

CVPR 2014 Visual SLAM Tutorial

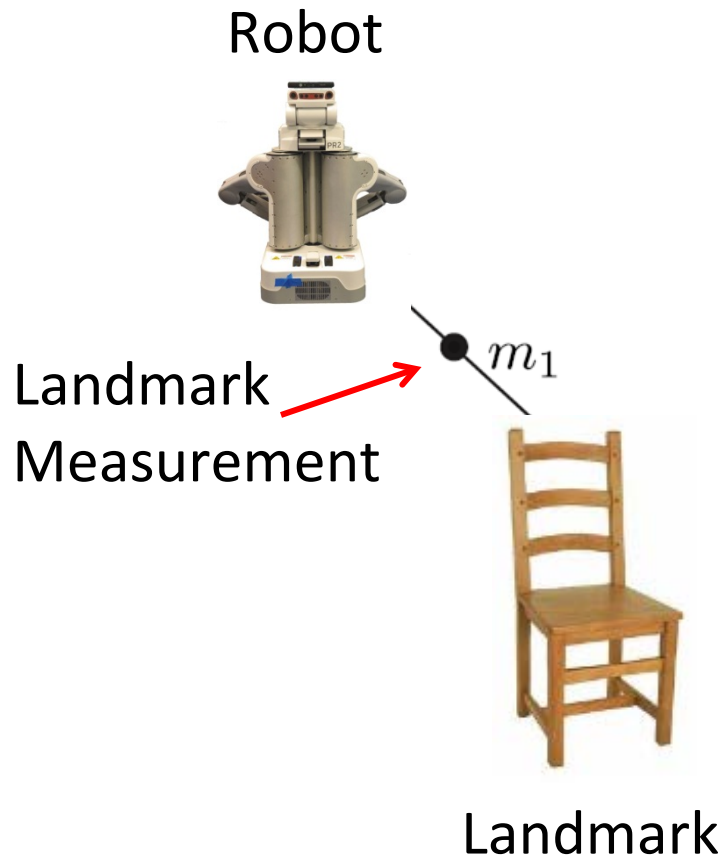
Efficient Inference

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Carnegie Mellon University

The Mapping Problem ($t=0$)



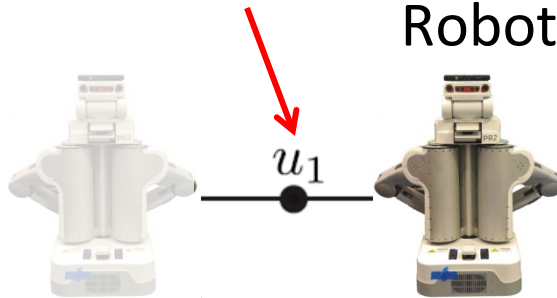
Onboard sensors:

- Wheel odometry
- Inertial measurement unit (gyro, accelerometer)
- Sonar
- Laser range finder
- Camera
- RGB-D sensors

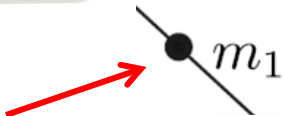
The Mapping Problem ($t=1$)

Odometry measurement

Robot



Landmark measurement



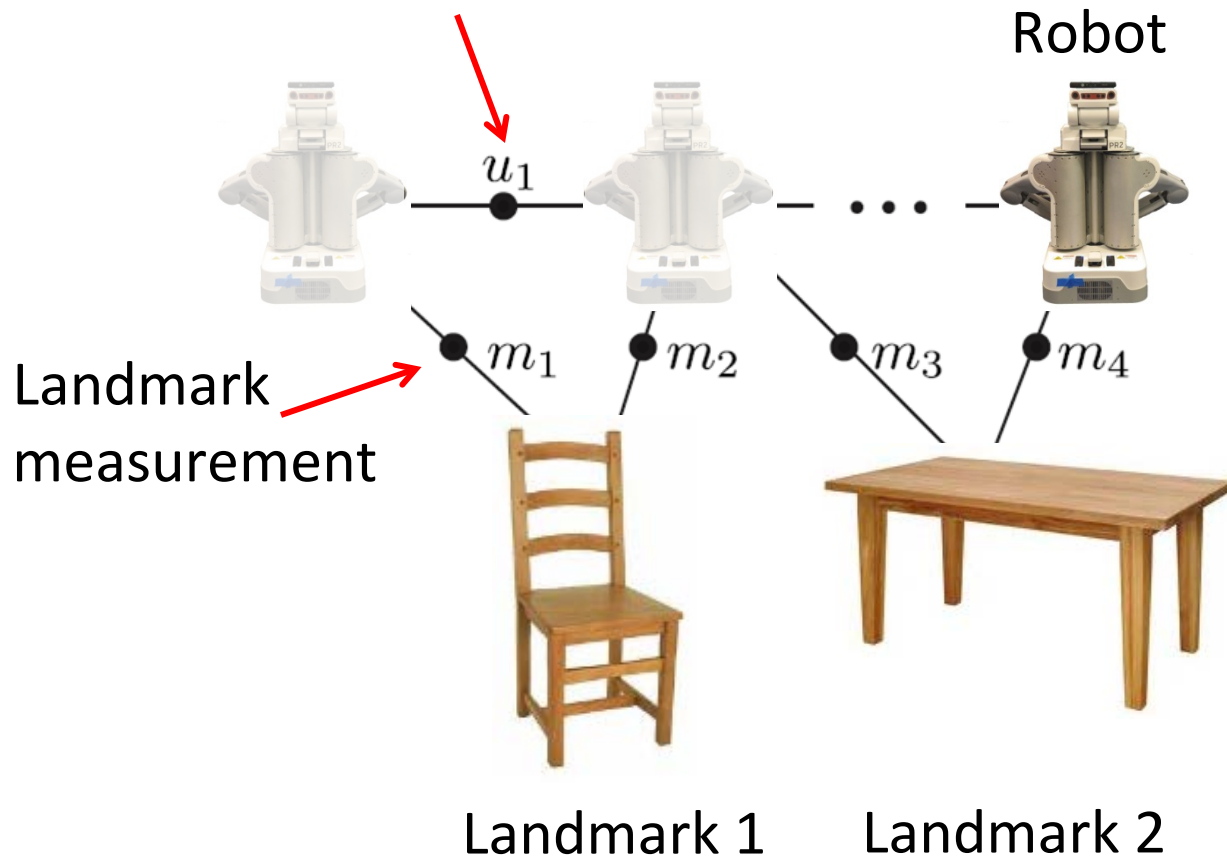
Landmark 1



Landmark 2

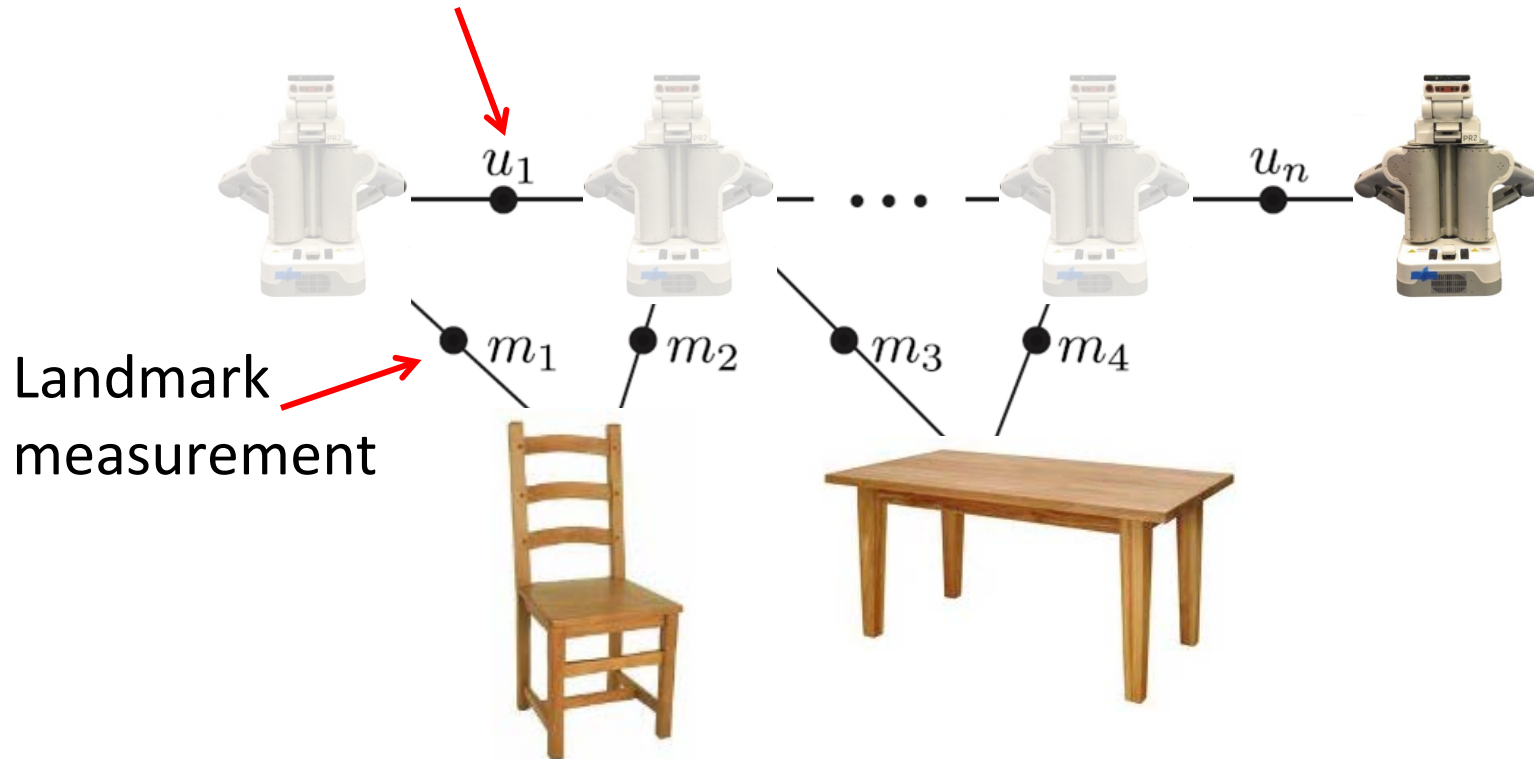
The Mapping Problem ($t=n-1$)

