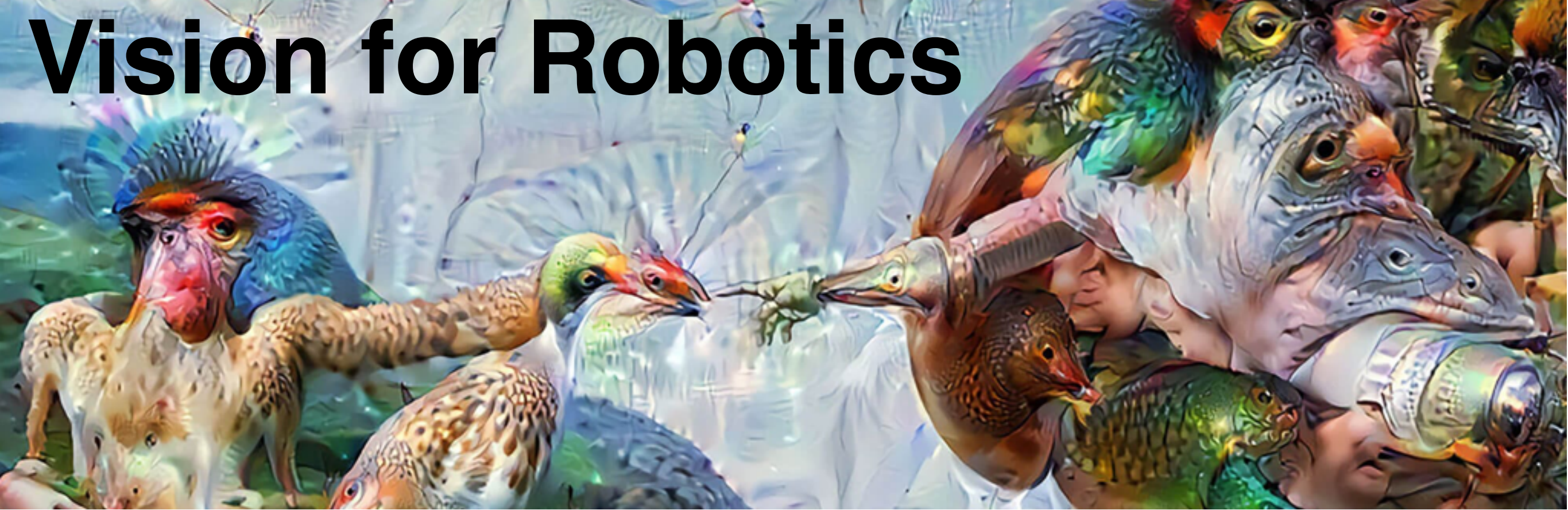


# Vision for Robotics



<https://cw.fel.cvut.cz/b181/courses/b3b33vir>

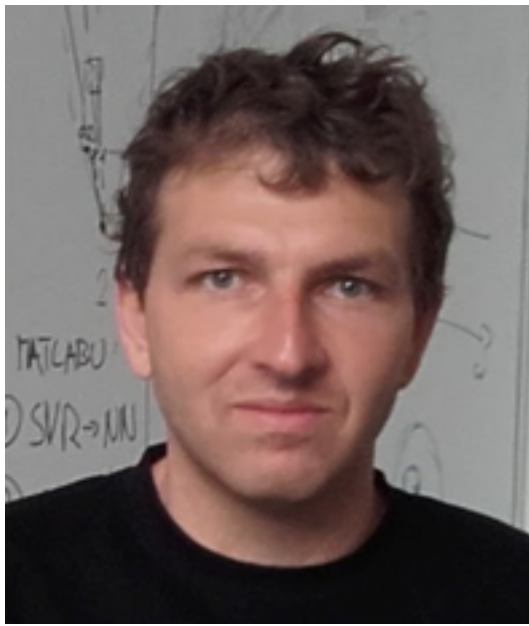
Karel Zimmermann



Czech Technical University in Prague  
Faculty of Electrical Engineering, Department of Cybernetics

# Outline

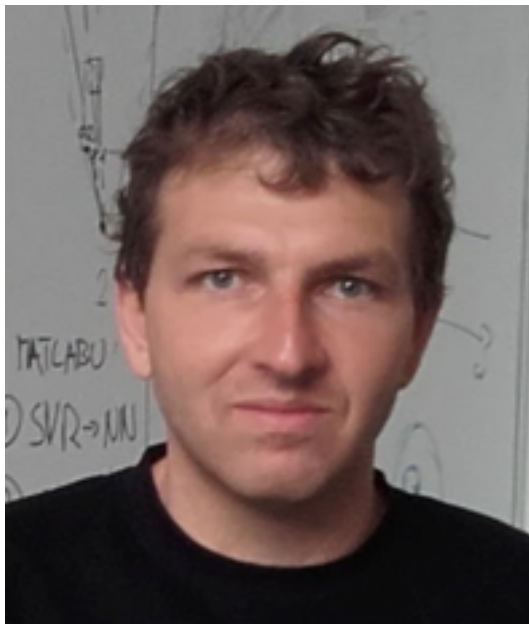
- Introduction of the ViR-team
- Outline of the course
- Organization (homework, tests, semestral work)
- Test0



- **Karel Zimmermann**  
(associate professor at CTU)
- main lecturer



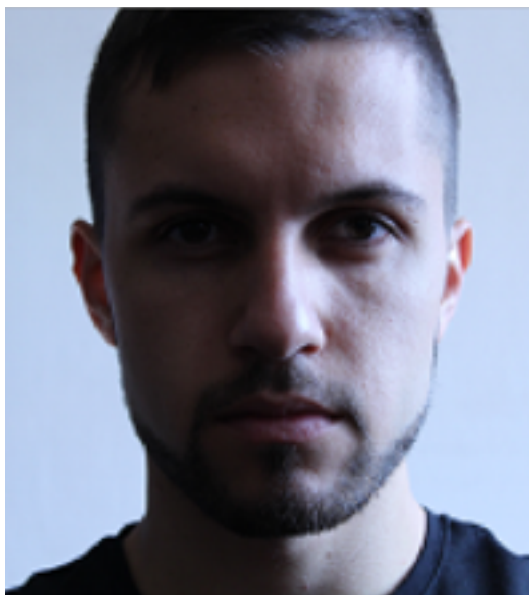




- **Karel Zimmermann**  
(associate professor at CTU)
- main lecturer



- **Tomáš Petříček**  
(postdoctoral researcher in Toyota Research Lab at CTU)
- head of the labs
- 3D mapping & deep learning



- **Teymur Azayev**  
(PhD student since 2018)
- lab teacher
- motion control & deep learning





- Introduction of the ViR-team
- Outline of the course
- Organization (homework, tests, semestral work)
- Test0

# Motivation for unusual organization

- What I did not like as a student:
  - lectures are boring and make me sleepy
  - weak connection between (i) theory (math, statistics, algebra) and (ii) applications (robotics)
  - non-interactive lectures
  - semestral work:
    - second half of lectures cannot be used
    - no space for own creativity
- What I do not like as teacher:
  - lectures are boring and make me sleepy
  - weak motivation of students for continuous studying
  - weak motivation of students for interactive discussions
  - weak motivation of students for originality
  - strong motivation of students for plagiarism

# Outline

intense interactive  
lectures

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strong motivation for  
continuous studying

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creative original  
work



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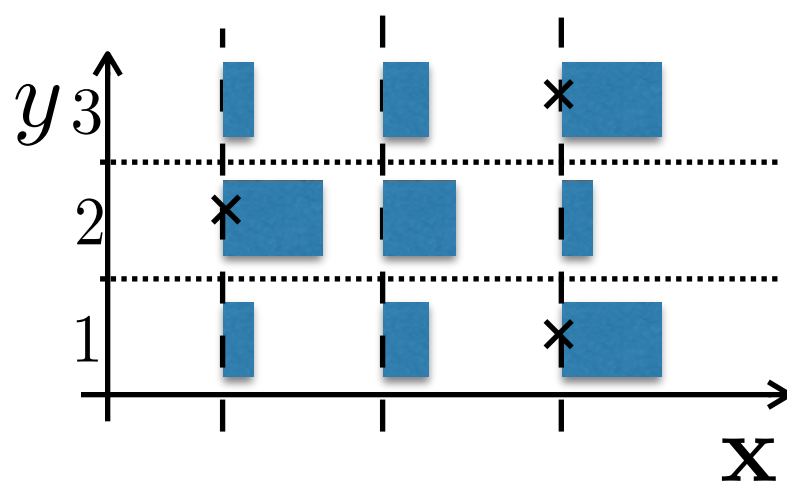


We will formulate classification and regression problems as Bayesian parameter estimation of a probability distribution

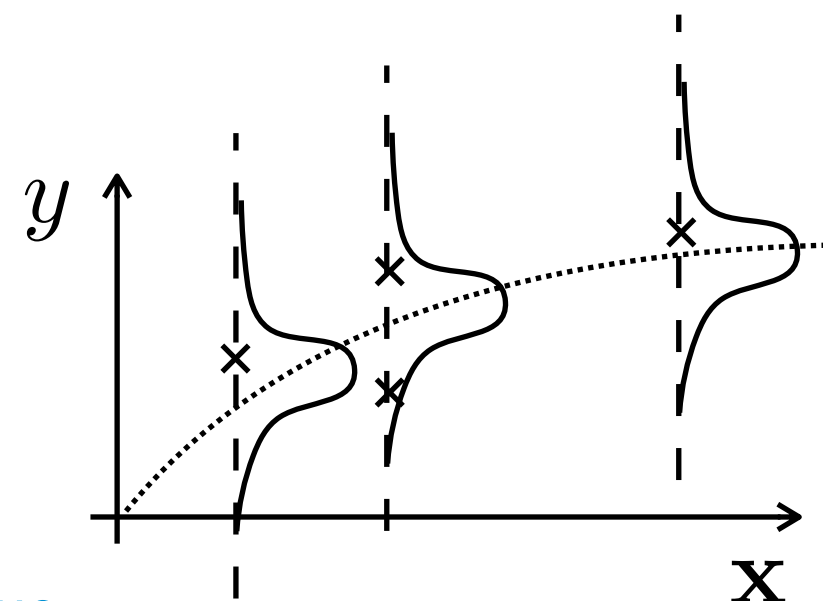
- Pre-requisites:
  - ALG (basic linear algebra)
  - PSI (probability, ML and Bayes rule)

$$\mathbf{w}^* = \arg \min_{\mathbf{w}} \left( \sum_i -\log(p(y_i | \mathbf{x}_i, \mathbf{w})) \right) + (-\log p(\mathbf{w}))$$

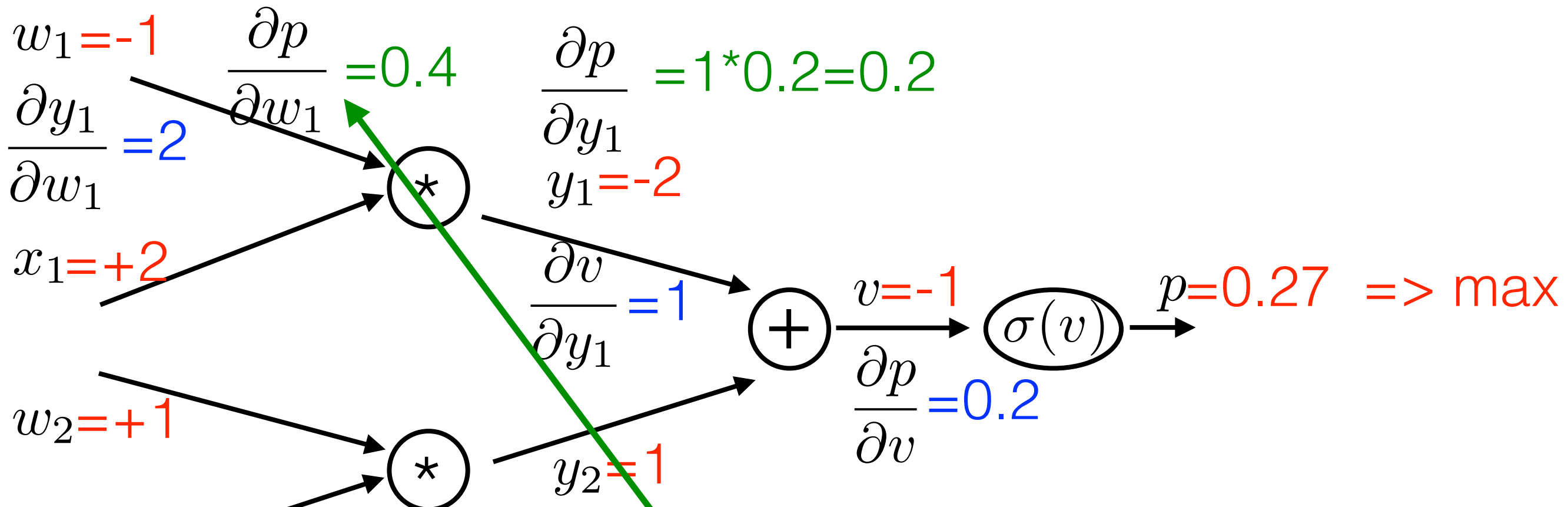
loss function



prior/regulariser



# Learning of single neuron



Edge gradient:

$$\frac{\partial p}{\partial w_1} = \frac{\partial p}{\partial y_1} \frac{\partial y_1}{\partial w_1}$$

