

COMP0130: Robotic Vision and Navigation

Lecture 05A: Motivation and Basic Concepts of
Localization, Odometry, Mapping and SLAM

Simon Julier

Structure

- Motivate the problem
- Types of Map
- Characteristics of Landmarks
- The relationship between localization, mapping, odometry and SLAM

The Story So Far...



Clearpath Husky robot, Microstrain LORDS AHRS

Examples of Robots

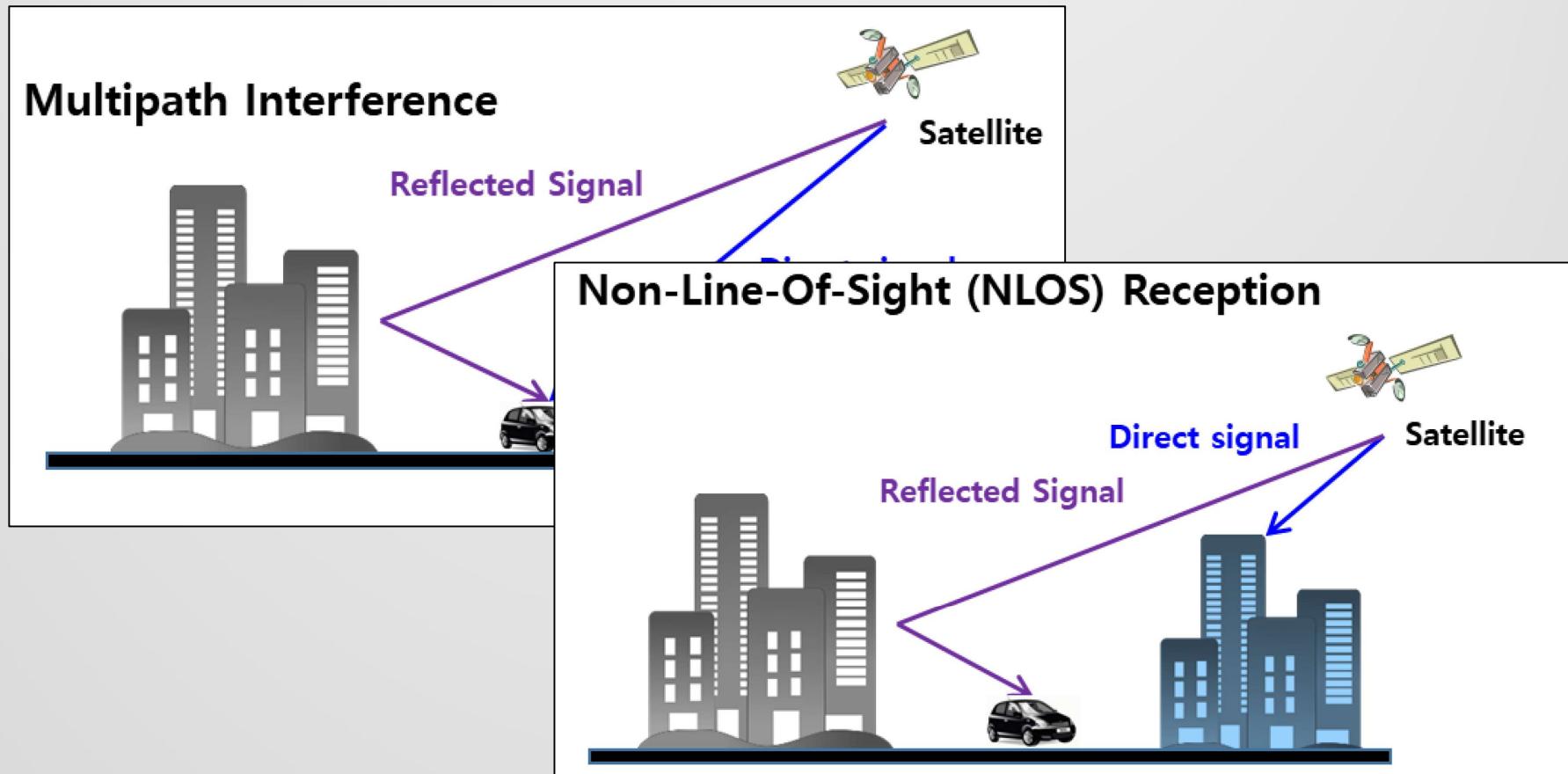


Naïo Technologies [DINO](#) vegetable
[weeding](#) robot

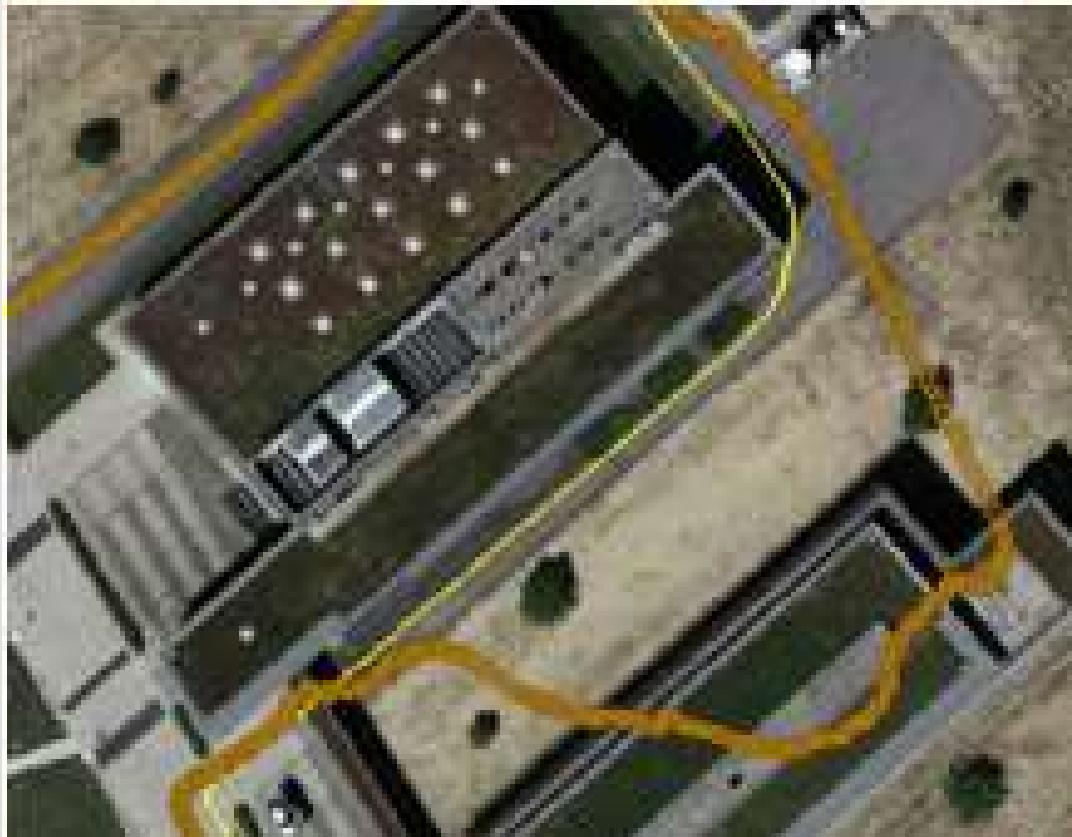


C-Enduro (University of Exeter)

Effects of Environment on GNSS



Effect of Multi-Path on GPS



From "[Improved GPS sensor model for mobile robots in urban terrain](#)"

Why Model the Environment?

