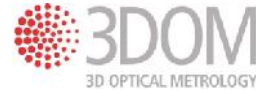
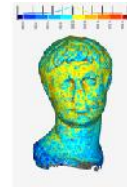
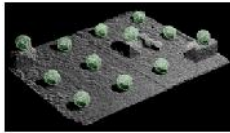


# CARATTERIZZAZIONE DI SENSORI ATTIVI E PASSIVI LOW-COST



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Web: <http://3dom.fbk.eu>











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## Commercial low-cost sensors

- ❑ **Active**
  - ❑ **Kinect**, David 3D Scanner, NextEngine, etc. (triangulation-based)
  - ❑ **D-Imager3D**, Swissranger, CamCube, etc. (TOF-based)
    - Direct delivering of 3D data
    - Often coupled with open-source software (SDK) for sensor control, data acquisition, gesture recognition, surface modeling, etc.
- ❑ **Passive (image-based)**
  - ❑ **Fujifilm real 3D W series**, Bumblebee, etc.
    - Provide for 2D images or directly 3D data using some real-time processing





Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

## Commercial low-cost sensors

### Microsoft Xbox Kinect



- 10 million sold in 5 months since November 2010
- Cost < 150 €

### Fujifilm REAL 3D W1



- Cost < 250 €

## Commercial low-cost sensors

### Microsoft Xbox Kinect

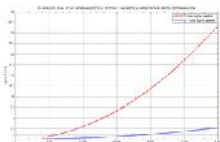


- Active triangulation based plus speckle pattern decorrelation
- Nominal baseline 74 mm

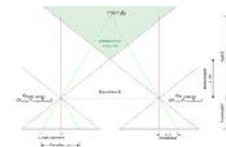
### Fujifilm REAL 3D W1



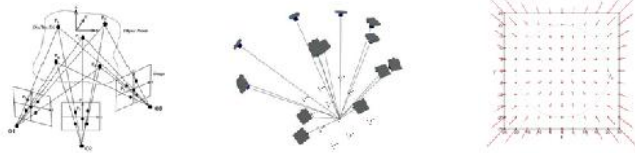
- Passive triangulation based
- Nominal baseline 77 mm



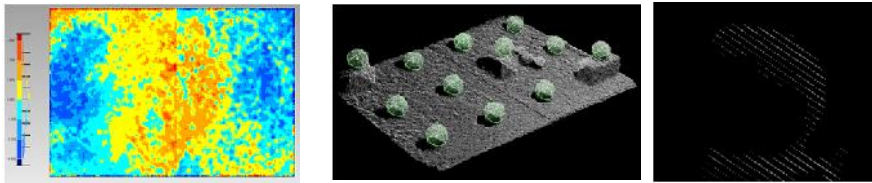
- Standardized calibration procedures
- Theoretical accuracy analysis
  - Characterization
  - Performance evaluation



- ❑ Investigate the performances of the instrument
- ❑ Determine its intrinsic parameters
- ❑ Evaluate the accuracy potential
  
- ❑ Calibration of **imaging sensors** → photogrammetric bundle adjustment



- ❑ Calibration of **active sensors** → flatness measurement error, best fitting, etc.



### ❑ Active - Microsoft Kinect (ca 100 Eur)

- ❑ 10 milioni di unita' vendute in 5 mesi dal Novembre 2010
- ❑ Nuvole di punti 3D fino a 30 fps alla risoluzione VGA (ca 300k points)
- ❑ 2 CMOS sensors + proiettore di luce strutturata
- ❑ Principio di misurazione basato sulla combinazione di triangolazione e la decorrelazione di speckle pattern
- ❑ Distanze operative suggerite: 1.2-3.6 m
- ❑ 3 brevetti alla base (Prime Sense LTD):
  - "Three-dimensional sensing using speckle patterns" - US Patent (2009)
  - "Range mapping using speckle decorrelation" - US Patent (2008)
  - "Method and systems for object reconstruction" - International Patent (2007)

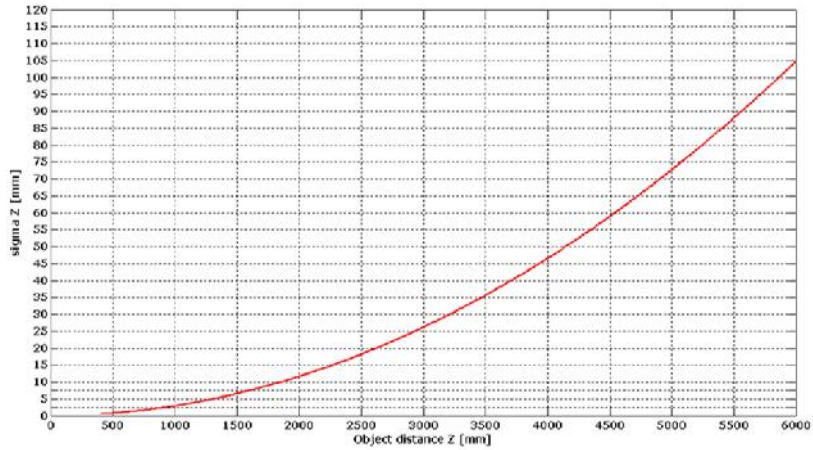


	RGB camera	IR camera
Sensor	Aptina MT9M112	Aptina MT9M001
Sensor type	CMOS	CMOS
Sensor size (active imager)	3.58 mm x 2.87mm	6.66 mm x 5.32 mm
Pixel size	2.8 μm	5.2 μm
Raw image format	1280x1024 px	1280x1024 px
Output image resolution	640x480 px	640x480 px
Nominal focal length	2.9 mm	6 mm
FOV H	63 degrees	57 degrees
FOV V	50 degrees	45 degrees



