

MTRX5700
EXPERIMENTAL ROBOTICS

Assignment 2

Author(s):

KAUSTHUB KRISHNAMURTHY

JAMES FERRIS

SACHITH GUNAWARDHANA

SID:

312086040

311220045

440623630

Due: March 25, 2015

1 Question 1

1.a

1.b

1.c

Code Listing

See Appendix A [9.1]

2 Question 2

2.a Validity Check

2.a.i R_1

2.a.ii R_2

2.a.iii R_3

2.a.iv R_4

2.b Roll/Pitch/Yaw Angles

2.c Angle Estimation

Code Listing

See Appendix A [9.2]

3 Question 3

The Iterated Closed Loop Algorithm

By modifying the given code pieces, we will implement an Iterated Closed Loop algorithm to estimate the position of a vehicle as it moves through its surroundings.

All code pieces, original and modified, can be found in Appendix A [3].

3..i Part A - Implementing the ICP

By modifying the given showICP.m file, we will exam the resultant ICP features generated for a single data set. The set in question is frame 500, and we will use frame 520 as our initial 'guess'.

Firstly, using the default variables of a grid size of 0.005, and a maximum iterative loop of 40, we can generate the following graph:

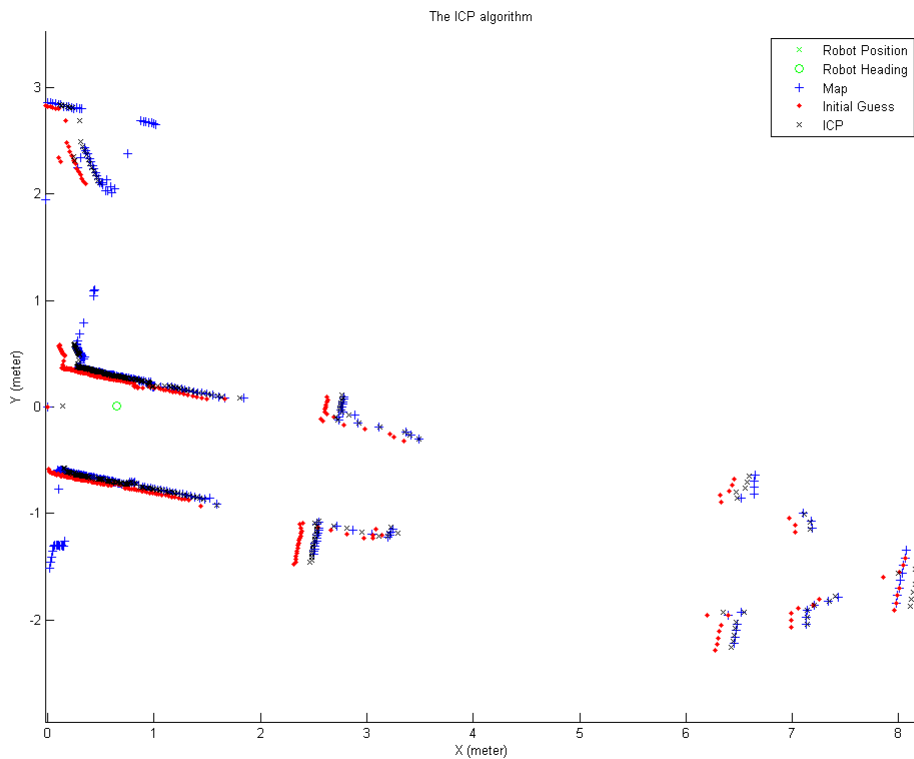


Figure 1: ICP estimate for maximum iterations of 40 and grid size of 0.005

We will now examine the effect of modifying some of the variables of the ICPv4.m algorithm.

Firstly we will look at changing the grid size. For a smaller grid size of 0.001 we obtain the following graph:

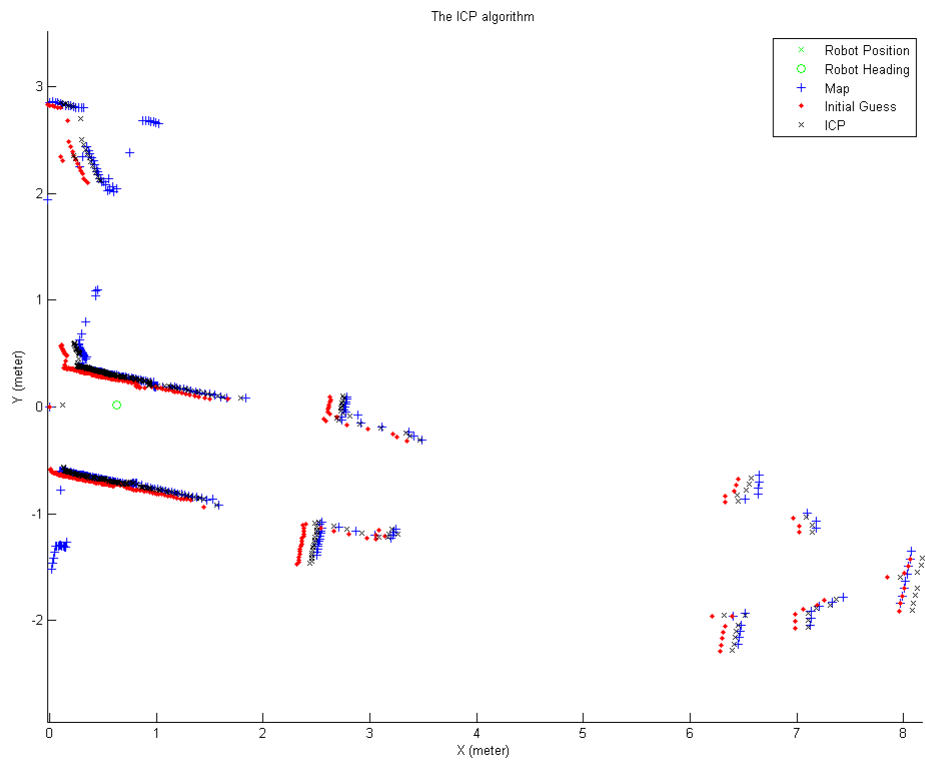


Figure 2: ICP estimate for maximum iterations of 40 and grid size of 0.001

Next, for a grid size of 0.1:

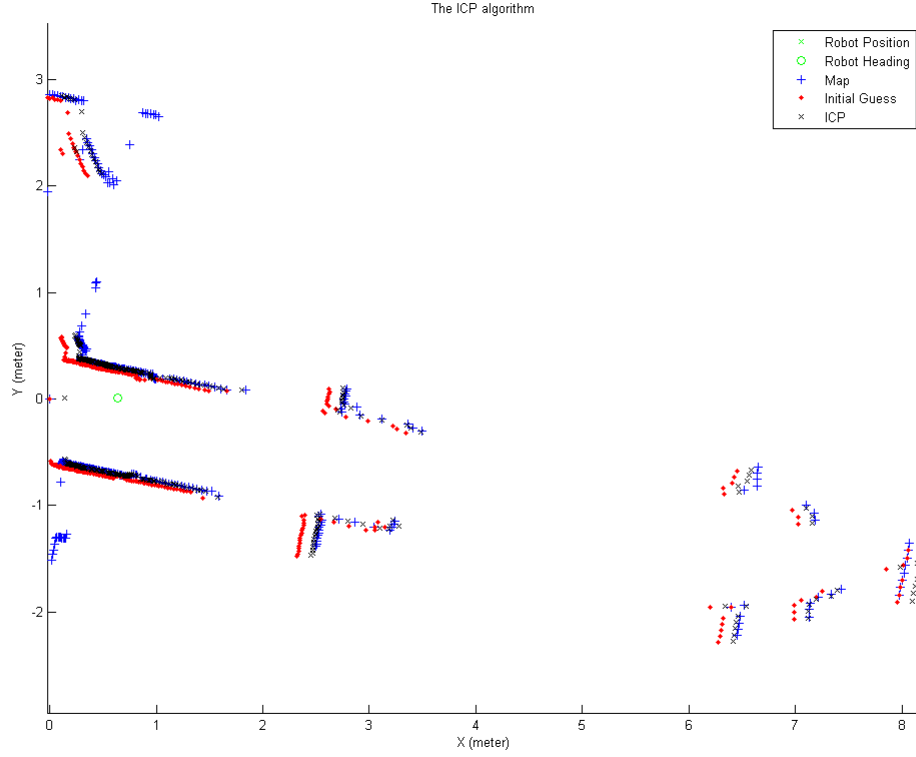


Figure 3: ICP estimate for maximum iterations of 40 and grid size of 0.005

As can be seen, changing the grid size has little effect on the overall ICP .

