Cognitive Robotics

08. Simultaneous Localization and Mapping (SLAM)

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Recap: Mapping so far

- Mapping with known poses for a grid map representation (easy)
- Occupancy grids: each cell is a binary random variable estimating whether the cell is occupied
- Static state binary Bayes filter per cell
- Reflection Maps: store in each cell the probability that a beam is reflected by this cell
- Given the discussed sensor model, counting yields the maximum likelihood model

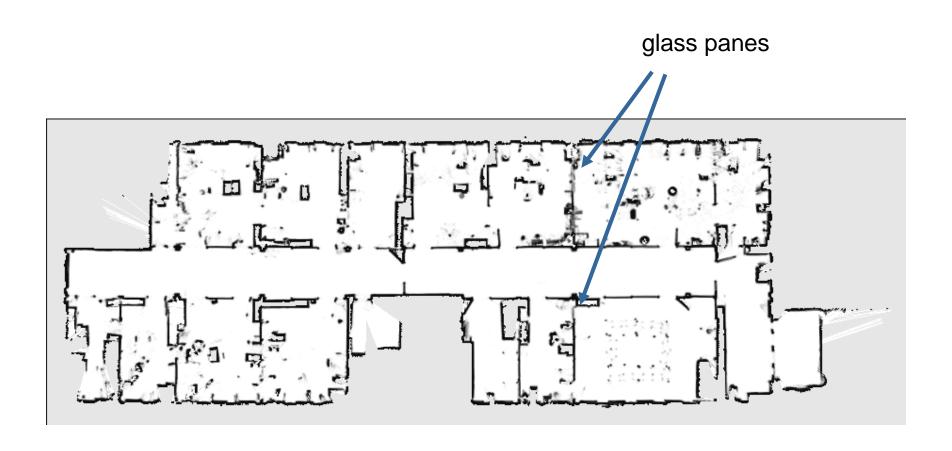
Difference between Occupancy Grid Maps and Reflection Maps

- The counting model determines how often a cell reflects a beam
- The occupancy model represents whether or not a cell is occupied by an object
- Although a cell might be occupied by an object, the reflection probability of this object might be very small

Recap: Example Occupancy Map

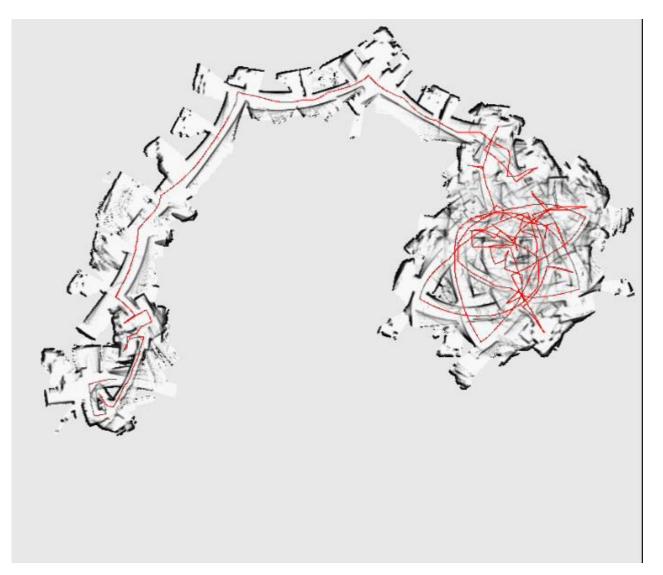


Recap: Example Reflection Map



Grid Mapping Meets Reality...

Mapping With Raw Odometry



Courtesy: D. Hähnel

Possible Solution: Incremental Scan Alignment

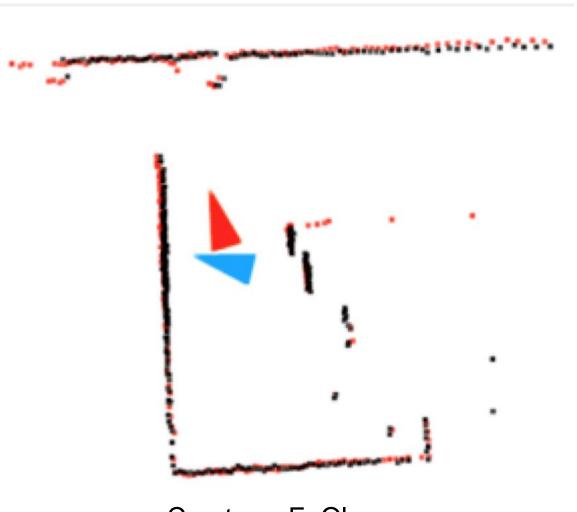
- Motion is noisy, we cannot ignore it
- In reality, the robot poses are not known
- Often, the sensor is rather precise (laser)
- Scan matching: incrementally align two scans or a scan to a map

Pose Correction Using Scan Matching

Maximize the likelihood of the **current** pose relative to the **previous** pose and map

