Occupancy Grid Mapping

EE468/CE468: Mobile Robotics

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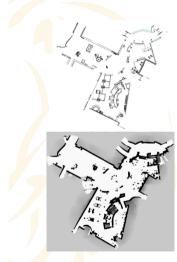
Why do we need maps?



- Autonomous robots use maps for localization, path planning, mission planning, etc.
- Learning maps is one of the most fundamental problems for autonomous robots.



Do we need to learn maps online?



- Furniture, etc. is not captured in architectural maps.
- Reduces set up time for installation of mobile robots.
- Mapping unstructured environments.

Figure: Floor plans can be wrong



Why is mapping a problem?

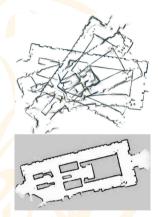


Figure: (Top) Raw sensor data (Bottom) Processed map

■ Noise in perception and actuation

- If sensing and actuation were noise free, mapping will be a simple problem.
- Practically, learning maps is "chicken-and-egg" problem. Robot needs to localize itself and learn the map.



Mapping problem can be set up as probabilistic problem.



■ Given the sensor and control data,

$$d = \{z_1, z_2, \cdots, z_t, u_1, u_2, \cdots, u_t\}$$

calculate the most likely map

$$m^* = \arg \max_{m} p(m|d).$$

■ Today, we'll solve the simpler problem of learning map, assuming robot pose is known perfectly.



Learning maps with known poses is a simple problem.



■ Given the sensor and **pose** data,

$$d = \{z_1, z_2, \cdots, z_t, x_1, x_2, \cdots, x_t\}$$

calculate the most likely map

$$m^* = \arg\max_{m} p(m|d).$$



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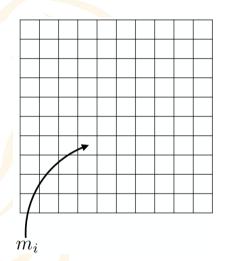
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Learning maps with known poses is a simple problem.



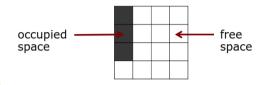
■ Represent the world as a grid made up of uniform cells, m_i ,

Map:
$$m = \{m_i\}$$
.

- This is **occupancy grid map**. Introduced by Moravec and Elfes in 1987.
- Map is assumed to be static.



Each cell is modeled as a binary random variable.



 Area that corresponds to a cell is either completely free or occupied.

$$m_i = \begin{cases} 1 & \text{if occupied,} \\ 0 & \text{if free.} \end{cases}$$

Algorithm will assign a probability value, [0, 1], to each cell:

$$P(m_i) = 1 \rightarrow \text{ Cell is occupied},$$

 $P(m_i) = 0 \rightarrow \text{ Cell is free},$
 $P(m_i) = 0.5 \rightarrow \text{ No information about cell.}$



Estimating occupancy grid map from this data is still intractable.



■ Given **sensor data** from past till current time, $z_{1:t}$, and **pose data**, $x_{1:t}$, estimate the map

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

- If we map $25m \times 25m$ area at 25cm resolution, we have a 100×100 grid, i.e. 10,000 cells. How many maps are possible? 2^{10000} !
- Computing this posterior probability over the space of all maps is computationally intractable.



Assume that map cells are independent of each other.

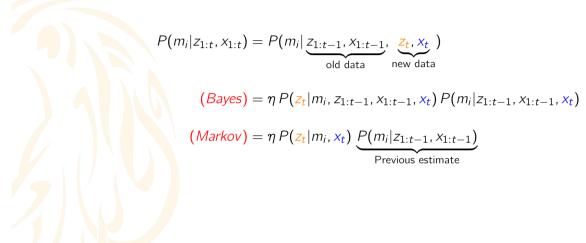


 Approximate the map distribution assuming independence across cells,

$$p(m|z_{1:t},x_{1:t}) = \prod_{i} p(m_i|z_{1:t},x_{1:t}).$$

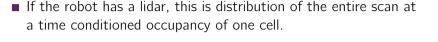


Find probability of single cell using Bayes filter





Sensor model, $P(z_t|m_i, x_t)$, is hard to find.



