

Feature Recognition and labelling for Photogrammetry Calibration of the Super-Kamiokande Detector

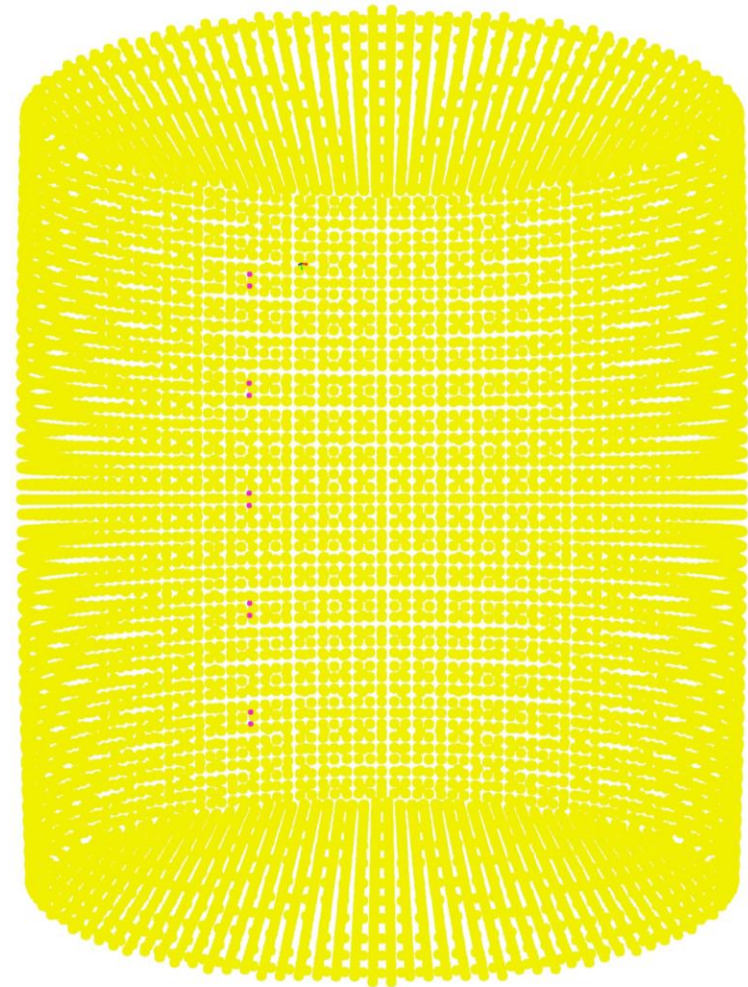
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Acknowdgements:

Supervisor: Blair Jamieson

Ali Ajmi



Introduction

Neutrino

- Subatomic particle, similar to an electron (but no electrical charge).
- One of the most abundant particles in the universe.
- Incredibly difficult to detect.

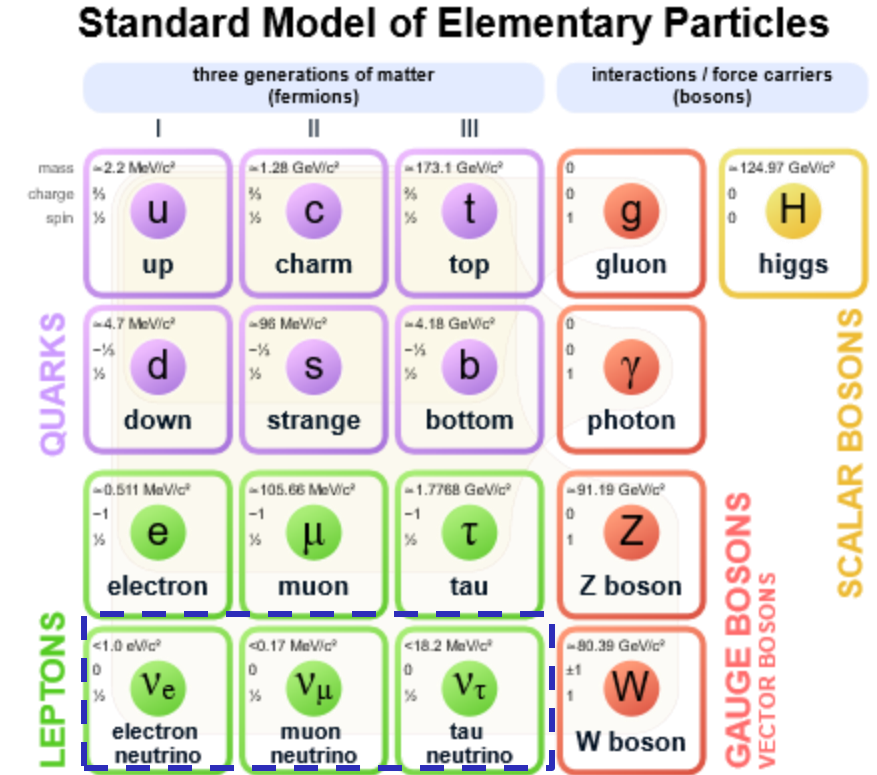


Fig: standard model[1]

How is neutrino detected?

Super Kamiokande (Super-K)

1



Fig: Model of Super-Kamiokande detector[2]

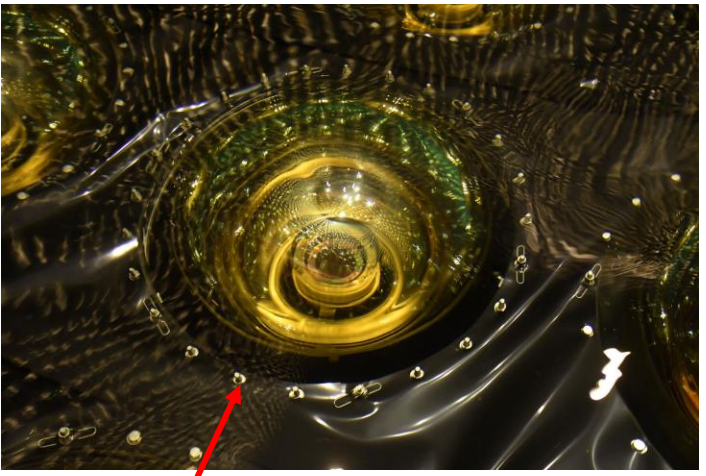
~11,000 PMTS

2



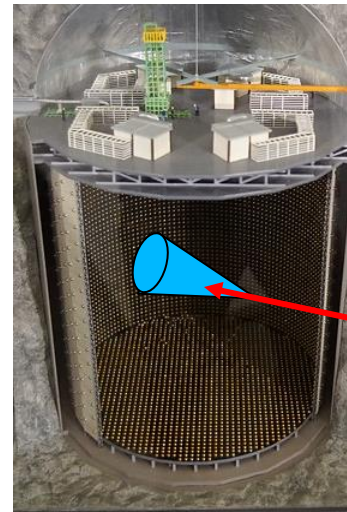
PMT[3]

3



Bolts for mounting PMT to wall.

4



Cherenkov radiation

- Produced when charged particles move faster than speed of light in a medium(water).[2]

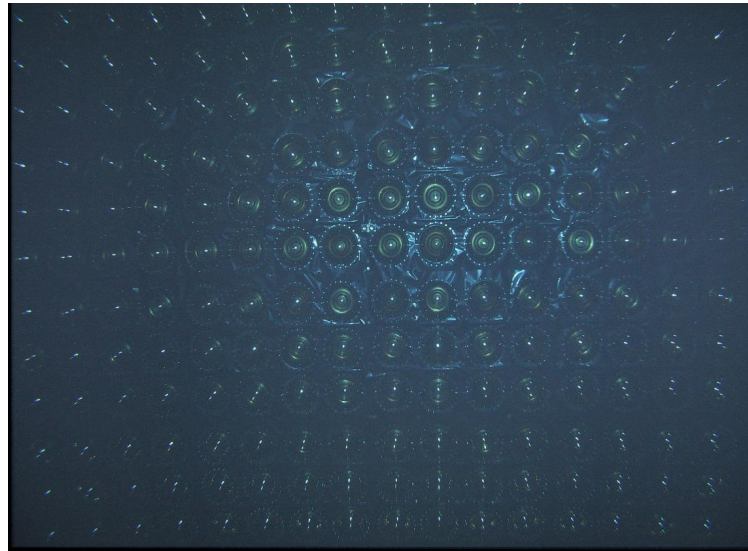
Photographing detector wall with Underwater drone

