

1、跑通模型

```

Eigen::Vector3d dp = pose_.block<3,1>(0,3) - T_nb.block<3,1>(0,3);
Eigen::Vector3d dv = pose_.block<3,3>(0,0).transpose()*vel_ - v_b;
Eigen::Matrix3d dR = T_nb.block<3,3>(0,0).transpose() * pose_.block<3,3>(0,0);

// TODO: set measurement equation:
Eigen::Vector3d dtheta = Sophus::S03d::vee(dR - Eigen::Matrix3d::Identity());
YPose_.block<3,1>(0,0) = dp;
YPose_.block<3,1>(3,0) = dv;
YPose_.block<3,1>(6,0) = dtheta;
Y = YPose_;
GPose_.setZero();
GPose_.block<3,3>(0, kIndexErrorPos) = Eigen::Matrix3d::Identity();
GPose_.block<3,3>(3, kIndexErrorVel) = pose_.block<3,3>(0,0).transpose();
GPose_.block<3,3>(3, kIndexErrorOri) = Sophus::S03d::hat(v_b);
// GPose_.block<3,3>(3, kIndexErrorOri) = Sophus::S03d::hat(pose_.block<3,3>(0,0).transpose()*vel_);
GPose_.block<3,3>(6, kIndexErrorOri) = Eigen::Matrix3d::Identity();

G = GPose_;

CPose_.setZero();

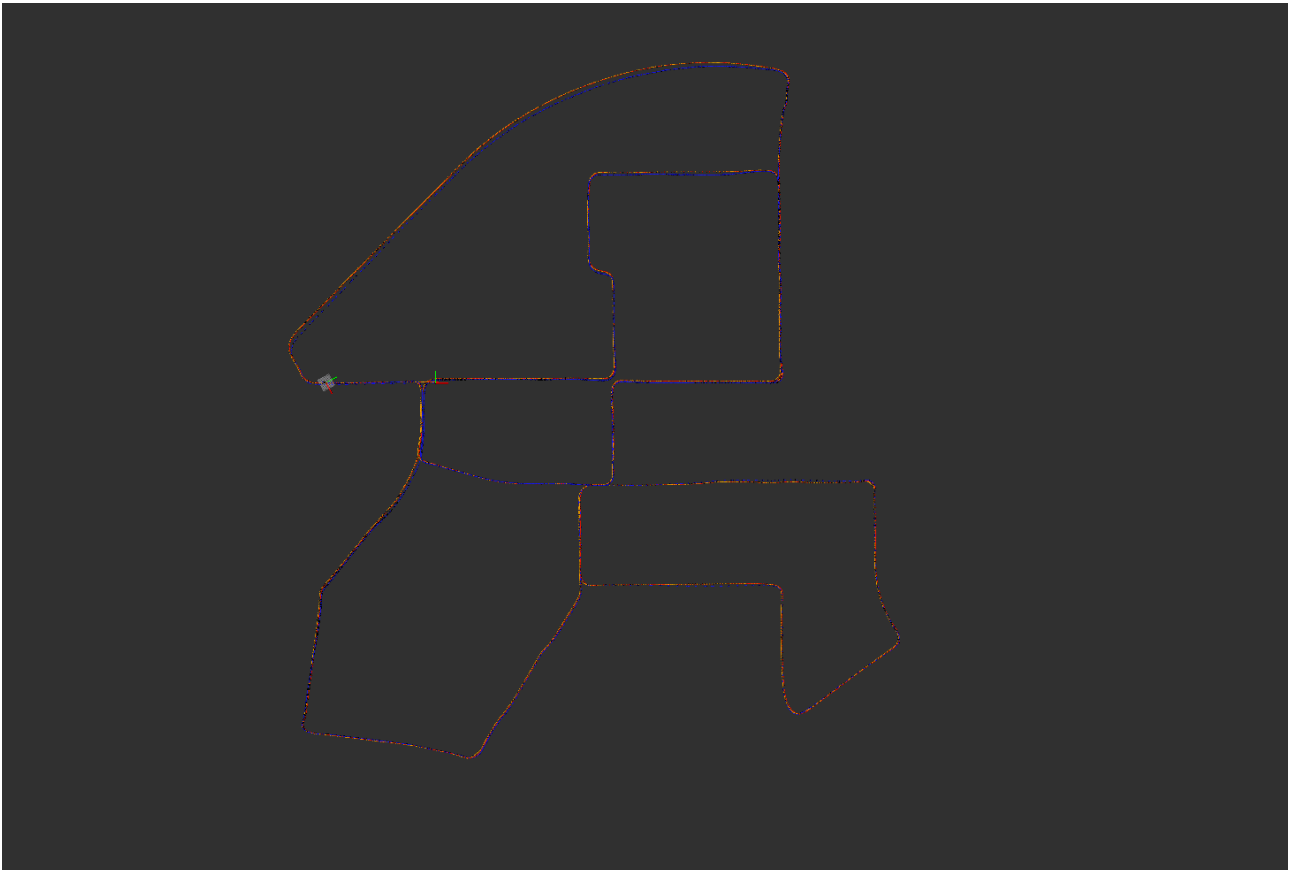
CPose_.block<3,3>(0,kIndexNoiseAccel) = Eigen::Matrix3d::Identity();|
CPose_.block<3,3>(3, kIndexNoiseGyro) = Eigen::Matrix3d::Identity();
CPose_.block<3,3>(6,kIndexNoiseBiasAccel) = Eigen::Matrix3d::Identity();

Eigen::MatrixXd C = CPose_;

