

vSLAM: A low-cost approach to visual localization for consumer robotics

Paolo Pirjanian, Chief Scientist
Evolution Robotics, Inc.
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Credits to the Evolution Team

- In particular thanks to:

Dr. Mario Munich,
Dr. Luis Goncalves,
Dr. Niklas Karlsson,
Dr. Jim Ostrowski, and
Dr. Enrico Di Bernardo.



The Natural Evolution of Robotics



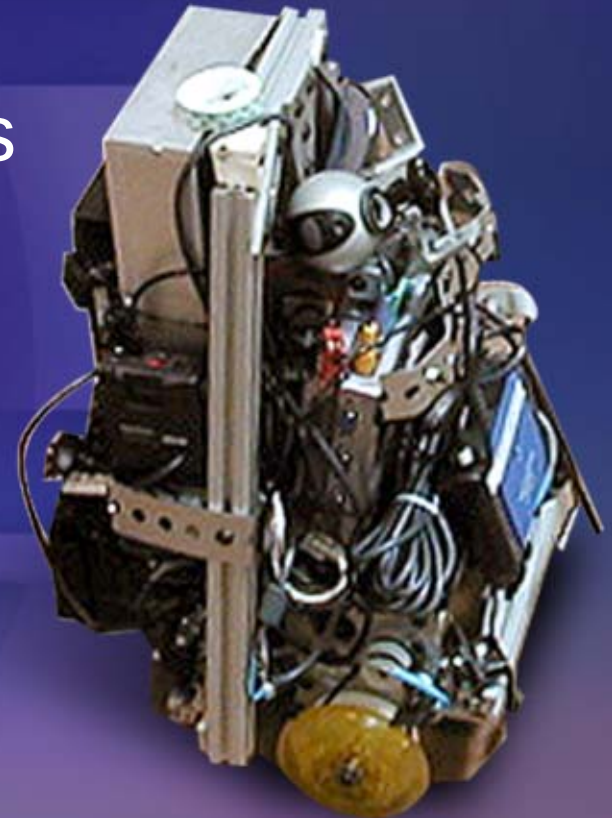
Our Vision

- A Personal Robot in every Home and Workplace



Our Mission

- To Develop the Core Technologies for Building Practical Personal Robots
- *Help manufacturers to develop robotic products for the mass market in the next 2-4 years*

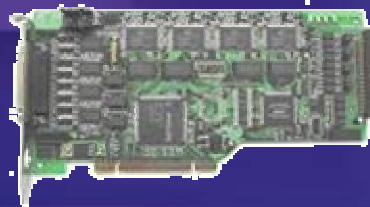


Our Strategy

Software



Embedded Solutions



Prototypes



Our Challenges

- Challenge 1: Cost efficiency
- Challenge 2: Reliability (*Real* real-world robotics)
- Challenge 3: Power efficiency
- Challenge 4: Test and validation



Our Challenges

- Challenge 1: Cost efficiency
- Challenge 2: Reliability (*Real* real-world robotics)
- Challenge 3: Power efficiency
- Challenge 4: Test and validation
- **Ultimate challenge: Meeting expectations of customers *and* investors.**

Focus of talk

- Breakthrough solutions (few technical details ☹)
- Reliable vision for object recognition and navigation
- Low-cost, vision-based SLAM (< \$100)



Challenge 1: Cost efficiency

- Price of consumer robotic products:
from several hundred USD to few thousand USD
- Production cost = 30%- 40% of retail price
 - Includes: product, manuals, manufacturing, packaging, marketing, ...
 - Example:
 - Retail price: \$500
 - Landed cost: \$150-\$175
 - HW cost: \$100-\$125
Includes CPU board, connectors, sensors, actuators, gears, batteries, charger, chassis, appliance related components (e.g., vacuum),...
- *How much hardware can you get for a couple of hundred USD?*

Challenge 2: Reliability

- Consumer robotic products must operate in unknown environments; home, office, stores, factories, ...
 - E.g., how does odometry behave on plush carpet?
 - How does vision work with lighting changes, reflections, moving objects, etc?
- Work for hours, days, weeks, months without (too much) human intervention
- *Imagine an autonomous robot in a home or office:*
 - *Reliable vision with such huge variation in lighting*
 - *Obstacle avoidance dealing with table tops, chair/table legs, glass, stairs, ...*
 - *SLAM in cluttered environments*
 - *Voice recognition across the room*
 - *...*

Challenge 3: Power efficiency

- Low-power actuators
- Low-power sensors
- Power management including self-charging
- Low-power computing, e.g., going from Pentium-grade computing to embedded
- ...