1



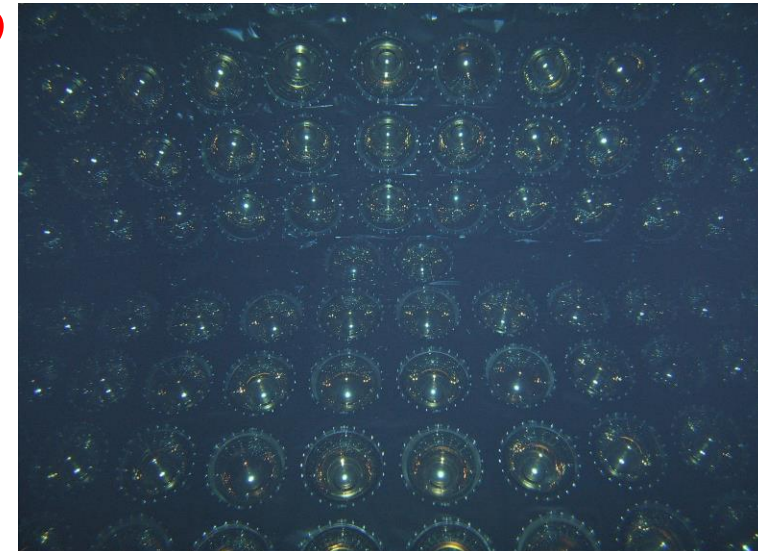
>15000 img

2



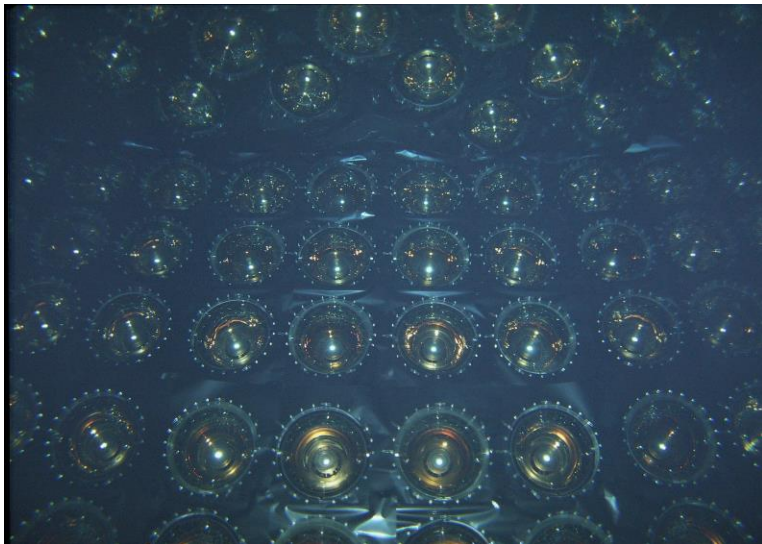
239.jpg

3



379.jpg

4



Need for automation?

- Over 15000 images.

Problem statement:

Feature detection:

- Want to identify pixel locations of bolts in an image.

Feature labelling:

- Identify each PMT in all images and assign a unique ID(identity/label) to each PMT.

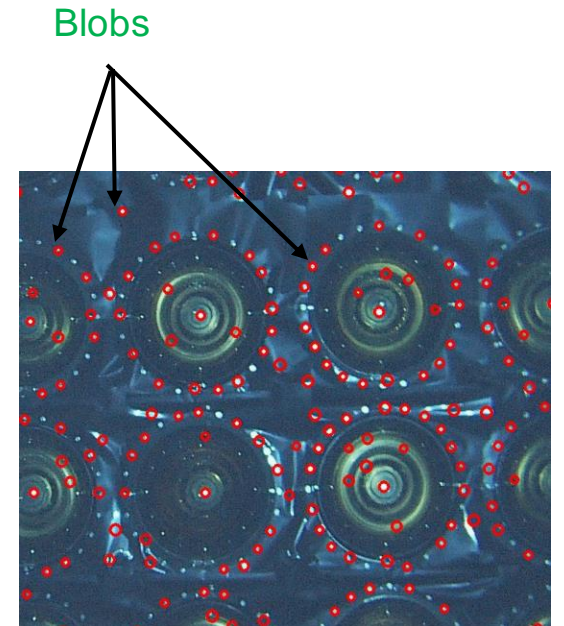
Ultimately: Find the geometry of entire detector / location of PMTs in the detector wall.

Method

1. Blob detection:

- To find bolts.

Blob: *In computer vision, blob detection methods are aimed at detecting regions in a digital image that differ in properties, such as brightness or color, compared to surrounding regions.*



2. Hough-Ellipse detection:

- Find ellipses in some range of size(minor axis) in the image.
- (Manually set First, but were able to automate.)

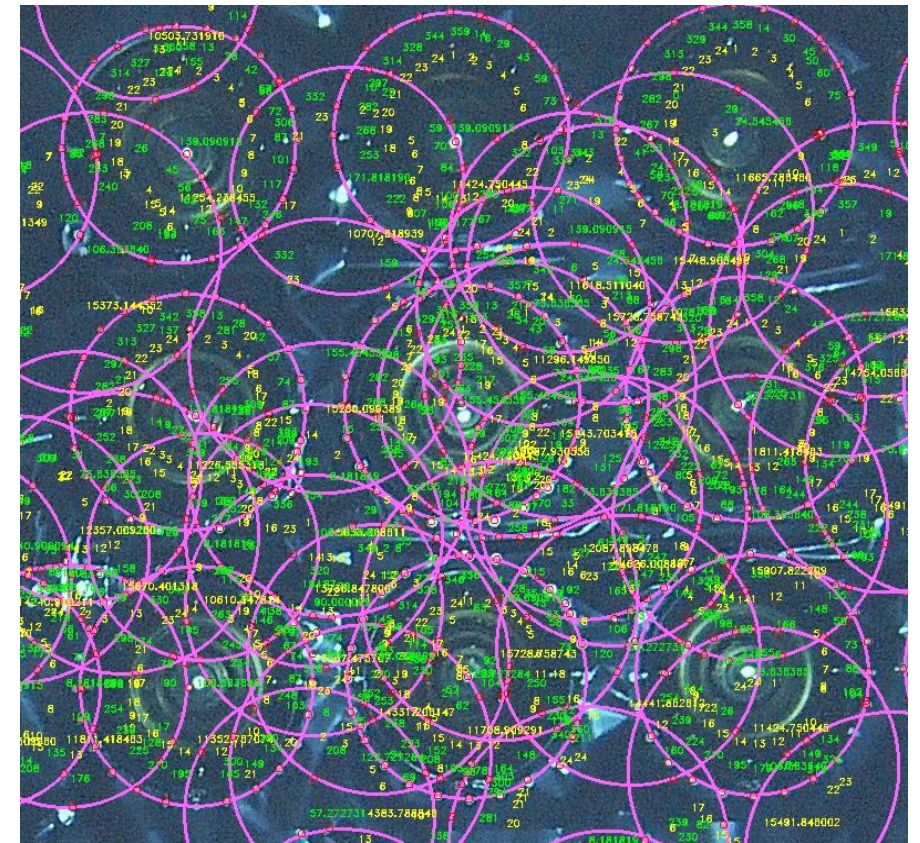


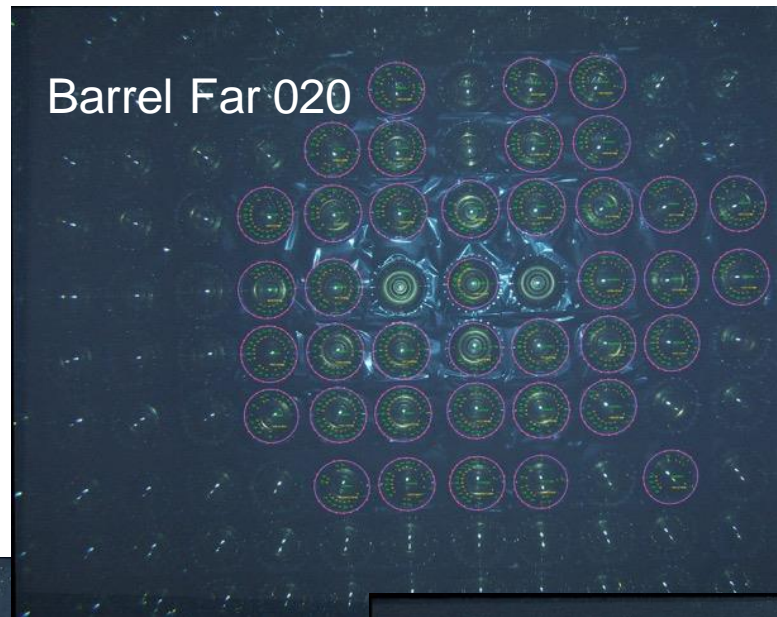
Fig: cropped image after ellipse detection