```

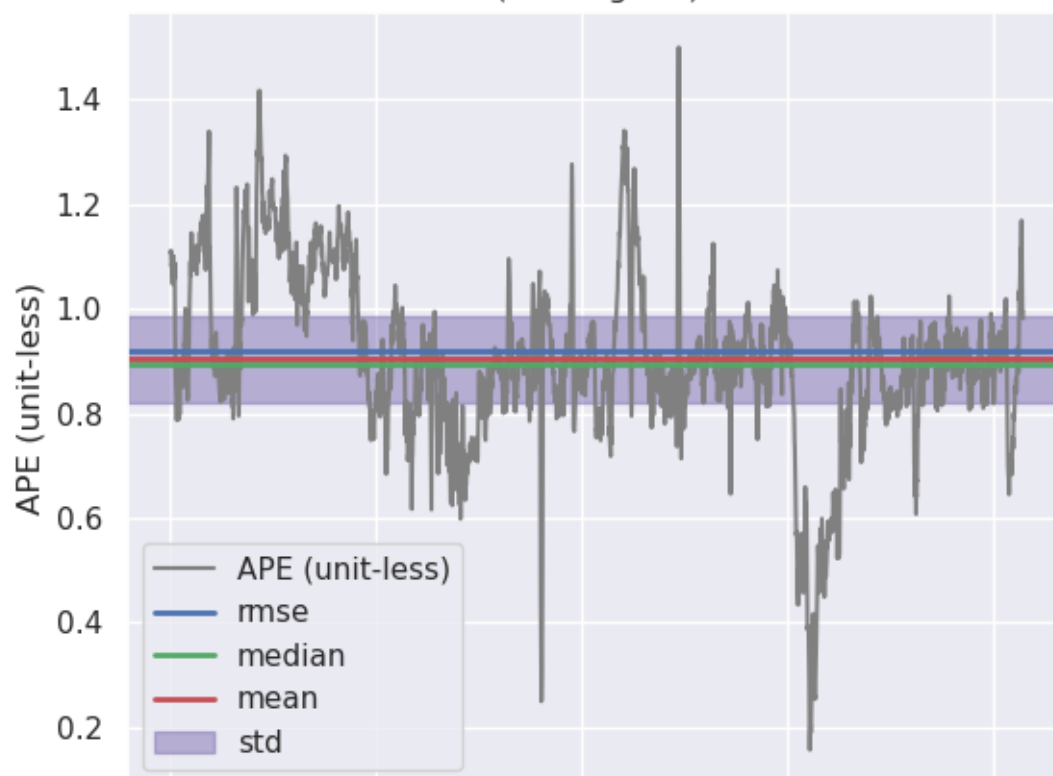
$$y = \begin{bmatrix} \delta \bar{p} \\ \delta \bar{v}^b \\ \delta \bar{\theta} \end{bmatrix}$$

$$G_t = \begin{bmatrix} I_3 & 0 & 0 & 0 & 0 \\ 0 & R_{bw} & [v^b]_{\times} & 0 & 0 \\ 0 & 0 & I_3 & 0 & 0 \end{bmatrix}$$

