

foundations of spatial perception for robotics:

safety critical, high integrity + highly interactive
environments

search + scene, self-observing
robot

multi robot interaction
interaction w/
environment

robot estimation:

Used in Localization + Mapping problems

- key part of SLAM is to reconstruct the trajectory of your robot.

Loop closure: moments of poses that are far away. (identifying previously visited locations and use them to correct accumulated errors)

Broadview Non-convexity:

Instead of solving the original optimization problem, you solve the convex approximation of the problem.

CAMP: robust lidar-based localization & mapping

Terrain Relative Navigation

↳ vision based pose estimation for rocketry.

Hierarchical Representations

Kimera: real-time metric-semantic SLAM

metric-semantic: what's a table? what's a cup?

↳ may not be enough in certain contexts too,
for example, if you want to find "the kitchen"
if we're just mapping areas and semantically
labelling, it'll not learn what a
kitchen is.

↳ thus, we require semantic beyond
objects

→ can reason over relations between elements in
the scene.

An alternative approach would be to generate
3D Scene Graphs:

Metric-Semantic Mesh \rightarrow Objects + Agents \rightarrow Places + Structures
 \rightarrow Rooms \rightarrow Buildings

With hierarchical representations, it's easier to scale,
& graph-based structures are better at capturing relations.

Hydra: real-time scene graph construction

A language model will not have an immediate
understanding of the rooms so they're
not as reliable.

Neural tree: convert graph into tree,
neural message passing on H-tree.
instead of GNN.

when it comes to doing this for outdoor
environments, it's kind of difficult to
identify what concepts to include.

to solve this, you can use an LLM to generate spatial ontology.

We also want to make sure consistency is kept, so you can use a LTN to create constraints for making reasonable connections in the ontology.

Self-Supervised Learning

real unlabeled data \rightarrow pretrained sim \rightarrow model fitting
if the output is deemed correct, we can
backprop that back

