

Visual SLAM and Realtime Mapper

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Dec. 2019

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Focuses on science and technology of <u>aviation</u>, <u>aerospace</u>, <u>marine</u>, and related fields.

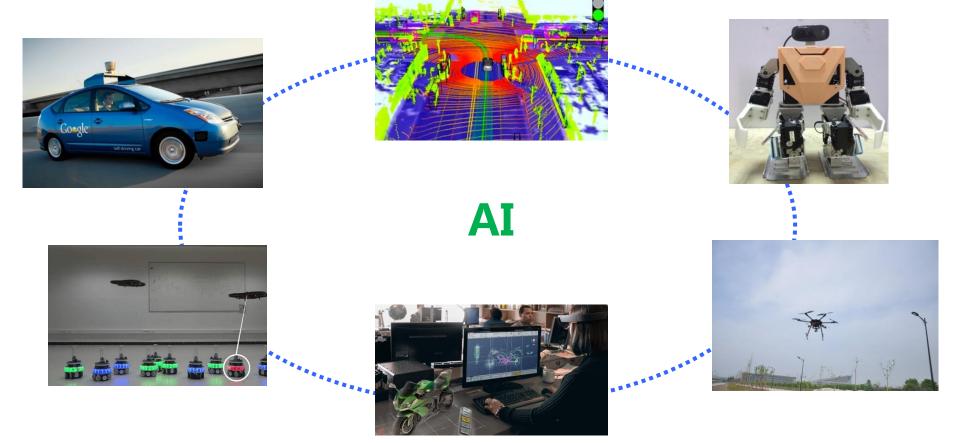
Contents



- Background
- RTMapper
 - ◆ G-SLAM
 - ◆ MapFusion
 - **♦** SemanticAnalysis
- Market & Applications
- Conclusion

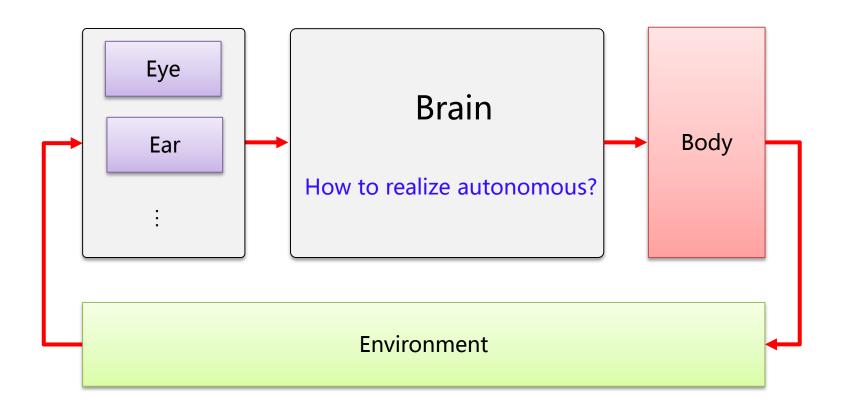
Future?





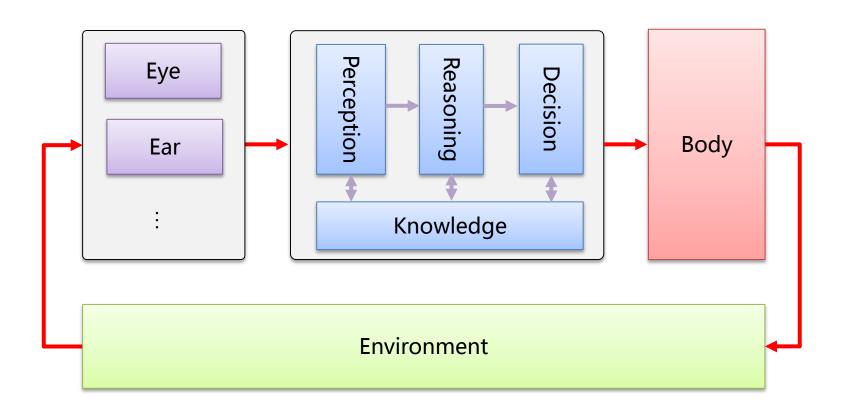
How to Realize Autonomous?





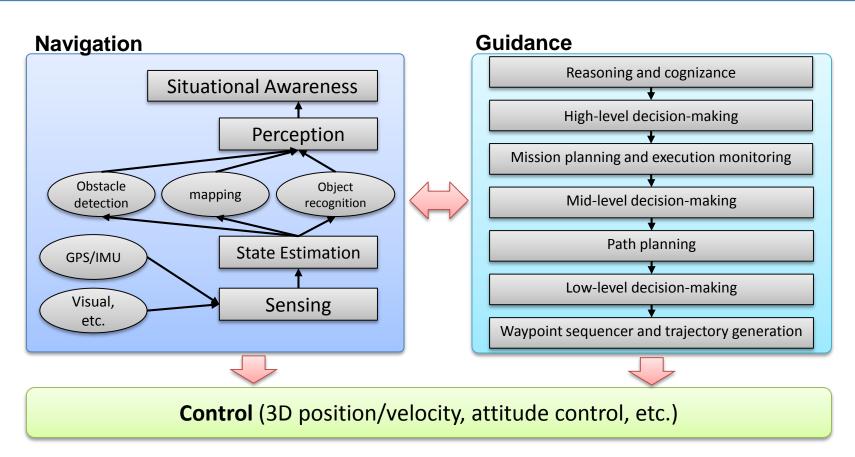
How to Realize Autonomous?





