

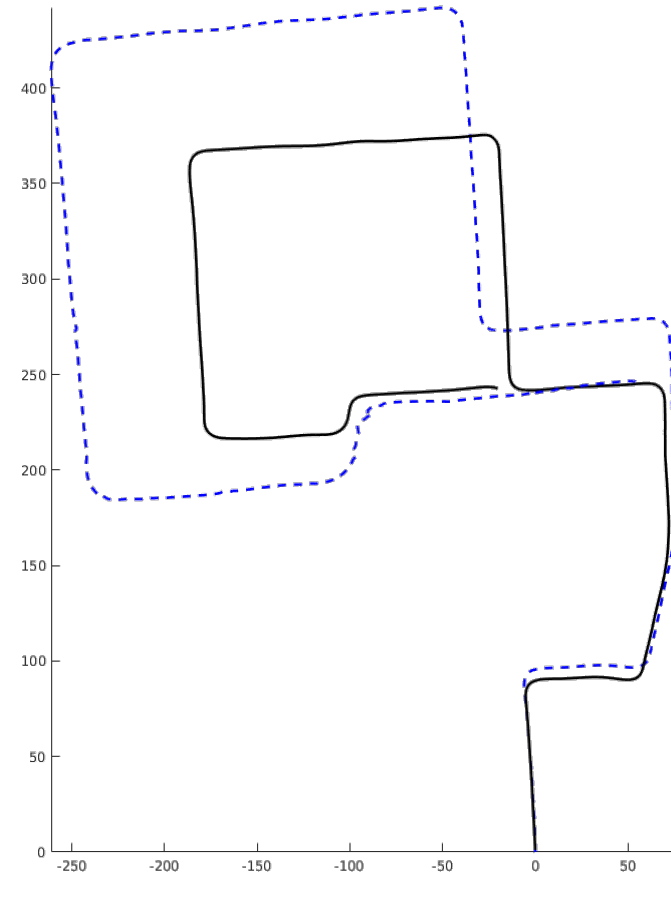
BAFS: Bundle Adjustment with Feature Scale Constraints for Enhanced Estimation Accuracy

¹Technion - Israel Institute of Technology, Israel

Vladimir Ovechkin¹ and Vadim Indelman¹

1. Introduction

- **Scale drift** is a known problem in monocular SLAM
- Without assuming prior information, camera motion and 3D map can be only estimated up to scale, which drifts over time
- Existing (non-learning) approaches either require loop closures, exploit non-holonomic constraints or fuse information from other sensors

