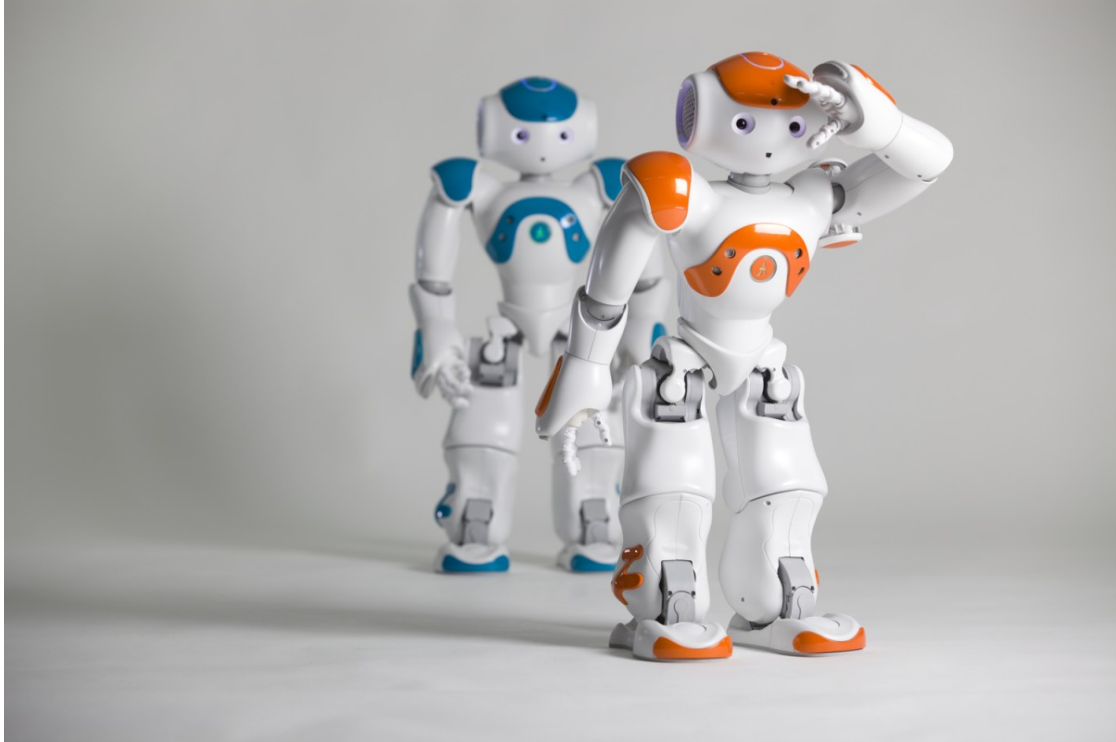


COLLABORATIVE VISUAL SLAM

MULTI-AGENT VISUAL ODOMETRY AND SLAM WITH HUMANOID ROBOTS.



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Collaborative Visual SLAM

Multi-Agent Visual Odometry and SLAM with humanoid robots.

Project AI (6 EC)

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1 Introduction

2 Related Work

3 Theory

4 Pipeline

In this section, the pipeline of our proposed system is described stepwise.

Figure 1: Schematic overview of the pipeline of the system

4.1 Calibration

4.2 Feature Extraction

In this section, we concisely describe the feature extraction methods that were used in the system to extract features. In total three feature extractions methods were applied, namely, Binary Robust Invariant Scalable Keypoints (BRISK) [Leutenegger et al., 2011], Oriented FAST and Rotated BRIEF (ORB) [Rubblee et al.,] and Fast Retina Keypoints (FREAK) [Ortiz, 2012].

4.2.1 Binary Robust Invariant Scalable Keypoints

BRISK relies on an easily configurable circular sampling pattern from which it computes brightness comparisons to form a binary descriptor string. The unique properties, rotation and scale invariance, of BRISK can be useful for a wide spectrum of applications, in particular for tasks with hard real-time constraints or limited computation power: BRISK finally offers the quality of high-end features in such time-demanding applications.

4.2.2 Oriented FAST and Rotated BRIEF

[Insert]

4.2.3 Fast Retina Keypoint

[Insert]

4.3 Feature Matching

FLANN FEATUREMATCHER

4.4 3D Map reconstruction

4.5 2D feature and 3D feature Matching

5 Experimental Setup

6 Results

7 Discussion

8 Conclusion

References

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