

## 2. Bundle Adjustment

### 2.1 文献阅读

1. 为何说 Bundle Adjustment is slow 是不对的？

说BA慢的大部分原因是没有考虑到问题本身的特点以及其稀疏性, 事实上使用合适的方法, BA速度可以很快.

2. BA中有哪些需要注意参数化的地方？Pose和Point各有哪些参数化方式？有何优缺点.

BA的参数化空间基本上是一个非线性流形——一个由3D特征投影、3D旋转、和相机标定参数笛卡尔积组成的带有非线性约束的流形. 需要注意参数化空间的奇异性、内部约束(如四元素 $\|q\|=1$ )、额外的自由度(如齐次坐标带有scale的自由度). 参数化方法对优化的速度、可靠性影响很大, 因此需要在当前估计附近寻找尽可能均匀, 有界, 表现良好的参数化方式.

Point的参数化方式有① $(X, Y, Z)^T$  和 ② $(X, Y, Z, W)^T$  两种参数化方式. 参数化方式①下, cost function会很平滑, 距离越远需要的调整的步长越长, 若点的距离都很近则很好, 若有远距离点, 则参数化空间的均匀性会被严重破坏. 参数化方式②下, 对于远距离的点的处理则自然很多, 但需要添加额外约束 $\sum X_i^2 = 1$ .

Pose参数化中, 对于旋转部分, 可以使用欧拉角、四元素、李代数. 欧拉角的话需要处理奇异性, 四元素需要归一化.

3. 本文写于2000年, 但是文中提到的很多内容在后面十几年的研究中得到了印证. 你能看到哪些

方向在后续工作中有所体现？请举例说明.

- 对于相机深度值的参数化方法, 现在流行使用逆深度. 相比于直接使用深度, 参数化空间更加均匀, 也能更好地表示远近不一的点.
- 其中关于Network Structure的论述, 以及图结构稀疏性的分析, 即是后来的图优化.

### 2.2 BAL-dataset

投影:

$$\begin{aligned} \mathbf{q} &= \exp(\phi) \cdot \mathbf{p} + \mathbf{t} \\ \mathbf{q}' &= -\mathbf{q}/\mathbf{q}.z \\ \mathbf{u} &= f \cdot r(\mathbf{q}') \cdot \mathbf{q}' \\ r(\mathbf{q}') &= 1.0 + k1 \cdot \|\mathbf{q}'\|^2 + k2 \cdot \|\mathbf{q}'\|^4 \end{aligned}$$

重投影误差:

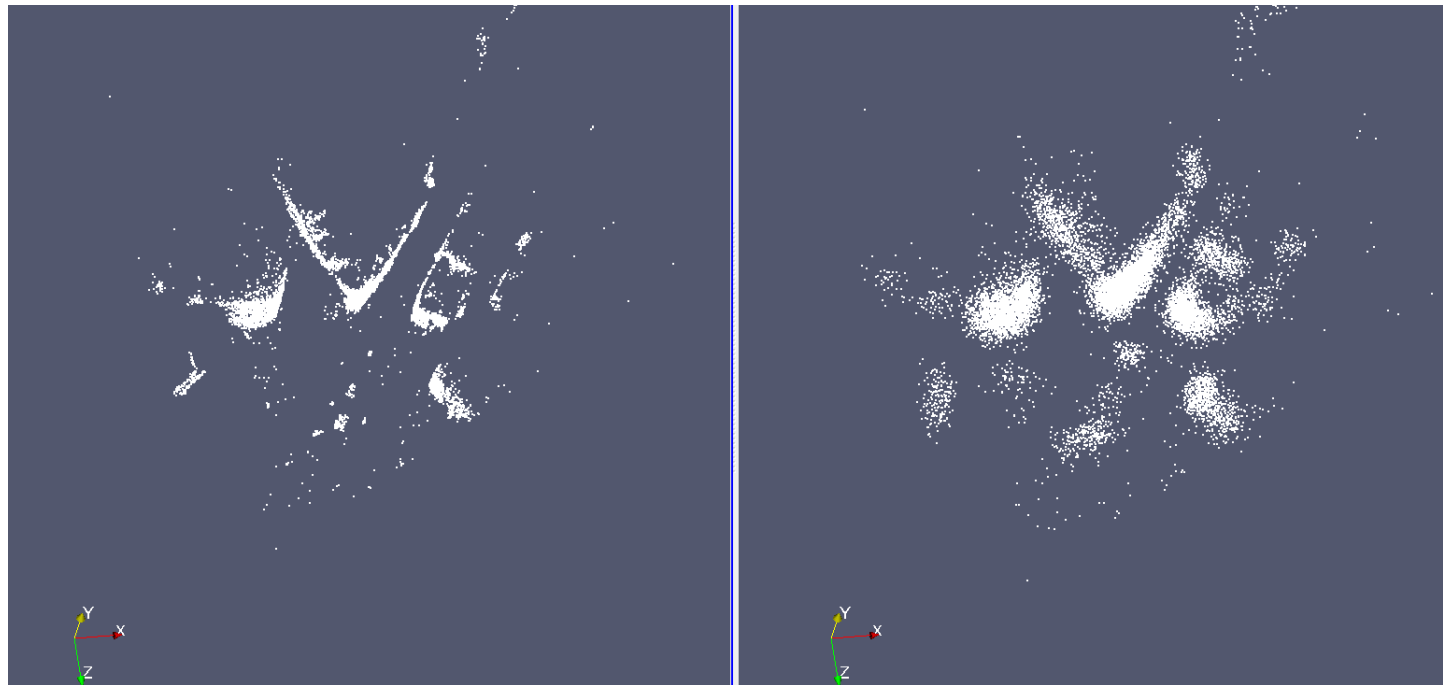
$$\mathbf{e} = \mathbf{x}_{observe} - \mathbf{u}$$

令 $\mathbf{c} = [f \ k1 \ k2]^T$ , 有Jacobian:

$$\begin{aligned} \frac{\partial \mathbf{e}}{\partial \mathbf{c}} &= [r(\mathbf{q}') \cdot \mathbf{q}' \quad f \cdot (\|\mathbf{q}'\|^2) \cdot \mathbf{q}' \quad f \cdot (\|\mathbf{q}'\|^4) \cdot \mathbf{q}'] \\ \frac{\partial \mathbf{e}}{\partial \mathbf{p}} &= -\frac{\partial \mathbf{u}}{\partial \mathbf{q}'} \frac{\partial \mathbf{q}'}{\partial \mathbf{q}} \frac{\partial \mathbf{q}}{\partial \mathbf{p}} \\ \frac{\partial \mathbf{e}}{\partial \phi} &= -\frac{\partial \mathbf{u}}{\partial \mathbf{q}'} \frac{\partial \mathbf{q}'}{\partial \mathbf{q}} \frac{\partial \mathbf{q}}{\partial \phi} \\ \frac{\partial \mathbf{e}}{\partial \mathbf{t}} &= -\frac{\partial \mathbf{u}}{\partial \mathbf{q}'} \frac{\partial \mathbf{q}'}{\partial \mathbf{q}} \frac{\partial \mathbf{q}}{\partial \mathbf{t}} \end{aligned}$$

程序运行结果(problem-21-11315-pre.txt):

