

Lecture 21: Structure from Motion and Visual SLAM



CS 3630



Overview

- Structure from Motion
- The Correspondence Problem
- Optimization
- Visual SLAM
- 4D Reconstruction



Multi-view Stereo

Multi-View Stereo for Community Photo Collections

Michael Goesele, Noah Snavely, Brian Curless, Hugues Hoppe, and Steven M. Seitz

ICCV 2007

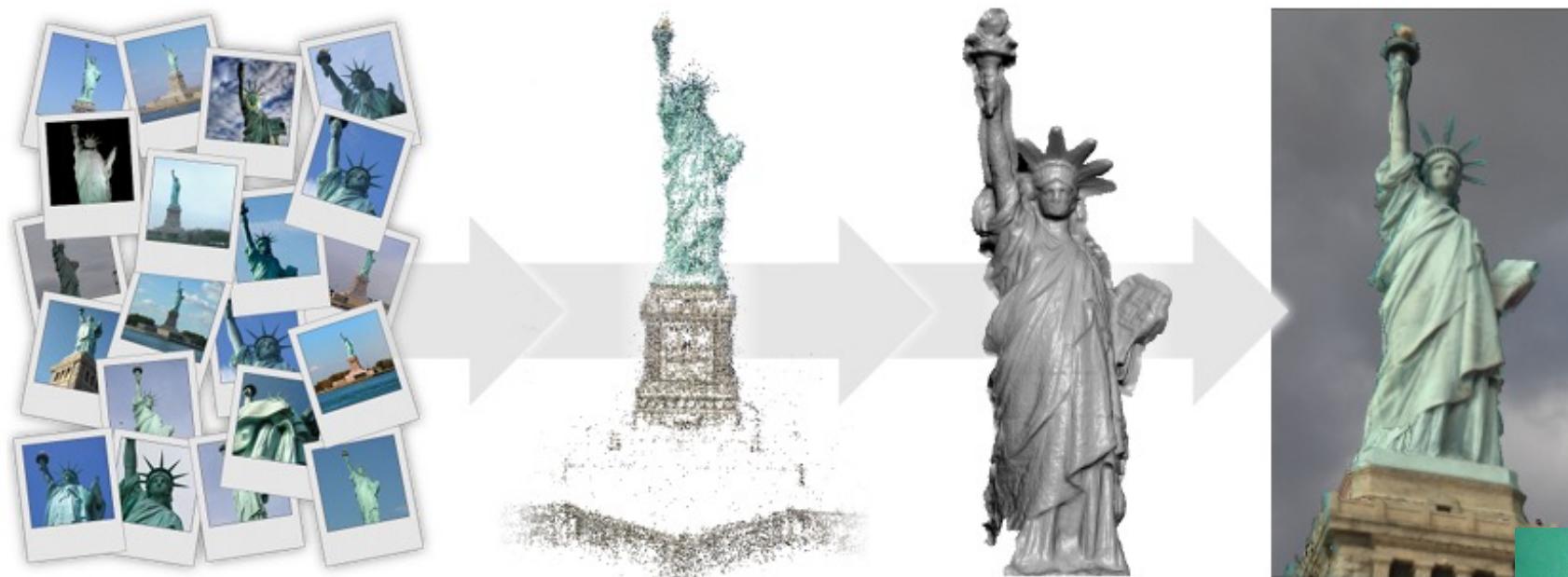
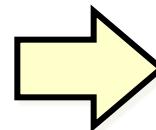
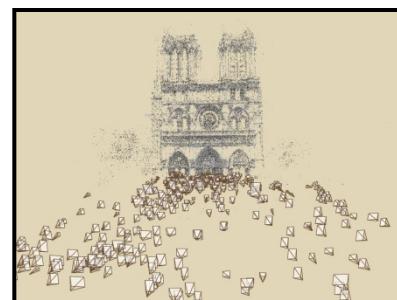
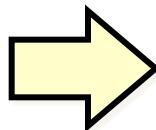


Photo Tourism

Noah Snavely, Steven M. Seitz, Richard Szeliski, [Photo tourism: Exploring photo collections in 3D," ACM Transactions on Graphics \(SIGGRAPH Proceedings\), 25\(3\), 2006, 835-846.](#)



Input photographs



<http://phototour.cs.washington.edu/>



3D Models from Community Databases

- E.g.,

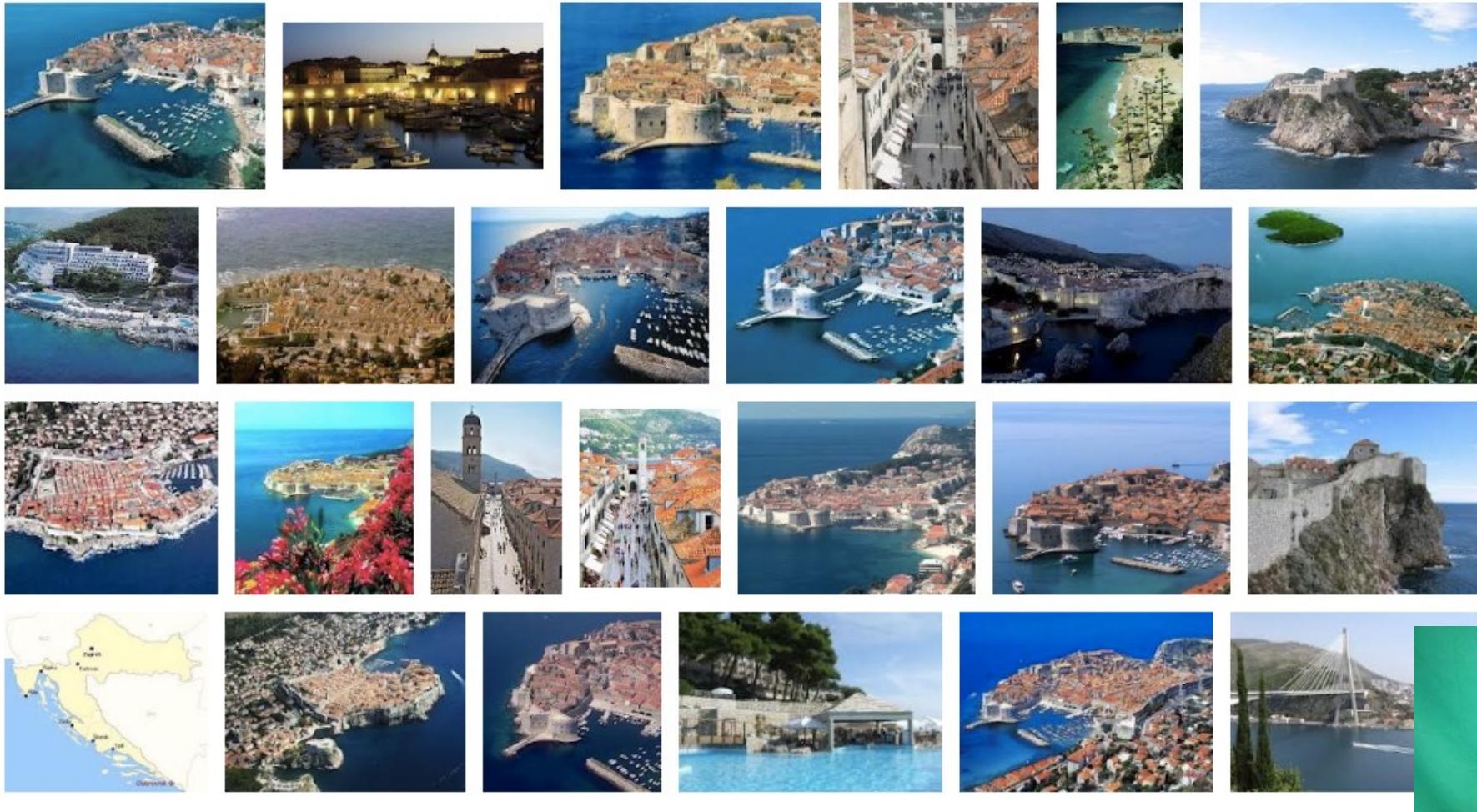


Figure by Aggarwal et al.

