

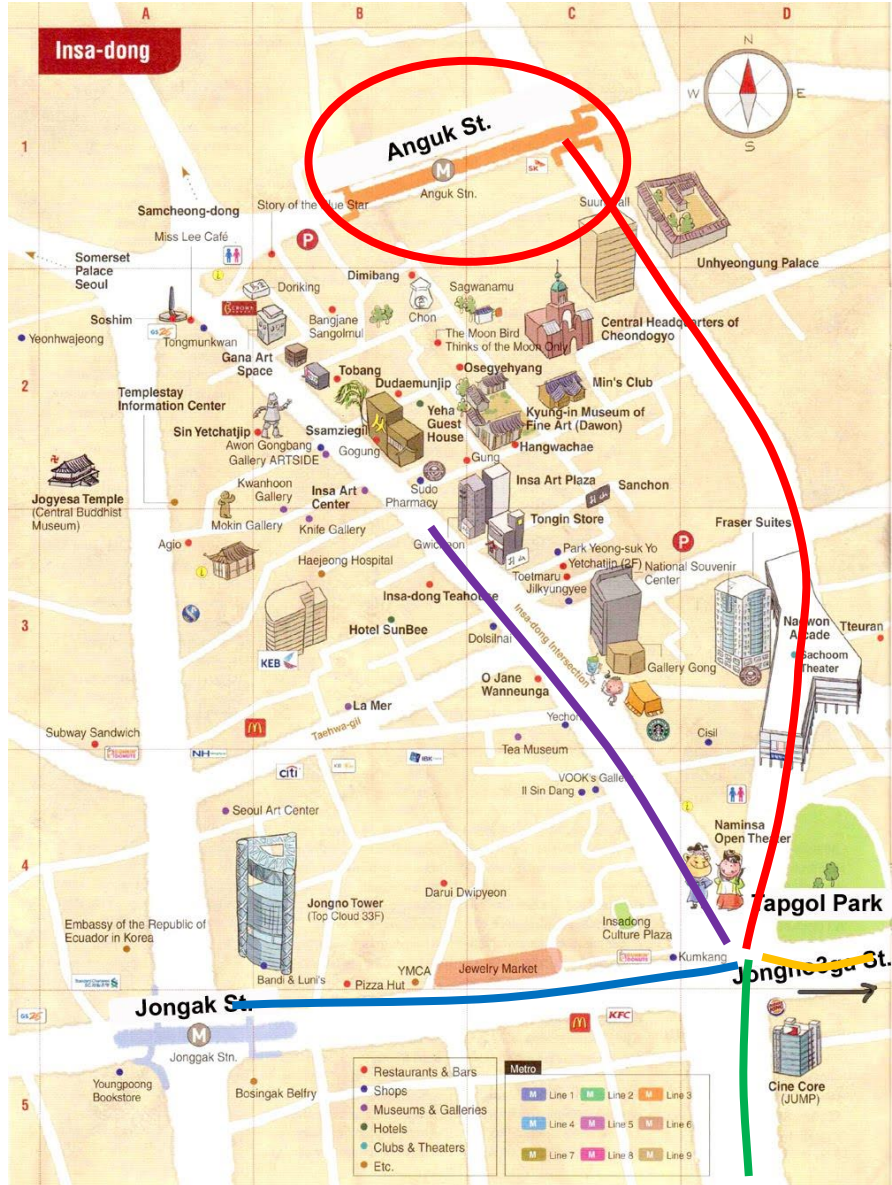


# Robotics Programming Laboratory

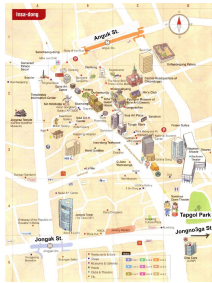
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## Lecture 10: Localization and mapping

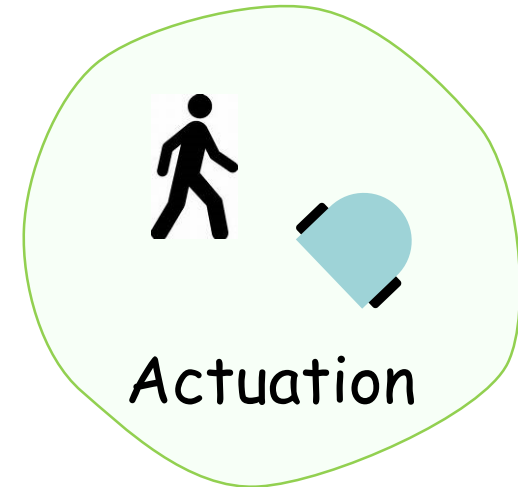
# Where am I?



Localization: process of locating an object in space



Map







## Type of localization

- **Local localization**: initial pose is known.
- **Global localization**: initial pose is unknown.
- **Kidnapped robot problem**: the robot gets teleported to some location during the operation.

## Environments

- **Static**: the robot is the only moving object.
- **Dynamic**: other objects change their configuration or location over time.

## Approaches

- **Passive**: the localization module only observes the robot.
- **Active**: the localization module actively controls the robot to minimize the error and/or the cost of bad localization.

## Number of robots

- **Single-robot**: all data are collected at a single robot platform.
- **Multi-robot**: communication between the robots can enhance their localization.



## Uncertainty!

- Environment, sensor, actuation, model, algorithm
- Represent uncertainty using the calculus of probability theory

## Probability theory

- $X$ : random variable
  - Can take on discrete or continuous values
- $P(X = x)$ ,  $P(x)$  : probability of the random variable  $X$  taking on a value  $x$
- Properties of  $P(x)$ 
  - $P(X = x) \geq 0$
  - $\sum_x P(X = x) = 1$  or  $\int_x p(X = x) = 1$

- $P(x,y)$  : joint probability
  - $P(x,y) = P(x) P(y)$  :  $X$  and  $Y$  are independent
- $P(x | y)$  : conditional probability of  $x$  given  $y$ 
  - $P(x | y) = p(x)$  :  $X$  and  $Y$  are independent
  - $P(x,y | z) = P(x | z) P(y | z)$  : conditional independence
  - $P(x | y) = P(x,y) / P(y)$
  - $P(x,y) = P(x | y) P(y) = P(y | x) P(x)$
- $P(x | y) = \frac{P(y | x) P(x)}{P(y)} = \frac{\text{likelihood} \cdot \text{prior}}{\text{evidence}}$  : Bayes' rule
  - $P(y) = \sum_x P(x,y) = \sum_x P(y | x) P(x)$  : Law of total probability

# Bayes' rule



$$P(\text{door}=\text{open} \mid \text{sensor}=\text{far})$$

$$= \frac{P(\text{far} \mid \text{open}) P(\text{open})}{P(\text{far})}$$

$$= \frac{P(\text{far} \mid \text{open}) P(\text{open})}{P(\text{far} \mid \text{open}) P(\text{open}) + P(\text{far} \mid \text{closed}) P(\text{closed})}$$

$\text{bel}(x_t) = p(x_t \mid z_{1:t}, u_{1:t})$  : belief on the robot's state  $x_t$  at time  $t$

Compute robot's state:  $\text{bel}(x_t)$

- Predict where the robot should be based on the control  $u_{1:t}$

$$\text{bel}^*(x_t) = \int p(x_t \mid u_t, x_{t-1}) \text{bel}(x_{t-1}) dx_{t-1}$$

- Update the robot state using the measurement  $z_{1:t}$

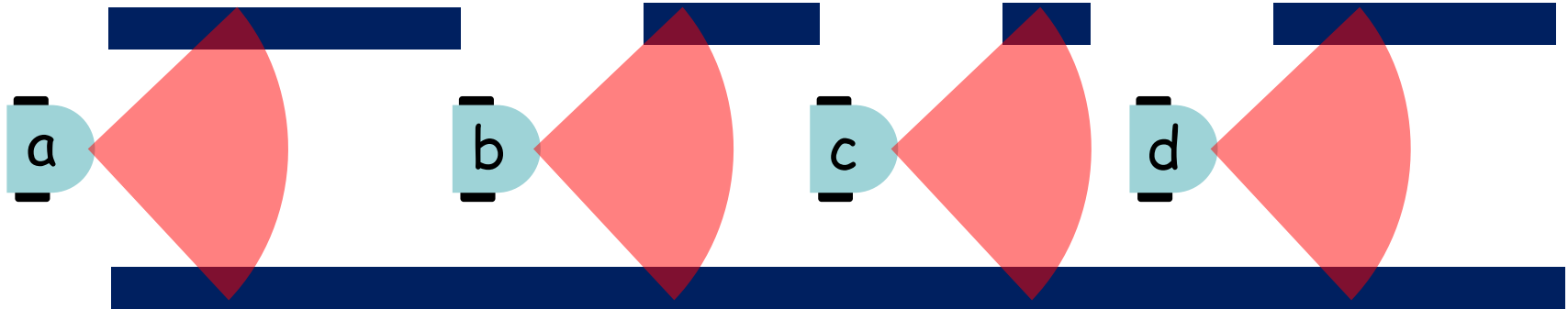
$$\text{bel}(x_t) = \eta p(z_t \mid x_{t-1}) \text{bel}^*(x_t)$$