## Triangulation measurement principle

- Close-range sensors -> triangulation measurement principle

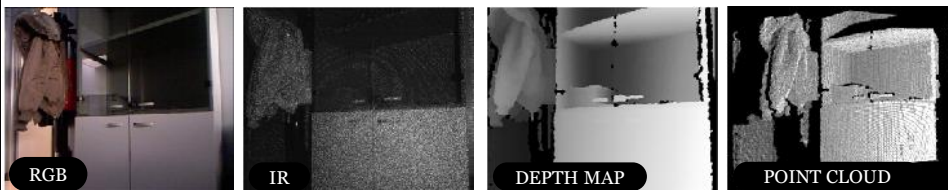


$$\sigma_Z = \frac{Z^2}{f \cdot b} \cdot \sigma_{px} \approx \frac{Z^2}{f \cdot b} \cdot \varepsilon \cdot \mu$$

- $\mu$  is the pixel size of the imaging device;
- $\varepsilon$  is the sub-pixel resolution

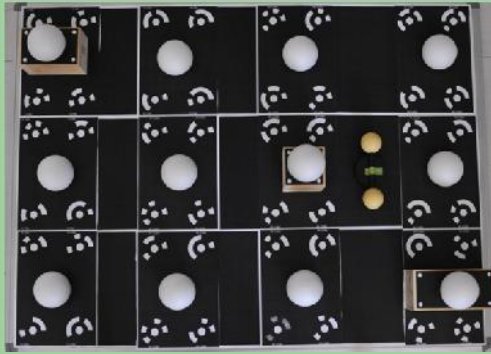
## KINECT characterization

- Kinect delivers primarily disparity maps (640 x 480 px) at 11 bit
- Metric coordinates (X, Y, Z) derived with different approaches / equations (OpenNI, Libfreenet, etc.)
- Multi-sensor device:
  - Calibration of the passive imaging sensors (IR and RGB)
  - Calibration of the depth map
- Accuracy evaluation with respect to higher accurate sensors



[Menna, F., Remondino, F., Battisti, R., Nocerino, E., 2011: *Geometric investigation of a gaming active device*. Proc. of Videometrics, Range Imaging and Applications XI, SPIE Optical Metrology, Vol. 80850G-1-15]

□ Calibration of the passive imaging sensors



**CALIBRATION FRAME:**

(1000 mm x 800 mm x 200 mm)

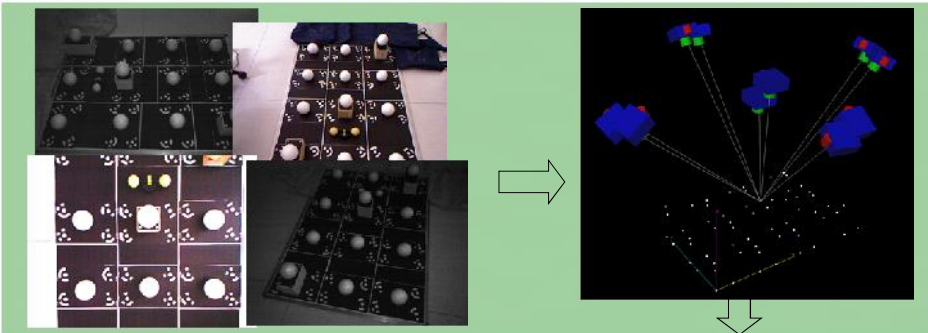
- **12 SPHERES** (90 mm diameter)
  - 9 spheres on a main plane
  - 3 spheres on wooden blocks
- **60 CIRCULAR CODED TARGETS**
- **1 SCALE BAR**



**TESFIELD MEASURED WITH A 24 MPX NIKON D3X CAMERA:**

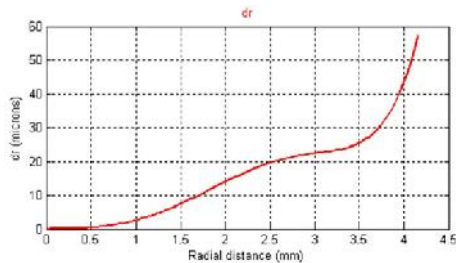
overall theoretical precision of the computed object coordinates resulted in  
 $\sigma_{xy} = 0.015$  mm,  $\sigma_z = 0.023$  mm for circular targets  
 $\sigma_{xy} = 0.04$  mm,  $\sigma_z = 0.06$  mm for the spheres

□ Calibration of the passive imaging sensors

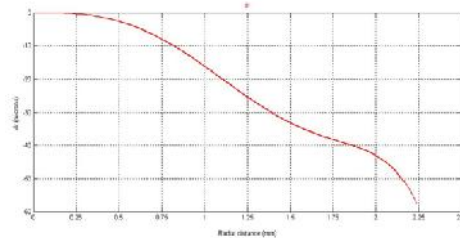


		RGB camera		IR camera	
		Value	Std	Value	Std
P1 and P2 not statistically significant for the RGB sensor	f	2.9114 mm	0.003 mm	6.0792 mm	0.007 mm
	$x_0$	0.0346 mm	0.0007 mm	0.0488 mm	0.005 mm
	$y_0$	-0.0315 mm	0.0008 mm	0.0480 mm	0.005 mm
	k1	-2.310e-002	5.3e-004	3.253e-003	1.8e-004
	k2	7.720e-003	2.7e-004	-3.720e-004	2.3e-005
	k3	-8.246e-004	4.6e-005	1.347e-005	9.7e-007
	P1	-	-	-2.708e-004	4.4e-005
	P2	-	-	-1.999e-004	4.2e-005

