

Certifiably Robust Geometric Perception for Robots and Autonomous Vehicles

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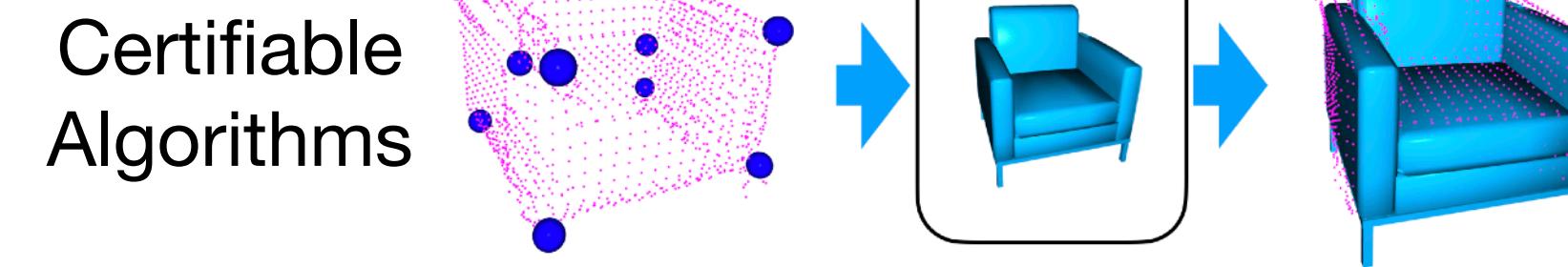
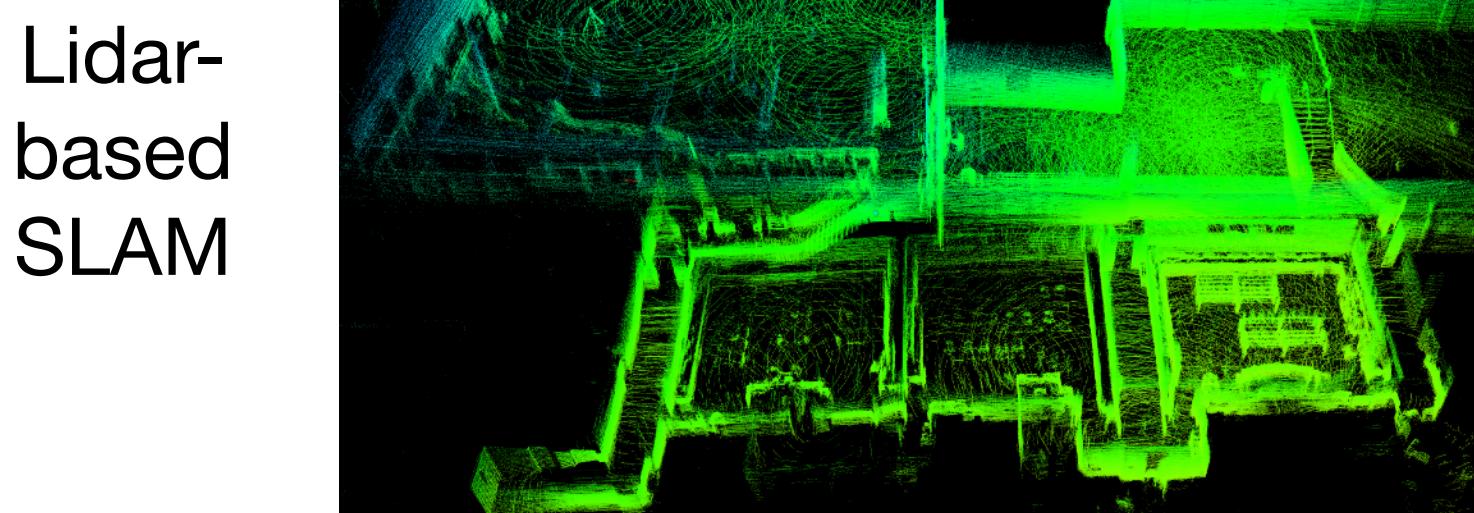
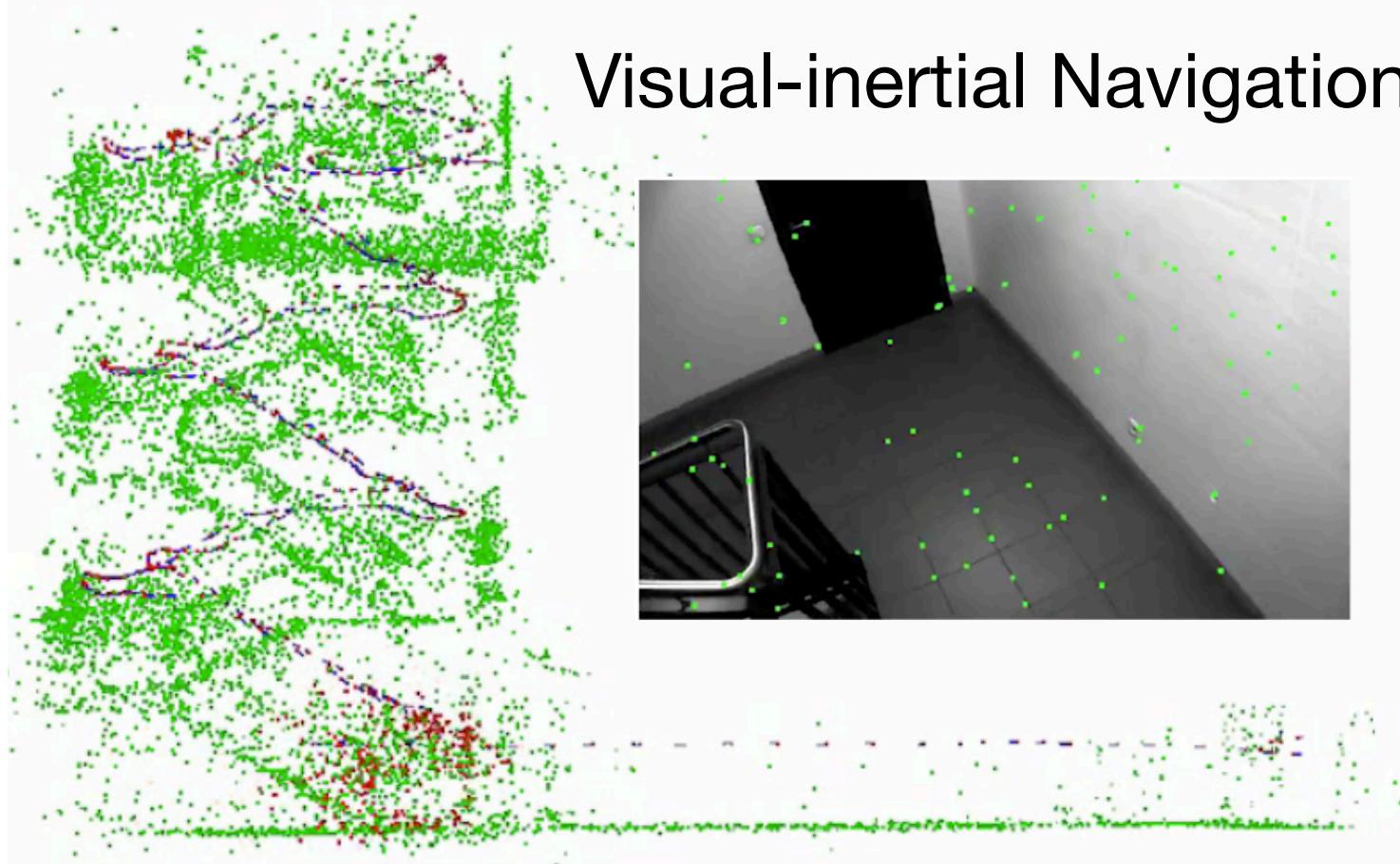
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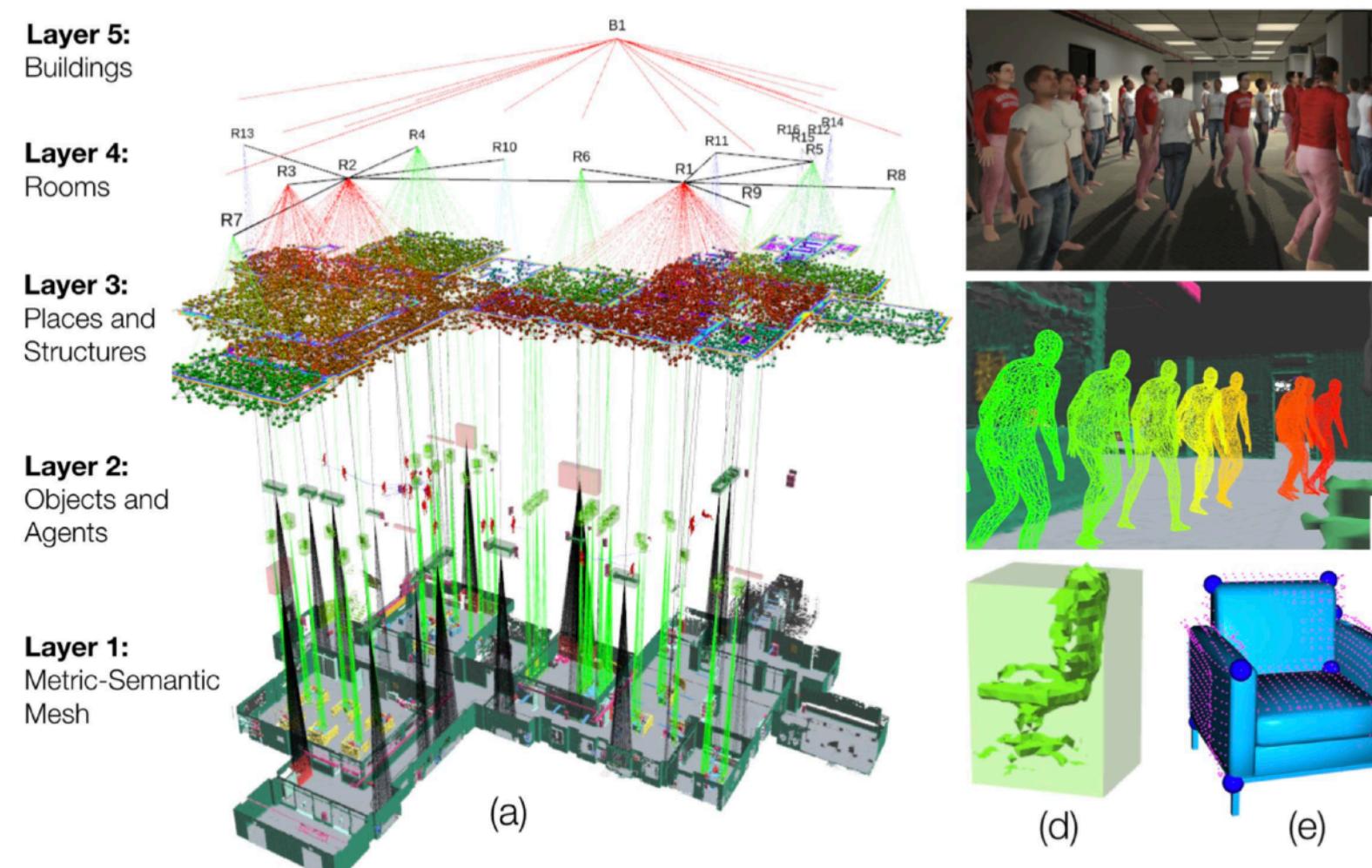
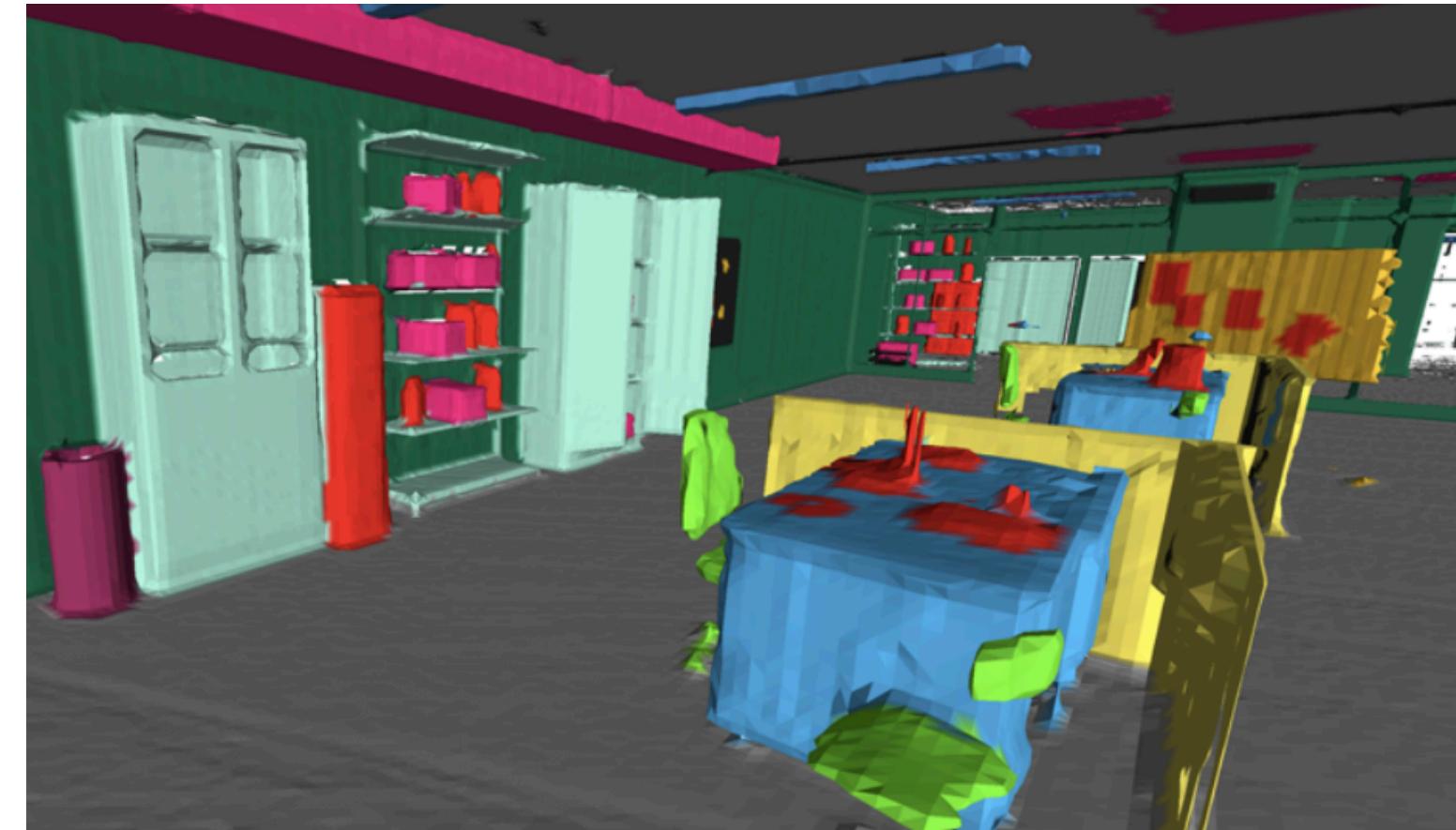


Robust and Certifiable Perception



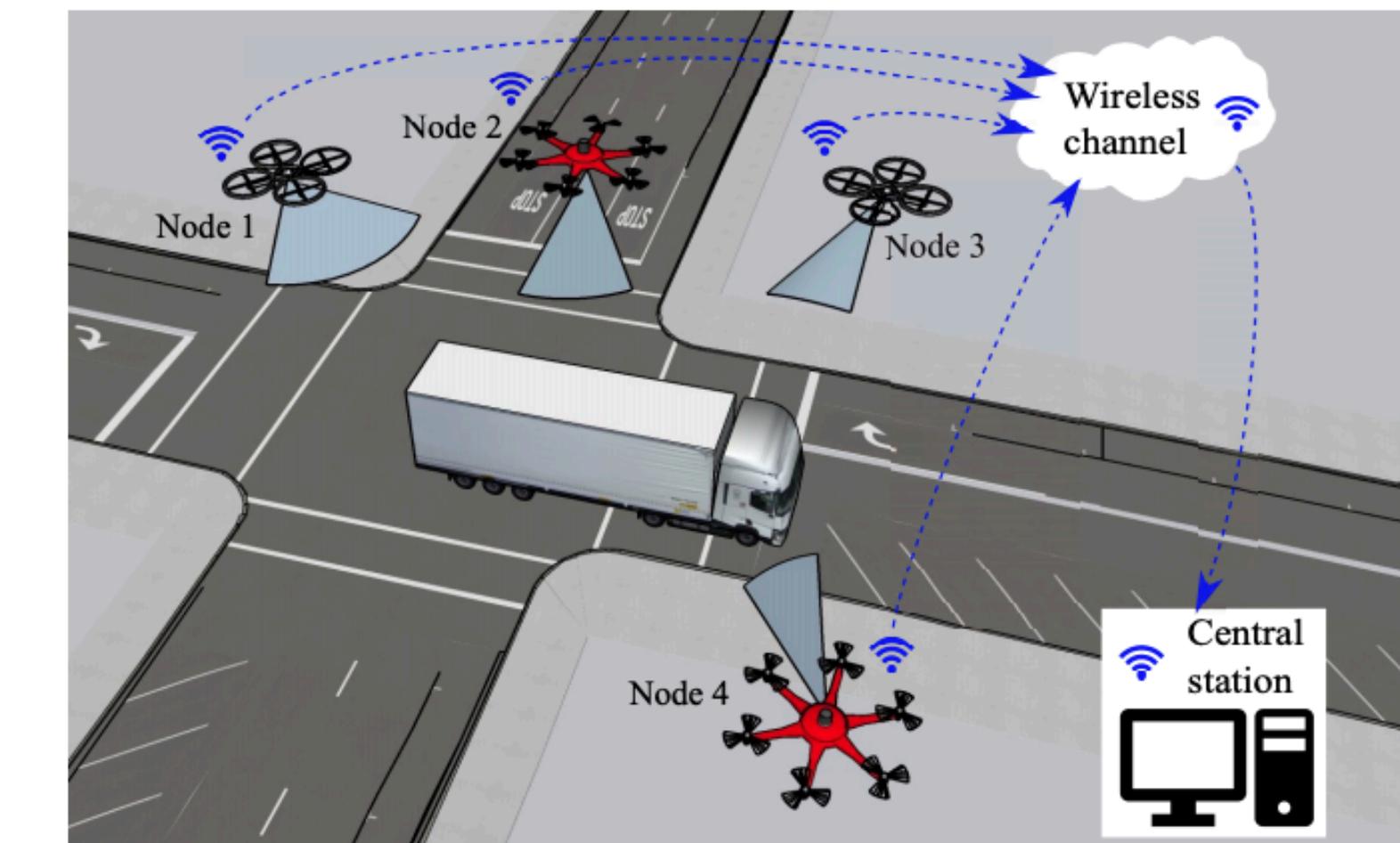
High-level Scene Understanding (Spatial AI)

Kimera: Metrics-semantic SLAM

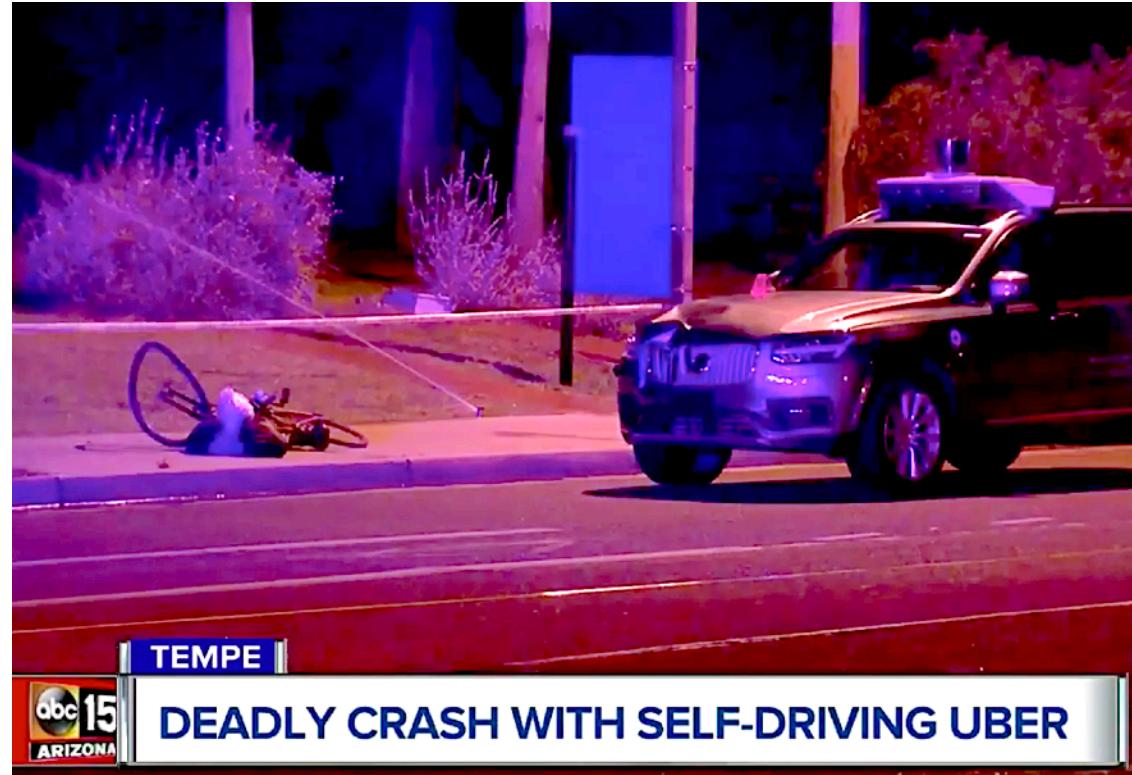


Co-design

- Computation-communication co-design
- Control and sensing co-design



Outline



What is a “certifiable algorithm”
for geometric perception?

