Stereo Visual Odometry

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YouTube Link: https://youtu.be/21wJTQu2ZJI

Goal

- Estimate the 3D motion of a camera by analyzing the disparity between images captured by two cameras
- Track the camera's movement and provide a precise estimation of its trajectory in a 3D space by matching corresponding points between two camera frames
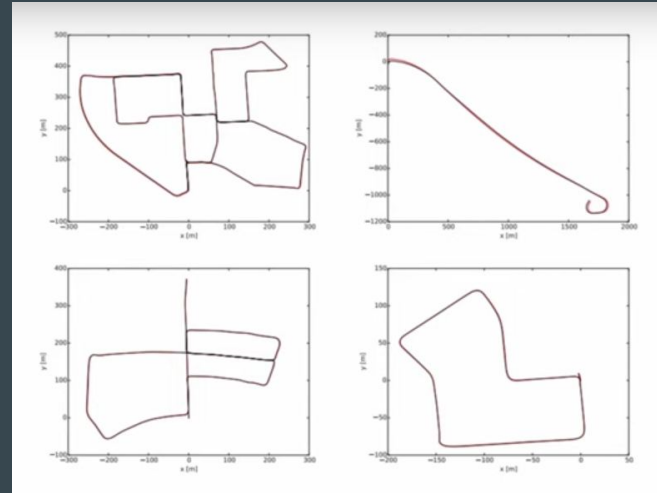
Approach/Design - Extracting Features

- Feature detectors used:
  - Scale-Invariant Feature Transform (SIFT)
  - Oriented FAST and Rotated BRIEF (ORB)
- SIFT
  - For offline applications, where accuracy is prioritized more than efficiency
- ORB
  - For real-time applications, such as SLAM and visual odometry, where computational efficiency is crucial

Approach/Design - Matching Features

- Brute-Force Matcher
    - For SIFT, we used L2 norm (Euclidean distance)
        - Descriptor vectors are real-valued and represent local image gradient information
    - For ORB, we used Hamming distance
        - ORB is a binary descriptor that consists of binary strings that encode the presence or absence of certain image features

Approach/Design - Lowe's Ratio Test

- Technique used to filter out ambiguous matches
- Compares the distance between the best and second-best matches for a given feature descriptor and accepts the match only if the ratio of their distances is below a certain threshold
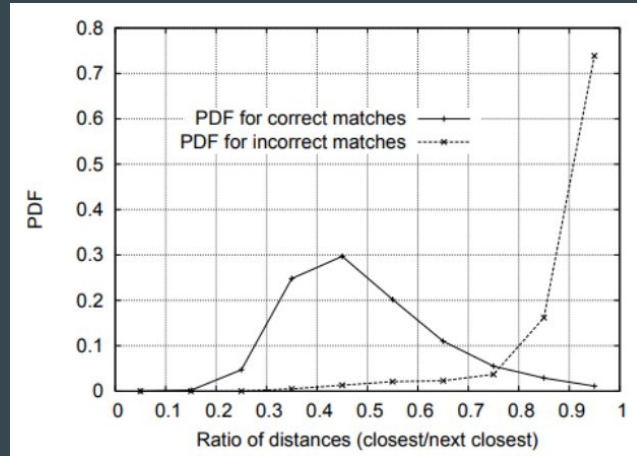
Approach/Design - Generating Disparity Map

