



Immersive positioning and measuring method in complex and narrow space

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Laser and Optoelectronics Measurement Technology Research Group

Vision Measurement Systems

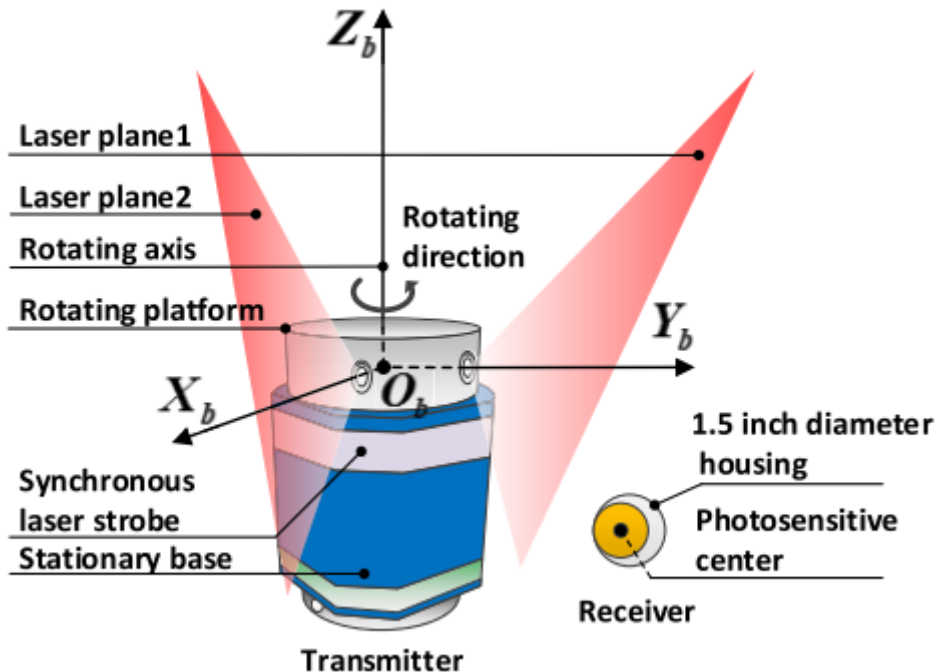


workshop Measurement Positioning System





workshop Measurement Positioning System



| | |
|-------------------------------|-----------|
| Working range | 3-40m |
| Accuracy of angle measurement | $\pm 2''$ |
| Measurement frequency | 30Hz |



Outline



- **Backgrounds**
- **Immersive measurement**
- **Global positioning**
- **System calibration**
- **Experiment**
- **Summary and outlook**