- Graduated Non-Convexity
[ICRA’20, CVPR’20]
- Graph-theoretic outlier pruning
[TRO’20, ICRA’21, arxiv’21]
- Optimality certification
[TRO’20, NeurIPS’20]



Outline

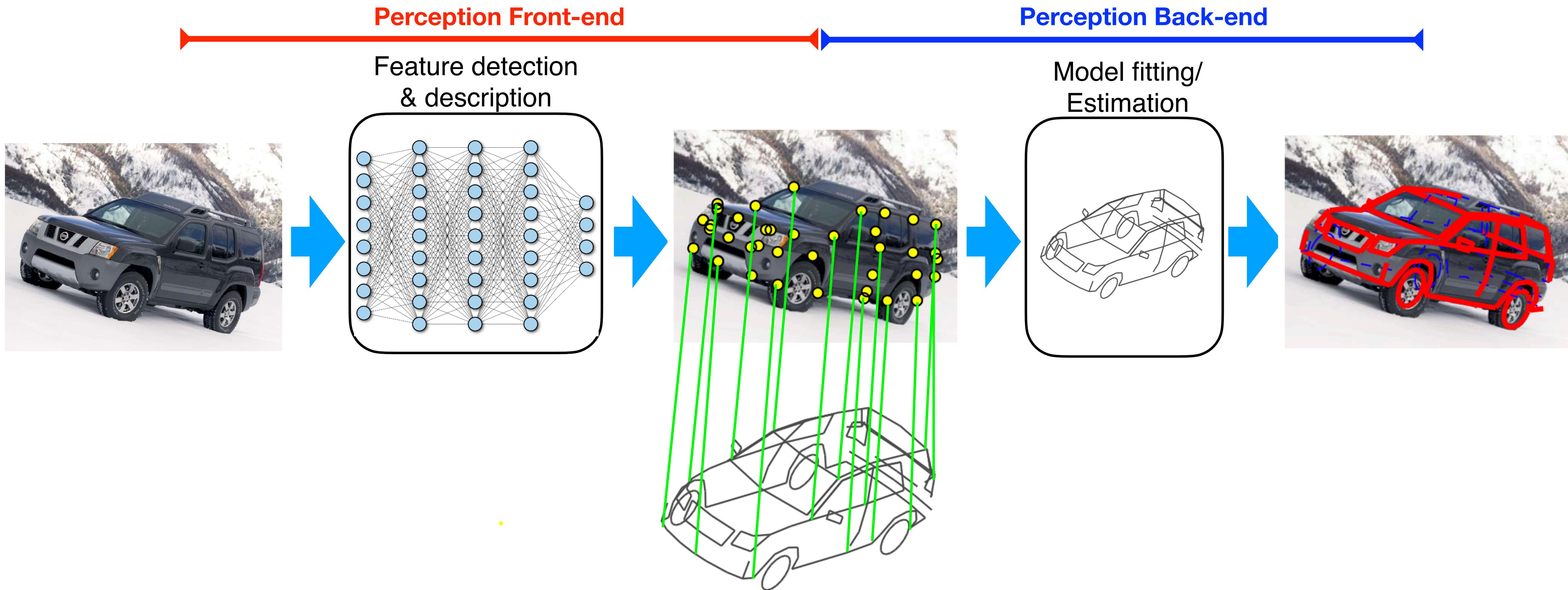


What is a “certifiable algorithm”
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Geometric perception example: image-based object localization

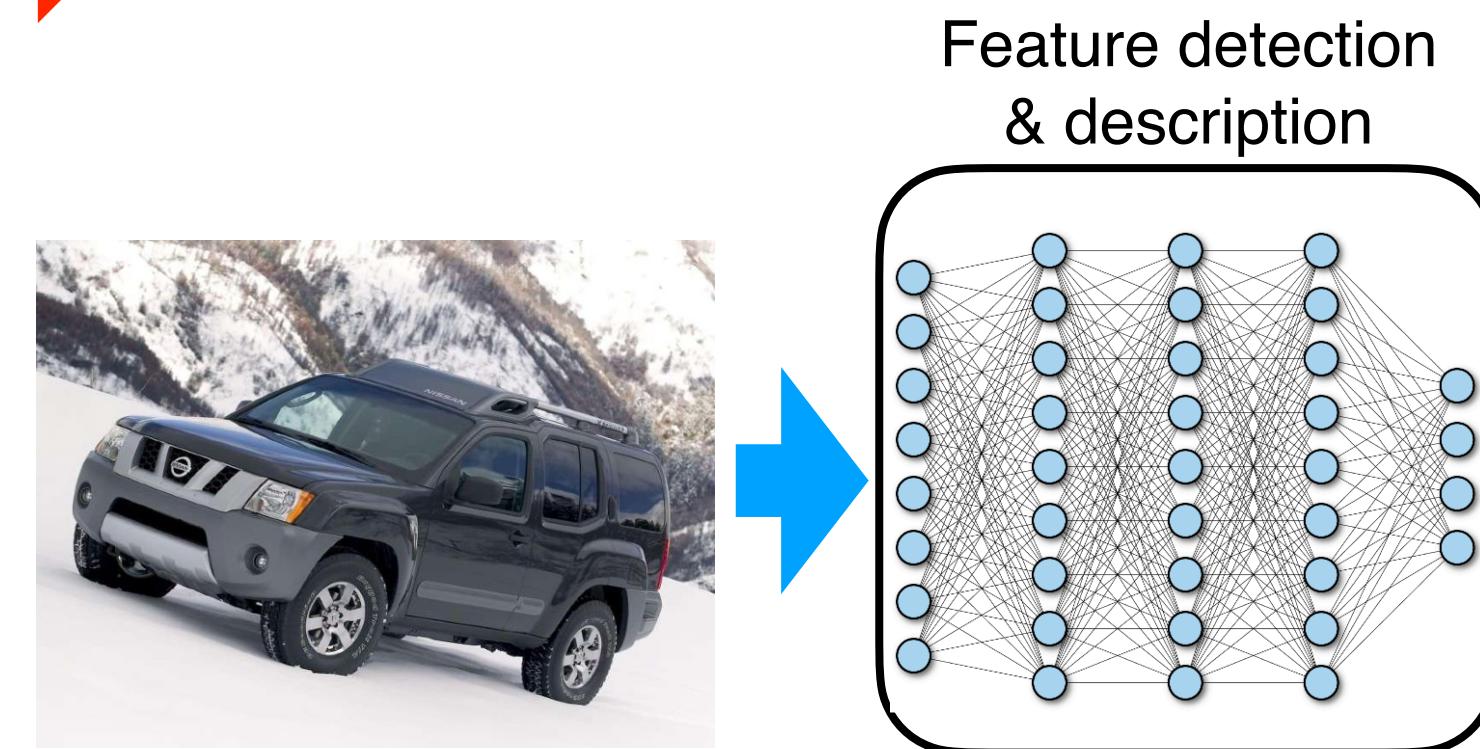


RGB images: [Gu&Kanade, CVPR'06][Lin, ECCV'14][Zhou, CVPR'15][Pavlakos, ICRA'17][Xinke, RSS'19][Yang, CVPR'20]
Point clouds: [PointNetLK, CVPR'19][DCP, ICCV'19][SmoothNet, CVPR'19][TEASER, RSS'19, TRO'20]

(Generality)

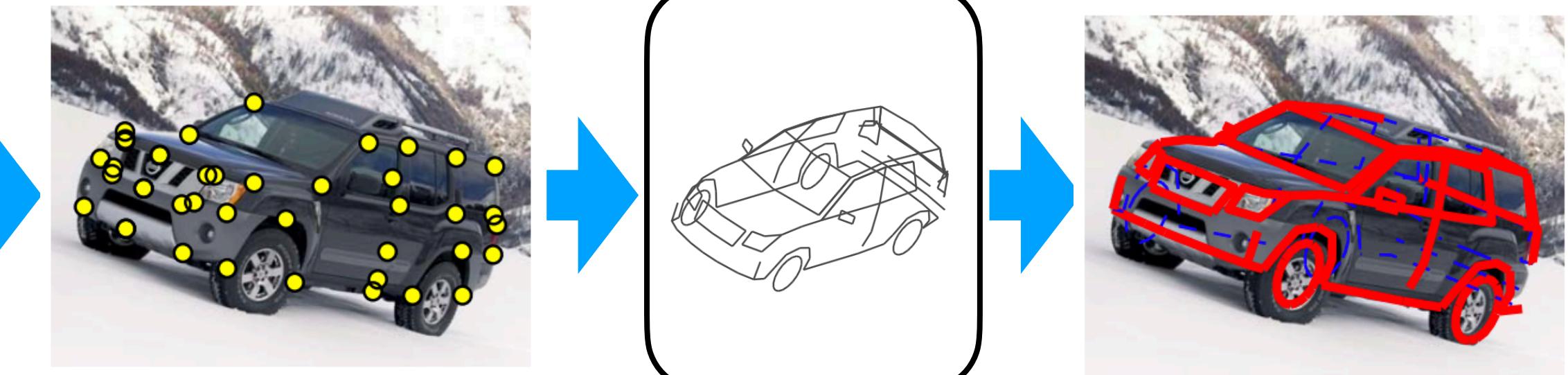
Perception Front-end

Object localization in images

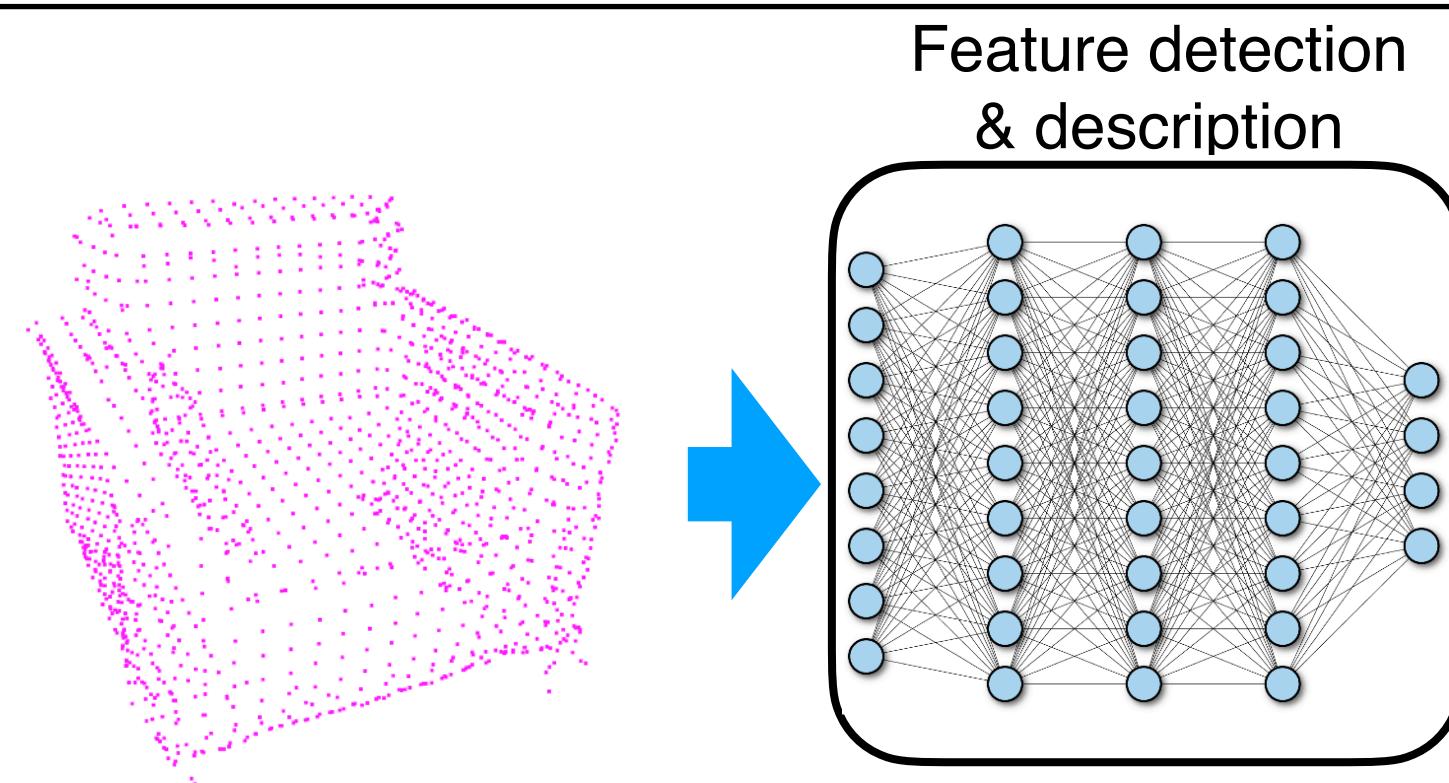


Perception Back-end

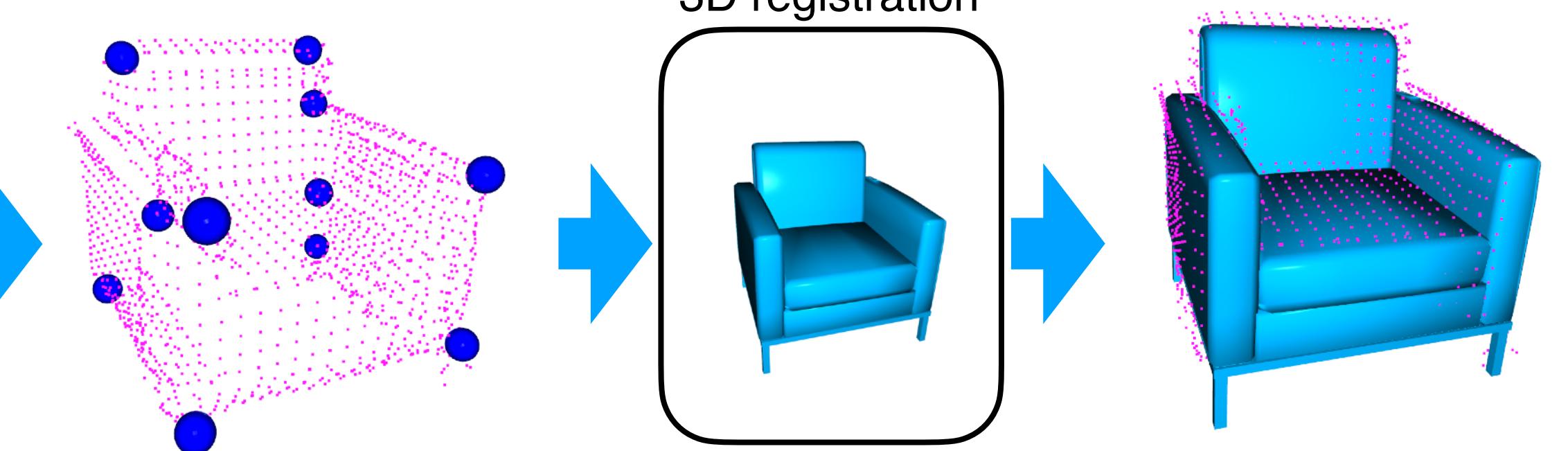
Model fitting/
Estimation



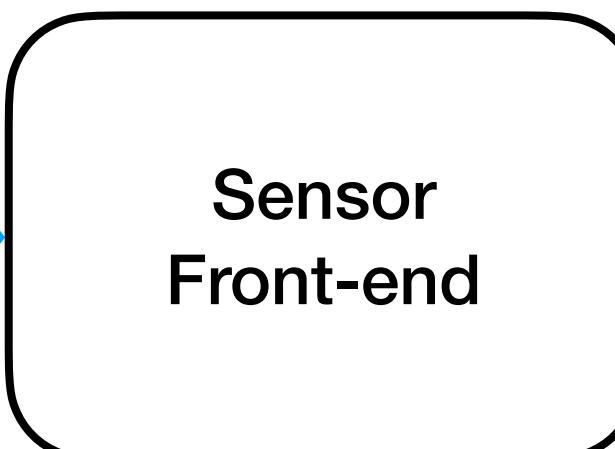
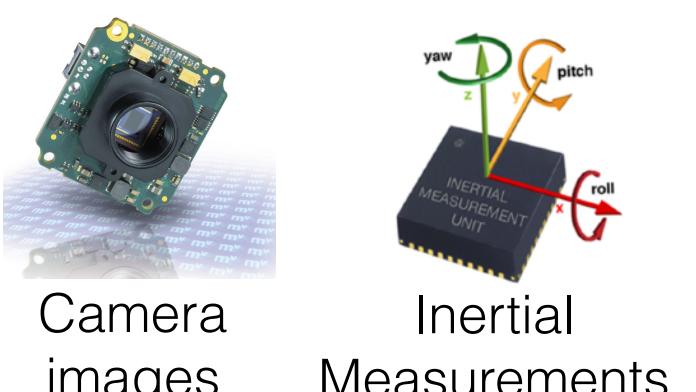
Object localization in point clouds



3D registration



SLAM
(visual-inertial
navigation,
Structure from
Motion)



Factor Graph Optimization

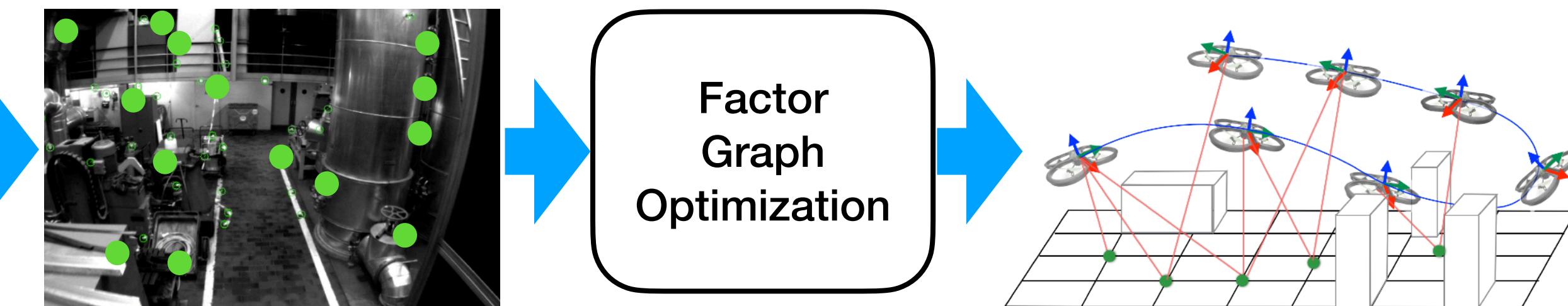
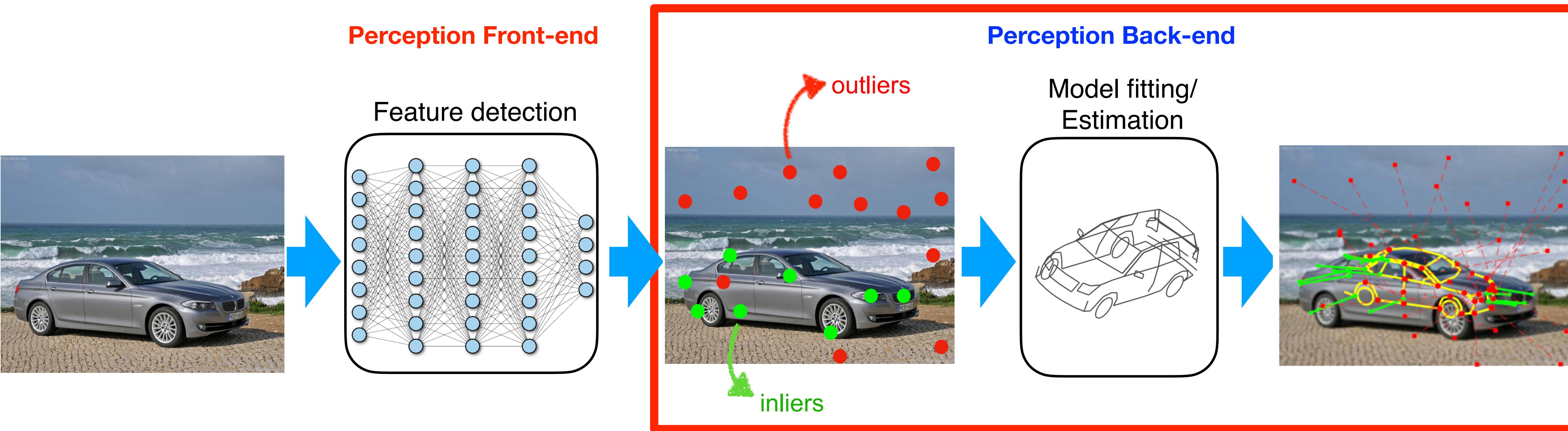


Image-based object localization: perception issues

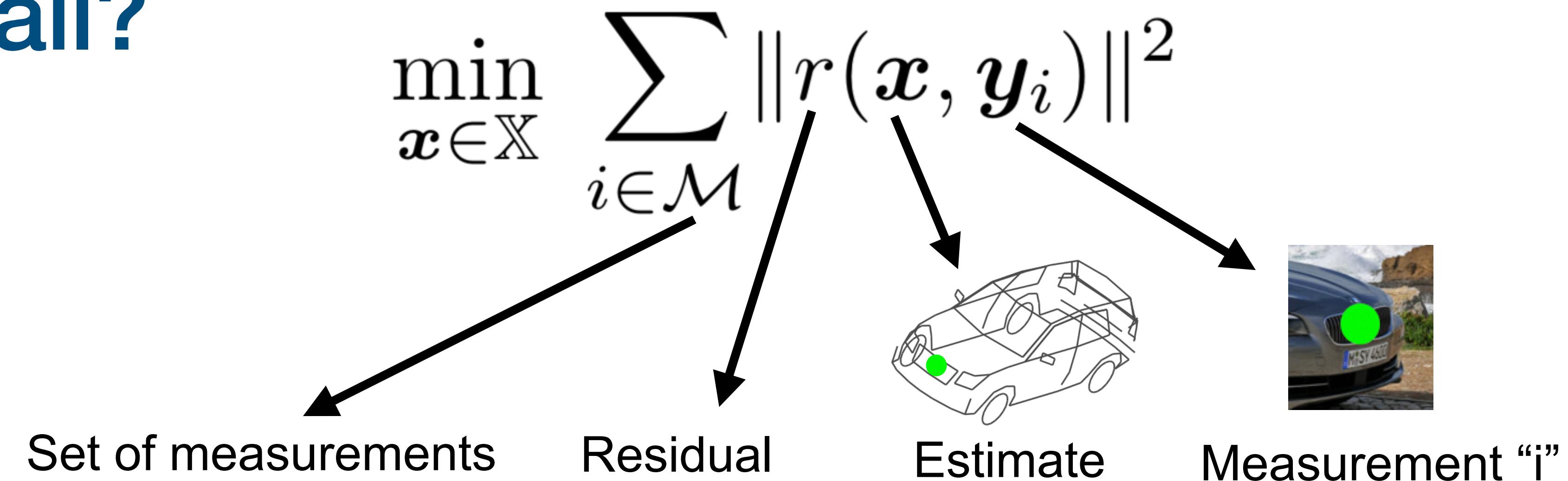


ISSUE 1: front-end (hand-crafted or deep-learned) can produce many misdetections (not uncommon to have >90% outliers)

