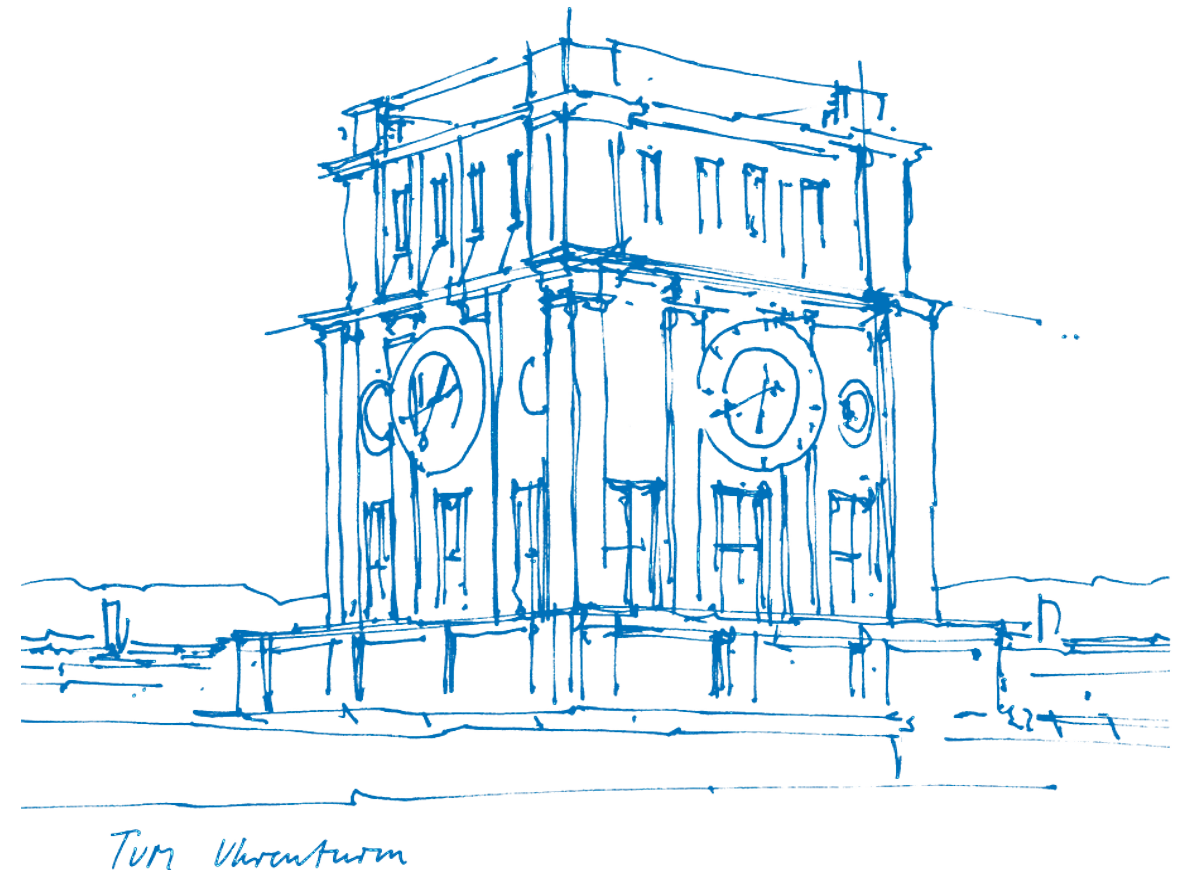


Practical Course: Vision Based Navigation

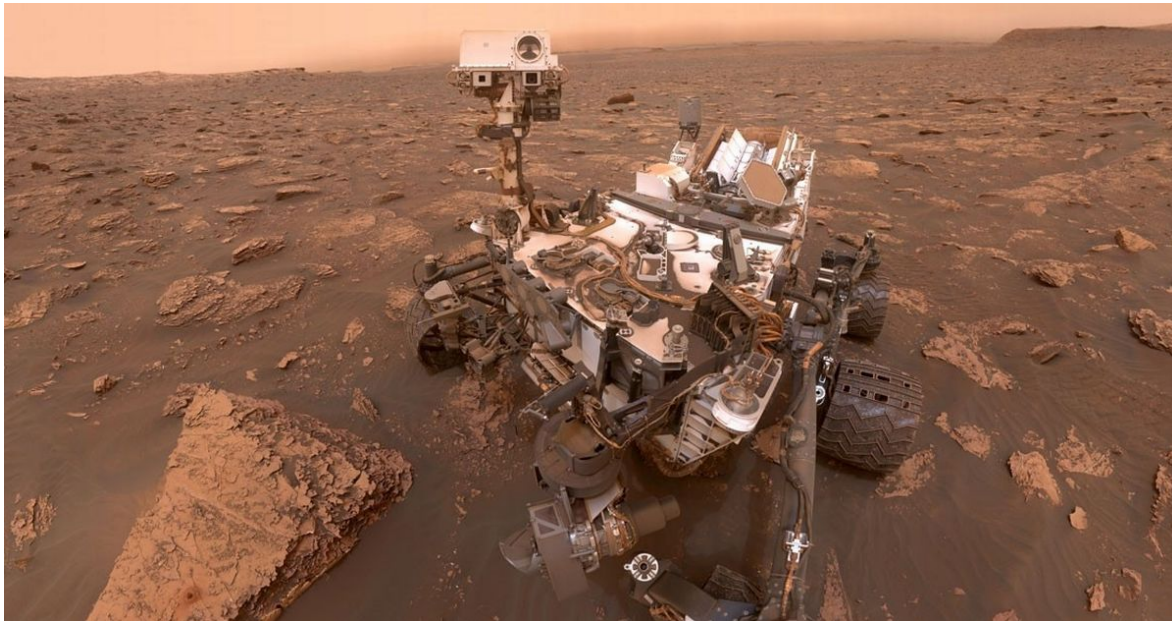
Premeeting

Jason Chui, Mateo de Mayo
Prof. Dr. Daniel Cremers

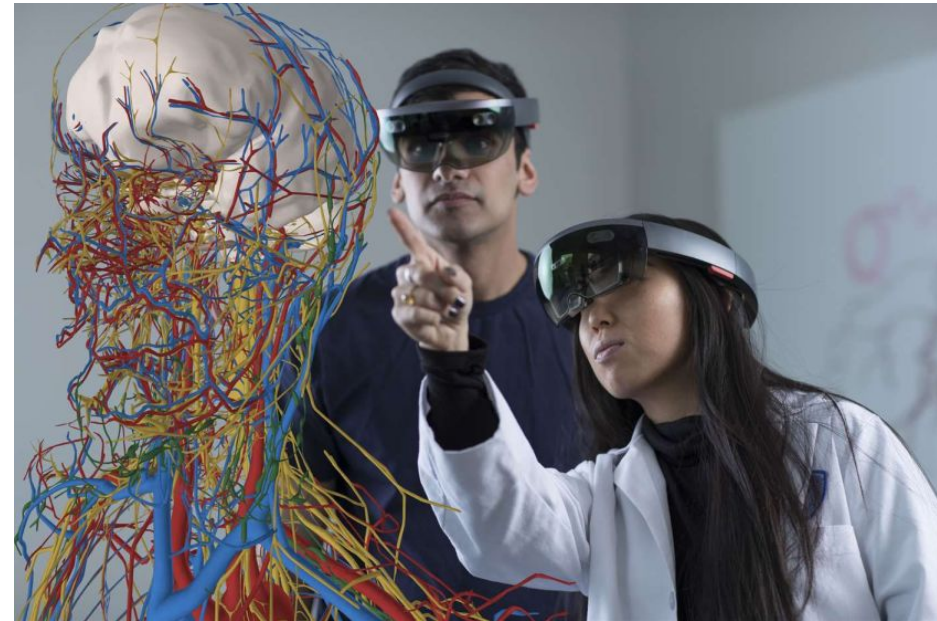


