选题 4:手写 Bundle Adjustment

1、BAL 数据集介绍

16 22106 83718

- 0 0 -3.859900e+02 3.871200e+02
- 1 0 -3.844000e+01 4.921200e+02

16 为相机个数, 22106 为路标个数, 83718 为观测数据个数

第一行: 0 为第 0 个相机, 0 为第 0 个路标, 后面 2 个为观测数据,像素坐标,83718 后面 是相关参数,前面是相机参数有 9 维: -R(罗德里格斯向量 3 维),t(3 维),f(相机焦距),k1(畸变参数),k2(畸变参数)。依次对应相机 0 – num_cameras,再后面是路标点的空间 3D 参数。

2、相机模型

P = R * X + t (conversion from world to camera coordinates)//把世界坐标转换为相机坐标

p = -P / P.z (perspective division)//相机坐标归一化处理

p' = f*r(p)*p (conversion to pixel coordinates)//转换得到像素坐标

 $r(p) = 1.0 + k1 * ||p||^2 + k2 * ||p||^4.$

3、残差和雅克比

3.1 残差

```
const Eigen::Vector3d ptc = camera_->getPose() * map_point_->getPosition();
Eigen::Vector2d p = -Eigen::Vector2d(ptc[0]/ptc[2],ptc[1]/ptc[2]);
double r_p = 1.0 + camera_->getK1() * p.squaredNorm() + camera_->getK2() * p.squaredNorm() * p.squaredNorm();
Eigen::Vector2d u(camera_->getFocus()*r_p*p[0], camera_->getFocus()*r_p*p[1]);
e = ob_z_ - u;
```

3.2 位姿的雅克比

```
const Eigen::Vector3d ptc = camera ->getPose() * map point ->getPosition();
Eigen::Vector2d p = -Eigen::Vector2d(ptc[0]/ptc[2],ptc[1]/ptc[2]);
double f = camera_->getFocus();
double r_p = 1.0 + camera_->getK1() * p.squaredNorm() + camera_->getK2() * p.squaredNorm() * p.squaredNorm();
const double& x = ptc(0);
const double& y = ptc(1);
const double& z = ptc(2);
JT.setZero();
const double z2 = z*z;
JT(0,0) = f*r p/z;
JT(0,2) = -f*r_p*x/z2;
JT(0,3) = -f*r_p*x*y/z2;
JT(0,4) = f*r_p+f*r_p*x*x/z2;
JT(0,5) = -f*r_p*y/z;
JT(1,1) = f*r_p/z;
JT(1,2) = -f*r_p*y/z2;
JT(1,3) = -f*r p-f*r p*y*y/z2;
JT(1,4) = f*r_p*x*y/z2;
JT(1,5) = f*r_p*x/z;
```

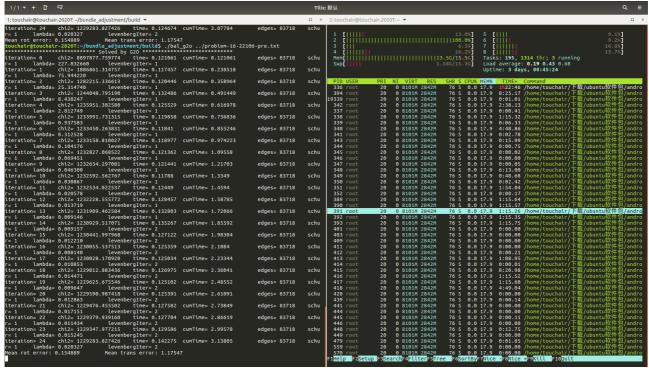
3.3 3D 点的雅克比

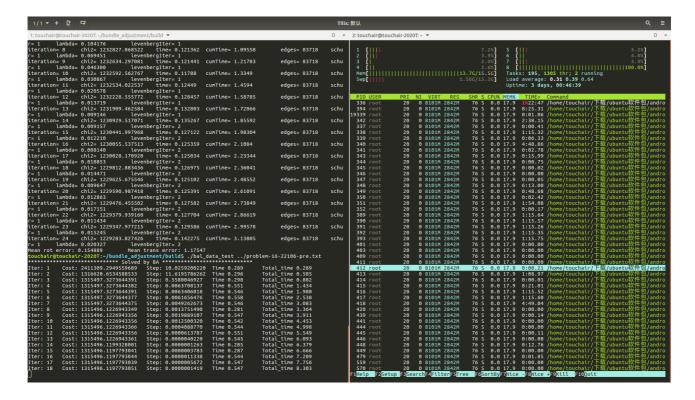
```
const Eigen::Vector3d ptc = camera_->getPose() * map_point_->getPosition();
Eigen::Vector2d p = -Eigen::Vector2d(ptc[0]/ptc[2],ptc[1]/ptc[2]);
double f = camera_->getFocus();
double r_p = 1.0 + camera_->getK1() * p.squaredNorm() + camera_->getK2() * p.squaredNorm() * p.squaredNorm();
const double& x = ptc(0);
const double& z = ptc(2);
JX.setZero();
Eigen::Matrix<double, 2, 3> Jtmp;
Jtmp.setZero();
Jtmp(0,0) = f*r_p / z;
\mathsf{Jtmp}(0,1) = 0;
Jtmp(0,2) = -f*r_p*x/(z*z);
Jtmp(1,0) = 0;
Jtmp(1,1) = f*r_p/z;
Jtmp(1,2) = -f*r_p*y/(z*z);
JX = Jtmp * camera_->getPose().rotationMatrix();
```

4、与g2o对比

只对比了优化相机坐标,固定 3D 点,如果同时优化 3D 点,内存消耗过大,程序崩溃

```
| Combinity| Combinity
```





上面是 G2O 的测试结果,下面是手写 BA 的测试结果,可以看出精度方面,手写 BA 和 G2O 计算的相机位姿旋转误差基本一致,平移误差手写 BA 略高于 G2O,单次迭代时间和总迭代时间手写 BA 均高于 G2O,CPU 占用百分比手写 BA 略低于 G2O