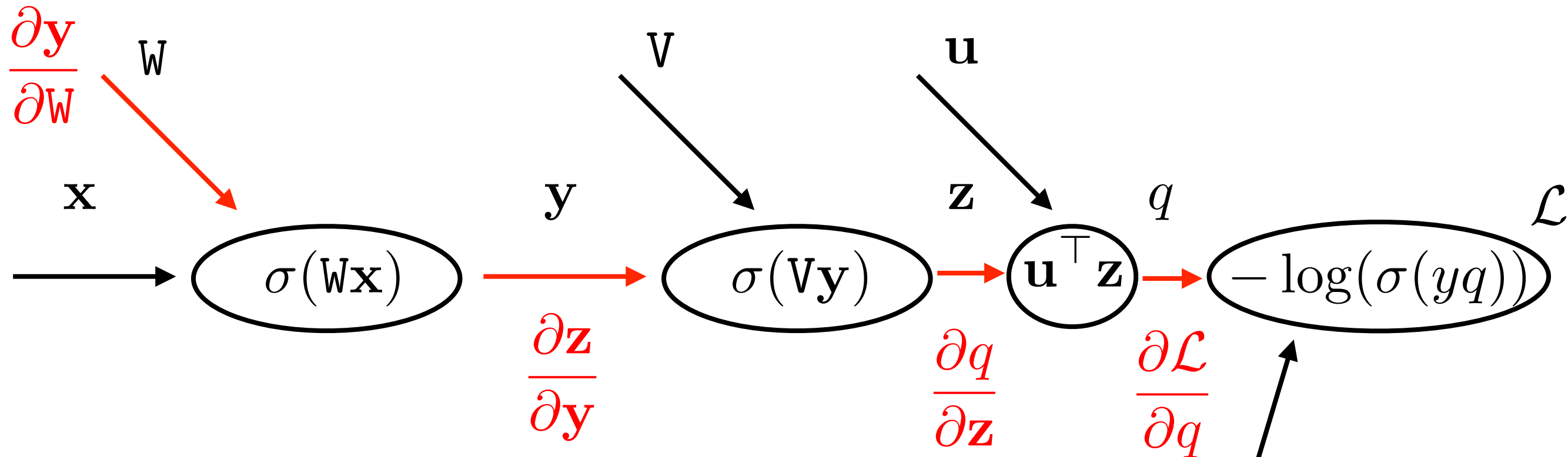
Chain-rule in computational graph  $\frac{\partial p}{\partial w_1} = \frac{\partial p}{\partial v} \frac{\partial v}{\partial y_1} \frac{\partial y_1}{\partial w_1}$





# Learning of fully connected neural network

- Pre-requisites:
  - Math II (partial derivatives, chain-rule)



Gradient wrt  $W$ : 
$$\frac{\partial \mathcal{L}}{\partial W} = \frac{\partial \mathcal{L}}{\partial q} \frac{\partial q}{\partial \mathbf{z}} \frac{\partial \mathbf{z}}{\partial \mathbf{y}} \frac{\partial \mathbf{y}}{\partial W}$$

$y$



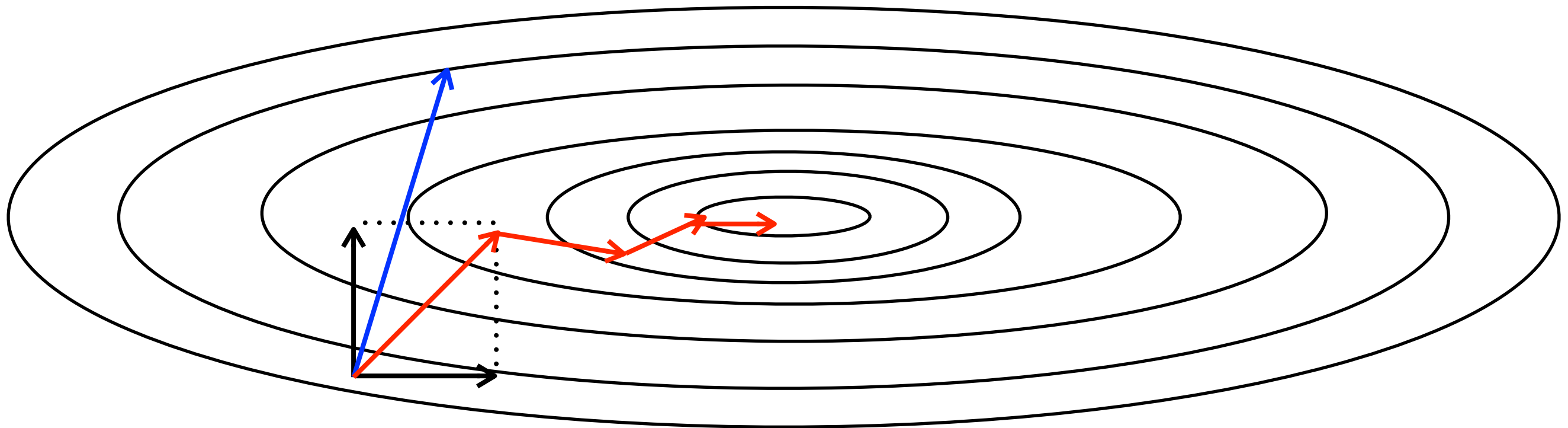
- We will understand why NN does not work
- We will study the cat experiment [Hubel&Wiesel 1960]
- Justify using the convolutional prior/layer in neural nets



We will dive deep into learning

You will exploit what you have learnt in the optimization course

$$\mathbf{w}_{t+1} \approx \mathbf{w}_t - \alpha \left[ \text{diag} \left( \nabla \mathbf{w}_t \nabla \mathbf{w}_t^\top \right)^{1/2} \right]^{-1} \frac{\partial f(\mathbf{w})}{\partial \mathbf{w}} \Big|_{\mathbf{w}=\mathbf{w}_t}$$
$$\mathbf{w}_{t+1} \approx \mathbf{w}_t - \frac{\alpha}{\sqrt{\nabla \mathbf{w}_t^2 + \epsilon}} \odot \nabla \mathbf{w}_t$$



<http://www.jmlr.org/papers/volume12/duchi11a/duchi11a.pdf>

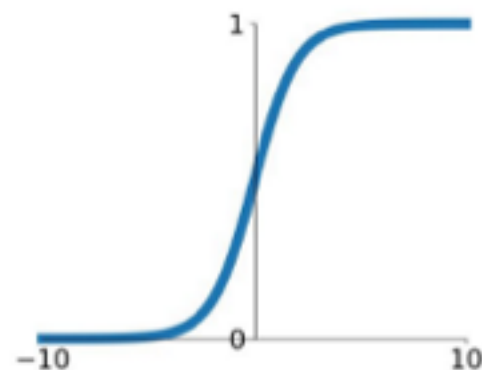




We will study influence of different layers on the learning

## Sigmoid

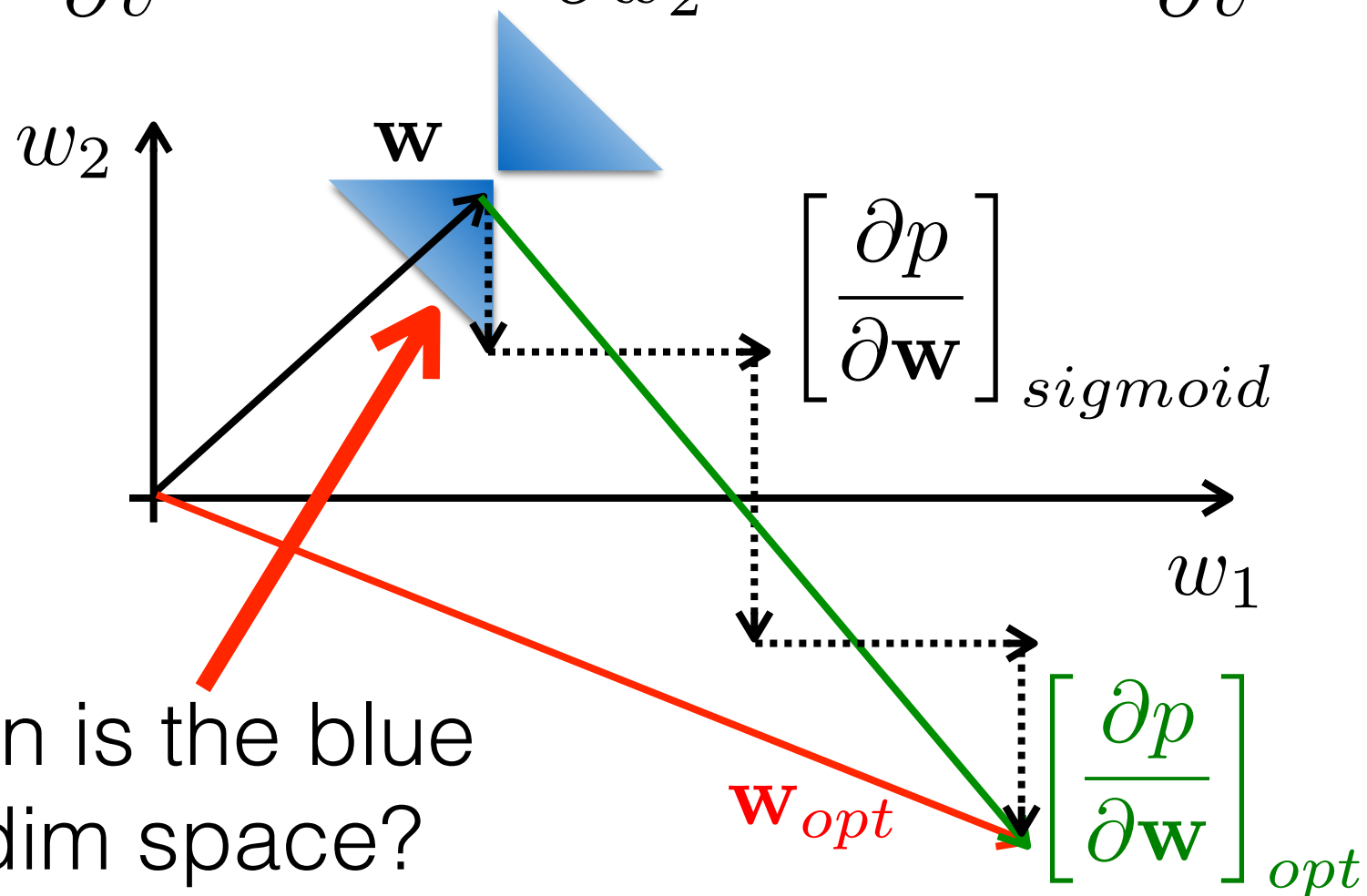
$$\sigma(x) = \frac{1}{1+e^{-x}}$$



- zero gradient when saturated
- undesired zig-zag behaviour

$$\frac{\partial p}{\partial w_1} = x_1 \cdot 1 \cdot \frac{\partial p}{\partial v} \begin{matrix} >0 \\ <0 \end{matrix}$$

$$\frac{\partial p}{\partial w_2} = x_2 \cdot 1 \cdot \frac{\partial p}{\partial v} \begin{matrix} >0 \\ <0 \end{matrix}$$



how big fraction is the blue region in 10-dim space?



