

# Registration and Alignment

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MIT, Spring 2017

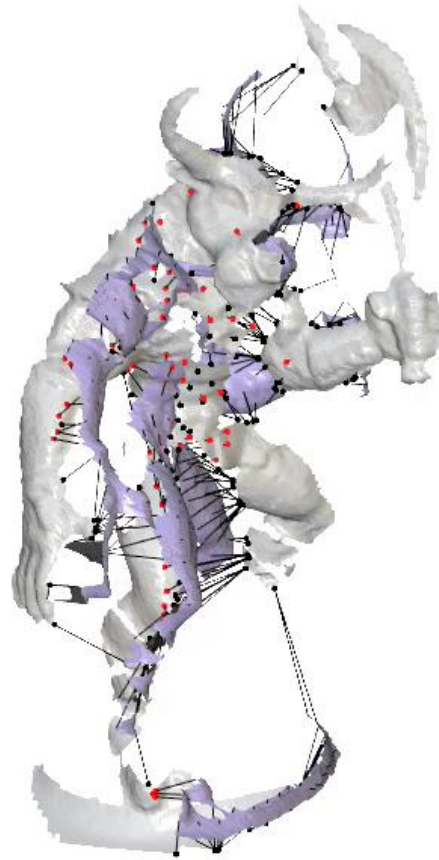


# Acknowledgements

*Many slides from*

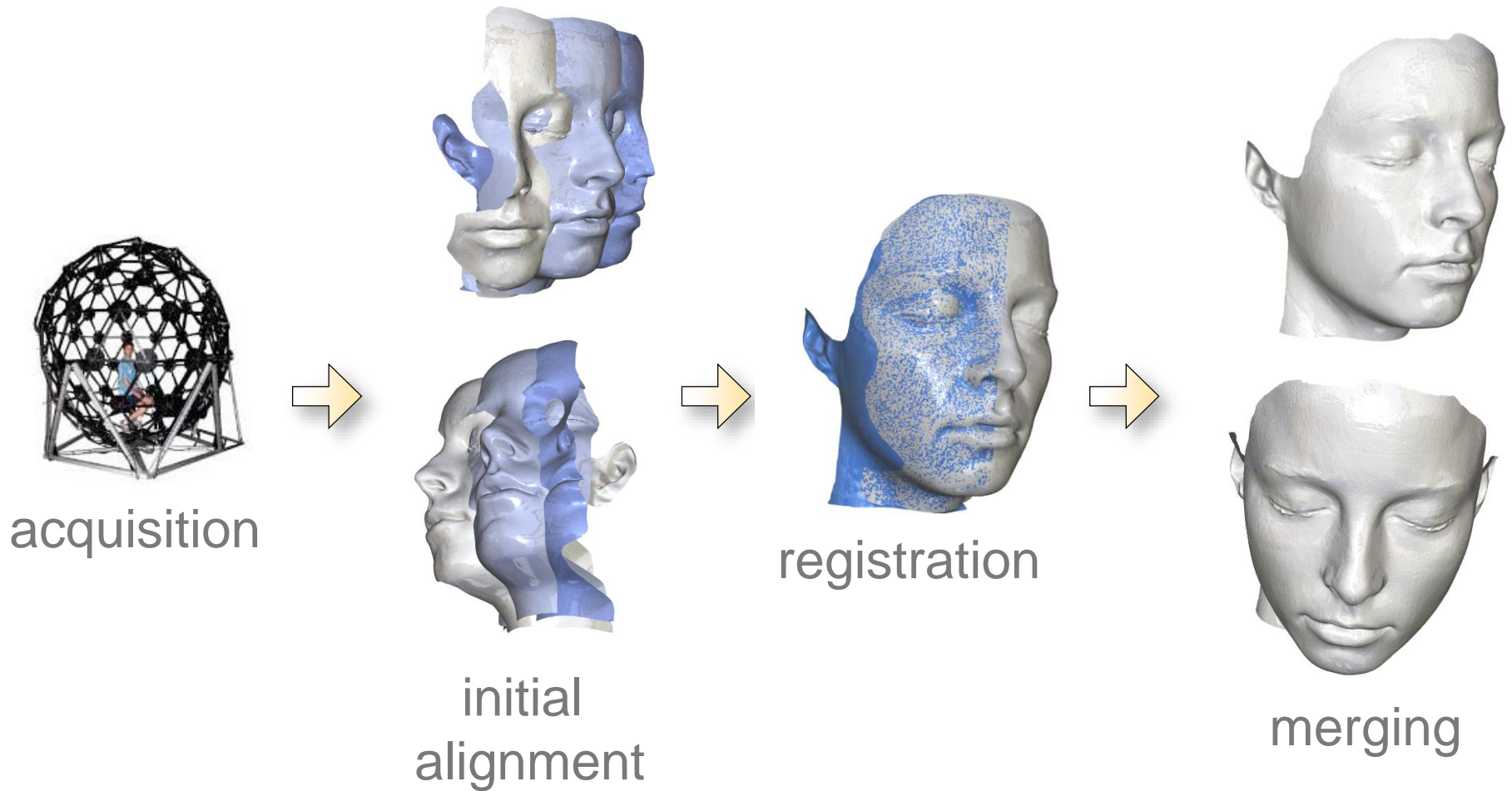
- **Szymon Rusinkiewicz**, Princeton  
*ICCV Course, 2005*
- **Hao Li**, USC  
*CSCI 599, 2015*

# Registration Problem



**Align two overlapping objects**

# 3D Reconstruction Pipeline



# Rough Plan

- ICP algorithm

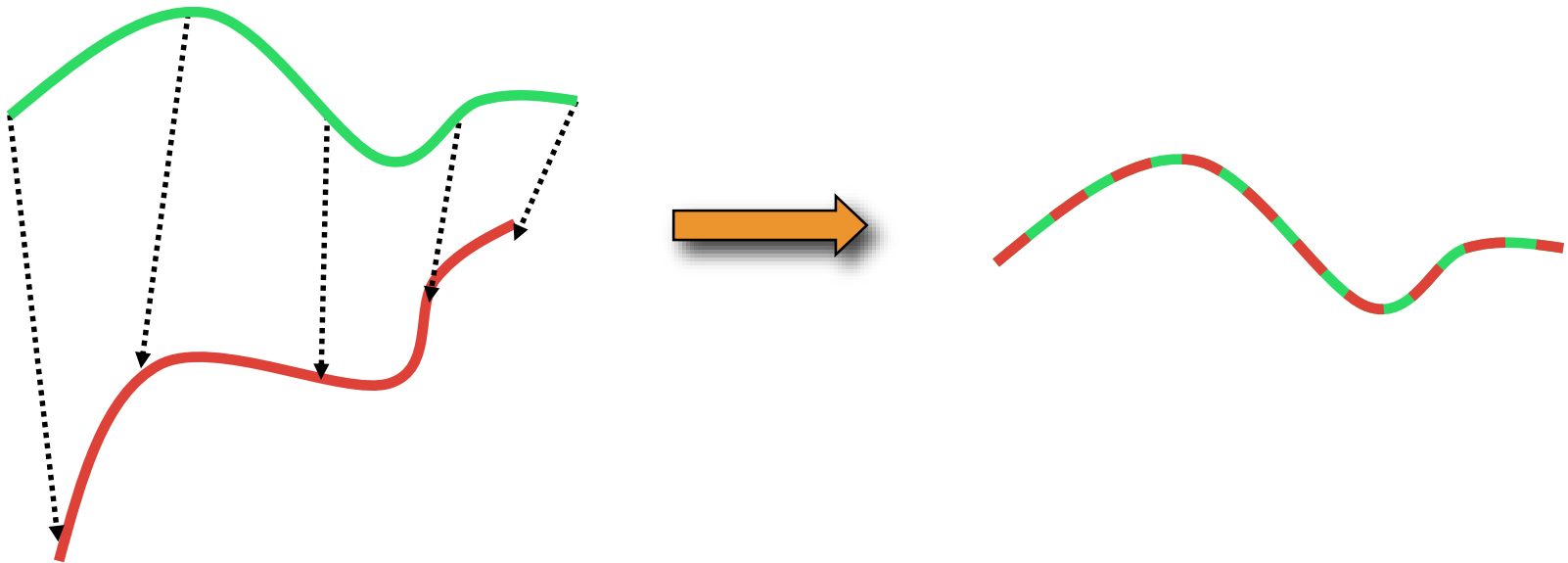
*A classic!*

- ICP variants

- Related problems

*Synchronization, non-rigid registration*

# Starting Point



$$q_i = Rp_i + t$$

Can align given enough matches



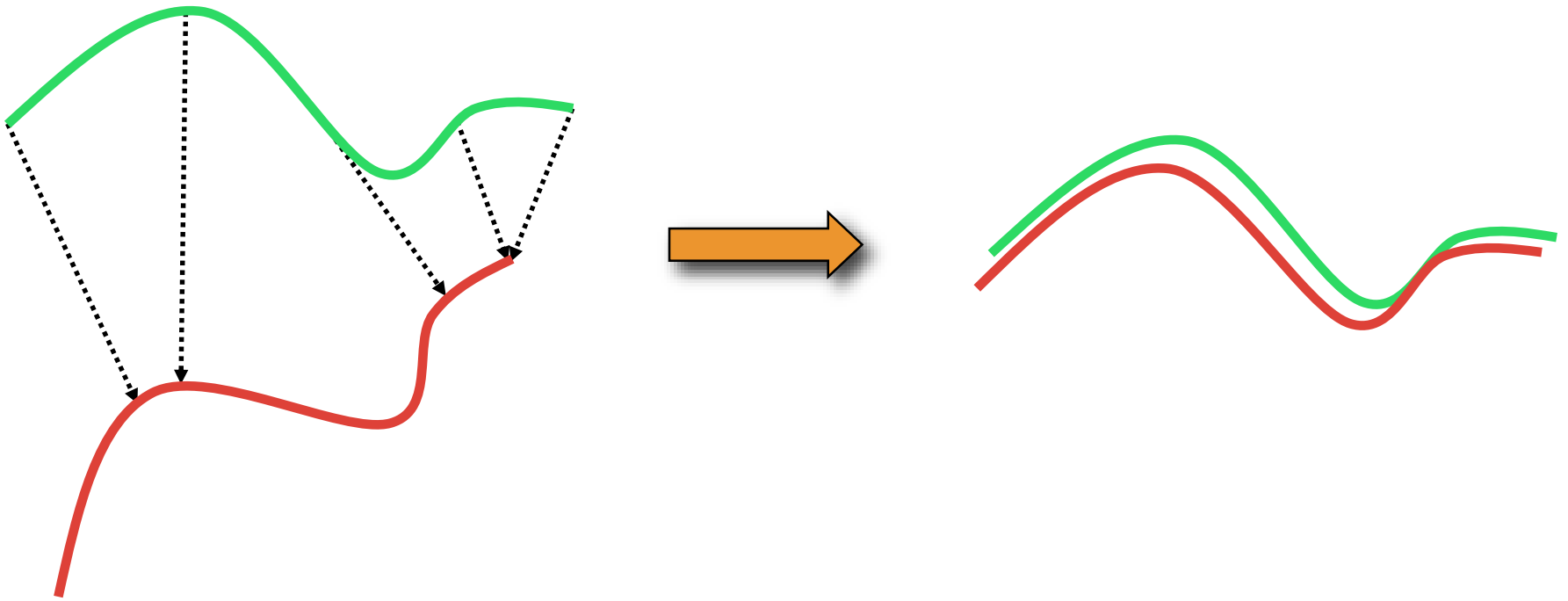
How many  
**correspondences**  
determine  $R$  and  $t$ ?



How do you get  
**correspondences?**

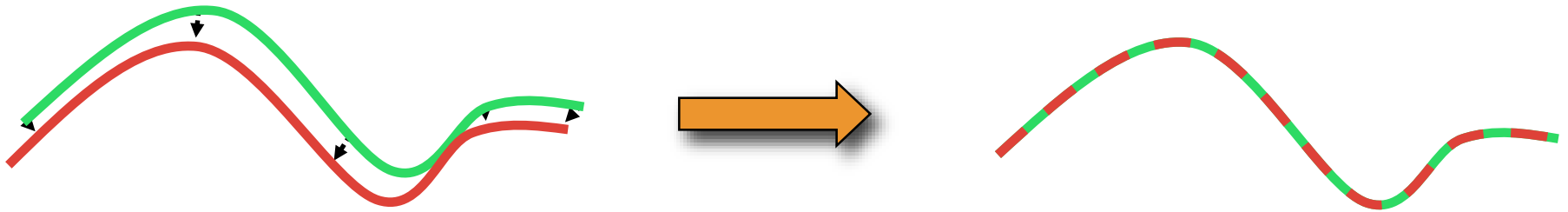


# Rough Approximation



**Closest points correspond**

# Try a Second Time...



# Iterative Closest Point (ICP)

- **Choose** e.g. 1000 random points
- **Match** each to closest point on other scan
- **Reject** pairs with distance  $> k$  times median
- **Minimize**

$$E[R, t] := \sum_i \|Rp_i + t - q_i\|^2$$

- **Iterate**

“A method for registration of 3-D shapes.”  
Besl and McKay, PAMI 1992.

