

# Object Identification Based on 3-D Features Using Structured Light Technique

C. R. Srinivasan\* A. Vinothkumar\*\* R. Senthilnathan\*\*\* R. Sivaramakrishnan\*\*\*\* and R. Srividya\*\*\*\*\*

**Abstract :** Three dimensional (3-D) vision techniques in the field of Computer Vision aims mainly at reconstructing a scene to find its three dimensional geometrical information. Active methods of sensing in a generic sense have better sensing abilities than passive methods since they release some form of energy into the environment for sensing. Structured Light technique in 3-D computer vision is one such active method which throws a light pattern on to the scene whose image is then captured by an intensity camera. The structured light technique is by far the most rugged of all 3-D reconstruction methods in the current scenario. The technique is so rugged that even passive methods such as stereo vision makes use of the pattern projection advantage thus resulting in many hybrid approaches. The paper presents an extremely low cost structured light method for scene reconstruction using off-the-shelf hardware. The objects considered are deliberately made texture-less and no contrast between the object and background is ensured so as to demonstrate the abilities of the structured light technique. The reconstructed information of the object is utilized for identifying its identity. The need comes in the form that such identification processes cannot otherwise be done using 2-D visual features. The concept is validated for a set of three different cylindrical objects which basically vary in their slope of the top surfaces. The paper intends to demonstrate the ease of developing a complicated approach for 3-D vision using simple low-cost hardware and finally appreciates the wide range of application possible.

**Keywords :** Structured Light, Camera Calibration, 3D Reconstruction, Object Identification.

## 1. INTRODUCTION

Scene reconstruction in the field of 3-D Computer Vision has been the topic of interest for over three decades. Many techniques viz. passive, active and hybrid techniques have evolved over the years. Passive methods for 3-D reconstruction aim at estimating the 3-D surface geometry with one or more passive cameras which records intensity information of the scene, while active vision techniques reconstructs a scene by estimating the depth indirectly by measuring the time of flight of light or other waves. This paper presents object identification based on 3-D features using structured light technique. Object identification techniques look for specific set of cues in the image whose range of values will form a set. Though 2-D object identification has numerous applications and is in practice for a long time, the capabilities are restricted to 2-D feature set and anytime beyond that will demand multi-sensory information. Structured light technique is very similar stereo vision in terms of the underlying geometry in the imaging process just that one of the cameras is replaced by pattern projector. It overcomes the correspondence problem as

---

\* Department of Instrumentation and Control, Manipal Institute of Technology, Manipal University, Manipal.

\*\* Department of Mechanical Engineering, Rajalakshmi Engineering College, Thandalam, India.

\*\*\* Department of Mechatronics Engineering, SRM University, Kattankulathur, India.

\*\*\*\* Department of Production Technology, MIT Campus, Anna University, Chennai, India

\*\*\*\*\* Department of Electrical Engineering, Manipal Institute of Technology, Manipal University, Manipal. E-Mail: sen2dext@gmail.com

in the case of stereo based reconstruction (it doesn't demands conjugate points in the multiple images of the scene). Some authors have argued that structured light is a hybrid light technique as it projects external light in the scene and uses passive camera to capture.

Research in structures light has begun about two decades ago and it is the only 3-D reconstruction method which has the widest presence in the industrial and service applications of machine vision. Various structured light patterns are available and specially coded structured lights and its performance has been studied in various works. Even the shadows are used as pattern projector to reconstruct the object's the volumetric information [2]. High accurate three dimensional image reconstructions has been achieved by projecting the patterns and acquired through the passive camera and applying stereo algorithm in extracting the volumetric information [3], it is an amalgamation of stereo and structured light technique.

In this paper a single strip pattern is utilized which is the often used one in industries. It is predominantly because of the fact that line scan camera could be used for a conveyor system and single strip suits line scan cameras. In order to have a relative motion and to imitate the industrial environment the objects are placed in a conveyor. Many portable systems have also been developed which can generate the 3D model of the objects [4]. Authors have attempted utilizing mirror based structured light approach which could give a complete 360 degree reconstruction of the scene [3]. The scenario such as template less objects with exactly equal base area but has variations in axis perpendicular to camera demands for 3D feature extraction. Dynamic reconstruction 3D model from a single image is possible using specially coded patterns [5] though the underlying principle of having the profile information in the form 1-D offsets in the images remains the same. Laser light is used as the source as it has a special features that it divergence over long range of distance is very small. This property is mandate in any structured light projector so as to ensure reconstruction accuracy. Numerous images of the object at various instances are recorded. These images are integrated to have the 3D information model of the objects.

