

# Square Root Marginalization for Sliding-Window Bundle Adjustment

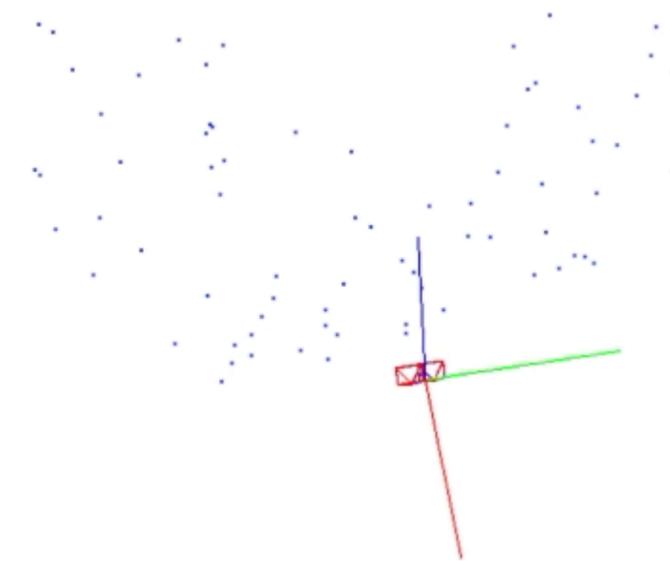
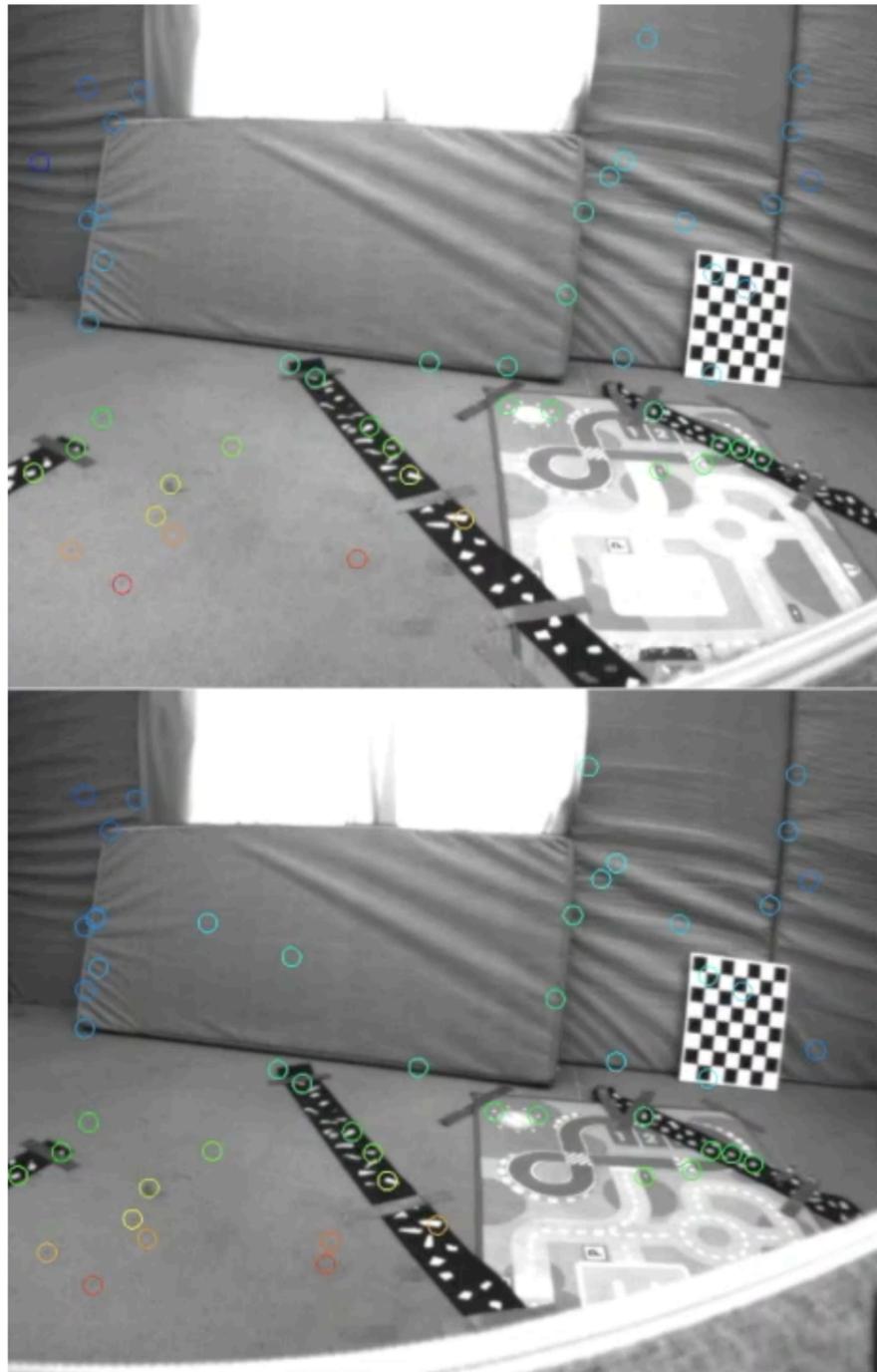


