



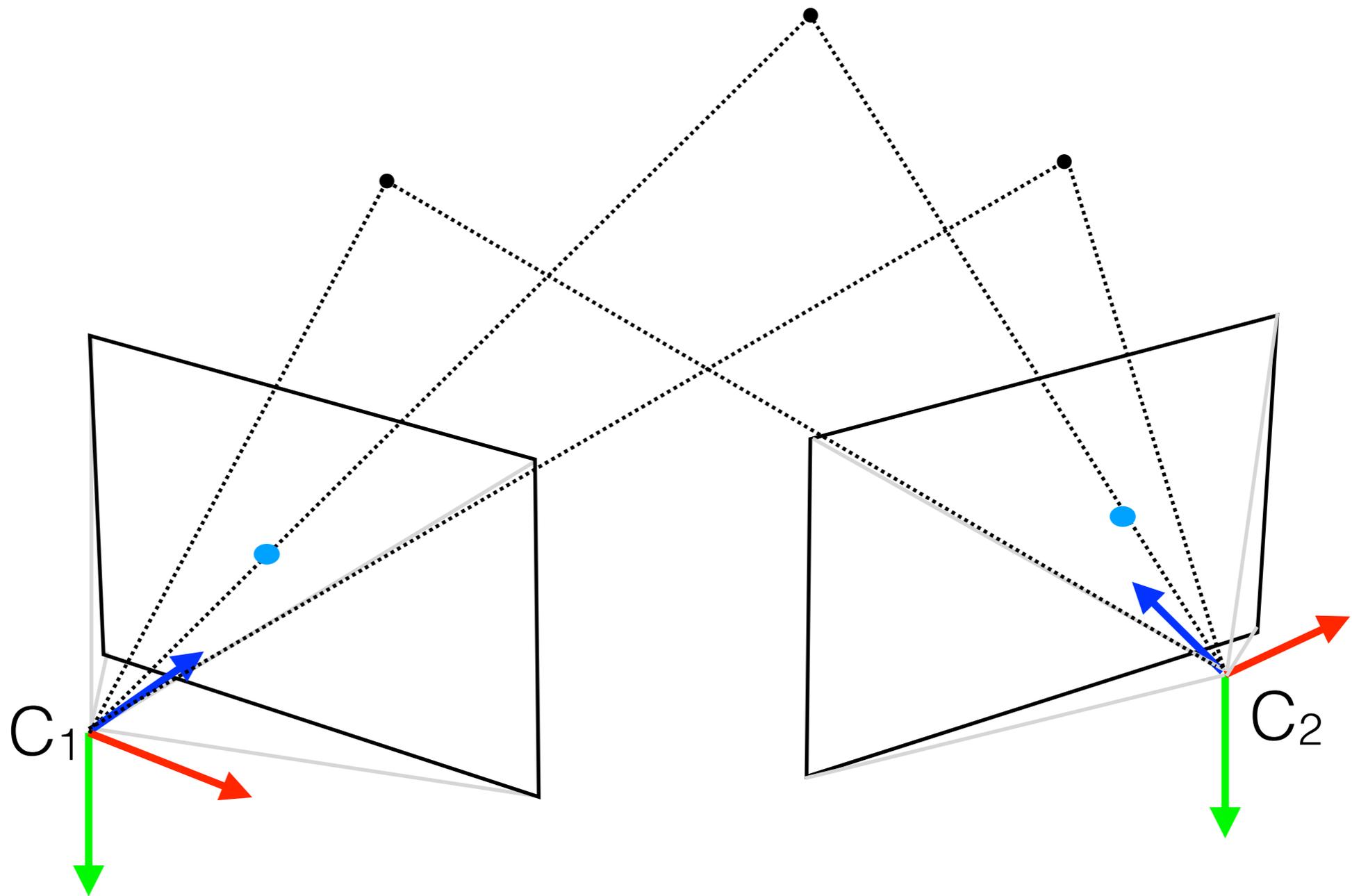
16.485: VNAV - Visual Navigation for Autonomous Vehicles

Luca Carlone

Lecture 16: From Optimization
To Estimation Theory and Back



Recap: 2-view Geometry from 3D-3D Correspondences



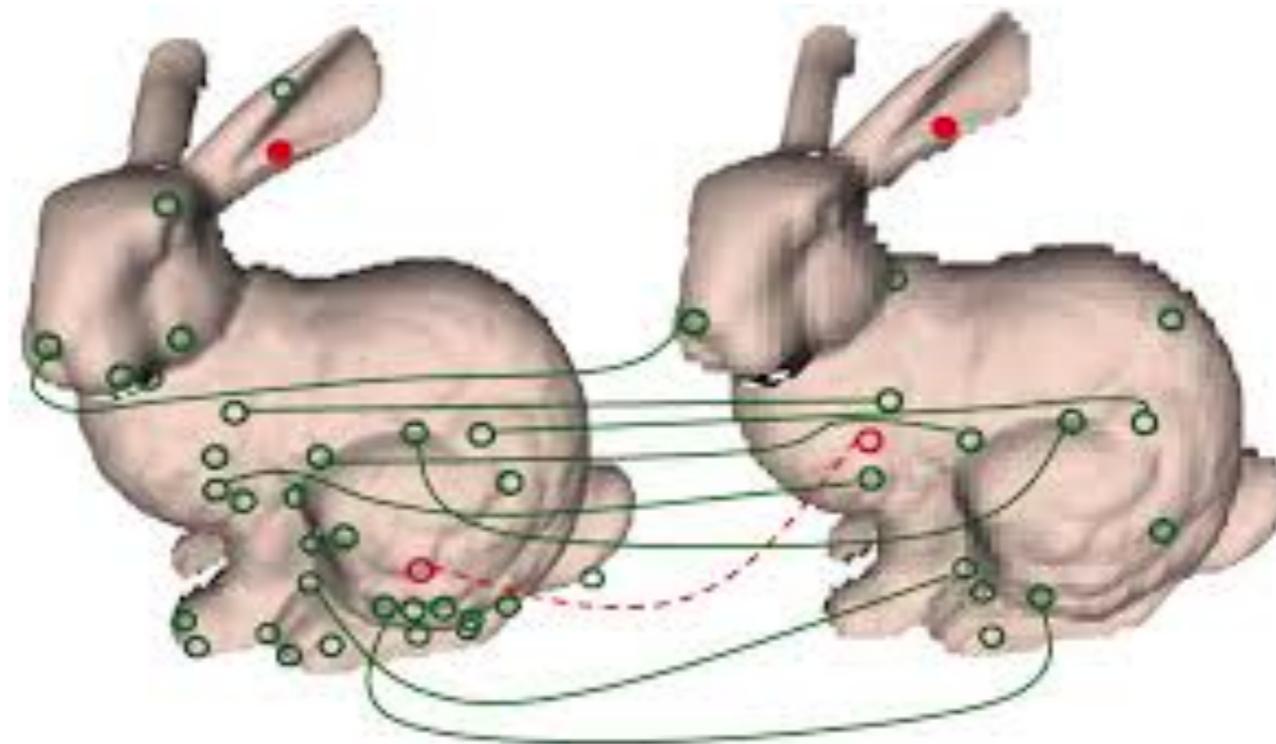
How to estimate the relative pose between the cameras from 3D-3D correspondences $(p_{1,k}, p_{2,k})$ with $k = 1, \dots, N$?