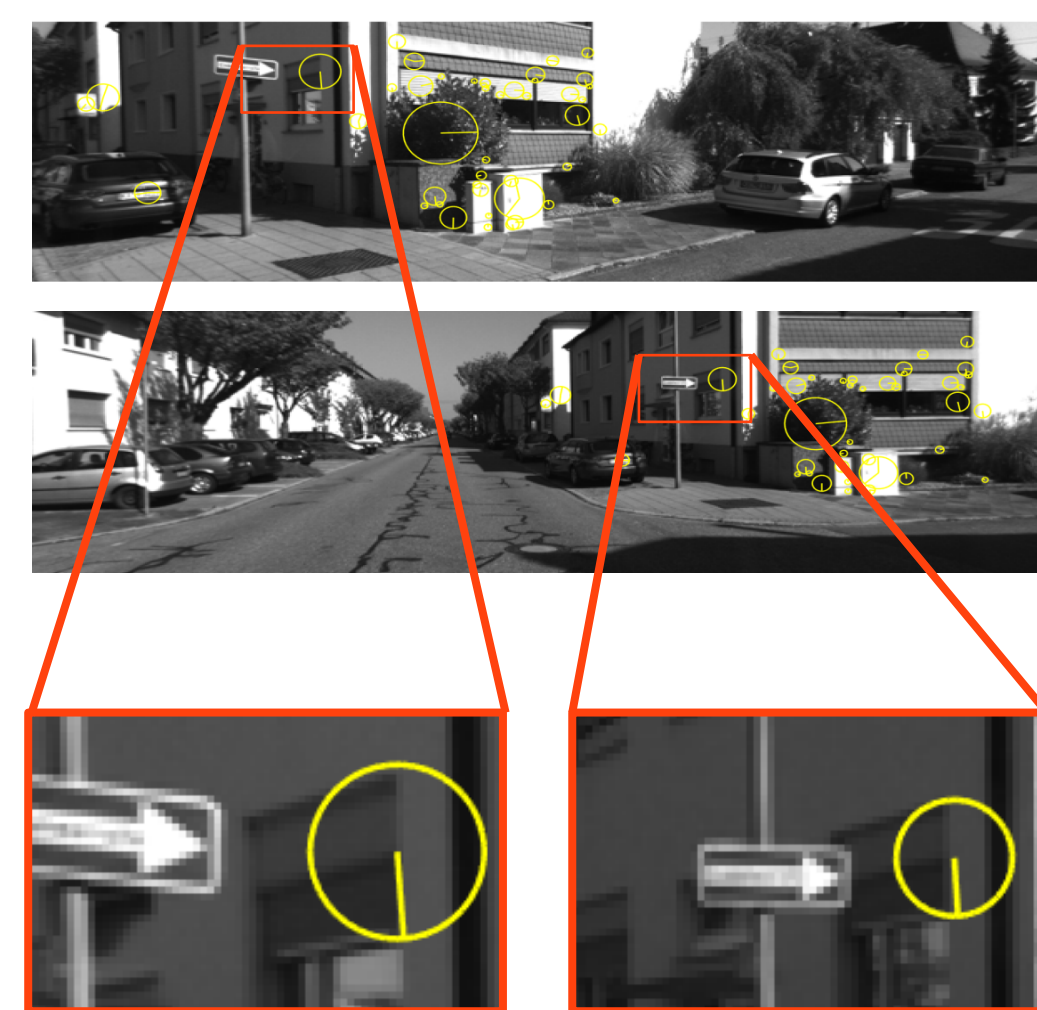