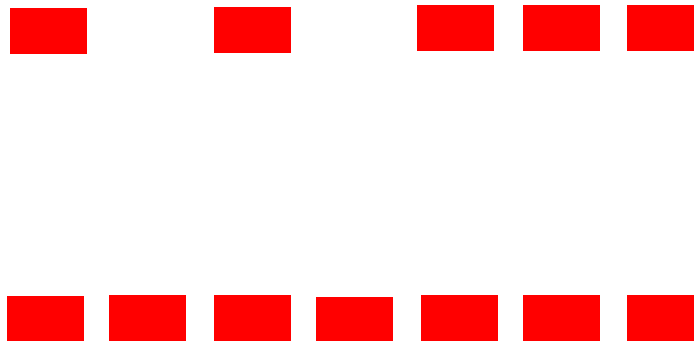
# Markov localization



World



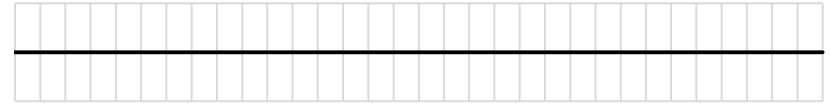
Measurement



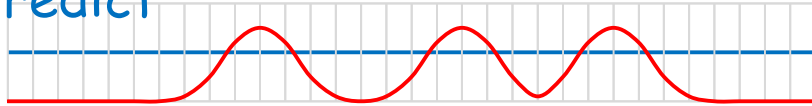
# Markov localization



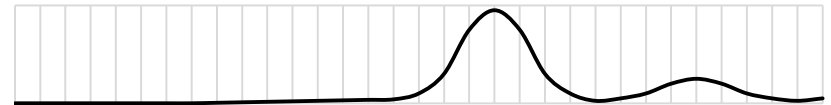
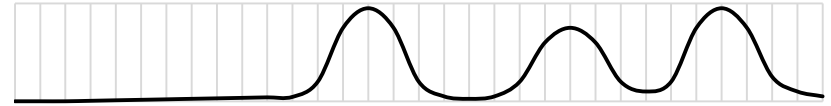
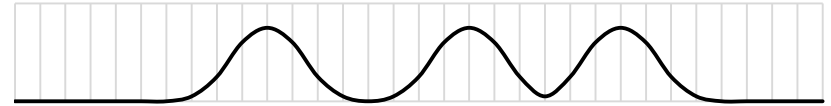
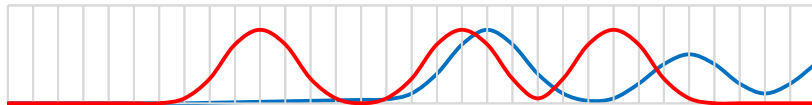
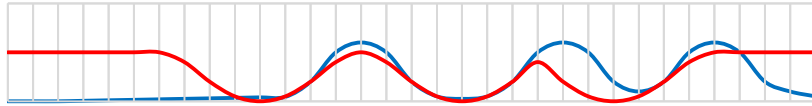
Belief



Predict



Update



# Markov localization



```
Markov_localize ( belt-1: ARRAY[ROBOT_POSE];  
                 ut: ROBOT_CONTROL;  
                 zt: SENSOR_MEASUREMENT;  
                 m: MAP) : ARRAY[ROBOT_POSE]
```

```
do
```

```
  from i := belt.lower until i > belt.upper loop
```

```
    xt := belt[i]
```

```
Predict    bel*t[i] := ∫ p(xt | ut, xt-1, m) belt-1(xt-1) dxt-1
```

```
Update    belt[i] := n p(zt | xt-1, m) bel*t[i]
```

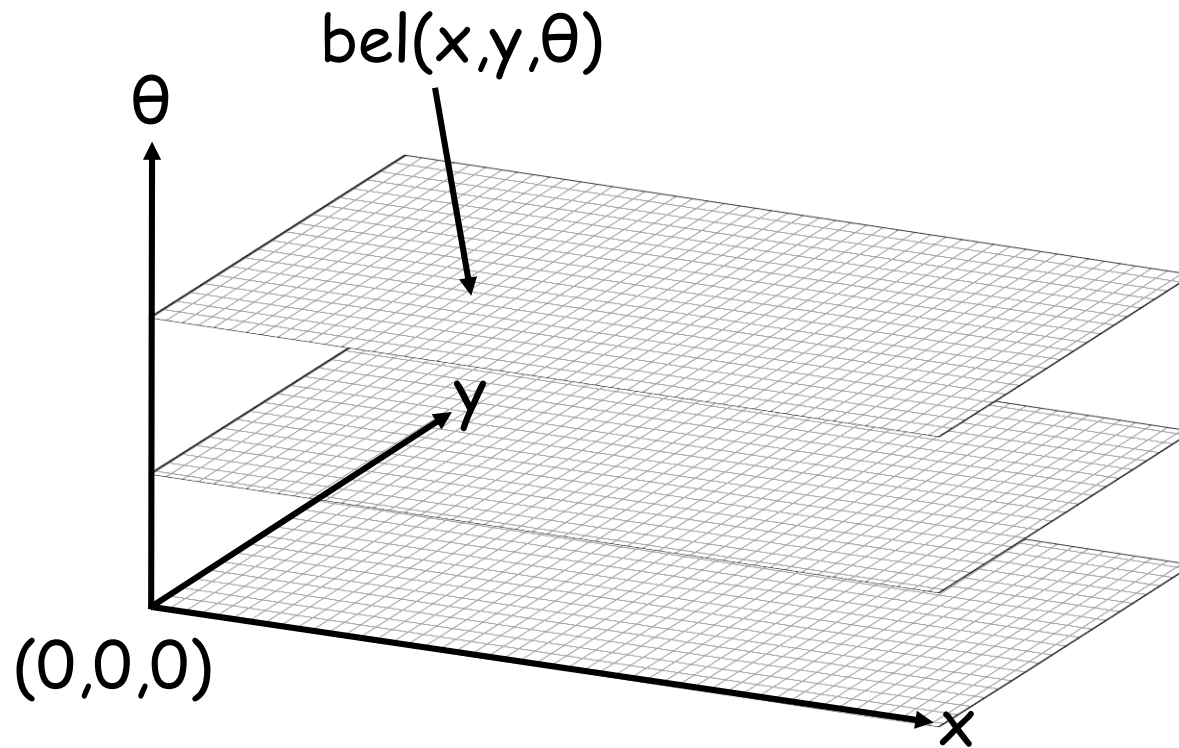
```
    i := i + 1
```

```
  end
```

```
  Result := belt
```

```
end
```

# Representation of the robot states

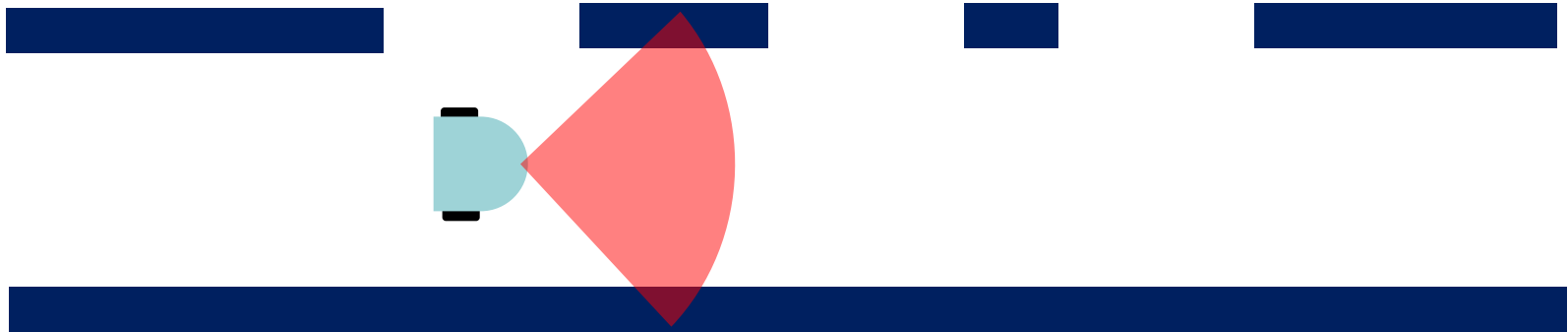


- Can be used for both local localization and global localization
  - If the initial pose ( $x_0^*$ ) is known: point-mass distribution
    - $$\text{bel}(x_0) = \begin{cases} 1 & \text{if } x_0 = x_0^* \\ 0 & \text{otherwise} \end{cases}$$
  - If the initial pose ( $x_0^*$ ) is known with uncertainty  $\Sigma$ :  
Gaussian distribution with mean at  $x_0^*$  and variance  $\Sigma$ 
    - $$\text{bel}(x_0) = \det(2\pi\Sigma)^{-\frac{1}{2}} \exp\left\{-\frac{1}{2}(x_0 - x_0^*)^T \Sigma^{-1}(x_0 - x_0^*)\right\}$$
  - If the initial pose is unknown: uniform distribution
    - $$\text{bel}(x_0) = \frac{1}{|X|}$$
- Computationally expensive
  - Higher accuracy requires higher grid resolution

# What if we know the initial pose?



Estimate the robot pose with a *Gaussian* distribution!