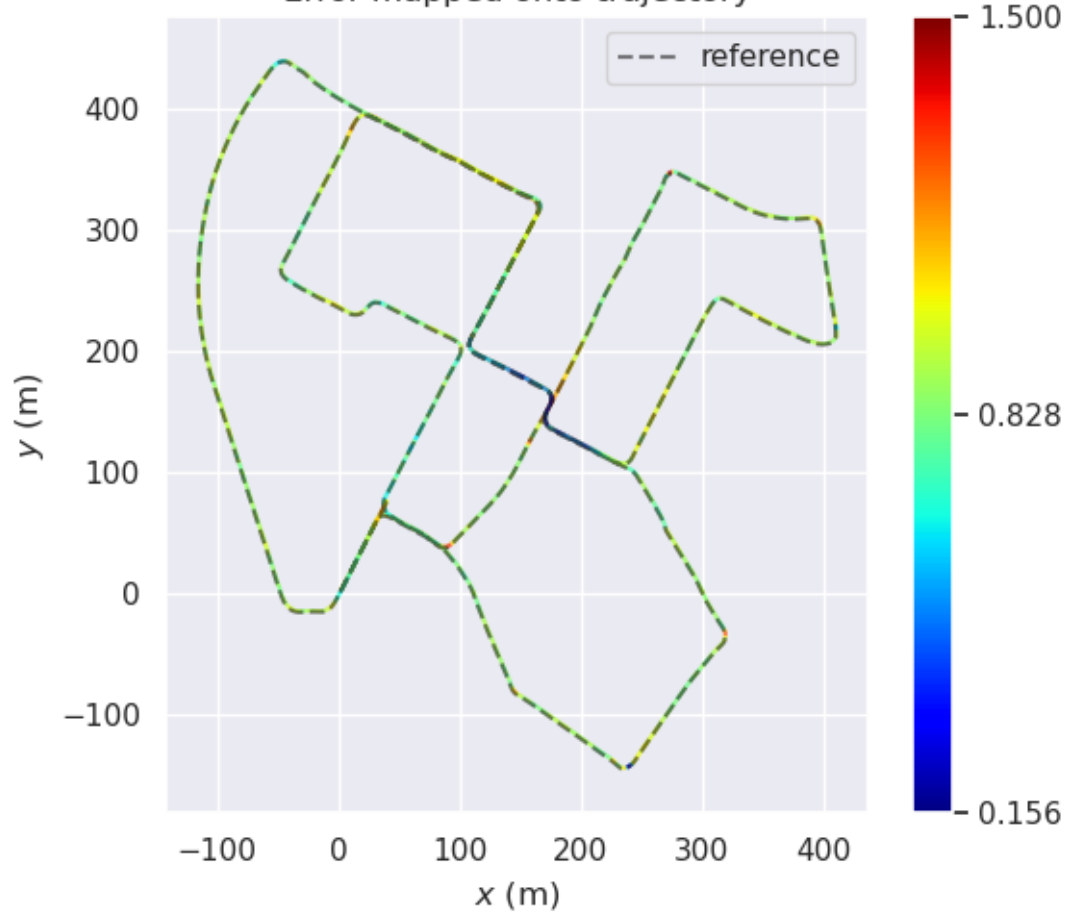
$$C_t = \begin{bmatrix} I_3 & 0 & 0 \\ 0 & I_3 & 0 \\ 0 & 0 & I_3 \end{bmatrix}$$


