

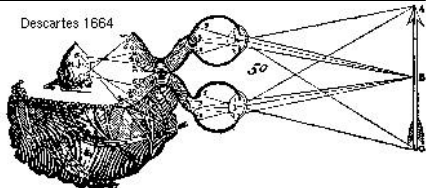
Visión activa:

*“Sistema binocular
de visión activa
para localización de objetos
sobre
entornos parcialmente
desconocidos”.*

Red Temática: TAVARCA

Universidad Politécnica de Valencia

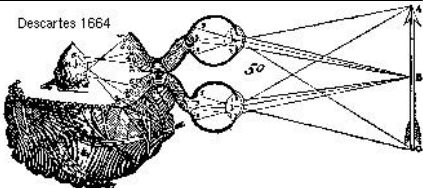
Departamento de Ingeniería de Sistemas y Automática



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 - ✦ Contexto
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- Temas principales
 - ✦ Sistema binocular
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 - ✦ Reconocimiento
- Conclusiones

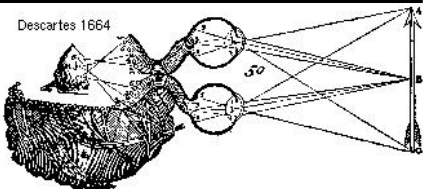
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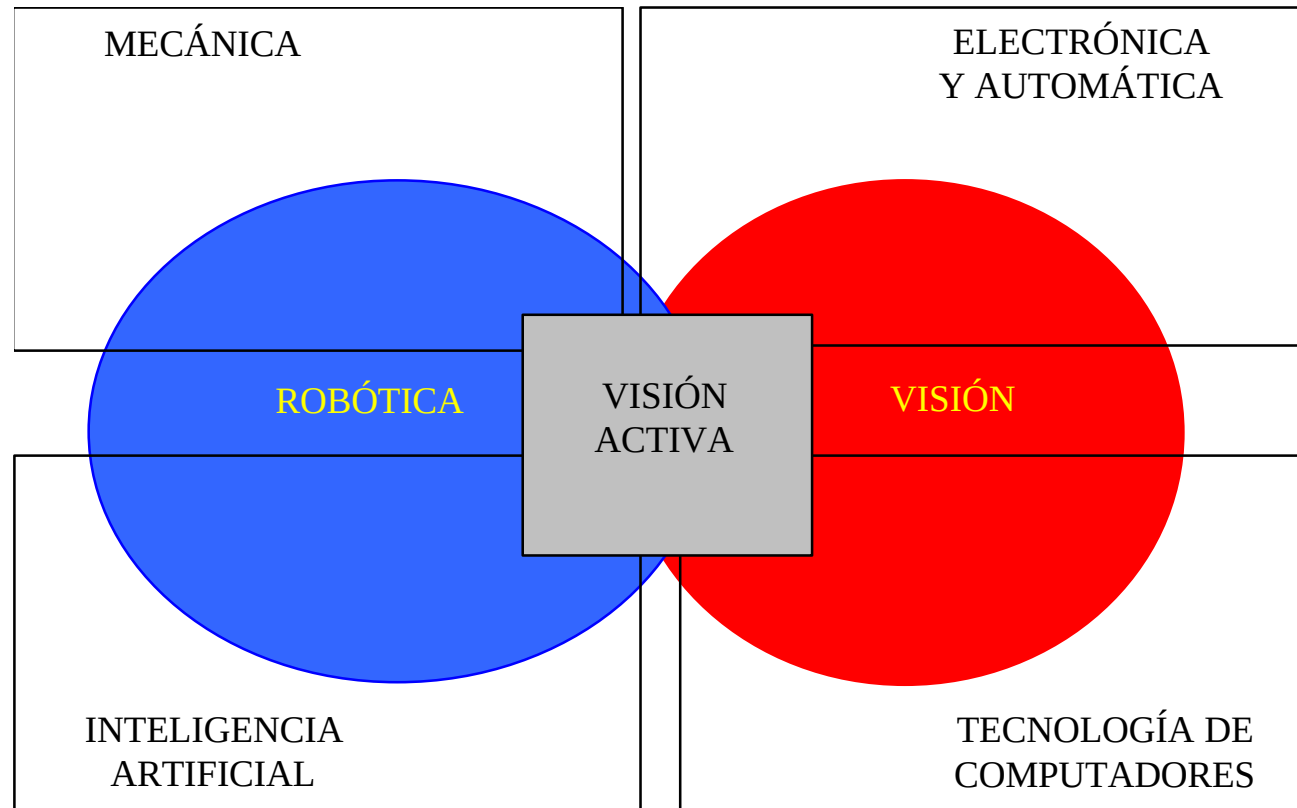
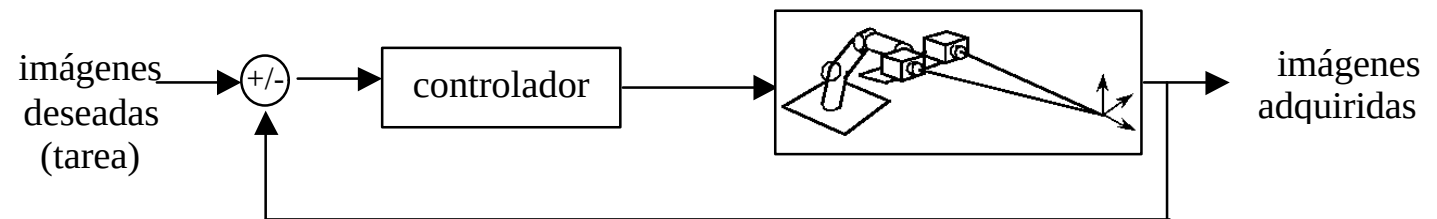
Contexto:

- Grupo de Sistemas Robotizados (DISA-UPV):
 - ✦ “Automatización de operaciones en una terminal de contenedores” (FEDER-CICYT 1FD97-2158-C04-03 (TAP)).
- Grupo de Vision (SRI-UK):
 - ✦ “Sensing and control for plant scale husbandry”.
- Grupo de Visión por Computador (DISCA-UPV):
 - ✦ “Patchwork” (EC - PATCHWORK Contract AIR93-1299).

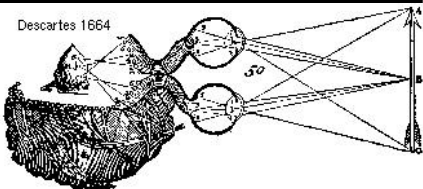
Tavarca
Introducción



Contexto:



Tavarca
Introducción



Objetivos:

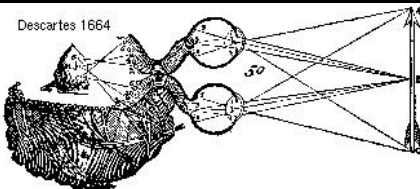
■ General:

- ✦ Descripción de un sistema de visión activa para resolver el problema de localización visual en un entorno poco estructurado.

■ Específicos:

- ✦ Diseño de un sistema binocular de visión activa flexible.
- ✦ Solución del problema de localización visual de forma robusta y eficiente.

Tavarca
Introducción



Índice:

└ Introducción

→ Contexto

→ Objetivos

■ Temas principales

◆ Sistema binocular

◆ Localización visual

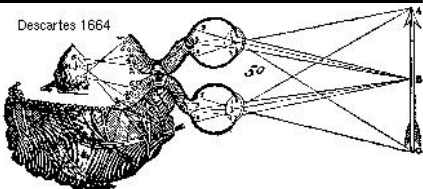
└ Aplicación agrícola

→ Navegación visual

→ Reconocimiento

└ Conclusiones

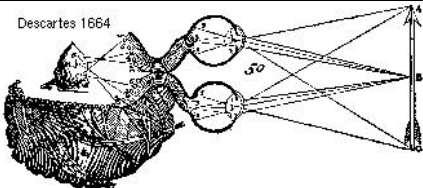
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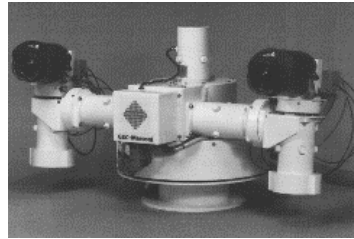
Temas principales:

- * Sistema binocular
 - ✦ Antecedentes
 - ✦ Diseño “hardware”
 - ✦ Diseño “software”
 - ✦ Prototipo: SiviS
- * Localización visual
 - ✦ Calibración
 - ✦ Reconstrucción 3D
 - ✦ Robustez
 - ✦ Robustez y eficiencia

Tavarca



Antecedentes:



Pophes, [Spain] (1996)

Grados de movilidad:

Mecánicos: 4 ejes, (2 panorámico - cabeceo de cuello y 1 vergencia por cámara).

Ópticos: zoom, apertura y enfoque.



Lince, [Spain] (1999)

Grados de movilidad:

Mecánicos: 5 ejes, (1 panorámico de cuello y 2 vergencia - elevación por cámara).

Ópticos: zoom, apertura y enfoque.



