



---

# **INTELLIGENT ROBOTS**

## **CHAPTER 8: PARTICLE FILTER AND MONTE CARLO LOCALIZATION**

---

# Outline

---

- Sample-based Localization Problem
  - Importance Sampling
  - Particle Filter
  - Monte Carlo Localization
-

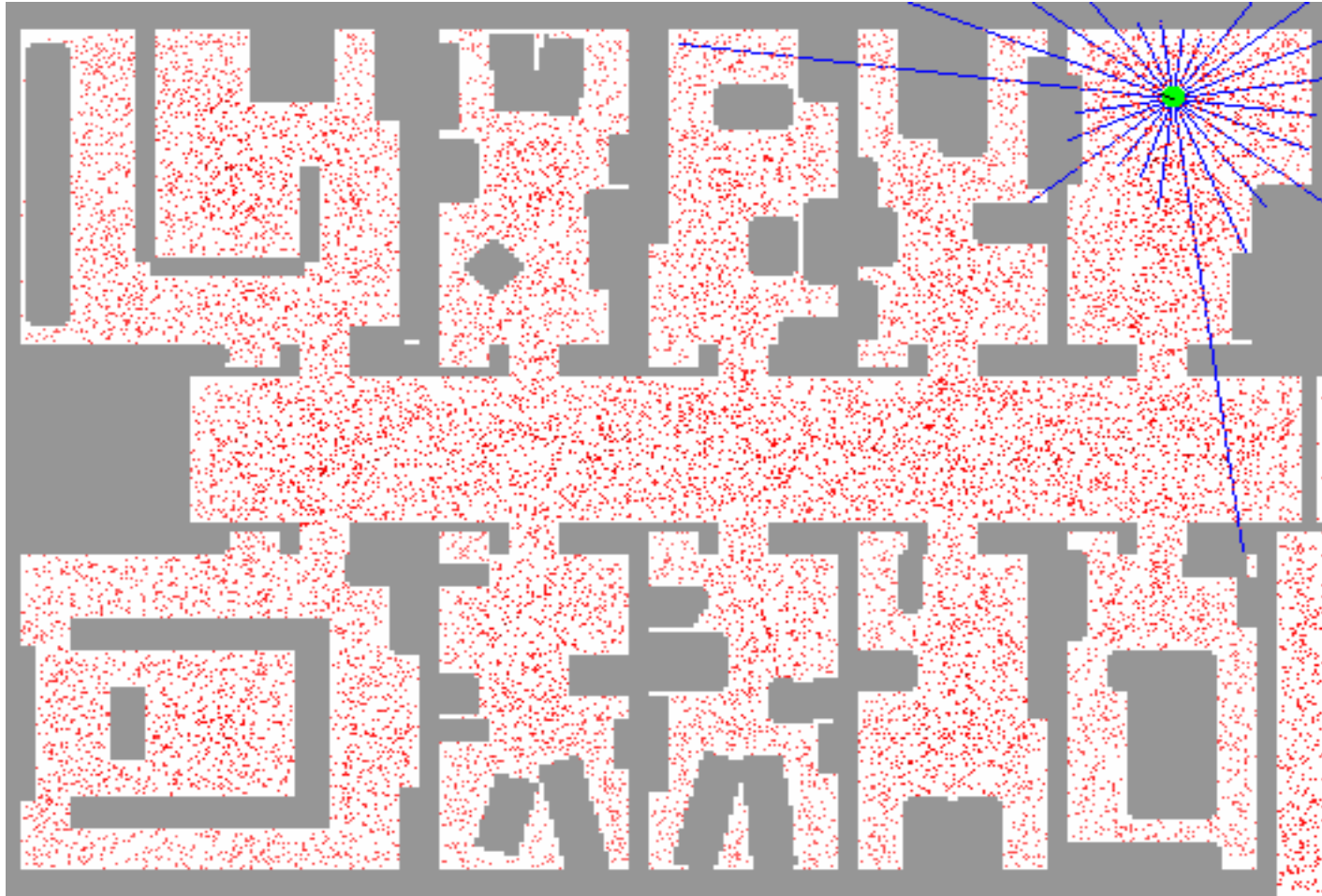
# Motivation

---

- Discrete filter
    - Discretize the continuous state space
    - High memory complexity
    - Fixed resolution (does not adapt to the belief)
  - Particle filters are a way to **efficiently** represent **non-Gaussian distribution**
  - Basic principle
    - Set of state hypotheses (“particles”)
    - Survival-of-the-fittest
-

# Sample-based Localization (Sonar)

---



# Outline

---

- Sample-based Localization Problem
  - Importance Sampling
  - Particle Filter
  - Monte Carlo Localization
-

# Mathematical Description

---

- Set of weighted samples

$$S = \left\{ \left\langle s^{[i]}, w^{[i]} \right\rangle \mid i = 1, \dots, N \right\}$$

State hypothesis

Importance weight

- The samples represent the posterior

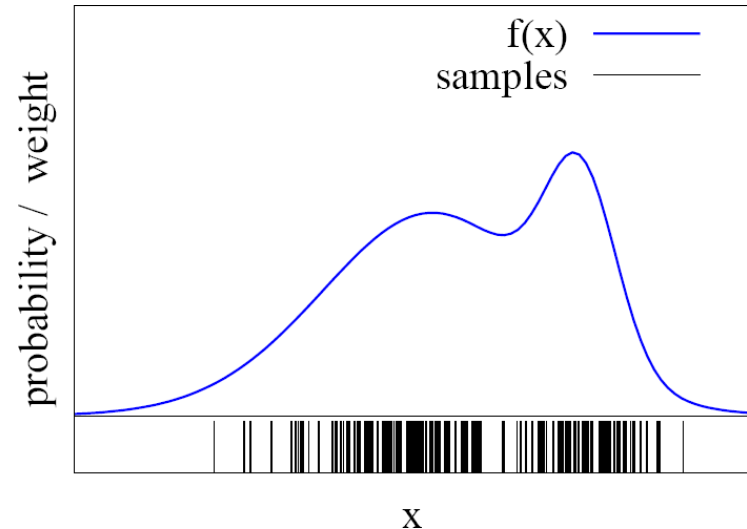
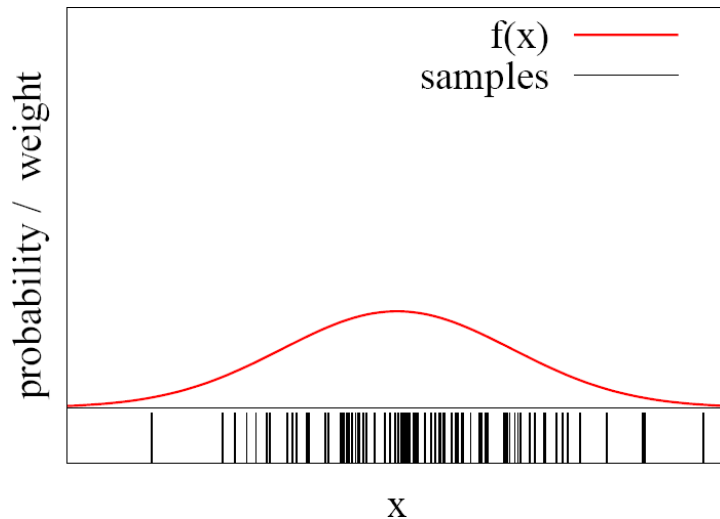
$$p(x) = \sum_{i=1}^N w_i \cdot \delta_{s^{[i]}}(x)$$

---

# Function Approximation

---

- Particle sets can be used to approximate functions

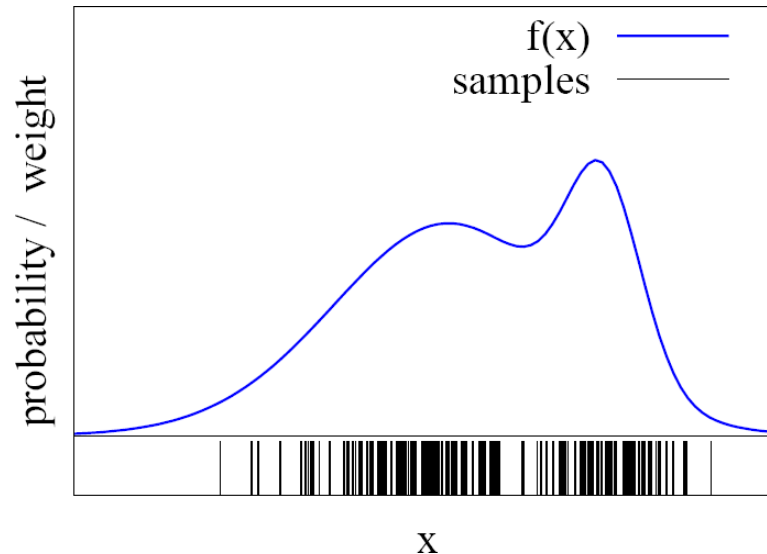


- The more particles fall into an interval, the higher the probability of that interval
  - How to draw samples from a function/distribution?
-

# Rejection Sampling

---

- Let us assume that  $f(x) < 1$  for all  $x$
- Sample  $x$  from a uniform distribution
- Sample  $c$  from  $[0,1]$
- if  $f(x) > c$  keep the sample  
otherwise reject the sample

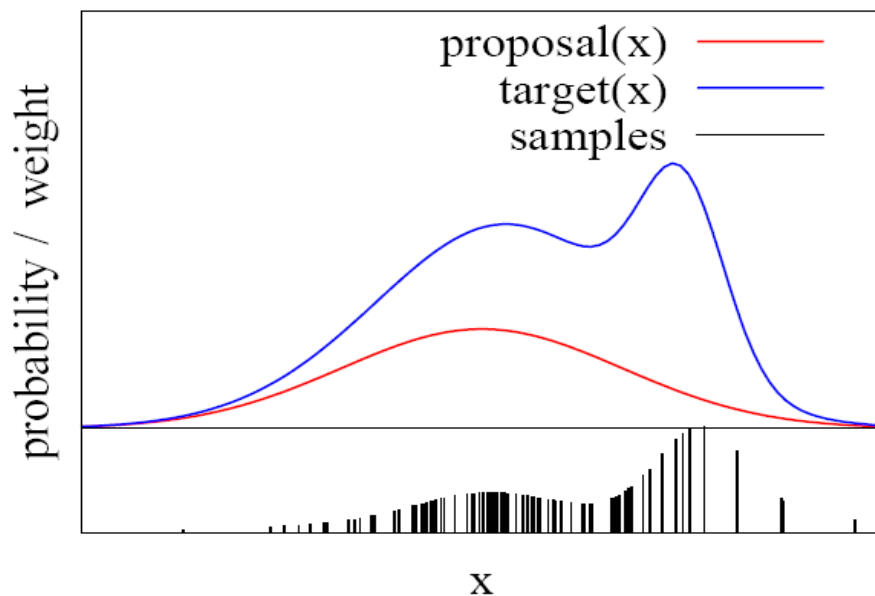




# Importance Sampling Principle

---

- We can even use a different distribution  $g$  to generate samples from  $f$
- By introducing an importance weight  $w$ , we can account for the “differences between  $g$  and  $f$ ”
- $w = f / g$
- $f$  is often called target
- $g$  is often called proposal
- Pre-condition:  
 $f(x) \geq 0$       $g(x) > 0$



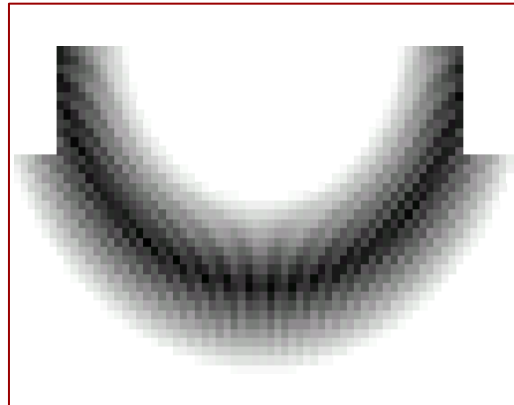
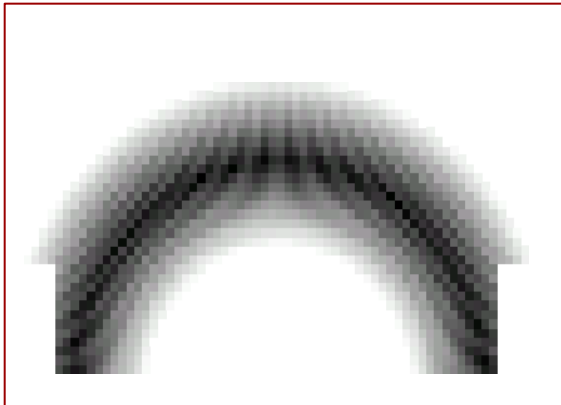
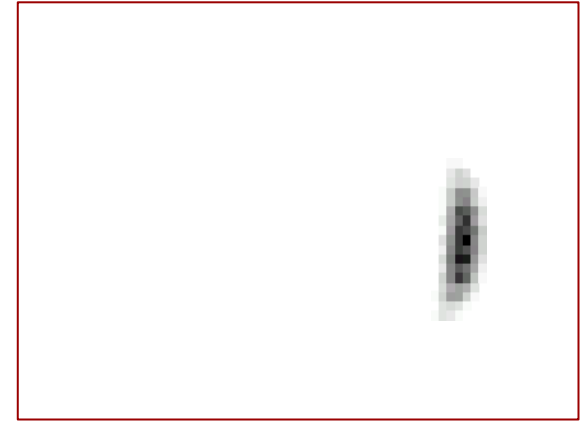
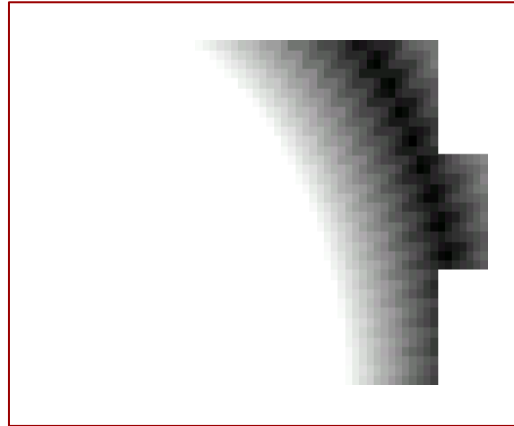
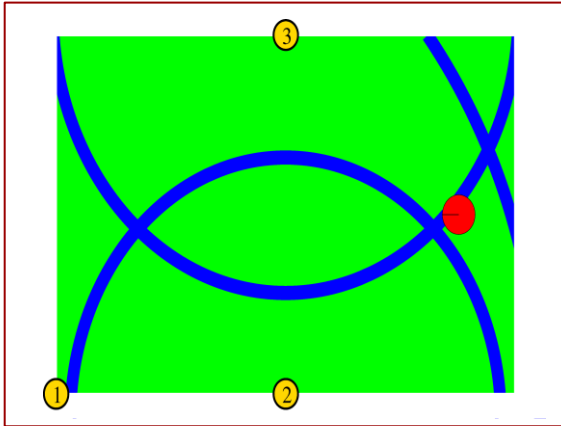
# Landmark Example

---



# Example

---



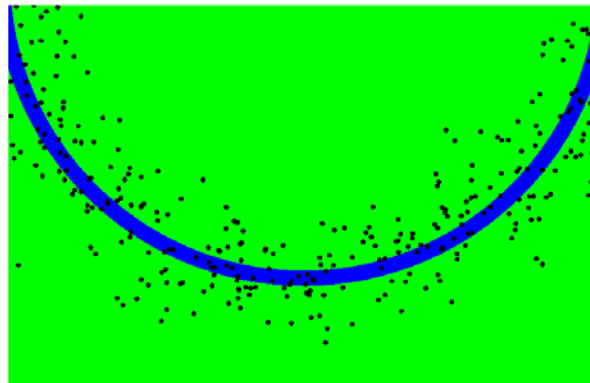
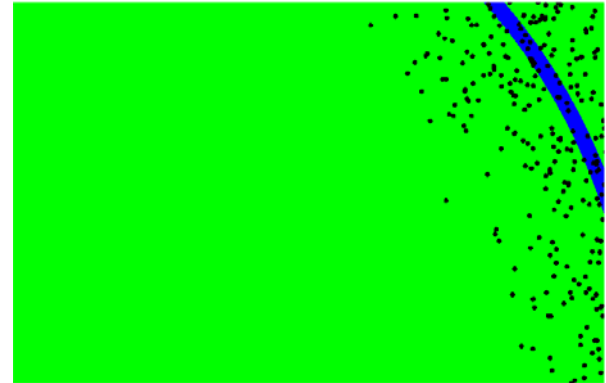
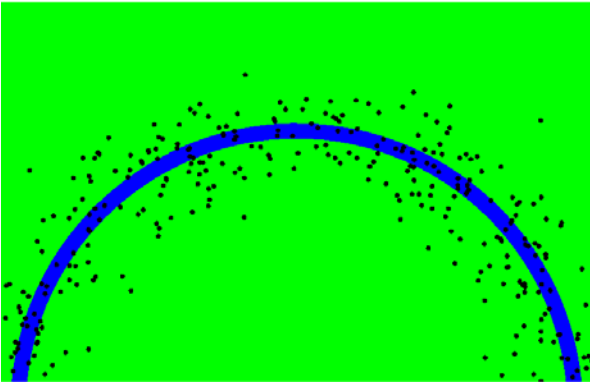
Wanted: samples  
distributed  
according to  
 $p(x | z_1, z_2, z_3)$

---

# Example

---

We can draw samples from  $p(x|z_l)$  by adding noise to the detection parameters.



