

Professional SLAM solutions

Custom Computer Vision, Machine Learning and SLAM software development

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What is SLAM?

Simultaneous Localization And Mapping

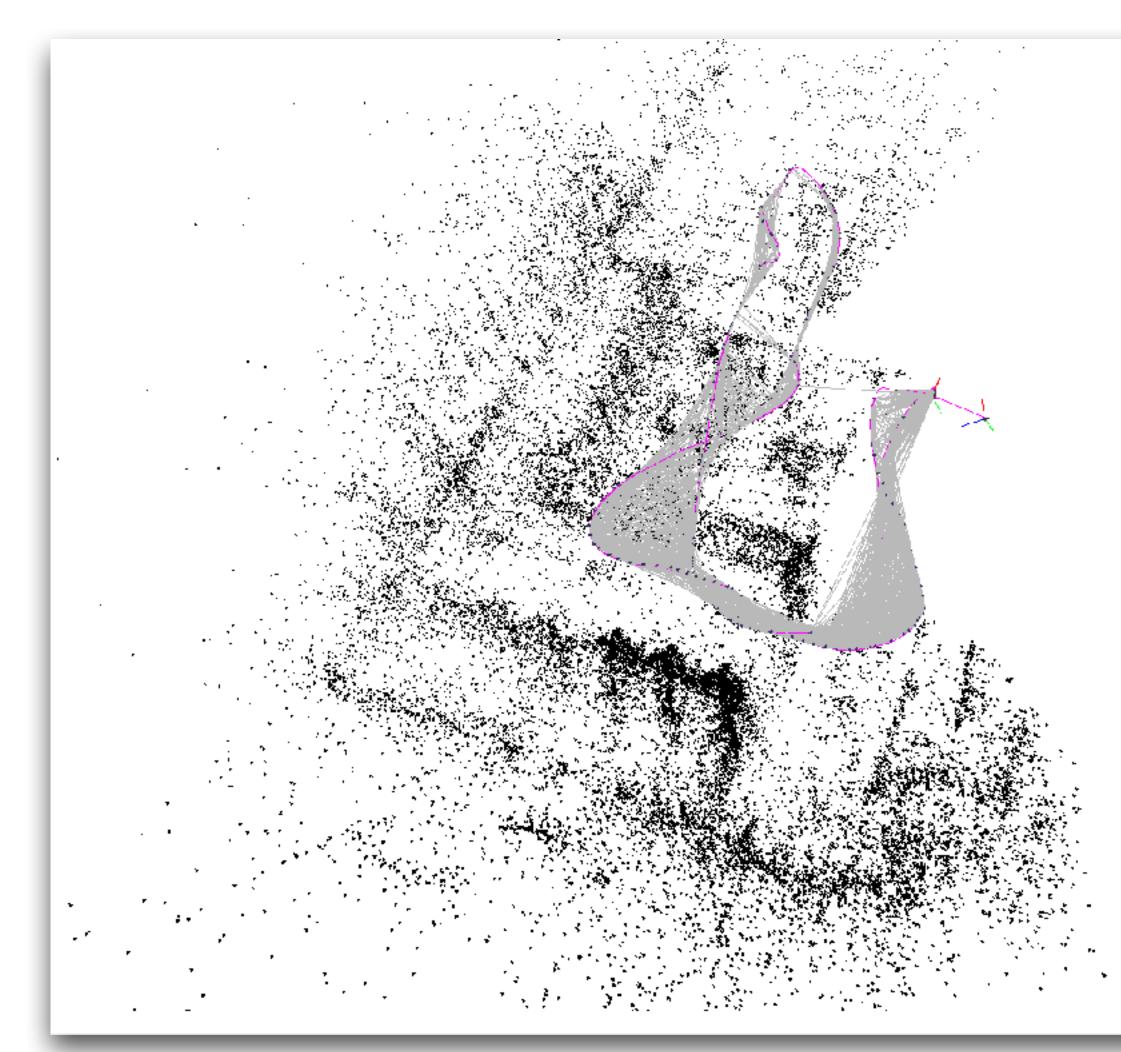
3D point cloud to create a constantly improving map of environment while localizing the device and its trajectory

Solving problems:

- Environmental mapping(sparse or dense)
- Relocalization in an existing map
- Precise 6DoF tracking

Dioram main tech is **visual-inertial** SLAM: No expensive lidars just vision cameras + IMUs







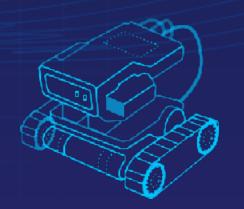
Who does need SLAM?

