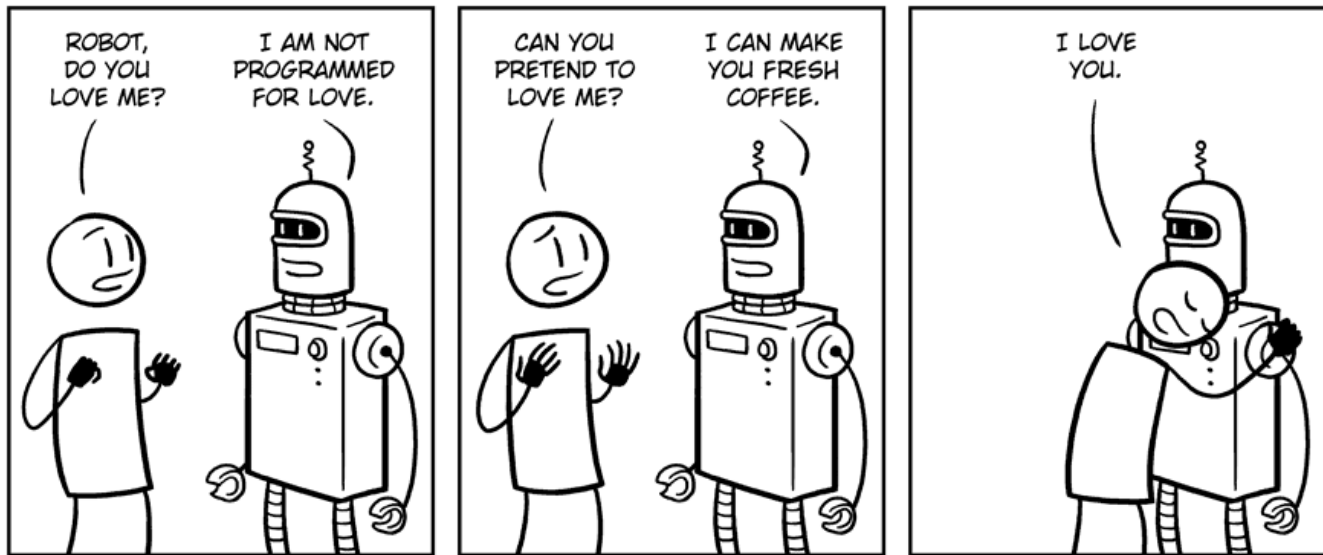
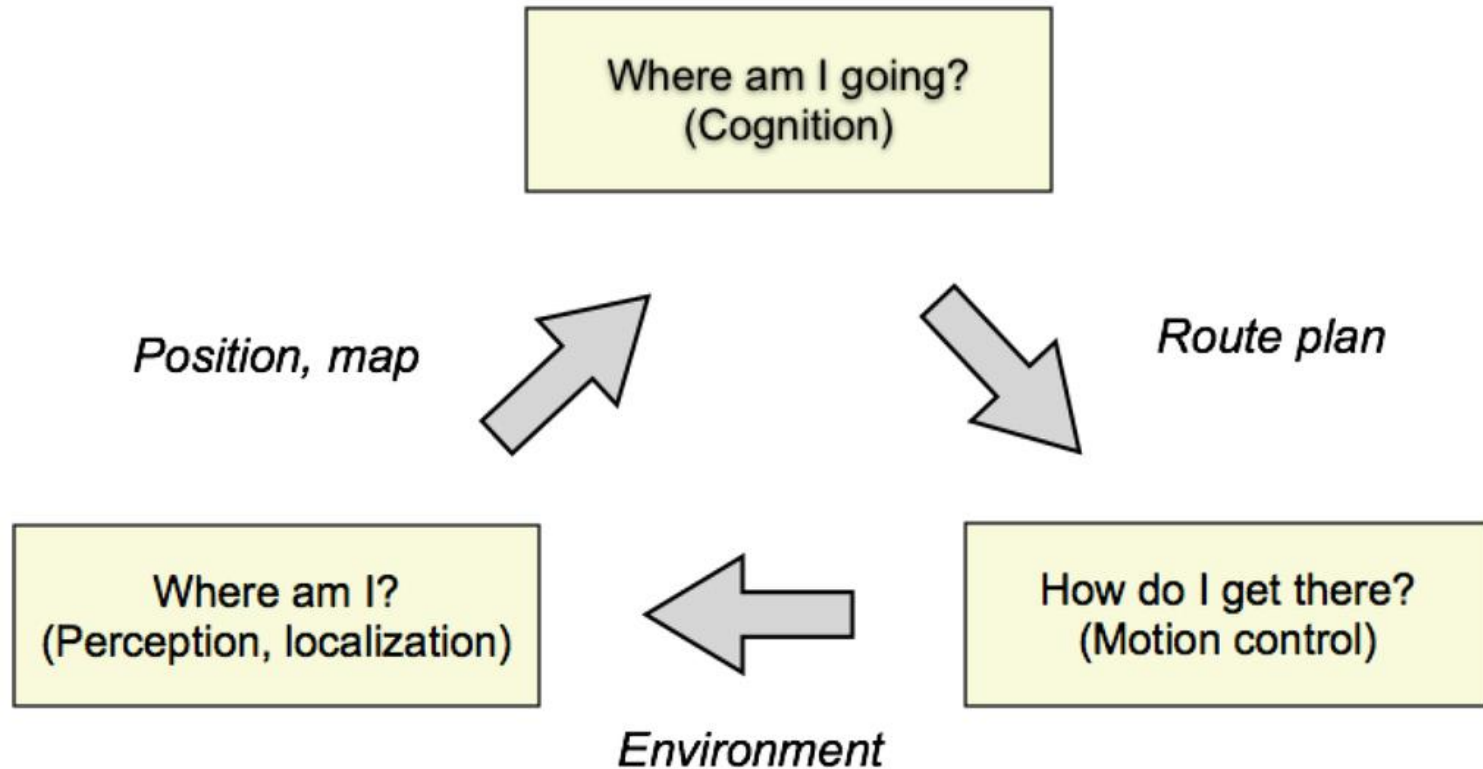


