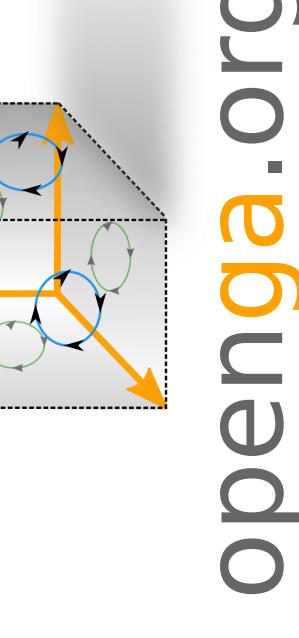


Geometric-Algebra LMS Adaptive Filter and its Application to Rotation Estimation

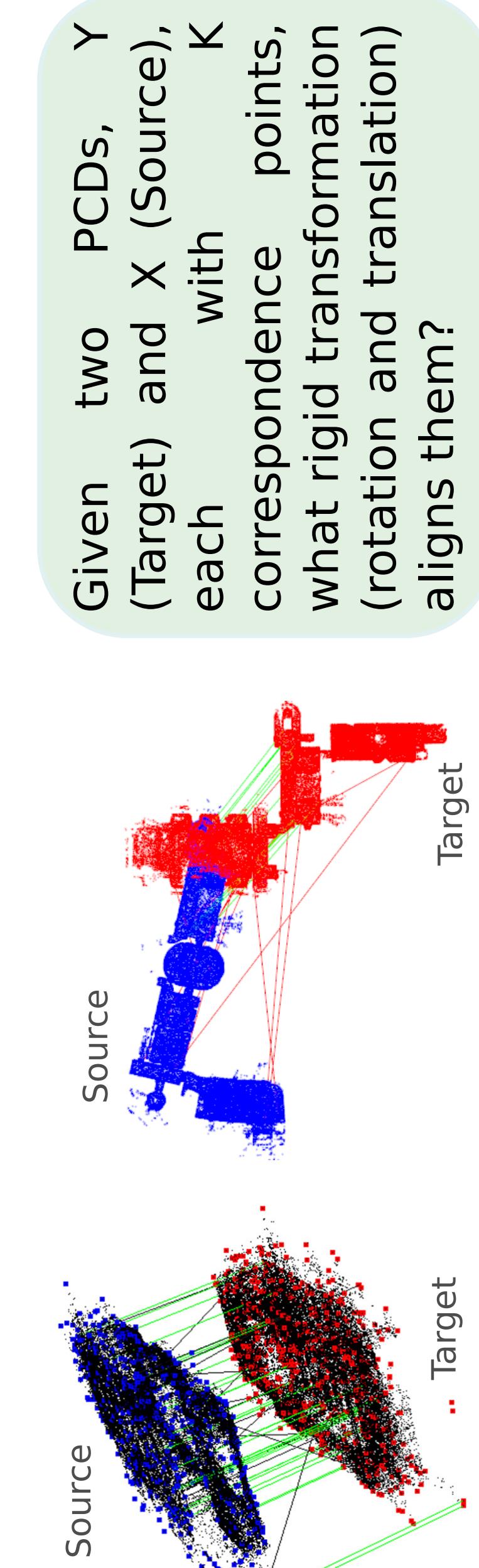
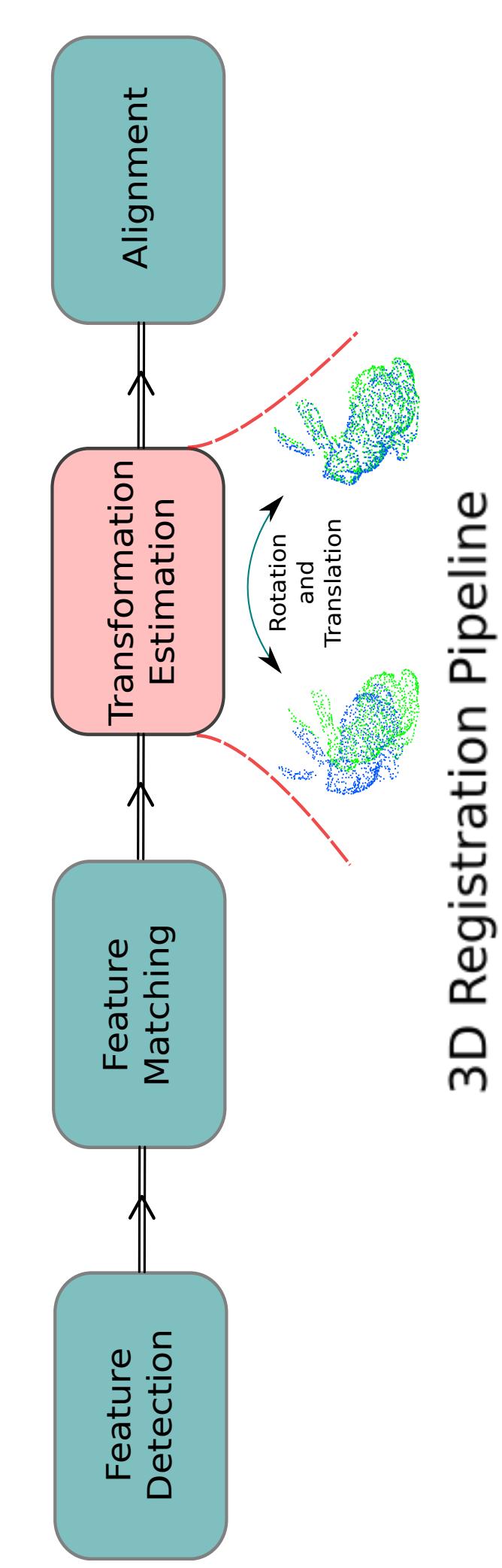
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The first author was supported by CAPES Foundation, Ministry of Education of Brazil, under Grant BEX 1460/13-3. This work was conducted during Wilder Lopes' research stay at LMT, TU München.



