# Geometric Registration for Deformable Shapes

#### 2.1 ICP + Tangent Space optimization for Rigid Motions

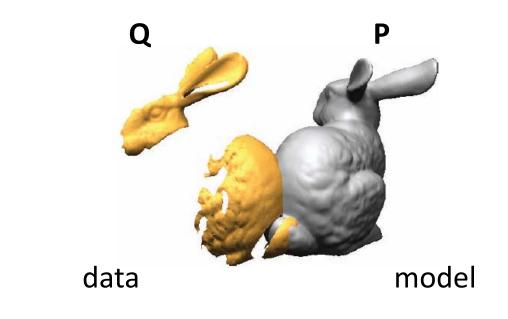
31st Annual Conference of the European Association for Computer Graphics

euro <mark>graphics 2010</mark>

# **Registration Problem**

#### Given

Two point cloud data sets **P** (model) and **Q** (data) sampled from surfaces  $\Phi_{\mathbf{P}}$  and  $\Phi_{\mathbf{Q}}$  respectively.



Assume 
$$\Phi_{\mathbf{Q}}$$
 is a part of  $\Phi_{\mathbf{P}}$ .

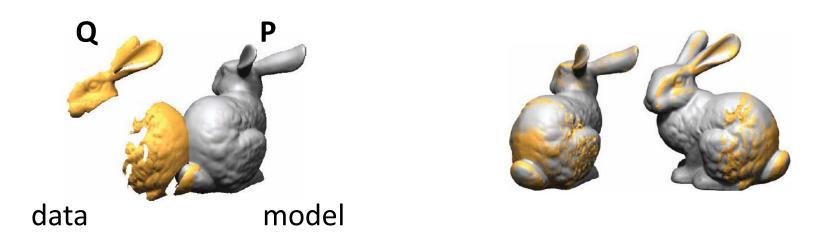
# **Registration Problem**

#### Given

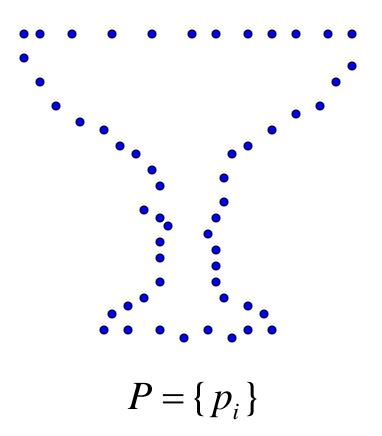
Two point cloud data sets **P** and **Q**.

#### Goal

Register **Q** against **P** by minimizing the squared distance between the underlying surfaces using only *rigid transforms*.



#### Notations



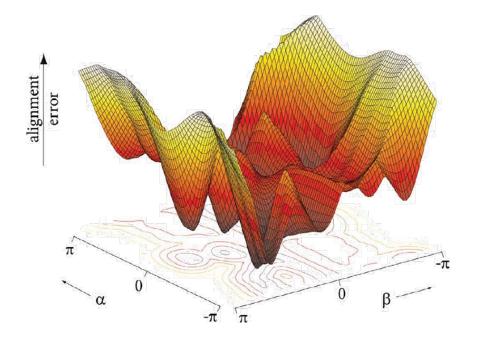
#### **Registration with known Correspondence**

 $\{p_i\}$  and  $\{q_i\}$  such that  $p_i \rightarrow q_i$ 

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$$p_i \rightarrow Rp_i + t \implies \min_{R,t} \sum_i ||Rp_i + t - q_i||^2$$

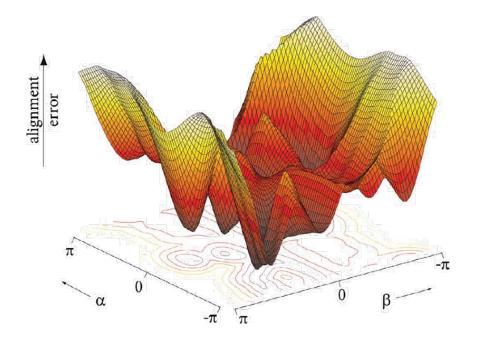


R obtained using SVD of covariance matrix.

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R obtained using SVD of covariance matrix.

$$t = \overline{\mathbf{q}} - R\overline{p}$$

# ICP (Iterated Closest Point)

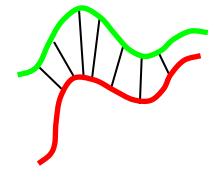
#### **Iterative minimization algorithms (ICP)**

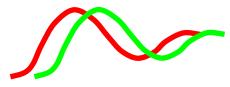
[Besl 92, Chen 92]