ISSUE 2: back-end may fail if there are many outliers

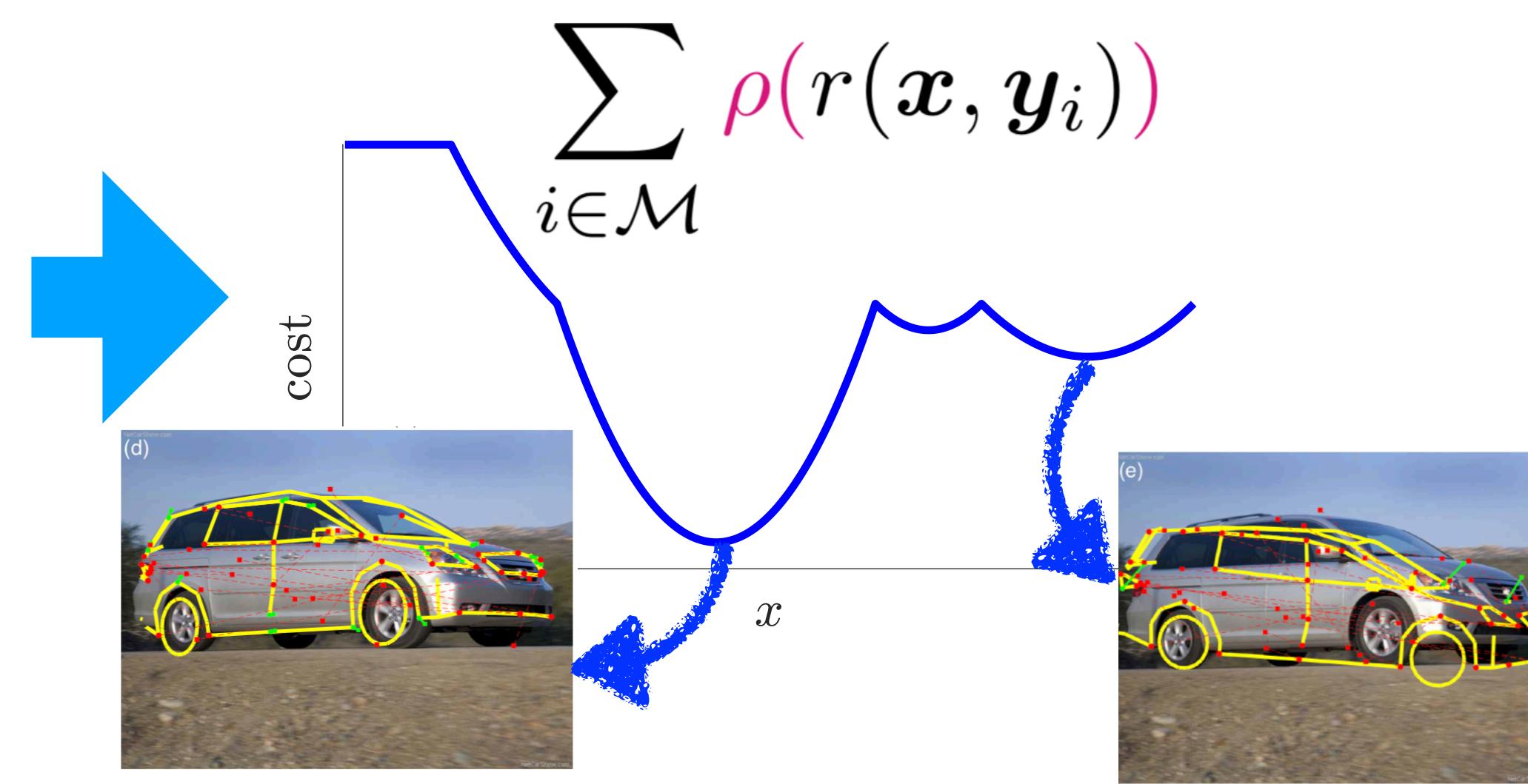
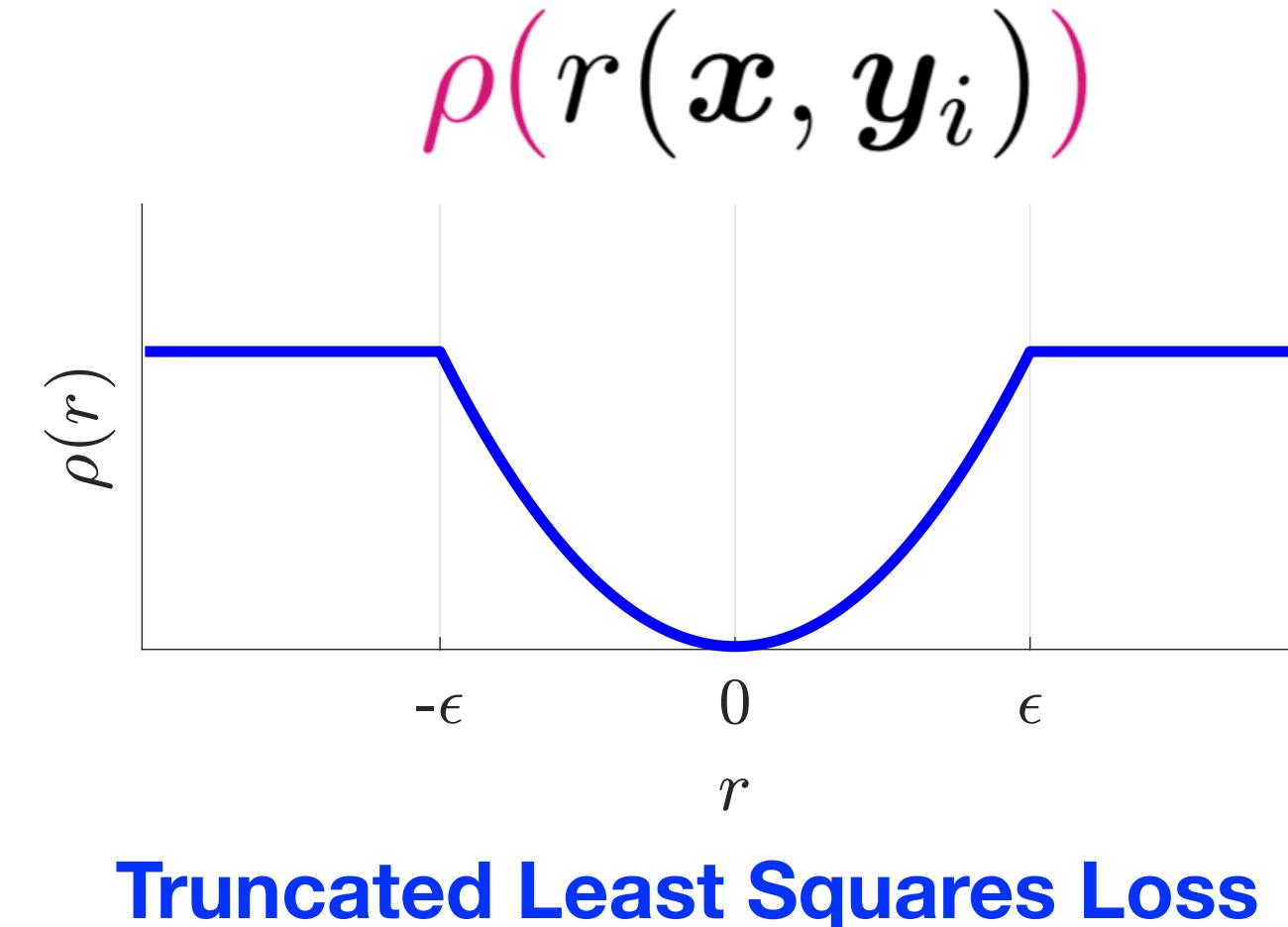
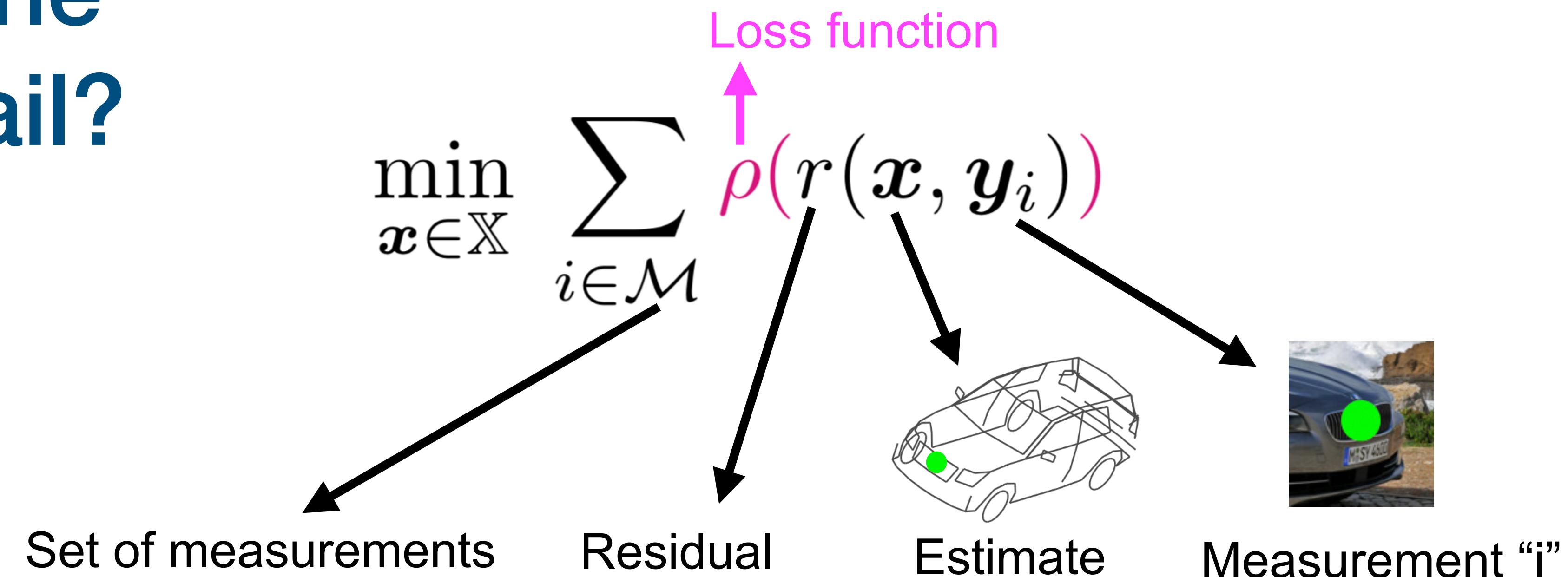
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Why does the back-end fail?



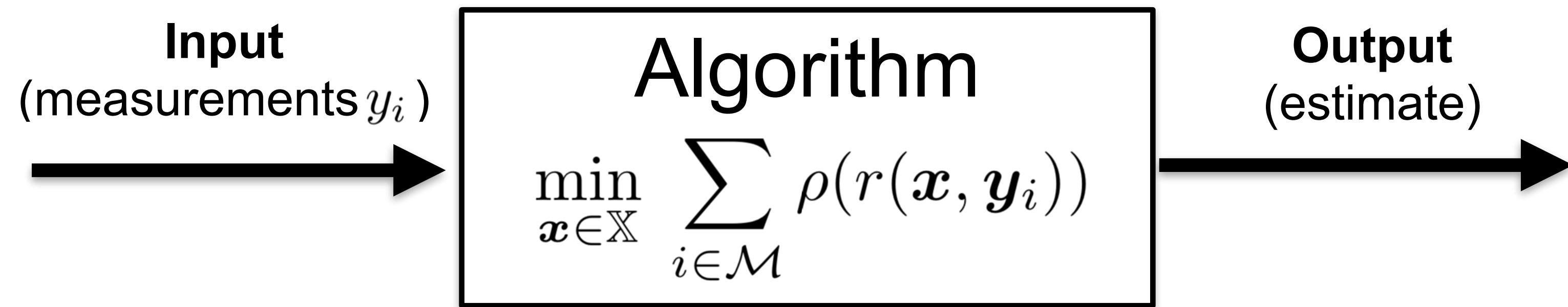
Why does the back-end fail?

ISSUE: for common choices of loss function ρ , the problem is non-convex:

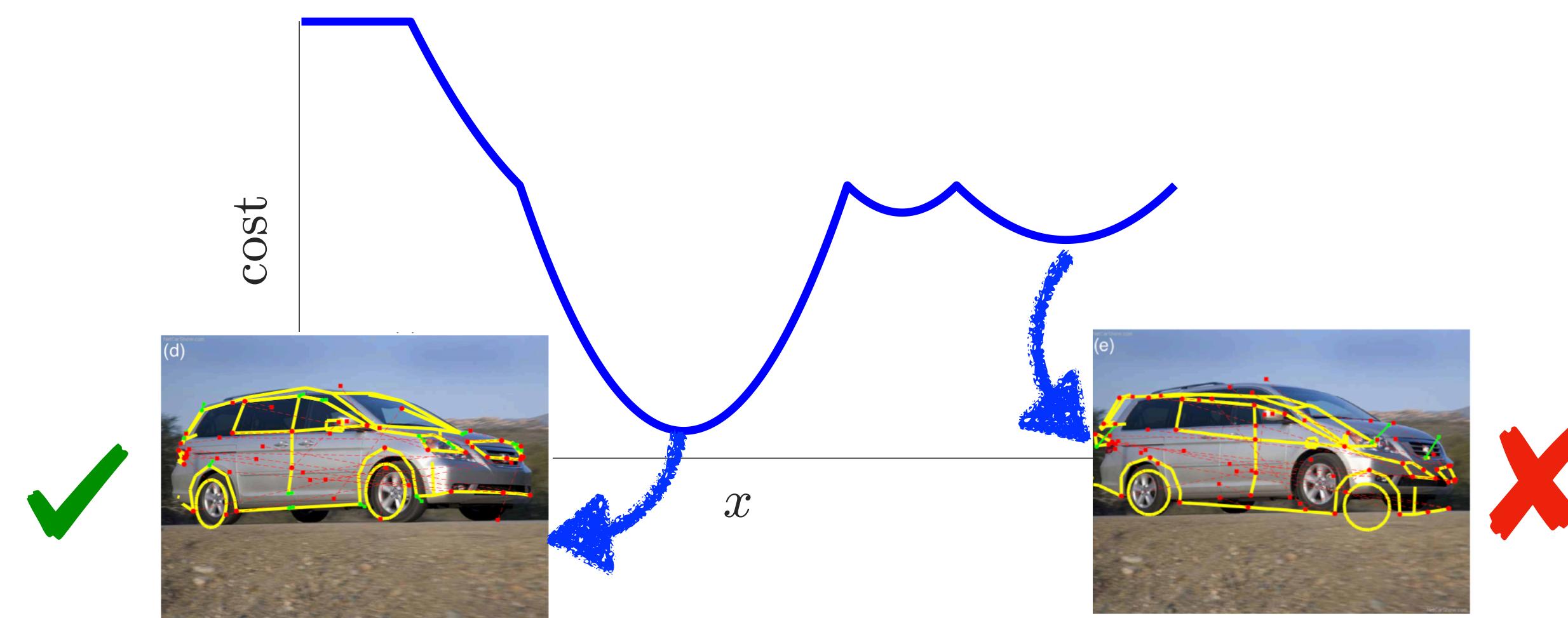


- State of the art:**
- **Local solvers**: need initial guess, stuck in local minima
 - **RANSAC**: fails with many outliers, low-dimensional problems, non-deterministic
 - both fail without notice

Our goal: Certifiable Algorithms



Certifiable algorithms: fast algorithms that (w/o requiring an initial guess) solve robust estimation to optimality in virtually all problem instances or detect failure when unable to compute an optimal solution



Outline



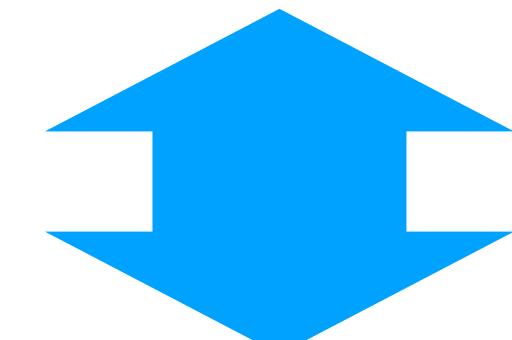
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Black-Rangarajan Duality

Theorem 1 [Informal - Black, Rangarajan, 1996] We can rewrite common robust loss functions by adding auxiliary variables θ_i (one for each measurement)

$$\arg \min_{x \in \mathbb{X}} \sum_{i \in \mathcal{M}} \rho(r_i(x, y_i))$$

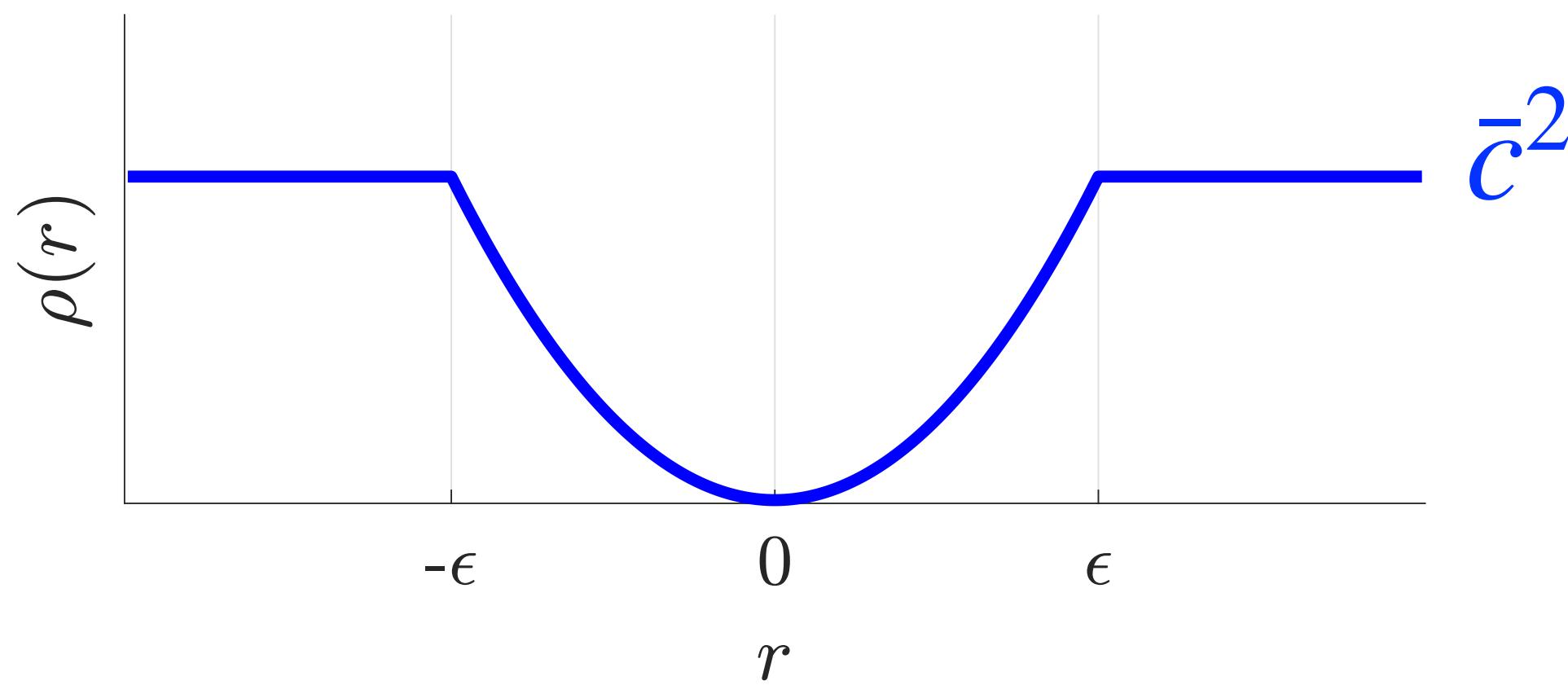


Robust loss function

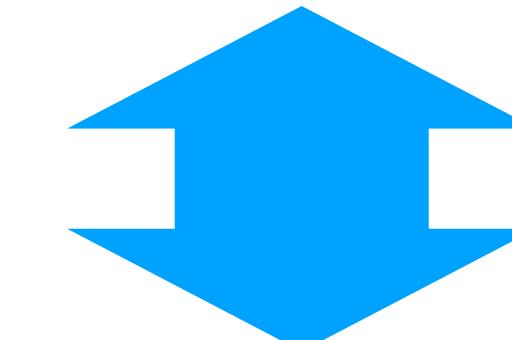
$$\arg \min_{x \in \mathbb{X}, \theta_i \in [0,1]} \sum_{i \in \mathcal{M}} \theta_i r_i^2(x, y_i) + \Phi_\rho(\theta_i)$$

“Outlier process”

Example: Truncated Least Squares (TLS)



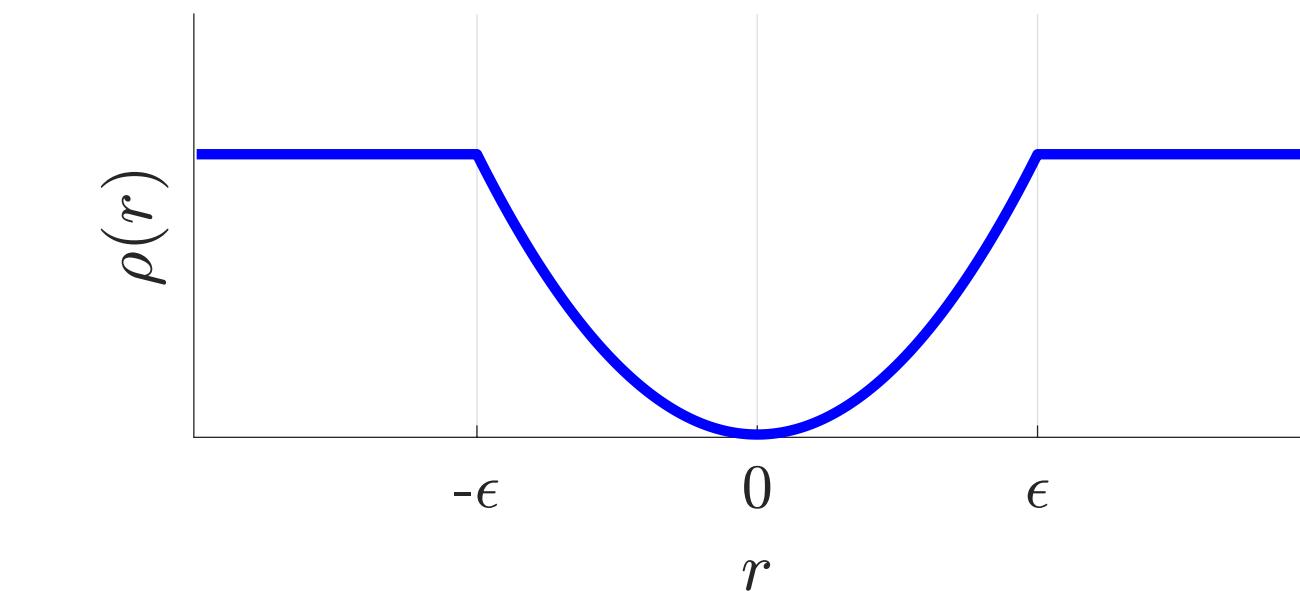
$$\arg \min_{x \in \mathbb{X}} \sum_{i \in \mathcal{M}} \min(\|r_i(x, y_i)\|^2, \bar{c}^2)$$



$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$

First attempt: Alternating Minimization

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$



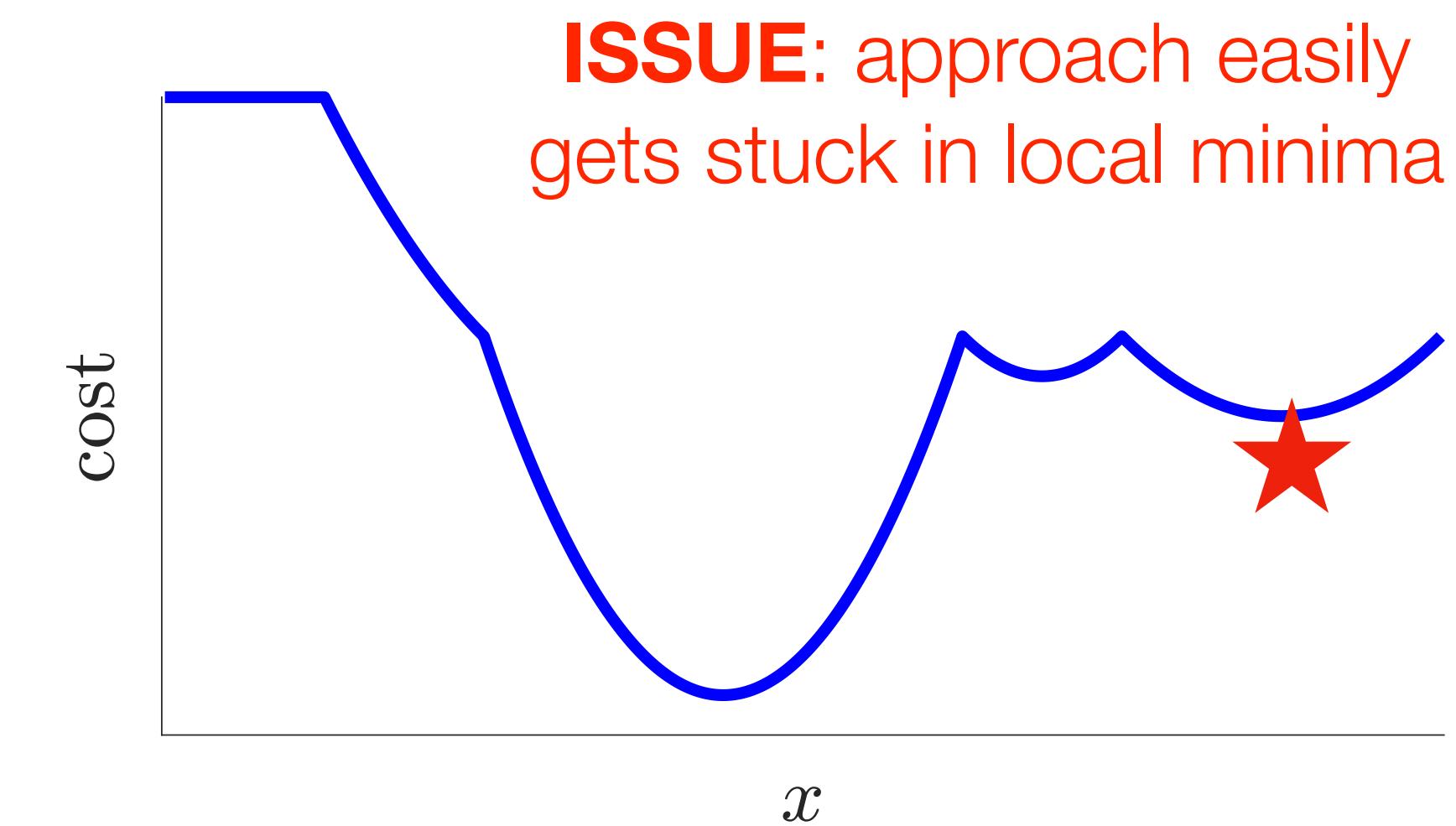
Potential approach: Alternating Minimization (Block Coordinate Descent)

a **Variable Update:** fix weights θ_i , optimize variable x

- ✓ becomes a weighted least squares problem
- ✓ can be solved globally using non-minimal solvers

b **Weight Update:** fix variable x , optimize weights θ_i

- ✓ splits into scalar optimization problems
- ✓ can be solved in closed form



Teaching an old dog new tricks: Graduated Non-Convexity (GNC)

