

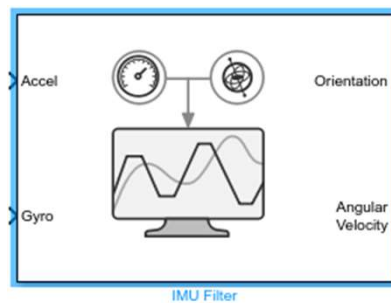


Robot Localization

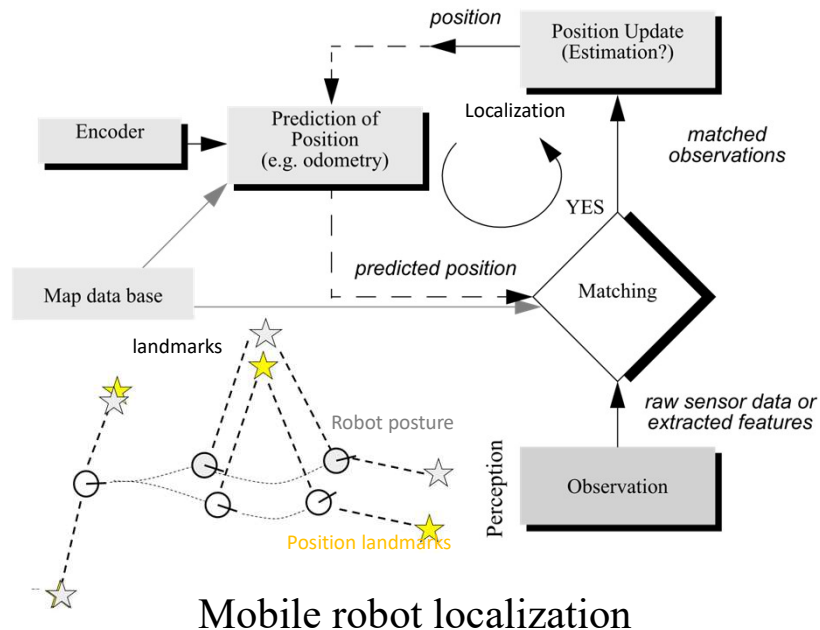


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ROS Sensor Fusion

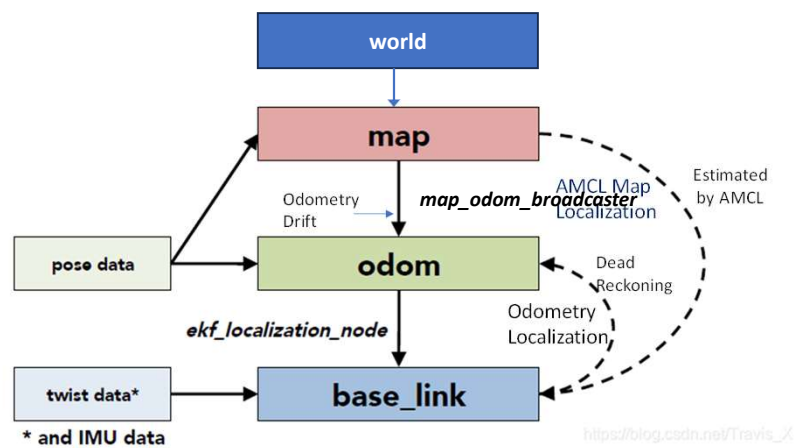


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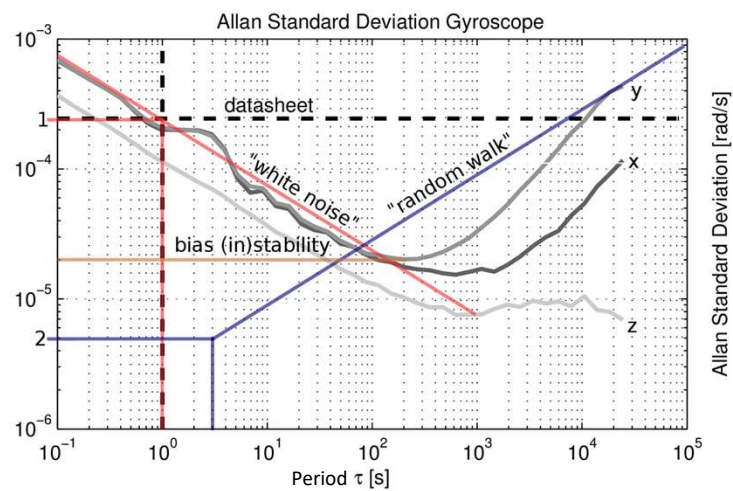


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The localization problem comes in two flavors: *global localization* and *position tracking*

