

Cognitive Robotics

05. Probabilistic Sensor Models

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Acknowledgment

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

State Estimation

- Estimate the state x of a system given observations z and actions u
- **Goal:** Determine $p(x \mid z, u)$

Recursive Bayes Filter (recap)

$$\begin{aligned} \text{bel}(x_t) &= p(x_t \mid z_{1:t}, u_{1:t}) \\ &= p(z_t \mid x_t, z_{1:t-1}, u_{1:t}) p(x_t \mid z_{1:t-1}, u_{1:t}) / p(z_t \mid z_{1:t-1}, u_{1:t}) \\ &= \eta p(z_t \mid x_t) p(x_t \mid z_{1:t-1}, u_{1:t}) \\ &= \eta p(z_t \mid x_t) \int p(x_t \mid x_{t-1}, z_{1:t-1}, u_{1:t}) \\ &\quad p(x_{t-1} \mid z_{1:t-1}, u_{1:t}) dx_{t-1} \\ &= \eta p(z_t \mid x_t) \int p(x_t \mid x_{t-1}, u_t) p(x_{t-1} \mid z_{1:t-1}, u_{1:t}) dx_{t-1} \\ &= \eta p(z_t \mid x_t) \int p(x_t \mid x_{t-1}, u_t) p(x_{t-1} \mid z_{1:t-1}, u_{1:t-1}) dx_{t-1} \\ &= \underbrace{\eta p(z_t \mid x_t)}_{\text{observation model}} \int \underbrace{p(x_t \mid x_{t-1}, u_t)}_{\text{motion model}} \underbrace{\text{bel}(x_{t-1})}_{\text{recursive term}} dx_{t-1} \end{aligned}$$

Motion and Observation Model

- Prediction step

$$\overline{bel}(x_t) = \int \underbrace{p(x_t \mid u_t, x_{t-1})}_{\text{motion model}} bel(x_{t-1}) dx_{t-1}$$

- Correction step

$$bel(x_t) = \eta \underbrace{p(z_t \mid x_t)}_{\text{sensor or observation model}} \overline{bel}(x_t)$$

Previous Lecture:

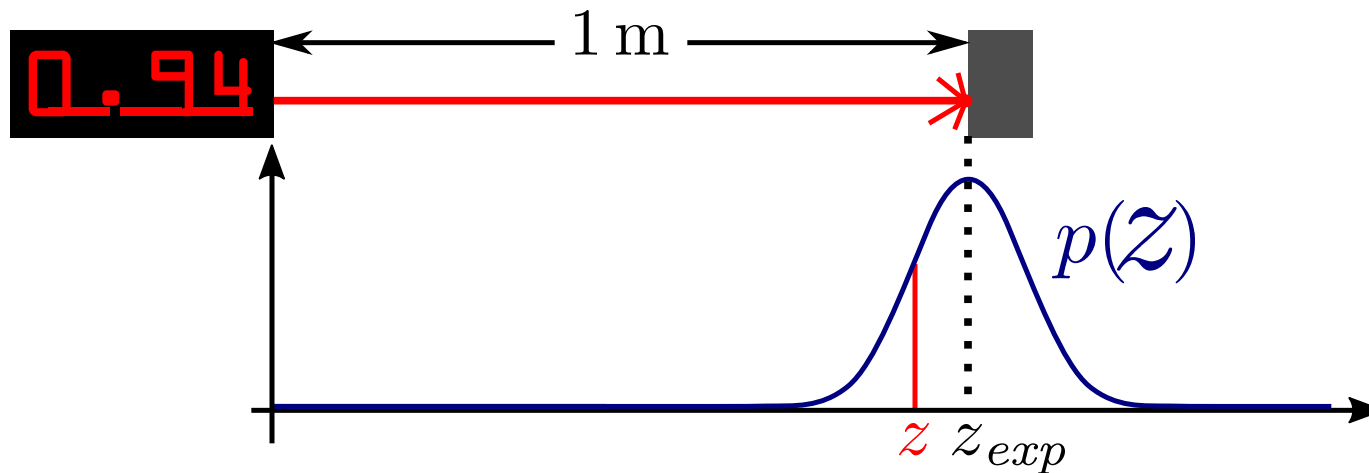
Probabilistic Motion Models

- Robots execute motion commands only inaccurately
- The motion model specifies the probability that action u_t carries the robot from pose x_{t-1} to x_t :

$$p(x_t \mid u_t, x_{t-1})$$

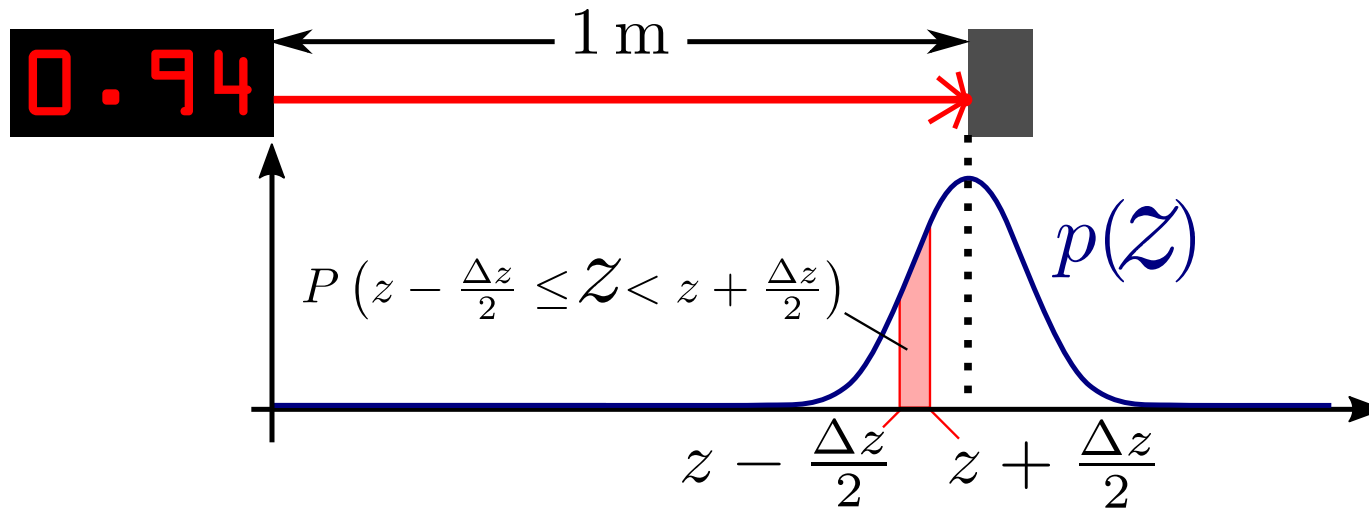
- Defined individually for each type of robot

Measurement Probability



$$\begin{aligned} P(Z = z) &= 0 \\ &= P(Z = 0.9400000 \dots) \end{aligned}$$

Measurement Probability



$$P(0.935 \leq Z < 0.945) = P\left(z - \frac{\Delta z}{2} \leq Z < z + \frac{\Delta z}{2}\right)$$

$$= \int_{z - \frac{\Delta z}{2}}^{z + \frac{\Delta z}{2}} p(Z) dZ$$

$$\approx \Delta z \cdot p(Z) \quad (\text{for small } \Delta z)$$

Continuous vs. Discretized Random Variables

- Z is a **continuous** random variable with the probability density function

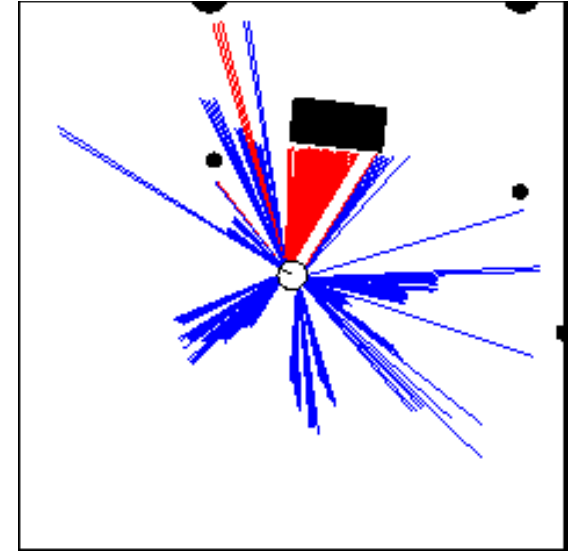
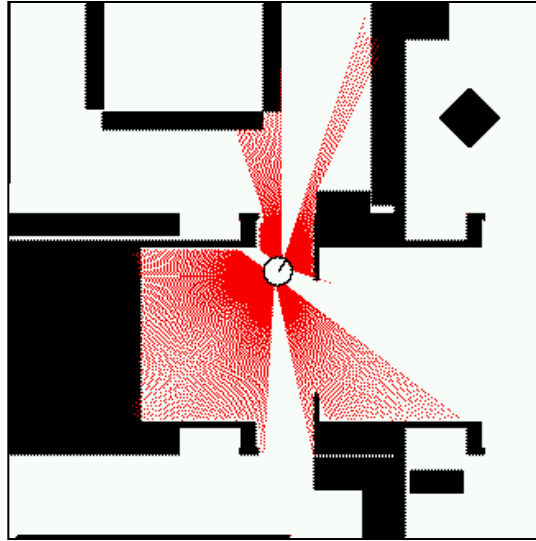
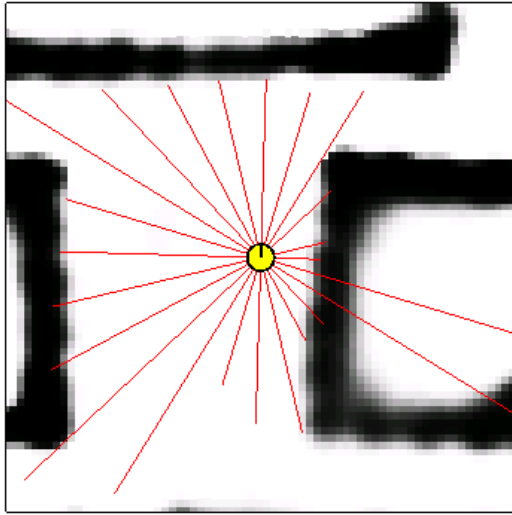
$$p(Z) = \lim_{\Delta z \rightarrow 0} \frac{P\left(z - \frac{\Delta z}{2} \leq Z < z + \frac{\Delta z}{2}\right)}{\Delta z}$$

- We can only measure and represent Z in **discrete steps** Δz
- As Δz is constant for all measurements, we can ignore it when computing $bel(x_t)$ if we normalize $bel(x_t)$ in the end

Sensors for Mobile Robots

- **Proprioceptive sensors:**
 - Accelerometers
 - Gyroscopes
 - Compasses
- **Typical proximity sensors:**
 - Sonars
 - Laser range-finders
- **Visual sensors:**
 - (Stereo) Cameras
 - Structured light (RGBD cameras)
- **Infrastructure-based sensors:** GPS, WLAN

Proximity Sensors



Question: How can we calculate the likelihood of such a measurement given the robot pose?