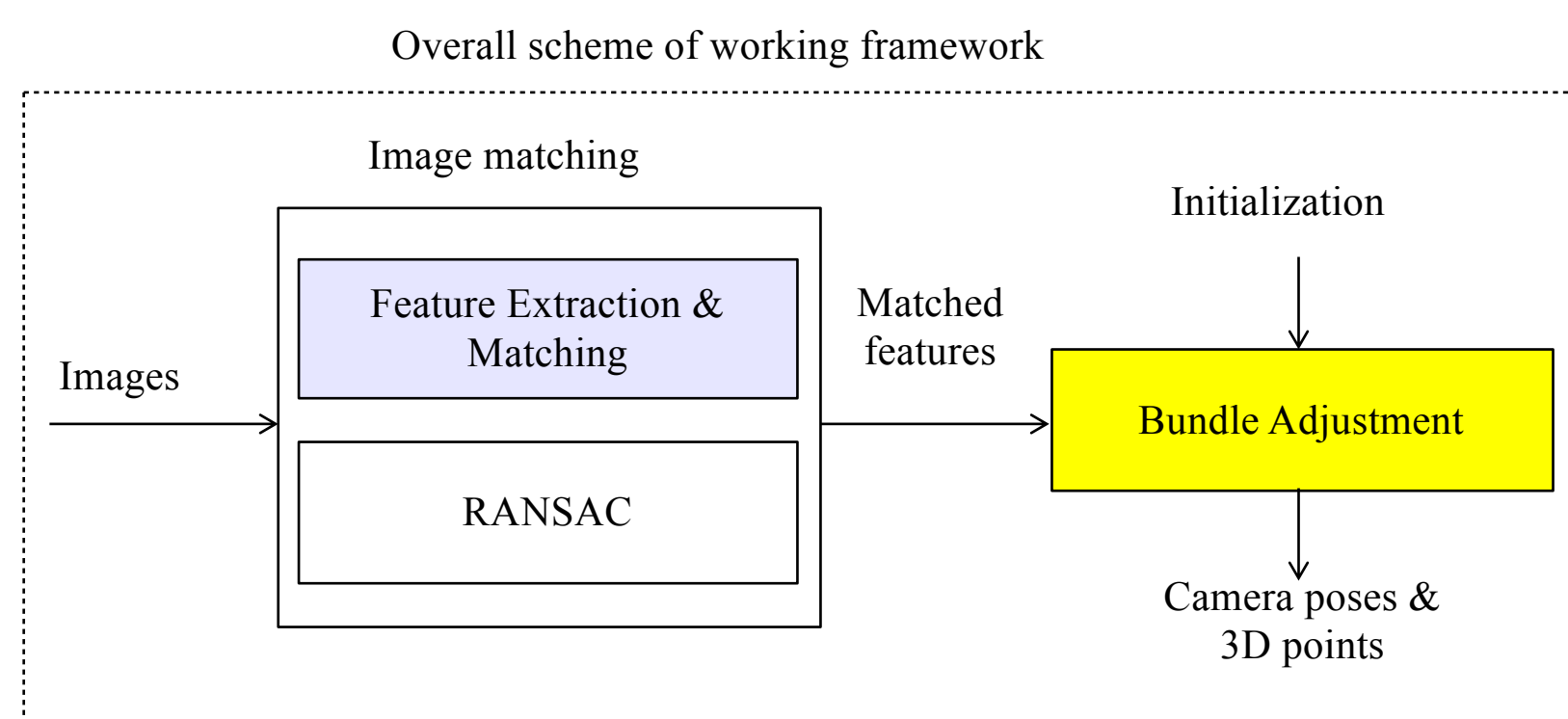