Measurement





## Univariate

$$\left. \begin{array}{l} X \sim N(\mu, \sigma^2) \\ Y = aX + b \end{array} \right\} \Rightarrow Y \sim N(a\mu + b, a^2\sigma^2)$$

$$\left. \begin{array}{l} X_1 \sim N(\mu_1, \sigma_1^2) \\ X_2 \sim N(\mu_2, \sigma_2^2) \end{array} \right\} \Rightarrow p(X_1) \cdot p(X_2) \sim N\left(\frac{\sigma_2^2}{\sigma_1^2 + \sigma_2^2} \mu_1 + \frac{\sigma_1^2}{\sigma_1^2 + \sigma_2^2} \mu_2, \frac{1}{\sigma_1^{-2} + \sigma_2^{-2}}\right)$$

## Multivariate

$$\left. \begin{array}{l} X \sim N(\mu, \Sigma) \\ Y = AX + B \end{array} \right\} \Rightarrow Y \sim N(A\mu + B, A\Sigma A^T)$$

$$\left. \begin{array}{l} X_1 \sim N(\mu_1, \Sigma_1) \\ X_2 \sim N(\mu_2, \Sigma_2) \end{array} \right\} \Rightarrow p(X_1) \cdot p(X_2) \sim N\left(\frac{\Sigma_2}{\Sigma_1 + \Sigma_2} \mu_1 + \frac{\Sigma_1}{\Sigma_1 + \Sigma_2} \mu_2, \frac{1}{\Sigma_1^{-1} + \Sigma_2^{-1}}\right)$$

A special case of Markov localization

- The system is linear (describable as a system of linear equations)
- The noise in the system has a Gaussian distribution

Linear transition model

$$x_t = A_t x_{t-1} + B_t u_t + \varepsilon_t$$

Linear observation model

$$z_t = C_t x_t + \delta_t$$

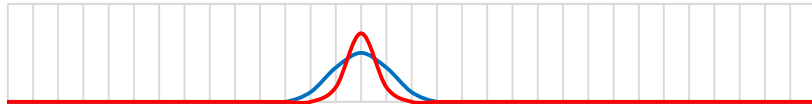
# Kalman filter localization



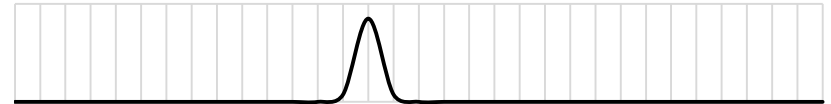
Predict



Update



Belief



```
Kalman_filter (  $x_{t-1}$ : ROBOT_POSE;  
                 $u_t$ : ROBOT_CONTROL;  
                 $z_t$ : SENSOR_MEASUREMENT ) : ROBOT_POSE
```

do

```
 $\mu_{t-1} := x_{t-1}.\text{mean}$ 
```

```
 $\Sigma_{t-1} := x_{t-1}.\text{covariance}$ 
```

Predict

```
 $\mu_t^* := A_t \mu_{t-1} + B_t u_t$ 
```

```
 $\Sigma_t^* := A_t \Sigma_{t-1} A_t^T + R_t$ 
```

```
 $K_t := \Sigma_t^* C_t^T (C_t \Sigma_t^* C_t^T + Q_t)^{-1}$ 
```

Update

```
 $\mu_t := \mu_t^* + K_t (z_t - C_t \mu_t^*)$ 
```

```
 $\Sigma_t := (I - K_t C_t) \Sigma_t^*$ 
```

```
Result := create {ROBOT_POSE}.make_with_variables(  $\mu_t$ ,  $\Sigma_t$  )
```

end

$$\mu^*_t = A_t \mu_{t-1} + B_t u_t$$

➤ system state estimation for time  $t$

$$\Sigma^*_t = A_t \Sigma_{t-1} A_t^T + R_t$$

➤ estimation the system uncertainty

$A_t$ : process matrix that describes how the state evolves from  $t$  to  $t-1$  without controls or noise

$B_t$ : matrix that describes how the control  $u_t$  changes the state from  $t$  to  $t-1$

$R_t$ : Process noise covariance

$$K_+ = \Sigma_+^* C_+^T (C_+ \Sigma_+^* C_+^T + Q_+)^{-1}$$

- Kalman gain: how much to trust the measurement
- The lower the measurement error relative to the process error, the higher the Kalman gain will be

$$\mu_+ = \mu_+^* + K_+ (z_+ - C_+ \mu_+^*)$$

- update  $\mu_+$  with measurement

$$\Sigma_+ = (I - K_+ C_+) \Sigma_+^*$$

- estimate uncertainty of  $\mu_+$

$C_+$ : measurement matrix relating the state variable and measurement

$Q_+$ : measurement noise covariance



# Extended Kalman filter



```
Extended_Kalman_filter (  $x_{t-1}$ : ROBOT_POSE;  
                         $u_t$ : ROBOT_CONTROL;  
                         $z_t$ : SENSOR_MEASUREMENT ) : ROBOT_POSE
```

do

```
 $\mu_{t-1} := x_{t-1}.\text{mean}$ 
```

```
 $\Sigma_{t-1} := x_{t-1}.\text{covariance}$ 
```

Predict  $\mu_t^* := g(u_t, \mu_{t-1})$  --  $g(u_t, x_{t-1}) = g(u_t, \mu_{t-1}) + G_t (x_{t-1} - \mu_{t-1})$   
 $\Sigma_t^* := G_t \Sigma_{t-1} G_t^T + R_t$

```
 $K_t := \Sigma_t^* H_t^T (H_t \Sigma_t^* H_t^T + Q_t)^{-1}$ 
```

Update  $\mu_t := \mu_t^* + K_t (z_t - h(\mu_t^*))$  --  $h(x_t) = h(\mu_t^*) + H_t (x_t - \mu_t^*)$   
 $\Sigma_t := (I - K_t H_t) \Sigma_t^*$

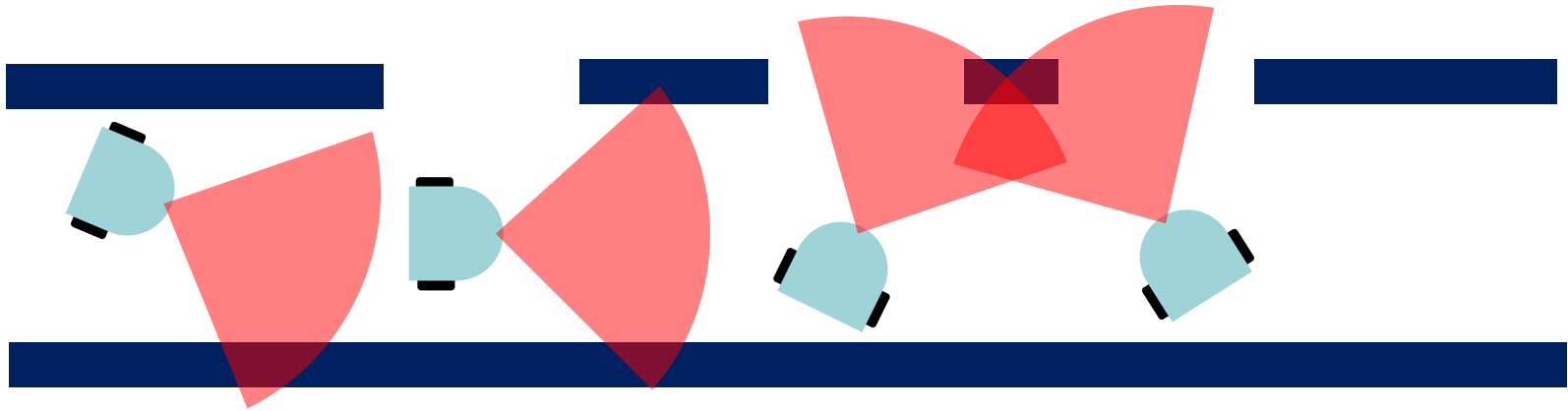
```
Result := create {ROBOT_POSE}.make_with_variables(  $\mu_t$ ,  $\Sigma_t$  )
```

end

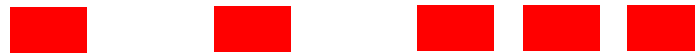


- Localization for linear systems
- Locally linearize update matrices for non-linear systems
- Unimodal model is not always realistic for many robot situations
- Matrix inversion is expensive
  - Limits the number of possible state values