Beam-Based Sensor Model

- Sensor data consists of K measurements

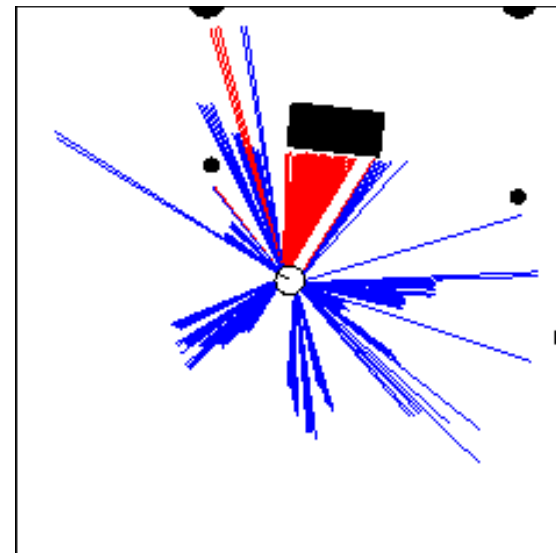
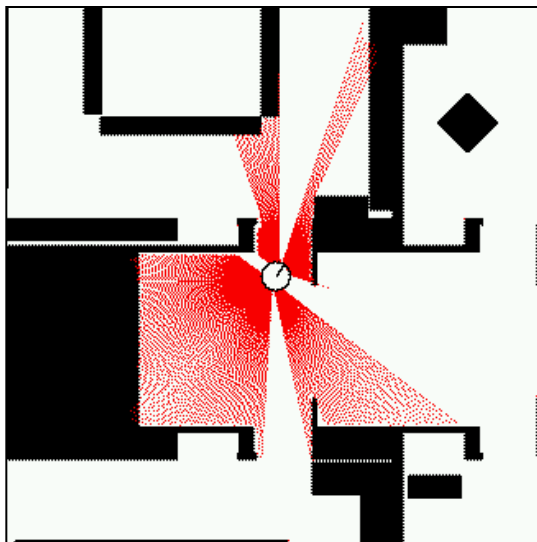
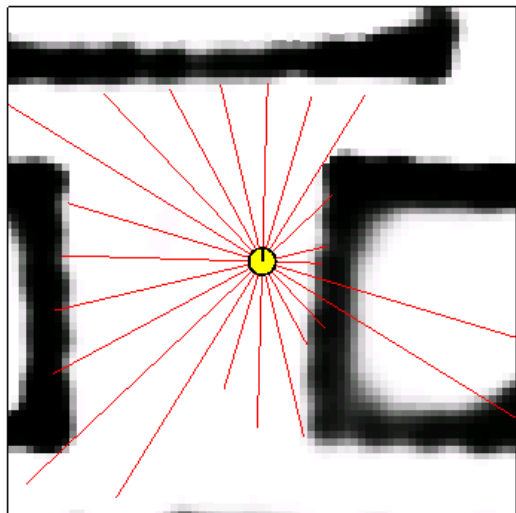
$$z = \{z_1, \dots, z_K\}$$

- Assumption: The individual measurements are independent given the robot's pose:

$$p(z \mid x, m) = \prod_{k=1}^K p(z_k \mid x, m)$$

- “How well can the distance measurements be explained given the pose (and the map)”

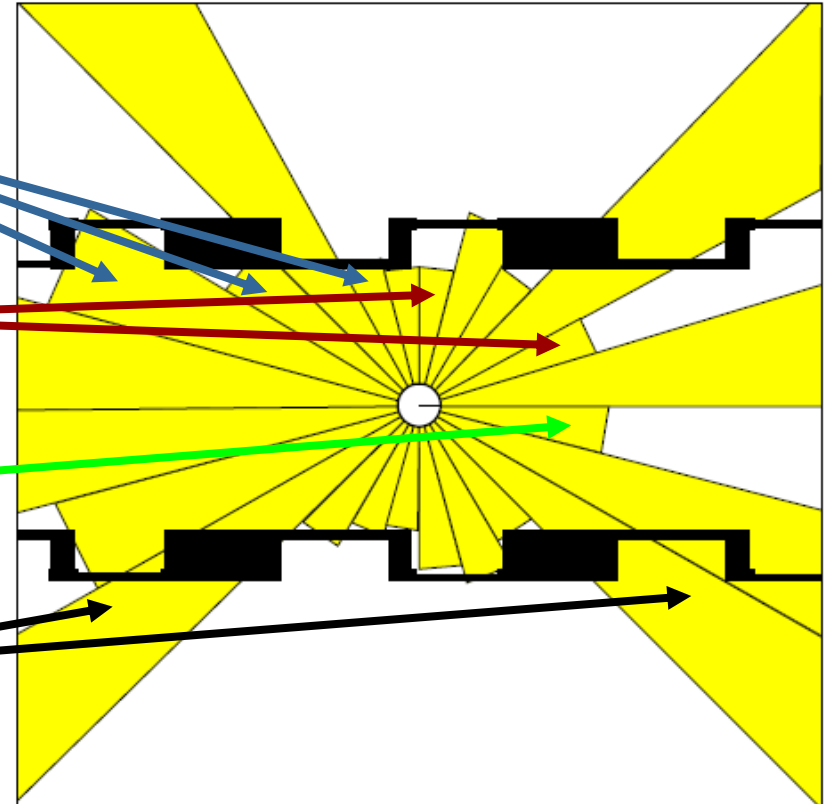
Beam-Based Sensor Model



$$p(z \mid x, m) = \prod_{k=1}^K p(z_k \mid x, m)$$

Typical Measurement Errors of an Range Measurements

1. Beams reflected by known obstacles
2. Beams reflected by people / objects
3. Random measurements
4. Maximum range measurements

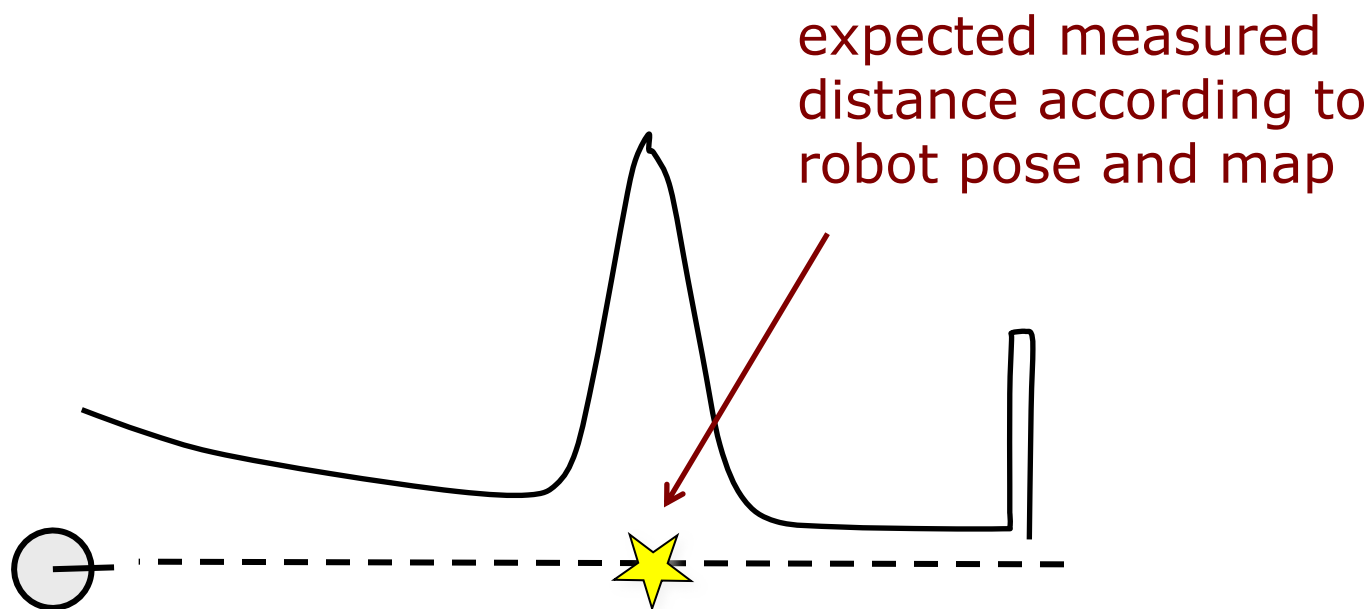


Proximity Measurements

- **A measurement can be caused by:**
 - a known obstacle
 - an unexpected obstacle (people, furniture, ...)
 - random measurements, cross-talk (sonars)
 - missing all obstacles
- **Noise is due to uncertainty:**
 - in measuring distance to known obstacle (sensor noise)
 - in the position of known obstacles ("map noise")
 - in the position of additional objects
 - whether an obstacle is missed

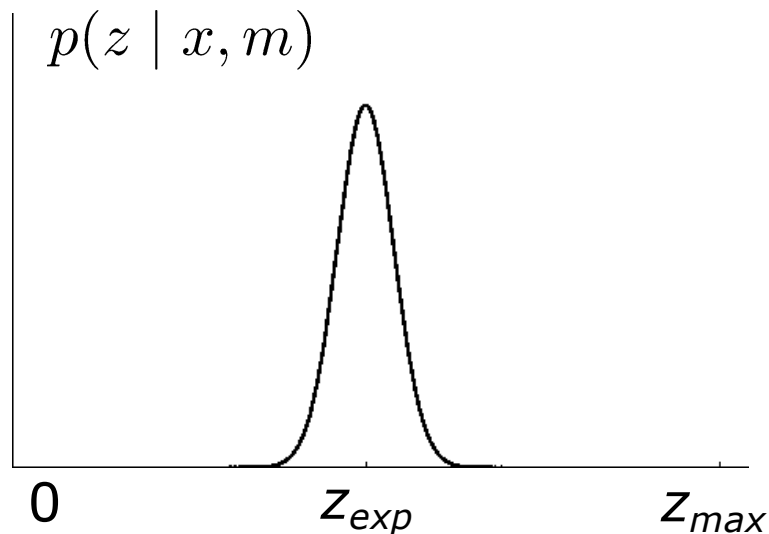
Beam-Based Proximity Model

- Considers the first obstacle along the line of sight
- Mixture of four components

