

# HERE Technologies Research Proposal

Reinhold Ludwig, Xinming Huang, Anurag Desai

October 25, 2018

# 1 Introduction

Autonomous vehicles have the potential to revolutionize the transportation industry by drastically improving safety and efficiency of transportation. In order to navigate through complex environments the vehicles rely on wide array of sensors like Light Detection And Ranging (LiDAR), Camera, Inertial Measurement Unit (IMU), Global Navigation Satellite System (GNSS). The level of autonomy in Autonomous Driving Systems is determined by its ability to perceive and navigate in complex environments. Simultaneous Localization And Mapping (SLAM) has been an active area of research in Robotics [1] [2]. To accomplish this task the system needs to sense and generate an accurate map of the environment using different SLAM techniques, find its location in the map using Monte Carlo Localization [3] or Kalman filter based localizations and navigate to the destination. Several approaches have been proposed [1] [4], however the most successful one [5] was developed by Stanford Artificial Intelligence Lab.

Most of the related work conducted has been focused on very specific and constrained environments, however to achieve a fully autonomous system, the challenge of mapping large-scale environments needs to be tackled. The objective of this project is to develop a system that can not only generate a three dimensional large-scale map but also add more detailed information to the map data.

# 2 Related Work

Different Mapping Techniques that have been deployed for generating map data can be broadly classified into LiDAR Mapping [6], Visual Mapping [7] and Sensor Fusion based Mapping [8]. LiDAR based mapping is usually preferred as it generates accurate point clouds data which provide a depth perception of the image. This depth information is extremely useful in navigation. Visual mapping is primarily based on camera data. Unlike LiDARs, Cameras require ambient lighting and cannot provide depth information by default. However, cameras provide better scene segmentation and understanding [9]. We can also use multi camera system [10] to gain depth perception along with different wide field of view lenses or fisheye lenses [11] to gain more information. The sensor fusion based approach tries to combine the data from all the sensors and generates a map that has a depth perception of LiDAR as well as better scene segmentation of Camera. Other sensors commonly used are RADAR for navigation and obstacle detection, IMU and GNSS for better localization. Figure 1 lists all the advantages and drawbacks of different sensors and provides a graphical explanation of how sensor fusion helps in overcoming individual sensor shortcomings.

	Camera	LiDAR	Radar	Camera+Radar+LiDAR
Object Detection	●	●	●	●
Object Classification	●	●	●	●
Range of Visibility	●	●	●	●
Lane Tracking	●	●	●	●
Functionality in Bad Weather	●	●	●	●
Functionality in Poor Lighting	●	●	●	●
● Good ● Mixed ● Poor				

Figure 1: Sensor Comparison [12]

The data collected from all these sensors is then processed and map is generated. Different map generation methods for unknown map environments are based on probabilistic frameworks. In the case of autonomous vehicles the real-time map generation is very computationally intensive, needs very heavy optimization. The online probabilistic algorithms are based on Markov assumption to estimate the current pose and generate map agnostic of the previous data collected about the same environment. Markov assumption states that past information is irrelevant if pose and map is known. This assumption helps in reducing the computational complexity and is very useful in small-scale environments [13]. The most commonly used online algorithms are Unscented Kalman Filter [14], FastSLAM [15] and FastSLAM 2.0 [16]. The offline set of probabilistic algorithms integrate previous and present data to estimate previous set of poses visited by the vehicle and generate the map based on it. GraphSLAM is one of the most successful implementations of offline Full-SLAM (offline algorithms that estimate the entirety of previous poses) [4].

### 3 Proposed Mapping Technique

We propose a system which builds on previously mentioned work and improves on it by focusing on two major aspects:

- Reusing Prior Maps
- Adding more information to Existing Map Data

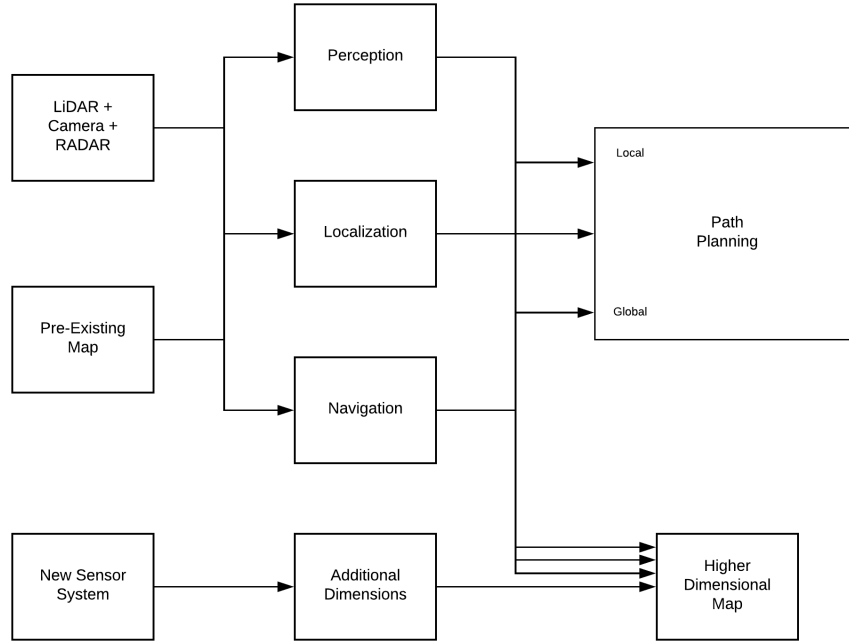


Figure 2: Proposed System

Cite 9 remaining papers

## 4 Conclusion

The

## References

- [1] H. Durrant-Whyte and T. Bailey, “Simultaneous Localisation and Mapping (SLAM): Part I The Essential Algorithms,” p. 9.
- [2] T. Bailey and H. Durrant-Whyte, “Simultaneous localization and mapping (SLAM): part II,” *IEEE Robotics Automation Magazine*, vol. 13, no. 3, pp. 108–117, Sep. 2006.
- [3] S. Thrun, D. Fox, W. Burgard, and F. Dellaert, “Robust Monte Carlo localization for mobile robots,” *Artificial Intelligence*, vol. 128, no. 1, pp. 99–141, May 2001. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0004370201000698>

- [4] S. Thrun and M. Montemerlo, “The Graph SLAM Algorithm with Applications to Large-Scale Mapping of Urban Structures,” *The International Journal of Robotics Research*, vol. 25, no. 5-6, pp. 403–429, May 2006. [Online]. Available: <https://doi.org/10.1177/0278364906065387>
- [5] J. Levinson, M. Montemerlo, and S. Thrun, “Map-Based Precision Vehicle Localization in Urban Environments,” in *Robotics: Science and Systems III*. Robotics: Science and Systems Foundation, Jun. 2007. [Online]. Available: <http://www.roboticsproceedings.org/rss03/p16.pdf>
- [6] J. Levinson and S. Thrun, “Robust vehicle localization in urban environments using probabilistic maps,” in *2010 IEEE International Conference on Robotics and Automation*. Anchorage, AK: IEEE, May 2010, pp. 4372–4378. [Online]. Available: <http://ieeexplore.ieee.org/document/5509700/>
- [7] N. Krombach, D. Droschel, and S. Behnke, “Combining Feature-Based and Direct Methods for Semi-dense Real-Time Stereo Visual Odometry,” in *Intelligent Autonomous Systems 14*, W. Chen, K. Hosoda, E. Menegatti, M. Shimizu, and H. Wang, Eds. Cham: Springer International Publishing, 2017, vol. 531, pp. 855–868. [Online]. Available: [http://link.springer.com/10.1007/978-3-319-48036-7\\_62](http://link.springer.com/10.1007/978-3-319-48036-7_62)
- [8] V. D. Silva, J. Roche, and A. Kondo, “Fusion of LiDAR and Camera Sensor Data for Environment Sensing in Driverless Vehicles,” p. 8.
- [9] L. Heng, B. Choi, Z. Cui, M. Geppert, S. Hu, B. Kuan, P. Liu, R. Nguyen, Y. C. Yeo, A. Geiger, G. H. Lee, M. Pollefeys, and T. Sattler, “Project AutoVision: Localization and 3d Scene Perception for an Autonomous Vehicle with a Multi-Camera System,” *arXiv:1809.05477 [cs]*, Sep. 2018, arXiv: 1809.05477. [Online]. Available: <http://arxiv.org/abs/1809.05477>
- [10] A. Geiger, J. Ziegler, and C. Stiller, “StereoScan: Dense 3d reconstruction in real-time,” in *2011 IEEE Intelligent Vehicles Symposium (IV)*. Baden-Baden, Germany: IEEE, Jun. 2011, pp. 963–968. [Online]. Available: <http://ieeexplore.ieee.org/document/5940405/>
- [11] Z. Cui, L. Heng, Y. C. Yeo, A. Geiger, M. Pollefeys, and T. Sattler, “Real-Time Dense Mapping for Self-driving Vehicles using Fisheye Cameras,” *arXiv:1809.06132 [cs]*, Sep. 2018, arXiv: 1809.06132. [Online]. Available: <http://arxiv.org/abs/1809.06132>
- [12] “Self-Driving Car Fundamentals: Featuring Apollo - Udacity.” [Online]. Available: <https://classroom.udacity.com/courses/ud0419/lessons/586ac4de-a331-4c4a-862a-cef73ceec7a/concepts/06a54939-e190-4404-a9bf-c23cc7628f56>
- [13] F. Mutz, L. P. Veronese, T. Oliveira-Santos, E. de Aguiar, F. A. Auat Cheein, and A. Ferreira De Souza, “Large-scale mapping in complex field scenarios using an autonomous car,” *Expert Systems with Applications*, vol. 46, pp. 439–462, Mar. 2016. [Online]. Available: <https://linkinghub.elsevier.com/retrieve/pii/S0957417415007496>

- [14] S. Thrun, W. Burgard, and D. Fox, *Probabilistic Robotics*. MIT Press, Aug. 2005, google-Books-ID: wjM3AgAAQBAJ.
- [15] M. Montemerlo, S. Thrun, D. Koller, and B. Wegbreit, “FastSLAM: A factored solution to the simultaneous localization and mapping problem,” 2002, pp. 593–598.
- [16] M. Montemerlo and S. Thrun, *FastSLAM: A Scalable Method for the Simultaneous Localization and Mapping Problem in Robotics*, ser. Springer Tracts in Advanced Robotics. Berlin Heidelberg: Springer-Verlag, 2007. [Online]. Available: [//www.springer.com/us/book/9783540463993](http://www.springer.com/us/book/9783540463993)