

Spatiotemporal Bundle Adjustment for Dynamic 3D Reconstruction

Minh Vo

Srinivasa Narasimhan

Yaser Sheikh

Motivation



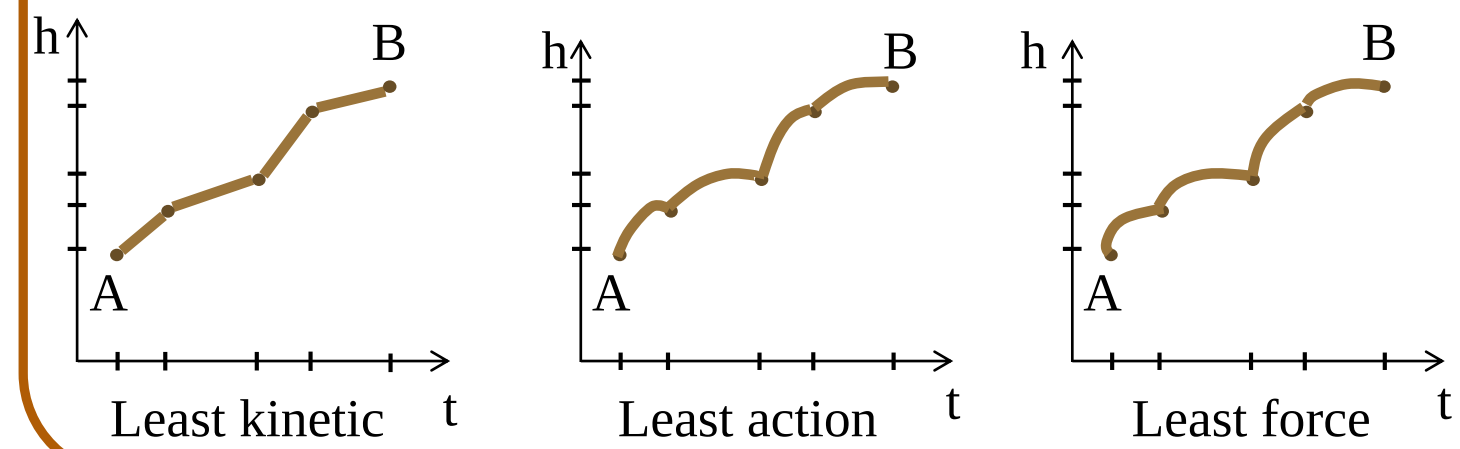
Insight: Solve four sub-problems jointly

1. Camera intrinsics and extrinsics
2. 3D location of static points
3. Relative camera temporal alignment
4. 3D trajectory of dynamic points

