



Distortion-Robust Spherical Camera Motion Estimation via Dense Optical Flow

WA.P6



#2422

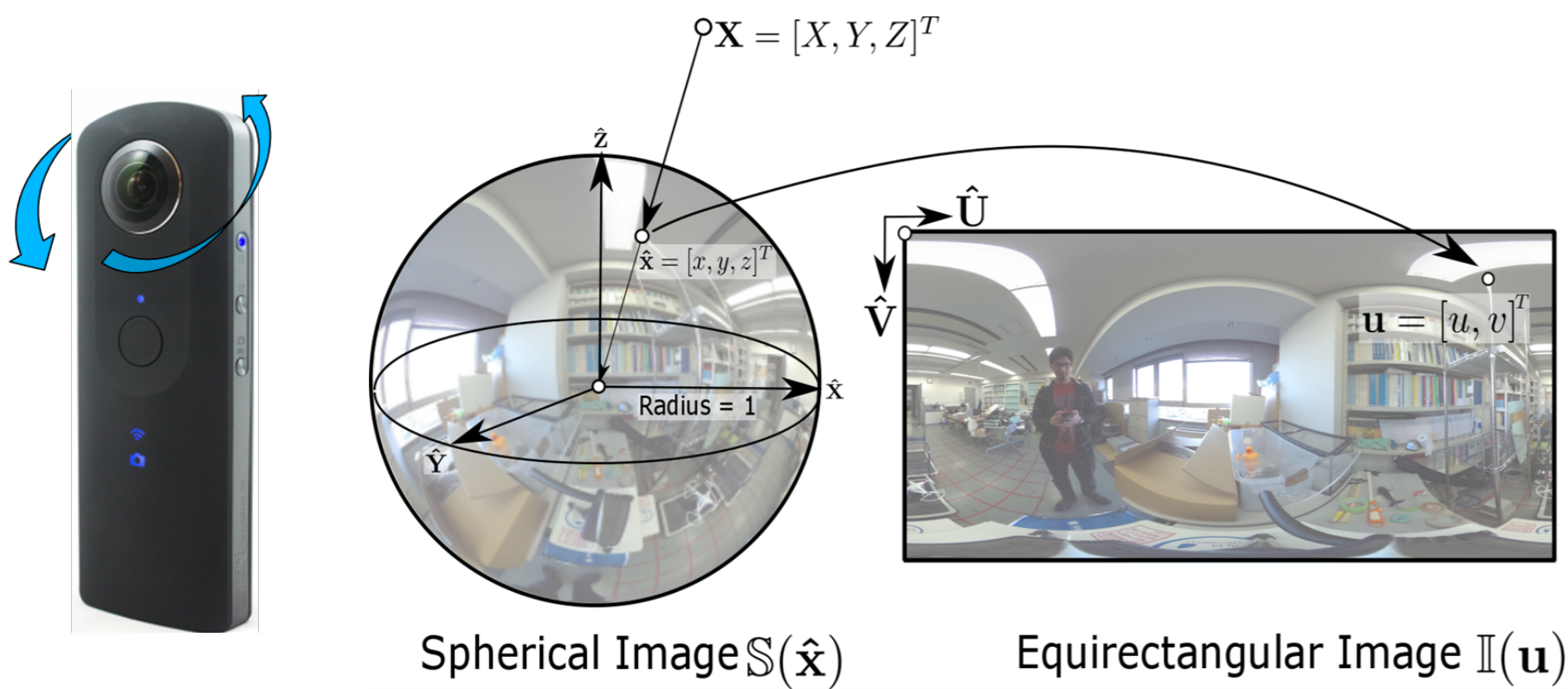
東京大学
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The University of Tokyo,¹ Chiba Institute of Technology²

