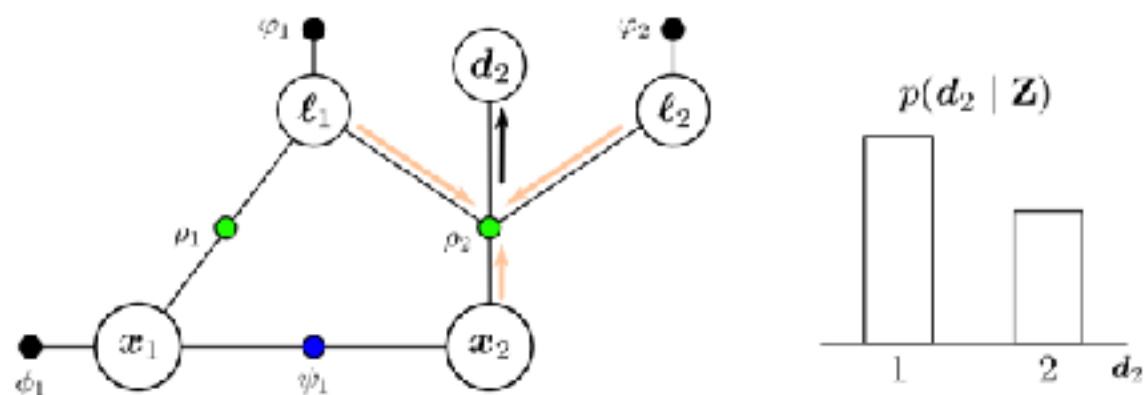


ICRA 2020

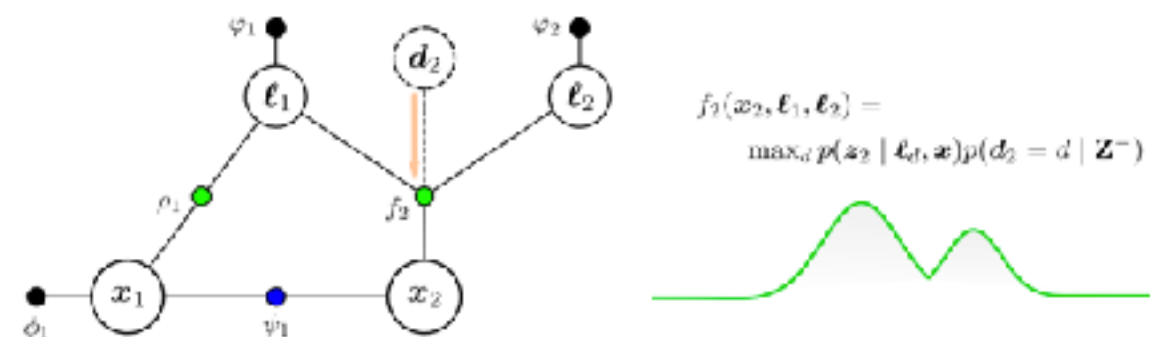
8th June 2020

Probabilistic Data Association via Mixture Models for Robust Semantic SLAM [Video]

- Doesn't explicitly represent hypo-tree, instead has semantic max-mixture factors
- Eliminates data-association variables through max-marginalization
- Incorporates null-hypothesis
- Current works for semantic data association



(a) Association probabilities computed by marginalizing out poses and landmarks.

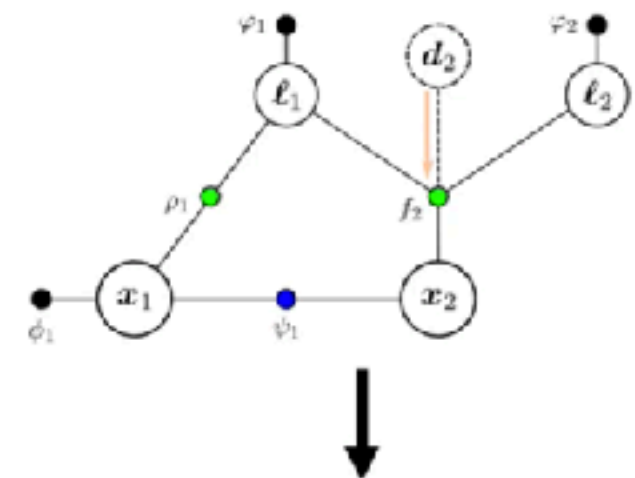


(b) Data association max-marginalization produces a mixture factor.

