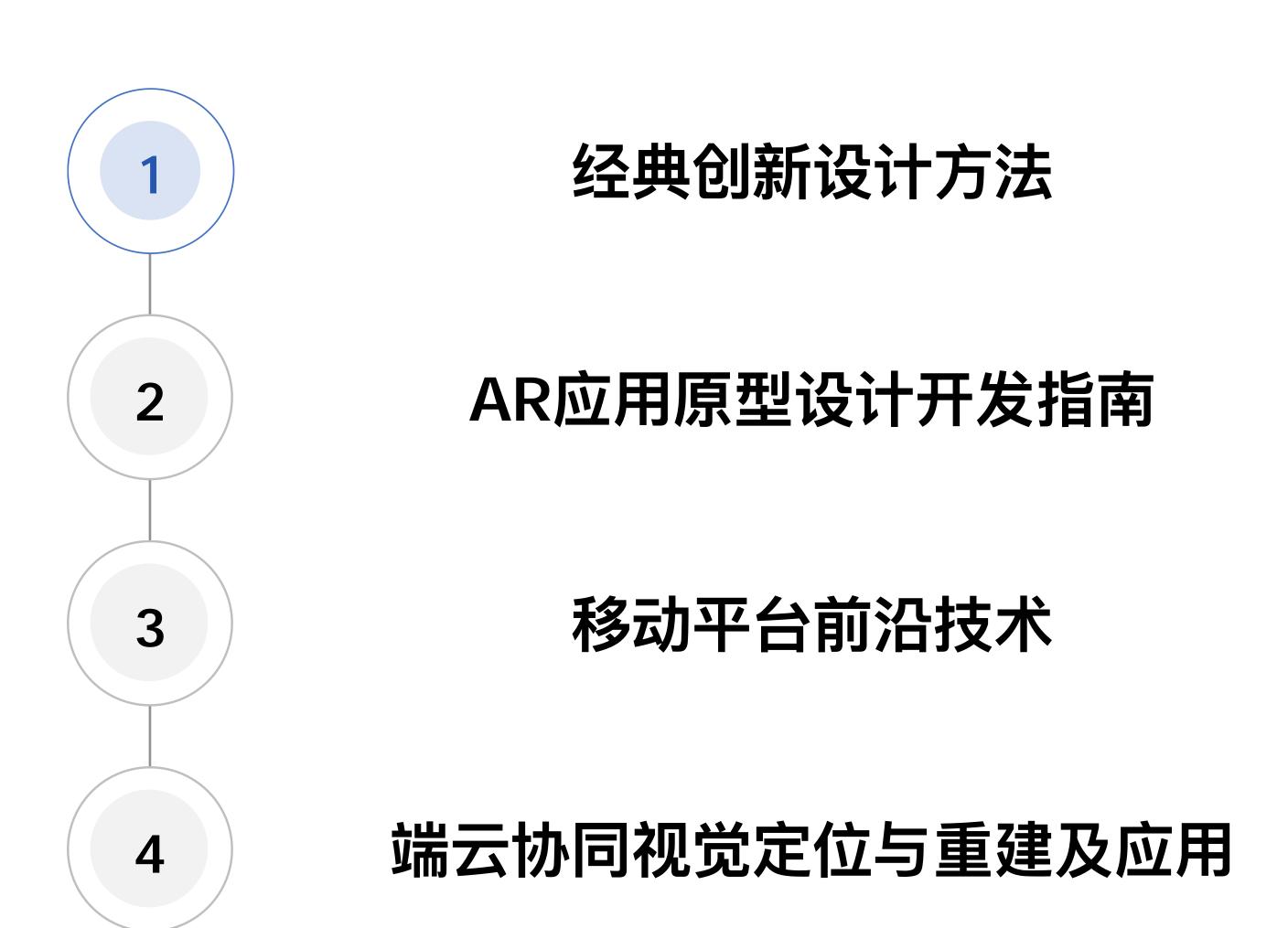


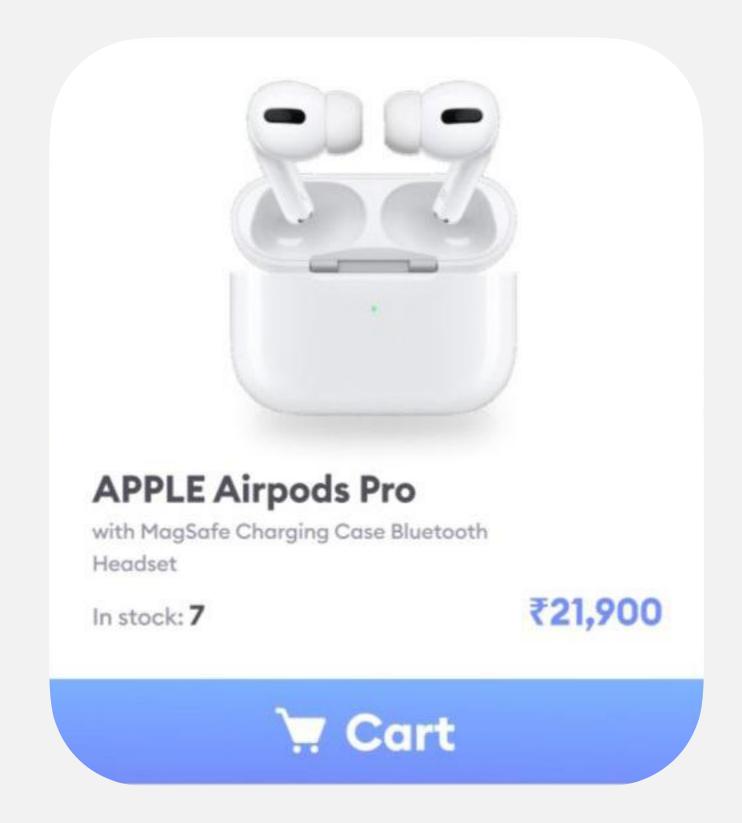
# 移动平台软件创新设计与前沿技术

章国锋









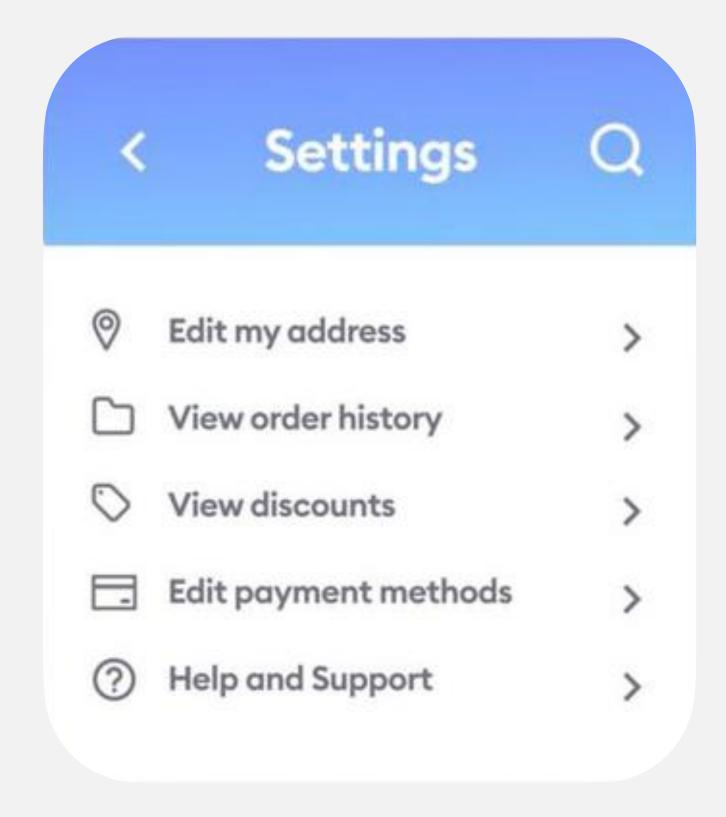


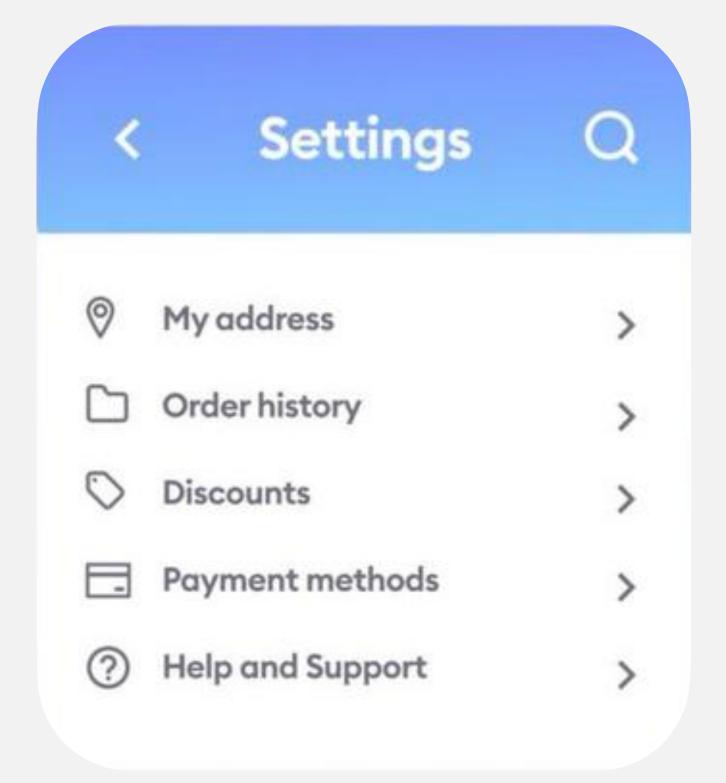


























Classic innovative design method





### Travelling

## Why Travel the World this year?

If you travel, you will not only learn about foreign cultures..



### Travelling

## Why Travel the World this year?

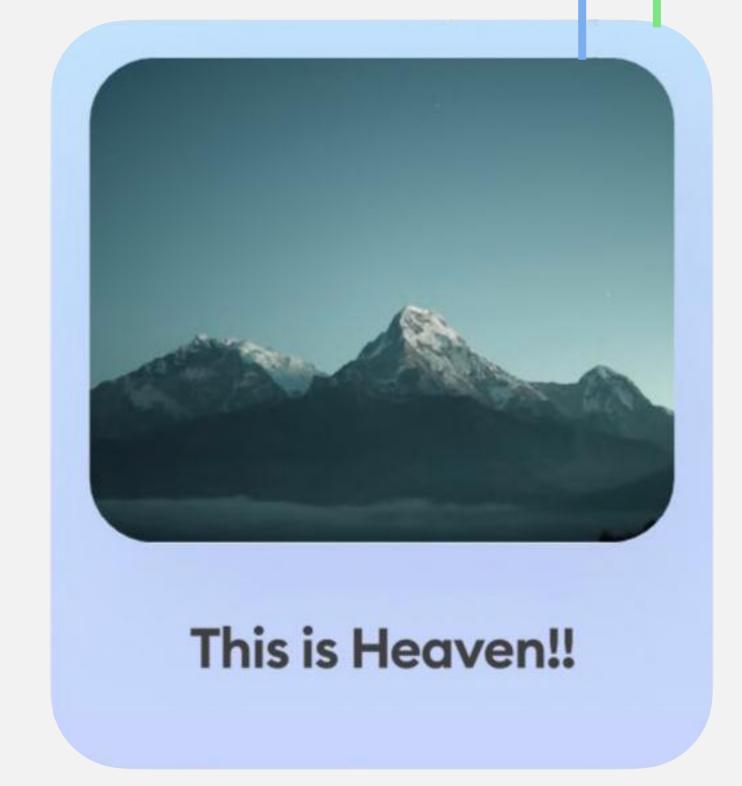
If you travel, you will not only learn about foreign cultures..