Dioram SLAM tech, research and custom developments could benefit a variety of markets



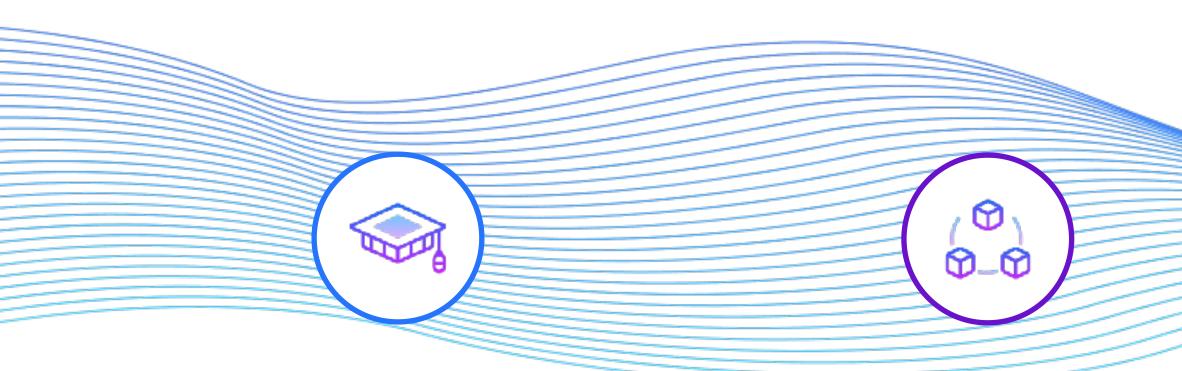


DRONES



MOBILE ROBOTICS

Why Dioram?



The Science Team

World class math scientists team with unique expertise in computer vision, machine learning and algorithms

Platform independent

Dioram solutions do not lock vendors into particular software or hardware ecosystem

Nextgen 6-DoF inside-out positional tracking for hardware manufacturers in emerging markets

Improve your current SLAM to make it more accurate, robust and efficient outdoors. Dioram develops custom Computer Vision, Machine Learning, SLAM solutions for **AR/VR, robotics, drones and autonomous vehicles**

Affordable components

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No need in expensive IMU, RGBd, lidars or Time of Flight cameras. Work outdoors or under direct sunlight

Dioram Computer Vision tech outperforms all Open Source competitors. We are ready to help with tests and evaluation

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- Works equally well both indoors and outdoors
- The cumulative error during long-term tracking with existing outdoor map is no more than 10 cm, indoors is no more than 1 cm. The momentary error is several times smaller.
- Support for x86, ARM, mobile platforms(Snapdragon, Xavier)
- Supports mono, stereo and multi-camera configurations
- Optional support for fusion data from lidars(WIP)
- Precise inertial-only tracking (when cameras are obscured) lasts up to 10 sec

bioram_____ SLAM One



Dioram SLAM One vs ORB-SLAM3*

Video benchmark comparison using TUM** dataset, 'slides3' sequence

Benchmark results:

- Dioram SLAM One has x4 better accuracy
- ORB-SLAM3 has spiky artifacts, jitter and accumulated a significant drift on its vertical axis, while Dioram SLAM One is solid
- In a scene where vision is obstructed ORB-SLAM3 shows significant errors in trajectory, while Dioram SLAM One continues to track well with inertial data only

*ORB-SLAM3(released in Summer'20) is the cutting edge viSLAM algorithm widely recognized as the best **Technical University of Munich SLAM benchmark dataset https://vision.in.tum.de/data/datasets/visual-inertial-dataset