Odometry measurement



The Mapping Problem ($t=n$)

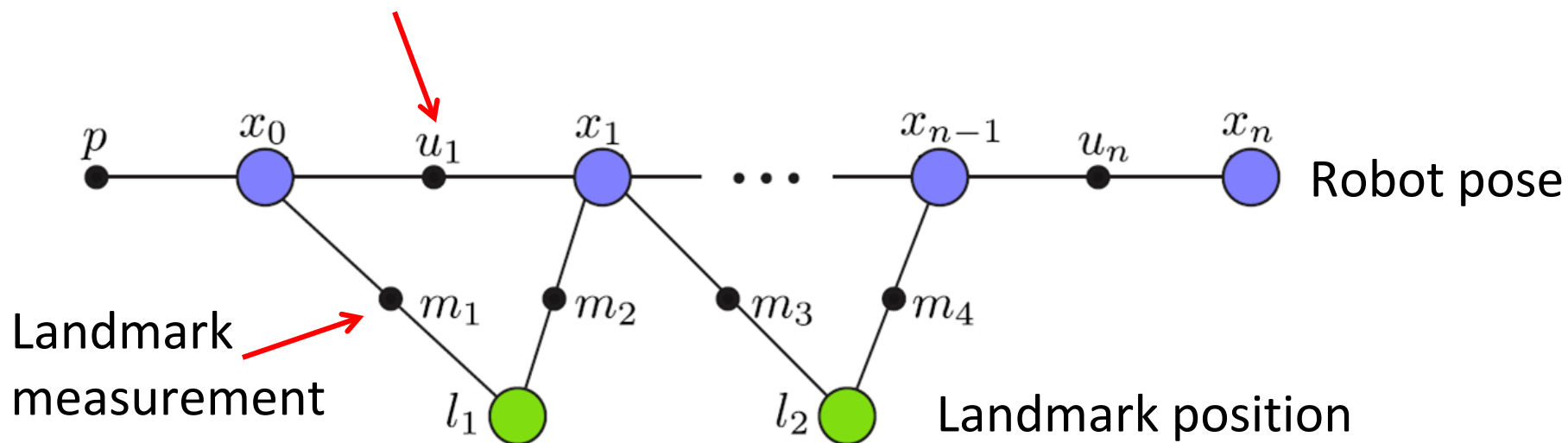
Odometry measurement



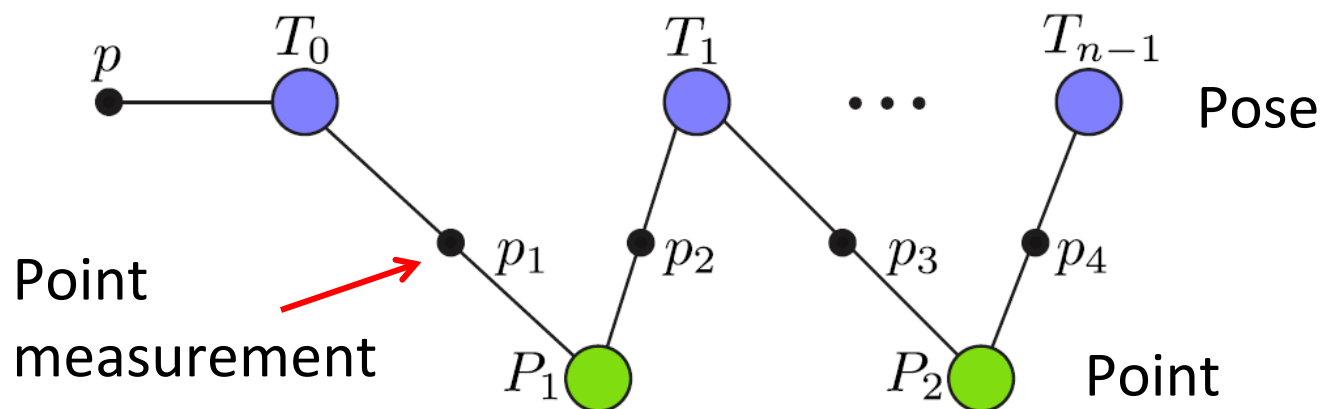
Mapping problem is incremental !

Factor Graph Representation

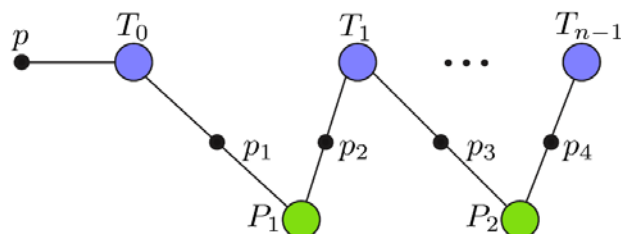
Odometry measurement



Factor Graph Representation



Nonlinear Least-Squares



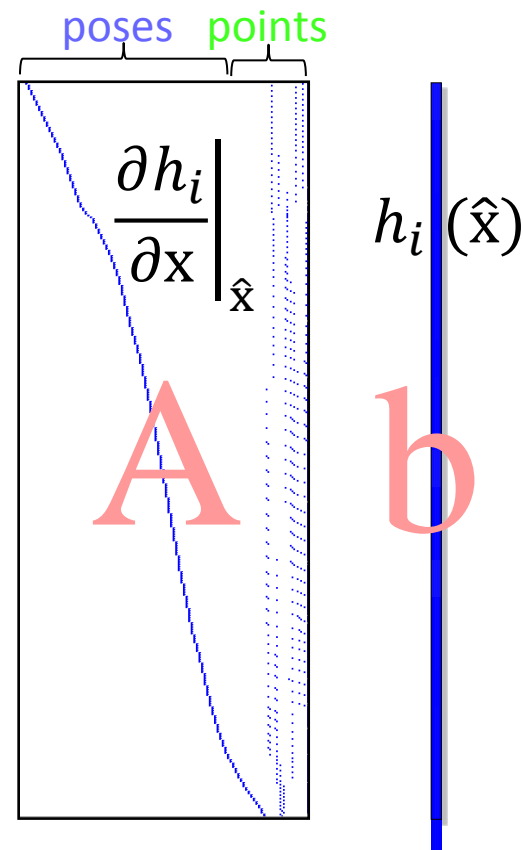
Gaussian noise

$$\operatorname{argmin}_{\mathbf{x}} \sum_i \|h_i(\mathbf{x})\|_{\mathbf{E}}^2$$

Repeatedly solve linearized system (GN)

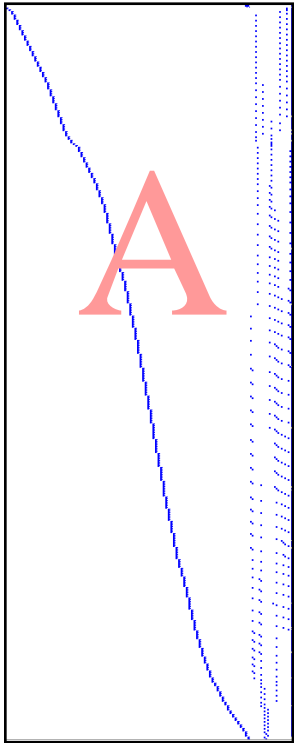
$$\operatorname{argmin}_{\mathbf{x}} \|A\mathbf{x} - \mathbf{b}\|^2$$

$$A = \begin{bmatrix} F_{11} & & G_{11} & & & \\ F_{12} & & & G_{12} & & \\ F_{13} & & & & G_{13} & \\ & F_{21} & G_{21} & & & \\ & F_{22} & & G_{22} & & \\ & F_{23} & & & G_{23} & \end{bmatrix}, \quad \mathbf{x} = \begin{bmatrix} \xi_1 \\ \xi_2 \\ \delta_1 \\ \delta_2 \\ \delta_3 \end{bmatrix}, \quad \mathbf{b} = \begin{bmatrix} b_{11} \\ b_{12} \\ b_{13} \\ b_{14} \\ b_{15} \\ b_{16} \end{bmatrix}$$



