

Visual Inertial Odometry based State Estimation for Autorally

Advised by: Panagiotis Tsiotras; Poster by: Bhushan Pawaskar (Dynamics and Control Systems Laboratory)





The IMU data was recorded keeping it stable for two to three hours. This got rid of the initial jerks and then only the IMU noise remained. These **allan deviations were plotted on a logarithmic time scale** for both accelerometer and gyroscope. After fitting a curve to these noise results, **white noise and bias sigmas were obtained** using the Allan Variance method.

Similarly by using the calibration target, camera projection and distortion coefficients were obtained. The **reprojection errors were within a pixel level accuracy** which is fairly acceptable.

This project focuses on the task of **localization for Autorally** testbed environment **using visual camera data**. Traditional methods, like Global Navigation Satellite Systems (GNSS) have limitations, such as signal interference whereas IMU based estimation methods suffer from lots of noise in data collected at source. The project proposes a Visual Inertial Odometry (VIO) System that **combines the information from feature rich RGB camera data with IMU data**, aiming to enhance localization accuracy and address challenges posed by diverse environmental conditions.







METHODOLOGY

Models to estimate state based on hardware readings are based on ideal assumptions. Simulated hardware models are ideally perfect. Real life hardware on the other hand has lots of imperfections. **Hardware requires calibration!**

Cameras need to account for projection and distortion errors (Camera intrinsic parameters). Pinhole camera model with radial and tangential



MicroStrain 3DM-GX4 1000 Hz output rate





Rovioli and Openvins yielded the most accurate trajectory estimations, capturing the general shape of the initial trajectory effectively. In contrast. Xivo's estimates were highly inaccurate, exhibiting erratic behavior. Orbslam3 failed to provide any estimates due to its inability to find sufficient matching features across consecutive frames.

Several factors likely contributed to the **poor performance observed**, including **sensitivity to lighting** variations, **noisy compressed data** resulting from **erratic vehicle movement**.

Next step was enhancing estimation quality, starting with the crucial step of validating the calibration. Indoor dataset validation confirmed the correctness of intrinsic camera parameters and transformation matrices. Subsequent efforts involved experimenting with image exposure, contrast, and other enhancements, with histogram equalization showing promising results. However, attempts to improve tracking through masking resulted in worsened outcomes.

After this the algorithm parameters were tuned - adjusting parameters like the **number of tracked features** and **outlier rejection**. While testing all combinations was impractical, manual adjustments followed by refinement in subsequent passes helped improve estimation accuracy.



use_fej: true # if first-estimat integration: "rk4" # discrete, r use_stereo: true # if we have mo max_cameras: 2 # how many camera
use_klt: true # if true we will num_pts: 200 # number of points fast_threshold: 20 # threshold

calib_cam_extrinsics: true # if calib_cam_intrinsics: true # if calib_imu_intrinsics: false # if calib_imu_g_sensitivity: false #
grid_x: 5 # extraction sub-grid grid_y: 5 # extraction sub-grid min_px_dist: 10 # distance betw knn_ratio: 0.70 # descriptor kr

max_clones: 11 # how many clones max_slam: 50 # number of feature max_slam_in_update: 25 # update
track_frequency: 21.0 # frequer downsample_cameras: false # will num_opencv_threads: 4 # -1: aut

distortion is chosen for its simplicity and accuracy.



Both **Camera and IMU** need to work in tandem, so we also need to estimate their **relative transformations** with each other.

This is achieved using a **calibration sheet** as shown and exciting all axes of the IMU.



Visual Odometry systems work by finding common feature points between two poses. The algorithm solves an optimization problem that minimizes reprojection error between poses to find the most probable transformation between them.



 $n_d[k] = \sigma_{g_d} w[k] \hspace{0.5cm} b_d[k] = b_d[k-1] + \sigma_{bgd} w[k]$



C, global pose

viewing the same 3d poin

FUTURE WORK

New standard **MIT Racecar platform** will be used in the lab running on ROS2 Eloquent. Recalibration of hardware would be needed along with using new compatible libraries.



max_msckf_in_update: 40 # how ma
dt_slam_delay: 1 # delay before
histogram_method: "HISTOGRAM"





Work has already started and **intermediary results look promising**. Although, the results can't be verified due to not using GPS for ground truth, they look solid with very minor accumulation of error.



The final goal would be to **ensure loop closures** work properly ensuring that the accumulated drift error isn't too large when the car has to travel for a long time. This can result in navigation on shorter tracks in loops with a much higher confidence.

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