## **Towards Continuous Learned Semantic Representation through**

# a Viewpoint-Dependent Observation Model

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## 1.b Background – Object-Level SLAM

TASP TECHNION AUTONOMOUS SYSTEMS PROGRAM

ISRAFLI SMA

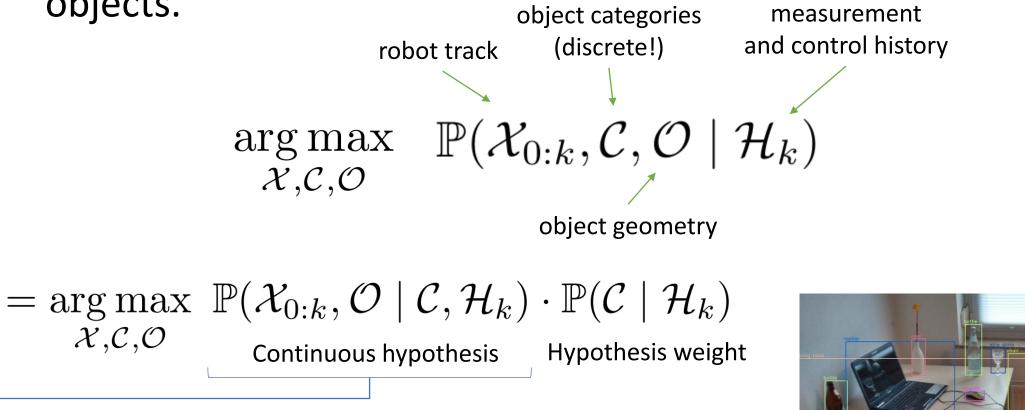
**RESEARCH CENTER** 

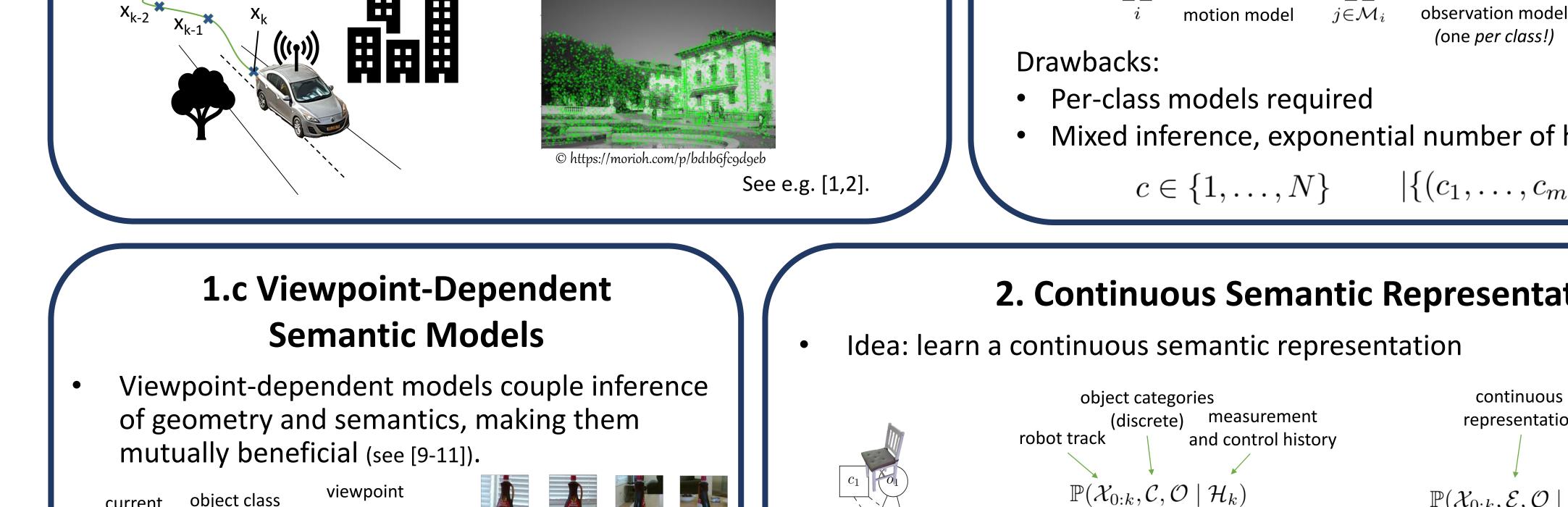
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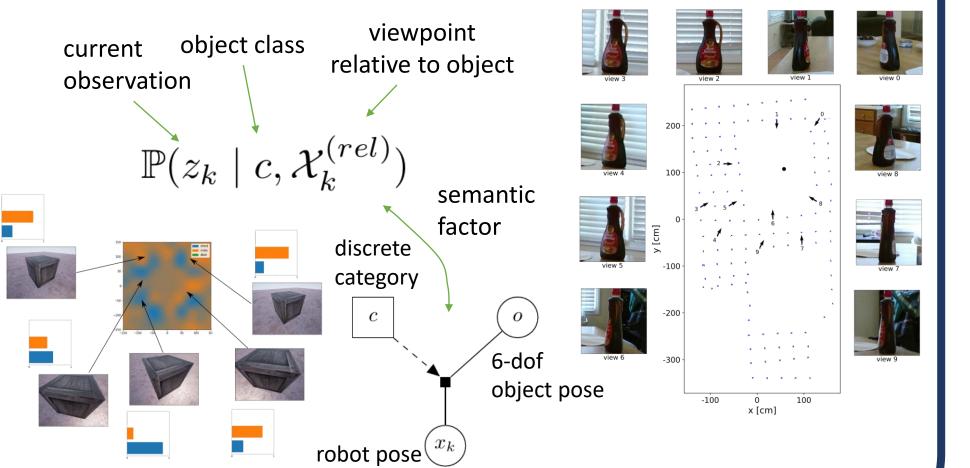
- **1.a Background Simultaneous** Localization and Mapping (SLAM)
- SLAM is commonly formulated as joint max a-posteriori over agent poses  $\mathcal{X}_{0:k}$  and landmarks  $\mathcal{L}$  given history of observations and user controls.  $= \{ \mathcal{Z}_{0,1}, \mathcal{U}_{0,1}, 1 \}$