It does, however, have an affect on the number of collision points detected. For a grid size of 0.005, 188 points collide. For 0.001, 32 points collide, and for 0.01, 252 points collide. This is expected - an increase in the grid size means a large sample section, with a greater likelihood of multiple points landing in a grid.

Checking for matching pairs reveals an interesting point - for all tested values for grid size, the number of matching points is the same - 362. Also of worthy note, despite a maximum number of iterations of 40, no more than 9 iterations are used. Changing the maximum number of iterations to 10 resulted in no changes to any of the previous tests. As such, the maximum iterative size does not need to be nearly so large.

Looking at the generated $\Delta Pose_{bar}$, we can get an idea of the estimated heading of the vehicle, and by looking at $\Delta Pose_{bar_{cov}}$ the pose was as follows :

$\Delta Pose_{bar} = [0.1360, 0.0116, 0.0004]$ where the pattern is $[x, y, \theta]$

This is very close to the zero position, which is to be expected seeing as this ICP algorithm has only taken a single frame. Relative movement should be little at this point.

The Pose covariance for this is as follows:

$$\Delta Pose_{bar_{cov}} = 1.0^{-5} * \begin{pmatrix} 0.2924 & 0.0130 & -0.0099 \\ 0.0130 & 0.4039 & -0.0863 \\ -0.0099 & -0.0863 & 0.0659 \end{pmatrix}$$

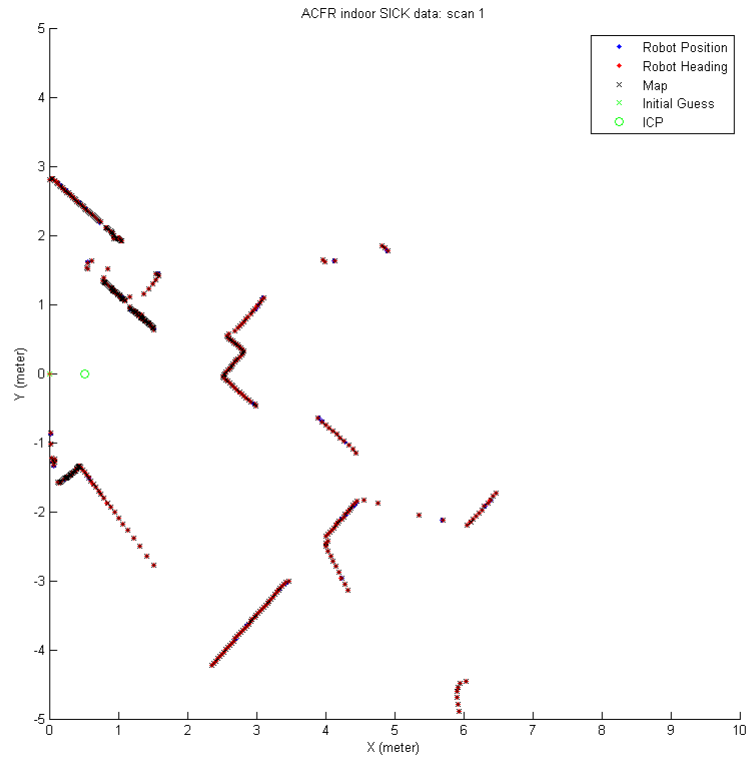
As can be seen, the covariance matrix is extremely close to zero. This is indicative of the factors involved being completely independent, though it does not confirm this. Again, seeing as this is run from a single frame, it is not an indicator for the overall relationship - we have used far too few data points to be able to rule anything out.

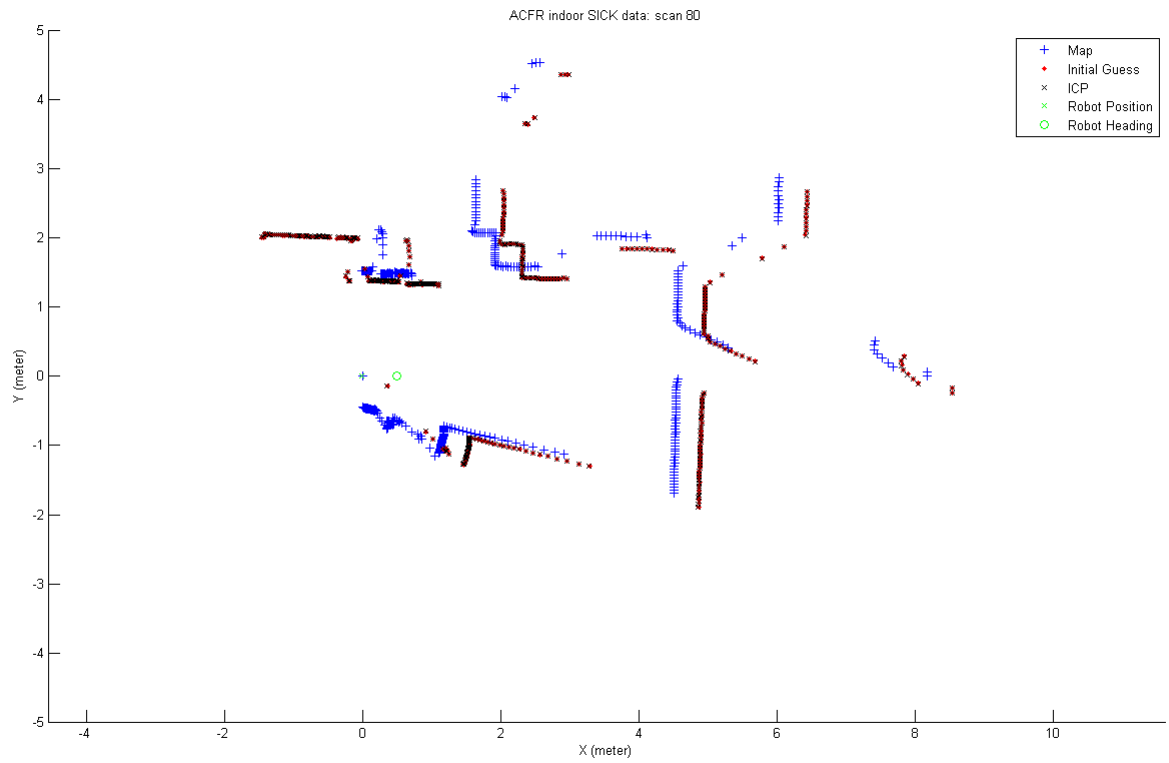
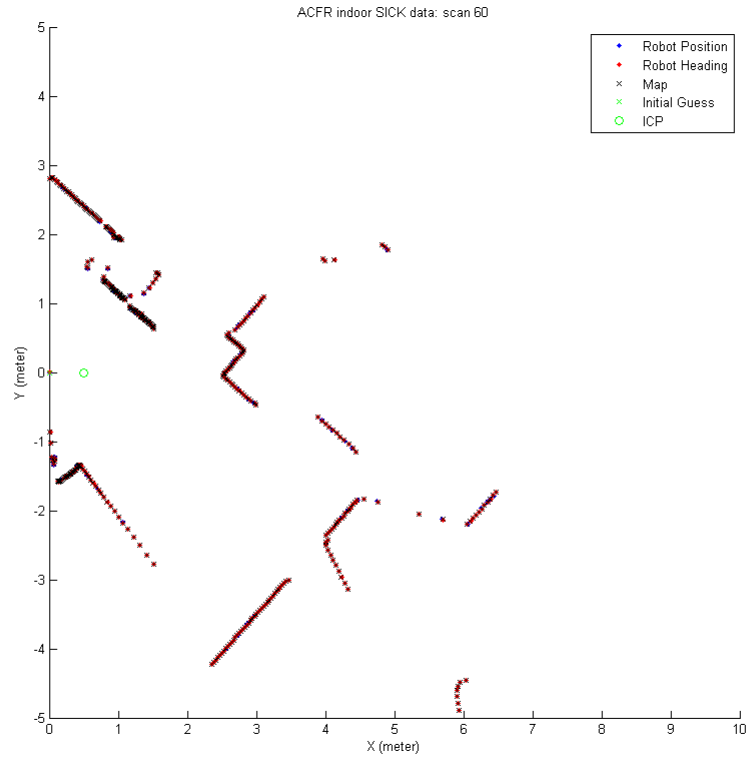
Problems with the Algorithm

