



# 机器人学中的状态估计

## 第七次作业讲评



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当  $\frac{\partial J}{\partial \mathbf{r}^T} = \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j (\mathbf{y}_j^{\oplus} - (\mathbf{p}_j - \mathbf{r})^+) \mathbf{q} = 0$  时, 可得  $\mathbf{r} = \mathbf{p} - \mathbf{q}^+ \mathbf{y}^+ \mathbf{q}^{-1}$ ,

其中  $\mathbf{y} = \frac{1}{w} \sum_{j=1}^M w_j \mathbf{y}_j$ ,  $\mathbf{p} = \frac{1}{w} \sum_{j=1}^M w_j \mathbf{p}_j$ ,  $w = \frac{1}{w} \sum_{j=1}^M w_j$ 。

**作业概况:** 完成情况很好;

**证明思路:** 灵活运用四元数的左手算子与右手算子的性质进行证明。

已知  $\mathbf{u}^+ \mathbf{v} \equiv \mathbf{v}^\oplus \mathbf{u}$ ,  $\mathbf{u}^+ \mathbf{v}^\oplus \equiv \mathbf{v}^\oplus \mathbf{u}^+$

$$\begin{aligned}
 \frac{\partial J}{\partial \mathbf{r}^\top} &= \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j (\mathbf{y}_j^\oplus - (\mathbf{p}_j - \mathbf{r})^+) \mathbf{q} \\
 &= \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j \mathbf{y}_j^\oplus \mathbf{q} - \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j (\mathbf{p}_j - \mathbf{r})^+ \mathbf{q} \\
 &= \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j \mathbf{q}^+ \mathbf{y}_j - \mathbf{q}^{-1\oplus} \sum_{j=1}^M w_j \mathbf{q}^\oplus (\mathbf{p}_j - \mathbf{r}) \\
 &= \mathbf{q}^{-1\oplus} \mathbf{q}^+ \sum_{j=1}^M w_j \mathbf{y}_j - \mathbf{q}^{-1\oplus} \mathbf{q}^\oplus \sum_{j=1}^M w_j \mathbf{p}_j + \mathbf{q}^{-1\oplus} \mathbf{q}^\oplus \sum_{j=1}^M w_j \mathbf{r}
 \end{aligned}$$

$$\mathbf{q} = \begin{bmatrix} \varepsilon \\ \eta \end{bmatrix}, \quad \mathbf{q}^\oplus = \begin{bmatrix} \eta \mathbf{I} + \varepsilon^\wedge & \varepsilon \\ -\varepsilon^\top & \eta \end{bmatrix}, \quad \mathbf{q}^{-1} = \begin{bmatrix} -\varepsilon \\ \eta \end{bmatrix}, \quad \mathbf{q}^{-1\oplus} = \begin{bmatrix} \eta \mathbf{I} - \varepsilon^\wedge & -\varepsilon \\ \varepsilon^\top & \eta \end{bmatrix}$$

$$\mathbf{q}^{-1\oplus} \mathbf{q}^\oplus = \begin{bmatrix} \eta \mathbf{I} - \varepsilon^\wedge & -\varepsilon \\ \varepsilon^\top & \eta \end{bmatrix} \begin{bmatrix} \eta \mathbf{I} + \varepsilon^\wedge & \varepsilon \\ -\varepsilon^\top & \eta \end{bmatrix} = \mathbf{I}$$

$$\mathbf{y} = \frac{1}{w} \sum_{j=1}^M w_j \mathbf{y}_j, \quad \mathbf{p} = \frac{1}{w} \sum_{j=1}^M w_j \mathbf{p}_j, \quad w = \frac{1}{w} \sum_{j=1}^M w_j, \quad \text{可得}$$

$$\begin{aligned}
 \frac{\partial J}{\partial \mathbf{r}^\top} &= \mathbf{q}^{-1\oplus} \mathbf{q}^+ w \mathbf{y} - w \mathbf{p} + w \mathbf{r} \\
 &= w (\mathbf{q}^+ \mathbf{q}^{-1\oplus} \mathbf{y} - \mathbf{p} + \mathbf{r}) \\
 &= w (\mathbf{q}^+ \mathbf{y}^+ \mathbf{q}^{-1} - \mathbf{p} + \mathbf{r})
 \end{aligned}$$