3. Remove false PMTs:

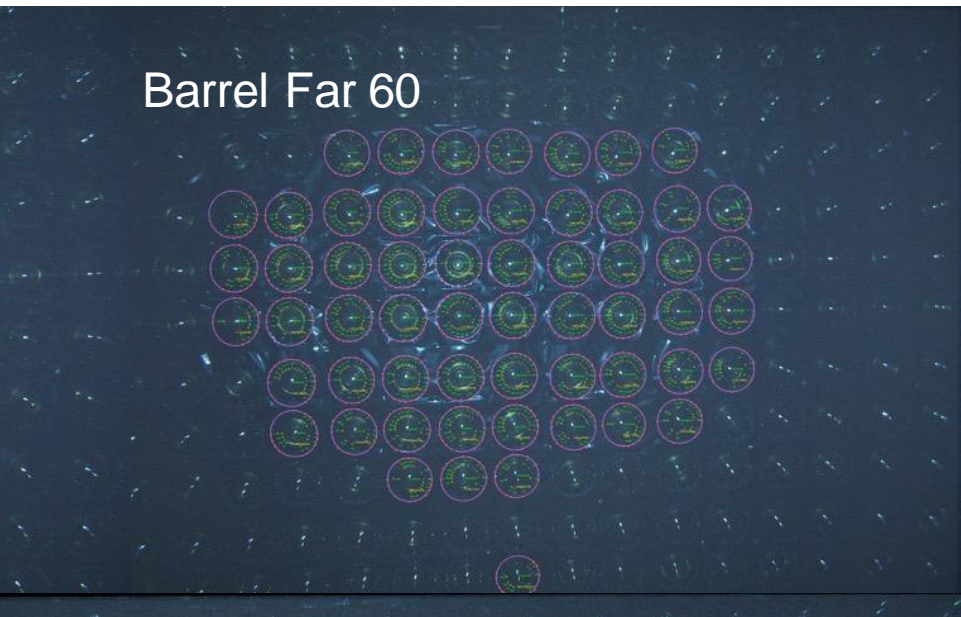
- Remove bolts that are not in 15-degree angle pattern from PMT center.
- Remove intersecting ellipse that has fewer number of bolts.