# What if we keep track of multiple robot pose?

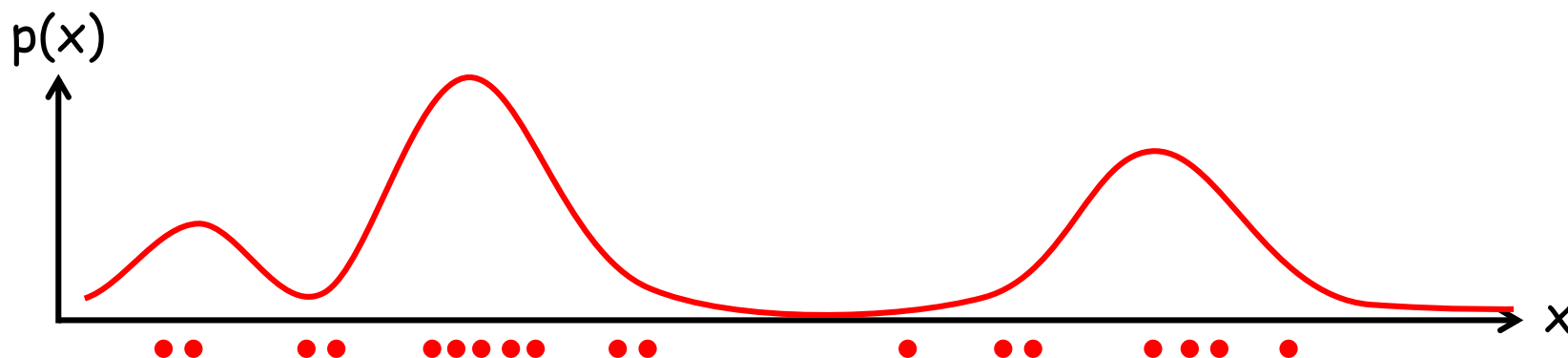


Measurement



A sample-based Bayes filter

- Approximate the posterior  $\text{bel}(x_+)$  by a finite number of particles
- Each particle represents the probability of a particular state vector given all previous measurements
- The distribution of state vectors within the particle is representative of the probability distribution function for the state vector given all prior measurements



Generate samples from a distribution

$$\begin{aligned} E_f[ I(x \in A) ] &= \int f(x) I(x \in A) dx \\ &= \int f(x)/g(x) g(x) I(x \in A) dx \\ &= E_g[ w(x) I(x \in A) ] \end{aligned}$$

$f(x)$  : target distribution

$g(x)$  : proposal distribution -  $f(x) > 0 \rightarrow g(x) > 0$

# Particle filter localization



```
particle_filter_localize (  $X_{t-1}$ : ARRAY[ROBOT_POSE];  
                           $u_t$ : ROBOT_CONTROL;  
                           $z_t$ : SENSOR_MEASUREMENT;  
                           $m$ : MAP) : ARRAY[ROBOT_POSE]  
  
do  
    from  $i := X_{t-1}.lower$  until  $i > X_{t-1}.upper$  loop  
         $x_{t-1} := X_{t-1}[i]$   
        Predict     $X_t[i].pose := motion\_update( x_{t-1}, u_t, t_{current} - t_{previous} )$   
        Update      $X_t[i].weight := sensor\_update(z_t, m)$   
                    $i := i + 1$   
    end  
    Result := resample( $X_t$ )  
end
```





- Global localization
  - Track the pose of a mobile robot without knowing the initial pose
- Can handle kidnapped robot problem with little modification
  - Insert some random samples at every iteration
  - Insert random samples proportional to the average likelihood of the particles
- Approximate
  - Accuracy depends the number of samples



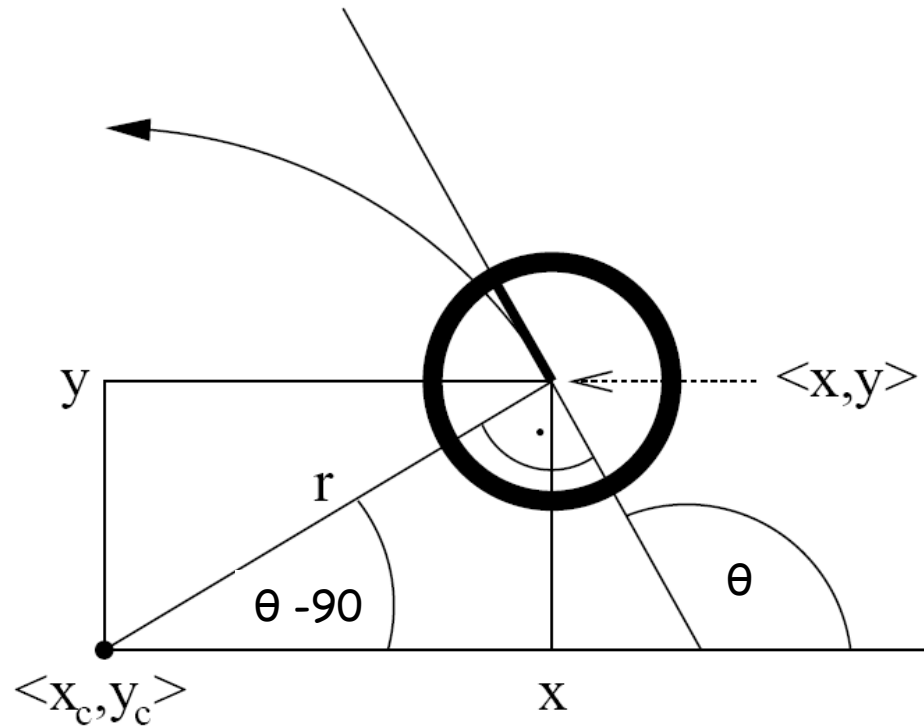
## Velocity-based

- No wheel encoders are given.
- The new pose is based on the velocities and the time elapsed.

## Odometry-based

- Systems are equipped with wheel encoders.

# Velocity model



$$v = \omega * r$$

$$x_c = x - \frac{v}{\omega} \sin \theta$$

$$y_c = y + \frac{v}{\omega} \cos \theta$$

$$x' = x_c + \frac{v}{\omega} \sin (\theta + \omega \Delta t)$$

$$y' = y_c - \frac{v}{\omega} \cos (\theta + \omega \Delta t)$$

$$\theta' = \theta + \omega \Delta t$$

# Sampling from velocity motion model



```
sample_motion_model_velocity ( x: ROBOT_POSE;  
                               u: ROBOT_CONTROL  
                                $\Delta t$ : REAL_64 ) : ROBOT_POSE
```

do

$$u'.v := u.v + \text{sample} (a_1 u.\sigma_v^2 + a_2 u.\sigma_w^2)$$

$$u'.w := u.w + \text{sample} (a_3 u.\sigma_v^2 + a_4 u.\sigma_w^2)$$

$$x'.x := x.x - \frac{u'.v}{u'.w} \sin (x.\theta) + \frac{u'.v}{u'.w} \sin (x.\theta + u'.w \Delta t)$$

$$x'.y := x.y + \frac{u'.v}{u'.w} \cos (x.\theta) - \frac{u'.v}{u'.w} \cos (x.\theta + u'.w \Delta t)$$

$$x'.\theta := x.\theta + u'.w \Delta t + \text{sample} (a_5 u.\sigma_v^2 + a_6 u.\sigma_w^2) \Delta t$$

Result := x'

end

# Odometry motion model

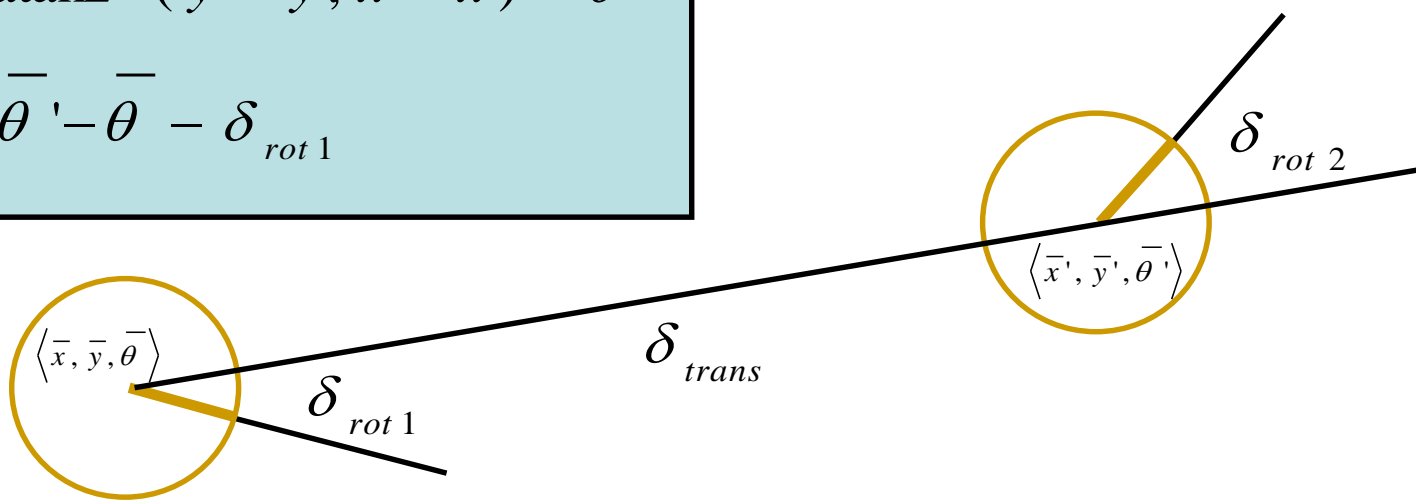


- Robot moves from  $\langle \bar{x}, \bar{y}, \bar{\theta} \rangle$  to  $\langle \bar{x}', \bar{y}', \bar{\theta}' \rangle$
- Odometry information  $u = \langle \delta_{rot\ 1}, \delta_{rot\ 2}, \delta_{trans} \rangle$

$$\delta_{trans} = \sqrt{(\bar{x}' - \bar{x})^2 + (\bar{y}' - \bar{y})^2}$$

$$\delta_{rot\ 1} = \text{atan2}(\bar{y}' - \bar{y}, \bar{x}' - \bar{x}) - \bar{\theta}$$

$$\delta_{rot\ 2} = \bar{\theta}' - \bar{\theta} - \delta_{rot\ 1}$$



# Sampling from odometry motion model



```
sample_motion_model_velocity ( x: ROBOT_POSE;  
                               u: ROBOT_CONTROL  
                                $\Delta t$ : REAL_64 ) : ROBOT_POSE
```

