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Lecture slides Localization

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Remark:

- I will introduce concepts and give examples, but not details.
- I link to material in Canvas for some more details.



Global Navigation Satellite System (GNSS)



Global Navigation Satellite System (GNSS)

- GPS the most well-known implementation
- Accuracy around 2-4m
- RTK GPS can improve accuracy down to cm





So why do we need anything else???



So why do we need anything else???

- At least 4 satellites need to be in line of sight.
 → Indoor,tunnels, etc GPS-denied
- Limited accuracy or more expensive with RTK
- The update rate is relatively limited (a few Hz).



Stockholm International Fairs



- Had about 56000m² of exhibition space
- How to automate the process of marking stands on the floor?

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Example fair layout



- Thousands of points to mark
- Very tedious job
- Time is money → want short time between fairs

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The Vision



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Meet Harry Plotter!



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P. Jensfelt, E. Förell and P. Ljunggren,"Automating the Marking Process for Exhibitions and Fairs",Robotics and Autonomous Magazine, 14:3, 2007

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Example marks

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- Harry got a sister, Hermione
- System in operation since 2003



Current version of the hardware

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Localization at work IJCAI ECAI 2018



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Two steps in localization

- Dead reckoning prediction step
- Map based update step

 Use relative measurements to estimate how the robot is moving



- Use relative measurements to estimate how the robot is moving
- Examples
 - Odometry using wheel encoders
 - Motor commands
 - Visual odometry

 Use relative measurements to estimate how the robot is moving

• Pros?

• Cons?



- Use relative measurements to estimate how the robot is moving
- Pros
 - High frequency and low cost
- Cons
 - Error unbounded and only relative position

Odometry dead-reckoning differential drive

Odometry

$$-x(k+1) = x(k) + v^*dt^*\cos(\theta)$$

$$- y(k+1) = y(k) + v^*dt^*sin(\theta)$$

$$- \theta(k+1) = \theta(k) + \omega^* dt$$

$$= x(k) + D^*\cos(\theta)$$

$$= y(k) + D*sin(\theta)$$

$$= \theta(k) + \Delta \theta$$

$$pose(k+1) = f_1(pose(k),v,\omega,dt) = f_2(pose(k),D,\Delta\theta)$$

Odometry dead-reckoning differential drive with noise

Odometry with noise (one possible model)

- $-x(k+1) = x(k) + (v^*dt + \vartheta_D)^*\cos(\theta)$
- $-y(k+1) = y(k) + (v^*dt + \vartheta_D)^* \sin(\theta)$
- $\theta(k+1) = \theta(k) + (\omega^* dt + \vartheta_{\theta,\omega}) + \vartheta_{\theta,v}$
- Where ϑ_D , $\vartheta_{\theta,v}$ and $\vartheta_{\theta,\omega}$ are typically assumed to be zero-mean Gaussian i.e. $N(0,\sigma^2)$
- Integrating the noise leads to drift!

Visualization of drift in odometry



 Measure distance, bearing, etc to "objects" with known locations

- Measure distance, bearing, etc to "objects" with known locations
- Examples:
 - Triangulation at sea



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https://www.paddlinglight.com/articles/navigation-fixes-and-triangulation/

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- Measure distance, bearing, etc to "objects" with known locations
- Examples:
 - Triangulation at sea
 - Trilateration in GPS system



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https://gisgeography.com/trilateration-triangulation-gps/

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 Measure distance, bearing, etc to "objects" with known locations

• Pros?

• Cons?