# Importance Sampling

---

$$\text{Target distribution } f : p(x | z_1, z_2, \dots, z_n) = \frac{\prod_k p(z_k | x) p(x)}{p(z_1, z_2, \dots, z_n)}$$

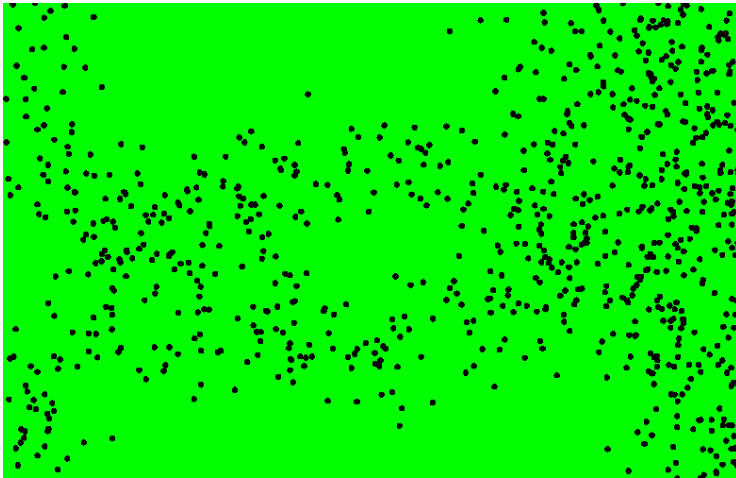
$$\text{Sampling distribution } g : p(x | z_l) = \frac{p(z_l | x) p(x)}{p(z_l)}$$

$$\text{Importance weights } w : \frac{f}{g} = \frac{p(x | z_1, z_2, \dots, z_n)}{p(x | z_l)} = \frac{p(z_l) \prod_{k \neq l} p(z_k | x)}{p(z_1, z_2, \dots, z_n)}$$

---

# Importance Sampling with Resampling

---



Weighted samples



After resampling

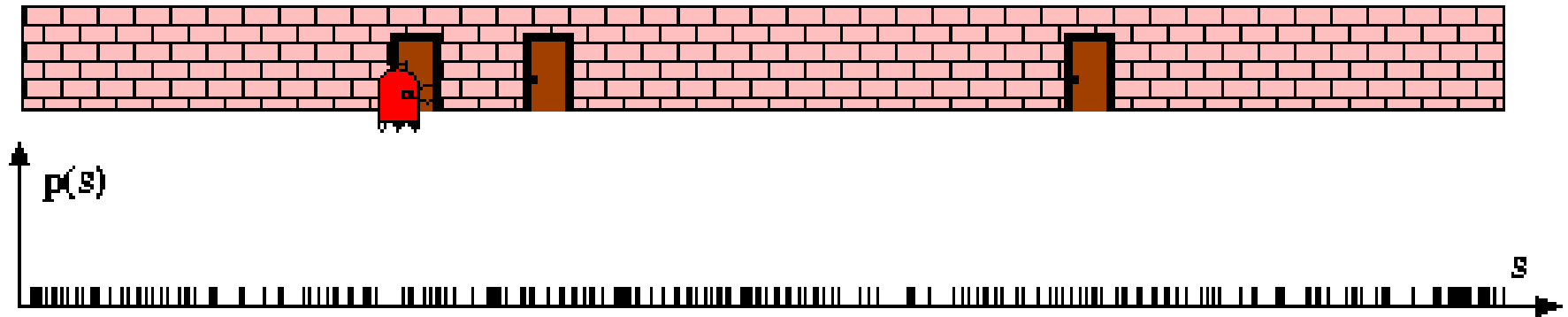
# Outline

---

- Sample-based Localization Problem
  - Importance Sampling
  - Particle Filter
  - Monte Carlo Localization
-

# Particle Filter

---





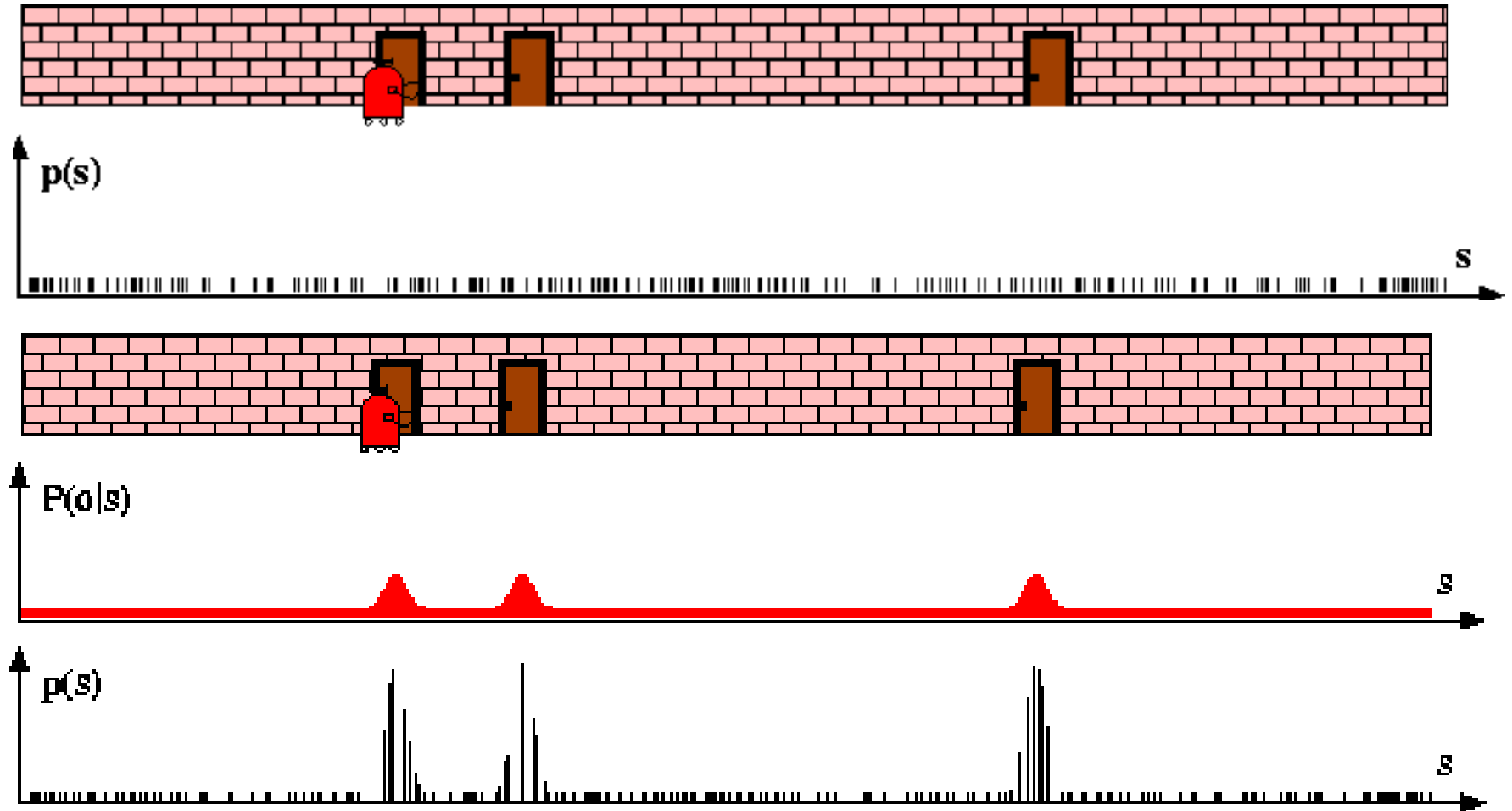
# Particle Filter: Sensor Information

---

$$\begin{aligned} Bel(x) &\leftarrow \alpha p(z | x) Bel^-(x) \\ w &\leftarrow \frac{\alpha p(z | x) Bel^-(x)}{Bel^-(x)} = \alpha p(z | x) \end{aligned}$$

# Particle Filter: Sensor Information

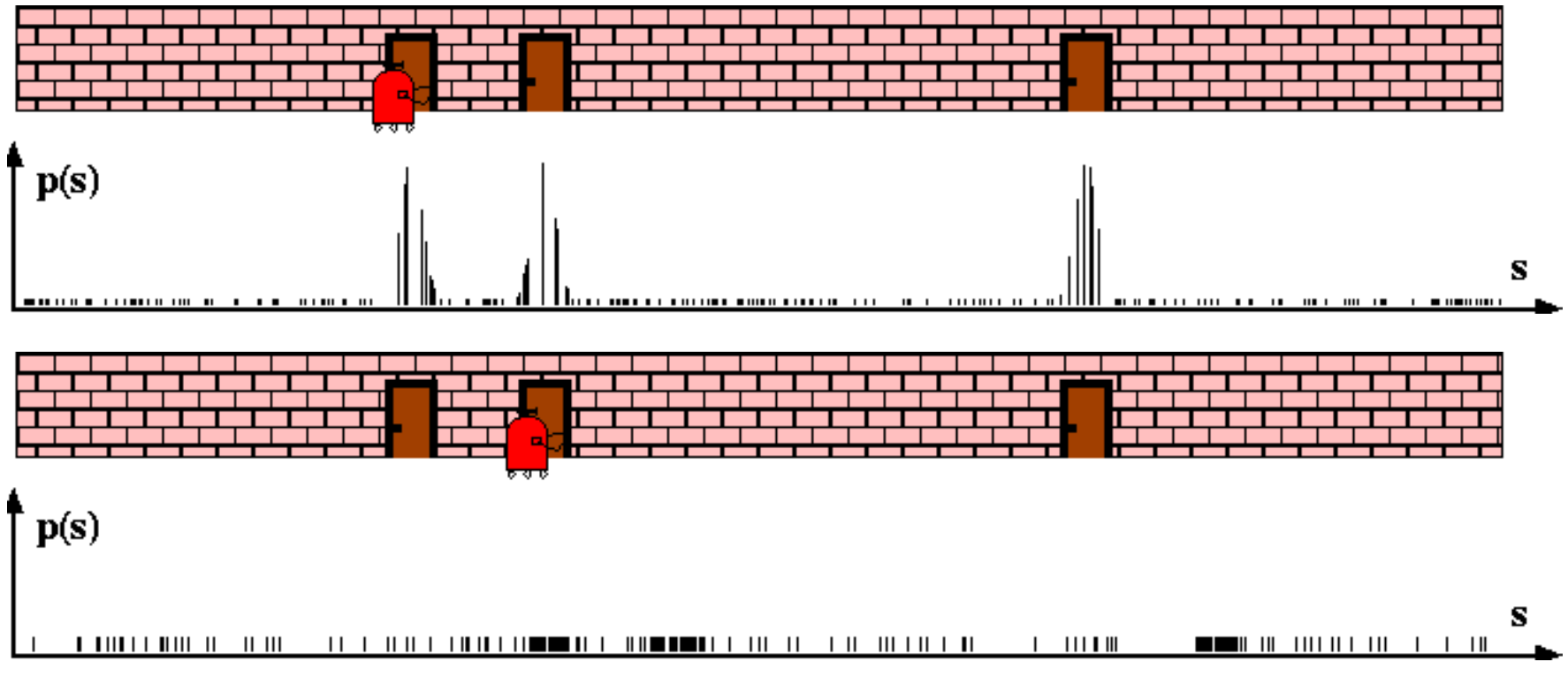
---



# Particle Filter: Robot Motion

---

$$Bel^-(x) \leftarrow \int p(x | u, x') Bel(x') \, dx'$$



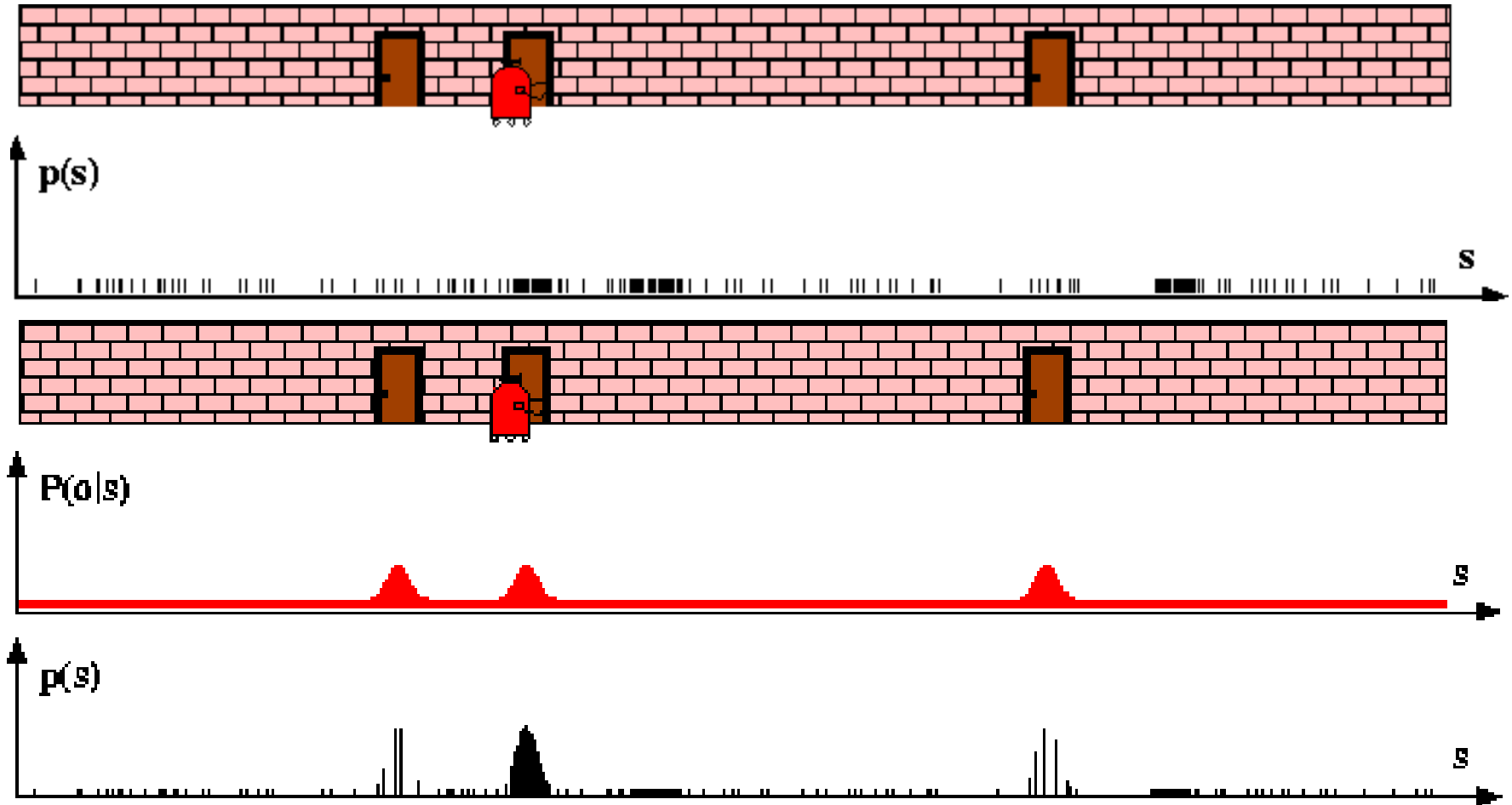
# Particle Filter: Sensor Information

---

$$\begin{aligned} Bel(x) &\leftarrow \alpha p(z | x) Bel^-(x) \\ w &\leftarrow \frac{\alpha p(z | x) Bel^-(x)}{Bel^-(x)} = \alpha p(z | x) \end{aligned}$$