Background

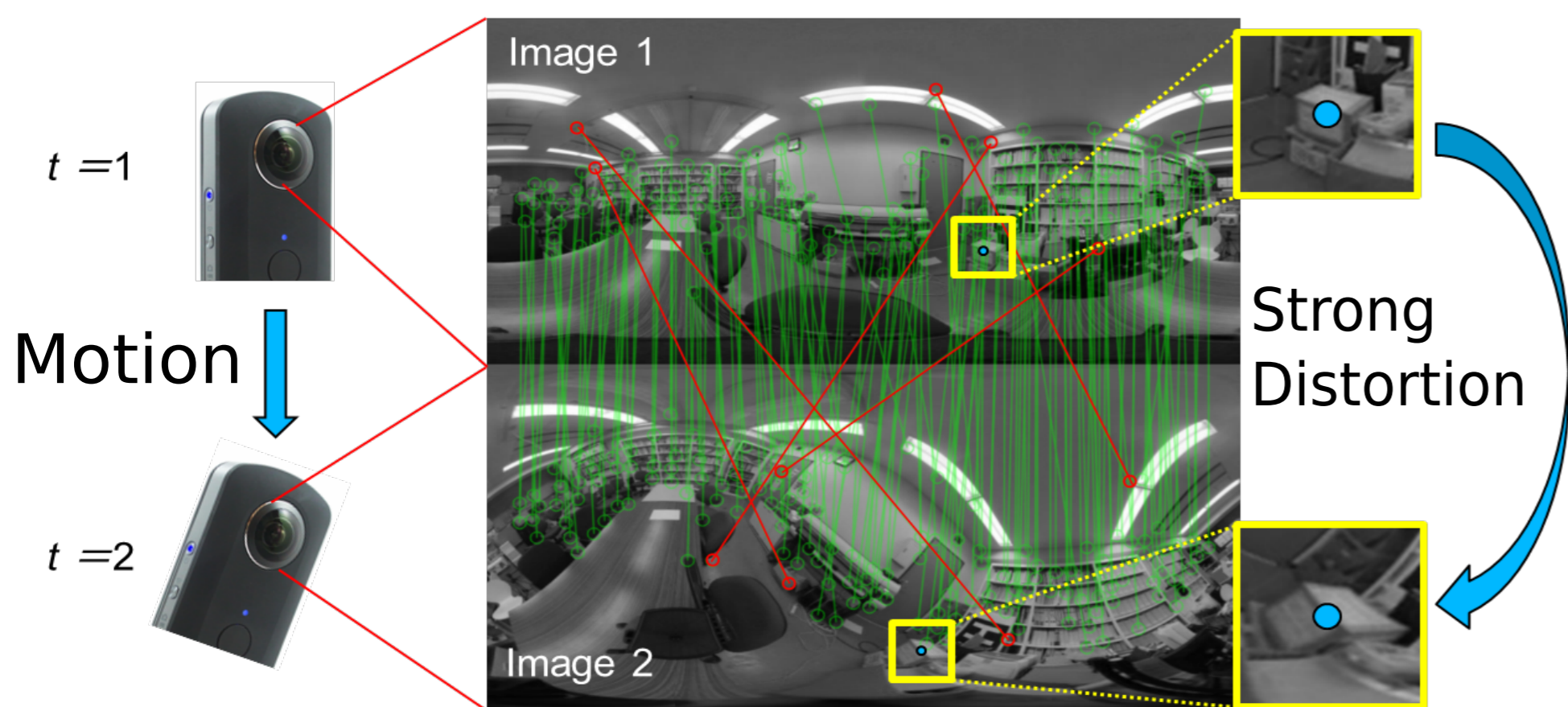
Spherical cameras: 360 degrees in real-time



Effective at SfM/VSLAM in enclosed, indoor spaces
Projected as **distorted**, 2D equirectangular images

Basic steps of SfM: 1. Track features
2. Triangulate 3D points 3. Track camera motion

However, **strong distortion** induces mistakes.
=> **Low robustness and accuracy**



Aim and Approach

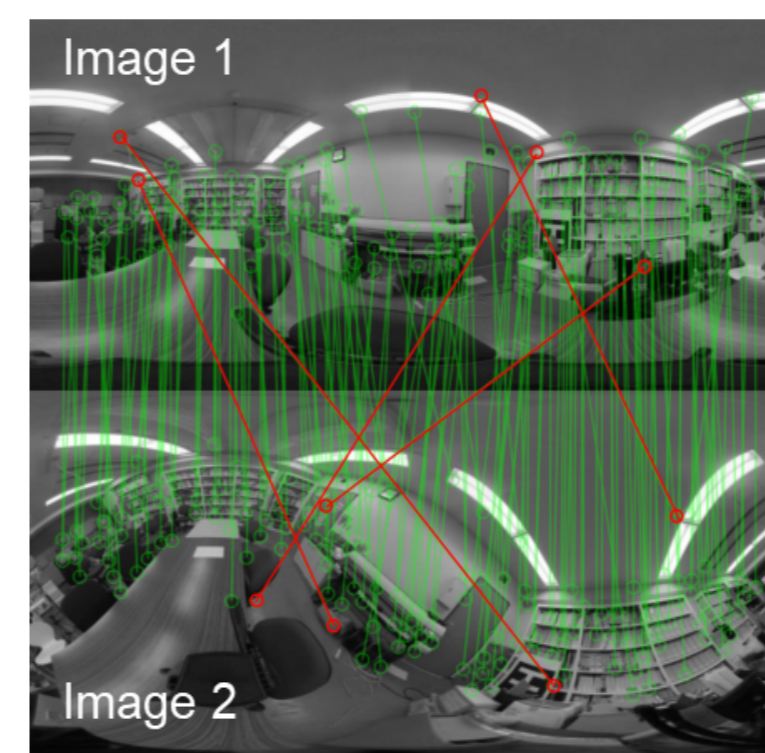
Aim: Robust, accurate Motion Estimation

According to [1], using **dense optical flow** is **highly robust and accurate** for small displacements.
Reason: Smoothing in variational optimization -> **No outliers**

