Machine Learning-based Indoor Localization for Micro Aerial Vehicles

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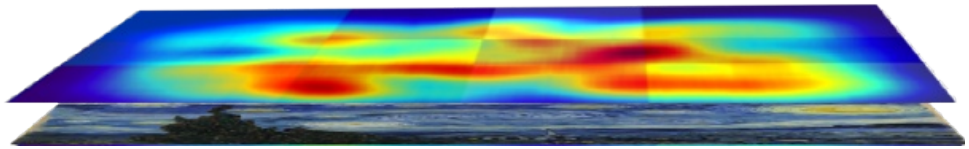

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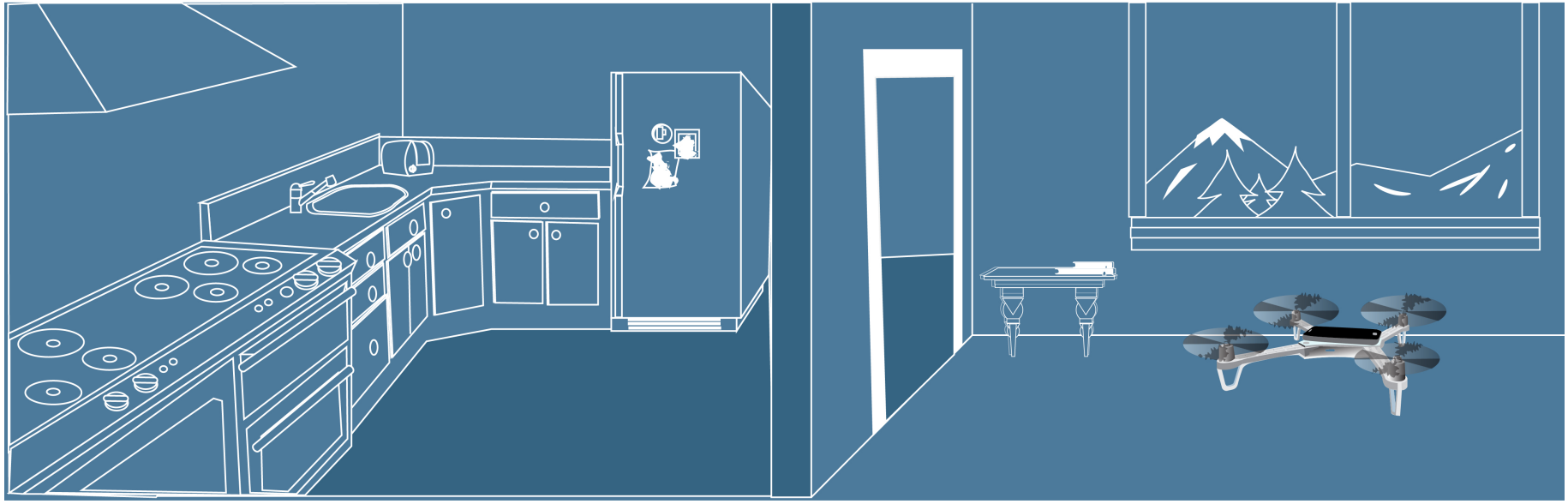
Louis Vuurpijl

Guido de Croon
Roland Meertens

MOTIVATION

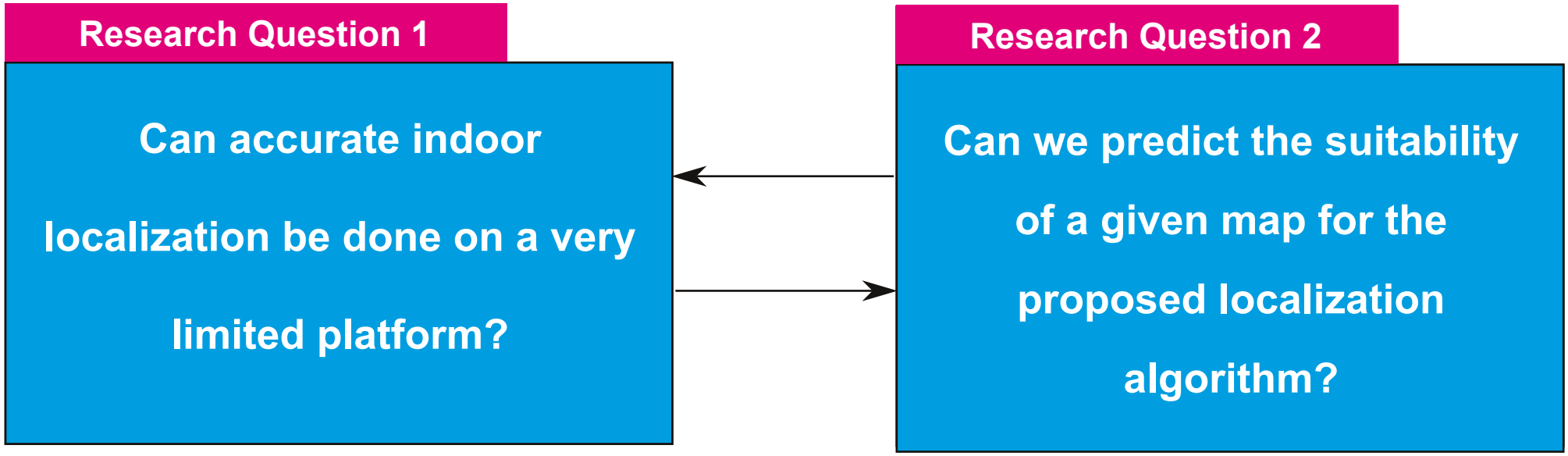


MOTIVATION

Research Question

Can accurate indoor localization be done on a very limited platform?

