



# Robótica Móvel e Inteligente

## Mobile Robot Mapping

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## Outline

- ① Mapping
- ② Occupance grid
- ③ SLAM
- ④ Bibliography

# Navigation

## Questions and topics

- Where am I?
  - localization
- **Where have I been?**
  - **mapping**
- Where should I going?
  - decision
- What's the best way to get there?
  - Path planning
- How do I get there?
  - Path following and obstacle avoidance (Motion)

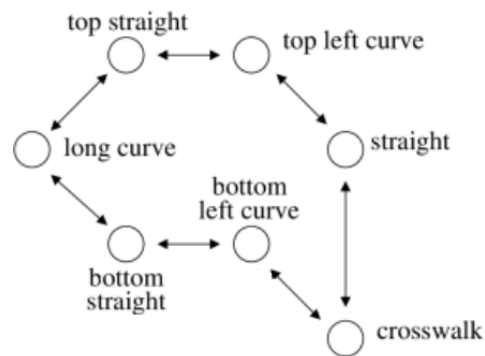
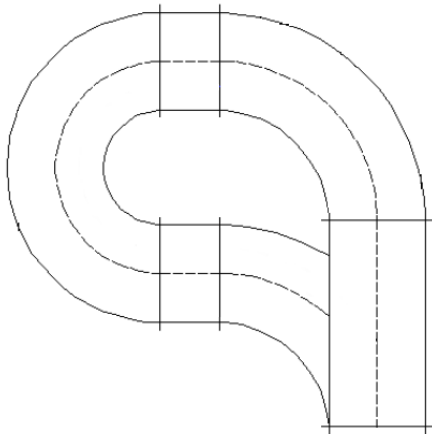
# Mapping

## Purpose

- **Mapping** is the process of building an internal estimate of the map of the environment
  - What does the world look like (for navigation purposes)?
- Approaches
  - Topological map
  - Features map
  - Metric map
    - Occupancy grid map

# Mapping

## Example of metric and topological maps



## Occupancy Grid Method

- Map is composed of cells of equal dimension
- Every cell may be occupied or free
- Every cell keeps the probability of being occupied
  - Probability that each cell is occupied  $P(H)$  and probability that each cell is unoccupied  $P(\sim H)$

$$0 \leq P(H) \leq 1$$

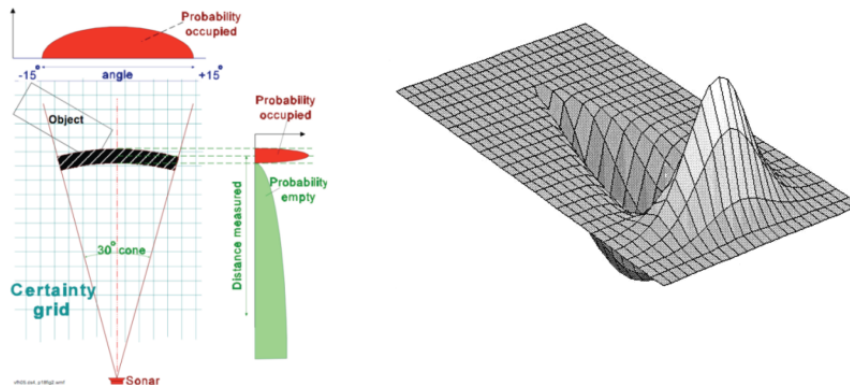
$$P(\sim H) = 1 - P(H)$$

- Other methods store 2 different functions: one for occupied probability and another for empty probability

# Occupancy Grid

## Mapping problem

- We want to determine  $P(H|s)$ 
  - Probability cell  $H$  is occupied given a certain measure  $s$
- Let's start by determining  $P(s|H)$ 
  - Probability of getting measure  $s$  if  $H$  is occupied
  - This is the sensor model