- Calibration of the passive imaging sensors – Radial distortion profiles



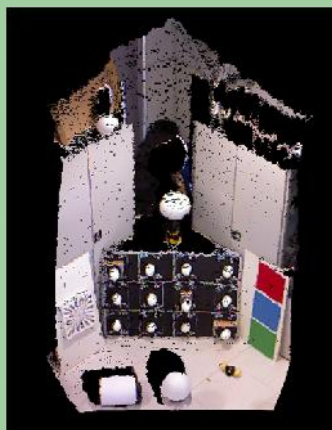
IR CAMERA



RGB CAMERA

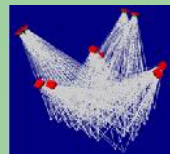
- IR camera is used with down-sampled image resolution (640x480) → 10 $\mu$ m pixel size
- Radial distortion at the border is less than 5 pixel → **internal correction?**

- Calibration of the passive imaging sensors – Relative orientation



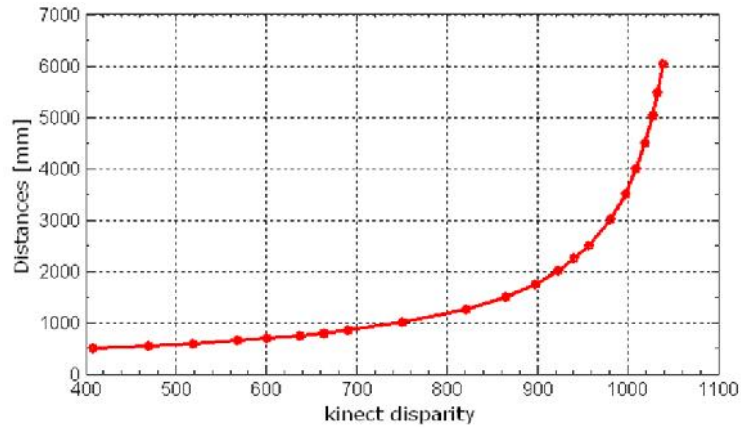
### ASYMMETRICAL RELATIVE ORIENTATION RGB camera to IR camera

	IR camera	RGB camera
X [mm]	0	25.3869
Y [mm]	0	1.4971
Z [mm]	0	-4.3238
$\omega$ [degrees]	0	0.022308
$\phi$ [degrees]	0	0.217726
$\kappa$ [degrees]	0	-0.274297



- Roto-translation of the cameras in order to fix the perspective center of the **IR camera as origin** and its Euler angles to null
- Relative orientation useful to correctly map the color information onto the point cloud

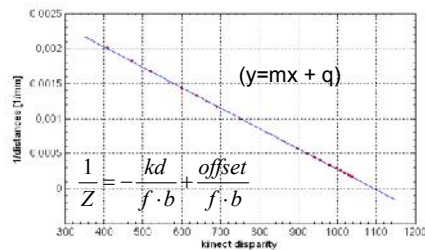
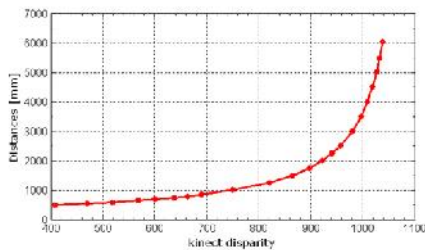
□ Calibration of the depth map



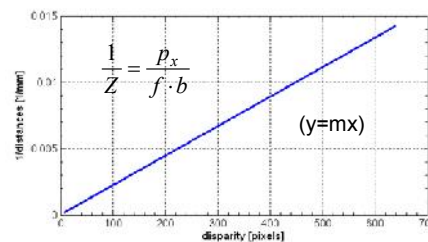
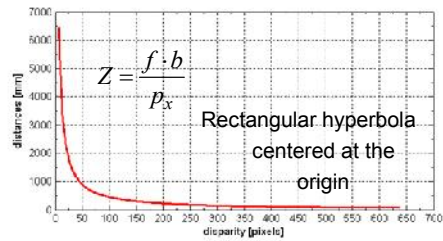
22 Kinect's depth maps of a plane orthogonal to the optical axes of the sensor are compared with the distances measured using a Leica Disto A6 (accuracy  $\pm 1.5$  mm)

□ Calibration of the depth map

**KINECT DEVICE**

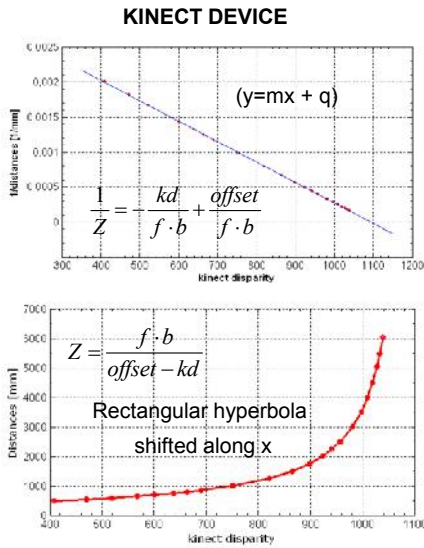


**STANDARD STEREO TRIANGULATION SYSTEM**



## KINECT characterization

### Calibration of the depth map



$$\begin{cases} m = -\frac{1}{f \cdot b} \\ q = \frac{\text{offset}}{f \cdot b} \end{cases} \Rightarrow \text{offset} = -\frac{q}{m}$$

- $m = -2.911482 \cdot 10^{-6}$ ;
- $q = 0.003187$
- $\text{offset} = 1094.7$
- $b = -1/(8 \cdot f \cdot m) = 73.448 \text{ mm}$

$$Z = \frac{1}{m \cdot kd + q}$$

$$X = (x - x_0 + \Delta x_{AP}) \cdot \frac{Z}{f}$$

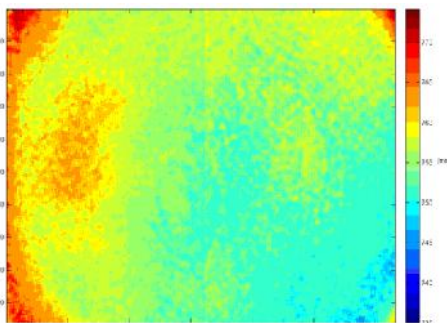
$$Y = (y - y_0 + \Delta y_{AP}) \cdot \frac{Z}{f}$$

