

# SLAM AI FOR ROBOTICS

## Simultaneous Localization And Mapping



Source: vacuum wars facebook page

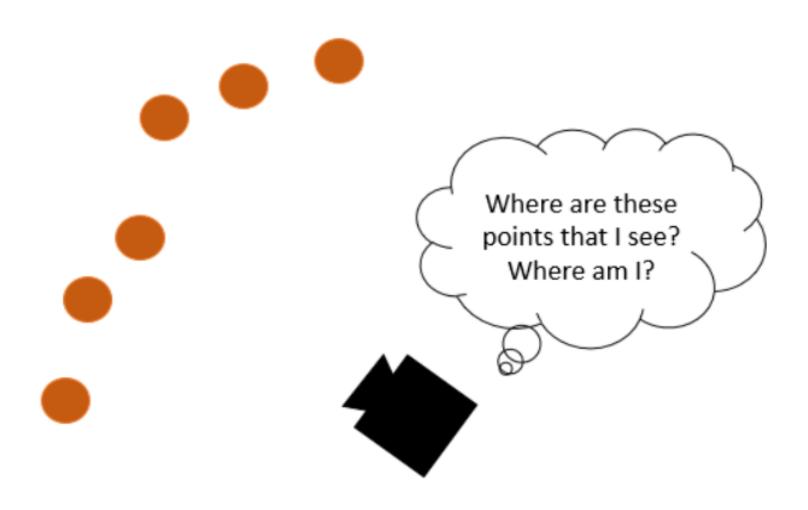
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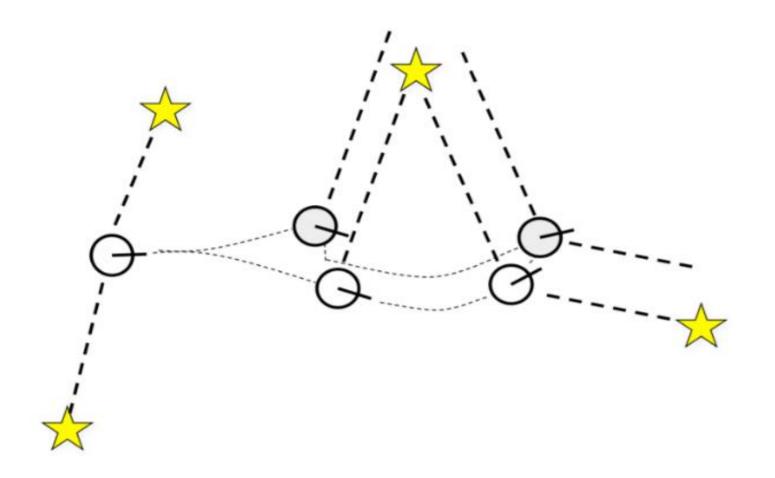


Source: https://youtu.be/Q3EMgGI6E5s

Take a look: <a href="https://youtu.be/tnRJaHZH9lo?t=94">https://youtu.be/tnRJaHZH9lo?t=94</a>

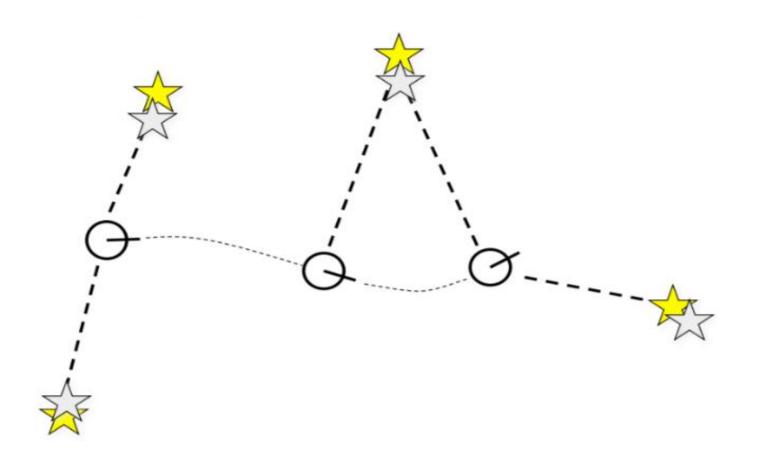
## Simultaneous Localization And Mapping