Motivations

No GPS



Pose estimation



3D reconstruction

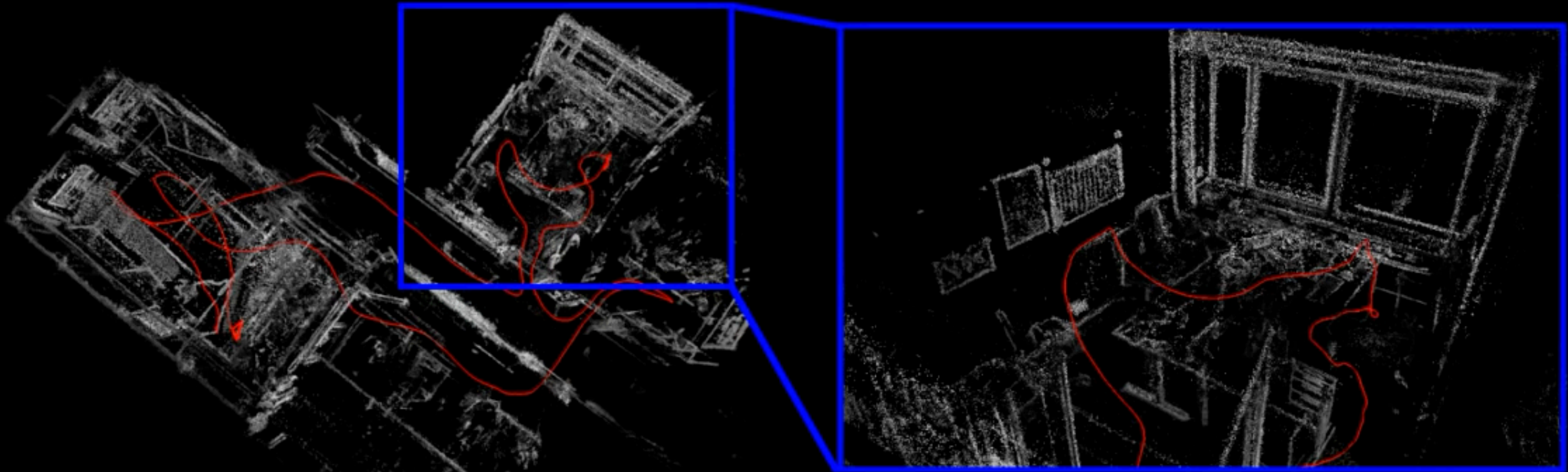


Path planning (when we have a map)



Direct Sparse Odometry

Jakob Engel,^{1,2} Vladlen Koltun,² Daniel Cremers¹
July 2016



ORB-SLAM

Raúl Mur-Artal, J. M. M. Montiel and Juan D. Tardós

{raulmur, josemari, tardos} @unizar.es



Instituto Universitario de Investigación
en Ingeniería de Aragón
Universidad Zaragoza