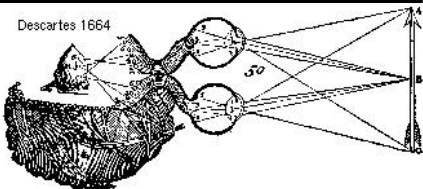
Auc-head, [Denmark] (1995)

Grados de movilidad:

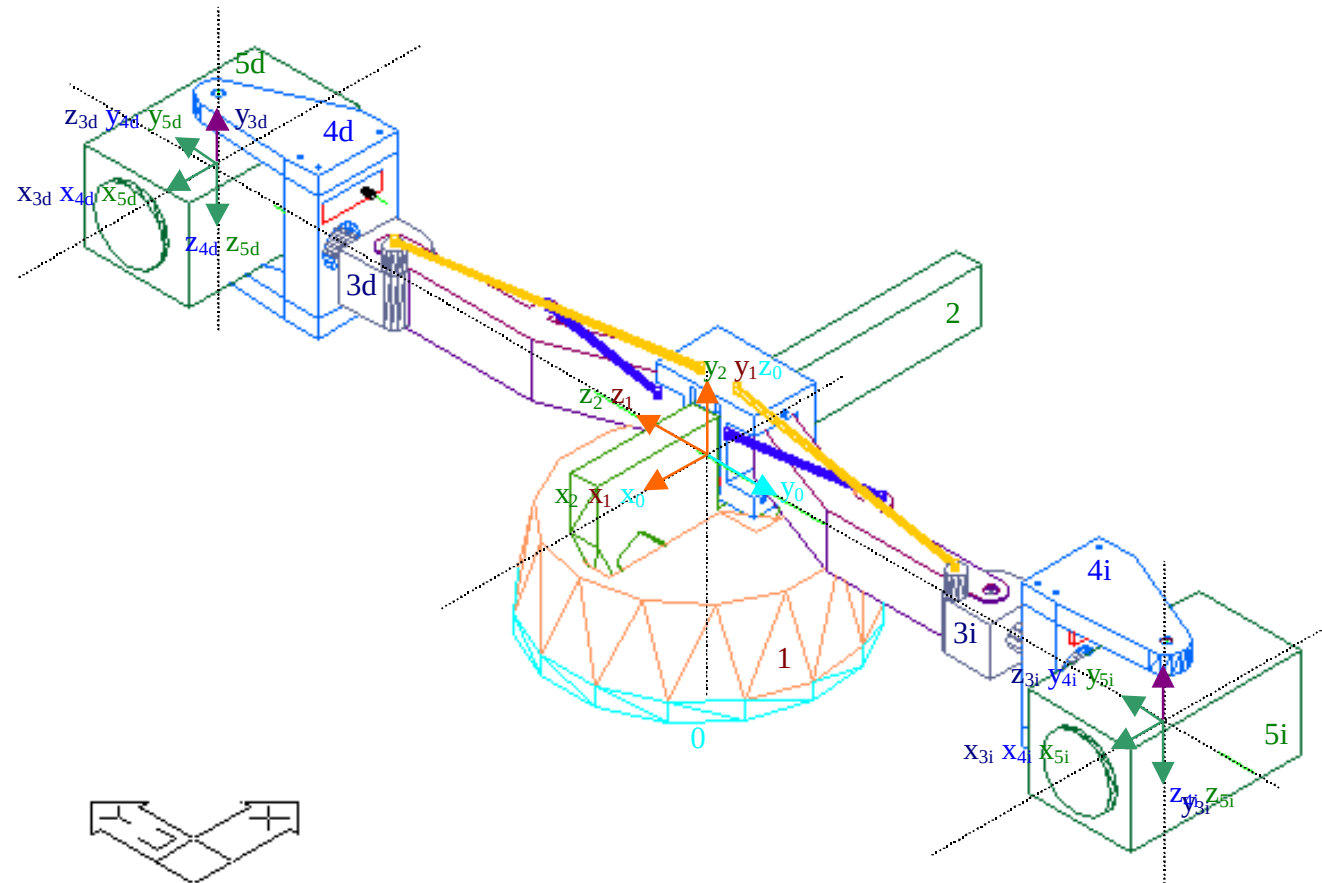
Mecánicos: 6 ejes, (2 panorámico - cabeceo de cuello y 2 vergencia - elevación por cámara).

Ópticos: zoom, apertura, enfoque.

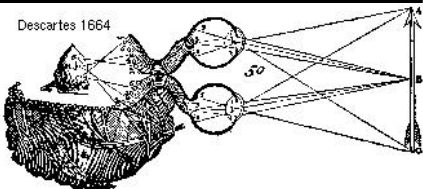
Tavarca
Sistema Binocular



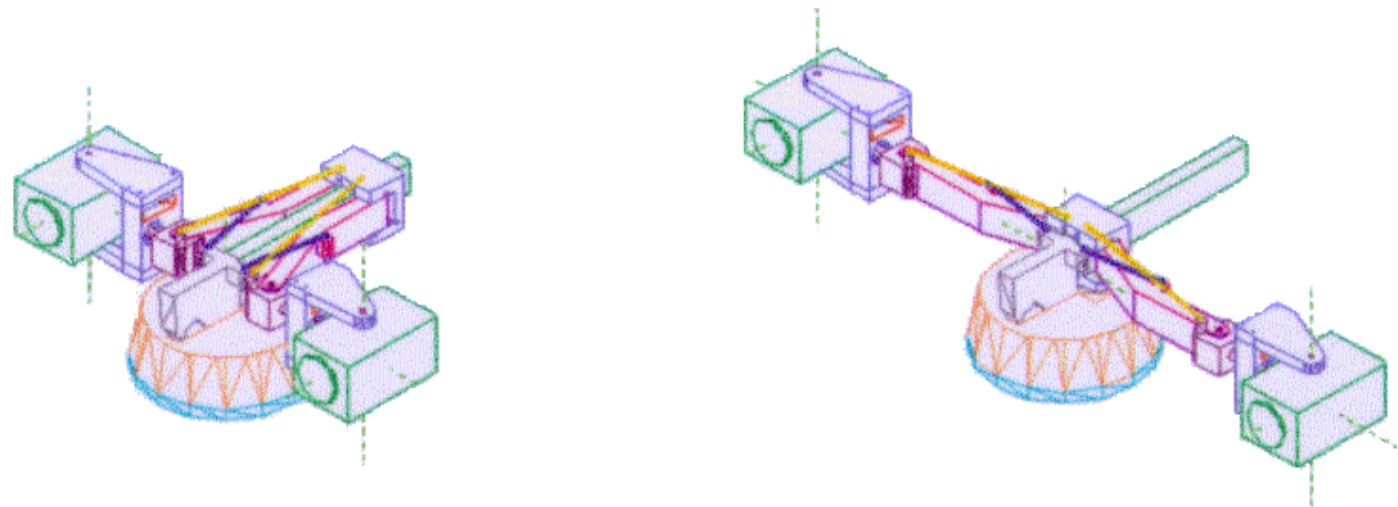
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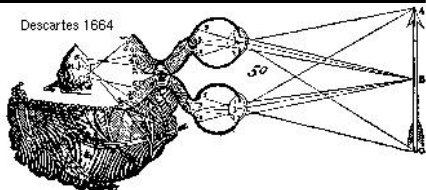
Tavarca
Sistema Binocular



