

# CMSC426 Computer Vision

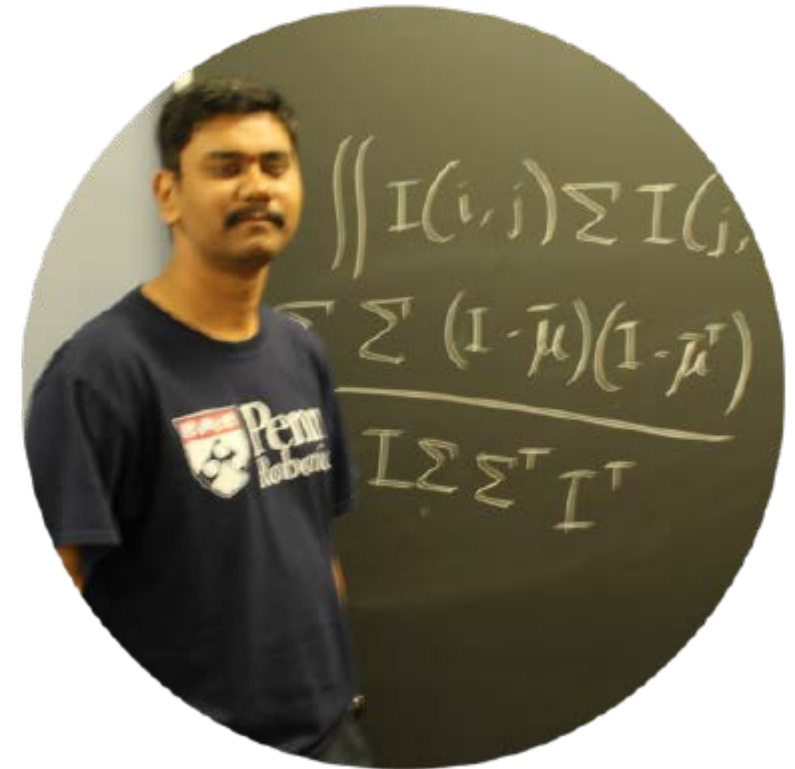
SEXY SEMANTIC MAPPING

Nitin J. Sanket

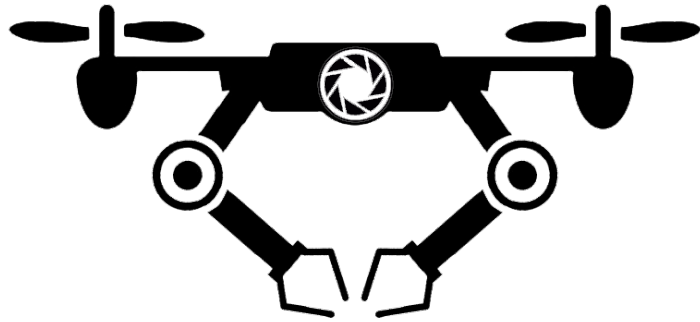
# Who Am I?

Nitin J. Sanket

- BE in Electronics and Communication from India
- MS in Robotics from UPenn
- PhD Candidate in Computer Science at UMD

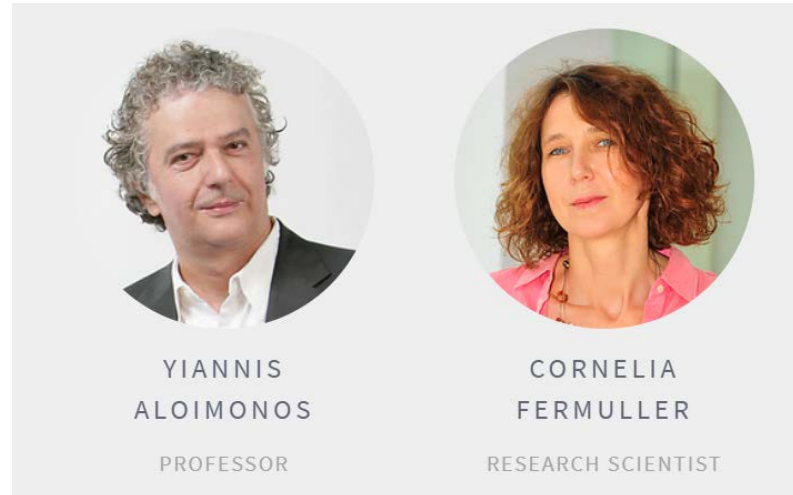


# Perception and Robotics Group



**PRG**

[prg.cs.umd.edu](http://prg.cs.umd.edu)



YIANNIS  
ALOIMONOS

PROFESSOR

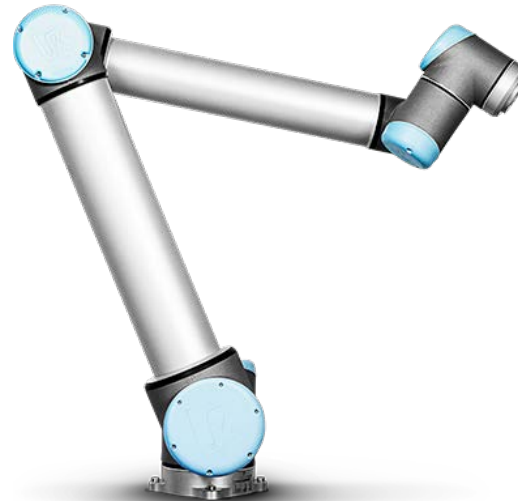


CORNELIA  
FERMULLER

RESEARCH SCIENTIST

11 PhDs  
5 Masters  
3 Undergrads

# What do we work on?



# Sexy Semantic Mapping



# Sexy Semantic Mapping



Ecins, Aleksandrs, Cornelia Fermüller, and Yiannis Aloimonos. "Cluttered scene segmentation using the symmetry constraint." *Robotics and Automation (ICRA), 2016 IEEE International Conference on*. IEEE, 2016.

