

Slides adapted from Eric Westman, Cyrill Stachniss

Occupancy Grid Mapping

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What is an occupancy map?

What is an occupancy map?

Probabilistic representation of world

from

noisy, uncertain sensor measurement data,

with the assumption

that the robot pose is known.

What is an occupancy grid map?



Discretize world into cells

Assign a probability [0,1] to each cell

Courtesy: C. Stachniss

When do need to map online?

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1. Cant rely on floor plans

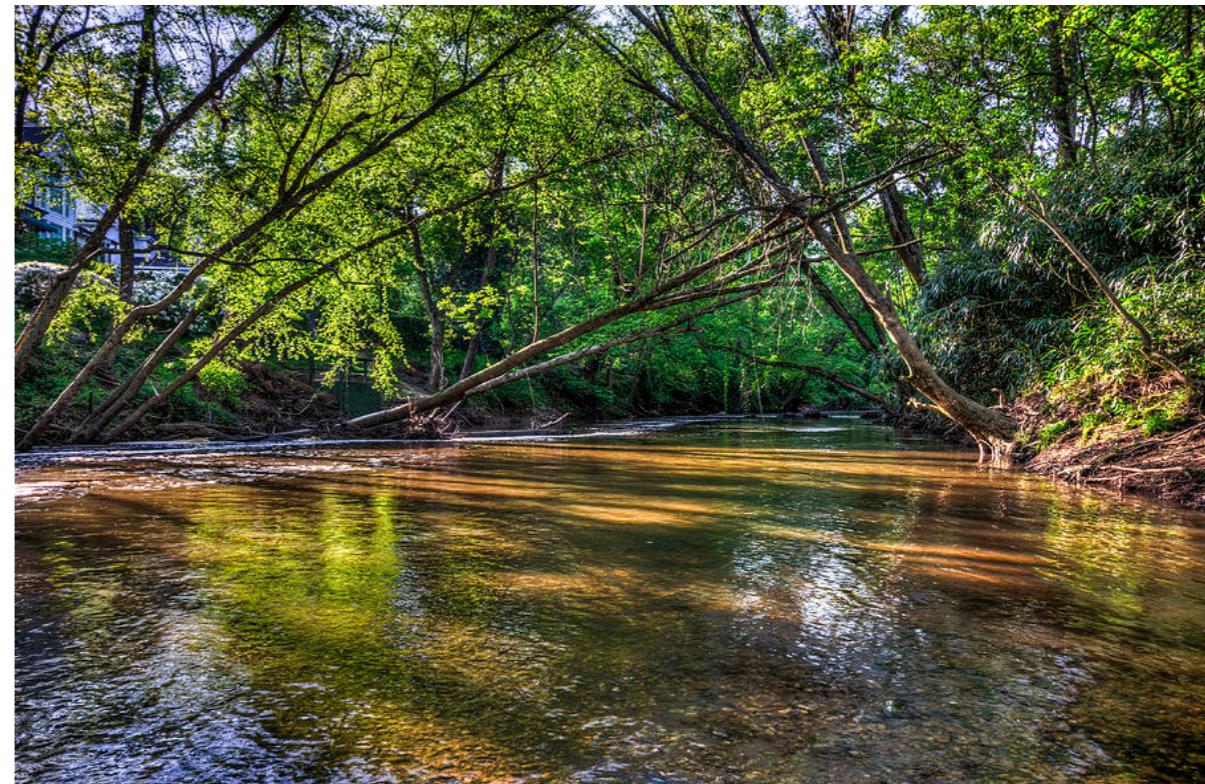


When do need to map online?

1. Cant rely on floor plans



2. Mapping disaster regions

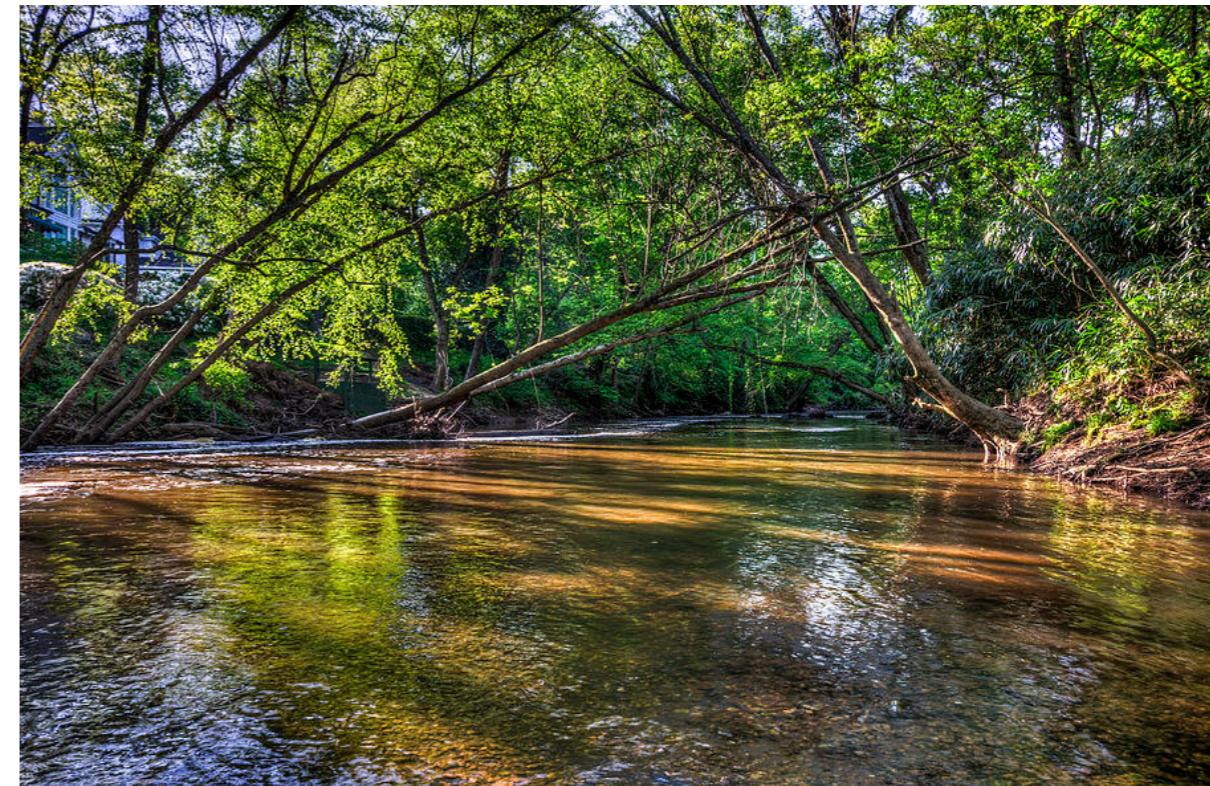


When do we need to map online?

1. Can't rely on floor plans



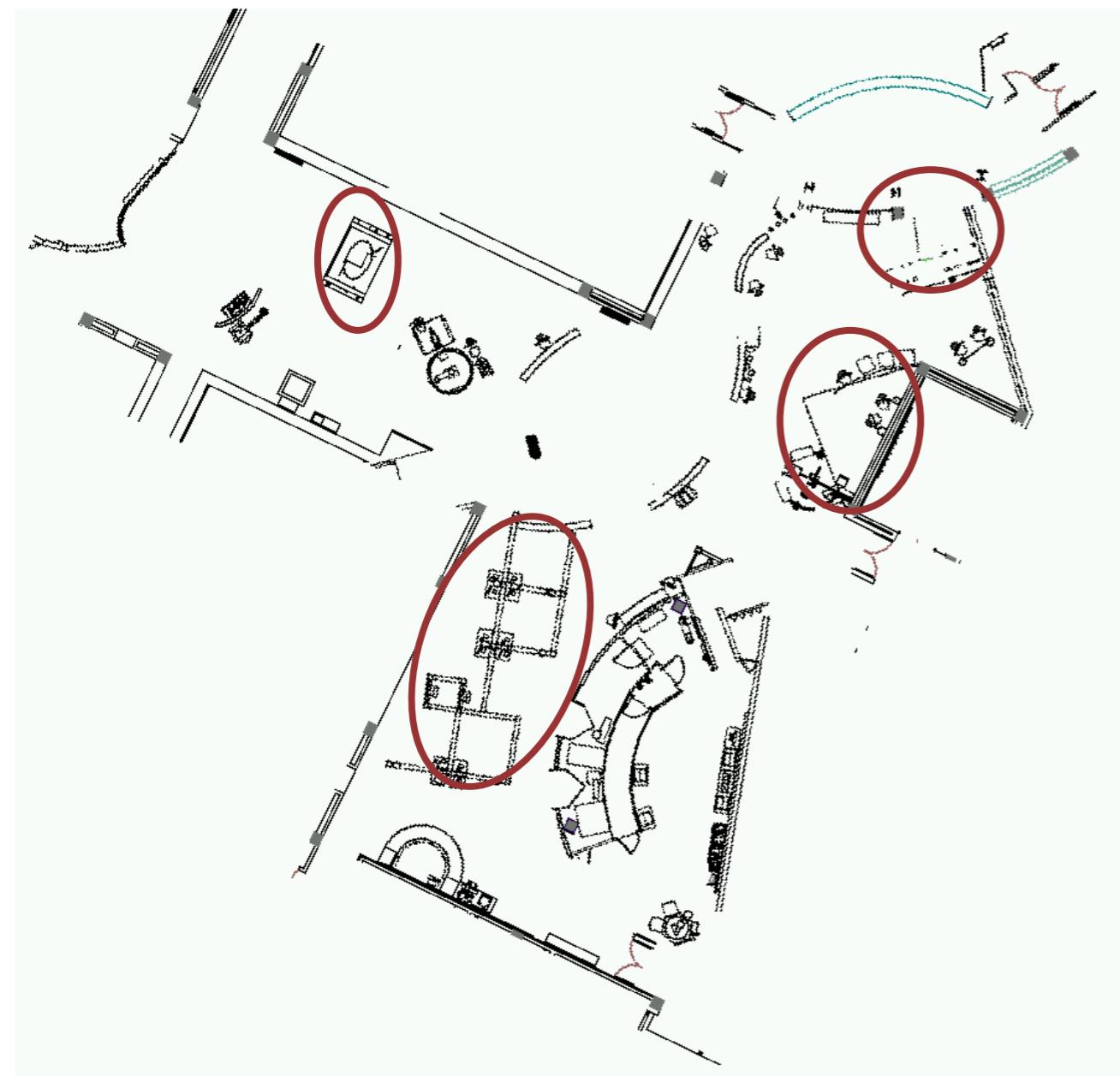
2. Mapping disaster regions



3. Mapping unstructured environments

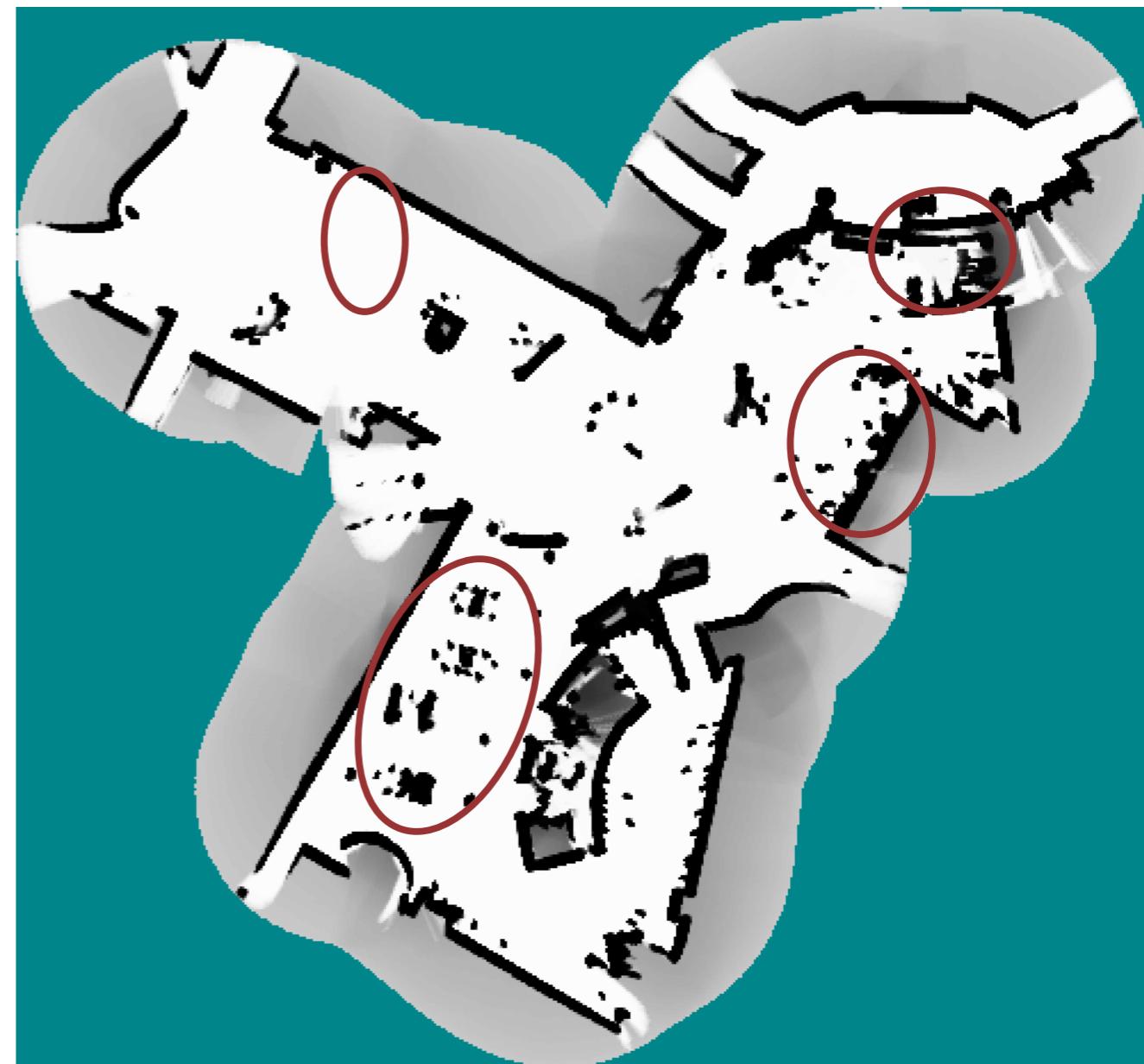


Even floor plans can be wrong...



