

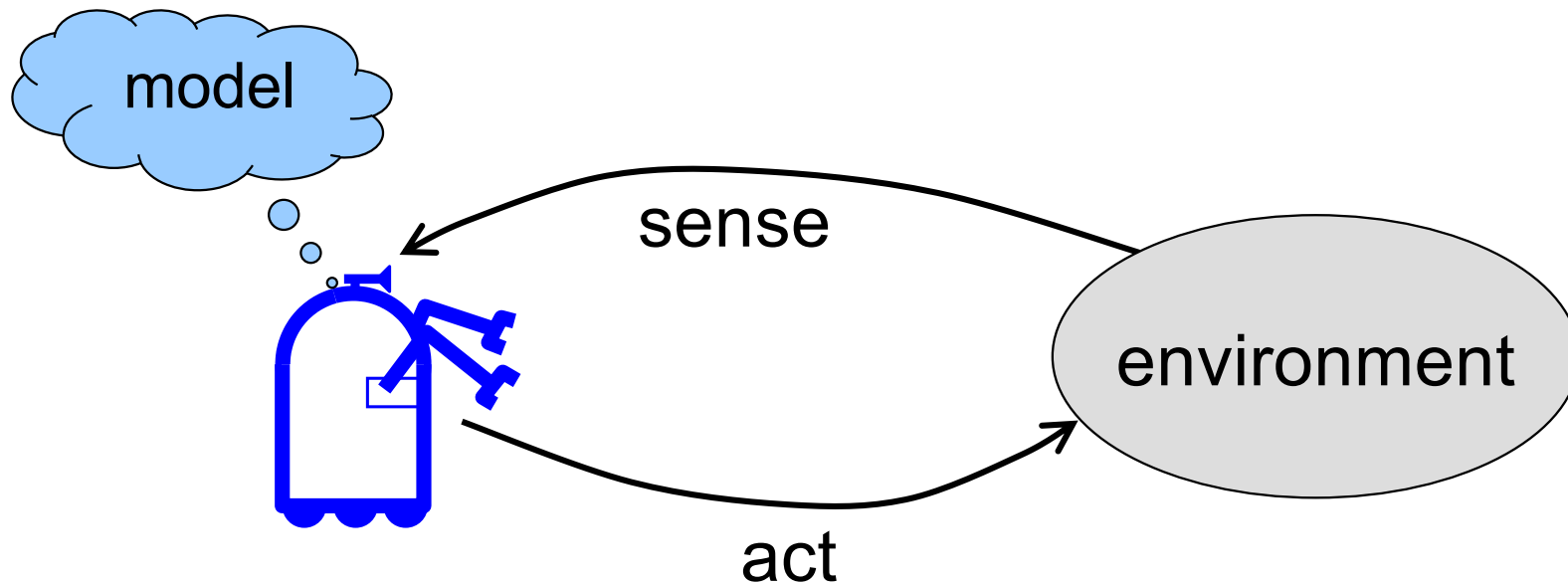
# **Probabilistic and Deep Learning Techniques for Autonomous Navigation and Automated Driving**

Wolfram Burgard

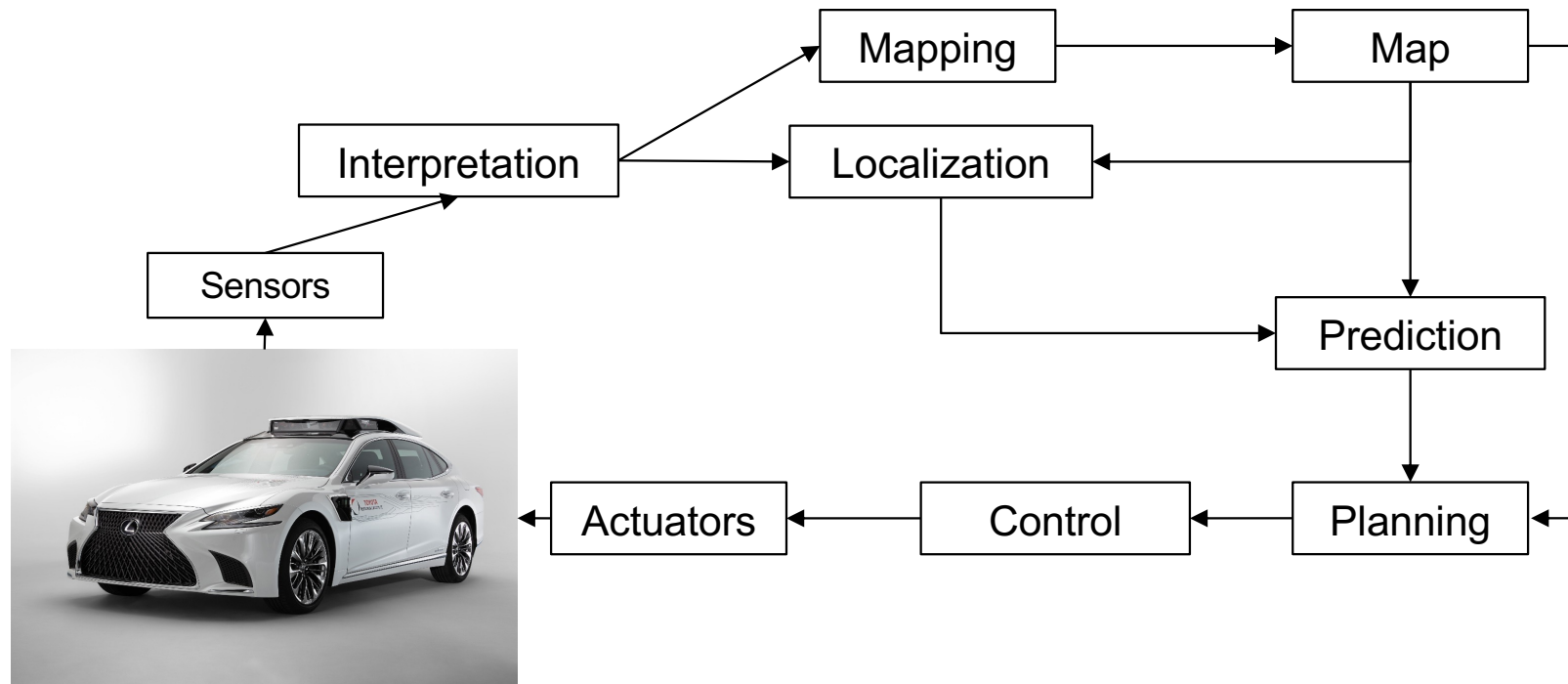


# Autonomous Robots

- Perceive their environment with their sensors,
- build a model/representation, and use it to
- generate their actions