- It can be used to predict where localization is bad
 - It can be used to improve localization
 - It informs collision avoidance, path planning and manipulation
-
- As a result, we can use platforms in more places and do more things

DARPA Grand Challenge Robots



Oculus Quest and the Real World



How Do We Model the Environment?

- There are many representations of how we can model the environment
- These depend upon what we want to use the model for
- There are two basic kinds:
 - Occupancy grids
 - Sparse point clouds (main focus of this module)

Occupancy Grids

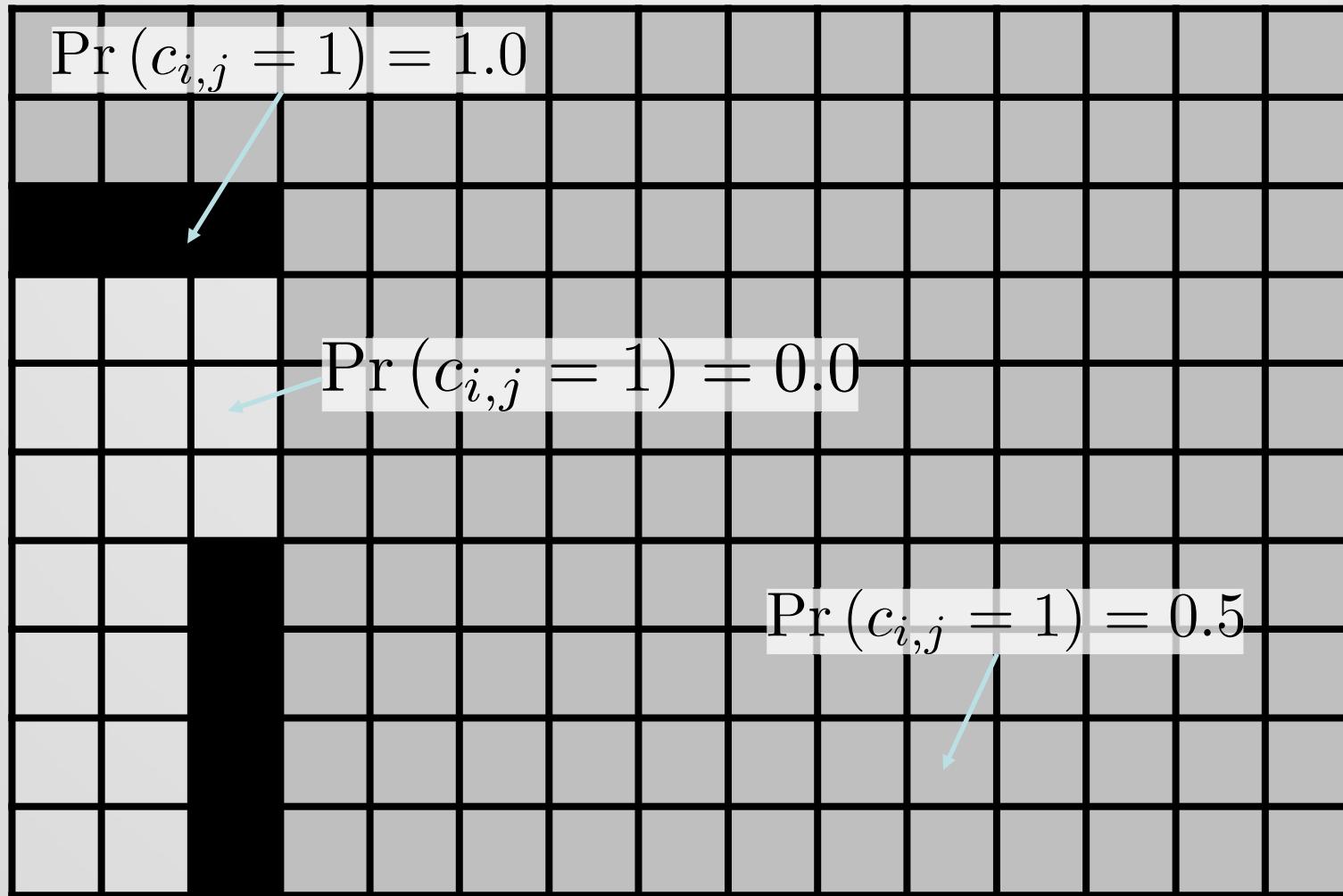
- The world is decomposed into a set of regularly-shaped volumes
- Each volume is assigned a label:

$$c_{i,j} = \begin{cases} 0 & \text{cell is free} \\ 1 & \text{cell is occupied} \end{cases}$$

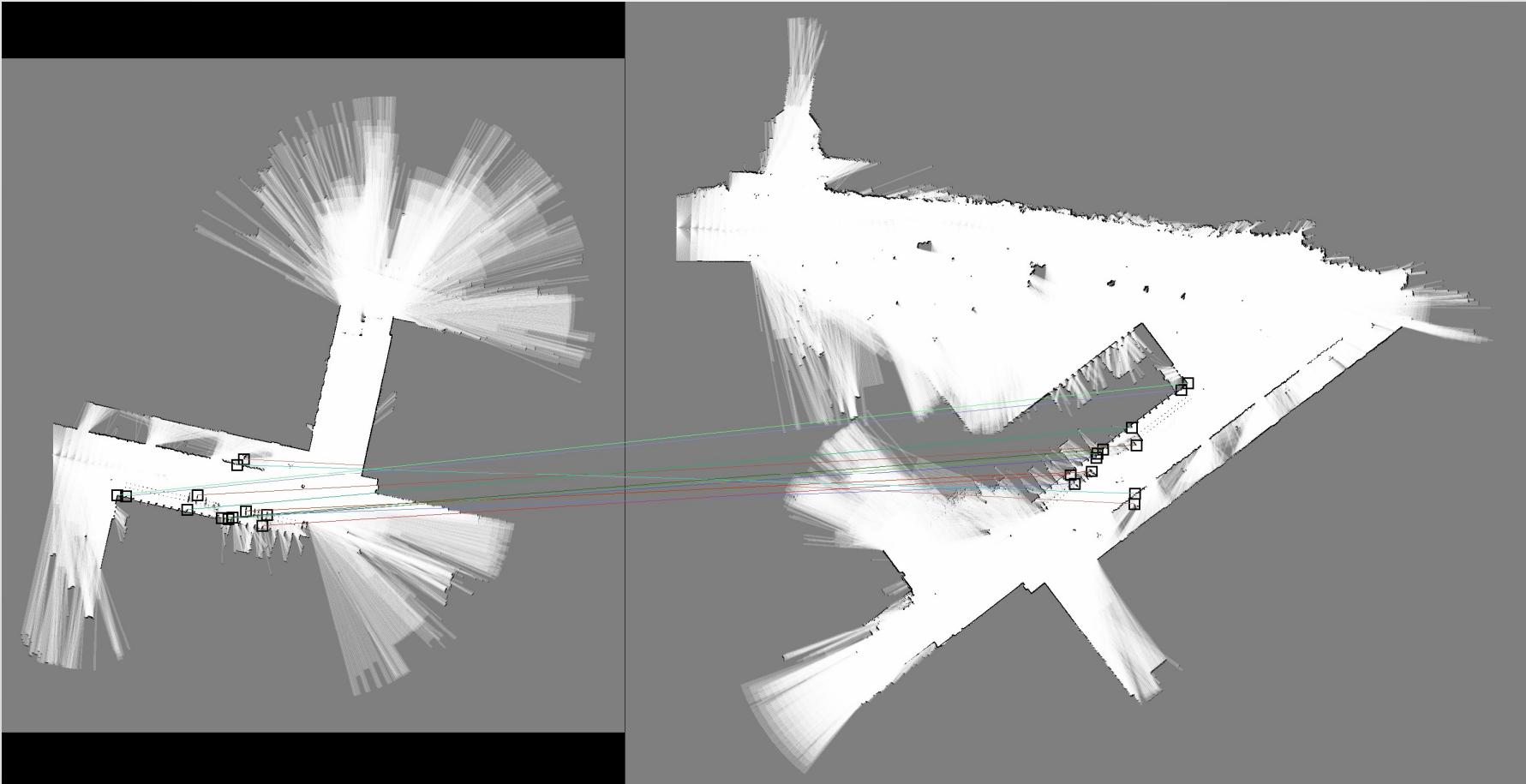
- The occupancy grid, stores for each cell

