

# A first example

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# Outline

## Introduction

- Problem

- Proposed solution

## Big Picture

- Related work

- Main contribution

## Methods

- Pipeline

- Data Structs

## Results

## Conclusion

# What is SLAM ?

SLAM stands for ...

# Problem

- ▶ Computational Heavyness
- ▶ High Theoretical Complexity
- ▶ How to pratically do it ?

# Proposed solution

## **ProSlam:**

- ▶ light
- ▶ simple
- ▶ clear

# Story

- ▶ LSD SLAM
- ▶ etc

# State of the art

- ▶ ORB SLAM 2
- ▶ etc

# Main contribution

## **ProSlam:**

- ▶ open source cpp implementation
- ▶ easy to use for beginners...
- ▶ computationally light
- ▶ good performances



# SLAM Map

location based graph ... **Loop:**

- ▶ Relocation
- ▶ Adjustment

# Pipeline

## Core Modules:

- ▶ Triangulation
- ▶ Incremental Motion Estimation
- ▶ Map Management
- ▶ Relocation

# Triangulation

....

# Incremental Motion Estimation

....

# Map Management

....

# Relocation

....

# Data Stucts

- ▶ KeyPoint
- ▶ FramePoint
- ▶ Frame
- ▶ LandMark
- ▶ LocalMap
- ▶ GlobalMap

# Results

... images of plots and performances .. benchmarks



# Conclusion

## **In the end:**

- ▶ summarizing implications of the results
- ▶ connect results with provided claims
- ▶ take home message