

## Optimization

Dense matching / 3D point cloud

3D meshes and elevation models

Orthorectification

Appendix I. planning exercise 4 exam!

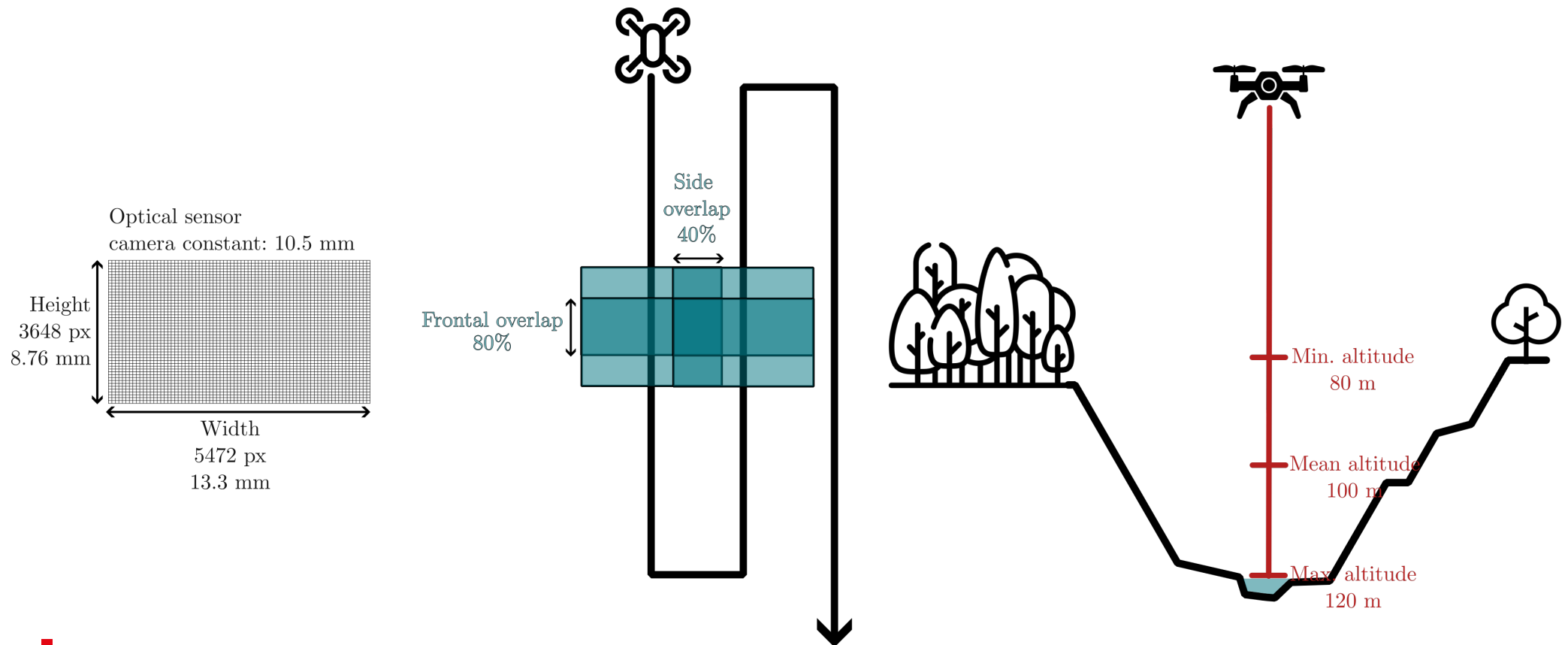
II. optimization factors

III. epipolar image generation

IV. image vs. lidar point-cloud

# Exercise: mission planning

Drone corridor survey of a natural groove



## Exercise: mission planning

## Drone corridor survey of a natural groove

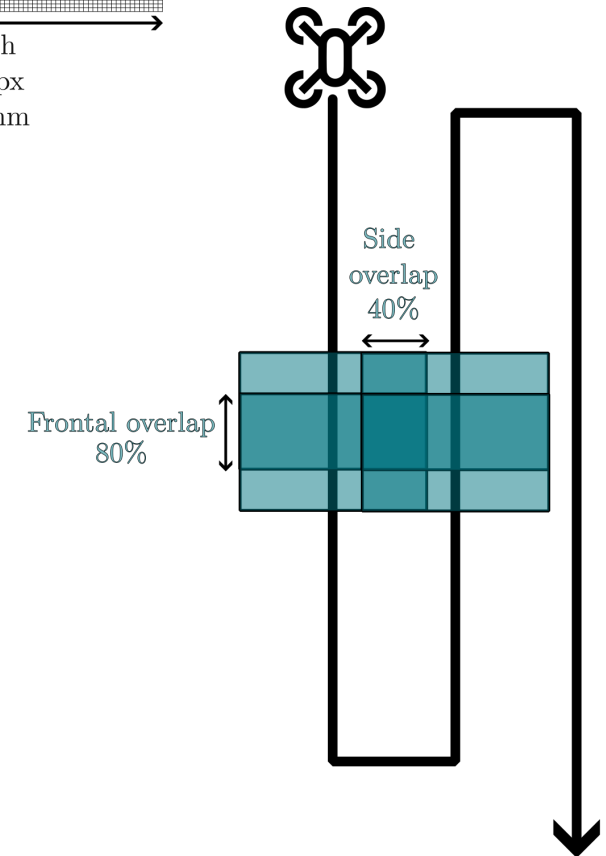
Optical sensor  
camera constant: 10.5 mm

Height  
3648 px  
8.76 mm

Width  
5472 px  
13.3 mm

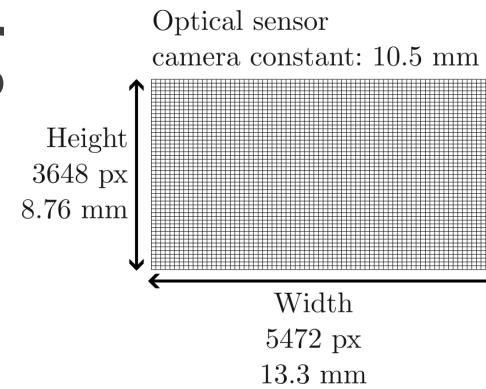
- I. **Estimate**
  - i. **sensor *FOV* (cross-track)**
  - ii. **the mean *image scale***
  - iii. **the mean *GSD***