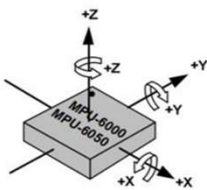


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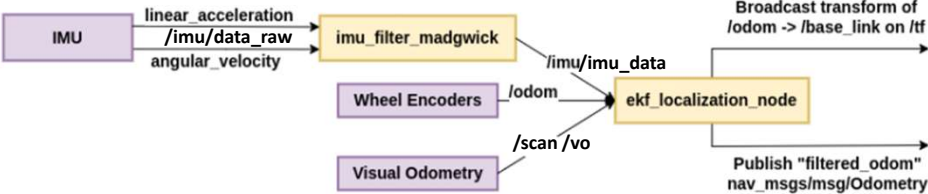


IMU noise model

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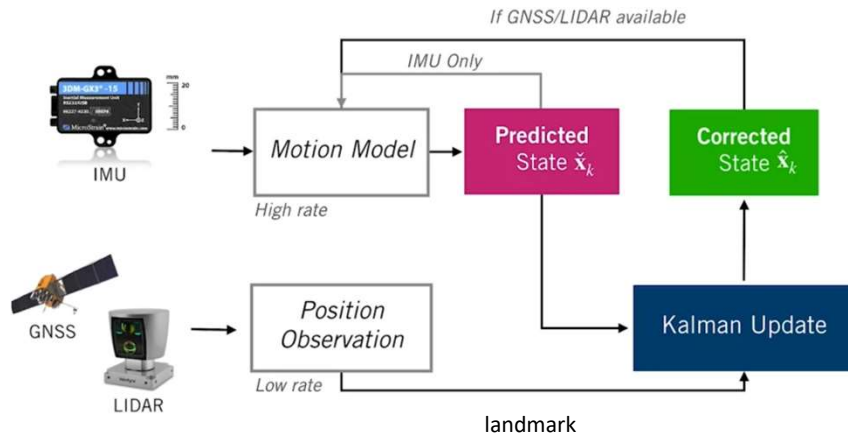


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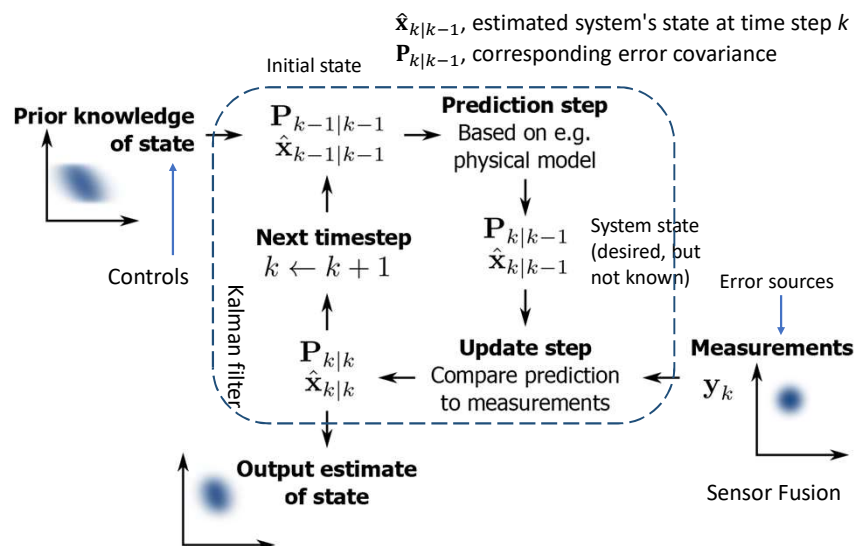
IMU noise model

