

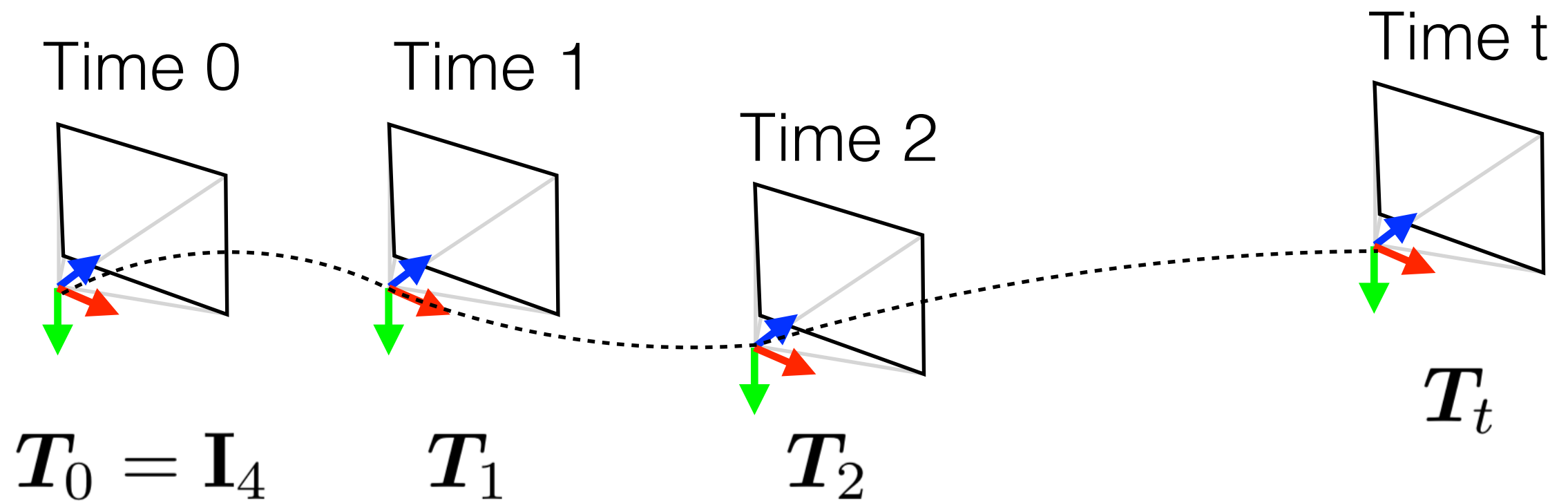
16.485: VNAV - Visual Navigation for Autonomous Vehicles

Luca Carlone

Lecture 26: Advanced Topics -
Beyond Cameras



Previously on VNAV: 2-view Geometry and VO

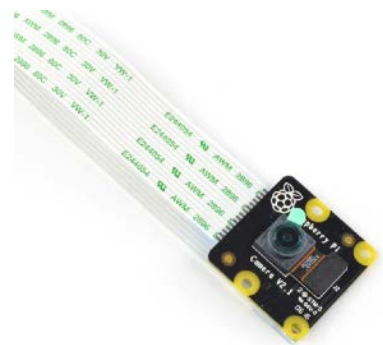
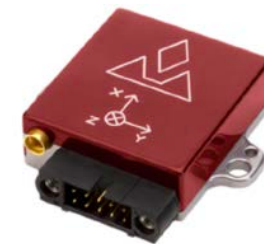


Visual odometry (VO): motion estimation estimation based on cameras (monocular, stereo, RGB-D, ...)

others: wheel odometry, inertial, visual-inertial

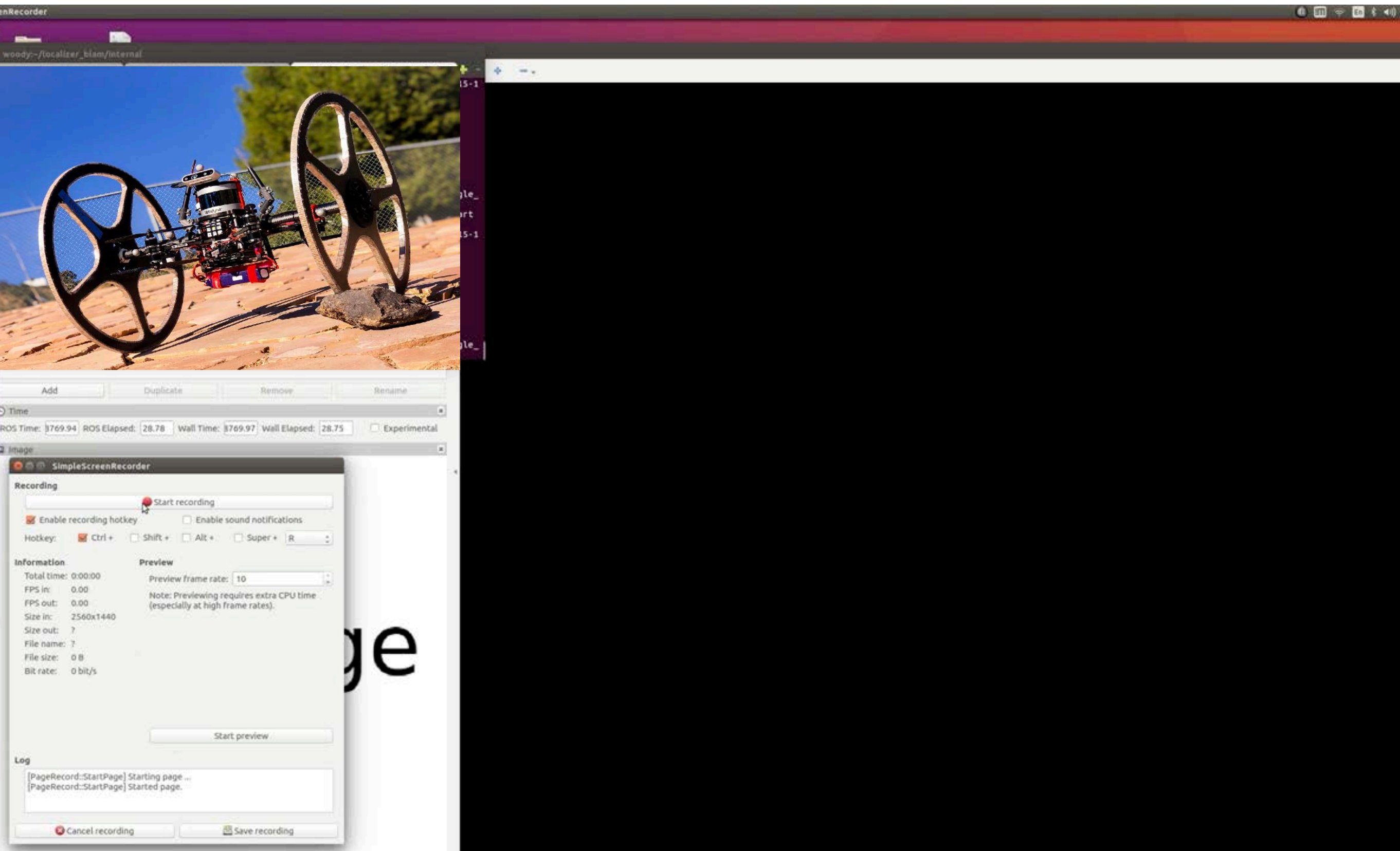
Today: Beyond Cameras

- ▶ wheel odometry
- ▶ GPS
- ▶ Lidar
- ▶ Inertial Measurement Unit (IMU)
- ▶ Event Cameras



