



# SURE

## The ifp Software for Dense Image Matching

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# General Workflow



## Images

e.g. from mobile phones, DSLRs or aerial cameras

## Image Orientation

e.g. from Aerialtriangulation or *Structure from Motion*

## Dense 3D point clouds

using SURE, which derives up to one 3D point per pixel

## Pointcloud Derivatives

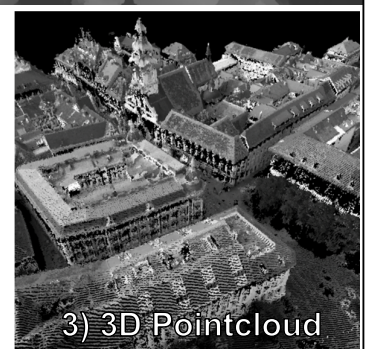
e.g. meshed surfaces or true orthophotos

# Image Matching

*pixel correspondence search for depth estimation*



- 1) Find corresponding pixels between images from multiple views
- 2) Store resulting parallax image
- 3) Use ray intersection to generate 3D pointcloud



3) 3D Pointcloud



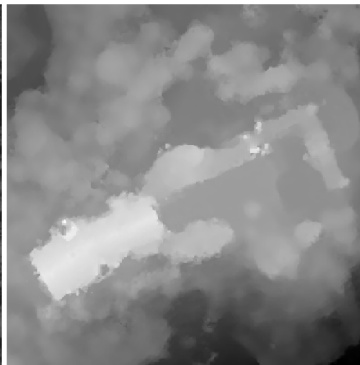
# Why Semi Global Matching?

- Matching: dense, intensitybased
- Global: optimization approach using a global model
- Semi: approximation  $\Rightarrow$  fast numerical solution

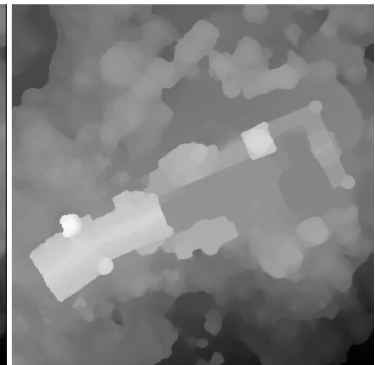
Intensity image



Disparity image using a correlation matching method



Disparity image using Semi Global Matching



Castle Neuschwanstein, Bavaria, Germany

source: Hirschmüller, Heiko (2005) – Accurate and efficient stereo processing by Semi Global Matching and Mutual Information

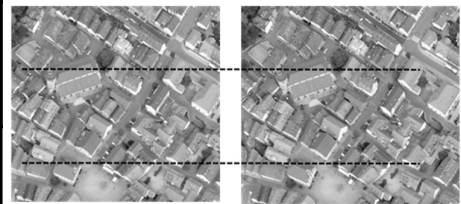
mathias.rothermel@ifp.uni-stuttgart.de / konrad.wenzel@ifp.uni-stuttgart.de

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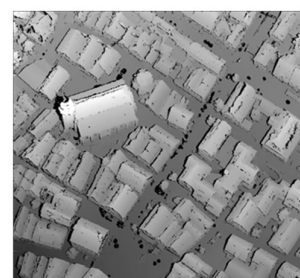
# Implemented Reconstruction Pipeline

Input:  
Images and  
corresponding  
exterior / interior  
orientations

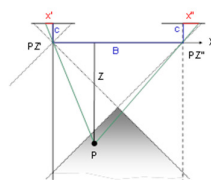
## Epipolar Image Generation



## Dense Matching



## Triangulation



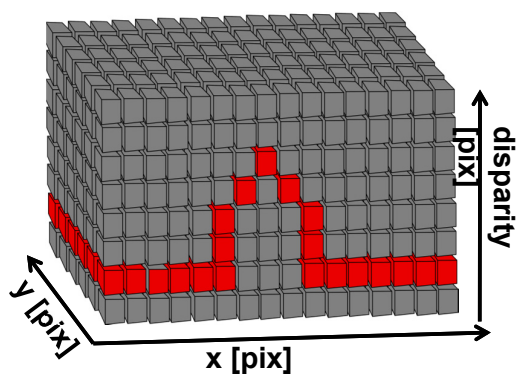
3D Point Cloud

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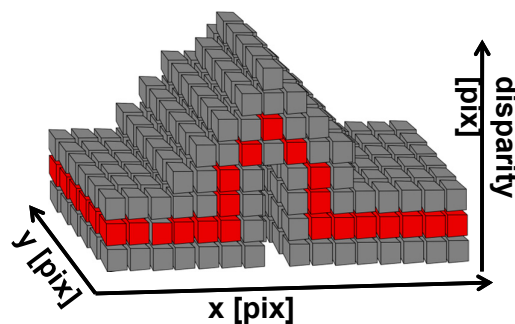
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- Problem: SGM cost structures require large amount of memory
- Solution: dynamic hierarchical matching cost array
  - Faster
  - Less memory requirements

Original SGM



tSGM



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## Multi-view stereo

*Point triangulation using multiple stereo models*

- Redundant measurements allow outlier elimination claiming geometric consistency



Stereo



1-fold



Multi-view



> 1-fold



Multi-view



> 2-fold



Multi-view



> 3-fold





## Motivation Multi-view Stereo

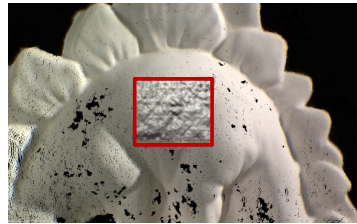
*Point triangulation using multiple stereo models*

