

Avancement thèse

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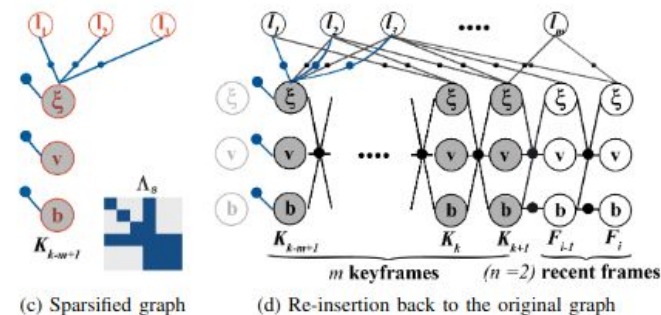
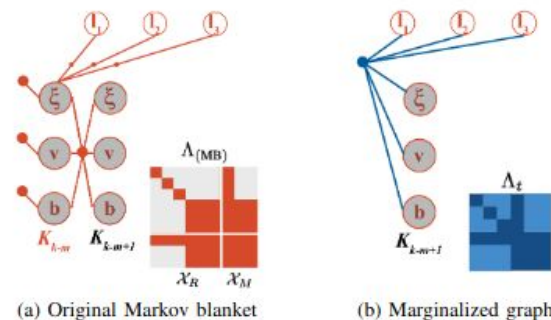


Biblio : Sparsification & Marginalization

-> Les bases établies par Mazuran et al sont maîtrisées

-> Etude d'une solution proposée sur une VIO:
Information Sparsification in Visual-Inertial Odometry

-> Implémentation d'exemples jouets sur Matlab & discussion avec Joan Vallve pour des travaux avec l'IRI



Possibilité de contribution théorique en SLAM sur la simplification du problème

Biblio: SLAM / Grottes / Fisheye

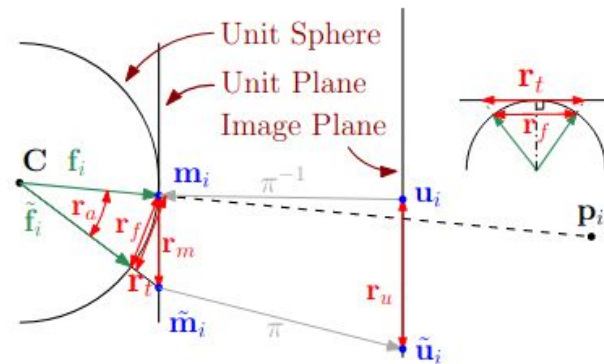
-> *Benefit of Large Field-of-View Cameras for Visual Odometry*
- Scaramuzza

-> *Lava tubes on Earth, Moon and Mars: A review on their size and morphology revealed by comparative planetology* - Sauro

-> *A Benchmark for Visual-Inertial Odometry Systems Employing Onboard Illumination* - Kasper

-> *BabelCalib: A Universal Approach to Calibrating Central Cameras* - Lochmann

Perspectives: dataset dans lavatubes, tester de nouvelles paramétrisations



Marginalisation / Sparsification

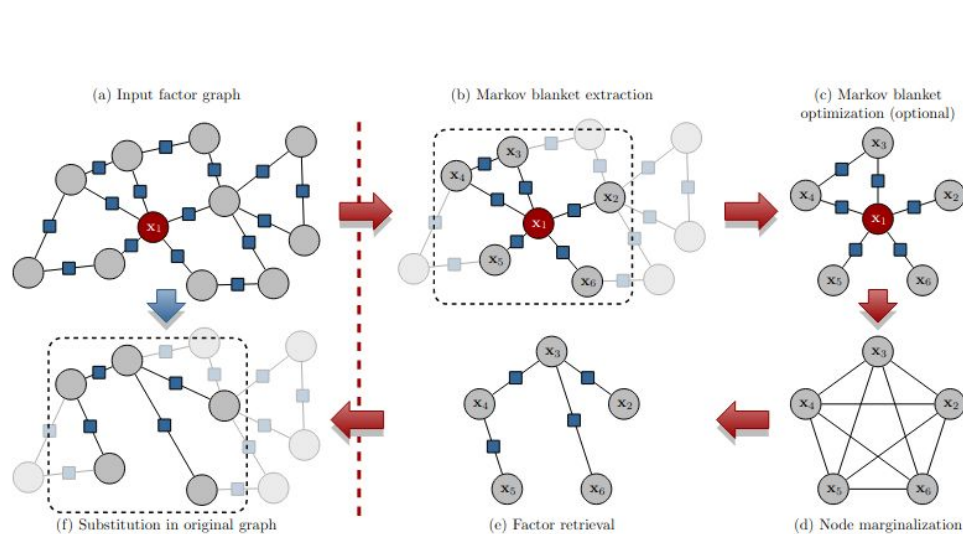
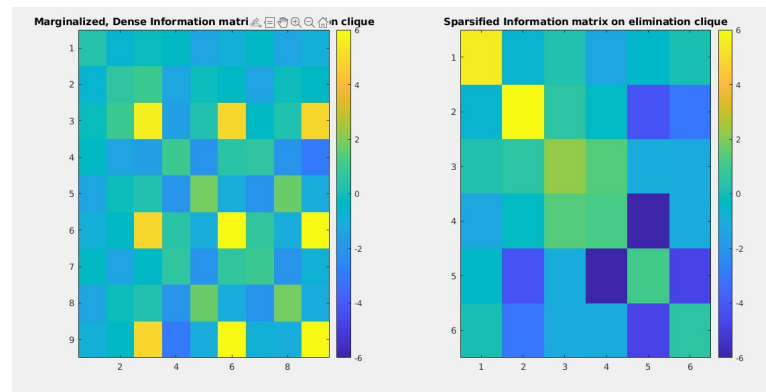
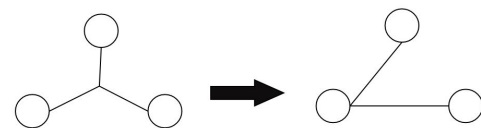


