

VAN course

Lesson 11

Dr. Refael Vivanti
vivanti@gmail

Back to
some statistics

Canonical Parameterization

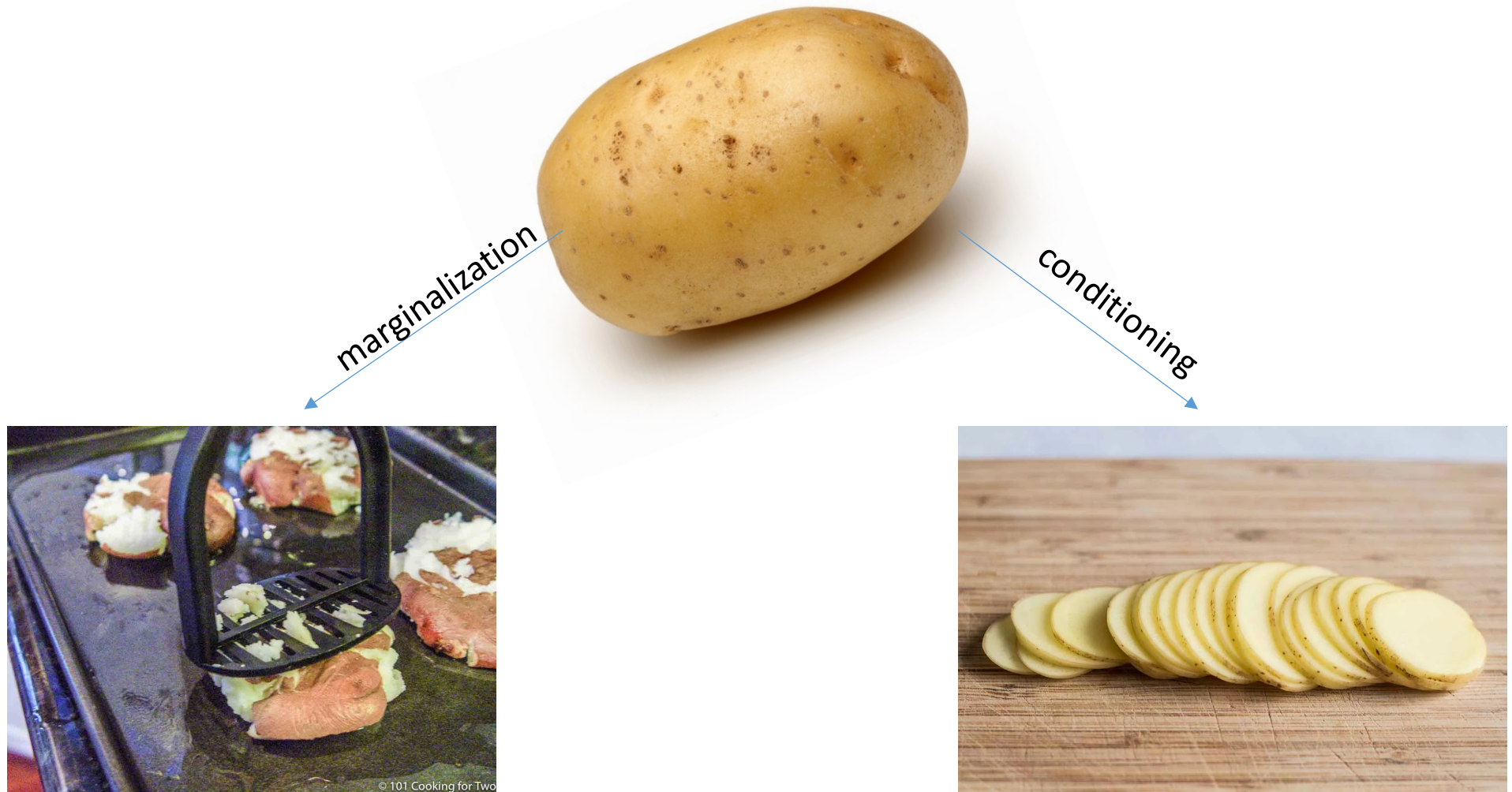
- Alternative representation for Gaussians
- Described by **information matrix** Ω