- ## II. Estimate GSD variability over terrain



# Exercise: mission planning

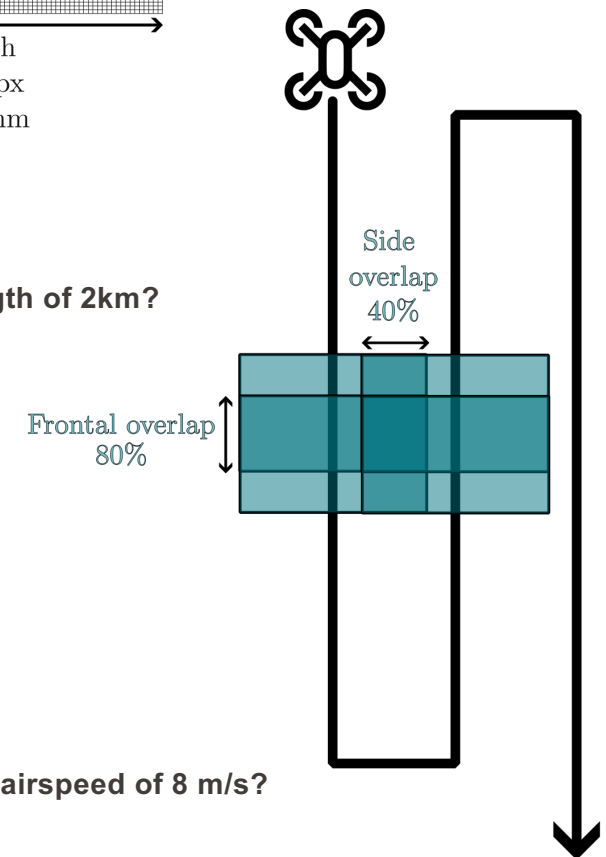
Drone corridor survey of a natural groove



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III. What is the distance between two flight lines ?

IV. What is no. of images for a max. frame-per-sec (FPS) of 0.5 Hz and total path length of 2km?

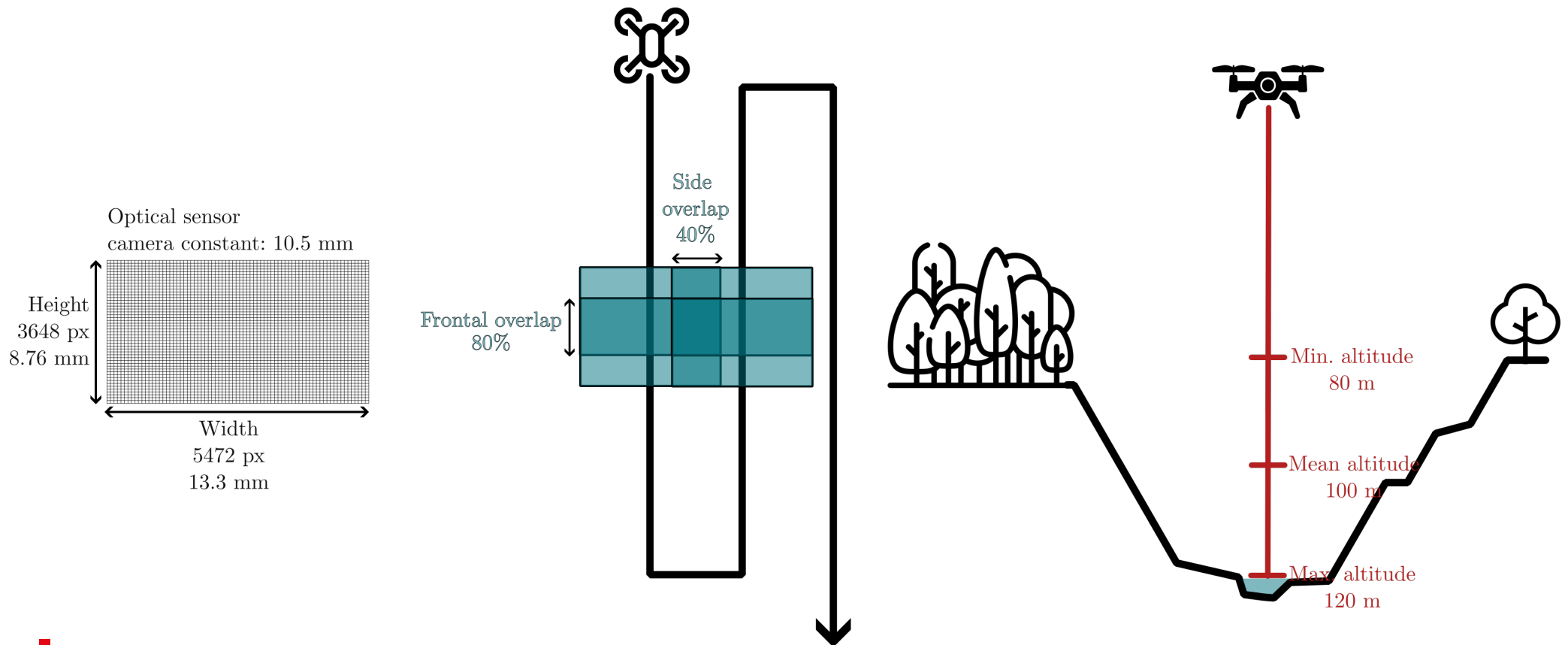


V. What is max. ground speed of the drone for the given FPS and overlap?

VI. What do you suggest to do if you would like to do a fixed-wing drone with a min. airspeed of 8 m/s?

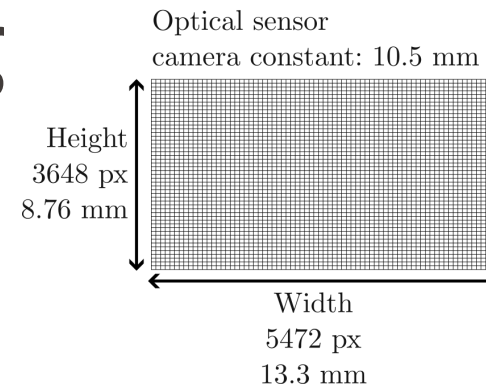
# Exercise: mission planning

Drone corridor survey of a natural groove



# Exercise: mission planning

Drone corridor survey of a natural groove



## I. Estimate

### i. Sensor field of view $FOV$ (cross-track)

$$FOV = \frac{sensor\_width}{c} = \frac{13.3}{10.5} = 1.27 \text{ rad} \approx 80^\circ$$