- Compute dense disparity map from a pair of stereo images
  - Stereo Block Matching (StereoBM)
    - Produces reasonably accurate disparity maps
    - Computationally inexpensive
  - Stereo Semi-Global Block Matching (StereoSGBM)
    - Produces higher-quality disparity maps by incorporating global optimization
   - Relatively slower compared to StereoBM
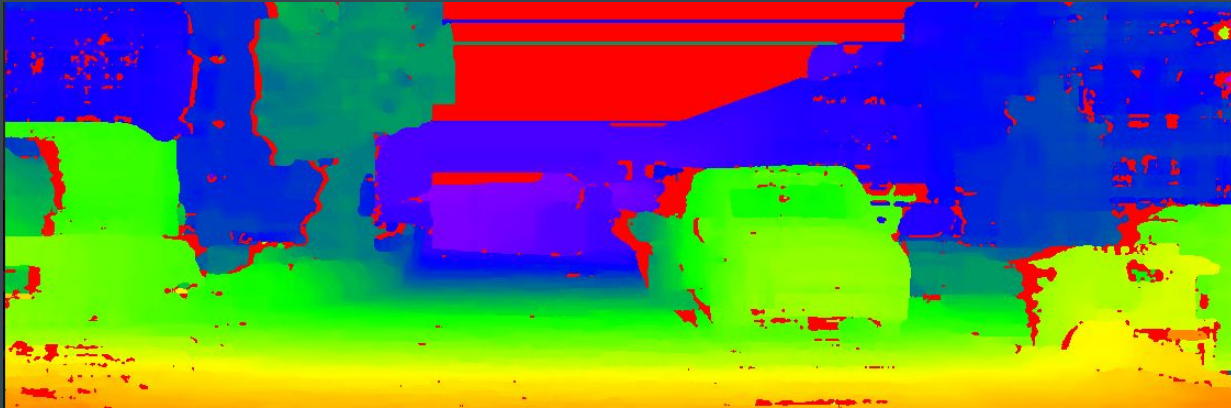
Approach/Design - Generating Depth Map

- Extract the focal length and baseline from the projection matrix
- Using similar triangles, we can get the following equation to compute the depth:
  - $f * b = Z * d \rightarrow Z = f * b / d$
  - Where f is the focal length, b is the baseline, d is the disparity, and Z is the depth

Stereo Camera
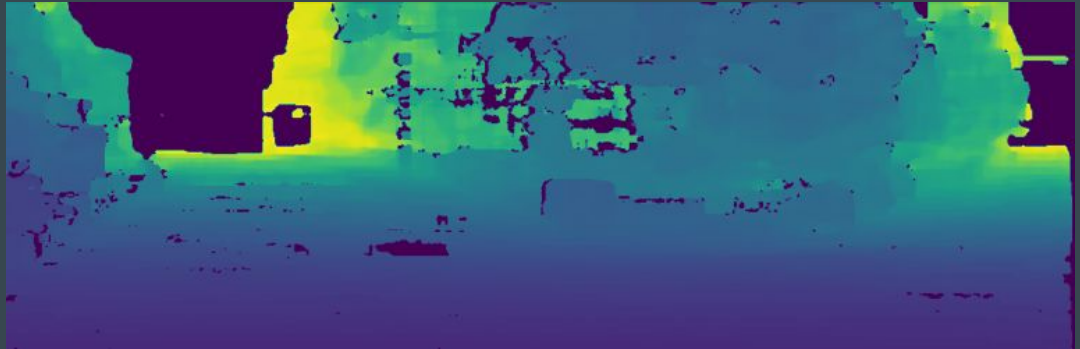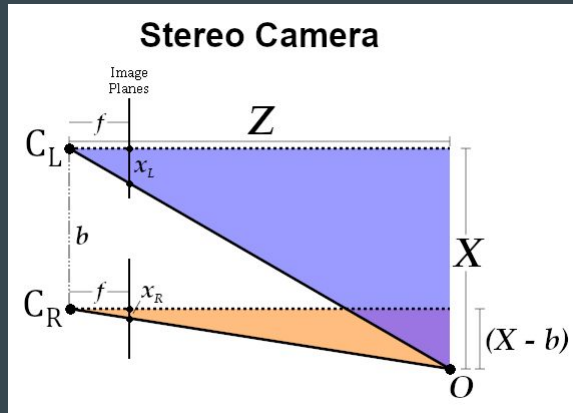
Approach/Design - Estimating Motion