**do**

$\delta_{\text{rot1}} := \text{atan2} (u.\bar{y}' - u.\bar{y}, u.\bar{x}' - u.\bar{x}) - u.\bar{\theta}$

$\delta_{\text{trans}} := \text{sqrt} ( (u.\bar{x} - u.\bar{x}')^2 + (u.\bar{y} - u.\bar{y}')^2 )$

$\delta_{\text{rot2}} := u.\bar{\theta}' - u.\bar{\theta} - \delta_{\text{trans}}$

$\hat{\delta}_{\text{rot1}} := \delta_{\text{rot1}} + \text{sample} (a_1 \delta_{\text{rot1}}^2 + a_2 \delta_{\text{trans}}^2)$

$\hat{\delta}_{\text{trans}} := \delta_{\text{trans}} + \text{sample} (a_3 \delta_{\text{trans}}^2 + a_4 \delta_{\text{rot1}}^2 + a_4 \delta_{\text{rot2}}^2)$

$\hat{\delta}_{\text{rot2}} := \delta_{\text{rot2}} + \text{sample} (a_1 \delta_{\text{rot2}}^2 + a_2 \delta_{\text{trans}}^2)$

$x'.x := x.x + \hat{\delta}_{\text{trans}} \cos (x.\theta + \hat{\delta}_{\text{rot1}})$

$x'.y := x.y + \hat{\delta}_{\text{trans}} \sin (x.\theta + \hat{\delta}_{\text{rot1}})$

$x'.\theta := x.\theta + \hat{\delta}_{\text{rot1}} + \hat{\delta}_{\text{rot2}}$

**Result** :=  $x'$

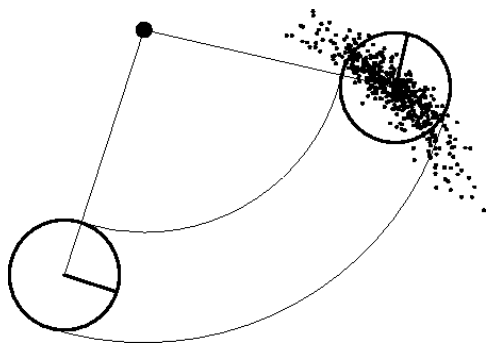
**end**



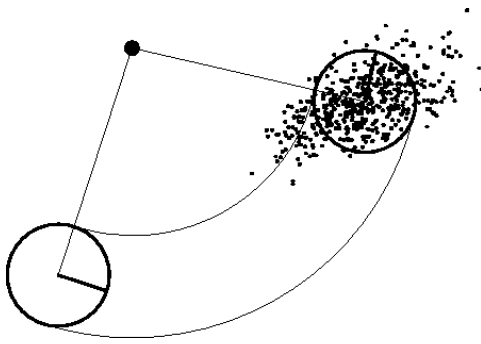
# Effect of different noise parameter settings



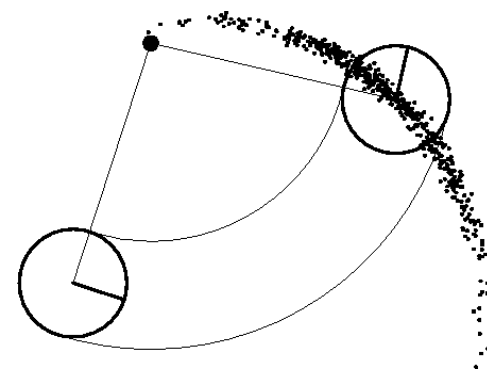
## Velocity model



$a_1$  to  $a_6$ : moderate

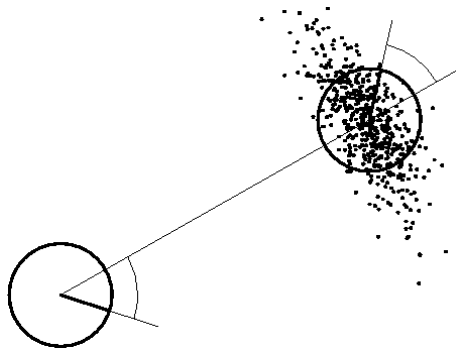


$a_3$  and  $a_4$ : small  
 $a_1$  and  $a_2$ : large

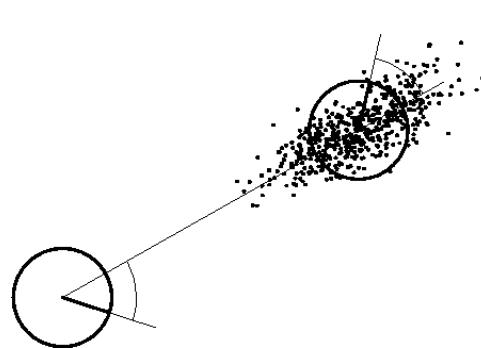


$a_3$  and  $a_4$ : large  
 $a_1$  and  $a_2$ : small

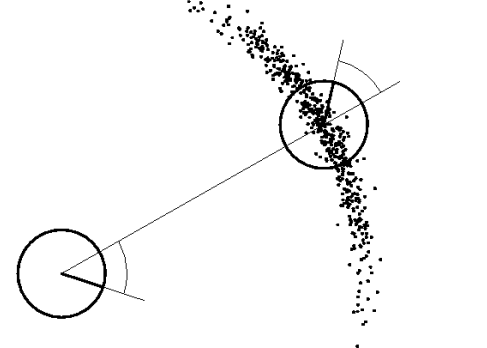
## Odometry motion model



$a_1$  to  $a_4$ : moderate



$a_1$  and  $a_4$ : small  
 $a_2$  and  $a_3$ : large



$a_1$  and  $a_4$ : large  
 $a_2$  and  $a_3$ : small



Direct modeling of the sensor readings

Feature-based models

Project the end points of a sensor scan  $z_+$  into the map

➤ **Measurement noise**: Zero-centered Gaussian distribution

➤  $p_{\text{hit}}(z_+^k \mid x_+, m) = \varepsilon_o(\text{dist})$

➤  $\text{dist}$ : distance between the measurement and the nearest obstacle in the map  $m$

➤ **Failures**: Point-mass distribution

➤  $p_{\text{max}}(z_+^k \mid x_+, m) = \begin{cases} 1 & \text{if } z = z_{\text{max}} \\ 0 & \text{otherwise} \end{cases}$

➤ **Unexplained random measurements**: Uniform distribution

➤  $p_{\text{rand}}(z_+^k \mid x_+, m) = \begin{cases} \frac{1}{z_{\text{max}}} & \text{if } 0 \leq z_+^k \leq z_{\text{max}} \\ 0 & \text{otherwise} \end{cases}$

$$p(z_+^k \mid x_+, m) = z_{\text{hit}} p_{\text{hit}} + z_{\text{rand}} p_{\text{rand}} + z_{\text{max}} p_{\text{max}}$$

$z_{\text{hit}}, z_{\text{rand}}, z_{\text{max}}$ : mixing weights

```
likelihood_field_range_finder ( x: ROBOT_POSE;  
                               z: SENSOR_MEASUREMENT;  
                               m: MAP ) : REAL_64  
  
do  
  q := 1.0  
  from i := z.beam.lower until i > z.beam.upper loop  
    if z.beam[i].range < z_max then  
      Measurement coordinate  
       $x_i := x.x + z.beam[i].x * \cos(x.\theta) - z.beam[i].y * \sin(x.\theta) +$   
         $z.beam[i].range * \cos(x.\theta + z.beam[i].\theta)$   
       $y_i := x.y + z.beam[i].y * \cos(x.\theta) + z.beam[i].x * \sin \theta +$   
         $z.beam[i].range * \sin(x.\theta + z.beam[i].\theta)$   
      d := m.compute_distance_to_the_nearest_obstacle(xi, yi)  
       $q := q \cdot ( z_{hit} \cdot \text{prob}(d, \sigma_{hit}) + \frac{z_{rand}}{z_{max}} )$   
    end  
  end  
  Result := q  
end
```



## Advantages

- Smooth
  - Small changes in the robot's pose result in small changes of the resulting distribution
- Computationally more efficient than ray casting

## Disadvantages

- No modeling of dynamic objects
- Sensors can see through the wall
  - Nearest neighbor cannot determine if a path is obstructed by an obstacle
- No map uncertainty considered
  - Can change occupancy to occupied, free, and unknown