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# Frameworks

- Interactive lecture given by Teymur
- Personal / school computers
- You will use Python and PyTorch (install it in advance)
- Semestral work and the urgent need for GPU?:
  - Google Colab (12hours of GPU/day free for students)
  - GPUs in our grid (metacentrum??)

```
import numpy as np
```

<http://www.numpy.org>

```
import torch
```

<https://pytorch.org/>

The PyCharm logo features a green and yellow background with a black square containing the letters 'PC' and a horizontal line. To the right of this icon, the word 'PyCharm' is written in a bold, black, sans-serif font.

<https://www.jetbrains.com/pycharm/>



<https://colab.research.google.com/>



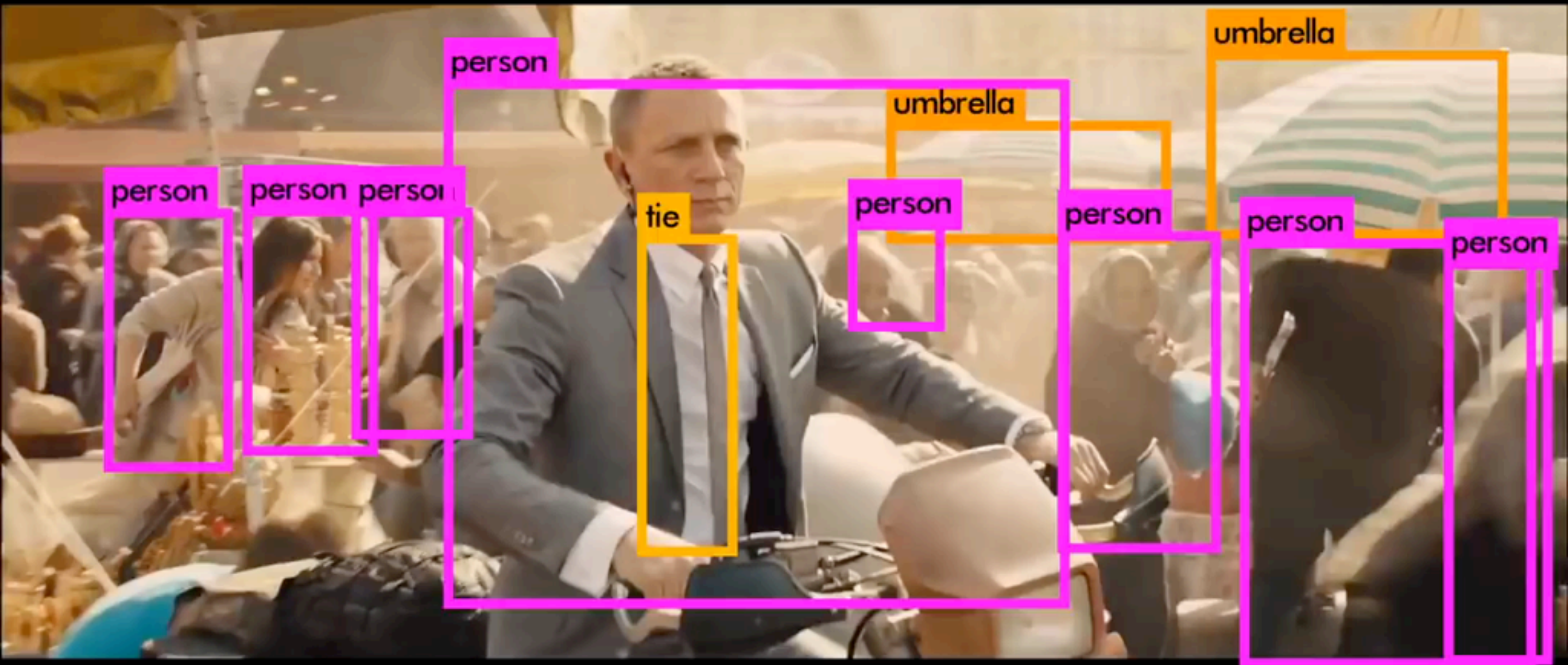
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We will study winning architectures in recognition, object detection and semantic segmentation





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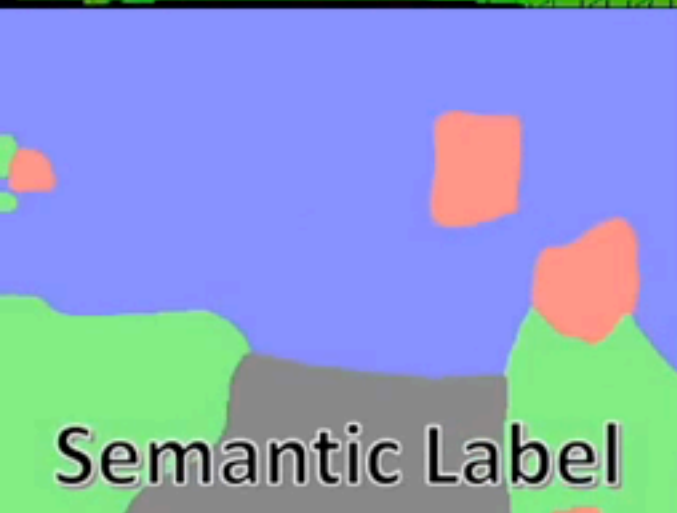
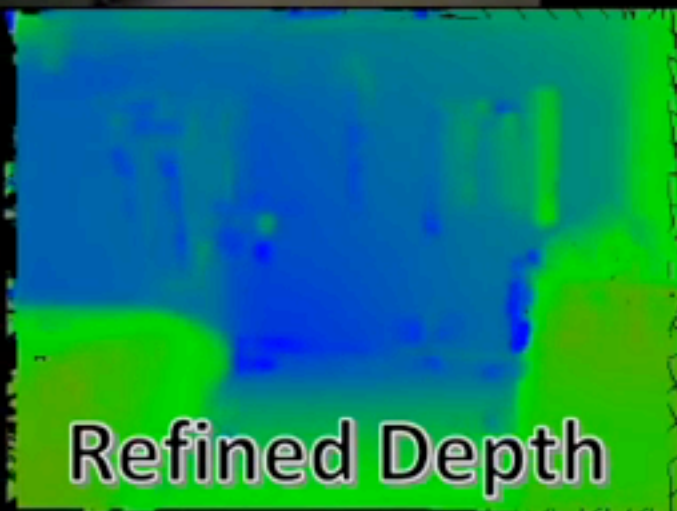
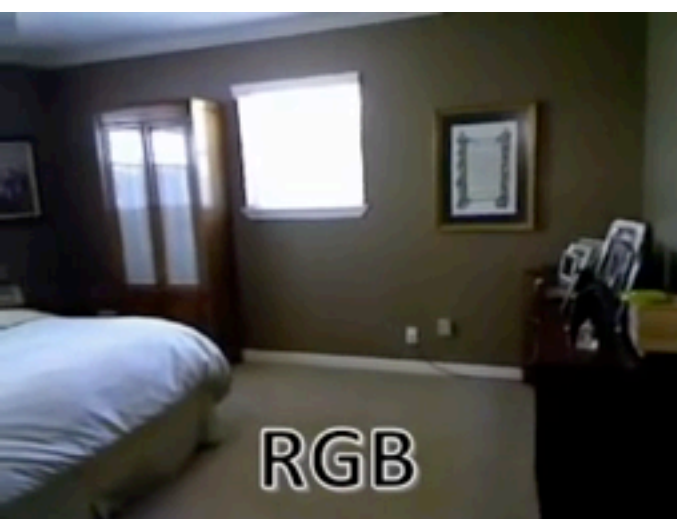


# Meaning of a map

- Many robotic problems need to summarize captured knowledge about the environment in some kind of “map”
  - Explicit map (e.g. point-cloud with detected objects, or traversability estimated from optimal trajectories)

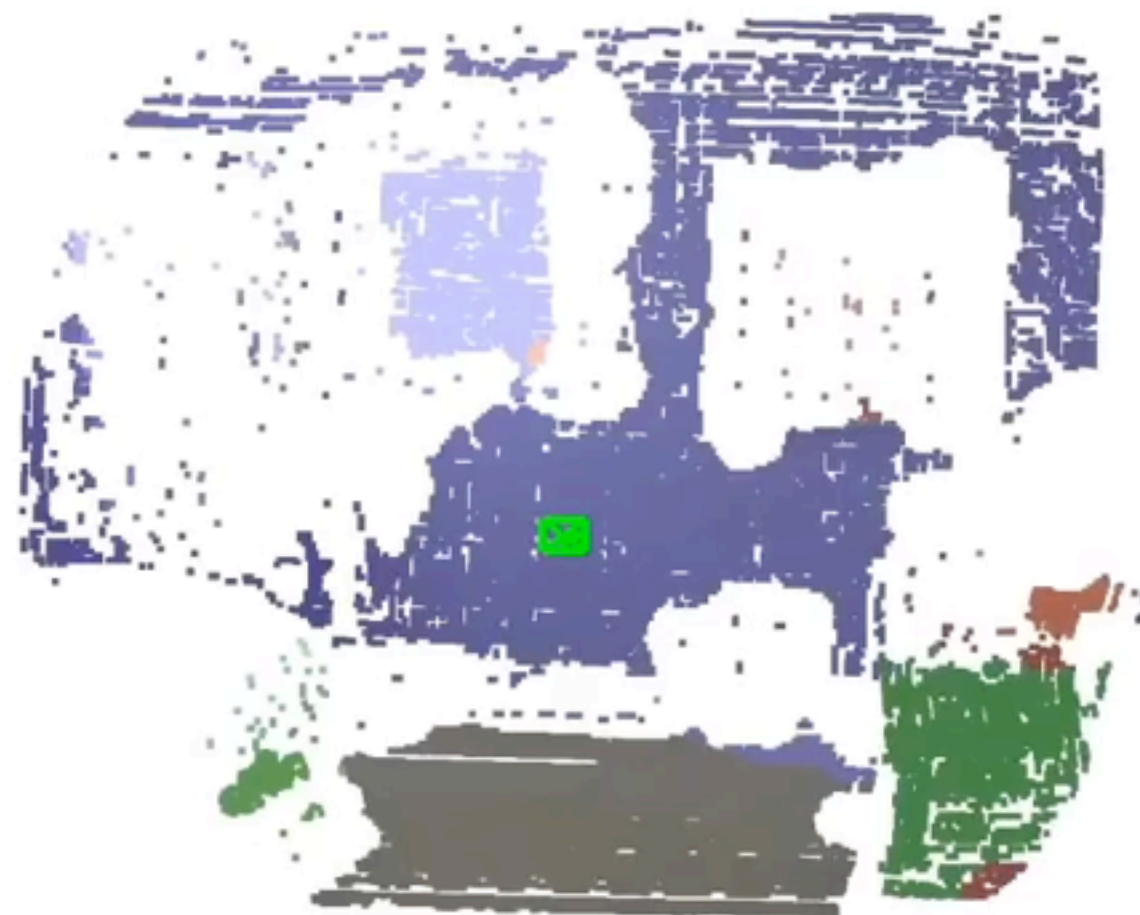


# Semantic segmentation [Tateno CVPR 2017]



FPS: 30.554527

■:Floor ■:Vertical structure/Wall  
■:Large structure/furniture ■:Small structure



Result of dense 3D reconstruction  
and semantic label fusion

<https://pdfs.semanticscholar.org/665f/708c1e6c1caec4b1aa8a8a9d01052d7a5dcd.pdf>



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- Maps are usually good for:
  - visualization to the operator
  - motion planning (e.g. cheapest path, travelling salesman, exploration)
  - reactive motion control (e.g. locomotion, predictive active damping)