Introduction

- This work introduces a new adaptive filtering technique based on Geometric Algebra (GA) and Geometric Calculus (GC).
- GA and GC generalize linear algebra and vector calculus** for hypercomplex variables, specially regarding the representation of geometric transformations.
- Application in Computer Vision:** match two 3D Point Clouds (PCDs) which are initially unaligned (**3D registration**). This work focus on the “Transformation Estimation” phase, where a new estimator based on GA and adaptive filters is introduced.



Standard Rotation Estimation

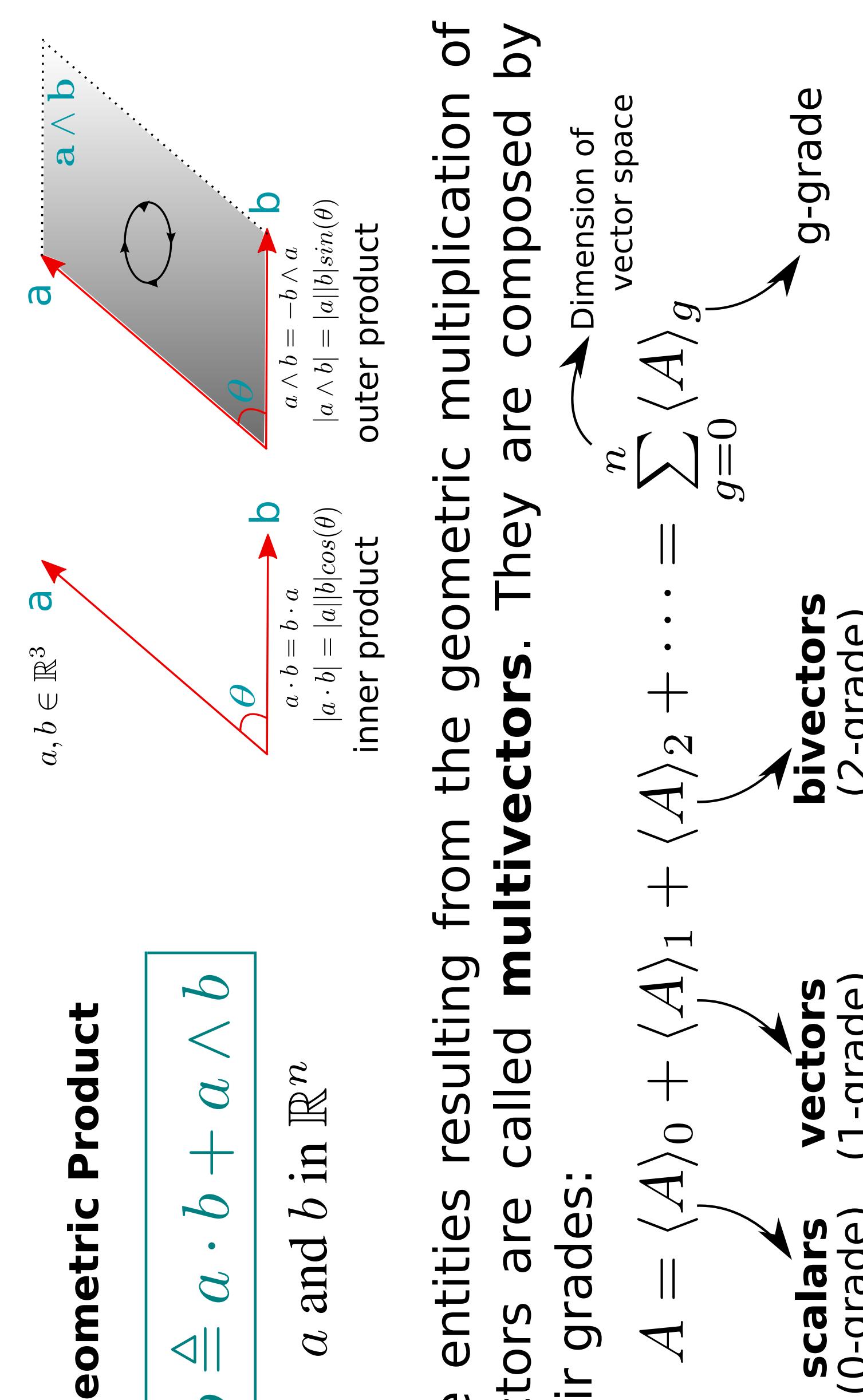
- Using linear algebra → Least-squares problem

$$\begin{aligned} \mathcal{F}(\mathbf{R}, t) &= \frac{1}{K} \sum_{n=1}^K \|y_n - \mathbf{R}x_n - t\|_2^2 \\ \text{centroids: } y_n &= y_n' - \bar{y} \quad x_n = x_n' - \bar{x} \\ \Rightarrow \text{Minimize: } \mathcal{F}(\mathbf{R}) &= \frac{1}{K} \sum_{n=1}^K \|y_n - \mathbf{R}x_n\|_2^2 \end{aligned}$$