2. Contribution

- We formulate novel image feature scale constraints and incorporate these within bundle adjustment (BA)
- Leads to significantly improved estimation accuracy (especially) along the optical axis of the camera in a monocular setup
- Method does not require loop closures

3. Concept

- **Key observation:** detected feature scale changes consistently across a sequence of images
- Concept leverages the scale invariance property of SIFT detectors
- Detected feature scale can be predicted as a function of camera pose, landmark 3D coordinates and the corresponding 3D environment patch
- To provide more accurate detected feature scales, we increase the resolution of Gaussian kernels within the SIFT detector
- Feature scales are already typically calculated by common feature detectors (e.g., SIFT), thus far - used **only** for image matching
- We propose to exploit this available scale information for improving the performance of BA



4. Scale Constraint

- Denote by S_j the corresponding environment patch, or virtual size, centered around landmark l_j
- Scale observation model:

$$s_i^j = f \frac{S_j}{d_i^j} + v_i \quad v_i \sim N(0, \Sigma_{fs})$$

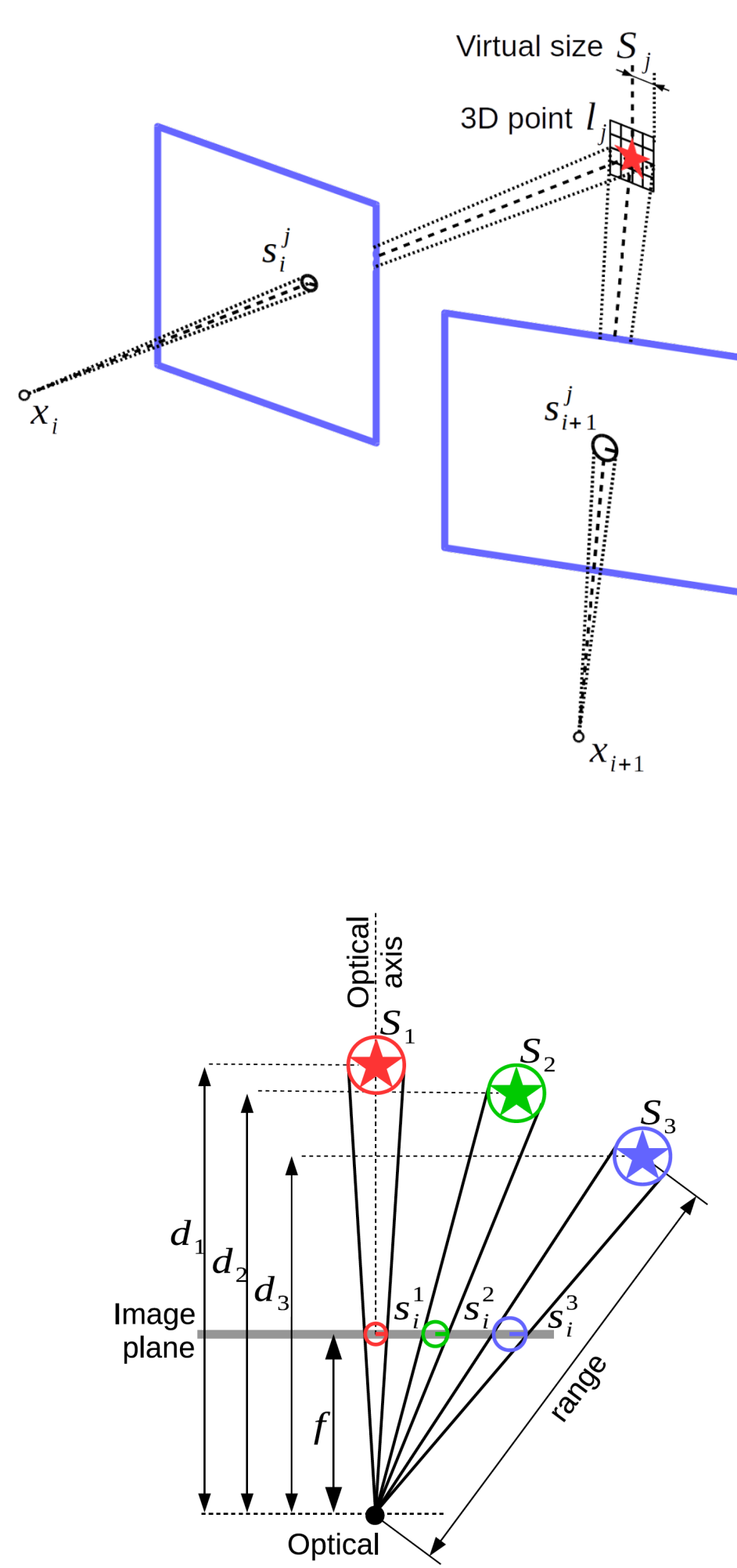
measured $\rightarrow$ predicted

- d_i^j is the distance along optical axis from the camera pose x_i to landmark l_j

$$d_i^j(x_i, l_j) \doteq z_c, \quad \begin{bmatrix} x_c \\ y_c \\ z_c \end{bmatrix} = R_i l_j + t_i$$

- Note d_i^j is not the range. To see why:

Virtual landmark size: $S_1 = S_2 = S_3$
 Feature scales: $s_1^1 < s_1^2 < s_1^3$
 Distance along optical axis: $d_1 > d_2 > d_3$