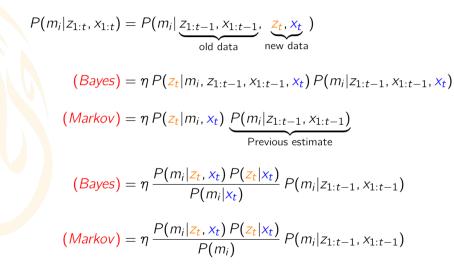
Apply Bayes rule to get an inverse sensor model.

$$P(\mathbf{z}_t|m_i, \mathbf{x}_t) = \frac{P(m_i|\mathbf{z}_t, \mathbf{x}_t) P(\mathbf{z}_t|\mathbf{x}_t)}{P(m_i|\mathbf{x}_t)}$$





Plugging inverse sensor model in our occupancy filter



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There are still terms in expression we don't want to compute.

$$P(m_i|z_{1:t},x_{1:t}) = \eta \frac{P(m_i|\mathbf{z_t},x_t) P(\mathbf{z_t}|\mathbf{x_t})}{P(m_i)} P(m_i|z_{1:t-1},x_{1:t-1})$$

Let's compute the probability of the opposite event:

$$P(\neg m_i|z_{1:t},x_{1:t}) = \eta \frac{P(\neg m_i|\mathbf{z}_t,x_t) P(\mathbf{z}_t|\mathbf{x}_t)}{P(\neg m_i)} P(\neg m_i|z_{1:t-1},x_{1:t-1})$$

Let's look at the following ratio, called **odds**:

$$\frac{P(m_i|z_{1:t},x_{1:t})}{P(\neg m_i|z_{1:t},x_{1:t})} = \frac{P(m_i|\mathbf{z_t},x_t)}{P(\neg m_i|\mathbf{z_t},x_t)} \frac{P(\neg m_i)}{P(m_i)} \frac{P(m_i|z_{1:t-1},x_{1:t-1})}{P(\neg m_i|z_{1:t-1},x_{1:t-1})}$$

Note that we don't have to compute some terms.



Expression in log odds ratio form is more computationally elegant.

$$\frac{P(m_i|z_{1:t}, x_{1:t})}{P(\neg m_i|z_{1:t}, x_{1:t})} = \frac{P(m_i|z_t, x_t)}{P(\neg m_i|z_t, x_t)} \frac{P(\neg m_i)}{P(m_i)} \frac{P(m_i|z_{1:t-1}, x_{1:t-1})}{P(\neg m_i|z_{1:t-1}, x_{1:t-1})}$$

$$= \underbrace{\frac{P(m_i|z_t, x_t)}{1 - P(m_i|z_t, x_t)}}_{\text{Inverse Sensor Model}} \underbrace{\frac{1 - P(m_i)}{P(m_i)}}_{\text{Prior}} \underbrace{\frac{P(m_i|z_{1:t-1}, x_{1:t-1})}{1 - P(m_i|z_{1:t-1}, x_{1:t-1})}}_{\text{Previous belief}}$$

Taking log of all terms:

$$\log\left(\frac{P(m_{i}|z_{1:t},x_{1:t})}{P(\neg m_{i}|z_{1:t},x_{1:t})}\right) = \log\left(\frac{P(m_{i}|z_{t},x_{t})}{1 - P(m_{i}|z_{t},x_{t})}\right) - \log\left(\frac{P(m_{i})}{1 - P(m_{i})}\right) + \log\left(\frac{P(m_{i}|z_{1:t-1})}{1 - P(m_{i}|z_{1:t-1})}\right)$$

$$I_{t} = I(m_{i}|z_{t},x_{t}) - I_{0} + I_{t-1}$$

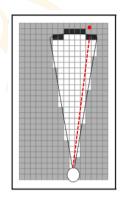


Occupancy Grid Mapping Algorithm

```
Algorithm occupancy_grid_mapping(\{l_{t-1,i}\}, x_t, z_t):
               for all cells \mathbf{m}_i do
                    if \mathbf{m}_i in perceptual field of z_t then
                        l_{t,i} = l_{t-1,i} + inverse\_sensor\_model(\mathbf{m}_i, x_t, z_t) - l_0
5:
                    else
6:
                        l_{t,i} = l_{t-1,i}
                    endif
               endfor
9:
               return \{l_{t,i}\}
```

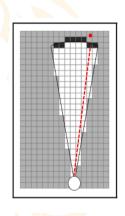


How do we find inverse sensor model, $p(m_i|x_t, z_t)$?



- Thrun learned model using a neural network [3, 9.3].
- Elfes used a probabilistic model for determining this quantity [2].