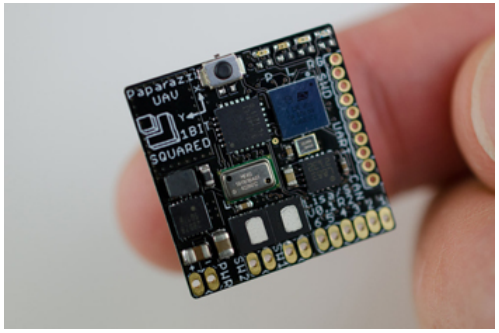
RESARCH QUESTIONS

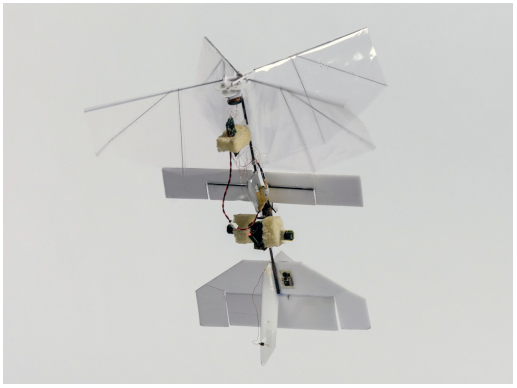


Micro Air Vehicle Lab

TU Delft Delft University of Technology

MAVLab™





Miniaturization

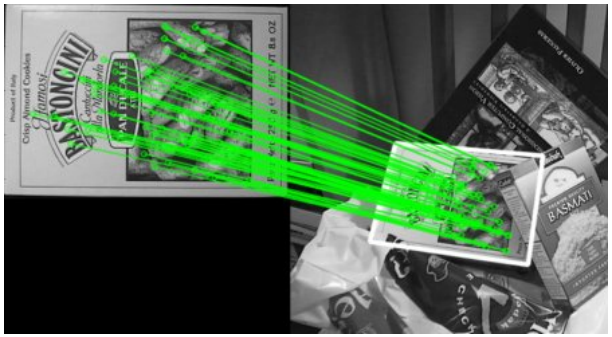
OUTLINE

- Existing Methods
- Machine Learning-based Approach
- Simulations & Flight Tests
- Discussion & General Discussion
- Conclusion & Future Work

OUTLINE

- Existing Methods
- Methods
- Experiments and Results
- Discussion
- Conclusion

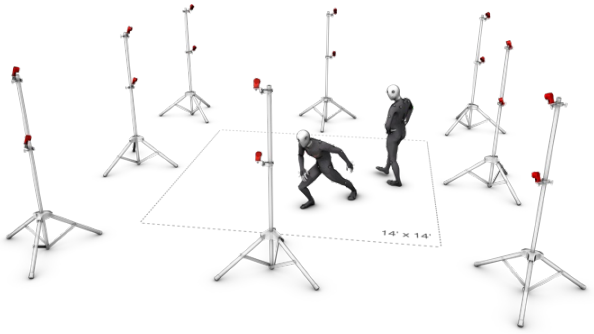
METHODS FOR INDOOR LOCALIZATION



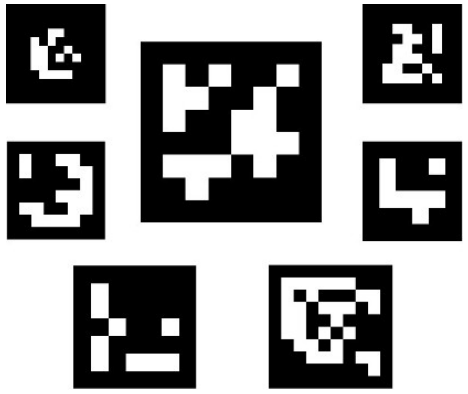
SIFT + homography finding

Laser range finder

Visual odometry (acumulating error)

