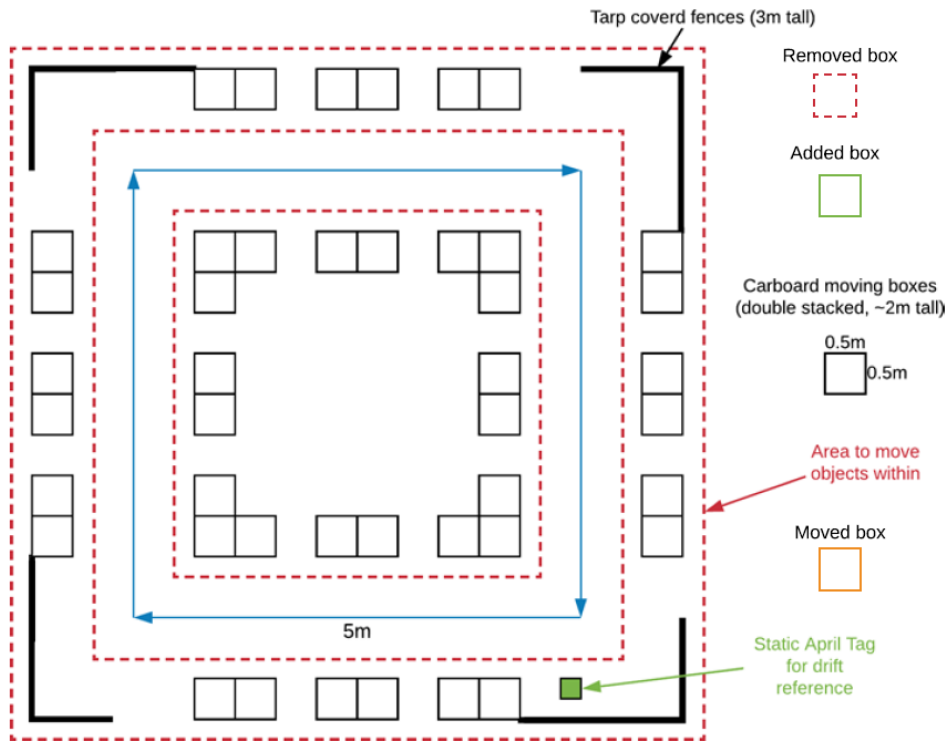


Localization Real-World Scenarios

Overview

This page describes the test setup for a real-world localization stress test. The intention of these scenarios is to collect data and validate localization in a highly dynamic environment.

Scenario Setup



The test setup includes two main obstacles:

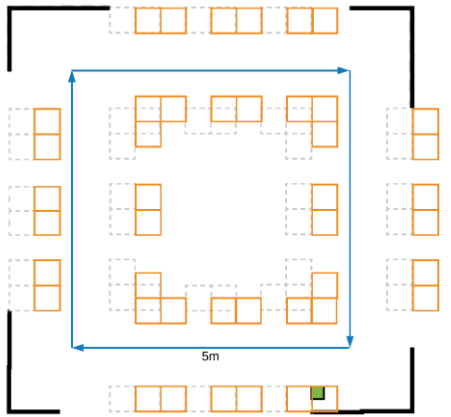
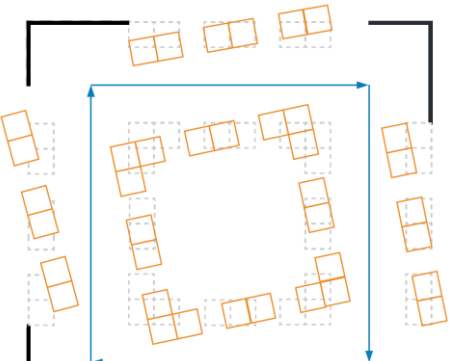
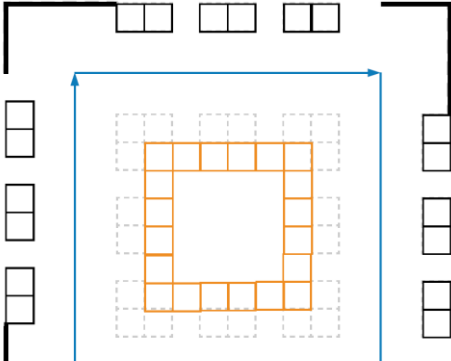
1. Cardboard Moving Boxes:
 - a. ~100 cardboard moving boxes are used as dynamic obstacles in order to simulate a warehouse environment
 - b. Boxes will be double stacked in order to make an obstacle that is ~2m tall, this is required in order to obstruct the camera view sufficiently.
2. Tarp covered fencing
 - a. The large fences are ~3m tall, there are 5x3m sections and 4x1.5m sections
 - b. The large fences are used at the ends of the aisles in order to block the camera view of the surroundings as much as possible.

