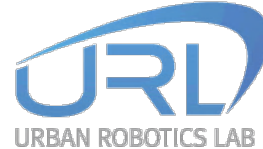


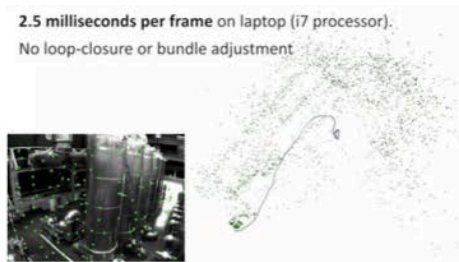
# Dataset Generation and Benchmarking of SLAM Algorithms for Robotics and VR/AR (ICRA 2019 workshop)



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# Invited talk: Prof. Davide Scaramuzza

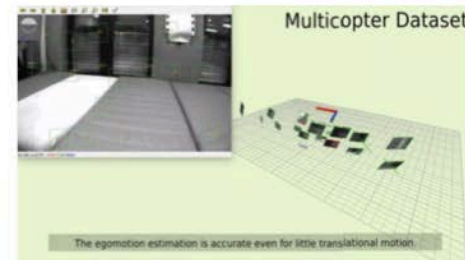
- Benchmarking SLAM: Current Status and the Road Ahead
- There are more and more VIO-VISLAM algorithms



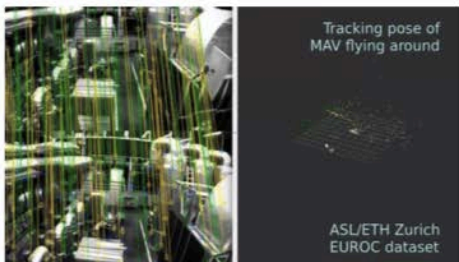
SVO+MSF



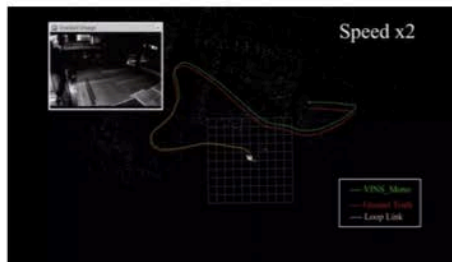
MSCKF



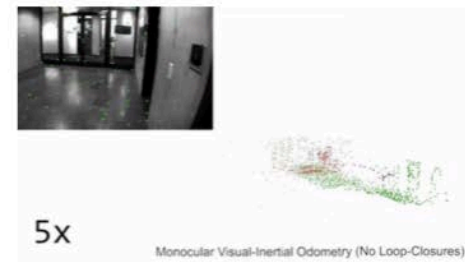
ROVIO



OKVIS



VINS-Mono



SVO+GTSAM

- But, how do we compare them?

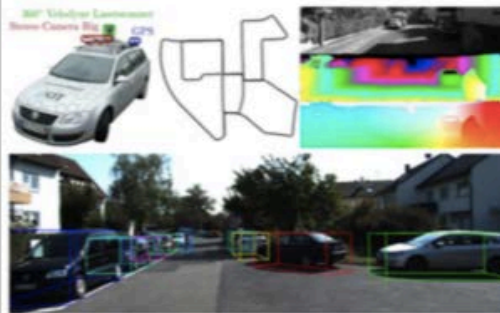
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## Example Real-world Datasets

Devon Island [Furgale'11]  
Stereo + D-GPS + inclinometer +  
sun sensor



KITTI [Geiger'12]  
Automobile, Laser + stereo +  
GPS, multiple tasks



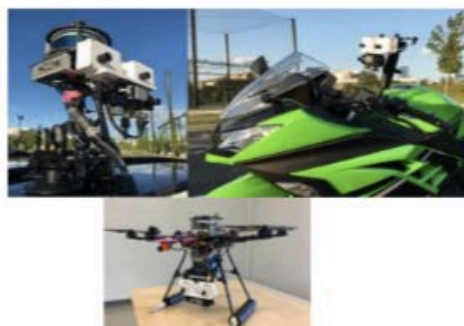
EuRoC [Burri'16]  
MAV with synchronized IMU  
and stereo