$$\Omega = \Sigma^{-1}$$

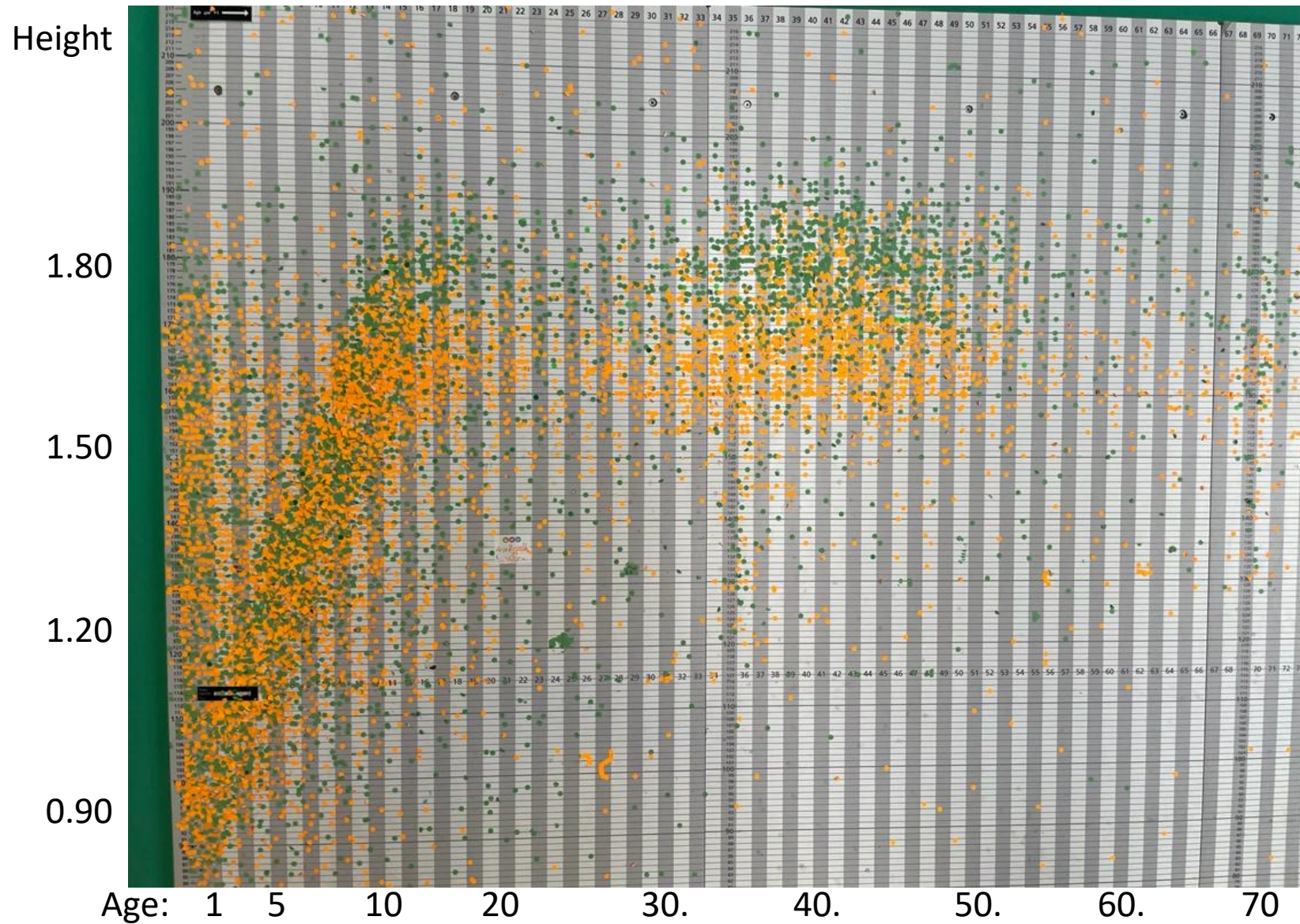
- and **information vector** ξ

$$\xi = \Sigma^{-1} \mu$$

Marginalization vs. conditioning



Real data from [Science Museum Jerusalem](#):



Marginalization vs. conditioning

Example: the prob. of getting a 100:

student	Ex1	Ex2	Ex3	Ex4
Dudu	4/40	2/40	1/40	1/40
Maya	1/40	2/40	4/40	1/40
Yiftach	2/40	2/40	2/40	2/40
Arnon	5/40	1/40	1/40	1/40
Ehud	0/40	0/40	0/40	8/40

Marginalization:	$p(y) = \sum_x p(x, y)$	12/40	7/40	8/40	13/40
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Conditioning:	$p(x) = \sum_x p(x y = Dudu)$	4/8	2/8	1/8	1/8
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Marginalization and Conditioning – how to

$$\Lambda = \Omega = \Sigma^{-1}$$

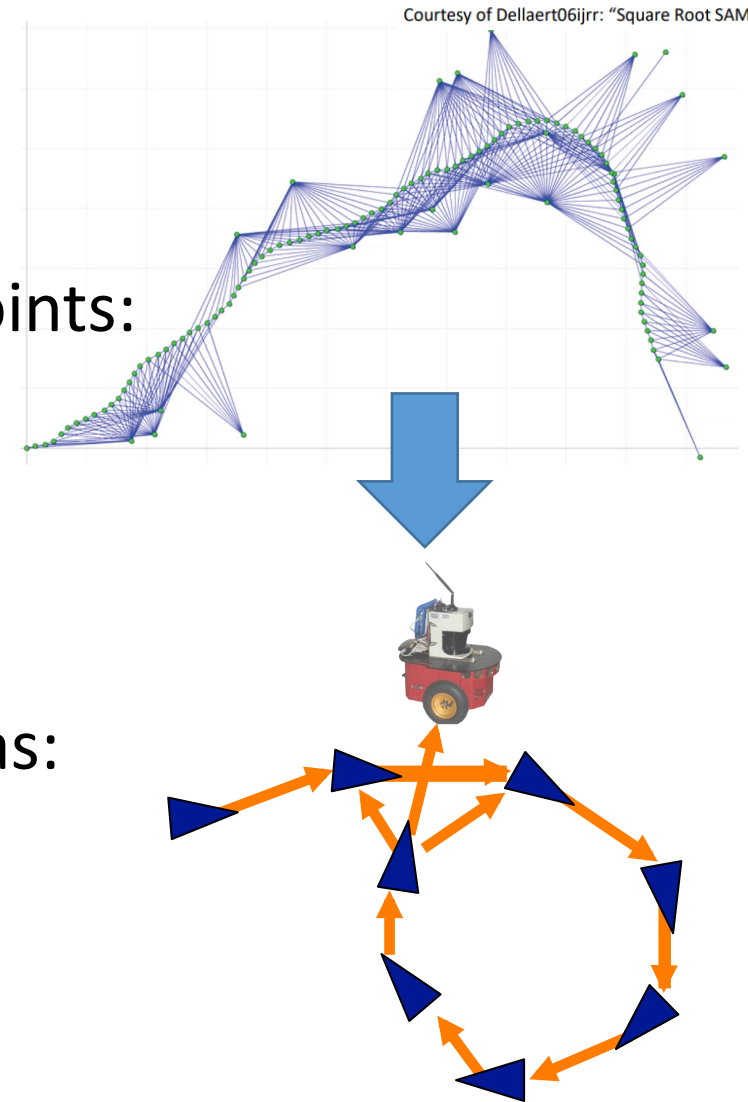
$$p(\boldsymbol{\alpha}, \boldsymbol{\beta}) = \mathcal{N}\left(\begin{bmatrix} \boldsymbol{\mu}_\alpha \\ \boldsymbol{\mu}_\beta \end{bmatrix}, \begin{bmatrix} \Sigma_{\alpha\alpha} & \Sigma_{\alpha\beta} \\ \Sigma_{\beta\alpha} & \Sigma_{\beta\beta} \end{bmatrix}\right) = \mathcal{N}^{-1}\left(\begin{bmatrix} \boldsymbol{\eta}_\alpha \\ \boldsymbol{\eta}_\beta \end{bmatrix}, \begin{bmatrix} \Lambda_{\alpha\alpha} & \Lambda_{\alpha\beta} \\ \Lambda_{\beta\alpha} & \Lambda_{\beta\beta} \end{bmatrix}\right)$$