Localization



Where am I ?



Dead Reckoning

- intrinsic sensors

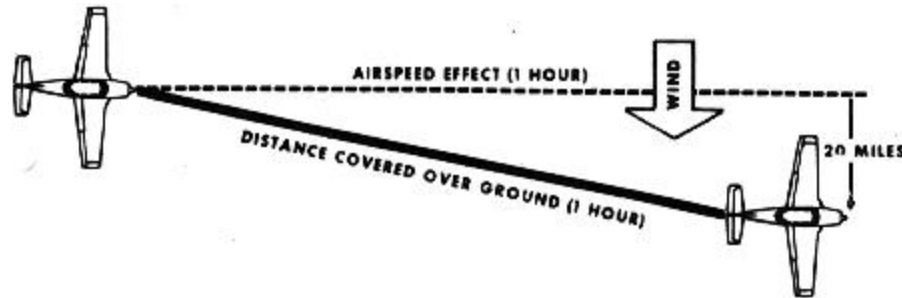
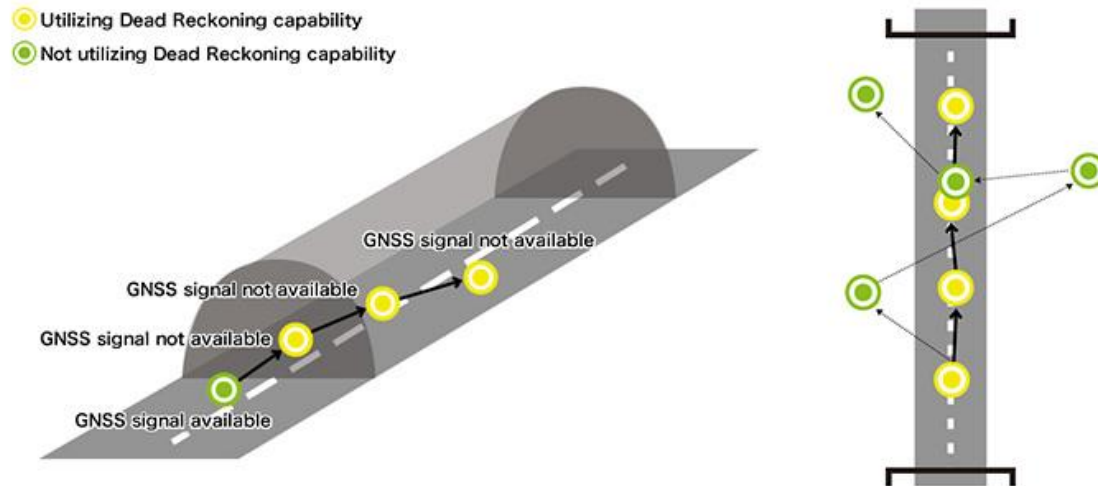