# Occupancy Grid

## Mapping problem (2)

- One can determine  $P(H|s)$  from  $P(s|H)$
- From Bayes' Rule
 
$$P(H|s) = \frac{P(s|H) * P(H)}{P(s)} = \frac{P(s|H) * P(H)}{P(s|H) * P(H) + P(s|\sim H) * P(\sim H)}$$
- $P(s|H)$  and  $P(s|\sim H)$  are known from the sensor model
- $P(H)$  and  $P(\sim H)$  are unconditional probabilities or prior probabilities
  - If no information is available, one can assume  $P(H) = P(\sim H) = 0.5$

- Updating with the Bayes' rule

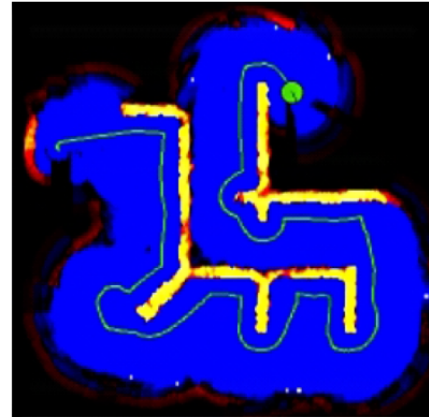
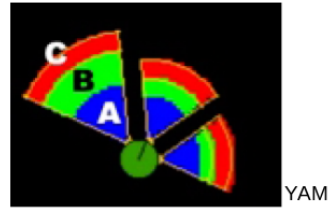
$$P(H|s_n) = \frac{P(s_n|H) * P(H|s_{n-1})}{P(s_n|H) * P(H|s_{n-1}) + P(s_n|\sim H) * P(\sim H|s_{n-1})}$$

- This is the recursive version of the update formula
- Each time a new observation is made, it is used to update the occupancy grid

# Occupancy Grid

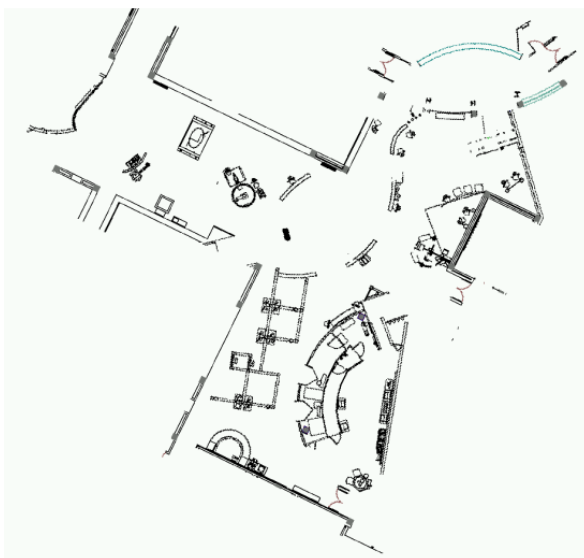
## Mapping example – YAM algorithm

- Probabilities (?) may be positive or negative
  - Positive means probably occupied
  - Negative means probably empty
- Estimated position of the robot is assigned minimum probability
- Field of view of obstacle sensors is divided in 3 regions:
  - Cells in Region A are assigned a low probability
  - Cells in Region B decrease their probability
  - Cells in Region C increase their probability
  - Increase in region C is 4 times the value of decrease in region B