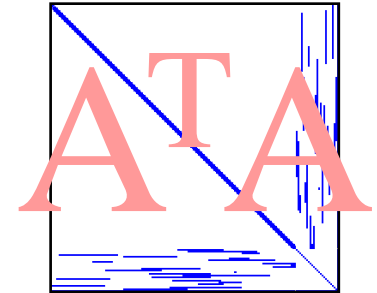
Solving the Linear Least-Squares System

Solve: $\operatorname{argmin}_x \|Ax - b\|^2$



Normal equations

$$A^T A x = A^T b$$



Information matrix

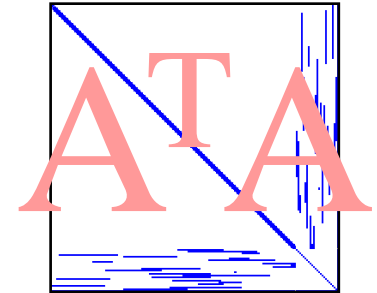
Measurement Jacobian

Solving the Linear Least-Squares System

- Can we simply invert $A^T A$ to solve for x ?

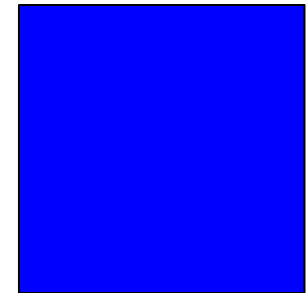
Normal equations

$$A^T A x = A^T b$$



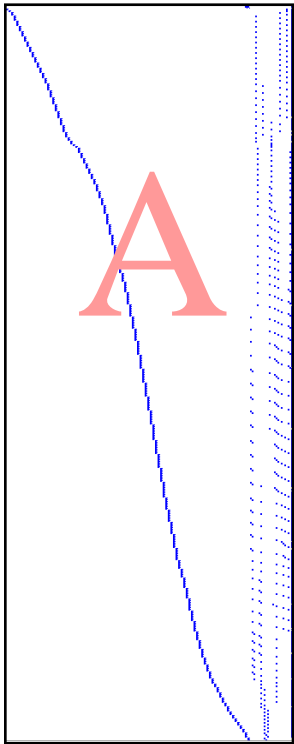
Information matrix

- Yes, but we shouldn't...
The inverse of $A^T A$ is dense $\rightarrow O(n^3)$
- Can do much better by taking advantage of sparsity!



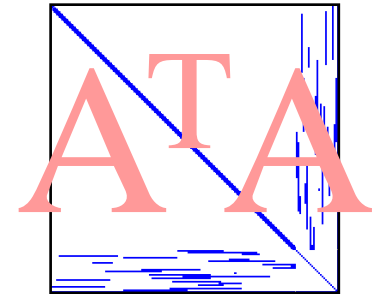
Solving the Linear Least-Squares System

Solve: $\operatorname{argmin}_x \|Ax - b\|^2$



Normal equations

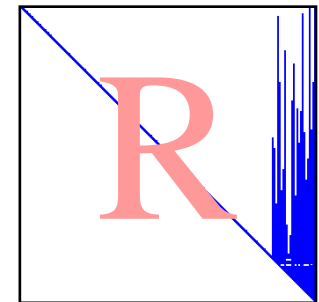
$$A^T A x = A^T b$$



Information matrix

Matrix factorization

$$A^T A = R^T R$$

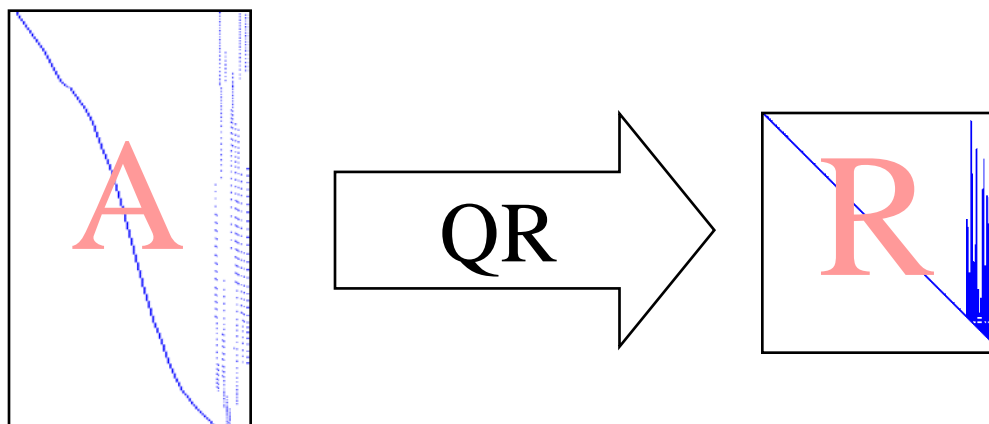


Measurement Jacobian

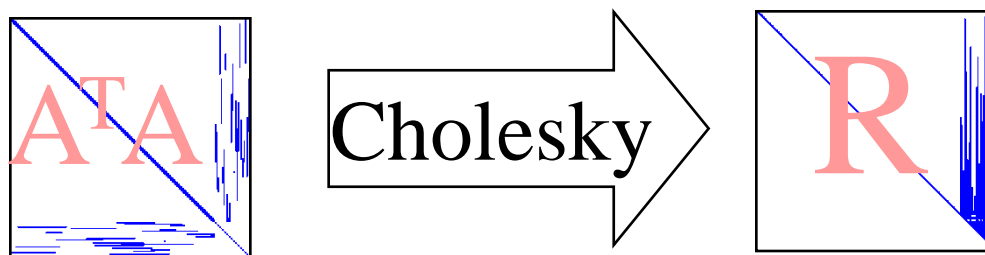
Square root information matrix

Matrix – Square Root Factorization

- QR on A : Numerically More Stable



- Cholesky on $A^T A$: Faster

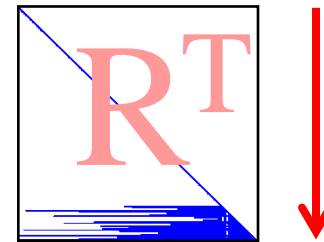


Solving by Backsubstitution

After factorization: $R^T R x = A^T b$

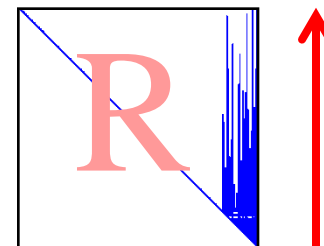
- Forward substitution

$R^T y = A^T b$, solve for y

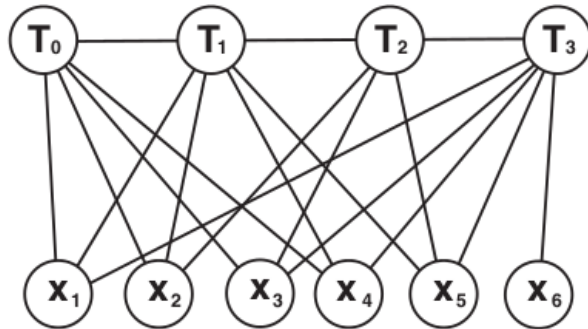


- Backsubstitution

$R x = y$, solve for x



Full Bundle Adjustment

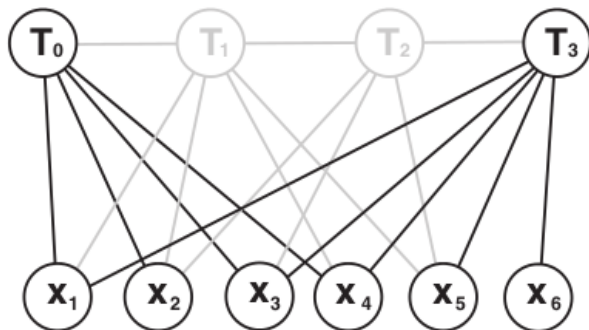


From Strasdat et al, 2011 IVC
“Visual SLAM: Why filter?”

