

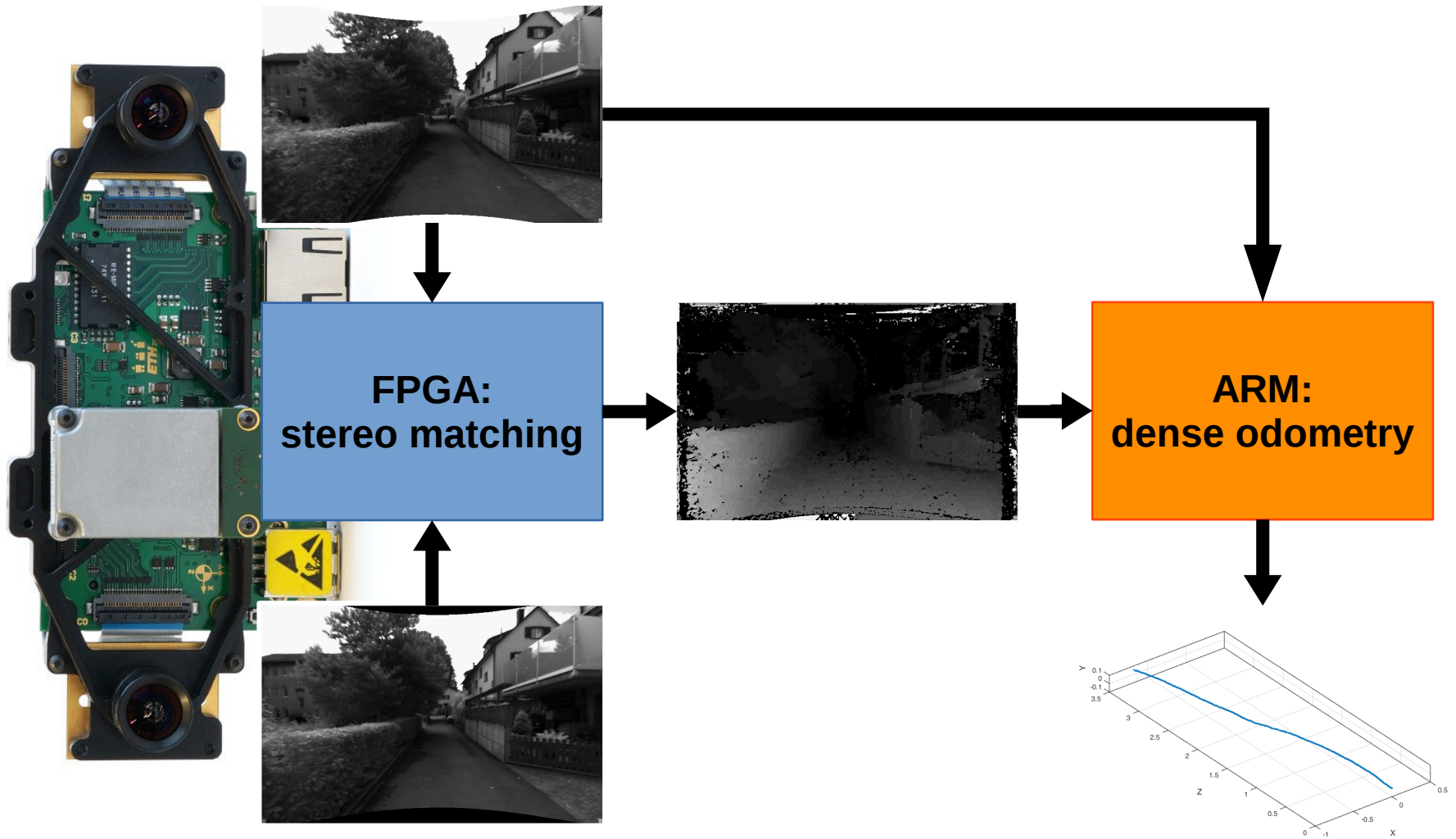


EMBEDDED PHOTOMETRIC VISUAL ODOMETRY

Samuel Bryner

