

Chapter 3

Coordinate Transformations applied to

Geodetic Sensors

Module MGE-01: Coordinate Systems

Dr.-Ing. Christoph Holst

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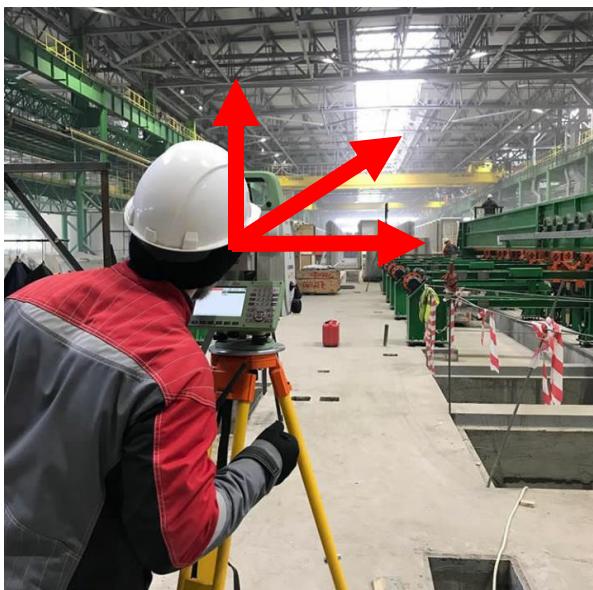
► Dr.-Ing. Tomislav Medic

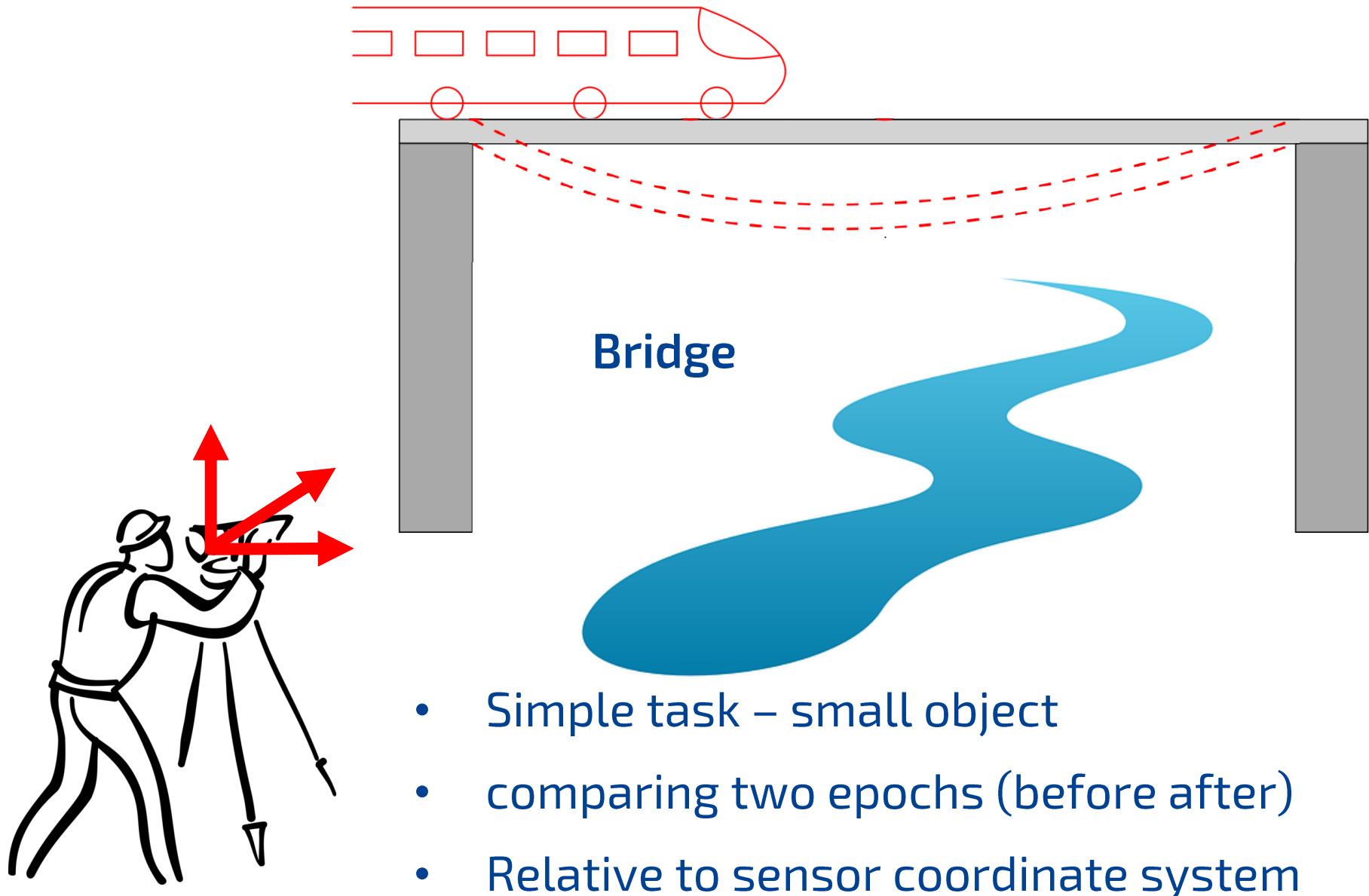
WS 2020/21

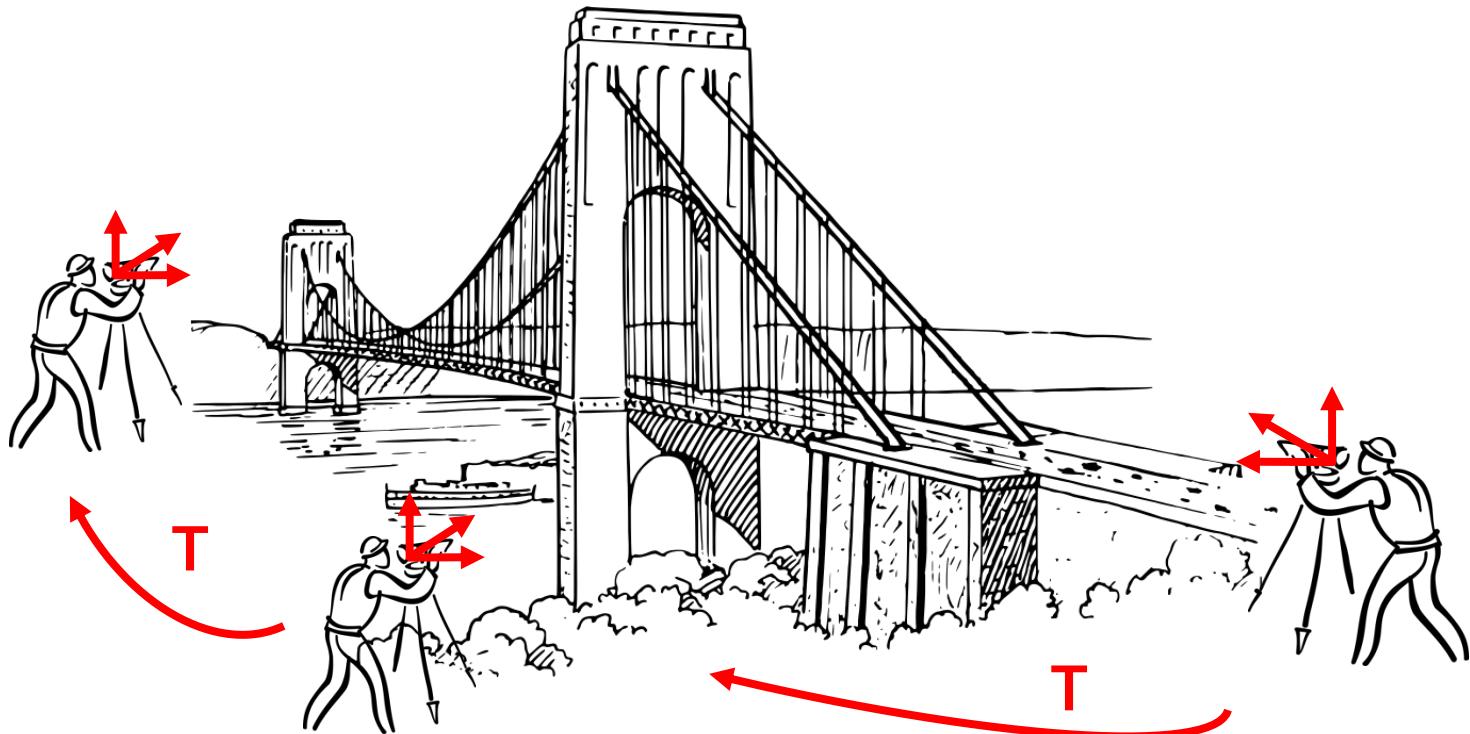
Institute of Geodesy and
Geoinformation

- 1. Need for coordinate transformations**
- 2. Realization of sensor coordinate systems**
- 3. Local transformations between sensors (Registration)**
- 4. Transformation in global coordinate system
(Geo-referencing)**

Her Majesty: TOTAL STATION

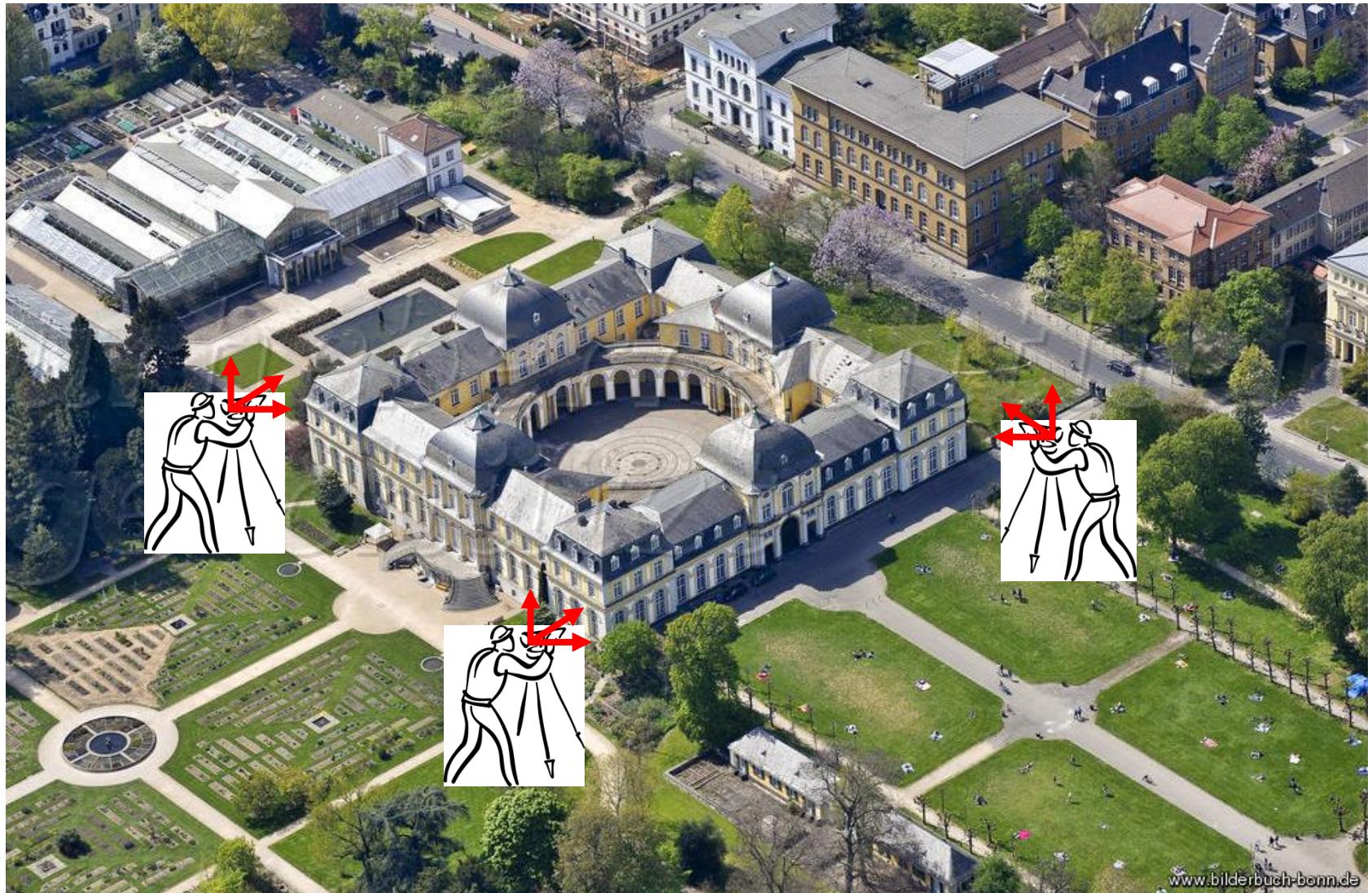




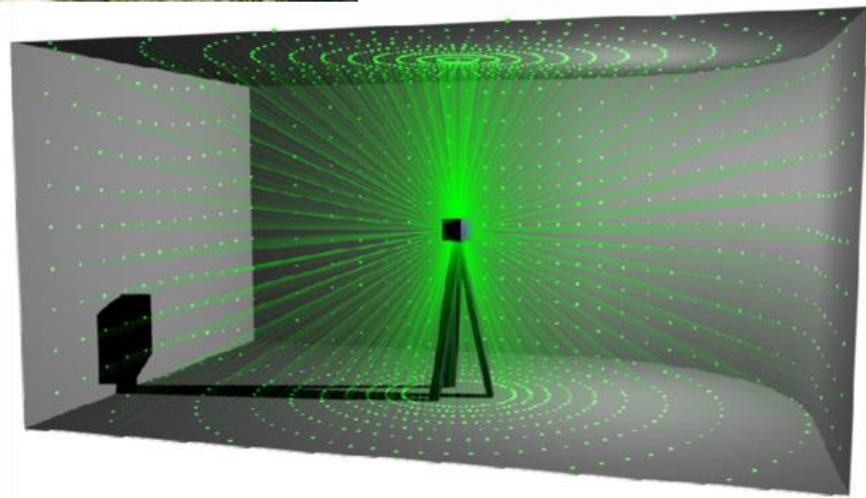
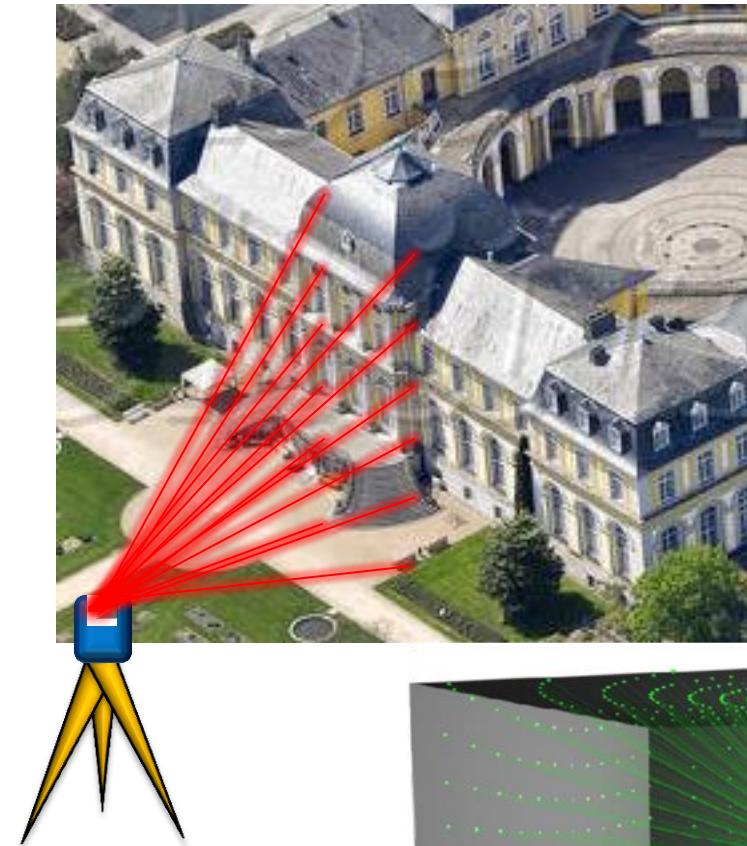


- Large complex object – more stations
- Single coordinate system necessary
- Local transformation between sensors (registration)

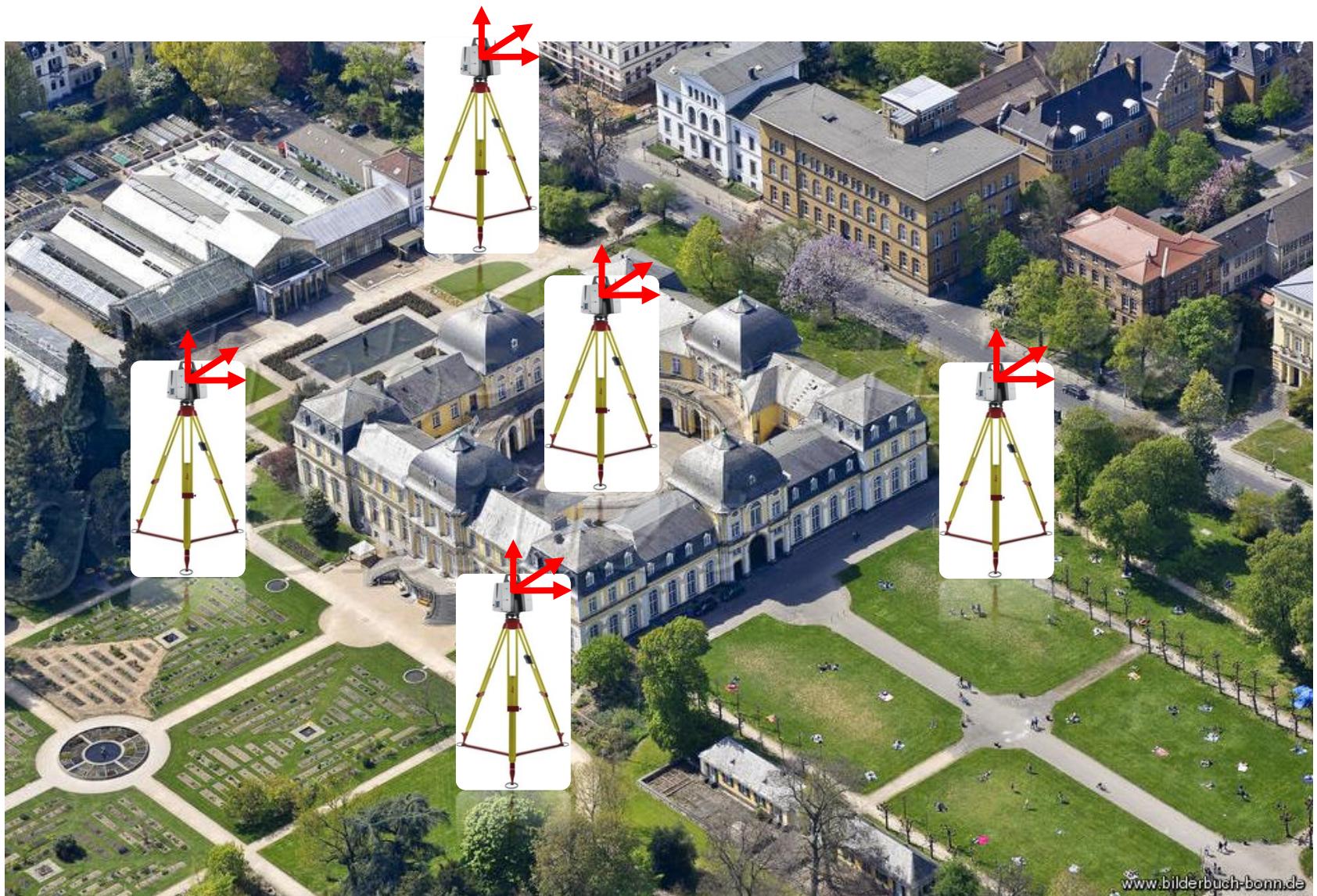
Main example: Building 3D model



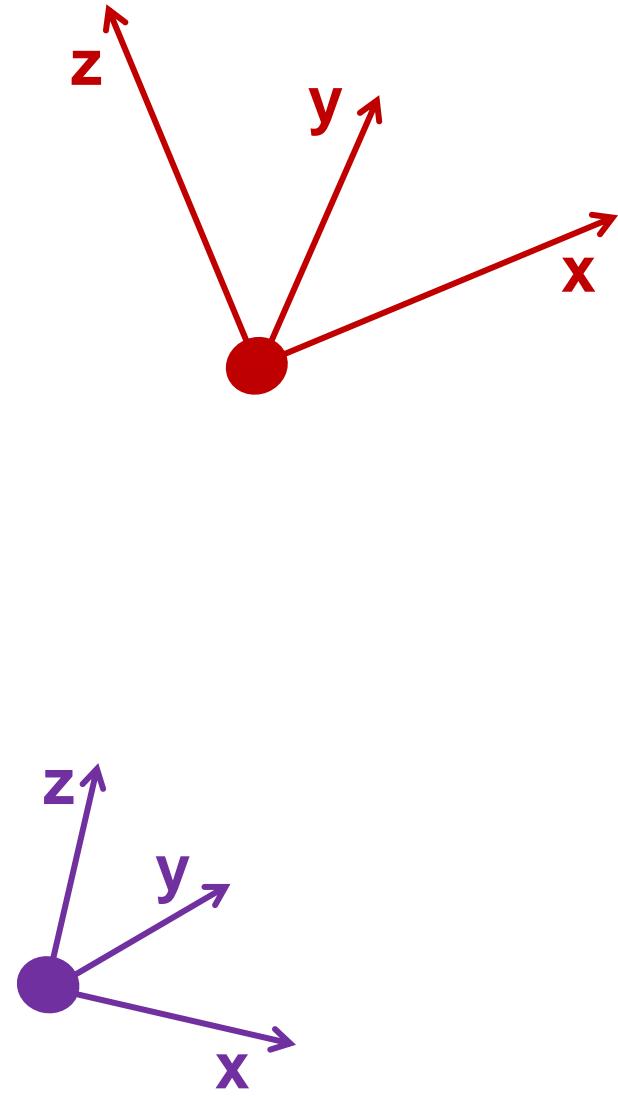
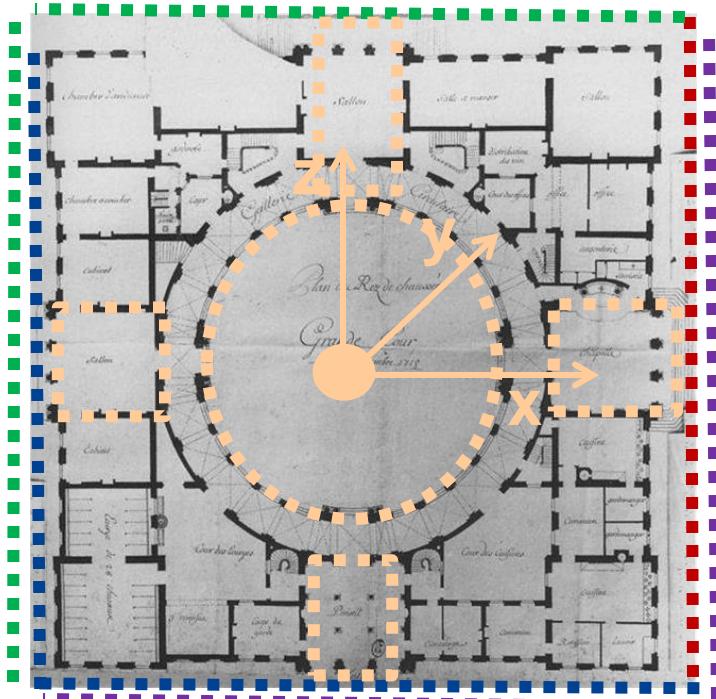
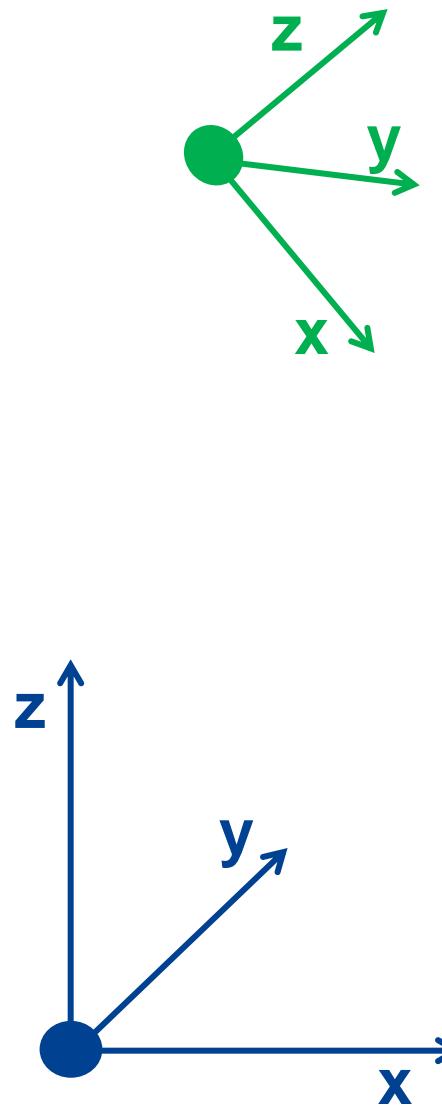
Terrestrial laser scanner (TLS)