- Improvement of accuracy

Stereo



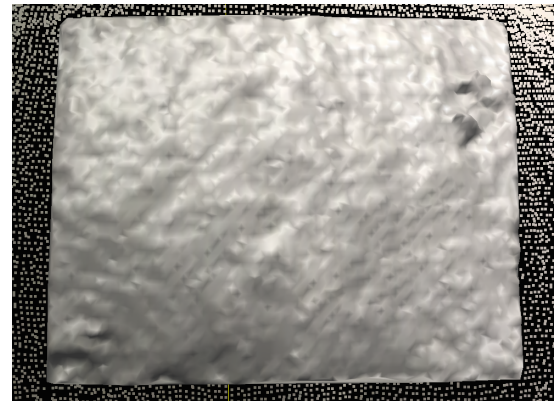
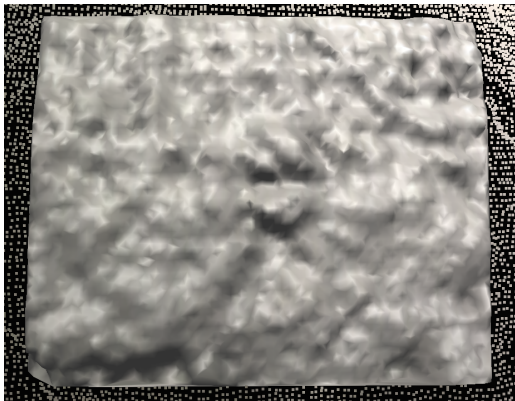
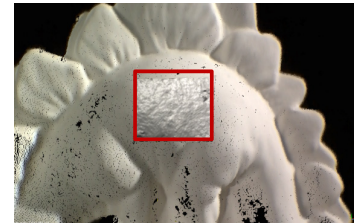
1-fold