## 2. WORKING PRINCIPLE OF STRUCTURED LIGHT TECHNIQUE

Any type of 3-D application may it be three dimensional pose estimation or reconstruction relies heavily on the geometry of the imaging process. The process of image formation is itself a projective geometry engine. The geometry of the imaging and the reconstruction of the scene are illustrated using a simple point reconstruction [6] as shown in Figure 1.

The mathematical equations Equation 1 to Equation 3 is the underlying mathematics of reconstruction of a target goal point T ( $x_{TG}$ ,  $y_{TG}$ ,  $z_{TG}$ ) in the world coordinate space [6].

$$x_{TG} = S/2 \times \frac{\sin(\alpha_S - \alpha_D)}{\sin(\alpha_S + \alpha_D)} \quad (1)$$

$$y_{TG} = \frac{S \times (\sin \alpha_S \times \sin \alpha_D) \times y_{E,S}}{\sin(\alpha_D \times \alpha_S) \times (D_S \times \sin \theta_S + x_{E,S} \times \cos \theta_S)} \quad (2)$$

$$z_{TG} = \frac{S \times \alpha_S \times \sin \alpha_D}{\sin(\alpha_S + \alpha_D)} \quad (2)$$

Where with reference to Figure 1,  $s$  is pattern plane,  $D$  is image plane. Line through both plane  $S$  geometric centre and light source  $S_0$  is vertical to plane  $S$ , whose included angle to  $X$  axis is  $S_0$ , and the distance is  $SD$ . Plane  $D$  is object image plane. Line through both plane  $D$  geometric centre and CCD optical centre is vertical to plane  $D$ , whose included angle to  $X$  axis is  $D_0$ , and the distance is  $DD$ .  $T$  is goal point in 3-D scene. Supposed that the intersection between spatial line  $TS_0$  and plane  $S$  is  $E$ , and the intersection of spatial line  $TD_0$  and plane  $D$  is  $R$ . According to the model, depth information of  $T$  can be calculated based on triangle principle.  $\alpha_D$  is the included angle from  $TD_0$  to  $x$  axis.  $\alpha_S$  is the included angle from  $TS_0$  to  $x$  axis. The geometry of the reconstruction which essentially is a projection of profile

(height) of the object on to the sequence of images, obtained by translating the object or the light pattern. With reference to Figure 2, the optical axis of the camera and the light plane form an angle  $\alpha$ , which is called angle of triangulation. In general the value of the angle of triangulation is typically chosen between  $30^\circ$  and  $60^\circ$ . The points of intersection between the laser line and the camera view depend on the height of the object. Thus, if the object onto which the laser line is projected differs in height, the line is not imaged as a straight line but represents a profile of the object. By moving the object in front of the measurement system, it is possible to record the whole surface of the solid. As an alternative, the measurement system can also be moved over the surface under measurement. For any metrical information about the Generally it is convenient to define the location of the camera, projector and the object using coordinate frames as indicated in Figure 2. World Coordinate System is indicated by  $(X_w, Y_w, Z_w)$ , the camera coordinate system by  $(X_c, Y_c, Z_c)$  and the light projector (actually light plane pose) by  $(X_l, Y_l, Z_l)$  [7].