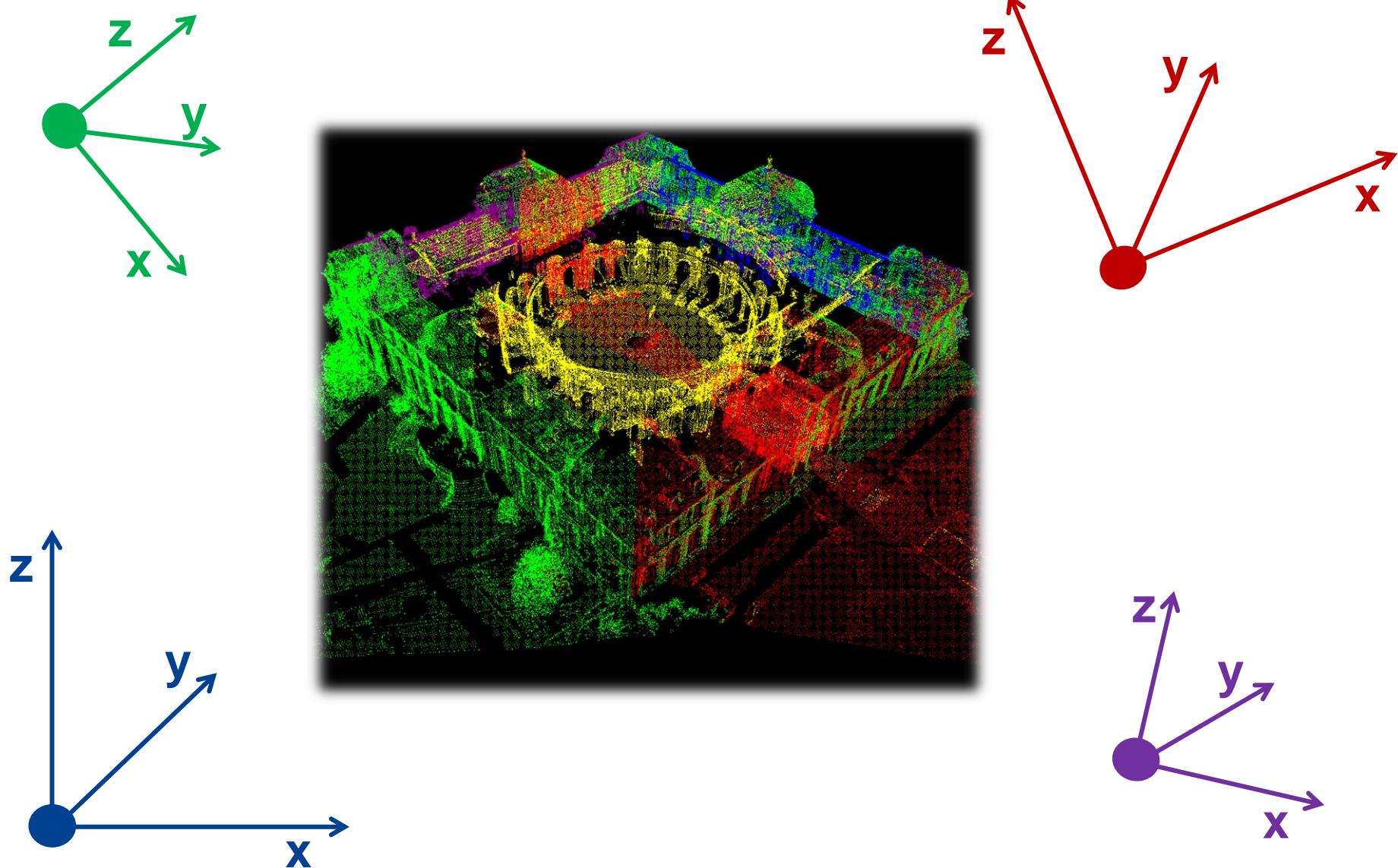
Step1: TLS Registration



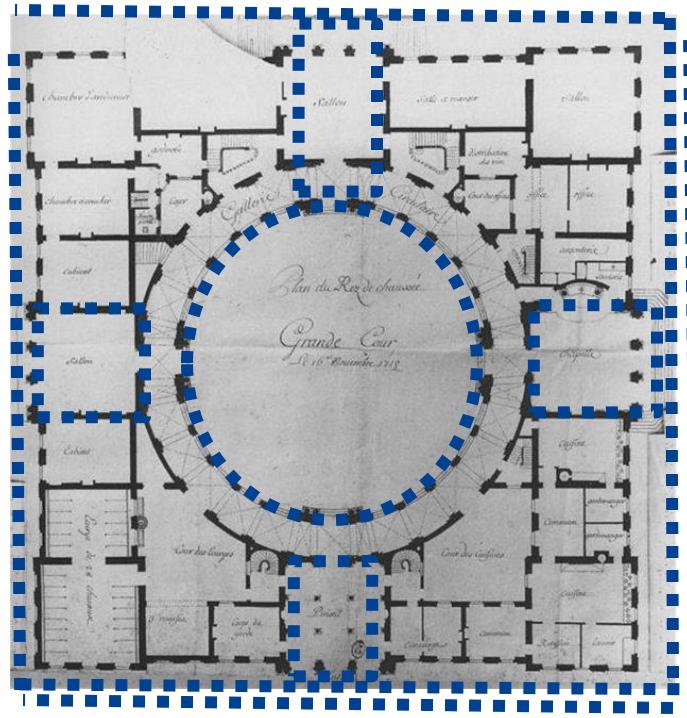
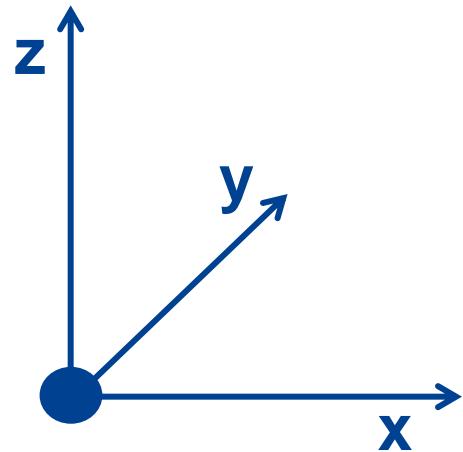
Step1: TLS Registration



Step1: TLS Registration

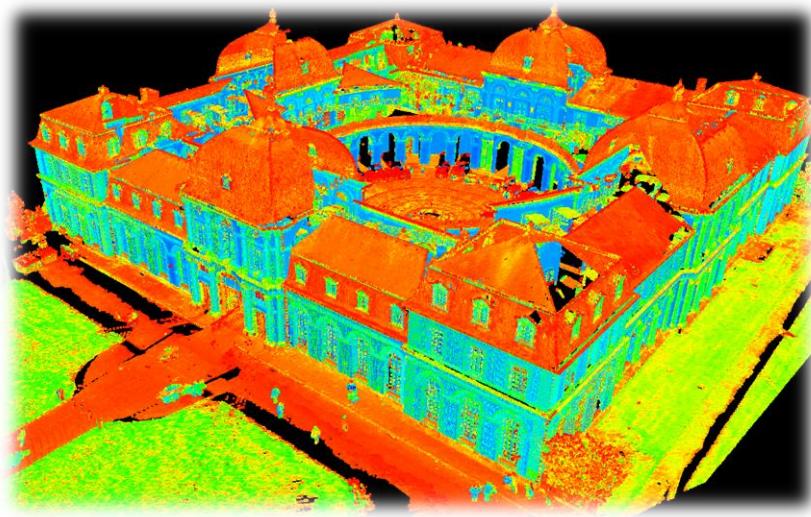


- Merging to one single point cloud <=>
Coordinate transformations
- **Registration to local coordinate system x,y,z**

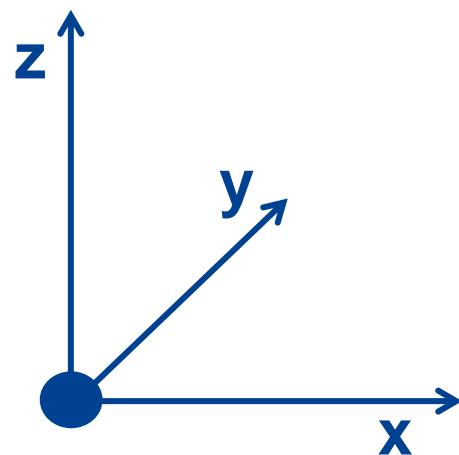


Step1: TLS Registration

Point cloud



3D model

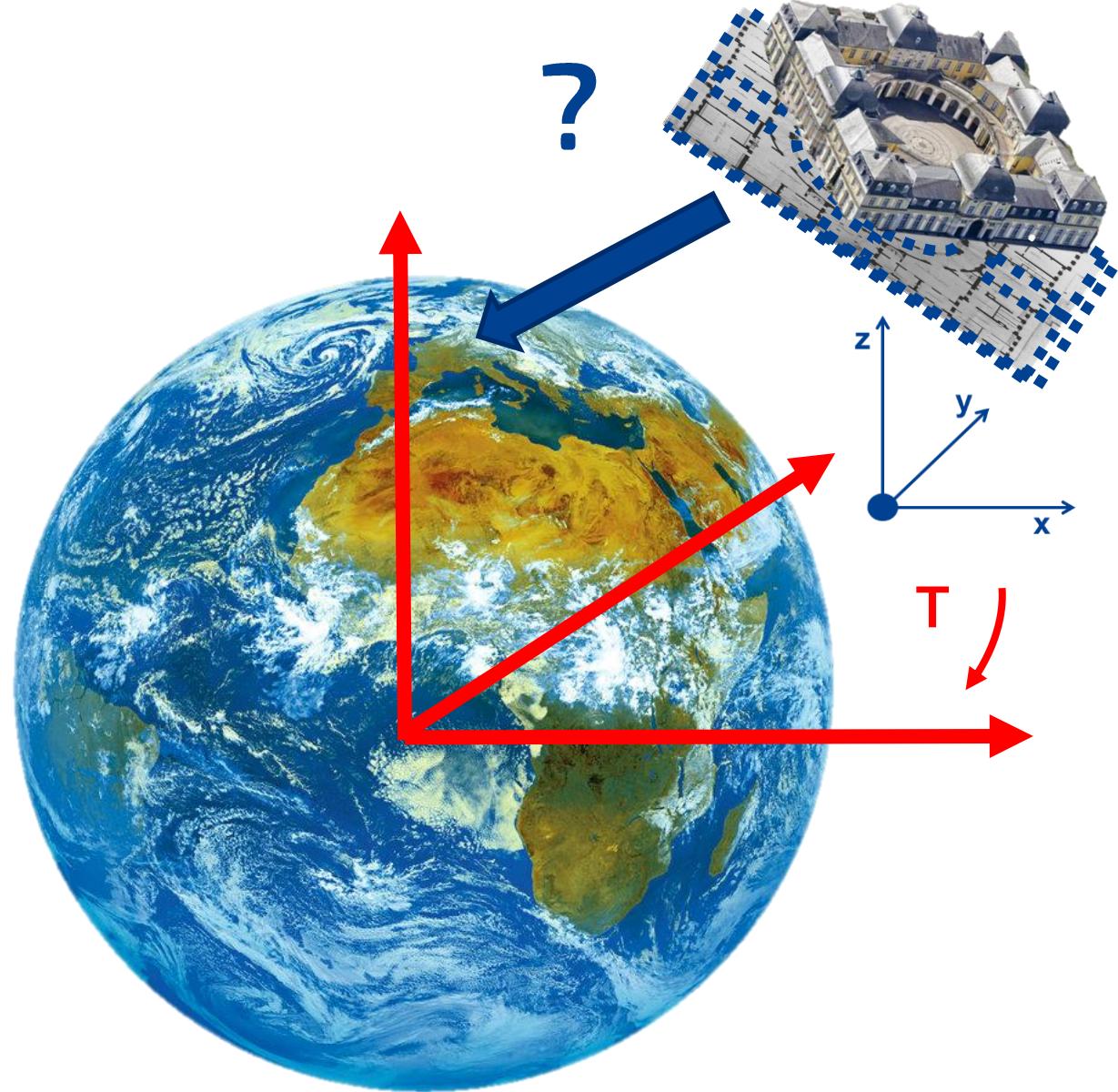


Mathematical
approximation

- Arbitrary local coordinate system

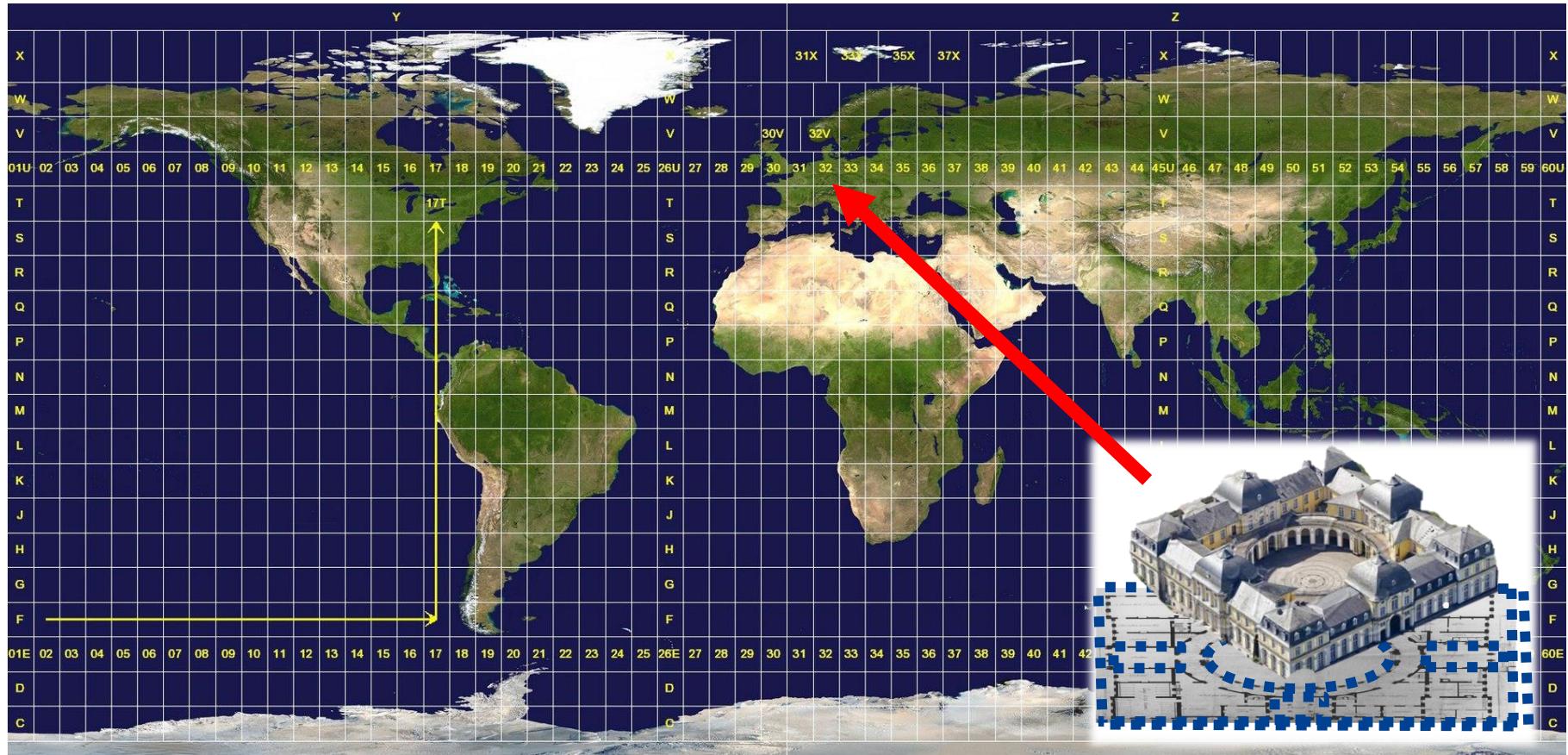
Step 2: Positioning on earth

- Transformation to global, earth centered coordinate system
- E.g., X, Y, Z_{ITRF} or X, Y, Z_{WGS84}
- Geo-referencing



Step 3: Giving official coordinates

- Official coordinates are split in position (2D) and height (1D)
- Position is (UTM-)projection due to curved earth



- Coordinate system of acquisition often not the one of interest
1. Several different local coordinate systems => Merging in one of them => **Registration**
 2. Sensor gives local coordinates but geocentric coordinates are needed => Transformation in global coordinate system => **Geo-referencing**
 3. Sensor gives 3D geocentric coordinate system but official coordinates (2D+1D) are of interest => **Projection**

- 1. Need for coordinate transformations**
- 2. Realization of sensor coordinate systems**
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(Geo-referencing)**