- Get the depth from the depth map for all the features
- Using the equations below, calculate the x and y coordinates from the pixel coordinates of the features
  - $x = (u - c\_x) * z / f\_x$
  - $y = (v - c\_y) * z / f\_y$
  - Where (u, v) represents the pixel coordinates, (c_x, c_y) represents the optical center of the image, z represents the depth, and (f_x, f_y) represents the focal length
- Use the Perspective-n-Point RANSAC algorithm to obtain the rotation matrix and translation vector of the camera between two consecutive frames
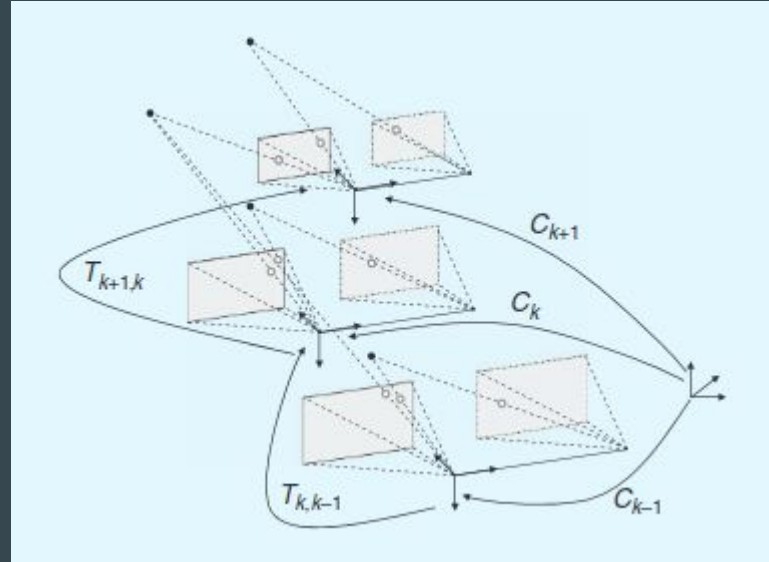
Results for KITTI Dataset 09

Time Comparison:

- Ground truth = 2 min and 45 sec
- ORB, Brute-Force, distance ratio of 0.6, StereoBM = 5 min and 50 sec
- SIFT, Brute-Force, distance ratio of 0.45, StereoSGBM = 10 min and 35 sec
  - ORB is 55% more efficient than SIFT

2D Endpoint Accuracy Comparison:

- Ground truth coordinates = [-1, 8] m
- ORB coordinates = [65, 8] m
- SIFT coordinates = [2, 10] m
  - SIFT is 94.5% closer in Euclidean distance to ground truth than ORB
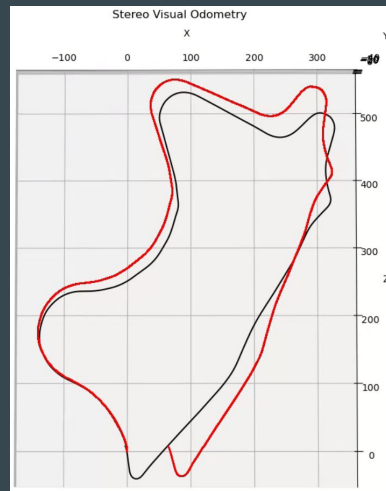

ORB
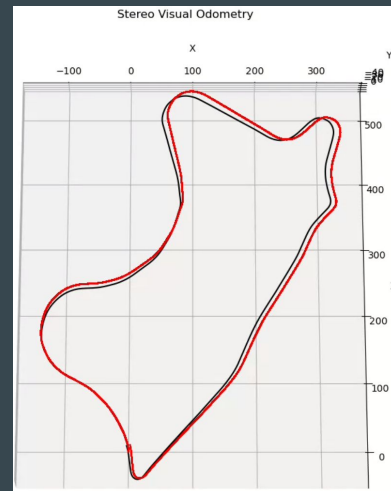
SIFT

Improvements

- Sensor fusion
  - Integrate other sensors, such as IMU or LiDAR to improve accuracy and robustness
  - Kalman filtering or particle filtering can be applied to combine the data from multiple sensors effectively

- Visual SLAM and loop closure detection
  - By identifying previously visited locations in the scene, it can help mitigate cumulative drift errors and improve the global consistency of the estimated camera trajectory

