

# Introduction to Localization

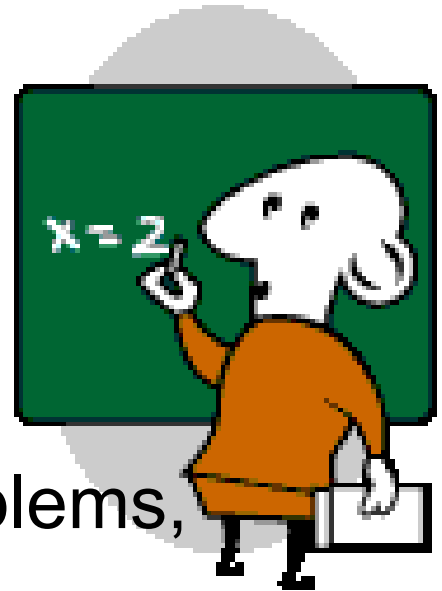
*Department of Electrical and Electronics Engineering*  
*Dr. Afşar Saranlı*

*Lecture slides heavily use material from the textbook and  
Sebastian Thrun, Lecture Slides; <http://www.probablistic-robotics.org/>*



# What we will discuss

- Define *Localization* problems,
- Note the fundamental difficulty of localization,
- Present a taxonomy of localization problems,
- Discuss relative difficulties,
- Markov Localization,
- Discuss our fundamental need to go further...





# Mobile Robot Localization

- A important canonical problem of mobile robotics.
- **What is it?**

**Determine (estimate) the *pose*  $x_t = (x \ y \ \theta)$  of a robot relative to a *given map* ( $m$ ) of an environment!**

**Determine (estimate) a coordinate transformation**

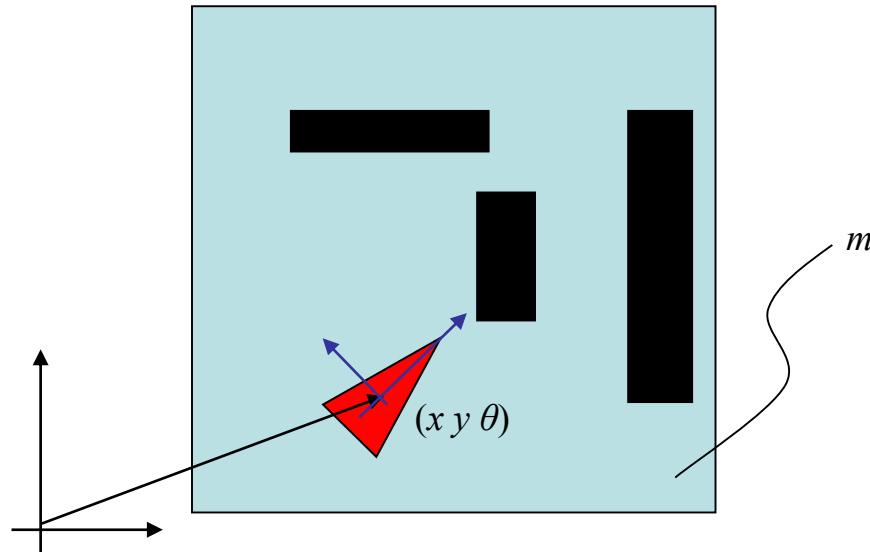
(between the global world frame (map coordinate system) and the local robot frame (where the sensors operate))

Two alternate views



# Localization

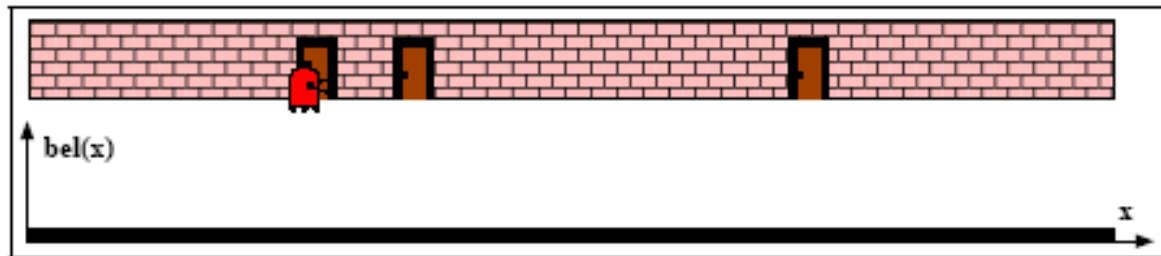
- If pose (state)  $\mathbf{x}_t = (x \ y \ \theta)$  was known...
- No localization problem!
- The coordinate transformation can readily be specified (assuming  $\mathbf{x}_t$  is expressed in the same global coordinate frame as the map  $m$ ).