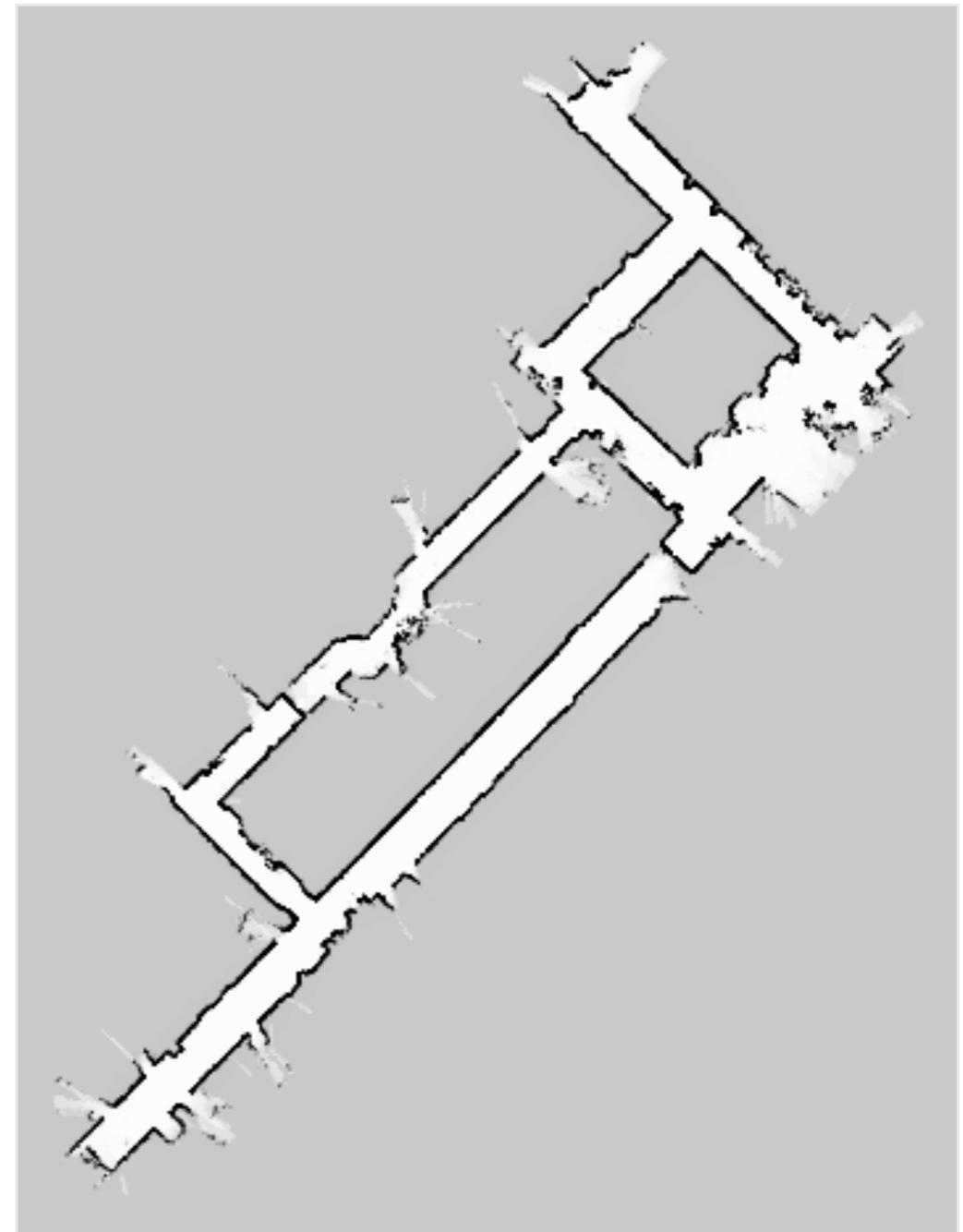
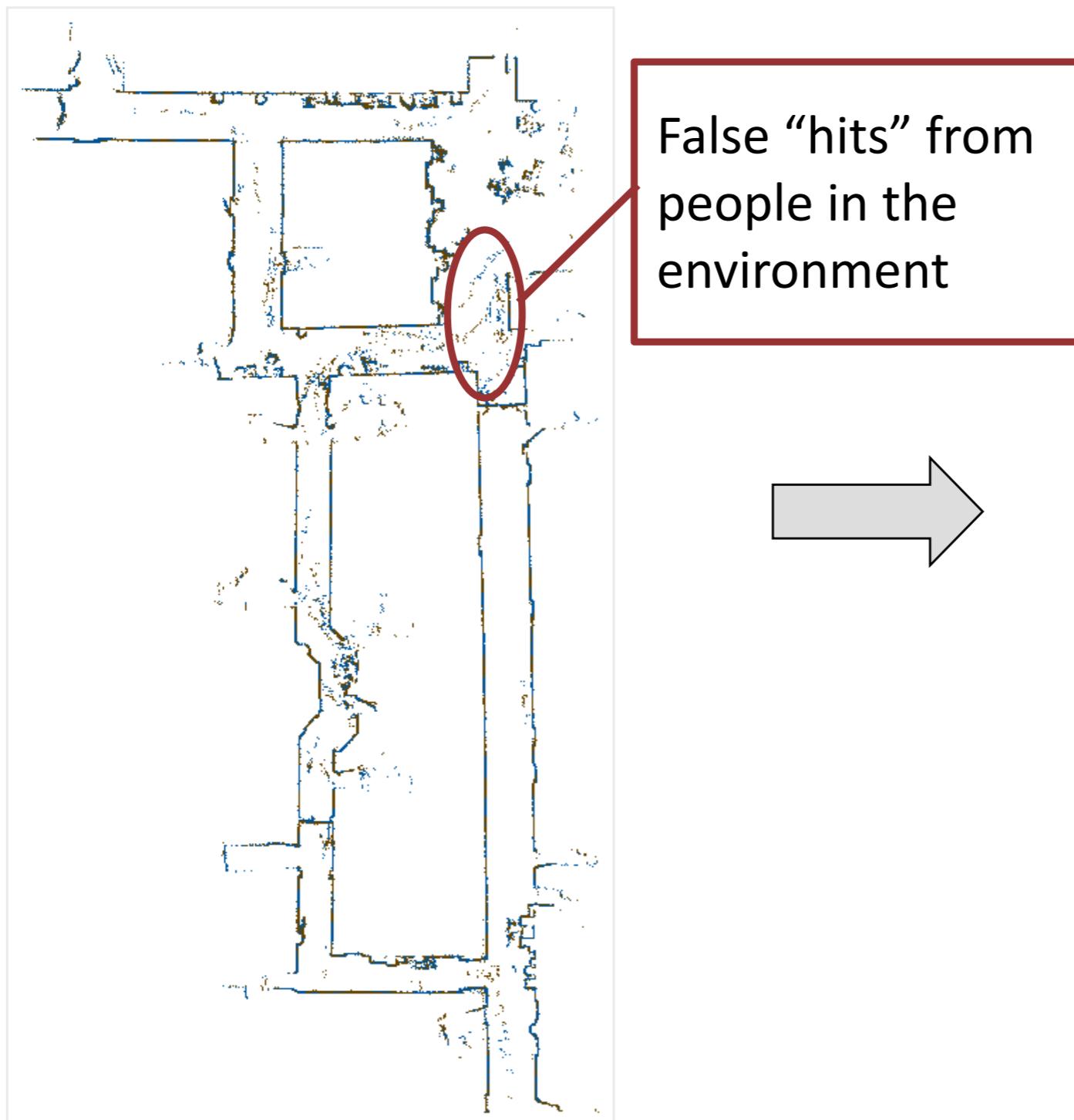
CAD map

Tech Museum, San Jose



occupancy grid map

Why do we need estimation?



Scans are noisy - if you just added them they will contradict each other and create a mess!

Bayes filter is a powerful tool



Localization



Mapping

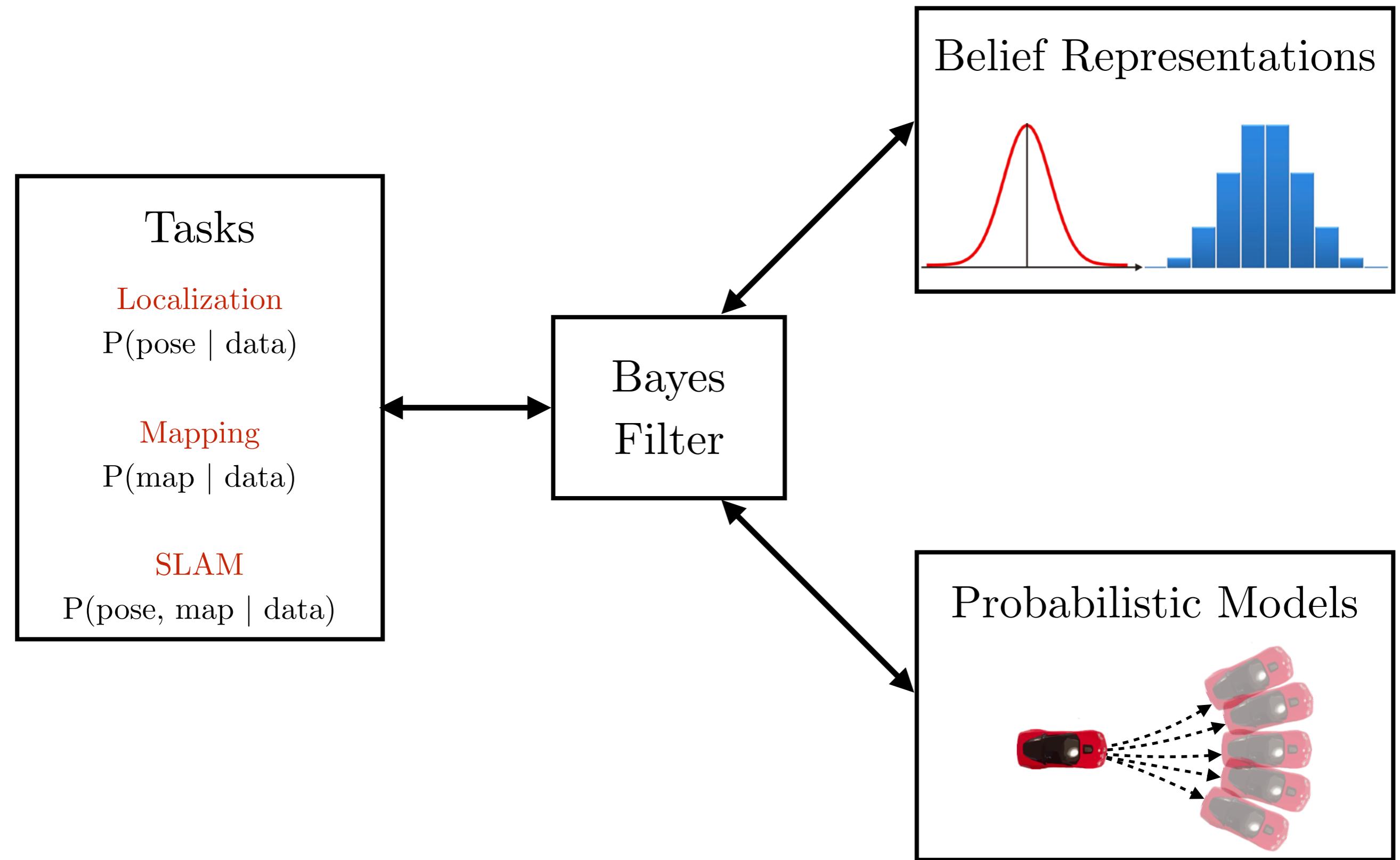


SLAM



POMDP

Assembling Bayes filter



Different tasks as Bayes filtering

Tasks	Belief Representation	Probabilistic Models
Localization $P(\text{pose} \mid \text{data})$	Gaussian / Particles	Motion model Measurement model
Mapping $P(\text{map} \mid \text{data})$	Discrete (binary)	Inverse measurement model
SLAM $P(\text{pose, map} \mid \text{data})$	Gaussian (pose, landmarks)	Motion model, measurement model, correspondence model

