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Lecture 01: Introduction

T2: Perception in Robotics. (Instructor: Gonzale Ferrer)

TA: Robort Karklanh
 Q: Why are you have? What we your expectations?
 Def: <u>Peception</u>: "Awareness of something through the senses
      Representation/Structure friends

Meaningfull for algorithms: State
                                                               Acc's 4
 a: What ove the challanges or need capabilities?
      * Senting
* State estimation / Sensor Jusion
                                                    Galibroition
                                                   Segmentation
        Por entimoillon +

Mapping **

Localization **

Data funion *
                                                   Object Claim Acatum
                                                   Semantic Charific.
                                               Place recognition *
                                                    Outlier rejection *
                                                   Data association *
              Tracking.
* Course Goals
      - Martering (+ surveying) a set of core algorithms
      - Development on new Technology
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- Research

* Presequentes: - Baric programming skills (Python) - Probability: L 1.5 on canoas. Check. - Lin Algebra: Review material Undergrad course: Geometry, Ax = b, Spectral Lecoup.

* Class Structure

(423?) (423?) R339 16 lectures Monday 16:00 - 18:00 Tuerday 10:00 - 12:00 Fraday 13:00 - 13:00 (Red: 354) R 359

30% Problem-Sets PS1: Probability.

P52: Localization

PS3: SLAM

30% Motorm exam (3-Dec-2019)

40% Final project

* PS Policy follow imbunision unstructions -15%/day biteness Regnade (+1 wee K)

* Ofthe hours

Prof. Favor Friday 15:00 - 17:00 (RED-344) Robert Korklinsh Thursday 18:00 -20:00

& Material

Class notes

Prof. notes (on Cranion the day before)

Book: " Produbilistic Robotics" (3rd ed.) Thrum, Busgard and Fox

Selected papers each lecture on Canvan.

* Final project -3 Students (+1)

I Proposal I saye Loc. Viability of the proper.

3) Progress (Optional) 3 page doc Milestone

3) Presentation 12' + 3' questions

4) Paper: final project document. IEEE Template

* Probability Check (lecture on this on Games if necessary)

Product Rule p(x,y) = p(x/y)p(y)

Total Probability p(x) = [p(x,y)dy (Marginalization) P(x|z) = | P(x,y|z)dy

Independent random variables p(x,y) = p(x) p(y)

Beujes Theorem

 $p(x|y) = \frac{p(y|x)p(x)}{p(y)} = \frac{p(y|x)p(x)}{\int p(x,y)dx}$