	MARGINALIZATION	CONDITIONING
	$p(\boldsymbol{\alpha}) = \int p(\boldsymbol{\alpha}, \boldsymbol{\beta}) d\boldsymbol{\beta}$	$p(\boldsymbol{\alpha} \boldsymbol{\beta}) = p(\boldsymbol{\alpha}, \boldsymbol{\beta}) / p(\boldsymbol{\beta})$
COV. FORM	$\boldsymbol{\mu} = \boldsymbol{\mu}_\alpha$ $\Sigma = \Sigma_{\alpha\alpha}$	$\boldsymbol{\mu}' = \boldsymbol{\mu}_\alpha + \Sigma_{\alpha\beta}(\boldsymbol{\mu}_\beta - \boldsymbol{\mu}_\beta)$ $\Sigma' = \Sigma_{\alpha\alpha} - \Sigma_{\alpha\beta}\Sigma_{\beta\beta}^{-1}\Sigma_{\beta\alpha}$
INFO. FORM	$\boldsymbol{\eta} = \boldsymbol{\eta}_\alpha - \Lambda_{\alpha\beta}\boldsymbol{\eta}_\beta$ $\Lambda = \Lambda_{\alpha\alpha} - \Lambda_{\alpha\beta}\Lambda_{\beta\beta}^{-1}\Lambda_{\beta\alpha}$	$\boldsymbol{\eta}' = \boldsymbol{\eta}_\alpha - \Lambda_{\alpha\beta}\boldsymbol{\beta}$ $\Lambda' = \Lambda_{\alpha\alpha}$

Courtesy: R. Eustice

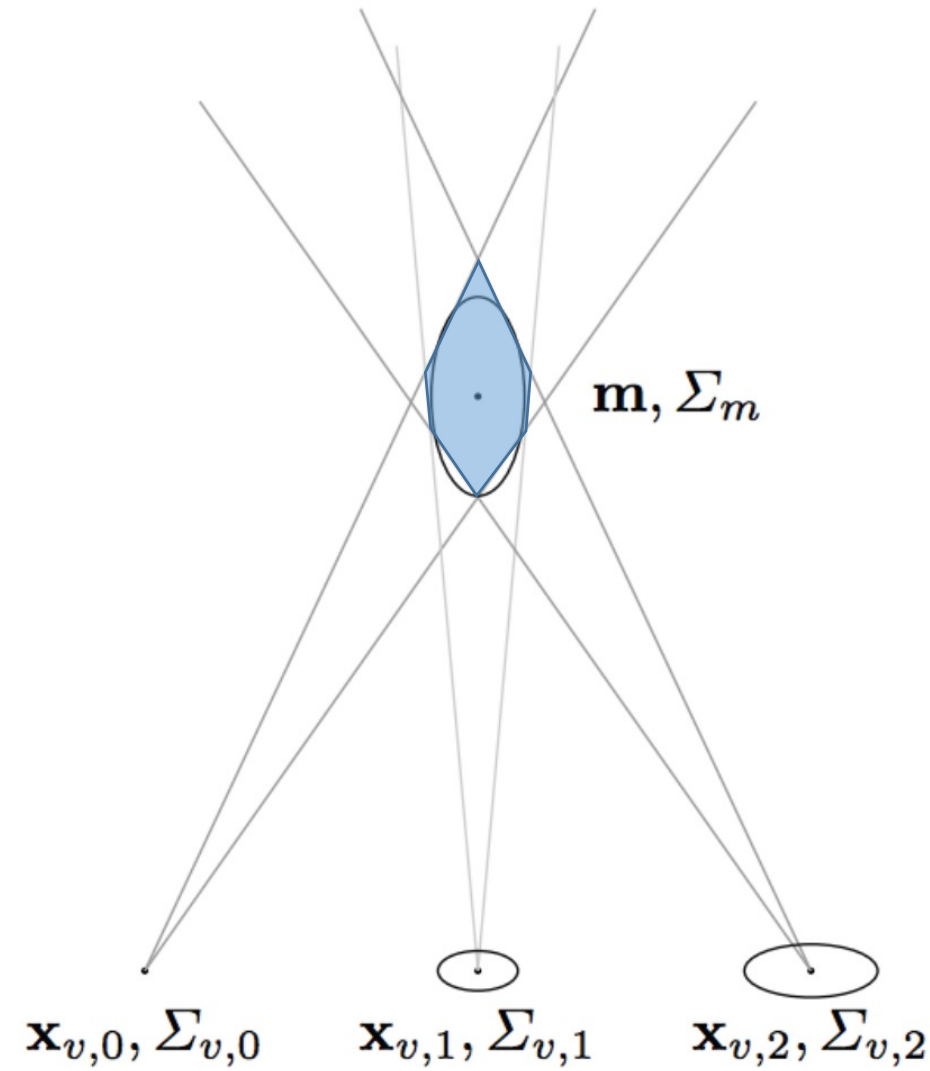
Pose Graph - compromises

- We replaced our big factor graph with a pose graph
- How did we compromise?
- From each small factor graph of K cameras and P points:
 - We removed all points
 - We removed most cameras
 - $P(C_1, \dots, C_K, p_1, \dots, p_P) \rightarrow P(C_1, C_K) \rightarrow P(C_K | C_1)$
 - marginalization
 - conditioning
- In the full factor graph, point p might have F cameras:
 - We used this track by parts, in each small factor graph:
 - $P(C_1, \dots, C_F, p_1) \rightarrow P(KF_2, p | KF_1) \cdots P(KF_N, p | KF_{N-1})$



Pose Graph - compromises

- Covariance approximation:
 - The small factor graph information is represented as a normal distribution
 - If all operations were linear, it'll be ok.
 - But we do a non-linear projection
 - Using Gaussians is an **approximation**
 - Even if the original distributions were Gaussians.
- We ignored **a lot** of information
 - Surprisingly, the results are often accurate!



Pose Graph – how to

- To build and initialize the pose graph we need:
 - Each KF will be a vertex (symbol)
 - Initialization: global-coords pose of each KF camera.
 - Each successive KF pair, which participated in one small factor graph, will define a factor between two vertices:

$$e_{ij}(\mathbf{x}_i, \mathbf{x}_j) = \text{t2v}(\underline{\mathbf{Z}_{ij}^{-1}}(\underline{\mathbf{X}_i^{-1} \mathbf{X}_j}))$$

- It also needs a covariance..