Few More Comments:

3 points are sufficient to compute the relative pose from 3D-3D correspondences

We can use the solver seen today as a 3-point minimal solver within a **RANSAC** method

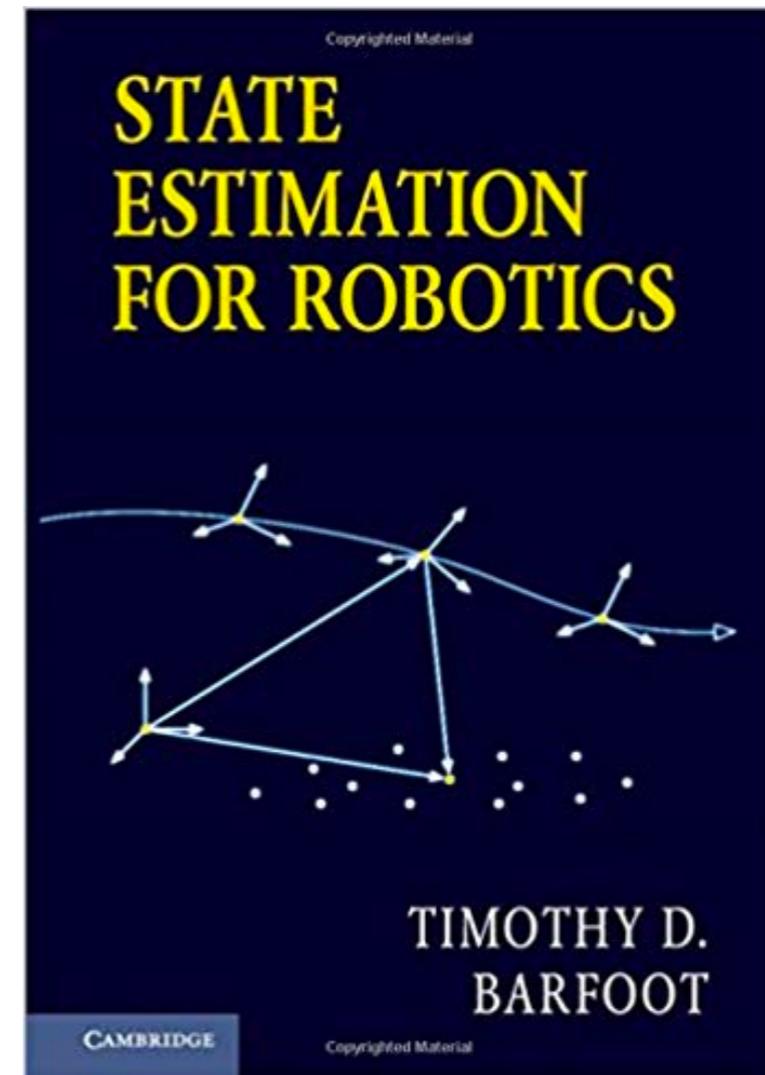
Also useful for 3D objects localization:



Other names: vector registration, point cloud alignment, .. 3

Today

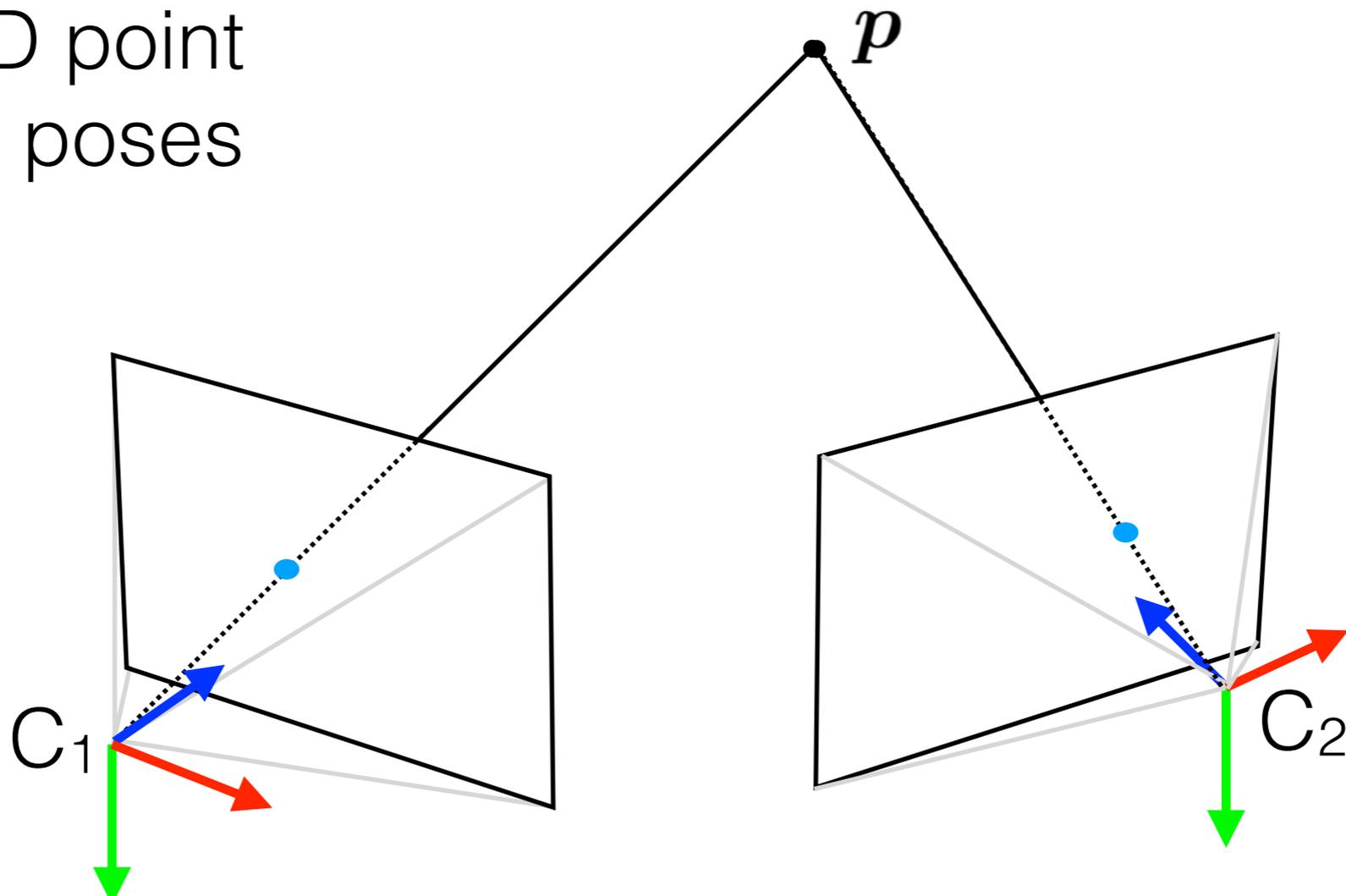
- Optimization examples
- Estimation Basics



Part I: Estimation Machinery
(more than what we need)

Example **1a**: Triangulation (Structure Reconstruction)

Compute 3D point
from known poses



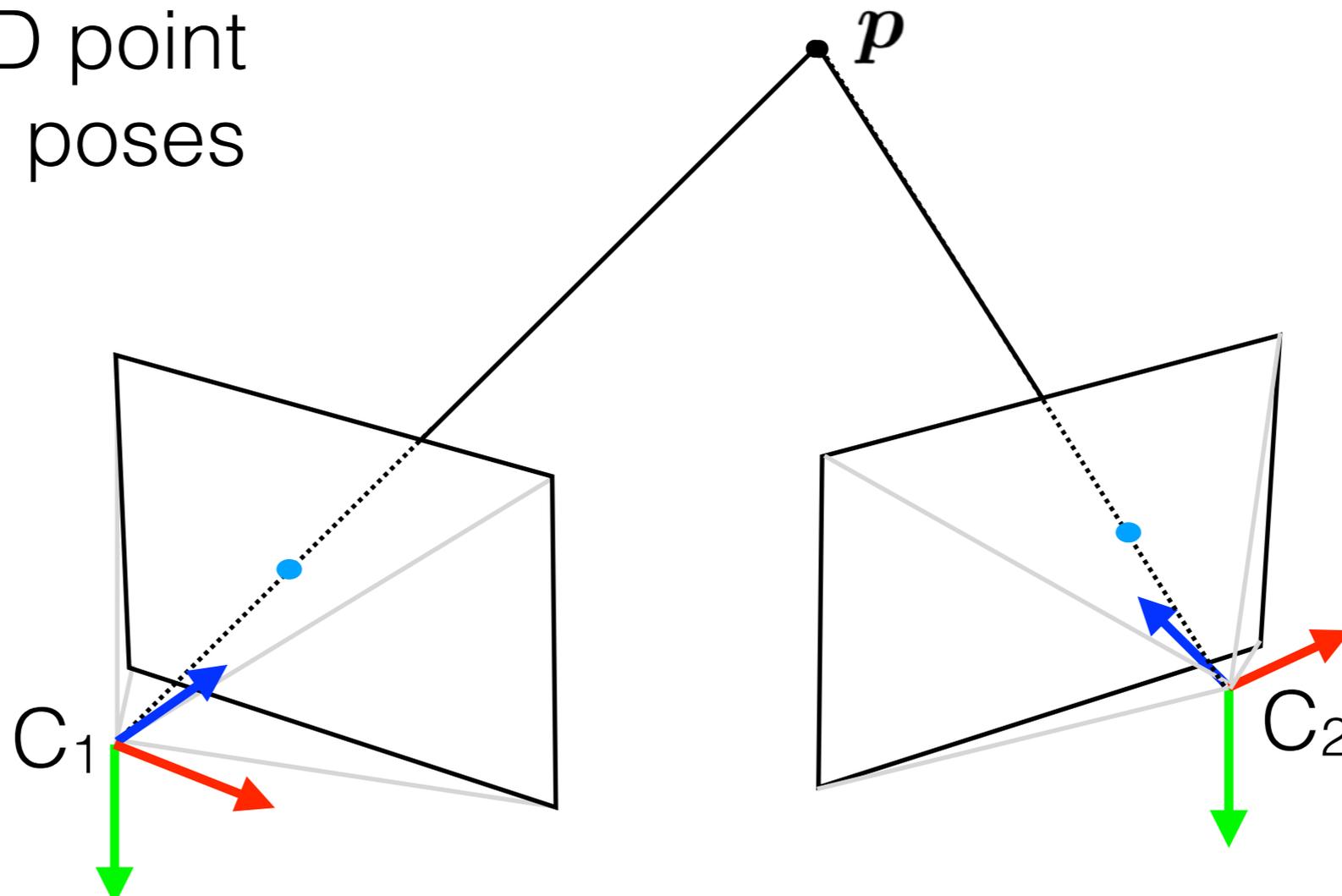
$$\lambda_1 \tilde{\mathbf{x}}_1 = \underbrace{\mathbf{K}_1 [\mathbf{R}_w^{C_1} \mathbf{t}_w^{C_1}]}_{\Pi_1} \tilde{\mathbf{p}}^w$$