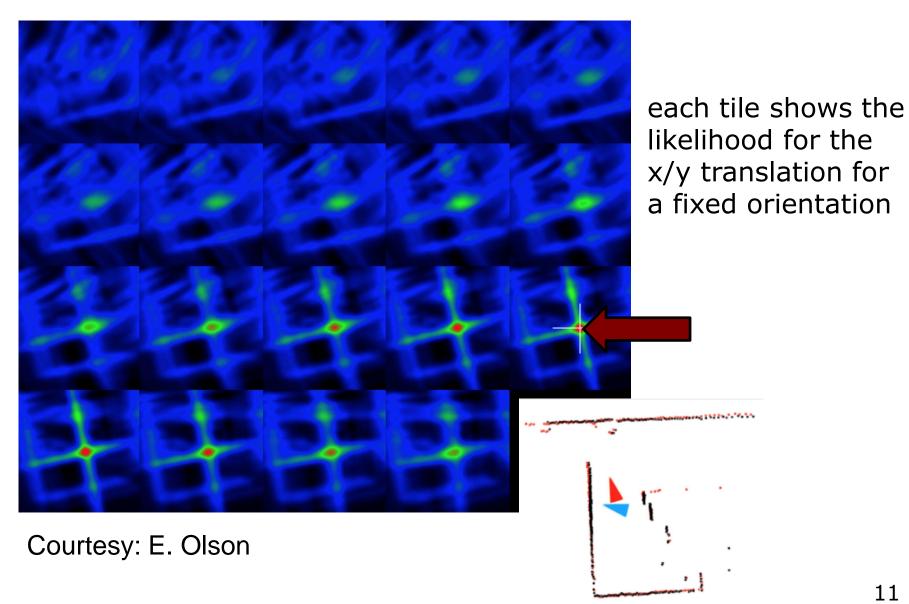
$$x_t^* = \operatorname*{argmax} \left\{ p(z_t \mid x_t, m_{t-1}) \; p(x_t \mid u_{t-1}, x_{t-1}^*) \right\}$$
 current measurement robot motion
$$\max \operatorname{constructed} \operatorname{so} \operatorname{far}$$

Incremental Alignment



Courtesy: E. Olson

Incremental Alignment

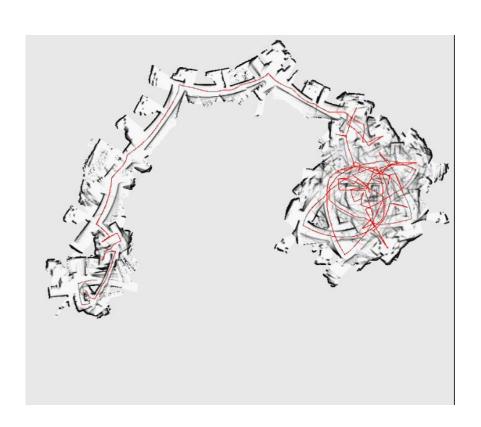


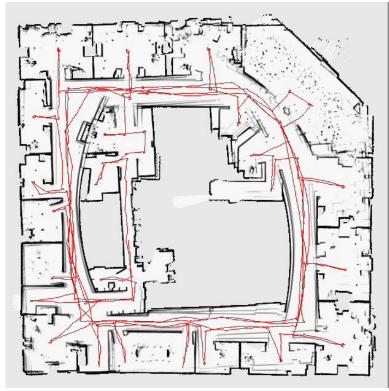
Various Different Ways to Realize Scan Matching

- Scan-to-scan
- Scan-to-map
- Map-to-map
- Iterative closest point (ICP)
- Feature-based

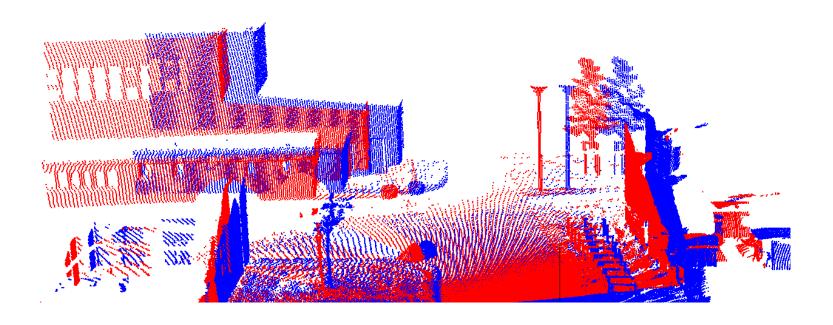
• ...

With and Without Scan Matching



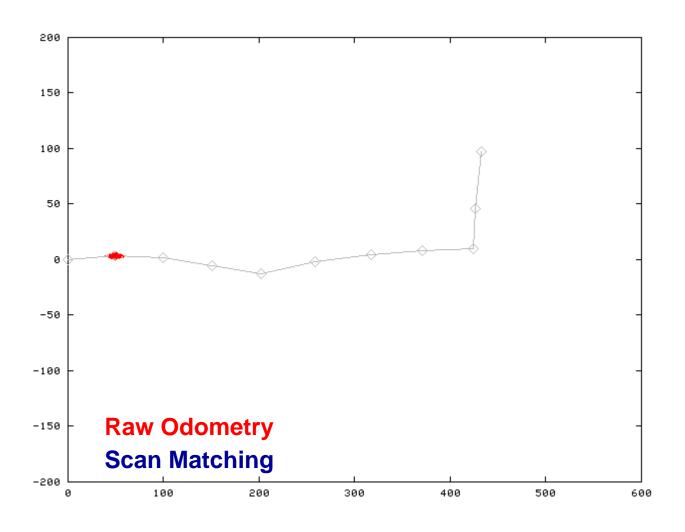


Example: Aligning in 3D



Courtesy: P. Pfaff

Motion Model for Scan Matching



Courtesy: D. Hähnel

Summary: Scan Matching

- Scan matching improves the pose estimate (and thus mapping) substantially
- Locally consistent estimates
- But: Often scan matching is not sufficient to build large consistent maps

SLAM

What is SLAM?