Metric 3D coordinates of a point P (X, Y, Z) in the Kinect point cloud

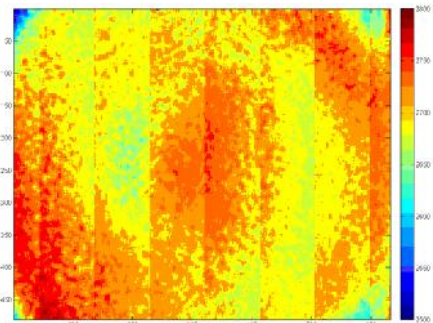
## KINECT geometric performance tests

### PRECISION OF THE KINECT IN DEPTH MEASUREMENTS:

Comparison between a flat wall and the point cloud delivered by Kinect



range map @ 750 mm



range map @ 2750 mm

Error > 40 mm @750 mm versus a theoretical precision of  $\sigma_z = 1.5 \text{ mm}$  expected

Error > 300 mm @2750 mm versus a theoretical precision  $\sigma_z = 20 \text{ mm}$  expected

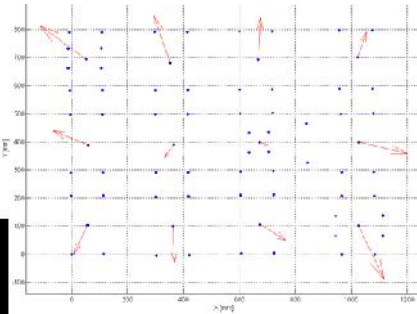
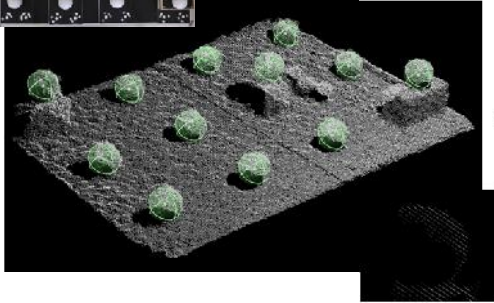
### LARGE DEPTH ERRORS AT THE BORDERS



## KINECT geometric performance tests

### ACCURACY IN 3D MEASUREMENTS:

Comparison with photogrammetry on the 3D calibration frame



- ❑ Calibration frame recorded from 10 different positions at an average distance of 1.5 m
- ❑ 3D point clouds delivered by the Kinect compared with the photogrammetric 3D coordinates:
  - **uncorrected**:  $\sigma_{XY} \approx 4$  mm,  $\sigma_z \approx 2$  mm and a systematic scale factor of 1.015
  - **corrected** (with the calibration parameters):  $\sigma_{XY} \approx 2.5$  mm,  $\sigma_z \approx 2$  mm

## KINECT geometric performance tests

### ACCURACY IN 3D MODELLING:

3D comparison on a small statue (white matte plastic, ca 35 cm height and 20 cm wide)



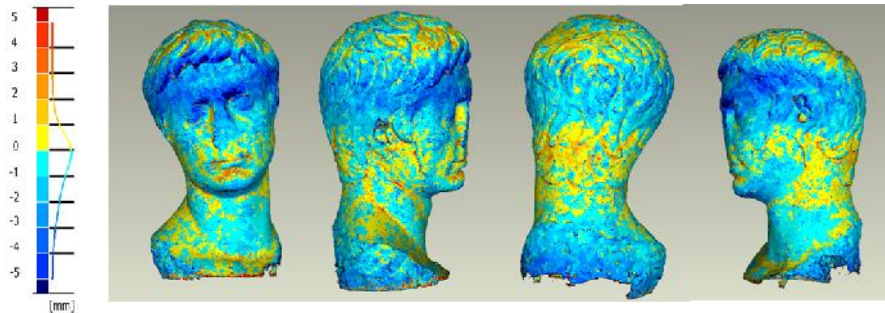
KINECT at 50cm (theoretical  $\sigma_z \approx 0.7$  mm)

NEXTENGINE (accuracy  $\sigma_z \approx 0.3$  mm)

- 19 Kinect range maps, aligned into a unique surface model (std = 1 mm)
- NextEngine 3D laser scanner used as reference
- Comparison after ICP alignment of the 2 datasets (std = 0.8 mm)

### ACCURACY IN 3D MODELLING:

3D comparison on a small statue

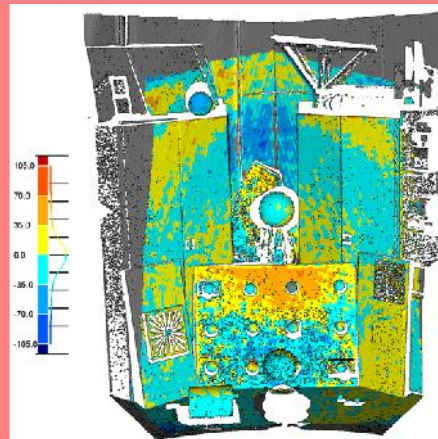


- Differences follows a Gaussian distribution slightly shifted toward the negative values probably due to a scale effect
- **Band artifacts** visible on the 3D point clouds