$$\mathcal{X}_{0:k}^{*}, \mathcal{L}^{*} = \underset{\mathcal{X}, \mathcal{L}}{\operatorname{arg\,max}} \mathbb{P}(\mathcal{X}_{0:k}, \mathcal{L} \mid \mathcal{H}_{k}) \xrightarrow{f} \underset{\text{observations user controls}}{f}$$









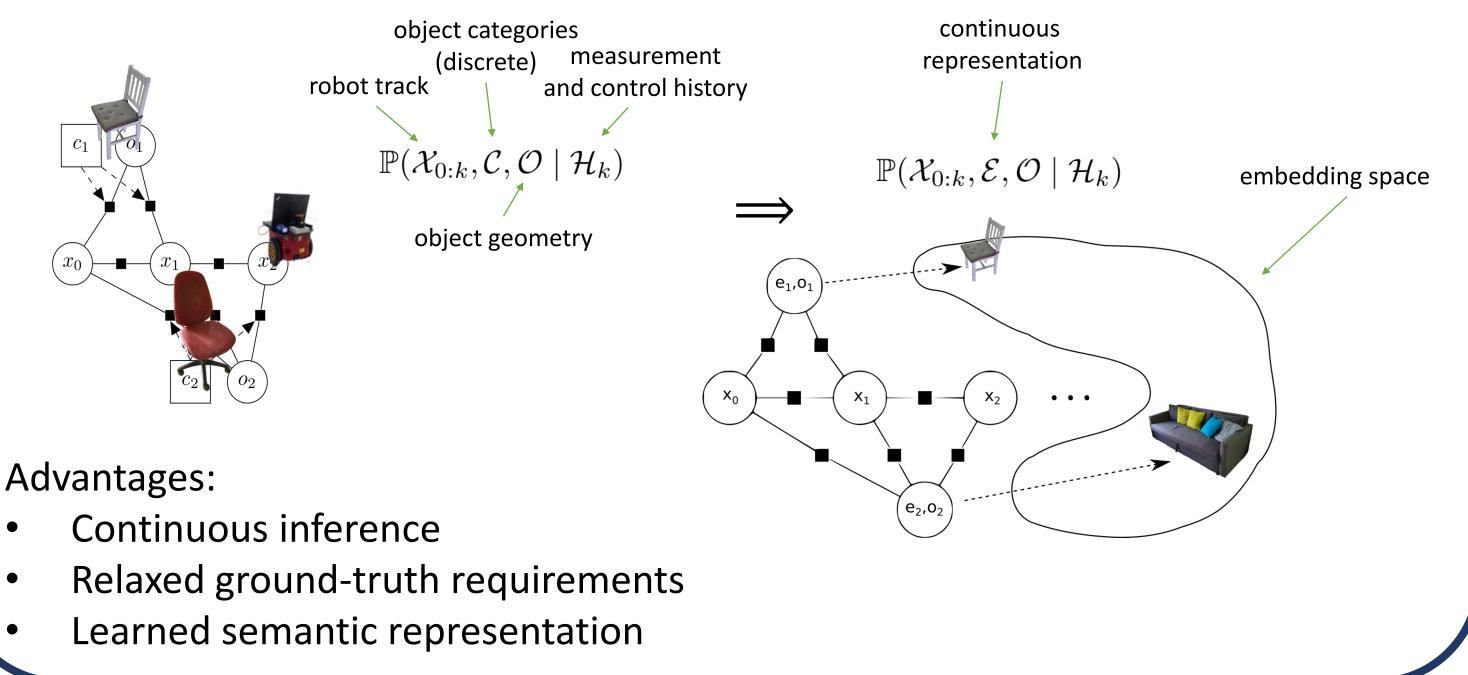
Feldman and Indelman. "Spatially-dependent Bayesian semantic perception under model and localization uncertainty." Autonomous Robots (2020): 1-29.