Probabilistic Data Association via Mixture Models for Robust Semantic SLAM [Video]

Probabilistic Data Association via Mixture Models for Robust Semantic SLAM

- Avoids exponential complexity typically associated with multi-hypothesis methods
- Permits efficient optimization using nonlinear least-squares methods
- Leverages the benefits of learned perception models, while offering improved robustness to their failures



$$f_2(x_2, \ell_1, \ell_2) = \max_d p(z_2 | \ell_d, x) p(d_2 = d | Z^-)$$

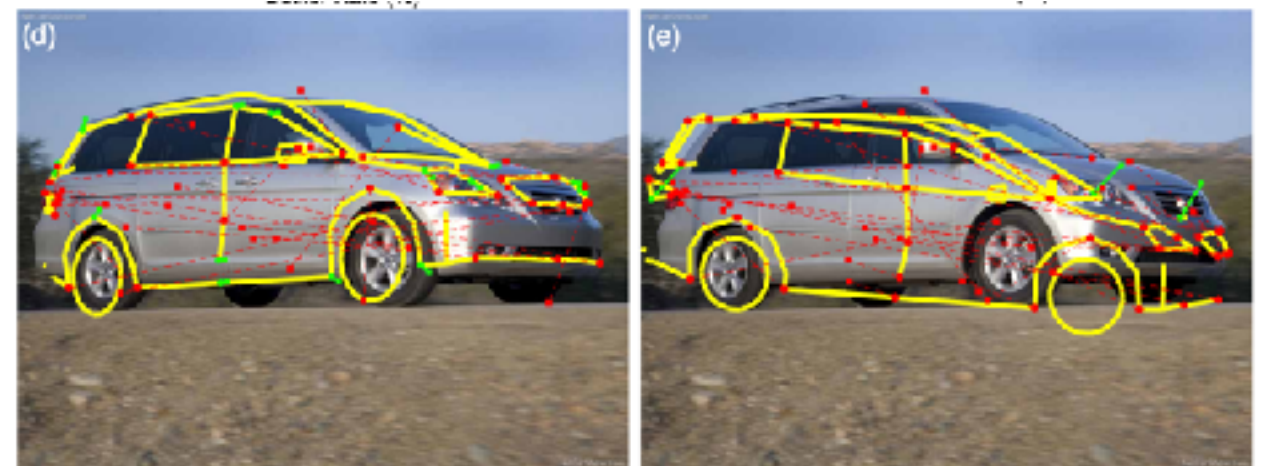
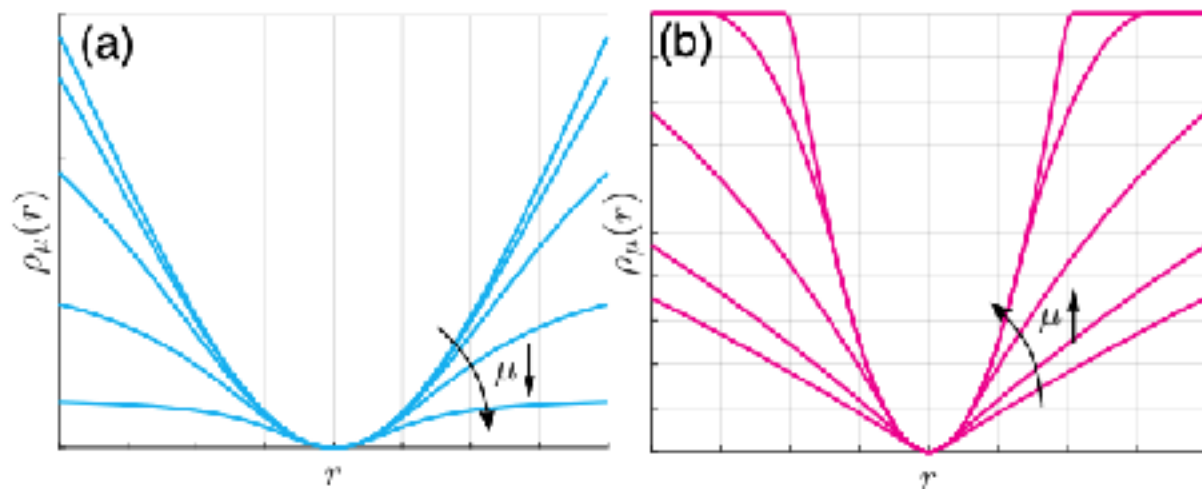