3D Models from Community Databases



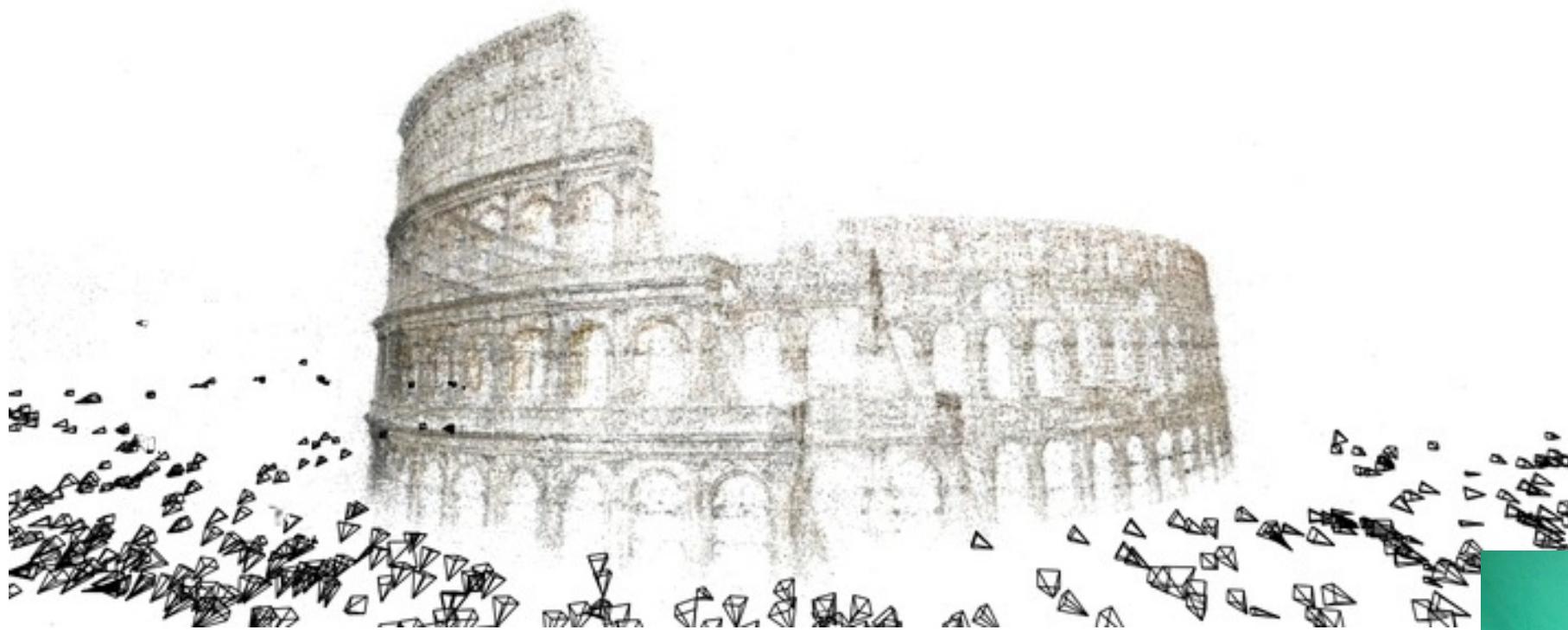
5K images, 3.5M points, >10M factors

Movie by Aggarwal et al.



Building Rome in a Day

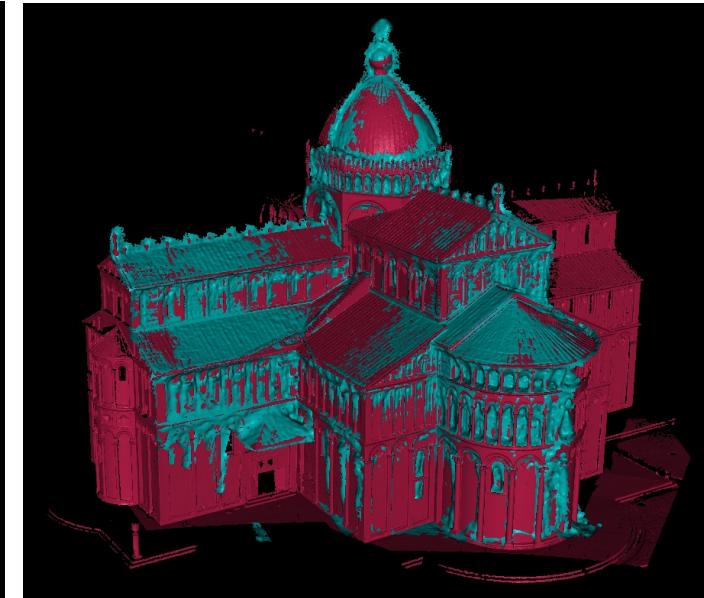
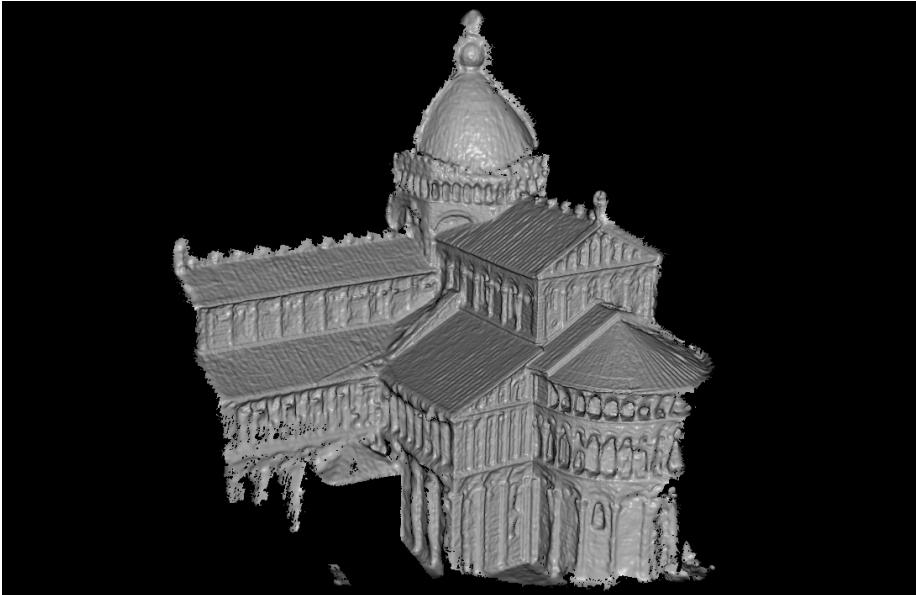
[Building Rome in a Day Sameer Agarwal, Noah Snavely, Ian Simon, Steven M. Seitz and Richard Szeliski International Conference on Computer Vision, 2009, Kyoto, Japan.](#)



<http://grail.cs.washington.edu/rome/>



Multi-view Stereo



Compared with Laser-Scanner



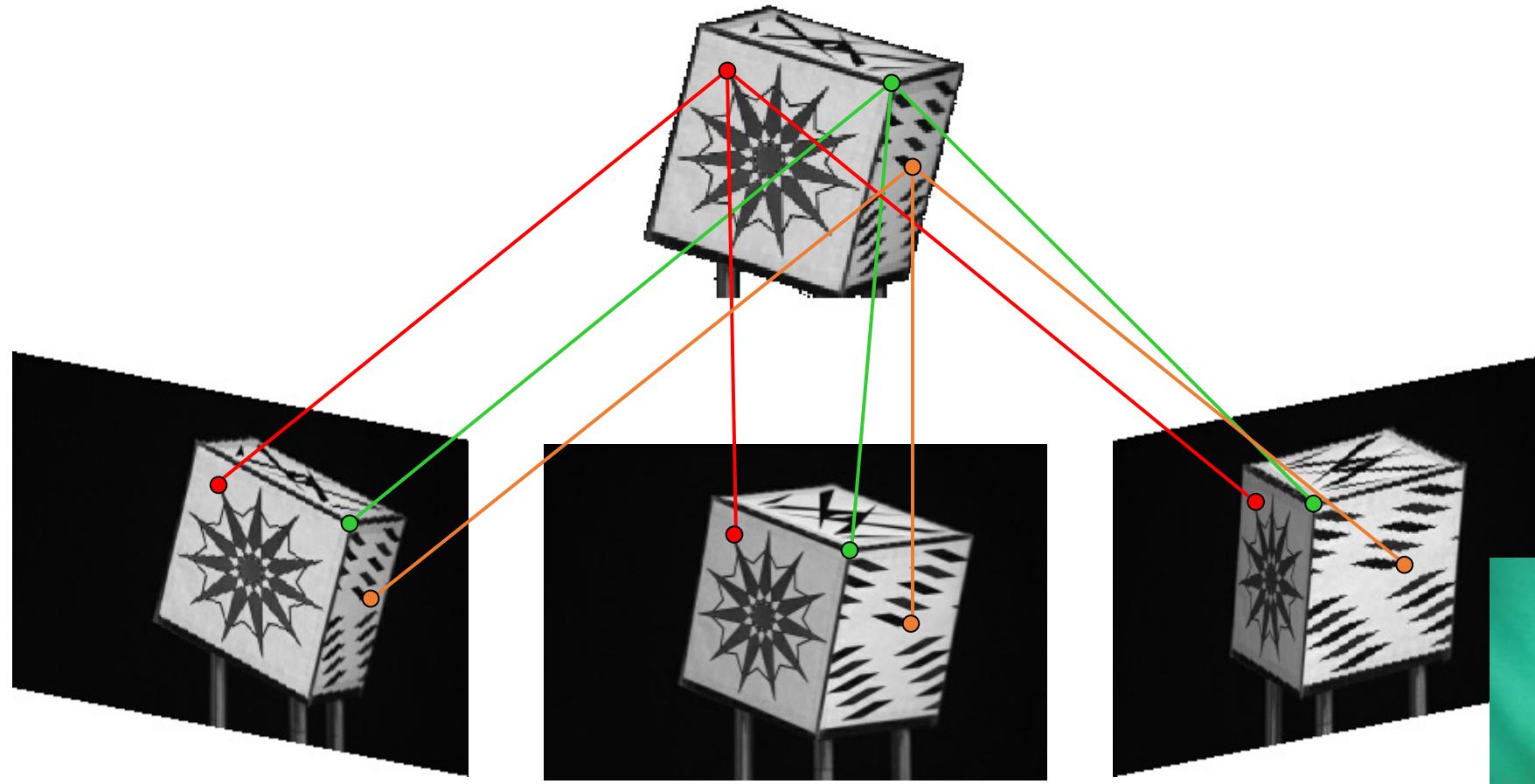
2 Problems !