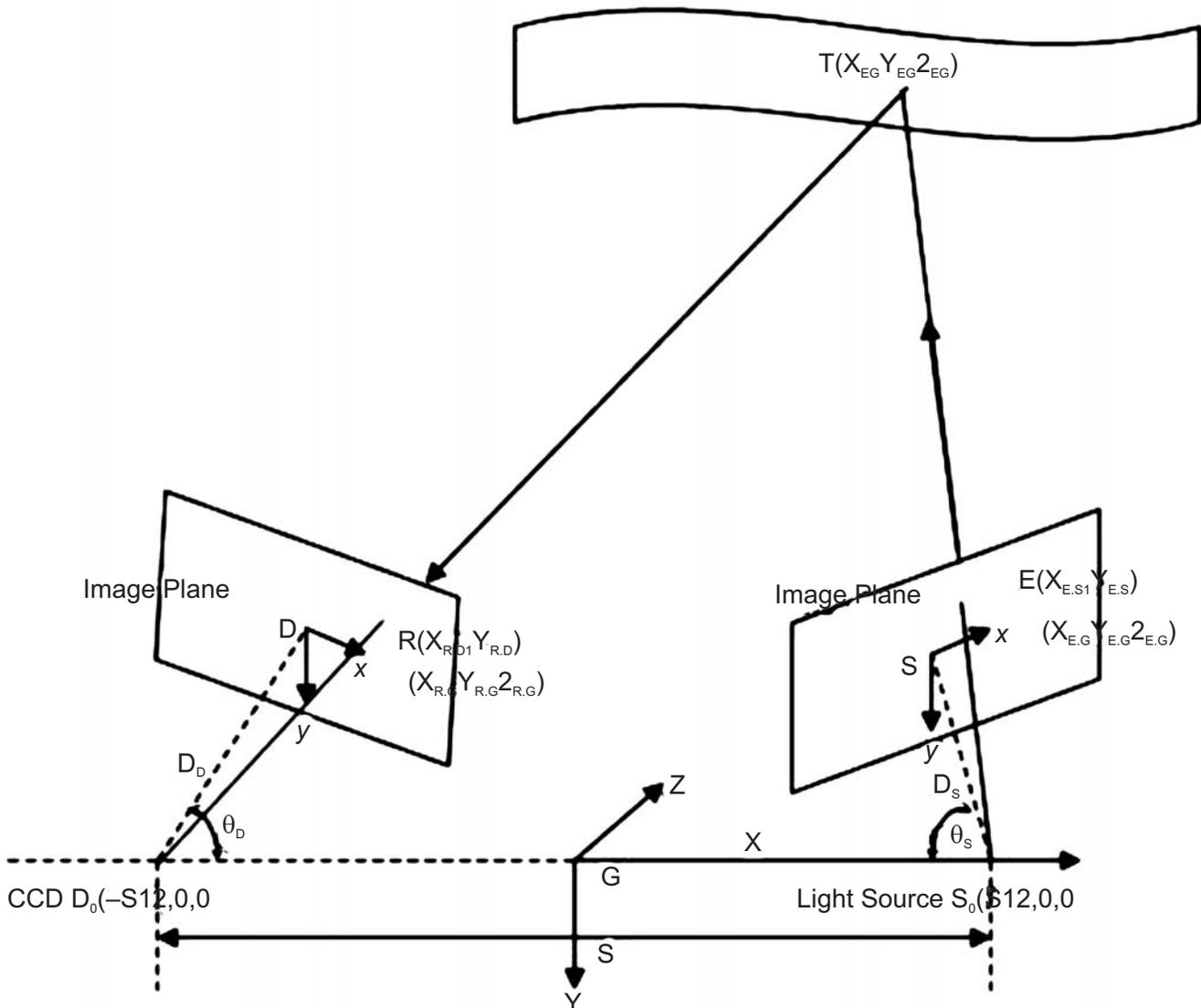


Figure 1: Point Reconstruction Using Structured Light Method

In the structured light method first the base laser line is determined. The variation in the projected laser strip is recorded. Entire object is sliced into many numbers of images. They are recorded in column by column fashion. The disparity is accumulated in each row. These images are integrated to generate the 3D model of the object. The Figure 3 shows the integration disparity slices. It is necessary to keep the object in horizontal direction.



incremental encoder of 500 counts per revolution. The conveyor is provided with a couple of infra-red (IR) transmitter-receiver pair to make sure the number of frames taken completely covers the object sliding in the conveyor. It also helps as a means for synchronization with the computer running the reconstruction algorithm. The line strip pattern projector is an off-the-shelf barcode scanner with a laser light source. Though it is not comparable special purpose pattern projectors available exclusively for structured light technique, the scanner is very much justified for a low cost system and the results of reconstruction are reasonably good. An 8-bit microcontroller (AT89C51) is used as a buffer for the purpose of motor control and reading the encoder signals. The encoder signals are not quadrature decoded; instead only pulse from a single channel is fed to a counter of the microcontroller so as to measure the speed. The position information is directly obtained from the IR sensors placed with a known distance of separation. The microcontroller communicates with the controller via serial RS232 protocol. The motor driver is a high frequency Darlington bipolar junction transistor to perform on-off control.