# Fundamental Difficulty

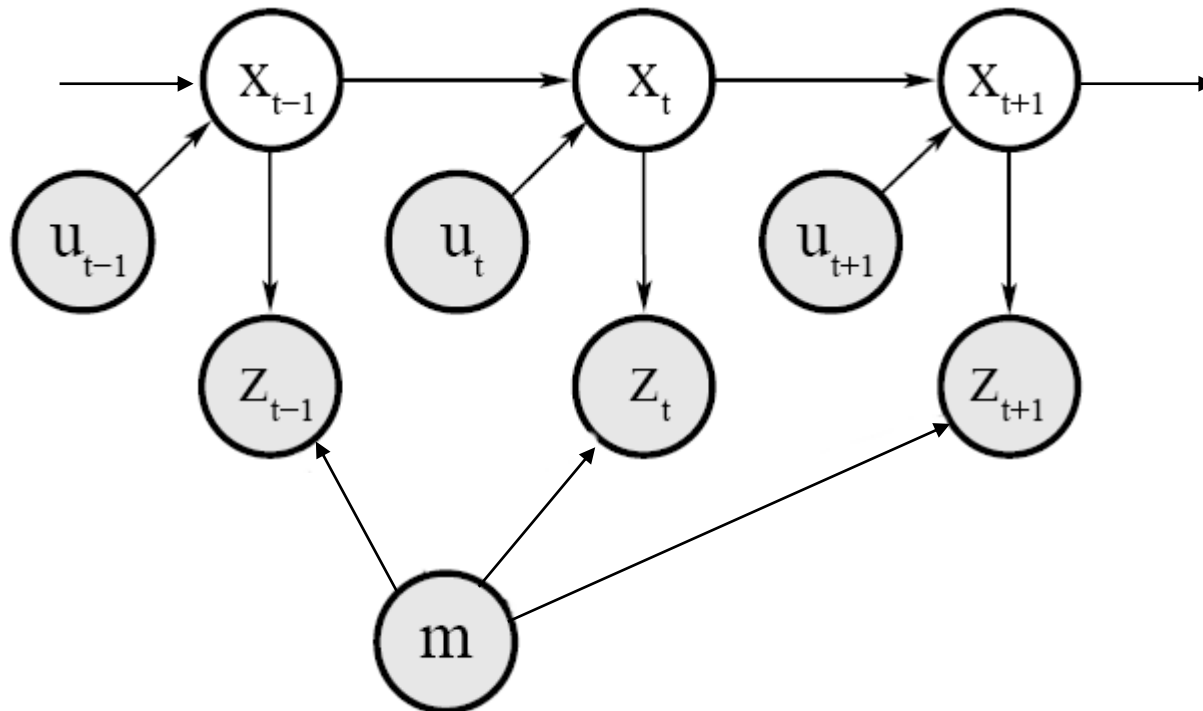
- *Pose* (or *state* in general) is usually not directly measurable by the mobile robot,
- It needs to be *inferred* from measurement data,
- **Usually over a collection of successive sensor measurements.**





