

CS 309: Autonomous Intelligent Robotics

Instructor: Jivko Sinapov

http://www.cs.utexas.edu/~jsinapov/teaching/cs309_spring2017/

Announcements

- Homework 5 was due yesterday

Readings For This Week

(responses due Apr 13)

Bobick, Aaron F. "Movement, activity and action: the role of knowledge in the perception of motion." *Philosophical Transactions of the Royal Society of London B: Biological Sciences* 352.1358 (1997): 1257-1265.

Poppe, Ronald. "A survey on vision-based human action recognition." *Image and vision computing* 28.6 (2010): 976-990.

Frintrop, Simone, *et al.* "Computational visual attention systems and their cognitive foundations: A survey." *ACM Transactions on Applied Perception* (2010): 6.

Introduction to Point Cloud Library (PCL)

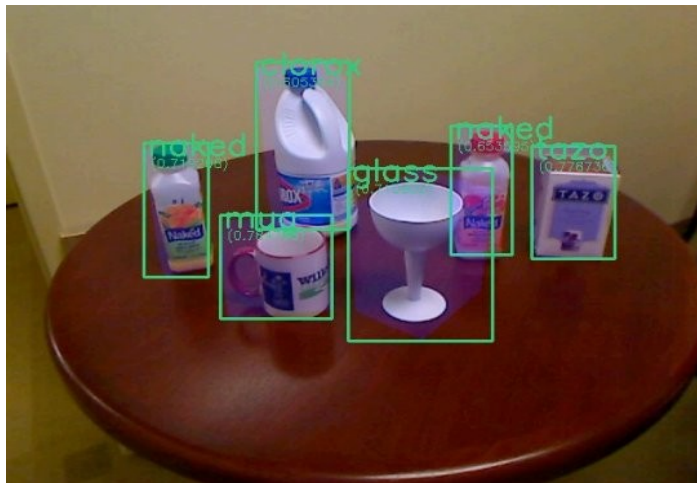
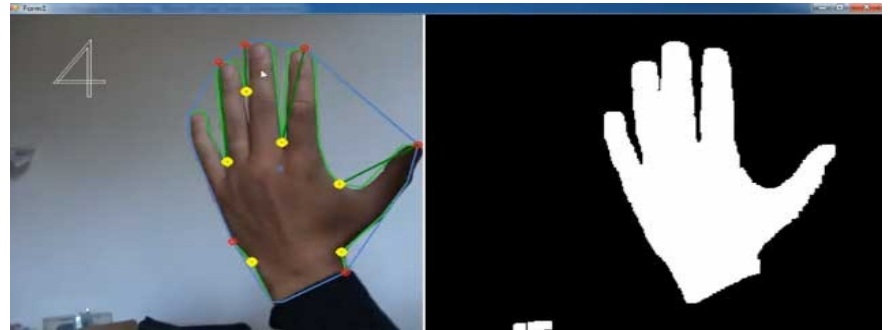


Main References

- “Rusu, Radu Bogdan, and Steve Cousins. "3d is here: Point cloud library (pcl)." Robotics and Automation (ICRA), 2011 IEEE International Conference on. IEEE, 2011.”
- “Tutorial: Point Cloud Library – USC Robotics Research Lab”

Why PCL?

The Impact of OpenCV



Traditional 3D sensors



Latest Technology



KINECT™
for  **XBOX 360.**



3D is now cheap!



What is PCL?

- Open Source C++ Library:
 - <http://pointclouds.org/>
- Cross-platform*
 - (Ubuntu 12.04+, Windows 7+, Mac)
- Strives to be the equivalent of OpenCV for 3D

Who is developing it?



Who is paying for it?



What is a PCL point cloud?

```
# .PCD v0.7 - Point Cloud Data file format
VERSION 0.7
FIELDS x y z
SIZE 4 4 4
TYPE F F F
COUNT 1 1 1
WIDTH 2500
HEIGHT 1
VIEWPOINT 0 0 0 1 0 0 0
POINTS 2500
DATA ascii
-0.0017353802 0.063134596 -0.047117598
-0.00391143 0.064091198 -0.047013
0.00073380599 0.064106099 -0.047437999
0.0021609101 0.063522704 -0.047437999
0.0072039799 0.063331202 -0.0471754
-0.0013178901 0.065206803 -0.0471658
0.00238145 0.0648202 -0.047421999
0.00742169 0.064781599 -0.0471754
-0.00240529 0.065845296 -0.046584301
0.0021517898 0.0657662 -0.047015704
.
.
```

Types of Point Clouds

- XYZ:



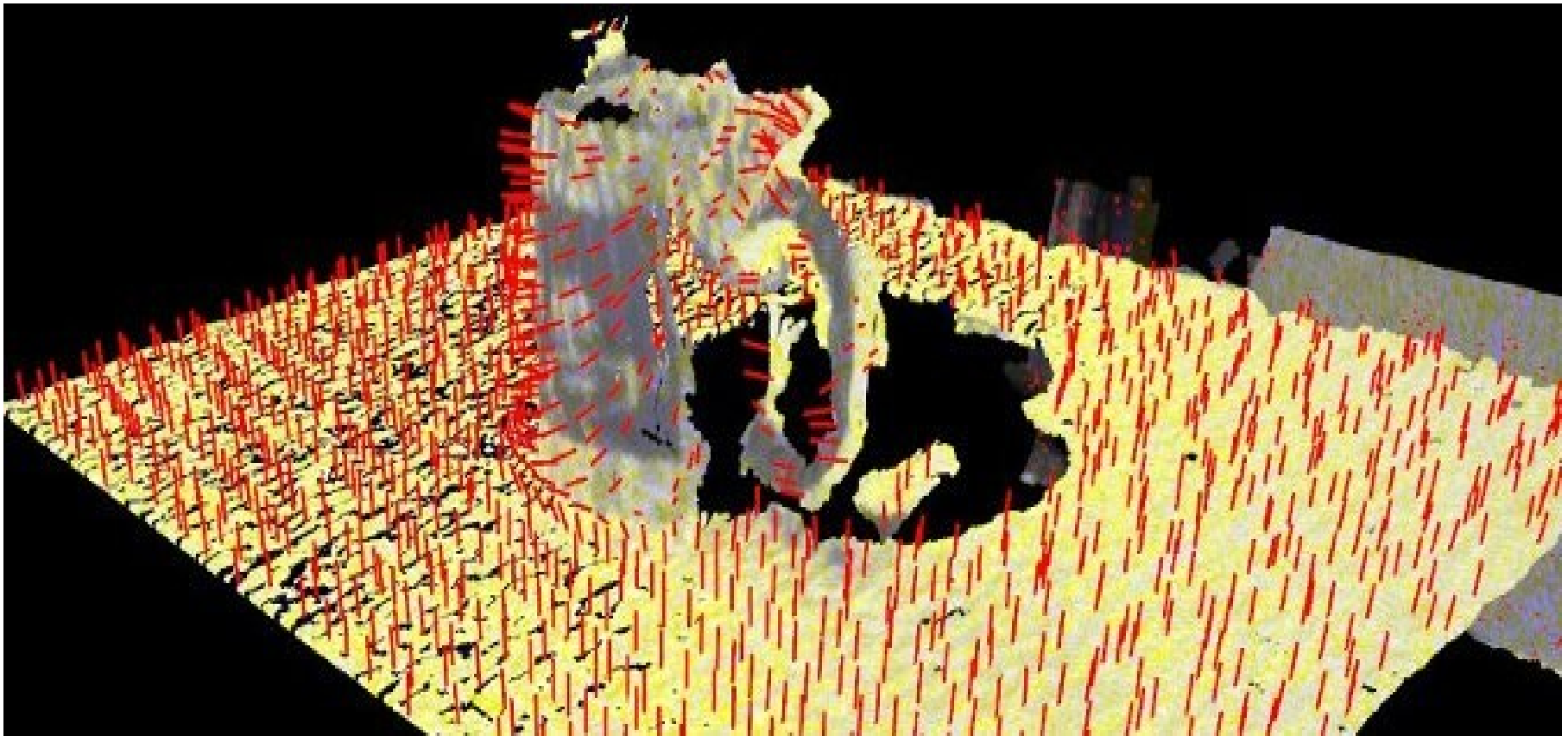
Types of Point Clouds

- XYZRGB:

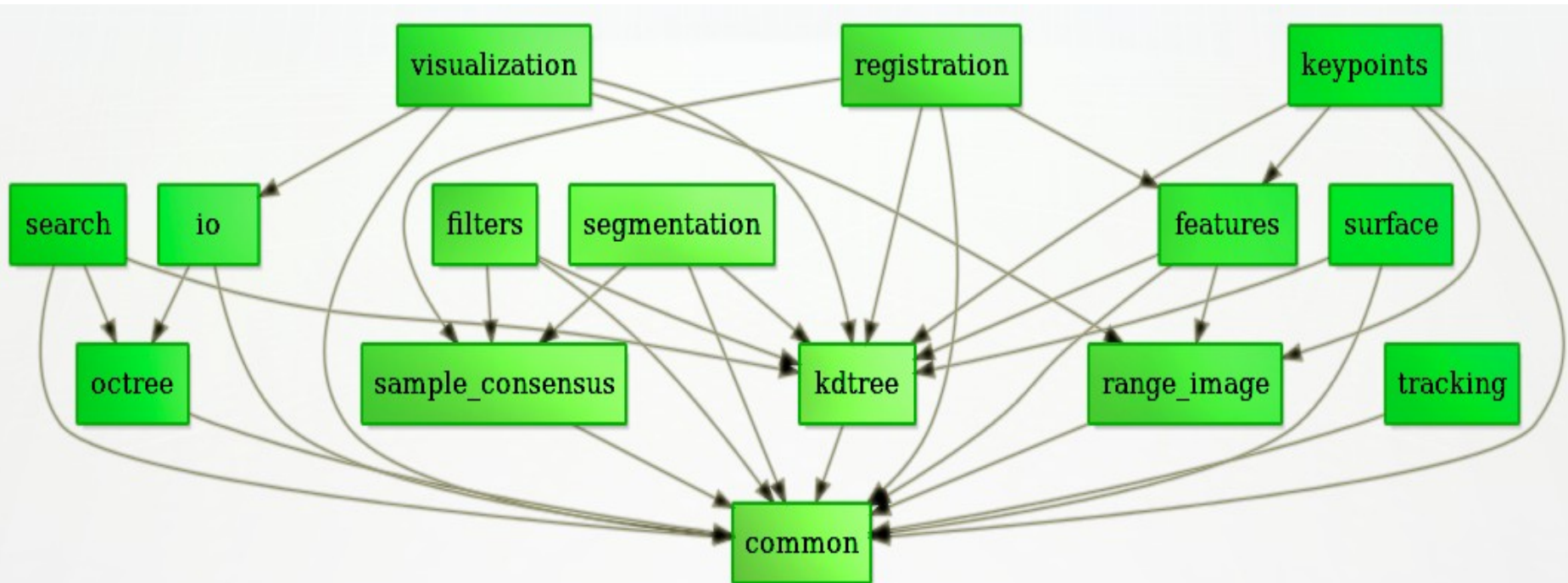


Types of Point Clouds

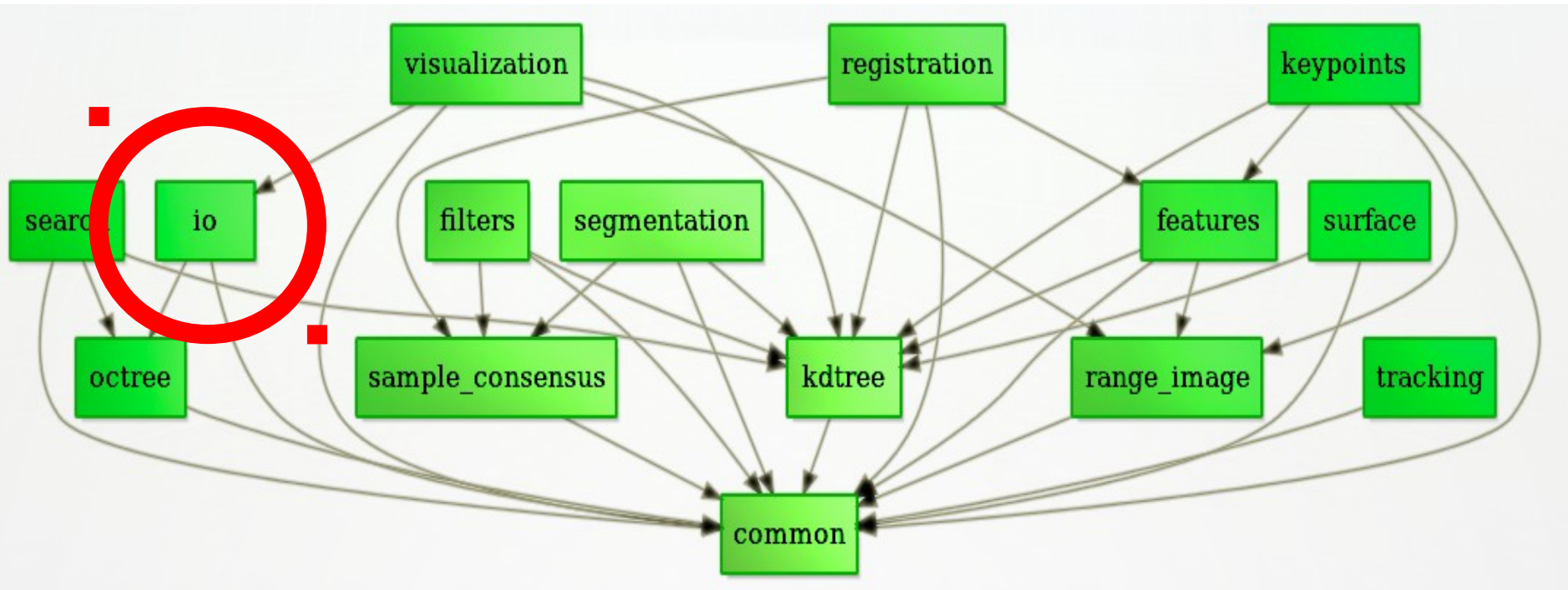
- XYZ+Normals:



PCL Breakdown



PCL Breakdown

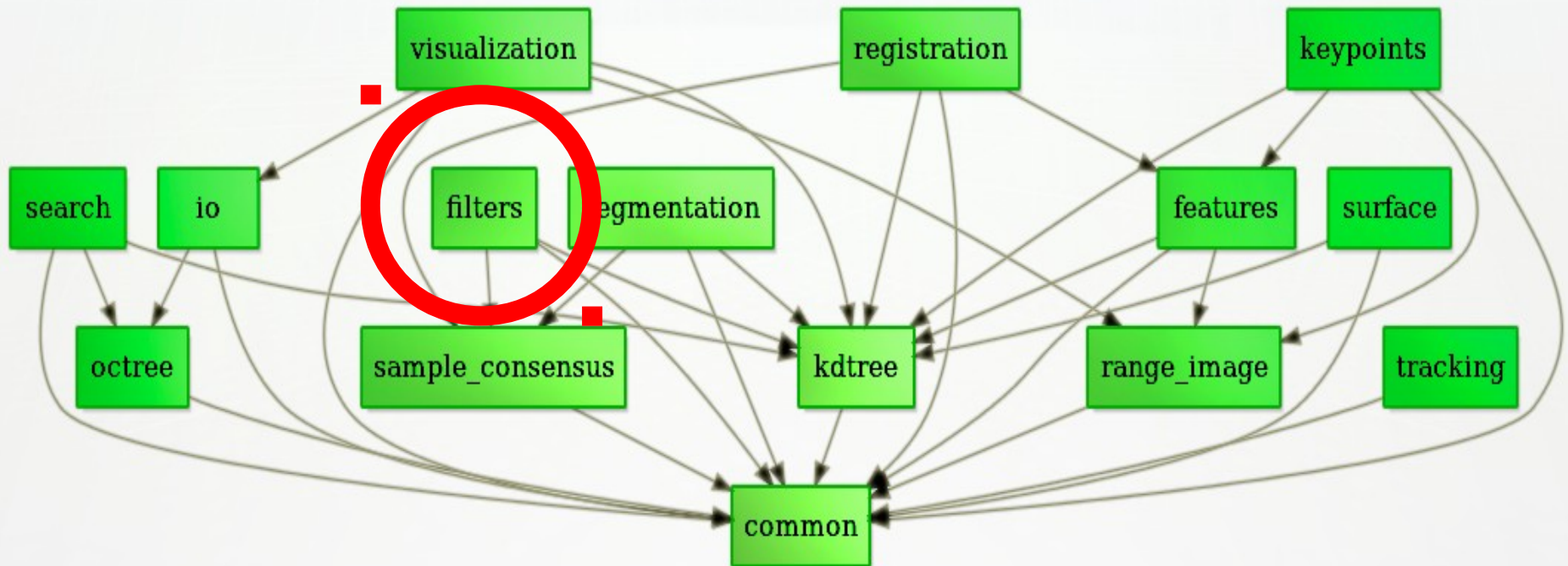


Getting a Point Cloud from an OpenNI Sensor

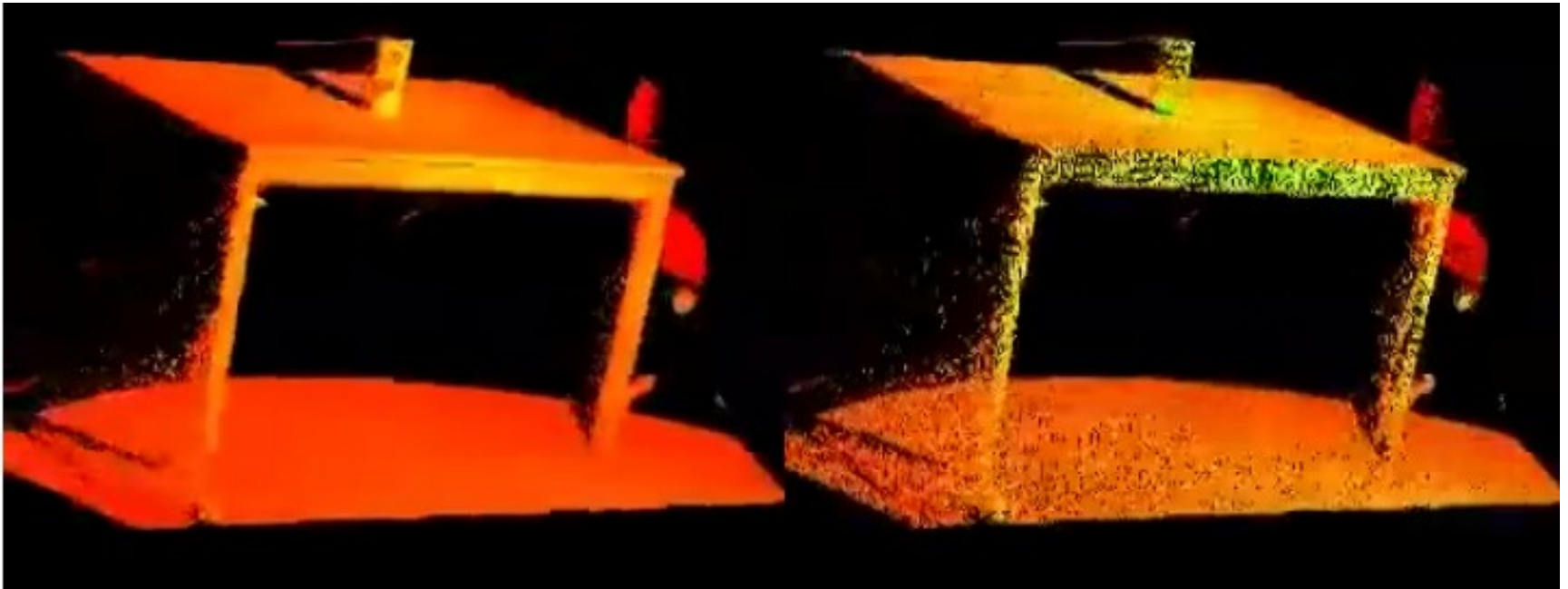
- Code sample and Demo



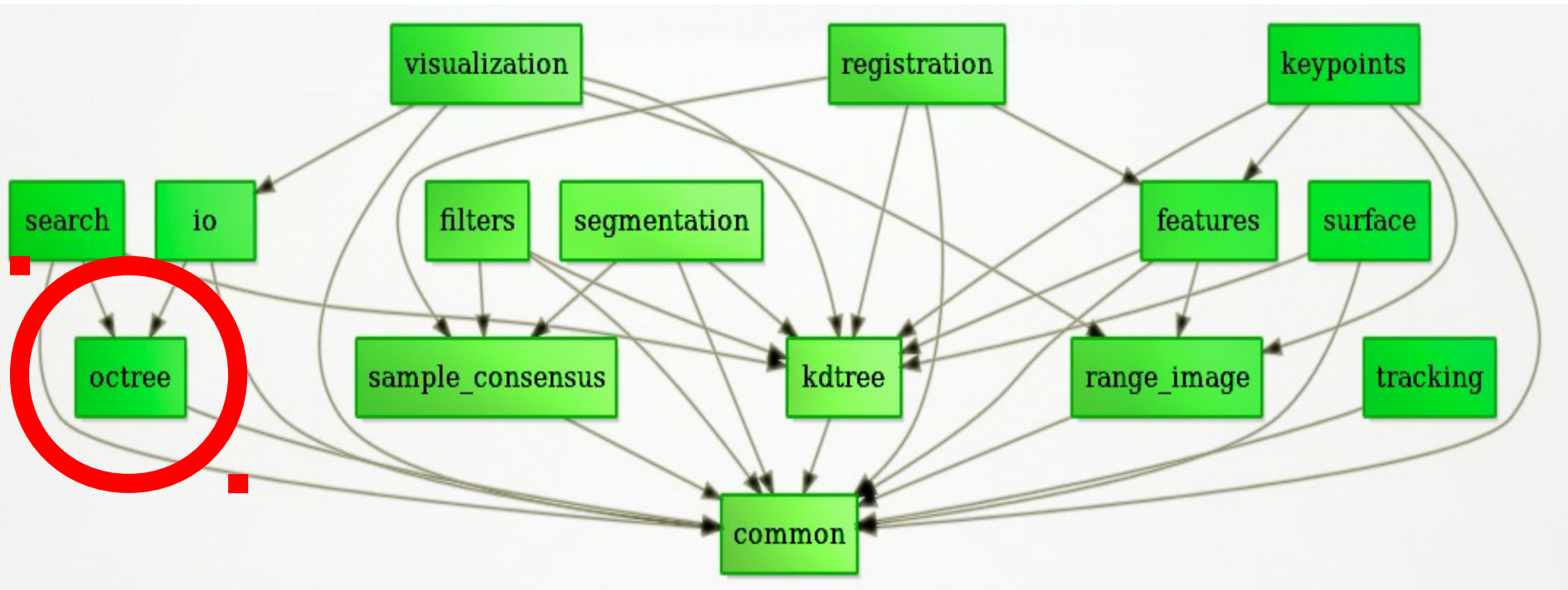
```
graph TD; visualization[visualization] --> registration[registration]; registration --> keypoints[keypoints]; keypoints --> features[features]; features --> surface[surface]; surface --> tracking[tracking]; tracking --> common[common]; search[search] --> octree[octree]; io[io] --> octree; octree --> common; filters[filters] --> sample_consensus[sample_consensus]; segmentation[segmentation] --> sample_consensus; sample_consensus --> common; kdtree[kdtree] --> common; registration --> kdtree; keypoints --> kdtree; features --> kdtree; surface --> kdtree; range_image[range_image] --> kdtree; range_image --> common; visualization --> common; registration --> common; keypoints --> common; features --> common; surface --> common; tracking --> common; range_image --> common; kdtree --> common; sample_consensus --> common; octree --> common; io --> common; search --> common; visualization --> common; registration --> common; keypoints --> common; features --> common; surface --> common; tracking --> common; range_image --> common; kdtree --> common; sample_consensus --> common; octree --> common; io --> common; search --> common;
```