Bachelor Thesis

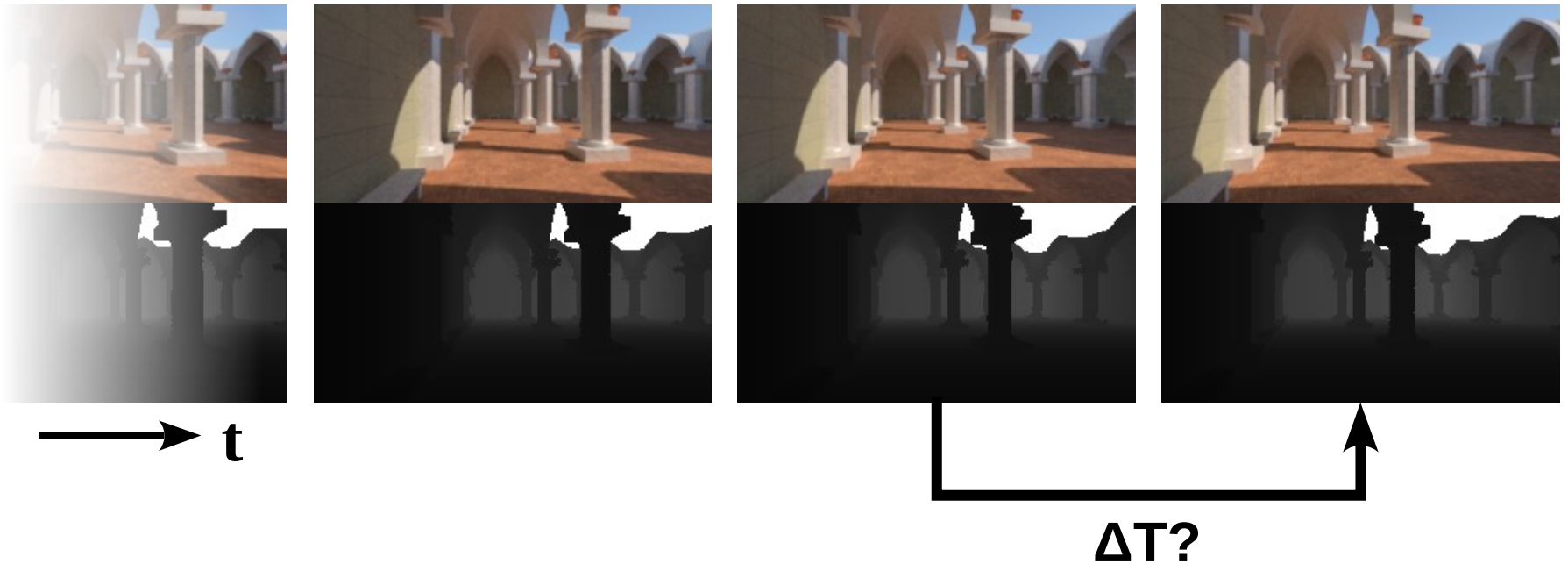
Supervised by Jörn Rehder and Pascal Gohl.