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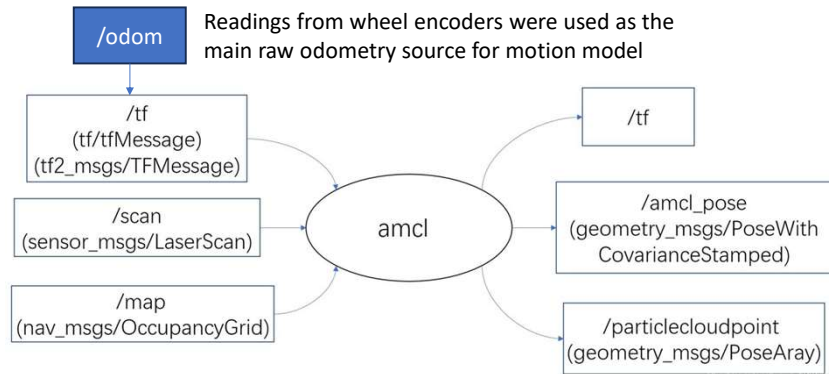
Kalman-filter localization

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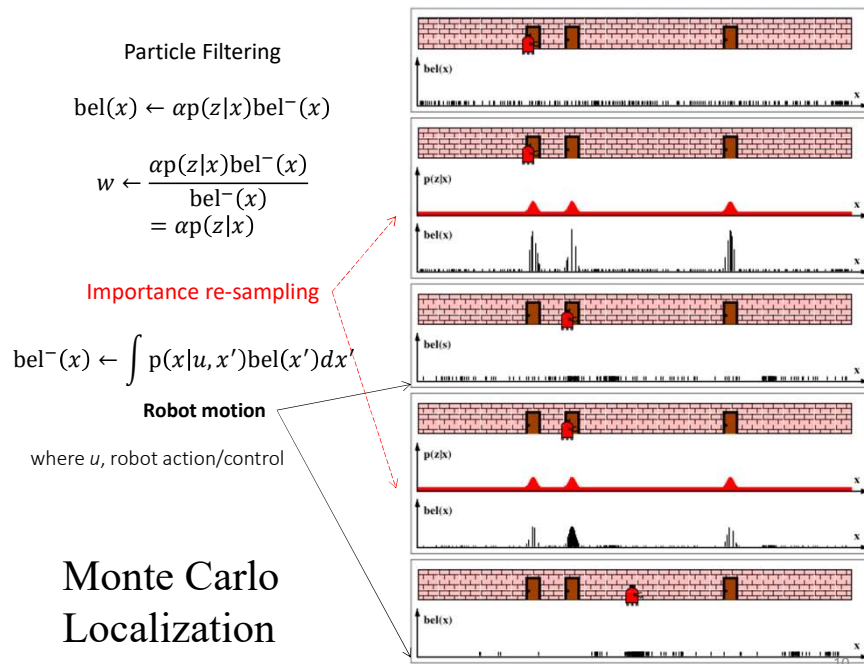
Typical Kalman filter applications