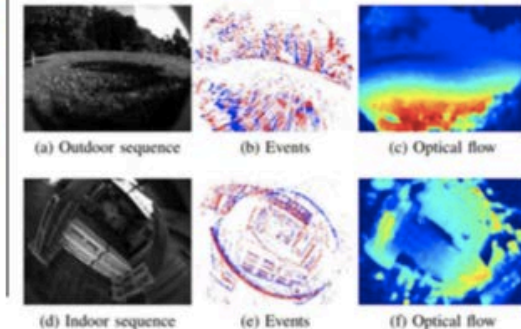
Blackbird [Antonini'18]  
MAV indoor aggressive flight  
with rendered images and real  
dynamics + IMU



MVSEC [Zhu'18]  
Events, frames, lidar, GPS,  
IMU from cars, drones, and  
motorcycles

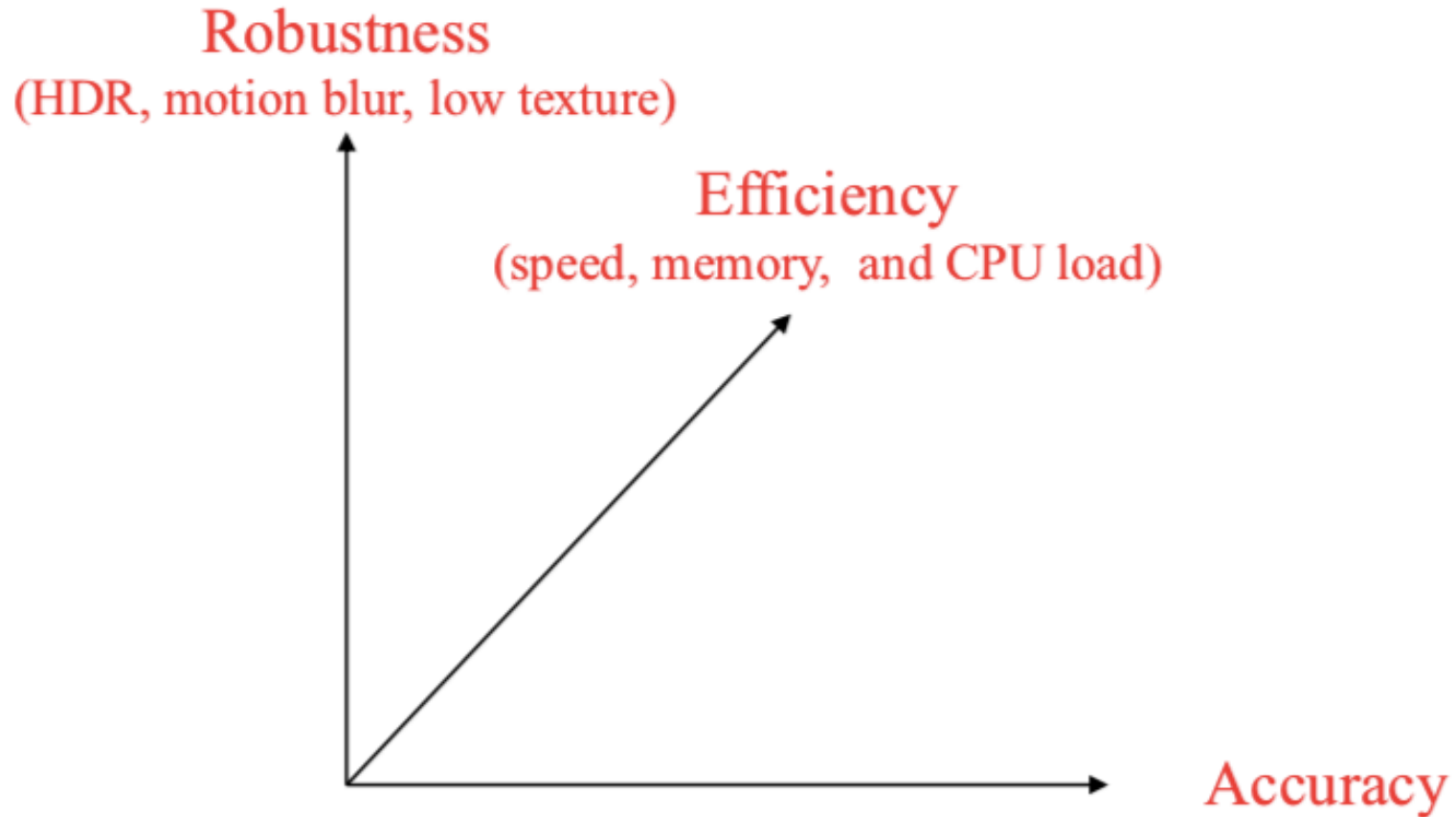


UZH Drone Racing [Delmerico'19]  
MAV aggressive flight, standard +  
event cameras, IMU, indoors and  
outdoors



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- What metrics should be used?