# Major Components of the Software-Stack of a Self-Driving Car



# Probabilistic Robotics

Explicit representation and utilization of uncertainty

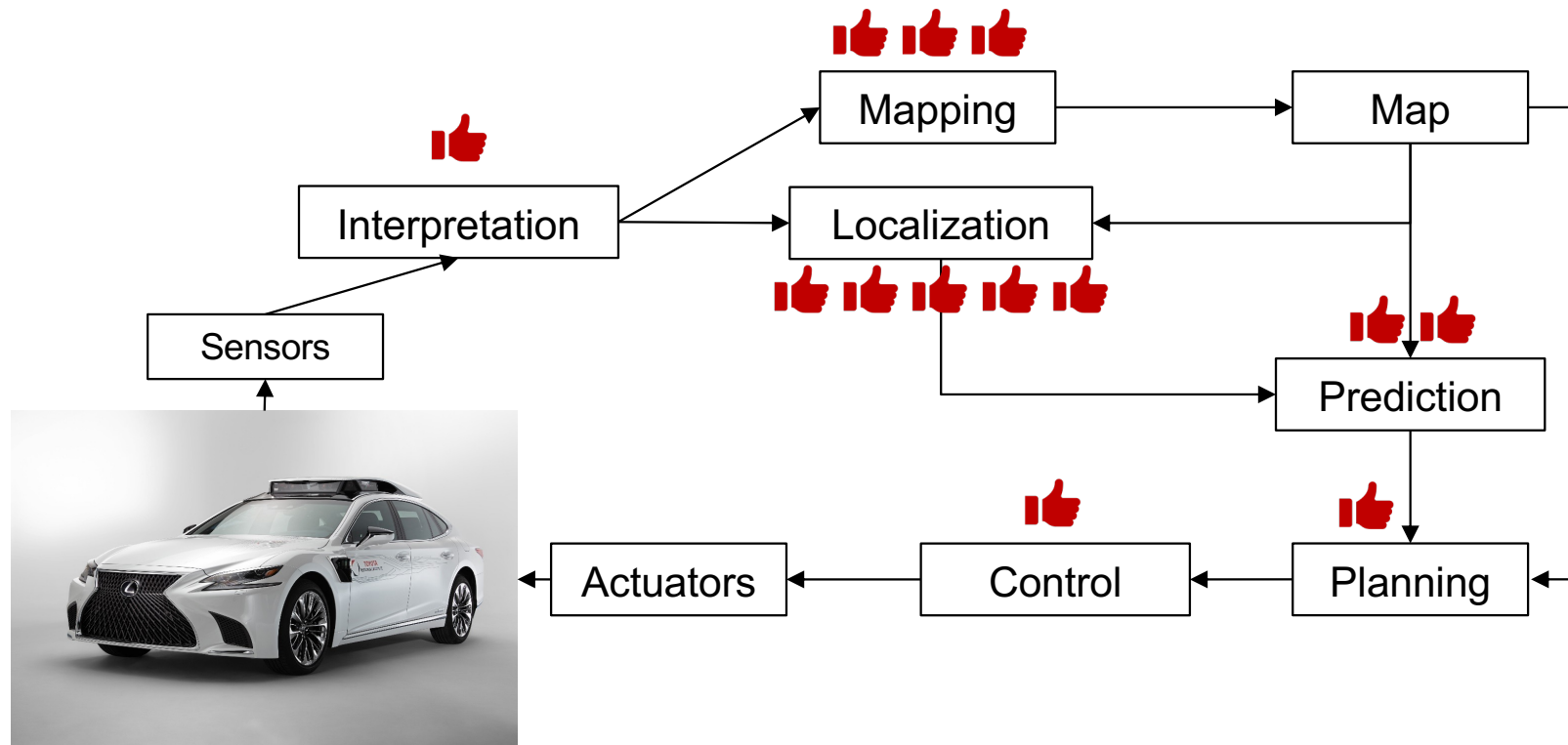
- Perception = state estimation

$$Bel(x | z, u) = \alpha p(z | x) \int_{x'} p(x | u, x') Bel(x') dx'$$

- Action = utility optimization

$$\pi^*(x) = \operatorname{argmax}_u \sum_{x'} p(x' | u, x) V^*(x')$$

# Probabilistic-Robotics-Based...

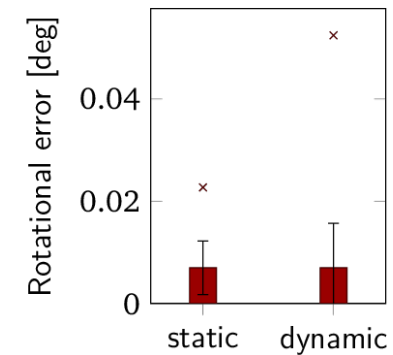
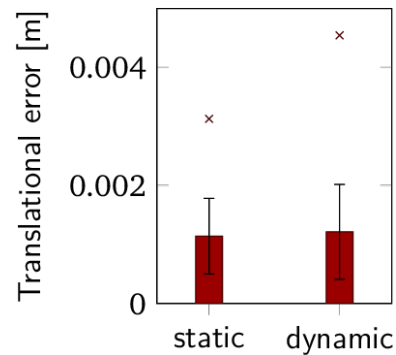
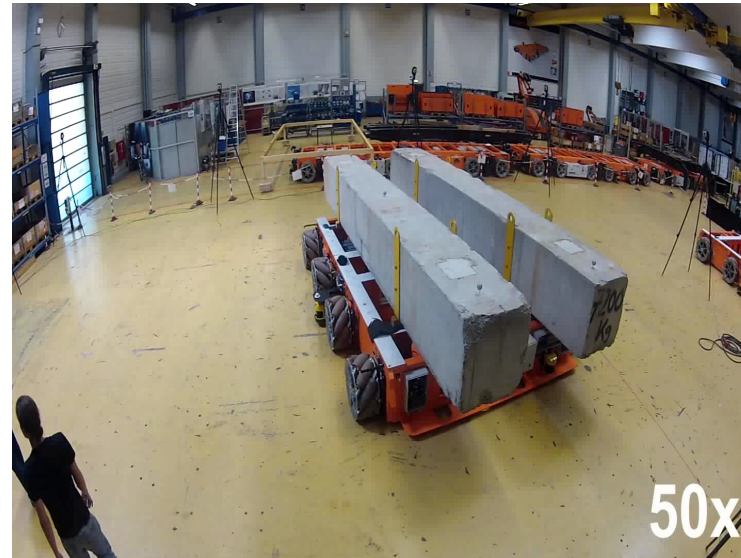


# Precise Localization and Positioning for Mobile Robots



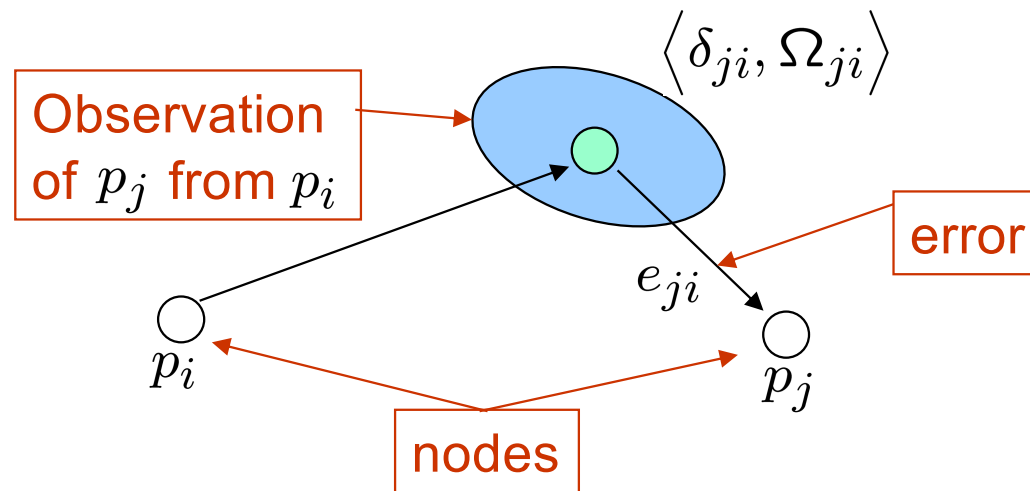
# Accurate Localization in Dynamic Environments

- KUKA omniMove (11t)
- Safety scanners
- Error in the area of millimeters
- Even in dynamic environments



# Pose-Graph-SLAM

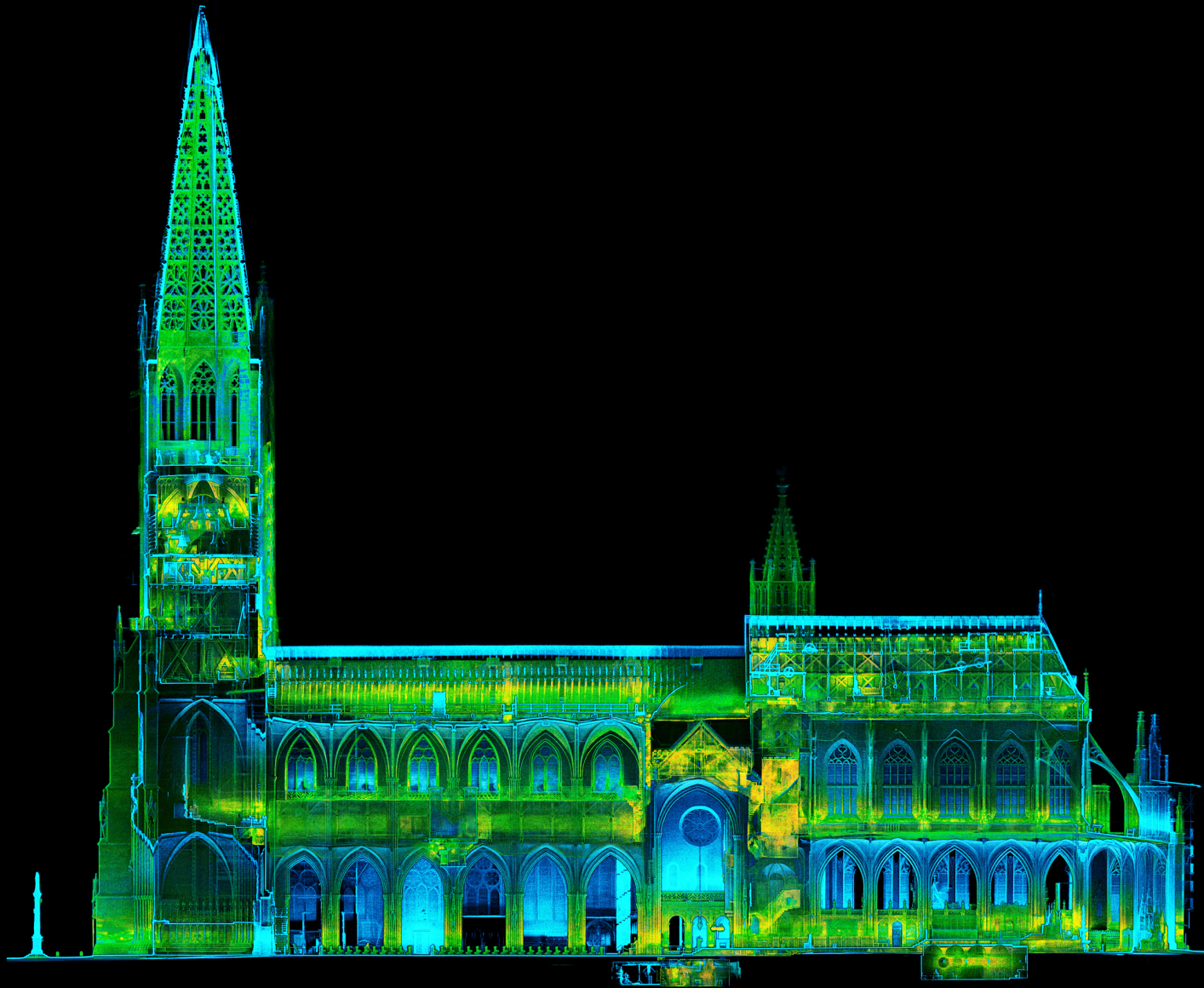
**Goal:** Find the poses of the nodes minimizes the negative log likelihood of the observations