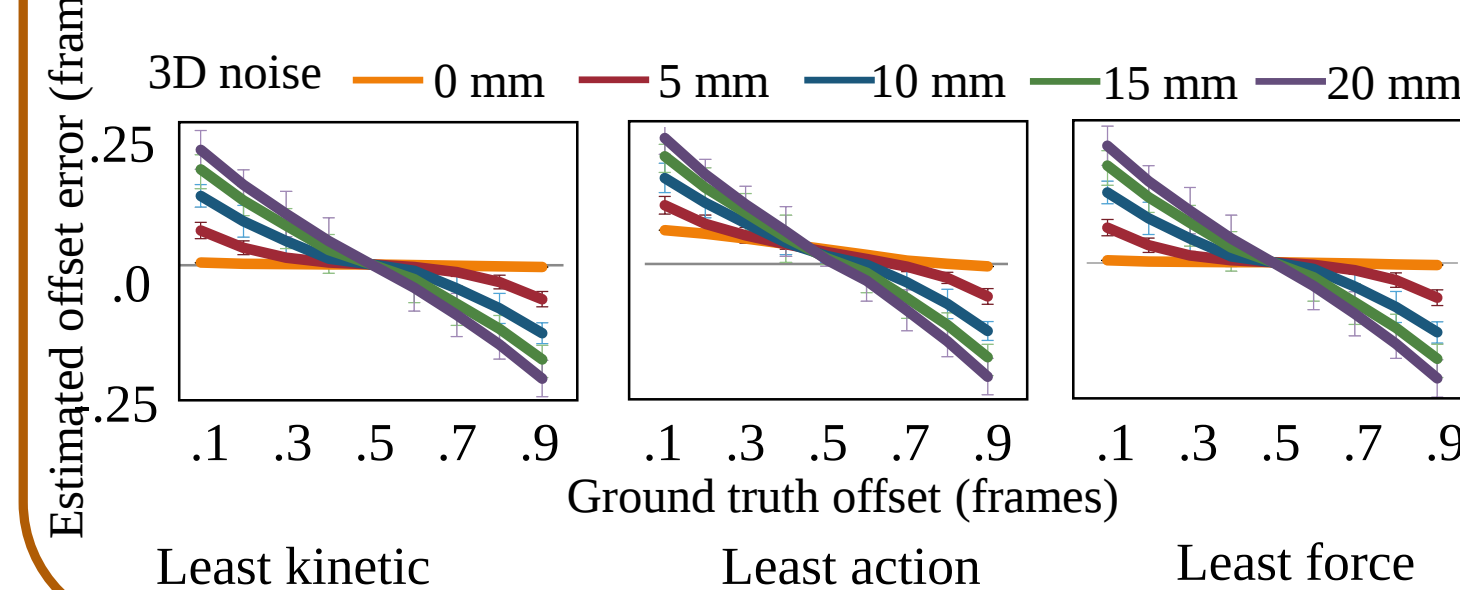
Key Ideas

1. Physics-based motion prior for dynamic trajectory triangulation
2. Incremental alignment and reconstruction algorithm to strictly enforce motion prior constraint.