# Sexy Semantic Mapping

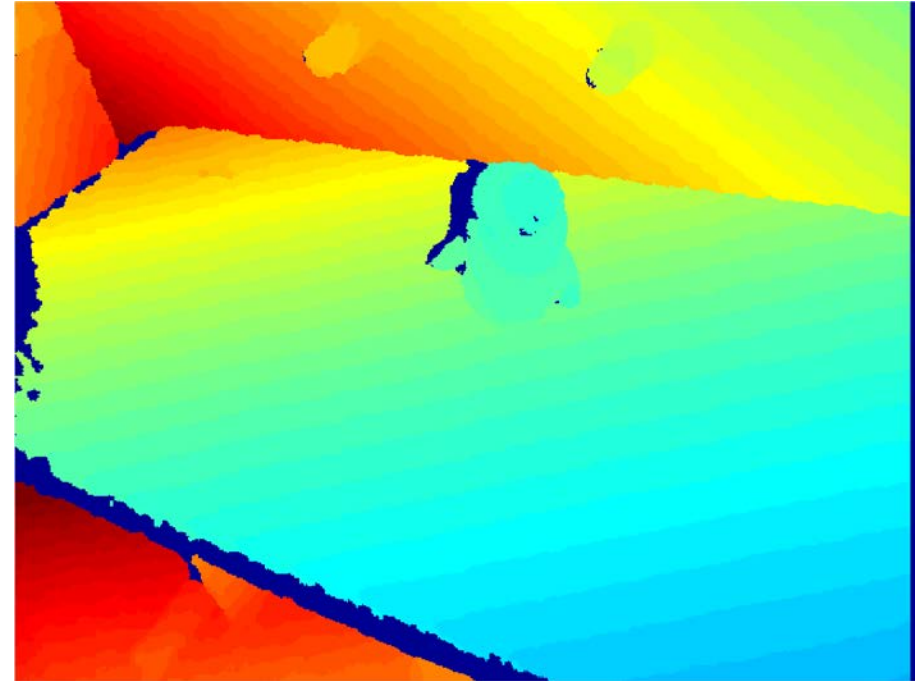


# Data





# Data

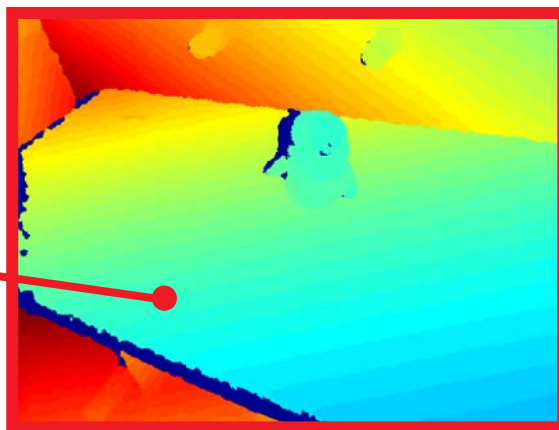


# Data

Point Cloud:  $(x, y, z, r, g, b)$



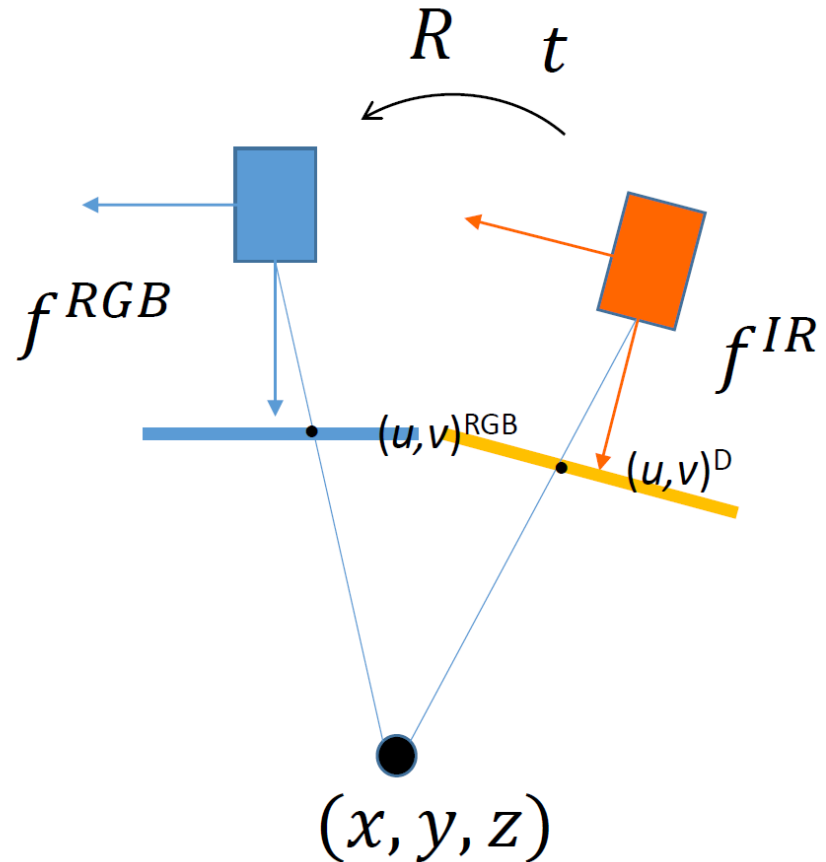
$(r, g, b)$  at  $(u, v)$



$(x, y, z)$  at  $(u', v')$



# Point Cloud from RGB-D



Given all camera parameters  $(R, t, f)$ , find the corresponding points of a RGB and a depth image.

Point Cloud:  $(x, y, z, r, g, b)$

Taken from Boram Lee's slides at  
University of Pennsylvania

# Point Cloud from RGB-D

Recall  $\frac{u}{f_u} = \frac{x}{z}$

1. Compute 3D co-ordinate  $X^{IR}$  in the  $IR$  camera frame

$$x^{IR} = uz/f^{IR} \quad y^{IR} = vz/f^{IR} \quad X^{IR} = [x^{IR} \quad y^{IR} \quad z^{IR}]$$