$$\lambda_2 \tilde{\mathbf{x}}_2 = \underbrace{\mathbf{K}_2 [\mathbf{R}_w^{C_2} \mathbf{t}_w^{C_2}]}_{\Pi_2} \tilde{\mathbf{p}}^w$$

Linear triangulation: $\min_{\|\tilde{\mathbf{p}}^w\|=1} \|\mathbf{A} \tilde{\mathbf{p}}^w\|^2$

Example **1b**: Triangulation (Structure Reconstruction)

Compute 3D point
from known poses

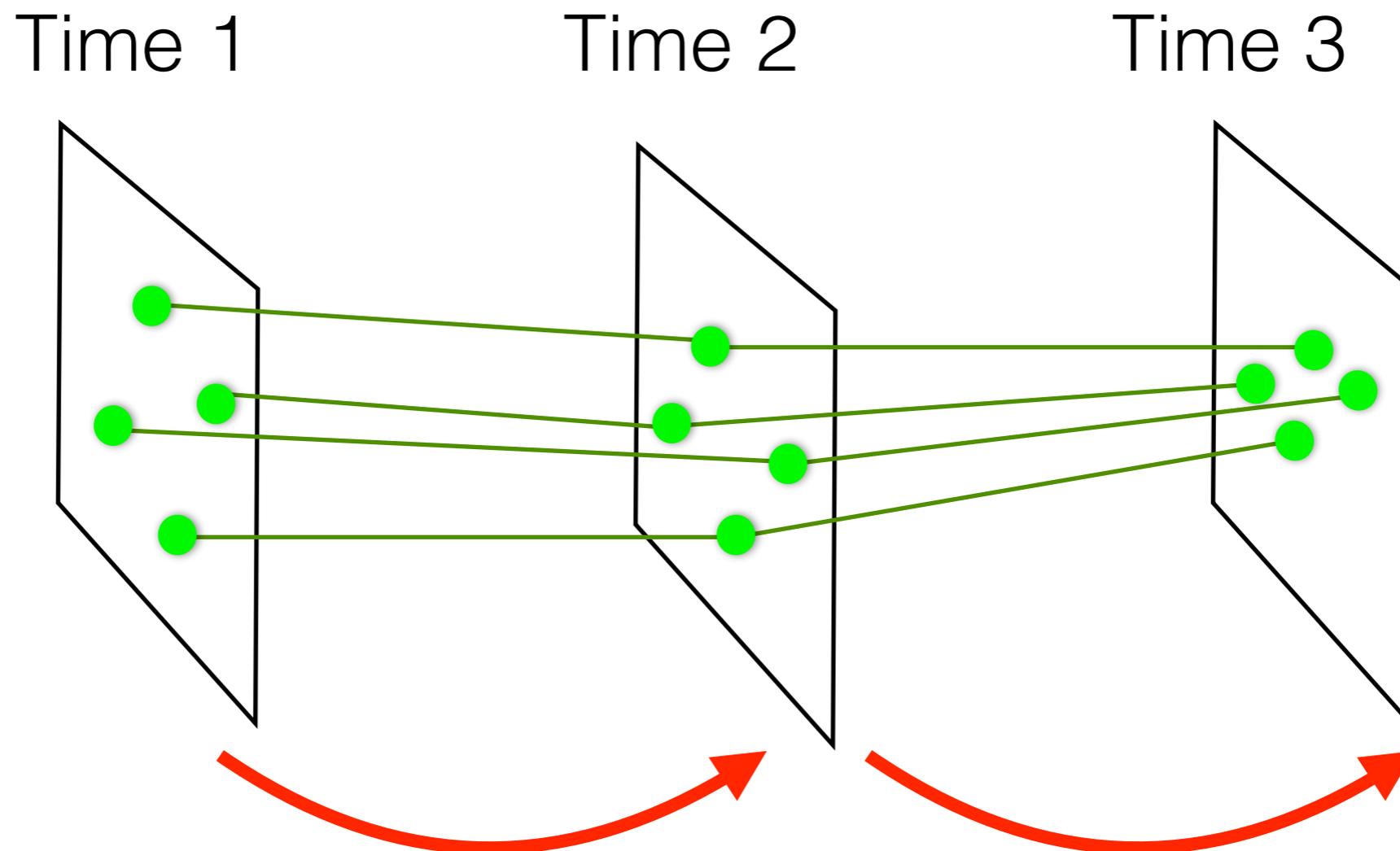


$$\lambda_1 \tilde{\mathbf{x}}_1 = \underbrace{\mathbf{K}_1 [\mathbf{R}_w^{C_1} \mathbf{t}_w^{C_1}]}_{\Pi_1} \tilde{\mathbf{p}}^w$$

$$\lambda_2 \tilde{\mathbf{x}}_2 = \underbrace{\mathbf{K}_2 [\mathbf{R}_w^{C_2} \mathbf{t}_w^{C_2}]}_{\Pi_2} \tilde{\mathbf{p}}^w$$

$$\min_{\mathbf{p}^w} \|\mathbf{x}_1 - \pi(\mathbf{R}_{C_1}^w, \mathbf{t}_{C_1}^w, \mathbf{p}^w)\|^2 + \|\mathbf{x}_2 - \pi(\mathbf{R}_{C_2}^w, \mathbf{t}_{C_2}^w, \mathbf{p}^w)\|^2$$