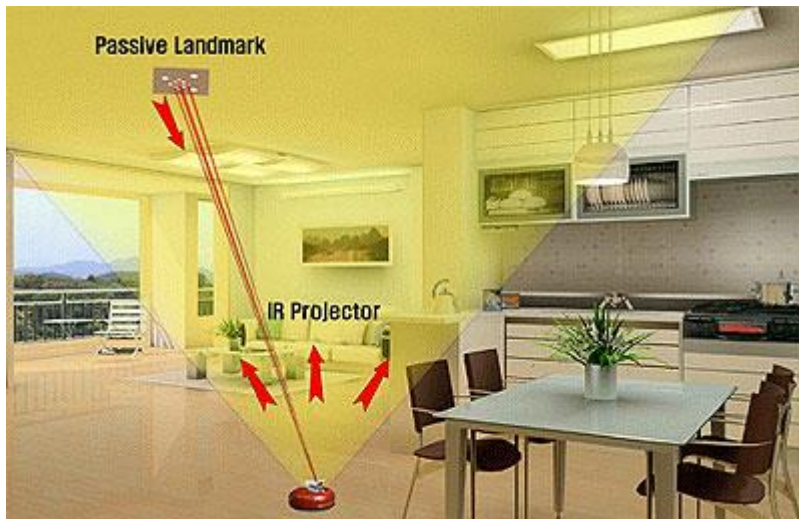
Figure 12-4 Effect of Wind in One Hour



Ground tracking in tunnels where the GPS/GNSS signals are shielded and unavailable

Landmark-based navigation

- Extrinsic sensors



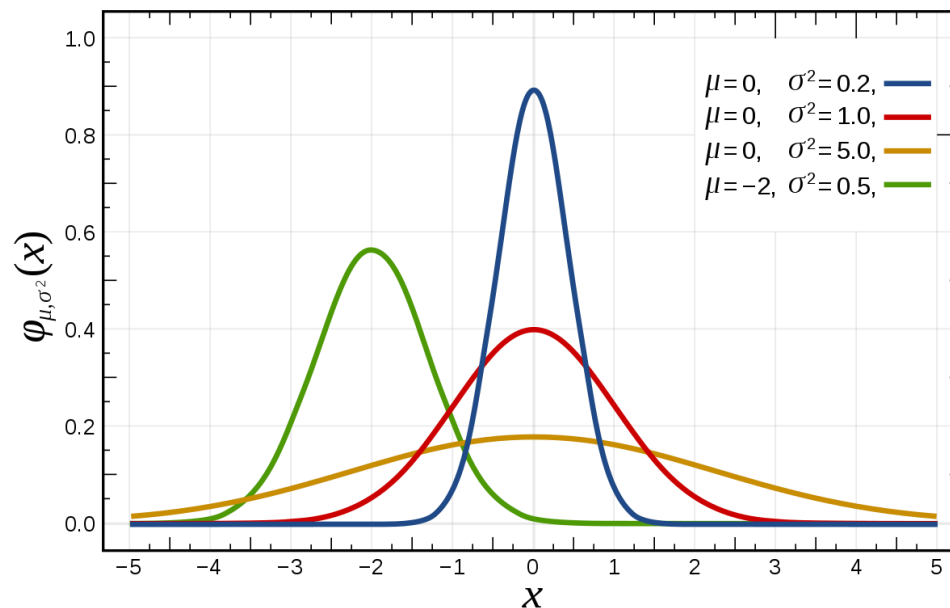
Motion model

$$x(n + 1) = x(n) + \delta_x + v_x$$

$x(n)$ - position at time n

δ_x - “delta x”, change in position during time step

v_x - noise term (e.g. $v_x \sim N(0, \sigma^2)$)



Motion models

Linear model :