Stay tuned at our project page on Github:

https://github.com/MarineRoboticsGroup/mixtures_semantic_slam

Graduated Non-Convexity for Robust Spatial Perception: From Non-Minimal Solvers to Global Outlier Rejection [Video]

- Best robot vision paper
- **Applications:** mesh registration, shape alignment, PGO
- Non-minimal solver: solution + certificate of global optimality
- Optimize highly non-convex functions starting from a convex surrogate (TLS)

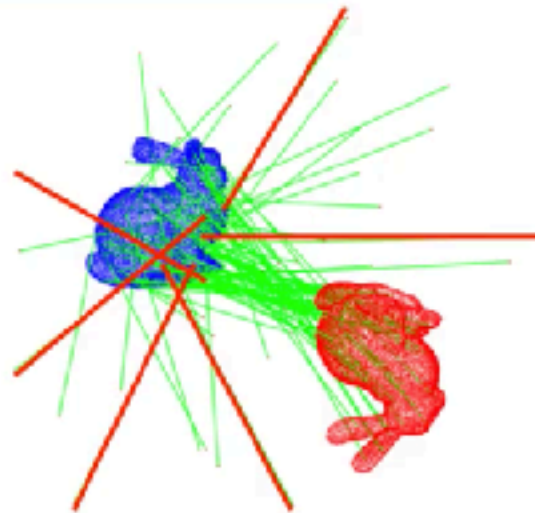


Graduated Non-Convexity for Robust Spatial Perception: From Non-Minimal Solvers to Global Outlier Rejection [Video]

