

Why is the complexity of BA cubic with respect to the number of unknowns?

Lecture 10, Slide 29

Bundle Adjustment vs Pose-graph Optimization

- BA is **more precise** than pose-graph optimization because it adds additional constraints (*landmark constraints*)
- But **more costly**: $O((qN + lm)^3)$ with N being the number of points, m the number of camera poses and q and l the number of parameters for points and camera poses. Workarounds:

Nonlinear Least Squares

$$P^i, C_1, \dots, C_n = \operatorname{argmin}_{X^i, C_1, \dots, C_n} \sum_{k=1}^n \sum_{i=1}^N \rho \left(p_k^i - \pi(P^i, K_k, C_k) \right)$$

↓ Reformulate

$$E_{NLS} = \sum_i \|f(x_i; p) - x'_i\|^2$$

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$$r = x' - f(x; p) = J(x; p) \Delta p$$

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↓ Differentiate and set to zero

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↓

$$A\Delta p = b$$

$$\Delta p^* = \underbrace{A^{-1}} b$$

Cholesky decomposition requires
 $O(N^3)$ for a $N \times N$ matrix