MOTIVATION

- integrate FPGA and ARM
- stereo on FPGA \Rightarrow embedded odometry

METHOD



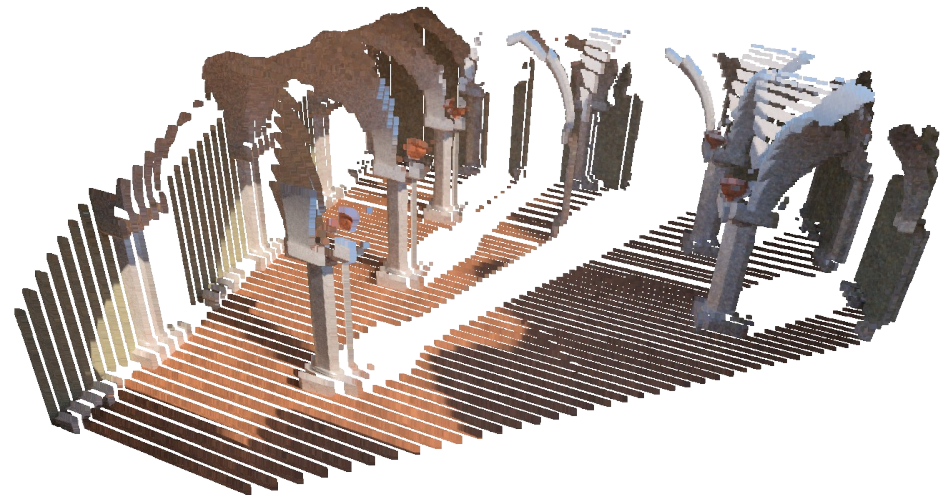
project into space



+

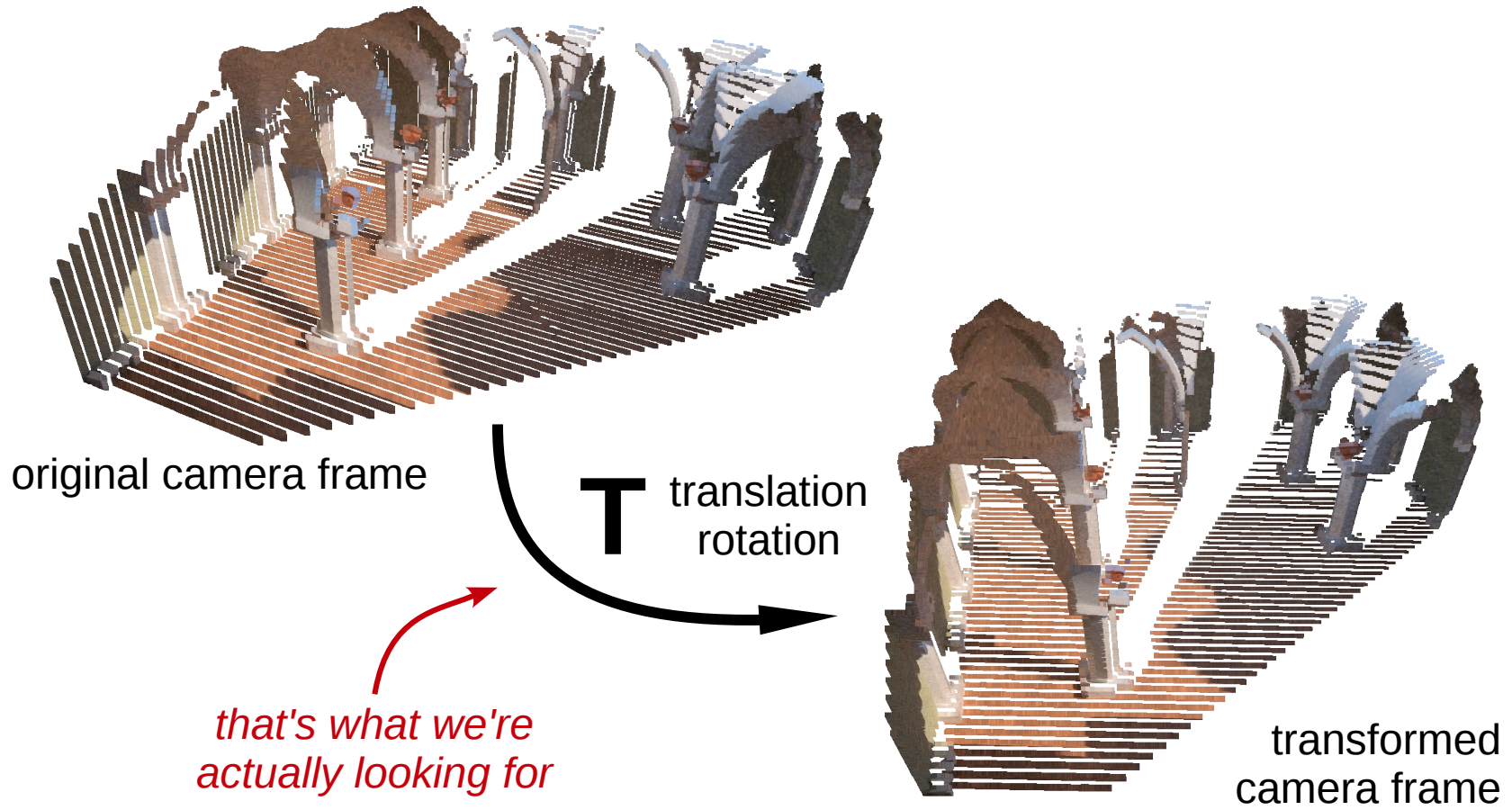


