

# Fusion of Monocular Visual-Inertial Measurements for Three Dimensional Pose estimation

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# Outline

- 1 Introduction and Objectives
- 2 System Overview
- 3 Sensor Fusion
- 4 Visual Algorithm
- 5 Results
- 6 Conclusion and Future Work

# Introduction and Objectives

## Flying robots



Fixed-wing airplanes



Helicopters



Quadrotors

Quadrotors are in the focus of interest because ...

- are inexpensive
- are easy to build and to maintain
- are easy to control
- can keep position
- are appropriate for autonomous flight

# Introduction and Objectives

## Autonomous flight

### Low level control

- maintain attitude, stabilize
- disturbance compensation

### High level control

- drift compensation
- obstacle avoidance
- localization and mapping
- navigation to a point
- ...

# Introduction and Objectives

## Common sensors



Inertial sensors



Camera



Sonar



Magnetic compass



GPS

## Problems

- sensors are noisy
- measurements can be partial
- potentially missing

# Introduction and Objectives

## Common sensors



Inertial sensors



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Sonar



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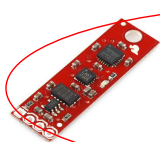
GPS

## Problems

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- potentially missing
- sensor fusion is required

# Introduction and Objectives

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## Challenge

Improve the pose estimation for indoor and outdoor environments

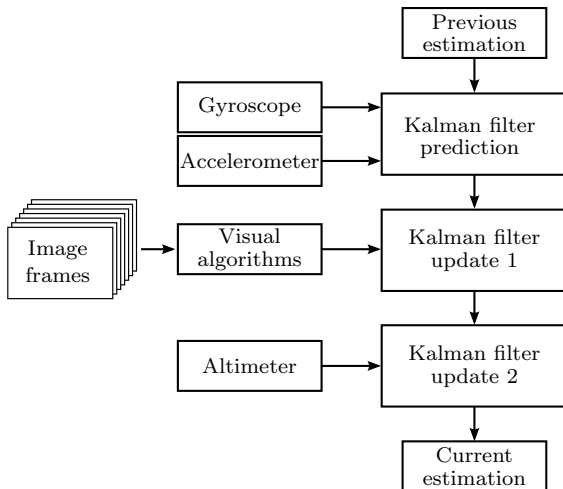
# System Overview

- Estimation of the position and orientation of a UAV using inertial sensors, a monocular camera, and an altimeter.
- The visual algorithm uses the so called spectral features, and is based on the plane-induced homography when observing a flat floor.



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# Sensor Fusion

## State vector and inertial models

- State vector and error

$$\mathbf{x} = \begin{bmatrix} \mathbf{p} \\ \mathbf{v} \\ \mathbf{q} \end{bmatrix}, \quad \delta \mathbf{x} = \begin{bmatrix} \delta \mathbf{p} \\ \delta \mathbf{v} \\ \delta \boldsymbol{\theta} \end{bmatrix}$$

- Inertial sensors (input signal)

$$\mathbf{u} = \begin{bmatrix} \mathbf{a}_m \\ \boldsymbol{\omega}_m \end{bmatrix}, \quad \begin{cases} \mathbf{a}_m = \mathbf{a} + \mathbf{w}_a \\ \boldsymbol{\omega}_m = \boldsymbol{\omega} + \mathbf{w}_\omega \end{cases}$$

- Process model,  $\dot{\mathbf{x}} = f(\mathbf{x}, \mathbf{u})$

$$\begin{aligned} \dot{\mathbf{p}} &= \mathbf{v} \\ \dot{\mathbf{v}} &= \mathbf{R}(\mathbf{q})\mathbf{a} + \mathbf{g}^n \\ \dot{\mathbf{q}} &= \frac{1}{2}\mathbf{q} \otimes \begin{bmatrix} 0 \\ \boldsymbol{\omega} \end{bmatrix} \end{aligned}$$

# Sensor Fusion

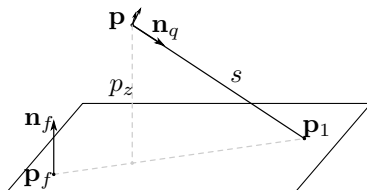
## Measurement models

- Camera measurement model,  ${}^c\mathbf{z} = h_c(\mathbf{x})$

$${}^c\hat{\mathbf{z}}_k^- = \begin{bmatrix} {}^c\hat{\mathbf{p}}_k^- \\ {}^c\hat{\mathbf{q}}_k^- \end{bmatrix}$$

(relative position and orientation between consecutive frames)

- Altimeter measurement model,  ${}^a z = h_a(\mathbf{x}) = p_z$



# Visual Algorithm

Homography-based pose estimation

## Considerations

- two images of a planar scene are related by a homography
- a downward-looking camera observes the floor (assumed flat)
- the homography encodes the spatial transformation of the camera