### ACCURACY IN 3D MODELLING: 3DOM LAB CORNER



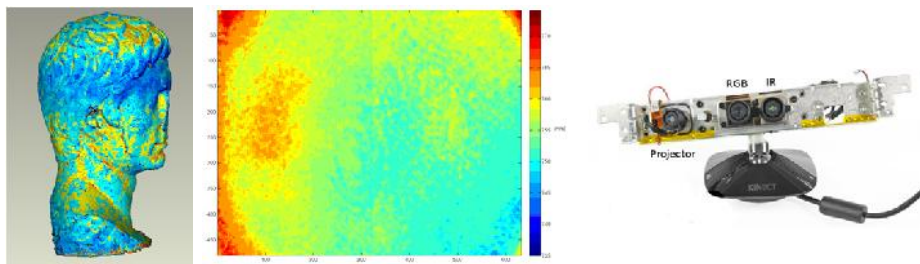
Scene volume 2m x 2m x 3m  
 Theoretical precisions variable in the range [7,35] mm



- Scene recorded with a TOF Laser Scanner Leica Scanstation 2
- The 3D point cloud of the kinect aligned on the scanstation point cloud (std=20 mm)
- Histogram of the Euclidean distances between the two point clouds follows a Gaussian distribution within the expected theoretical accuracy (min/max  $\pm 3\sigma$ )

## KINECT considerations

- Active sensors with metric performances in the cm range up to 2-3 m (if corrected)
- Flatness problems at the borders of the acquired area
- Z-values (depth) improvement with Look-up-Table approach
- Mobile mapping possibilities with SLAM approach for real-time range mapping
- Strange striping effects when comparing the Kinect clouds with some reference data
- Best active low-cost sensor available on the market (data quality vs price vs performances)



Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

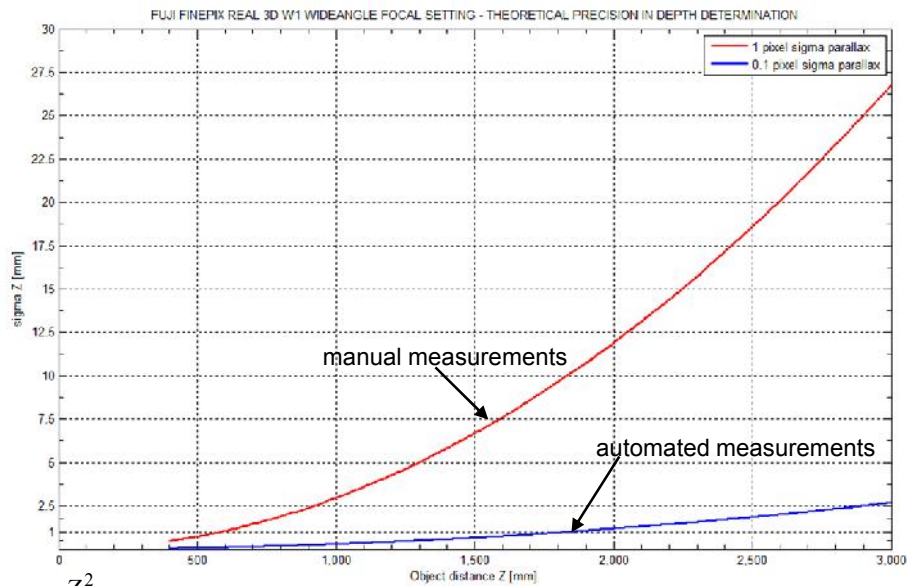
## Low-cost passive sensors

- Passive (image-based) – Fujifilm Real 3D W1 (ca 500 Eur)**
  - Twin-lens CCD system
  - 10 Mpixel / camera
  - 1/2.3" CCD
  - ca 7 cm baseline
  - 3D LCD monitor
  - 1 shot, 2 images → 3D data (Agisoft Stereo)



Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

- ❑ Twin-lens CCD system (1/2.3" CCD)
- ❑ 10 Mpixel / camera (3648x2736 pixel)
- ❑ ca 7 cm **baseline**
- ❑ Provide for a **stereo pairs** which can be directly converted into 3D "metric" data
- ❑ Calibration of both imaging sensors to improve the **metric performances**
- ❑ Uncertainty of the pixel size dimension:
  - ❑ 1/2.3" CCD → pixel size = 1.5 micron
  - ❑ Exif tag: 1.7 micron
- ❑ Calibration at **4 different focal length** settings:
  - ❑ Widest (minimal focal length)
  - ❑ Widest + 1 step
  - ❑ Middle (widest + 4 steps)
  - ❑ Tele (widest + 9 steps, i.e. max focal length)



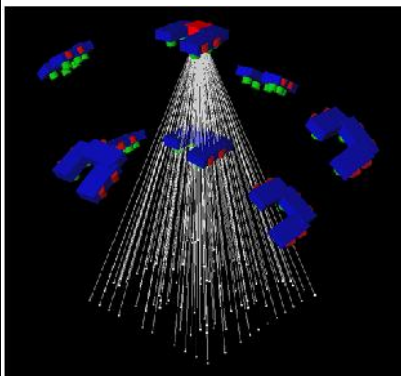
$$\sigma_Z = \frac{Z^2}{f \cdot b} \cdot \sigma_{px}$$

- Testfield:
  - rigid square panel
  - 800 x 800 x 200 mm
  - ca 110 circular coded targets
  - 1 scale bar
  - 3D coordinates of the targets measured with a Nikon D3x (theoretical precision  $\sigma_{xyz} = 0.022$  mm)
- 24 images from 8 different positions
- Coded targets measured with centroid operator



Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

- Bundle adjustment results for minimal focal length

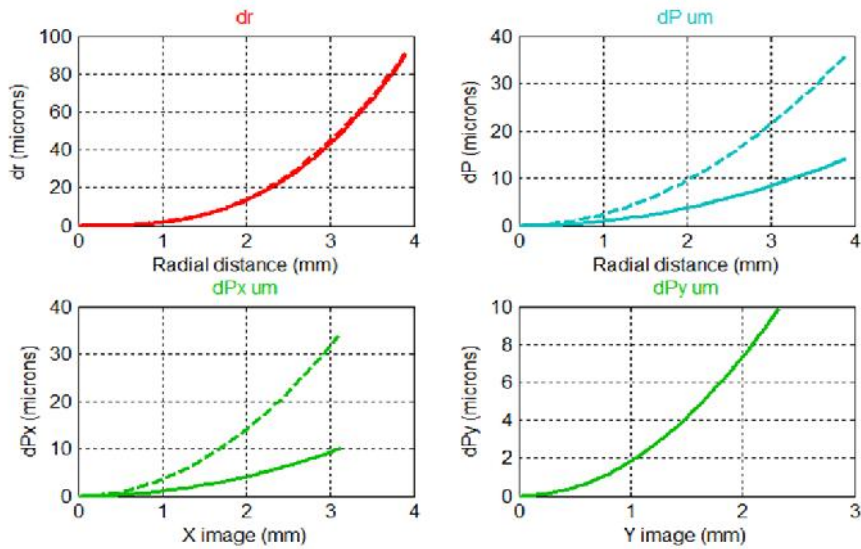


	LEFT camera		RIGHT camera	
	Value	Std	Value	Std
$f$	7.3469 mm	0.0005 mm	7.3655 mm	0.0005 mm
$x_0$	-0.0121 mm	0.0006mm	-0.0787 mm	0.0006 mm
$y_0$	-0.0974 mm	0.0006 mm	-0.0580 mm	0.0005 mm
$k1$	1.707e-003	9.5e-006	1.805e-003	8.4e-006
$k2$	-1.282e-005	5.6e-007	-1.768e-005	5.1e-007
$k3$	-	-	-	-
$P1$	1.683e-004	3.8e-006	1.058e-003	3.2e-006
$P2$	2.867e-004	3.4e-006	-1.735e-004	2.9e-006
$A$	1.2466e-002	3.658e-005	1.2596e-002	8.677e-005
$S$	-	-	-	-

- $\sigma_0 = 0.21$  px
- K3 and Skew factor (non-orthogonality) not significant
- Affinity scale factor in X necessary to reach convergence in the bundle adjustment
- RMSE X,Y,Z = 0.048 mm, 0.042 mm, 0.062 mm (reference is Nikon D3X)

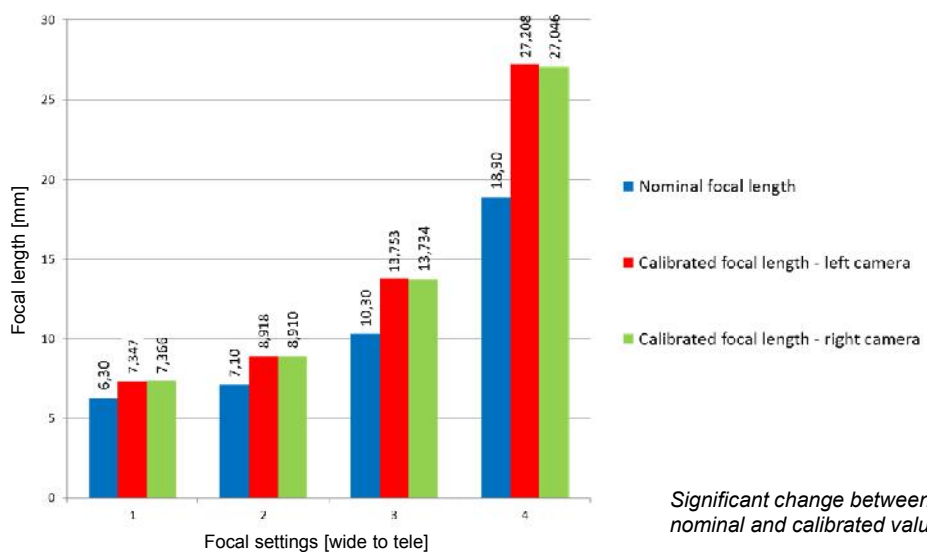
Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

□ Bundle adjustment results for minimal focal length – distortion curves (left & right)



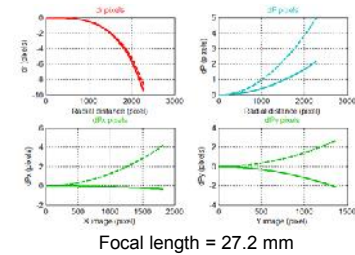
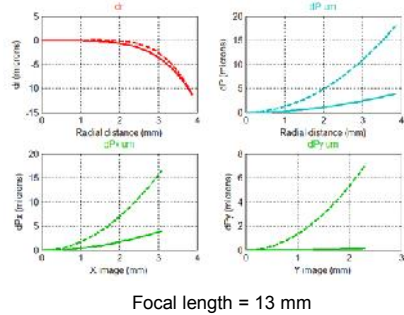
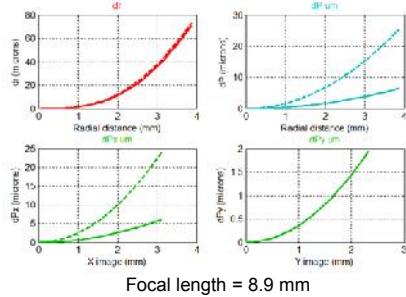
Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

□ Bundle adjustment results for different focal settings – nominal vs calibrated



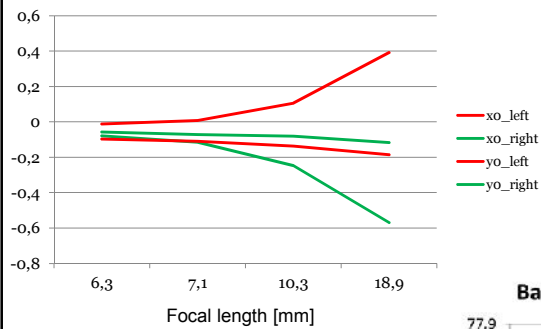
Fabio Menna - Low Cost 3D: Sensori Algoritmi e Applicazioni

