

EuroSDR Image Matching Benchmark - Results IFP

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Overview



- § Algorithm
 - § Matching (Semi-Global Matching, Hirschmüller 2008)
 - § 3D Point and DSM Generation

- § Results of Dataset 'Vaihingen Enz'

- § Results of Dataset 'Marseille'

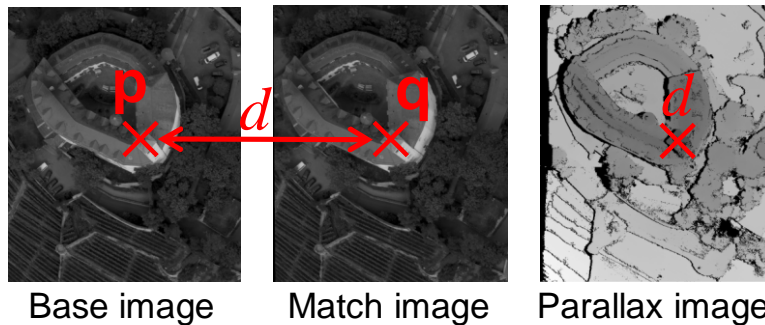
- § Problems and Possible Improvements



Dense Stereo Matching



- § Dense Stereo Matching: for each pixel in the base image find the corresponding pixel in the match image



- § Local algorithms

- § Window based algorithms, parallax estimation by analyzing similarity of proximate intensity values of potential correspondences

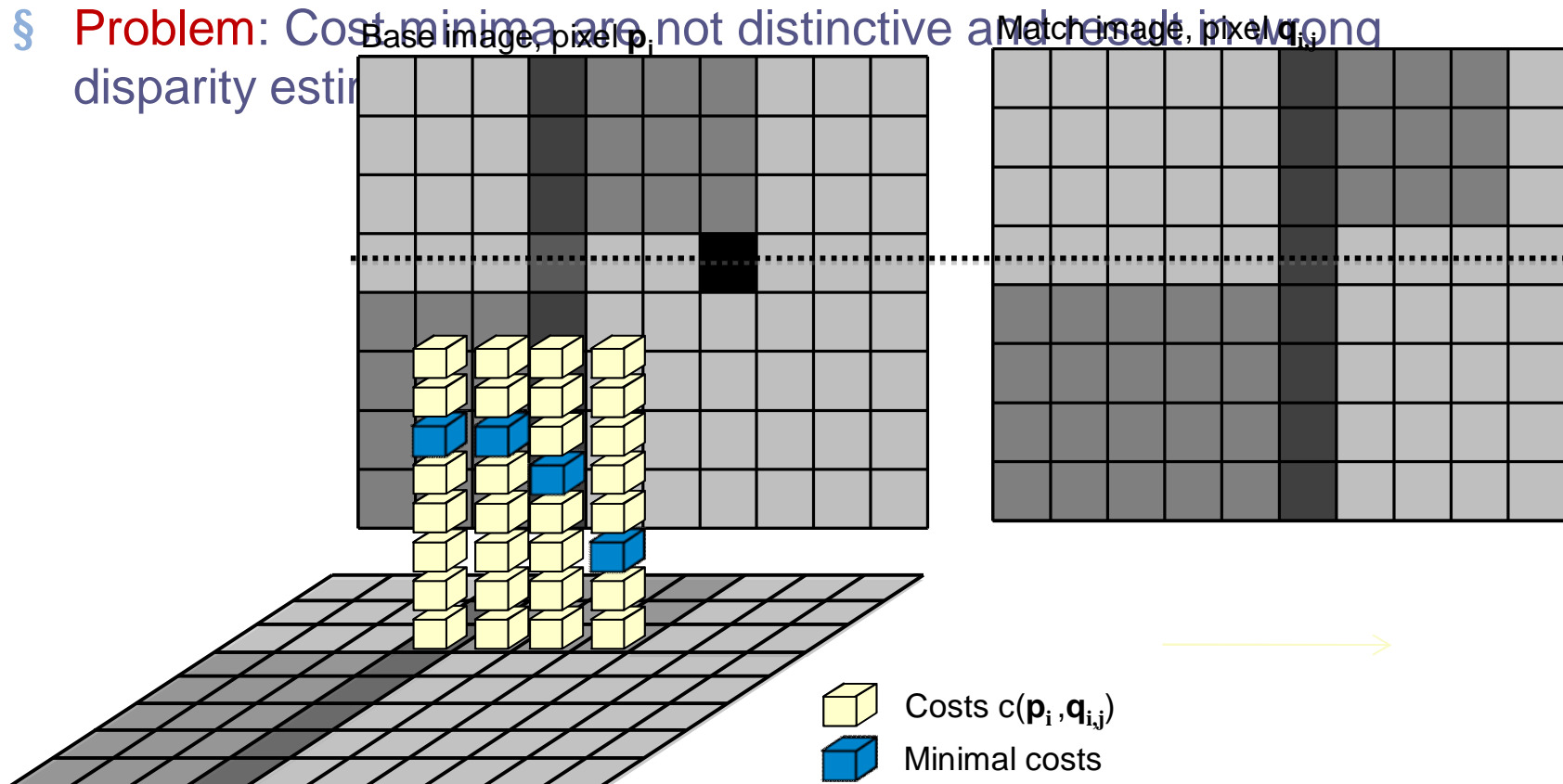
- § Global algorithms

- § Parallax estimation such that a global energy function is minimized, smooth surfaces are forced by introducing penalty terms for discontinuities