# Particle Filter: Sensor Information

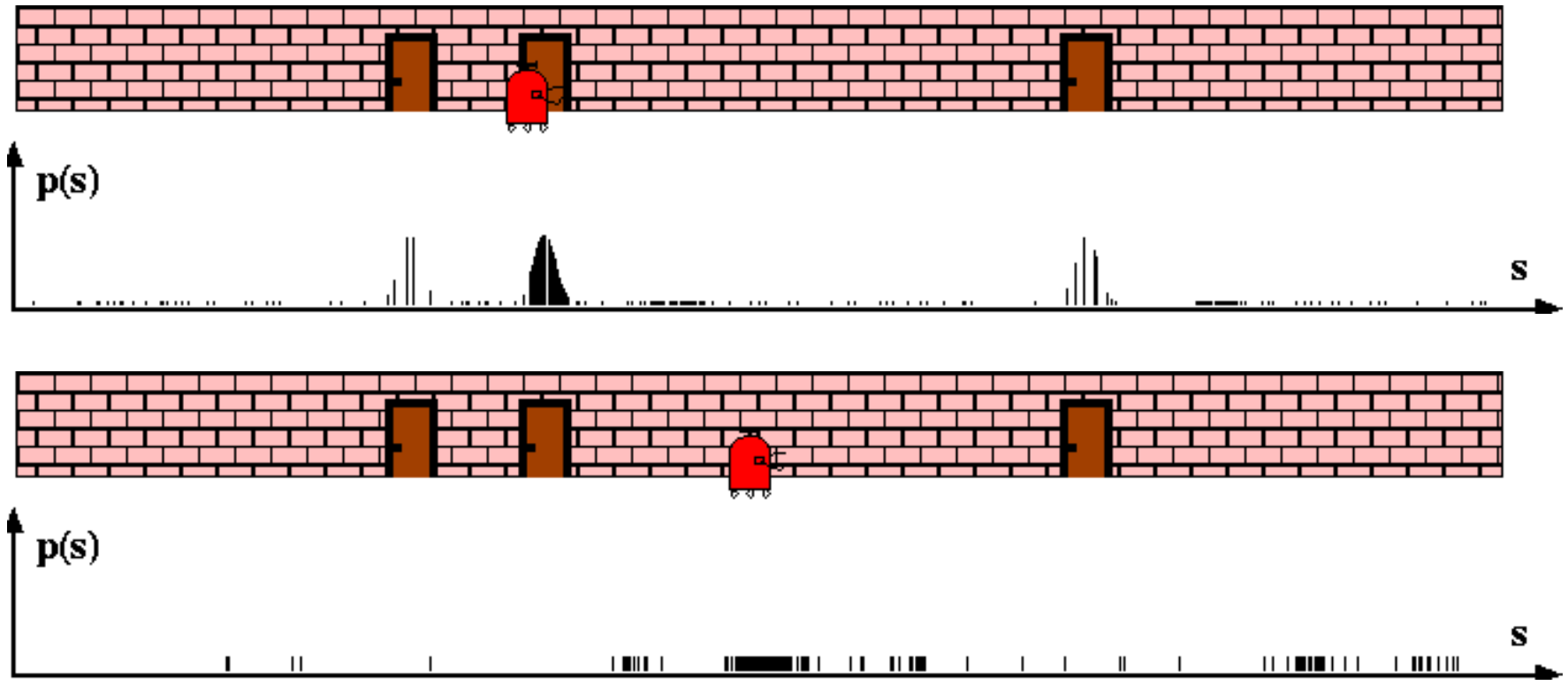
---



# Particle Filter: Robot Motion

---

$$Bel^-(x) \leftarrow \int p(x | u, x') Bel(x') dx'$$



# Particle Filter Algorithm

---

- Sample the next generation for particles using the proposal distribution
  - Compute the importance weights :  
$$weight = target\ distribution / proposal\ distribution$$
  - Resampling: “Replace unlikely samples by more likely ones”
  - [Derivation of the MCL equations on the blackboard]
-

# Particle Filter Algorithm

1. Algorithm **particle\_filter**(  $S_{t-1}, u_{t-1} z_t$ ):
2.  $S_t = \emptyset, \quad \eta = 0$
3. **For**  $i = 1 \dots n$  *Generate new samples*
4.     Sample index  $j(i)$  from the discrete distribution given by  $w_{t-1}$
5.     Sample  $x_t^i$  from  $p(x_t | x_{t-1}, u_{t-1})$  using  $x_{t-1}^{j(i)}$  and  $u_{t-1}$
6.      $w_t^i = p(z_t | x_t^i)$  *Compute importance weight*
7.      $\eta = \eta + w_t^i$  *Update normalization factor*
8.      $S_t = S_t \cup \{ \langle x_t^i, w_t^i \rangle \}$  *Insert*
9. **For**  $i = 1 \dots n$
10.      $w_t^i = w_t^i / \eta$  *Normalize weights*



# Outline

---

- Sample-based Localization Problem
  - Importance Sampling
  - Particle Filter
  - Monte Carlo Localization
-

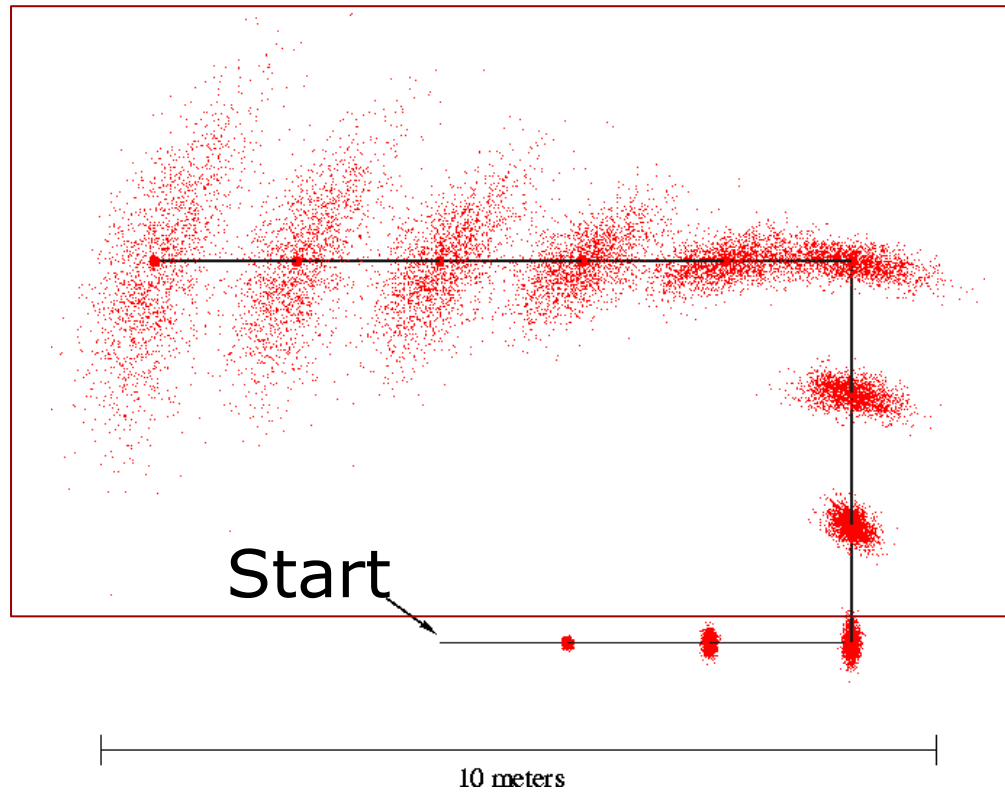
# Monte Carlo Robot Localization

---

- Each particle is a potential pose of the robot
  - Proposal distribution is the motion model of the robot (prediction step)
  - The observation model is used to compute the importance weight (correction step)
-