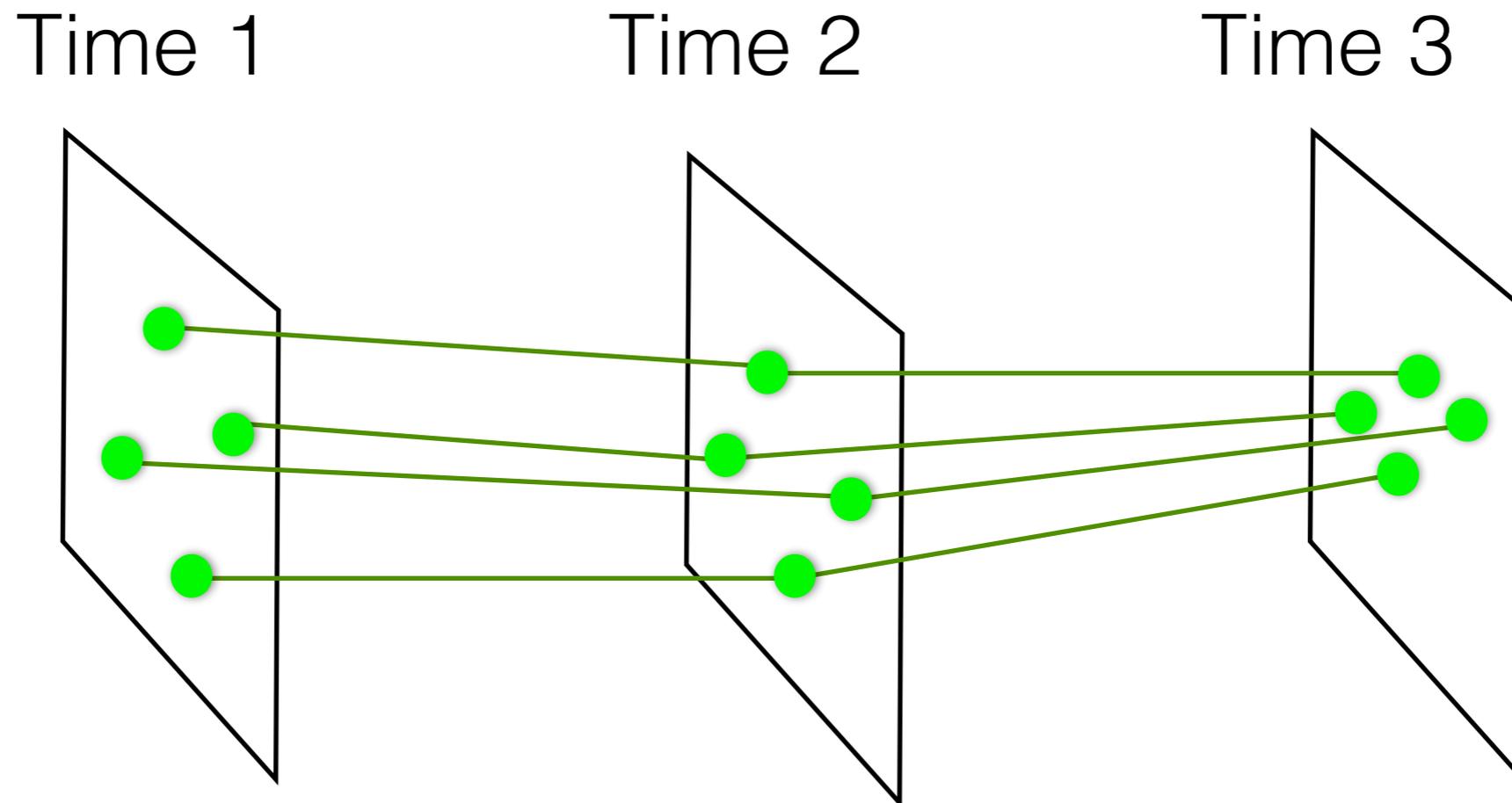
Example **2a**: Motion Estimation



$$\mathbf{E}_{12} = \arg \min_{\mathbf{E}_{12} \in \mathcal{S}_E} \sum_{k=1}^N |\tilde{\mathbf{y}}_{k,2}^{\top} \mathbf{E}_{12} \tilde{\mathbf{y}}_{k,1}|^2$$

$$\mathbf{E}_{23} = \arg \min_{\mathbf{E}_{23} \in \mathcal{S}_E} \sum_{k=1}^N |\tilde{\mathbf{y}}_{k,3}^{\top} \mathbf{E}_{23} \tilde{\mathbf{y}}_{k,2}|^2$$

