

CHAPTER 1

Problems

- 1.1 CLASSIFICATION: WHAT IS IT?
 - 1.1.1 Why Classification is Useful
 - 1.1.2 Simple Model Classifiers
- 1.2 LOCALIZATION: WHERE IS IT?
 - 1.2.1 Why Localization is Useful
 - 1.2.2 Localization in an Image vs Localization in 3D
- 1.3 ODOMETRY: HOW HAVE I MOVED?
 - 1.3.1 Why Odometry is Useful
 - 1.3.2 Simple Odometry Models
- 1.4 NAVIGATION: WHERE AM I?
 - 1.4.1 Why Navigation is Useful
 - 1.4.2 Simple Navigation Strategies
- 1.5 MODELLING: WHAT IS THE WORLD LIKE?
 - 1.5.1 Why Modelling is Useful
 - 1.5.2 Mapmaking as Modelling
 - 1.5.3 Simple Modelling Strategies
- 1.6 CONTROL: WHAT SHOULD I DO IF?
 - 1.6.1 Why Vision is Useful for Control
 - 1.6.2 Streaming Vision: Accounting for Latency
- 1.7 SPECULATION: WHAT WILL IT BE LIKE IF?
 - 1.7.1 Why Speculation is Useful
 - 1.7.2 Image to Image Mapping Ideas