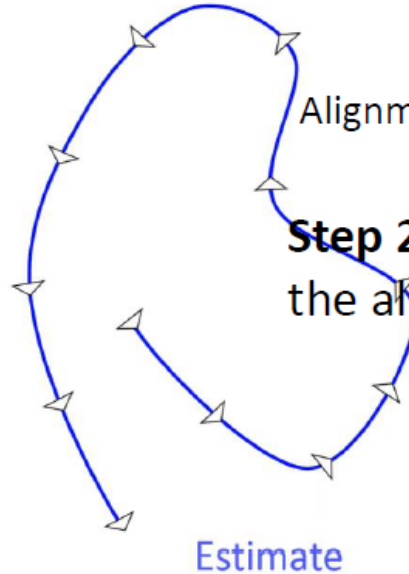
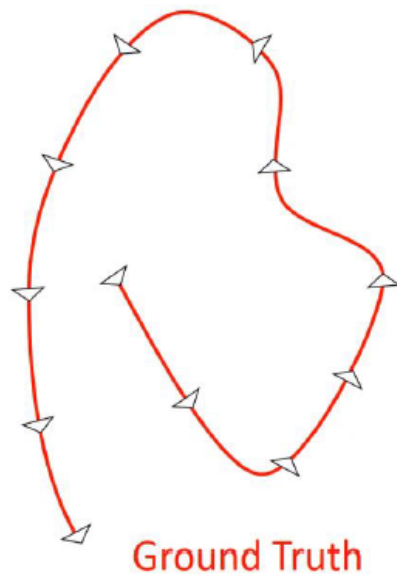


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## Metric 1: Absolute Trajectory Error (ATE)

### Absolute Trajectory Error

RMSE of the aligned estimate and the groundtruth.



### Step 1: Align the trajectory

$$\underset{R,T,s}{\operatorname{argmin}} \sum_{i=0}^N \|\hat{t}_i - sRt_i - T\|^2$$

Alignment parameters

groundtruth positions

estimated positions

### Step 2: Root mean squared errors between the aligned estimate and the groundtruth.

$$\sqrt{\frac{\sum_{i=1}^N \|\hat{t}_i - sRt_i - T\|^2}{N}}$$

- ✓ Single number metric
- ✗ Many parameters to specify

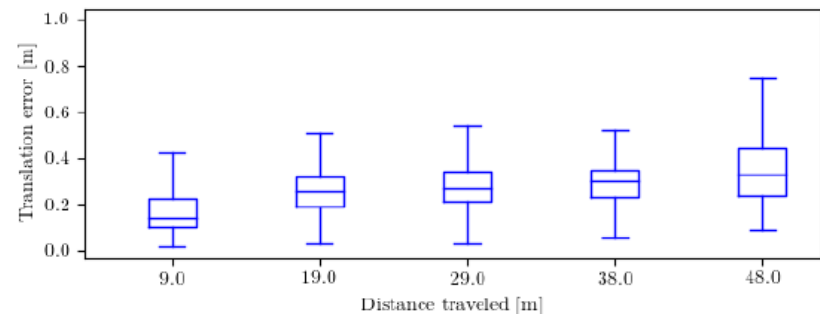
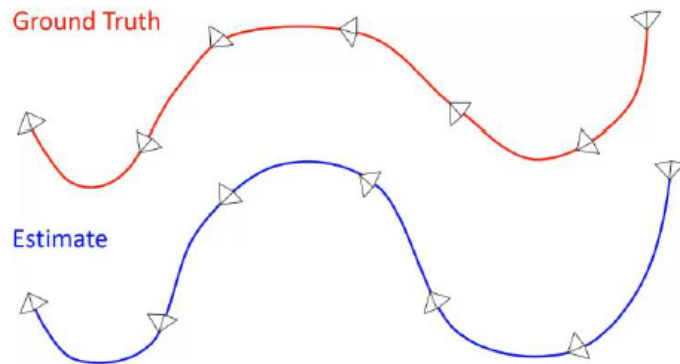
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## Metric 2: Relative Trajectory Error (RTE)

