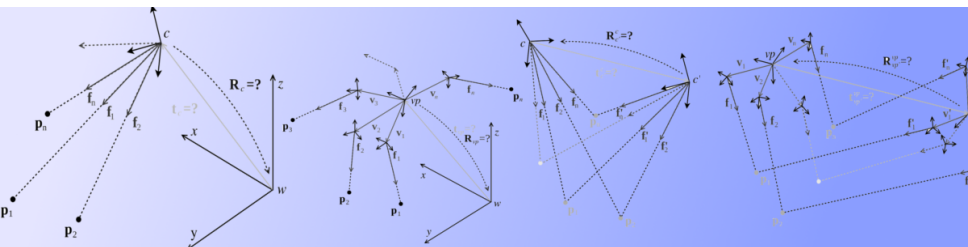


# The Art of Solving Minimal Problems

## Success Story: Generalized Pose Computation

Laurent Kneip

Research School of Engineering  
Centre of Excellence for Robotic Vision  
The Australian National University



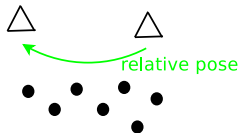
# Structure from Motion (SfM)

- Derive **motion** and **structure** from image collection



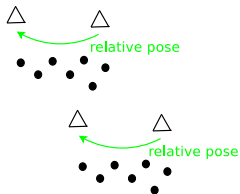
**Figure:** Courtesy of N. Snavely et al. Modeling the world from internet photo collections, IJCV, 80 (2):189—210, 2008.

# Fundamental modules of SfM



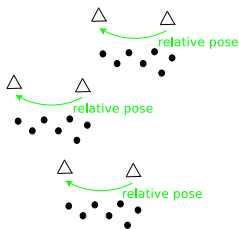
- Fundamental modules:
  - Absolute pose computation
  - Relative pose computation

# Fundamental modules of SfM



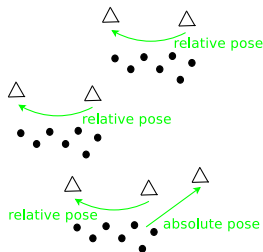
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# Fundamental modules of SfM



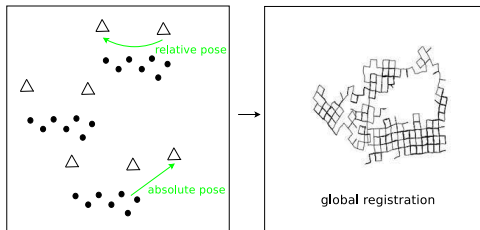
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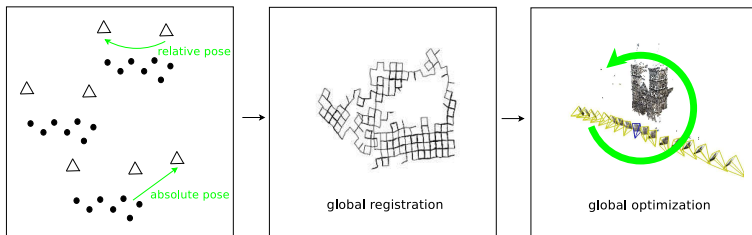
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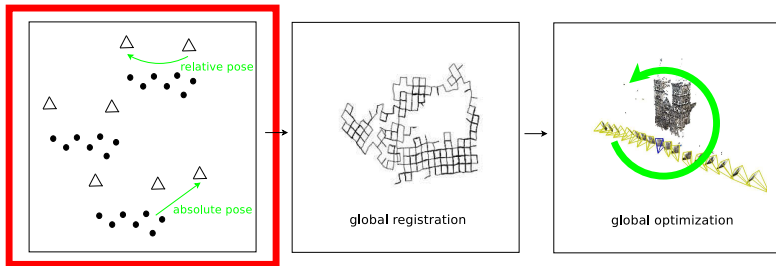
# Fundamental modules of SfM



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# Fundamental modules of SfM



- Fundamental modules:
  - Absolute pose computation
  - Relative pose computation

# Ubiquity of geometric problems

- Large-scale hierarchical SfM:
  - Basic blocks  $\Rightarrow$  **Absolute/Relative pose**
- Visual SLAM:
  - Initialization  $\Rightarrow$  **Relative pose**
  - Tracking  $\Rightarrow$  **Absolute pose**
  - Loop closure  $\Rightarrow$  **Absolute/Relative Pose**
  - Relocalization  $\Rightarrow$  **Absolute Pose**
- Robotics:
  - Geolocalization  $\Rightarrow$  **Absolute pose**
  - Object pose/Manipulation  $\Rightarrow$  **Absolute pose**

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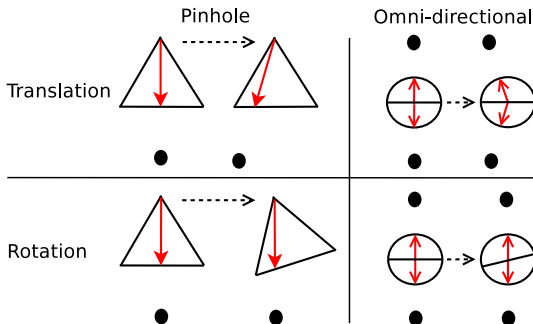
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# The normal case

