# A Deep Learning Approach to Camera Pose Estimation

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Abstract—Camera pose estimation aims to find the absolute position of the camera within a given frame of a video. The estimation can be use in many ways, from object identification inside a known environment, to feature extraction combined with pose for 3D reconstruction.

Index Terms—component, formatting, style, styling, insert

#### I. Introduction

The camera pose can be expressed through two components:

1) a tuple of three elements that identifies the coordinates x,y and z

$$x_c = (x, y, z) \quad x, y, z \in \mathbb{R}$$
 (1)

a quaternion of four elements that identifies the rotation of the camera

$$q_c = (qw, qx, qy, qz) \quad qw, qx, qy, qz \in \mathbb{R}$$
 (2)

Consequentially the pose is referred as  $p_c = (x_c, q_c)$ . It is important to notice that this is not the only available representation of a pose.

Given an image  $I_c$  captured by a camera C, an absolute pose estimator E tries to predict the 3D pose orientation and location of C in world coordinates, defined for some arbitrary reference 3D model. The absolute pose estimation (APE) problem can be formally defined as the problem of estimating a function E taking an image  $I_c$  captured by a camera C and outputting its respective pose:

$$E(I_c) = (x_c, q_c) \tag{3}$$

Another problem related to APE is relative pose estimation (RPE), in this kind of task the estimator takes two images  $I_c^1$  and  $I_c^2$  captured by C and aims to predict the relative pose between them. The eq. (3) becomes:

$$E(I_c^1, I_c^2) = (x_c^{rel^2}, q_c^{rel})$$
(4)

where  $x_c^{rel}$  can be the absolute pose with *coordinates reference system* in  $I_c^1$  or a translation vector from  $I_c^1$  to  $I_C^2$ .

#### II. STATE OF ART

The Deep Learning approaches used during the time to accomplish APE and RPE were many. The first attempt is PoseNet (link al paper), it was made using the *transfered learning*. The starting network for the knowledge transfer was a GoogLeNet(link al paper) where softmax classification is replaced with a sequence of fully connected layers. The idea was to extract features thanks to the pratrained model and then use them to estimate the pose. The results were good but there was not capability of generalization on unseen scenes.

In order to solve the problem other techniques were used, they can be classified into:

- end-to-end approaches;
- hybrid approaches.

End-to-end models tested were updates of the original PoseNet that involve *encoder/decoder blocks*, *linear layers*, *LSTM blocks*. The most successful model on this category is MapNet and related variants MapNet+ and MapNet+PGO (link al paper).

Hybrid approaches instead tried to focust on diffirent support tasks with the goal of helping the final pose prediction. Those techniques relied on unsupervised learning, 3D objects reconstruction and other data extracted with external tools. For this reason those methods are under the scope of this document.

# III. DATASET GENERATION

#### A. Approaches tested

The deep learning approaches explained in this document are *supervised learning* techniques that require a labeled dataset. Several paths were tested in order to generate this kind of dataset:

- IMU sensors: usage of gyroscope and accelerometer sensors of a smartphone to estimate the position of the camera during a video given a fixed origin point.
- digital video: usage of free online 3 dimensional datasets in which video can be recorder in a digital way.
- motion capture system: usage of a motion capture system that estimates the camera position following some tracking objects attached to the subject.

structure from motion techniques: techniques that compute a sparse and dense reconstruction from a sequence of images.

The main problem encountered with IMU sensors was the high noise presents during acquisitions, the final signal was very dirty, and the resolution was not acceptable for the dataset generation. A possible solution could have been the usage of a well calibrated hardware used in other kind of contexts.

Most of the 3 dimensional acquisitions available online for free are acquired with *depth sensors* or *LIDAR sensors*, for this reason although the camera pose estimation would not have presented any errors the images would have been at low quality.

The motion capture system is able to follows the position of the tracked objects with extremely precision, the main problematic remains the associated of poses to video captured from the camera held by the tracked subject. Other difficulties involved the calibration of the tool.

The techniques of structure from motion were invented with the goal of generate structures for which a huge amount of photos is available. The overall idea is to feed the algorithm with data in order to extract feature and build a recomposition of the environment. A step required in order to obtain a result is the estimation of the pose of images. These intermediate requirement have been exploited by us to generate a labeled dataset.

## B. Pipeline

The implemented pipeline require a video captured by any camera, it is not required any calibration of the sensor. It is composed by several steps:

- 1) video split: the captured video is split into many frames;
- structure from motion: images obtained from the previous step are fed into a structure motion tool called COLMAP;
- 3) cross validation dataset: positions obtained during the camera estimation of the reconstruction process are split into three batches: train, validation, test.