2、evo 评估

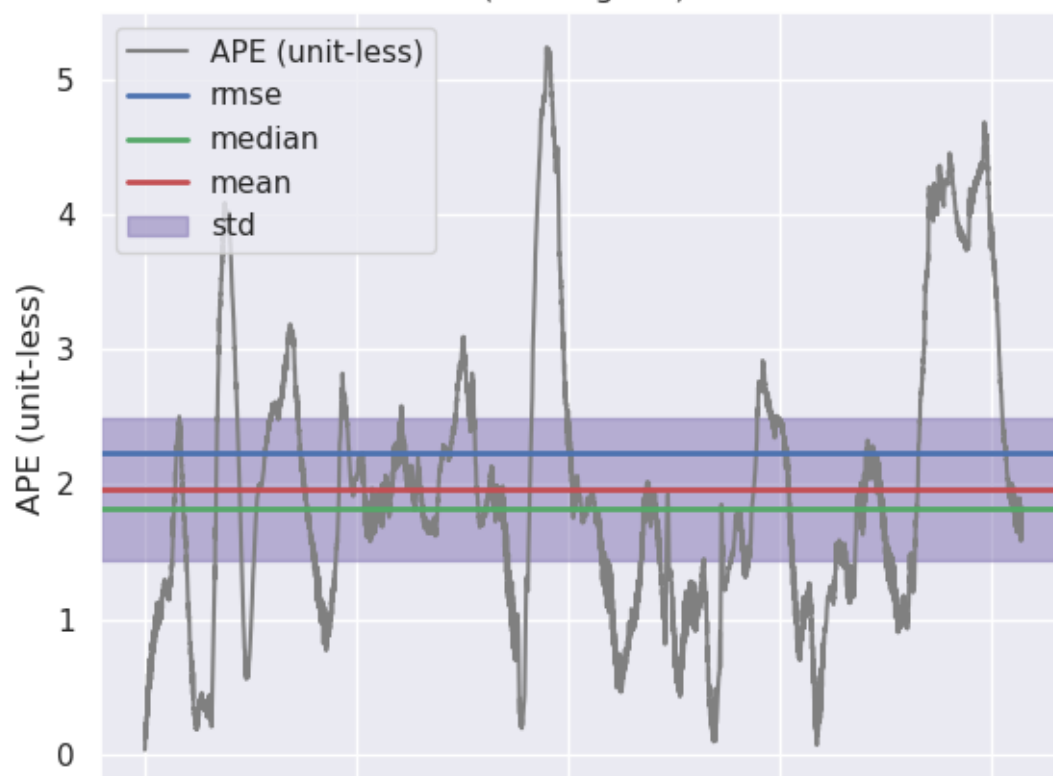
APE w.r.t. full transformation (unit-less)
(not aligned)