$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \sum_{ji} e_{ji}^T \Omega_{ji} e_{ji}$$



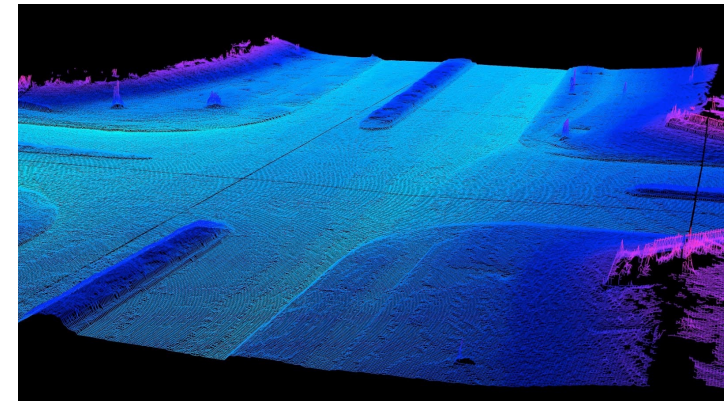
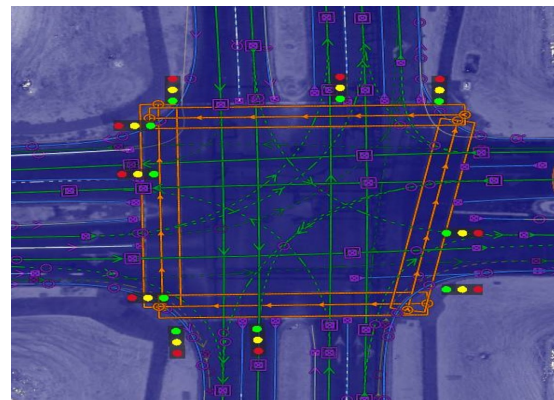
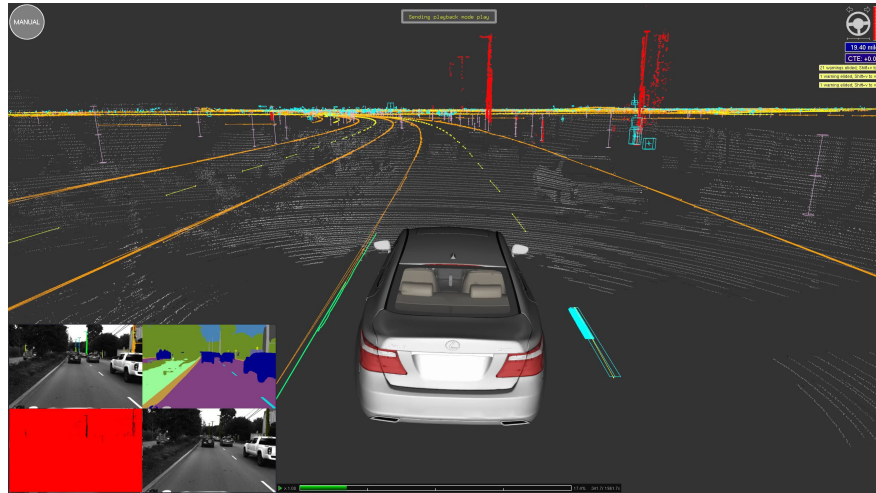
**dotscene<sup>®</sup>**



# Maps in Automated Driving

Useful for

- Perception
- Tracking
- Localization
- Prediction
- Planning
- Control
- ...

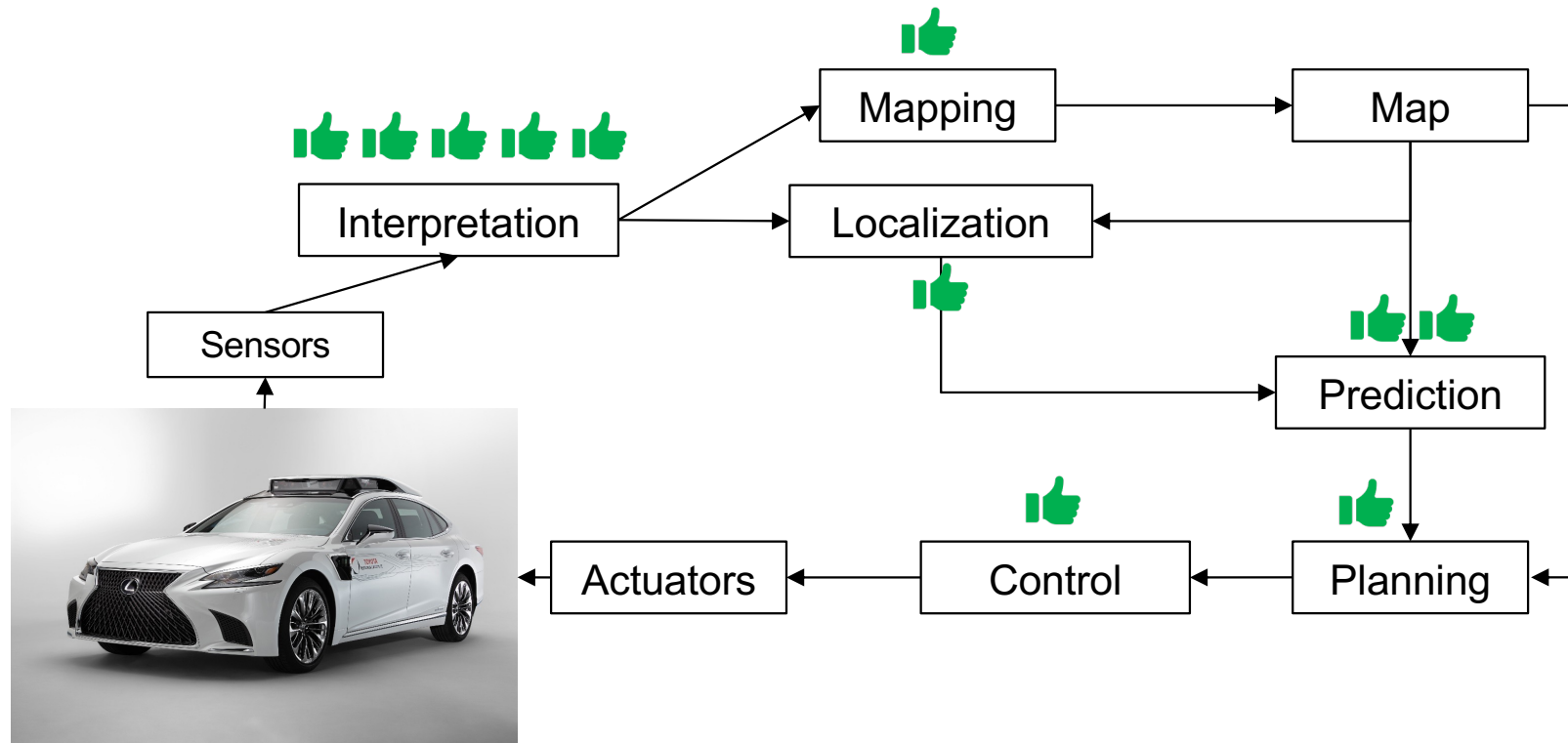


# Challenges for HD Maps

- Expensive to acquire
- Assumptions about availability of features
- Change detection
- Domain adaptation
- Expensive to update
- ...
- L5 barrier