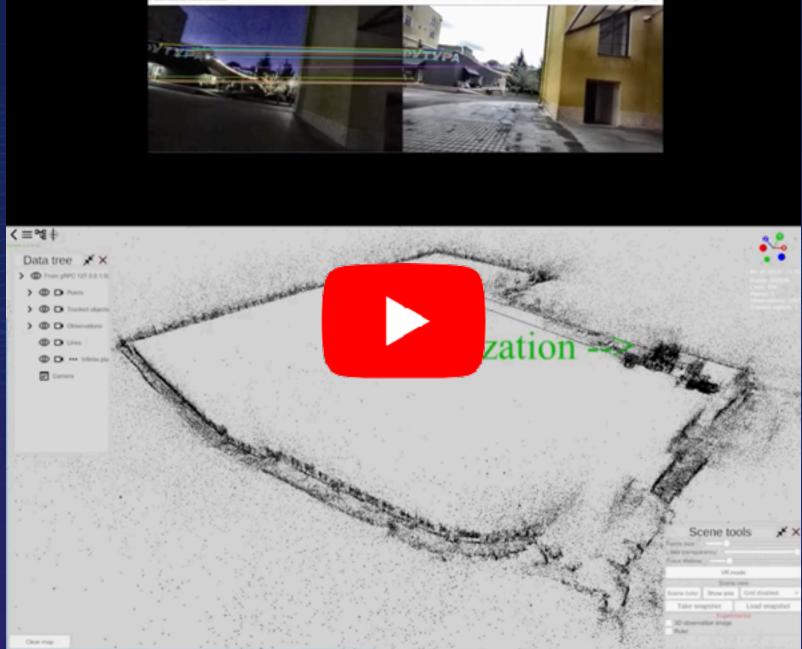
Dioram SLAM One outdoor tracking and relocalization test

Relocalization is one of most important SLAM features. It reduces a number of SLAM maps created each time the environment changes and greatly increases accuracy

- Awesome outdoors tracking accuracy
- 2 datasets relocalization test day, which is a basis for a main SLAM map, and a night
- Night frames are fed to the algorithm which tries to find a tracked object position in a main day-time SLAM map

Total distance(by feet): 0.94 km, total time 13m 27s Equipment used – ZED2 stereo camera(12 cm stereo base with integrated IMU)

WATCH THE OUTDOOR VIDEO TEST







A sophisticated professional tool for SLAM, machine vision, robotics developers

- Point cloud map debugging
- Real-time processing or pre-saved maps
- Event history player
- Comparing of different SLAM algorithms
- ROS-bag and plugin support
- Meshing and 3D-reconstruction
- Scene analysis and plane detection

OPEN-SOURCE SINCE AUGUST 2019

https://github.com/dioram/Elektronik-Tools-2.0



€ Elektronik tools 2.0	_
SETTINGS	
Points ON/OFF	
Track ON/OFF	
Observations graph ON/OFF	
Option A 🗸	
Free Fly Camera 🗸	
VR Mode	
Return to menu	
VR Settings	
Veed substitute ON/OFF	
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<u>Open-source solutions(like g2o) have problems:</u>