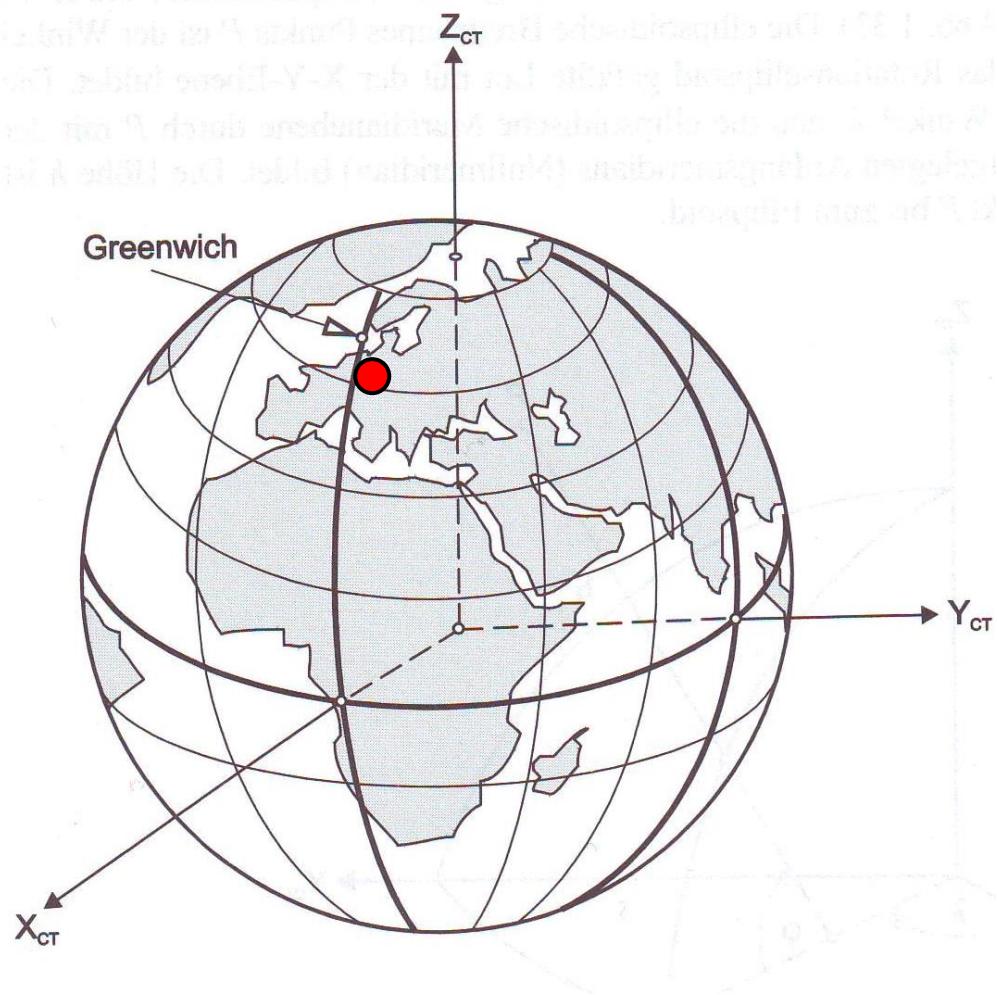
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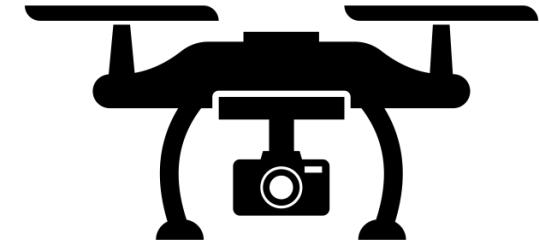
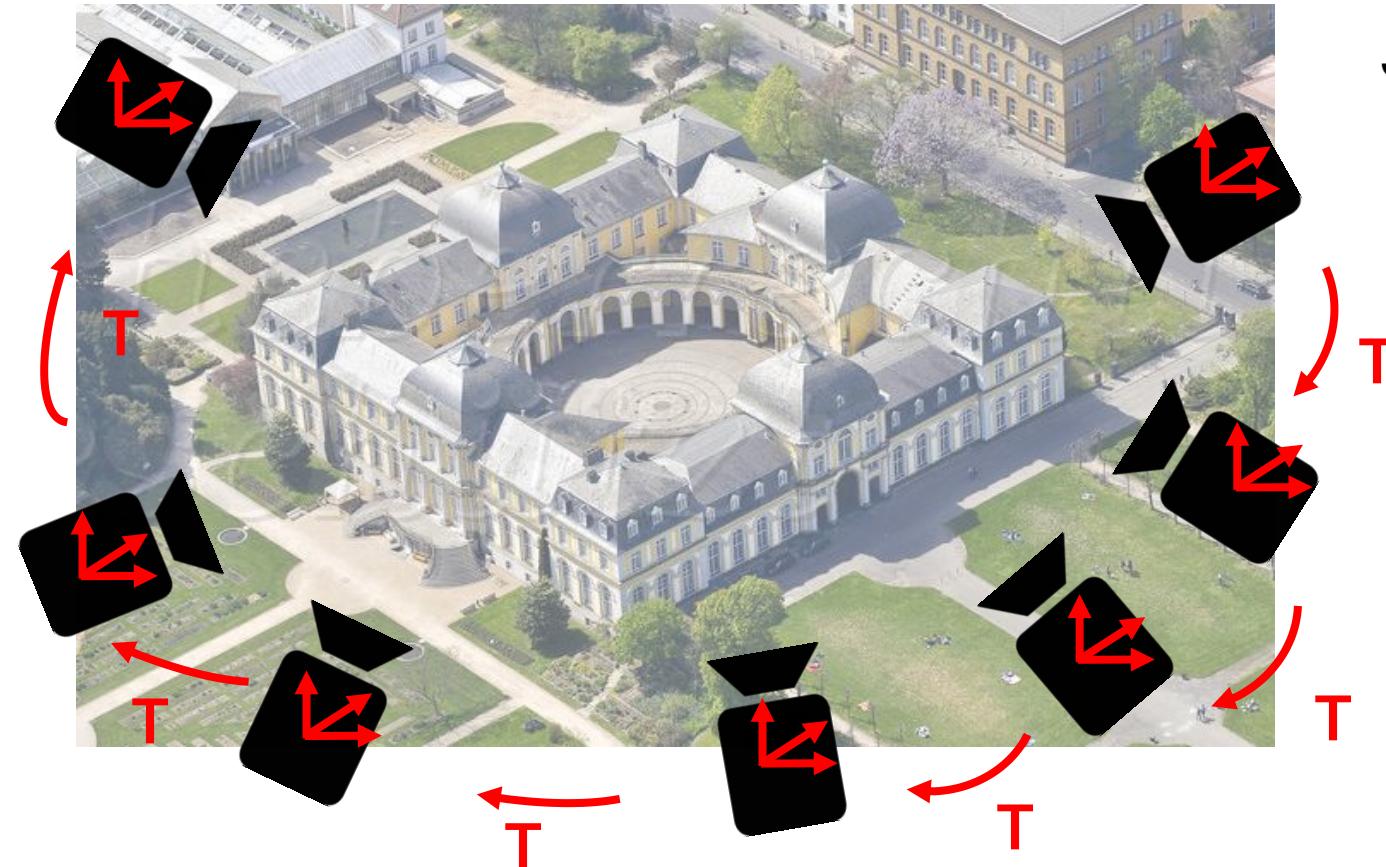
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Google



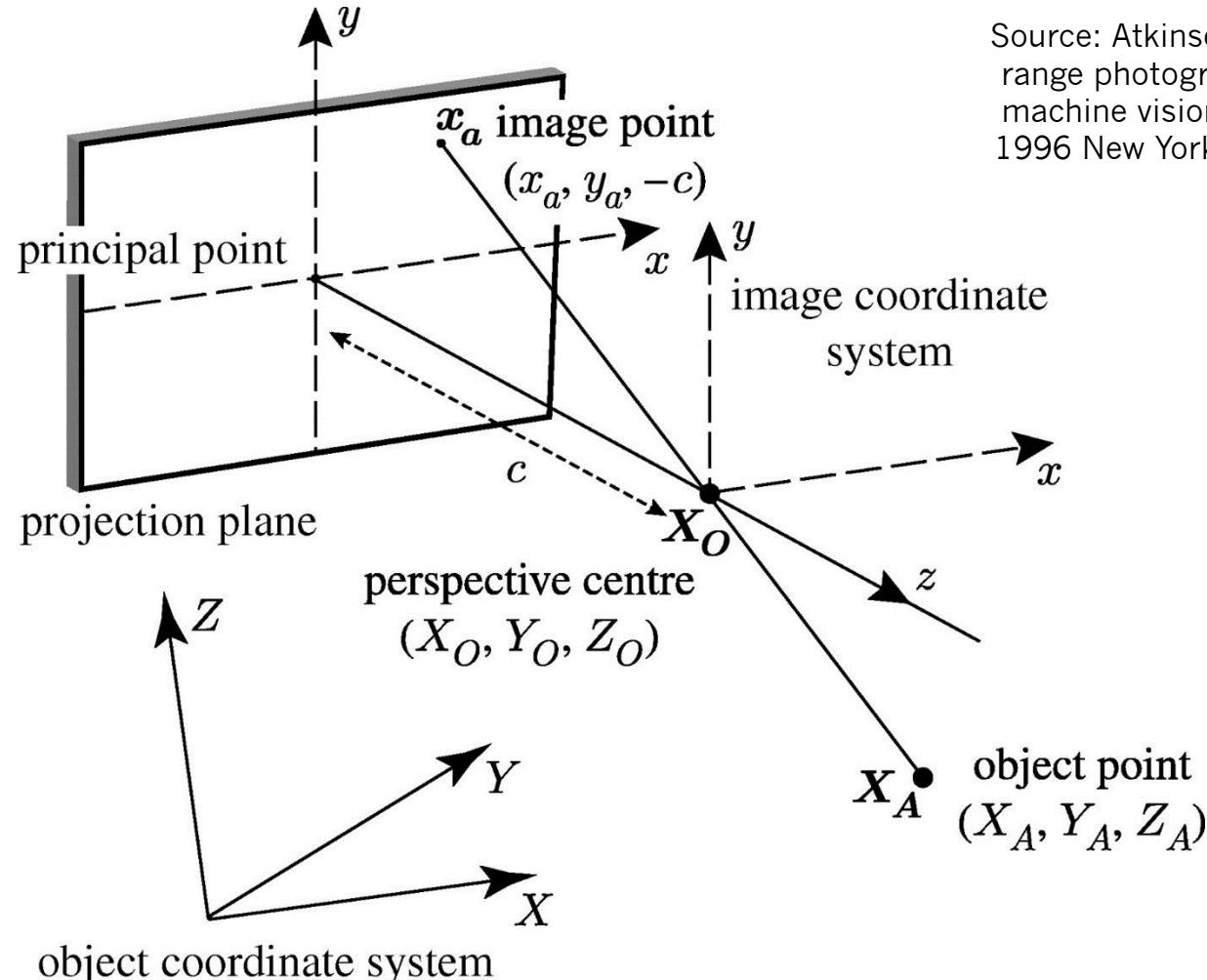
- observables: x,y,z
- Coordinate system: geocentric, ITRF2014 / WGS84



thenounproject.com

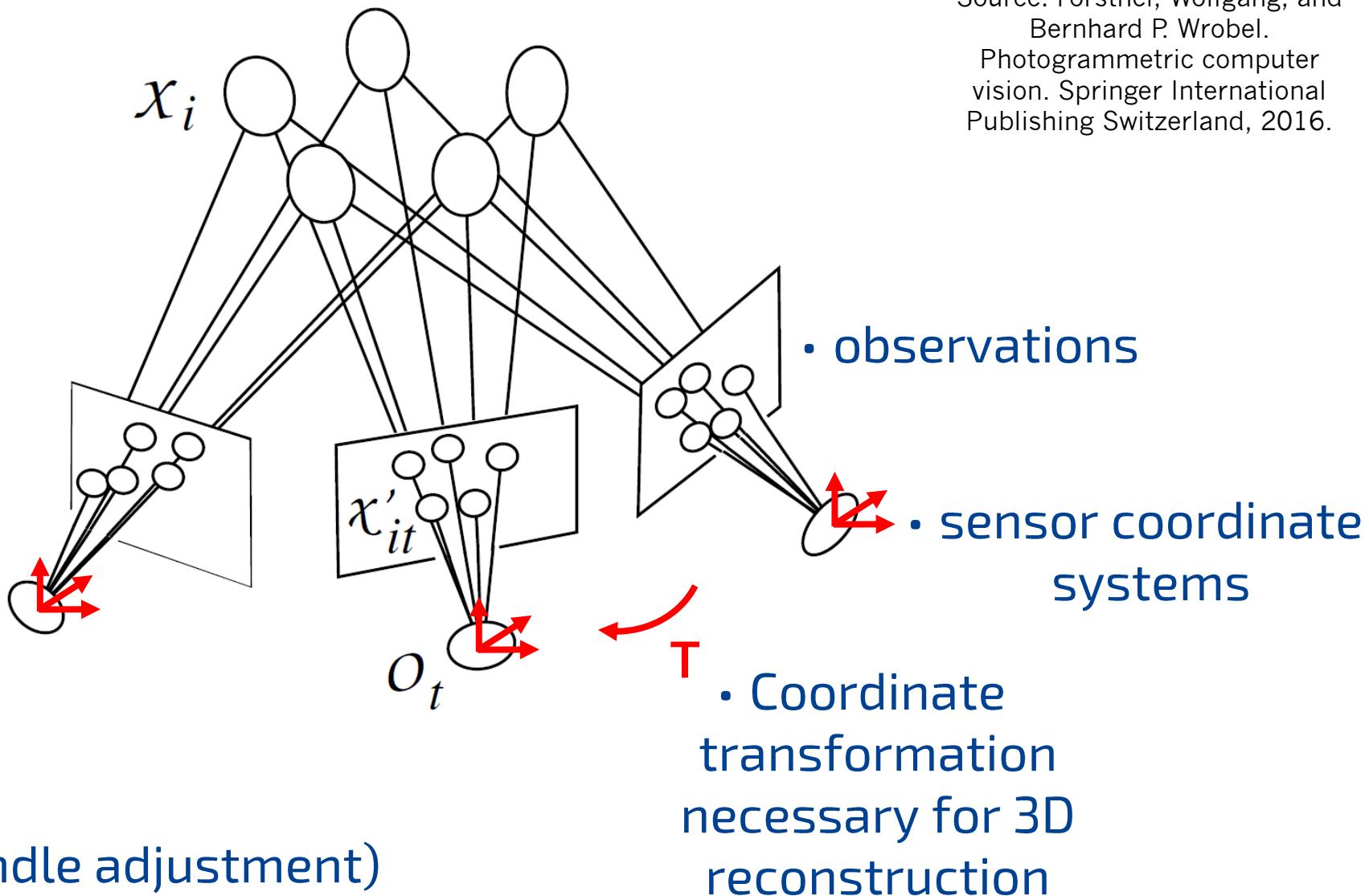


- Photogrammetry – geometry from images
- Structure-from-Motion (SfM) – point clouds

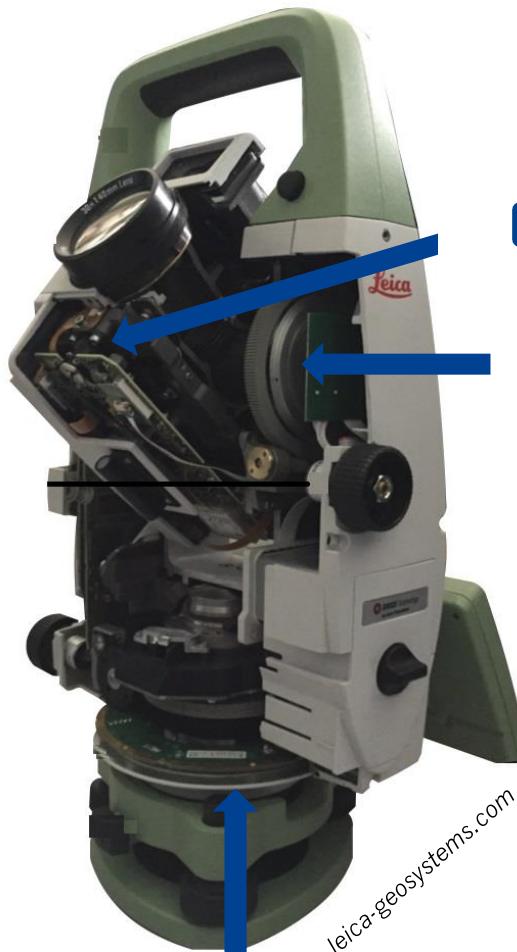


Source: Atkinson K.B: aClose range photogrammetry and machine vision. In Reinhold 1996 New York, NY:Reinhold

- **observables:** x,y
- **Coordinate system:** local, image coordinate system



Source: Förstner, Wolfgang, and Bernhard P. Wrobel.
Photogrammetric computer vision. Springer International Publishing Switzerland, 2016.



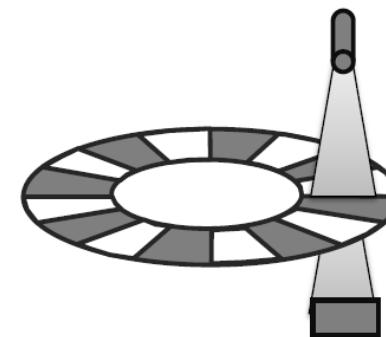
EDM

Vertical
encoder: θ Horizontal encoder: φ Observables: θ, φ, d :

- EDM (laser) - d

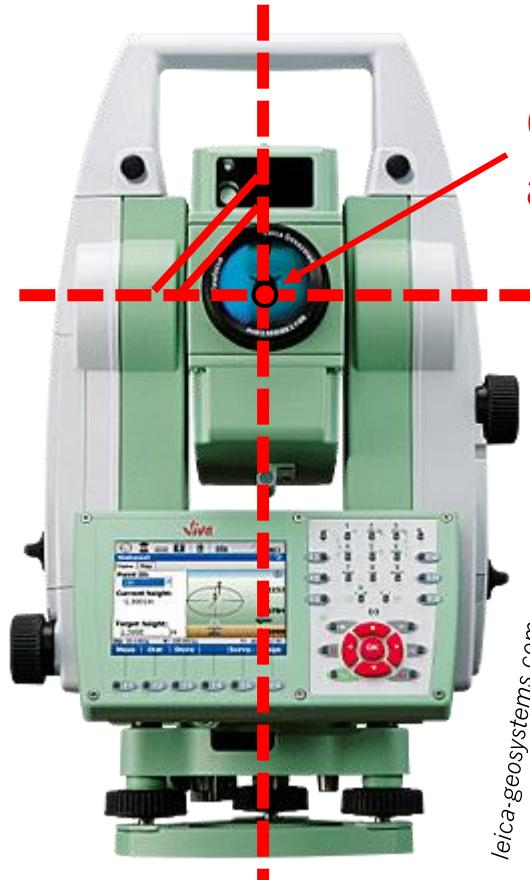


- Angular encoders - θ, φ



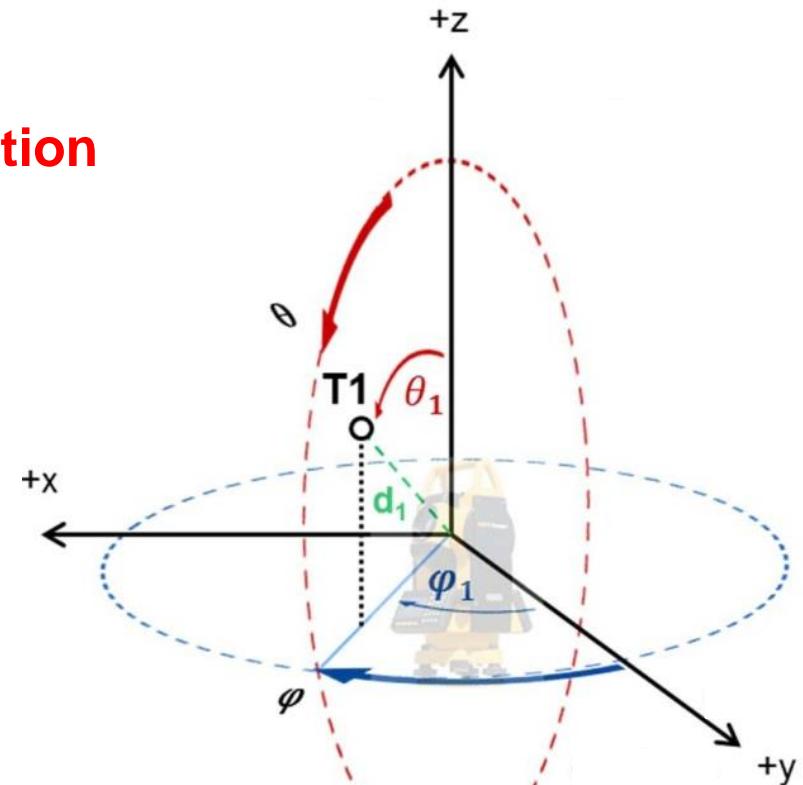
Vertical axis

Horizontal
axis

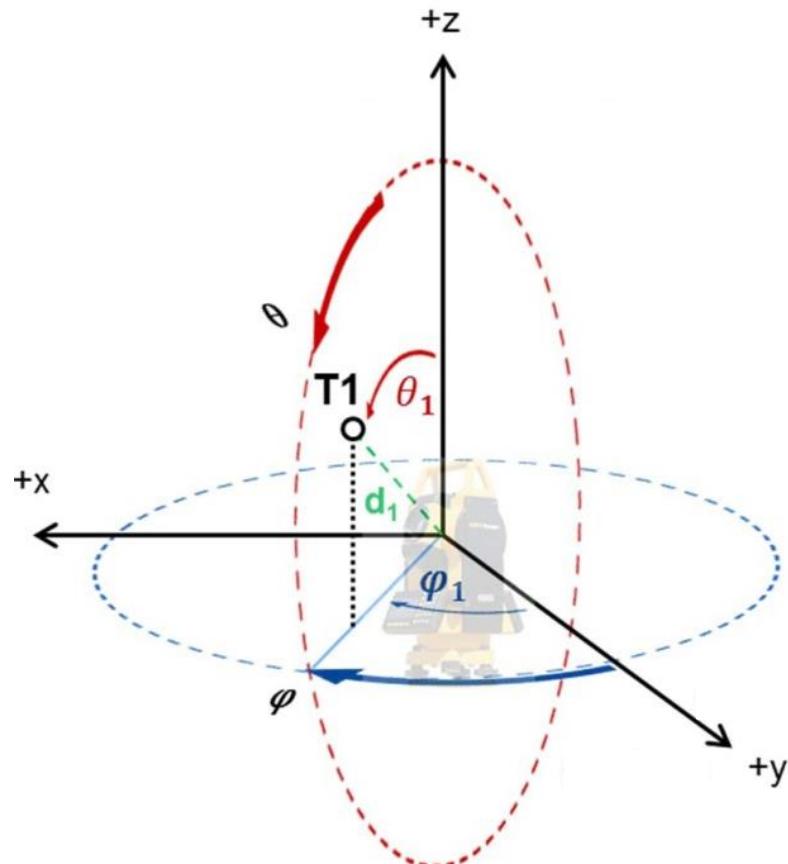


Collimation
axis

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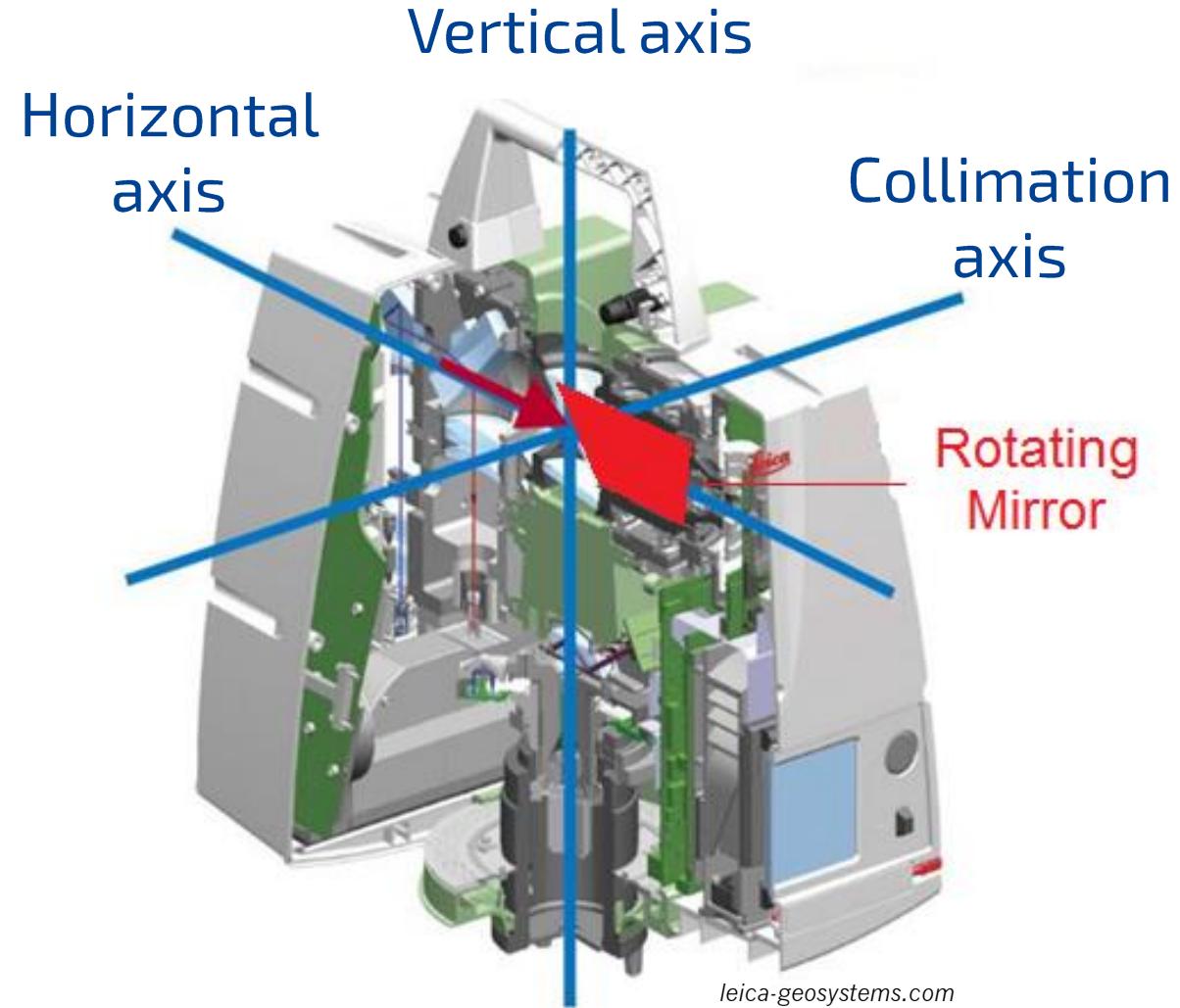