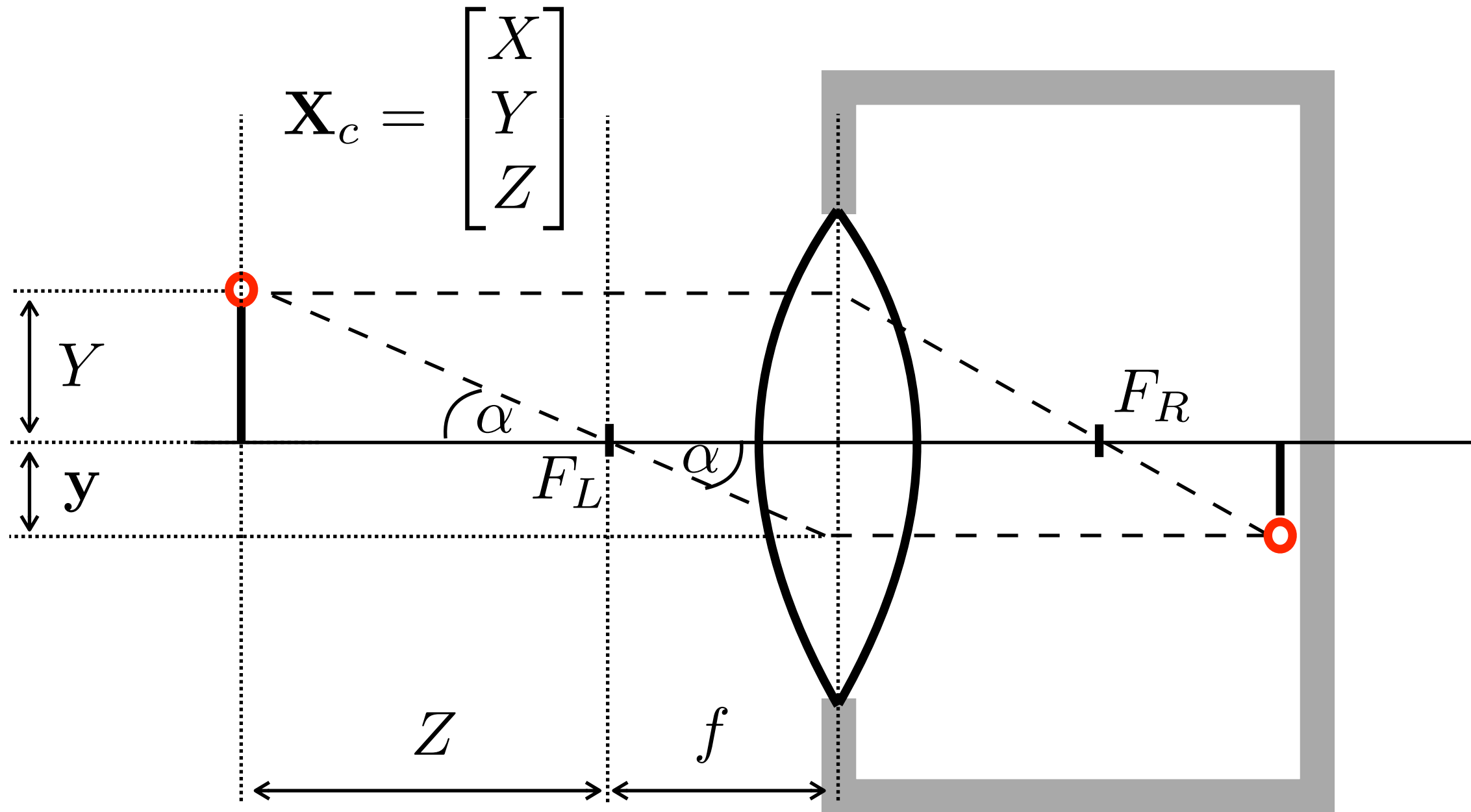


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  - motion planning (e.g. cheapest path, travelling salesman, exploration)
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  - In order to build maps we need to understand geometry of exteroceptive sensors.



- Derive camera motion and projective transformation models
- Prerequisite: constrained least square problem

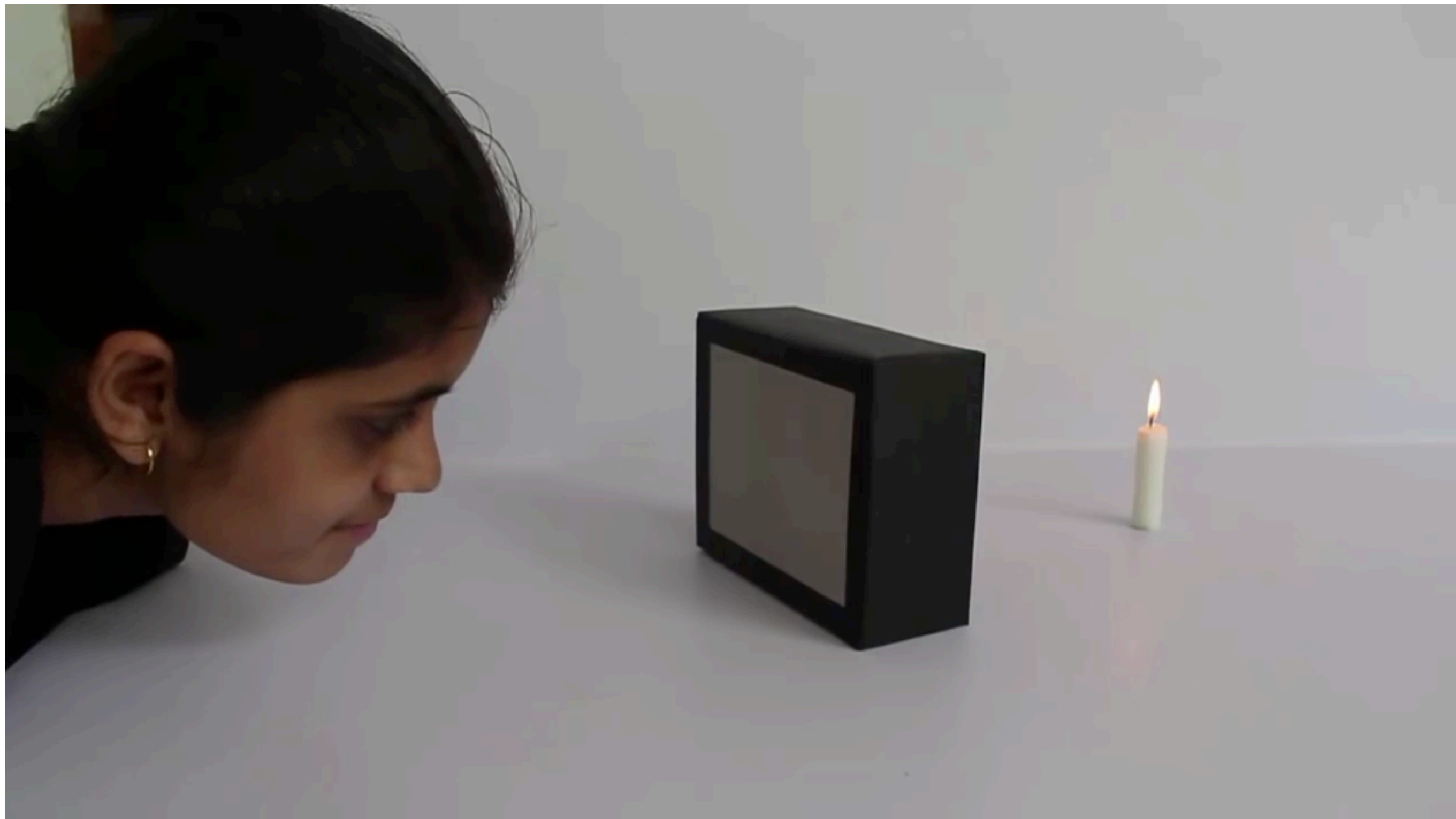


$$\operatorname{tg}(\alpha) = \frac{Y}{Z} = \frac{y}{f}$$

$$\begin{aligned} \lambda \mathbf{x} &= fX \\ \lambda \mathbf{y} &= fY \\ \lambda &= Z \end{aligned} \Rightarrow$$

$$\lambda \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \\ 1 \end{bmatrix} = \begin{bmatrix} f & 0 & 0 \\ 0 & f & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

# Pinhole camera model experiment

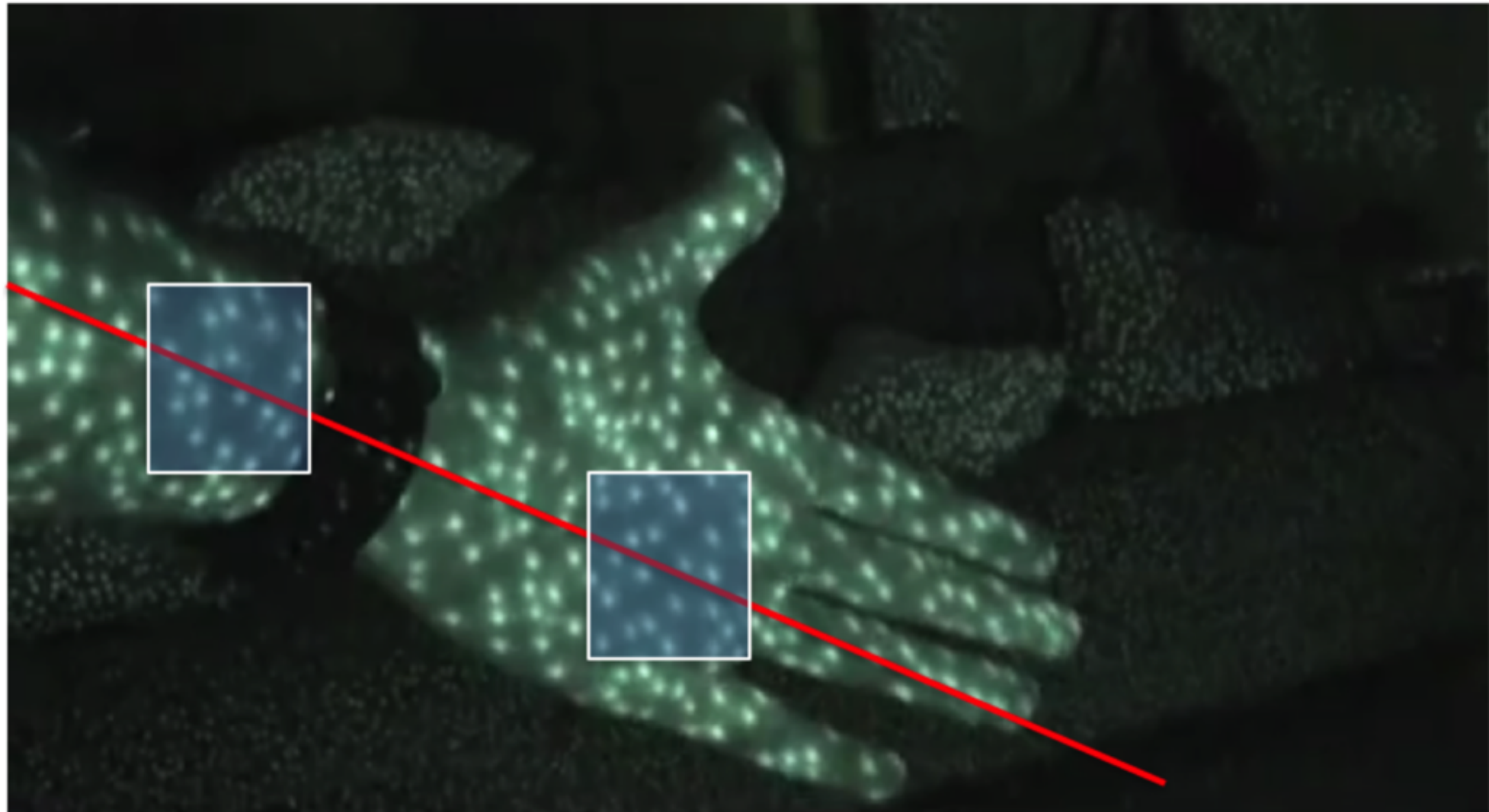


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# Epipolar geometry: Depth from stereo, kinect and time-of-flight