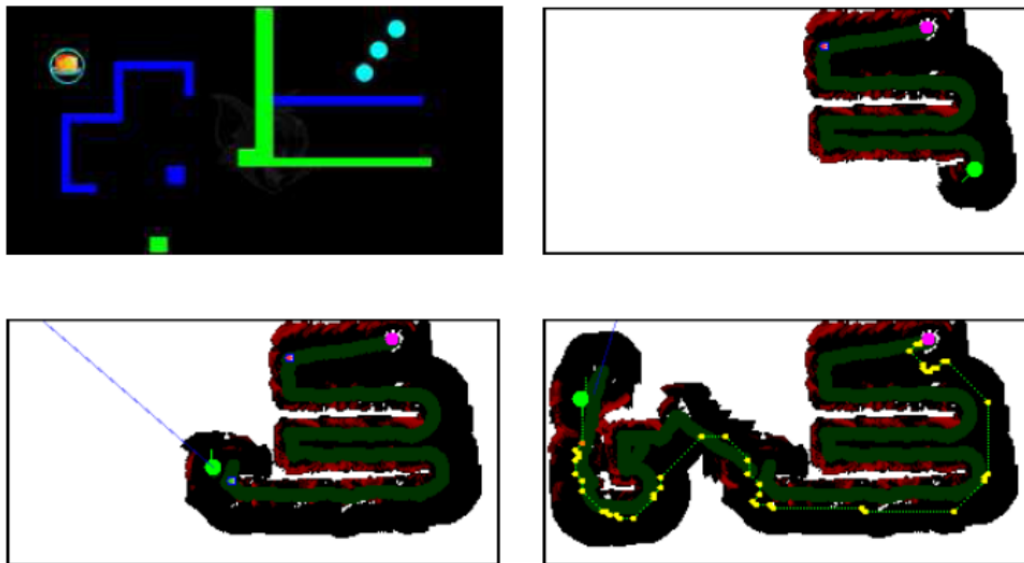
# Occupancy Grid

## Mapping example – laser range finder sensor



# Occupancy Grid

## Mapping example – XIP approach



# SLAM

## Simultaneous Localization and Mapping

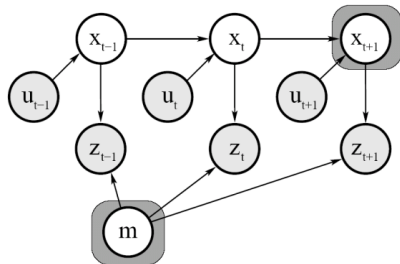
- Mapping, as presented in the previous slides, assumes the pose of the robot is known
  - Often this is not true and, while mapping, the robot must simultaneously estimate its pose
    - To estimate the pose it may use the previously known map
  - The general problem is known as the **Simultaneous Localization and Mapping (SLAM)** problem
- 
- **SLAM problem**
    - A robot is exploring an unknown, static environment
  - **Inputs**
    - The robot's controls
    - Observations of nearby features
  - **Estimate**
    - Map
    - Current pose of the robot or the entire path the robot has traveled

# SLAM

## Online and full SLAM

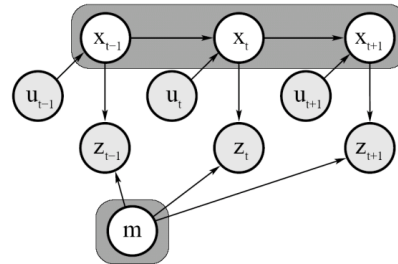
- **Online SLAM** – estimates map and current position given measures and controls

$$p(x_t, m | z_{1:t}, u_{1:t})$$



- **Full SLAM** – estimates map and the whole robot path given measures and controls

$$p(x_{1:t}, m | z_{1:t}, u_{1:t})$$



- SLAM techniques: Scan matching, EKF SLAM, Fast-SLAM, Graph-SLAM, SEIFs, **Gmapping**, **LAMA**, ...
- <https://www.openslam.org/>

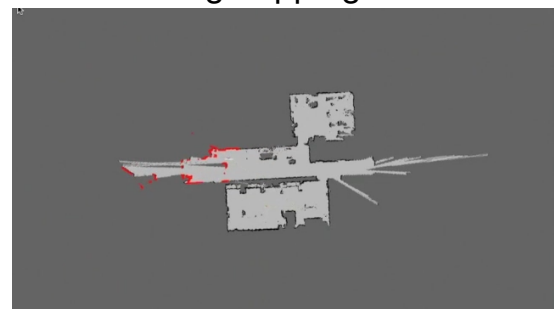
# SLAM

## Some examples

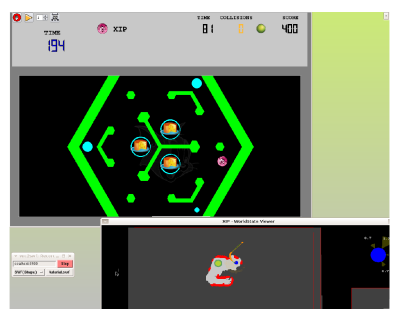
Online SLAM (Lama)



gmapping



XIP



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