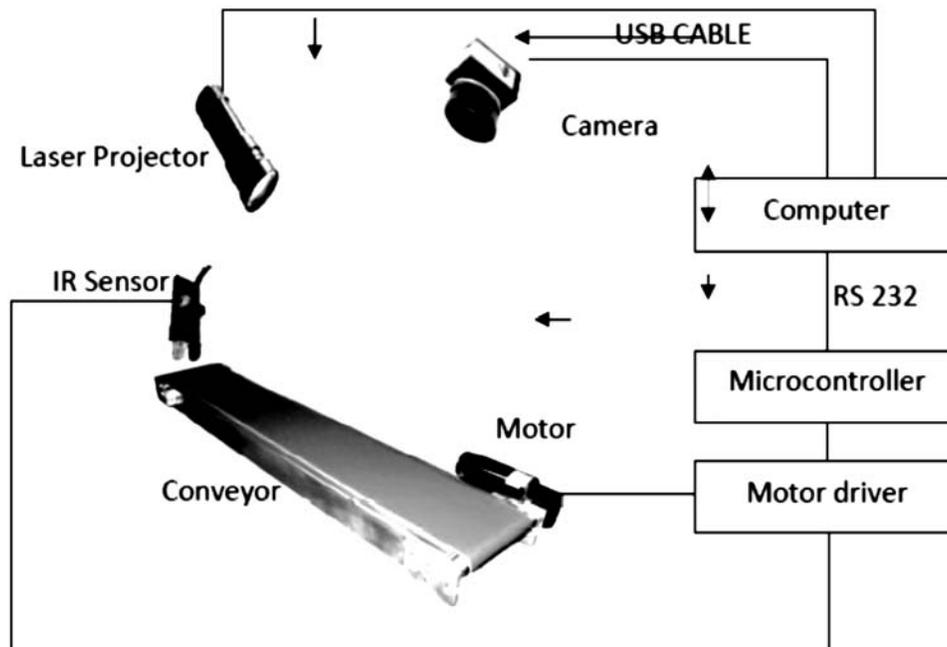


Figure 4: Schematic of the Experimental Setup

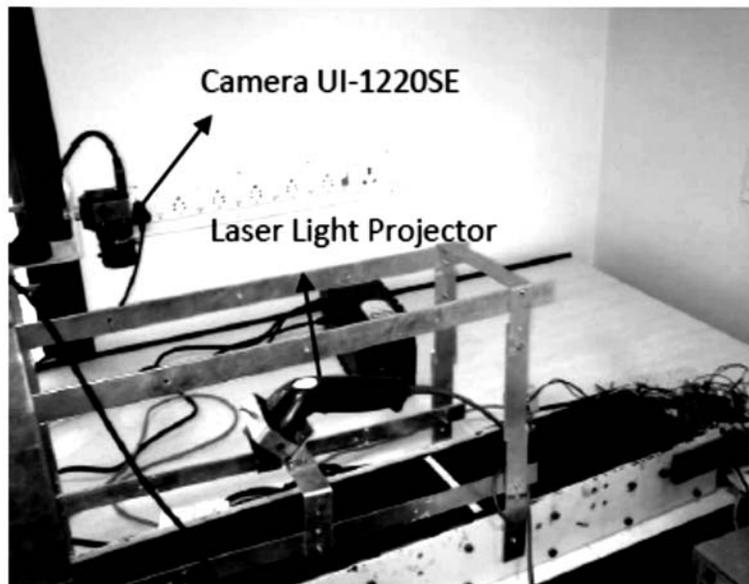


Figure 5: Experimental Setup

The camera used is UI 1220SE-C from iDS which is a CMOS sensor based camera. The various specification of the imaging system is listed in Table 1. The lens is a 16mm C-mount lens and a 0.5mm extension ring is used between the camera and the lens so as to conveniently cover the entire width of the conveyor. The system is fabricated as one completely integrated structure whose photograph is shown in Figure 5. The most challenging work in deciding the parameters of the camera is the frame rate of the camera which should be high enough to meet the conveyor velocity and choosing a compromise the exposure time (which affects the frame rate) and the lighting of the scene was another challenging part in the work. The process of finalizing the mentioned parameters involved many trials and finally narrowed down on the numbers specified in Table 1. The software library used for the work is based on the Halcon software from MVTec Software GmbH.