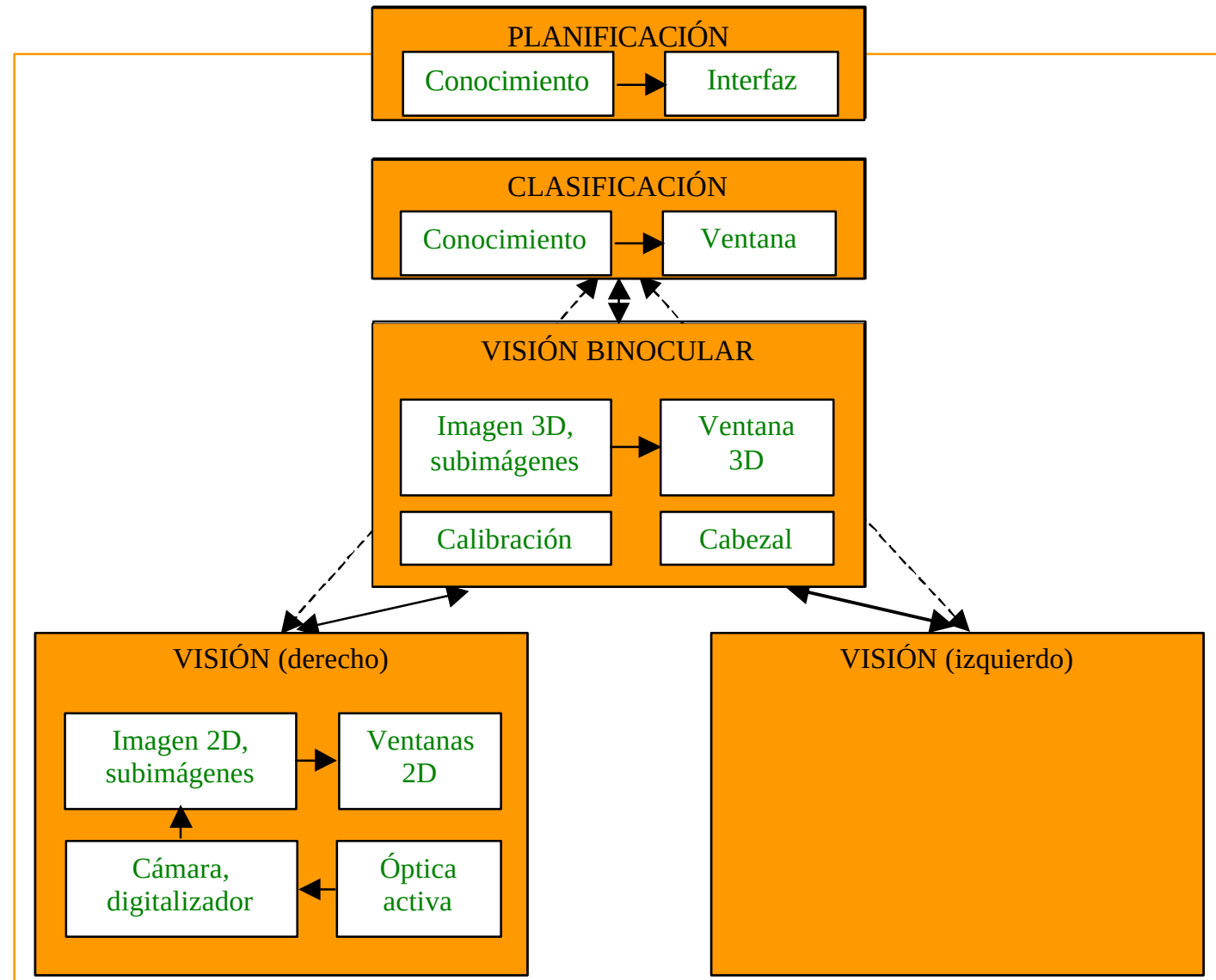
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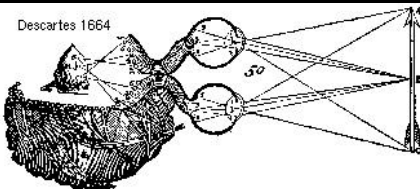
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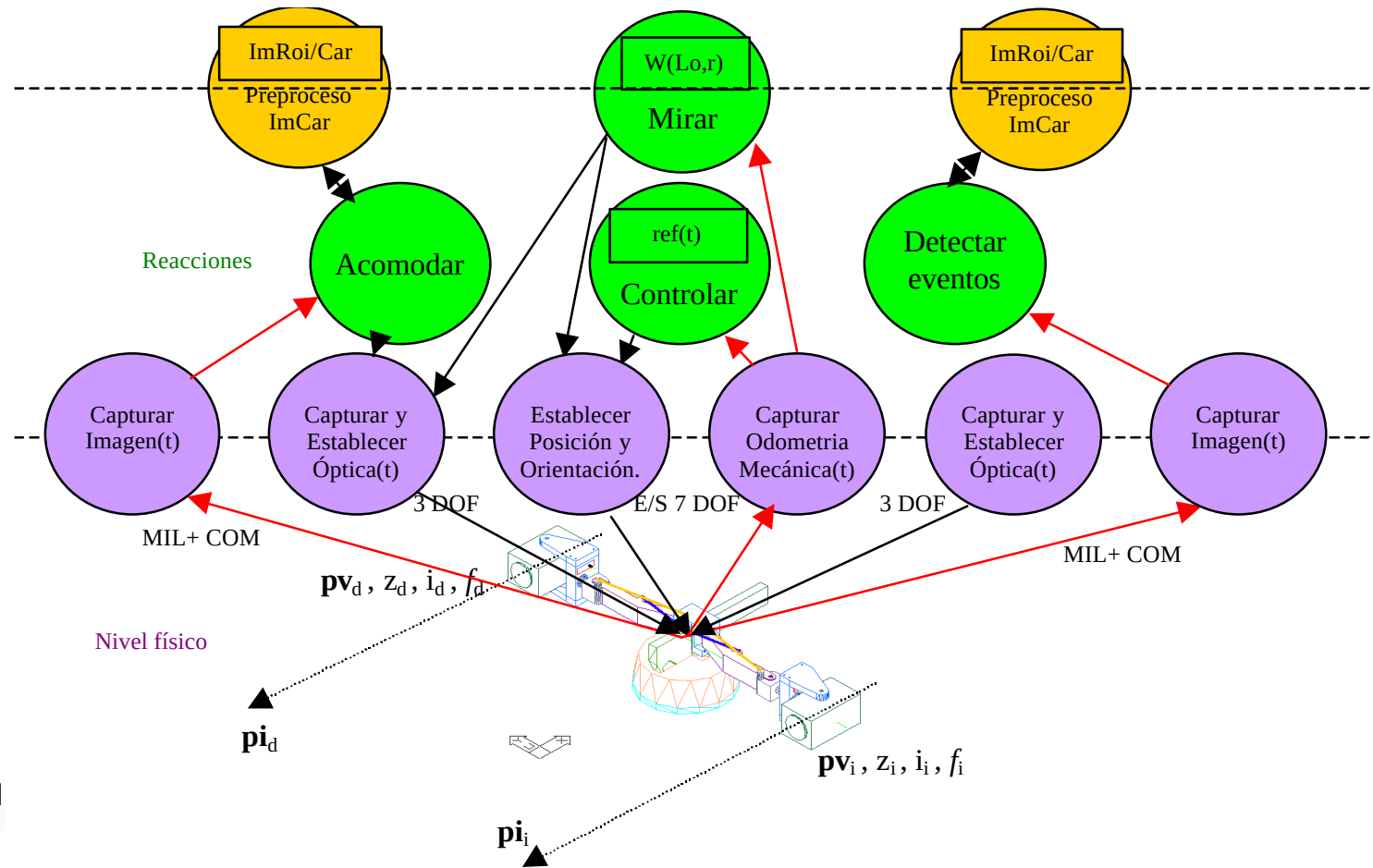
Diseño “software”:



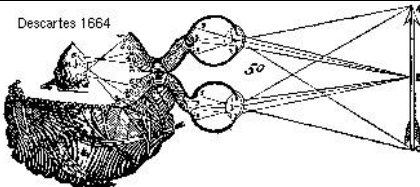
Tavarca
Sistema Binocular



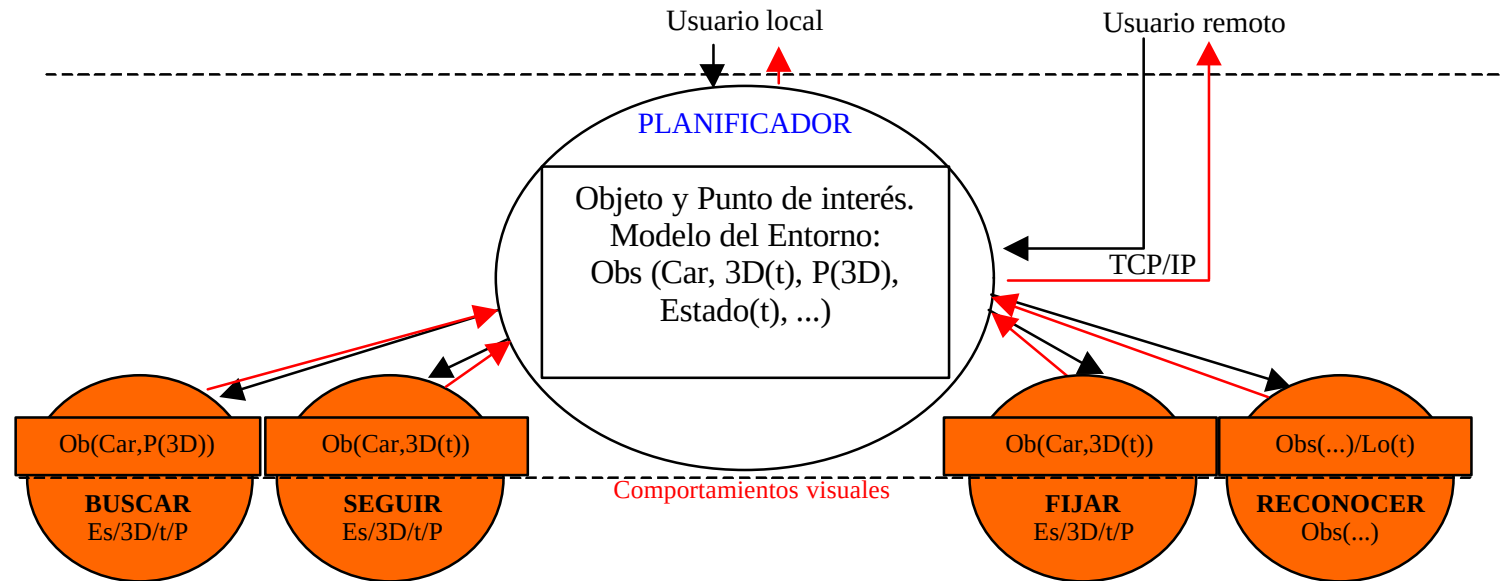
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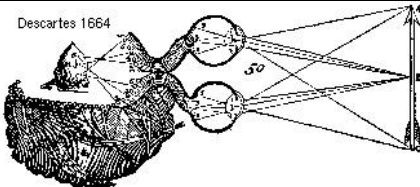
Tavarca
Sistema Binocular