Today's objective

1. Understand occupancy grid mapping intuitively
2. Work through Bayes filter derivation
3. Examine when assumptions get violated

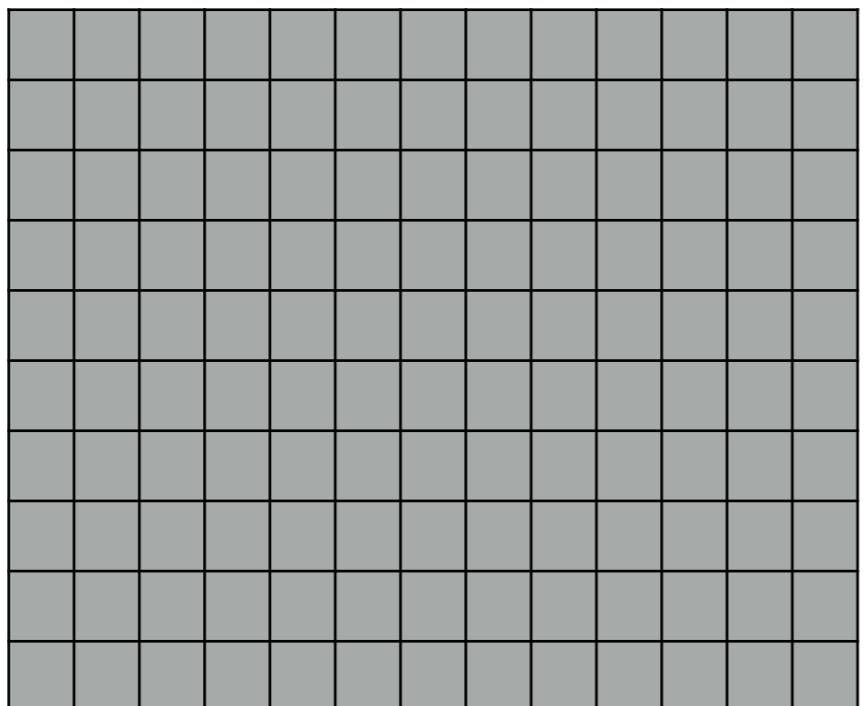
Spilling the beans on mapping

Spilling the beans on mapping

Step 1:

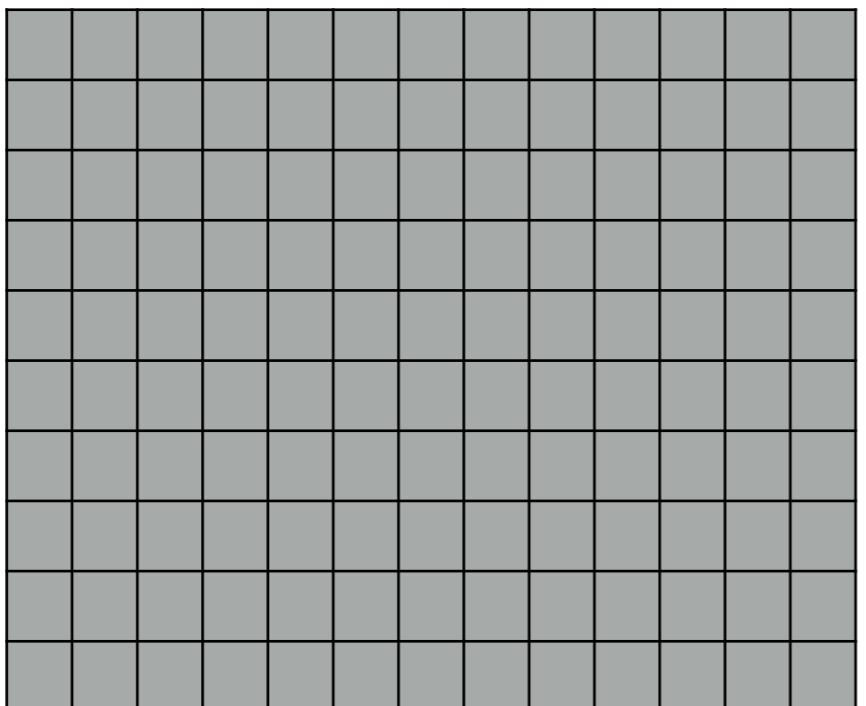
Start with an
empty map.

0.5 prob of being
free.

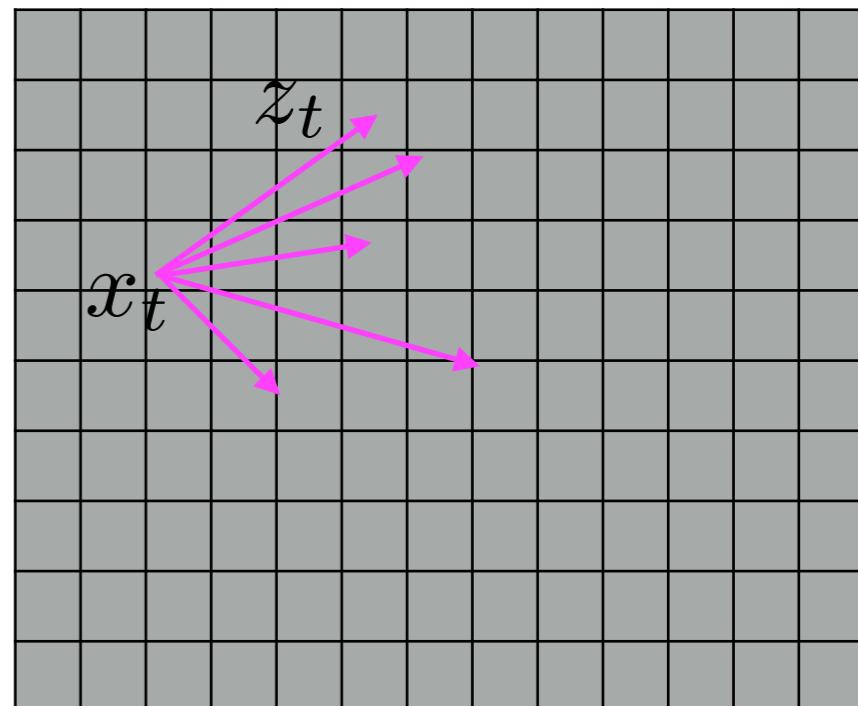


Spilling the beans on mapping

Step 1:
Start with an
empty map.
0.5 prob of being
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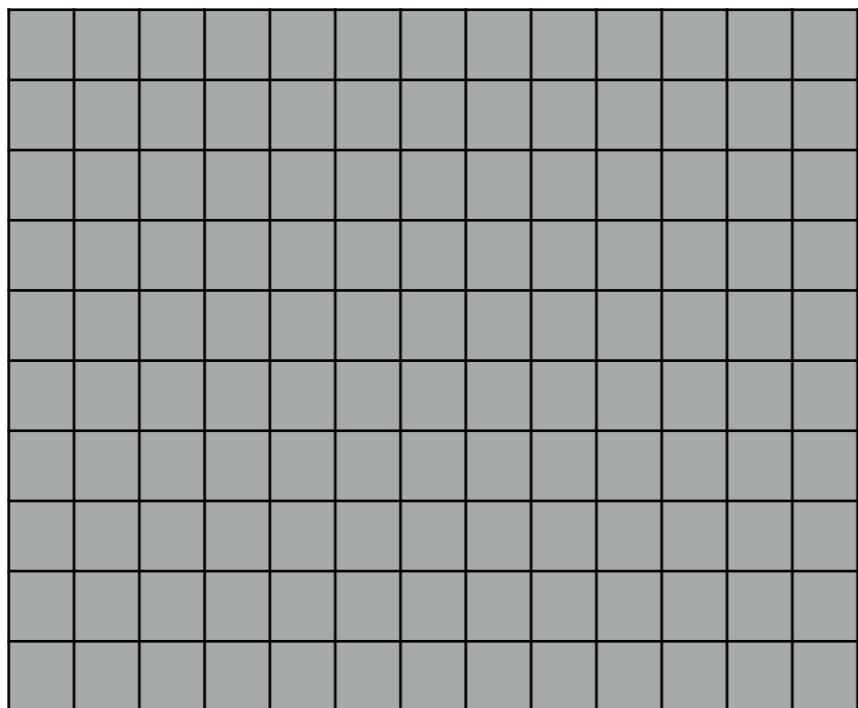


Step 2:
Accept the latest
measurement
and pose

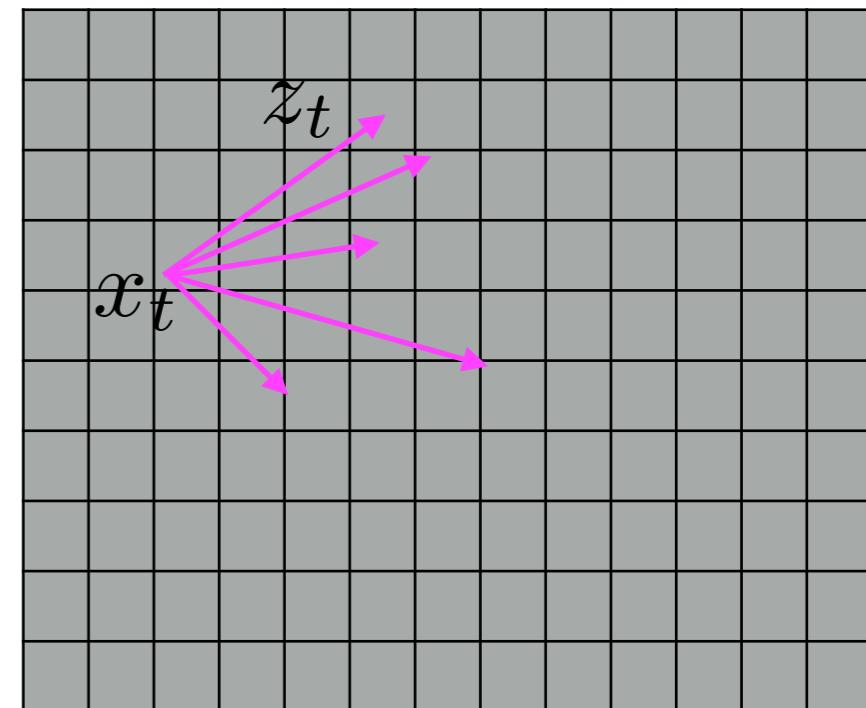


Spilling the beans on mapping

Step 1:
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0.5 prob of being
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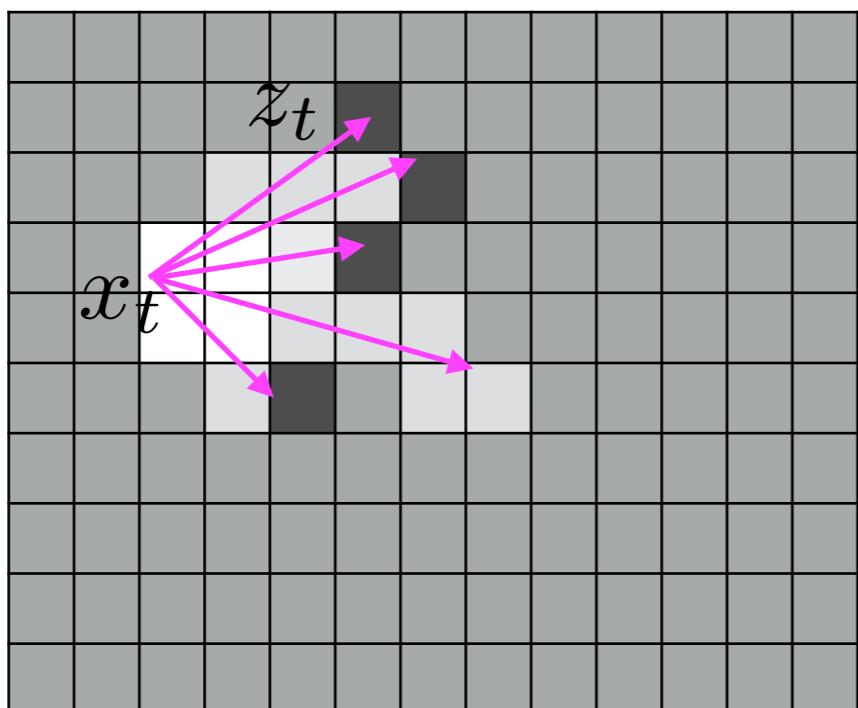


