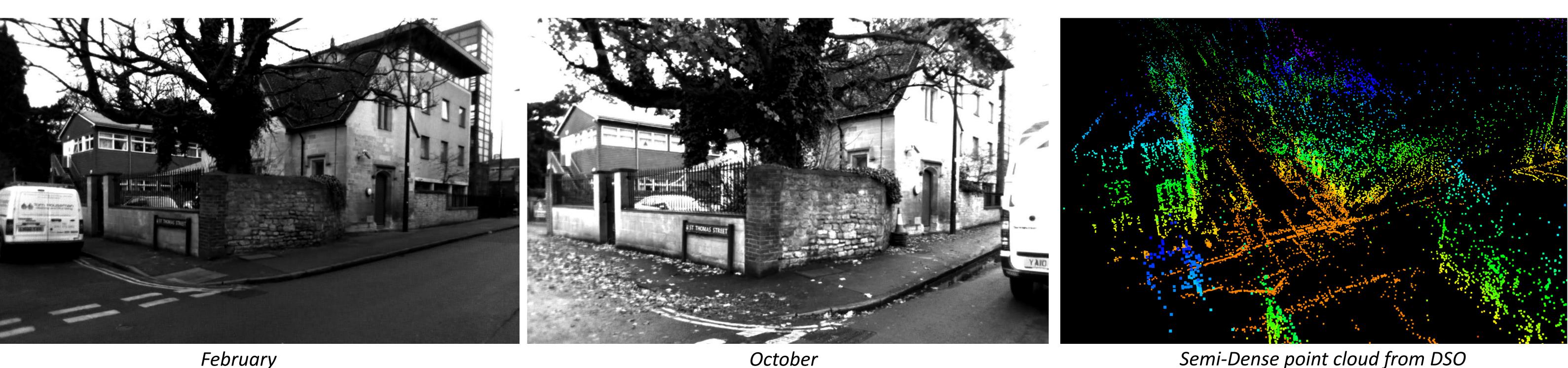


**Department of Informatics** - **Institute of Neuroinformatics** 

# **Place Recognition in Semi-Dense Maps: Geometric and Learning-Based Approaches**

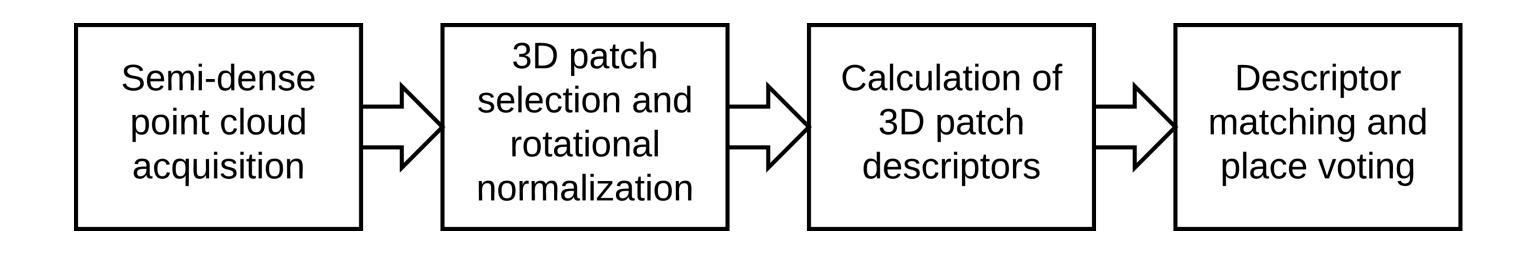
Yawei Ye, Titus Cieslewski, Antonio Loquercio, Davide Scaramuzza

