

# The Multi-State Constraint Kalman Filter

Or, how we learned to stop worrying and love the null space

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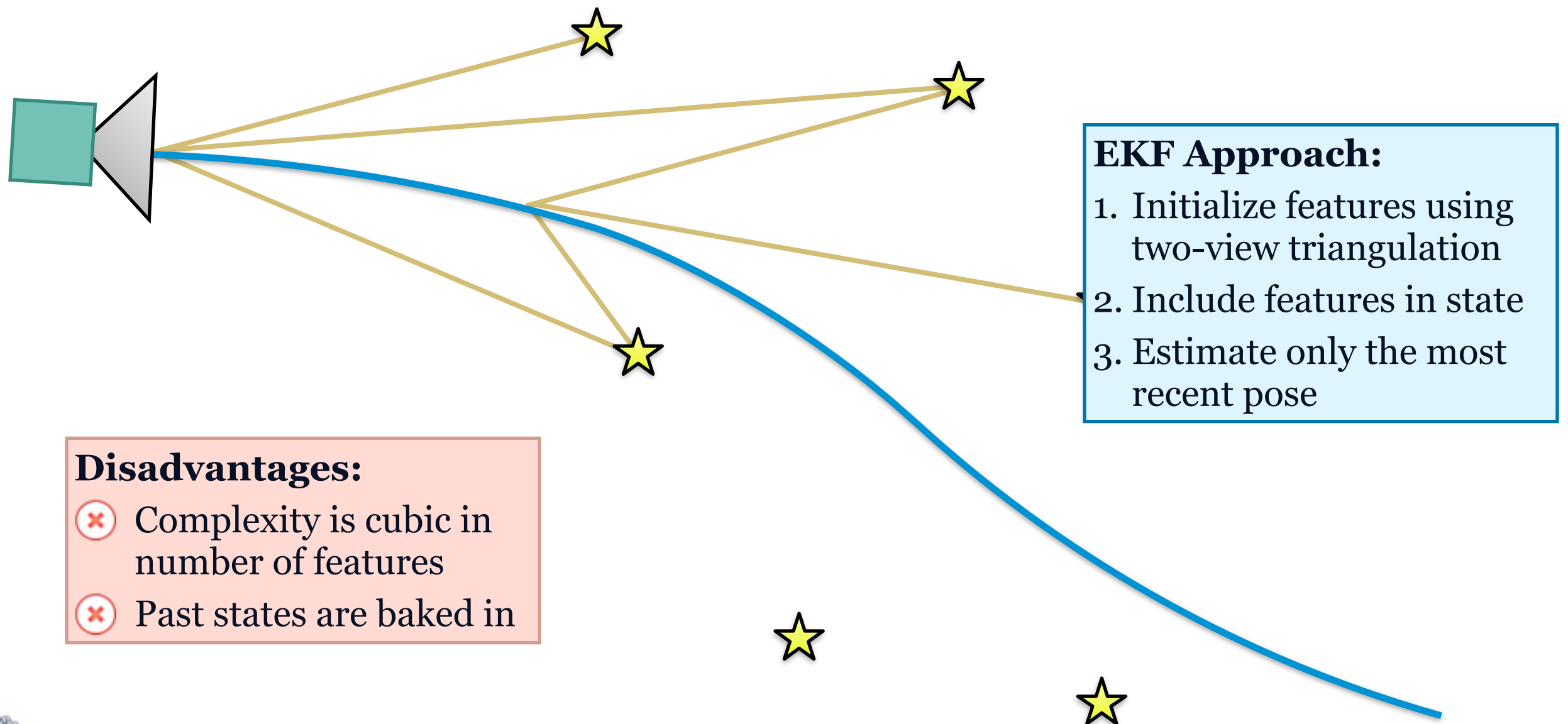
*AER1513 Course Project*



