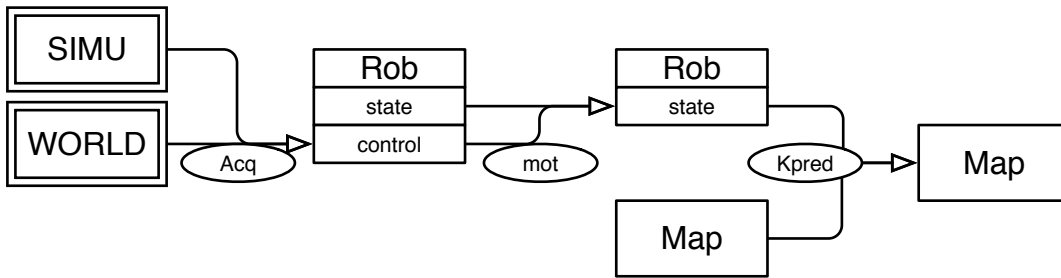
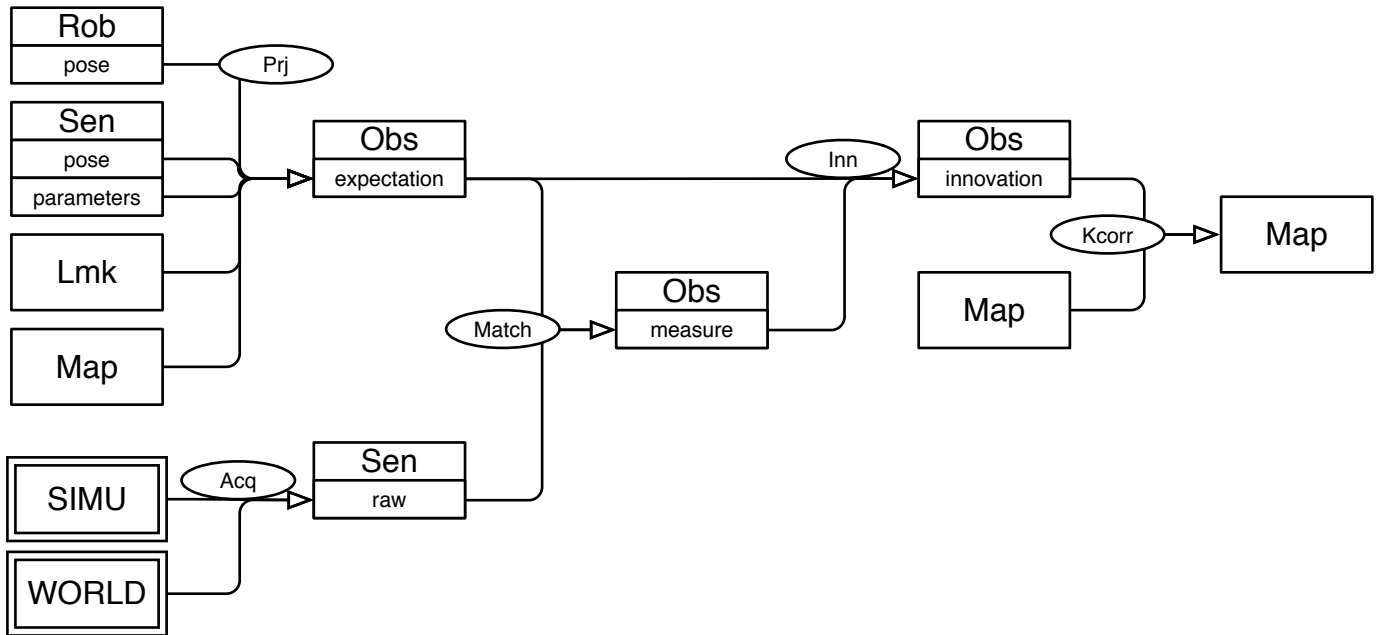