令  $w (\mathbf{q}^+ \mathbf{y}^+ \mathbf{q}^{-1} - \mathbf{p} + \mathbf{r}) = 0$ , 可得  $\mathbf{r} = \mathbf{p} - \mathbf{q}^+ \mathbf{y}^+ \mathbf{q}^{-1}$ 。

$$\frac{1}{\omega} \sum_{j=1}^M \omega_j \mathbf{z}_j^{\odot^T} \mathbf{z}_j^{\odot} = \mathcal{T}_{op}^{-T} \left( \frac{1}{\omega} \sum_{j=1}^M \omega_j \mathbf{p}_j^{\odot^T} \mathbf{p}_j^{\odot} \right) \mathcal{T}_{op}^{-1}$$

**作业概况：**完成情况很好；

**证明思路：**1、使用上一章中证明出的结论进行证明；2、将每一项都写成矩阵的形式，通过逐步运算推导出左右相等。

已知  $\mathbf{z}_j = \mathbf{T}_{op} \mathbf{p}_j$ ,  $\frac{1}{w} \sum_{j=1}^M w_j \mathbf{z}_j^{\odot^T} \mathbf{z}_j^{\odot} = \frac{1}{w} \sum_{j=1}^M w_j (\mathbf{T}_{op} \mathbf{p}_j)^{\odot^T} (\mathbf{T}_{op} \mathbf{p}_j)^{\odot}$

因为  $(\mathbf{T}\mathbf{p})^{\odot^T} (\mathbf{T}\mathbf{p})^{\odot} = \mathcal{T}^{-T} \mathbf{p}^{\odot^T} \mathbf{p}^{\odot} \mathcal{T}^{-1}$ , 所以

$$\begin{aligned} \frac{1}{w} \sum_{j=1}^M w_j \mathbf{z}_j^{\odot^T} \mathbf{z}_j^{\odot} &= \frac{1}{w} \sum_{j=1}^M w_j \mathcal{T}_{op}^{-T} \mathbf{p}_j^{\odot^T} \mathbf{p}_j^{\odot} \mathcal{T}_{op}^{-1} \\ &= \mathcal{T}_{op}^{-T} \left( \frac{1}{w} \sum_{j=1}^M w_j \mathbf{p}_j^{\odot^T} \mathbf{p}_j^{\odot} \right) \mathcal{T}_{op}^{-1} \end{aligned}$$

$$\frac{1}{w} \sum_{j=1}^M w_j \mathbf{z}_j^{\odot^T} (\mathbf{y}_j - \mathbf{z}_j) = \begin{bmatrix} \mathbf{y} - \mathbf{C}_{op}(\mathbf{p} - \mathbf{r}_{op}) \\ \mathbf{b} - \mathbf{y}^T \mathbf{C}_{op}(\mathbf{p} - \mathbf{r}_{op}) \end{bmatrix}$$

**作业概况：**完成情况很好；

**证明思路：**将每一项都写成矩阵的形式，通过逐步运算推导出左右相等。

已知  $\mathbf{z}_j = \mathbf{T}_{op} \mathbf{p}_j = \begin{bmatrix} \mathbf{C}_{op} & -\mathbf{C}_{op} \mathbf{r}_{op} \\ \mathbf{0}^T & 1 \end{bmatrix} \begin{bmatrix} \mathbf{p}_j \\ 1 \end{bmatrix} = \begin{bmatrix} \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \\ 1 \end{bmatrix}$

$$\mathbf{z}_j^\odot = \begin{bmatrix} \mathbf{1} & -(\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge \\ \mathbf{0}^T & \mathbf{0}^T \end{bmatrix}, \mathbf{z}_j^{\odot T} = \begin{bmatrix} \mathbf{1} & \mathbf{0} \\ (\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge & \mathbf{0} \end{bmatrix}$$