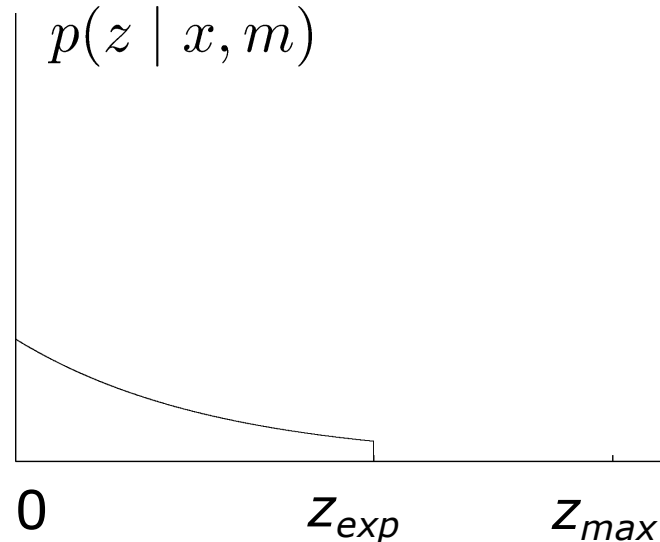


Beam-Based Proximity Model

Measurement noise



Unexpected objects



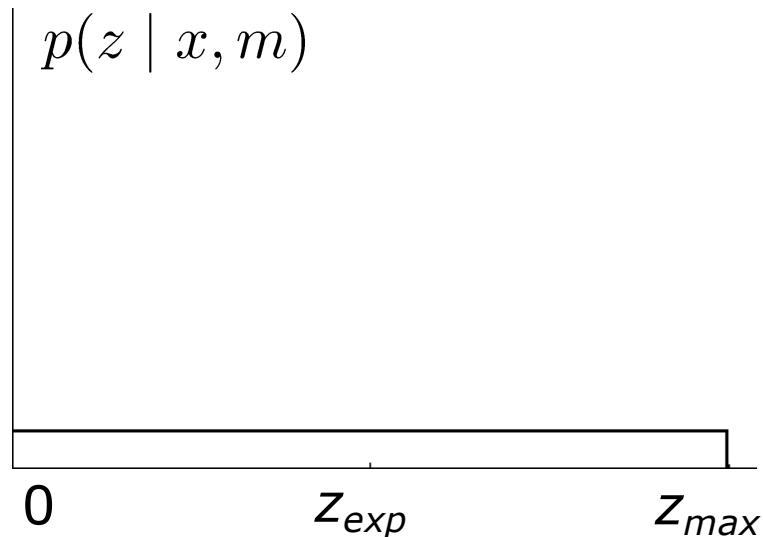
$$p_{hit}(z | x, m) = \begin{cases} \frac{\eta}{\sqrt{2\pi\sigma^2}} e^{-\frac{(z-z_{exp})^2}{2\sigma^2}} & \text{if } z \leq z_{max} \\ 0 & \text{otherwise} \end{cases}$$

$$p_{unexp}(z | x, m) = \begin{cases} \eta\lambda e^{-\lambda z} & \text{if } z < z_{exp} \\ 0 & \text{otherwise} \end{cases}$$

Note: The expected distance z_{exp} is computed by ray casting in the map, starting from the pose x

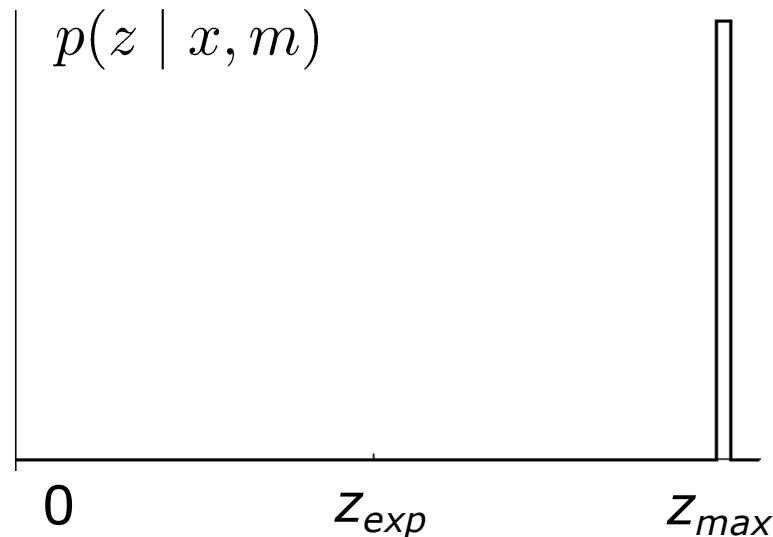
Beam-Based Proximity Model

Random measurement



$$p_{rand}(z | x, m) = \begin{cases} \frac{1}{z_{max}} & \text{if } z < z_{max} \\ 0 & \text{otherwise} \end{cases}$$

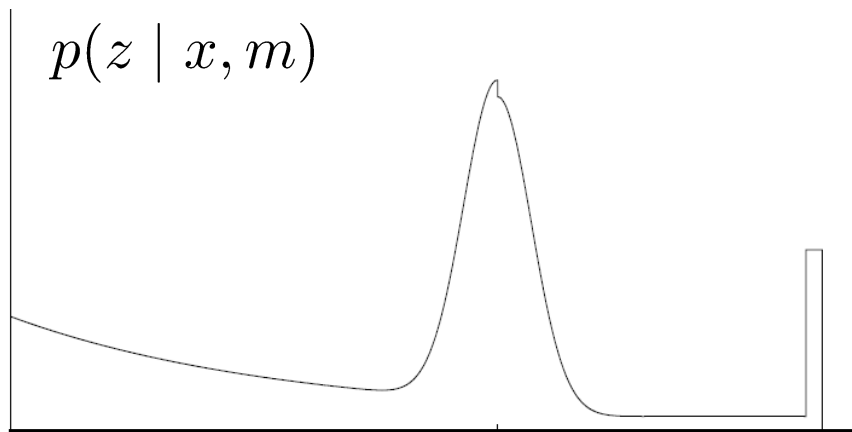
Max range



$$p_{max}(z | x, m) = \begin{cases} \frac{1}{z_{small}} & \text{if } z \in [z - z_{small}, z_{max}] \\ 0 & \text{otherwise} \end{cases}$$

Note: The expected distance z_{exp} is computed by ray casting in the map, starting from the pose x

Resulting Mixture Density

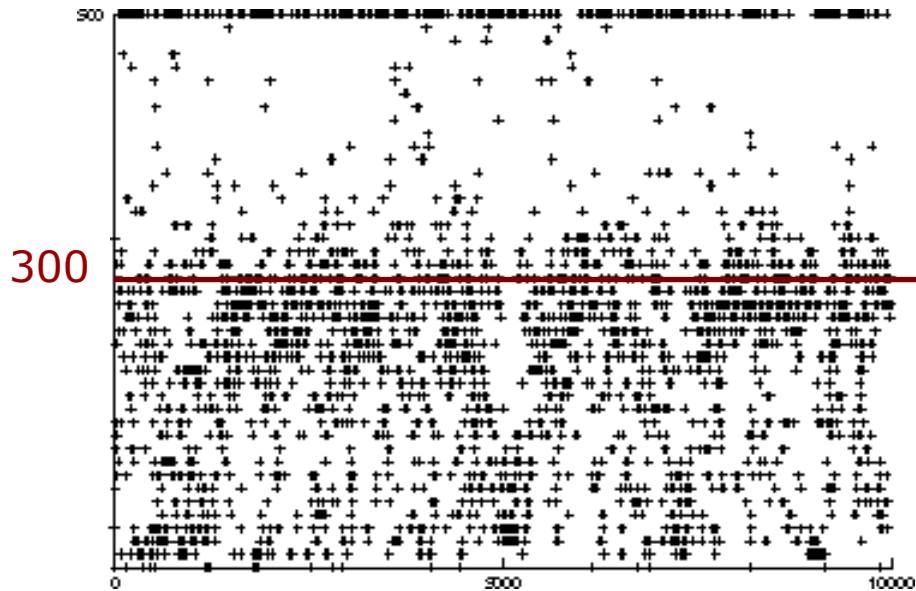


$$p(z | x, m) = \begin{pmatrix} \alpha_{\text{hit}} \\ \alpha_{\text{unexp}} \\ \alpha_{\text{max}} \\ \alpha_{\text{rand}} \end{pmatrix}^T \cdot \begin{pmatrix} p_{\text{hit}}(z | x, m) \\ p_{\text{unexp}}(z | x, m) \\ p_{\text{max}}(z | x, m) \\ p_{\text{rand}}(z | x, m) \end{pmatrix}$$

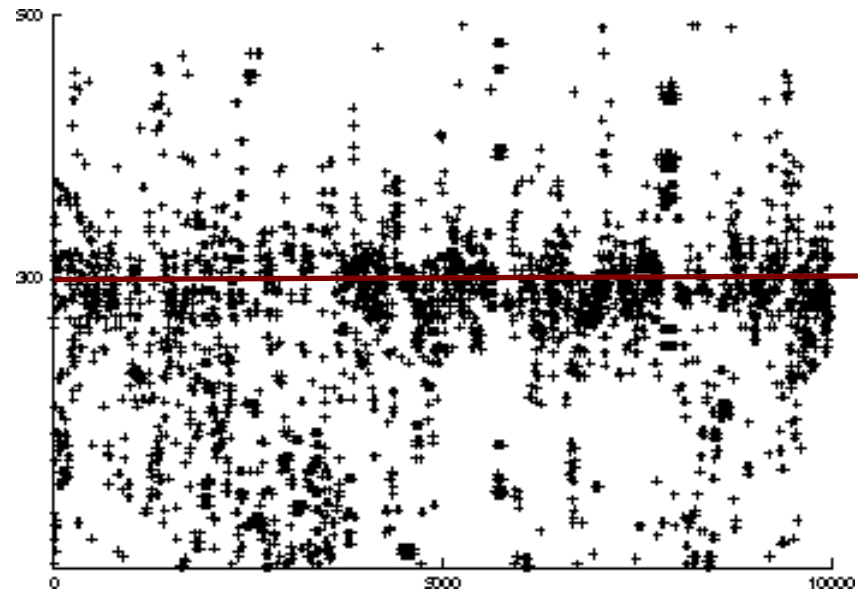
How can we determine the model parameters?