Fig. 2. The main steps of the node removal algorithm.



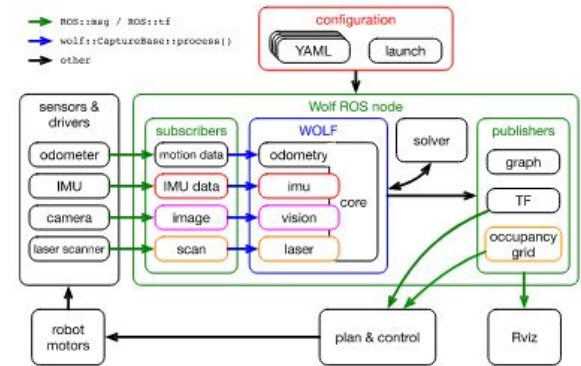
Séjour IRI Barcelone: Mise en place d'une odometry visuelle mono dans le framework WOLF

-> FAST features / KLT tracker

-> Difficultés: faire avec les conventions de WOLF, bookkeeping

-> Contact avec J Vallve

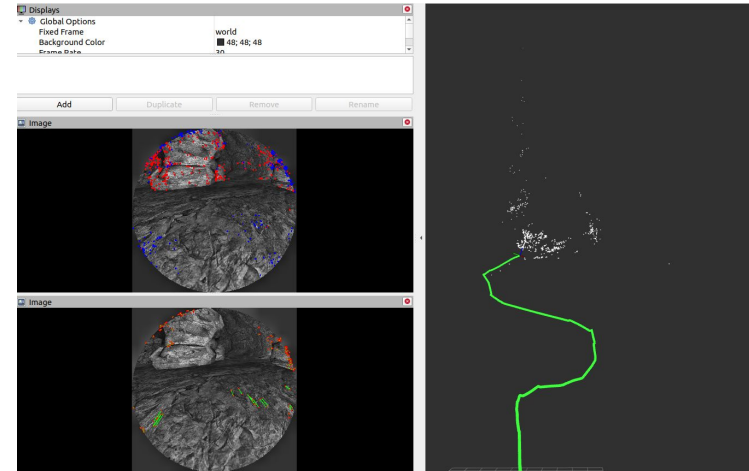
-> Outil très modulaire pour de la fusion de capteur, mais trop complexe pour un problème spécifique



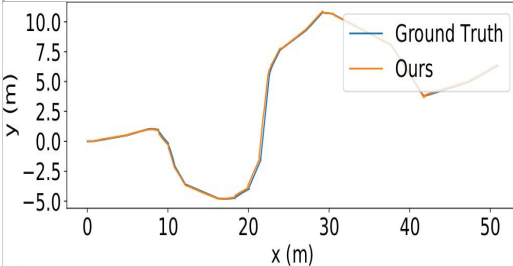
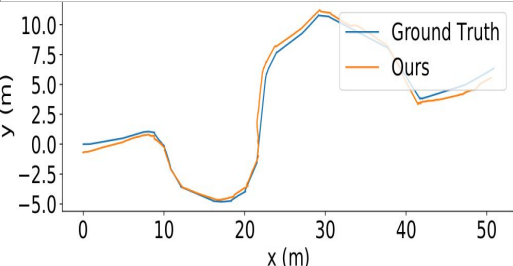
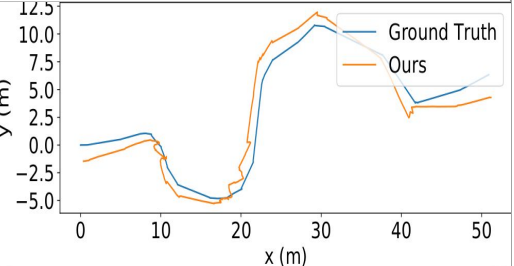
Très bonne expérience, j'espère avoir l'occasion d'y retourner

Code: PAVO bi-mono fisheye, cave édition!