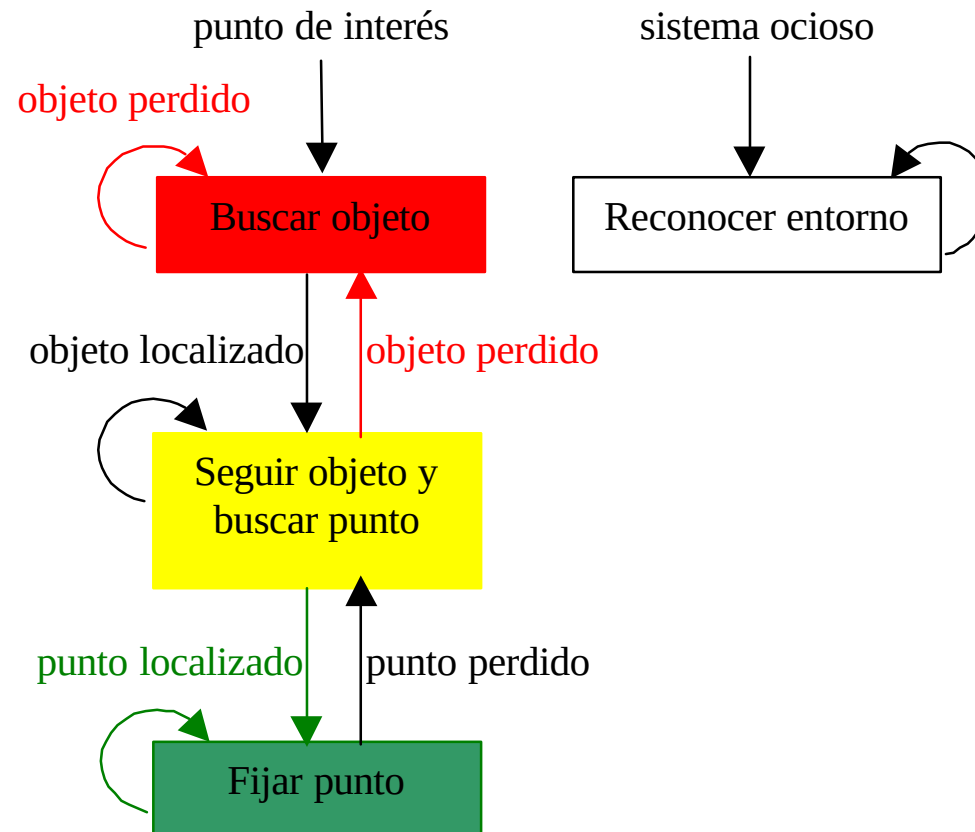
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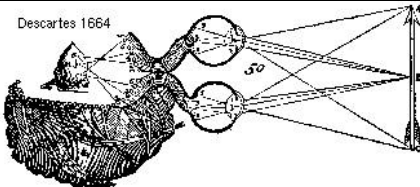
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Diseño “software”:



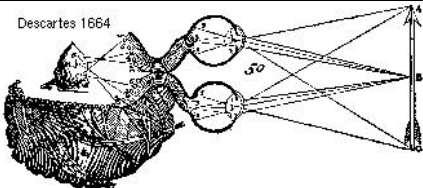
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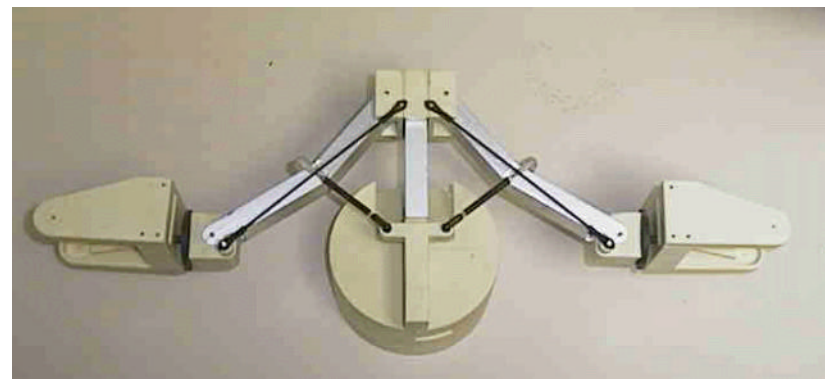
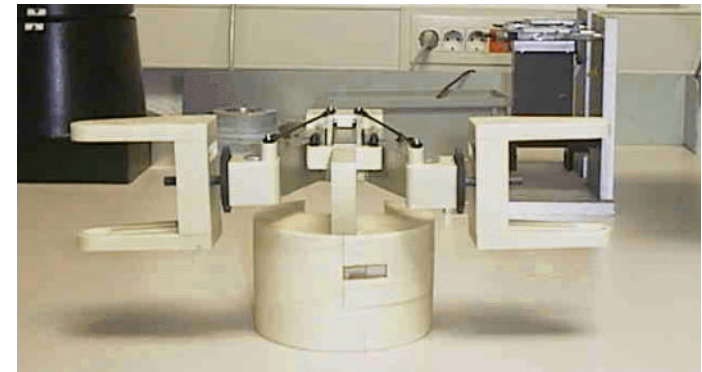
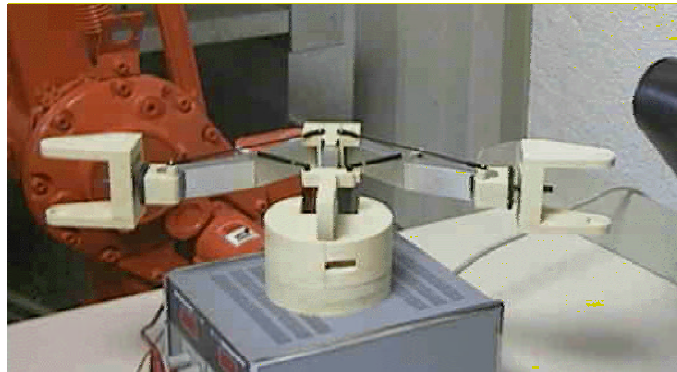
Prototipo: SiviS



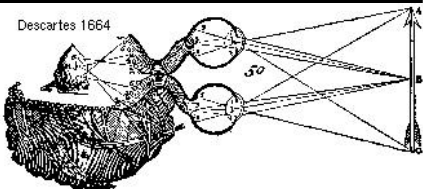
Tavarca
Sistema Binocular



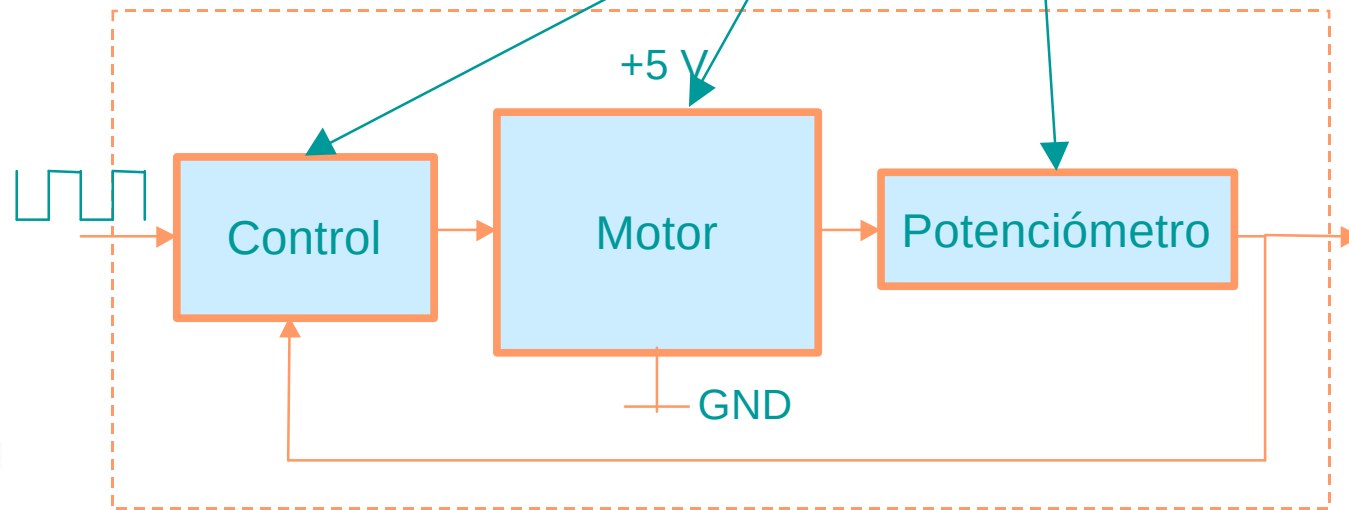
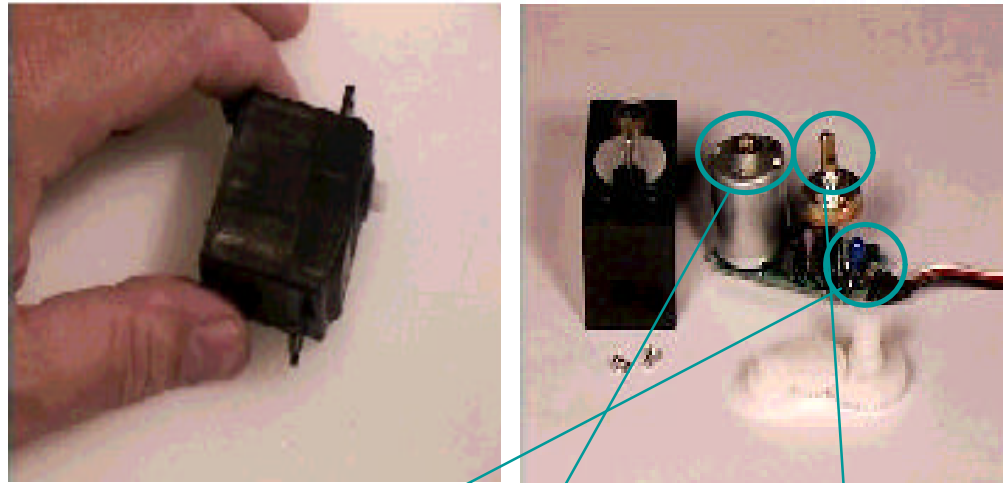
Prototipo: SiviS



