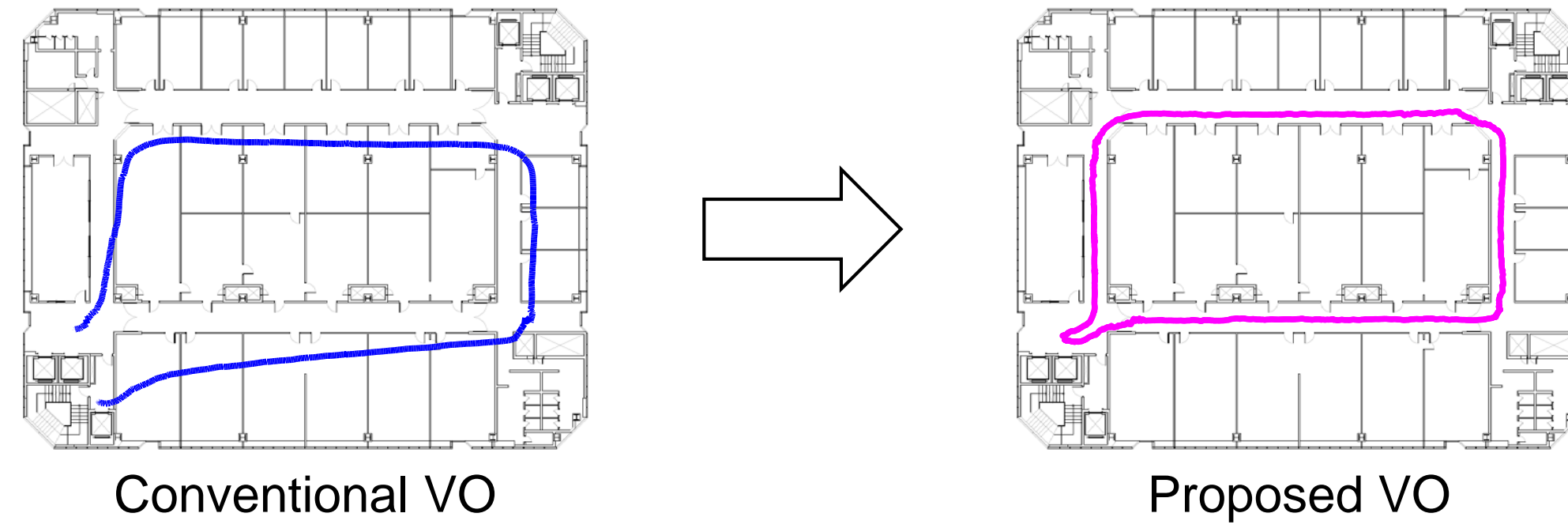
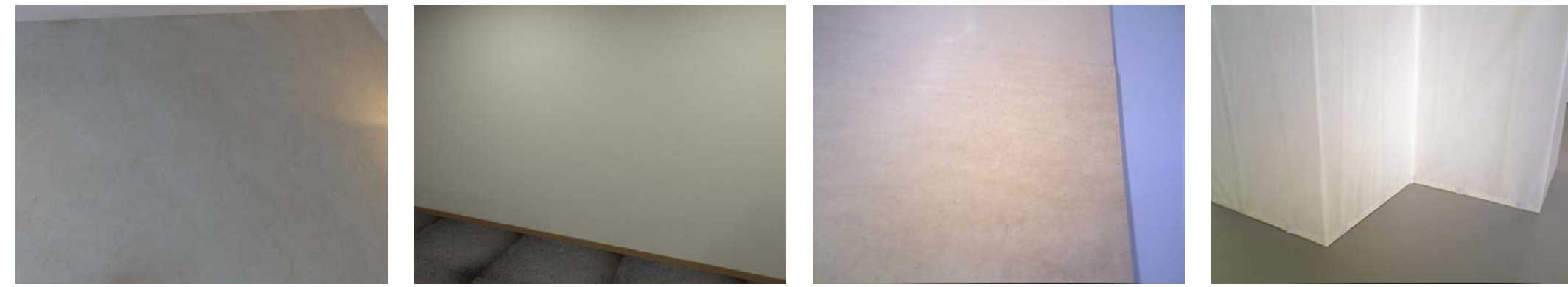