Backgrounds



Flexibility and portability for narrow space in manufacturing



Car



Train



Ship block



Airplane



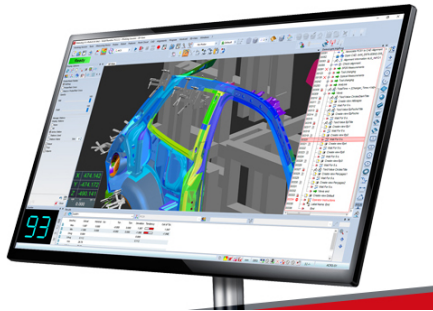


Backgrounds



Inconvenience for present display mode

Computer



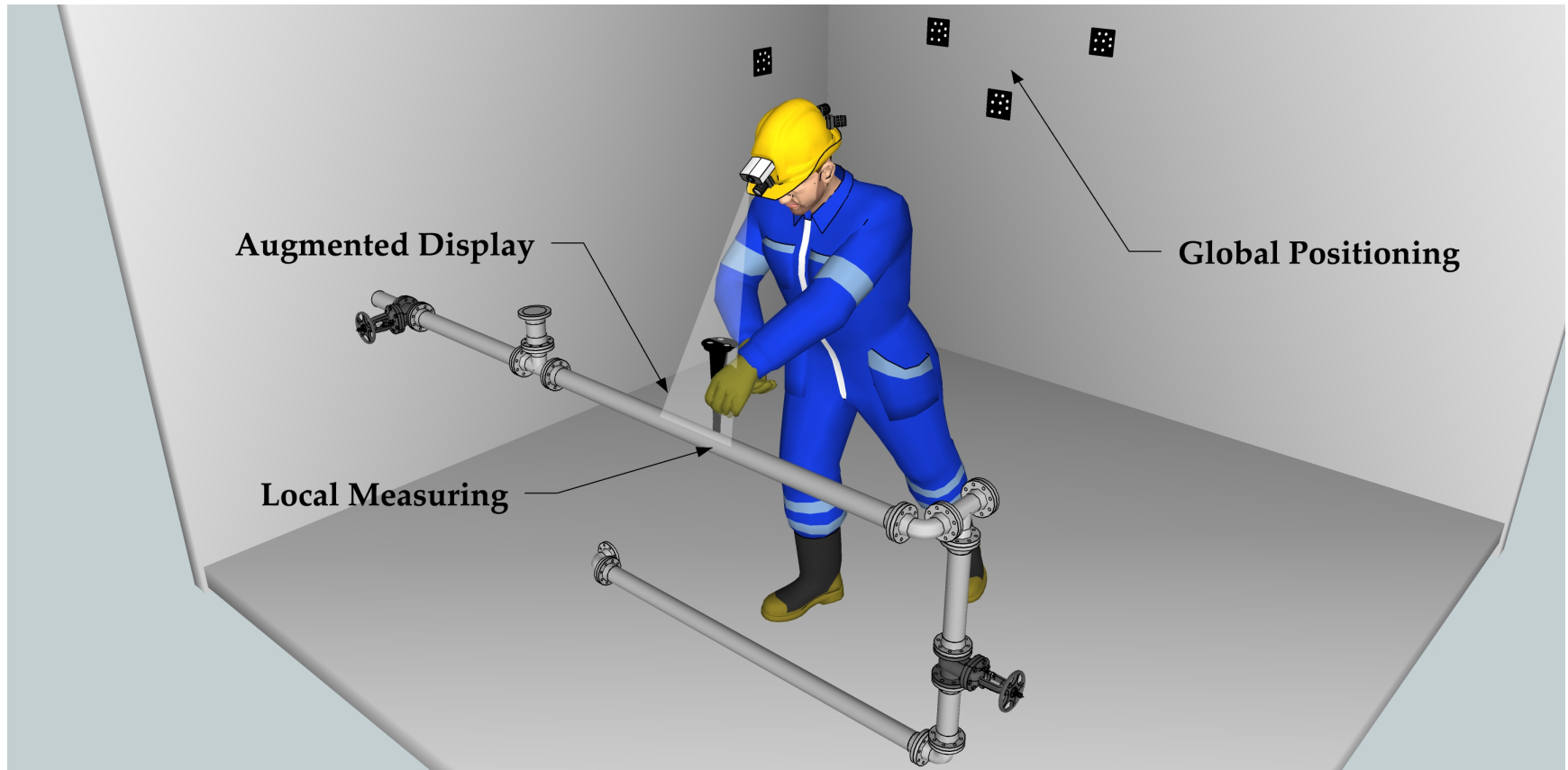
Screen

Augmented reality





Immersive measurement

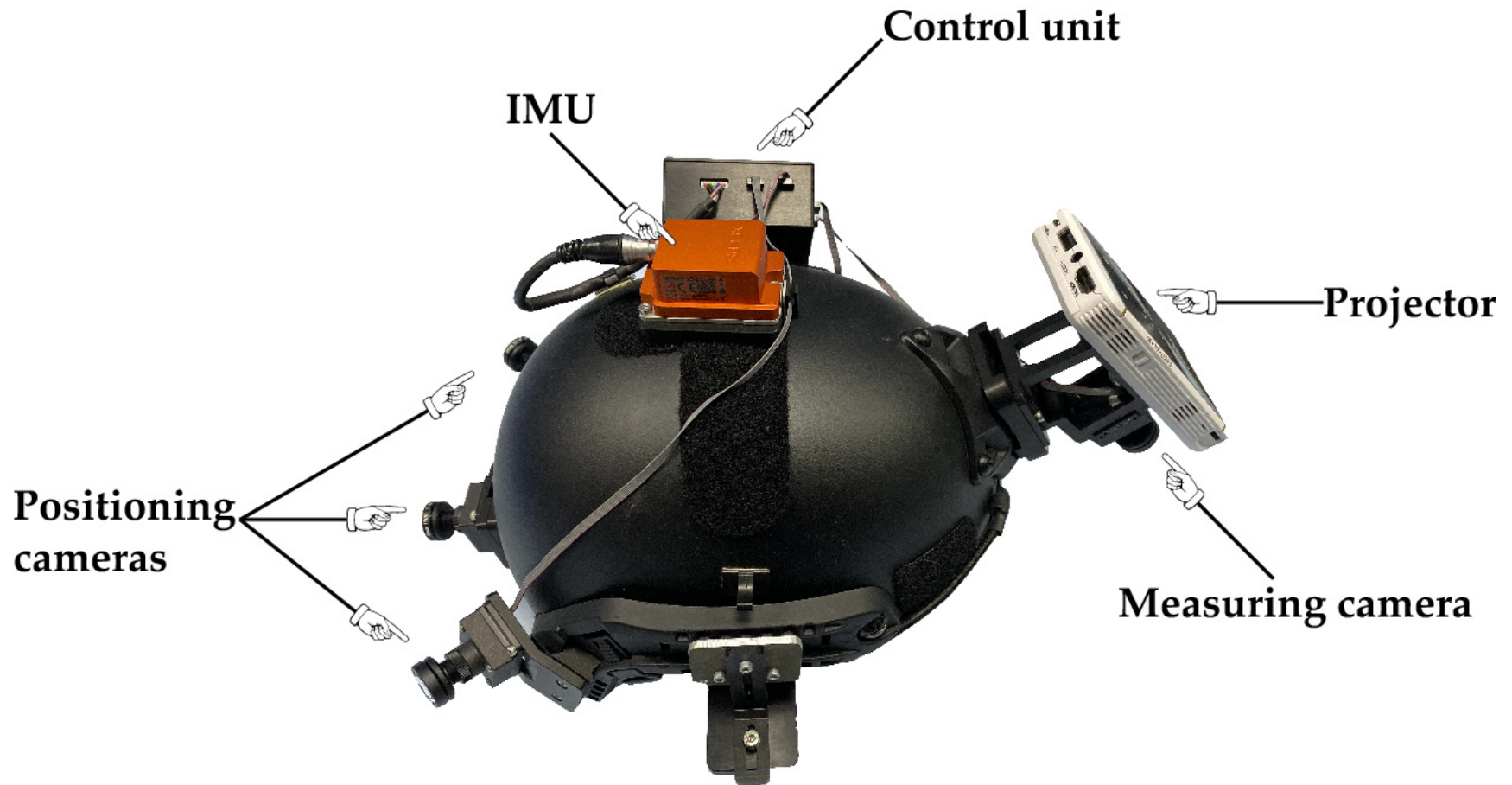


Immersive positioning and measuring method





Immersive measurement



