

Stereo Localization (New Substitution)

Stereo camera matrix

$$\min_{\underline{T}} \sum_k \left\| \underline{y}_k - \underline{M} \frac{1}{\underline{e}_3^T \underline{I} \underline{p}_k} \underline{I} \underline{p}_k \right\|^2$$

vectorize \underline{T} : $\underline{I} \underline{p}_k = \underbrace{(\underline{p}_k^T \otimes \underline{I}) \underline{D}}_{\underline{P}_k} \underbrace{\begin{bmatrix} s_1 \\ s_2 \\ s_3 \\ t \\ 1 \end{bmatrix}}_{\underline{t}}$

$$\min_{\underline{t}} \sum_k \left\| \underline{y}_k - \underline{M} \underline{P}_k \frac{\underline{t}}{\underline{e}_3^T \underline{P}_k \underline{t}} \right\|^2$$

new substitution:

$$\underline{t}_k = \frac{\underline{t}}{\underline{e}_3^T \underline{P}_k \underline{t}}$$

$$\min_{\underline{t}, \underline{t}_k} \sum_k \left\| \omega_0 \underline{y}_k - \underline{M} \underline{P}_k \underline{t}_k \right\|^2$$

homog. QCGP

$$\text{s.t. } (\forall k) \quad \underline{t}_k \underline{t}^T \underline{P}_k^T \underline{e}_3 = \underline{t} \omega_0 \quad (\text{substitution})$$

$$(\forall i) \quad \text{tr}(\underline{A}_i \underline{t} \underline{t}^T) = b_i \quad \left(\begin{array}{l} \text{6 rotation constraints} \\ s_i^T s_j = s_{ij} \\ + 1 \text{ to make last element a 1} \end{array} \right)$$

$$\omega_0^2 = 1 \quad (\text{homog. variable})$$

redundant constraints:

$$(\forall k) \quad \underline{t} \underline{t}_k^T = \underline{t}_k \underline{t}^T$$

$$(\forall k, l) \quad \underline{t}_k \underline{t}_l^T = \underline{t}_l \underline{t}_k^T \quad \text{new}$$

$$(\forall k) \quad \underline{e}_3^T \underline{P}_k \underline{t}_k \omega_0 = \omega_0^2 (=1)$$

all of $\underline{t}, \underline{t}_k$
are parallel
(more like
fine-line
note)

/

(combine substitution w/ rotation constraints)

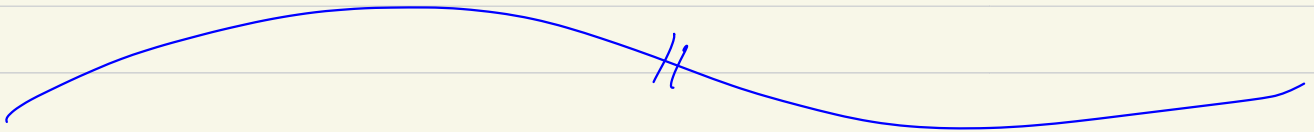
new

$$(\forall k, i) \quad \text{tr} (A_i \underline{t}_k \underline{t}^T) = b_i \quad \underline{e}_3^T \underline{P}_k \underline{t} \leq w_0$$

new

$$(\forall k, l, i) \quad \text{tr} (A_i \underline{t}_k \underline{t}_l^T) = b_i \quad \underline{e}_3^T \underline{P}_k \underline{t} \underline{t}^T \underline{P}_l^T \underline{e}_3$$

are there more?



comments:

- the substitution produces 13 variables per landmark instead of 3
- there seem to be a lot more redundant constraints including the important cross-coupling between 'k' and 'l' variables
- substitution is more similar to fine-line and teaser