# On the Board

$$\min_{t \in \mathbb{R}^3, R^\top R = I} \sum_i \|Rp_i + t - q_i\|^2$$

*Closed-form formulas!*

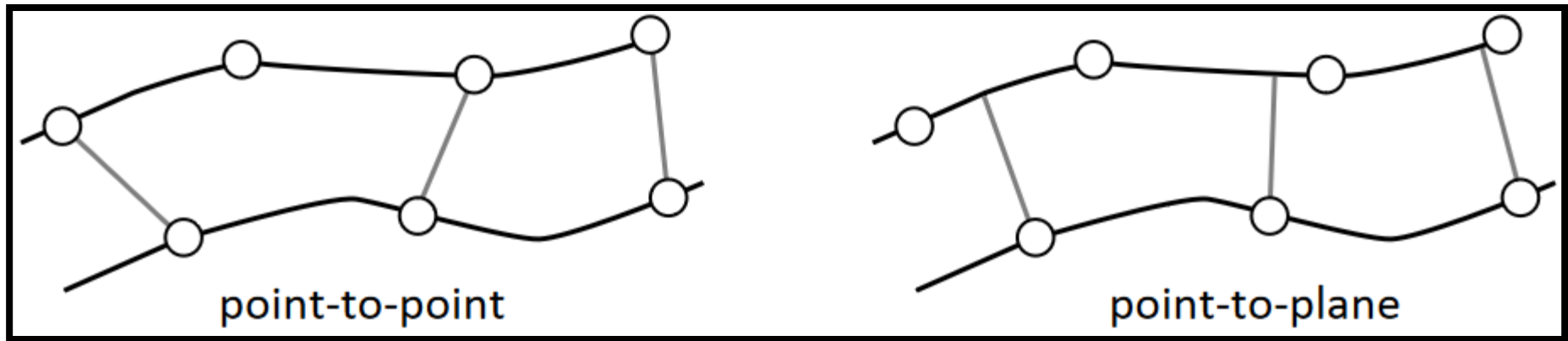
# Many (!) Variants of ICP

- **Source points** from one or both meshes
- **Matching** to points in the other mesh
  - **Weighting** correspondences
  - Rejecting **outlier** point pairs
  - Alternative **error metrics**

*See [Rusinkiewicz & Levoy, 3DIM 2001]*

# Point-to-Plane Error Metric

Flat parts can slide along each other



$$E[R, t] := \sum_i ((Rp_i + t - q_i)^\top n_i)^2$$

$$\approx \sum_i [(p_i - q_i)^\top n_i + r^\top (p_i \times n_i) + t^\top n_i]^2 \text{ after linearizing}$$

where  $r := (r_x, r_y, r_z)$

**Least-squares!**

“Object modelling by registration of multiple range images”

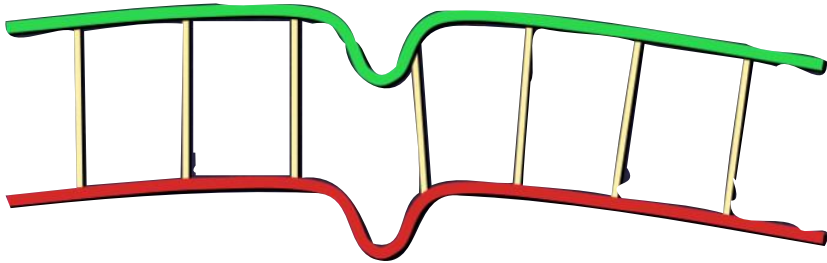
Chen and Medioni, Image and Vision Computing 10.3 (1992); image courtesy N. Mitra

# Closest Compatible Point

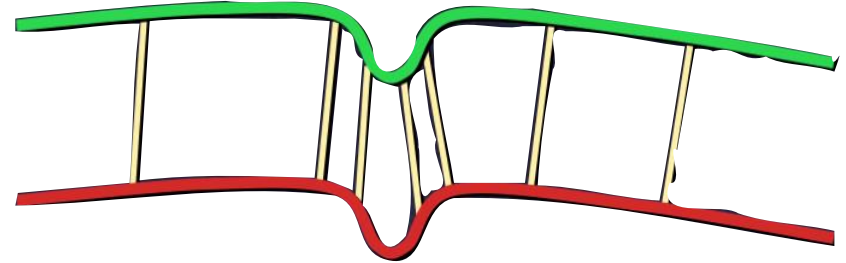
**Can improve matching effectiveness by restricting match to **compatible** points**

- Compatibility of colors [Godin et al. 94]
- Compatibility of normals [Pulli 99]
- Other possibilities:  
curvatures, higher-order derivatives, and other local features

# Choose Points to Improve Stability



Uniform Sampling

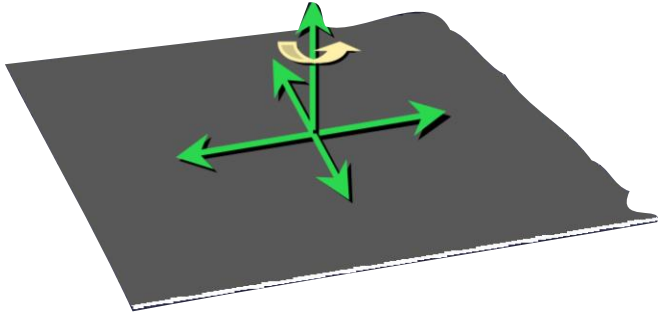


Stable Sampling

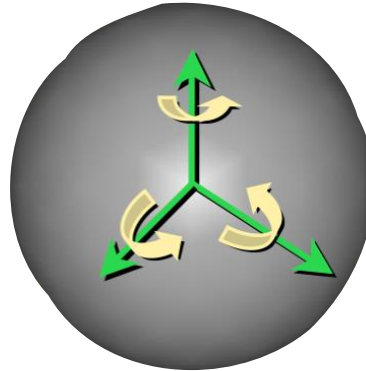
**Sample discriminative points**



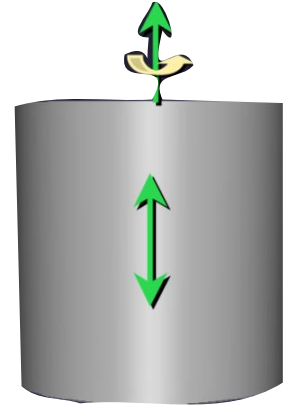
# Local Covariance



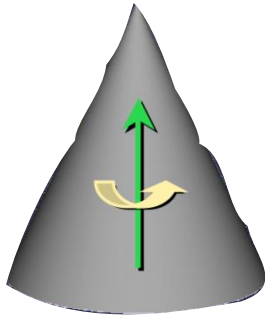
**3 small eigenvalues**  
2 translation  
1 rotation



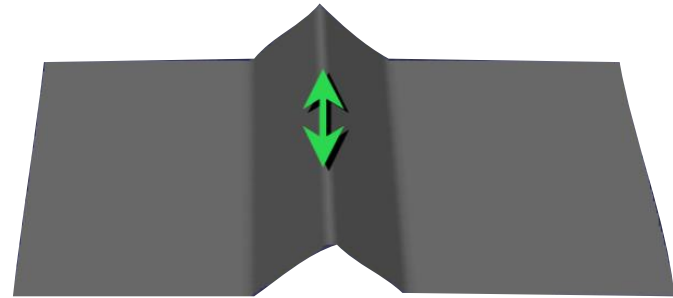
**3 small eigenvalues**  
3 rotation



**2 small eigenvalues**  
1 translation  
1 rotation

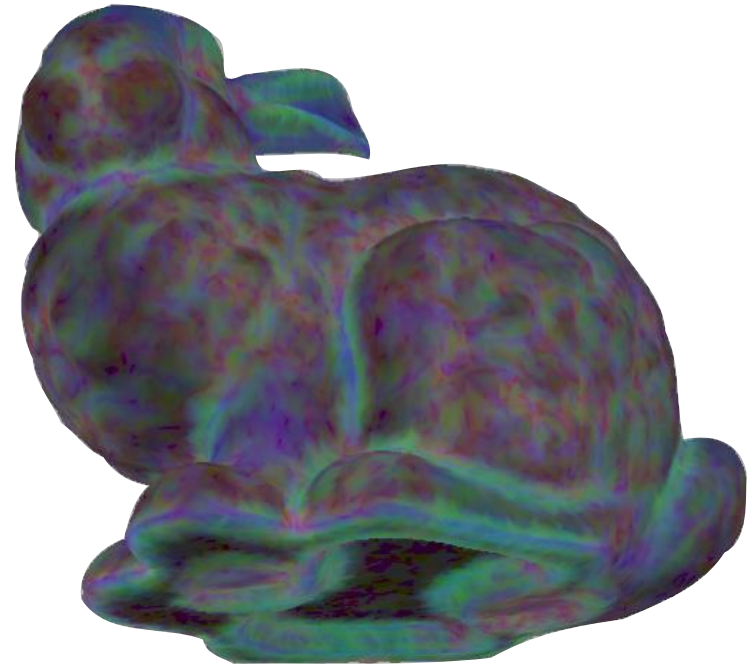
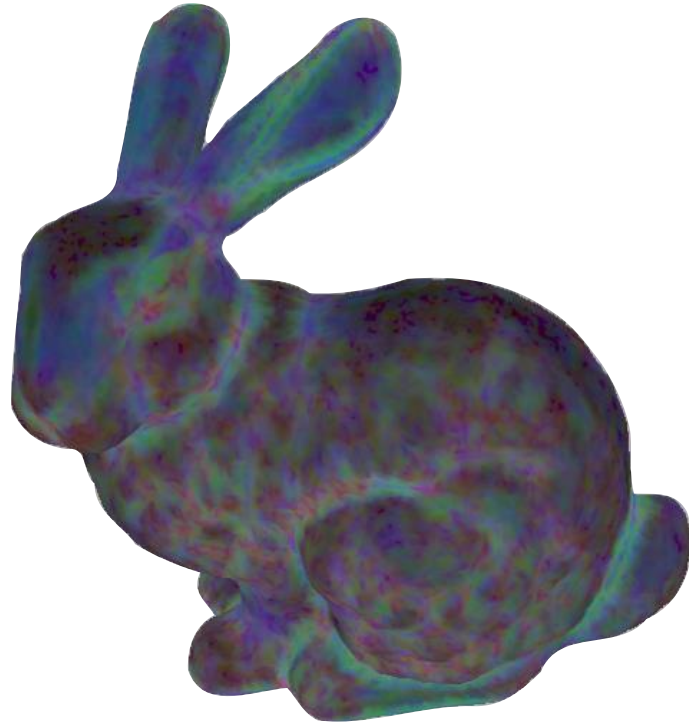


