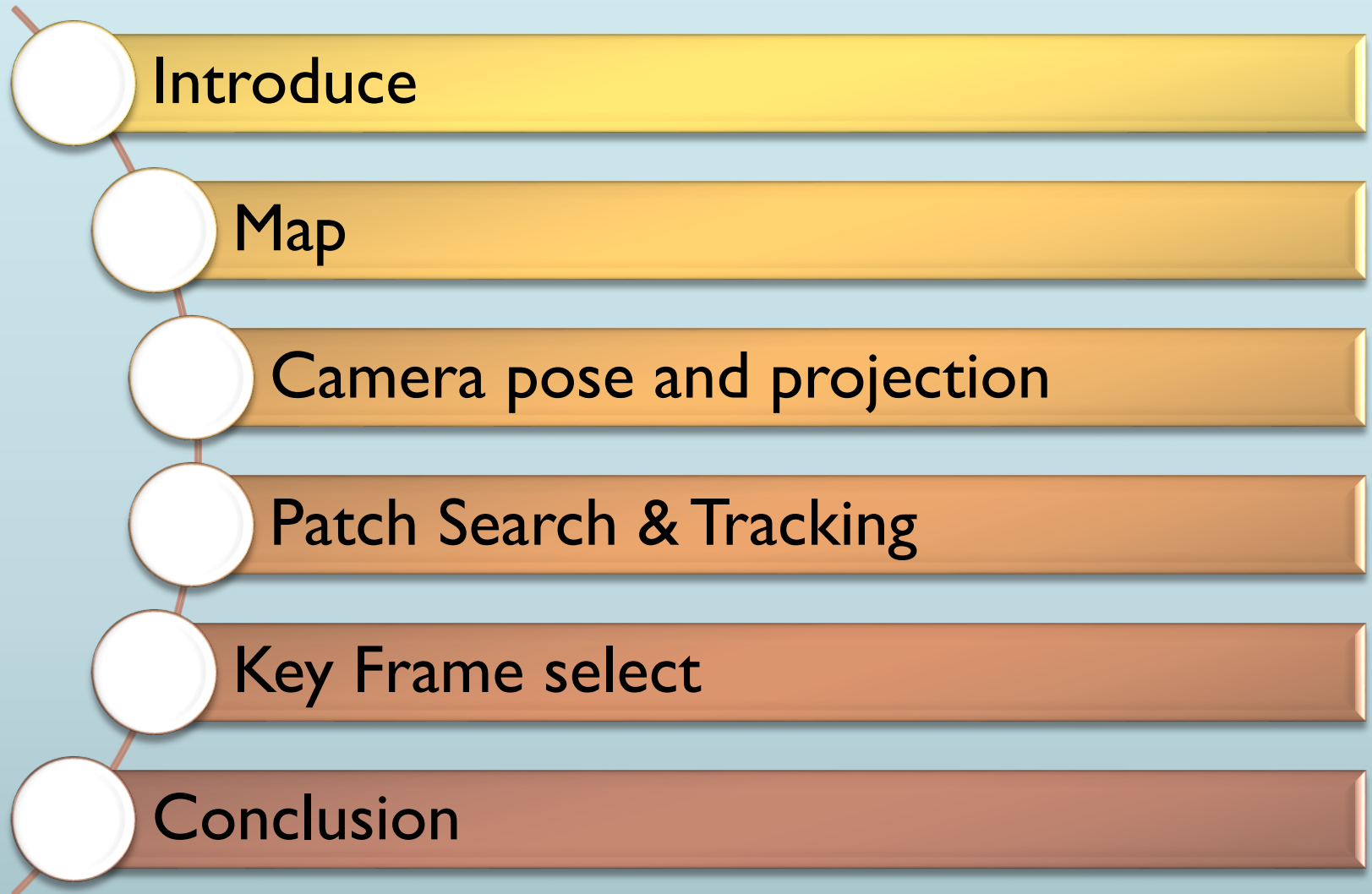


PTAM Paper Review

Georg Klein, David Murray, 2007, ISMAR,
Parallel Tracking and Mapping for Small AR Workspaces

유 용 길

목차



- Introduce
- Map
- Camera pose and projection
- Patch Search & Tracking
- Key Frame select
- Conclusion

Introduce

- Parallel Tracking And Mapping.