Approach: Combination of **sparse and dense information**

Sparse

Dense



Feature Points

Dense Optical Flow

Large image displacements okay

No outliers, robust

Outliers, low robustness

Complementary information

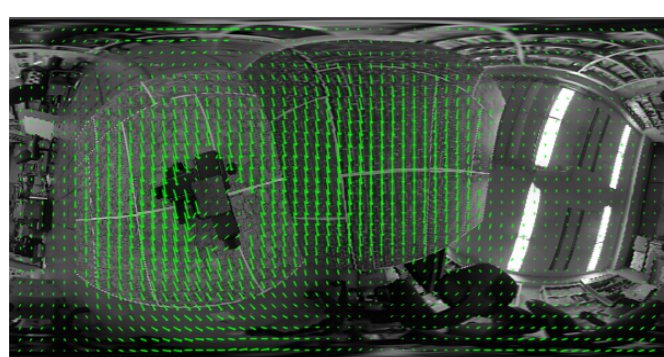
Large displacements not okay

Advantages:

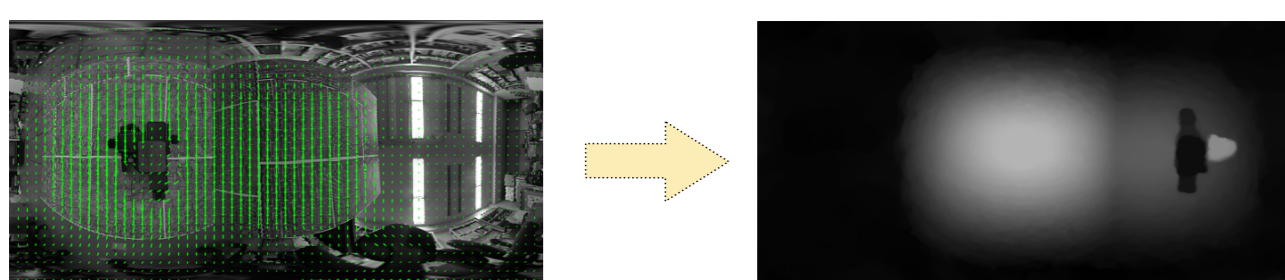
1. **Highly robust** to distortion, accurate
2. Work completely **within equirectangular images**
3. Handle distortion in natural, geometric manner

Overview

1. **Cover large displacements** with **sparse feature points**, and estimate Dense Optical Flow.



2. **Decompose Optical Flow** to **Dense Disparity** (stereo rectification).



3. **Reproject** to arbitrary pose. **Minimize dense reprojection error** with real image, over 6 DoF motion.

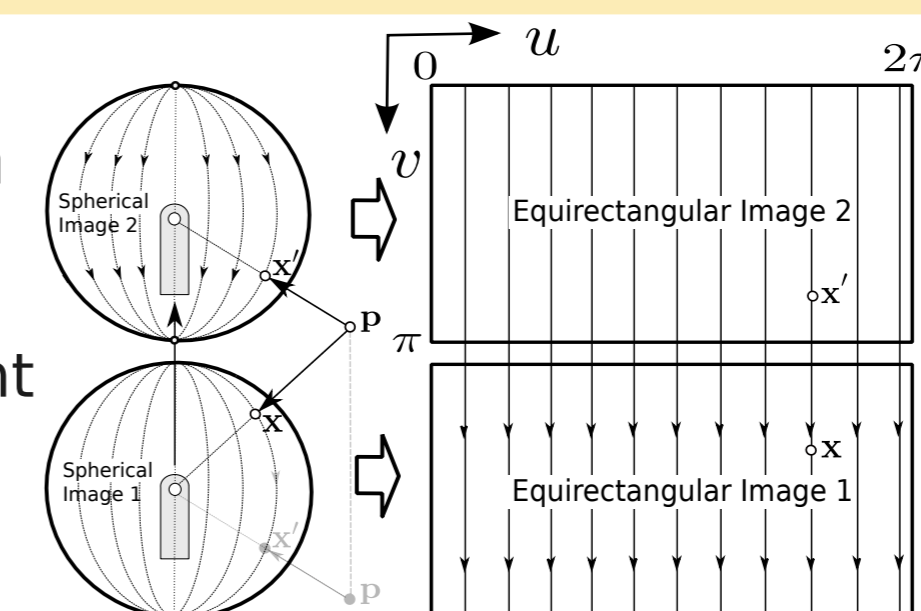
$$\text{minimize} \left(\text{Image} - \mathbb{I}_3 \cdot \mathbf{u}_{3, \text{vir}} = [u_3, v_3]^T \mathbb{I}_3, \text{vir} \right)$$