Correspondence

Optimization



A Correspondence Problem



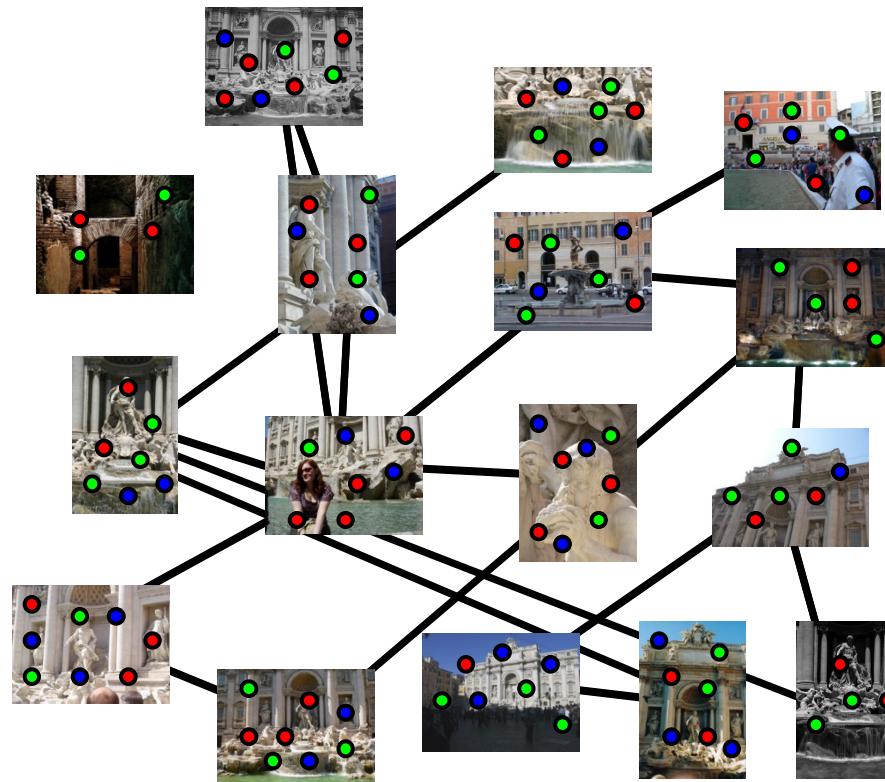
Feature detection

- Detect features using SIFT [Lowe, IJCV 2004]

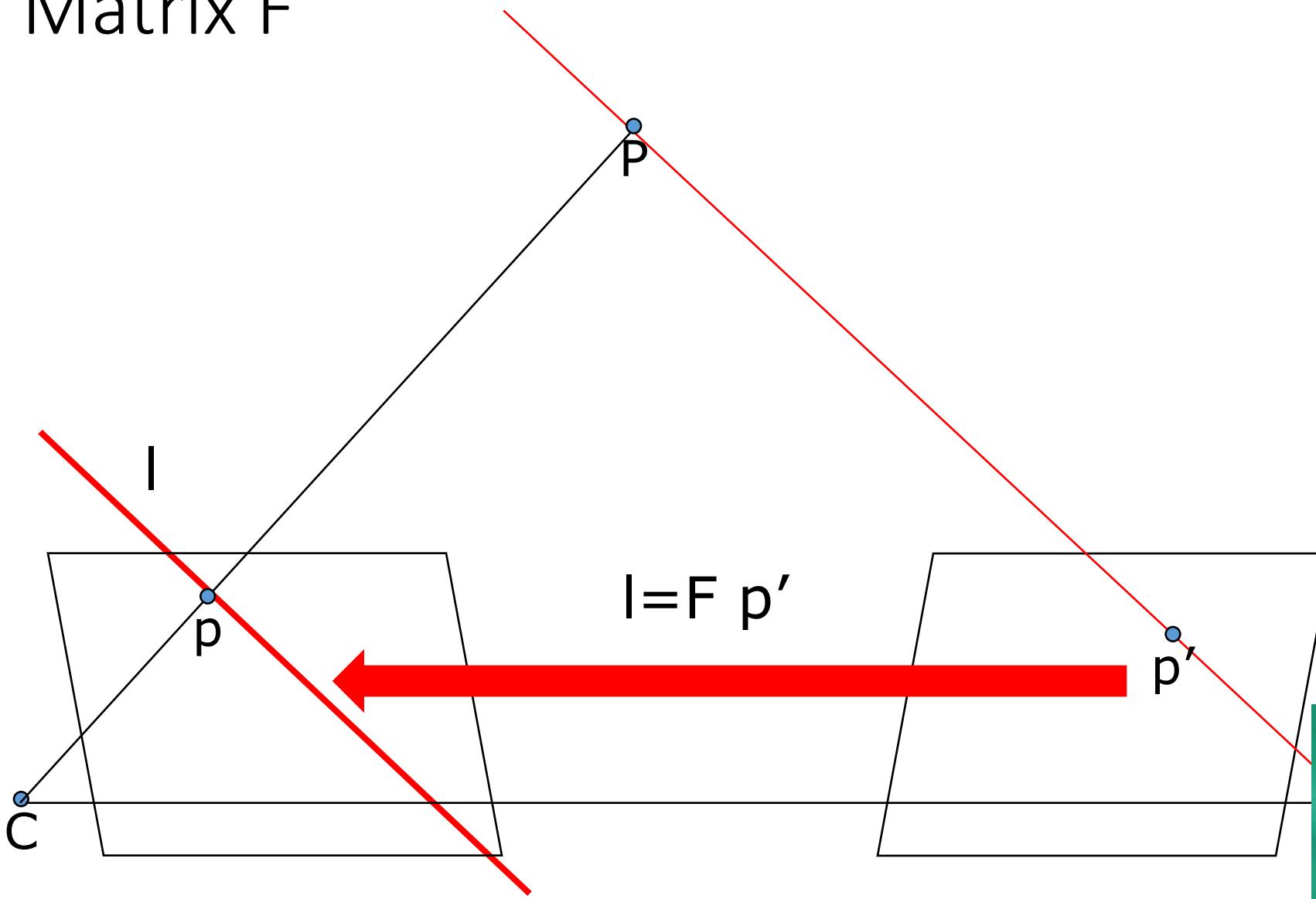


Feature matching

Refine matching using RANSAC [Fischler & Bolles 1987] to estimate fundamental matrices between pairs



Recap: Two views and Fundamental Matrix F



2 Problems !

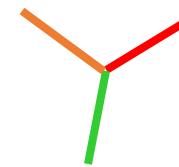
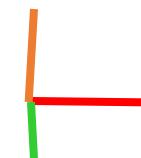
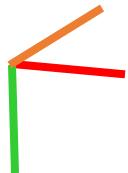
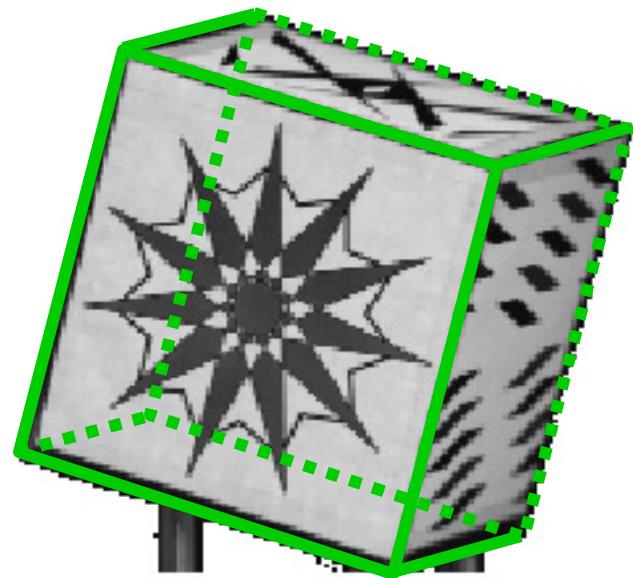
Correspondence