Pose Graph – how to

- How to calculate the covariance:

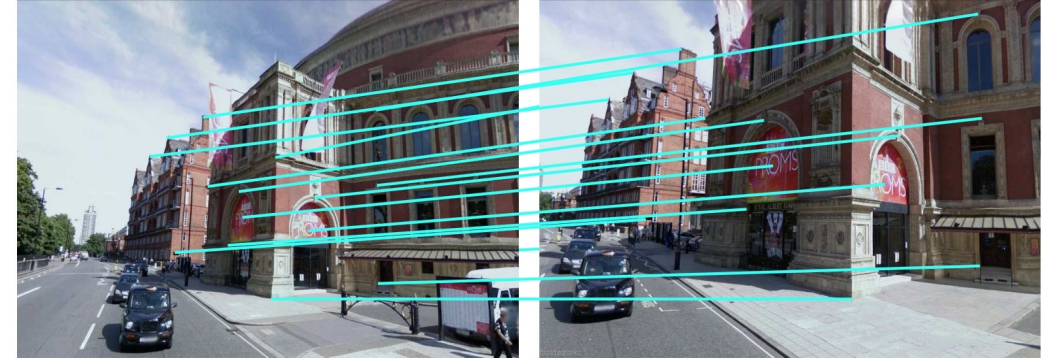
$$\Sigma_{all} \xrightarrow{\text{marg.}} \Sigma_{1N} \xrightarrow{\text{inv.}} \Omega_{1,N} \xrightarrow{\text{cond.}} \Omega_{N|1} \xrightarrow{\text{inv.}} \Sigma_{N|1}$$

$$\begin{bmatrix} C_1 & \begin{bmatrix} C_{11} & \cdots & C_{1N} & C_1 P_1 & \cdots & C_1 P_M \end{bmatrix} \\ \vdots & \begin{bmatrix} \vdots & \ddots & & & & \end{bmatrix} \\ C_N & \begin{bmatrix} C_{N1} & & C_{NN} & C_N P_1 & & C_N P_M \end{bmatrix} \\ P_1 & \begin{bmatrix} C_1 P_1 & & C_N P_1 & P_{11} & & P_{1M} \end{bmatrix} \\ \vdots & \begin{bmatrix} & & & & \ddots & \end{bmatrix} \\ P_M & \begin{bmatrix} C_1 P_M & & C_N P_M & P_{M1} & & P_{MM} \end{bmatrix} \end{bmatrix} \longrightarrow \begin{bmatrix} C_{11} & C_{1N} \\ C_{N1} & C_{NN} \end{bmatrix} \longrightarrow \begin{bmatrix} I_{11} & I_{1N} \\ I_{N1} & I_{NN} \end{bmatrix} \longrightarrow [I_{NN}] \longrightarrow [C_{NN}]$$

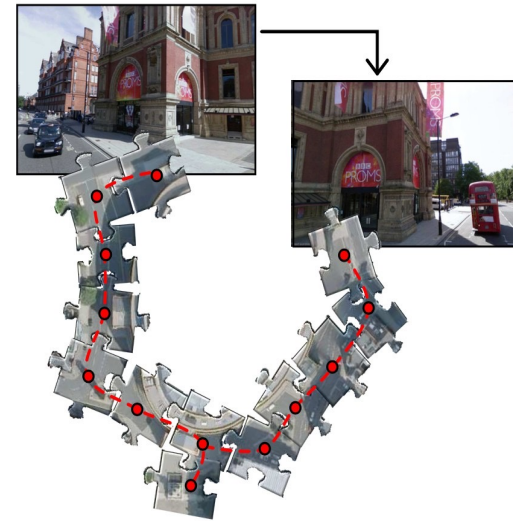
Loop Closure

Loop Closure

- Problem: Navigation drifts
 - We can reduce it, but not eliminate the problem
- If we revisit a location, it can help
 - Shorter path to origin in the pose graph
 - Constraints propagate to other vertices
 - Vertices get a ‘second opinion’
- This is called a “**Loop Closure**”



(a) Robust local motion estimation



(b) Mapping and loop-closure detection



(c) Global optimisation

Speed x4

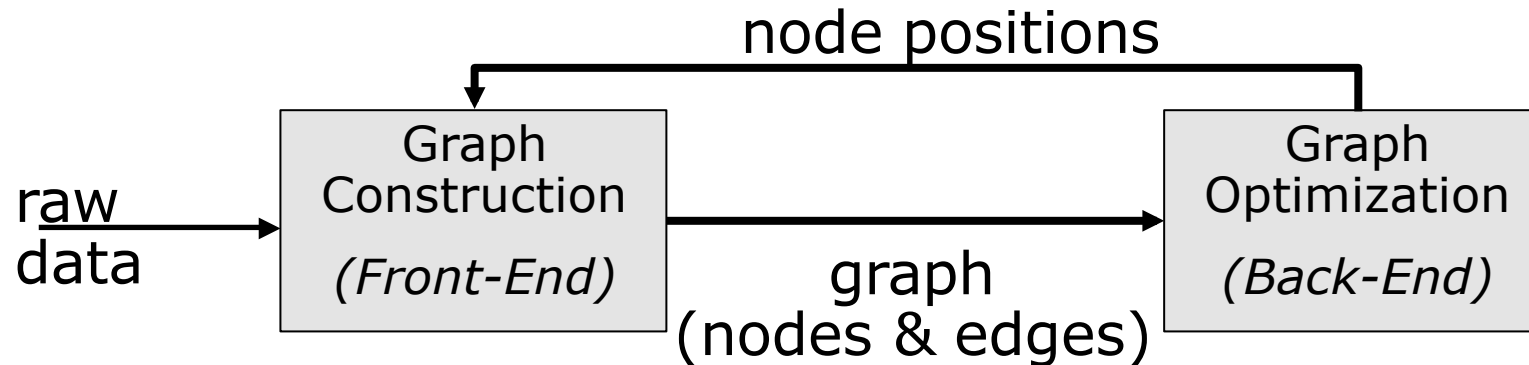


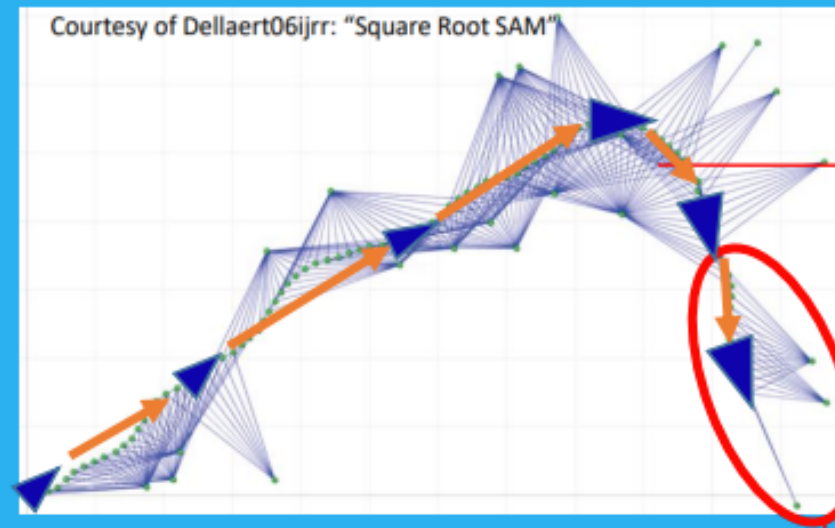
Red Line-LIO
Green Line-LIO-loop

<https://www.youtube.com/watch?v=LVbzuyOCCaM>

Loop Closure

- When implementing an online system:
 - Front end finds new graph edges
 - To previous vertex – Stereo tracking, PnP, factor graph
 - To old known vertices – Loop closure
 - Backend
 - Global optimization – Pose graph