Architecture of GNC





highest

GNC capabilities (level of autonomy)

lowest

New Challenges





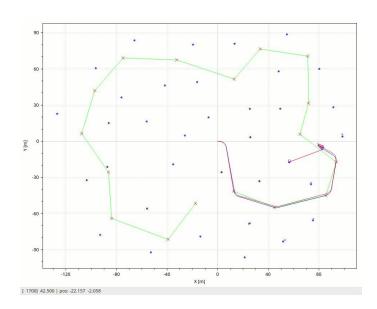
- Multi-type sensors: IMU, GPS, Image, LiDAR, RADAR ...
- High quality and real-time speed required

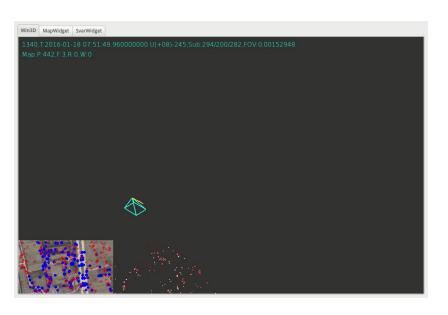
SLAM?



Simultaneous Localization and Mapping (SLAM) is the key technique to realize autonomous robot

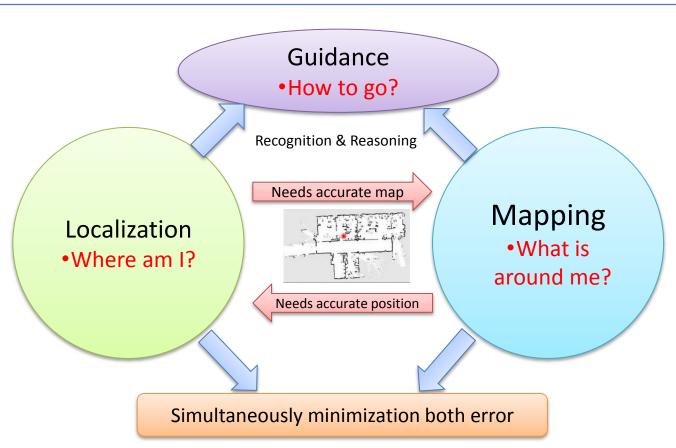
- Fusing & joint optimizing multiple-source data
- Providing position, attitude and environment map simultaneously