## DBN of Localization Process

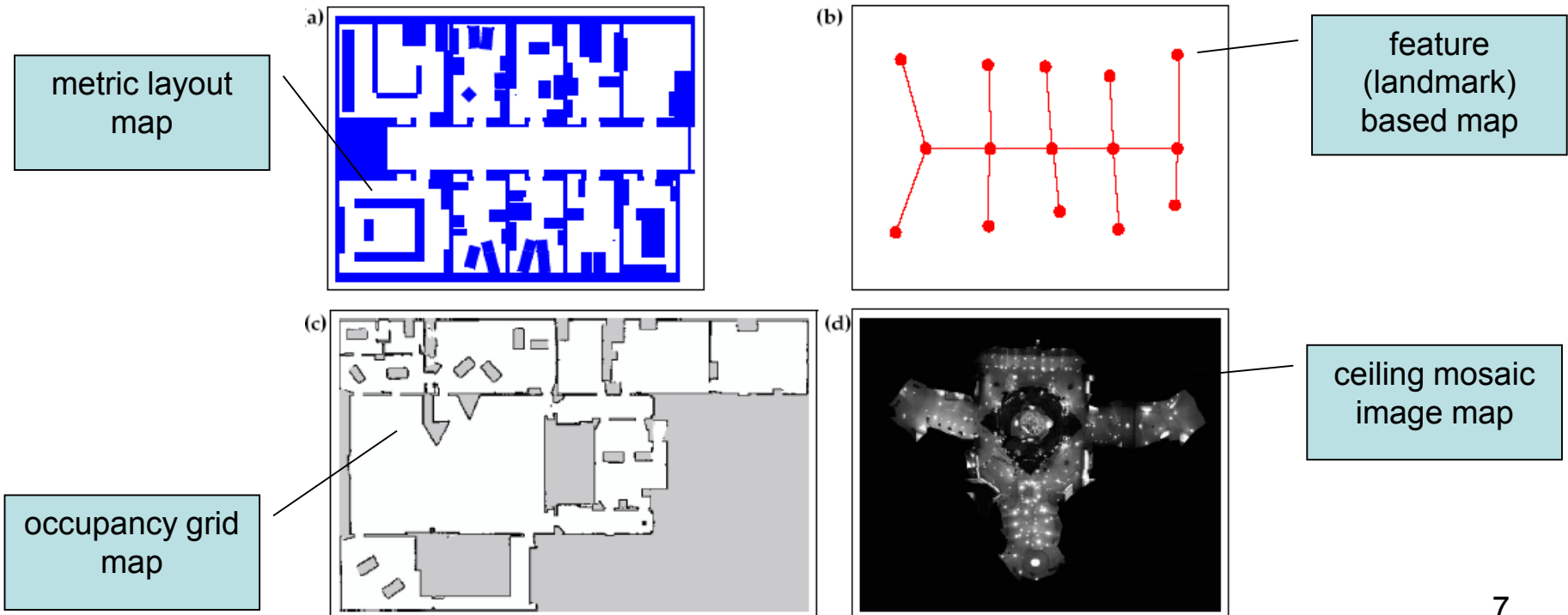
- Remember the Dynamic Bayesian Network representing the probabilistic relation between states, controls and observations:





# Relation with Map Representation

- Map representations will later be discussed further,
- Different localization approaches based on different map representations:





# A “taxonomy” of Localization

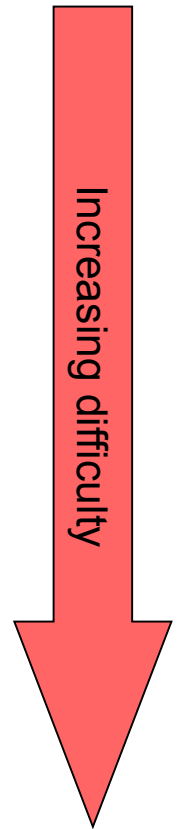
- In relation to the *nature of the environment* and the *initial knowledge*:
  - **Local versus Global localization**,  
(Position tracking, global localization, kidnapped robot problem)
  - **Static versus Dynamic environments**,  
(Persistent vs transient changes, state augmentation, filtering)
  - **Passive versus Active approaches**,  
(observation only versus active control for better localization)
  - **Single robot versus Multi-robot**.  
(belief representation and information sharing - communication)





# Local versus Global

- **Local problem (*position tracking or tracking*)**,
  - Assumes known initial pose,
  - Small noise due to sensors and motion,
  - Unimodal Gaussian densities appropriate
- **Global localization**
  - Unknown initial pose but robot knows it is lost,
  - Large initial uncertainty,
  - Multi-modal or non-parametric densities required
- **Kidnapped Robot Problem**
  - Robot does not even know it is lost!!