Optimization



An Optimization Problem

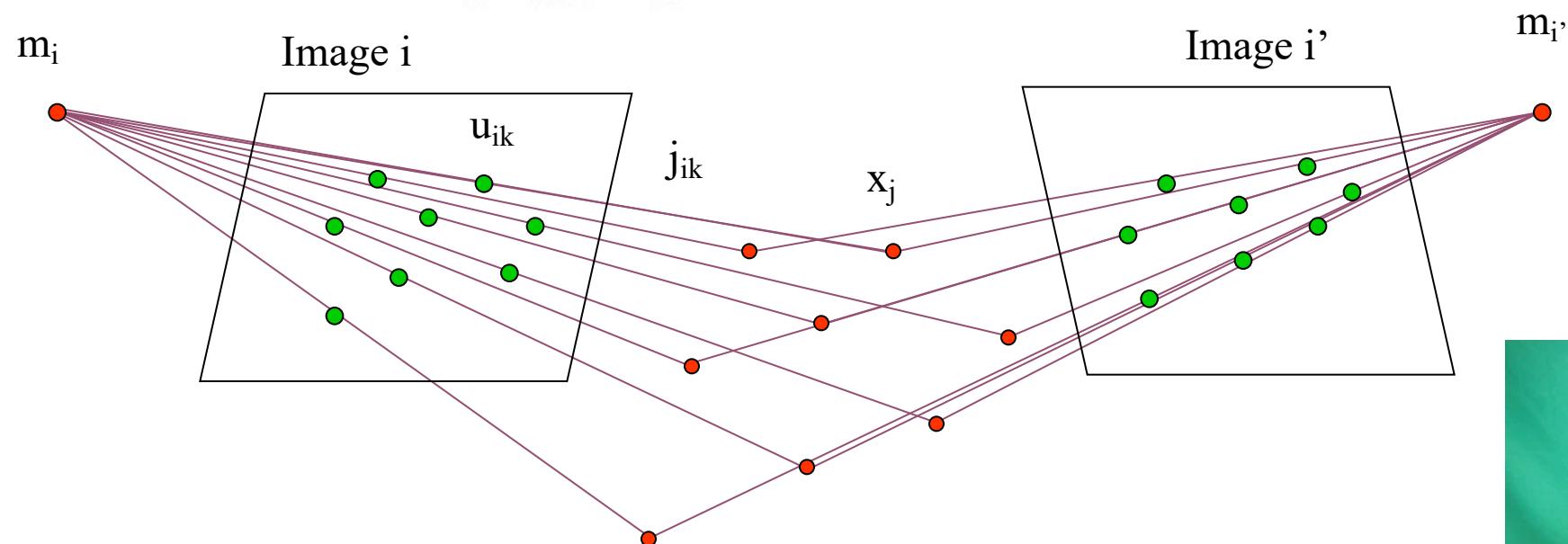
- Find the **most likely** structure and motion Θ



Optimization

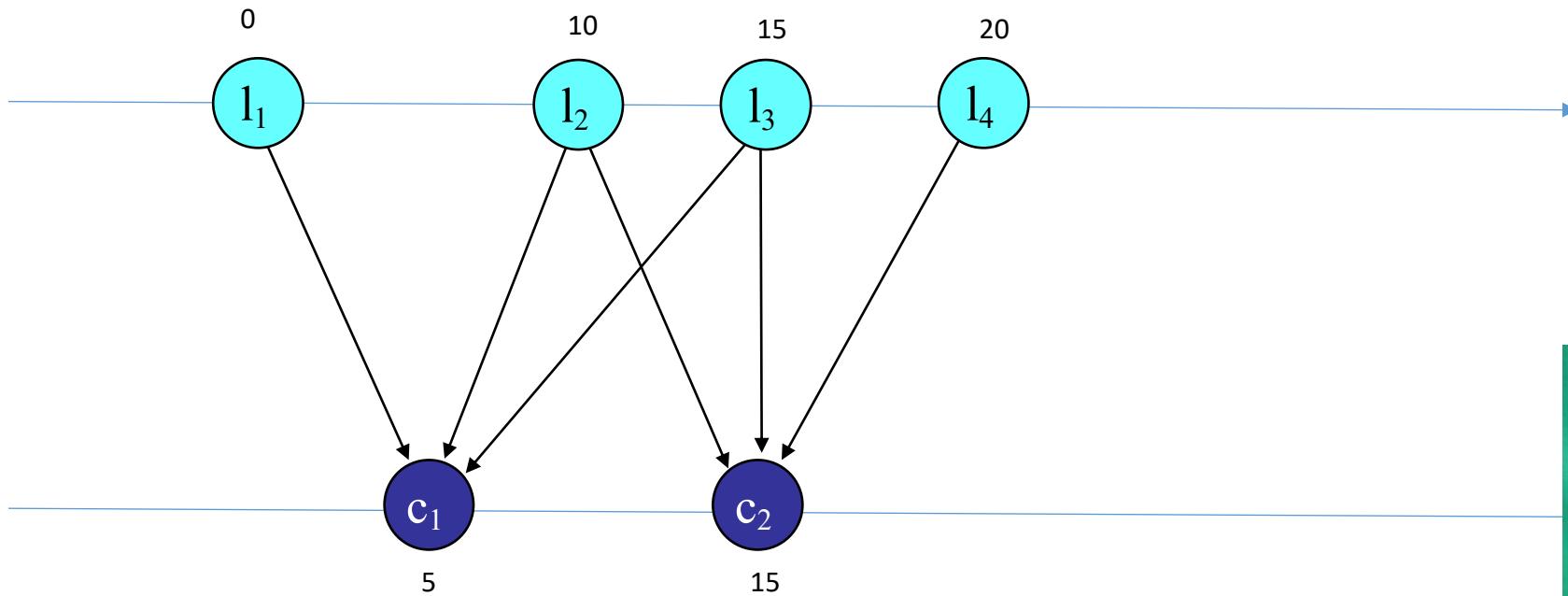
=Non-linear Least-Squares !

$$\sum_{i=1}^m \sum_{k=1}^{K_i} \| \mathbf{u}_{ik} - \mathbf{h}(\mathbf{m}_i, \mathbf{x}_{j_{ik}}) \|^2$$



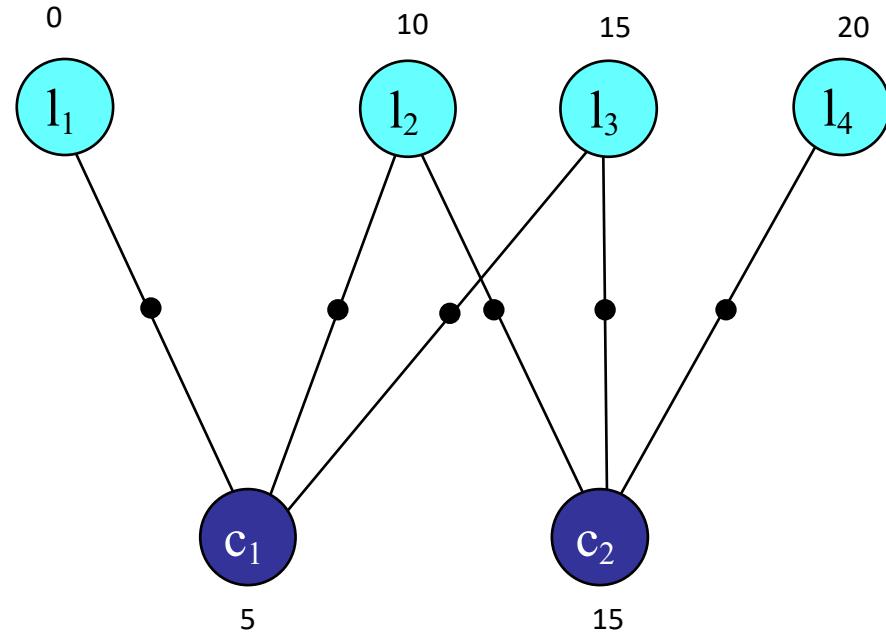
Sparse nonlinear least squares

- Simple 1-Dimensional Example
- $p = 2$ cameras and 4 points: $\{c_1 \ c_2 \ |l_1 \ l_2 \ l_3 \ l_4\}$
- $f(u_{ik}; p) = \text{difference in } x \text{ position} = l_{j(ik)} - c_i$