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Zaragoza

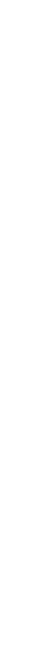
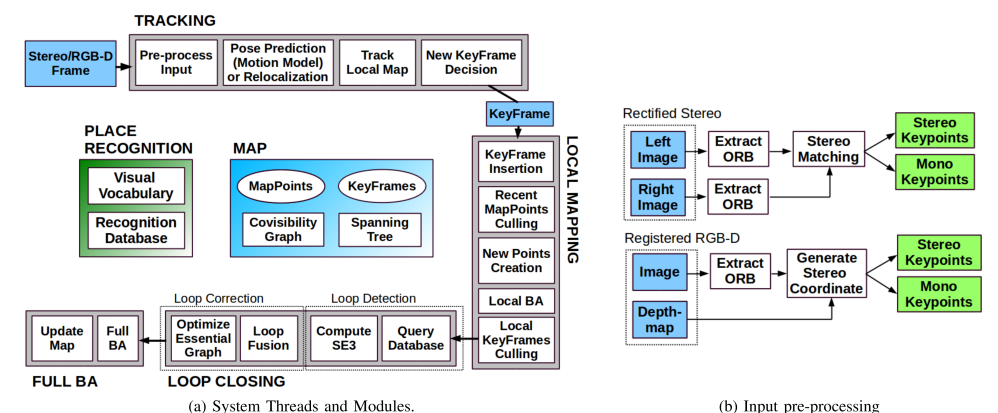
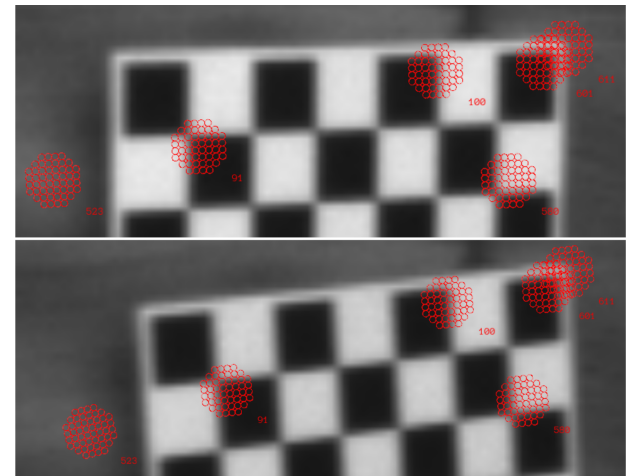
- You can gain practical experience with
 - Visual odometry and localisation / state estimation
 - Vision-based Simultaneous Localization and Mapping (SLAM)
 - Structure from Motion (SfM)
- Implementation of algorithms
- Benefits / drawbacks of specific methods when applied to concrete, relevant problems
- Get familiar with relevant software libraries (Eigen, Ceres, OpenGV, ...)
- Learn how to work in teams / on projects
- Improve your presentation skills

Course organization

- Course takes place during the lecture period
- The course will be held in person
 - Work on your own Linux desktop / laptop
- Initial phase (first 5 weeks): Lectures & Exercises (40% of final grade)
 - Mondays 2-4 pm lecture
 - Mondays 4-6 pm exercise session
 - Programming assignments will be handed out every week and checked / graded by the tutors
 - Assignments are worked on individually by every student; each participant should be able to explain their solution
 - Attendance to lecture and exercise sessions voluntary (but **highly** encouraged)
- Second phase (6 weeks): project (60% of final grade)
 - Work in small groups (1-2 people) on a project
 - Mandatory weekly meeting with tutors to discuss progress and next steps (Mondays 2-6 pm)
 - Implement a specific algorithm / extension / paper, which one tbd
 - Present project outcome in talk and Q&A session (15 mins per group + 5 mins Q&A)
 - Written report on project outcome (10-12 pages, single column, single-spaced lines, 11pt)

