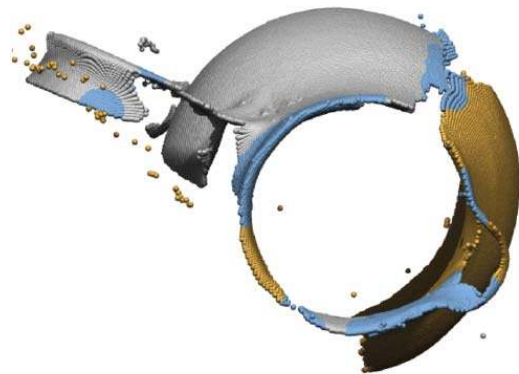


4-Points Congruent Sets for Robust Pairwise Surface Registration

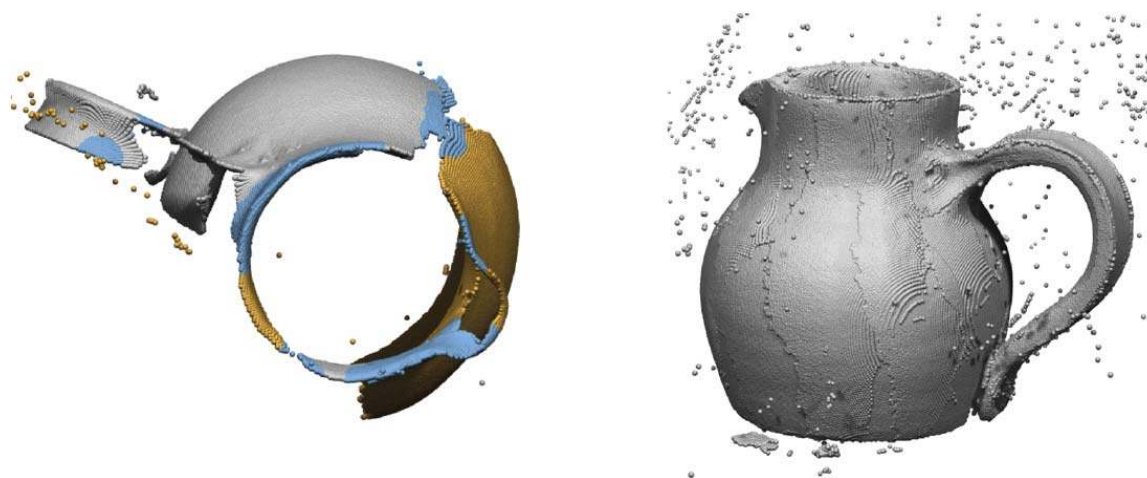


SIGGRAPH2008

Dror Aiger Niloy J. Mitra Daniel Cohen-Or



4-Points Congruent Sets for Robust Pairwise Surface Registration



Dror Aiger



Ben Gurion University

Niloy J. Mitra



IIT, Delhi

Daniel Cohen-Or

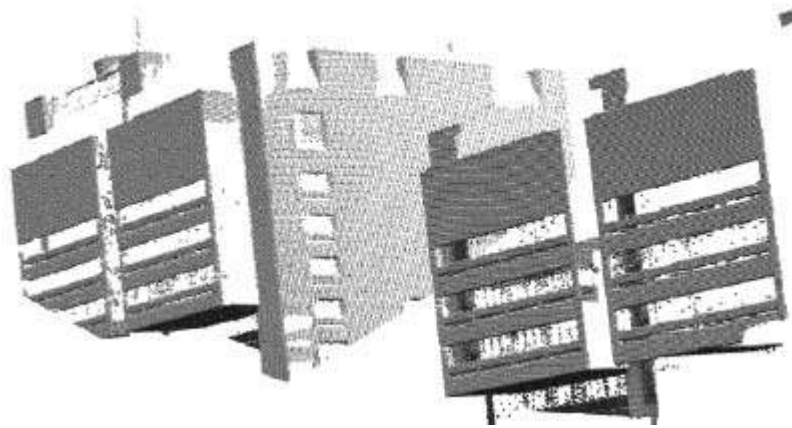


Tel Aviv University

Problem Statement

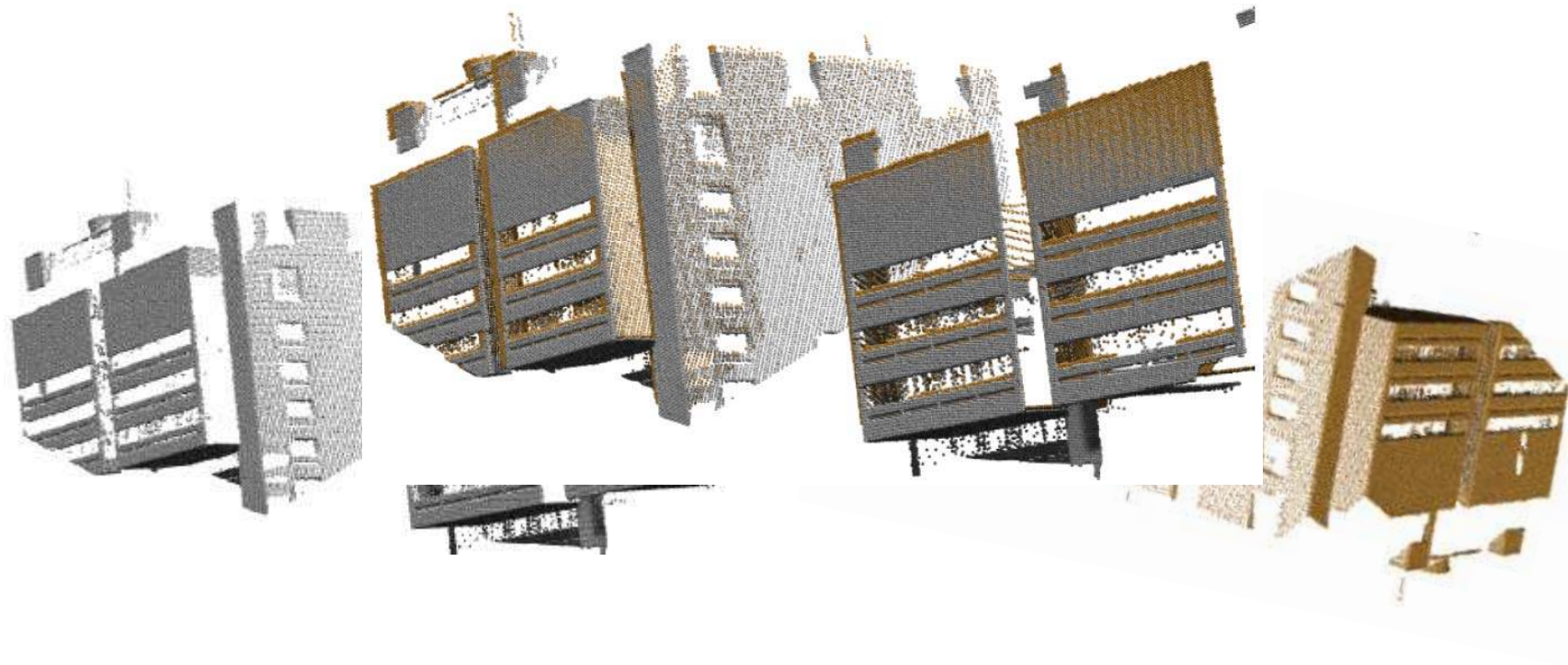
Given: Two models (P and Q)