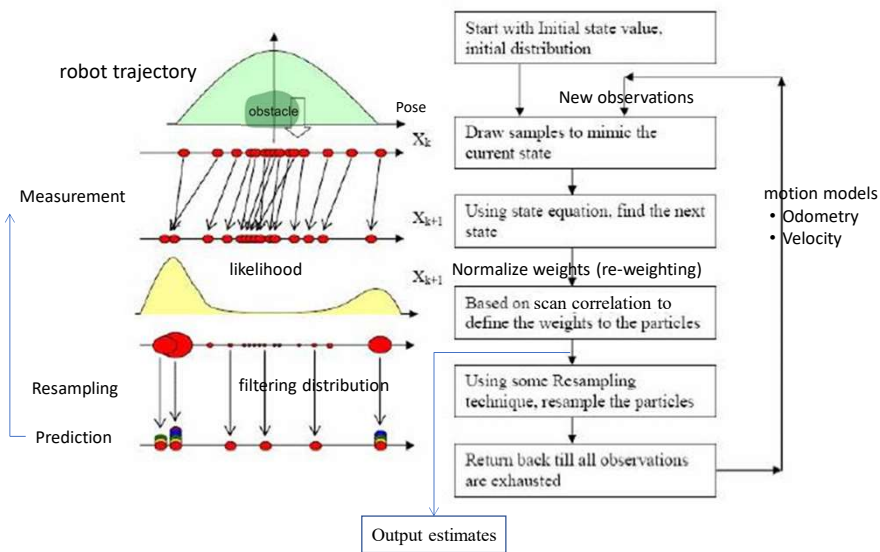
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Global localization

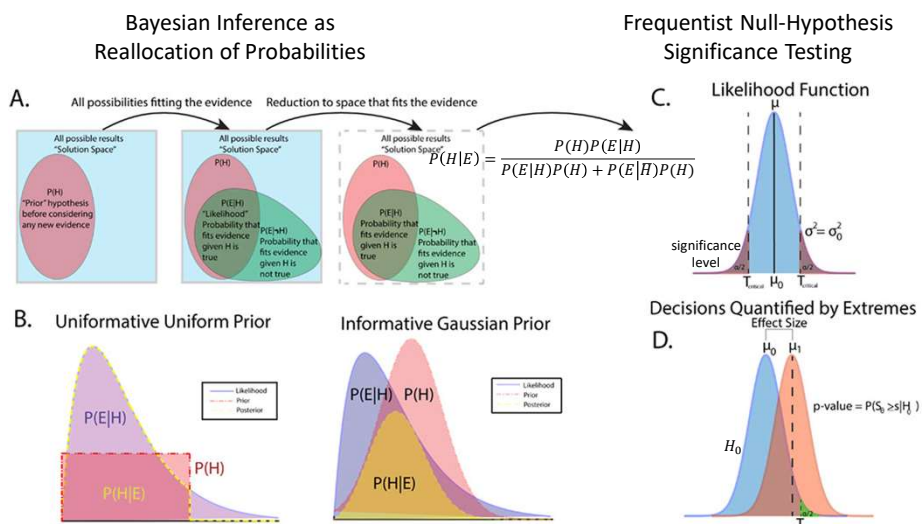
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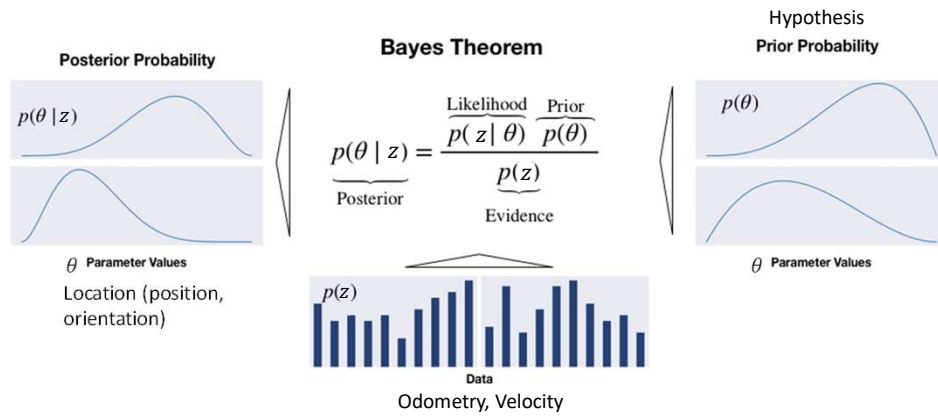
Adaptive Monte Carlo Localization

