

Lidar-Lidar Extrinsic Matrix Manual Calibration User Guide

Smart Automobile, Inc.

July 6, 2022

1 Notation

Consider a point in left lidar's frame $P_l = (x_l, y_l, z_l)^T$, its corresponding 3D point in top-center lidar's frame is $P_t = (x_t, y_t, z_t)^T$. The extrinsic matrix from left lidar to top-center lidar's frame is E_{l2t} . Therefore, we have:

$$P_t = E_{l2t}P_l \quad (1)$$

Consider a point in right lidar's frame $P_r = (x_r, y_r, z_r)^T$, its corresponding 3D point in top-center lidar's frame is $P_t = (x_t, y_t, z_t)^T$. The extrinsic matrix from right lidar to top-center lidar's frame is E_{r2t} . Therefore, we have:

$$P_t = E_{r2t}P_r \quad (2)$$

E_{l2t} and E_{r2t} could be formulated as:

$$E_{l2t} = \begin{bmatrix} \mathbf{R}_{l2t}^{(3 \times 3)} & \mathbf{T}_{l2t}^{(3 \times 1)} \\ \mathbf{0}_{1 \times 3} & \mathbf{1}_{1 \times 1} \end{bmatrix}, E_{r2t} = \begin{bmatrix} \mathbf{R}_{r2t}^{(3 \times 3)} & \mathbf{T}_{r2t}^{(3 \times 1)} \\ \mathbf{0}_{1 \times 3} & \mathbf{1}_{1 \times 1} \end{bmatrix} \quad (3)$$

$\mathbf{T}_{l2t}^{(3 \times 1)}$ is the coordinate of the left lidar's origin in top-center lidar's frame.

$\mathbf{T}_{r2t}^{(3 \times 1)}$ is the coordinate of the right lidar's origin in top-center lidar's frame.

2 Notation

Consider a pixel point of lane lines in image plane $P_i = (u, v, 1)^T$, its corresponding 3D point in camera frame is noted as $P_c = (x_c, y_c, z_c)^T$ and its representation in ego frame is $P_w = (x_w, z_w, z_w)^T$.

The rotation matrix from world frame to camera frame is represented as $\mathbf{R}_{3 \times 3}$.

The position of camera frame's origin point in world frame is represented as $\mathbf{O}_{3 \times 1}$, we have extrinsic translation matrix $\mathbf{T}_{3 \times 1} = \mathbf{R}_{3 \times 3} \mathbf{O}_{3 \times 1}$.

The camera intrinsic matrix is represented as $\mathbf{I}_{3 \times 3}$.

3 Formulation

Follow the camera extrinsic and intrinsic model, the relationship between P_w and P_c , P_c and P_i are formulated as:

$$P_c = \mathbf{R}_{3 \times 3} P_w - \mathbf{T}_{3 \times 1} \quad (4)$$

$$P_i = \frac{1}{z_c} \mathbf{I}_{3 \times 3} P_c \quad (5)$$

respectively. Combine Equation 1 and 2, we can obtain:

$$z_c \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = I_{3 \times 3} R_{3 \times 3} \begin{bmatrix} x_w \\ y_w \\ z_w \end{bmatrix} - I_{3 \times 3} T_{3 \times 1} \quad (6)$$

Therefore,

$$R_{3 \times 3}^{-1} I_{3 \times 3}^{-1} \left(z_c \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} + I_{3 \times 3} T_{3 \times 1} \right) = \begin{bmatrix} x_w \\ y_w \\ z_w \end{bmatrix} \quad (7)$$

In the equation above, it is worth mentioning that the extrinsic matrix $R_{3 \times 3}$, $T_{3 \times 1}$ and the camera intrinsic matrix $I_{3 \times 3}$ are calibrated in advance and already known. However, the depth z_c is unknown and it is critical for calculating P_w .

We introduce three assumptions:

1. the ground plane is extremely flat;
2. the ego frame's XY - plane is parallel with ground;
3. the origin point of ego frame is with height H_t with respect to ground.

Then, we could config z_w in Equation 4 to $-H_t$, we represent $R_{3 \times 3}^{-1} I_{3 \times 3}^{-1}$ and $I_{3 \times 3} T_{3 \times 1}$ as below:

$$R_{3 \times 3}^{-1} I_{3 \times 3}^{-1} = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}, I_{3 \times 3} T_{3 \times 1} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad (8)$$

Combine Equation 5 and Equation 4 with condition $z_w = -H_t$, we can obtain:

$$z_c(a_{31}u + a_{32}v + a_{33}) = -H_t - (a_{31}b_1 + a_{32}b_2 + a_{33}b_3) \quad (9)$$

i.e, the depth z_c is:

$$z_c = \frac{-H_t - (a_{31}b_1 + a_{32}b_2 + a_{33}b_3)}{a_{31}u + a_{32}v + a_{33}} \quad (10)$$

After z_c is calculated, then the corresponding point P_w could be easily obtained with Equation 4.