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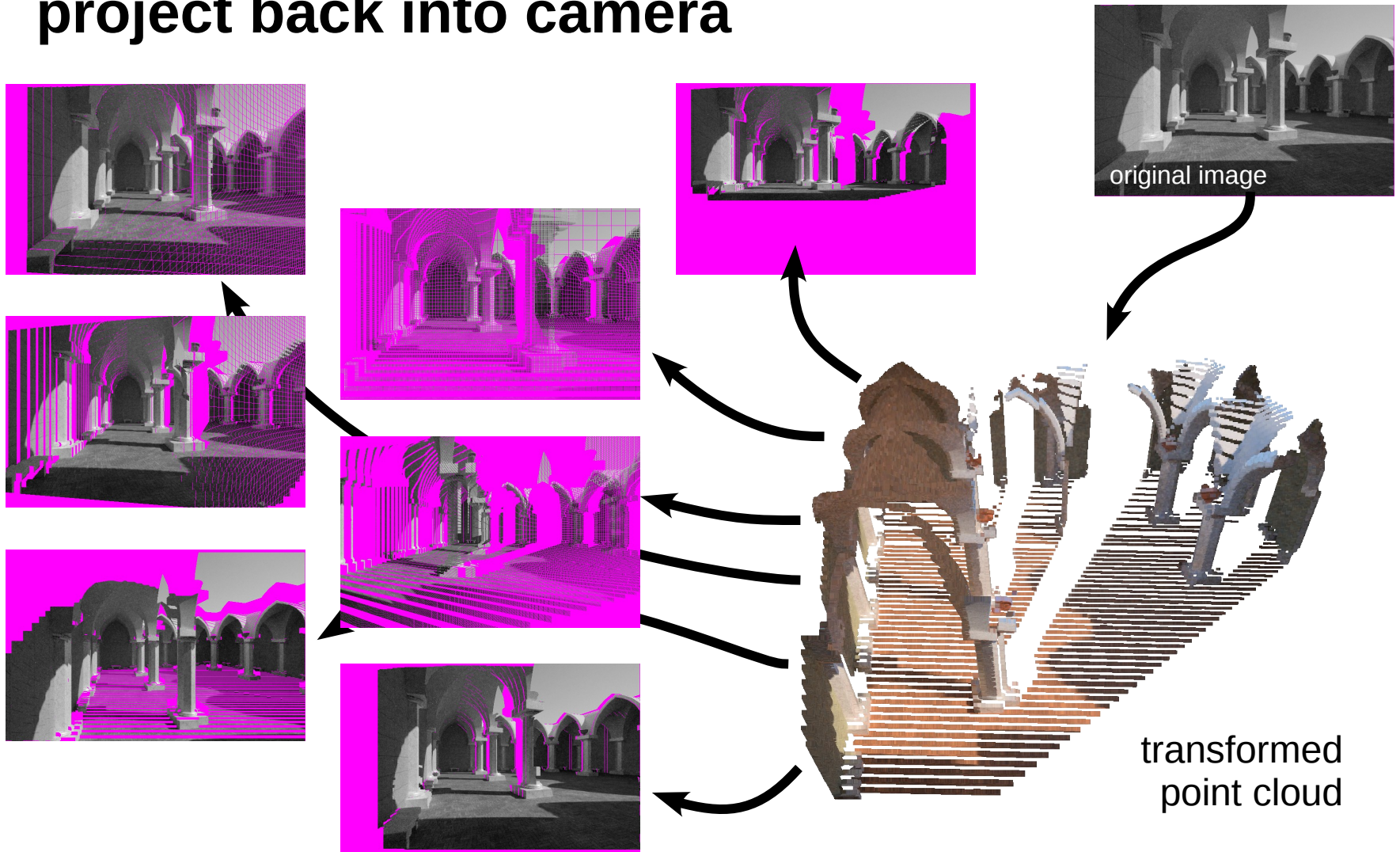


point cloud

move camera through space



project back into camera



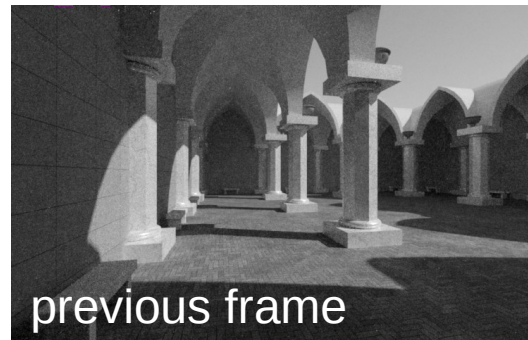
but which transformation is the best?