### ii. Mean *image scale*

$$scale = \frac{AGL_{mean}}{c} = \frac{100}{10.5e-3} = 9.52 \cdot 10^3 \approx 10^4 = 1 : 10\,000$$

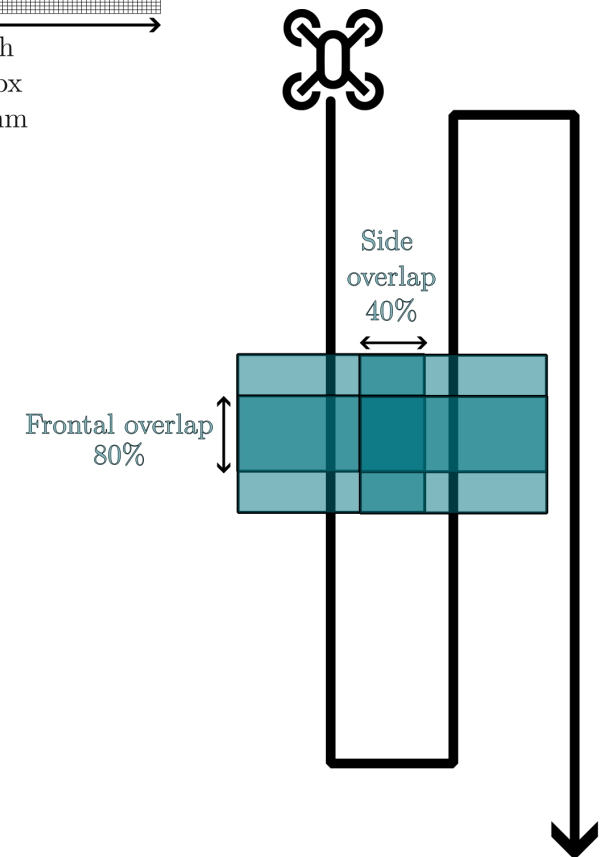
### iii. Mean *GSD*

$$GSD_{mean} = size_{pixel} \cdot scale = \frac{13.3e-3}{5472} \cdot 9.52e3 \approx 2.4 \cdot 10^{-6} \cdot 10^4 = 0.024 \text{ m}$$

## II. Estimate GSD variability over terrain

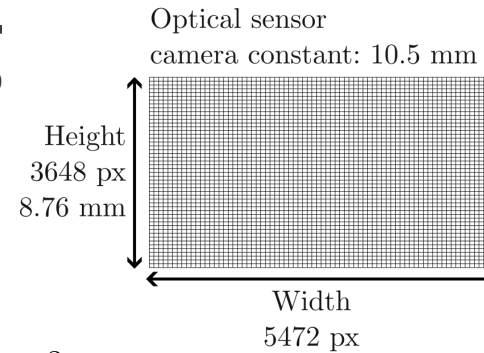
$$\Delta_h = \pm 20 \text{ m}$$

$$\Delta_{GSD} = \frac{\Delta_h}{scale} = \pm 0.002 \text{ m} \Leftrightarrow \sim 10\% \text{ GSD}$$



# Exercise: mission planning

Drone corridor survey of a natural groove



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III. What is the distance between two flight lines ?

$$side_{print} = scale \cdot sensor_{width} = 9.52 \cdot 10^3 \cdot 13.3 \cdot 10^{-3} = 126.6 \text{ m}$$

$$d_{side} = (1 - overlap_{side}) \cdot side_{print} = 0.6 \cdot 125.9 = 75.5 \text{ m}$$

IV. What is no. of images for a max. frame-per-sec (FPS) of 0.5 Hz and total path length of 2km?

$$front_{print} = scale \cdot sensor_{height} = 9.52 \cdot 10^3 \cdot 8.76 \cdot 10^{-3} \approx 84 \text{ m}$$

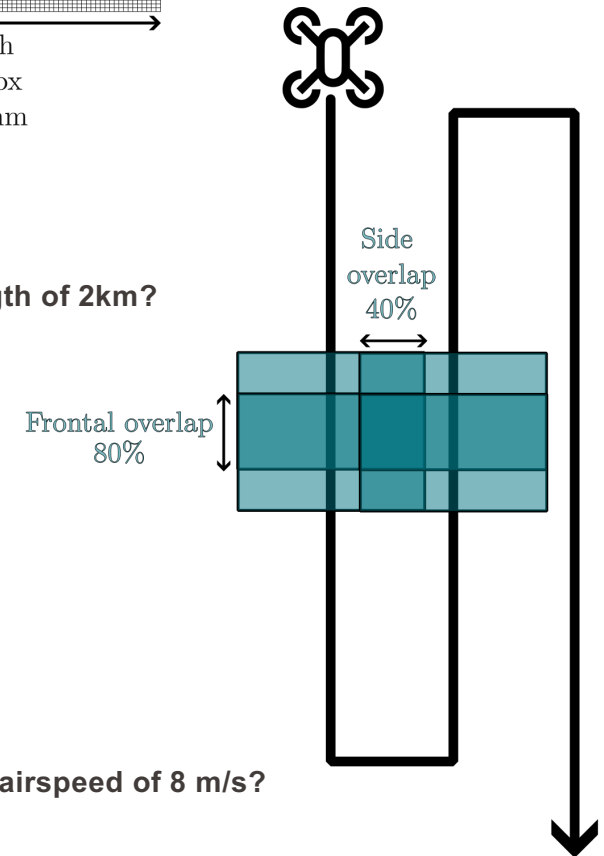
$$d_{front} = (1 - overlap_{front}) \cdot front_{print} = 0.2 \cdot 83.4.9 \approx 17 \text{ m}$$

$$N_{img} = \frac{L}{d_{front}} = 2000 / 16.7 = 120$$

V. What is max. ground speed of the drone for the given FPS and overlap?

$$v = d_{front} \cdot framerate \approx 8.4 \text{ m/s}$$

VI. What do you suggest to do if you would like to do a fixed-wing drone with a min. airspeed of 8 m/s?



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**Appendix II. optimization factors**