- Measure distance, bearing, etc to "objects" with known locations
- Pros
 - No drift, position in world frame
- Cons
 - Need to correctly associate measurement with part of map, (typically) lower frequency

- Two step process
 - Prediction step
 - Dead reckoning estimation
 - Motion model: $x_{k+1} = f(x_k | u_{k+1})$ $\rightarrow p(x_{k+1} | x_k, u_{k+1})$
 - Increases uncertainty

- Two step process
 - Prediction step
 - Dead reckoning estimation
 - Motion model: $x_{k+1} = f(x_k | u_{k+1})$ $\rightarrow p(x_{k+1} | x_k, u_{k+1})$
 - Increases uncertainty
 - Update step
 - Correct estimate with map based position
 - Measurement model: $z_{k+1} = h(x_{k+1})$ $\rightarrow p(z_{k+1} \mid x_{k+1})$
 - Decrease uncertainty

Bayesian filter formulation

Prediction based on control input u_k :

 $p(x_{k+1}|Z_k, U_{k+1}) = \int p(x_{k+1}|u_{k+1}, x_k) p(x_k|Z_k, U_k) dx_k$

 \rightarrow distribution smeared out (uncertainty increases)

Update with new measurement z_{k+1} : $p(x_{k+1}|Z_{k+1}, U_{k+1}) = \eta p(z_{k+1}|x_{k+1})p(x_{k+1}|Z_{k}, U_{k+1})$ \rightarrow distribution more peaked (uncertainty decreases)



Bayesian filter formulation

motion model often given by odometry

Prediction based on control input u_k :

$$p(x_{k+1}|Z_k,U_{k+1}) = \int p(x_{k+1}|u_{k+1},x_k) p(x_k|Z_k,U_k) dx_k$$

Update with new measurement z_{k+1} : $p(x_{k+1}|Z_{k+1},U_{k+1}) = \eta p(z_{k+1}|x_{k+1})p(x_{k+1}|Z_{k},U_{k+1})$



Bayesian filter formulation

motion model often given by odometry

Prediction based on control input u_k :

$$p(x_{k+1}|Z_k,U_{k+1}) = \int p(x_{k+1}|u_{k+1},x_k) p(x_k|Z_k,U_k) dx_k$$

measurement model relating the state x to what you measure z

Update with new measurement z_{k+1} : $p(x_{k+1}|Z_{k+1}, U_{k+1}) = n p(z_{k+1}|x_{k+1}) p(x_{k+1}|Z_{k}, U_{k+1})$



Representing probabilistic information

- What we described so far is general.
- To implement this we need to determine how to represent the distributions, such as p(x_k|Z_k,U_k)
- Two most common choices
 - Gaussian distribution
 - Set of particles (sampled based representation)

Gauss vs particle set for 2D example

- Green ellipse: Gaussian
- Black dots: Samples of the same distribution

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https://en.wikipedia.org/wiki/Multivariate_normal_distribution

Algorithms for localization

- The two most frequently used algorithms
 - Particle filter $\leftarrow \rightarrow$ Sample based representation
 - Kalman filter $\leftarrow \rightarrow$ Gaussian

Particle filter

The particle filter represents probability distributions using a set of particles, p_k , sampled from the distribution.

Each particle represents one "hypothesis" about the state.

Each particle also has a weight, initialized as $\pi = 1/N$.

 $p_k = \{x_k, \pi_k\}$

particle state weight



Particle filter



The weight allows us to use fewer particles.

For example, can replace 5 particles by one with 5 times the weight



The particle filter



Prediction step

drift = noise free odometry prediction diffuse = add noise

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Particle filter algorithm

- O. Initialize the particles given what you know to start with and with weight 1/N.
 - If you know nothing \rightarrow start with uniform distribution
 - Know a lot \rightarrow start with very peaked distribution
- 1. Use odometry to update all poses of particles and perturb each particle according to odomety noise
 - each particle will experience different noise (independent)
- 2. Use measurements and multiply the weight of each particle, i, with $p(z_k|x_k^i)$, ie the likelihood
 - This is the measurement model
- 3. Re-sample "if needed" and then return to 1.

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Play with particle filter

- Prediction (what dictates the spread of particles?)
- Tracking
- Global localization
- Non-Gaussian distributions
- Start from uniform distribution and measure range to point landmark. What does the position distribution look like?
- What if you have two points?
- What if you measure bearing to a point?



Update with range to singe landmark





Update with range to two landmarks

- Smaller uncertainty
- Now closer to Gaussian



Update with angle to single landmark

• Why do we not see a clear peak?