- Estimate the pose of a robot and the map of the environment at the same time
- SLAM is hard, because
 - a map is needed for localization and
 - a good pose estimate is needed for mapping

What is SLAM?

- Localization: inferring the robot's location within a given a map
- Mapping: inferring a map given sensor data from known robot locations
- SLAM: learning a map and locating the robot simultaneously

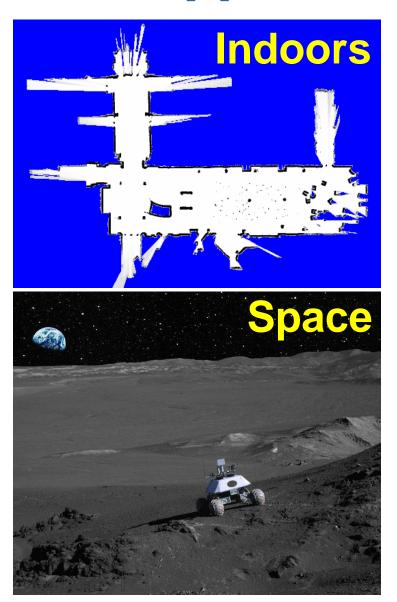
SLAM Applications

 SLAM is central to a range of indoor, outdoor, in-air, and underwater applications

Examples:

- At home: vacuum cleaner, lawn mower
- Surveillance with unmanned air vehicles
- Underwater: reef monitoring
- Underground: exploration of mines
- Space: terrain mapping

SLAM Applications



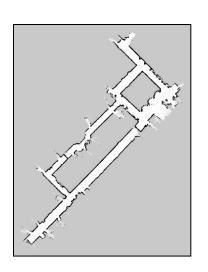




Typical Map Representations

Landmark-based or grid-based (2D or 3D) representations of the environment







The SLAM Problem

- SLAM is considered a fundamental problem for robots to become truly autonomous
- Large variety of SLAM approaches have been developed
- The majority uses probabilistic concepts
- History of SLAM dates back to the mideighties

Definition of the SLAM Problem

Given

The robot's controls

$$u_{1:T} = \{u_1, u_2, u_3, \dots, u_T\}$$

Observations

$$z_{1:T} = \{z_1, z_2, z_3, \dots, z_T\}$$

Wanted

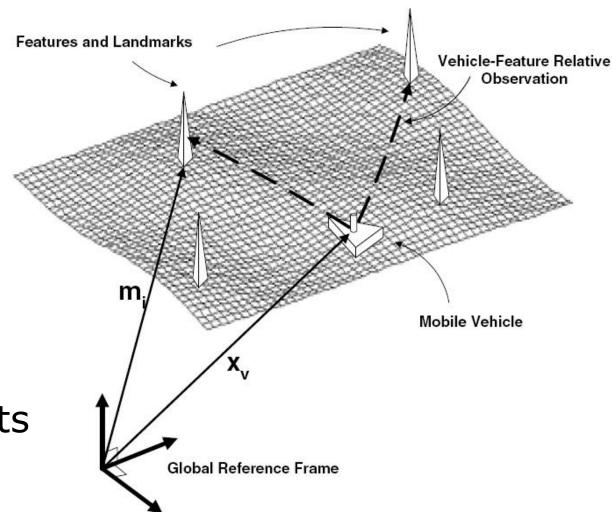
- Map of the environment m
- Path of the robot

$$x_{0:T} = \{x_0, x_1, x_2, \dots, x_T\}$$

Feature-Based SLAM

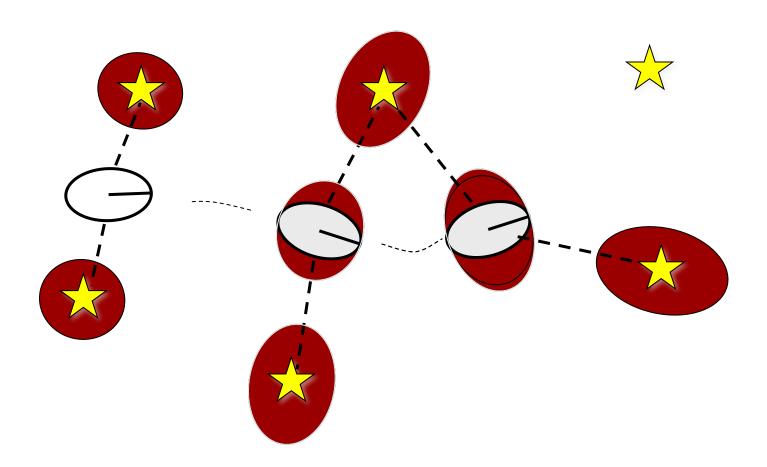
- Absolute robot pose
- Absolute landmark positions

But only relative measurements of landmarks



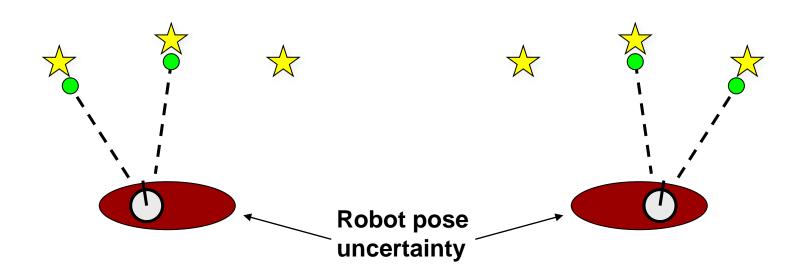
Why is SLAM a Hard Problem?