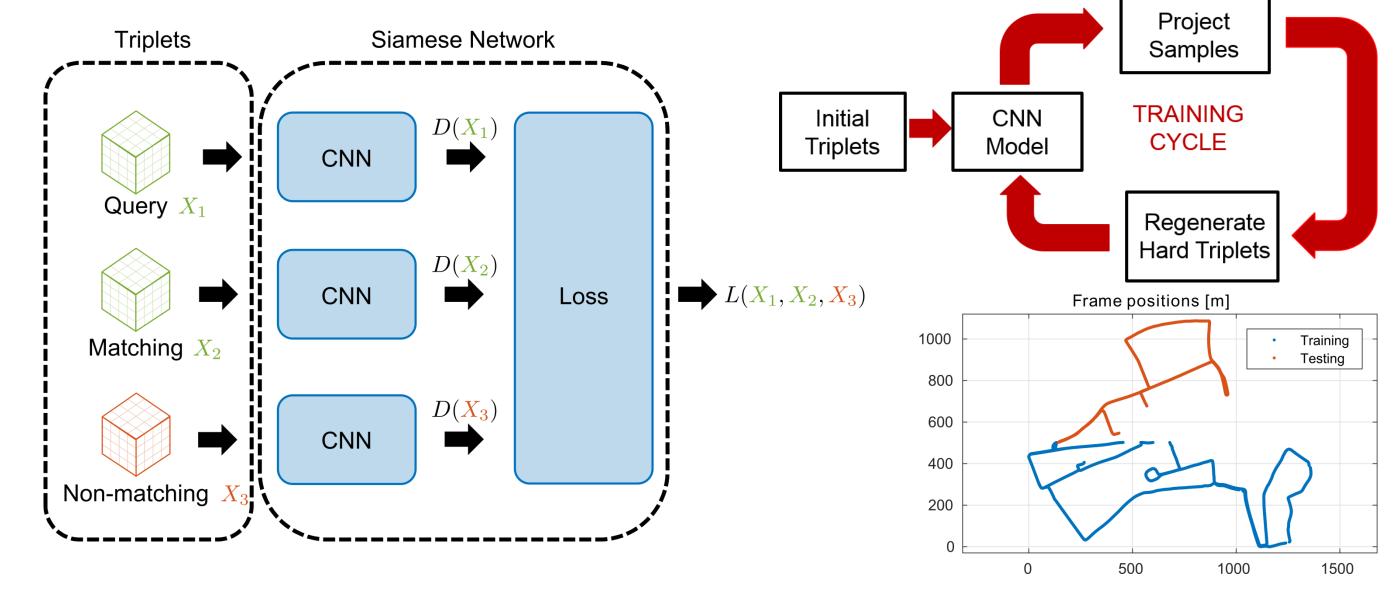


Photometric appearance changes due to many factors, but the geometry stays the same. Can we exploit this for place recognition?