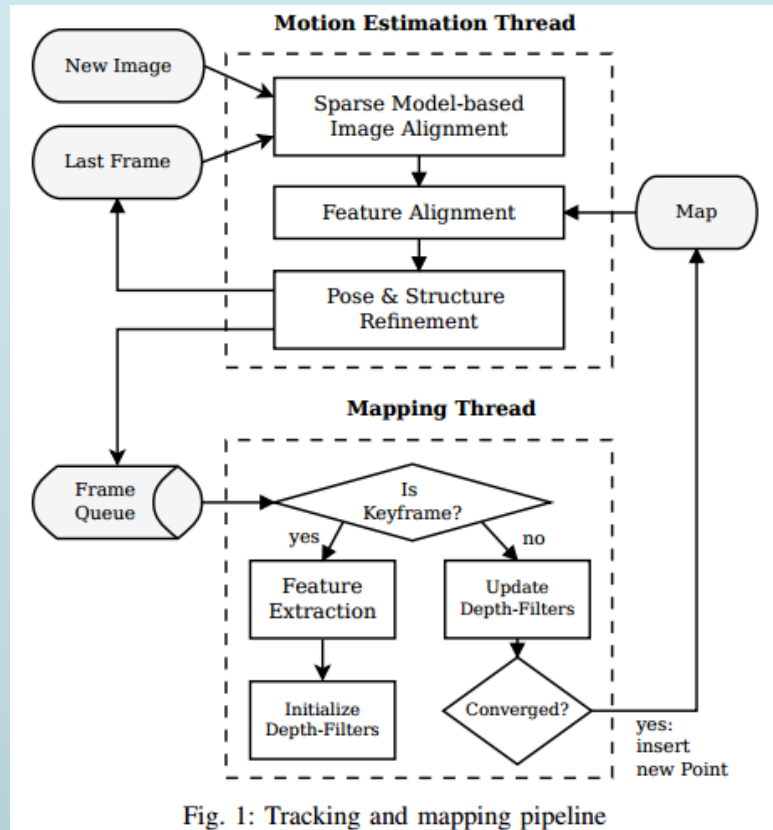
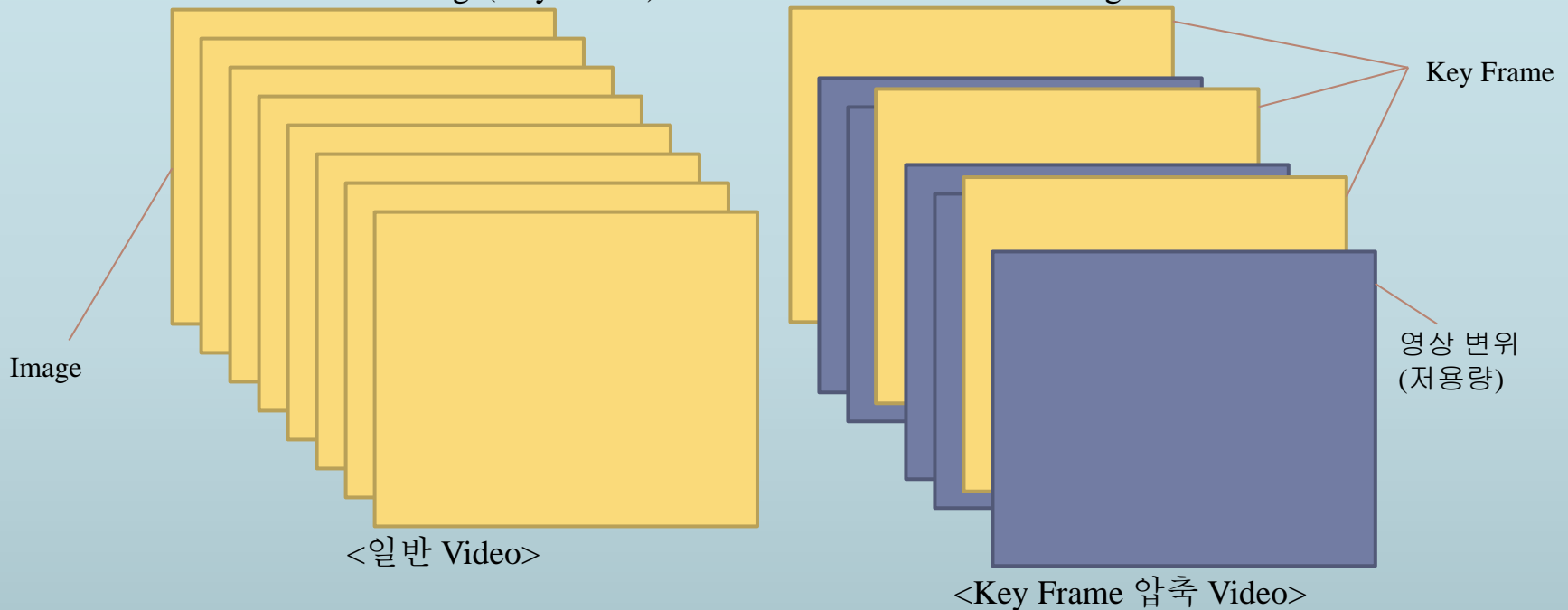