- Robot path and map are both unknown
- Errors in map and pose estimates correlated



Data Association

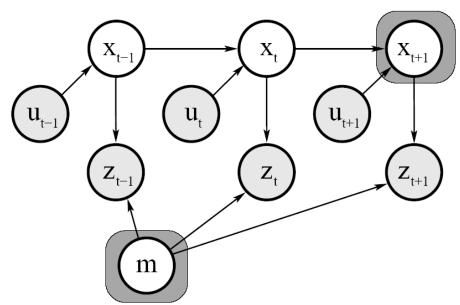
- The mapping between observations and landmarks is unknown
- Picking wrong data associations can have catastrophic consequences (divergence)



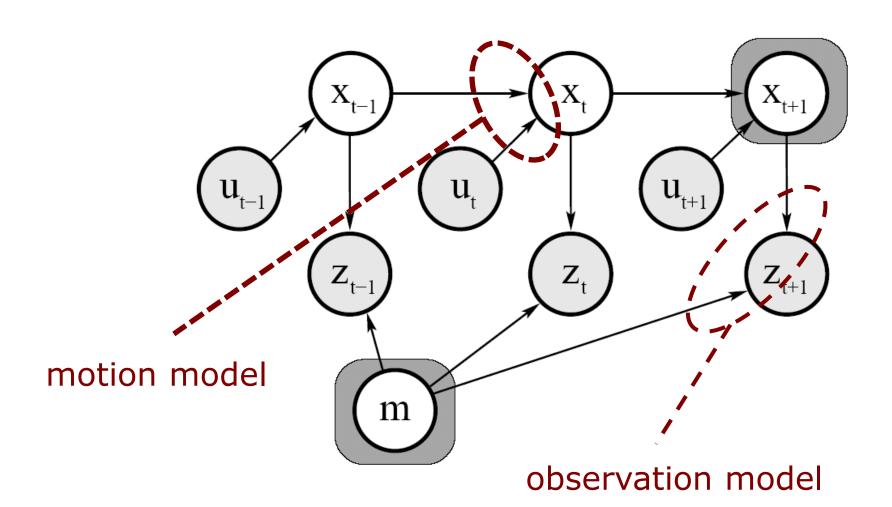
EKF for Online SLAM

- Kalman filter as a solution to the online SLAM problem
- Estimate the most recent pose and map

$$p(x_t, m \mid z_{1:t}, u_{1:t})$$



Motion and Observation Model



Recap: KF Algorithm

- 1. Algorithm **Kalman_filter**(μ_{t-1} , Σ_{t-1} , u_t , z_t):
- 2. Prediction:
- 3. $\overline{m}_t = A_t m_{t-1} + B_t u_t$ motion model
- $\overline{S}_t = A_t S_{t-1} A_t^T + R_t$
- 5. Correction:
- $K_{t} = \overline{\Sigma}_{t} C_{t}^{T} (C_{t} \overline{\Sigma}_{t} C_{t}^{T} + Q_{t})^{-1}$
- 7. $m_t = \overline{m}_t + K_t(z_t C_t \overline{m}_t)$ sensor model
- $S_t = (I K_t C_t) \overline{S}_t$
- 9. Return μ_t , Σ_t

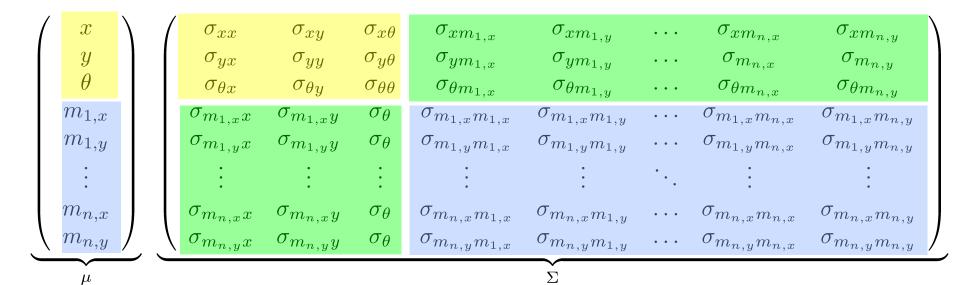
EKF SLAM

- Application of the EKF to SLAM
- Estimate robot's pose and landmark locations
- Assumption: known correspondences
- State space (for the 2D plane):

$$x_t = (\underbrace{x, y, \theta}_{\text{robot's pose landmark 1}}, \underbrace{m_{1,x}, m_{1,y}}_{\text{landmark n}})^T$$