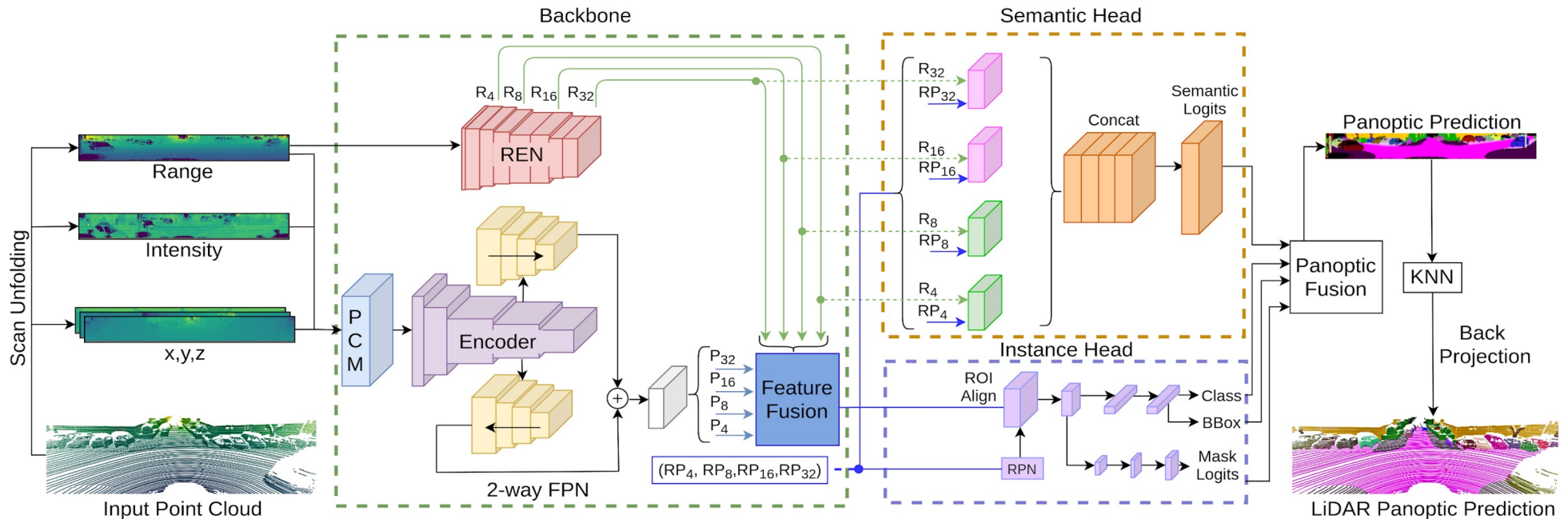
# Deep-Learning-Based...



# Example: Semantic Segmentation and Panoptic Tracking

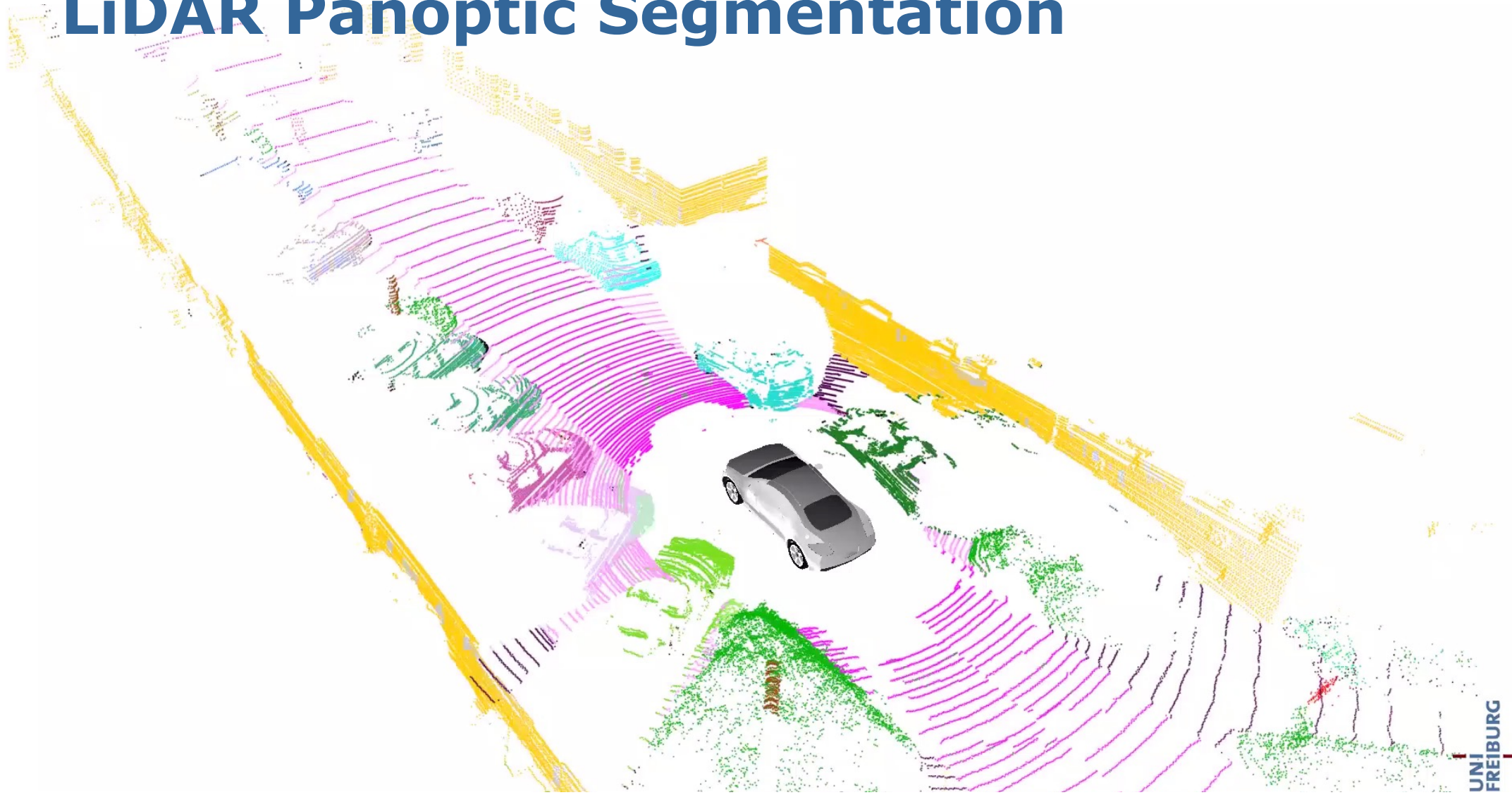


# EfficientLPS Architecture



- Scan unfolding projection
- Backbone: PCM + Encoder + REN + 2-way FPN
- Semantic Head, Instance Head, Panoptic Fusion Module
- Reprojection into 3D using kNNs