**1 small eigenvalue**  
1 rotation



**1 small eigenvalue**  
1 translation

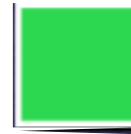
# Stability Analysis



**Key:**



3 DOFs stable



5 DOFs stable

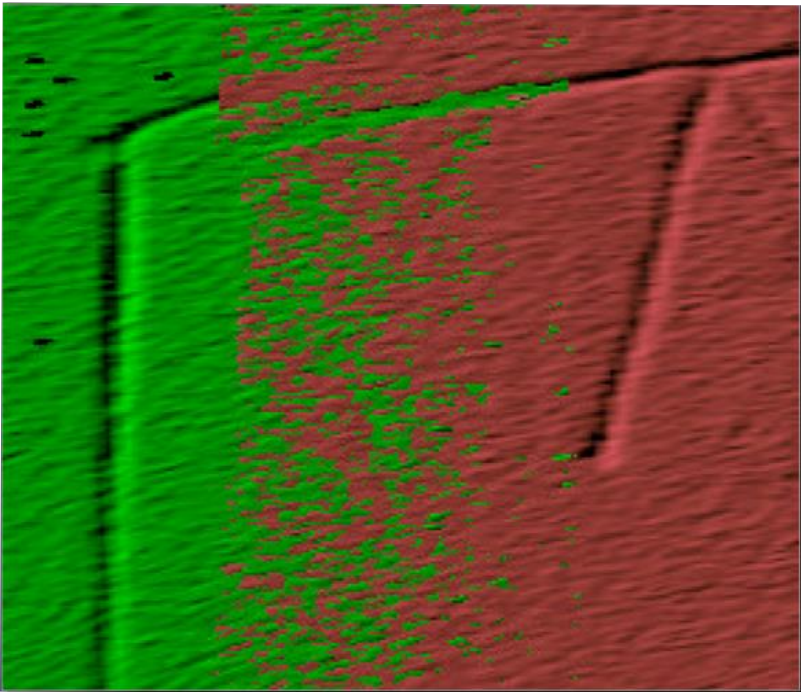


4 DOFs stable

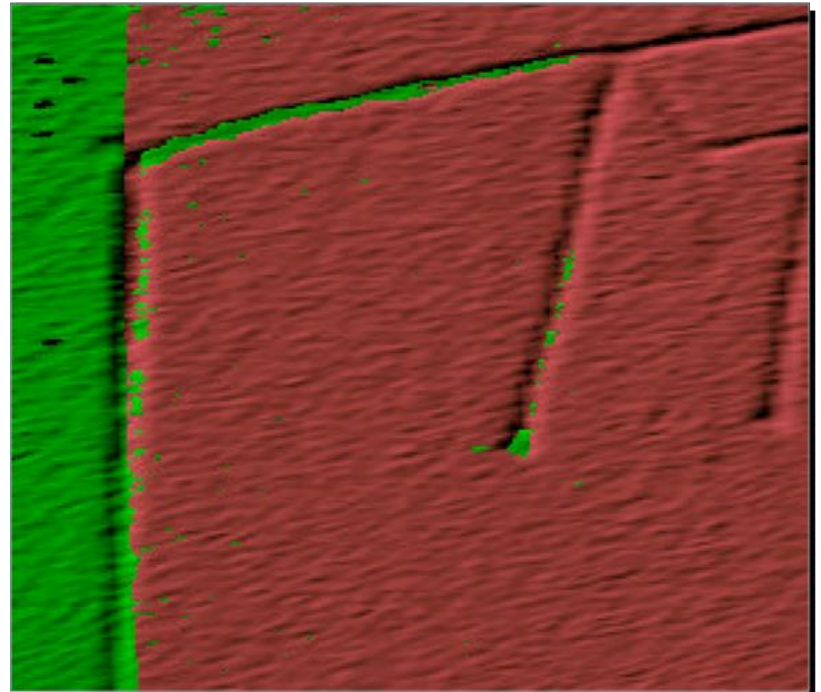


6 DOFs stable

# Alternative: Uniform Normals



Random Sampling

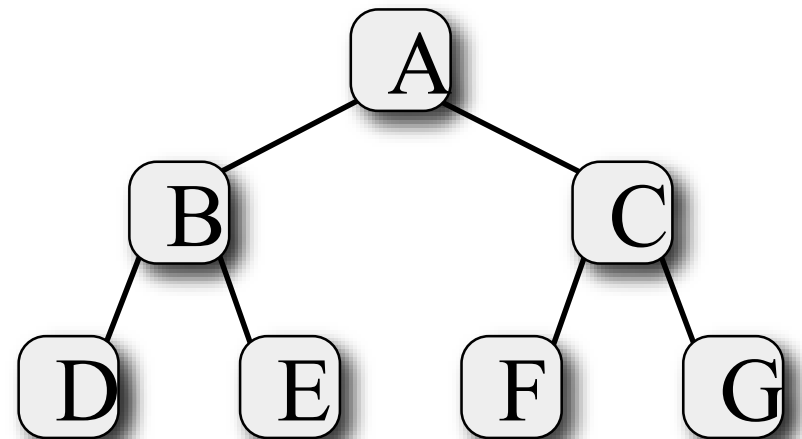
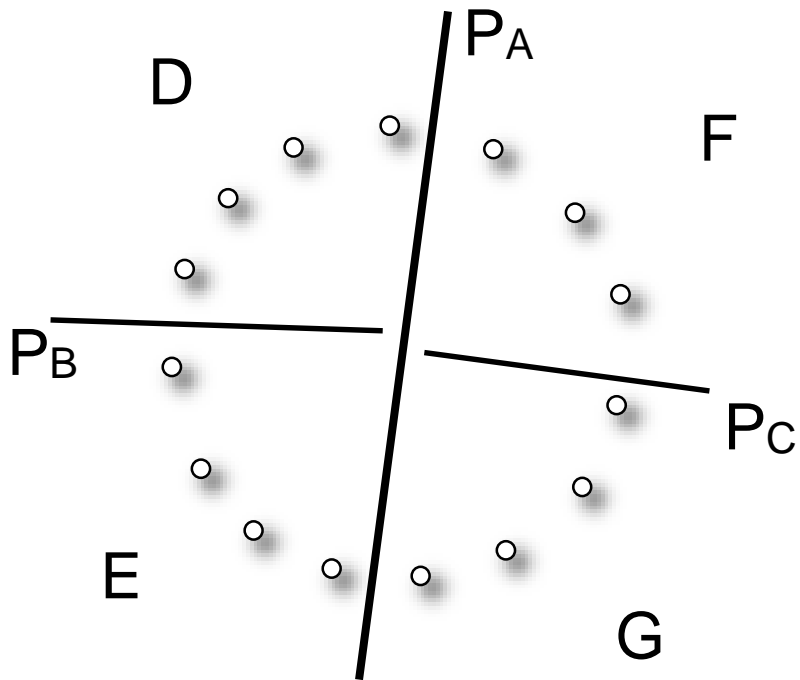


Normal-space Sampling

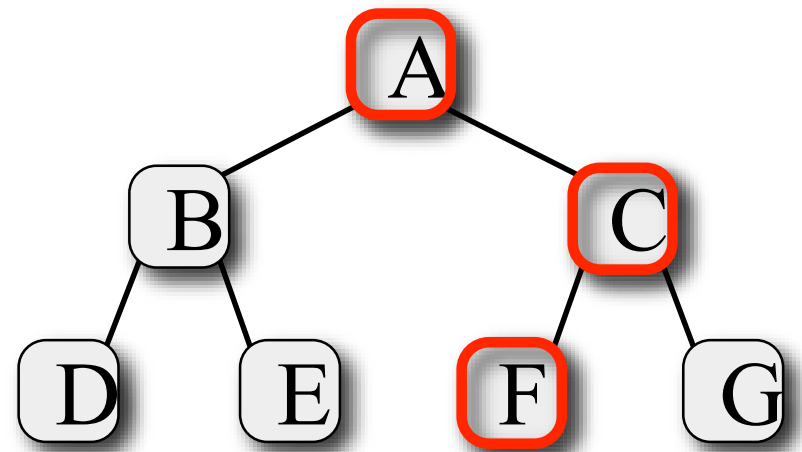
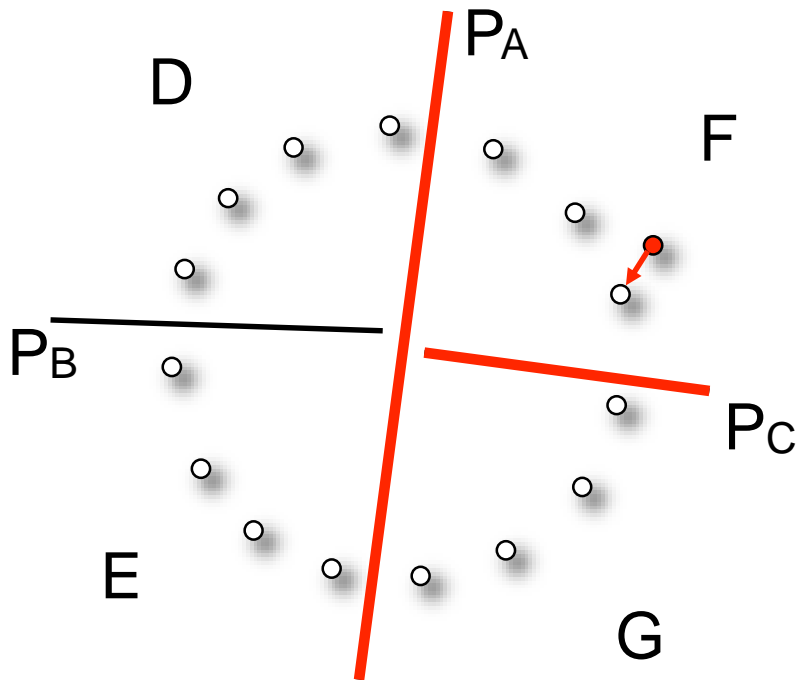


What is the **bottleneck**  
of ICP iteration?

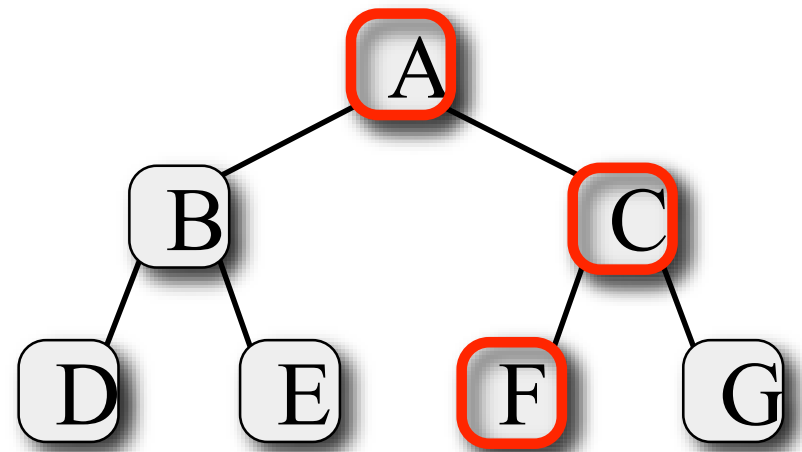
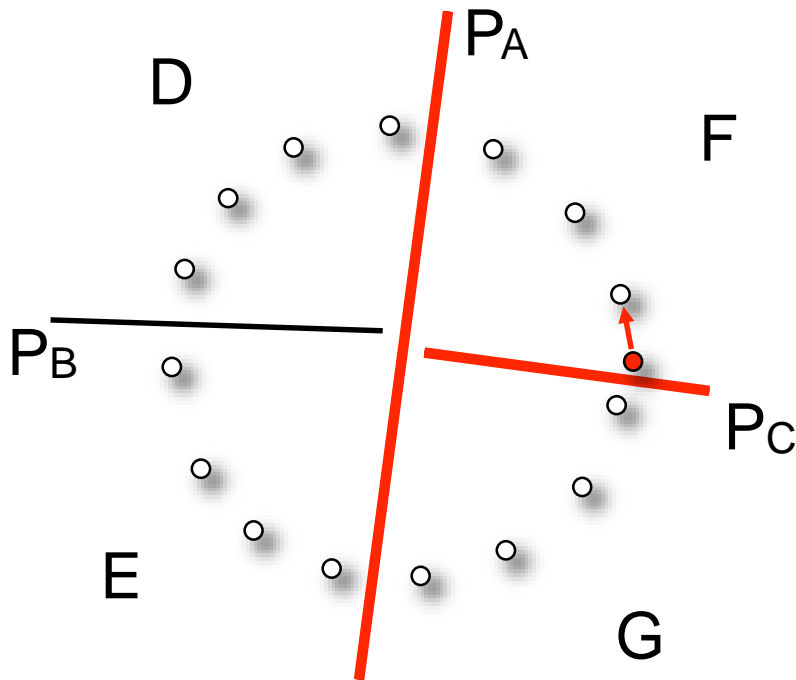
# BSP Tree