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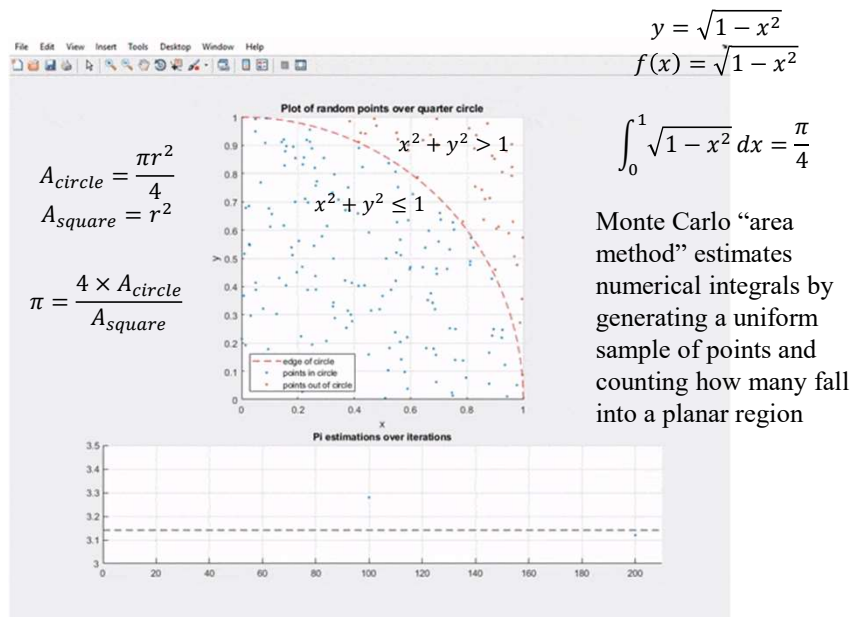
Probabilistic robotics

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Probabilistic robotics

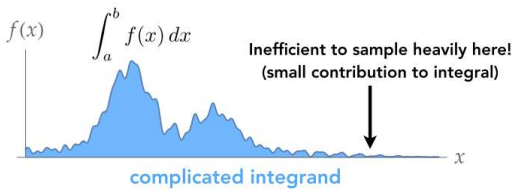
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Importance Sampling

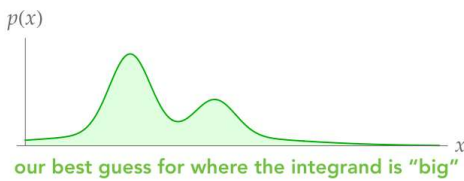
Simple idea: sample the integrand according to how much we expect it to contribute to the integral.



Basic Monte Carlo:

$$\frac{b-a}{N} \sum_{i=1}^N f(X_i)$$

(x_i are sampled uniformly)



Importance-Sampled Monte Carlo:

$$\frac{1}{n} \sum_{i=1}^n \frac{f(x_i)}{p(x_i)}$$

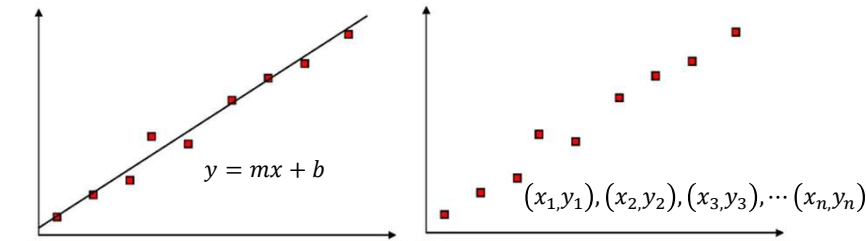
(x_i are sampled proportional to p)

"If I sample x less frequently, each sample should count for more."