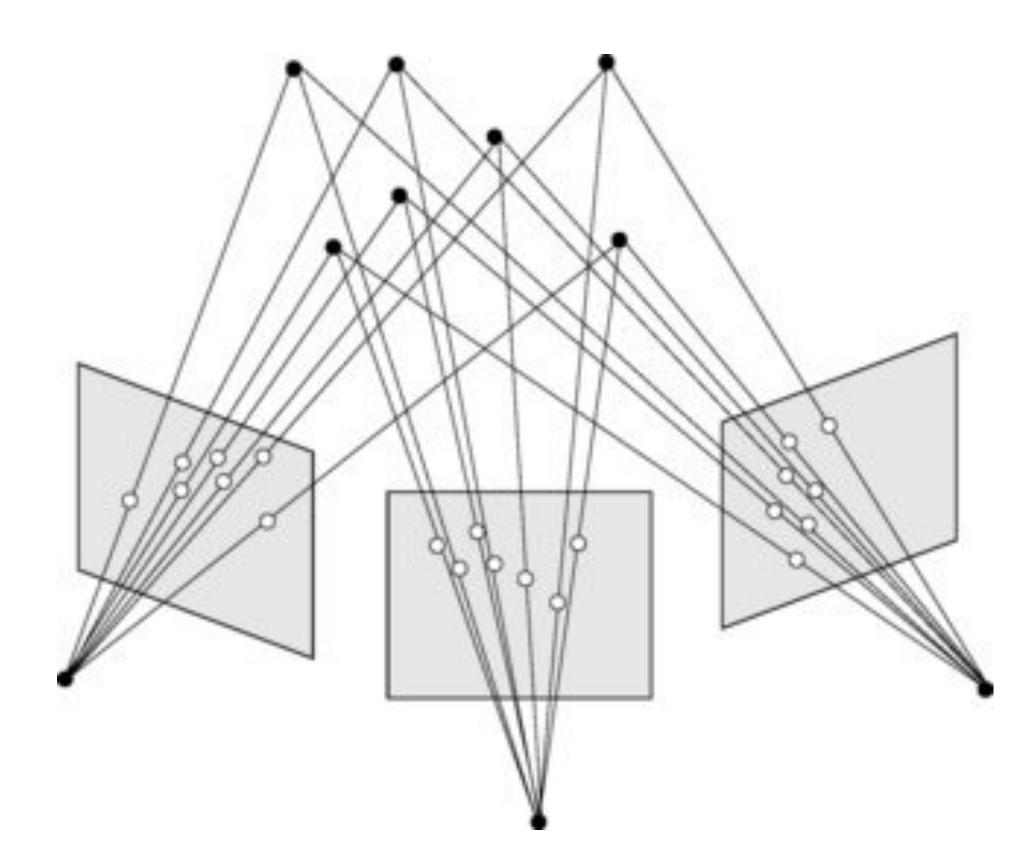
- Very general and inaccurate
- Lack Bundle Adjustment specific optimizations
- Require pre-compilation

Why Diopter?:

- Bundle Adjustment specialized more accurate
- FASTER(like MUCH FASTER)
- Lightweight, header-only
- Flexible, easily modifiable
- Based on the latest papers, all the best features
- Depends only on Eigen



A nextgen optimization library made from scratch specifically for Bundle Adjustment





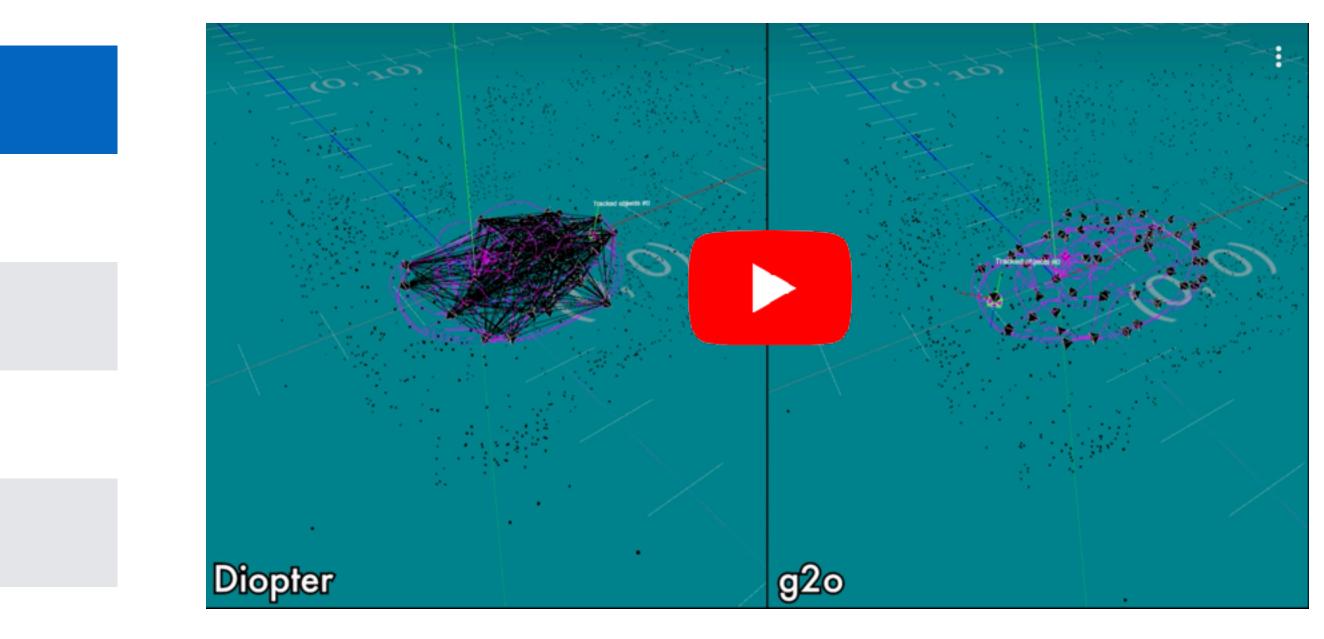
Average visual stereo SLAM performance with TUM dataset