Challenge 4: Test and validation

- How do you characterize and verify a system?
- Can we learn from the automotive industry?
- Can we automate testing?



What are we left with?

- Imagine solving SLAM, Avoidance, Speech, Vision, reliably.
- *Now imagine solving all these with low-cost sensors, low-cost computing, and in unknown, unstructured environments.*
- *What can we do?*



One thing we *can* do is ...

to use vision!

- Low cost (\$10 camera compared to \$1000 LRF or \$100-200 sonars)
- Images contain rich information
- But extracting the info requires reliable algorithms
- And more computation, i.e., need more computing which could add cost unless we optimize code and hardware

What do we have?

- Object Recognition
 - Reliable to lighting, scaling, rotation, occlusions
 - Useful for many applications
- Vision-based SLAM (vSLAM)
 - Low-cost solution
 - Reliable in realistic settings
 - Adaptive to short-term and long-term changes



What else do we need? (for another time)

- Reliable, low-cost obstacle detection
 - Avoidance is considered done
- Reliable, low-cost voice recognition
 - From 3 meters distance and background noise
- Other human-robot interaction
 - Follow me, come here, pick that up, face recognition, ...
- Reliable, low-cost manipulation
 - Pick and place, fetch, play chess, etc.
- Low-cost, low-power computation boards
 - GHz computing at < \$50

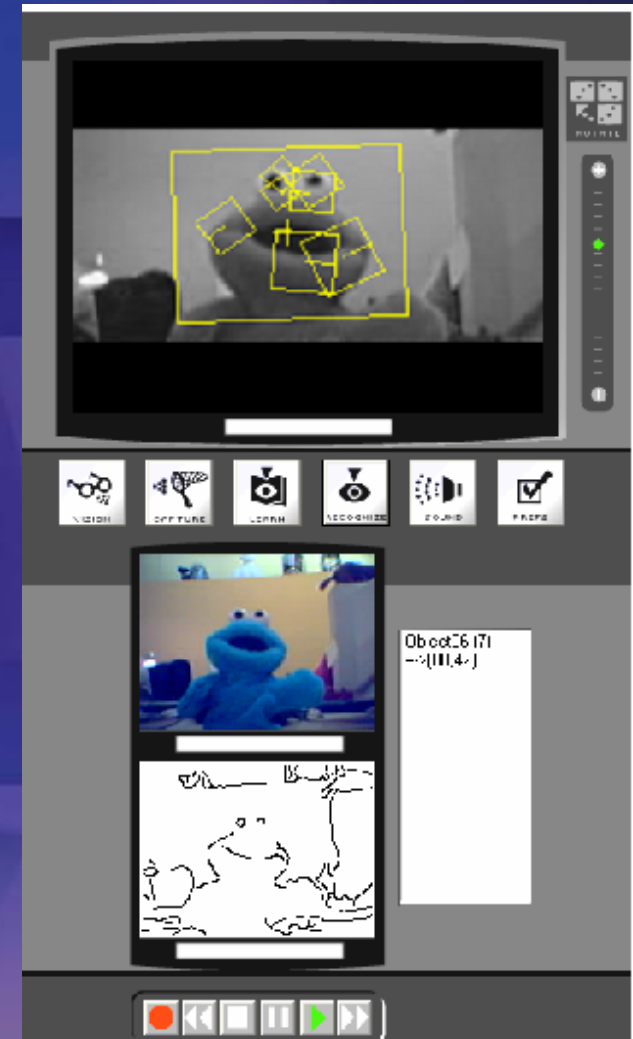
Object Recognition

Approach:

- Extracts 1000 SIFT features of each object. A very small subset of those features with the right configuration is required for identification of the object.
- Estimation: Identification can provide the name of the object and the full pose of the camera with respect to the object.

