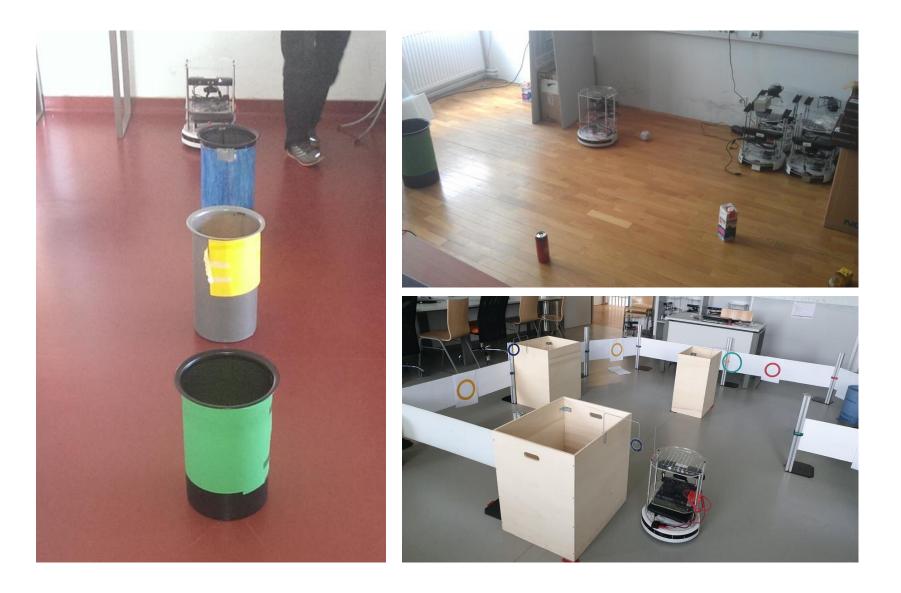
### **Development of intelligent systems** (**RInS**)

## **Object detection in 3D**

Danijel Skočaj University of Ljubljana Faculty of Computer and Information Science