Gallery of Success

Barrel Far 020



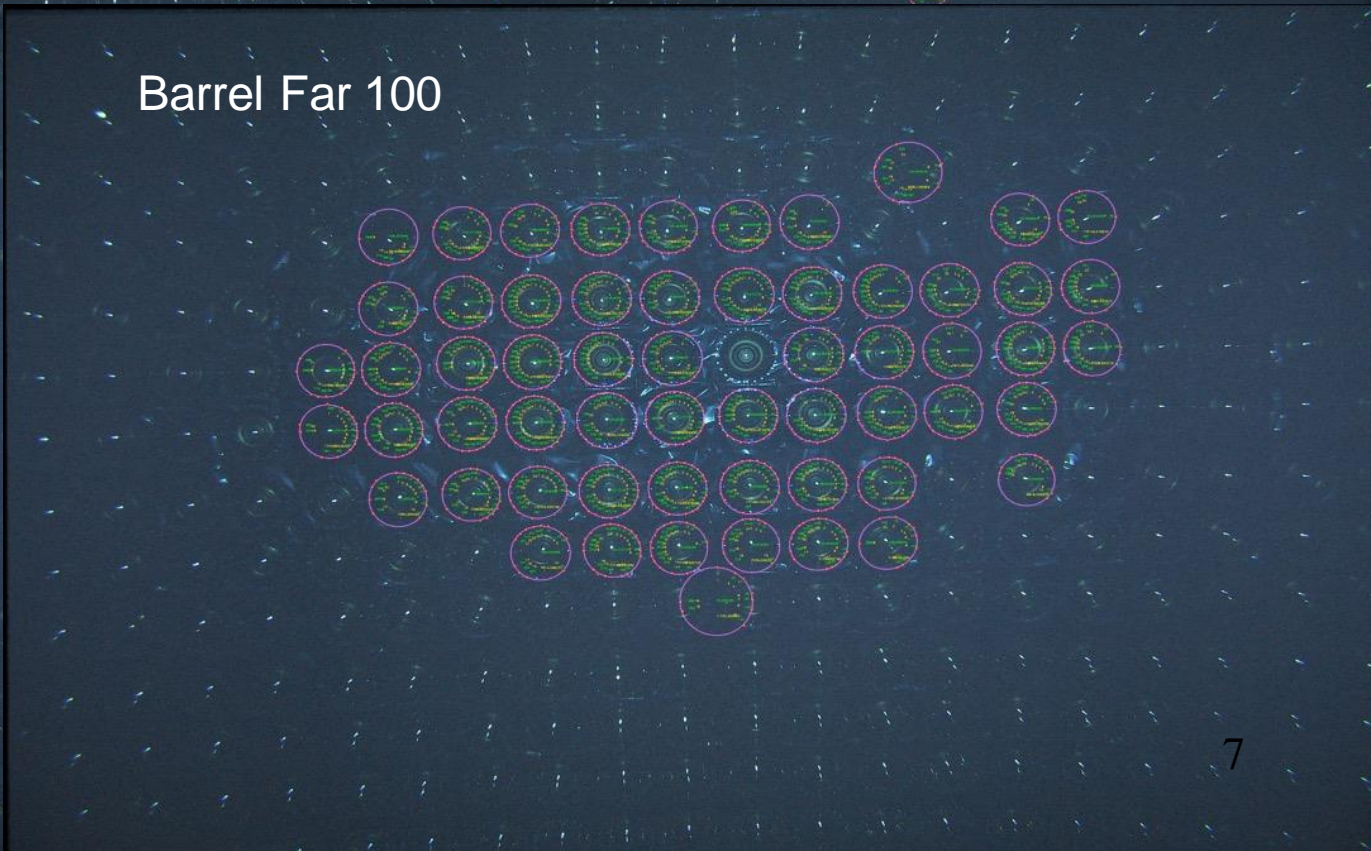
Barrel Far 60

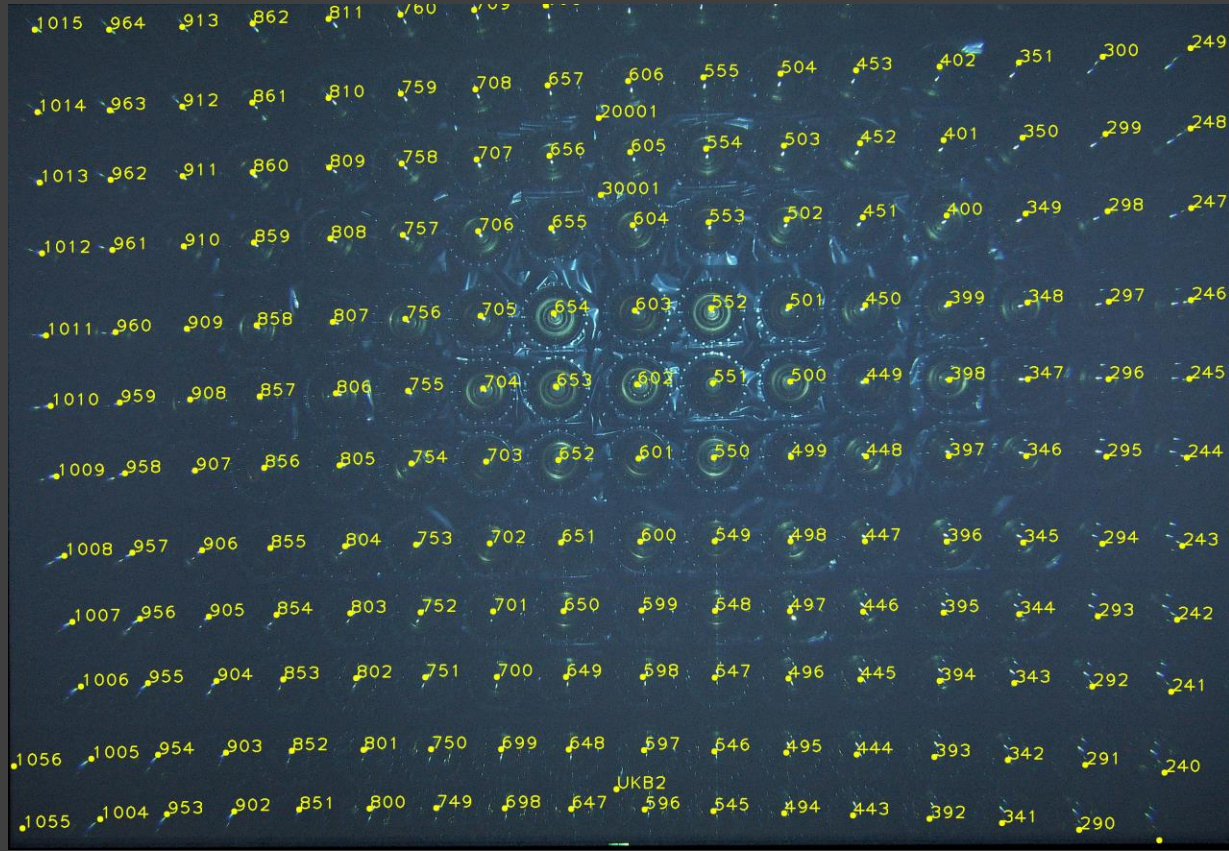
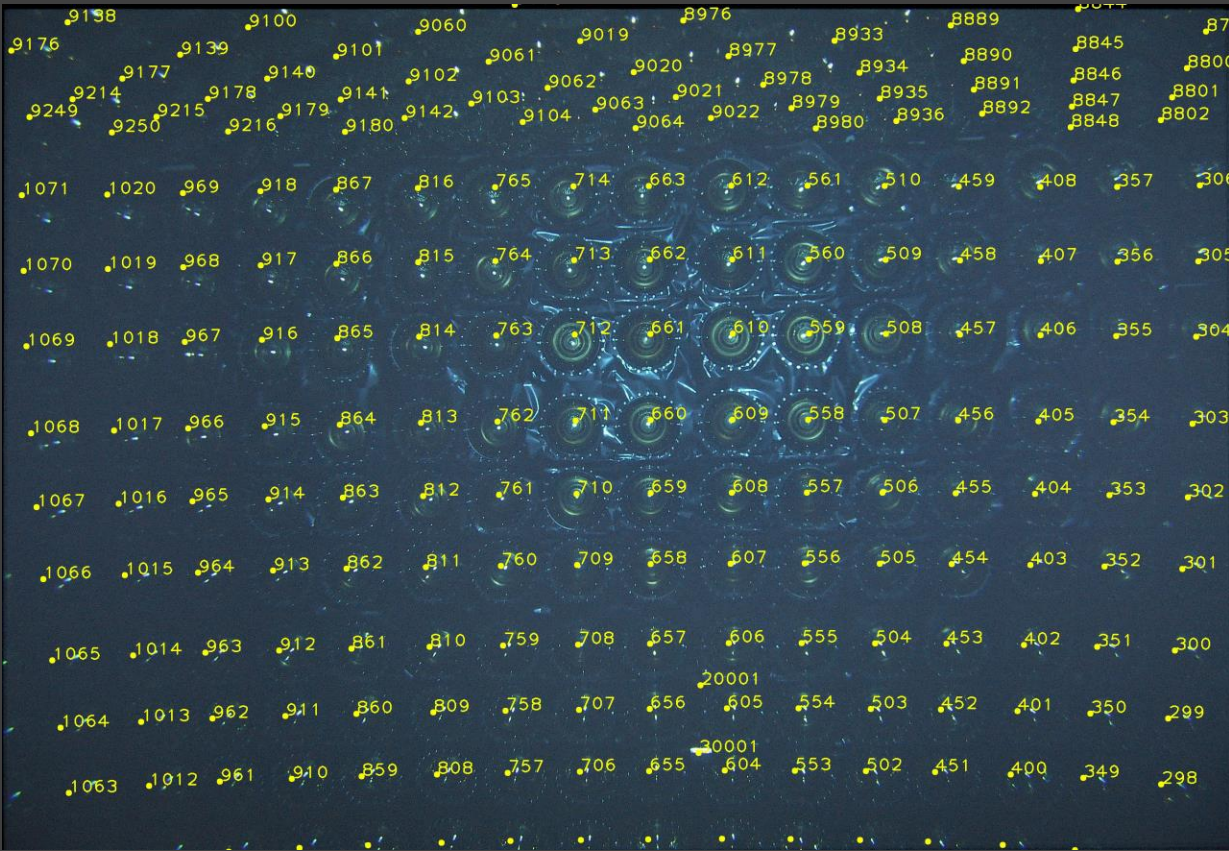


Barrel Far 010



Barrel Far 100





Feature labelling

Image Labelling approach.

- Use PMT coordinate from design.
- Perform $R^3 \rightarrow R^2$ transformation.

(Using camera's transformation matrix.)

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X_w \\ Y_w \\ Z_w \\ 1 \end{bmatrix}$$

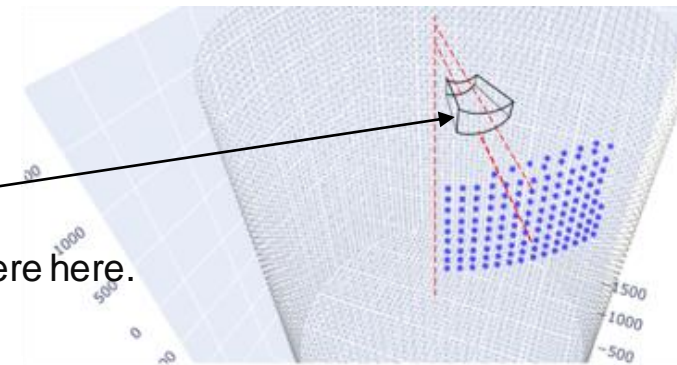
Rotation matrix Translation matrix

Knowns and unknowns

- Orientation is can be calculated from drone data(using yaw, pitch, roll).
- Drone position is unknown. Only Z coordinate known.
- $\mathbf{t} = -\mathbf{R} * \mathbf{p}$ (\mathbf{t} = translation vector, \mathbf{p} =drone position)

ID	x	y	z
00018-00	1690	2	-569
00019-00	1690	2	-491
00020-00	1690	2	-424
00021-00	1690	2	-357
00022-00	1690	2	-279
00023-00	1690	2	-212
00024-00	1690	2	-145
00025-00	1690	2	-67

Fig: location of all PMTs in detector wall (from design)



Bounding solid.
Camera somewhere here.

