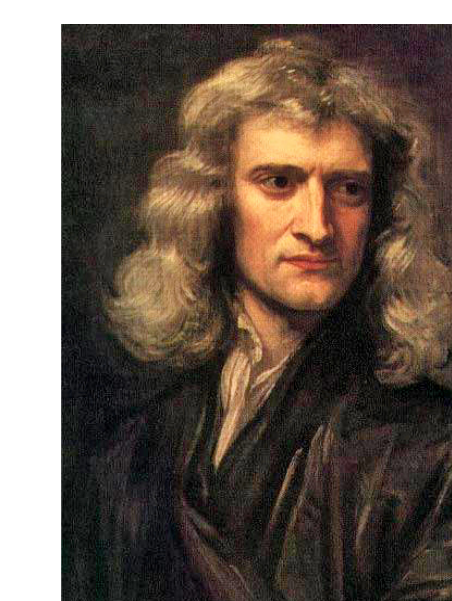


Gravitational Approach for Point Set Registration

Vladislav Golyanik^{1,2}, Sk Aziz Ali¹ and Didier Stricker^{1,2}

¹University of Kaiserslautern, Germany

²German Research Center for Artificial Intelligence, Kaiserslautern, Germany



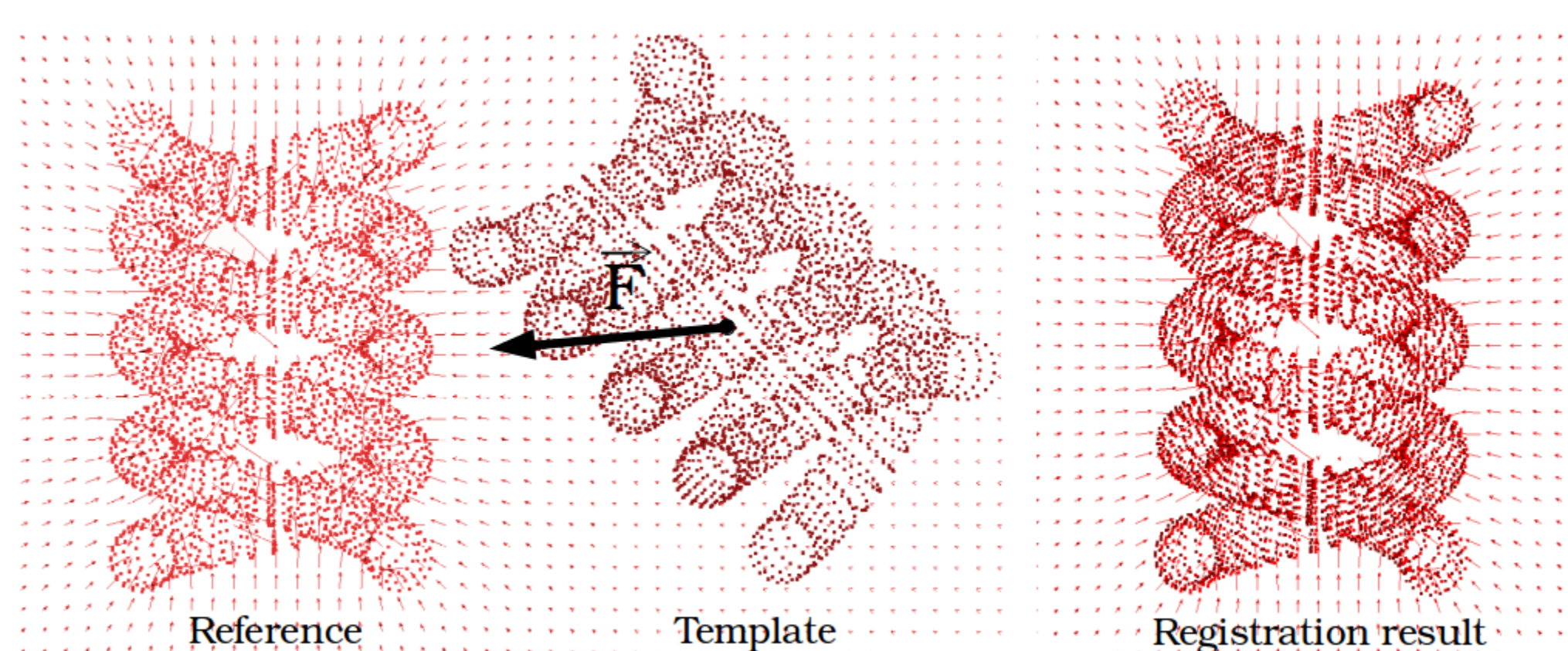
IEEE 2016 Conference on Computer Vision and Pattern Recognition

