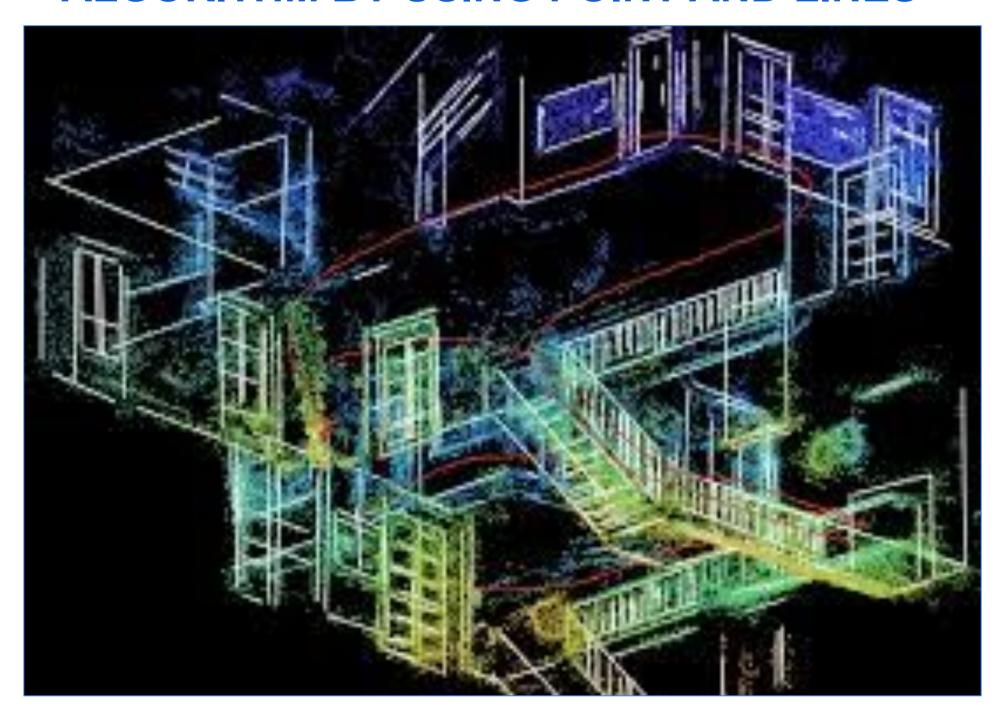


EDPLVO: Efficient Direct Point-Line Visual Odometry

Lipu Zhou, Guoquan Huang, Yinian Mao, Shengze Wang, and Michael Kaess

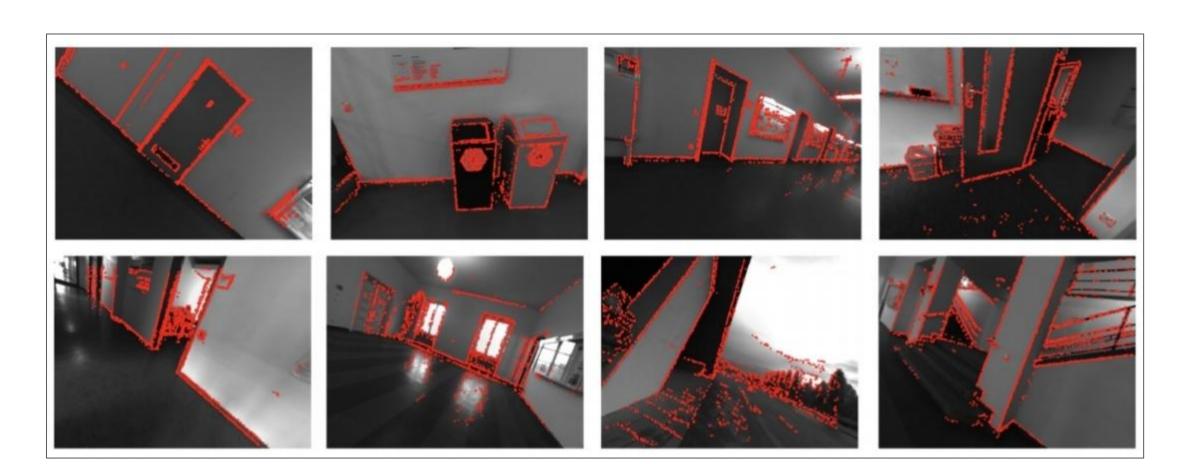
GOALS

EFFICENT DIRECT VISUAL ODOMETRY ALGORITHM BY USING POINT AND LINES

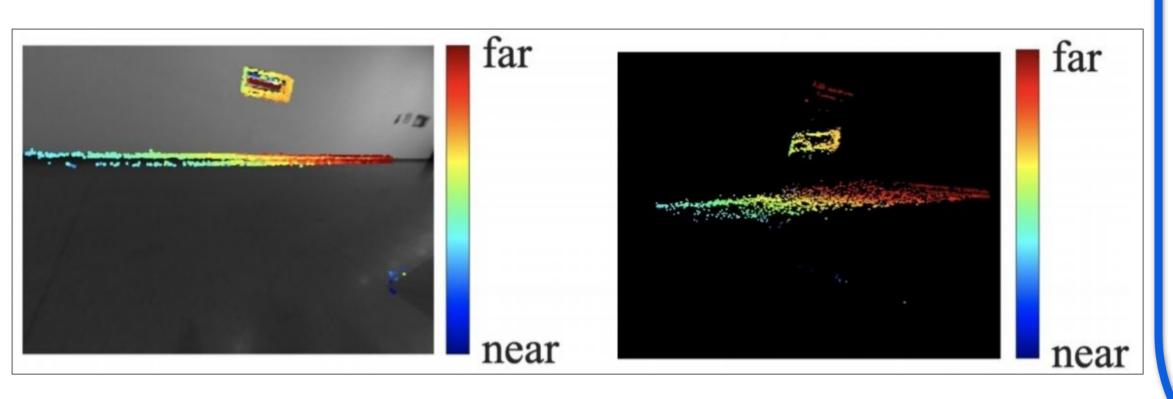


CHALLENGES

- 1. EXTENDS THE PHOTOMETRIC ERROR TO LINES
- 2. REDUCE COMPUTATIONAL COMPLEXITY



Several collinear points



DSO depth estimation

DIRECT POINT-LINE MODEL

 L_{l} P_{l} P_{l

THE 3D POINT OF A 2D POINT ON A 2D LINE CAN BE DETERMINED BY THE INVERSE DEPTHS OF THE TWO ENDPOINTS OF THE 2D LINE

 $E_{lj} = E_{x_1j} + E_{x_2j} + \sum_{x \in X} E_{xj}^l$ point photometric error Line photometric error Collinearity constraints Collinearity constraints Final model