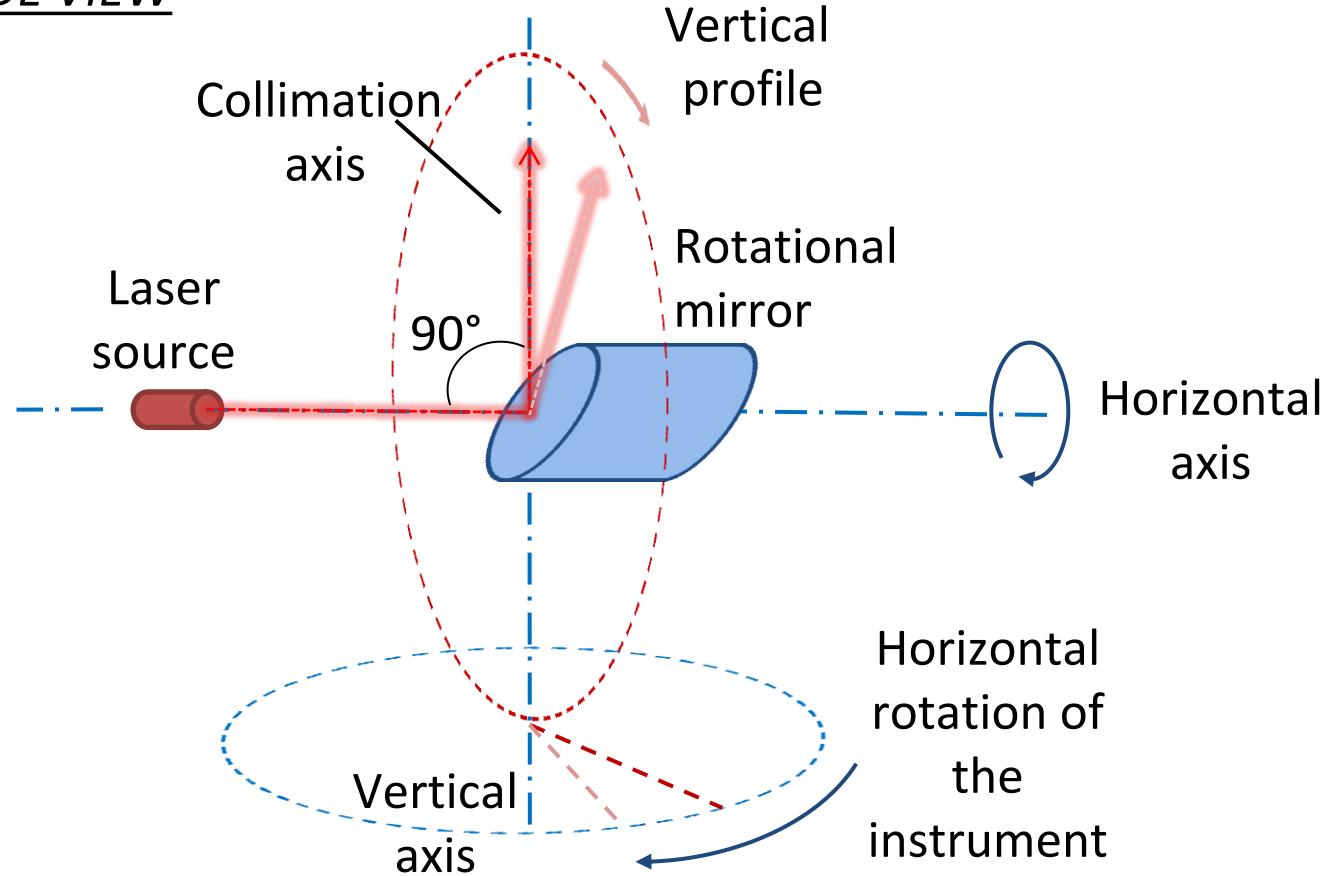
- Coordinate system: local, intersection of vertical, horizontal and collimation axis



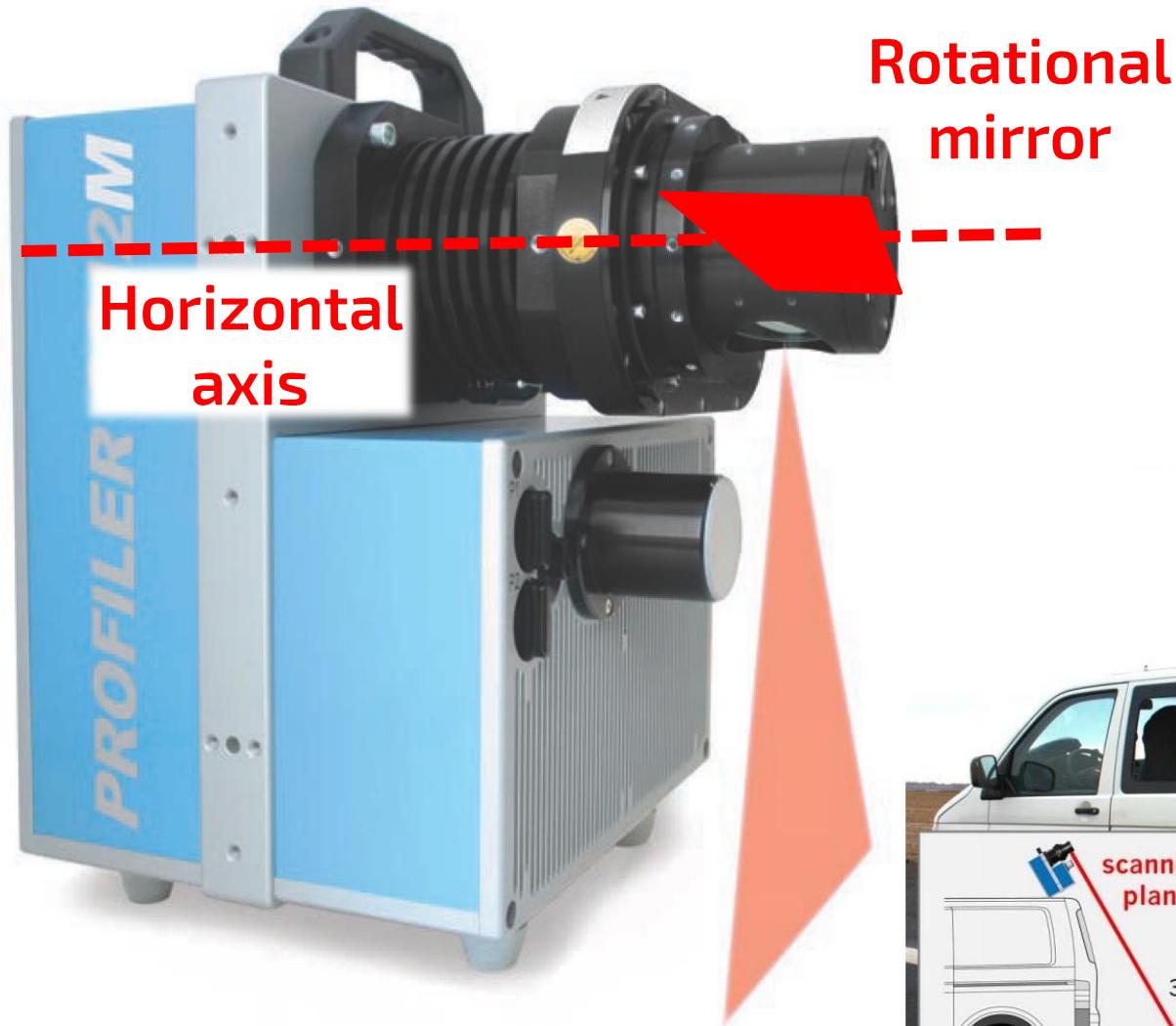
$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} d \cdot \sin \theta \cdot \sin \varphi \\ d \cdot \sin \theta \cdot \cos \varphi \\ d \cdot \cos \theta \end{bmatrix}$$

- Spherical / polar to Cartesian coordinates $\theta, \varphi, d \rightarrow x, y, z$

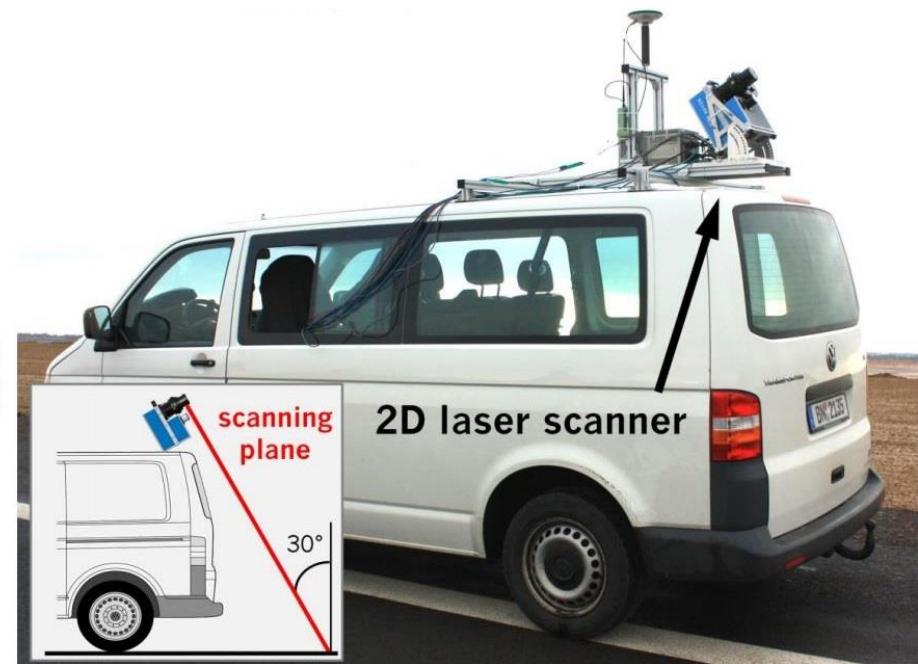


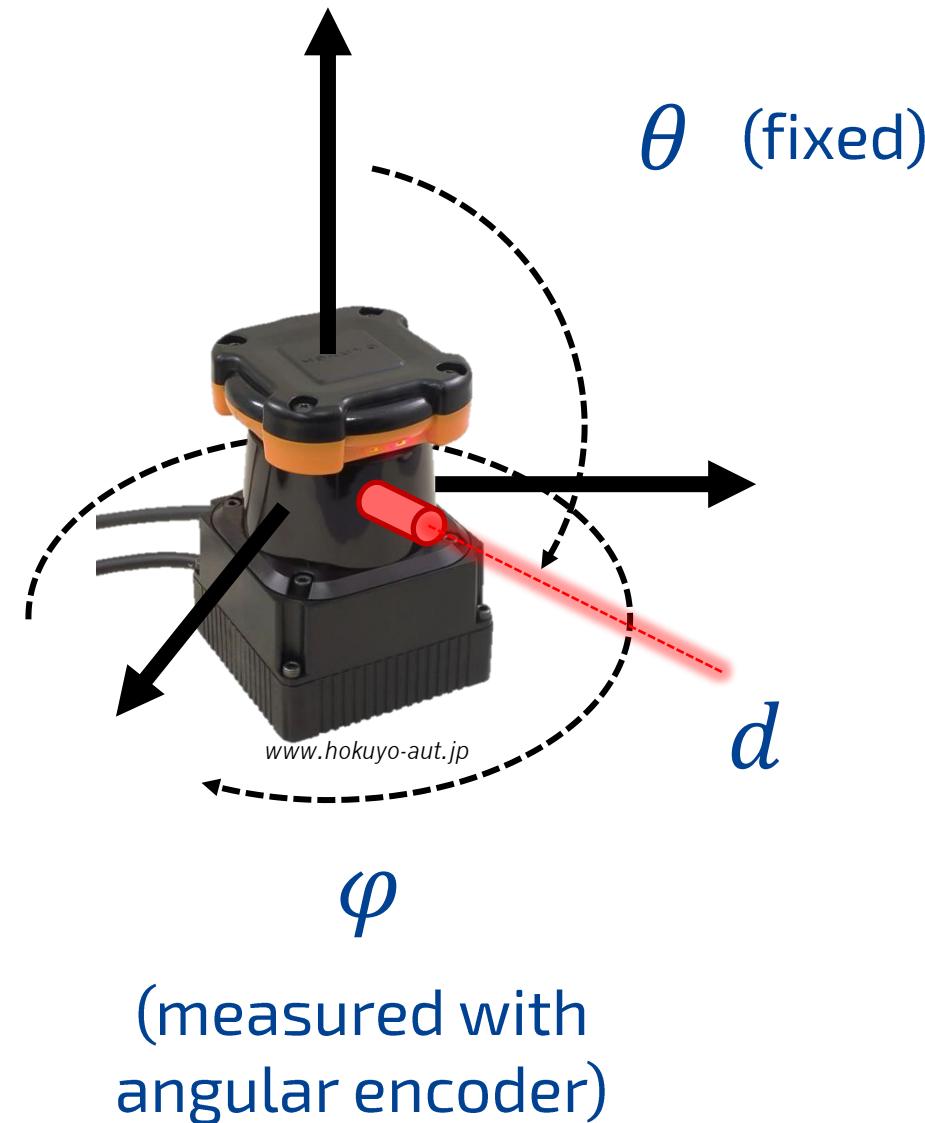
SIDE VIEW

- observables: $\theta, \varphi, d \rightarrow x, y, z$
- Coordinate system: local, intersection of vertical, horizontal and collimation axis

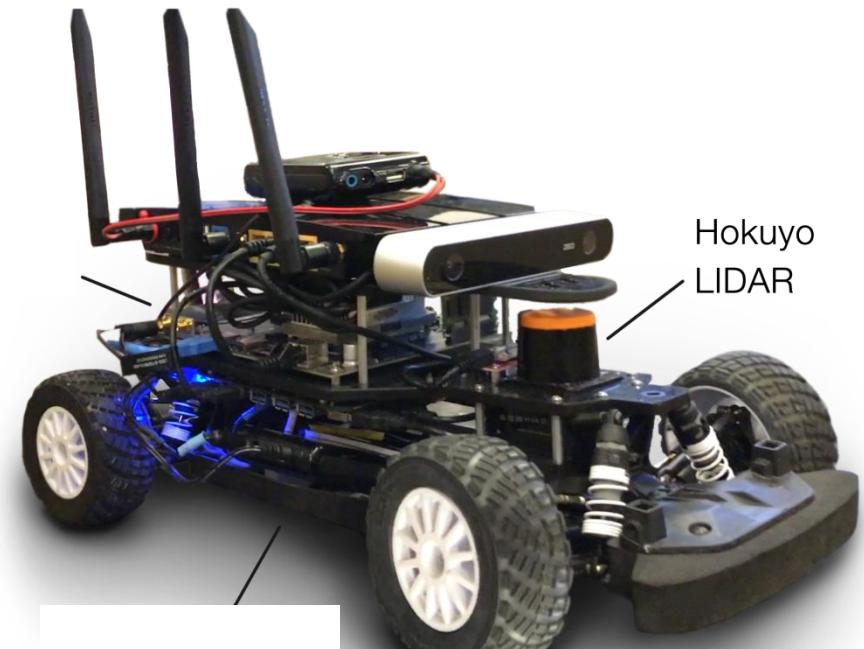


- Mobile mapping

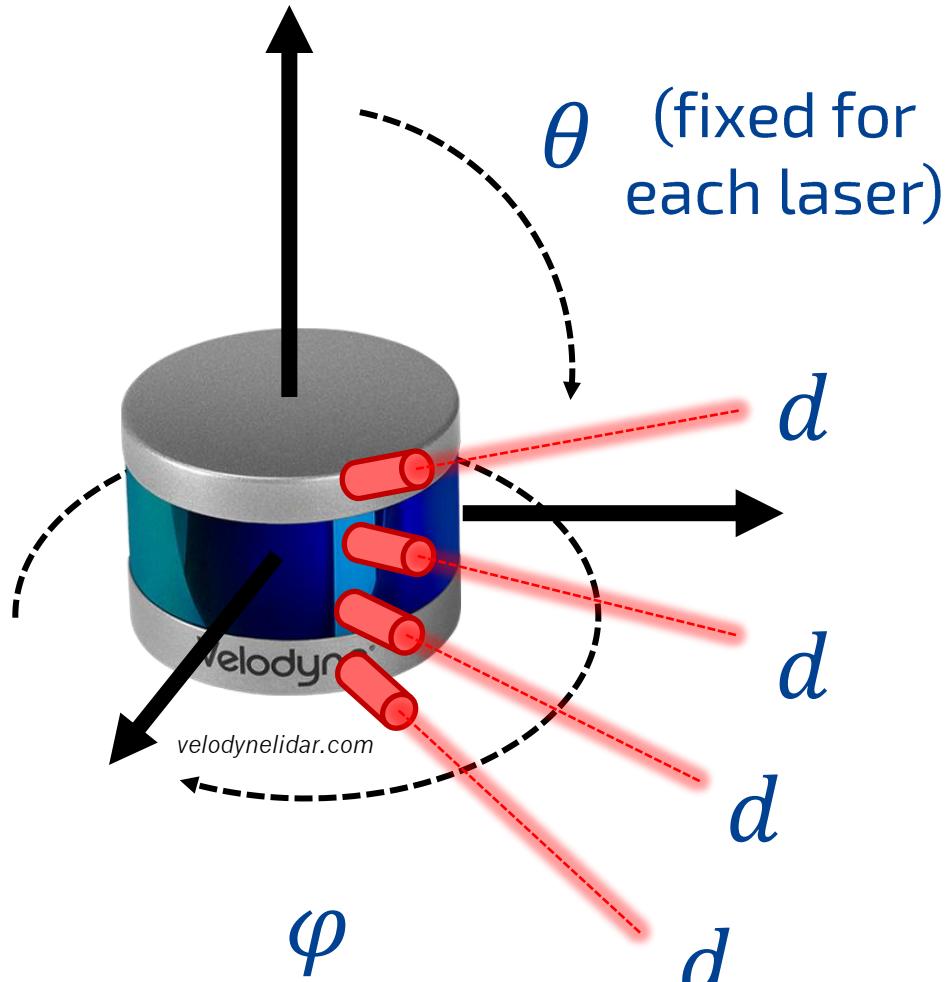




- Robotics



augustt198.github.io

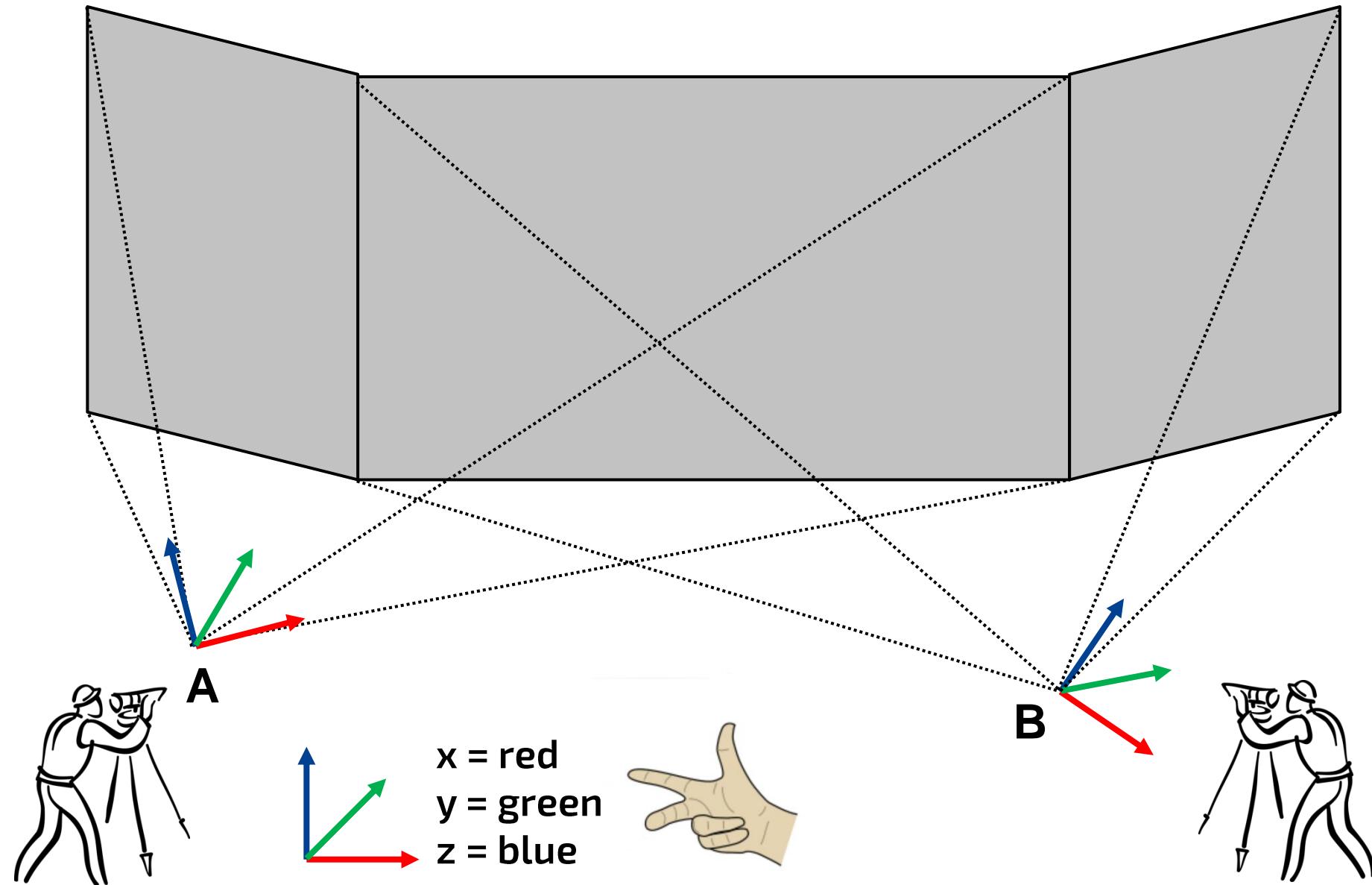


(measured with angular encoder)

