Robust, scalable, distributed semantic mapping for co-robots

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Motivation





Goal: robust and efficient multi-robot mapping and semantic understanding

- Incorporate semantic information (object detections)
- Use redundancy from cycles to detect and correct inconsistencies
- Share computational resources (via offloading, outbursting)
- Make intelligent use of local resources via the approximate-computing paradigm (tradeoff accuracy for speed)

Loop-based statistical outlier identification



Motivation: Finding correspondences between different parts of a map

Challenge: Potential correspondences (e.g., from objects) vs gross errors (outliers)

Opportunity: Geometric loop closure gives evidence for statistical inference

Questions:

How do we estimate which edges are outliers?

What are the fundamental limits?

Estimation of outlier probabilities

Evidence on loop closures, EM inference on edge probabilities, noise variance



Challenge:

- Loopy inference is practically intractable
- Standard approximation (Loopy Belief Propagation) does not reliably converge

Novel approach:

- Alternating-Direction Method of Multipliers (ADMM)
- Solve (exactly) the inference problem on each cycle, then enforce agreement on shared edges

Estimation of outlier probabilities

- Better than Belief Propagation
- Naturally distributed (except for cycle basis)
- The hardest case is 50% outliers



Identifiability theory for outliers

Non-robust cost



Optimizing a robust cost function can remove outliers **Motivation:** Under what conditions is this possible? **Novel approach:** Theory for translation-only case Based on analyzing cost using convex optimization



- Does not matter: Outliers magnitude, node locations
- Matters: Topology, support and sign of outliers

Estimation of outlier probabilities

For the first time, we can compute the a-priori probability of obtaining the true solution given edge probabilities



Multi-agent application: distributed decision making

- Intelligent Physical Systems (IPS) such as drones
 - Sense and act on the environment
 - Sensing: Create "actionable knowledge" using onboard/externally-mounted devices
 - Planning: Decision-making using actionable knowledge
- Goal: Real-time smart and *autonomic* decision making
 - Technique 1: Multi-agent Deep Reinforcement Learning (MADRL)
 - Technique 2: Approximation in computing
 - Agents: Group of IPSs such as drones
 - Application: Automatic data collection/multi-object tracking
 - Environment: Highly dynamic environment difficult to model





Multi-Agent Reinforcement Learning (MARL)

MARL framework for incident data collection to create 3D maps



Modeling of incident zone (bridge inspection) with MDP

High-level architecture with components

Time for full coverage vs number of agents

Experimental multi-drone platform

Results using drones as the experimental platform



Real-time 3D reconstruction using single drone and ORB SLAM



Multi-Agent Reinforcement Learning (MARL)-based 3D reconstruction

Broader impact

New class, ME416 Introduction to Robotics

• Basics of ROS, kinematics, Machine Learning (ML), controls



New workshop for the BU Upward Bound Science and Math Program

- One-day workshop using Python to control small drones
- High-school students from underprivileged areas



Rutgers ECE Undergraduate Capstone Projects

- Semester-long senior capstone project on building 3D maps via ML techniques
- 3rd and 5th Prize (out of ~68 groups) plus Social Impact Award; Awarded 1st Prize in the Harris Corporation project competition in April'18 for the project SKY-WATCH

Rutgers Day (a free day-long event open to the Rutgers broader community)

 Hands-on learning activities, entertaining stage performances, and exhibitions/demonstrations hosted by Rutgers professors, staff, and students