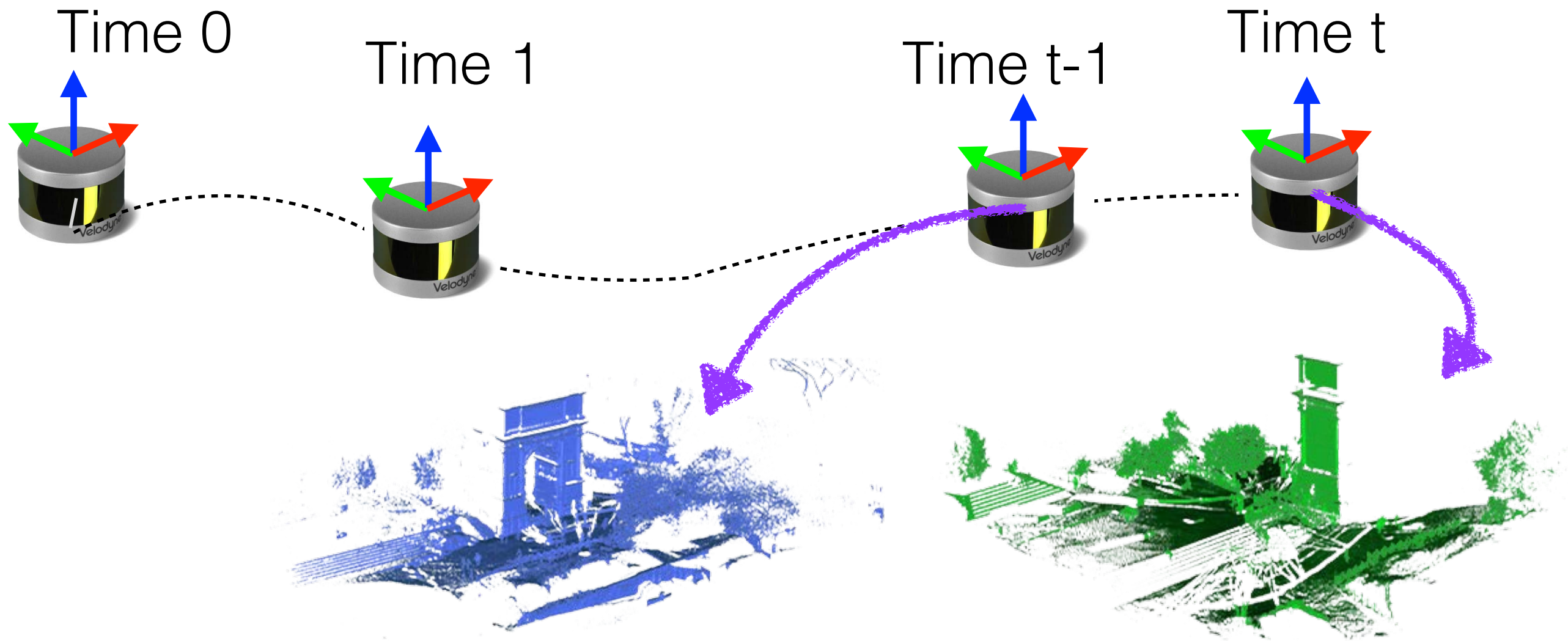
830g	160g	4g	3g
8 W	2.5 W	0.3W	~1 W

Lidar Odometry & Lidar SLAM

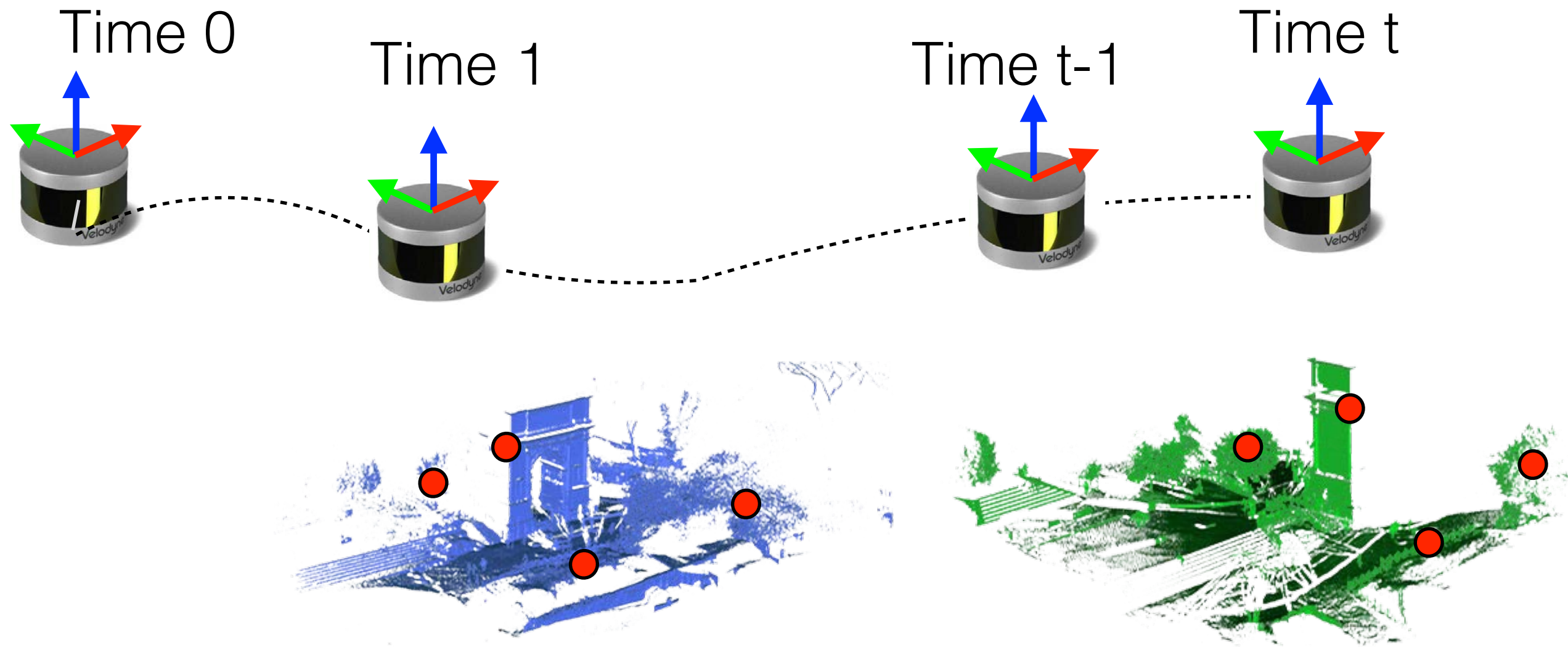


DARPA Subterranean Challenge, in collaboration with JPL⁴

Feature-based Lidar Odometry



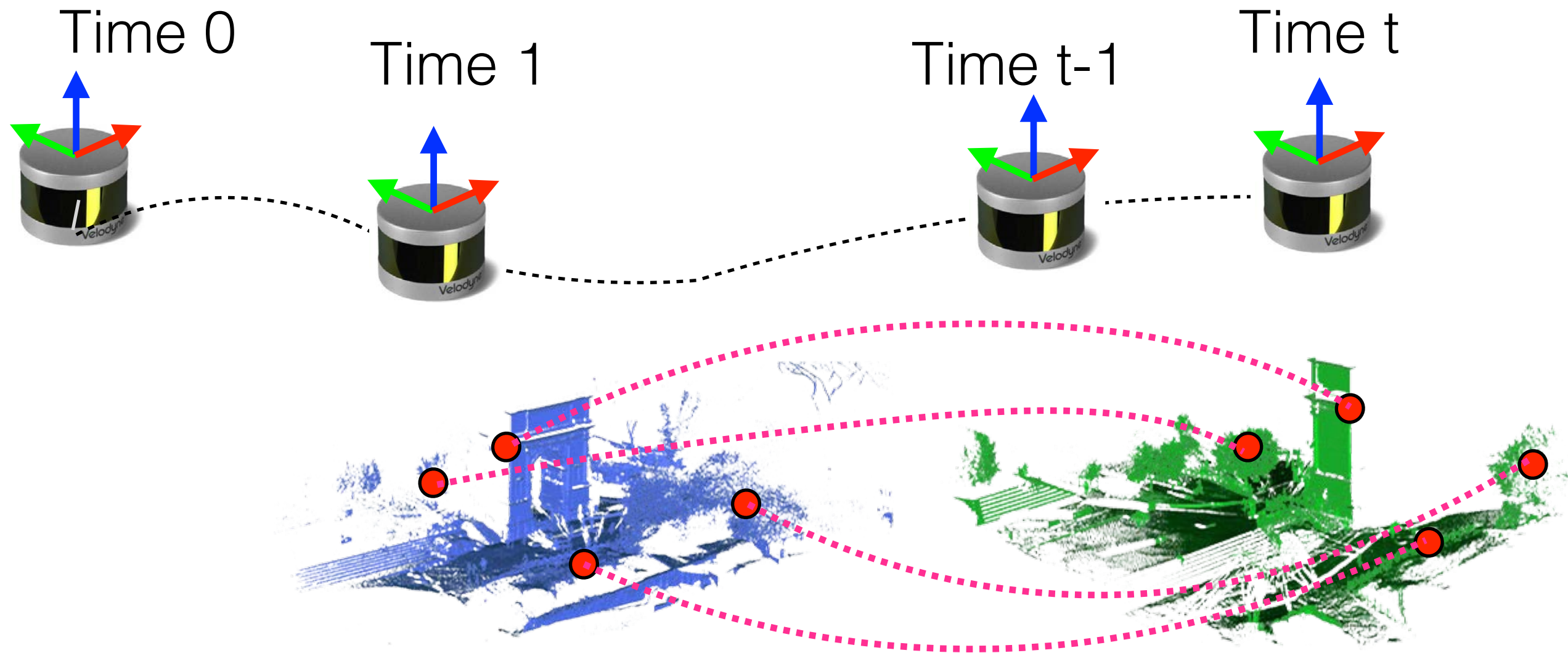
Feature-based Lidar Odometry



Registration: compute relative pose between scans:

- extract features & descriptors
- use descriptors for matching
- compute relative pose

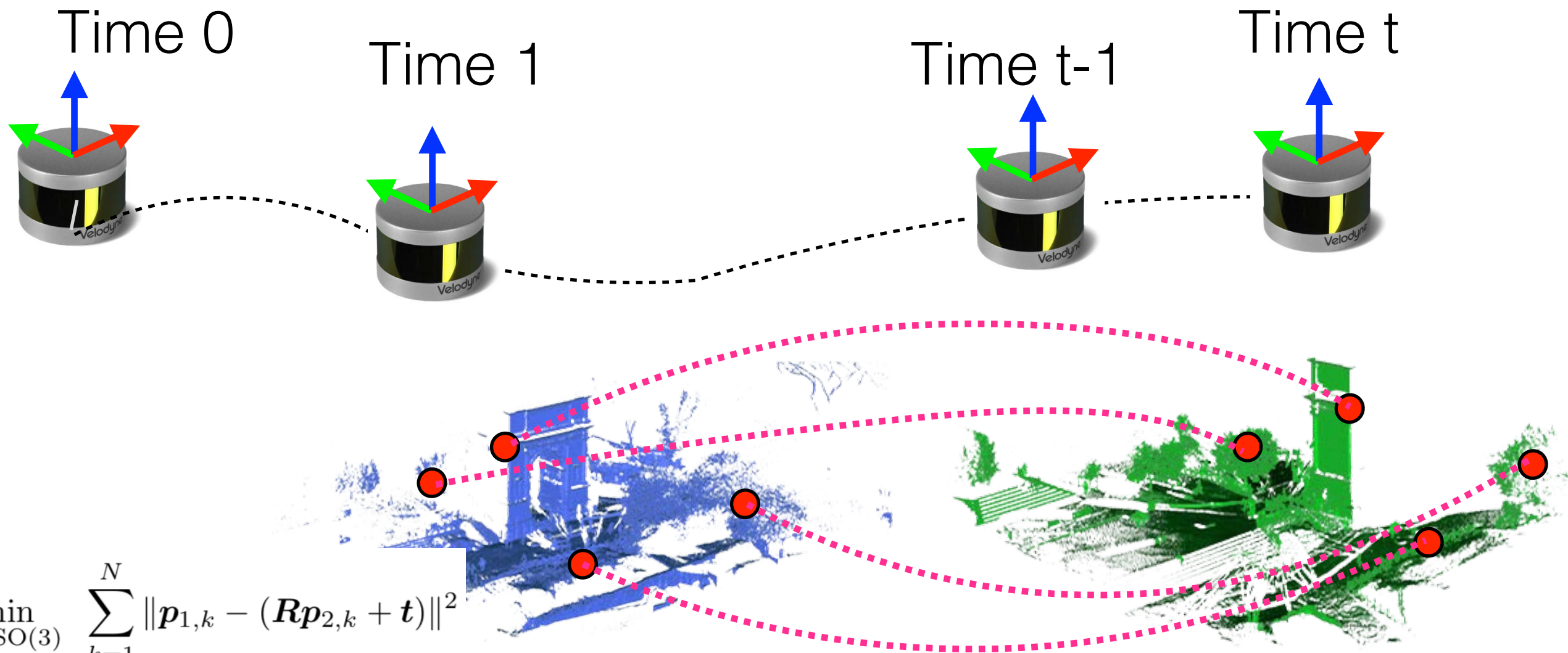
Feature-based Lidar Odometry



Registration: compute relative pose between scans:

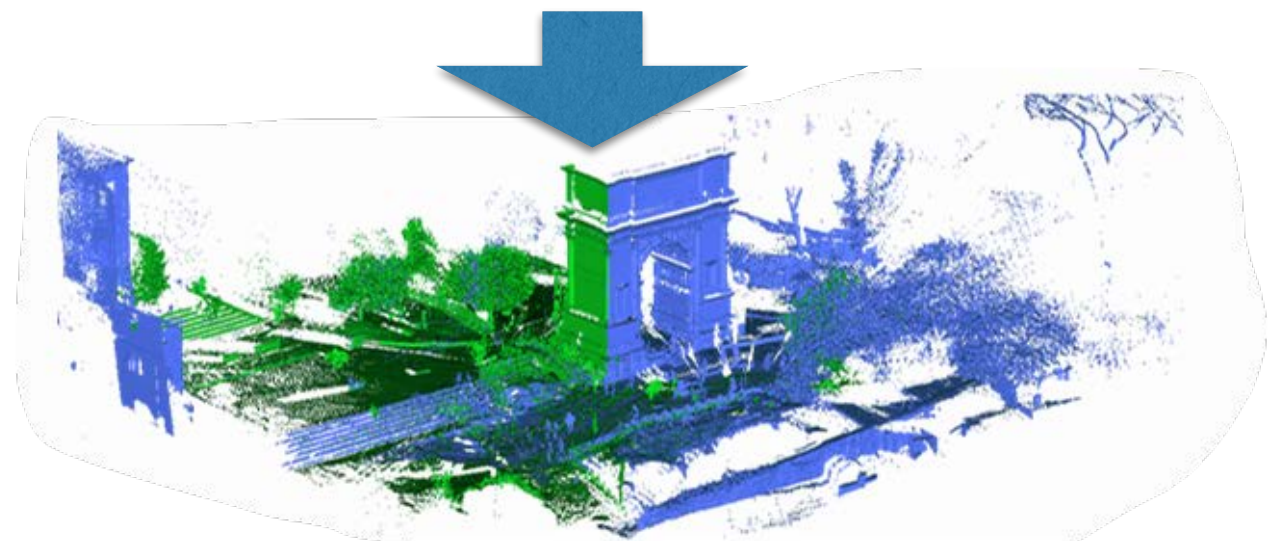
- extract features & descriptors
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Feature-based Lidar Odometry



Registration: compute relative pose between scans:

- extract features & descriptors
- use descriptors for matching
- compute relative pose



Feature Detection: 3D Harris Corners

2D Harris
Corner
Detector

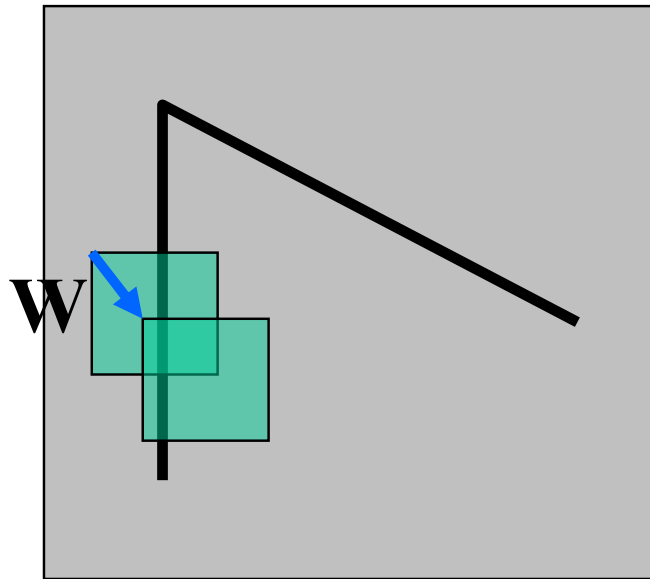
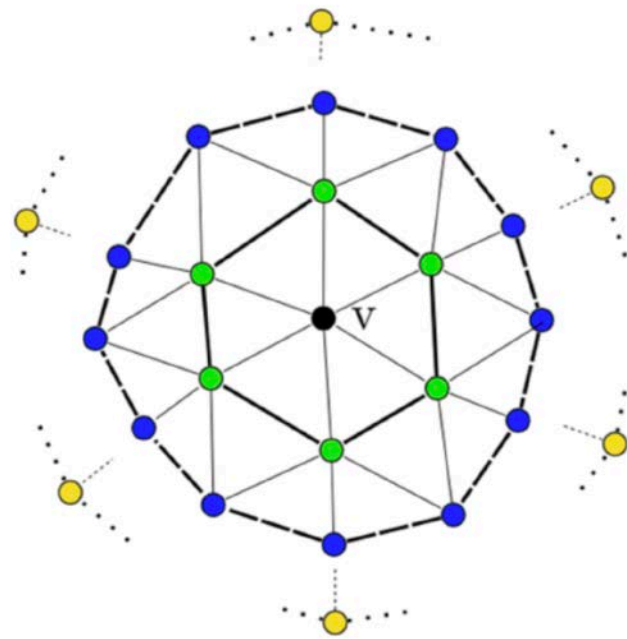


