UNIVERSITY OF TECHNOLOGY, SYDNEY

DOCTORAL THESIS

Motion Segmentation Based Robust RGB-D SLAM

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A thesis submitted in fulfilment of the requirements for the degree of Doctor of Philosophy

 $in \ the$

Centre for Autonomous Systems School of Elec, Mech and Mechatronic Systems Faculty of Engineering and Information Technology

May 2015

Declaration of Authorship

I, Youbing WANG, declare that this thesis titled, 'Motion Segmentation Based Robust RGB-D SLAM' and the work presented in it are my own. I confirm that:

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- Where I have consulted the published work of others, this is always clearly attributed.
- Where I have quoted from the work of others, the source is always given. With the exception of such quotations, this thesis is entirely my own work.
- I have acknowledged all main sources of help.
- Where the thesis is based on work done by myself jointly with others, I have made clear exactly what was done by others and what I have contributed myself.

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Abstract

Centre for Autonomous Systems School of Elec, Mech and Mechatronic Systems Faculty of Engineering and Information Technology

Doctor of Philosophy

Motion Segmentation Based Robust RGB-D SLAM

by Youbing WANG

While research on simultaneous localisation and mapping (SLAM) in static environments can be regarded as a significant success due to intensive work during the last several decades, conducting SLAM, especially vision-based SLAM, in dynamic scenarios is still at its early stage. Although it seems like just one step further, the dynamic elements have brought in many unanticipated challenges, including motion detection, segmentation, tracking and 3D reconstruction of both the static environments and the moving objects, in addition to the handling of motion blur.

Solely based on RGB-D data with no prior knowledge available, this work centres upon proposing new practical solution frameworks for conducting SLAM in dynamic environments with efficient and robust motion segmentation methods serving as the basis. After a detailed review of the related achievements for SLAM in static environments as well as dynamic ones, and an analysis of the unaddressed challenges, four different motion segmentation methods, which include two 2-view sparse feature based motion segmentation algorithms, a 2-view semi-dense motion segmentation algorithm and an extended n-view dense moving object segmentation algorithm, are firstly proposed and their advantages, disadvantages and feasibility for different practical SLAM application scenarios are evaluated.

Based on the proposed motion segmentation methods, two kinds of solution frameworks for performing SLAM in dynamic scenarios are then put forward: the first one is formulated by integrating our sparse feature based motion segmentation techniques with the available pose-graph SLAM framework; and the other one is built upon dense moving object segmentation and tailored for dense SLAM. Related simulation and experimental results have demonstrated the effectiveness of our approaches.

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Abbreviations

SLAM	${\bf S} {\rm imultaneous} \ {\bf L} {\rm ocalization} \ {\bf A} {\rm nd} \ {\bf M} {\rm apping}$
KF	\mathbf{K} alman \mathbf{F} ilter
EKF	\mathbf{E} xtended \mathbf{K} alman \mathbf{F} ilter
EIF	Extended Information Filter
$\mathbf{S}\mathbf{f}\mathbf{M}$	Structure from Motion
MSaM	\mathbf{M} ultiple \mathbf{S} tructure and \mathbf{M} otion
RANSAC	RAN dom SA mple Consensus
GPS	Global Positioning System
IMU	Inertial Measurement Unit
RMSE	\mathbf{R} oot- \mathbf{M} ean- \mathbf{S} quare \mathbf{E} rror
RPE	Relative Pose Error
ATE	$ {\bf A} bsolute \ {\bf T} ranslational \ {\bf E} rror $
SMSaM	Simultaneous Multibody Structure and Motion
MDL	$\mathbf{M}_{\text{inimum }} \mathbf{D}_{\text{escription }} \mathbf{L}_{\text{anguage}}$
KLT	\mathbf{K} anade- \mathbf{L} ucas- \mathbf{T} omasi

Dedicated to my family...