Immersive positioning and measuring helmet





Immersive measurement



Infrared LED marker

Coordinate transformation using

- ✓ photogrammetry systems,
- ✓ total station
- ✓ laser tracker

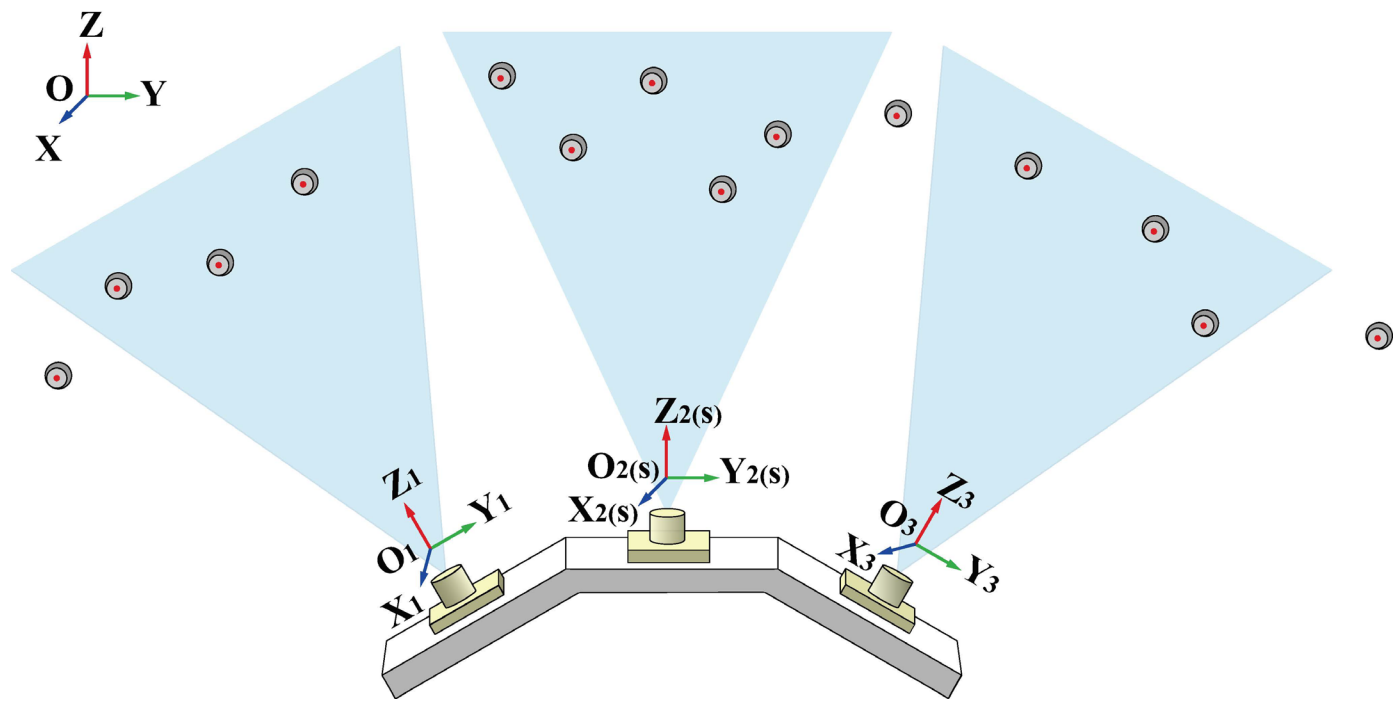
Hand-held probe





Global positioning

Multiple cameras with non-overlapping views



$$\begin{cases} X_1 = R_{21}X_2 + T_{21} \\ X_3 = R_{23}X_2 + T_{23} \end{cases}$$

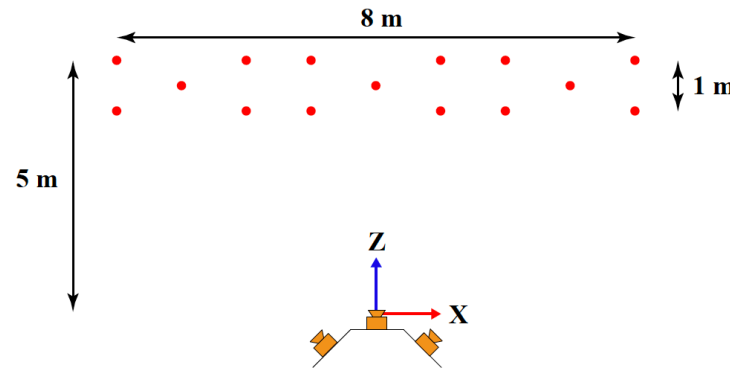
$$F = \sum_i^m \sum_j^n (e_{ijx}^2 + e_{ijy}^2) = \min$$



Global positioning



Comparison between the multi-camera rig with the single camera



| 6DOF parameter | The single camera | The multi-camera rig |
|-----------------|-------------------|----------------------|
| θ_s (°) | 0.0147 | 0.0087 |
| φ_s (°) | 0.0067 | 0.0084 |
| κ_s (°) | 0.0038 | 0.0065 |
| X_s (mm) | 0.715 | 0.629 |
| Y_s (mm) | 1.191 | 0.754 |
| Z_s (mm) | 0.292 | 0.528 |