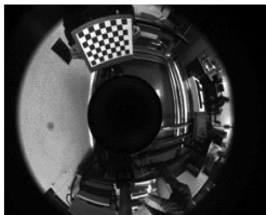
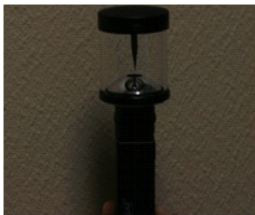
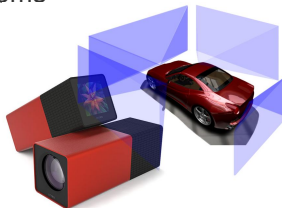
## ■ Single perspective camera

- Scale invariance
- Limited field of view (ambiguities)

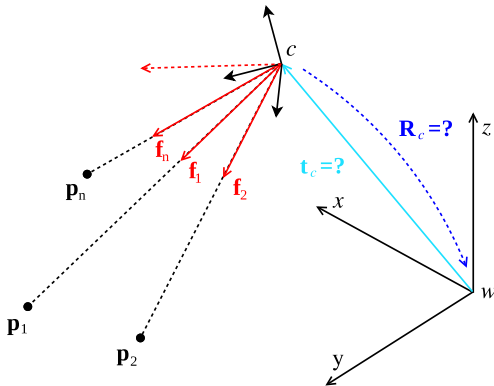


# The general case

## ■ Unconventional camera systems



## Central absolute pose computation



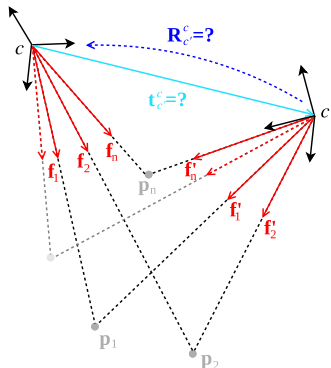
- Minimal Solutions:

- P3P [Gao et al.'03], P3P [Kneip et al.'11], DLS [Hesch & Roumeliotis'11], UPnP [Kneip et al.'14], ...

- GP3P [Nister & Stewenius'06], GP3P/GPnP [Kneip et al.'13], UPnP [Kneip et al.'14], ...



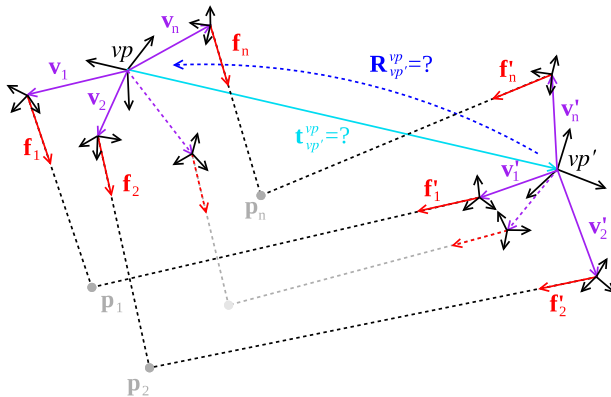
# Central relative pose computation



## ■ Minimal Solutions:

- 5-point [Stewenius et al.'06], 5-point [Nister'04], 5-point [Kneip et al.'12], ...

# Non-central relative pose computation

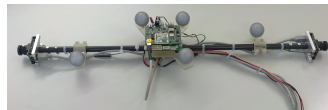


## Minimal Solutions:

- 6-point [Stewenius & Nister'05], ...

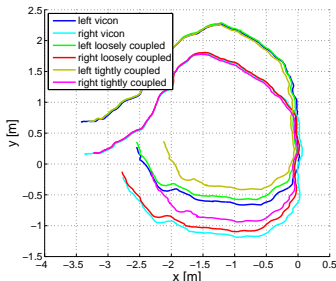
## Results with a two-camera system

### ■ Using all cameras as one!



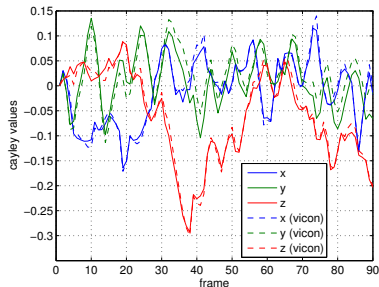
### ■ Generalized absolute pose

#### ■ Tracking of a multi-camera system



### ■ Generalized relative pose

#### ■ Robust relative pose computation

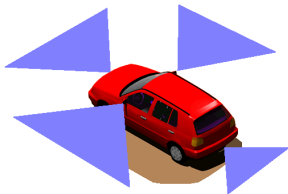


# Results with a two-camera system

Multi-camera structure-from-motion

## Results with a four-camera system

- Application within the V-charge project
- Four-camera system mounted on VW Golf
  - Front and rear-looking cameras
  - Two further cameras mounted in side mirrors



# Results with a four-camera system

Multi-camera structure-from-motion

# References

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