

## **The problem:** Rigid registration of *points*, *lines* and *planes*



**Examples:** *Lines* and *planes* are pervasive in Computer Vision



## **Goal:** Find *globally* optimal pose, *fast*

• Alternatives are either slow (BnB [1]) or suboptimal (SDP [2])

## Equivalent formulation: Quadratic objective

- Generalized distance:  $d_P(\boldsymbol{x})^2 = \|\boldsymbol{x} \boldsymbol{y}\|_{\boldsymbol{C}}^2$
- Linear transformation:  $T \oplus x_i = X_i \operatorname{vec}(T)$
- Marginalization of translation:  $t \in \mathbb{R}^3$

$$f^{\star} = \min_{\boldsymbol{R} \in \mathrm{SO}(3)} \tilde{\boldsymbol{r}}^{\top} \tilde{\boldsymbol{Q}} \tilde{\boldsymbol{r}}, \quad \tilde{\boldsymbol{r}} = \begin{bmatrix} \boldsymbol{r} \\ 1 \end{bmatrix}, \ \boldsymbol{r} = \mathrm{vec}(\boldsymbol{R})$$

### How to solve this non-convex problem globally?

## **Convex Global 3D Registration with Lagrangian Duality** Jesus Briales, Javier Gonzalez-Jimenez

MAPIR Group, University of Malaga

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$$\begin{bmatrix} SO(3) \times \mathbb{R}^3 \\ r_{12} & r_{13} \\ r_{22} & r_{23} \\ r_{32} & r_{33} \end{bmatrix}$$

# Rich models





Quadratic objective:  $f(\boldsymbol{r}) = ilde{oldsymbol{r}}^{ op} ilde{oldsymbol{Q}} ilde{oldsymbol{r}}$ 

Rotation constraint:  $\boldsymbol{R} \in \mathrm{SO}(3) \Leftrightarrow \{c_i(\boldsymbol{r}) = 0\}$ Non-convex!

## **Convex relaxation via Lagrangian duality**







## Experiments: % optimal solutions (ours 100%), faster than BnB









*Empirically*, we show the non-convexity of the constraint  $\mathbf{R} \in SO(3)$ can be circumvented when solving the studied registration problem.



## **References:**

- Lagrangian Duality. In Intl. Conf. Pattern Recognition (ICPR), 2008.



We evaluate how often a method attains the globally optimal solution:

## Conclusion

**Theoretical guarantees** 

Faster SDP solver

Multiple global minima

**Robust registration** 

[1] C. Olsson, F. Kahl and M. Oskarsson. *Branch-and-Bound Methods for Euclidean* Registration Problems. In IEEE Trans. Pattern Anal. Mach. Intell. (TPAMI), 2009. [2] C. Olsson and A. Eriksson. Solving Quadratically Constrained Geometrical Problems using