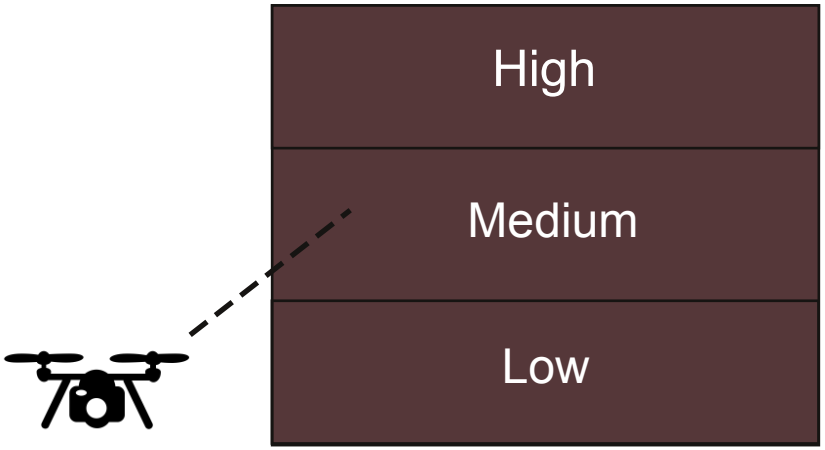


Motion tracking system

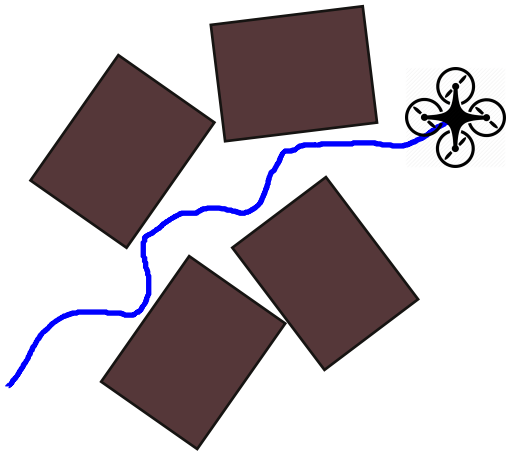


Markers

FOUNDATION

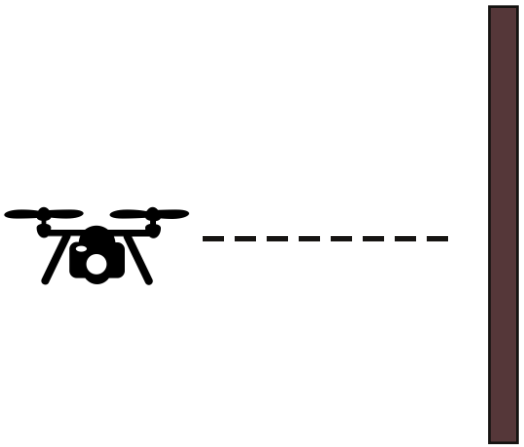


Height control



Obstacle Avoidance

Safe Landing Spot Detection



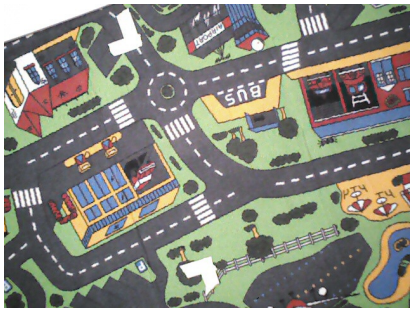
Distance Measurement

CHALLENGES / CONTRIBUTIONS

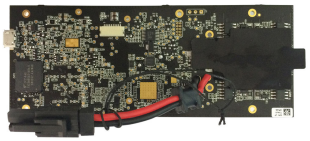
Low-performance platform

Ground truth estimation

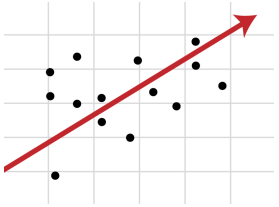
x?
y?



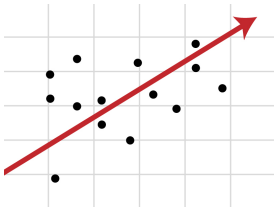
Low-level embedded programming (C)



Regression with 2 dependent variables



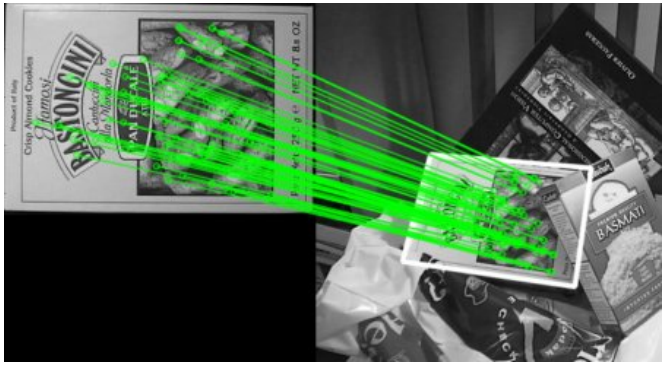
x



y

APPROACH

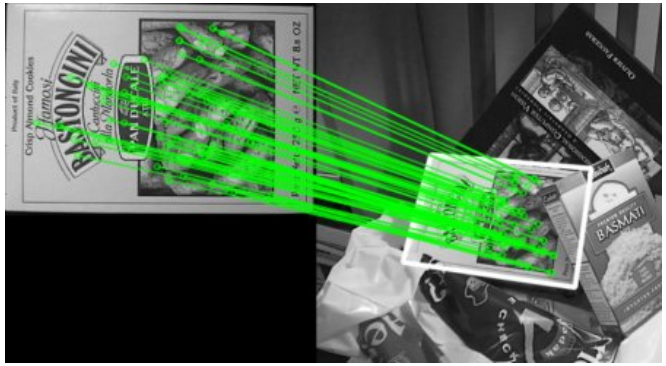
Flight phase



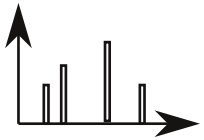
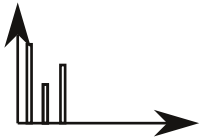
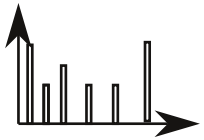
1 sec / Image