Fig. 1: Tracking and mapping pipeline

<SVO: Fast Semi-Direct Monocular Visual Odometry>
(Christian Forster, Matia Pizzoli, Davide Scaramuzza, ICRA 2014)

Introduce

- Monocular Visual SLAM using Key Frame.
 - Single Camera.
 - Key Frame.
 - 일반 Video
 - Image + Image + Image ... → 대용량 File
 - Key Frame 압축 Video
 - Image(Key Frame) + 영상 변위 + 영상 변위 + Image + ... → 압축 File



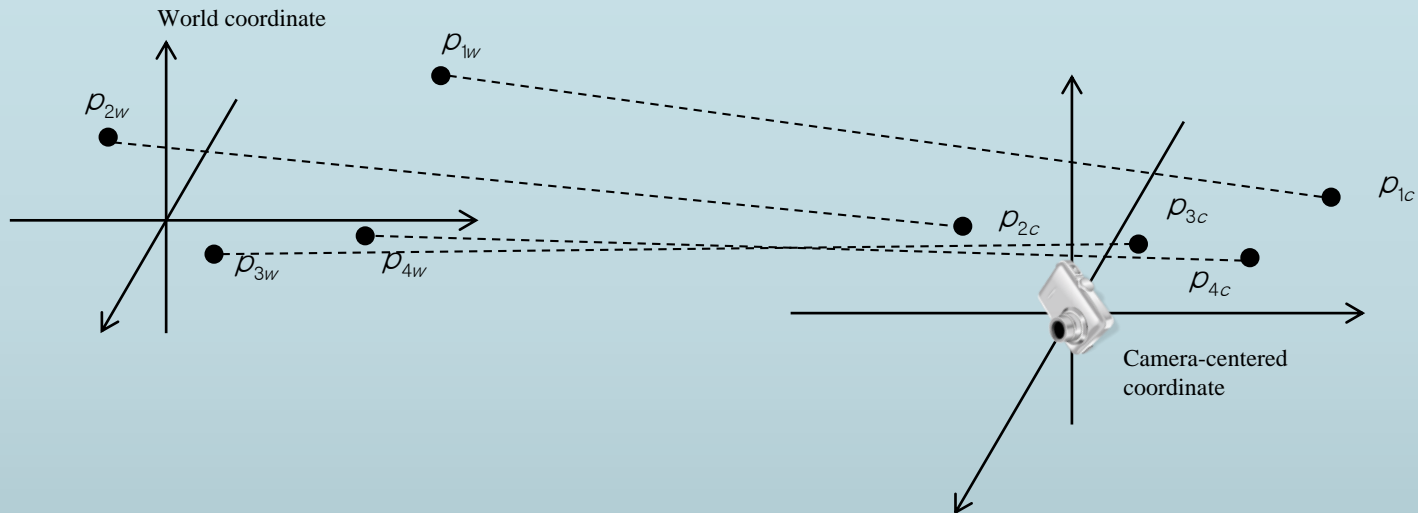
Map

- Map = Key Frame + Point.