- Graph grows with time:
 - Have to solve a sequence of increasingly larger BA problems
 - Will become too expensive even for sparse Cholesky

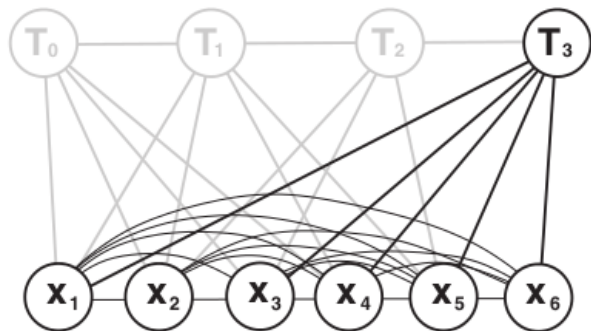
F. Dellaert and M. Kaess, “Square Root SAM: Simultaneous localization and mapping via square root information smoothing,” IJRR 2006

Keyframe Bundle Adjustment



- Drop subset of poses to reduce density/complexity
- Only retain “keyframes” necessary for good map
- Complexity still grows with time, just slower

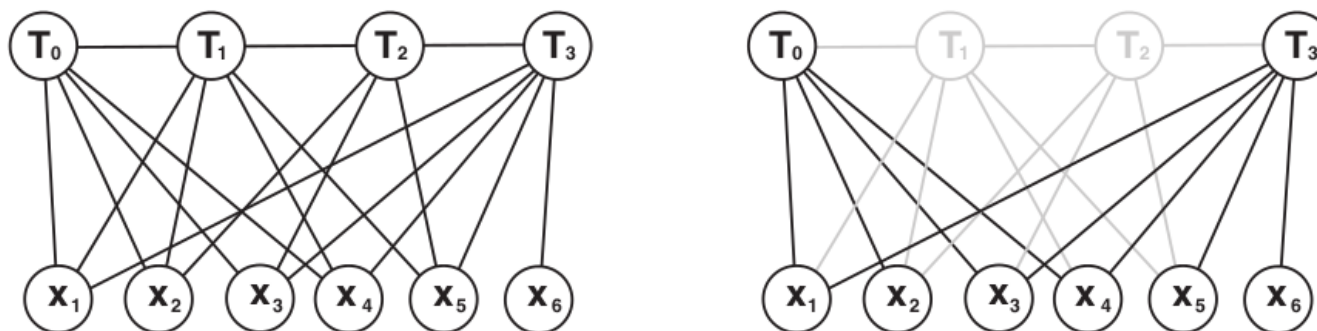
Filter



- Keyframe idea not applicable: map would fall apart
- Instead, marginalize out previous poses
 - Extended Kalman Filter (EKF)
- Problems when used for Visual SLAM:
 - All points become fully connected -> expensive
 - Relinearization not possible -> inconsistent

Incremental Solver

- Back to full BA and keyframes:



- New information is added to the graph
- Older information does not change
- Can be exploited to obtain an efficient solution!

Incremental Smoothing and Mapping (iSAM)

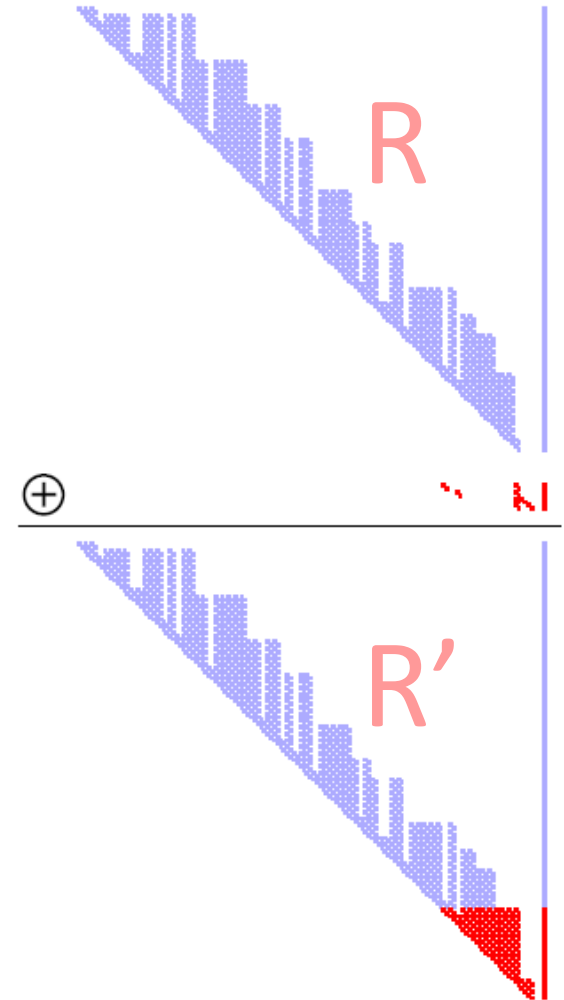
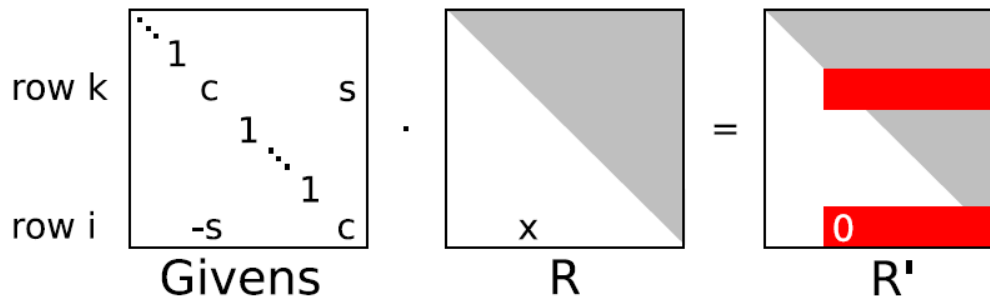
Solving a growing system:

- R factor from previous step
- How do we add new measurements?

Key idea:

New measurements ->

- Append to existing matrix factorization
- “Repair” using Givens rotations



Incremental Smoothing and Mapping (iSAM)

Update and solution are $O(1)$ 

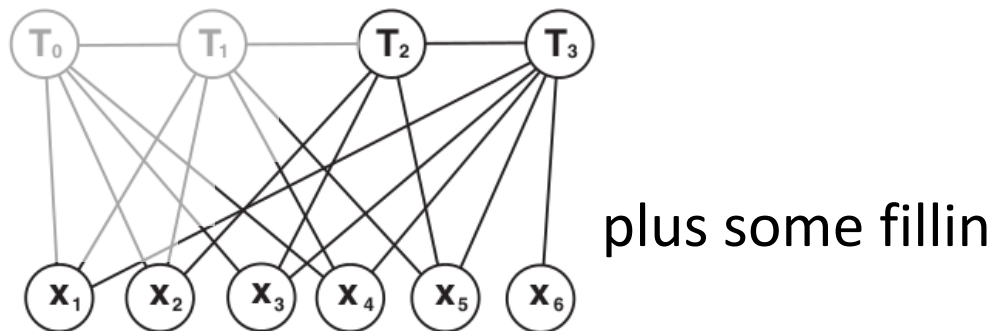
Are we done?

BA is nonlinear...

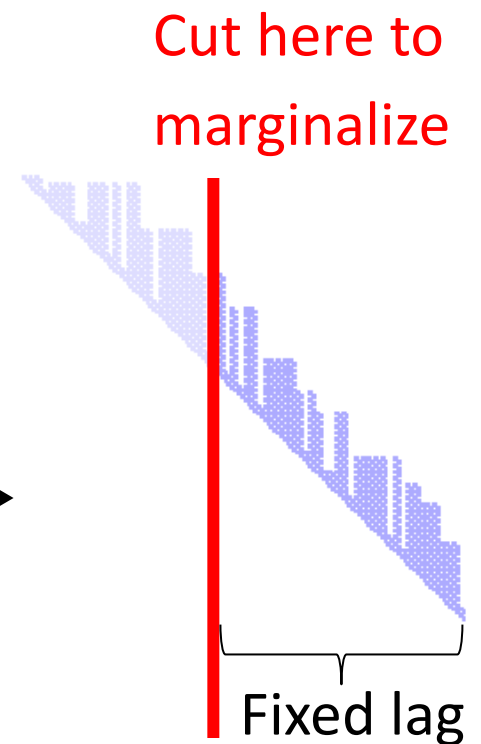
iSAM requires periodic batch factorization to relinearize

Not $O(1)$, we need iSAM2!