IDEA

Preflight phase

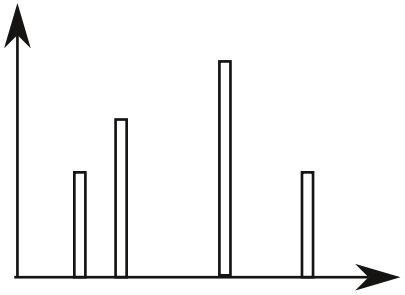


Training Data

frequencies	x	y
	200	300
	700	210
⋮	⋮	⋮
	111	210

(computational) effort

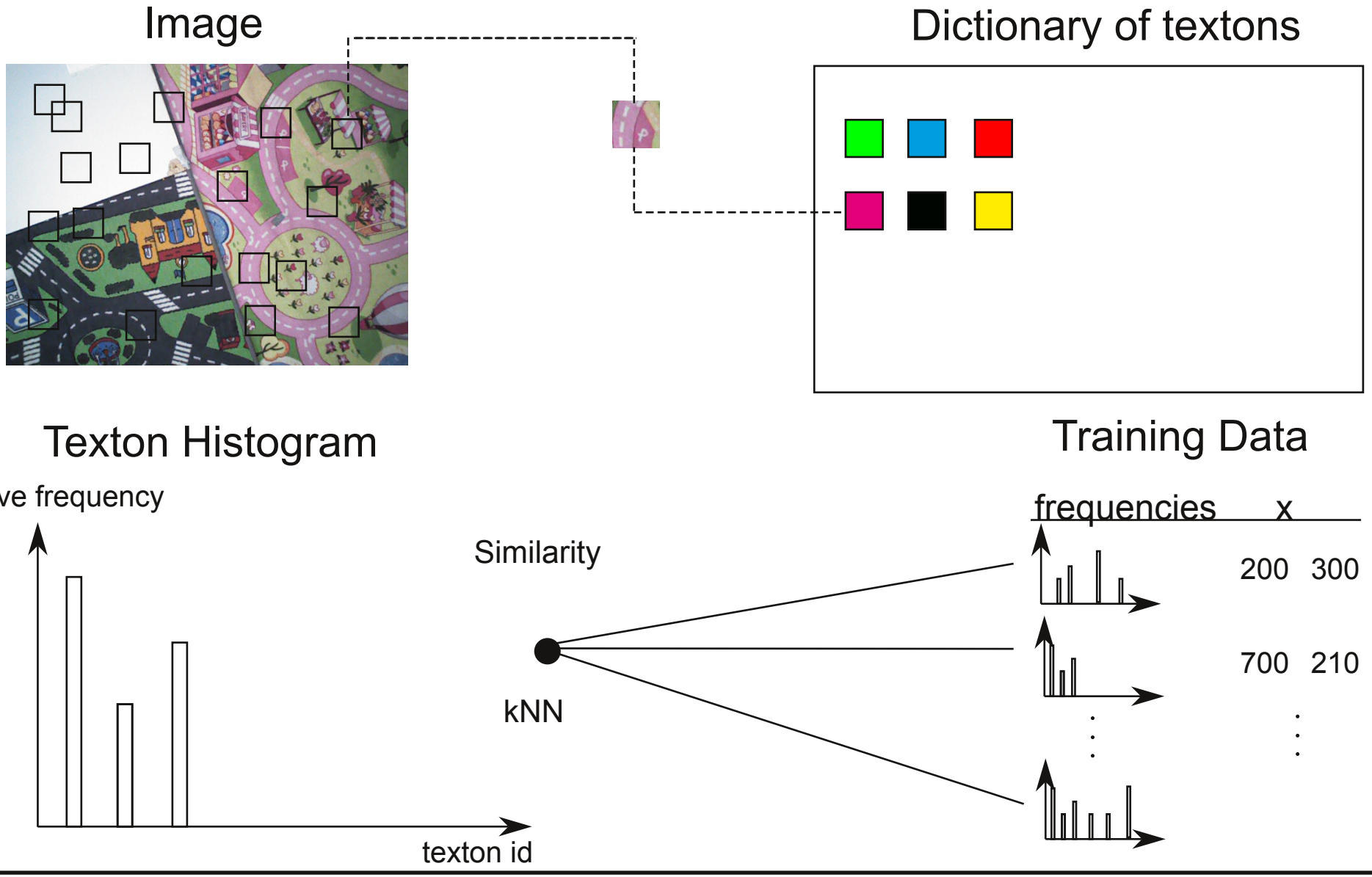
Flight phase



OUTLINE

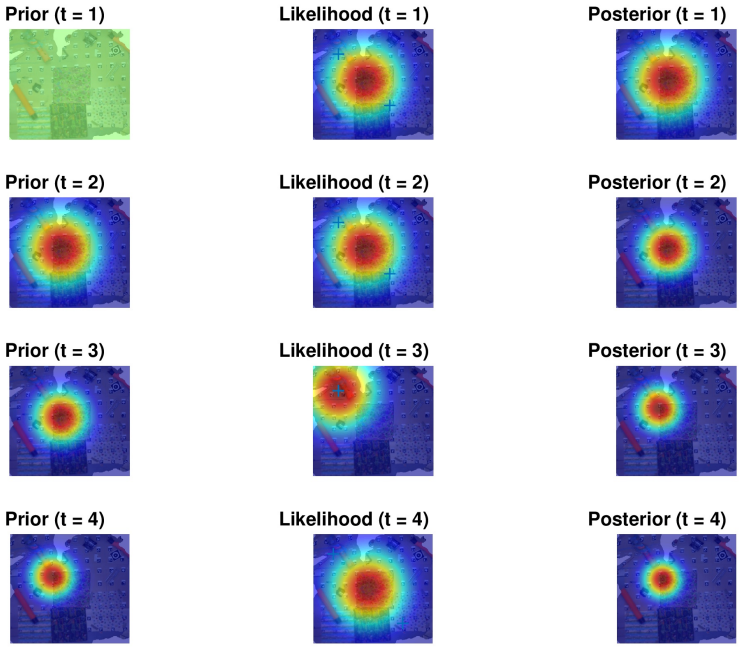
- Related Work
- **Methods**
- Experiments and Results
- Discussion
- Conclusion