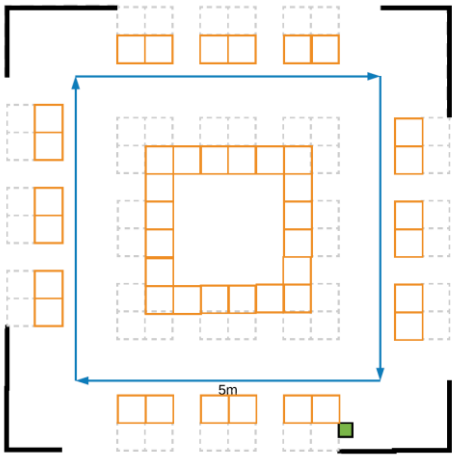
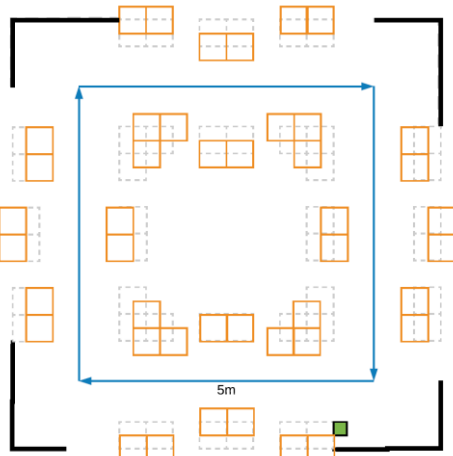
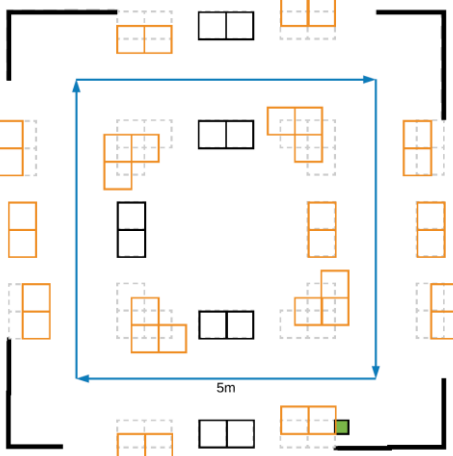
The last additional feature is an AprilTag marker which is used as a static reference for evaluation purposes.

Scenarios

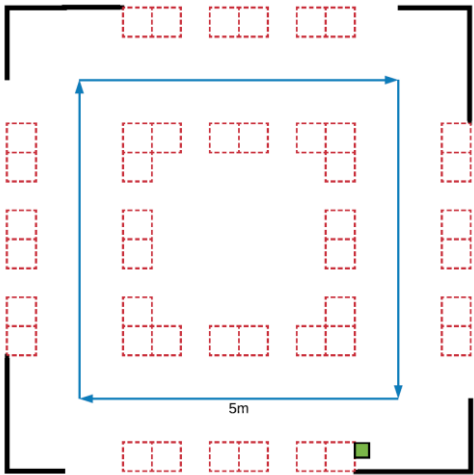
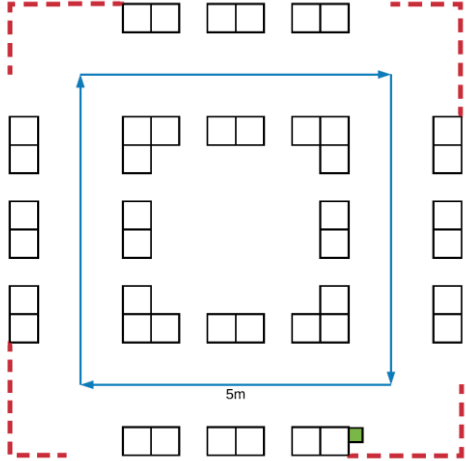
Each scenario will consist of a loop around the circuit. Between each loop, a defined set of the obstacles will be moved in known ways.