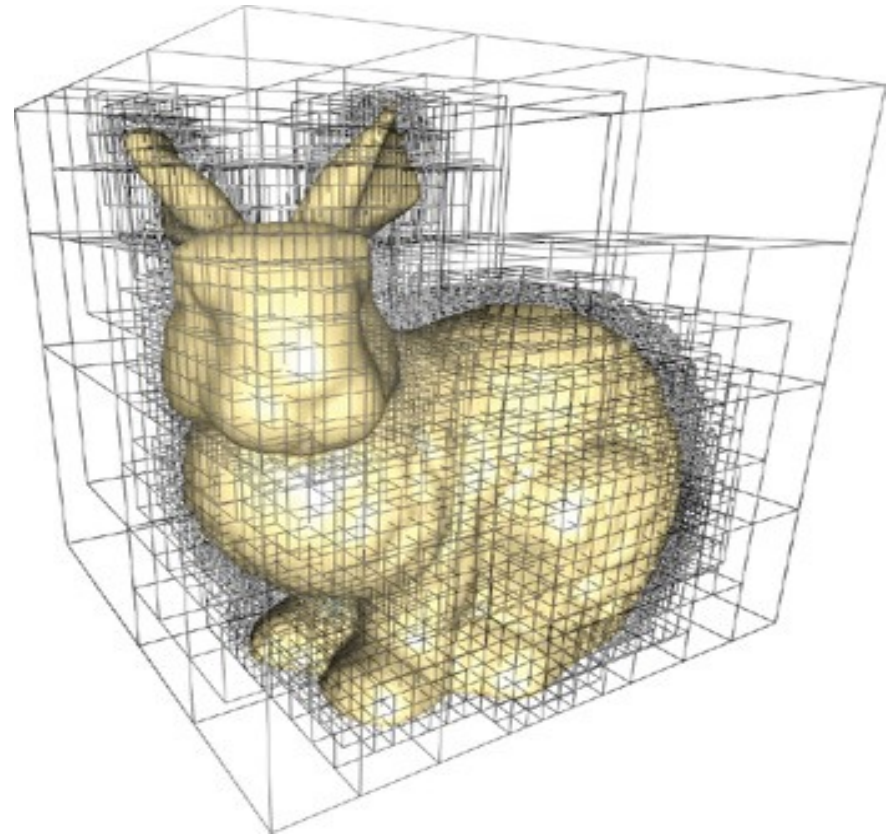
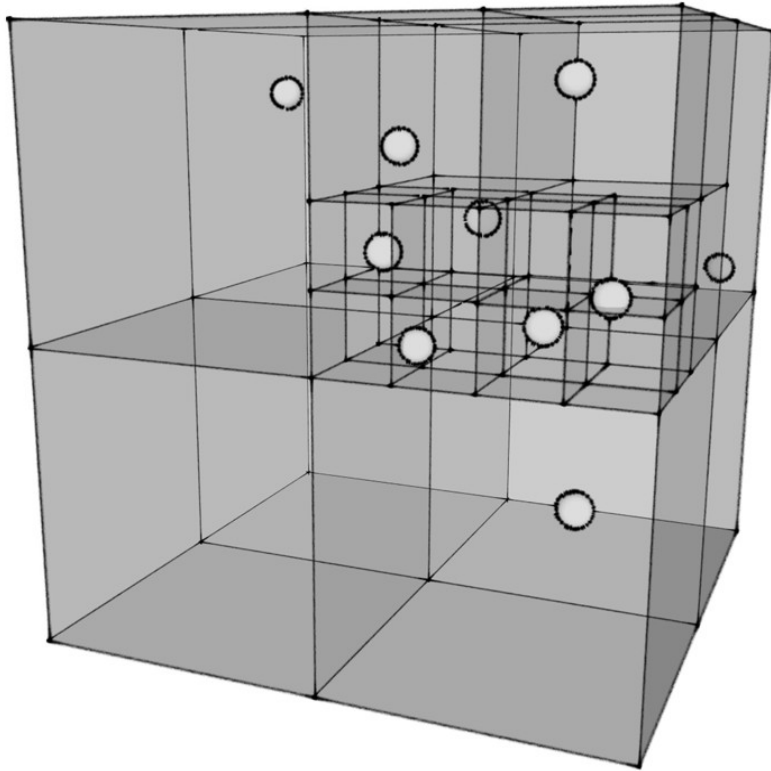
Downsampling a Point Cloud



Change Detection using Octree



Octrees

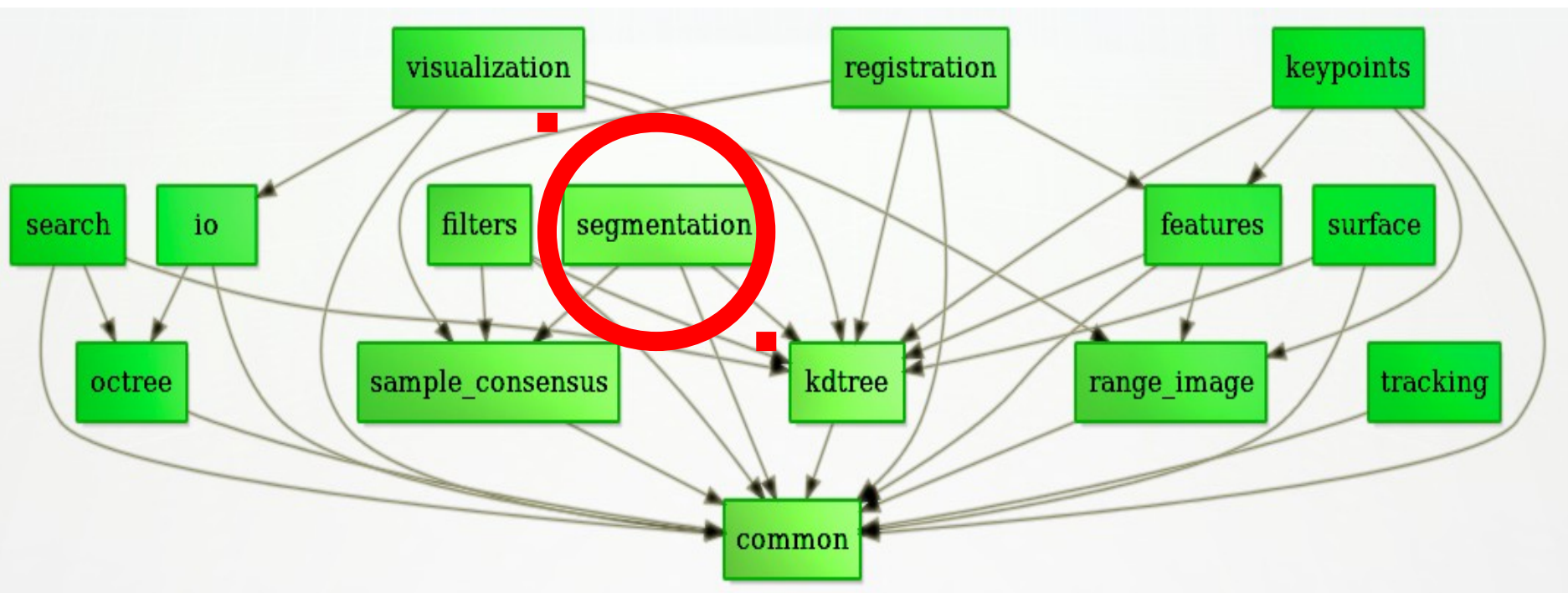


An octree is a *tree data structure* in which each internal node has exactly eight children. Octrees are most often used to partition a three dimensional space by recursively subdividing it into eight octants. Octrees are the three-dimensional analog of quadtrees.