**Table 1**  
**System Specifications**

<i>Specification</i>	<i>Value</i>
Lens Focal Length	16 mm, C- Mount
FOV	160mm x 110mm
Aperture, $f\#$	1.4
Working Distance	360 mm
Depth of Field	20 mm (max)
Camera Make	iDS UI-1220SE-C
Camera Type	Area Scan, Color (Operated in Monochrome Mode) Progressive CMOS
Camera Interface	USB 2.0
Sensor Size	1/3"
Sensor Resolution	752 x 480
Spatial Resolution	0.21 mm/ pixel
Frame Rate	81 fps
Light Source (For Camera Calibration)	White LED
Light Source (For Pattern Projection)	Motorola Symbol LS1203 Class 1 Laser, Red (650nm to 700nm)
Hardware Platform	2.6 GHz Dual Core with 2GB primary memory and 1300MHz bus speed

#### 4. SYSTEM CALIBRATION

The calibration of the structured light reconstruction system may be split into three segments namely, camera calibration, light plane pose calibration and finally calibration of the conveyor motion with respect to the camera's rate of image acquisition.

##### A. Camera Calibration

Machine Vision algorithms especially 3D vision applications require equations linking the 3D coordinates of the points of the object with their corresponding image points. These equations are generally written in what is generally called the camera reference frame. But the camera reference frame is generally defined with respect to what is called as world reference frame. This frame of reference is generally used for reference to define the pose and structure of the scene. The coordinates of the image points in the camera reference frame can be directly obtained from the pixel coordinates which are the only set of information

available from the image. All these set of facts can be characterized into what is called as camera parameters viz., extrinsic parameters and intrinsic parameters. With reference to Figure 6, the world point is projected through the optical centre of the lens to the point 'p' in the image plane, which is located at a distance of  $f$  (the focal length) behind the optical centre. Actually, the term "focal length" is not quite correct and would be appropriate only for an infinite object distance. To simplify matters, in the following section of the paper always the term "focal length" is used even if the "image distance" is meant. Although the image plane in reality lies behind the optical centre of the lens, it is easier to pretend that it lies at a distance of ' $f$ ' in front of the optical centre, as shown in Figure 6.