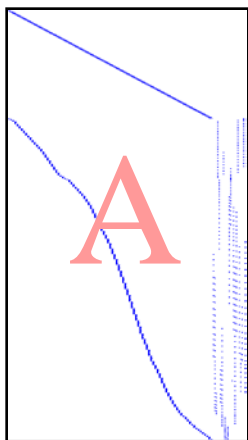
Fixed-lag Smoothing



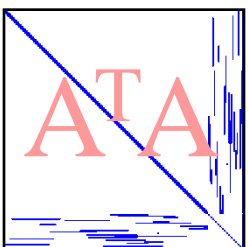
- Marginalize out all but last n poses and connected landmarks
 - Relinearization possible
- Linear case \longrightarrow
- Nonlinear: need iSAM2



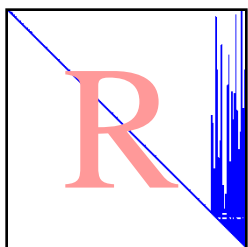
Matrix vs. Graph



Measurement Jacobian

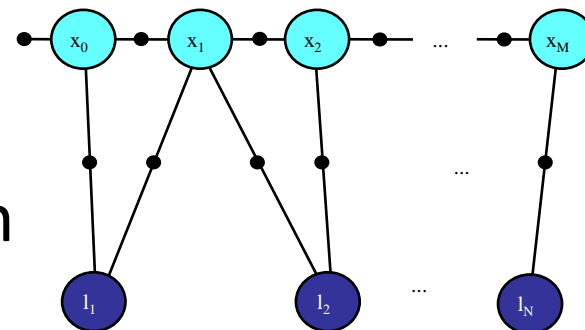


Information Matrix

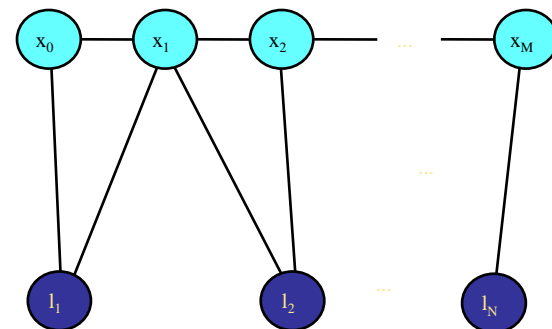


Square Root Inf. Matrix

Factor Graph

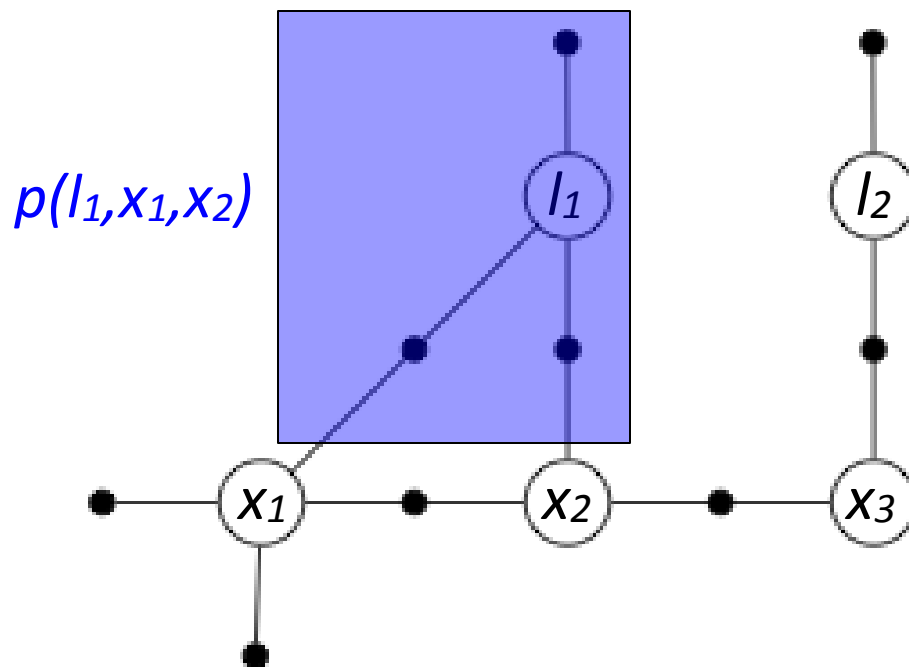


Markov Random Field



iSAM2: Variable Elimination – Small Example

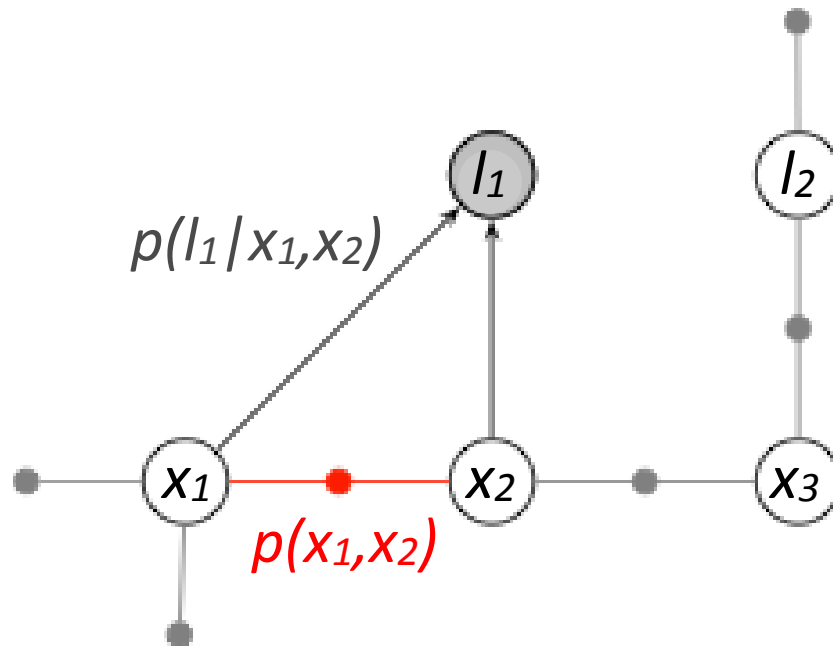
- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$$p(l_1, x_1, x_2) = p(l_1 | x_1, x_2) p(x_1, x_2)$$

iSAM2: Variable Elimination – Small Example

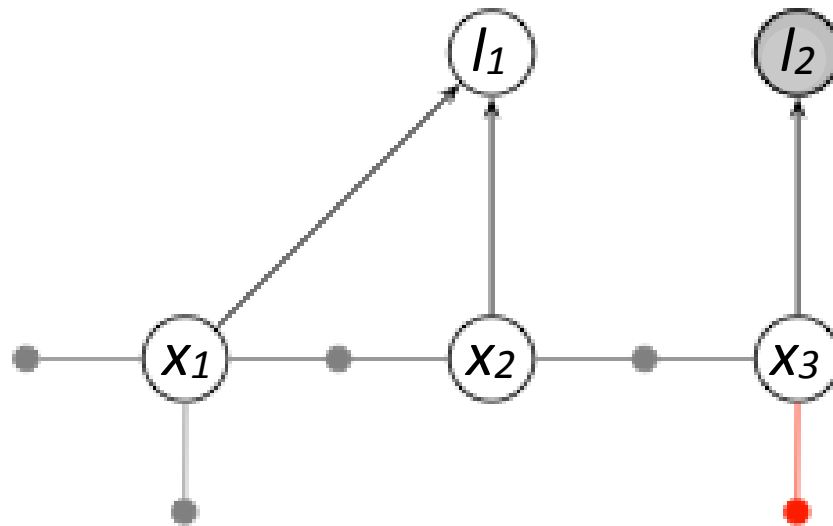
- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$$p(l_1, x_1, x_2) = p(l_1 | x_1, x_2) p(x_1, x_2)$$

iSAM2: Variable Elimination – Small Example

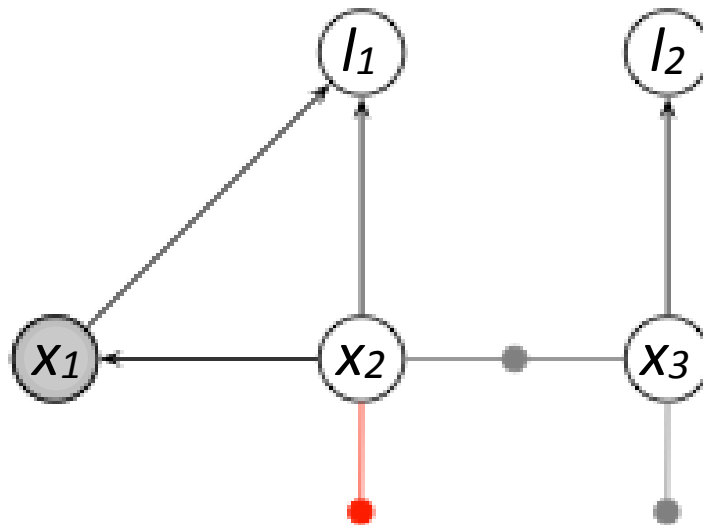
- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$$p(l_2, x_3) = p(l_2 | x_3) p(x_3)$$