Note: $p(x)$ must be non-zero where $f(x)$ is non-zero

CS184/284A

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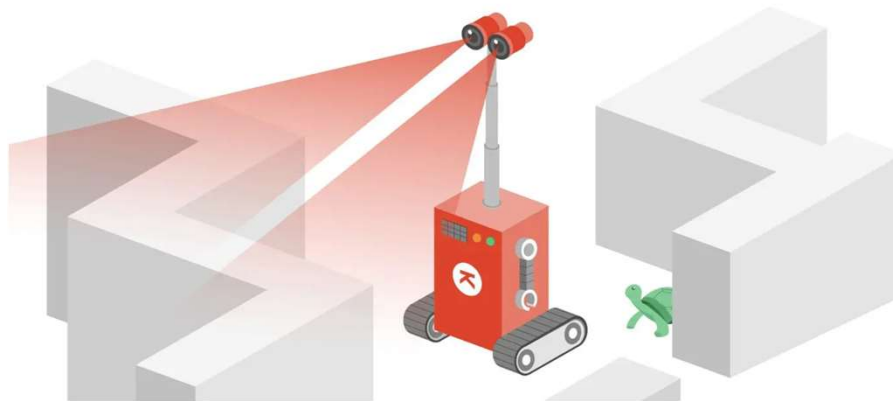


Kalman filter/ Markov Localization	Particle filter
Represent robot's belief by probability distribution over possible positions	Randomly generate a cloud of points (Sampling)
Use Bayes rule and convolution to update belief whenever robot senses or moves	Push these points through the <i>nonlinear</i> transformation
Belief is only approximate – kinematic state spaces is real valued & multidimensional nature	
Computation cost and memory utilization is higher	Sample set is high in global localization but small during tracking
Local position tracking	Global localization

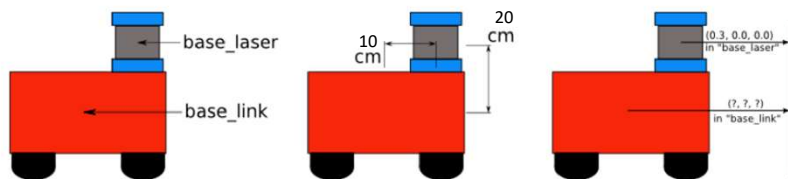
Probabilistic robotics



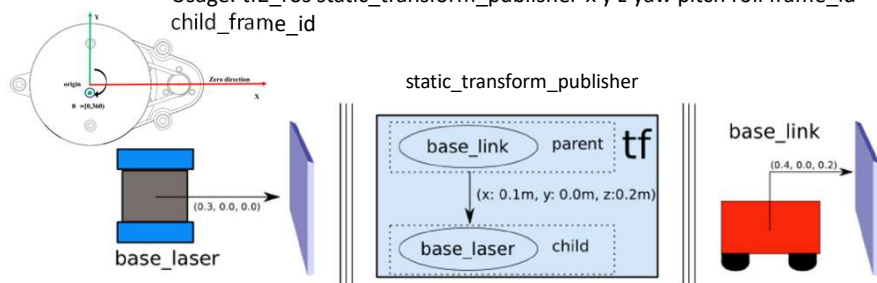
Navigation



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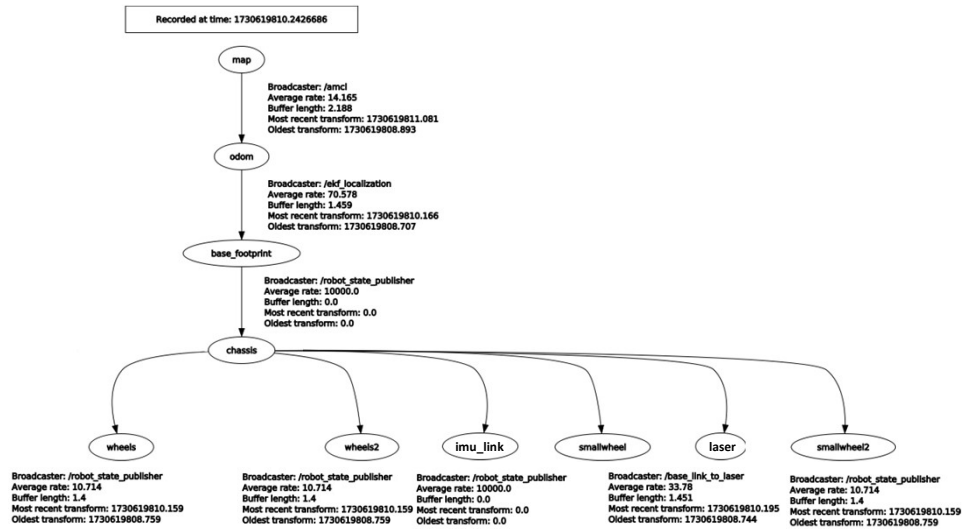