- > Egalisateur d'histogramme CLAHE
- > Points ORB / Matching ou tracking
- > PnP / Essential RANSAC adaptés à tous les modèles
- > possibilité de comparer fisheye / pinhole

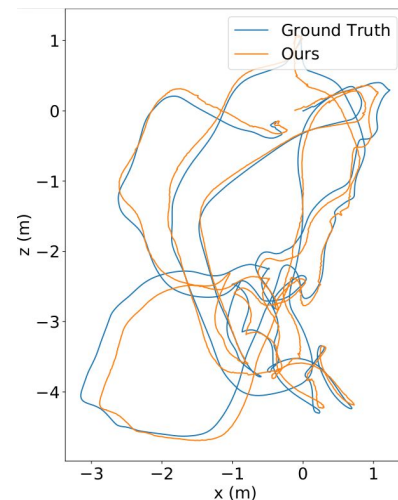
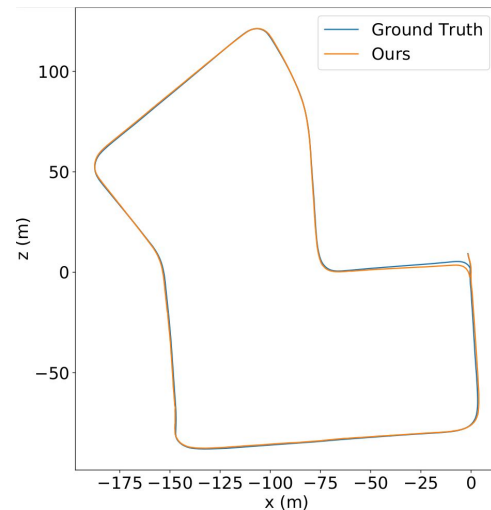


Résultats: sur la trajectoire gazebo

Fisheye / KLT	Fisheye / Matching	Pinhole / KLT
ATE : 0.14 RPE (m) : 0.015 RPE (deg) : 0.15	ATE (m): 0.49 RPE (m): 0.017 RPE (deg): 0.18	ATE (m): 1.47 RPE (m): 0.022 RPE (deg): 0.18
 <p>A line plot showing the trajectory in the x-y plane. The x-axis ranges from 0 to 50 meters, and the y-axis ranges from -5.0 to 10.0 meters. Two lines are plotted: 'Ground Truth' (blue) and 'Ours' (orange). The trajectories are very close, following a path that starts at (0,0), moves to (10,1), then down to (20,-4), up to (30,10), and finally down to (45,4).</p>	 <p>A line plot showing the trajectory in the x-y plane. The x-axis ranges from 0 to 50 meters, and the y-axis ranges from -5.0 to 10.0 meters. Two lines are plotted: 'Ground Truth' (blue) and 'Ours' (orange). The trajectories are very close, following a path that starts at (0,0), moves to (10,1), then down to (20,-4), up to (30,10), and finally down to (45,4).</p>	 <p>A line plot showing the trajectory in the x-y plane. The x-axis ranges from 0 to 50 meters, and the y-axis ranges from -5.0 to 12.5 meters. Two lines are plotted: 'Ground Truth' (blue) and 'Ours' (orange). The trajectories are very close, following a path that starts at (0,0), moves to (10,1), then down to (20,-4), up to (30,10), and finally down to (45,4).</p>
dt : 122 ms	dt : 100 ms	dt : 127 ms

Résultats: KITTI / EUROCC

	KLT	Matching
VR01	ATE (m): 0.26 RPE (m): 0.024 dt : 82 ms	ATE (m): 0.42 RPE (m): 0.024 dt : 71 ms
KITTI 07	Translational error (%): 1.69 Rotational error (deg/100m): 0.96 ATE (m): 3.18 RPE (m): 0.89 RPE (deg): 0.98 dt : 94 ms	Translational error (%): 1.8 Rotational error (deg/100m): 1.2 ATE (m): 1.73 RPE (m): 0.89 RPE (deg): 0.99 dt : 57 ms
KITTI 10	Translational error (%): 1.9 Rotational error (deg/100m): 1.1 ATE (m): 3.32 RPE (m): 1.07 RPE (deg): 0.8 dt : 91 ms	Translational error (%): 1.79 Rotational error (deg/100m): 1.18 ATE (m): 3.42 RPE (m): 1.08 RPE (deg): 0.81 dt : 80 ms



Expé: acquisition dans une grotte



Perspectives

- > Montage de la plateforme expérimentale, avec LED, caméras, LiDAR
- > Tester PAVO sur le jeux de données de *Kasper et al*
- > Continuer les travaux sur CERES, tester de nouvelles paramétrisations du problème pour le rendre encore + général
- > Passer en C++ pour la sparsification