Raw Sensor Data

Measured distances for the “true” expected distance of 300 cm (maximum range 500 cm)



Sonar



Laser

Approximation

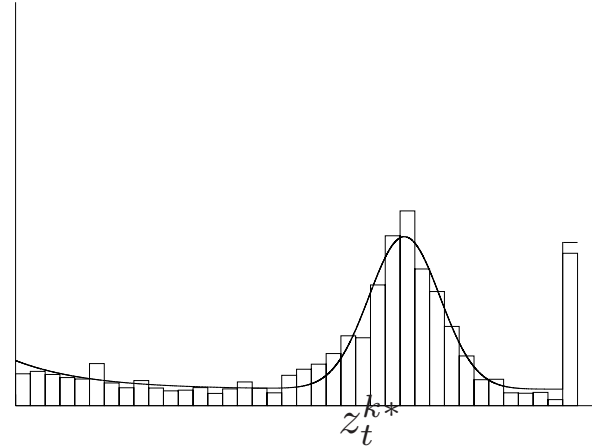
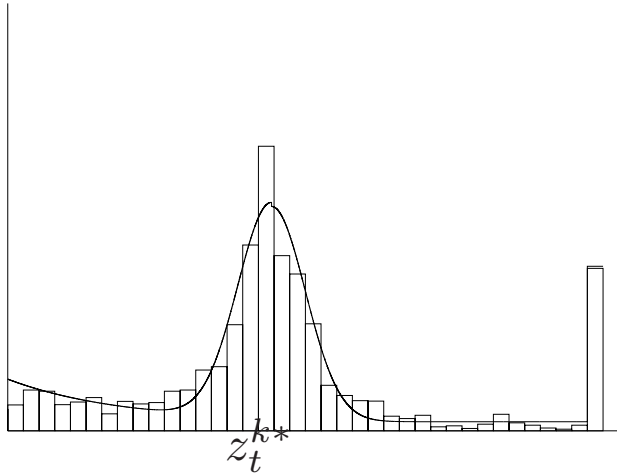
- Maximize log likelihood of the data

$$p(z \mid z_{\text{exp}})$$

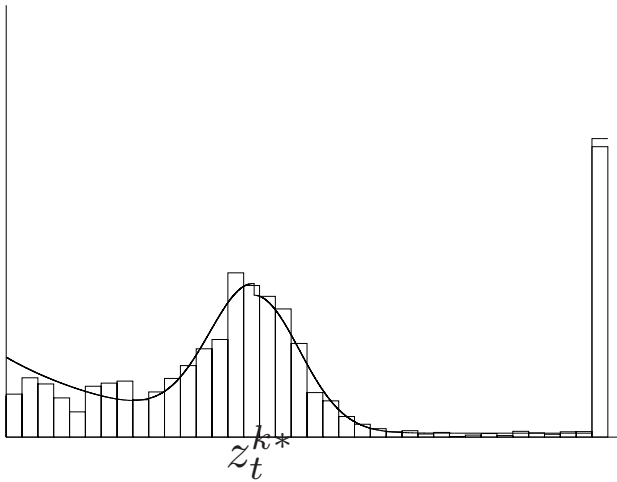
- Search space of $n-1$ parameters
 - Hill climbing
 - Gradient descent
 - Genetic algorithms
 - ...
- Deterministically compute the n -th parameter to satisfy normalization constraint

Approximation Results

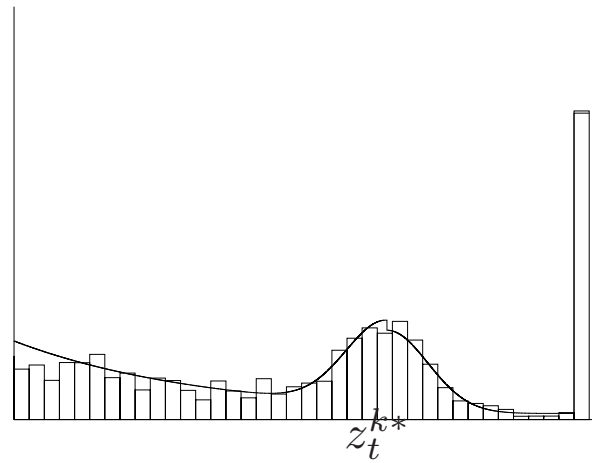
Laser



Sonar



300cm

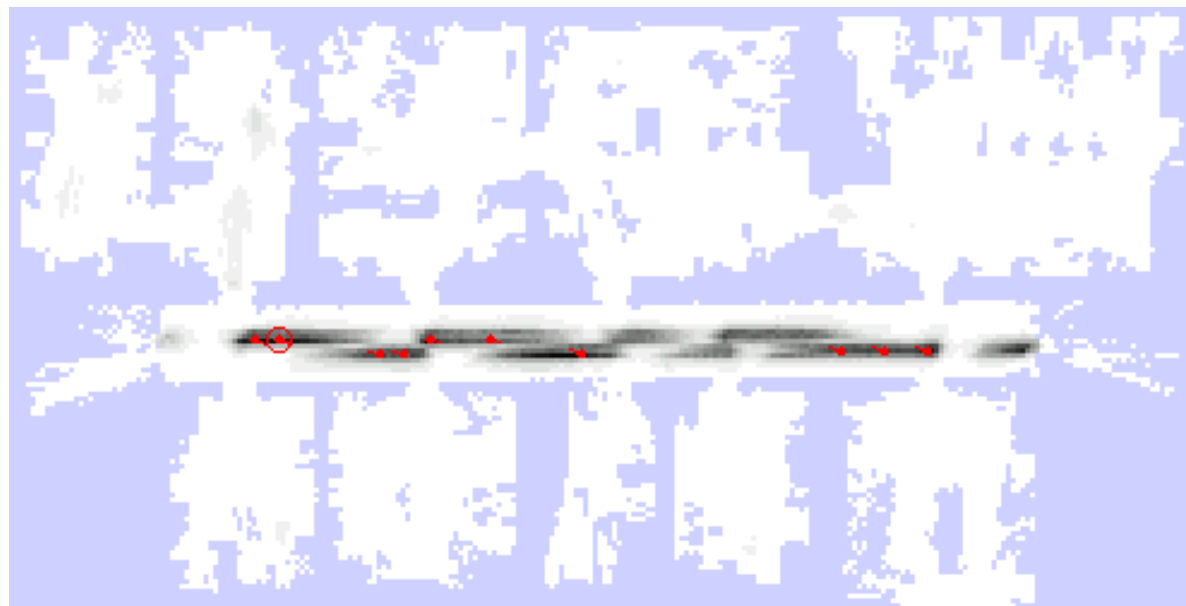


400cm

Example

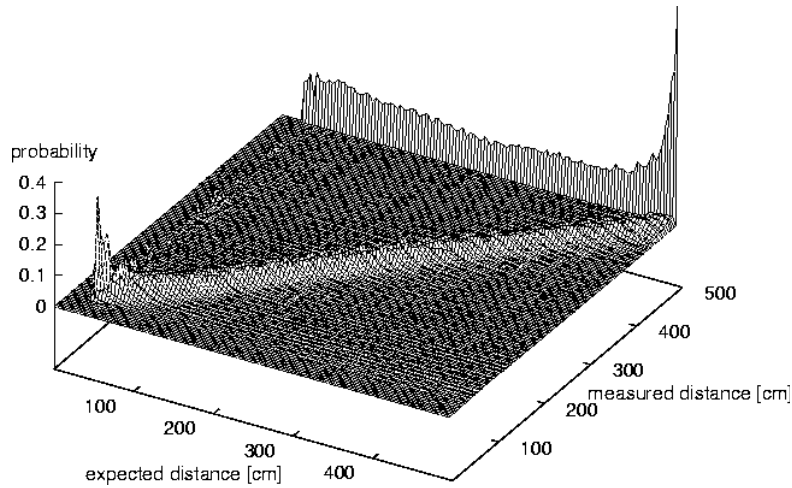


z

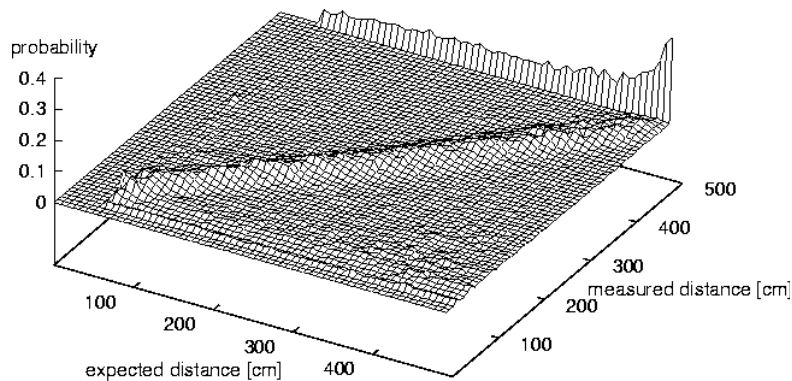
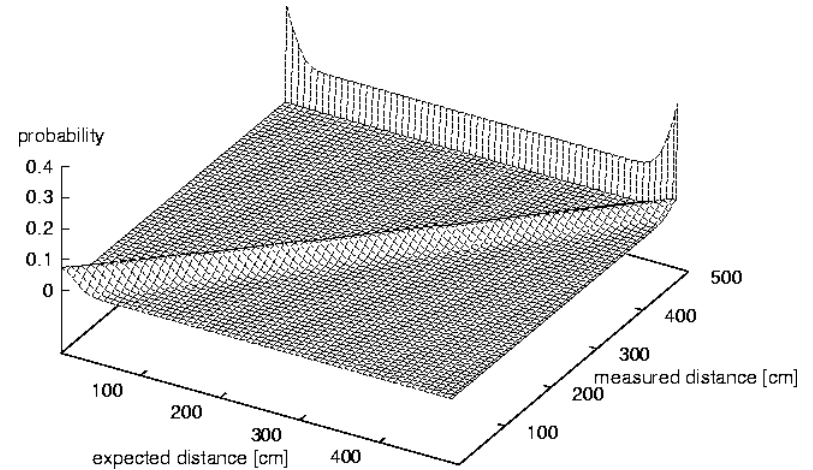