Usage: `tf2_ros static_transform_publisher x y z yaw pitch roll frame_id child_frame_id`

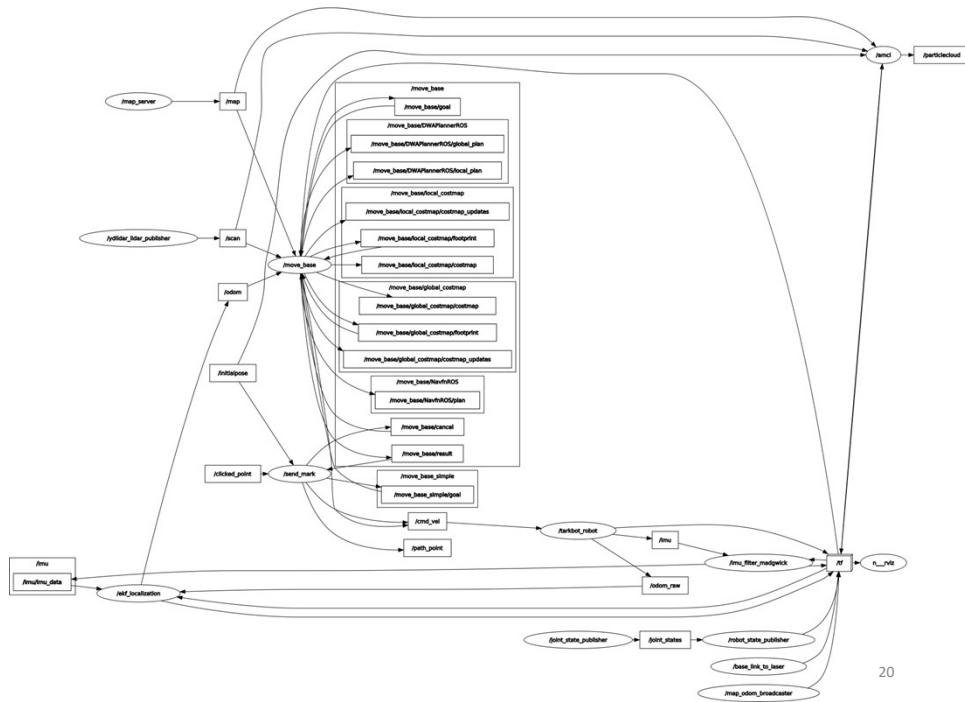


Sensor frame transform

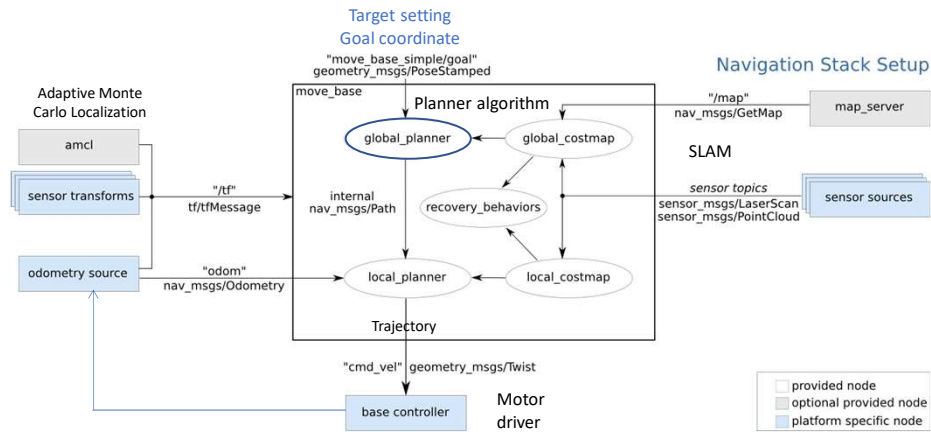
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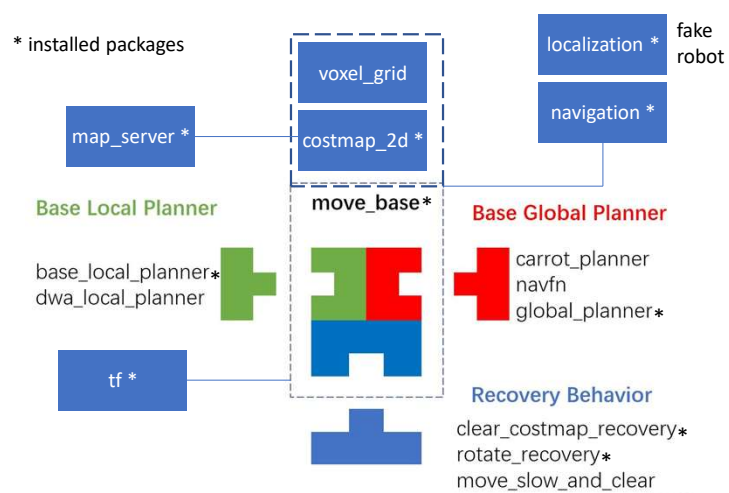