Example **2b**: Motion Estimation



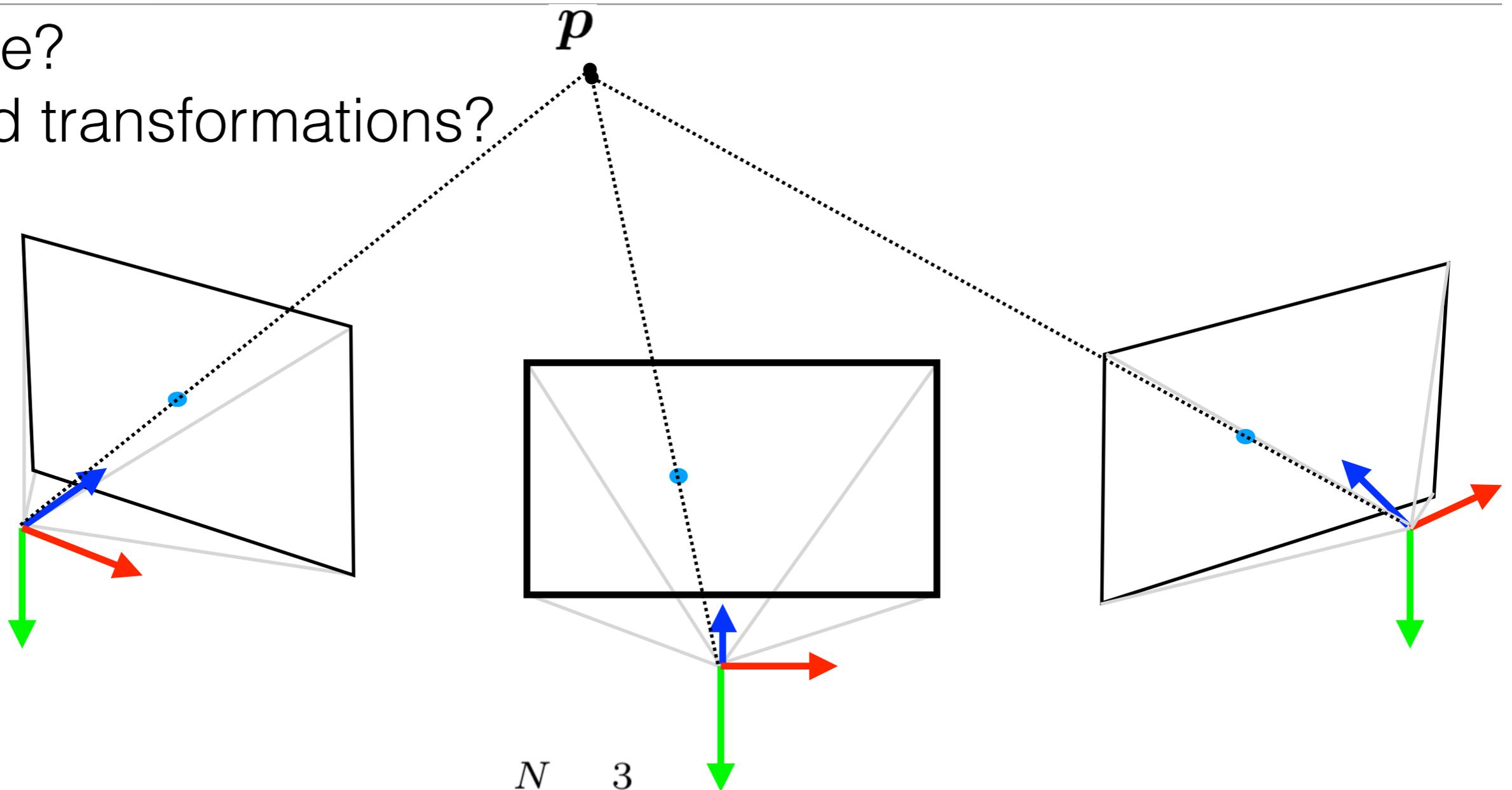
$$\min_{\substack{(\mathbf{R}_{c_i}^w, \mathbf{t}_{c_i}^w), i=1,2,3 \\ \mathbf{p}_k^w, k=1, \dots, N}} \sum_{k=1}^N \sum_{i=1}^3 \|\mathbf{x}_{k,i} - \pi(\mathbf{R}_{c_i}^w, \mathbf{t}_{c_i}^w, \mathbf{p}_k^w)\|^2$$

Generalizes to K cameras: **Bundle adjustment**

Example **2b**: Motion and Structure Estimation

Scale?

Rigid transformations?



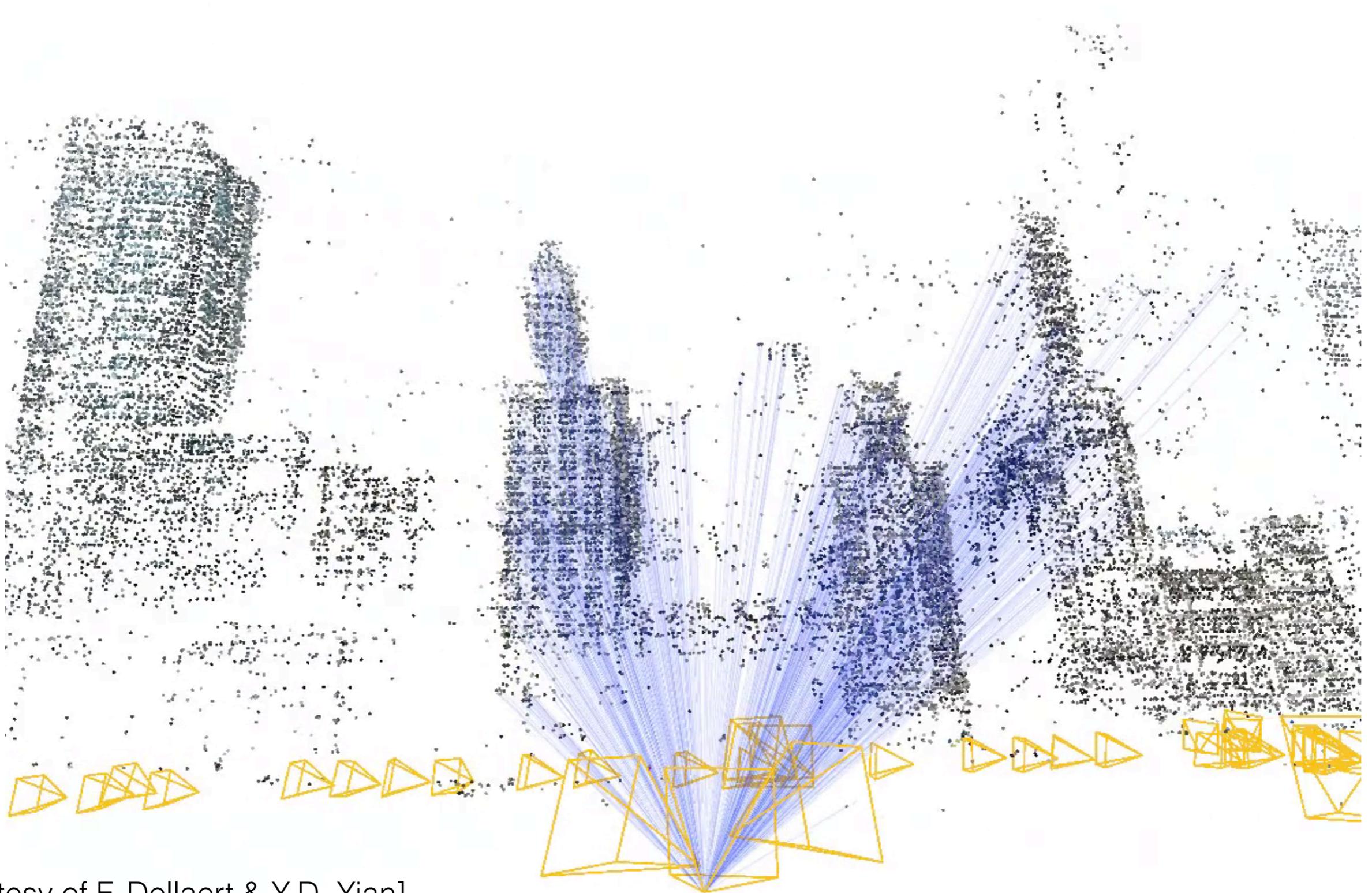
$$\min_{\substack{(\mathbf{R}_{c_i}^w, \mathbf{t}_{c_i}^w), i=1,2,3 \\ \mathbf{p}_k^w, k=1, \dots, N}} \sum_{k=1}^N \sum_{i=1}^3 \|\mathbf{x}_{k,i} - \pi(\mathbf{R}_{c_i}^w, \mathbf{t}_{c_i}^w, \mathbf{p}_k^w)\|^2$$