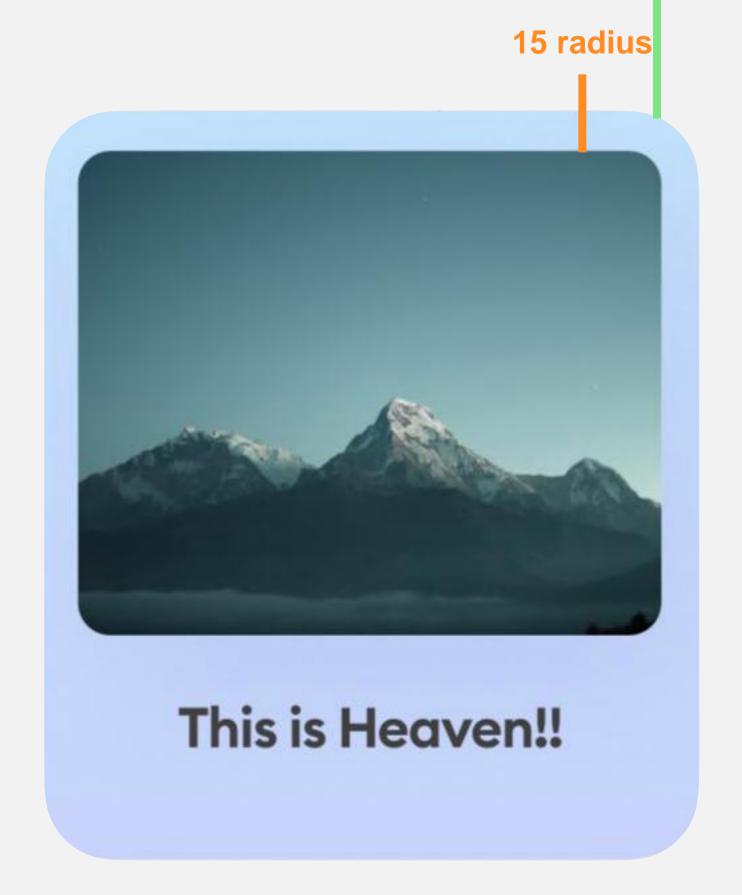
30 radius

Classic innovative design method 30 radius



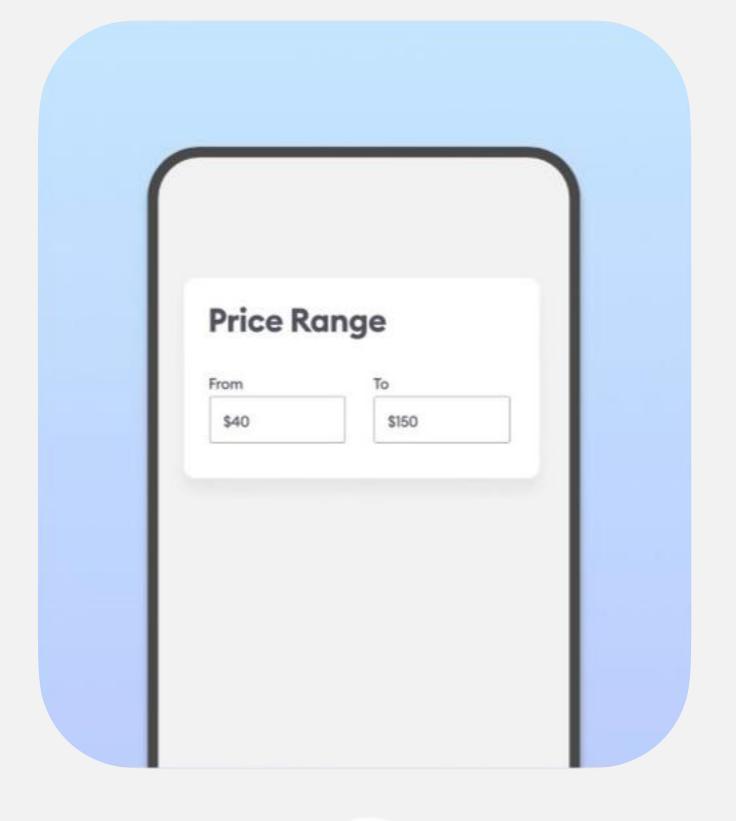


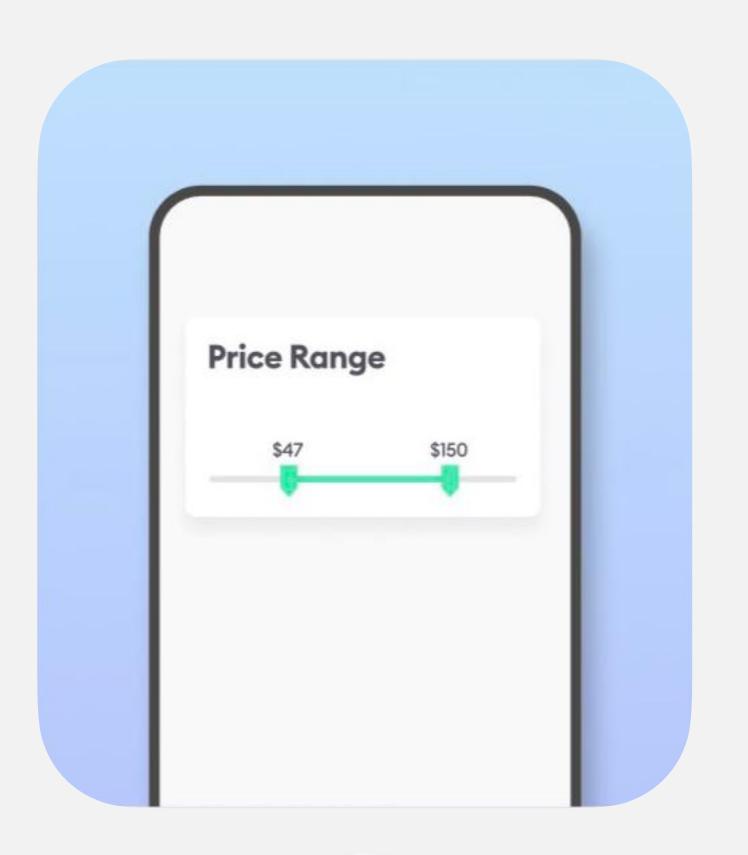








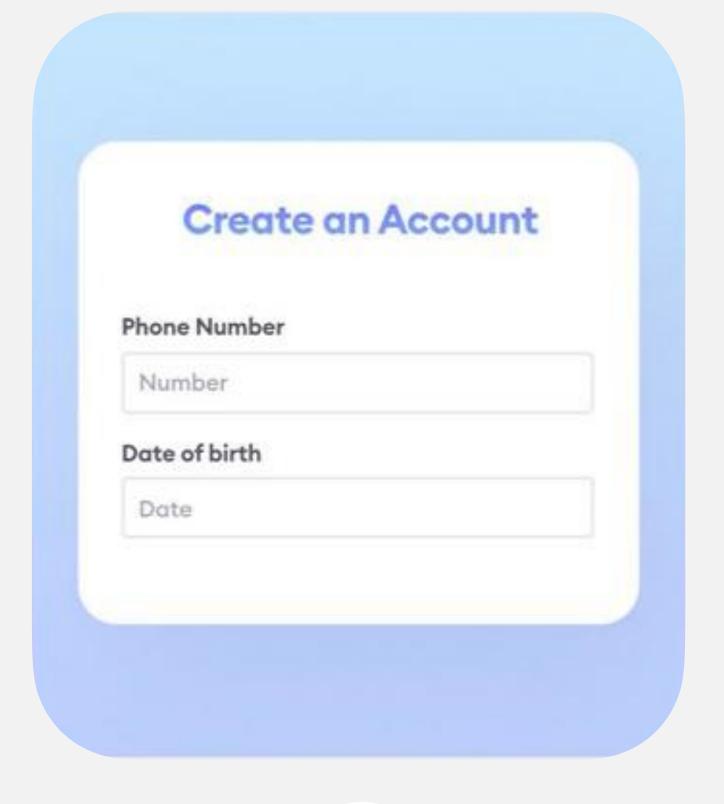


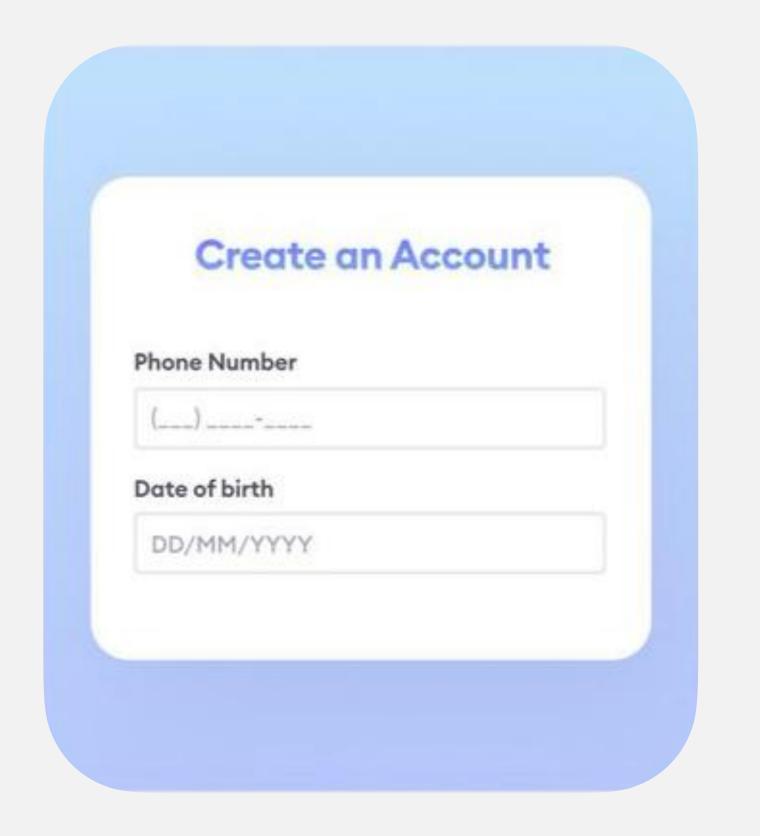








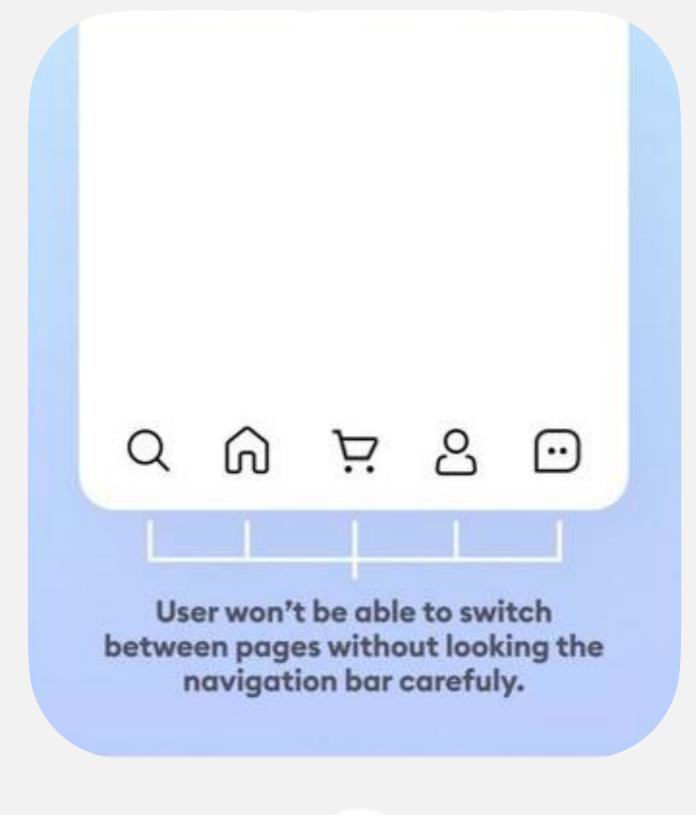


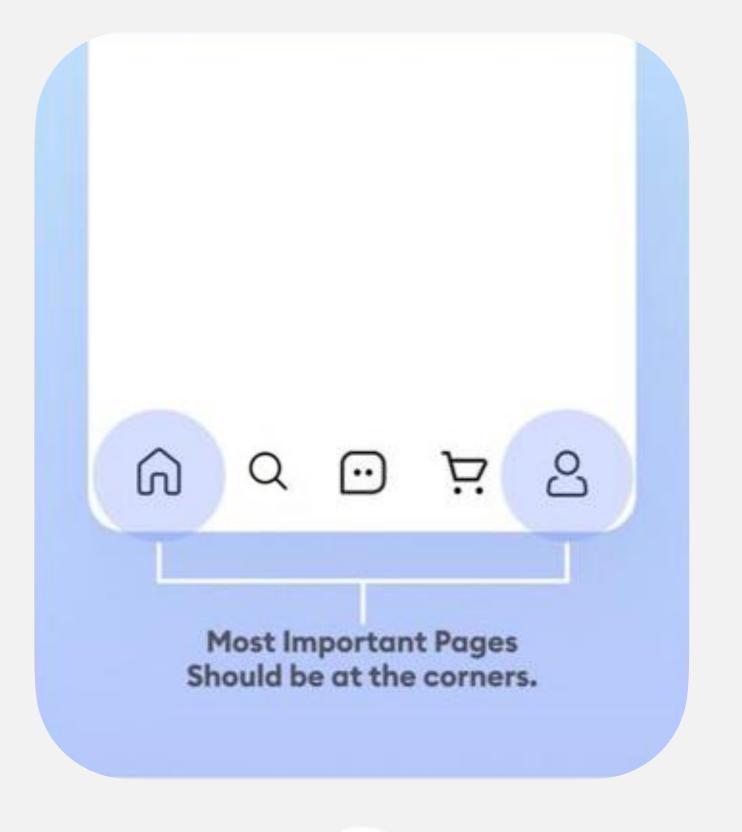








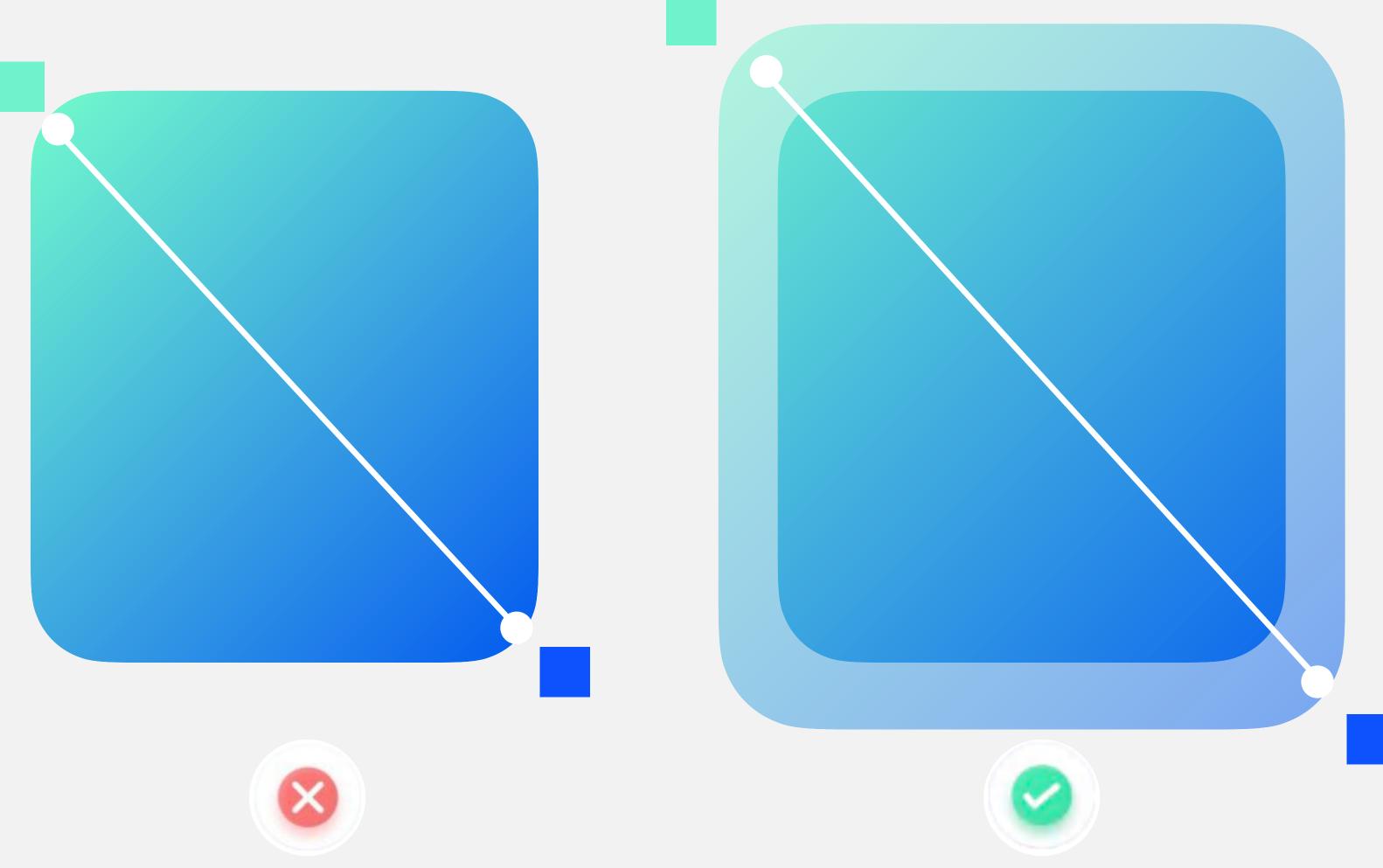


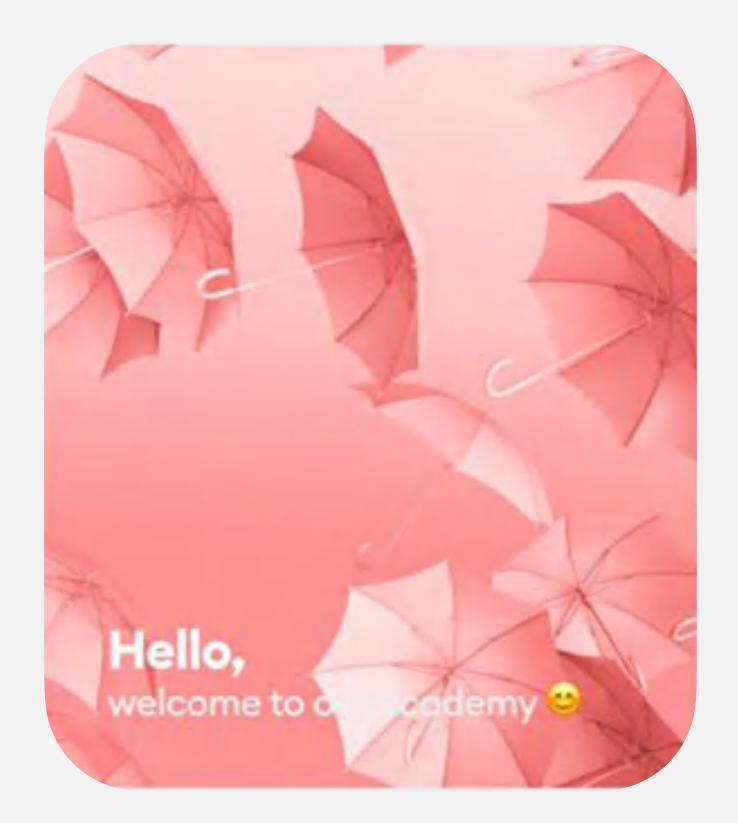




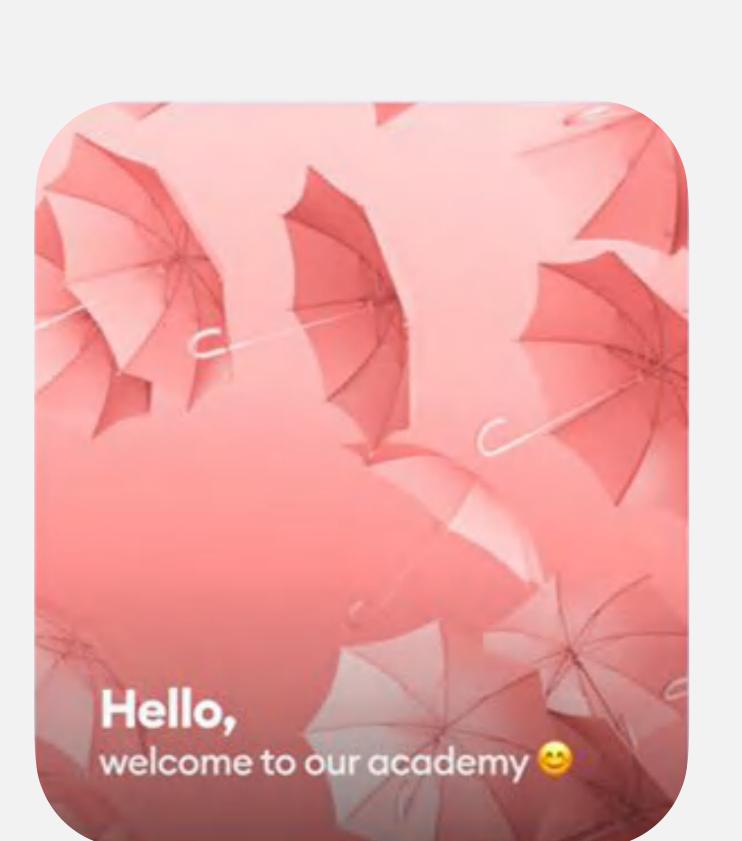








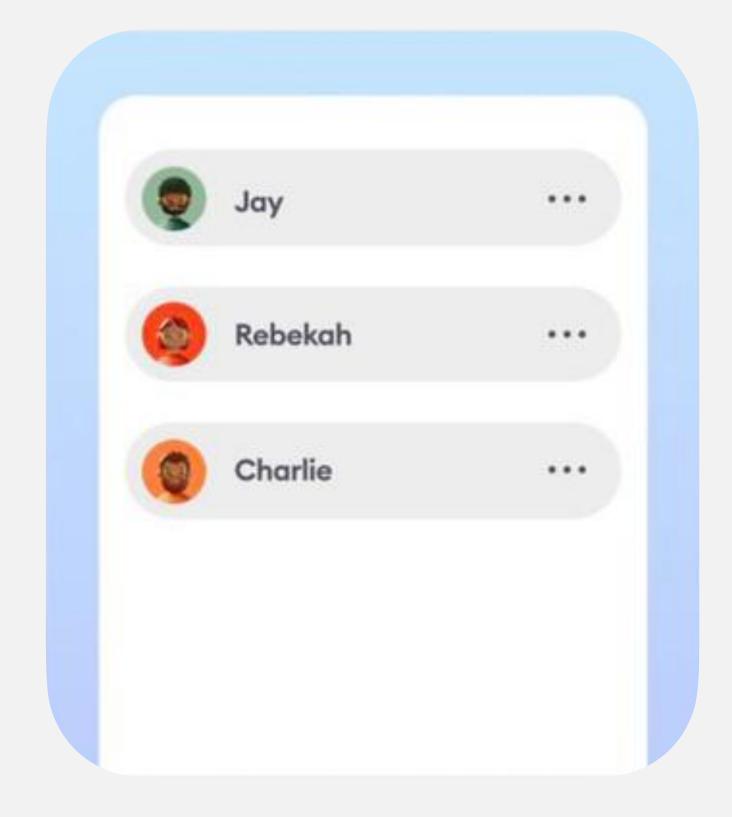


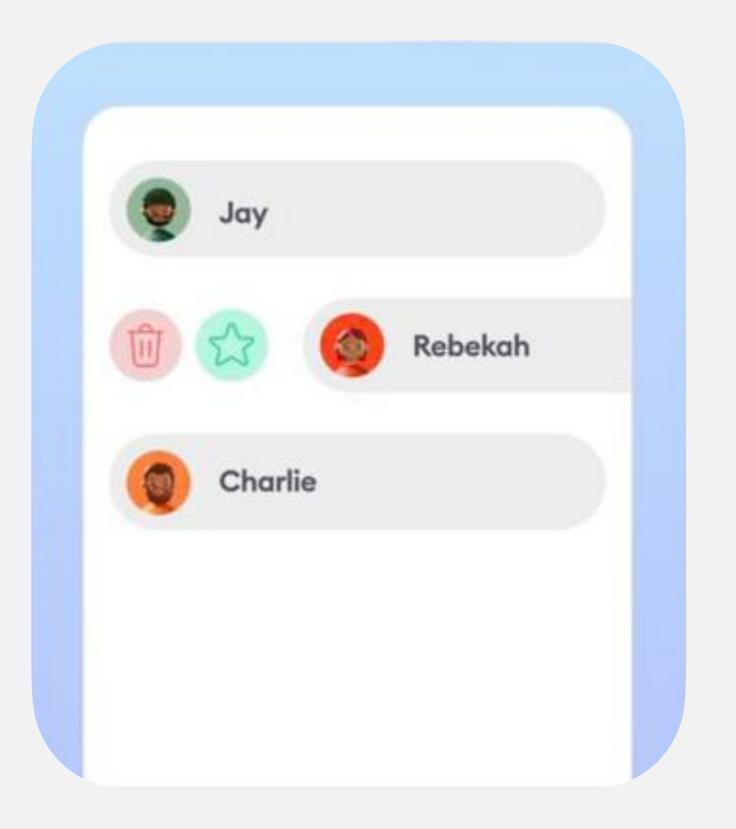












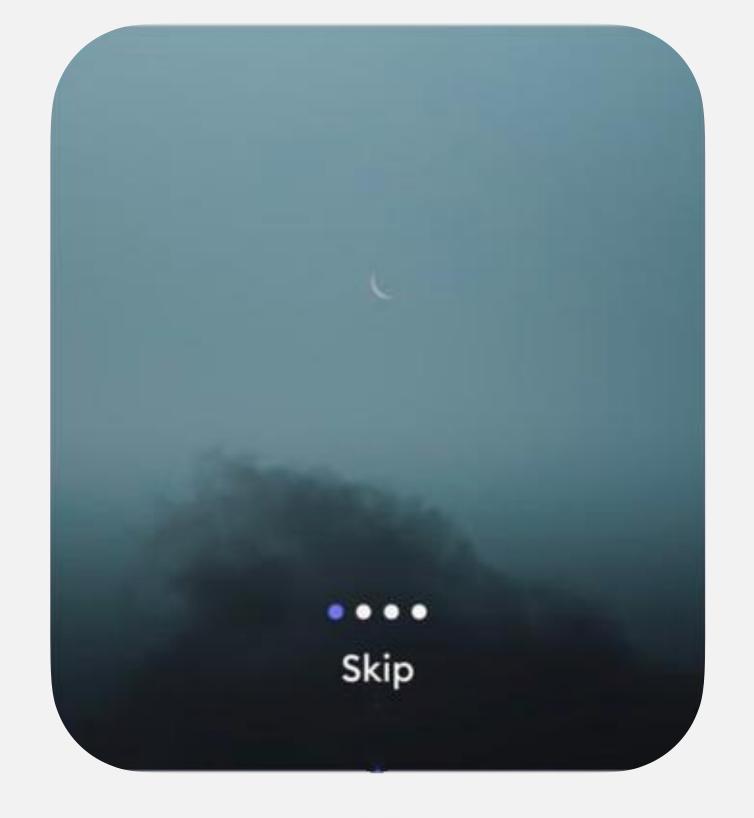
















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### Classic innovative design method



### **Property Feature**

Beautiful waterfront location. 98% of recent guests gave this location a 5-star review. Fast check-in experience. 95% of recent guests gave the check-in experience a 5-star review. Free secure parking. This property features a single lock-up garage with storage.

#### PROPERTY FEATURES

- Beautiful Waterfront Location 98% of recent guests gave this location a 5-star review.
- Fast check-in experience
  95% of recent guests gave the checkin experience a 5-star review.
- Free secure parking

  This property features a single lockup garage with storage.





Classic innovative design method



**Beautiful Waterfront Location** 

98% of recent guests gave this location a 5-star review.

Fast check-in experience

95% of recent guests gave the checkin experience a 5-star review.

Free secure parking

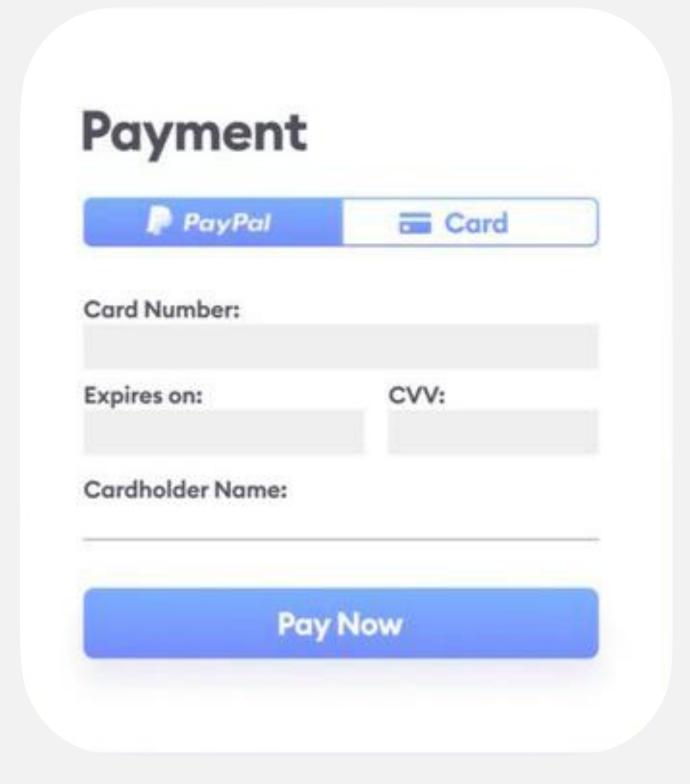
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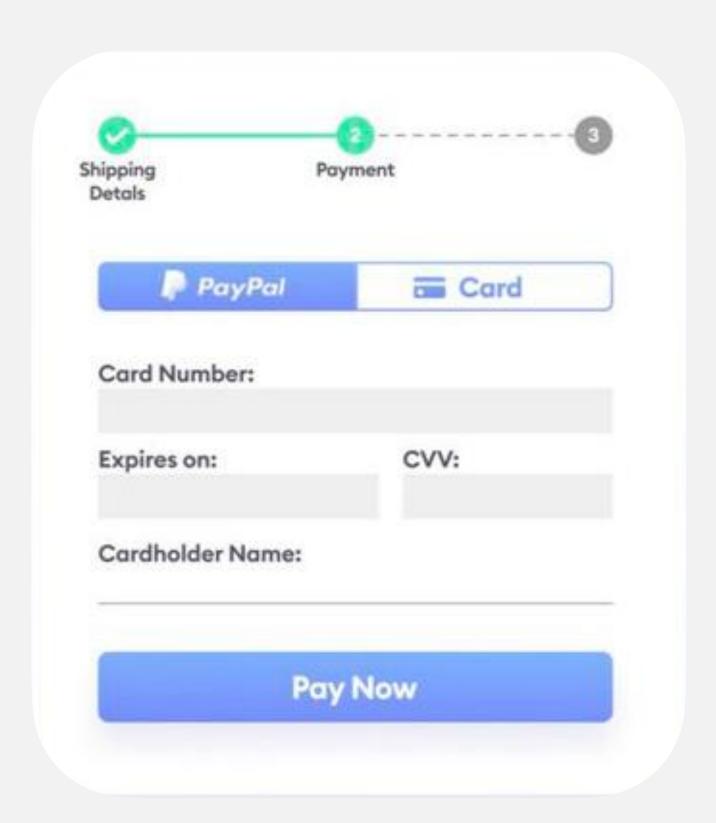






