

Software

Introduction of relevant software

The background features abstract, overlapping geometric shapes in various shades of blue, ranging from light sky blue to deep navy blue. These shapes are primarily located on the right side of the image, creating a modern, layered effect. The left side of the image is a solid, very light blue.

CMAKE

CMAKE

- ▶ <https://cmake.org>
- ▶ Generate build scripts on for various environments/platforms
- ▶ A demonstration for OpenCV
- ▶ CMakeLists.txt
 - ▶ `cmake_minimum_required(VERSION 2.8)`
`project(DisplayImage)`
`find_package(OpenCV REQUIRED)`
`add_executable(DisplayImage DisplayImage.cpp)`
`target_link_libraries(DisplayImage ${OpenCV_LIBS})`

CMAKE -- OpenCV (1 / 2)

▶ CMakeLists.txt

```
cmake_minimum_required(VERSION 2.8)
project( HelloWorld_Proj )

find_package( OpenCV REQUIRED )

add_executable( HelloWorld_Exec src/main.cpp )
target_link_libraries( HelloWorld_Exec ${OpenCV_LIBS} )
```

▶ main.cpp

```
#include <stdio.h>
#include <opencv2/opencv.hpp>
.....
```

CMAKE -- OpenCV (2/2)

- ▶ To generate build scripts:
 - ▶ `cd <Where CMakeLists.txt is located>`
`mkdir build`
`cd build`
`cmake-gui ..`
 - ▶ (use „cmake ..” in console/terminal environment)
- ▶ To Compile your project
 - ▶ Linux
 - ▶ `make`
 - ▶ Windows
 - ▶ E.g. open the generated .sln using Visual Studio ...

nanoflann

Nanoflann (1/2)

- ▶ <https://github.com/jlblancoc/nanoflann>
- ▶ Build kd-trees and perform NN searches
- ▶ C++, header only
- ▶ `#include <nanoflann.hpp>`
- ▶ Examples
 - ▶ <https://github.com/jlblancoc/nanoflann/tree/master/examples>
 - ▶ Eigen example:
https://github.com/jlblancoc/nanoflann/blob/master/examples/matrix_example.cpp

Nanoflann (2/2)

```
typedef KDTreeEigenMatrixAdaptor<Eigen::Matrix<num_t, Dynamic, Dynamic>>  
    my_kd_tree_t;
```

```
my_kd_tree_t mat_index(dim, std::cref(mat), 10 /* max leaf */);  
mat_index.index->buildIndex();
```

```
// do a knn search  
const size_t num_results = 3;  
vector<size_t> ret_indexes(num_results);  
vector<num_t> out_dists_sqr(num_results);
```

```
nanoflann::KNNResultSet<num_t> resultSet(num_results);
```

```
resultSet.init(&ret_indexes[0], &out_dists_sqr[0]);  
mat_index.index->findNeighbors(resultSet, &query_pt[0],  
                                nanoflann::SearchParams(10));
```

```
std::cout << "knnSearch(nn=" << num_results << "): \n";  
for (size_t i = 0; i < num_results; i++)  
    std::cout << "ret_index[" << i << "]= " << ret_indexes[i]  
                << " out_dist_sqr=" << out_dists_sqr[i] << endl;
```


wave_geometry

wave_geometry (1/4)

- ▶ Capabilities:
 - ▶ C++ library (expression templates)
 - ▶ Handles various transformations
 - ▶ Automatic Differentiation
 - ▶ Compile-time coordinate frame semantics!
- ▶ Dependencies:
 - ▶ Eigen 3.3.2+
 - ▶ Boost 1.5.8+
 - ▶ C++17
- ▶ Install:
 - ▶ git clone https://github.com/wavelab/wave_geometry
 - ▶ cd wave_geometry
mkdir build
cd build
cmake .. -DBUILD_TESTING=OFF
sudo make install

wave_geometry (2/4)

CMAKE:

▶ CMakeLists.txt

```
cmake_minimum_required (VERSION 3.8)  
project (example)
```

```
set (CMAKE_CXX_STANDARD 17)
```

```
find_package (wave_geometry REQUIRED)
```

```
add_executable (example example.cpp)  
target_link_libraries (example wave_geometry)
```