$$\begin{aligned} \frac{1}{w} \sum_{j=1}^M w_j \mathbf{z}_j^{\odot T} (\mathbf{y}_j - \mathbf{z}_j) &= \frac{1}{w} \sum_{j=1}^M w_j \begin{bmatrix} \mathbf{1} & \mathbf{0} \\ (\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge & \mathbf{0} \end{bmatrix} \left( \begin{bmatrix} \mathbf{y}_j \\ 1 \end{bmatrix} - \begin{bmatrix} \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \\ 1 \end{bmatrix} \right) \\ &= \frac{1}{w} \sum_{j=1}^M w_j \begin{bmatrix} \mathbf{1} & \mathbf{0} \\ (\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge & \mathbf{0} \end{bmatrix} \begin{bmatrix} \mathbf{y}_j - \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \\ 0 \end{bmatrix} \\ &= \frac{1}{w} \sum_{j=1}^M w_j \begin{bmatrix} \mathbf{y}_j - \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \\ (\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge \mathbf{y}_j - (\mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}))^\wedge \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \end{bmatrix} \\ &= \frac{1}{w} \sum_{j=1}^M w_j \begin{bmatrix} \mathbf{y}_j - \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \\ -\mathbf{y}_j^\wedge \mathbf{C}_{op} (\mathbf{p}_j - \mathbf{r}_{op}) \end{bmatrix} \end{aligned}$$

$$\begin{aligned}
 &= \frac{1}{w} \sum_{j=1}^M w_j \left[ -(\mathbf{y}_j^{\wedge} - \mathbf{y}^{\wedge}) \mathbf{C}_{\text{op}}(\mathbf{p}_j - \mathbf{r}_{\text{op}}) - \mathbf{y}^{\wedge} \mathbf{C}_{\text{op}}(\mathbf{p}_j - \mathbf{r}_{\text{op}}) \right] \\
 &= \left[ \begin{aligned} &\frac{1}{w} \sum_{j=1}^M w_j \mathbf{y}_j - \mathbf{C}_{\text{op}} \frac{1}{w} \sum_{j=1}^M w_j (\mathbf{p}_j - \mathbf{r}_{\text{op}}) \\ & - \frac{1}{w} \sum_{j=1}^M w_j (\mathbf{y}_j - \mathbf{y})^{\wedge} \mathbf{C}_{\text{op}}(\mathbf{p}_j - \mathbf{r}_{\text{op}}) - \frac{1}{w} \sum_{j=1}^M w_j \mathbf{y}^{\wedge} \mathbf{C}_{\text{op}}(\mathbf{p}_j - \mathbf{r}_{\text{op}}) \end{aligned} \right] \\
 &= \left[ \begin{aligned} &\mathbf{y} - \mathbf{C}_{\text{op}}(\mathbf{p} - \mathbf{r}_{\text{op}}) \\ & - \frac{1}{w} \sum_{j=1}^M w_j (\mathbf{y}_j - \mathbf{y})^{\wedge} \mathbf{C}_{\text{op}}(\mathbf{p}_j - \mathbf{r}_{\text{op}}) - \mathbf{y}^{\wedge} \mathbf{C}_{\text{op}}(\mathbf{p} - \mathbf{r}_{\text{op}}) \end{aligned} \right]
 \end{aligned}$$



则  $-\frac{1}{w} \sum_{j=1}^M w_j (\mathbf{y}_j - \mathbf{y})^\top \mathbf{C}_{\text{op}} (\mathbf{p}_j - \mathbf{r}_{\text{op}})$  的第  $i$  行可表示为

$$\begin{aligned} & \mathbf{I}_i^\top \left( -\frac{1}{w} \sum_{j=1}^M w_j (\mathbf{y}_j - \mathbf{y})^\top \mathbf{C}_{\text{op}} (\mathbf{p}_j - \mathbf{p}) \right) \\ &= \frac{1}{w} \sum_{j=1}^M w_j (\mathbf{y}_j - \mathbf{y})^\top \mathbf{I}_i^\top \mathbf{C}_{\text{op}} (\mathbf{p}_j - \mathbf{p}) \\ &= \frac{1}{w} \sum_{j=1}^M w_j \text{tr}(\mathbf{I}_i^\top \mathbf{C}_{\text{op}} (\mathbf{p}_j - \mathbf{p}) (\mathbf{y}_j - \mathbf{y})^\top) \\ &= \text{tr}(\mathbf{I}_i^\top \mathbf{C}_{\text{op}} \mathbf{W}^\top) \end{aligned}$$

$$\mathbf{b} = [\text{tr}(\mathbf{I}_i^\top \mathbf{C}_{\text{op}} \mathbf{W}^\top)]_i$$

$$\frac{1}{w} \sum_{j=1}^M w_j \mathbf{z}_j^{\odot \top} (\mathbf{y}_j - \mathbf{z}_j) = \begin{bmatrix} \mathbf{y} - \mathbf{C}_{\text{op}} (\mathbf{p} - \mathbf{r}_{\text{op}}) \\ \mathbf{b} - \mathbf{y}^\top \mathbf{C}_{\text{op}} (\mathbf{p} - \mathbf{r}_{\text{op}}) \end{bmatrix}$$