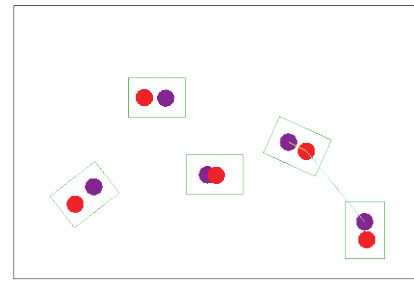
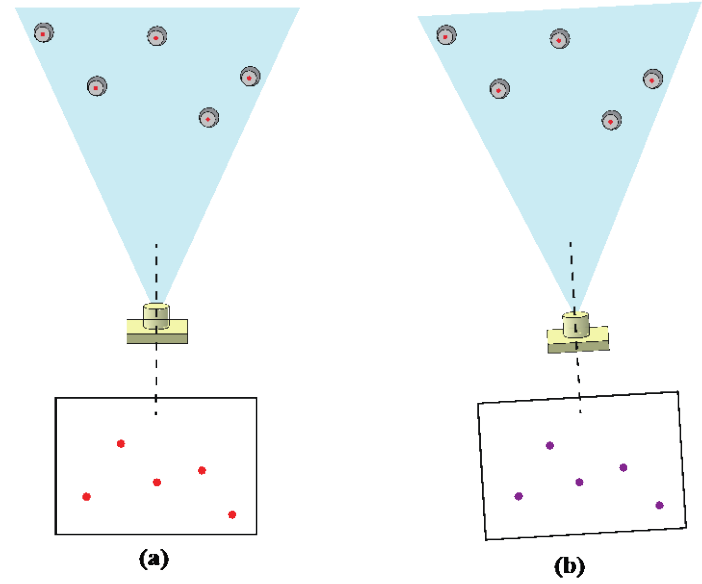
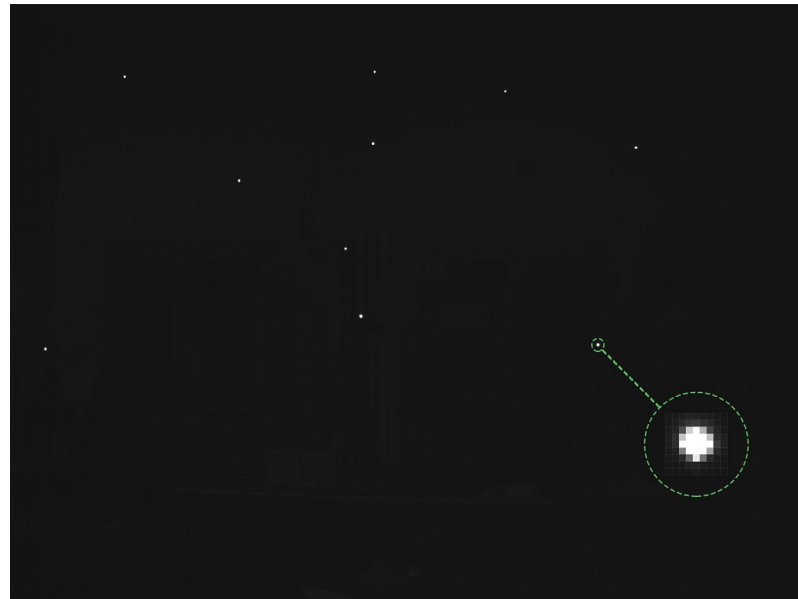