Algorithm - Semi Global Matching

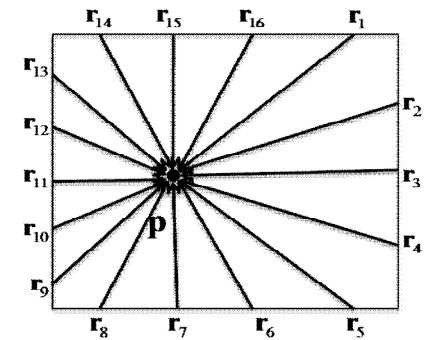
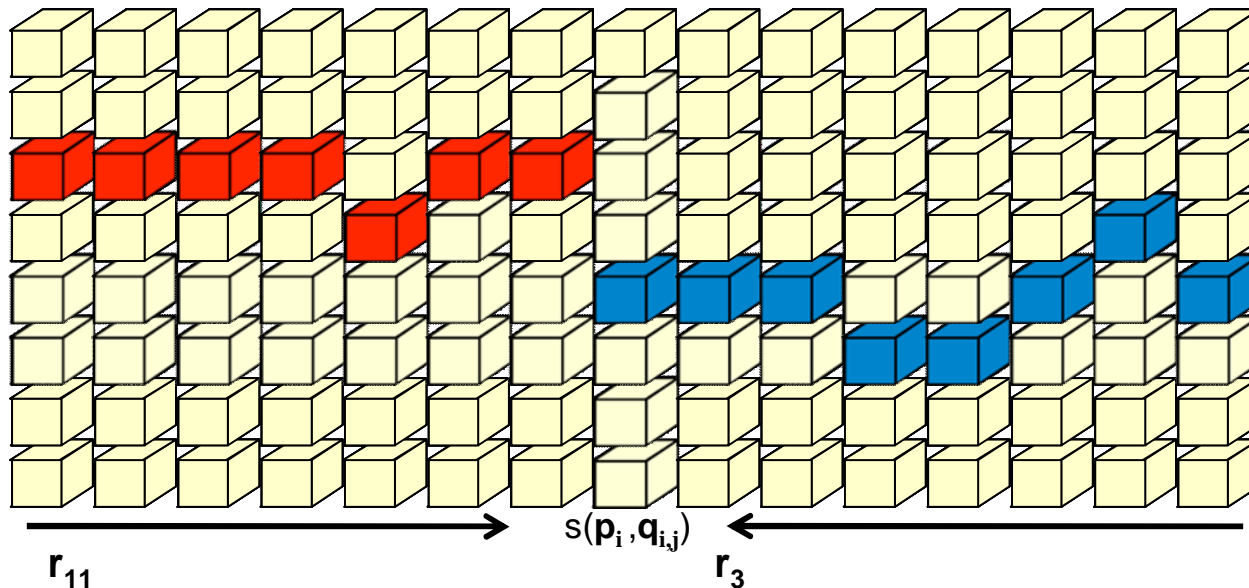
- § Goodness of the assignment of a base image pixel p_i and a potential correspondence in the match image $q_{i,j}$ is estimated by a cost function $c(p_i, q_{i,j})$
- § For each base image pixel p_i and its potential correspondences in $q_{i,j=1,\dots,d}$ the matching costs are assigned to a 3D cost structure
- § **Problem:** Cost minima are not distinctive and result in wrong disparity estimation



SGM – Cost Accumulation



- § **Solution:** Final matching costs $s(\mathbf{p}_i, \mathbf{q}_{i,j})$ are derived by accumulation of minimal costs along 16 image paths
- § Penalty terms are introduced to force proximate disparities to be smooth



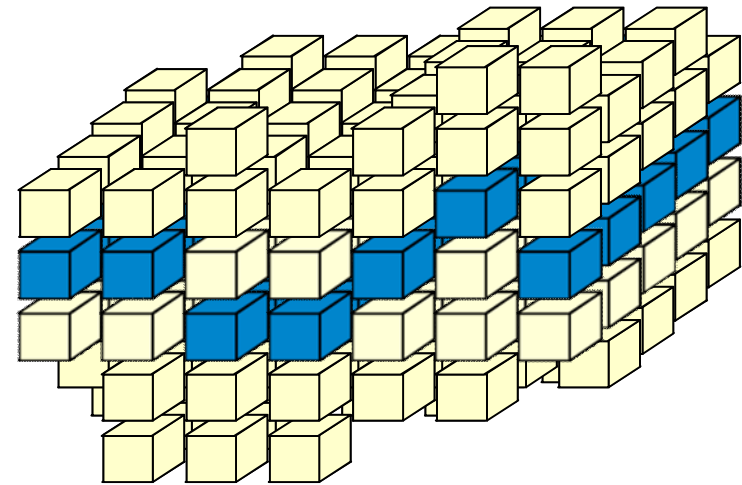
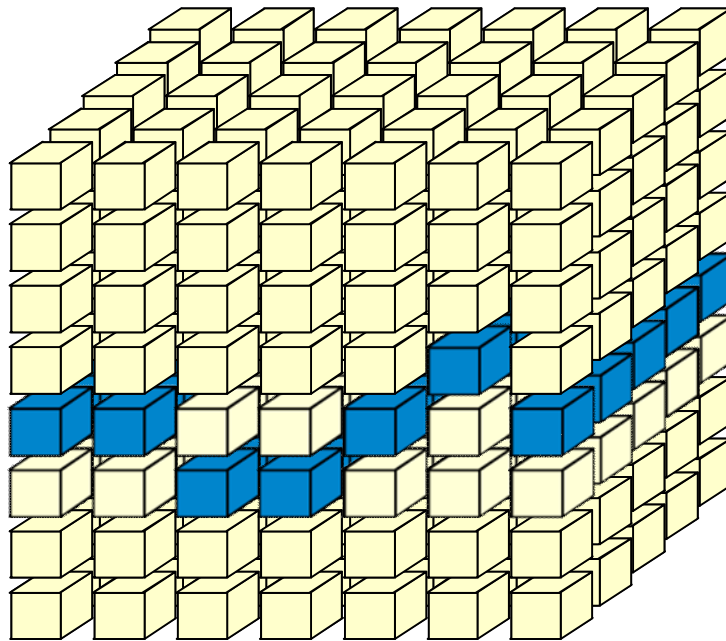
- § Minimum $\min (s(\mathbf{p}_i, \mathbf{q}_{i,j}))$, $j=1 \dots n$ determines the final assignment $(\mathbf{p}_i, \mathbf{q}_i)$
- § Result: Parallax image



