



Master “Automática y Robótica”

Técnicas Avanzadas de Vision: Visual Odometry

by

Pascual Campoy

Computer Vision Group

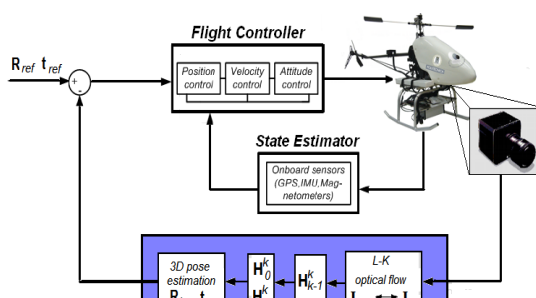
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Centro de Automática y Robótica
Universidad Politécnica de Madrid



Visual Odometry: **Objective**

Estimate the *egomotion* using *on-board cameras*



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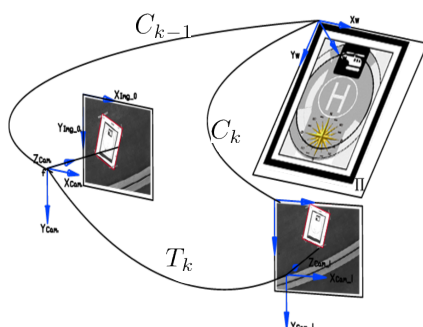
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Visual Odometry: **working principle**

Estimates **incrementally** the **pose** of the vehicle by examination of the on-board **image changes**



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Visual Odometry

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Visual Odometry: **Sources**

- “Visual Odometry: Part I - The First 30 Years and Fundamentals”
Scaramuzza, D., Fraundorfer, F.
IEEE Robotics and Automation Magazine, Volume 18, issue 4, 2011.
- “Visual Odometry: Part II - Matching, Robustness, and Applications”
Fraundorfer, F., Scaramuzza, D.
IEEE Robotics and Automation Magazine, Volume 19, issue 2, 2012.
- “3_D Vision and Recognition”
Kostas Daniilidis and Jan-Olof Eklundh
Handbook of Robotics, Siciliano, Khatib (Eds.), Springer 2008
- “Simultaneous Localization and Mapping”
Sebastian Thrun, John J. Leonard
Handbook of Robotics, Siciliano, Khatib (Eds.), Springer 2008
- “On-board visual control algorithms for Unmanned Aerial Vehicles”

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Brief history of VO

- 1996: The term VO was coined by Srinivasan to define motion orientation
- 1980: First known stereo VO real-time implementation on a robot by Moravec, PhD thesis (NASA/JPL) for Mars rovers
- 1980 to 2000: The VO research was dominated by NASA/JPL in preparation of 2004 Mars mission (papers by Matthies, Olson, ...)
- 2004: VO used on a robot on another planet: Mars rovers Spirit and Opportunity
- 2004. VO was revived in the academic environment by Nister «Visual Odometry» paper. The term VO became popular.



When V.O. for positioning?

Alternatives:

- **Odometry:**
 - Actuators (wheels) odometry
 - displacement measurement
 - Inertial Measurement Units (IMUs)
 - Acceleration measurement
- **Global positioning:**
 - GPS - Gyroscope - Magnetometer
 - 3D vision - Laser

Advantages:

- More accurate vs. wheel odometry or IMU (relative position error 0.1% – 2%)

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Visual Odometry: Steps

1. Image acquisition and correction
2. Feature detection and description
3. Feature matching
4. Robust matching for pose estimation
5. Pose optimization



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Visual Odometry

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Visual Odometry: Steps

1. **Image acquisition and correction**
 1. Acquisition using either single cameras, stereo cameras, or omnidirectional cameras.
 2. Correction: preprocessing techniques for lens distortion removal, noise removal, etc.
2. Feature detection and description
3. Feature matching
4. Robust matching for pose estimation
5. Pose optimization