2. Transform into the RGB frame

$$X^{RGB} = RX^{IR} + t$$

3. Re-project them into the image plane

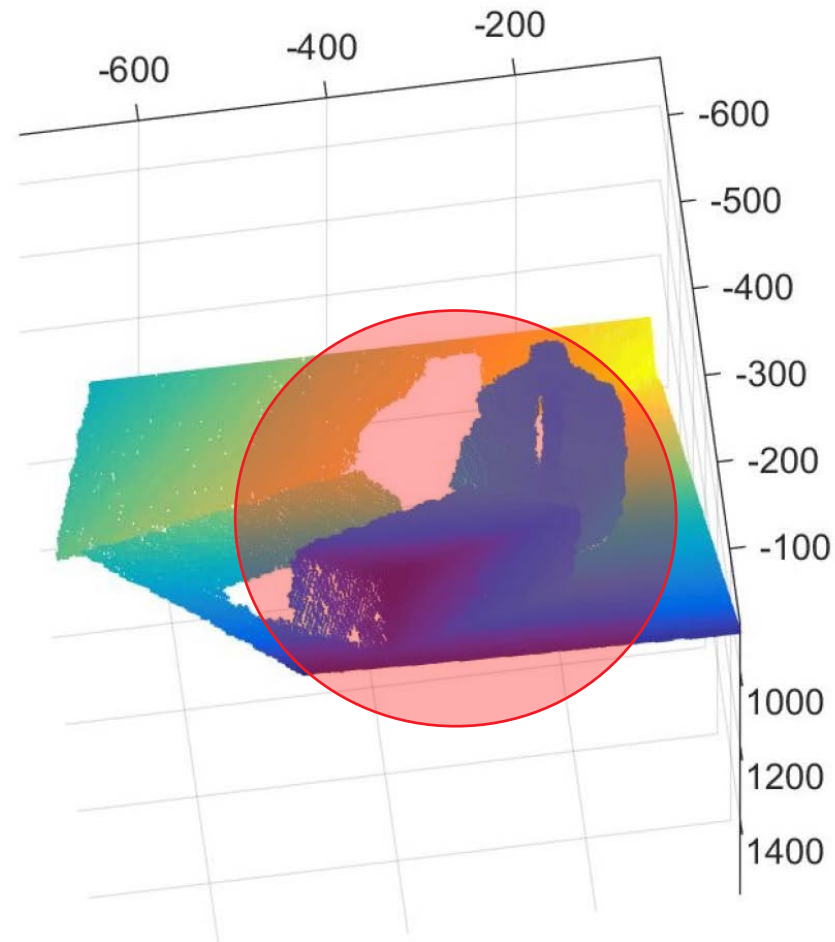
$$u^{RGB} = f^{RGB} \frac{x^{RGB}}{z^{RGB}} \quad v^{RGB} = f^{RGB} \frac{y^{RGB}}{z^{RGB}}$$

4. Read  $(r, g, b)$  at  $(u, v)^{RGB}$

$(r, g, b)$  is the color of  $X^{IR}$  point.

This is implemented in `depthToCloud_full_RGB.p` given to you.

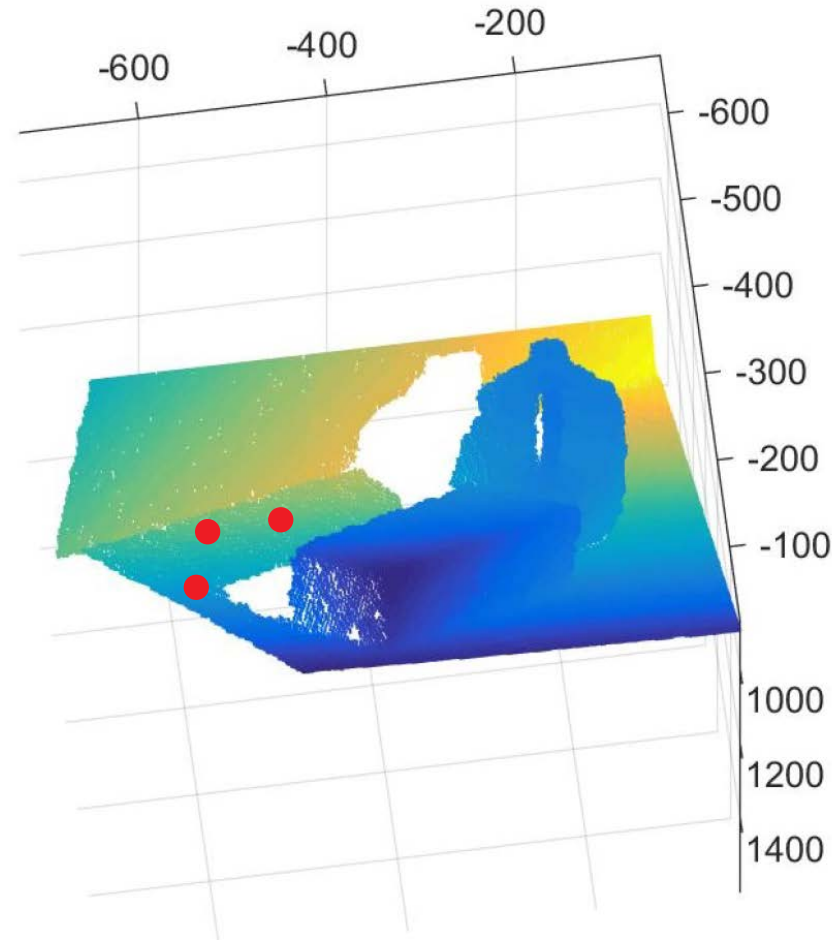
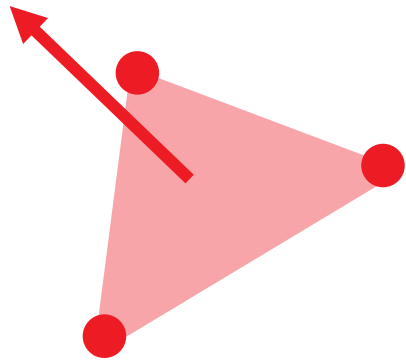
# Obtain ROI by Filtering