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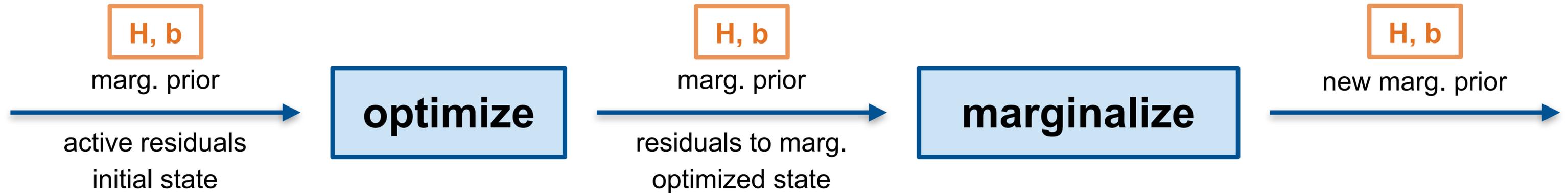
# Visual-Inertial Odometry



Odometry based on: Usenko et al., "Visual-Inertial Mapping with Non-Linear Factor Recovery", RA-L, April 2020

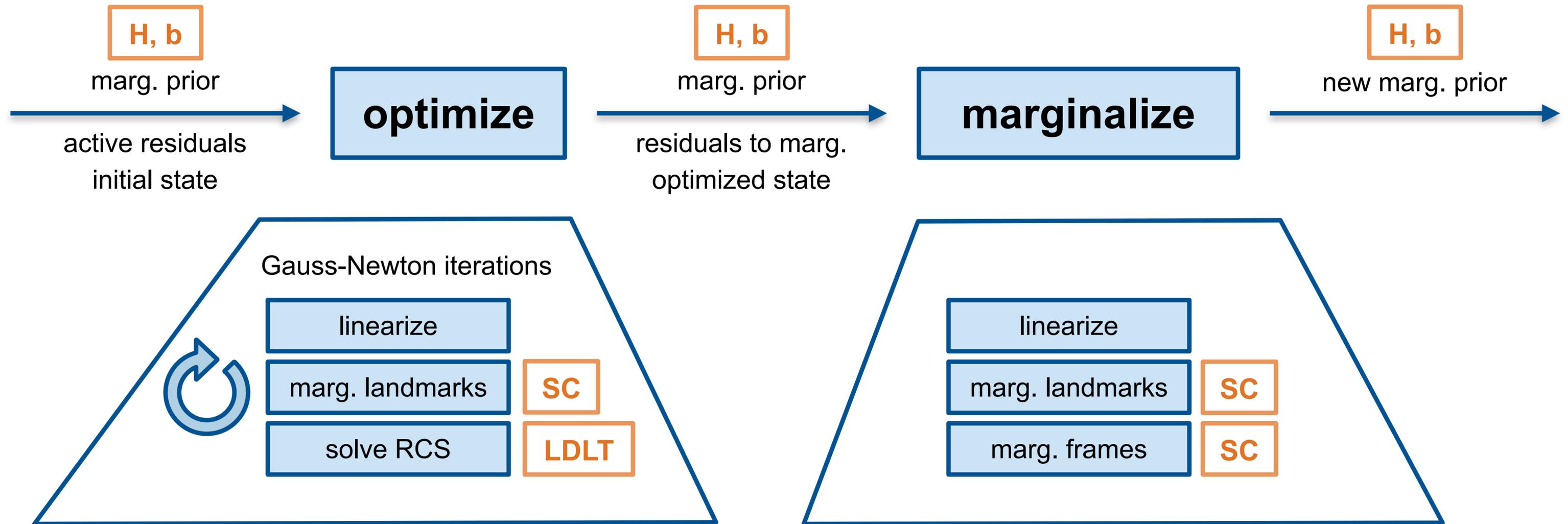
# Optimization-based sliding-window estimator