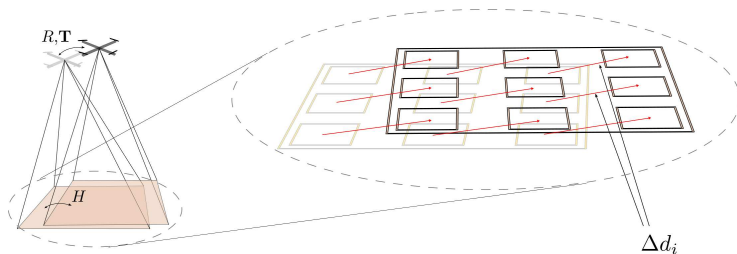
# Visual Algorithm

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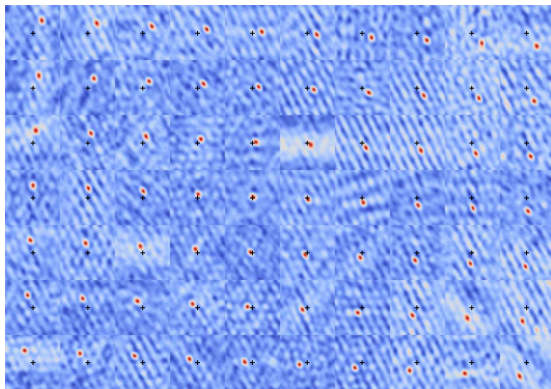
### Corresponding points



$$\{\mathbf{x}_{A_i} \leftrightarrow \mathbf{x}_{A_i} + \Delta \mathbf{d}_i = \mathbf{x}_{B_i}\}$$

# Visual Algorithm

## Spectral Features

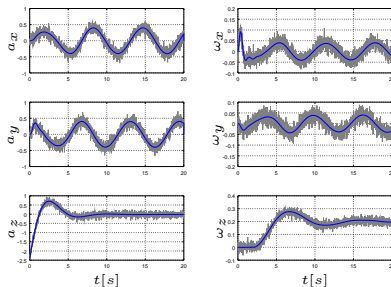
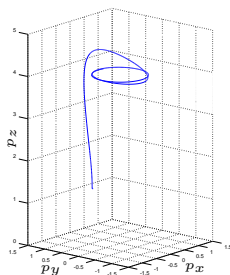


$$\{\mathbf{x}_{A_i} \leftrightarrow \mathbf{x}_{A_i} + \Delta \mathbf{d}_i = \mathbf{x}_{B_i}\} \quad (1)$$

# Results

## Synthetic Dataset

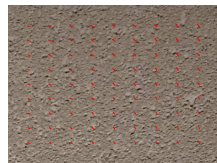
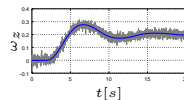
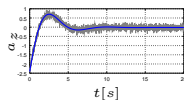
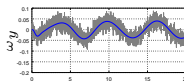
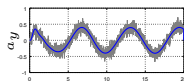
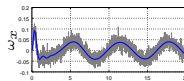
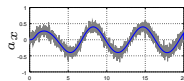
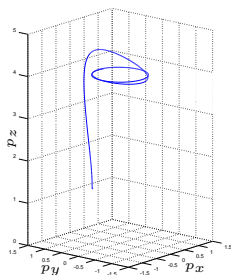
Based on a dynamic simulation of a quadcopter, which allows to obtain the ground truth position and orientation, together with the ideal inertial sensor measurements.



# Results

## Synthetic Dataset

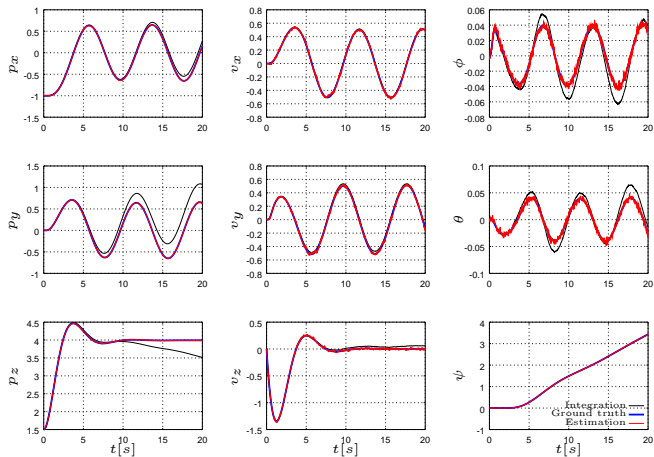
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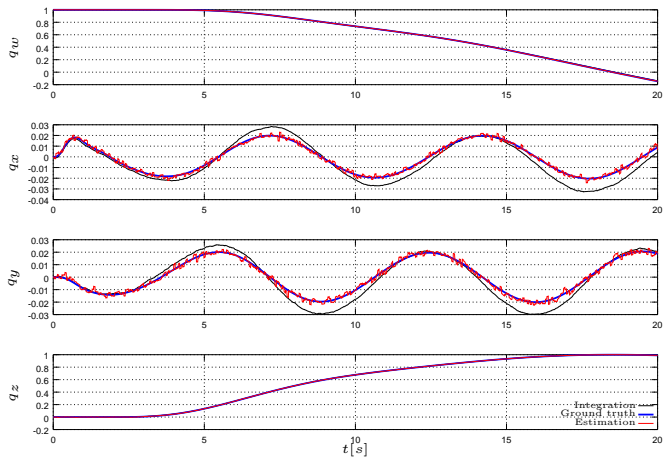
# Results