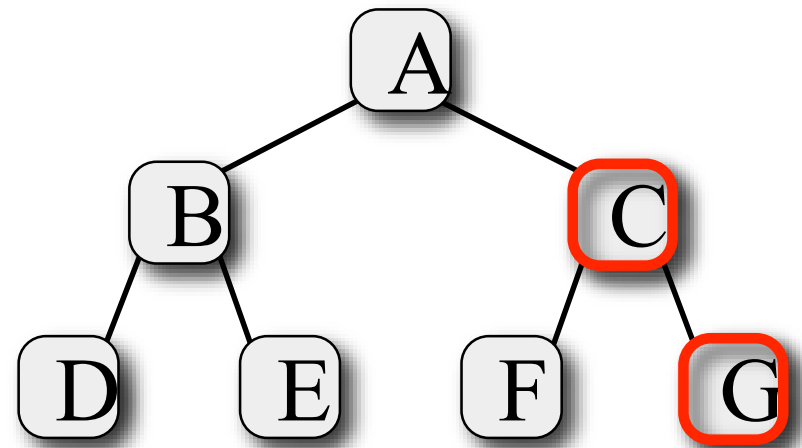
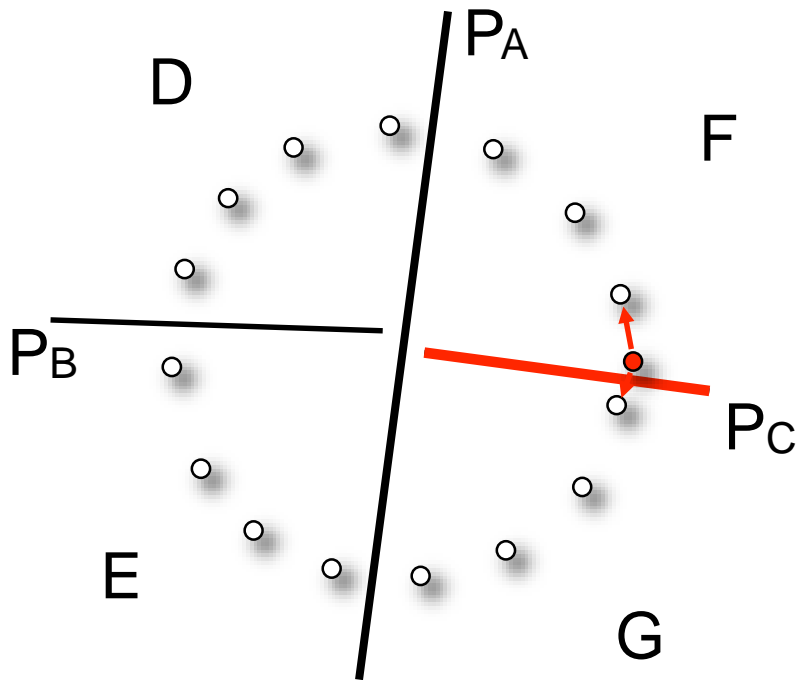
# Tree Traversal



# Subtlety: Is this right?



# Two Possibilities





# Pseudocode: Be Conservative!

```
BSPNode::dist(Point x, Scalar& dmin){
    if (leaf_node())
        for each sample point p[i]
            dmin = min(dmin, dist(x, p[i]));
    else {
        d = dist_to_plane(x);
        if (d < 0) {
            left_child->dist(x, dmin);
            if (|d| < dmin) right_child->dist(x, dmin);
        } else {
            right_child->dist(x, dmin);
            if (|d| < dmin) left_child->dist(x, dmin);
        }
    }
}
```