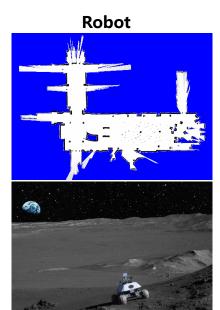
SLAM – Key Functions





SLAM – Applications





Space exploration

Underwater vehicle







Autonomous car







UAV

AR

SLAM – Sensors





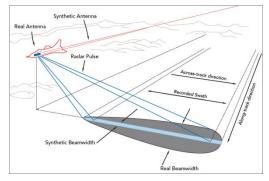


LiDAR



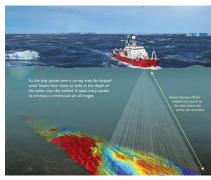


Camera





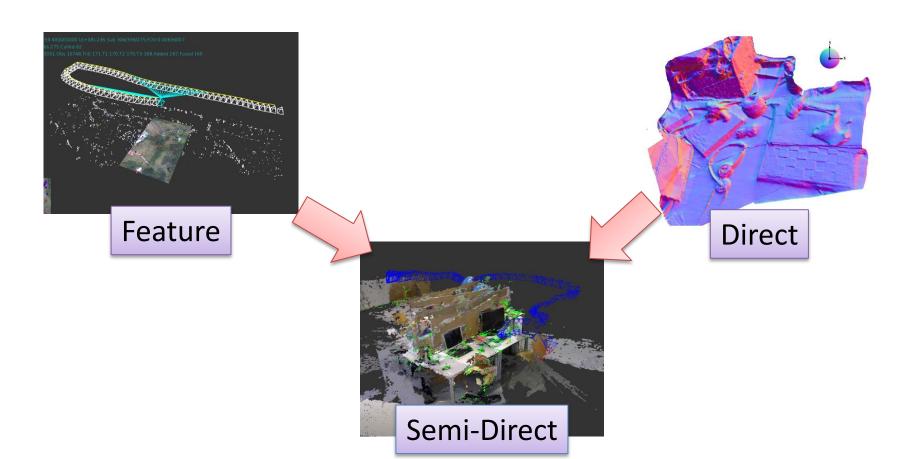
SAR



SONAR

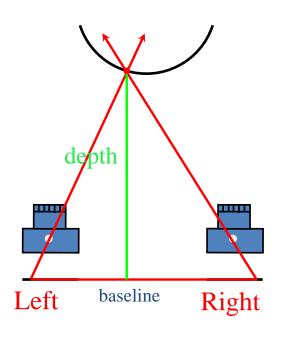
Visual SLAM – Different Types

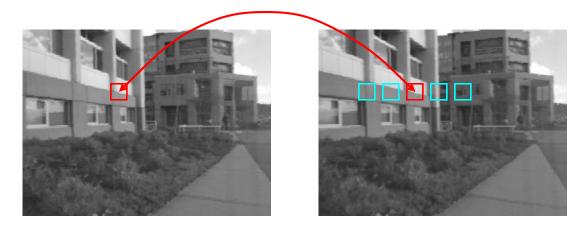




Visual SLAM - Principle



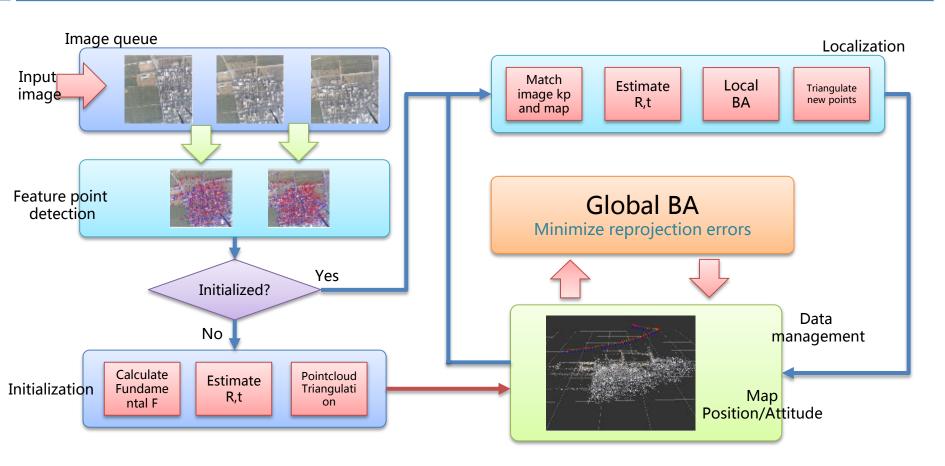




The object point's depth can be recovered through triangulation

Visual SLAM – Keypoint Methods

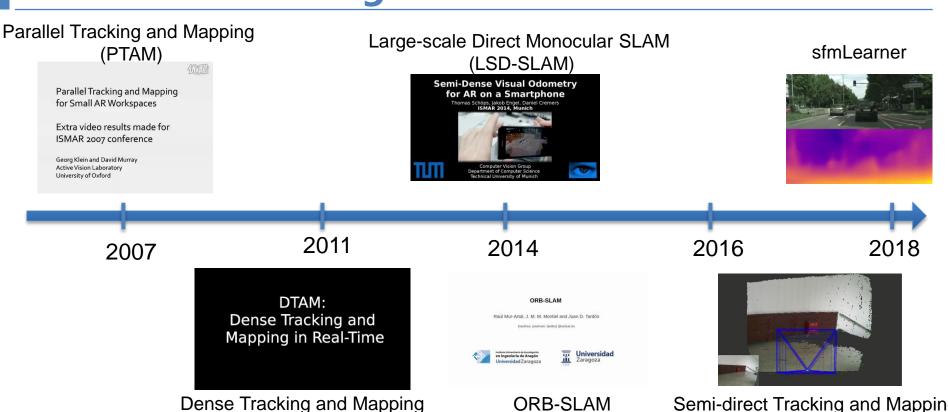




Visual SLAM – Progress

(DTAM)





Semi-direct Tracking and Mapping (SDTAM)

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Map?





BC 276



Middle Ages



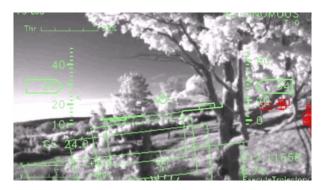
Present

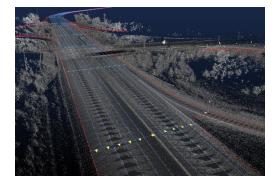
Maps for Machine



- Navigation map is a key technique to improve capability of robot/autonomous car/UAV
- Realtime perception not only uses map but also generates maps
- Realtime mapping and cooperation will bring various applications



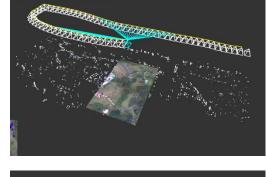


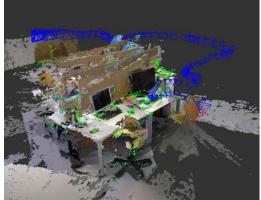


Problems in SLAM



- Mapping just for fast localization
- Mainly output 3D sparse pointcloud
- Low environment representation
- Low storage efficiency
- Low re-localization accuracy for long time interval
- DOM, DEM, 3D Map, HD Maps are required