- corrupted with noise and outliers
- in *arbitrary initial* poses



Problem Statement

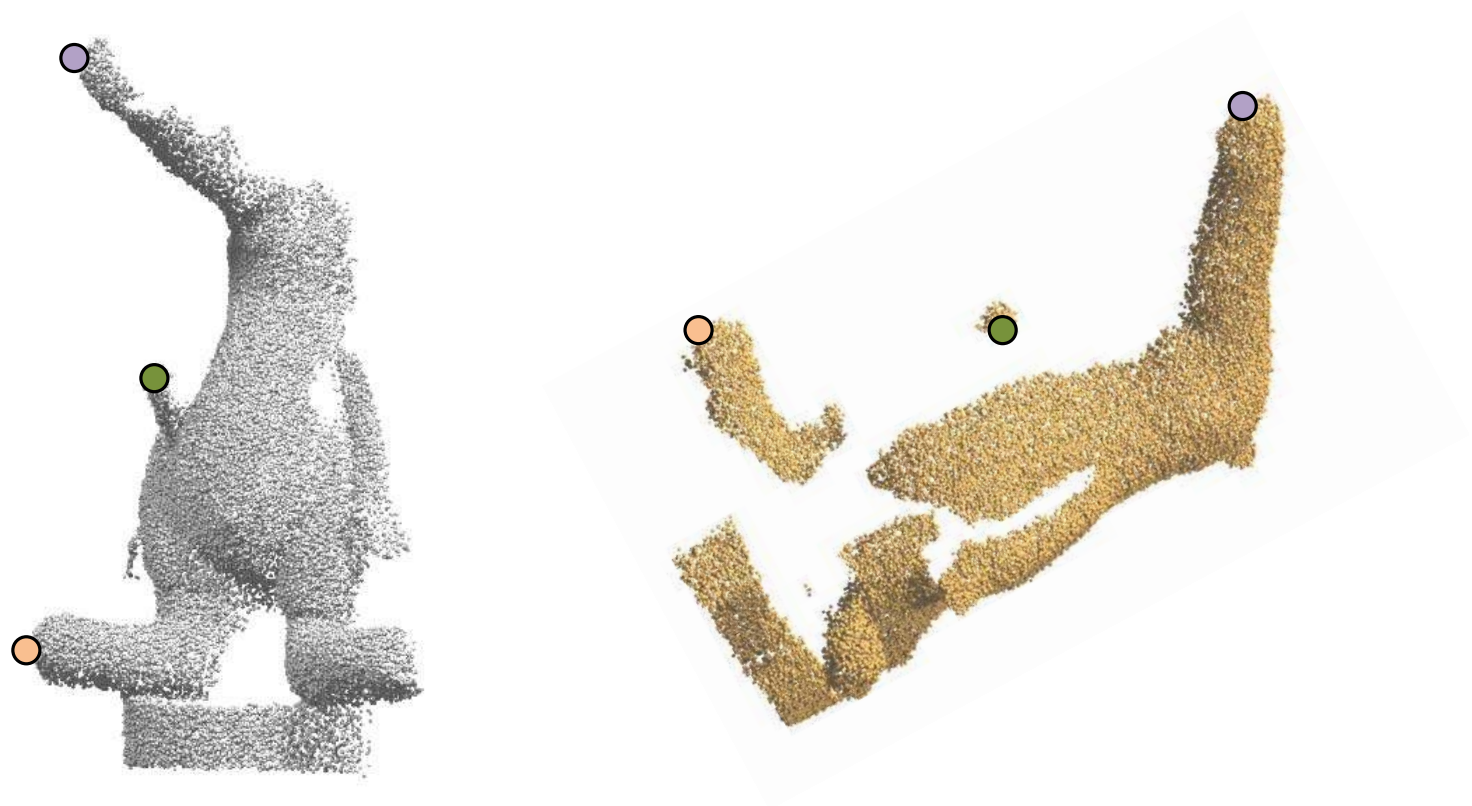
Goal: *Automatically* align the models



Aligning with Feature Points

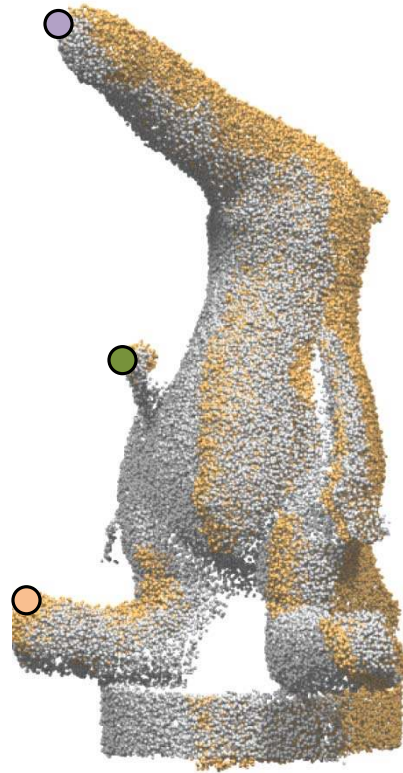


Aligning with Feature Points



3 corresponding point-pairs ! solve for aligning rigid transform

Aligning with Feature Points



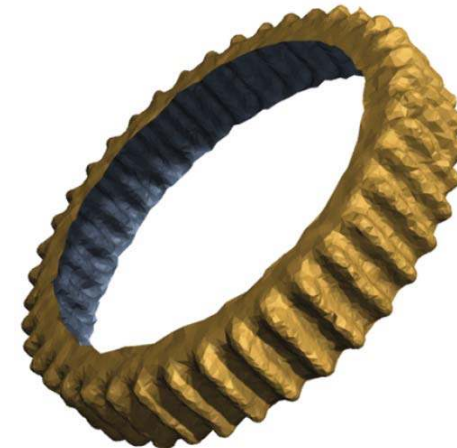
Data + *holes* + *outliers* + *noise* ! *unreliable* feature points (FP)

Why not De-noise Scans?

de-noise,
compute FP-s,
align



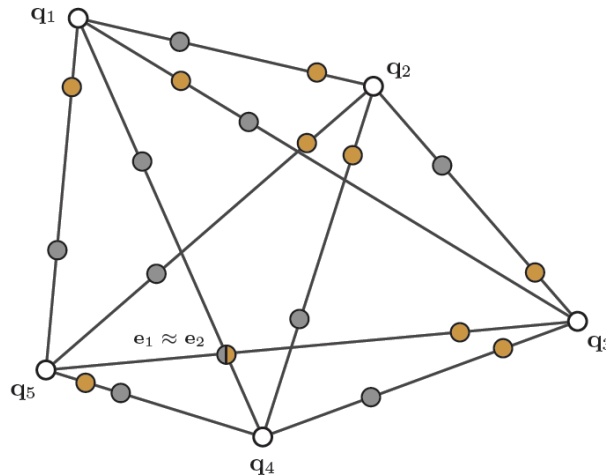
align with 4PCS,
de-noise



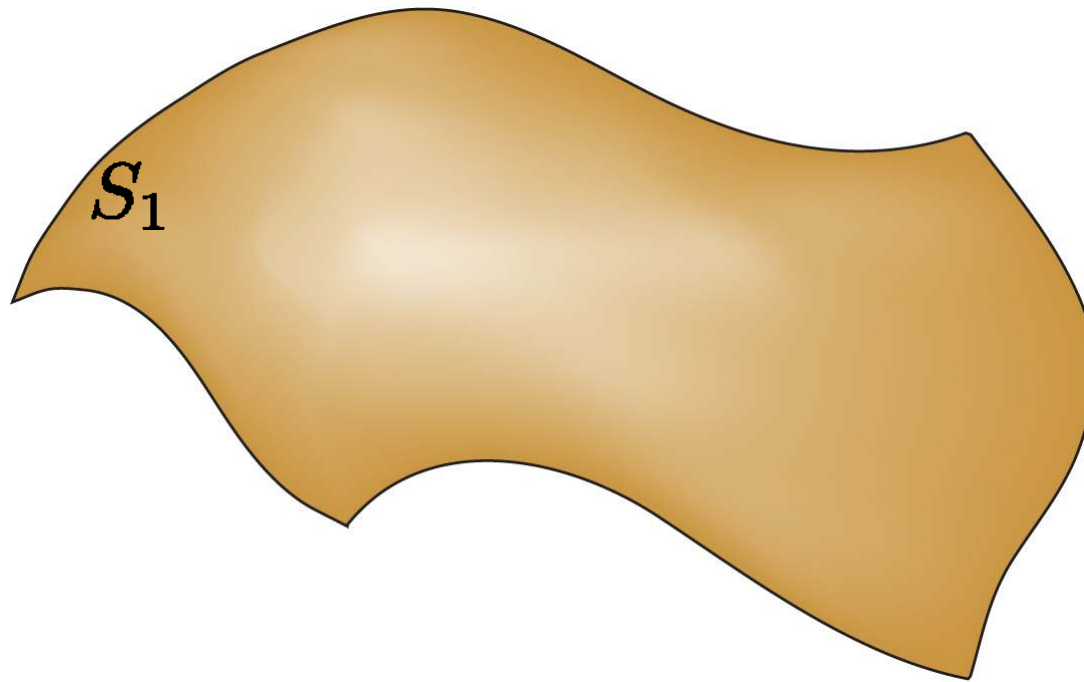
Insight #1

A pair of triples (from P and Q) is enough to uniquely define a ***rigid transform*** ! $O(n^3)$