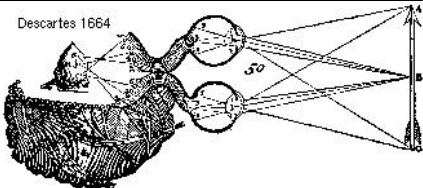
Tavarca
Sistema Binocular



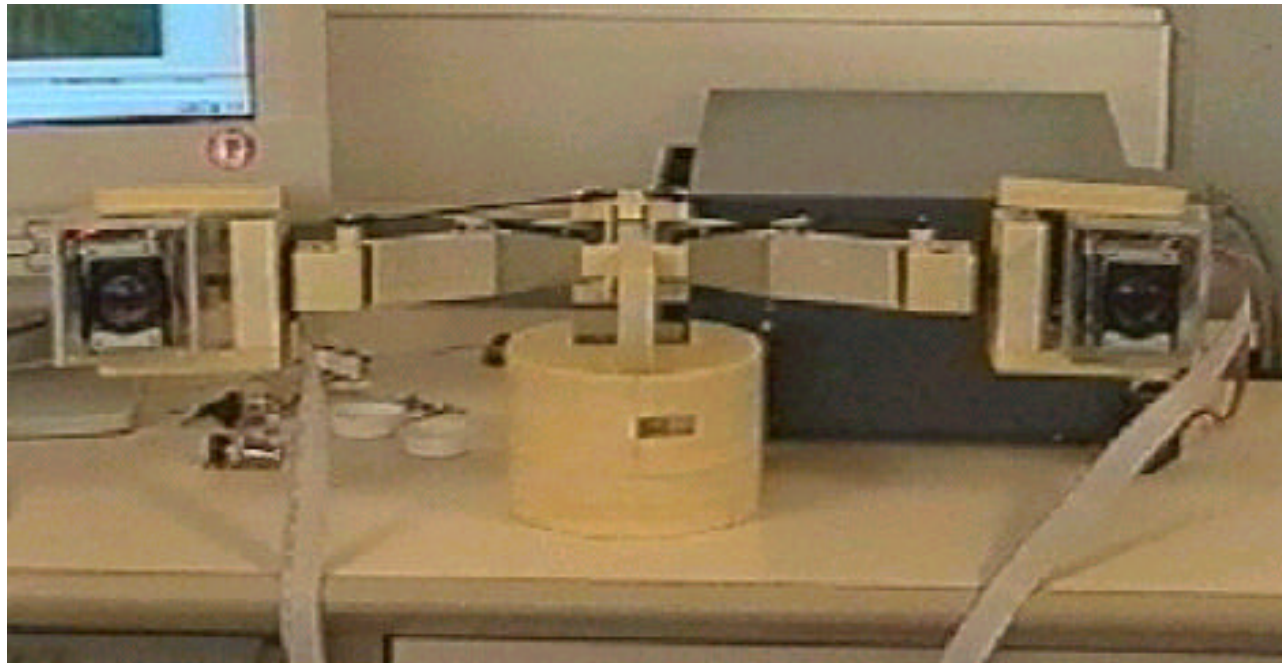
Prototipo: SiviS



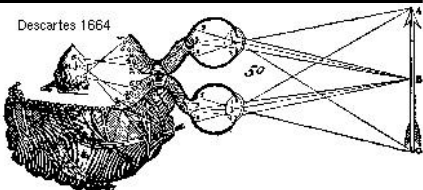
Tavarca
Sistema Binocular



Prototipo: SiviS



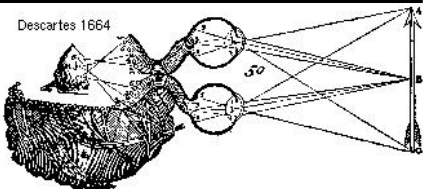
Tavarca
Sistema Binocular



Temas principales:

- * Sistema binocular
 - ✧ Antecedentes
 - ✧ Diseño “hardware”
 - ✧ Diseño “software”
 - ✧ Prototipo: SIVIS
- * Localización visual
 - ✧ Calibración
 - ✧ Reconstrucción 3D
 - ✧ Robustez
 - ✧ Robustez y eficiencia

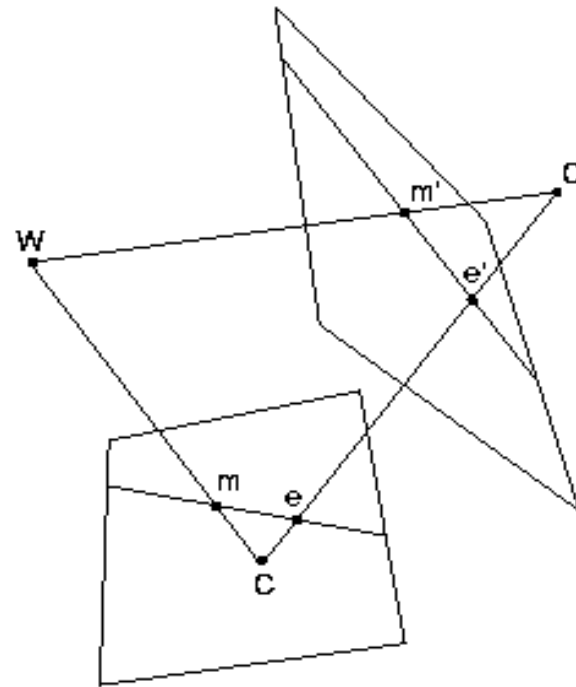
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Calibración:

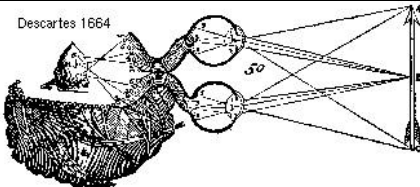
- Matriz Fundamental [Sánchez and Calatayud, 2000]: ${}^dF_{d1} = {}^dC_{c2} [{}^{c2}t_{c1}]_x {}^{c2}R_{c1} {}^{c1}C_{d1}$

$$m^T \cdot F \cdot m' = 0$$



Tavarca

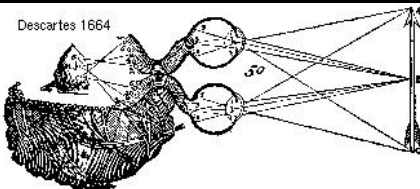
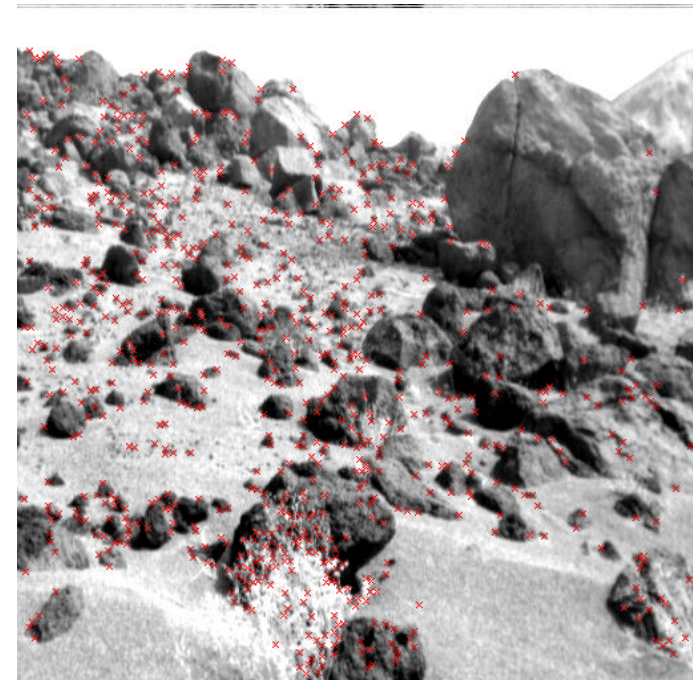
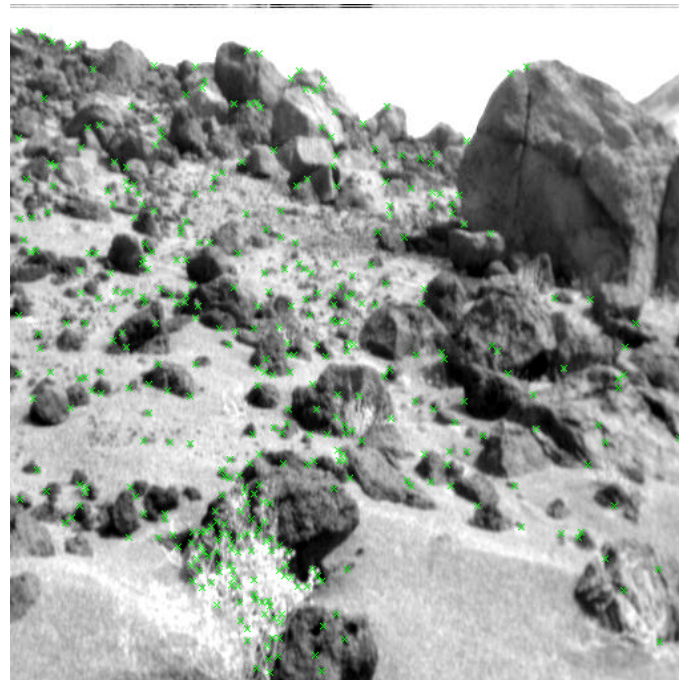
Localización visual



Calibración:

- Matriz Fundamental [Sánchez and Calatayud, 2000]: ${}^{d2}F_{d1} = {}^{d2}C_{c2} [{}^{c2}t_{c1}]_x {}^{c2}R_{c1} {}^{c1}C_{d1}$