$p(z|x, m)$

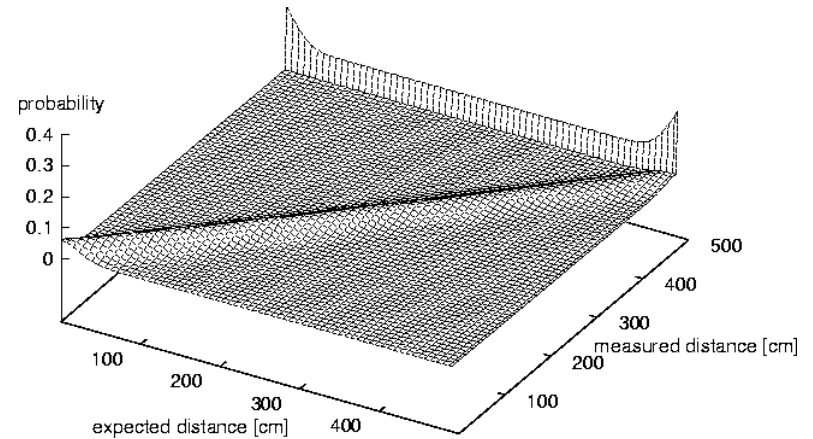
Approximation Results



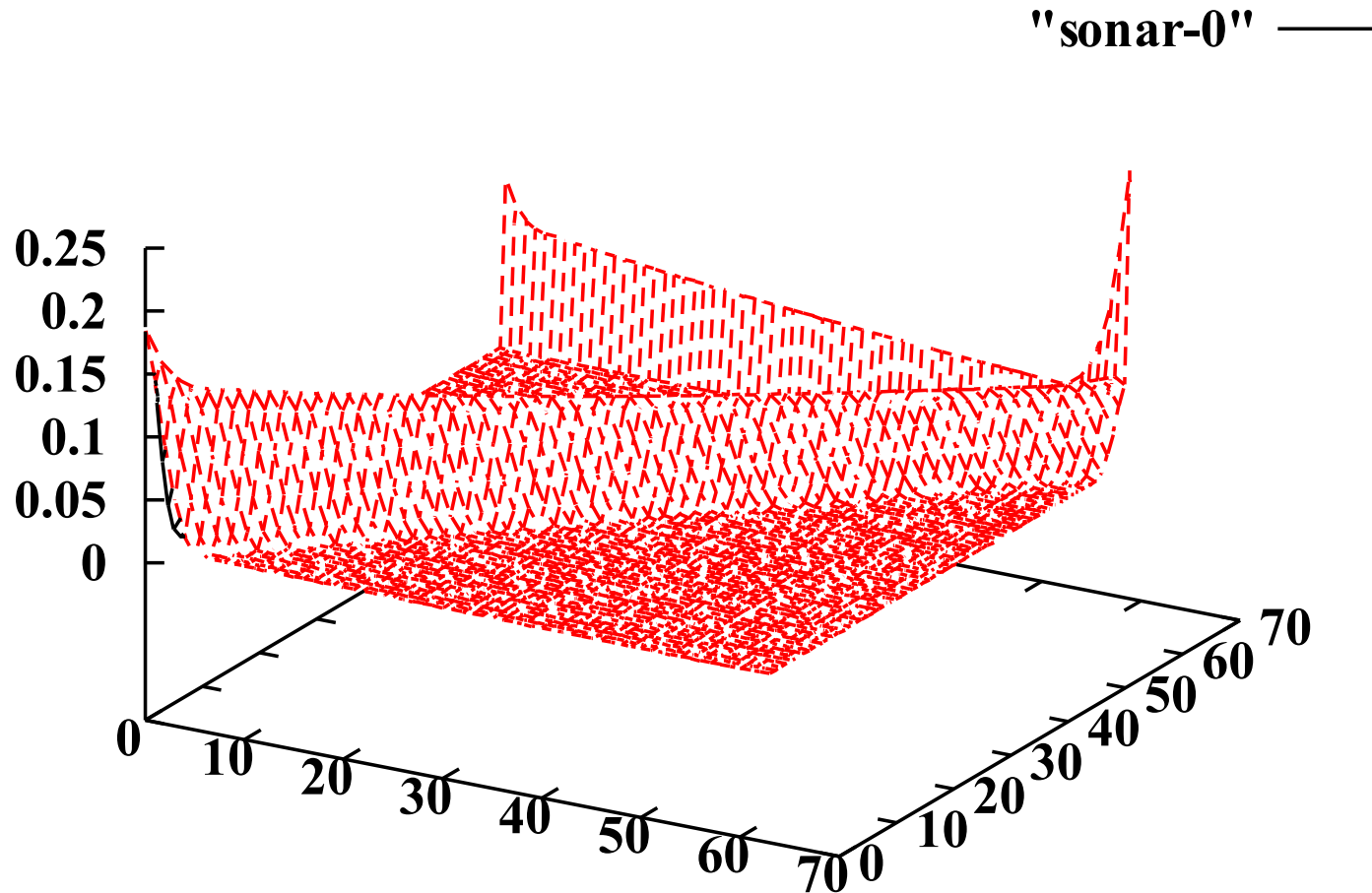
Laser



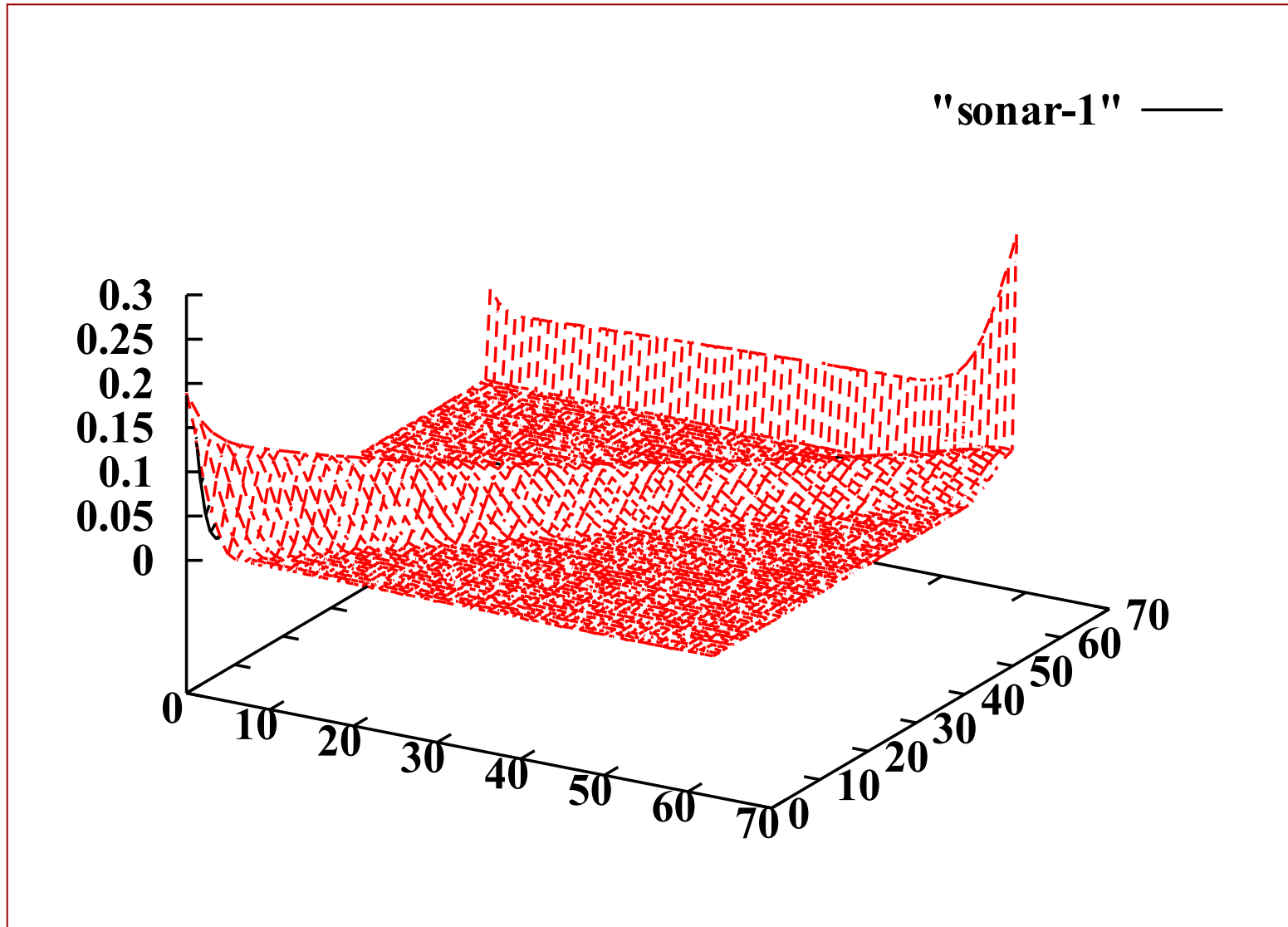
Sonar



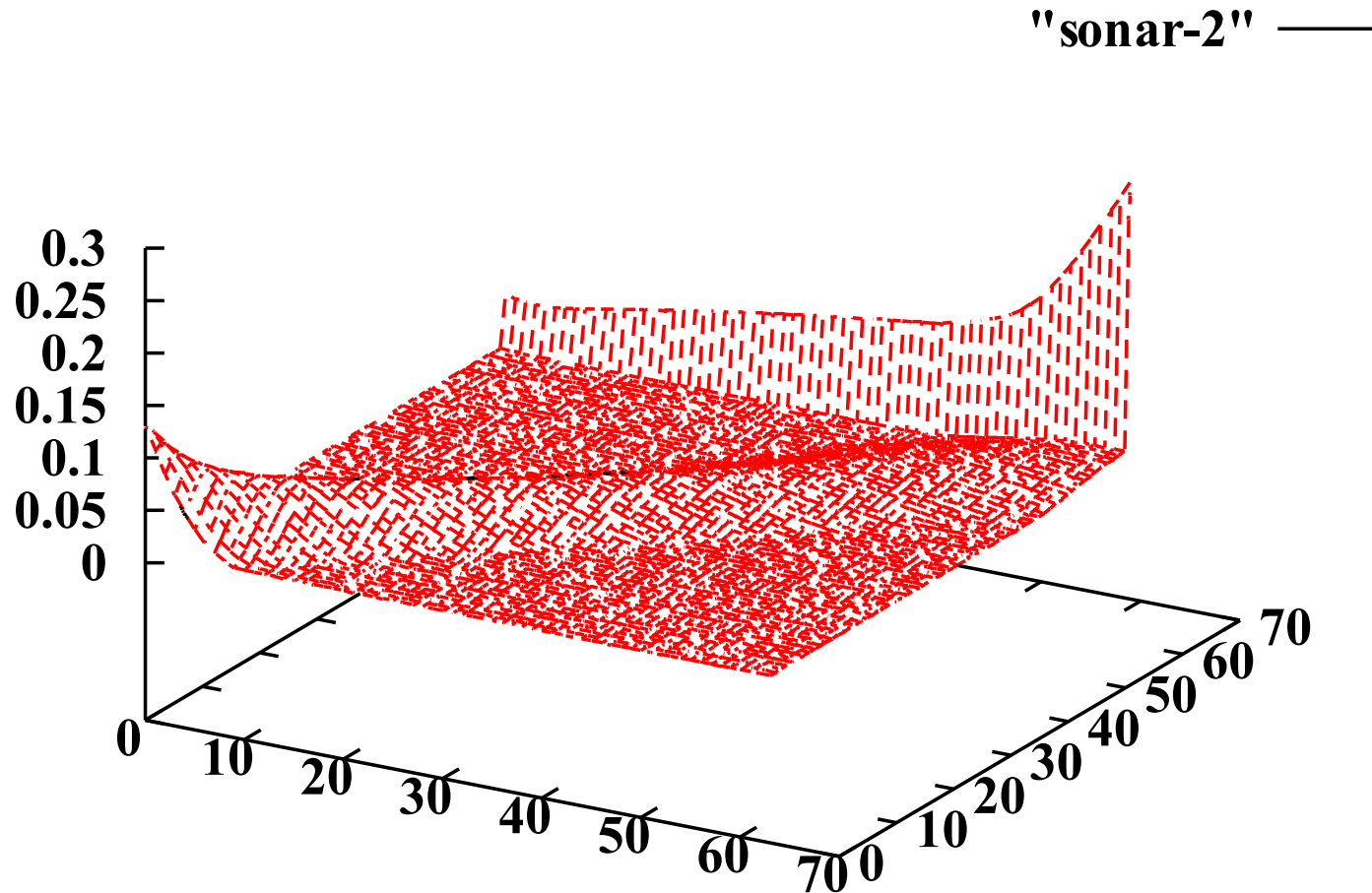
Influence of Angle to Obstacle



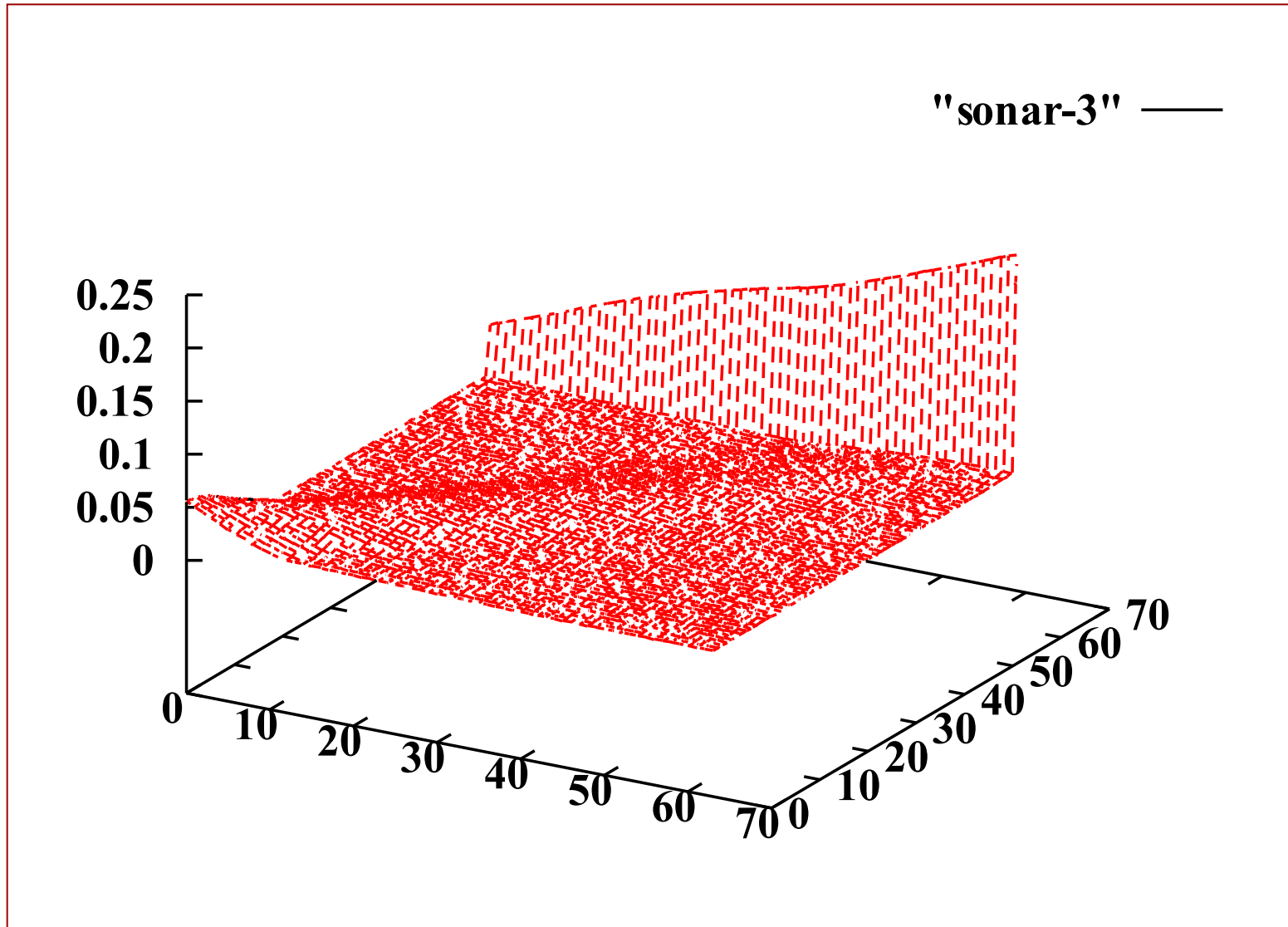
Influence of Angle to Obstacle



Influence of Angle to Obstacle



Influence of Angle to Obstacle



Summary Beam-Based Model (1)

- **Assumes independence between beams**
 - Justification?
 - Problem: Overconfident estimates
- **Models physical causes for measurements**
 - Mixture of densities for these causes
 - Assumes independence between causes

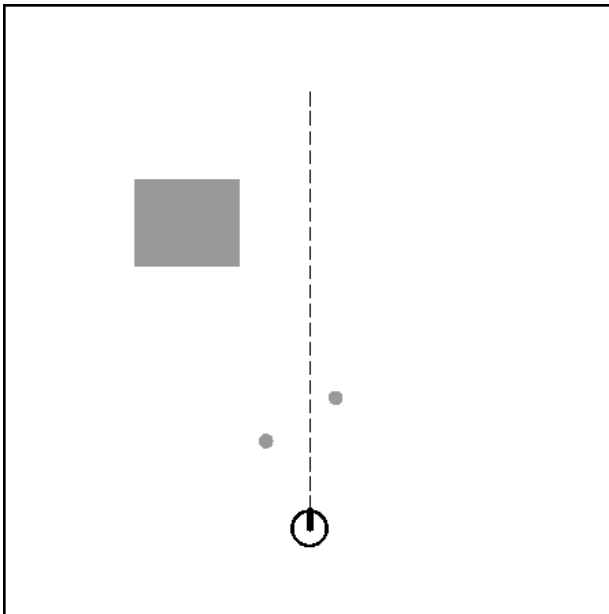
Summary Beam-Based Model (2)

- **Implementation**

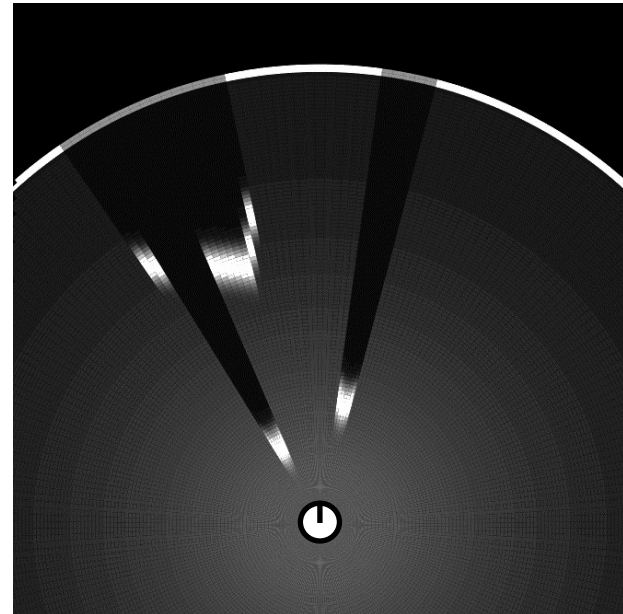
- Learn parameters based on real data
- Different models should be learned for different angles at which the sensor beam hits the obstacle (sonar)