## Map matching

1. Compute a local map  $m_{\text{robot}}$  from the scans  $z_t$  in robot frame
2. Transform the local map  $m_{\text{robot}}$  to the global coordinate frame  $m_{\text{local}}$
3. Compare the local map  $m_{\text{local}}$  and the map  $m$

$$\rho = \frac{\sum_{x,y} (m_{x,y} - \bar{m}) \cdot (m_{x,y,\text{local}}(x_t) - \bar{m})}{\sqrt{\sum_{x,y} (m_{x,y} - \bar{m})^2 \sum_{x,y} (m_{x,y,\text{local}}(x_t) - \bar{m})^2}} : \text{correlation}$$

$$\bar{m} = \frac{1}{2N} \sum_{x,y} (m_{x,y} + m_{x,y,\text{local}}) : \text{average map value}$$

$$p(m_{\text{local}} \mid x_t, m) = \max \{ \rho, 0 \}$$



## Advantages

- Easy to compute
- Explicitly considers free-space

## Disadvantages

- Does not yield smooth probability in pose  $x_t$ 
  - May convolve the map  $m$  with a Gaussian kernel first
- Can incorporate inappropriate local map information
  - May contain areas beyond the maximum sensor range
- Does not include the noise characteristic of range sensors

feature: compact representation of raw data

- Range scans: lines, corners, local minima in range scans, etc.
- Camera images: edges, corners, distinct patterns, etc.
- High level features in robotics: places

Advantages of using features

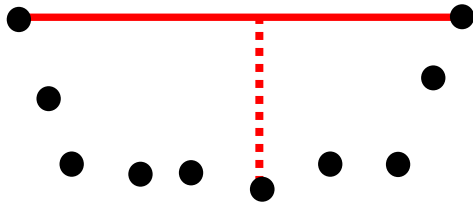
- Reduction of computational complexity
  - Increase in feature extraction
  - Decrease in feature matching



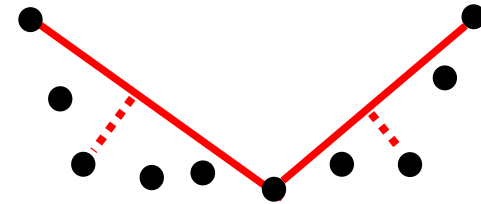
# Feature extraction: split and merge



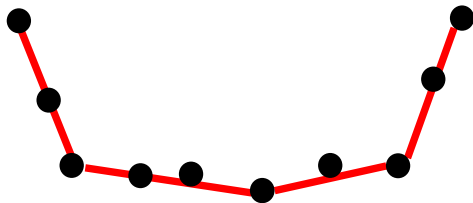
Split



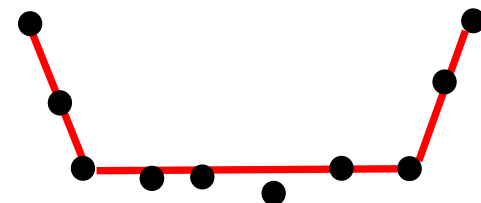
Split



Split



Merge



# Feature extraction: split and merge



```
split( s: POINT_SET ) : LINE_SET -- sorted points
do
    pmax := l.compute_farthest_point( s )
    if l.compute_distance( pmax ) > dmax then
        lines.add_set( split( s.split_set(1, pmax) ) )
        lines.add_set( split( s.split_set(pmax, l.size) ) )
    else
        lines.add( l )
    end
    Result := lines
end
```

# Feature extraction: split and merge



```
merge( lines: LINE_SET ) : LINE_SET
do
    from until not lines.is_next_pair_collinear loop
        l.merge_lines( lines.left_line , lines.right_line )
        if l.compute_distance( l.compute_farthest_point ) < dmax then
            out_lines.add(l)
            lines.mark_current_pair_as_used
        end
        lines.increment_next_pair
    end
    out_lines.add_set( lines.get_all_unmarked_lines )
    Result := out_lines
end
```

# Feature extraction: RANSAC



```
RANSAC( s: POINT_SET ) : LINE
```

```
do
```

```
  from c := 1 until c > cmax loop
```

```
    l.set_line_from_two_random_points(s)
```

```
    if l.count_inliners > num then
```

```
      num := l.count_inliners
```

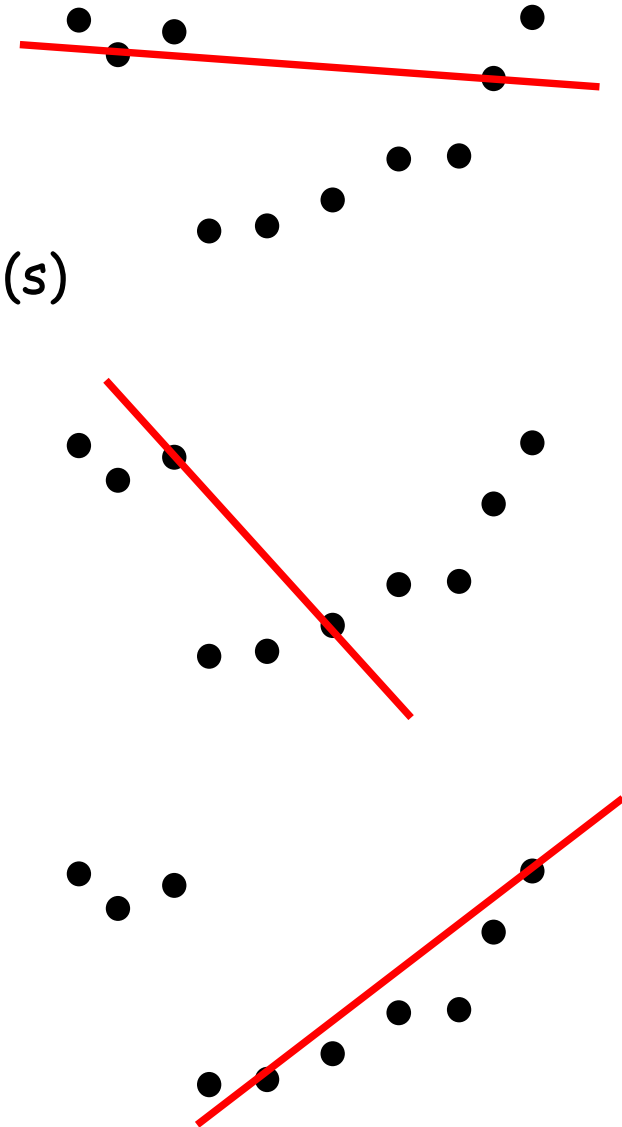
```
      line := l
```

```
    end
```

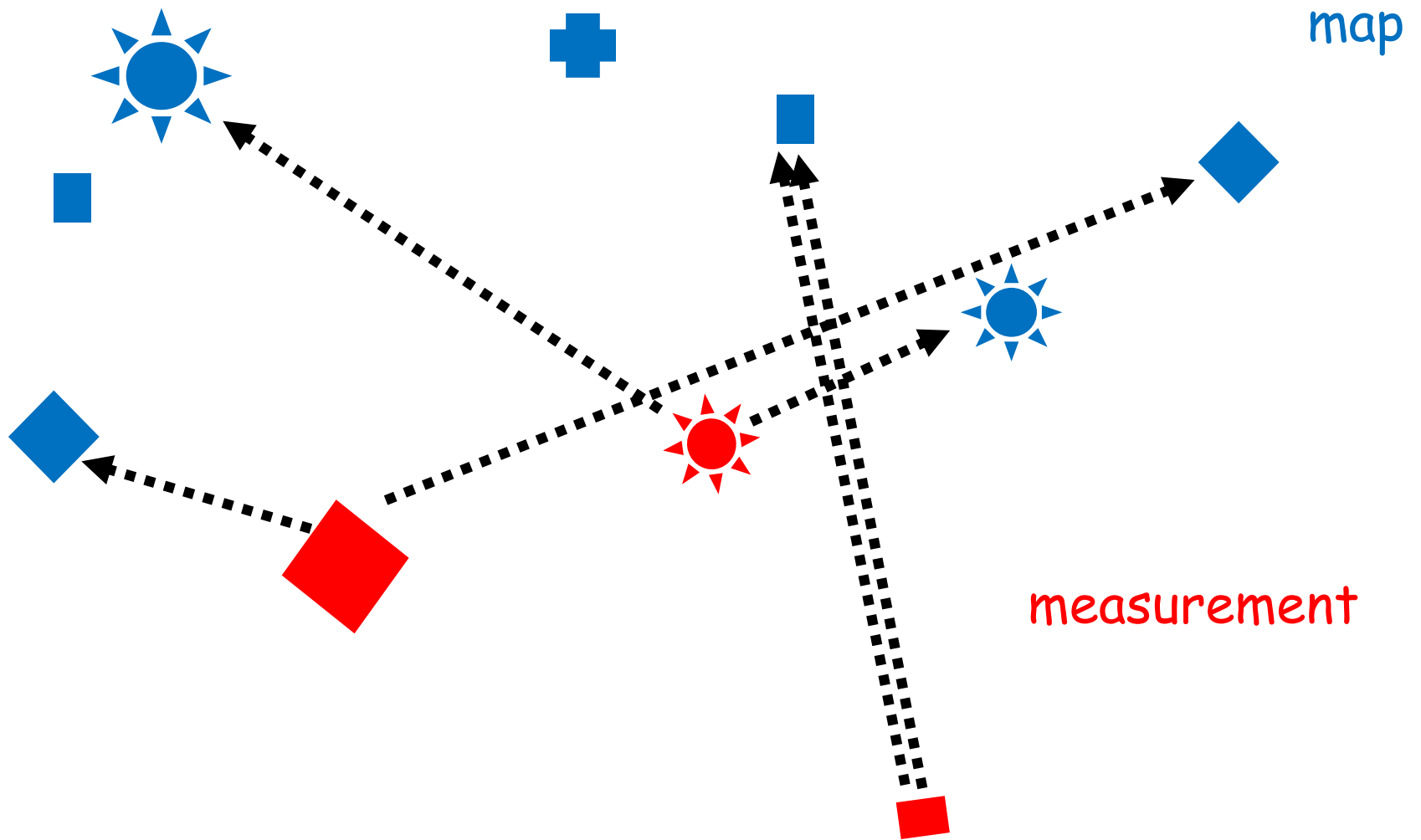
```
  end
```

```
  Result := line
```

```
end
```



