

# Automated and Connected Driving Challenges

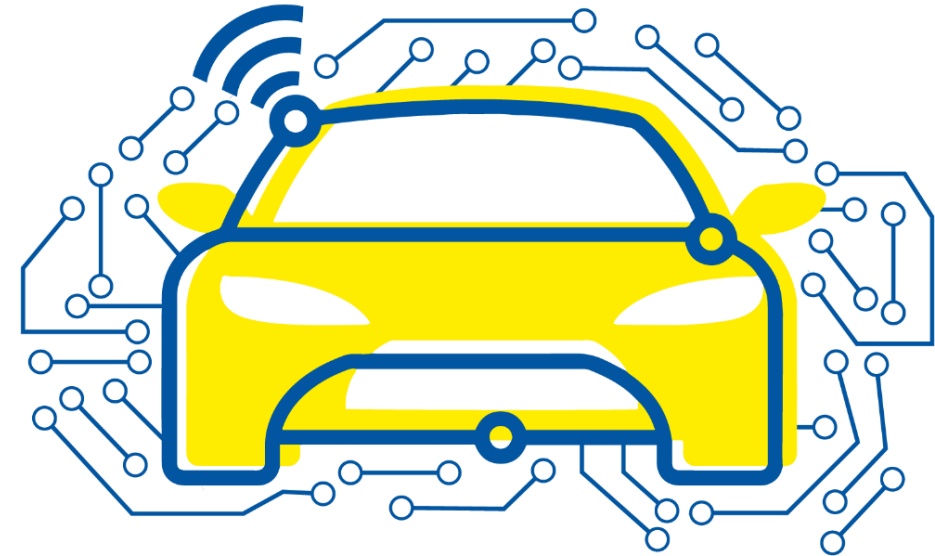
## Section 2 – Sensor Data Processing

Localization

Relative Localization

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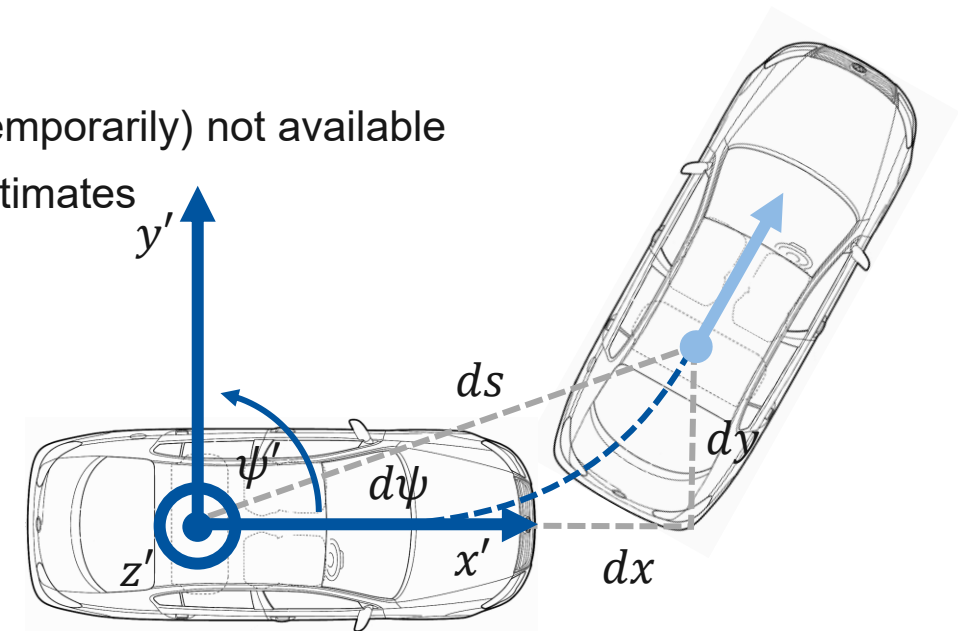
# Localization – Relative Localization

## Overview

Relative localization aims to estimate the vehicle pose relative to an initial or previous pose of the vehicle

It is crucial for automated and connected vehicles to ...

