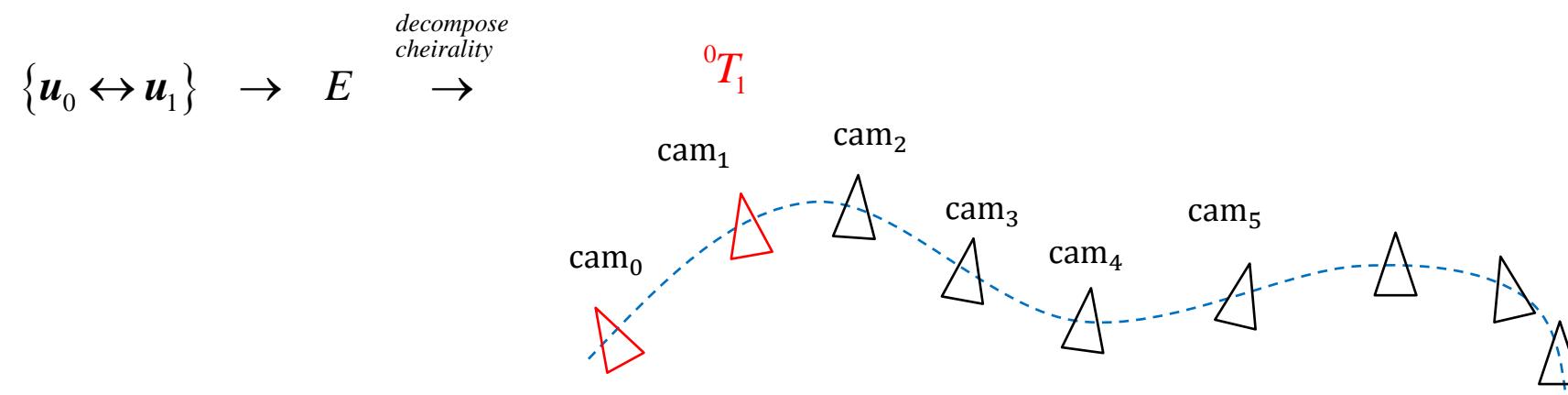
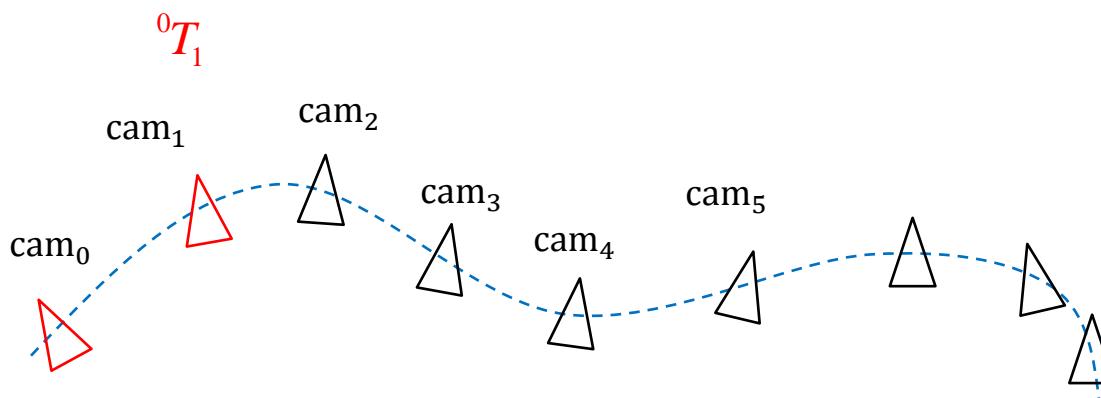


# Lab 7 – Visual Odometry

# Lab 7 overview

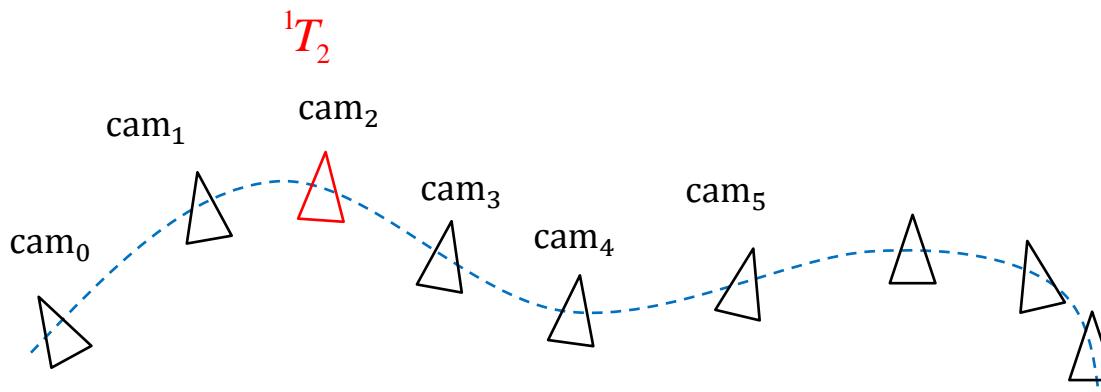
- Camera calibration
- Visual Odometry
  - **Initialize from two-view**
    - Establish 2D-2D correspondences
    - Find inliers using 5-pt algorithm
    - Estimate fundamental matrix  $F$
    - Compute essential matrix  $E$
    - Determine relative pose from  $E$  and determine 3D points by triangulation
  - **Estimate pose of next frame**
    - PnP relative to existing 3D points