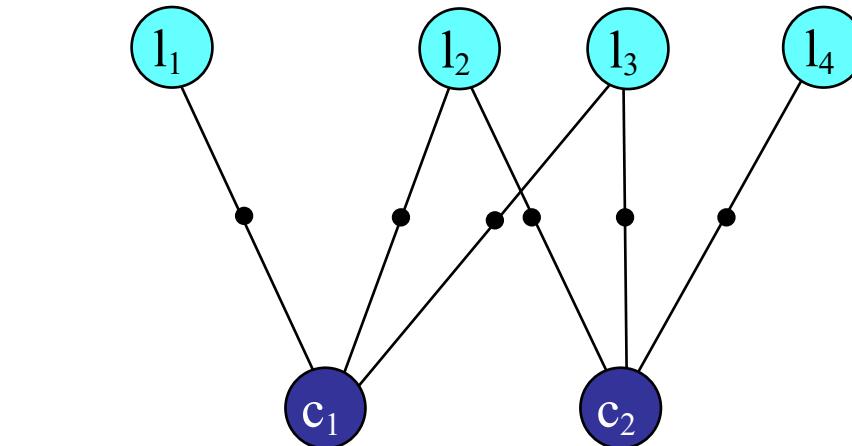
Model with Factor Graphs

- Connectivity = sparsity!
- Factor is function of small set.

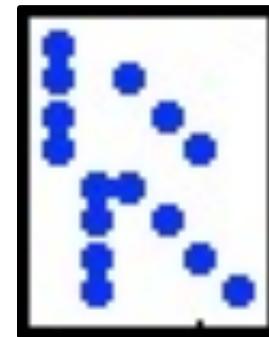


Sparse Jacobian and Hessian

$$A = \begin{array}{|c c c c c c|} \hline & c_1 & c_2 & l_1 & l_2 & l_3 & l_4 \\ \hline 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ -1 & 0 & 1 & 0 & 0 & 0 & 0 \\ \boxed{-1} & 0 & 0 & 1 & 0 & 0 & 0 \\ -1 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & -1 & 1 & 0 & 0 & 0 & 0 \\ 0 & -1 & 0 & 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 & 1 & 0 & 0 \\ 0 & -1 & 0 & 0 & 0 & 0 & 1 \\ \hline \end{array}$$

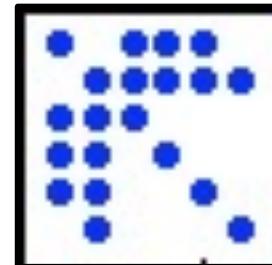


$$b = \begin{matrix} 5 \\ -5 \\ 5 \\ 10 \\ -15 \\ -5 \\ 0 \\ 5 \end{matrix}$$



$$A' * A = \begin{array}{|c c c c c c|} \hline & c_1 & c_2 & l_1 & l_2 & l_3 & l_4 \\ \hline 4 & 0 & -1 & -1 & -1 & -1 & 0 \\ 0 & 4 & -1 & -1 & -1 & -1 & -1 \\ -1 & -1 & 2 & 0 & 0 & 0 & 0 \\ -1 & -1 & 0 & 2 & 0 & 0 & 0 \\ -1 & -1 & 0 & 0 & 2 & 0 & 0 \\ 0 & -1 & 0 & 0 & 0 & 0 & 1 \\ \hline \end{array}$$

$$(A' * A) \backslash A' * b = \begin{matrix} 5.0000 \\ 15.0000 \\ 0.0000 \\ 10.0000 \\ 15.0000 \\ 20.0000 \end{matrix}$$

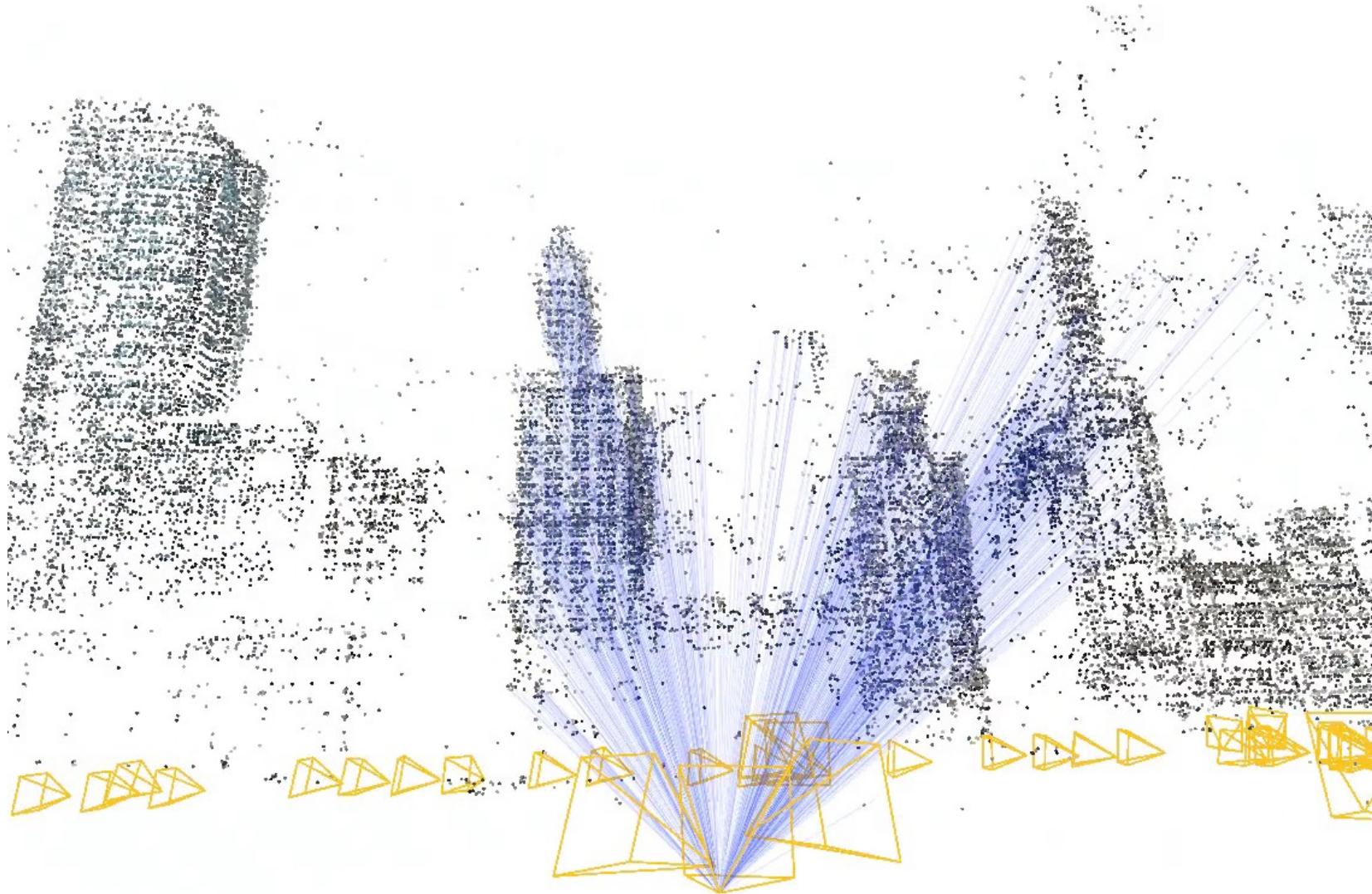


Structure from Motion

(Chicago, movie by Yong Dian
Jian)

