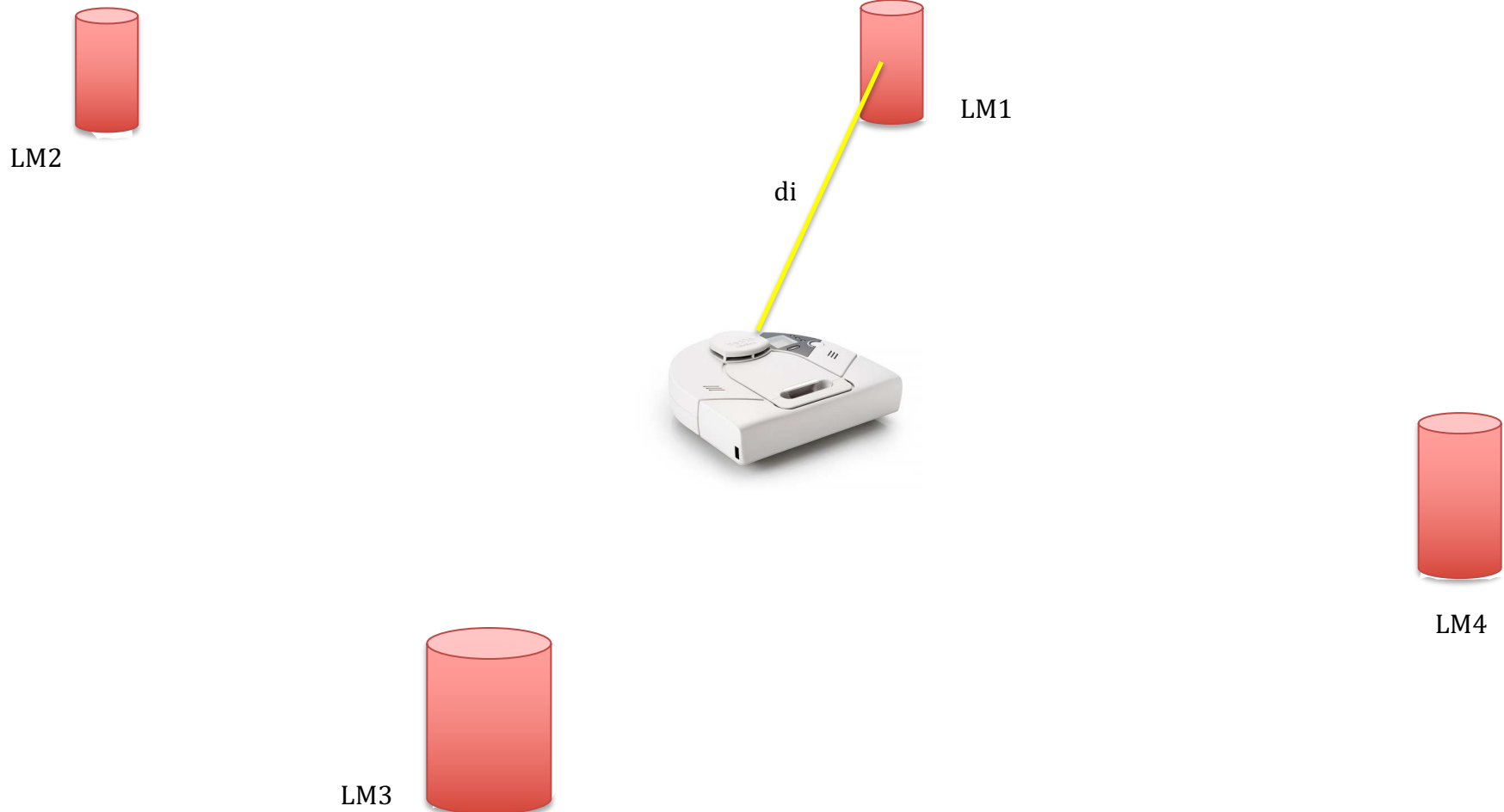


# LOCALIZATION LAB

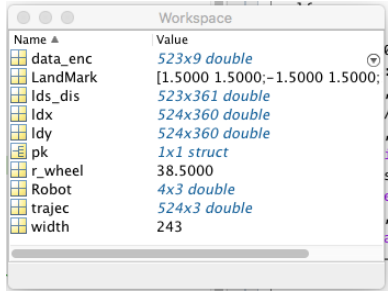
## The experiment.