**作业说明：**写一段ICP程序，完成两个PCD文件的Pose计算，不允许使用第三方点云库。

**编程思路：**1、使用PCL库实现点云的加载，显示，保存和旋转平移等操作；

2、使用 “`pcl::registration::CorrespondenceEstimation`” 、 “`pcl::KdTreeFLANN`” 或其他方法实现点云的匹配，匹配好的点云作为ICP算法的输入量；

3、不借助第三方点云库，实现ICP算法，可以使用以SVD为代表的代数方法，也可以使用非线性优化的方法求解点云Pose。

算法：迭代最近点算法（Iterative Closest Point, ICP）

输入：源点云  $P_s$ ，目标点云  $P_t$ ，两组点云之间的对应点集合  $\text{cor}$

1:  $\mathbf{T}_{ts}^1 \leftarrow \mathbf{I}_{4 \times 4}$

2: while 未达到迭代次数或迭代精度

3:  $P_s^r \leftarrow \{p | P_s \cap \text{cor}\}$ ,  $P_t^r \leftarrow \{p | P_t \cap \text{cor}\}$  //使用匹配集合中的点

4:  $c_s \leftarrow \text{getCentroid}(P_s^r)$ ,  $c_t \leftarrow \text{getCentroid}(P_t^r)$  //计算质心

5:  $Q_s \leftarrow P_s^r - c_s$ ,  $Q_t \leftarrow P_t^r - c_t$  //去除质心

6:  $W = Q_s Q_s^T$  //计算  $W$

7:  $U, V \leftarrow \text{SVD}(W)$  //对  $W$  进行 SVD 分解

8:  $R \leftarrow UV^T$ ,  $t \leftarrow c_t - Rc_s$  //计算旋转矩阵  $R$  和平移向量  $t$

9:  $\mathbf{T}_{ts} \leftarrow R, t$  //变换矩阵

10:  $\mathbf{T}_{ts}^k \leftarrow \mathbf{T}_{ts}^{k-1} \cdot \mathbf{T}_{ts}$  //迭代更新