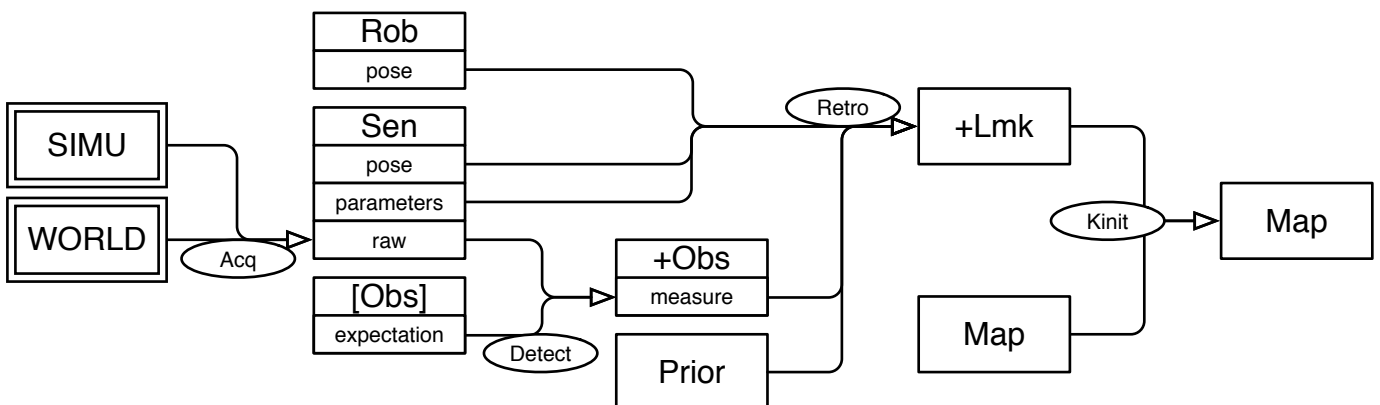
## Robot motion and time predictions



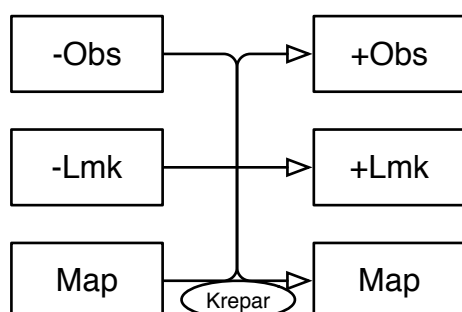
## Landmark observation, matching and correction



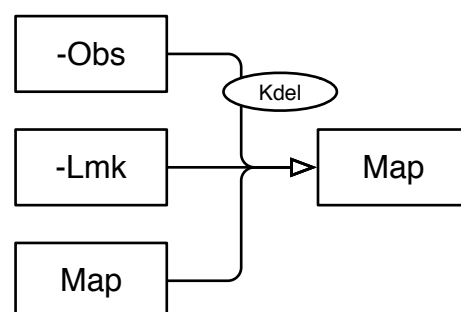
## Landmark detection and initialization



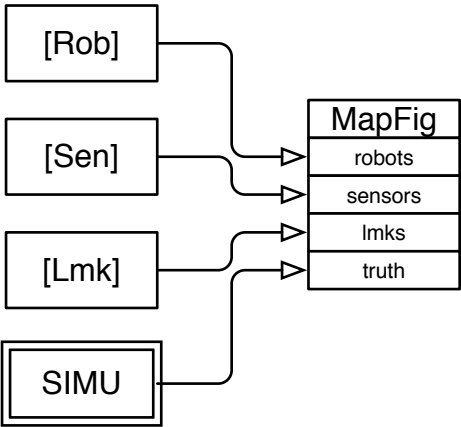
## Landmark reparametrization



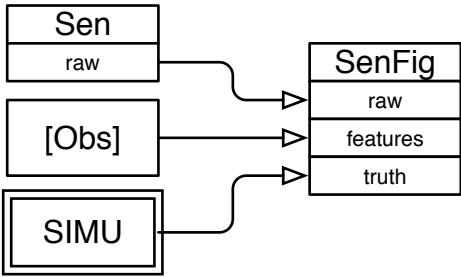
## Landmark Deletion



Draw 3D figure

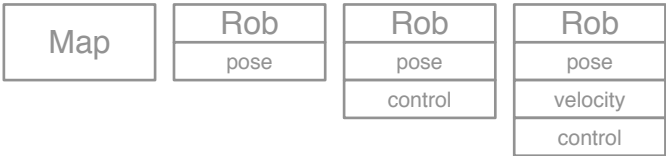


Draw sensor figure

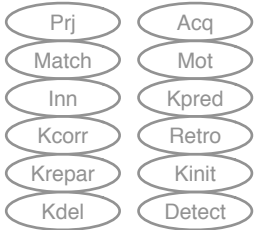


KEY

Objects: generic or with particular attributes



Methods



Object birth and death



Virtual or true reality



Sets or lists of objects