conventional



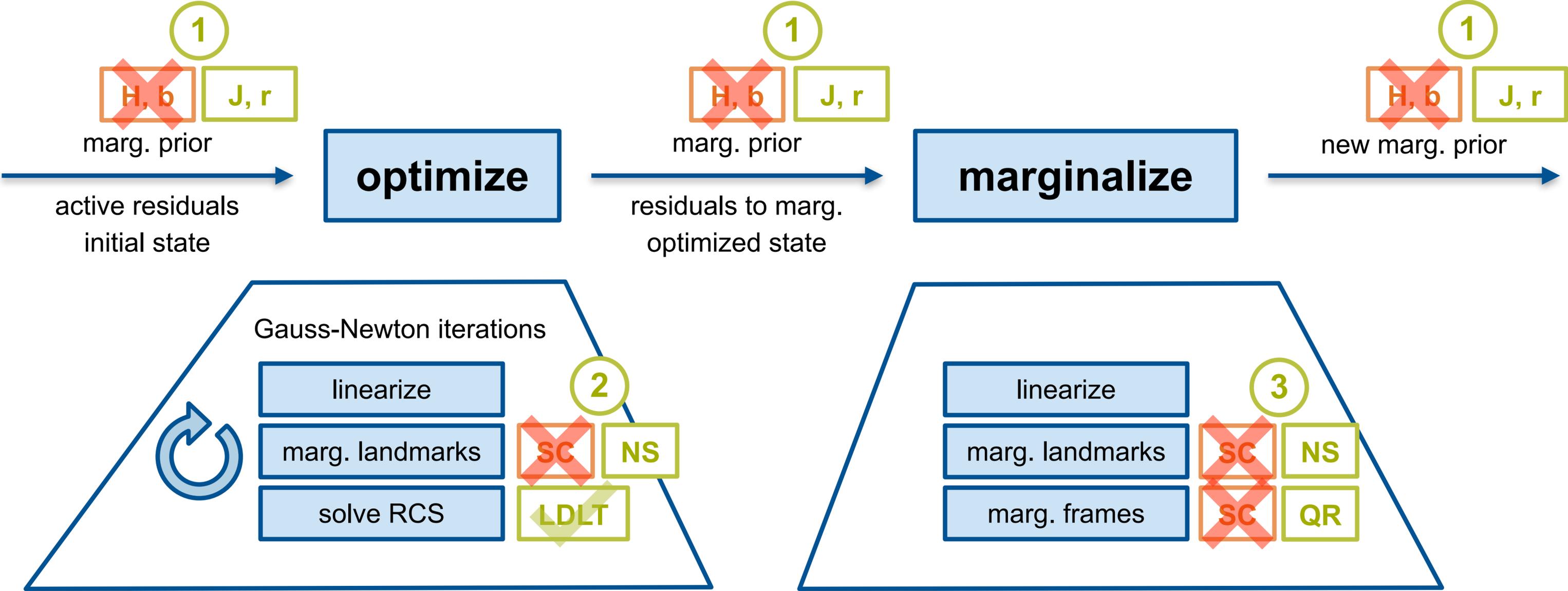
# Optimization-based sliding-window estimator

conventional



# Optimization-based sliding-window estimator

conventional  
proposed



1

# Sliding-window energy with marg. prior

conventional  
proposed



sliding-window energy

active residuals (visual, inertial)

$$E_{\text{sw}}(x) = \frac{1}{2} \|r_a(x)\|^2 + E_m(x)$$

marginalization prior

Hessian form to store prior

$$E_m(x) = \frac{1}{2} \Delta x^\top H_m \Delta x + b_m^\top \Delta x + \text{const}$$

H, b

perturbation from current state x

Jacobian form to store prior

$$E_m(x) = \frac{1}{2} \|r'_m + J_m \Delta x\|^2$$

J, r

$J_m$  is a square root of  $H_m$ , i.e.,  $H_m = J_m^\top J_m$

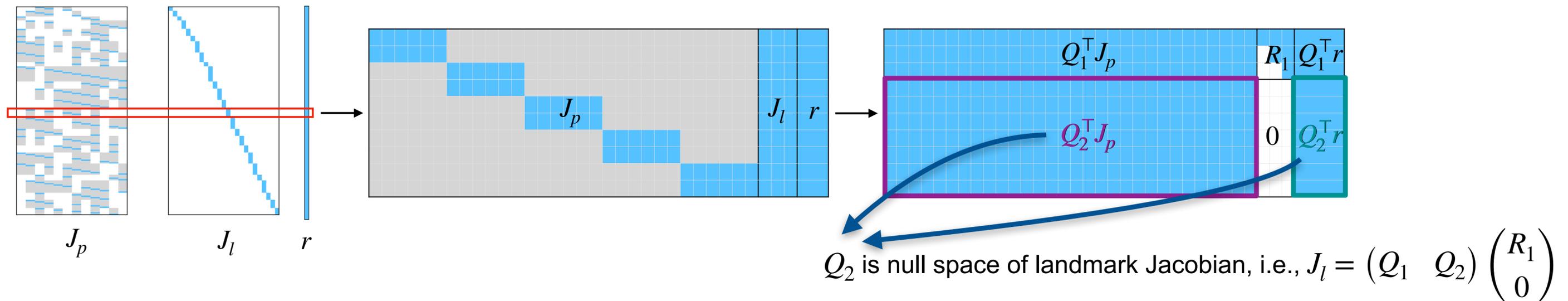
2

# Optimization: nullspace marg. + Cholesky

conventional  
proposed



Nullspace marginalization of landmarks based on: Demmel et al., "Square Root Bundle Adjustment for Large-Scale Reconstruction", CVPR21



