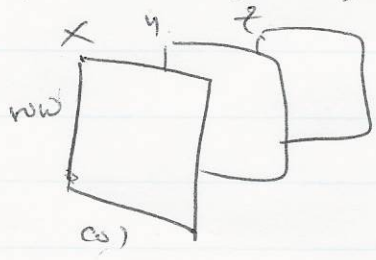


Chapter 14 Range Data

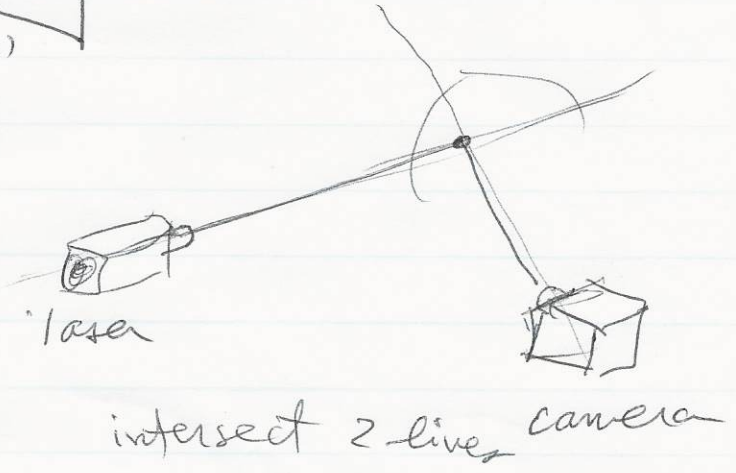
depth maps: depth (row, col)

3D points:

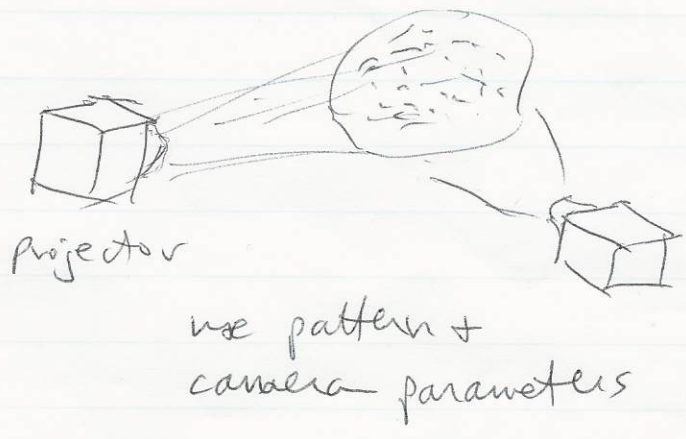


Sensors

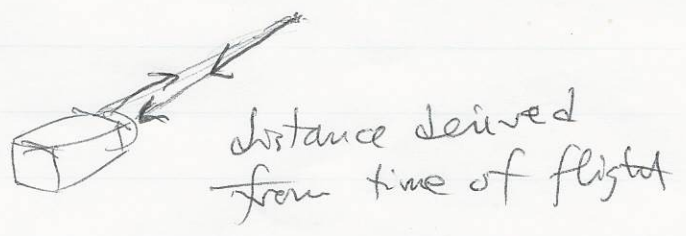
Triangulation:



Patterns



Time-of-Flight



All Required functionsCS5320-range2pts (range-im)depth image ($m \times n \times 1$) \rightarrow x, y, z ($m \times n \times 3$)

use columns & channel 1

num-rows - rows + 1: channel 2

depth: channel 3

CS5320 - 18 April 2016 All

CS5320-normals (pts-im, k)points ($m \times n \times 3$) \rightarrow normals ($m \times n \times 3$)

PCA vs cross products vs. LS

CS5320-planes (pts-im, normals, k) \rightarrow planes ($m \times n \times 5$) abcd enor

PCA

CS5320-topo (pts-im, normals, planes, k) \rightarrow ($m \times n \times 7$) probability
of each topo class