# Data association



# Data association: nearest neighbor



nearest\_neighbor( F, M: ARRAY[FEATURE] ) : HYPOTHESIS

do

from i := 1 until i > n loop

f<sub>i</sub> := F.item(i)

d<sub>min</sub> := d<sub>min</sub>.Max\_value

from j := 1 until j > l loop

m<sub>j</sub> := M.item(j)

d<sub>temp</sub> := Mahalanobis2(f<sub>i</sub>, m<sub>j</sub>)

if d<sub>temp</sub> < d<sub>min</sub> then

d<sub>min</sub> := d<sub>temp</sub>

m<sub>nearest</sub> := m<sub>j</sub>

end

end

if d<sub>min</sub> < X<sup>2</sup>(d<sub>i</sub>, a) then -- d<sub>i</sub> = dim(z<sub>i</sub>), a: desired confidence level

H.add\_pair(f<sub>i</sub>, m<sub>nearest</sub>)

else

H.add\_pair(f<sub>i</sub>, 0)

end

end

Result := H

end

Measurement:  $F = \{f_1, \dots, f_n\}$

Map features:  $M = \{m_1, \dots, m_l\}$

# Data association: joint compatibility

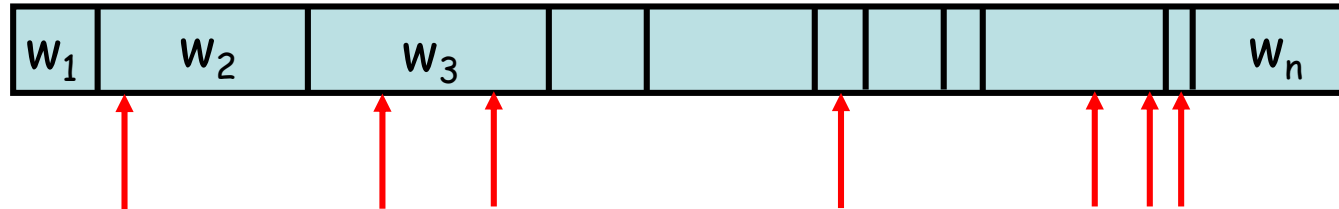


```
joint_compatibility(H: HYPOTHESIS; i: INTEGER_16; F, M: ARRAY[FEATURE] )
do
    fi := F.item(i)
    if i > I then
        if H.score > Best.score then
            Best := H
        end
    else
        from j := 1 until j > I loop
            mj := M.item(j)
            if is_compatible(fi, mj) and H.is_joint_compatible(fi, mj) then
                joint_compatibility(H.add_pair(fi, mj) , i+1, F, M)
            end
        end
        if H.score + n - i >= Best.score then -- can do better?
            joint_compatibility(H.add_pair(fi, 0), i+1, F, M)
        end
    end
end
```

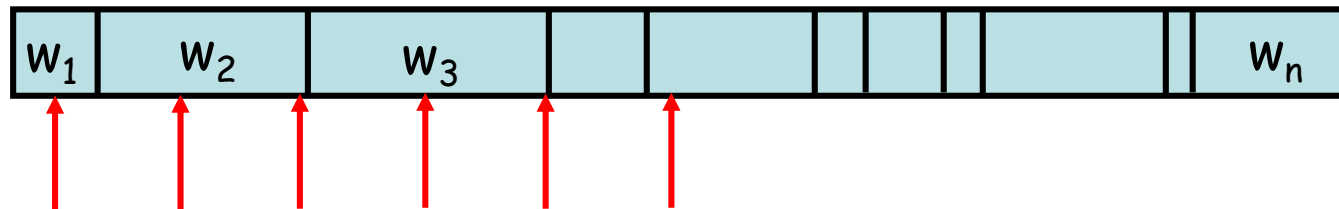
Measurement:  $F = \{f_1, \dots, f_n\}$

Map features:  $M = \{m_1, \dots, m_l\}$

## Roulette wheel sampling



## Stochastic universal sampling



distance between two samples = total weight / number of samples  
starting sample: random number in  $[0, \text{distance between samples})$

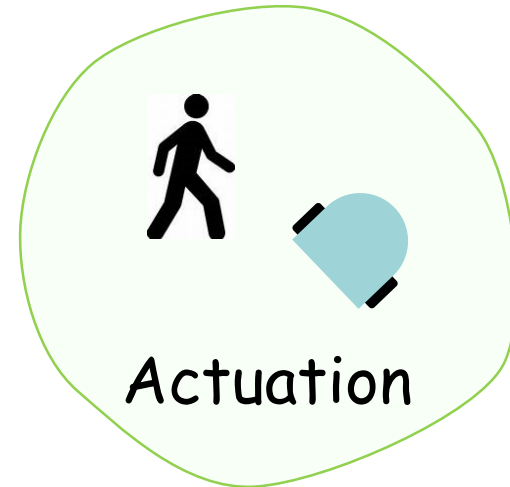
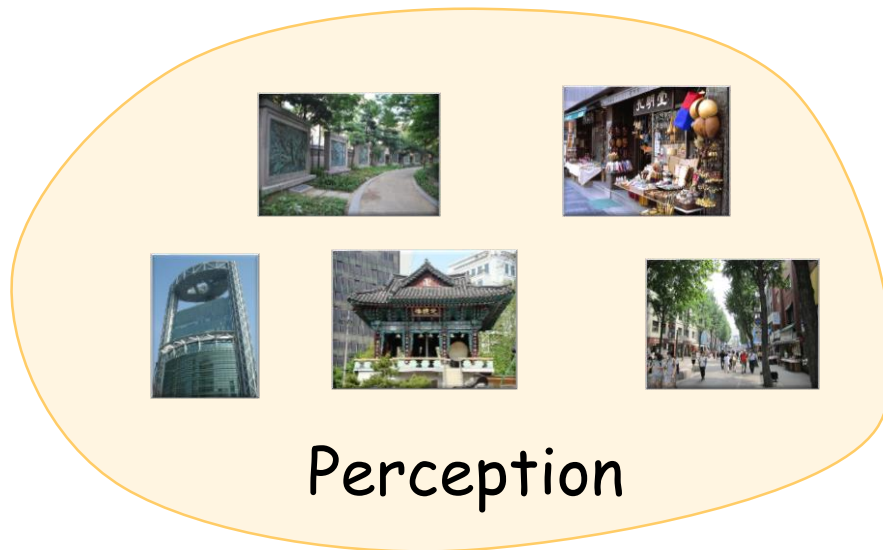


Map: a list of objects and their locations in an environment

➤ Given  $N$  objects in an environment

$$m = \{ m_1, \dots, m_N \}$$

Mapping: the process of creating a map



## Location-based map

- $m = \{ m_1, \dots, m_N \}$  contains  $N$  locations
- Volumetric representation
  - A label for any location in the world
  - Knowledge of presence and absence of objects