Figure 2 in Sipiran, I., Bustos, B. Harris 3D: a robust extension of the Harris operator for interest point detection on 3D meshes. Vis Comput 27, 963 (2011). <https://doi.org/10.1007/s00371-011-0610-y> © Springer Nature Switzerland AG. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <https://ocw.mit.edu/help/faq-fair-use/>

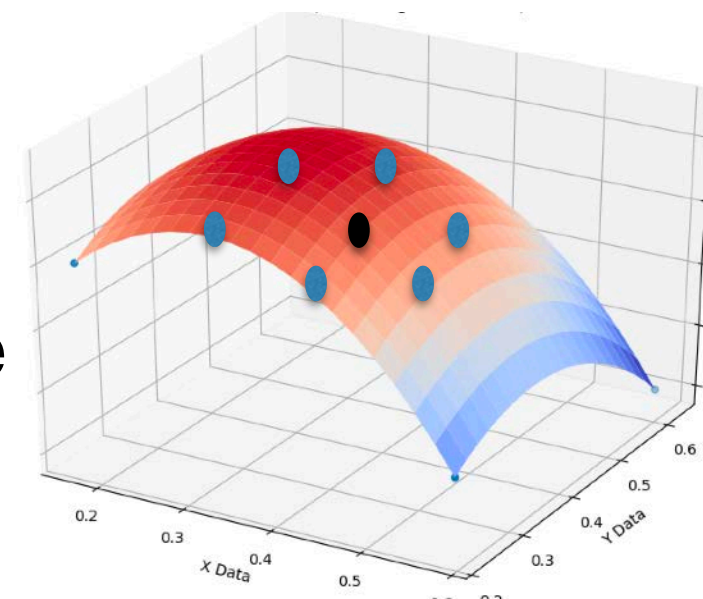
3D Harris
Corner
Detector



$$\mathbf{G} = \sum_{\mathbf{x} \in W(\bar{\mathbf{x}})} \nabla \mathcal{I}(\mathbf{x}) \nabla \mathcal{I}(\mathbf{x})^T$$

$$C(\mathbf{G}) = \det(\mathbf{G}) - k \operatorname{tr}(\mathbf{G})^2$$

- Consider neighborhood of v
- Fit paraboloid to sets of points
- Evaluate gradients (+some magic)
- Apply Harris corner-ness score



Vis Comput
DOI 10.1007/s00371-011-0610-y

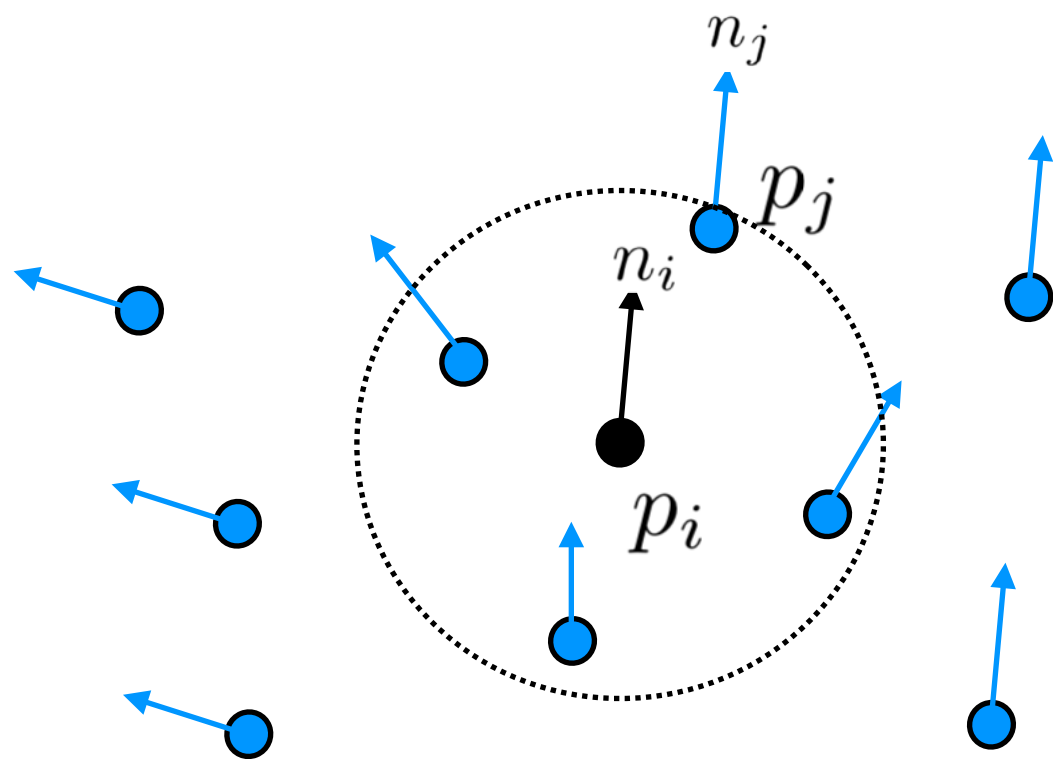
ORIGINAL ARTICLE

Harris 3D: a robust extension of the Harris operator for interest point detection on 3D meshes

Others: SIFT3D, SUSAN, ISS3D

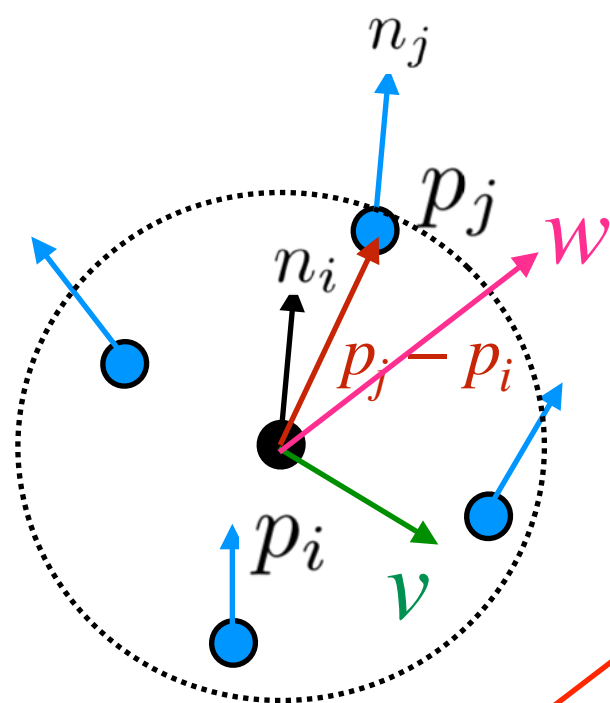
Feature Descriptors: Point Feature Histograms (PFH)

Idea: describe neighborhood of a point in the point cloud as a multi-dimensional histogram



Feature Descriptors: Point Feature Histograms (PFH)

Idea: describe neighborhood of a point in the point cloud as a multi-dimensional histogram



- ~ Angle between normals
- ~ Angle between normal “i” and vector between points
- “Local” direction of normal “j”

Define:

$$u = n_i, \quad v = (p_j - p_i) \times u, \quad w = u \times v$$

For points (i,j), compute:

$$\alpha = v \cdot n_j$$

$$\phi = (u \cdot (p_j - p_i)) / \|p_j - p_i\|$$

$$\theta = \arctan(w \cdot n_j, u \cdot n_j)$$

Bin results into a 3D histogram

(Others: FPFH, learning-based,...)

Feature-based Lidar Odometry

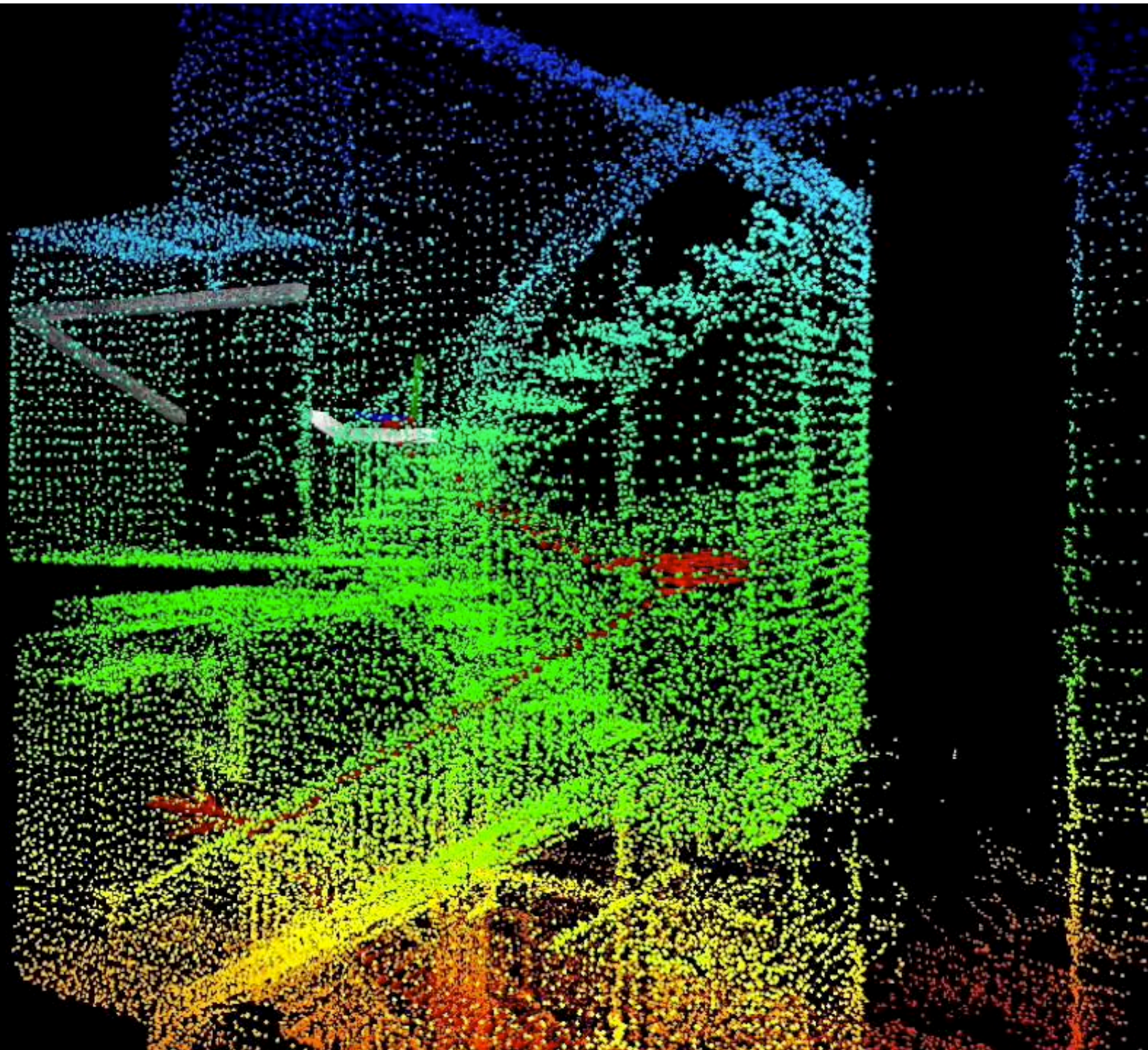
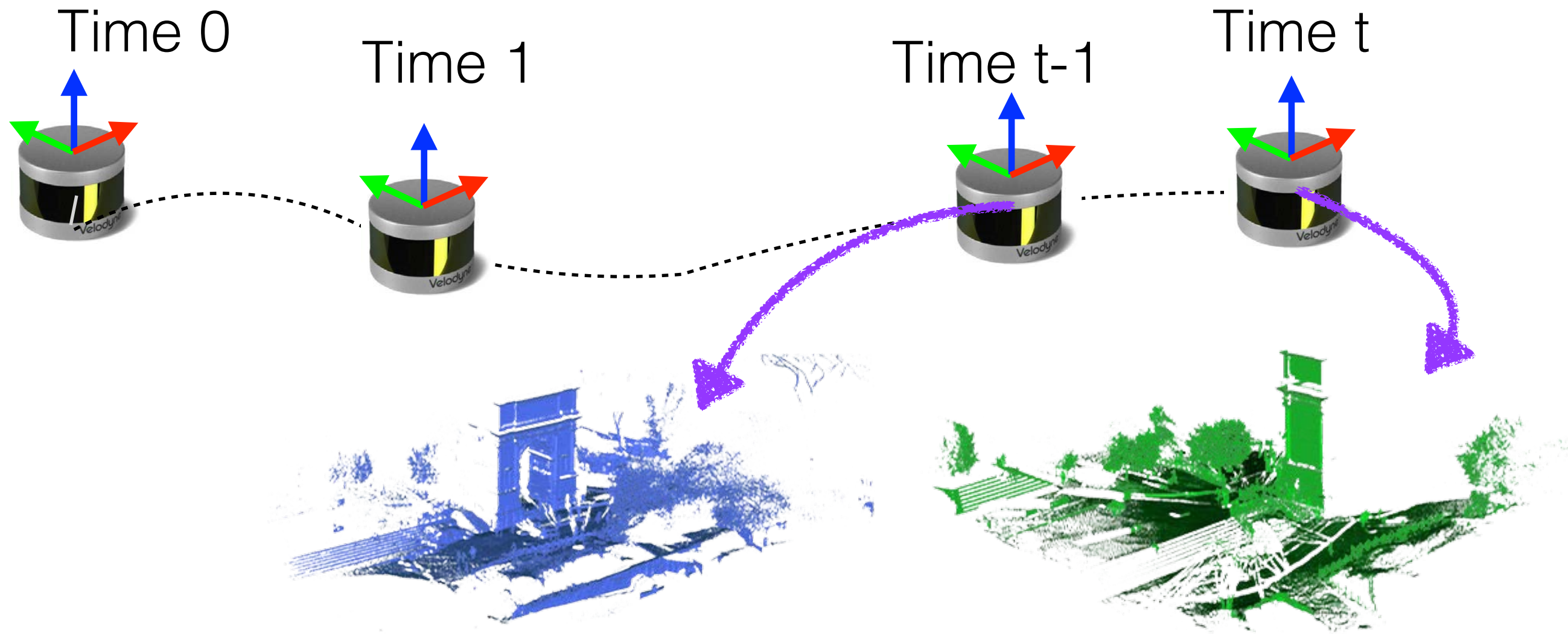


