

# Mobile Robot Oriented Large-Scale Indoor Dataset for Dynamic Scene Understanding

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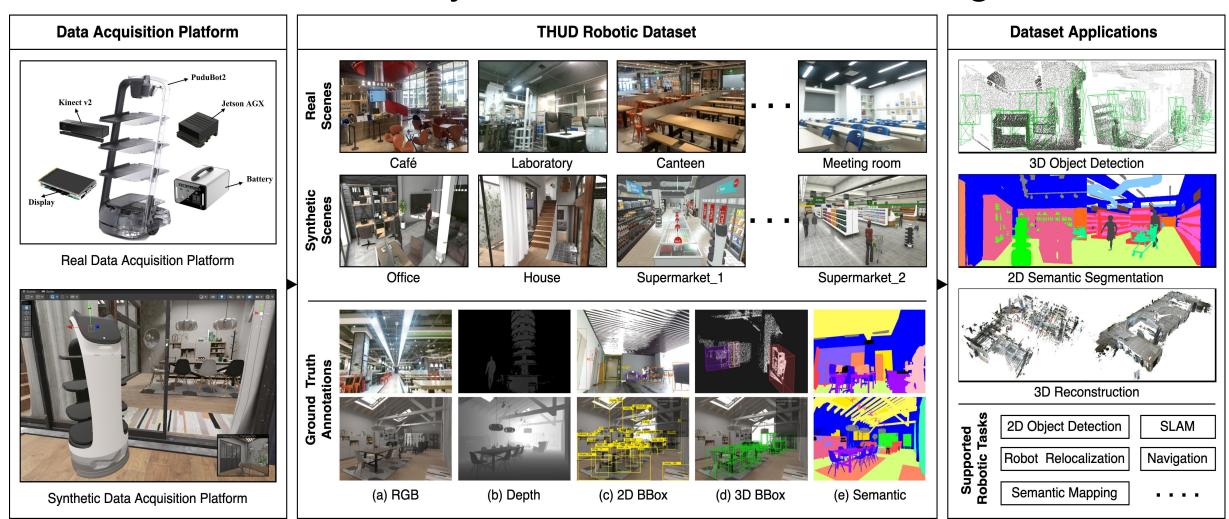
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### Introduction

#### Large-Scale Dynamic Indoor Dataset

 Most robotic datasets capture static scene data and thus are limited in evaluating robots' dynamic performance. We present a mobile robot oriented large-scale indoor dataset, denoted as THUD (Tsinghua University Dynamic) robotic dataset for robots' dynamic scene understanding.

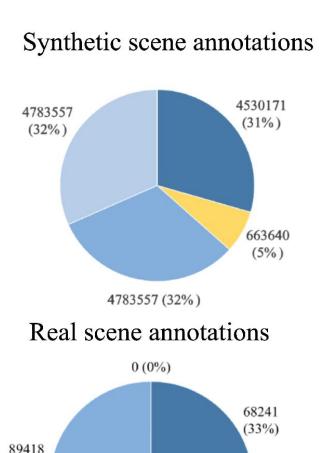


#### Contributions

- Data annotated with dynamic instances for large-scale indoor scenes, closer to robots' real working environment.
- Supports training and testing for various robotic scene understanding tasks
- Contains both real and synthetic annotated data, and satisfy the testing of mobile robot in different scnen.

#### **Statistics**

- Consisting of 84,984 frames from synthetic data collection and 5,191 frames from real-world data collection.
- In a total of over 20M labels, with over 1.2M labels for dynamic objects each frame contains 176 data labels.
- The dataset is still continuously expanding.