Global positioning



Feature points correspondence

Nearest Neighbor method with reciprocity check



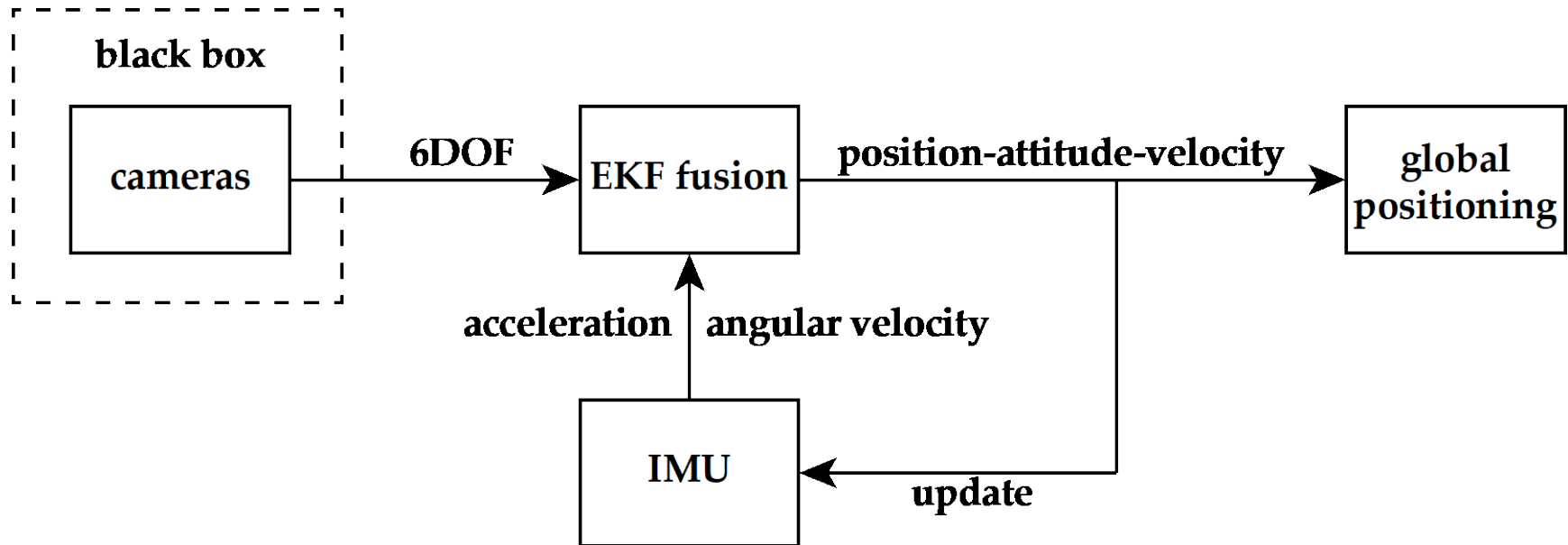
- The shortest distance
 - The second-shortest distance
 - Correct matching
- (c)



Global positioning



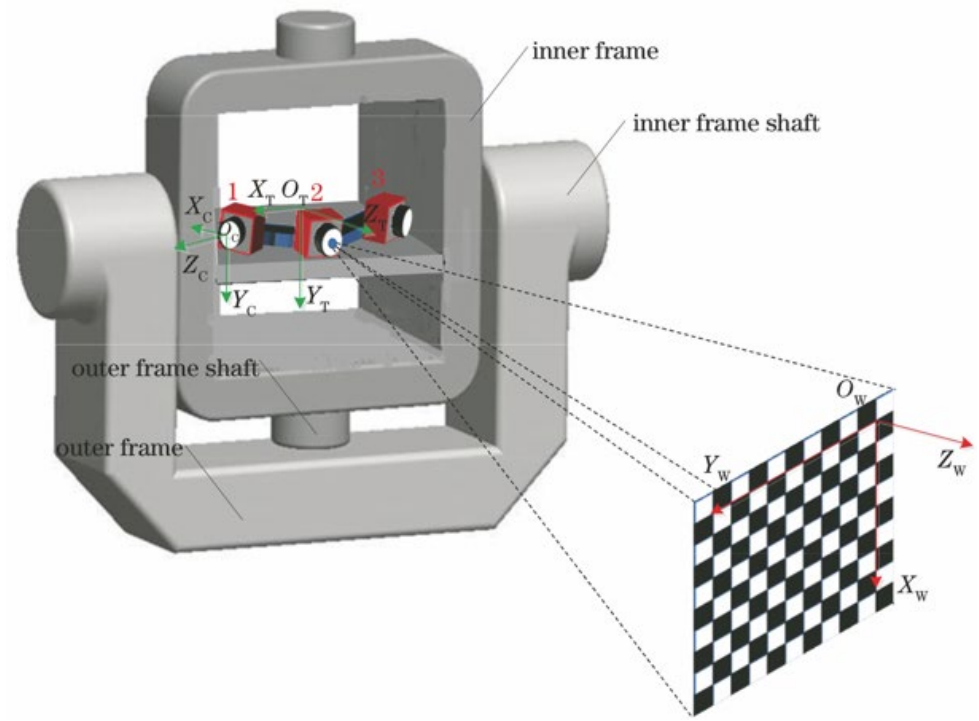
Visual-inertial fusion based on extended Kalman filter



error state vector $\tilde{x} = \left\{ \Delta p_w^{i\text{T}} \quad \Delta v_w^{i\text{T}} \quad \Delta \theta_w^{i\text{T}} \quad \Delta b_w^{\text{T}} \quad \Delta b_a^{\text{T}} \right\}$