Generation of point clouds and DSM



- § Hierarchical approach: dynamically adapt disparity search range using disparity estimations of matching the previous pyramid level

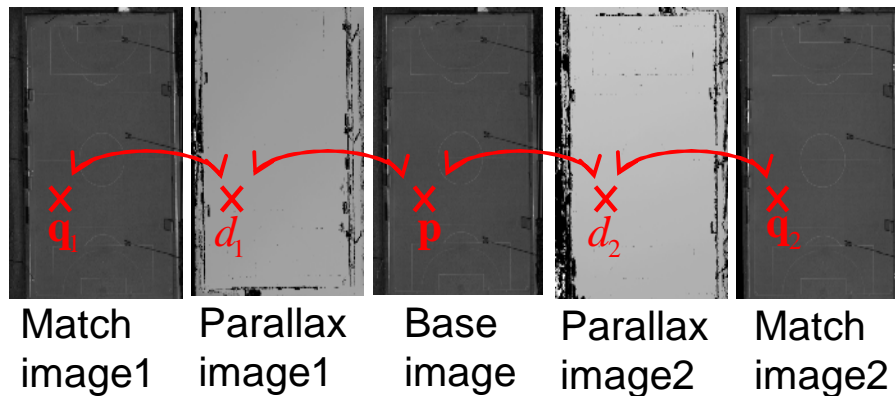


Generation of point clouds and DSM



§ Object point triangulation – Multi Stereo approach:

§ Matched based image against multiple match images, used redundant parallax estimations



§ Mismatches are rejected by evaluating their consistency in object space

§ DSM generation

§ Triangulated object points were assigned to grid

§ If more than one point is assigned to grid cell Z-components are averaged

§ Cells to which no points were assigned were interpolated



Results of Dataset 'Vaihingen Enz'



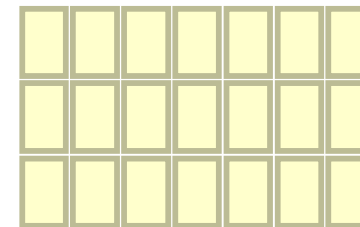
§ UltraCamX , ground sampling distance: 0.08m, 16bit

§ Overlap:

§ front/back 80%

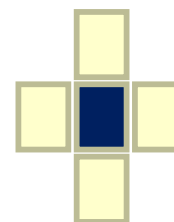
§ right/left 70%

§ Block structure of provided 21 images:

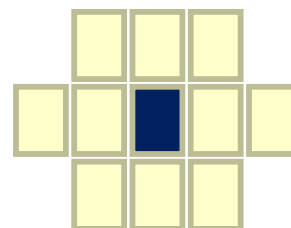


§ Used matching configuration:

§ -> 64 image pairs matched



§ Possible configuration:



 Base Image

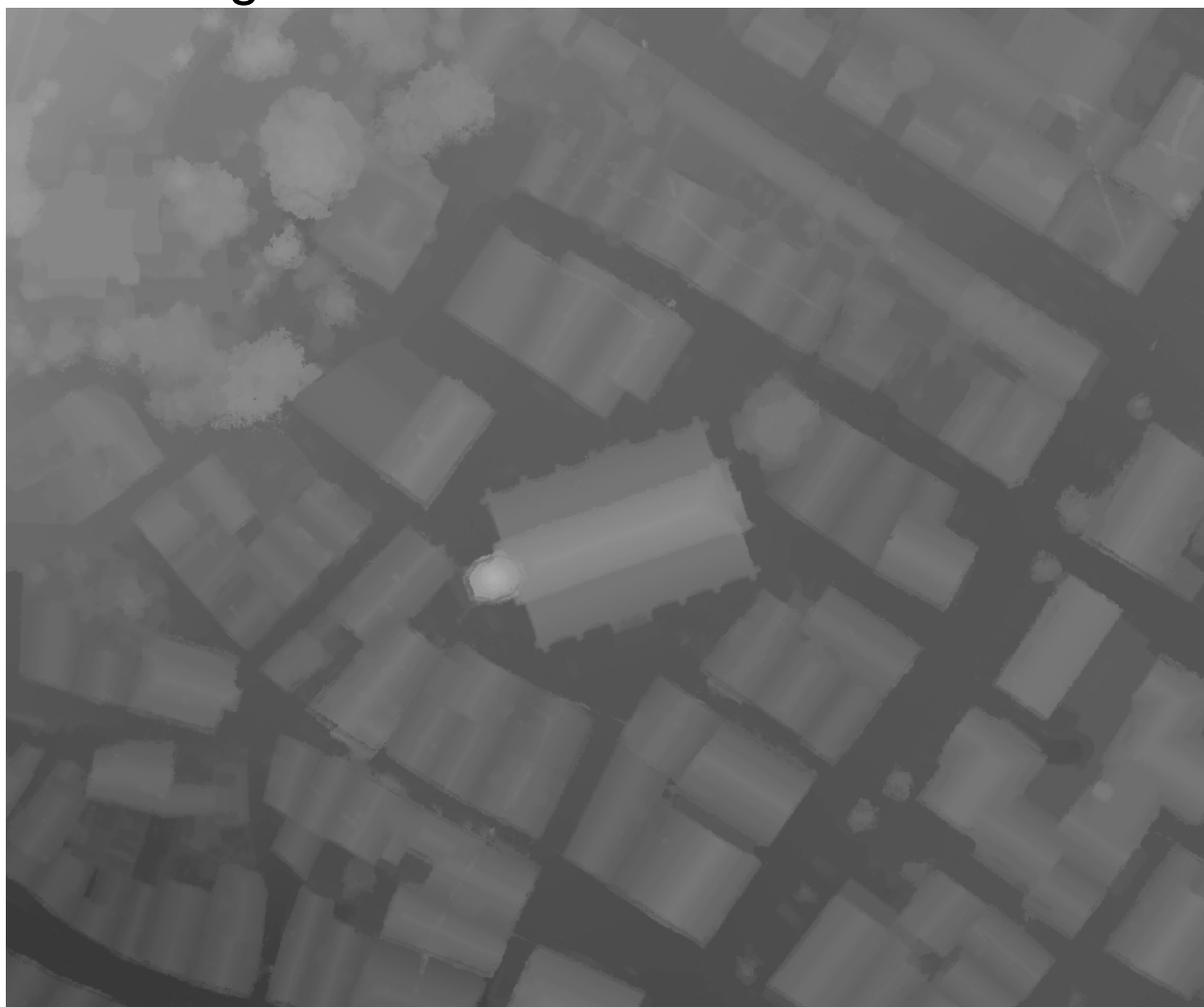
 Match Image



Results of Dataset 'Vaihingen Enz'