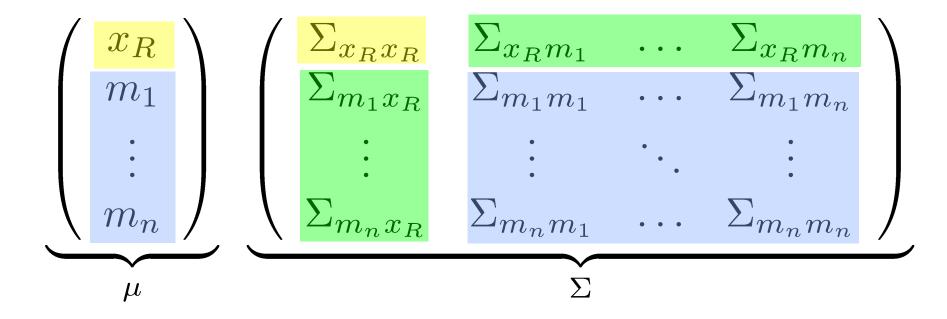
EKF SLAM: State Representation

- Map with n landmarks: (3+2n)-dimensional Gaussian
- Belief is represented by



EKF SLAM: State Representation

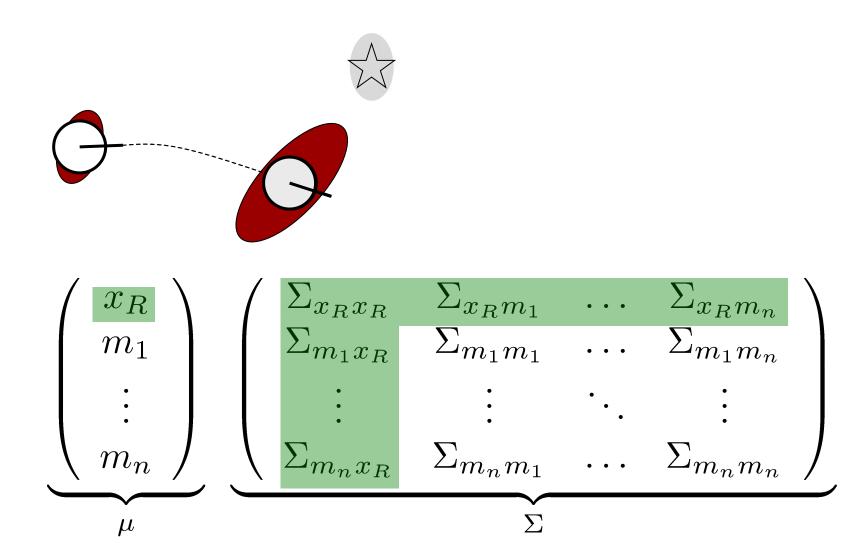
More compactly:



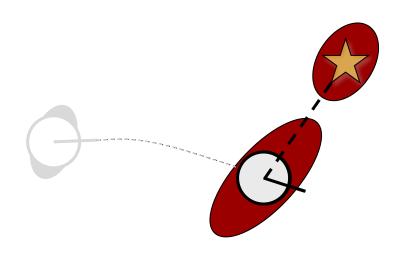
EKF SLAM: Filter Cycle

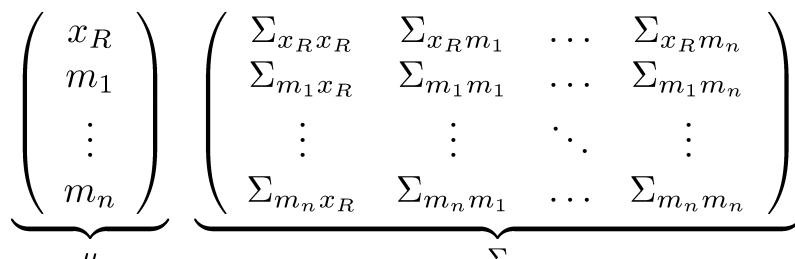
- 1. State prediction
- 2. Measurement prediction
- 3. Measurement
- 4. Data association
- 5. Update