Motivation

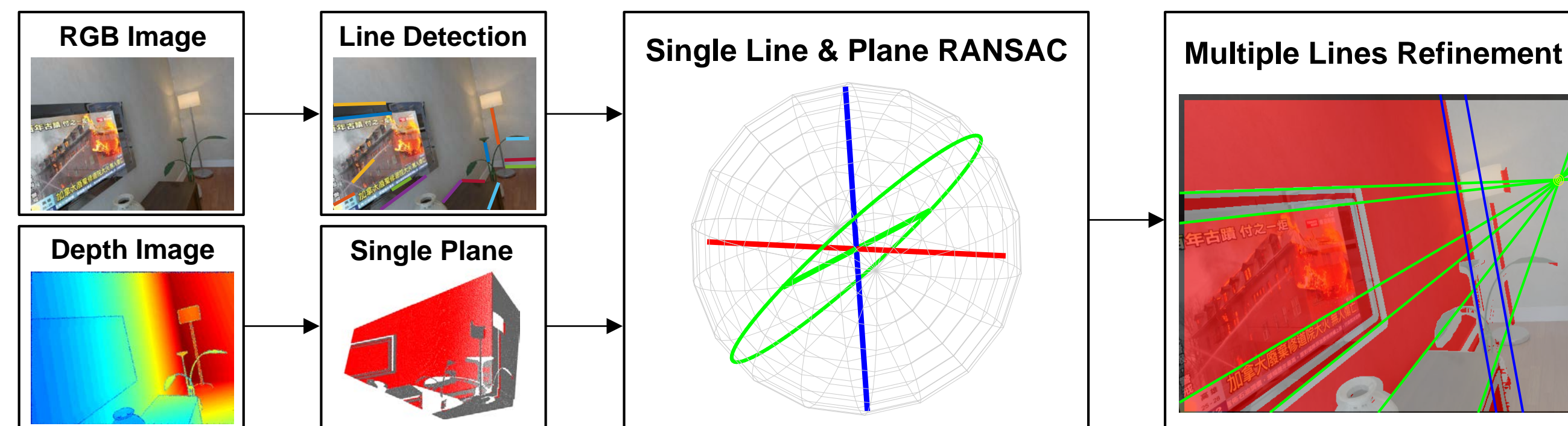


- Accurate & drift-free 3-DoF camera orientation is a key component in many vision applications such as VO, SLAM, scene understanding, etc.



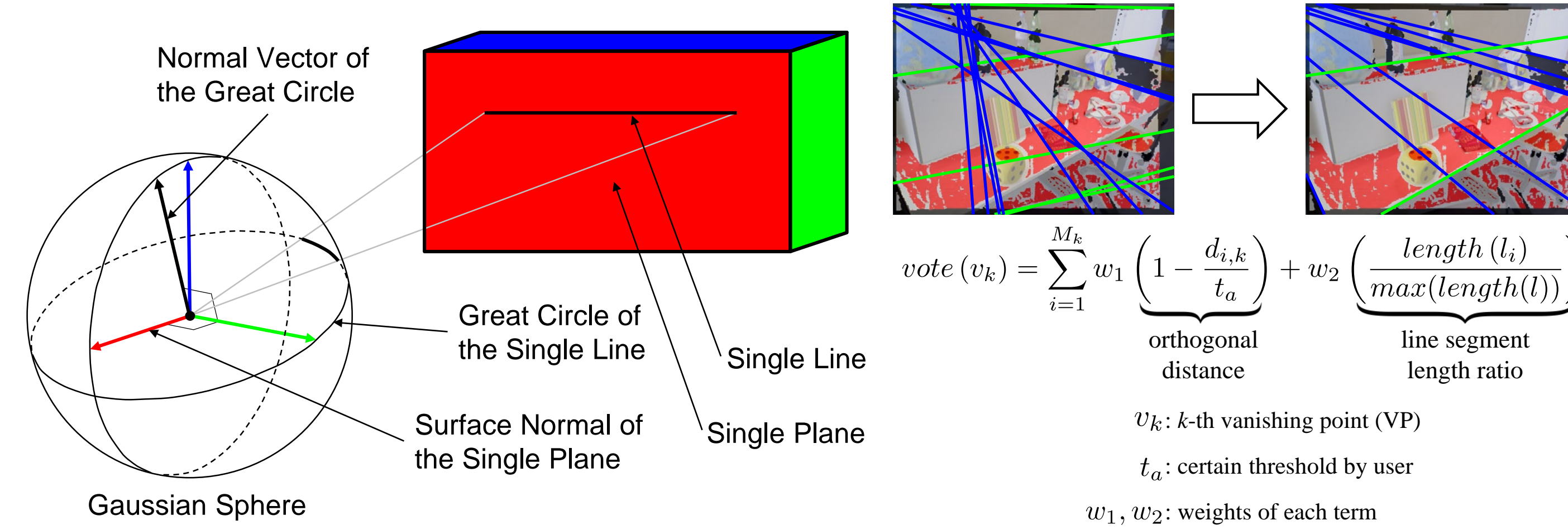
- Most existing rotation estimation approaches cannot cope with these visually sparse, uncharacteristic environments.