I used a Neato Robot in a simplify environment to log the robot and laser information while driving it to perform a trajectory

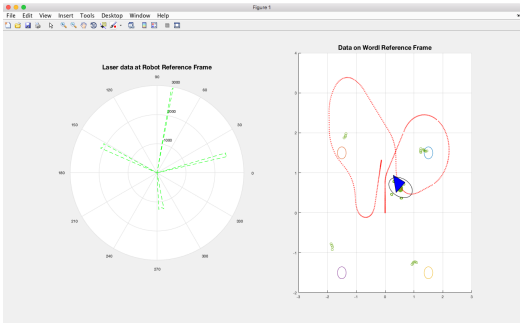


# LOCALIZATION LAB

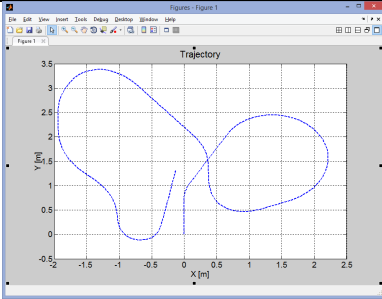
## Getting inside

What to do		Description	What to read or practice or integrate	
1	Getting familiar with logged dat of the in Workspace		data_enc	Contains all the encoders information.  Has 9 columns which represents: Timestamp, LeftWheel_RPM, RightWheel_RPM, LeftWheel_Load%, RightWheel_Load%, LeftWheel_PositionInMM, RightWheel_PositionInMM, LeftWheel_Speed, RightWheel_Speed
			lds_dis	Contains the laser information. Has 361 columns which represents: Timestamp, DistInMM (For each line, one record for each degree 0-359)
			Lndmrk	Contains the measured landmarks. LanMark has two columns which represents x
			ldx	and y coordinates.
			ldy	ldx and ldy are separated variables
			pk	Is the covariance matrix for each point in the trajectory. Is a data estructure.
			r_wheel	Is the radius of the wheels in mm.
			trajec	Contains the calculated trajectory. Has 3 columns
			width	Is the wheel axes distance of the robot in mm.


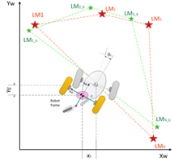
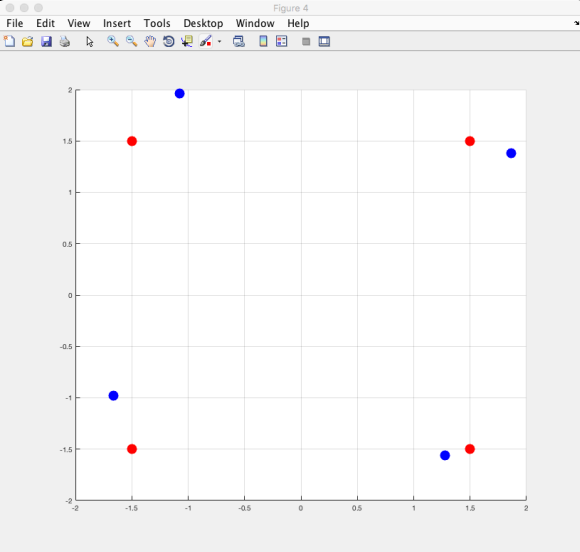
# LOCALIZATION LAB