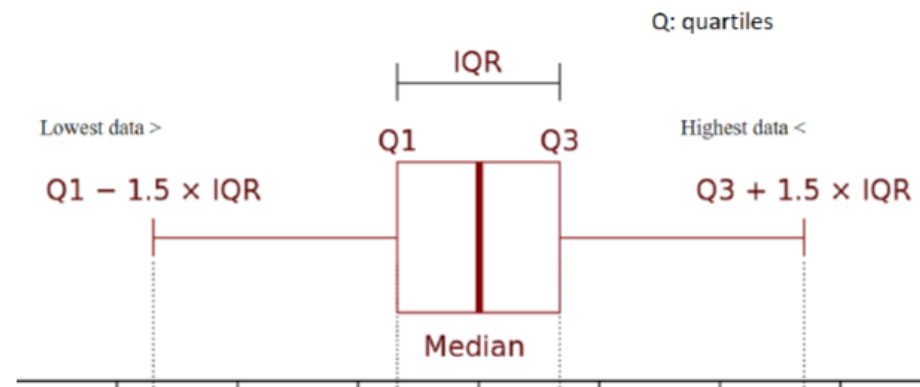
### Relative Error (Odometry Error)

Statistics of sub-trajectories of specified lengths.

- Calculate errors for all the subtrajectories of certain lengths.



- ✓ Informative statistics
- ✗ Complicated to compute and rank





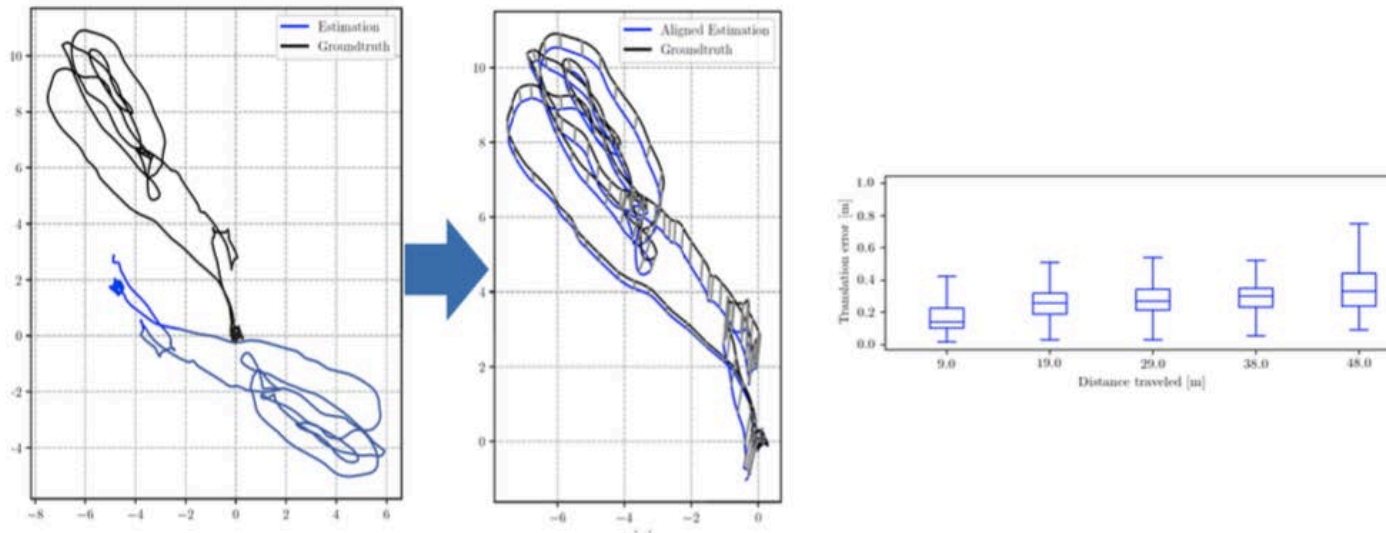
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## Accuracy: Trajectory Evaluation Toolbox

### Designed to make trajectory evaluation easy

- Implements different alignment methods depending on the sensing modalities:  $SE(3)$  for stereo VO,  $sim(3)$  for monocular, 4DOF for VIO
- Implements Absolute Trajectory Error and Relative Error

➤ Code: [https://github.com/uzh-rpg/rpg\\_trajectory\\_evaluation](https://github.com/uzh-rpg/rpg_trajectory_evaluation) [Zhang, IROS'18]