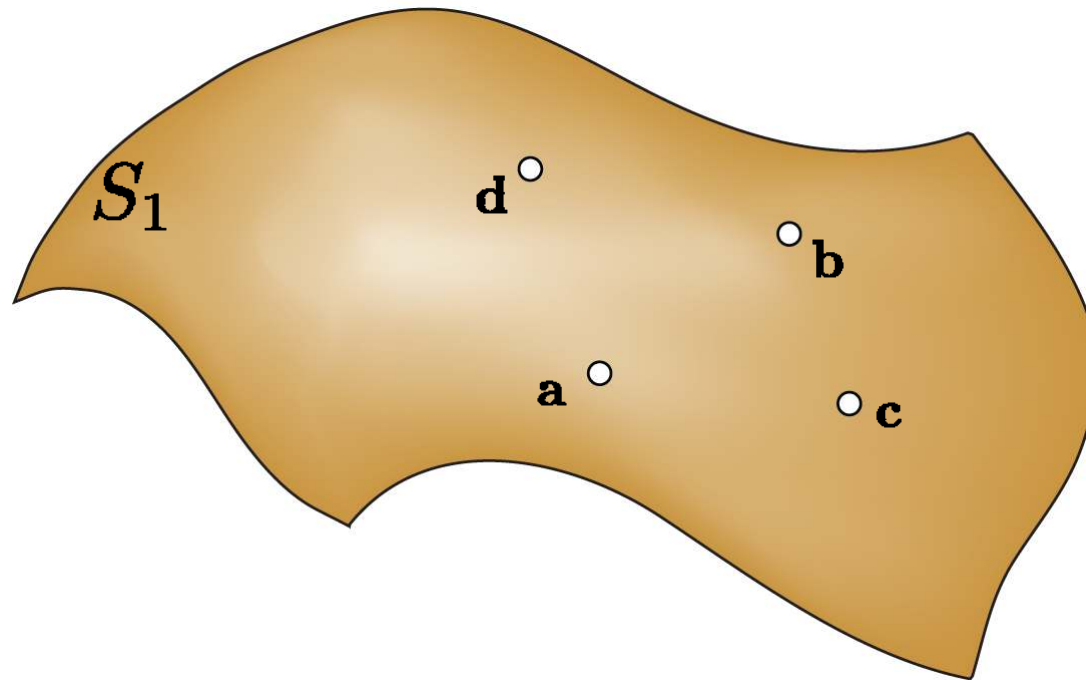
Surprisingly, a *special* set of 4-points, ***congruent sets***, makes problem simpler !
 $O(n^2)$