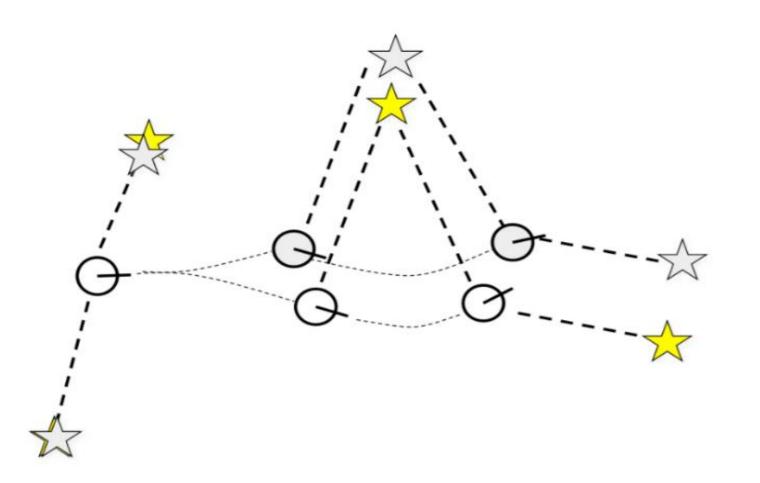
#### Localization example

Estimating the location of the robot by considering the known landmark positions.



#### Mapping example

Estimating the location of the landmarks by considering the known robot positions.



#### **SLAM** example

Estimating the robot (camera) pose and the location of the landmarks at the same time.

Robot

• Map

Robot

- We give control signals
- We estimate location

Map

- We make measurements
- We make the map

$$\mathbf{x}(i+1) = \begin{bmatrix} \mathbf{p}(i+1) \\ \mathbf{x}_1(i+1) \\ \vdots \\ \mathbf{x}_{M_{\ell}}(i+1) \end{bmatrix} = \begin{bmatrix} \mathbf{g}(\mathbf{p}(i), \mathbf{u}(i), \mathbf{w}(i)) \\ \mathbf{x}_1(i) \\ \vdots \\ \mathbf{x}_{M_{\ell}}(i) \end{bmatrix}^{def} = \mathbf{f}(\mathbf{x}(i), \mathbf{u}(i), \mathbf{w}(i))$$