Figure 13 (b) in Zhang, J., Singh, S. Low-drift and real-time lidar odometry and mapping. *Auton Robot* 41, 401–416 (2017). <https://doi.org/10.1007/s10514-016-9548-2> © Springer Nature Switzerland AG. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <https://ocw.mit.edu/help/faq-fair-use/>

[Zhang and Singh: LOAM: Lidar Odometry and Mapping in Real-time, 2014] ¹²

Dense Lidar Odometry



Iterative Closest Point (ICP)

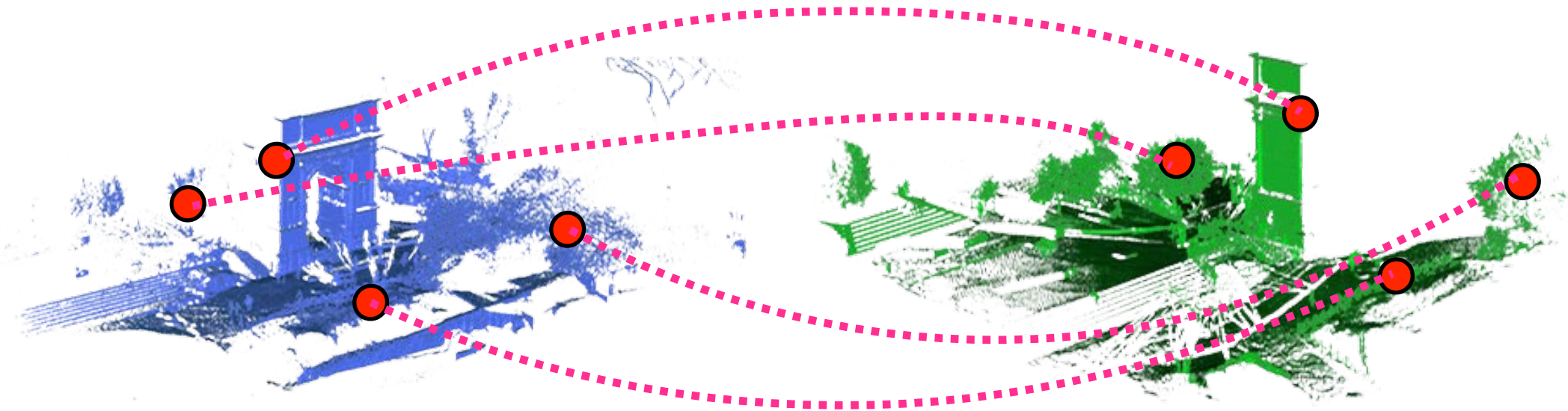
- Alternative to feature-based approaches
- Simultaneous Pose and Correspondences

Iterative Closest Point (ICP)

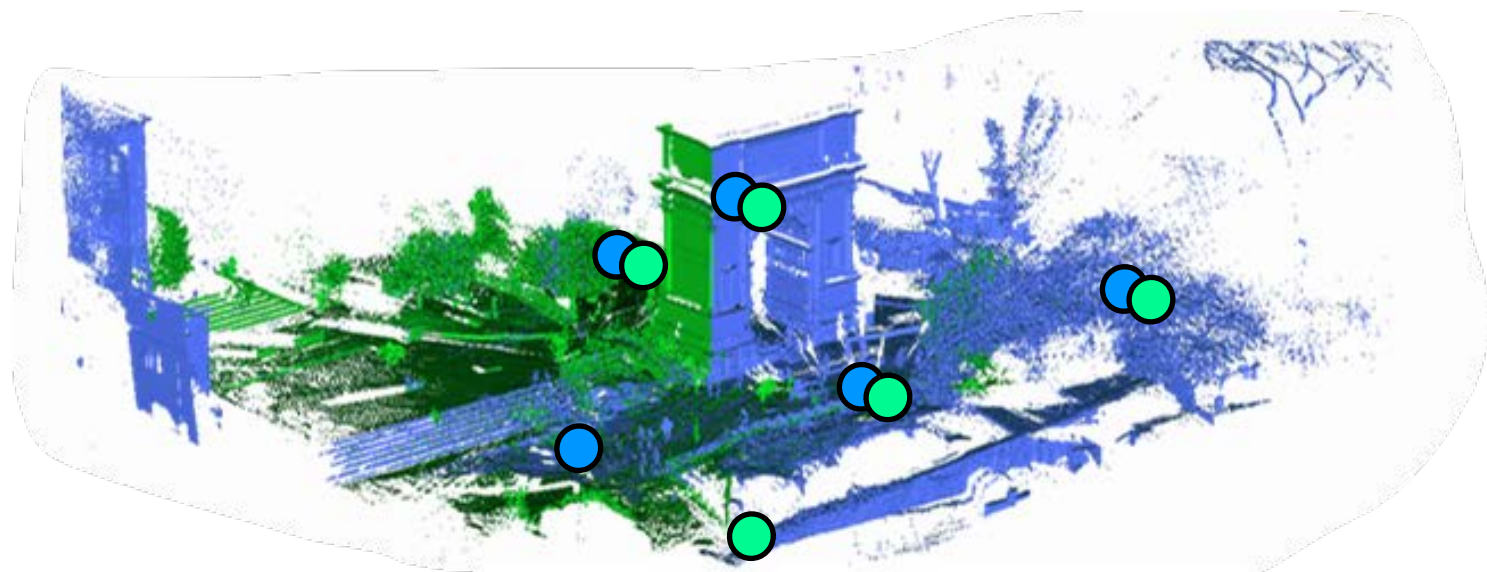
• Observations:

$$\min_{\substack{R \in \text{SO}(3) \\ t \in \mathbb{R}^3}} \sum_{k=1}^N \|p_{1,k} - (Rp_{2,k} + t)\|^2$$

1. Easy to compute alignment given ground-truth correspondences



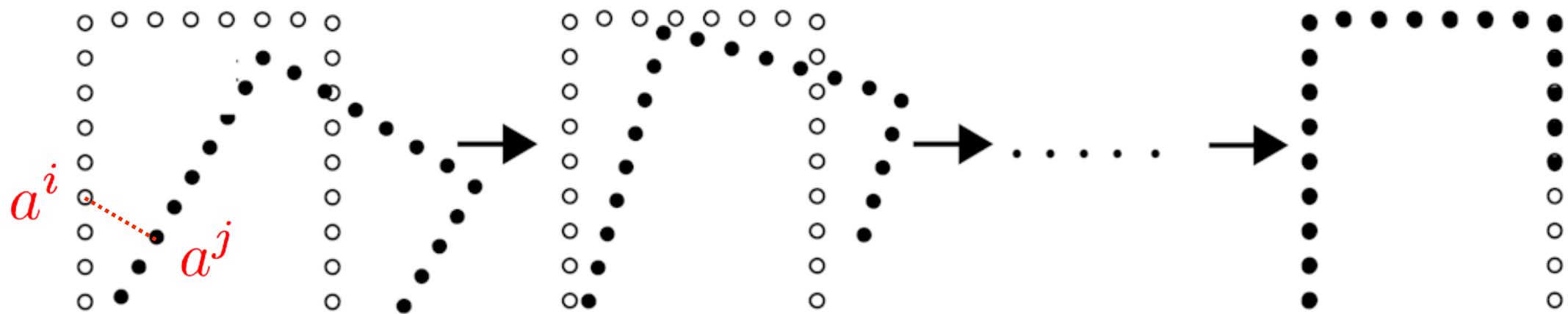
2. Easy to compute correspondences given ground-truth alignment



Iterative Closest Point (ICP)

ICP algorithm: given initial guess, perform the following:

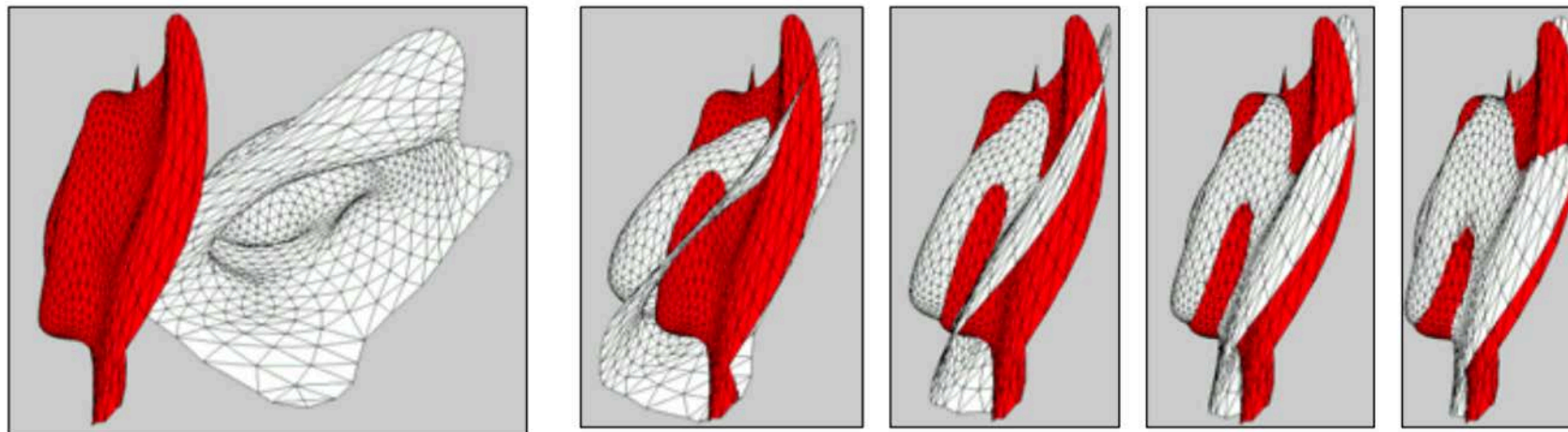
1. **Establish correspondences**: associate to each point in Cloud 1 the closest point in Cloud 2
2. **Compute relative pose given correspondences**
(e.g., using Horn's or Arun's method)
3. **Transform point cloud and repeat**
(stop when alignment does not improve or after max iter.)