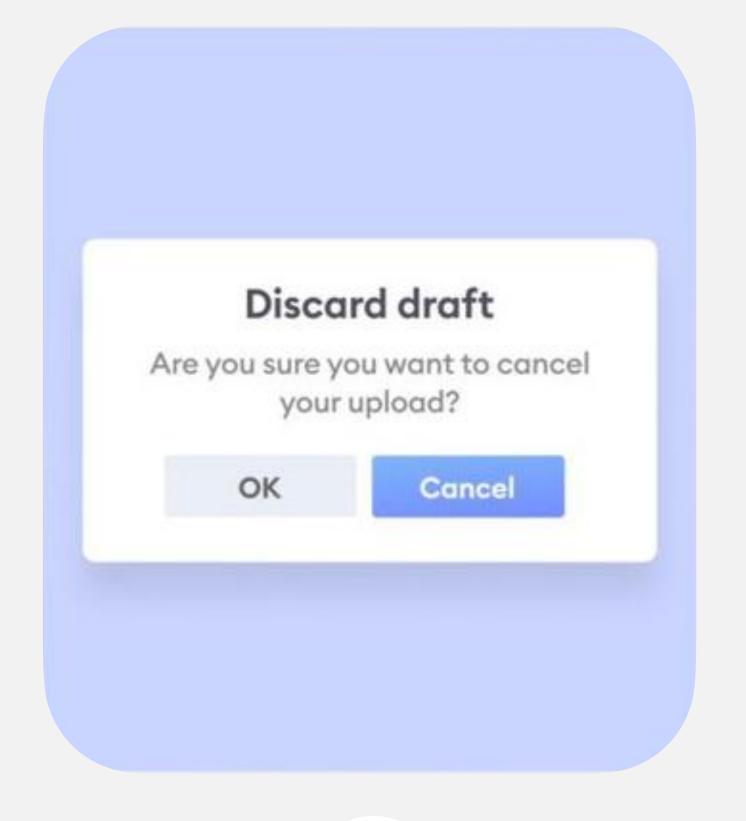


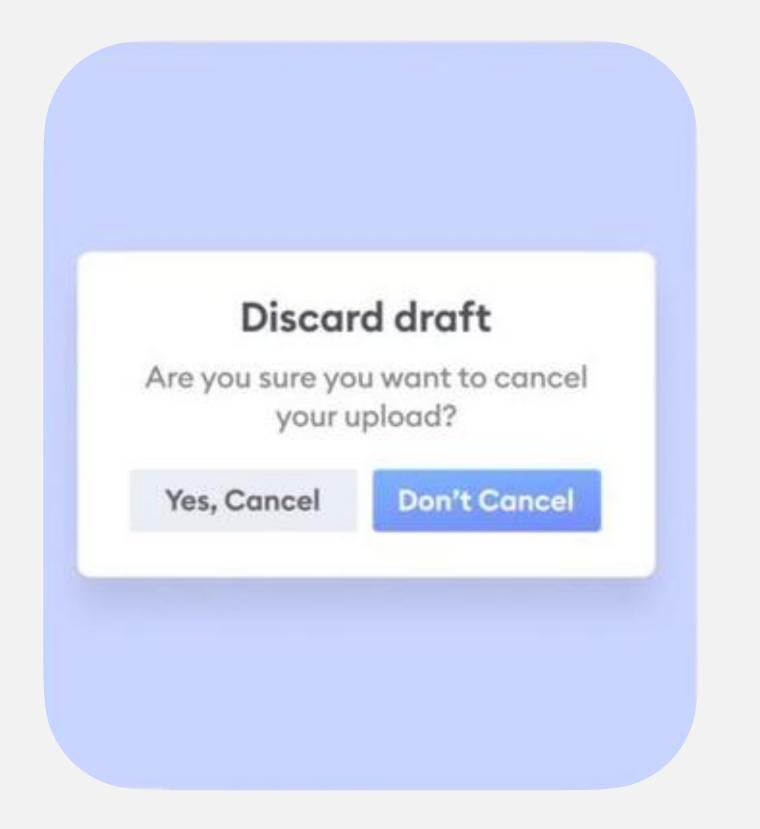








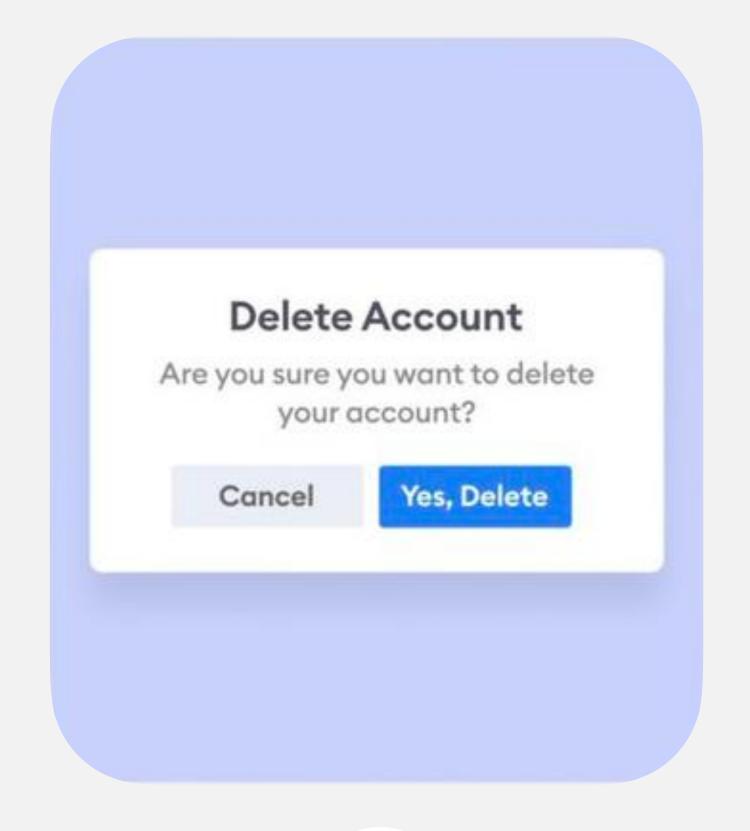


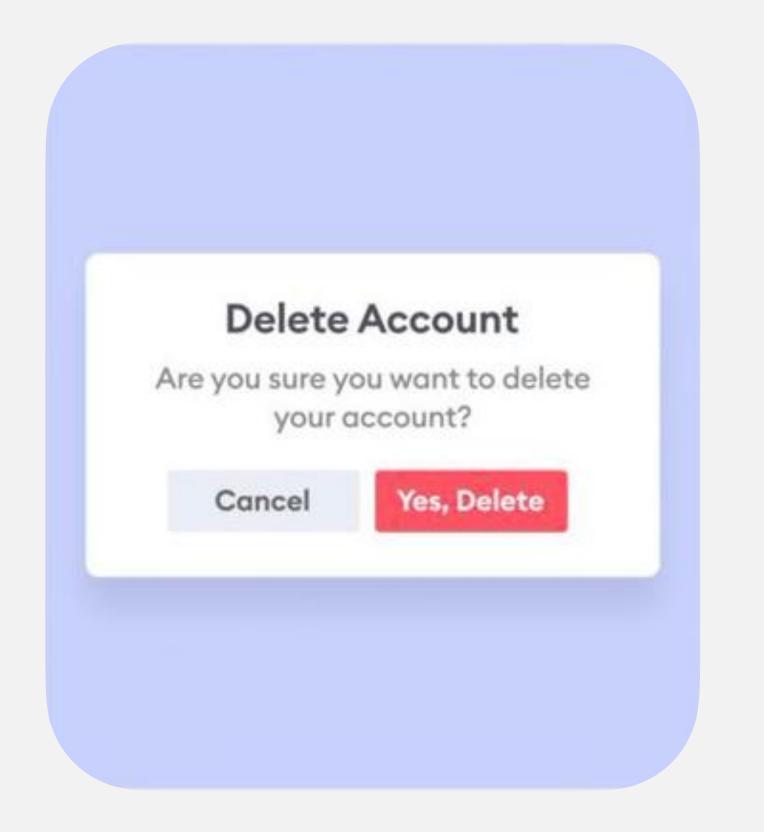






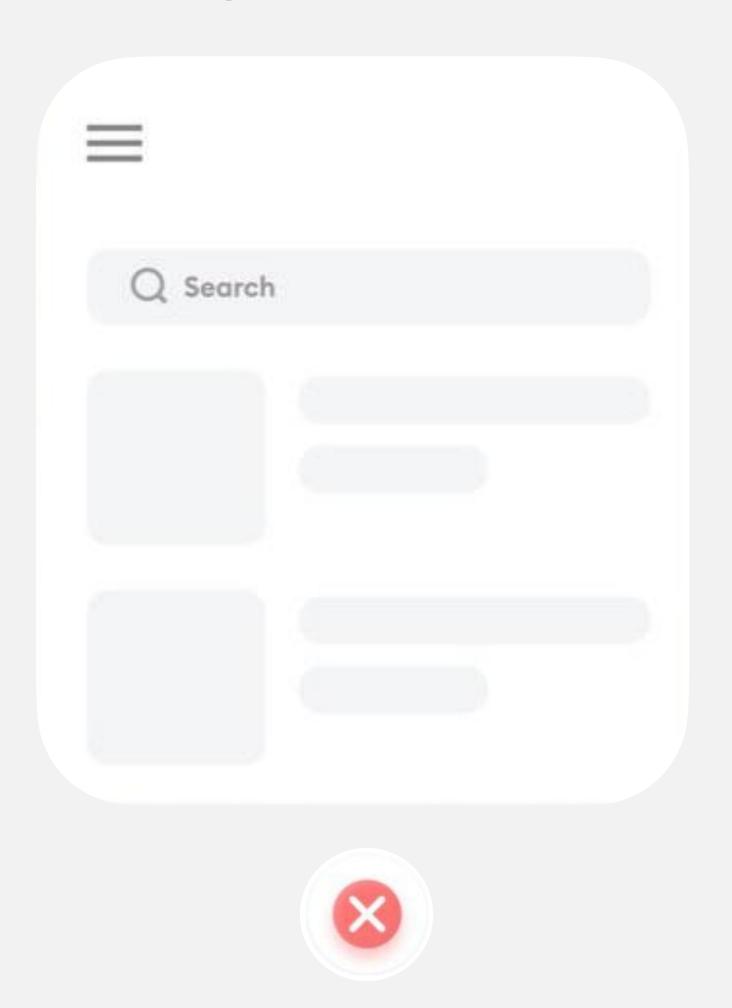


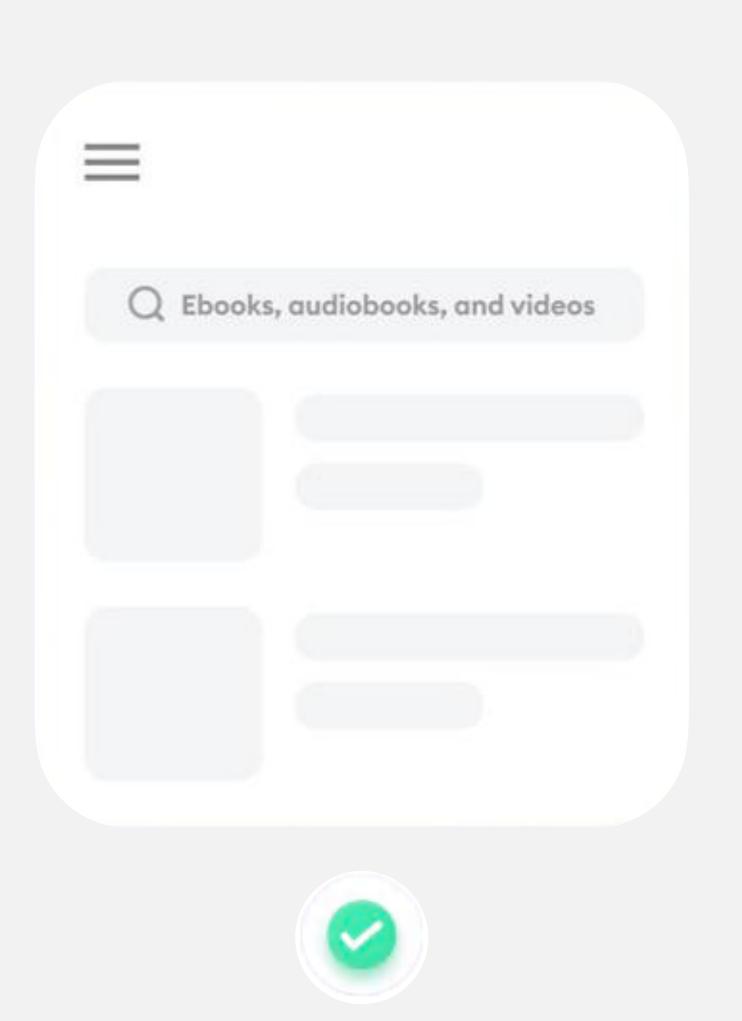




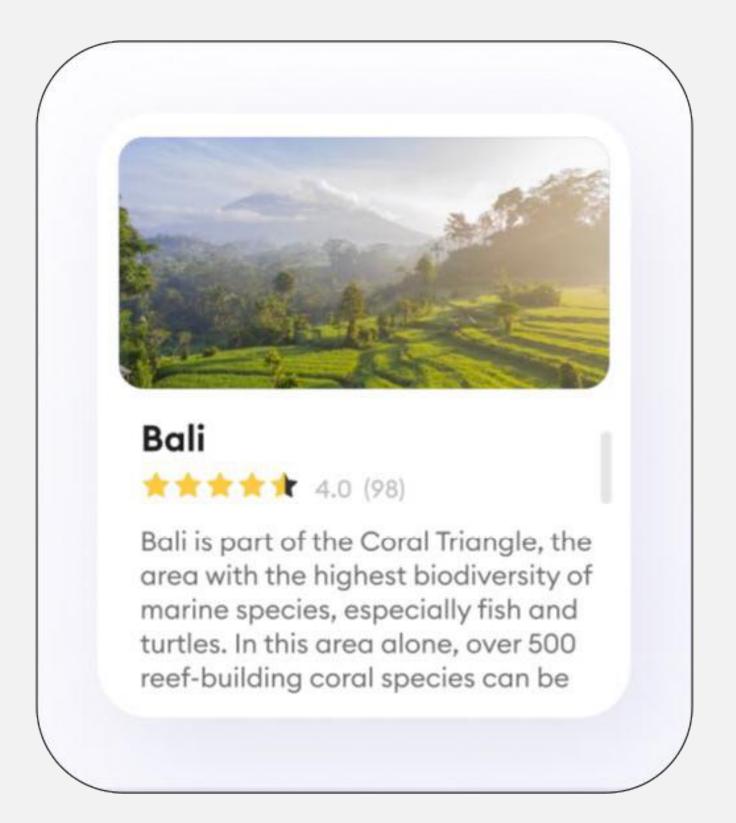


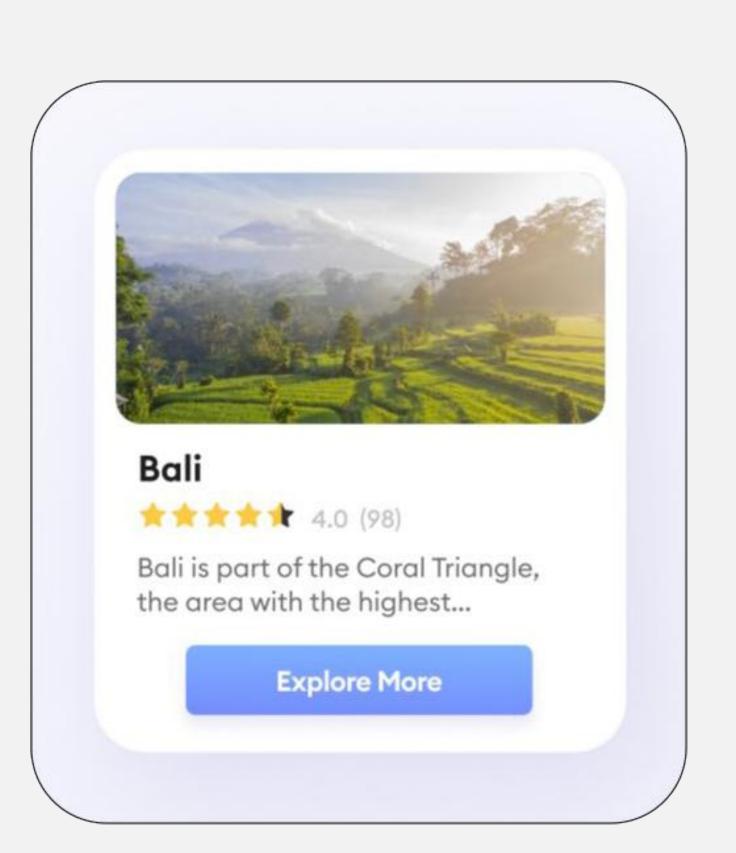








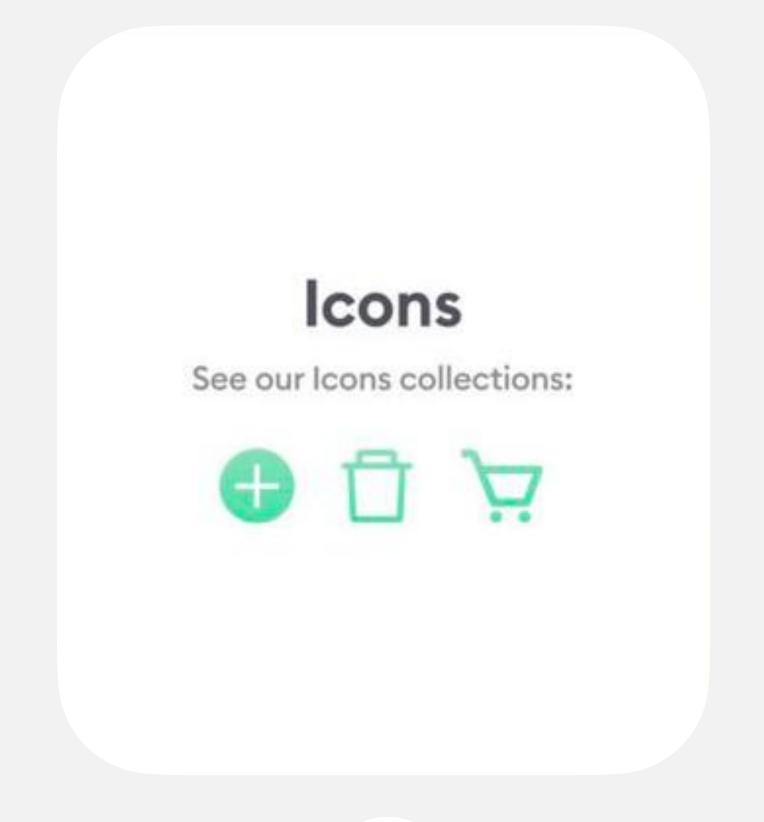


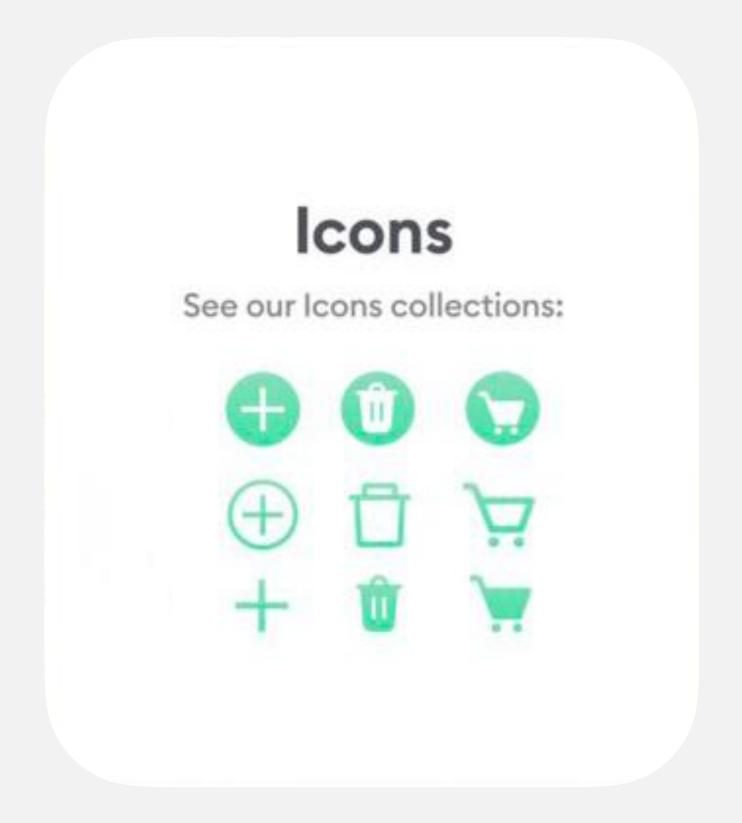








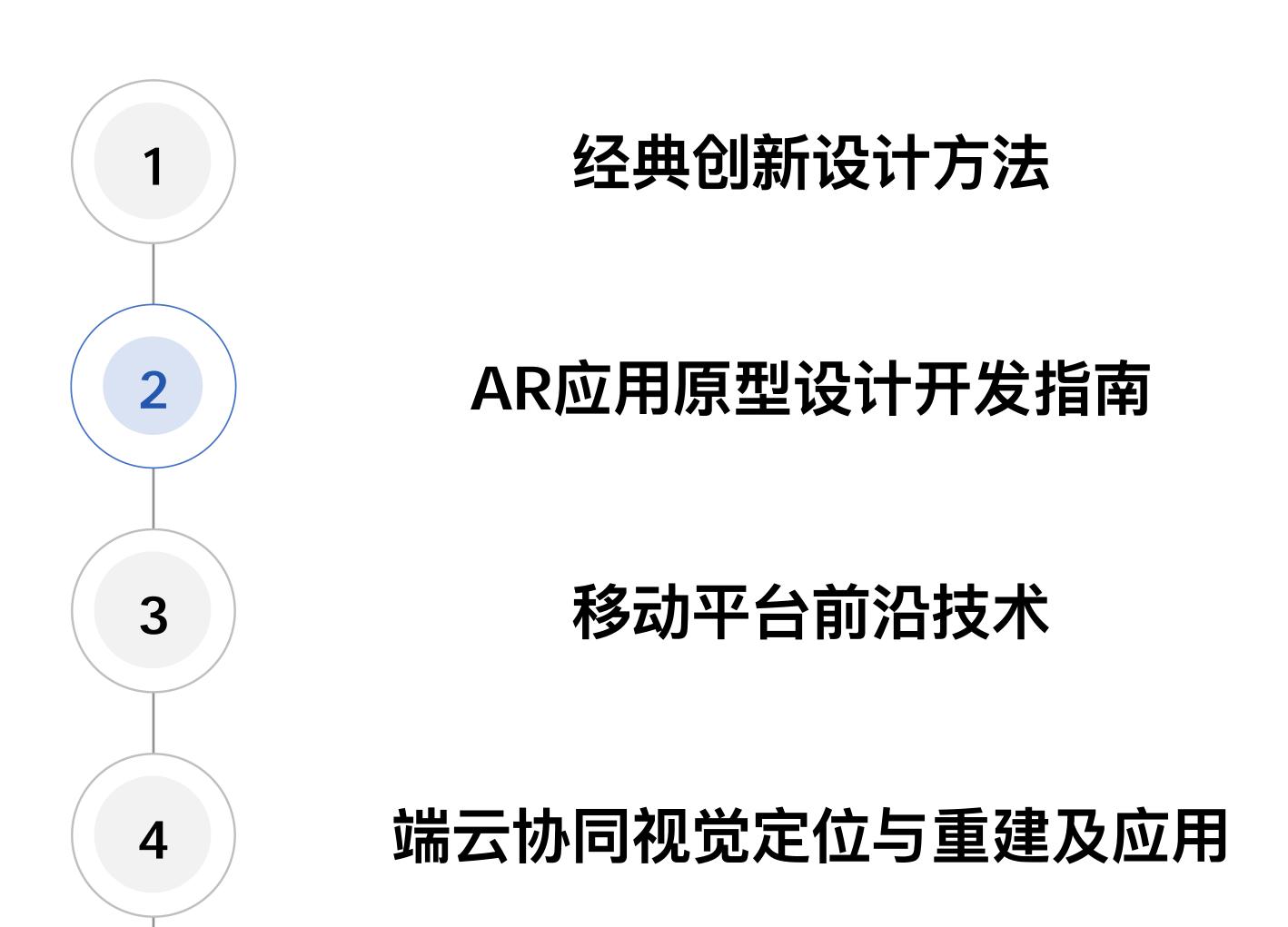








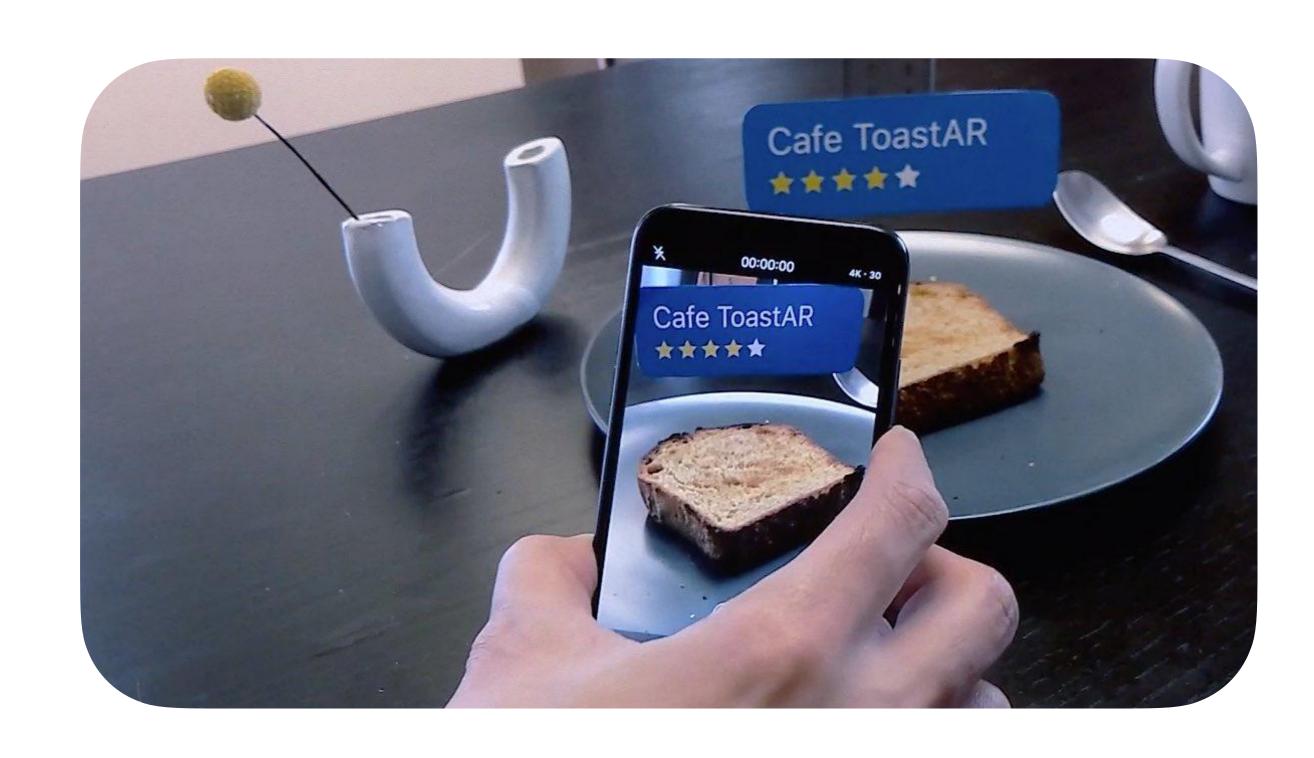


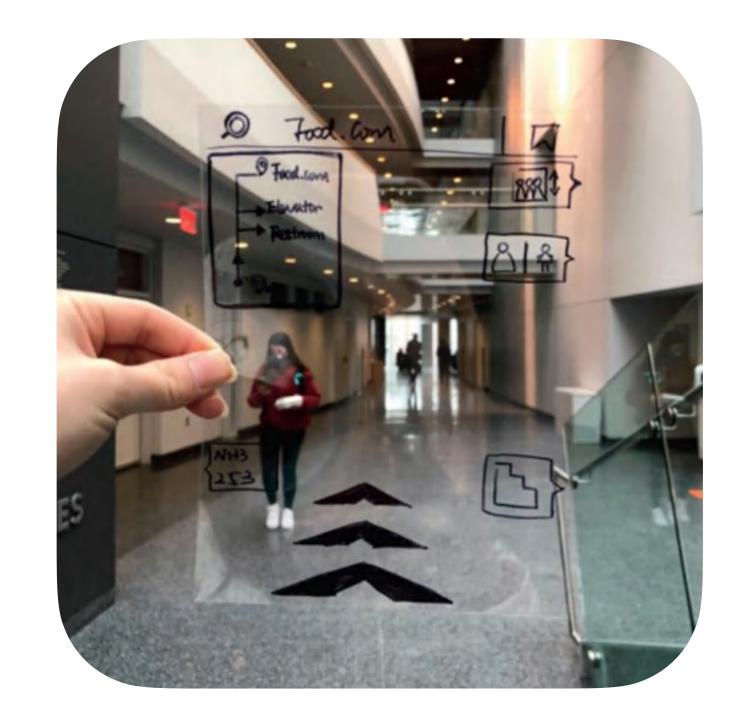


### AR应用原型设计开发指南

AR prototyping method







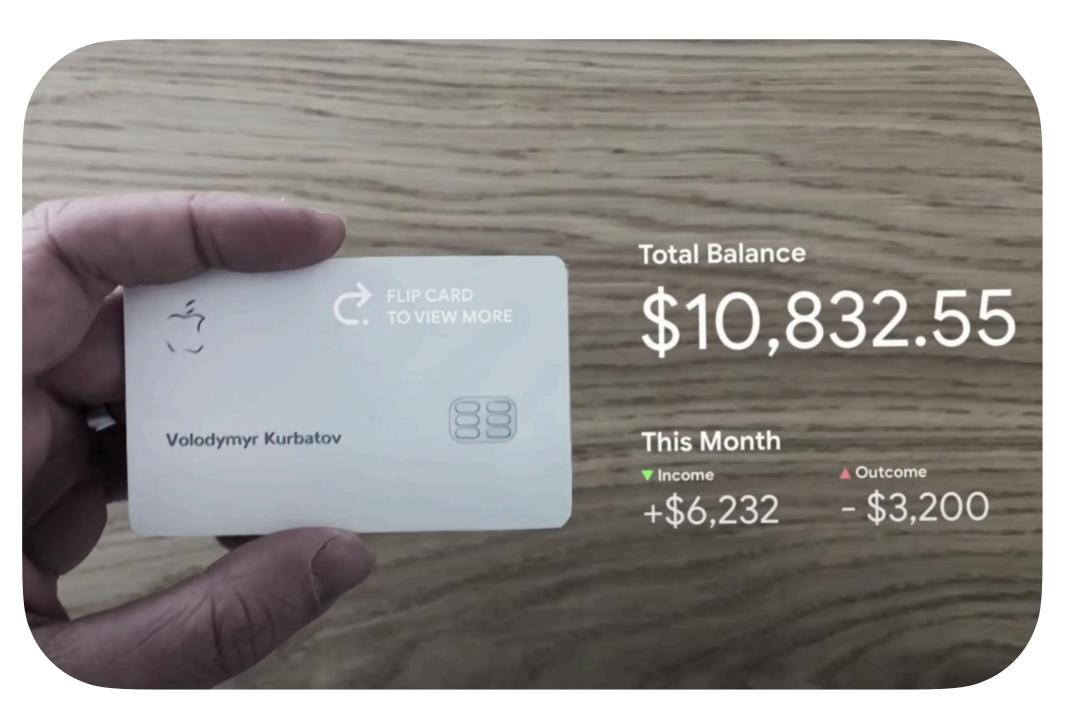
https://developer.apple.com/videos/play/wwdc2018/808/

### AR应用原型设计开发指南

AR prototyping method







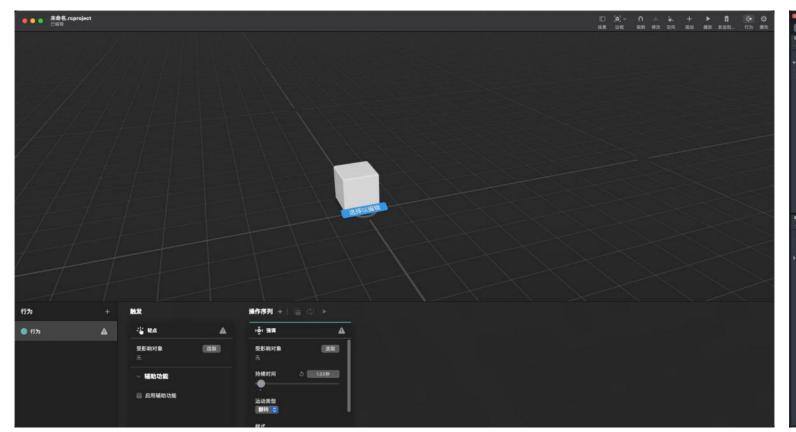
http://vovakurbatov.com/articles/how-to-make-mr-concept-video

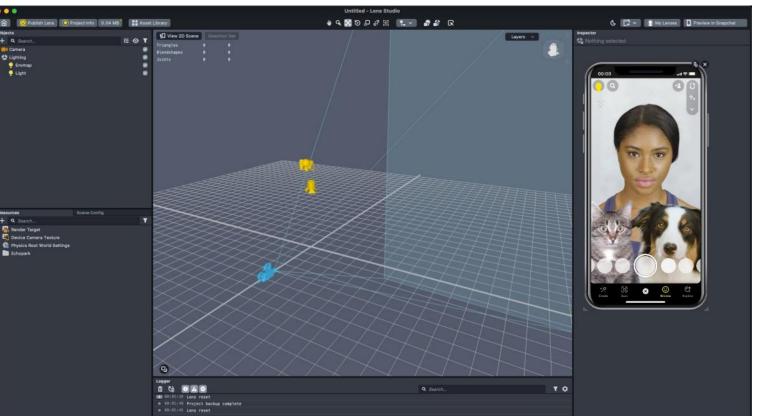
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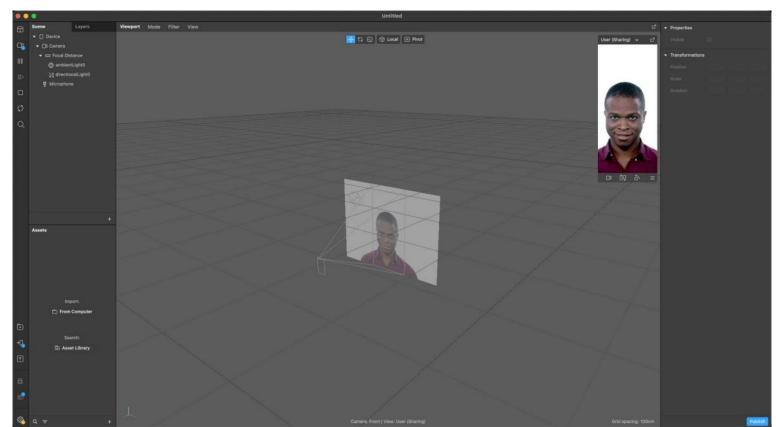
### AR应用原型设计开发指南

AR prototyping method









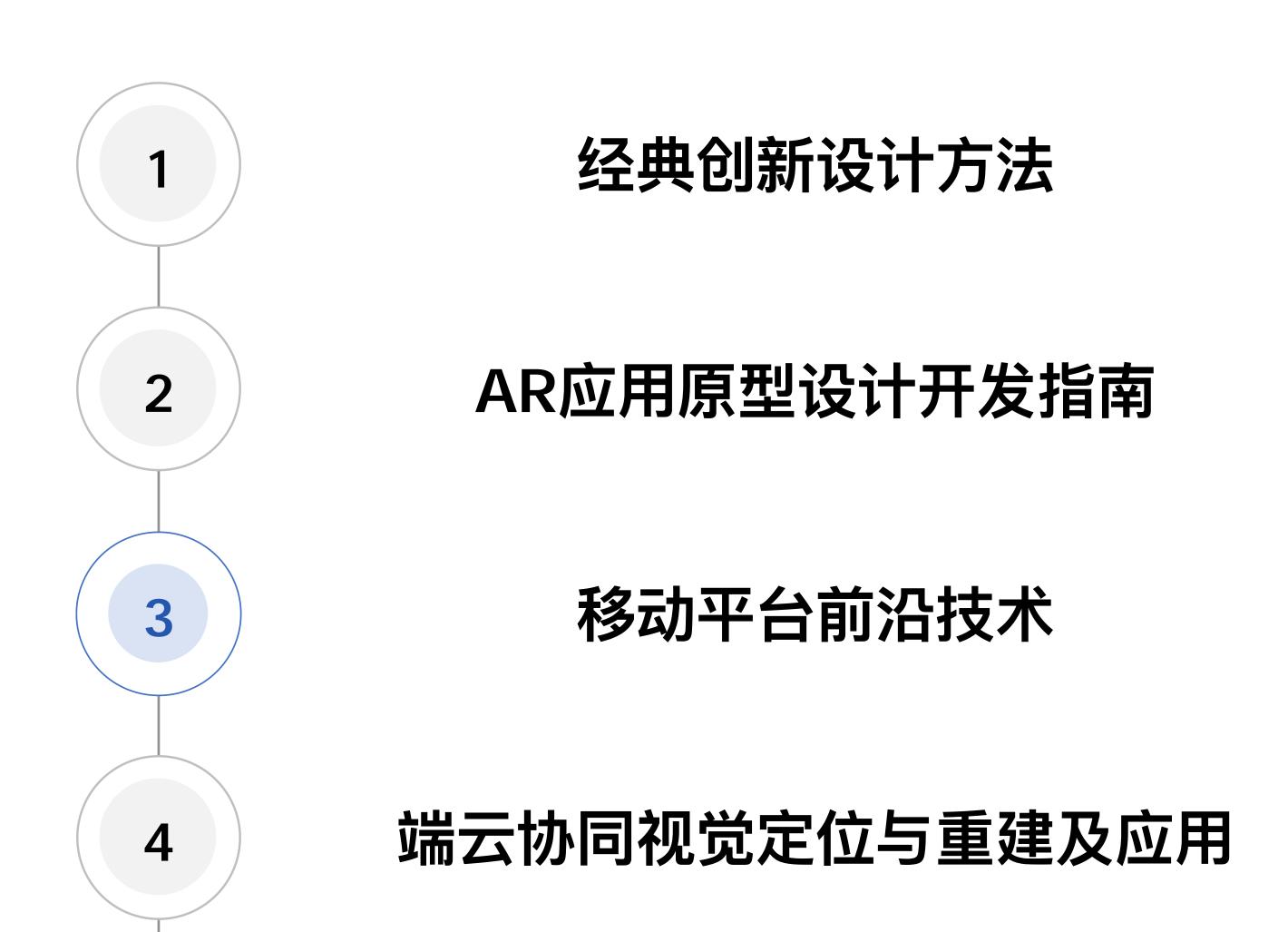


Reality Composer

Snap AR







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Apple Vision Pro: Apple's first spatial computer

2023.6.5 WWDC23

### **Apple Vision Pro**



Apple Vision Pro 是一款革命性的空间计算机,不同于以往的任何产品,它超越了传统显示器的界限,具有由最自然、最直观的输入(用户的眼睛、手和声音)控制的全三维界面。

Vision Pro 采用世界上第一个空间操作系统 visionOS, 让用户能够以一种感觉数字内容实际存在于他们的空间中的方式与数字内容进行交互。





移动平台软件创新设计与前沿技术

Apples first spatial computer multimedia exhibition centering the amount of the second spatial computer witness," a

multimedia exhibition centering the perspectives of L.A.-based Black women and nonbinary artists. On view through May 27, the collection was curated by WACO's cofounder Tina Knowles Lawson and Genel Ambrose, founder of the cultural programming incubator Good Mirrors. The 14 featured artists explore themes of family, community and identity in works that feel celebratory, honest and uninhibited.