## Estimated position, velocity and orientation



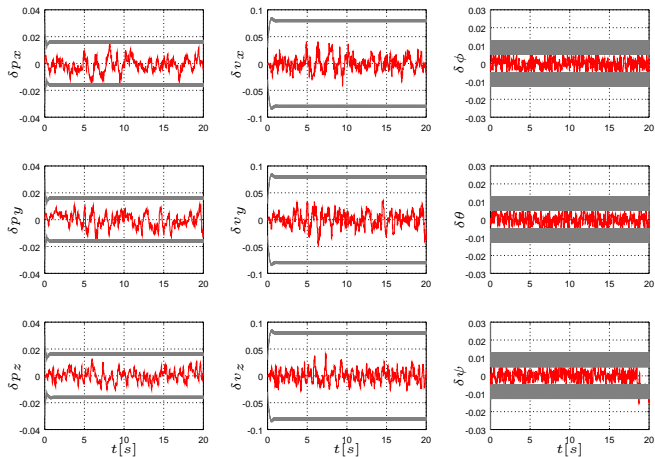
# Results

Estimated orientation (unit quaternion)



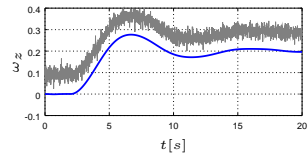
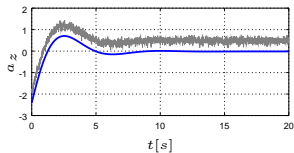
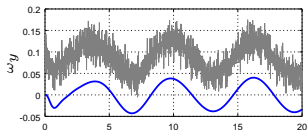
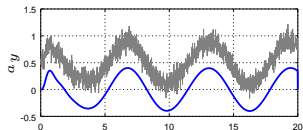
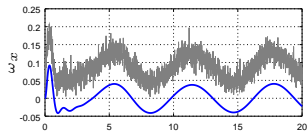
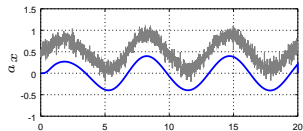
# Results

## Estimation error



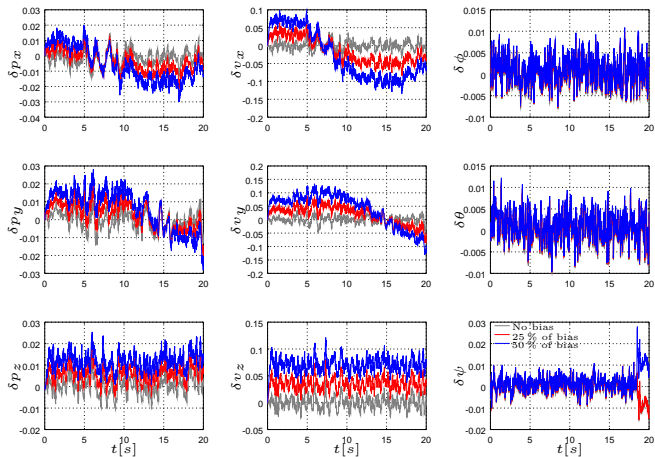
# Results

IMU measurements with constant bias



# Results

## Estimation error



# Conclusion and Future Work

- The three dimensional pose estimation has a precision that seems promising to be applied in UAV on-board algorithms for control purposes.
- A not precise bias correction, as high as 50 % of the real bias, does not affect pose estimation considerably, specially for short time flights.
- Test the proposed fusion schema with a real UAV, in order to evaluate how the estimation is affected by real sensor noise and unmodeled sensor bias.
- Formulate a new filter model incorporating the sensor biases in the state vector in order to be estimated.
- Compare the proposed visual algorithm with other similar approaches, particularly those that does not use corner-like features.

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Thanks for your attention.