Step 2:
Accept the latest
measurement
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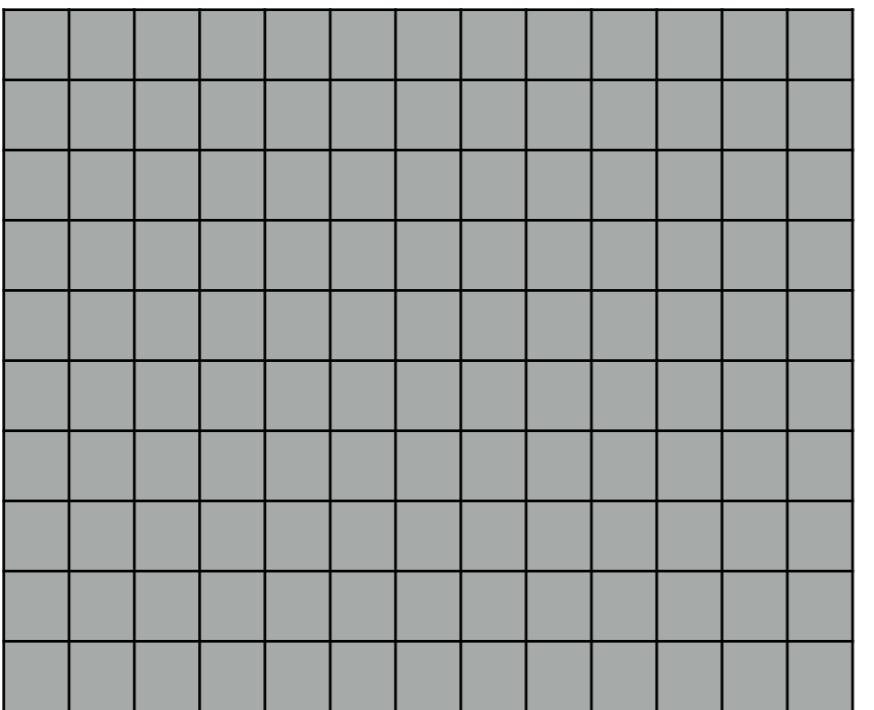
Step 3:
Raycast every
beam. Group cells
as HIT and MISS.

HIT: Bump down
probability.
MISS: Bump up.

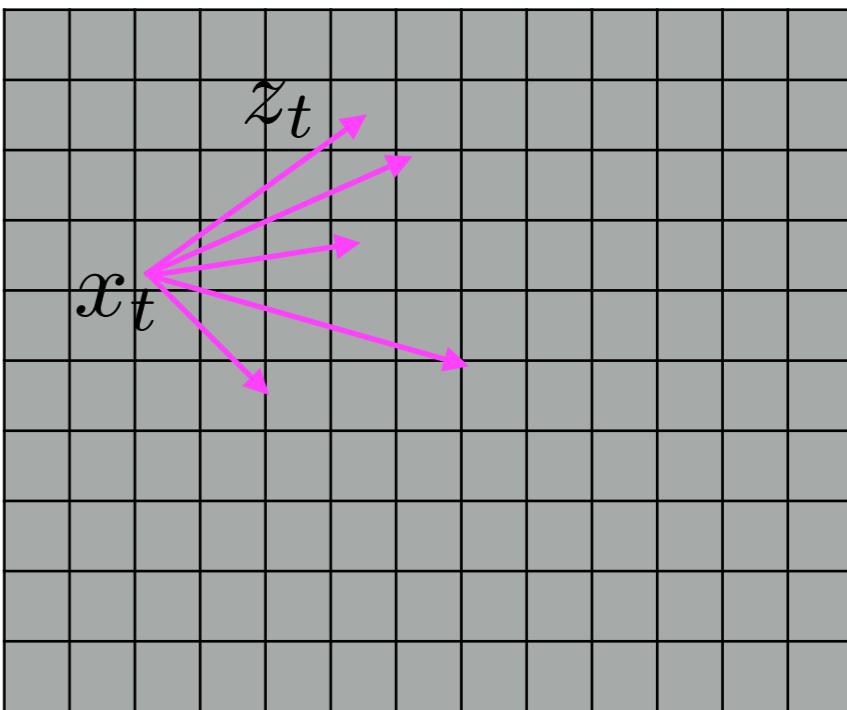


Spilling the beans on mapping

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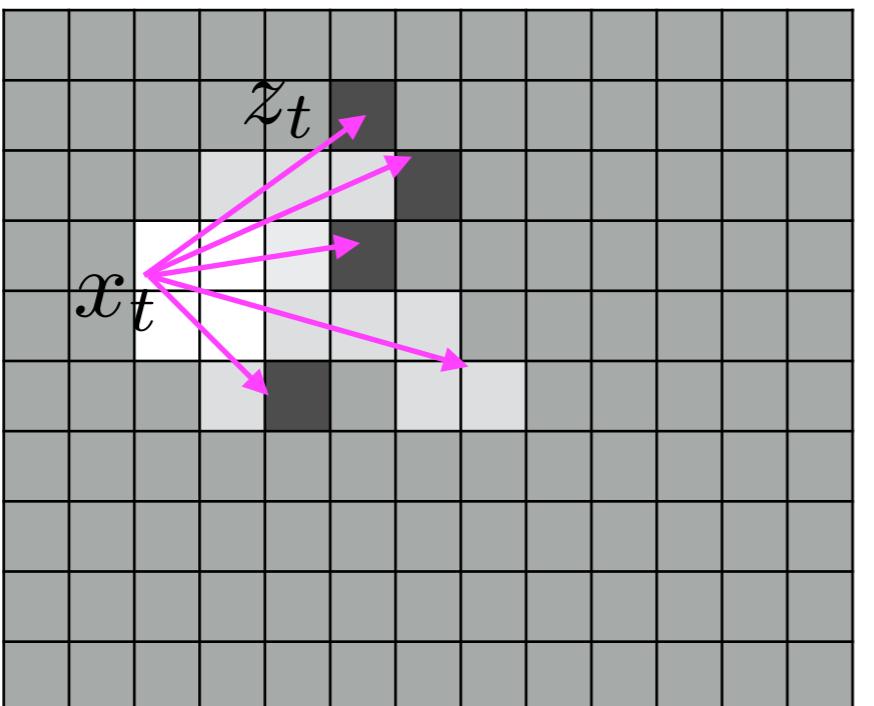


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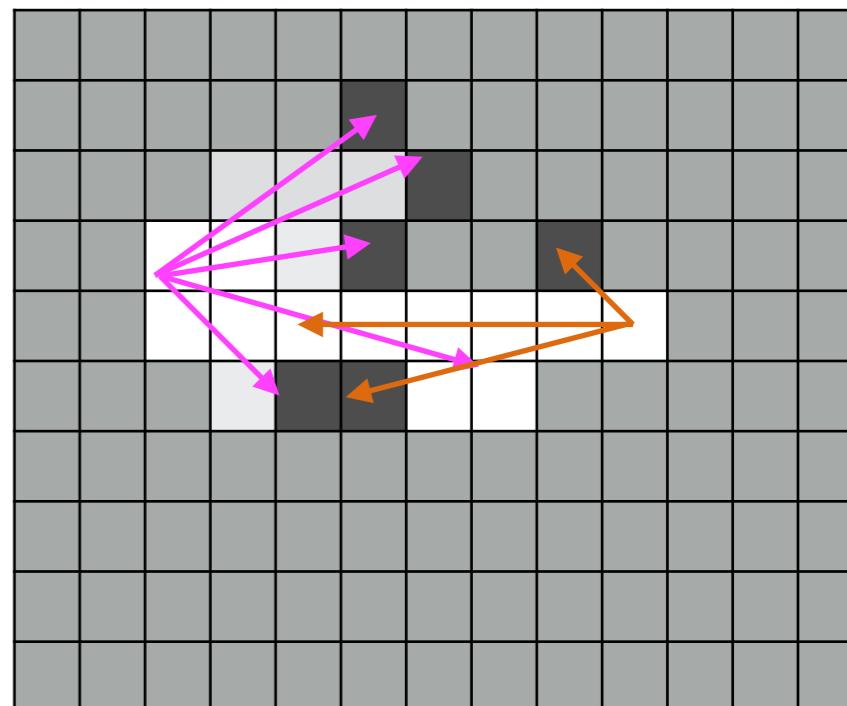
Step 3:
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HIT: Bump down
probability.
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Step 4:
Get new
measurement.

Update the map.



Mapping as just another Bayes filtering problem

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Task:

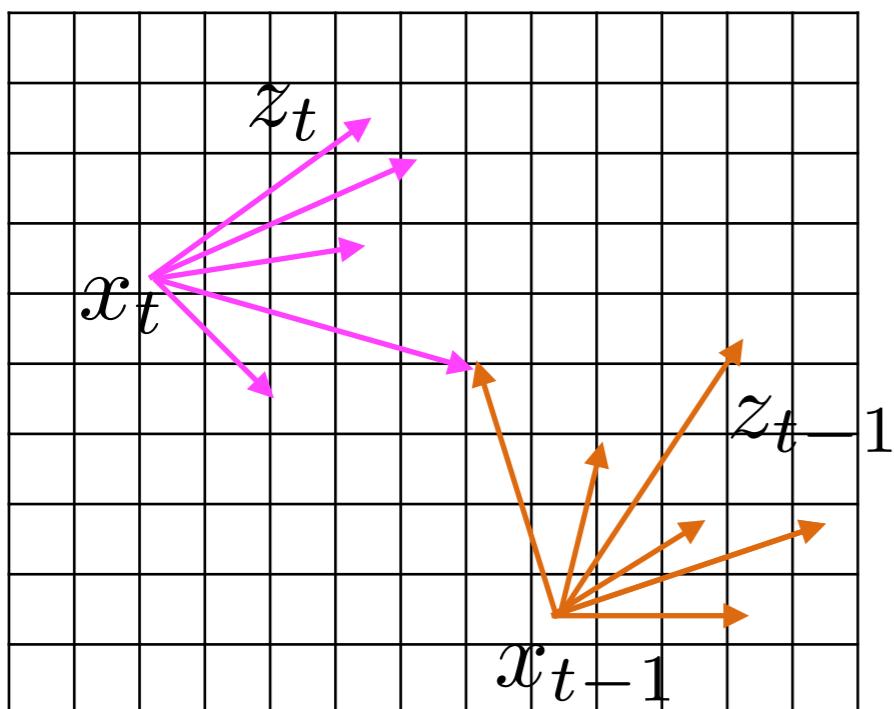
Mapping
 $P(\text{map} \mid \text{data})$

Mapping as just another Bayes filtering problem

Task:

Mapping
 $P(\text{map} \mid \text{data})$

What is the data?



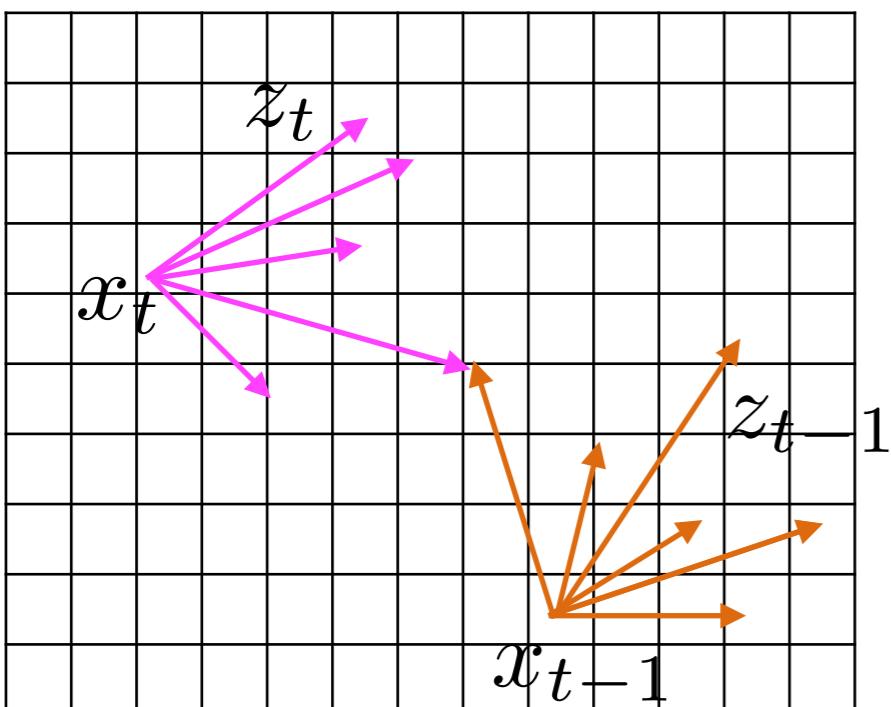
Stream of pose and
laser scans $x_{1:t}, z_{1:t}$

Mapping as just another Bayes filtering problem

Task:

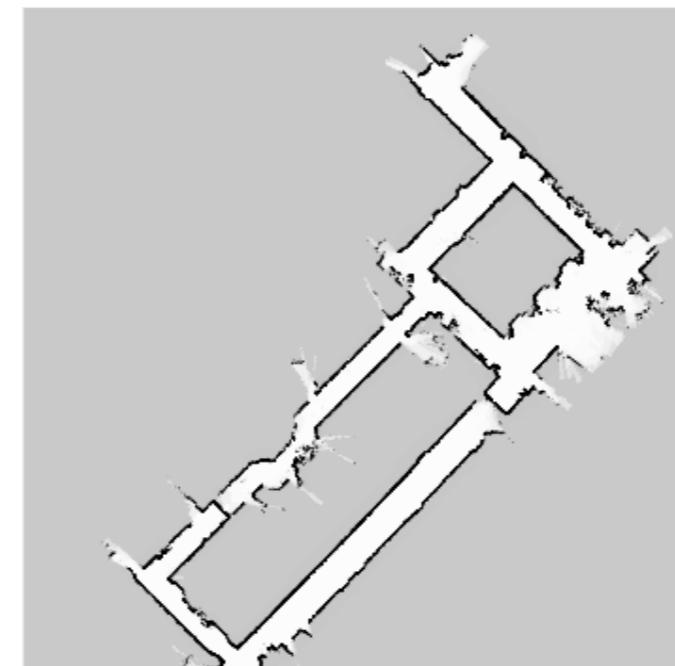
Mapping
 $P(\text{map} \mid \text{data})$

What is the data?