Contributions



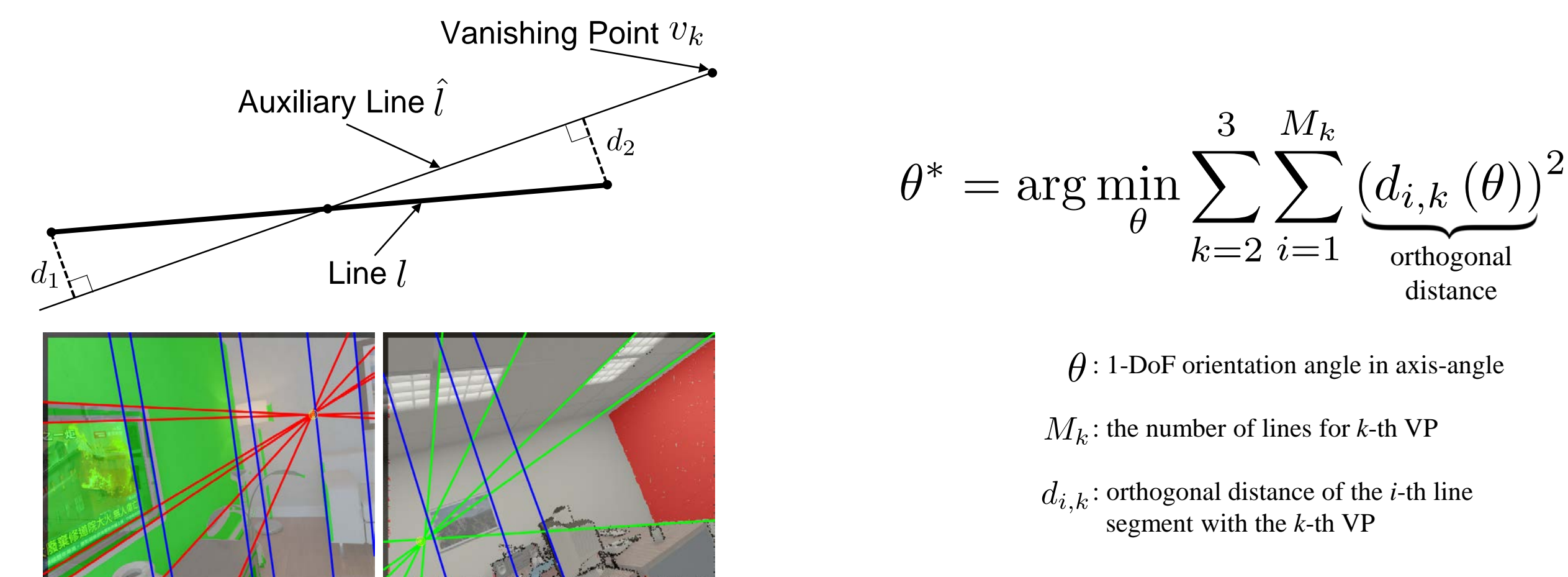
- Accurate & drift-free camera rotation from only a single line and plane
- Refinement of initial rotation estimate with parallel & orthogonal lines
- Evaluations & comparisons with other state-of-the-art algorithms

A Single Line & Plane in RANSAC



- We recognize the camera orientation from only a single line and plane, which corresponds to the theoretical minimal sampling for 3-DoF rotation.
- We find the largest consensus line set utilizing both the average orthogonal distance and the length of a line segment.

Multiple Lines Refinement



- We refine the initial rotation estimates from the RANSAC by minimizing the average orthogonal distance with parallel and orthogonal lines (inliers).
- The additional refinement step makes the estimated camera orientation more accurate and consistent by utilizing multiple lines.