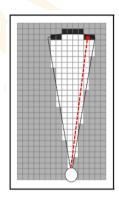




- Given cell i and robot pose, (x, y, θ) ,
 - Find index, *k*, of sensor beam that is closest in heading to cell *i*.
 - Find distance, r, between robot position and center of mass of m_i .
- If cell is sufficiently farther than obtained range measurement or out of field of view of sensor, then

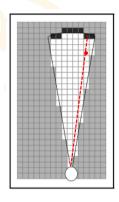
$$P(m_i) = P(m_i)$$
 at previous time.





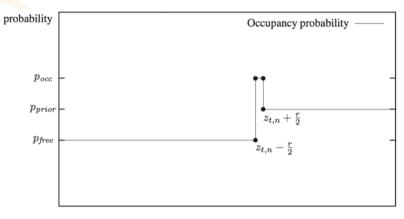
- Given cell *i* and robot pose, (x, y, θ) ,
 - Find index, *k*, of sensor beam that is closest in heading to cell *i*.
 - Find distance, r, between robot position and center of mass of m_i .
- If cell is nearly as far as the obtained range measurement, then return probability value well above 0.5





- Given cell *i* and robot pose, (x, y, θ) ,
 - Find index, *k*, of sensor beam that is closest in heading to cell *i*.
 - Find distance, r, between robot position and center of mass of m_i .
- If cell is sufficiently closer than the obtained range measurement, then return probability value well below 0.5





distance between sensor and cell under consideration

Courtesy: C. Stachniss



Inverse Sensor Model Algorithm

```
1:
             Algorithm inverse_range_sensor_model(\mathbf{m}_i, x_t, z_t):
                  Let x_i, y_i be the center-of-mass of \mathbf{m}_i
                  r = \sqrt{(x_i - x)^2 + (y_i - y)^2}
                  \phi = \operatorname{atan2}(y_i - y, x_i - x) - \theta
                  k = \operatorname{argmin}_{i} |\phi - \theta_{i,\text{sens}}|
                  if r > \min(z_{\text{max}}, z_t^k + \alpha/2) or |\phi - \theta_{k,\text{sens}}| > \beta/2 then
6:
                        return l_0
                  if z_t^k < z_{\text{max}} and |r - z_t^k| < \alpha/2
                        return l_{occ}
                  if r < z_t^k
10:
11:
                       return l_{\text{free}}
12:
                  endif
```

Figure: α is grid cell size and β is width of the beam.



An inverse sensor model for sonar based on Elfes's approach [1, 9.2

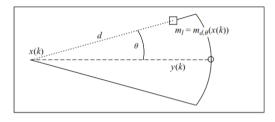


Figure 9.12 The occupancy probability of a cell $m_l = m_{d,\theta}(x(k))$ depends on the distance d to x(k) and the angle θ to the optical axis of the cone.

- y(k) is measurement z_t .
- \bullet is angle of cell from optical axis.



Inverse sensor model for sonar

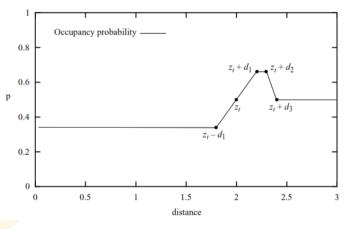


Figure: Occupancy probability wrt distance at $\theta = 0^{\circ}$.



Inverse sensor model is a mixture of Gaussian and linear

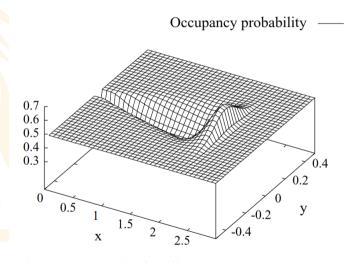


Figure: Occupancy probability for different cells when measurement is 2 m.



Occupancy Grid Map Example





Figure 9.18 Occupancy probability map for the corridor of the Autonomous Intelligent Systems Lab at the University of Freiburg (left) and the corresponding maximum-likelihood map (right).

Figure: Right map is obtained by rounding off to 1 or 0.



Consequence of independence assumption [

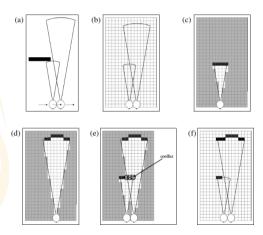


Figure: One solution is to use MAP estimator.



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3 References

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 Principles of robot motion: theory, algorithms, and implementations.
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- [2] Alberto Elfes.
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- [3] Sebastian Thrun, Wolfram Burgard, and Dieter Fox. Probabilistic robotics.