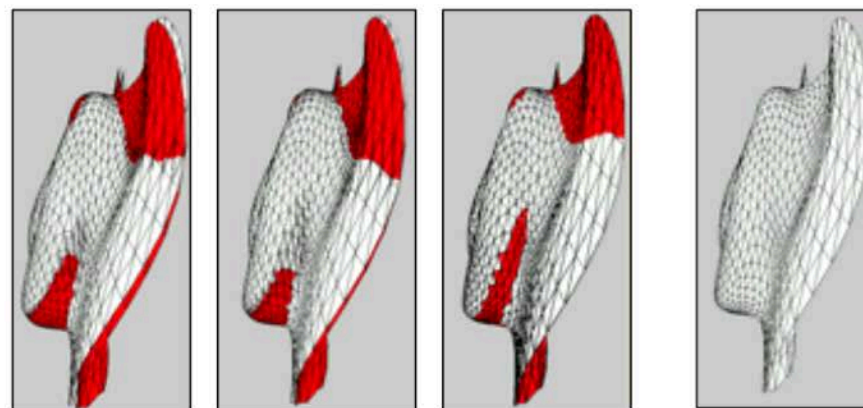
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ICP
Iterations



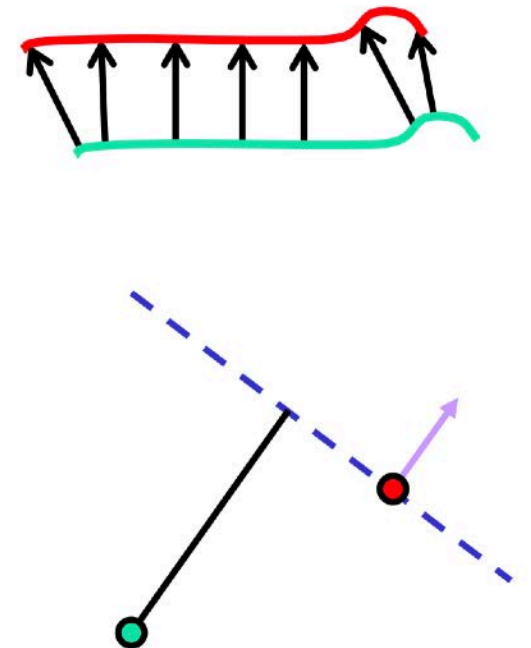
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[courtesy:
<http://www.cs.technion.ac.il/~cs236329/tutorials/ICP.pdf>]

Iterative Closest Point (ICP): Issues and Extensions

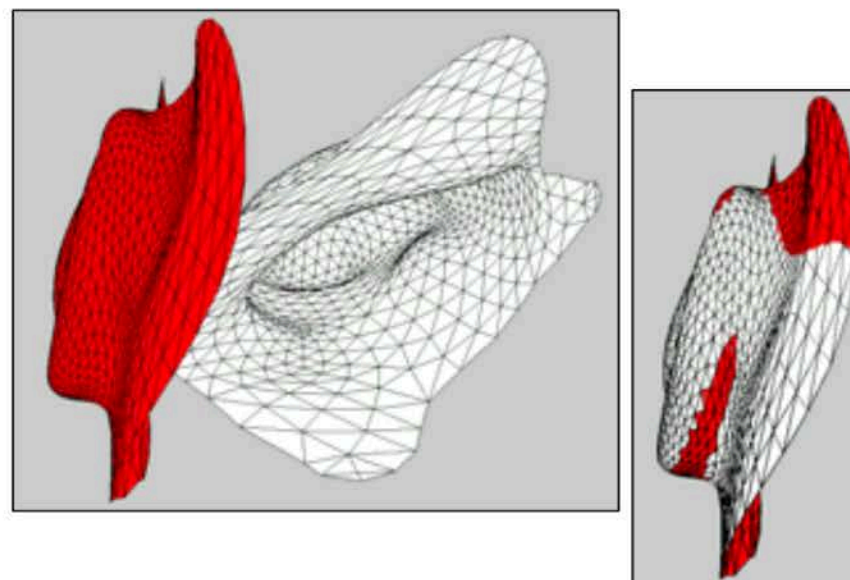
Extensions

- Kd-tree spatial subdivision
- Different error metrics (e.g., point to plane)
- Reject outliers

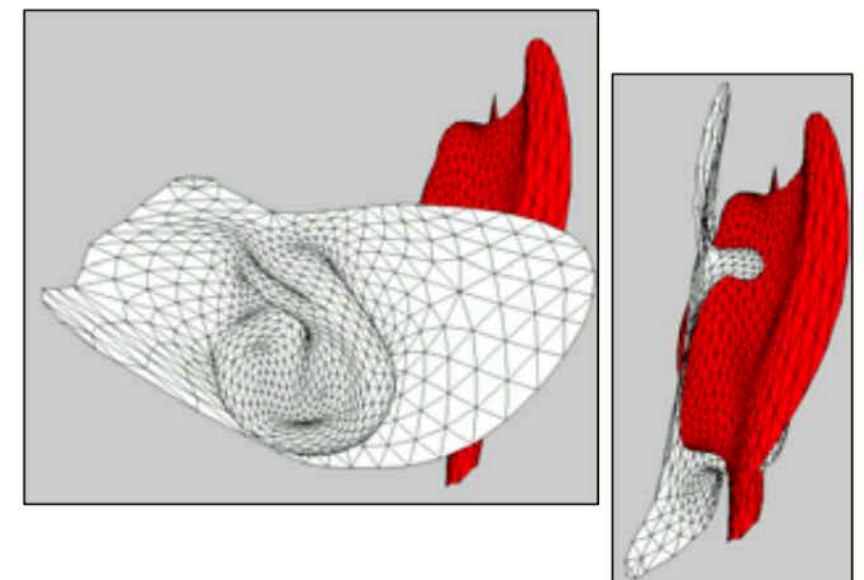


Local convergence

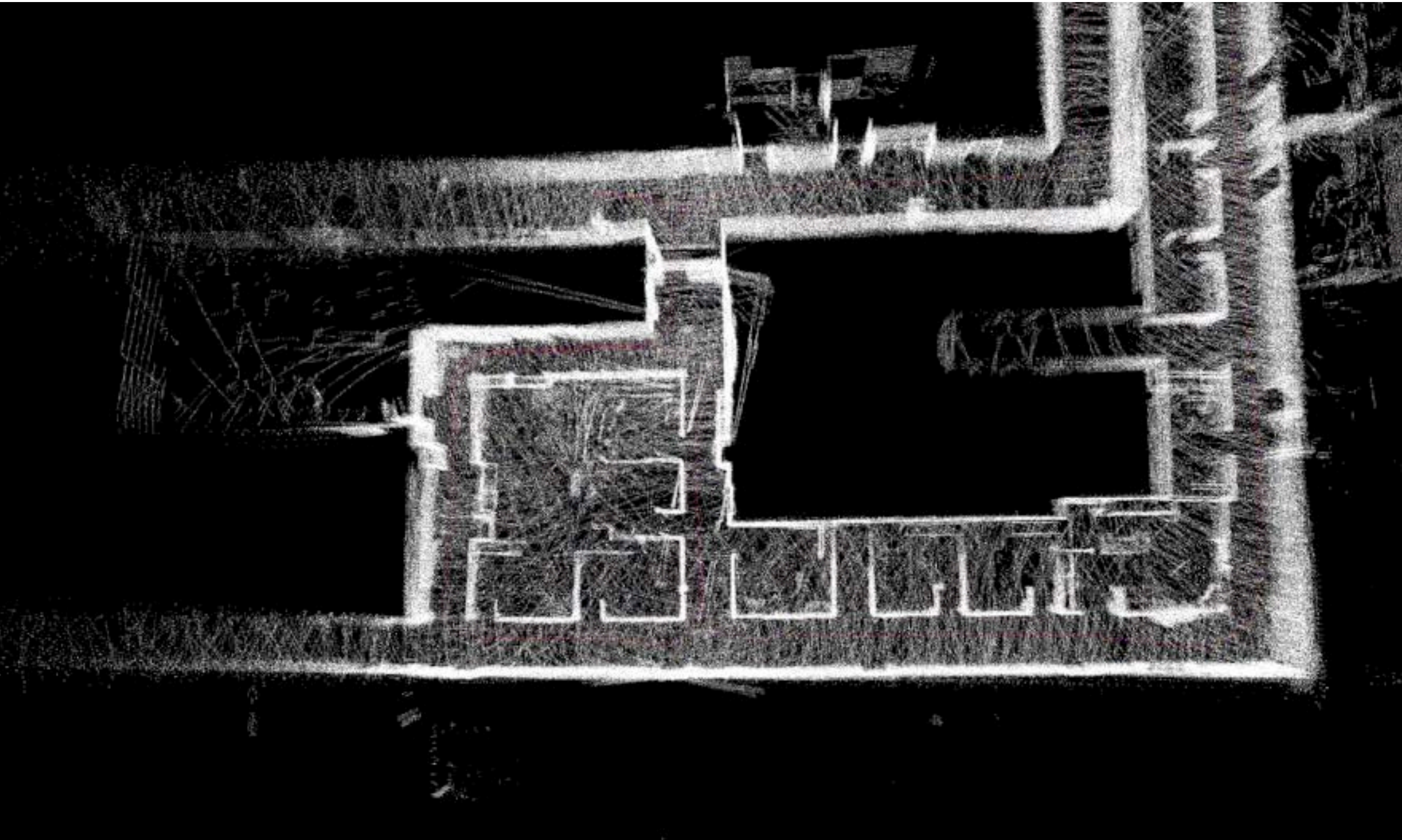
Initial guess 1



Initial guess 2



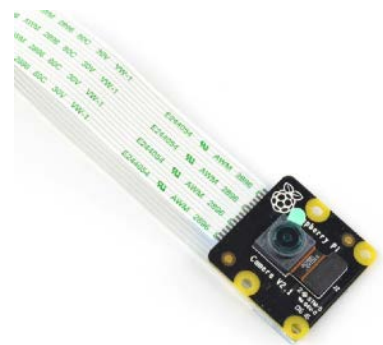
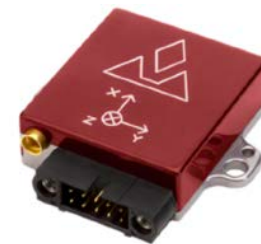
ICP-based SLAM: Failure Mode