Range Data Segmentation

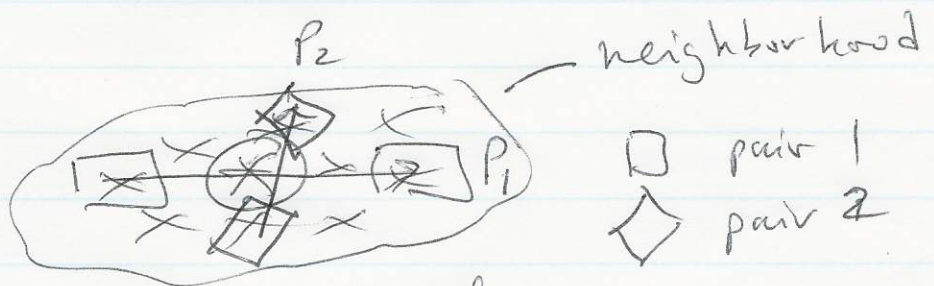
based on analytical differential geometry

a surface $\bar{x} : U \subset \mathbb{R}^2 \rightarrow \mathbb{R}^3$
 $\bar{x}(u, v) = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$

$\bar{x}_u \equiv \frac{\partial \bar{x}}{\partial u}$ $\bar{x}_v \equiv \frac{\partial \bar{x}}{\partial v}$

$\bar{N} = \frac{1}{\|\bar{x}_u \times \bar{x}_v\|} (\bar{x}_u \times \bar{x}_v)$ surface normal

How can we find a normal vector at a point in a ^{range} depth image?



Method 1 : Find ^{2 pairs of} neighbors ~~at~~ each pair is on opposite sides of pt + 2 pairs are roughly orthogonal

take cross product (direction of normal)?

Method 2 : Fit a plane $ax + by + cz + d = 0$
 $[a, b, c]^T = \bar{N}$
 which way does normal face? ~~see lecture notes~~ ~~chapter 10, p. 4~~

$$\begin{aligned}
 (1) \quad a \bar{x}^2 + b \bar{x}\bar{y} + c \bar{x} &= \lambda za \\
 (2) \quad a \bar{x}\bar{y} + b \bar{y}^2 + c \bar{y} &= \lambda zb \\
 (3) \quad a \bar{x} + b \bar{y} + c &= 0 \Rightarrow c = -(a\bar{x} + b\bar{y})
 \end{aligned}
 \left. \begin{array}{l} \\ \\ \end{array} \right\} \text{substitute} \leftarrow$$

$$(1') \quad a \bar{x}^2 + b \bar{x}\bar{y} + (-(a\bar{x} + b\bar{y}))\bar{x} = 2\lambda a$$

$$(2') \quad a \bar{x}\bar{y} + b \bar{y}^2 + (-(a\bar{x} + b\bar{y}))\bar{y} = 2\lambda b$$

$$\Rightarrow a \bar{x}^2 + b \bar{x}\bar{y} - a \bar{x}\bar{x} - b \bar{x}\bar{y} = 2\lambda a$$

$$a \bar{x}\bar{y} + b \bar{y}^2 - a \bar{x}\bar{y} - b \bar{y}\bar{y} = 2\lambda b$$

$$\Rightarrow a(\bar{x}^2 - \bar{x}\bar{x}) + b(\bar{x}\bar{y} - \bar{x}\bar{y}) = \mu a$$

$$a(\bar{x}\bar{y} - \bar{x}\bar{y}) + b(\bar{y}^2 - \bar{y}\bar{y}) = \mu b$$

$$\begin{aligned} (1) \quad a\bar{x}^2 + b\bar{x}\bar{y} + c\bar{x}\bar{z} + (-a\bar{x} - b\bar{y} - c\bar{z})\bar{x} &= 2\lambda a \\ (2) \quad a\bar{x}\bar{y} + b\bar{y}^2 + c\bar{y}\bar{z} + (-a\bar{x} - b\bar{y} - c\bar{z})\bar{y} &= 2\lambda b \\ (3) \quad a\bar{x}\bar{z} + b\bar{y}\bar{z} + c\bar{z}^2 + (-a\bar{x} - b\bar{y} - c\bar{z})\bar{z} &= 2\lambda c \end{aligned}$$

