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Visual Localization and Mapping with Multiple View Features

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Introduction: How do we exploit motion for visual recognition and navigation?

Multiple view feature descriptors

- Establish correspondence between different views of same scene
Useful for 3D reconstruction, stereo, recognition, and tracking.
- Describe appearance of locations in space from multiple viewpoints
More robust to changes in *illumination and viewpoint* than descriptors derived from single images.
- Kernel principal component analysis
Models changes of *appearance* of locations in space with changes in viewpoint and illumination.

Application to robot navigation

- Structure from motion generates 3D map and egomotion
 - Image *feature tracker* follows points on images.
 - *Extended Kalman filter* develops 3D structure and egomotion.
 - Multiple view descriptors generated at the same time.
- Novel viewpoints of same scene recognized via feature descriptors and geometry.

Proposed Solution: Incorporate multiple views!

- Local image variability is modeled by a group deformation of the domain and a non-linear combination of basis elements (kernel principal components).

$$f \circ I(x) = \sum_{i=1}^k a_i y_i(Ax + b)$$

- A *kernel function* computes dot products in the high dimensional space F .

$$x \in \Omega \quad f: \mathbb{R}^n \rightarrow \mathbb{R}^N \quad y: \mathbb{R}^m \rightarrow F$$

- *Kernel principal component analysis* is used to develop the descriptor.

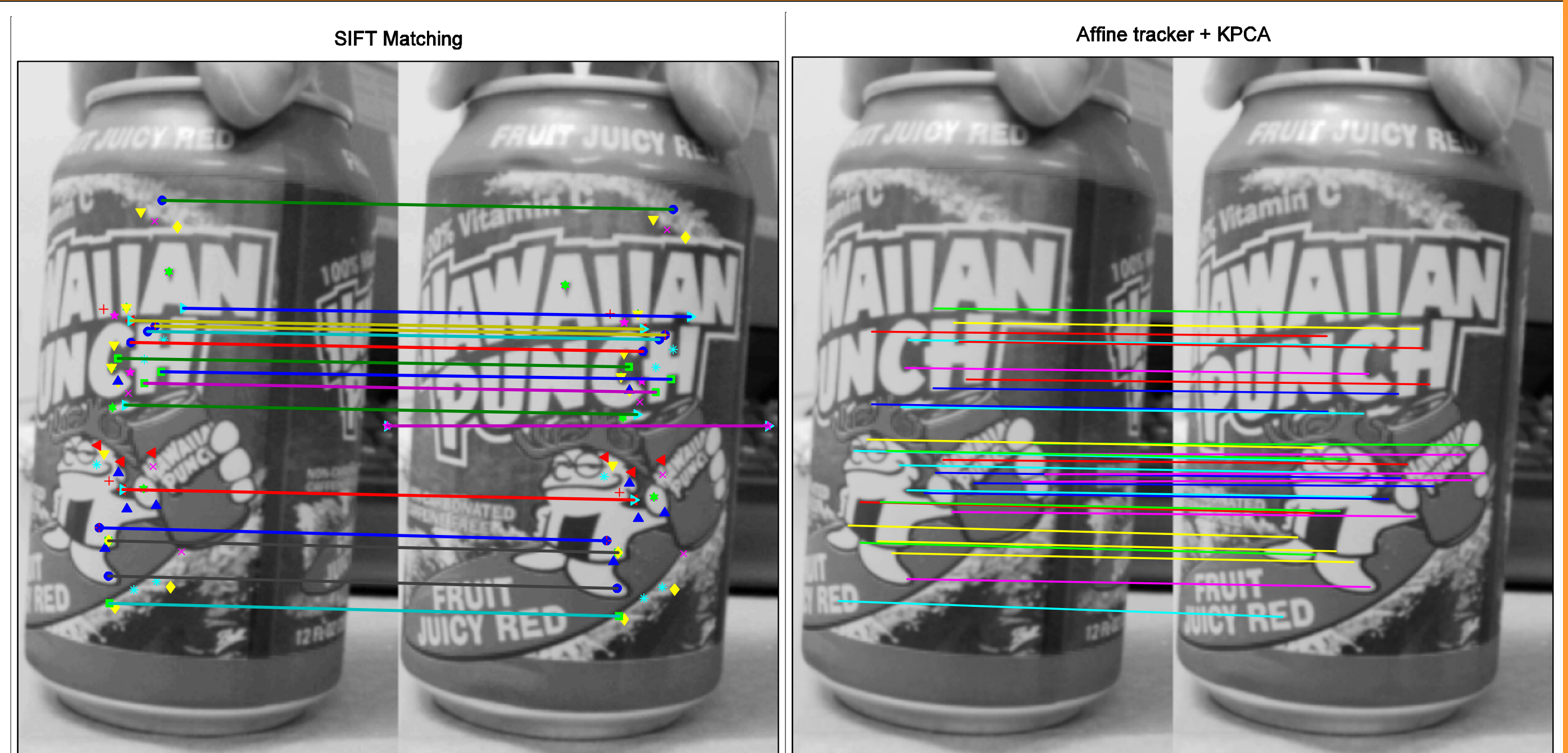
$$k(\mathbf{w}, \mathbf{y}) = \exp\left(-\frac{\|\mathbf{w} - \mathbf{y}\|^2}{2s^2}\right)$$

- Match quality is determined by the residual of the projection onto the principal components.

$$\left\| \mathbf{y}(\mathbf{y}) - \sum_{i=1}^k \frac{\langle \mathbf{y}(\mathbf{y}), \mathbf{j}_i \rangle}{\langle \mathbf{j}_i, \mathbf{j}_i \rangle} \mathbf{j}_i \right\|^2$$

- Structure of a scene and motion of the camera are determined by an *extended Kalman filter*. The descriptors are developed at the same time.

- When matching scenes is required, the descriptors are used to establish *correspondence* and the geometric transformation is recovered.



Existing approaches based on single-view descriptors fail to match under wide variations in shape (e.g. strongly non-planar scenes), pose, or illumination. Comparison with SIFT feature descriptor [Lowe et al., 2000] shown above.