- Point

$$p_{ic} = E_{cw} p_{iw}$$

Map Point



Camera pose and projection

$$p_{ic} = E_{cw} p_{iw}$$

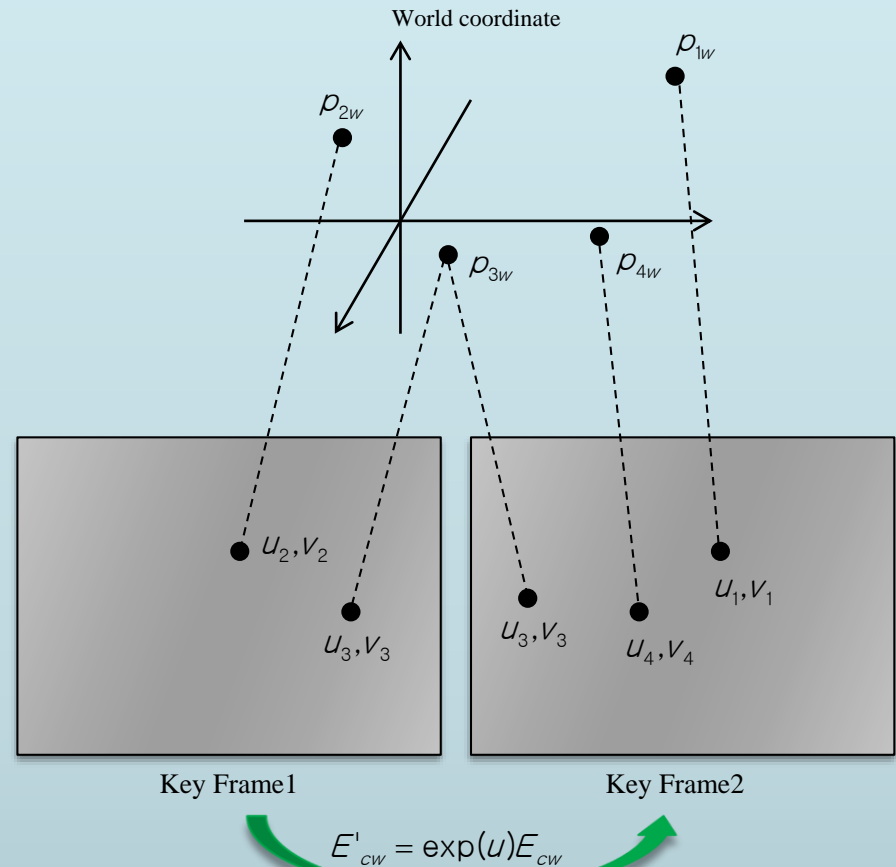
- E_{cw} = Rotation + Translation
 \Rightarrow Camera pose information

$$\begin{pmatrix} u_i \\ v_i \end{pmatrix} = \text{Cam Proj}(E_{cw} p_{iw})$$

$$\text{Cam Proj} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} u_0 \\ v_0 \end{pmatrix} + \begin{bmatrix} f_u & 0 \\ 0 & f_v \end{bmatrix} \frac{r'}{r} \begin{pmatrix} x \\ z \\ y \\ z \end{pmatrix}$$

$$(r = \sqrt{\frac{x^2 + y^2}{z^2}})$$

$$(r' = \frac{1}{w} \tan^{-1}(2r \tan \frac{w}{2}))$$

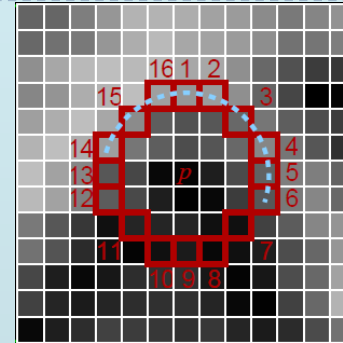


Patch search & Tracking

- Detect Point

- Using FAST 10 Algorithm

All much brighter than p
or
All much darker than p } Number of $p > 10$,
Corner Pixel