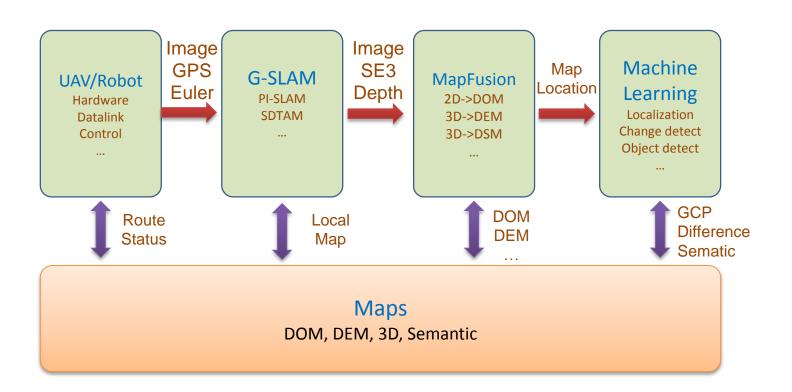
Enhance Mapping



Realtime Mapper

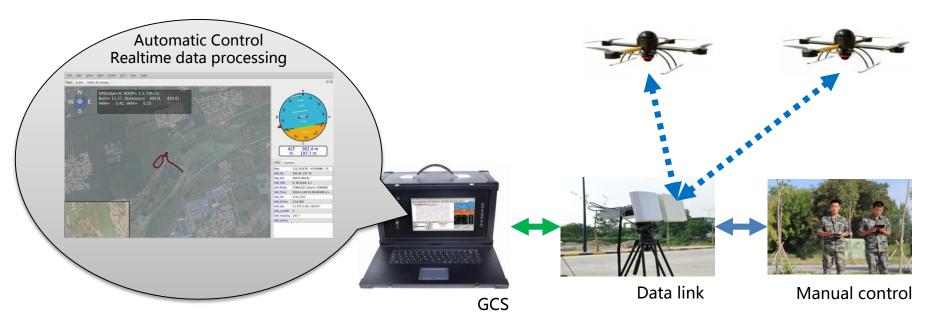
Architecture of RTMapper





(1) UAV / Platform

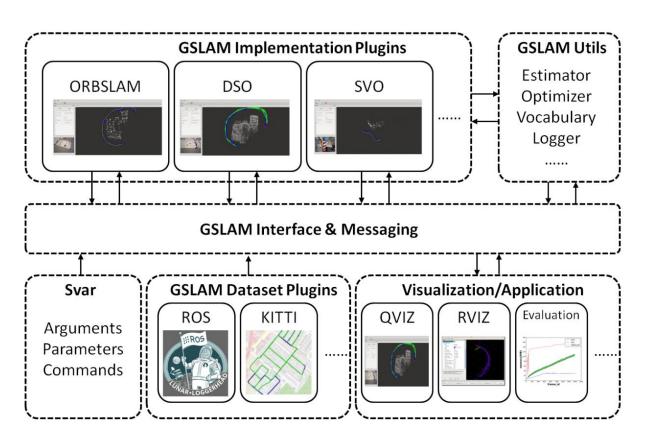




- Robustness
- Simple Operation
- Realtime map creation
- G-SLAM/RTMapper

(2) GSLAM





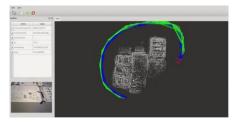
- General platform for SLAM development
- Plugin architecture
- High performance components/utils
- C++ 11
- Python/Javascript bindings

(2) GSLAM – Implemented SLAMs





ORB-SLAM







SVO



PI-SLAM



0 0 11 0 0

(2) GSLAM – Components/Utils



3D Transformation

Metho	od	GSLAM	Sophus	TooN	Ceres
SO(3)	mult	14.9	34.3	17.8	159.1
	trans	15.4	17.2	14.5	90.4
	exp	80.7	98.4	106.8	-
	log	55.7	72.5	63.8	-
SE(3)	mult	28.6	55.2	29.3	-
	trans	19.3	19.8	12.1	-
	exp	152.4	249.2	99.2	-
	log	152.7	194.0	205.8	-
SIM(3)	mult	33.2	58.5	34.5	-
	trans	16.9	17.2	13.7	-
	exp	180.2	286.8	229.0	-
	log	202.5	341.6	303.6	-

Estimator

Algorithm		Ref.	Model	
	F8-Point	[19]	Fundamental	
2D-2D	F7-Point	[33]	Fundamental	
	E5-Stewenius	[62]	Essential	
	E5-Nister	[54]	Essential	
	E5-Kneip	[42]	Essential	
	H4-Point	[33]	Homography	
	A3-Point	[4]	Affine2D	
	P4-EPnP	[43]	SE3	
	P3-Gao	[26]	SE3	
2D-3D	P3-Kneip	[41]	SE3	
2D-3D	P3-GPnP	[40]	SE3	
	P2-Kneip	[38]	SE3	
	T2-Triangulate	[39]	Translation	
3D-3D	A4-Point	[4]	Affine3D	
	S3-Horn	[34]	SIM3	
	P3-Plane	[41]	SE3	