Multi-view



> 1-fold



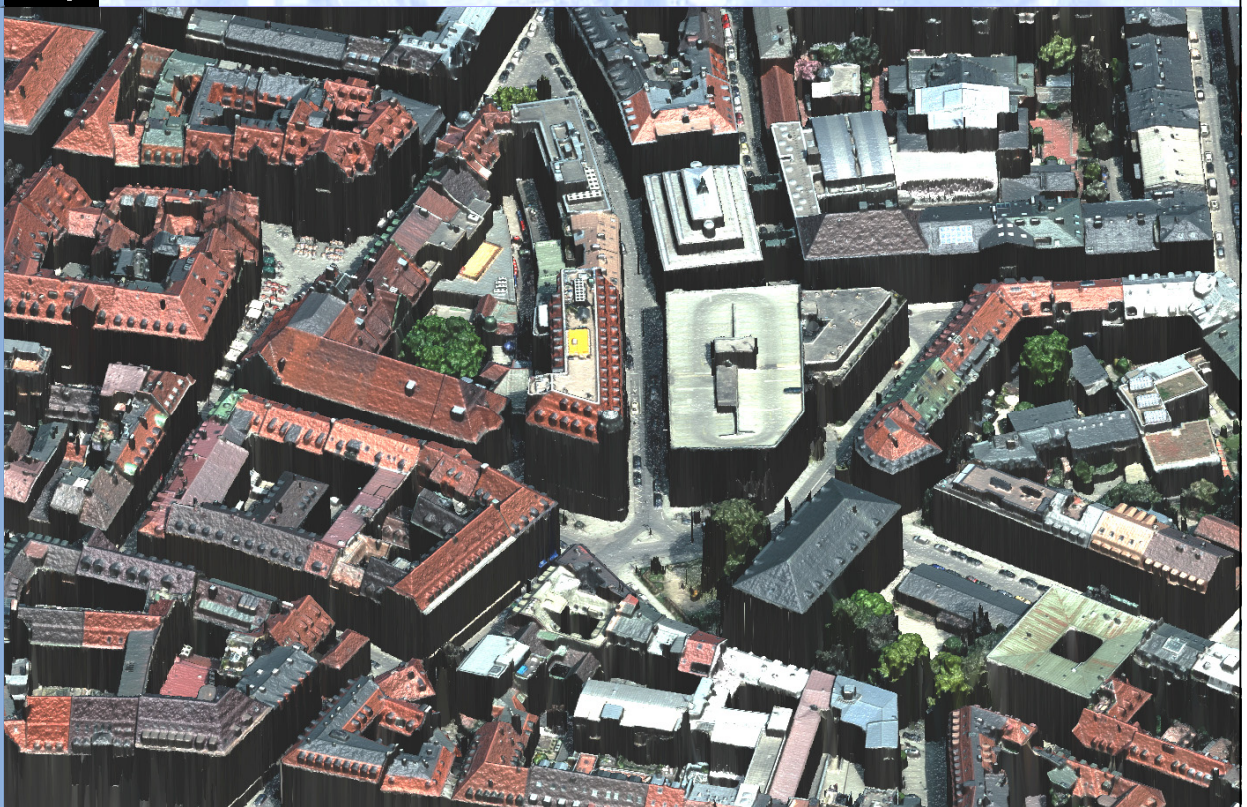
20.09.2013

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## Munich, DMC II, 10cm GSD

*EuroSDR Image Matching Test*

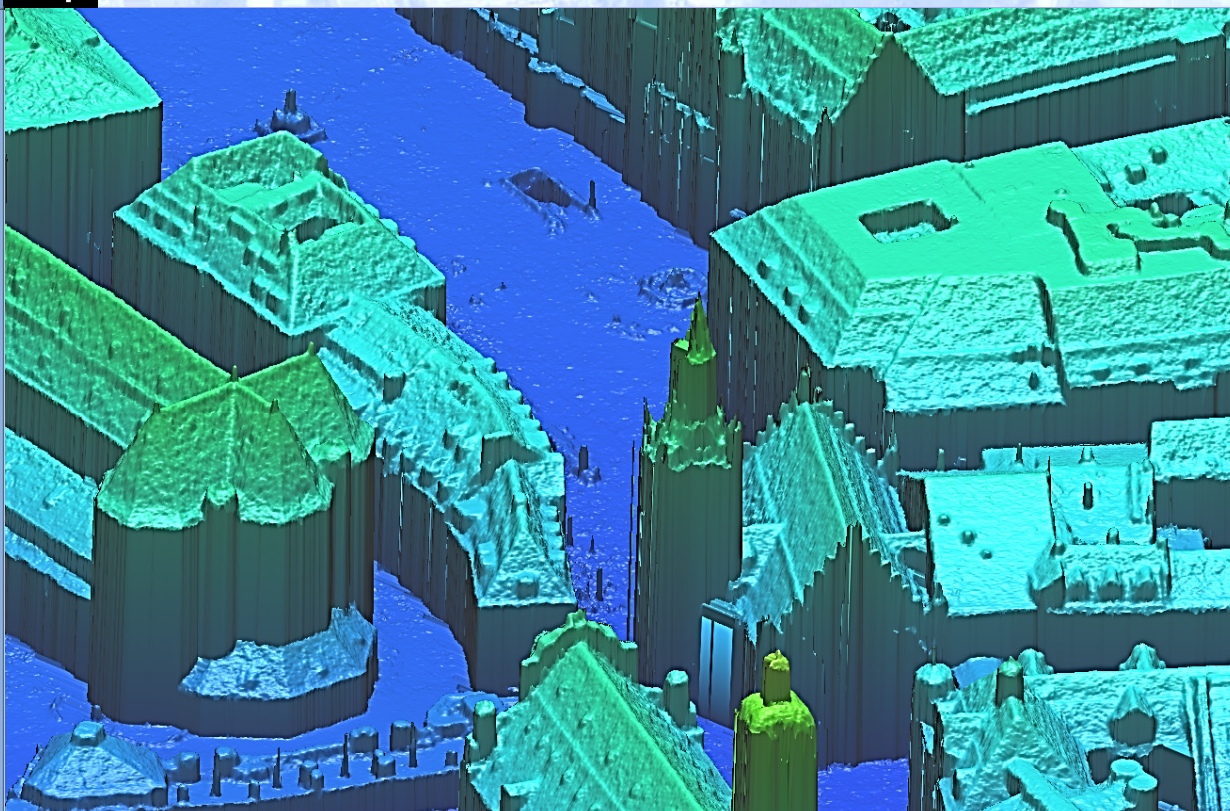






## Munich, DMC II, 10cm GSD *EuroSDR Image Matching Test*

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## Munich, DMC II, 10cm GSD *EuroSDR Image Matching Test*

University of Stuttgart



**Further talk about the EuroSDR Matching Test:**

**Norbert Haala:**

***The Landscape of  
Dense Image Matching Algorithms***

**Thursday, 9:00**

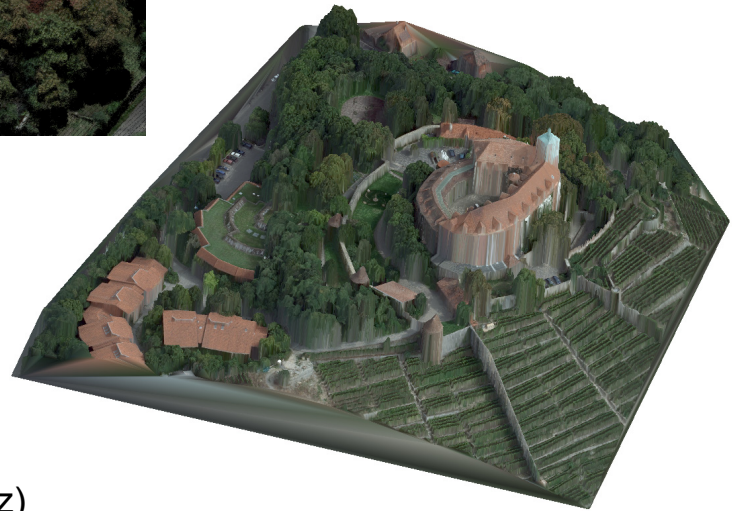




## Aerial Dataset (UltraCamX)



- Overlap 80/60%
- GSD 8cm
- Matching 4 neighbourhood



- Bundle Adjustment: Trimble/Inpho Match-AT
- Matching time: <5 min per stereo pair (i7-3.4GHz)

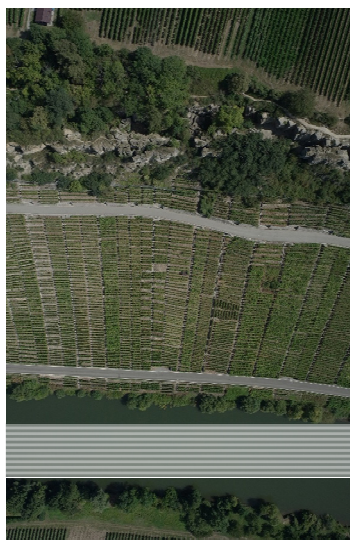
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## Example: UAV flight - Hessigheim, Germany

- Block of 190 images, acquired over Hessigheim Germany
- Fixed wing UAV
- Ricoh GXR with 21 mm Zeiss Biogon lens
- ➔ Extract of 12 images



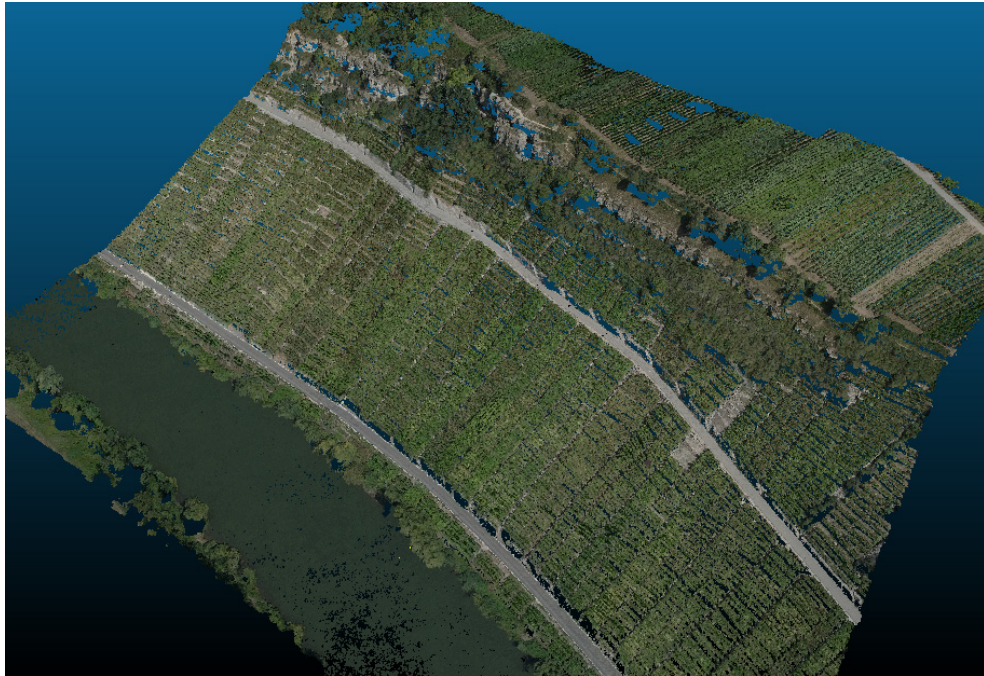
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## Example: UAV flight - Hessigheim, Germany

