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LaMAR Tutorial 2. The Dataset

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capturing realistic but challenging AR data and conditions











Outline

a) Raw datab) Processed datac) Use casesd) Outlook





a) Raw data





Capture process - crowdsourcing

- Give AR devices to ~20 non-expert users
- Asked to explore the capture area given a map of it
 - Mimics navigation, exploration, inspection
 - No AR interactions
 - No specific instruction







AR devices

device		HoloLens 2	iPhone 8 & iPad Pro	
	motion	head-mounted	hand-held	
	#	4x @ 30 Hz	1x @ 10 Hz	
camera	FOV	83°	64°	
	resolution	VGA	1080p	
	specs	gray, GS	RGB, RS, AF	
depth		ToF+IR @ 1Hz	lidar @ 10 Hz	
other		IMU, gravity, 🛿 🗢	IMU, gravity, GNSS,😵	
poses+calibration		head-tracking	ARKit	
		<u>async cameras</u> with partial trigger	<u>time-varying</u> intrinsics	











Recording app



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Lidar reference

- Scan the space with NavVis devices
 - Commercial scanning rig: cameras, lidar, screen
 - Licensed processing software: SLAM + point cloud merge



• Large scenes are captured in multiple sessions of 1.5h



<u>NavVis VLX</u> backpack, 5 cameras, 2x long-range lasers





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Lidar reference - outputs

- Registered & calibrated images
 manually triggered every 2-3m
- Point cloud
 - 2cm res, 100m range, no dynamic
 - normals, colors, sensor positions









Large spatial extent

3 locations that are difficult to navigate



<u>CAB</u>

<u>HGE</u>

office building at ETH, indoor + outdoor, multi-floor

ground floor of the main ETH building, indoor + outdoor

LIN

old city of Zurich, outdoor-only



Locations - CAB







Locations - CAB





















M

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Locations - HGE

















Locations - HGE









Locations - HGE





TEL AVIV 2022



Locations - LIN















Locations - LIN









Large temporal extent

- Data captured over 1.5-2.5 years (varies by location)
- Mobile sequences captured by burst every few months
- Reference scans every year





Large temporal extent



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Comparison with existing datasets

dataset	out/indoor	changes	scale	density	camera motion	imaging devices	additional sensors	ground truth	accuracy
Aachen [67,66]	$\mathbf{\nabla}$		***	★★☆	still images	DSLR	×	SfM	>dm
Phototourism [34]	$\mathbf{\nabla}\mathbf{X}$	×, 1	₽₽₽₽	***	still images	DSLR, phone	×	SfM	$\sim m$
San Francisco [14]	$\mathbf{\nabla}\mathbf{X}$	×, 1	***	★ ☆☆	still images	DSLR, phone	GNSS	SfM+GNSS	$\sim m$
Cambridge [37]		2, 000	₽₽₽₽	★★☆	handheld	mobile	×	SfM	>dm
7Scenes [73]	XV	×	₽₽₽₽	***	handheld	mobile	depth	RGB-D	\sim cm
RIO10 [84]	XV	F	₽₽₽₽	***	handheld	Tango tablet	depth	VIO	>dm
InLoc [77]	XV	F	★☆☆	₽₽₽₽	still images	panoramas, phone	lidar	manual+lidar	>dm
Baidu mall [76]	\mathbf{X}	<u>*</u> ,	★☆☆	★★☆	still images	DSLR, phone	lidar	manual+lidar	\sim dm
Naver Labs [40]	XV	Å 🖡	★★☆	★★☆	robot-mounted	fisheye, phone	lidar	lidar+SfM	\sim dm
NCLT [12]	\checkmark	<i>,</i>	★★☆	★★☆	robot-mounted	wide-angle	lidar, IMU, GNSS	lidar+VIO	\sim dm
ADVIO [57]	\checkmark	<u>*</u> ,	★★☆	✿✿✿	handheld	phone, Tango	IMU, depth, GNSS	manual+VIO	$\sim m$
ETH3D [71]		X	₽₽₽₽	★★☆	handheld	DSLR, wide-angle	lidar	manual+lidar	\sim mm
LaMAR (ours)		,>, ₩±	$\bigstar \bigstar \bigstar$ 3 locations 45'000 m ²	★★★ 100 hours 40 km	handheld head-mounted	phone, headset backpack, trolley	lidar, IMU, 주 🚯 depth, infrared	lidar+SfM+VIO automated	~cm





b) Processed data





Processing pipeline







Processing pipeline







Ground-truth visual overlap







Ground-truthing



- Basic recipe: fuse multiple constraints:
 - Image matching 2D/3D-3D with GT laser data
 - SLAM poses: NavVis (rigid) and mobile (non-rigid)