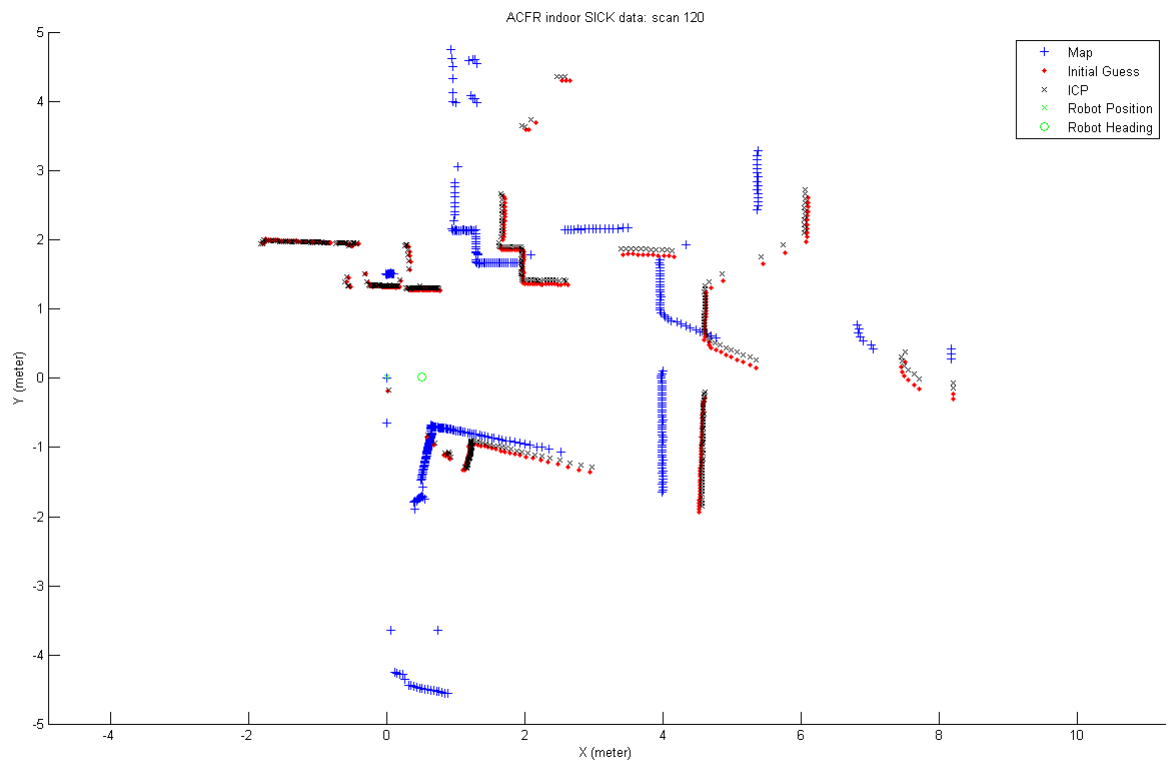
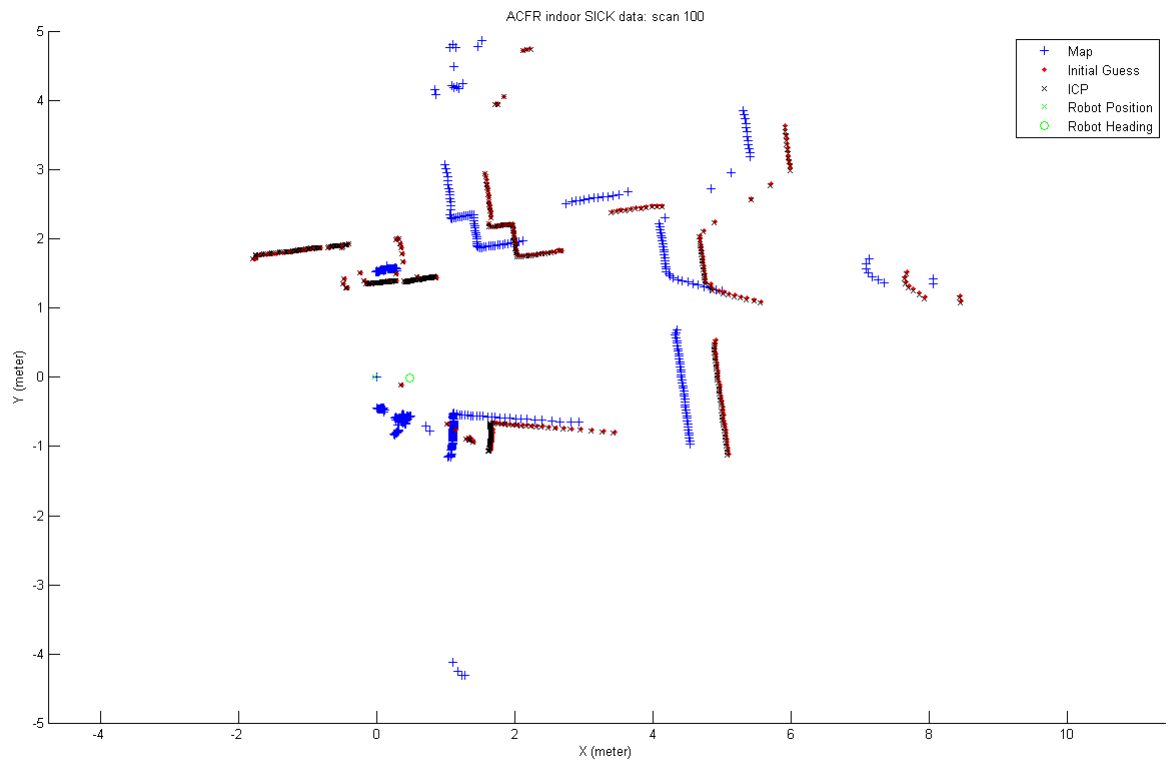
ICPv4.m takes little into account to do with angles/rotations, mostly using x and y values. This would mean that any rotational movement in the map would be taken poorly into account, as will be evident further on.

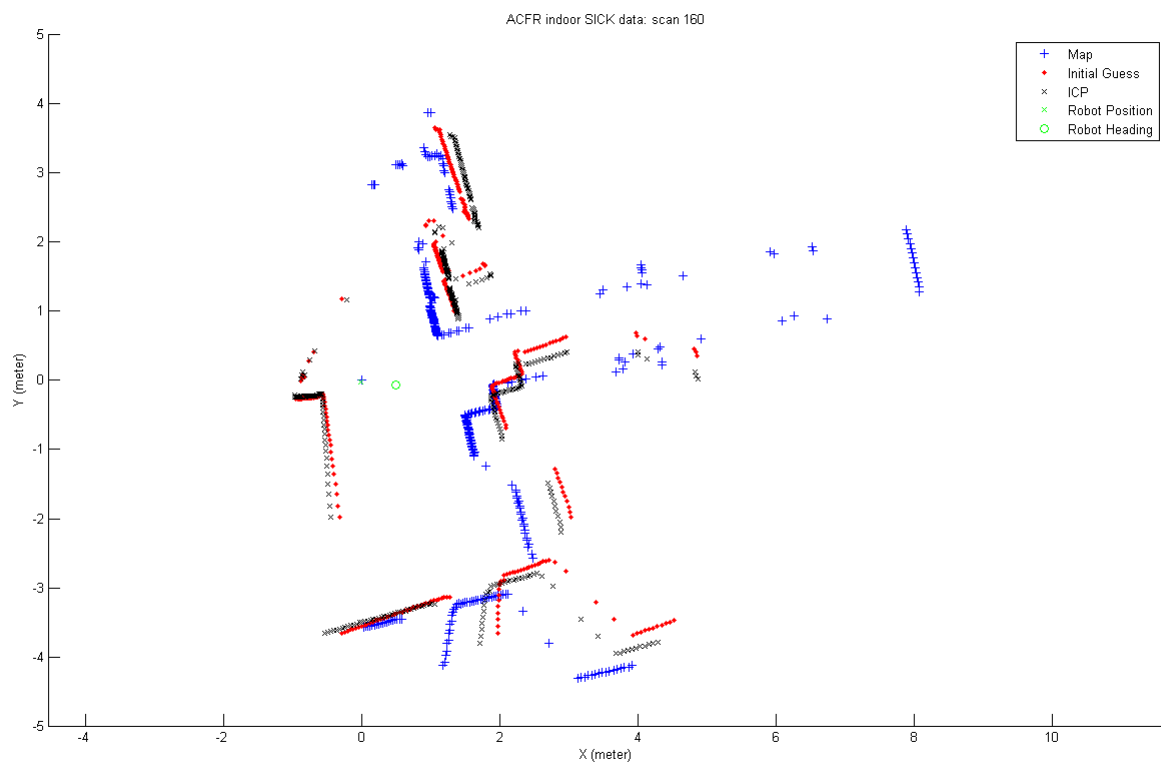
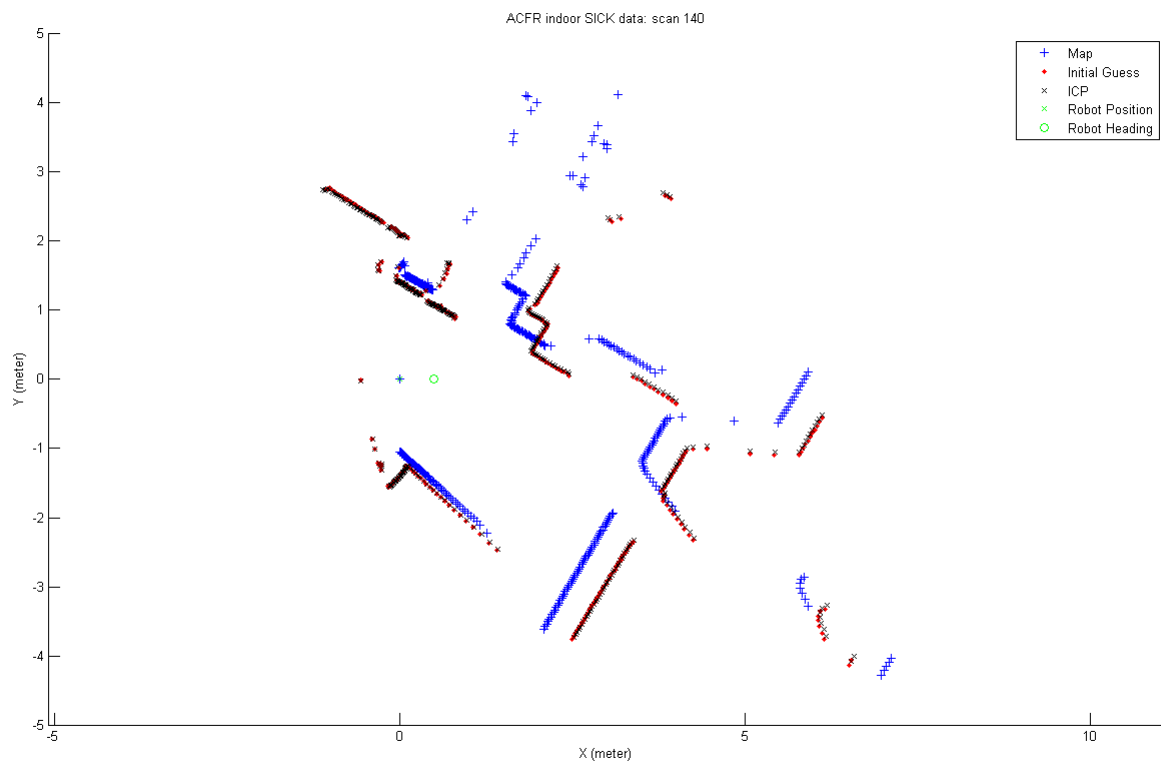
3...ii PartB