MACHINE-LEARNING APPROACH

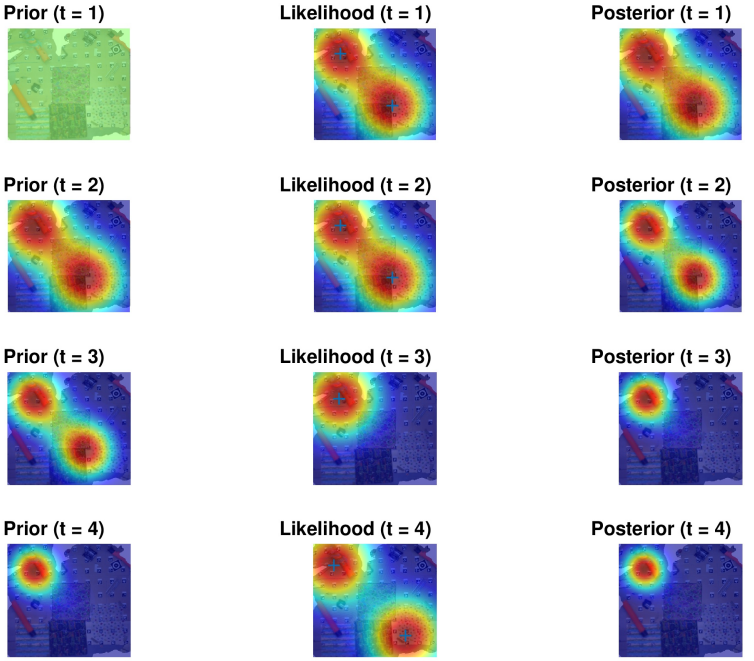


FILTERING

Kalman Filter



Particle Filter



FILTERING

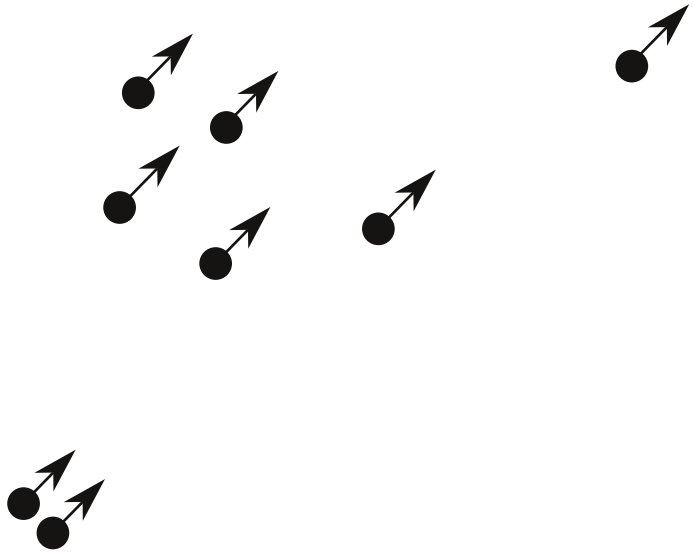
Particle Filter

Sensor model

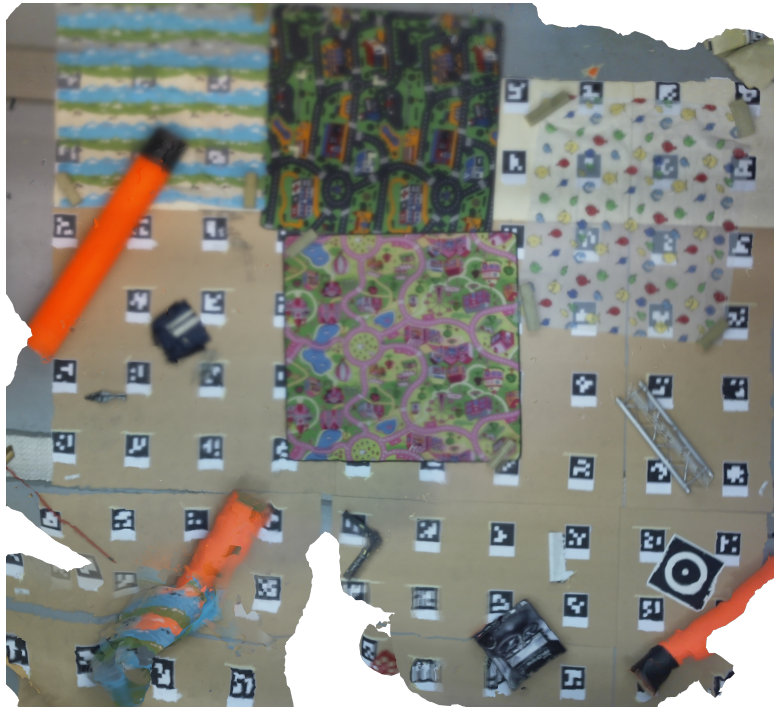
TODO

Motion model

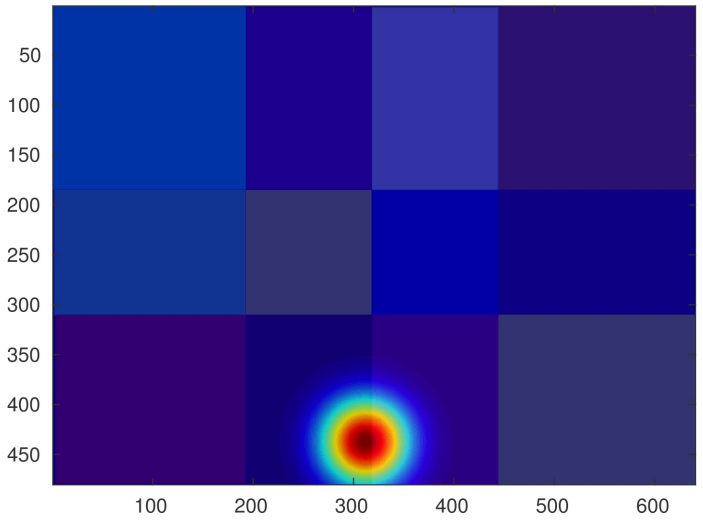
Determine optical flow and add noise ~ N(0, 10)