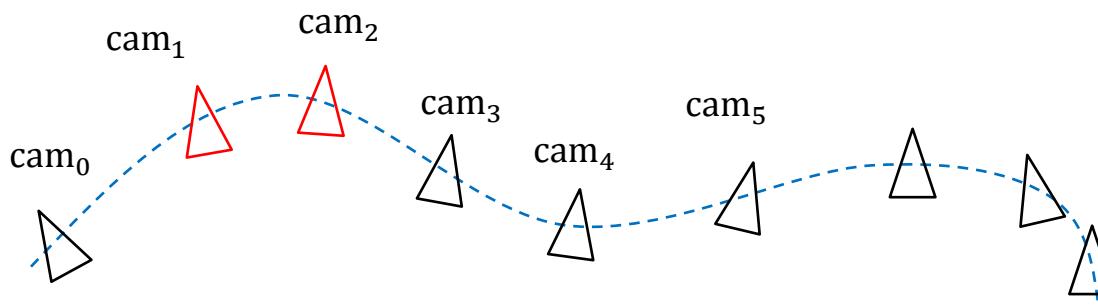


$$\left. \begin{array}{l} P_0 = K \begin{bmatrix} I & \theta \end{bmatrix} \\ P_1 = K \begin{bmatrix} R & t \end{bmatrix} \\ \{u_0 \leftrightarrow u_1\} \end{array} \right\} \xrightarrow{\text{Triangulation}} \rightarrow$$

$$K \left\{ {}^1X \leftrightarrow u_2 \right\} \rightarrow$$



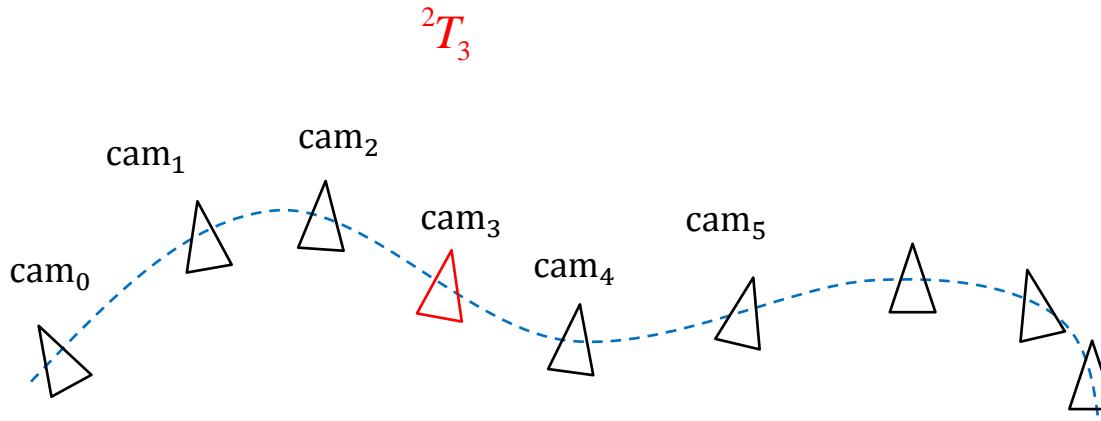
$$\left\{ {}^1X \right\}$$



$$\left. \begin{array}{l} P_1 = K \begin{bmatrix} I & \theta \end{bmatrix} \\ P_2 = K \begin{bmatrix} R & t \end{bmatrix} \\ \{u_1 \leftrightarrow u_2\} \end{array} \right\} \xrightarrow{\text{Triangulation}} \rightarrow$$

$\bullet$   
 $\bullet$   
 $\bullet$   
 $\bullet$   
 $\bullet$   
 $\bullet$   
 $\bullet$   
 $\{ {}^2 X \}$

$$K \left\{ {}^2 X \leftrightarrow u_3 \right\} \rightarrow$$



# TODOs

- **TODO 1:** Find inlier 2d-2d correspondences using `cv::findEssentialMat()`
- **TODO 2:** Compute the fundamental matrix  $F$  using `cv::findFundamentalMat()`
- **TODO 3:** Compute essential matrix from  $F$
- **TODO 4:** Estimate pose from the essential matrix using `cv::recoverPose()`

# Further improvements

- Avoid triangulating points with low disparity
- Compute and visualize epipolar lines for points
- Add colors from the images to the pointcloud
- Improve matching
  - Try using `cv::correctMatches()` in `createMap()`
- Use GTSAM to optimize the map