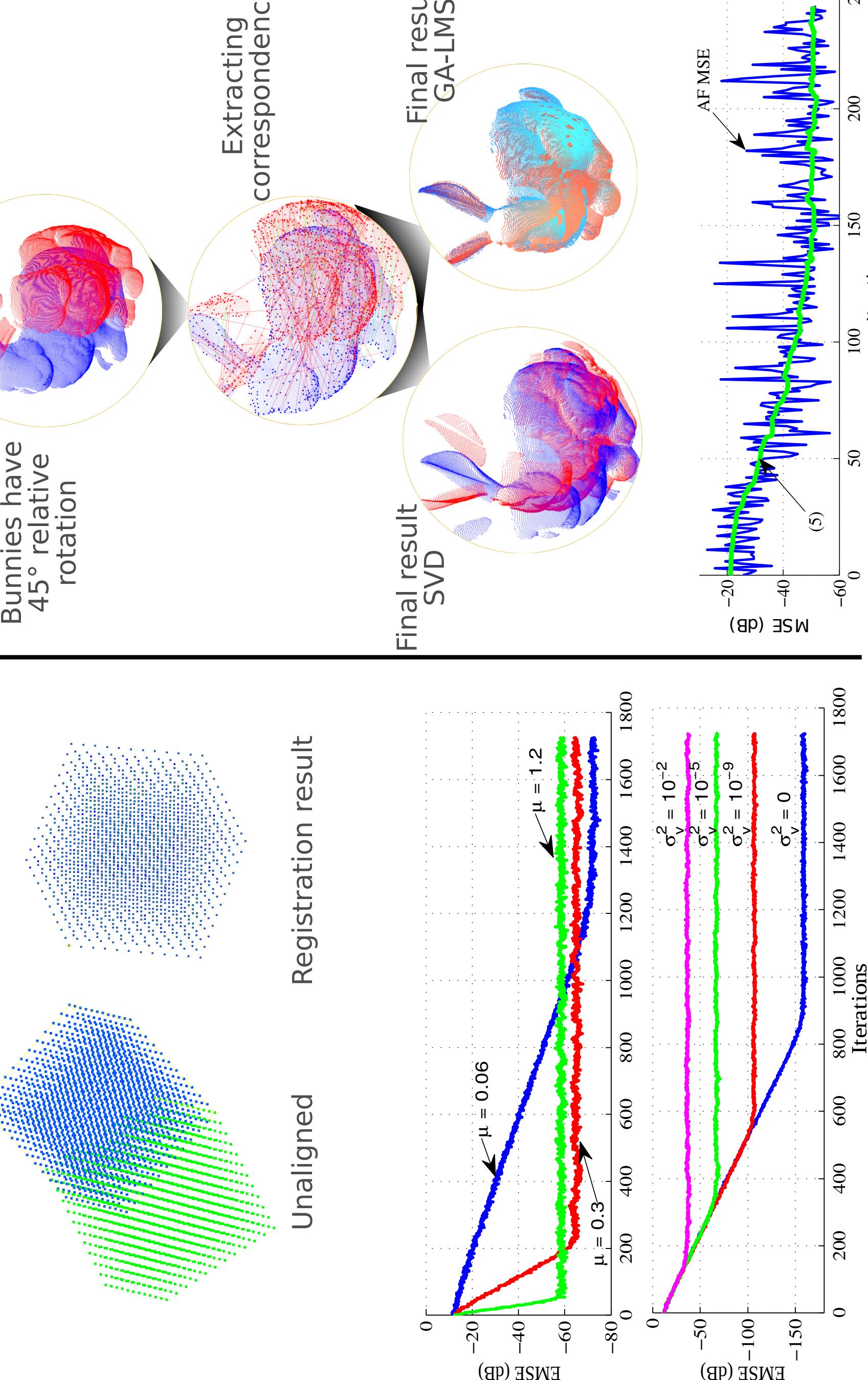
Solution: SVD → **Outlier sensitive!**

From Linear to Geometric Algebra

- Linear algebra has limitations regarding the representation of geometric structures: **inner product always results in a scalar**.
- Is it possible to construct a **new kind of product** that takes two vectors (directed lines) and returns an area (hypersurface)? Or even a vector and an area and returns a volume (hypervolume)?