# LiDAR Panoptic Segmentation

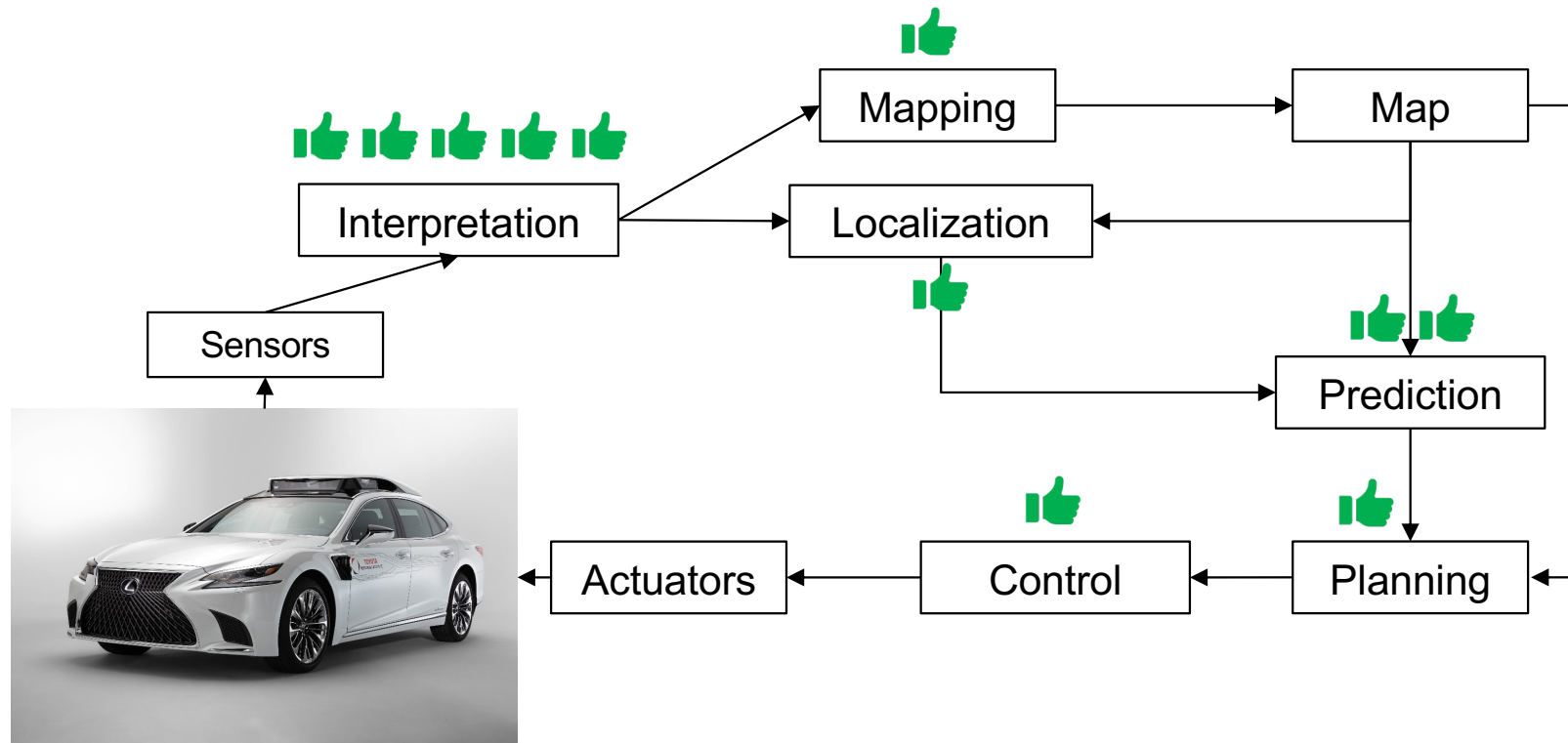




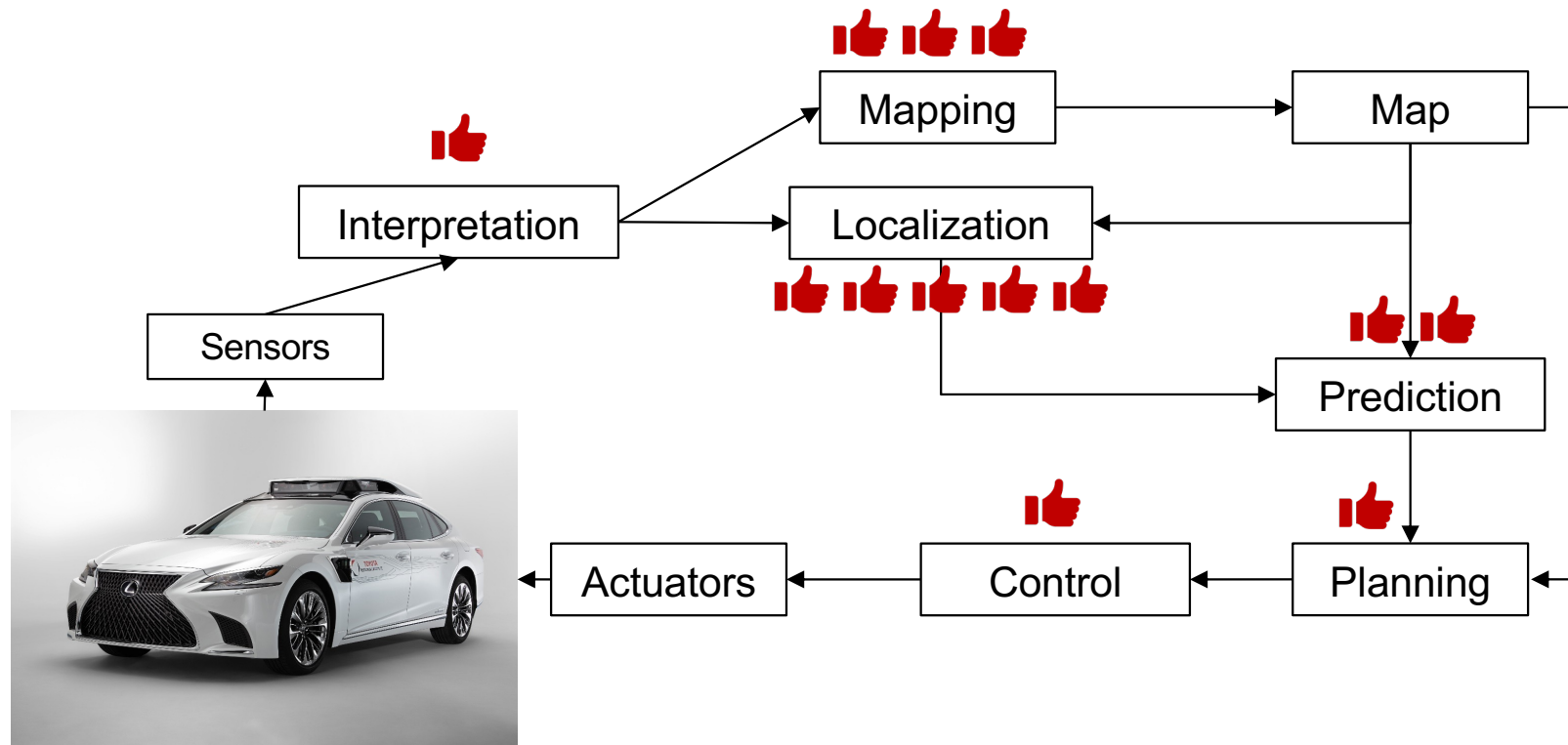
# Vision-Based MOPT



# Deep-Learning-Based...



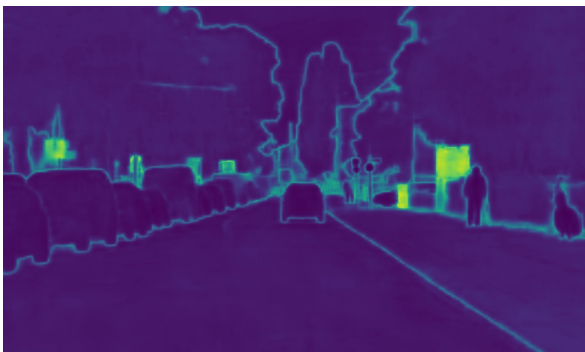
# Probabilistic-Robotics-Based...



# Example: Uncertainty-Aware Panoptic Segmentation



Semantic segmentation



Semantic uncertainties

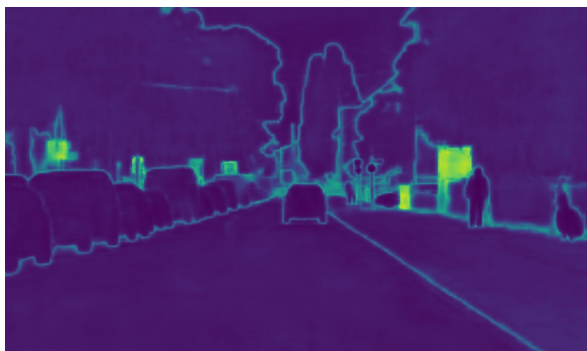
# Example: Uncertainty-aware Panoptic Segmentation