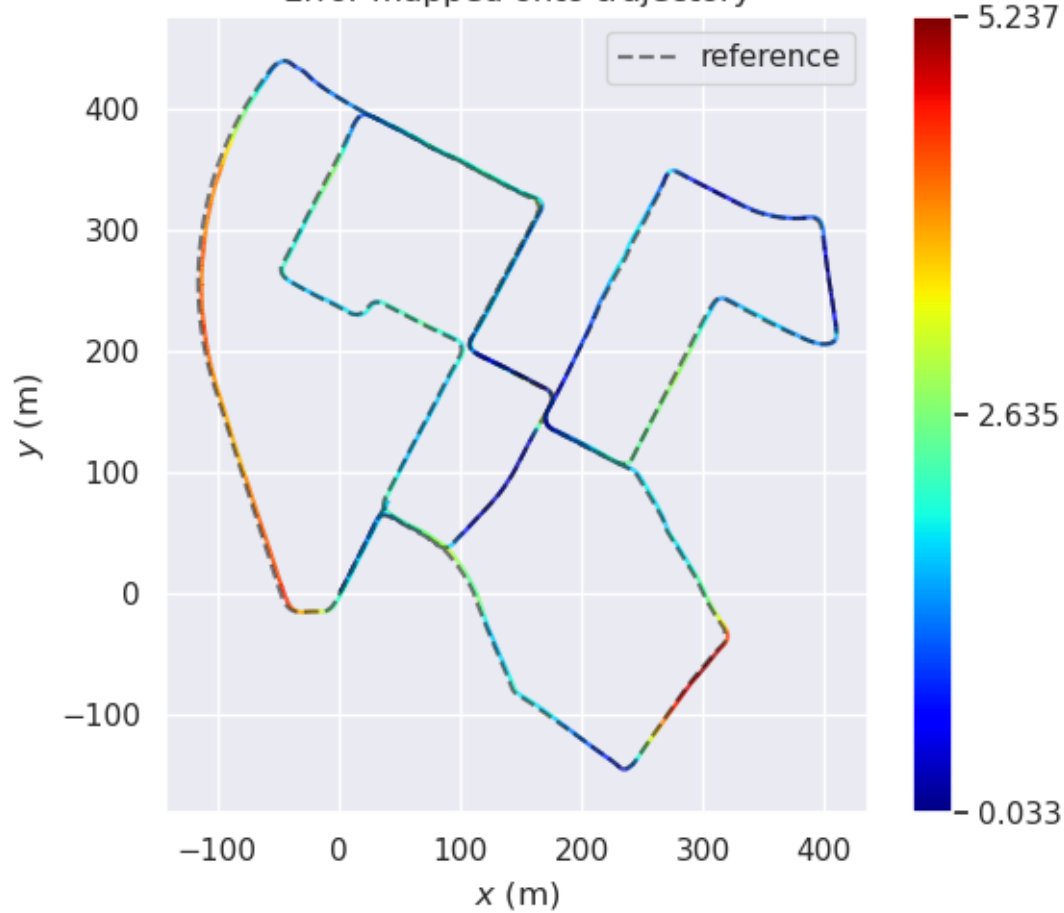
Error mapped onto trajectory



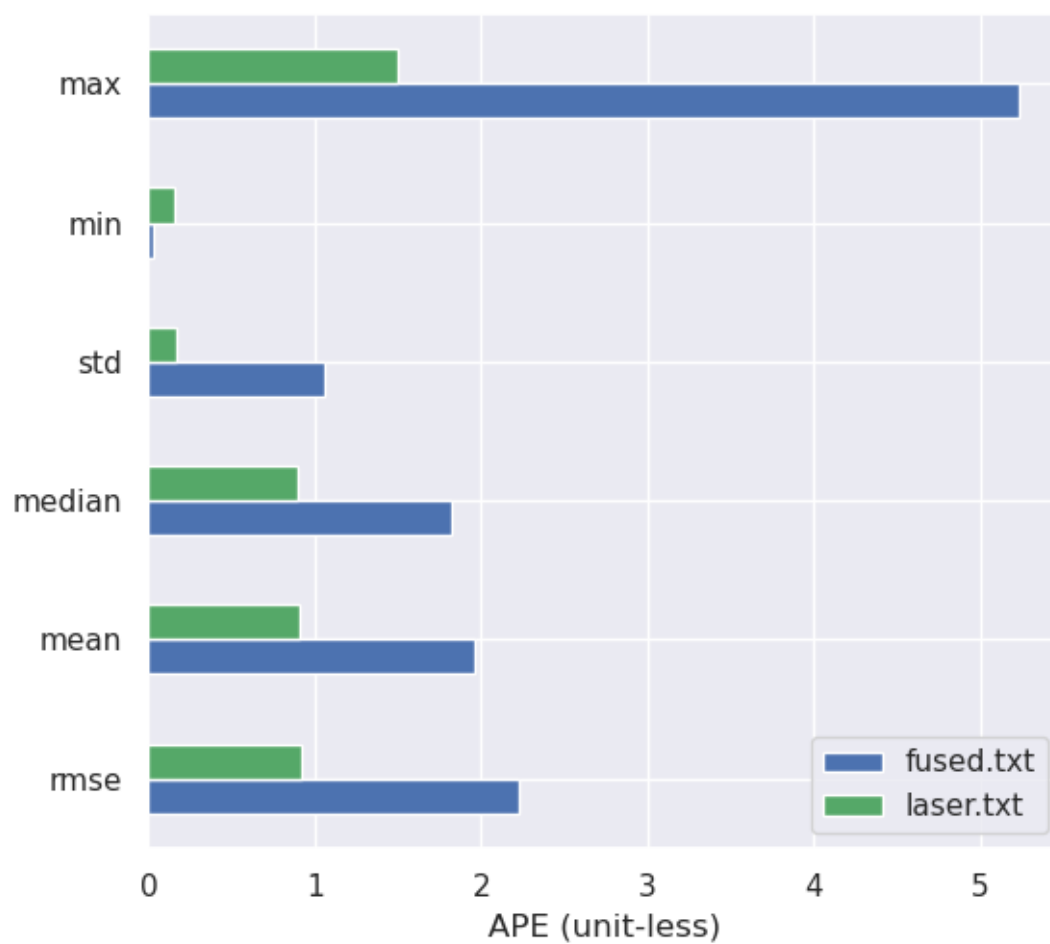
APE w.r.t. full transformation (unit-less)
(not aligned)