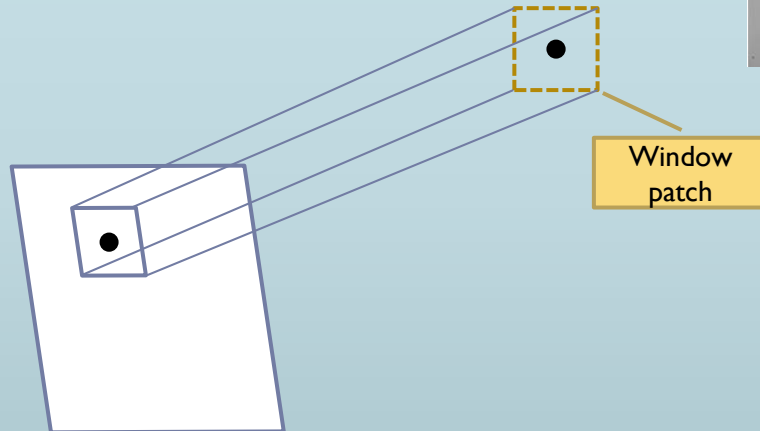


- Matching Point

- Warping Window patch
 - SSD in Window patch



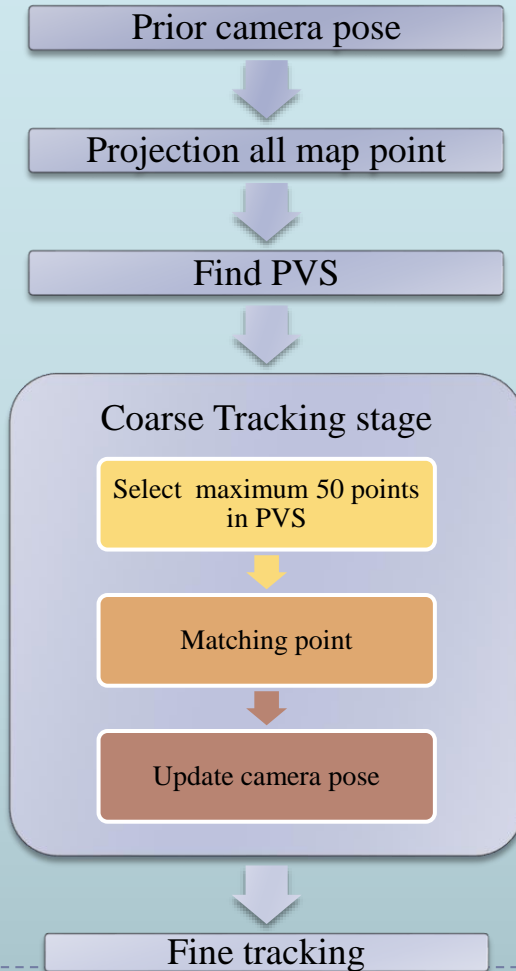
Image Warping



Patch search & Tracking