ca_num=21	num_pts=11315	num_obs=36455							
iteration= 0	chi2= 2309673.669349	time= 9.43278	cumTime= 9.43278	edges= 36455	schur= 1	lambda= 352.383325	levenbergIter= 1		
iteration= 1	chi2= 152703.885345	time= 9.12934	cumTime= 18.5621	edges= 36455	schur= 1	lambda= 117.461108	levenbergIter= 1		
iteration= 2	chi2= 51002.922181	time= 9.23198	cumTime= 27.7941	edges= 36455	schur= 1	lambda= 39.153703	levenbergIter= 1		
iteration= 3	chi2= 40600.527358	time= 9.53807	cumTime= 37.3322	edges= 36455	schur= 1	lambda= 13.051234	levenbergIter= 1		
iteration= 4	chi2= 38477.749599	time= 9.25078	cumTime= 46.583	edges= 36455	schur= 1	lambda= 4.350411	levenbergIter= 1		
iteration= 5	chi2= 37826.676993	time= 9.66228	cumTime= 56.2452	edges= 36455	schur= 1	lambda= 2.345986	levenbergIter= 1		
iteration= 6	chi2= 37644.113560	time= 9.56897	cumTime= 65.8142	edges= 36455	schur= 1	lambda= 1.563990	levenbergIter= 1		
iteration= 7	chi2= 37225.357991	time= 9.48299	cumTime= 75.2972	edges= 36455	schur= 1	lambda= 1.042660	levenbergIter= 1		
iteration= 8	chi2= 36898.537227	time= 9.07285	cumTime= 84.37	edges= 36455	schur= 1	lambda= 0.695107	levenbergIter= 1		
iteration= 9	chi2= 36655.624967	time= 9.10672	cumTime= 93.4768	edges= 36455	schur= 1	lambda= 0.430000	levenbergIter= 1		
iteration= 10	chi2= 36455.002430	time= 9.09878	cumTime= 102.576	edges= 36455	schur= 1	lambda= 0.143333	levenbergIter= 1		
iteration= 11	chi2= 36093.472907	time= 9.30195	cumTime= 111.877	edges= 36455	schur= 1	lambda= 0.047778	levenbergIter= 1		
iteration= 12	chi2= 35662.826436	time= 10.5192	cumTime= 122.397	edges= 36455	schur= 1	lambda= 0.057702	levenbergIter= 2		
iteration= 13	chi2= 35296.904329	time= 9.49559	cumTime= 131.892	edges= 36455	schur= 1	lambda= 0.038468	levenbergIter= 1		
iteration= 14	chi2= 35287.433858	time= 9.72328	cumTime= 141.616	edges= 36455	schur= 1	lambda= 0.025646	levenbergIter= 1		
iteration= 15	chi2= 33788.151378	time= 10.7609	cumTime= 152.376	edges= 36455	schur= 1	lambda= 0.029491	levenbergIter= 2		
iteration= 16	chi2= 33086.340597	time= 10.4462	cumTime= 162.823	edges= 36455	schur= 1	lambda= 0.034192	levenbergIter= 2		
iteration= 17	chi2= 32924.254293	time= 9.0683	cumTime= 171.891	edges= 36455	schur= 1	lambda= 0.022795	levenbergIter= 1		
iteration= 18	chi2= 31978.946733	time= 10.1318	cumTime= 182.023	edges= 36455	schur= 1	lambda= 0.022872	levenbergIter= 2		
iteration= 19	chi2= 31508.447798	time= 10.116	cumTime= 192.139	edges= 36455	schur= 1	lambda= 0.030496	levenbergIter= 2		