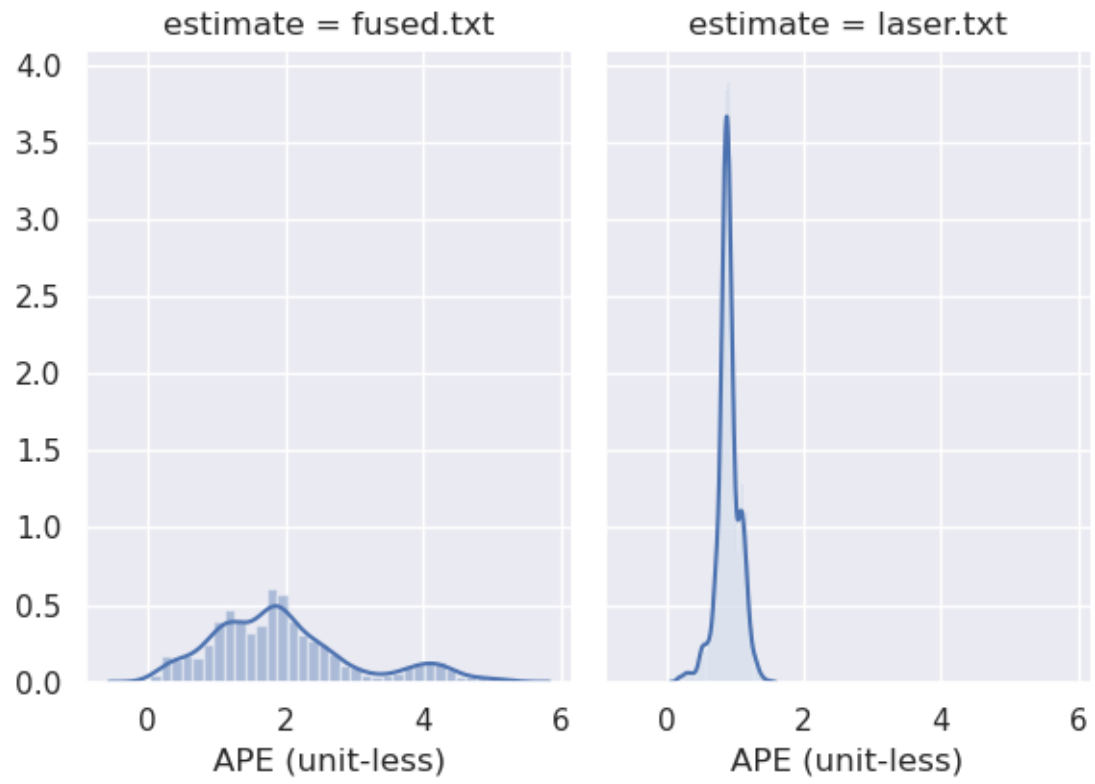


Error mapped onto trajectory



APE w.r.t. full transformation (unit-less)
(not aligned)





3、仿真数据 evo 评估