- Coarse & Fine Tracking

- Coarse

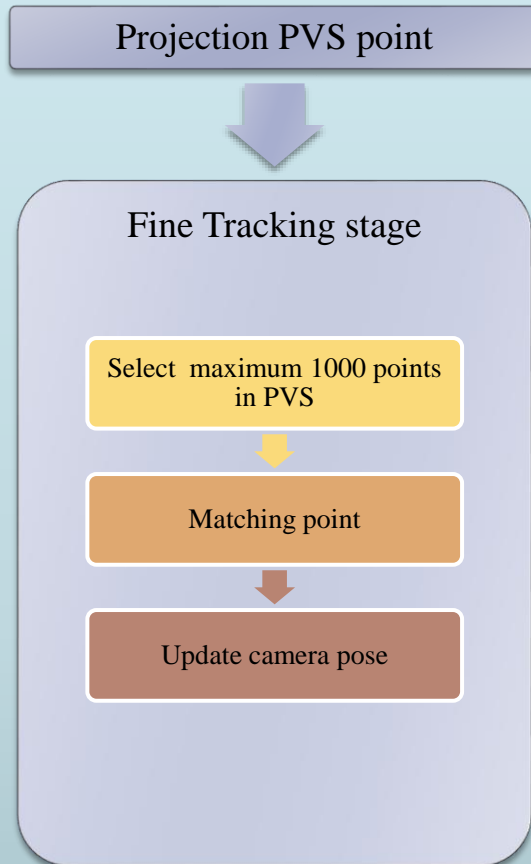


- PVS

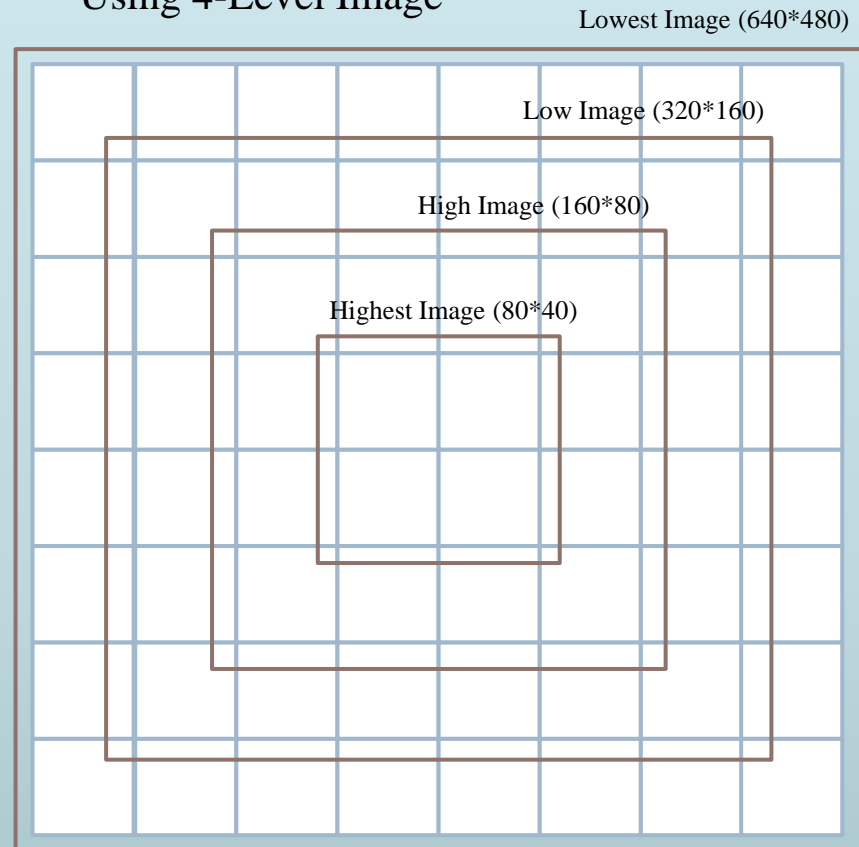
- Potentially visible set
 - Projected map point in image plane