- Determine expected distances by ray casting
- Expected distances can be pre-computed

Summary Beam-Based Model (3)

- **Disadvantages:** The beam-based model is
 - not smooth at edges
 - not very efficient (ray casting or precomputed lookup tables)



Map m



Likelihood field

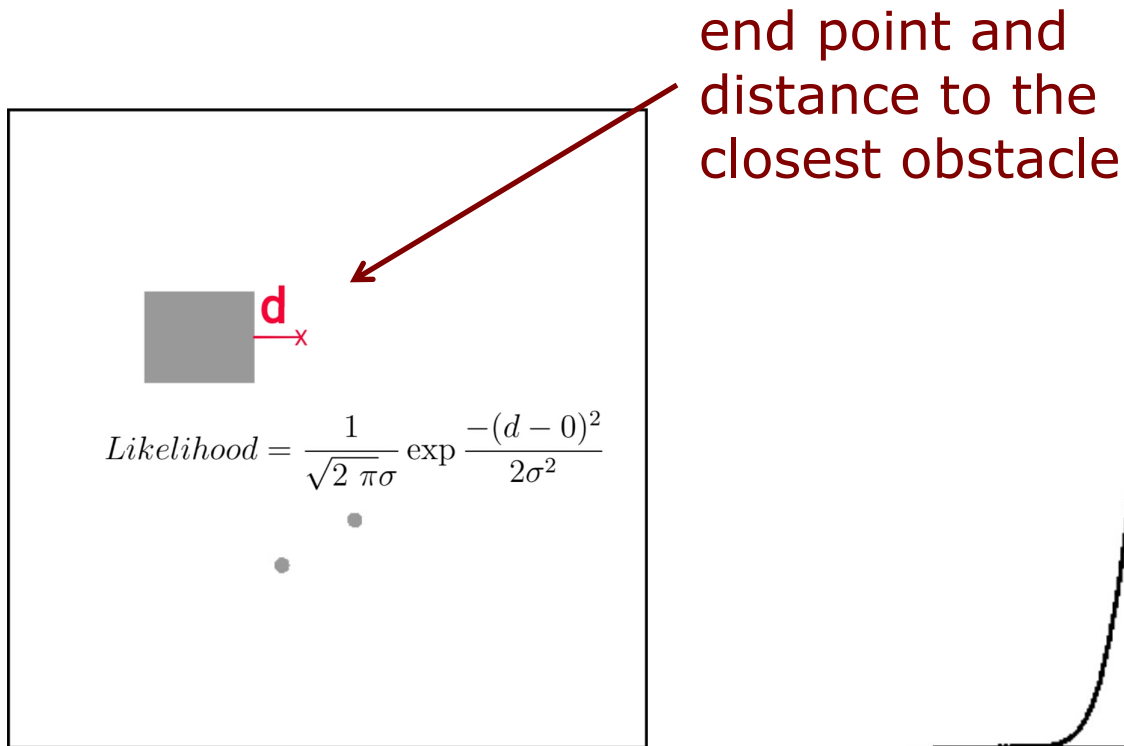
End-Point Model

- **Idea of the end-point model:** Instead of following along the beam, just check the end point of the beam
- Precompute a so-called likelihood field (distance grid)

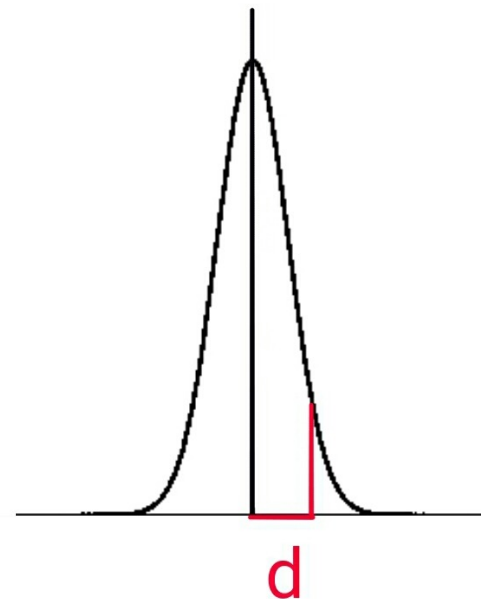
End-Point Model

- Probability is a mixture of:
 - a Gaussian distribution evaluating the **distance to the closest obstacle**,
 - a uniform distribution for random measurements, and
 - a small uniform distribution for max range measurements
- Again, independence between different components is assumed