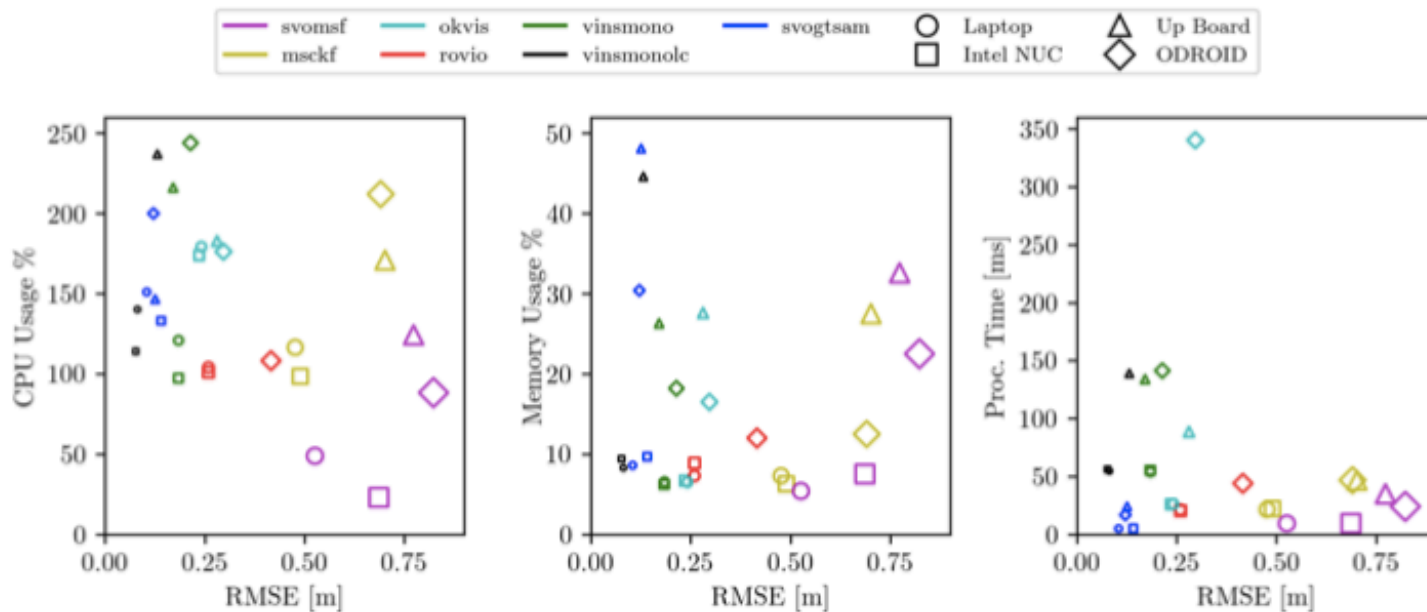
Zhang et al., "A tutorial on quantitative trajectory evaluation for visual (-inertial) odometry." IROS'18. [PDF](#)

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## Benchmarking Efficiency

- Memory, CPU load, Processing time
- Depends not only on algorithm design but also implementation, platforms, etc.

### Case study: VIO for Flying Robots [ICRA'18]



**No free lunch: more computation → better accuracy**



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- Robustness is the greatest challenge for SLAM
- How can we quantify the robustness of algorithms to such situations?

**High Dynamic Range**



**Motion blur**



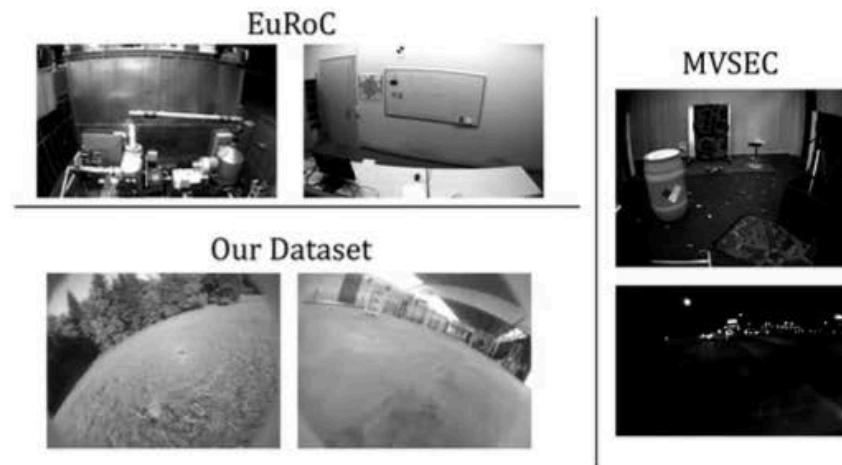
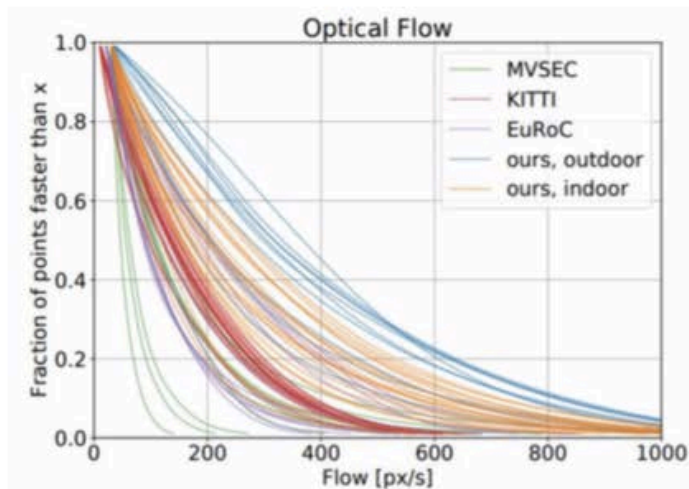
**Latency**