Topics covered

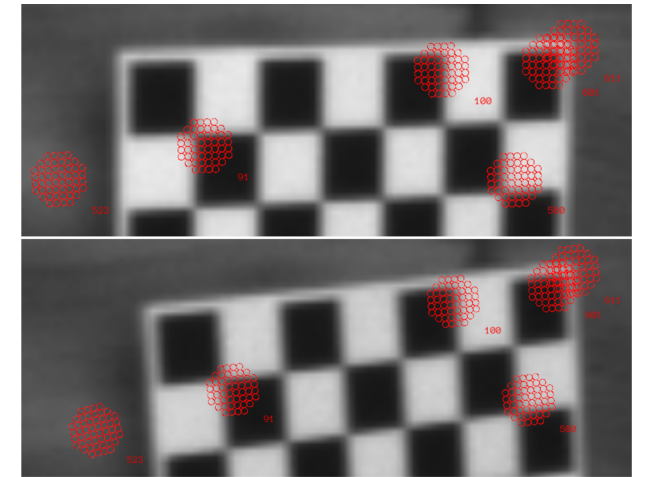
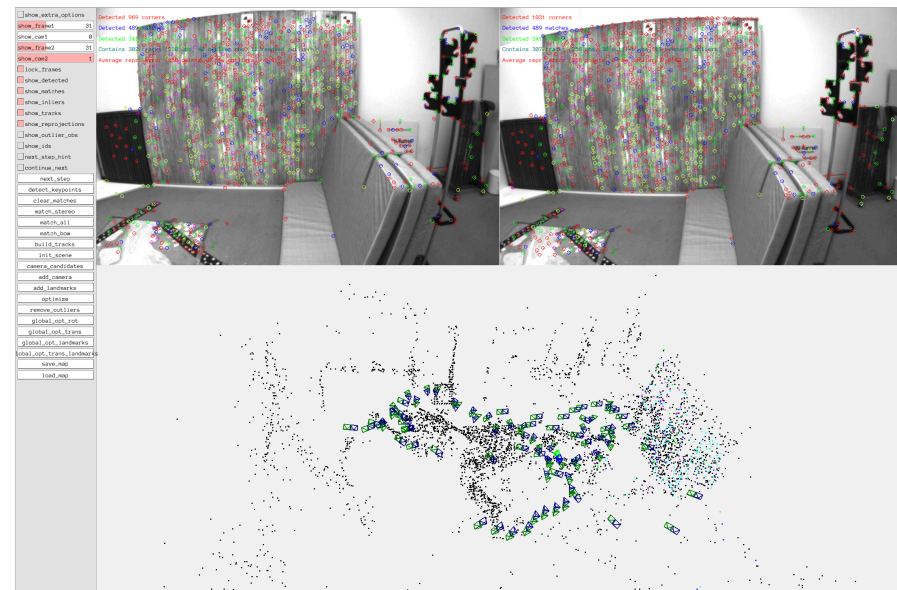
- 3D geometry and camera models
- Non-linear optimisation and camera calibration
- Feature detectors and descriptors, feature matching, RANSAC
- Offline Structure from Motion, Bundle Adjustment, Schur complement
- Visual odometry and SLAM (online BA)
- Possible topics for projects:
 - Large-scale consistency for SLAM
 - Visual place recognition
 - Optical flow for visual odometry
 - Direct methods (odometry, BA)
 - Dense reconstruction
 - Rotation / Translation averaging (global SfM)
 - ...



- **Good knowledge of the C/C++ language is essential**
- Good knowledge of basic mathematics such as linear algebra, calculus, probability theory, and numerics is required
- Prior practical knowledge in robotics and computer vision topics is a plus
- Participation in at least one of the following lectures of the TUM Computer Vision Group
 - Computer Vision I: Variational Methods
 - Computer Vision II: Multiple View Geometry
 - Similar lectures can also be accepted

- You apply for this course through the matching system: <https://matching.in.tum.de/>
- Additionally, you have to send us an email:
 - Please specify how you meet the course requirements / if you have attended any related computer vision courses before!
 - **Comment on your programming experience in C++!** List concrete examples of projects you have worked on.
 - Send all your grade transcripts, in particular showing any lectures on pre-requisite topics (computer vision / robotics / maths) that you have attended to:
visnav-ss25@vision.in.tum.de
- The deadline for the matching system and prerequisite email is 19.02.2025.
- We can only guarantee places to students assigned through the matching process (and fitting the course requirements)!
- Watch announcements on the course website:
https://cvg.cit.tum.de/teaching/ss2025/visnav_ss2025
- The course starts on Monday, 28.04.2025

Demo



Questions?