$$\Pr(c_{i,j} = 1)$$

Occupancy Grid Map



Probabilistic Occupancy Grids



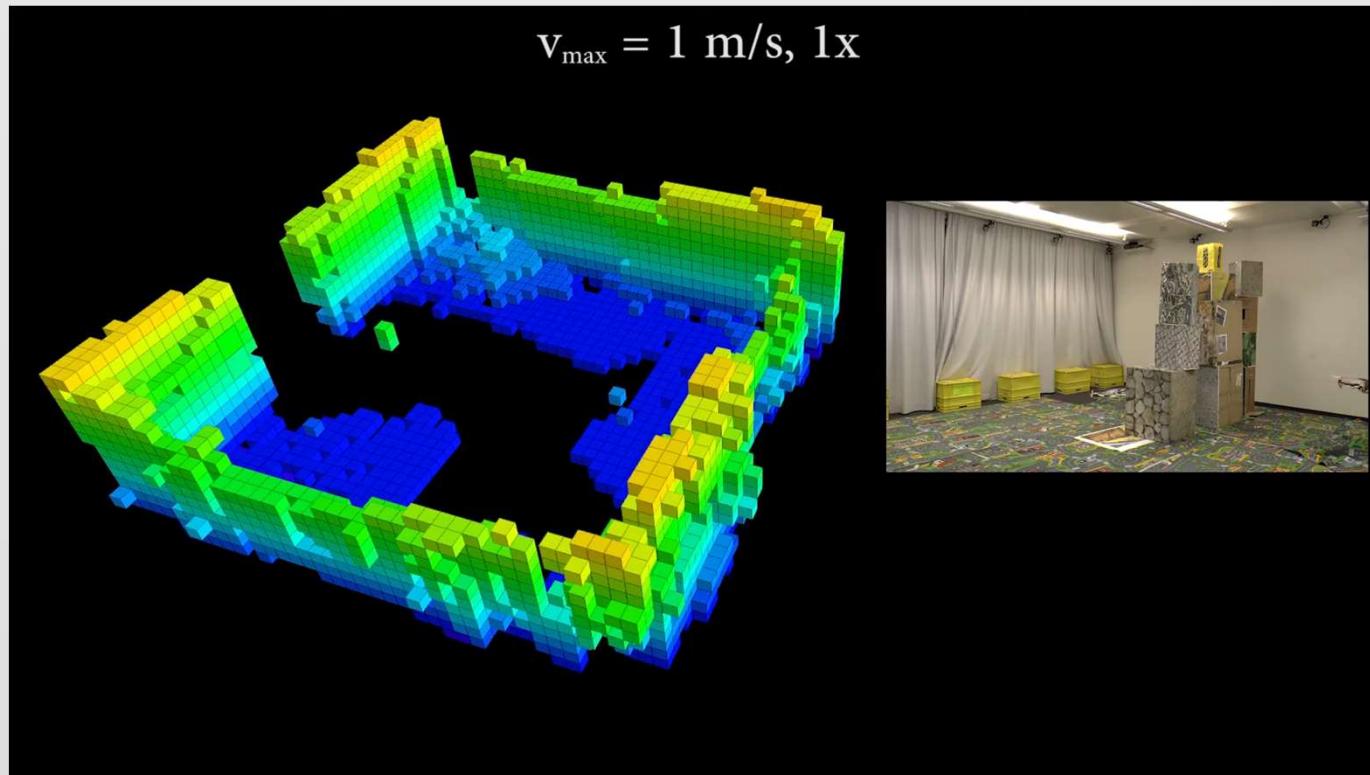
SLAM and Indoor Spaces

Laser-based SLAM with a Ground Robot

Erik Nelson, Nathan Michael

Carnegie
Mellon
University

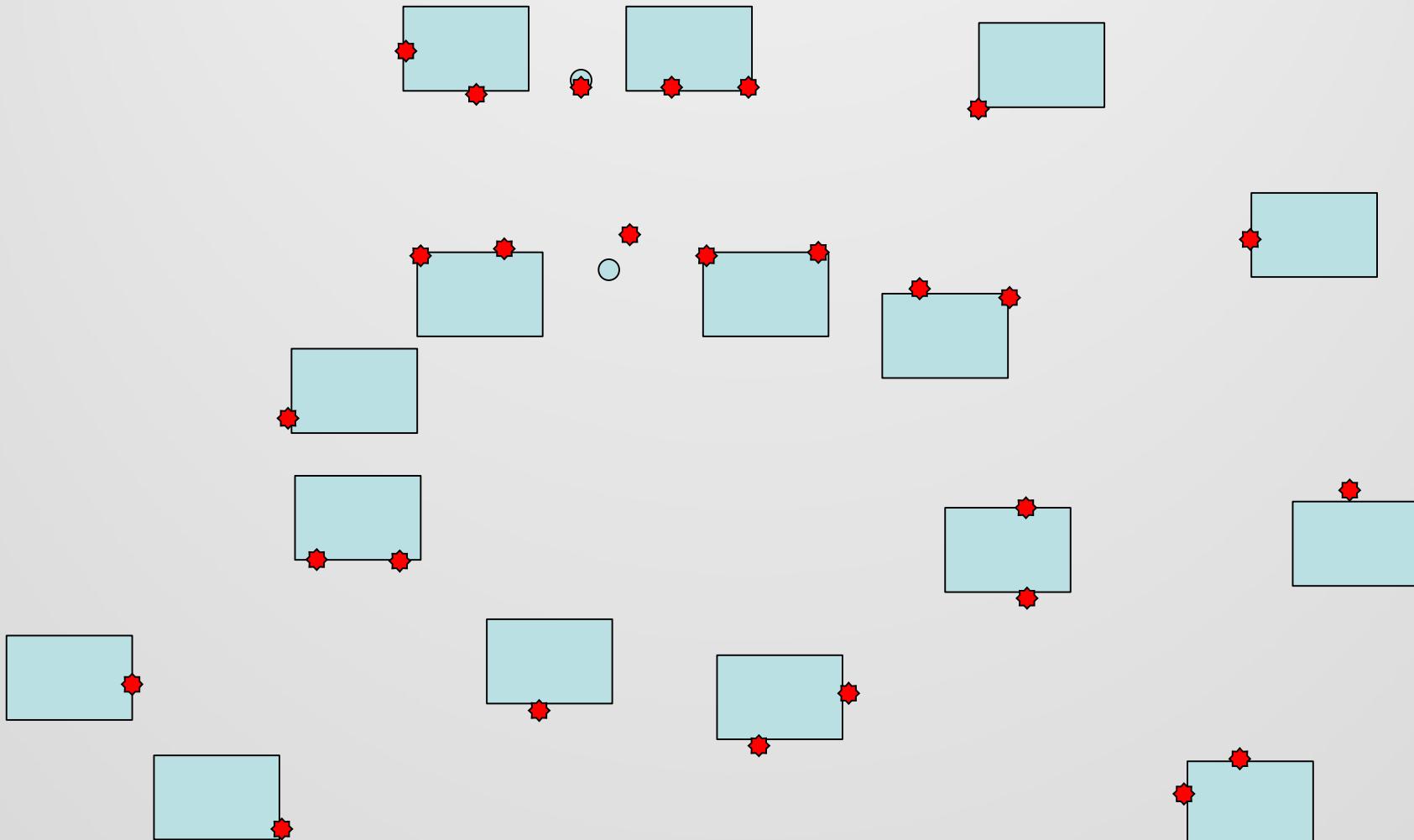
3D Occupancy Grids



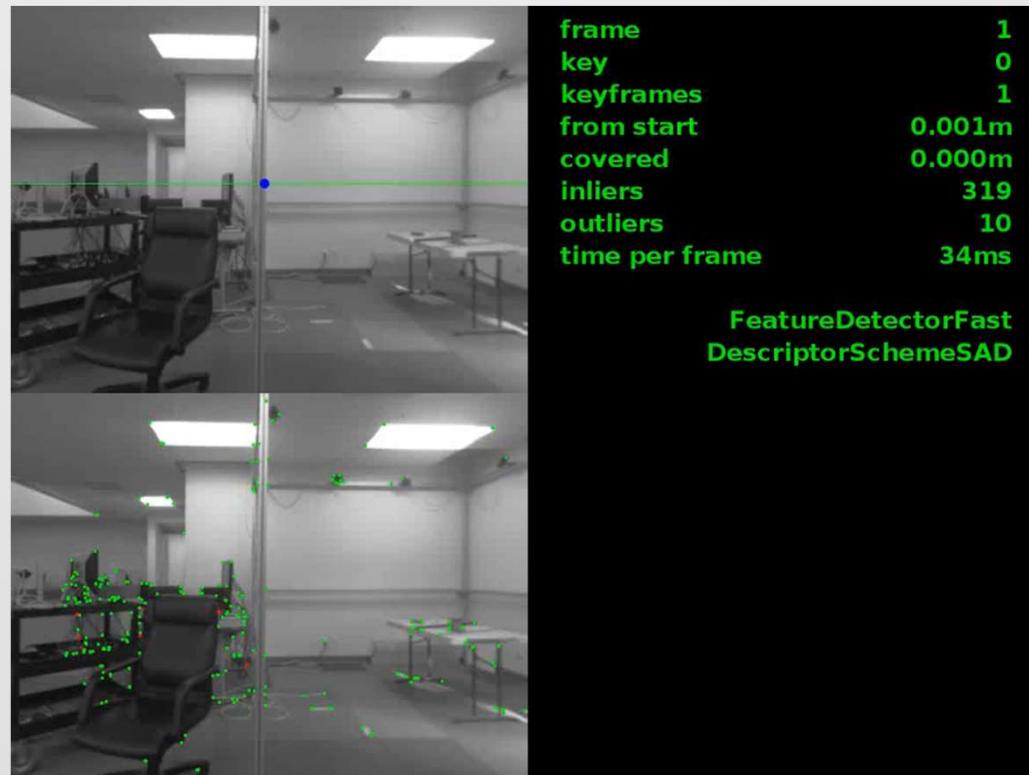
Pointclouds and Occupancy Volumes



Environment with Landmarks



Sparse Point Clouds and Computer Vision



Characteristics of Landmarks

- They must be detectable by the sensing systems and feature detection algorithms
- They must be separable from one another
- When observing them, spatial information can be obtained
- These can be most easily appreciated with computer vision

Characteristics of Landmarks

- They must be detectable by the sensing systems and feature detection algorithms
- *They must be distinct from one another*
- *When observing them, spatial information can be obtained*