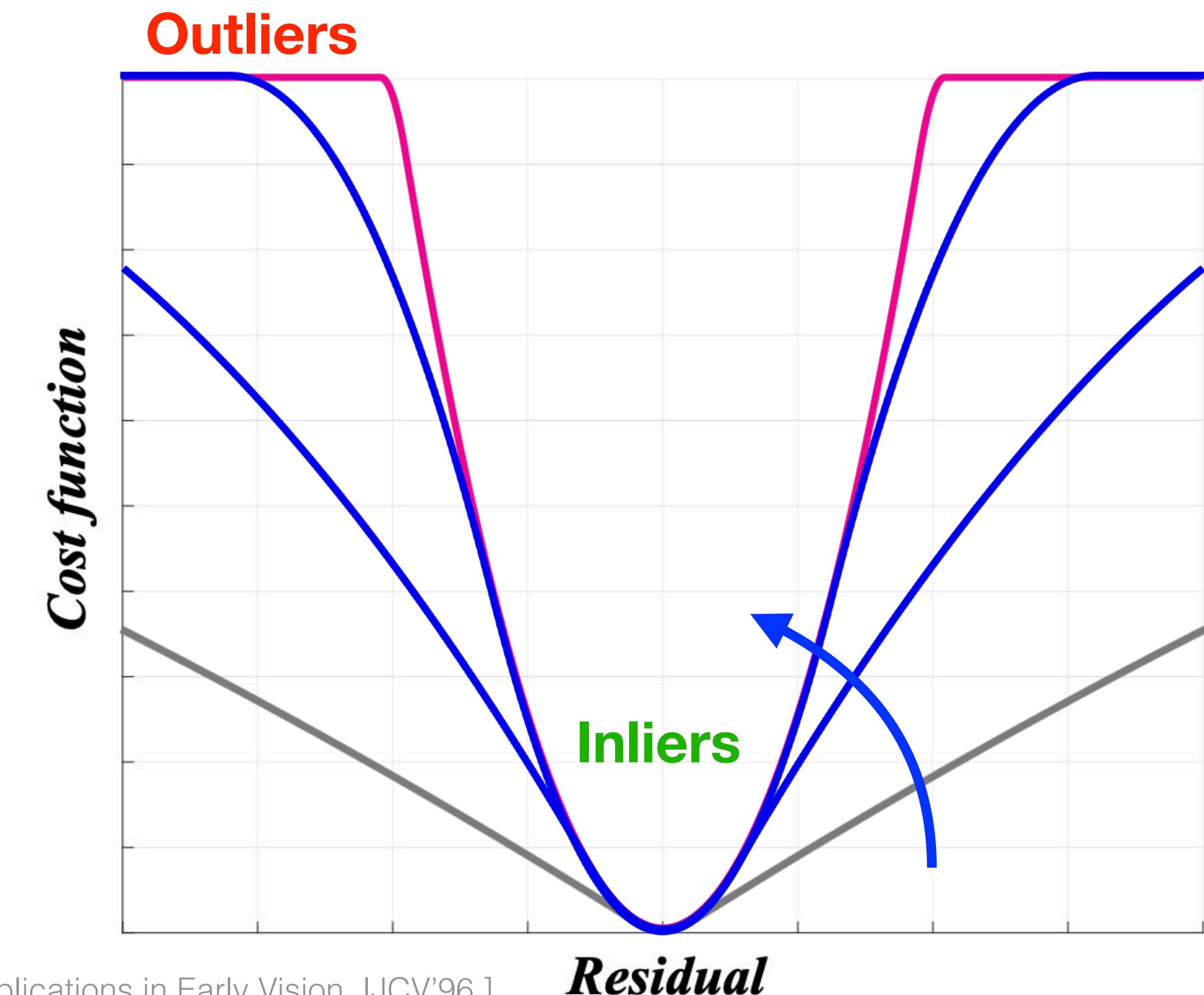
$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$

Issue: alternation scheme is trapped in local minima due to non-convexity



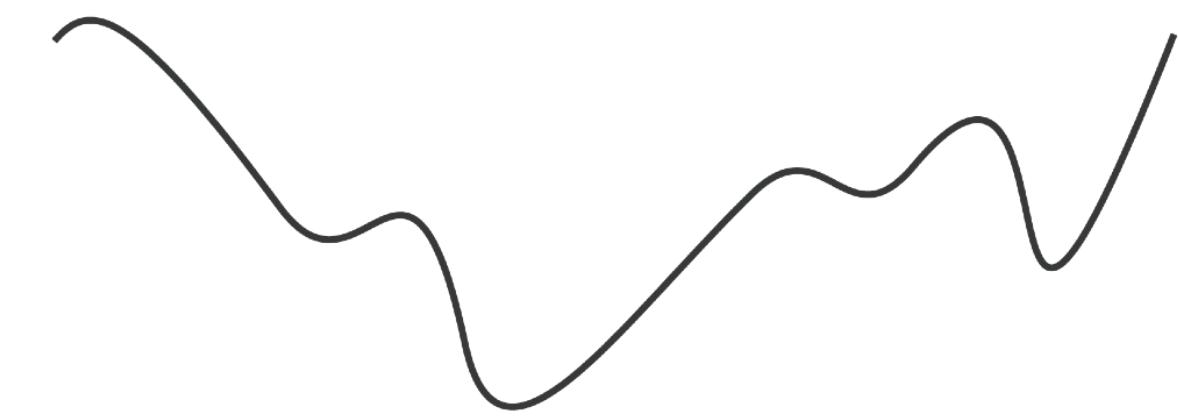
Key idea:

- start from a convex approximation of the cost function
- gradually increase non-convexity until you recover original function
- [proposed for early vision problems by Black & Rangarajan]



Graduated Non-Convexity (GNC): Algorithm

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$



Graduated Non-Convexity (GNC)

Intuition

Define surrogate function with parameter μ

1 Initialization: set $\mu \rightarrow 0$

a Set all weights $\theta_i = 1$

b Variable Update (weighted least square)

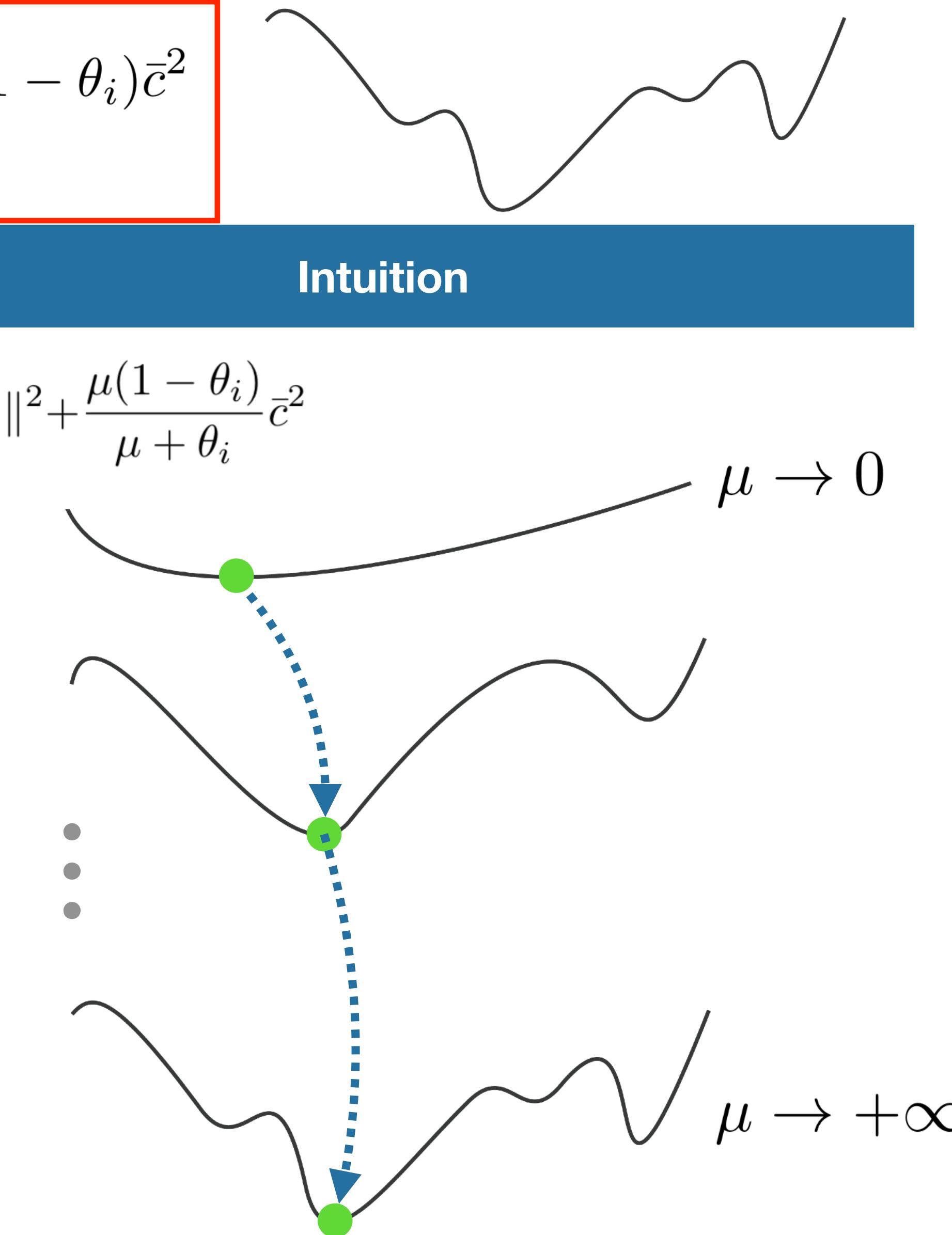
2 While cost function decrease

a Weight Update (closed-form)

b Variable Update (weighted least square)

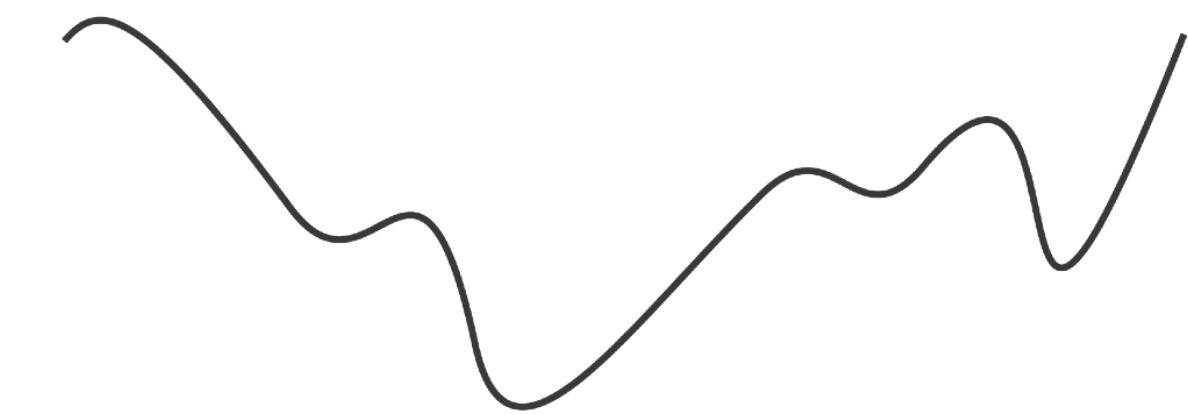
c Increase Non-Convexity: $\mu_t = \delta \cdot \mu_{t-1}, \delta > 1$

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in [0,1], \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + \frac{\mu(1 - \theta_i)}{\mu + \theta_i} \bar{c}^2$$



Graduated Non-Convexity (GNC): Algorithm

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$

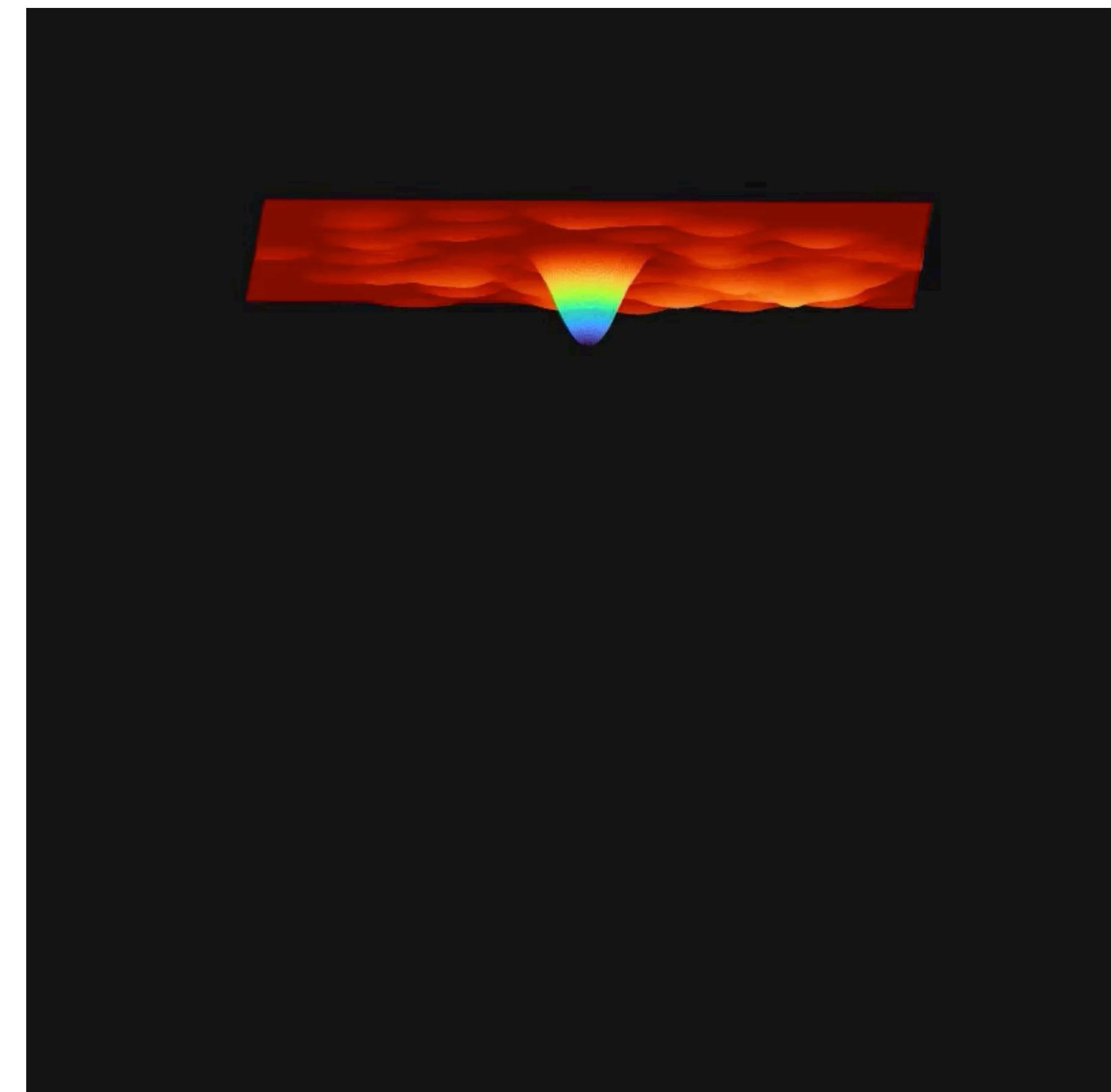


Graduated Non-Convexity (GNC)

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 - a Weight Update (closed-form)
 - b Variable Update (weighted least square)
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Shape#: Object localization in images using GNC

Truncated Least Squares

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$



Image-based Object
Localization (shape alignment)

$$\begin{aligned} & \min_{\substack{\beta_k \geq 0, k=1, \dots, K \\ \mathbf{t} \in \mathbb{R}^2, \mathbf{R} \in \text{SO}(3) \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i=1}^N \theta_i \left\| \mathbf{z}_i - \Pi \mathbf{R} \left(\sum_{k=1}^K \beta_k \mathbf{B}_{ki} \right) - \mathbf{t} \right\|^2 + (1 - \theta_i) \bar{c}^2 \end{aligned}$$

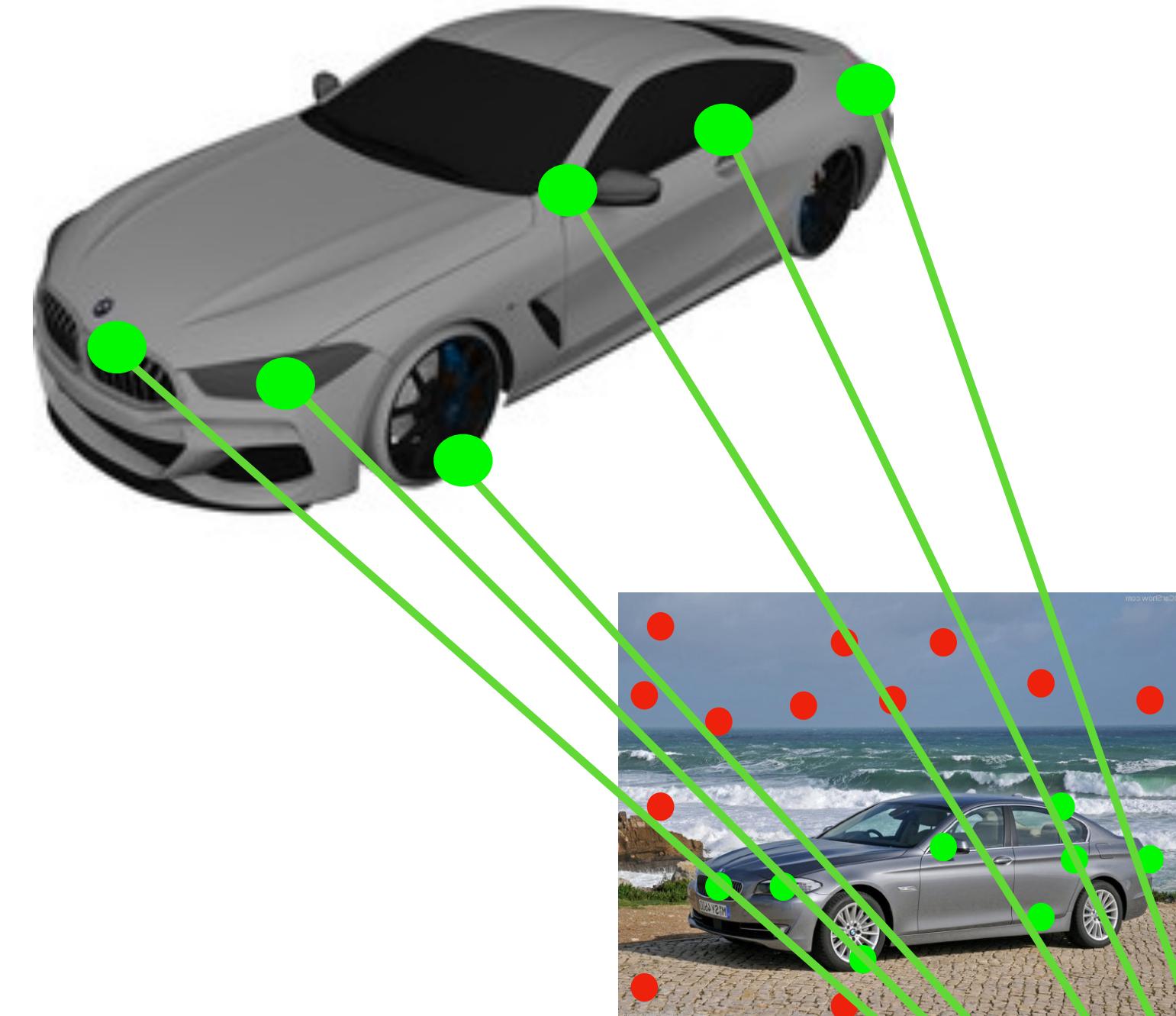
Pixel

measurement

Projection

3D object template

(\mathbf{R}, \mathbf{t}) : unknown object pose

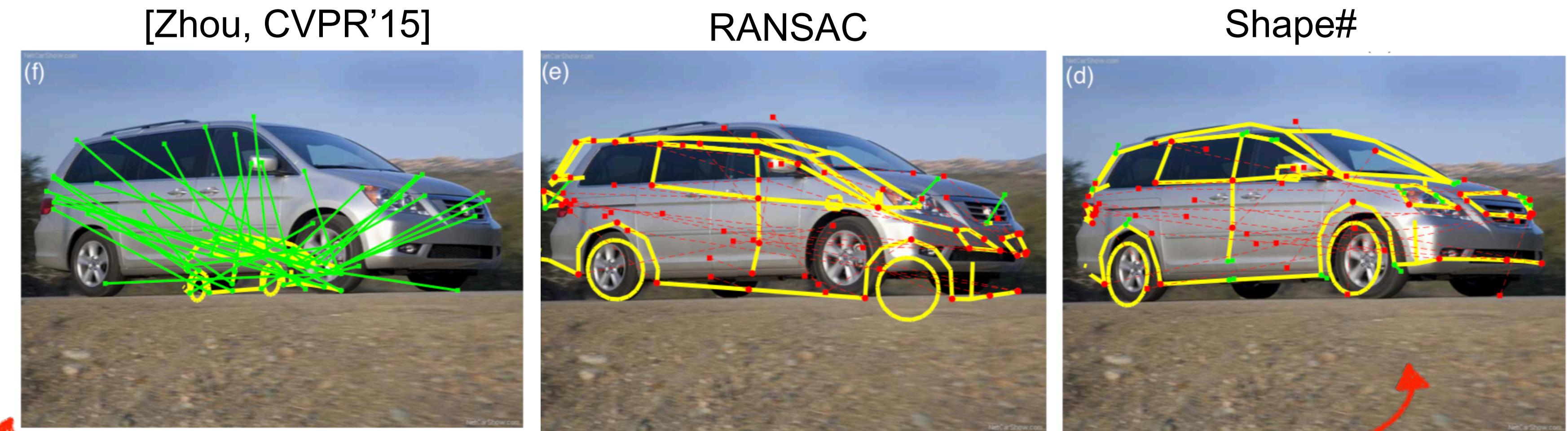


Shape#: Object localization in images using GNC

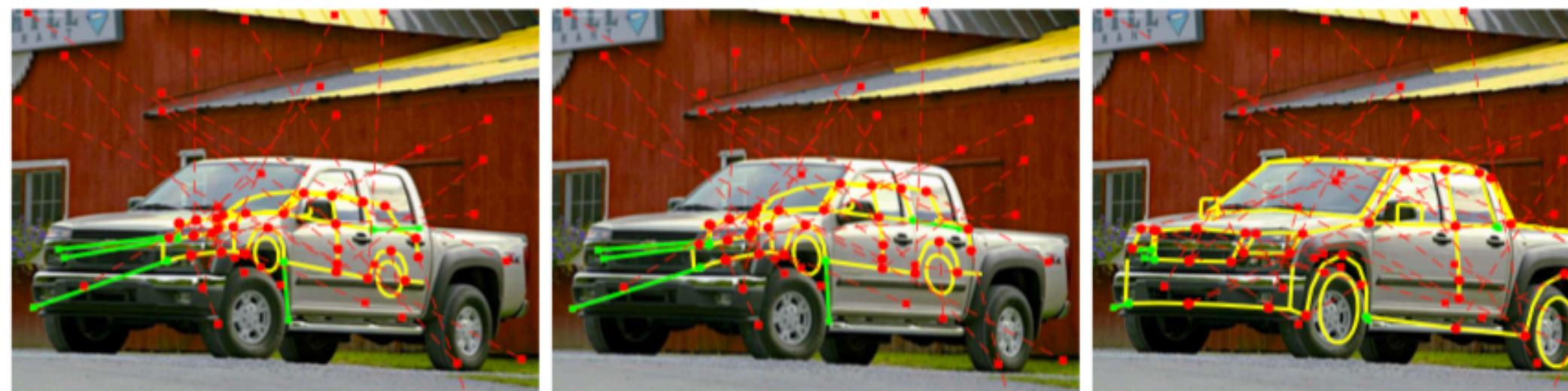
Shape alignment:

- FG3DCar dataset
- 300 car images with corresponding CAD models

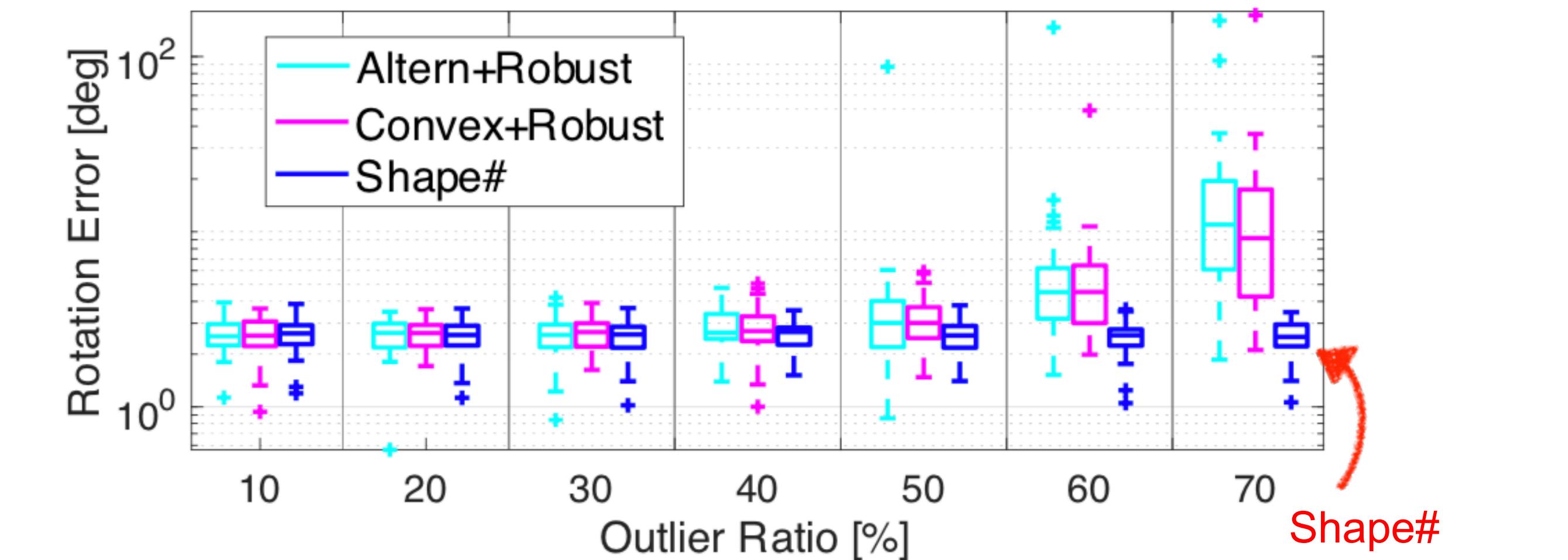
70% outliers



(a) Chevrolet Colorado LS 40% outliers.



(b) Chevrolet Colorado LS 70% outliers.

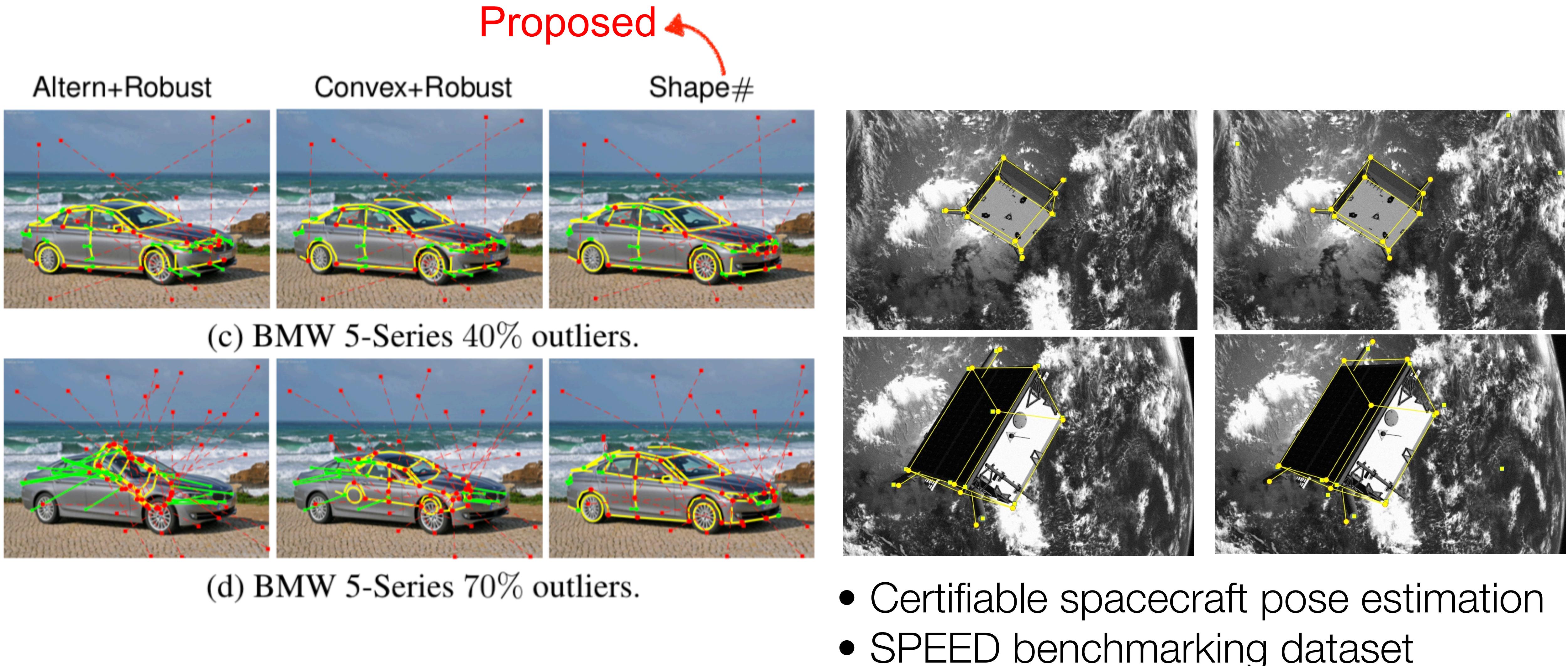


<- Estimate pose and shape of car

[Yang and Carlone. In Perfect Shape: Certifiably Optimal 3D Shape Reconstruction from 2D Landmarks. CVPR 2020]

Shape#
(proposed) is
best approach

Shape#: experimental results

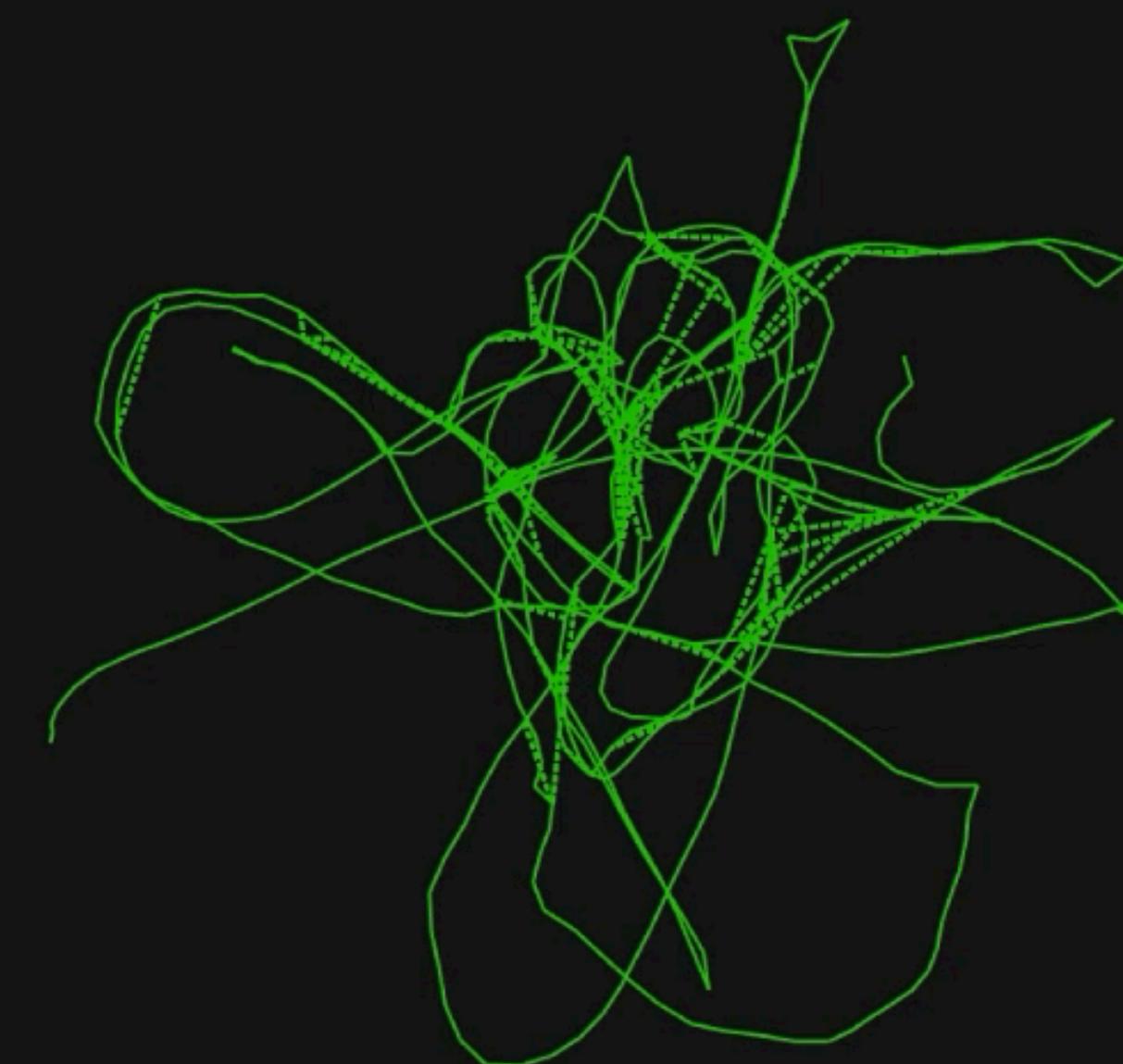


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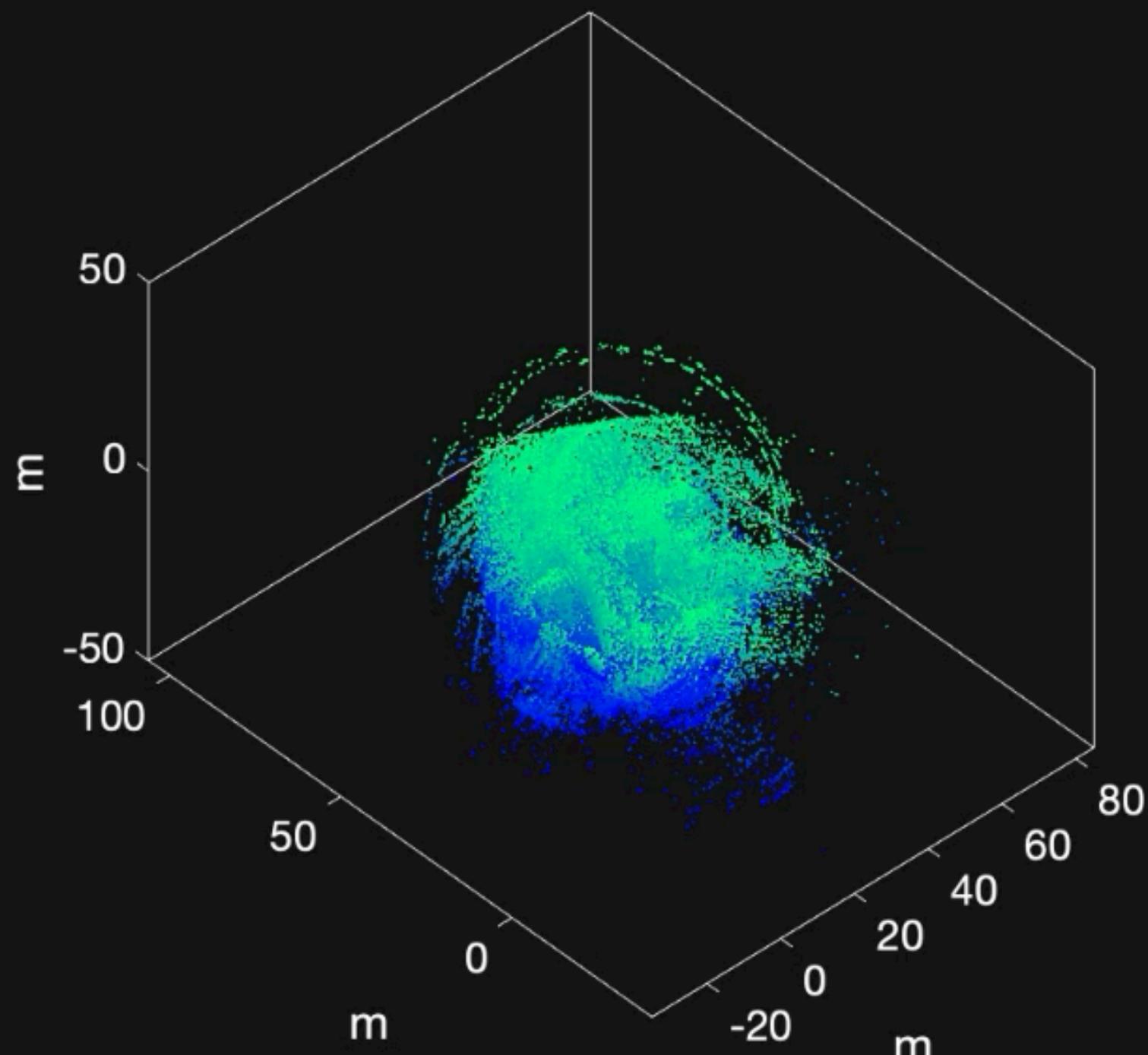
[Yang and Carlone, One Ring to Rule Them All: Certifiably Robust Geometric Perception with Outliers, NeurIPS'20.]

GNC for Simultaneous Localization and Mapping

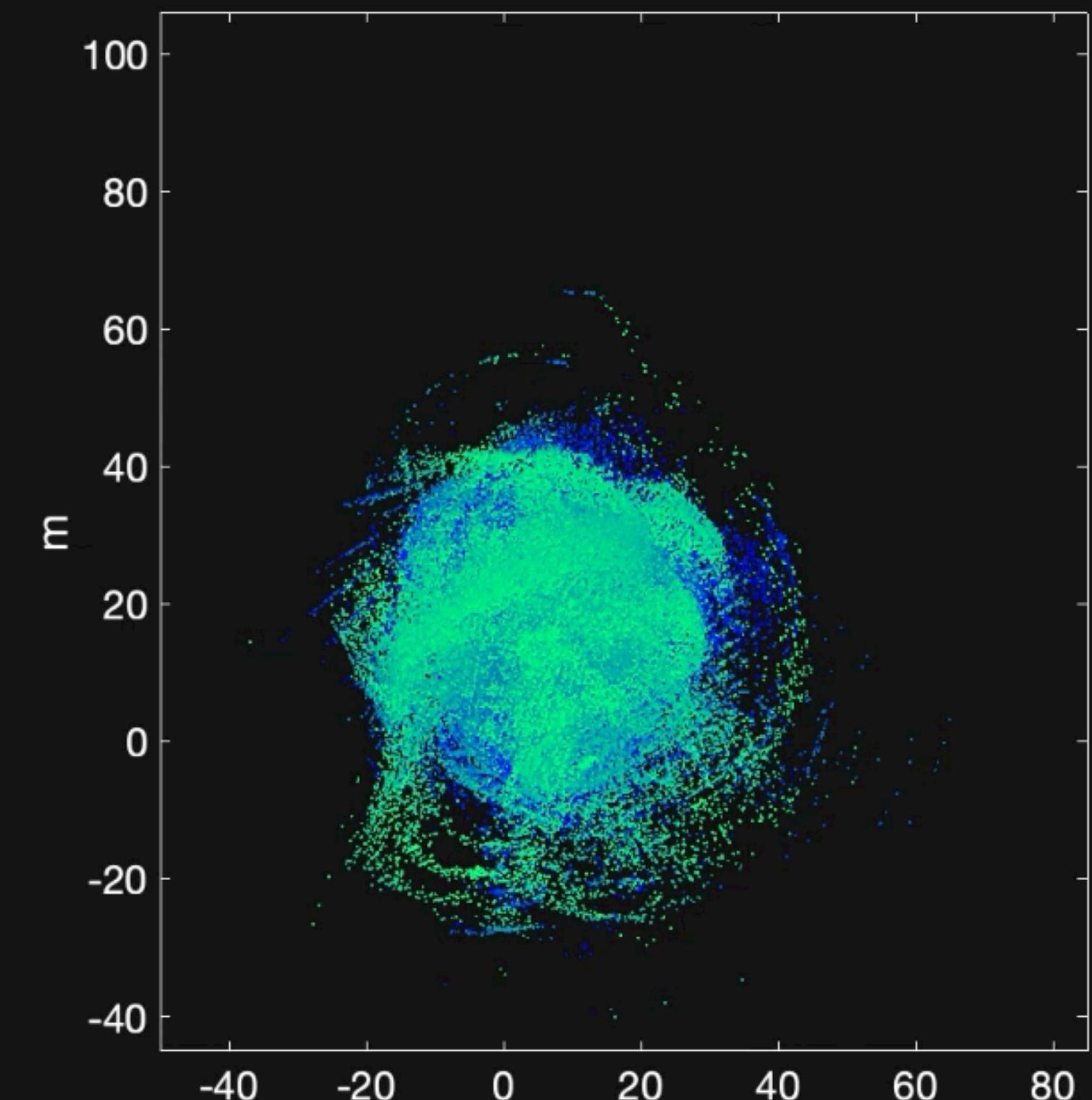
Robot Trajectory
(Outliers in red)



Reconstructed Map



Top View



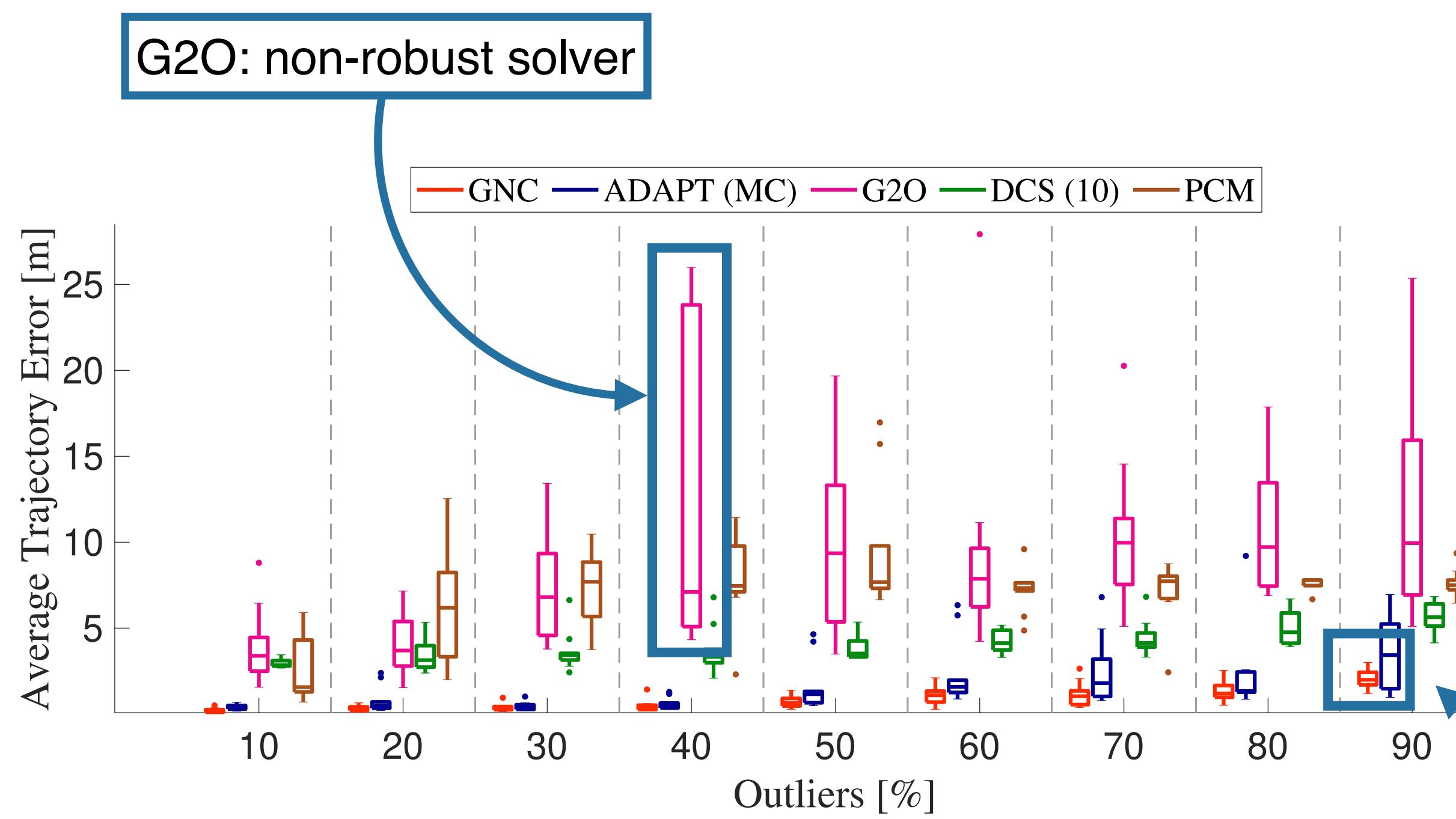
Inputs

Problem: estimate trajectory given motion estimates and loop closures.
Loop closures are contaminated with outliers