	What to do	Description	What to read or practice or integrate
2	Getting familiar with the script to plot information.		<pre> x = inputdlg('Enter step time to visualize',... %Introducing the snapshot to visualize             'Input', [1 20]); index = str2num(x{:}) Robot= [0 -0.2 0 1;0.4 0 0 1;0 0.2 0 1]';% The Robot icon is a triangle for index=1:522 % Use the for loop to see a movie t = 0: 2*pi/359 : 2*pi; P = polar(t, 4.5 * ones(size(t)));% to fix the limits set(P, 'Visible', 'off') polar(t, lds_dis (index,2:361), '--g'); % Ploting the laser data wrt Robot frame title ('Laser data at Robot Reference Frame','FontWeight','bold','FontSize',16) subplot(1,2,2) title ('Data on Wordl Reference Frame', 'FontWeight','bold','FontSize',16) axis([-3 3 -2 4]) grid on hold on for i=1:4 % plotting the 4 Land Marks circle (LandMark(i,:)',0.15) end scatter(ldx(index,:), ldy(index,:)) % plotting the land mark seen by the Robot wrt wordl reference frame plot (trajec(:,1), trajec(:,2), 'r.','LineWidth',1.5) % Plotting the trajectory Robot_tr=transl(trajec(index,1),trajec(index,2),0)*trotz(mod(trajec(index,3) +pi/2,2*pi))*Robot;% moving the robot patch(Robot_tr(1,:), Robot_tr(2,:), 'b'); plot_ellipse(pk.signals.values(1:2,1:2,index),[trajec(index,1), trajec(index,2)], 'g'); % Plotting the covariance matrix pause(0.1); clf end </pre>

## LOCALIZATION LAB

	What to do	Description	What to read or practice or integrate
3	Implement your own pose integration algorithm and compare results		Use the matlab code of the previous Lab's to generate the trajectory. Compare results
4	Add some noise to the odometry	$v = \begin{pmatrix} \sigma_d^2 & 0 \\ 0 & \sigma_\theta^2 \end{pmatrix}$ $odo = \begin{pmatrix} \frac{R+L}{2} \\ \frac{R-L}{2S} \end{pmatrix} + randn(2,1)^T * v$	Add noise to the trajectory. Use different noise covariance matrix, display the ellipses and compare results.

# LOCALIZATION LAB

<p>5</p>	<div data-bbox="120 284 409 347">              UNIVERSITAT POLITÈCNICA DE CATALUNYA              BARCELONATECH              Departament d'Enginyeria de Sistemes,              Automàtica i Informàtica Industrial           </div> <div data-bbox="120 359 291 518">  </div> <h2 data-bbox="450 284 840 327">Similarity Transform</h2> $sRot_z L + t = U \rightarrow s \begin{pmatrix} \cos \theta & \sin \theta & t_x \\ -\sin \theta & \cos \theta & t_y \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} = \begin{pmatrix} u \\ v \\ 1 \end{pmatrix}$ <p data-bbox="120 534 817 558">Least squared is used to estimate the scale, rotation and translation parameters</p> $\underbrace{\begin{pmatrix} x_1 & y_1 & 1 & 0 \\ y_1 & -x_1 & 0 & 1 \\ x_2 & y_2 & 1 & 0 \\ y_2 & -x_2 & 0 & 1 \\ \dots & \dots & 1 & 0 \\ \dots & \dots & 0 & 1 \\ x_n & y_n & 1 & 0 \\ y_n & -x_n & 0 & 1 \end{pmatrix}}_A \underbrace{\begin{pmatrix} s \cos \theta \\ s \sin \theta \\ t_x \\ t_y \end{pmatrix}}_{\hat{X}} = \underbrace{\begin{pmatrix} u_1 \\ v_1 \\ u_2 \\ v_2 \\ \dots \\ u_n \\ v_n \end{pmatrix}}_B \rightarrow A\hat{X} = B \rightarrow \hat{X} = (A^T A)^{-1} A^T B \rightarrow \begin{cases} s = \sqrt{\hat{X}_1^2 + \hat{X}_2^2} \\ \theta = \tan^{-1} \frac{\hat{X}_2}{\hat{X}_1} \\ t_x = \hat{X}_3 \\ t_y = \hat{X}_4 \end{cases}$	<pre> LandMark = [ 1.5,1.5; -1.5,1.5; -1.5,-1.5; 1.5, -1.5]'; figure axis ([-2 2 -2 2]) scatter(LandMark(1,:),LandMark(2,:),200, 'r','filled'); grid on  % Translate and rotate the Land Marks alpha = pi/16 % Rotate pi/16 rad --&gt; 22.5 degrees tx = 0.1; % Translate ty = 0.2; RotzTxy = [cos(alpha), sin(alpha), tx;...            -sin(alpha), cos(alpha), ty;...            0, 0, 1]; newLM = RotzTxy*[LandMark;ones(1,4)];  hold on; scatter(newLM(1,:), newLM(2,:),200, 'b','filled'); </pre>
<p>6</p>	<div data-bbox="98 858 676 1414">  </div>	<pre> % Similarity transform %Build Matrix A A = []; for i=1:size( LandMark , 2)     A = [A;[ LandMark (1,i), LandMark (2,i),1,0]];     A = [A;[ LandMark (2,i),-LandMark (1,i),0,1]]; end B = [];%Build Matrix B for i=1:size( newLM , 2)     B = [B; newLM (1,i); newLM (2,i)]; end %Compute tx ty i tita X = inv((A'*A))*A'*B; Tx_ST = X(3); Ty_ST= X(4); alpha_ST = atan2(X(2),X(1))*180/pi; end </pre>