# *k*-d Tree

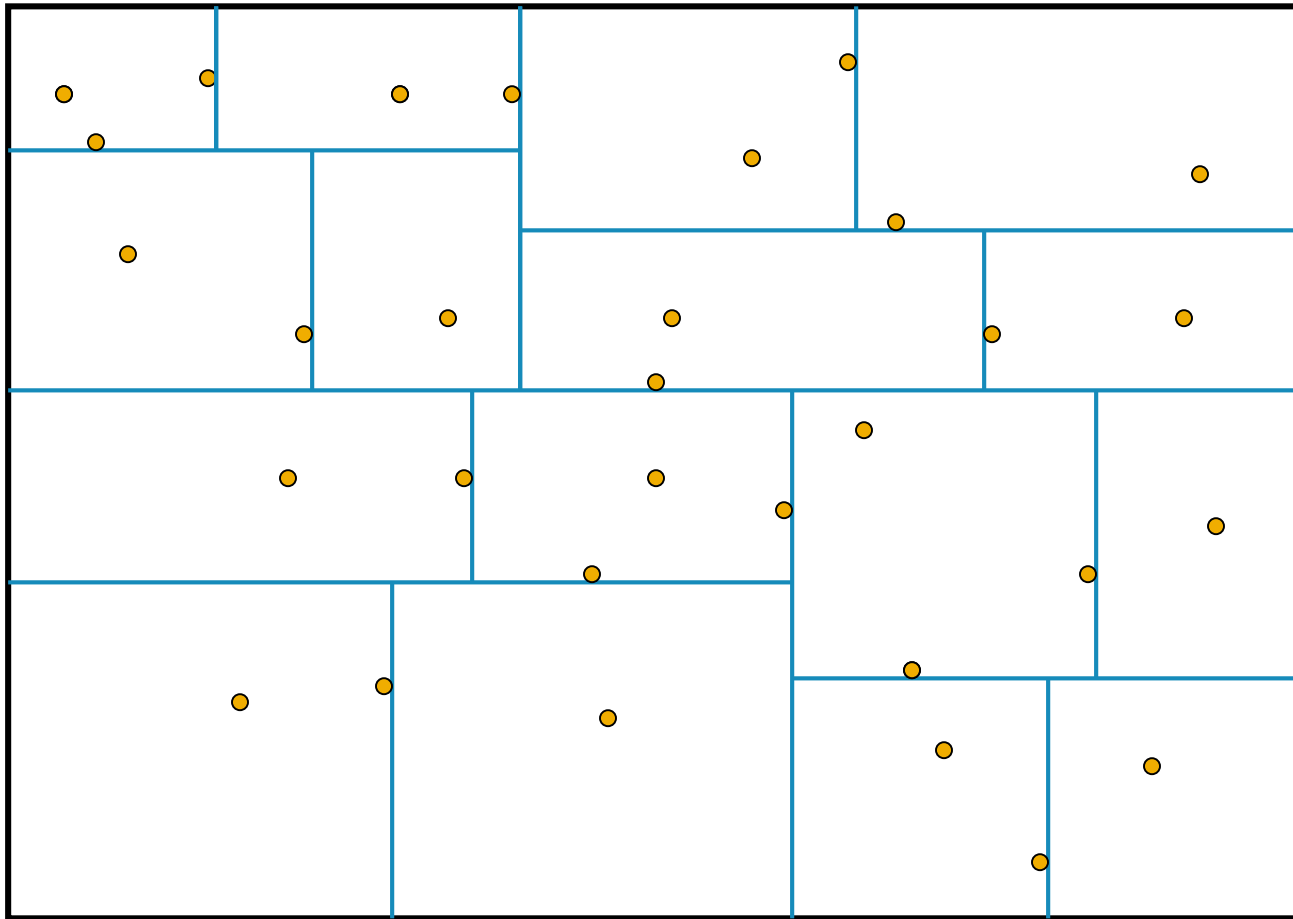


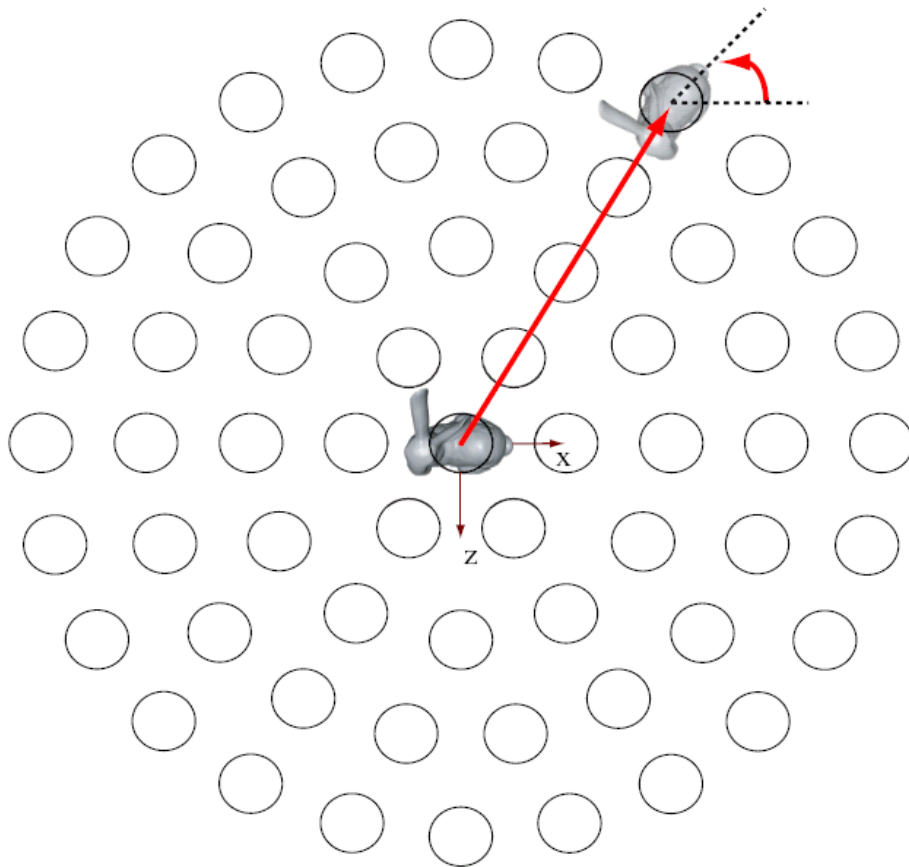
Image courtesy R. Gvili

## Axis-aligned tree

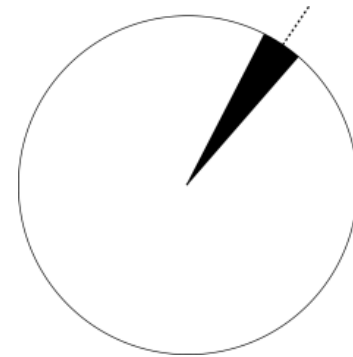


Speed aside, is ICP  
**always successful?**

# Convergence Funnel Visualization



**Translation** in xz plane  
**Rotation** about y

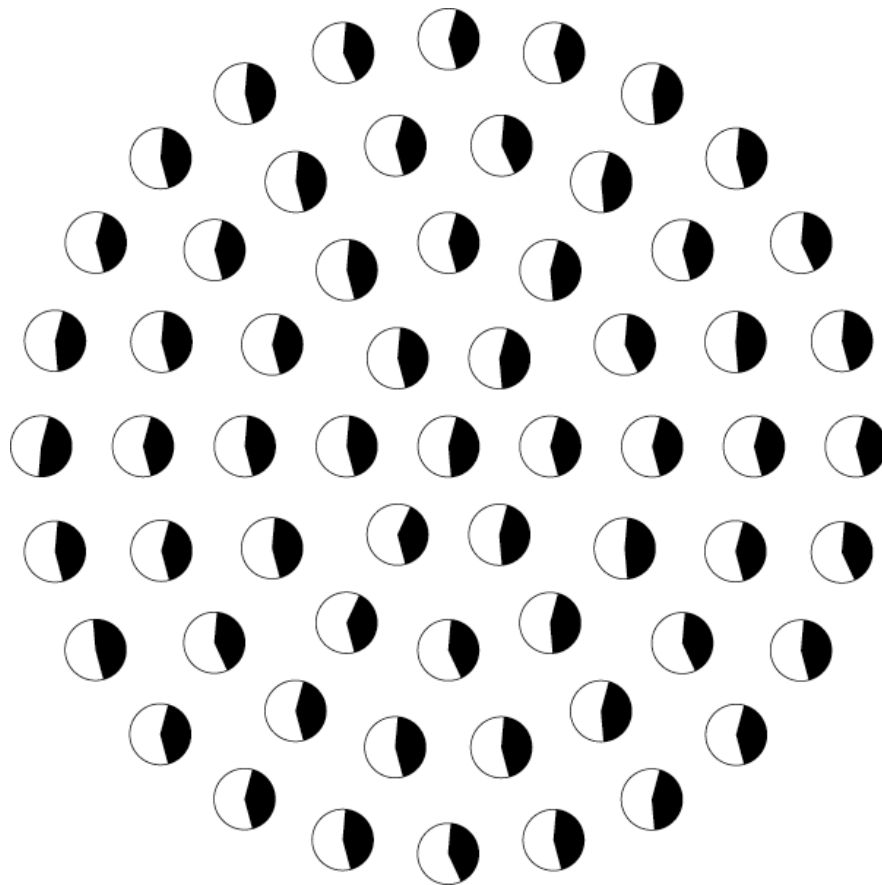


Converges

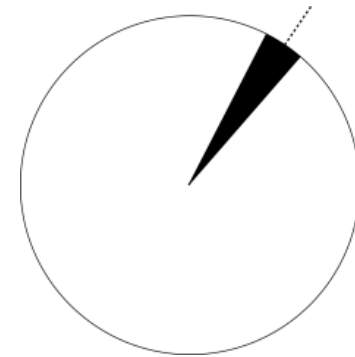


Does not converge

# Distance Field Method



**Translation** in xz plane  
**Rotation** about y

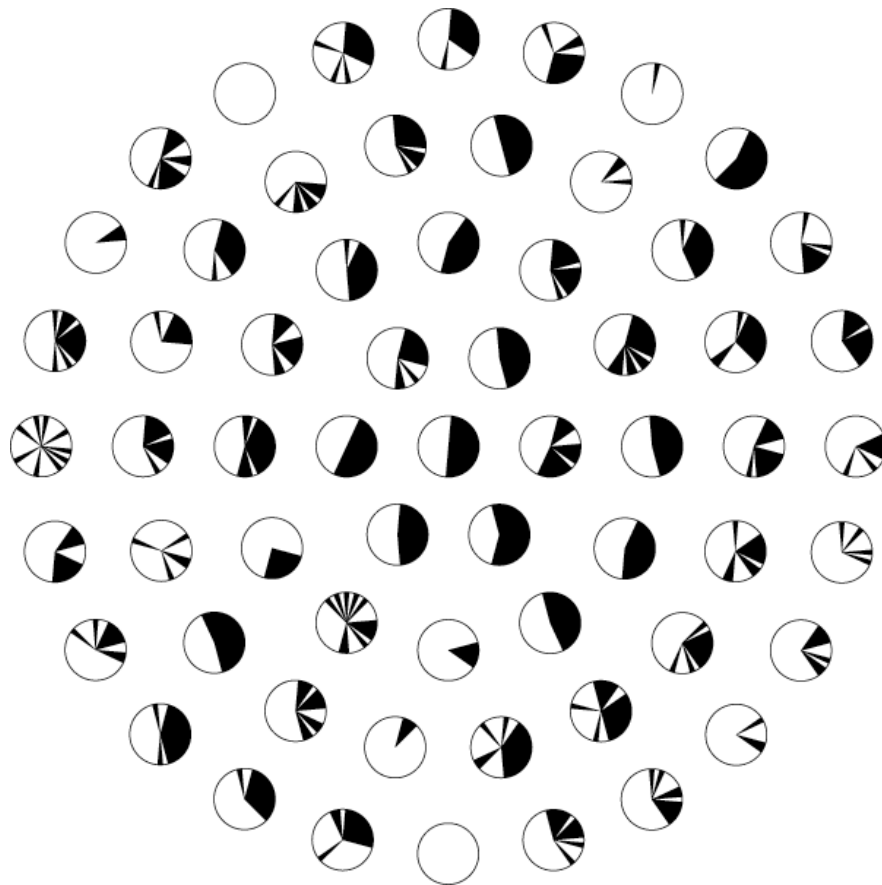


Converges

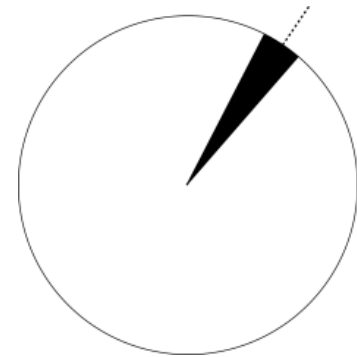


Does not converge

# Point-to-Plane



**Translation** in xz plane  
**Rotation** about y

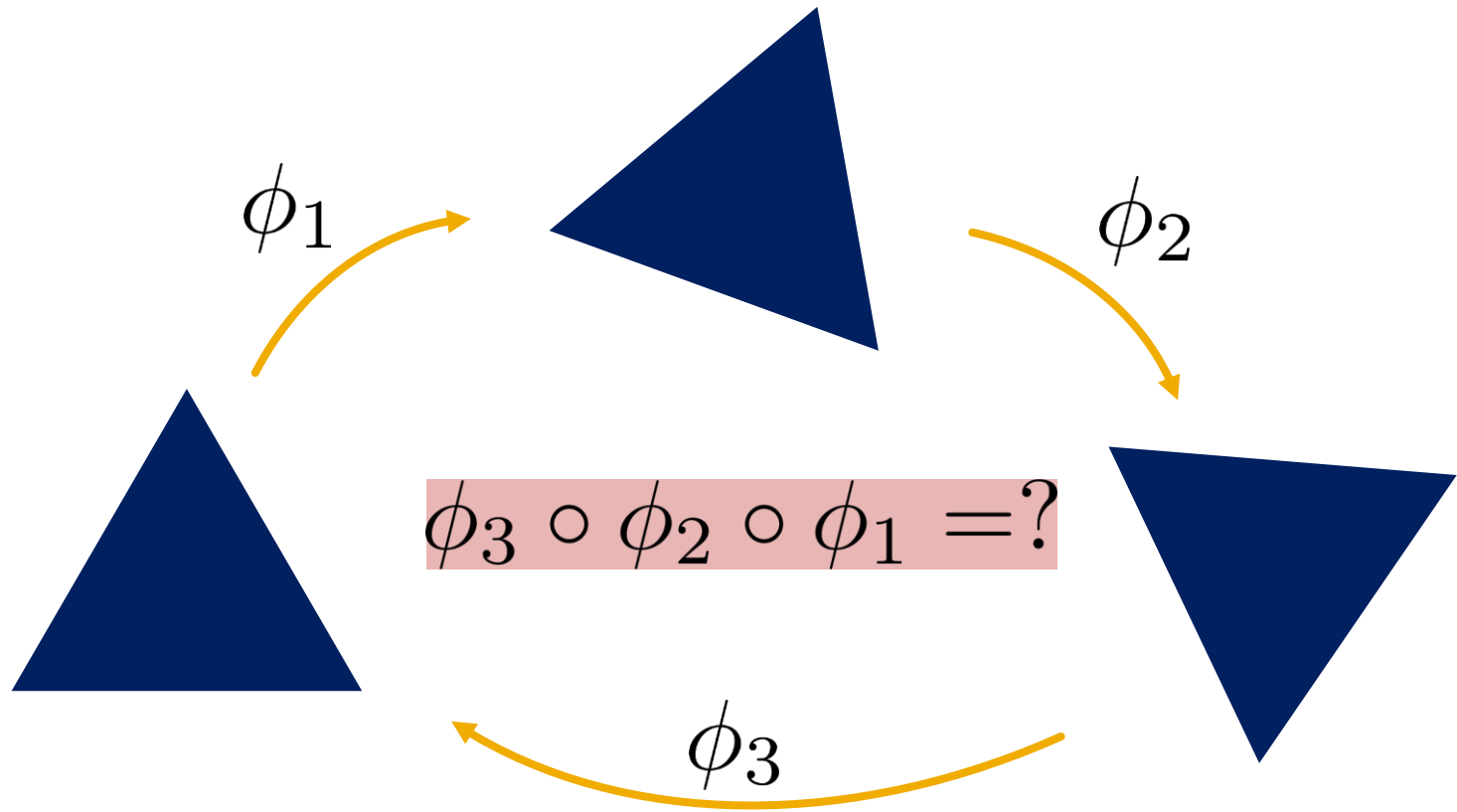


Converges



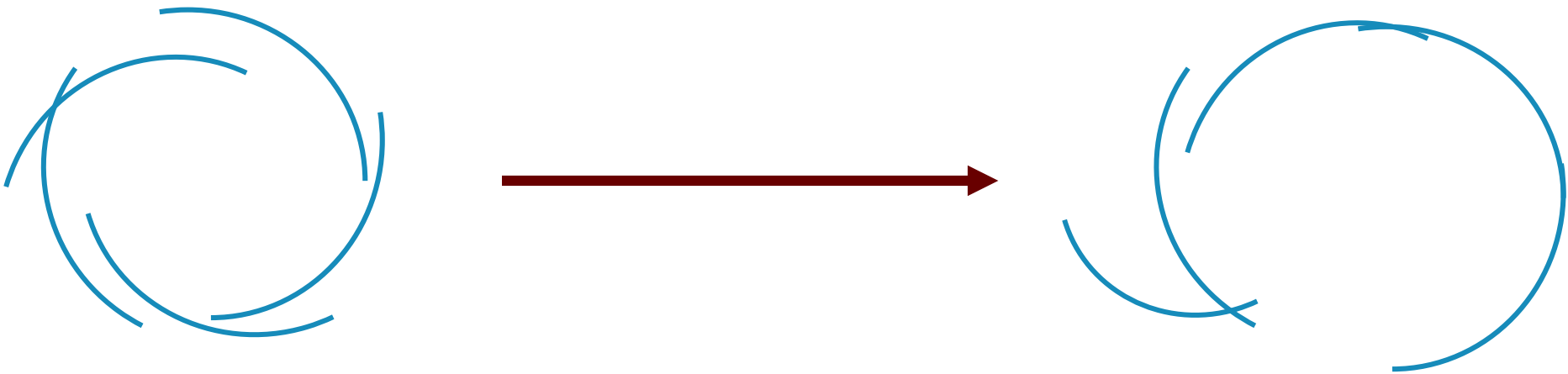
Does not converge

# Issue: ICP Three Times



Usually have  $\geq 2$  scans

# Improve Sequential Alignment?



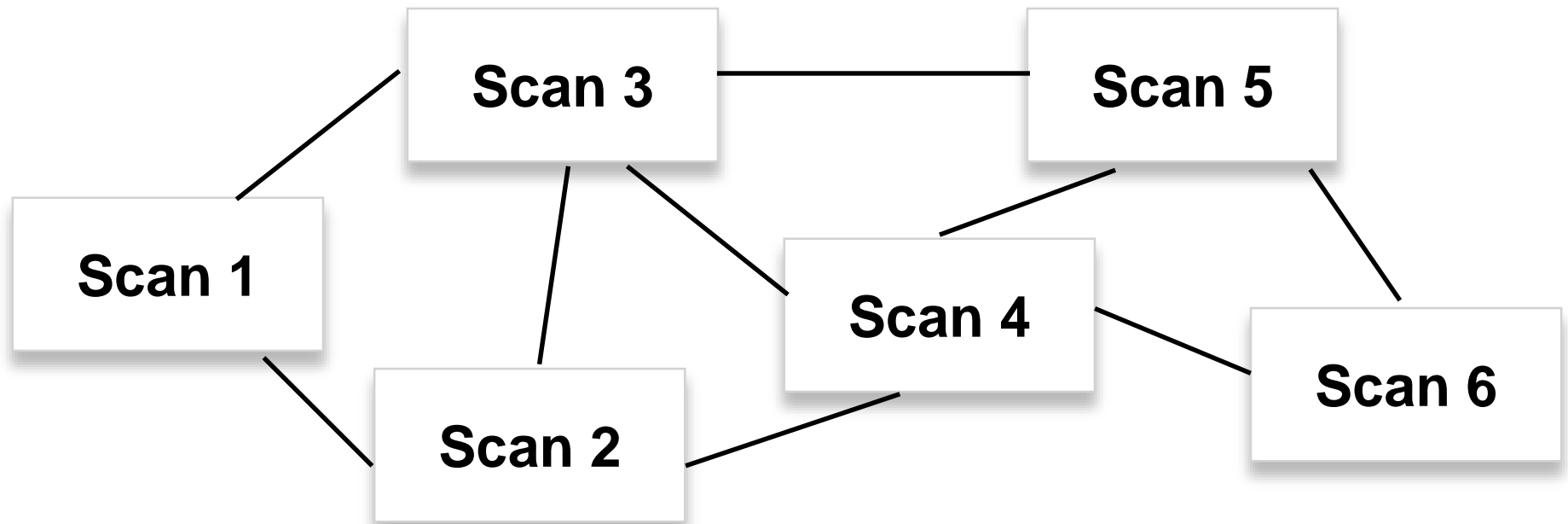
**Prevent “drift”**



# Simple Methods

- Align everything to **anchor** scan  
*Which to choose? Dependence on anchor?*
- Align to **union** of previous scans  
*Order dependence? Speed?*
- **Simultaneously** align everything using ICP  
*Local optima? Computational expense?*