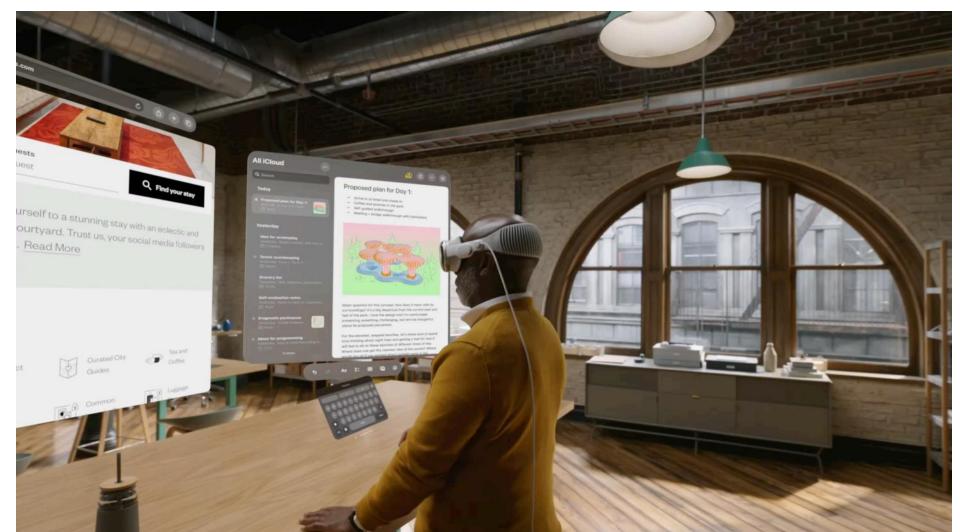
atimes.com

"Black women are underrepresented," said Knowles Lawson, an avid collector of African American art. "It just seems to be tougher for them to get started and to get their work out there. So, this was a labor of love, really."



https://www.apple.com/newsroom/2023/06/introducing-apple-vision-pro

Apple Vision Pro: Apple's first spatial computer







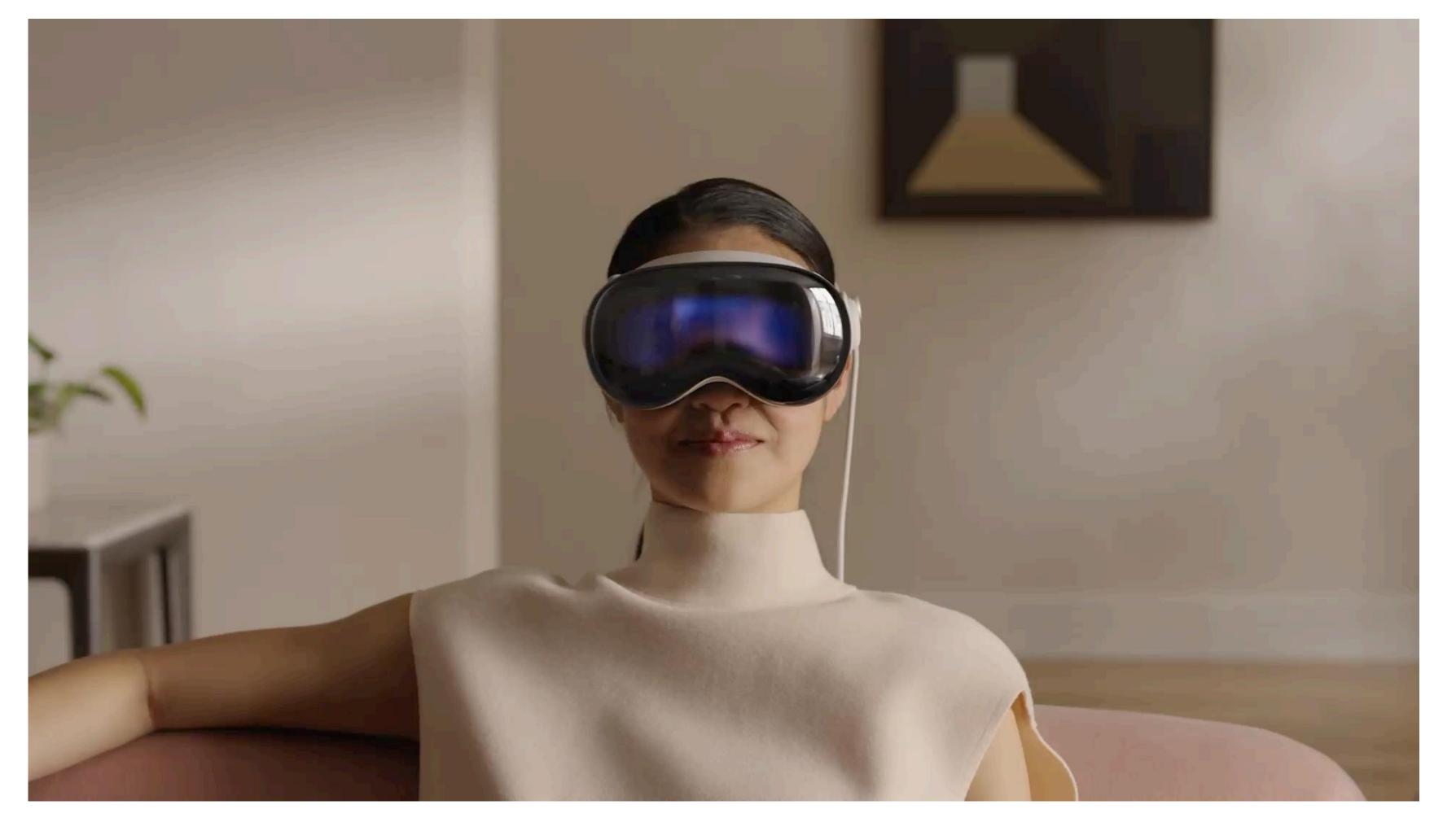


无限画布 娱乐体验 沉浸式环境 全景照片

ZHEJIANG UNIVERSITY

Apple Vision Pro: Apple's first spatial computer

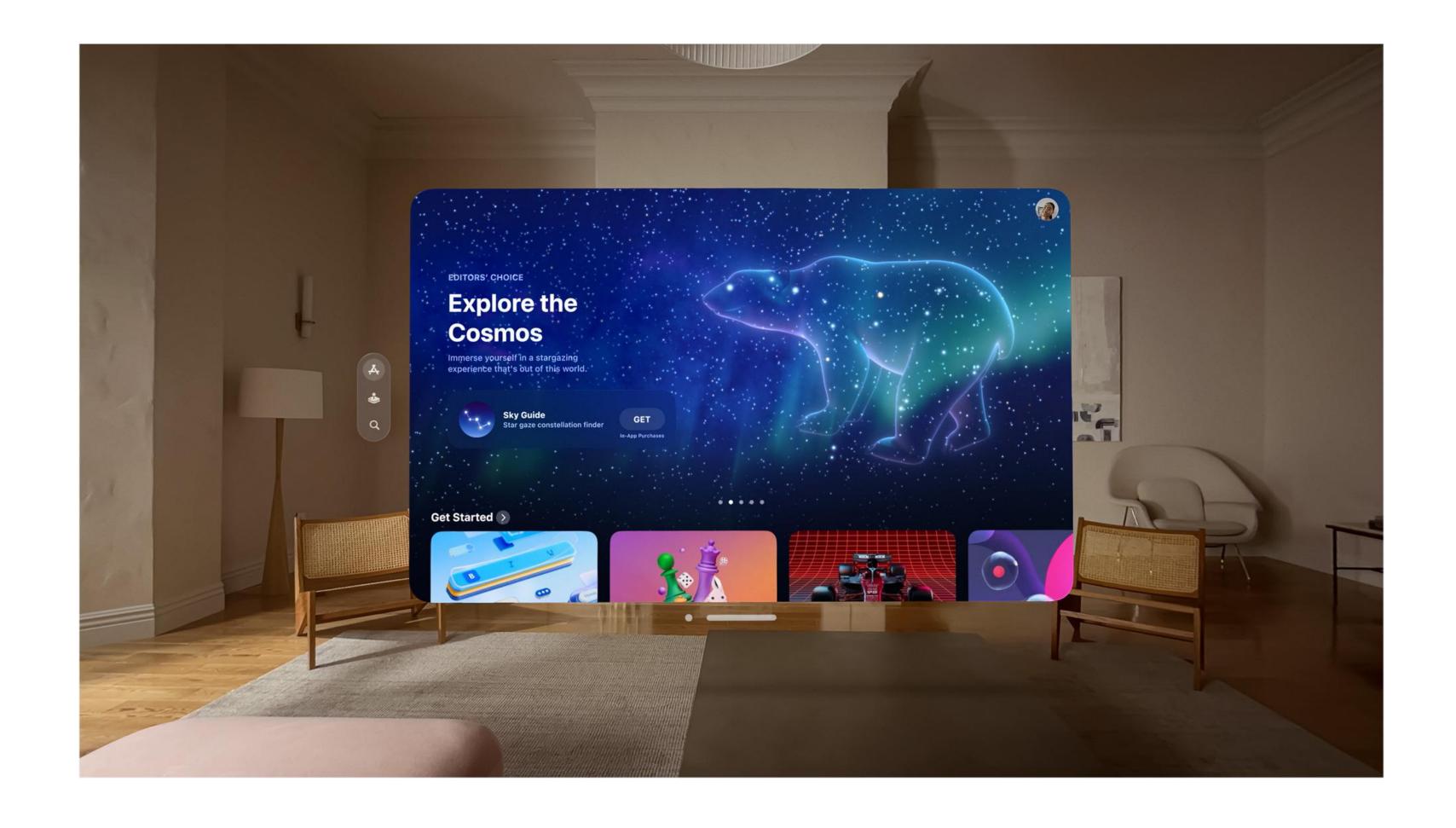
即使完全沉浸其中,EyeSight 也能计用户在佩戴Apple Vision Pro时与周围的人保持联系。



ZHEJIANG UNIVERSITY

Apple Vision Pro: Apple's first spatial computer

Apple Vision Pro 拥有全新的 App Store,用户可以在其中发现来自开发者的 app 和内容,并访问数十万个熟悉的iPhone和iPad app。



### RayNeo AR 眼镜

RayNeo AR glasses

### RayNeo X2 Lite





CES 2024, 雷鸟推出新一代双目全彩 MicroLED 光波导 AR 眼镜 RayNeo X2 Lite。该产品搭载高通骁龙 AR1 平台,加入大模型语音助手 Rayneo AI, 为用户带来前所未有的"AI+AR"体验。





## 移动平台前沿技术——三维重建



#### 3D Reconstruction

三维重建技术一直是计算机图形学和计算机视觉领域的一个热点课题。早期的三维重建技术通常以二维图像作为输入,重建出场景中的三维模型。但是,受限于输入的数据,重建出的三维模型通常不够完整,而且真实感较低。

随着各种面向普通消费者的深度相机(depth camera)的出现,基于深度相机的三维扫描和重建技术得到了飞速发展。以微软的Kinect,华硕的Xtion以及Intel的 RealSense等为代表的深度相机造价低廉,体积适当,操作方便,并且易于研究者和工程师进行开发。

三维重建技术也是增强现实(Augmented Reality,简称AR)技术的基础,经过扫描重建后的三维模型可以直接应用到AR或VR的场景中。

# 移动平台前沿技术——三维重建

3D Reconstruction



Object Capture



ZHEJIANG UNIVERSITY

Neural rendering for novel view synthesis



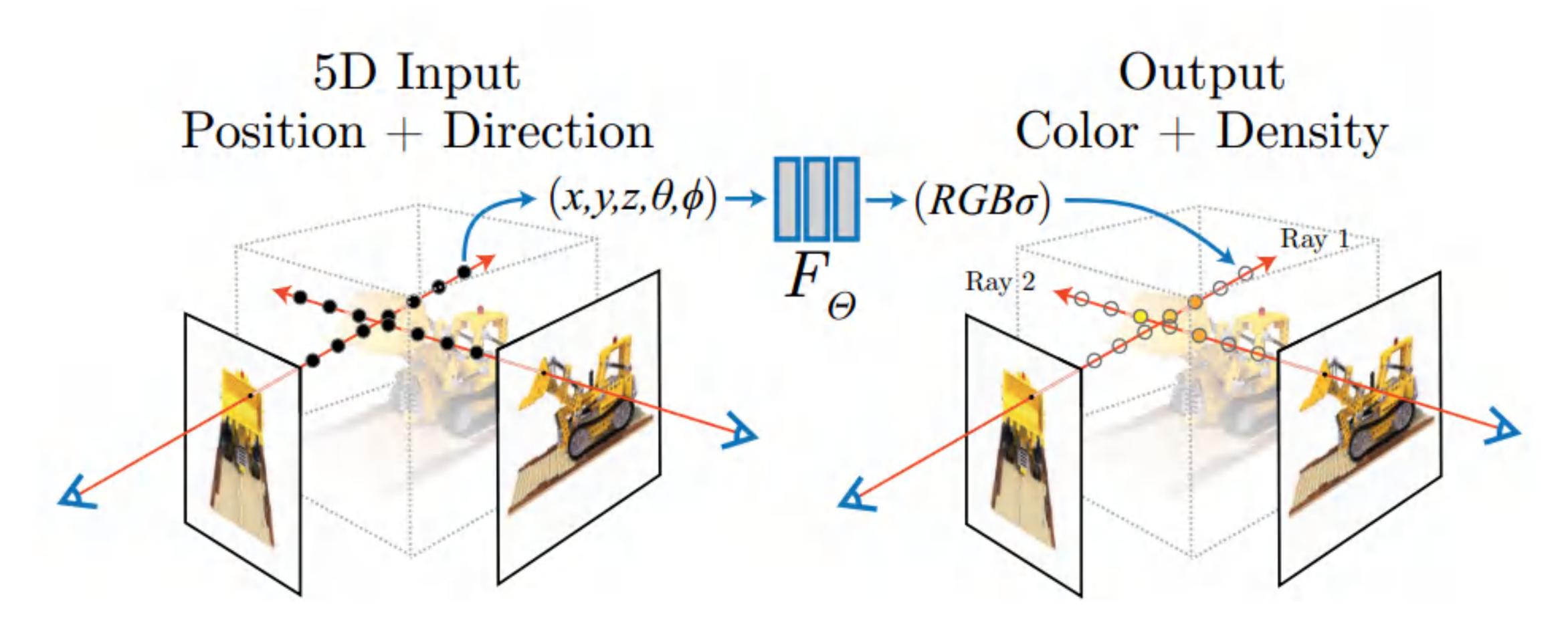
Input: sparsely sampled images of scene



Output: novel views of same scene

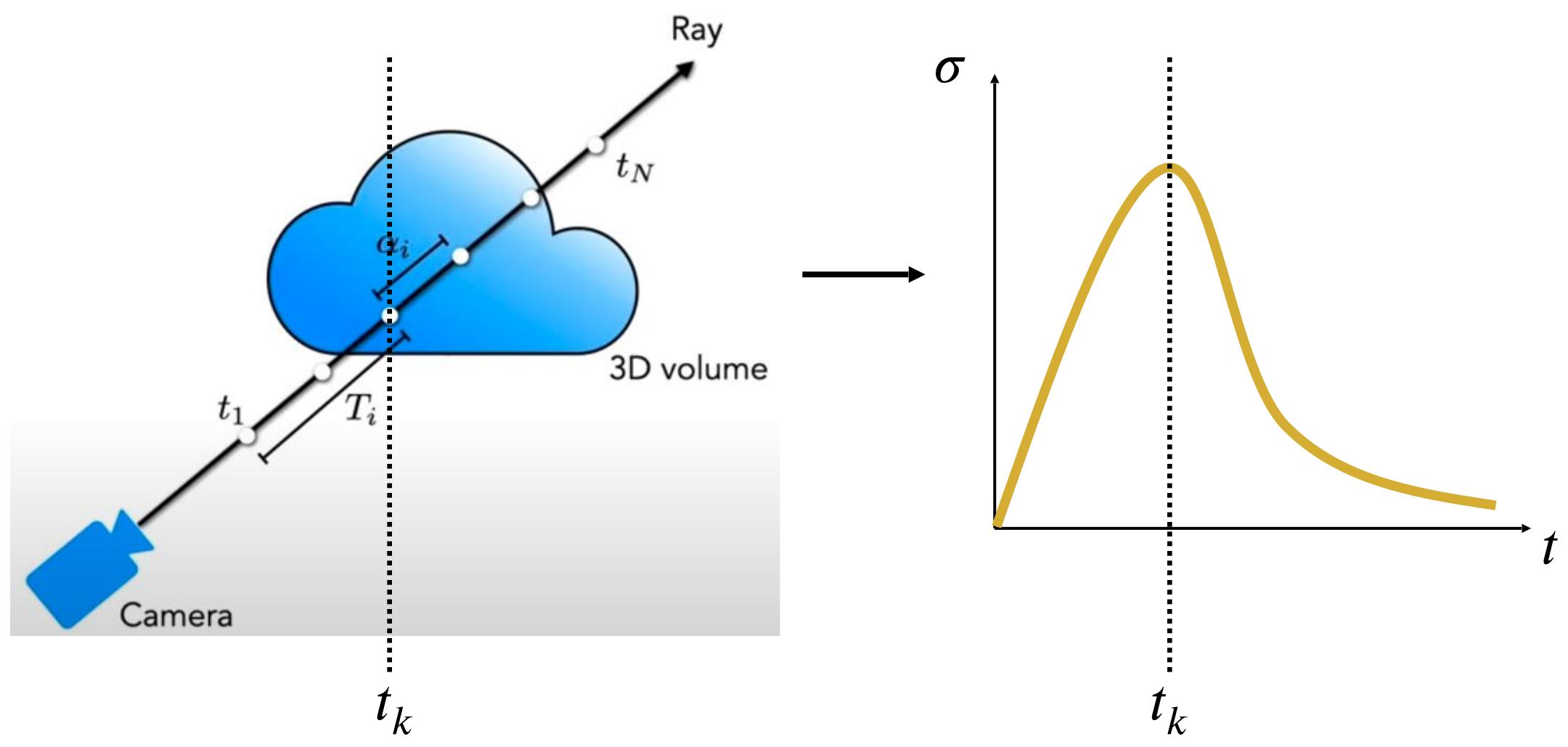


How does Nerf rendering a image



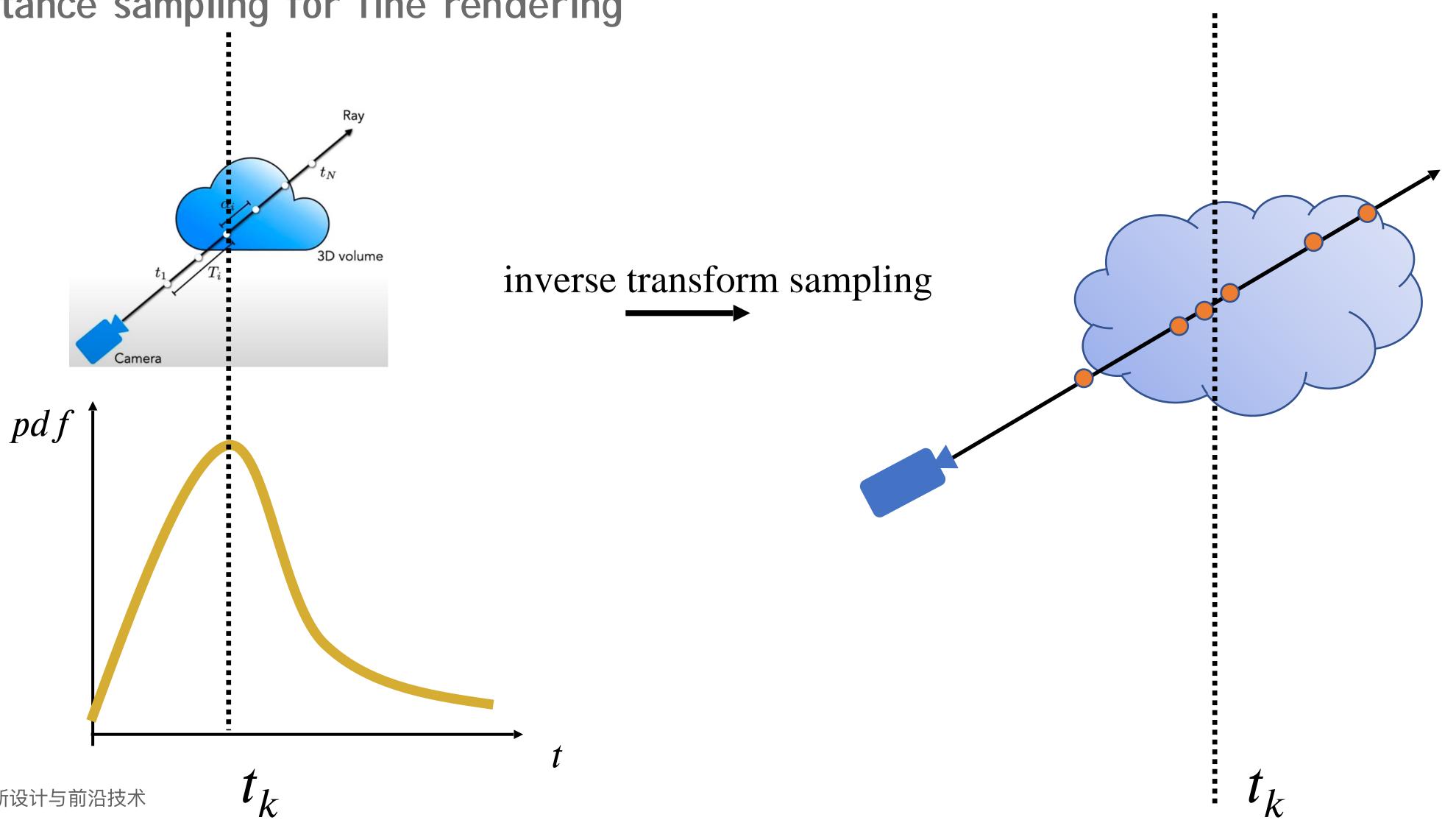


Coarse rendering



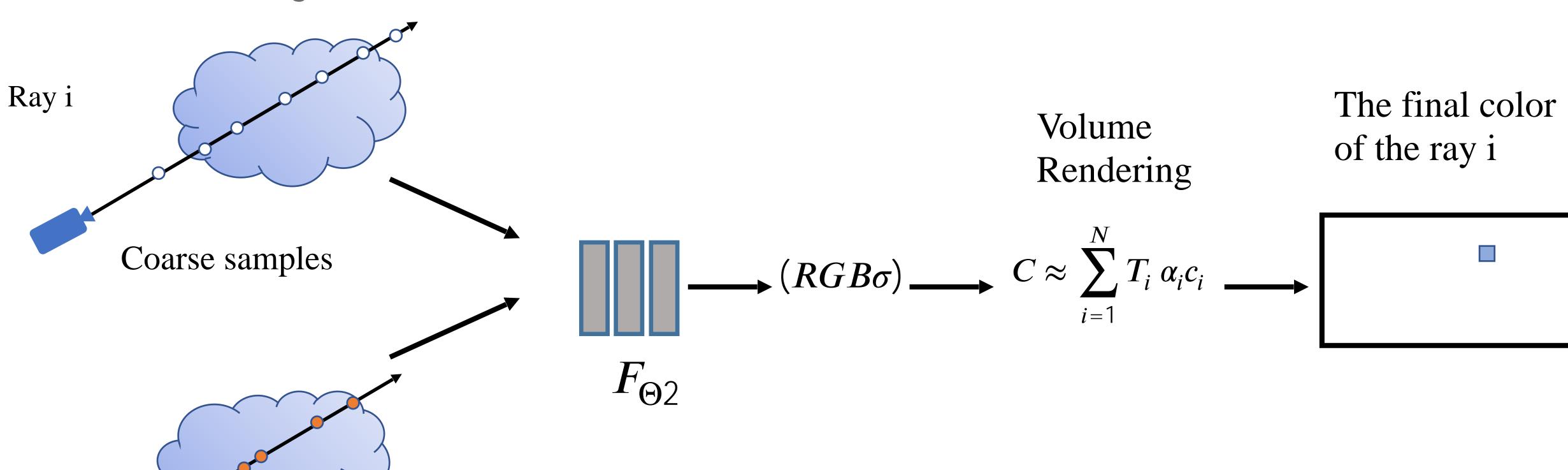


Importance sampling for fine rendering





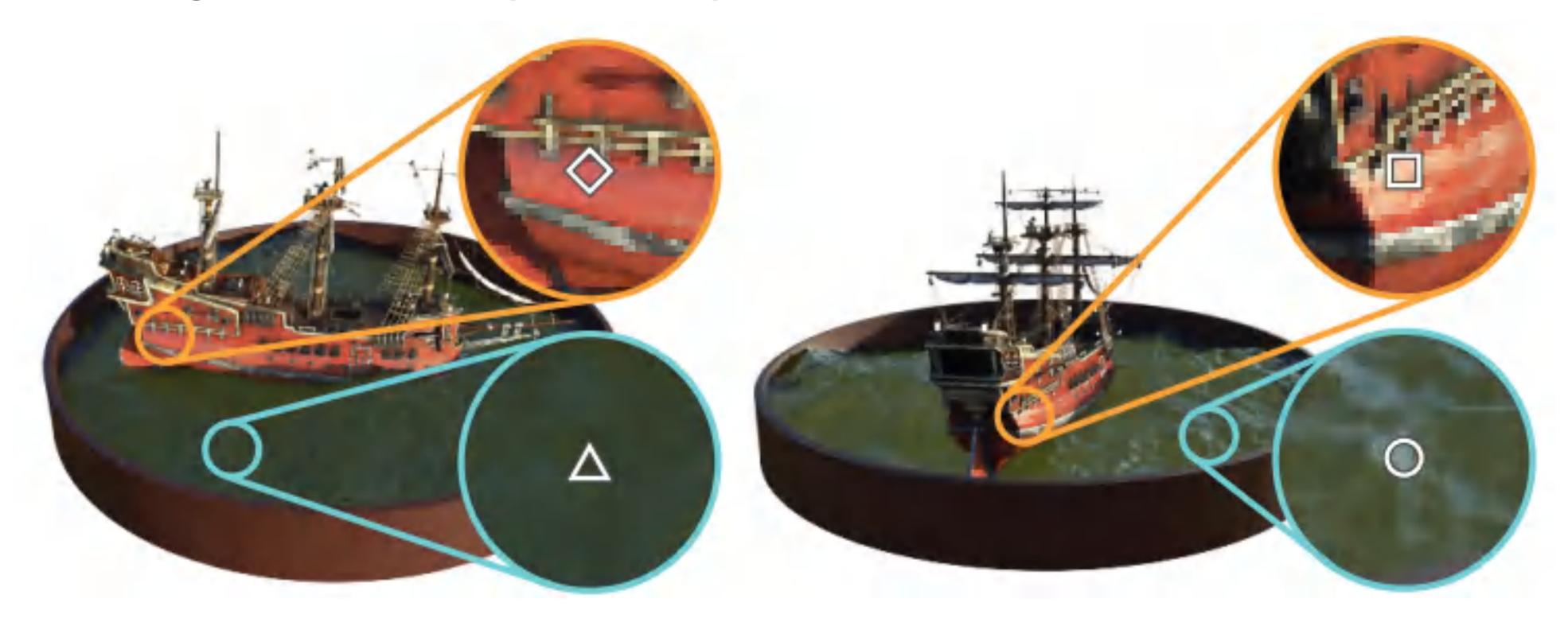
### Fine rendering



Fine samples



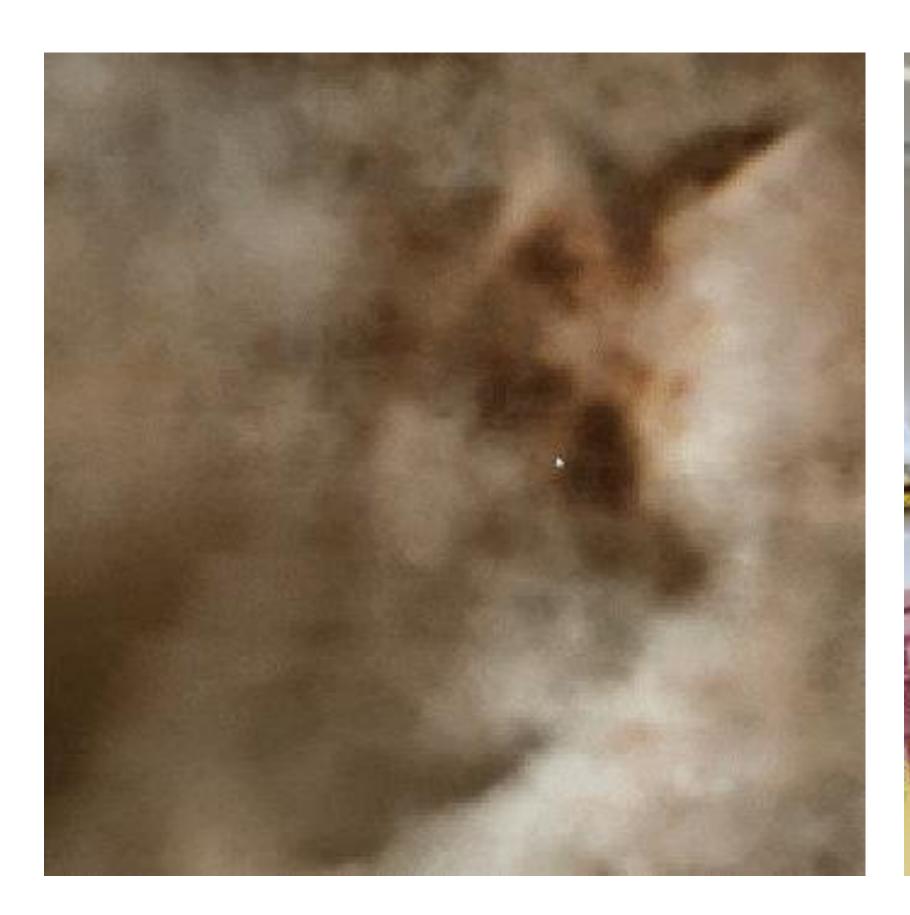
Why is viewing direction accepted as input