DARPA Subterranean Challenge, in collaboration with JPL

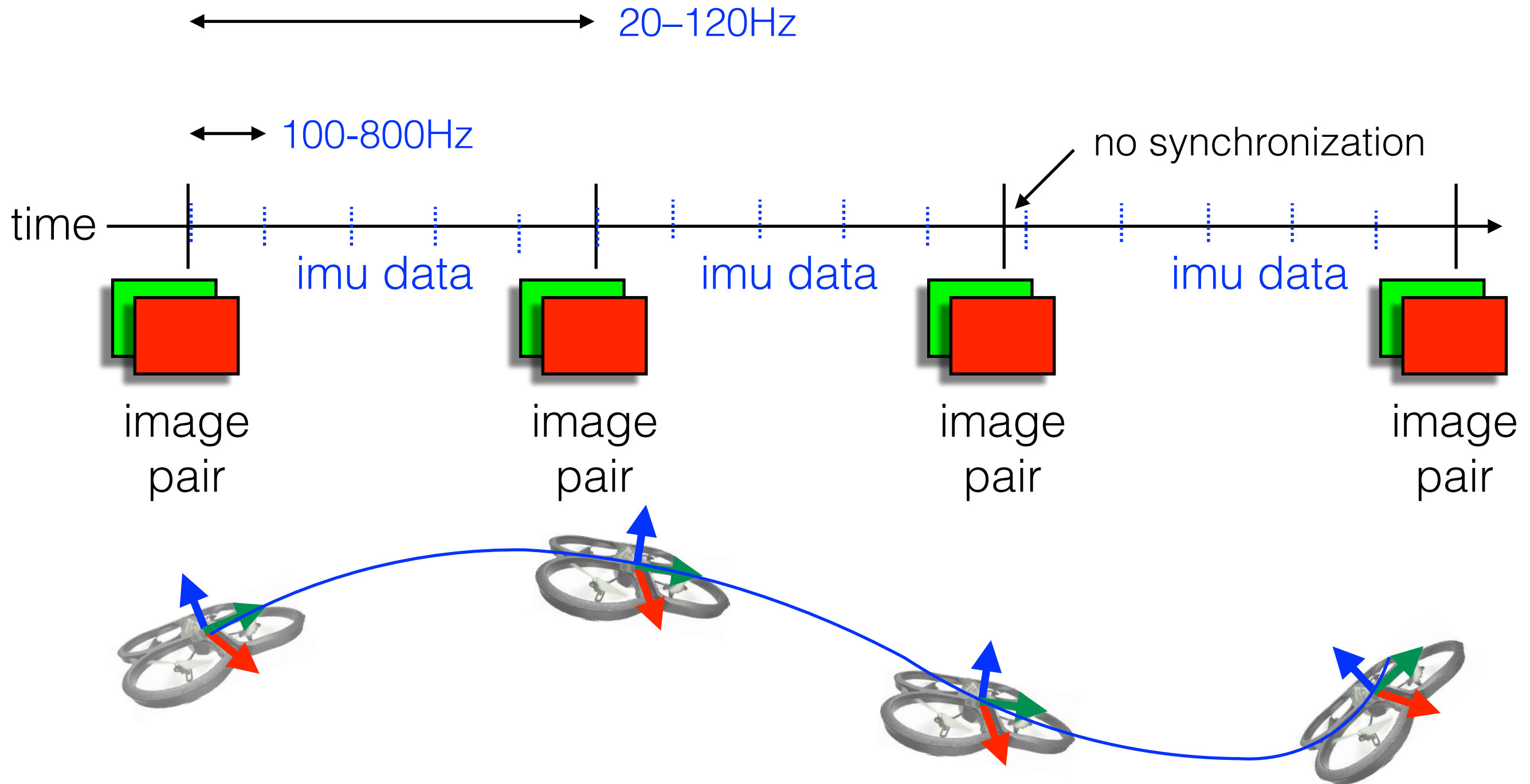
Today: Beyond Cameras

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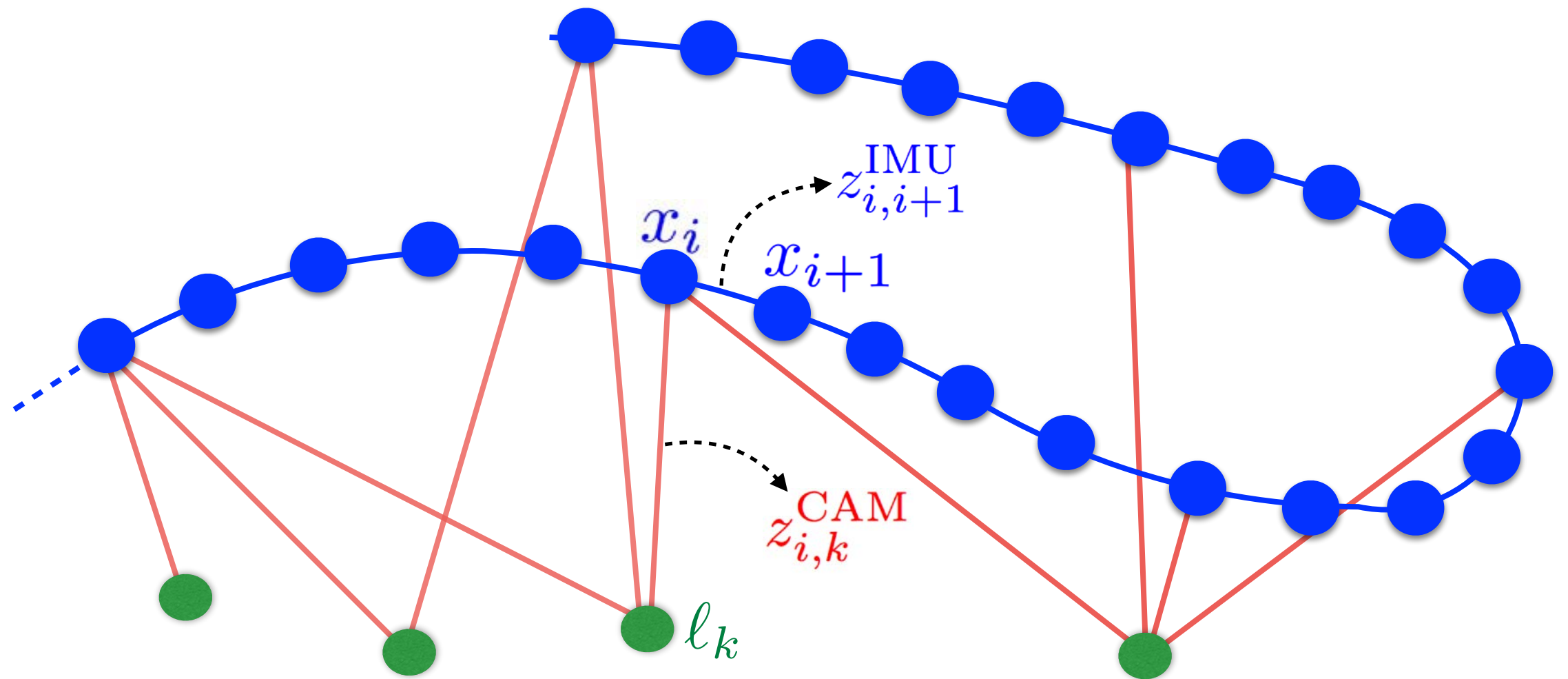
830g	160g	4g	3g
8 W	2.5 W	0.3W	~1 W

Visual-Inertial Odometry



- **Fixed-lag smoother**: estimate a fixed window of recent states from time $k-T$, $k-T+1$, .. k (sliding window)

MAP Estimation



Challenges:

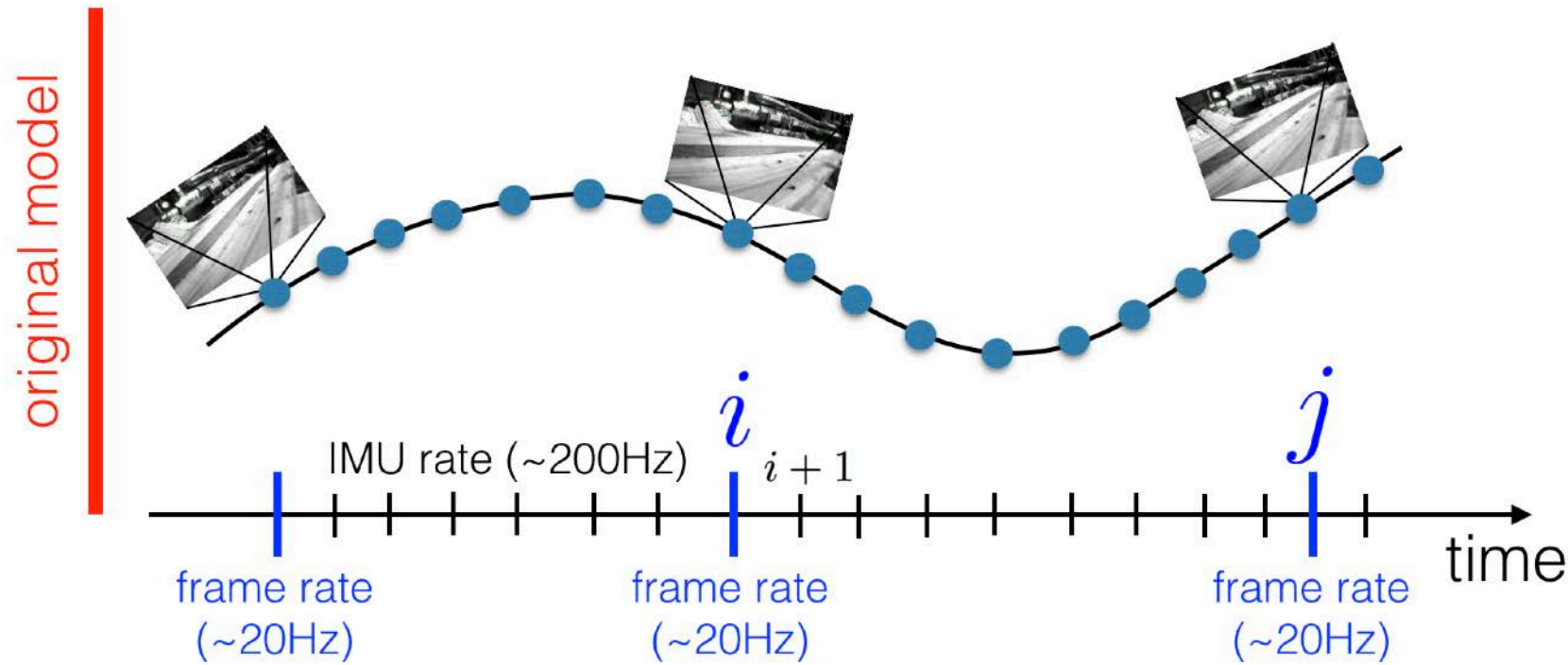
- IMU measurements arrive at high-rate ($\sim 200\text{Hz}$) \Rightarrow **IMU preintegration**
- camera observes hundreds of landmarks per frame \Rightarrow **structureless vision factors**
- need to solve optimization problem quickly

IMU Preintegration

Key idea: integrate IMU measurements between frames

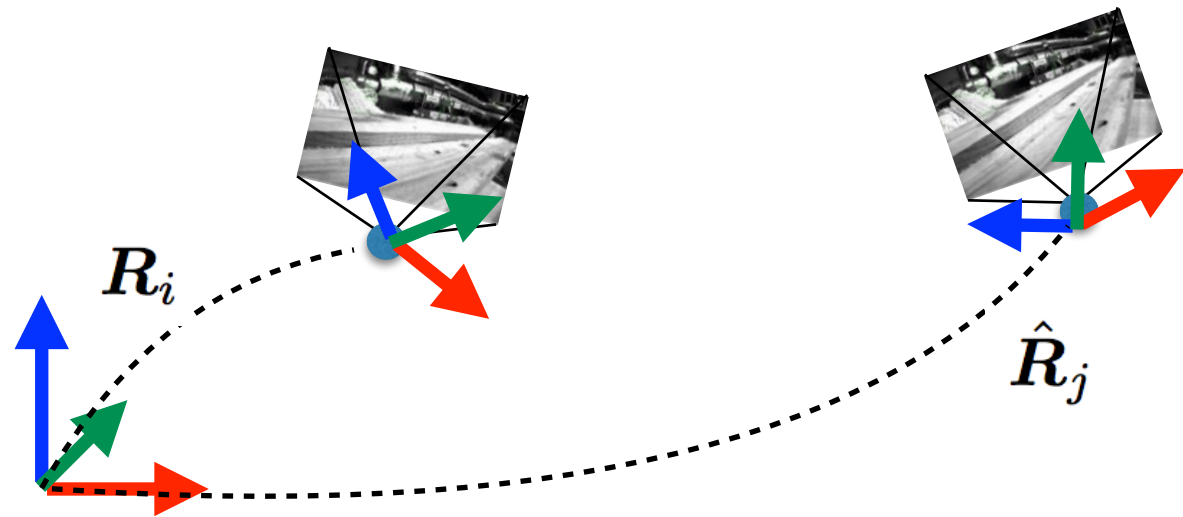
many measurements & states

$$\begin{aligned} z_{i,i+1}^{\text{IMU}} &= f(x_i, x_{i+1}) + \epsilon \\ z_{i+1,i+2}^{\text{IMU}} &= f(x_{i+1}, x_{i+2}) + \epsilon \\ &\vdots \\ z_{j-1,j}^{\text{IMU}} &= f(x_{j-1}, x_j) + \epsilon \end{aligned}$$



IMU Preintegration

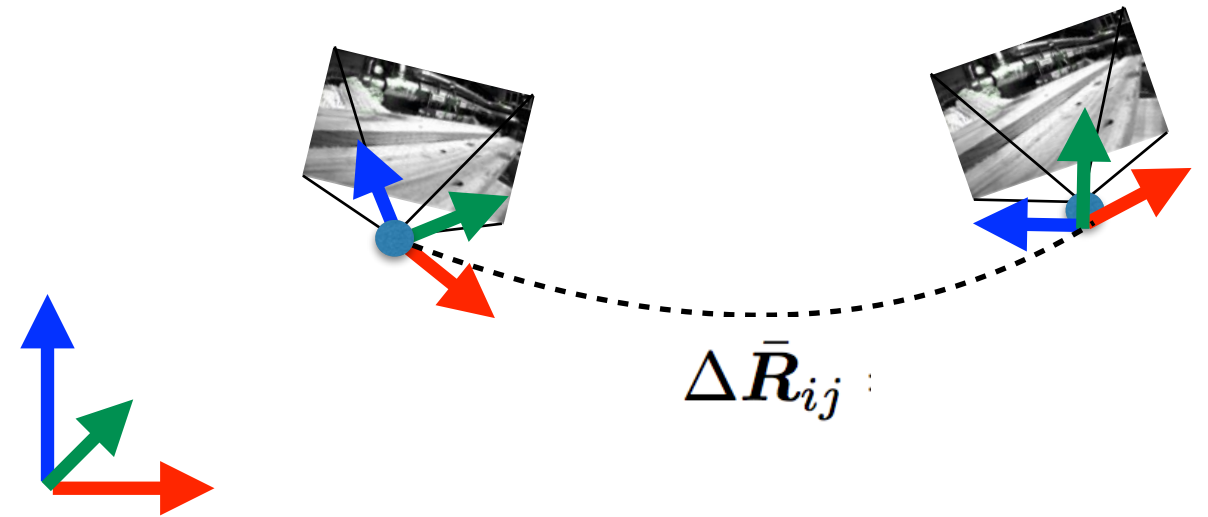
Standard integration



$$\hat{R}_j = \underbrace{R_i}_{\text{initial rotation}} \cdot \text{Exp}(w_{i,i+1}\delta t) \cdots \text{Exp}(w_{j-1,j}\delta t)$$

rotation rate measurements

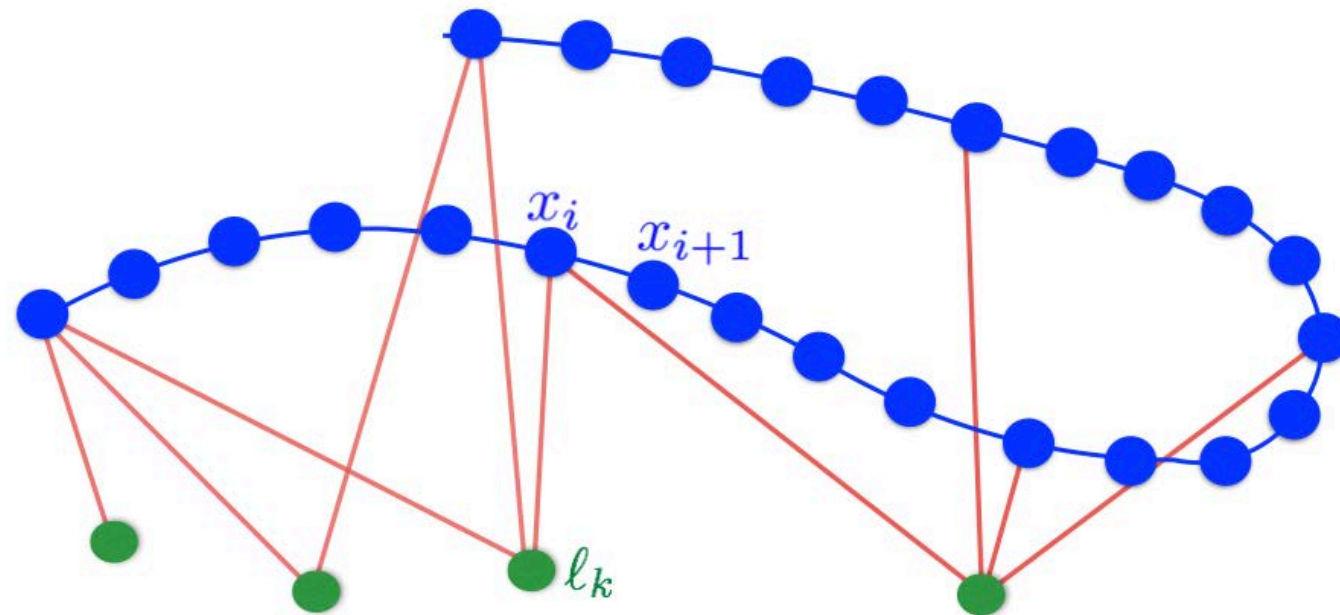
Preintegration



$$\Delta \bar{R}_{ij} = \text{Exp}(w_{i,i+1}\delta t) \cdots \text{Exp}(w_{j-1,j}\delta t)$$