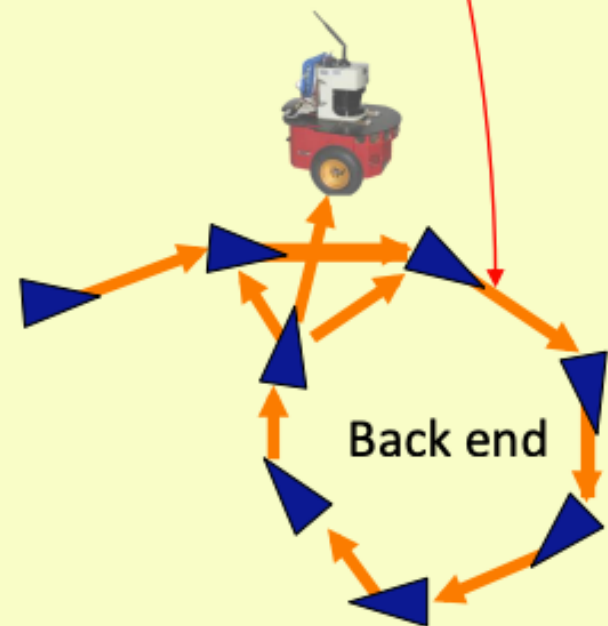


We wish to solve the whole bundle



Front end

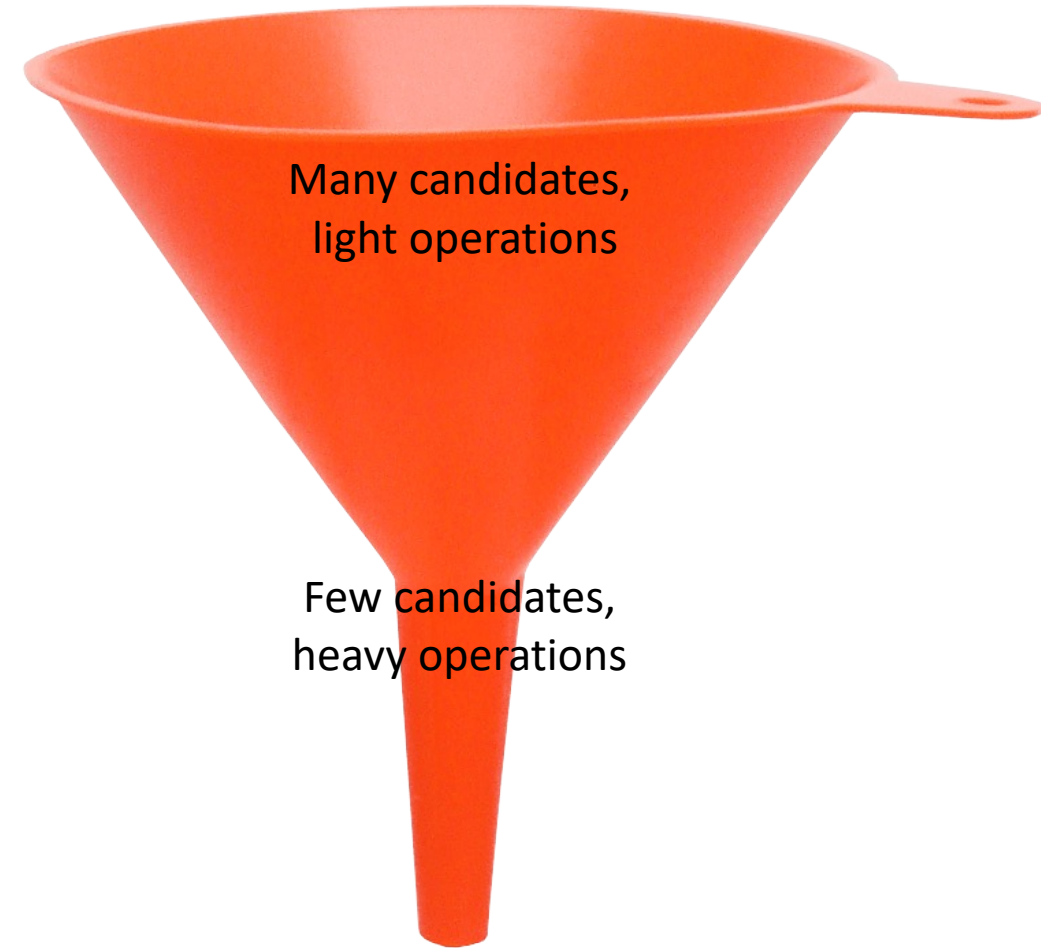
We settle for those
sub problems



And it works!