- Point cloud from SURE using extract of 12 images

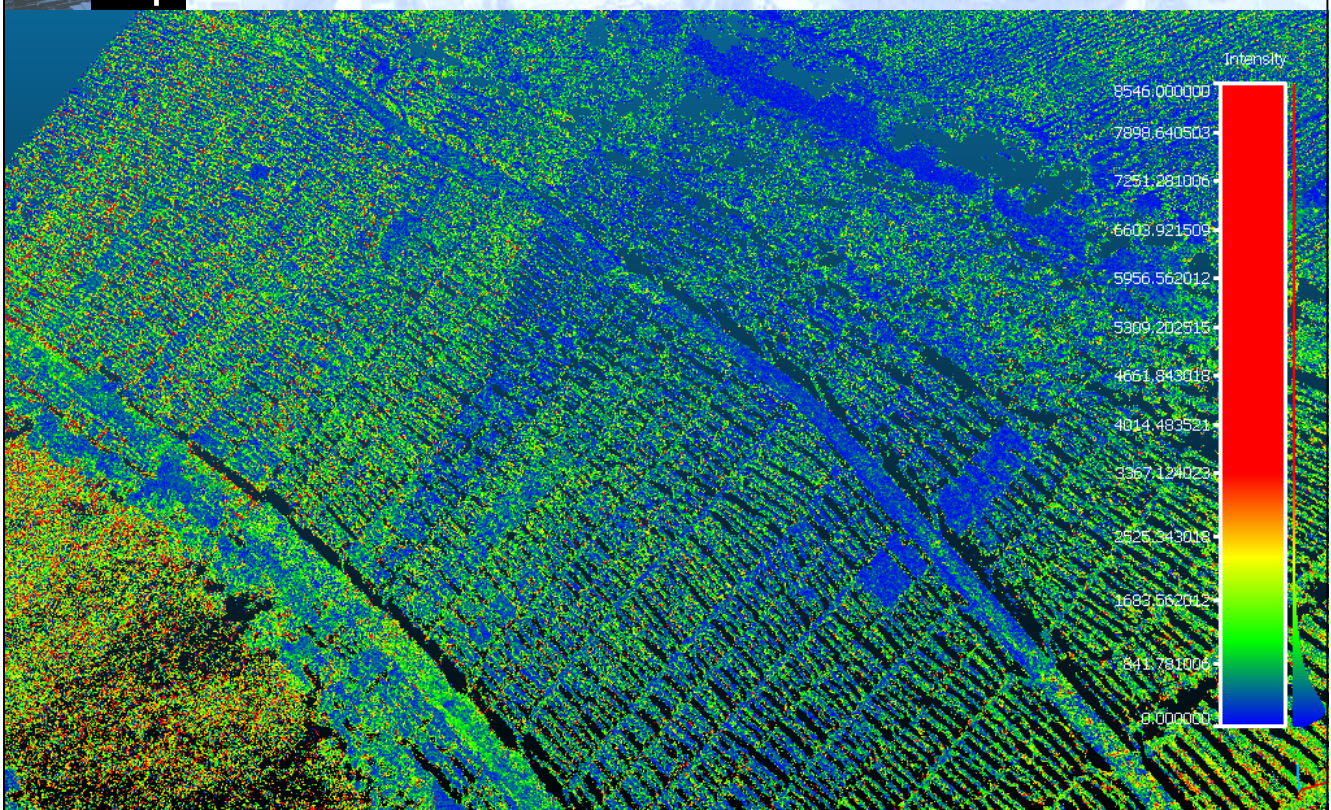


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## Example: UAV flight - Hessigheim, Germany

*Depth precision for each point*





VisionMap A3



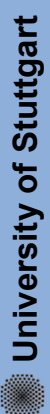
Carved stone  
from the Temple of Heliopolis, Egypt



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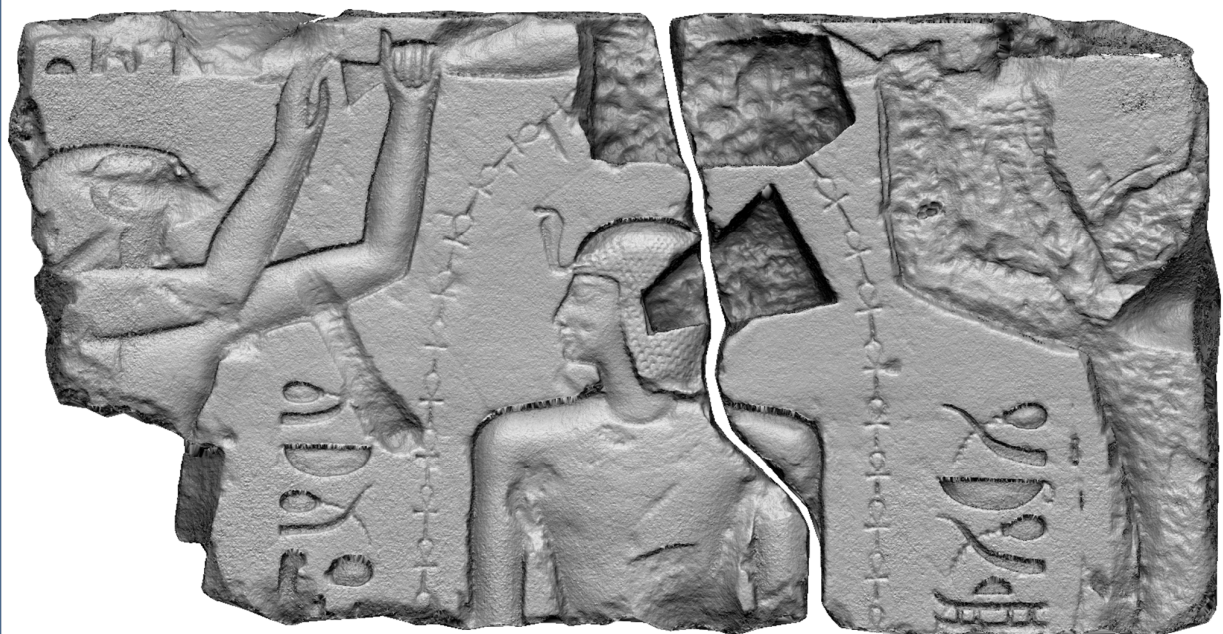