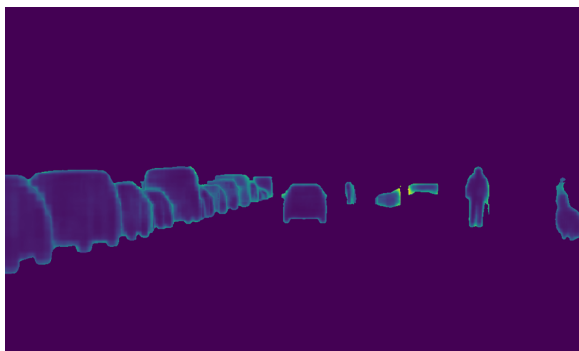
Semantic segmentation



Instance segmentation



Semantic uncertainties

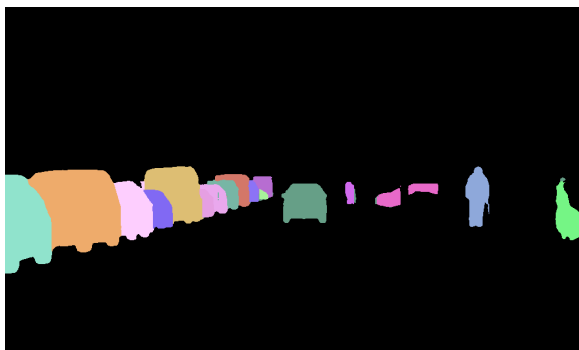


Instance uncertainties

# Example: Uncertainty-aware Panoptic Segmentation



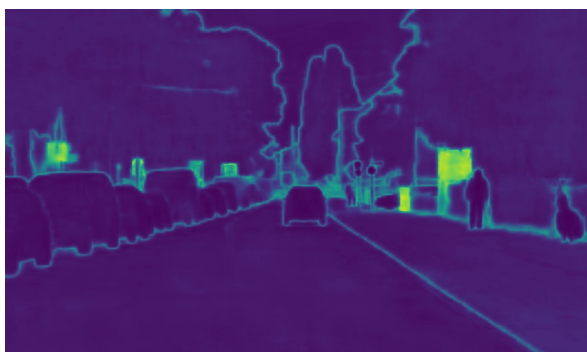
Semantic segmentation



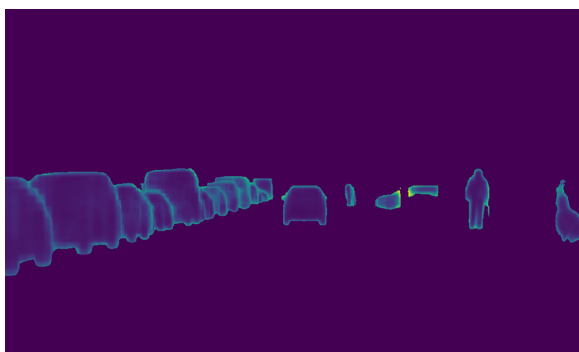
Instance segmentation



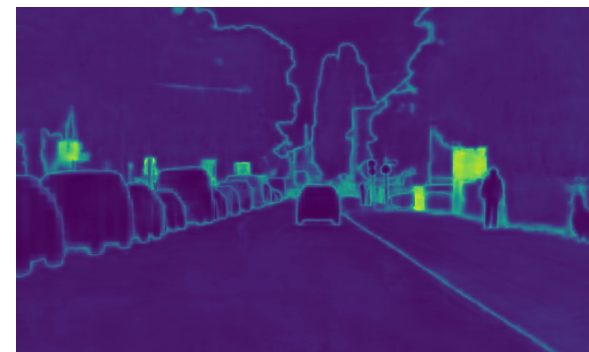
Panoptic segmentation



Semantic uncertainties

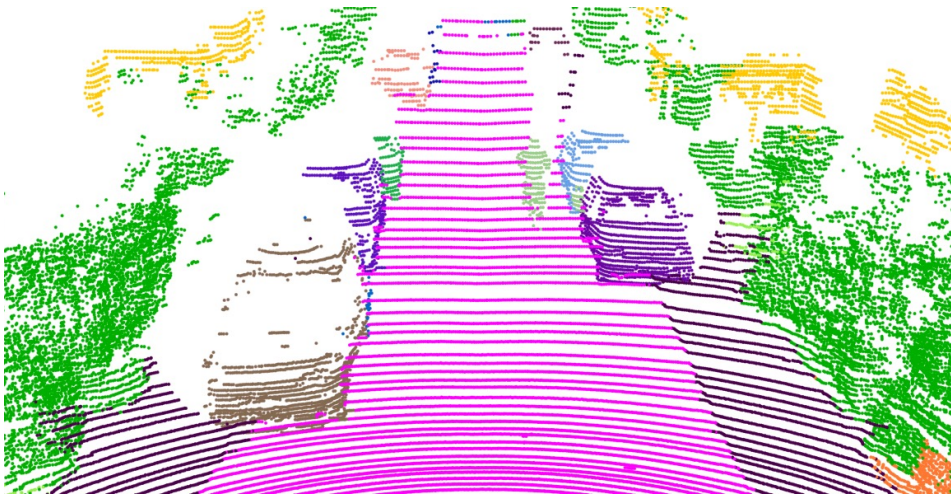


Instance uncertainties

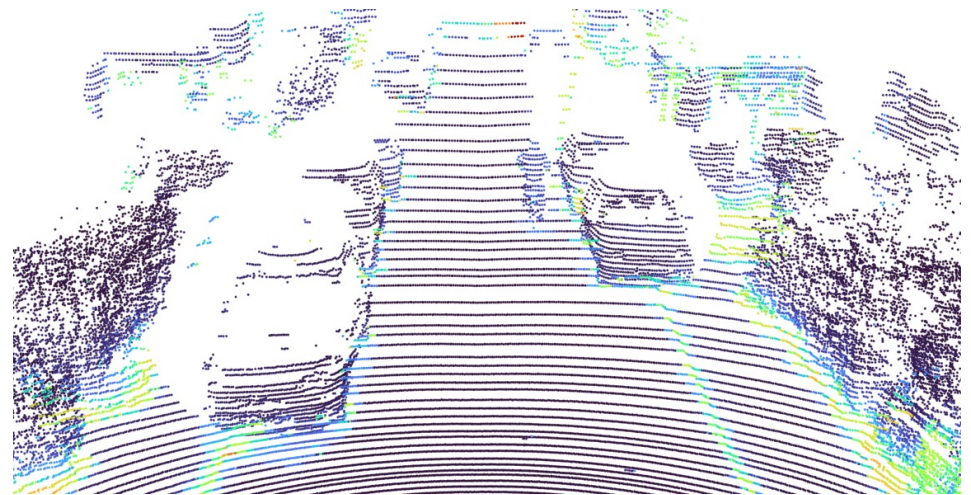


Panoptic uncertainties

# Uncertainty-aware LiDAR Panoptic Segmentation

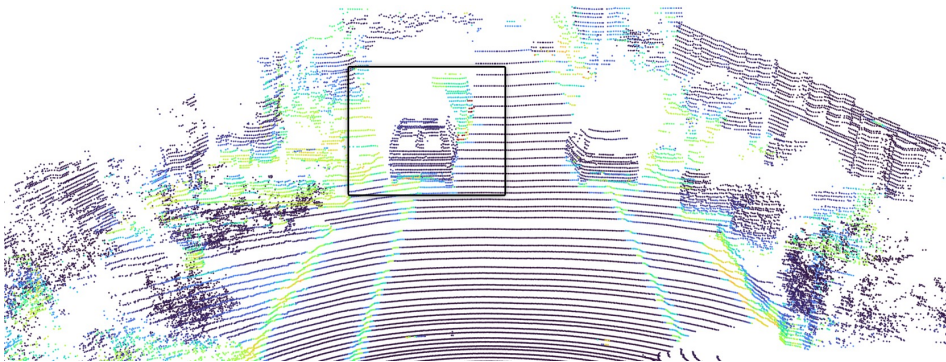


Panoptic segmentation



Panoptic uncertainties