# Static versus Dynamic

- **Static Environments**

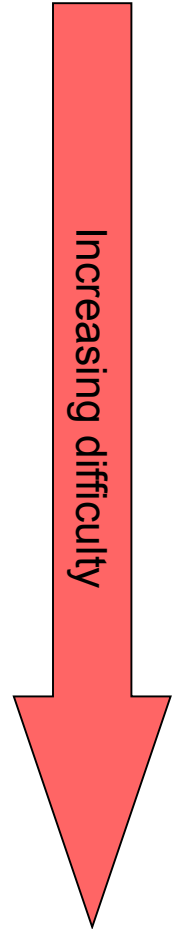
- The only changing variable is robot *pose* (or *state*),
- All other aspects of env. (map, other entities) static,
- Nice properties and efficient solutions...

- **Dynamic Environments**

- Other entities whose state changes with time,
- Persistent changes (standing humans, doors, furniture),
- Transient changes (fast moving humans, vehicles)

- **Handling Dynamic Environments**

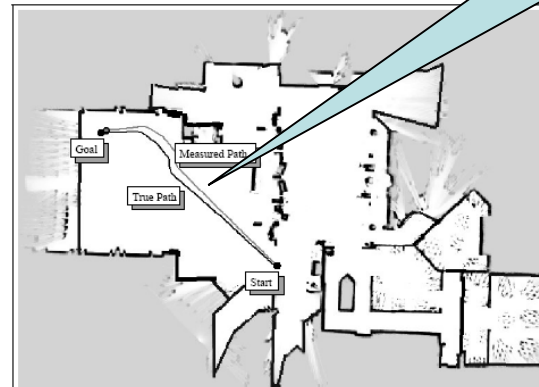
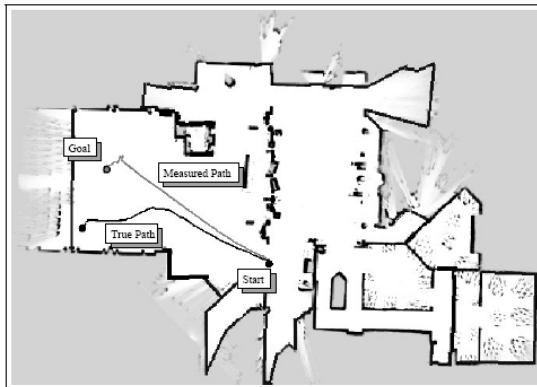
- State augmentation (increased complexity),
- Pure noise treatment (for fast transients),
- Measurement Filtering (validation)





# Passive versus Active Approaches

- Can Localization take control of the motion of the Robot?
- **Passive approaches:** Localization is an *observer*,
- **Active approaches:** Localization may take control of the robot motion to:
  - *Minimize error of localization,*
  - *Minimize costs associated with localization errors*
  - Remember: Coastal Navigation

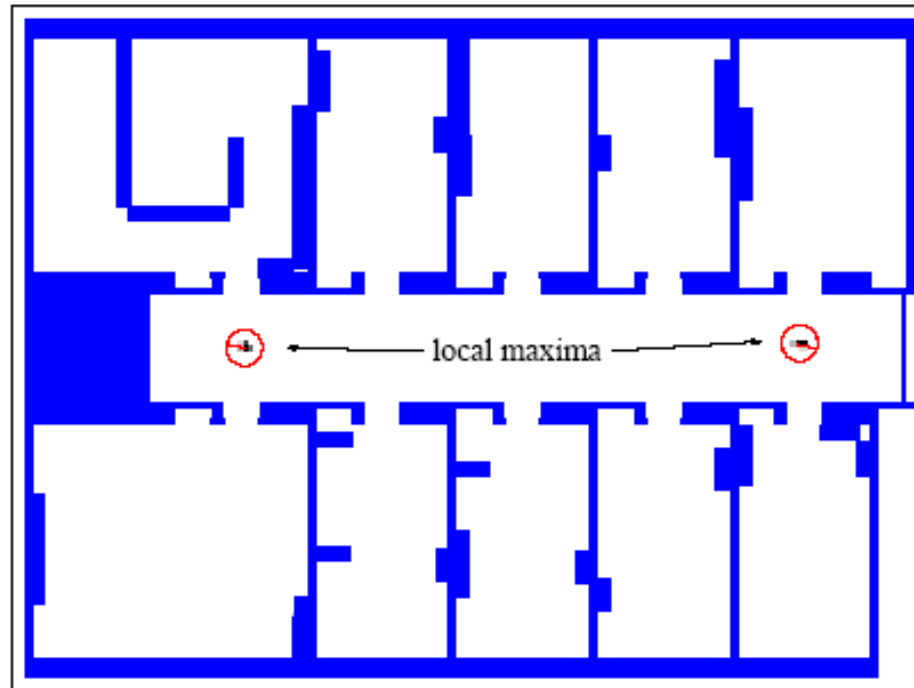


Robot is navigated to stay close to the map features hence stay localized



# Active Approach Example

- What is happening here?
- How to solve it?