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## Robustness

- Quantify the level of the challenge properly
  - E.g., optical flow for the aggressiveness for vision algorithms

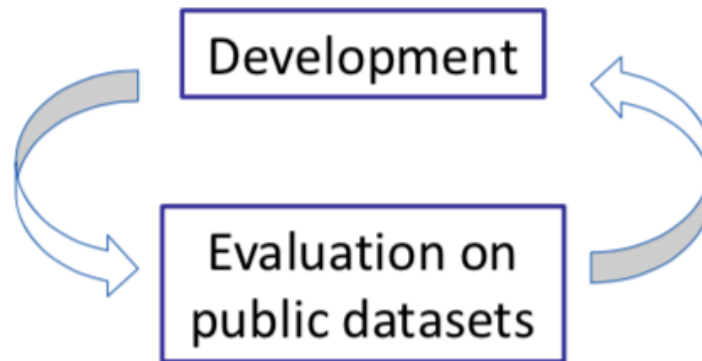


- Repeated experiments to get statistically meaningful results
  - Success rate
  - Mean/Median error
  - ...

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## ● Data bias

Typical workflow of developing VO/VIO/SLAM algorithms:



**As a community, we are overfitting the public dataset.**

Potential problems:

- **Generalizability:** Performance on one does not guarantee to generalize to others
  - E.g., KITTI → low frame rate, not friendly for direct methods
- **Old datasets (e.g., KITTI) are already saturated:**
  - It becomes more and **more difficult to tell whether we are making real progress** or just overfitting the datasets.
  - E.g., **does 1 or 2 cm improvement in RMSE** over a 100 meter trajectory **really mean something?**

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- UZH-FPV Drone Racing Dataset

- Contains data recorded by a drone flying up to over 20m/s indoors and outdoors flown by a professional pilot. Contains frames, events, IMU, and Ground Truth from a Robotic Total Station
- Video link : <https://youtu.be/G5w4ZcEzvoo>

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## Conclusion

### ➤ Current SLAM evaluation

- **Many existing metrics**, reflecting different aspects of the algorithms
- Evaluation is a non-trivial task: **many little details affect the results**
- Check out our **tutorial and toolbox**:  
[https://github.com/uzh-rpg/rpg\\_trajectory\\_evaluation](https://github.com/uzh-rpg/rpg_trajectory_evaluation) [Zhang, IROS'18]

### ➤ How to push forward SLAM research

- Take robustness into consideration
- Do not stick to a few datasets: use more diverse ones
- Take advantage of photo **realistic simulators**, but if you do, please share the datasets!
- Take the chance to
  - Actively change the parameters of the algorithm to improve robustness
  - Work on new sensors (e.g., event cameras)
    - Survey paper on event cameras:  
<http://rpg.ifi.uzh.ch/docs/EventVisionSurvey.pdf>
    - Event camera dataset: [http://rpg.ifi.uzh.ch/davis\\_data.html](http://rpg.ifi.uzh.ch/davis_data.html)
    - MVSEC dataset: <https://daniilidis-group.github.io/mvsec/>
    - UZH-FPV Drone Racing dataset: <http://rpg.ifi.uzh.ch/uzh-fpv.html>
    - Event-camera Simulator (ESIM): [https://github.com/uzh-rpg/rpg\\_esim](https://github.com/uzh-rpg/rpg_esim)

## ● Checklist for reproducible SLAM results

### Running experiments

- What are the crucial parameters (# features, # keyframes, etc.)?
- Does the starting and ending time in the dataset have an obvious impact on the results?
- Am I running the experiments in a real-time setup (or processing new measurements only when the previous processing is done)?
- Have I ran the algorithm multiple times to have repeatable results/meaningful statistics?