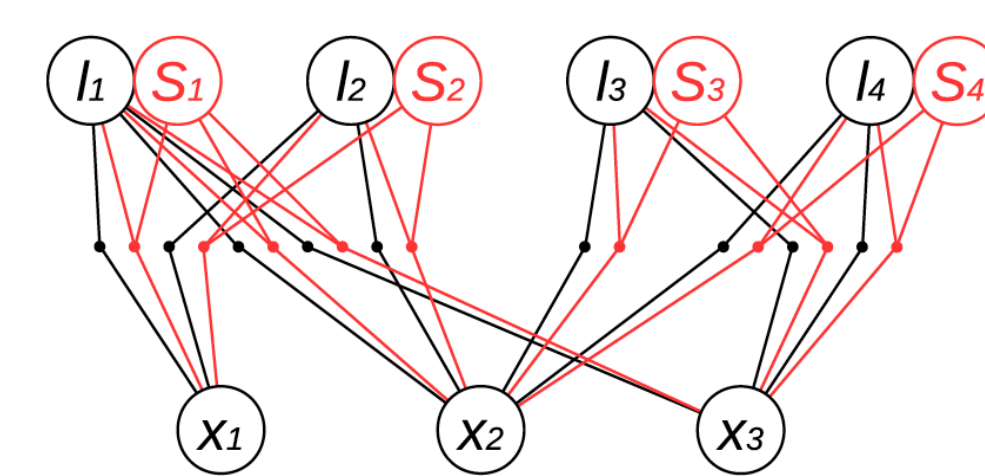


5. Incorporating Scale Constraint within BA

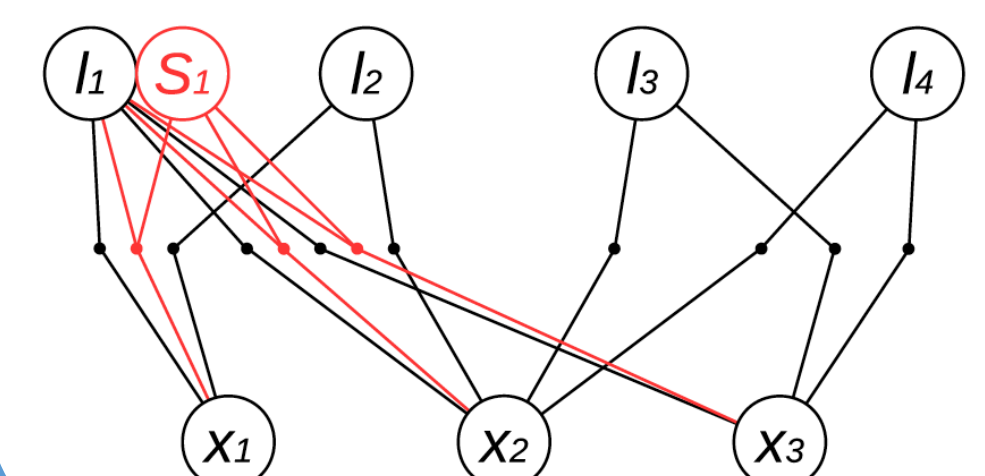
- Scale measurement likelihood: $\mathbb{P}(s_i^j | S_j, x_i, l_j) \doteq \frac{1}{\sqrt{2\pi\Sigma_{fs}}} \exp \left[-\frac{1}{2} \left\| s_i^j - f \frac{S_j}{d_i^j} \right\|_{\Sigma_{fs}}^2 \right]$
- Joint posterior pdf: $\mathbb{P}(X, L, S | \mathcal{Z}) \propto \prod_i \prod_{j \in \mathcal{M}_i} \mathbb{P}(z_i^j | x_i, l_j) \mathbb{P}(s_i^j | S_j, x_i, l_j)$
- Corresponding NLS problem: $J(X, L, S) = \sum_i \sum_{j \in \mathcal{M}_i} \underbrace{\|z_i^j - \pi(x_i, l_j)\|_{\Sigma_v}^2}_{\text{re-projection error}} + \underbrace{\left\| s_i^j - f \frac{S_j}{d_i^j} \right\|_{\Sigma_{fs}}^2}_{\text{scale error}}$
- Initialization of virtual landmark size variable S_j :
 Triangulate landmark l_j
 Use current estimates of camera pose and landmark coordinates to calculate $S_j = s_i^j \frac{d_i^j}{f}$