# Qualitative Results: Uncertainty vs Error



Panoptic uncertainties

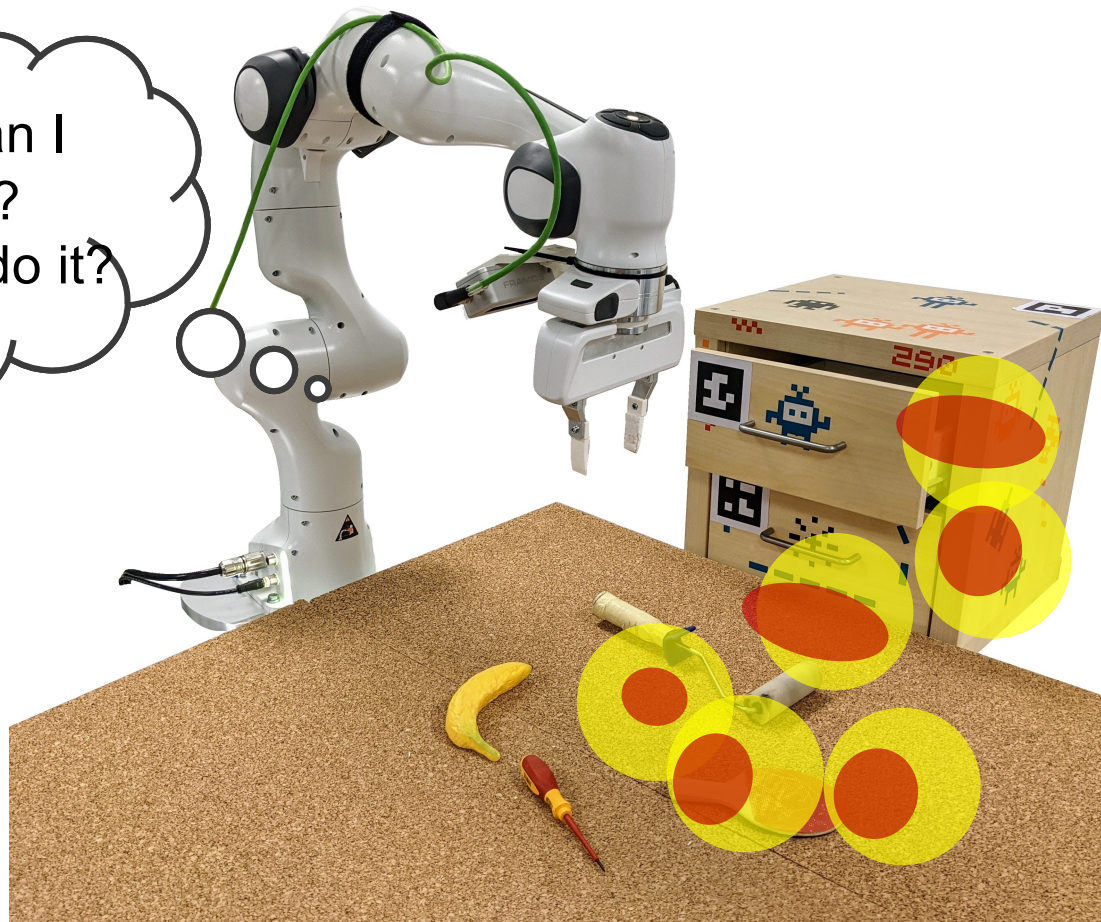


Error map



# Learning Manipulation Tasks

Where can I interact?  
How can I do it?



# Current Affordance Learning Methods

- Require heavy supervision
- Limited in the complexity of the actions they model



background

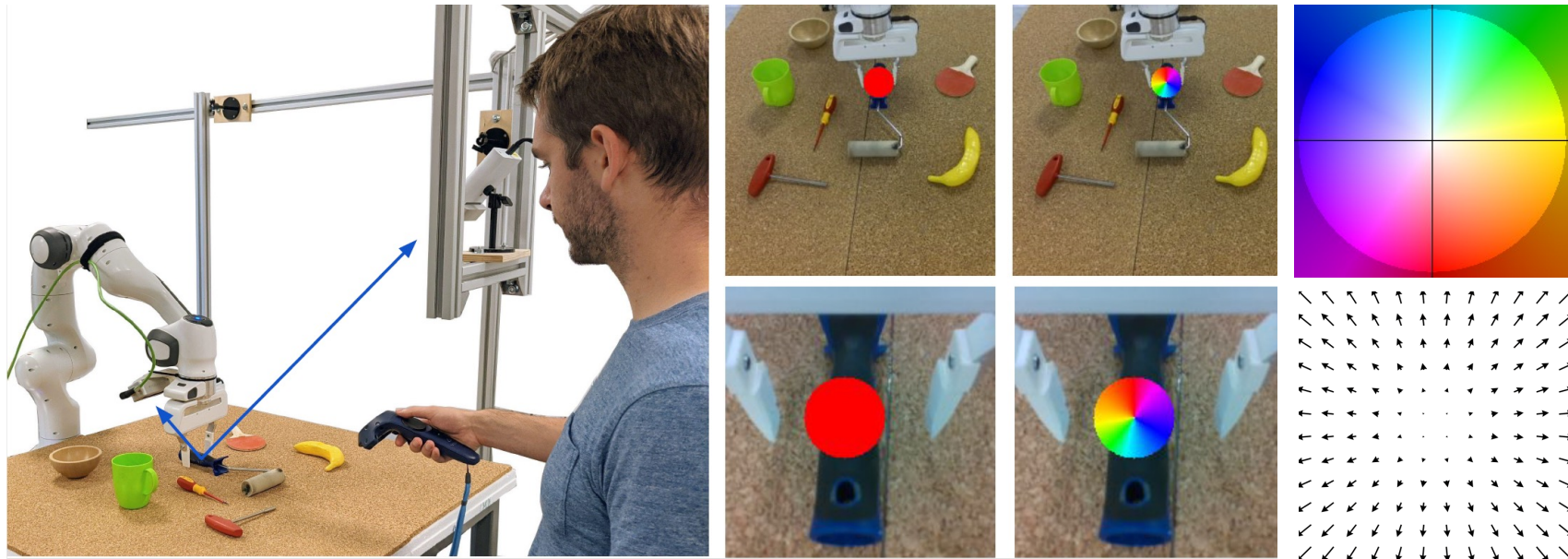
grasp

pound

[Nguyen et al. 2017]

# Learning Affordances from Play data

- Play data is structured by human knowledge of object affordances
- Implicitly contain human affordances

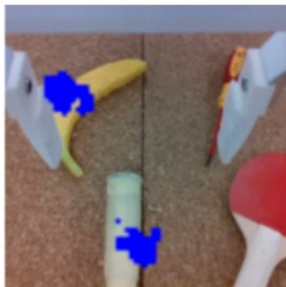


# Real-world Experiments

Selected affordance region



Detected affordance region center

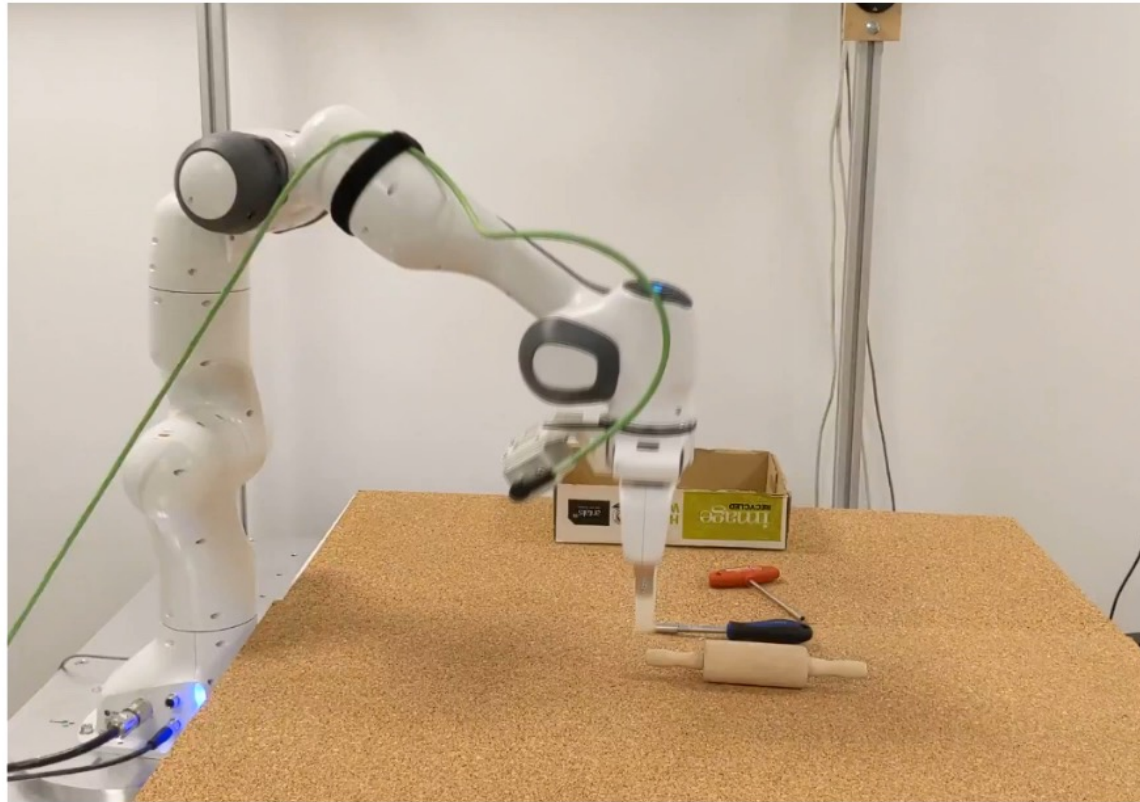
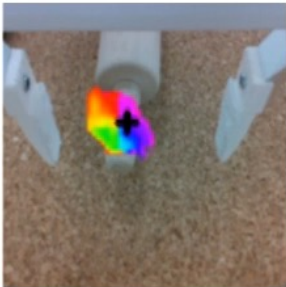