# Maintain ROI by Mean-Shift Tracking

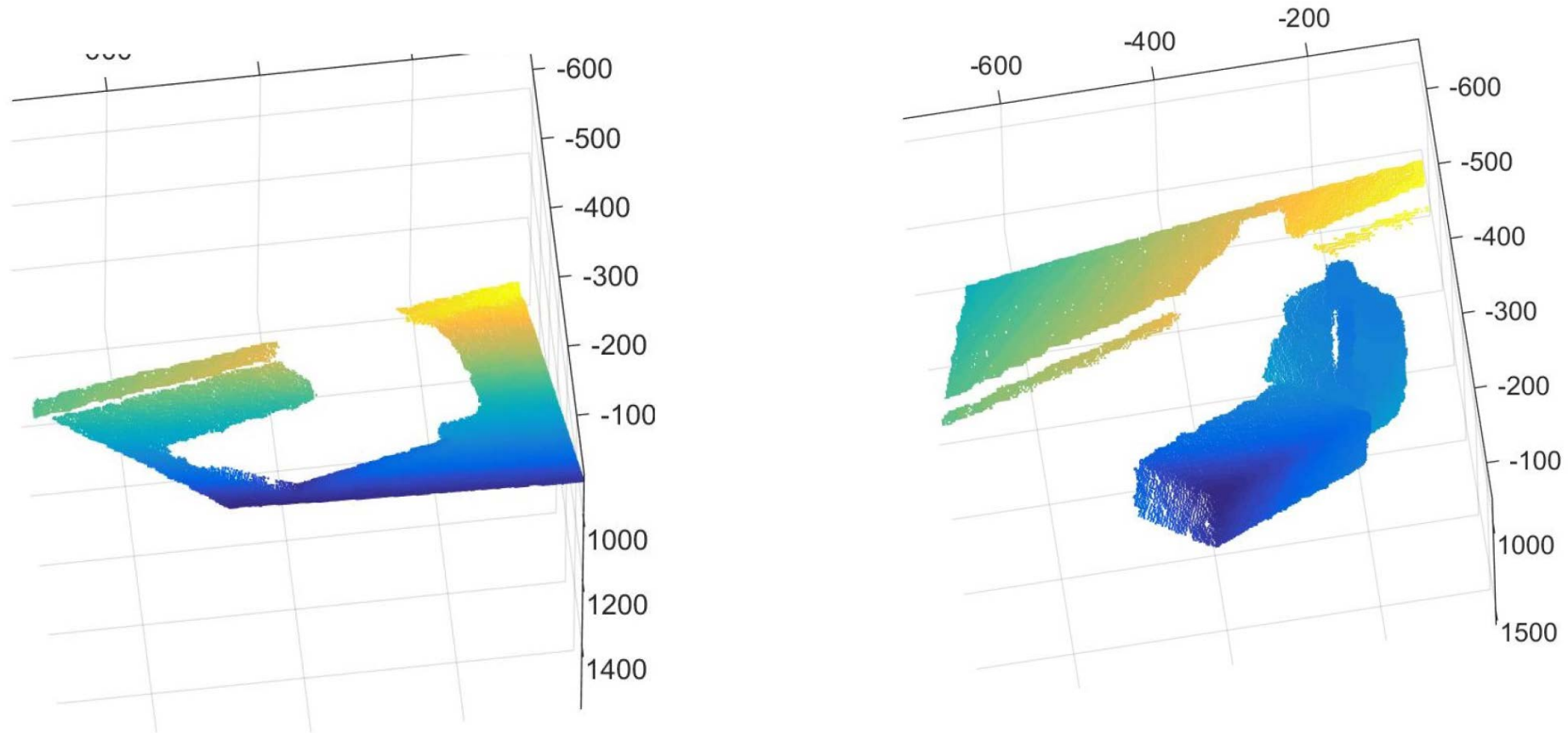


# Remove the Table and wall using RANSAC



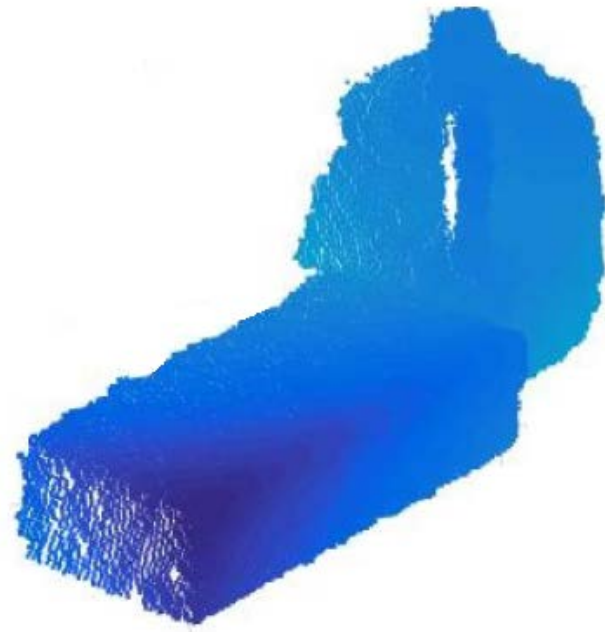
$$ax + by + cz + e = 0$$
$$err = ax + by + cz + e$$
$$err \leq \tau$$