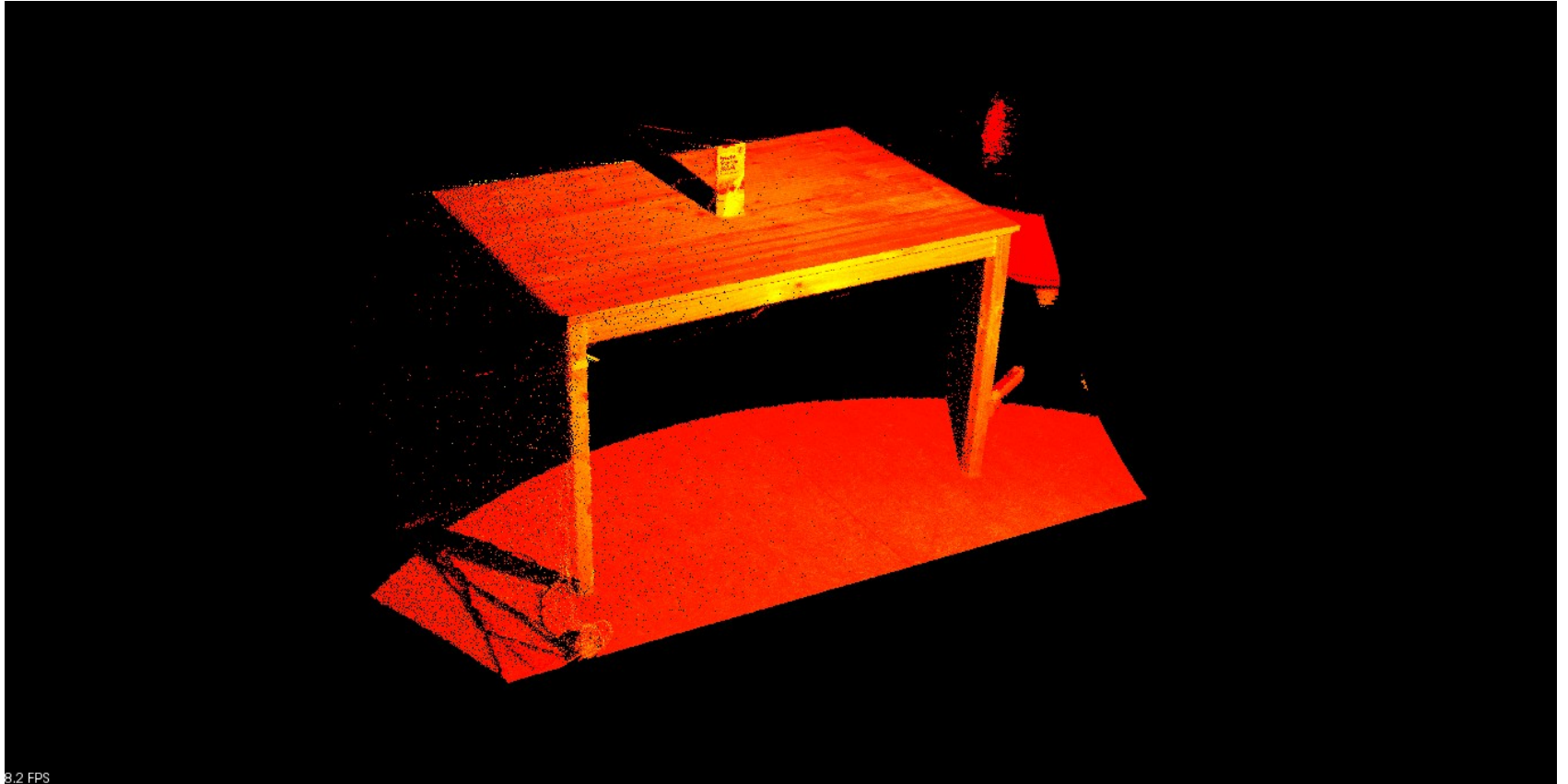
Octrees

Application: change detection

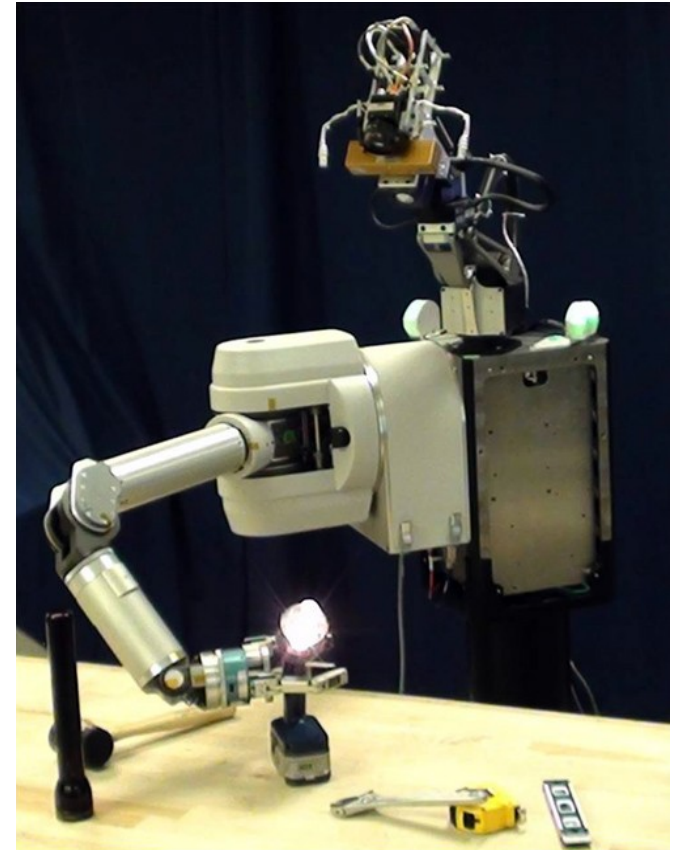
Segmentation



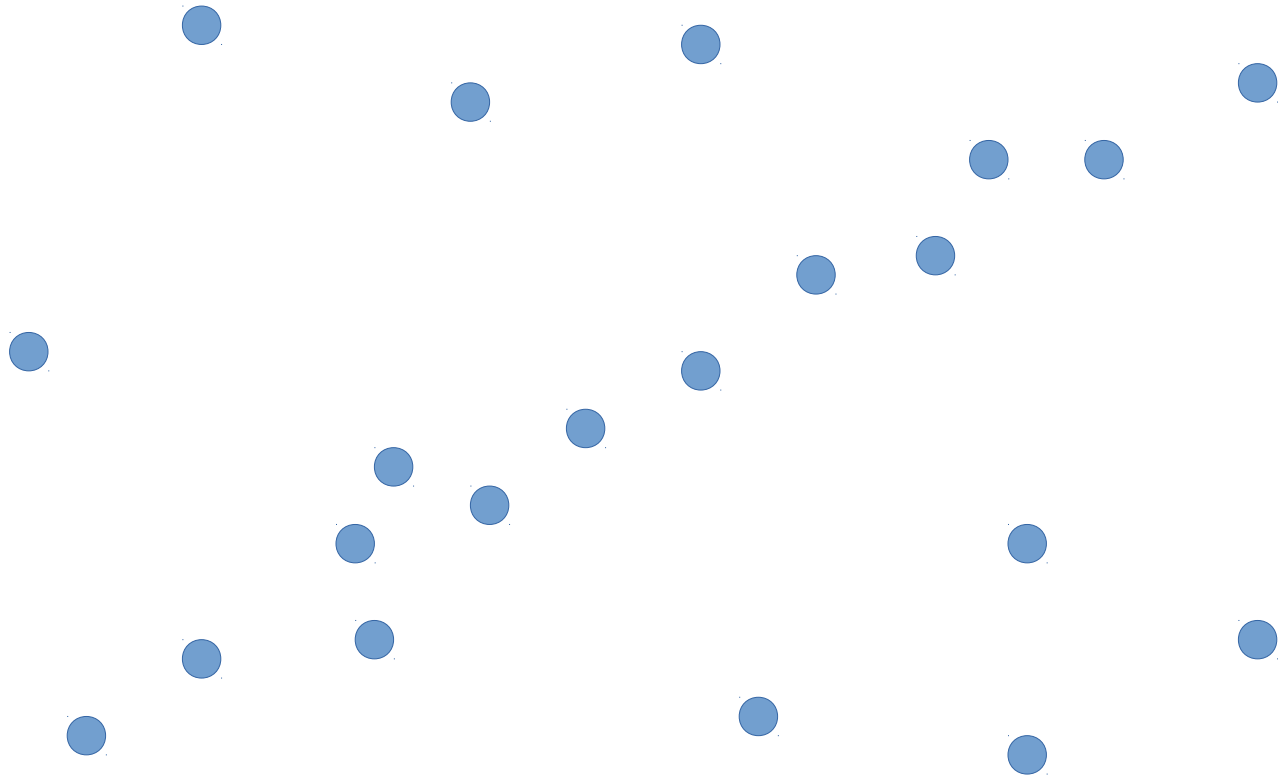
Example: finding the floor and the table