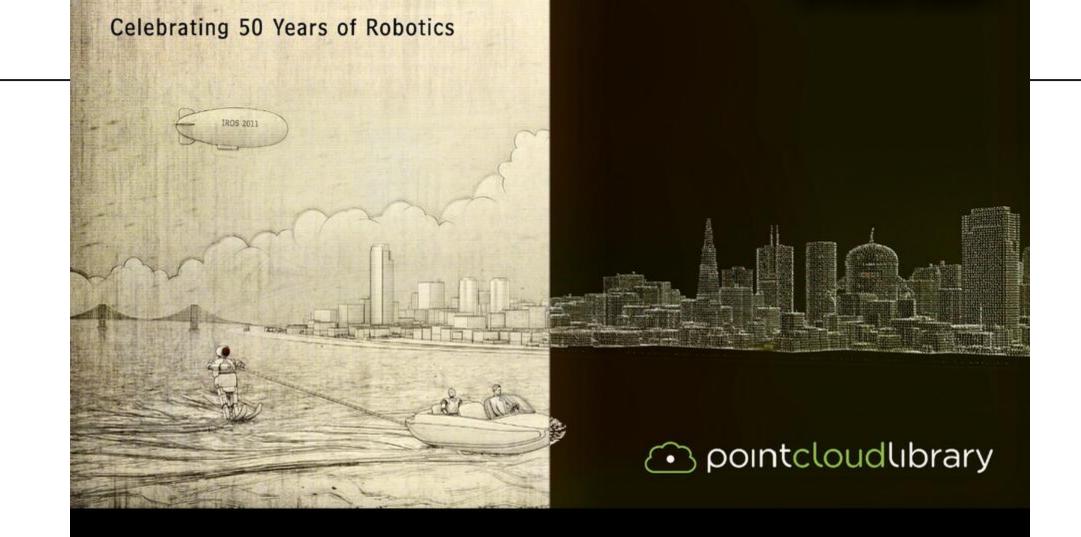
Academic year: 2024/25

# **Detection of obstacles and objects**



### **3D perception**





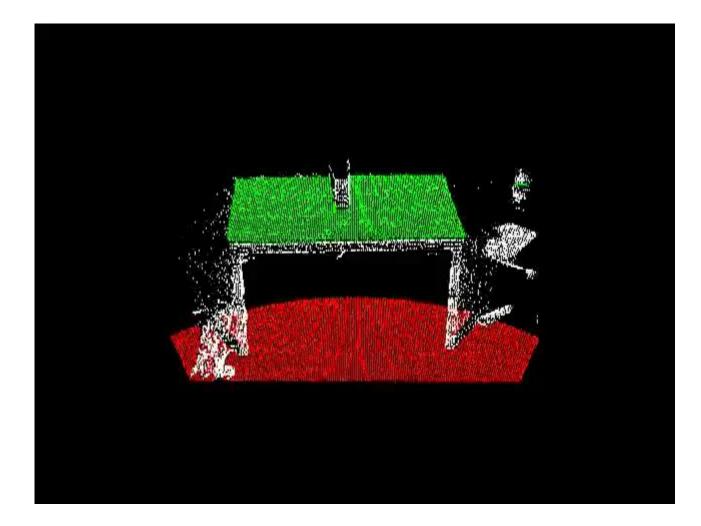
### **PCL :: Segmentation**

September 25, 2011

Radu Bogdan Rusu, Nico Blodow, Willow Garage, PCL

4

### **Detection of planes**



### RANSAC

Random Sampling Consensus [Fischler, Bolles '81] 

> **In:**  $U = \{x_i\}$  set of data points, |U| = N $f(S): S \to p$ function f computes model parameters p given a sample S from U  $\rho(p,x)$ the cost function for a single data point x Out: p\* p<sup>\*</sup>, parameters of the model maximizing the cost function

k := 0

Repeat until P{better solution exists} <  $\eta$  (a function of C<sup>\*</sup> and no. of steps k)

k := k + 1

I. Hypothesis

(1) select randomly set  $S_k \subset U$ , sample size  $|S_k| = m$ 

(2) compute paramel $p_k = f(S_k)$ 

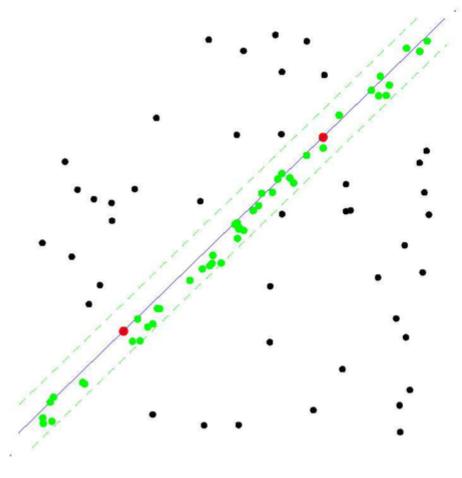
II. Verification

```
(3) compute cost C_k = \sum_{x \in U} \rho(p_k, x)
```

(4) if 
$$C^* < C_k$$
 then  $C^* := C_k$ ,  $p^* := p_k$ 

end

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**ALL-INLIER SAMPLE** 

RANSAC time complexity

 $t = k(t_M + \overline{m}_s N)$ 

- k ... number of samples drawn
- N ... number of data
- points
  - t<sub>M</sub> ... time to compute a single model
  - m<sub>s</sub>... average number of models per

sample

### RANSAC

the "gold standard" algorithm:

<b>In:</b> $U = \{x_i\}$	set of data points, $ U  = N$
$f(S): S \to p$	function f computes model parameters p given a sample S from U
$\rho(p,x)$	the cost function for a single data point x
Out: p*	$p^*$ , parameters of the model maximizing the cost function
k := 0	

Repeat until P{better solution exists} <  $\eta$  (a function of C<sup>\*</sup> and no. of steps k)

k := k + 1

I. Hypothesis

(1) select randomly set  $S_k \subset U$ , sample size  $|S_k| = m$ 

(2) compute parameters  $p_k = f(S_k)$ 

**II.** Verification

(3) compute cost

(4) if  $C^* < C_k$  then  $C^* := C_k$ ,  $p^* := p_k$   $C_k = \sum_{x \in U} \rho(p_k, x)$ 

end Repeat

 $p^{out}$  = least square fit on the set of inliers to  $p^*$ 

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### Point Cloud Library (PCL) 1.10.1-dev