Experiments: Applications

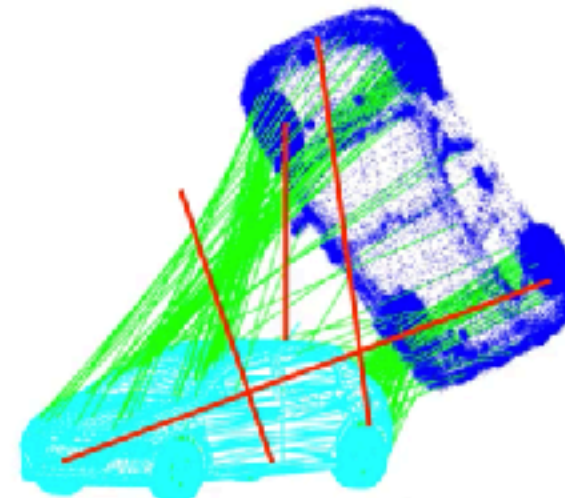
Point Cloud Registration

up to
80%
outliers



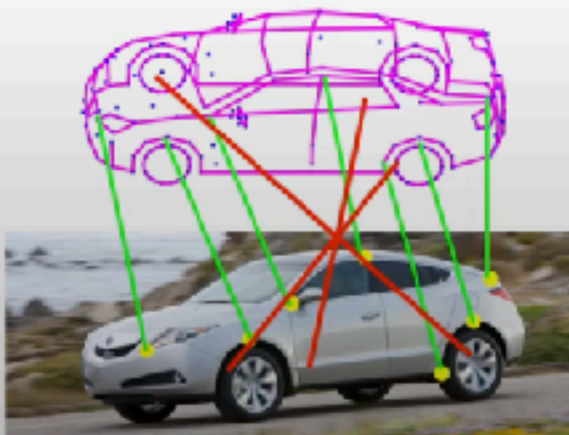
Mesh Registration

up to
80%
outliers



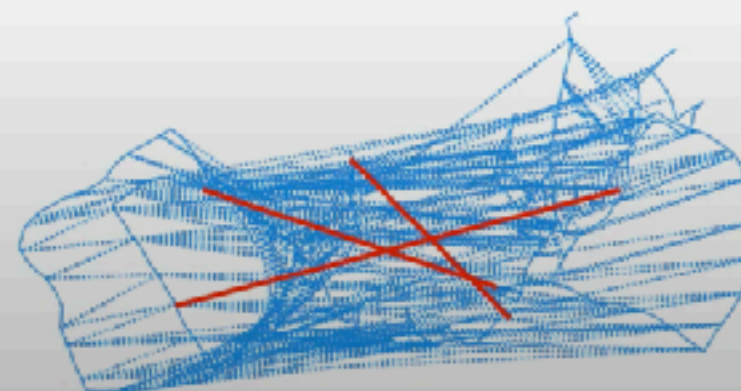
Shape Alignment

up to
70%
outliers



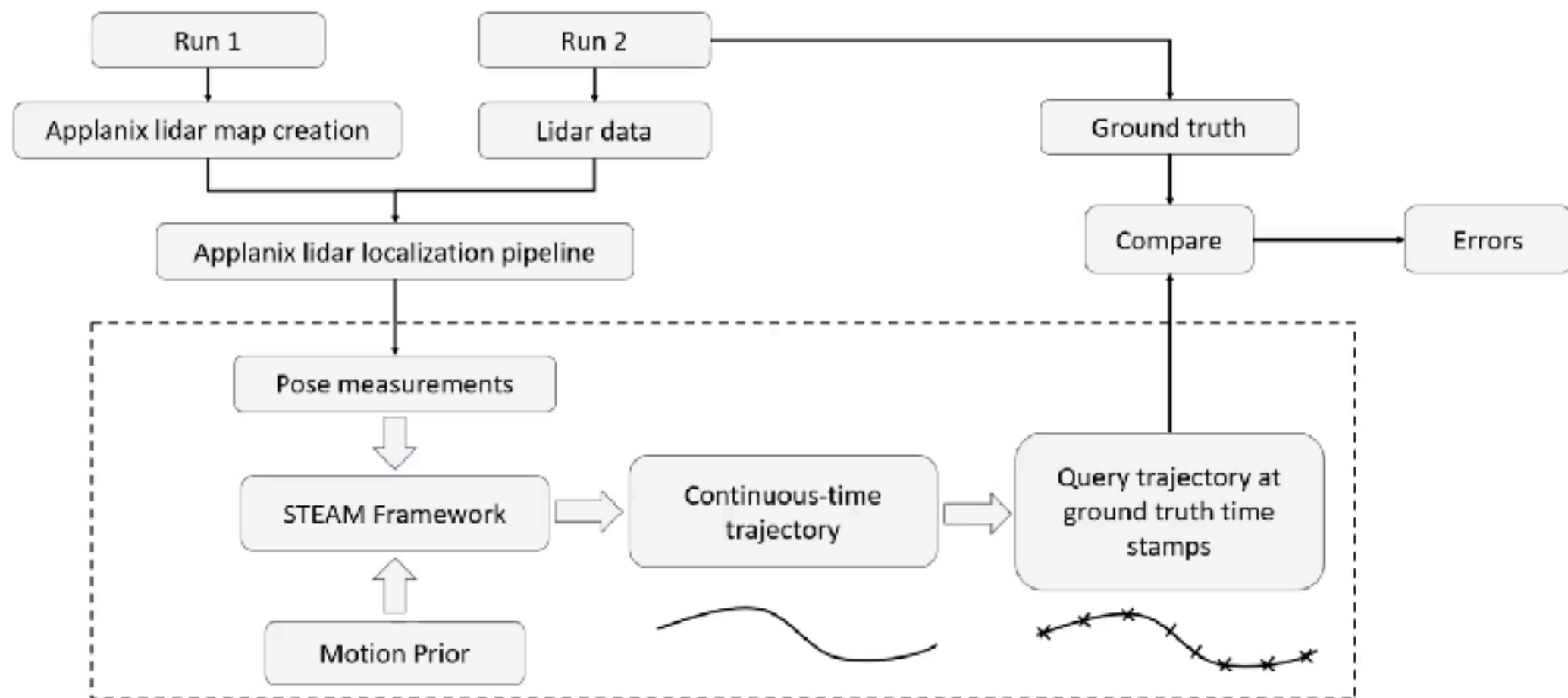
Pose Graph Optimization (PGO)