EKF SLAM: State Prediction

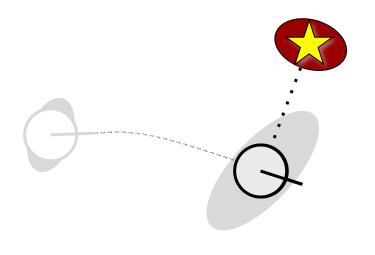


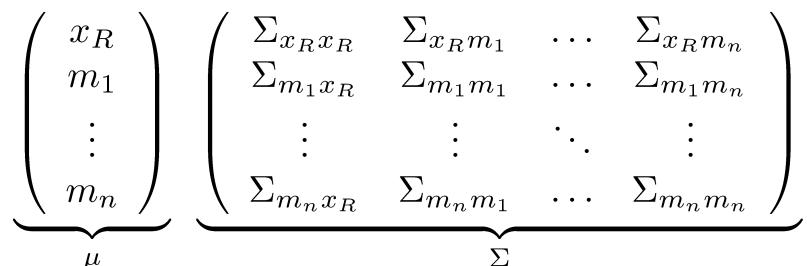
EKF SLAM: Measurement Prediction



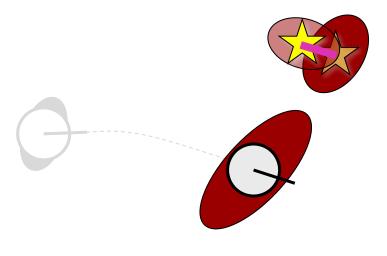


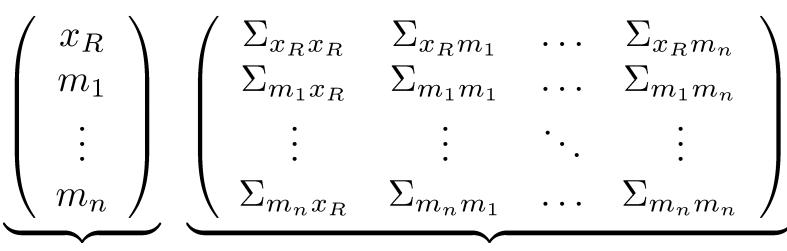
EKF SLAM: Obtained Measurement



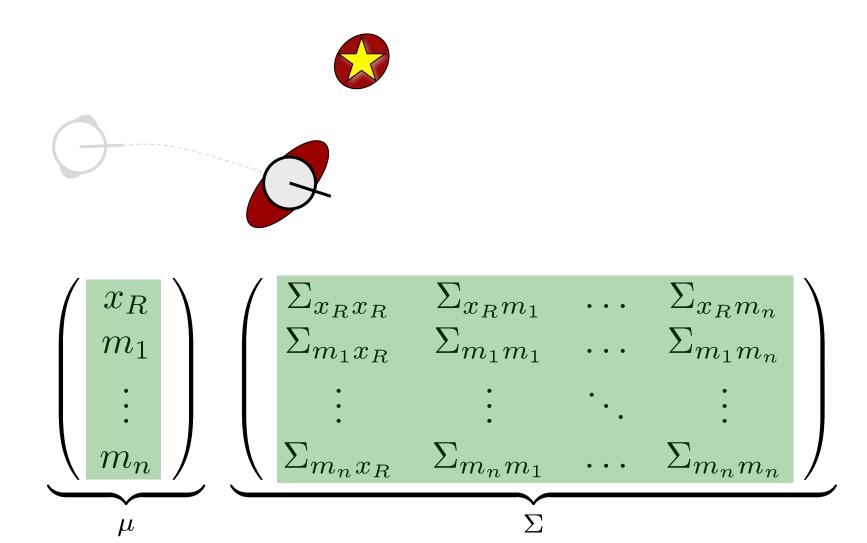


EKF SLAM: Data Association and Difference to Predicted Observ.