Pattern matching

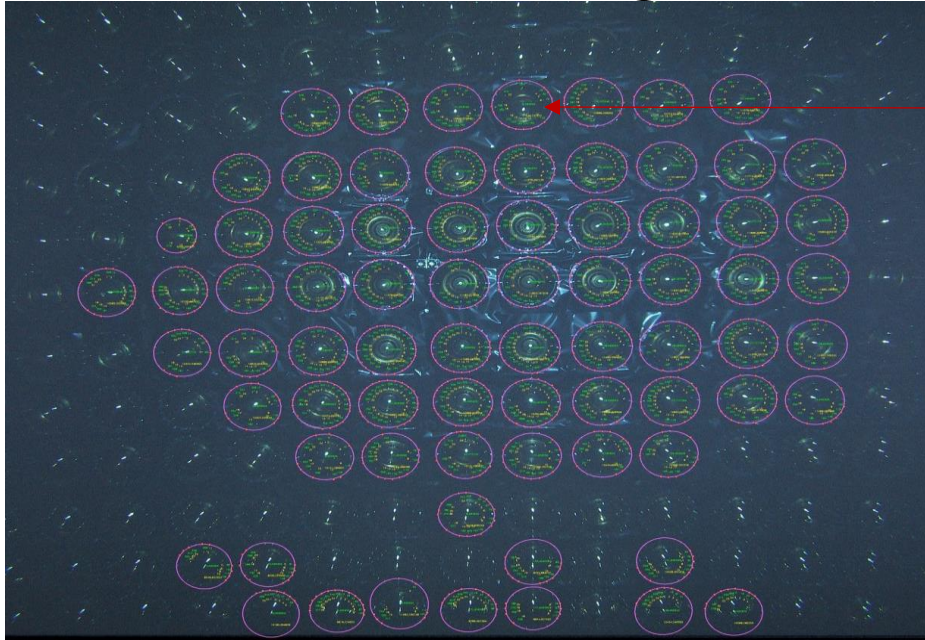


Fig. Hough-ellipses

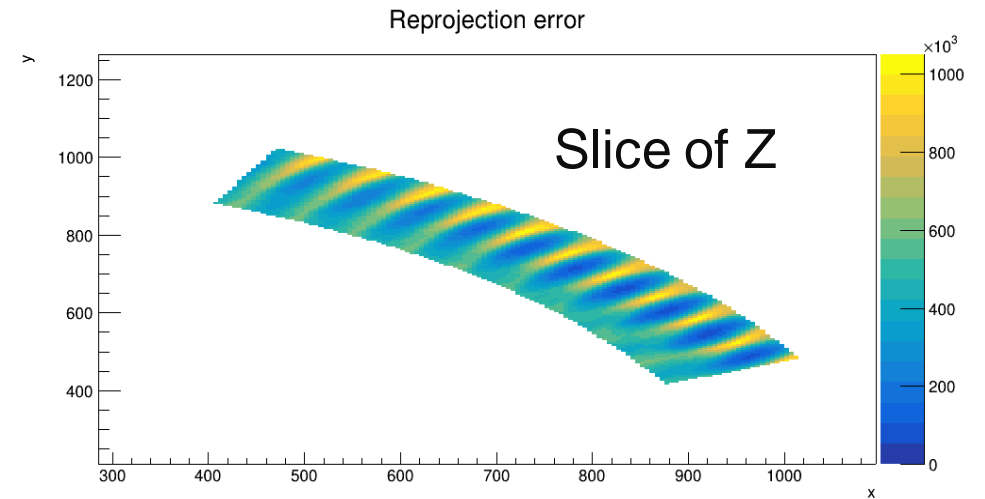


Fig. Perspective projected points

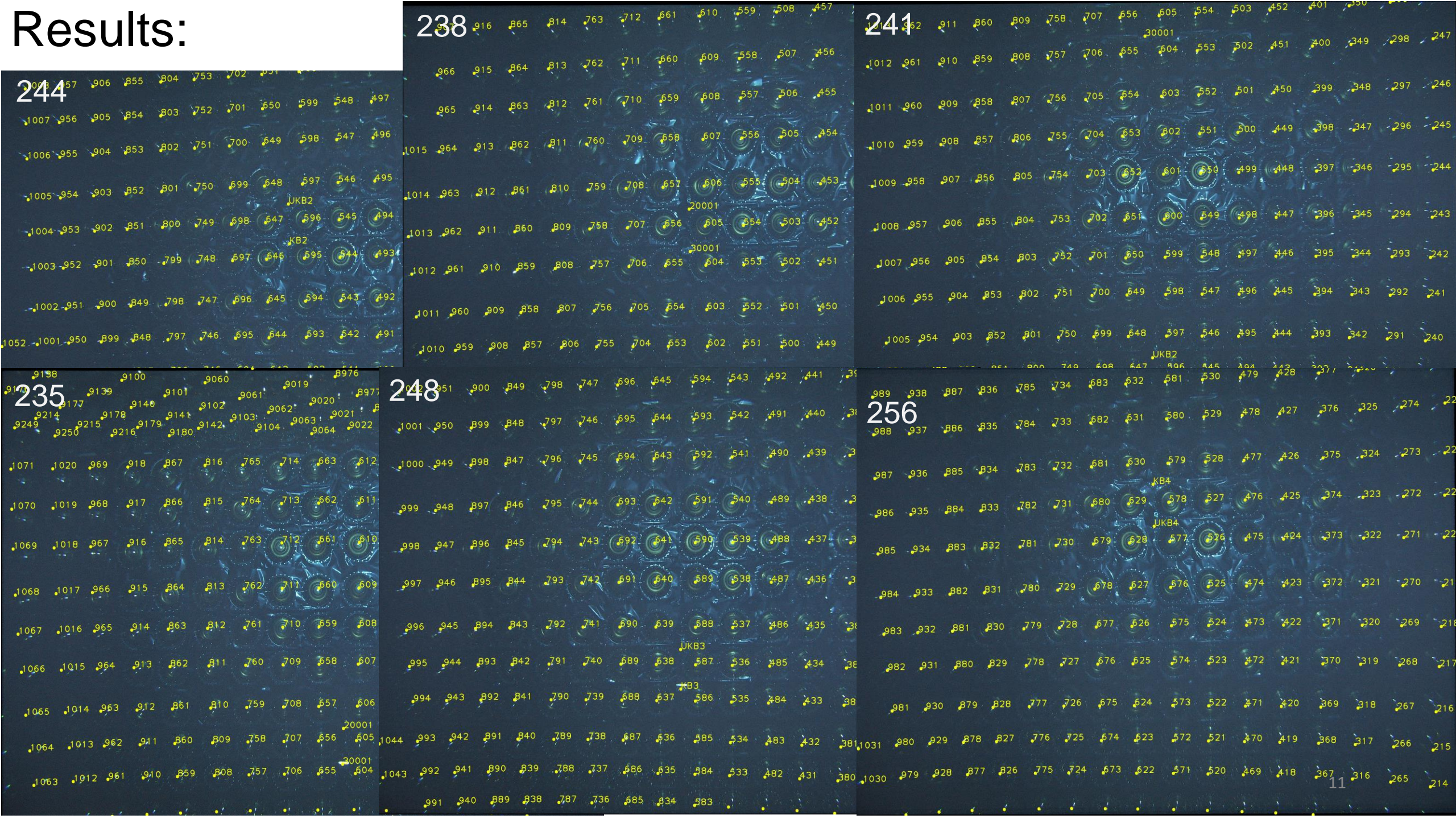


Fig. Cropped img

$\{ A \}$ = set of coordinates of all hough-ellipses.
 $\{ B_j \}$ = set of all reprojected points for specific camera position(j).
 d_{ij} = min distance between i^{th} element of A and members of set B_j .
 $d_j = \sum d_{ij}$ (Find min d among all j)



Results:



Future work:

- Investigate the failure cases.
- Try to further constrain the camera location.
- Label the ring of the detector to reconstruct part of the detector.
- Label the whole detector.
- Perform pattern matching by scanning not only the camera position but also the camera orientation.

References

- [1] "Standard model of elementary particles" by chriswalf, is licenced under CC-BY-SA-3.0
- [2] "スーパーカミオカンデタンク内公開 Super-Kamiokande insidetank" by nvslive is licensed under CC BY-NC 2.0
- [3] "Photomultiplier Tube (PMT) at Kamioka SkyDome" by kwanet is licensed under CC BY 2.0

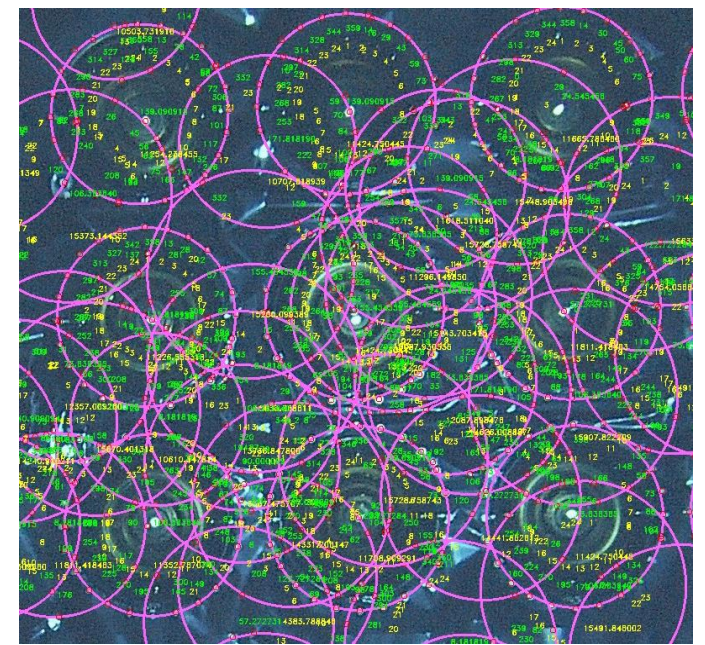
Backup slides

3. Hough-Ellipse detection:

- Find ellipses in some range of size(minor axis) in the image.
- (Manually set First, but were able to automate.)

4. Remove false PMTs:

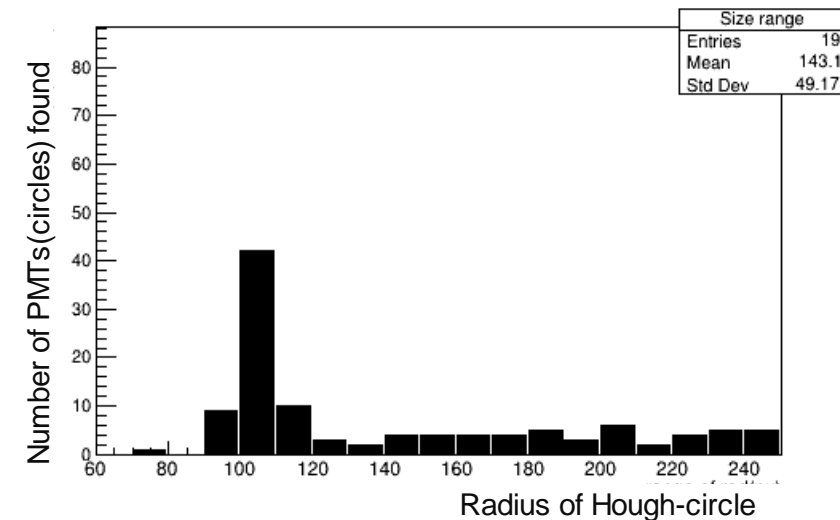
- Remove bolts that are not in 15-degree angle pattern from PMT center.
- Remove intersecting ellipse that has fewer number of bolts.