System calibration



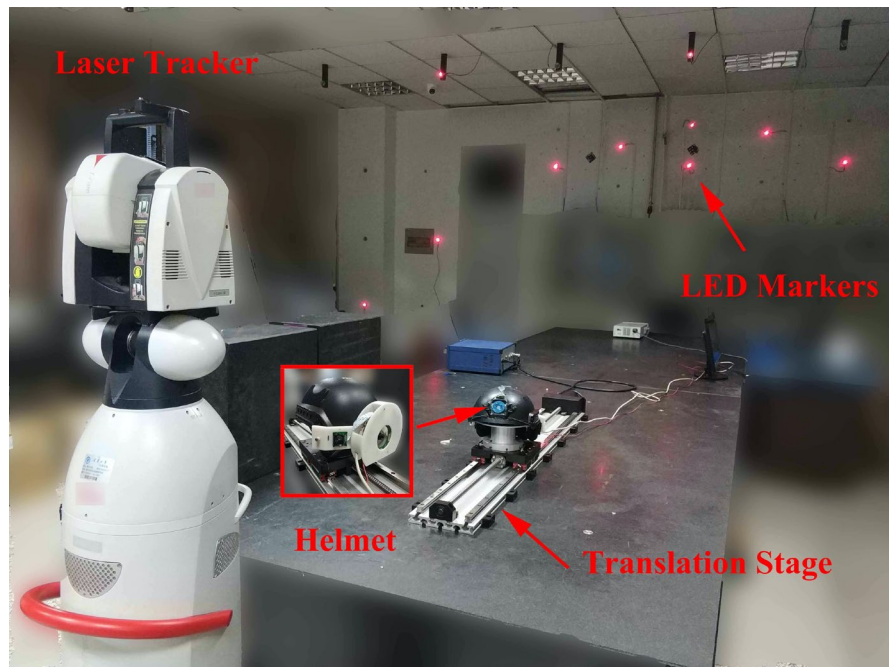
$$Z_{Ck} \begin{bmatrix} u_k \\ v_k \\ 1 \end{bmatrix} = \begin{bmatrix} 1/d_x & 0 & u_0 \\ 0 & 1/d_y & v_0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} f & 0 & 0 & 0 \\ 0 & f & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} R_{CT} & T_{CT} \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} R_{Tk} & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_{CT} & T_{CT} \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_1 & T_1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} X_W \\ Y_W \\ Z_W \\ 1 \end{bmatrix}$$