g(): kinematic model

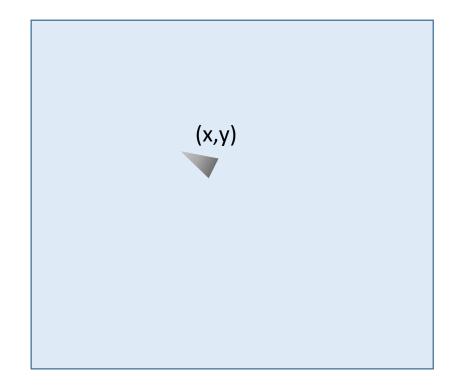
u(): control signal

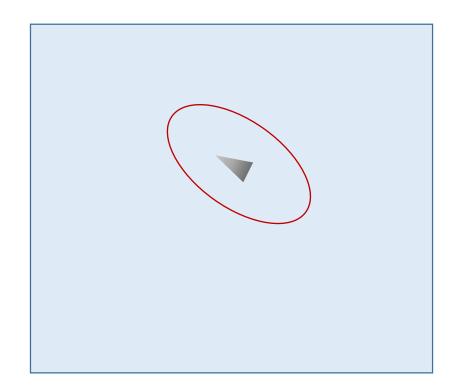
w(i): progress noise

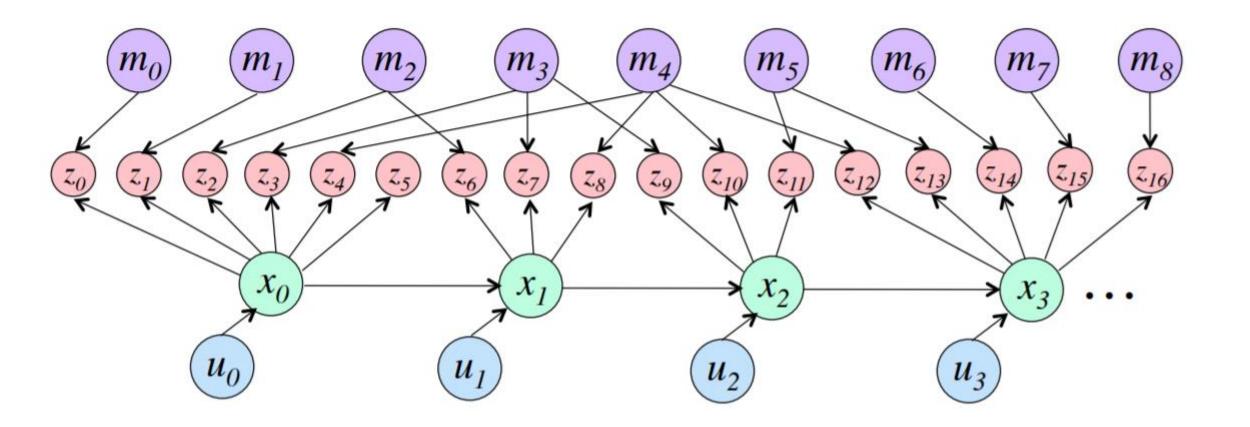
h(x): measurement function

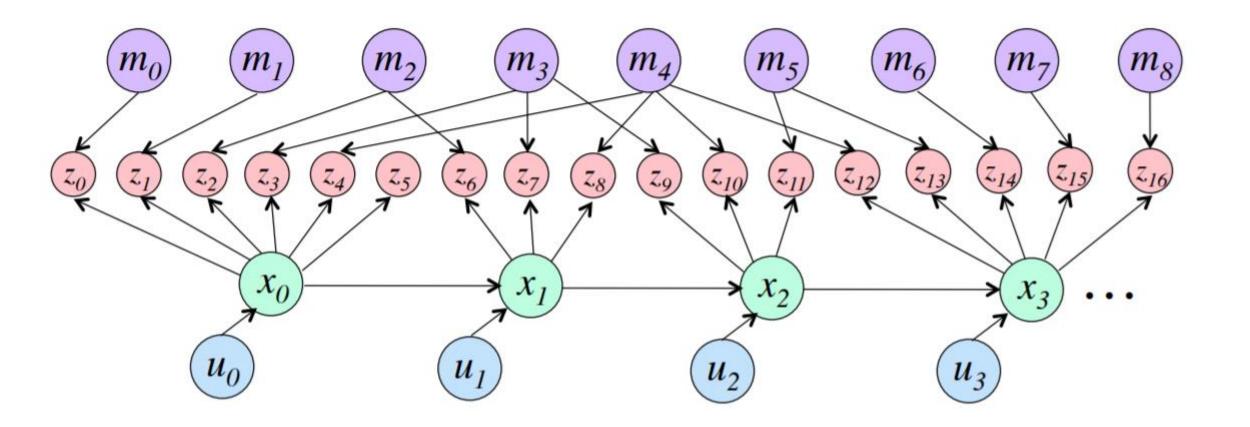
$$\mathbf{z}(i) = \begin{bmatrix} \mathbf{z}_{1}(i) \\ \vdots \\ \mathbf{z}_{N}(i) \end{bmatrix} = \begin{bmatrix} \mathbf{h}_{1}(\mathbf{p}(i), \mathbf{x}_{m(1)}(i)) \\ \vdots \\ \mathbf{h}_{N}(\mathbf{p}(i), \mathbf{x}_{m(N)}(i)) \end{bmatrix} + \begin{bmatrix} \mathbf{n}_{1}(i) \\ \vdots \\ \mathbf{n}_{N}(i) \end{bmatrix}$$

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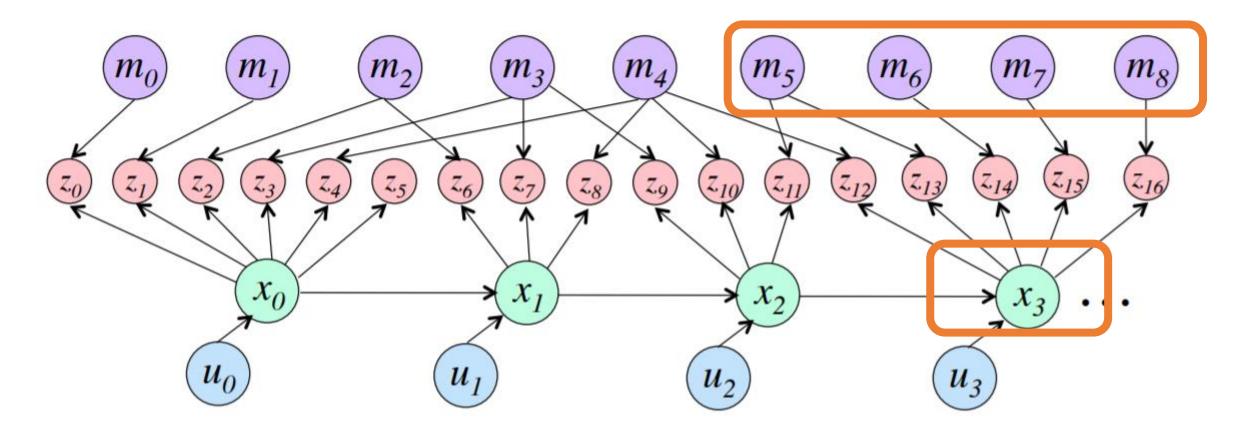




