Mapping and Localization

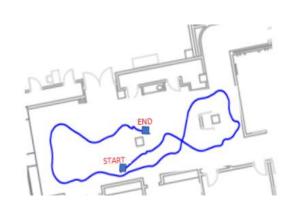
By Liuan 2018/11/18

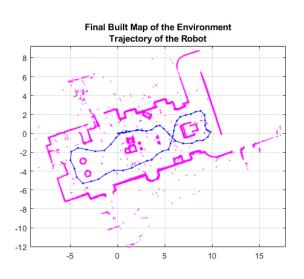
Content

- Intro to SLAM
- Occupancy Grid Maps
- What I do

SLAM

- simultaneous localization and mapping
- constructing or updating a map of an unknown environment while simultaneously keeping track of an agent's location within it





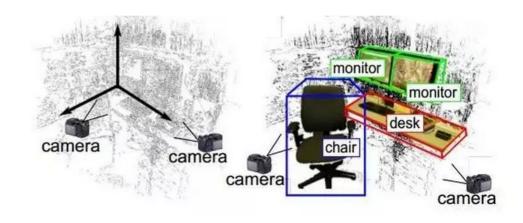
SLAM

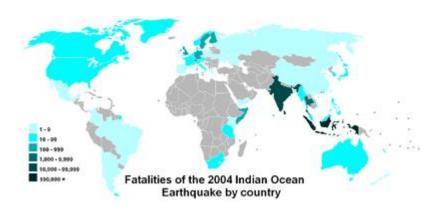
- Core issues
 - What does the world look like?
 - Where I am?
- Methods
 - EKF SLAM(卡尔曼滤波)
 - GraphSLAM(因子图)
 - Occupancy Grid SLAM
 - DP-SLAM



Map

- Metric Map (尺度地图)
- Topological Map(拓扑地图)
- Semantic Map (语义地图)







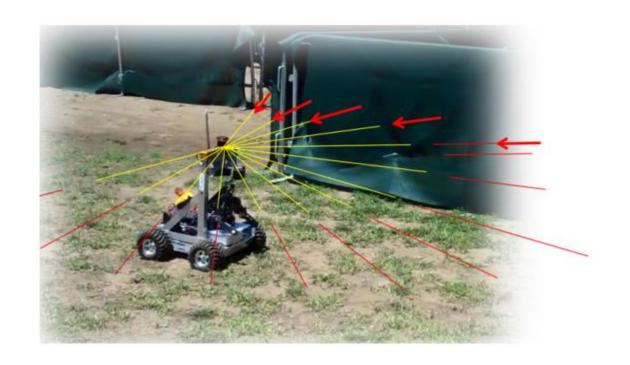
Occupancy Grid Maps

• Occupancy (占据率)

$$p(s=1)$$
 free $p(s=0)$ occupied $Odd(s)=rac{p(s=1)}{p(s=0)}$ $Odd(s|z)=rac{p(s=1|z)}{p(s=0|z)}$

$$p(s = 1|z) = \frac{p(z|s = 1)p(s = 1)}{p(z)}$$

 $p(s = 0|z) = \frac{p(z|s = 0)p(s = 0)}{p(z)}$



Occupancy Grid Maps

$$egin{aligned} Odd(s|z) &= rac{p(s=1|z)}{p(s=0|z)} \ &= rac{p(z|s=1)p(s=1)/p(z)}{p(z|s=0)p(s=0)/p(z)} \ &= rac{p(z|s=1)}{p(z|s=0)} Odd(s) \end{aligned}$$

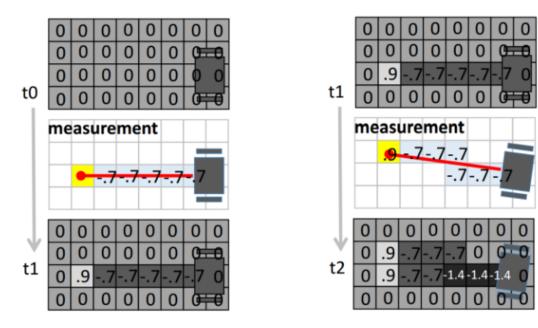
我们对两边取对数得:

$$\log Odd(s|z) = \log rac{p(z|s=1)}{p(z|s=0)} + \log Odd(s)$$

$$lofree = \log rac{p(z=0|s=1)}{p(z=0|s=0)}$$
 for $looccu = \log rac{p(z=1|s=1)}{p(z=1|s=0)}$