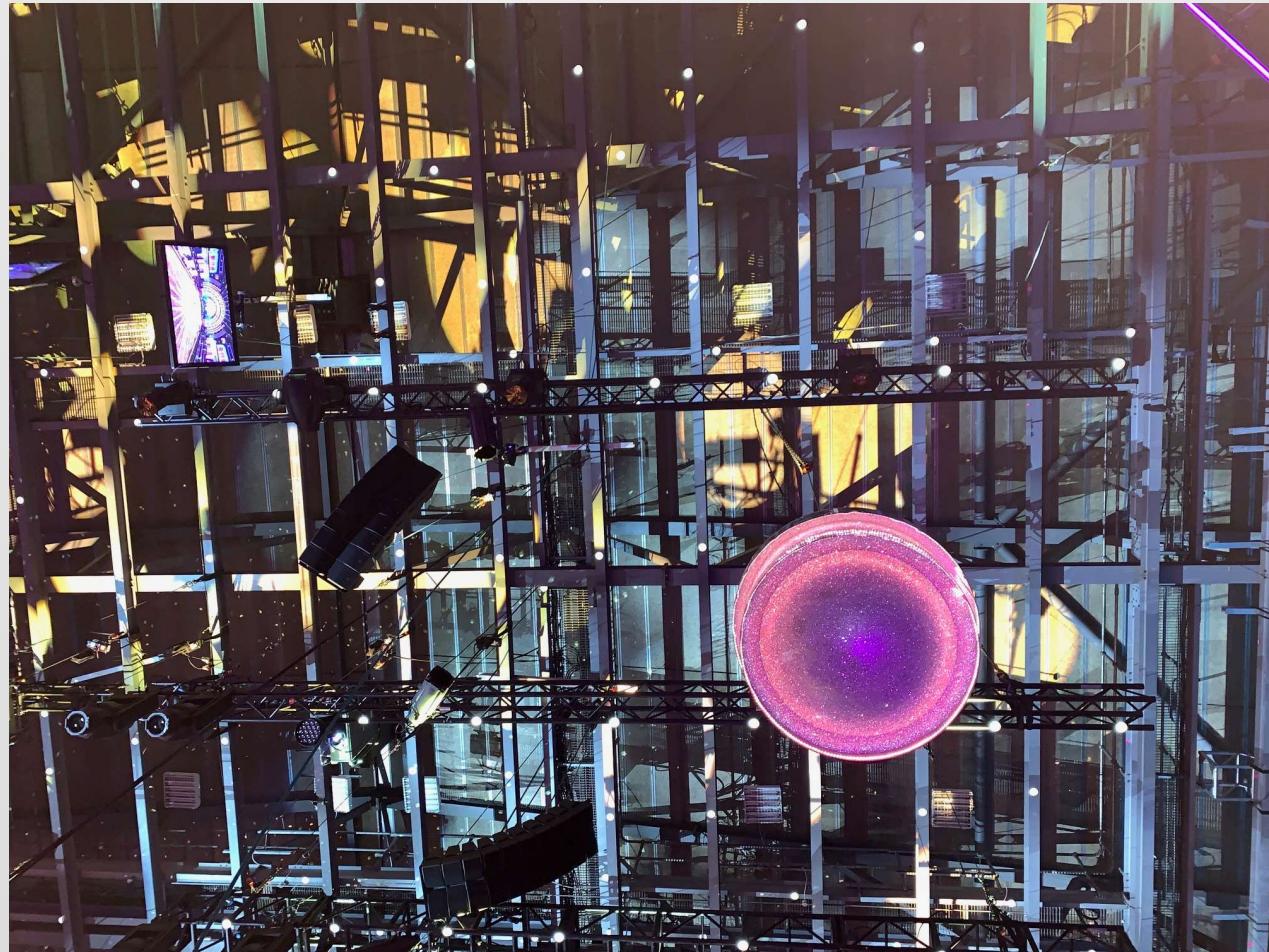
Landmarks are Artificially Placed Targets

- The easiest case is when the targets are artificial
- They have some distinctive properties about them which makes them easy to detect
- They can provide additional information (e.g., numerical ID) through a coded target