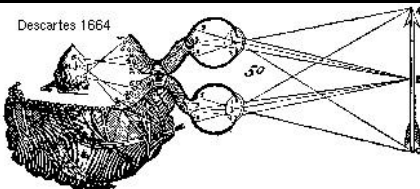
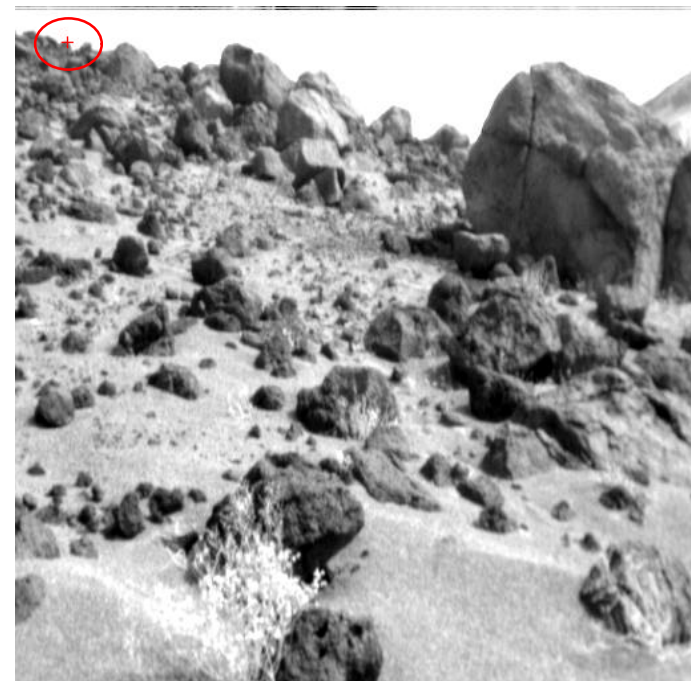
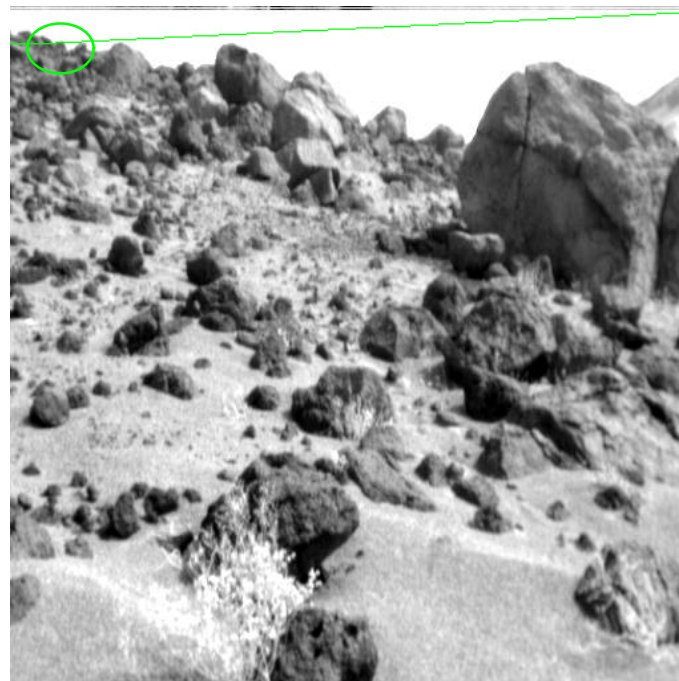
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Calibración:

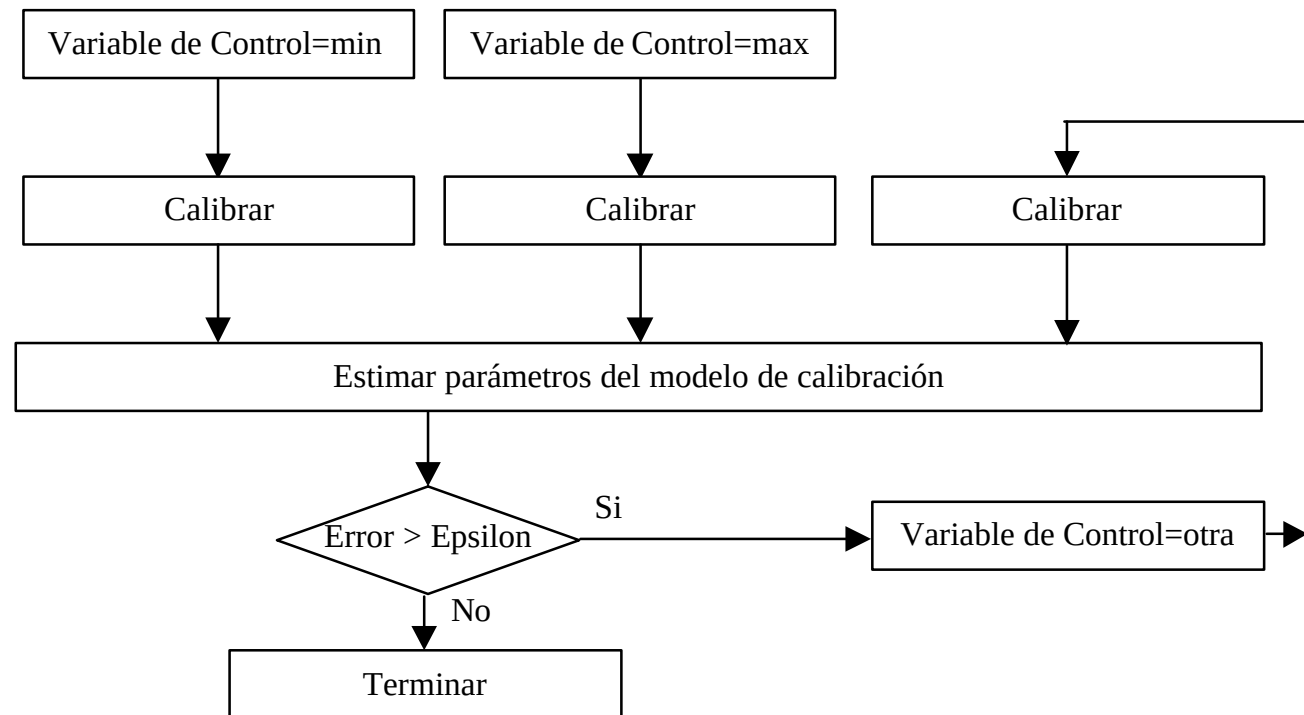
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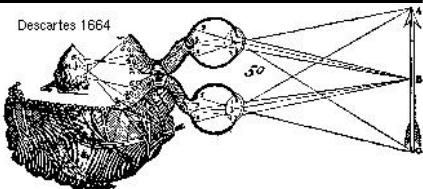


Calibración:

- Matriz Fundamental [Sánchez and Calatayud, 2000]: ${}^dF_{d1} = {}^dC_{c2} [{}^{c2}t_{c1}]_x {}^{c2}R_{c1} {}^{c1}C_{d1}$
- Interpolación [Puig and Sánchez, 2000]:

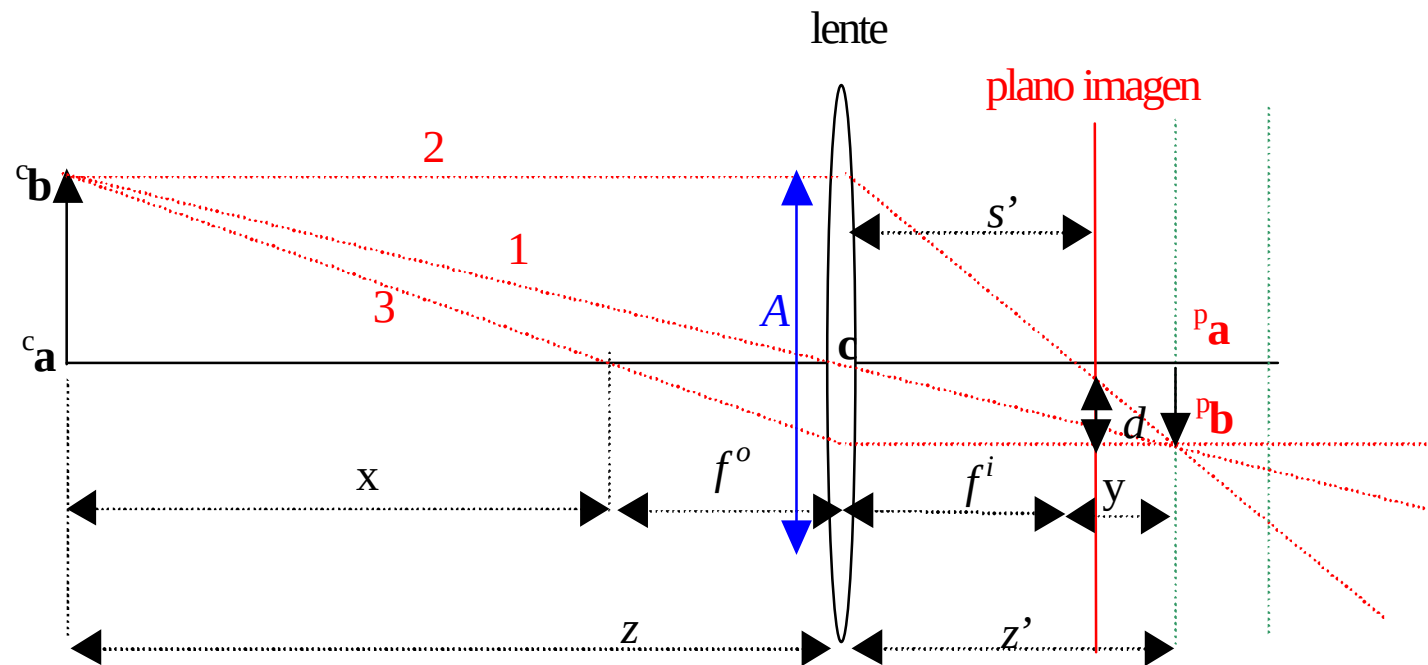


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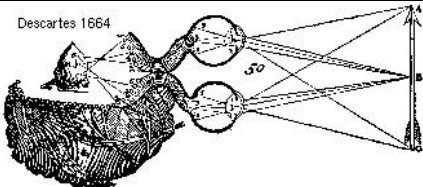