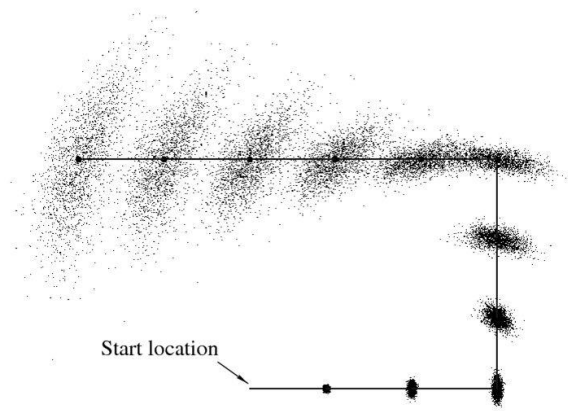
$$x(n + 1) = x(n) + \delta_x + v_x$$

General model :

$$x(n + 1) = f(x(n), u(n), v(n))$$

Motion model

Accumulation of the pose estimation error under the robot motion
(only proprioceptive measurements)



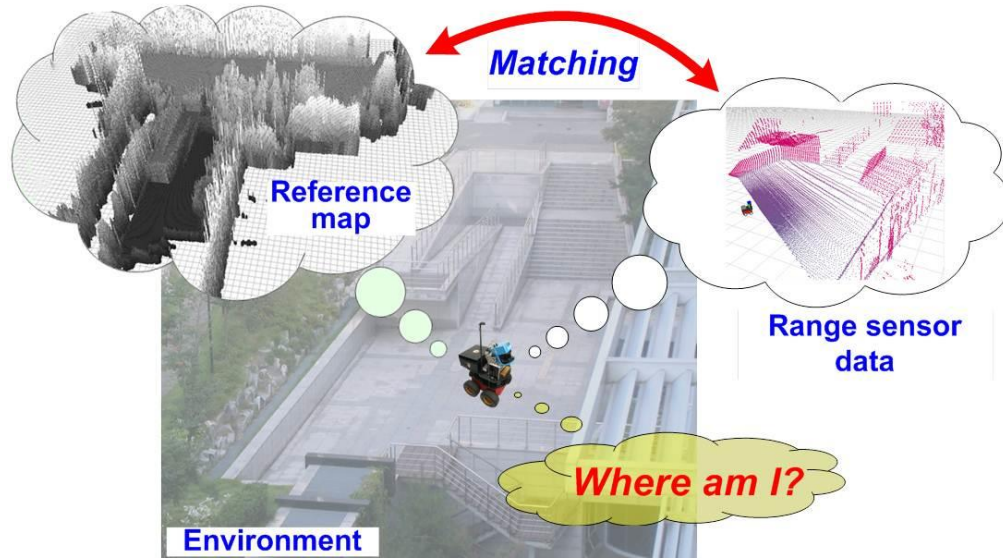
Measurement model and matching/data association

$$z(n) = h(x(n), w(n), \text{map/features})$$

$z(n)$ – measured position

$x(n)$ – true position

$w(n)$ – noise on measurement



1. Simple measurement update

- a) Prediction : Update pose using motion model
- b) Measurement : measure (range, angle)-data to wall with depth sensor
- c) Measurement prediction : find (range, angle)-data from the map and estimated pose
- d) Matching : data association between measurements and measurement predictions