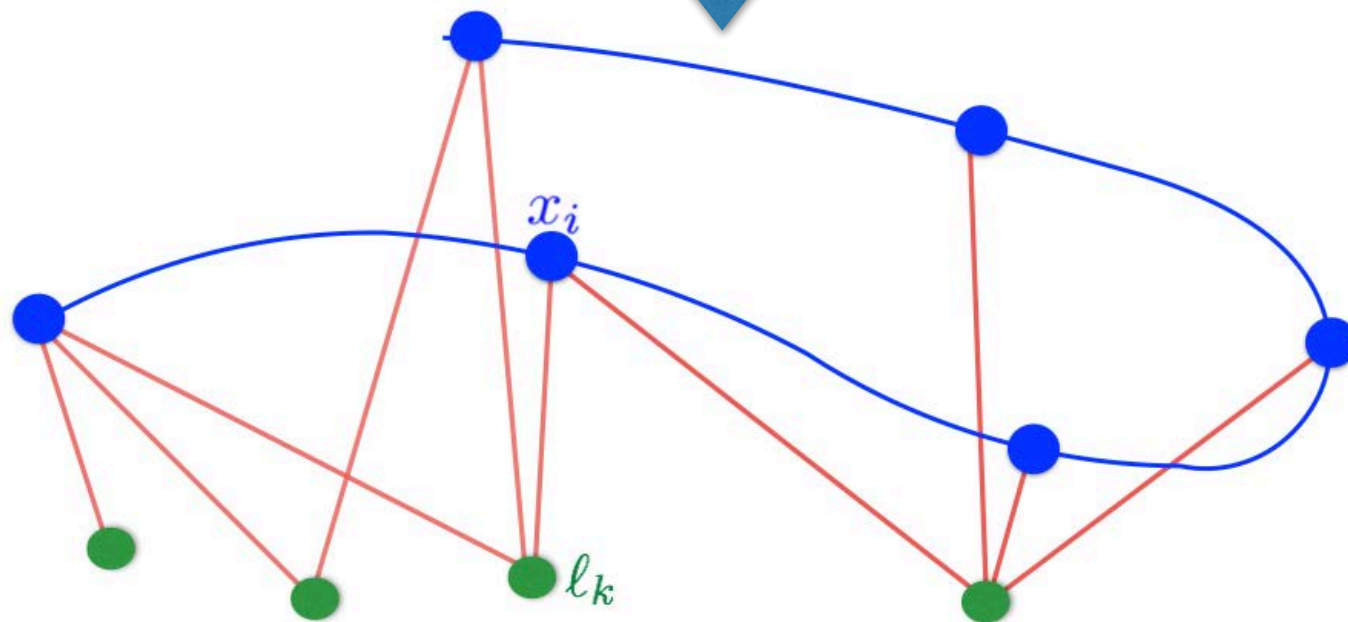
$$\text{Exp} \left(\text{3D Gaussian Plot} \right) \cdot \text{Exp} \left(\text{3D Gaussian Plot} \right) = \mathcal{N}(0, \Sigma)$$

Pre-integration



After 10 seconds, original problem has $\sim 10^4$ states

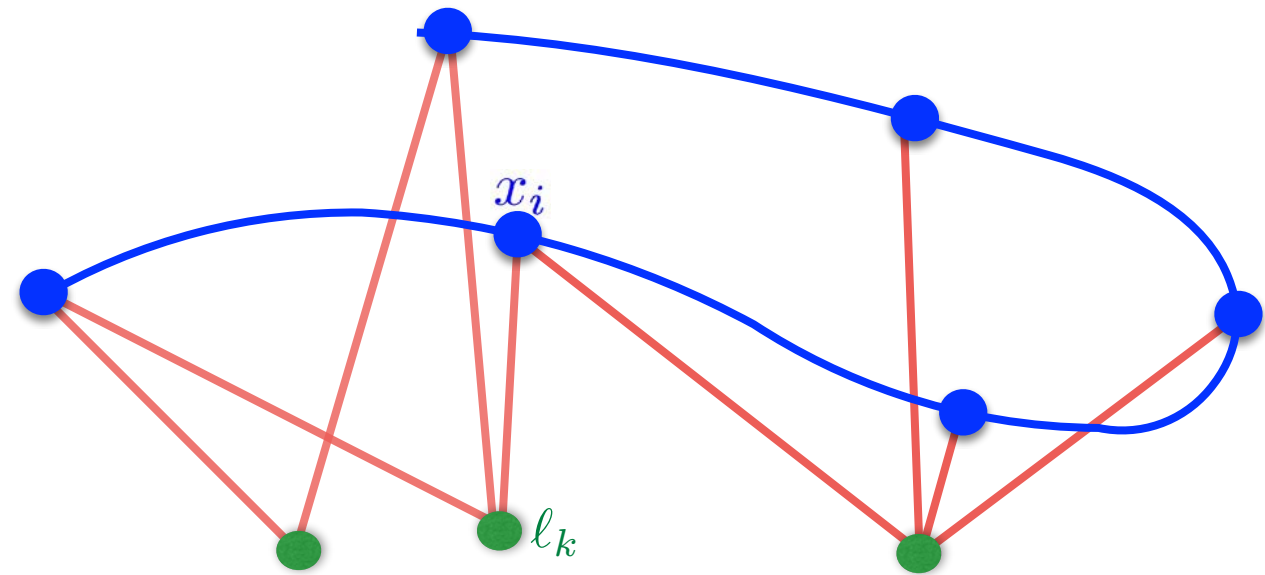
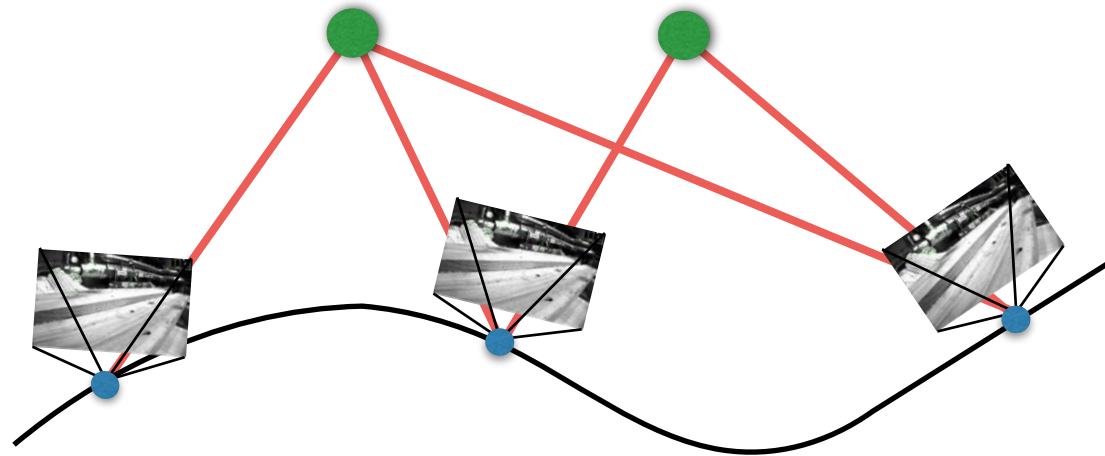
Preintegration



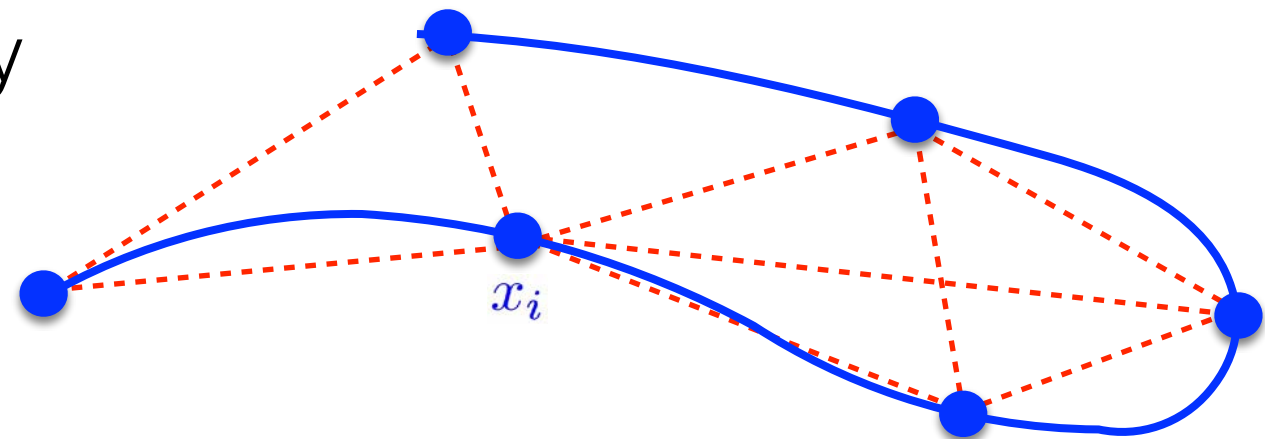
After 10 seconds, preintegrated problem has $\sim 10^2$ states