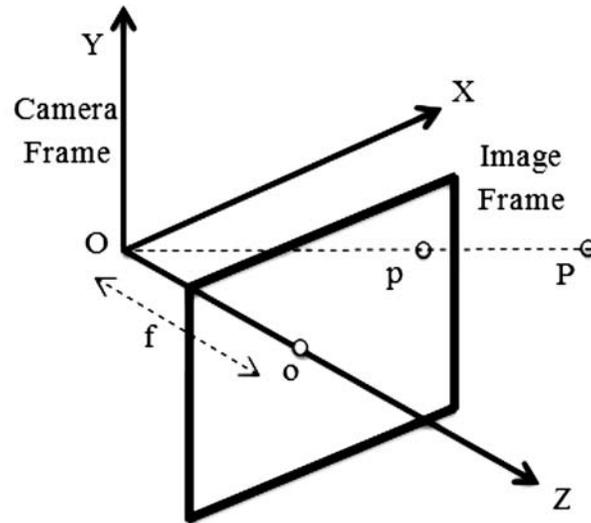


Figure 6: Perspective Camera Model

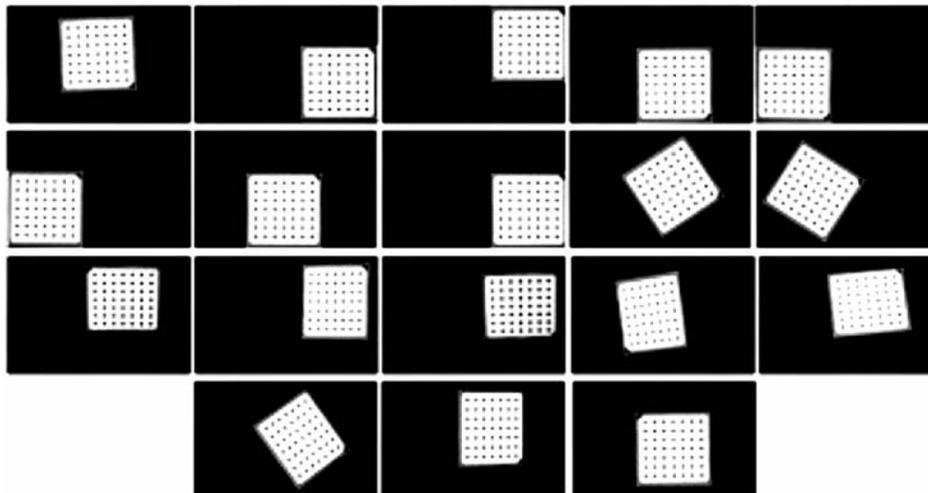


Figure 7: Camera Calibration Images

Camera calibration is a necessary step in 3D computer vision in order to extract metric information from 2D images. Much work has been done in photogrammetry and relatively recently in computer vision [7]. Calibration is performed by observing a calibration object whose geometry in 3-D space is known with very good precision. The paper uses a hybrid method for partial calibration of the camera. A hybrid method based on photogrammetry and multi-plane calibration is used. The calibration procedure is the common multiplane calibration with a known calibration object. The images sequences for the calibration procedure is shown in Figure 7. The camera calibration estimates the internal camera parameters based on the direct estimation of the projection matrix of the camera. The lens distortion can be modelled as simple radial distortions since de-centering distortion (tangential distortions) can be considered as negligible in the current level of lens manufacturing tolerances. After the projection into the image plane, the lens

distortion causes the coordinates  $(u, v)^T$  to be modified. The lens used is a 16 mm focal length basically falling under the low end wide angle TV lenses category which is not distortion free. Barrel distortion effect is observed in the image.

The lens distortion can be modelled in the image plane itself and 3D modelling is not required. A simple division model is used for the radial distortion approximation. The division model uses one parameter ( $\kappa$ ) to model the radial distortions. The following equations transform the distorted image plane coordinates into undistorted image plane coordinates if the division model is used.

$$\begin{aligned} u &= \frac{u}{1 + \kappa(\tilde{u}^2 + \tilde{v}^2)} \\ v &= \frac{\tilde{v}}{1 + \kappa(\tilde{u}^2 + \tilde{v}^2)} \end{aligned} \quad (4)$$

Table 2 shows the various internal camera parameters found after the camera calibration procedure.

**Table 2**  
**Internal Camera Parameters**

<i>Camera Parameter</i>	<i>Value</i>
Focal Length	16.8649 mm
Sensor Size	Sx = 5.954 $\mu\text{m}$ Sy = 6 $\mu\text{m}$
Image Centre	Cx = 362.176 pixels Cy = 281.35 pixels
Distortion Coefficient, $\kappa$	-858.478 (no unit)
Image Size	752 x 480 pixels

Table 3 shows the various internal camera parameters found after the camera calibration procedure.

**Table 3**  
**External Camera Parameters**

<i>Camera Parameter</i>	<i>Values</i>
Camera translation $x$	-23.7674 mm
Camera translation $y$	-33.0059 mm
Camera translation $z$	406.856 mm
Camera rotation $x$	1.92754°
Camera rotation $y$	1.23269°
Camera rotation $z$	359.972°

## B. Light Plane Calibration

The plane of light makes an angle of triangulation ( $\alpha$ ) with the optical axis of camera. The pose of the light plane should be estimated. After the camera is calibrated the light pose is identified by acquiring set of images on the WCS. The images are taken with and without the translation on  $z$  axis in the absence of laser light and same set of images should be taken with the laser light projected on it. For light plane pose calibration it requires four calibration images. With these images, a point cloud is generated that helps in measurement of light plane pose. To obtain stable and accurate results, the light line points are taken at the bottom and at the top of the measurement volume. The Figure 8 shows images taken for light plane

calibration. The Table IV shows the parameters of the pattern projector's pose extracted during light plane calibration. Alpha, Beta and Gamma represents the orientation of the light plane pose with respect to the  $x$ ,  $y$  and  $z$  axis of the World Coordinate System (WCS).