GNC for Simultaneous Localization and Mapping

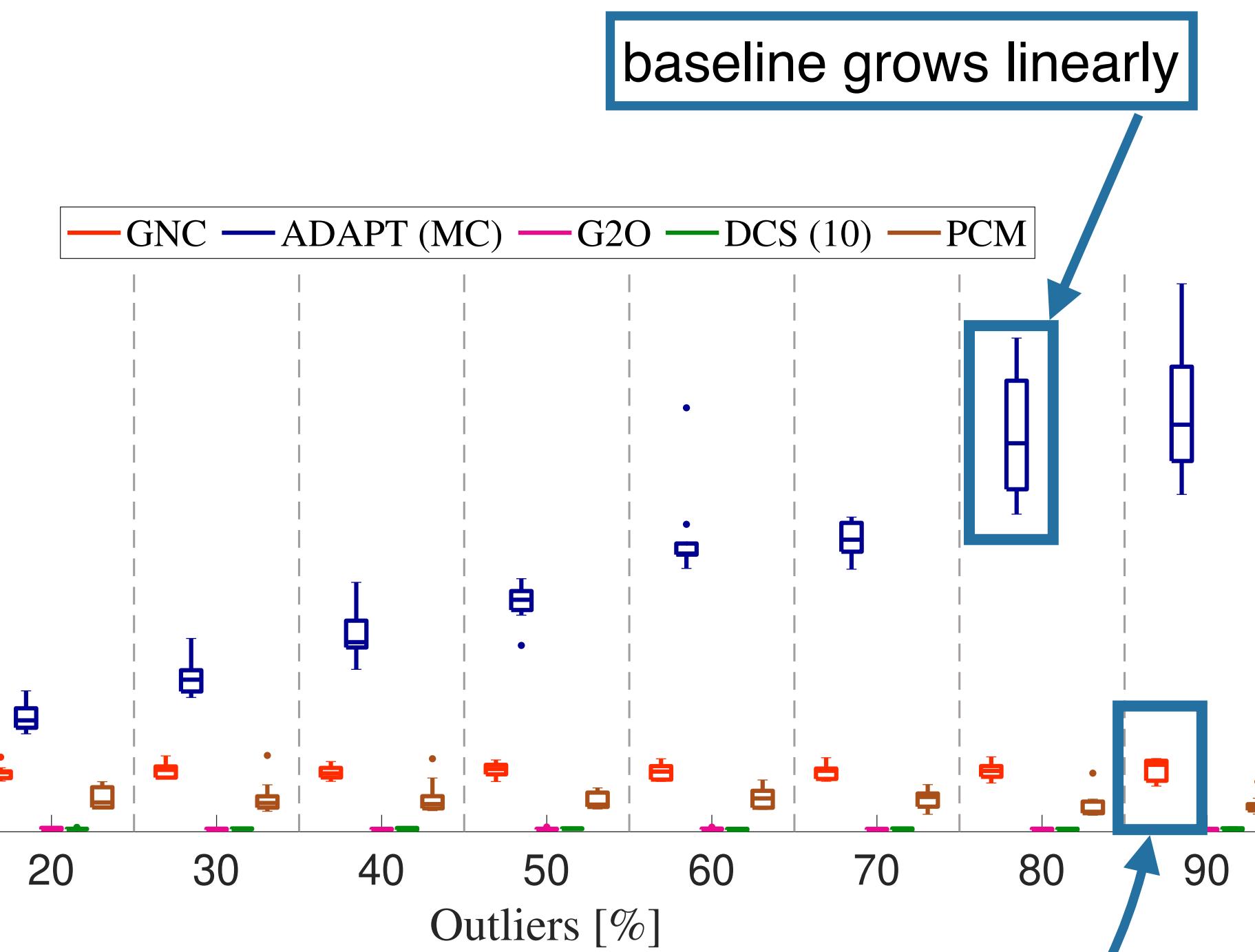
Accuracy



CSAIL SLAM dataset

GNC robust
up to 90% outliers

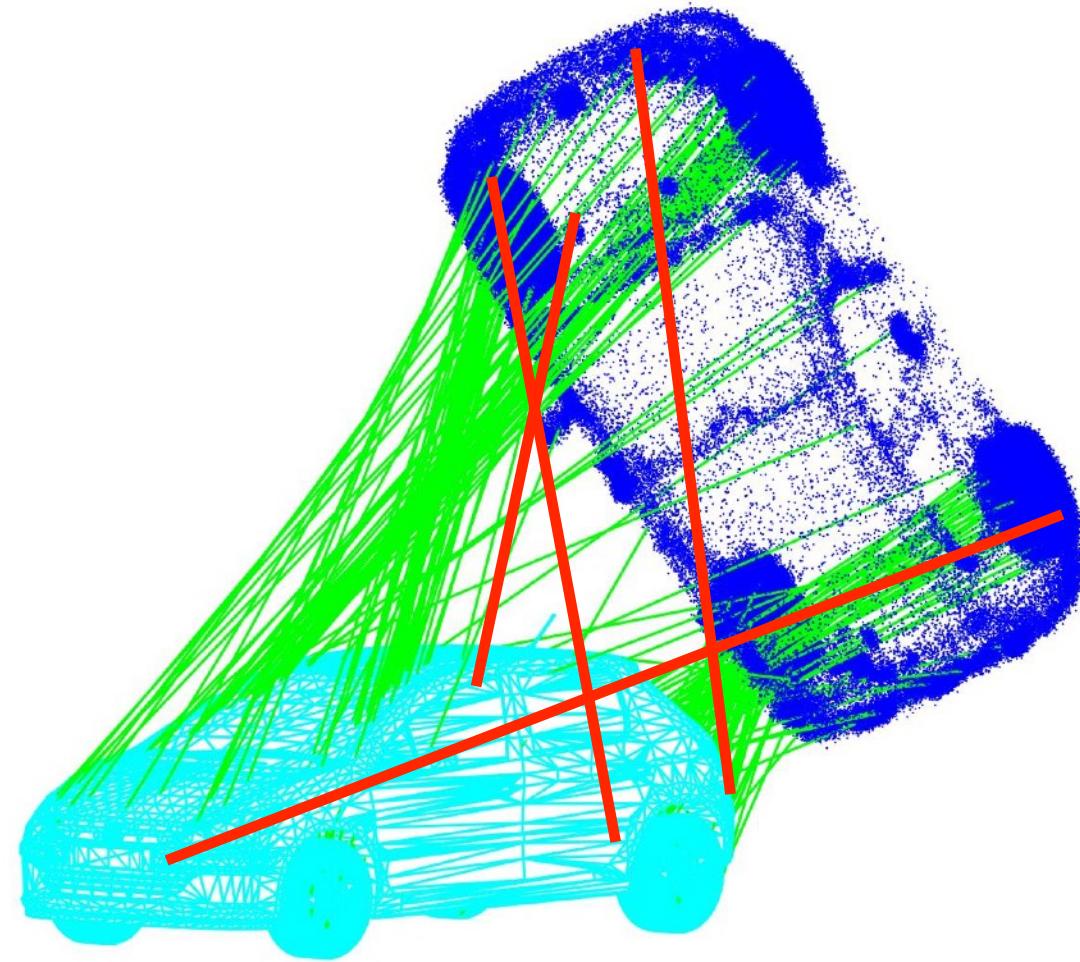
Runtime



GNC constant

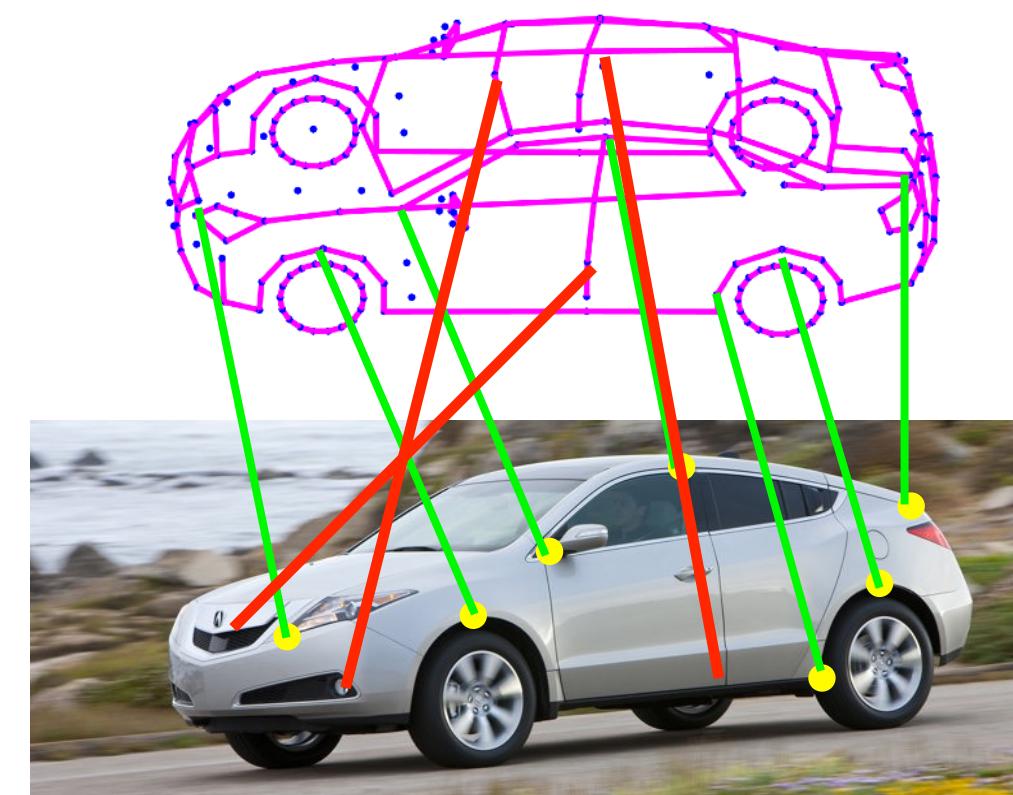
GNC: summary

Mesh Registration



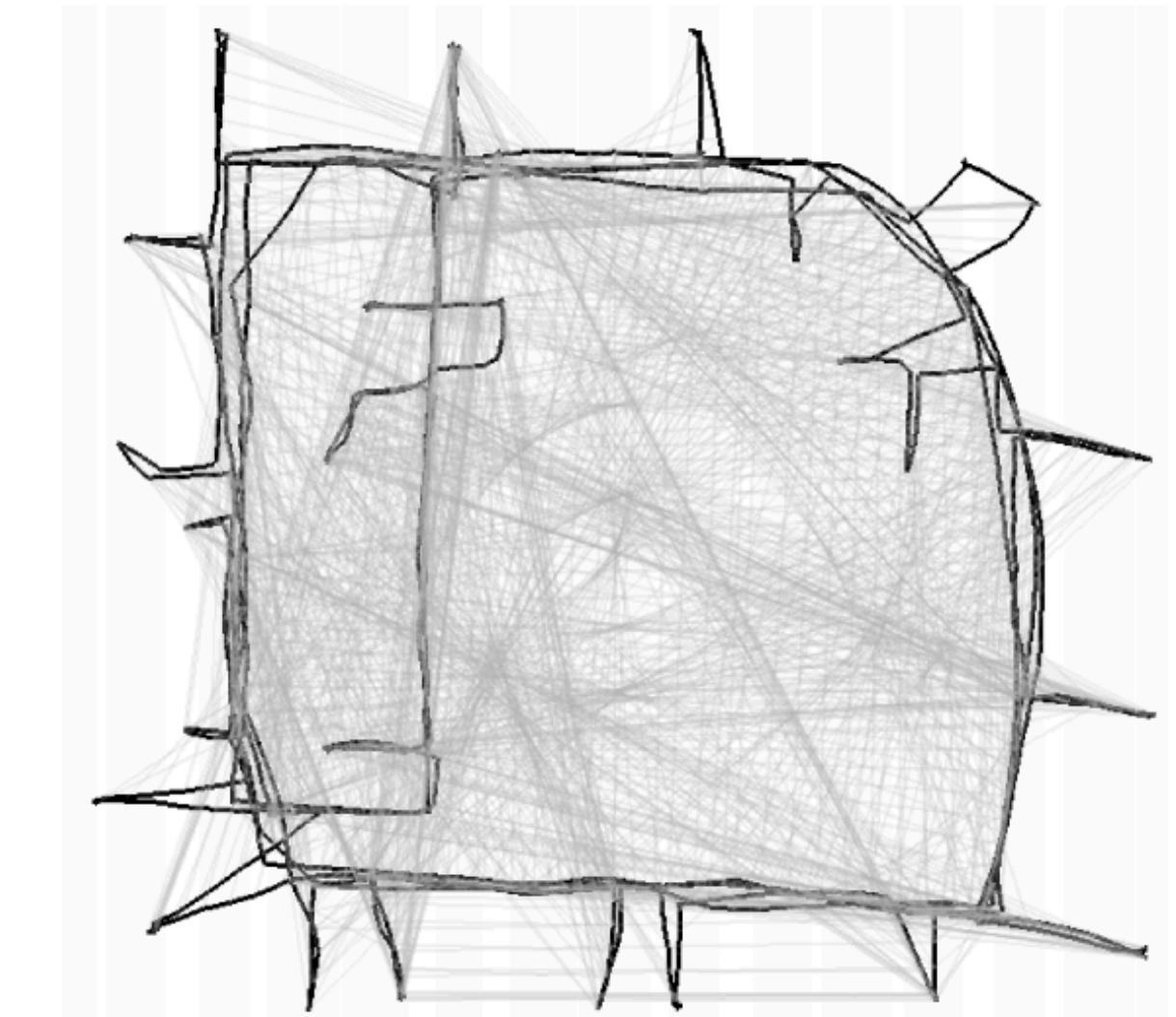
up to
80%
outliers

Shape Alignment



up to
70%
outliers

SLAM



up to
90%
outliers

No need for initial guess (as opposed to local solvers)
No need for minimal solver (as opposed to RANSAC)
GNC implementation available in Matlab and GTSAM

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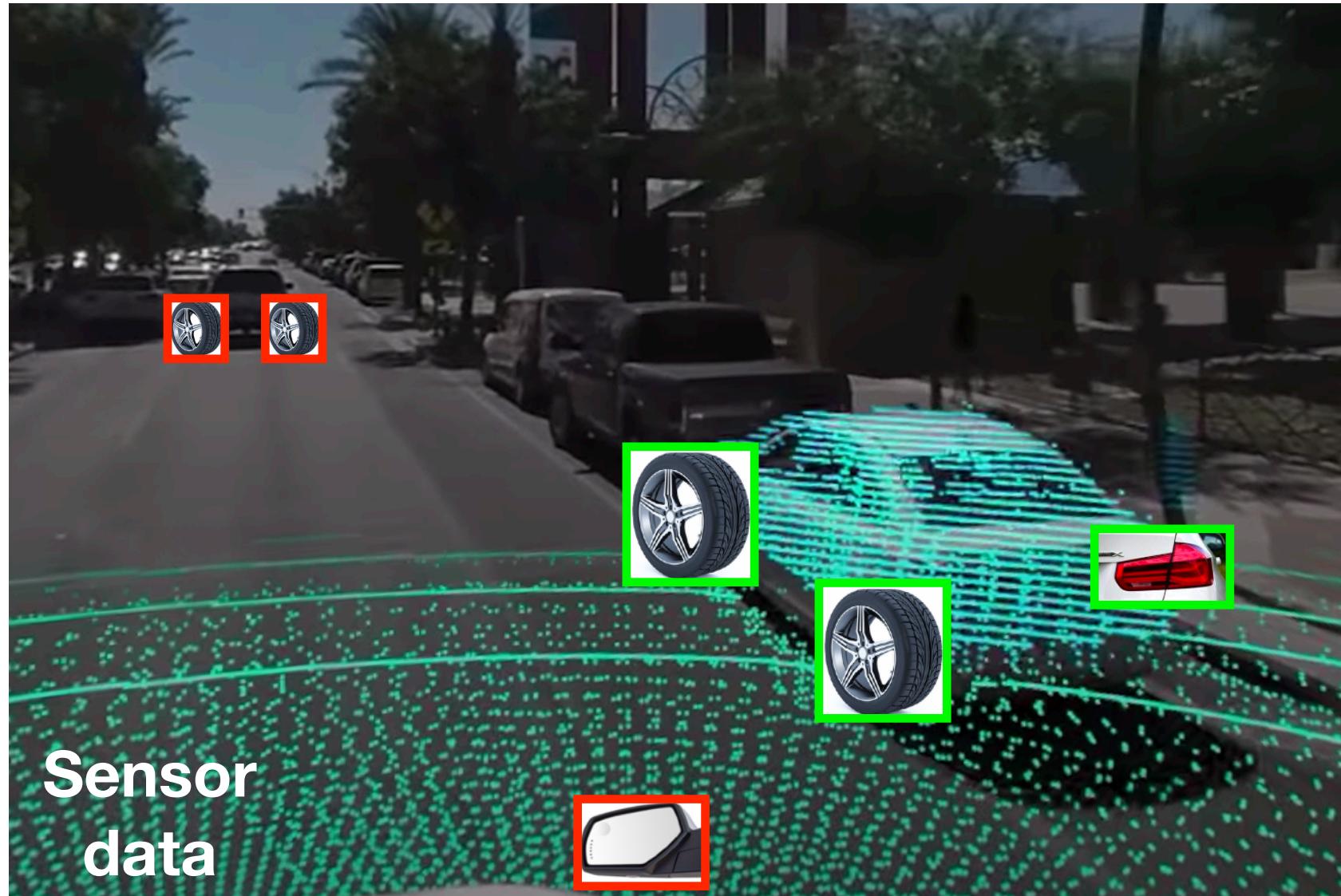
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[ICRA'20, CVPR'20]
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Can we further boost the robustness of GNC?