□ Bundle adjustment results for different focal settings – distortion curves

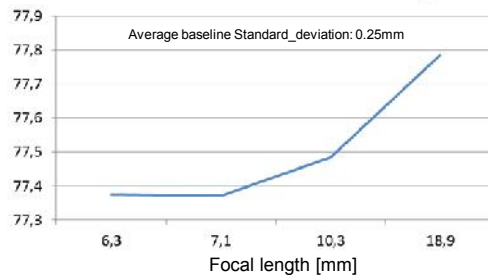


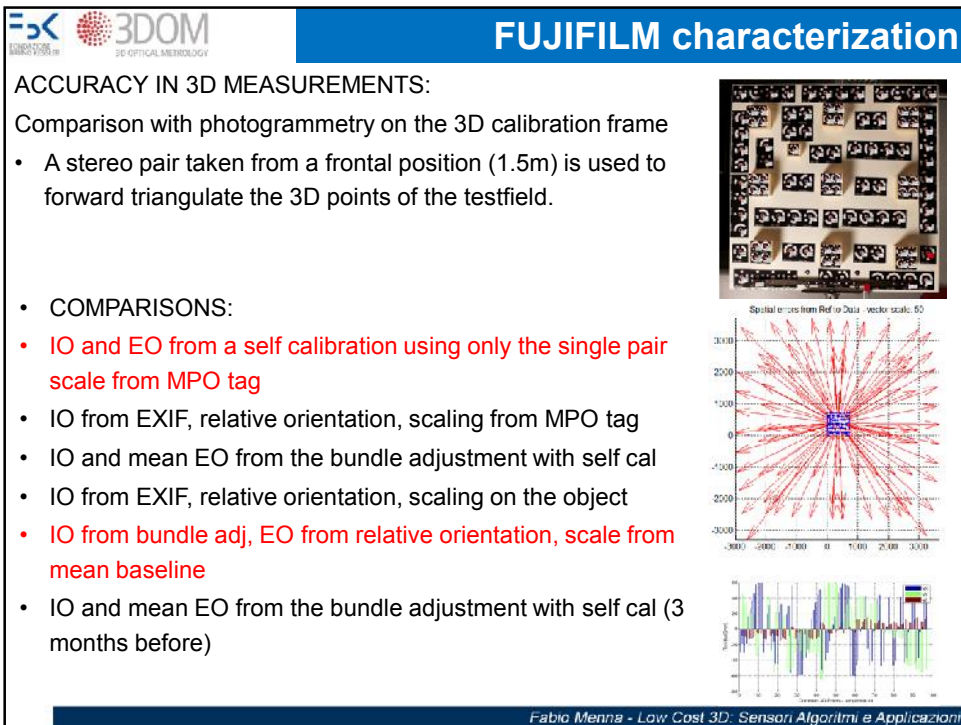
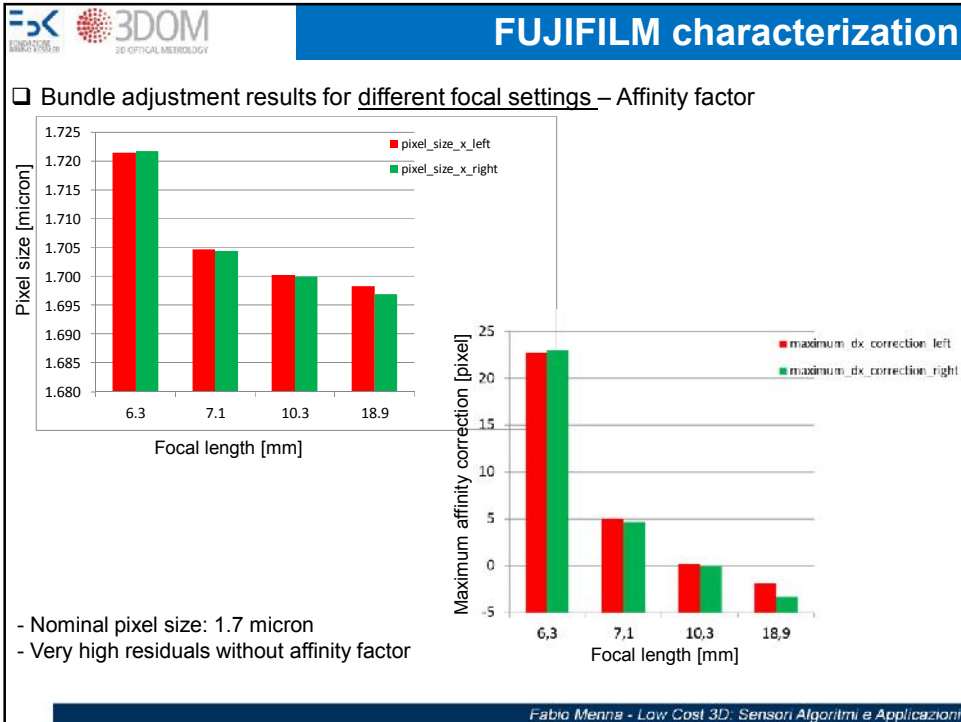
- Similar behavior for radial curves of left and right camera
- Different behavior for the tangential distortions
- At minimal zoom radial distortion is up to 80 microns

□ Bundle adjustment results for different focal settings – principal point and baseline behavior