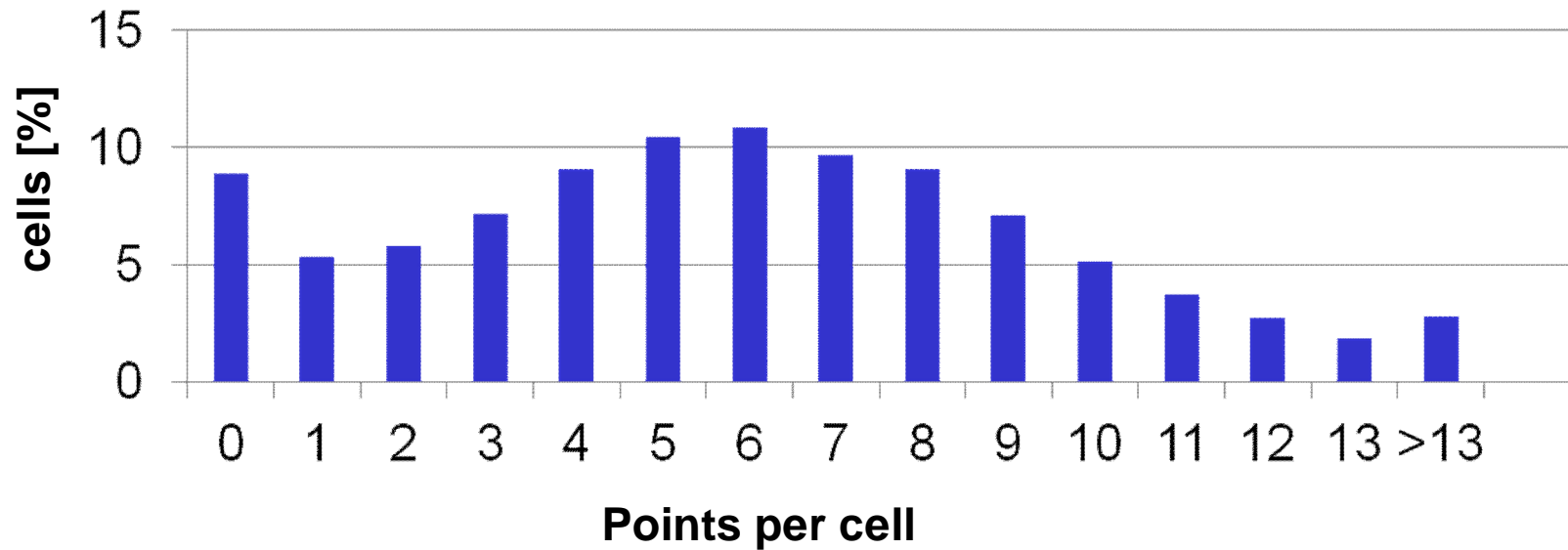
§ Resulting DSM



Results of Dataset 'Vaihingen Enz' – Point Densities



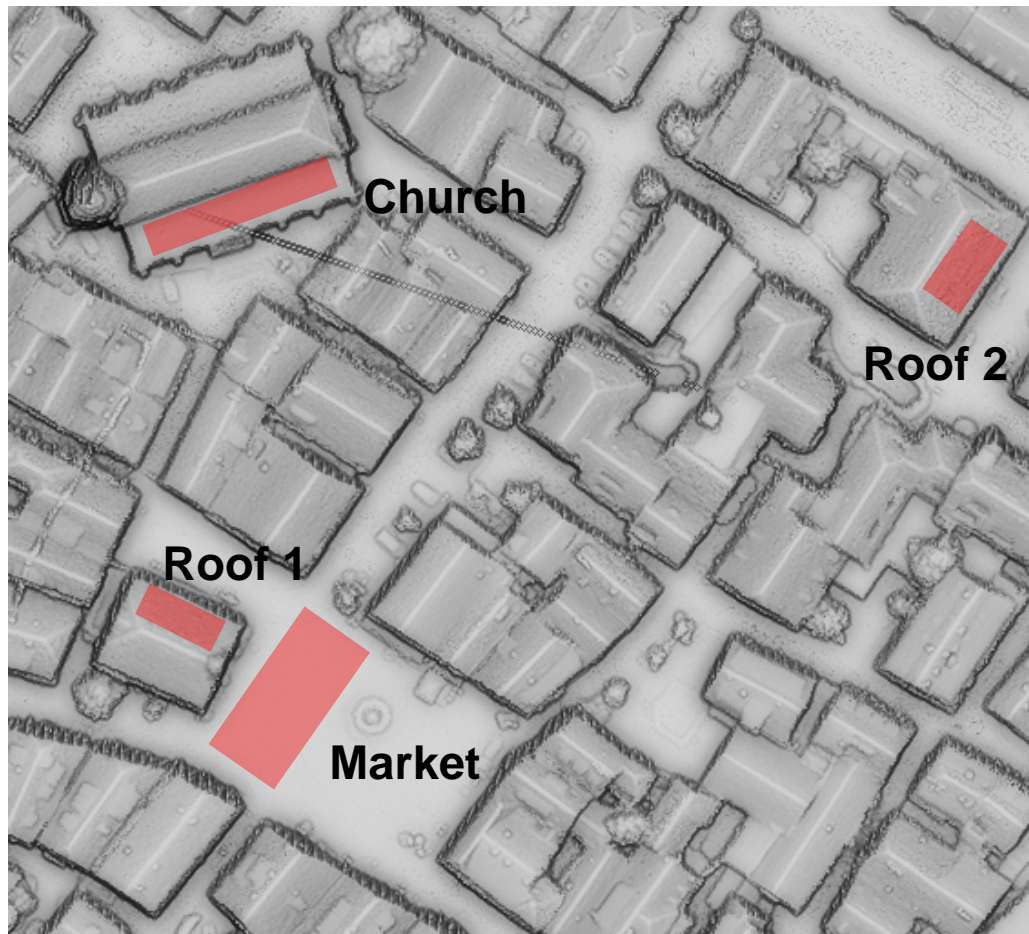
- § Percentage of cells for which height value is available: 91.1%
- § Average number of points in grid cell: 7.5



Results of Dataset 'Vaihingen Enz'



- § Accuracy of surfaces by evaluation planes fitted into point patches cut from generated point clouds



RMSE of point-to-plane residuals:

Church: 4.5cm

Market: 3.4cm

Roof 1: 2.4cm

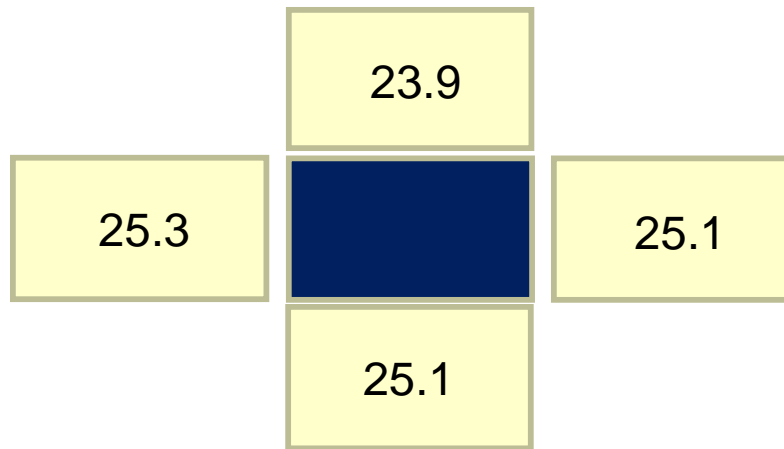
Roof 2: 23.9cm



Results of Dataset 'Vaihingen Enz' – Computation Times



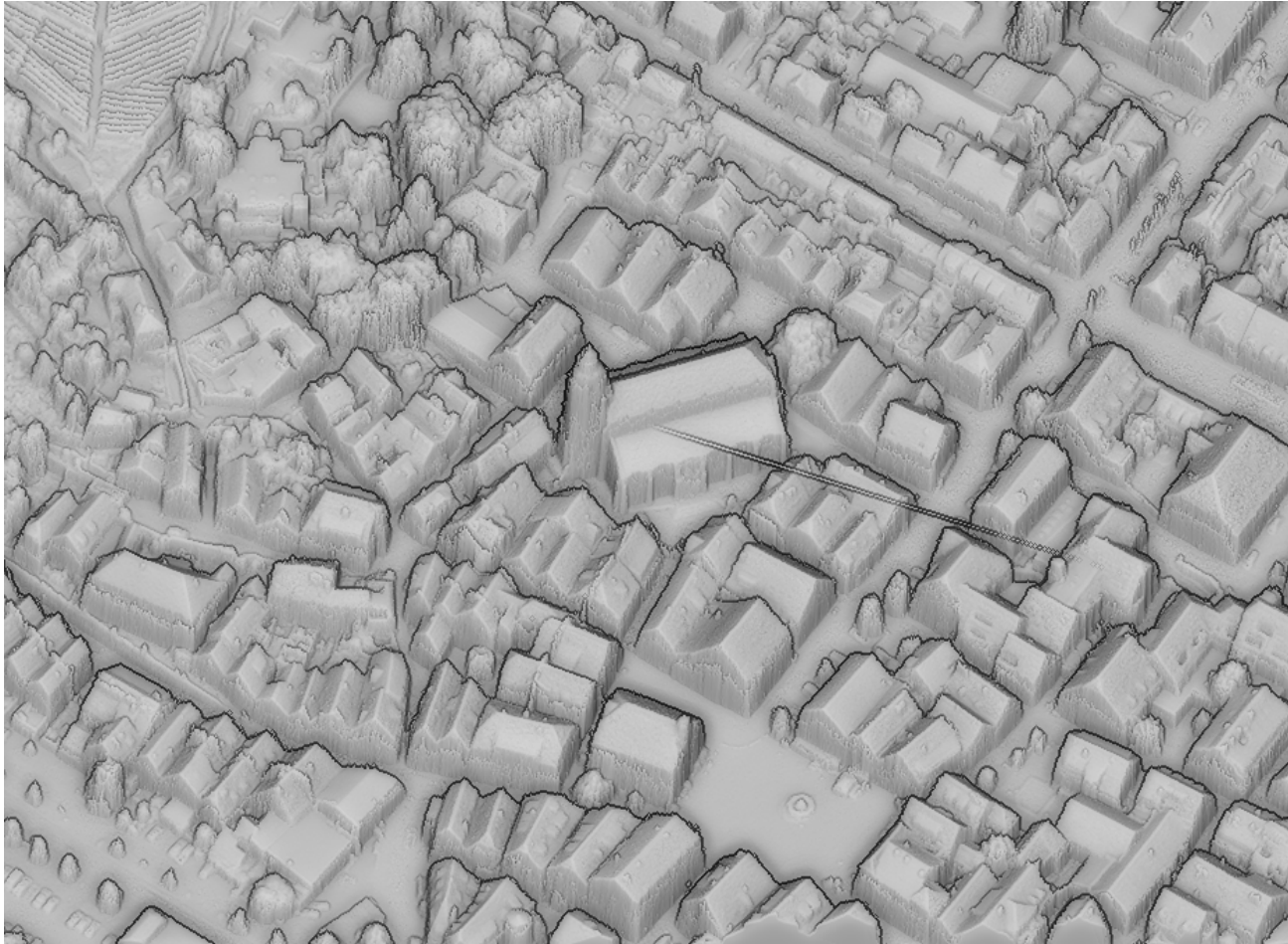
- § CPU: i3, dual core, 3.07GHz
- § Computation time for exemplary configuration (in minutes):



- § Computation time for all images: 26.5 h
- § Average computation time for single image 1.3h



Results of Dataset 'Vaihingen Enz'



- § Detailed surface
- § Sometimes sharp roof break lines hindered due to reconstructed facade points and interpolation errors



Results of Dataset 'Marseille'



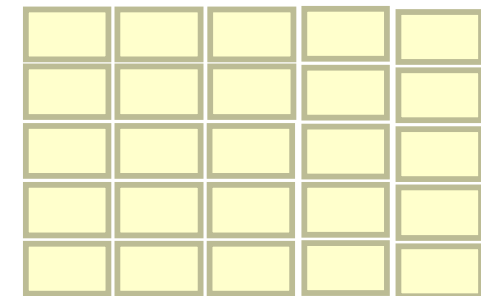
§ DMC, ground sampling distance: 0.1m

§ Overlap

§ Front/back 60%

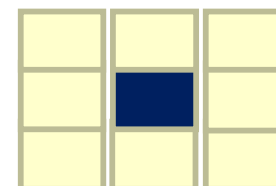
§ Right/left 60%

§ Block structure of provided 25 images:



§ Used matching configuration:

§ -> 144 image pairs matched



Base Image



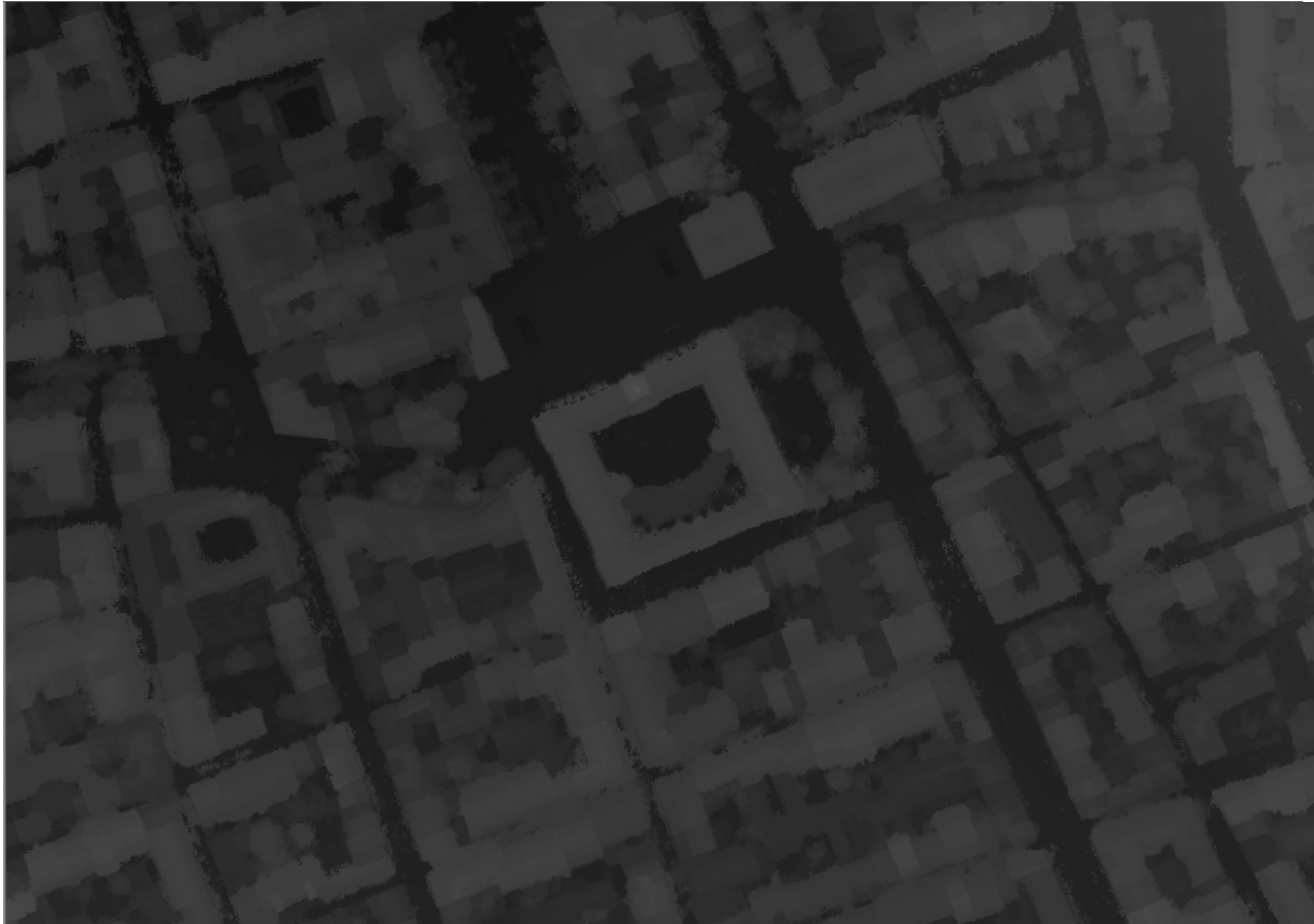
Match Image



Results of Dataset 'Marseille'



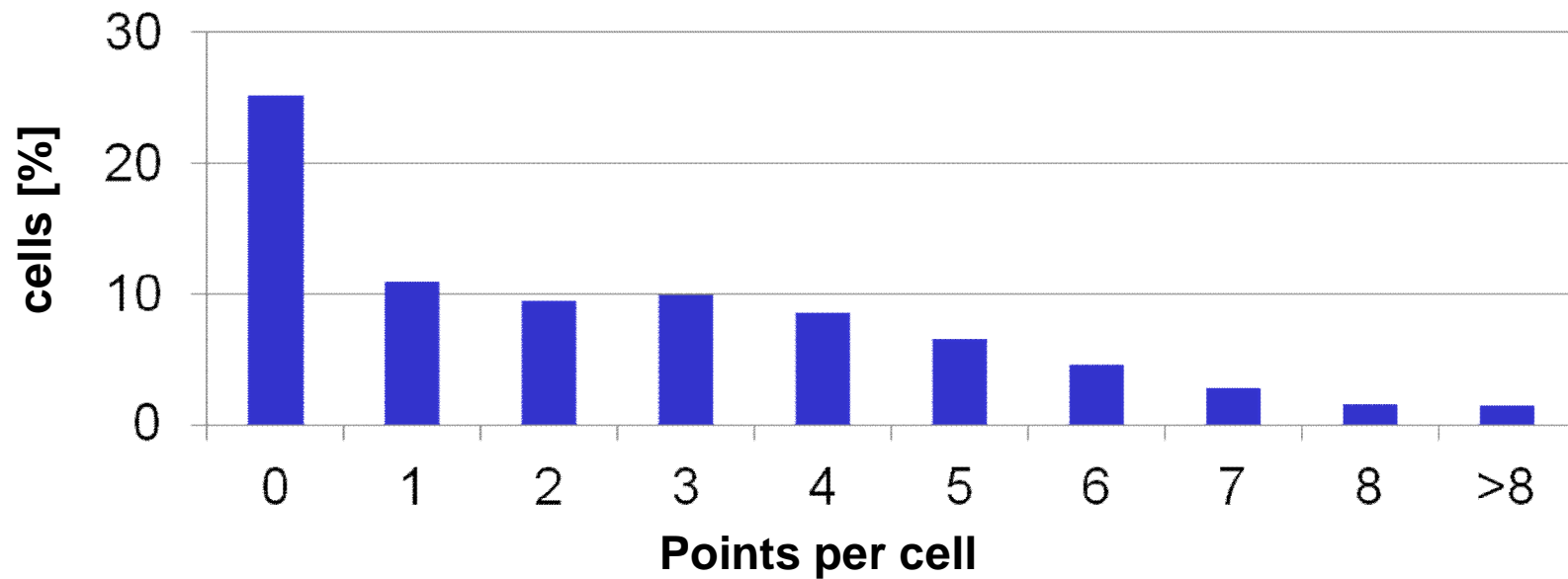
§ DSM



Results of Dataset 'Marseille' – Point Densities



- § Percentage of cells for which height value is available: 74.8%
- § Average number of points in grid cell: 3.4