Reconstrucción 3D:

$$Z = \frac{fs'}{s' - f - dFs}$$



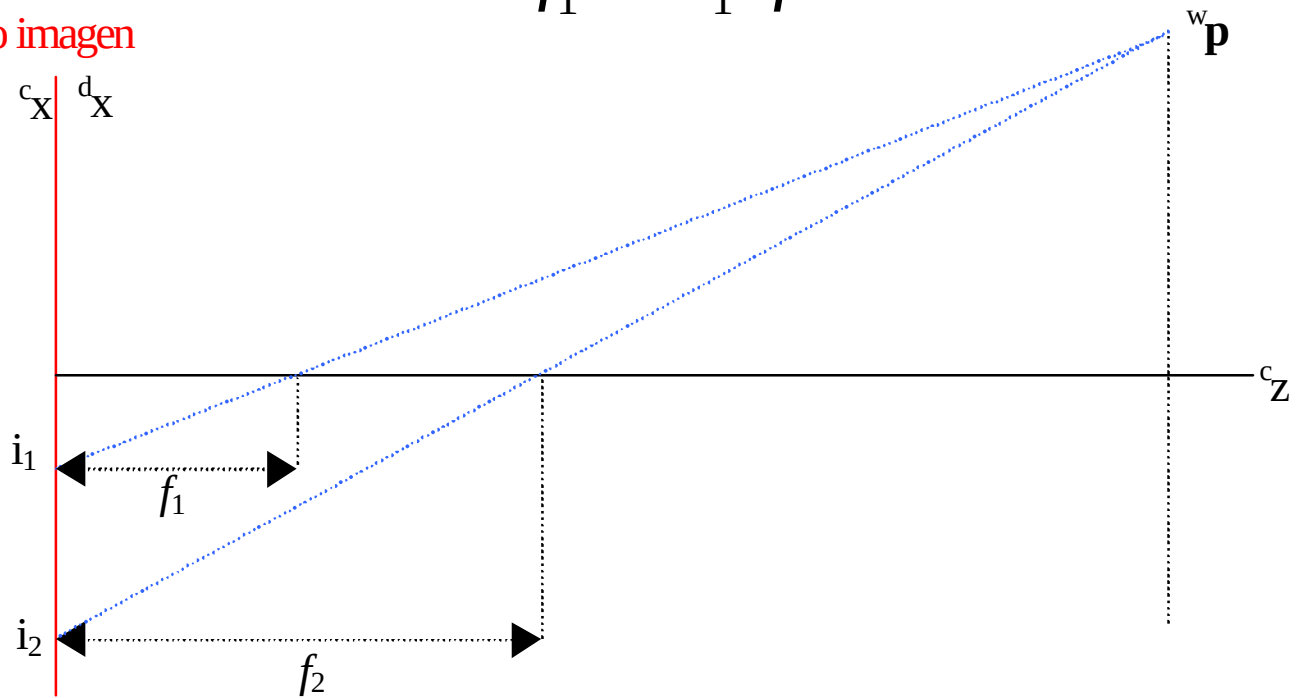
Tavarca
Localización visual



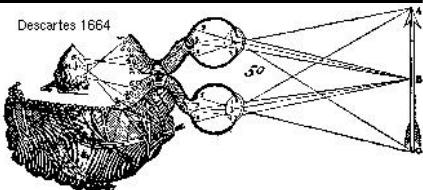
Reconstrucción 3D:

$$Z = \frac{f_1 i_2 \Delta f}{f_1 \Delta i - i_1 \Delta f}$$

plano imagen

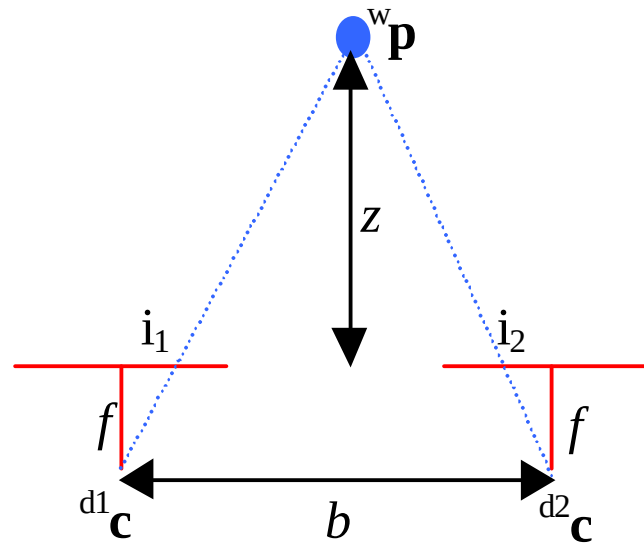


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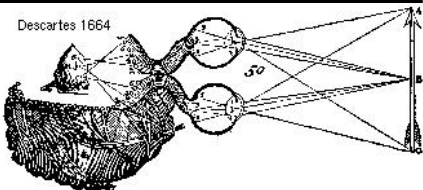


Reconstrucción 3D:

$$z = \frac{bf}{\Delta i}$$

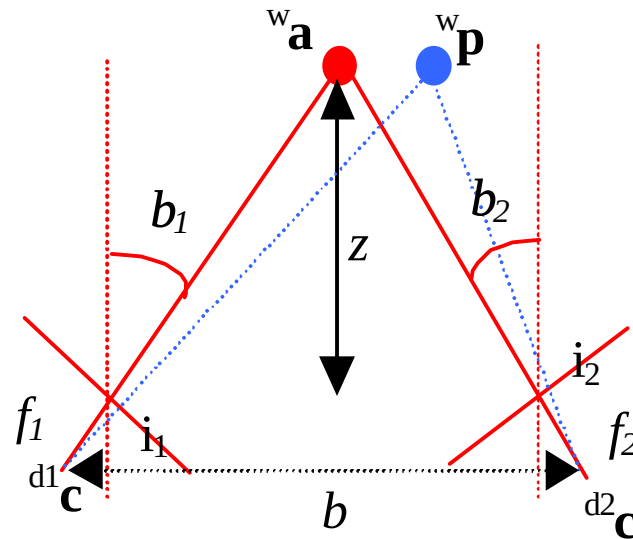


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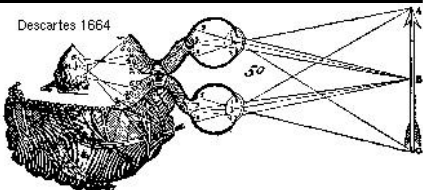


Reconstrucción 3D:

$$Z = \frac{b}{\tan b_1 - \frac{i_1}{f_1} - \tan b_2 - \frac{i_2}{f_2}}$$



Tavarca



Reconstrucción 3D:

$$Z = \frac{fs'}{s' - f - dFs}$$

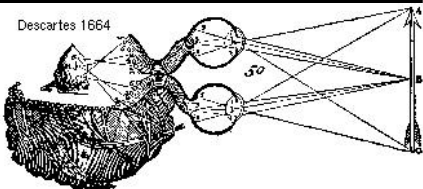
$$Z = \frac{f_1 i_2 \Delta f}{f_1 \Delta i - i_1 \Delta f}$$

$$Z = \frac{bf}{\Delta i}$$

$$Z = \frac{b}{\tan b_1 - \frac{i_1}{f_1} - \tan b_2 - \frac{i_2}{f_2}}$$

Tavarca

Localización visual



Robustez:

■ Fusión: cálculo de incertidumbres.

$$z = F_z(A_1, f_i, s_i', b, b_i, i_i, d_i)$$

$$\partial z = \begin{bmatrix} \frac{\partial F_z}{\partial A_1} & \frac{\partial F_z}{\partial f_i} & \frac{\partial F_z}{\partial s_i'} & \frac{\partial F_z}{\partial b} & \frac{\partial F_z}{\partial b_i} & \frac{\partial F_z}{\partial i_i} & \frac{\partial F_z}{\partial d_i} \end{bmatrix} \begin{bmatrix} \partial A_1 \\ \partial f_i \\ \partial s_i' \\ \partial b \\ \partial b_i \\ \partial i_i \\ \partial d_i \end{bmatrix} \quad \partial Z_p = \frac{\partial F_z}{\partial P} \partial P$$

$$E_z \approx \pm (|\partial Z_A| + |\partial Z_f| + |\partial Z_s| + |\partial Z_b| + |\partial Z_{b_i}| + |\partial Z_i| + |\partial Z_d|)$$

$$x = F_x(f, i, z)$$

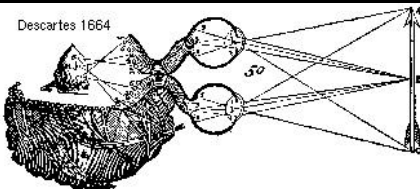
$$\partial x = \begin{bmatrix} \frac{\partial F_x}{\partial f} & \frac{\partial F_x}{\partial i} & \frac{\partial F_x}{\partial z} \end{bmatrix} \begin{bmatrix} \partial f \\ \partial i \\ \partial z \end{bmatrix} \quad \partial X_p = \frac{\partial F_x}{\partial P} \partial P \quad E_x \approx \pm (|\partial X_f| + |\partial X_i| + |\partial X_z|)$$

$$y = F_y(f, j, z)$$

$$\partial y = \begin{bmatrix} \frac{\partial F_y}{\partial f} & \frac{\partial F_y}{\partial j} & \frac{\partial F_y}{\partial z} \end{bmatrix} \begin{bmatrix} \partial f \\ \partial j \\ \partial z \end{bmatrix} \quad \partial Y_p = \frac{\partial F_y}{\partial P} \partial P \quad E_y \approx \pm (|\partial Y_f| + |\partial Y_j| + |\partial Y_z|)$$