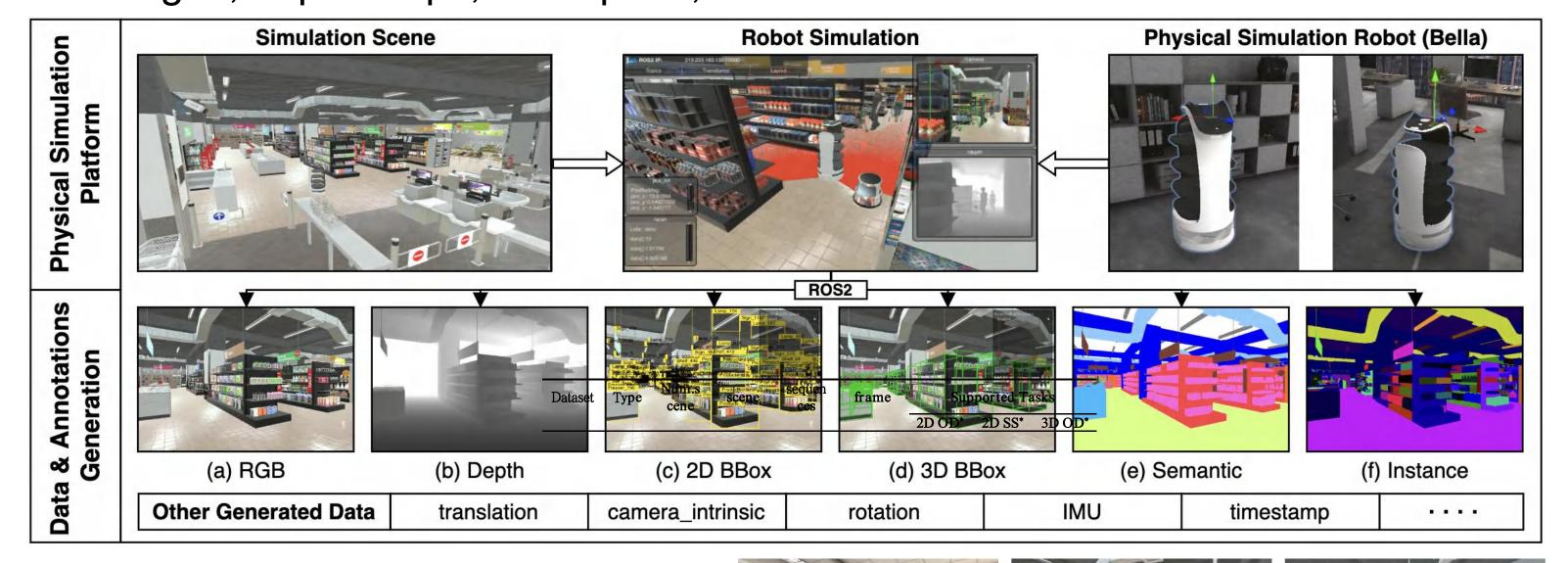
Semantic

Instance

## Method

#### Synthetic data acquisition

• The platform is designed to simulate the realistic working environment for mobile robots, allowing for the collection of virtual sensor data such as RGB images, depth maps, robot pose, and IMU data.



 Different levels of dynamic complexity: dynamic scenarios with moving obstacles and special scenarios that pose potential hazards for robots in the reality.

# (a) people with shopping cart (b) people with different ages/gaits (d) glass door (e) stairs (f) windows

#### Real data acquisition

Data collection platform.

Different levels of dynamic complexity







(a) Low density (b) Moderate density of pedestrians

# (c) High density of pedestrians

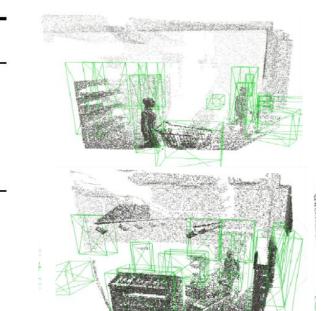
#### **Ground Truth Annotation**

 Combination of automated and semi-automated methods to enhance efficiency and accuracy in data annotation.