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07.01.20	15	T4	Exam test

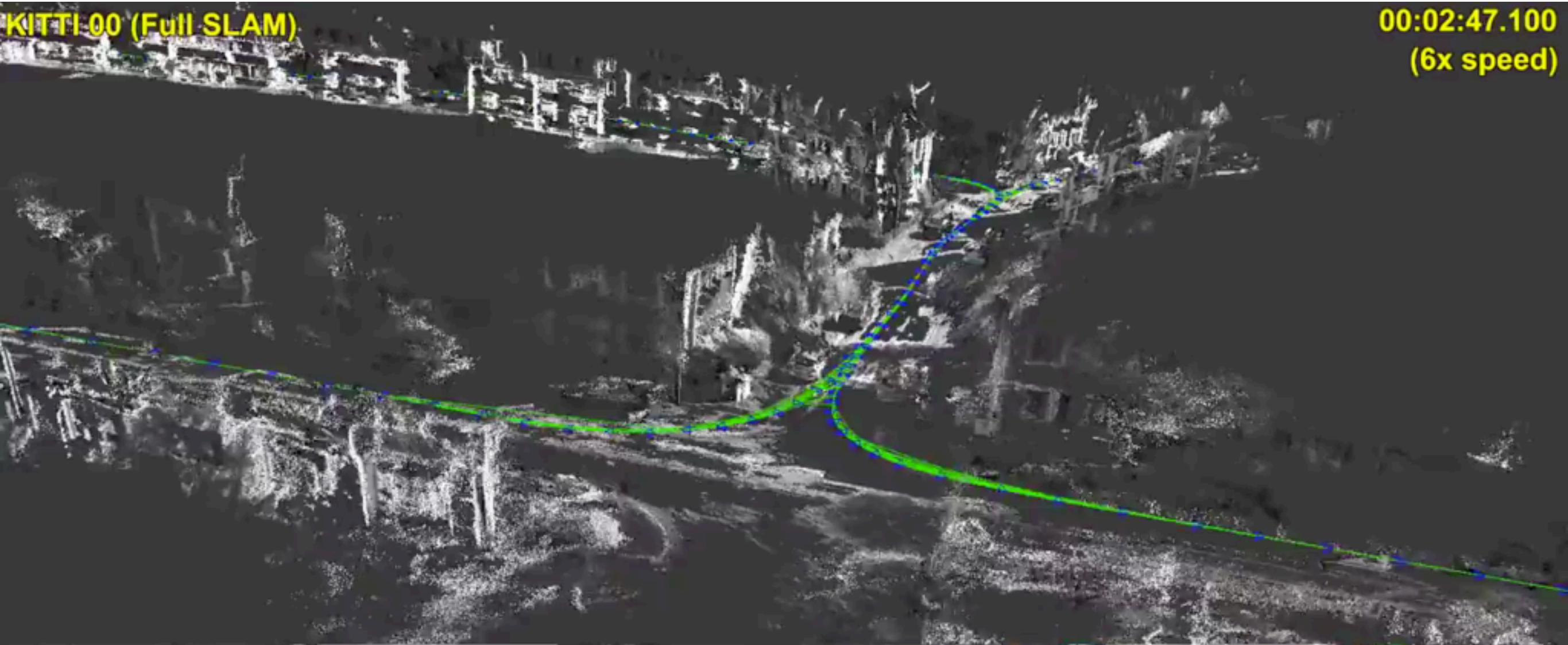




# How to build a map without learning

KITTI 00 (Full SLAM)

00:02:47.100  
(6x speed)



left video



keyframe depth

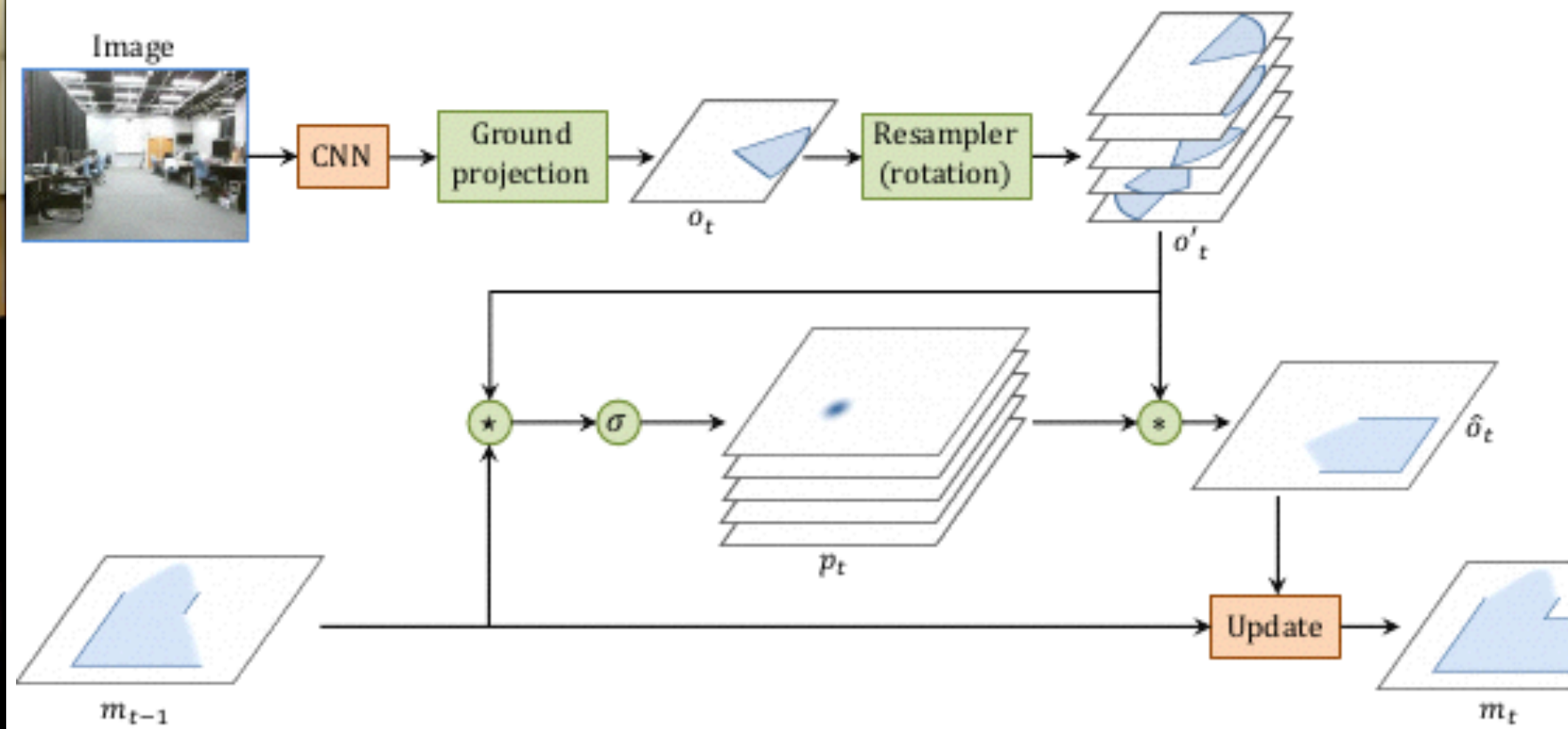
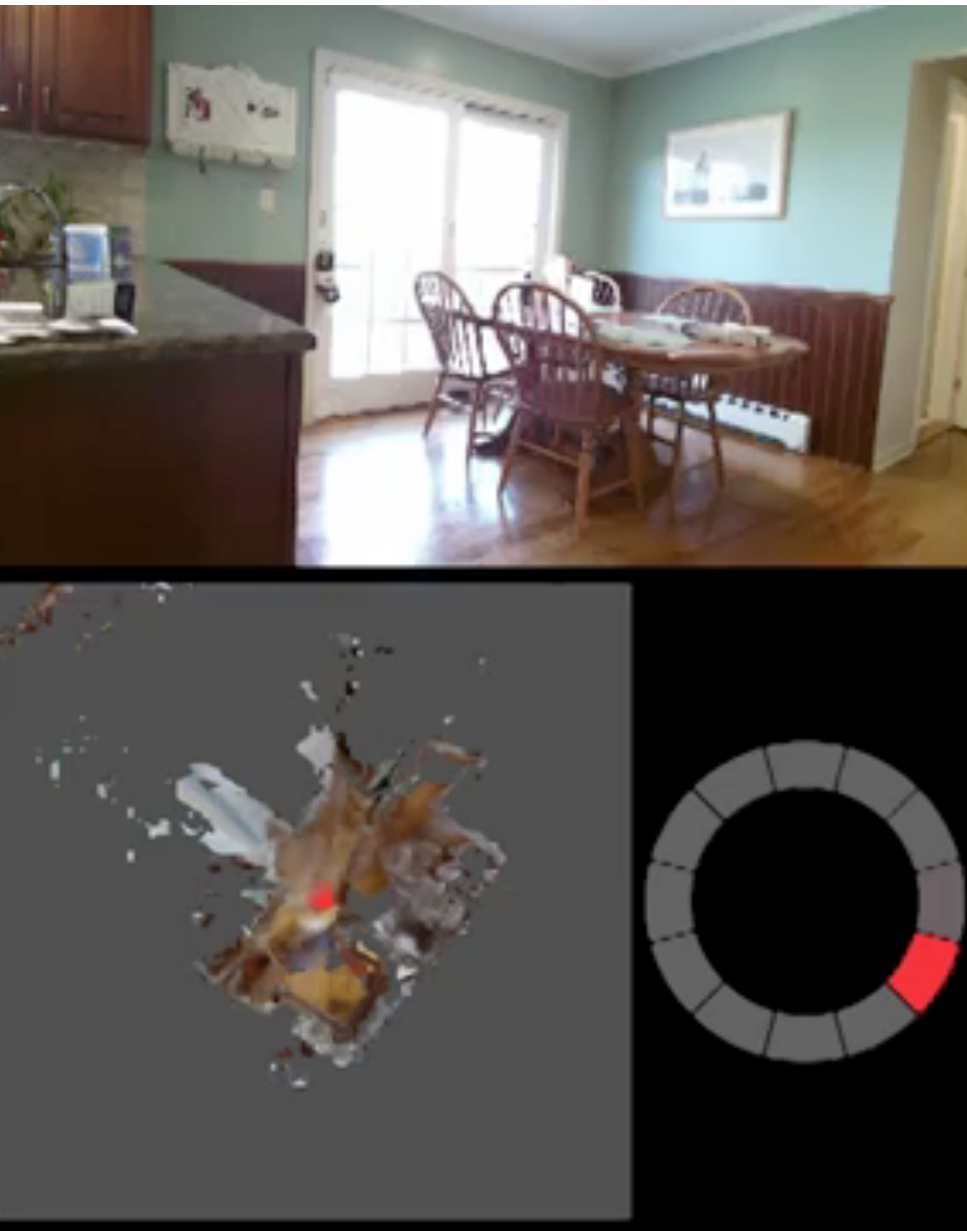
<https://vision.in.tum.de/research/vslam/lslam>

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# How to build a map with deep recurrent learning