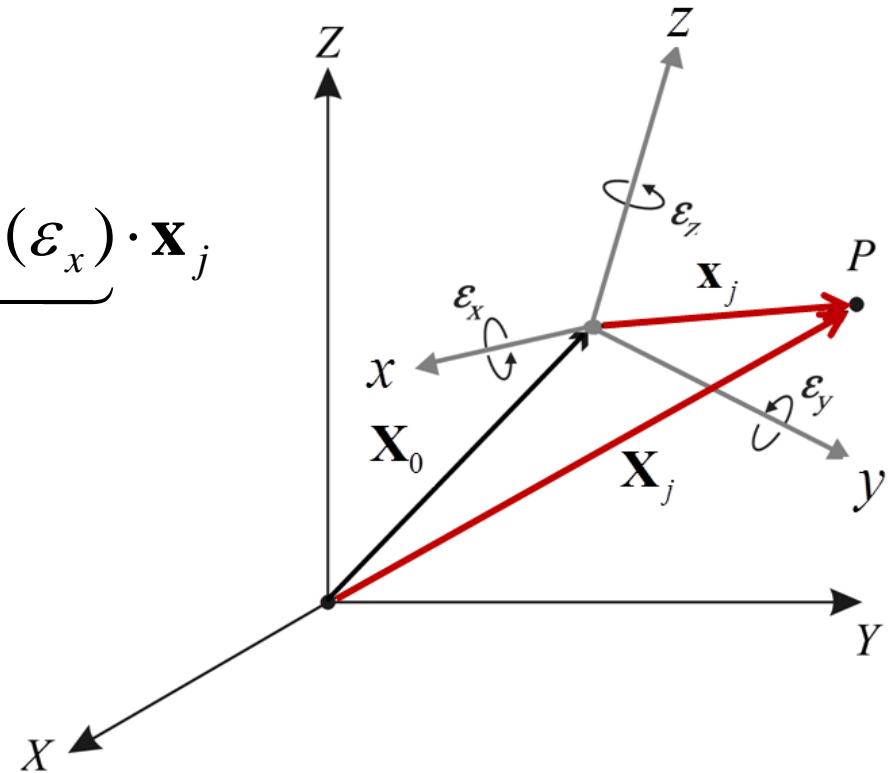
- Autonomous driving



- 1. Need for coordinate transformations**
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$$\mathbf{X}_j = \mathbf{X}_0 + \underbrace{\mu \cdot \mathbf{R}_3(\varepsilon_z) \cdot \mathbf{R}_2(\varepsilon_y) \cdot \mathbf{R}_1(\varepsilon_x)}_{\mathbf{R}(\varepsilon_x, \varepsilon_y, \varepsilon_z)} \cdot \mathbf{x}_j$$



- Euler angles: $\varepsilon_x, \varepsilon_y, \varepsilon_z$
- Scale: μ
- Translation: $\mathbf{X}_0 = [X_0 \quad Y_0 \quad Z_0]^T$

- Coordinates in starting system: $\mathbf{x}_j = [x \quad y \quad z]^T_j$
- Coordinates in target system: $\mathbf{X}_j = [X \quad Y \quad Z]^T_j$

- Euler angles: $\varepsilon_x, \varepsilon_y, \varepsilon_z$

$$\mathbf{R}_3(\varepsilon_z)\mathbf{R}_2(\varepsilon_y)\mathbf{R}_1(\varepsilon_x) = \mathbf{R}(\varepsilon_x, \varepsilon_y, \varepsilon_z) = \mathbf{R}$$

- Alternative: Axis-angle representations: $\theta, \mathbf{r} = [r_1 \quad r_2 \quad r_3]^T$

$$\mathbf{R} = \begin{bmatrix} 1 & & \\ & 1 & \\ & & 1 \end{bmatrix} + \sin \theta \begin{bmatrix} 0 & -r_3 & r_2 \\ r_3 & 0 & -r_1 \\ -r_2 & r_1 & 0 \end{bmatrix} + (1 - \cos \theta) \begin{bmatrix} 0 & -r_3 & r_2 \\ r_3 & 0 & -r_1 \\ -r_2 & r_1 & 0 \end{bmatrix}^2$$

- Quaternions (*not handled here*)

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \underbrace{\mu R_3(\varepsilon_z)R_2(\varepsilon_y)R_1(\varepsilon_x)}_R \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

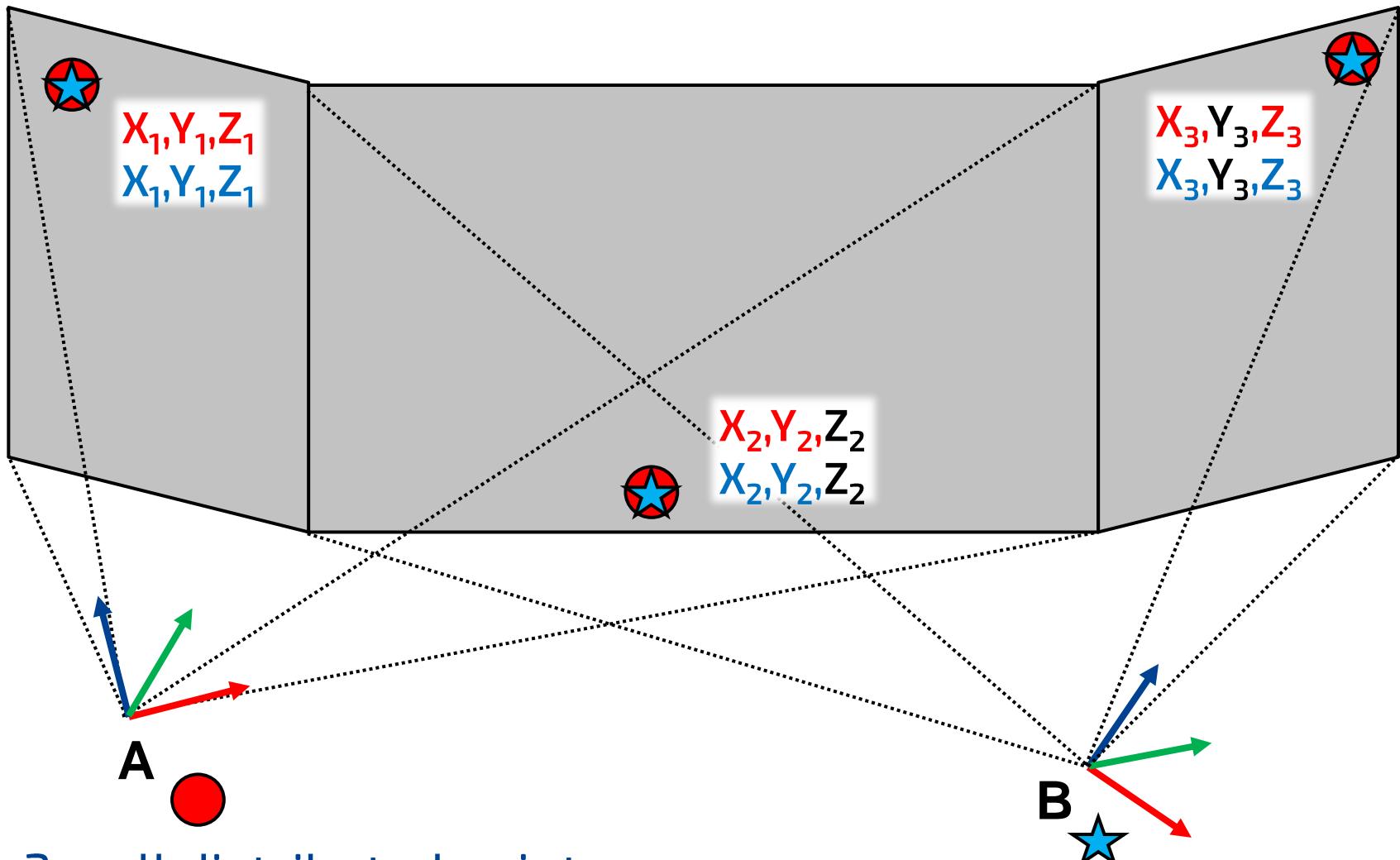
7 DoF / 7 parameters:

- Scale change (1DoF)
 - Rotation (3DoF)
 - Translation (3DoF)

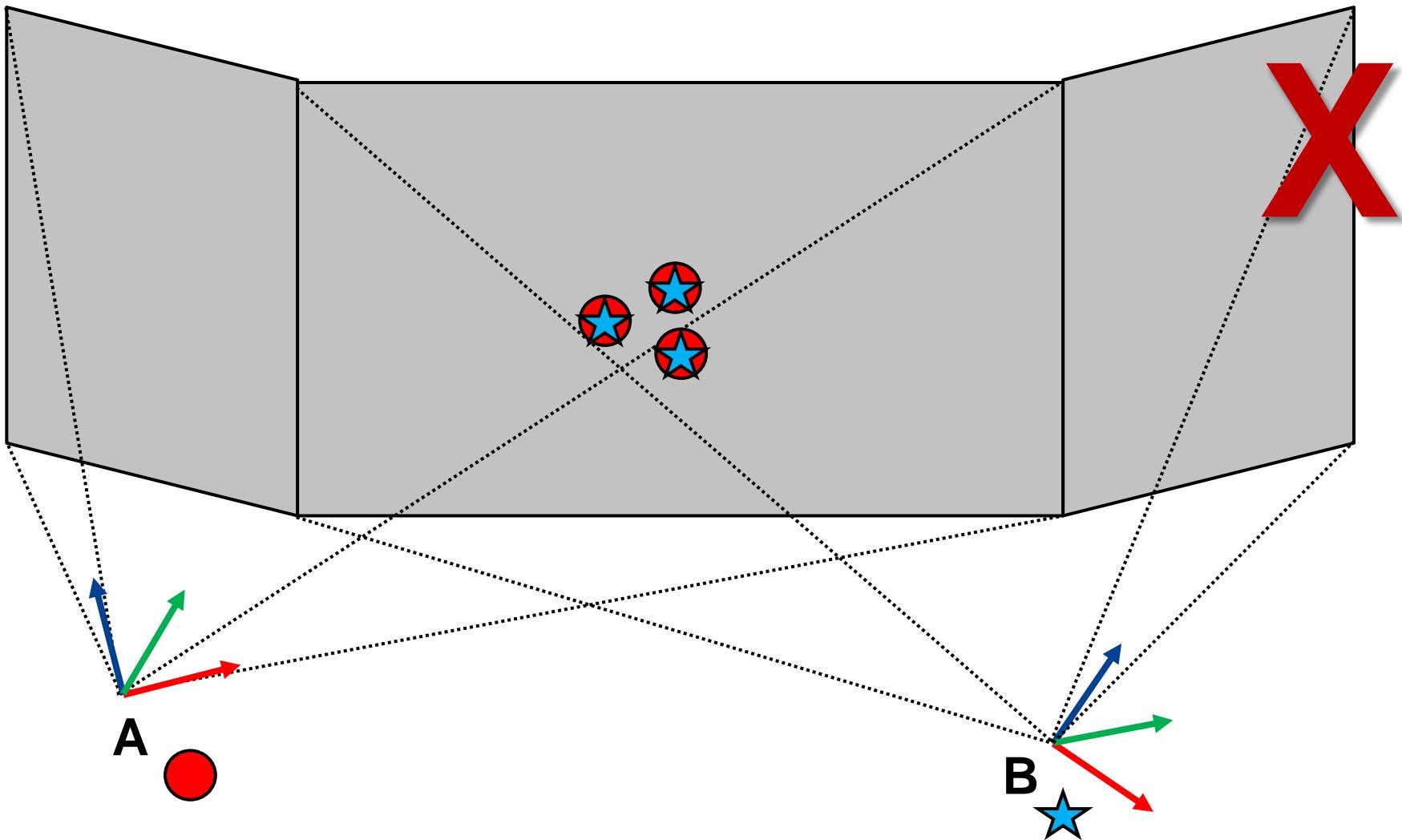
$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \mu \underbrace{\mathbf{R}_3(\varepsilon_z) \mathbf{R}_2(\varepsilon_y) \mathbf{R}_1(\varepsilon_x)}_{\mathbf{R}} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

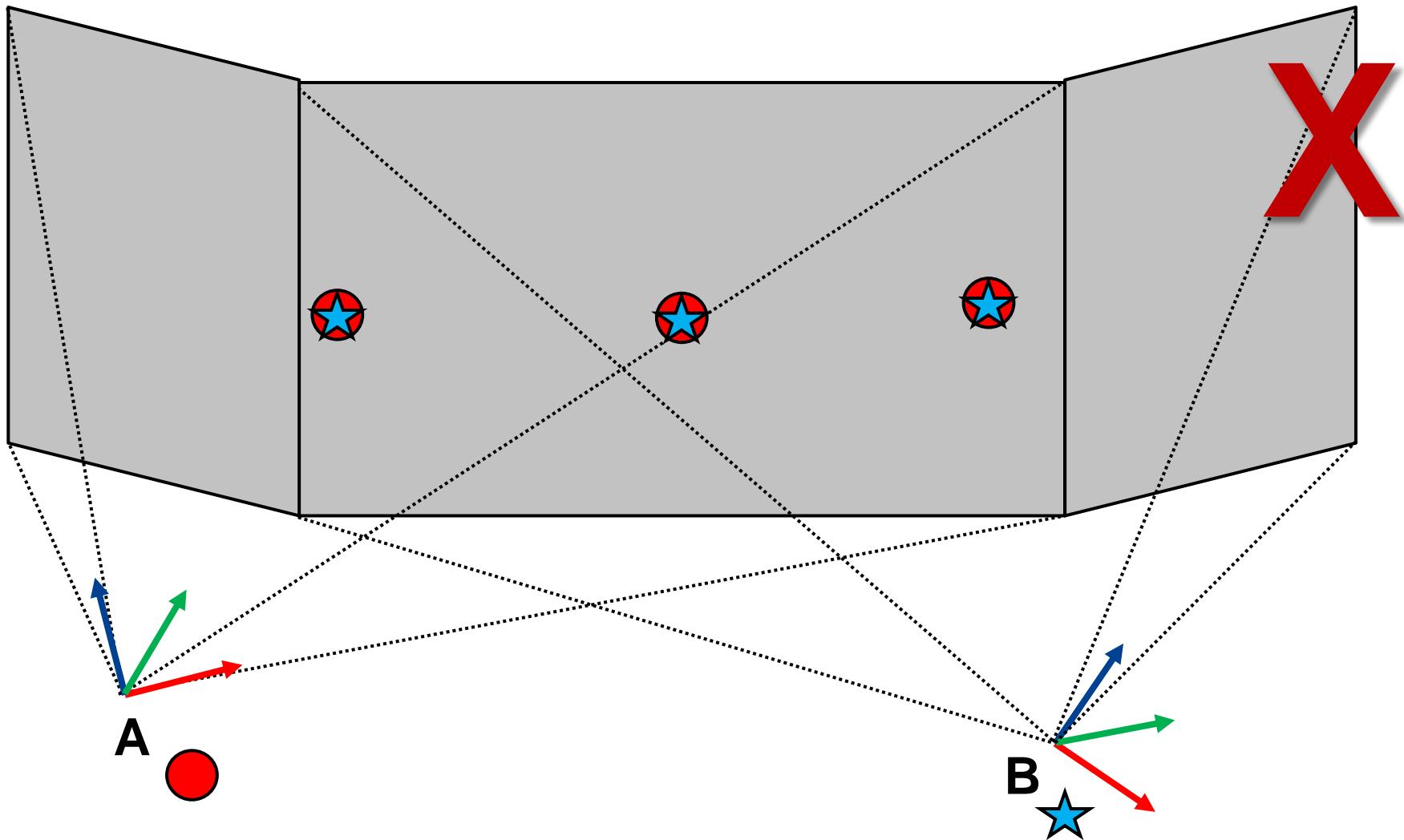
How to determine these 7 parameters?

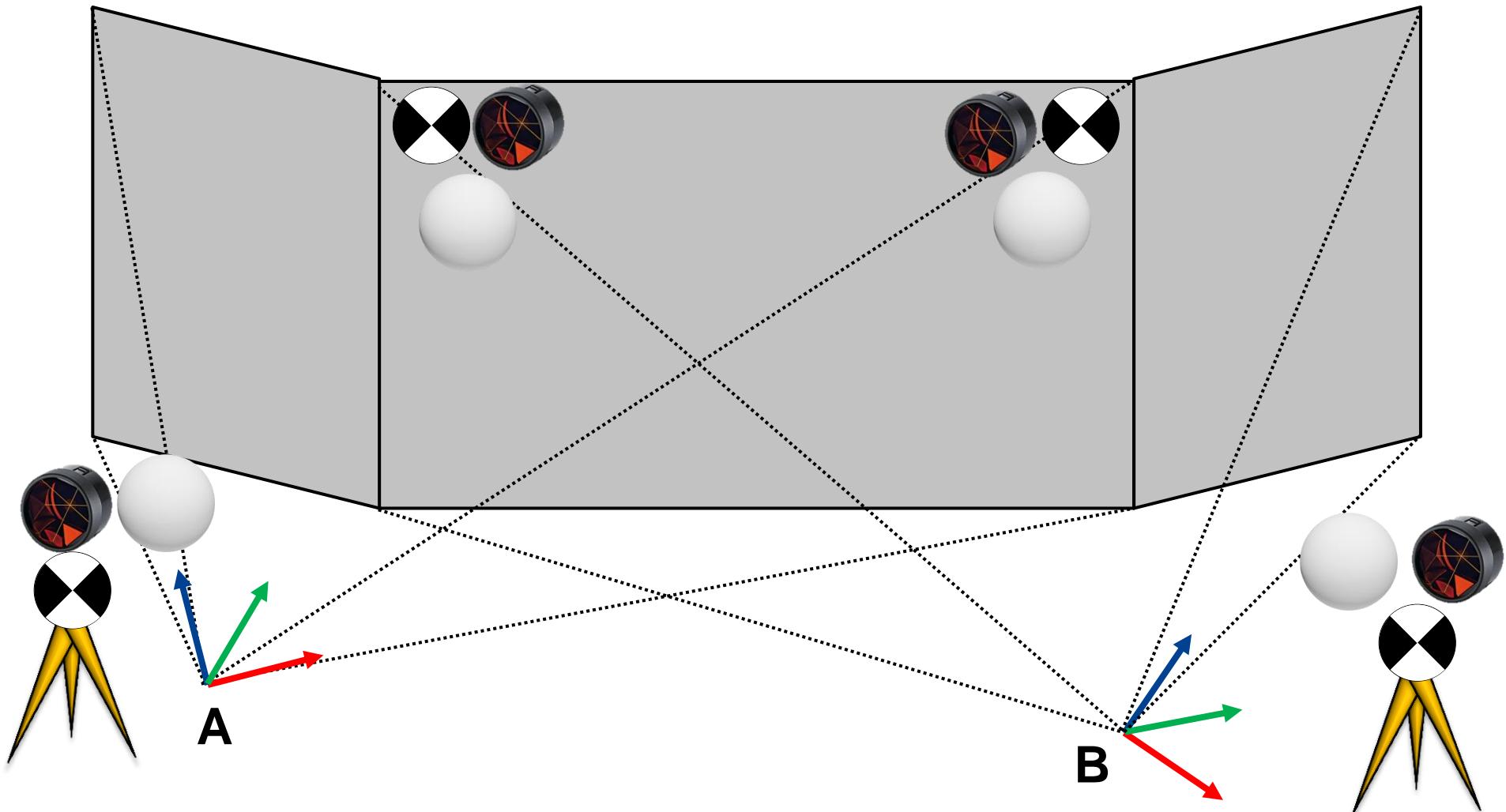
- 7 or more observations (coordinates) in each system
7 = analytical solution
>7 = adjustment (MGE-03 Statistics & Adjustment theory)
- 3 well distributed points (otherwise ill posed problem)
- known correspondences !