compute  $\tilde{H}$  and  $\tilde{b}$  using Schur complement

$$\tilde{H} = H_{pp} - H_{pl}H_{ll}^{-1}H_{lp}$$

$$\tilde{b} = b_p - H_{pl}H_{ll}^{-1}b_l$$

SC

solving the reduced camera system  
with dense Cholesky decomposition

$$\tilde{H} \Delta x = -\tilde{b}$$

LDLT LDLT

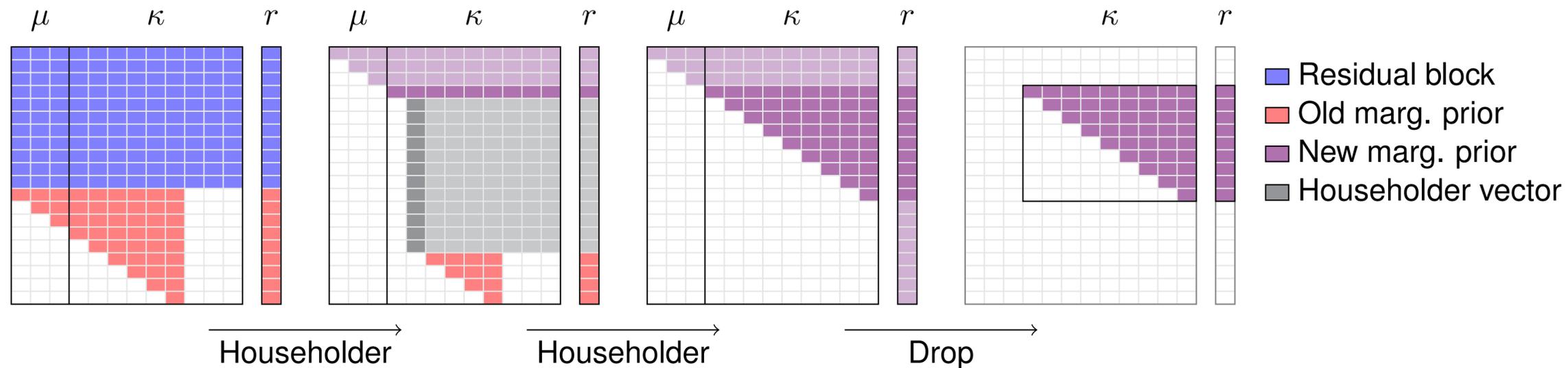
compute  $\tilde{H}$  and  $\tilde{b}$  after nullspace projection

