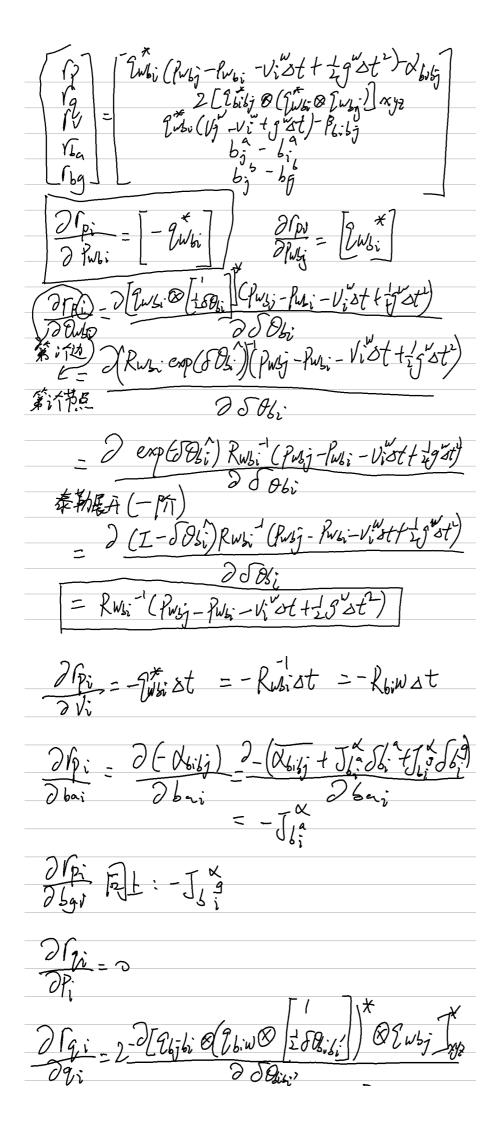
公式推导:



$$= 2 - \frac{2 \left[2 l_{0} \right]^{2} \Theta \left(2 l_{0} l_{0} \right) \left[2 l_{0} l_{0} \right]}{\partial S \Theta h_{i}}$$

$$= -2 \left[0 \right] \left[2 l_{0} \right]^{2} \Theta \left[2 l_{0} \right] \left[2 l_{0} l_{0} l_{0} l_{0} \right] \left[2 l_{0} l_{0} l_{0} l_{0} l_{0} l_{0} l_{0} \right] \left[2 l_{0} l_{$$

补全代码:

UpdateState: 中值法更新最优先验,然后F和B相对应的值补进去就行了

```
void IMUPreIntegrator::UpdateState(void) {
. . .
   //
   // TODO: a. update mean:
   // 1. get w_mid:
   w_mid = 0.5 * (prev_w + curr_w);
   // 2. update relative orientation, so3:
   prev_theta_ij = state.theta_ij_;
   d_theta_ij = Sophus::S03d::exp(w_mid*T);
   curr_theta_ij = prev_theta_ij * d_theta_ij;
   state.theta_ij_ = curr_theta_ij;
   // 3. get a_mid:
   a_mid = 0.5 * (prev_a + curr_a);
   // 4. update relative translation:
   state.alpha_ij_ += state.beta_ij_*T + 0.5*a_mid*T*T;
   // 5. update relative velocity:
   state.beta_ij_ += a_mid*T;
```

```
//
    // TODO: b. update covariance:
    // 1. intermediate results:
    dR_inv = d_theta_ij.inverse().matrix();
    prev_R = prev_theta_ij.matrix();
   curr_R = curr_theta_ij.matrix();
    prev_R_a_hat = prev_R * Sophus::S03d::hat(prev_a);
    curr_R_a_hat = curr_R * Sophus::S03d::hat(curr_a);
    //
    // TODO: 2. set up F:
   //
   // F12 & F32:
    F_ = MatrixF::Identity();
    F_.block<3,3>(INDEX_ALPHA, INDEX_THETA) = -0.25*T*T * (prev_R_a_hat +
curr_R_a_hat*(Eigen::Matrix3d::Identity() - Sophus::S03d::hat(w_mid)*T));
    F_.block<3,3>(INDEX_BETA, INDEX_THETA) = -0.5*T * (prev_R_a_hat +
curr_R_a_hat*(Eigen::Matrix3d::Identity() - Sophus::S03d::hat(w_mid)*T));
    // F14 & F34:
    F_.block<3,3>(INDEX_ALPHA, INDEX_B_A) = -0.25 * (prev_R + curr_R) * T*T;
    F_.block<3,3>(INDEX_BETA, INDEX_B_A) = -0.5 * (prev_R + curr_R) * T;
    // F15 & F35:
    F_.block<3,3>(INDEX_ALPHA, INDEX_B_G) = 0.25*T*T*T * curr_R_a_hat;
   F_.block<3,3>(INDEX_BETA, INDEX_B_G) = 0.5*T*T * curr_R_a_hat;
    // F22:
    F_.block<3,3>(INDEX_THETA, INDEX_THETA) = Eigen::Matrix3d::Identity() -
Sophus::S03d::hat(w_mid)*T;
   //
    // TODO: 3. set up G:
    //
   // G11 & G31:
   B_ = MatrixB::Zero();
    B_.block<3,3>(INDEX_ALPHA, INDEX_M_ACC_PREV) = 0.25*T*T * prev_R;
    B_.block<3,3>(INDEX_BETA, INDEX_M_ACC_PREV) = 0.5*T * prev_R;
    // G12 & G22 & G32:
    B_.block<3,3>(INDEX_ALPHA, INDEX_M_GYR_PREV) = -0.125*T*T*T * curr_R_a_hat;
    B_.block<3,3>(INDEX_THETA, INDEX_M_GYR_PREV) =
0.5*Eigen::Matrix3d::Identity()*T;
    B_.block<3,3>(INDEX_BETA, INDEX_M_GYR_PREV) = -0.25*T*T * curr_R_a_hat;
    // G13 & G33:
    B_.block<3,3>(INDEX_ALPHA, INDEX_M_ACC_CURR) = 0.25 * curr_R * T*T;
    B_.block<3,3>(INDEX_BETA, INDEX_M_ACC_CURR) = 0.5 * curr_R * T;
    // G14 & G24 & G34:
    B_.block<3,3>(INDEX_ALPHA, INDEX_M_GYR_CURR) = -0.125*T*T*T * curr_R_a_hat;
    B_.block<3,3>(INDEX_THETA, INDEX_M_GYR_CURR) =
0.5*Eigen::Matrix3d::Identity()*T;
    B_.block<3,3>(INDEX_BETA, INDEX_M_GYR_CURR) = -0.25*T*T * curr_R_a_hat;
    // G45
   B_.block<3,3>(INDEX_B_A, INDEX_R_ACC_PREV) = Eigen::Matrix3d::Identity() * T;
    // G56
    B_.block<3,3>(INDEX_B_G, INDEX_R_GYR_PREV) = Eigen::Matrix3d::Identity() * T;
    // TODO: 4. update P_:
    P_ = F_ * P_ * F_.transpose() + B_ * Q_ * B_.transpose();
    // TODO: 5. update Jacobian:
```

```
//
J_ = F_ * J_;
}
```

oplusImpl:g2o更新状态量用的函数,除了姿态比较特殊外,其他直接用加法就行了。也要更新Vertex中对应的bias

```
virtual void oplusImpl(const double *update) override {
    //
    // TODO: do update
    //
    Eigen::Map<const Eigen::Matrix<double, 15, 1>> update_vec(update, 15);
    _estimate.pos += update_vec.block<3,1>(PRVAG::INDEX_POS, 0);
    _estimate.ori = _estimate.ori * Sophus::S03d::exp(update_vec.block<3,1>(PRVAG::INDEX_ORI, 0));
    _estimate.vel += update_vec.block<3,1>(PRVAG::INDEX_VEL, 0);
    _estimate.b_a += update_vec.block<3,1>(PRVAG::INDEX_B_A, 0);
    _estimate.b_g += update_vec.block<3,1>(PRVAG::INDEX_B_G, 0);
    updateDeltaBiases(update_vec.block<3,1>(PRVAG::INDEX_B_A, 0),
update_vec.block<3,1>(PRVAG::INDEX_B_A, 0),
```