Example applications

- Visual servoing, navigation, docking
- Edutainment: Reading book, visual programming
- Manipulation
- SLAM



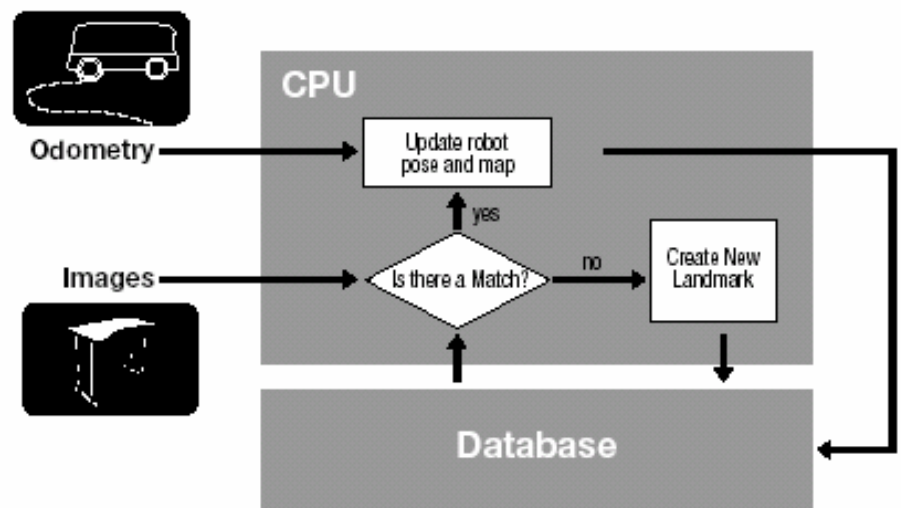
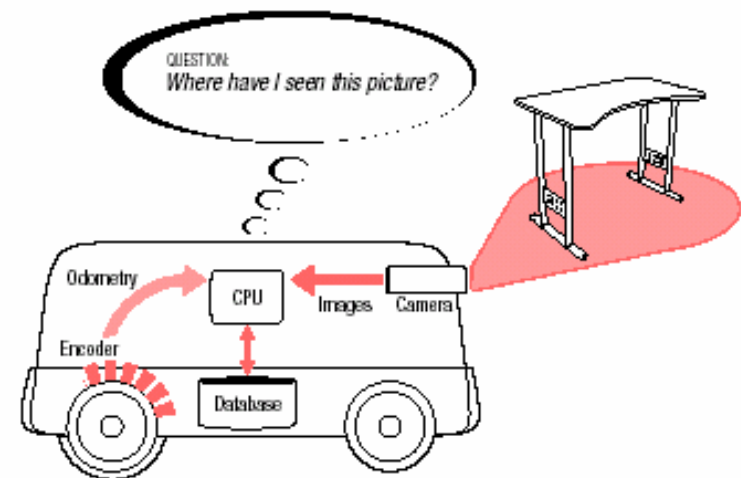
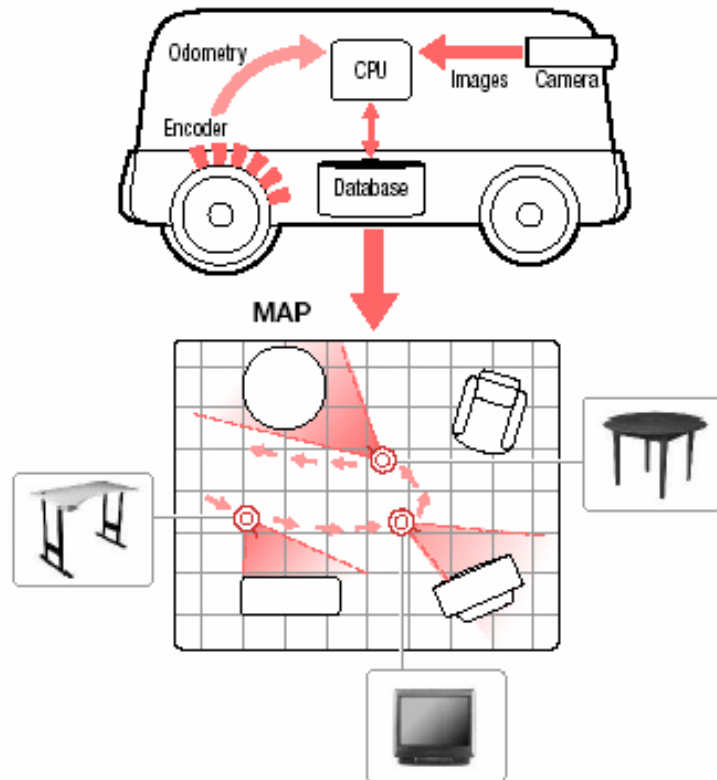
Sony Aibo uses ER Vision