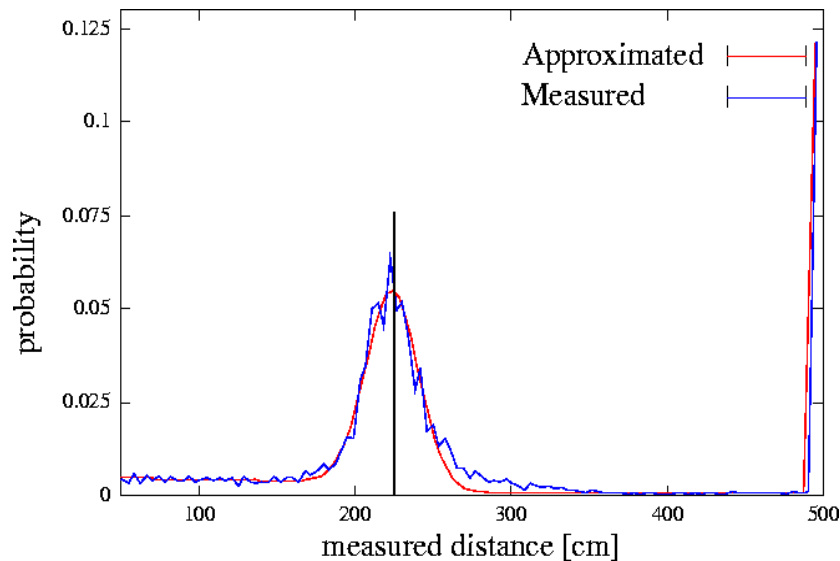
# Motion Model

---

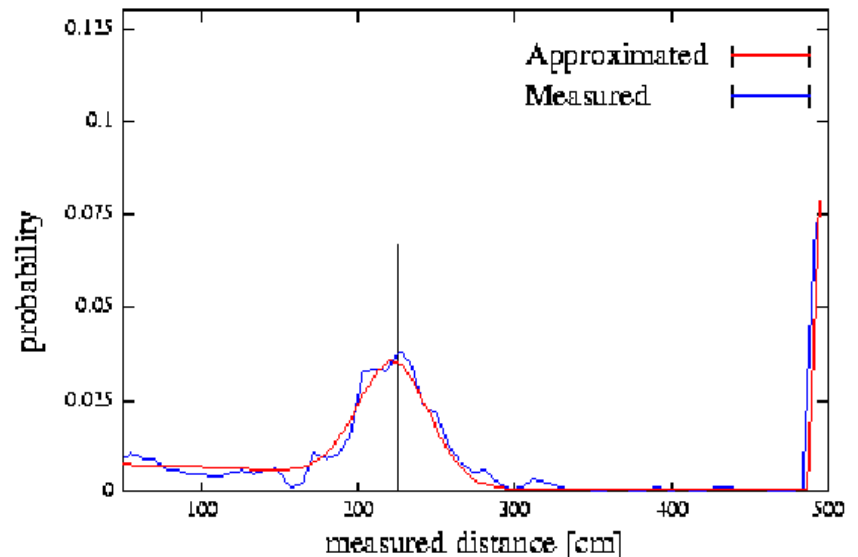


# Proximity Sensor Model

---



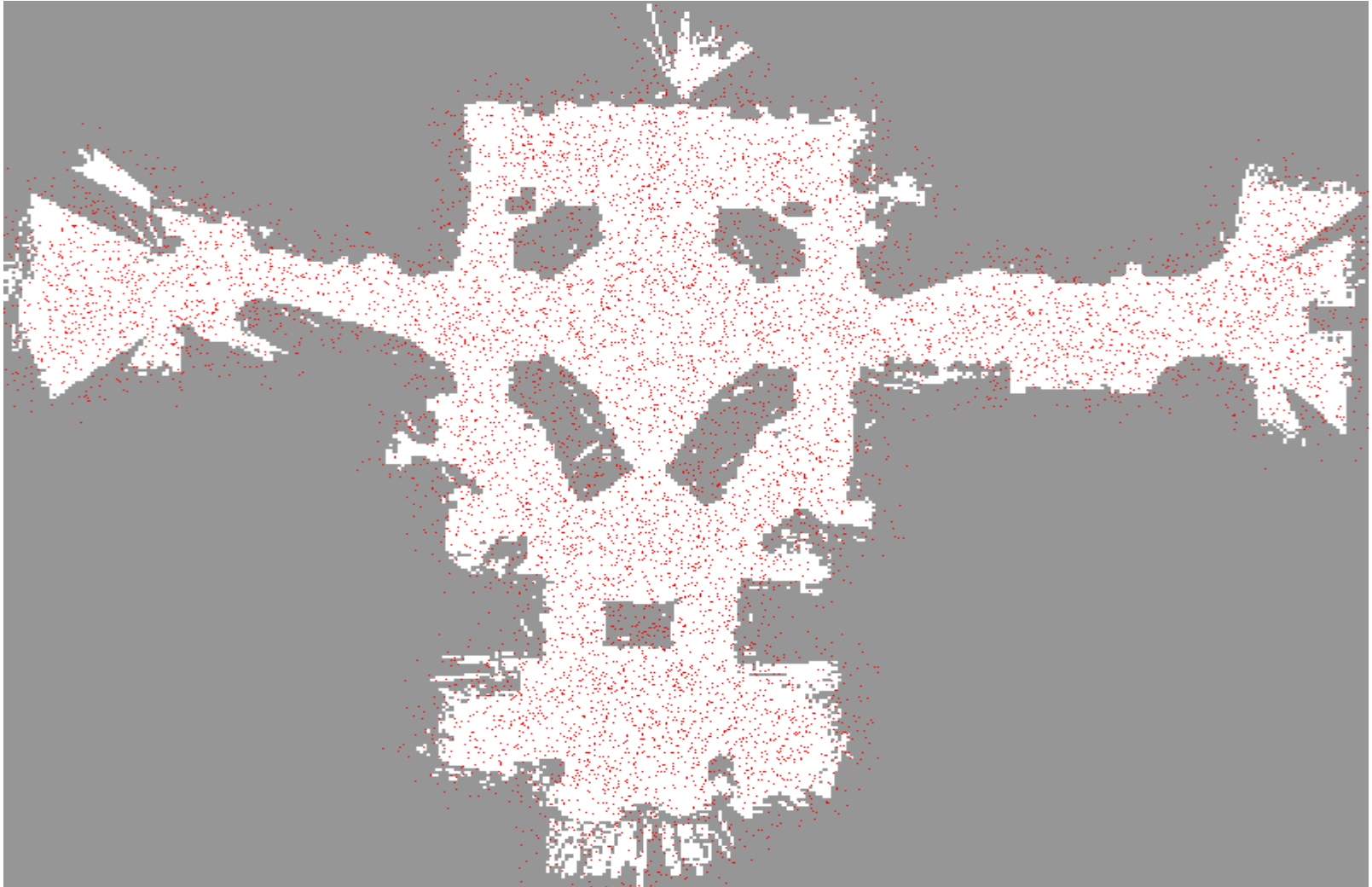
Laser sensor



Sonar sensor

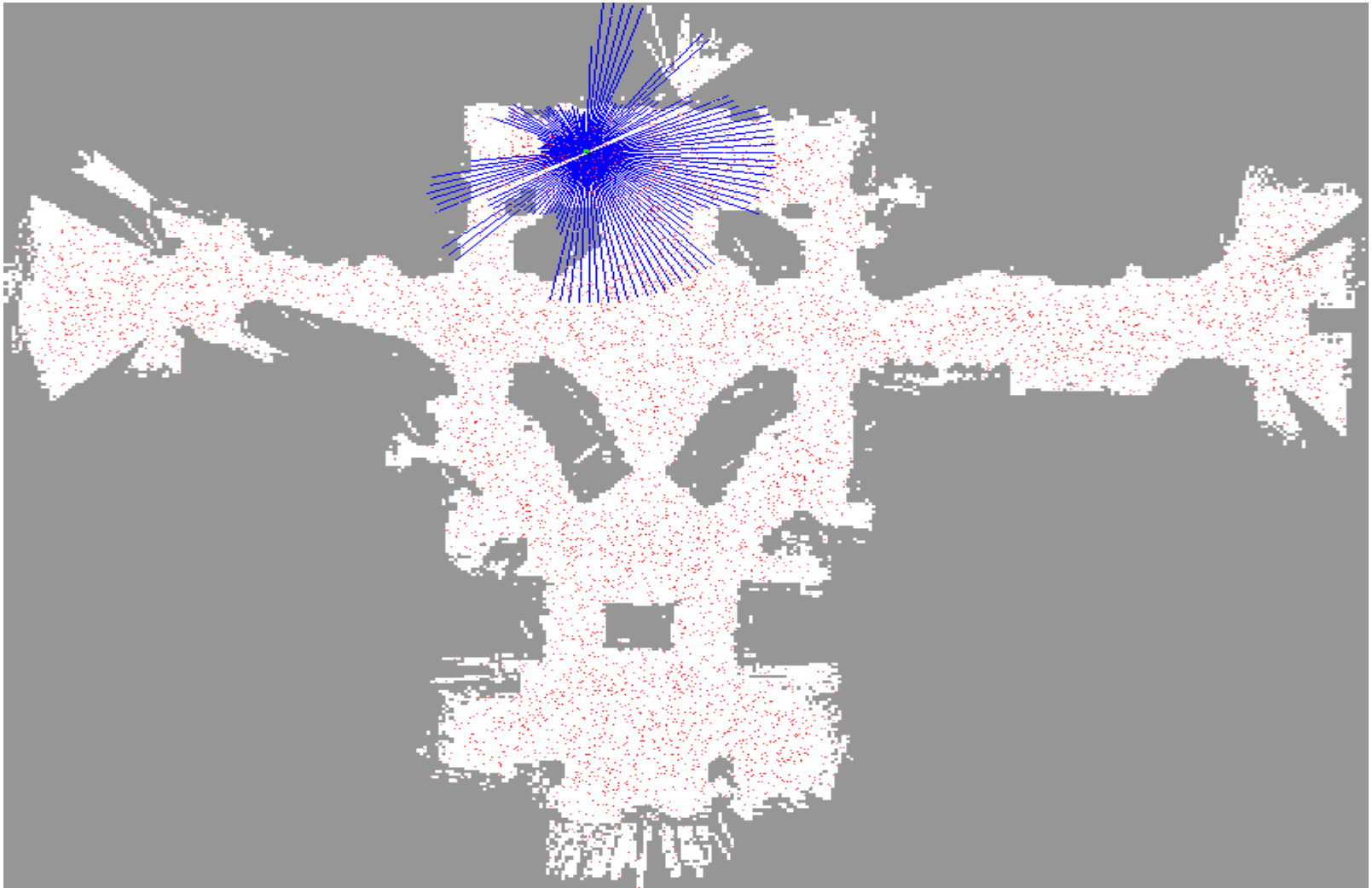
# Example I-1

---



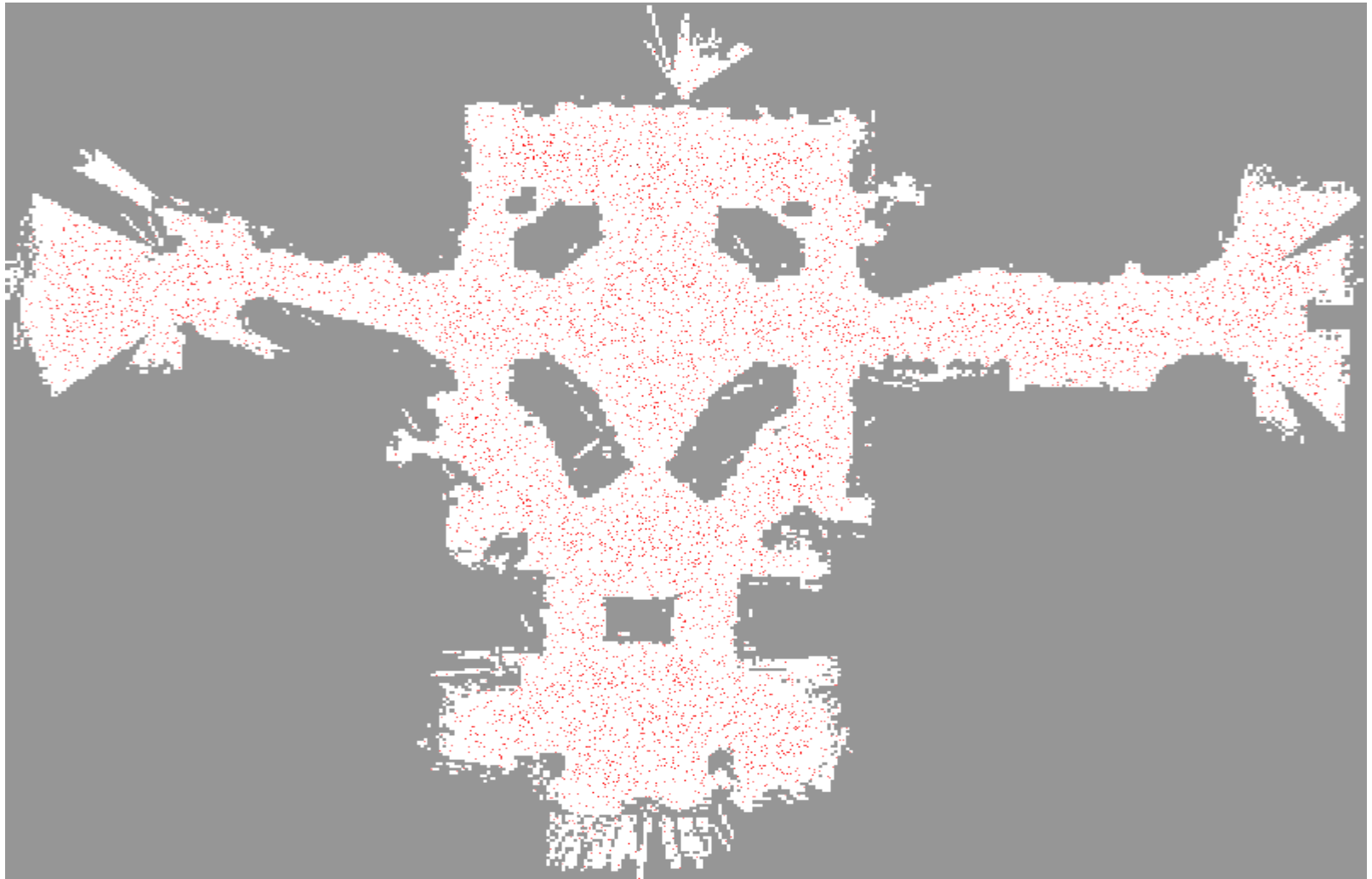
# Example I-2

---



# Example I-3

---