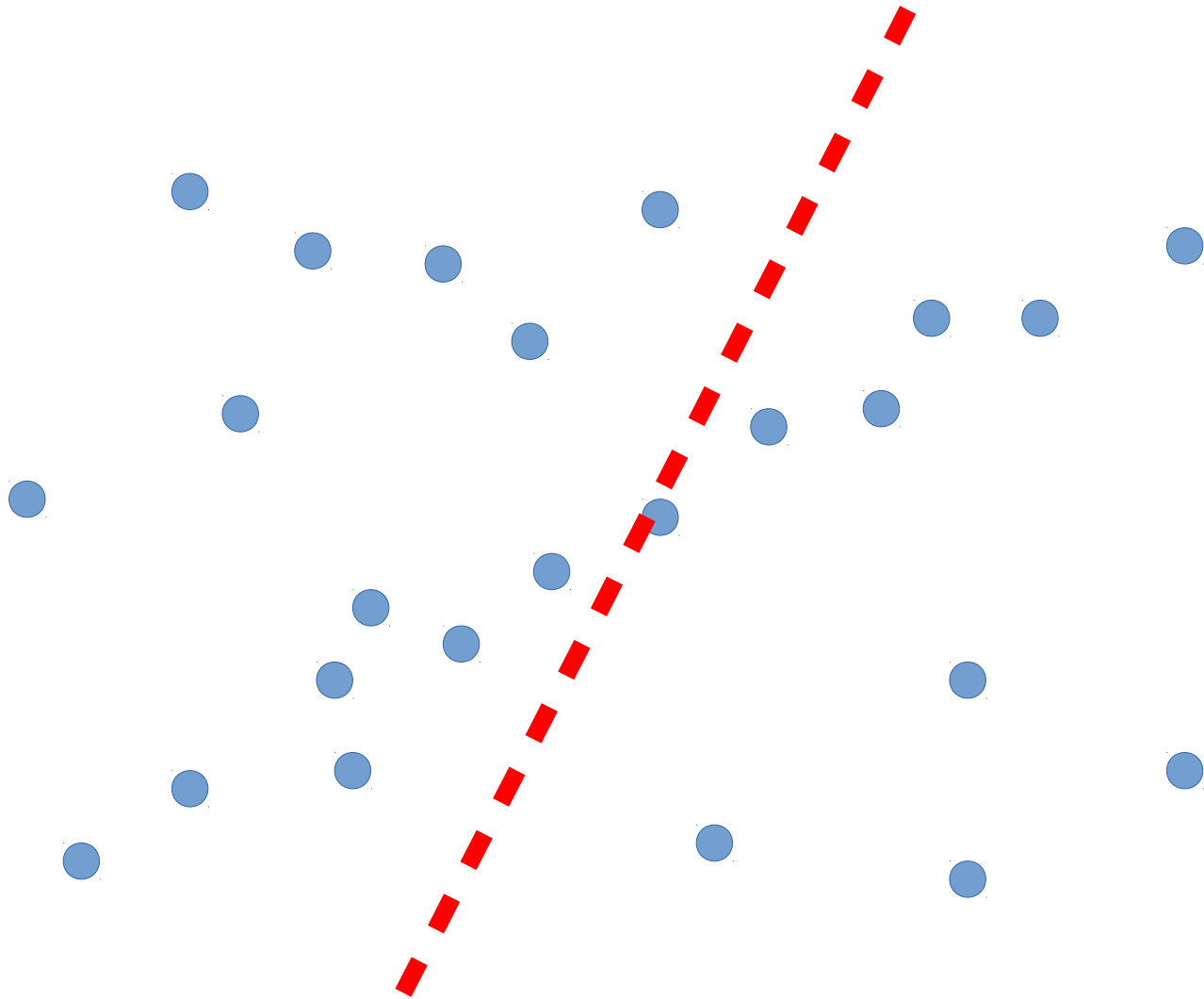
Robots and Tables



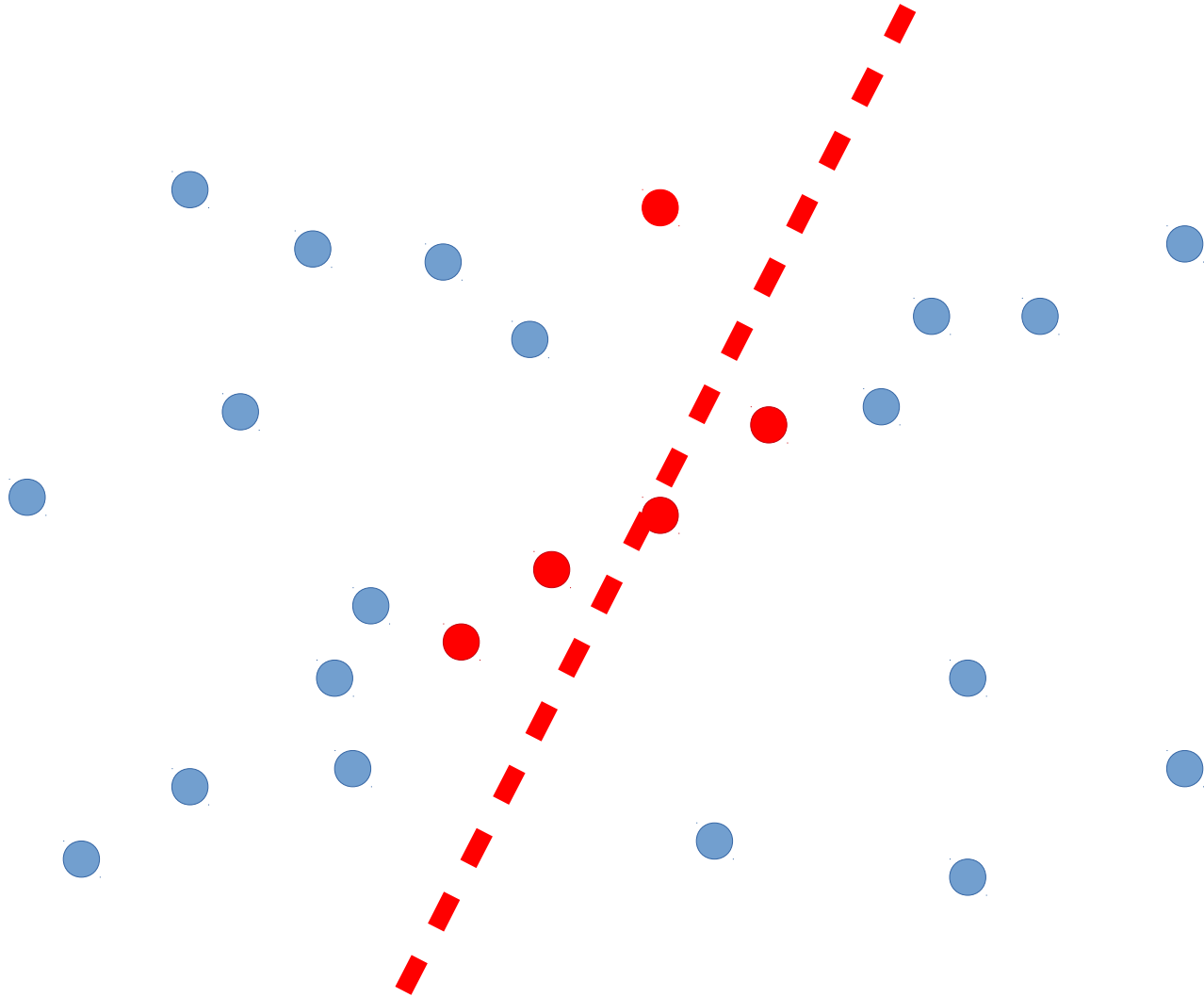
An Example in 2D



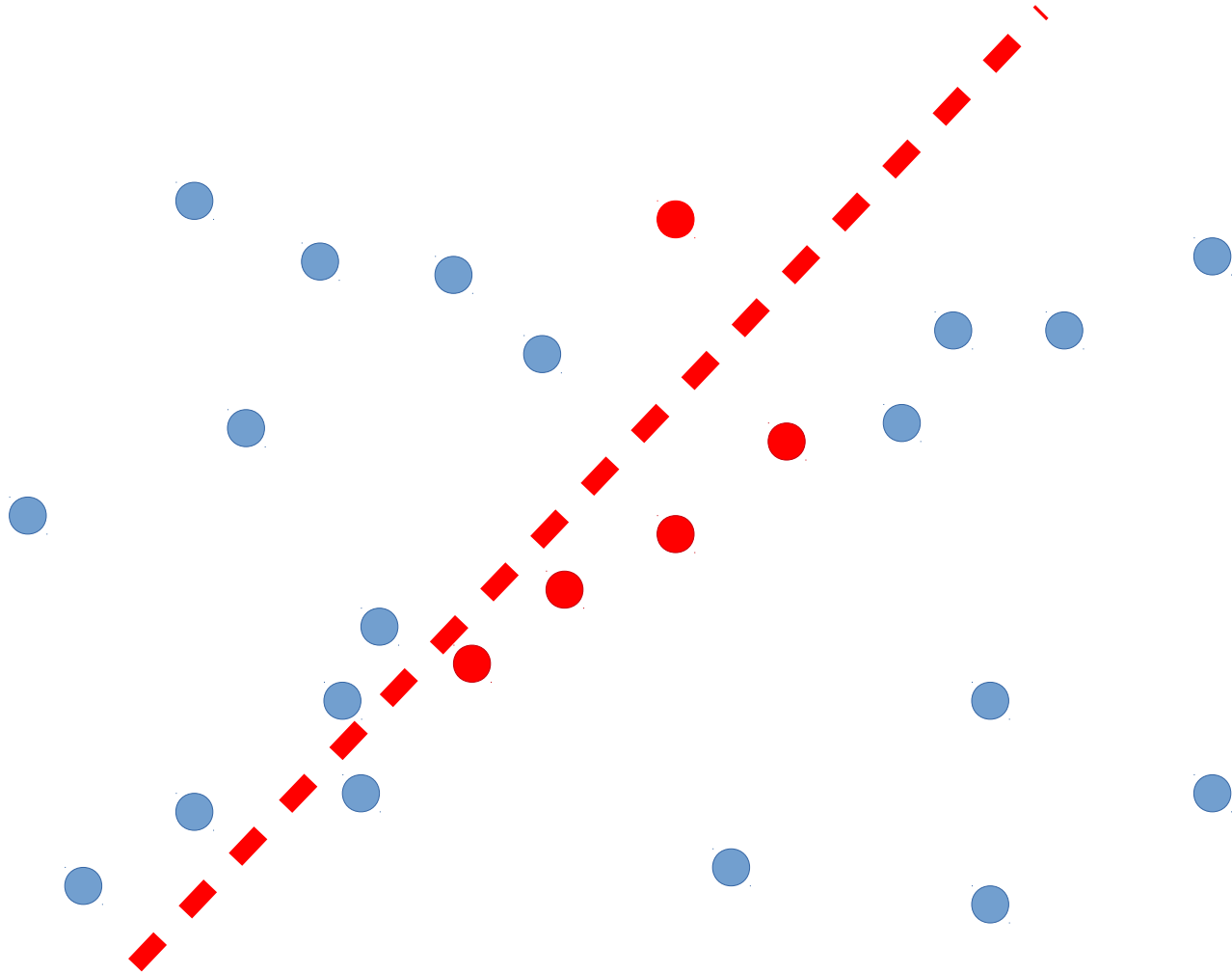
An Example in 2D



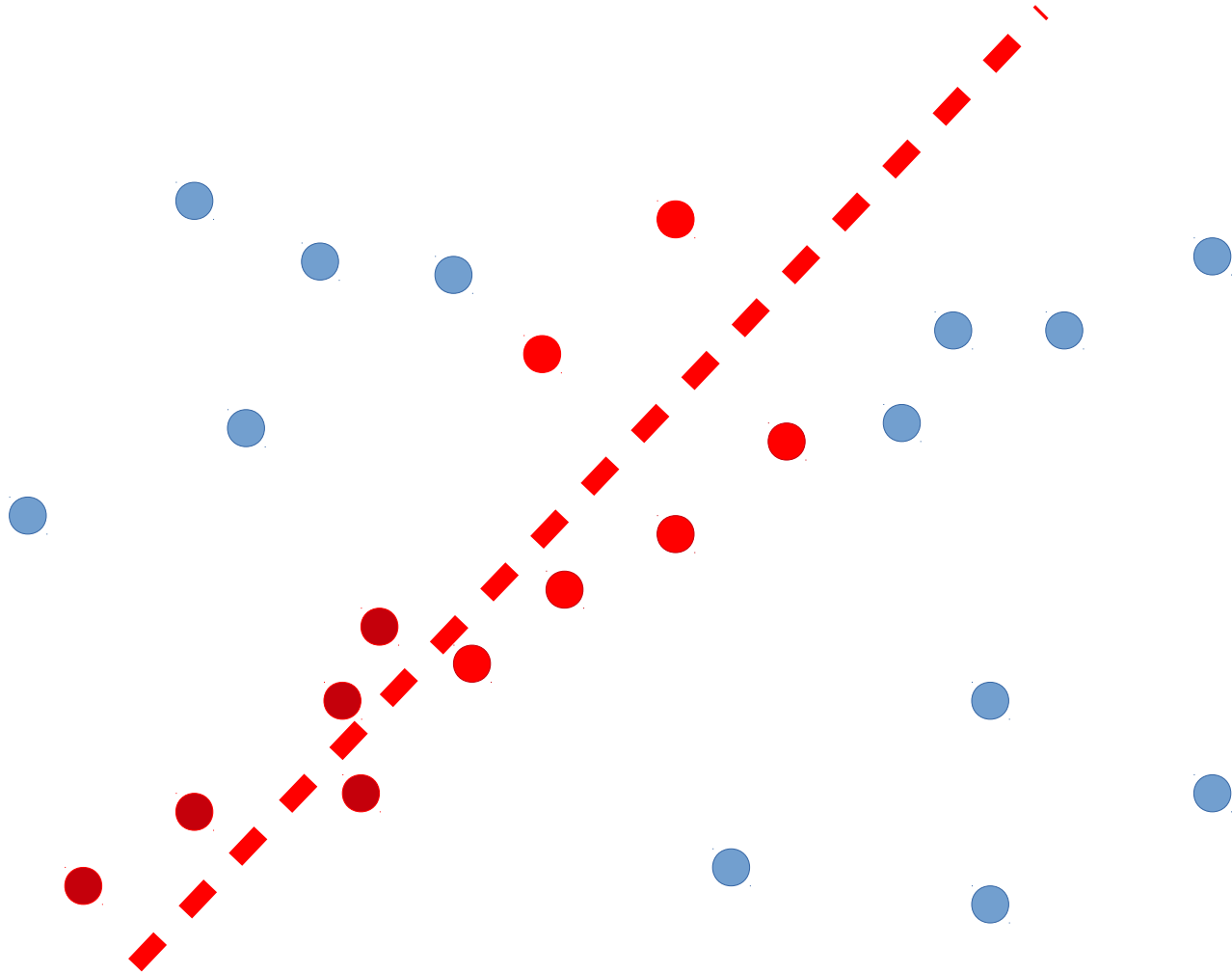
An Example in 2D



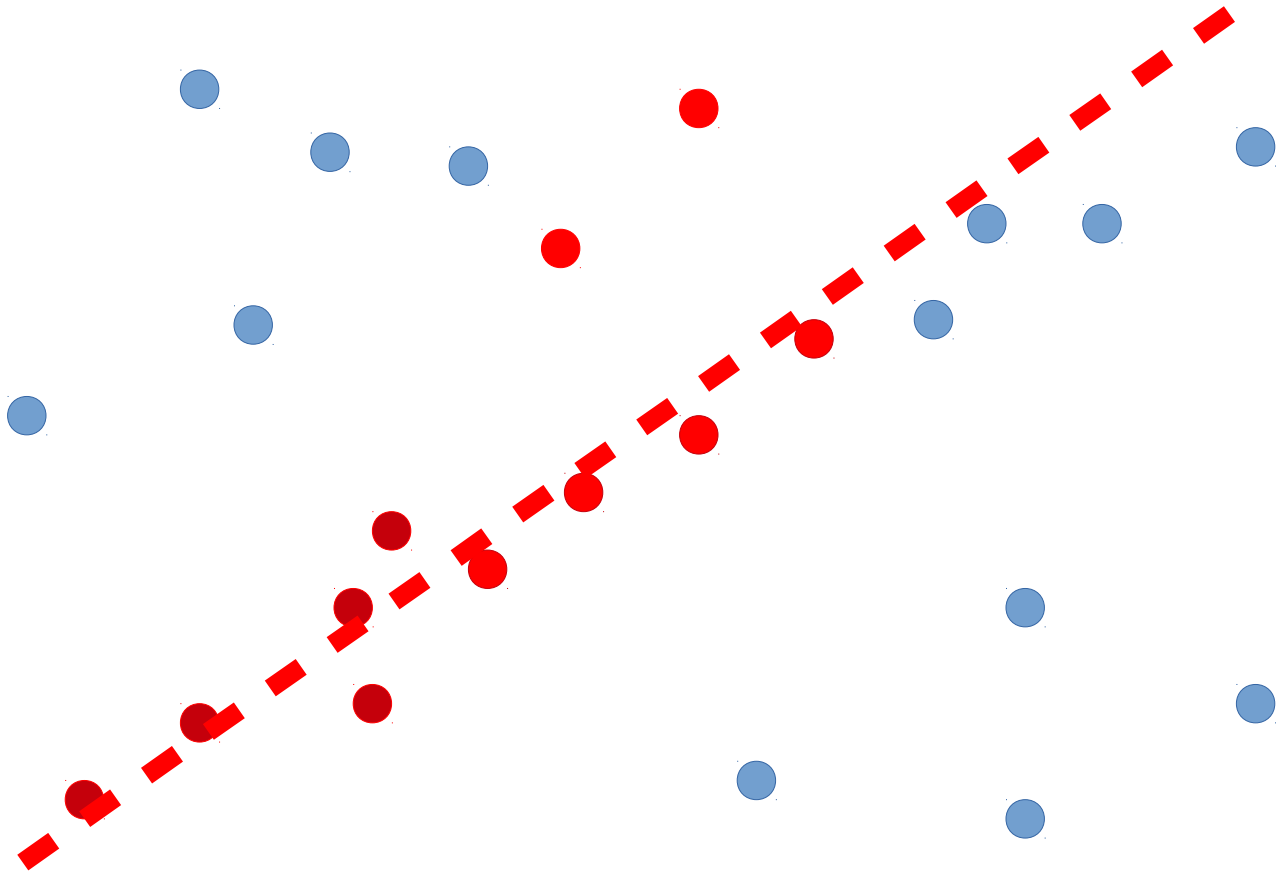
An Example in 2D



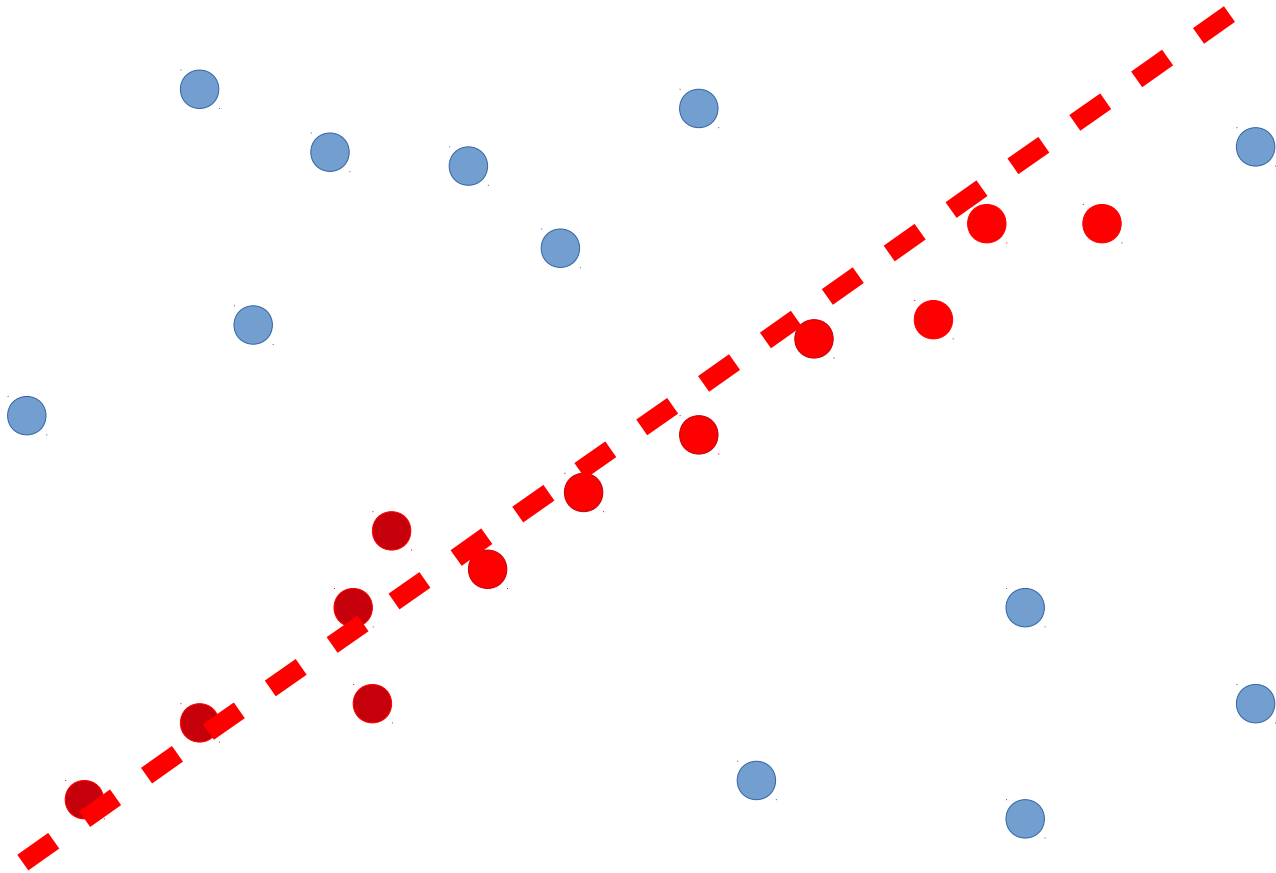
An Example in 2D



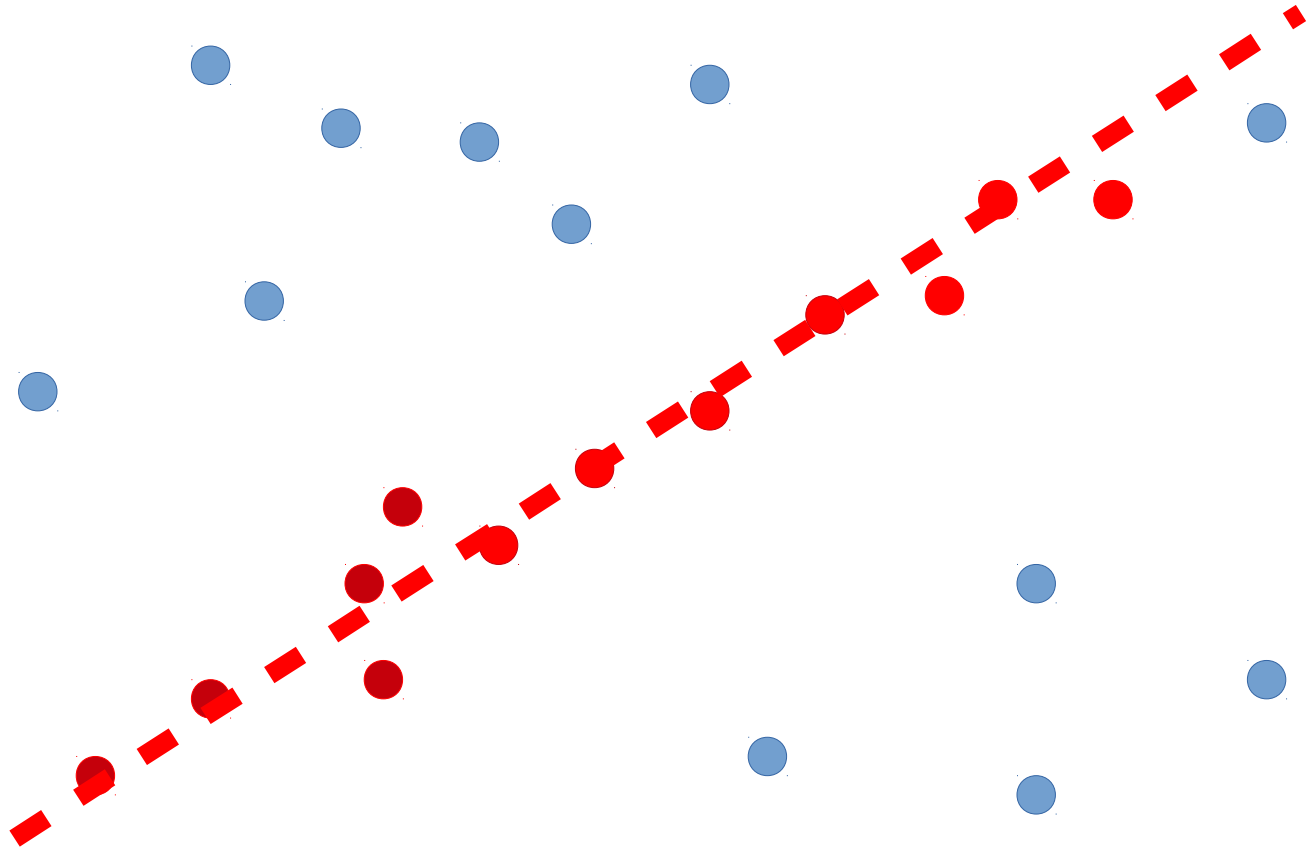
An Example in 2D