# Real-world: Generalization

Selected affordance region



Detected affordance region center



# Visual Language Maps for Robot Navigation

Chenguang Huang<sup>1</sup>, Oier Mees<sup>1</sup>, Andy Zeng<sup>2</sup>, Wolfram Burgard<sup>3</sup>

<sup>1</sup>Freiburg University, <sup>2</sup>Google Research, <sup>3</sup>University of Technology Nuremberg



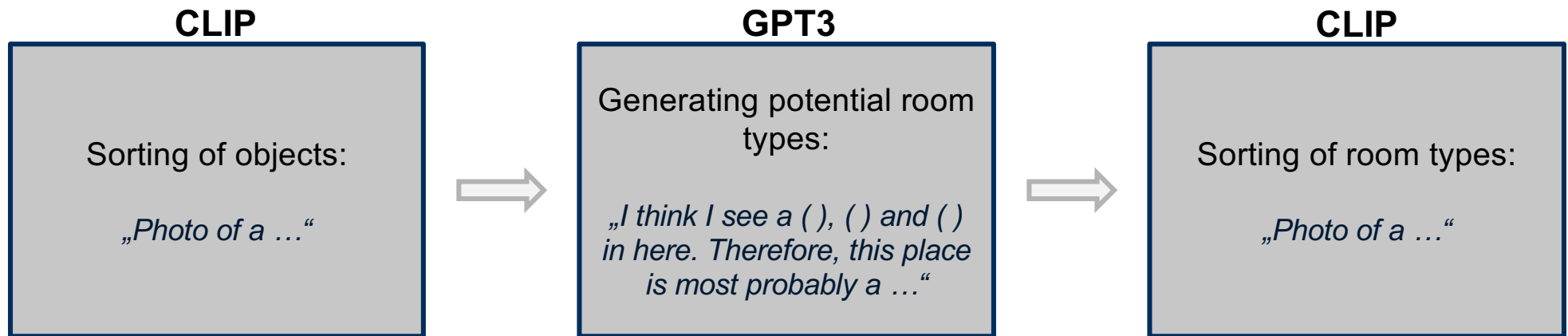
Google Research

UTN



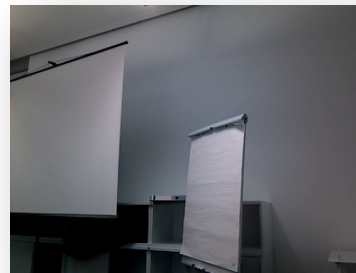
**AIS** Autonomous  
Intelligent  
Systems

# Visual Language Models for SLAM

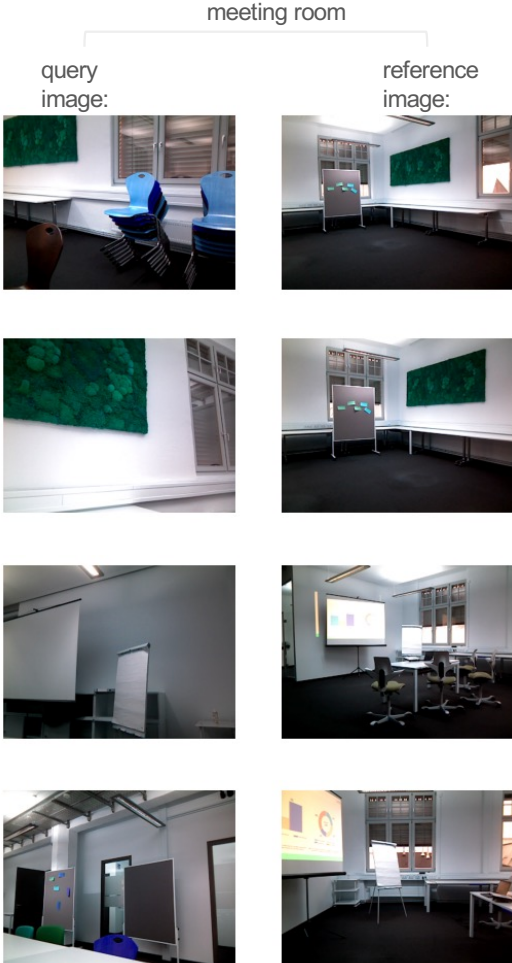
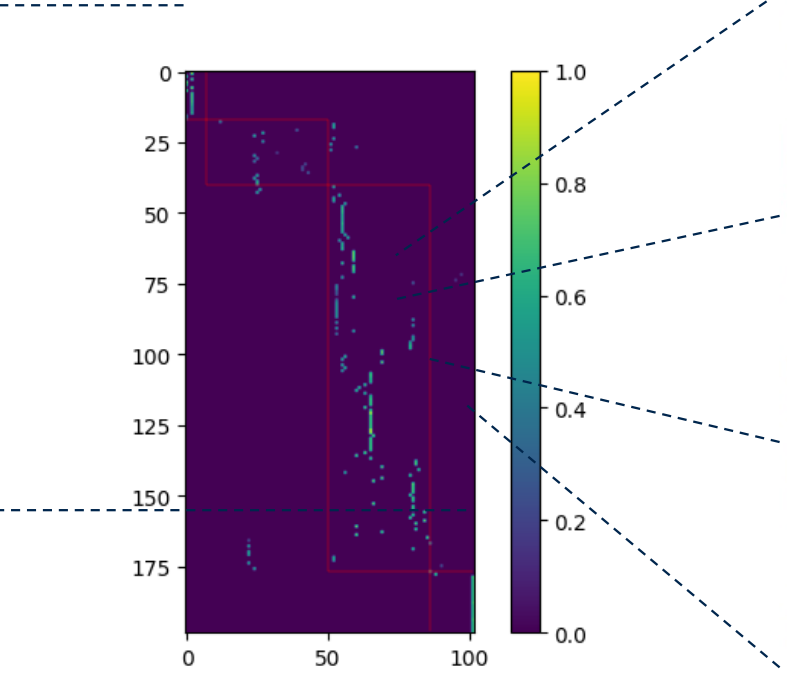
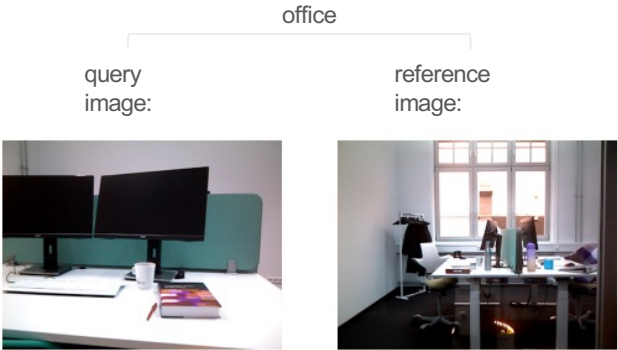
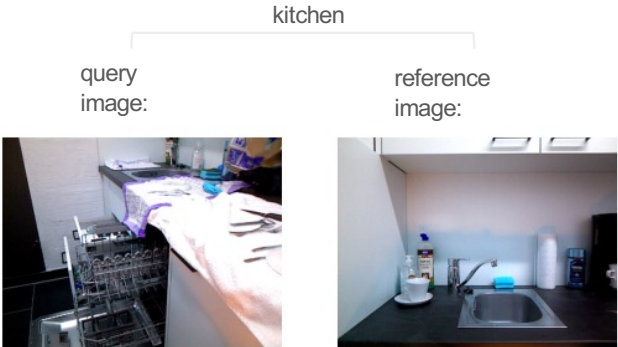


Similarity measure:

- Stationary objects
- Room types
- Movable objects



# First Results





# Summary

- **Deep Learning is taking over** more and more tasks
- **Probabilistic state estimation** still plays an **important role**
- To integrate both, we need **deep learning approaches** with **properly calibrated likelihoods**
- We lack good **solutions without “argmax”** operations anywhere in the stack
- Language models open a new direction in navigation
- **Decision making under uncertainty is key!**

UTN

University of Technology Nuremberg

**Thank You!**