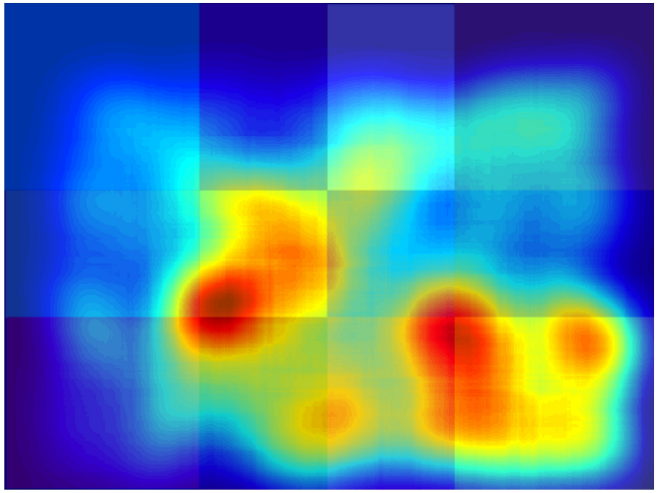


GROUND TRUTH ESTIMATION

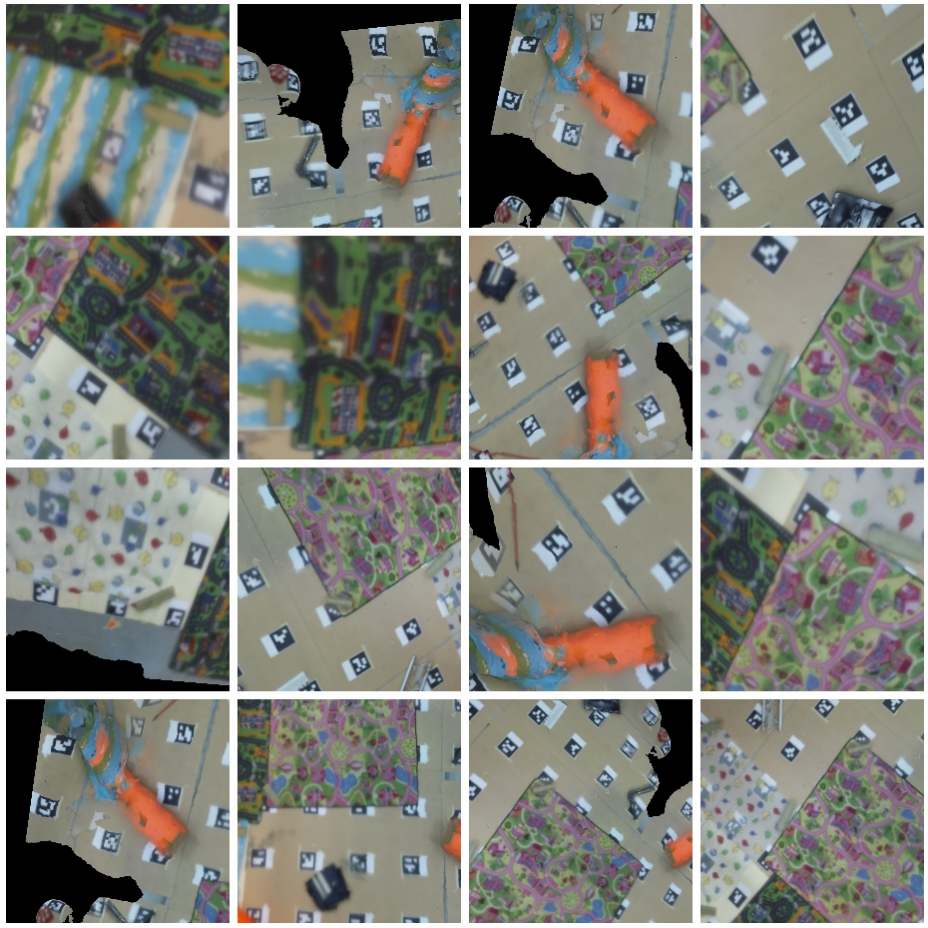


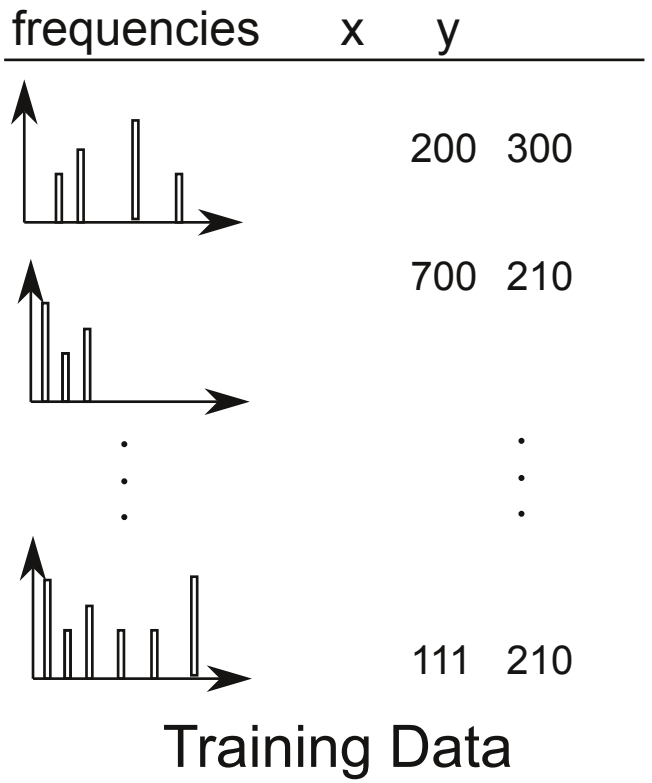
MAP EVALUATION





SYNTHETIC FLIGHT





OUTLINE

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EXPERIMENTS

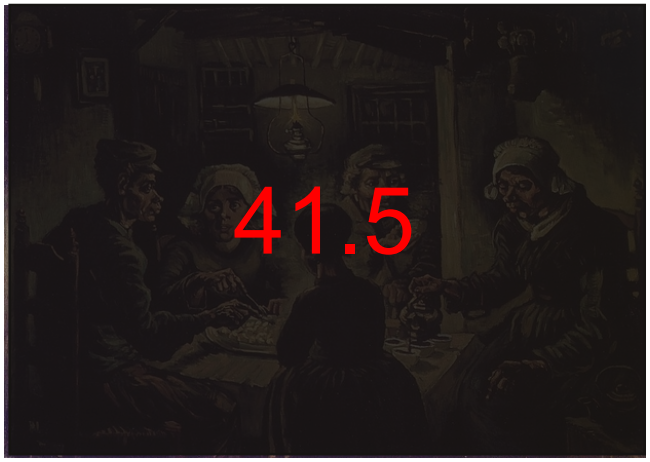