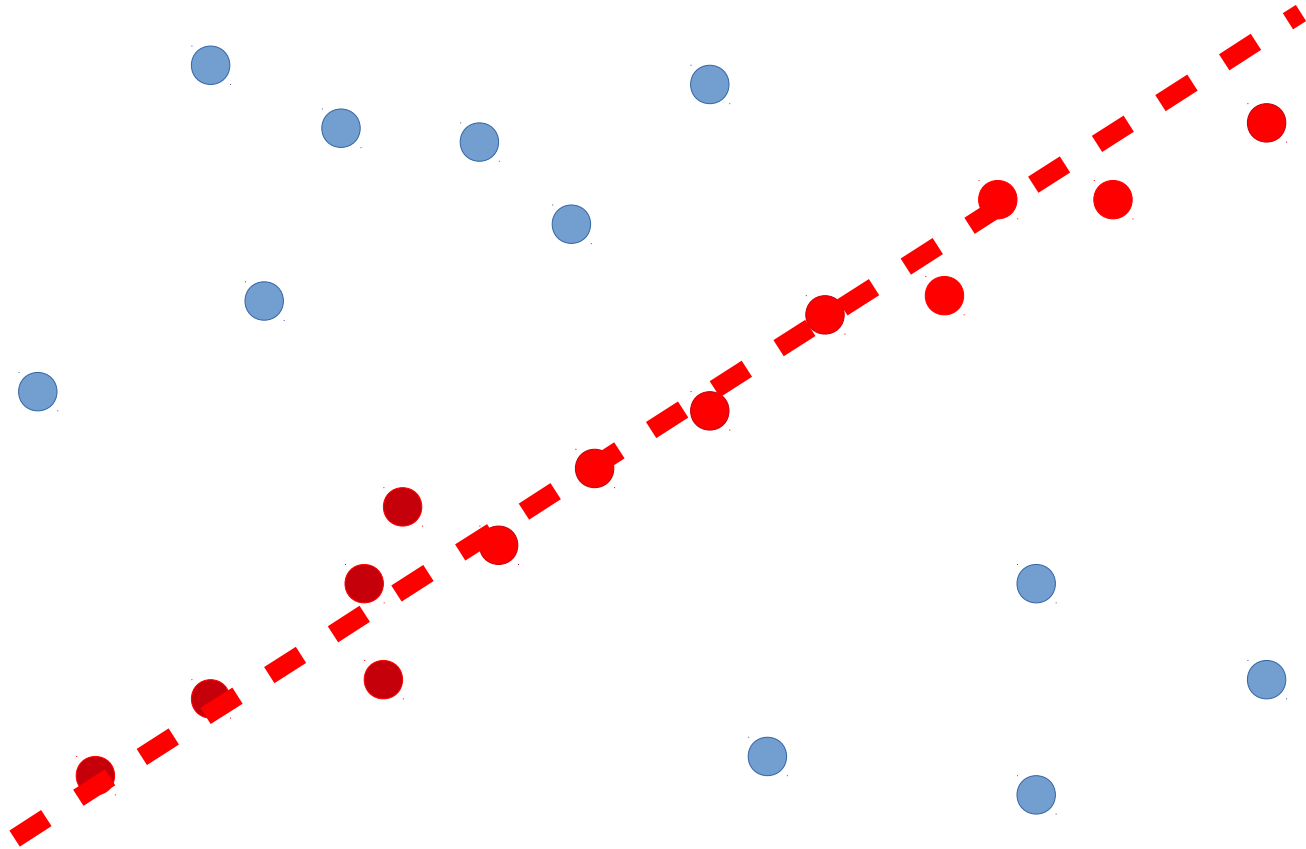
An Example in 2D



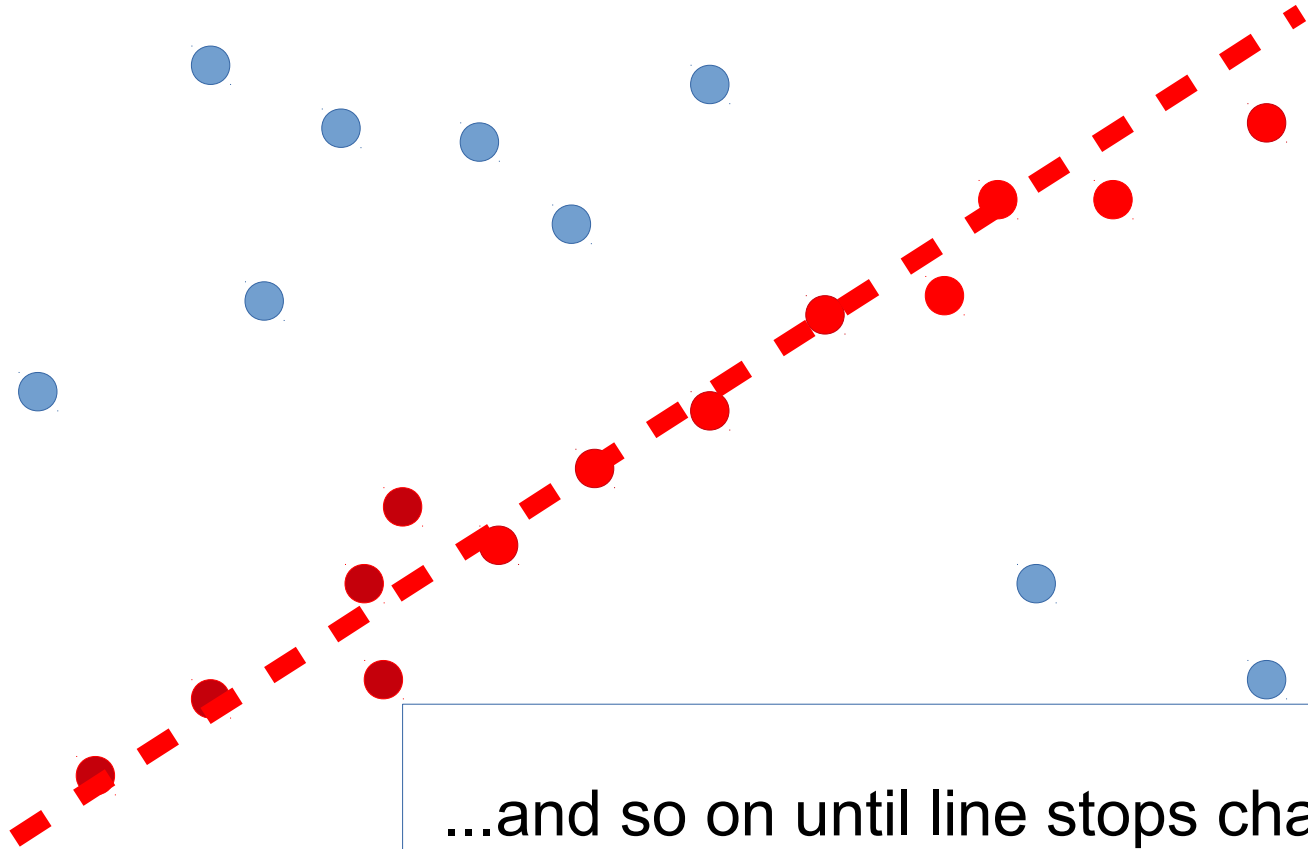
An Example in 2D



An Example in 2D



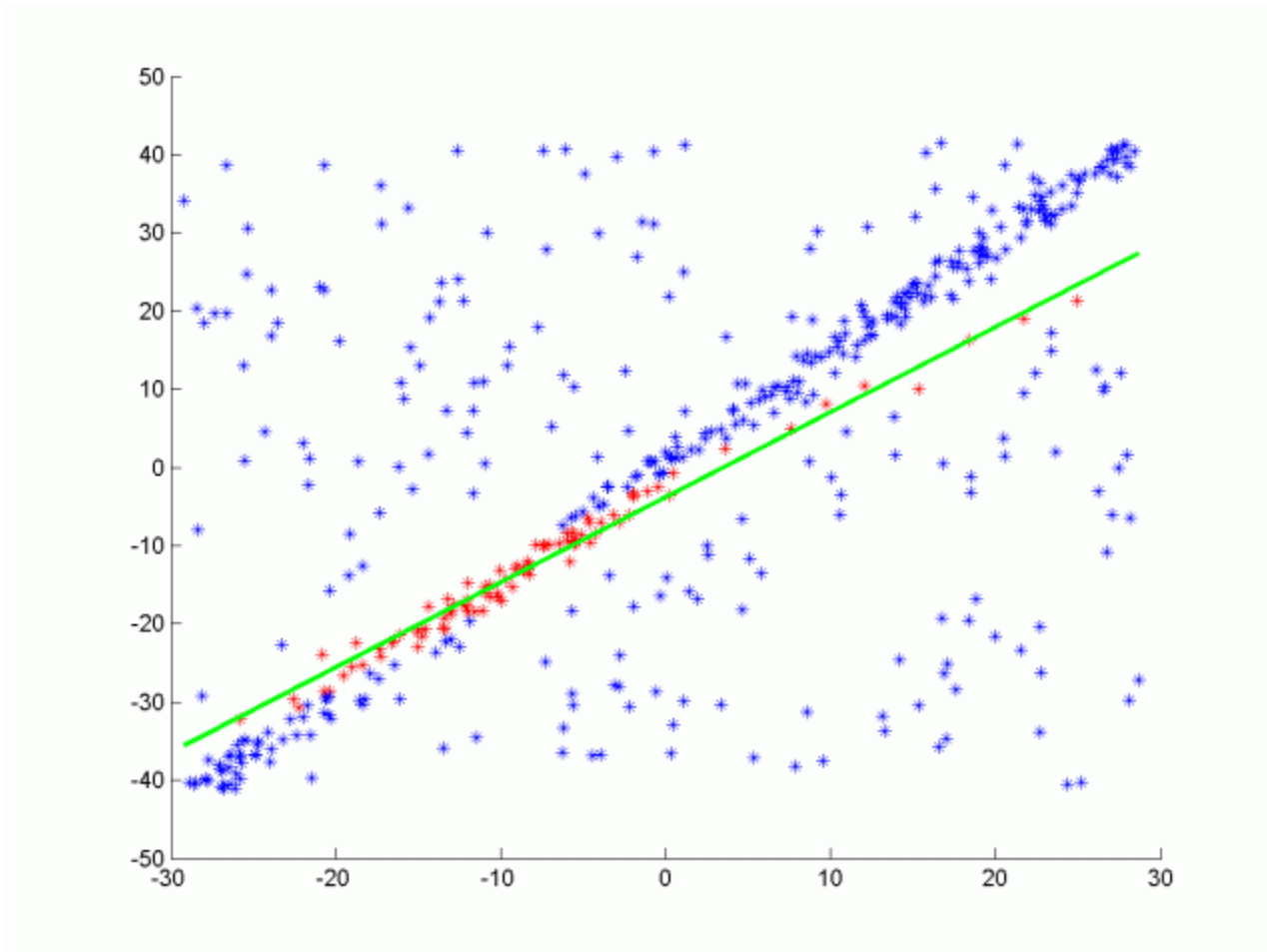
An Example in 2D



RANSAC

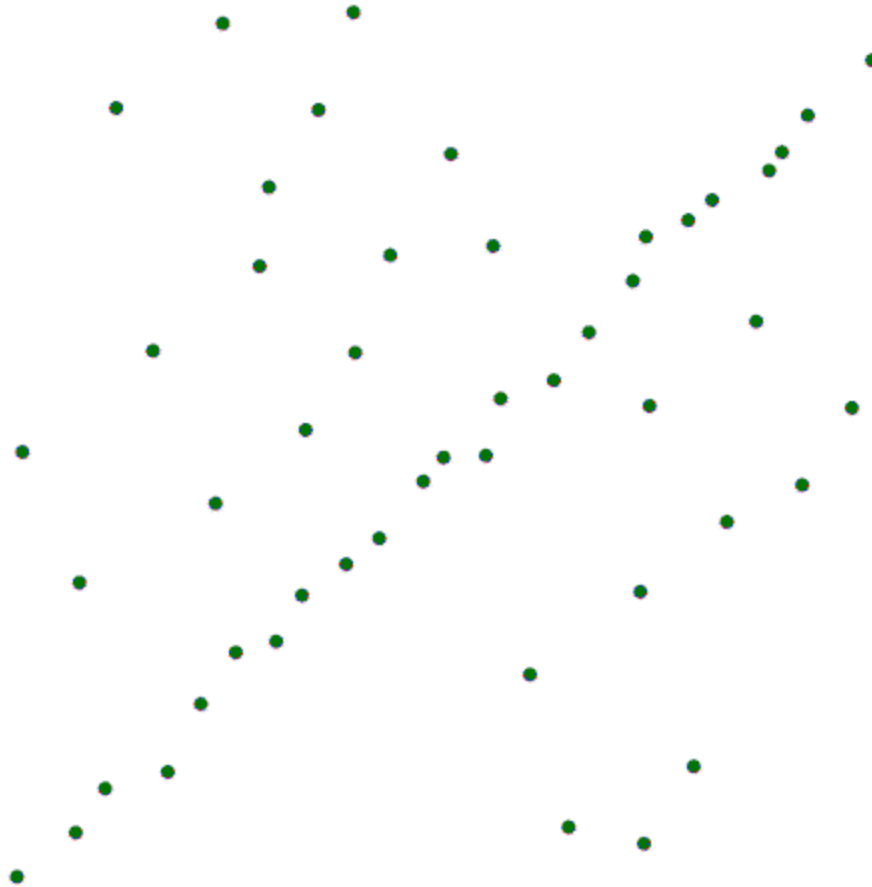
“Random sample consensus (RANSAC) is an iterative method to estimate parameters of a mathematical model from a set of observed data which contains outliers. “ - Wikipedia

RANSAC