$$\tilde{H} = (Q_2^T J_p)^T (Q_2^T J_p)$$

$$\tilde{b} = (Q_2^T J_p)^T (Q_2^T r)^T$$

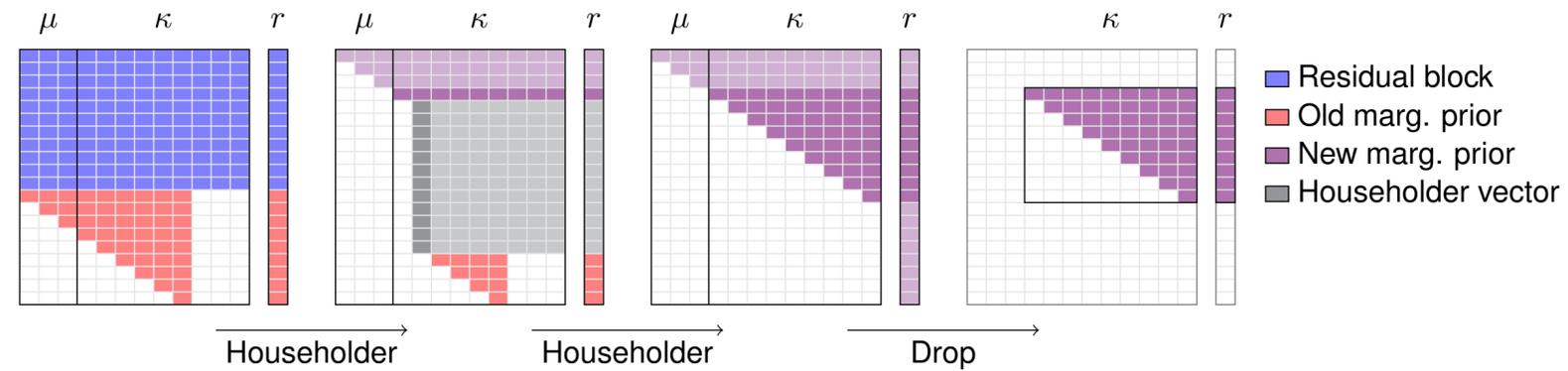
NS

# Marginalisation: specialized QR decomposition

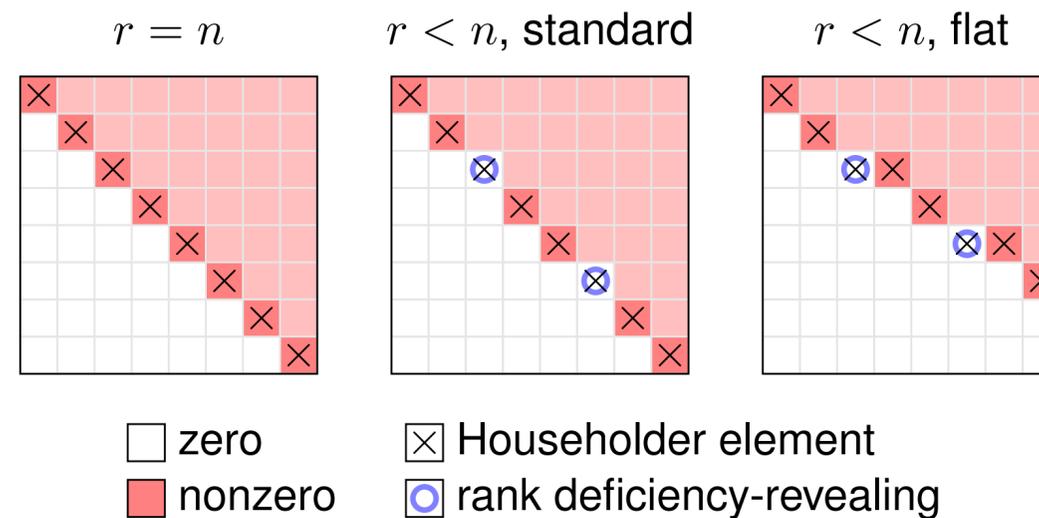


- start with reduced camera system in Jacobian form (including the old marginalization prior and possibly inertial residuals)
- frame states to be marginalized are sorted into the leftmost columns
- Successive in-place Householder transformations result in upper-triangular matrix
- Columns for marginalized states and corresponding top-rows, and zero rows at the bottom are dropped

# Marginalisation: specialized QR decomposition



## Rank-deficient case



# Results: accuracy and runtime



## Accuracy

absolute trajectory error in meters

	$\sqrt{VIO-64}$	$\sqrt{VIO-32}$	VIO-64	VIO-32
eurocMH01	<b>0.093</b>	<b>0.093</b>	<b>0.093</b>	0.991
eurocMH02	<b>0.048</b>	<b>0.048</b>	<b>0.048</b>	<b>0.048</b>
eurocMH03	<b>0.051</b>	<b>0.051</b>	<b>0.051</b>	x
eurocMH04	<b>0.109</b>	<b>0.109</b>	<b>0.109</b>	x
eurocMH05	<b>0.137</b>	<b>0.137</b>	<b>0.137</b>	x
eurocV101	<b>0.043</b>	<b>0.043</b>	<b>0.043</b>	<b>0.043</b>
eurocV102	<b>0.048</b>	<b>0.048</b>	<b>0.048</b>	<b>0.048</b>
eurocV103	<b>0.058</b>	<b>0.058</b>	<b>0.058</b>	x
eurocV201	<b>0.037</b>	<b>0.037</b>	<b>0.037</b>	<b>0.037</b>
eurocV202	<b>0.053</b>	<b>0.053</b>	<b>0.053</b>	x
tumvi-corr1	<b>0.300</b>	<b>0.300</b>	<b>0.300</b>	x
tumvi-corr2	<b>0.426</b>	<b>0.426</b>	<b>0.426</b>	x
tumvi-mag1	<b>1.456</b>	1.457	<b>1.456</b>	x
tumvi-mag2	<b>0.908</b>	0.920	<b>0.908</b>	x
tumvi-room1	<b>0.102</b>	<b>0.102</b>	<b>0.102</b>	0.104
tumvi-room2	<b>0.071</b>	<b>0.071</b>	<b>0.071</b>	x
tumvi-slides1	<b>0.310</b>	<b>0.310</b>	<b>0.310</b>	x
tumvi-slides2	<b>0.759</b>	<b>0.759</b>	<b>0.759</b>	x