Results of Dataset 'Marseille' – Computation Time



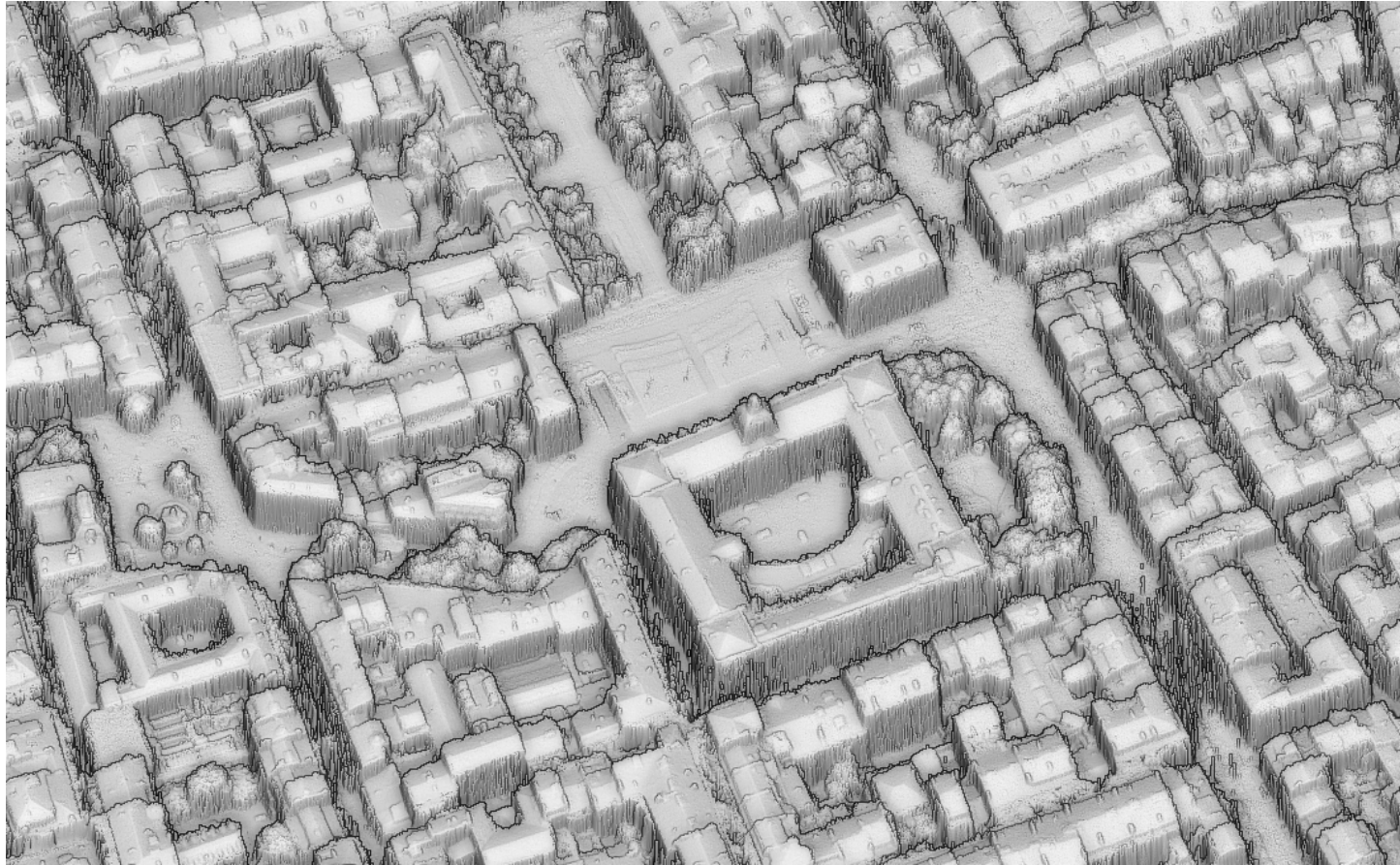
- § CPU: i7, quad core, 3.4 GHz
- § Computation time for exemplary configuration (in minutes):

23.3	17.1	22.4
17.4		17.3
23.9	17.9	23.0

- § Computation time for all images: 47.9 h
- § Average computation time for single image: 1.9 h



Results of Dataset 'Marseille'



- § Roof surfaces ok
- § Major interpolation errors in narrow streets providing only low point density due to occlusion
- § Unfiltered mismatches caused by low texture in narrow streets



Problems and Possible Improvements



§ Main Problems:

- § Matching problems in narrow streets due to occlusions and low texture
- § Problem of 3 dimensionality: Reconstructed facade points hinder sharp steps in height

§ Possible improvements:

- § Tune smoothness parameters to match roof break lines more reliably
- § Implementation of a smarter interpolation techniques for DSM generation □





Thank you for your attention! Questions?