

### Goals of this Tutorial

We are aiming at enabling participants...

- To understand the basic principles of all aspects of 3D point cloud processing
- To understand the Simultaneous Localization and Mapping (SLAM) problem
- To enable your to talk to engineers / surveyors / CV-people / CS-people / ...
- To solve problems of modern sensor data processing
- To experience that real application scenarios are challenging
  - In terms of computational requirements
  - In terms of memory requirements
  - In terms of implementation issues





Spare Time Reading:

"Measuring the World" (Daniel Kehlmann)

 Carl Friedrich Gauß (1777–1855), mathematician, astronomer, geodesist and physicist Professor in Göttingen







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### Gauß as inventor



The heliotrop is an measurement device to measure angles to objects by using sun light reflections and the bisecting line of an angle.

- Invented around 1820 in Hamburg
- Highly accurate

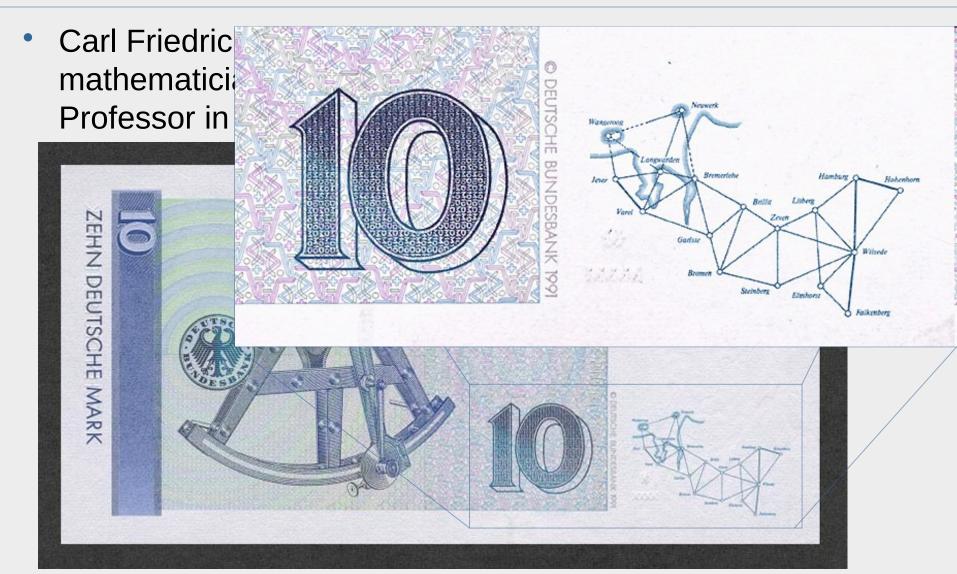








## Mapping the **Old** Problem







## The Gaussian Point in Bremen City





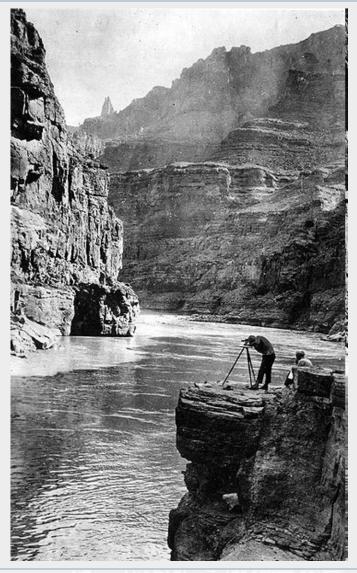




## Geodesy / Geodetics / Surveying

- Deals with the measurement and representation of the Earth.
- Devices: tape, theodolite, tachymeter (total station), leveling instrument, GPS, laser scanner





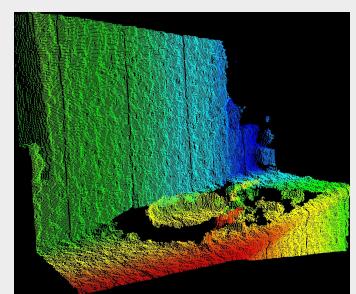


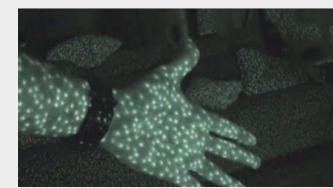


### Modern Computer Vision

#### Microsoft Kinect

- Video 30 Hz
- RGB video: 8-bit VGA resolution (640 × 480 Pixel)
- Monochrome Video Stream (depth information): 11-bit VGA 2048 depth values
- Depth: 1,2 3,5 m, (enhanced: 0,7 6 m)
- FOV: 57° (h) × 43°(vert)
- Tilt unit 27°
- Cost effective











#### A Custom Made 3D Laser Scanner

#### 3D laser scanner for mobile robots based on SICK LMS



- Based on a regular (e.g., SICK LMS-200) laser scanner
- Relatively cheap sensor
- Controlled pitch motion (120° v)
- Various resolutions and modi, e.g., reflectance measurement {181, 361, 721} [h] x {128, ..., 500} [v] points
- Fast measurement, e.g., 3.4 sec (181x256 points)

Mounted on mobile robots for 3D collision avoidance and building 3D maps.

(Video Crash)

(Video NoCrash)











# 3D Scanning Principles

# **Symbol** Cont. rotating pivoting Mode Yaw Yaw-Top Roll Pitch



- + Complete 360° scans
- + Good point arrangements
- High point density at top
- + Fast scanning (half rot.)
- High point density at top
- Ground not measured
- + Fast scanning (half rot.)
- + High point density in front
- Unusual point arrangement
- High point density at the sides
- Small apex angle
- + Good point arrangements
- + Easy to build

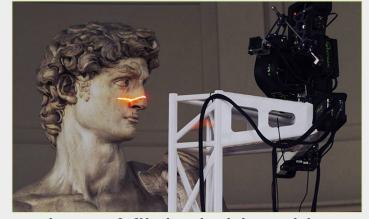
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## **Professional 3D Scanning**

- Professional 3D scanners
  - Structured light (close range)



pulsed laser vs. time-of-flight (mid and long range)





## 3DTK – Hands-on-experience

- What you should learn now, using the show program
  - Most robotic data sets acquired by a rotating SICK scanner contain some outliers (it is worse with the kinect)
  - Data sets of professional scanners can be very large



- Things to try
  - Viewing a single small 3D scan acquired in Schloß Dagstuhl (this data set comes with the svn checkout)

```
bin/show -s 1 -e 1 dat
```

Viewing a high resolution outdoor 3D scan

```
bin/show -s 0 -e 0 -f riegl_txt --reflectance bremen_city
```