Stream of pose and
laser scans $x_{1:t}, z_{1:t}$

What is the belief representation?



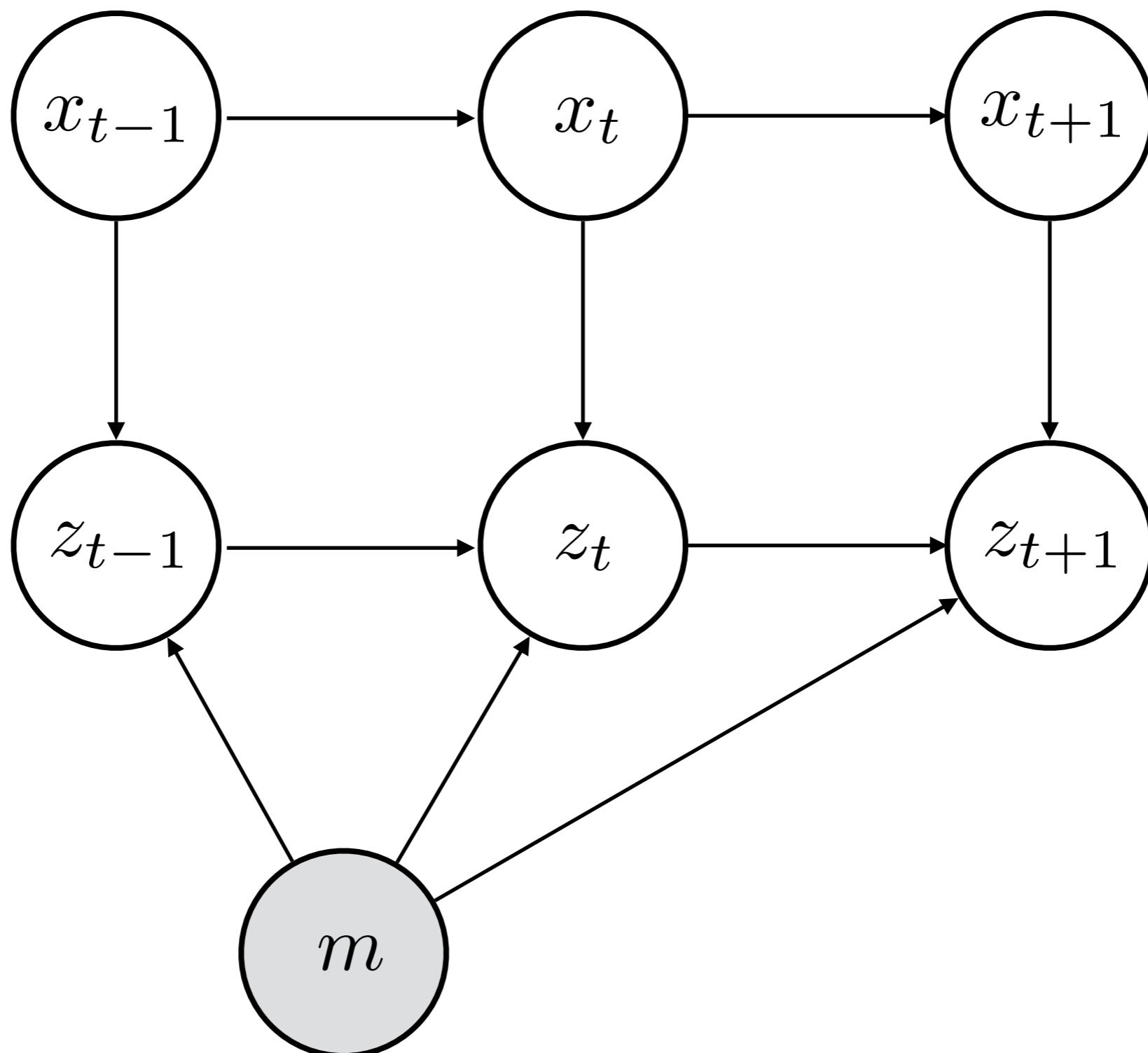
0 is occupied, 1 is free,
0.5 unknown

Represent
world as a
collection of
cells

Each belief
is $[0,1]$

$$P(m) = P(m_1, m_2, \dots, m_n)$$

Graphical model of mapping



Problem: Space of maps is huge!!

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The state is a matrix of binary values

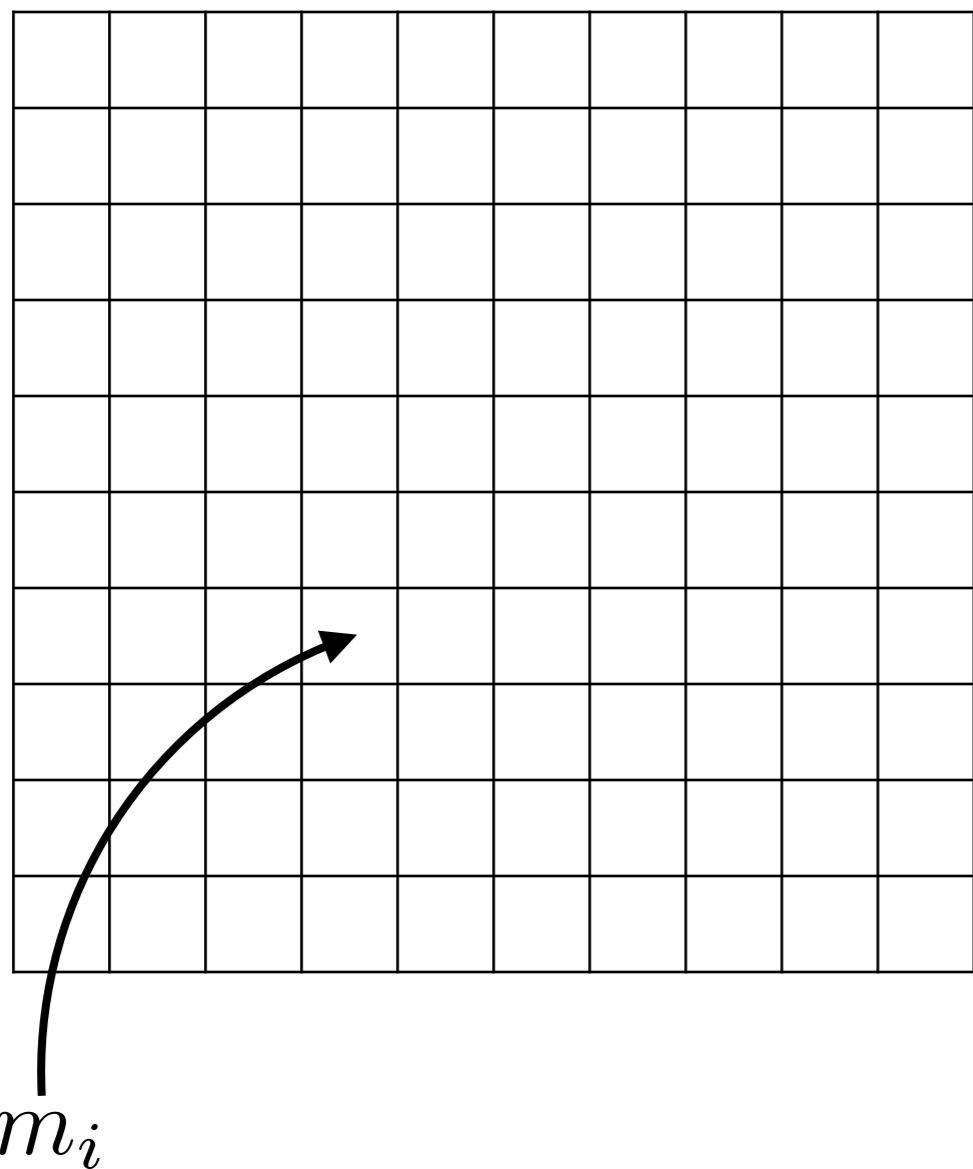
The belief assigns a probability to all states

Problem: Space of maps is huge!!

The state is a matrix of binary values

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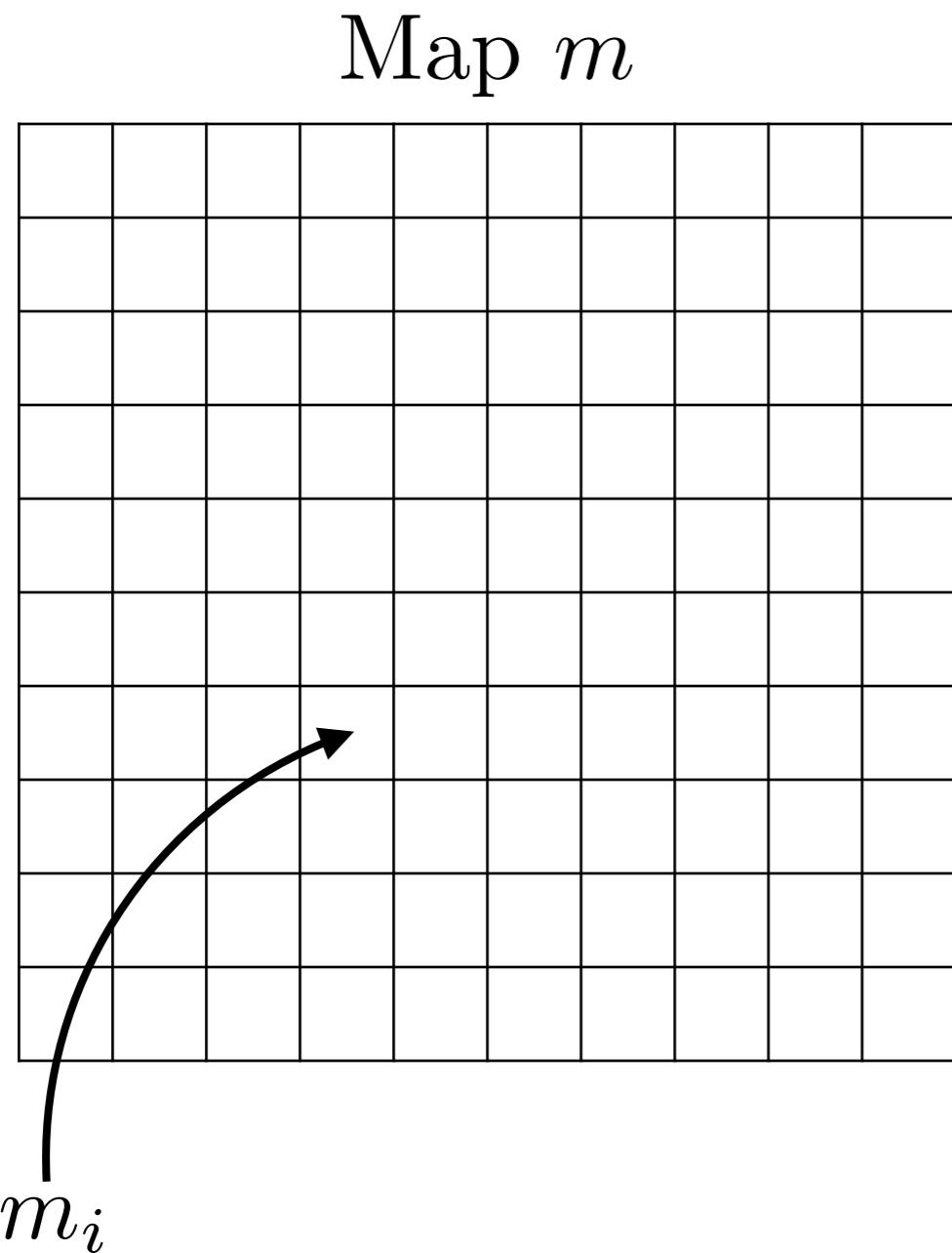
Map m



Problem: Space of maps is huge!!