<http://www.robots.ox.ac.uk/~joao/mapnet/>





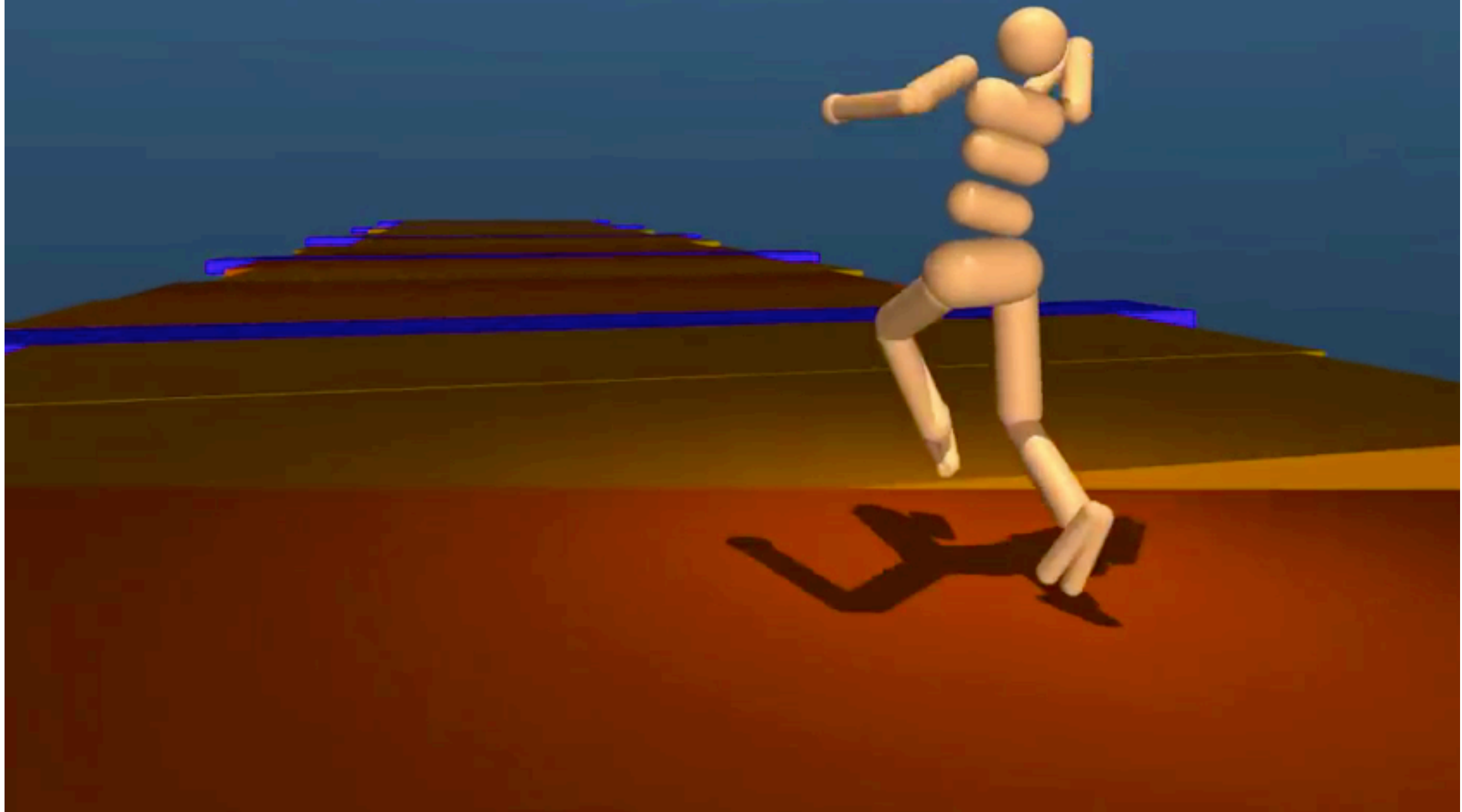
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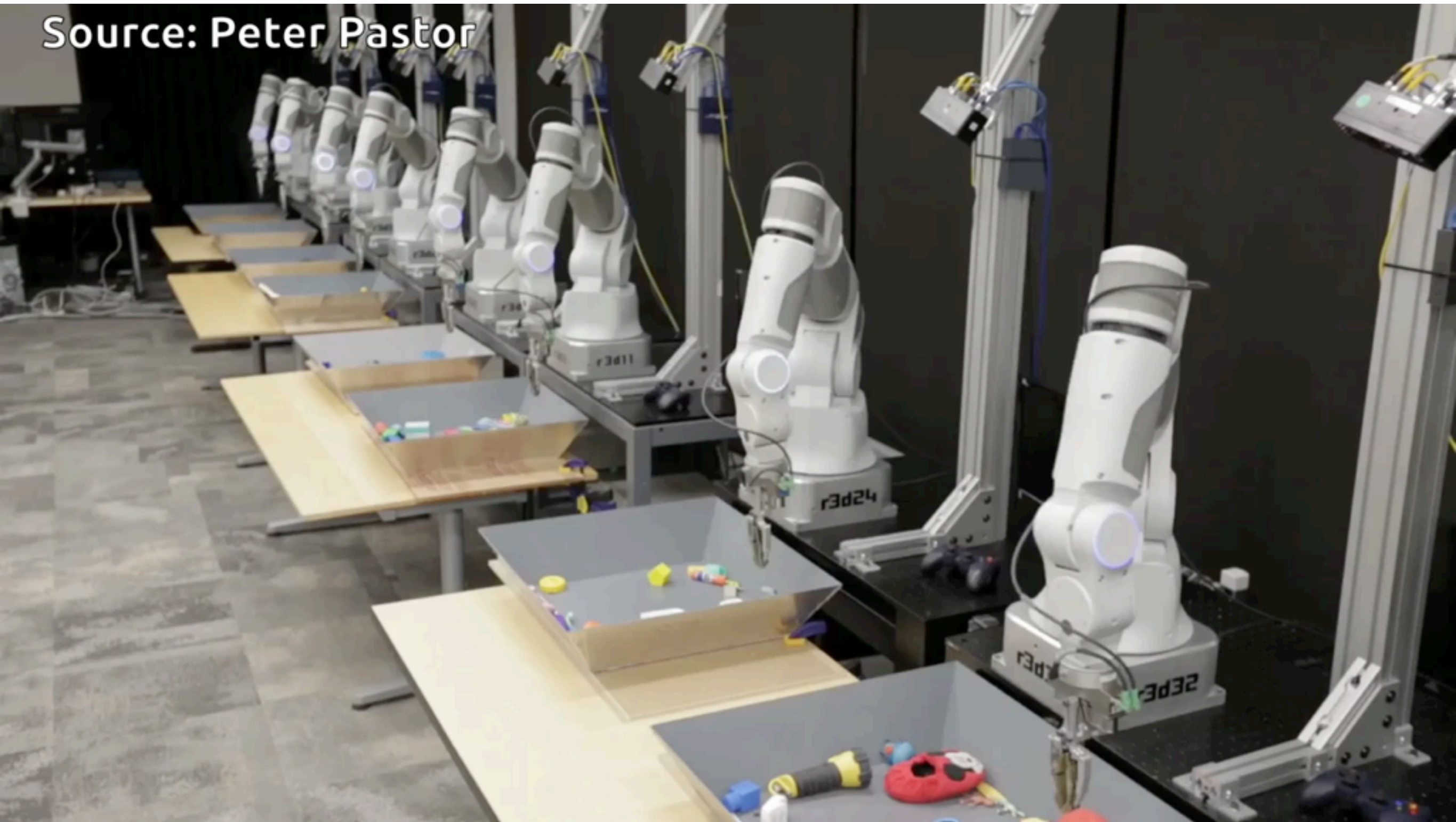
[Heess 2017] <https://arxiv.org/abs/1707.02286>

This agent, trained on several terrain types, has never seen the "see-saw" terrain.



[Levine IJRR 2017] <https://arxiv.org/abs/1603.02199>

Source: Peter Pastor



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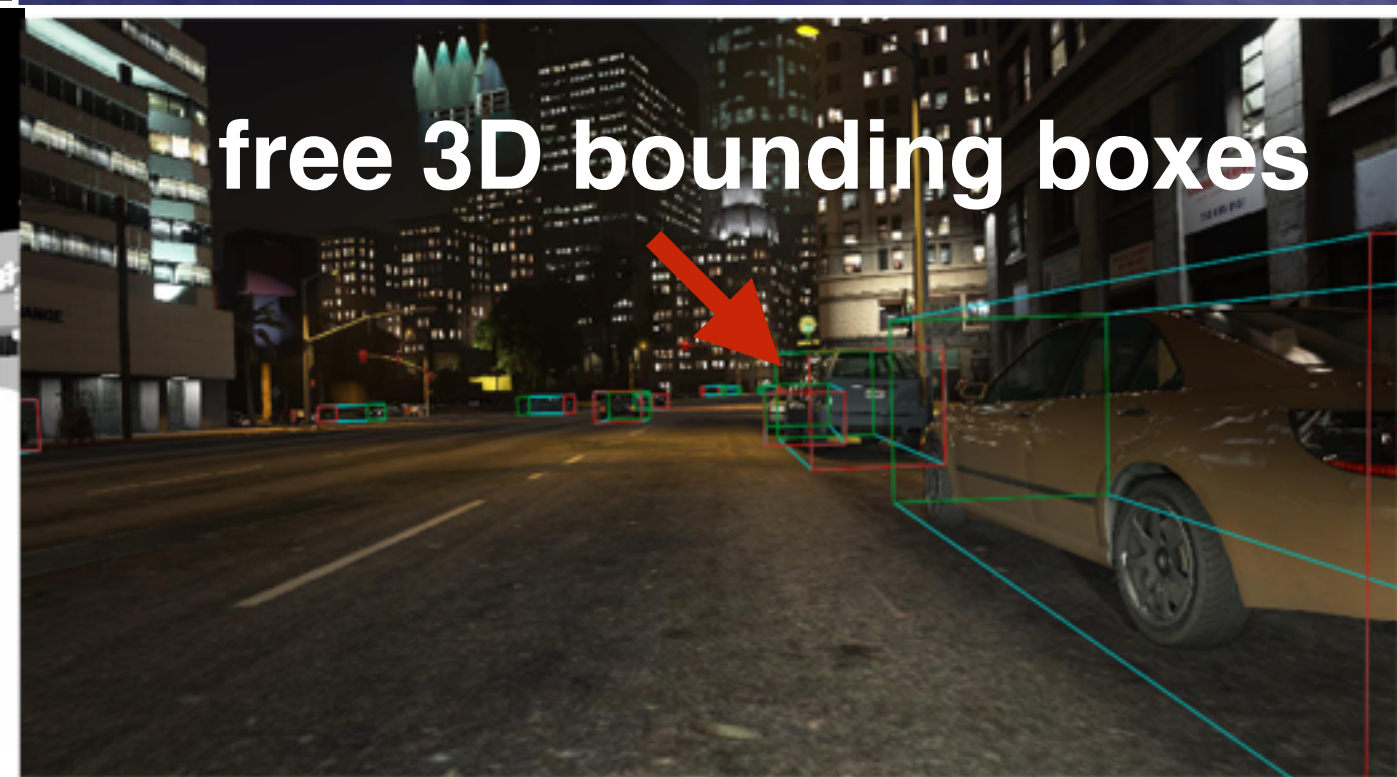


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Annotations costs 10\$ per image - can we get it for free?





# Domain transfer - learning to simulate



[https://github.com/jhoffman/cycada\\_release](https://github.com/jhoffman/cycada_release)

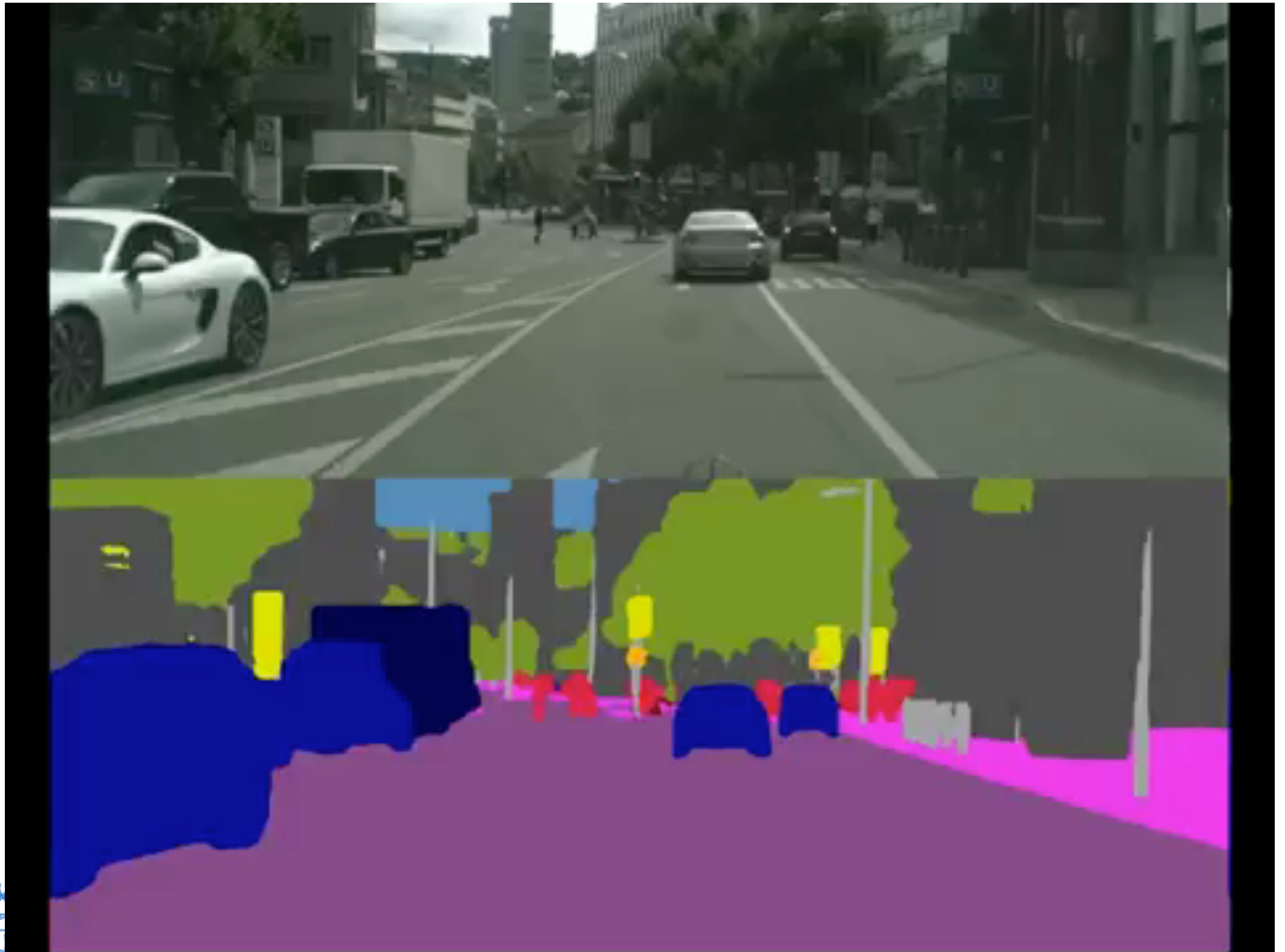
[https://people.eecs.berkeley.edu/~jhoffman/papers/2018\\_cycada.pdf](https://people.eecs.berkeley.edu/~jhoffman/papers/2018_cycada.pdf)