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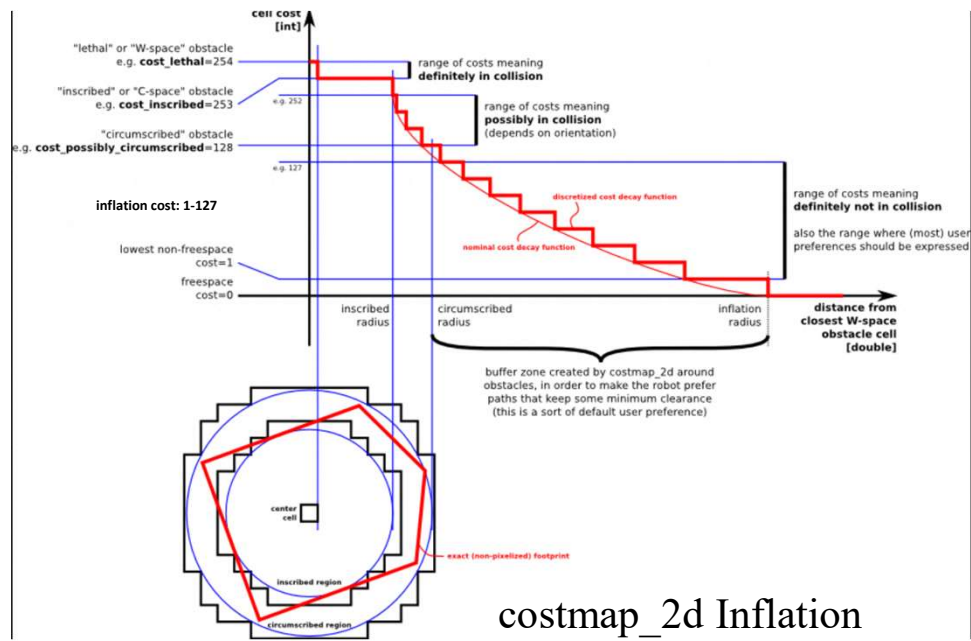
ROS navigation stack

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move_base Package

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