pcd = o3d.io.read_point_cloud(file_path)

    # Convert Open3D.o3d.geometry.PointCloud to numpy array
    points = np.asarray(pcd.points)

    return points
```

```
In [ ]: # get point cloud (from /HW4_data_files/xx.ply)
ri = load_point_cloud_with_open3d('HW4_data_files/ground_truth.ply') # ground truth
ri_hat = load_point_cloud_with_open3d('HW4_data_files/transformed_associated.ply') # transformed
```

```
In [ ]: def kabsch_pc_alignment(A, B):
    assert A.shape == B.shape
    # n = A.shape[0]

    # Calculate centroids of the point clouds
    mu_A = np.mean(A, axis=0)
    mu_B = np.mean(B, axis=0)

    # Calculate cross-covariance matrix H
    H = ((B - mu_B).T @ (A - mu_A)) # normalize if needed?
    U, _, Vt = np.linalg.svd(H)

    # Check if the determinant is negative (special case: reflection instead of rotation)
    # if np.linalg.det(Vt.T @ U.T) < 0:
    #     Vt[:, -1] *= -1 # Flip the sign

    # Obtain rotation matrix R from H
    R = (Vt.T @ U.T)
```

```
quaternions = data[['x', 'y', 'z', 'w']].values
translations = data[['px', 'py', 'pz']].values
return quaternions, translations
```

```
gt_q, gt_t = load_poses('HW4_data_files/gt_pose.csv') # groundtruth
```

```
In [ ]: from scipy.spatial.transform import Rotation

def calculate_rotational_error(optimal_R_matrix, gt_quaternion):
    """
    Calculate the rotational error between an optimal rotation matrix and a ground truth quaternion.

    Parameters:
    optimal_R_matrix (numpy.ndarray): A 3x3 numpy array representing the optimal rotation matrix.
    gt_quaternion (numpy.ndarray): An array representing the ground truth quaternion.

    Returns:
    float: Rotational error in degrees.
    """
    # Create rotation objects from np array
    optimal_R = Rotation.from_matrix(optimal_R_matrix)
    gt_R = Rotation.from_quat(gt_quaternion)

    # Calculate the relative rotation matrix
    relative_R_matrix = optimal_R.as_matrix() @ gt_R.as_matrix().T.reshape(3,3)
    relative_R = Rotation.from_matrix(relative_R_matrix)

    # Calculate the rotational error (deg)
    rotational_error = np.linalg.norm(relative_R.as_rotvec(degrees=True))

    return rotational_error
```

```
In [ ]: # 1. Rotation error in SE(3): theta in axis-angle form
rotational_error = calculate_rotational_error(optimal_R, gt_q)

# 2. Translation error: Euclidean distance between the translation components of the two poses.
translational_error = np.linalg.norm(t - gt_t, axis=1).reshape(1,)

print("Rotational Error (deg):", rotational_error)
print("Translational Error:", translational_error)
```

```
# Obtain the translation vector t from H
t = mu_A - R @ mu_B

return R, t
```

```
R, t = kabsch_pc_alignment(ri, ri_hat)
optimal_R = R
# R, t
```

```
In [ ]: # Calculate Loss J(R,t)
def calculate_mse(pc1, pc2):
    """Calculate the Mean Square Error (MSE) between two point clouds."""
    # method 1:
    # squared_diffs = np.square(pc1 - pc2)
    # mse = np.mean(squared_diffs)

    # # method 2
    # sums these squared differences for each point across all dimensions (X, Y, Z)
    # before averaging these summed squared differences across all points.
    mse = np.mean(np.sum((pc1-pc2)**2,axis=1))
    return mse
```

```
In [ ]: # Apply the alignment to ri_hat to align with ri
R, t = kabsch_pc_alignment(ri, ri_hat)
aligned_ri_hat = np.dot(ri_hat, R.T) + t

# Calculate the MSE (Loss J) between the ground truth ri and the aligned ri_hat at optimal R*, t*
loss_J = calculate_mse(aligned_ri_hat, ri)
print(f"Loss J (MSE): {loss_J}")
```

Loss J (MSE): 0.007494166321482209

2(e) SE(3)

```
In [ ]: import pandas as pd

def load_poses(file_path):
    # Load the CSV file containing the poses
    data = pd.read_csv(file_path)
    # CSV columns are ordered as x,y,z,w, px, py, pz
```

Rotational Error (deg): 1.1428636718937023e-12
Translational Error: [1.68941365e-13]