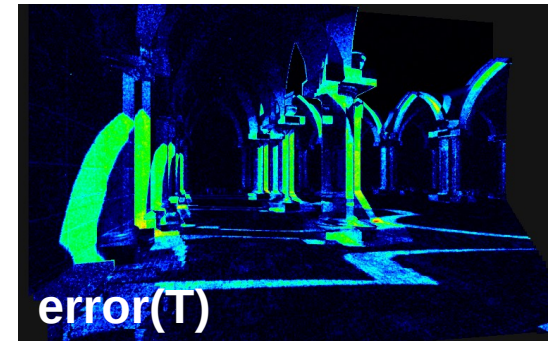
transformation T



-



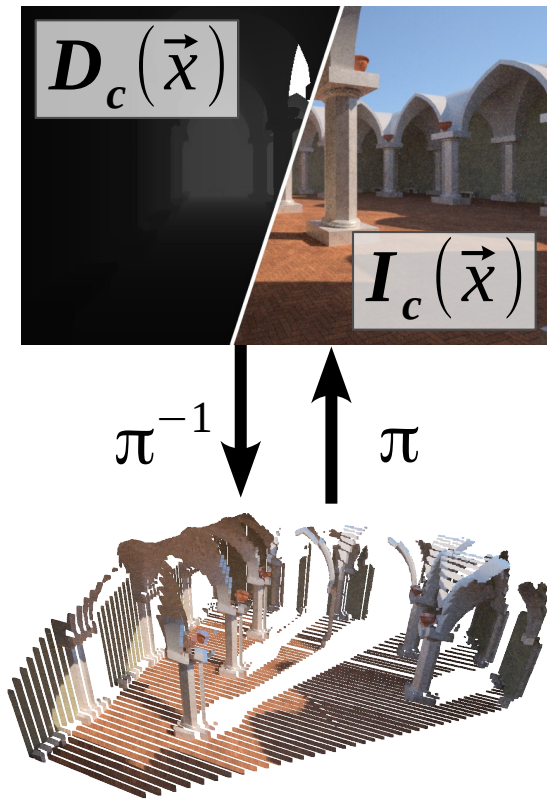
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just minimize that!