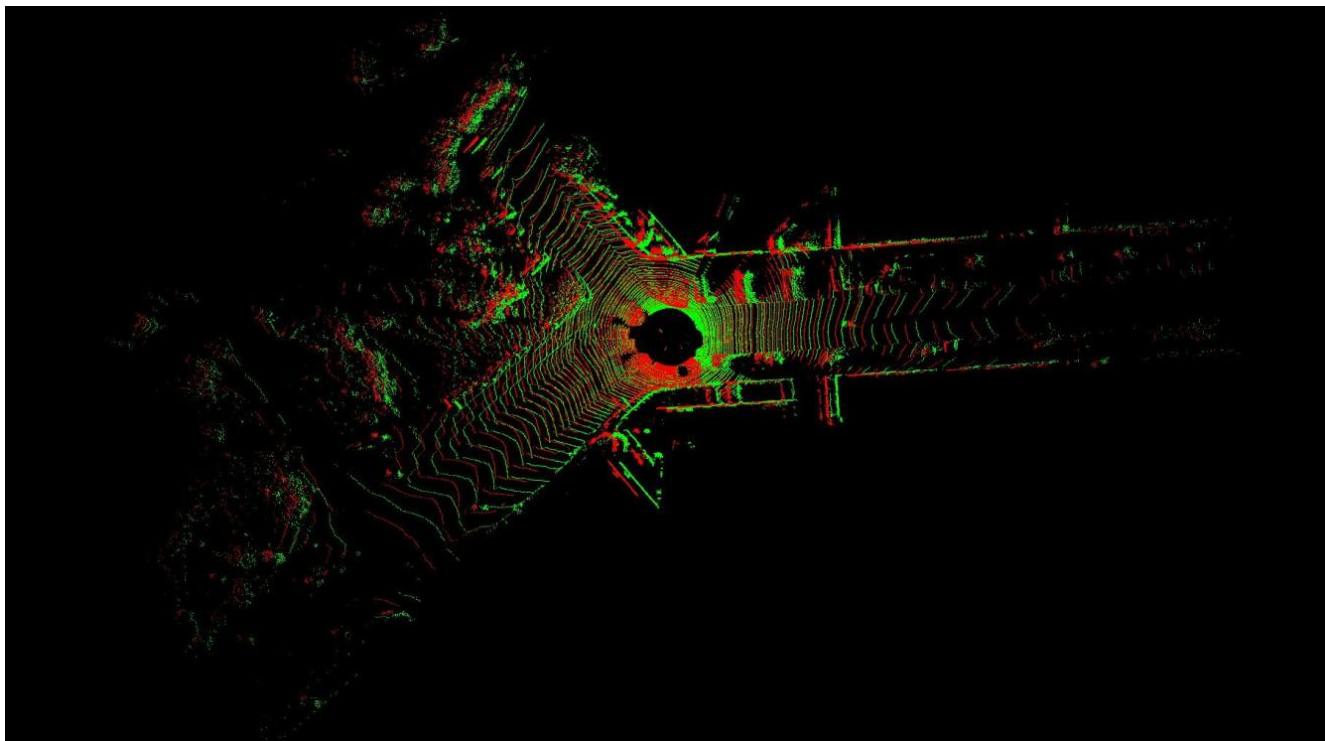
11: end while

输出：变换矩阵  $\mathbf{T}_{ts}^k$

```
void testICP::calculateRegister(PointType::Ptr first, PointType::Ptr second, pcl::Correspondences& cor)
{
    Eigen::Vector3d p1(0,0,0), p2(0,0,0);
    int N = cor.size();
    // 第一：计算质心
    for (size_t i = 0; i < N; ++i)
    {
        pcl::PointXYZ& f1 = first->at (cor[i].index_query);
        pcl::PointXYZ& f2 = second->at (cor[i].index_match);
        p1 += Eigen::Vector3d(f1.x, f1.y, f1.z);
        p2 += Eigen::Vector3d(f2.x, f2.y, f2.z);
    }
    p1 = p1 / N;
    p2 = p2 / N;
    // 第二：去质心
    std::vector<Eigen::Vector3d> q1(N), q2(N);
    for ( int i = 0; i < N; i++ )
    {
        pcl::PointXYZ& f1 = first->at (cor[i].index_query);
        pcl::PointXYZ& f2 = second->at (cor[i].index_match);
        q1[i] = Eigen::Vector3d(f1.x, f1.y, f1.z) - p1;
        q2[i] = Eigen::Vector3d(f2.x, f2.y, f2.z) - p2;
    }
}
```

```
// 第三: 计算W
Eigen::Matrix3d W = Eigen::Matrix3d::Zero();
for ( int i=0; i<N; i++ )
{
    W += q1[i]*q2[i].transpose();
}
// 第四: 通过SVD分解W, 为U V
Eigen::JacobiSVD<Eigen::Matrix3d> svd ( W, Eigen::ComputeFullU|Eigen::ComputeFullV );
Eigen::Matrix3d U = svd.matrixU();
Eigen::Matrix3d V = svd.matrixV();
// 第五: 计算R = U*S*V', t = p - R*y
if (U.determinant () * V.determinant () < 0)
{
    for (int x = 0; x < 3; ++x)
        V (x, 2) *= -1;
}
Eigen::Matrix3d R = U * V.transpose();
Eigen::Vector3d t = p1 - R * p2;
//第六: 得到transformation_matrix
transformation_matrix.topLeftCorner (3, 3) = R;
transformation_matrix.block (0, 3, 3, 1) = t;
}
```

```
0.999975 0.00712412 0.00228177 -1.27099
-0.00712773 0.999977 0.00158097 -0.00147516
-0.00227045 -0.0015972 0.999999 -0.00269849
0 0 0 1
```



感谢各位聆听 !  
Thanks for Listening