Structureless Vision Model

Marginalization of 3D landmarks



Schur complement

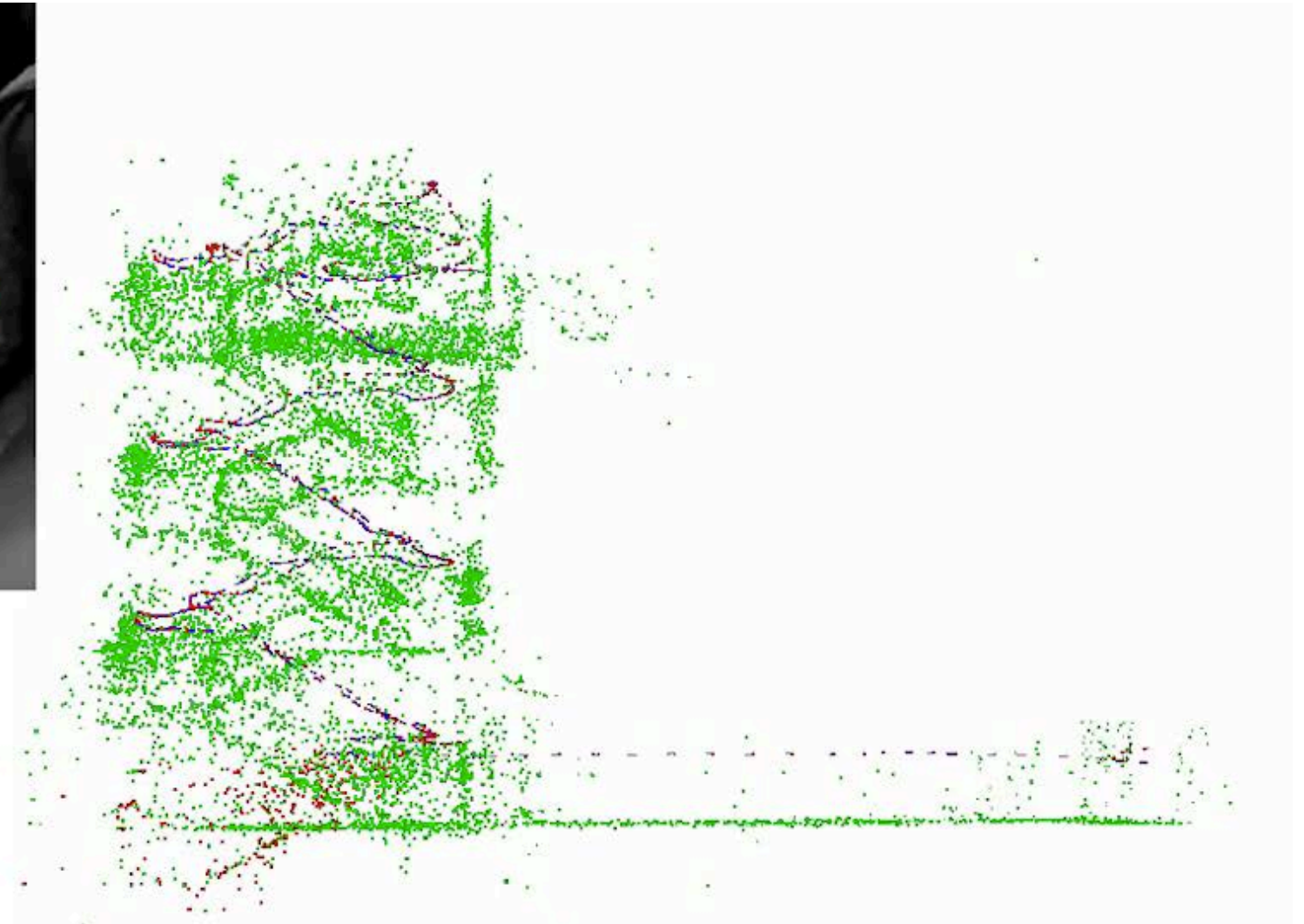
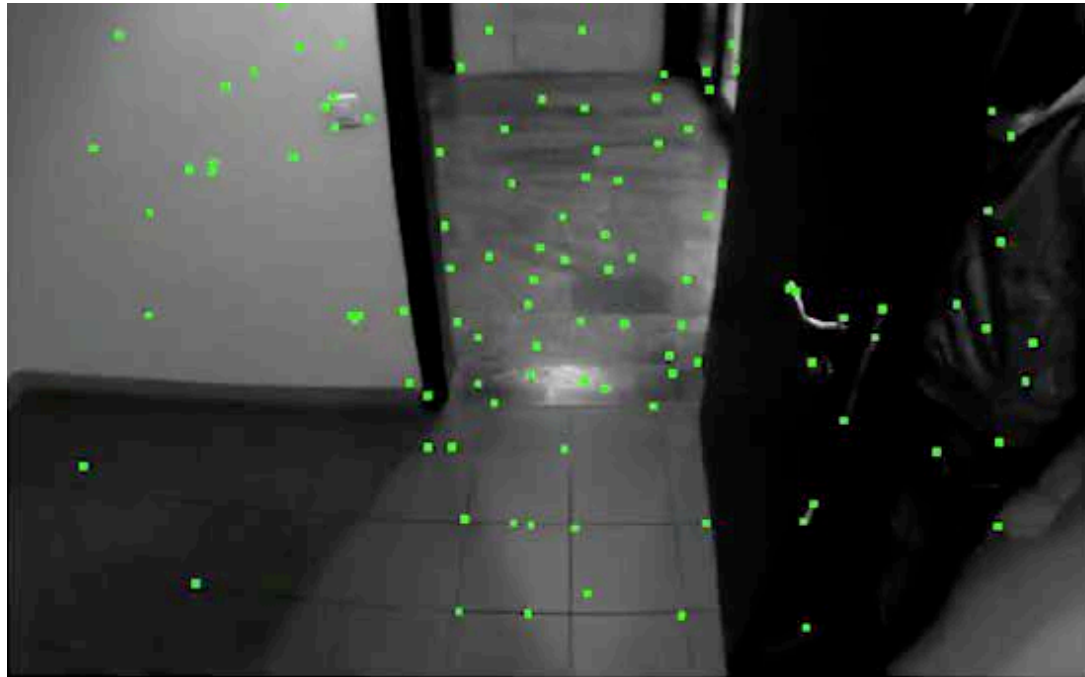


Schur complement trick:

- solve for each landmark separately
- substitute back in the optimization

Further reduction of the number
of variables in the optimization!

Visual-Inertial Odometry

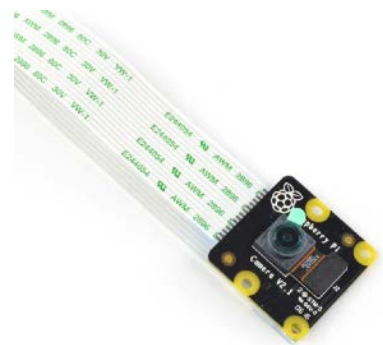
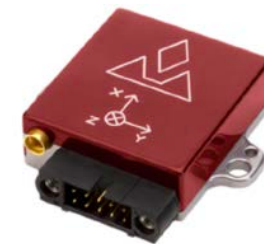


Hand-held
sensor



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- ▶ wheel odometry
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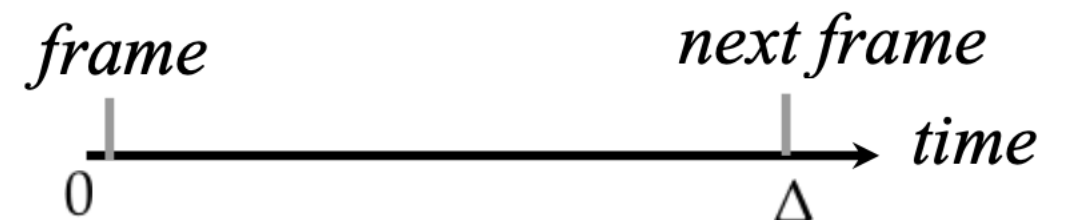
830g	160g	4g	3g
8 W	2.5 W	0.3W	~1 W

Event-based Vision: A Survey

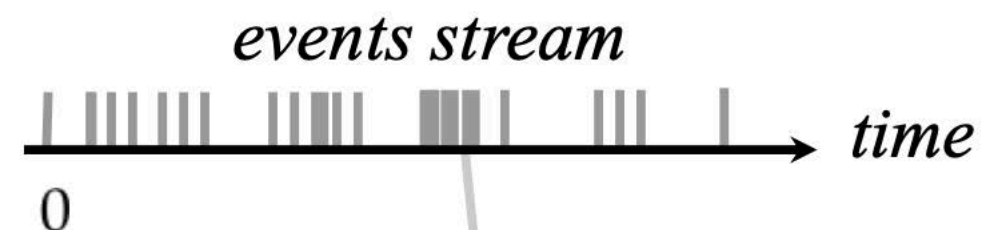
Guillermo Gallego, Tobi Delbrück, Garrick Orchard, Chiara Bartolozzi, Brian Taba, Andrea Censi, Stefan Leutenegger, Andrew J. Davison, Jörg Conrath, Kostas Daniilidis, Davide Scaramuzza

Event-based Cameras

- Speed of robot is constrained by speed at which it can sense (and compute)
- Common cameras: 20-120fps



- event-based cameras (e.g., Dynamic Vision Sensor, DVS)
 - Temporal resolution: 1 μ s
 - High dynamic range: 120 dB
 - Low power: 20 mW
 - Cost: 2,500 EUR

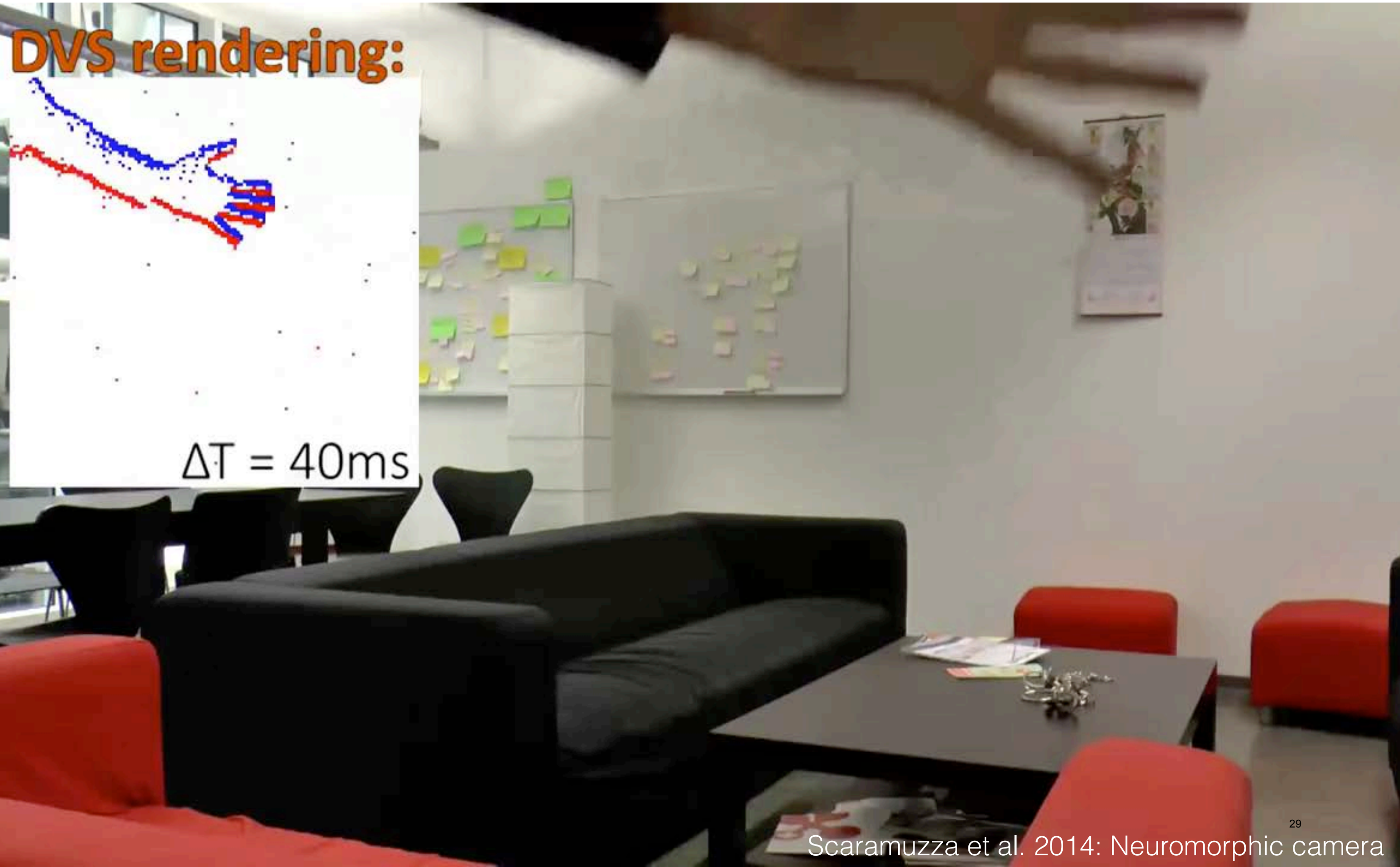


event:

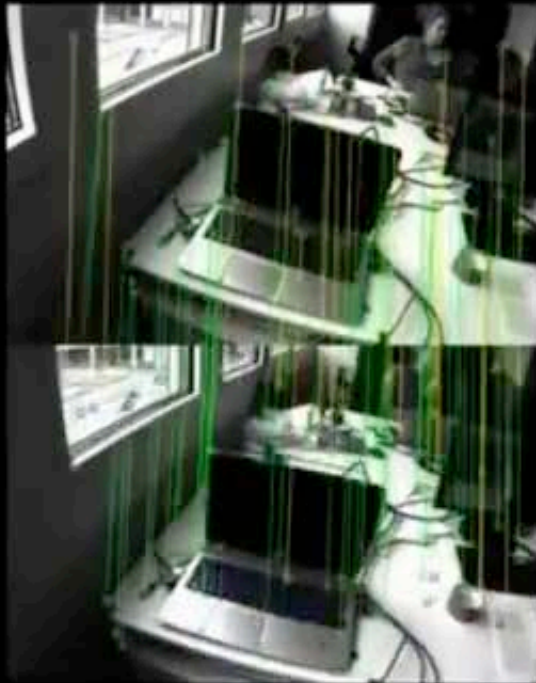
$$\left\langle t, \langle x, y \rangle, \text{sign} \left(\frac{d}{dt} \log(I_t(x, y)) \right) \right\rangle$$

Event-based Cameras

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Event-based Cameras for SLAM



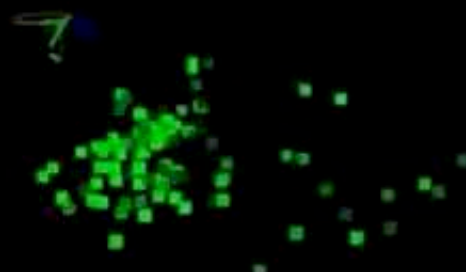
OKVIS



ROVIO



VINS-Mono



Event-based Cameras for SLAM



Antoni Rosinol Vidal, Henri Rebecq, Timo Horstschaef, Davide Scaramuzza Ultimate SLAM? Combining Events, Images, and IMU for Robust Visual SLAM in HDR and High Speed Scenarios R-AL 2018.³¹

Next Lecture

Overview of Open Problems in Robot Perception

Zoom poll

Feedback on this Zoom lecture (single-choice):

- A: audio and video are good!
- B: audio and video are adequate (sometimes you break up)
- C: audio quality is very bad
- D: audio AND video quality is bad :-)

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16.485 Visual Navigation for Autonomous Vehicles (VNAV)
Fall 2020

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