# Single versus Multi-Robot

- **Single-robot most common,**
- **Multi-robot is increasingly an active area,**
- **Team of Robots in an area:**
  - Can be solved for individual robots as before, but...
  - What if robots can detect each other?
  - What if robots can communicate and share belief?
- **Collaboration raises interesting and non-trivial research questions...**



# Markov Localization

- Probabilistic localization algorithms are all variants of the *Bayes Filter*,
- *Markov Localization* is direct extension of the Bayes Filter to *Localization* problem:

```
1:   Algorithm Markov_localization( $bel(x_{t-1}), u_t, z_t, m$ ):  
2:     for all  $x_t$  do  
3:        $\overline{bel}(x_t) = \int p(x_t \mid u_t, x_{t-1}, m) bel(x_{t-1}) dx$   
4:        $bel(x_t) = \eta p(z_t \mid x_t, m) \overline{bel}(x_t)$   
5:     endfor  
6:   return  $bel(x_t)$ 
```

```
1:   Algorithm Bayes_filter( $bel(x_{t-1}), u_t, z_t$ ):  
2:     for all  $x_t$  do  
3:        $\overline{bel}(x_t) = \int p(x_t \mid u_t, x_{t-1}) bel(x_{t-1}) dx_{t-1}$   
4:        $bel(x_t) = \eta p(z_t \mid x_t) \overline{bel}(x_t)$   
5:     endfor  
6:   return  $bel(x_t)$ 
```



# Markov Localization Example

- Remember?

1: Algorithm Markov\_localization( $bel(x_{t-1}), u_t, z_t, m$ ):

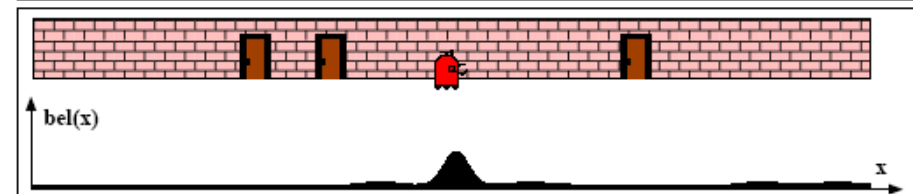
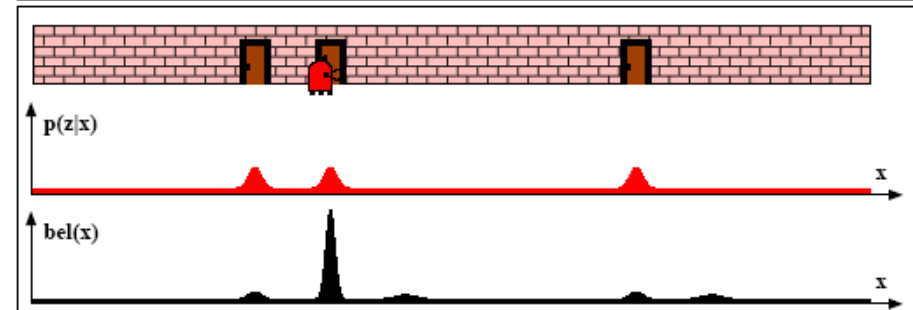
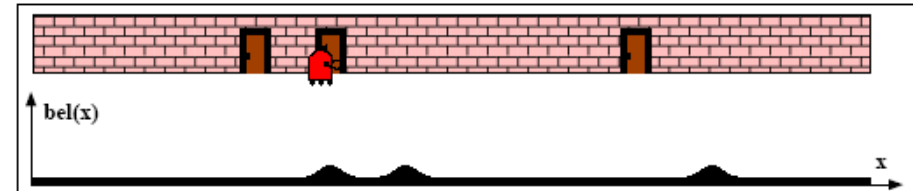
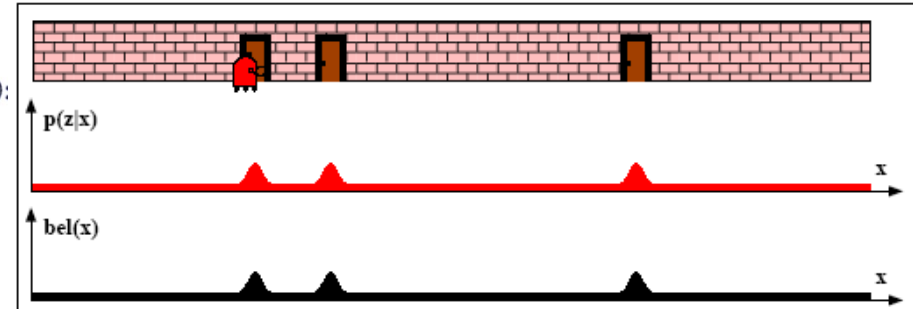
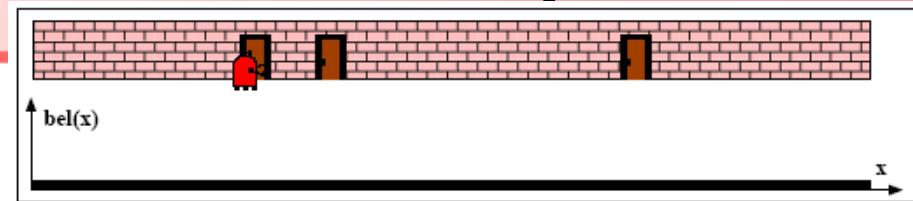
2:   for all  $x_t$  do