## 移动平台前沿技术——Instant-NGP



Instant Neural Graphics Primitives

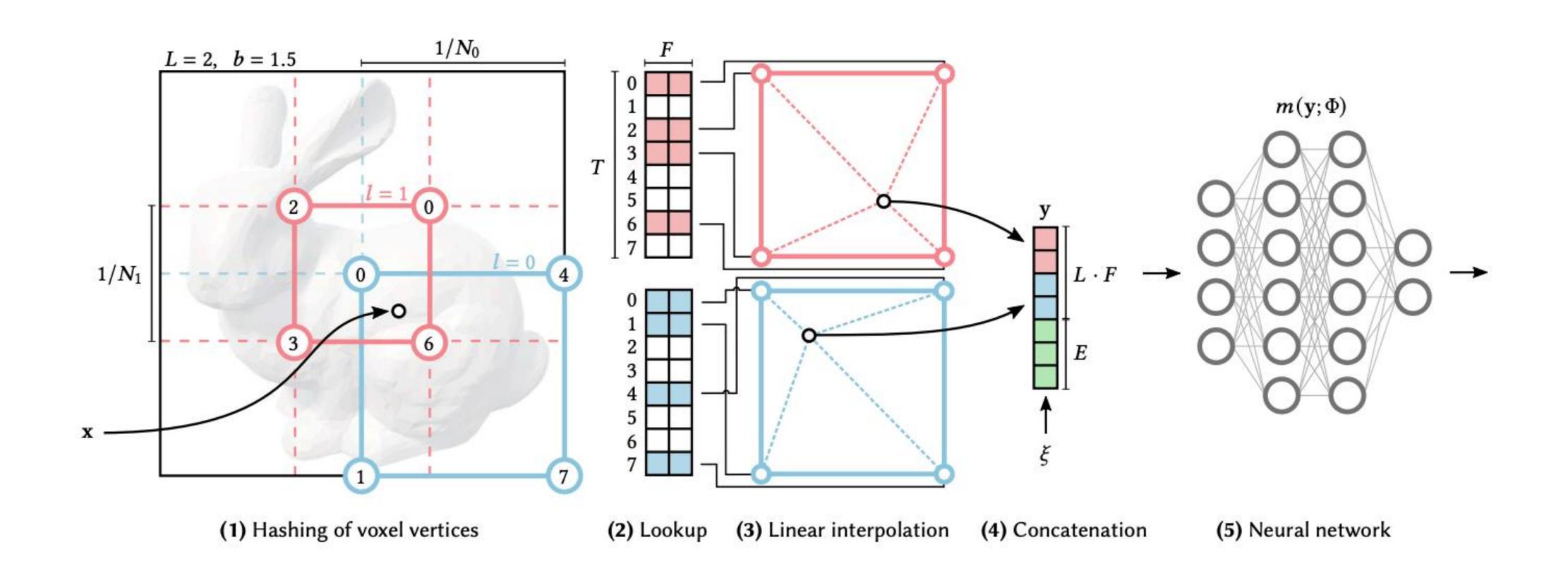




### 移动平台前沿技术——Instant-NGP



### Instant Neural Graphics Primitives

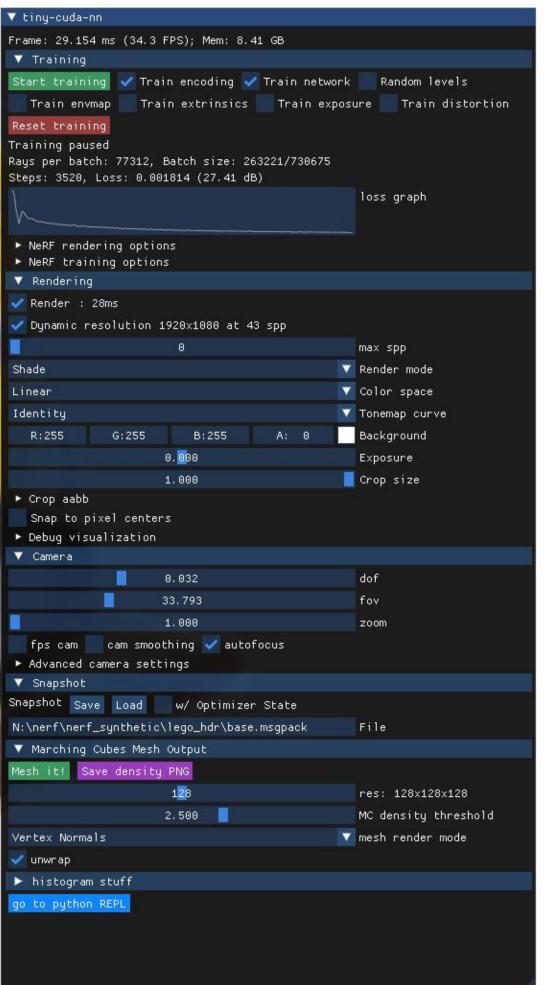


### 移动平台前沿技术——Instant-NGP



Instant Neural Graphics Primitives





# 移动平台前沿技术——City NeRF



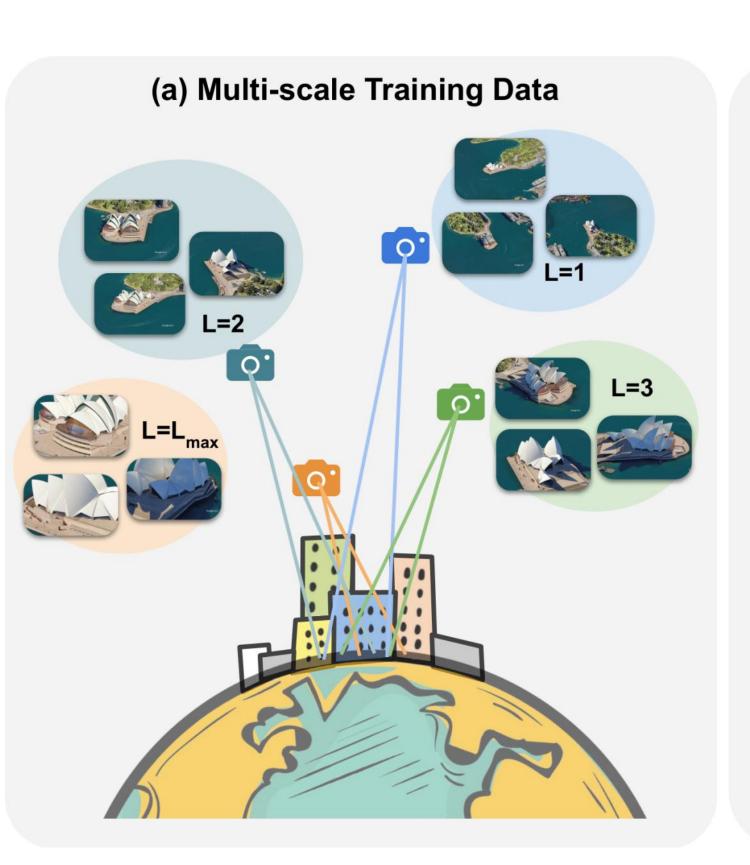
Progressive Neural Radiance Field for Extreme Multi-scale Scene Rendering

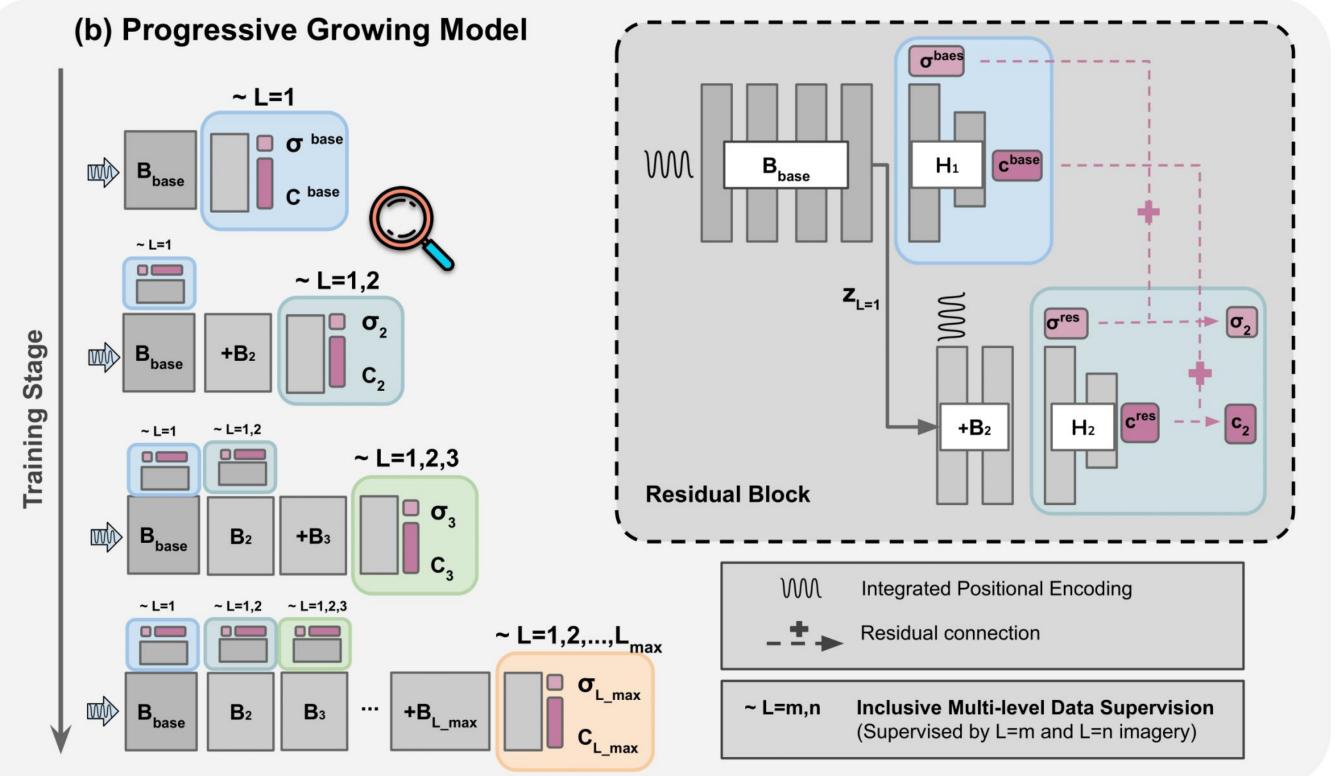


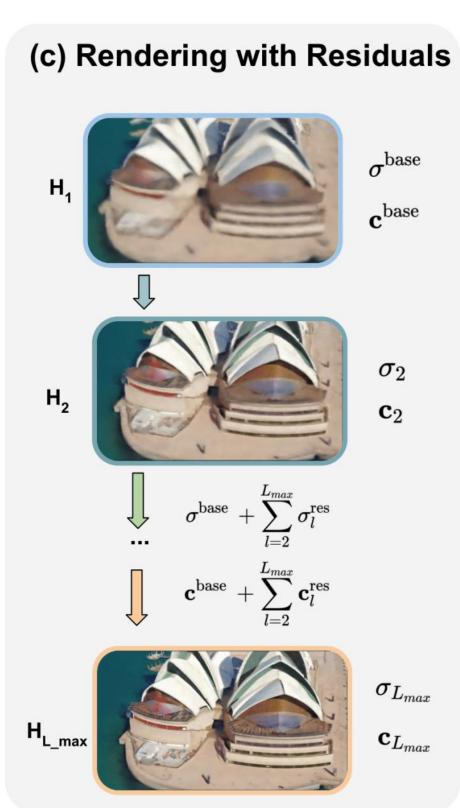
# 移动平台前沿技术——City NeRF



Progressive Neural Radiance Field for Extreme Multi-scale Scene Rendering



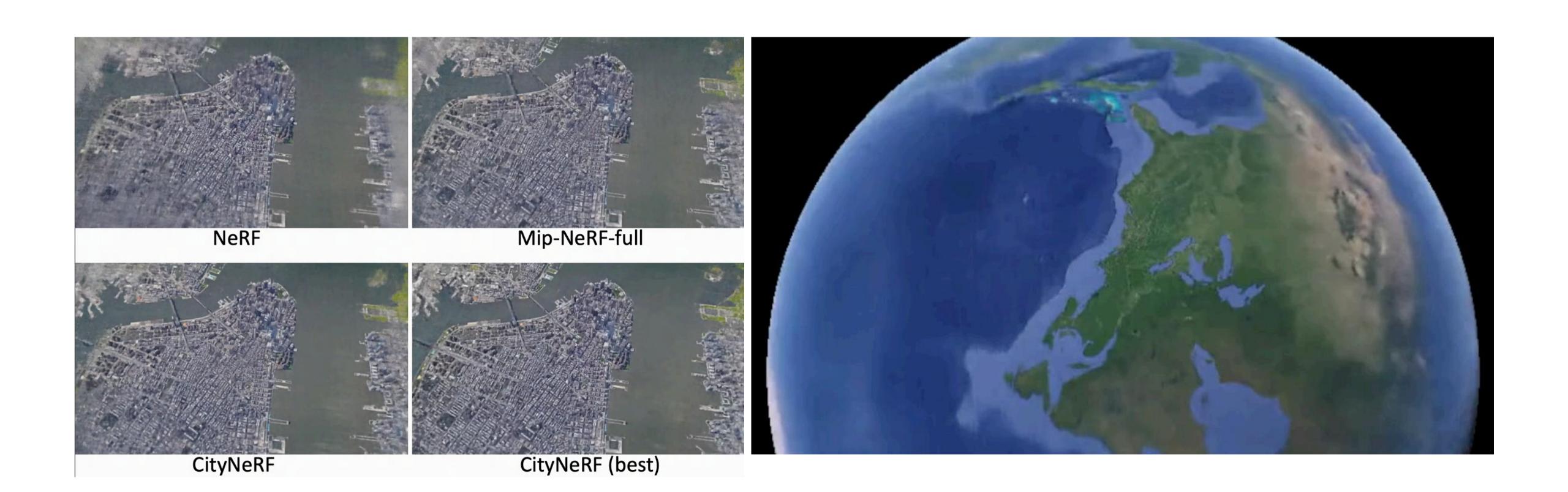




# 移动平台前沿技术——City NeRF



Progressive Neural Radiance Field for Extreme Multi-scale Scene Rendering

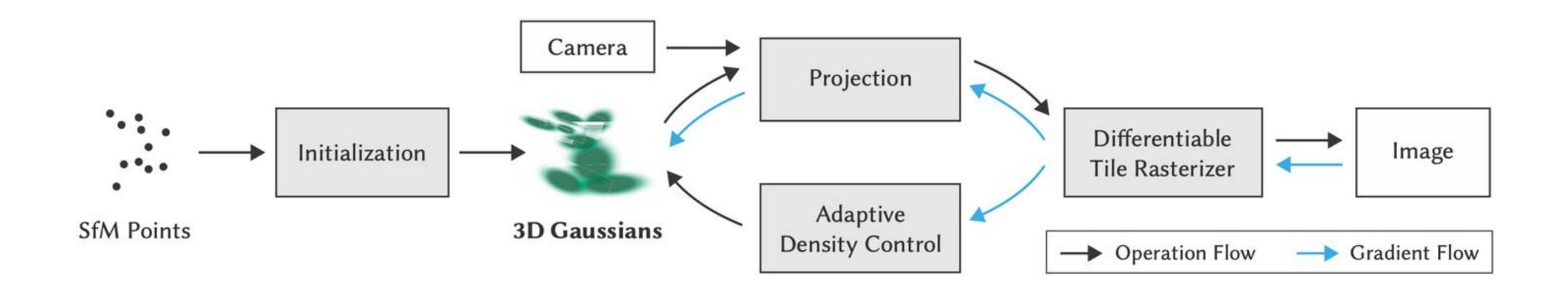


# 移动平台前沿技术——3D Gaussian Splatting 洲沙大学

3D Gaussian Splatting for Real-Time Radiance Field Rendering

### 3D Gaussian Spaltting

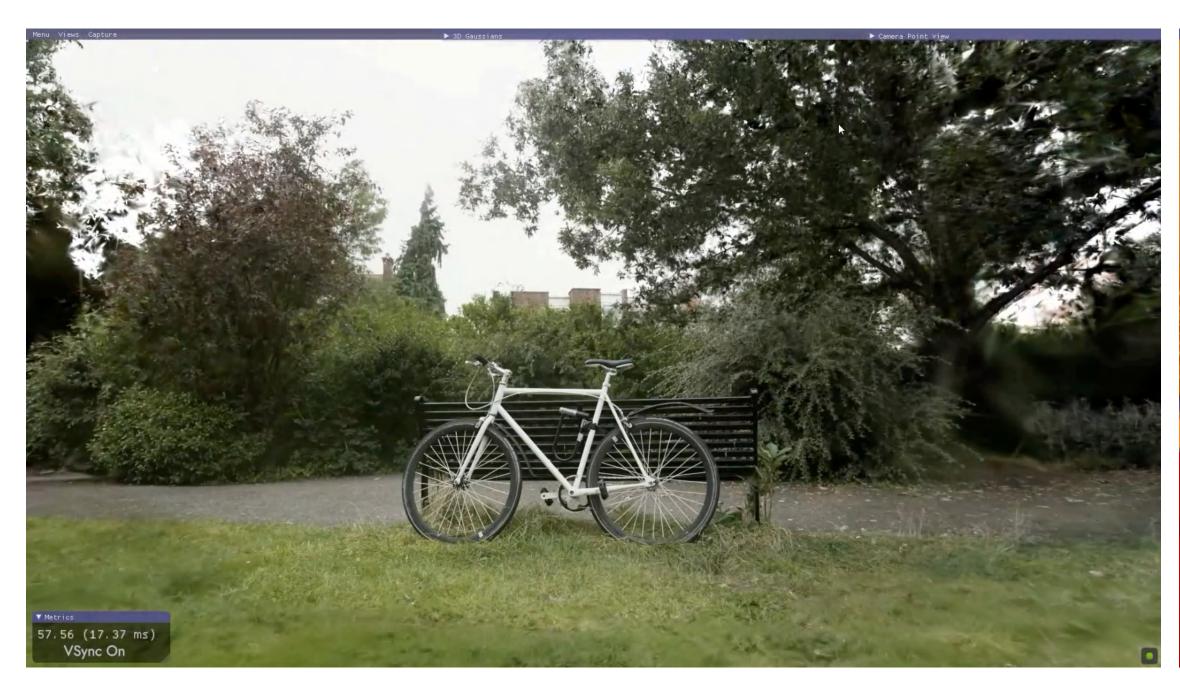
3D Gaussian Spaltting: 设计三维高斯体表达场景并加速渲染场景级别、无边界环境实现1080p实时渲染



# 移动平台前沿技术——3D Gaussian Splatting 洲沙头掌

3D Gaussian Splatting for Real-Time Radiance Field Rendering

### 3D Gaussian Spaltting

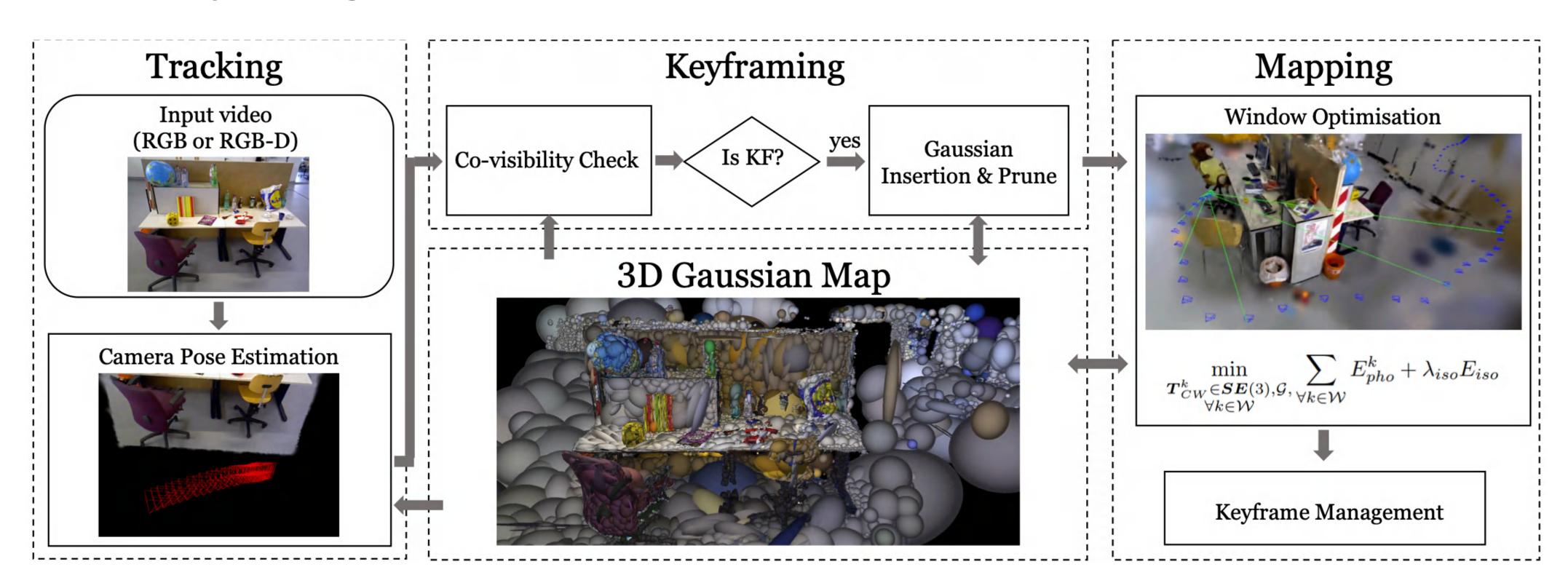




# 移动平台前沿技术——3D Gaussian Splatting 淋泡光學

3D Gaussian Splatting for Real-Time Radiance Field Rendering

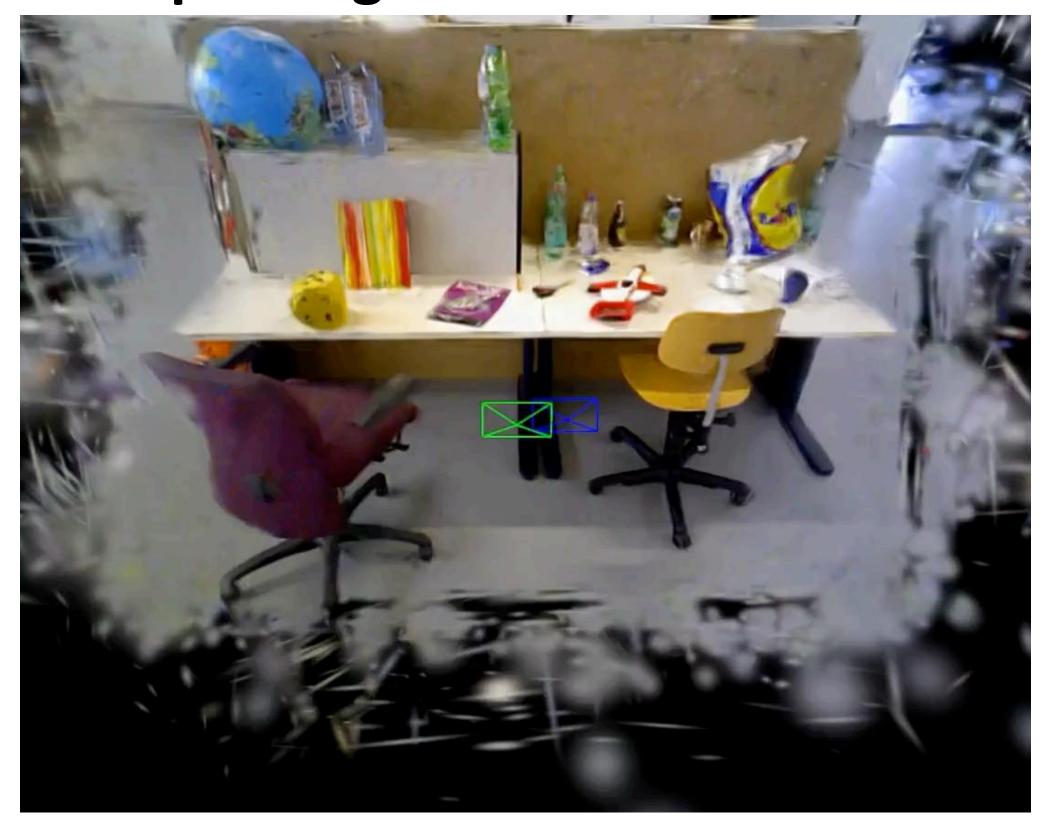
### Gaussian Splatting SLAM: 第一个将3D GS应用到增量3D重建的工作



# 移动平台前沿技术——3D Gaussian Splatting 洲沙头掌

3D Gaussian Splatting for Real-Time Radiance Field Rendering

### **Gaussian Splatting SLAM**





### 移动平台前沿技术——ORB SLAM



Real-time SLAM library for Monocular, Stereo and RGB-D cameras

ORB-SLAM 是西班牙 Zaragoza 大学的 Raúl Mur-Arta 编写的视觉 SLAM 系统。它是一个完整的 SLAM 系统,包括视觉里程计、跟踪、回环检测,是一种完全基于稀疏特征点的单目 SLAM 系统,同时还有单目、双目、RGBD相机的接口。其核心是使用 ORB (Orinted FAST and BRIEF) 作为整个视觉 SLAM 中的核心特征。

### 移动平台前沿技术——ORB SLAM



Real-time SLAM library for Monocular, Stereo and RGB-D cameras







ORB-SLAM2: an Open-Source SLAM System for Monocular, Stereo and RGB-D Cameras

Raúl Mur-Artal and Juan D. Tardós

raulmur@unizar.es

tardos@unizar.es

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### 移动平台前沿技术——VINS MONO



A Robust and Versatile Monocular Visual-Inertial State Estimator

VINS-Mono 是香港科技大学沈劭劼教授团队开源的一套单目视觉惯导 SLAM 框架。它是基于优化和滑动窗口的 VIO ,使用 IMU 预积分构建紧耦合框架,同时还有自动初始化,在线外参标定,重定位,闭环检测,以及全局位姿图优化功能。

### 移动平台前沿技术——VINS MONO



A Robust and Versatile Monocular Visual-Inertial State Estimator

### Monoculor Visual-Inertial System (VINS-Mono) Indoor and Outdoor Performance

Tong Qin, Peiliang Li, Zhenfei Yang and Shaojie Shen



HKUST Aerial Robotics Group

Open source: https://github.com/HKUST-Aerial-Robotics/VINS-Mono



Robust Visual-Inertial Odometry for Mobile Augmented Reality in Dynamic Environments

### 动态环境下鲁棒的移动端视觉惯性里程计 RD-VIO

#### 目标:

。能够处理各种极端挑战环境(纯旋转,动态场景)的移动端视觉惯性里程计

#### 期望的里程计:

- o 鲁棒处理纯旋转运动
- 。借助IMU来处理动态场景下的特征跟踪匹配问题
- o 移动端上能够实时运行

#### 主要难点:

- 。 纯旋转这种退化运动下视觉测量不可用
- 。 动态场景下的特征跟踪无法满足几何约束
- 。 移动端计算资源受限





移动AR应用



高度复杂场景的挑战(退化运动、动态干扰等)



Robust Visual-Inertial Odometry for Mobile Augmented Reality in Dynamic Environments