Generalizes to K cameras: **Bundle adjustment**

Structure from Motion

180 cameras, 88723 points
458642 projections
active camera: 4

Original graph



[courtesy of F. Dellaert & Y-D. Yian]

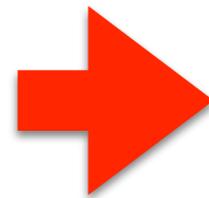
Estimation Theory

Concerned with the estimation of unknown variables given (noisy) measurements and prior information

Estimator: a function of the measurements that approximates the unknown variables

Measurements that depend on some unknown variable \mathbf{x} :

$$z_1, \dots, z_N$$



Estimator for \mathbf{x} :

$$\mathbf{x}^* = \mathcal{F}(z_1, \dots, z_N)$$

$$\mathbf{x}^* \approx \mathbf{x}$$

Maximum Likelihood Estimation (MLE)

Assume we are given N measurements $\mathbf{z}_1, \dots, \mathbf{z}_N$ (e.g., pixel measurements) that are function of a variable we want to estimate \mathbf{x} (e.g., camera poses, points). Assume that we are also given the conditional distributions:

$$\mathbb{P}(\mathbf{z}_j|\mathbf{x})$$

Then the *maximum likelihood* estimator (MLE) is defined as:

$$\mathbf{x}_{\text{MLE}} = \arg \max_{\mathbf{x}} \mathbb{P}(\mathbf{z}_1, \dots, \mathbf{z}_N|\mathbf{x})$$

Measurement
likelihood

where $\mathbb{P}(\mathbf{z}_1, \dots, \mathbf{z}_N|\mathbf{x})$ is also called the *likelihood* of the measurements given \mathbf{x} . Equivalently:

$$\mathbf{x}_{\text{MLE}} = \arg \min_{\mathbf{x}} -\log \mathbb{P}(\mathbf{z}_1, \dots, \mathbf{z}_N|\mathbf{x})$$

Negative
log-likelihood

Maximum Likelihood Estimation (MLE)

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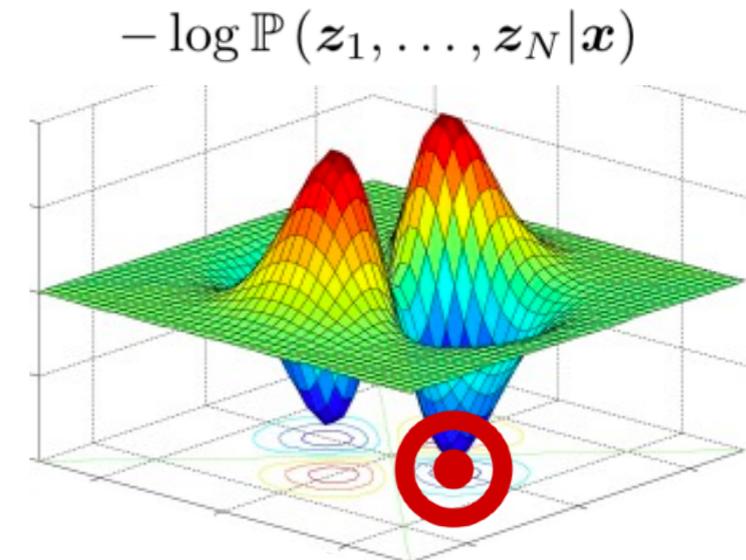
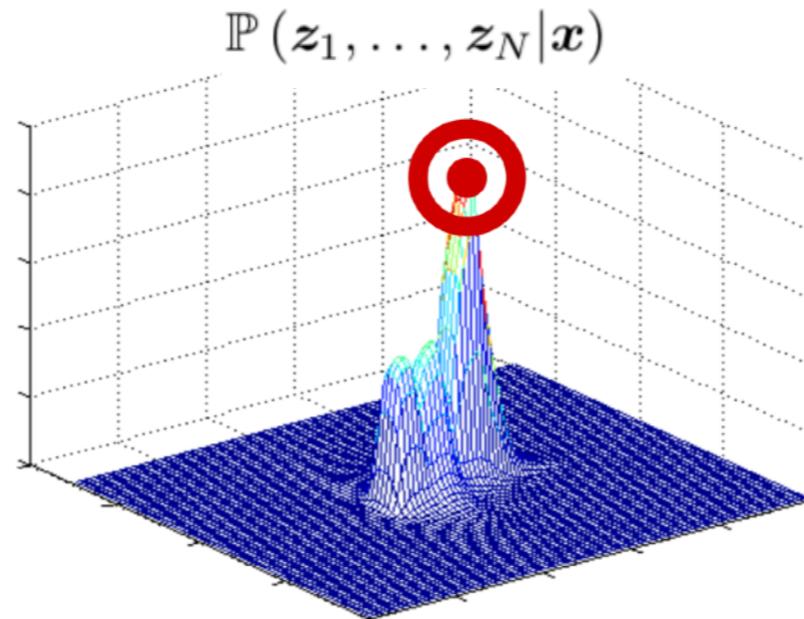
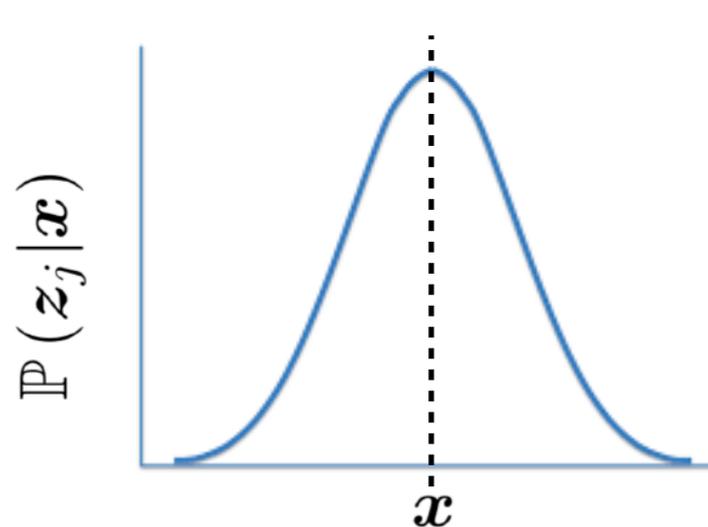
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Maximum a Posteriori Estimation (MAP)