## Carved stone from the Temple of Heliopolis, Egypt



## Carved stone from the Temple of Heliopolis, Egypt

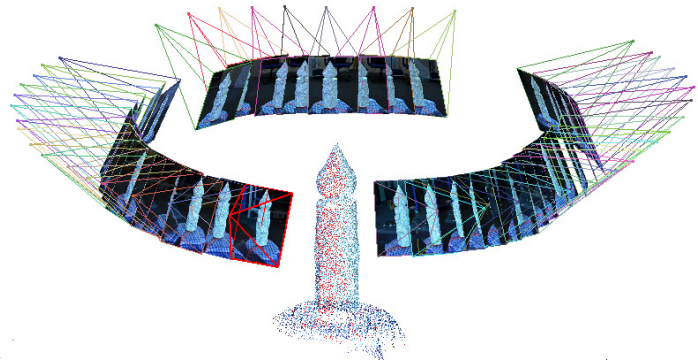




# Multi-Stereo acquisition

## Test object Testy

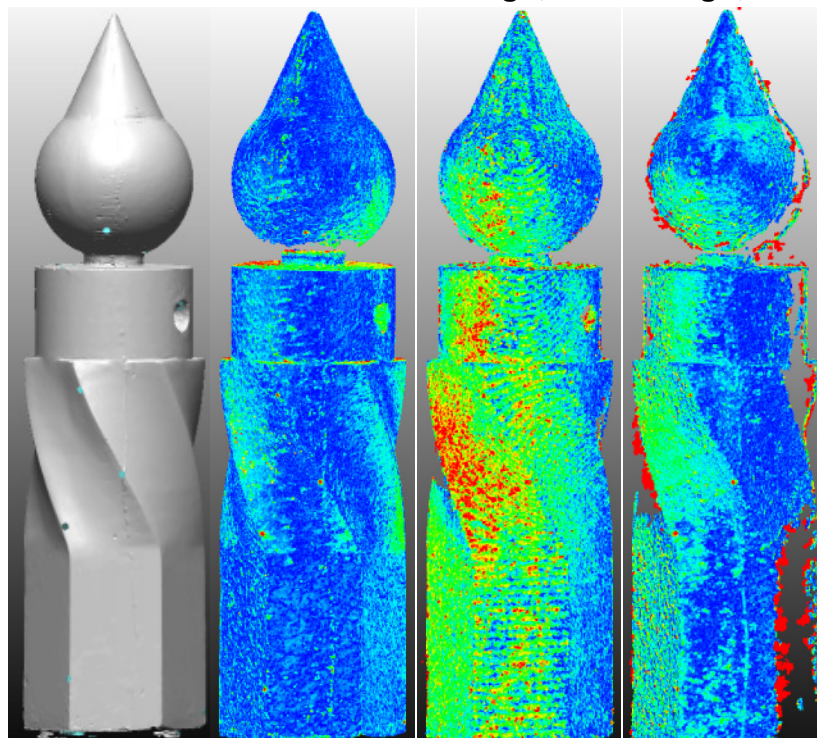
- „Testy“
  - 35cm test object
  - Developed by HU Berlin
- Acquisition
  - 46 images
  - Small steps
  - Each image covering whole object
- Orientation
  - VisualSfM
- Dense Surface Reconstruction
  - SURE



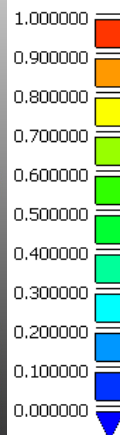
# Multi-Stereo acquisition

## Test object Testy

Reference    Multi-Stereo    Single, 3°    Single, 15°



[mm]