formularizing the problem



point in image: $\vec{x} := (u, v) \in \mathbb{R}^2$

intensity: $I(\vec{x}) \in \mathbb{R}$

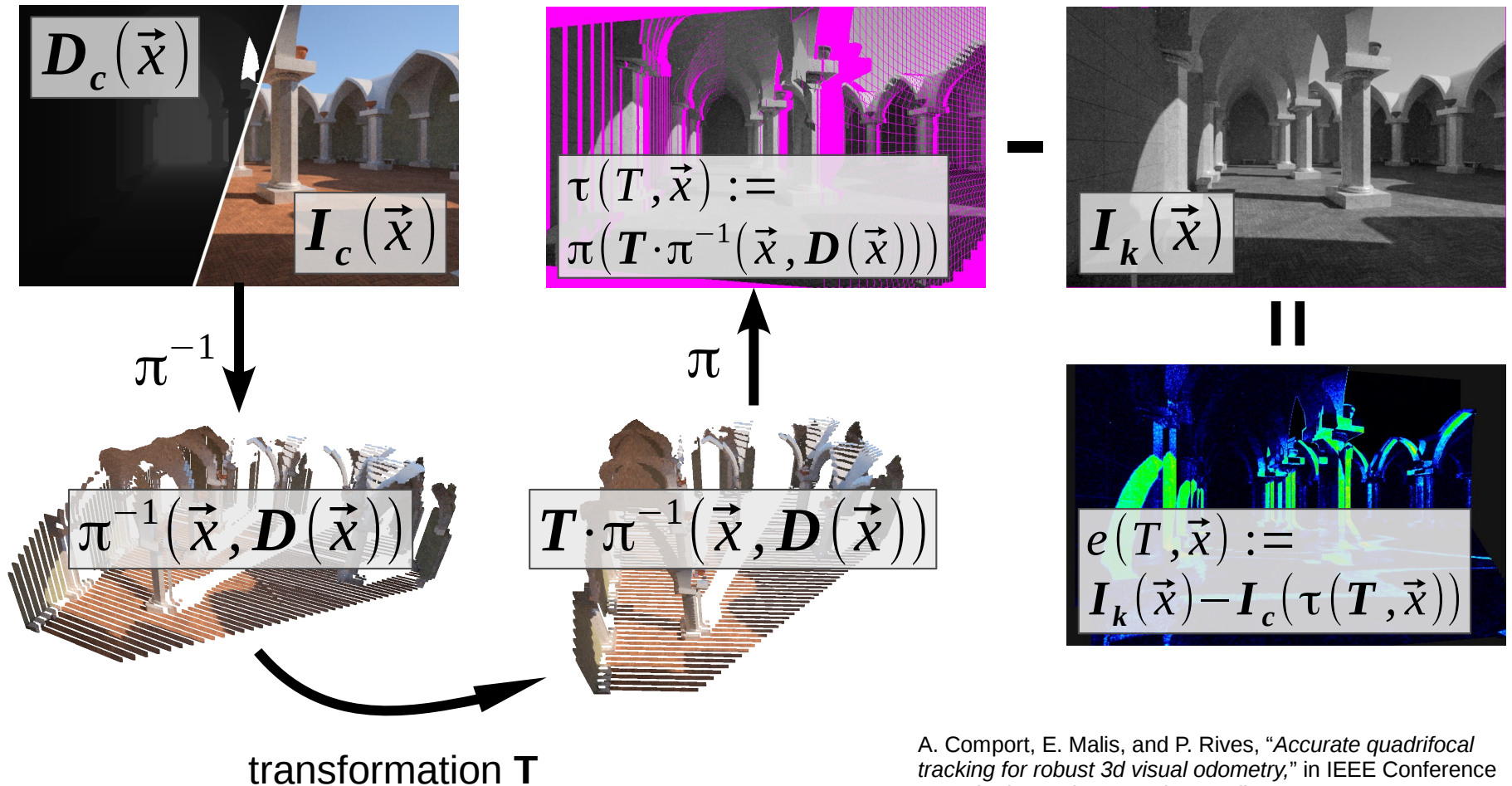
disparity: $D(\vec{x}) \in \mathbb{R}$

transformation: $T \in \mathbb{R}^6$

$$\pi^{-1}(\vec{x}, D(\vec{x})) := \frac{b}{D(\vec{x})} \begin{bmatrix} u - c_u \\ v - c_v \\ f \end{bmatrix}$$

$$\pi(x, y, z) := \frac{f}{z} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} c_u \\ c_v \end{bmatrix}$$

FULL WARPING



A. Comport, E. Malis, and P. Rives, "Accurate quadrifocal tracking for robust 3d visual odometry," in IEEE Conference on Robotics and Automation, April 2007, pp. 40–45.

therefore:

minimize

$$e(T, \vec{x}) := I_k(\vec{x}) - I_c(\tau(T, \vec{x}))$$

for every pixel:

$$\hat{T} = \underset{T}{\operatorname{argmin}} \sum_{\vec{x} \in I_k} e(T, \vec{x})^2$$