up to
90%
outliers



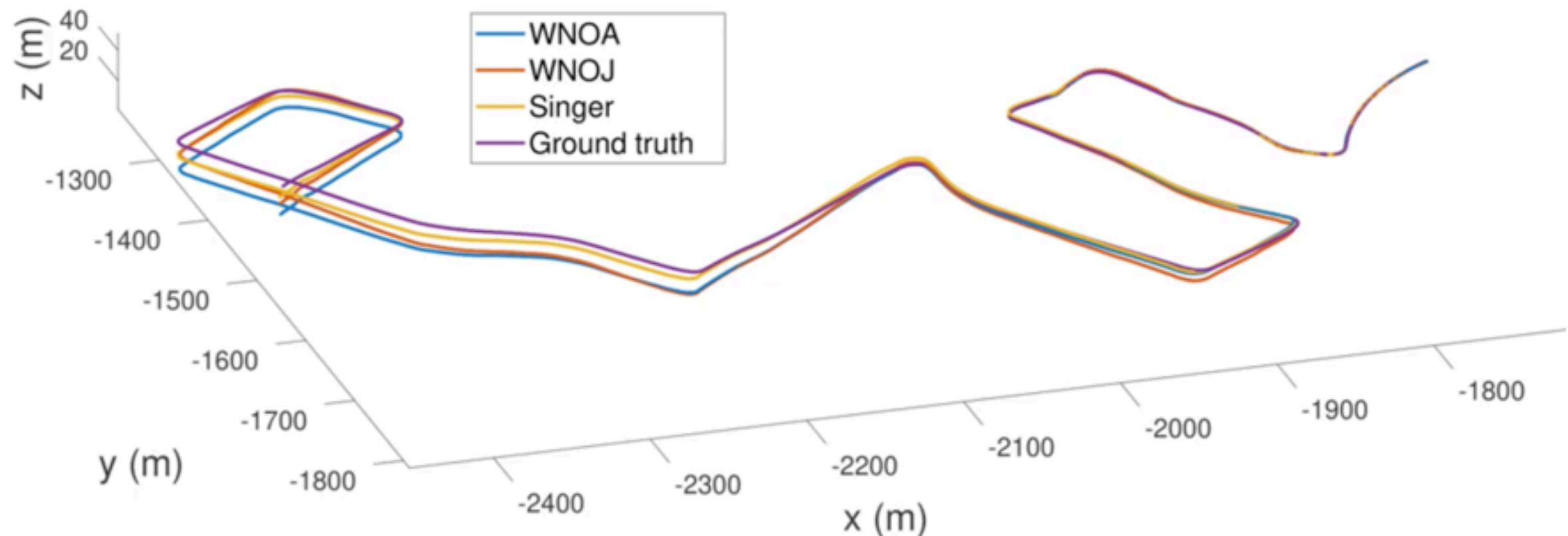
A Data-Driven Motion Prior for Continuous-Time Trajectory Estimation on SE(3)

- Improving motion prior for STEAM problem
- Richer data-driven motion prior instead of white noise on acceleration or jerk
 - Generalized latent-force GP model