# Optimization – influencing factors

	Factor	Constraint
Sensor-given	Image resolution (point spread function)	Lens / filter / sensor assembly quality
	Sensor size (given) & c: focal-length (?)	Pixel size, # pixels, field of view
	Dynamic range, exposure-time, min. dt	# bits / shutter speed / write-time
Specifications	Ground resolution (GSD)	Pixel size (um), [ <u>c / flying height (AGL) = scale</u> ]!!!
	Blur % per pixel	<u>Exposure-time vs. aperture vs. platform speed</u>
Situation	Terrain type	Height variations & texture (matching quality!)
External	Max / min flying height	Legal, security aspects, authorization
Geometry	<u>Overlap, image convergence, cross-strip</u>	Terrain variations, stabilization, write-time, speed
	<u>Pose priors</u>	Nav. sensors – presence & quality + dynamics
	<u>Ground control</u>	# and distribution vs terrain accessibility & cost

# Merits of additional observations

Type	Advantage	Constraint
Ground. Control Points (GCP) $P_i^m$	Camera can operate standalone	High number of points needed - laborious
GCP as Check Points $P_i^m$	Independent control of camera orientation / calibration	Does not improve directly camera orientation / calibration
Camera position $t_{c,j}^m$	Efficient control with cm-level GPS (RTK/PPK) In block: no need for GCP	Obstruction free environment required (problem on terrestrial vehicles) Block configuration needed
Camera pose $t_{c,j}^m$ $R_m^{c,j}$	The most efficient control with low-noise IMU & cm-level GPS Block/corridors: no need for GCP	More complex system For small low-cost IMU, attitude quality depends on vehicle dynamic & mission duration.



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**Appendix III. epipolar image generation**

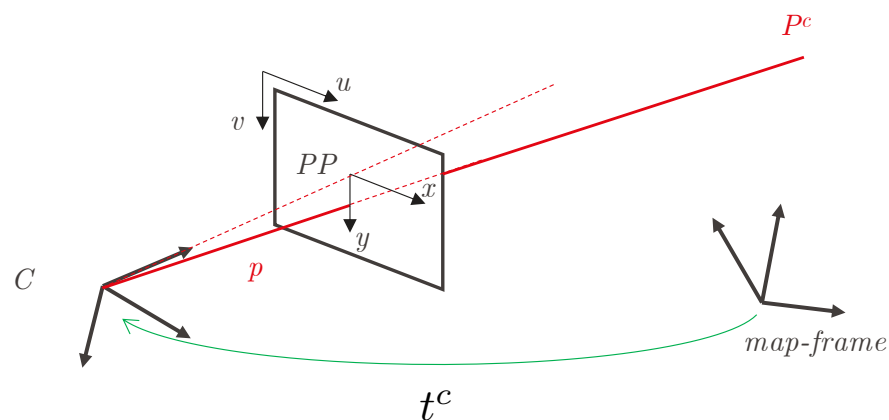
# Epipolar image generation 1/5

## (stereo rectification)

In Lecture 3 we have defined the perspective projection via the collinearity eq. that transforms points **from map-frame to camera-frame**

C - camera

$$\mu \begin{pmatrix} u_L \\ v_L \\ 1 \end{pmatrix} = K \cdot [R|t]_m^c \cdot P^m = K \cdot P^c$$



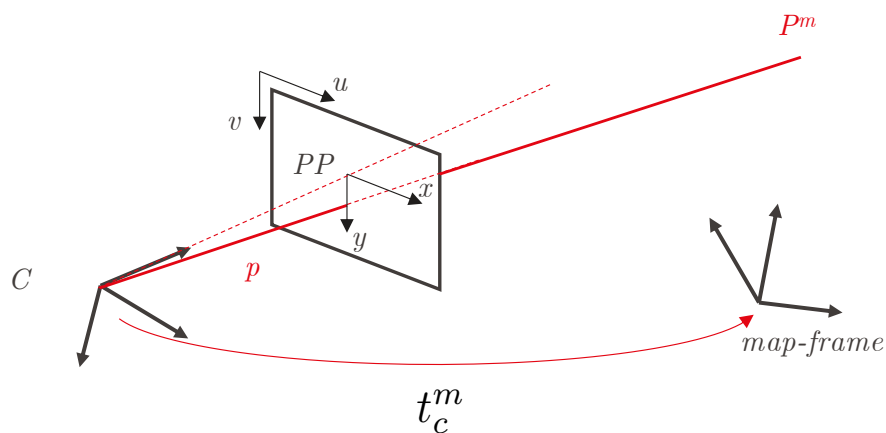
# Epipolar image generation 2/5

## (stereo rectification)

For stereo-vision it is more common to use an inverse projection with  $[R|t]^{-1}$ , i.e. transforming points **from camera-frame to map-frame**, where  $t_c^m$  is camera center directly in map-frame.