iteration= 20	chi2= 31230.834049	time= 9.03642	cumTime= 201.175	edges= 36455	schur= 1	lambda= 0.020330	levenbergIter= 1		
iteration= 21	chi2= 31125.288534	time= 9.11369	cumTime= 210.289	edges= 36455	schur= 1	lambda= 0.013554	levenbergIter= 1		
iteration= 22	chi2= 30226.384058	time= 10.0976	cumTime= 220.386	edges= 36455	schur= 1	lambda= 0.012962	levenbergIter= 2		
iteration= 23	chi2= 29887.246669	time= 10.1012	cumTime= 230.488	edges= 36455	schur= 1	lambda= 0.017283	levenbergIter= 2		
iteration= 24	chi2= 29744.647646	time= 9.09018	cumTime= 239.578	edges= 36455	schur= 1	lambda= 0.011522	levenbergIter= 1		
iteration= 25	chi2= 29738.378210	time= 9.07032	cumTime= 248.648	edges= 36455	schur= 1	lambda= 0.007681	levenbergIter= 1		
iteration= 26	chi2= 29114.020083	time= 10.1217	cumTime= 258.77	edges= 36455	schur= 1	lambda= 0.007955	levenbergIter= 2		
iteration= 27	chi2= 28934.776002	time= 10.0964	cumTime= 268.866	edges= 36455	schur= 1	lambda= 0.010606	levenbergIter= 2		
iteration= 28	chi2= 28884.571756	time= 9.09775	cumTime= 277.964	edges= 36455	schur= 1	lambda= 0.007071	levenbergIter= 1		
iteration= 29	chi2= 28677.735247	time= 10.1465	cumTime= 288.111	edges= 36455	schur= 1	lambda= 0.007393	levenbergIter= 2		
iteration= 30	chi2= 28593.759491	time= 10.1037	cumTime= 298.214	edges= 36455	schur= 1	lambda= 0.009857	levenbergIter= 2		
iteration= 31	chi2= 28543.773519	time= 9.10365	cumTime= 307.318	edges= 36455	schur= 1	lambda= 0.006571	levenbergIter= 1		
iteration= 32	chi2= 28537.953596	time= 9.08204	cumTime= 316.4	edges= 36455	schur= 1	lambda= 0.004381	levenbergIter= 1		
iteration= 33	chi2= 28368.711530	time= 10.1612	cumTime= 326.561	edges= 36455	schur= 1	lambda= 0.005519	levenbergIter= 2		
iteration= 34	chi2= 28299.780396	time= 10.117	cumTime= 336.678	edges= 36455	schur= 1	lambda= 0.005727	levenbergIter= 2		
iteration= 35	chi2= 28256.565653	time= 10.1905	cumTime= 346.869	edges= 36455	schur= 1	lambda= 0.006810	levenbergIter= 2		
iteration= 36	chi2= 28235.733669	time= 9.09262	cumTime= 355.961	edges= 36455	schur= 1	lambda= 0.004540	levenbergIter= 1		
iteration= 37	chi2= 28167.339034	time= 10.0674	cumTime= 366.029	edges= 36455	schur= 1	lambda= 0.005149	levenbergIter= 2		
iteration= 38	chi2= 28129.877056	time= 10.1205	cumTime= 376.149	edges= 36455	schur= 1	lambda= 0.005605	levenbergIter= 2		
iteration= 39	chi2= 28118.568397	time= 9.1303	cumTime= 385.279	edges= 36455	schur= 1	lambda= 0.003737	levenbergIter= 1		



