



# **Evaluation of Stereo Reconstruction for 3D Mapping**

# Motivation

Passive stereo vision offers a rich description of the environment in 3 dimensions, but the use of SLAM algorithms developed for laser ranger finder raises several challenges. This evaluation focuses on the application of the Iterative Closest Point (ICP) algorithm to depth images provided by a pair of cameras.



Fig.: Confidence image

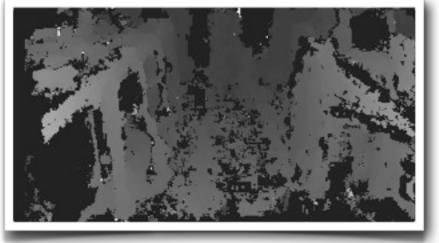
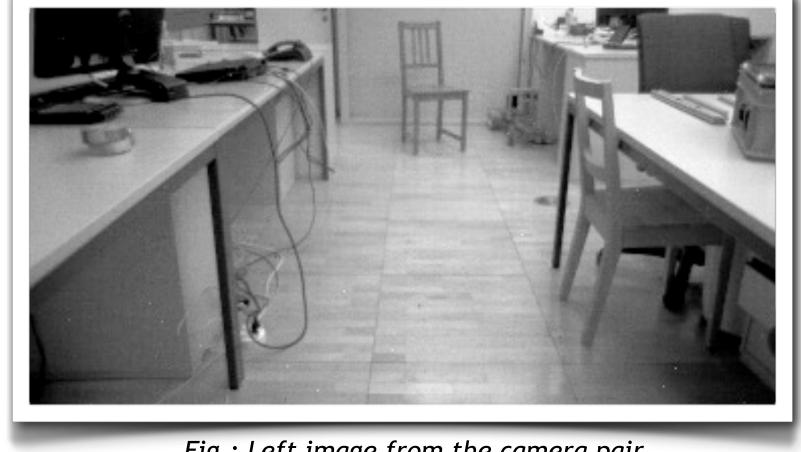
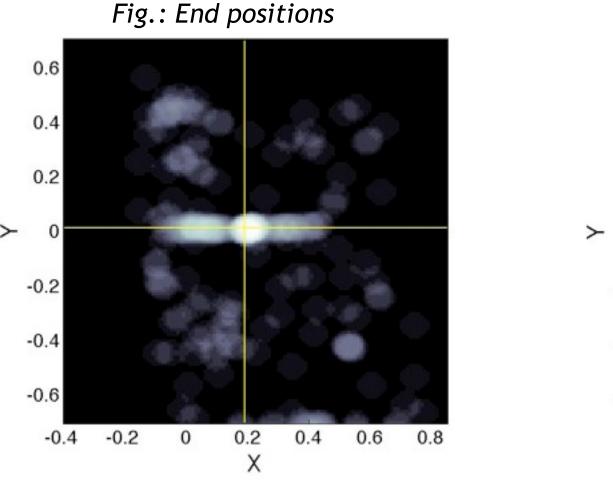


Fig.: Depth image

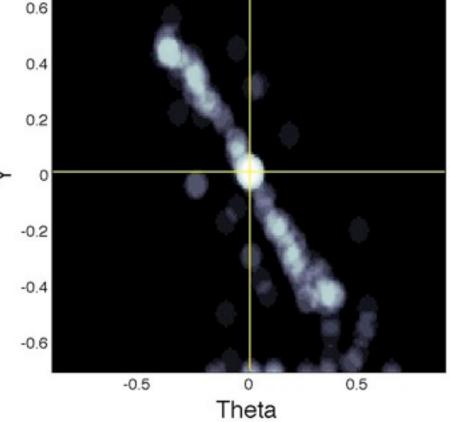


#### Reducing the data size (n): Random selection

Different starting position (x = [-0.4, 0.6] m, y = [-0.6, 0.6] m) and orientation ( $\theta$  = [-0.25, 0.25] rad) were forced to observe ICP convergence positions and angles.







Figures above were obtained with a subsample ration of 20%. The yellow cross marks the *ground truth* and the white level represents the point density. On the xy-plane, final correlation follows the environment configuration. On the  $\theta$ y-plane, final correlation highlights a limitation to resolve alignment due to sensor eccentric position in respect to readings.

