



Monocular SLAM

24-783: Advanced Engineering Computation

Short Presentation of Project Proposal

Team: Will Code for Food

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Project Overview

SLAM is the computational problem of constructing or updating a map of an unknown environment while simultaneously keeping track of an agent's location within it.

What will our program do?

- **Small-scale monocular SLAM system for static environment.**
- **Primary functionality:**

Feature detection, feature tracking, camera pose estimation, and then mapping the landmarks using factor graph optimization (GTSAM)

Impact

Why did we choose this problem?

- **SLAM** is being increasingly deployed in a variety of real-world settings, from self-driving cars to mobile devices.
- **SLAM techniques** will be increasingly relied upon to provide reliable metric positioning in situations where infrastructure based solutions such as GPS are unavailable or do not provide sufficient accuracy.





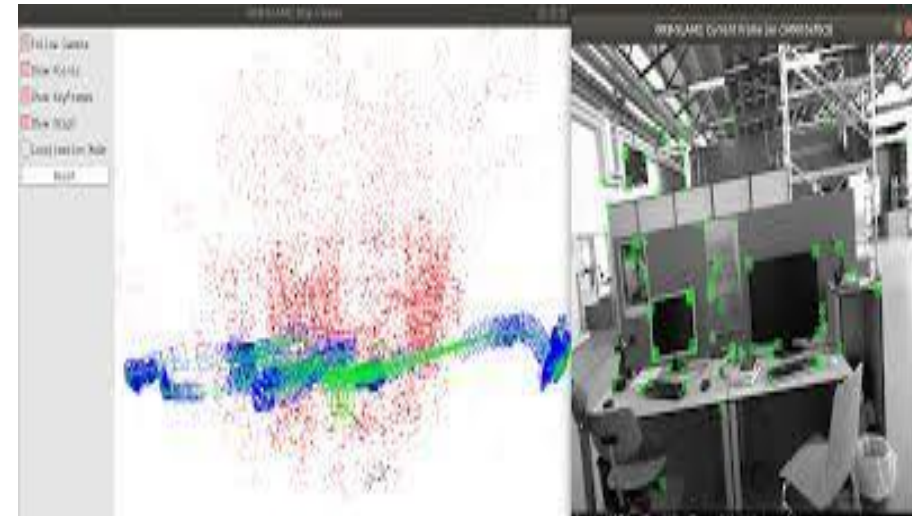
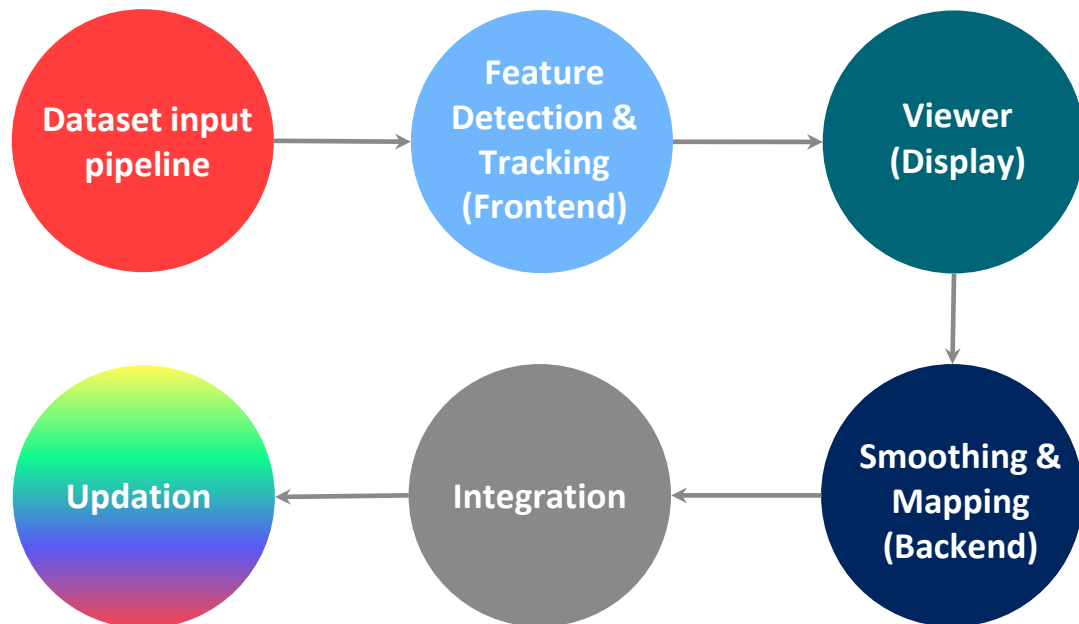
Reasonable difficulty for the course

- **Vast amount of topics from this Course are implemented for different stages**
- **Complex Build System** : Integrates low-level external libraries (GTSAM, Pangolin, Eigen, etc.)
- **Packages & Components work together** : Multithreading – Processes have different runtimes and need to be synchronized.
- **Data input contains multiple image frames** : Data Structures to improve execution speed.
- **Design pattern** : Optimal design; Classes employ effective constructors (move/copy) for efficient storage.



Our Process

Project Pipeline:



Source: [Link](#)

Thank You!

- **Any Questions?**

Please find us at:

<https://ramennoodle.me.cmu.edu/Bonobo.Git.Server/WillCodeForFood.git>

- **Please don't forget to provide your feedback! 😊**