Main Page Related Pages Modules Namespaces - Classes -

#### Module sample\_consensus

#### **Detailed Description**

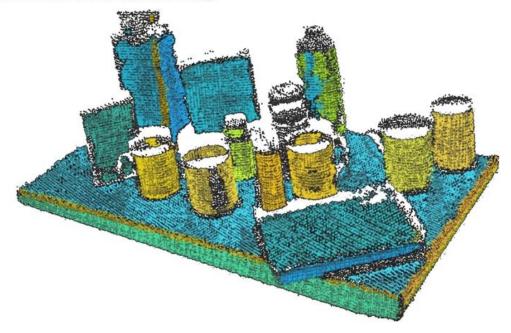
#### **Overview**

The pcl\_sample\_consensus library holds SAmple Consensus (SAC) methods like RANSAC and models like planes and cylinders. These can combined freely in order to detect specific models and their parameters in point clouds.

Some of the models implemented in this library include: lines, planes, cylinders, and spheres. Plane fitting is often applied to the task of detecting common indoor surfaces, such as walls, floors, and table tops. Other models can be used to detect and segment objects with common geometric structures (e.g., fitting a cylinder model to a mug).

Q. Search

Classes | Functions

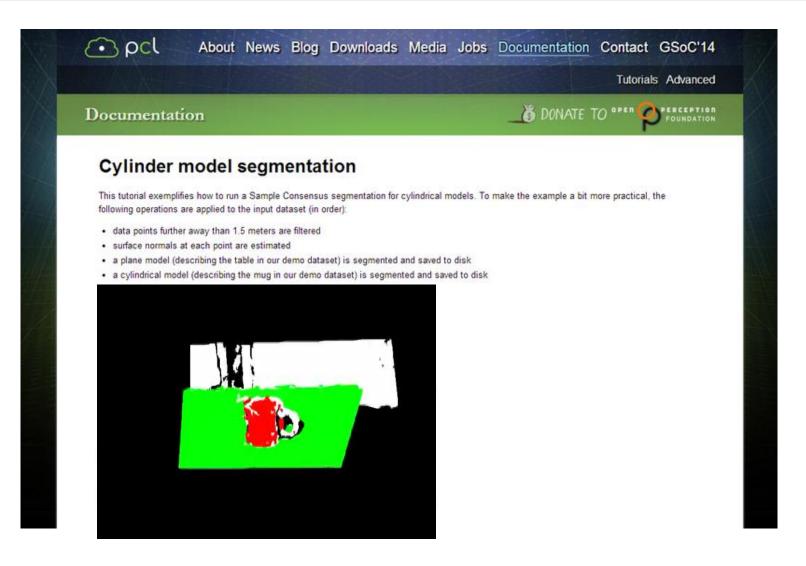


### **RANSAC** in PCL

The following models are supported:

- SACMODEL\_PLANE used to determine plane models. The four coefficients of the plane are its Hessian Normal form: [normal\_x normal\_y normal\_z d]
- SACMODEL\_LINE used to determine line models. The six coefficients of the line are given by a point on the line and the direction of the line as: [point\_on\_line.x point\_on\_line.y point\_on\_line.z line\_direction.x line\_direction.z]
- SACMODEL\_CIRCLE2D used to determine 2D circles in a plane. The circle's three coefficients are given by its center and radius as: [center.x center.y radius]
- SACMODEL\_CIRCLE3D used to determine 3D circles in a plane. The circle's seven coefficients are given by its center, radius and normal as: [center.x, center.y, center.z, radius, normal.x, normal.y, normal.z]
- SACMODEL\_SPHERE used to determine sphere models. The four coefficients of the sphere are given by its 3D center and radius as: [center.x center.y center.z radius]
- SACMODEL\_CYLINDER used to determine cylinder models. The seven coefficients of the cylinder are given by a point on its axis, the axis direction, and a radius, as: [point\_on\_axis.x point\_on\_axis.y point\_on\_axis.z axis\_direction.y axis\_direction.z radius]
- SACMODEL\_CONE used to determine cone models. The seven coefficients of the cone are given by a point of its apex, the axis direction and the opening angle, as: [apex.x, apex.y, apex.z, axis\_direction.x, axis\_direction.y, axis\_direction.z, opening\_angle]
- SACMODEL\_TORUS not implemented yet
- SACMODEL\_PARALLEL\_LINE a model for determining a line parallel with a given axis, within a maximum specified angular deviation. The line coefficients are similar to SACMODEL\_LINE
- SACMODEL\_PERPENDICULAR\_PLANE a model for determining a plane perpendicular to a user-specified axis, within a maximum specified angular deviation. The plane coefficients are similar to SACMODEL\_PLANE .
- SACMODEL\_PARALLEL\_LINES not implemented yet
- SACMODEL\_NORMAL\_PLANE a model for determining plane models using an additional constraint: the surface normals at each inlier point has to be parallel to the surface normal of the output plane, within a maximum specified angular deviation. The plane coefficients are similar to SACMODEL\_PLANE.
- SACMODEL\_NORMAL\_SPHERE similar to SACMODEL\_SPHERE , but with additional surface normal constraints.
- SACMODEL\_PARALLEL\_PLANE a model for determining a plane parallel to a user-specified axis, within a maximum specified angular deviation. The plane coefficients are similar to SACMODEL\_PLANE.
- SACMODEL\_NORMAL\_PARALLEL\_PLANE defines a model for 3D plane segmentation using additional surface normal constraints. The plane normal must lie parallel to a user-specified axis. SACMODEL\_NORMAL\_PARALLEL\_PLANE therefore is equivalent to SACMODEL\_NORMAL\_PLANE + SACMODEL\_PERPENDICULAR\_PLANE. The plane coefficients are similar to SACMODEL\_PLANE.
- SACMODEL\_STICK a model for 3D stick segmentation. A stick is a line with a user given minimum/maximum width.

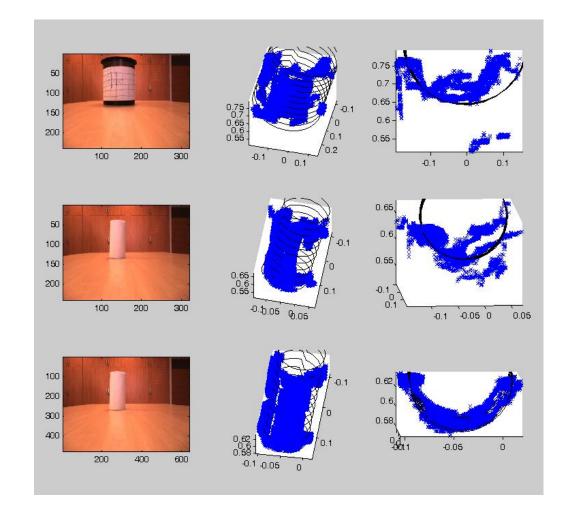
### **Detection of cylinders**



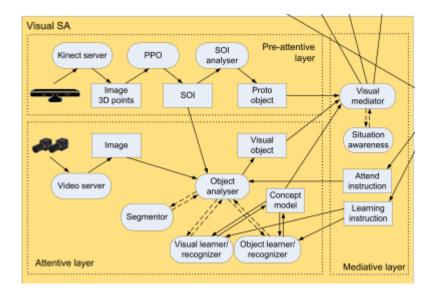
http://pointclouds.org/documentation/tutorials/cylinder\_segmentation.php