Visual Simultaneous Localization & Mapping

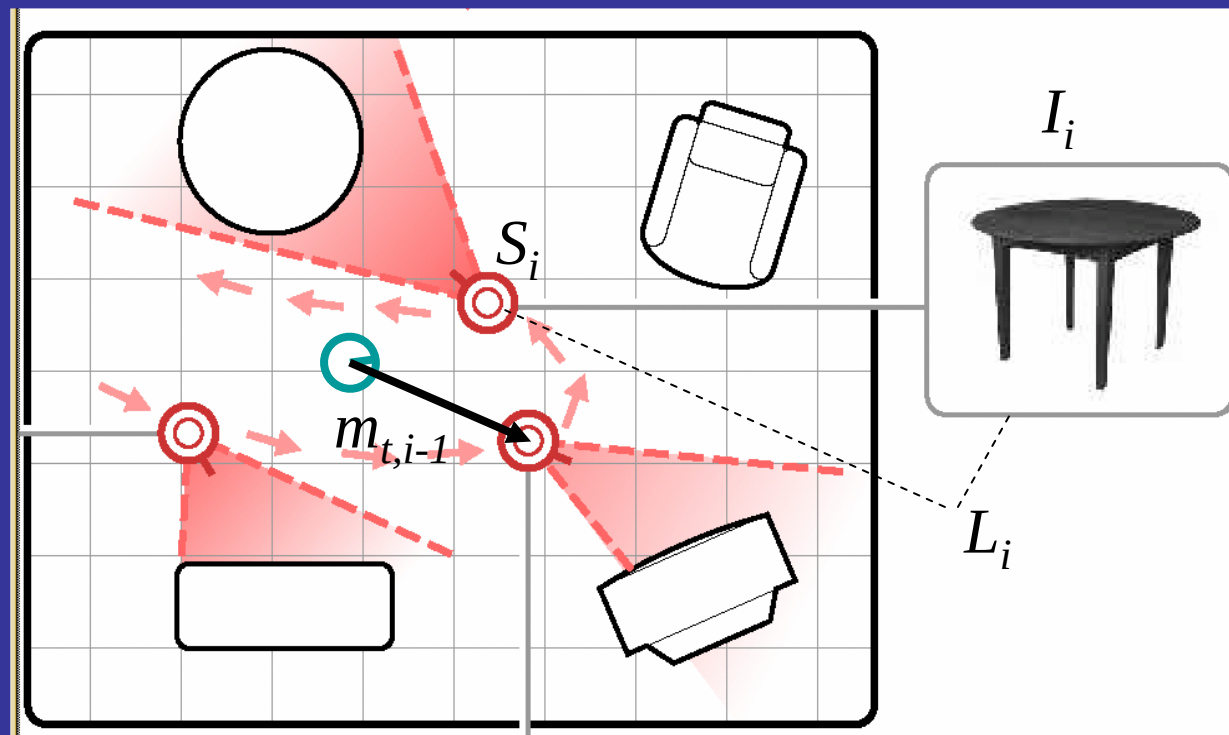
- Fuses data from single USB camera and odom
- Use sparse range of unique features. Dense range is not necessary.
- Builds map from scratch and adaptively updates map with new landmarks as required.
- Creates very unique landmarks which solve the data association problem
- Very robust handling of robot “kidnapping”
- Robust to transient and permanent changes in dynamic environments
- Accuracy of about $\pm 25\text{cm}$ in x,y, and about 5 degrees in heading