- ... be able to localize themselves when global localization is (temporarily) not available
- ... increase robustness and update rate of other localization estimates





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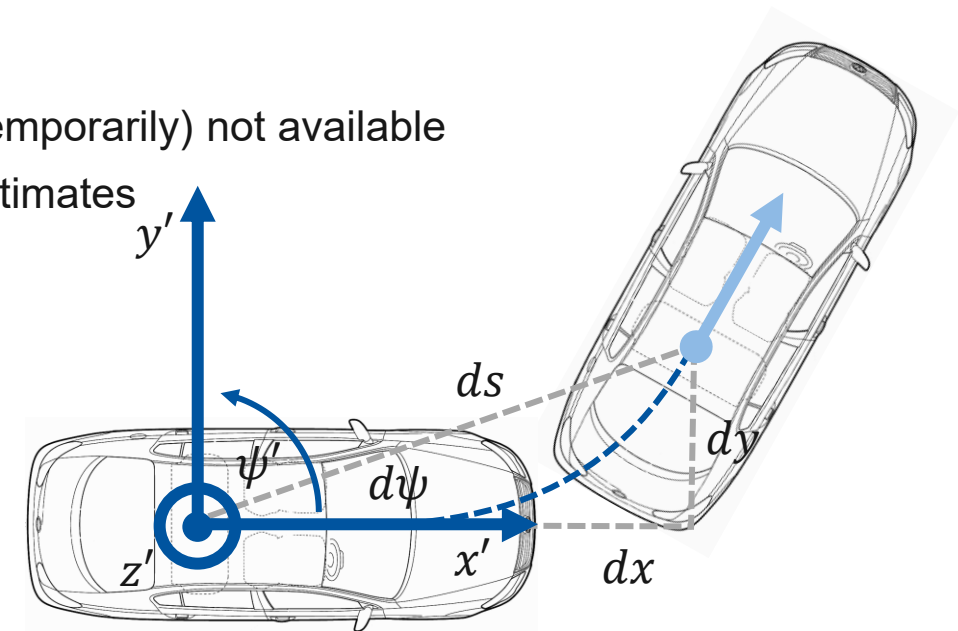
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### Common Approaches

- Dead Reckoning
  - Odometry, Inertial Navigation, Visual Odometry

### Strengths and Weaknesses of Relative Localization Approaches

- |  |                              |
|--|------------------------------|
| + Robustness to challenging environments         | - Error accumulation / drift |
| + High precision for close-proximity maneuvering | - Lack of global context     |