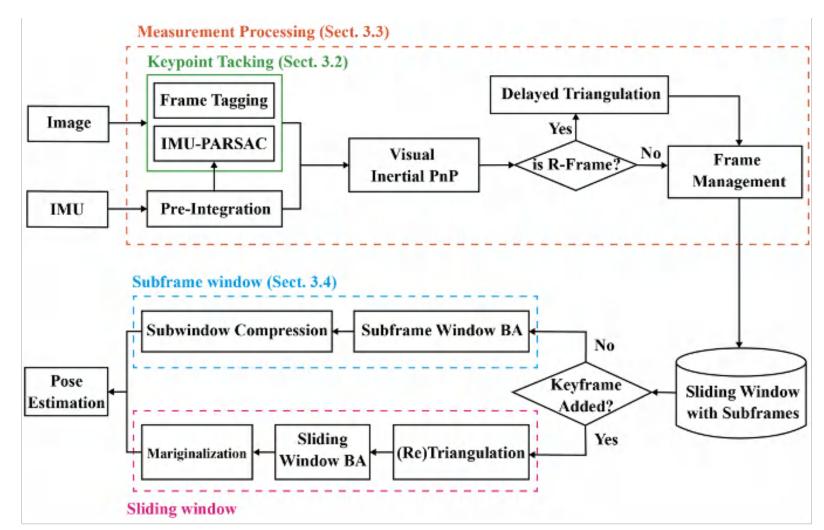
### 动态环境下鲁棒的移动端视觉惯性里程计 RD-VIO

#### 所提出的方法:

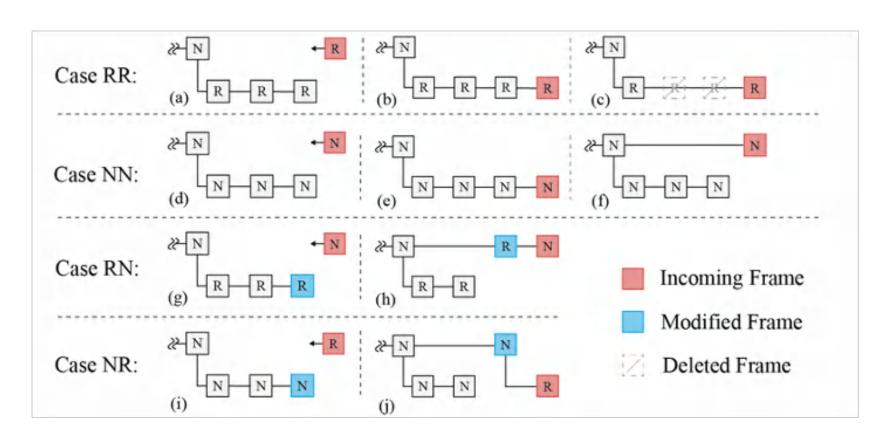
- o 带有子帧窗口的滑窗优化策略
- o 引入了IMU运动先验信息,并通过自适应的IMU-PARSAC(IMU-Prior-based Adaptive RanSAC)算法来优化动态物体的剔除过程

#### 主要优势:

- 。 将旋转帧的优化融合到滑窗策略中,能够实现相机纯旋转运动 下的准确位姿估计
- 。利用IMU短时间内的可靠估计,辅助场景中的动态区域特征点的筛选和剔除



RD-VIO系统框图

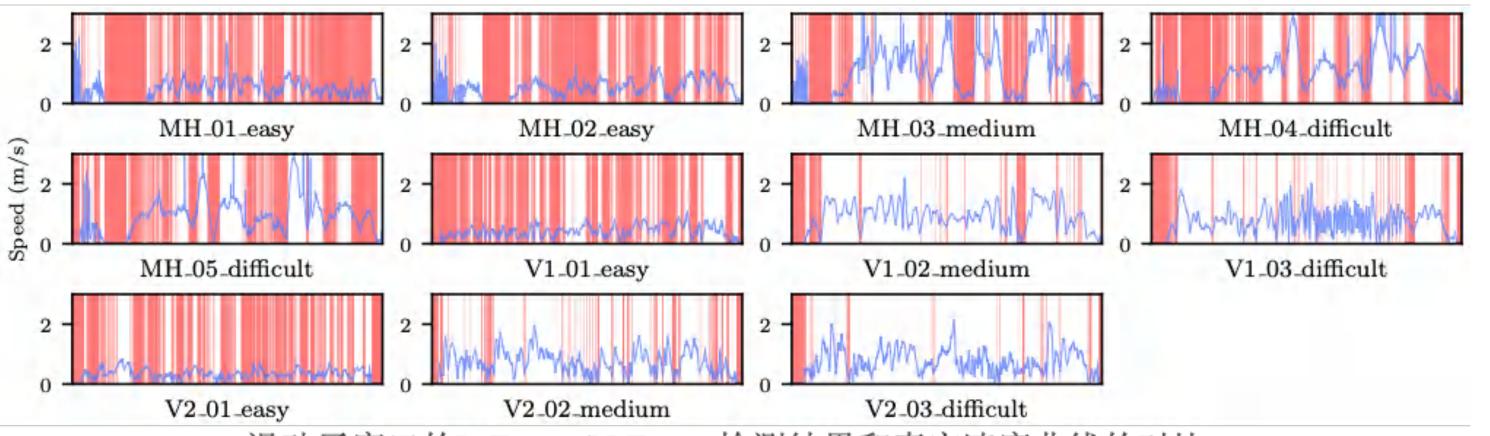


子帧窗口的滑窗优化策略

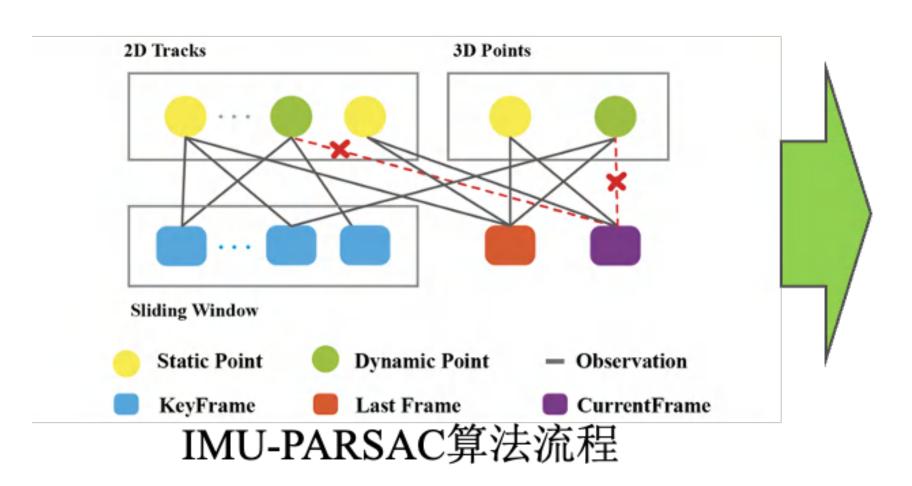


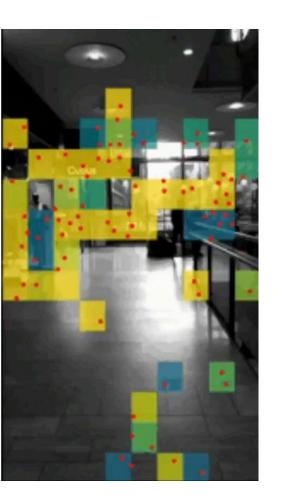
Robust Visual-Inertial Odometry for Mobile Augmented Reality in Dynamic Environments

### 动态环境下鲁棒的移动端视觉惯性里程计 RD-VIO



滑动子窗口的R-Frame/N-Frame检测结果和真实速度曲线的对比



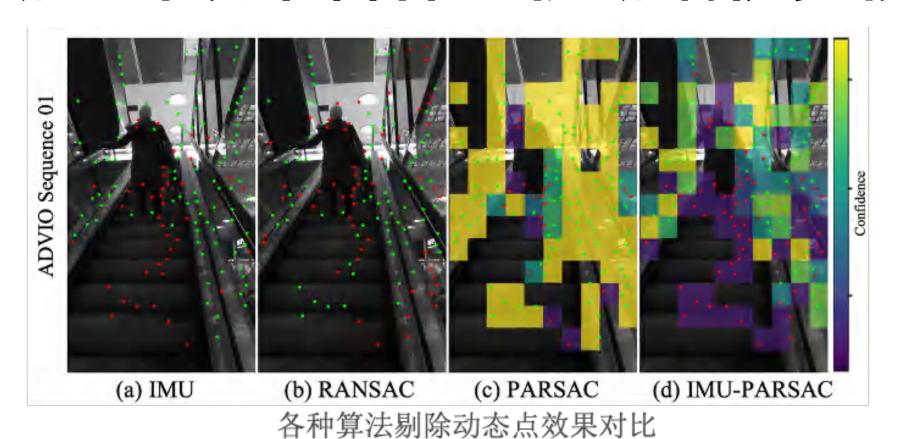


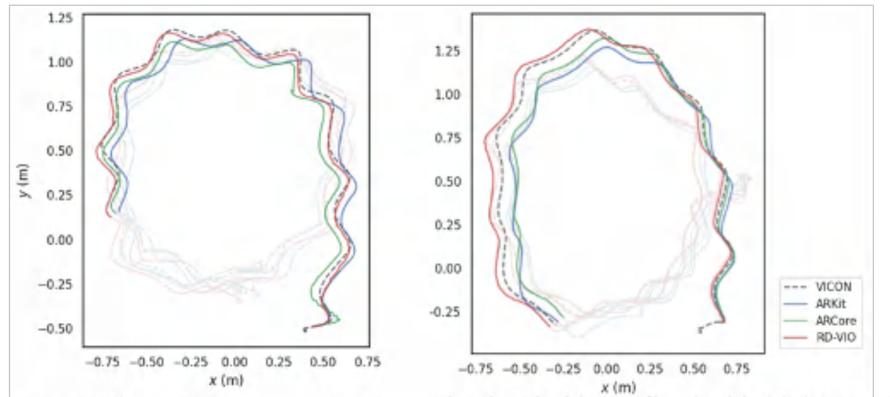
移动平台软件创新设计与前沿技术



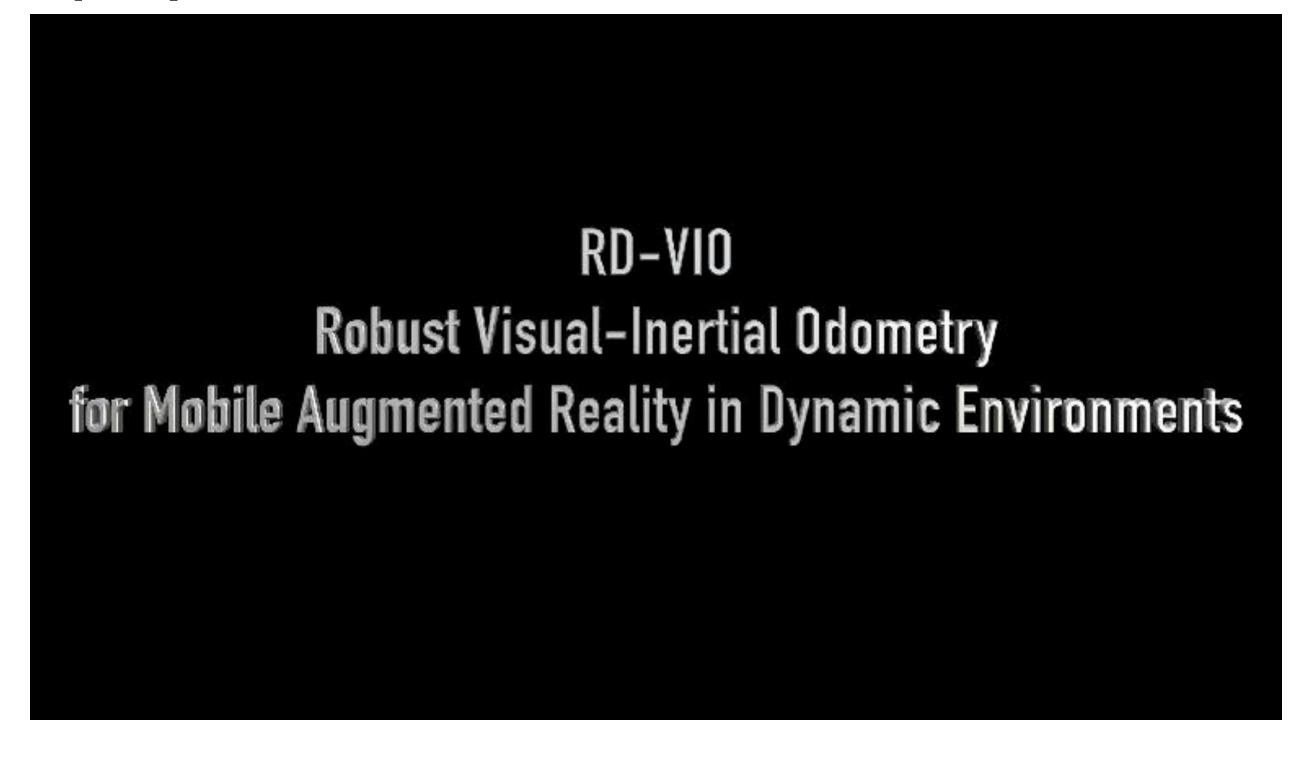
Robust Visual-Inertial Odometry for Mobile Augmented Reality in Dynamic Environments

### 动态环境下鲁棒的移动端视觉惯性里程计 RD-VIO





RD-VIO和ARKit、ARCore在自建数据集上的轨迹对比



- 。 能够利用子帧优化策略高效处理退化运动
- 。 能够实现动态区域中特征点的可靠筛选剔除
- 同现有方法对比,RD-VIO能够在高度复杂的场景下取得更好的结果

# 移动平台前沿技术——VGGT



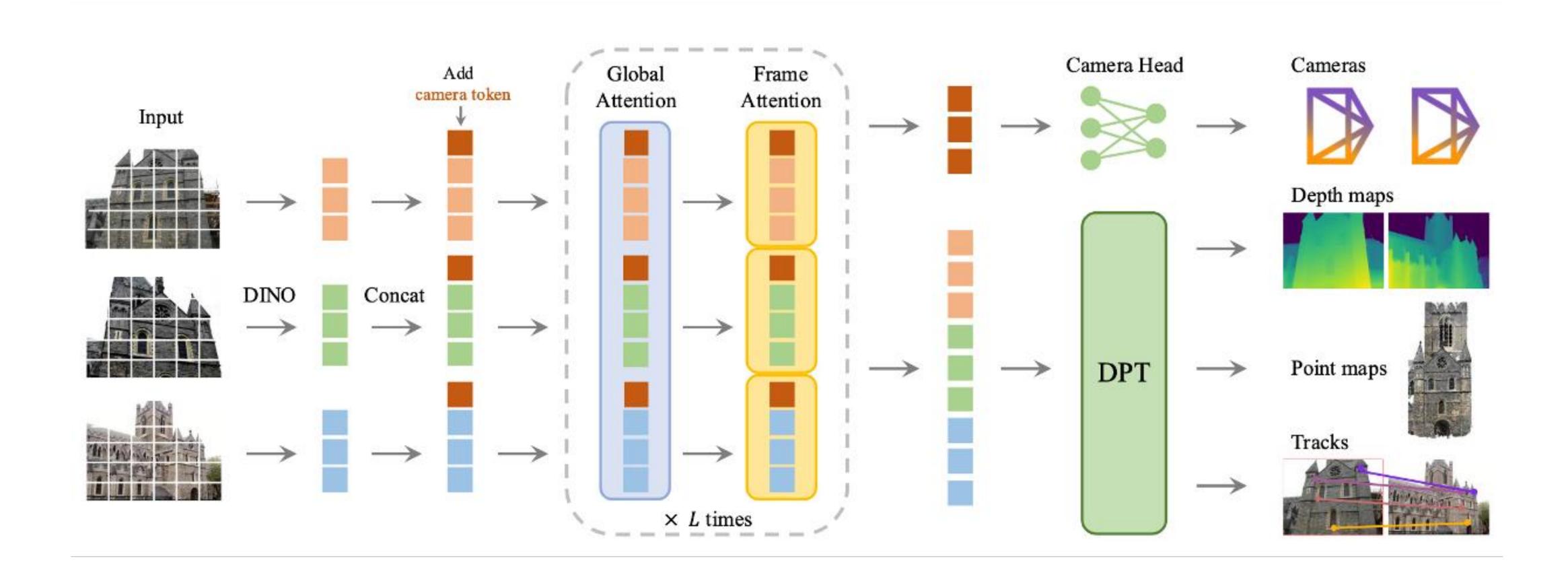
VGGT: Visual Geometry Grounded Transformer, CVPR 2025



### 移动平台前沿技术——VGGT



VGGT: Visual Geometry Grounded Transformer, CVPR 2025



移动平台软件创新设计与前沿技术

### 移动平台前沿技术——VGGT



VGGT: Visual Geometry Grounded Transformer, CVPR 2025

64 Views

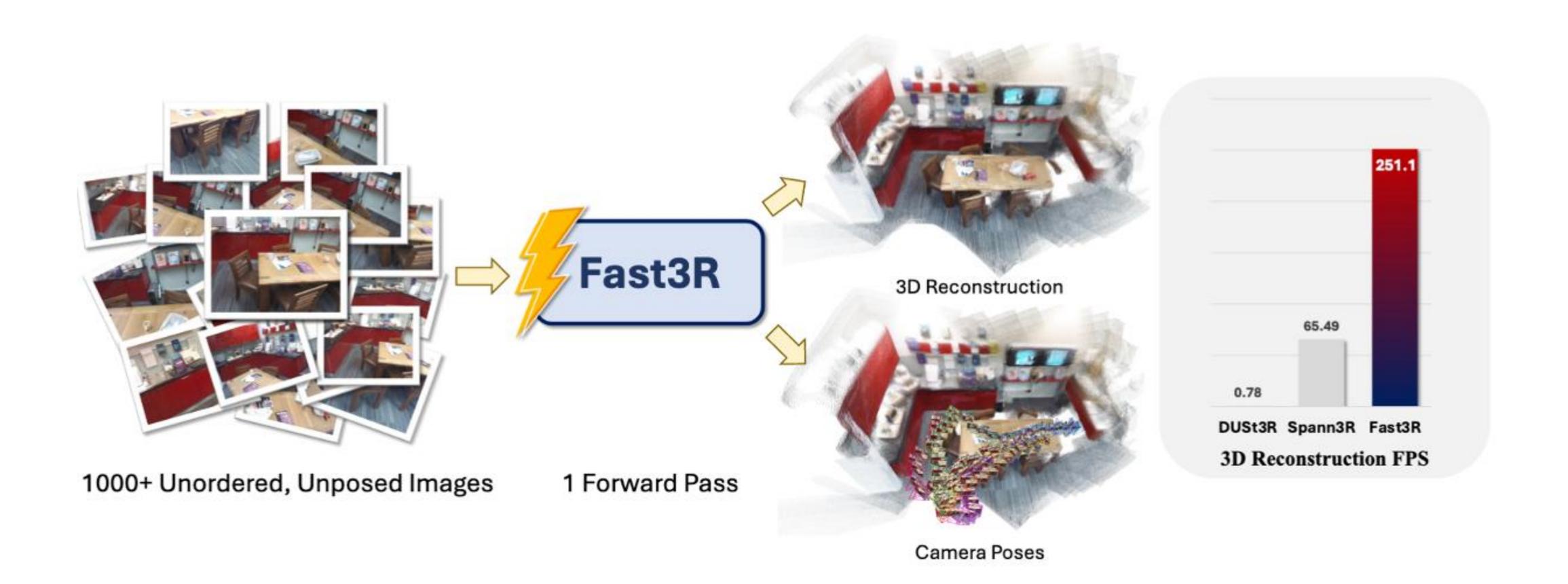


移动平台软件创新设计与前沿技术

### 移动平台前沿技术——Fast3R



Fast3R: Towards 3D Reconstruction of 1000+ Images in One Forward Pass, CVPR 2025



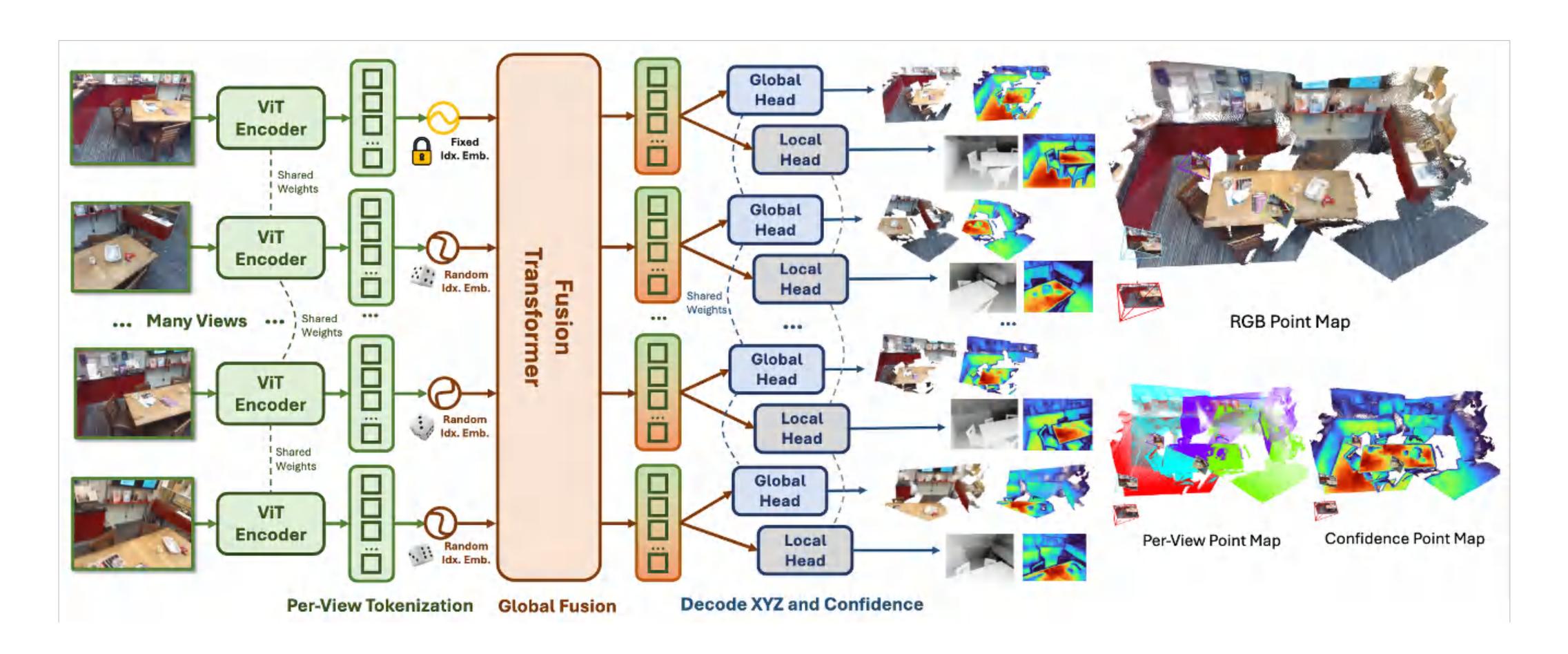
移动平台软件创新设计与前沿技术

参考资料: https://fast3r-3d.github.io/

### 移动平台前沿技术——Fast3R



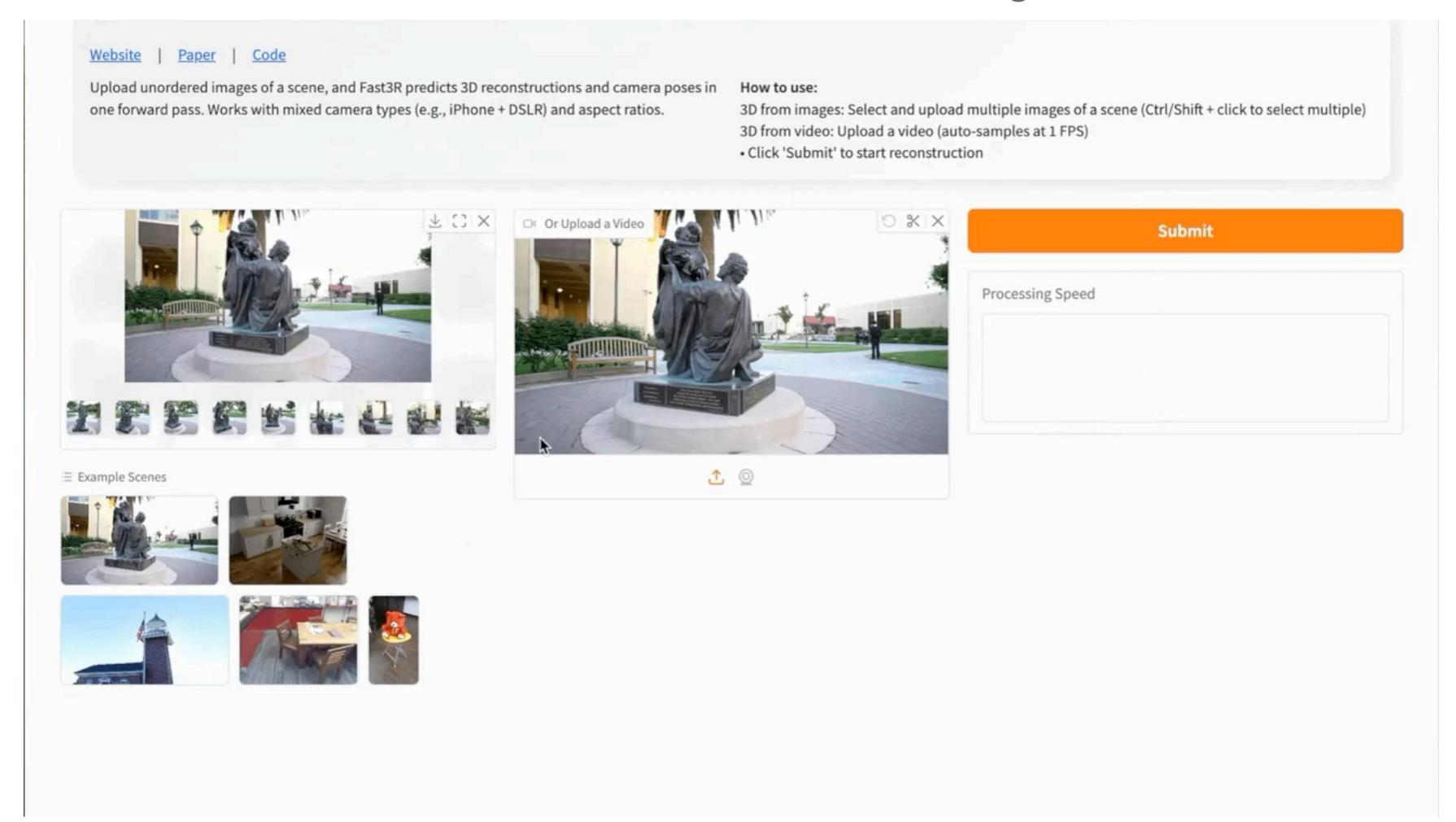
Fast3R: Towards 3D Reconstruction of 1000+ Images in One Forward Pass, CVPR 2025