INITIALIZATION



Definitions

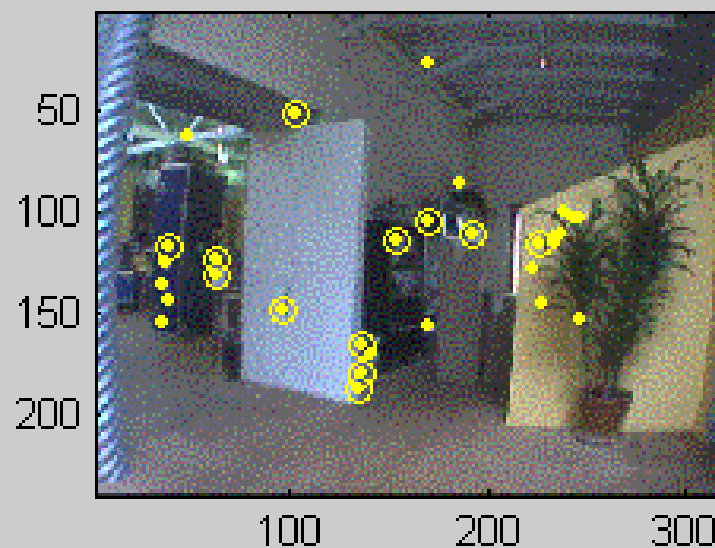
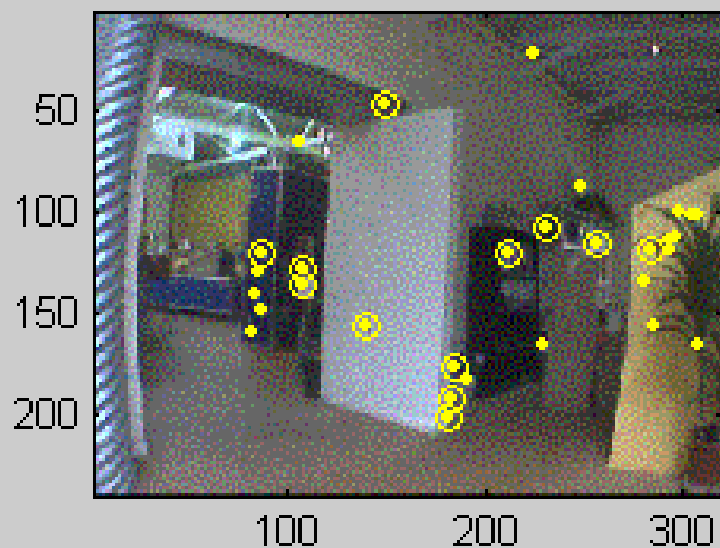
- $L_i = \langle I_i, S_i \rangle$ Landmark i.
- I_i Image corresponding to L_i
- $S_i = (x_i, y_i, \theta_i)$ Pose of robot when image I_i was acquired
- $M = \langle L_1, L_2, \dots, L_k \rangle$ Map of k unique landmarks
- $m_{t,i} = \Delta(x_{t,i}, y_{t,i}, \theta_{t,i})$ Visual pose measurement relative to L_i