▶ example.cpp

```
▶ #include <wave/geometry/geometry.hpp>  
...
```

wave_geometry (3/4)

```
struct BodyFrame;  
struct CameraFrame;  
struct WorldFrame;
```

```
wave::RotationMFd<WorldFrame, BodyFrame> r1;  
wave::RotationMFd<CameraFrame, WorldFrame> r2;
```

```
// Let's get the rotation between World and Camera (maybe)  
wave::RotationMFd<WorldFrame, CameraFrame> result = r1 * r2;
```

```
// Let's get the rotation between World and Camera (fixed)  
// wave::RotationMFd<WorldFrame, CameraFrame> result = r1 * inverse(r2);
```

wave_geometry (4/4)

```
wave::RotationMd R = wave::RotationMd::Random();  
wave::Translationd p1 = wave::Translationd::Random();  
wave::Translationd p2 = R * p1;
```

```
// compute Jacobian w.r.t. R
```

```
Eigen::Matrix3d J_p2_wrt_R = (R * p1).jacobian(R);
```

```
// combine evaluation and multiple Jacobian calculations
```

```
auto [p2, J_p2_wrt_R, J_p2_wrt_p1] = (R * p1).evalWithJacobians(R, p1);
```

g2o

g2o

- ▶ C++ framework
- ▶ Optimizing **graph-based** nonlinear error functions
- ▶ <https://github.com/RainerKuemmerle/g2o>

g2o - Curve fitting example (1/3)

- ▶ https://github.com/RainerKuemmerle/g2o/blob/master/g2o/examples/data_fitting/curve_fit.cpp

```
g2o::SparseOptimizer optimizer;
```

```
g2o::OptimizationAlgorithmLevenberg* solver = new  
    g2o::OptimizationAlgorithmLevenberg(  
        g2o::make_unique<MyBlockSolver>(g2o::make_unique<MyLinearSolver>()));
```

```
optimizer.setAlgorithm(solver);
```

```
...
```

```
// Add vertices and edges to the graph
```

```
...
```

```
optimizer.initializeOptimization();  
optimizer.optimize(maxIterations);
```


g2o - Curve fitting example (2/3)

- ▶ `// the params, a, b, and lambda for $a * \exp(-\lambda * t) + b$`
`class VertexParams : public g2o::BaseVertex<3, Eigen::Vector3d> {`
 `...`
 `virtual void oplusImpl(const double* update) {`
 `Eigen::Vector3d::ConstMapType v(update);`
 `_estimate += v;`
 `}`
`}`
- ▶ `class EdgePointOnCurve : public g2o::BaseUnaryEdge<1, Eigen::Vector2d, VertexParams> {`
 `void computeError() { ... }`
`}`

g2o - Curve fitting example (3/3)

```
// build the optimization problem given the points
```

```
// 1. add the parameter vertex
```

```
VertexParams* params = new VertexParams();  
params->setId(0);  
params->setEstimate(Eigen::Vector3d(1,1,1)); // some initial value for the params  
optimizer.addVertex(params);
```

```
// 2. add the points we measured to be on the curve
```

```
for (int i = 0; i < numPoints; ++i) {  
    EdgePointOnCurve* e = new EdgePointOnCurve;  
    e->setInformation(Eigen::Matrix<double, 1, 1>::Identity());  
    e->setVertex(0, params);  
    e->setMeasurement(points[i]);  
    optimizer.addEdge(e);  
}
```

g2o - „ICP” example (1/2)

- ▶ https://github.com/RainerKuemmerle/g2o/blob/master/g2o/examples/icp/gicp_demo.cpp

// set up rotation and translation

Eigen::Isometry3d sensor_pose; // e.g. LiDAR pose

sensor_pose = Quaterniond(...);

sensor_pose.translation() = Vector3d(...);

// set up vertices of the graph for vertex_id = 0 and vertex_id = 1

VertexSE3 *vc = new VertexSE3();

vc->setEstimate(sensor_pose);

vc->setId(vertex_id);

// vc->setFixed(true);

optimizer.addVertex(vc);

g2o - „ICP” example (2/2)

```
Edge_V_V_GICP * e = new Edge_V_V_GICP();
```

```
// add viewpoints
```

```
e->setVertex(0, vp0);
```

```
e->setVertex(1, vp1);
```

```
// add measurement (point-to-point correspondence)
```

```
e->setMeasurement(meas);
```

```
optimizer.addEdge(e);
```