The state is a matrix of binary values

The belief assigns a probability to all states



Example: We are mapping 25m x 25m area at 25 cm resolution.

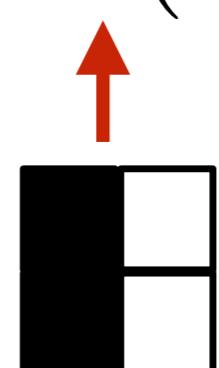
$$100 \times 100 \text{ grid} = 10,000 \text{ cells}$$

How many possible maps can there be?

$$2^{10000} !!!$$

Solution: Approximate by independent cells

Joint probability is approximated by product of individual probabilities

$$P(m) = \prod_i P(m_i)$$


Structured
map (4-dim state)

4 individual
cells

$$P(m|x_{1:t}, z_{1:t}) = \prod_i P(m_i|x_{1:t}, z_{1:t})$$


Binary r.v.

Let's crank through Bayes filter

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

[old data] [new data]

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

[old data] [new data]

$$\text{(Bayes)} = \eta P(\textcolor{magenta}{z_t} | m_i, z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t})$$

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

[old data] [new data]

$$\text{(Bayes)} = \eta P(\textcolor{magenta}{z_t} | m_i, z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t})$$

$$\text{(Cond Ind.)} = \eta P(\textcolor{magenta}{z_t} | m_i, z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1})$$

[old data] [old filter value]

Problem 1: Can we apply conditional indep?

$$P(z_t | m_i, z_{1:t-1}, x_{1:t-1}, \color{blue}{x_t}) = P(z_t | m_i, \color{blue}{x_t})$$

[map value] [old data] [sensor pose]

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

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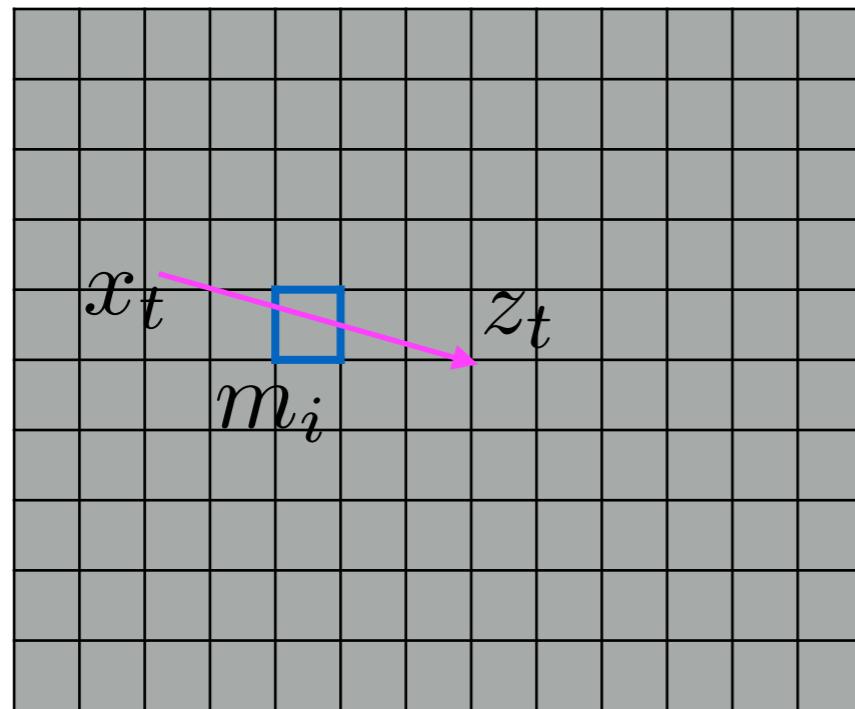
$$\text{(Cond Ind.)} = \eta P(\textcolor{magenta}{z_t} | m_i, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1})$$

Problem 2: Sensor model is hard to define

Why is this hard to specify?

$$P(\textcolor{magenta}{z}_t | m_i, \textcolor{blue}{x}_t)$$

[ray] [cell]

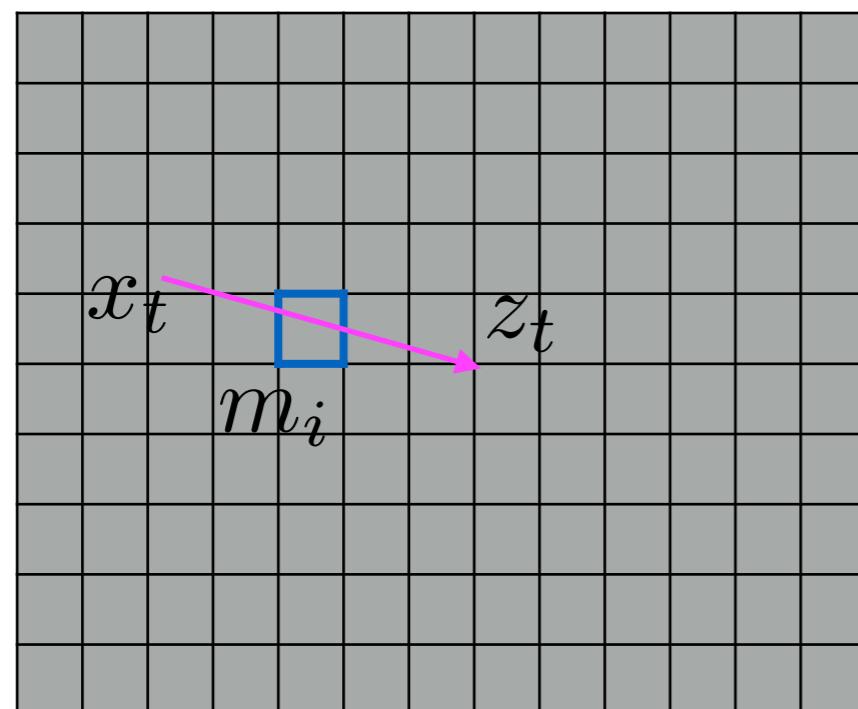


Problem 2: Sensor model is hard to define

Why is this hard to specify?

$$P(z_t | m_i, x_t)$$

[ray] [cell]



Is this easier to specify?

$$P(m_i | z_t, x_t)$$

[cell] [ray]

Problem 2: Sensor model is hard to define

$$P(z_t | m_i, x_t)$$

We can't specify this...

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$$P(z_t | m_i, x_t)$$

We can't specify this...

Solution: Apply Bayes to get an inverse sensor model

$$P(z_t | m_i, x_t) = \frac{P(m_i | z_t, x_t) P(z_t | x_t)}{P(m_i | x_t)}$$

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

$$\text{(Bayes)} = \eta P(\textcolor{magenta}{z_t} | m_i, z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{blue}{x_t})$$

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Let's crank through Bayes filter

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$$\text{(Cond Ind.)} = \eta P(\textcolor{magenta}{z_t} | m_i, \textcolor{blue}{x_t}) P(m_i | z_{1:t-1}, x_{1:t-1})$$

$$\text{(Bayes.)} = \eta \frac{P(m_i | \textcolor{magenta}{z_t}, \textcolor{blue}{x_t}) P(\textcolor{magenta}{z_t} | \textcolor{blue}{x_t})}{P(m_i | \textcolor{blue}{x_t})} P(m_i | z_{1:t-1}, x_{1:t-1})$$

Let's crank through Bayes filter

$$P(m_i | z_{1:t}, x_{1:t}) = P(m_i | z_{1:t-1}, x_{1:t-1}, \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})$$

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Let's look at likelihood ratios

$$P(m_i|z_{1:t}, x_{1:t}) = \eta \frac{P(m_i|\textcolor{red}{z}_t, \textcolor{blue}{x}_t) P(\textcolor{red}{z}_t|\textcolor{blue}{x}_t)}{P(m_i)} P(m_i|z_{1:t-1}, x_{1:t-1})$$

[cell=1]

There are terms we don't know and would not like to calculate!

Let's look at likelihood ratios

$$P(m_i|z_{1:t}, x_{1:t}) = \eta \frac{P(m_i|\textcolor{magenta}{z_t}, \textcolor{blue}{x_t}) P(\textcolor{magenta}{z_t}|\textcolor{blue}{x_t})}{P(m_i)} P(m_i|z_{1:t-1}, x_{1:t-1})$$

[cell=1]

There are terms we don't know and would not like to calculate!

Let's look at the opposite probability!

$$P(\neg m_i|z_{1:t}, x_{1:t}) = \eta \frac{P(\neg m_i|\textcolor{magenta}{z_t}, \textcolor{blue}{x_t}) P(\textcolor{magenta}{z_t}|\textcolor{blue}{x_t})}{P(\neg m_i)} P(\neg m_i|z_{1:t-1}, x_{1:t-1})$$

[cell=0]

Let's look at likelihood ratios

$$P(m_i|z_{1:t}, x_{1:t}) = \eta \frac{P(m_i|\textcolor{magenta}{z_t}, \textcolor{blue}{x_t}) P(\textcolor{magenta}{z_t}|\textcolor{blue}{x_t})}{P(m_i)} P(m_i|z_{1:t-1}, x_{1:t-1})$$

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[cell=0]

Let's look at the ratio

$$\frac{P(m_i|z_{1:t}, x_{1:t})}{P(\neg m_i|z_{1:t}, x_{1:t})} = \frac{P(m_i|\textcolor{magenta}{z_t}, \textcolor{blue}{x_t})}{P(\neg m_i|\textcolor{magenta}{z_t}, \textcolor{blue}{x_t})} \frac{P(\neg m_i)}{P(m_i)} \frac{P(m_i|z_{1:t-1}, x_{1:t-1})}{P(\neg m_i|z_{1:t-1}, x_{1:t-1})}$$

Log likelihood ratios

Log likelihood ratios

Taking logs of all terms

$$\log \left(\frac{P(m_i | z_{1:t}, z_{1:t})}{P(\neg m_i | z_{1:t}, z_{1:t})} \right) = \log \left(\frac{P(m_i | \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})}{P(\neg m_i | \textcolor{magenta}{z_t}, \textcolor{blue}{x_t})} \right) - \log \left(\frac{P(m_i)}{P(\neg m_i)} \right) + \log \left(\frac{P(m_i | z_{1:t-1}, x_{1:t-1})}{P(\neg m_i | z_{1:t-1}, x_{1:t-1})} \right)$$

Log likelihood ratios

Taking logs of all terms

$$\log \left(\frac{P(m_i | z_{1:t}, z_{1:t})}{P(\neg m_i | z_{1:t}, z_{1:t})} \right) = \log \left(\frac{P(m_i | \textcolor{violet}{z_t}, \textcolor{blue}{x_t})}{P(\neg m_i | \textcolor{violet}{z_t}, \textcolor{blue}{x_t})} \right) - \log \left(\frac{P(m_i)}{P(\neg m_i)} \right) + \log \left(\frac{P(m_i | z_{1:t-1}, x_{1:t-1})}{P(\neg m_i | z_{1:t-1}, x_{1:t-1})} \right)$$

$$l_t \equiv l(m_i | \textcolor{violet}{z}_t, \textcolor{blue}{x}_t) - l_0 + l_{t-1}$$

(updated belief) (inverse model) (prior) (old belief)

Pseudo code of occupancy mapping

for every ray r in (x_t, z_t)