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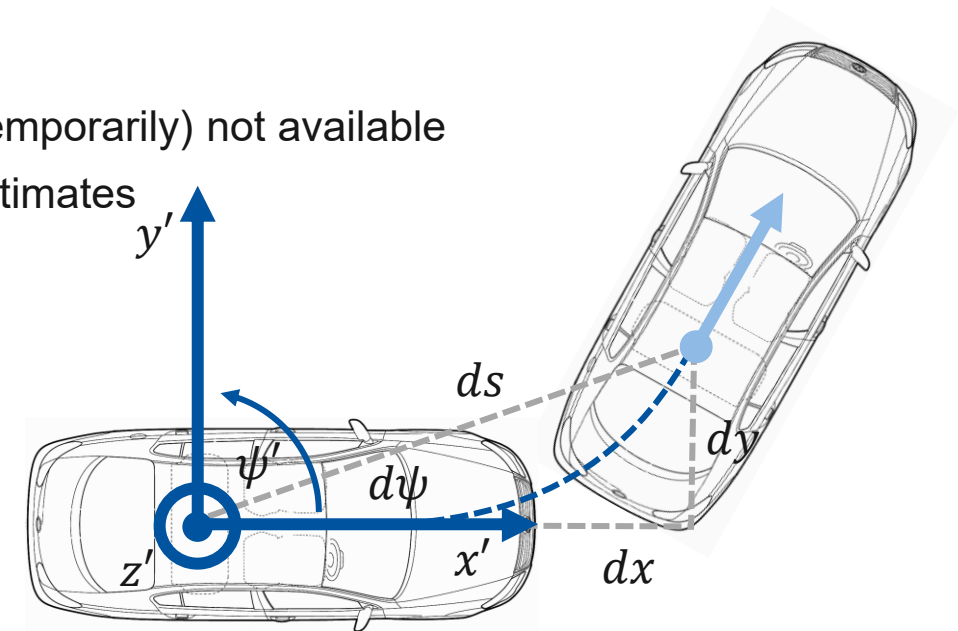
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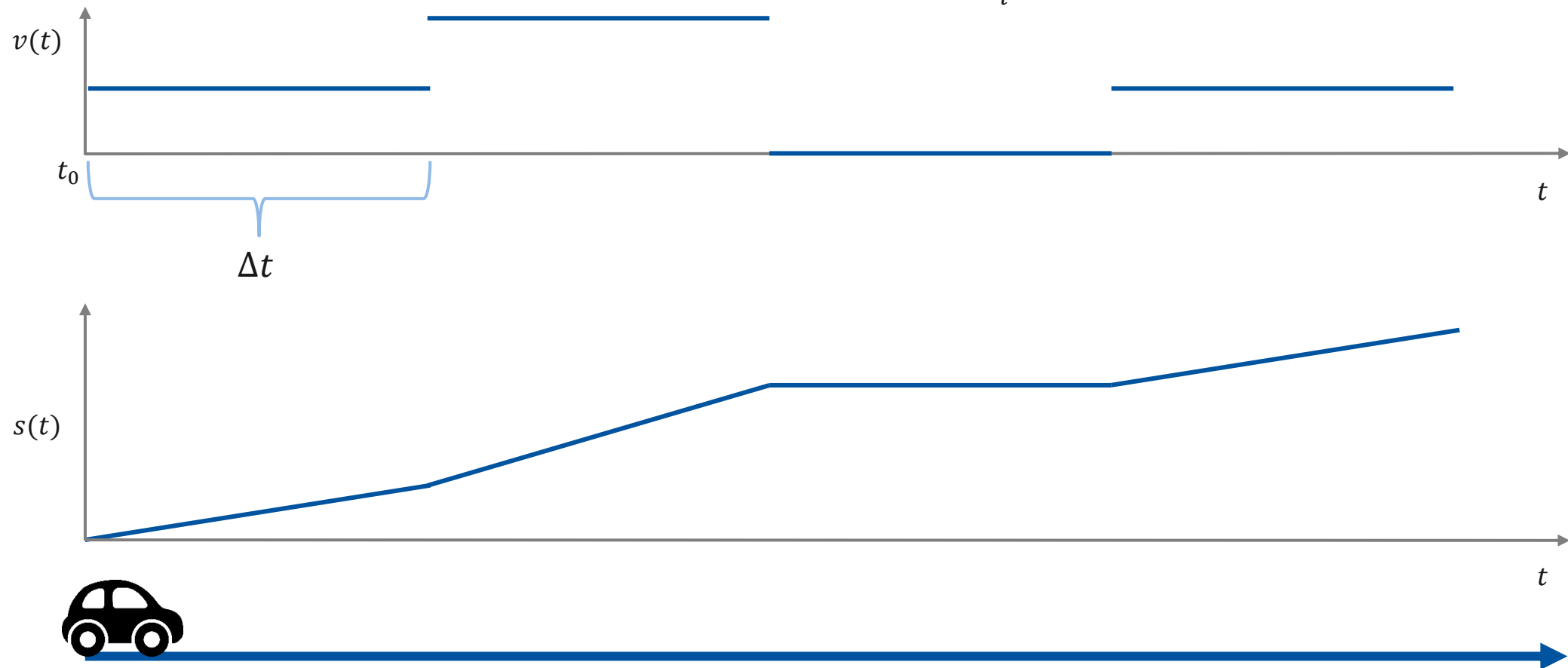




# Localization – Relative Localization

## Example: 1D Dead Reckoning from a standstill

Simplified line integral:  $\Delta s_{t_i \rightarrow t_{i+1}} = \int_{t_i}^{t_{i+1}} a(t) dt = \left( v \cdot t + \frac{1}{2} a t^2 \right) \Big|_{t_i}^{t_{i+1}}$

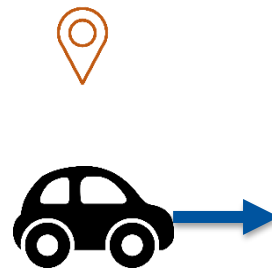




# Localization – Relative Localization

## Odometry

- **Goal** Motion estimation based on motion sensors
- **Sensors** Wheel encoders, steering encoder, magnetometer
- **Velocity estimate**  $v(t) = \omega(t) \cdot r_{tire}$  with  $\omega(t)$ : wheel speed in  $rad/s$
- **Example use case** Dead Reckoning in tunnel