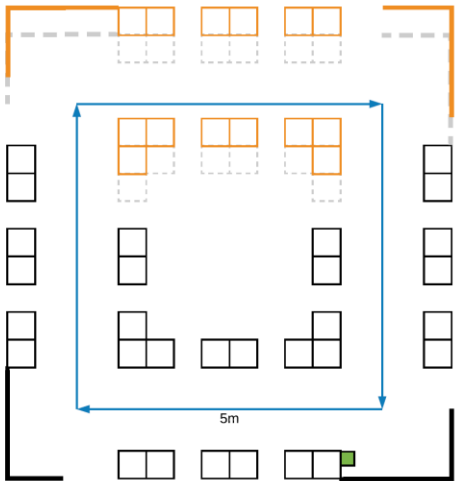
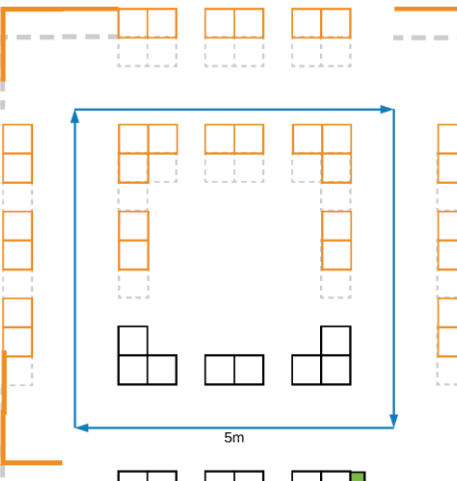
Test #	Description	Delta from baseline
0	Baseline	Baseline loop without any moved obstacles as seen on Page 1
1	Box shifts and rotations	
1-1	Top row shift	
1-2	Larger shift	
1-3	Longitudinal shift	

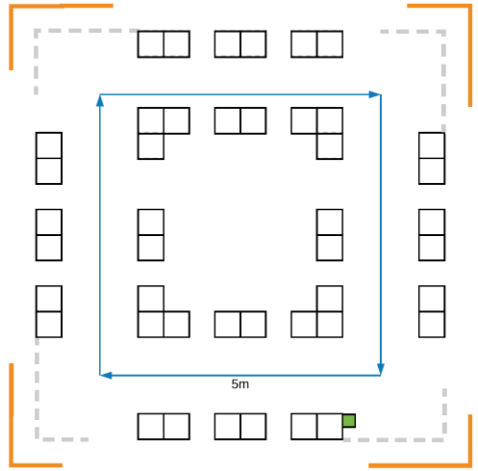
1-4	All boxes shift	
1-5	All boxes rotate	
1-6	Inner shrink	

1-7	All shrink	
1-8	Alternating in and out	
1-9	Stepping outward	

2	Removing Boxes	
2-1	Remove top row	 <p>The diagram shows a 10x10 grid with a 5m scale bar. Red dashed boxes indicate boxes to be removed from the top row. A blue arrow indicates the path of the robot.</p>
2-2	Remove corners	 <p>The diagram shows a 10x10 grid with a 5m scale bar. Red dashed boxes indicate boxes to be removed from the corners. Green solid boxes indicate boxes to be kept. A blue arrow indicates the path of the robot.</p>

<p>2-3</p>	<p>Remove all boxes</p>	
<p>2.4</p>	<p>Remove fences</p>	

3	Moving Fences	
3-1	Top row shift with fences	
3-2	top row shift with sides	

3-3	Fences move outward	
4	Adding new Boxes	
4-1	Cover the fences with boxes	