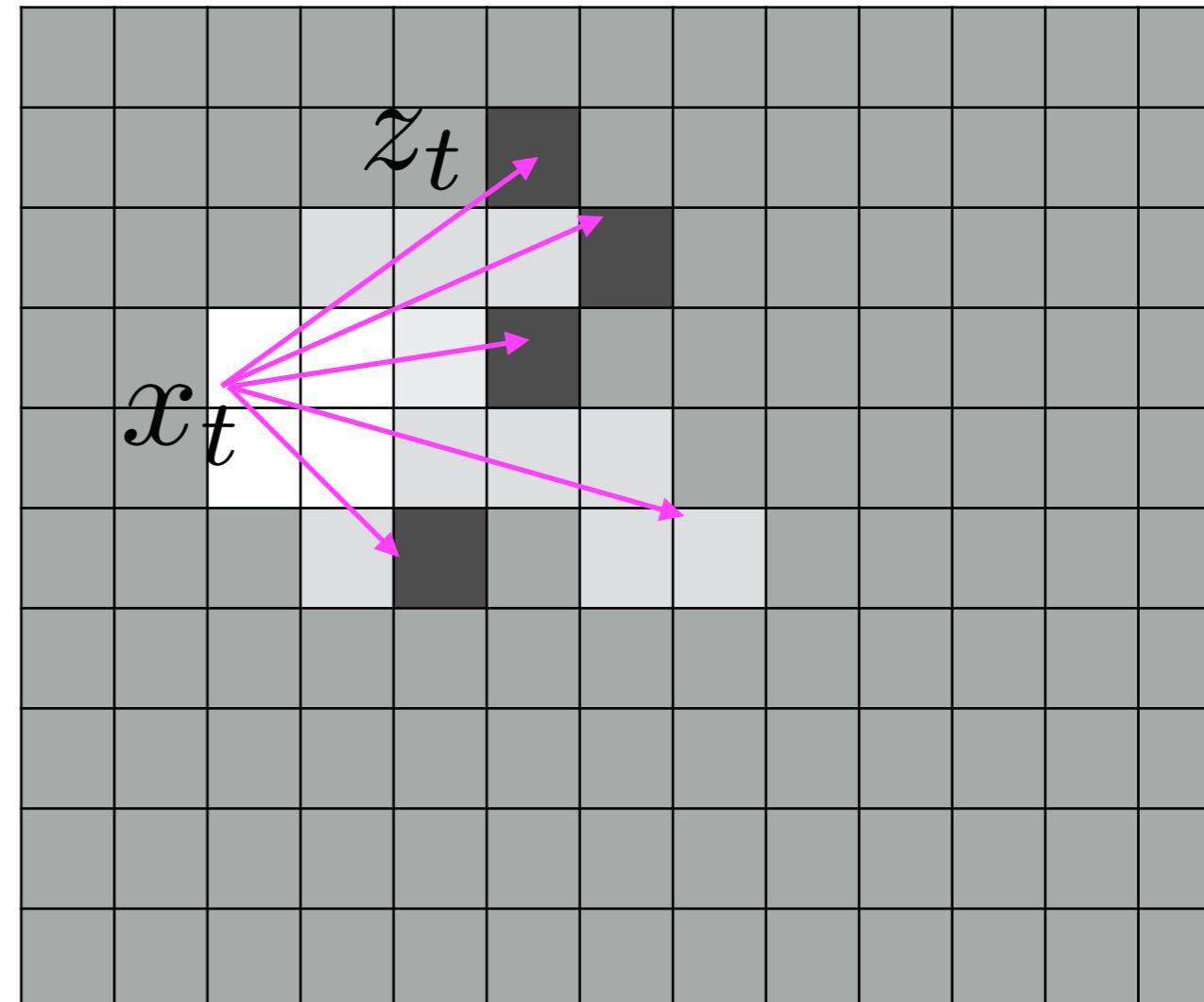
for every cell m_i in r

if m_i is MISS

$$l_i = l_i + l(\text{MISS}) - l_0$$

else

$$l_i = l_i + l(\text{HIT}) - l_0$$



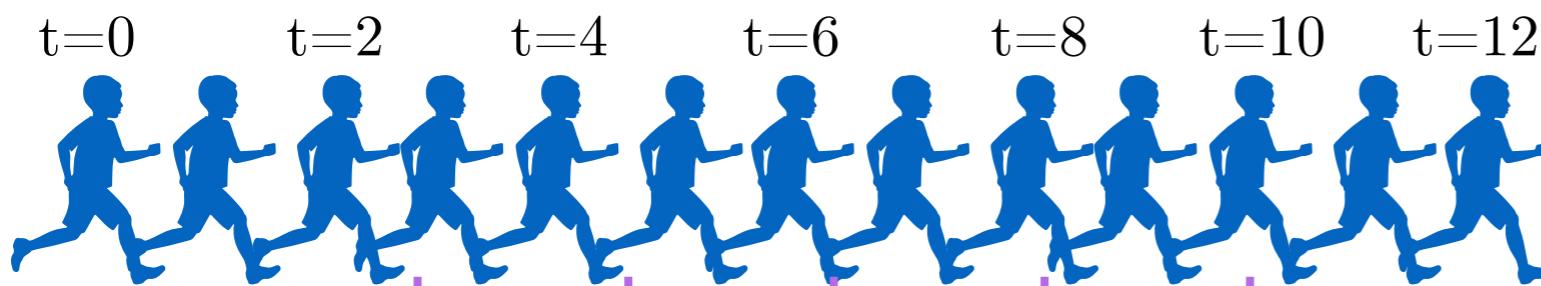
What is the inverse sensor model $P(m_i | \textcolor{magenta}{z}_t, x_t)$?

$$P(m_i) + \delta \quad \begin{matrix} & \text{if ray passes} \\ & \text{through cell} \end{matrix}$$

$$\begin{matrix} P(m_i | \textcolor{magenta}{z}_t, \textcolor{blue}{x}_t) = & P(m_i) \\ [\text{cell}] & [\text{ray}] \end{matrix} \quad \begin{matrix} & \text{if ray does} \\ & \text{not intersect} \\ & \text{cell} \end{matrix}$$

$$P(m_i) - \delta \quad \begin{matrix} & \text{if ray stops} \\ & \text{in cell} \end{matrix}$$

Problem: Dynamic obstacles



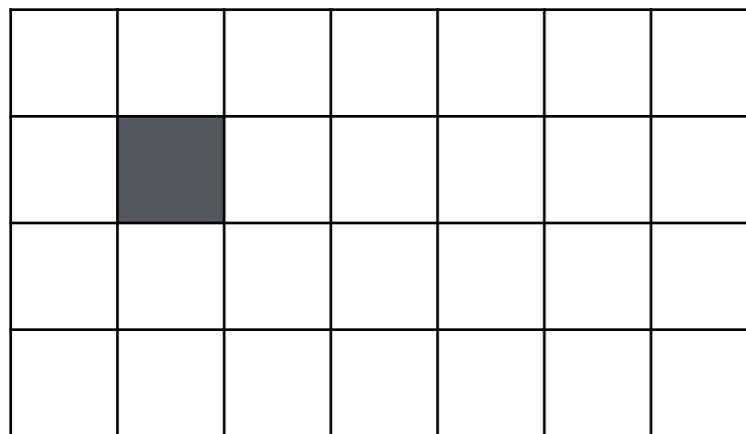
What will the
occupancy map look like?



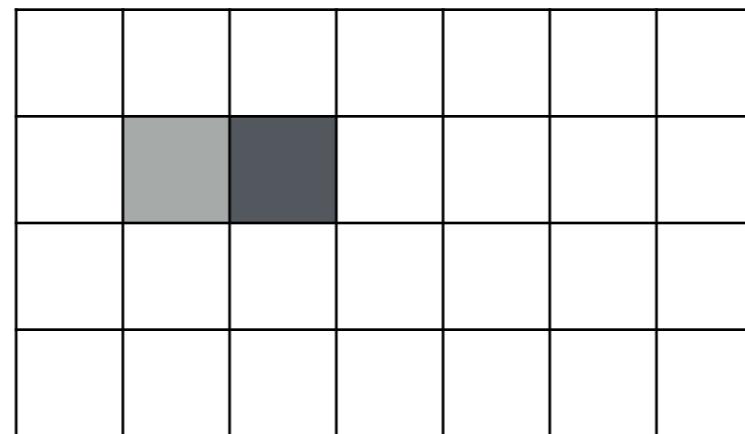
Laser array

Problem: Dynamic obstacles

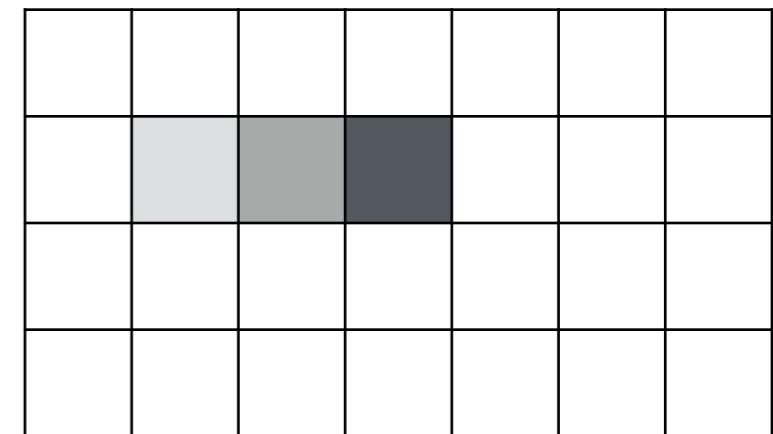
$t=2$



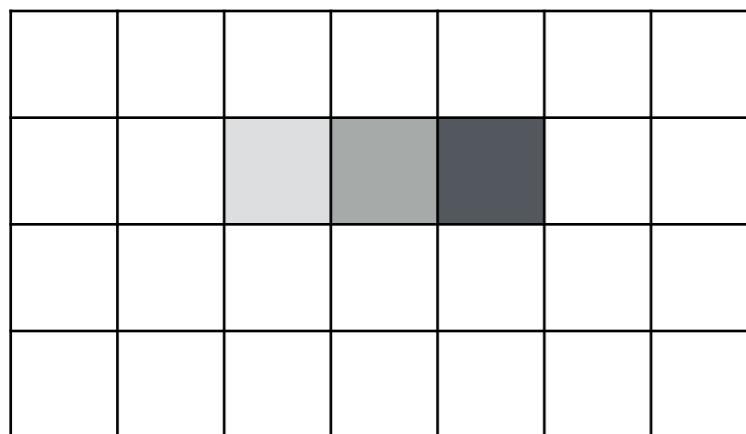
$t=4$



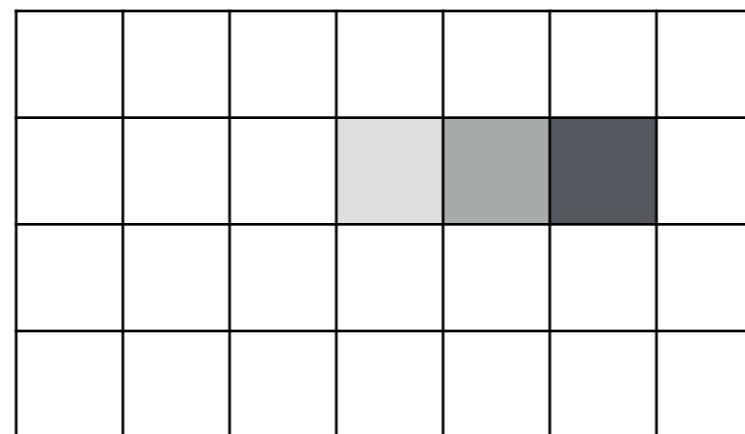
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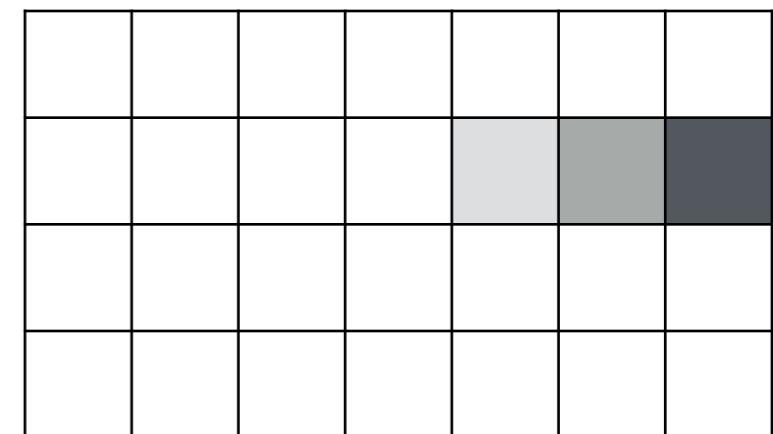
$t=8$