1. Build a set of corresponding points

2. Align corresponding points

3. Iterate



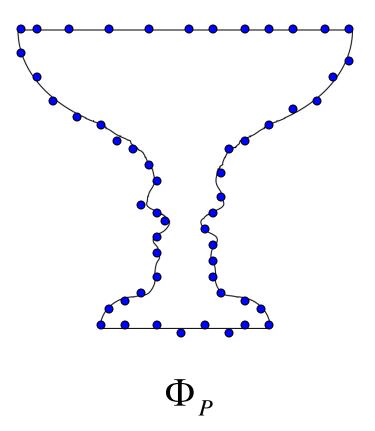




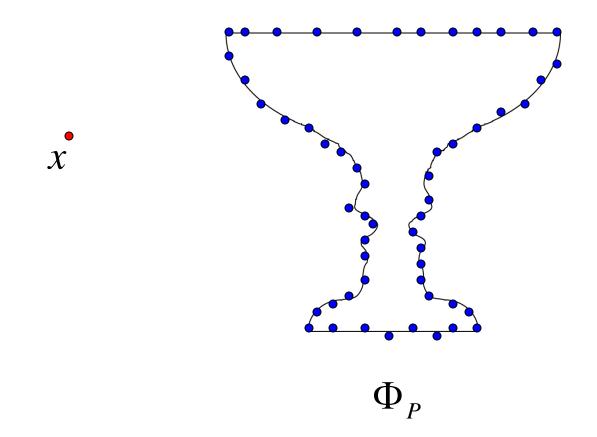
#### **Properties**

- Dense correspondence sets
- Converges if starting positions are "close"

## No (explicit) Correspondence

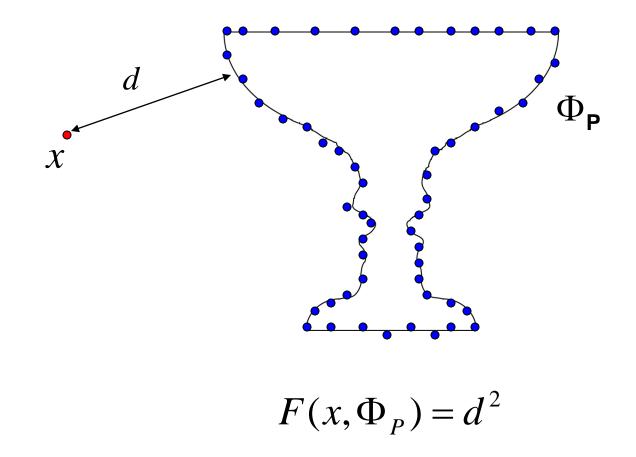


### **Squared Distance Function (F)**



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### **Squared Distance Function (F)**



#### **Registration Problem**

Rigid transform  $\alpha$  that takes points  $q_i \rightarrow \alpha(q_i)$ 

Our goal is to solve for,

$$\min_{\alpha} \sum_{q_i \in Q} F(\alpha(q_i), \Phi_P)$$

An optimization problem in the squared distance field of **P**, the model PCD.

#### **Registration Problem**

 $\alpha$  = rotation (*R*) + translation(*t*)

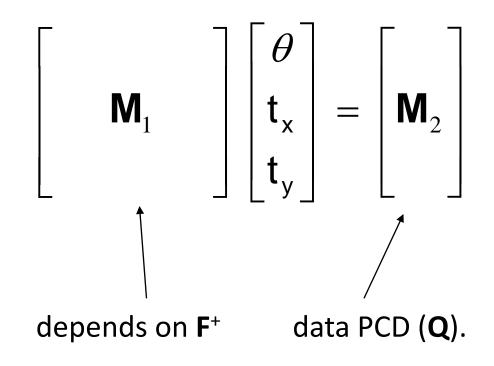
Our goal is to solve for,

$$\min_{R,t} \sum_{q_i \in Q} F(Rq_i + t, \Phi_P)$$

Optimize for **R** and **t**.

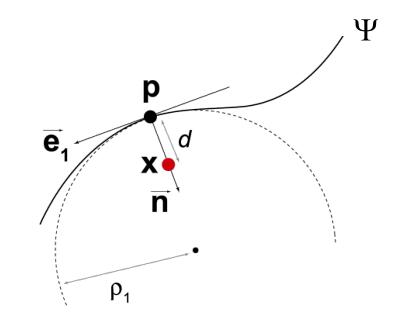
# **Registration in 2D**

• Minimize residual error  $\mathcal{E}(\theta, t_x, t_y)$ 



#### **Approximate Squared Distance**

For a curve  $\Psi$ ,



$$\mathbf{F}(\mathbf{x}, \Psi) = \frac{d}{d \cdot \rho_1} \mathbf{x}_1^2 + \mathbf{x}_2^2 = \delta_1 \mathbf{x}_1^2 + \mathbf{x}_2^2$$

[Pottmann and Hofer 2003]

#### **ICP in Our Framework**

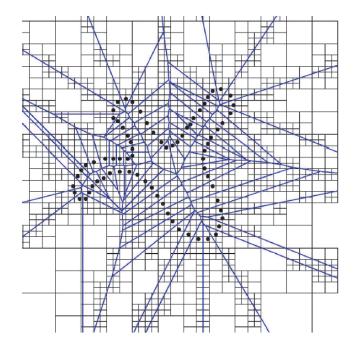
• Point-to-point ICP (good for large d)