Doint pose point line pose

(b) Two-step minimization point pose point line pose

Photometeric Error point pose point line pose

Sliding Window (c) Joint minimization point line pose

Photometeric Error point line pose pose point line pos

while not converge do

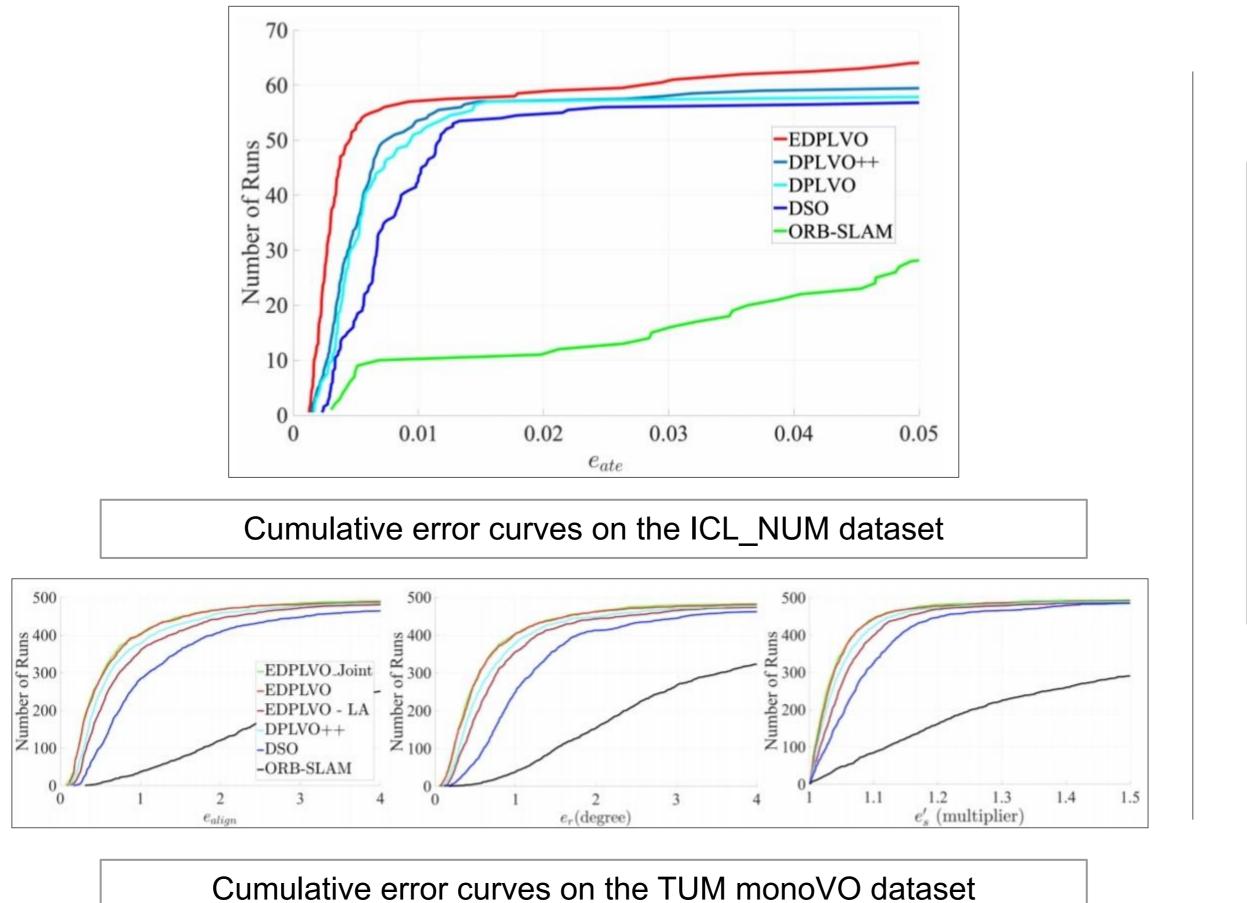
- 1) Use the latest poses and inverse depths to fit 3D lines $\hat{\mathbb{L}} = \{\hat{\boldsymbol{L}} | \hat{\boldsymbol{L}} = \arg\min_{\boldsymbol{L}} E_{\boldsymbol{L}}, \boldsymbol{L} \in \mathbb{L}\};$
- 2) Fix $\hat{\mathbb{L}}$ and conduct one Levenberg-Marquardt step [38] to update poses and inverse depths to reduce the cost E;

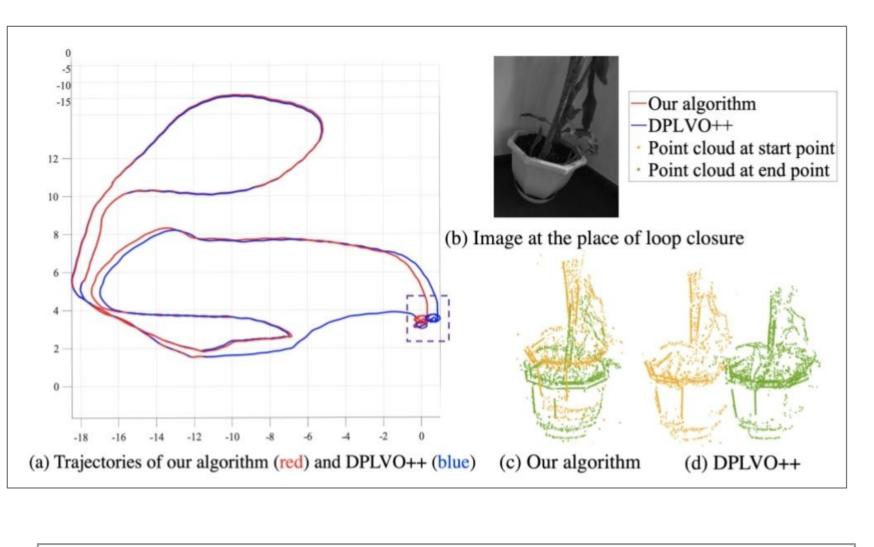
end

ALWAYS

CONVERGE

RESULTS





Cumulative drifts of EDPLVO and DPLVO++

RUNTIME

EDLPVO	96 ms
EDLPVO_joint	123 ms
DSO	141 ms
DLPVO++	172 ms

MACHINE USED: i7 CPU wiht 3.4 GHz and 16GB RAM