# Graph Approach



**Align similar scans, then assemble**

# Lu and Milios

- **Pairwise phase**

*Compute pairwise ICP on graph*

- **Global alignment**

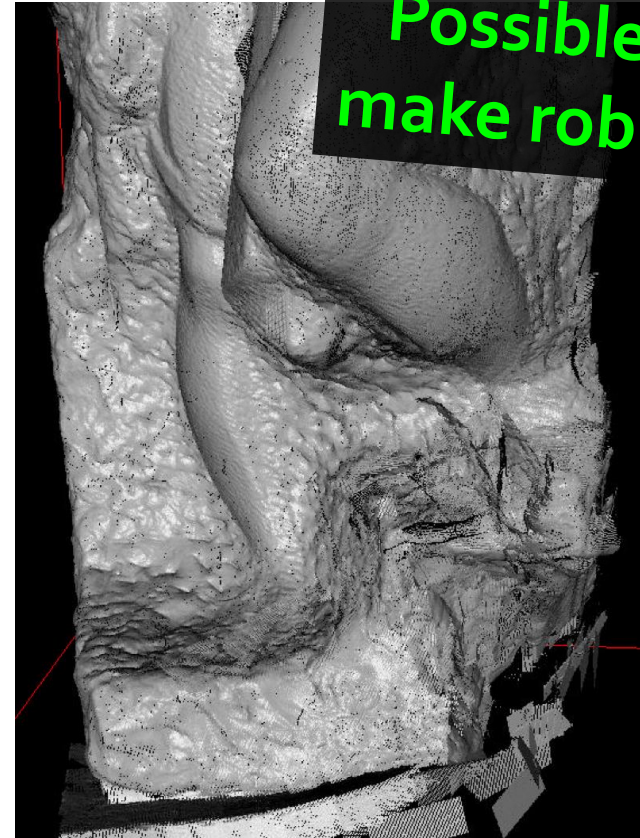
*Least-squares rotation/translation*

Linearize for  
global alignment

# Failed ICP in Global Registration



Correct global  
registration



Possible to  
make robust?

Global registration  
including bad ICP

# Digression: Angular Synchronization

Given:  $\delta_{ij} \approx \theta_i - \theta_j \pmod{2\pi}, (i, j) \in E$

Find:  $\{\theta_i\}$  up to constant shift

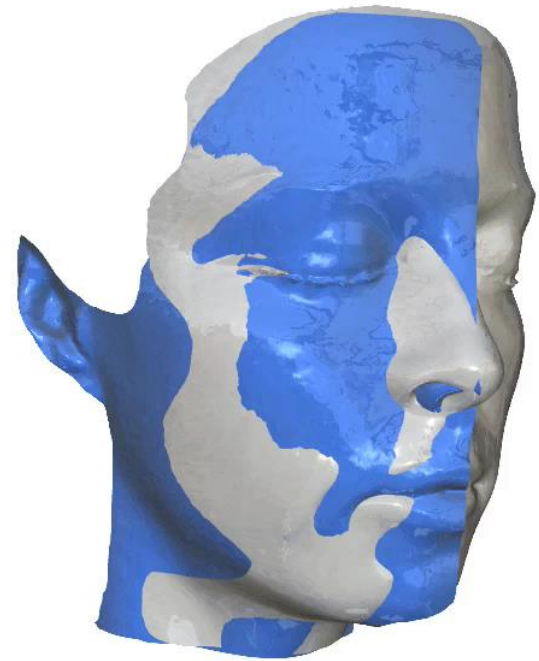
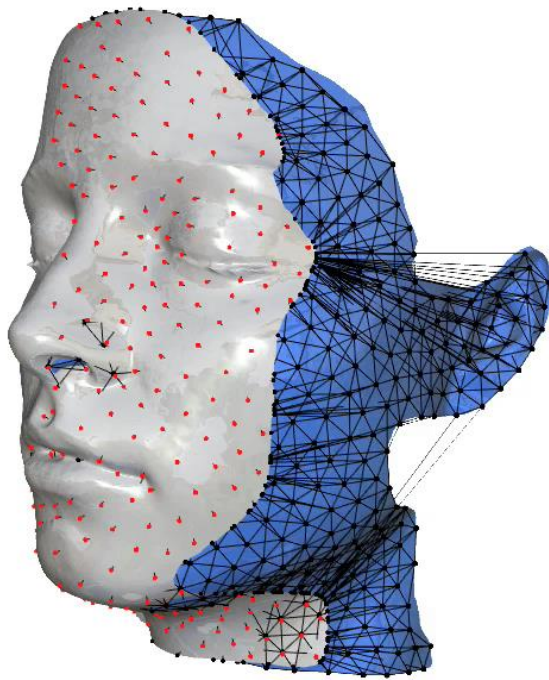
2D version without translation

*On the board:  
Eigenvalue and/or SDP relaxations*

*Open problem:*  
Synchronization on non-compact groups (e.g. SE(3)!)

“Angular synchronization by eigenvectors and semidefinite programming.”  
Singer, ACHA 2010.

# Non-Rigid Registration



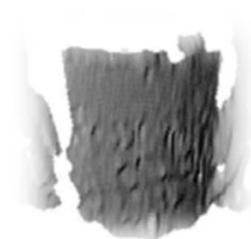
*data provided by Paramount Pictures and Aguru Images*

# Problems

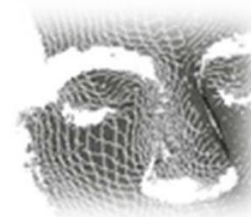
- Noisy data
- Acquisition holes (incomplete)
  - No correspondence
  - Deformation



**missing correspondences**



**noise**



**holes**



# Example Paper

Eurographics Symposium on Geometry Processing 2008  
Pierre Alliez and Szymon Rusinkiewicz  
(Guest Editors)

Volume 27 (2008), Number 5

## Global Correspondence Optimization for Non-Rigid Registration of Depth Scans

Hao Li      Robert W. Sumner      Mark Pauly  
Applied Geometry Group  
ETH Zurich

### Abstract

*We present a registration algorithm for pairs of deforming and partial range scans that addresses the challenges of non-rigid registration within a single non-linear optimization. Our algorithm simultaneously solves for correspondences between points on source and target scans, confidence weights that measure the reliability of each correspondence and identify non-overlapping areas, and a warping field that brings the source scan into alignment with the target geometry. The optimization maximizes the region of overlap and the spatial coherence of the deformation while minimizing registration error. All optimization parameters are chosen automatically; hand-tuning is not necessary. Our method is not restricted to part-in-whole matching, but addresses the general problem of partial matching, and requires no explicit prior correspondences or feature points. We evaluate the performance and robustness of our method using scan data acquired by a structured light scanner and compare our method with existing non-rigid registration algorithms.*

Categories and Subject Descriptors (according to ACM CCS): I.3.5 [Computer Graphics]: Computational Geometry and Object Modeling

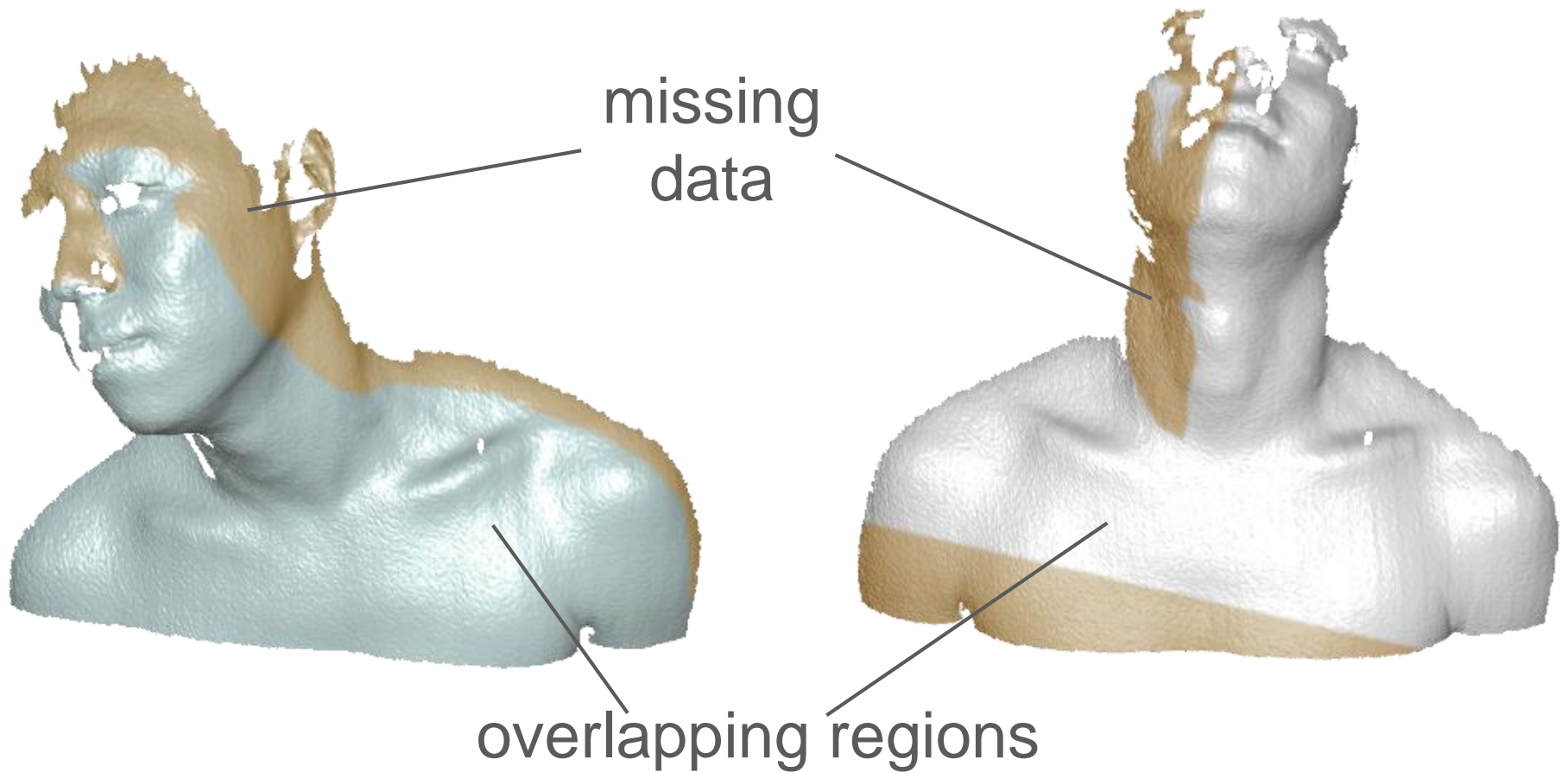
### 1. Introduction

Surface registration is a fundamental problem in geometric modeling and 3-D shape acquisition. Most scanning systems provide partial surface data that must be aligned and merged



