```
inliers pts3d
  vector< cv::Point3f >
                               inliers matches for
                                       3d
                              inliers_matches
                                    with ref
                              matches with map
                              matches with
  vector< cv::DMatch >
                                      ref
vector< vector< unsigned
                                  kpts colors
                                                       my slam::vo::Frame
        char > >
                                   keypoints
                              triangulation angles
 vector< cv::KeyPoint >
                                  of inliers
    vector< double >
```