## Runtime

total runtime for optimization / marginalization in seconds

	$\sqrt{VIO-64}$	$\sqrt{VIO-32}$	VIO-64	VIO-32
eurocMH01	23.4 / 2.5	<b>18.6 / 2.3</b>	35.9 / 1.8	33.4 / <b>1.7</b>
eurocMH02	20.0 / 2.1	<b>15.6 / 1.9</b>	31.7 / 1.5	29.0 / <b>1.4</b>
eurocMH03	17.6 / 1.8	<b>13.9 / 1.6</b>	26.3 / <b>1.3</b>	x
eurocMH04	13.1 / 1.3	<b>10.3 / 1.2</b>	19.5 / <b>0.9</b>	x
eurocMH05	15.0 / 1.5	<b>11.6 / 1.3</b>	22.6 / <b>1.1</b>	x
eurocV101	15.0 / 2.2	<b>12.0 / 2.0</b>	23.6 / <b>1.5</b>	22.4 / <b>1.5</b>
eurocV102	8.3 / 1.0	<b>6.8 / 0.9</b>	11.5 / <b>0.7</b>	10.6 / <b>0.7</b>
eurocV103	8.3 / 1.0	<b>6.7 / 0.9</b>	11.1 / <b>0.7</b>	x
eurocV201	12.1 / 1.4	<b>9.5 / 1.4</b>	20.8 / <b>1.0</b>	19.2 / <b>1.0</b>
eurocV202	11.4 / 1.3	<b>9.3 / 1.2</b>	15.5 / <b>0.9</b>	x
tumvi-corr1	24.4 / 3.2	<b>18.7 / 2.6</b>	36.7 / <b>2.2</b>	x
tumvi-corr2	29.4 / 3.8	<b>22.0 / 3.1</b>	42.2 / <b>2.6</b>	x
tumvi-mag1	78.1 / 10.5	<b>57.4 / 8.4</b>	112.5 / <b>7.0</b>	x
tumvi-mag2	59.6 / 7.7	<b>42.2 / 6.3</b>	88.2 / <b>5.1</b>	x
tumvi-room1	13.2 / 1.7	<b>10.0 / 1.4</b>	21.6 / <b>1.3</b>	19.6 / <b>1.3</b>
tumvi-room2	12.2 / 1.8	<b>9.4 / 1.5</b>	20.2 / <b>1.3</b>	x
tumvi-slides1	28.6 / 3.6	<b>20.9 / 3.0</b>	44.1 / <b>2.5</b>	x
tumvi-slides2	24.8 / 3.1	<b>18.5 / 2.5</b>	38.8 / <b>2.1</b>	x

## Ablation study

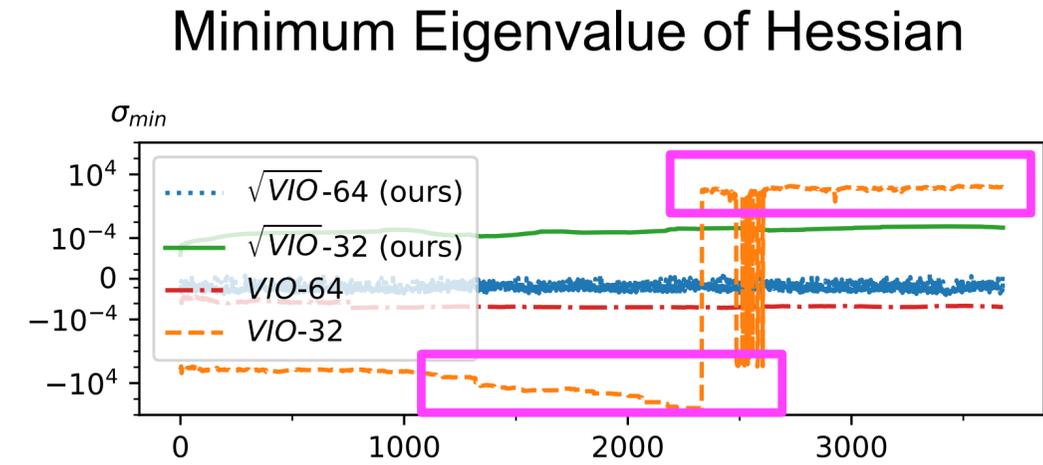
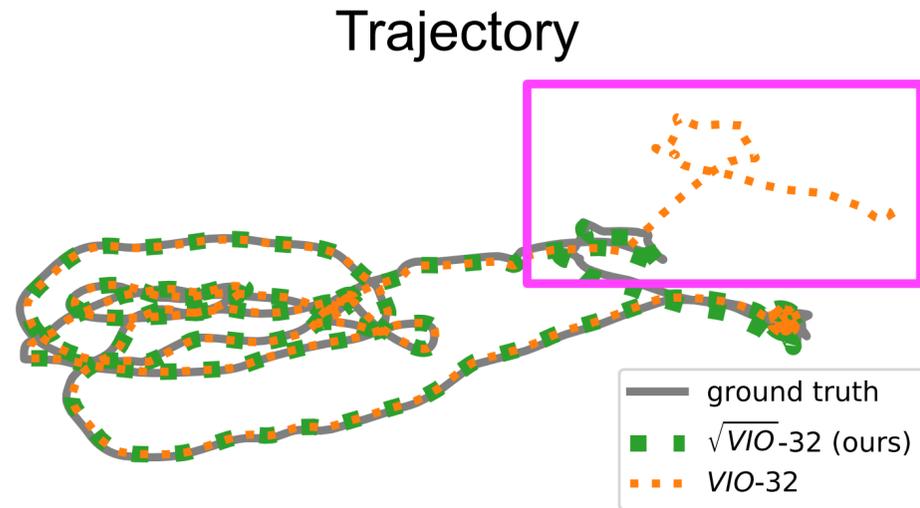
different algorithmic choices for optimization and marginalization for VIO on EuRoC