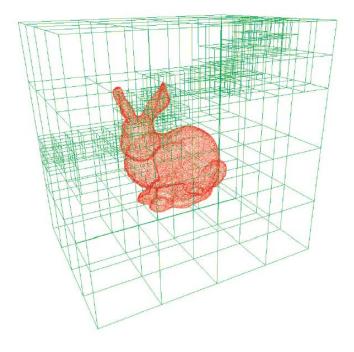
$$\mathsf{F}(\mathbf{X}, \Phi_{\mathsf{P}}) = (\mathbf{X} - \mathbf{p})^2 \quad \Rightarrow \quad \delta_{\mathsf{j}} = 1$$

• Point-to-plane ICP (good for small d)

$$\mathbf{F}(\mathbf{X}, \Phi_{\mathbf{P}}) = (\vec{\mathbf{n}} \cdot (\mathbf{X} - \mathbf{p}))^2 \quad \Rightarrow \quad \delta_{\mathbf{j}} = 0$$

#### **Example d2trees**

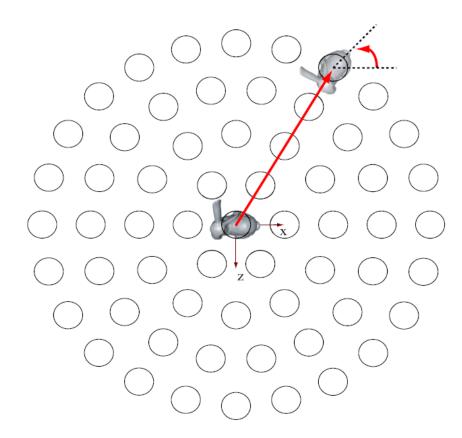




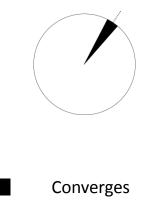
2D



#### **Convergence Funnel**

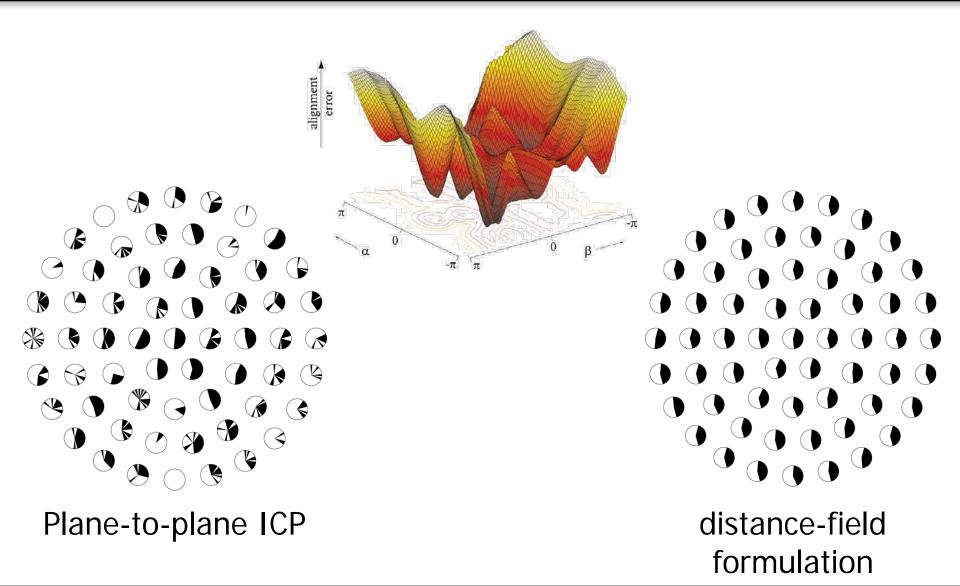


Translation in x-z plane. Rotation about y-axis.



Does not converge

### **Convergence Funnel**



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#### Descriptors

$$P = \{p_i\}$$

 $\bullet$  closest point  $\rightarrow$  based on Euclidean distance

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$$P = \{p_i, a_i, b_i, \dots\}$$

 closest point → based on Euclidean distance between point + descriptors (attributes)

## (Invariant) Descriptors

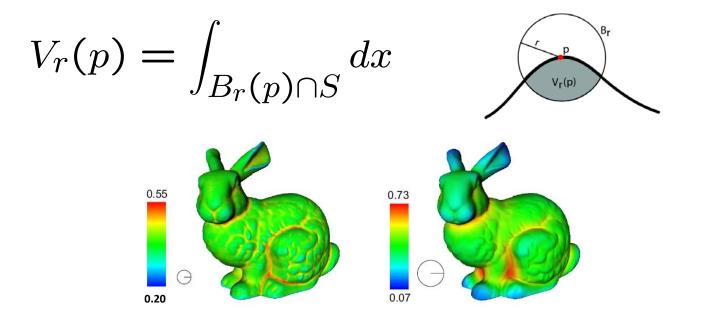
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$$P = \{p_i, a_i, b_i, \dots\}$$

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### **Integral Volume Descriptor**



**Relation to mean curvature** 

$$V_r(\mathbf{p}) = \frac{2\pi}{3}r^3 - \frac{\pi H}{4}r^4 + O(r^5)$$

# When Objects are Poorly Aligned

• Use descriptors for global registrations

# global alignment $\rightarrow$ refinement with local (e.g., ICP)