### **The Overall Approach**

## **Training Learned Descriptors**

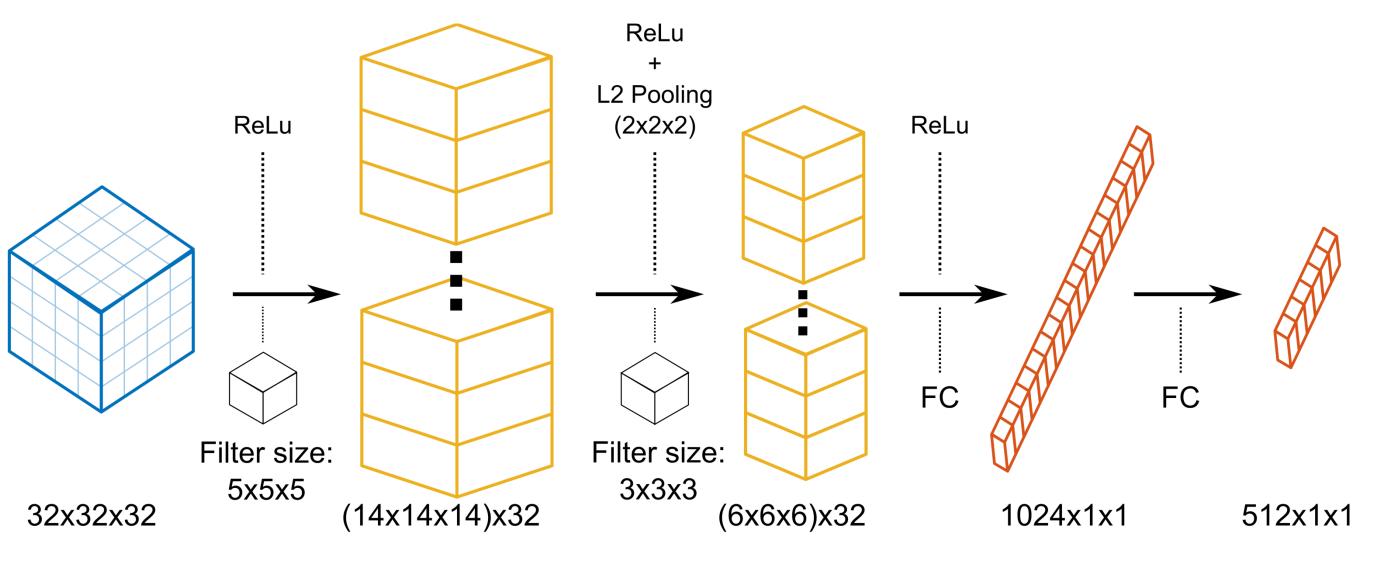




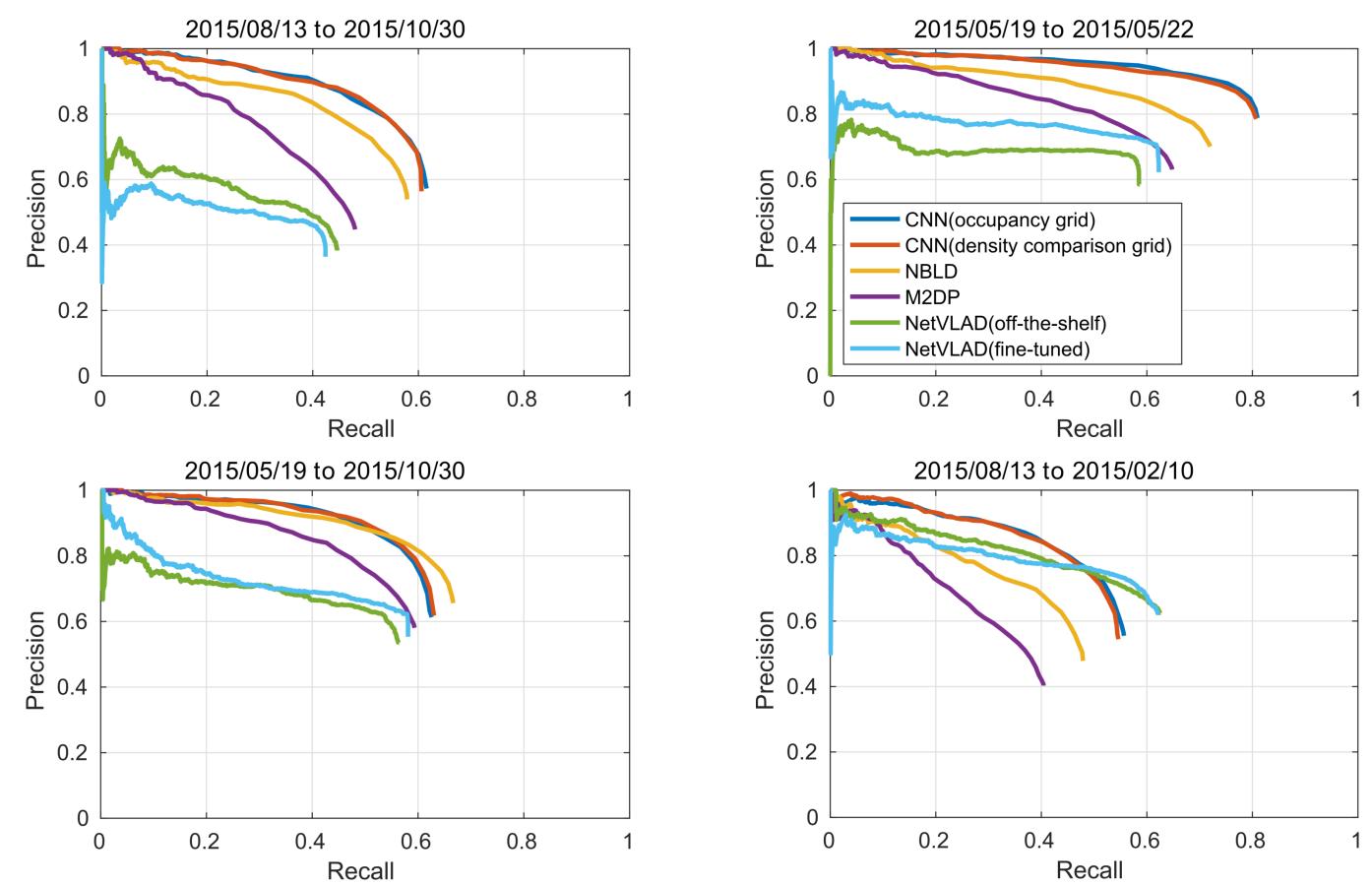
## Hand-crafted Descriptors

- Describe local point clouds
- Used descriptors: NBLD, M2DP
- Need to be **agnostic to surface normals**
- Normalization, Components: Bins, **Binary comparisons**