$t=10$



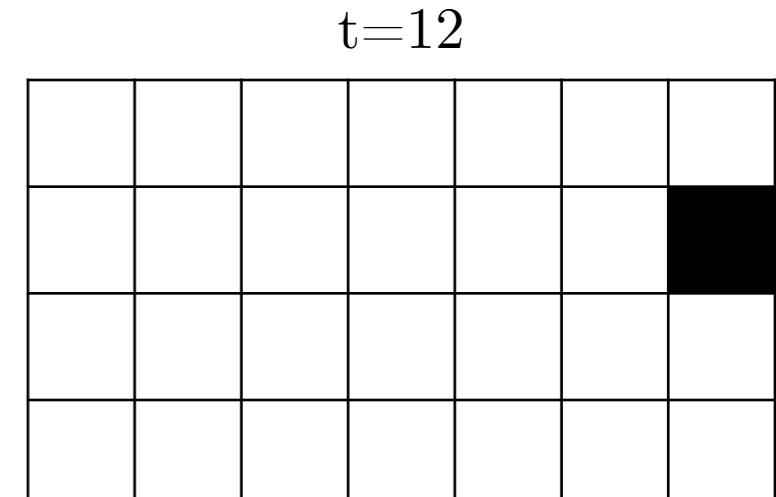
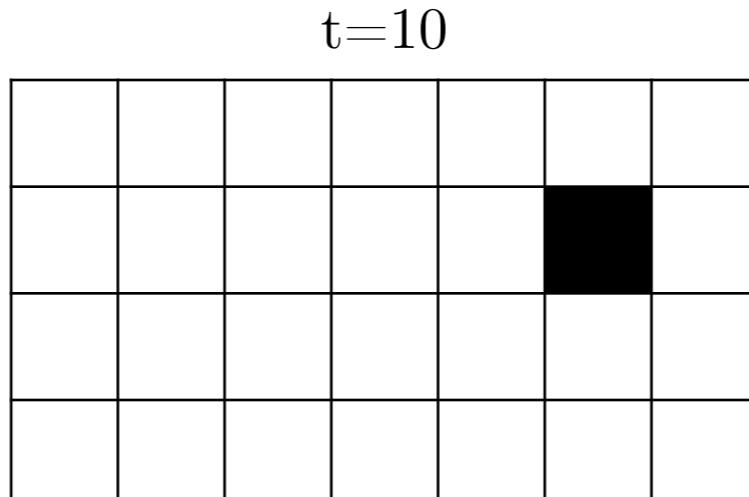
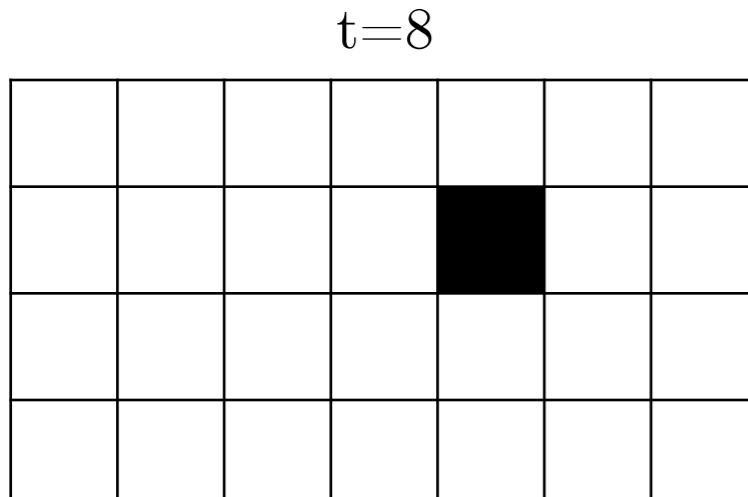
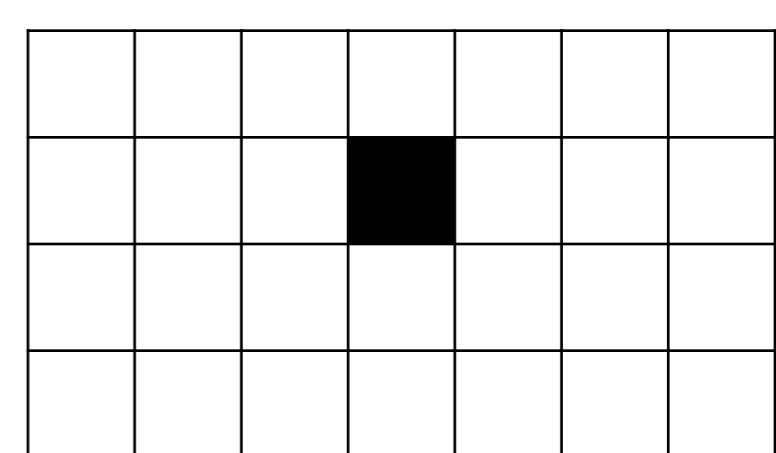
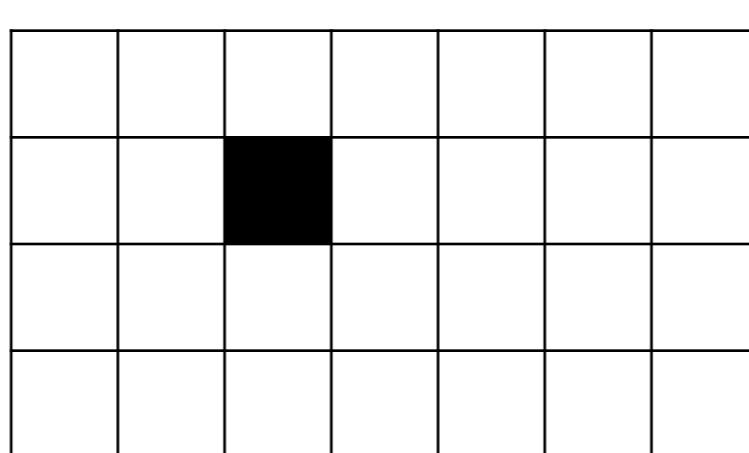
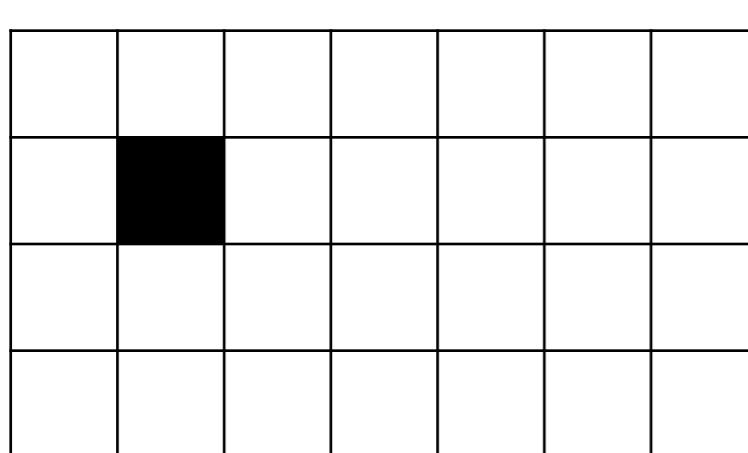
$t=12$



But is this what we want??

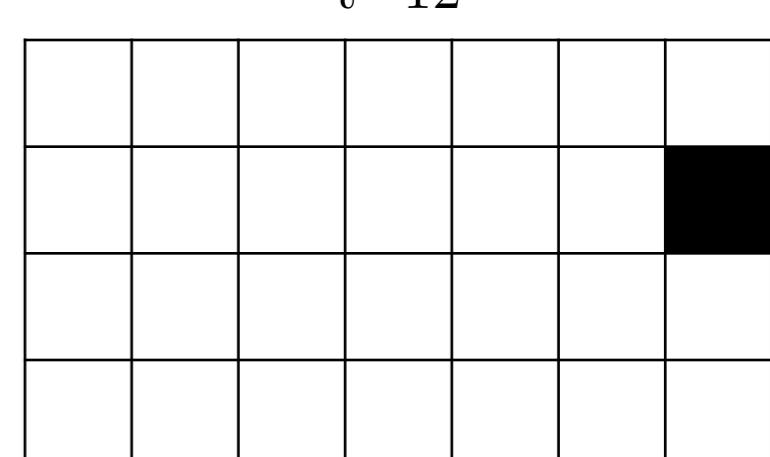
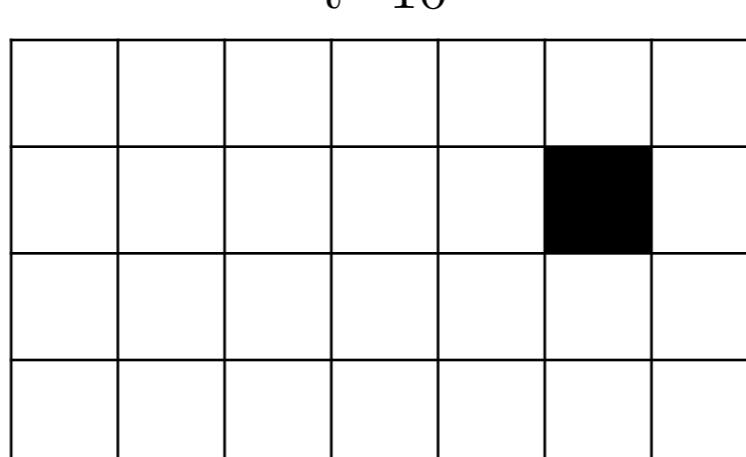
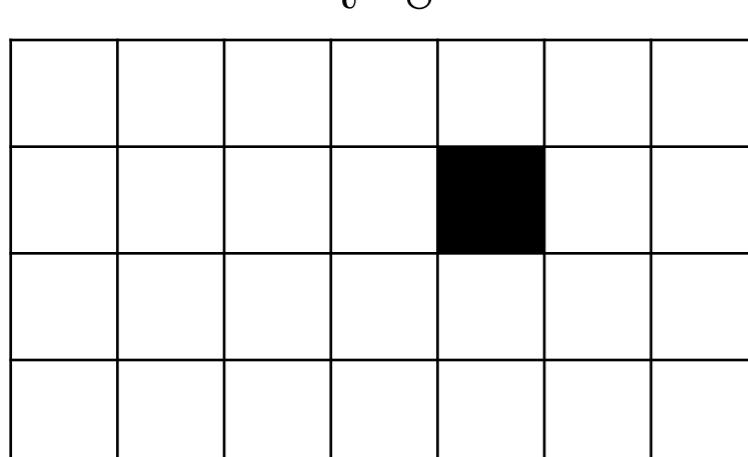
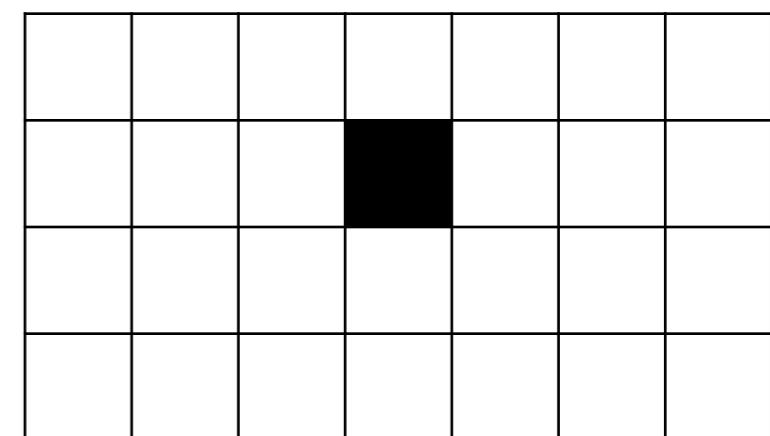
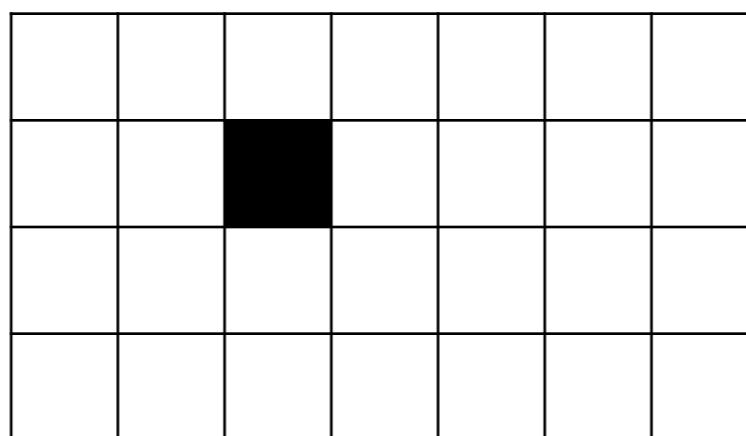
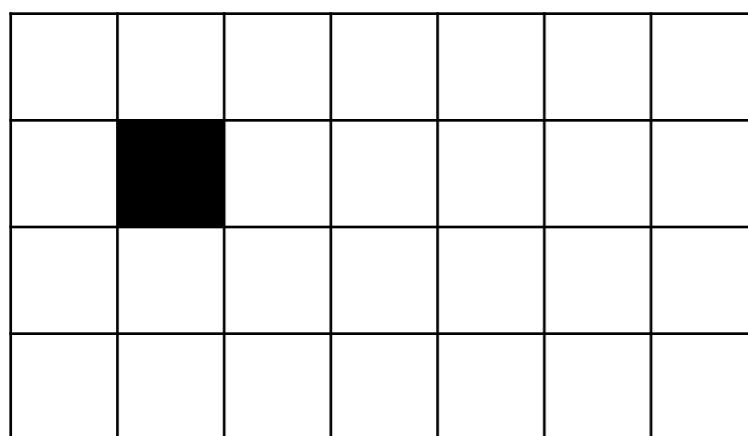
Solution: Don't use independence

If we directly guessed the best explanation, we can come up with this!



Solution: Don't use independence

If we directly guessed the best explanation, we can come up with this!



What is wrong with independence?

If I know there is ONE obstacle **and** if a cell gets a MISS
and neighbor gets a HIT,
then cell must be FREE ($P=1$).

Dynamic obstacle mapping in general

“Map building with mobile robots in dynamic environments” D. Hähnel,
R. Triebel, W. Burgard, and S. Thrun. 2003

“Occupancy Grid Models for Robot Mapping in Changing Environments” D. Meyer-Delius, M. Beinhofer and W. Burgard 2003