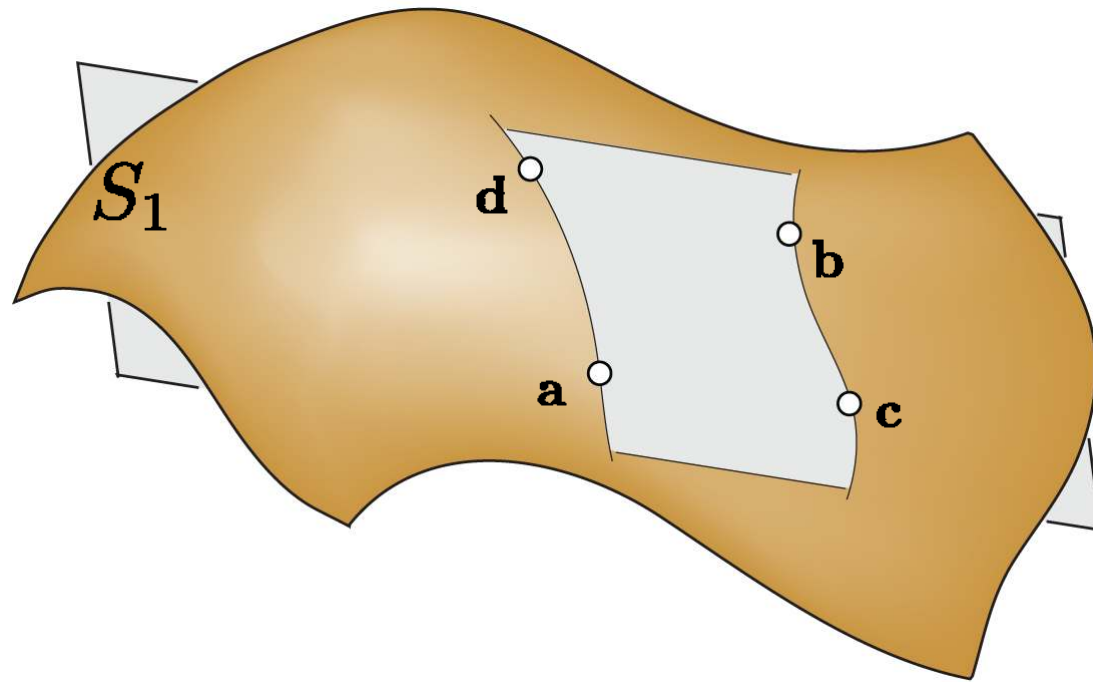
Affine Invariance



Affine Invariance

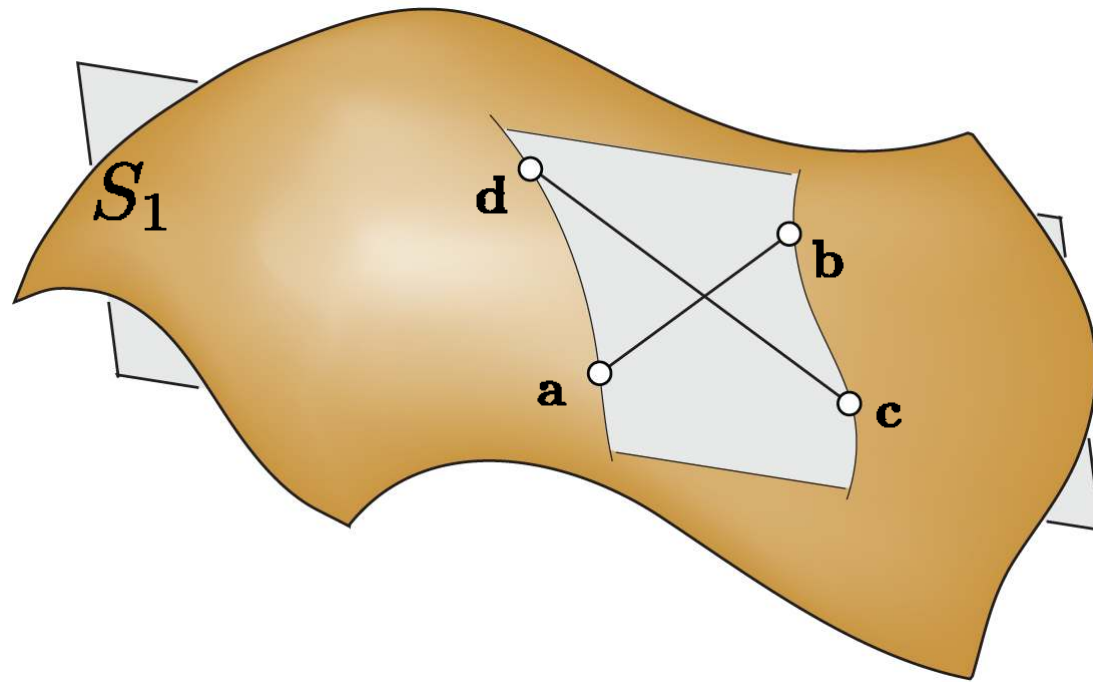


Affine Invariance

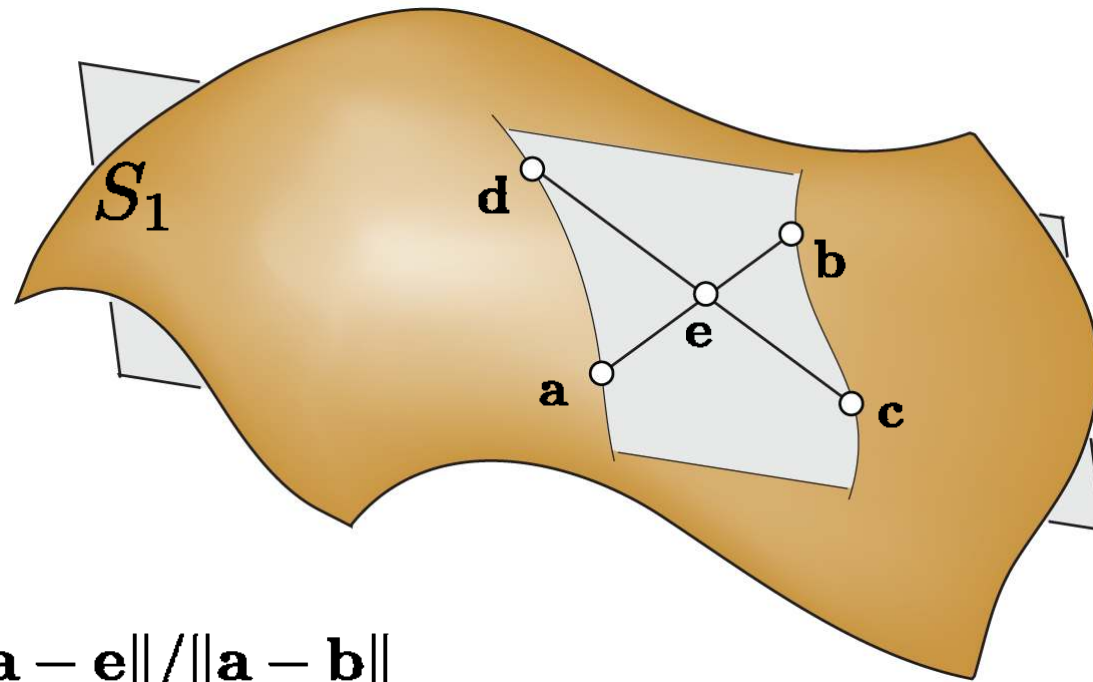


4 coplanar points

Affine Invariance



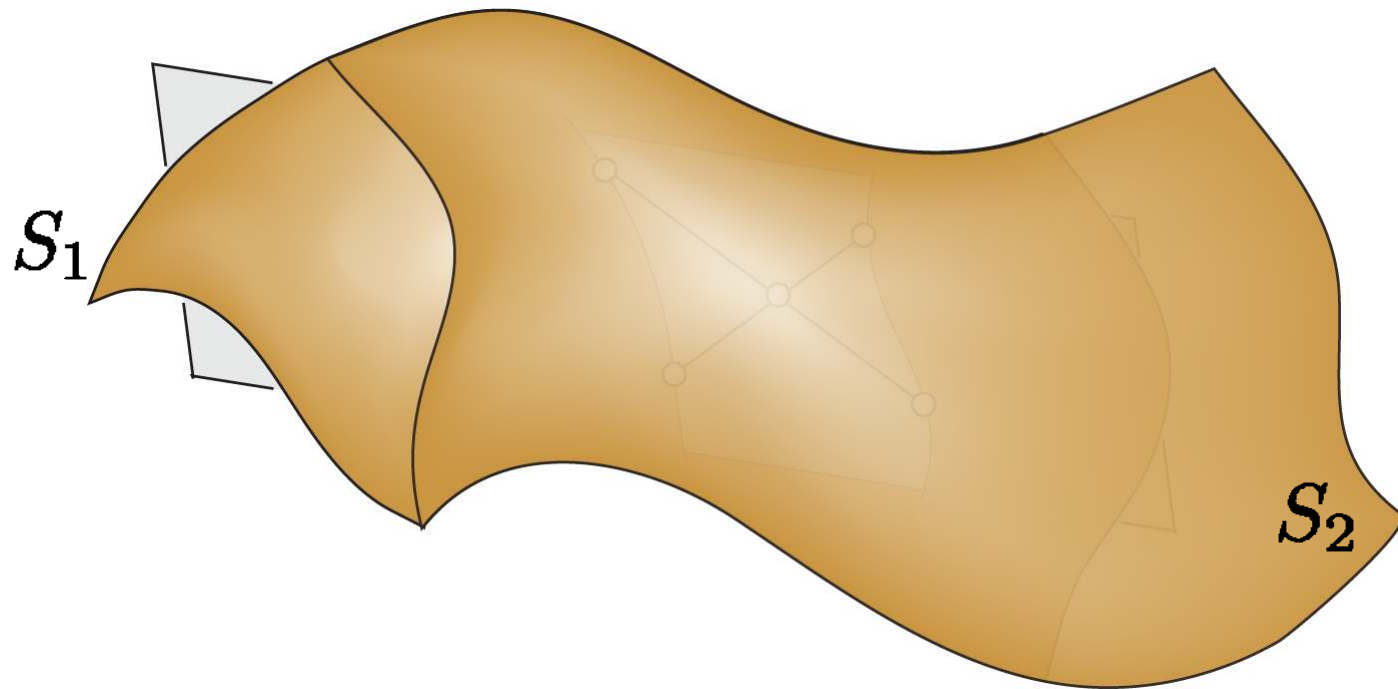
Affine Invariance



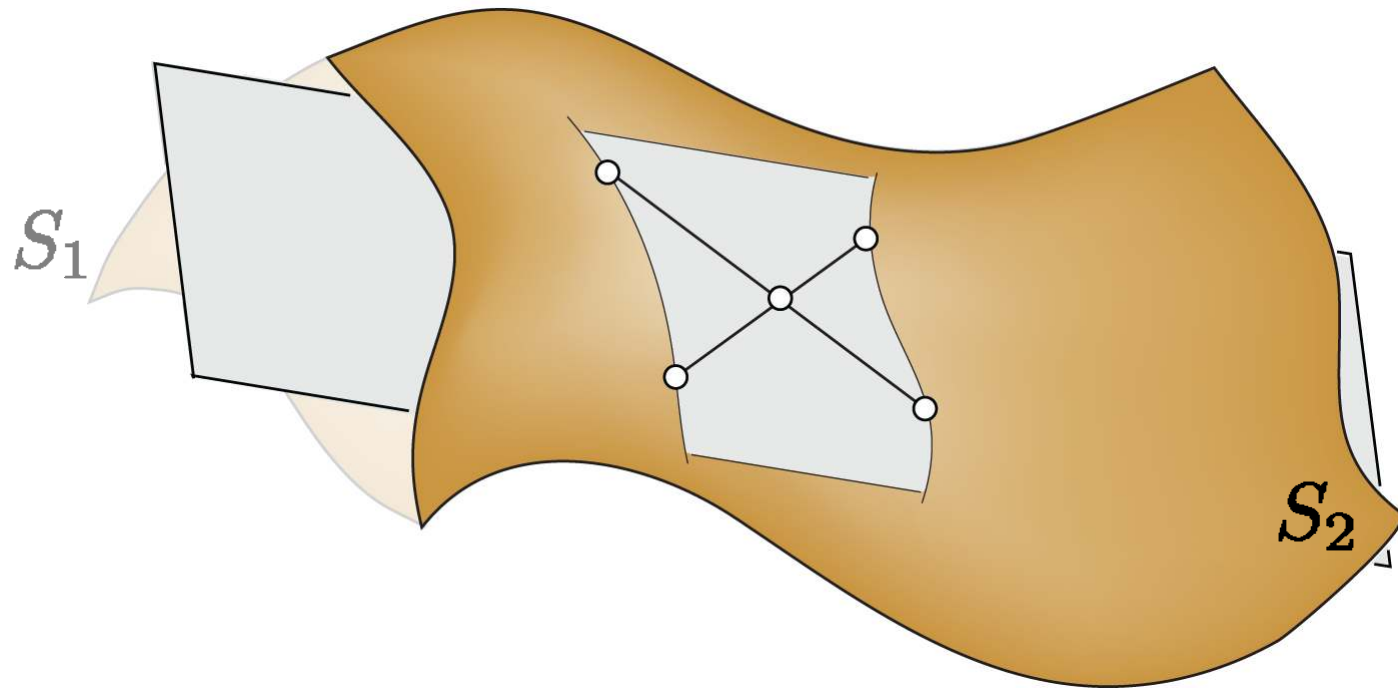
$$r_1 = \|\mathbf{a} - \mathbf{e}\| / \|\mathbf{a} - \mathbf{b}\|$$