CVPR 2016

Problem/Motivation

- Given two point sets (a reference and a template), to recover is a **rigid** transformation as well as correspondences between the point sets
- Motivation:** **well parallelizable** rigid point set registration methods are sensitive to noise, whereas robust methods are not fully scalable
- We propose to formulate rigid point set registration as a **collisionless N-body simulation** problem; using a new interpretation leads to a conceptually new algorithm with unique properties

Overview of the method



$$\vec{F}_{Yi} = -Gm^{Yi} \sum_{j=1}^N \frac{m^{Xj}}{(\|r^{Yi} - r^{Xj}\|^2 + \epsilon^2)^{3/2}} \hat{n}_{ij}$$

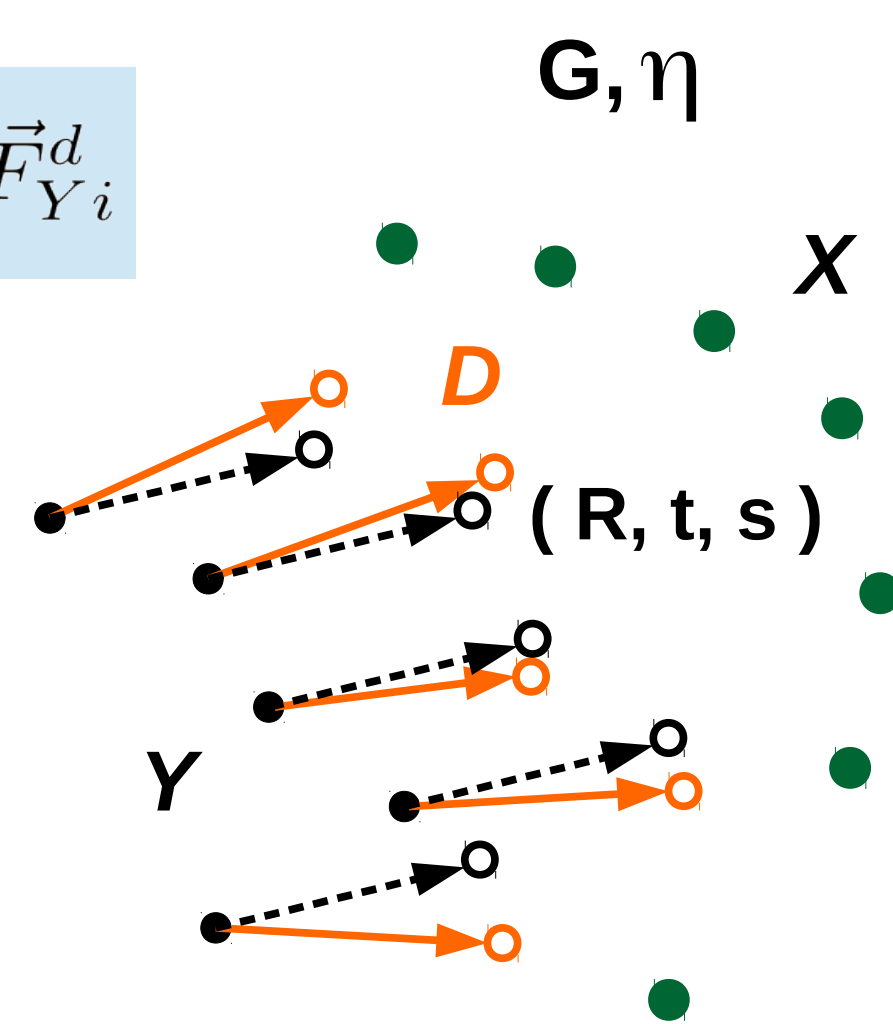
$$\vec{F}_{Yi}^d = -\eta \vec{v}^{Yi} \quad \vec{f}_{Yi} = \vec{F}_{Yi} + \vec{F}_{Yi}^d$$