180 cameras, 88723 points
458642 projections
active camera: 4

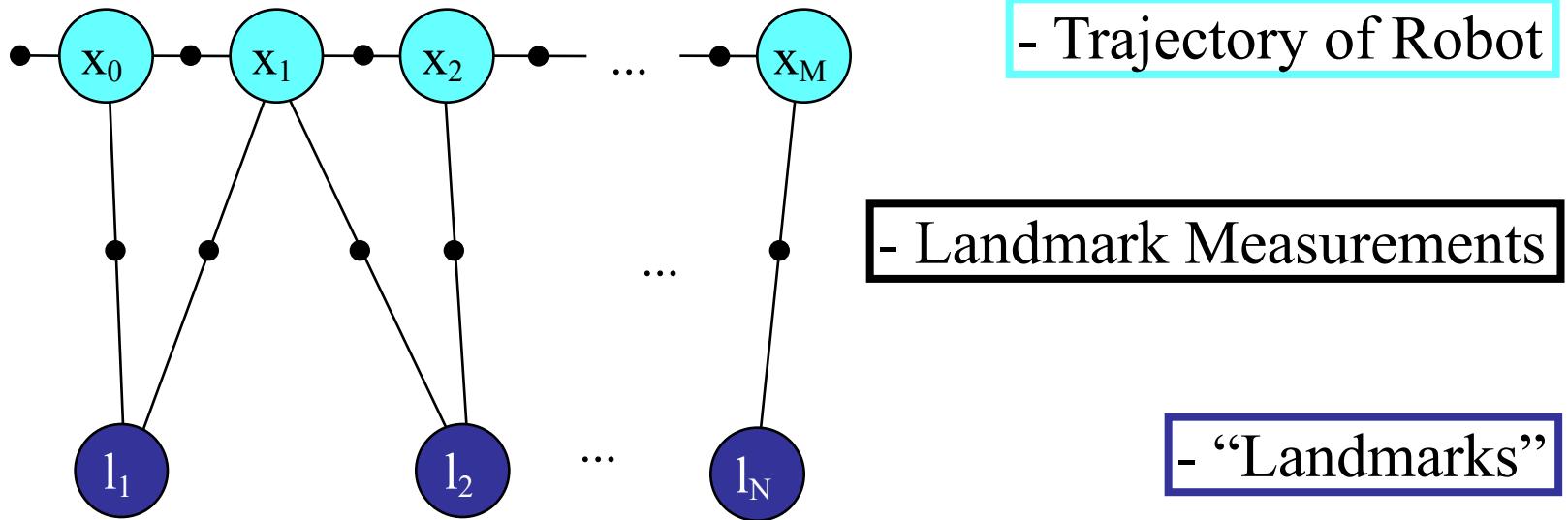
Original graph



Visual SLAM: SfM for Robots

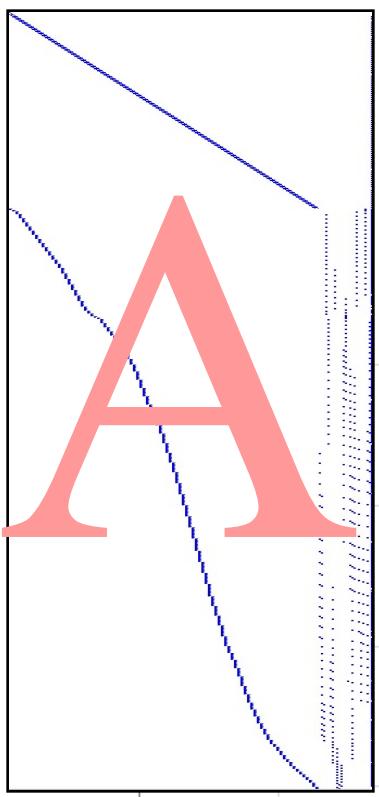


Visual SLAM Factor Graph

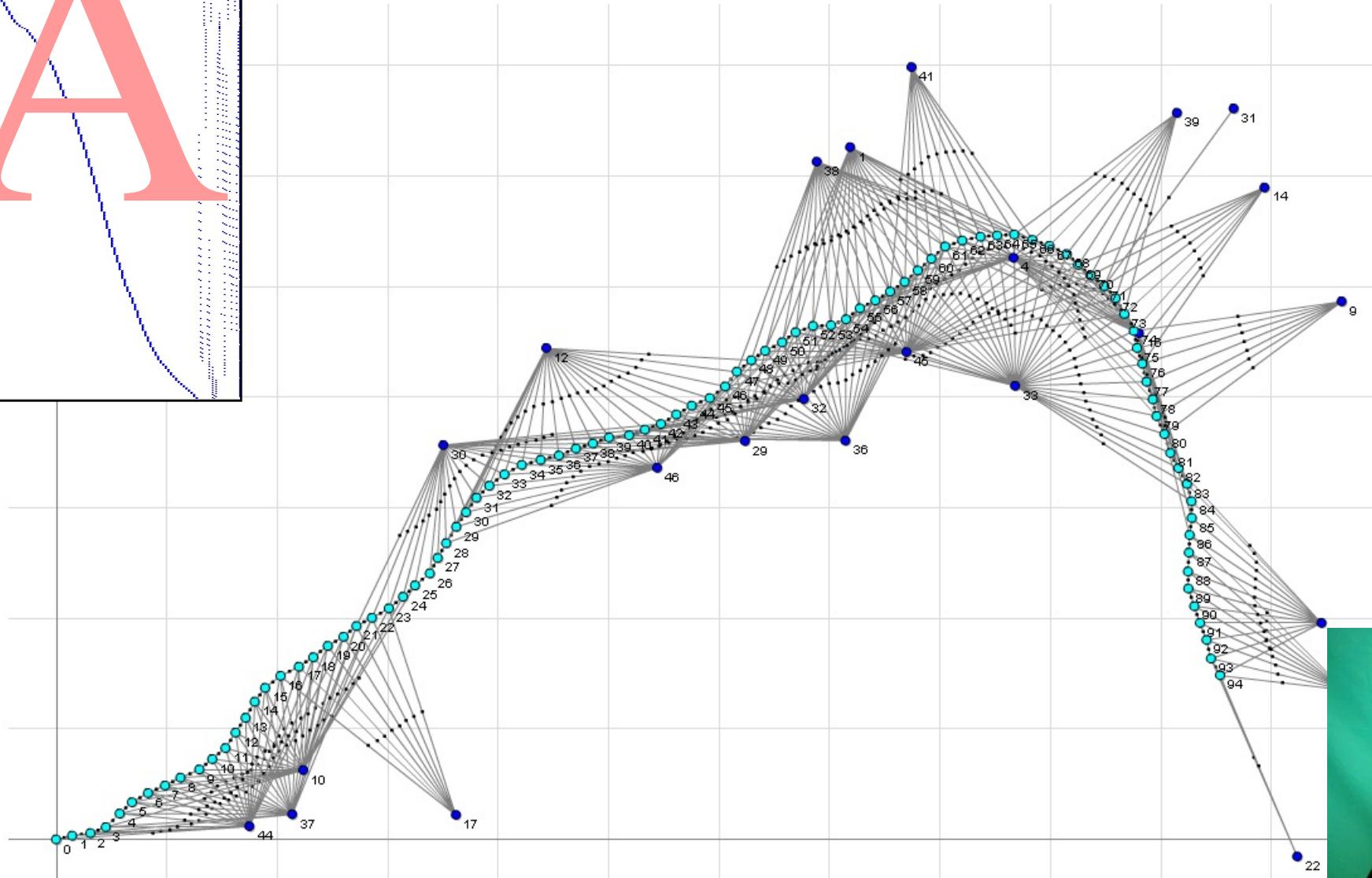


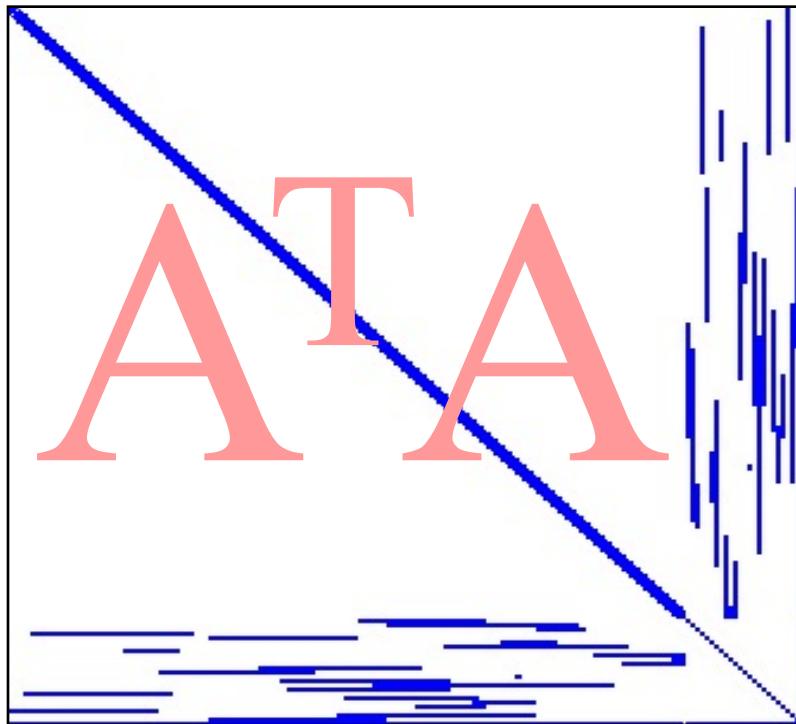
$$P(X, M) = k * P(x_0) \prod_{i=1}^M P(x_i | x_{i-1}, u_i) \times \prod_{k=1}^K P(z_k | x_{i_k}, l_{j_k})$$