$$r_2 = \|\mathbf{c} - \mathbf{e}\| / \|\mathbf{c} - \mathbf{d}\|$$

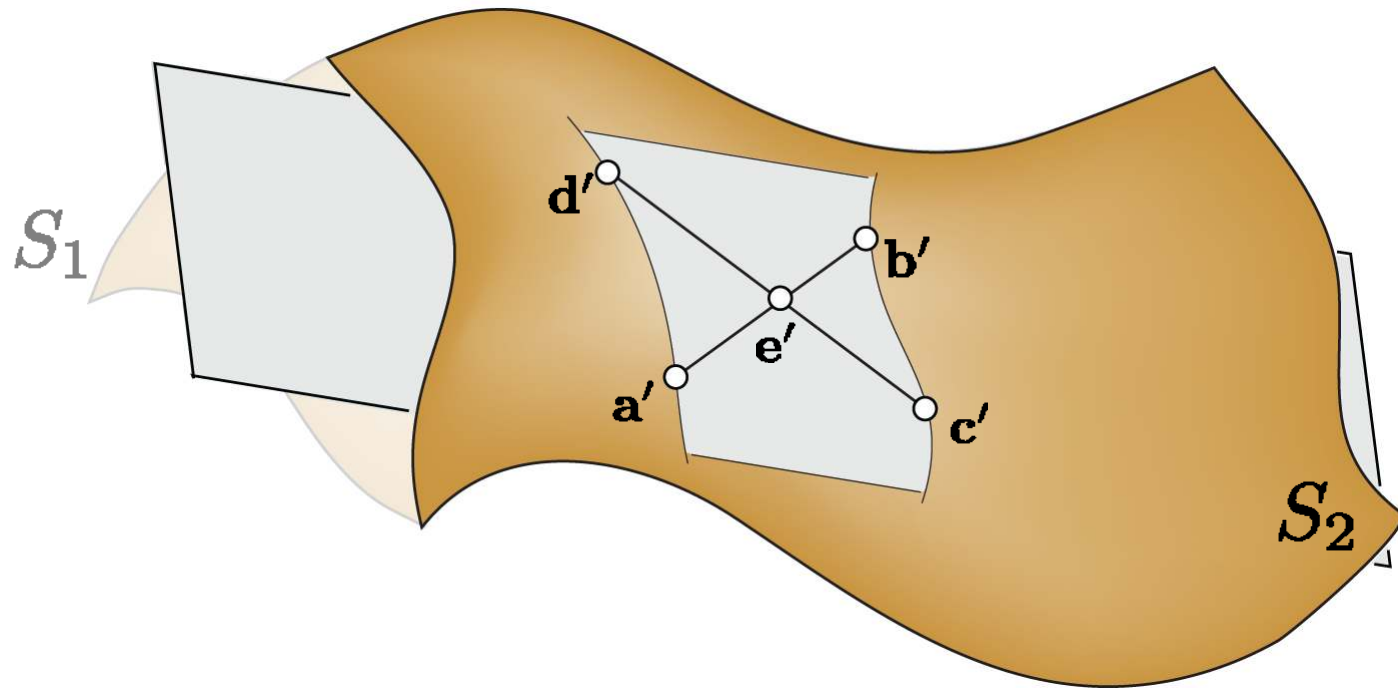
Affine Invariance



Affine Invariance



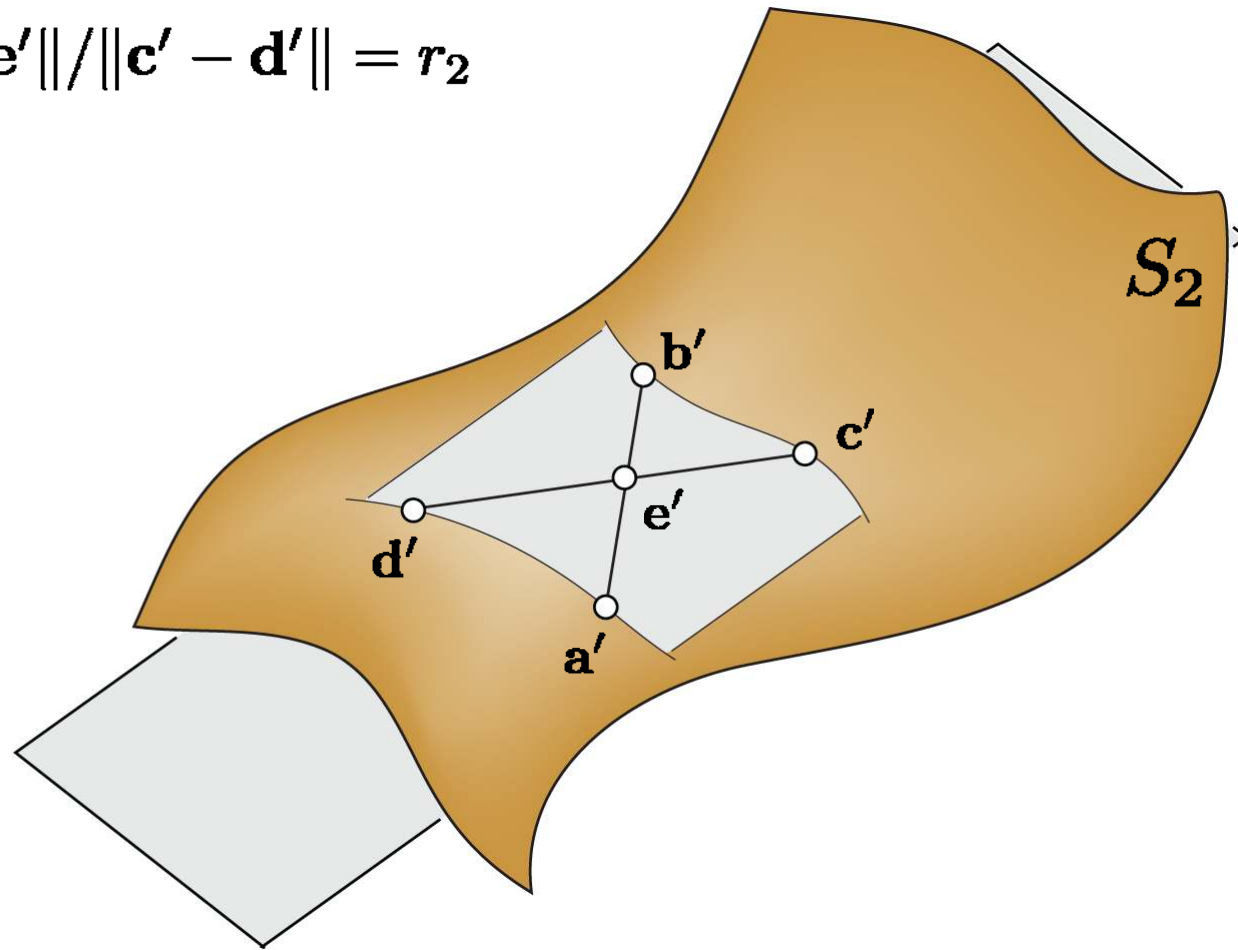
Affine Invariance



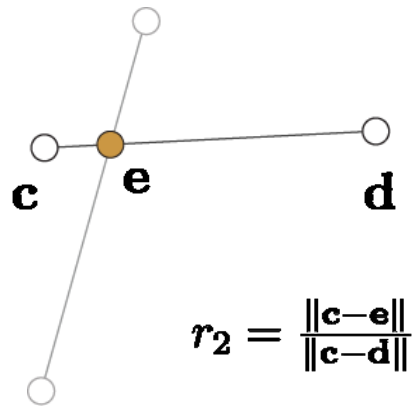
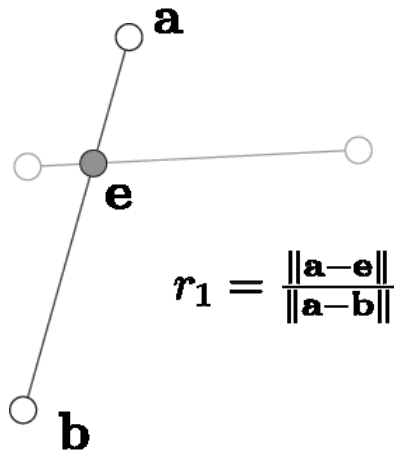
Affine Invariance

$$\|\mathbf{a}' - \mathbf{e}'\| / \|\mathbf{a}' - \mathbf{b}'\| = r_1$$

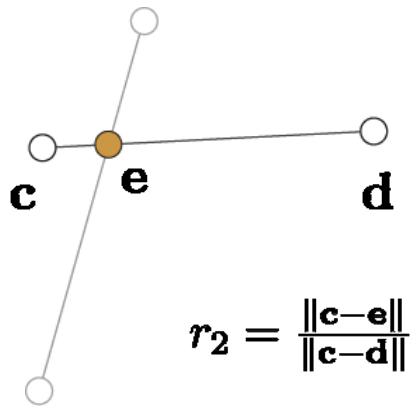
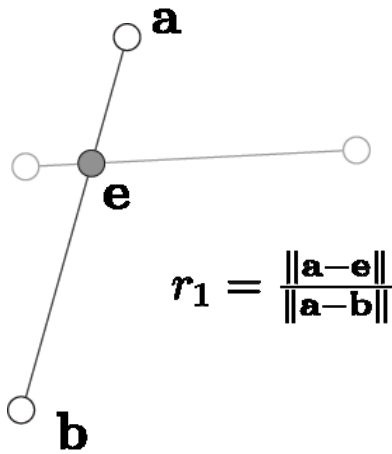
$$\|\mathbf{c}' - \mathbf{e}'\| / \|\mathbf{c}' - \mathbf{d}'\| = r_2$$



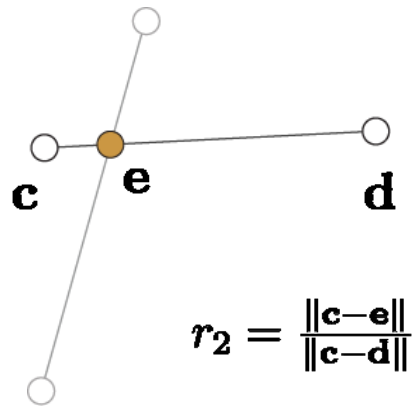
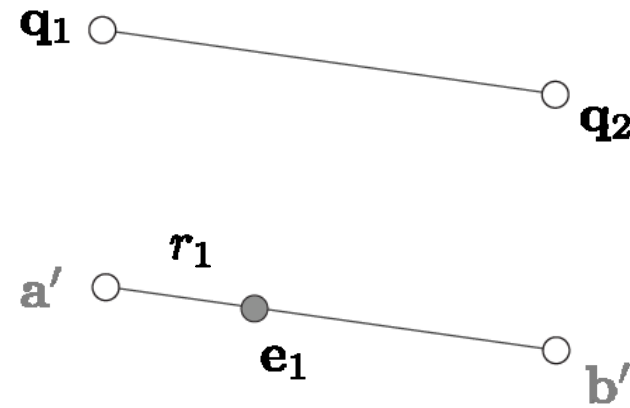
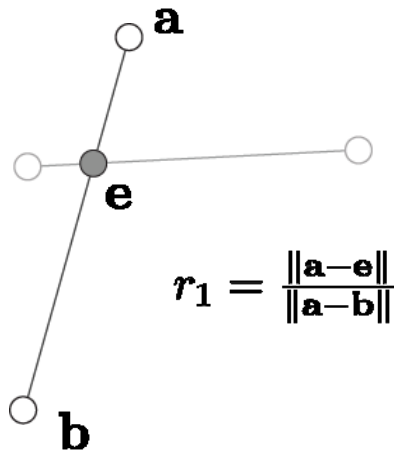
Extracting Congruent 4-points