[https://upload.wikimedia.org/wikipedia/commons/c/c0/RANSAC_LINIE_Animiert.gif]

RANSAC



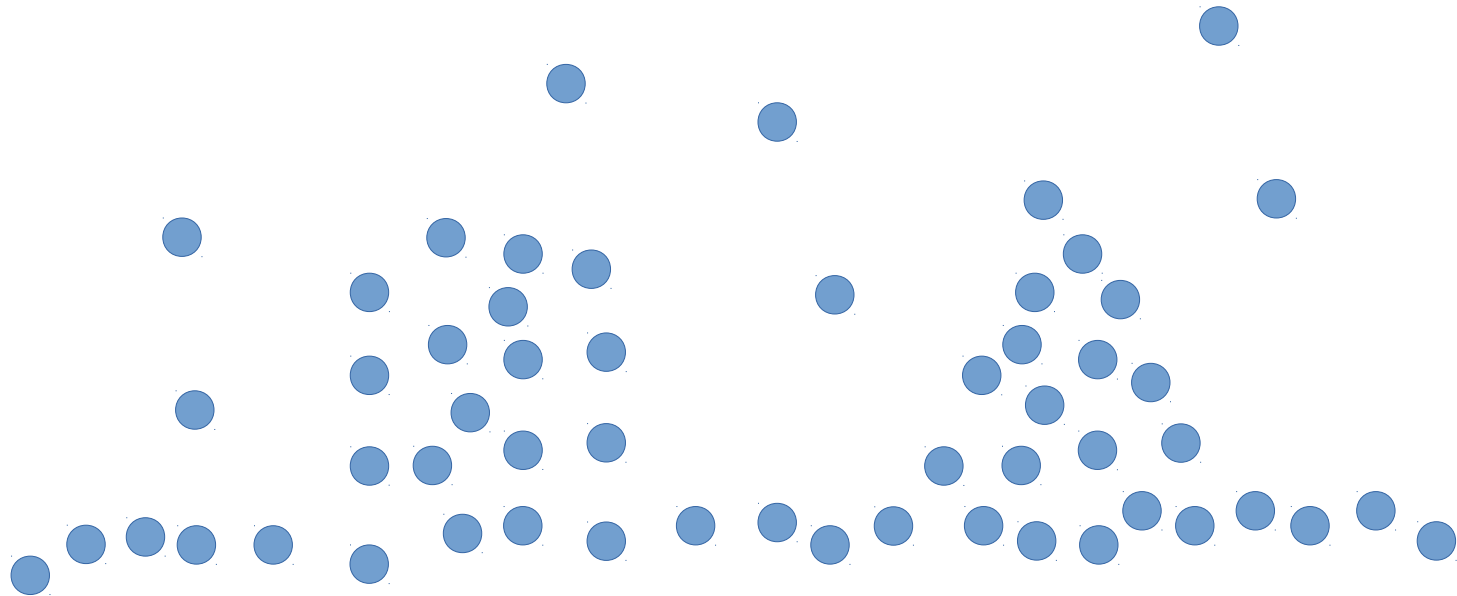
[http://www.visual-experiments.com/blog/wp-content/uploads/2012/04/ransac_line_fitting1.gif]

Finding a plane using RANSAC

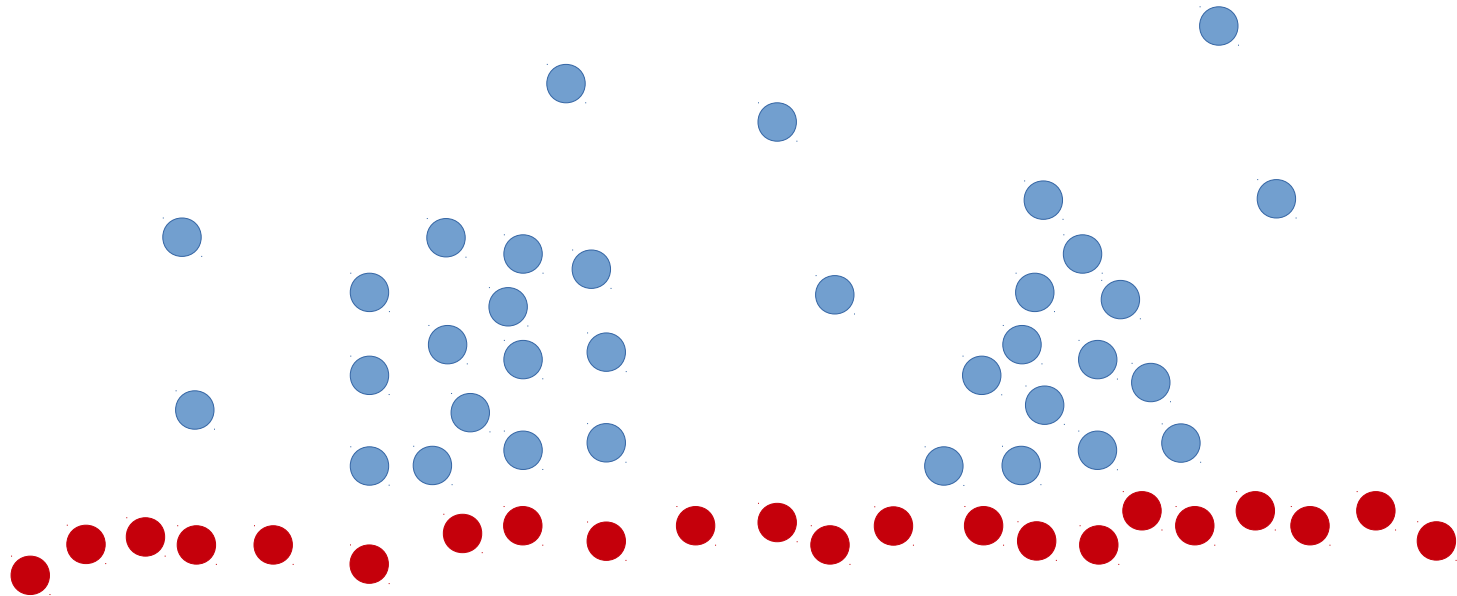
Cylinder Detection with RANSAC

<https://www.youtube.com/watch?v=tasdvsnGCH0>

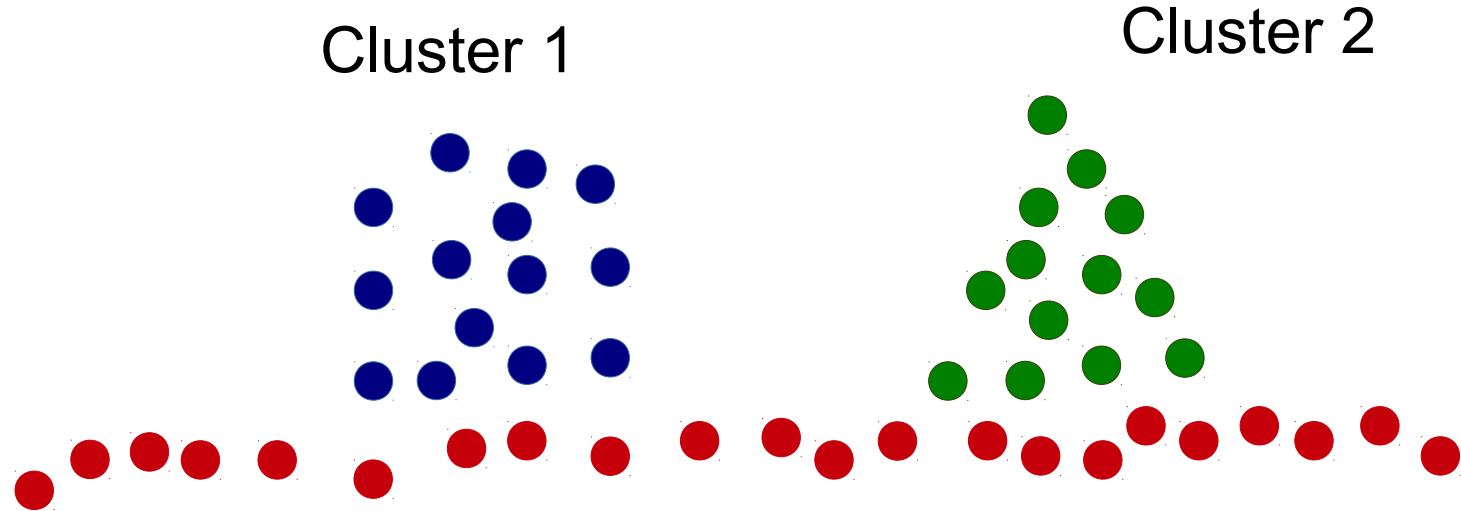
Cluster Extraction



Cluster Extraction



Cluster Extraction



Cluster Extraction in PCL

- Code example

Further Applications

Obstacle Detection



<https://www.youtube.com/watch?v=jHKzBMKk4hY>

Object Tracking in 3D



<https://www.youtube.com/watch?v=NzRME9ZEOnY>

Resources

- Main website: <https://ointclouds.org>
- Tutorials:
<http://pointclouds.org/documentation/tutorials/>
- API: <http://docs.pointclouds.org/1.7.2/>
- Blog: <http://pointclouds.org/blog/>

THE END

