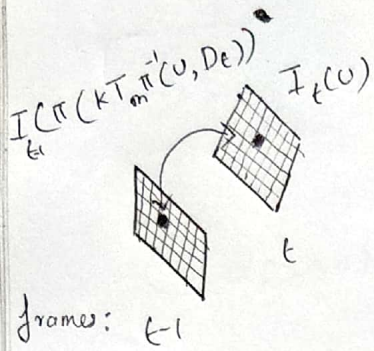


### So3 step

$$T_m \approx E$$

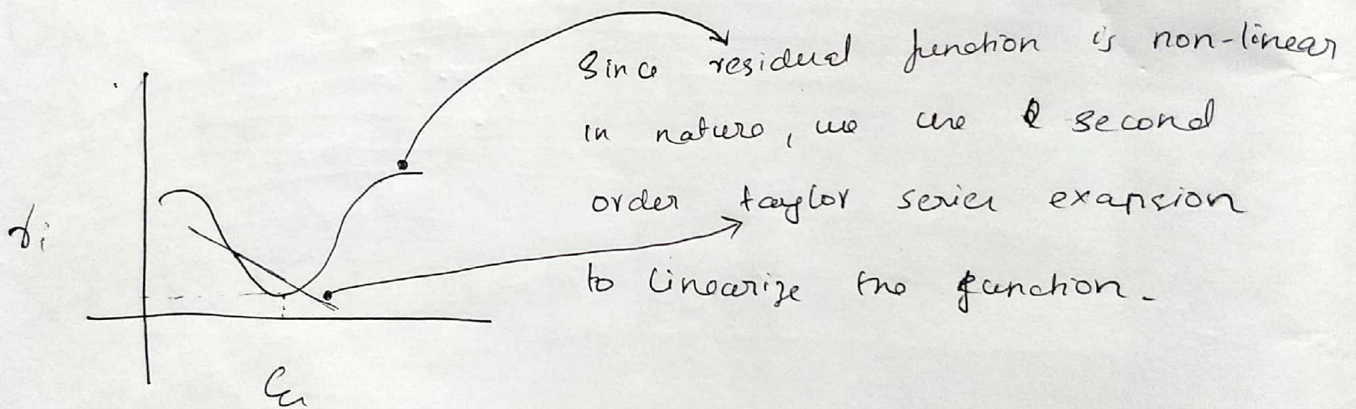


computing image residual

$$\text{residual} = I_t(u) - I_{t-1}(\pi(K T_m \pi^{-1}(u, D_t)))$$

To choose  $c_t$  (motion params) that minimize the residual (assuming photo consistency)

$$f(c_t) = \frac{1}{2} \| r_i(c_t) \|_2^2$$



$$f(x) = f(a) + \frac{f'(a)(x-a)}{1!} + \frac{f''(a)(x-a)^2}{2!}$$

We now use gauss newton method (consider the problem ~~as~~ as least squares problem)

to find the optimal motion param  $(c_t)$  by assuming the gradient of  $f(c_t)$  to be zero.

$$= \min \frac{1}{2} \| r_i(c_t) \|_2^2$$



$$f(a + \delta a) = f(a) + J_f(a) \delta \quad (\text{linear expansion})$$

$$= \min \frac{1}{2} \| r^k + J_f^k \delta \|^2$$

$$\Delta J = J^{kT} (r^k + J^k \delta) = 0$$

$$\delta^k = -(J^{kT} J^k)^{-1} J^{kT} r^k = \delta a_i = (J^T J)^{-1} J^T r$$

$$J^k = \begin{bmatrix} \frac{\partial x_1}{\partial a_1} & \frac{\partial x_1}{\partial a_2} & \dots & \frac{\partial x_1}{\partial a_n} \\ \vdots & & & \\ \frac{\partial x_m}{\partial a_1} & & & \frac{\partial x_m}{\partial a_n} \end{bmatrix}$$

$m =$  observation space (no. pixels)  
 $n =$  set of motion param

$$\frac{\partial r}{\partial a} = \frac{\partial r}{\partial x_i} \frac{\partial x_i}{\partial a} = \frac{\partial x_i}{\partial a}$$

(Jacobian row)

(left product)

Image residual vector

derivative of projection function

$$\pi(x_i) = \begin{bmatrix} f_u \frac{x_i}{z_i} + c_u \\ f_v \frac{y_i}{z_i} + c_v \end{bmatrix}$$

→ differentiating, we get

$$\begin{bmatrix} f_u/z_i & 0 & -f_u x_i/z_i^2 \\ 0 & f_v/z_i & -f_v y_i/z_i^2 \end{bmatrix}$$

→ deriving exponential map  
 (lie algebra to lie group)

$$n = 3$$

To solve for  $\Delta \epsilon$ , a hermissian matrix is found using a jacobian now for all pixels.

Cholrky decomposition is used on the hermitian matrix to solve for  $\Delta \epsilon$ .

$$\begin{bmatrix} a & 0 & 0 \\ b & c & 0 \\ d & e & f \end{bmatrix} \times \begin{bmatrix} a & b & d \\ 0 & c & e \\ 0 & 0 & f \end{bmatrix} = \begin{bmatrix} a^2 & ab & ad \\ ab & b^2 + c^2 & bd + ce \\ ad & bd + ce & d^2 + e^2 + f^2 \end{bmatrix}$$

$$\left( c = e = f = 0 \text{ since we just know } x, y, z (n=3) \right)$$

$$= \begin{bmatrix} a^2 & ab & ad \\ ab & b^2 & bd \\ ad & bd & d^2 \end{bmatrix}$$