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Visual Odometry: Steps

1. Image acquisition and correction
2. Feature detection and description
 1. Feature detection: corner detectors (Moravec, Forstner, Harris, Shi-Tomasi, FAST) or blob detectors (SIFT, SURF, CENSUR)
 2. Feature description: local appearance or invariant descriptors (SIFT, SURF, BRIEF, ORB, BRISK, FAST)
3. Feature matching
4. Robust matching for pose estimation
5. Pose optimization



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Visual Odometry

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Visual Odometry: Steps

1. Image acquisition and correction
2. Feature detection and description
3. Feature matching
 - Local tracking (LK, KLT)
 - vs.
 - Global matching
4. Robust matching for pose estimation
5. Pose optimization

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4. Robust matching for pose estimation
5. Pose optimization



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Visual Odometry

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3. Global feature matching
 - Similarity measurement
 - Mutual consistency
 - Motion consistency
4. Robust featuring
5. Pose estimation

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Feature matching: Global feature matching

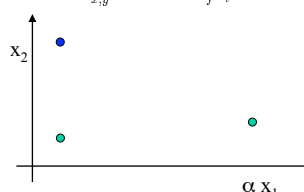
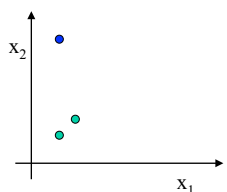
- **Similarity**

Distance in the feature space

$$\sqrt{\sum_{x,y} (f(x,y) - t(x,y))^2}$$

Normalized cross correlation

$$\frac{1}{n} \sum_{x,y} \frac{(f(x,y) - \bar{f})(t(x,y) - \bar{t})}{\sigma_f \sigma_t}$$



- **Mutual consistency:**
only pairs where one point selects each other as the closest
- **Motion consistency:**
only pairs where one point is accordingly where it should, taking into account the motion model



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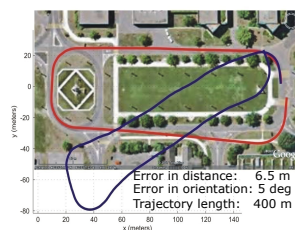
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Robust matching

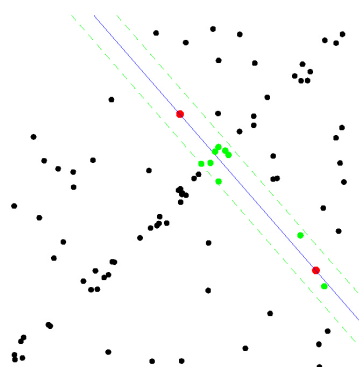
- **Problem:** false matched points (i.e. outliers) result in errors in pose estimation
(caused in image acquisition (noise, blur, ..), feature detector/descriptor or matching)
- **Solution:** remove outliers don't fitting predominant model.
- **RANSAC** is the standard
 - it stands for random sample consensus
 - first by Fishler & Bolles, 1981



Source: Scaramuzza



RANSAC: working principle



1. Randomly choose s samples
Typically s = minimum sample size that lets fit a model
2. Fit a model (e.g., line) to those samples
3. Count the number of inliers that approx. fit the model (distance to model $< d$)

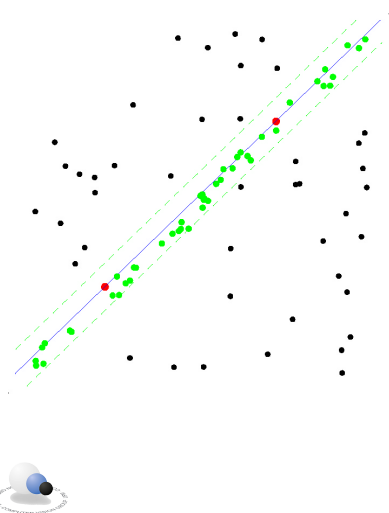
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RANSAC: working principle



1. Randomly choose s samples
Typically s = minimum sample size that lets fit a model
2. Fit a model (e.g., line) to those samples
3. Count the number of inliers that approx. fit the model (distance to model $< d$)
4. Repeat N times
5. Choose the model that has the largest set of inliers