### Reporting results

#### Accuracy

- Am I reporting the accuracy of real-time poses or refined poses?
- Absolute error: how is the trajectory aligned with the groundtruth?
- Which frames are evaluated? All the frame or only keyframes?

#### Efficiency

- What are the experimental platforms?
- What are the exact starting and end point of the processing time?
- Is there any special optimization used that has a big impact?



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## ● How should we report results in papers?

What not to write in a paper:

*“We aligned the estimated trajectory with the groundtruth and calculated the Root Mean Square Error (RMSE) to indicate the estimation accuracy.” [Author names hidden for privacy]*

- What type of alignment was used?
- What method was used for calculate the alignment transformation?

How to write in a paper:

*“To obtain a measure of accuracy of the different approaches, we aligned the final trajectory of keyframes with the ground-truth trajectory using the least-squares approach proposed in [Umeyama, 1991]. Since scale cannot be recovered using a single camera, we also rescaled the estimated trajectory to best fit with the ground-truth trajectory. Subsequently, we computed the Euclidean distance between the estimated and ground-truth keyframe poses and compute the mean, median, and Root Mean Square Error (RMSE) in meters.” [Author names hidden for privacy]*

*“We used the relative error metrics proposed in [KITTI] to obtain error statistics. The metric evaluates the relative error by averaging the drift over trajectory segments of different length {10; 40; 90; 160; 250; 360 } meter.” [Author names hidden for privacy]*

# InteriorNet

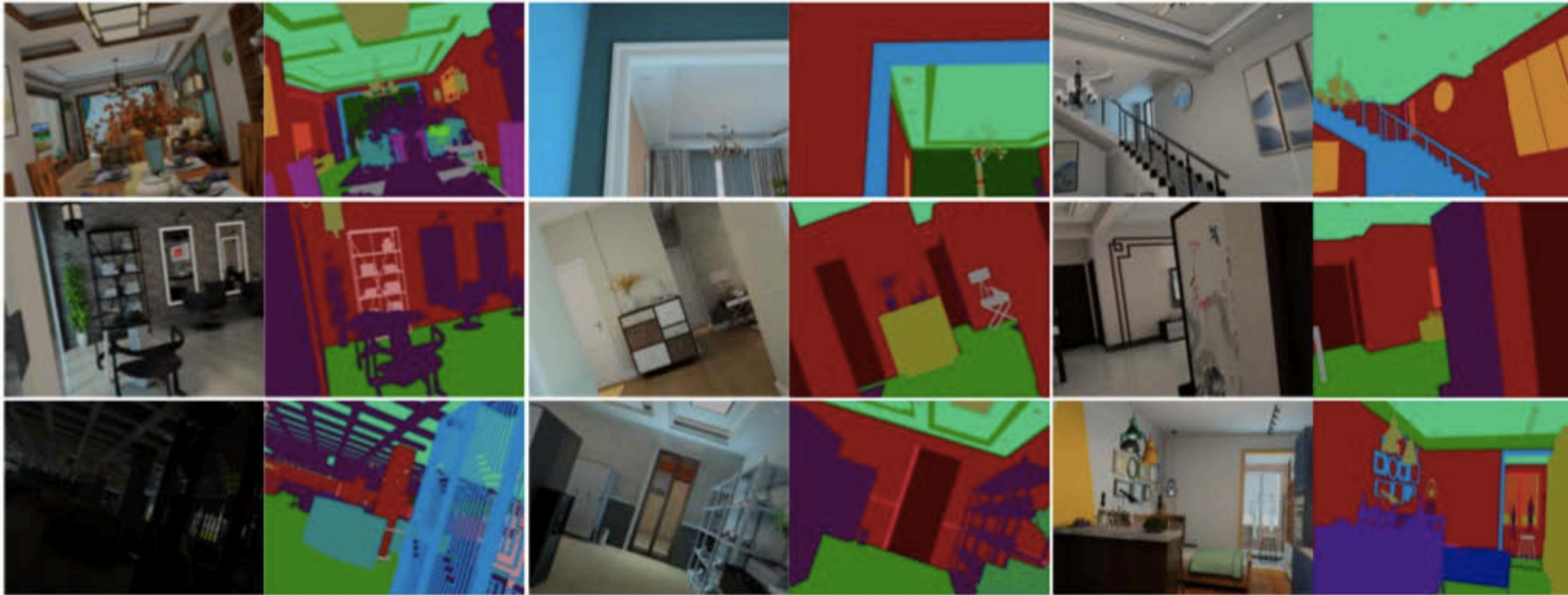
Li, Wenbin, et al. "InteriorNet: Mega-scale multi-sensor photo-realistic indoor scenes dataset." *arXiv preprint arXiv:1809.00716* (2018).