Analogous to the conventional sparse method, but with dense information

Equirectangular Rectification and Disparity Estimation

Concept: Equirectangular Stereo Rectification

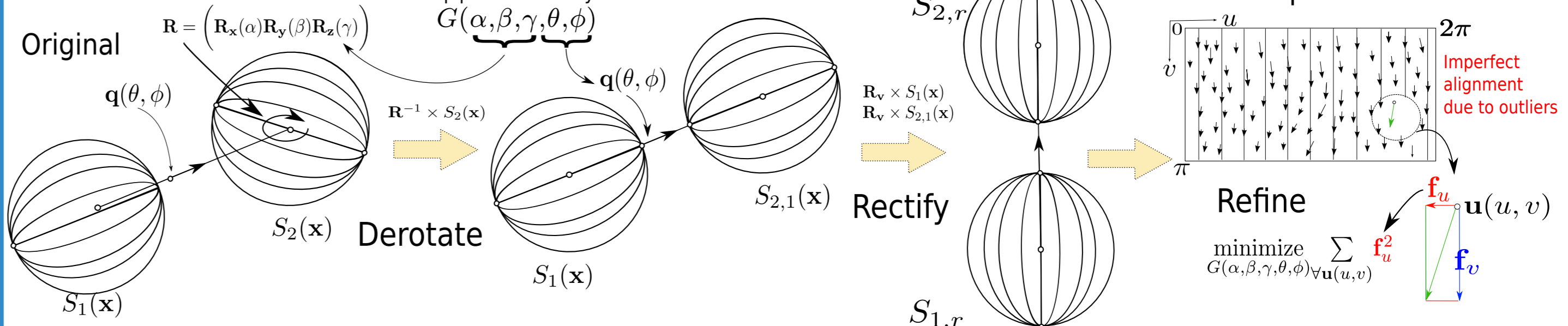
Only vertical displacement
=> All pixels have vertical displacement in the **equirectangular projection** [4]



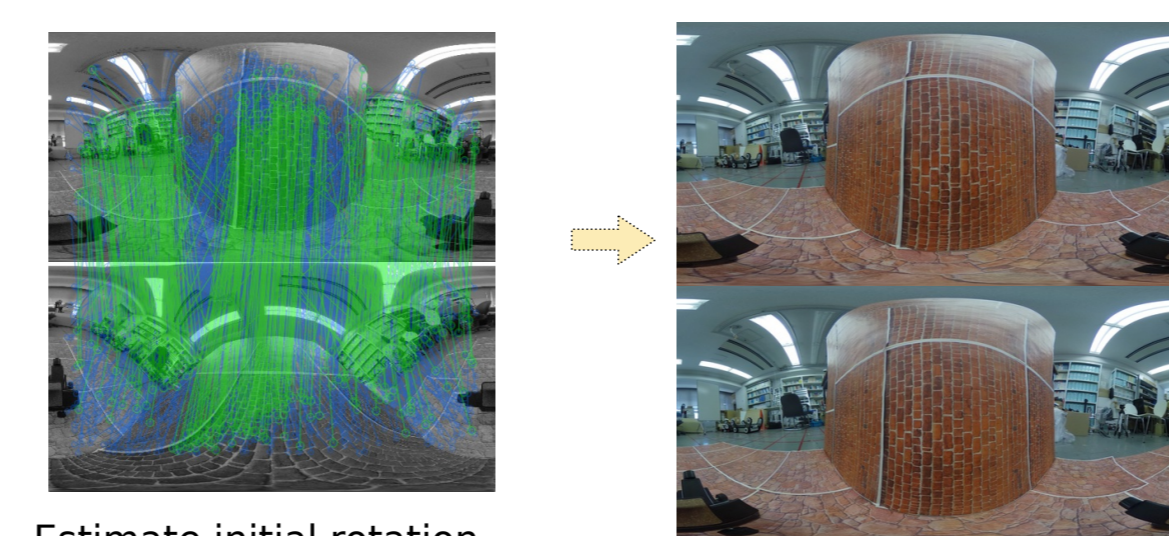
Spherical images can be **rotated to any orientation**
=> Rotate arbitrary images to vertical alignment.