(2) GSLAM – Components/Utils



Visual Vocabulary

Implementation		Ours	DBoW2	DBoW3	FBoW
	ORB-4	67.3us	47.2ms	7.1ms	72.3us
Load	ORB-6	7.2ms	6.8 s	1.1 s	9.5ms
	SIFT-4	1.0ms	436.1ms	5.1ms	1.1ms
	ORB-4	437.9us	40.4ms	1.7ms	553.1us
Save	ORB-6	34.4ms	4.8 s	632.4ms	20.6ms
	SIFT-4	4.4ms	437.6ms	6.7ms	2.7ms
	ORB-4	7.6 s	24.8 s	23.6 s	8.5 s
Train	ORB-6	230.5 s	1.1 K s	911.4 s	270.4 s
	SIFT-4	23.5 s	327.7 s	299.0 s	18.7 s
	ORB-4	615.5us	2.1ms	1.9ms	862.4us
Trans	ORB-6	723.7us	6.0ms	4.9ms	1.2ms
	SIFT-4	1.1ms	10.3ms	9.2ms	11.5ms
	ORB-4	0.44MB	2.5MB	2.5MB	0.45MB
Mem	ORB-6	44.4MB	247.1MB	246.5MB	45.3MB
	SIFT-4	5.8MB	7.8MB	7.8MB	5.8MB

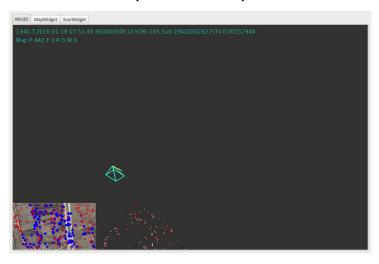
Dataset Loader

Dataset	Year	Environment	Type
KITTI [28]	2012	outdoors	multi-cam, imu
TUMRGBD [64]	2012	indoors	RGBD
ICL [32]	2014	simulation	RGBD
TUMMono [17]	2016	indoors	mono
Euroc [8]	2016	indoors	stereo, imu
NPUDroneMap [7]	2016	aerial	mono
TUMVI [60]	2018	in/outdoors	stereo, imu
CVMono [4]	-	-	mono
ROS [57]	-	-	-

(2) G-SLAM: PI-SLAM



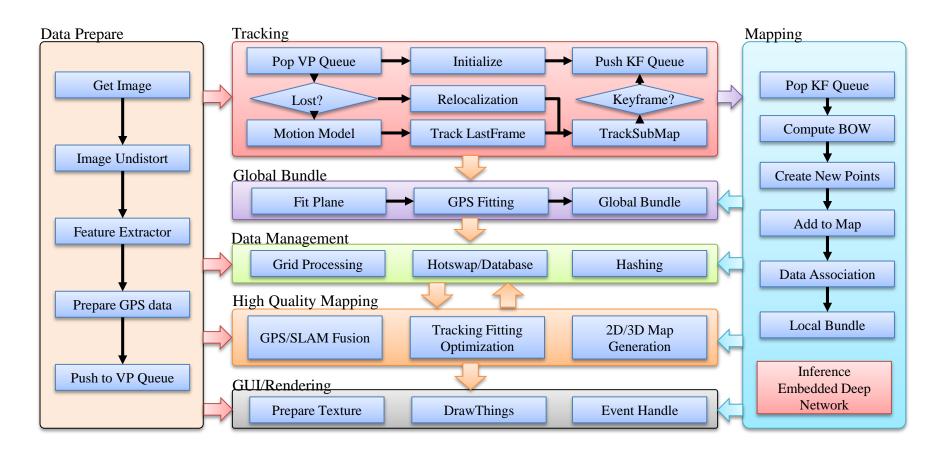
Pilot Intelligent SLAM (PI-SLAM)



- High processing speed: 30 FPS for 1080p images
- Balance between SLAM and SfM: Support 40M pixel photo with high processing speed
- Multisource fusion: Vision and GPS data can be joint optimized
- Realtime DOM/DSM: Adaptive multi-band method for realtime DOM generation
- large area support : Data grid, hot swap