$$\begin{aligned} (1') \quad a(\bar{x}^2 - \bar{x}\bar{x}) + b(\bar{x}\bar{y} - \bar{y}\bar{x}) + c(\bar{x}\bar{z} - \bar{z}\bar{x}) &= 2\lambda a \\ (2') \quad a(\bar{x}\bar{y} - \bar{x}\bar{y}) + b(\bar{y}^2 - \bar{y}\bar{y}) + c(\bar{y}\bar{z} - \bar{y}\bar{z}) &= 2\lambda b \\ (3') \quad a(\bar{x}\bar{z} - \bar{x}\bar{z}) + b(\bar{y}\bar{z} - \bar{y}\bar{z}) + c(\bar{z}^2 - \bar{z}\bar{z}) &= 2\lambda c \end{aligned}$$

$$\begin{bmatrix} \bar{x}^2 - \bar{x}\bar{x} & \bar{x}\bar{y} - \bar{x}\bar{y} & \bar{x}\bar{z} - \bar{x}\bar{z} \\ \bar{x}\bar{y} - \bar{x}\bar{y} & \bar{y}^2 - \bar{y}\bar{y} & \bar{y}\bar{z} - \bar{y}\bar{z} \\ \bar{x}\bar{z} - \bar{x}\bar{z} & \bar{y}\bar{z} - \bar{y}\bar{z} & \bar{z}^2 - \bar{z}\bar{z} \end{bmatrix}$$

$$f(r, c) = a_0 + a_1 r + a_2 r^2 + a_3 c + a_4 c^2 + a_5 rc$$

$$15.8359 + -0.1749 r + 0.0015 r^2 + \underline{0.2781 c}$$

80,80

10,10

$$e_i = a_0 + a_1 r_i + a_2 r_i^2 + a_3 c_i + a_4 c_i^2 + a_5 r_i c_i$$

$$S_r = \sum_{i=1}^n [a_0 + a_1 r_i + a_2 r_i^2 + a_3 c_i + a_4 c_i^2 + a_5 r_i c_i]^2$$

$$\frac{\partial S_r}{\partial a_0} =$$

⋮

$$\frac{\partial S_r}{\partial a_5} =$$

normal

$$\left[-\frac{\partial f}{\partial r} \quad 1 - \frac{\partial f}{\partial c} \quad 1 \right]^T$$

$$\frac{\partial f}{\partial r} = a_1 + 2a_2 r + a_5 c$$

$$\frac{\partial f}{\partial c} = a_3 + 2a_4 c + a_5 r$$

$$\bar{x}_u = \frac{\partial \bar{x}}{\partial u}$$

$$\bar{x}_v = \frac{\partial \bar{x}}{\partial v}$$

$$\bar{x}(u,v) = \begin{bmatrix} u \\ v \\ f(u,v) \end{bmatrix}$$

$$\bar{N} = \frac{\bar{x}_u \times \bar{x}_v}{|\bar{x}_u \times \bar{x}_v|}$$

$$E = \bar{x}_u \cdot \bar{x}_u$$

$$F = \bar{x}_u \cdot \bar{x}_v$$

$$G = \bar{x}_v \cdot \bar{x}_v$$

$$e = -\bar{N} \cdot \bar{x}_{uu}$$

$$f = -\bar{N} \cdot \bar{x}_{uv}$$

$$g = -\bar{N} \cdot \bar{x}_{vv}$$

$$S = (EG - F^2)^{-1} \begin{bmatrix} eG - fF & fG - gF \\ fE - eF & gE - fF \end{bmatrix}$$