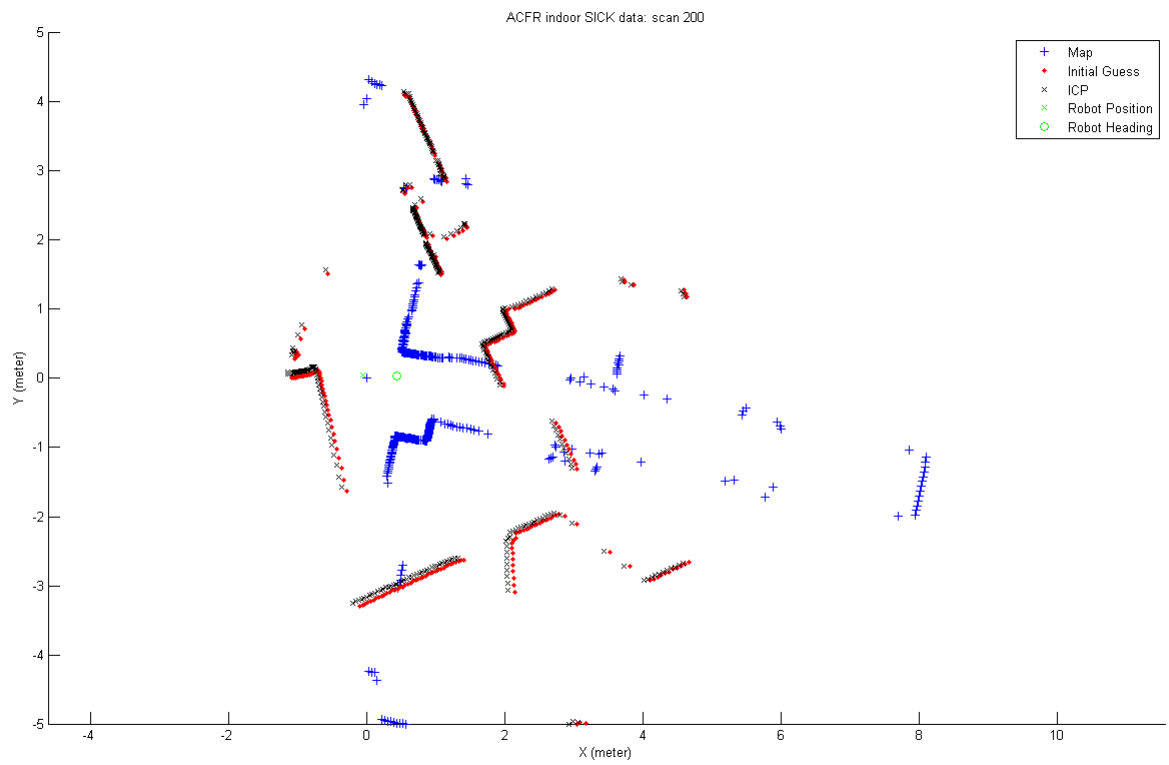
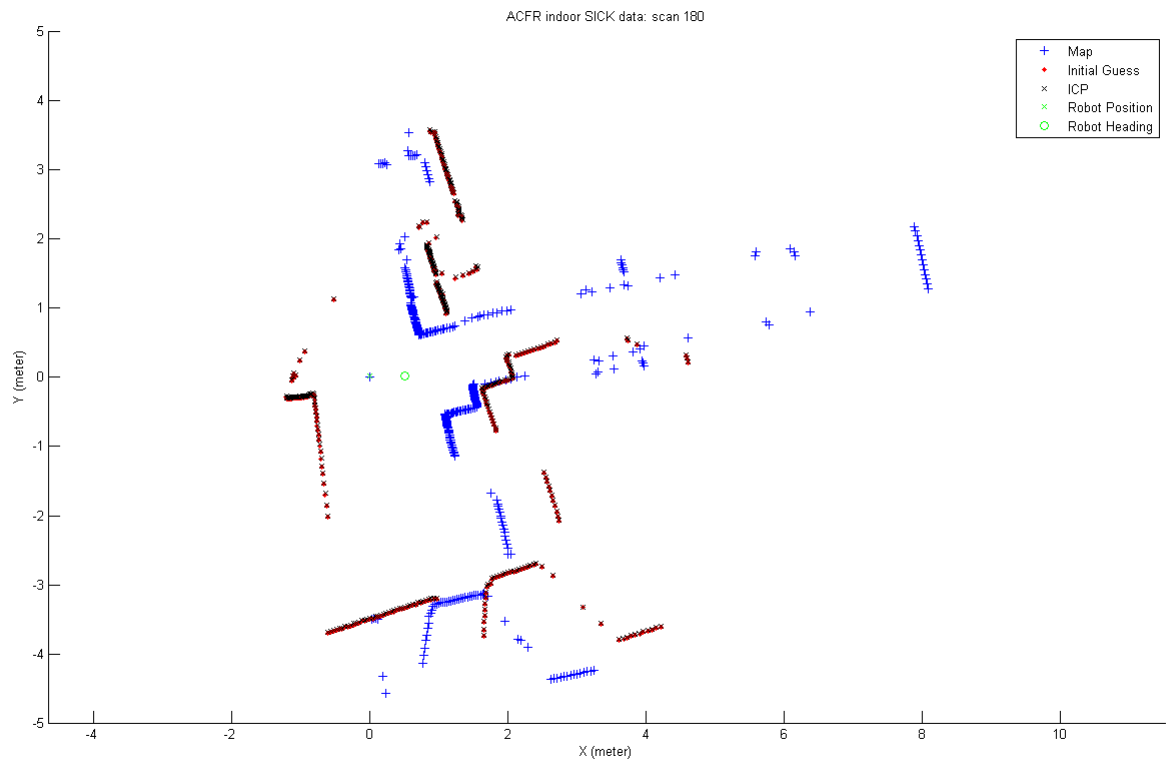
Incorporating the ICPv4.m algorithm into the laserShowACFR.m program enables us to build a real time picture of the movement of the vehicle and its perceived surroundings, relative to the actual mapped data. Observe:

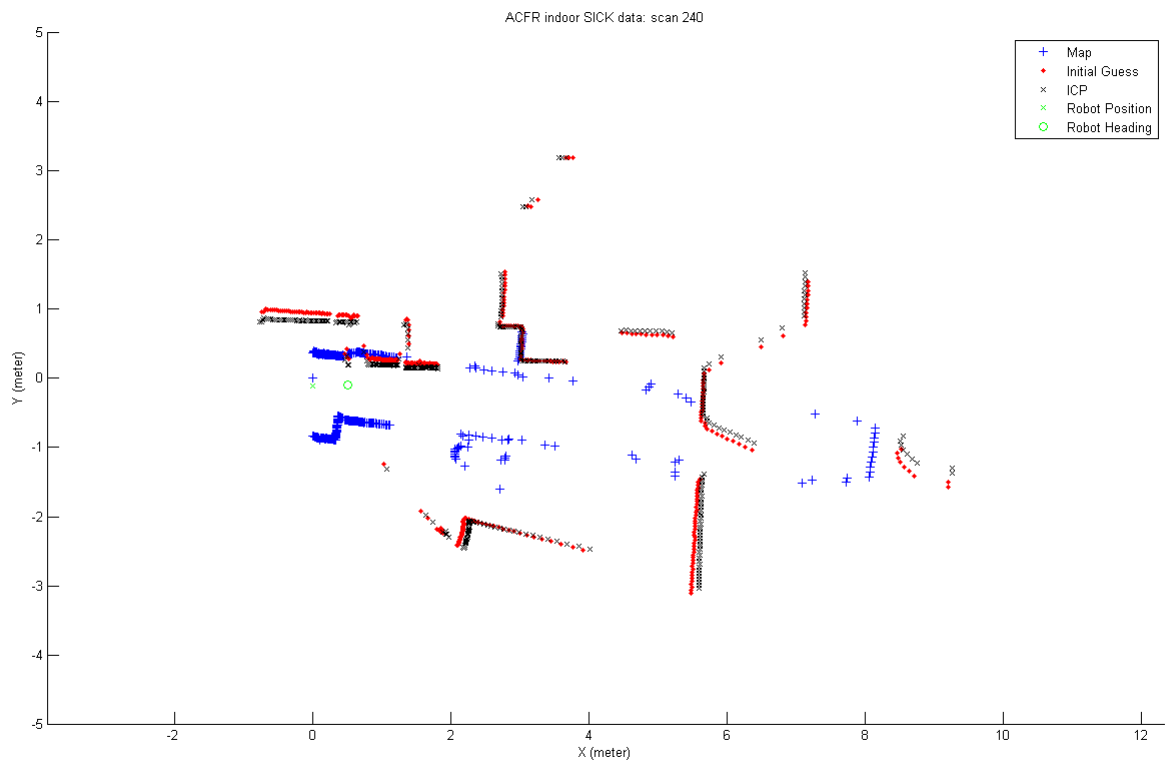
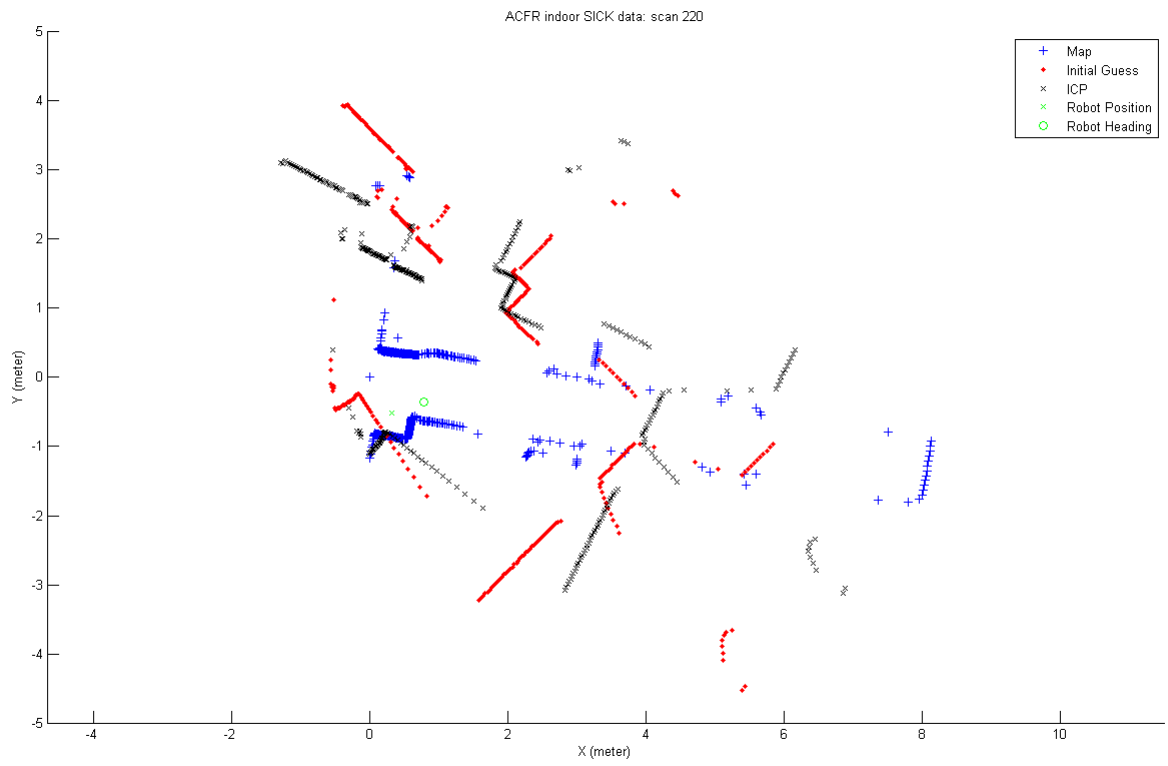