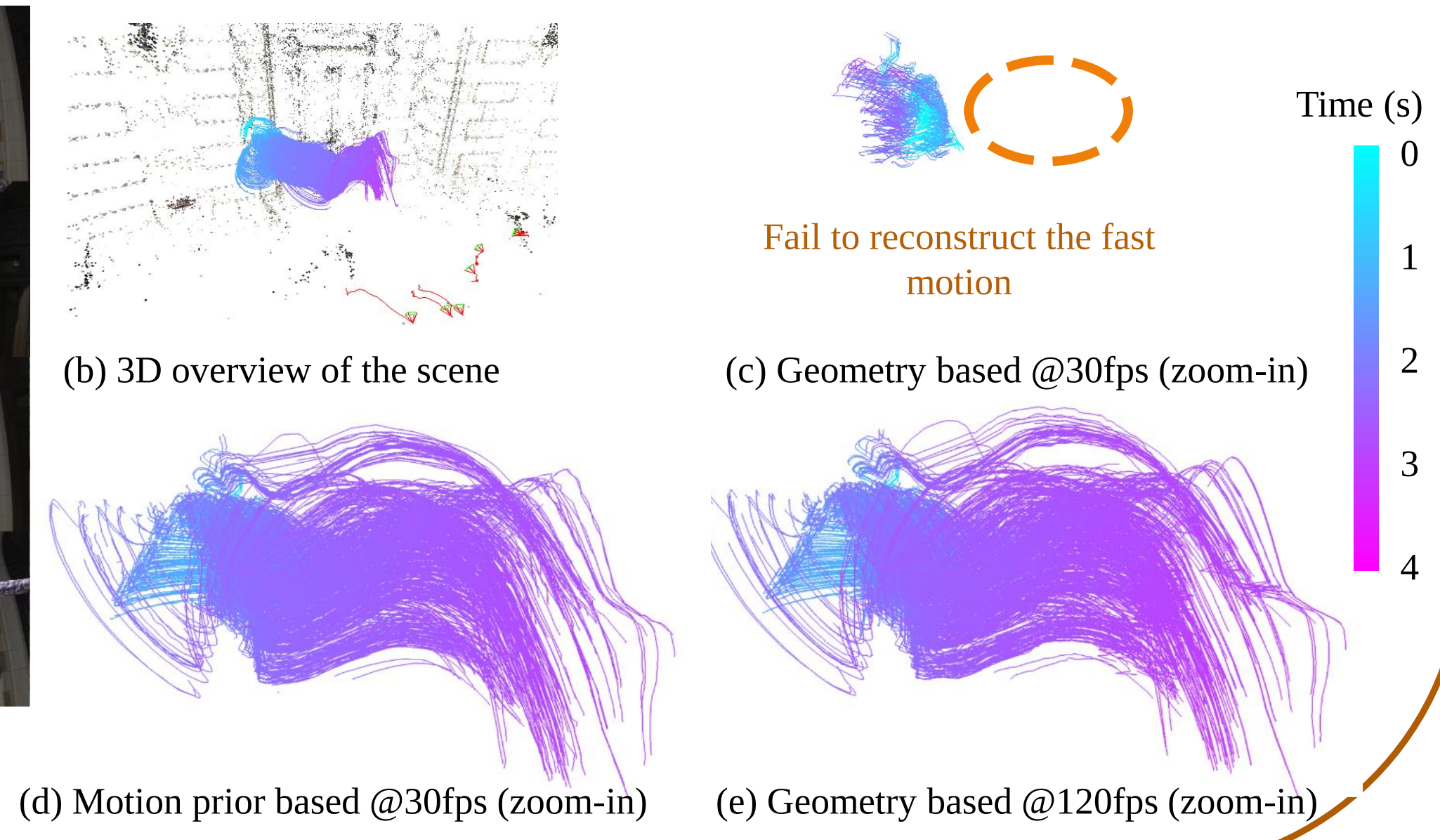
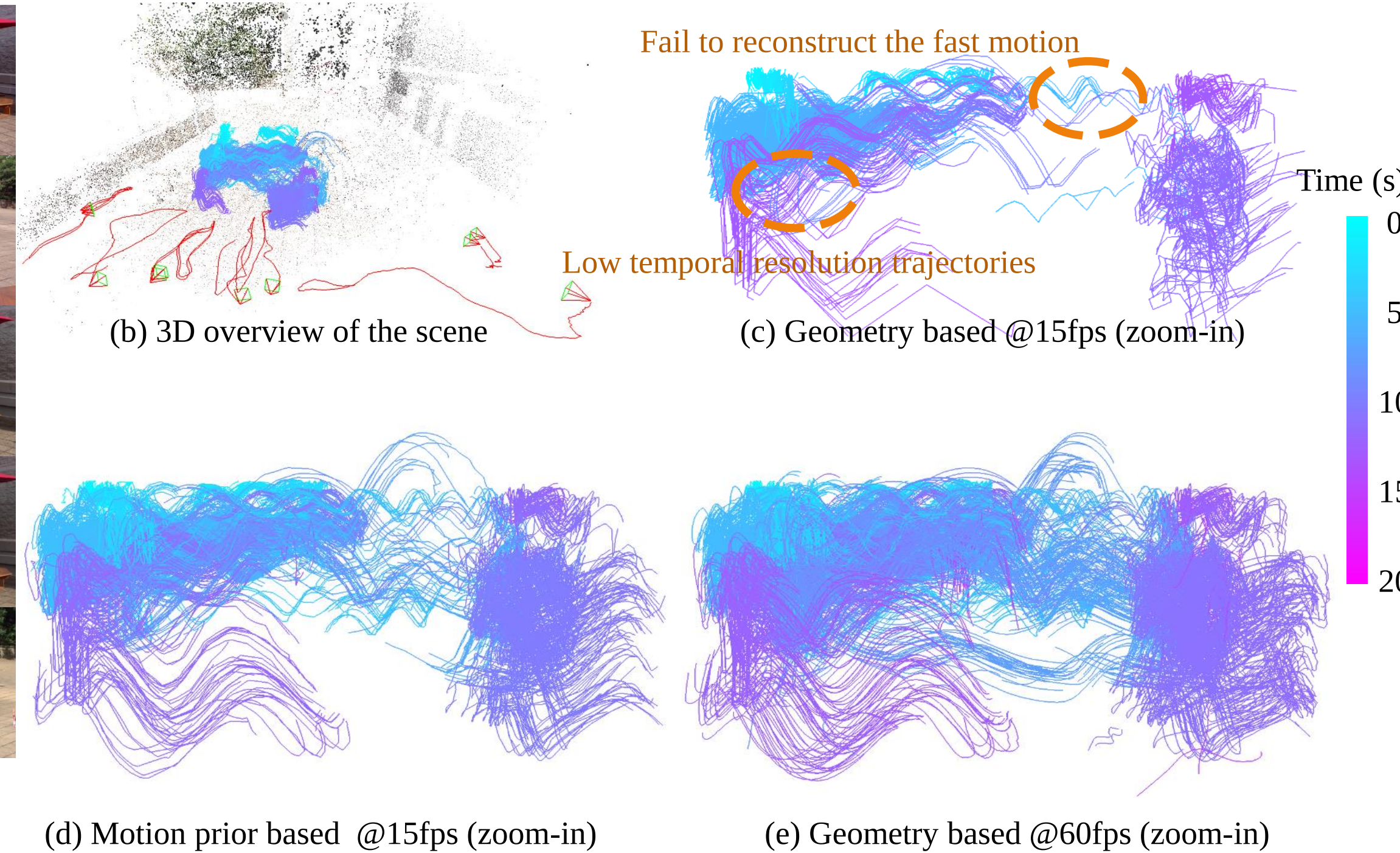
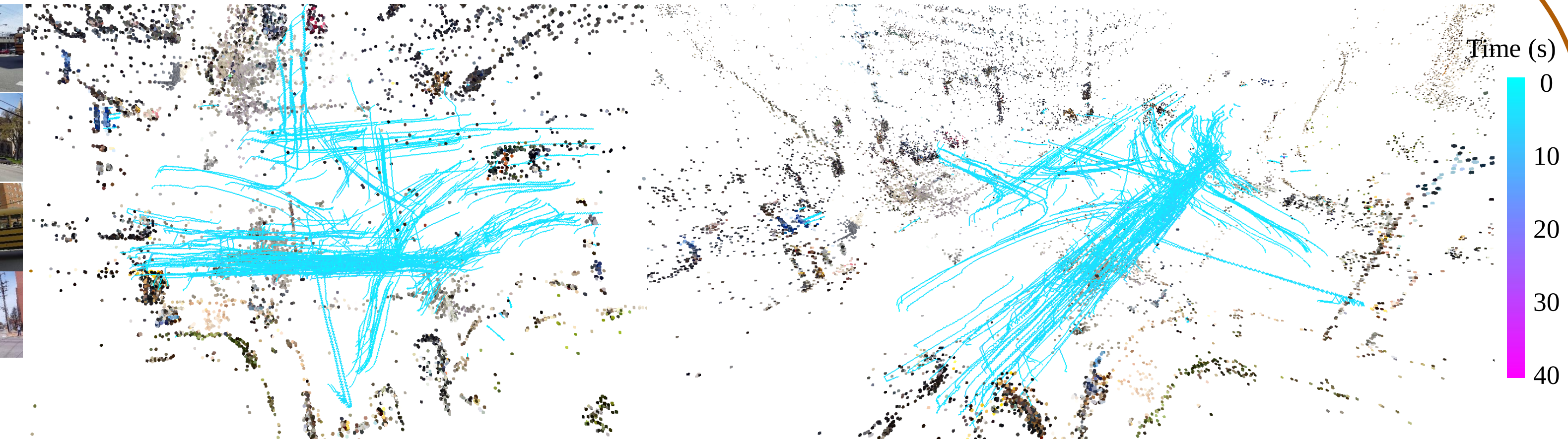
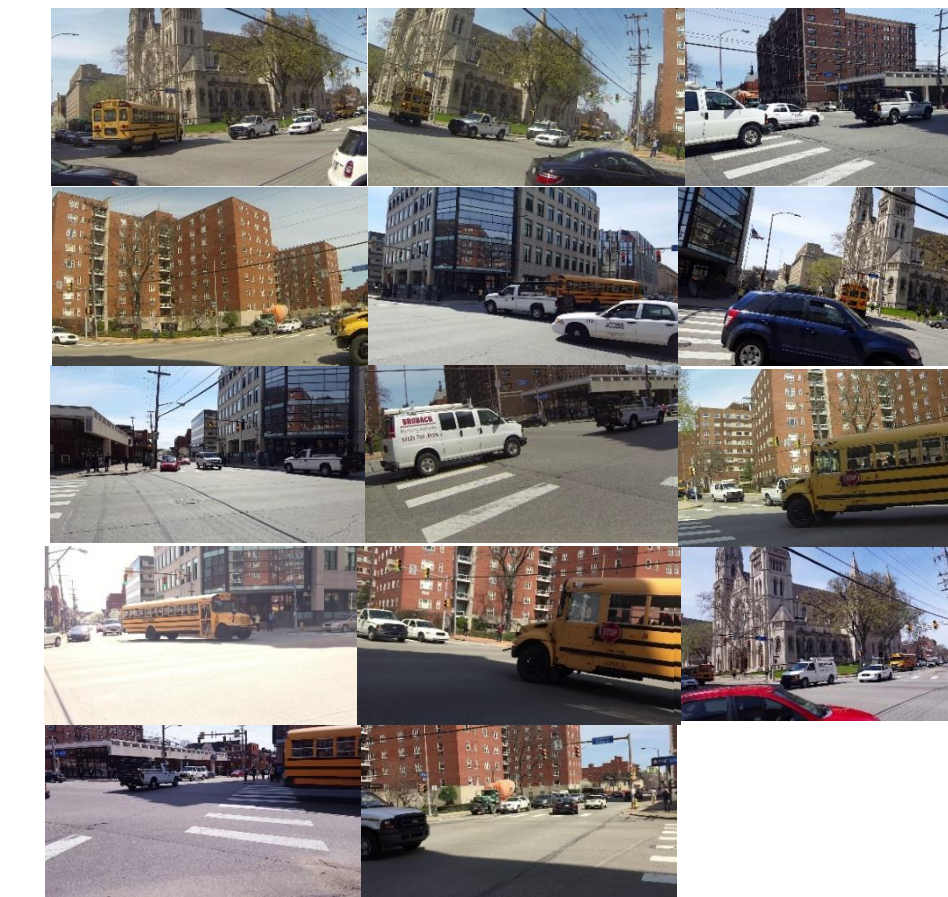
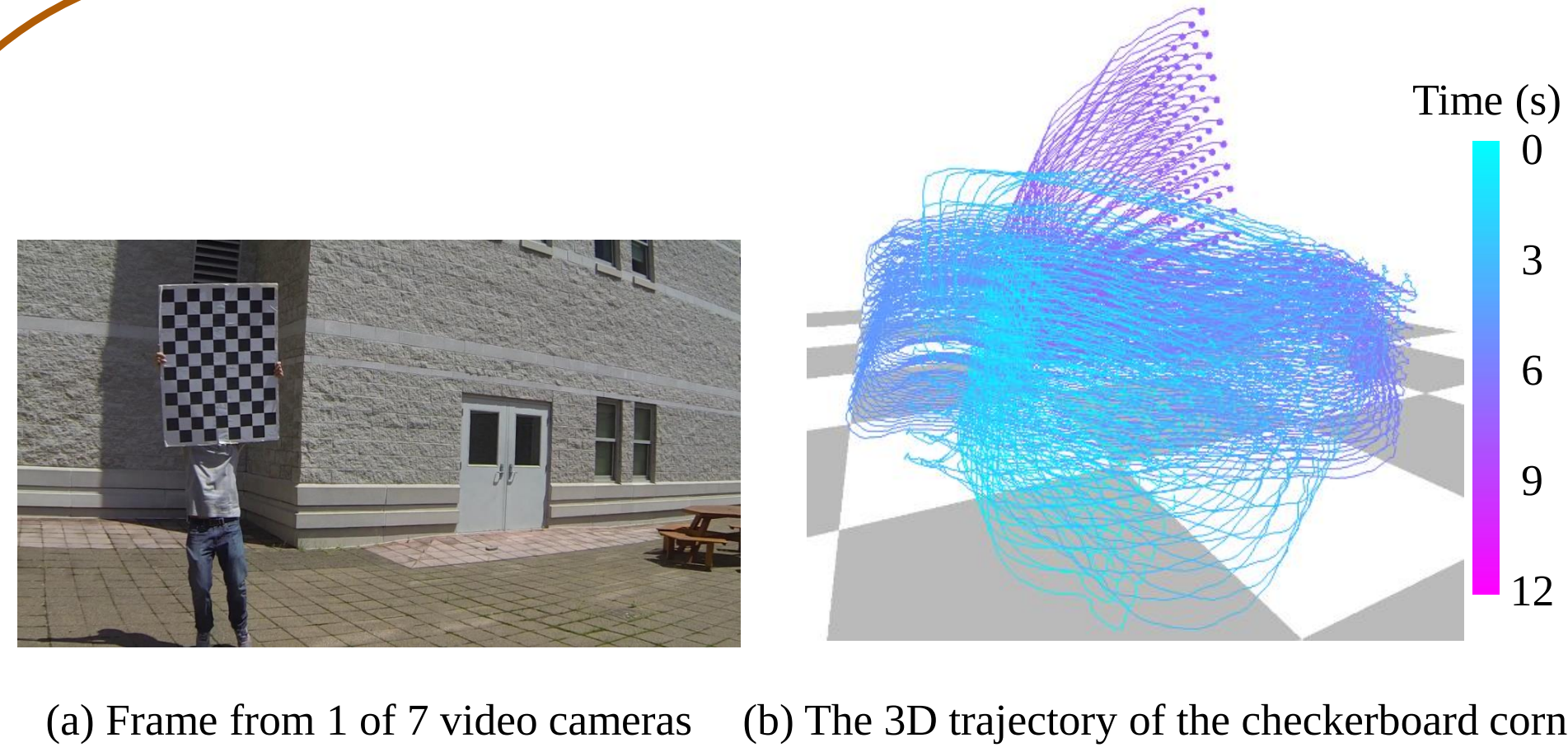
3D Motion Prior



Evaluation of 3D Motion Prior



Qualitative Results



Quantitative Results

	Geometry based method				Motion Prior					
	#Trajectory	Avg samples per trajectory	RMSE (pixels) Static - Dynamic		#Trajectory	Avg samples per trajectory	RMSE (pixels)* Static - Dynamic		RMSE (pixels)** Static - Dynamic	
Checkerboard	88	179.8	0.67	6.59	88	1023.0	0.67	1.21	0.65	1.15
Jump	717	36.4	0.59	1.91	3231	127.8	0.59	1.34	0.6	1.26
Dance	677	22.3	0.82	5.23	4105	216.4	0.82	2.12	0.85	1.71
Synthetic Ballet	31	53	3.31	24.3	31	534	3.31	1.49	2.65	0.82

Discussion

1. Joint spatiotemporal bundle adjustment and correspondences estimation
2. Shape triangulation from multiple calibrated cameras

Acknowledgement

This work is supported by the NSF CNS-1446601, the ONR N00014-14-1-0595, and the Heinz Endowments "Platform Pittsburgh"