	proposed		ablation study					
opt.	NS+LDLT	SC+LDLT	NS+LDLT	SC+LDLT	NS+LDLT	SC+LDLT	NS+LDLT	SC+LDLT
marg.	NS+QR	NS+QR	NS+QR	NS+QR	SC+SC	SC+SC	SC+SC	SC+SC
precision	64	32	64	32	64	32	64	32
ATE [m]	<b>0.068</b>	<b>0.068</b>	<b>0.068</b>	<b>0.068</b>	<b>0.068</b>	0.232	<b>0.068</b>	0.211
real-time	6.9x	<b>8.2x</b>	5.0x	5.6x	7.1x	7.9x	5.2x	5.5x
t total [s]	17.9	<b>14.9</b>	24.4	21.8	17.4	15.5	23.7	22.2
t opt [s]	14.4	<b>11.4</b>	22.2	20.3	14.4	11.5	22.1	20.4
t marg [s]	1.6	<b>1.5</b>	1.6	1.3	1.4	1.4	1.3	<b>1.2</b>

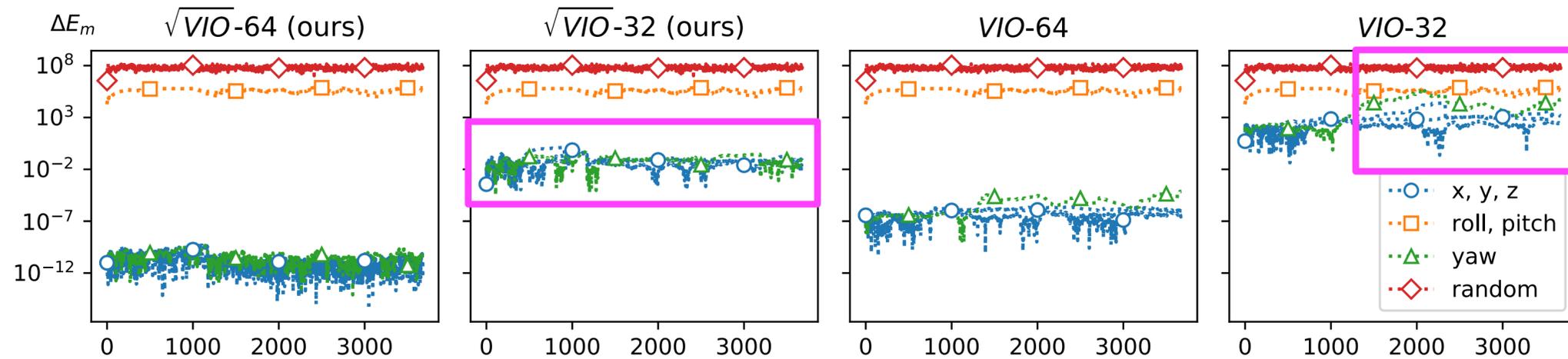
	$\sqrt{VO-64}$	$\sqrt{VO-32}$	VO-64	VO-32
kitti00	<b>3.92</b>	<b>3.92</b>	<b>3.92</b>	x
kitti02	<b>9.72</b>	<b>9.72</b>	<b>9.72</b>	x
kitti03	<b>1.34</b>	<b>1.34</b>	<b>1.34</b>	<b>1.34</b>
kitti04	<b>1.22</b>	<b>1.22</b>	<b>1.22</b>	<b>1.22</b>
kitti05	<b>2.75</b>	<b>2.75</b>	<b>2.75</b>	x
kitti06	<b>2.61</b>	<b>2.61</b>	<b>2.61</b>	<b>2.61</b>
kitti07	1.52	1.53	1.52	<b>1.44</b>
kitti08	<b>3.85</b>	<b>3.85</b>	<b>3.85</b>	x
kitti09	<b>4.13</b>	<b>4.13</b>	<b>4.13</b>	x
kitti10	<b>1.11</b>	<b>1.11</b>	<b>1.11</b>	26.12