iSAM2: Variable Elimination – Small Example

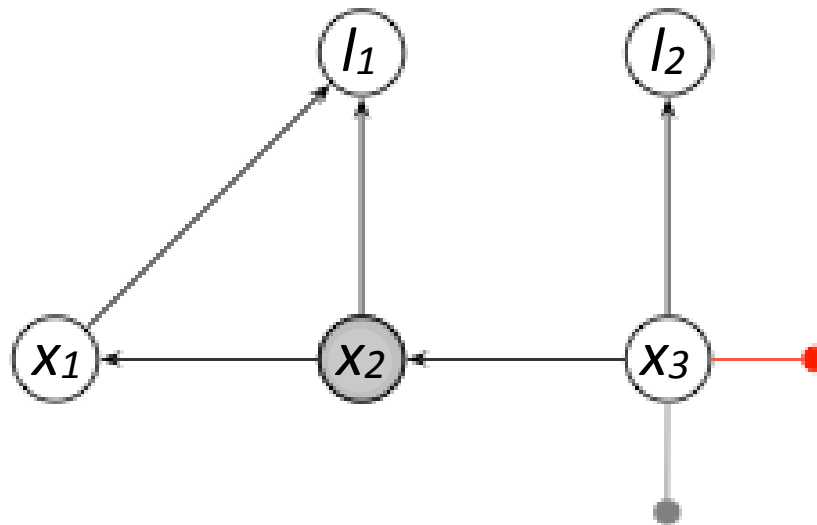
- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$$p(x_1, x_2) = p(x_1 | x_2) p(x_2)$$

iSAM2: Variable Elimination – Small Example

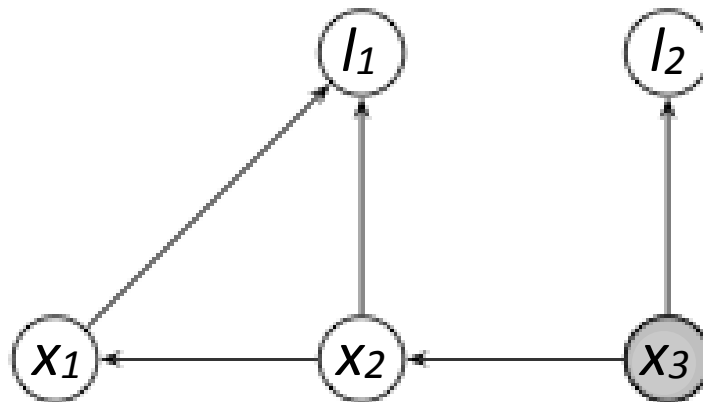
- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$$p(x_2, x_3) = p(x_2 | x_3) p(x_3)$$

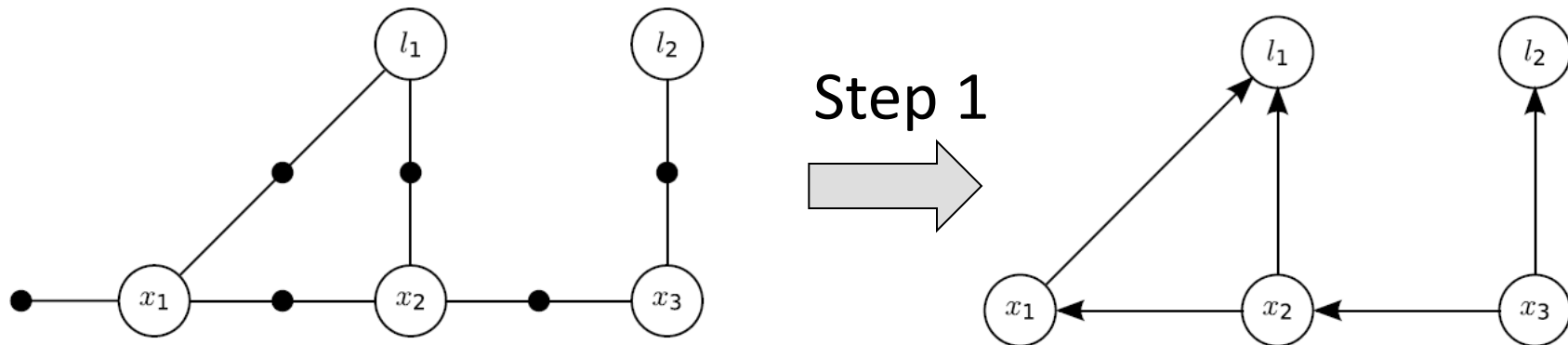
iSAM2: Variable Elimination – Small Example

- Choose ordering: l_1, l_2, x_1, x_2, x_3
- Eliminate one node at a time



$p(x_3)$

iSAM2: Bayes Tree Data Structure



Step 2: Find cliques in reverse elimination order:

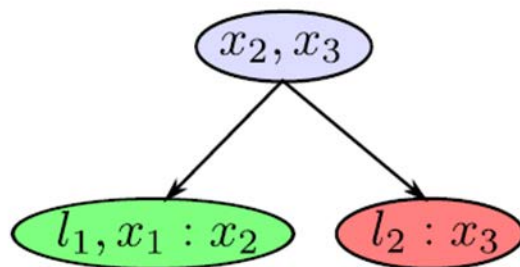
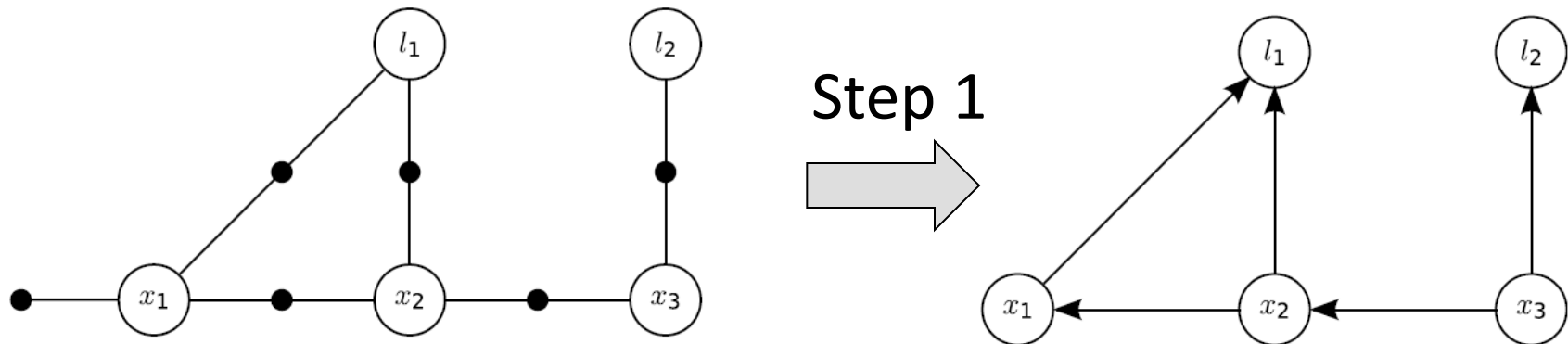


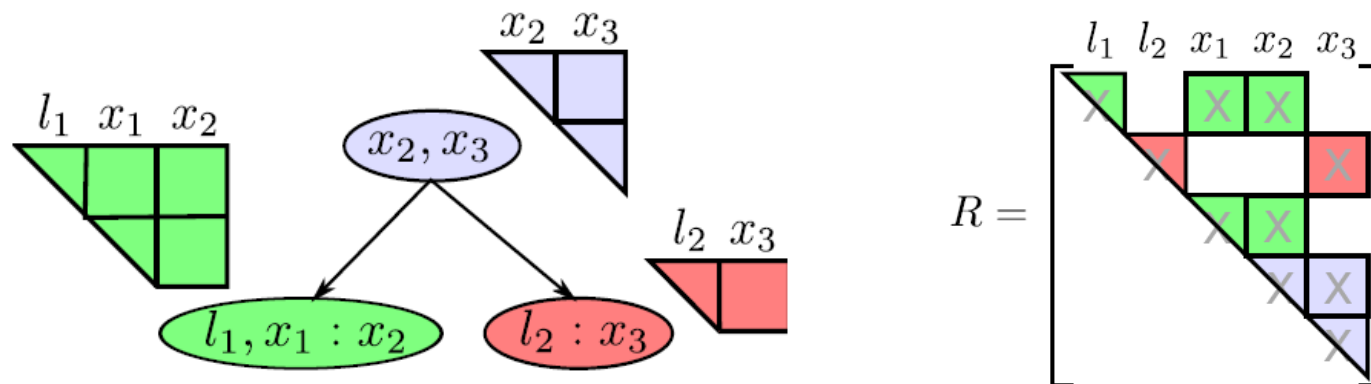
Diagram illustrating the matrix R (row elimination order) for the cliques found in Step 2. The matrix is a 5x5 upper triangular matrix with rows and columns labeled l_1, l_2, x_1, x_2, x_3 . The matrix is partitioned into green, red, and blue blocks corresponding to the cliques.