# Plane Removal Output

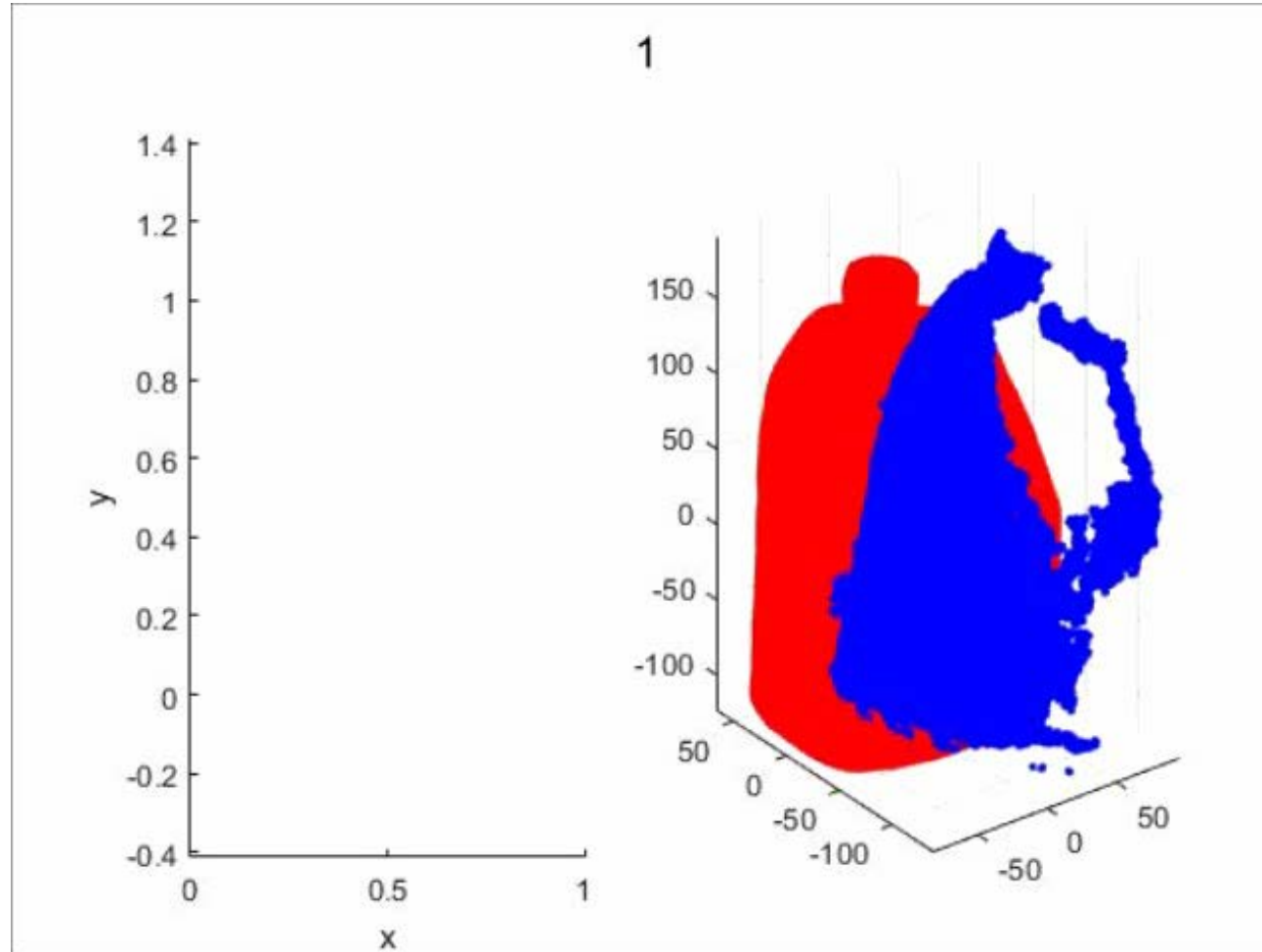




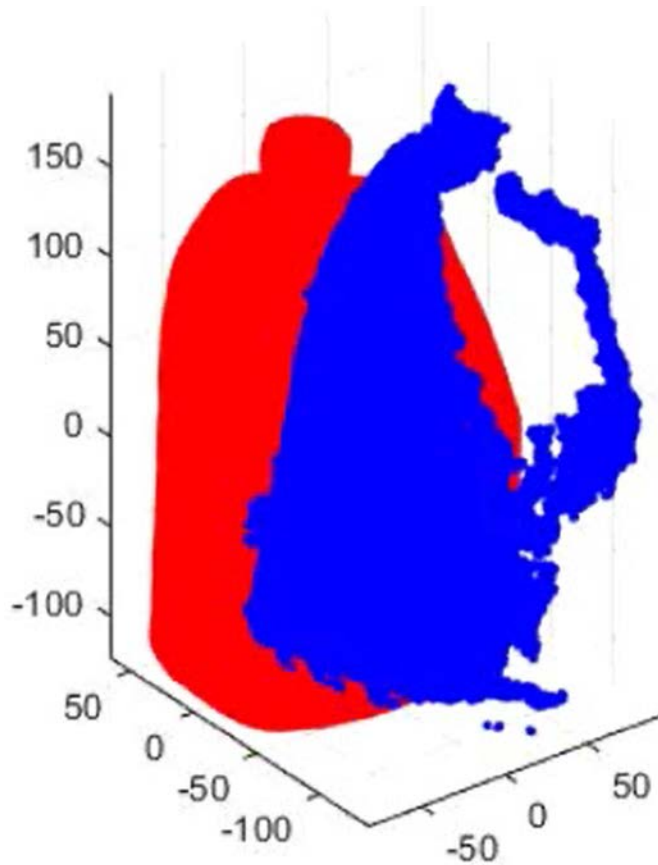
# ROI Output



# Iterative Closest Point



# Point to Point Iterative Closest Point P2P-ICP



$$\tilde{q}_i = q_i - \frac{1}{N} \sum_{\forall i} q_i$$
$$\tilde{p}_i = p_i - \frac{1}{N} \sum_{\forall i} p_i$$
$$\min_{R,T} \sum_{\forall i} \|\tilde{q}_i - R\tilde{p}_i\|^2$$

$$\hat{T} = q - \hat{R}p$$

Use `KDTreeSearcher` or `knnsearch` for point to point correspondence search.

Arun, K. Somani, Thomas S. Huang, and Steven D. Blostein. "Least-squares fitting of two 3-D point sets." *IEEE Transactions on pattern analysis and machine intelligence* 5 (1987): 698-700.