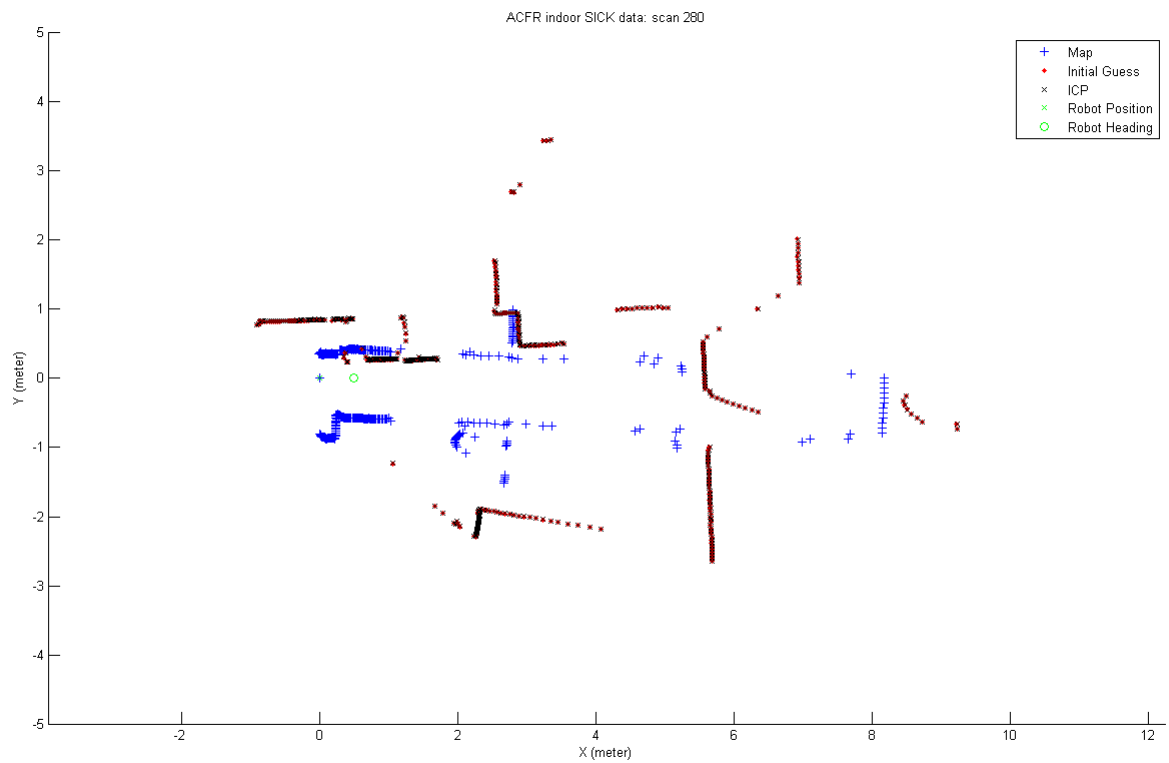
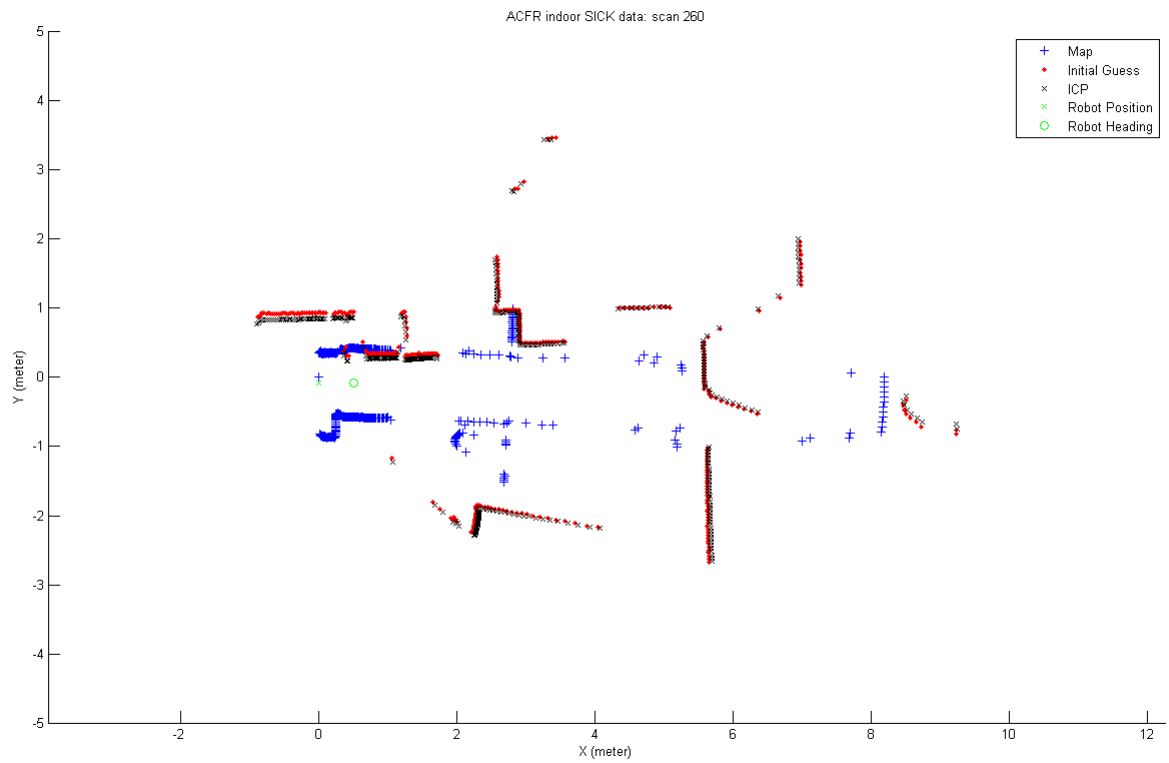


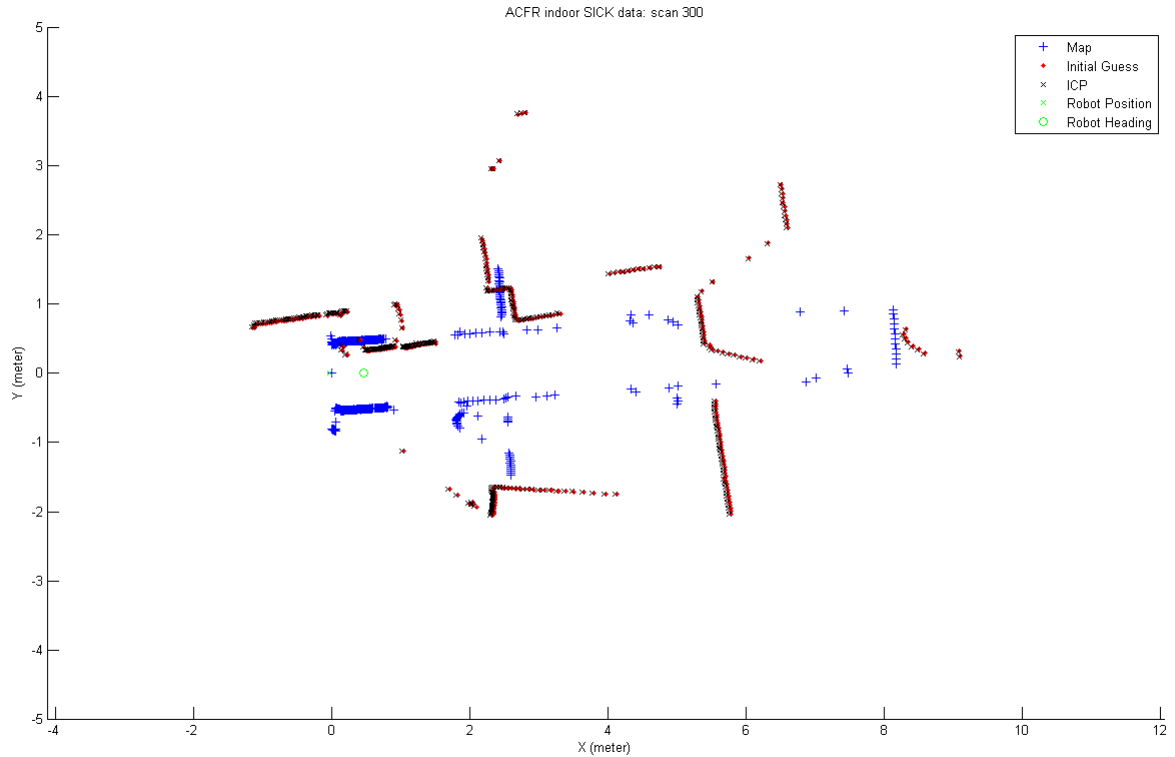












As can be seen, the ICP initially tracks the map data rather well, and the vehicle remains roughly aligned with the direction of motion. Around scan 200 however, everything begins to break down. At this point, the ICP has started lagging behind, and when the vehicle suddenly rotates it is unable to keep up. The closest points now no longer correspond to the original positions, and the ICP map becomes distorted, aligning with a new set of map data points. By scan 300 the alignment is well and truly distorted, with the ICP data almost backwards on the map data. The scans remain relatively unchanged for the next thousand frames, which have not been shown here. The vehicle, suprisingly, appears to be orientated correctly. This is probably a fluke.

Considering that at some points in the scans the ICP vehicle position placed it in or beyond the walls, this would not be a particularly effective method of guidance.

Note, however, that though there was always some offset between the ICP map and the real map, this offset was almost constant. The greatest offset would occur during rotations, which the ICP was able to follow initially. However, these first few rotations were slow, enabling the ICP algorithm to keep up. Around frame 200, the first rapid rotation took place, and the ICP finally failed to keep up, recognising new points as the closest and pairing with them.

As mentioned above, this is because the ICP algorithm fails to take this rotational element into account. However, the given algorithm would still be acceptable under the correct circumstances. With either far more data points taken per second, enabling the ICP to 'linearise' the rotations, would enable it to handle sudden rapid rotations. Alternatively, the vehicle could be drastically slowed down, resulting in more data points through the rotation, again enabling some degree of linearity.

Code Listing

See Appendix A [3] for all code used.