# LOCALIZATION LAB

Editor - SimilarityTransform.m

Variables - RotzTxy

Workspace

**LandMark** 2x4 double

	1	2	3	4
1	1.5000	-1.5000	-1.5000	1.5000
2	1.5000	1.5000	-1.5000	-1.5000
3				
4				
5				
6				
7				
8				
9				

**RotzTxy** 3x3 double

	1	2	3	4
1	0.9808	0.1951	0.1000	
2	-0.1951	0.9808	0.2000	
3	0	0	1	
4				
5				
6				
7				
8				
9				

**newLM** 3x4 double

	1	2	3	4	5
1	1.8638	-1.0785	-1.6638	1.2785	
2	1.3785	1.9638	-0.9785	-1.5638	
3	1	1	1	1	
4					
5					
6					
7					
8					
9					

**A** 8x4 double

	1	2	3	4	
1	1.5000	1.5000	1	0	
2	1.5000	-1.5000	0	1	
3	-1.5000	1.5000	1	0	
4	1.5000	1.5000	0	1	
5	-1.5000	-1.5000	1	0	
6	-1.5000	1.5000	0	1	
7	1.5000	-1.5000	1	0	
8	-1.5000	-1.5000	0	1	
9					

**B** 8x1 double

	1	2	3	
1	1.8638			
2	1.3785			
3	-1.0785			
4	1.9638			
5	-1.6638			
6	-0.9785			
7	1.2785			
8	-1.5638			
9				