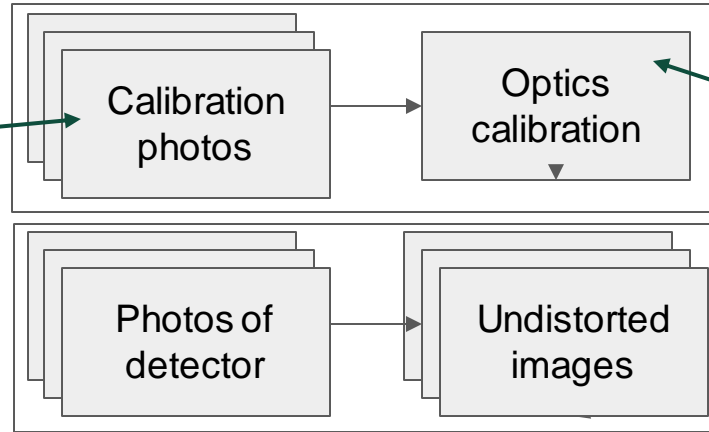
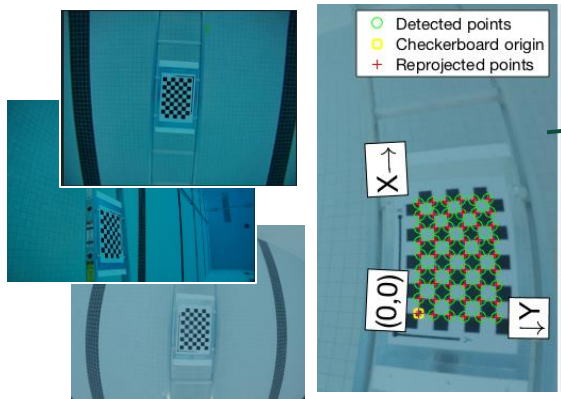
2. Automating size of ellipse estimation (Hough-Circle detection):

- To get the estimate of min and max radius of PMTs in the image.

Radius of Hough-Circle vs Number of PMTs found

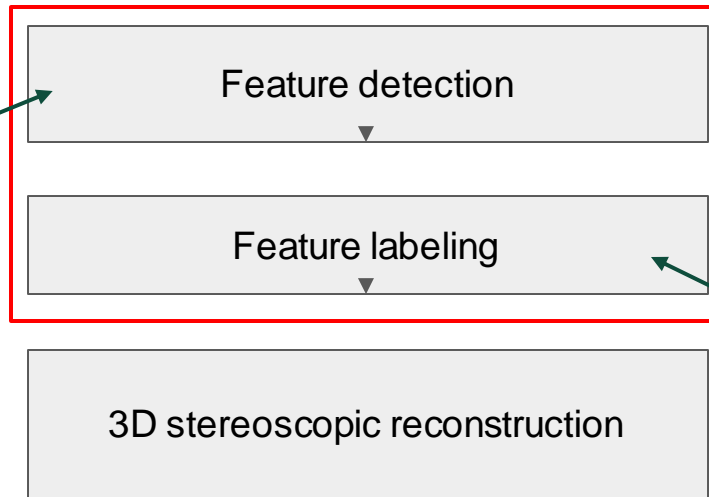
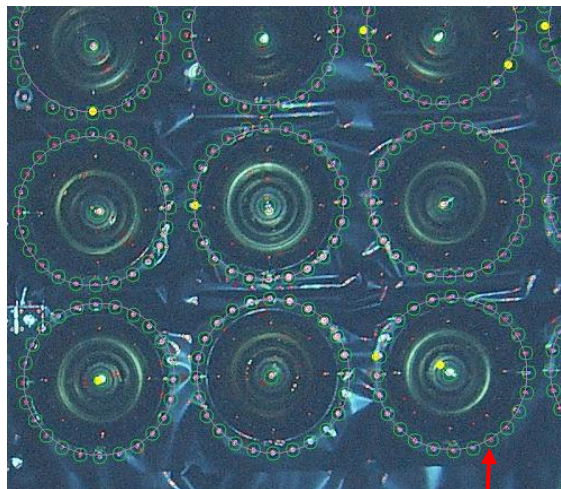


Overview of photogrammetry analysis



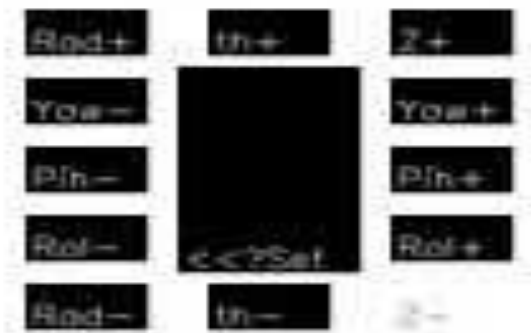
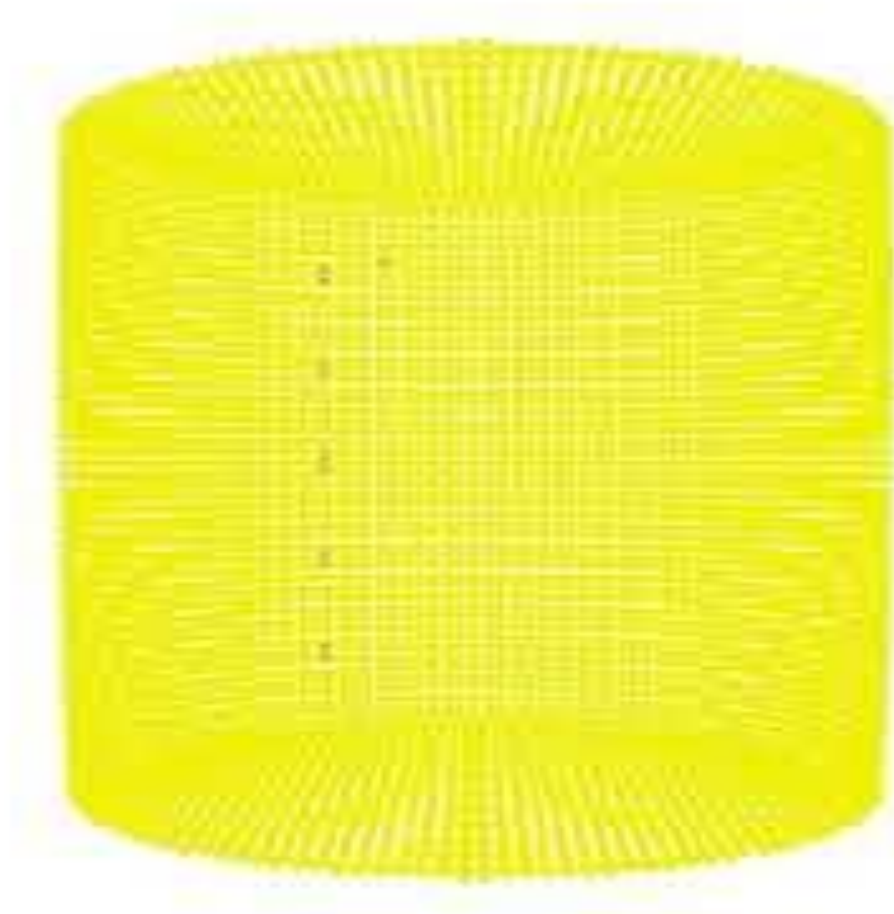
$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X_w \\ Y_w \\ Z_w \\ 1 \end{bmatrix}$$

→ Rotation matrix
→ Translation matrix
→ Camera constants



Feature(bolt)

Tool to visualize camera position and image of detector



Bounding the Unknowns

- Intended to point camera radially outwards.
(Not true. So far noticed offset of up to 17°).
- Can estimate bound for radial position (cylindrical coordinate) using size of PMTs in image.
- Can estimate the angle made by r as
Camera dir \pm range (20 for now).
- Can estimate Z as z from drone data \pm offset.