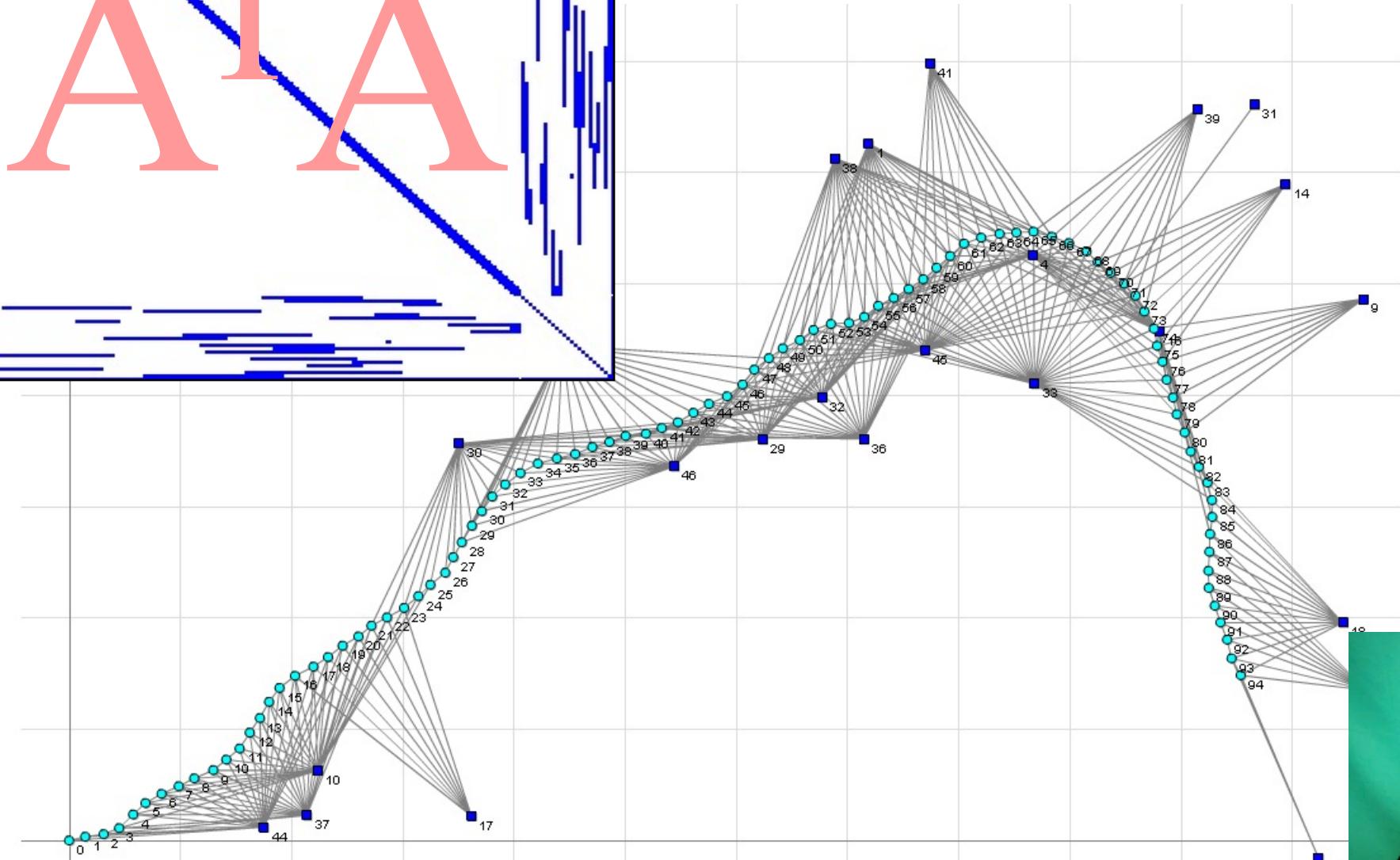


Visual SLAM Factor Graph

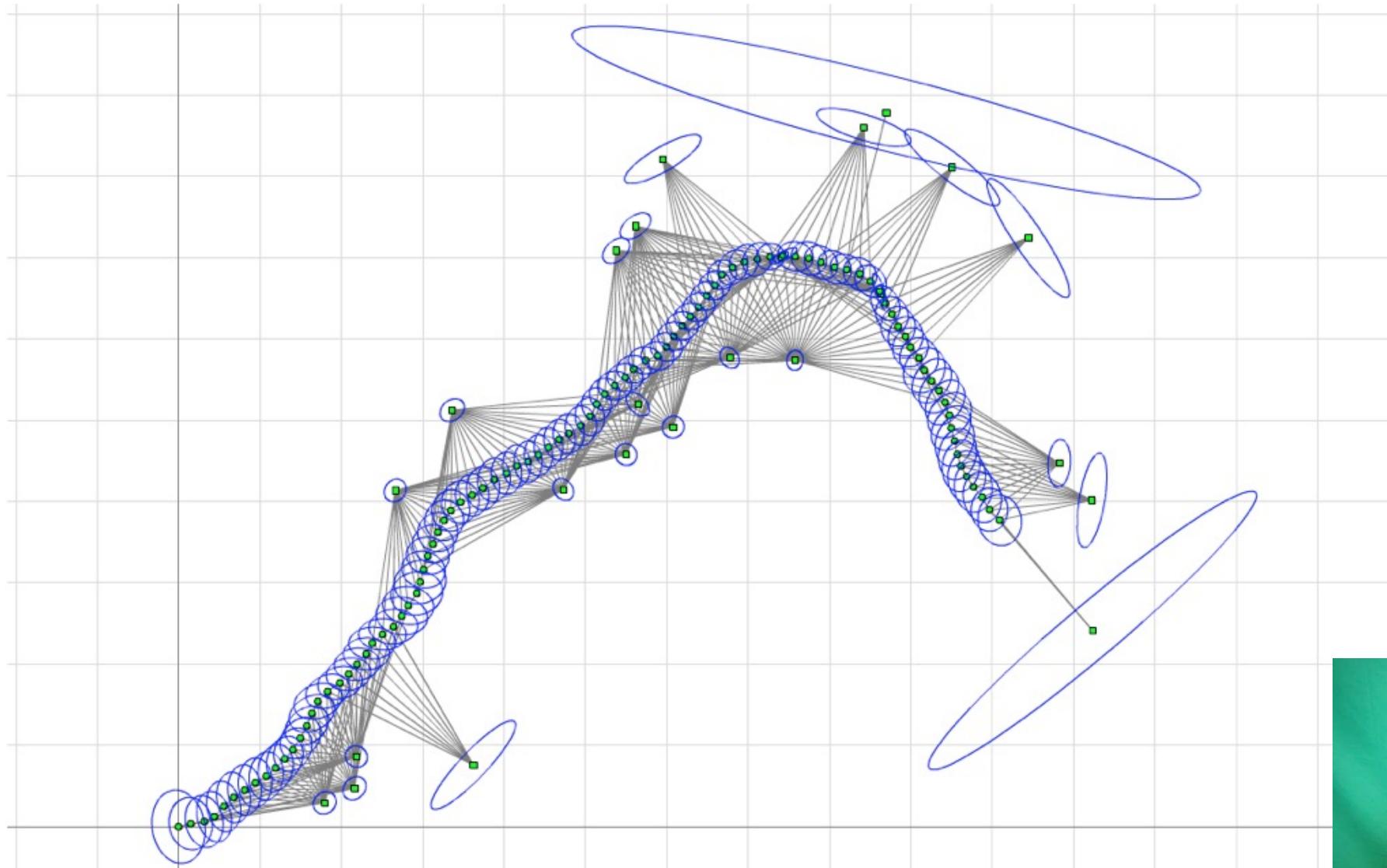




Hessian

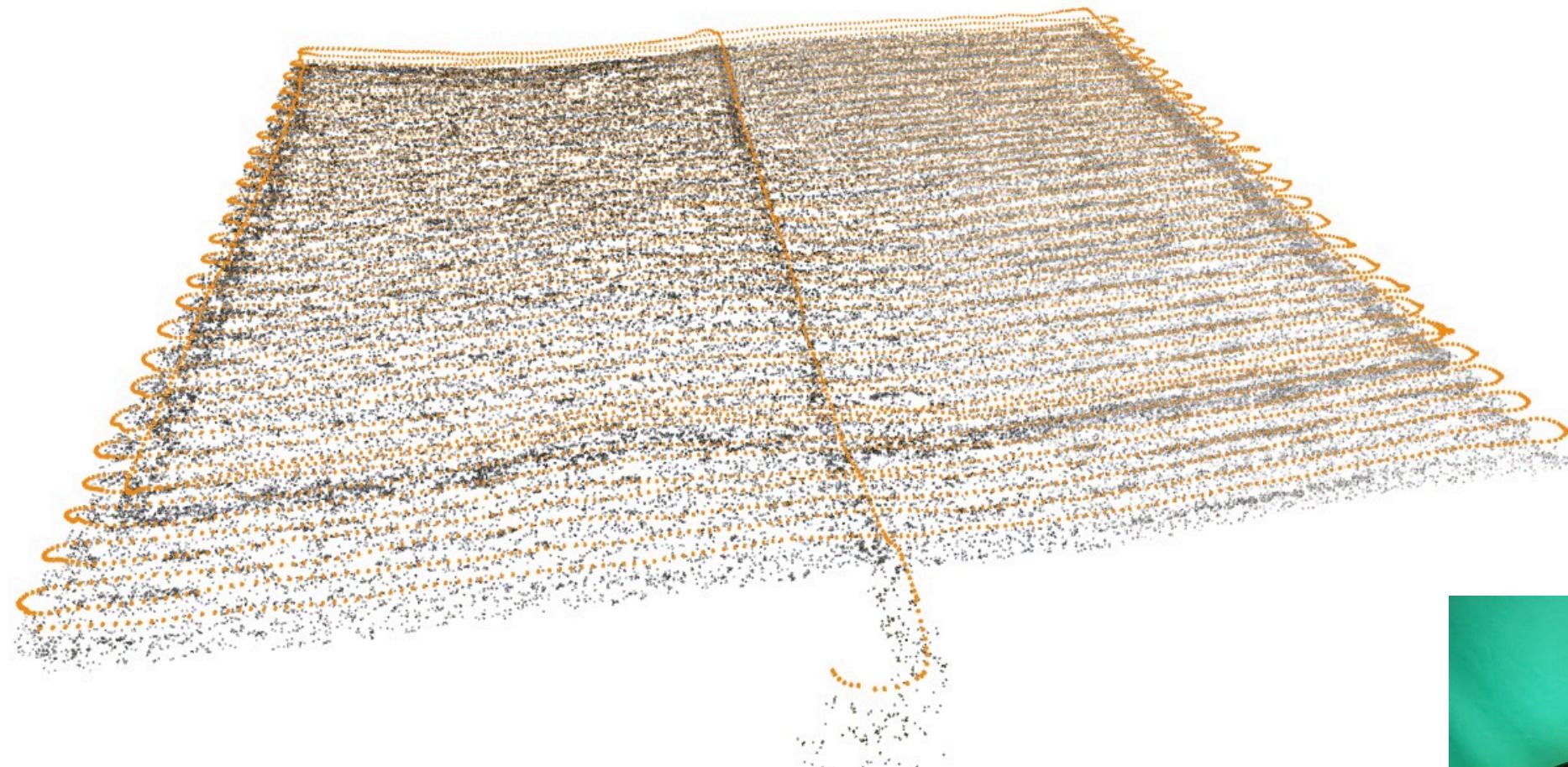


End result: Solution + Uncertainty



Example: Underwater SLAM

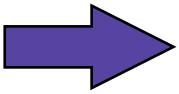
9831 camera poses, 185261 landmarks, and 350988 factors



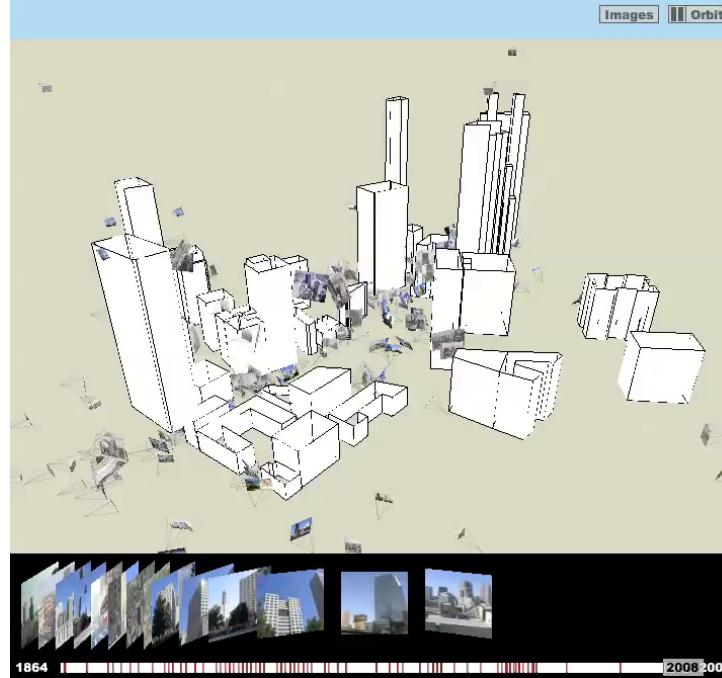
Spatiotemporal Reconstruction



Historical Image Collection



4D Cities: 3D + Time



Grant Schindler

Supported by NSF CAREER, Microsoft