(2) G-SLAM: PI-SLAM

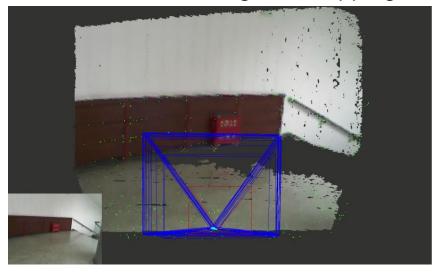


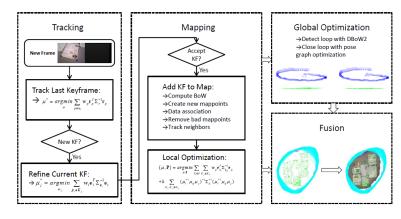


(2) G-SLAM: SDTAM



Semi-direct Tracking and Mapping

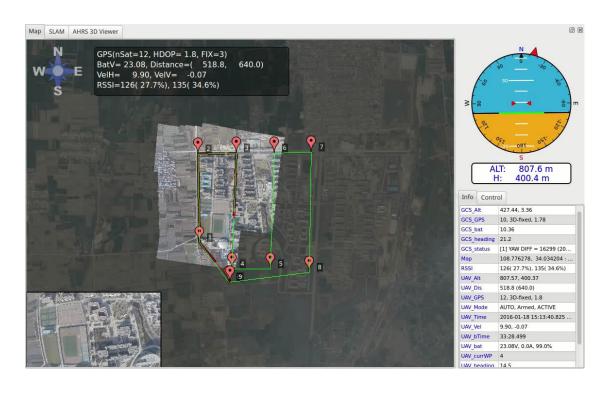




- Use direct method to fast tracking new frame's position, and then use keypoint method to realize precisely optimization
- Define a novel error function which incorporate depth and geometric measures
- Speed and accuracy balance can be achieved

(3) MapFusion

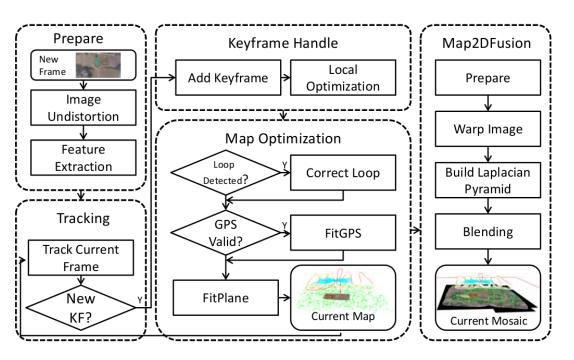




- Realtime fuse 2D maps(DOM), 2.5D maps (Terrain),3D (Mesh)
- Capability of extension
- Integrating data process / analysis

(3) MapFusion – Map2DFusion





- Feature based Visual SLAMSystem: PI-SLAM
- Automatic GPS and video synchronization: a graph based optimization is proposed to synchronize video time with GPS time from coarse to fine.
- Real-time orthoimage blender: an adaptive weighted multi-band method to blend and visualize images incrementally in real-time.

(3) MapFusion – Map2DFusion











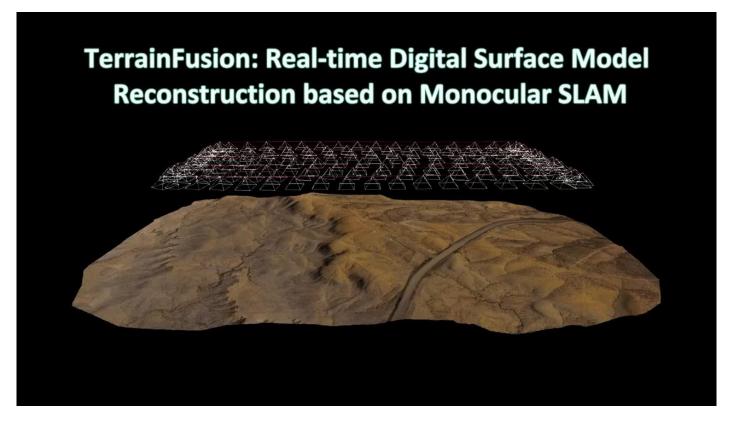
PhotoScan





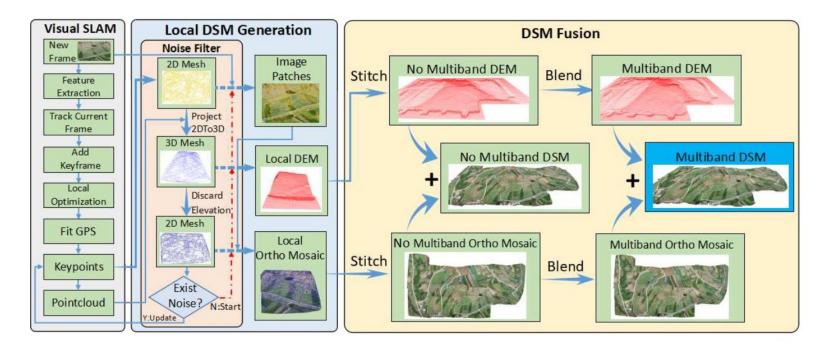
(3) MapFusion – TerrainFusion





(3) MapFusion – TerrainFusion



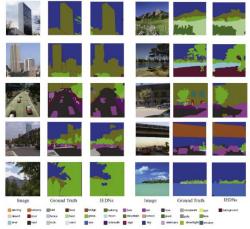


- Realtime 2.5 DSM generation
- Improved DOM quality

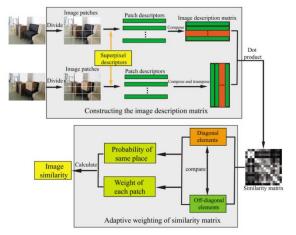
- Large area support
- Adaptive quality support