Fig.: Reduction evaluation in function of translation error

Fig.: Left image from the camera pair

# Overview

Within the context of the European project Robots@home (FP6-2006-IST-6-045350), a layered representation of the environment using visual sensors must be demonstrated. The utilization of stereo cameras is explored here as the main sensor for the metric layer.

Preliminary results show that it is possible to realize metric map but sensory noise reduces the sensing range and augments the sensitivity to initial alignment error.

# Method

### Material

- Stereo camera from Austrian Institute of Technology (AIT) [4]
- 2 Photonfocus greyscale cameras
- Short baseline: 9.32 cm
- Orientation and position optimized for obstacle avoidance

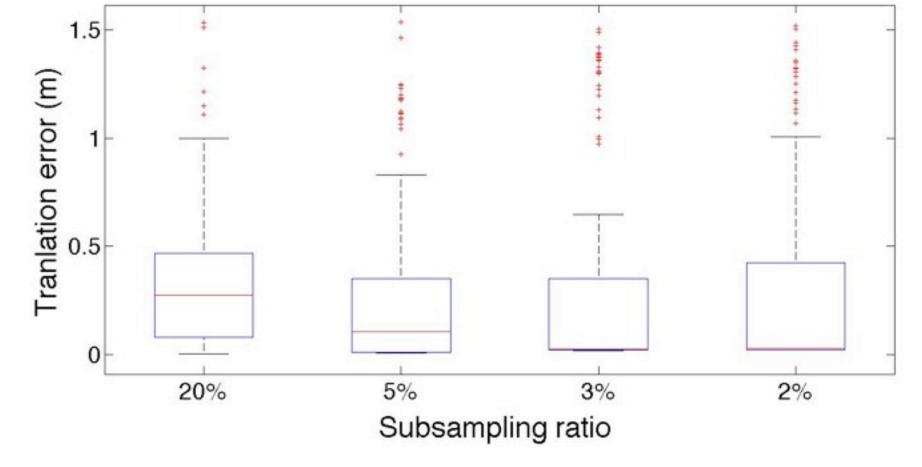
## **Iterative Closest Point**

Specification of the algorithm following the nomenclature of Rusinkiewicz [3]:

1- Selection:	Kd-tree	construction,	plane	extraction	and	noise
	filtering.					

### **BEGIN** loop

2- Matching: Nearest Neighbor search using a kd-tree
3- Rejection: Relative Motion Threshold [1]
4- Weighting: None
5- Error: Point-to-plane [2]
6- Minimization: Cholesky decomposition from the linearized matrix



The figure above proposes that ICP converges better with a number of points as low as 3%. Further studies will be conducted to understand this observation.