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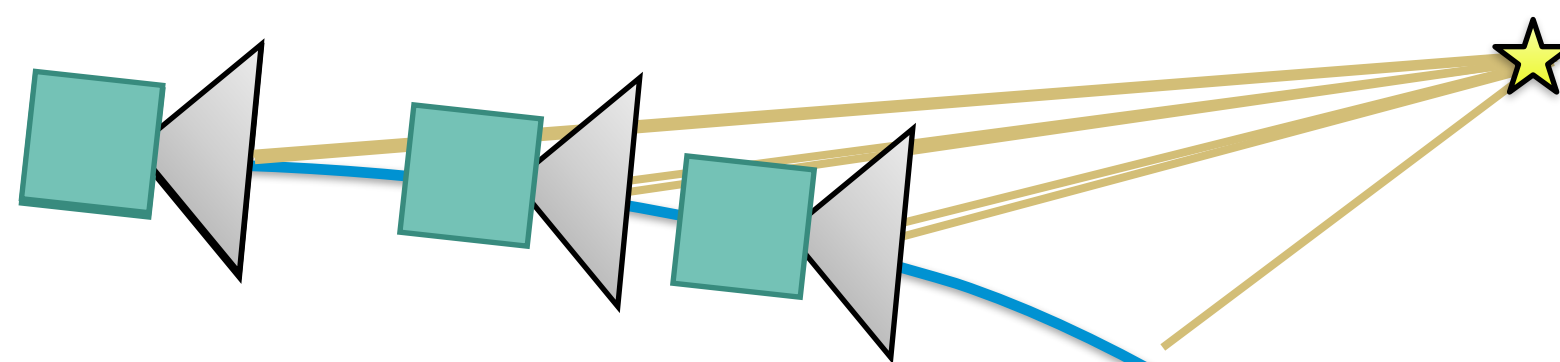
# Problem: Mapless Navigation

**Goal:** Use an IMU with a monocular camera to estimate motion *without a map*.



# Algorithm: Multi-State Constraint Kalman Filter

MSCKF dead-reckons the vehicle state using interoceptive (IMU) measurements, just like the EKF, but treats exteroceptive (camera) measurements differently.



## Advantages:

- ✓ Complexity is linear in number of features
- ✓ Each constraint affects multiple states, not just the most recent one

## Hybrid Approach:

1. **Batch Component**  
Estimate feature position using Gauss-Newton
2. **Filter Component**  
Use combined observations as one exteroceptive update using null-space trick
3. Repeat for all feature tracks over a **window of poses**

# MSCKF: Null Space Trick

What we want:  $\mathbf{e}_{\text{ext}} = \mathbf{G}_{\mathbf{x}} \delta \mathbf{x} + \text{noise}$

What we've got:  $\mathbf{e}_{\text{ext}} = \mathbf{G}_{\mathbf{x}} \delta \mathbf{x} + \mathbf{G}_{\mathbf{p}_f} \delta \mathbf{p}_f + \text{noise}$

$$\mathbf{N} := \text{Null}(\mathbf{G}_{\mathbf{p}_f})$$

$$\mathbf{N}^T \mathbf{e}_{\text{ext}} = \mathbf{N}^T (\mathbf{G}_{\mathbf{x}} \delta \mathbf{x} + \mathbf{G}_{\mathbf{p}_f} \delta \mathbf{p}_f + \text{noise})$$