Evaluation



$$\begin{aligned} \text{subject to } t &= \bar{y} - r\bar{x}\tilde{r} & r\tilde{r} &= \tilde{r}r = 1 \\ \tilde{\mathbf{A}} &\triangleq \sum_{g=0}^n (-1)^{g(g-1)/2} \langle \mathbf{A} \rangle_g \end{aligned}$$

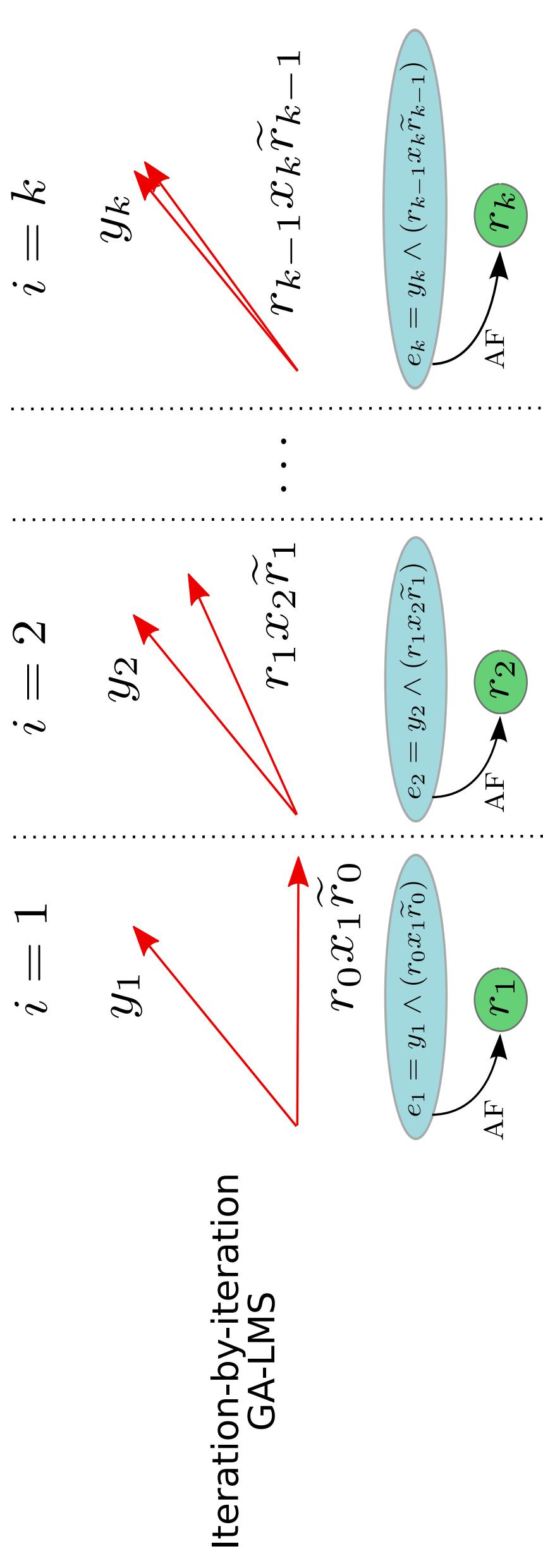
Reversion operation:

$$\tilde{\mathbf{A}} \triangleq \sum_{g=0}^n (-1)^{g(g-1)/2} \langle \mathbf{A} \rangle_g$$