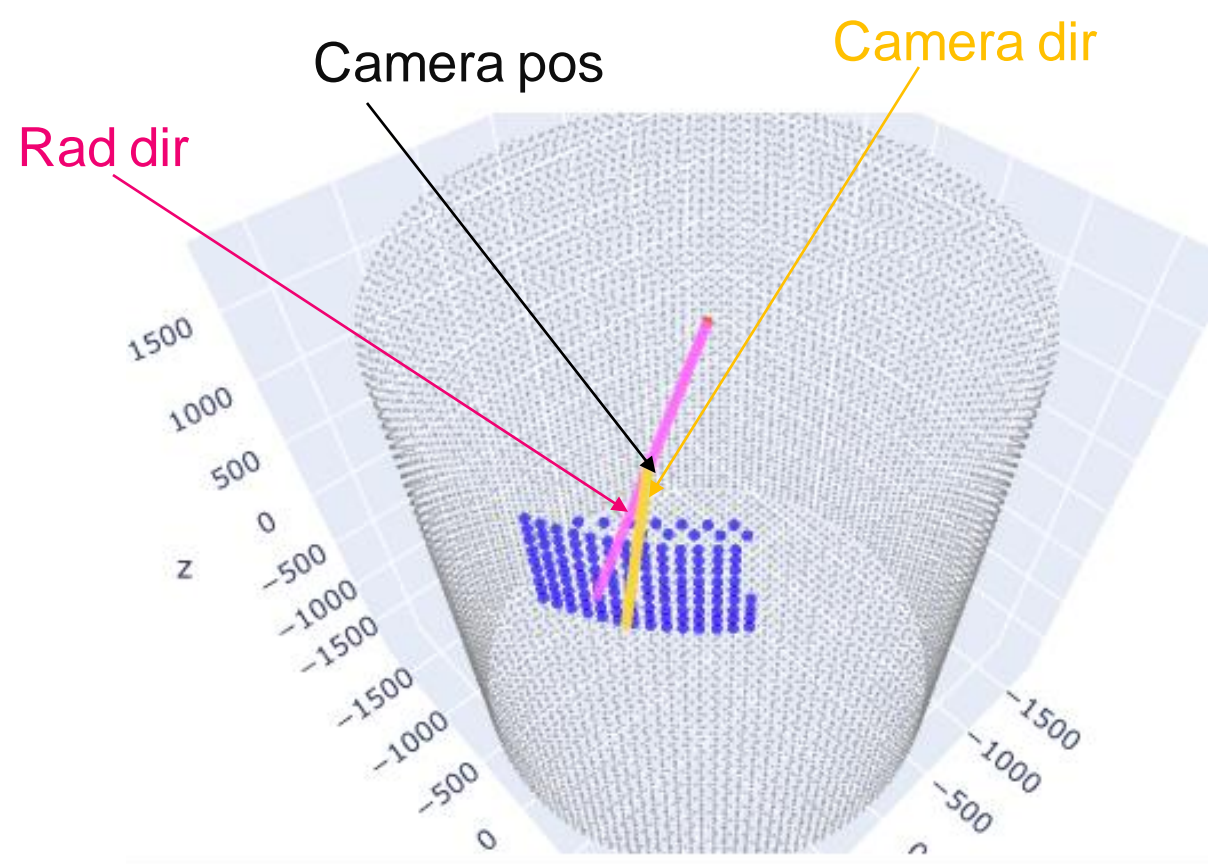
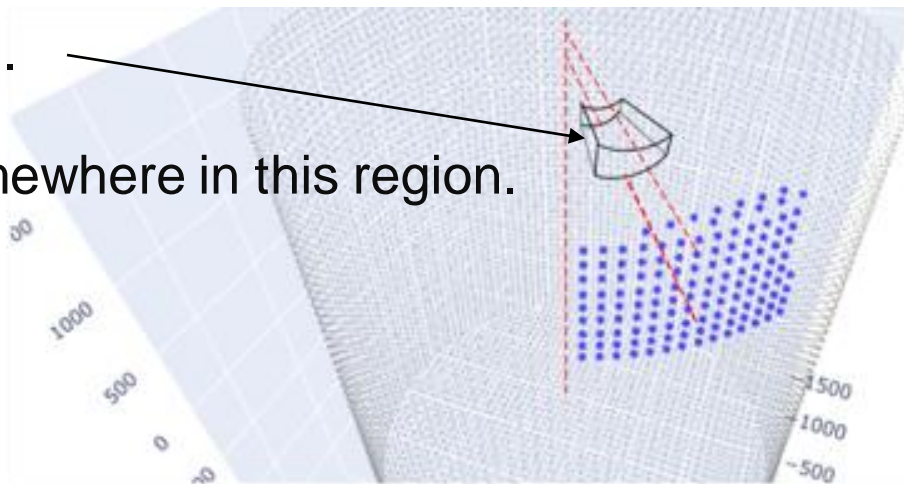


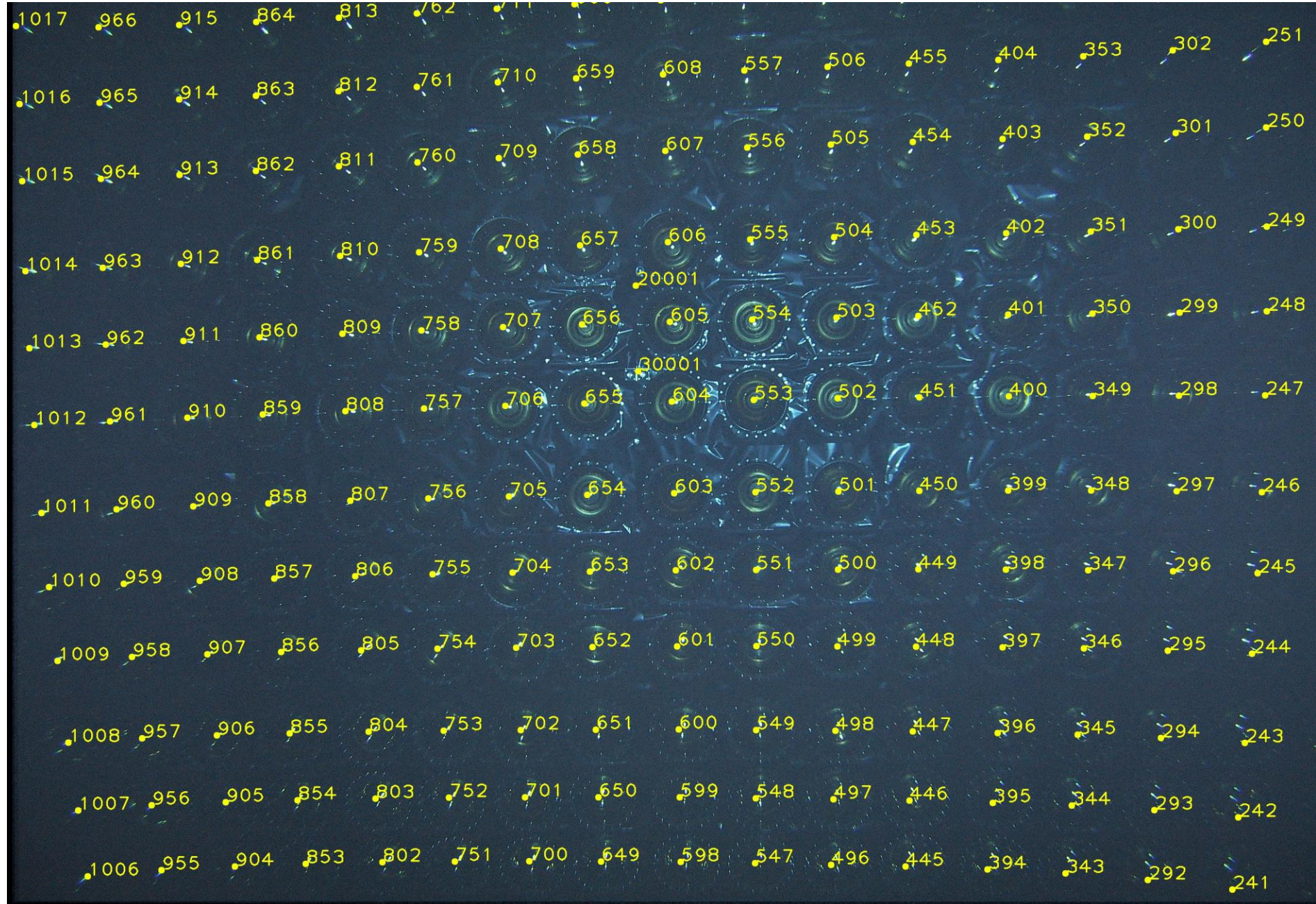
Fig: Detector. Showing radial direction, camera position, and direction camera is pointing.

Bounding solid.

Camera is somewhere in this region.



Example of a Correctly labelled image



Narrowing search volume

- $b=p1$ =density of calibrated water(salt)/density of hk-water.

Can be easily derived assuming that the pressure sensor
Is reading the pressure correctly.

Try to relate offset of brightest point from the center to
predict if the camera was pointing at angle less than or more
than radially outward direction.

The brightest spot should have been in the center if the
camera was pointing radially outward.