Equirectangular Rectification
=> Can ignore distortion

Equirectangular Rectification:

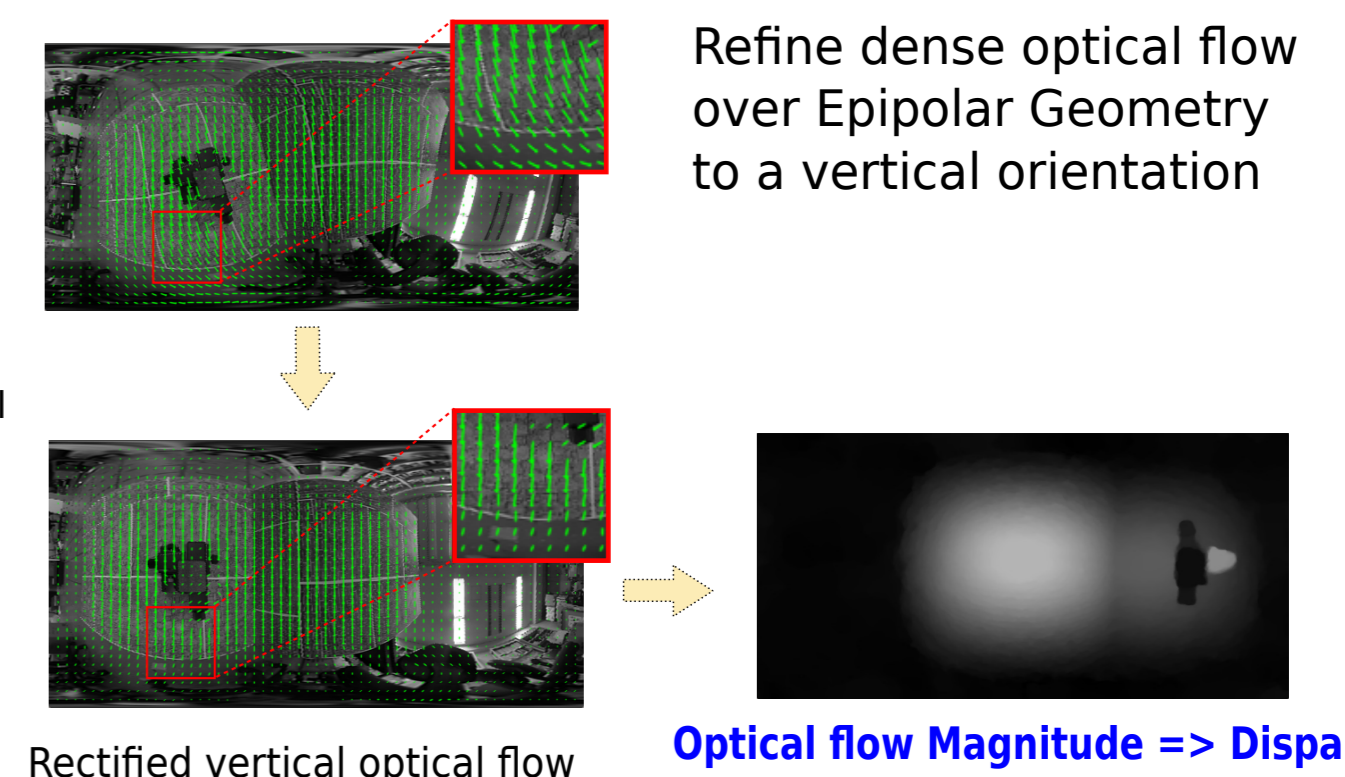


Input Images



Estimate initial rotation with sparse feature points (**cover large displacements**)