computeError:在Edge里面计算误差值,基本上就是先用bias更新预积分之后吧误差公式添上就行了。

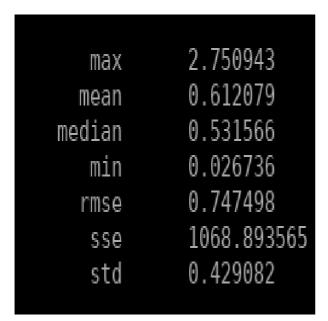
```
virtual void computeError() override {
        g2o::VertexPRVAG* v0 = dynamic_cast<g2o::VertexPRVAG*>(_vertices[0]);
        g2o::VertexPRVAG* v1 = dynamic_cast<g2o::VertexPRVAG*>(_vertices[1]);
        const Eigen::Vector3d &pos_i = v0->estimate().pos;
        const Sophus::S03d &ori_i = v0->estimate().ori;
        const Eigen::Vector3d &vel_i = v0->estimate().vel;
        const Eigen::Vector3d &b_a_i = v0->estimate().b_a;
        const Eigen::Vector3d &b_g_i = v0->estimate().b_g;
        const Eigen::Vector3d &pos_j = v1->estimate().pos;
        const Sophus::S03d
                           &ori_j = v1->estimate().ori;
        const Eigen::Vector3d &vel_j = v1->estimate().vel;
        const Eigen::Vector3d &b_a_j = v1->estimate().b_a;
        const Eigen::Vector3d &b_g_j = v1->estimate().b_g;
        //
        // TODO: update pre-integration measurement caused by bias change:
        //
        if (v0 -> isUpdated() ) {
           Eigen::Vector3d d_b_a_i , d_b_g_i ;
           v0->getDeltaBiases(d_b_a_i, d_b_g_i);
            updateMeasurement(d_b_a_i, d_b_g_i);
        }
        //
        // TODO: compute error:
```

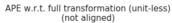
```
const Eigen::Vector3d &alpha_ij = _measurement.block<3, 1>(INDEX_P, 0);
        const Eigen::Vector3d &theta_ij = _measurement.block<3, 1>(INDEX_R, 0);
        const Eigen::Vector3d &beta_ij = _measurement.block<3, 1>(INDEX_V, 0);
        // const Sophus::S03d residual_ori_quat =
(Sophus::S03d::exp(theta_ij).inverse() * ori_i.inverse() * ori_j);
        // const Eigen::Vector3d
residual_ori(residual_ori_quat.unit_quaternion().x(),
residual_ori_quat.unit_quaternion().y(),
residual_ori_quat.unit_quaternion().z());
        _error.block<3, 1>(INDEX_P, 0) = ori_i.matrix() * (pos_j - pos_i -
vel_i*T_ + 0.5*g_*T_*T_) - alpha_ij;
        _error.block<3, 1>(INDEX_R, 0) = (Sophus::S03d::exp(theta_ij).inverse() *
ori_i.inverse() * ori_j).log();
        _error.block<3, 1>(INDEX_V, 0) = ori_i.inverse() * (vel_j - vel_i + g_ *
T_) - beta_ij;
       _error.block<3, 1>(INDEX_A, 0) = b_a_j - b_a_i;
        _error.block<3, 1>(INDEX_G, 0) = b_g_j - b_g_i;
    }
```

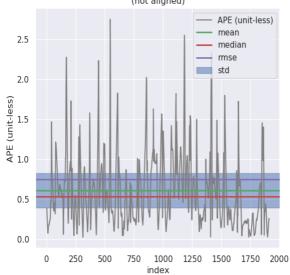
这一章有一点要注意就是pose*和T_nb的区别。pose*是当前的状态量(x),T_nb是观测量(y),所以在计算的时候基本都要用pose_,只有在计算观测量与状态量之差才会用T_nb。

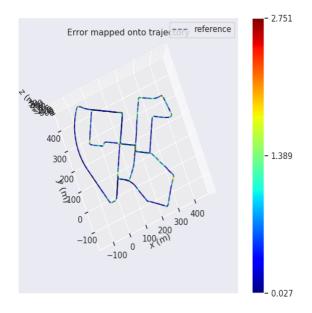
效果:

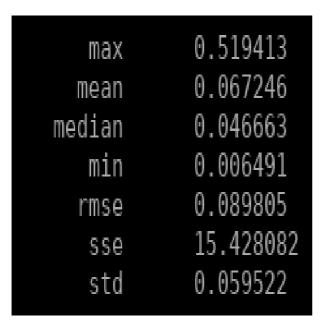
用IMU预积分

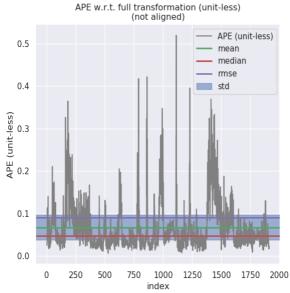


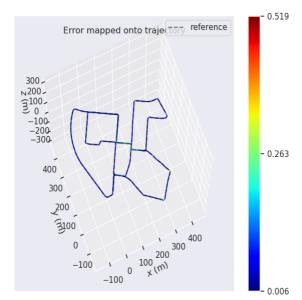












可以看出用IMU预积分反而效果变差了,应该是KITTI数据集的缘故 优秀部分:

编码器

由于文献以义,日,与有状态量而非只见的,我们需推导人,见自明整要新公式,以及从了见