Assume we are given N measurements z_1, \dots, z_N (e.g., pixel measurements) that are function of a variable we want to estimate \mathbf{x} (e.g., camera poses, points). *Maximum a Posteriori Estimation* (MAP) is a generalization of MLE. Then the MAP estimator is:

$$\arg \max_{\mathbf{x}} \underbrace{\mathbb{P}(z_1, \dots, z_N | \mathbf{x})}_{\text{Measurement likelihood}} \underbrace{\mathbb{P}(\mathbf{x})}_{\text{Priors}}$$

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$$\mathbf{x}_{\text{MAP}} = \arg \max_{\mathbf{x}} \mathbb{P}(\mathbf{x} | z_1, \dots, z_N)$$

Using Bayes rule:

$$\begin{aligned} \mathbf{x}_{\text{MAP}} &= \arg \max_{\mathbf{x}} \mathbb{P}(\mathbf{x} | z_1, \dots, z_N) = \\ &= \arg \max_{\mathbf{x}} \frac{\mathbb{P}(z_1, \dots, z_N | \mathbf{x}) \mathbb{P}(\mathbf{x})}{\mathbb{P}(z_1, \dots, z_N)} = \\ &= \arg \max_{\mathbf{x}} \underbrace{\mathbb{P}(z_1, \dots, z_N | \mathbf{x})}_{\text{Measurement likelihood}} \underbrace{\mathbb{P}(\mathbf{x})}_{\text{Priors}} \end{aligned}$$

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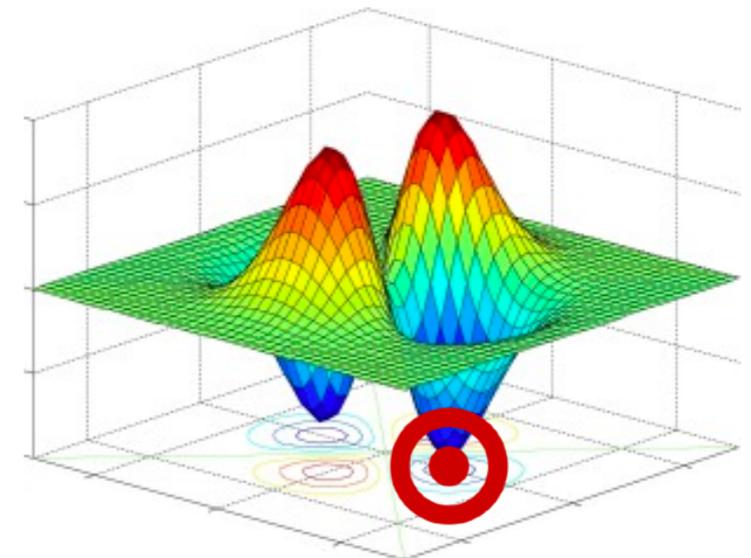
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Assuming independence between measurements:

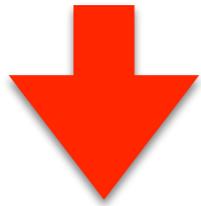
$$\mathbf{x}_{\text{MAP}} = \arg \min_{\mathbf{x}} - \sum_{j=1}^N \log \mathbb{P}(z_j | \mathbf{x}) - \log \mathbb{P}(\mathbf{x})$$



Optimization

Linear triangulation:

$$\min_{\|\tilde{\mathbf{p}}^w\|=1} \|\mathbf{A}\tilde{\mathbf{p}}^w\|^2$$



Nonlinear triangulation:

$$\begin{aligned} \min_{\mathbf{p}^w} & \|\mathbf{x}_1 - \pi(\mathbf{R}_{c_1}^w, \mathbf{t}_{c_1}^w, \mathbf{p}^w)\|^2 + \\ & + \|\mathbf{x}_2 - \pi(\mathbf{R}_{c_2}^w, \mathbf{t}_{c_2}^w, \mathbf{p}^w)\|^2 \end{aligned}$$