$$R = \begin{bmatrix} \text{green} & & & & \\ & \text{green} & \text{green} & & \\ & & \text{red} & & \\ & & & \text{green} & \\ & & & & \text{blue} \end{bmatrix}$$

iSAM2: Bayes Tree Data Structure

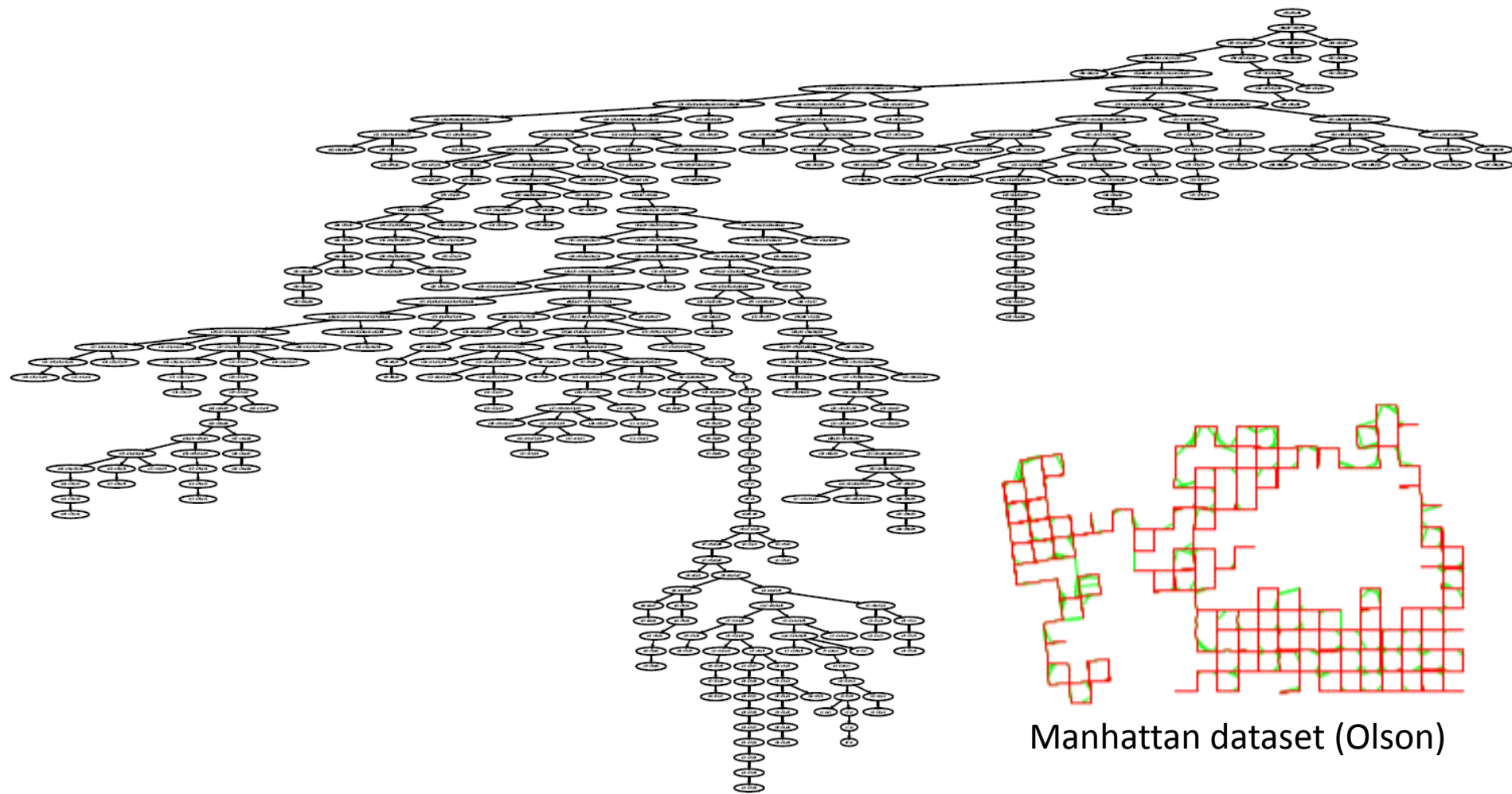


Step 2: Find cliques in reverse elimination order:



$$P(x_j|S_j) \propto \exp \left\{ -\frac{1}{2\sigma^2} (x_j + rS_j - d)^2 \right\}$$

iSAM2: Bayes Tree Example

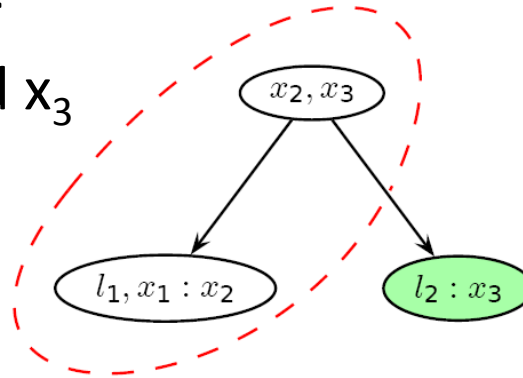


Manhattan dataset (Olson)

How to update with new measurements / add variables?