Gaussian Used within the Likelihood of a Measurement

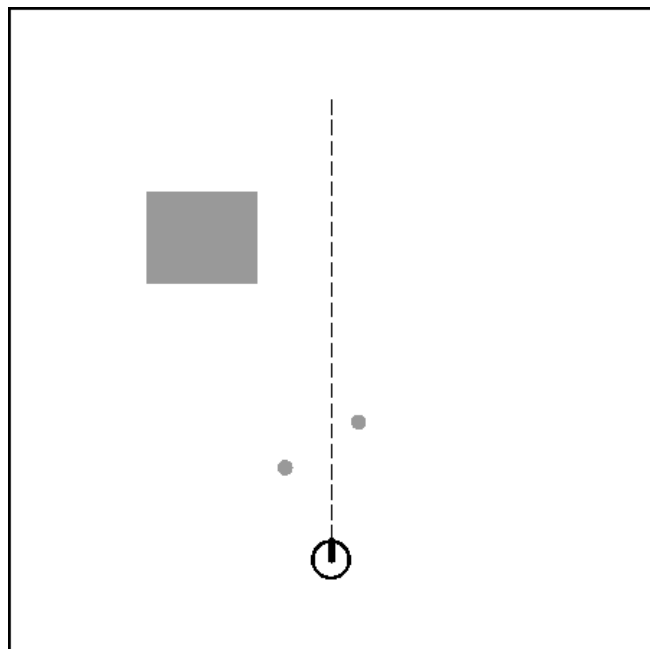


Map with
three obstacles

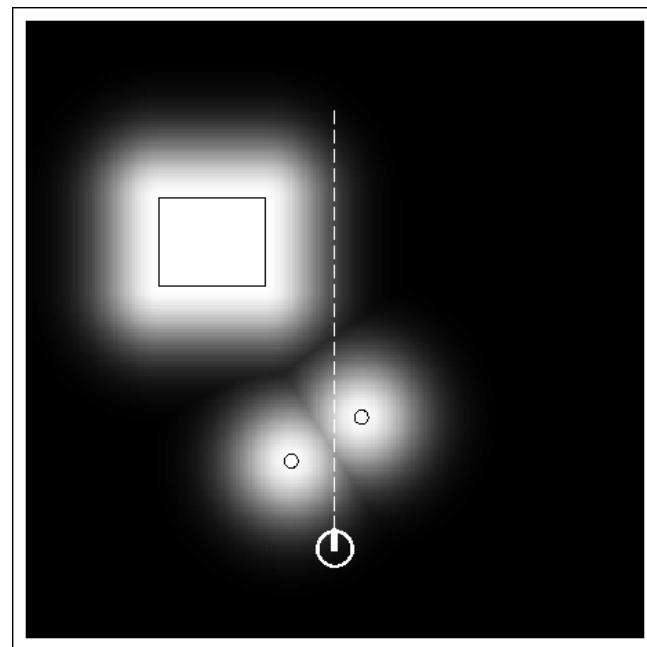


Gaussian to evaluate
the distance

Example

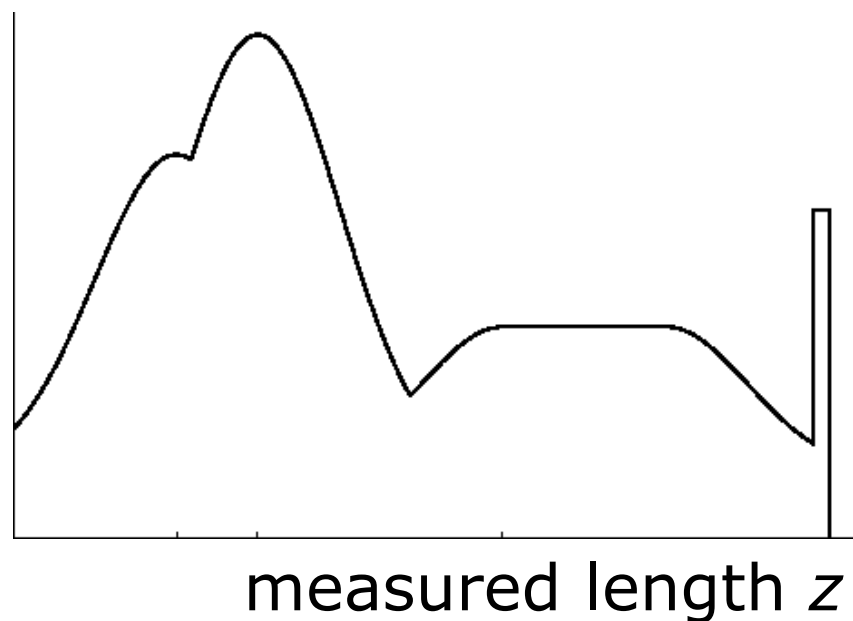


Map m



Likelihood field

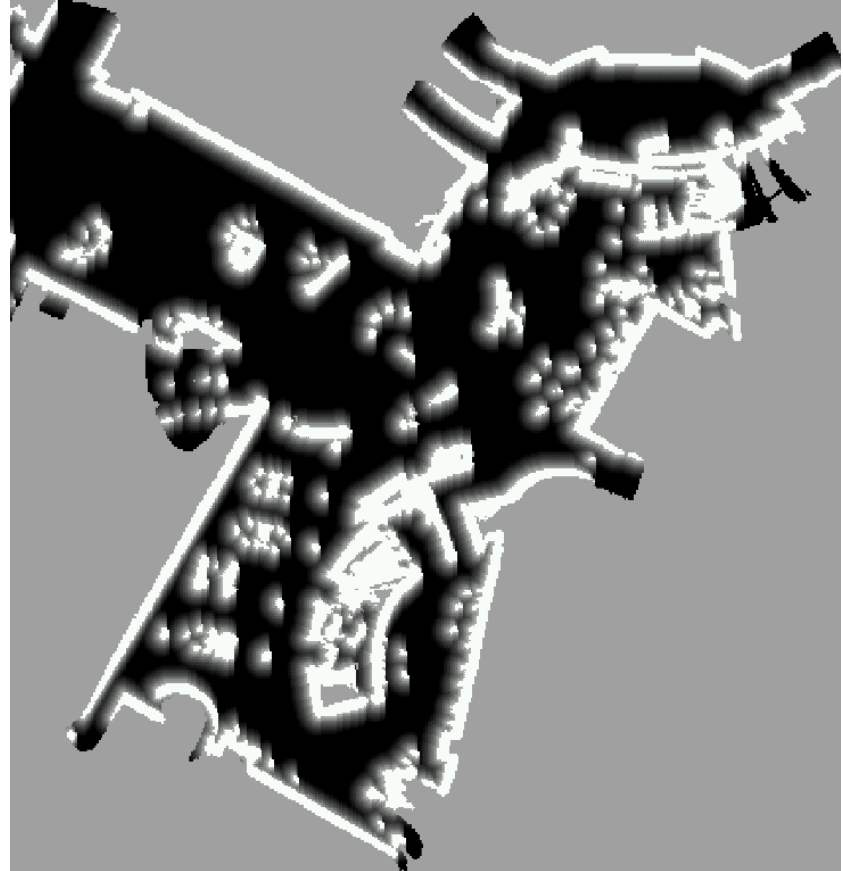
$$p(z|x,m)$$



San Jose Tech Museum



Occupancy grid map



Likelihood field

Note: Precomputed
independently of robot pose

Properties End-Point Model

- Highly efficient, uses 2D tables only
- Distance grid is smooth w.r.t. to small changes in robot position
- Ignores physical properties of beams
- Treats sensor as if it can see through walls

Landmarks

- Active beacons (e.g., radio, GPS)
- Passive markers (e.g., visual, retro-reflective)
- Standard approach: **triangulation**
- Sensor provides
 - distance, or
 - bearing, or
 - distance and bearing

Distance and Bearing



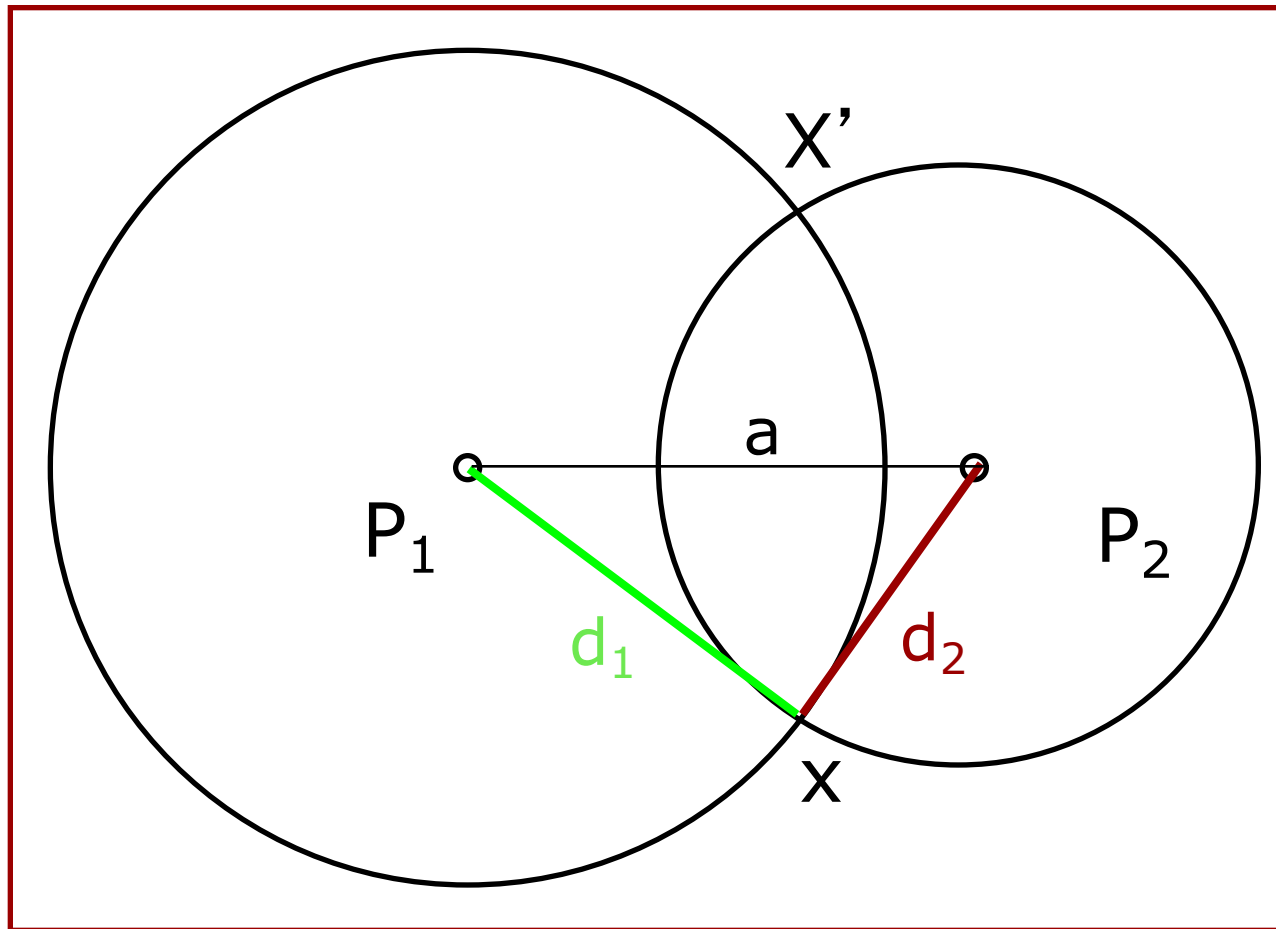
Probabilistic Model

1. Algorithm **landmark_detection_model**(z,x,m):
 $z = \langle i, d, \alpha \rangle, x = \langle x, y, \theta \rangle$
2. $\hat{d} = \sqrt{(m_x(i) - x)^2 + (m_y(i) - y)^2}$ ————— Expected distance
3. $\hat{\alpha} = \text{atan2}(m_y(i) - y, m_x(i) - x) - \theta$ ————— Expected angle
4. $p_{\text{det}} = \text{prob}(\hat{d} - d, \varepsilon_d) \cdot \text{prob}(\hat{\alpha} - \alpha, \varepsilon_\alpha)$ ————— Independence assumption, two Gaussians
5. Return p_{det}