$$\vec{v}_{Yi}^{t+1} = \vec{v}_{Yi}^t + \Delta t \frac{\vec{f}_{Yi}}{m^{Yi}} \quad (\text{velocity})$$

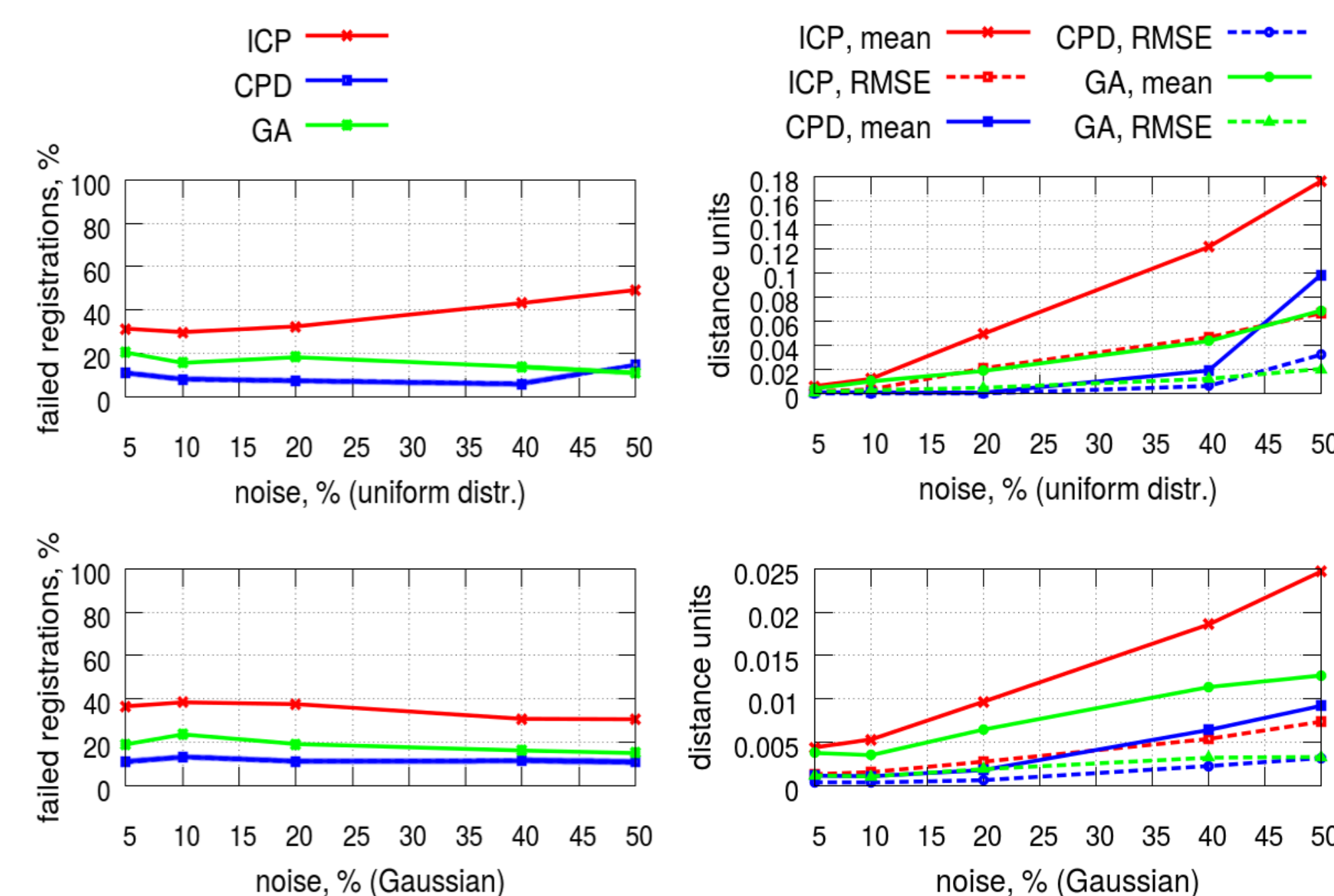