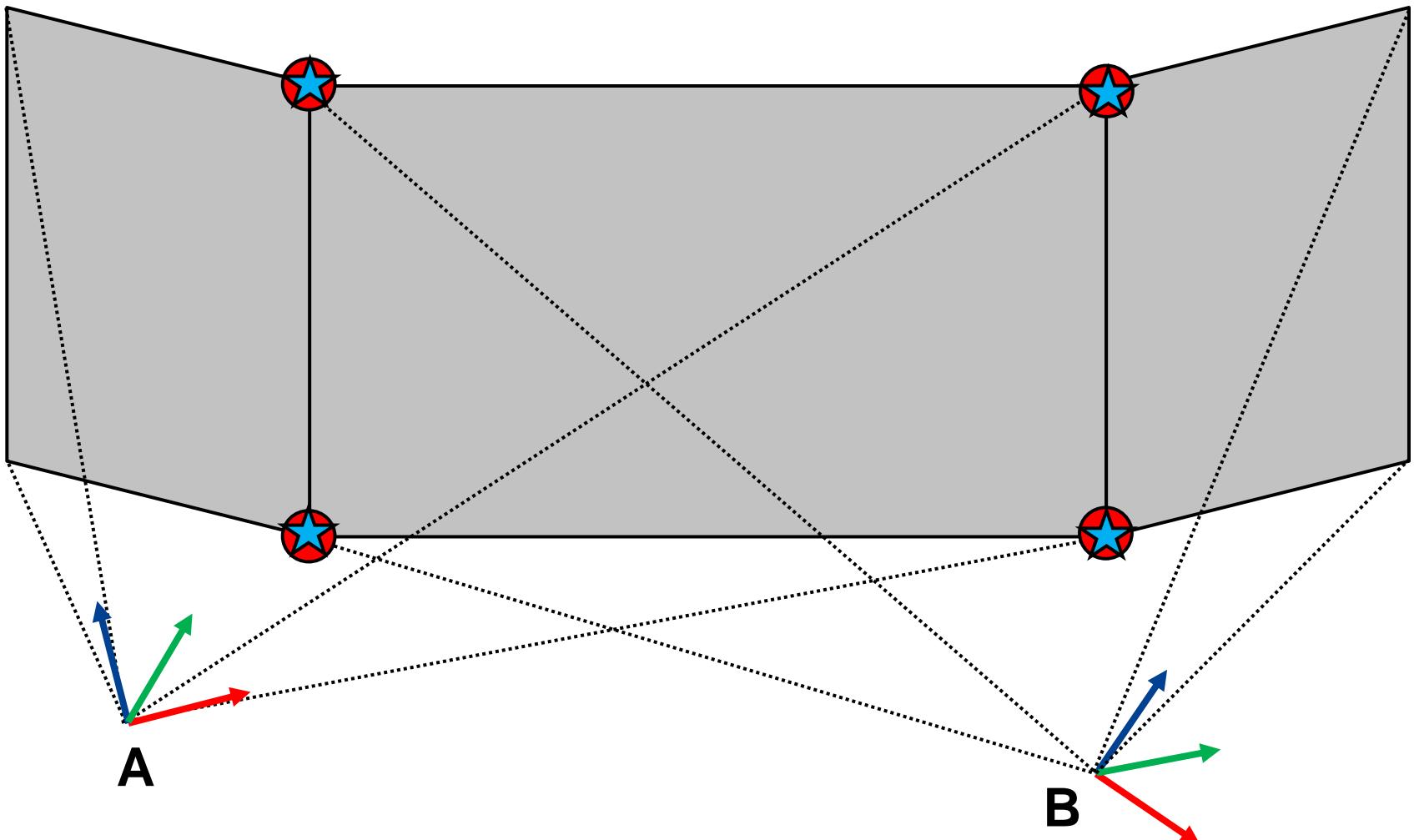
- 3 well distributed points
- 7 or more observations (coordinates) in each system



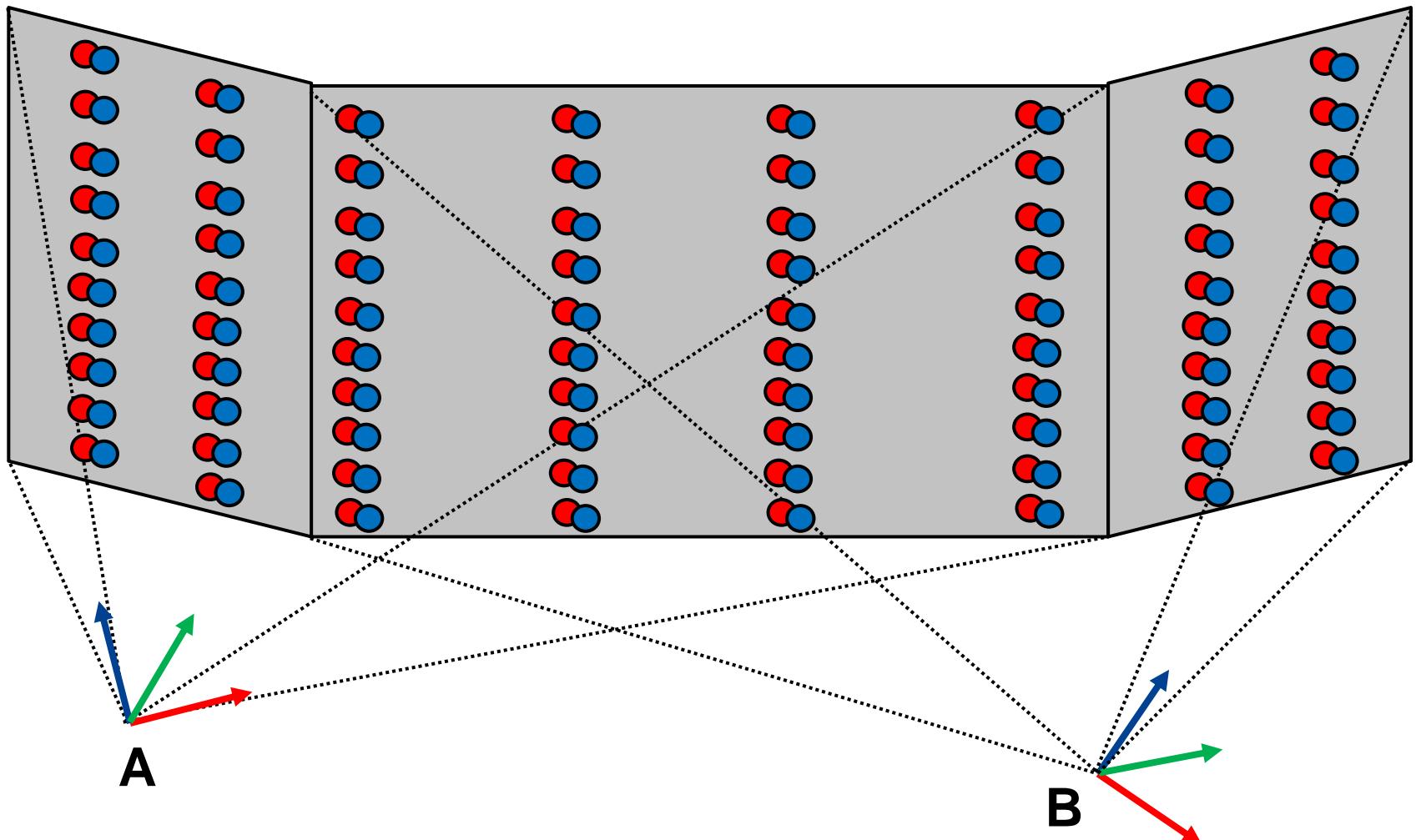




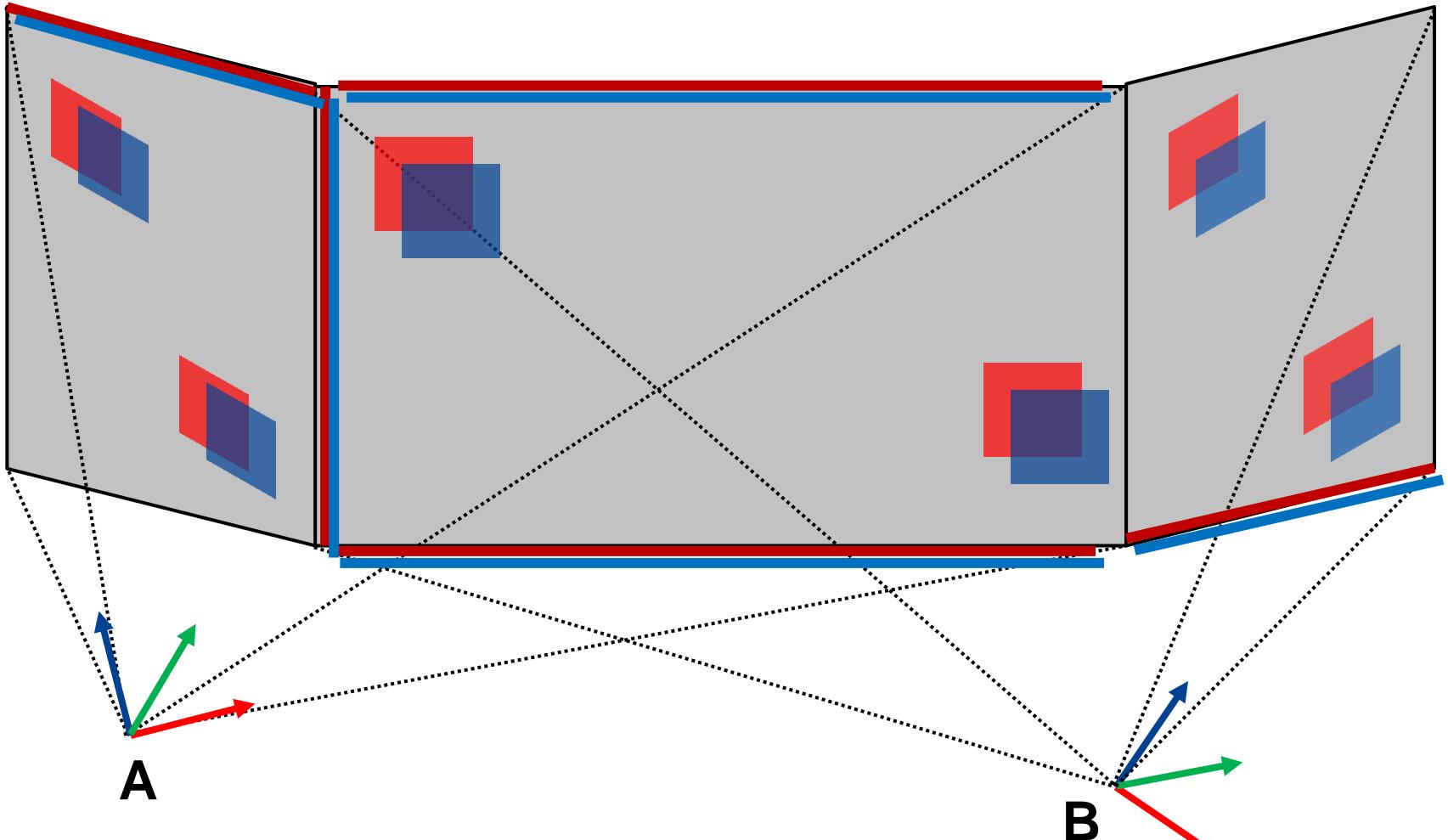
- 1. Artificial targets (e.g. prism, target, sphere)
- aimed (e.g. total station) or automatically detected (TLS)



- 2. Well-defined keypoints (e.g. corners)
- aimed (e.g. total station) or automatically detected (TLS)



- 2. Point clouds
- Most often solved by ICP



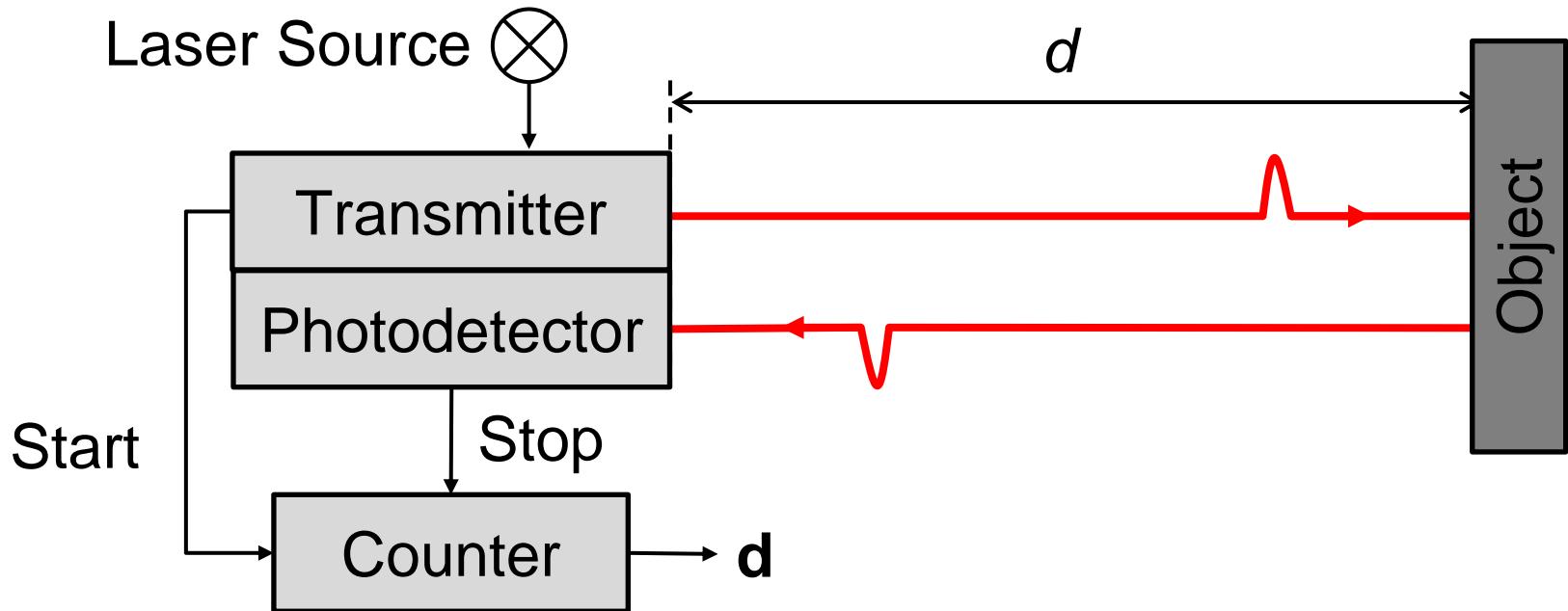
- Geometrical features (planar patches or edges)
- Varying in all 3 dimensions
- (modified transformation equation)

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \underbrace{\mu R_3(\varepsilon_z)R_2(\varepsilon_y)R_1(\varepsilon_x)}_R \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

Alternative:

- Directly observing transformation parameters with additional hardware/sensors
- Most often used for partial solution (some parameters) – reducing DoF
- Reducing number of parameters increases efficiency and accuracy of result
- (Complete solutions not covered here)

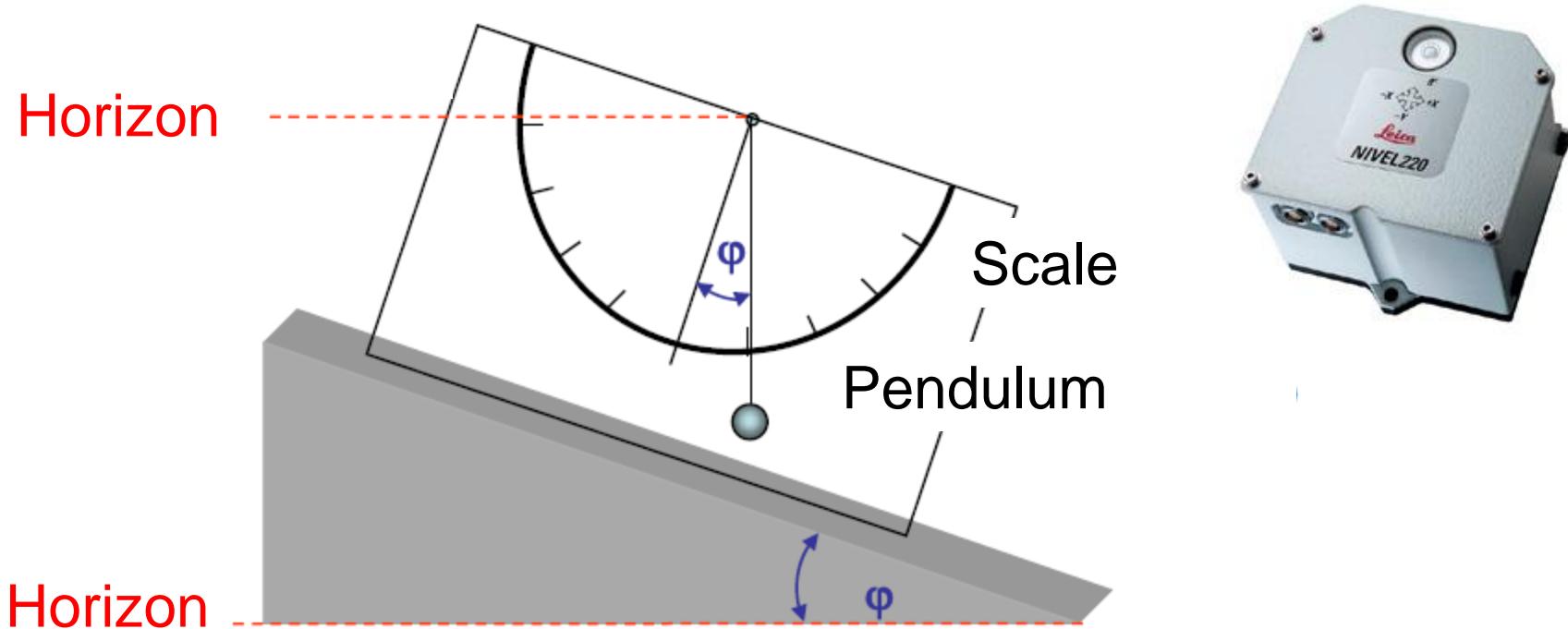
EDM (laser): Time-of-Flight (ToF)



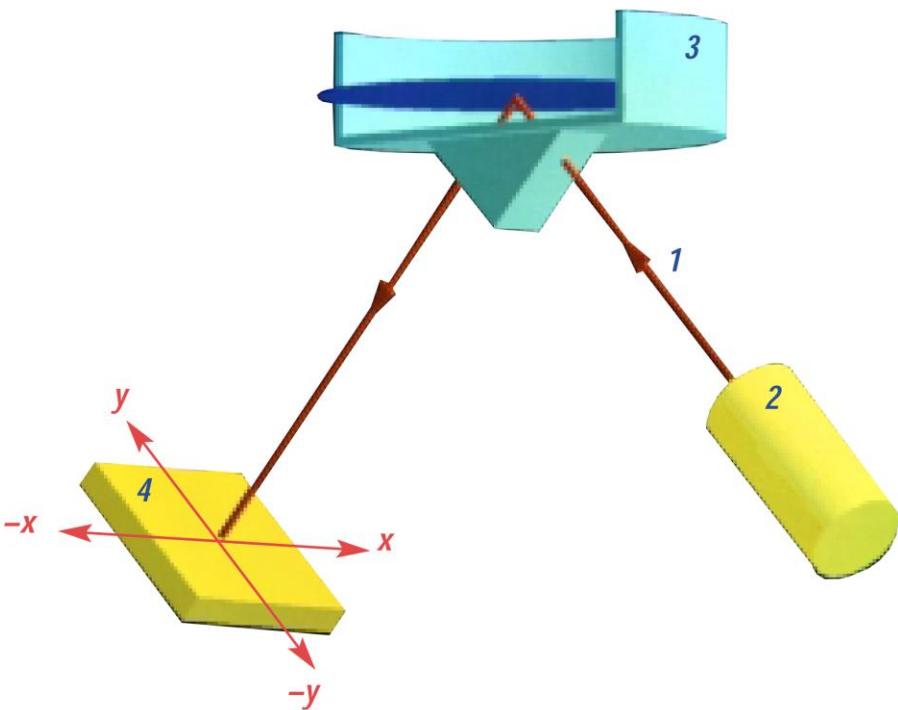
$$d = \frac{(t_{Stop} - t_{Start})}{2} \cdot c$$

- c : Speed of light in vacuum
- Distance is given in meter => Scale fixed
- Propagation delay of current atmosphere needs to be known

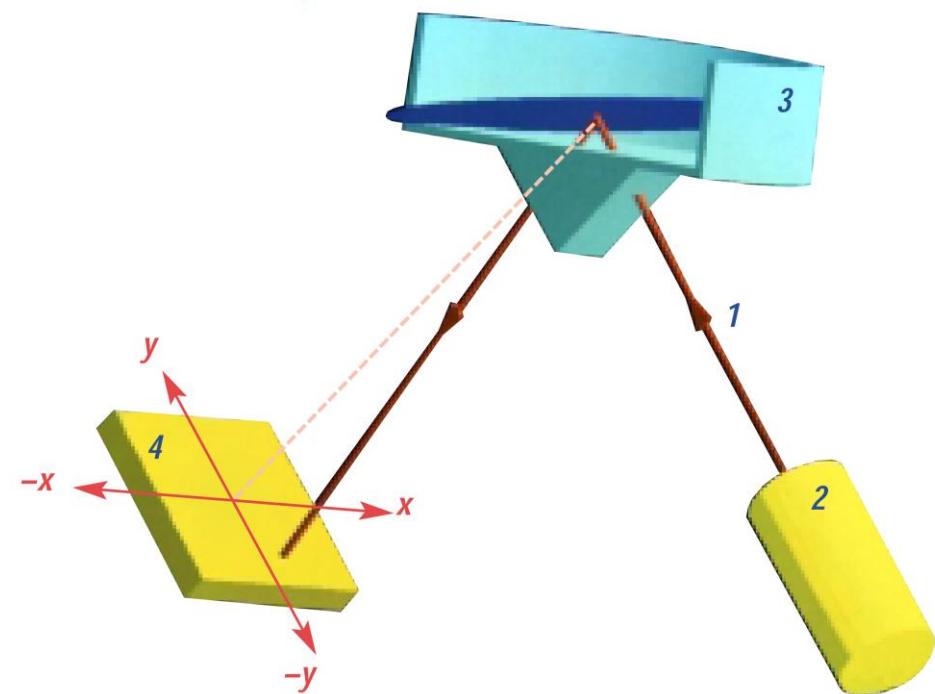
- $\varepsilon_x, \varepsilon_y$ are Euler angles in x- and y-direction
- If reference system is levelled, $\varepsilon_x, \varepsilon_y$ equal inclinations
- Deviations from horizontal plane => measurable by inclinometer



Levelled => $\varepsilon_x = \varepsilon_y = 0$



Not levelled => $\varepsilon_x \neq \varepsilon_y \neq 0$



- 3D sensors often contain compensator
- Compensator = Inclinometer + unit correcting θ, φ
- Requirement for compensator: course levelling of sensor
=> $\varepsilon_x = \varepsilon_y = 0$ if using only sensors with compensator

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \lambda \mathbf{R}_3(\varepsilon_z) \mathbf{R}_2(\varepsilon_y) \mathbf{R}_1(\varepsilon_x) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