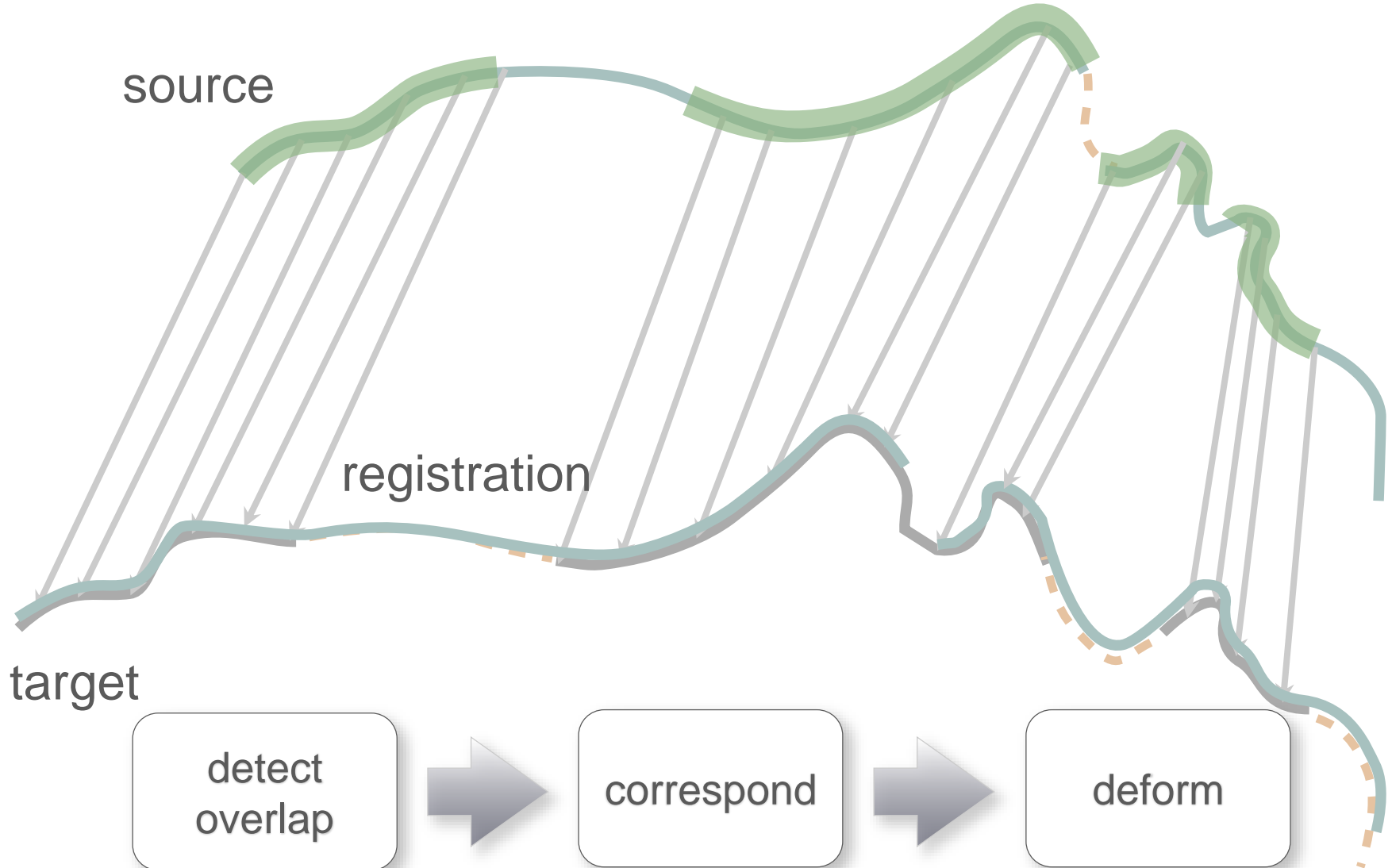


# Concrete Example

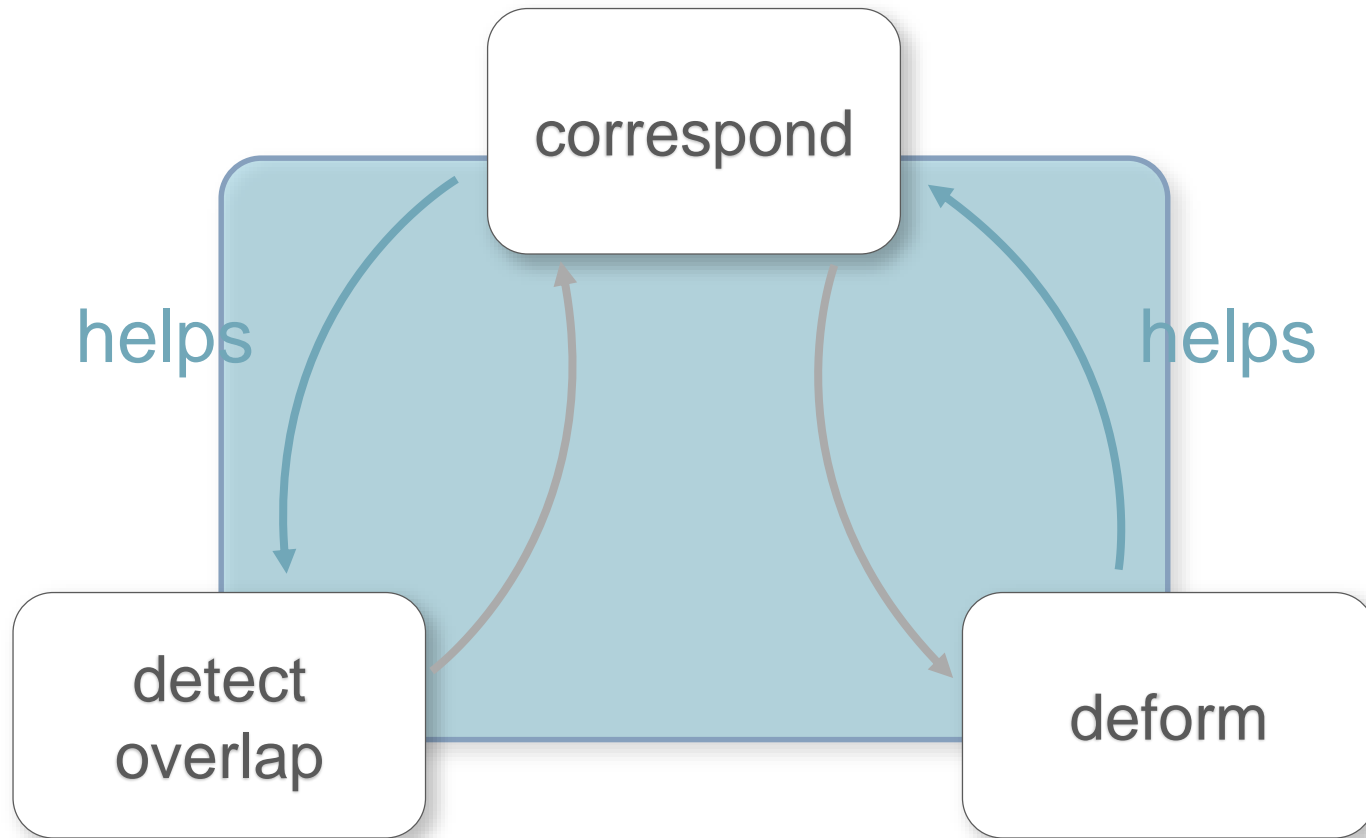


**In addition to deformation**

# Reasonable Approach

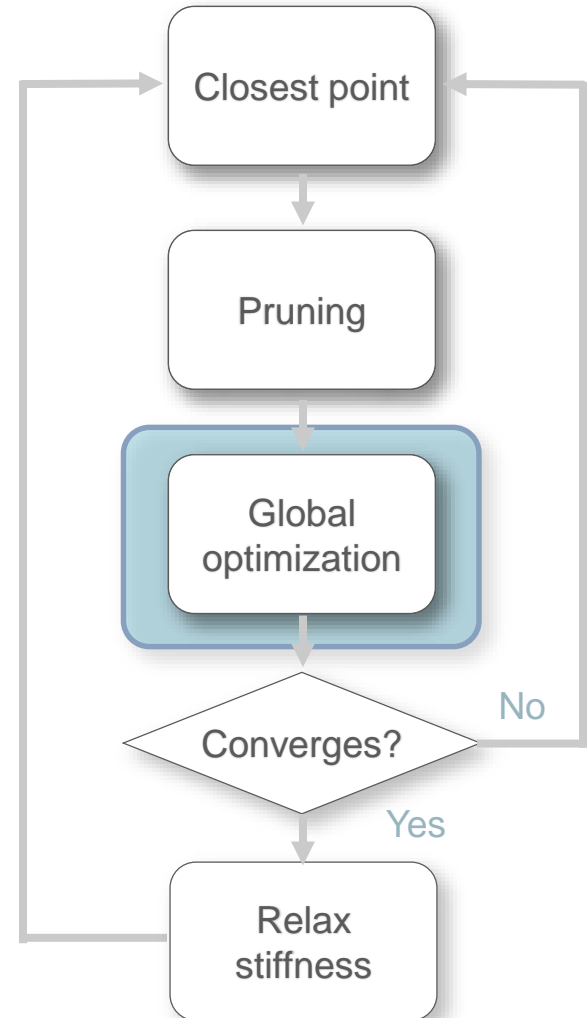
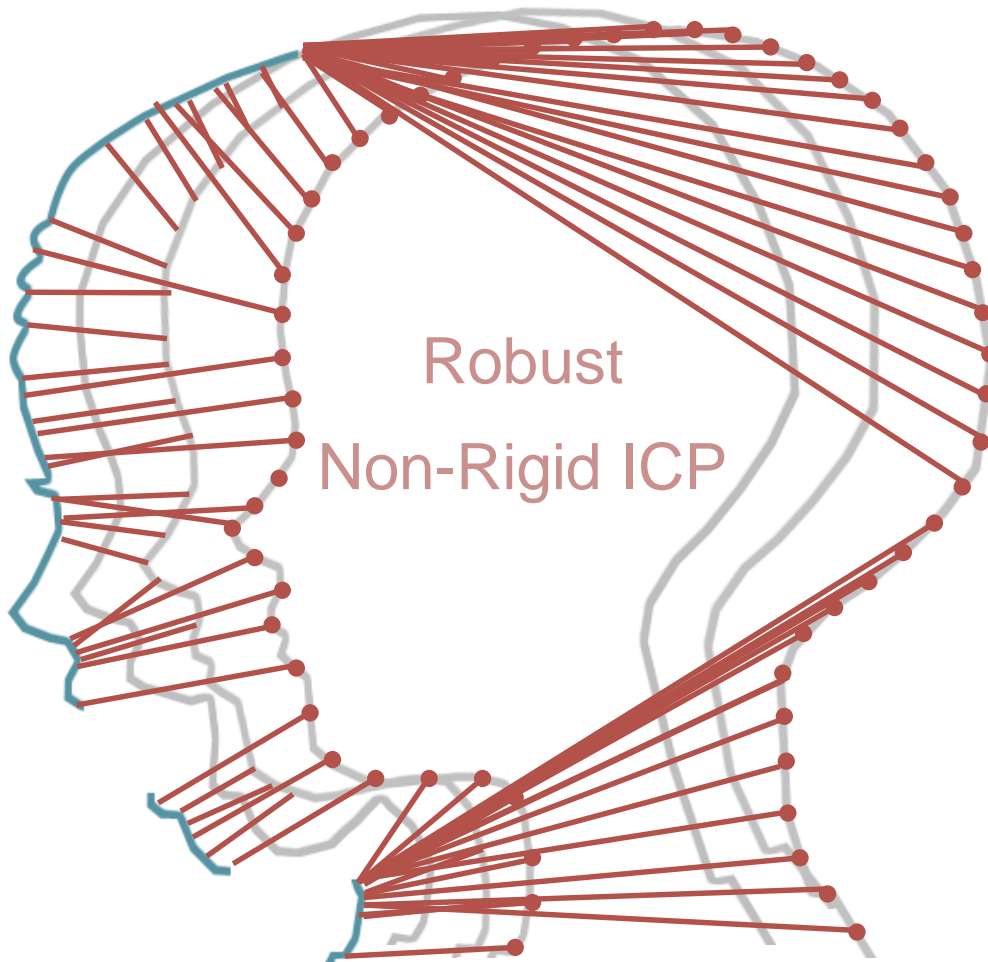