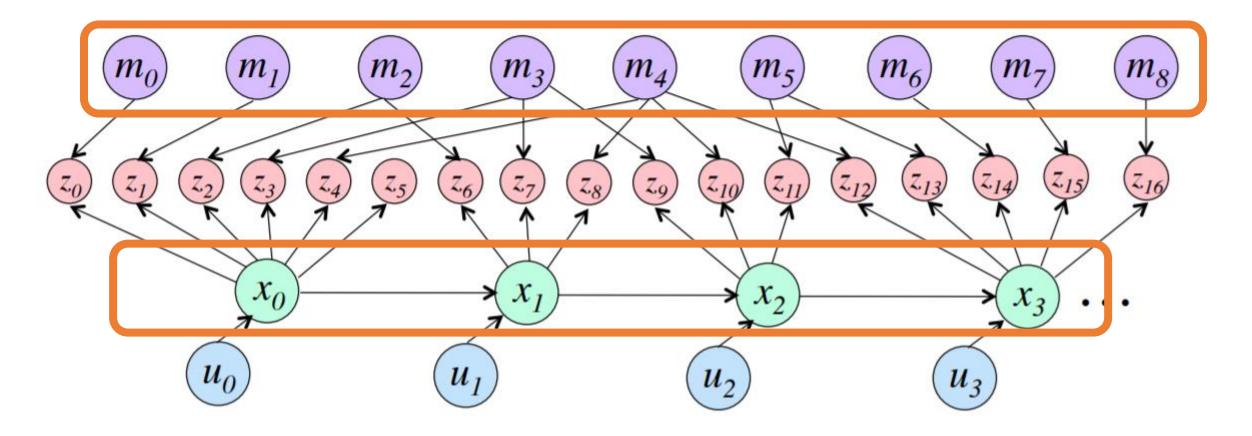




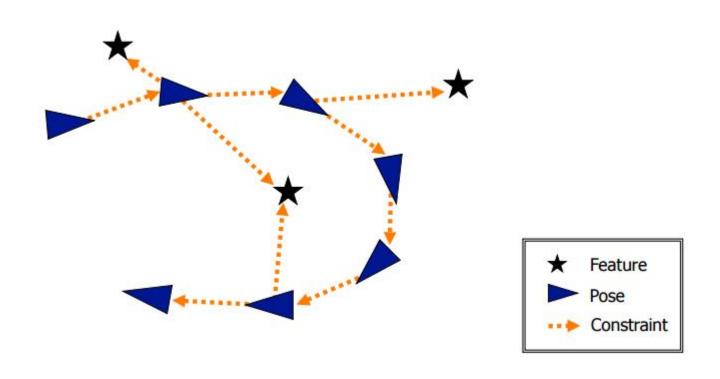
#### Online SLAM



#### FULL SLAM



#### **GRAPH SLAM**



## Smoothing



#### Discussion

#### Where is Al involved?

#### Some ideas...

- Feature extraction
- Feature recognition (matching)
- Using SLAM within path planning
- Path optimization <a href="https://youtu.be/D8QoXAhFKfk">https://youtu.be/D8QoXAhFKfk</a>

#### Further reading

# Simultaneous Localisation and Mapping (SLAM): Part I The Essential Algorithms

Hugh Durrant-Whyte, Fellow, IEEE, and Tim Bailey

# Simultaneous Localisation and Mapping (SLAM): Part II State of the Art

Tim Bailey and Hugh Durrant-Whyte