RNSAC: number of iterations

The number of iterations necessary to guarantee a correct solution is:

$$N = \frac{\log(1 - p)}{\log(1 - (1 - \varepsilon)^s)}$$

s is the number of points to obtain a model
 ε is the rate of outliers in the data
 p is the probability of success

Example: $p=99.9\%$, $s=2$, $\varepsilon=25\% \rightarrow N=8.35$

Features:

- RANSAC is **non deterministic**, whose solution tends to be stable when N grows
- N is usually multiply by a **factor of 10**

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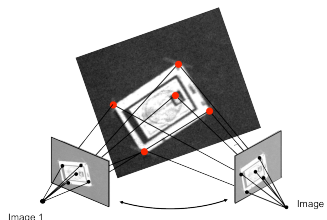


RANSAC for Visual Odometry

1. Randomly choose s samples
2. Fit the **motion model**

Obtain

$$T_k = \begin{bmatrix} R_{k,k-1} & t_{k,k-1} \\ 0 & 1 \end{bmatrix}$$

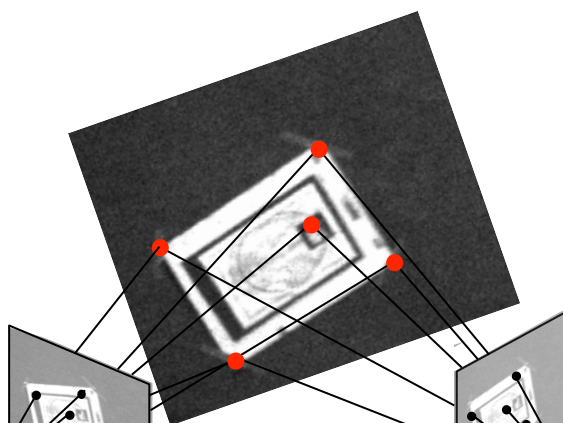


it can be calculated by minimizing the following points correspondences: 2D-2D, 3D-3D or 3D-2D

1. Count the number of inliers that approx. fit the model (distance to model $< d$)
2. Repeat N times
3. Choose the model that has the largest set of inliers



RANSAC for V.O.: motion model



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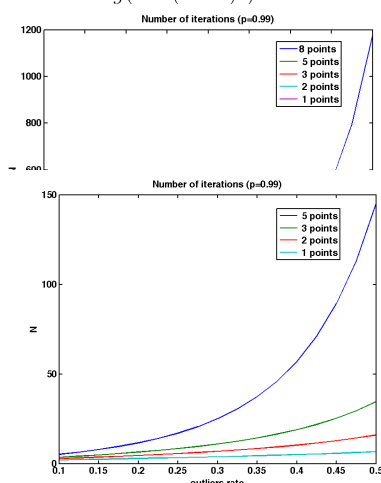
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RANSAC for V.O.: nr. of points

$$N = \frac{\log(1-p)}{\log(1-(1-\epsilon)^s)}$$



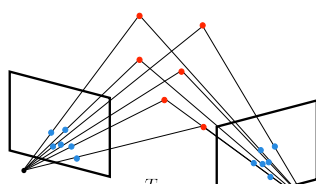
- For a 6 DOF uncalibrated/calibrated camera: **8 points** non coplanar points algorithm by Longuet-Higgins' (1981)
- For a 6 DOF calibrated camera: **5 points** are enough Kruppa (1913), efficient implementation by Nister (2003)
- If 2 angles are known: **3 points** are enough by Fraundorfer et al. (2010), 2 angles estimation by far point by Narodisky et al. (2011)
- If 3 angles are known: **2 points** are enough by Kneip et al. (2011)
- For planar motion **2 points** are enough by Ortin et al. (2001)
- For wheeled vehicles of 2DOF **1 point** is enough by Scaramuzza et al. (2011)