	$\sqrt{VO-64}$	$\sqrt{VO-32}$	VO-64	VO-32
kitti00	29.5 / 2.7	<b>23.6 / 2.2</b>	50.2 / 2.3	x
kitti02	32.0 / 3.0	<b>25.0 / 2.3</b>	53.2 / 2.4	x
kitti03	5.2 / 0.6	<b>4.3 / 0.5</b>	9.4 / <b>0.5</b>	9.0 / <b>0.5</b>
kitti04	1.5 / 0.2	<b>1.2 / 0.1</b>	2.6 / <b>0.1</b>	2.5 / <b>0.1</b>
kitti05	18.0 / 1.7	<b>15.0 / 1.4</b>	31.1 / 1.5	x
kitti06	5.8 / 0.6	<b>4.8 / 0.5</b>	9.8 / 0.6	9.3 / 0.6
kitti07	6.3 / 0.7	<b>5.3 / 0.6</b>	11.2 / <b>0.6</b>	10.7 / <b>0.6</b>
kitti08	26.3 / 2.5	<b>21.2 / 2.0</b>	44.2 / 2.1	x
kitti09	10.1 / 1.0	<b>8.0 / 0.8</b>	16.7 / <b>0.8</b>	x
kitti10	6.9 / 0.7	<b>5.5 / 0.6</b>	11.6 / <b>0.6</b>	9.7 / <b>0.6</b>

# Results: numerical stability of marginalization prior



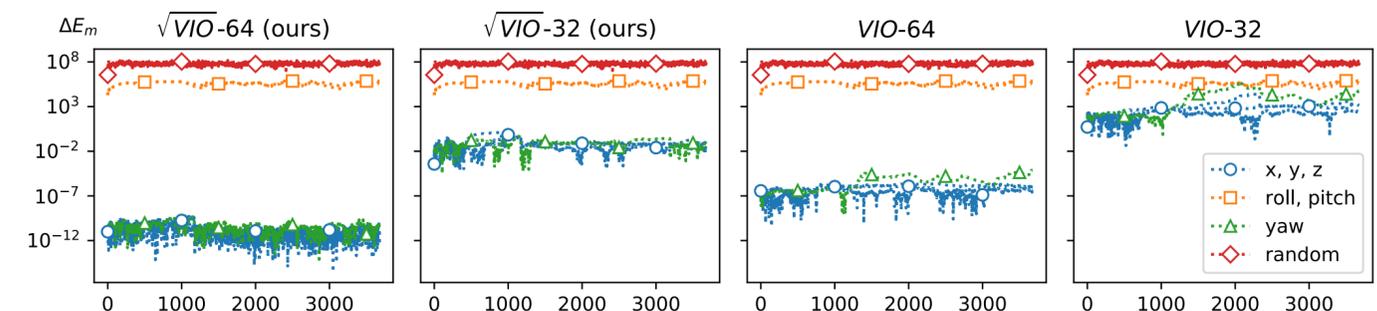
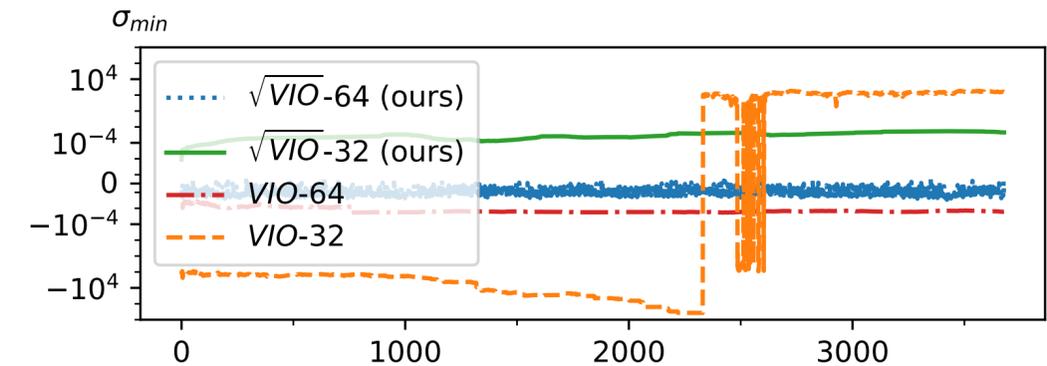
## Nullspace of Hessian



# Conclusion



- We propose a novel **square root formulation** for optimization-based sliding-window estimators.
- We prove that the proposed **specialized QR-decomposition** for frame state marginalization is **equivalent** to the conventionally used Schur complement and naturally **deals with rank deficiencies**.
- The resulting odometry estimator runs in **single precision without loss of accuracy** and is **36% faster** than the conventional baseline approach.



Open Source Implementation:  
<https://go.vision.in.tum.de/rootvo>

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