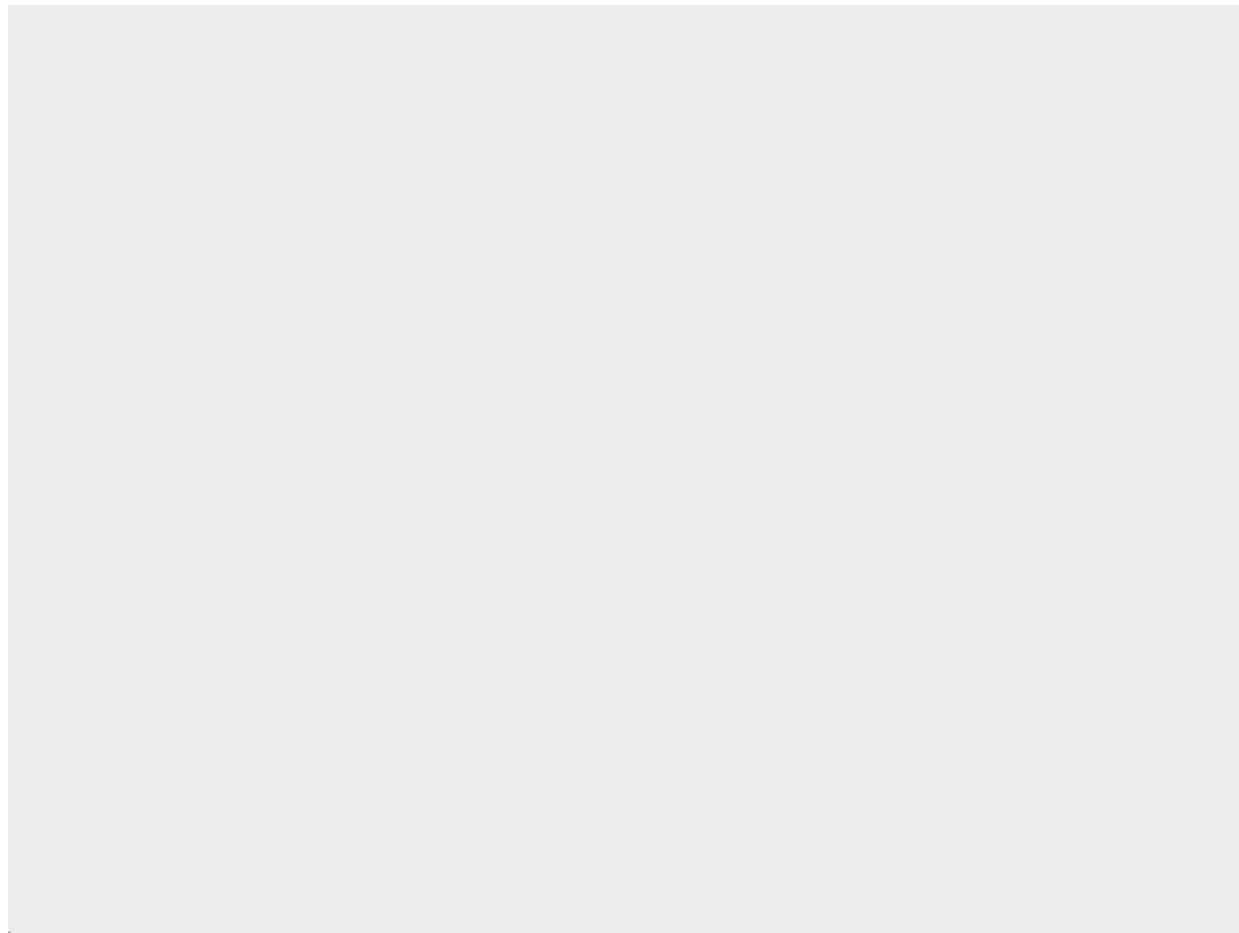
$\mathbf{0} \quad \because \quad (\mathbf{N}^T \mathbf{G}_{\mathbf{p}_f} = \mathbf{0})$

$$\mathbf{e}'_{\text{ext}} := \mathbf{G}'_{\mathbf{x}} \delta \mathbf{x} + \text{noise}'$$



# Dataset: Starry Night (Assignment 3)

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- ☑ Perfect data association
- ☑ Ground truth for landmark positions
- ☑ Pre-integrated IMU measurements





# Planned Analysis: MSCKF vs. Sliding Window

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We will **investigate** MSCKF parameters:

1. Feature track length
2. Maximum window size

We will **compare**:

MSCKF *vs.* Sliding Window  
Batch Estimation *without a map*



**Multi-Street Comparison Kickboxing Fight**

# Proof of Progress

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```

```
=====STATE PROPAGATION=====
%Propagate state and covariance
msckfState = propagateMsckfCovar(msckfState, measurements{state_k}, noiseParams);

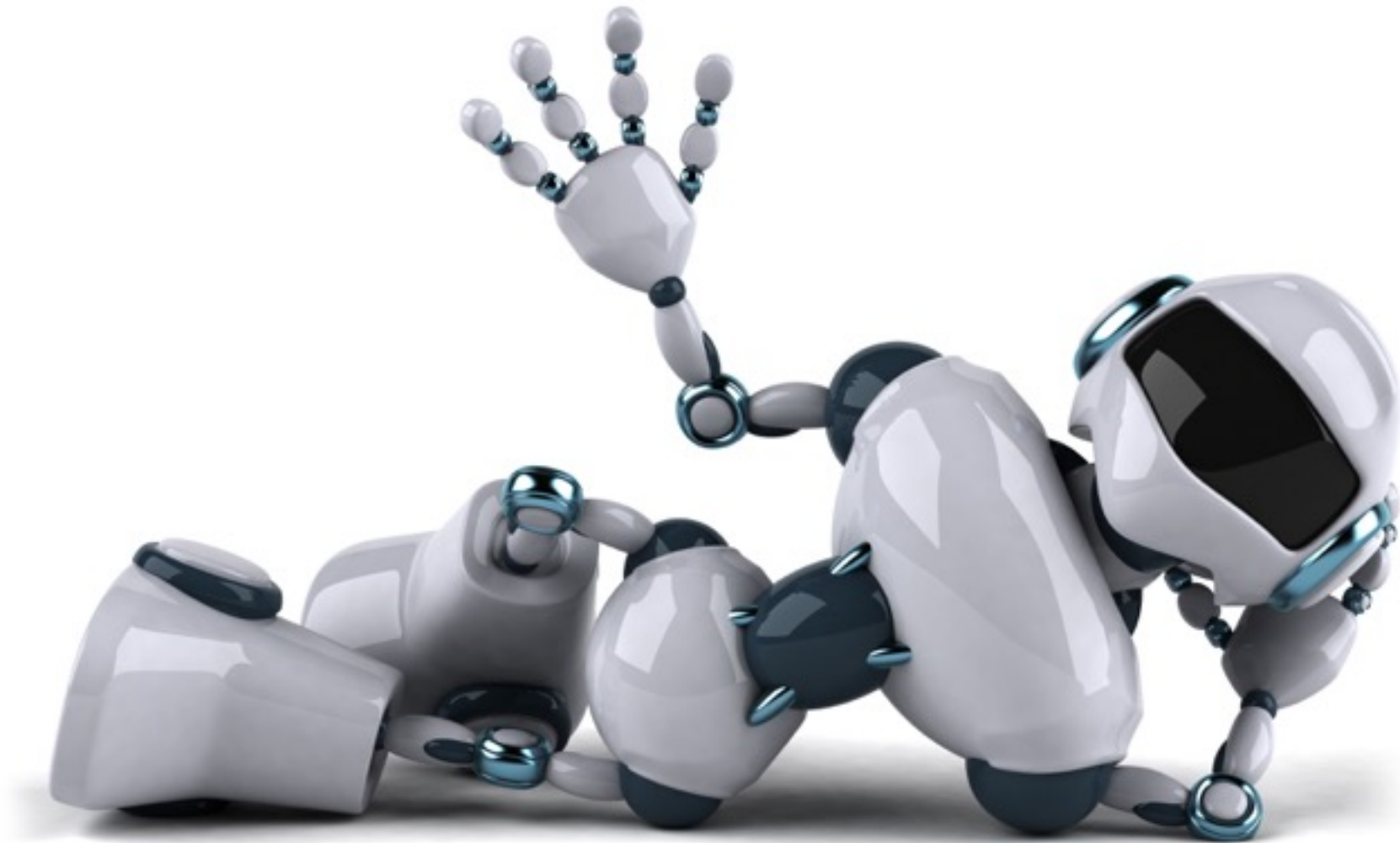
%Add camera pose to msckfState
msckfState = augmentState(msckfState, camera);

=====FEATURE TRACKING=====
% Add observations to the feature tracks, or initialize a new one
% If an observation is -1, add the track to featureTracksToResidualize
featureTracksToResidualize = {};
for featureId = 1:20
    meas_k = measurements(state_k).y(:, featureId);
    if ismember(featureId, trackedFeatureIds)
        if meas_k(1,1) == -1
            %Add to residualize queue and remove from the original
            %struct
            featureTracksToResidualize{end+1} = featureTracks{trackedFeatureIds == featureId};
            featureTracks = featureTracks(trackedFeatureIds ~= featureId);
            trackedFeatureIds(trackedFeatureIds == featureId) = [];
        else
            %Append observation and increase k2
            featureTracks{trackedFeatureIds == featureId}.observations(:, end+1) = meas_k;
            featureTracks{trackedFeatureIds == featureId}.k2 = featureTracks{trackedFeatureIds == featureId}.k2 + 1;
        end
    else
        %Track new feature
        track.featureId = featureId;
        track.observations = meas_k;
        track.k1 = state_k;
        track.k2 = state_k;
        featureTracks{end+1} = track;
        trackedFeatureIds{end+1} = featureId;
    end
end

=====FEATURE RESIDUAL CORRECTIONS=====
featuresToResidualize = []; %1xN matrix of feature ids (this is just the column of y_k_j)
```



# Thanks!





# Extra Slides

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# Algorithm: Multi-State Constraint Kalman Filter

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**Idea:** Use a hybrid batch/recursive filter to incorporate all observations of a feature *without storing it in the state vector*.

**Batch component:** Track each feature until it goes out of view, then compute its position from *all available measurements* using Gauss-Newton optimization.

**Recursive component:** Use landmark position and all of its measurements (with null space trick) *to constrain motion*.

## Advantages over plain EKF:

- **Sliding window of poses** allows each constraint to affect multiples states
- **Computational complexity is linear** in number of landmarks instead of cubic for plain EKF SLAM.