# Results

### **Environment reconstruction**

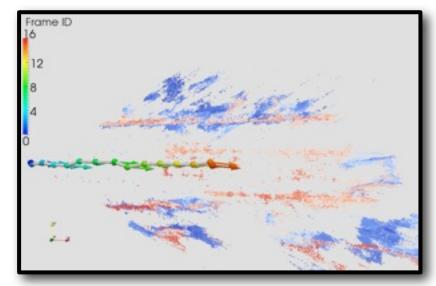


Fig.: Top view with colored spheres representing sensor positions

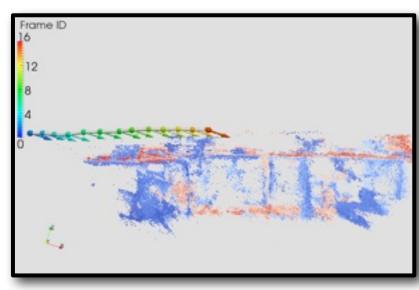
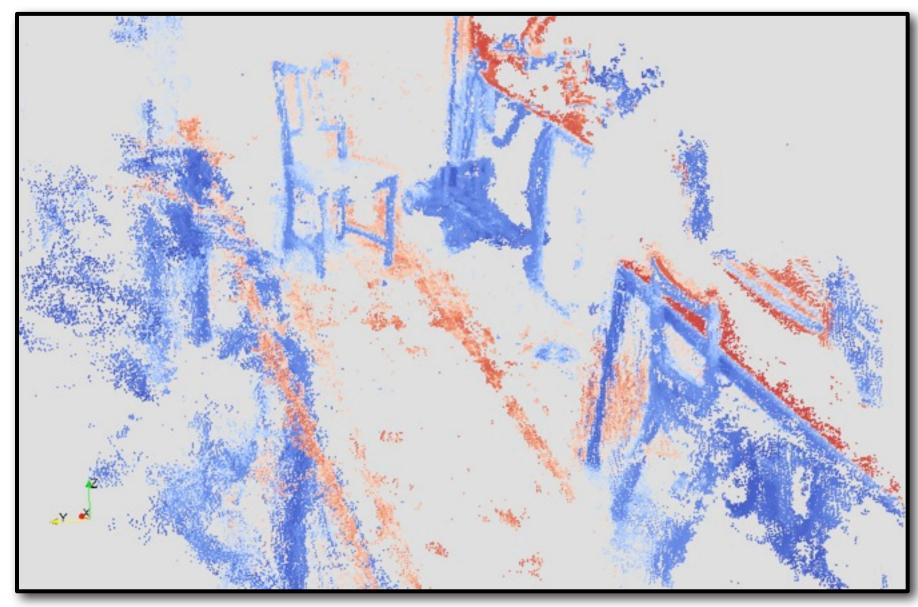


Fig.: Side view with colored spheres representing sensor positions



The complexity of ICP:

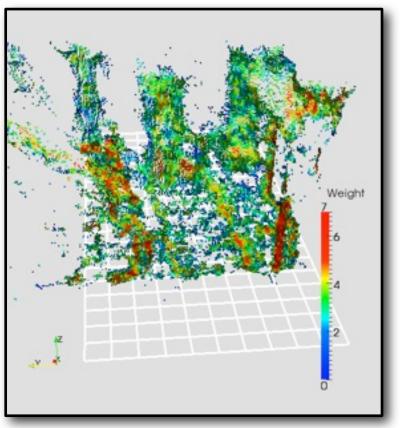
### *O*(*n* log *m*)

where n is the number of points in the data point cloud and m is the number of points in the model point cloud.

### Reducing the model size (m): Noise Filtering

A target reduction of 50% is realized, based on:

- Range using the depth image
- Texture using the confidence image
- Structure using the curvature space



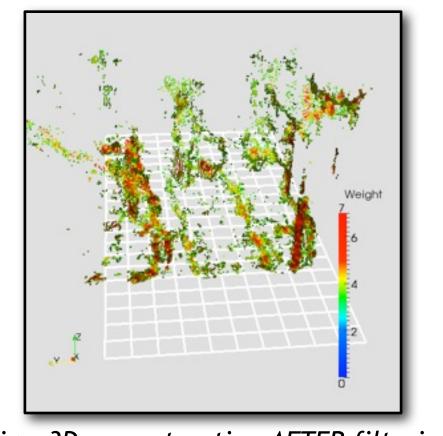


Fig.: 3D reconstruction BEFORE filtering



Fig.: Perspective view of the office reconstruction based on 16 frames without odometry information

#### References

[1] F. Pomerleau, F. Colas, F. Ferland, F. Michaud, *Relative Motion Threshold for Rejection in ICP Registration*, Proc. of The 7th International Conference on Field and Service Robotics (FSR), July 2009.

[2] Chen and Medioni. Object modeling by registration of multiple range images. Proc. of the IEEE International Conference on Robotics and Automation, pp. 2724 - 2729 vol.3, 1991.
[3] Rusinkiewicz and Levoy. Efficient variants of the ICP algorithm. 3-D Digital Imaging and Modeling, 2001. Proceedings. Third International Conference on (2001) pp. 145 - 152
[4] M. Humenberger, C. Zinner, W. Kubinger, Performance Evaluation of a Census-Based Stereo Matching Algorithm on Embedded and Multi-Core Hardware, 6th International Symposium on Image and Signal Processing and Analysis ISPA, Salzburg, Austria, 2009

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