	g2o	Diopter
BA solve time	42 ms	37 ms
PO solve time	13 ms	3 ms
Final count of observations**	90%	46%
ATE	27 mm	19 mm

** - higher BA precision leads to more landmarks being recognized and thus more redundant observations are removed, which gives a much more compact and accurate map



A nextgen optimization library made from scratch specifically for Bundle Adjustment





Which problems does it solve?

- Mitigates human-factor in sensors calibration by automatization
- Decreases number of mistakes in calibration and avoids performance loss
- Simplifies detection of miscalibration errors Solution of these problems is crucial for autonomous vehicles and mobile robots

Features:

- Based on Dioram SLAM One framework
- Detects problems with sensors configuration and calibration in realtime
- Detects a-sync between cameras and IMU
- Auto-calibration of extrinsic parameters



An unique tool for Computer Vision-based hardware products prototyping and R&D pipeline





- Visual-inertial Dioram SLAM One for point cloud mapping and localization
- No expensive lidars!
- R&D is started to develop full-stack software architecture for Rover-style mobile robots (our own obstacle map, route planning and vision segmentation)
- Additional equipment: ZED2 computer vision camera + HTC Vive tracker for Ground Truth



Delivery robot prototype for R&D and demonstration





Topological navigation in a city without GPS just with visual-inertial SLAM

GPS is great but isn't really reliable tech:

- Prone to spoofing
- Isn't precise enough, RTK is expensive
- Problems in tunnels and downtown

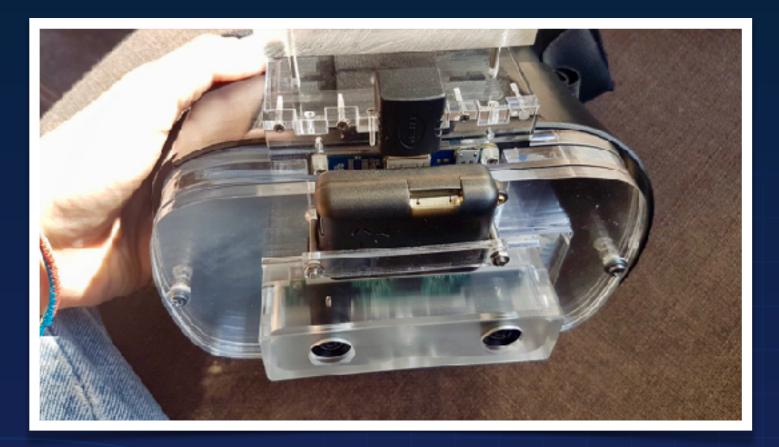
Dioram SLAM One solves these problems for autonomous vehicles and delivery robots

VPS is an option for global landmarks anchors





Dioram SLAM One VR Prototyping VR-headset for testing and demos





dioram



The founding team

10+ team including high-level math scientists and C++ developers







Alex Mentor 19+ years in IT. Founded 10 companies with 500+ employees, combined revenue \$200m/year ADTech, VR/AR, Bisdev



STRATEGY

Oleg Head of Science Ph.D (ITMO University) 12+ years in CV/ML R&D Academic publishing and patents





Vas CEO

12+ years in IT-management ex. CEO CoinKeeper ex. Pre-seed VC fund i-Free B2B bisdev, VR/AR, mobile