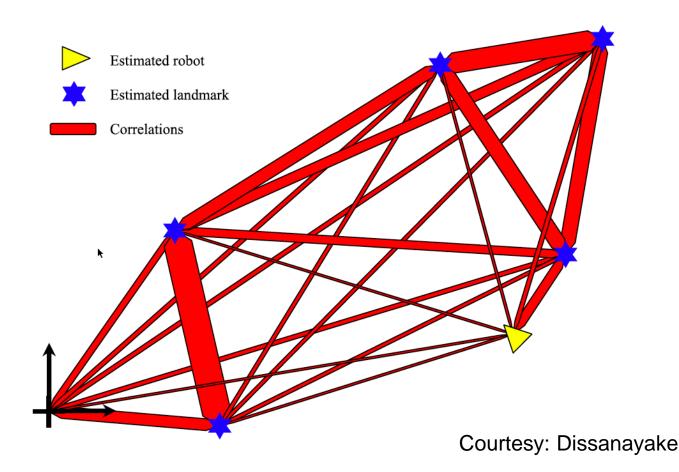


EKF SLAM: Update Step

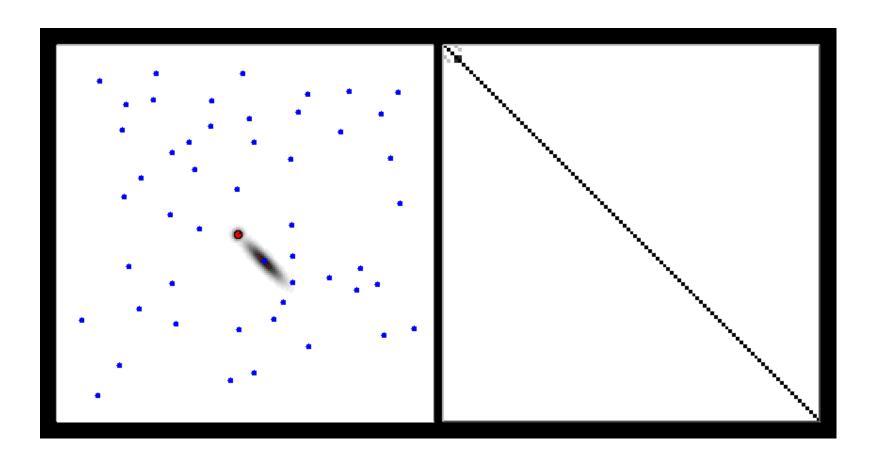


EKF SLAM Correlations

Over time, the landmark estimates become **fully correlated**



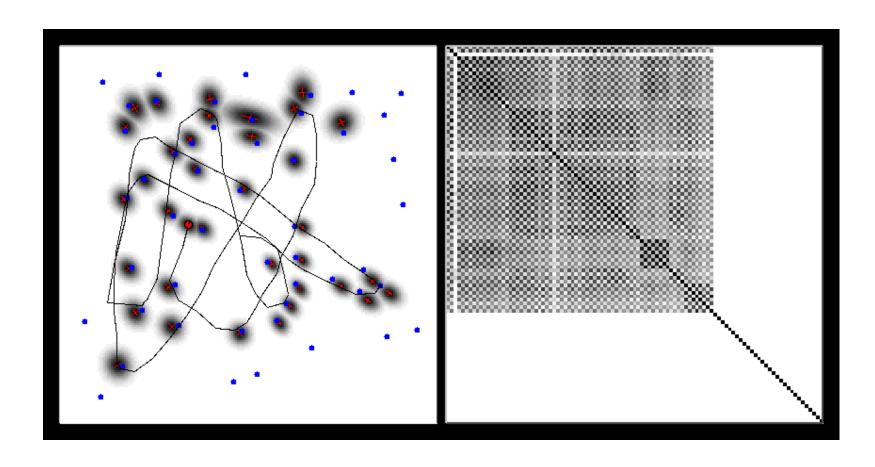
EKF SLAM



Map

Correlation matrix

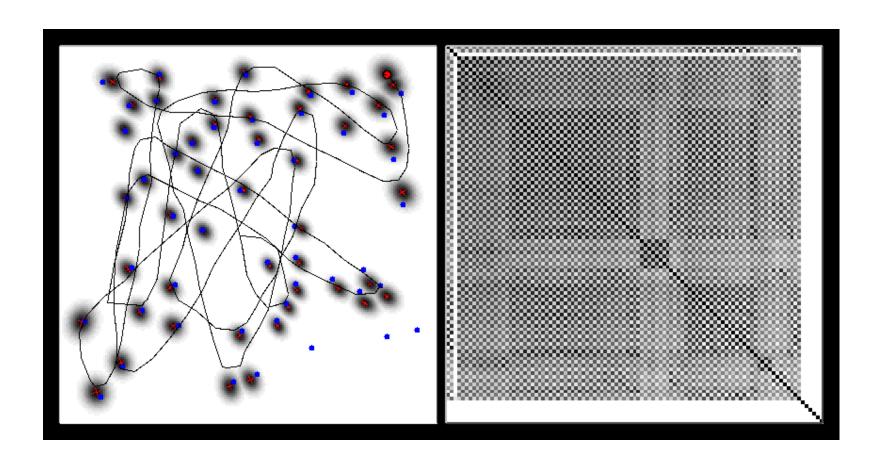
EKF SLAM



Map

Correlation matrix

EKF SLAM



Map

Correlation matrix

EKF SLAM: Correlations Matter

What if we neglected cross-correlations?

$$\Sigma_k = \begin{bmatrix} \Sigma_R & 0 & \cdots & 0 \\ 0 & \Sigma_{M_1} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & \Sigma_{M_n} \end{bmatrix} \qquad \Sigma_{RM_i} = \mathbf{0}_{3 \times 2}$$

EKF SLAM: Correlations Matter

What if we neglected cross-correlations?

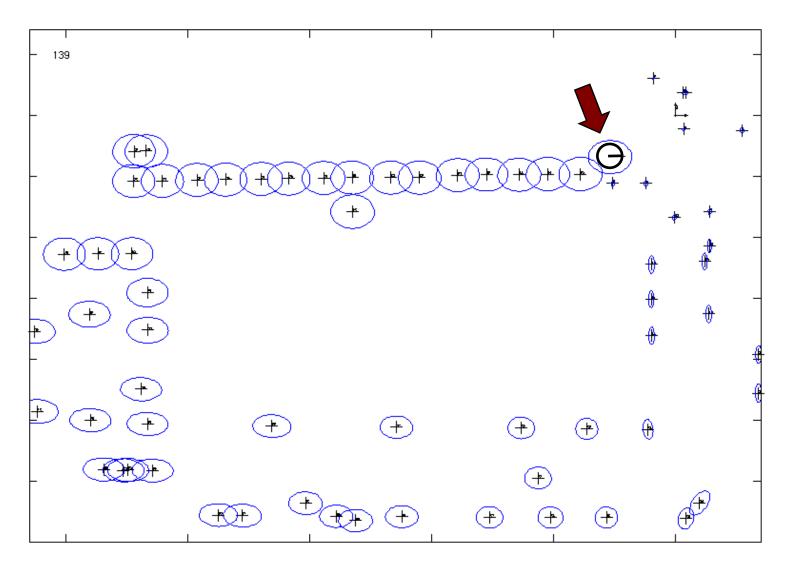
$$\Sigma_{k} = \begin{bmatrix} \Sigma_{R} & 0 & \cdots & 0 \\ 0 & \Sigma_{M_{1}} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & \Sigma_{M_{n}} \end{bmatrix} \qquad \Sigma_{RM_{i}} = \mathbf{0}_{3 \times 2}$$

- Landmark and robot uncertainties would become overly optimistic
- Data association would fail
- As a result, multiple map entries of the same landmark
- Inconsistent map