Assumption: Correspondences are known

Distances Only No Uncertainty

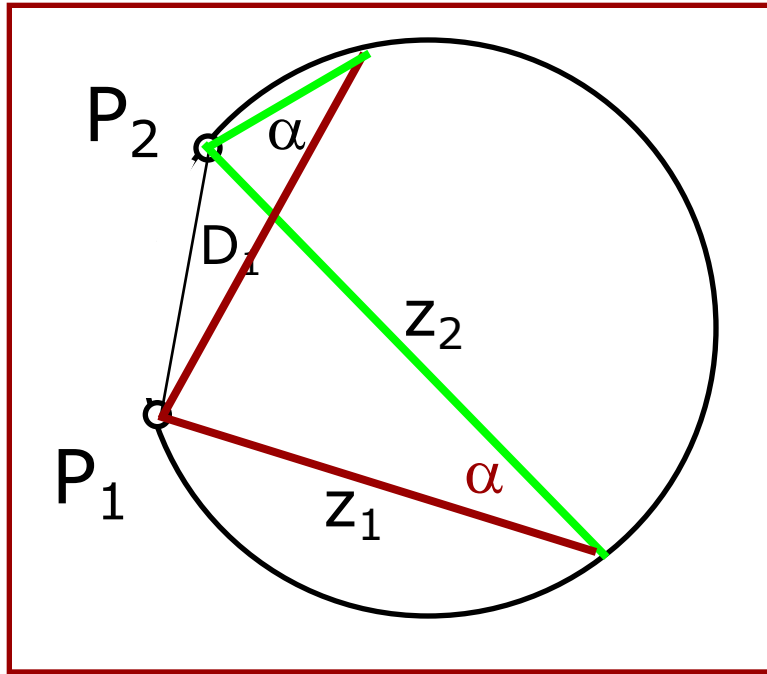
$$x = (a^2 + d_1^2 - d_2^2) / 2a$$
$$y = \pm \sqrt{(d_1^2 - x^2)}$$



$$P_1 = (0, 0)$$

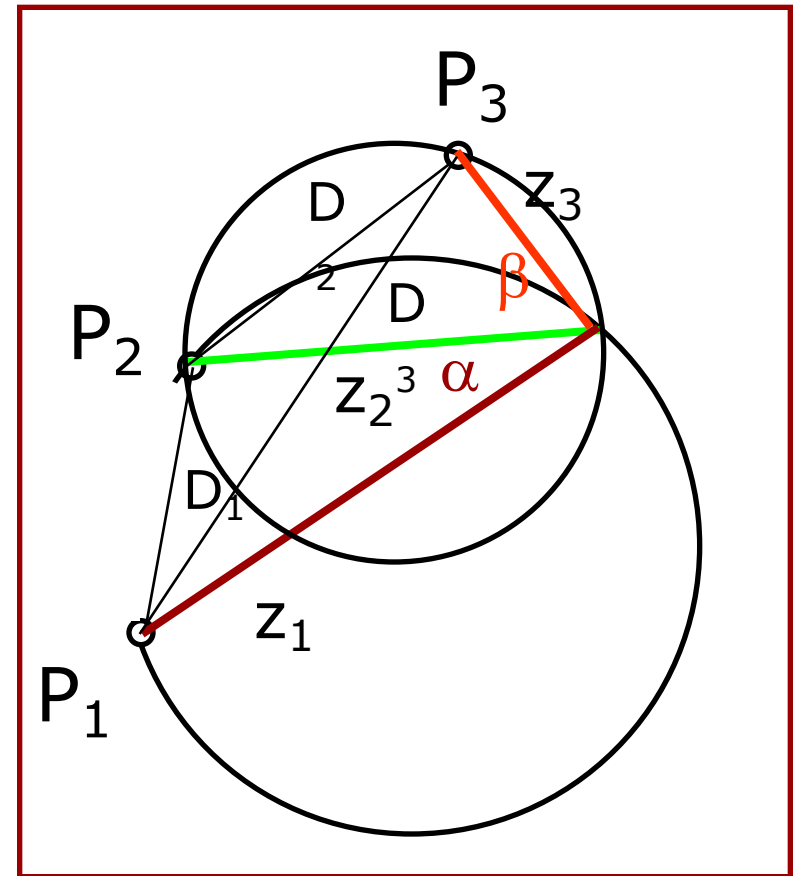
$$P_2 = (a, 0)$$

Bearings Only No Uncertainty



Law of cosine

$$D_1^2 = z_1^2 + z_2^2 - 2 z_1 z_2 \cos \alpha$$

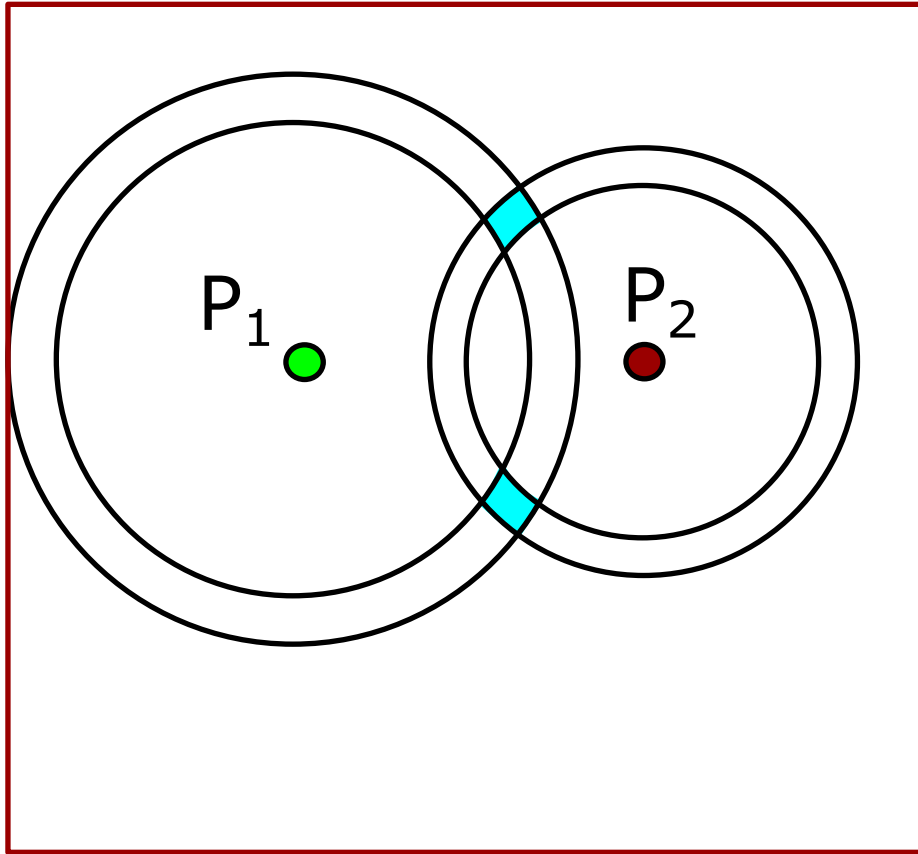


$$D_1^2 = z_1^2 + z_2^2 - 2 z_1 z_2 \cos(\alpha)$$

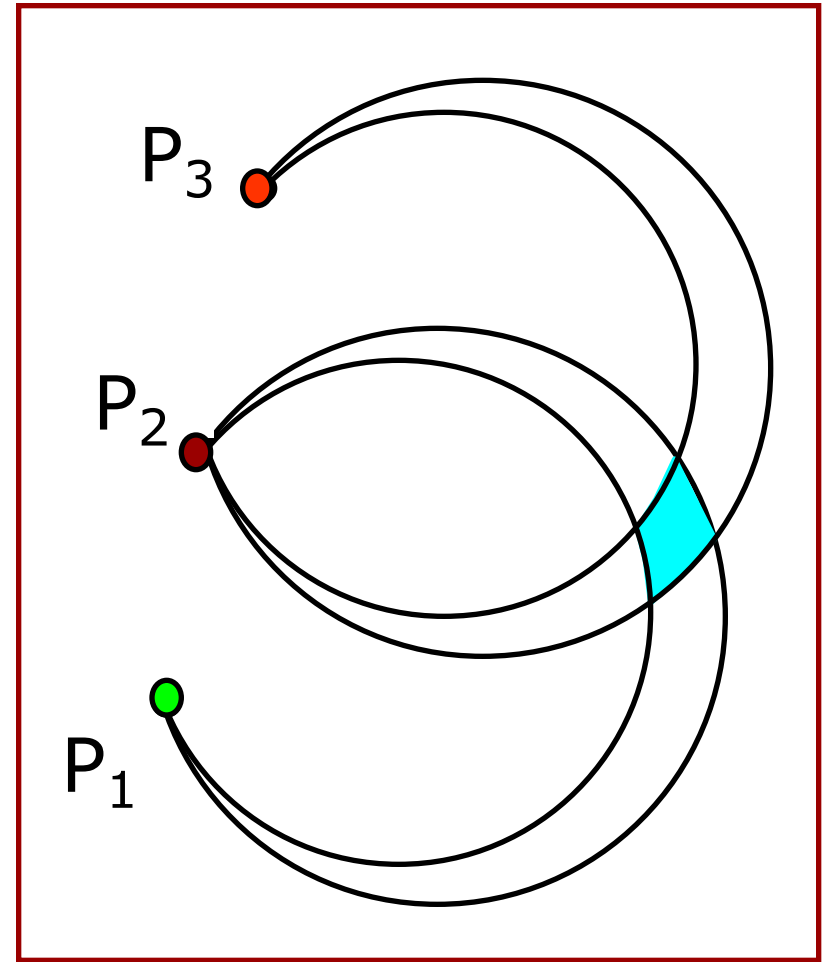
$$D_2^2 = z_2^2 + z_3^2 - 2 z_1 z_2 \cos(\beta)$$

$$D_3^2 = z_1^2 + z_3^2 - 2 z_1 z_2 \cos(\alpha + \beta)$$

Landmark Measurements with Uncertainty



Distance only



Bearings only

Summary (1)

- **Explicitly modeling uncertainty in sensing is key to robustness**
- In many cases, good models can be found by the following approach:
 - Determine the parametric model of a noise-free measurement
 - Analyze the individual sources of noise
 - Add adequate noise to parameters (add densities for noise)
 - Learn parameters by fitting a model to the data

Summary (2)

- **The likelihood of a measurement is given by “probabilistically comparing” the actual with the expected measurement**
- It is extremely important to be aware of the underlying assumptions!

Midterm

- This lecture is included in the Midterm

Acknowledgment

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