# Point to Point Iterative Closest Point P2P-ICP

$$H = \sum_{\forall i} \tilde{p}_i \tilde{q}_i^T$$

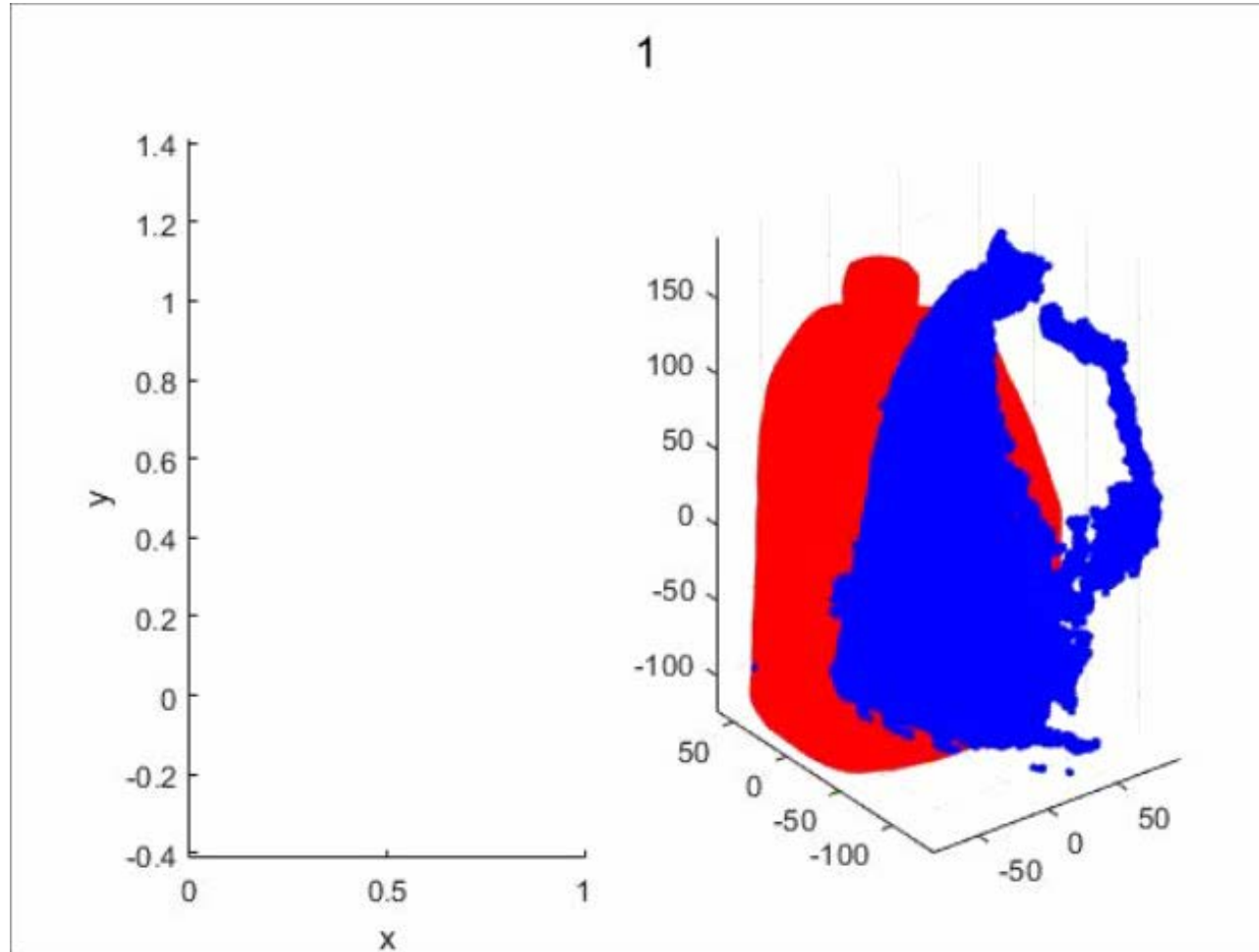
$$H = U \Lambda V^T$$

$$X = V U^T$$

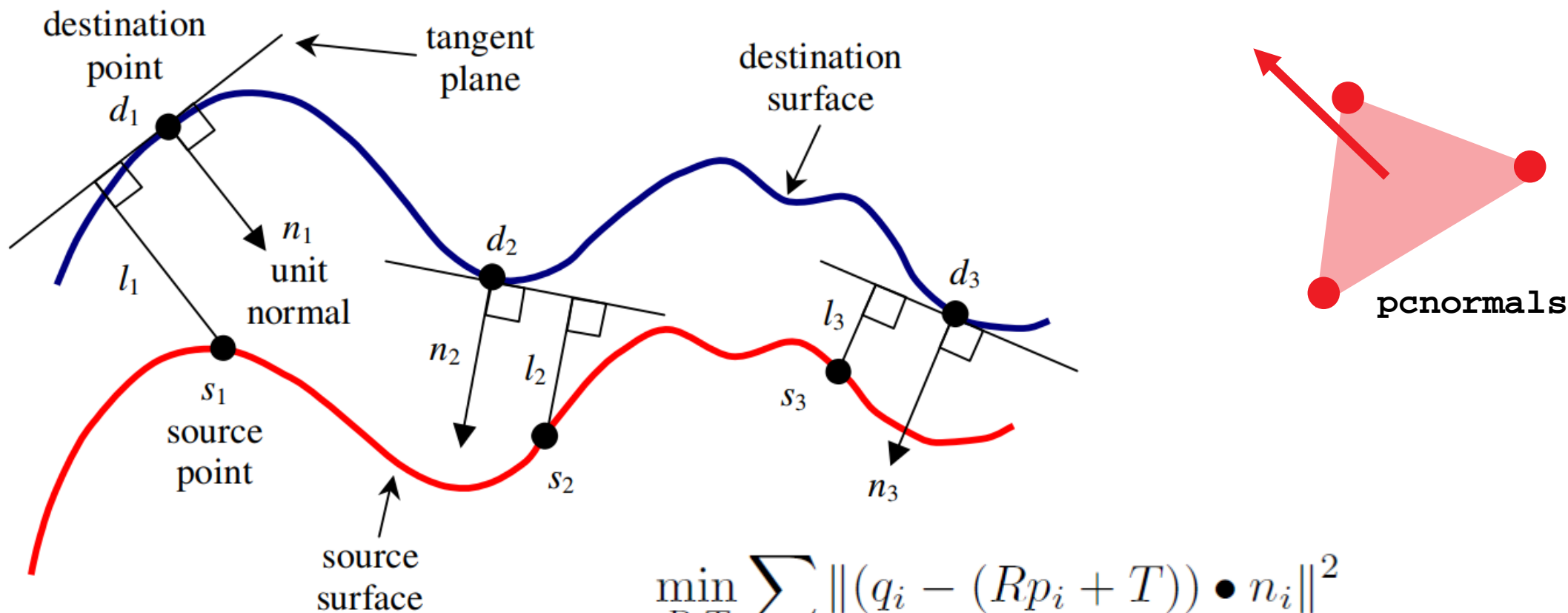
If  $\det X = 1 \Rightarrow \hat{R} = X$ .

If  $\det X = -1 \Rightarrow$ , the algorithm failed.