Motion from Image Feature Correspondences: 2D-2D

- The minimal-case solution involves 5-point correspondences
- The solution is found by determining the transformation that minimizes the reprojection error of the triangulated points in each image

$$T_k = \begin{bmatrix} R_{k,k-1} & t_{k,k-1} \\ 0 & 1 \end{bmatrix} = \arg \min_{X^i, C_k} \sum \|p_k^i - g(X^i, C_k)\|^2$$



$$p_2^T E p_1 = 0 \quad \text{Epipolar constraint}$$

$$E = [t]_{\times} R \quad \text{Essential matrix}$$

$$p_1 = \begin{bmatrix} x_1 \\ y_1 \\ z_1 \end{bmatrix} \quad p_2 = \begin{bmatrix} x_2 \\ y_2 \\ z_2 \end{bmatrix}$$

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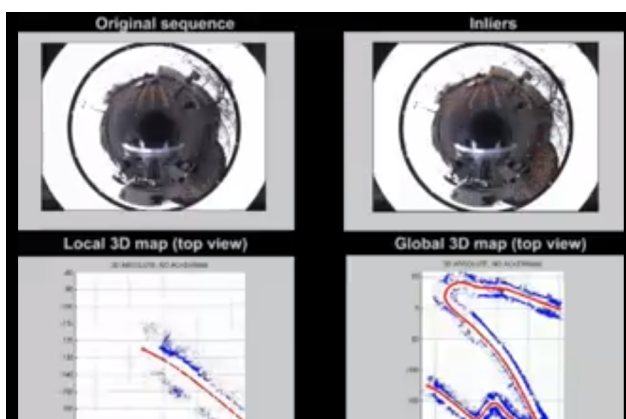
RANSAC for V.O.: nr of points

Is it really better to use minimal sets in RANSAC?

- If one is concerned with certain speed requirements, YES
- However, might not be a good choice if the image correspondences are very noisy: in this case, the motion estimated from a minimal set will be inaccurate and will exhibit fewer inliers when tested on all other points
- Therefore, when the computational time is not a real concern and one deals with very noisy features, **using a non-minimal set may be better than using a minimal set**



RANSAC for V.O.: results for 1 point



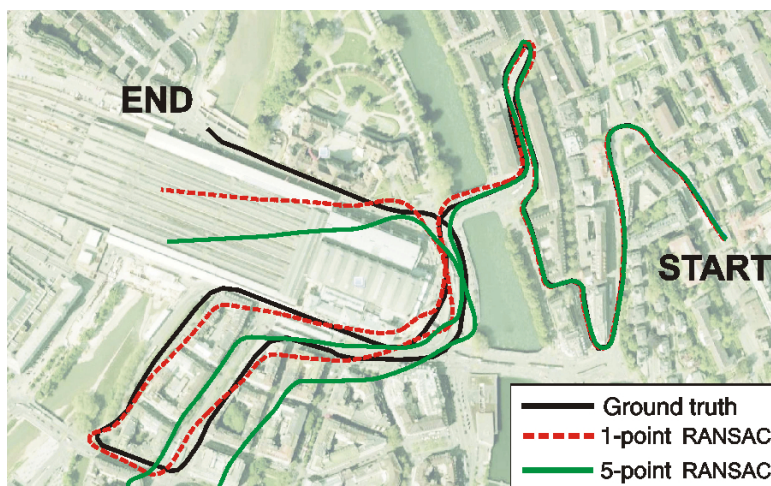
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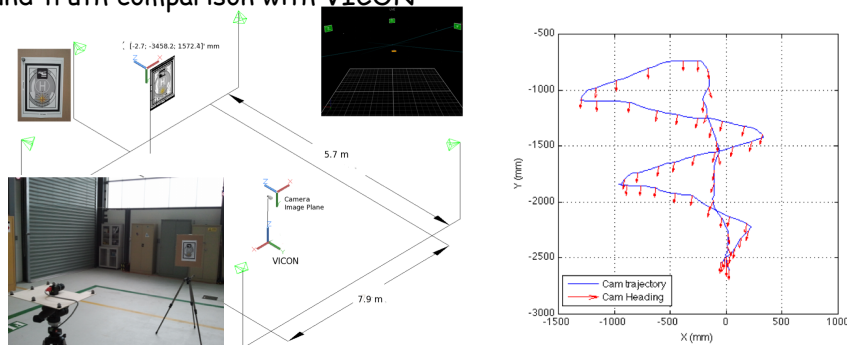