Bring images to similar orientation

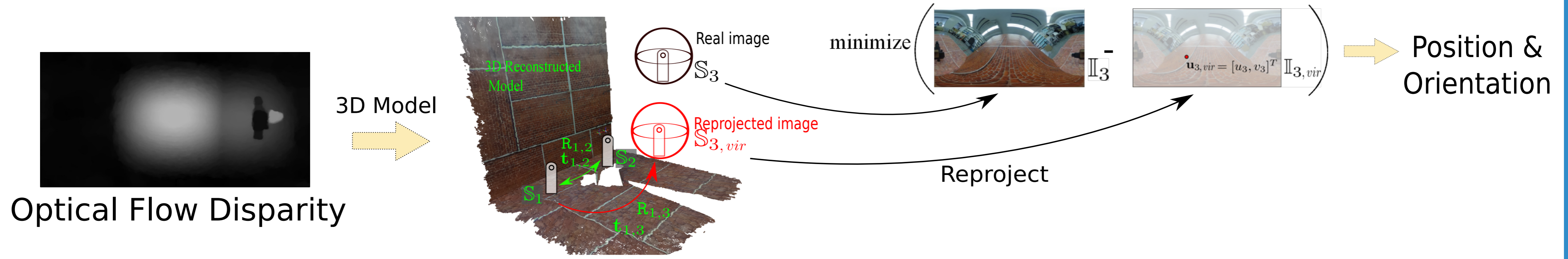


Refine dense optical flow over Epipolar Geometry to a vertical orientation

Optical flow Magnitude => Disparity

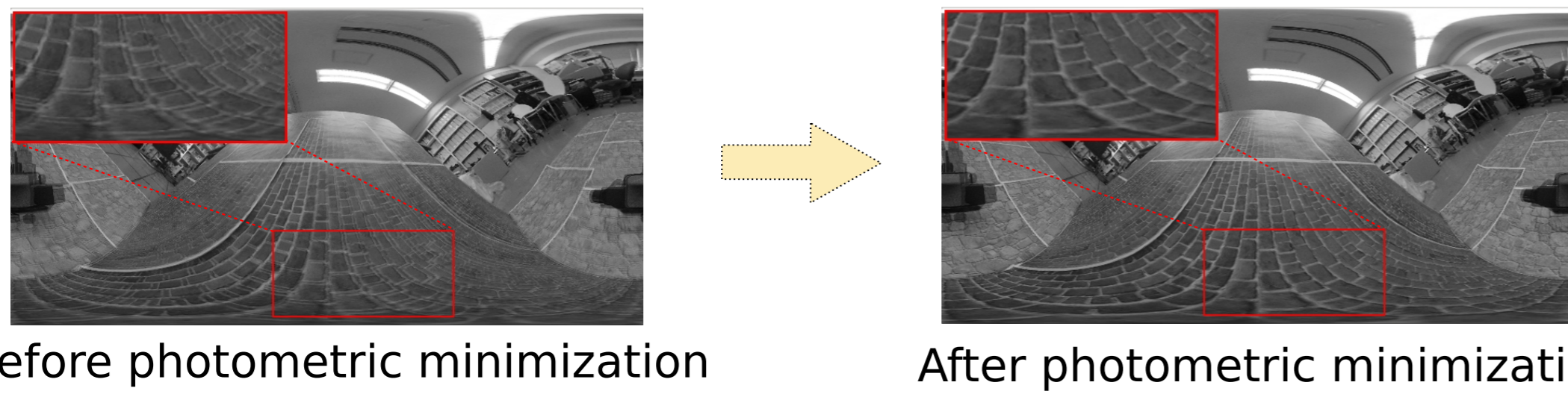
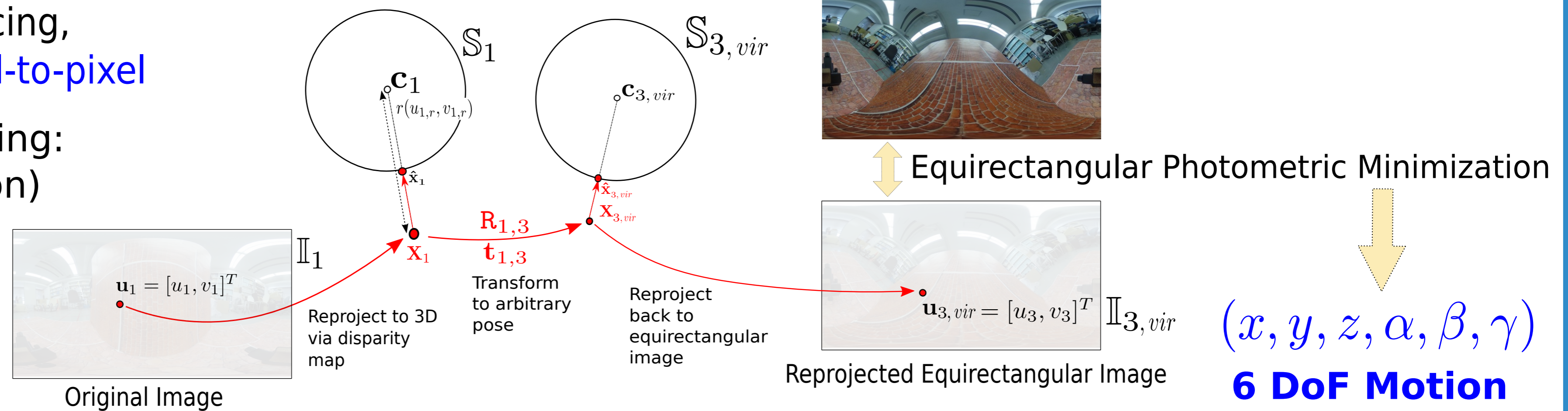
Motion Estimation via Dense Reprojection of Optical Flow