High level summary: particle filter

- Very powerful framework
 - Can be used for much more than localization
- Can represent any distribution (given enough particles)
 - Multi-modal no problem!
 - Can solve global localization, i.e. starting from uniform distribution
- Can handle non-linearities
- High dimensionality in the state a challenge
 - To sample the state space, the number of particles required grows exponentially with the number of dimensions.
 "the curse of dimensionality"
 - Too computationally expensive for some applications
- Accuracy depending on number of particles
- Requires some processing to get the "answer", i.e. what is the state? (often fits a Gaussian to distribution)

Gaussian approximation

- The Gaussian approximation to the probability distribution is quite good when the uncertainty is kept low
- Much more efficient representation than particle set
 - N(x,P) where x is the state estimate (the pose) and P is the estimate error covariance of that estimate.
 - 9 parameters for 3D statespace (x:3 + P:6) compared to 3N, where N>>1 for particle filter
 - BUT limited to uni-modal distributions
- Updated by the Kalman Filter
 - When there are non-linearities use
 - Extended Kalman Filter (EKF) or
 - Unscented Kalman Filter (UKF)

Gaussian approximation



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Extended Kalman Filter EKF Localization

System dynamics ("motion model")

$$x_k = f(x_{k-1}, u_{k-1}, w_{k-1}),$$

Measurement model

Make noise explicit

$$z_k = h(x_k, v_k)$$

 Assumption on process and measurement noise (zero-mean and Gaussian)

$$p(w) \sim N(0, Q),$$
$$p(v) \sim N(0, R).$$

Extended Kalman Filter (EKF)

- A prediction step and an update step like for the particle filter
- K is the Kalman gain, weights process vs measurement noise



EKF Localization

- Motion model is the same as for particle filter
- Measurement model the same
- Need to calculate Jacobians
- Need to set noise covariance matrices Q and R
 - You can think of these as tuning values (just like in the case for the particle filter)
 - Start at values derived from "reasoning" about errors and then adjust for good performance.

Play with EKF

- Pure prediction (effect of noise?)
- Incorporate measurements (effect of noise?)
- Disturbances ("kidnapped robot")
- Global localization
 - What about large uncertainty and nonlinearities

High level summary: EKF Localization

- Computationally very efficient
- Has been used extensively "everywhere" for a long time
 - The workhorse in target tracking for example
- Scales well to high dimensions
- Cannot handle multi-modal distributions
- Linearization problematic in cases of large uncertainty w.r.t to the non-linearities.
 - Dynamics very different between estimated (around which we linearize) and true state (where the system actually is) \rightarrow bad estimates
- Need "good enough" initial guess to converge which depends on the type of use case.



Limitations of a Gaussian

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• A Gaussian cannot represent multi modal distributions!



- "Active global localization for a mobile robot using multiple hypothesis tracking", P. Jensfelt and S. Kristensen, IEEE Transactions on Robotics and Automation, 2001.
 - Shows that you can handle multimodal distributions using a mixture of Gaussians

What about those measurements?

- What can we measure in practice
 - Range and bearing to a landmark (e.g. a corner)
 - Lines/planes \rightarrow distances and angles
 - Transformation between images/laser scans
 - Ray trace in a map to get likelihood of measurement

• What we need:

- ...

- Provide likelihood of the measurement given state p(z|x)

Additional real-world challenges

- Data association is super hard!
 - Need to associate a measurement with a landmark / part of a map
 - Ex: What parts of the environment did the M measurements from the laser come from??



Topological localization

- Discrete positions ("places").
 - Ex: A room, a subway station, near landmark X
- Pure topological localization depends on place recognition
 - Need to recognize the place and at least be able to tell all places connected to current place apart so that we know how we move
- Often combined with coarse metric information
- Ex: Discretize corridor into segments

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So much more to say

- Localisation is an extremely heavily researched area
- Needed by all (more or less) systems that move
- Localiztion using
 - Signal strength of WiFi signals
 - BLE
 - UWB

- ...

If there is time

• Menti





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