Patch search & Tracking

- Fine

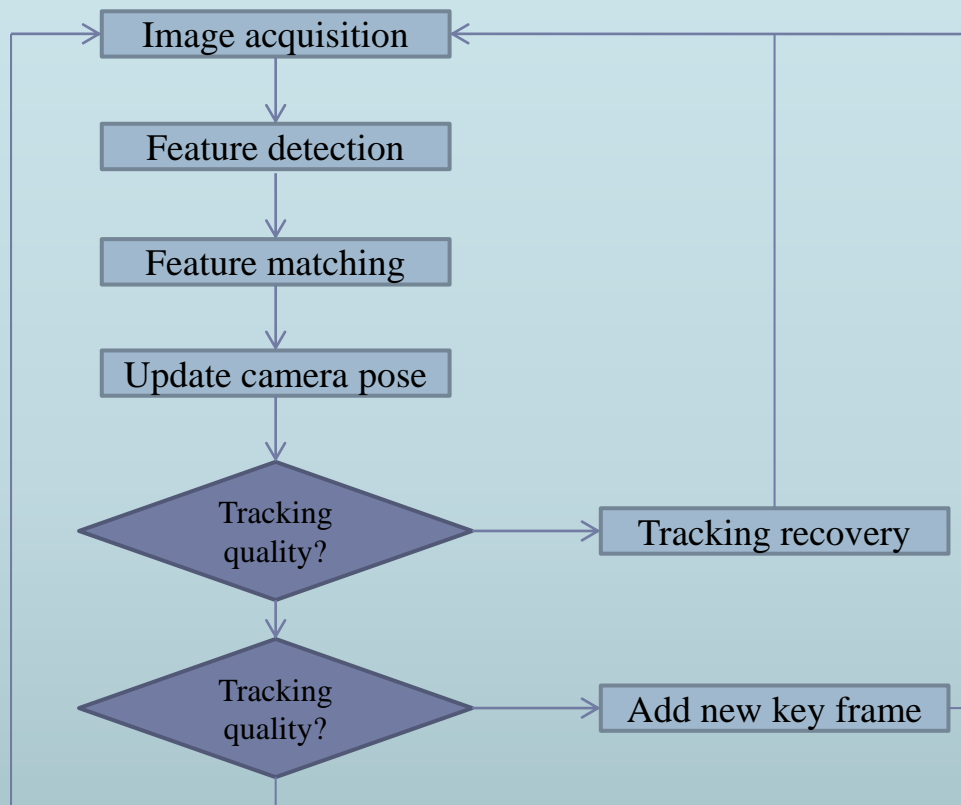


- Using 4-Level Image

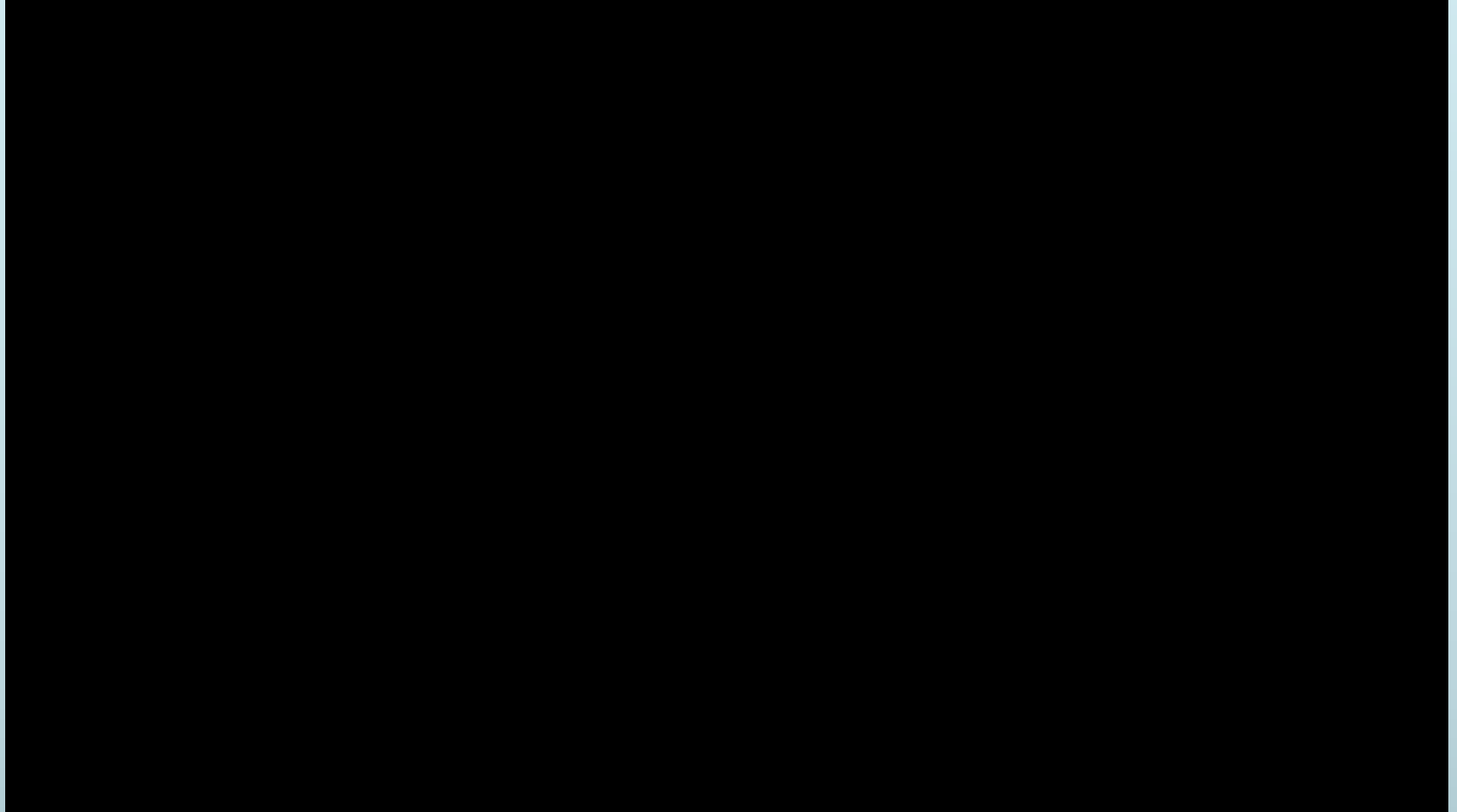


Key Frame select

- Key Frame select condition
 - Tracking quality must be good.
 - Time since the last key frame was added must exceed twenty frames.
 - Camera must be a minimum distance away from the nearest key point already in map.



Conclusion



Q&A