4 Question 4

4.a Modified DH Notation

5 Question 5

5.a

5.a.i Workspace

5.b Singularities

6 Question 6

6.a Inverse Kinematics

6.a.i Theoretical Method

6.a.ii Results

6.a.iii Code Listing

See Appendix A [9.5]

6.b Simulation

7 Appendix A

7.1 Question 1

7.2 Question 2

7.3 Question 3

7.3.i showICP

```
1 % test the ICP algorithm
2 % Author: Chieh-Chih (Bob) Wang [bob.wang@cas.edu.au]
3 % Created: April 12, 2005.
4 % Last Modified: April 12, 2005.
5
6
7 clear
8 close all
9 clc
10
11 % load laser files
12 laser_scans=load('datasets\captureScanshornet.txt');
13 t0 = laser_scans(1,1);
14
15 % Scan A
16 i = 500;
17 xA = zeros(1);
18 yA = zeros(1);
19 for j = 2:size(laser_scans,2) %Map
20     range = laser_scans(i,j) / 1000;
21     bearing = ((j-1)/2 - 90)*pi/180;
22     if (range < 75)
23         xA = [xA range*cos(bearing)];
24         yA = [yA range*sin(bearing)];
25     end
26 end
27
28 % Scan B
29 i = 520;
30 xB = zeros(1);
31 yB = zeros(1);
32 for j = 2:size(laser_scans,2) %Initial Guess (source? stay 'constant'? trasformed by ICP)
33     range = laser_scans(i,j) / 1000;
34     bearing = ((j-1)/2 - 90)*pi/180;
35     if (range < 75)
36         xB = [xB range*cos(bearing)];
37         yB = [yB range*sin(bearing)];
38     end
39 end
40
41 deltaPose = zeros(3,1);
42
43 [deltaPose_bar, deltaPose_bar_Cov, N] = ICPv4(deltaPose, [xA;yA], [xB;yB]); %ICP
44
45 newB = head2tail_no_theta(deltaPose_bar, [xB;yB]);
46 new_xB = newB(1,:);
47 new_yB = newB(2,:);
48
49 figure
50 clf
51 hold on
52 plot(xA,yA,'b+')
53 plot(xB,yB,'r.')
54 plot(new_xB,new_yB,'kx')
55 axis equal
56 legend('Map','initial guess','ICP')
57 xlabel('X (meter)')
58 ylabel('Y (meter)')
59 title('The ICP algorithm')
```

7.3.ii Modified showICP

```
1 % test the ICP algorithm
2 % Author: Chieh-Chih (Bob) Wang [bob.wang@cas.edu.au]
3 % Created: April 12, 2005.
4 % Last Modified: April 12, 2005.
5 %
6 %Modified by James Ferris to Show ICP data in a plot
7
8
9 clear
10 close all
11 clc
12
13 % load laser files
14 laser_scans=load('datasets\captureScanshornet.txt');
15 t0 = laser_scans(1,1);
16
17 % Scan A
18 i = 500;
19 xA = zeros(1);
20 yA = zeros(1);
21 for j = 2:size(laser_scans,2) %Map
22     range = laser_scans(i,j) / 1000;
23     bearing = ((j-1)/2 - 90)*pi/180;
24     if (range < 75)
25         xA = [xA range*cos(bearing)];
26         yA = [yA range*sin(bearing)];
27     end
28 end
29
30 % Scan B
31 i = 520;
32 xB = zeros(1);
33 yB = zeros(1);
34 for j = 2:size(laser_scans,2) %Initial Guess (source? stay 'constant'? trasformed by ICP)
35     range = laser_scans(i,j) / 1000;
36     bearing = ((j-1)/2 - 90)*pi/180;
37     if (range < 75)
38         xB = [xB range*cos(bearing)];
39         yB = [yB range*sin(bearing)];
40     end
41 end
42
43 deltaPose = zeros(3,1);
44
45 [deltaPose_bar, deltaPose_bar_Cov, N] = ICPv4(deltaPose, [xA;yA], [xB;yB]); %ICP
46
47 %%
48 %Added to show robot position and orientation
49 figure
50 clf
51 hold on
52 Pose = deltaPose_bar;
53 h = 0.5;
54 Pose2 = [Pose(1)+h*cos(Pose(3)), Pose(2)+h*sin(Pose(3))];
55 plot(Pose(1),Pose(2), 'gx');
56 plot(Pose2(1),Pose2(2), 'go');
57 %%
58
59 newB = head2tail_no_theta(deltaPose_bar, [xB;yB]);
60 new_xB = newB(1,:);
61 new_yB = newB(2,:);
62
63 plot(xA,yA, 'b+')
64 plot(xB,yB, 'r.')
65 plot(new_xB,new_yB, 'kx')
66 axis equal
67 legend('Robot Position', 'Robot Heading', 'Map','Initial Guess','ICP')
```

```
68 xlabel('X (meter)')
69 ylabel('Y (meter)')
70 title('The ICP algorithm')
```

7.3.iii laserShowAcfr

```
1 %
2 % Author: Stefan Williams (stefanw@acfr.usyd.edu.au)
3 %
4 %
5
6 clear
7 close all
8 clc
9
10 % load laser files
11 laser_scans=load('datasets\captureScanshornet.txt');
12
13 t0 = laser_scans(1,1);
14
15 figure
16 for i = 1:length(laser_scans)
17     t_laser = laser_scans(i,1) - t0;
18     xpoint = zeros(1);
19     ypoint = zeros(1);
20     for j = 2:size(laser_scans,2)
21         range = laser_scans(i,j) / 1000;
22         bearing = ((j-1)/2 - 90)*pi/180;
23         if (range < 75)
24             xpoint = [xpoint range*cos(bearing)];
25             ypoint = [ypoint range*sin(bearing)];
26         end
27     end
28     plot(xpoint(:), ypoint(:), '.');
29     axis equal;
30     axis([0 10 -5 5]);
31     xlabel('X (meter)')
32     ylabel('Y (meter)')
33     title(sprintf('ACFR indoor SICK data: scan %d',i))
34     drawnow
35
36     %     if i == 500
37     %         pause;
38     %     elseif i == 520
39     %         pause;
40     %     end
41
42 end
```

7.3.iv Modified laserShowACFR

```
1 %
2 % Author: Stefan Williams (stefanw@acfr.usyd.edu.au)
3 %
4 %
5 %Modified by James Ferris to include ICP data in a plot
6
7 clear
8 close all
9 clc
10
11 % load laser files
12 laser_scans=load('datasets\captureScanshornet.txt');
13
14 t0 = laser_scans(1,1);
15
16 %%
17 %Initialise ICP data
18 i = 20; %Let the 'initial guess' be starting point + 20, as in part A
19 xB = zeros(1);
20 yB = zeros(1);
21 for j = 2:size(laser_scans,2)
22     range = laser_scans(i,j) / 1000;
23     bearing = ((j-1)/2 - 90)*pi/180;
24     if (range < 75)
25         xB = [xB range*cos(bearing)];
26         yB = [yB range*sin(bearing)];
27     end
28 end
29 deltaPose = zeros(3,1);
30
31 %%
32
33 figure
34 for i = 1:length(laser_scans)
35
36     tlaser = laser_scans(i,1) - t0;
37     xpoint = zeros(1);
38     ypoint = zeros(1);
39     for j = 2:size(laser_scans,2)
40         range = laser_scans(i,j) / 1000;
41         bearing = ((j-1)/2 - 90)*pi/180;
42         if (range < 75)
43             xpoint = [xpoint range*cos(bearing)];
44             ypoint = [ypoint range*sin(bearing)];
45         end
46     end
47
48     %%
49     %Calculate ICP
50     [deltaPose_bar, deltaPose_bar_Cov, N] = ICPv4(deltaPose, [xpoint;ypoint], [xB;yB]);
51     newB = head2tail_no_theta(deltaPose_bar, [xB;yB]);
52     new_xB = newB(1,:);
53     new_yB = newB(2,:);
54
55     if i == 1 || mod(i,20) == 0
56
57         Pose = deltaPose_bar;
58         h = 0.5;
59         Pose2 = [Pose(1)+h*cos(Pose(3)), Pose(2)+h*sin(Pose(3))];
60         hold on
61
62
63         plot(xpoint(:), ypoint(:), '.');
64
65         plot(xB,yB,'r.')
66         plot(new_xB,new_yB,'kx')
67
68     end
69 end
```

```

68     plot(Pose(1),Pose(2),'gx');
69     plot(Pose2(1),Pose2(2),'go');
70
71
72     %%
73
74
75     axis equal;
76
77     legend('Robot Position', 'Robot Heading', 'Map','Initial Guess','ICP')
78     axis([0 10 -5 5]);
79     xlabel('X (meter)')
80     ylabel('Y (meter)')
81     title(sprintf('ACFR indoor SICK data: scan %d',i))
82     drawnow
83
84     pause
85 end
86
87     xB = new.xB;
88     yB = new.yB;
89
90     clf
91
92 end