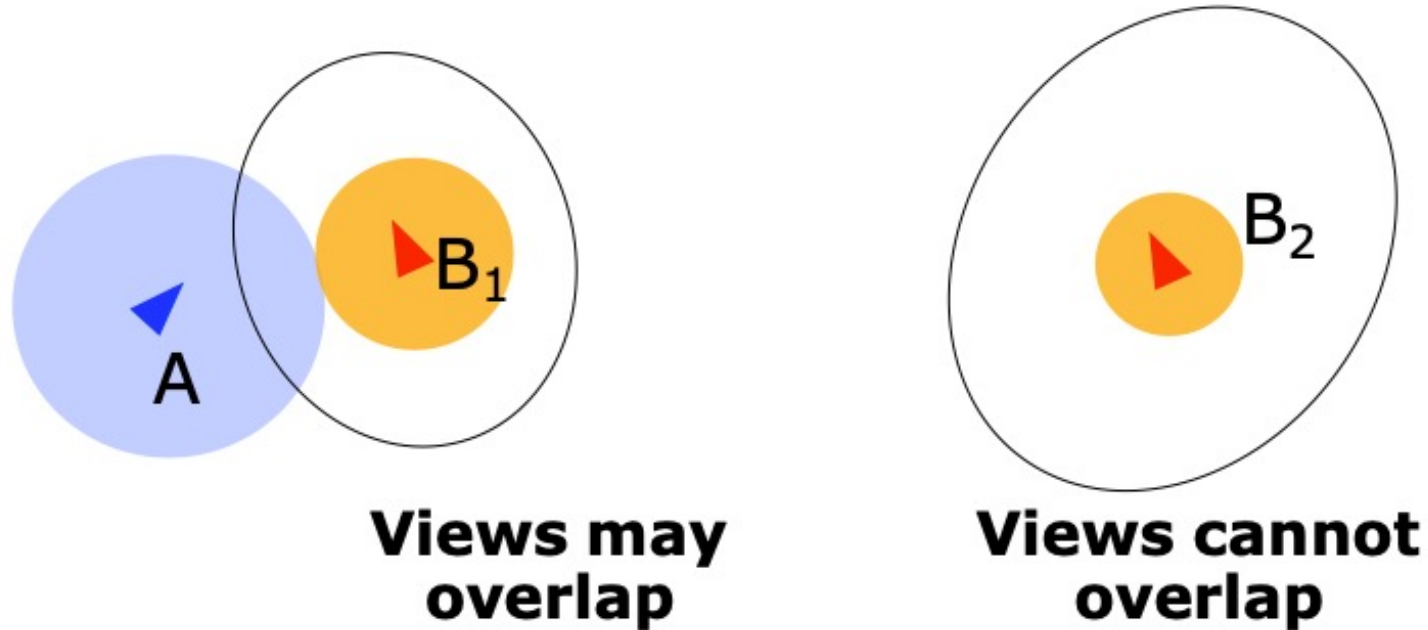
Loop Closure

- How can we spot a loop closure?
 - Find candidates (light):
 - Geometric intersection
 - Validate candidates (heavy):
 - 3D points clouds matching using ICP
 - Visual descriptor-based matching
 - Calculate edges and factors:
 - Find transformation using matches/ICP
 - Outlier removal:
 - Olson's method



Loop Closure - Geometric intersection

Geometric intersection: Where to Search for Matches?



- “Intersection” means that B pose **is** pose A with high probability
- Note: even if location overlaps, pose may not.

Loop Closure - Geometric intersection

- We wish to find: $\Delta x^T \Omega_{n|i} \Delta x < d$

Where: $\Delta x = t2v(X_i^{-1}X_n)$

and $\Omega_{n|i}$ is the conditional information matrix of $x_n|x_i$

- This requires marginalization to remove all other x_j
- Inverting the full information matrix is too expensive for front-end.
- Fast approximation:
 - Find shortest path using Dijkstra
 - Conservative Cov estimation:
 - Compose the incremental covariances along the path.

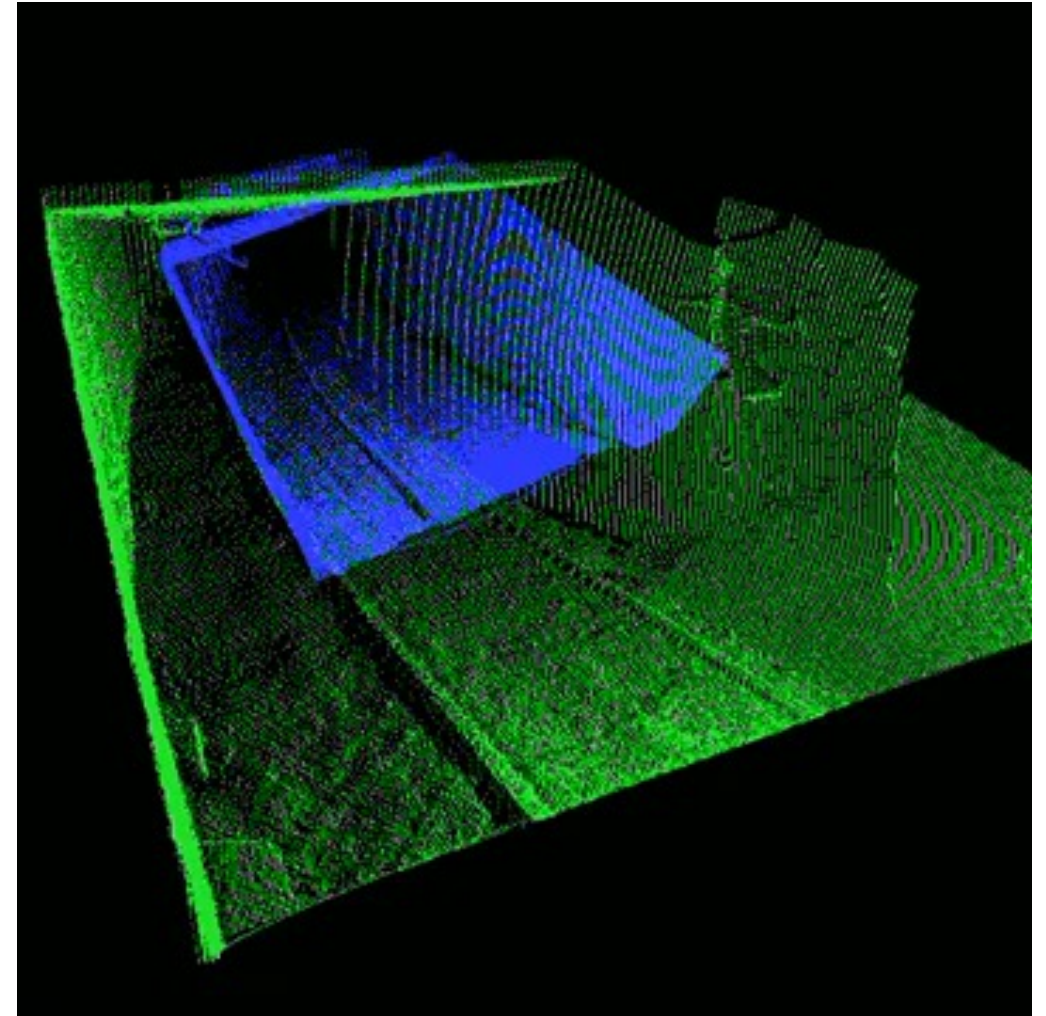
Assume $\mathbf{x} \sim \mathcal{N}(\mathbf{m}_x, \Sigma_x)$ and $\mathbf{y} \sim \mathcal{N}(\mathbf{m}_y, \Sigma_y)$ then

$$\mathbf{Ax} + \mathbf{By} + \mathbf{c} \sim \mathcal{N}(\mathbf{Am}_x + \mathbf{Bm}_y + \mathbf{c}, \mathbf{A}\Sigma_x\mathbf{A}^T + \mathbf{B}\Sigma_y\mathbf{B}^T)$$

$$x + y \sim N(m_x + m_y, \Sigma_x + \Sigma_y)$$

Loop Closure - Validate candidates with ICP

- For any candidate-pair for edge:
 - Find the corresponding 3D point cloud
 - Optional: extract unique structures
 - Like trees of cars
 - Walls are large but with low information
 - Find transformation
 - Using ICP, RANSAC and least squares minimization
 - Evaluate edge
 - Matches percent
 - Mean distance
 - If it's good, set an edge
 - The factor is the calculated relative transformation