Evaluations

ICL-NUIM Dataset

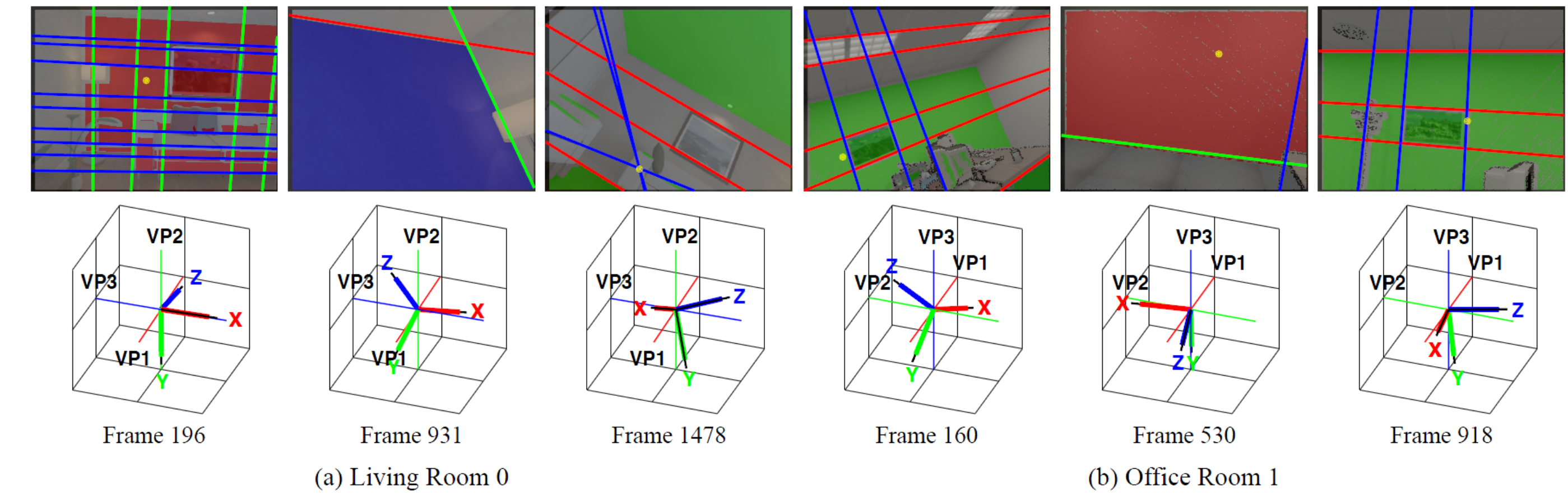
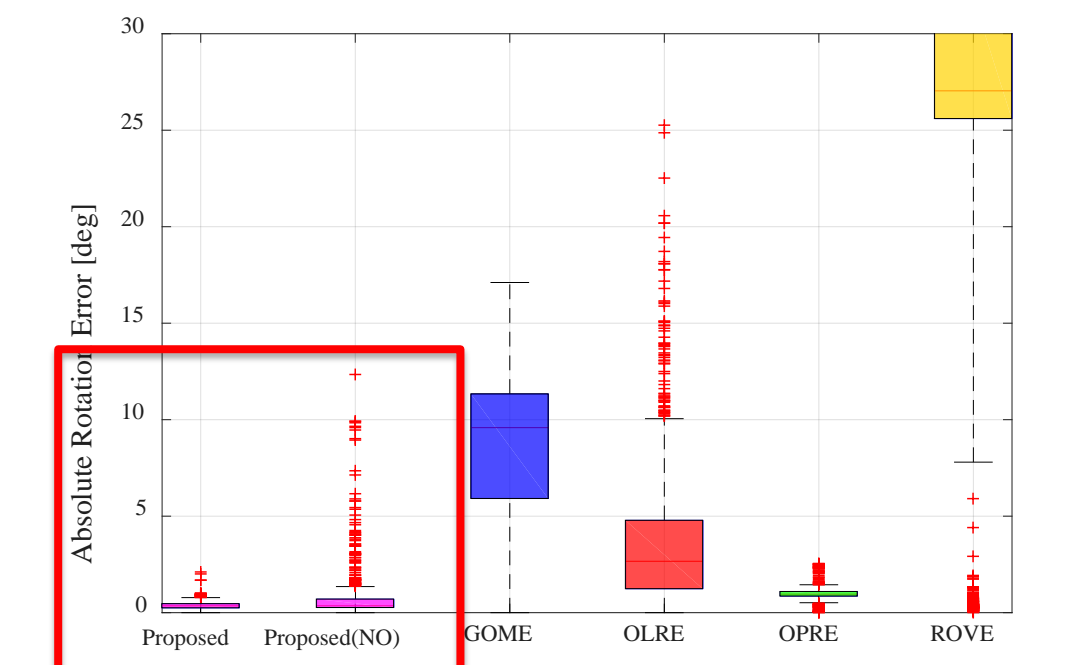