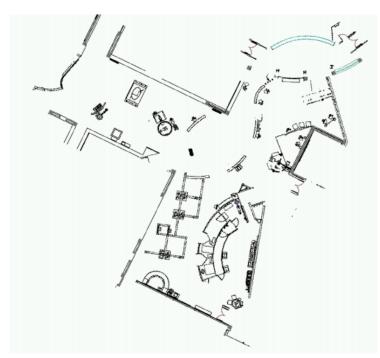
$$S^+ = S^- + lomeas$$

例如,假设我们设定 looccu = 0.9 ,lofree = -0.7 。那么,一个点状态的数值越大,就表示越肯定它是Occupied状态,相反数值越小,就表示越肯定它是Free状态。

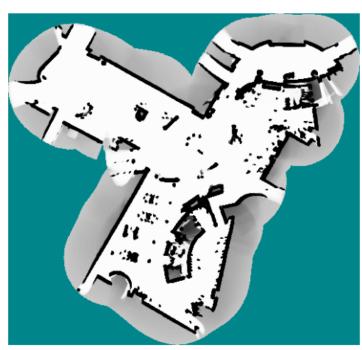


上图就展示了用两个激光传感器的数据更新地图的过程。在结果中,一个点颜色越深表示越肯定它是Free的,颜色越浅表示越肯定它是Occupied的。

Occupancy Grid Maps



CAD map



occupancy grid map

Clean-robot simplified version

- Ultrasonic sensor
- LEGO EV3
- DFS

```
function DFS(position_x, position_y)

scanning(position_x, position_y)

for i = 0 \rightarrow 4 do

next_x \leftarrow x + dir[i][0]

next_y \leftarrow y + dir[i][1]

if map[x, y]is not empty and vis[x, y] is not visit then

move(next_x, next_y)

DFS(next_x, next_y)

end if

move_back(current_x, current_y)

end for
```

Clean-robot simplified version

- move(current_x,current_y,next_x,next_y)
- scanning()
- move_back()

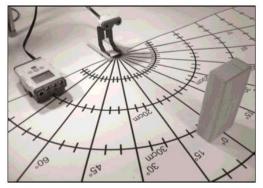
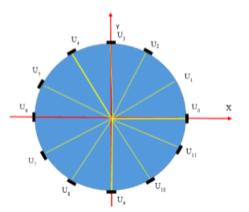
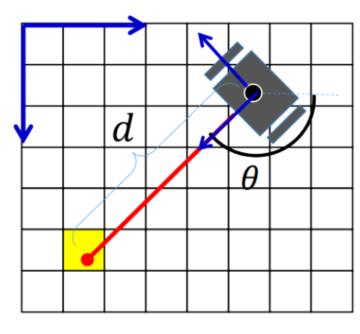
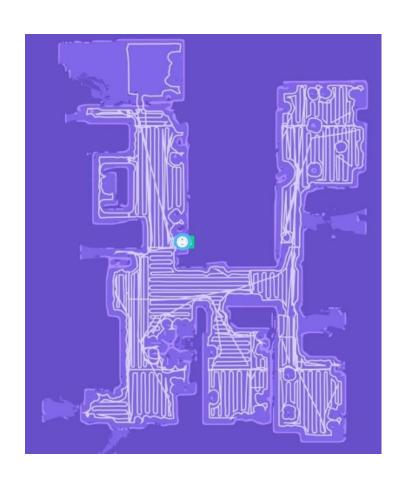


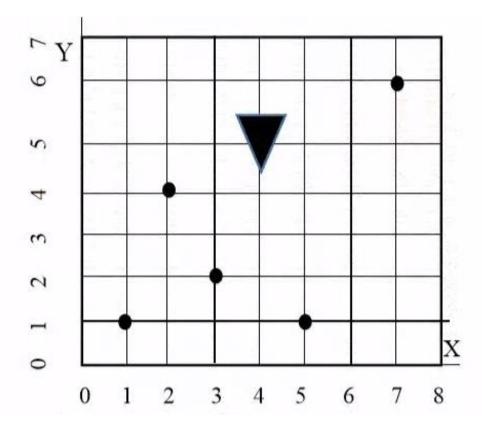
Figure 2: The NXT, sonar unit, and sonar testbed





Result





Improve

- How to move back
- Record how far have gone
- Self-correcting

Reference

- https://en.wikipedia.org/wiki/Simultaneous_localization_and_map ping
- https://zhuanlan.zhihu.com/p/21738718
- https://www.cnblogs.com/cwyblogs/p/8335064.html
- Sonar sensor virtualization for object detection and localization
- Exploiting MindStorms NXT: Mapping and Localization Projects for the AI Course
- Localization and Mapping in Local Occupancy Grid Maps: Simulation in Ackerman model mobile robot

Thanks

Q&A