6. Factor Graph

Naïve: all scale constraints

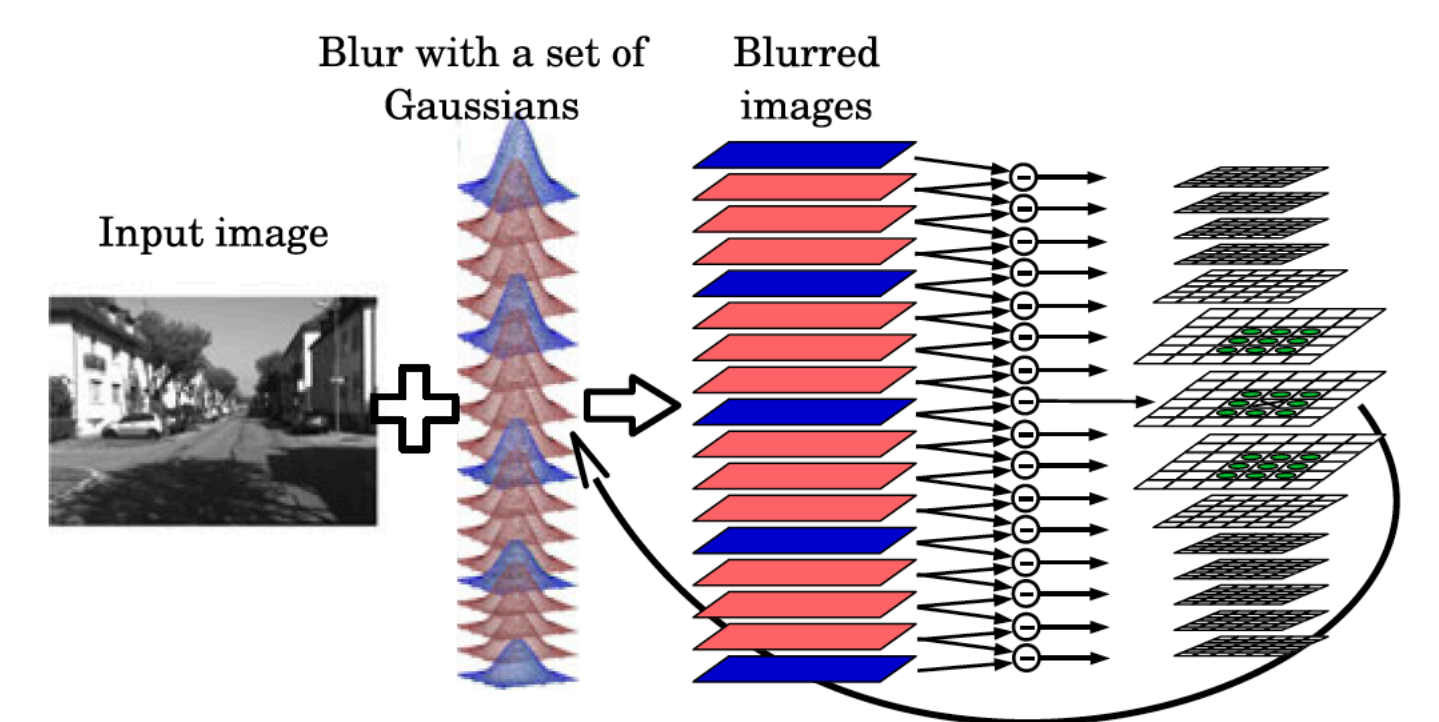


Heuristic: scale constraints only for long-track features



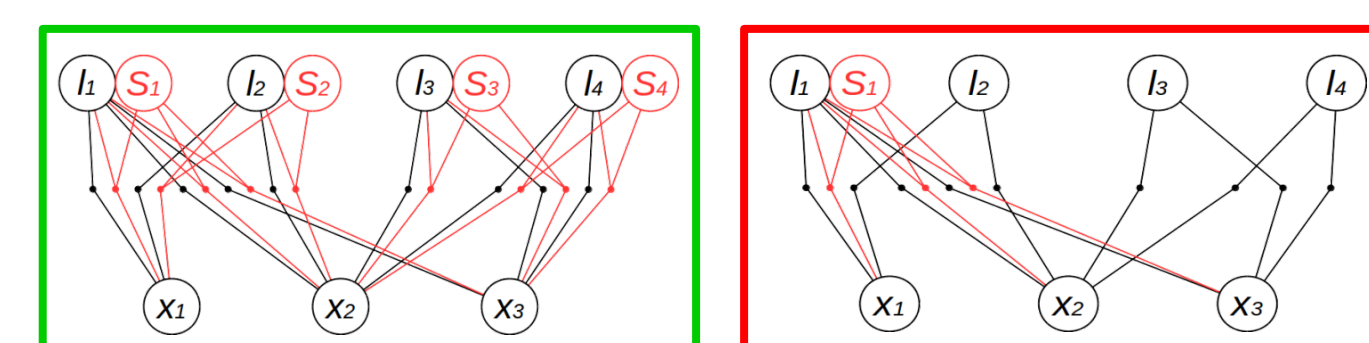
7. Enhancement of Feature Scale Measurement Accuracy

- Estimation accuracy is improved only if feature scale measurements are sufficiently accurate
- Simple method: get higher-accuracy scale measurements by increasing number of layers per octave (finer resolution of the Gaussian kernels)