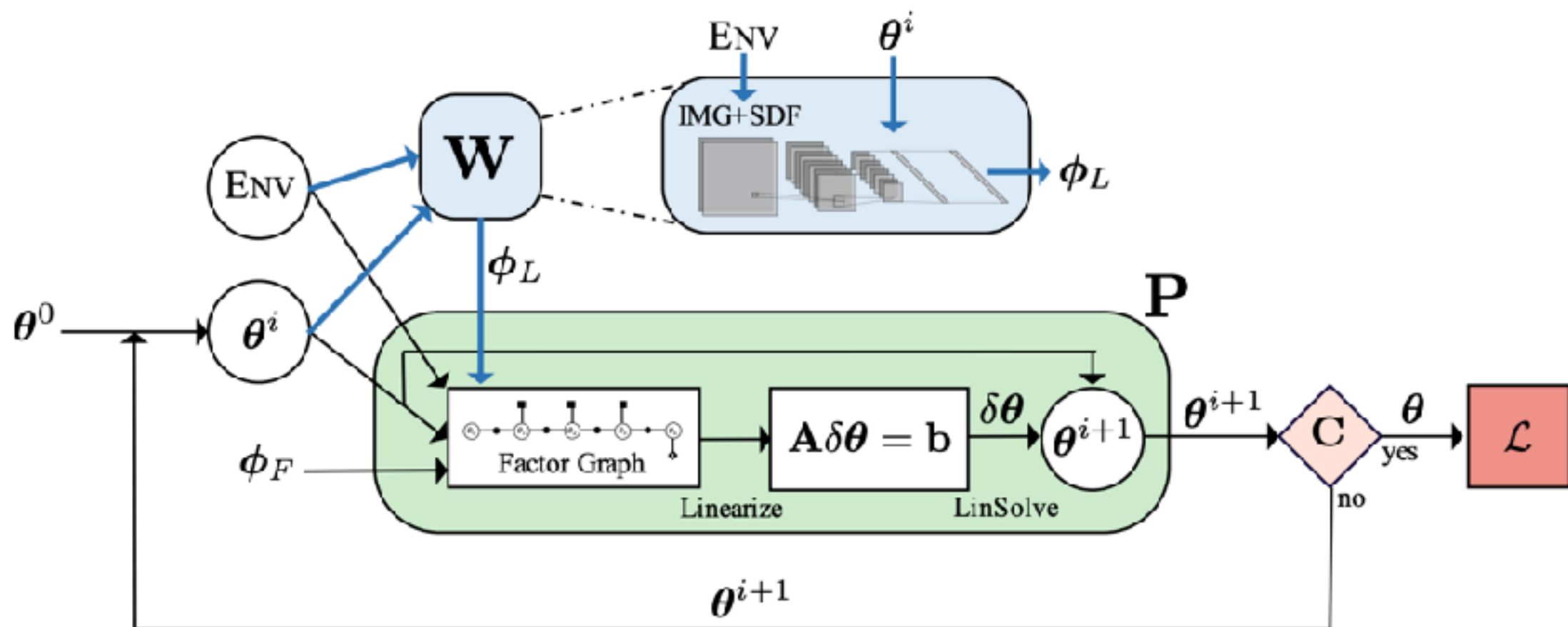
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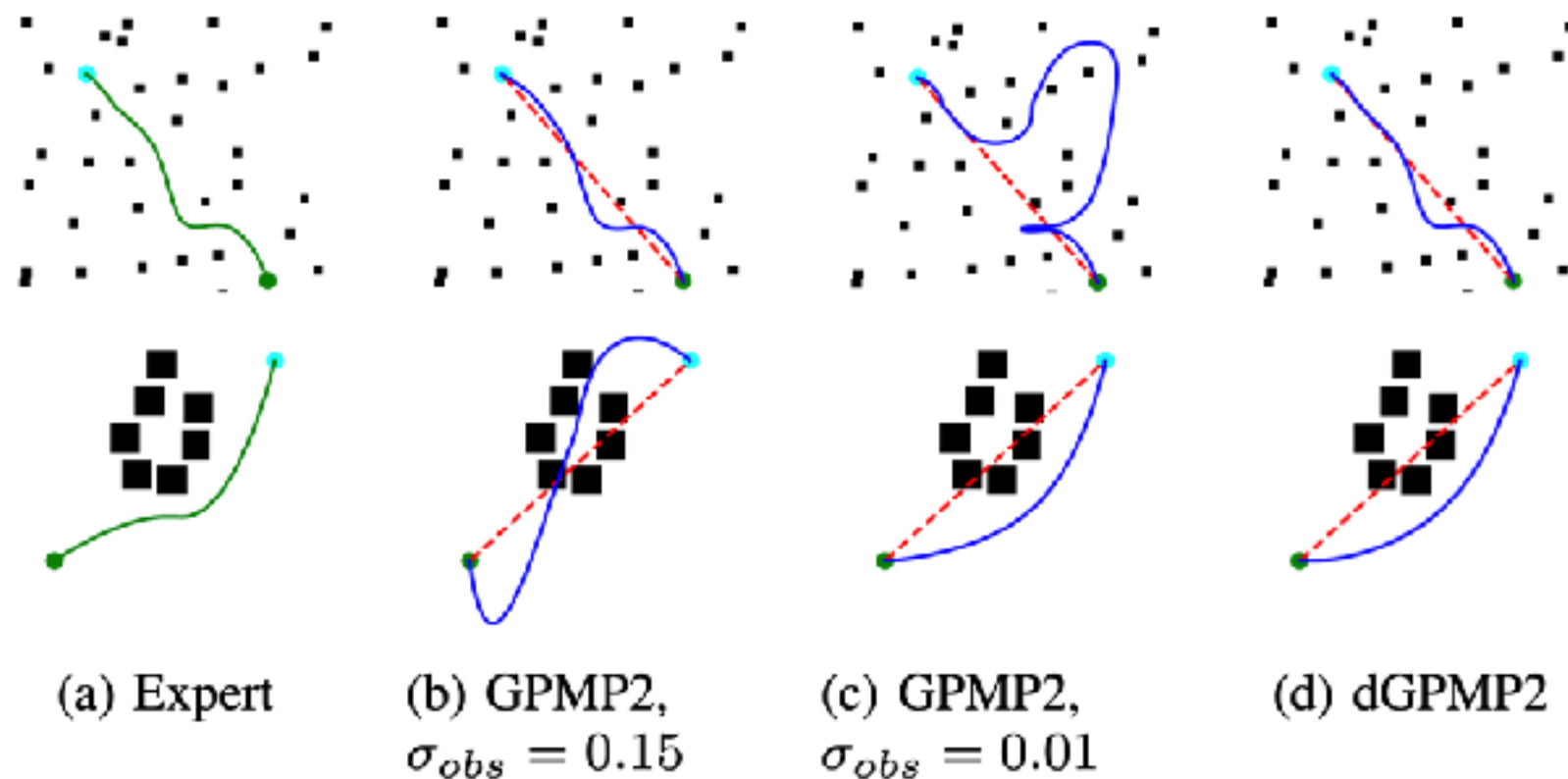
Differentiable Gaussian Process Motion Planning