Nick CTO

8+ years in industrial development Academic publishing

OPERATIONS



Key competence as a team

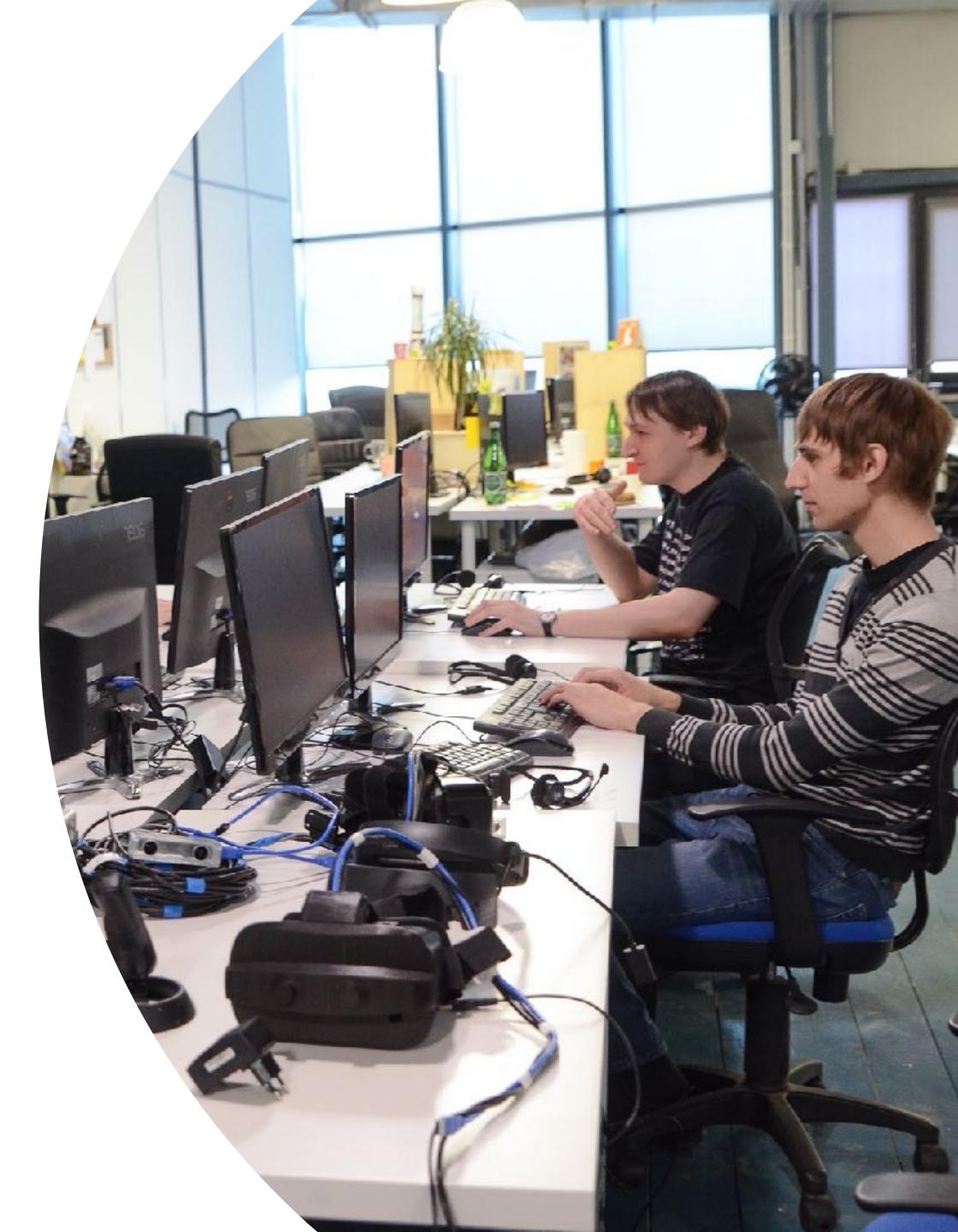
Full cycle R&D management. Custom and outsourcing development.

On demand cutting edge research meeting the highest-level needs of partners.

Dioram develops Computer Vision, Machine Learning, SLAM solutions for AR/VR, robotics, biotech, autonomous vehicles and other emerging markets.