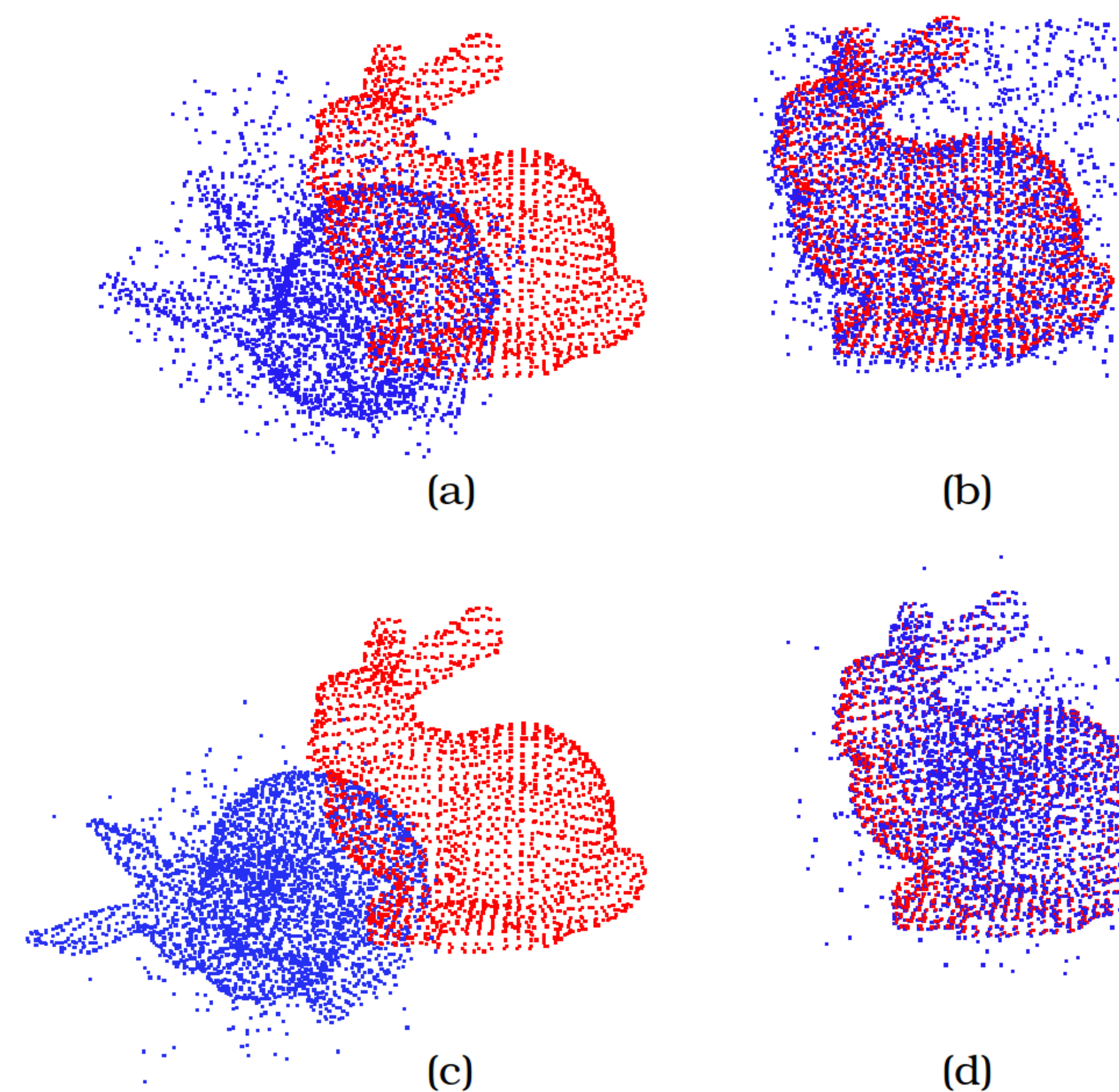
$$\vec{d}_{Yi}^{t+1} = \Delta t \vec{v}_{Yi}^t \quad (\text{displacement})$$

