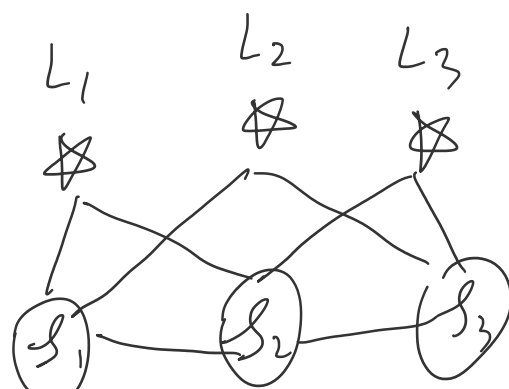


# VIO from scratch 6-2

Tuesday, April 7, 2020 11:46 AM

$$s = \arg \min_s \frac{1}{2} \sum_i \|r_i\|_{\Sigma_i}^2$$

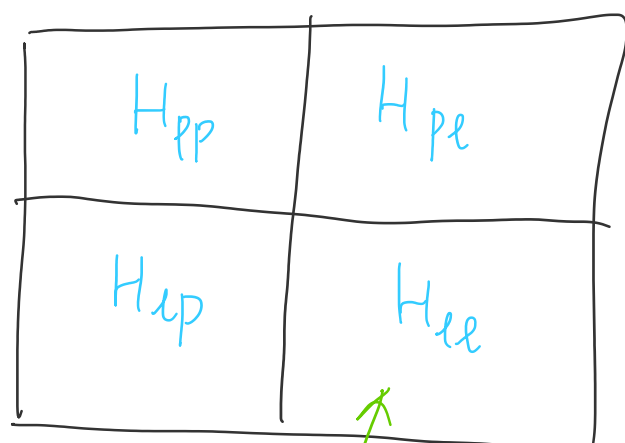
normal eq.  $\underbrace{J^T \Sigma^{-1} J}_{H \text{ or } A} \underbrace{\delta s}_{n} = \underbrace{-J^T \Sigma^{-1} r}_{b}$



$$\sum_{i=1}^n J_i^T \Sigma_i^{-1} J_i \delta s = - \sum_{i=1}^n J_i^T \Sigma_i^{-1} r$$

$\Delta x = -H^{-1}b$  has large computation cost. We should use the sparse matrix and use Schur Complement:

$$\begin{bmatrix} H_{pp} & H_{pe} \\ H_{ep} & H_{ee} \end{bmatrix} \begin{bmatrix} \Delta x_p^* \\ \Delta x_e^* \end{bmatrix} = \begin{bmatrix} -b_p \\ -b_e \end{bmatrix}$$



$$(H_{pp} - H_{pe} H_{ee}^{-1} H_{ep}) \Delta x_p^* = -b_p + H_{pe} H_{ee}^{-1} b_e$$

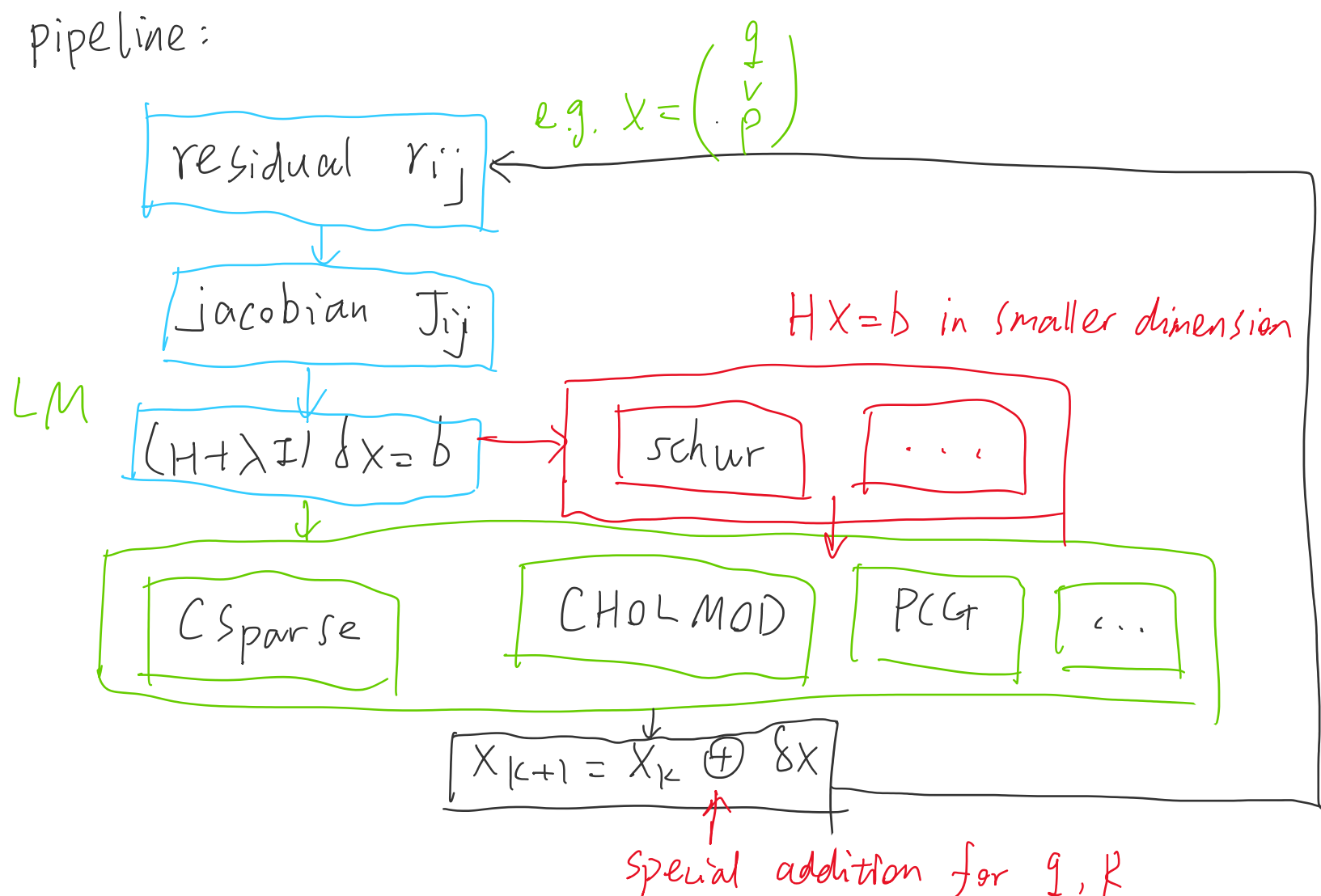
Solve for  $\Delta x_p^*$ , then  $\Delta x_e^*$  is:

$$H_{ee} \Delta x_e^* = -b_e - H_{ep}^T \Delta x_p^*$$

i.e.

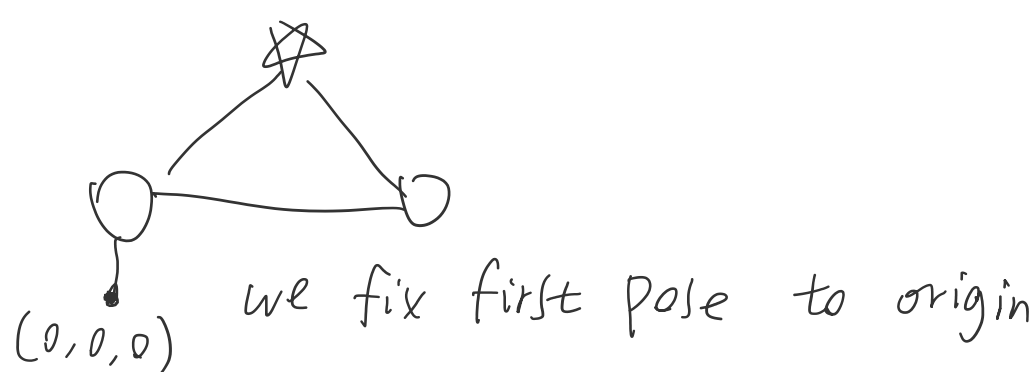
$$p(a, b) \rightarrow p(a) \text{ or } p(b)$$

Solver pipeline:

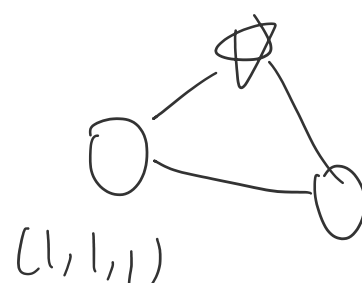


issues:

When using LM, we use  $H + \lambda I$  to make  $H$  full rank, but the solution may change in nullspace:



but after LM, we may get



the first pose is drifted from  $(0,0,0)$  to min. the cost.

To solve this, we may add a prior to first pose, by adding a residual of first pose wrt  $\begin{bmatrix} I & 0 \\ 0 & 1 \end{bmatrix}$ .

We can fix two camera poses to also fix the scale.

Alternatively, in G2O, add  $I$  to first pose's info. matrix.

$$\begin{bmatrix} H_{11} & & \\ & H_{12} & \\ & & \ddots \end{bmatrix} x = b + v \Rightarrow \begin{bmatrix} H_{11} + I & & \\ & H_{12} & \\ & & \ddots \end{bmatrix} x = b + v$$

this is to say  $I x_1 = 0, x_1 = 0$ .

Also we can add large info. matrix  $10^{15}$ , to make  $\Delta x = 0$ .

Also, we can set the jacobian to 0, then residual is 0,

$$(0 + \lambda I) \Delta x = 0 \Rightarrow \Delta x = 0$$

G2O:

Vertex { id, dimension, matrix index  
addition: e.g.  $R = R \exp(\delta x)$

edge { residual  
jacobian  
vertices

solver { LM  
 $H, b$   
QR, SVD, PCG...