RANSAC for V.O.: results for 1 point



RANSAC for V.O.: results for 5 points

Ground truth comparison with VICON



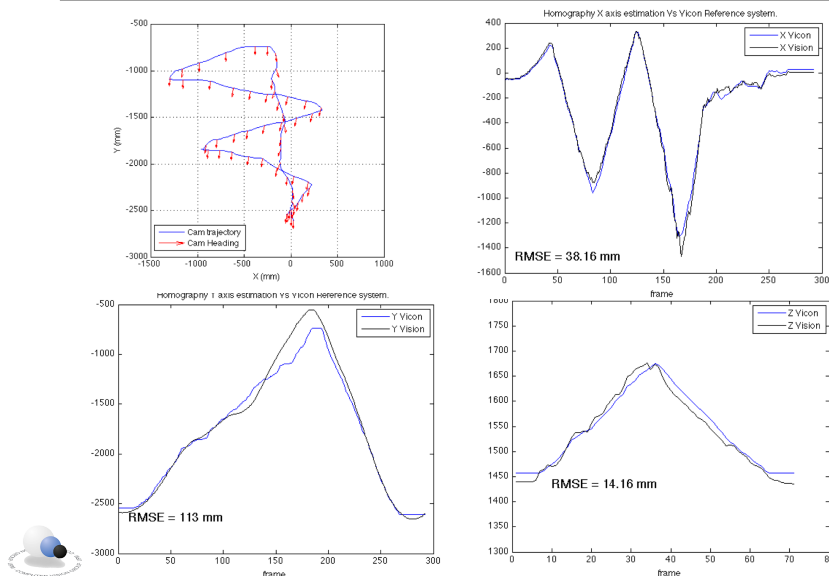
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RANSAC for V.O.: results for 5 points



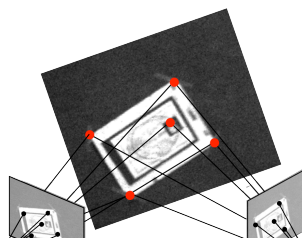
RANSAC for V.O.: results for 5 points



Using only **visual information** provided by an on-board camera and a know landmark, **estimate camera-aircraft relative position w.r.t a helipad**

$$\mathbf{t} = [x, y, z]$$

$$\mathbf{R} \Rightarrow [\theta, \phi, \psi]$$



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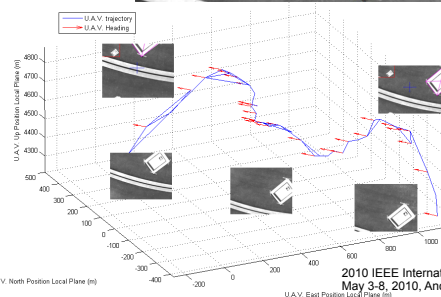
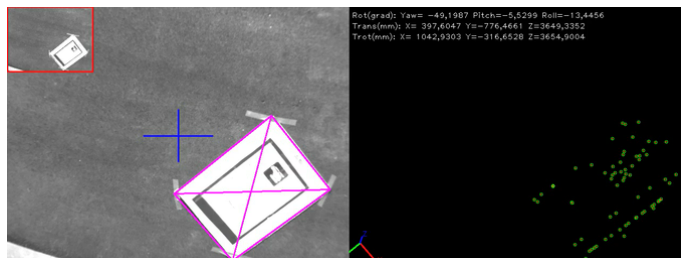
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RANSAC for V.O.: results for 5 points

Hover at 4.5m

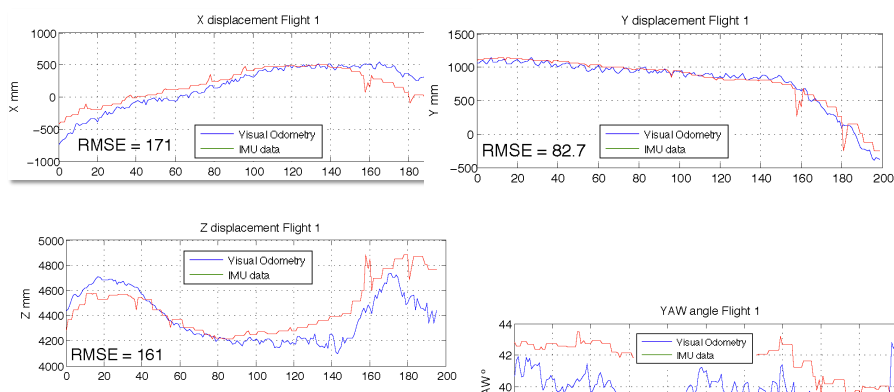


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RANSAC for V.O.: results for 5 points