$$[v, \Delta] = e_1 g_2 f(s)$$

Δ k_1, k_2

v principal dir

$$H = \begin{bmatrix} \frac{\partial^2 f}{\partial u^2} & \frac{\partial^2 f}{\partial u \partial v} \\ \frac{\partial^2 f}{\partial u \partial v} & \frac{\partial^2 f}{\partial v^2} \end{bmatrix}$$

$$[v, \Delta] = e_1 g_2 (H)$$

1

Consider Monge patch (range image)

$$\bar{x}(u, v) = [u, v, h(u, v)]$$

$$S_u, \quad \bar{N} = \frac{1}{(1+h_u^2+h_v^2)} (-h_u, -h_v, 1)^T$$

$$E = 1 + h_u^2 \quad F = h_u h_v \quad G = 1 + h_v^2$$

$$e = -\frac{h_{uu}}{(1+h_u^2+h_v^2)^{1/2}}$$

$$f = -\frac{h_{uv}}{(1+h_u^2+h_v^2)^{1/2}}$$

$$g = -\frac{h_{vv}}{(1+h_u^2+h_v^2)^{1/2}}$$

Gaussian curvature:

$$K = \frac{h_{uu} h_{vv} - h_{uv}^2}{(1+h_u^2+h_v^2)^2}$$

Mean Curvature

$$H = \frac{Eg + Ge - 2Ff}{2(EG - F^2)}$$

$$\text{let } A = \begin{bmatrix} \bar{x}_u \cdot \bar{x}_u & \bar{x}_u \cdot \bar{x}_v \\ \bar{x}_v \cdot \bar{x}_u & \bar{x}_v \cdot \bar{x}_v \end{bmatrix}$$

$$B = \begin{bmatrix} \bar{x}_{uu} \cdot \bar{n} & \bar{x}_{uv} \cdot \bar{n} \\ \bar{x}_{vu} \cdot \bar{n} & \bar{x}_{vv} \cdot \bar{n} \end{bmatrix}$$

$$\text{then } H = \frac{1}{2} (\text{trace}(G^{-1}B)) \quad \text{mean curvature}$$