# Example I-4

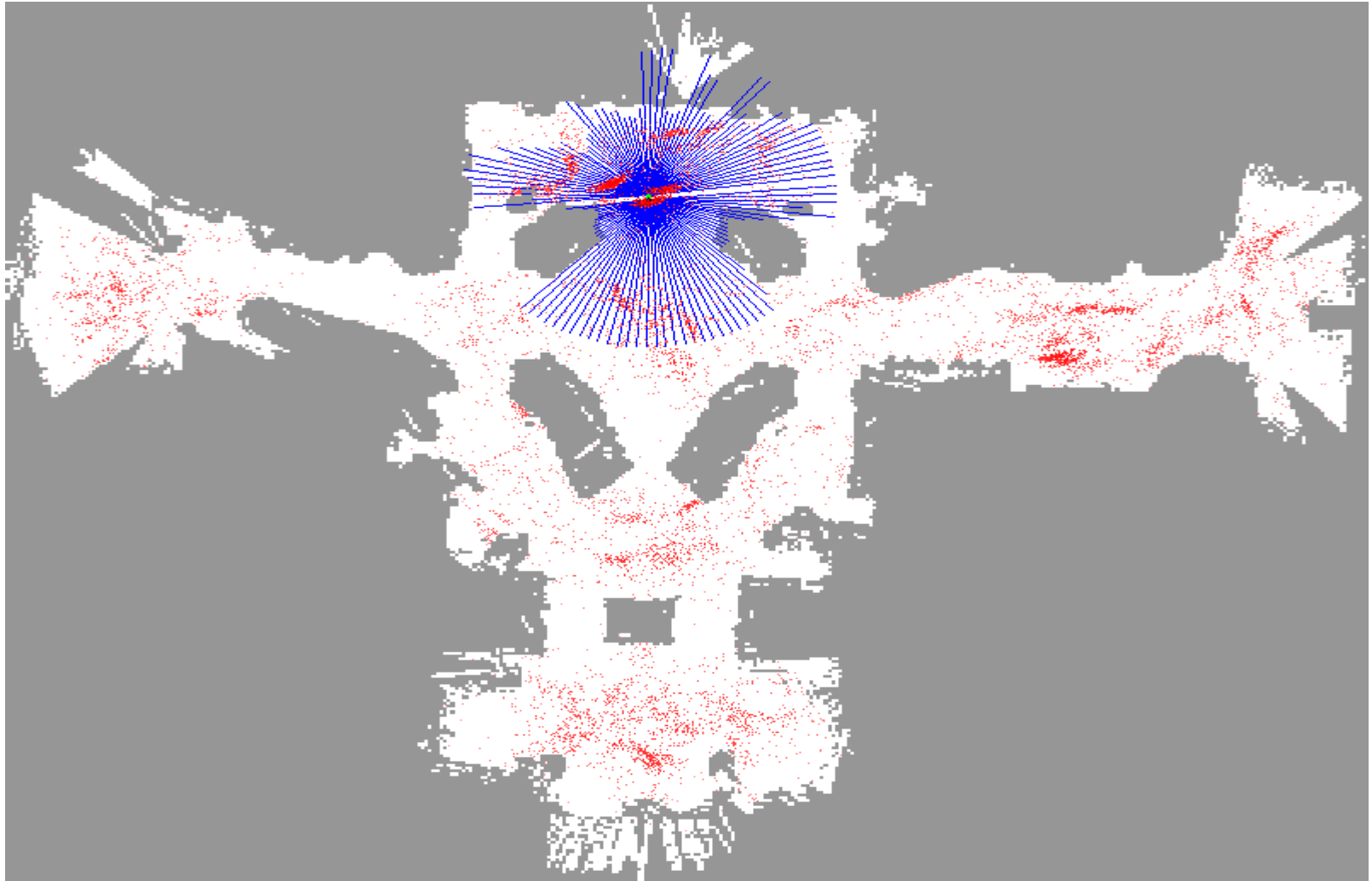
---





# Example I-5

---



# Example I-6

---



# Example I-7

---



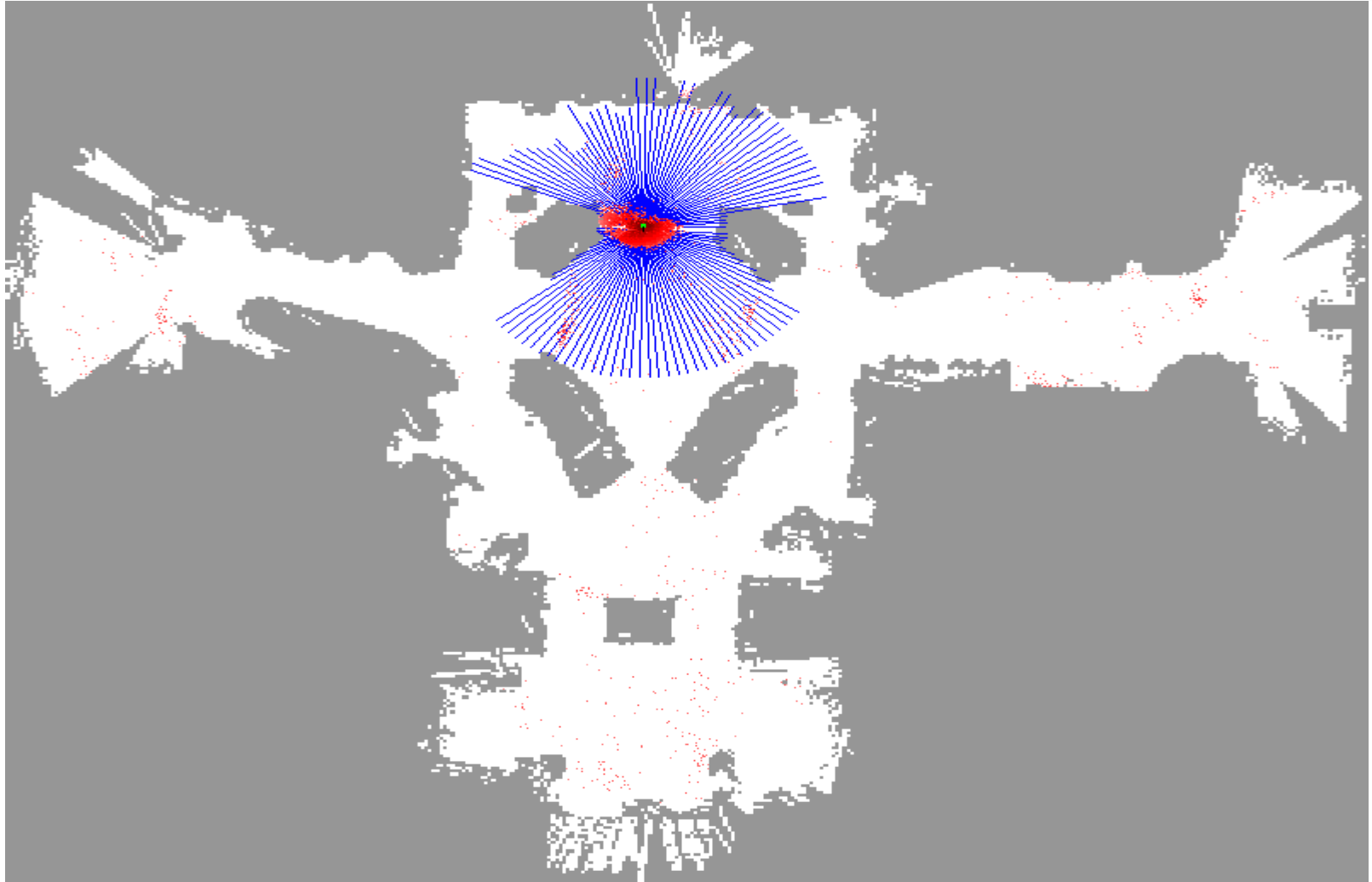
# Example I-8

---



# Example I-9

---



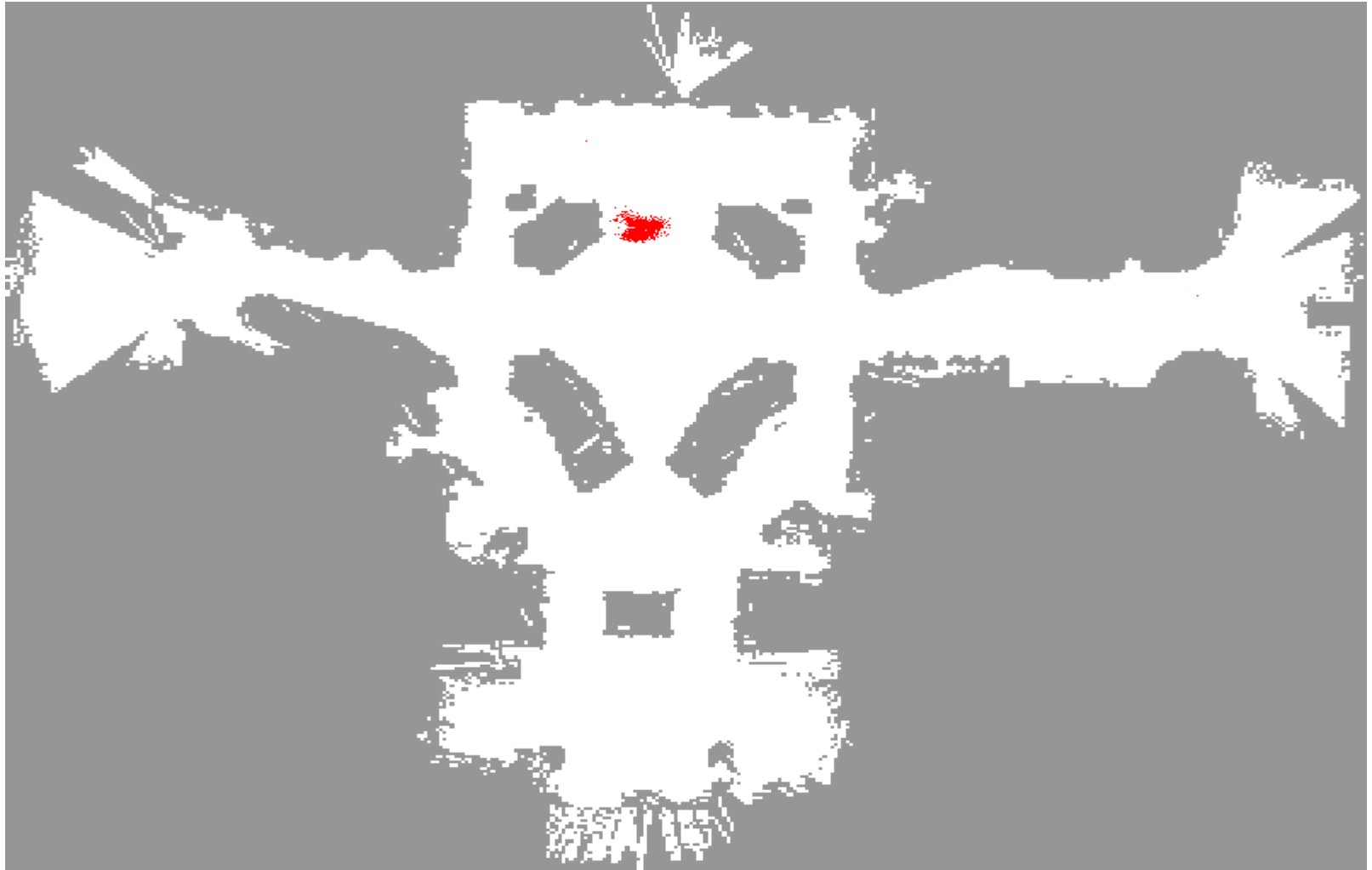
# Example I-10

---



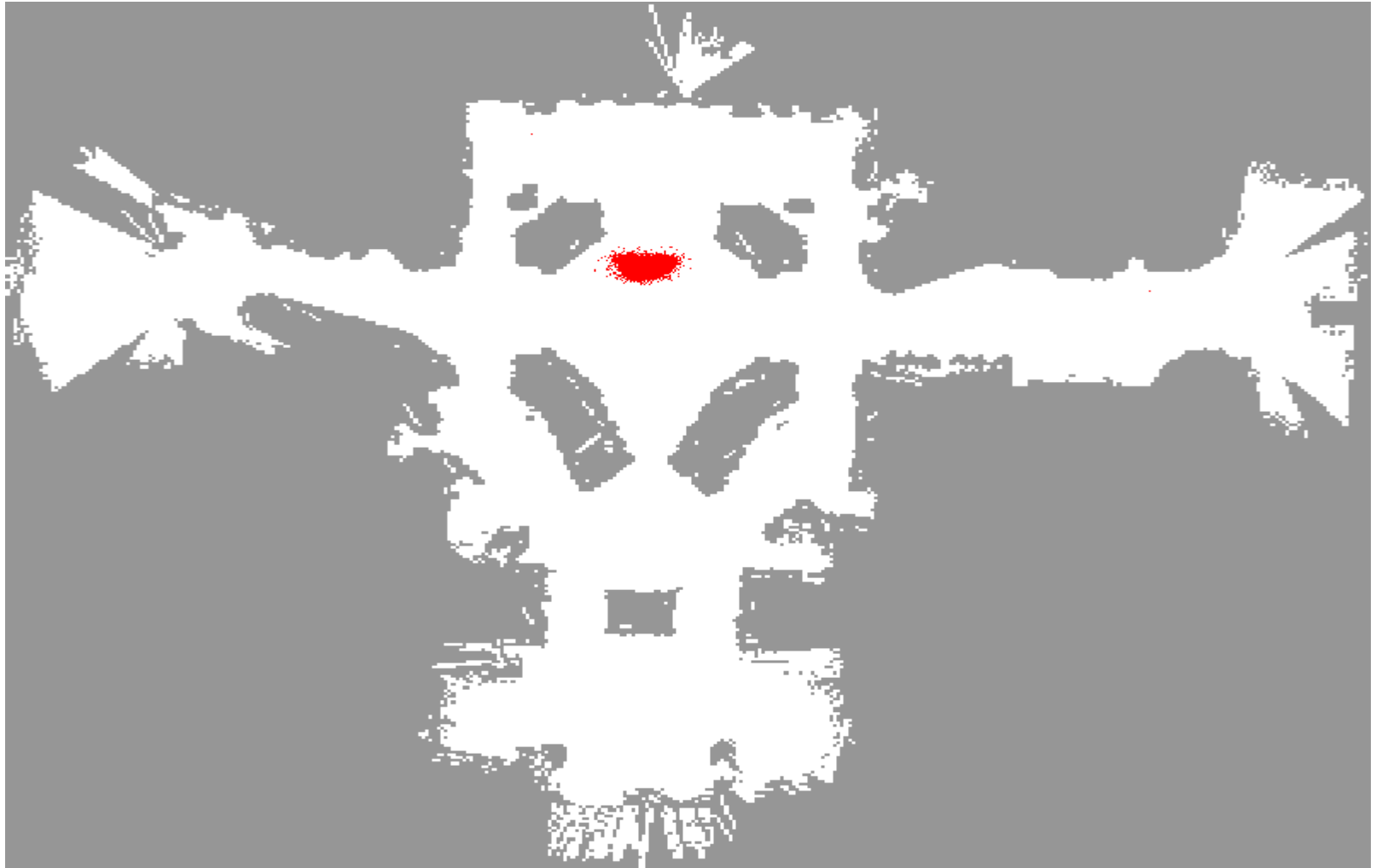
# Example I-11

---



# Example I-12

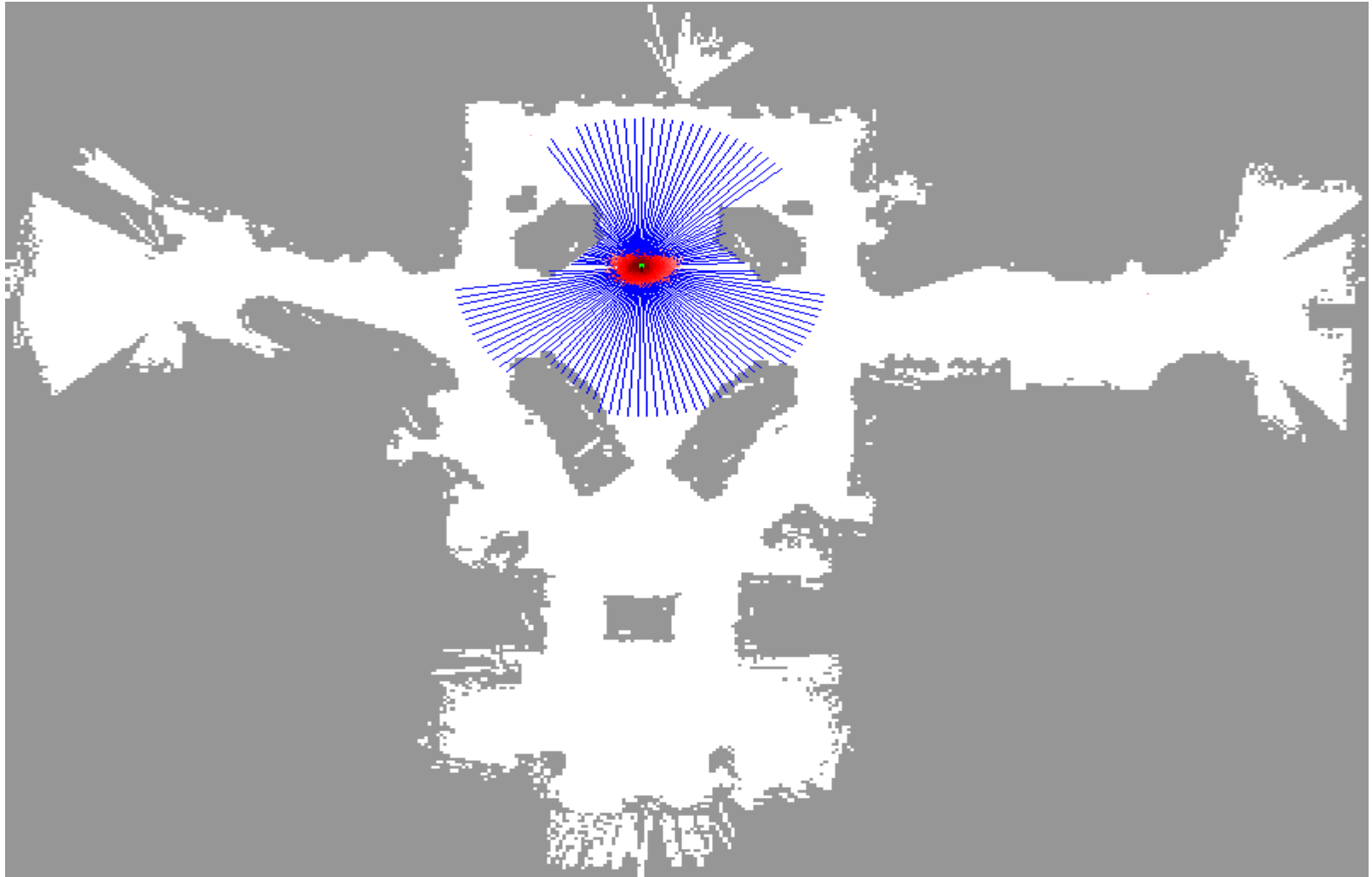
---