### 移动平台前沿技术——Fast3R

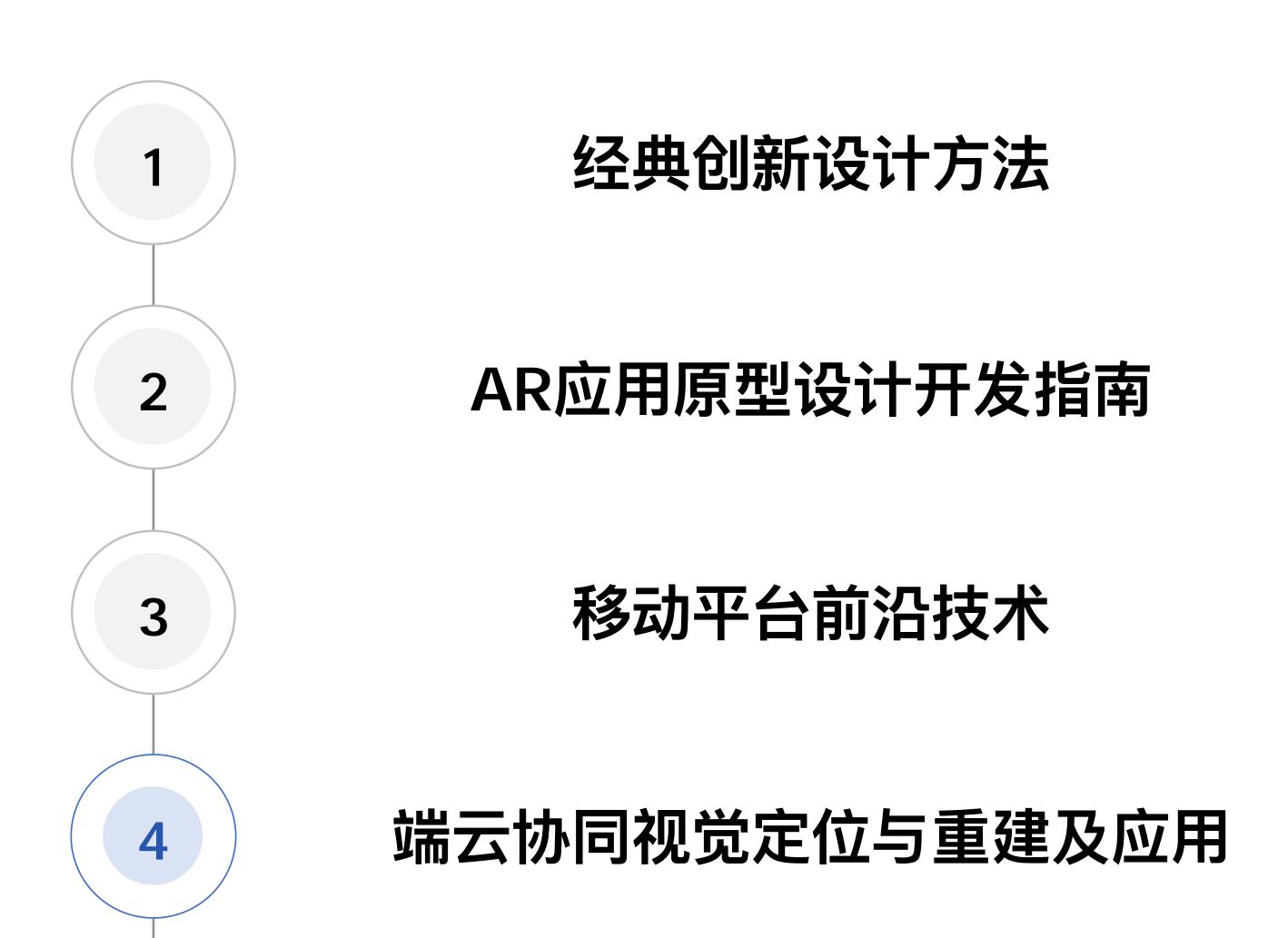


Fast3R: Towards 3D Reconstruction of 1000+ Images in One Forward Pass, CVPR 2025



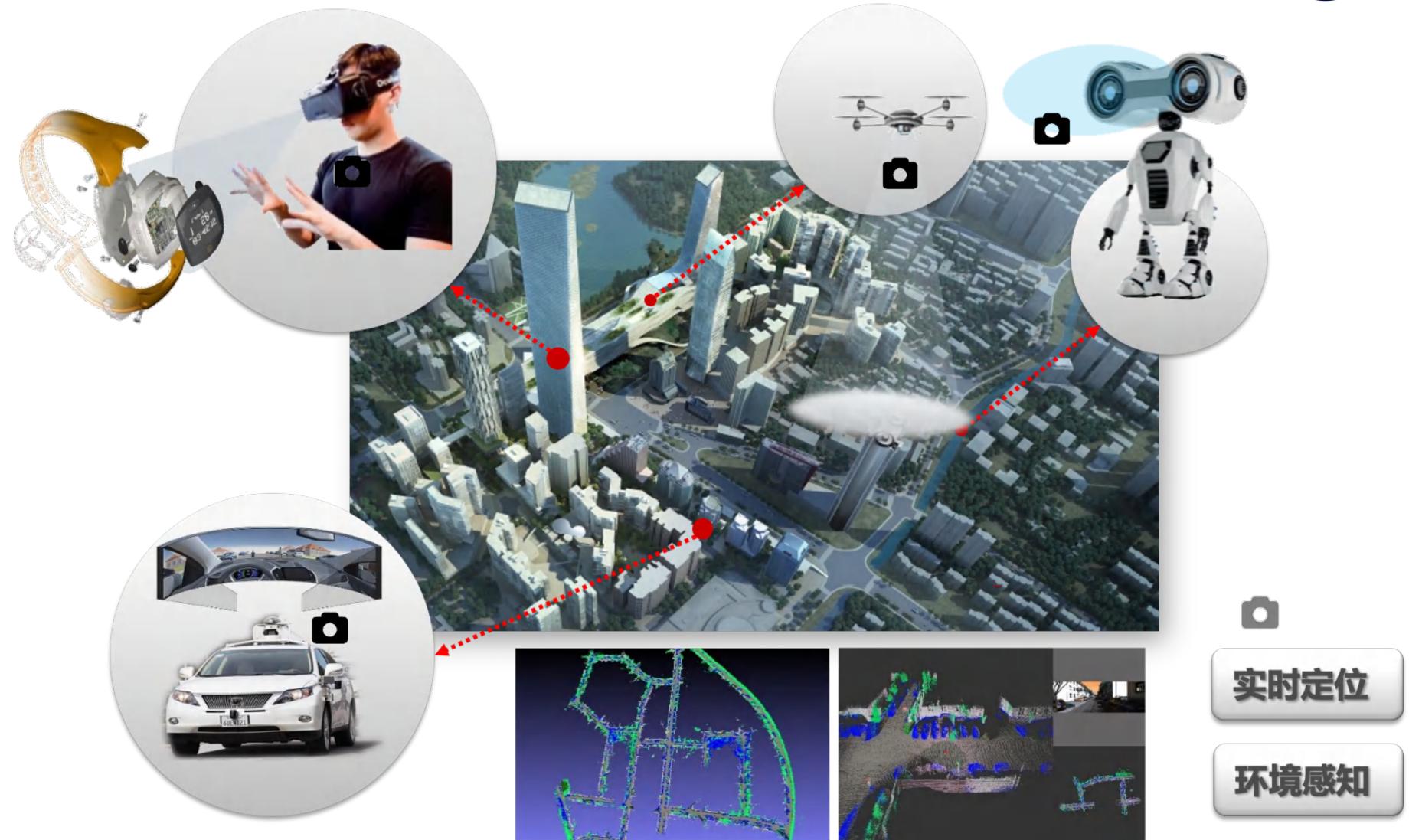
移动平台软件创新设计与前沿技术





## 端云协同视觉定位与重建及应用





### 端云协同视觉定位与重建及应用



### SLAM: 同步定位与地图构建

#### 机器人和计算机视觉领域的基本问题

在未知环境中定位自身方位并同时构建环境三维地图

#### 广泛的应用

增强现实、虚拟现实机器人、无人驾驶











### 视觉SLAM技术

#### 主要传感器

- ■单目摄像头
- ■双目摄像头
- ■多目摄像头

#### 其它辅助传感器

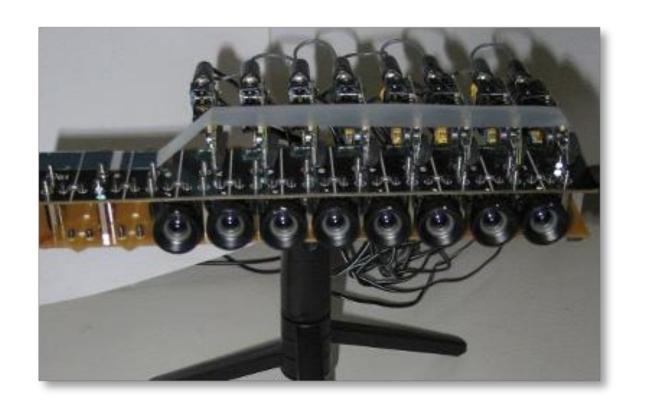
- ■廉价IMU、GPS
- ■深度摄像头

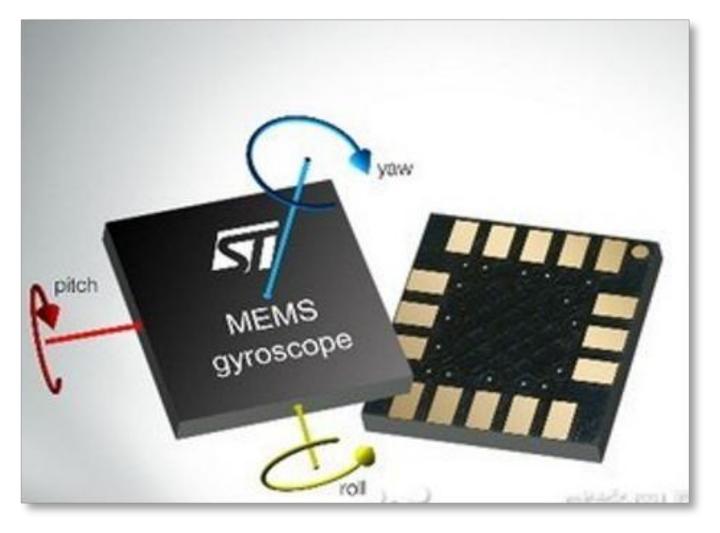
#### 优势

- ■硬件成本低廉
- ■小范围内定位精度较高
- ■无需预先布置场景













### 视觉SLAM的关键挑战

#### 挑战一

#### 精度和稳定性

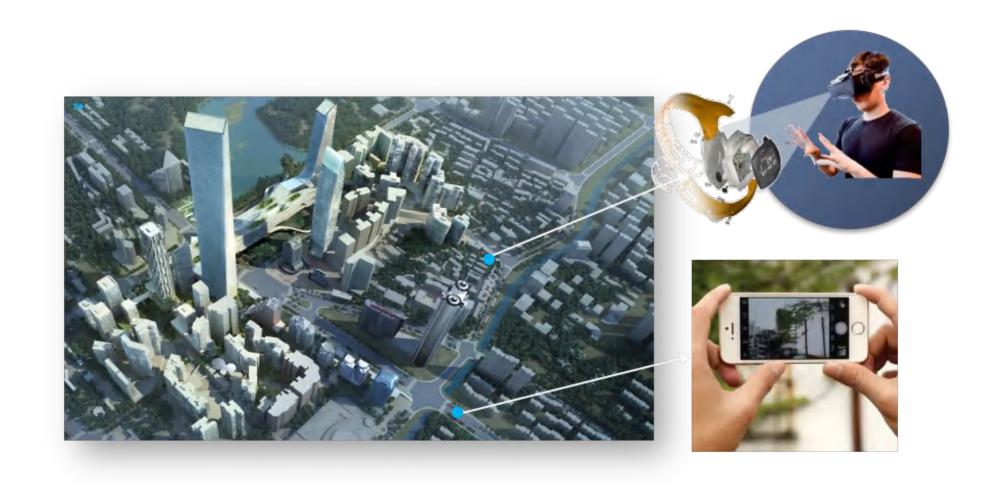
- ●动态变化、快速运动
- ●弱纹理、重复纹理
- ●优化计算不稳定



#### 挑战二

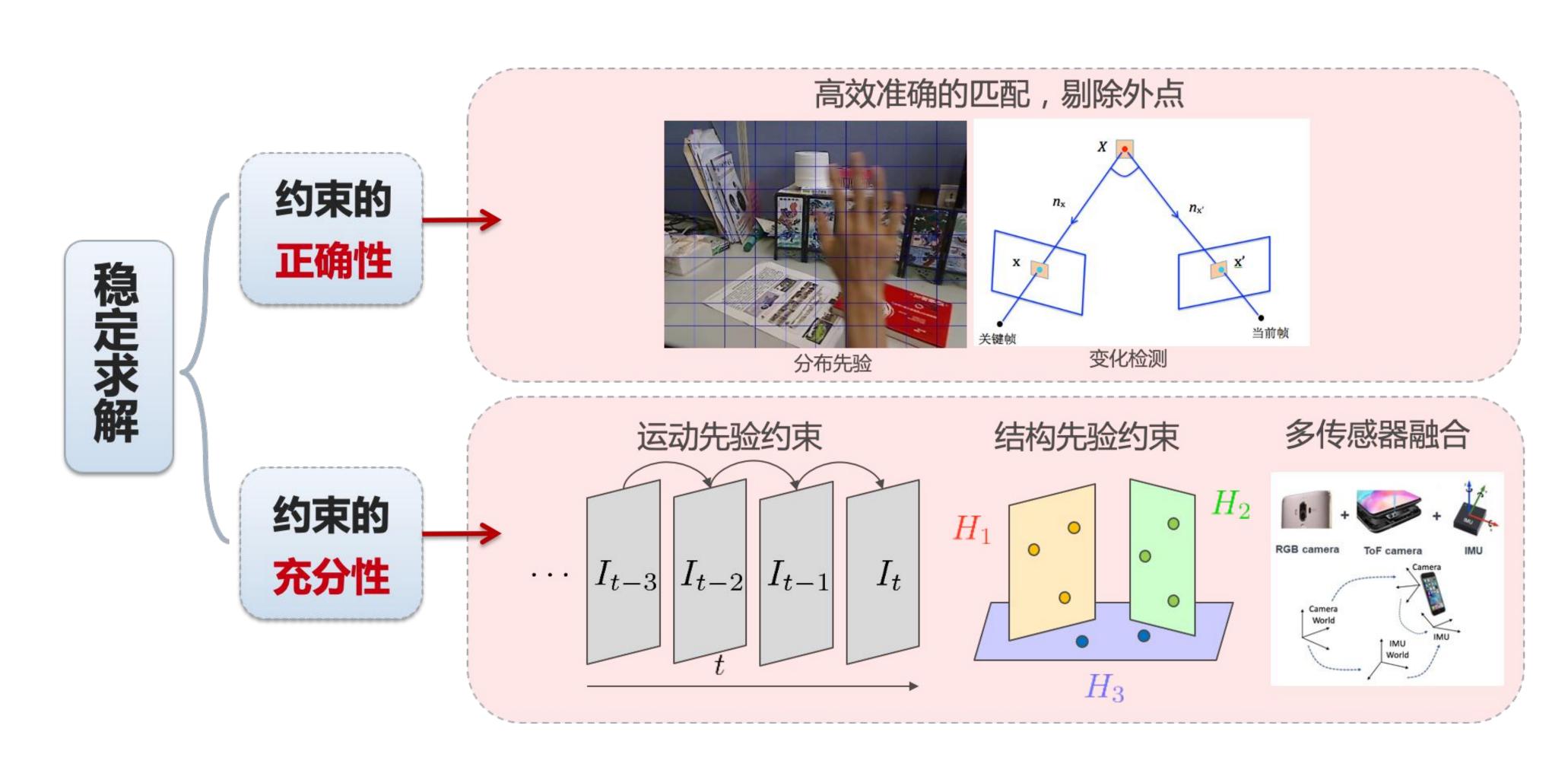
#### 实时性

- ●场景规模大
- ●计算维度高
- ●低功耗设备计算能力有限



# THE JIANG UNIVERSITY

### 如何提升稳定性?



# THE JIANG UNIVERSITY

### 惯性神经网络辅助下的视觉惯性里程计

### 目标

•实现能在极端挑战场景中鲁棒跟踪的视觉惯性里程计

### 期望的里程计

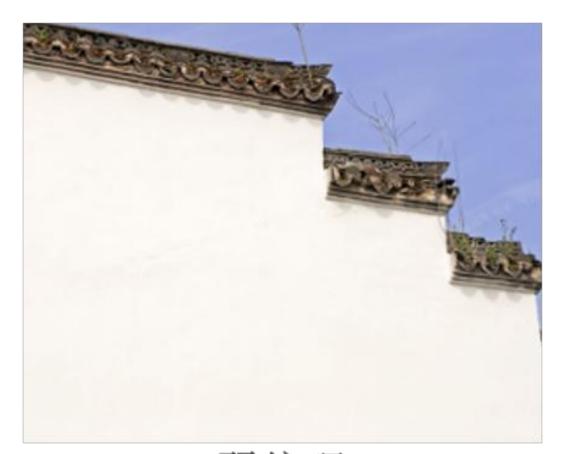
- •降低对视觉依赖
- •纯IMU下能维持长时间稳定跟踪

### 主要难点

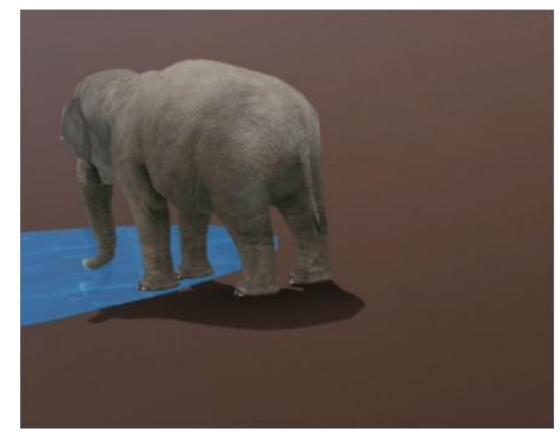
- ●极端环境下视觉信息几乎不可用
- •IMU噪声复杂,累积误差随时间快速增长



快速运动



弱纹理



相机遮挡



远景



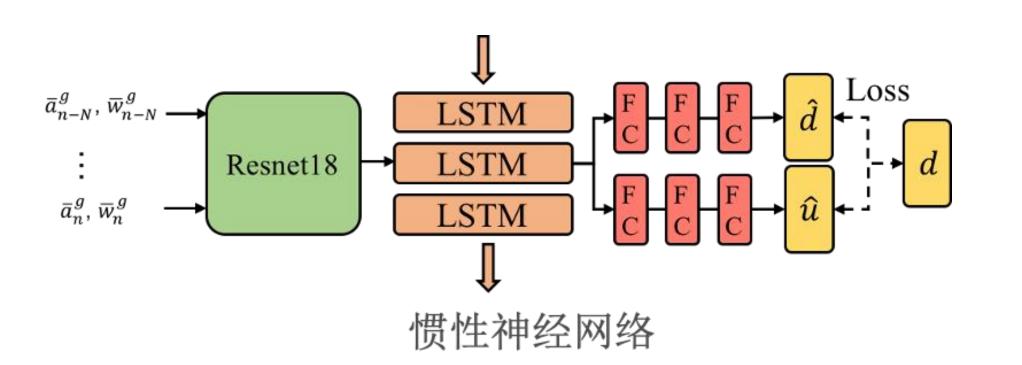
### 惯性神经网络辅助下的视觉惯性里程计

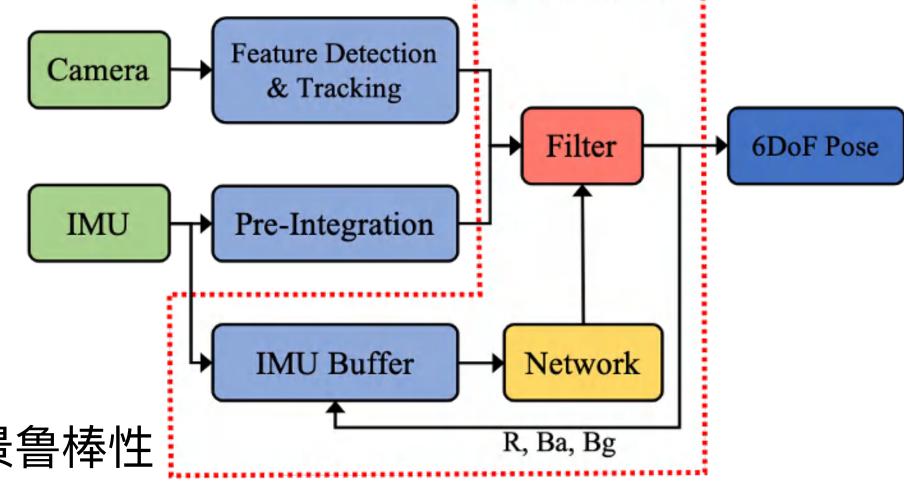
#### 所提出的方法

- •用惯性神经网络学习时序下人体运动的规律
- •紧耦合视觉、IMU和惯性神经网络测量实现鲁棒的视觉惯性里程计

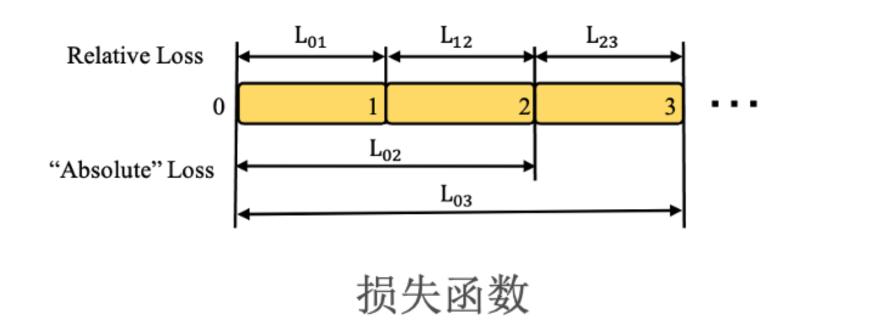
### 主要优势

- •降低系统对视觉依赖,纯IMU也可以长时间进行鲁棒跟踪,提升极端场景鲁棒性
- •紧耦合视觉信息,正常场景下维持高精度跟踪





RNIN-VIO系统框架



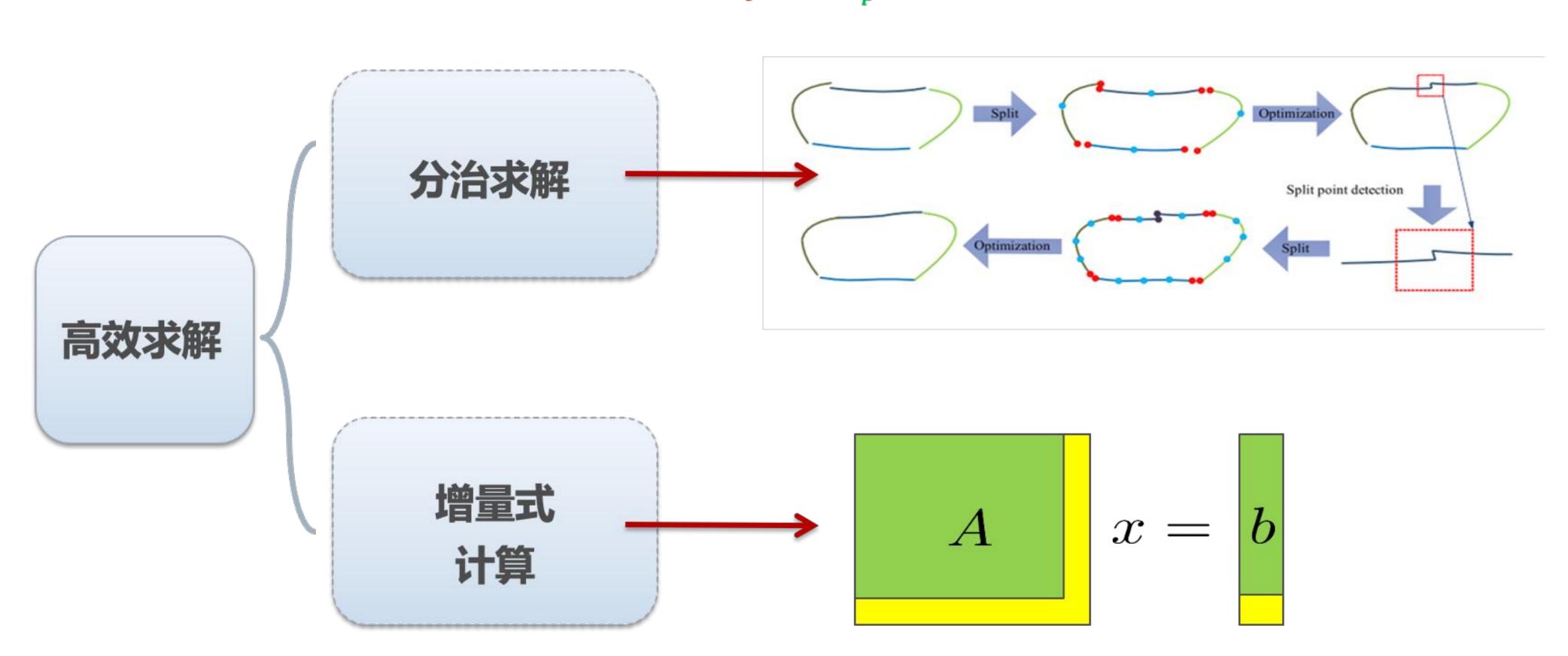
RNIN-VIO: Robust Neural Inertial Navigation Aided Visual-Inertial Odometry in Challenging Scenes. ISMAR 2021.