## IV. MODELS

In this work we took in consideration some models used in the state of the art, also adding some small modifications to make them fit better to our use case. In particular, we focused on:

- Menet for RPE;
- PoseNet and MapNet for APE.

#### A. Menet

MeNet is a model used for RPE. Figure 1 represents the structure of the model. The input of the network is a stack of two images, the goal of the model is to estimate the pose of the second image given the reference system fixed on the first one. The final prediction can be composed by 6 or 7 elements, this depends on the representation used for the rotation of the camera.

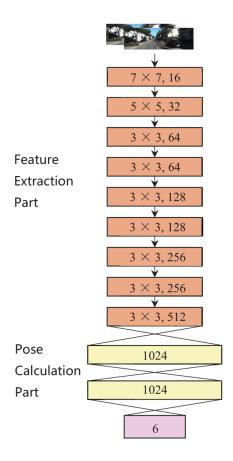


Fig. 1. MeNet structure

The loss function used is a composition of two Mean Square Errors (MSE) computed separately on the position and rotation. Then they are combined weighting them:

$$Loss(w) = \frac{1}{N} \sum_{i=1}^{N} \left\| P^{i} - \hat{P}^{i} \right\|_{2}^{2} + \alpha \left\| Q^{i} - \hat{Q}^{i} \right\|_{2}^{2}$$
 (5)

where the P is the translation, Q the rotation and  $\alpha$  the weight for balancing the displacement error and the rotation angle error.

#### B. PoseNet

The network is based on the ResNet architecture (reference)

#### C. MapNet

The MapNet model for APE represents an evolution of the PoseNet model: in fact, the model architecture remains actually the same. On the contrary, the main difference between the PoseNet is the loss function used to train the model. In this case, the errors in the prediction of absolute poses are not the only ones which are penalized: also errors in the relative poses are taken in consideration.

The size of the last linear block depends on the dimension of the map that we would like to introduce.

#### V. RESULTS

#### VI. MATERIALS

Every material used in the project have been uploaded respectively:

- the datasets have been uploaded on the Google Drive folder;
- the code is available in the GitHub repository.

The project has been developed in Python 3, using common data science libraries, such as numpy, pandas, PyTorch, matplotlib, scipy, and many others.

## A. Repository organization

The repository follows the structure:

- camera-pose-estimation/
  - model/ contains everything related to the deep learning part of the project. It also includes the code used for implementing the web server under webserver.py and static/.
  - tools/ contains scripts used for the dataset generation pipeline.
- config\_parser/: Python package written by us that allows to create configuration files, with the idea of improving reproducibility in our experiments. Each configuration file can be subdivided in sections: for each section you can define variables with the sintax label=value, where value is a parsable JSON object (boolean, int, float, list, object).
- notebooks/ contains some Python Jupyter Notebooks that have been used for data exploration, validation, and post-processing of the model predictions.

## B. Data organization

For each footage, a folder has been created:

- imgs/ contains the video frames exported with ffmpeg;
- processed\_dataset/ contains the train, validation, and test datasets that can be reused during different trainings: this helps speeding up the loading procedure from ...minutes to ...seconds;
- workspace/ contains the models generated by COLMAP;
- each of train.csv, validation.csv, and test.csv contains a table for specifying the pose for each image frame. This are the files generated with the video\_to\_dataset.sh script.

# VII. CONCLUSION

## VIII. EASE OF USE

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$$a + b = \gamma \tag{6}$$

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#### TABLE I TABLE TYPE STYLES

Table	Table Column Head		
Head	Table column subhead	Subhead	Subhead
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<sup>a</sup>Sample of a Table footnote.



Fig. 2. Example of a figure caption.

example, write the quantity "Magnetization", or "Magnetization, M", not just "M". If including units in the label, present them within parentheses. Do not label axes only with units. In the example, write "Magnetization (A/m)" or "Magnetization  $\{A[m(1)]\}$ ", not just "A/m". Do not label axes with a ratio of quantities and units. For example, write "Temperature (K)", not "Temperature/K".

## ACKNOWLEDGMENT

The preferred spelling of the word "acknowledgment" in America is without an "e" after the "g". Avoid the stilted expression "one of us (R. B. G.) thanks ...". Instead, try "R. B. G. thanks...". Put sponsor acknowledgments in the unnumbered footnote on the first page.

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For papers published in translation journals, please give the English citation first, followed by the original foreign-language citation [6].

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