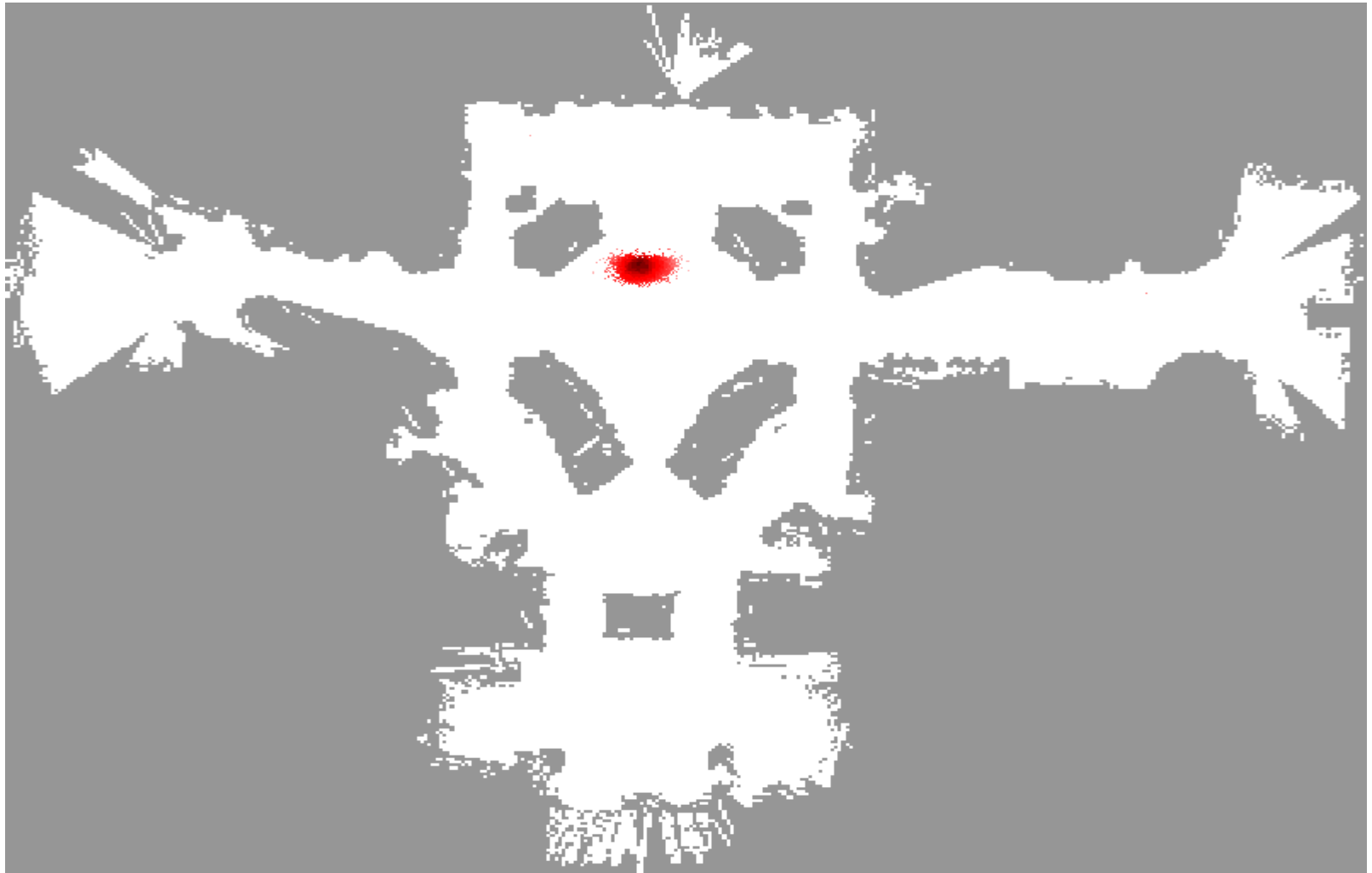
# Example I-13

---



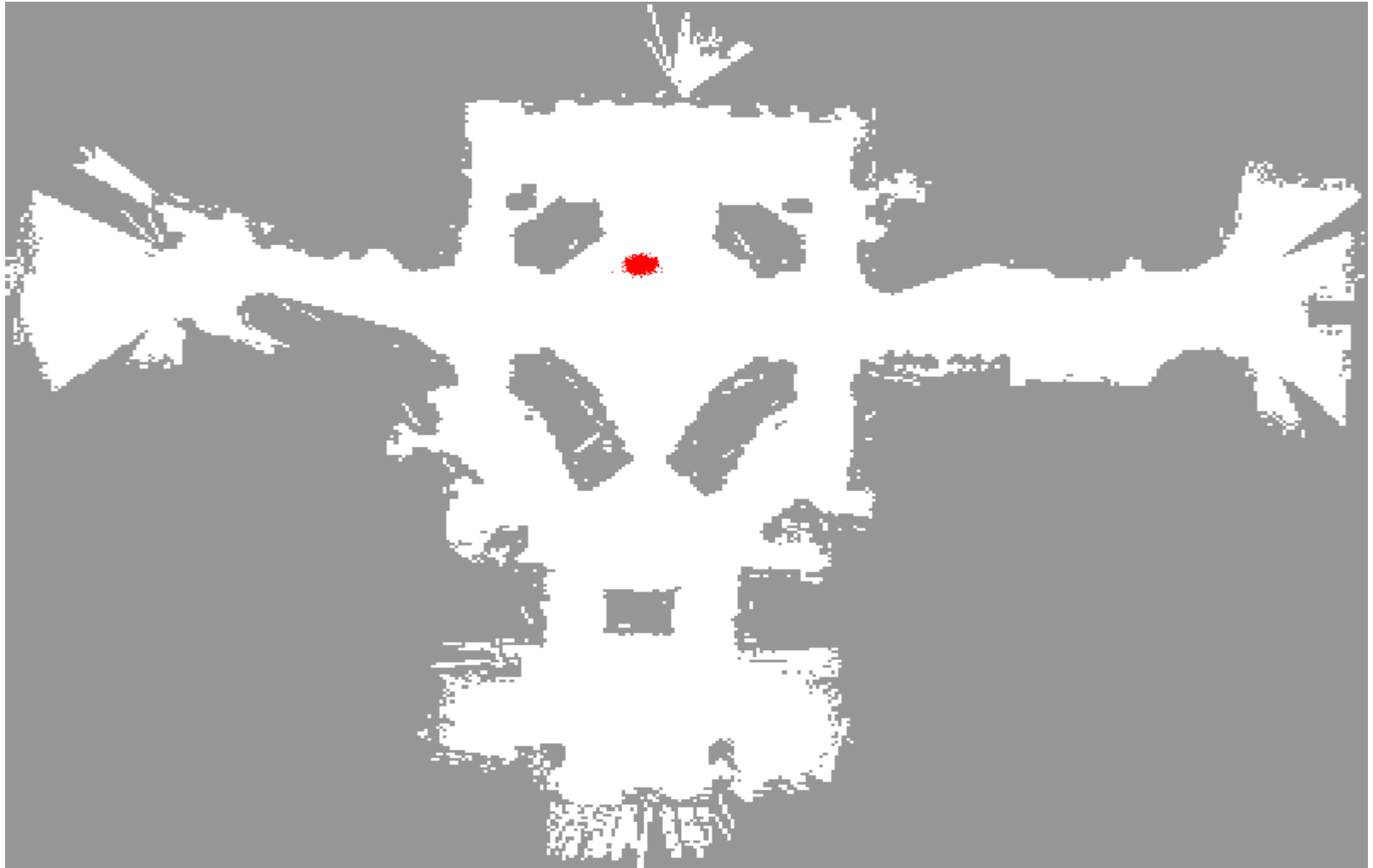
# Example I-14

---



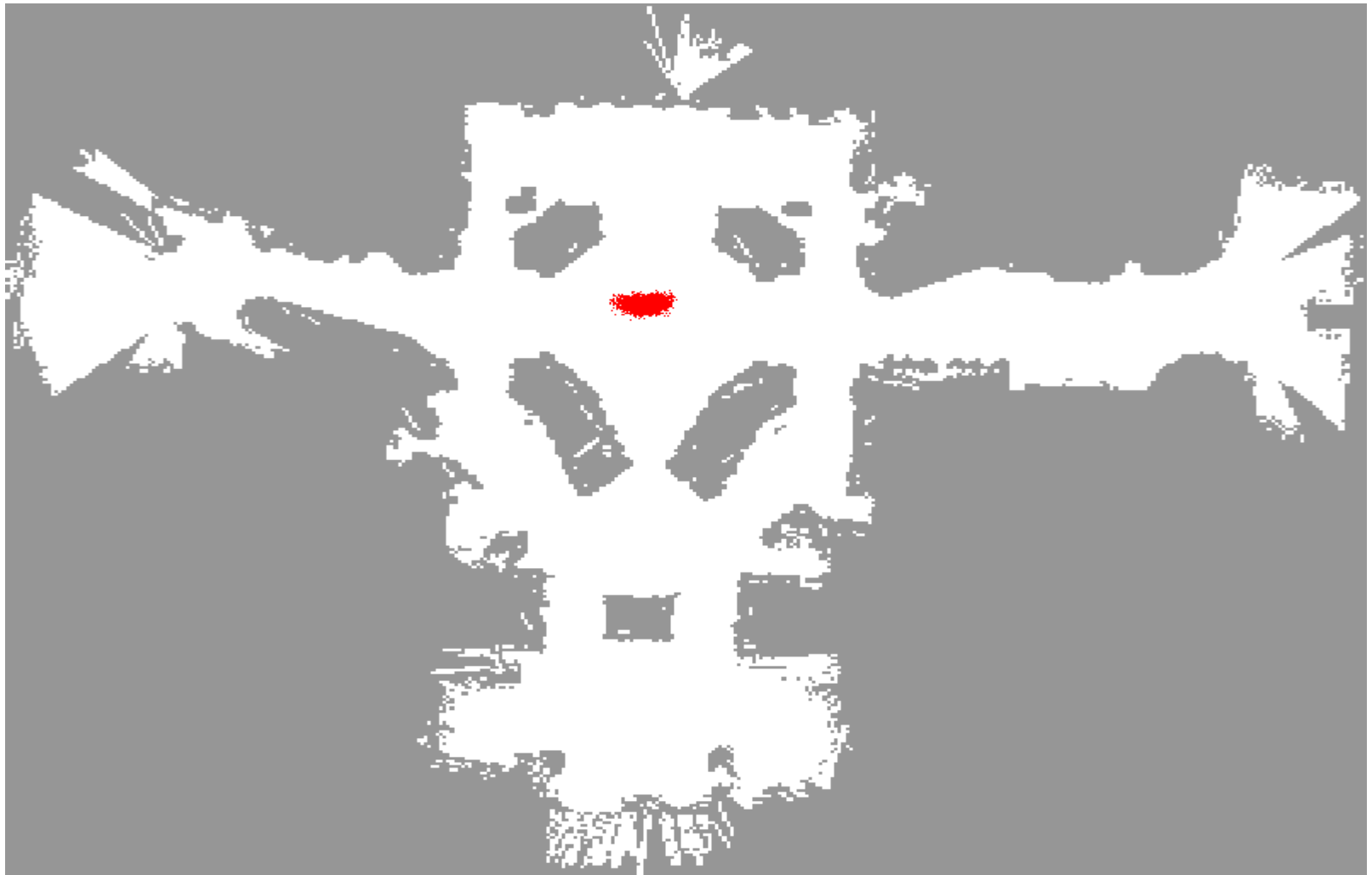
# Example I-15

---



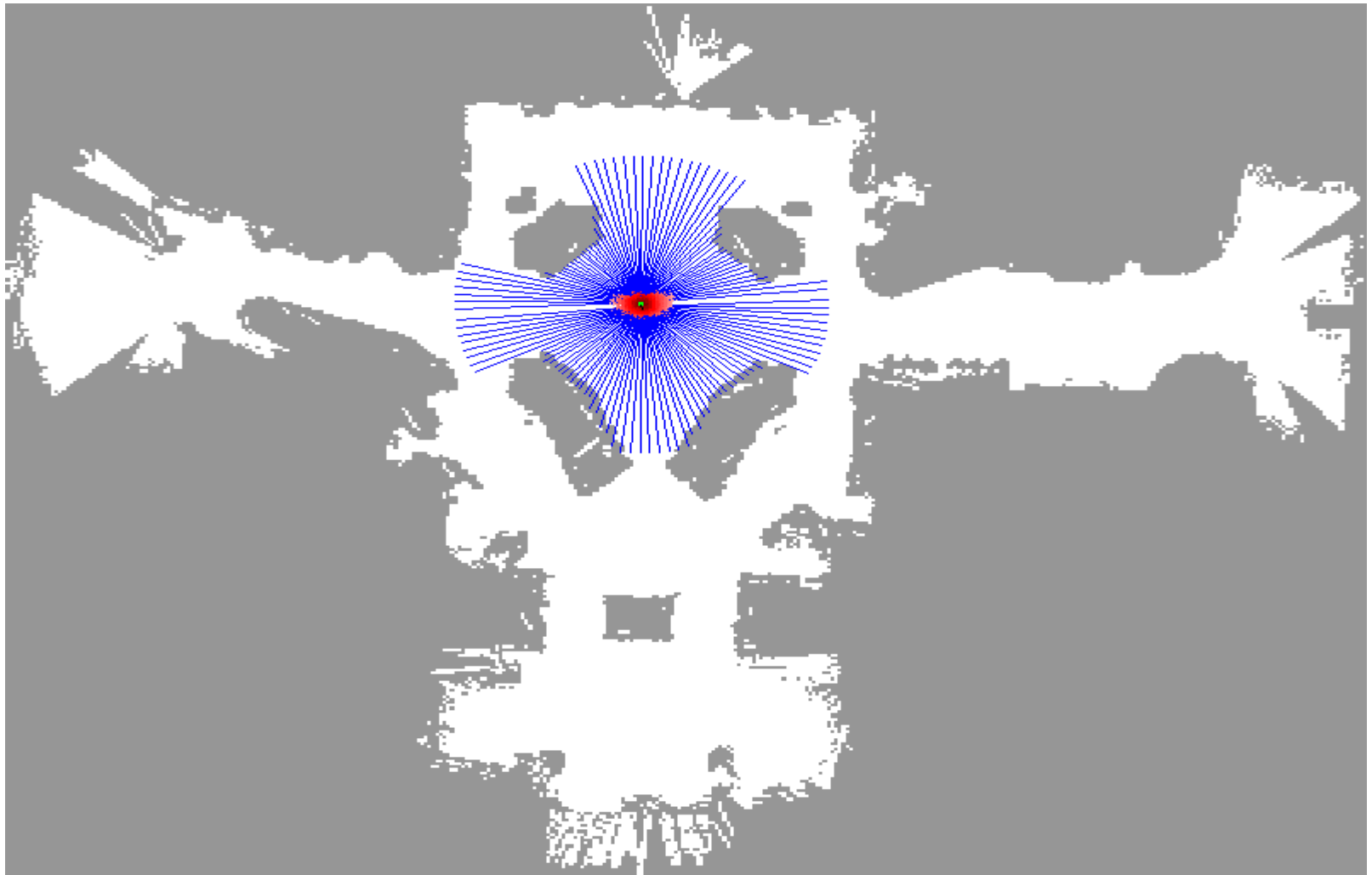
# Example I-16

---



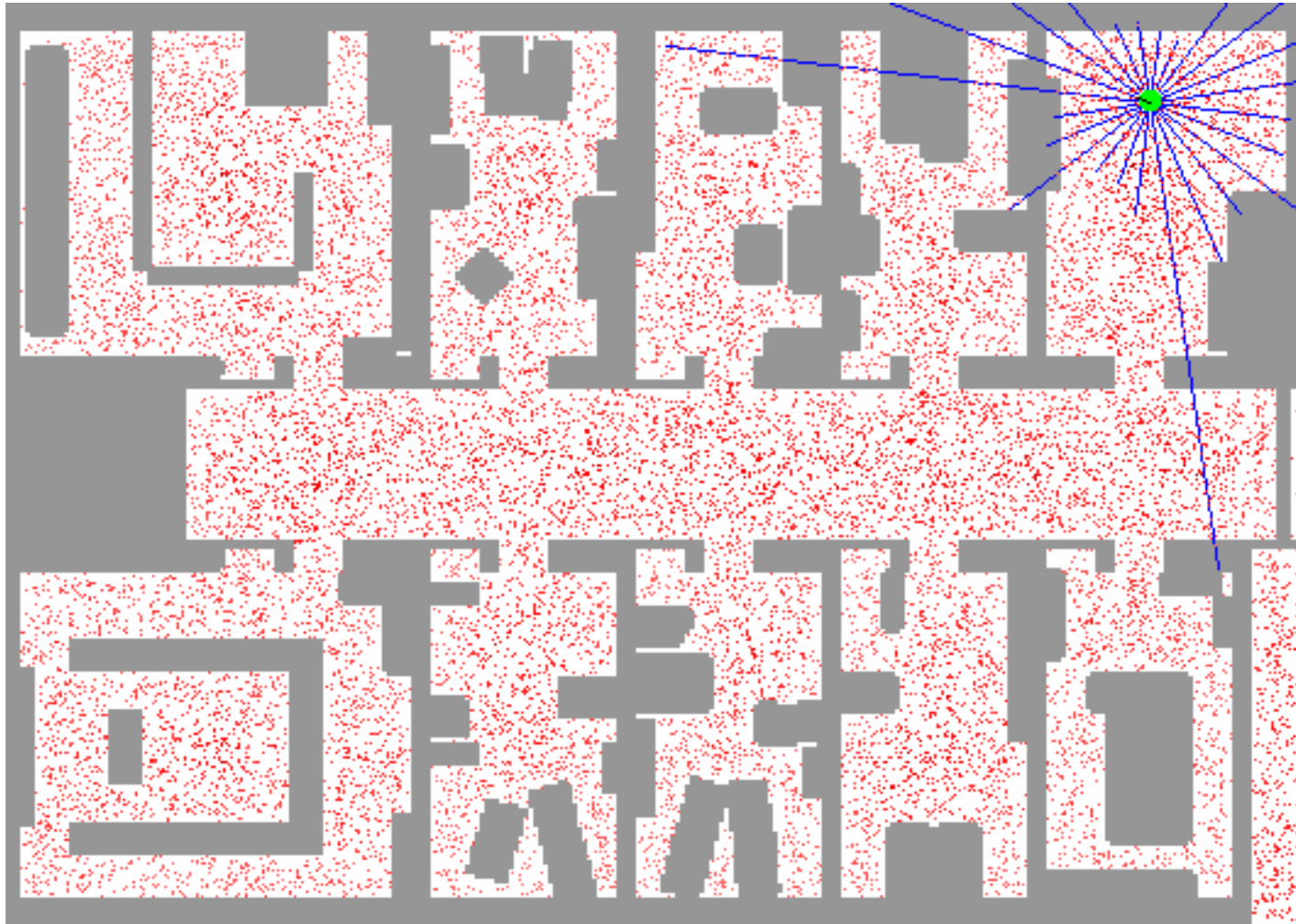
# Example I-17

---



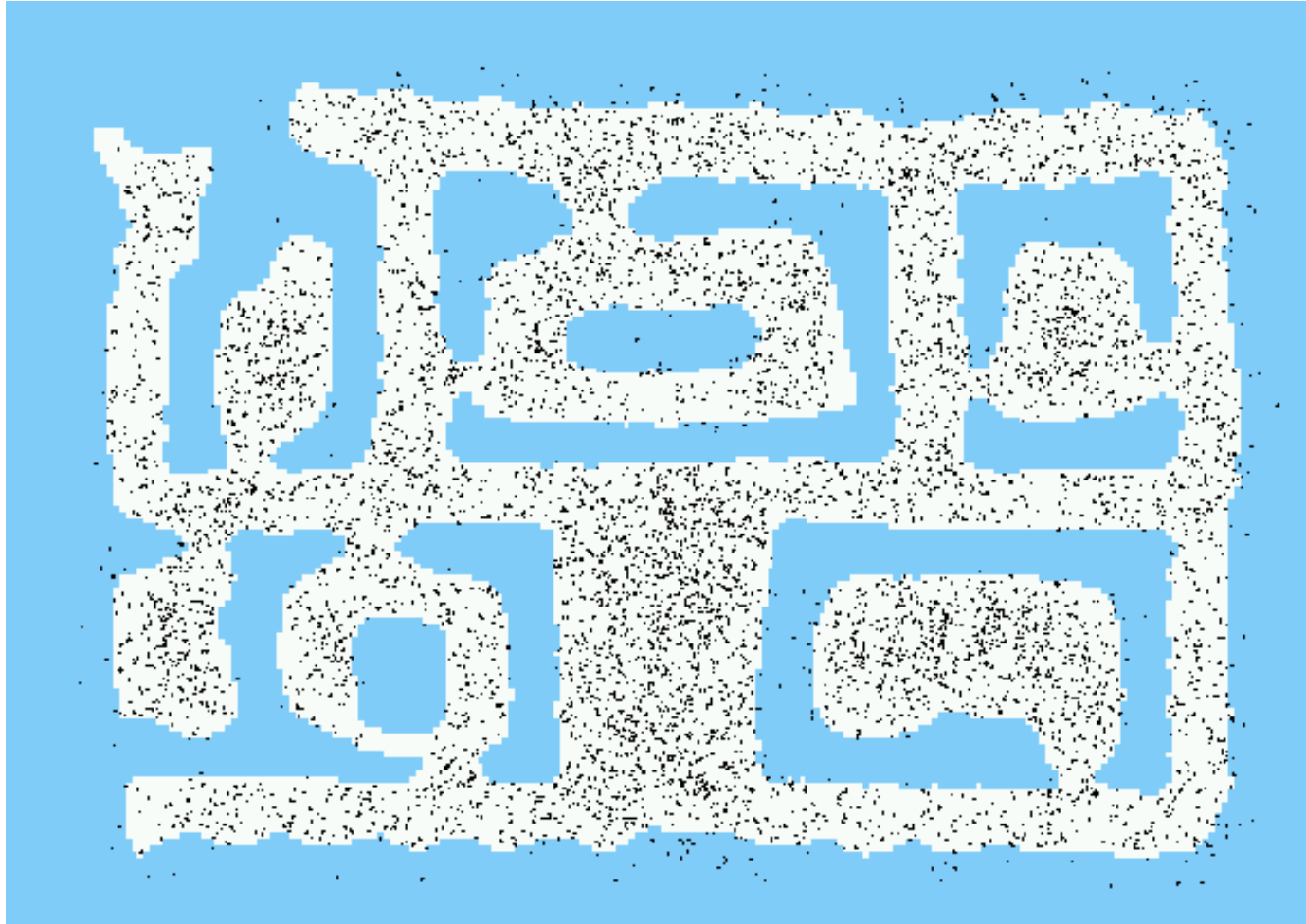
# Example II (Sonar)