(4) SemanticAnalysis

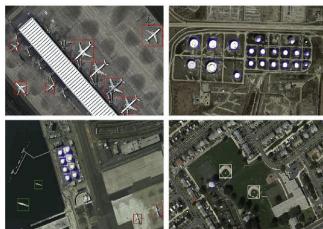




Scene Segmentation



Scene Recognition



Object Recognition

(4) SemanticAnalysis – Change Detection



Input 1

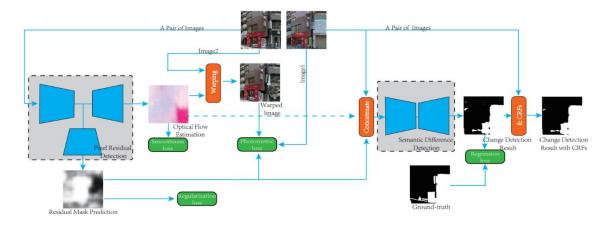


Input 2



Detected Changes



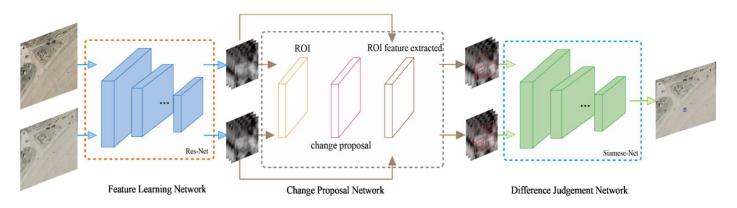


(4) SemanticAnalysis – Change Detection









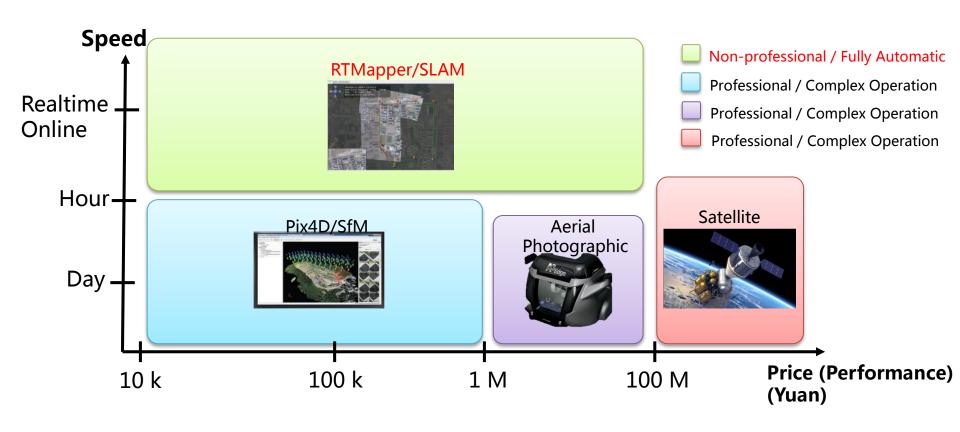
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Market - Target





Market – Feature Comparison

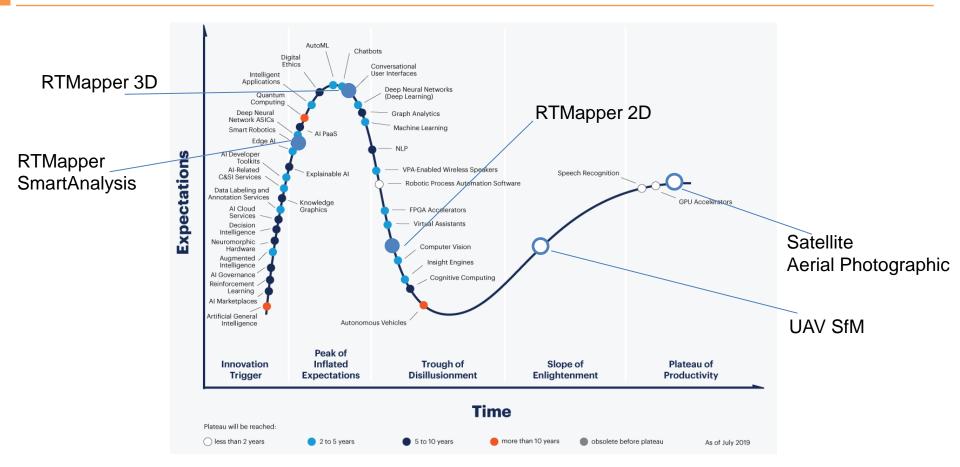


	Satellite / Aerial Photographic	Pix4D PhotoScan	MAPPER
Speed	Offline / Batch	Offline / Batch	Online / Realtime
Security	High	Normal	High
Accuracy	High	Normal	Normal
Multi Information Fusion	No	No	Yes
Integration	No	No	Yes
Hardware Requirements	High	High	Low
SDK	No	No	Yes
Cost	High	High	Low
Functions	DEM, DOM, 3D	DEM, DOM, 3D	DEM, DOM, 3D, Navigation