Loop Closing

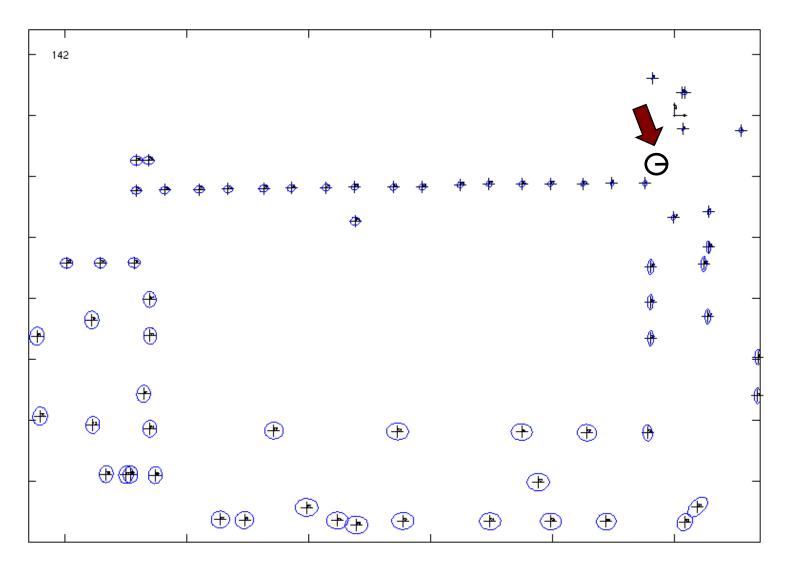
- Recognizing an already mapped area
- Data association under
 - high ambiguity
 - possible environment symmetries
- Uncertainties collapse after a loop closure (whether the closure was correct or not)

Before the Loop Closure



Courtesy: K. Arras

After the Loop Closure



Courtesy: K. Arras

Loop Closures in SLAM

- Loop closing reduces the uncertainty in robot and landmark estimates
- This can be exploited when exploring an environment
- However, wrong loop closures lead to filter divergence

Example: Victoria Park Dataset



Courtesy: E. Nebot

Victoria Park: Data Acquisition



Courtesy: E. Nebot

Victoria Park: Landmarks



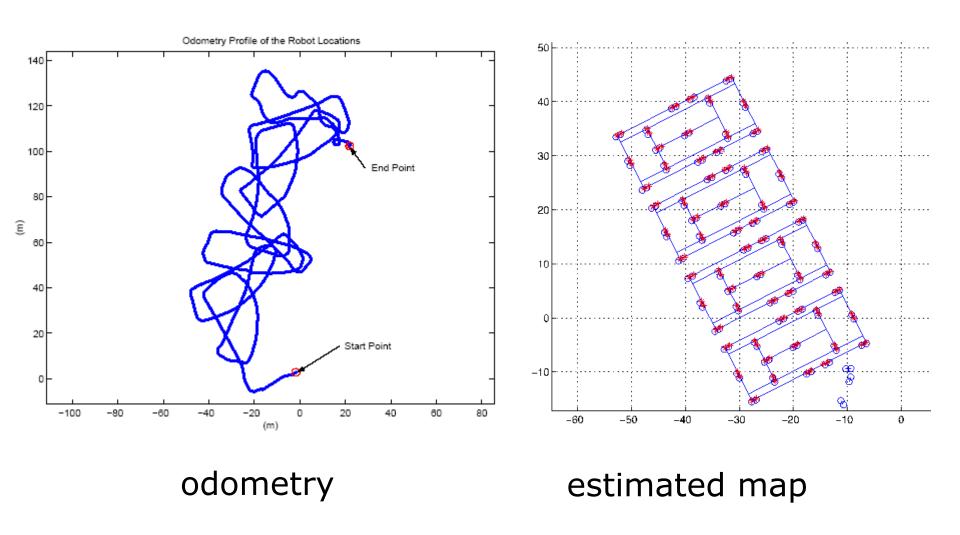
Courtesy: E. Nebot

Example: Tennis Court Dataset



Courtesy: J. Leonard and M. Walter

EKF SLAM on a Tennis Court



Courtesy: J. Leonard and M. Walter

EKF SLAM Complexity

- Cubic complexity depends only on the measurement dimensionality
- Cost per step: dominated by the number of landmarks: $O(n^2)$
- Memory consumption: $O(n^2)$
- The EKF becomes computationally intractable for large maps!

Summary: EKF SLAM

- The first SLAM solution
- Convergence proof for the linear Gaussian case
- Can diverge if non-linearities are large (and the reality is non-linear...)
- Can deal only with a single mode
- Successful in medium-scale scenes
- Approximations exists to reduce the computational complexity
- Data association has to be solved

Particle Filter

- Non-parametric recursive Bayes filter
- Posterior is represented by a set of weighted samples
- Can model arbitrary distributions
- Works well in low-dimensional spaces
- Three steps
 - Sampling from proposal
 - Importance weighting
 - Resampling

Particle Representation

A set of weighted samples

$$\mathcal{X} = \left\{ \left\langle x^{[i]}, w^{[i]} \right\rangle \right\}_{i=1,\dots,N}$$

- Each sample is a hypothesis about the state
- For feature-based SLAM:

$$x = (x_{1:t}, m_{1,x}, m_{1,y}, \dots, m_{M,x}, m_{M,y})^T$$
poses landmarks

Dimensionality Problem

- Particle filters are effective in lowdimensional spaces
- The likely regions of the state space need to be covered with samples

$$x = (x_{1:t}, m_{1,x}, m_{1,y}, \dots, m_{M,x}, m_{M,y})^T$$

high-dimensional!

Can We Exploit Dependencies Between the Different Dimensions of the State Space?

$$x_{1:t}, m_1, \ldots, m_M$$

If We Know the Poses of the Robot, Mapping is Easy!

$$x_{1:t}, m_1, \ldots, m_M$$

Key Idea

$$x_{1:t}, m_1, \ldots, m_M$$

- If we use the particle set only to model the robot's path, each sample is a path hypothesis
- For each sample, we can compute an individual map of landmarks

Acknowledgment

 These slides have been created by Wolfram Burgard, Dieter Fox, Cyrill Stachniss and Maren Bennewitz