Relative pose measurements

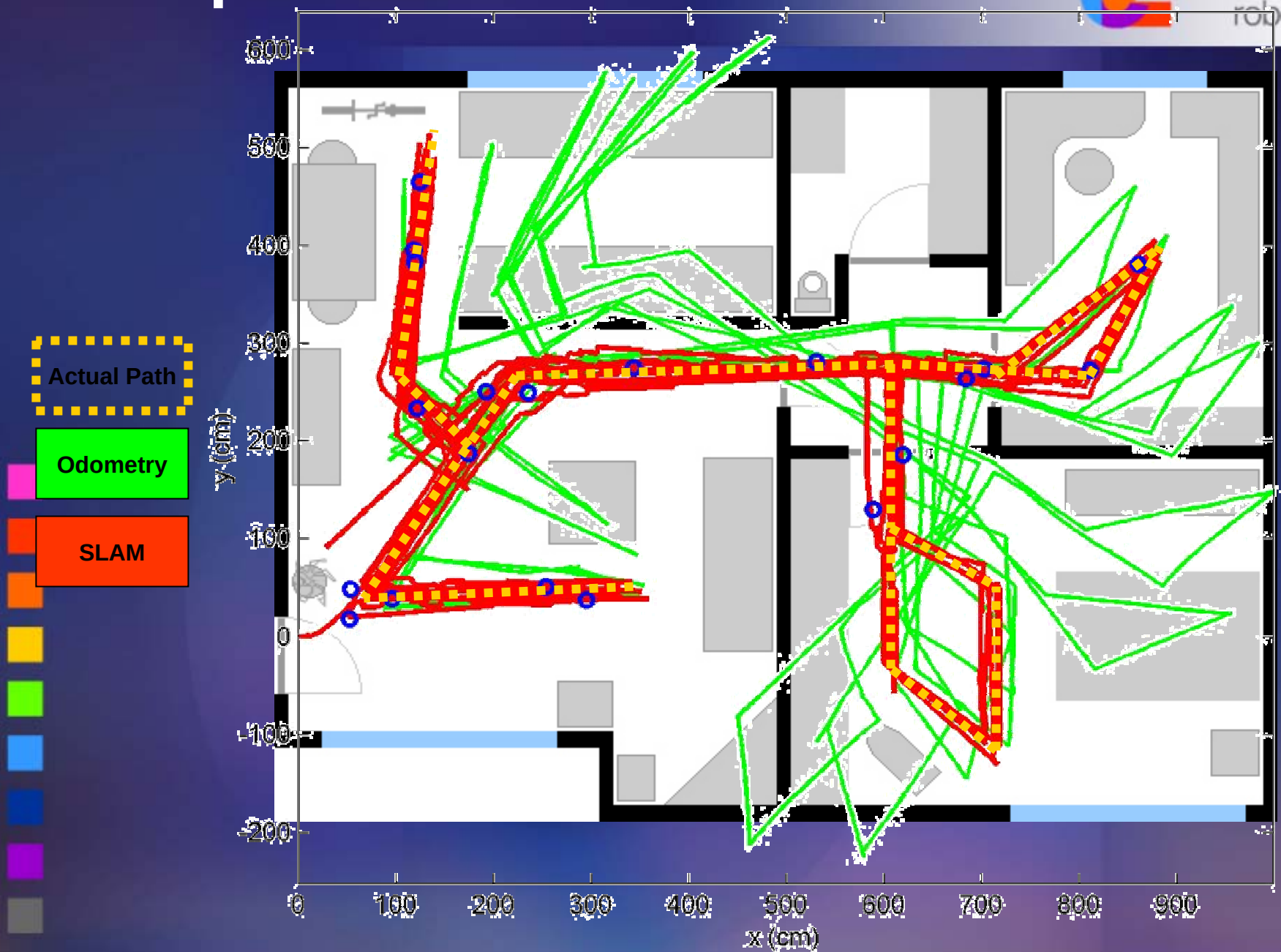
Current Image

Best Database Match (80 cm off)



Example runs

Robot Pose and Final Landmark Estimates



Representative Images



Featureless environments

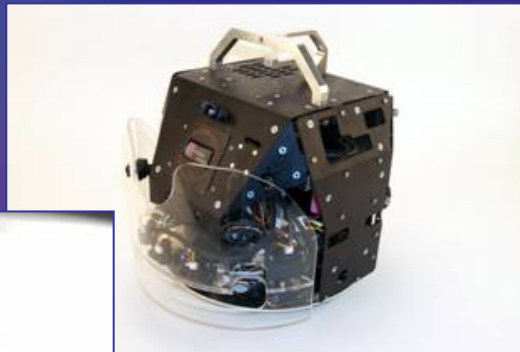
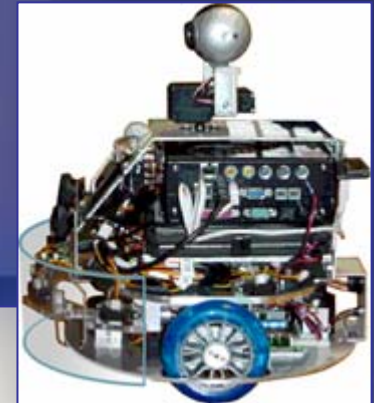


- Training time/installation cost: 3000-4000 m² facility. Ideally want to use an existing map of the facility
- No metric/occupancy map
 - User interface: Topological map with visual thumbnails? Metric map? Hybrid map?
 - Path-planning: Topological path
- Navigation in the dark
 - Headlights?
 - Use of IR cameras?



ER Software Platform (ERSP)

- Architecture that runs on many platforms
- Has been embedded
- Cross OS (3 OSs)
- Highly independent of robot



(Near) Future work

- Develop < \$100 navigation system
 - SLAM
 - Path planning/execution
 - Obstacle detection/avoidance
 - Hazard detection/avoidance
 - Self-docking and charging



Contact information

- www.evolution.com
 - Whitepapers, videos, press releases
 - Job descriptions
 - Sales
- paolo@evolution.com
 - Interested in collaboration
 - Licensing of technologies
- IROS Exhibition, Oct 2003 in Las Vegas
 - Demo of vSLAM and other navigation