Most times

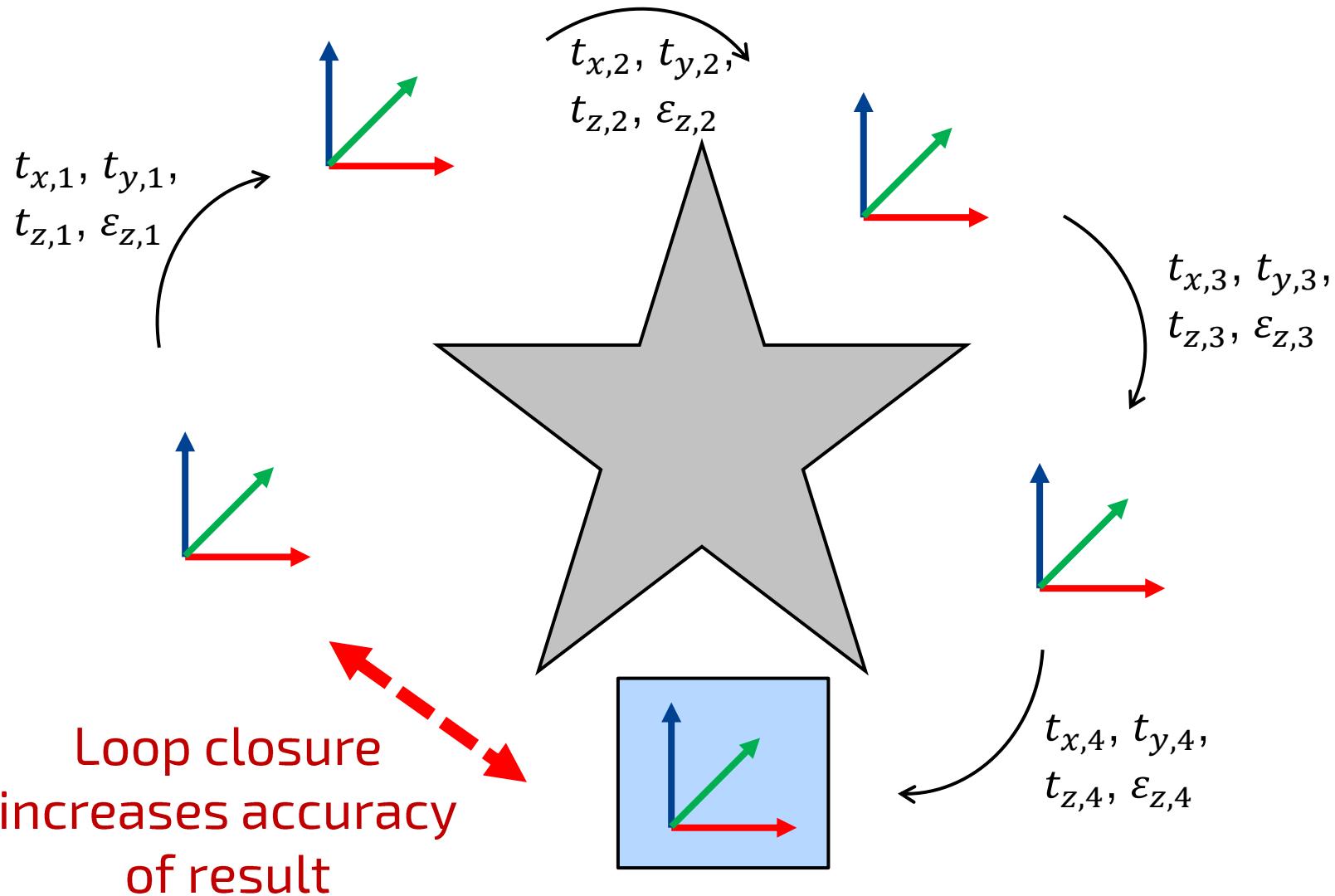
$$\lambda = 1;$$

$$\varepsilon_y = 0; \quad \varepsilon_x = 0$$

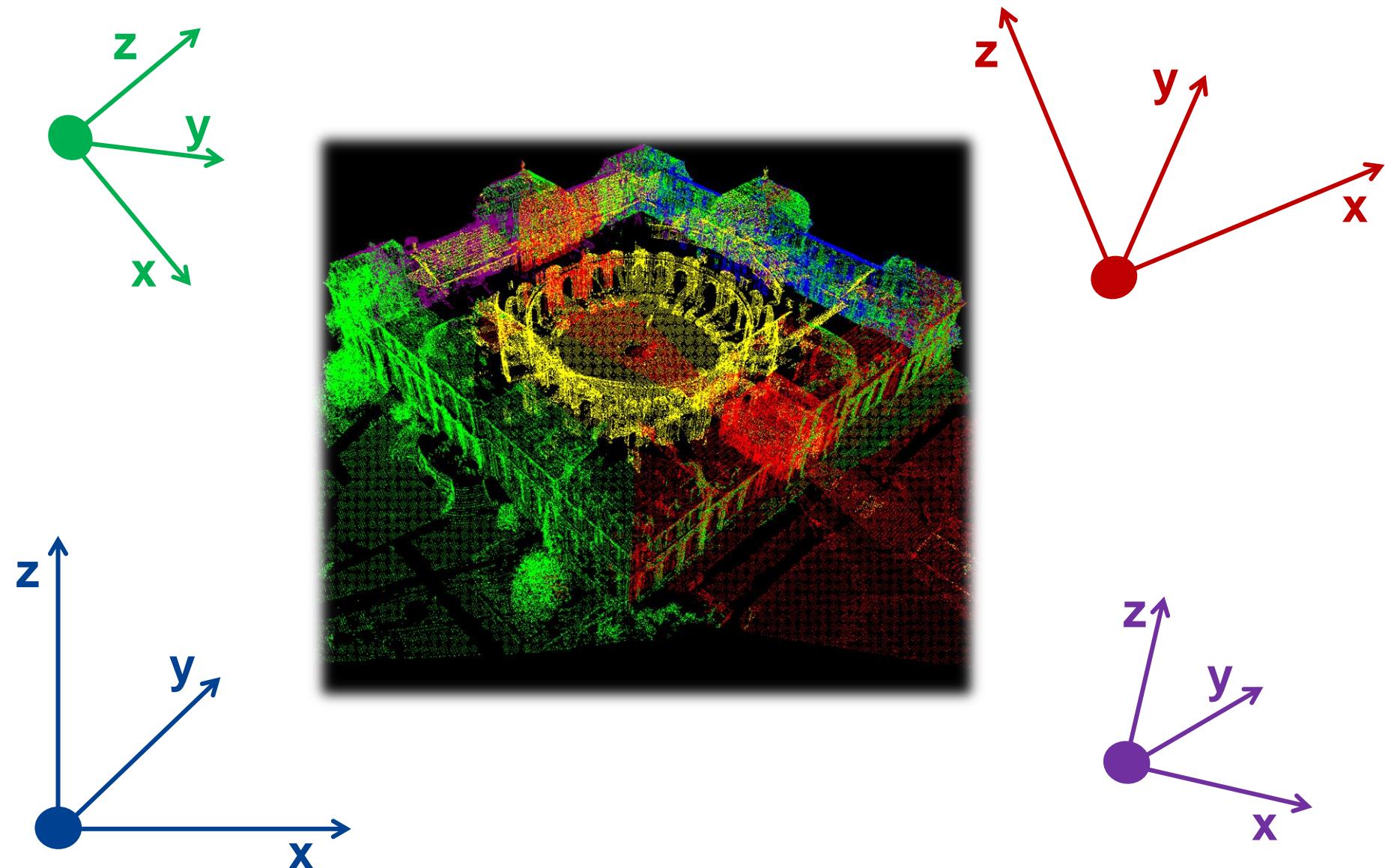
Often at static data acquisition

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \mathbf{R}_3(\varepsilon_z) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

Composition of registrations



Composition of registrations



$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \mu \underbrace{\mathbf{R}_3(\varepsilon_z) \mathbf{R}_2(\varepsilon_y) \mathbf{R}_1(\varepsilon_x)}_{\mathbf{R}} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

Summary:

- using identical artificial points (targets)
- using measured object (keypoints, point cloud, geometric features)
- using additional hardware
- Combination



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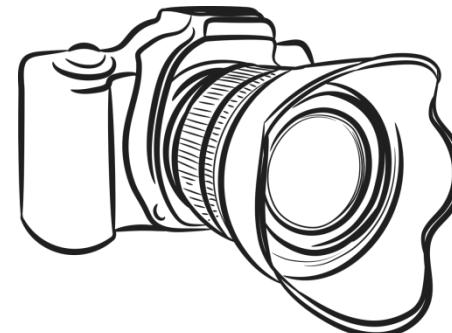
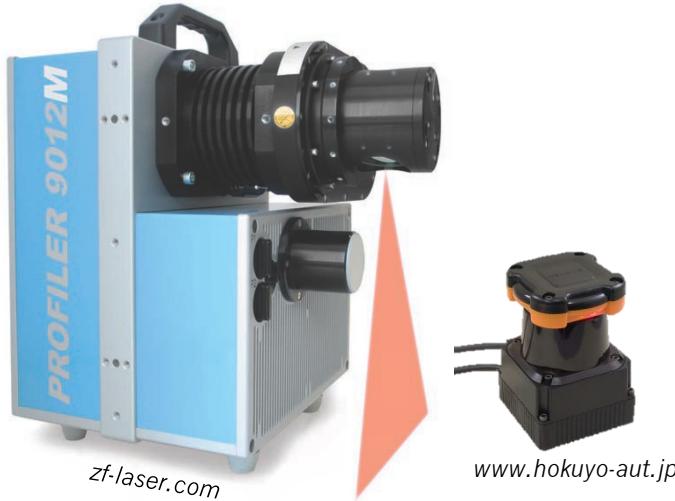
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More in the next
chapter:
Georeferencing

- Relative sensor registration with no 3D observations



- Observations in 3D (but within 1 plane ~2D)
- no targets, keypoints, planes
- Lines & point clouds
- 2D image coordinates (no 3D space)
- collinearity equations
- Scale μ issue (all 7 DoF)

Other reason for sensor registration

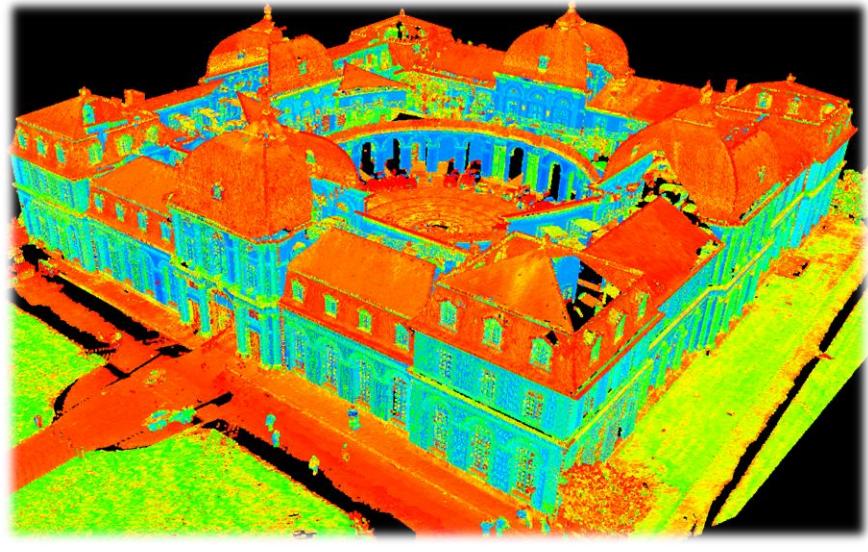


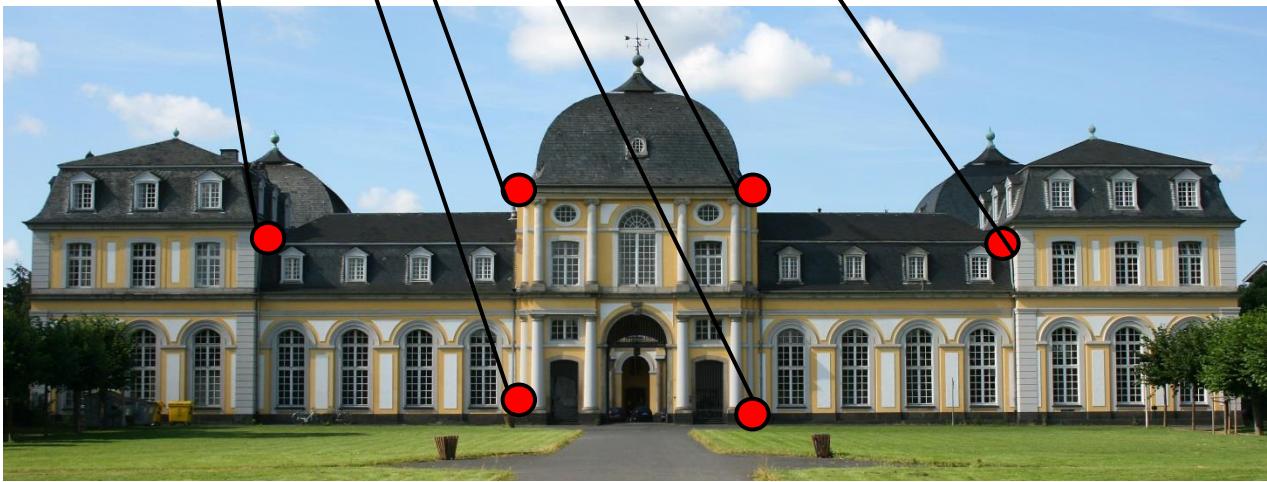
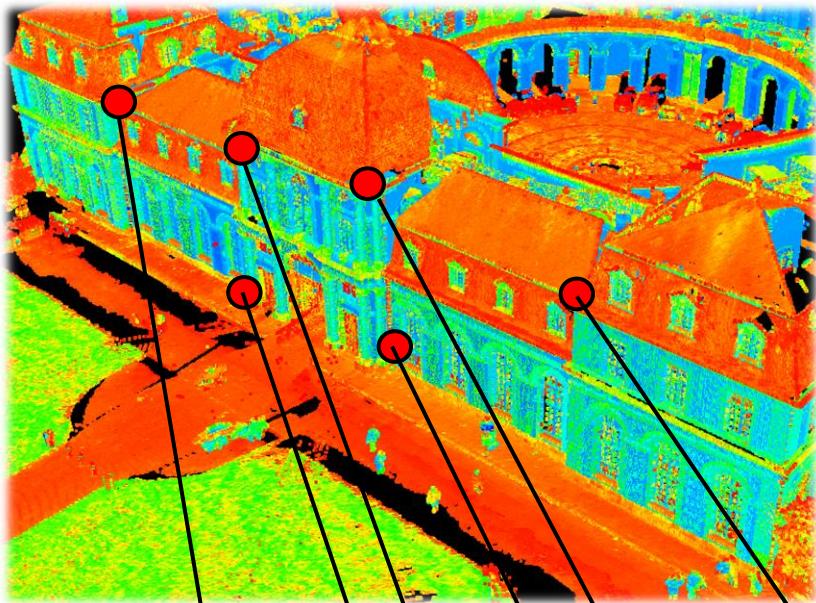
riegl.com



zf-laser.com

- Coloring the point cloud





- collinearity equations
- Point correspondences



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Other reason for sensor registration

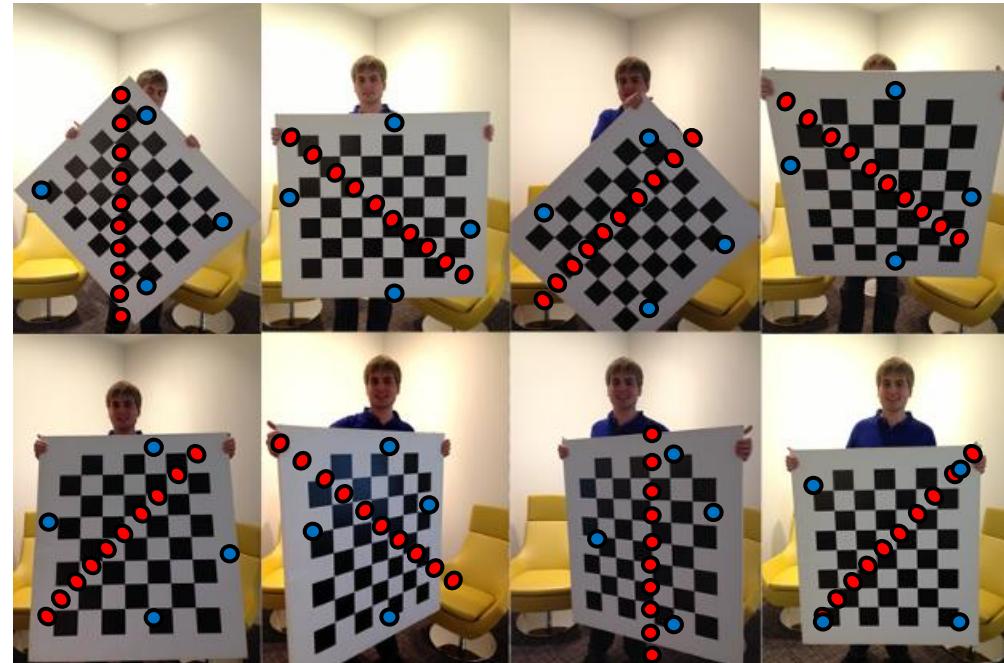
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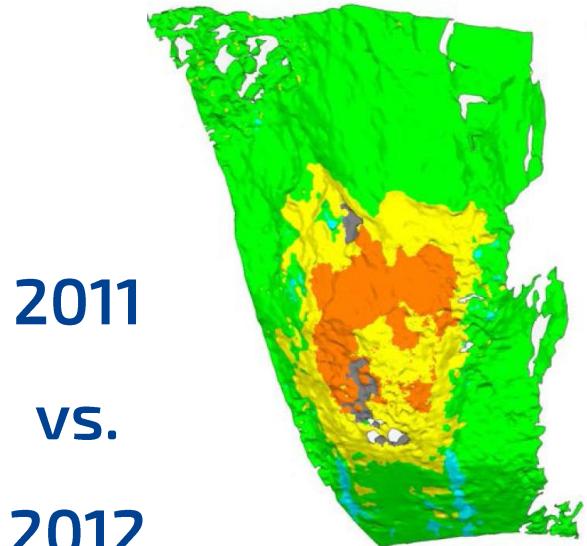
Z+F MapCam® S

- 2D laser scanner Lines falling on a plane
- Varying in all 3 dimensions
- Measurement correspondence over time

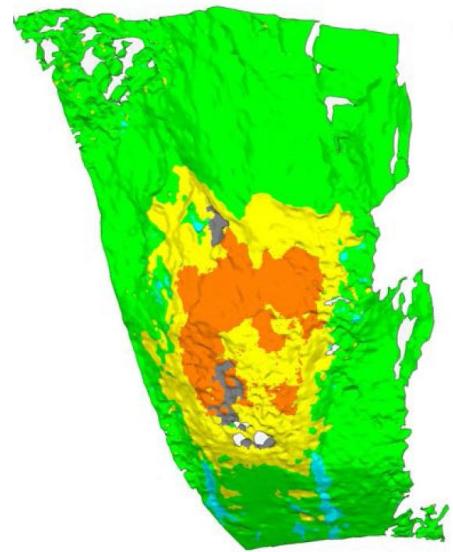


mathworks.com

- Change detection & deformation monitoring
- Registration of measurements in different time points



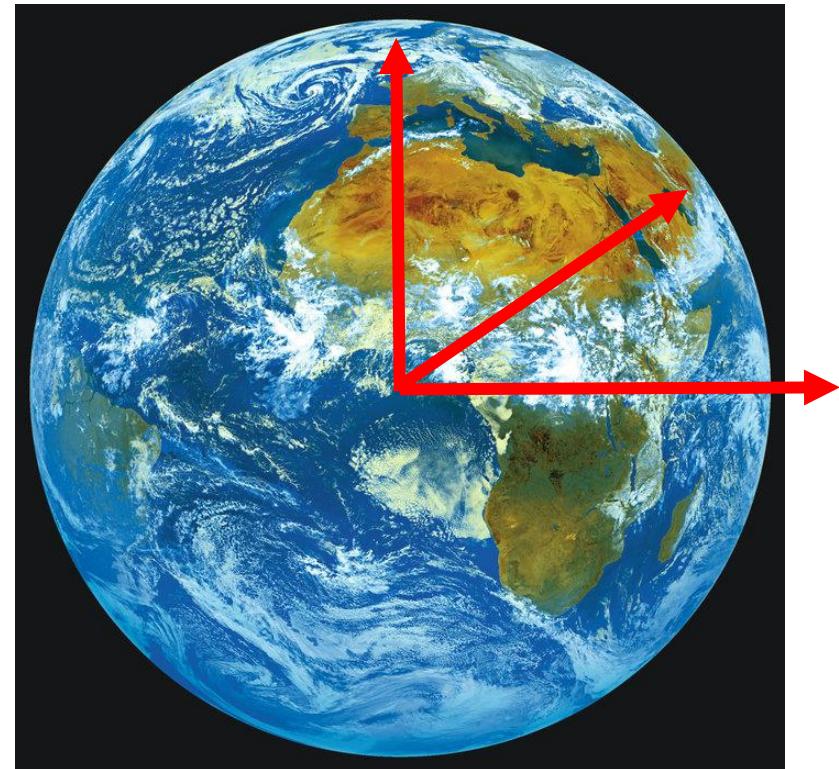
2012



Wujanz (2016)

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- 2. Realization of sensor coordinate systems**
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- 4. Transformation in global coordinate system
(Geo-referencing)**

- Different realizations of global coordinate systems
- See next lectures in MGE-01
- E.g., X, Y, Z_{ITRF} or X, Y, Z_{WGS84}
- Center = Center of certain ellipsoid
- X-axis = Greenwich
- Z-axis = rotation axis of earth
- Y-axis = completion of right-handed coordinate system

