Vision-Aided Navigation (086761) - Fall 2021 Project

General

The purpose of this project is to get the student(s) closely familiar with state of the art approaches on one of the topics covered in (or related to) the course.

Note: The project is an excellent opportunity to investigate a potential topic/direction for research thesis. Those interested are encouraged to get in touch with the lecturer *before* choosing the project topic.

Guidelines and Requirements

1. Choose a topic from the table below.

Doodle poll: Specify your preference [link to poll]

Deadline: by lecture #5 (November 23rd 2021, no extensions), better to decide earlier

- 2. Tasks (more details below)
 - (a) Choose a topic and read paper(s) from the chosen topic.
 - (b) (Partial) implementation as well as method's extension/generalization are encouraged and <u>required</u> to get full credit. We also encourage relevant online demonstrations using real sensors and robots.
 - (c) Oral presentation of the topic <u>during the last two weeks</u> of the semester: 20 minutes, unless otherwise mentioned.
 - (d) Submit a report that summarizes the paper(s) presented in class.

 <u>Deadline</u>: Submission is due February 3rd 2022 (original Moed A final exam).

Written Report:

The report should summarize the material, as you comprehend it, and importantly, provide some criticism and potentially extend formulation to overcome limitations or address more general settings. The basic structure of the report should typically be as follows:

- 1. Introduction and overview: Introduce the paper(s) topic. Describe how the paper fits in with the contents of this course, provide a brief background (literature review) and explain why the problem is important.
- 2. Preliminary material and problem formulation: Present a description of relevant notations and definitions, define mathematically the problem addressed by the paper(s), and summarize any preliminary mathematical material used in the paper(s).
- 3. Main contribution: A detailed discussion of the main results of the paper(s). This should include both a qualitative discussion and a mathematical presentation (i.e. show proofs, preferably in your own style).
- 4. Implementation: Demonstrate the main results of the paper(s) using simulation and/or real-world experiments. You are free to choose the programming language as well as using open source software. This also includes testing the approaches under different conditions than those originally assumed in the paper(s), as well as extending approaches to unsupported settings/scenarios.

5. Discussion and Conclusions: Summarize the report and provide some criticism: identify weak points, unrealistic assumptions or aspects that could be improved and suggest possible directions (or extensions) for future research. **Ideally**, include a mathematical derivation/formulation that extends or overcomes a limitation(s) of the original paper(s).

The report **should not exceed 10-15 pages** in length. The usage of LaTex is highly recommended for writing the report. **Note**: to get full credit, items 4 and 5 should be addressed extensively.

Oral Presentation:

The oral presentation is complementary to the written report. The presentation should be in a "lecture" style format; i.e., you will present this in front of the class with the goal of "teaching" the main points of the paper(s). It is therefore should be well organized such that participants can easily understand the key concepts. Unless otherwise mentioned, the presentation should be around **20 minutes long**, with additional time allocated for questions (up to 5 minutes). The general format of the talk should mirror the structure of the written report. All team members should take **active** part in the presentation, e.g. for teams of two members, each member should talk about 10 minutes.

Topics & Papers

#	Topic	Papers	Assigned to	Presentation date
	VAN/SLAM			
1	VAN I	[9]	Nitzan & Eli	18/01/22
2	VAN II	[10]	Boaz & Noam	18/01/22
3	Qualitative SLAM	[11]	Ido Sherf	18/01/22
4	Bundle adjustment	[6]	Alon & Tom	18/01/22
5	MSCKF for Vision-aided Inertial Navigation	[12]	Anat & Ido	18/01/22
6	ORB-SLAM2	[14]	Guy & Shenhav	18/01/22
7	Bundle adjustment $+$ scale constraint	[15]	Asaf & Dar	18/01/22
8	$Data\ association\ +\ SLAM\ II$	[13, 1]	Sher & Alon	25/01/22
9	Data association + (Semantic) SLAM III	[16]	Eilon & Eli	25/01/22
10	Distributed (object-level) Mapping	[3]	Idan & Pietro	25/01/22
11	Distributed multi-robot semantic SLAM	[17]	Maxim & Roee	25/01/22
12	BSP and active SLAM	[4]	Ohad	25/01/22
13	${\rm BSP+factorgraphs}$	[7]	Esther & Adam	25/01/22
14	Driving in a crowd by learning from tree search	[2]	Andrey	25/01/22
15	DL based camera localization & inference	[5, 8]	Oren & Amir	25/01/22

Table 1: Reading material sorted by topic.

References

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- [5] Alex Kendall, Matthew Grimes, and Roberto Cipolla. Posenet: Convolutional networks for real-time 6-dof camera relocalization. In *Intl. Conf. on Computer Vision (ICCV)*, 2015.
- [6] K. Konolige and M. Agrawal. FrameSLAM: from bundle adjustment to realtime visual mapping. *IEEE Trans. Robotics*, 24(5):1066–1077, 2008.
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- [11] R. Mor and V. Indelman. Probabilistic qualitative localization and mapping. In *IEEE/RSJ Intl. Conf. on Intelligent Robots and Systems (IROS)*, 2020.
- [12] A.I. Mourikis and S.I. Roumeliotis. A multi-state constraint Kalman filter for vision-aided inertial navigation. In *IEEE Intl. Conf. on Robotics and Automation (ICRA)*, pages 3565— 3572, April 2007.
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- [14] Raul Mur-Artal and Juan D Tardós. Orb-slam2: An open-source slam system for monocular, stereo, and rgb-d cameras. *IEEE Trans. Robotics*, 33(5):1255–1262, 2017.
- [15] V. Ovechkin and V. Indelman. Bafs: Bundle adjustment with feature scale constraints for enhanced estimation accuracy. *IEEE Robotics and Automation Letters (RA-L)*, 3(2):804–810, 2018.
- [16] V. Tchuiev, Y. Feldman, and V. Indelman. Data association aware semantic mapping and localization via a viewpoint-dependent classifier model. In *IEEE/RSJ Intl. Conf. on Intel*ligent Robots and Systems (IROS), 2019.
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