# Global Optimization

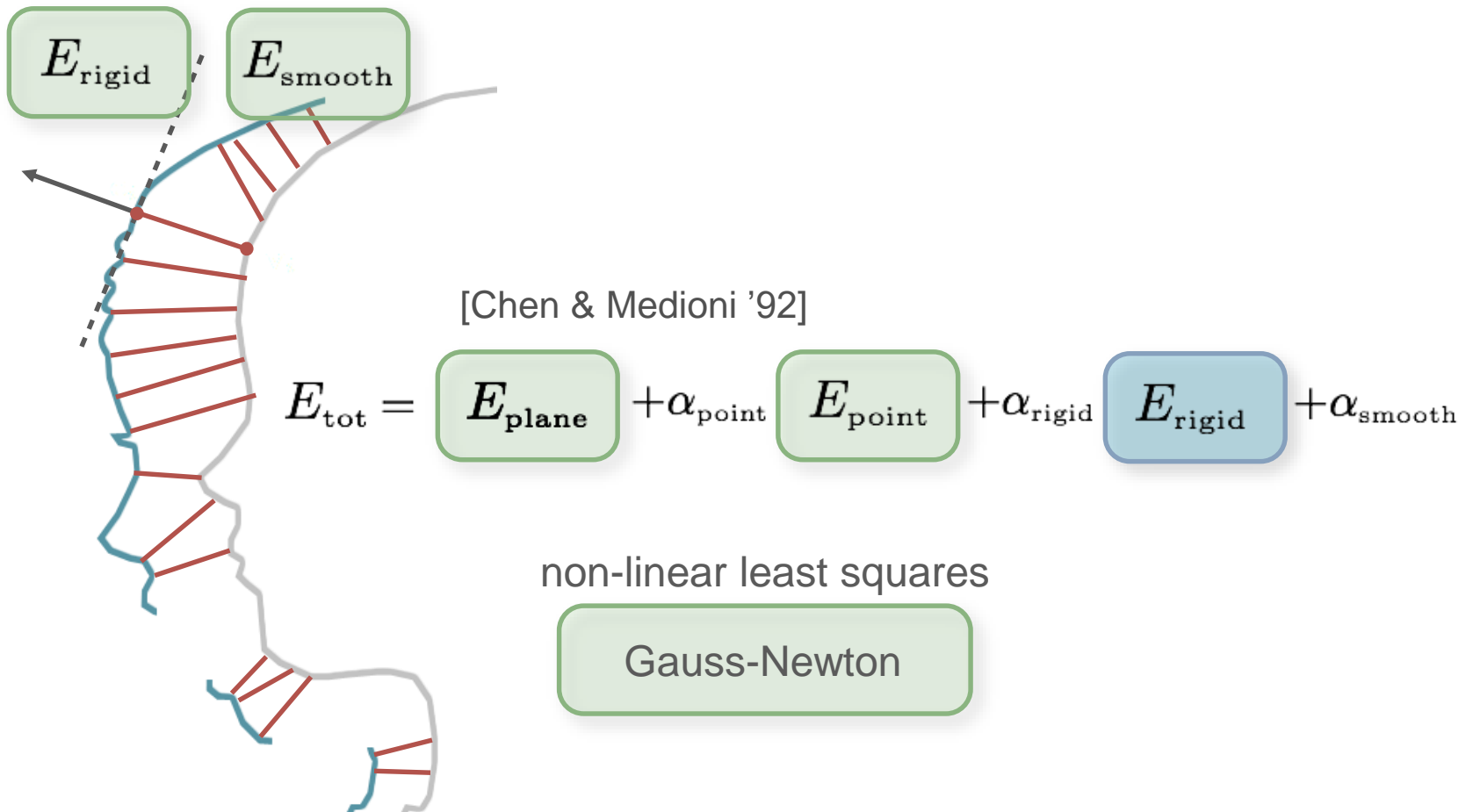


**Tasks support each other**

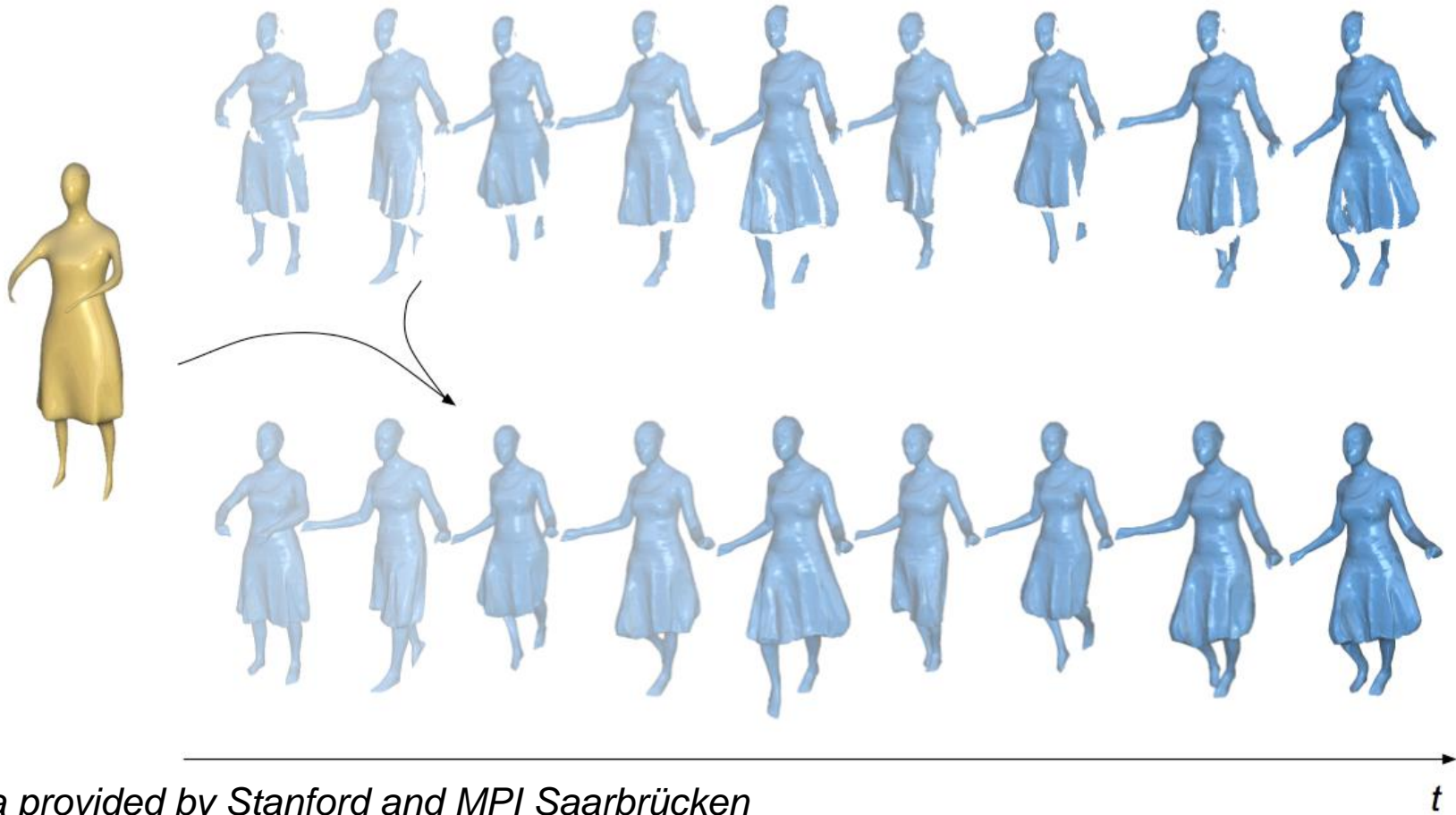
# Pipeline



# Rough Summary

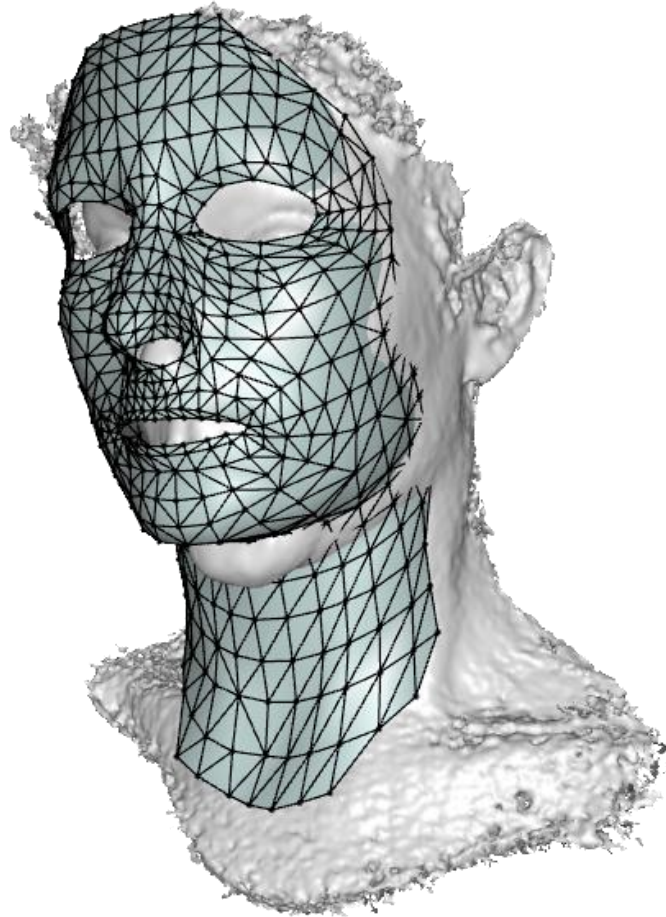


# Alternative Approaches



## Template-based matching

# Alternative Approaches



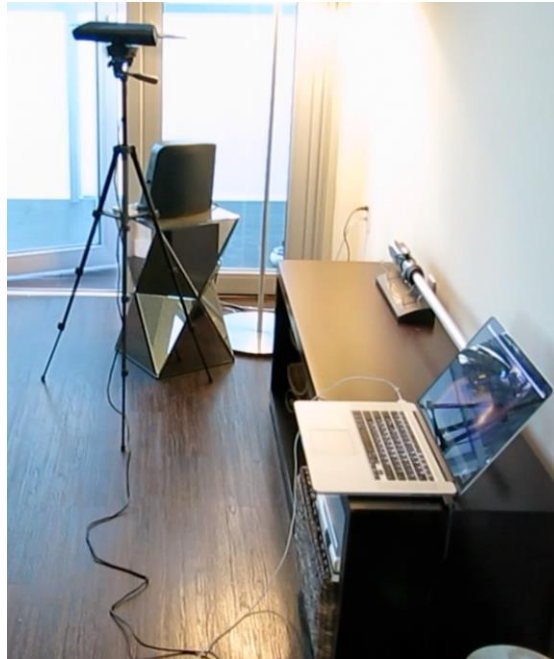
Template alignment, blendshapes



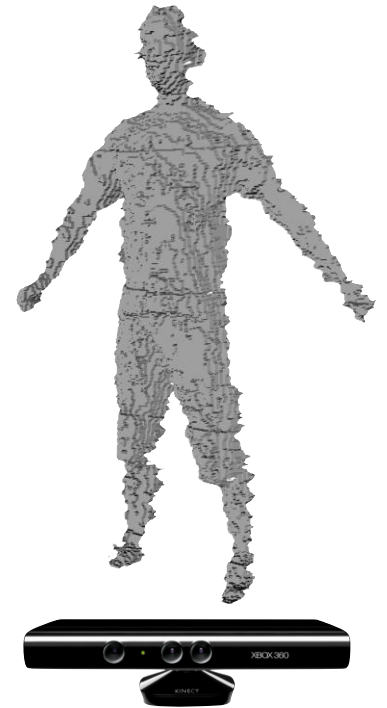
# Outstanding Challenges



Deformation, clothing  
& props

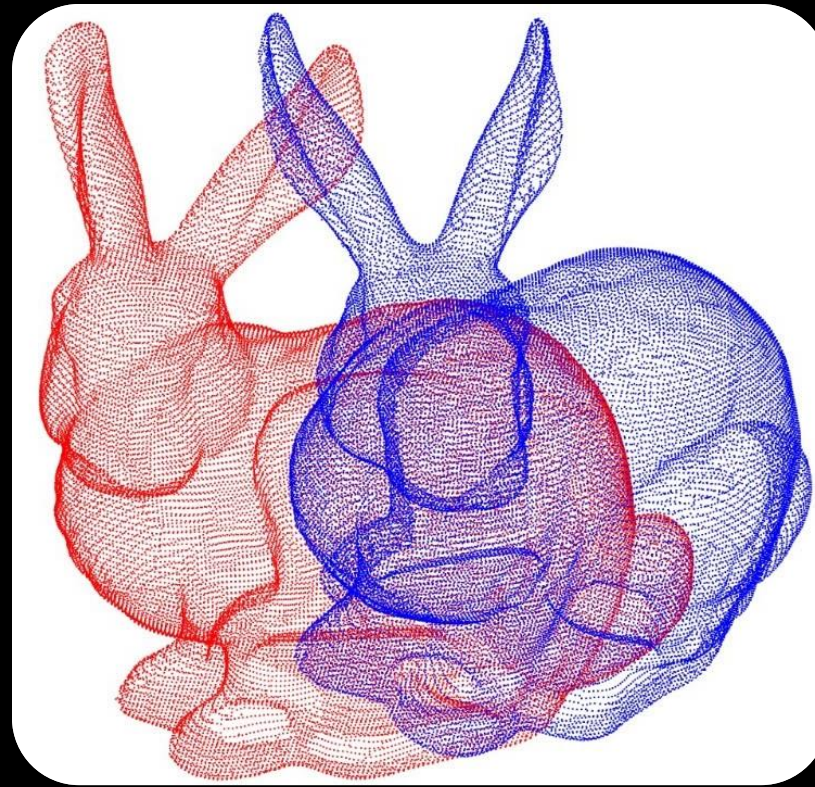


Environment



Low-cost scanners





# Registration and Alignment

Justin Solomon

MIT, Spring 2017