---



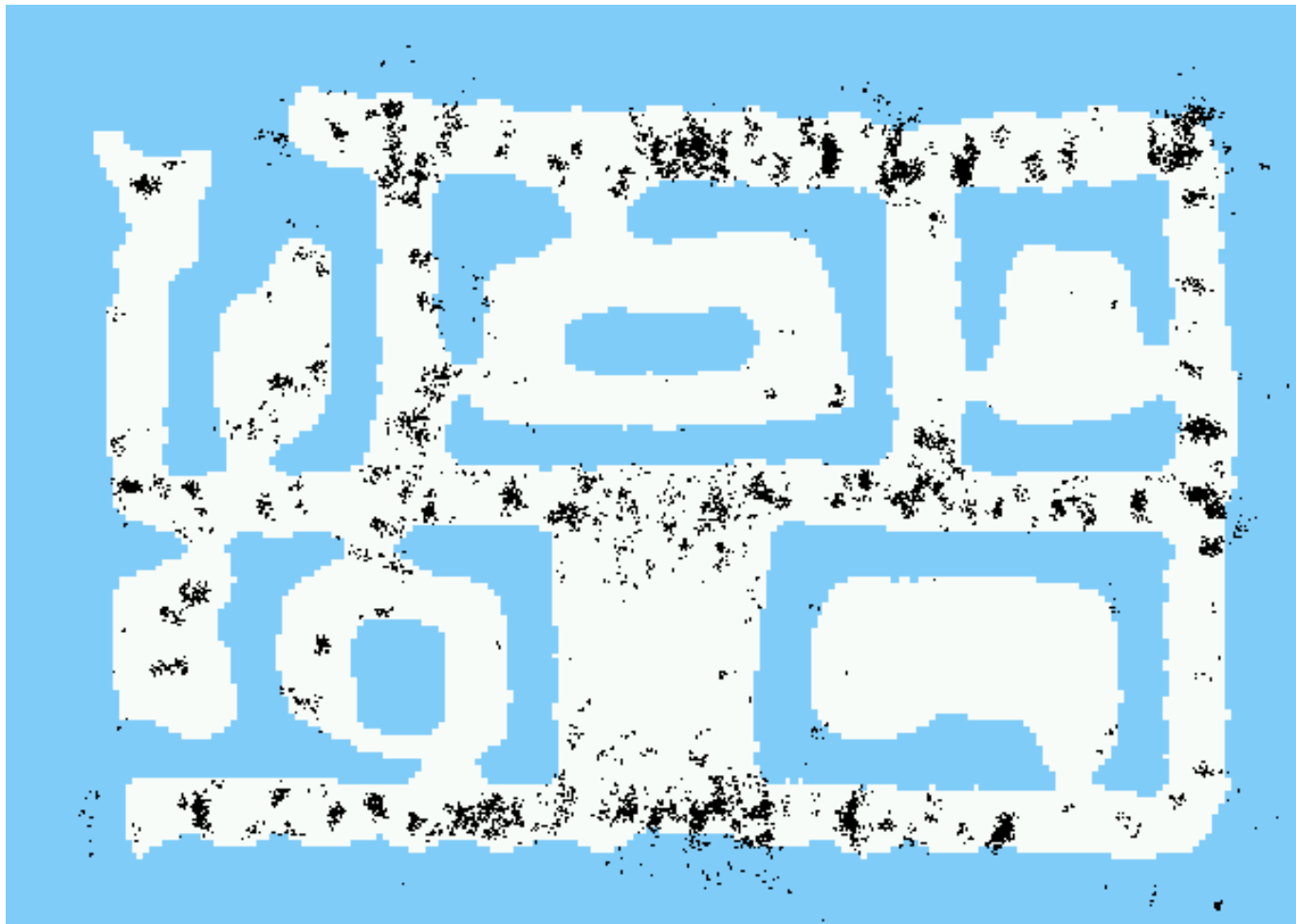
# Example III (Initialization)

---



# Example III (10 Ultrasound Scans)

---





# Example III (65 Ultrasound Scans)

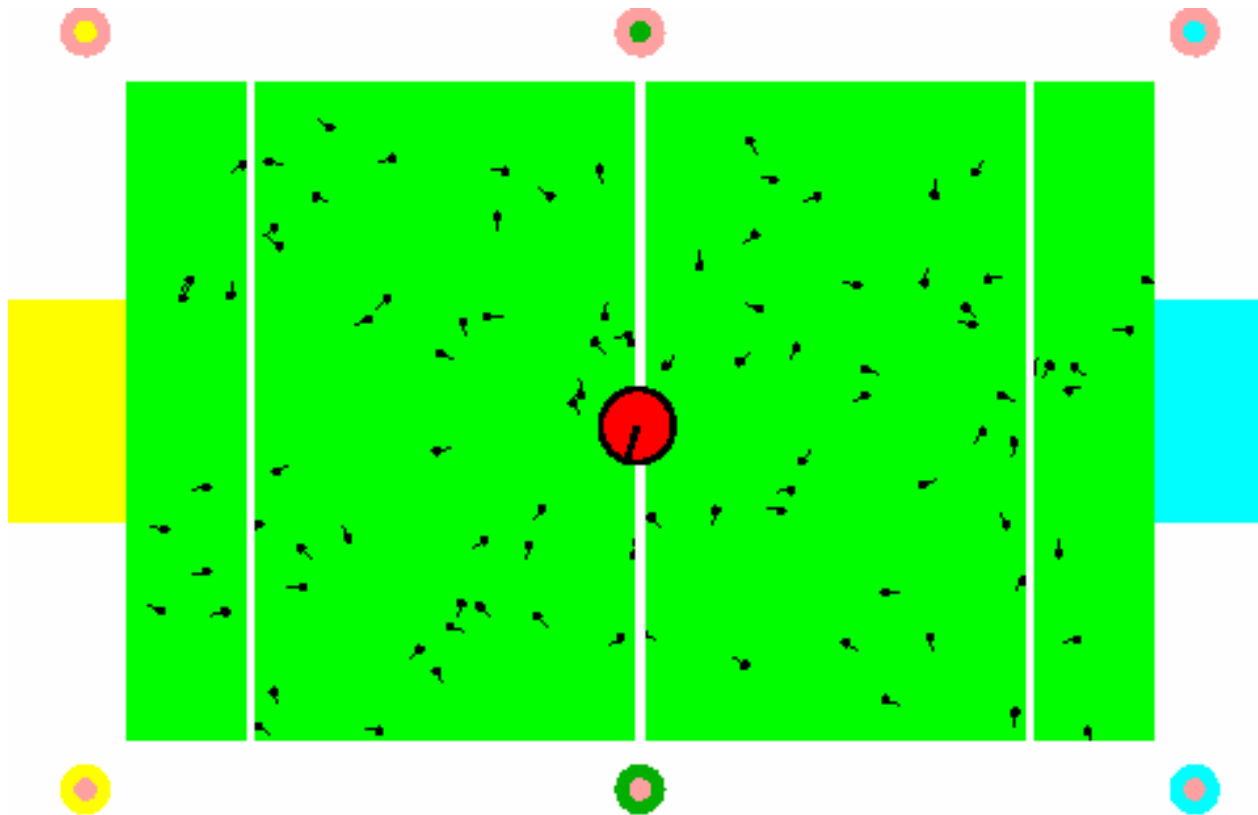
---





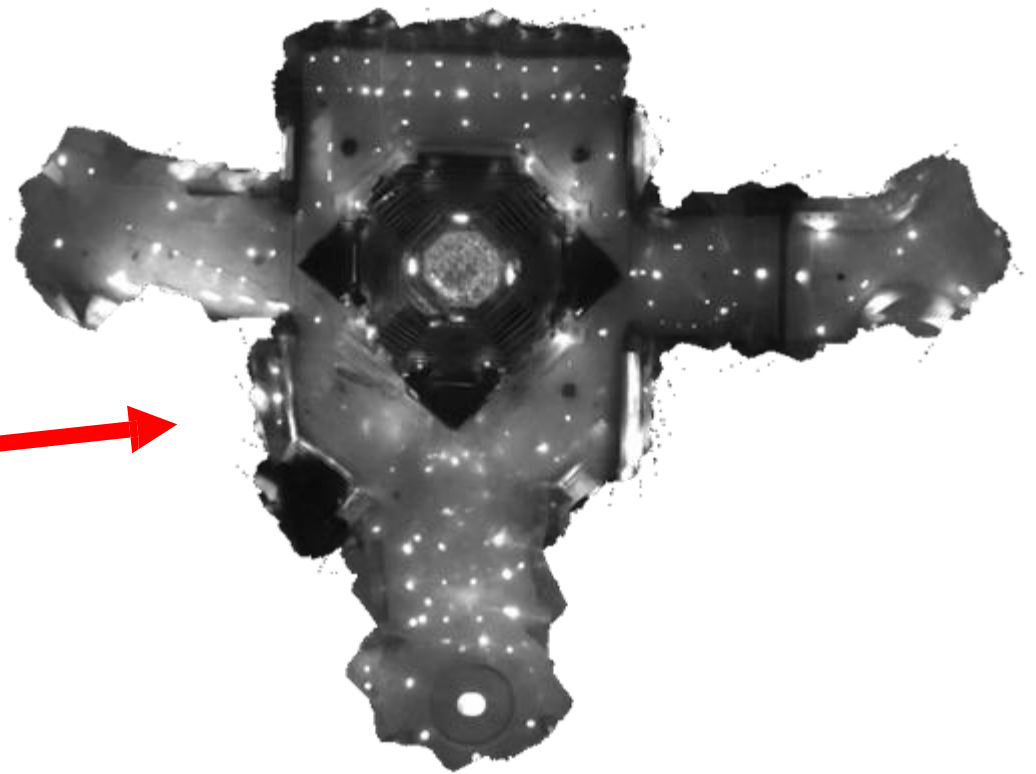
# Example IV (Landmark-based)

---



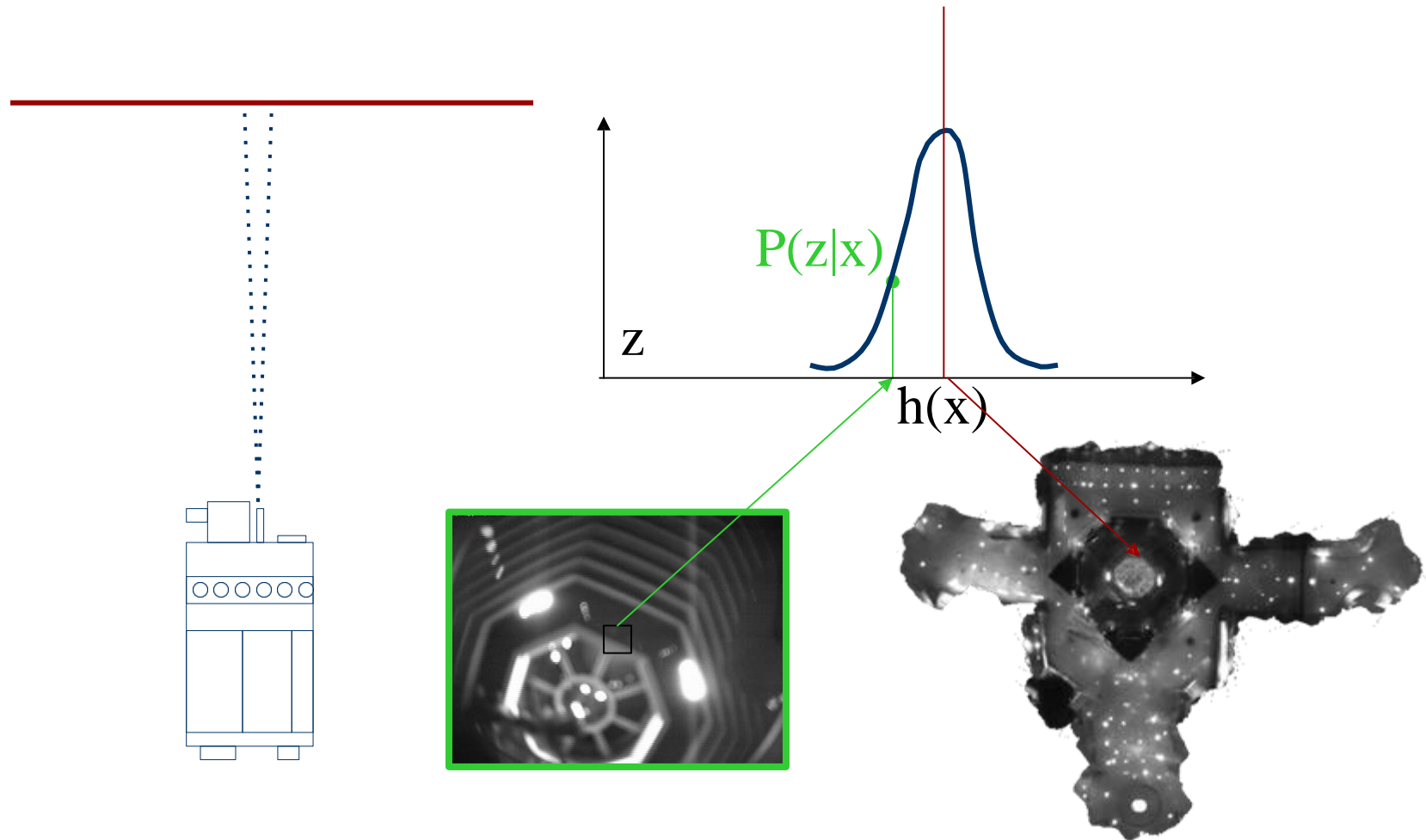
# Example V (Vision-based)