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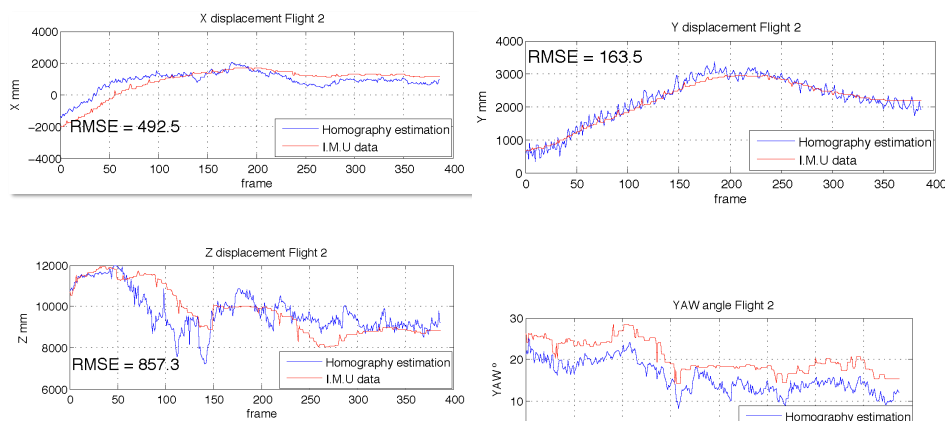


RANSAC for V.O.: results for 5 points

Hover at 10m



RANSAC for V.O.: results for 5 points



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RANSAC for V.O.: results for 5 points

Manual Landing

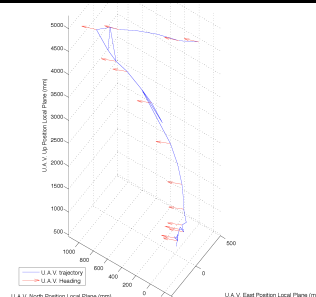
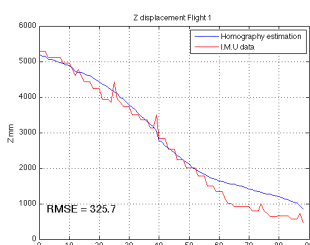
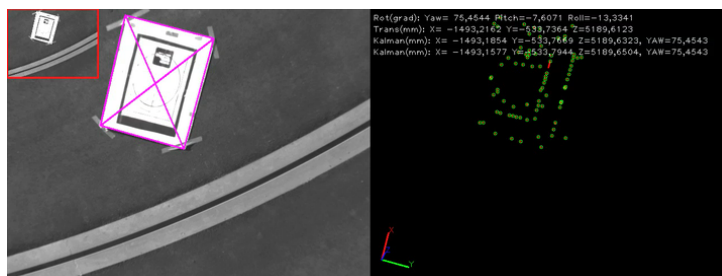


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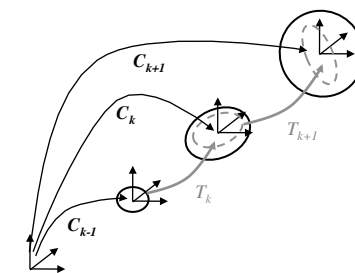
Error Propagation

- The uncertainty of the camera pose is a combination of the uncertainty at (black-solid ellipse) and the uncertainty of the transformation (gray dashed ellipse)