## 集束调整(Bundle Adjustment)

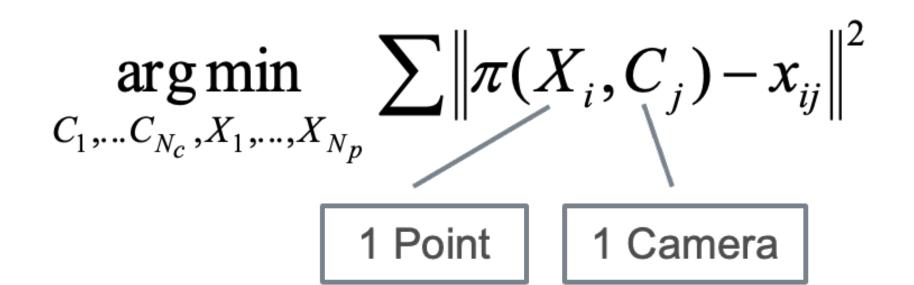
联合优化相机参数和三维点

$$\underset{C_{1},...C_{N_{c}},X_{1},...,X_{N_{p}}}{\operatorname{argmin}} \sum \|\pi(C_{i},X_{j}) - x_{ij}\|^{2}$$





### 集束调整 (Bundle Adjustment)



$$\begin{pmatrix} U & W \\ W^T & V \end{pmatrix} \begin{pmatrix} \delta_C \\ \delta_X \end{pmatrix} = -\begin{pmatrix} u \\ v \end{pmatrix}$$

$$\begin{pmatrix}
U - WV^{-1}W^T & 0 \\
W^T & V
\end{pmatrix}
\begin{pmatrix}
\delta_C \\
\delta_X
\end{pmatrix} = -\begin{pmatrix}
u - WV^{-1}v \\
v
\end{pmatrix}$$

$$S = U - WV^{-1}W^{T}$$

$$S\delta_C = -(u - WV^{-1}v)$$

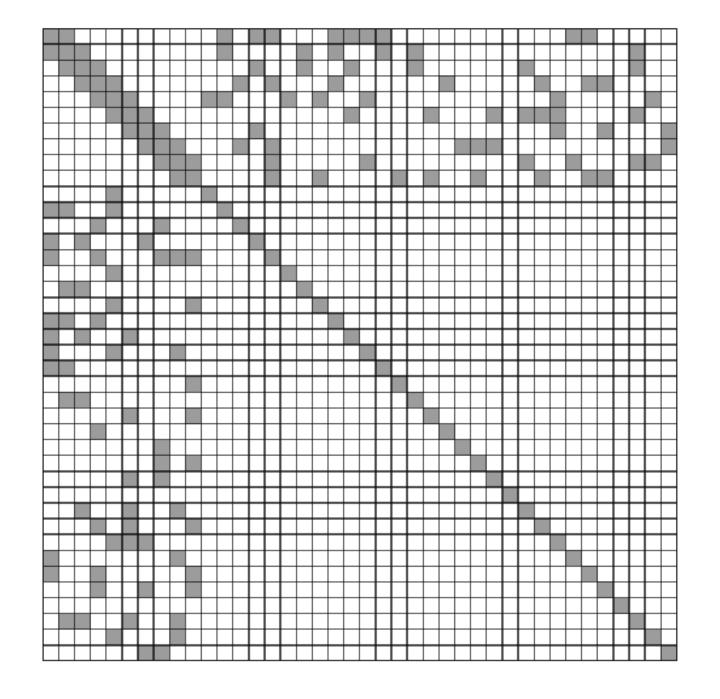
$$V\boldsymbol{\delta}_X = -\boldsymbol{v} - \boldsymbol{W}^T\boldsymbol{\delta}_C$$

**Schur Complement** 

Compute cameras first (# cameras << # points)

back substitution for points

#### Sparsity patten of Hessian



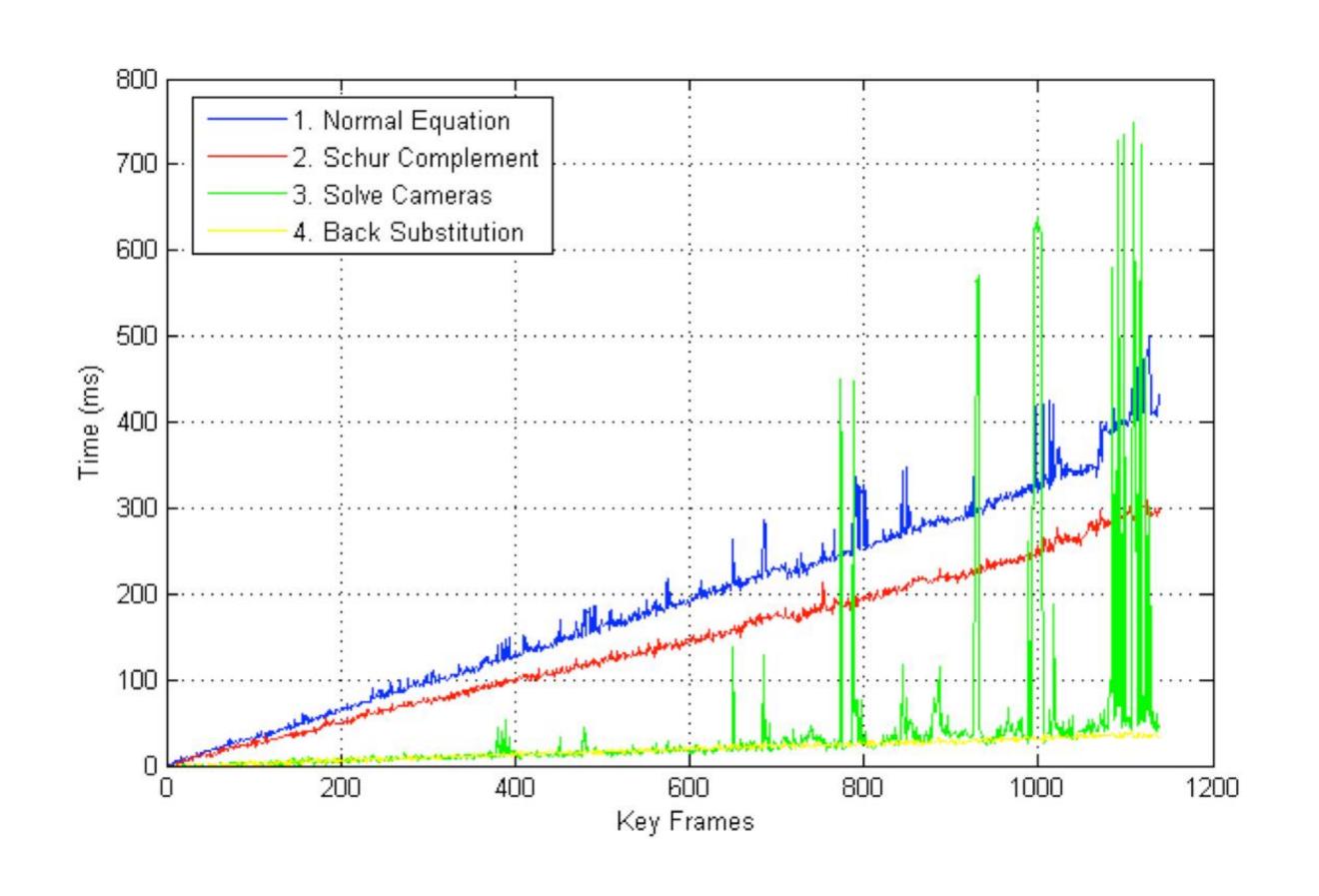


## 集束调整 (Bundle Adjustment)

•计算复杂度随着帧数急剧增长

### 每次迭代的四个步骤

- 1. Normal equation
- 2. Schur complement
- 3. Solve cameras
- 4. Solve points by back substitution





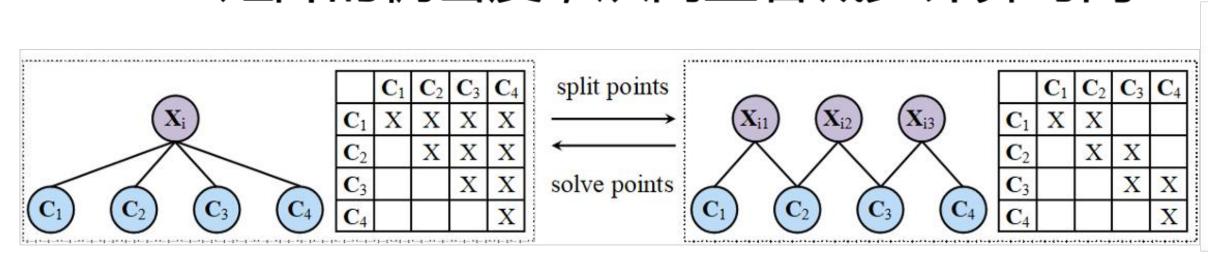
### 增量集束调整

## • 大部分相机和三维点在优化之后不变

- 大部分的投影方程几乎不变
- 每次迭代不需要重新计算

### • 关键思路

- 增量更新和求解: 尽可能利用之前的计算 结果来加速,仅重新计算新加入或更新的 变量对应的矩阵元素;
- 将长特征轨迹分裂成短轨迹,降低苏尔补 矩阵的稠密度,从而显著减少计算时间



$$\underset{C_1,...C_{N_c},X_1,...,X_{N_p}}{\arg\min} \sum_{j} \|\pi(X_i,C_j) - x_{ij}\|^2$$

$$\begin{pmatrix} U & W \\ W^T & V \end{pmatrix} \begin{pmatrix} \delta_C \\ \delta_X \end{pmatrix} = - \begin{pmatrix} u \\ v \end{pmatrix}$$

$$\begin{pmatrix}
U - WV^{-1}W^T & 0 \\
W^T & V
\end{pmatrix}
\begin{pmatrix}
\delta_C \\
\delta_X
\end{pmatrix} = -\begin{pmatrix}
u - WV^{-1}v \\
v
\end{pmatrix}$$

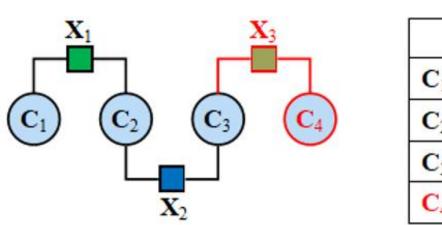
$$S = U - WV^{-1}W^{T}$$

**Schur Complement** 

$$S\delta_C = -(u - WV^{-1}v)$$

Compute cameras first (# cameras << # points)

$$V\delta_X = -v - W^T \delta_C$$



	$\mathbf{C}_1$	<b>C</b> <sub>2</sub>	<b>C</b> <sub>3</sub>	$\mathbf{C}_4$
$\mathbf{C}_1$		-		
$\mathbf{C}_2$			<b>■</b> +( <b>■</b> )	
<b>C</b> <sub>3</sub>			<b>■</b> +( <b>■</b> )	<b>(  </b> )
<b>C</b> <sub>4</sub>				<b>(</b>

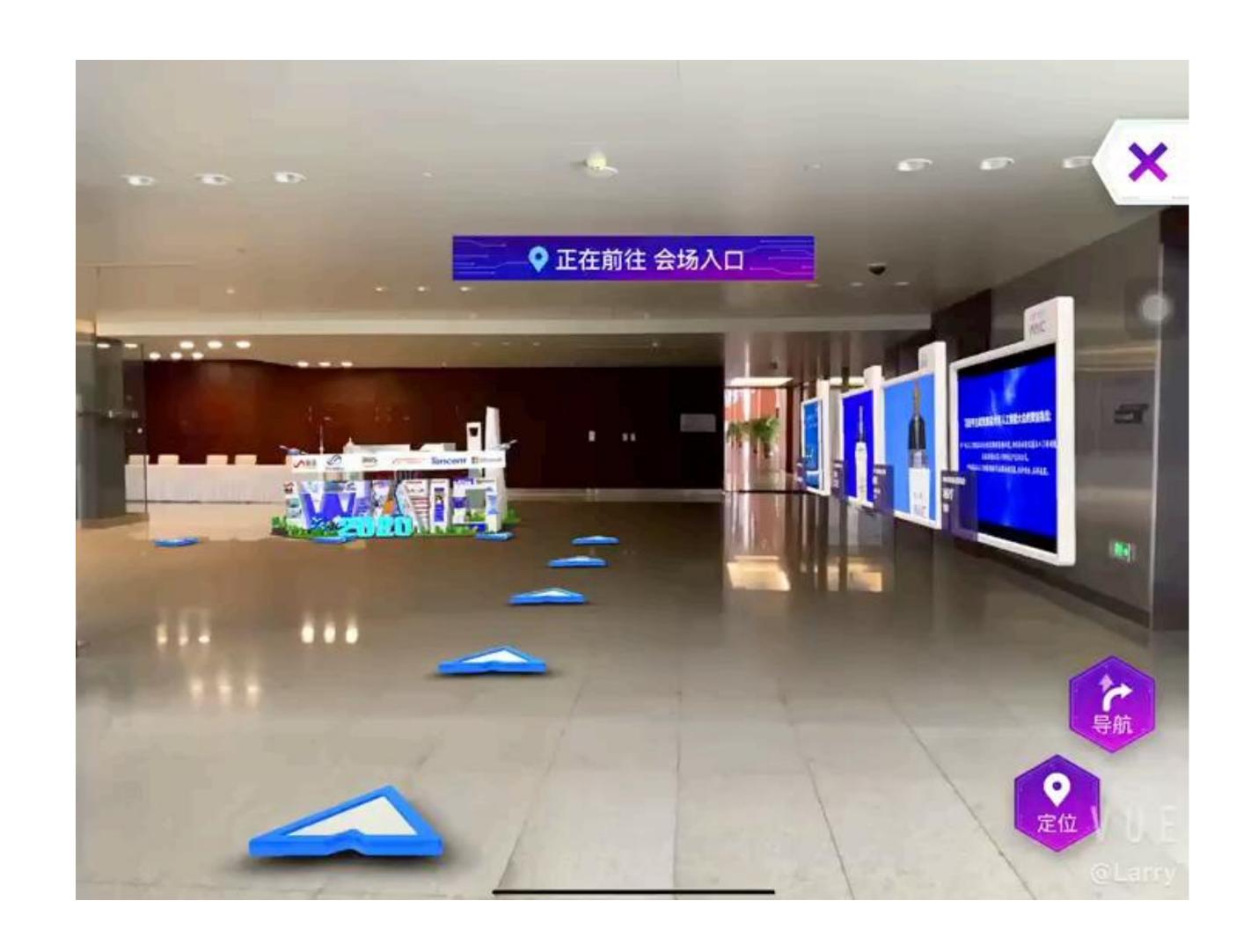
仅重新计算新加入或更新的变量对应的矩阵元素



### 端-云协同突破计算和存储空间瓶颈







# THE JIANG UNIVERSITY

### 视觉定位与AR导航



自由视角浏览

恢复三维结构



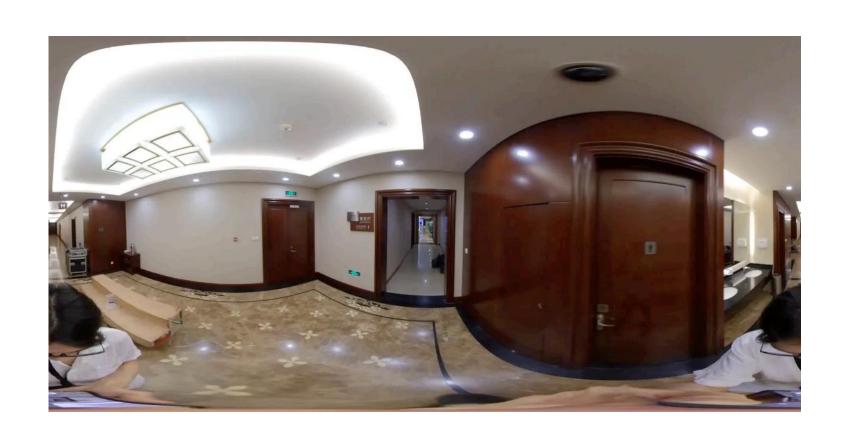
### 稀疏地图重建

#### 挑战

- ●大量弱纹理区域
- ●存在视觉歧义
- ●场景规模大

#### 关键思路

- ●使用全景或相机阵列
- ●关键帧和特征轨迹筛选
- ●SLAM与SfM结合
- ●室外借助GPS、RTK等先验
- ●大场景采用分而治之的求解策略













移动平台软件创新设计与前沿技术



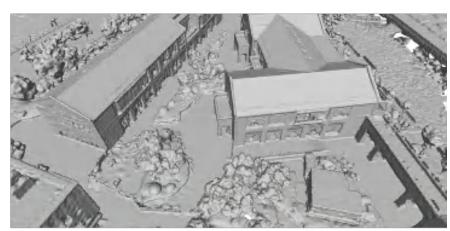
### 稠密地图重建

#### 挑战

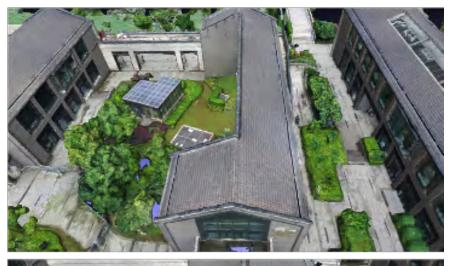
- ●大量弱纹理区域
- ●场景规模大,计算耗时和内存消耗大
- ●海量稠密地图数据的读写组织

#### 关键思路

- ●精准的稠密深度图估计和融合
- ●分片重建策略

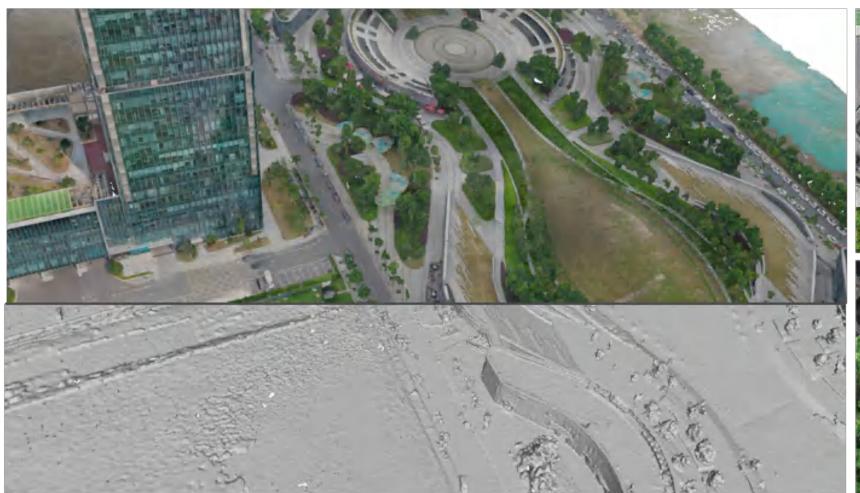














### 基于特征匹配的视觉定位

#### <u>目标</u>

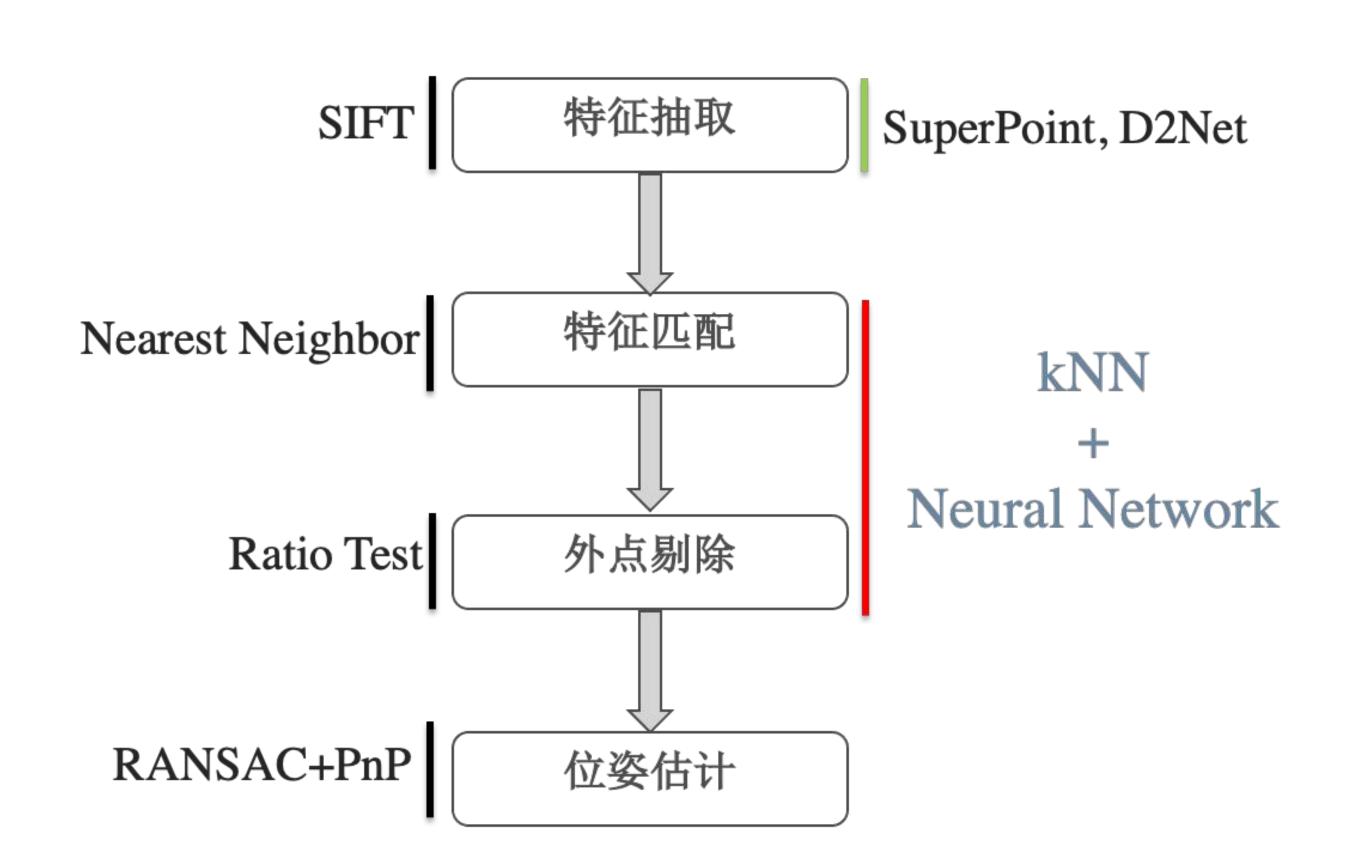
通过找到足够多的正确2D-3D匹配来 提升定位的精度和鲁棒性

#### 基本方法

在描述子空间寻找最近邻再使用手工设计的方法剔除错误匹配

#### 主要的难点

在有重复纹理、光照变化或大视角变化等复杂场景中正确匹配不在最近邻的匹配当中





## SenseMARS应用案例-西湖



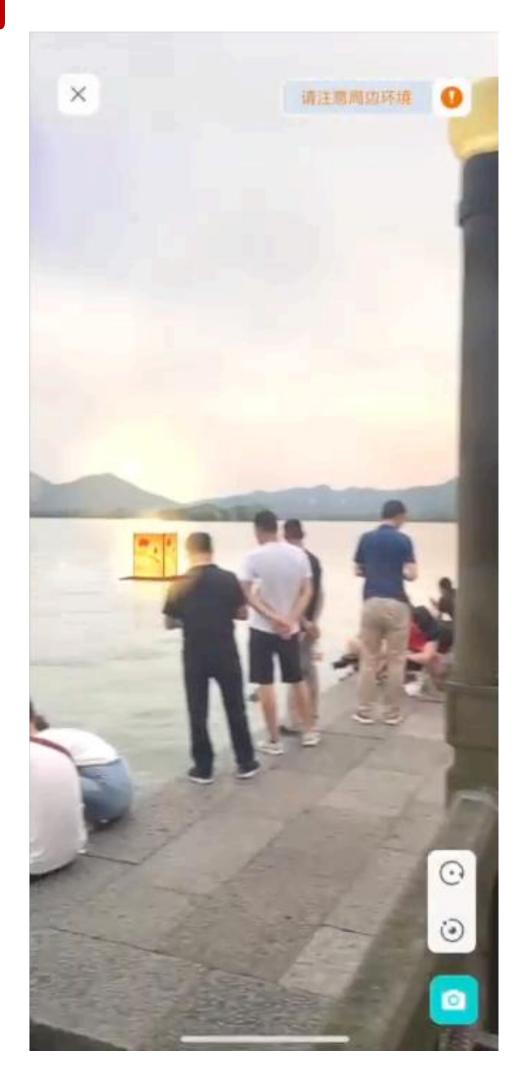
路线从平湖秋月途经孤山后山路,到岳

庙,总共约1.4km

导航过程中,针对主要的四个景点展示

AR讲解指示牌,包含

- 平湖秋月
- 放鹤亭
- 苏小小墓
- 岳王庙









### SenseMARS应用案例-萧山智慧城市馆

萧山智慧城市馆,两层,7000平米

#### 应用产品:

AR寻宝 (营销)

AR导航

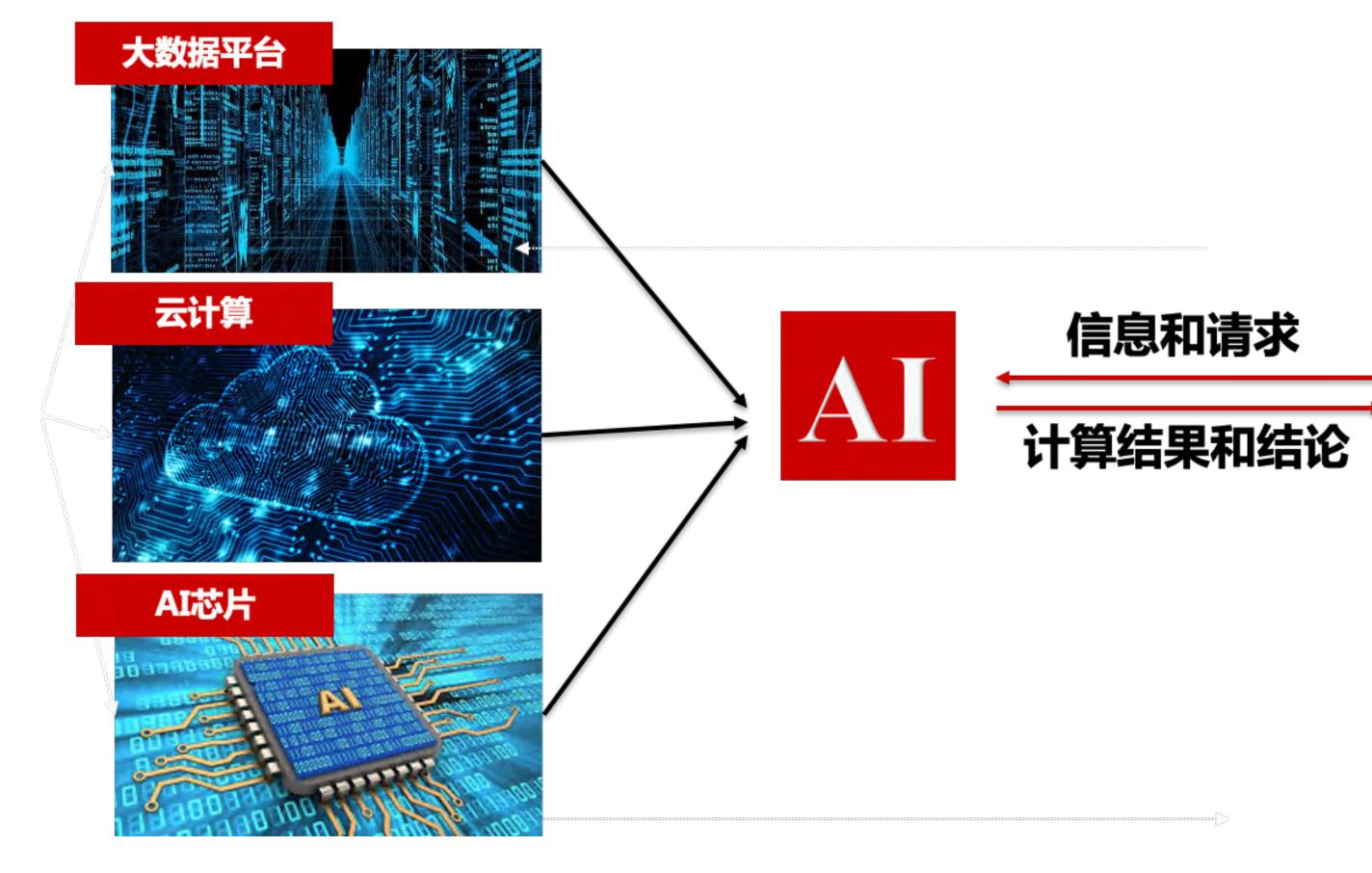
AR导览讲解

AR历史复原



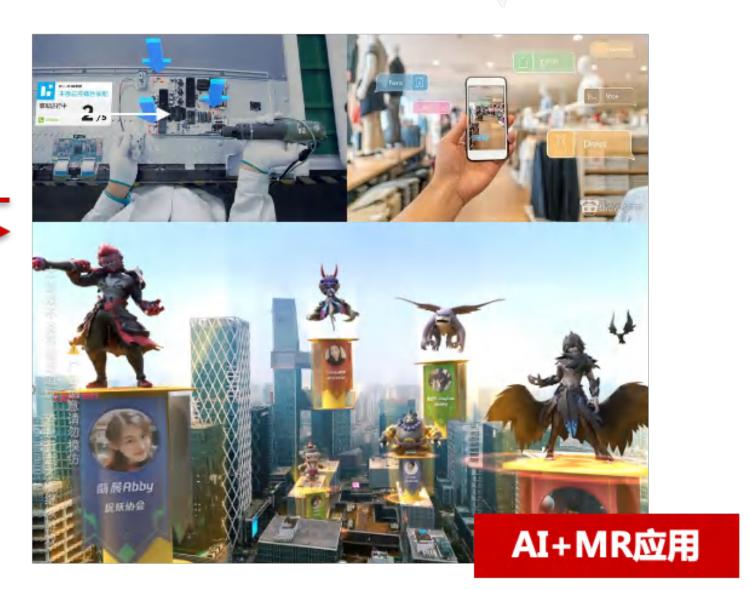
MR未来发展趋势: 深度融合AI

## 虚实融合呈现智能化,干人干见









### 地球级现实世界的数字化与虚实融合





- 多模态、多传感器数据的采集和融合
- 众包式采集和更新
- 语义信息提取与更新
  - 满足不同应用的语义信息(定位、 AR/VR展示、行为分析等)
  - 多粒度(商场→门店→商品)



- 运动行为(全局定位、运动分析)
- 消费行为(人、货、场精确匹配)
- 社交行为
- ..



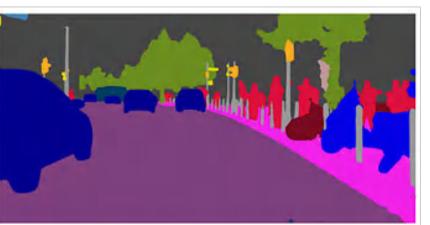






















Microsoft Holoportation

# ZHEJIANG UNIVERSITY

### 5G将推动基于空间计算的MR应用普及







- 泛在网
- 超高速
  - 超低时延
- 超量数据







#### 长时间、城市级场景的精准定位

- 快速高效的数字化重建
- 云端高精地图与终端SLAM的紧耦合



#### 终端计算弱化,主要是连接和显示

- 传输的时延和功耗降低
- SLAM、三维重建、绘制等算法云化



#### 高品质的MR效果

- 高逼真的物理模拟、遮挡处理和虚实交互
- 精准的光照估计和电影级的真实感绘制与虚实融合效果



### App轻量化

App无需预先安装,打开就像在浏览器上输入网址,电视机上切换频道一样便捷



## QUESTIONS?