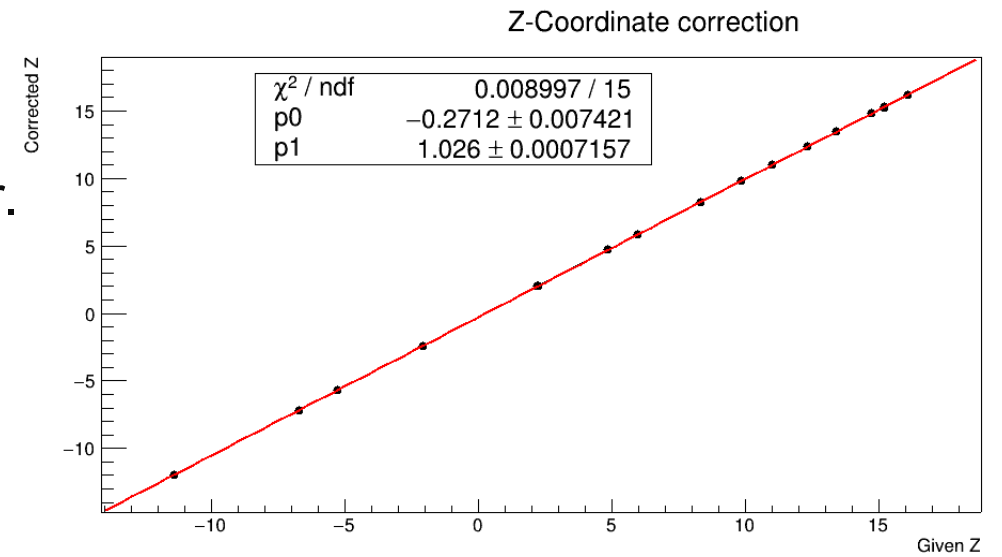


Fig: depth correction. $Z_{hk-water} = c + b * Z_{calibrated-water}$

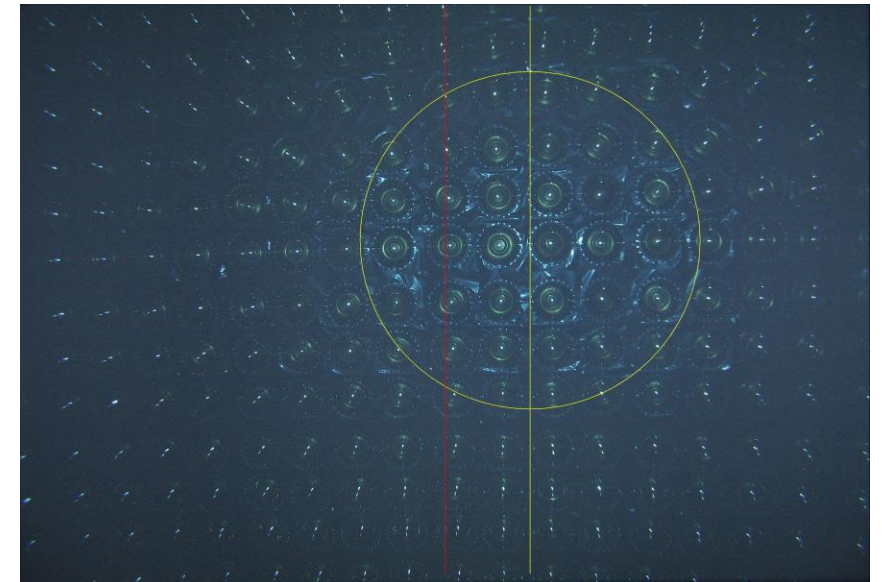


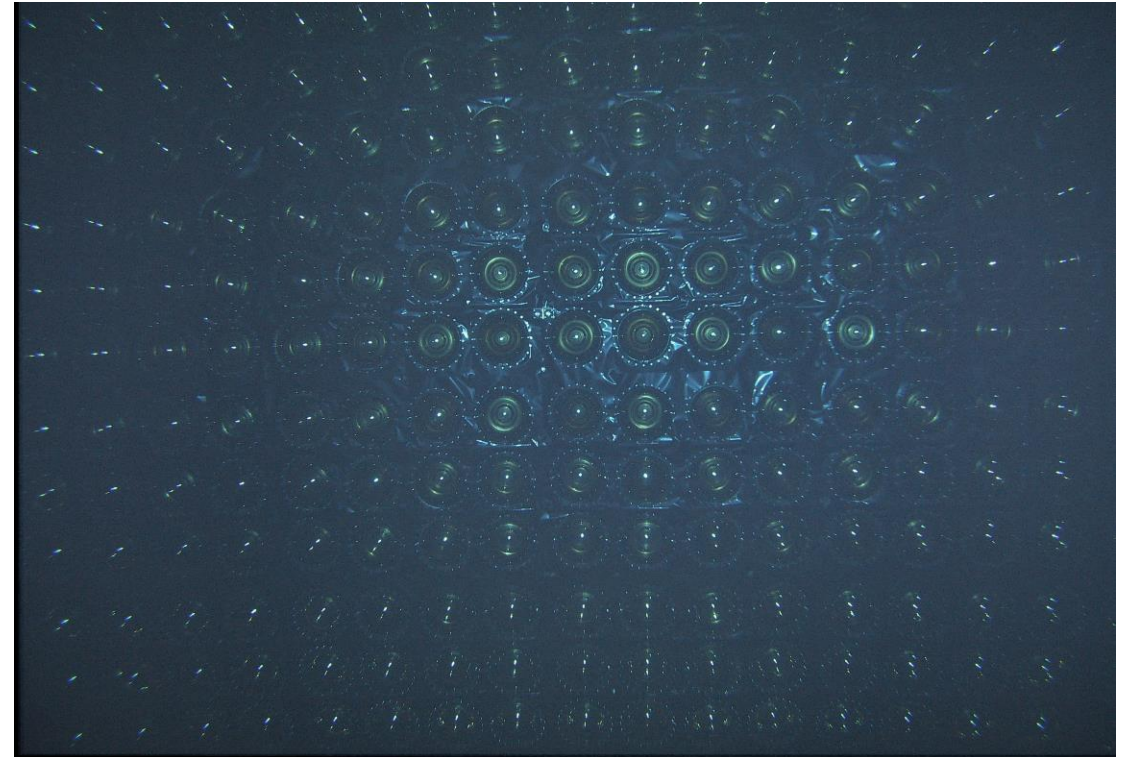
Fig: Finding brightest spot in the image.

See the pattern?

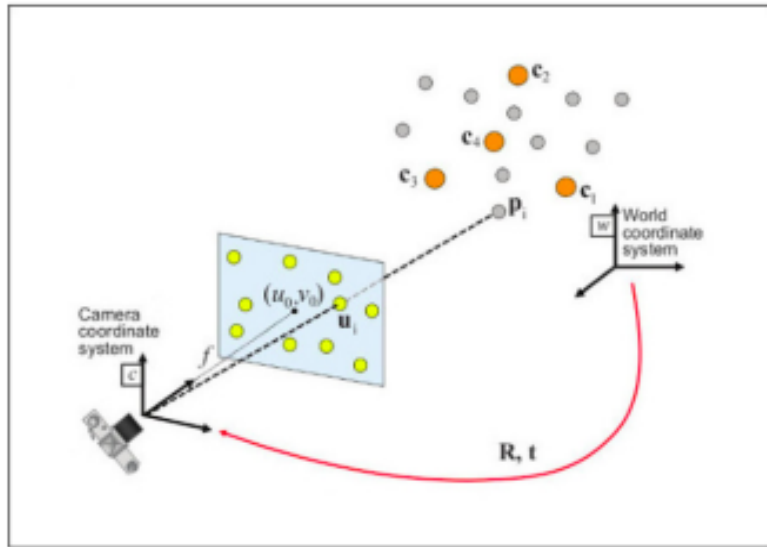
- Now match the pattern.
- Best match pattern is correct label(actual camera position).

1017	966	915	864	813	762	711	660	609	558	507	456	405	354	303	252
1016	965	914	863	812	761	710	659	608	557	506	455	404	353	302	251
1015	964	913	862	811	760	709	658	607	556	505	454	403	352	301	250
1014	963	912	861	810	759	708	657	606	555	504	453	402	351	300	249
1013	962	911	860	809	758	707	656	605	554	503	452	401	350	299	248
1012	961	910	859	808	757	706	655	604	553	502	451	400	349	298	247
1011	960	909	858	807	756	705	654	603	552	501	450	399	348	297	246
1010	959	908	857	806	755	704	653	602	551	500	449	398	347	296	245
1009	958	907	856	805	754	703	652	601	550	499	448	397	346	295	244
1008	957	906	855	804	753	702	651	600	549	498	447	396	345	294	243
1007	956	905	854	803	752	701	650	599	548	497	446	395	344	293	242
1006	955	904	853	802	751	700	649	598	547	496	445	394	343	292	241

Rad+ 46 th+ 5 Z+
Yaw- Yaw+
Pih- Pih+
Rol- 4 <<?Set Rol+
Rad- th- Z-



Introduction to camera (simply $R^3 \rightarrow R^2$ transformation)



Since camera intrinsic matrix doesn't change, if we know rotation and translation vector for certain orientation and position of the camera, we know everything.

Points expressed in the world frame X_w are projected into the image plane $[u, v]$ using the perspective projection model Π and the camera intrinsic parameters matrix A :

$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} f_x & 0 & c_x \\ 0 & f_y & c_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X_w \\ Y_w \\ Z_w \\ 1 \end{bmatrix}$$

Rotation matrix.

Translation matrix.

Since world frame is rotation and translation of camera frame.

Camera intrinsic parameters. Is a property of camera (doesn't change)

This term changes the coordinate from World frame to Camera frame.