C - camera

$$\mu \begin{pmatrix} u_L \\ v_L \\ 1 \end{pmatrix} = K \cdot ([R|t]_m^c)^{-1} \cdot P^c = K \cdot R_m^c \cdot (P^m - t_c^m)$$



# Epipolar image generation 3/5

## (stereo rectification)

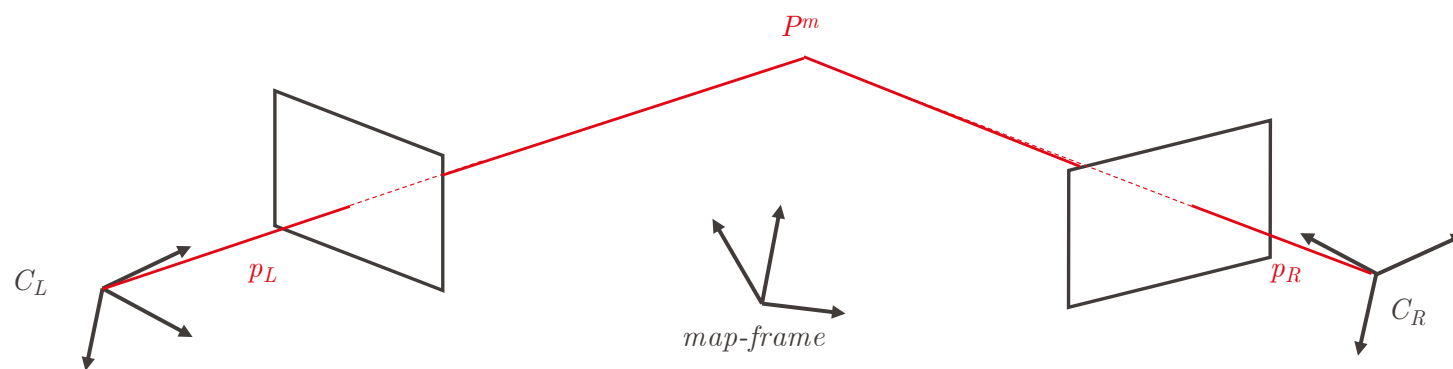
Write the perspective equation for left & right cameras (which may have different  $K$ )

Left camera

$$\mu \begin{pmatrix} u_L \\ v_L \\ 1 \end{pmatrix} = K_L (R_m^c)_L (P^m - t^m)$$

Right camera

$$\mu \begin{pmatrix} u_R \\ v_R \\ 1 \end{pmatrix} = K_R (R_m^c)_R (P^m - t^m)$$



Fussli, Trucco Verri, 1999. A compact algorithm for rectification of stereo pairs. Int. conf. on computer vision (ICVV)

# Epipolar image generation 4/5

## (stereo rectification)

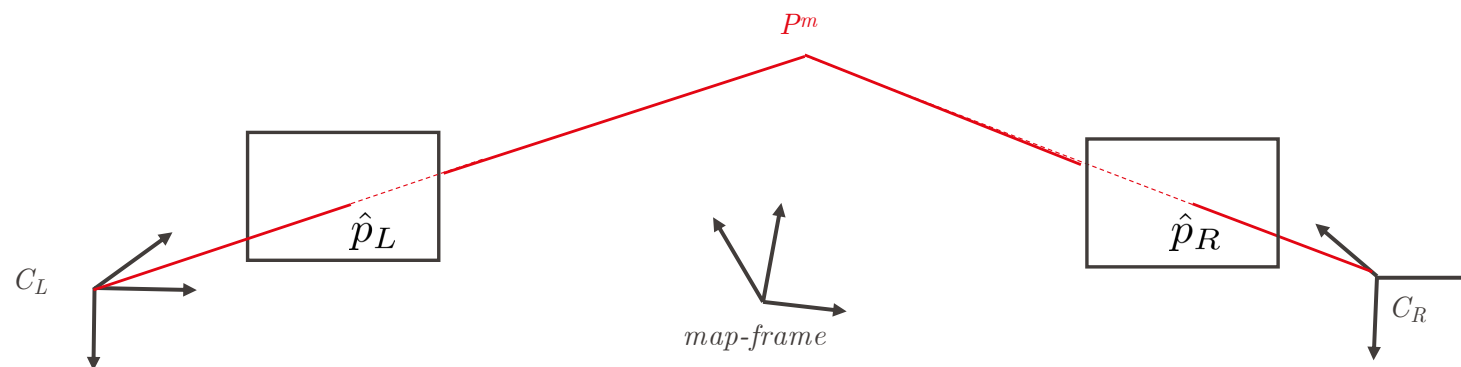
**Goal** warp left & right images such their image planes are coplanar (have **same**  $R^*$ ) and have **same**  $K^*$ .

Before, left cam:  $\mu \begin{pmatrix} u_L \\ v_L \\ 1 \end{pmatrix} = K_L (R_m^c)_L (P^m - t^m)$

Before, right cam:  $\mu \begin{pmatrix} u_R \\ v_R \\ 1 \end{pmatrix} = K_R (R_m^c)_R (P^m - t^m)$

**After**, left cam:  $\rightarrow \hat{\mu} \begin{pmatrix} \hat{u}_L \\ \hat{v}_L \\ 1 \end{pmatrix} = \hat{K} \hat{R}_m^c (P^m - t^m)$

**After**, right cam:  $\rightarrow \hat{\mu} \begin{pmatrix} \hat{u}_R \\ \hat{v}_R \\ 1 \end{pmatrix} = \hat{K} \hat{R}_m^c (P^m - t^m)$



\*  $\hat{K}$ ,  $\hat{R}$  (see next slide)



# Epipolar image generation 5/5

## (stereo rectification)

By solving with respect to  $(P^m - t^m)$  for each camera:

Homography matrix can be computed to rectify each camera image

$$\hat{\mu} \begin{pmatrix} \hat{u}_L \\ \hat{v}_L \\ 1 \end{pmatrix} = \underbrace{\mu_L \hat{K} \hat{R}_m^c (R_c^m)_L K_L^{-1}} \begin{pmatrix} u_L \\ v_L \\ 1 \end{pmatrix}$$

Homography of left camera

$$\hat{\mu} \begin{pmatrix} \hat{u}_R \\ \hat{v}_R \\ 1 \end{pmatrix} = \underbrace{\mu_L \hat{K} \hat{R}_m^c (R_c^m)_R K_L^{-1}} \begin{pmatrix} u_R \\ v_R \\ 1 \end{pmatrix}$$