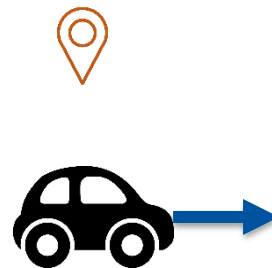




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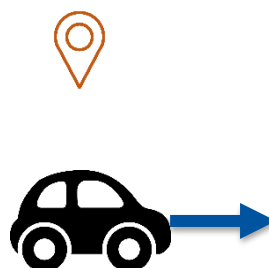
# Localization – Relative Localization

## *Inertial Navigation*

- **Goal** Motion estimation based on inertial sensors
- **Sensors** Accelerometers, gyroscopes
- **Velocity estimate**  $v(t) = \int a(t)dt$
- **Example use case** Improvement of Dead Reckoning in tunnel



Image: [Bosch](#)



Goal	Motion estimation based on inertial sensors
Sensors	Accelerometers, gyroscopes
Velocity estimate	$v(t) = \int a(t)dt$
Example use case	Improvement of Dead Reckoning in tunnel





# Localization – Relative Localization

## *Visual Odometry with Cameras*

- **Goal** Motion estimation based on a sequence of camera images
- **Sensors** Mono-, Stereo or Omnidirectional Camera

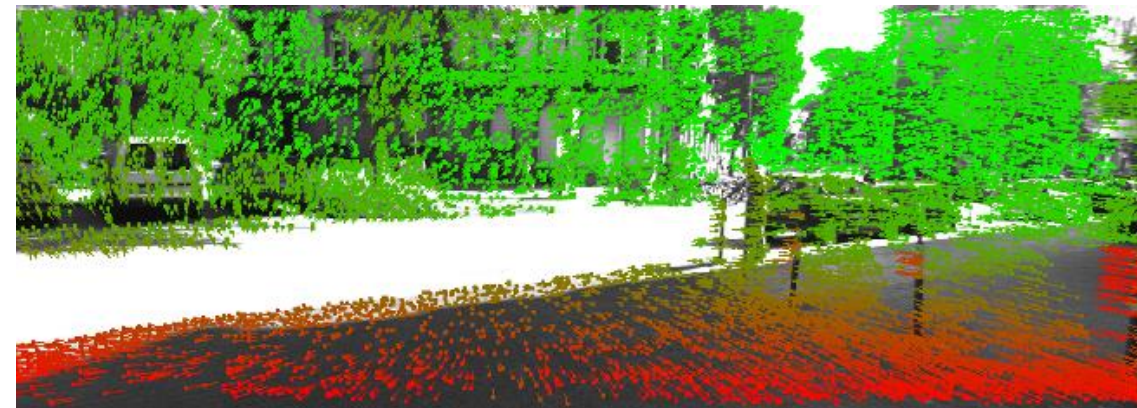


Image: [Geiger2011](#)



# Localization – Relative Localization

## *Visual Odometry with Cameras*

- **Goal** Motion estimation based on a sequence of camera images
- **Sensors** Mono-, Stereo or Omnidirectional Camera
- **Common approaches**
  - **Feature-based approach:**  
Extraction of image features (i.e. corner, edge or curve) in sequential frames, tracking of associated features and estimation of the relative vehicle movement.
  - **Appearance-based approach:**  
Based on an observation of changes in the image appearance and intensity on a pixel level instead of extracting features.
  - **Hybrid approach:**  
Combination of the feature- and appearance-based approach. → In particular useful in environments with few features where a merely feature-based approach might fail.