Tavarca

Localización visual



Robustez:

- Fusión: cálculo de incertidumbres.

$$E_z \approx \pm \left(\left| \frac{d\partial A}{A^2} \right| + \left| \frac{df}{f^2} \right| + \left| \frac{-\partial s'}{s'^2} \right| + \left| \frac{\partial d}{A} \right| \right) z^2$$

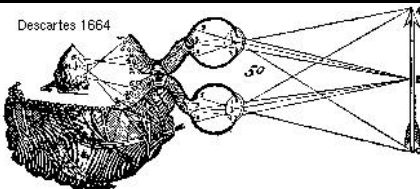
$$E_z \approx \pm \left(\left(\left| \frac{\Delta i (f_1^2 i_2 \partial f_2 - f_2^2 i_1 \partial f_1)}{f_1^2 i_2^2 \Delta f^2} \right| + \left| \frac{f_2 (i_2 \partial i_1 - i_1 \partial i_2)}{f_1 i_2^2 \Delta f} \right| \right) z^2 + |-\partial f_1| \right)$$

$$E_z \approx \pm \left(\left| \frac{\partial b}{b} \right| + \left| \frac{\partial f}{f} \right| + \left| \frac{-\partial \Delta i}{\Delta i} \right| \right) z$$

$$E_z \approx \pm \left(\left| \frac{\partial b}{b} \right| + \left| \frac{-\partial b}{\cos(b) \sin(b)} \right| \right) z$$

Tavarca

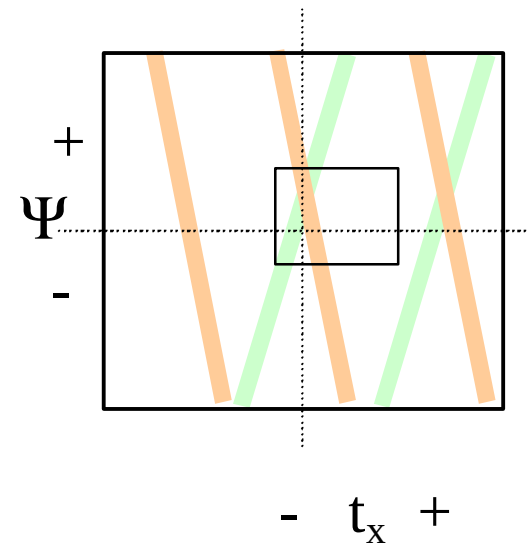
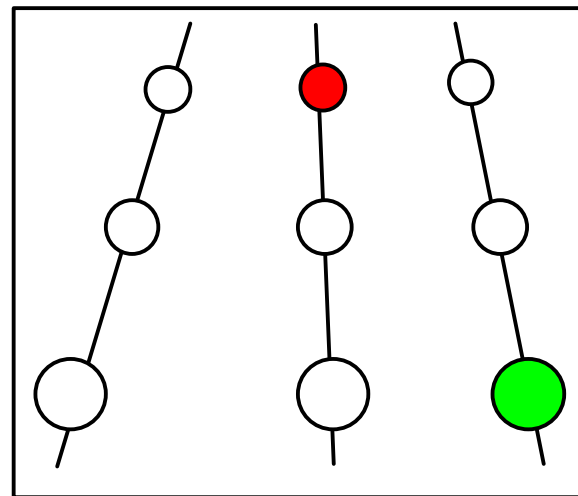
Localización visual



Robustez y eficiencia:

■ Transformada de Hough

Espacio de características Espacio de parámetros

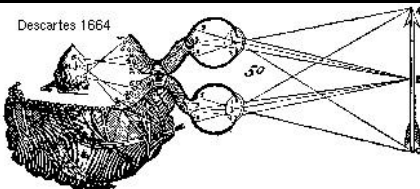


$$Ay^2 + Dy + Et_x + Fnr + G = 0$$

$$\tau = \tau_e + \tau_a + \tau_b$$

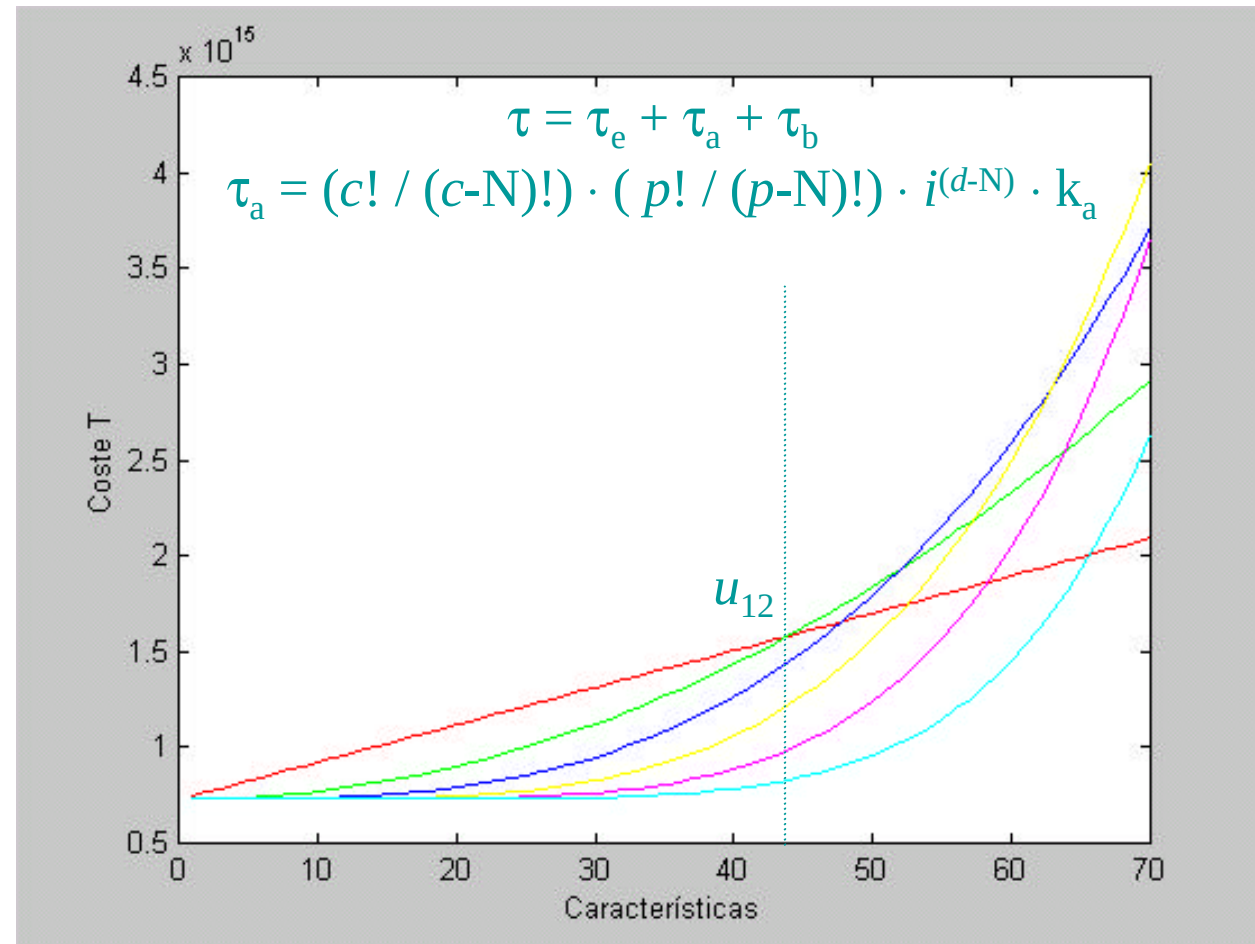
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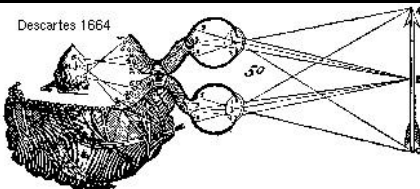


Robustez y eficiencia:

- Transformada de Hough de N-puntos.



Tavarca
Localización visual



Robustez y eficiencia:

- Transformada de Hough de N-puntos.

$$\tau = \tau_e + \tau_a + \tau_b$$

$$\tau_a = (c! / (c-N)!) \cdot (p! / (p-N)!) \cdot i^{(d-N)} \cdot k_a$$

$$\text{TH N - puntos} = \begin{cases} \text{TH } m \text{ - puntos} & \text{si } c \leq u_{1m} \\ \text{TH 1 - punto} & \text{si } c > u_{1m} \end{cases} ; \text{ siendo } m = \min(c, d)$$

Tavarca