**ty** 1x1 double

	1	2	3	4	5
1	0.2000				
2					
3					
4					
5					
6					
7					
8					
9					

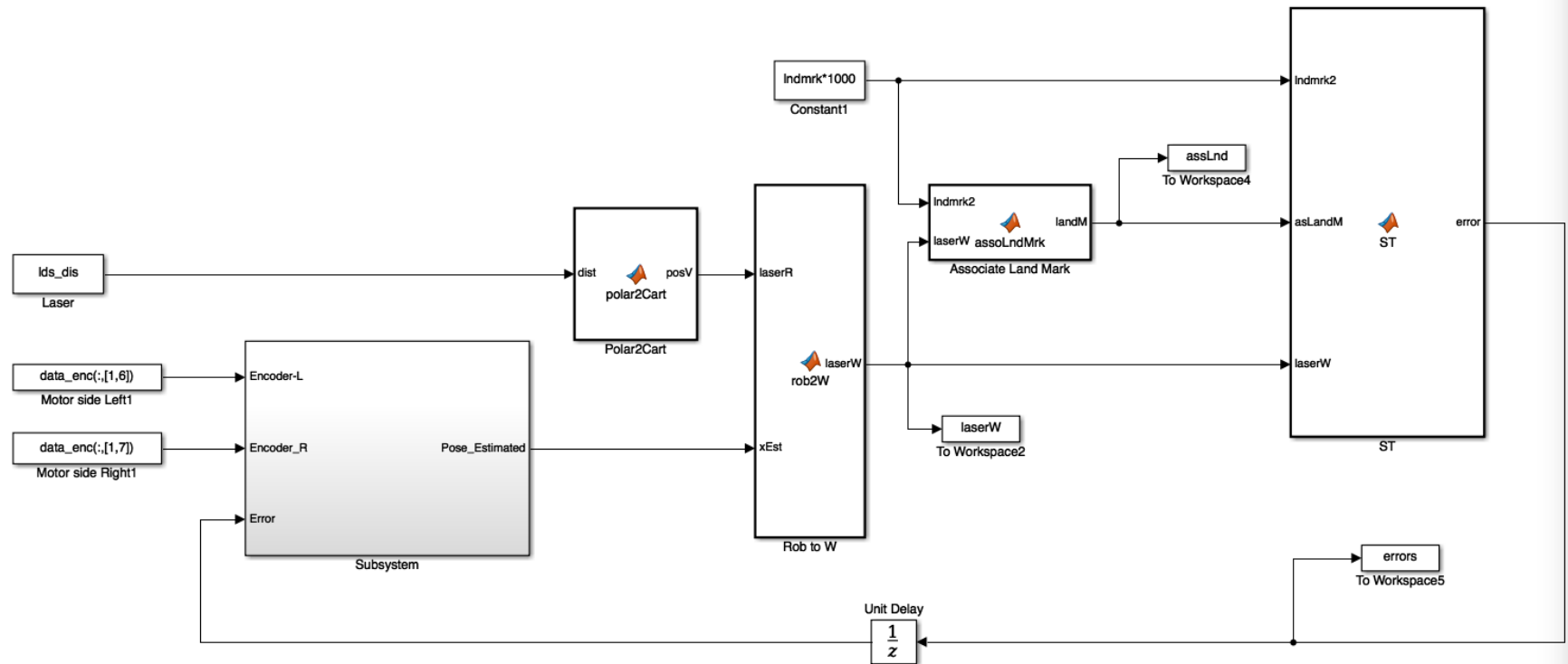
**Workspace**

Name	Value
ty	0.2000
tx	0.1000
tty	0.2000
ttx	0.1000
tita	0.1963
s	1
RotzTxy	[0.9808 0.1951 0.1000;-0.1951 0
newLM	3x4 double
LandMark	[1.5000 -1.5000 -1.5000 1.5000;
i	4
estimated	[1.5000 -1.5000 -1.5000 1.5000;
detected	3x4 double
B	[1.8638;1.3785;-1.0785;1.9638;-
alpha	0.1963
A	8x4 double

# LOCALIZATION LAB

8

Suggested  
mind  
architecture



# LOCALIZATION LAB

## What to deliver:

A pdf report and a mlx file, commented code and workspace variable you use for implementing the blocks of the suggested architecture.

1. **Pose estimated.** A figure of a noisy trajectory with the ellipses representing the covariance error in position. Make a zoom in to see in detail.
2. **Polar 2 Cartesian.** A figure of the Land Mark seeing in Robot Reference Frame.
3. **Robot to World.** Generate the workspace 'laserW' variable and include in the report a figure of the Land Mark seeing in World Reference Frame.
4. **Associated Land Mark.** Filter out the lidar data by detecting the landMark (datacloud) and Identifying the LandMark (nearest\_to). Add to the report a figure with colored Land Mark seeing by the Robot.
5. **Similarity Transform.** Adapt the Similarity Transform to output the error in pose given a time.
6. Plot the following information
  - plot (t,  $\sqrt{\det(P_k)}$ )
  - plot (t,  $\mathcal{E}_x$ )
  - plot (t,  $\mathcal{E}_y$ )
  - plot (t,  $\mathcal{E}_\theta$ )
  - plot(t, #LM)% LM: number of Land Marks used in the Similarity Transform {0 1 2 3 4}
  - plot(t, #LM)% LM: number of Land Marks {0 1 2 3 4} used in the Similarity Transform (ST )
  - plot(t, LM1) % LM1 = 1 when used by the ST, 0 otherwise
  - plot(t, LM2) % LM2 = 1 when used by the ST, 0 otherwise
  - plot(t, LM3) % LM1 = 1 when used by the ST, 0 otherwise
  - plot(t, LM4) % LM1 = 1 when used by the ST, 0 otherwise