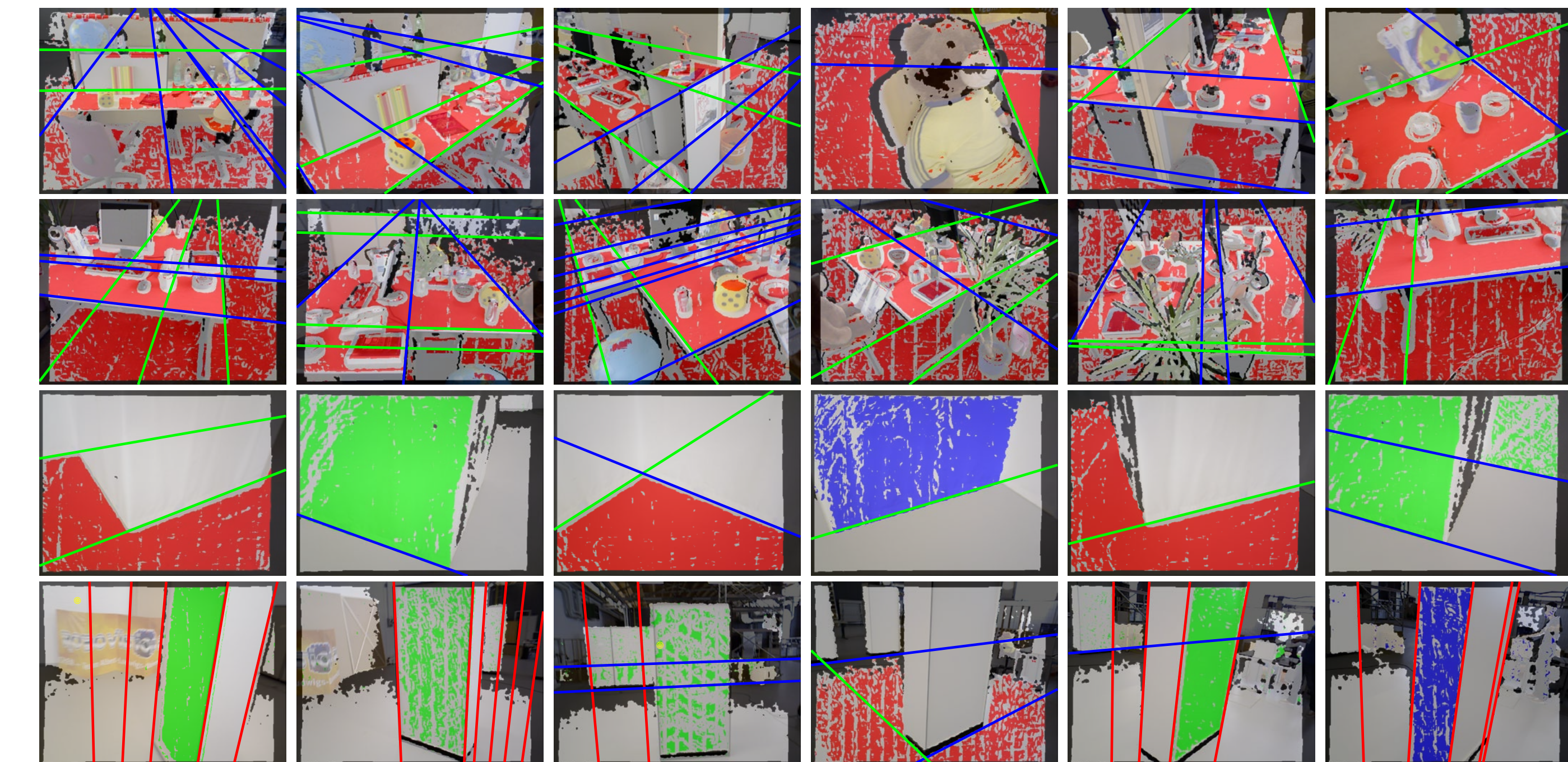
Table. Comparison of the absolute rotation error (degrees)

Experiment	Proposed	GOME	OLRE	OPRE	ROVE	# of frame
Living Room 0	0.31	×	×	×	×	1507
Living Room 1	0.38	8.56	3.72	0.97	26.74	965
Living Room 2	0.34	8.15	4.21	0.49	39.71	880
Living Room 3	0.35	×	×	1.34	×	1240
Office Room 0	0.37	5.12	6.71	0.18	29.11	1507
Office Room 1	0.37	×	×	0.32	34.98	965
Office Room 2	0.38	6.67	10.91	0.33	60.54	880
Office Room 3	0.38	5.57	3.41	0.21	10.67	1240



- The average rotation error of the proposed method is **0.36 degrees**.

TUM RGB-D Dataset



- The proposed method shows consistent line & plane clustering results.