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- Entirely automated
 - No manual annotations
 - No fiducial markers







































































Joint refinement

Bundle adjustment with relative pose constraints from SLAM







Joint refinement

Bundle adjustment with relative pose constraints from SLAM



LIN: 49k images, 7.7M points, 37M obs HGE: 50k images, 5.3M points, 29M obs







Ground-truthing - accuracy

Estimate covariances from the joint optimization







Ground truth at scale



Automated ground truthing: no manual annotation!







Ground truth at scale



Automated ground truthing: no manual annotation!







Ground truth at scale



Automated ground truthing: no manual annotation!















Additional data

- Per-timestamp tag: day/night, indoor/outdoor
- Floorplans for indoor: walls, doors, stairs



indoor / outdoor

[Dynamic and scalable large scale image reconstruction, Stretcha et al, CVPR 2010]







Anonymization

- Images: faces + license plates
- Radio endpoint identifiers







c) Use cases





Localization & mapping

- Simulate crowd-sourced mapping: select some AR sequences
- Full flexibility in adjusting the difficulty
 - Easier maps with increased map-query overlap
- Algorithm to automatically compute the split
 - Minimize the coverage between map sequences
 - Ensure minimum coverage of all queries
- Keyframe mapping & query data at 2.5FPS/50cm & 1FPS/1m

dataset	CAB	HGE	LIN	Aachen v1.1	InLoc
# mapping images	34k	26k	38k	6.7k	10k





Localization & mapping

Randomly sample query images

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- well distributed on the map
- 1k per scene per device
- Pad with 20s for sequence evaluation
- Reject queries with high pose uncertainty







Localization & mapping Examples of hard queries with best map overlap









Learning-based localization

- We did not try to train PoseNet/ESAC on LaMAR
 - Because past datasets of similar scale failed to make them work
- Good test bed to learn priors of the dynamic world
- Much larger & harder than 7Scenes and Cambridge Landmarks



[Beyond Controlled Environments: 3D Camera Re-Localization in Changing Indoor Scenes, Wald et al, ECCV 2020]





Odometry & SLAM

- Sequences of calibrated images with GT poses
- Calibrated depth from sensors / GT
- IMU @ 100Hz
 - but not calibrated on phones (IMU-camera & intrinsics)
 - could be estimated within the GT pipeline





Dense 3D reconstruction

- Posed & calibrated RGB(-D) images
- GT depth maps from the mesh
- Evaluate MVS or RGB-D fusion
 - Across devices and time
 - Handle different cameras and conditions (day vs night)
- Pitfall: not perfect & consistent GT







View synthesis, rendering

- High-res colored mesh, posed & calibrated images
- Building-scale indoor NeRF
- Pitfall:
 - Mesh is not perfect and has artefacts
 - but could easily be improved
 - Lidar point cloud is much cleaner









d) Outlook





Public release

- Evaluation data released this week
 - Mapping + query sets
 - Keyframed
- Full data will be released later: lidar, full-FPS data, floorplans, etc.
- License
 - CC-BY-SA for all raw data \rightarrow allow commercial use
 - But: GT pipeline includes SuperPoint+SuperGlue





Limitations

- iOS does not expose full radios:
 - no WiFi, anonymized BT, no BT beacon
- GTing
 - NavVis is assumed perfect but is not always
 - Blackbox software, no multi-session optimization
 - no tight IMU integration, no tracking covariances
 - uncertainty is likely underestimated: camera-only covariances
 - But have plans to improve it
- Mesh is not perfect





Community contributions

- Your company develops AR devices?
- Consider exposing raw sensor data via a "research mode"







Q&A

Next: benchmarking localization & mapping