2019/08/19

Big picture:

1. Structure of the current SLAMBench architecture: Multiple sources of dataset -> SLAM File -> Loader -> Interface -> SLAM Systems -> Pose/map
2. We need to add a filter inside the SLAMBench architecture: API ->(send frames) need a filtering system -> SLAM
3. The architecture needs to drop the frame, blur the frame and resize the frame
4. We also need to add software-defined sensor (real-time image processing) for additional analysis.

To do:

1. Learn basics of C++, run the SLAMBench on Linux
2. Read SLAMBench papers
3. Read benchmarking methods for robotics
4. Read filtering techniques for computer vision
5. Finish proposal