---



# Example V (Vision-based)

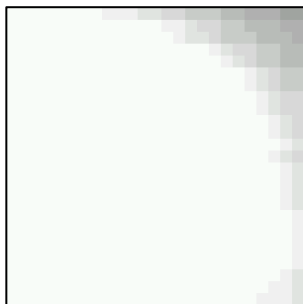
---



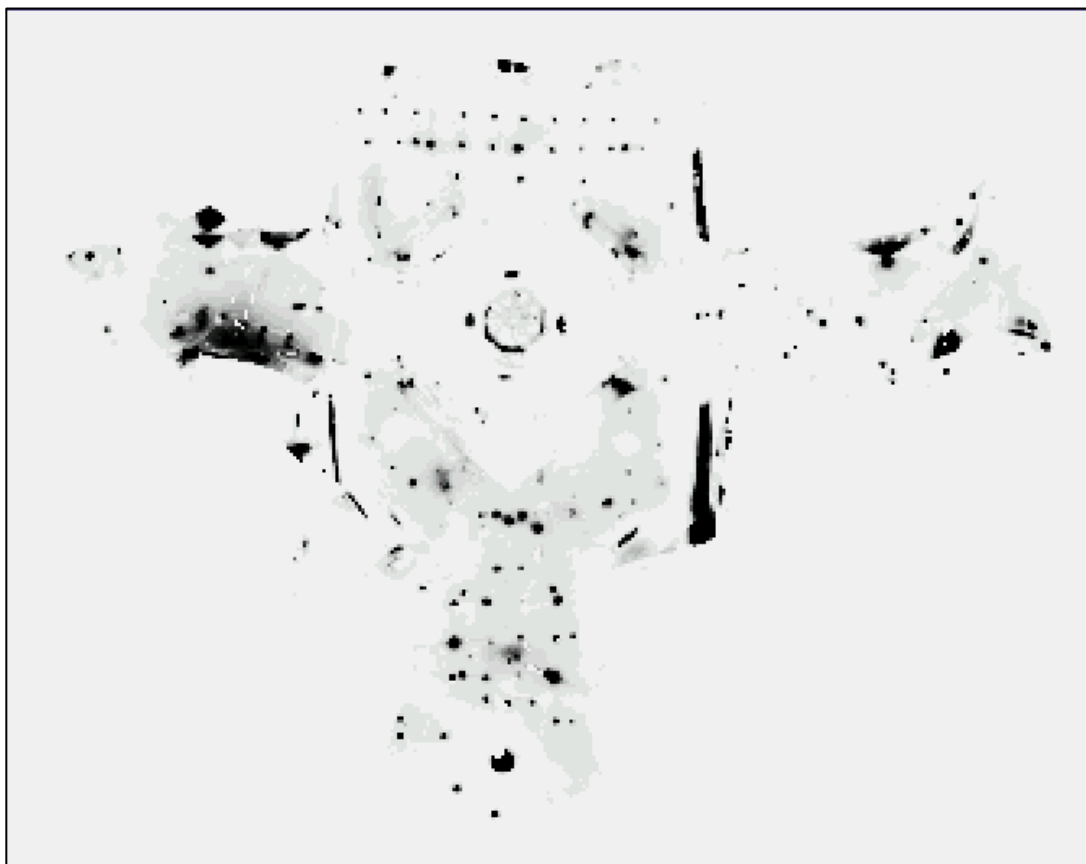
# Example V (Under Light)

---

Measurement  $z$ :



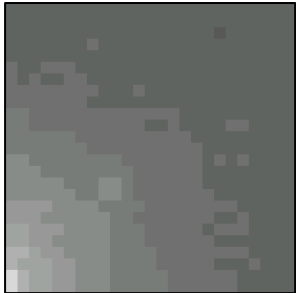
$P(z/x)$ :



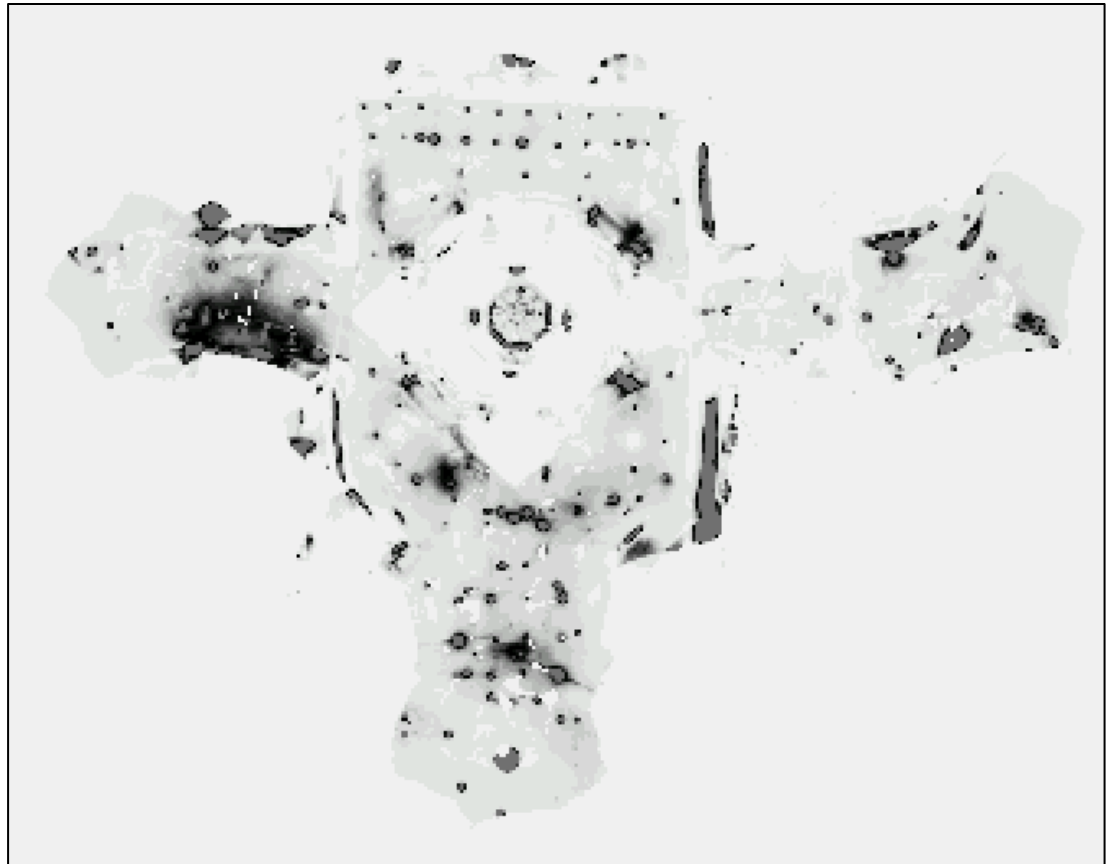
# Example V (Next to Light)

---

Measurement  $z$ :



$P(z/x)$ :



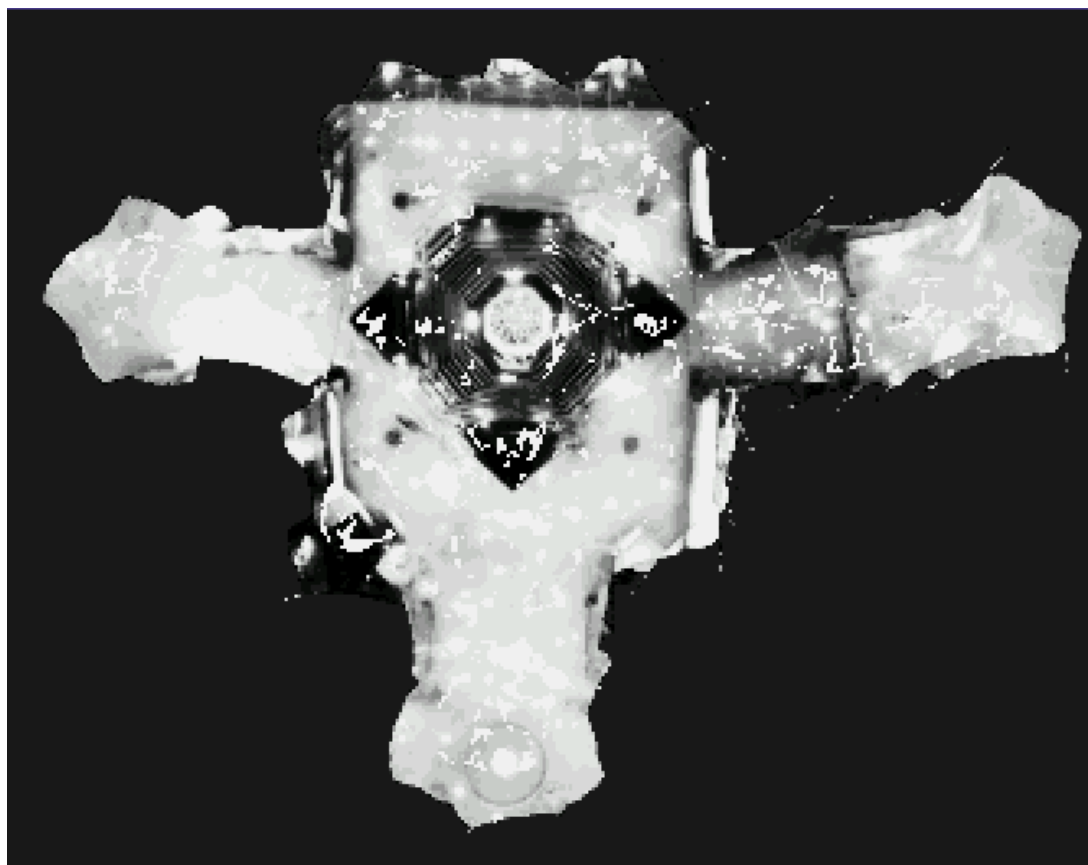
# Example V (Elsewhere)

---

Measurement  $z$ :



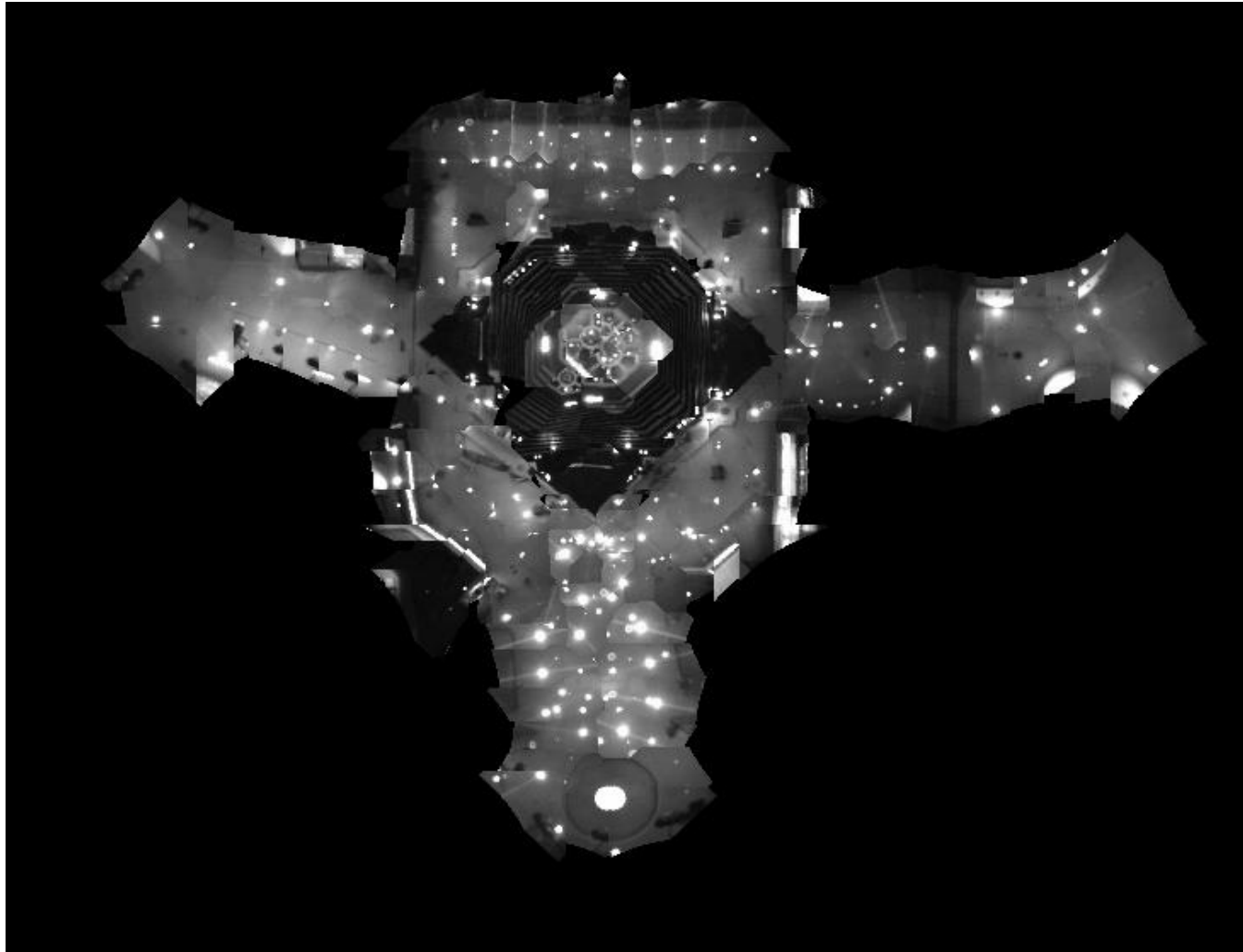
$P(z/x)$ :





# Example V (Global Localization)

---



# Summary I

---

- Particle filters are an implementation of recursive Bayesian filtering
  - They represent the posterior by a set of weighted samples
  - They can model non-Gaussian distributions, Proposal to draw new samples
  - Weight to account for the differences between the proposal and the target
  - Monte Carlo filter, Survival of the fittest, Condensation, Bootstrap filter
-

# Summary II

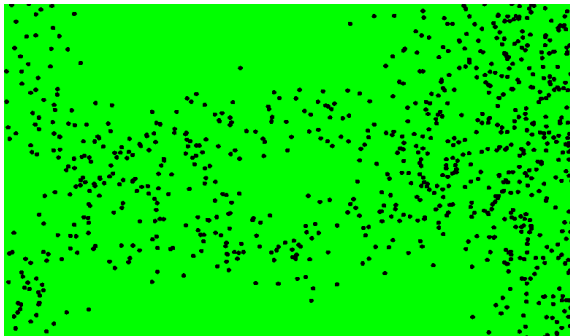
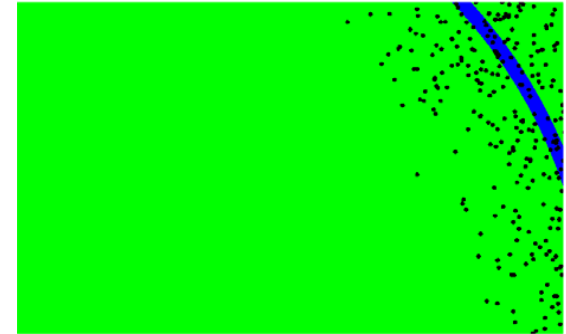
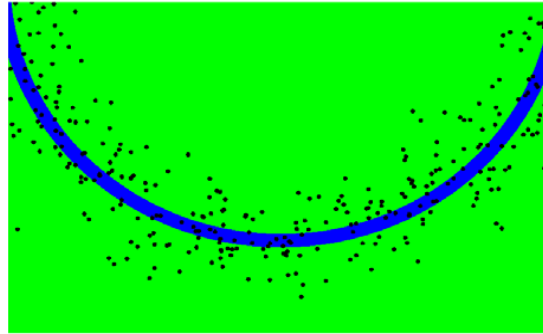
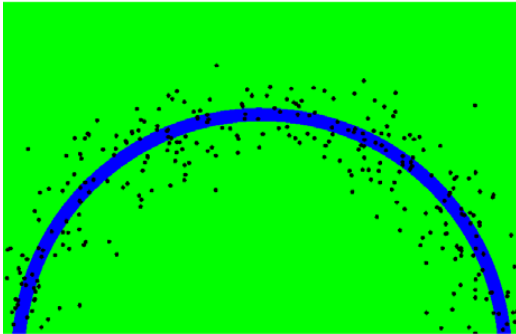
---

- In the context of localization, the particles are propagated according to the motion model.
  - They are then weighted according to the likelihood of the observations.
  - In a re-sampling step, new particles are drawn with a probability proportional to the likelihood of the observation.
-

# Homework

---

**Problem 1:** Given the following observation models, please use importance sampling and resampling techniques to estimate the robot location.



# Homework

---

**Problem 2:** Given a map and the ultrasound sensor model, please use importance sampling and resampling techniques to estimate the robot location and path.