Film and TV Production



Ceiling-Mounted Markers



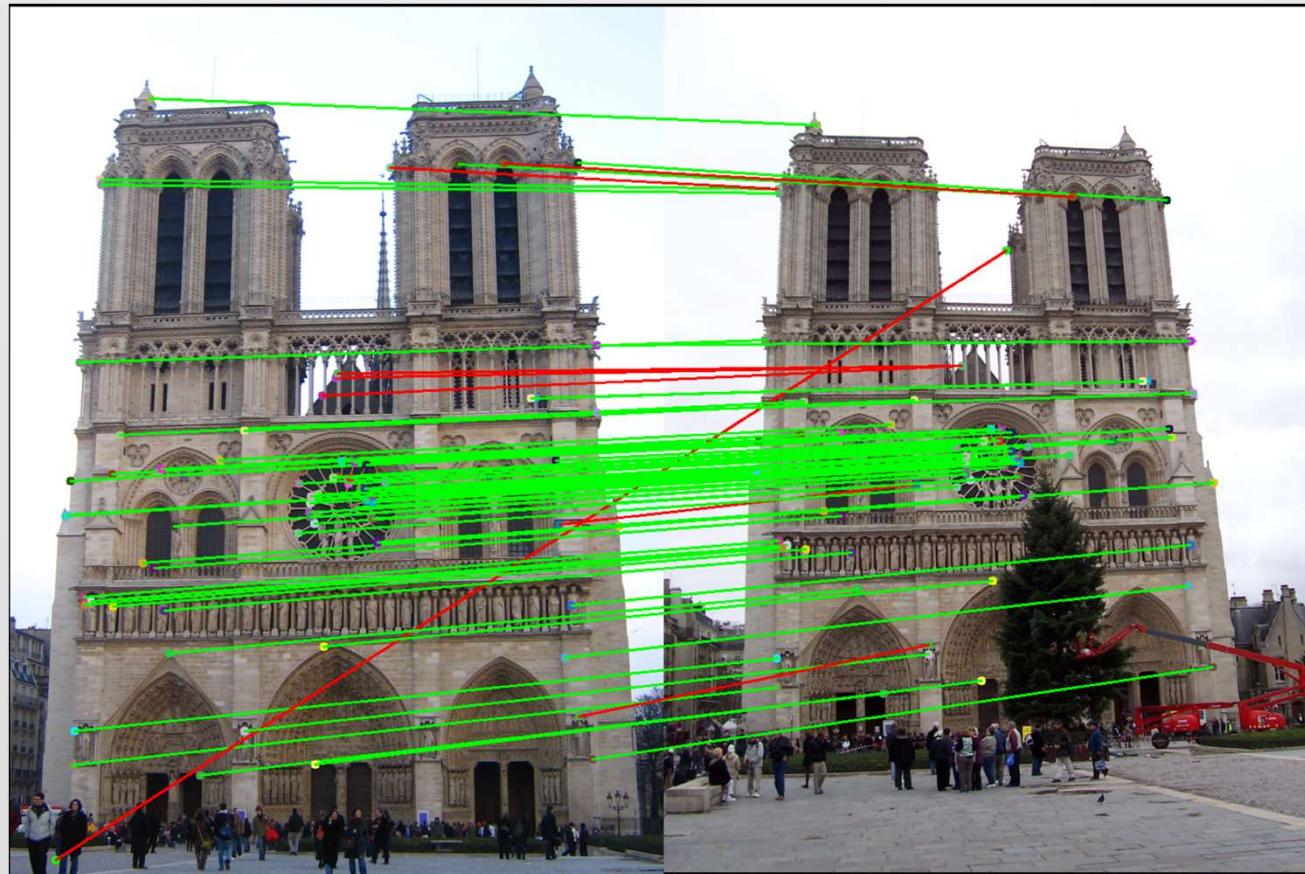
Ceiling-Mounted Markers



Installing Artificial Markers



Naturally Occurring Features



From <https://www.cc.gatech.edu/~hays/compvision/proj2/>

ORB-SLAM2

ORB-SLAM

Raúl Mur-Artal, J. M. M. Montiel and Juan D. Tardós

{raulmur, josemari, tardos} @unizar.es

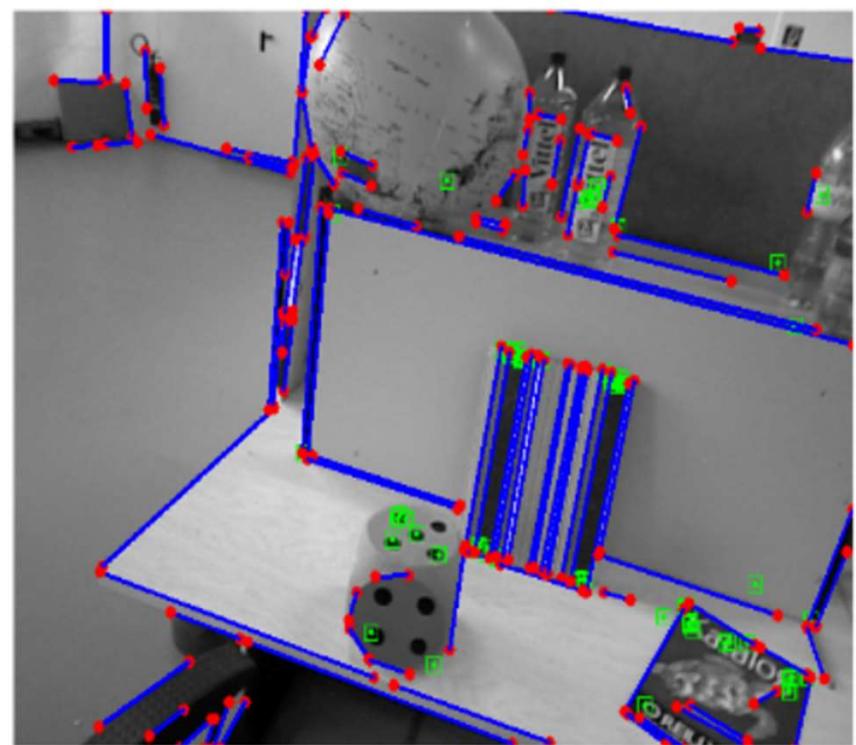
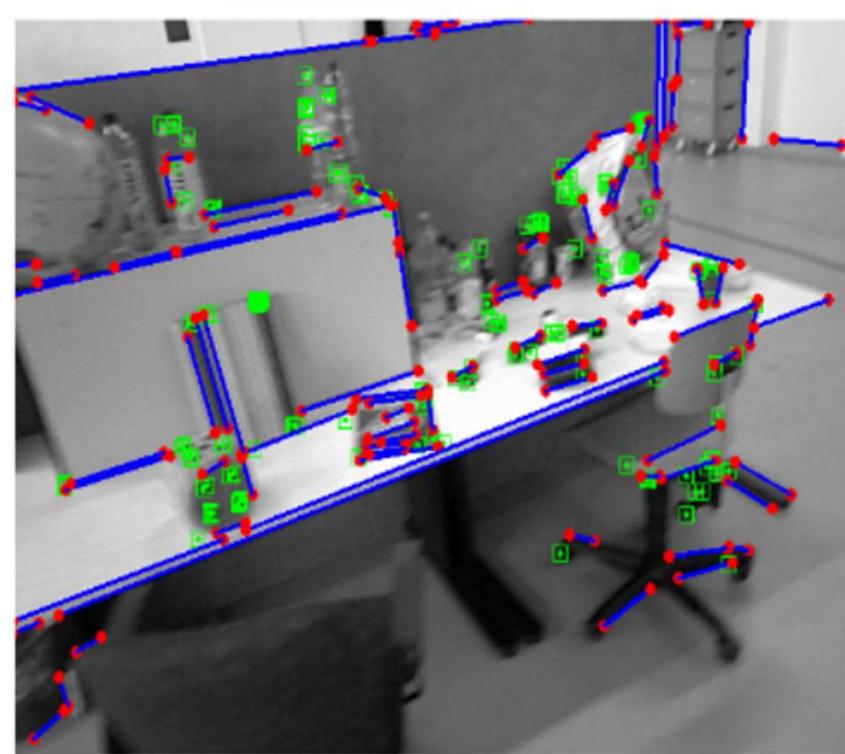


Instituto Universitario de Investigación
en Ingeniería de Aragón
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Zaragoza

Points and Edges



PL-SLAM: Real-Time Monocular Visual SLAM with Points and Lines,
Pumarola et al, 2017

Points and Edges

Real-Time Monocular Visual SLAM with Points and Lines

A. Pumarola, A. Vakhitov, A. Agudo, A. Sanfeliu and F. Moreno-Noguer

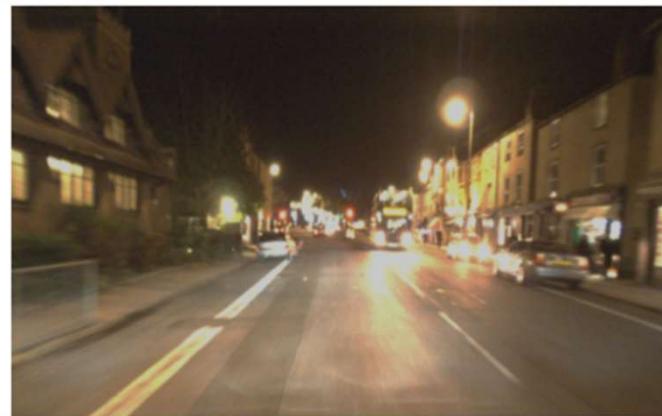
From [PL-SLAM: Real-Time Monocular Visual SLAM with Points and Lines](#)

Robust Feature Recognition



"LoST? Appearance-Invariant Place Recognition for Opposite Viewpoints using Visual Semantics", Garg et al., RSS 2018

Robust Semantic Matching



"LoST? Appearance-Invariant Place Recognition for Opposite Viewpoints using Visual Semantics", Garg et al., RSS 2018

Characteristics of Landmarks

- *They must be detectable by the sensing systems and feature detection algorithms*
- They must be distinct from one another
- *When observing them, spatial information can be obtained*