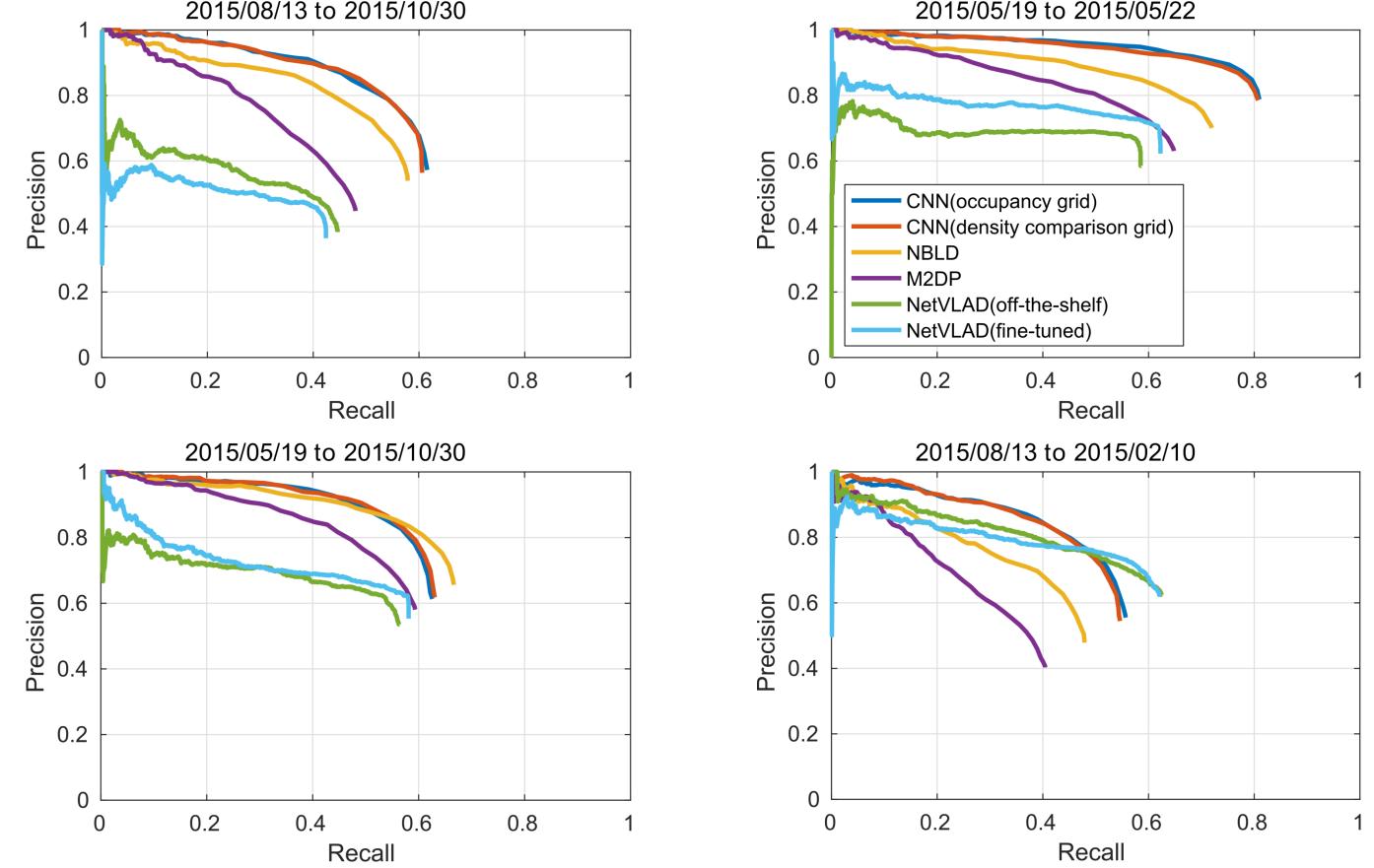
## **Learned Descriptors**



- **Triplet loss**: If two patches match, their descriptors should be closer than if they do not
- A training cycle that focuses on "hard" batches
- **Geographical** split of training and testing data



#### Results



- layer: Occupancy grid / binary density Input comparison grid
- Two **3D conv.** layers + ReLU, two FC layers

FNSNF

#### **Sponsors**



**SWISS NATIONAL SCIENCE FOUNDATION** 

- Evaluated on the **Oxford Robotcar Dataset**
- Also compared to photometric descriptor NetVLAD
- Varying results, depending on the pairs of seasons  $\bullet$
- Mostly, geometric > photometric and learned > hand-crafted