Homography of right camera

- $\hat{R}_m^c = (\hat{r}_1, \hat{r}_2, \hat{r}_3)$  matrix:  $\hat{r}_1 = (t_L - t_R) / \|t_L - t_R\|$   
 $\hat{r}_2 = r_{3L} \times \hat{r}_1$   
 $\hat{r}_3 = \hat{r}_1 \times \hat{r}_2$ 
    - $\hat{K}$  matrix:  $\hat{K} = (K_L + K_R) / 2$
- 3rd column of  $R_L$
- or an alternative:  $\hat{r}_2 = 0.5 (r_{3L} + r_{3R}) \times \hat{r}_1$





**Optimization**

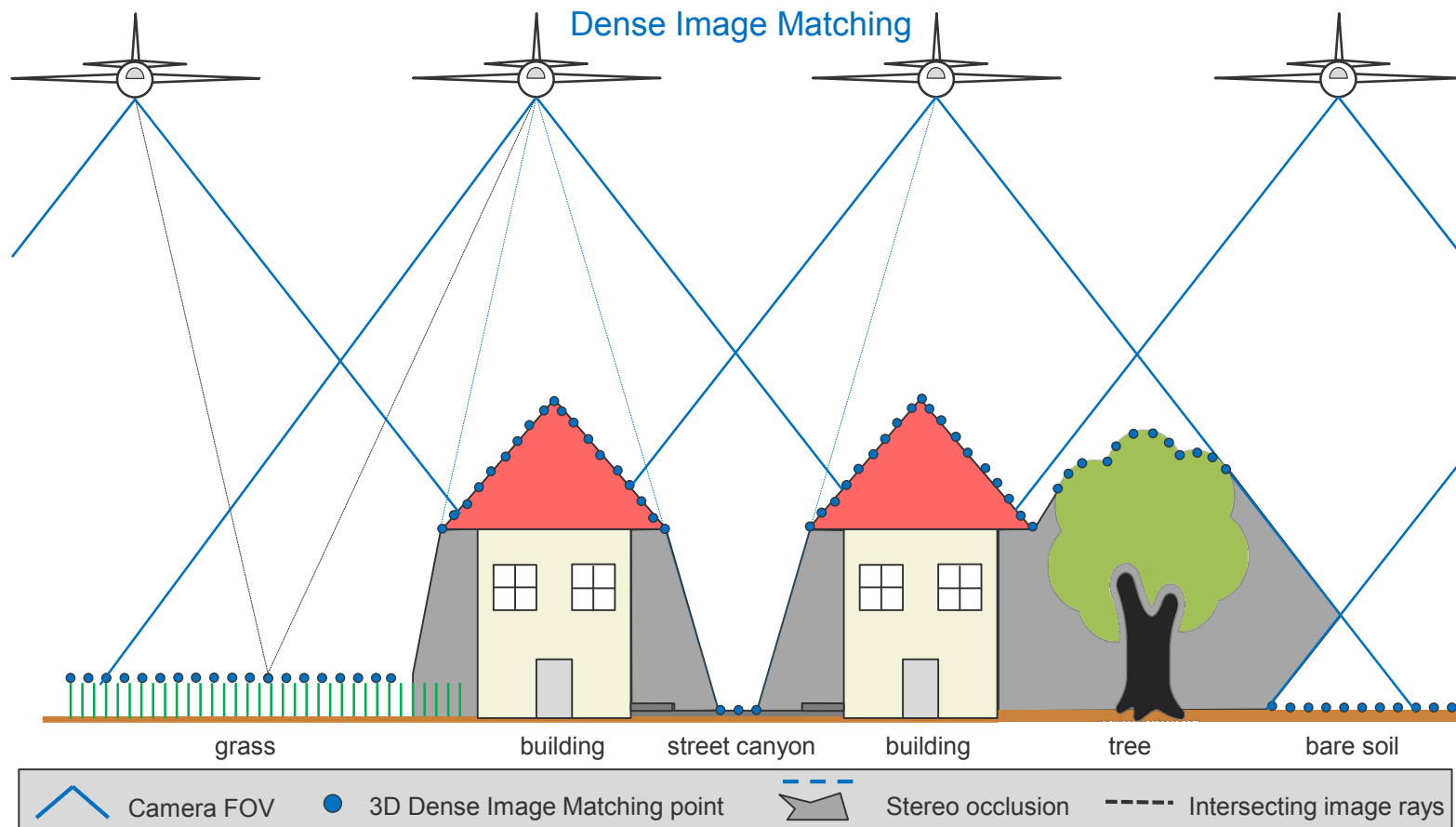
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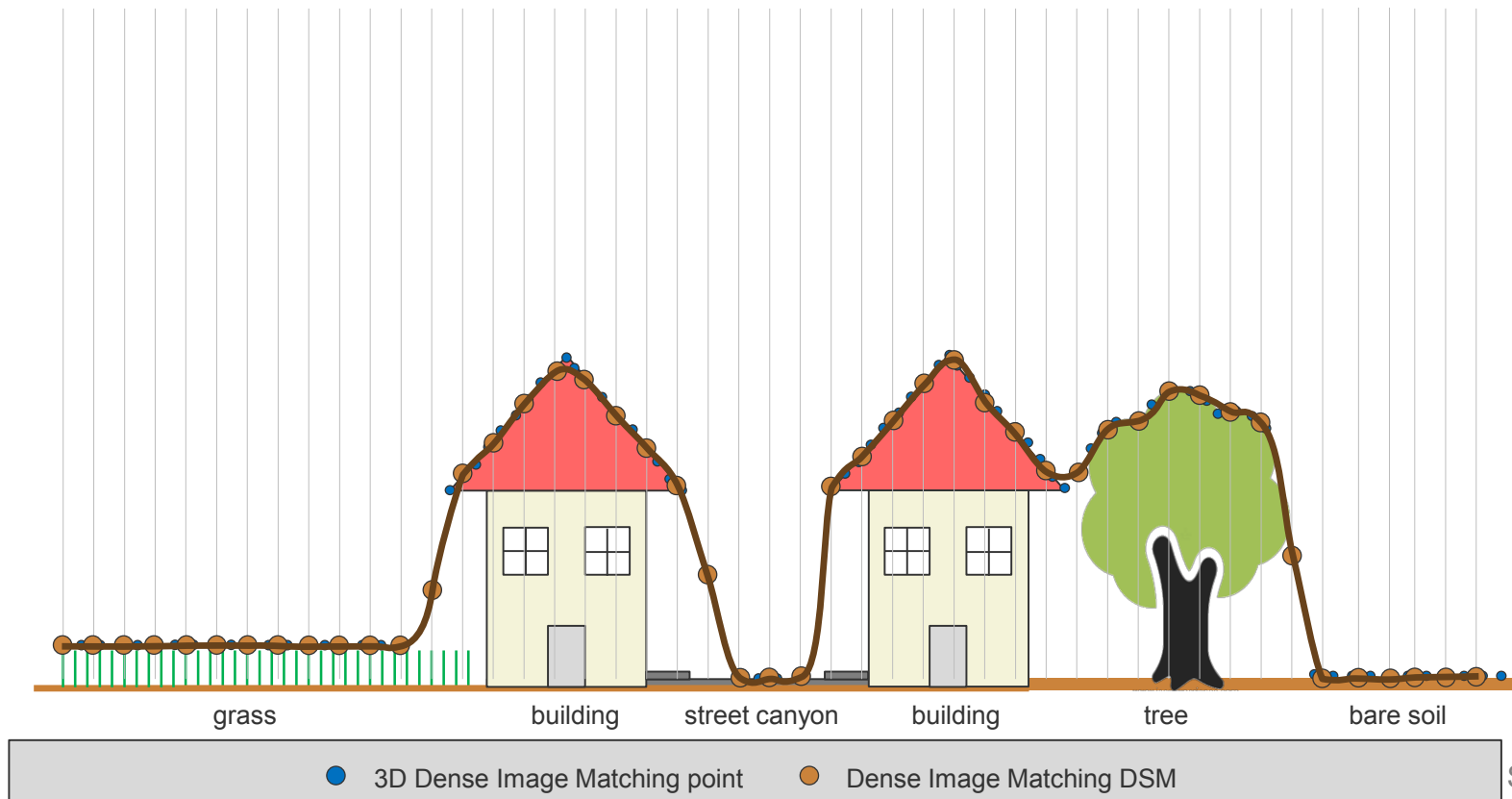
**Appendix IV. image vs. lidar point-cloud**

