Sampling-Based Gaussian Estimation of Probability of Collision for Safe Planning

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***Abstract*—This is the abstract.**

***Index Terms*—collision probability, motion planning, safety, uncertainty.**

I. Introduction

THe use of robots in elderly care is becoming increasingly likely throughout the world, as the population of elderly people is beginning to overtake the number of potential caregivers.

II. Related Work

III. Estimating Probability of Collision

A. Problem Statement

We consider a robot operating in an environment with obstacles.The motion model of the robot is given as:

$$x_{t+1} = g(x_{t-1}, u_{t-1}, m), m \sim \mathcal{N}(0, R_t)$$

where $x_t \in \mathcal{C}$ is the configuration of the robot at time t, $u_t \in R^{n_u}$ is the applied control input, and m is a zero-mean Gaussian noise variable with variance R_t.

During execution of the motion plan, the robot obtains measurements of surrounding landmarks. The sensor model of the robot is given as:

$$z_t = h(x_t, l, n), n \sim \mathcal{N}(0, Q_t)$$

where $z_t \in R^{n_z}$ is the measurement obtained at time t, $l \in R^{n_l}$ is the location of the landmark that is observed, and n is a zero-mean Gaussian noise variable with variance Q_t.

We assume the existence of a nominal plan computed by a motion planner. The nominal plan is defined by:

$$[x_0^*, u_0^*, ..., x_N^*, u_N^*]$$

where $x_t^* = g(x_{t-1}^*, u_{t-1}^*, 0)$ for $0 < t \leq N$, where N is the number of configurations in the motion plan.

With the preliminary notation established, we can now express our problem statement. Our goal is to estimate the probability of collision p_c for the nominal plan. More formally, this probability is represented as:

$$p_c = p\left(\bigvee_{t=0}^{N} x_t^* \notin \mathcal{C}_F\right)$$

where $\mathcal{C}_F \subset \mathcal{C}$ represents the space of non-colliding configurations.

B. Formulation and Assumptions

Much of existing literature on this subect assumes that we can represent obstacles in the environment as known constraints on the robot's feasible locations in the workspace. However, we do not make that assumption, and we assume that there instead exists a collision checker $\phi : \mathcal{C} \rightarrow \{TRUE, FALSE\}$, which can determine if a configuration is in collision. If $x \notin \mathcal{C}_F$, $\phi(x) = TRUE$; otherwise $\phi(x) = FALSE$ [1].

The assumption of an available collision checker contrasts our formulation from other literatures, which tend to only consider point robots through the formulation of known robot location constraints based on obstacles. Our formulation lets us consider the possibility of non-point robots, whose locations in the workspace may cause collisions with obstacles due to the robots having 3D-geometries and being situated with complex orientations.

We assume that the Extended Kalman Filter (EKF) localization algorithm [4] is used to compute $\hat{x_t}$, an estimate of the robot's true configuration, x_t, at time t. The covariance of the EKF estimate of x_t is given by Σ_t. We assume that there is a set of already known landmarks in the environment, $L = l_1, ..., l_{n_l}$, where n_l is the number of landmarks, and that data association between sensor measurements and landmarks is known.

Due to the Gaussian noise in the motion model, we expect that the robot will deviate from the nominal motion plan during its execution. To compensate for the motion uncertainty, we assume that the robot operates with a closed-loop feedback controller [3]. We assume that there exists a linear feedback control law that operates on the EKF estimate of the robot configuration and attempts to keep the robot close to the nominal plan. This feedback policy is given as:

$$\bar{u_t} = L_{t+1}(\hat{x_t} - x_t^*)$$

where L_t is the control gain matrix, which is contingent on the choice of feedback controller [3] and $\bar{u_t}$ is the necessary deviation from the nominal control input u_t^* to account for the robot's deviation from the nominal plan. It follows that $u_t = \bar{u_t} + u_t^*$, where u_t represents the true control input to be executed by the robot–given the deviation of the robot's estimated configuration $\hat{x_t}$ from the nominal configuration x_t^*.

C. Sources of Difficulty

Computing the probability of collision for a motion plan in practice is a difficult task. There are three key sources of the difficulty:

1) Uncertainty in robot motion and sensor models
2) Dependent individual events of collision
3) Computational time of Monte-Carlo simulations

We proceed to describe each of these sources.

1) Model Uncertainty: Robot motion is often corrupted by noise. We find that when we command a robot to follow a nominal control input, it often does not follow the command exactly due to various factors–usually wheel slippage due to lack of uniformity of surfaces.

Furthermore, sensor measurements that are used to localize a robot are also corrupted by natural noise and innaccuracy. Using sensor measurements for localization naturally causes uncertainty in the robot's known position. When using a state estimate as an input to a feedback control loop to correct the robot's position, there is a subsequent uncertainty in the accuracy of the desired controller adjustment–despite the desired intention of following the nominal motion plan.

2) Dependence between Collision Events: A key feature of this problem is that the event of a collision not occurring at a configuration x_t of a motion plan is not independent of the event of a collision not occurring at previous configurations of the motion plan. More formally:

$$p(x_t \in \mathcal{C}_F) \neq p\left(x_t \in \mathcal{C}_F | \bigwedge_{i=0}^{t-1} x_i \in \mathcal{C}_F\right)$$

Prior approaches to solving this problem cite here often consider the events of collisions along the motion plan to be independent of each other, which can lead to an overly conservative estimate of the probability of collision for a motion plan. Incorporating the fact that the collision events (and non-collision events) are dependent on each other increases the difficultly of computing an accurate estimate of the probability of collision.

3) Computational Time of Monte-Carlo Simulations: Running a large number of Monte-Carlo simulation, each having a large number of particles, can–in theory–give the true probability of collision for a motion plan. The idea of a Monte-Carlo simulation is to simulate the motion of thousands of particles, each particle representing a potential configuration of a robot's configuration given uncertainty in the robot's true configuration x_t. By finding the proportion of particles that did not collide with obstacles at all during the entirety of a motion plan, we can have an estimate of the probability of collision.

However, a single Monte-Carlo simulation is generally not sufficient, and we would need to average the proportions of colliding-particles across hundreds or even thousands of Monte-Carlo simulations to obtain an accurate estimate of the true probability of collision for the motion plan.

Furthermore, running a single Monte-Carlo simulation with thousands of particles can be very computationally expensive due to the compounding of time required for collision checking. Running thousands of Monte-Carlo simulations compounds the computation time even further, causing this approach to be a poor idea in practice.

D. Metric Evaluation

Given the sources of difficulty for this problem, we primarily strive to compute an accurate estimate of the true probability of collision for a motion plan. We also seek to compute the probability of collision for the plan in an amount of time that is approximately less than or equal to the time required for a single Monte-Carlo simulation while within the error bounds of the average proportion of colliding particles that would be computed from executing hundreds of Monte-Carlo simulations with many particles in each simulation instance.

IV. Method

Algorithm 1 Calculate $y = x^n$

```
Require: $n \geq 0 \vee x \neq 0$
Ensure: $y = x^n$
  $y \leftarrow 1$
  if $n < 0$ then
    $X \leftarrow 1/x$
    $N \leftarrow -n$
  else
    $X \leftarrow x$
    $N \leftarrow n$
  end if
  while $N \neq 0$ do
    if $N$ is even then
      $X \leftarrow X \times X$
      $N \leftarrow N/2$
    else {$N$ is odd}
      $y \leftarrow y \times X$
      $N \leftarrow N - 1$
    end if
  end while
```

Our approach

V. Results

VI. Discussion

VII. Conclusion

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References

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