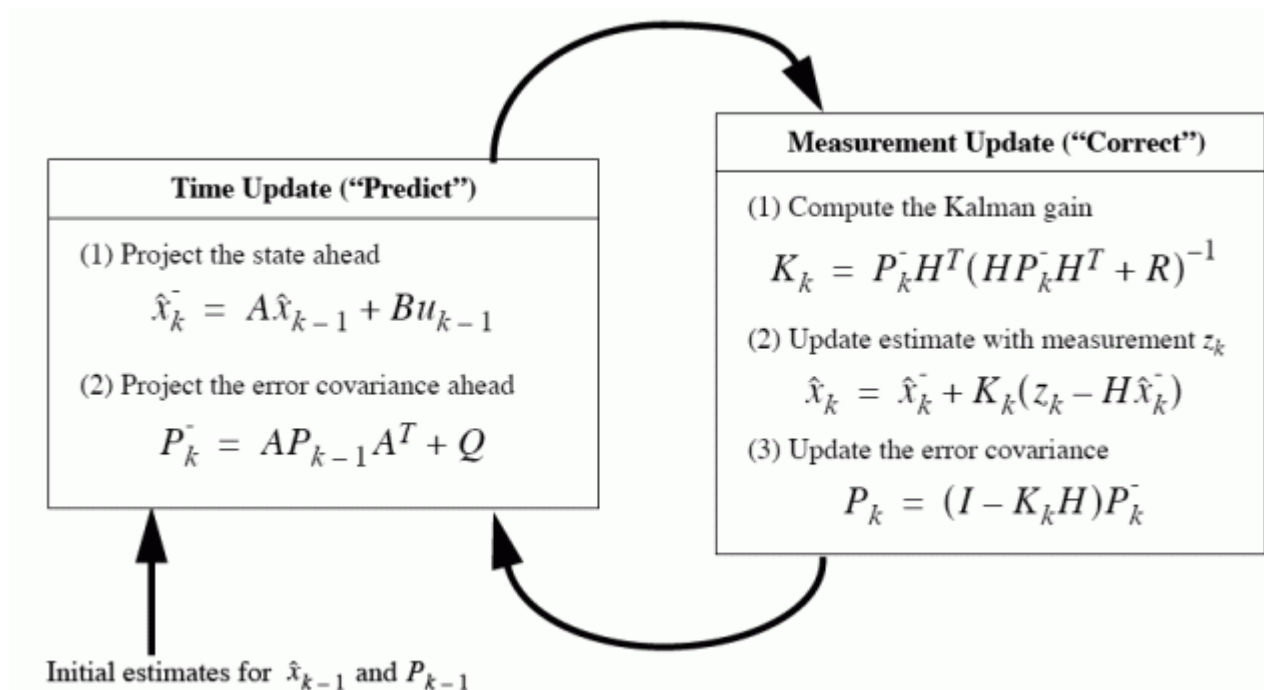
- e) Pose estimation : Use e.g. simple filter to update angle - $\hat{\theta}(n + 1) = \hat{\theta}(n) + k_1 \left(\theta_{obs} - \hat{\theta}(n) \right)$

$\hat{\theta}(n)$ =current angle estimate, θ_{obs} =observed angle, k_1 = fixed parameter between 0 and 1 (1 means 100% "belief" in θ_{obs})