**Baseline variation with the focal length**







**ACCURACY IN 3D MEASUREMENTS:**

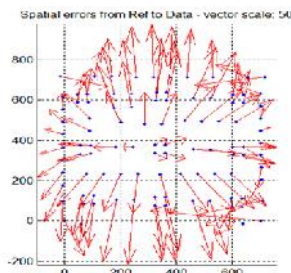
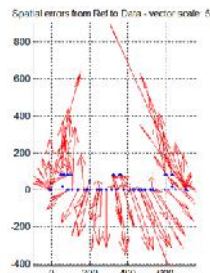
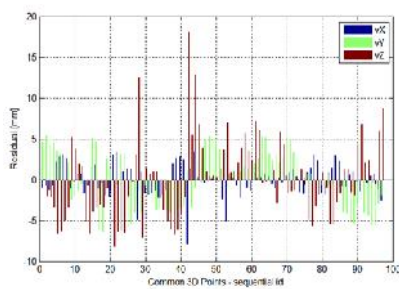
Comparison with photogrammetry on the 3D calibration frame

**IO and EO from a self calibration using only the single pair scale from MPO tag**



Automatic orientation and calibration in agisoft sterescan, IO and EO imported in photomodeler to mark and triangulated the coded target points

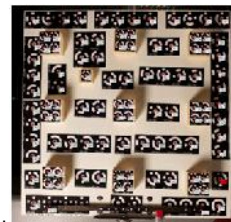
**RMSE X,Y,Z = 1.84 3.33 4.69 mm**



**ACCURACY IN 3D MEASUREMENTS:**

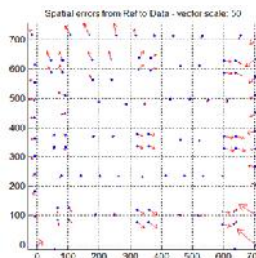
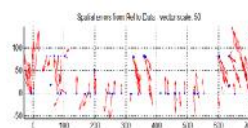
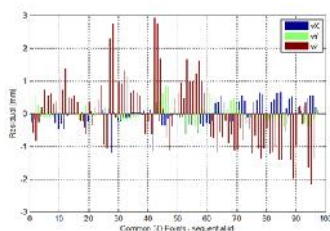
Comparison with photogrammetry on the 3D calibration frame

**IO from bundle adj, EO from relative orientation, scale from mean baseline**



Automatic calibration in agisoft lens, IO imported in agisoft photoscan for automatic orientation, IO and EO imported in photomodeler to mark and triangulated the coded target points (scale on the object)

**RMSE X,Y,Z = 0.34 0.31 1.03 mm**

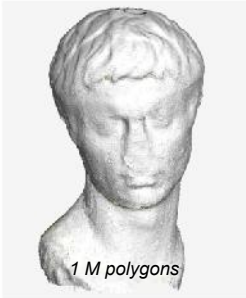


PERFORMANCES IN 3D MODELLING:

3D comparison on a small statue (white matte plastic, ca 35 cm height and 20 cm wide)



Fujifilm at ca 50cm (pattern projection)



1 M polygons



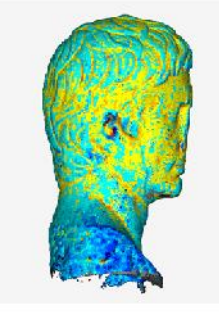
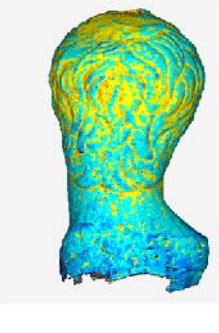
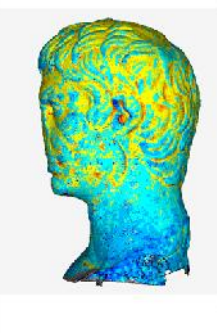
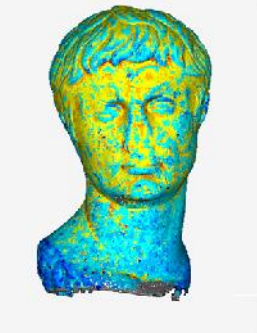
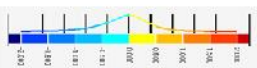
NEXTENGINE (accuracy  $\sigma_z \approx 0.3$  mm)



1.6M polygons

- 31 stereo-pairs oriented and matched (2.5 Mil. points)
- Fuji point clouds registration / alignment
- NextEngine 3D laser scanner used as **reference**
- Comparison after ICP alignment of the 2 datasets (std = 0.35 mm)

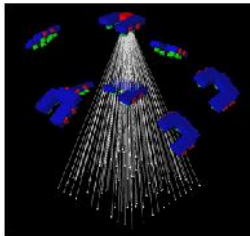
PERFORMANCES IN 3D MODELLING:



- Geometric differences follows a Gaussian (std = 0.35 mm)

- Nominal focal length differs a lot with the increase of the focal length from the calibrated value
- Baseline quite constant
- Significant affinity factor to allow the bundle convergence (up to 20 px at minimal zoom)
- Similar behavior for the radial distortion curve (up to 80 microns at the borders)
- For 3D reconstructions with a single shot is OK but we know its limitations now
- As the camera is supposed to be used with a single shot (ca 1.5 m):  
 RMSE X,Y,Z = 0.3 mm, 0.3 mm, 1 mm have been achieved

Slightly better numbers than the Kinect



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- Different sensors and packages** available to allow 3D recording and reconstruction in a low-cost mode
- Low-cost concept is attracting many **non-experts** to the 3D market with
  - positive aspects: enlarge the use of 3D & continuous development/improvement
  - negative aspects: misuse of 3D, idea that everyone can get 3D models, neglect of theoretical fundamentals, etc.
- More investigations are needed to deliver definitive conclusions
- Best practices required
- More sensors and software are appearing on the market but ...  
 don't use them as black boxes 😊

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