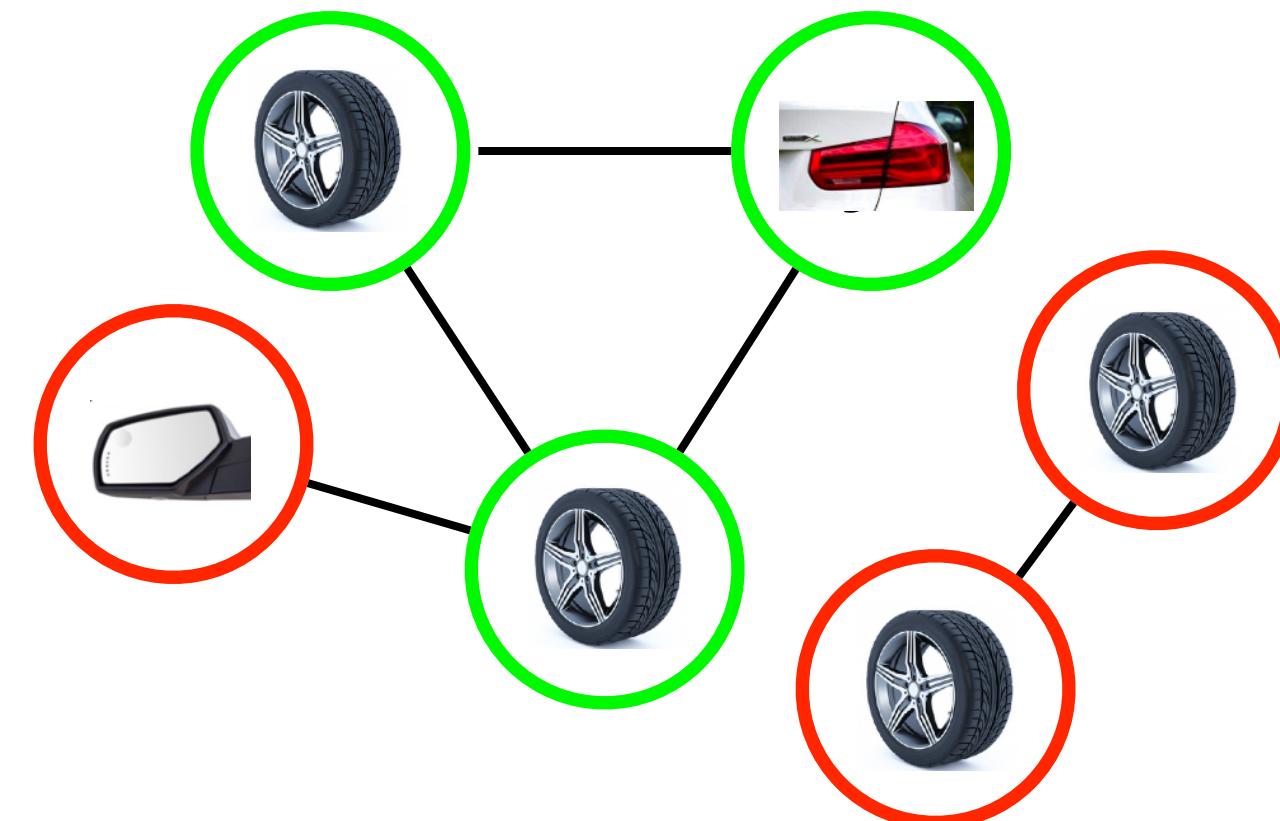


Insight: we can prune measurements that are mutually incompatible

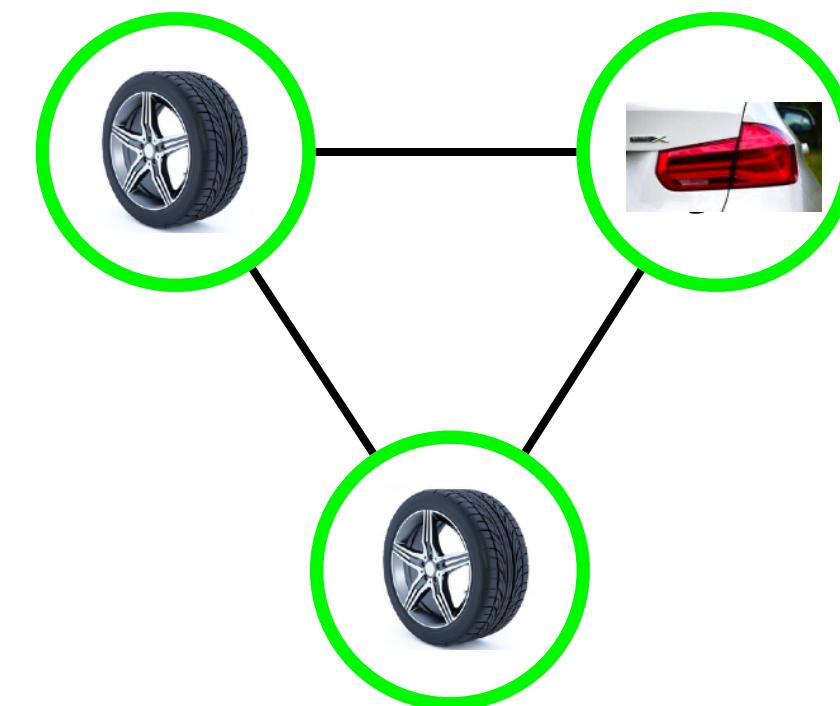
Object
To detect



Compatibility Graph



Maximum Clique



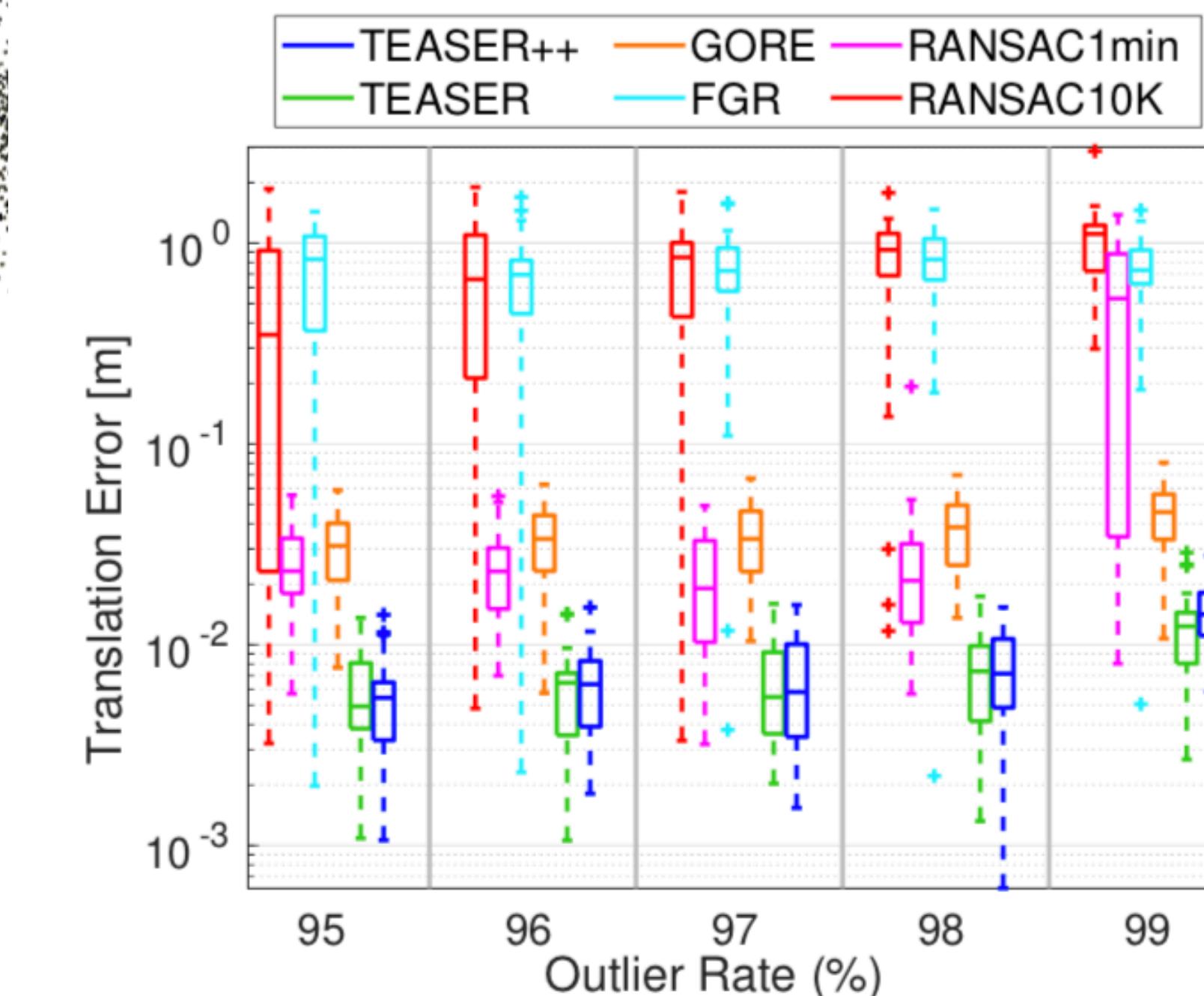
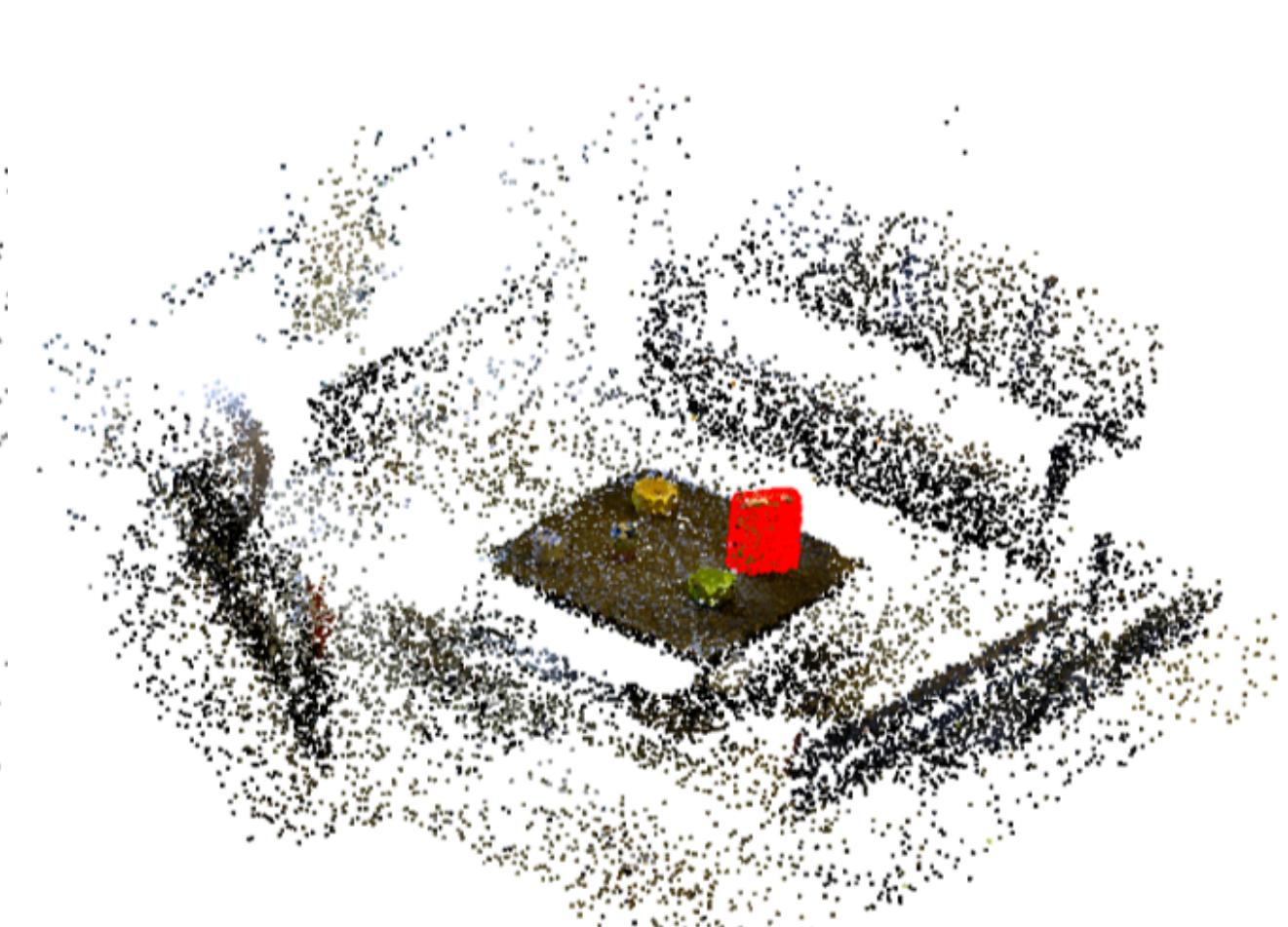
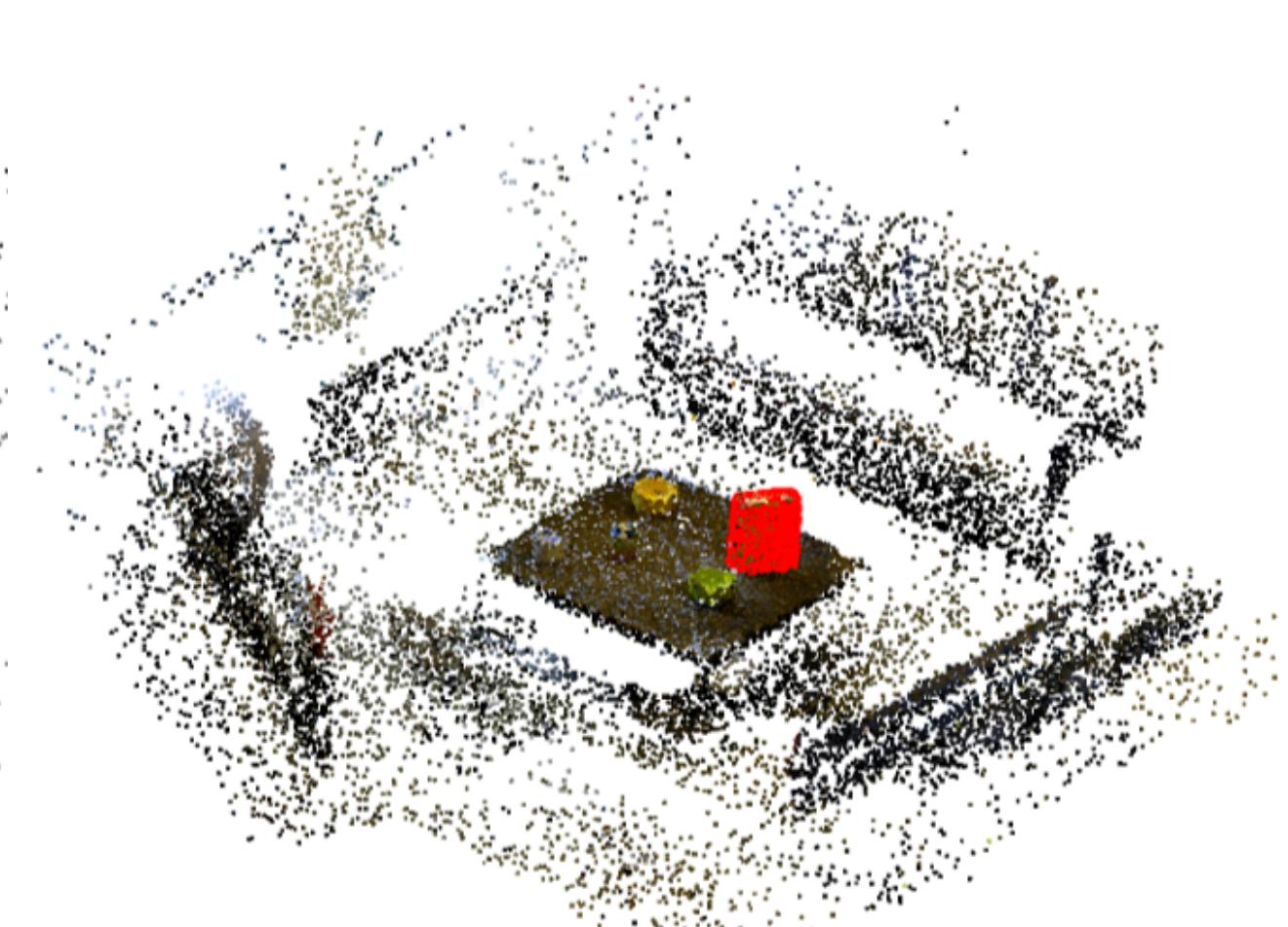
ROBIN: Reject Outliers Based on INvariants

- Used as pre-processing for GNC, boosts robustness to 90-95% outliers
- Works beyond pairwise comparisons
- Fast implementation (sparse graphs)
- Does not discard inliers if we use proper invariants

TEASER++: object localization in point clouds

Registration with ROBIN + GNC

- RGB-D point cloud dataset
- ~500 FPFH features



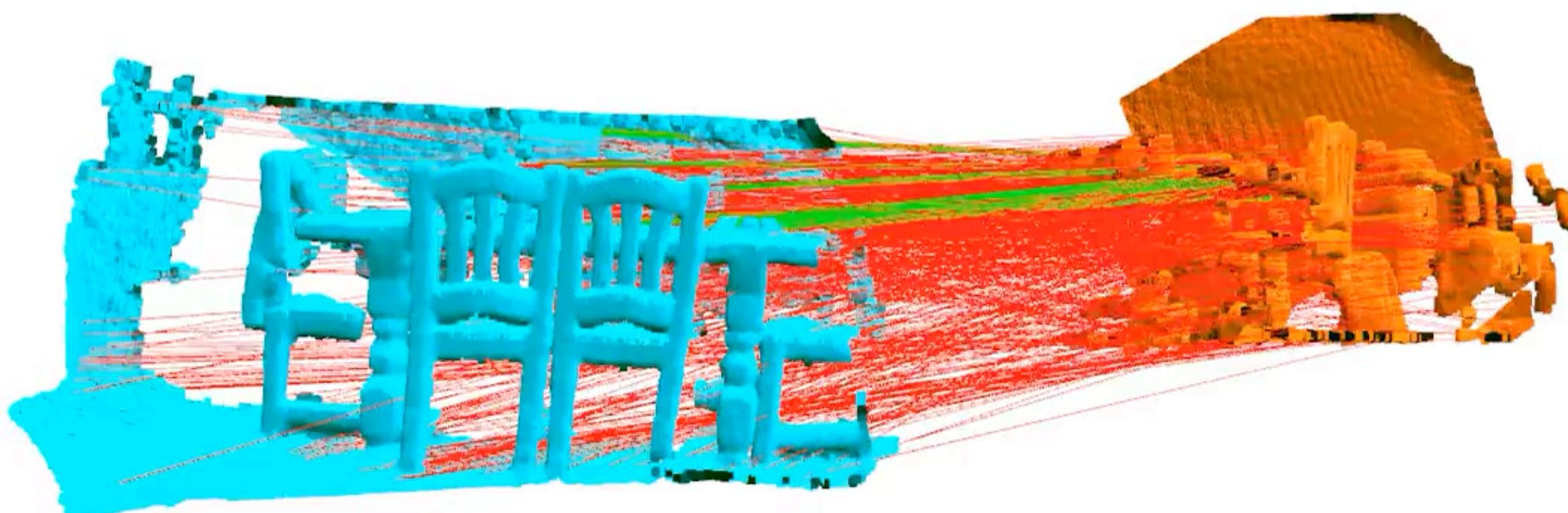
TEASER and
TEASER++
(proposed) are
best approaches

TEASER++
runs in 20ms

TEASER++: aligning point clouds

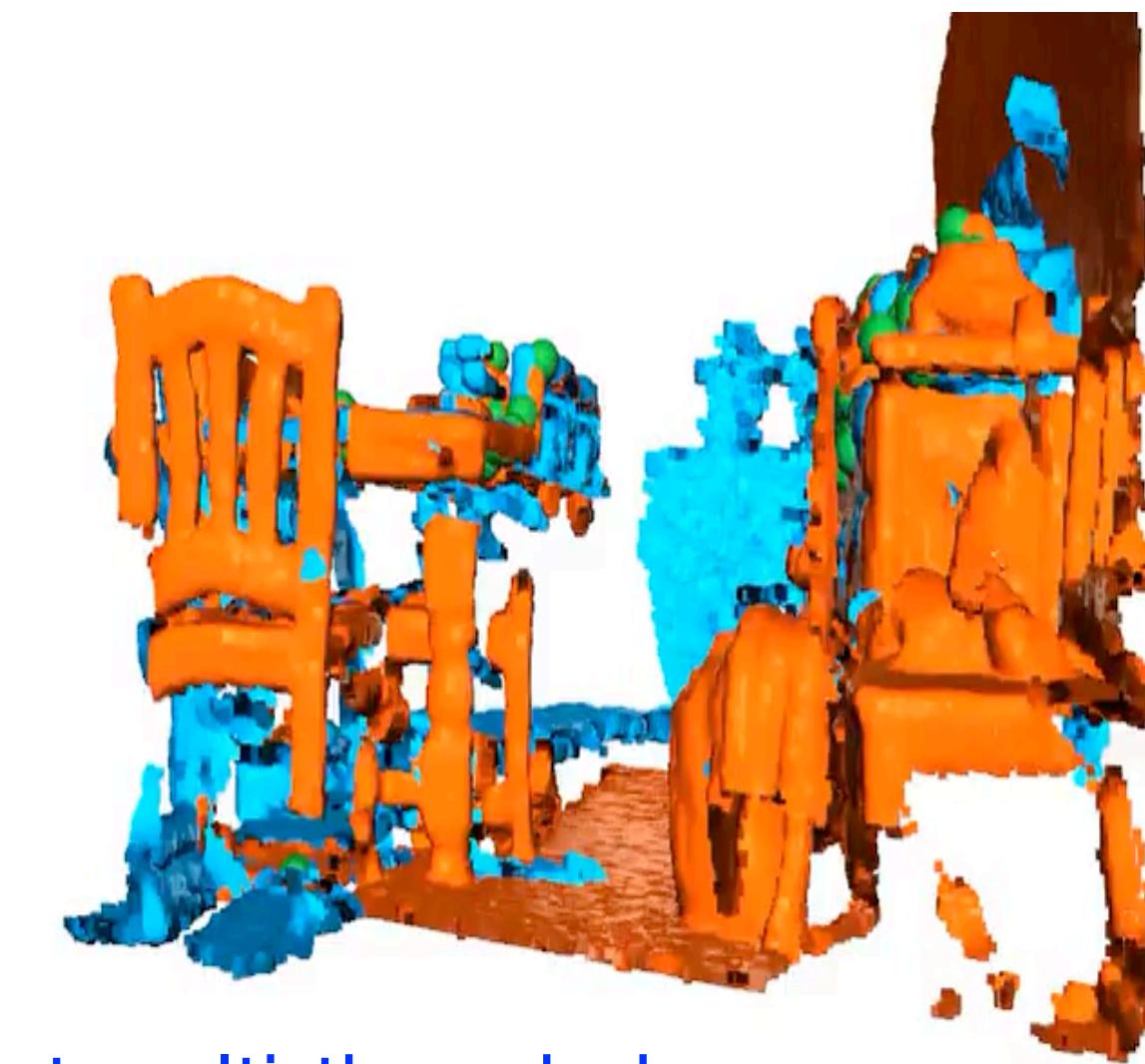
- 3DMatch dataset, ~1000 deep-learned features (using 3DSmoothNet)

Scenes	Success rate (%)	Kitchen (%)	Home 1 (%)	Home 2 (%)	Hotel 1 (%)	Hotel 2 (%)	Hotel 3 (%)	Study Room (%)	MIT Lab (%)
RANSAC-1K	90.9	91.0	73.1	88.1	80.8	87.0	79.1	81.8	
RANSAC-10K	96.4	92.3	73.1	92.0	84.6	90.7	82.2	81.8	
TEASER++	97.7	92.3	82.7	96.9	88.5	94.4	88.7	84.4	
TEASER++ (CERT)	99.2	97.5	90.0	98.8	94.9	97.7	94.8	93.9	



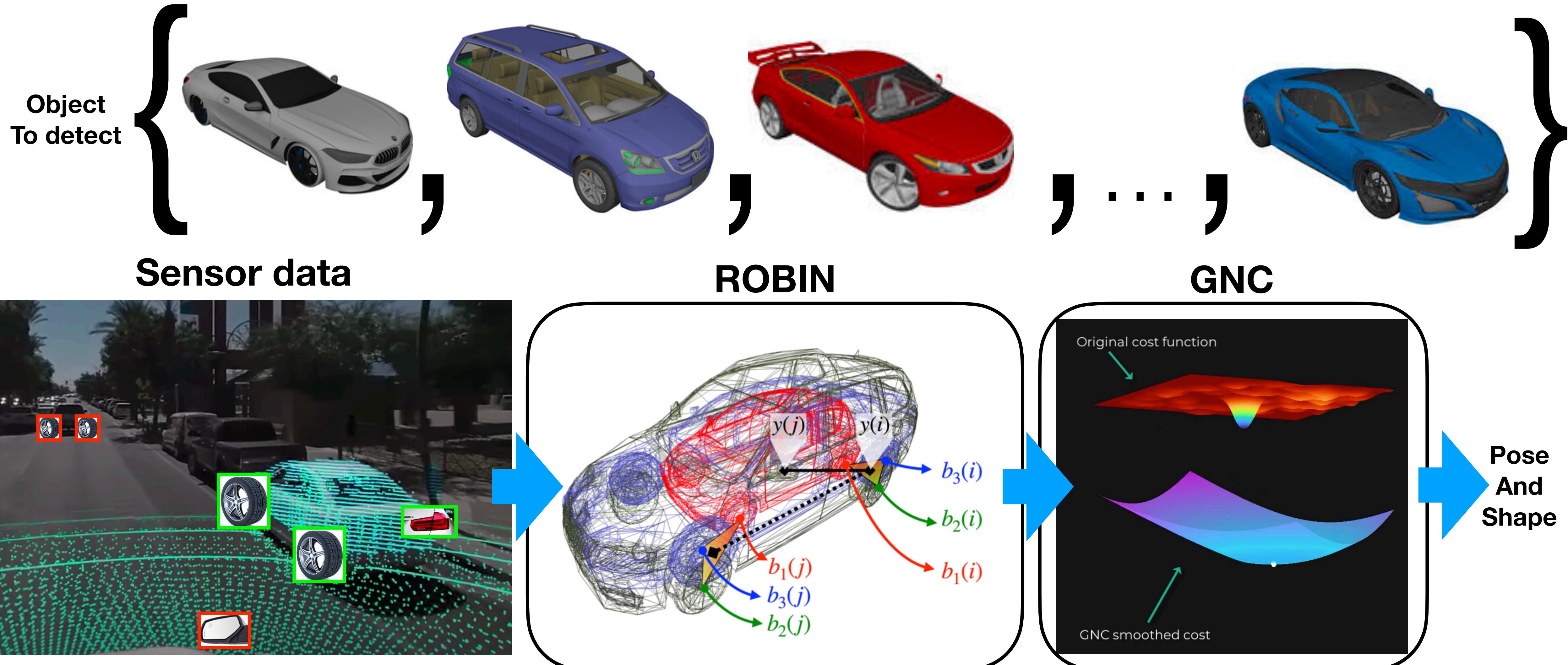
Green lines:
inlier correspondences

Red lines:
outlier correspondences



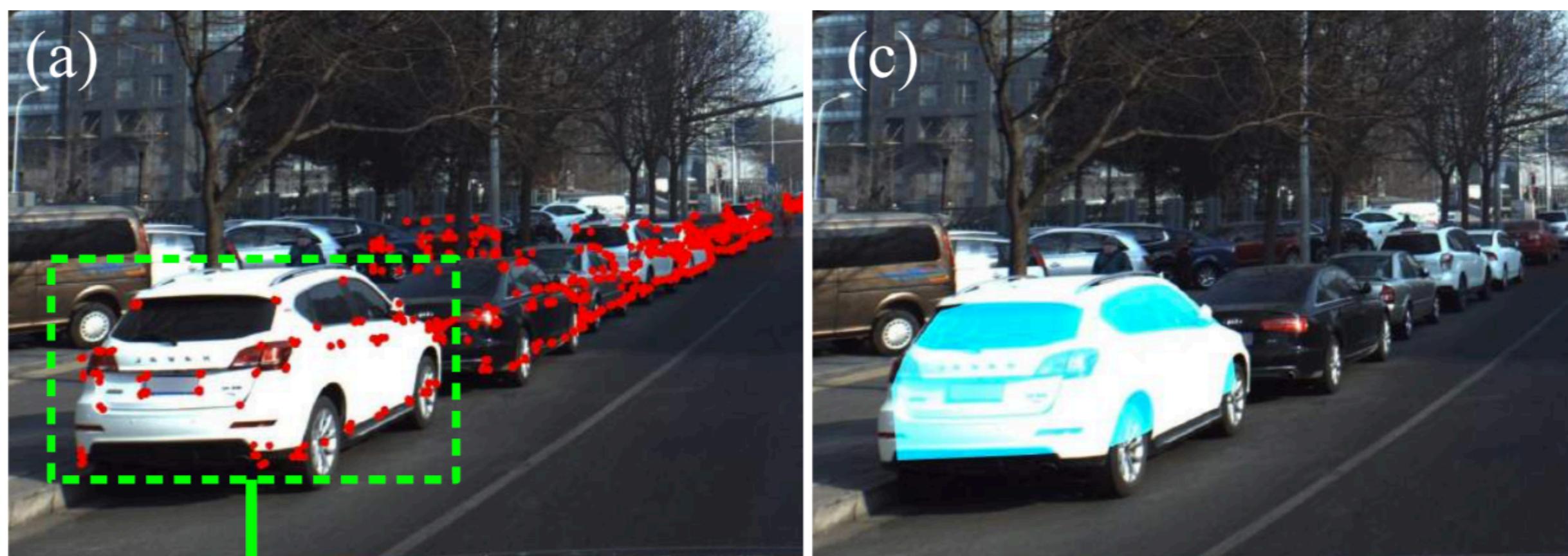
Fast multi-threaded open-source code:
<https://github.com/MIT-SPARK/TEASER-plusplus>

PACE#: category-level object localization in RGB-D images

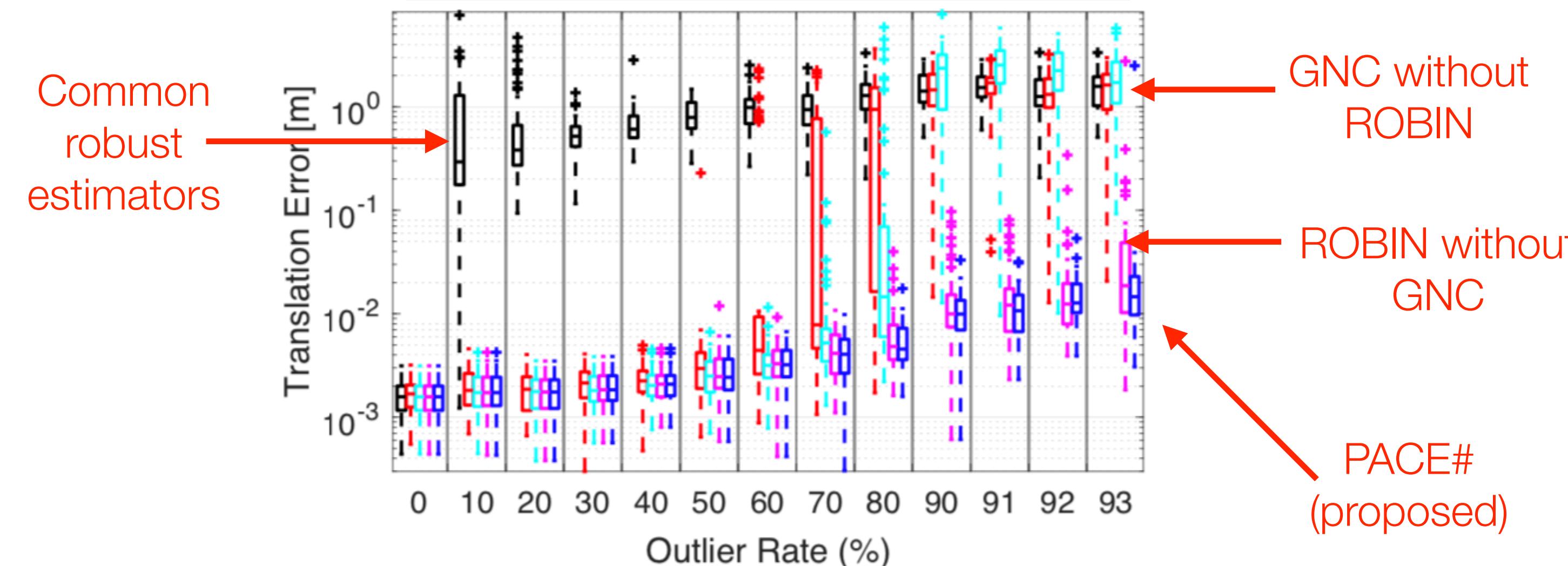


PACE#: category-level object localization in RGB-D images

ApolloScape self-driving dataset: 200 images (validation split), 79 car models, 66 keypoints per car.