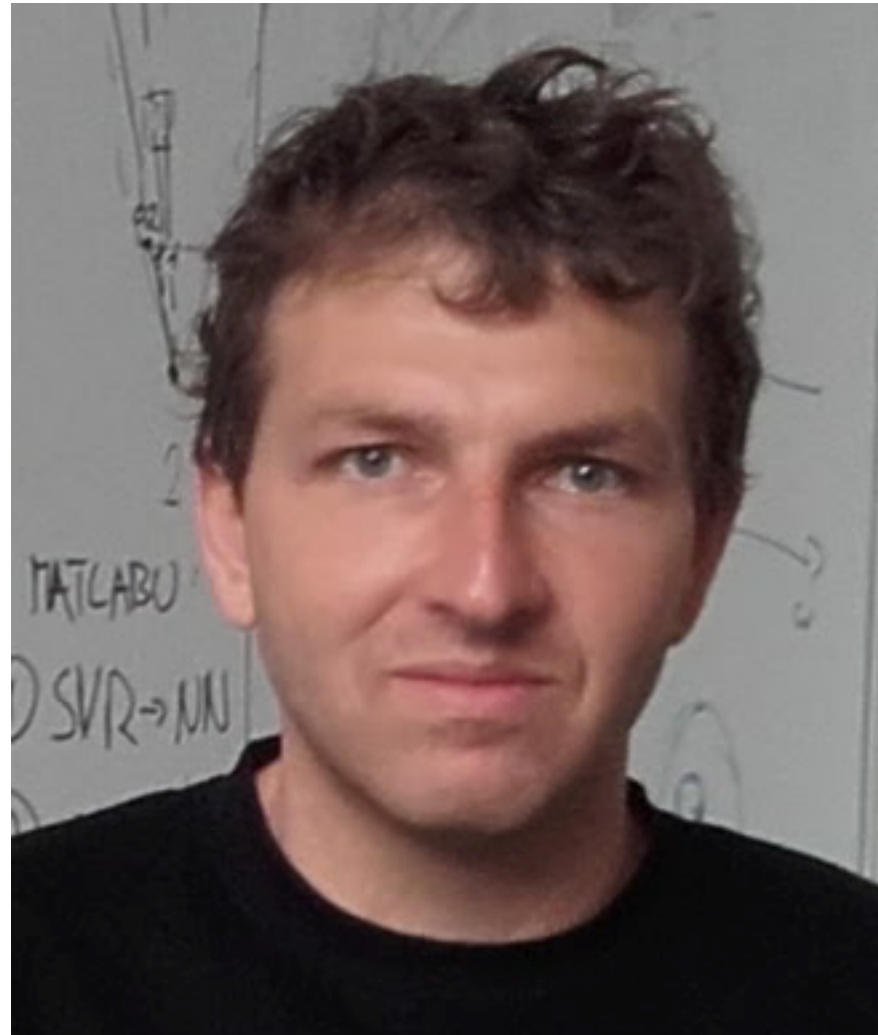
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# Semantic segmentation on cityscapes

[https://github.com/Eromera/erfnet\\_pytorch](https://github.com/Eromera/erfnet_pytorch)



# Deep dreaming



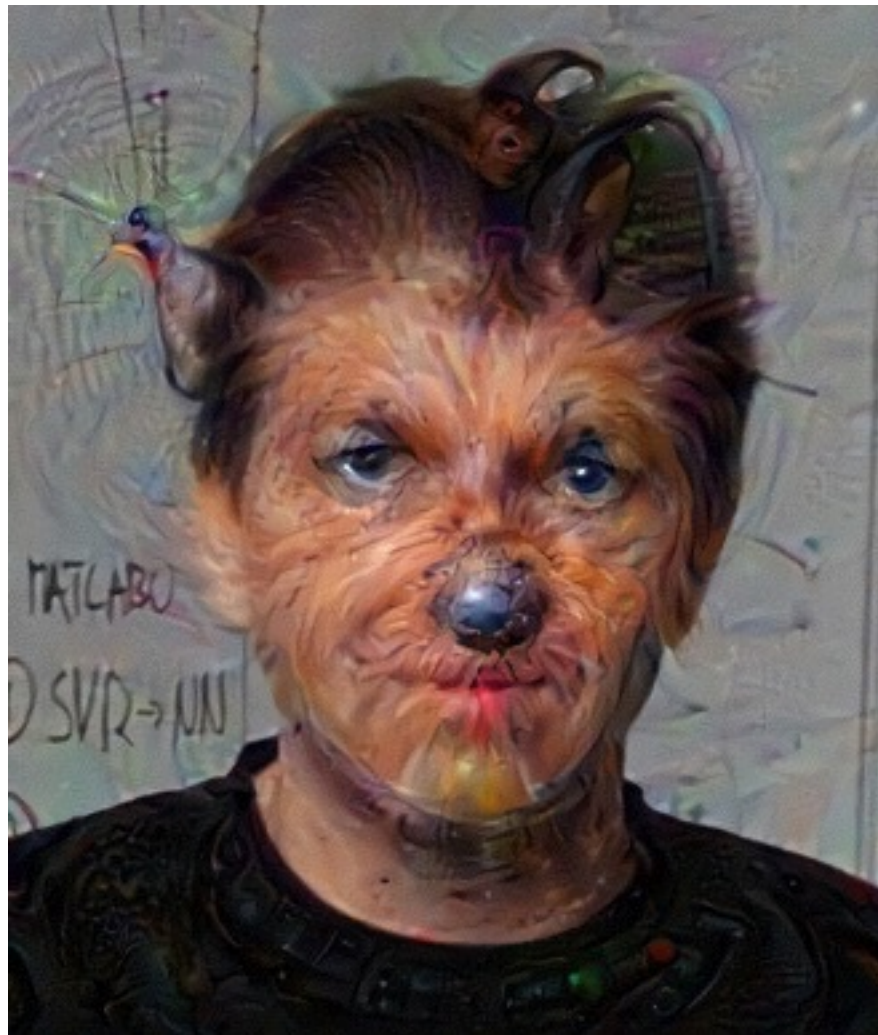
<https://deepdreamgenerator.com>

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# Deep dreaming



<https://deepdreamgenerator.com>

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# Deep dreaming



<https://deepdreamgenerator.com>

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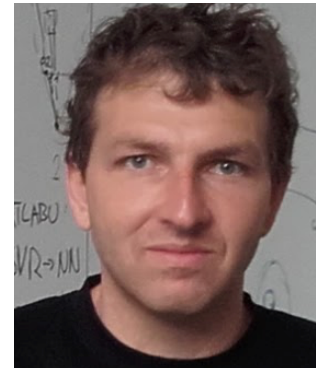


# Semestral work

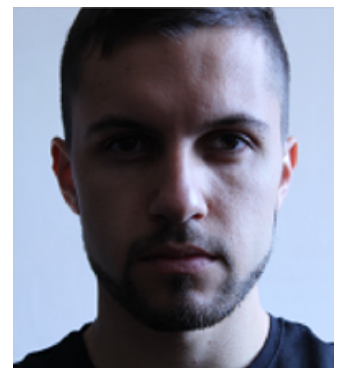
- solved by the teams of 3 students
- topics/supervisors will be made available in the 5th week
- limited capacity => tests and homework results considered



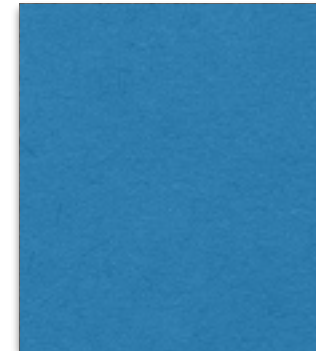
Tomas Petricek  
CTU  
deep slam



Karel Zimmermann  
CTU  
domain adaptation



Teymur Azayev  
CTU  
deep motion control



David Coufal  
Ustav informace AV  
GANs



Michal Reinstein  
SpaceKnow  
detection in satellite images





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- Introduction of the ViR-team
- Outline of the course
- Organization (homework, tests, semestral work)
- Test0

# Semestral work presentations + Exam test

- 50 points from the semestral work
  - evaluation based on students and lecturers voting
  - it is assumed that work will correspond to at least  $3 \cdot 7 \cdot 6 = 126$  hours of work
  - presentation contains explicit specification of what has been done by each team member
- 50 points from test and homework
  - including the exam test
  - evaluated by Teymur and Tomas ;-)
- minimum credit requirements is 50 points (out of 100)
- final grade determined by the total number of points



- Introduction of the ViR-team
- Outline of the course
- Organization (homework, tests, semestral work)
- Test0



# Summary

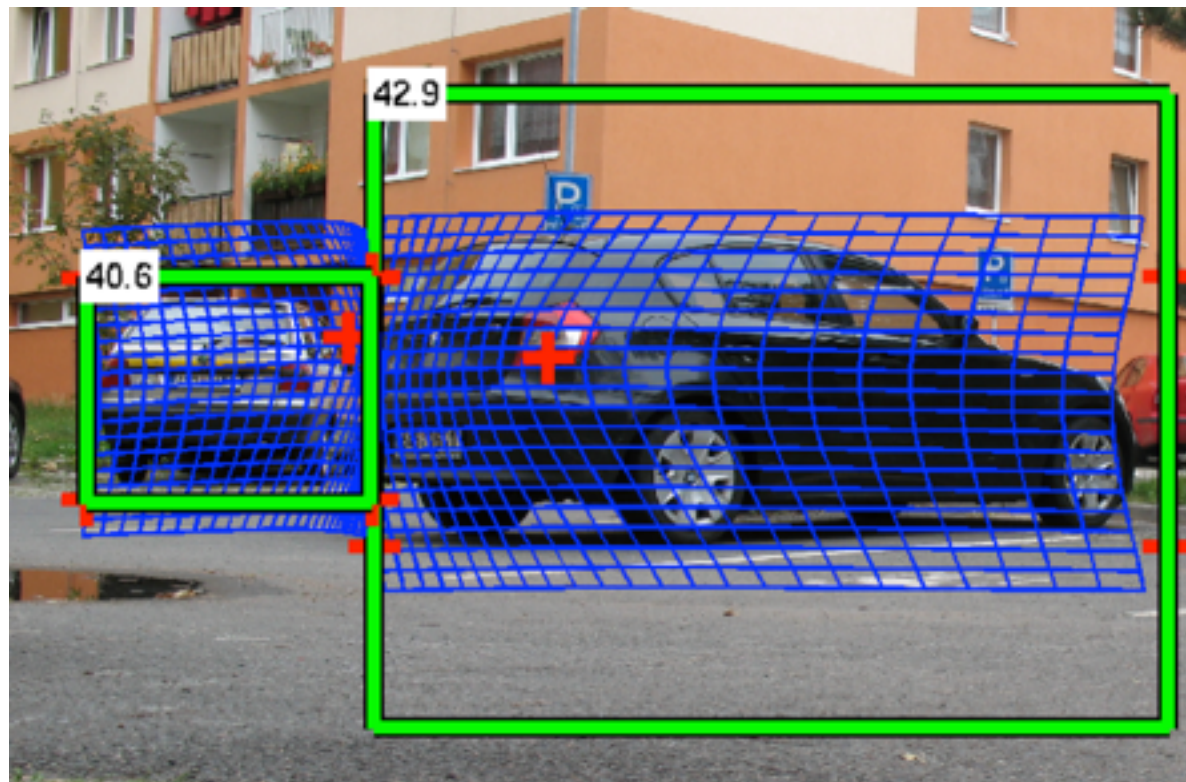
- We will be happy if you help in any possible way
  - suggesting better course logo
  - suggesting/preparing new homework
  - implementing nice demos (software or hardware)
  - giving any reasonable feedback
  - start your own research with us

# What you can do?

- We're looking for students
  - competent in theory and practice (code development, work with real robotic platforms)
  - motivated to write top research papers with us
  - willing to work hard under our guidance
- We're offering:
  - diploma/bachelor theses, semester work or project
  - paid internships / summer jobs
  - international collaboration opportunities



# Object detection and tracking



- [1] K.Zimmermann, D.Hurych, T.Svoboda, *Non-Rigid Object Detection with Local Interleaved Sequential Alignment (LISA)*, **TPAMI (IF=5)**, 2014
- [2] K.Zimmermann, J.Matas, T.Svoboda, *Tracking by an Optimal Sequence of Linear Predictors*, **TPAMI (IF=5 selected for II.pillar evaluation)**, 2009.