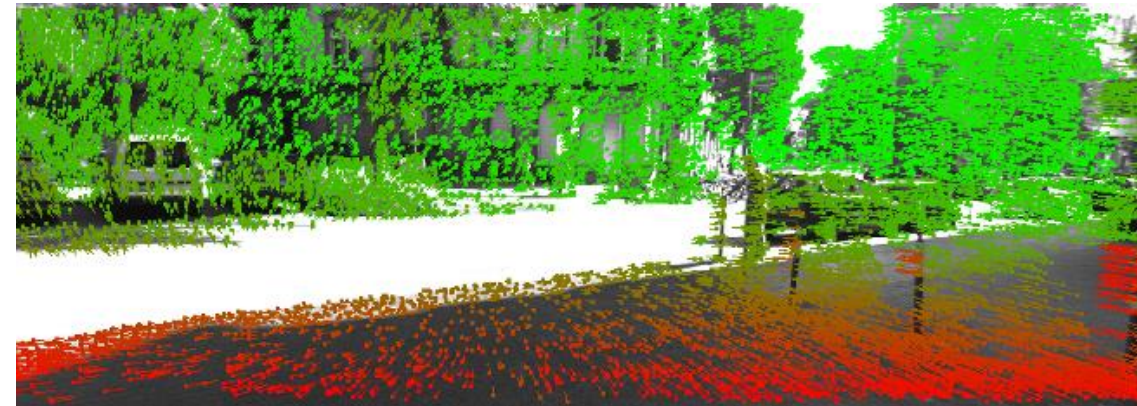


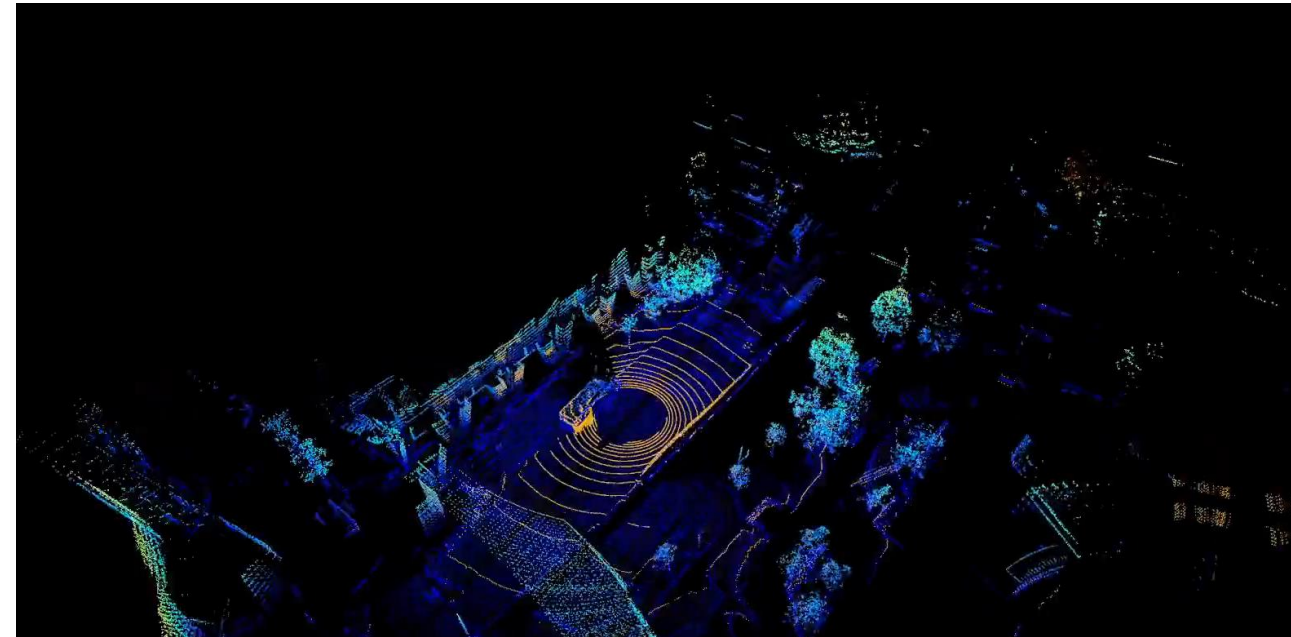
Image: [Geiger2011](#)



# Localization – Relative Localization

## *Visual Odometry with Lidar sensors*

- **Goal** Motion estimation based on a sequence of lidar point clouds
- **Sensors** Lidar sensors or pseudo lidar (computed from depth estimates)
- **Common approaches**
  - **Scan Matching**  
Find a transformation between two point clouds that best aligns them, e.g., using the *Iterative Closest Point* (ICP) method.
  - **Feature Tracking**  
Find a transformation between features found in two different point clouds, e.g., detected landmarks.



Video: [Vizzo2023](#)