2. Kalman filter

$$x(n+1) = Fx(n) + v(n)$$

$$z(n+1) = Hx(n+1) + w(n)$$



3. Extended Kalman Filter

$$x(n+1) = f(x(n), v(n))$$

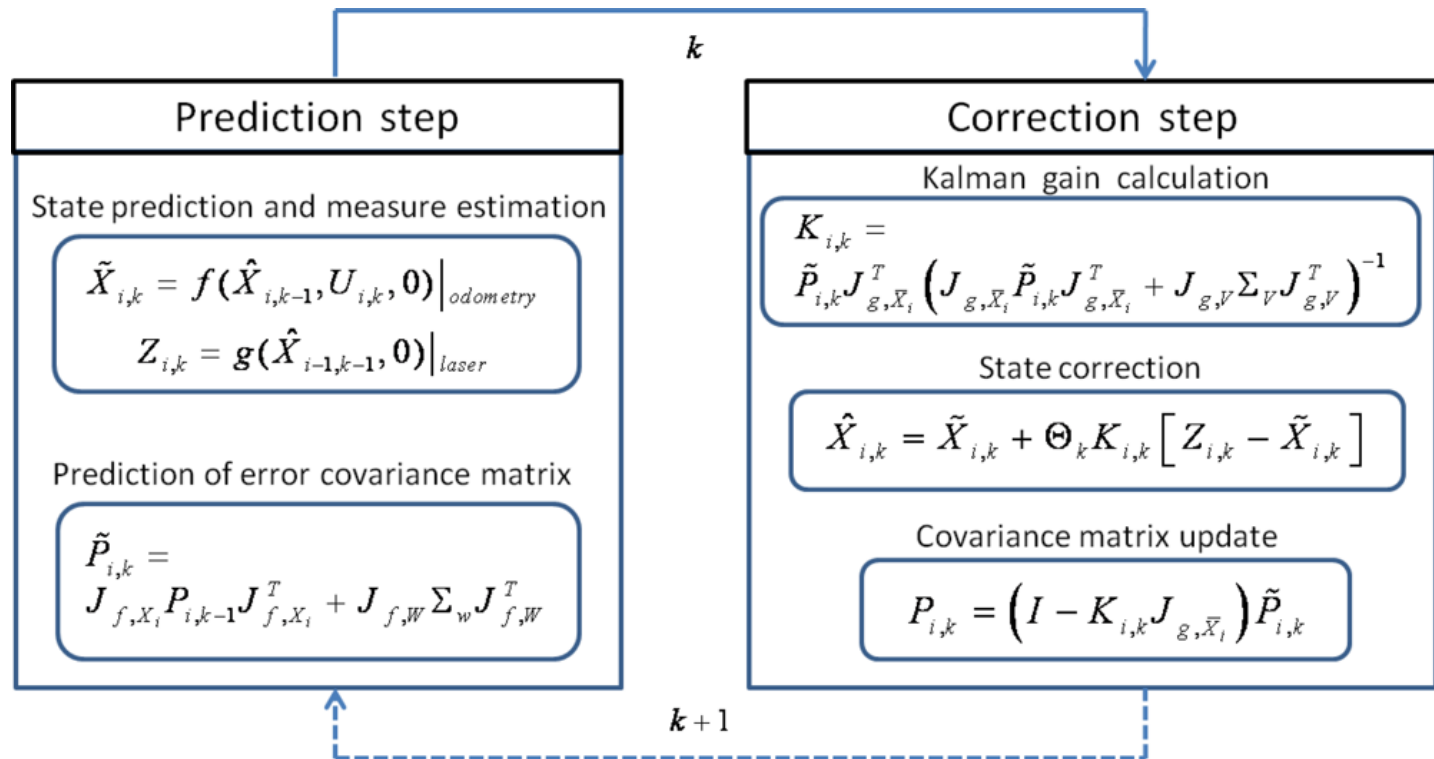
$$z(n+1) = h(x(n+1), w(n))$$

Linearization

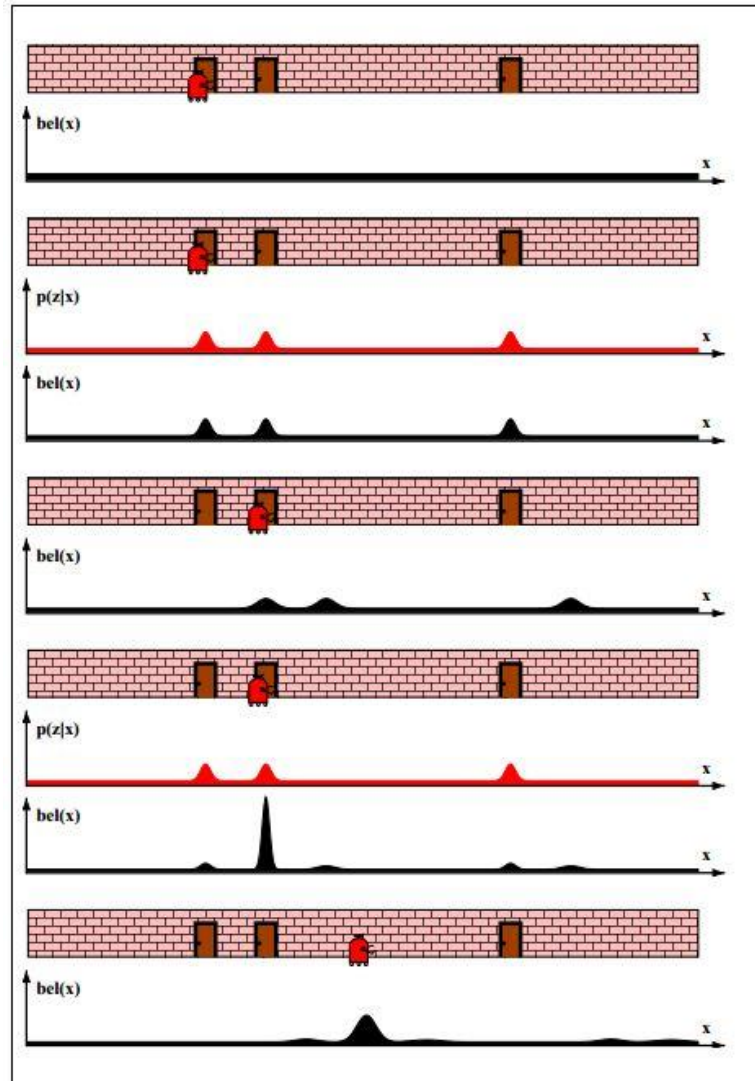
$$x(n+1) = f(\hat{x}(n)) + F_x(x(n) - \hat{x}(n)) + F_v v(n)$$