# Motion and compliance control of flippers



[3] Pecka, Zimmermann, Svoboda, Hlavac, et al.  
**IROS/RAL/TIE(IF=6)**, 2015-2018

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# Traffic sign detection and 3D localization



1.5 year PostDoc in Luc van Gool's lab at  
Katholieke Universiteit Leuven

[4] R. Timofte, K. Zimmermann, Luc van Gool, Multi-view  
traffic sign detection, recognition, and 3D localisation,  
**MVA (IF=1.5, over 200 citations), 2011**



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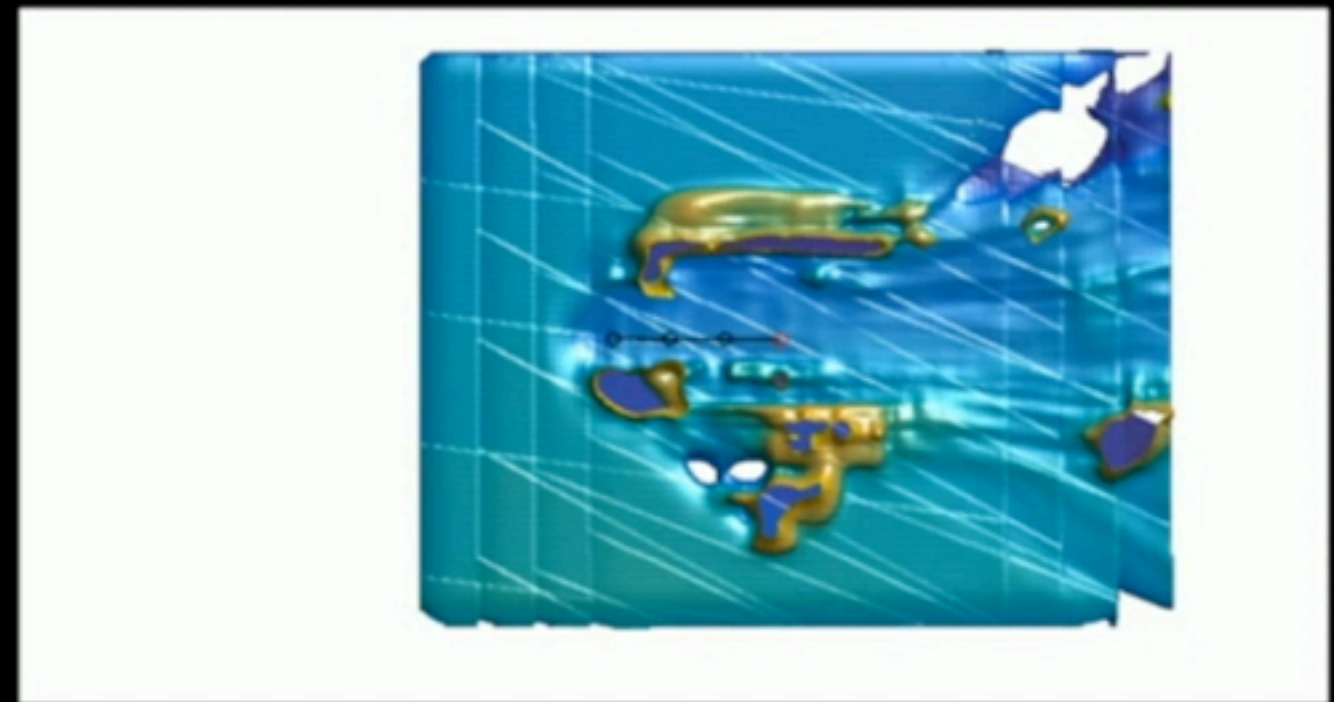
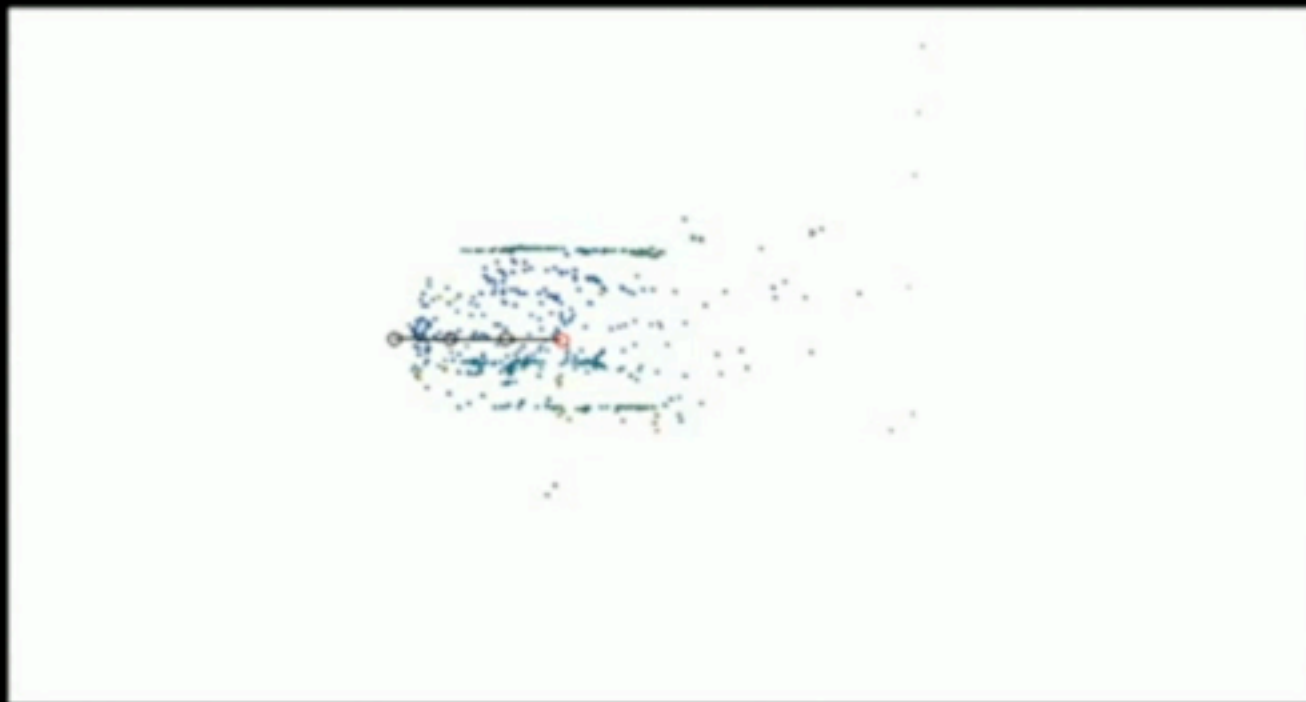
# Experiment: Active 3D mapping

**RGB (only for visualization)**



**Sparse measurements**

**Reconstructed map**

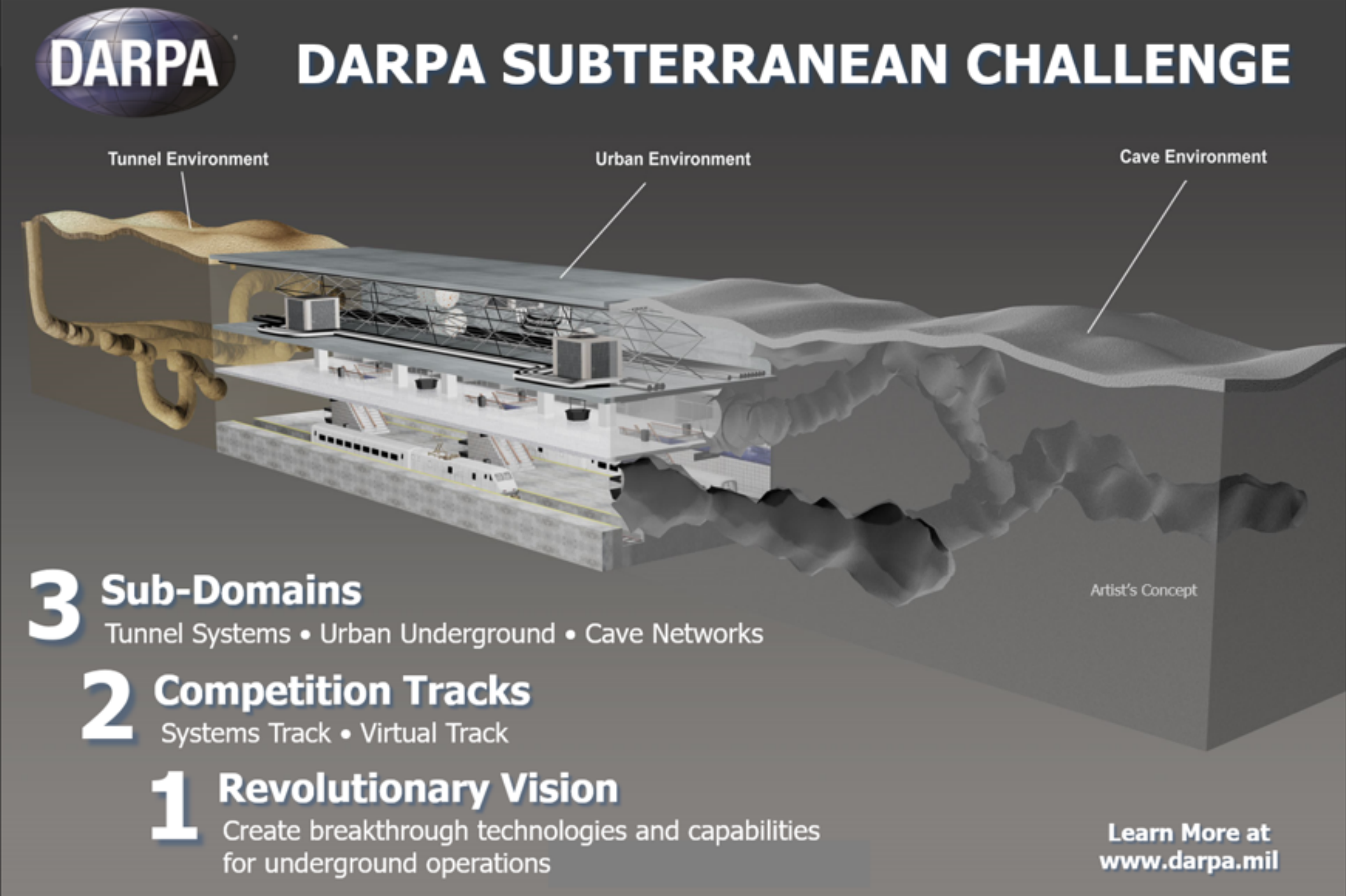


[5] Zimmermann, Petricek, Salansky, Svoboda, Learning for Active 3D Mapping, **ICCV oral (rank A\*, AC=2%)**, 2017

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# What we want to do?



**DARPA** **DARPA SUBTERRANEAN CHALLENGE**

Tunnel Environment      Urban Environment      Cave Environment

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