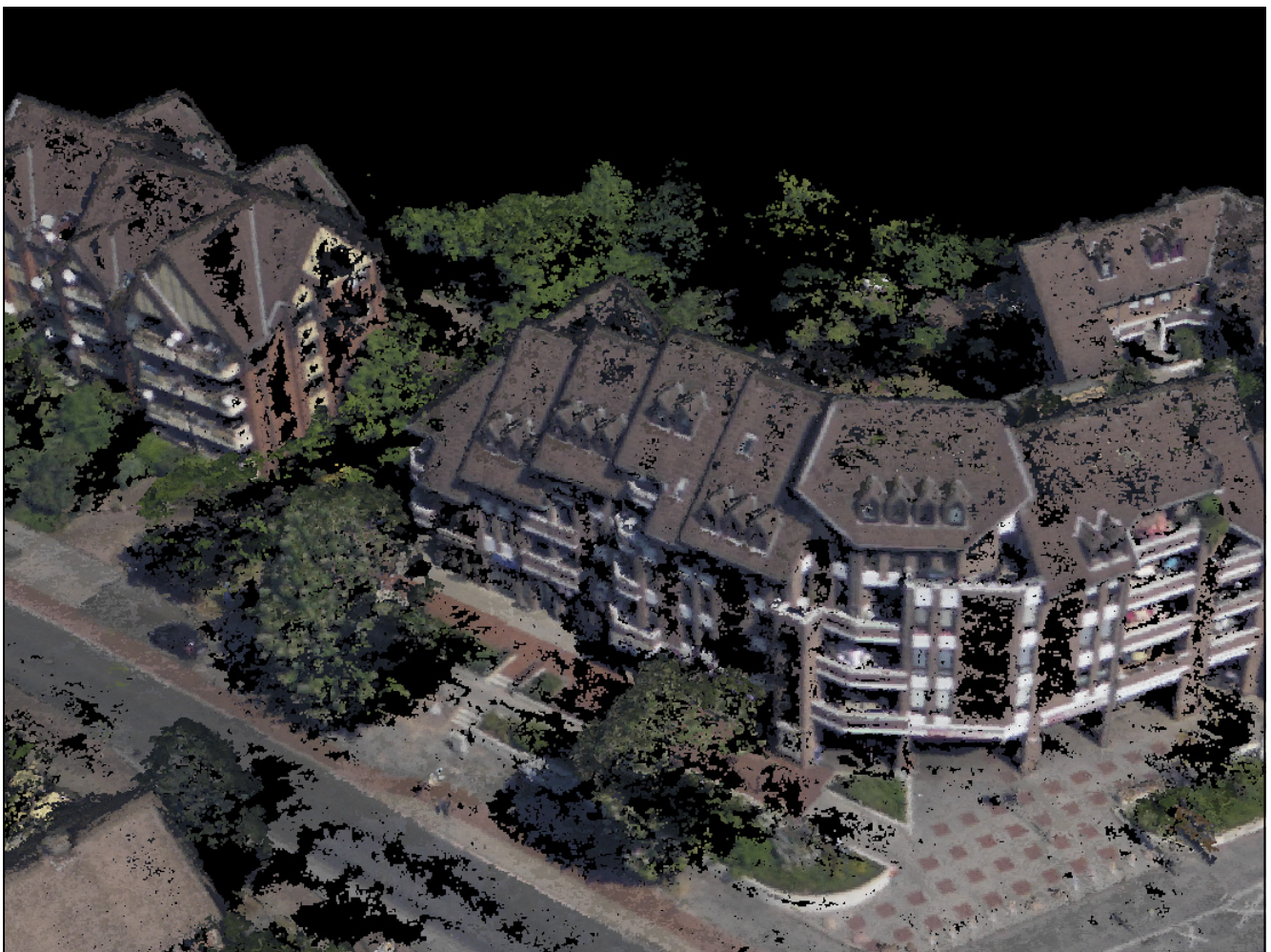
# Dataset: Lünen, Germany

## *Oblique imagery*

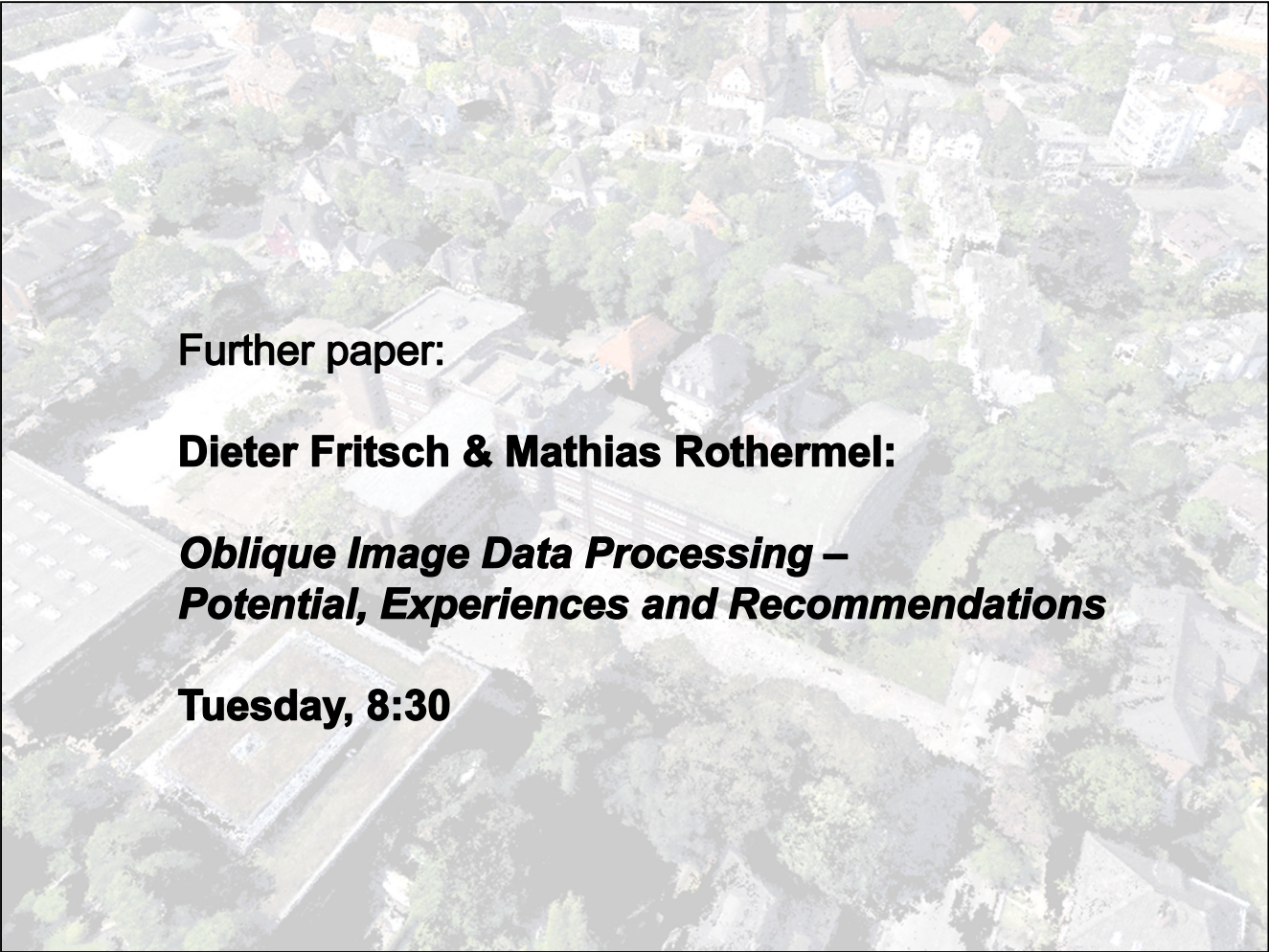
- IGI Quattro DigiCam Oblique
  - angle: 45°
  - forward, backward, left, right
- Acquisition: 1st of May, 2011
  - AEROWEST GmbH
- 757 images x 4
  - extract: 170 oblique images
- 760 agl. → 6.7cm – 13.6cm GSD
- AT: Match-AT (Trimble)
- BA: BINGO (GIP)











Further paper:

**Dieter Fritsch & Mathias Rothermel:**

***Oblique Image Data Processing –  
Potential, Experiences and Recommendations***

**Tuesday, 8:30**

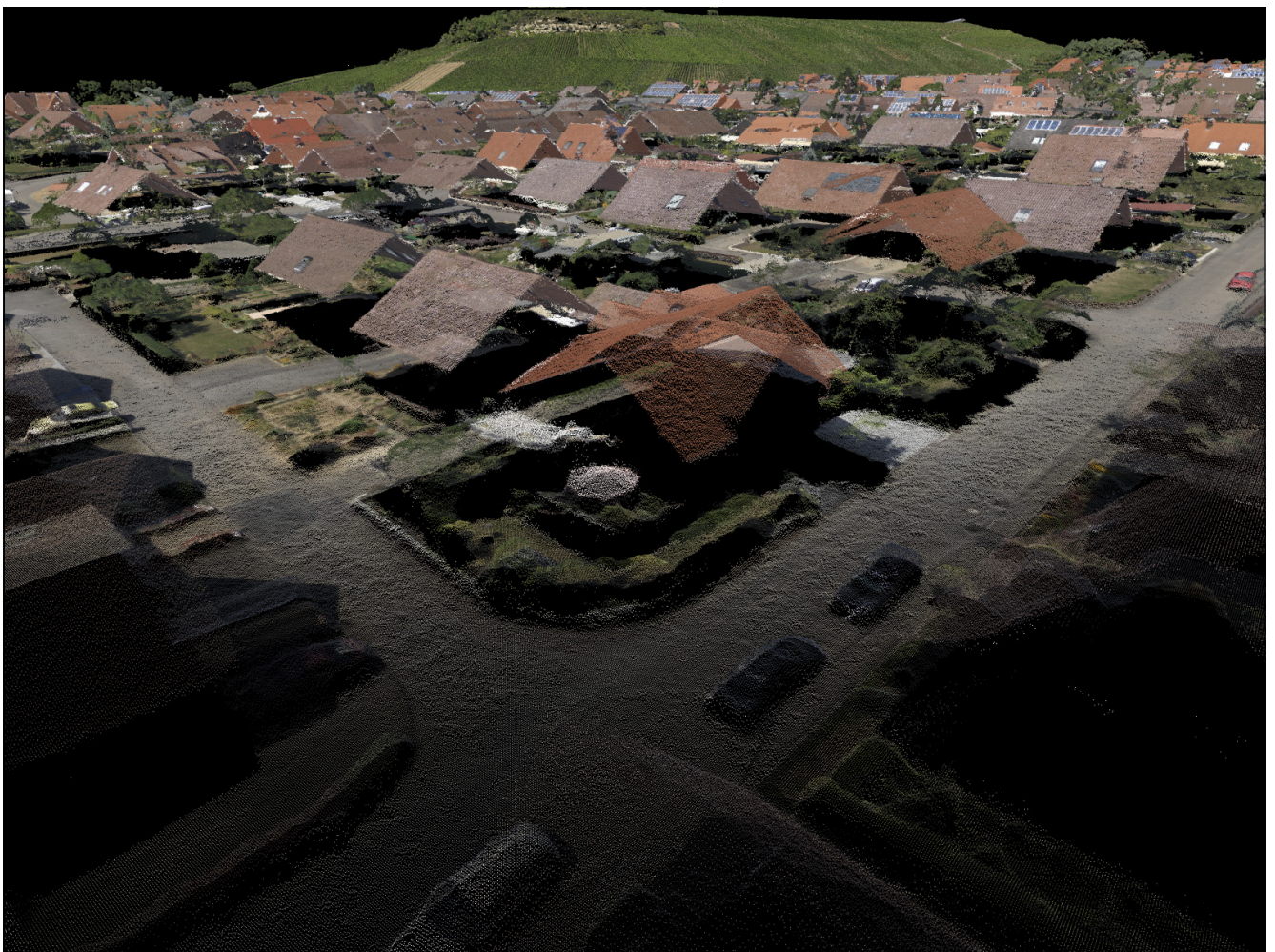


## Gyrocopter & IGI DigiCAM

- IGI DigiCAM 50MP
- 131 images







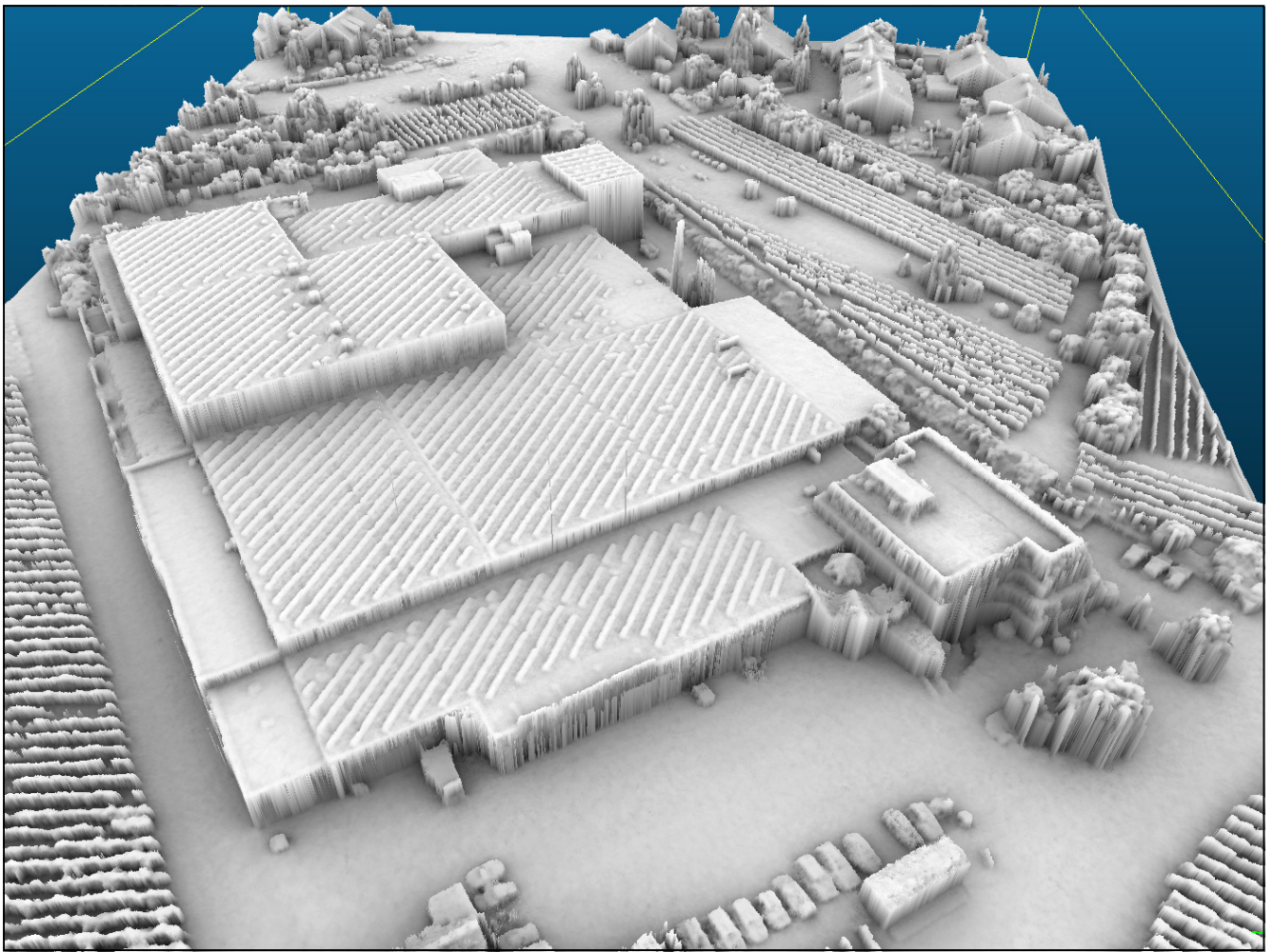




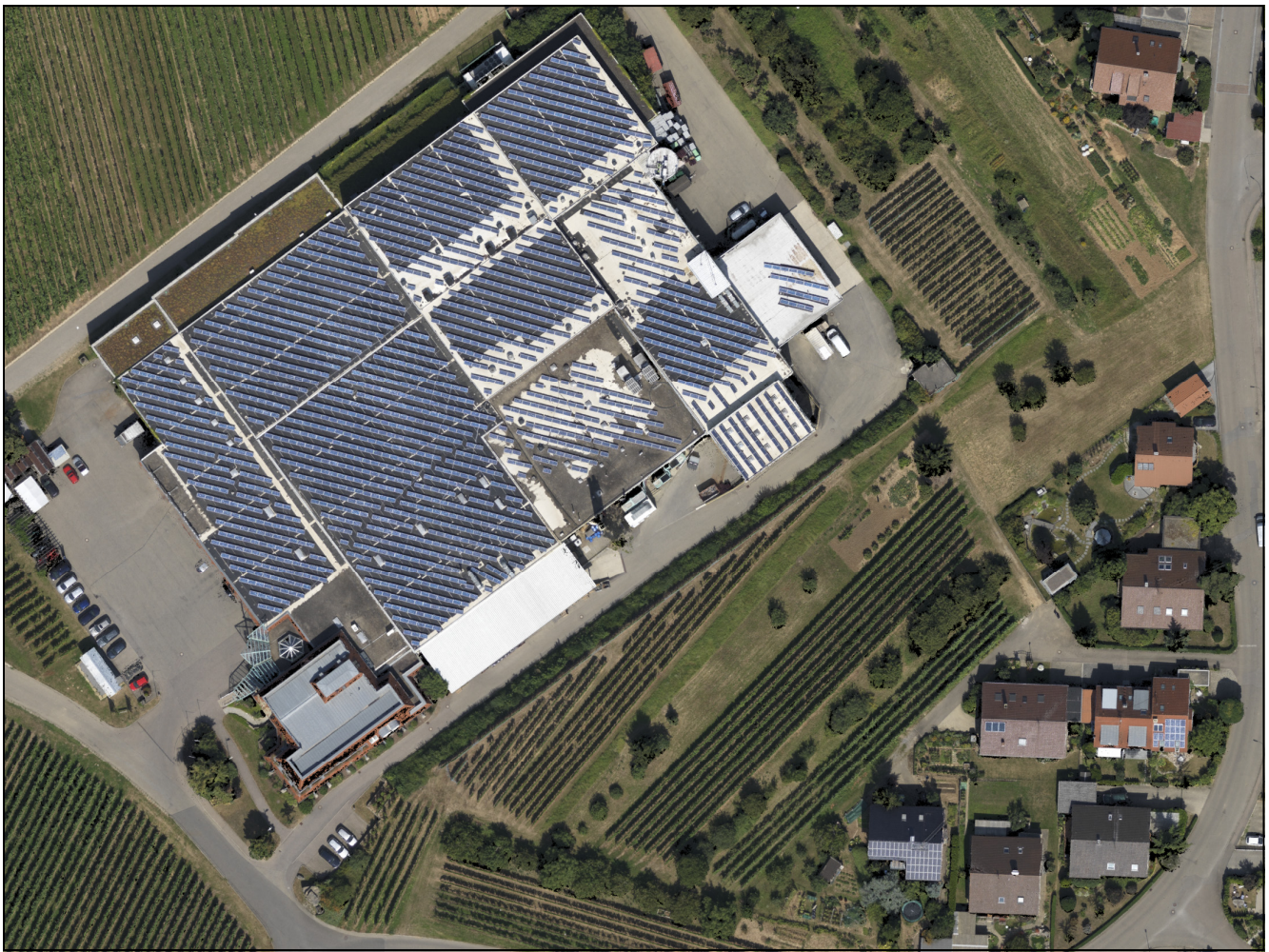















## SURE

### Features

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- **Scalability** for large datasets
  - Large amount of images & large image resolution
- **Parallelized** implementation with low memory consumption
- Available for **Windows & Linux**
  
- **Precision information** for each 3D point from forward intersection
- **DSM & True Orthophoto** generation module
- Additional options for various filters, model selection and more
  
- **Easy & scriptable interface**
  - command line, drag&drop, library
  - **Robust default parameter setting** for all kind of sensors and block configurations like aerial nadir, aerial oblique, close range etc.
- **Orientation interfaces**
  - e.g. Match-AT, Bundler, VSFM, Pix4D and more

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- Founded in spring 2013
- Goal
  - Distribution of surface reconstruction software SURE
  - In particular addressing applications with high requirements regarding dataset scalability and precision information
  - Continuous research and development
- Concept: Provision of surface reconstruction software SURE
  - As standalone version
  - As plugin library
    - For the tight integration into other software providing specific workflows
    - Uncomplicated integration



- 3 different interfaces available
  - **SURE** standalone version
    - Easy & scriptable interface
    - Full workflow performed automatically
  - **libSURE** library
    - High level C++ library interface
    - Full workflow performed automatically
    - Status feedback during processing for tight integration
  - **libTSGM** library
    - Low level C++ library interface
    - Functions for image rectification, matching and 3D point triangulation





## Future features

- Processing on Graphics Cards (GPU)
- 3D Integration & Meshing on large scale
- Distributed processing
- Graphical User Interface
- Continuous improvement of existing algorithms