Distinct Landmarks



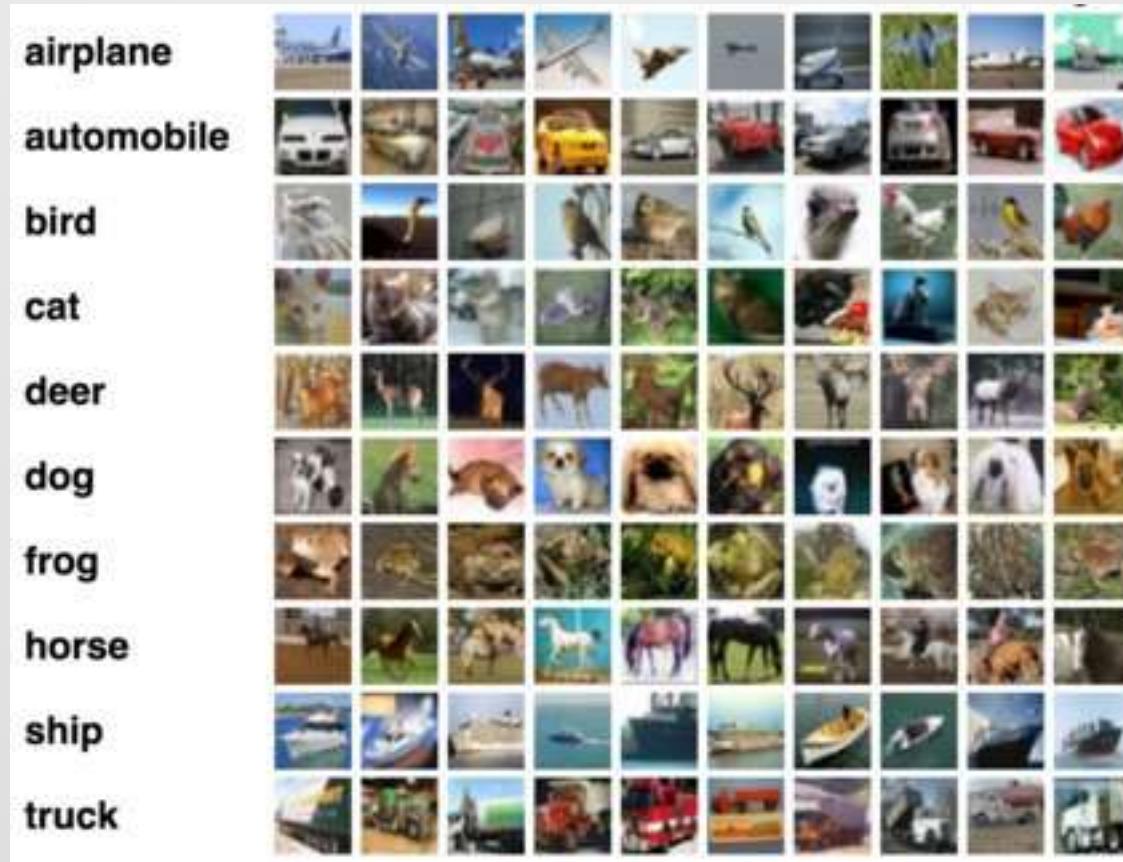
Non-Distinct Landmarks



Characteristics of Landmarks

- *They must be detectable by the sensing systems and feature detection algorithms*
- *They must be distinct from one another*
- When observing them, spatial information can be obtained

Image Labelling Detection, no Localization



From [Achieving 90% accuracy in Object Recognition Task on CIFAR-10 Dataset with Keras: Convolutional Neural Networks](#)

Laser Scanners

- These use active projectors to broadcast structured light in some way and record both the angle and range
- They are very widely used in self driving cars, user interaction devices (Kinect, HoloLens, MagicLeap, LeapMotion), and increasingly mobile phones

Localization, Mapping, Odometry and SLAM

Platform

Map

Localization

The platform uses the map to localise



Localization in Cities Using Street View



From "[MAV Urban Localization from Google Street View Data](#)"