Demo

- SIFT
- Ratio = 0.45
- StereoSGBM
- Playback 8x speed
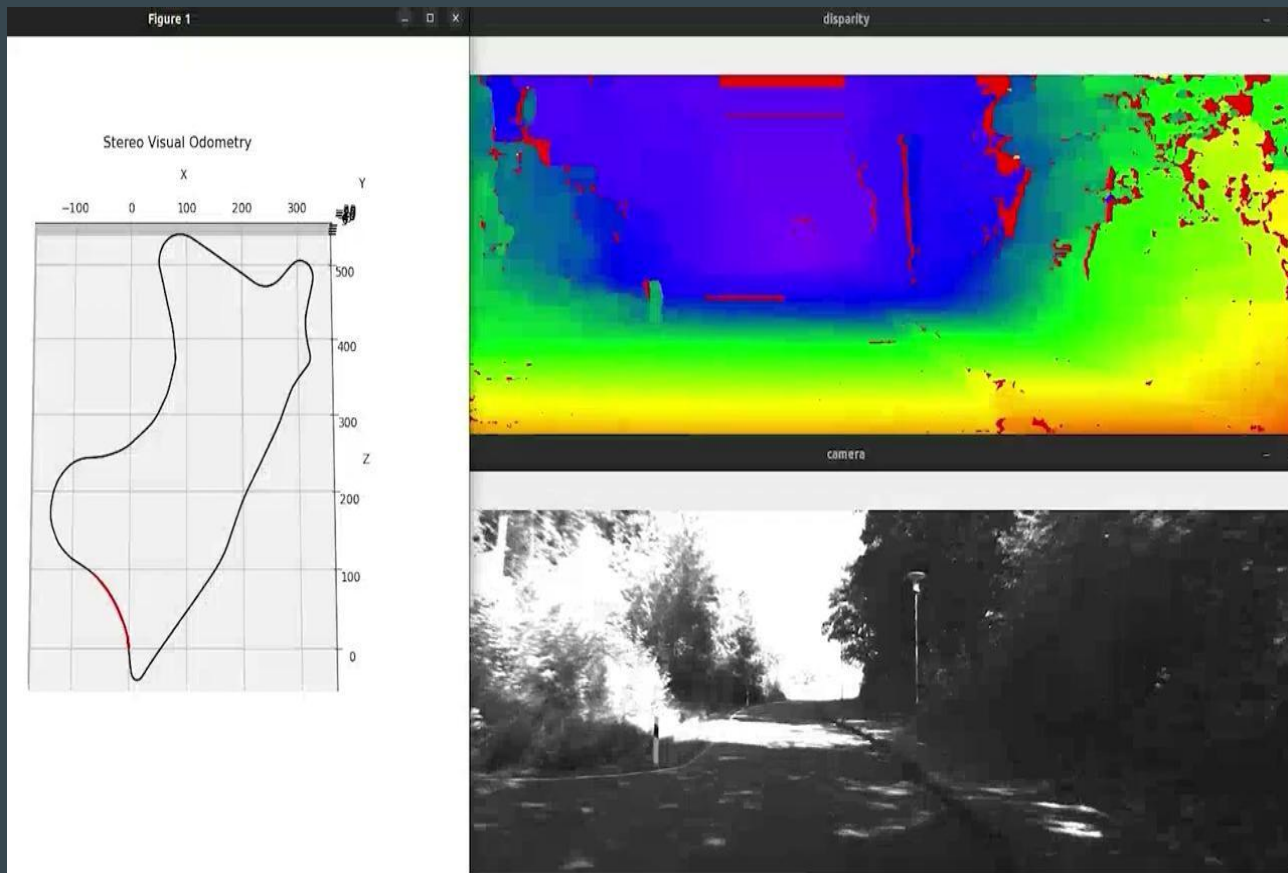
References

[1] D. Scaramuzza and F. Fraundorfer, "Visual Odometry [Tutorial]," in IEEE Robotics & Automation Magazine, vol. 18, no. 4, pp. 80-92, Dec. 2011, doi: 10.1109/MRA.2011.943233.

[2] F. Fraundorfer and D. Scaramuzza, "Visual Odometry : Part II: Matching, Robustness, Optimization, and Applications," in IEEE Robotics & Automation Magazine, vol. 19, no. 2, pp. 78-90, June 2012, doi: 10.1109/MRA.2012.2182810.