Recent revival: NSF NRI award on 4D
crops for precision agriculture...



4D Reconstruction of Lower Manhattan



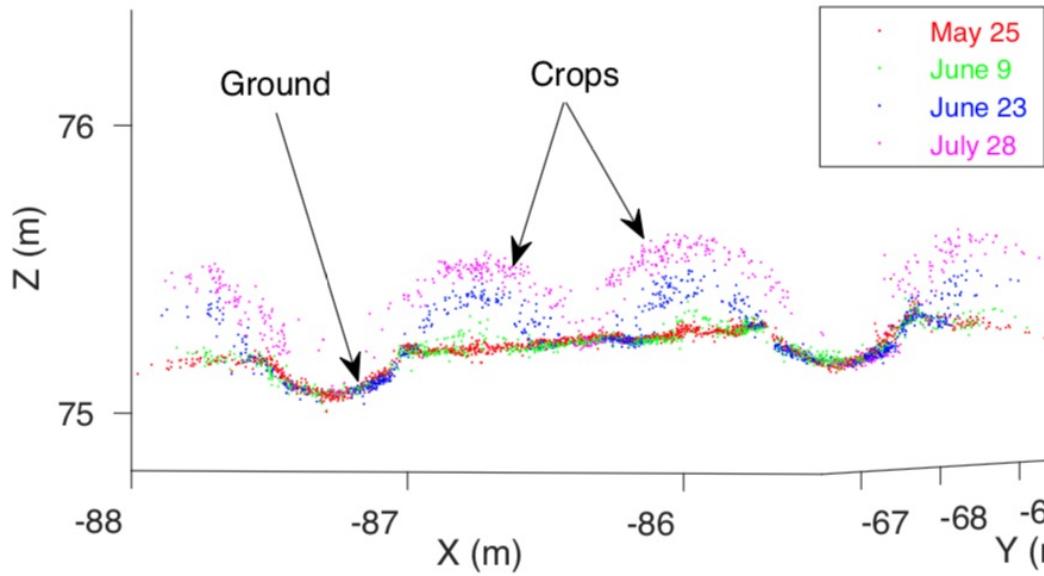
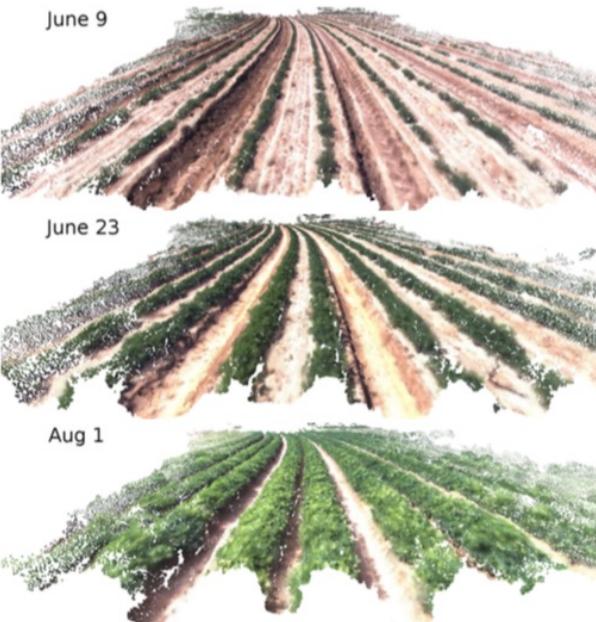
[Probabilistic Temporal Inference on Reconstructed 3D Scenes](#), G. Schindler and F. Dellaert, IEEE Computer Society Conference on Computer Vision and Pattern Recognition (CVPR), 2010.



4D Structure over Time



4D crop monitoring (Jing Dong)



Results: video (by Jing Dong)



4D reconstruction results (by PMVS)
and its cross section