## Mega-scale, Multi-sensor, Photo-realistic Indoor Scene Dataset





- Mega-scale, Multi-sensor, Photo-realistic Indoor Scene Dataset
- Associated with NYU40 labels: wall, floor, bed, chair, table etc.



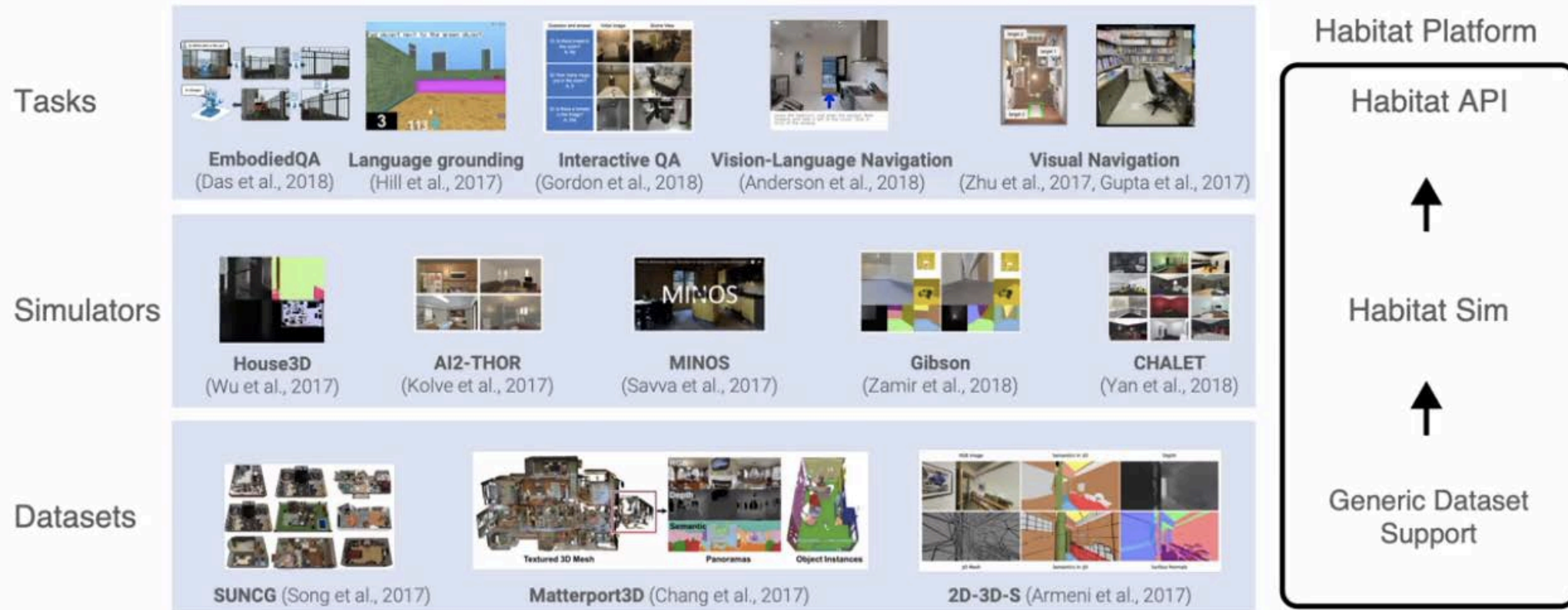
- AI Habitat enables training of embodied AI agents (virtual robots) in a highly photorealistic & efficient 3D simulator



## Habitat-Sim

- Configurable 3D simulator (C++ with pybind11)
- Generic 3D dataset support (SUNCG, MP3D, +more)
- Fast: over 1,000 FPS single-threaded  
10,000 FPS multi-process (single GPU)

- AI Habitat enables training of embodied AI agents (virtual robots) in a highly photorealistic & efficient 3D simulator



# For more information

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- [ICRA 2019 workshop/tutorial page link](#)
- [InteriorNet homepage](#)
- [Habitat homepage](#)