### **Detection of cylinders**

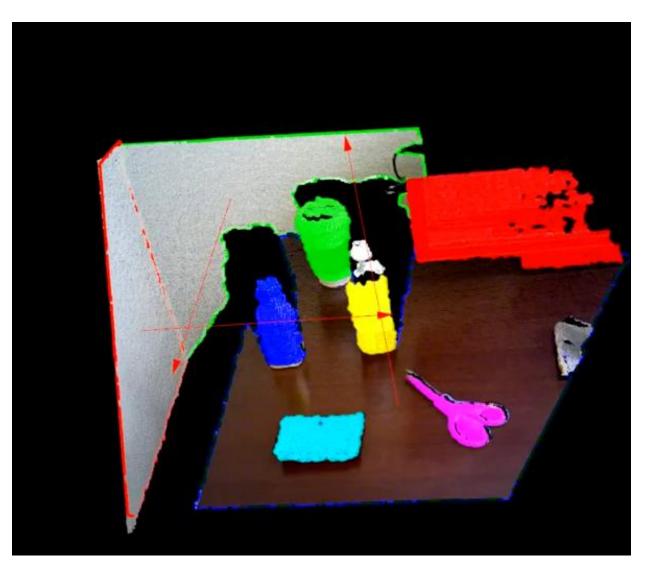
Noisy data



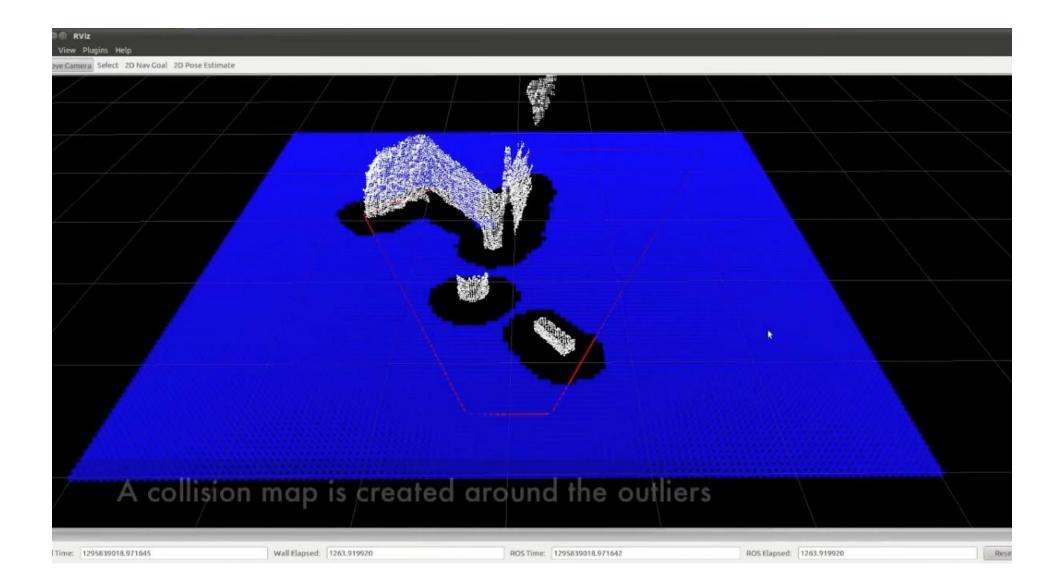
### **Detection of objects**



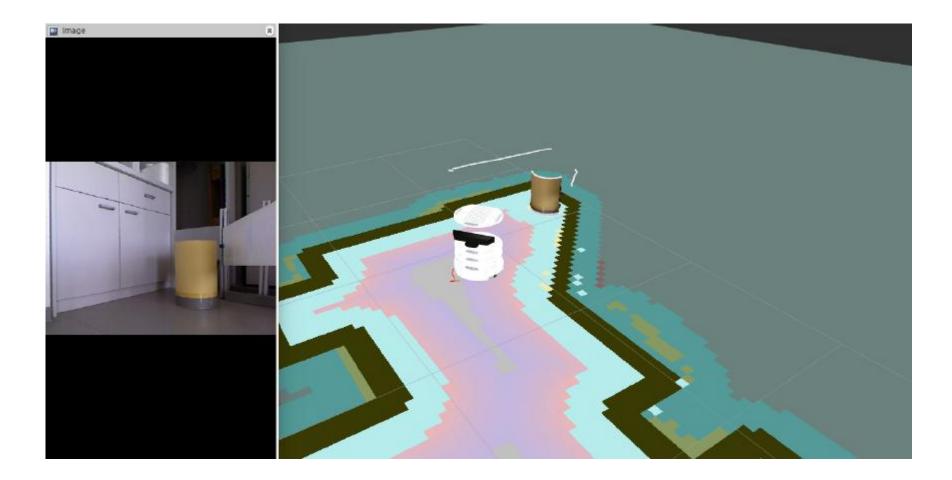




# **Collision map**



### **Cylinder detection**



### **Ring detection**