3:      $\overline{bel}(x_t) = \int p(x_t | u_t, x_{t-1}, m) bel(x_{t-1}) dx$

4:      $bel(x_t) = \eta p(z_t | x_t, m) \overline{bel}(x_t)$

5:   endfor

6:   return  $bel(x_t)$





## Where do we go from here?

- Appears like we cannot go any further before being able to obtain these “models”:

```
1: Algorithm Markov_localization( $bel(x_{t-1}), u_t, z_t, m$ ):  
2:   for all  $x_t$  do  
3:      $\overline{bel}(x_t) = \int p(x_t | u_t, x_{t-1}, m) bel(x_{t-1}) dx$   
4:      $bel(x_t) = \eta p(z_t | x_t, m) \overline{bel}(x_t)$   
5:   endfor  
6:   return  $bel(x_t)$ 
```

The “*motion model*”

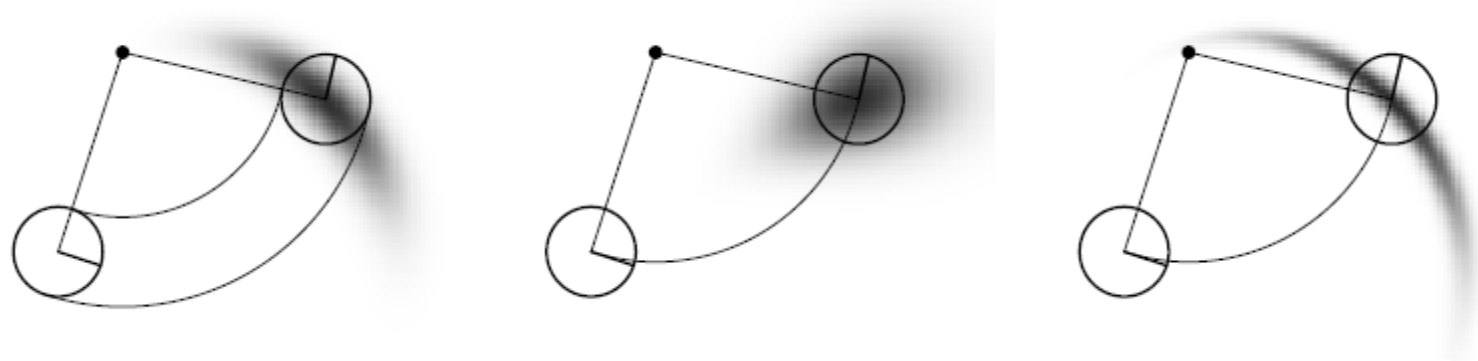
The “*sensor model*”





**Up Next:**

# Probabilistic Models of Robot Motion



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