$$K = \frac{\det B}{\det A} \quad \text{Gaussian curvature}$$

$$K = k_1 k_2 \quad H = \frac{k_1 + k_2}{2}$$

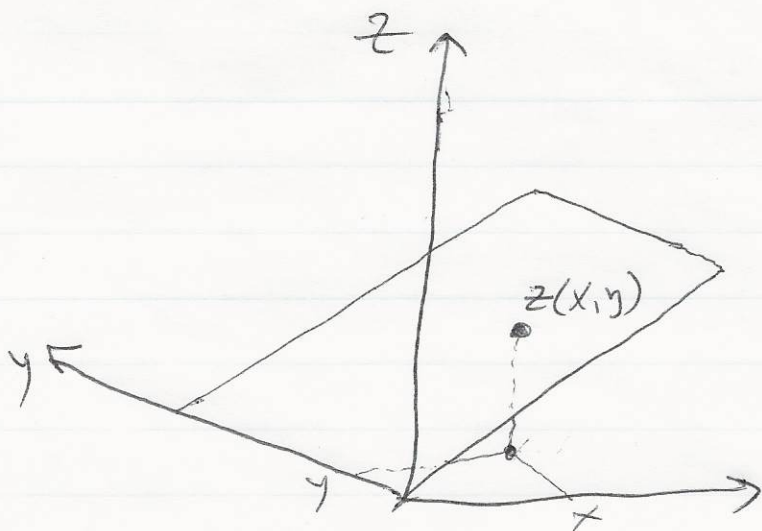
$$\Rightarrow k_2 = 2H - k_1$$

$$\Rightarrow k_1^2 - 2Hk_1 + K = 0$$

eigenvalues of Hessian
principal directions & eigenvectors

$$k_1 = \frac{-(-2H) \pm \sqrt{4H^2 - 4K}}{2}$$

4/8

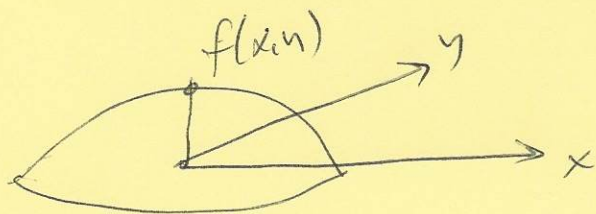


$$\vec{F}(x, y) = \begin{bmatrix} x \\ y \\ f(x, y) \end{bmatrix} = \begin{bmatrix} x \\ y \\ x \end{bmatrix}$$

$$\frac{\partial \vec{F}}{\partial x}(x, y) = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \quad \frac{\partial \vec{F}}{\partial y}(x, y) = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\vec{n}(x, y) = \frac{\partial \vec{F}}{\partial x}(x, y) \times \frac{\partial \vec{F}}{\partial y} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{vmatrix} = \vec{i}(0-1) + \vec{j}(0-0) + \vec{k}(1-0)$$

$$\begin{bmatrix} -0.7071 \\ 0 \\ 0.7071 \end{bmatrix} \text{ unit vector } \leftarrow = \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix}$$



$$f(x, y) = (R^2 - x^2 - y^2)^{1/2}$$

$$\frac{\partial f}{\partial x} = \frac{1}{2} (R^2 - x^2 - y^2)^{-1/2} (-2x)$$

$$\frac{\partial f}{\partial y} = \frac{1}{2} (R^2 - x^2 - y^2)^{-1/2} (-2y)$$

$$\frac{\partial^2 f}{\partial x^2} = -\frac{1}{2} \cdot \frac{1}{2} (R^2 - x^2 - y^2)^{-3/2} (-2x) + \frac{1}{2} (R^2 - x^2 - y^2)^{-1/2} (-2)$$

$$\frac{\partial^2 f}{\partial x \partial y} = -\frac{1}{2} \cdot \frac{1}{2} (R^2 - x^2 - y^2)^{-3/2} (-2y) (-2x)$$

$$\frac{\partial^2 f}{\partial y^2} = -\frac{1}{2} \cdot \frac{1}{2} (R^2 - x^2 - y^2)^{-3/2} (-2y) + \frac{1}{2} (R^2 - x^2 - y^2)^{-1/2} (-2)$$

$$\text{At } (0, 0) \quad \bar{N} = \begin{bmatrix} -\frac{\partial f}{\partial x} \\ -\frac{\partial f}{\partial y} \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\|\nabla f\| = \left\| \begin{bmatrix} 0 \\ 0 \end{bmatrix} \right\| = 0$$

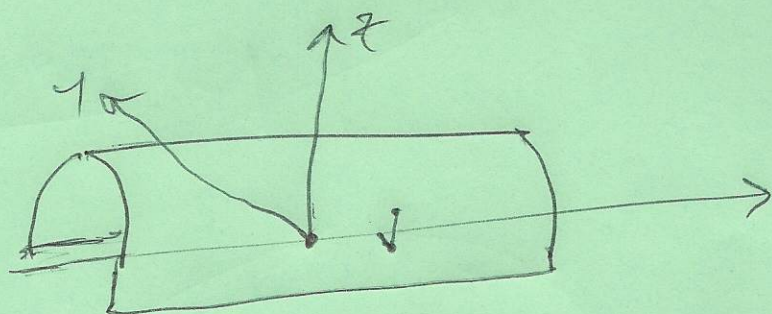
$$H = \begin{bmatrix} -\frac{1}{R} & 0 \\ 0 & -\frac{1}{R} \end{bmatrix}$$

$$\lambda_1 = -.5$$

$$\lambda_2 = -.5$$

$$K^0 = \frac{1}{4} = \frac{1}{R^2}$$

$$\bar{d}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \bar{d}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$



