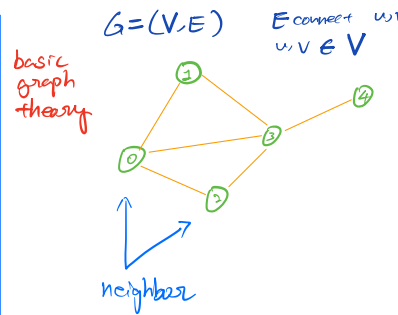
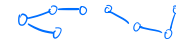


edge: dynamic/sensor model
 node: objective problem
 → solve the over determined problem!



- $V = \{0, 1, 2, 3, 4\}$
 $E = \{(0, 1), (0, 2), (0, 3), (1, 2), (2, 3), (3, 4)\}$

- neighbor(0) = {0, 1, 2, 3}
- degree(0) = 3
degree(2) = 2
- path 4 → 3 → 2 → 0
- cycle 0 → 1 → 2 → 0
- connectivity: graph is connected if \exists path between $(u,v) \in V$
 - graph is connected when all vertices are connected
 - connected component $V \subseteq V$

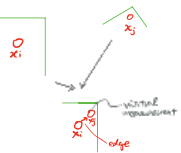


Edge Creation

• adjacency



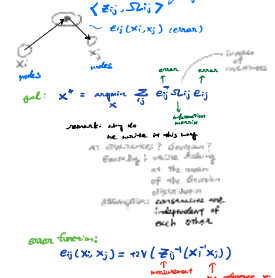
• measurement



edges are also represented as homogeneous coordinates

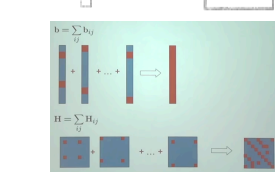
- adjacency $x_i^T x_{i+1}$
- observation $x_i^T x_j$ (node i sees node j)

Pose graph

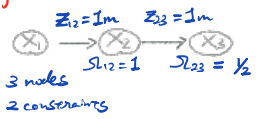


Cost-Newton:
 • linearization:
 $e_{ij}(x) \approx e_{ij}(x_0) + J_{ij} \Delta x$
 Residual: $J_{ij} \Delta x$
 $J_{ij} = \frac{\partial e_{ij}(x)}{\partial x}$

• $b^T = \sum_i b_i^T = \sum_i e_{ij}^T \Omega_{ij} J_{ij}$
 $H = \sum_i H_i^T = \sum_i J_{ij}^T \Omega_{ij} J_{ij}$
 $b_{ij} = J_{ij}^T \Omega_{ij} e_{ij}$
 $H_{ij} = J_{ij}^T \Omega_{ij} J_{ij}$



e.g.



$x_0 = \{x_1, x_2, x_3\} = \{0, 0, 0\}$
 initial guess

• $e_{ij} = z_{ij} - (x_j - x_i)$
 $e_{12} = (1 - (0 - 0)) = 1$
 $e_{23} = (1/2 - (0 - 0)) = 1/2$
 • $J_{ij} = \begin{pmatrix} \frac{\partial e_{ij}}{\partial x_1} & \frac{\partial e_{ij}}{\partial x_2} & \frac{\partial e_{ij}}{\partial x_3} \end{pmatrix}$
 $J_{12} = \begin{pmatrix} \frac{\partial e_{12}}{\partial x_1} & \frac{\partial e_{12}}{\partial x_2} & \frac{\partial e_{12}}{\partial x_3} \end{pmatrix} = \begin{pmatrix} 1 & -1 & 0 \end{pmatrix}$
 $J_{23} = \begin{pmatrix} 0 & 1 & -1 \end{pmatrix}$

• $b^T = \sum_i e_{ij}^T \Omega_{ij} J_{ij}$
 $= 1 \cdot 1 \cdot (1 - 1, 0) \quad (b_1)$
 $+ 1/2 \cdot (0, 1, -1) \quad (b_2)$
 $= (1 \quad -1/2 \quad -1/2)$

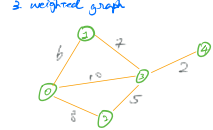
• $H = \sum_i J_{ij}^T \Omega_{ij} J_{ij}$
 $= \begin{bmatrix} 1 & -1 & 0 \\ -1 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1/2 & -1/2 \\ 0 & -1/2 & 1/2 \end{bmatrix}$
 $= \begin{bmatrix} 1 & -1 & 0 \\ -1 & 1 1/2 & -1/2 \\ 0 & -1/2 & 1/2 \end{bmatrix}$

• $\Delta x = -H^{-1} b \rightarrow$ error when $\det(H) = 0$

• change the relative constraints to global one
 $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$

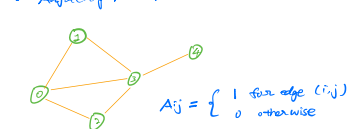
types of graph

- undirected graph (shown above)
- directed graph
 directed (cyclic) graph
 directed acyclic graph (DAG)



- trees
 1. connected and acyclic
 2. removing edge disconnects graph
 3. adding edge creates a cycle

graph representation



$$A = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

• edge set
 $\{(0,1), (0,2), (0,3), (1,3), (2,3), (3,4)\}$

• adjacency list
 $0 \rightarrow [1, 2, 3]$
 $1 \rightarrow [0, 3]$
 $2 \rightarrow [0, 3]$
 $3 \rightarrow [0, 1, 2, 4]$
 $4 \rightarrow [3]$