



第四章作业讲评



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作业1 (方法选型)

地面点云分割

1. 一帧点云数据中有很多非地面点云，Outliers数量较大。
 - 排除直接最小二乘拟合
 - Hough Transform、RANSAC 二选一



Hough Transform – Summary



Advantage

- Robust to noise
- Robust to missing points of the shape
- Can be extended to lots of models



Disadvantage

- Doesn't scale well with complicated models
 - Usually works for models with less than 3 unknown parameters



RANSAC - Summary



Advantages

- Simple and general
- Usually works well in practice, even with low inlier ratio like 10%



Disadvantages

- Need to determine the inlier threshold τ
- Need large number of samples when inlier ratio is low



作业1 (代码思路)

RANSAC平面拟合

1. 确定迭代次数 N 、inlier ratio r 和阈值 τ
2. 对每一次迭代
 - 2.1 随机选取三个点(过滤掉3点共线的case)，求这3个点构成的平面的法向量(3个点构成的2个向量叉乘)
 - 2.2 遍历所有点，计算点 P_t 到平面距离(即平面上某点到 P_t 的向量在平面法向量上的投影长度)
 - 2.2.1 距离小于阈值 τ 为内点
 - 2.2.2 距离大于阈值 τ 为外点
 - 2.3 内点比例达到 r 停止迭代，否则返回2继续迭代
3. 确定使得内点数量最多的平面(这么做的前提是：地面一般情况下是包含点数量最多的平面)

作业1 (核心代码提示)

1

```
# 取三个随机点
idxs = [np.random.randint(0, data.shape[0]) for _ in range(3)]
pts = data[idxs]
# 计算平面法向量
p0p1 = pts[1] - pts[0]
p0p2 = pts[2] - pts[0]
```

2

求平面法向量

```
nor_vec = np.cross(p0p2, p0p1)
norm = np.linalg.norm(nor_vec)
nor_vec /= norm
```

3

根据平面上某个点`pts[0]`和平面法向量，计算任意点`pt`到平面的距离


```
pt = data[i]
dist = math.fabs(np.matmul(nor_vec, (pt - pts[0]).T) / np.linalg.norm(nor_vec))
if dist < tau:
    inlier_vote += 1
```

4

记录下得票最高的平面的法向量和该平面上任意一点的坐标。

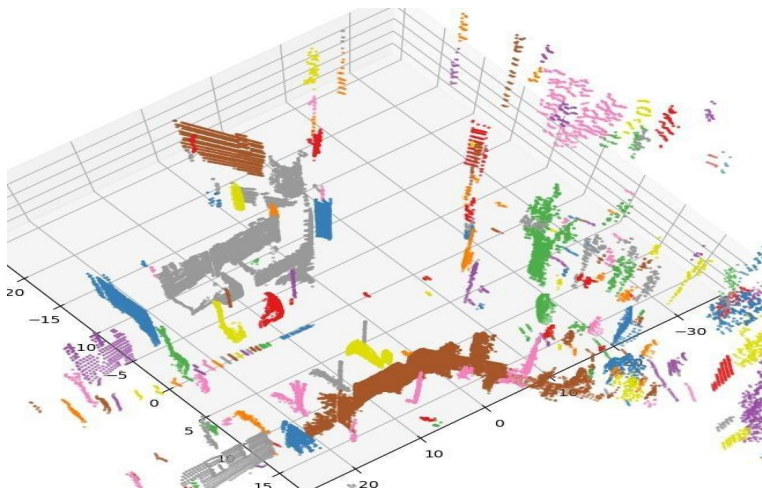
```
if inlier_vote > max_inlier_vote:
    nor_vec_final = nor_vec
    max_inlier_vote = inlier_vote
    pt_final = pts[0]
```

作业2 (方法选型)

| | K-Means | GMM | Spectral | Mean Shift | DBSCAN |
|-----------------------|--|--|--------------------------|--|---|
| Metric | Euclidean | Euclidean | Similarity | Density / Euclidean | Density / Euclidean |
| # of clusters | Pre-defined | Pre-defined | Heuristic | Automatic | Automatic |
| Robustness to outlier | Bad | Medium | Good | Good | Good |
| High dimension data | Medium | Medium | Good | Bad | Bad |
| Complexity | $O(t \cdot k \cdot n \cdot d)$ t: iteration k: # of clusters n: # of data d: dimension | $O(t \cdot k \cdot n \cdot d)$ t: iteration k: # of clusters n: # of data d: dimension | $O(n^3)$ n: # of data | $O(Tn \log(n))$ n: # of data T: # of centers | $O(n \cdot \log(n))$ n: # of data  |

作业2(代码思路)

1. 将所有的点都标记为未被访问
2. 构造Kd-Tree, 确定radius(大概设置为0.5到1.0)和min_samples (大概设置为4到10)两个参数
3. 从未访问点集合中随机取一个点p, 标记p为被访问, radius-NN查找所有邻居
 - 3.1 若邻居数小于min_samples, 标记p为噪点;
 - 3.2 若邻居数大于等于min_samples, 则p为core point, 创建新簇C, 转步骤4
4. 遍历p的所有邻居n, 若n未被访问, 将n的类别标记为C, 若邻居n也为core point, 重复步骤4
5. 重复步骤3和4, 直到所有点都被访问



作业2 (核心代码提示)

1. Dbscan相关参数初始化

```
class DBSCAN(object):  
    def __init__(self, radius=0.5, Min_Pts=10):  
        self.radius = radius  
        self.Min_Pts = Min_Pts
```

2. 随机从一个点开始分类

```
def fit(self, data):  
    N = data.shape[0] # data: 点云输入, N*3  
    labels = -1 * np.ones(N) # 记录每个点的类别  
    visited = np.zeros(N) # 记录点是否被访问到  
    unvisited = list(range(N)) # 待访问点的id队列  
    neighbor_unvisited = [] # 优先访问队列  
    label = -1 # 类别初始化  
    # 建立kdtree  
    tree_root = kdtree.kdtree_construction(data, leaf_size=32)  
    # 只要还有点没访问到, 就不退出
```

3. 处理该点的邻居点

```
# 只要还有点没访问到, 就不退出  
while len(unvisited) > 0:  
    ind = unvisited.pop()  
    # TODO: 检查并修改访问状态  
  
    # 搜索附近点  
    n_ids = get_neighbor_ids(tree_root, data[ind, :])  
    # 判断是否为噪声点  
    if len(n_ids) < self.Min_Pts:  
        labels[ind] = -1 # 噪点统一归为 "label = -1"  
        continue  
    else:  
        label += 1  
        labels[ind] = label  
        neighbor_unvisited.extend(n_ids)  
        while (len(neighbor_unvisited) > 0):  
            ind = neighbor_unvisited.pop()  
            # TODO: 检查并修改访问状态, 设置label  
  
        # kdtree邻近搜索  
        nn_ids = get_neighbor_ids(tree_root, data[ind, :])  
        # TODO: 如果是核心点, 把临近点加入neighbor_unvisited
```





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感谢各位聆听 !
Thanks for Listening