# Point to Point Iterative Closest Point P2P-ICP

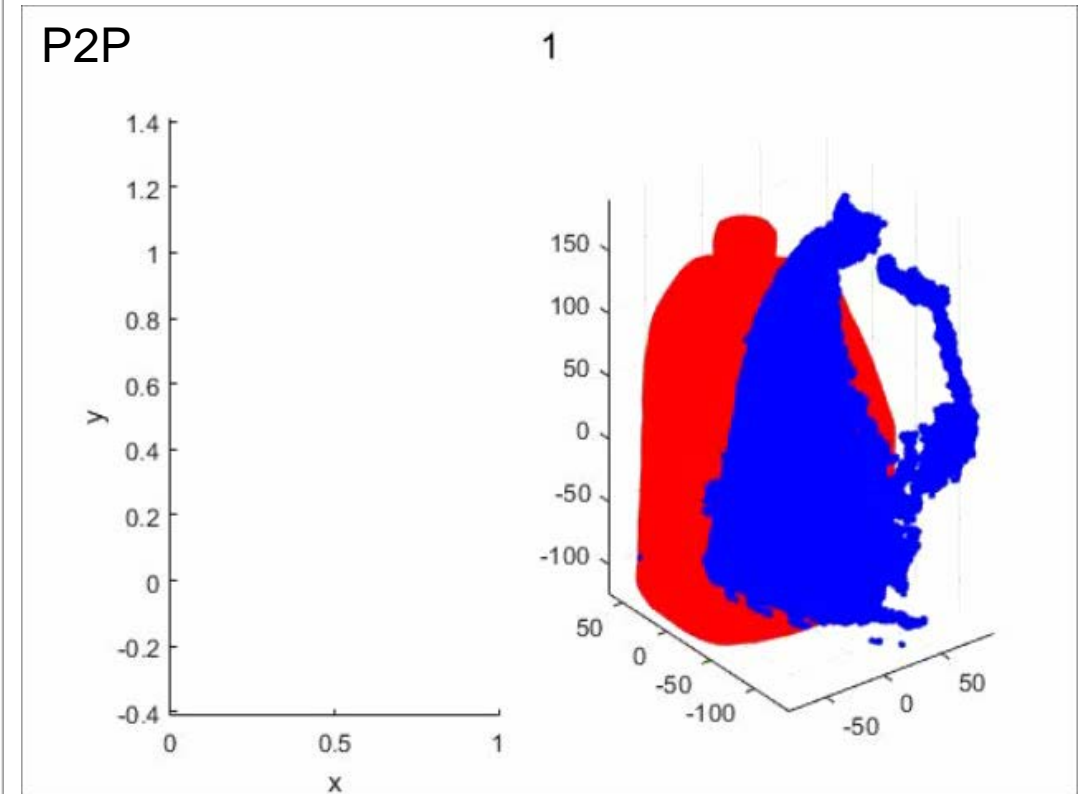
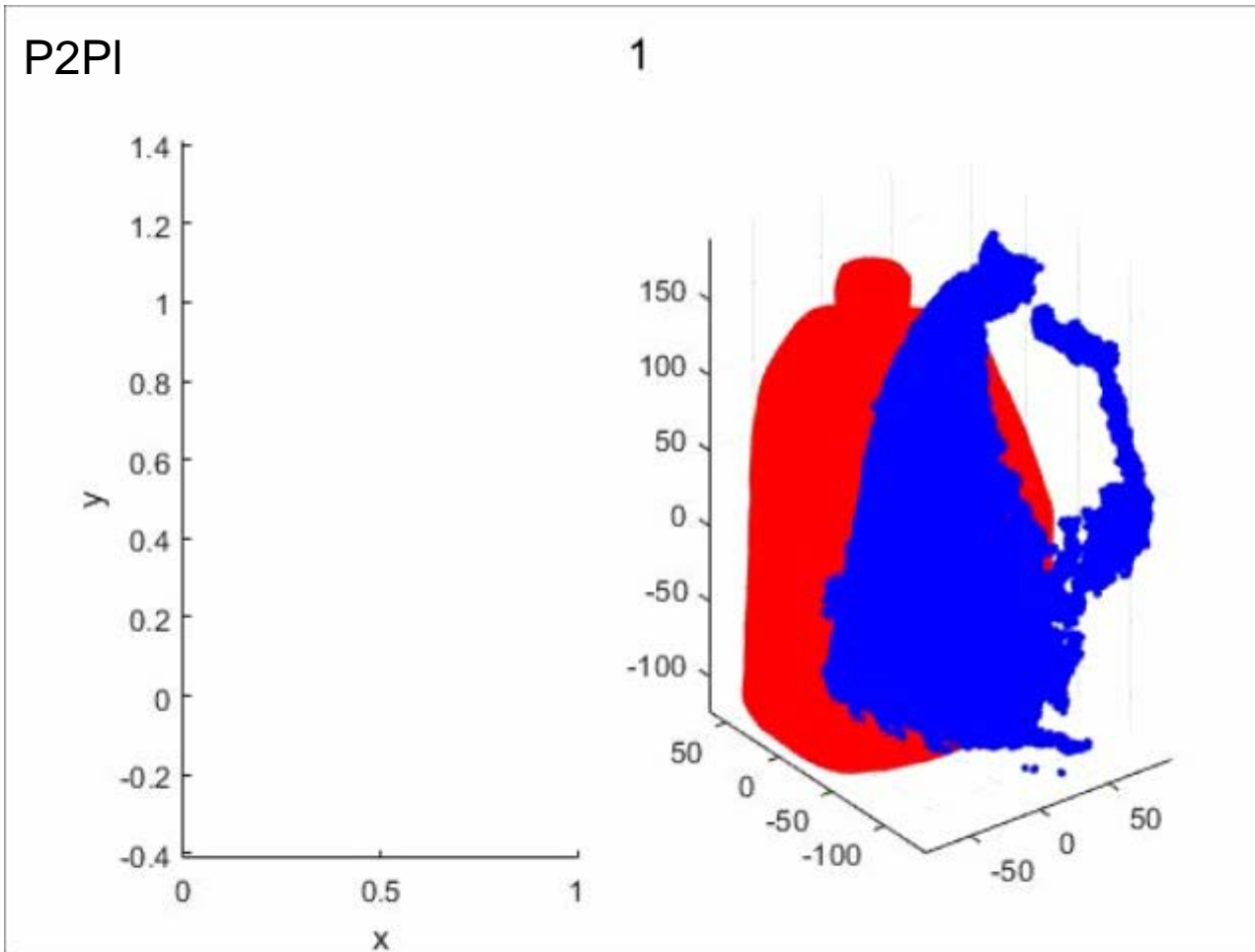