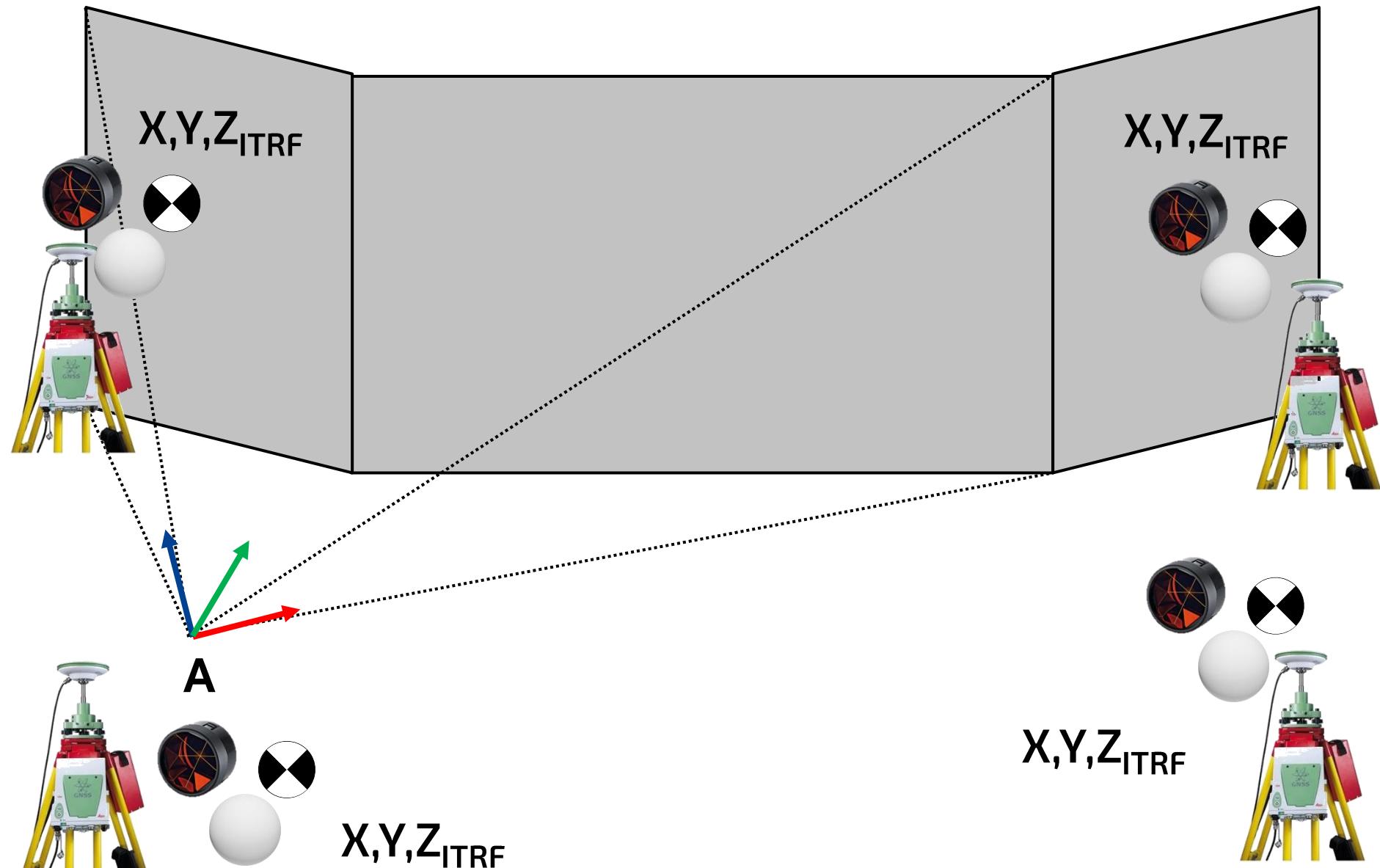


- Same equation
- ~~Scale change (1DoF)~~
- Rotation (3DoF)
- Translation (3DoF)
- 6 DoF / 6 parameters

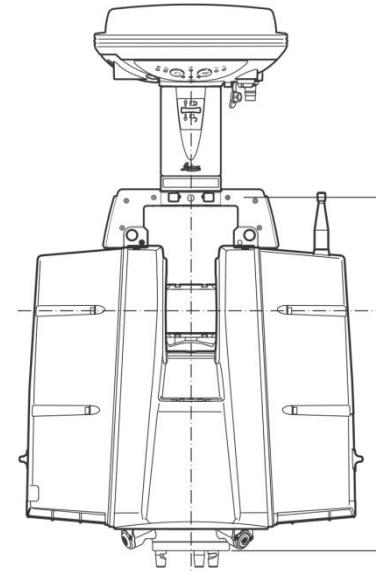
$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R_3(\varepsilon_z)R_2(\varepsilon_y)R_1(\varepsilon_x) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

- Task for positioning on earth: transformation to global, earth centered coordinate system
- How to get the 6 parameters?
 1. using identical, artificial points **that are already given in global coordinate system**
 2. Using additional hardware **that acquires data in global coordinate system**

Using artificial targets

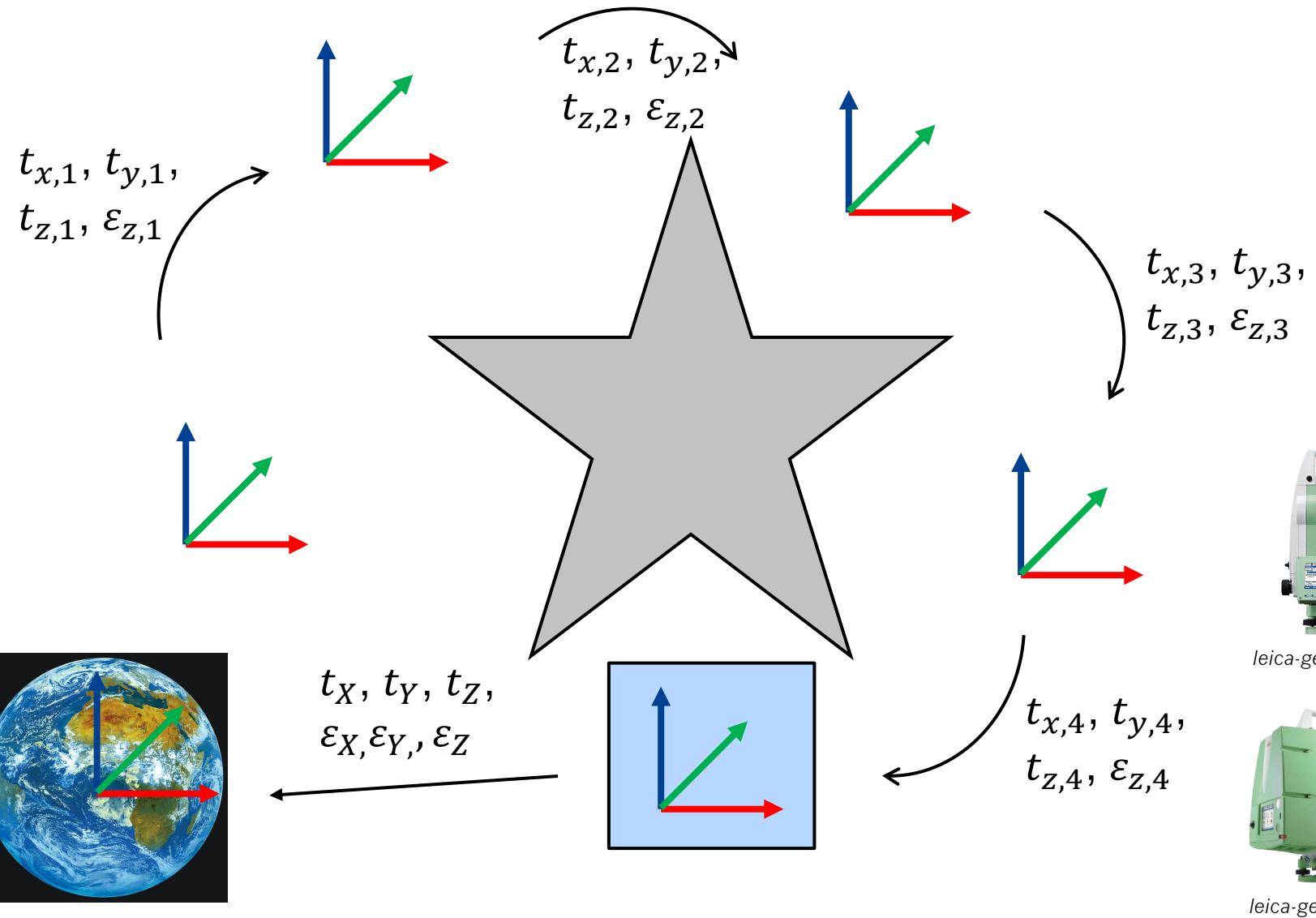


- Using additional hardware that gives global information, e.g.:
 - GNSS for t_x, t_y, t_z (most times)
 - Two GNSS for ε_z
 - Inclinometers for $\varepsilon_x, \varepsilon_y$
 - Compass for ε_z



$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R_3(\varepsilon_z)R_2(\varepsilon_y)R_1(\varepsilon_x) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \\ t_z \end{bmatrix}$$

- ...**Static or kinematic**



Mobile multi-sensor systems



Google.com



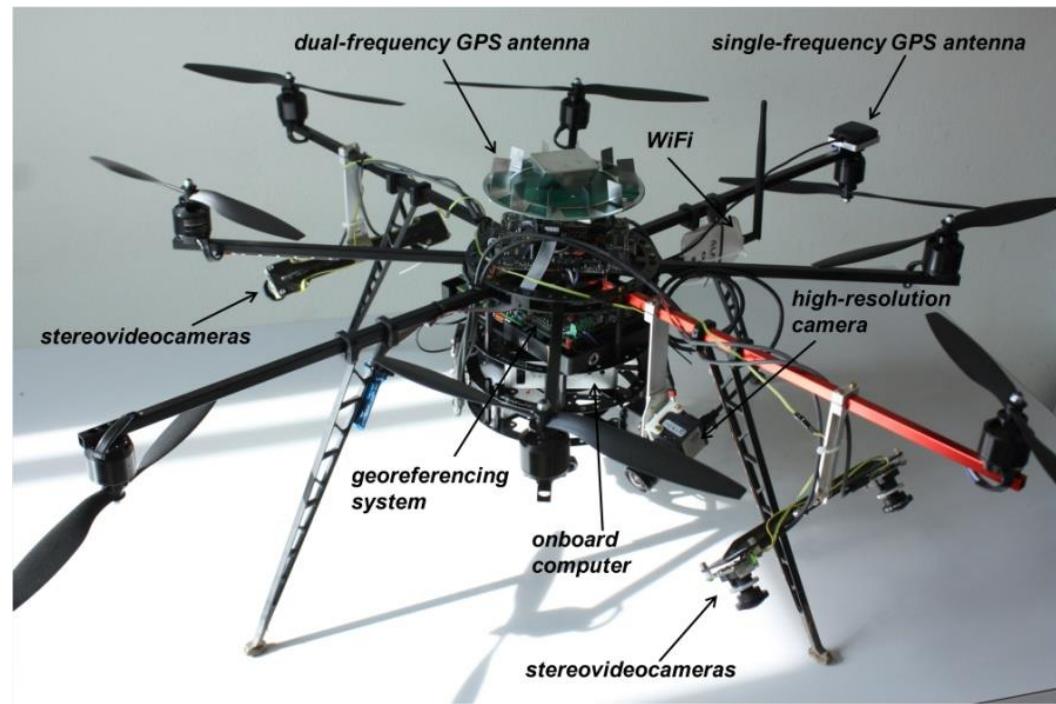
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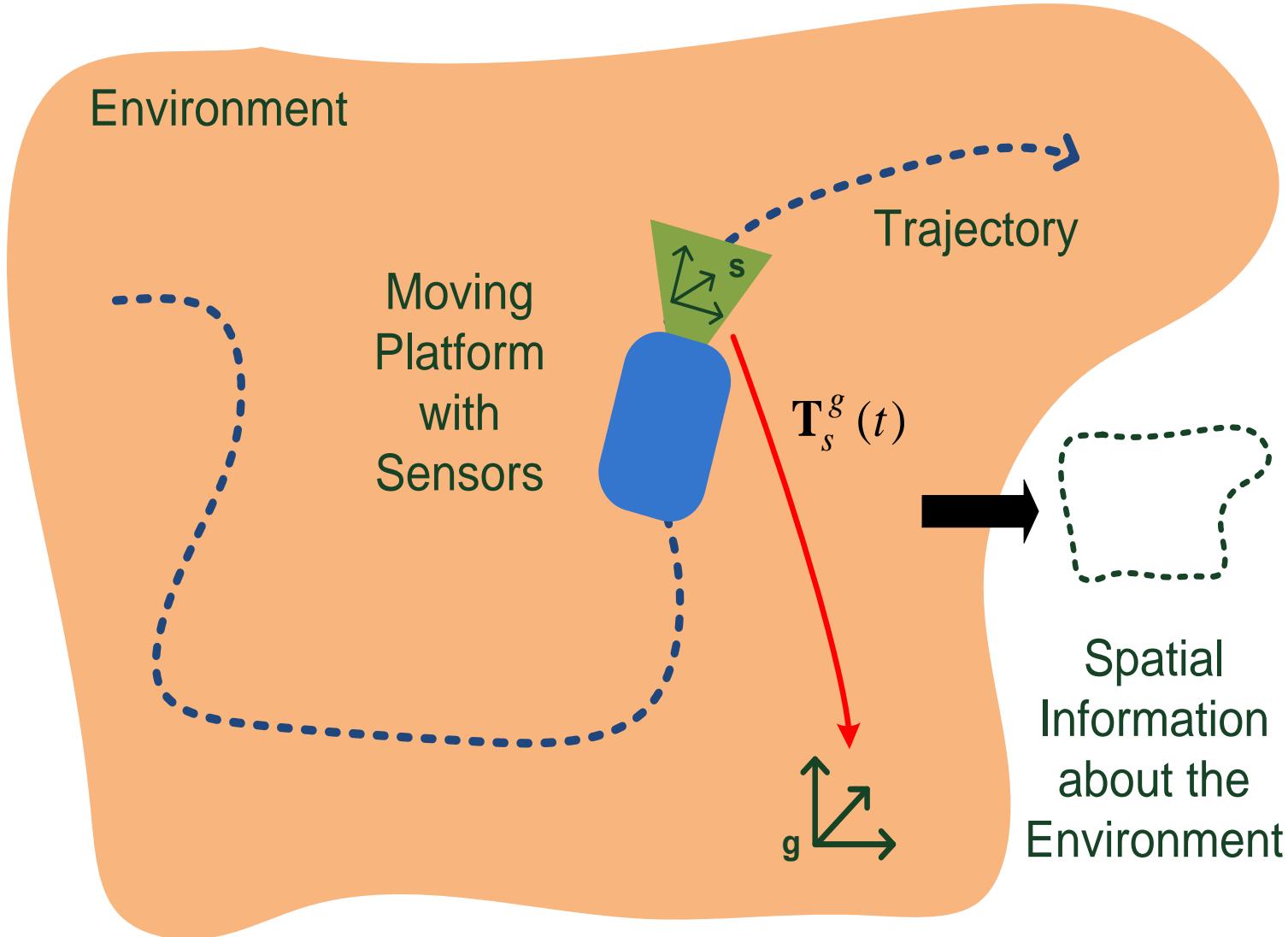


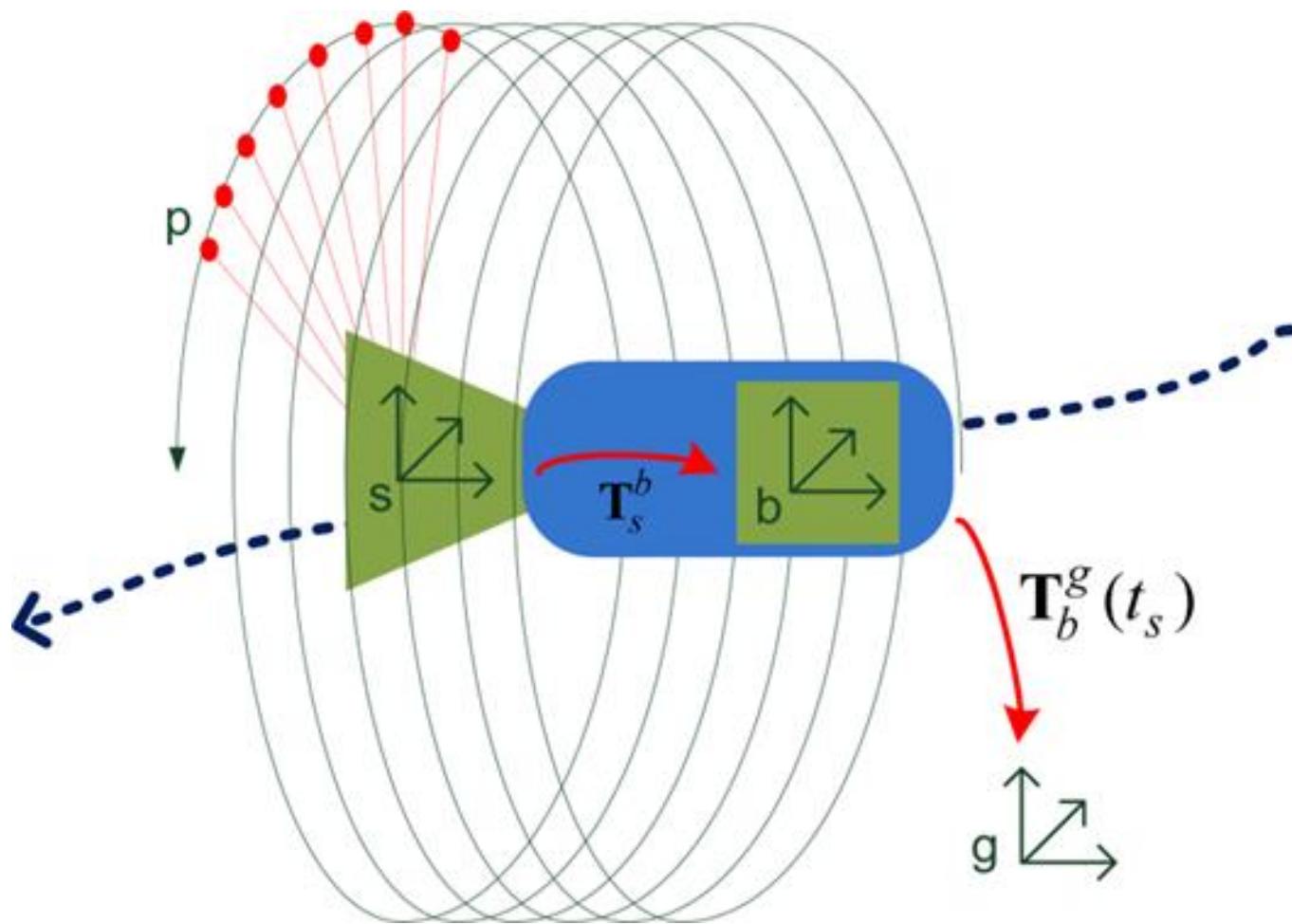
zf-laser.com



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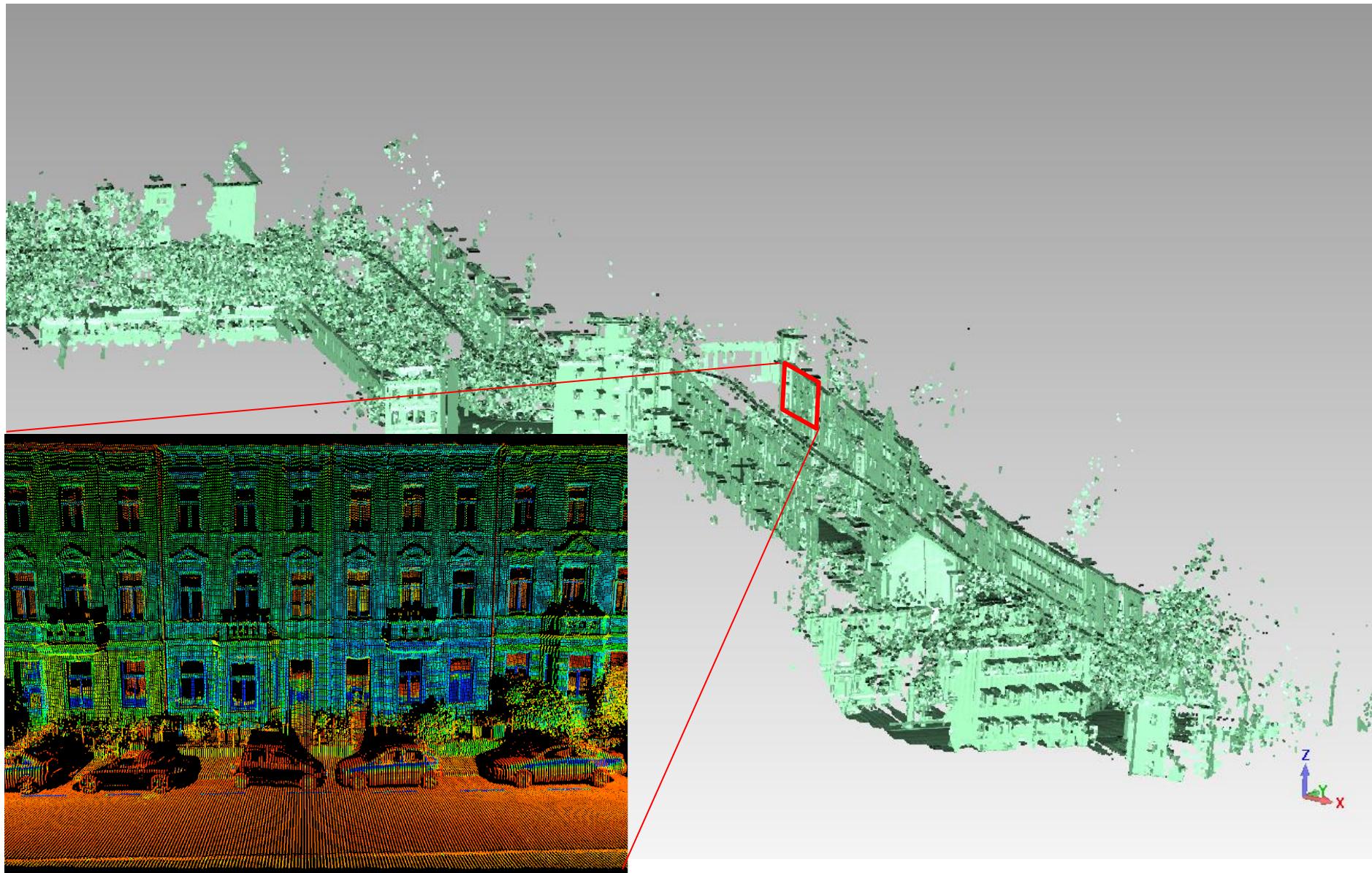






- Geo-referencing by: $p^g = T_b^g(t_s)T_s^b p^s$

3D geo-referenced point cloud



- Transformation between sensor coordinate systems
frequent task in geodesy
- Usually **similarity transformation** is used => 7 DoF
- **Registration:** Transformation between local coordinate systems
- **Geo-referencing:** Transformation in global coordinate system

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