Photoscan: http://www.agisoft.com/
Pix4D: https://pix4d.com/

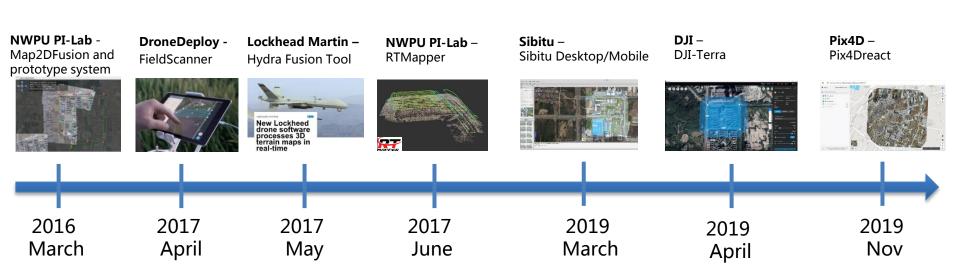
Market – Hype Cycle





Market – Products





https://defensesystems.com/articles/2017/05/13/3d.aspx https://www.dronedeploy.com/fieldscanner.html https://www.dji.com/cn/dji-terra https://www.pix4d.com/product/pix4dreact

http://www.adv-ci.com/blog/projects/map2dfusion
http://www.rtmapper.com
http://www.sibitu.cn

Application - Fields





Real time map creation, situation awareness, integrated surveillance and combat, intelligent navigation, collaborative navigation of cluster UAV



Simple and easy-touse map creation with high performance, fully automatic control of plant protection UAV



Reliable planning, monitoring and analysis data support for exploration and mining



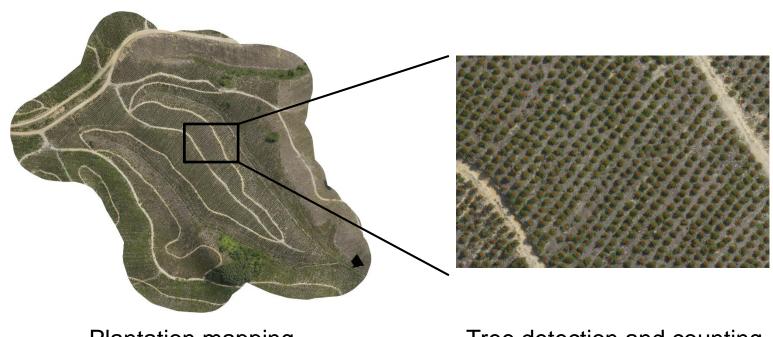
Efficient and global monitoring, and automatically data acquisition



Weekly and regular 2D/3D map for buildings construction, reliable technical means for construction progress and quality tracking

Application – Demo 1



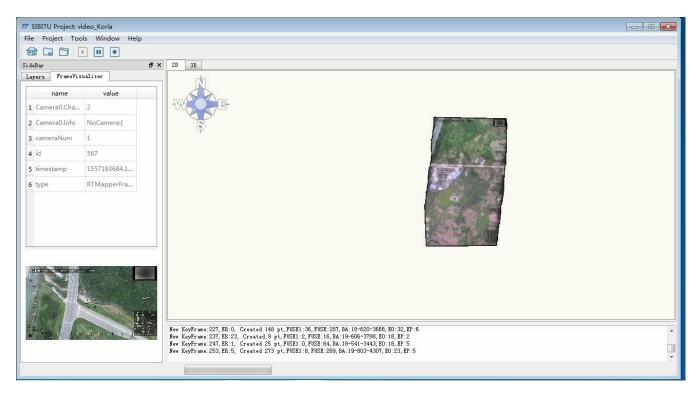


Plantation mapping

Tree detection and counting

Application – Demo 2

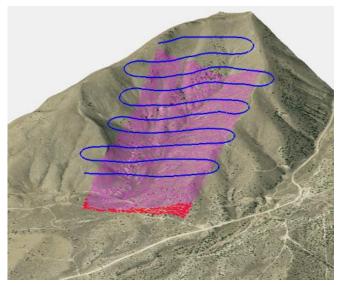




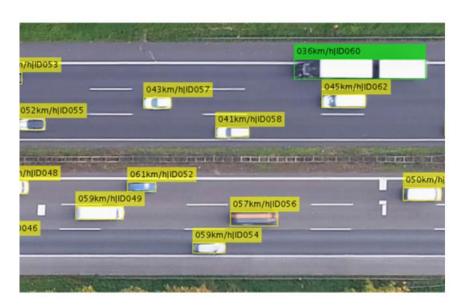
Video surveillance

Application – Demo 3





Path planning for special environment



Safety / traffic analysis *1

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Future







- Realtime map plays import roles for navigation, GIS
- Realtime mapping and cooperation will bring interesting applications
- Integrating geometric information with semantic analysis will greatly improve the system intelligence



THANK YOU