# Point to Plane Iterative Closest Point P2PI-ICP

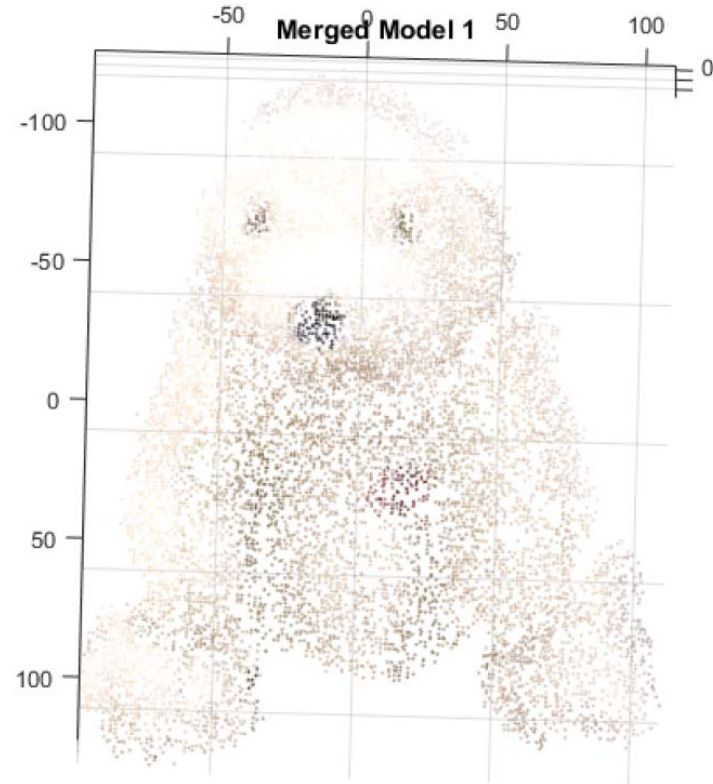


Low, Kok-Lim. "Linear least-squares optimization for point-to-plane icp surface registration." Chapel Hill, University of North Carolina 4 (2004).

# Point to Plane Iterative Closest Point P2PI-ICP



# Reconstructed Model





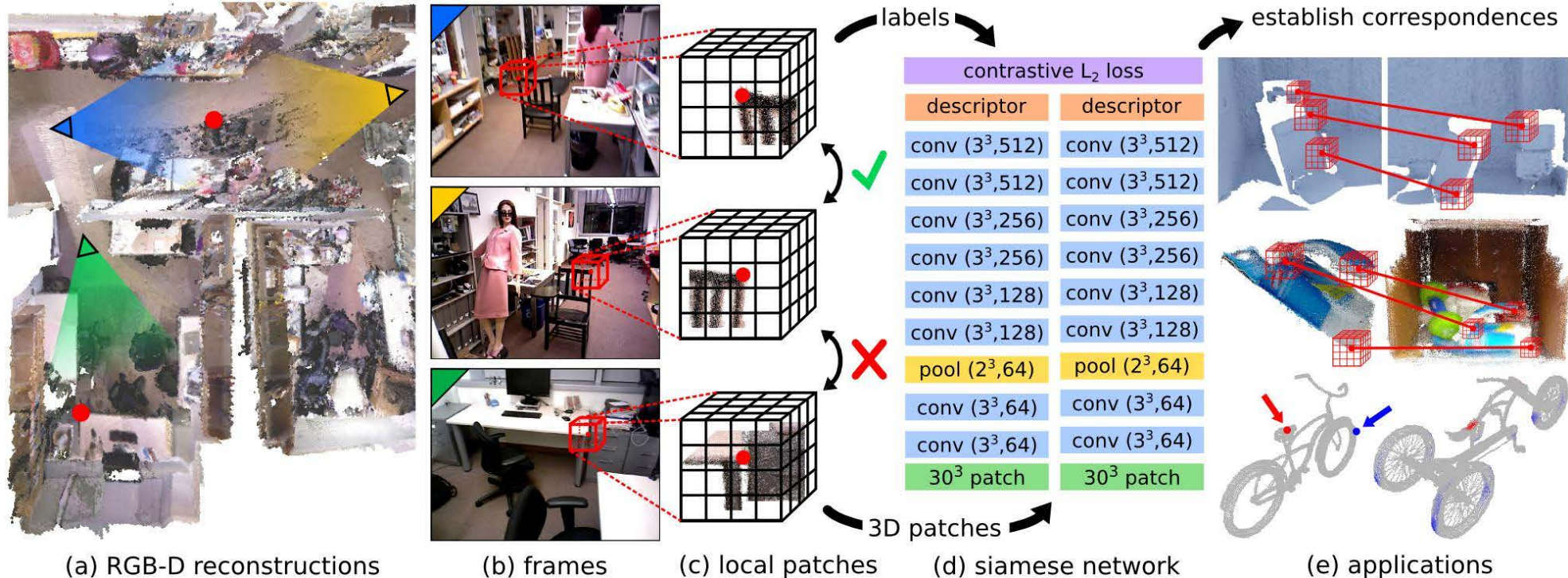
# Option 1: Segmenting Scene



# Option 1: Segmenting Scene

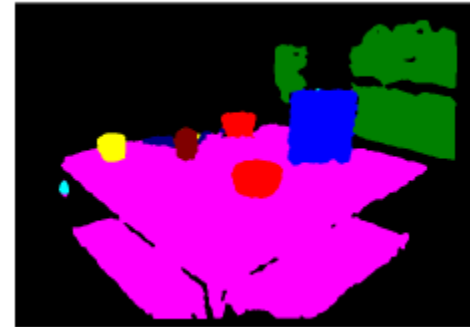
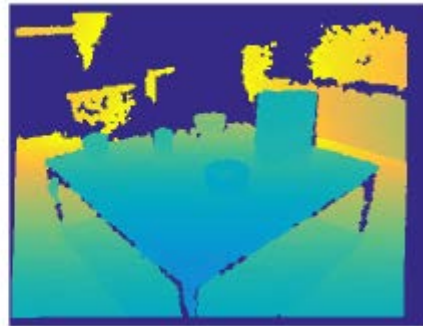
Use ICP to match single object point cloud to 3D scene.

Use 3D Match to match in 3D.



<http://3dmatch.cs.princeton.edu>

# Option 2: Semantic Map



Teddy is bigger than penguin by 18% in volume.  
Teddy is to the right of penguin.

Xiang, Yu, and Dieter Fox. "DA-RNN: Semantic mapping with data associated recurrent neural networks." *arXiv preprint arXiv:1703.03098* (2017).

# Thank you!

$$\begin{bmatrix} \cos 90^\circ & \sin 90^\circ \\ -\sin 90^\circ & \cos 90^\circ \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} = \begin{bmatrix} 0 \\ a_1 \end{bmatrix}$$