- The combined covariance is

$$\Sigma_k = J \begin{bmatrix} \Sigma_{k-1} & 0 \\ 0 & \Sigma_{k,k-1} \end{bmatrix} J^T$$

$$= J_{\vec{C}_{k-1}} \Sigma_{k-1} J_{\vec{C}_{k-1}}^T + J_{\vec{T}_{k,k-1}} \Sigma_{k,k-1} J_{\vec{T}_{k,k-1}}^T$$

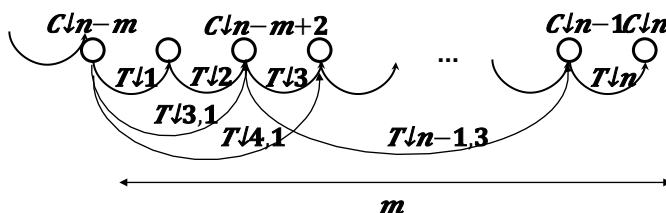


- The camera-pose uncertainty is always increasing when concatenating transformations. Thus, it is important to keep the uncertainties of the individual transformations small

Source Scaramuzza



Windowed Camera-Pose Optimization



- So far we assumed that the transformations are between consecutive frames
- Transformations can be computed also between non-adjacent frames and can be used as additional constraints to improve cameras poses by minimizing the following

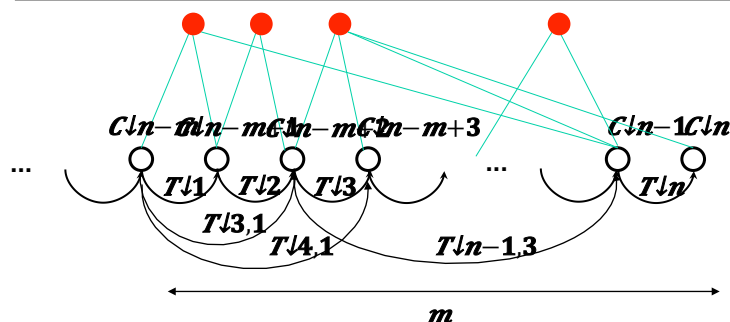
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Windowed Bundle Adjustment (BA)



- Similar to pose-optimization but it also optimizes 3D points

$$\arg \min_{X^i, C_k} \sum_{i,k} \|p_k^i - g(X^i, C_k)\|^2$$

- In order to not get stuck in local minima, the initialization should be close the minimum



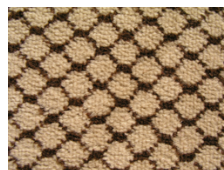
➔ Levenberg-Marquadt can be used

Source Scaramuzza



When apply V.O. ?

Is any of these scenes good for VO? Why?



Source Scaramuzza

- Sufficient illumination in the environment

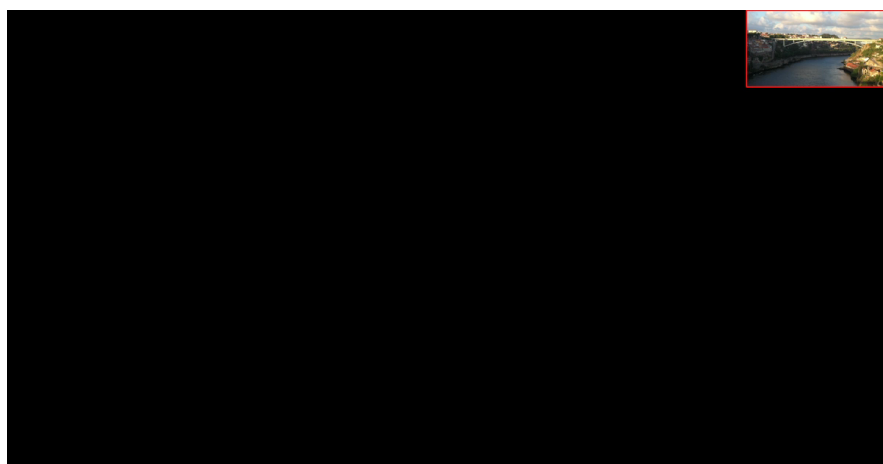
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Other Applications: Mosaics



questions ?

more info: www.vision4uav.es

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