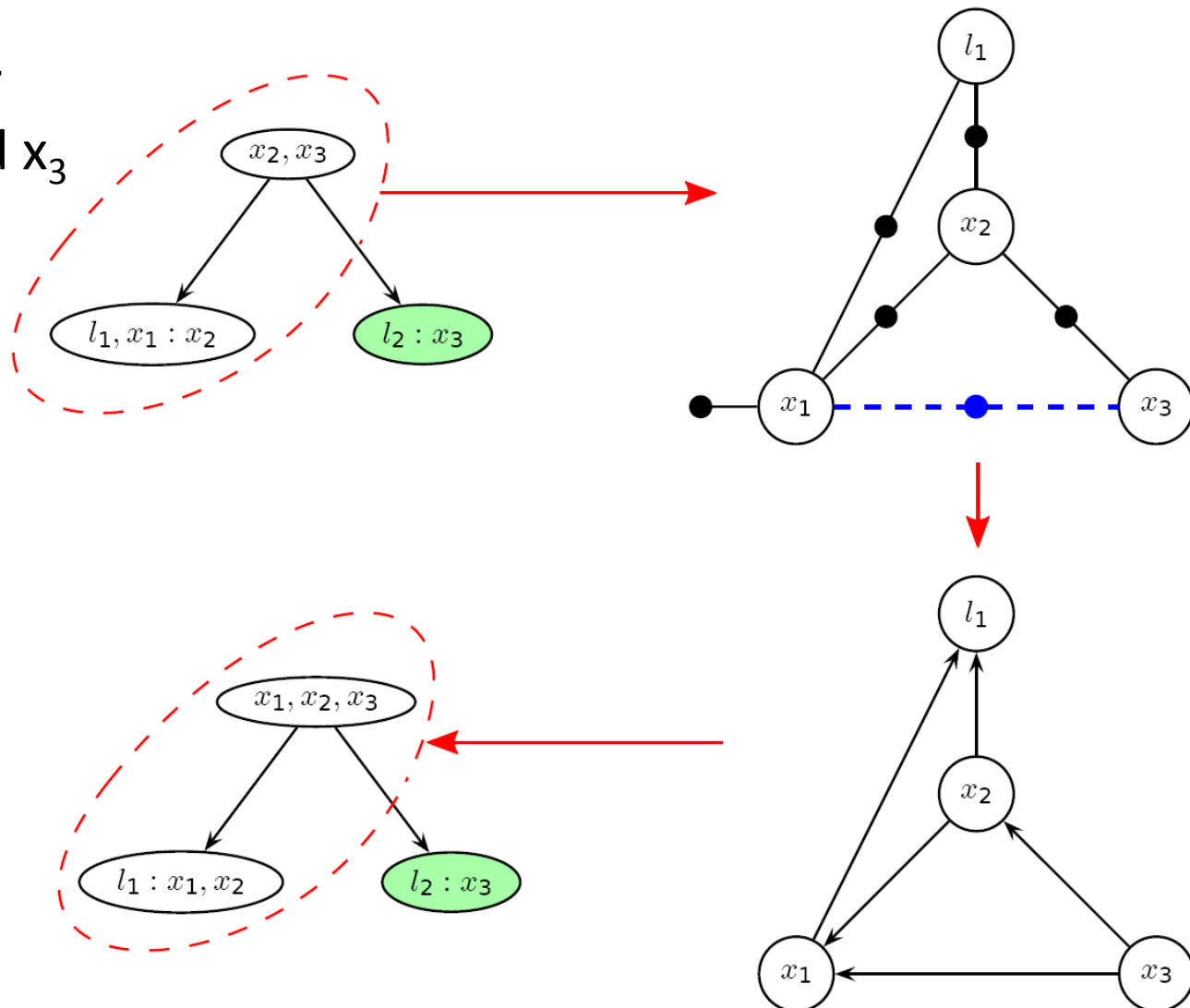
iSAM2: Updating the Bayes Tree

Add new factor
between x_1 and x_3

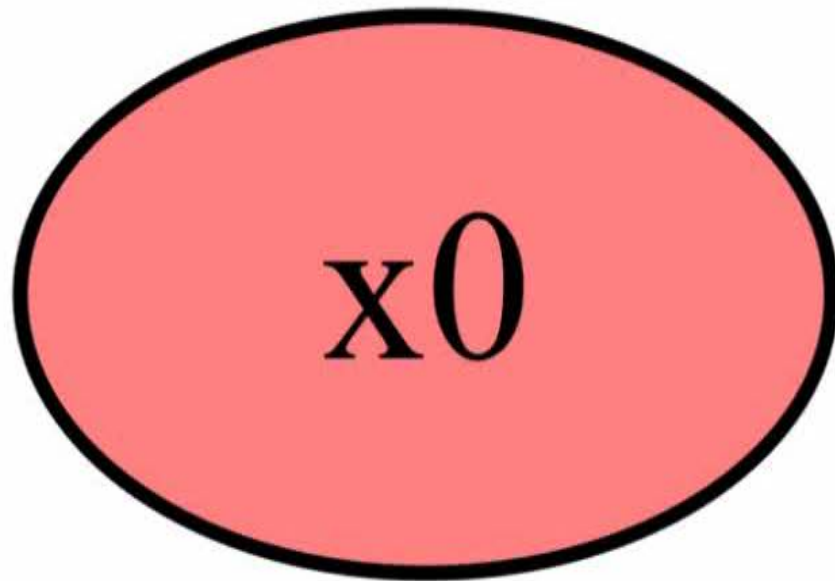


iSAM2: Updating the Bayes Tree

Add new factor
between x_1 and x_3



iSAM2: Bayes Tree for Manhattan Sequence



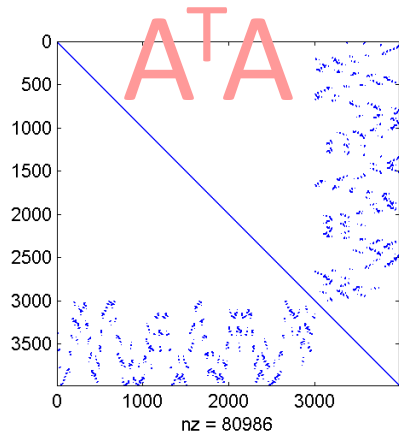
Backup slides

Relevant Publications

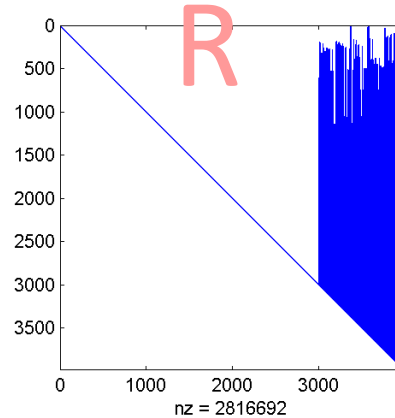
- D. Rosen, M. Kaess, and J. Leonard, “RISE: An incremental trust-region method for robust online sparse least-squares estimation,” IEEE Trans. on Robotics (TRO), 2014, to appear.
- M. Kaess, H. Johannsson, R. Roberts, V. Ila, J. Leonard, and F. Dellaert, “iSAM2: Incremental smoothing and mapping using the Bayes tree,” Intl. J. of Robotics Research (IJRR), vol. 31, no. 2, pp. 217–236, Feb. 2012.
- M. Kaess, V. Ila, R. Roberts, and F. Dellaert, “The Bayes tree: An algorithmic foundation for probabilistic robot mapping,” in Intl. Workshop on the Algorithmic Foundations of Robotics (WAFR), Singapore, Dec. 2010, pp. 157–173.
- M. Kaess, A. Ranganathan, and F. Dellaert, “iSAM: Incremental smoothing and mapping,” IEEE Trans. on Robotics (TRO), vol. 24, no. 6, pp. 1365–1378, Dec. 2008.
- F. Dellaert and M. Kaess, “Square Root SAM: Simultaneous localization and mapping via square root information smoothing,” Intl. J. of Robotics Research (IJRR), vol. 25, no. 12, pp. 1181–1204, Dec. 2006.

Retaining Sparsity: Variable Ordering

Fill-in depends on elimination order:

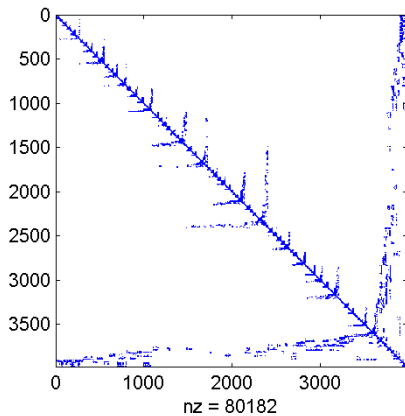


factor

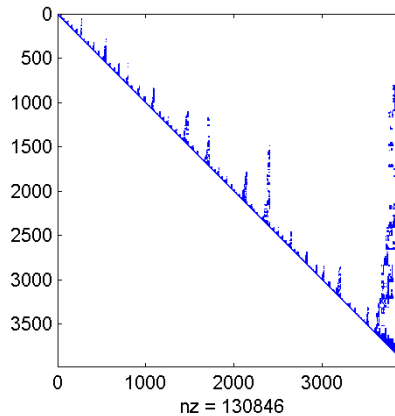


Default ordering
(poses, landmarks)

↓ permute



factor

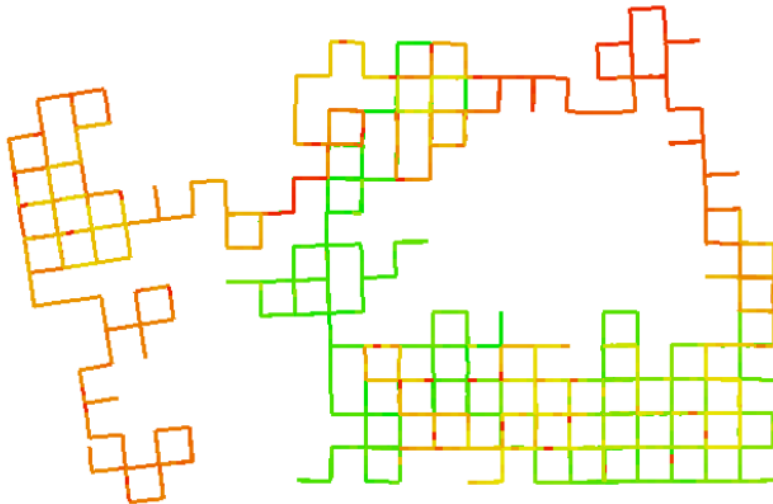


Ordering based on
COLAMD heuristic [Davis04]
(best order: NP hard)

Variable Reordering – Constrained COLAMD

Greedy approach

Arbitrary placement of newest variable



Number of affected variables:

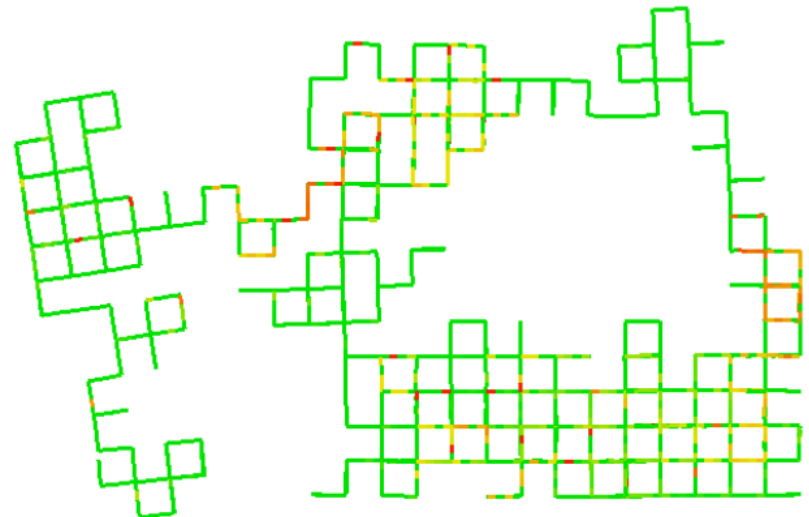
low

high



Constrained Ordering

Newest variables forced to the end



Much cheaper!