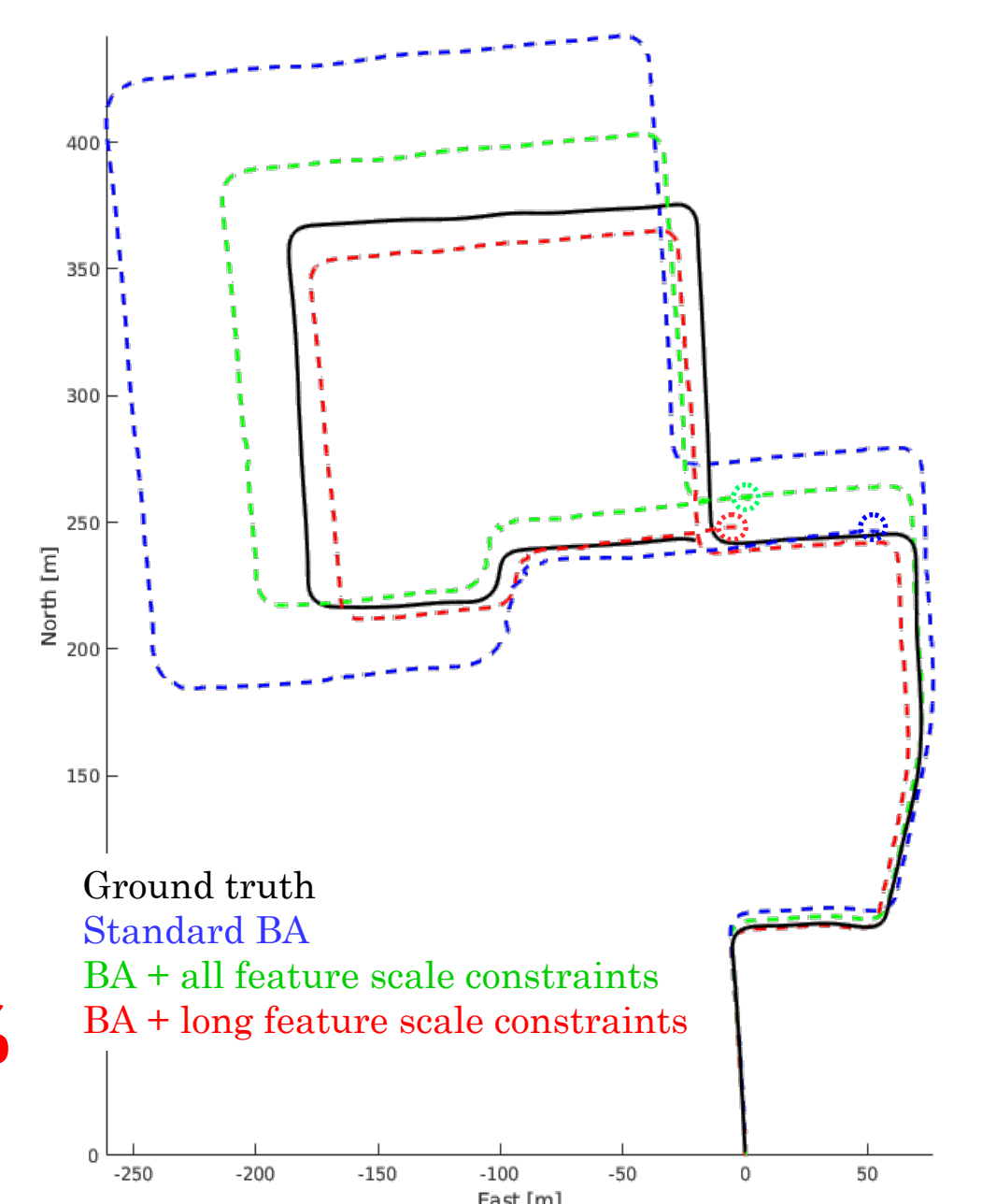
8. Results – KITTI Dataset

Difference between red and green track: amount of scale constraints.

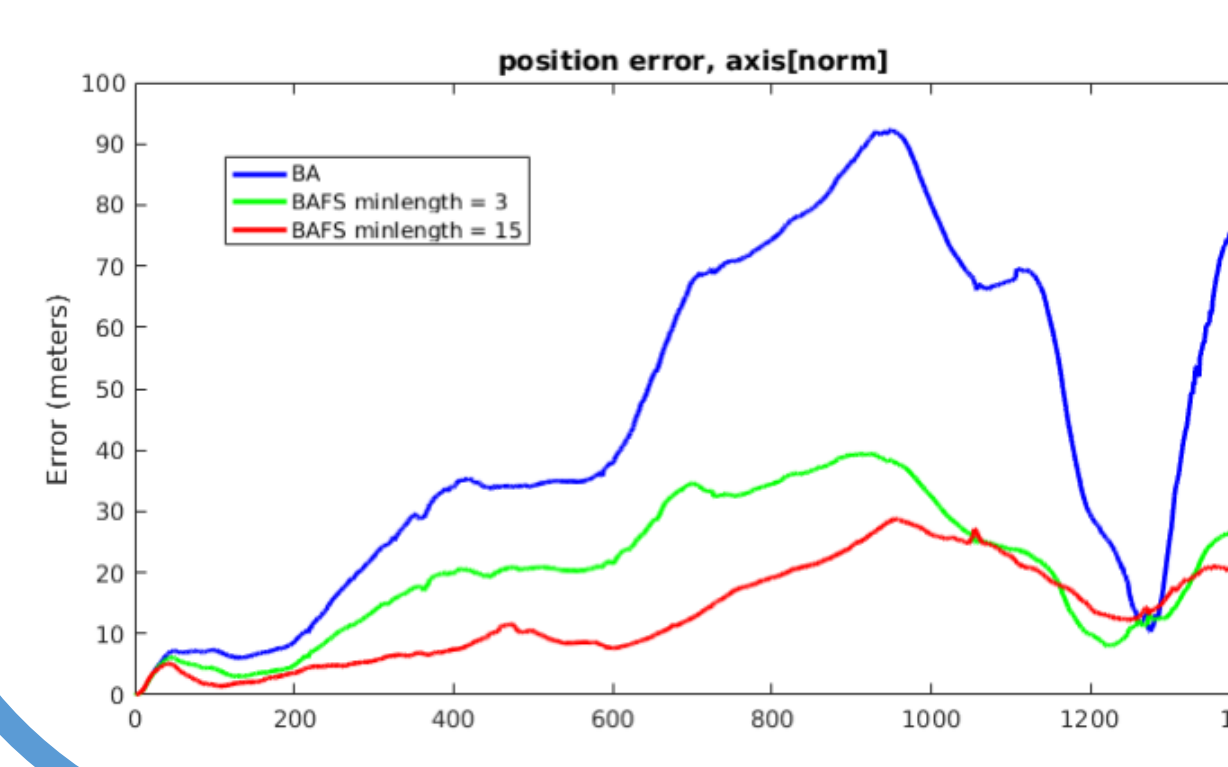


Error rate along optical axis:

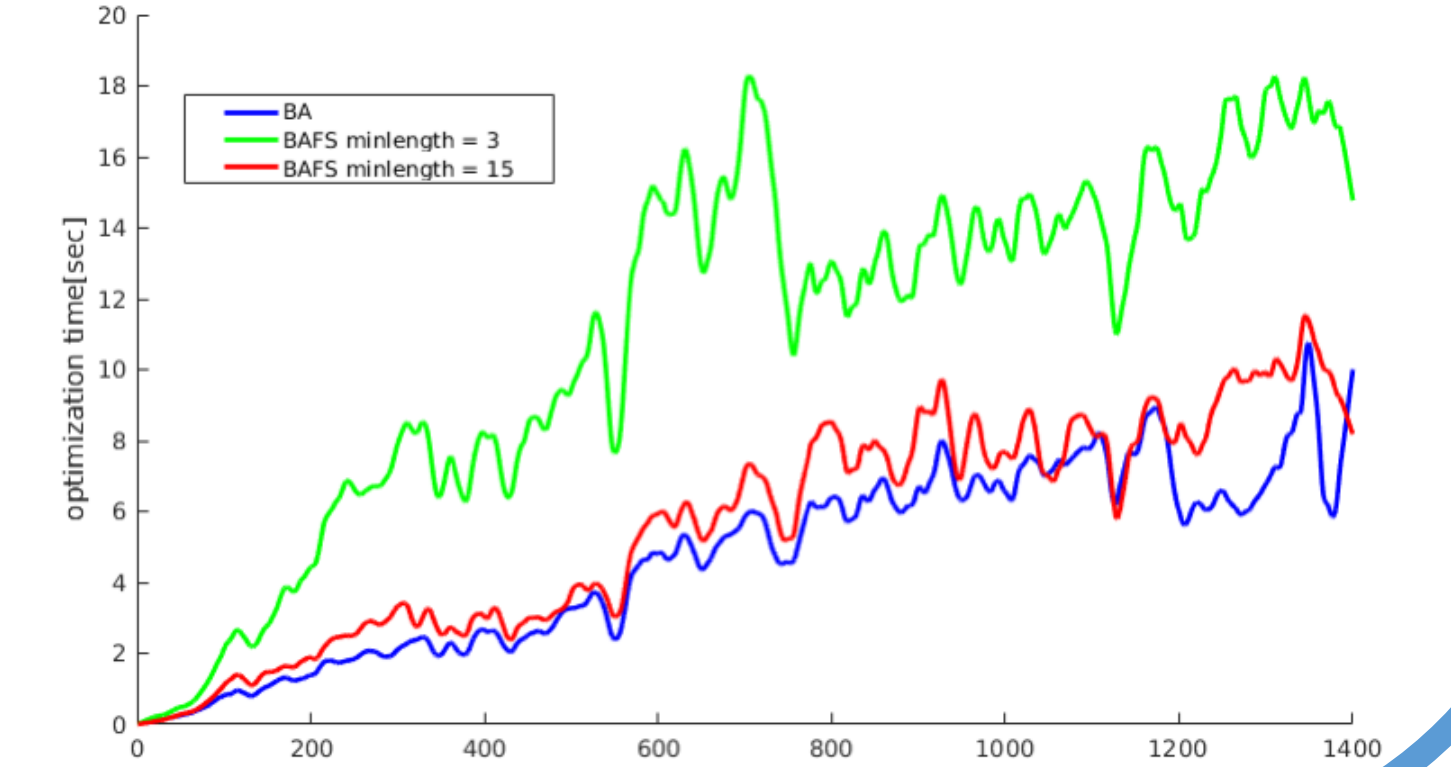
- first 100 frames: 8.6% | 5% | 1%
- Last 100 frames: 94.6% | 27.3% | 8.8%



Position error



Optimization time



9. Conclusions

Improved accuracy of bundle adjustment and monocular SLAM along optical axis direction, without requiring loop closures:

- Developed and introduced scale constraints within BA
- Feature scale information is already available from feature detector
- Enhanced feature scale measurement