Mapping



The platform position is used to build the map

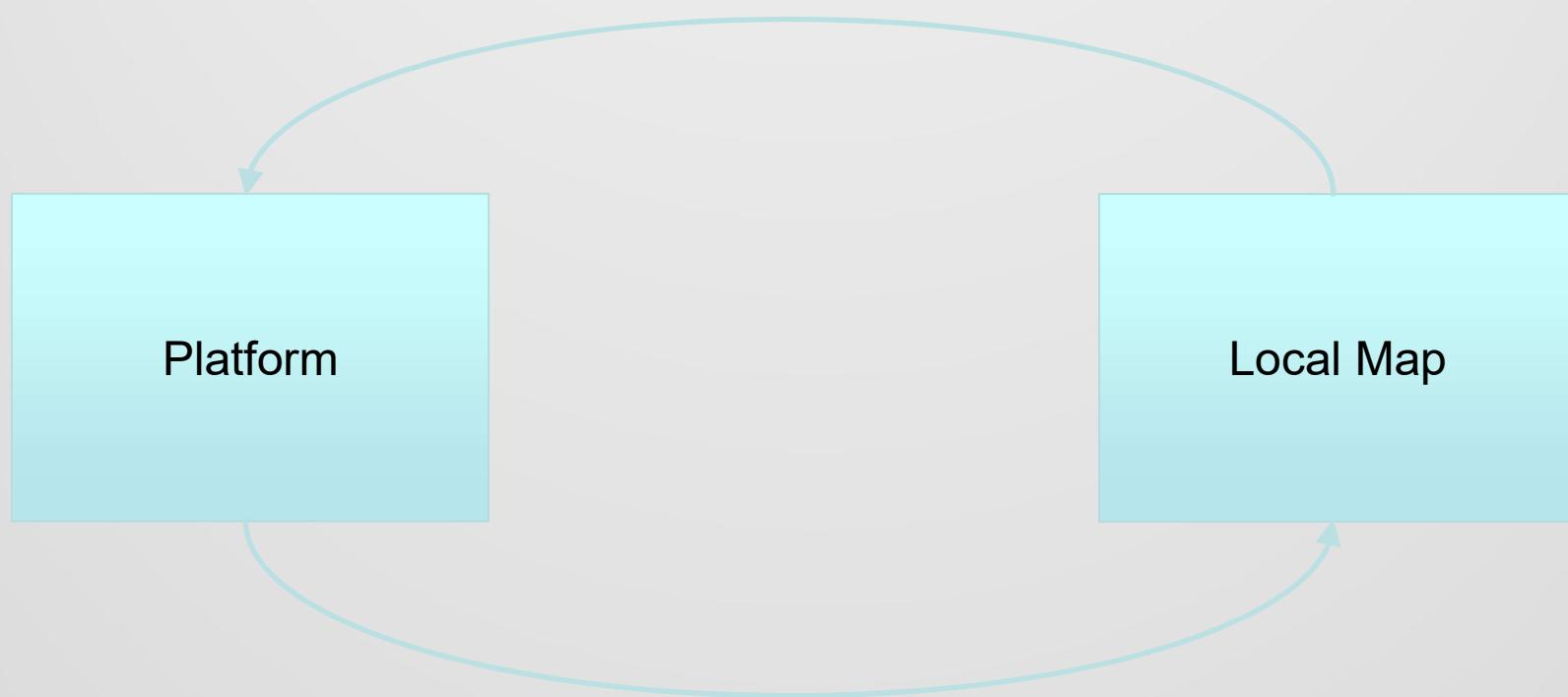
High Precision Mobile Scanning



Leica Absolute Tracker AT60, Leica T-Scan and use case from Hexagon MI

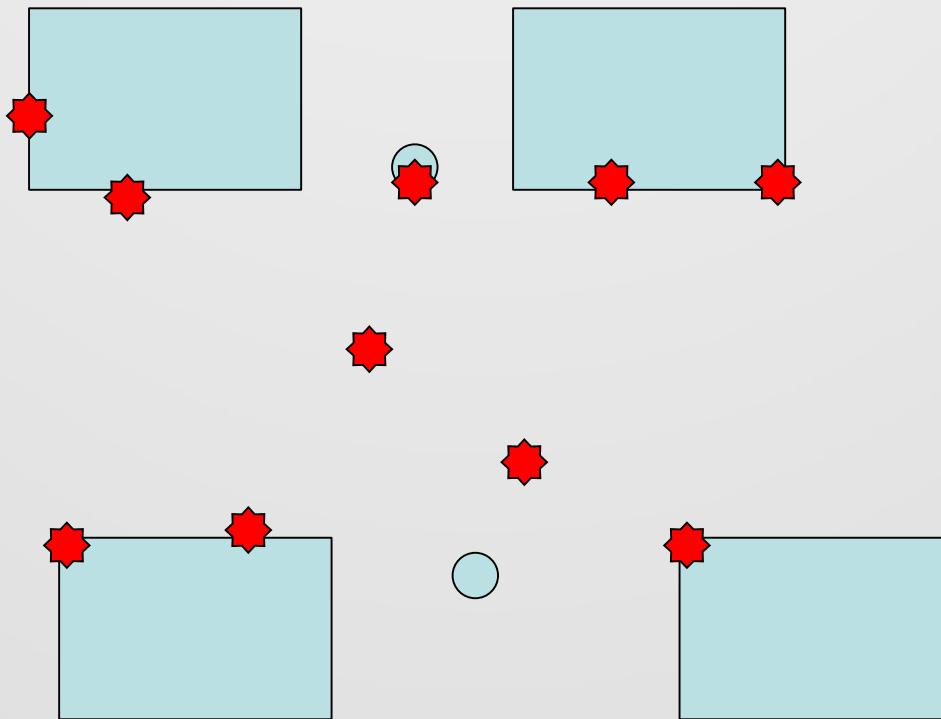