- Leverages past experience to adapt GPMP parameters
- Can now be trained end-to-end



Differentiable Gaussian Process Motion Planning

- Leverages past experience to adapt GPMP parameters
- Can now be trained end-to-end



Kimera: an Open-Source Library for Real-Time Metric-Semantic Localization and Mapping [\[Video\]](#)

- C++ library for realtime metric-semantic visual-inertial SLAM
- 4 components: **VIO**, **RPGO**, **Mesher**, **Semantics**

Method	Sensors	Back-end	Geometry	Semantics
ORB-SLAM [22]	mono	g2o	points	✗
DSO [23]	mono	g2o	points	✗
VINS-mono [24]	mono/IMU	Ceres	points	✗
VINS-Fusion [25]	mono/stereo/IMU	Ceres	points	✗
ROVIO [26]	stereo/IMU	EKF	points	✗
SVO-GTSAM [27]	mono/IMU	GTSAM	points	✗
ElasticFusion [18]	RGB-D	alternation	surfels	✗
Vuxblox [28]	RGB-D	[26]	TSDF	✗
SLAM++ [16]	RGB-D	alternation	objects	✓
SemanticFusion [17]	RGB-D	[18]	surfels	✓
Mask-fusion [29]	RGB-D	[30]	surfels	✓
SegMap [31]	lidar	GTSAM	points/segments	✓
XIVO [32]	mono/IMU	EKF	objects	✓
Voxblox++ [14]	RGB-D	[26]	TSDF	✓
Kimera	mono/stereo/IMU	GTSAM	mesh/TSDF	✓