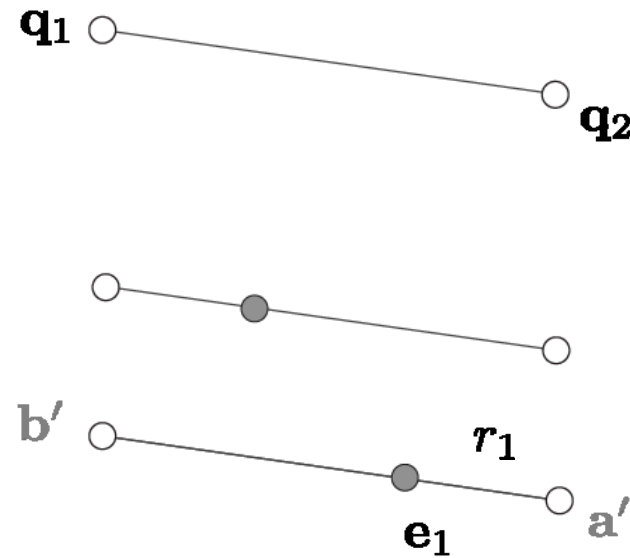
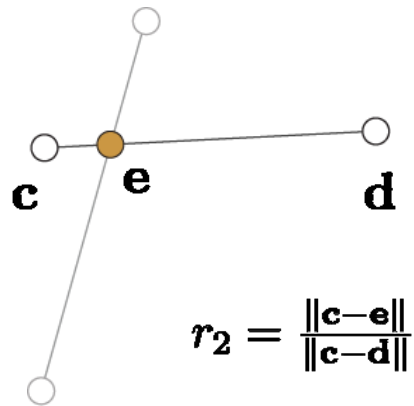
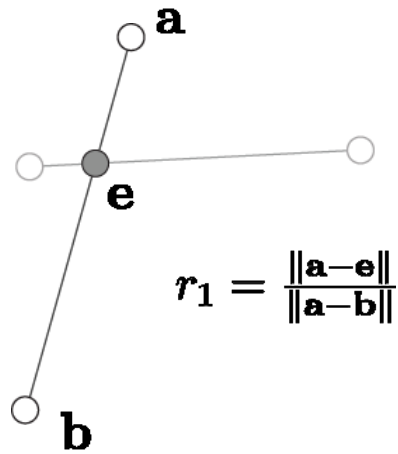
Extracting Congruent 4-points



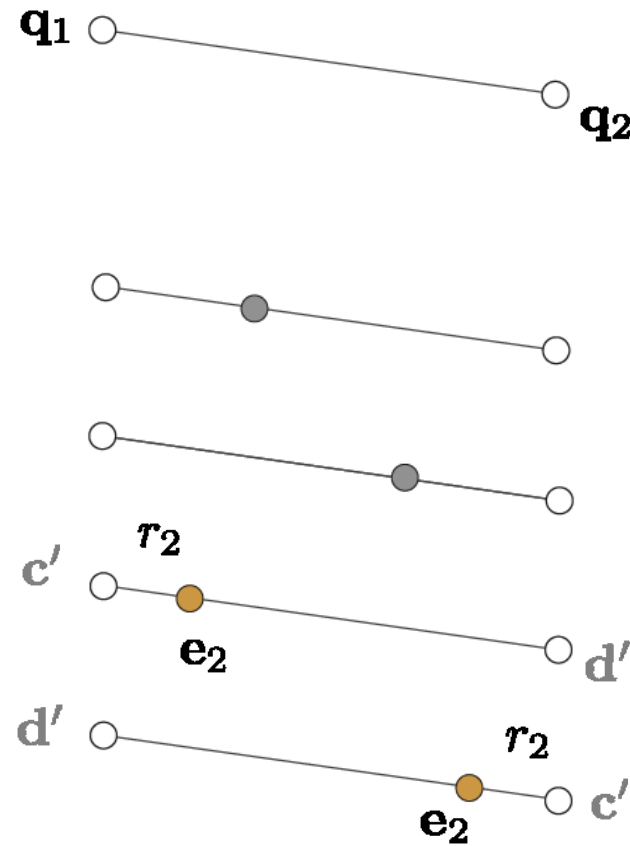
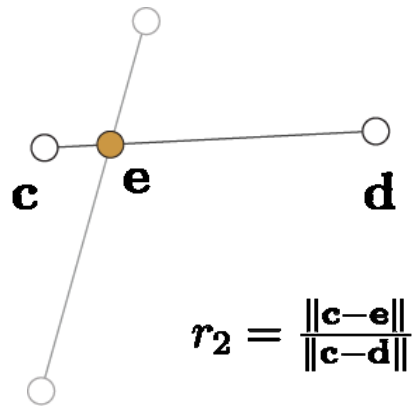
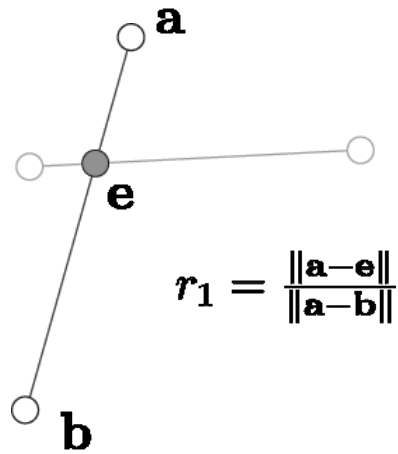
Extracting Congruent 4-points



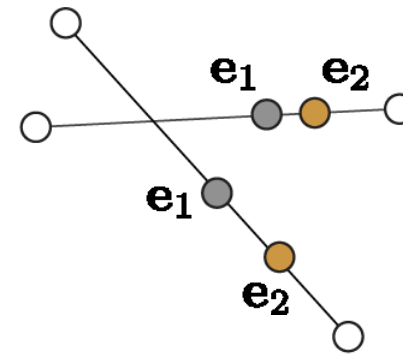
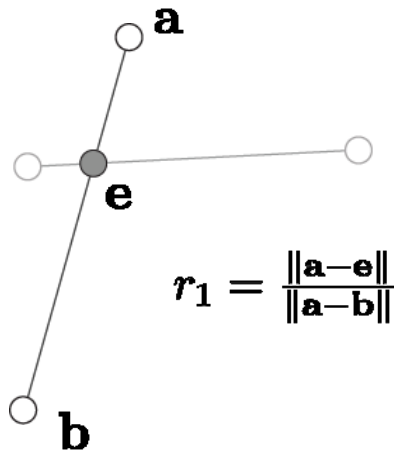
Extracting Congruent 4-points



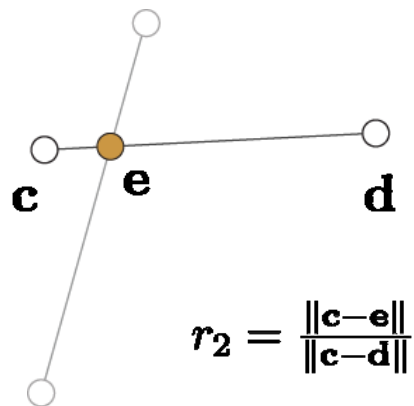
Extracting Congruent 4-points



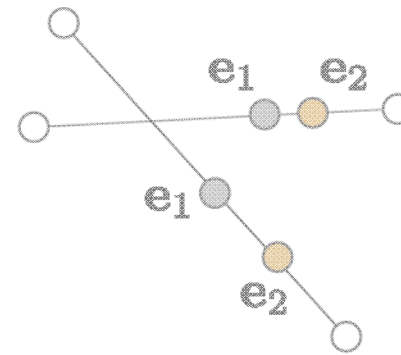
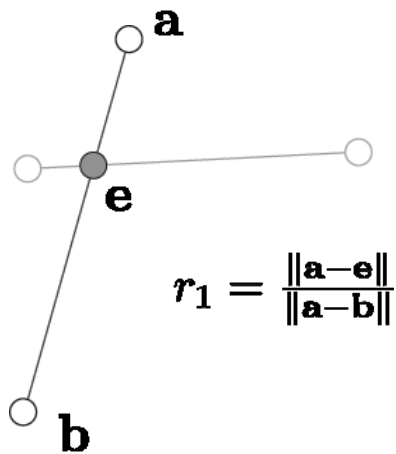
What if $\mathbf{e}_1 \neq \mathbf{e}_2$?