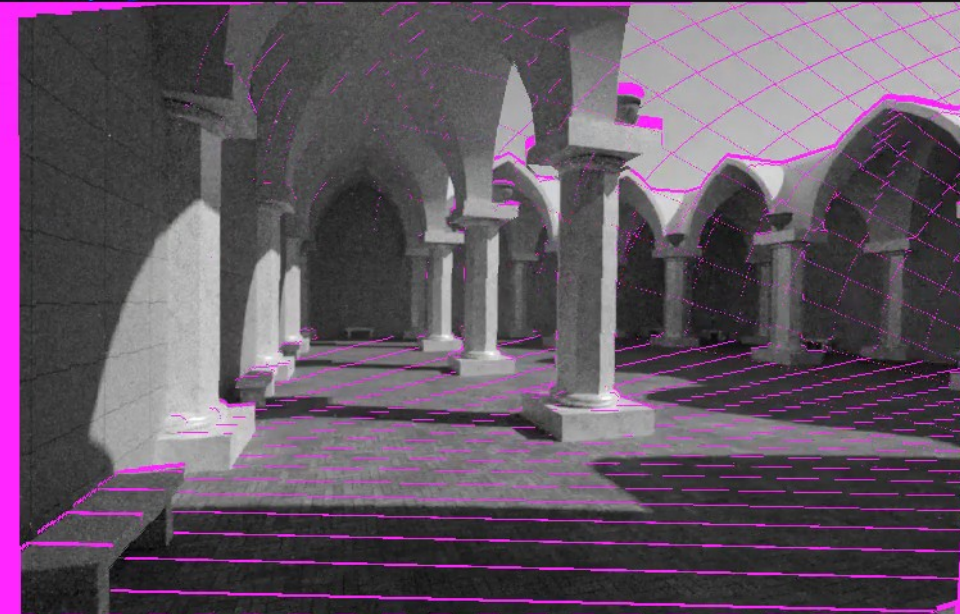
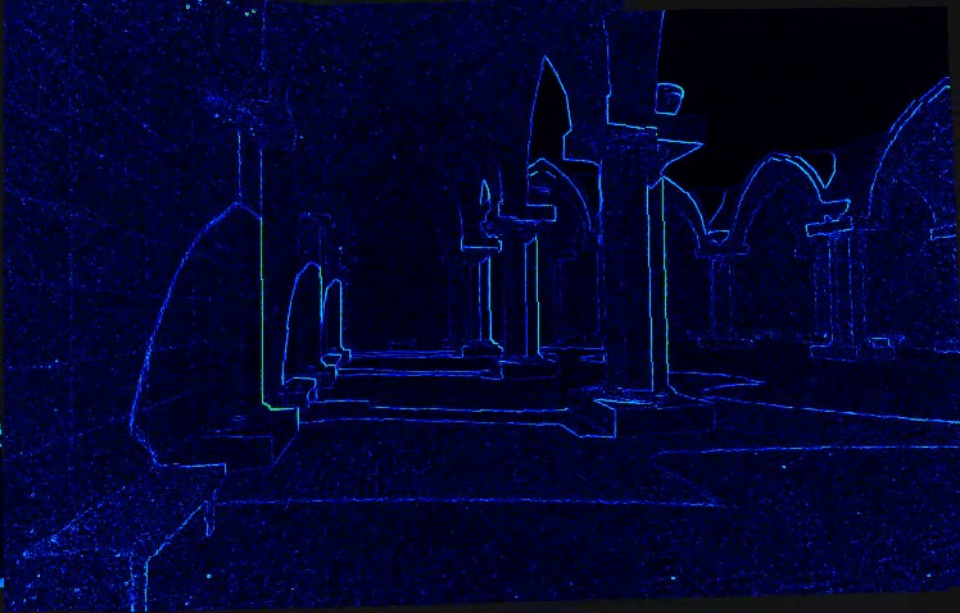
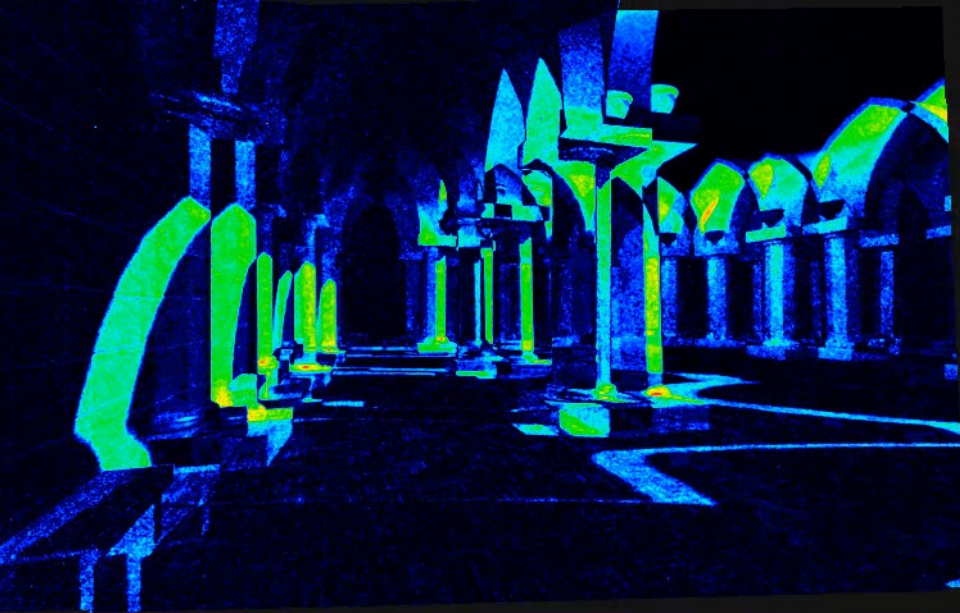
using Gauss Newton:

$$J^T J \Delta T = -J^T e(T)$$

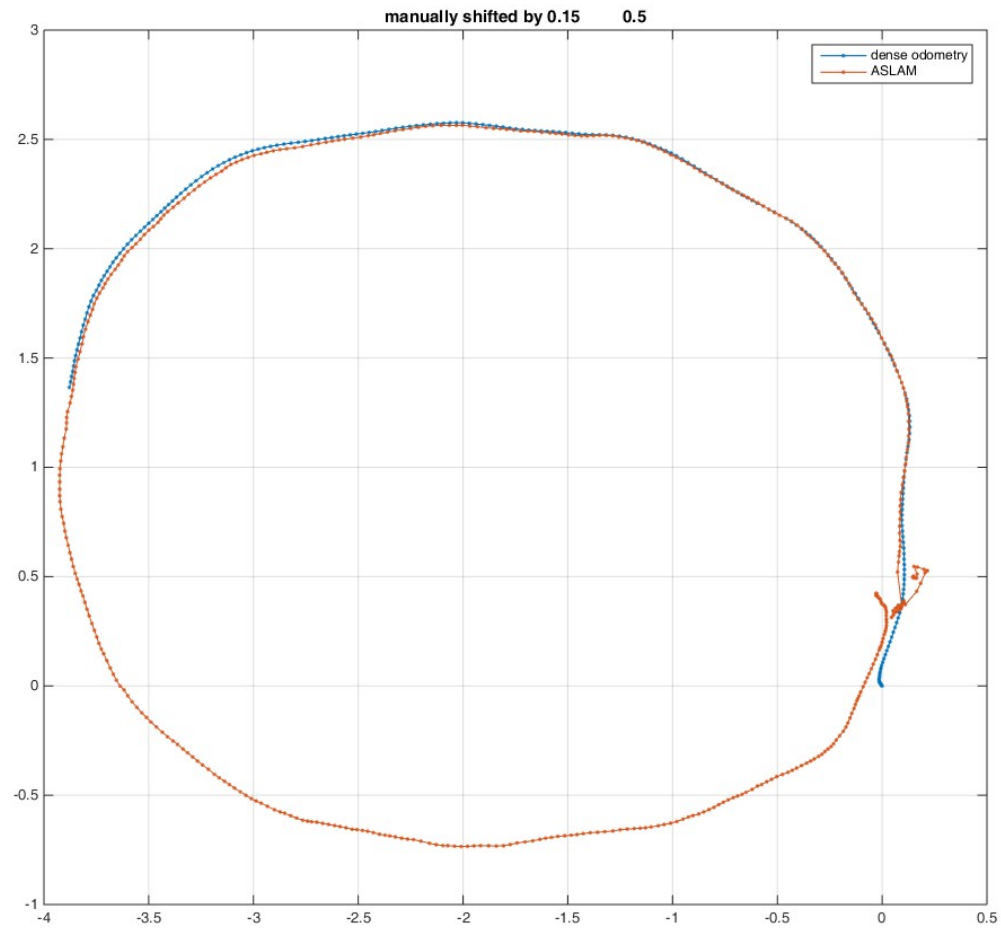
OPTIMIZATIONS

- use image pyramid
 - full resolution isn't really necessary
- only use pixels with strong gradient
- Huber weights?
- Levenberg-Marquardt?

TODO: provide data on how much a difference these things make



TODO: RESULTS



TODO: use full trajectory here and bigger plot

TODO: MORE RESULTS

- circular trajectory
- timing data on visensor

TODO: CONCLUSION