Loop Closure - Validate candidates with ICP

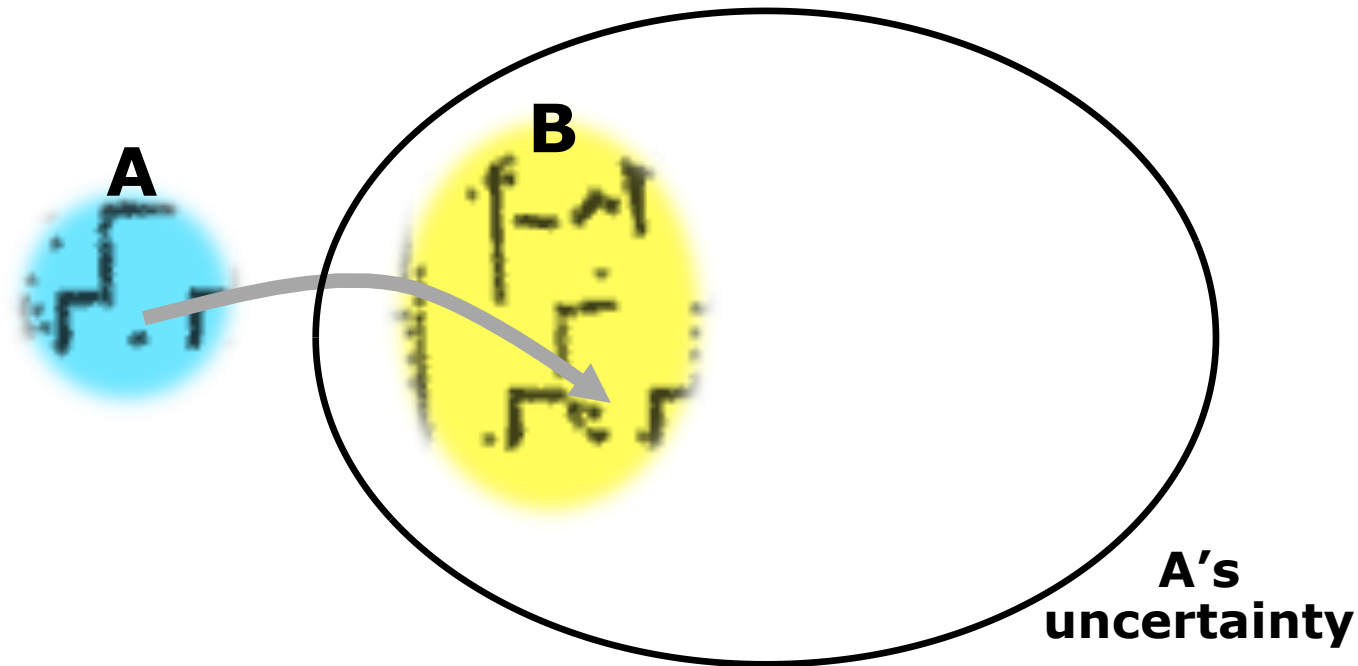
Problems

- ICP is sensitive to the initial guess
- Make many initial guesses? Inefficient sampling
- Ambiguities in the environment

Loop Closure - Validate candidates with ICP

Ambiguities - Global Ambiguity

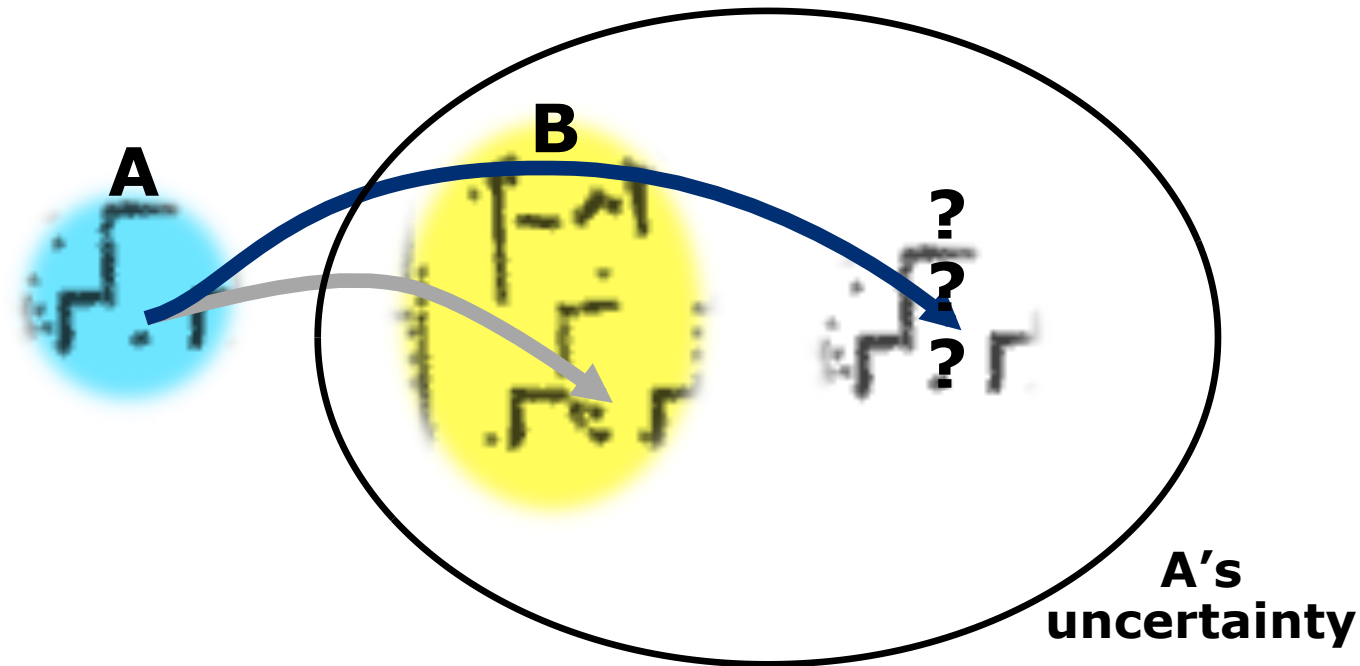
- B is inside the uncertainty ellipse of A
- Are A and B the same place?