Concept: Dense Photometric Minimization



Instead of ray tracing,
=> reproject pixel-to-pixel

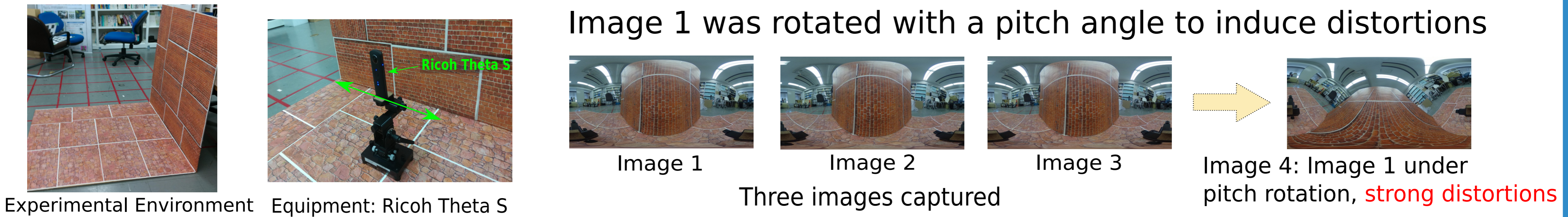
Pixelwise mapping:
(via interpolation)



For further images in the sequence,
reproject the disparity map from the closest two.

=> Can also be used for dense, photometric bundle adjustment.

Experimental Evaluation: Robustness to Distortions



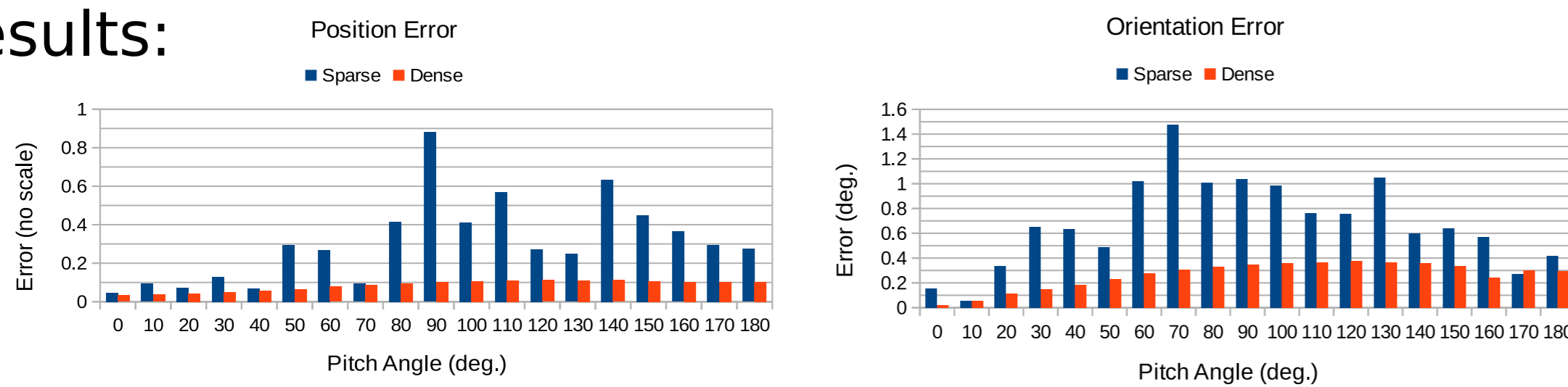
Motion was estimated according to the sequence: Image 1 > Image 2 > Image 3 > Image 4
Groundtruth: Image 4, same position as Image 1, known rotation angle

Pitch angle was varied from 0 to 180 degrees. Position and orientation errors were noted.
Compared to sparse feature points using a distortion resistant descriptor: A-KAZE [2]