### 3. 直接法的 Bundle Adjustment

#### 3.1 数学模型

1. 如何描述任意一点投影在任意一图像中形成的error?
- 任意一点在任意一图像中形成的error与直接法一样: 为投影后整个patch与对应图像上的patch的光度误差.

$$e = I(p_i) - I_j(\pi(KT_jp_i))$$

2. 每个error关联几个优化变量?
- 每个error关联优化变量: 相机位姿和3D点的坐标.
3. error关于各变量的雅可比是什么?
- 令 $q = T(\xi)p, u = \pi(Kq)$

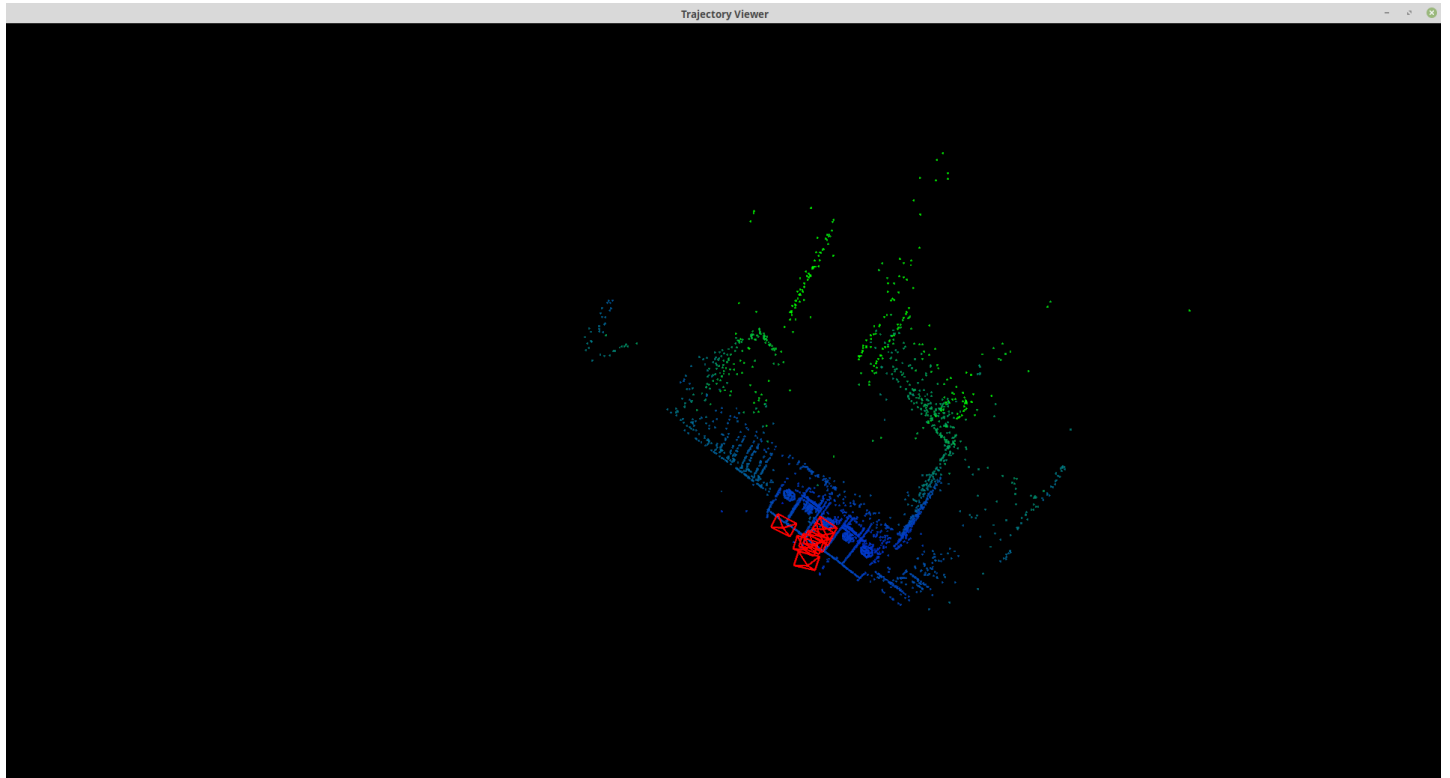
$$\frac{\partial e}{\partial p} = -\frac{\partial I}{\partial u} \frac{\partial u}{\partial q} \frac{\partial q}{\partial p}$$
$$\frac{\partial e}{\partial \xi} = -\frac{\partial I}{\partial u} \frac{\partial u}{\partial q} \frac{\partial q}{\partial \xi}$$

这里

$$\begin{aligned}\mathbf{u} &= \frac{1}{Z} \begin{bmatrix} fx & 0 & cx \\ 0 & fy & cy \end{bmatrix} \mathbf{p} \\ \Rightarrow \frac{\partial \mathbf{u}}{\partial \mathbf{q}} &= \begin{bmatrix} \frac{f_x}{Z} & 0 & -\frac{x f_x}{Z^2} \\ 0 & \frac{f_y}{Z} & -\frac{y f_y}{Z^2} \end{bmatrix} \\ \frac{\partial \mathbf{q}}{\partial \xi} &= [I \quad -\mathbf{q}^\wedge] \\ \frac{\partial \mathbf{q}}{\partial \mathbf{p}} &= T(\xi)\end{aligned}$$

## 3.2实现

程序运行效果:



1. 能否不要以  $[x, y, z]^T$  的形式参数化每个点?  
可以以  $[x, y, z_{inv}]^T$  的方式参数化每个点,  $z_{inv} = \frac{1}{z}$ .
2. 取 4x4 的 patch 好吗?取更大的 patch 好还是取小一点的 patch 好?  
取4x4的patch好, 这个问题和之前直接法计算相机位姿一样, 当patch取小了, 没有区分性. 而patch取大了则会加入很多outlier.
3. 由于图像的差异,你可能需要鲁棒核函数,例如 Huber. 此时Huber的阈值如何选取?  
分析投影后的误差, 根据误差以及匹配情况, 分析匹配和不匹配的分界, 选取Huber的阈值.