```

7.3.v ICPv4

```
1 function [deltaPose_bar, deltaPose_bar_Cov, N] = ICPv4(deltaPose, a, b)
2
3 % function: ICP algorithm version 3.0
4 % a: point set, 2 x Na
5 % b: point set, 2 x Nb
6 % Xab: the relative tranformation between a and b
7 %
8 %
9 %
10 % Author: Chieh-Chih (Bob) Wang [bobwang@cs.cmu.edu]
11 % Created: Dec. 2, 2002.
12 % Last Modified: Dec. 27, 2003.
13 % (C) 2002-2004 Chieh-Chih (Bob) Wang. All Rights Reserved.
14
15
16 max_delta_g = 0.01;
17 max_iter = 40;
18 WinSize = 80;
19
20 % Cell 5cm x 5cm
21 grid_size = 0.005; % Changing this value may affect the accuracy of the ICP algorithm.
22 Map_x_min = min(a(1,:));
23 Map_y_min = min(a(2,:));
24 Map_x_max = max(a(1,:));
25 Map_y_max = max(a(2,:));
26
27 % Step 1: Create a grid map foo speed up correspondence search
28 GridMap_X = ceil((Map_x_max - Map_x_min)/grid_size);
29 GridMap_Y = ceil((Map_y_max - Map_y_min)/grid_size);
30 GridMap = zeros(GridMap_X, GridMap_Y);
31
32 for k=1:size(a,2)
33     [Map_i,Map_j] = XY2IJ(a(1,k), a(2,k), grid_size, Map_x_min, Map_y_min);
34     if Map_i>0 & Map_i<= GridMap_X & Map_j>0 & Map_j<= GridMap_Y
35         if GridMap(Map_i,Map_j)~= 0
36             %disp(sprintf('points collide %d,%d', Map_i, Map_j))
37         end
38         GridMap(Map_i,Map_j) = k;
39     end
40 end
41
42 WinSize_org = WinSize;
43 delta_g = 1000000000;
44 j=0;
45 g = deltaPose;
46
47 % method 2:
48 Z = [];
49 M = [];
50
51 NoMatch_flag = 0;
52
53 while (j < max_iter) & (delta_g > max_delta_g)
54     j = j+1;
55     old_g = g;
56     % Step 1:
57
58     % Finding Correspondence
59     Match_Pairs = [];
60     %New_Scan1_Index = Scan1_Index;
61     %New_Scan2_Index = Scan2_Index;
62
63     %WinSize = round(WinSize_org/j);
64     WinSize = WinSize_org- 4*j;
65     if WinSize < 2
66         WinSize = 2;
67     end
```

```

68
69 for k=1:size(b,2)
70
71     Point_X = head2tail_no_theta(g,b(:,k));
72
73     [Map_i,Map_j] = XY2IJ(Point_X(1), Point_X(2), grid_size, Map_x_min, Map_y_min);
74     % Search ...
75     % Define search area
76     % WinSize = 10;
77     Win_i_min = Map_i - WinSize;
78     if Win_i_min < 1
79         Win_i_min = 1;
80     end
81     Win_i_max = Map_i + WinSize;
82     if Win_i_max > GridMap_X
83         Win_i_max = GridMap_X;
84     end
85     Win_j_min = Map_j - WinSize;
86     if Win_j_min < 1
87         Win_j_min = 1;
88     end
89     Win_j_max = Map_j + WinSize;
90     if Win_j_max > GridMap_Y
91         Win_j_max = GridMap_Y;
92     end
93     [Search_i, Search_j] = find(GridMap(Win_i_min:Win_i_max, Win_j_min:Win_j_max) > 0);
94     if size(Search_i,1)>0
95         min_dis = 1000000000000000;
96         match_index = 0;
97         for m=1:size(Search_i,1)
98             a_index = GridMap(Search_i(m)+Win_i_min-1, Search_j(m)+Win_j_min-1);
99             dis = sqrt((Point_X(1) - a(1,a_index))^2 ...
100                 + (Point_X(2) - a(2,a_index))^2);
101             if (dis < min_dis)
102                 min_dis = dis;
103                 match_index = a_index;
104             end
105         end
106         % method 1:
107         Match_Pairs = [Match_Pairs; ...
108             b(1,k) b(2,k) a(1,match_index) a(2,match_index)];
109         % method 2:
110         Mk = [1 0 -Point_X(2,1); 0 1 Point_X(1,1)];
111         M = [M; Mk];
112         Z = [Z; Point_X - a(:,match_index)];
113
114         %MatchedPoints(1,k) = 1;
115         %New_Scan1_Index(1, match_index) = 2; % see Readme.txt for the definition
116         %New_Scan2_Index(1, k) = 2;
117     end
118 end
119 %Method 1: the closed form solution without covariance estimate
120 N = size(Match_Pairs,1);
121 %disp(sprintf('Inside ICPv4: iter %d, match pairs %d',j, N));
122 if N == 0
123     NoMatch_flag = 1;
124     break
125 end
126
127 X2_bar = sum(Match_Pairs(:,1))/N;
128 Y2_bar = sum(Match_Pairs(:,2))/N;
129 X1_bar = sum(Match_Pairs(:,3))/N;
130 Y1_bar = sum(Match_Pairs(:,4))/N;
131 Sx2x1 = sum((Match_Pairs(:,1) - X2_bar).*(Match_Pairs(:,3) - X1_bar));
132 Sy2y1 = sum((Match_Pairs(:,2) - Y2_bar).*(Match_Pairs(:,4) - Y1_bar));
133 Sx2y1 = sum((Match_Pairs(:,1) - X2_bar).*(Match_Pairs(:,4) - Y1_bar));
134 Sy2x1 = sum((Match_Pairs(:,2) - Y2_bar).*(Match_Pairs(:,3) - X1_bar));
135
136 g(3,1) = atan2(Sx2y1-Sy2x1, Sx2x1+ Sy2y1);
137 g(1,1) = X1_bar - (X2_bar*cos(g(3,1)) - Y2_bar*sin(g(3,1)));
138 g(2,1) = Y1_bar - (X2_bar*sin(g(3,1)) + Y2_bar*cos(g(3,1)));

```



```

139
140     delta_g = sqrt((old_g(1) - g(1))^2 + (old_g(2) - g(2))^2);
141
142     %Method 2:
143     %     InvMM = inv(M'*M);
144     %     D_bar = InvMM*M'*Z;
145     %     ZminusMD_bar = Z-M*D_bar;
146     %     s_square = ZminusMD_bar'*ZminusMD_bar/(2*N-3);
147     %     Cov_ICP = s_square*InvMM;
148
149     %pause
150 end
151 % Xab_bar = g+D_bar;
152 % Xab_Cov = Cov_ICP;
153 if NoMatch_flag == 0
154     InvMM = inv(M'*M);
155     D_bar = InvMM*M'*Z;
156     ZminusMD_bar = Z-M*D_bar;
157     s_square = ZminusMD_bar'*ZminusMD_bar/(2*N-3);
158     Cov_ICP = s_square*InvMM;
159
160     deltaPose_bar = g;
161     deltaPose_bar_Cov = Cov_ICP;
162 else
163     deltaPose_bar = [];
164     deltaPose_bar_Cov = [];
165 end

```

7.3.vi XY2IJ

```
1 function [Map_i,Map_j] = XY2IJ(x, y, grid_size, Map_x_min, Map_y_min)
2
3 % XY2IJ
4 %
5 % Author: Chieh-Chih (Bob) Wang [bobwang@cs.cmu.edu]
6 % Created: Oct. 31, 2002.
7 % Modified: Nov. 6, 2003.
8 % (c) 2002-2003 Chieh-Chih Wang. All Rights Reserved.
9
10 % Changed to the vec form
11 Map_i = round((x - Map_x_min)/grid_size + 0.5);
12 Map_j = round((y - Map_y_min)/grid_size + 0.5);
```

7.3.vii head2tail no theta

```
1 function Xik = head2tail.no_theta(Xij, Xjk)
2
3 % Compounding Operation: head2tail
4 %
5 % Input:
6 %   Xij = [x_ij; y_ij; theta_ij]
7 %   Xjk = [x_jk; y_jk]
8 % Output:
9 %   Xik = [x_ik; y_ik]
10 %
11 % Author: Chieh-Chih (Bob) Wang [bobwang@cs.cmu.edu]
12 % Created: Nov. 8, 2002.
13 % Modified: Nov. 6, 2003.
14
15
16 cosTheta_ij = cos(Xij(3,1));
17 sinTheta_ij = sin(Xij(3,1));
18
19 % Xik(1,1) = Xjk(1,1)*cosTheta_ij - Xjk(2,1)*sinTheta_ij + Xij(1,1);
20 % Xik(2,1) = Xjk(1,1)*sinTheta_ij + Xjk(2,1)*cosTheta_ij + Xij(2,1);
21
22 % Change for Vec...
23 Xik(1,:) = Xjk(1,:)*cosTheta_ij - Xjk(2,:)*sinTheta_ij + Xij(1,1);
24 Xik(2,:) = Xjk(1,:)*sinTheta_ij + Xjk(2,:)*cosTheta_ij + Xij(2,1);
```

7.4 Question 4

7.5 Question 5

7.6 Question 6