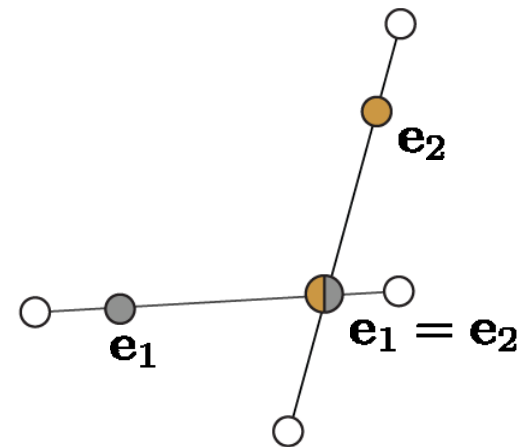
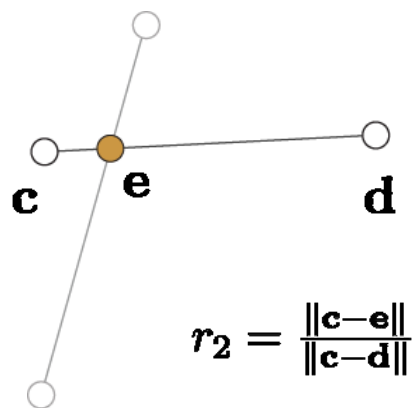
typical scenario



What if $\mathbf{e}_1 = \mathbf{e}_2$?



typical scenario



congruent 4-points!