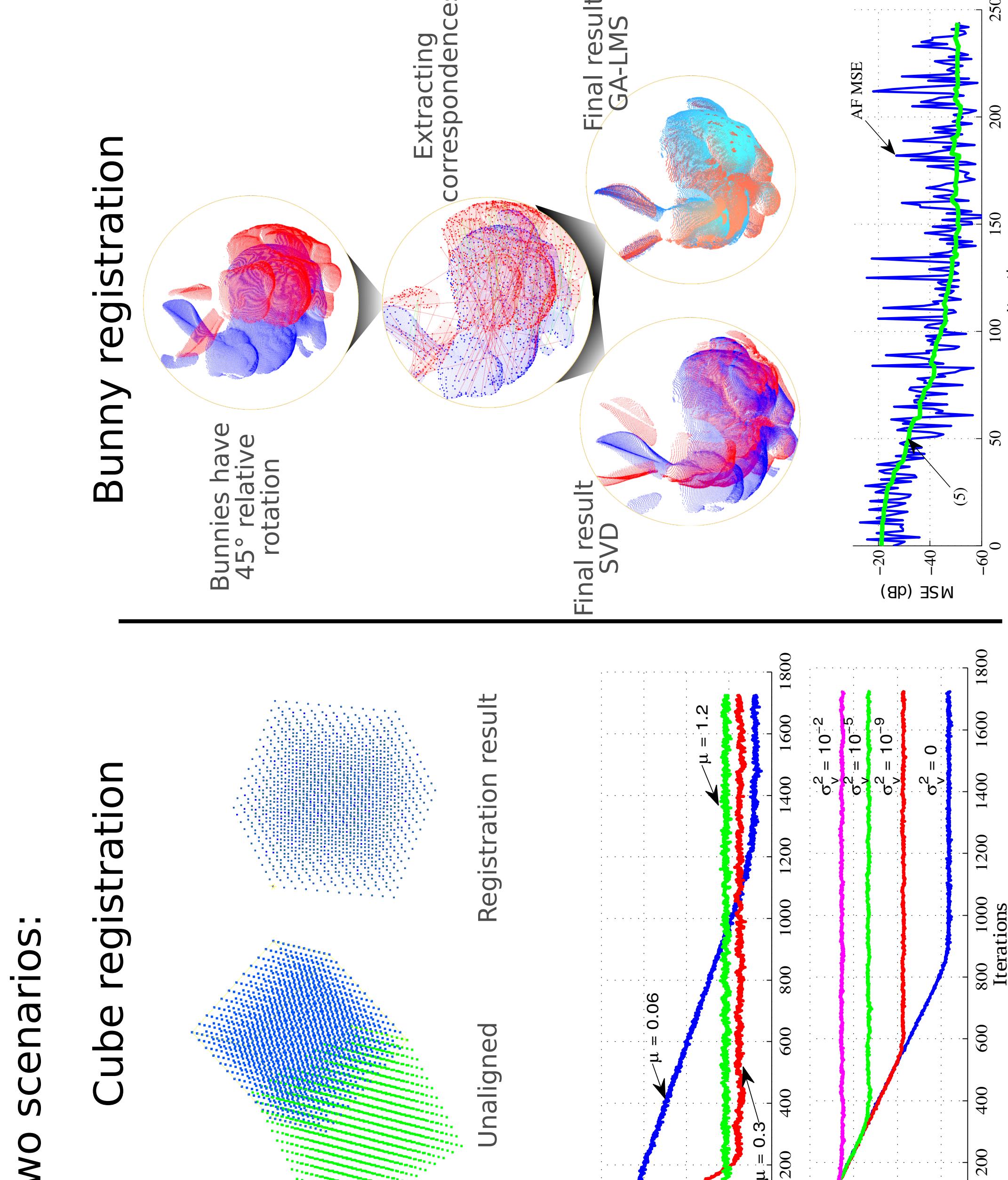
GA-LMS Adaptive Filter

- Applying geometric calculus techniques:
Approximation by current value:
 $\nabla J(r) = 4\tilde{r} \sum_{n=1}^K y_n \wedge (rx_n \tilde{r}) \approx 4\tilde{r}[y_n \wedge (rx_n \tilde{r})]$
- General update rule:
 $r_i = r_{i-1} + \mu G$
 $G \triangleq -B\tilde{V}J(r_{i-1})$

$$r_i = r_{i-1} + \mu [y_i \wedge (r_{i-1}x_i \tilde{r}_{i-1})] \tilde{r}_{i-1}$$



Evaluation



- Codes (C++, Python, Matlab) and figures available on opennga.org.
- See also: A. Al-Nuaimi, W. B. Lopes, E. Steinbach, C. G. Lopes, "6DOF Point Cloud Alignment using Geometric Algebra-based Adaptive Filtering", IEEE WACV 2016.