Legend:
 — PACE#
 — ROBIN
 — GNC
 — IRLS-GM
 — IRLS-TLS



Deep learning baselines
(2017-2020)

	A3DP-Rel ↑			A3DP-Abs ↑		
	mean	c-l	c-s	mean	c-l	c-s
DeepMANTA [10]	16.0	23.8	19.8	20.1	30.7	23.8
3D-RCNN [34]	10.8	17.8	11.9	16.4	29.7	19.8
GSNet [30]	20.2	40.5	19.9	18.9	37.4	18.4
PACE#-ApolloDepths	25.9	35.7	33.7	22.4	34.7	31.6
PACE#-GTDepths	36.0	45.4	43.6	35.3	44.2	43.2
PACE#-GTKeypoints	64.5	88.1	86.0	64.3	88.1	86.1

Strict criterion: % of estimates with $<1.4\text{m}$ translation error and $<15^\circ$ for rotation error

GSNet keypoint detection	PACE# Max-clique	GNC
0.45 s	2ms	0.45 s

TABLE II: Timing breakdown for PACE#.

Non-optimized Python implementation

Outline

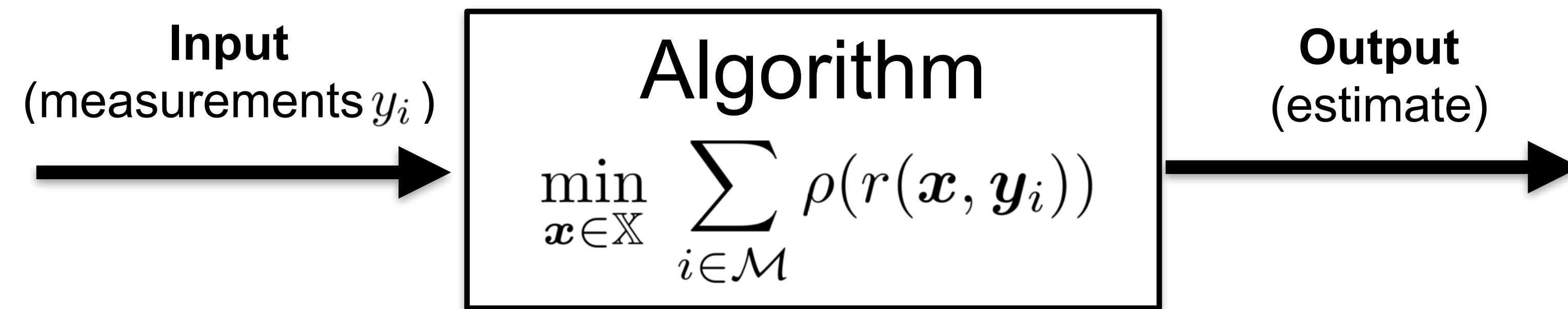


What is a “certifiable algorithm”
for geometric perception?

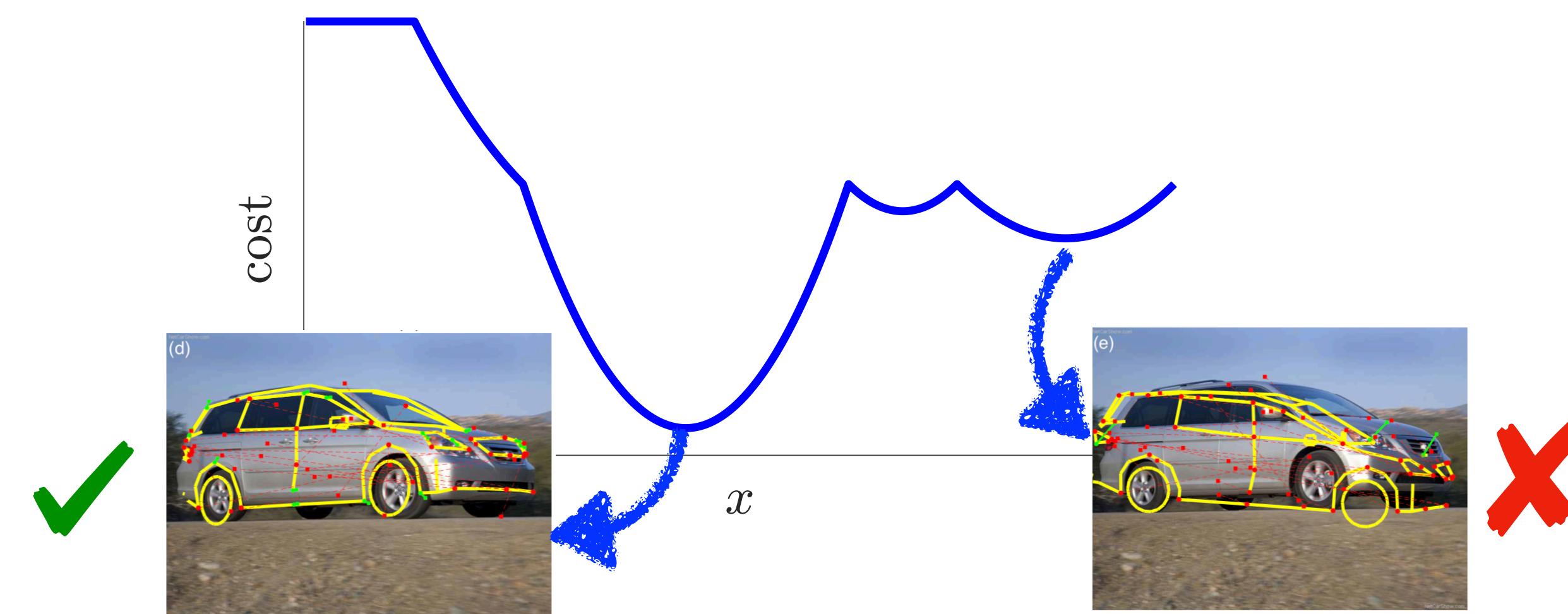


- Graduated Non-Convexity
[ICRA'20, CVPR'20]
- Graph-theoretic outlier pruning
[TRO'20, ICRA'21, arxiv'21]
- Optimality certification
[TRO'20, NeurIPS'20]

Our goal: Certifiable Algorithms



Certifiable algorithms: fast algorithms that (w/o requiring an initial guess) solve robust estimation to optimality in virtually all problem instances or detect failure when unable to compute an optimal solution



How to certify optimality of a given estimate?

Robust Model Fitting

(non-convex, combinatorial)

$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$

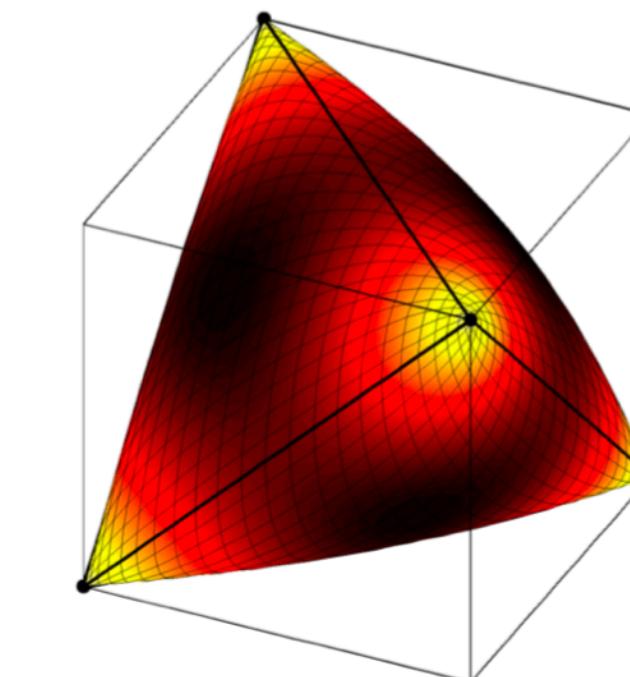
Polynomial Optimization

(non-convex, hard)

$$\begin{aligned} & \min_{\boldsymbol{x} \in \mathbb{R}^n} && f(\boldsymbol{x}) \\ & \text{s.t.} && h_i(\boldsymbol{x}) = 0, i = 1, \dots, m, \\ & && g_k(\boldsymbol{x}) \geq 0, k = 1, \dots, l, \end{aligned}$$

Lasserre Hierarchy

(semidefinite programming, convex)



Optimality
certificate

Theorem (informal): If a given estimate \boldsymbol{x} is optimal for the convex relaxation, then it is also optimal for the original non-convex problem.

- Optimality of the convex relaxation can be checked in polynomial time
- Systematic way to derive a convex relaxation using Lasserre's moment relaxation
- Tight relaxation: \boldsymbol{x} optimal for relaxation **if and only if** it's optimal for original problem

TEASER++: Estimation contract

- We can provide the first performance guarantees for geometric perception problems:

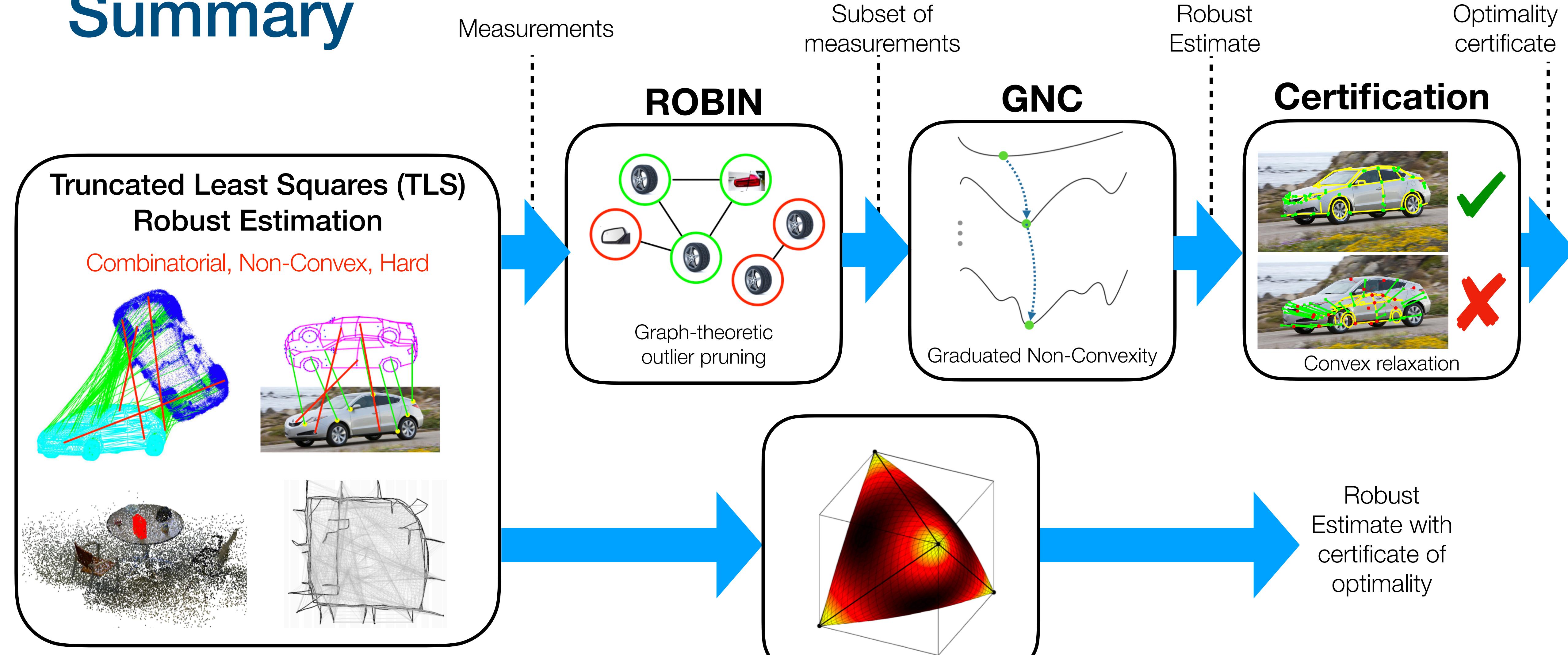
Theorem (Exact Recovery): if the measurements (i) contain at least 3 noiseless and non-collinear inliers, (ii) the outliers are not adversarial, and (iii) the certificate of optimality holds, TEASER++ recovers the true object pose.

Theorem (Exact Recovery in Adversarial Setting): if the number of noiseless and non-collinear inliers is larger than the number of outliers ($N_{in} > N_{out} + 3$) and the certificate of optimality holds, TEASER++ recovers the true object pose.

- In practice: we can discard suboptimal estimates as incorrect:

Scenes	Kitchen (%)	Home 1 (%)	Home 2 (%)	Hotel 1 (%)	Hotel 2 (%)	Hotel 3 (%)	Study Room (%)	MIT Lab (%)
RANSAC-1K	90.9	91.0	73.1	88.1	80.8	87.0	79.1	81.8
RANSAC-10K	96.4	92.3	73.1	92.0	84.6	90.7	82.2	81.8
TEASER++	97.7	92.3	82.7	96.9	88.5	94.4	88.7	84.4
TEASER++ (CERT)	99.2	97.5	90.0	98.8	94.9	97.7	94.8	93.9

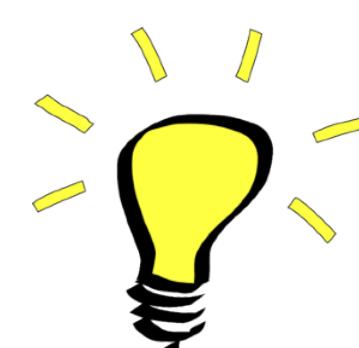
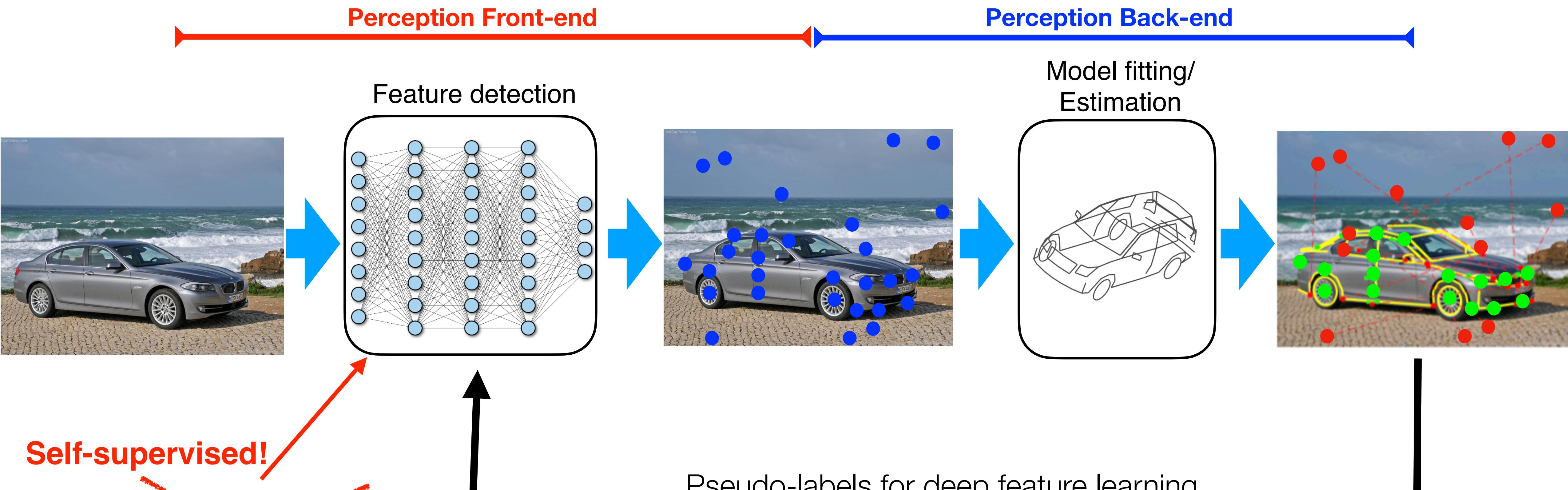
Summary



$$\arg \min_{\substack{x \in \mathbb{X}, \\ \theta_i \in \{0,1\}, \forall i}} \sum_{i \in \mathcal{M}} \theta_i \|r_i(x, y_i)\|^2 + (1 - \theta_i) \bar{c}^2$$

**Minimum-order Moment/SOS Relaxation
(Semidefinite Program)**

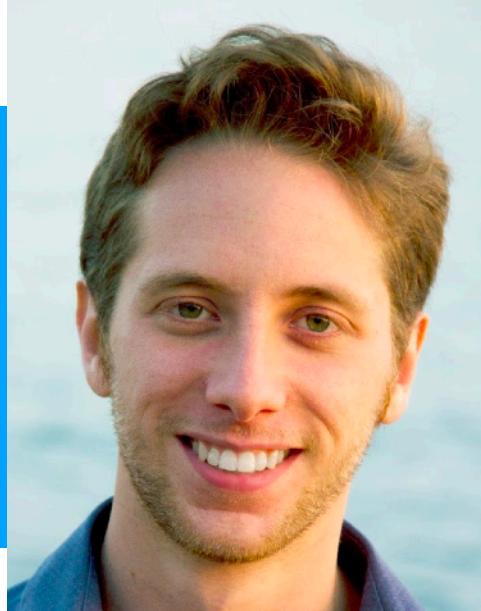
NEW! Self-supervised Geometric Perception



Idea: why not using inlier/outlier decisions from robust estimation as a supervisory signal to deep feature learning?

Conclusion

- New opportunities to improve robust estimation techniques for perception:
 - **Certifiable algorithms:** solve optimization globally without initial guess and certify optimality (or detect failures)
 - Graduated non-convexity, graph-theoretic outlier pruning, certification
- Many other questions: how to certify the front-end? system-level guarantees?



Thank you!



Monitoring and Diagnosability of Perception Systems

Pasquale Antonante, David I. Spivak, Luca Carbone

Abstract—Perception is a critical component of high-integrity applications of robotics and autonomous systems, such as self-driving cars. In these applications, failure of perception systems may put human life at risk, and a broad adoption of these technologies relies on the development of methodologies to guarantee and monitor safe operation, as well as detect and mitigate failures. Despite the paramount importance of perception systems, currently there is no formal approach for system-level monitoring. In this work, we propose a mathematical model for runtime monitoring and fault detection in perception systems. Towards this goal, we draw connections with the literature on self-diagnosability for multiprocessor systems, and generalize it to account for modules with heterogeneous outputs that interact over time. The resulting temporal diagnostic graphs (i) provide a



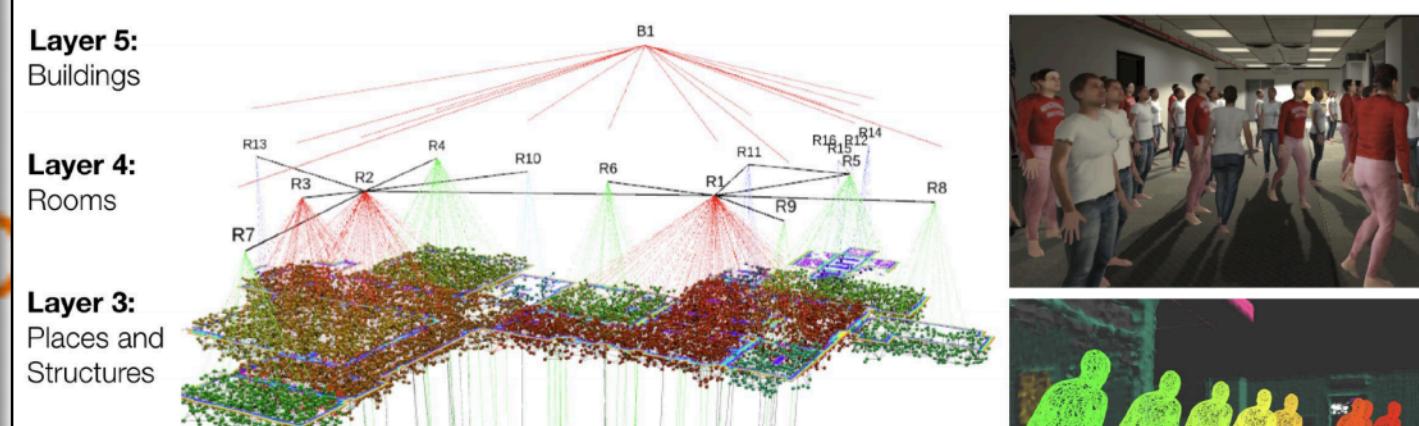
3D Dynamic Scene Graphs: Actionable Spatial Perception with Places, Objects, and Humans

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Kimera: from SLAM to Spatial Perception with 3D Dynamic Scene Graphs

Antoni Rosinol, Andrew Violette, Marcus Abate, Nathan Hughes, Yun Chang, Jingnan Shi, Arjun Gupta, Luca Carbone

Abstract

Humans are able to form a complex mental model of the environment they move in. This mental model captures geometric and semantic aspects of the scene, describes the environment at multiple levels of abstractions (e.g., objects, rooms, buildings), includes static and dynamic entities and their relations (e.g., a person is in a room at a given time). In contrast, current robots' internal representations still provide a partial and fragmented understanding of the environment, either in the form of a sparse or dense set of geometric primitives (e.g., points, lines, planes, voxels), or as a collection of objects. This paper attempts to reduce the gap between robot and human perception by introducing a novel representation, a *3D Dynamic Scene Graph* (DSG), that seamlessly captures metric and semantic