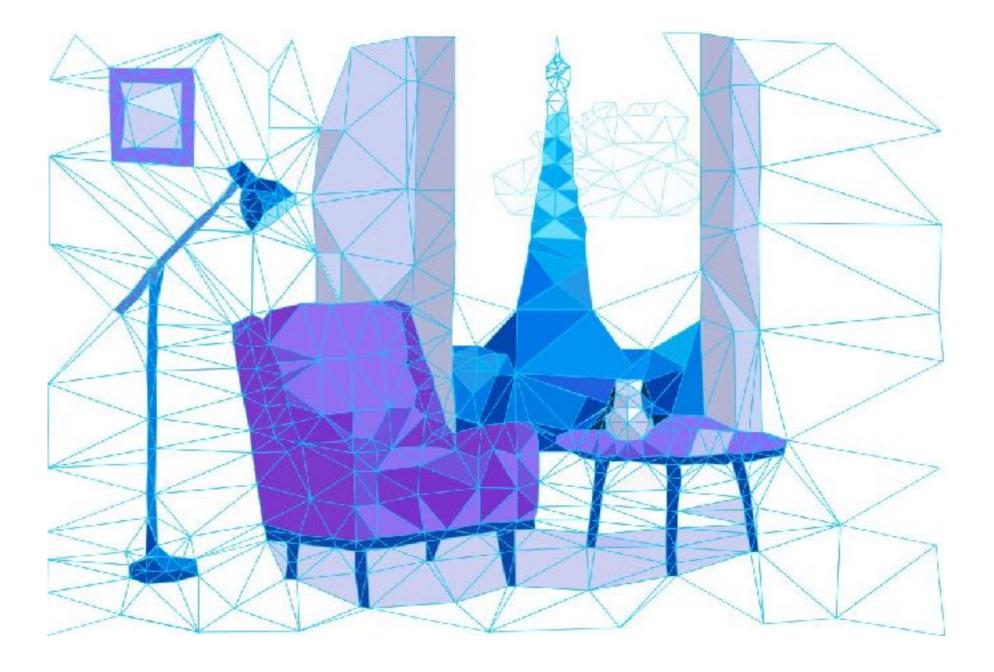


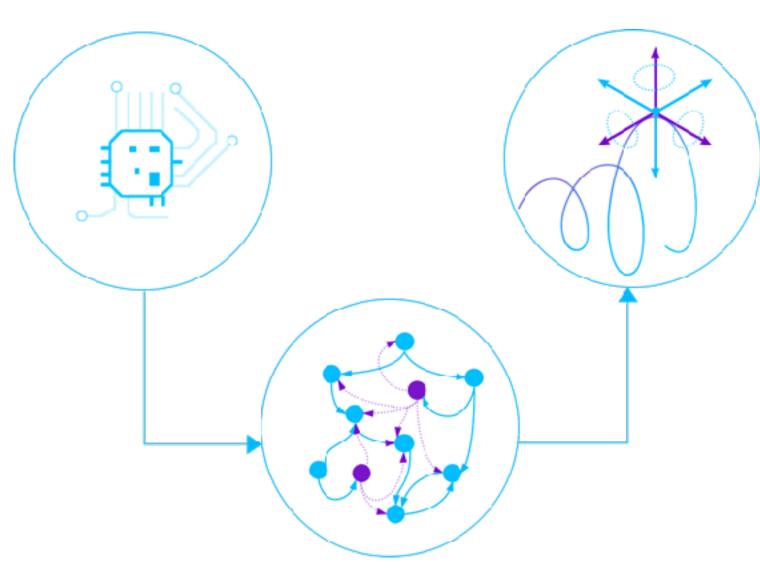




Possible projects for custom software development

- Visual-inertial or lidar SLAM, localization, tracking and mapping
- Point clouds generation and analysis
- Calibration of visual and inertial sensors
- 3D reconstruction, meshing, photogrammetry
- Mixing of multimodal data from different sensors, signal processing
- Visual segmentation, SDKs for AR/VR/XR
- Architecture of autonomous systems obstacle maps, decision making, navigation
- Visual control systems, e.g. for unmanned systems
- Route and job planning
- JUST NAME IT!..







What is our goal?

Our dream is to scale out the technology and to bring it to millions of people, improving their experience all over the word

This is a big and dangerous journey which better not to take alone

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This is why we plan to join a global tech company via M&A deal





We love problems — one gets fame by solving them is ready to take any challenge our partner needs to overcome

Our team can do anything in fields of Computer Vision and Machine Learning