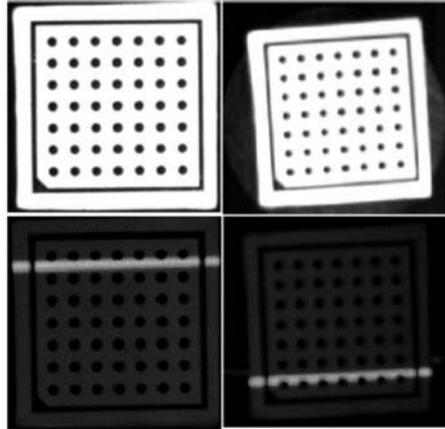


Figure 8: Images for Light Plane Calibration

Table 4  
Light Plane Pose Parameters

<i>Parameter</i>	<i>Value</i>
Translation in $x$	-0.992m
Translation in $y$	-0.807m
Translation in $z$	-0.0176m
Alpha	181.6°
Beta	9.877°
Gamma	359.7°

### C. Conveyor Motion Calibration

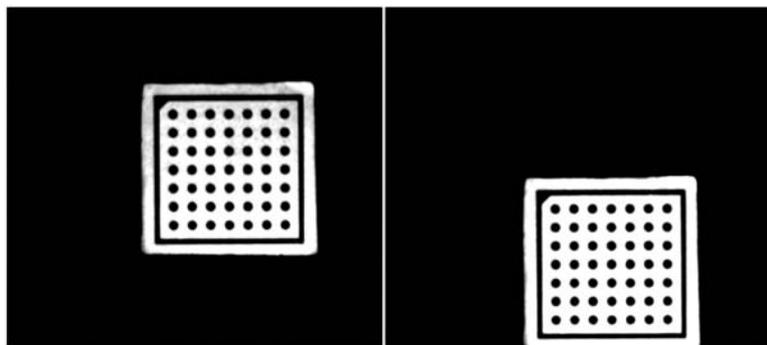


Figure 9: Images for Conveyor Motion Calibration

Movement pose calibration is the calibration of movement of the object with respect to the measurement setup. The calibration plate is moved in discrete steps by the linear positioning system that will be used for the measurement of movement. To calibrate the movement of the linear positioning system, two images with different movement states are taken with countable movement steps. The calibration object's image is taken between two the acquisition of two successive profiles. The Figure 9 shows the calibration plates for movement pose calibration. The parameters obtained in movement pose calibration are as shown in Table 5. The transform corresponding to this movement is also expressed with respect to the WCS. The camera is operated at the frame rate of 81 frames per sec during the acquisition process.

**Table 5**  
**Light Plane Pose Parameters**

<i>Parameter</i>	<i>Value</i>
Translation in $x$	$5.85e-007m$
Translation in $y$	$-0.00012m$
Translation in $z$	$-2.51e-006m$
Alpha	$0^\circ$
Beta	$0^\circ$
Gamma	$0^\circ$

The level of accuracy in calibration depends on the precision of the pattern structure. In this project calibration finds better scope for improvement under better calibration pattern.

## 5. RECONSTRUCTION AND IDENTIFICATION

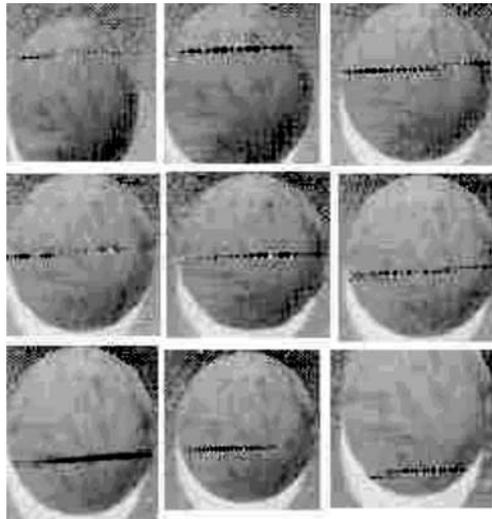
The task considered for demonstrating the reconstruction abilities of the structured light technique is an object identification application. Three objects are considered which differ in the slope angles of the top most surface. To make things complicated so as to demonstrate the inherent advantage of the method, the objects considered are completely black and texture-less same as the top surface of the conveyor on which it is placed. Such a case is not possible in a passive method such as stereo vision. The objects considered in the paper are shown in Figure 10 where the image is taken from the side so as to indicate the change in the slopes.