$$f(x, y) = \sqrt{R^2 - y^2} = (R^2 - y^2)^{1/2}$$

$$\frac{\partial f}{\partial x} = \cancel{\frac{1}{2}(R^2 - y^2)^{-1/2} \cdot 0} = 0$$

$$(R^2)^{-3/2} = R^{-3}$$

$$\frac{\partial f}{\partial y} = \frac{1}{2}(R^2 - y^2)^{-1/2}(-2y)$$

$$\frac{\partial^2 f}{\partial x^2} = 0$$

$$\frac{\partial^2 f}{\partial x \partial y} = 0$$

$$\frac{\partial^2 f}{\partial y^2} = -\frac{1}{2} \cdot \frac{1}{2}(R^2 - y^2)^{-3/2}(-2y) + \frac{1}{2}(R^2 - y^2)^{-1/2}(-2)$$

At $(0, 0) \quad \|\nabla f\| = 0$

$$H = \begin{bmatrix} 0 & 0 \\ 0 & -\frac{1}{R} \end{bmatrix}$$

$$\lambda_1 = 0$$

$$\lambda_2 = -\frac{1}{R}$$

$$\vec{d}_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$\vec{d}_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Classify as follows:

1. Peak: $\|\nabla f\| = 0$ $\lambda_1 < 0$ $\lambda_2 < 0$

2. Pit: $\|\nabla f\| = 0$ $\lambda_1 > 0$ $\lambda_2 > 0$

3. Ridge:

$\|\nabla f\| \neq 0$ $\lambda_1 < 0$ $\nabla f \cdot \bar{v}_1 = 0$

$\|\nabla f\| \neq 0$ $\lambda_2 < 0$ $\nabla f \cdot \bar{v}_2 = 0$

$\|\nabla f\| = 0$ $\lambda_1 < 0$ $\lambda_2 = 0$

4. Ravine:

$\|\nabla f\| \neq 0$ $\lambda_1 > 0$ $\nabla f \cdot \bar{v}_1 = 0$

$\|\nabla f\| \neq 0$ $\lambda_2 > 0$ $\nabla f \cdot \bar{v}_2 = 0$

$\|\nabla f\| = 0$ $\lambda_1 = 0$ $\lambda_2 = 0$

5. Saddle $\|\nabla f\| = 0$ $\lambda_1, \lambda_2 < 0$

6. Flat $\|\nabla f\| = 0$ $\lambda_1 = 0$ $\lambda_2 = 0$

7. Hillside (none of the above)


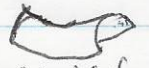


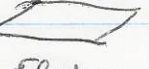
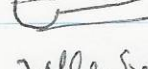


Slope $\lambda_1 = \lambda_2 = 0$

Convex $\lambda_1 \geq \lambda_2 \geq 0$ $\lambda_1 \neq 0$

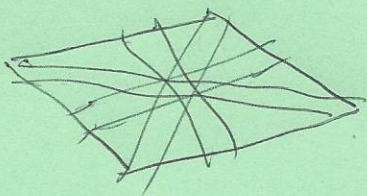
Concave $\lambda_1 \leq \lambda_2 \leq 0$ $\lambda_1 \neq 0$

Saddle Hill $\lambda_1, \lambda_2 < 0$

K H classifier

	$H < 0$	$H = 0$	$H > 0$
$K < 0$	 Saddle Ridge	 Minimal Surface	 Saddle Valley
$K = 0$	 Ridge Surface	 Flat	 Valley Surface
$K > 0$	 Peak Surface	None	 Pit Surface

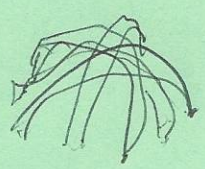
flat



4 lines

a_0	a_1	$a_2 x^2$
-	-	0
-	+	0
-	-	+
-	+	-

peak



4 quadratic down

pit



4 quadratic up

ridge



near zero in some direction
rest down

valley



near zero |
rest up

saddle



some up some down