(one per class!) Per-class models required Mixed inference, exponential number of hypotheses:  $c \in \{1, \dots, N\}$   $|\{(c_1, \dots, c_m)\}| = N^m$ 

 $\rightarrow \eta \cdot \mathbb{P}(\mathcal{X}_0) \prod \mathbb{P}(\mathcal{X}_{i+1} \mid \mathcal{U}_i, \mathcal{X}_i) \prod \mathbb{P}(\mathcal{Z}_j \mid \mathcal{O}_j, \mathcal{X}_i, \mathcal{C}_j)$ 

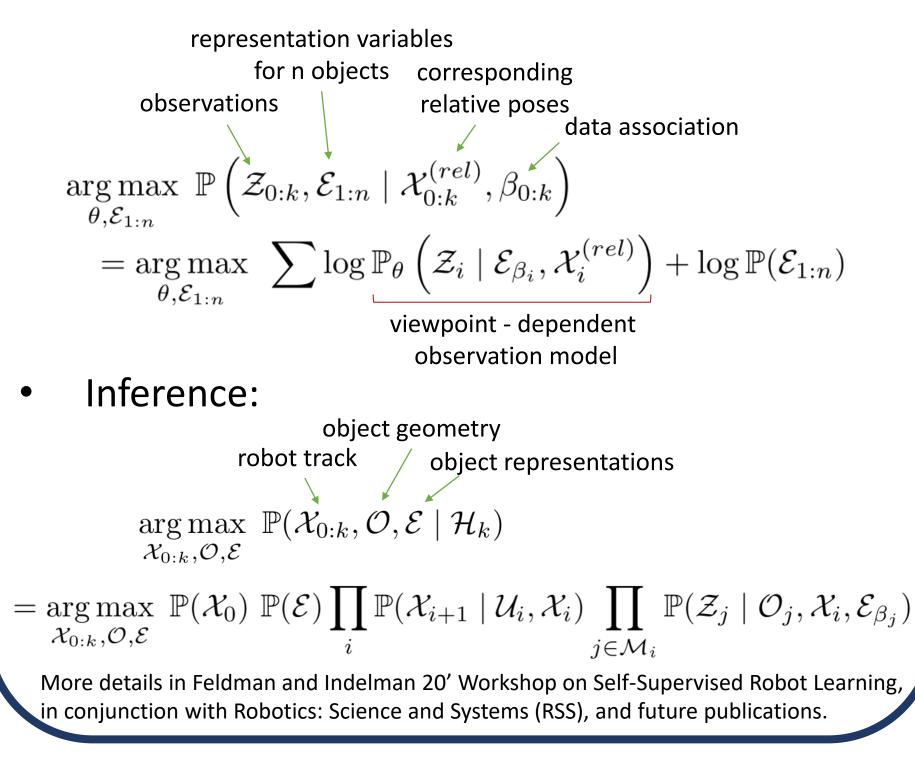
### **2.** Continuous Semantic Representation

Idea: learn a continuous semantic representation



#### 2 (cont'd). Approach

Training:



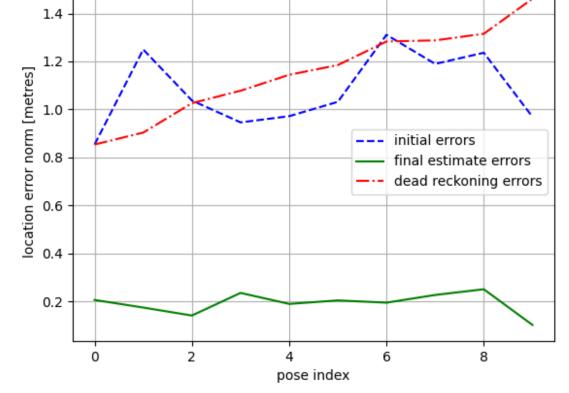
### Bibliography

- [1] Kaess et al. 08' TRO (iSAM)
- [2] Kaess et al. 12' IJRR (iSAM2)
- [3] Salas-Moreno et al. 13' CVPR
- [4] Choudhary et al. 14' IROS
  - [5] Bowman et al. 17' ICRA

[7] Nicholson et al. 19' RAL [8] Yang and Scherer 19' TRO [9] Feldman and Indelman 20' ARJ [10] Tchuiev et al. 19' IROS

[6] McCormack et al. 18 3dv

- 3. (Initial) Results Disentanglement Learned likelihood as function of offset along pairs of axes (bias) -5 0 5 yaw offset [deg] predictions for varying X predictions for randomized e Inference 1.00 1.4 0.75 0.50 0.25 – – initial errors 0.00 0.8 -0.25 0.6
  - -0.50 initialization -0.75 dead reckoning -1.00around truth -1.0-0.50.5 1.0 x [metres]



Ground truth and estimated tracks

Evolution of estimation error



**Object views** 