# **Experiments**

 3D objects detection on dynamic and static objects in scene with different dynamic complexity

Scene	Complexity	Method	Dyn. Objs(mAP)	Sta. Objs(mAP)
		F-PointNet	7.88	8.91
Supermarket	0.94	<b>ImVoteNet</b>	17.48	17.28
		DeMF	34.51	38.24
	_	F-PointNet	18.16	36.67
Canteen	3.34	ImVoteNet	26.72	43.37
		DeMF	28.56	45.42

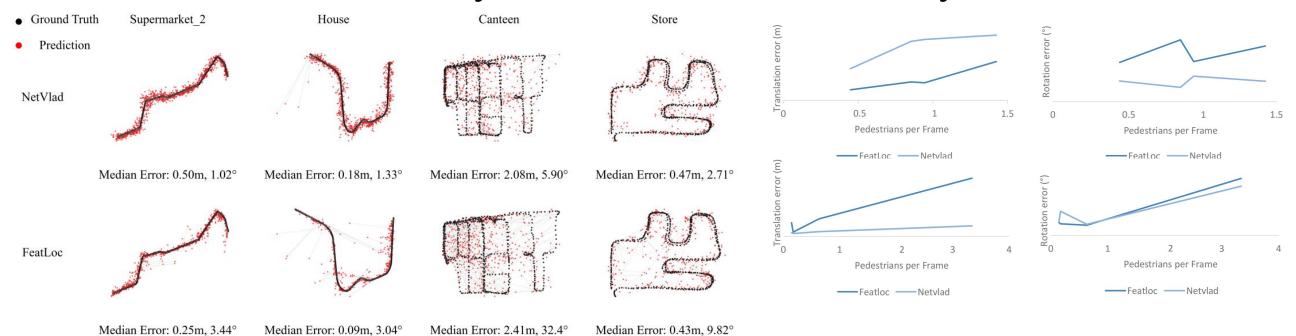


Semantic Segmentation in scene with different dynamic complexity

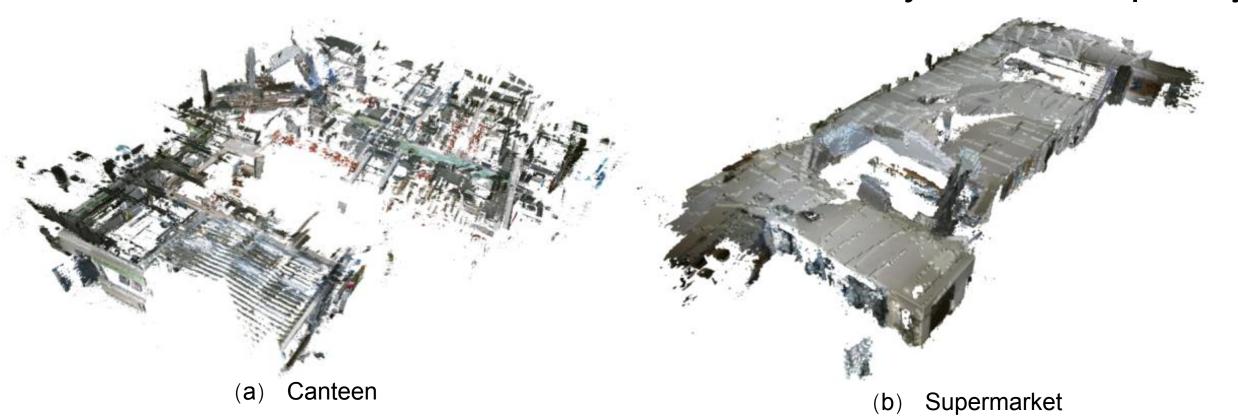
Scene	Method	Backbone	MIoU(%)
Supermarket	ACNet	3xR50	74.83
	RedNet	2xR34	76.92
	<b>ESANet</b>	2xR34	78.42
	SA-Gate	2xR101	83.19
Canteen	ACNet	3xR50	51.85
	RedNet	2xR34	59.83
	<b>ESANet</b>	2xR34	65.97
	SA-Gate	2xR101	58.34



Robot relocalization in synthetic and real-world dynamic scene



• 3D scene reconstruction in scene with different dynamic complexity



• Up Coming: Pedestrian trajectory prediction