- Simulated flights
- Map evaluation
- Real-world Target Landing
- Real-world Navigation

MAP EVALUATION

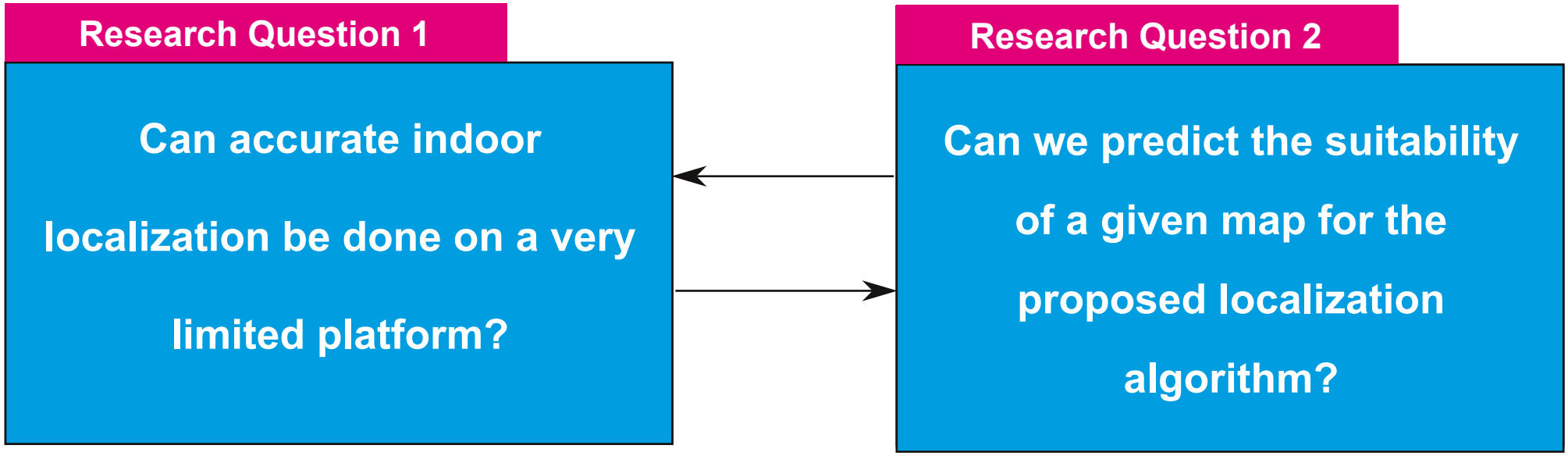





MAP EVALUATION



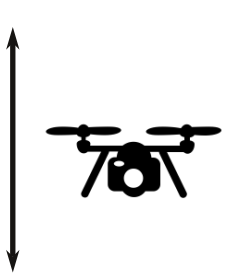
RESARCH QUESTIONS



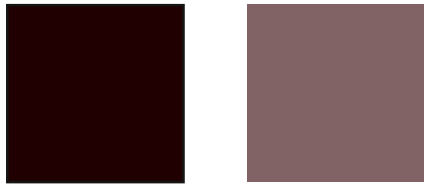
DISCUSSION

Limitations:

- assumes constant height and no rotations



- robustness to differerent lighting conditions



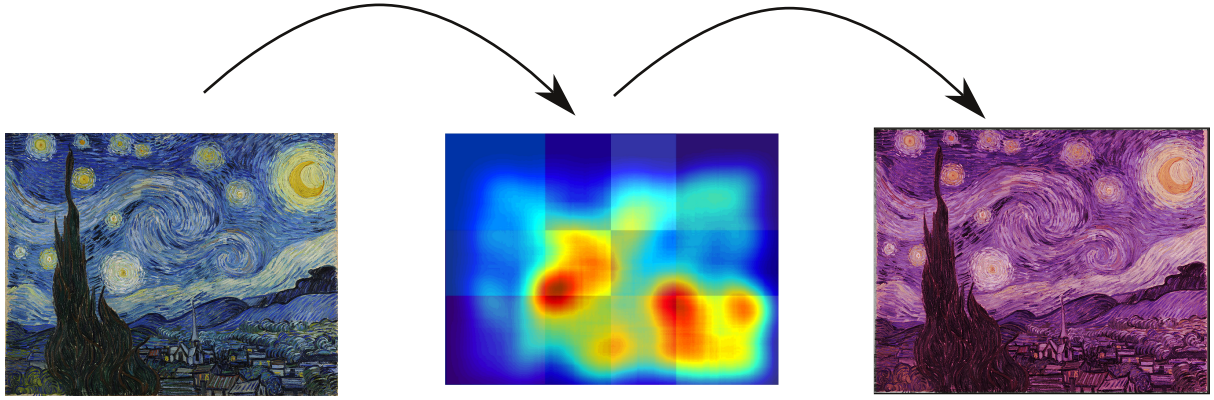
- Particle filter does not include velocity or heading

DISCUSSION

Future research:

- bridge reality gap

- automatic map generation (evolutionary algorithm)



CODE CONTRIBUTIONS

- Image augmentation with synthetic views (C++)

  https://github.com/Pold87/draug

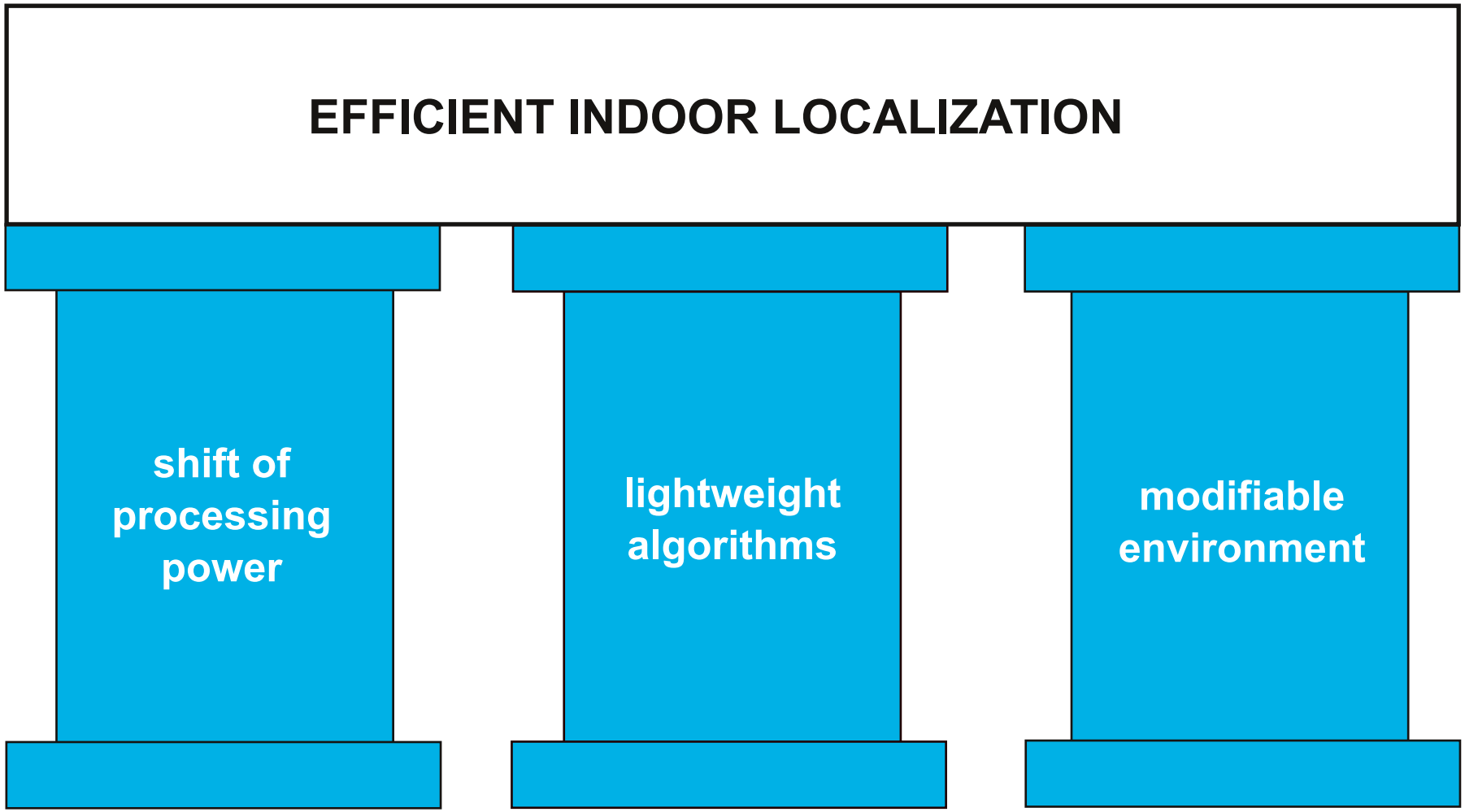
- Map evaluation (MATLAB)

  https://github.com/Pold87/evaluation-thesis

- Localization: SIFT matching, particle filter, texton-based approach (C)

  C: https://github.com/Pold87/paparazzi Python: https://github.com/Pold87/treXton

CONCLUSION


EFFICIENT INDOOR LOCALIZATION
shift of processing power
lightweight algorithms
modifiable environment