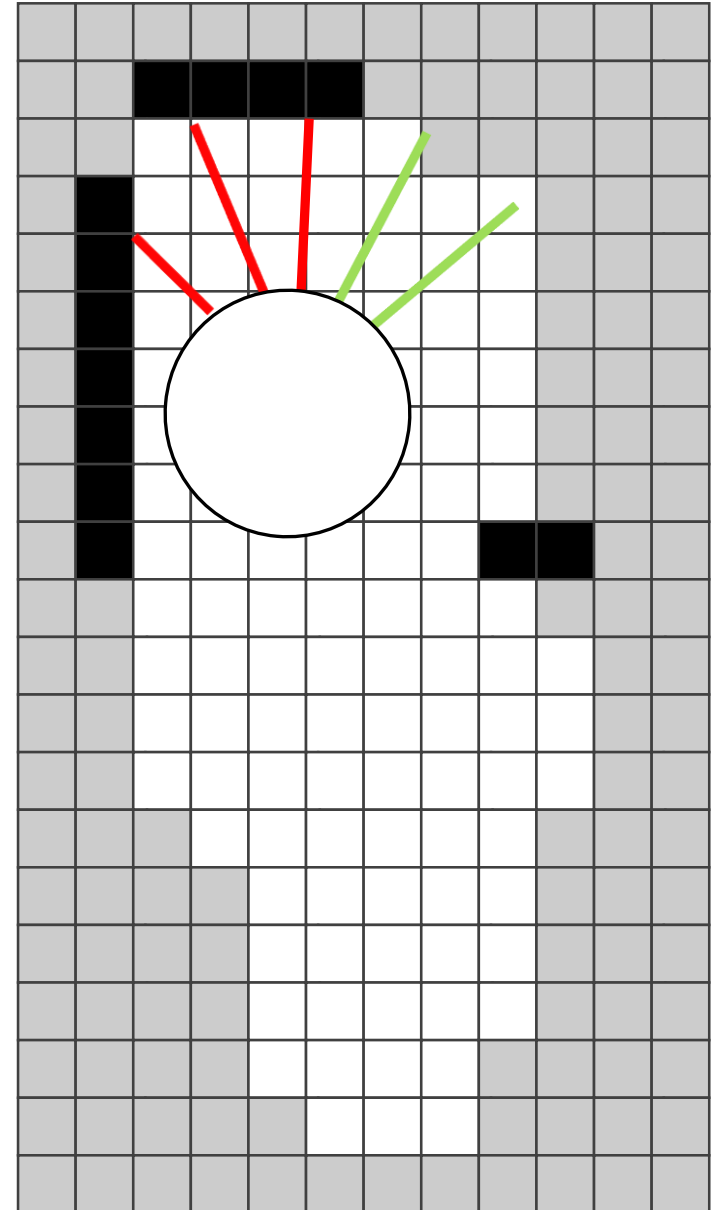
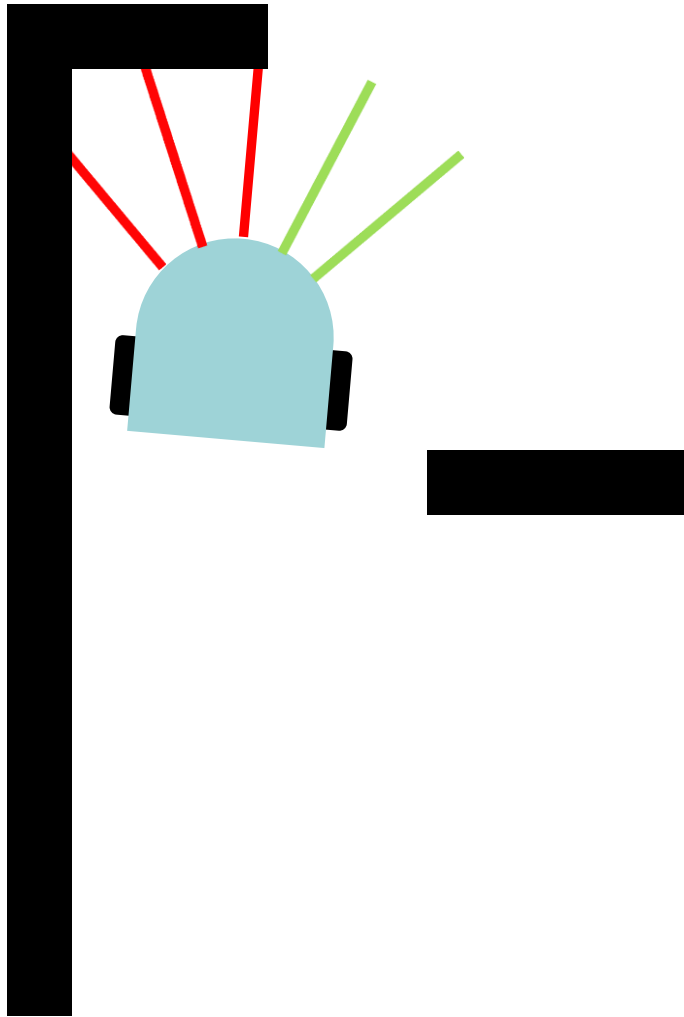
## Feature-based map

- $m = \{ m_1, \dots, m_N \}$  contains  $N$  features
- Sparse representation
  - A label for each object location
  - Easier to adjust the position of an object



- Location-based map
- An environment as a collection of grid cells
- Each grid cell with a probability value that the cell is occupied
  - Each grid cell is independent!
- Easy to combine different sensor scans and different sensor modalities
- No assumption about type of features

# Occupancy grid mapping



# Occupancy grid cells



$m_i$ : the grid cell with index  $i$

$z_t$ : the measurement at time  $t$

$x_t$ : the robot's pose  $(x, y, \theta)$  at time  $t$

$p(m_i | z_t, x_t)$ : probability of occupancy

$\frac{p(m_i | z_t, x_t)}{p(\neg m_i | z_t, x_t)} = \frac{p(m_i | z_t, x_t)}{1 - p(m_i | z_t, x_t)}$ : odds of occupancy

$l_{t,i} = \log \frac{p(m_i | z_t, x_t)}{1 - p(m_i | z_t, x_t)}$ : log odds of occupancy

$p(m_i | z_t, x_t) = 1 - \frac{1}{1 + \exp(l_{t,i})}$

# Bayes' law using log odds



$$p(A|B) = \frac{p(B|A) p(A)}{p(B)}$$

$$p(\neg A|B) = \frac{p(B|\neg A) p(\neg A)}{p(B)}$$

$$o(A|B) = \frac{p(A|B)}{p(\neg A|B)} = \frac{p(B|A) p(A)}{p(B|\neg A) p(\neg A)} = \lambda(B|A) o(A)$$

$$\log(o(A|B)) = \log(\lambda(B|A)) + \log(o(A))$$

- Ranges between  $-\infty$  and  $\infty$
- Avoids truncation problem around probabilities near 0 and 1

# Occupancy grid mapping



```
occupancy_grid_mapping ( x: ROBOT_POSE;  
                        z: SENSOR_MEASUREMENT;  
                        m: MAP )  
  
do  
  from i := m.cell.lower until i > m.cell.upper loop  
    if m.cell[i].is_in_perceptual_field(z) then  
      m.log_odds[i] := m.log_odds[i] +  
        inverse_sensor_model (m.cell[i], x, z ) - l0  
    end  
  end  
end
```

$$m.log\_odds[i] := \log \frac{p( m.cell[i] \mid x_{i:t}, z_{i:t} )}{1 - p( m.cell[i] \mid x_{i:t}, z_{i:t} )}$$

$$l_0 := \log \frac{p( m.cell[i] = 1 )}{p( m.cell[i] = 0 )} := \log \frac{p( m.cell[i] )}{1 - p( m.cell[i] )}$$

# Occupancy grid mapping



```
inverse_range_sensor_model ( x: ROBOT_POSE;  
                             z: SENSOR_MEASUREMENT;  
                             g: GRID_CELL ) : REAL_64
```

```
do
```

```
  xi := g.center_of_mass.x
```

```
  yi := g.center_of_mass.y
```

```
  r :=  $\sqrt{(x_i - x.x)^2 + (y_i - x.y)^2}$  grid range
```

```
  φ := atan2(yi - x.y, xi - x.x) - x.θ grid angle
```

```
  k := argminj | φ - z.beam[j].θ | beam index
```

```
  if r > min( zmax, z.beam[k].range + a/2 ) or | φ - z.beam[k].θ | > β/2 then
```

```
    Result := I0 grid out of range or behind an obstacle
```

```
  elseif z.beam[k].range < zmax and | r - z.beam[k].range | < a/2 then
```

```
    Result := Iocc grid in the obstacle
```

```
  else -- r <= z.beam[k]
```

```
    Result := Ifree grid unoccupied
```

```
  end
```

```
end
```

a: thickness of the obstacle  
β: opening angle of the beam  
z<sub>max</sub>: max range of the beam



# But what about drift?

---



Localization

- If we have a map, we can localize

Mapping

- If we know the robot's pose, we can map

Do both!

- Estimate a map
- Localize itself relative to the map

Simultaneous Localization and Mapping (SLAM)



Localization:  $p(x \mid m, z, u)$

Mapping:  $p(m \mid x, z)$

SLAM:  $p(x, m \mid z, u)$

- The map depends on the robot's pose during the measurement
- If the pose is known, mapping is easy

$$p(x_{1:t}, m \mid z_{1:t}, u_{0:t-1}) = p(x_{1:t} \mid z_{1:t}, u_{0:t-1}) p(m \mid x_{1:t}, z_{0:t-1})$$

SLAM posterior = robot path posterior \* mapping with known poses

$p(x_{1:t} \mid z_{1:t}, u_{0:t-1})$ : localization

$p(m \mid x_{1:t}, z_{0:t-1})$ : mapping

$x_{1:t}$ : the robot's poses ( $x, y, \theta$ )

$m$ : the map

$z_{1:t}$ : the measurements

$u_{0:t-1}$ : the controls



Use a particle filter to represent potential trajectories of the robot

- Every particle carries its own map
- The probability of survival of a particle is proportional to the likelihood of the measurement with respect to the particle's own map

Problem: big map \* large number of particles!

Improve pose estimate

- Use scan matching to compute locally consistent pose correction
- Smaller error -> fewer particles necessary