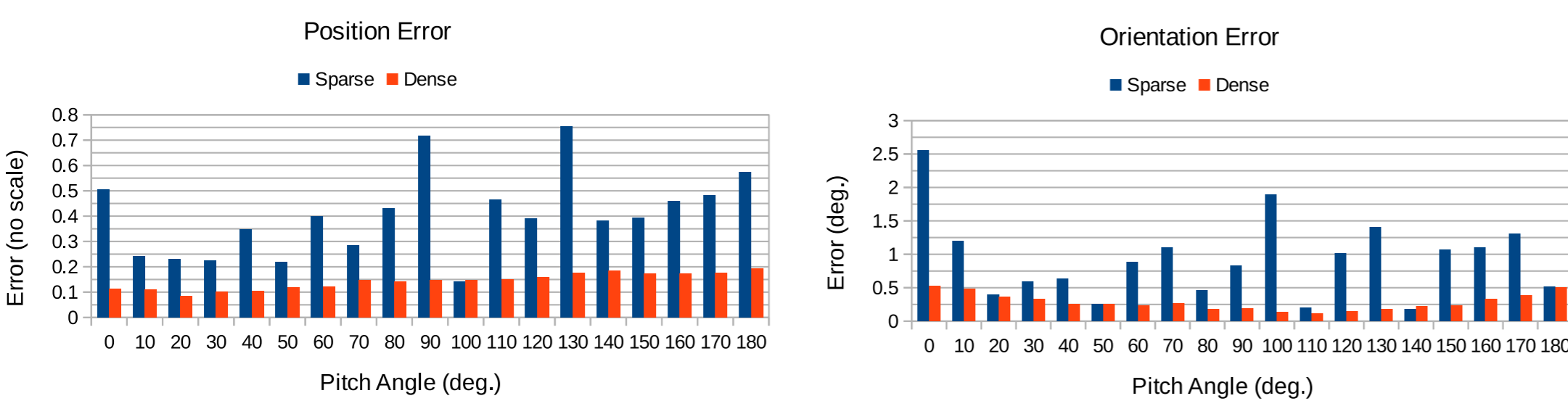
Additional experiment:



Results:



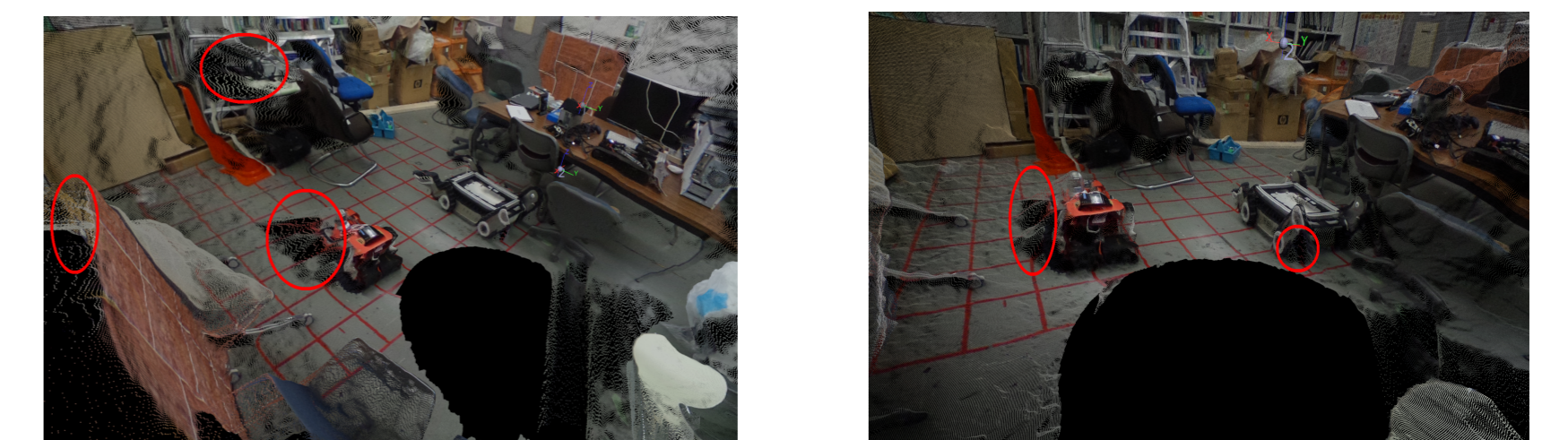
Results in highly cluttered room:



Additional: 3D Reconstruction results (no mesh)



Cluttered environment:



Conclusion: Proposed method is highly accurate and robust to distortion

Acknowledgements:

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References:
[1] Levi Valgaerts, Andrés Bruhn, Markus Mainberger, and Joachim Weickert, "Dense versus sparse approaches for estimating the fundamental matrix," *International Journal of Computer Vision*, vol. 96, pp. 212–234, January 2012

[2] Pablo Alcantarilla, Jesus Nuevo, and Adrien Bartoli, "Fast explicit diffusion for accelerated features in non-linear scale spaces," in *Proceedings of the British Machine Vision Conference*, September 2013, pp. 13.1–13.11.