Gravitational potential energy:

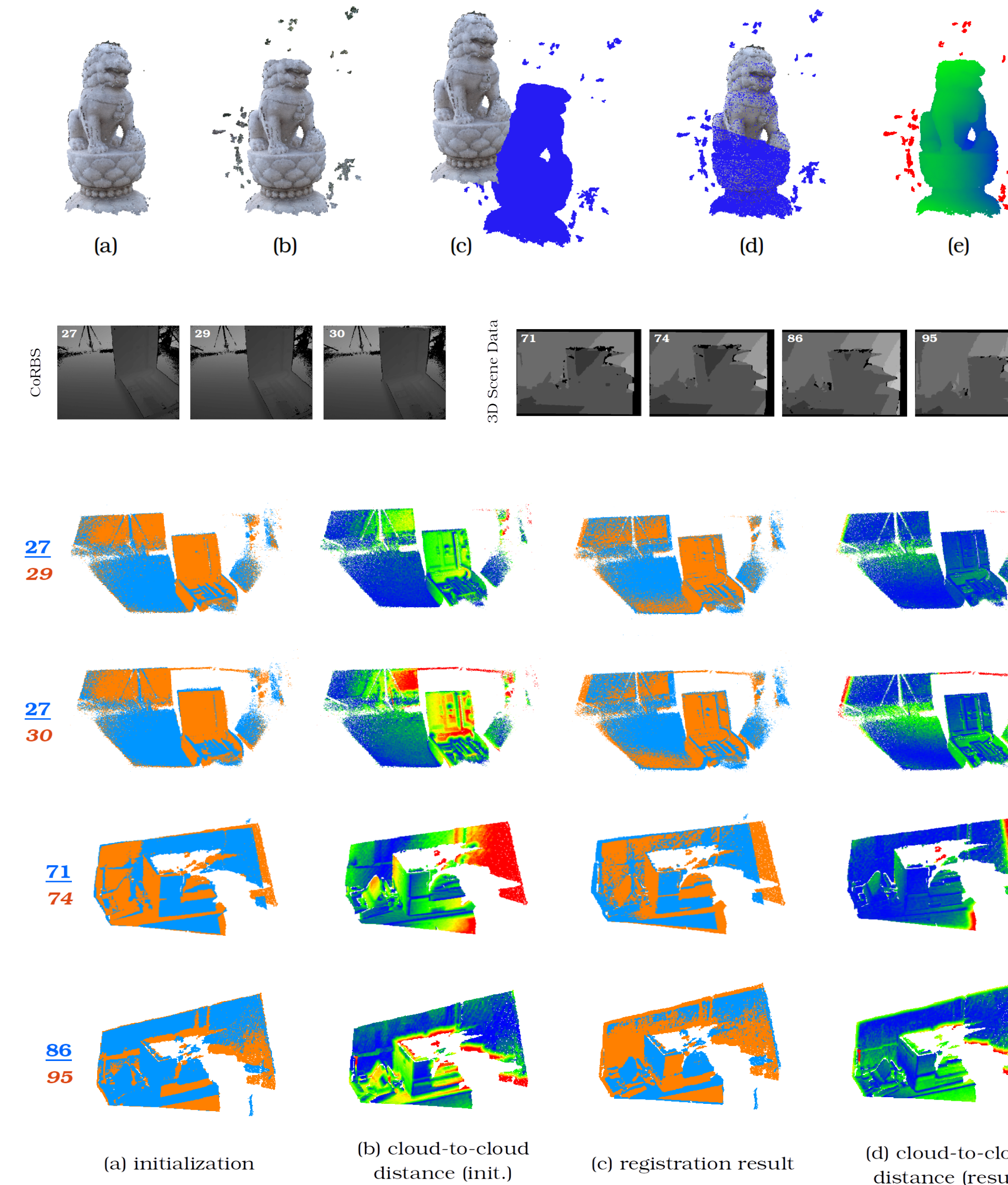
$$E(\mathbf{R}, \mathbf{t}, \mathbf{s}) = -G \sum_{i,j} \frac{m^{Yi} m^{Xj}}{\|\mathbf{R} r^{Yi} \mathbf{s} + \mathbf{t} - r^{Xj}\| + \epsilon}$$