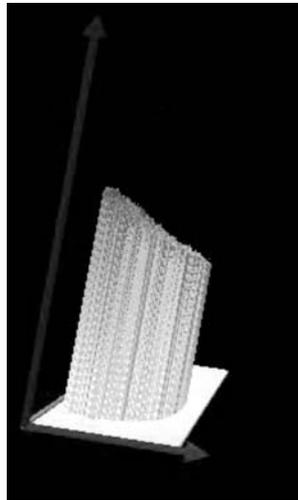
**Figure 10: Objects Considered for Identification Task**

The images are acquired as the conveyor is in motion having only a small 1-D line of the object illuminated with the laser light pattern. The images are shown in Figure 11 as a complement of their gray values so as to enable the visibility of the structured light on the object. This again is because of the fact that there is no contrast between the object and background and is intentional. The number of images for each objects accounts in reconstruction. Reconstruction may appear elongated when the number of images is more; it may appear compressed when the number of slices is less. The number of images is affected by the factor conveyor speed, when the number of images is higher than the expected then it is understood that the conveyor is not functioning well and another better trial is needed to have good reconstruction. But the algorithm is developed in such a manner that it would count the total number of frames of object's motion between the two IR sensor pairs based on which an idea of the consistency of conveyor motion is evolved.

The reconstruction would proceed only when the velocity is consistent between the ranges. In this paper the duration of image acquisition is decided by the length moved by the conveyor. Uniform linear motion is needed for better reconstruction. The width of laser light decides the accuracy of information extracted while scanning the object. Thin laser light with good illumination well suits for image scanning.



**Figure 11: Inverted Sample Images of Object**



**Figure 12: Sample Reconstructed Information**

The height is indicated through the different gray level in disparity image as discussed in Section II of the paper. So the difference between maximum and minimum gray value is a function of slope of the object. A sample reconstructed images of the object is shown in Figure 12. The three different objects have different slopes, using this data various trials are made on identifying the range of gray levels. For flat object it had been found the range is below 30. The object with low slope the gray value range is about 85 and finally the last object results the gray value of range above 150. These distinct values help in identifying the objects. Tighter tolerances might be required for identifying objects with small variations in the surface slopes, though the objects considered did not demand one. The reconstructed image for all the three objects are shown in Figure 13



**Figure 13: Reconstructed 3-D Information of the Objects Considered for Identification**

## 6. CONCLUSIONS

The paper is an attempt to demonstrate the capabilities of the structured light technique for 3-D reconstruction with the help of a simple object identification application. Since the decision making did not require pixel-level reconstruction accuracy, the setup and the calibration procedure were adequate enough. Inconsistencies were observed in the camera calibration and movement calibration which was predominantly because of the calibration plate which is a printed copy of the pattern utilized by the library. The movement calibration was inconsistent throughout because of the inherent nature of low-cost conveyor which has different velocities in the different position of their rotations. The work may be extended further for application like exporting the reconstructed information to CAD package as in reverse engineering sense where more accurate information is required thus better calibration procedures.

## 7. REFERENCES

1. Agin G.J and Binford T.O. —Computer description of curved Objects. IEEE Trans. Comp.,pp 439–449, 1976.
2. Battle J, Mouaddib E, and Salvi E. Recent progress in coded structured light as a technique to solve the correspondence problem: a survey, pp 963–982, 1998.
3. Davis J and Chen X. —A Laser Range Scanner for Minimum Calibration Complexity, In Proc. Third International Conference on 3-D Digital Imaging and Modelling, 2001.
4. Douglas Lanman, Daniel Crispell, and Gabriel Taubin, —Surround Structured Lighting for Full Object Scanning, In 3-D Digital Imaging and Modeling, 2007
5. Jean-Yves Bouguet and Pietro Perona, —3-D photography on your desk, Technical report, California Institute of Technology, 1997.
6. McCallum B.C, Fright W.R, Nixon M.A, and Price N.B. —A Feasibility Study of Hand-held Laser Surface Scanning. In Proc. Image and Vision Computing New Zealand, pp 103–108, 1996
7. Ribo.M and Brandner .M, —State of the art on vision-based structured light systems for 3-D measurements, In Proc. IEEE Int. Workshop on Robotic Sensors: Robotic and Sensor Environments, vol. 7, 2005
8. Salvi J, Pags J, and Battle J, —Pattern codification strategies in structured light systems, Pattern Recognit., vol. 37, no. 4, pp. 827–849, 2004.
9. Z. Zhang, “A flexible new technique for camera calibration”, IEEE Transactions on Pattern Analysis and Machine Intelligence, vol.22, No.11, 2000, pp 1330–1334.
10. C.R. Srinivasan et al, “Evaluation of Statistical Focus Measures in a Parallax Affected SFF-Inspired Approach”, IJCTA, volume 8 number 3, 2015, pp. 847-855.