# Visibility situation - airborne camera



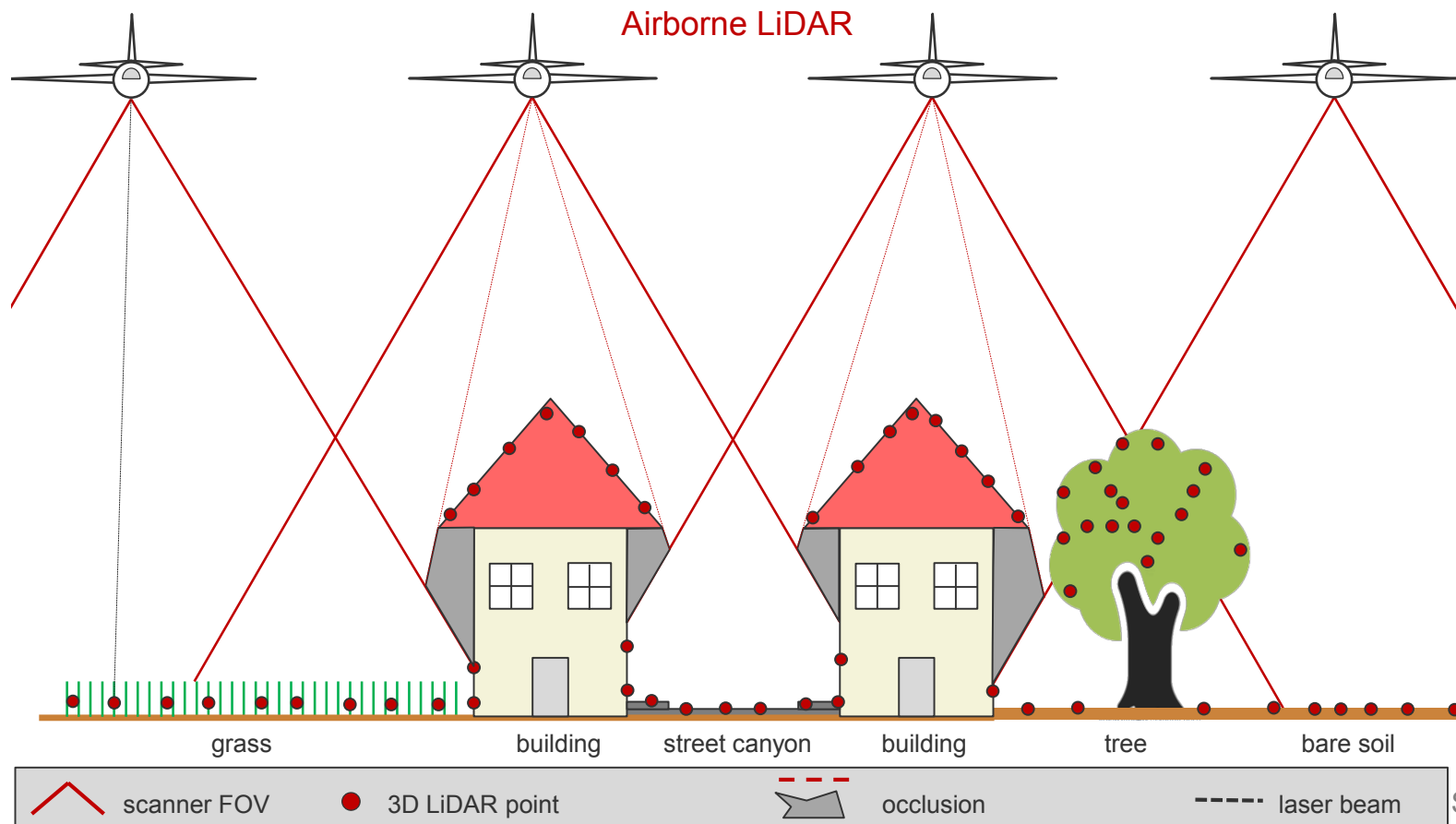
Source: N. Haala, EuroSDR 2019

Dense Image Matching DSM



Source: N. Haala, EuroSDR 2019

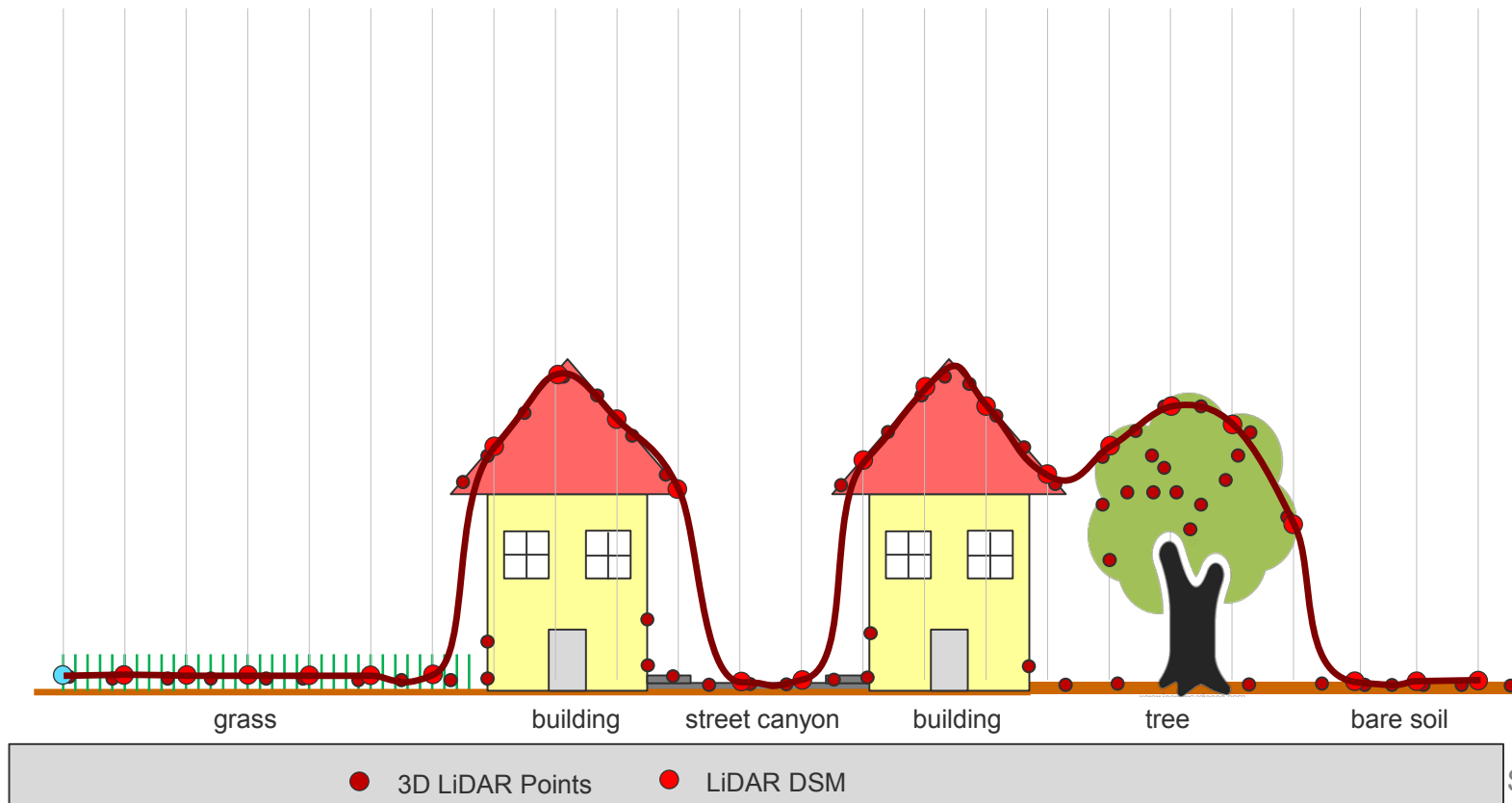
# Visibility situation – airborne lasers scanning (ALS)



Source: N. Haala, EuroSDR 2019

# Visibility situation – airborne lidar scanning (ALS)

Airborne LiDAR DSM



Source: N. Haala, EuroSDR 2019

# 3D point cloud creation: dense matching vs lidar

	Airborne lidar (ALS)	Dense Image Matching
Data acquisition	multi-sensor system (GNSS + inertial (INS) + scanner + camera)	
Light source	<u>active</u> (laser)	passive (solar radiation)
Measurement principle	time-of-flight	Image ray intersection
Measurement rays per point	1 ( <u>polar system</u> )	$\geq 2$ stereo (multi-view)
Target detection	<u>Multiple per pulse</u> (vegetation penetration)	top-most surface (DSM)
Radiometry	normally mono-spectral (though ALS with 3 spectral channels exist)	<u>Multi-spectral</u> (IR)-visible(RGB)-coastal blue)
Typical point spacing	20-50 cm (though 5-10 possible)	5-20 cm
Preconditioning	Diffusion (object reflectance), water!	<u>Radiometric texture</u>
Measurement precision* ( $1\sigma$ )	<u>1-3 cm</u>	0.5 x GSD
Pose requirements	precise (high-end) INS + GPS/GNSS	<u>Block geometry</u> – possibly no INS

\* On well defined, impenetrable surfaces (rocks, roofs, roads, buildings, etc.)