Experiments (Synthetic Data)

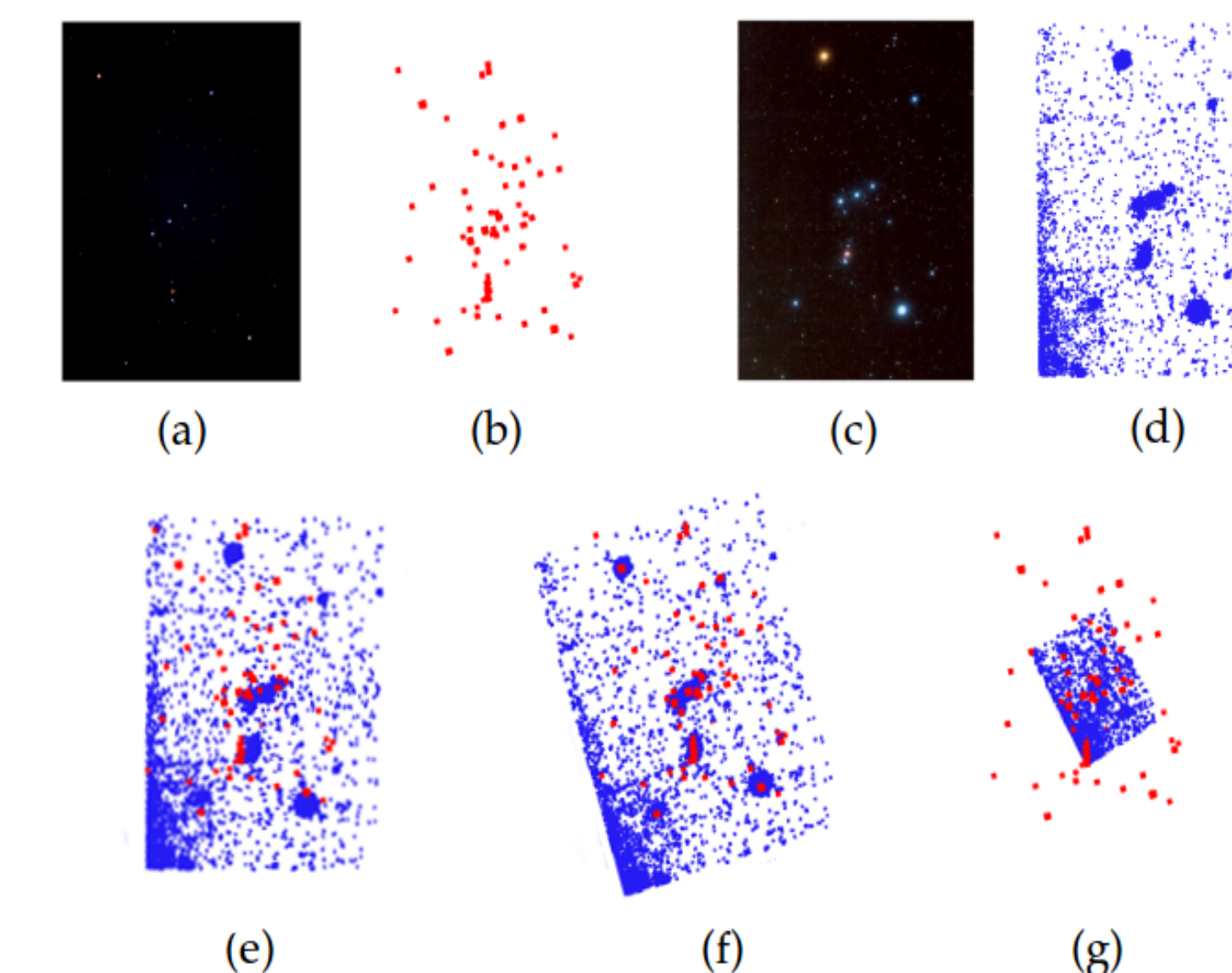


Experiments (Real Data)



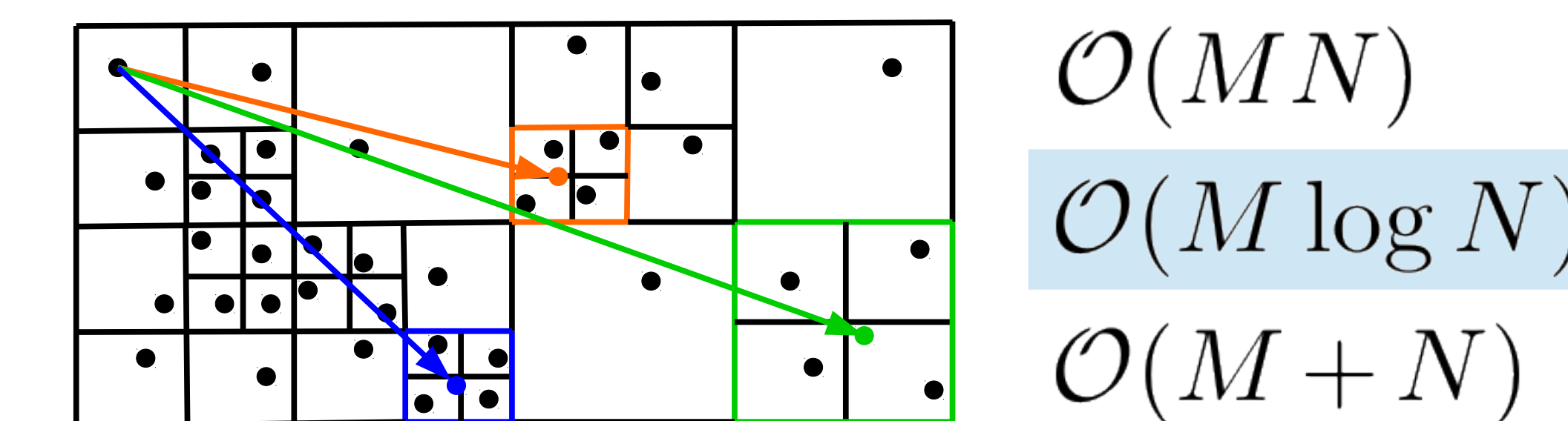
References

- [1] S. J. Aarseth. Gravitational N-body Simulations Tools and Algorithms. Cambridge University Press, 2003.
- [2] J. Aarseth, C. A. Tout, and R. A. Mardling, editors. *The Cambridge N-body lectures*. Springer, 2008.
- [3] J. Barnes and P. Hut. A hierarchical O(N log N) force-calculation algorithm. *Nature*, 324:446-449, 1986.
- [4] W. Kabsch. A solution for the best rotation to relate two sets of vectors. *Acta Crystallographica Section A*, 32(5):922-923, 1976.
- [5] M. Trenti and P. Hut. Gravitational N-body simulations. *Scholarpedia*, 3(5), 2008.



Acceleration methods

- Ahman-Cohen (AC) neighbour scheme
- Barnes-Hut (BH-) octree (quadtree in 2D)
- Fast multipole methods (FFM)
- A precomputed mean force field ("particle-mesh")
- Subsampling, coarse-to-fine strategy
- kd-trees
- Parallel hardware



Our web-page