Loop Closure - Validate candidates with ICP

Ambiguities - Global Ambiguity

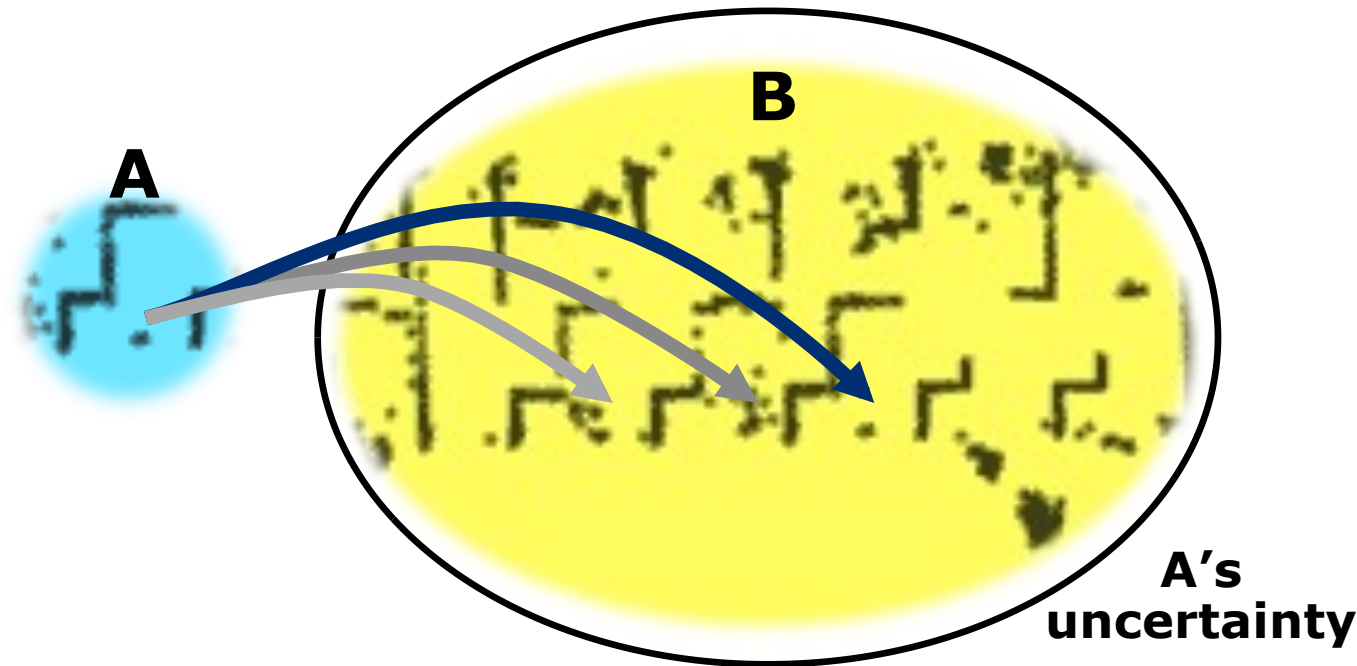
- B is inside the uncertainty ellipse of A
- A and B might not be the same place



Loop Closure - Validate candidates with ICP

Ambiguities - Global Ambiguity

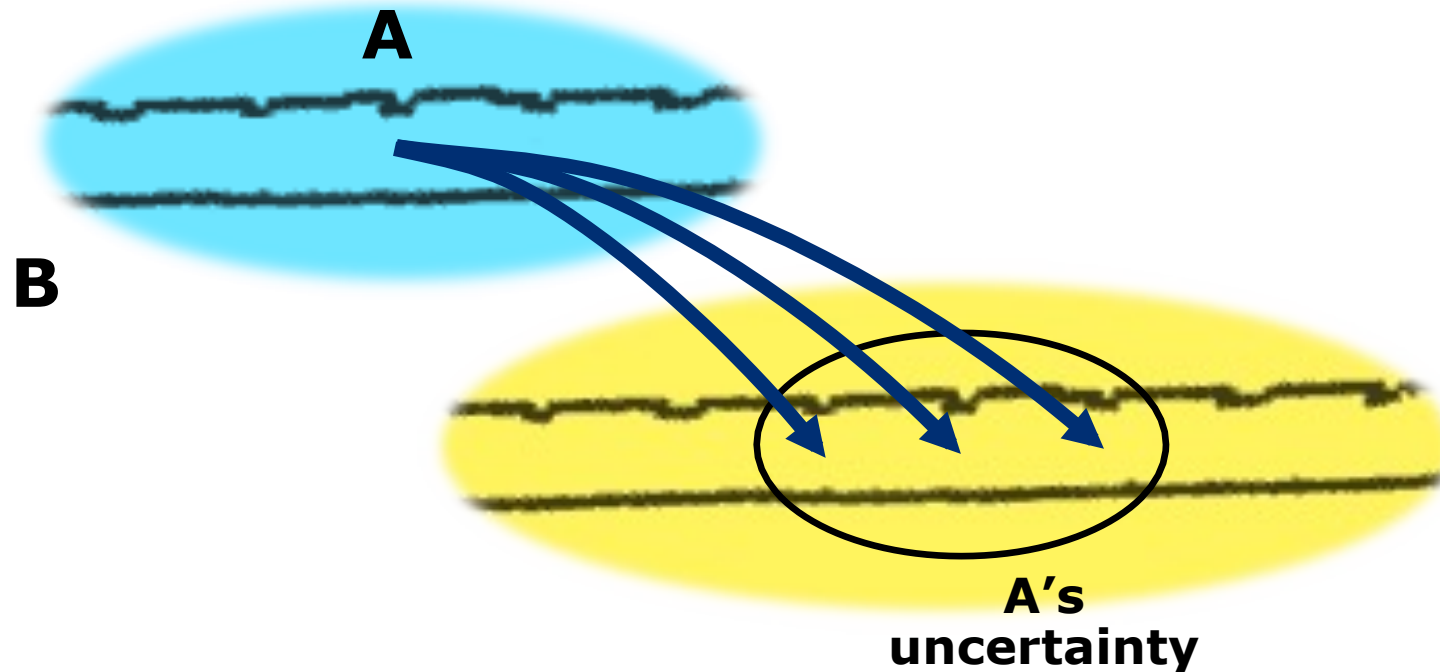
- B is inside the uncertainty ellipse of A
- A and B are not the same place



Loop Closure - Validate candidates with ICP

Ambiguities - Local Ambiguity

- “Picket Fence Problem”: largely overlapping local matches



Loop Closure - Validate with descriptors

- For any candidate-pair for edge:
 - Extract features descriptors from both images
 - Find correspondences
 - Using ANN
 - Remove outliers, evaluate edge
 - With RANSAC and Fundamental Matrix
 - If it's good, set an edge
 - Calculated relative transformation
 - First with PnP
 - Then with small factor graph for the Cov matrix
- Much more robust than point-cloud methods
 - Low ambiguity rate
 - Relative transformation may still be wrong