Extracting Congruent 4-points

q_1 ○

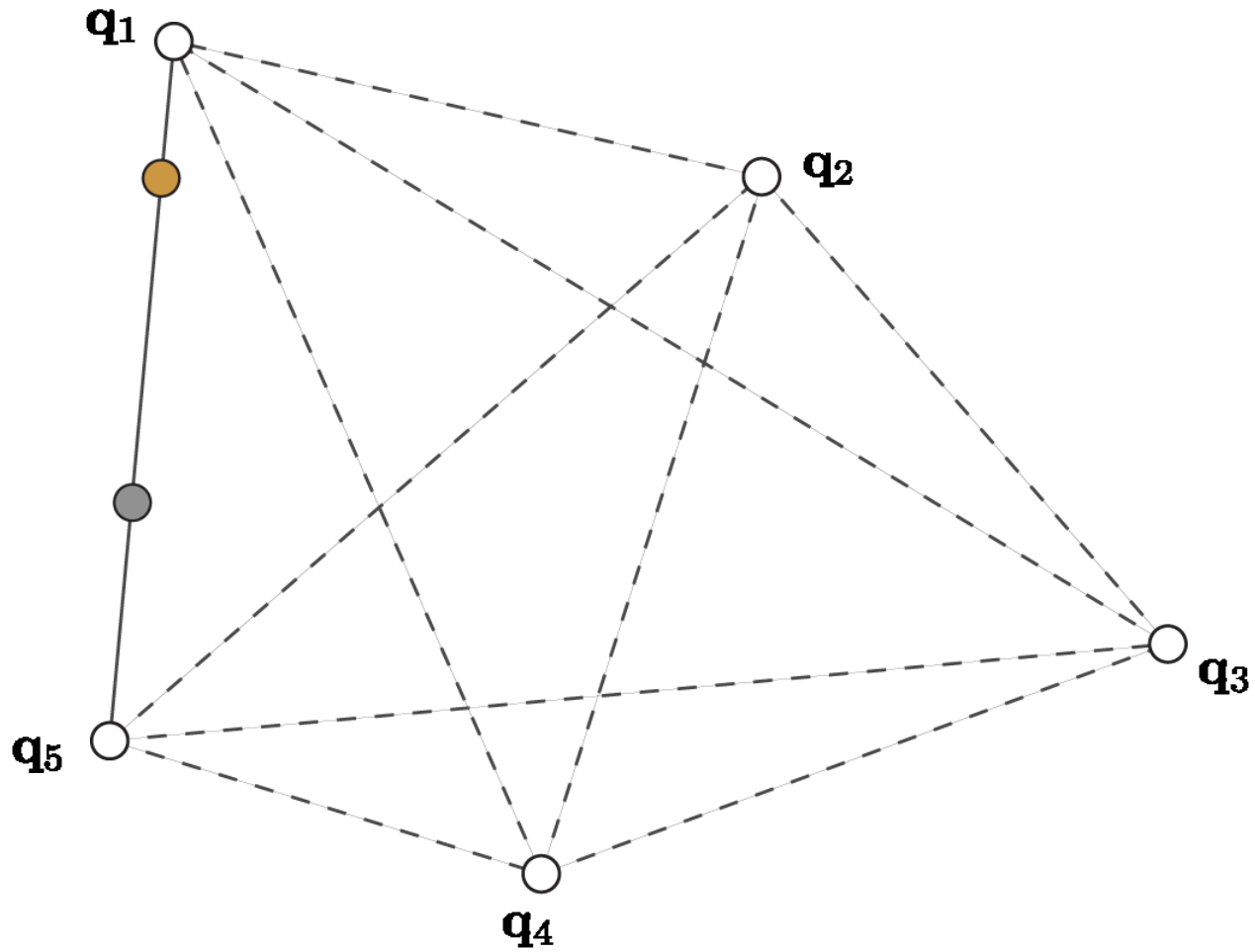
○ q_2

○ q_3

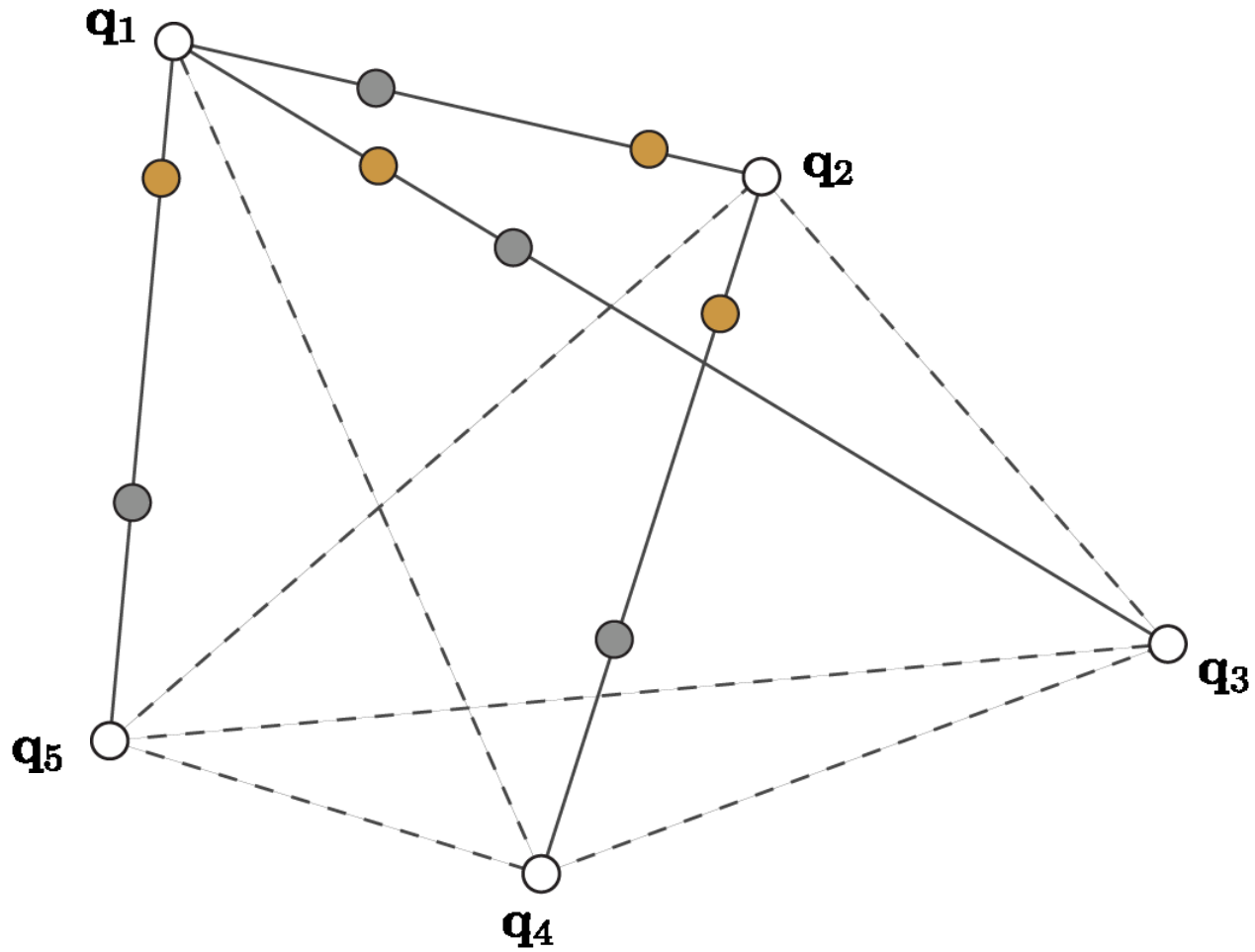
q_5 ○

○ q_4

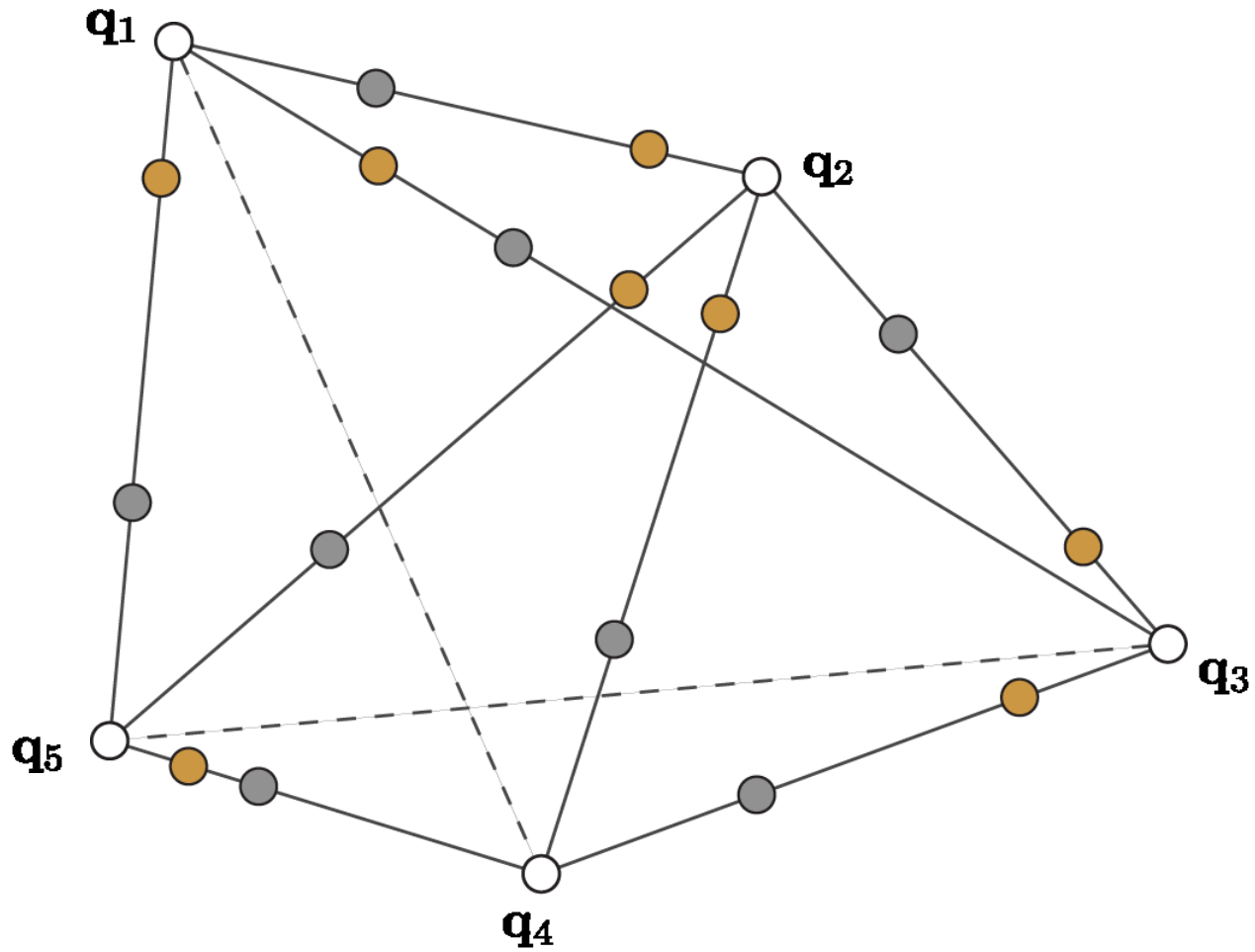
Extracting Congruent 4-points



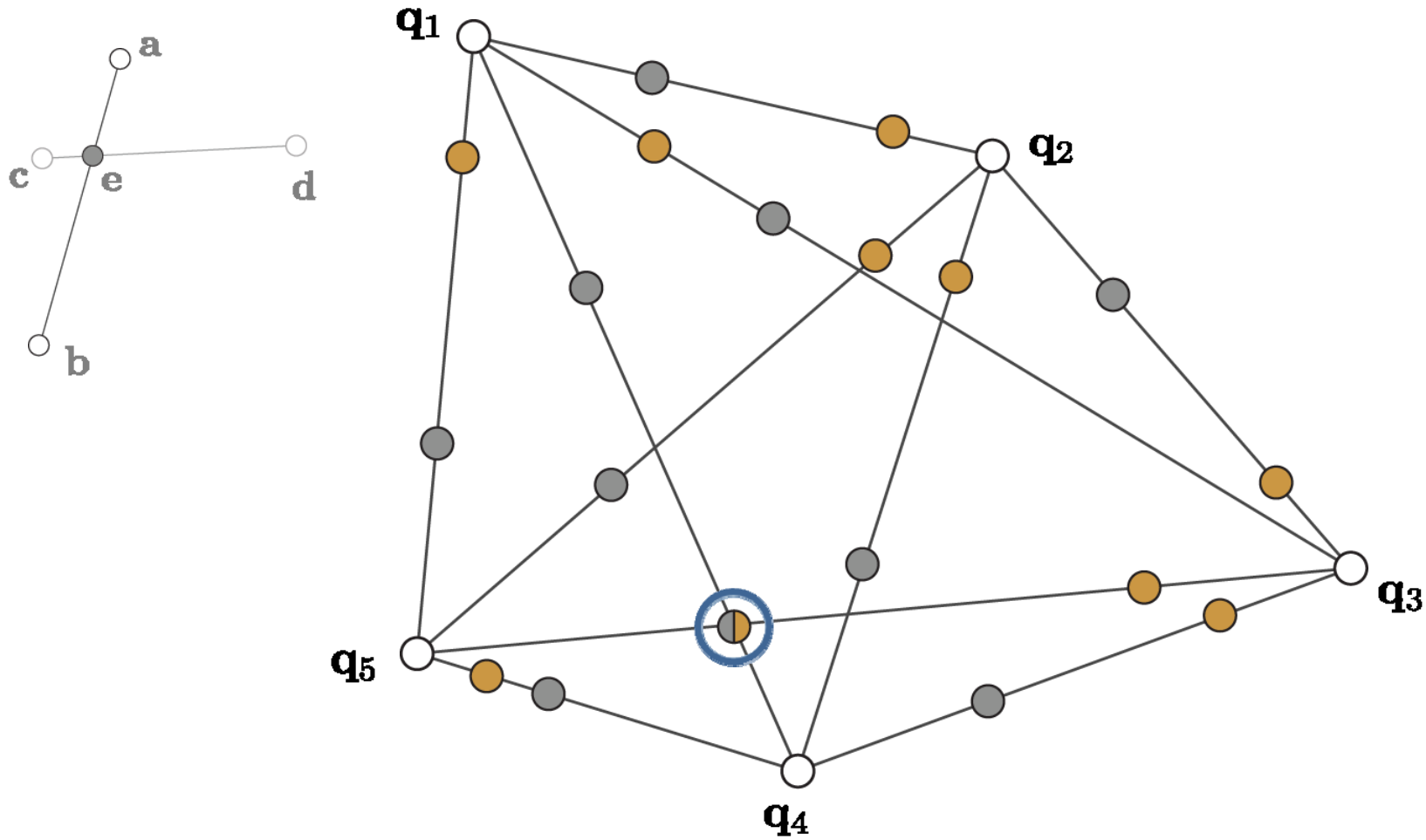
Extracting Congruent 4-points



Extracting Congruent 4-points



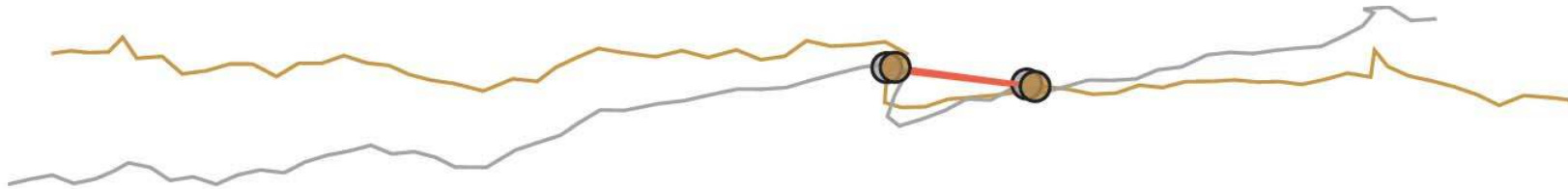
Extracting Congruent 4-points



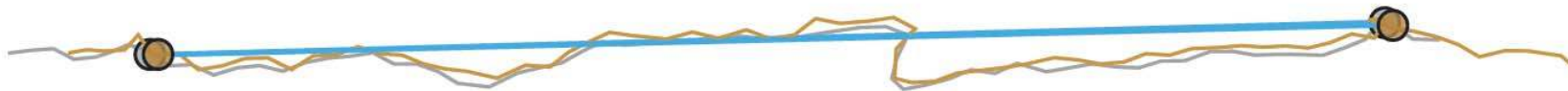
$$\{a, b, c, d\} \equiv \{q_1, q_2, q_3, q_4\}$$

Wide-base ! more stable

narrow base ! unstable



wide base (4-points set) ! increased stability



Result: Gallery