Experiment



Distance measurement



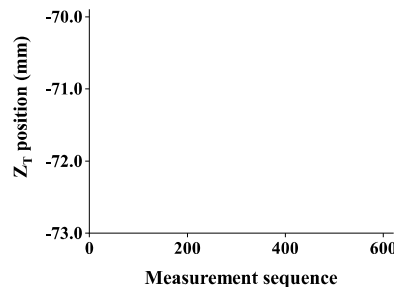
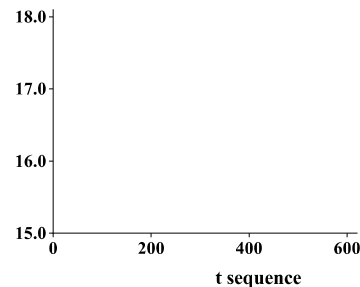
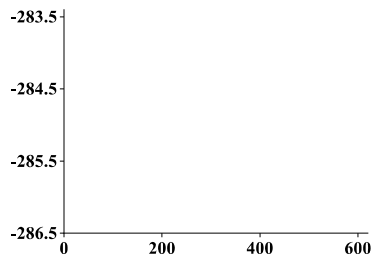
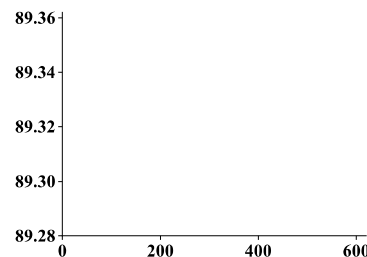
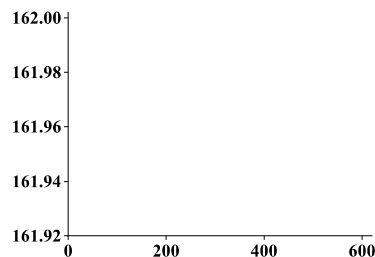
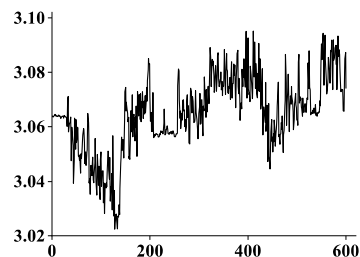
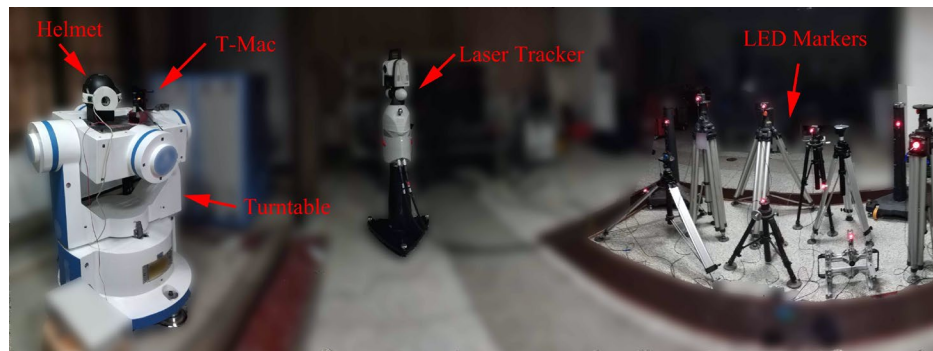
| Position | Multi-camera rig | Laser tracker | Error |
|----------|------------------|---------------|--------|
| 1 | 900.567 | 900.330 | 0.237 |
| 2 | 900.436 | 900.242 | 0.194 |
| 3 | 900.064 | 900.247 | -0.183 |
| 4 | 899.970 | 900.381 | -0.411 |
| 5 | 899.848 | 900.318 | -0.470 |
| 6 | 899.594 | 900.207 | -0.613 |
| 7 | 899.968 | 900.347 | -0.379 |
| 8 | 900.588 | 900.185 | 0.403 |
| 9 | 900.863 | 900.342 | 0.521 |

RMS error = 0.383 mm





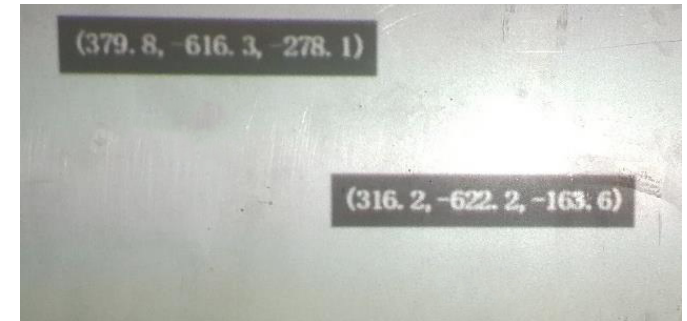
Experiment



**Position error
better than 0.8 mm**



Experiment



Summary



- 1. An immersive positioning and measuring method is proposed, and the system architecture is elaborated.**
- 2. The global positioning method using a non-overlapping multi-camera rig is introduced, and the visual-inertial fusion framework is built to realize robust 6DOF measurement.**
- 3. The experiments demonstrate the feasibility of the measuring system and the result can be overlaid onto the object accurately.**



Outlook



1. **Improve the design of the helmet to make it easier and more convenient to use.**
2. **Conduct more tests in the real working scene to validate the performance of our system.**





Thank you for listening!

Welcome to visit Tianjin University

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