

Minimal Solvers for Indoor UAV Positioning

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- intrinsically encode the geometric properties one wishes to impose on the solution,
- require fewer iterations in robust estimation frameworks, such as RANSAC.

Problem Geometry





Homography (normalized)

$$m{H}_y \sim m{R}_y + m{t}m{n}^T$$

where $\boldsymbol{n} = [0, 0, 1]^T$ is a floor normal.



Relation to general homography \boldsymbol{H}

$$oldsymbol{H}_{y}\simoldsymbol{R}_{\mathsf{imu}}^{(2)\,\mathcal{T}}oldsymbol{K}_{2}^{-1}oldsymbol{H}oldsymbol{K}_{1}oldsymbol{R}_{\mathsf{imu}}^{(1)}$$



The DLT relation

 $\pmb{x}_2\sim \pmb{H}\pmb{x}_1$



Five unknowns:

- Translation (3 DoF)
- Rotation about *y*-axis (1 DoF)
- Focal length (1 DoF)

Minimal case requires 2.5 points.

We may parameterize the homography

as

$$m{H}_y = egin{bmatrix} h_1 & h_3 & h_2 \ 0 & h_4 & 0 \ -h_2 & h_5 & h_1 \end{bmatrix},$$

and enforce the Pythagorean trigonometric identity

$$h_1^2 + h_2^2 = 1$$
.

The invserse calibration matrix

$$oldsymbol{\kappa}^{-1} = egin{bmatrix} 1 & 0 & 0 \ 0 & 1 & 0 \ 0 & 0 & w \end{bmatrix},$$

where $w \neq 0$.

The DLT equations now contain six unknowns, but we have added an extra quadratic constraint $h_1^2 + h_2^2 = 1$. This results in a system

Mv = 0,

where $\boldsymbol{M} \in \mathbb{R}^{6 \times 18}$ and $\boldsymbol{v} \in \mathbb{R}^{18}$ is the vector of monomials.

There are in general 14 solutions (when enforcing $w \neq 0$). Utilizing symmetry, we only need to solve for seven of these.

The elimination template is of size 10×17 .







Mean execution time for 10,000 randomly generated problems in C++.

Case	Author	Execution time (μ s)
fHf	Our	14
	Ding <i>et al.</i> [1]	1052
fEf	Kukelova <i>et al.</i> [2]	103
Hf	Our	5
	Ding <i>et al.</i> [1]	124
Ef	Kukelova <i>et al.</i> [2]	25
f_1Hf_2	Our	9
	Ding et al. [1]	47
$f_1 E f_2$	Bougnoux [3]	27

Basement (610 frames, 2978 keypoints)





Carpet (107 frames, 400 keypoints)





Indoor (48 frames, 184 keypoints)





Outdoor (601 frames, 3659 keypoints)





Thank you for watching!



Check out our code on Github! https://github.com/marcusvaltonen/HomLib

- Y. Ding, J. Yang, J. Ponce, and H. Kong, "An efficient solution to the homography-based relative pose problem with a common reference direction," in *The IEEE International Conference on Computer Vision (ICCV)*, October 2019.
- [2] Z. Kukelova, J. Kileel, B. Sturmfels, and T. Pajdla, "A clever elimination strategy for efficient minimal solvers," *Conference on Computer Vision and Pattern Recognition (CVPR)*, pp. 3605–3614, 2017.
- [3] S. Bougnoux, "From projective to euclidean space under any practical situation, a criticism of self-calibration," in *International Conference on Computer Vision* (ICCV), 1998, pp. 790–798.