$$z(n+1) = h(\hat{x}(n+1)) + H_x(x(n+1) - \hat{x}(n+1)) + H_w w(n)$$

3. Extended Kalman Filter



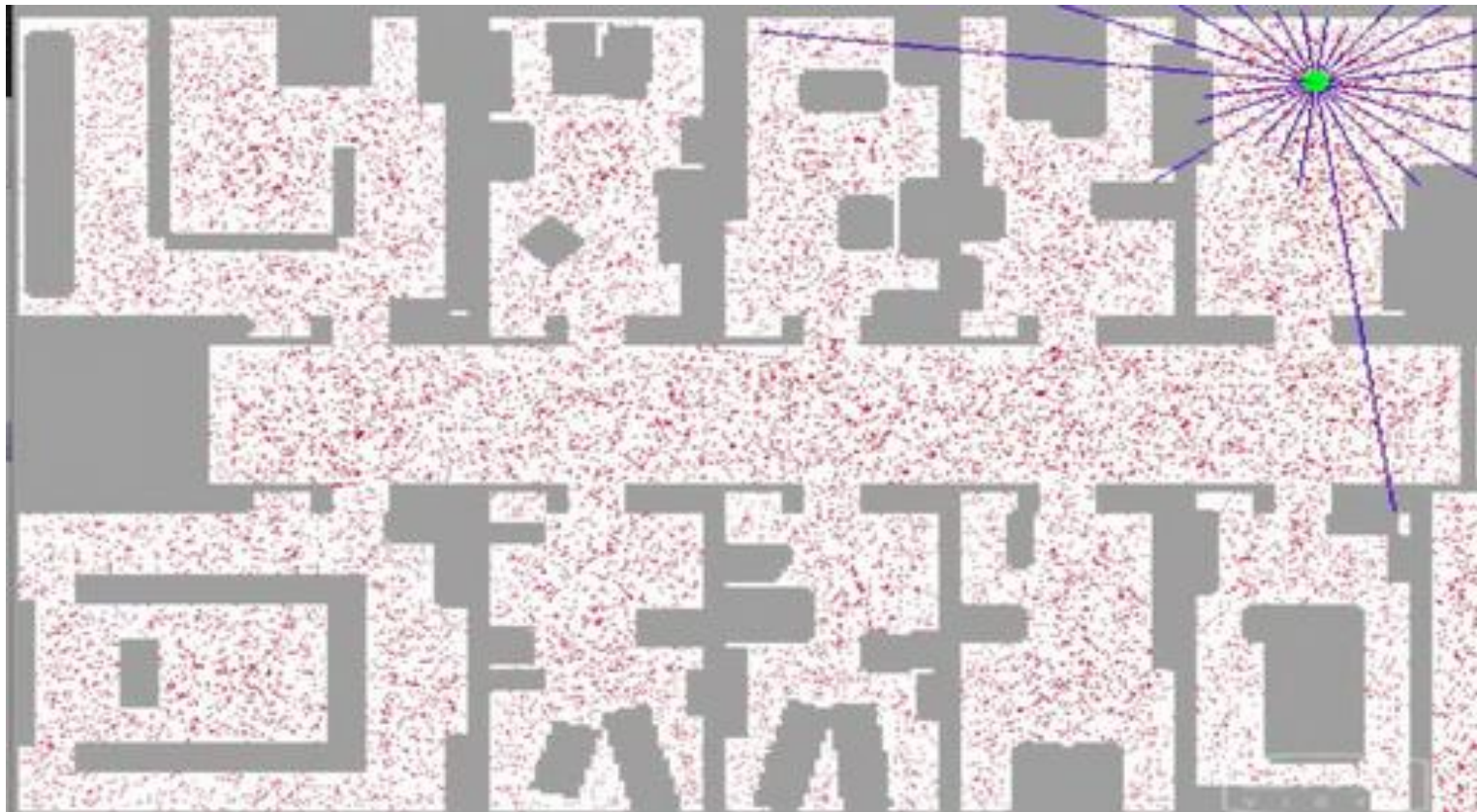
Probabilistic Robot Localization



4. Particle Filter (=Sequential Monte Carlo)

$$P(x(n+1)|x(n), u(n))$$

$$P(z(n+1)|x(n+1), map)$$



4. Particle Filter (Monte carlo simulation)

- a) Initialize : N particles randomly distributed
- b) Motion model for each particle (stochastic)
- c) Step 1b) to 1d) -> how "close" are measurements to map
- d) Update weights for each particle (based on "closeness" from c)
- e) Resampling : Remove/add particles based on weights (stochastic)
- f) Iterate b) to e)

Simultaneous Localisation and Mapping (SLAM)