Odometry

The platform uses the local map to localise

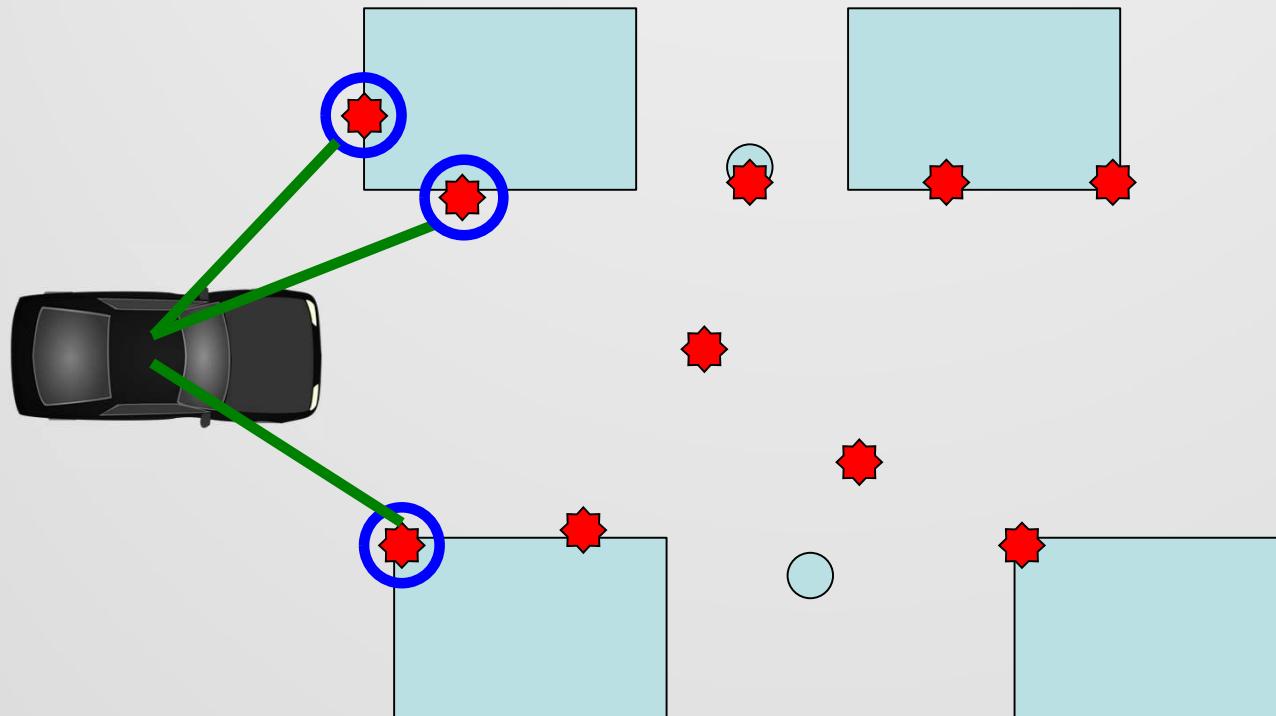


The local map uses the platform to build itself

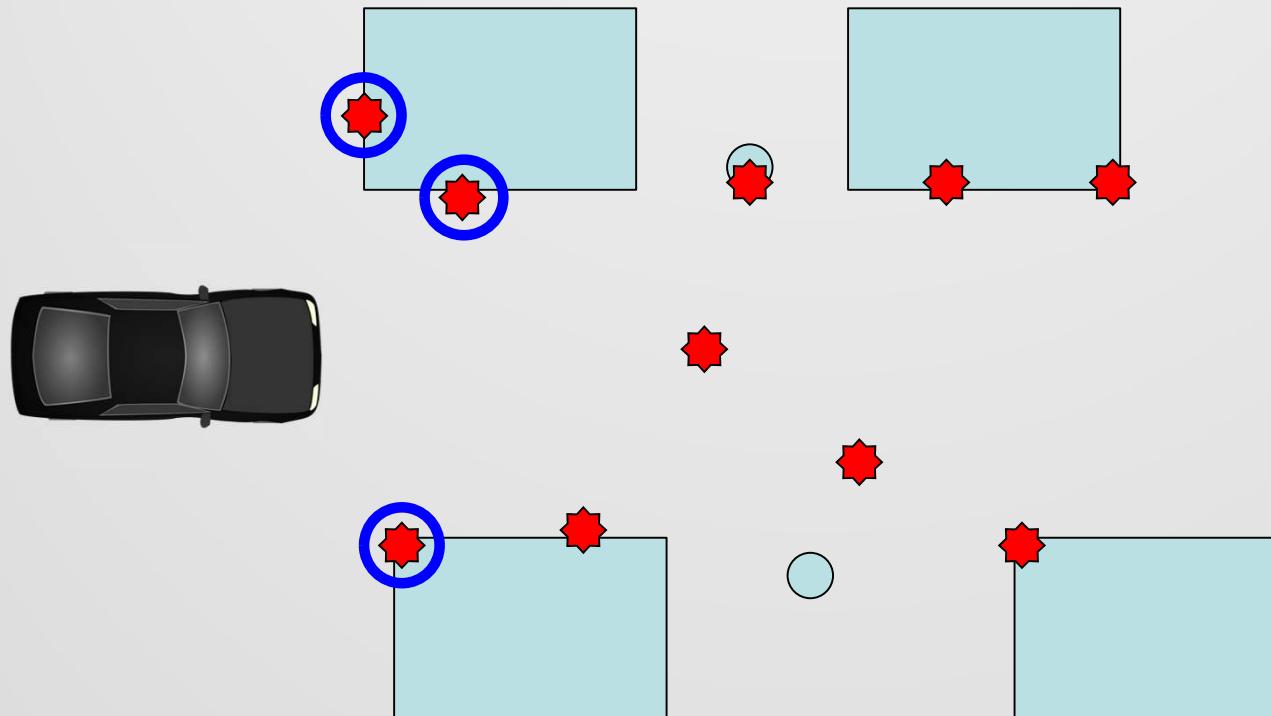
Illustrating Odometry



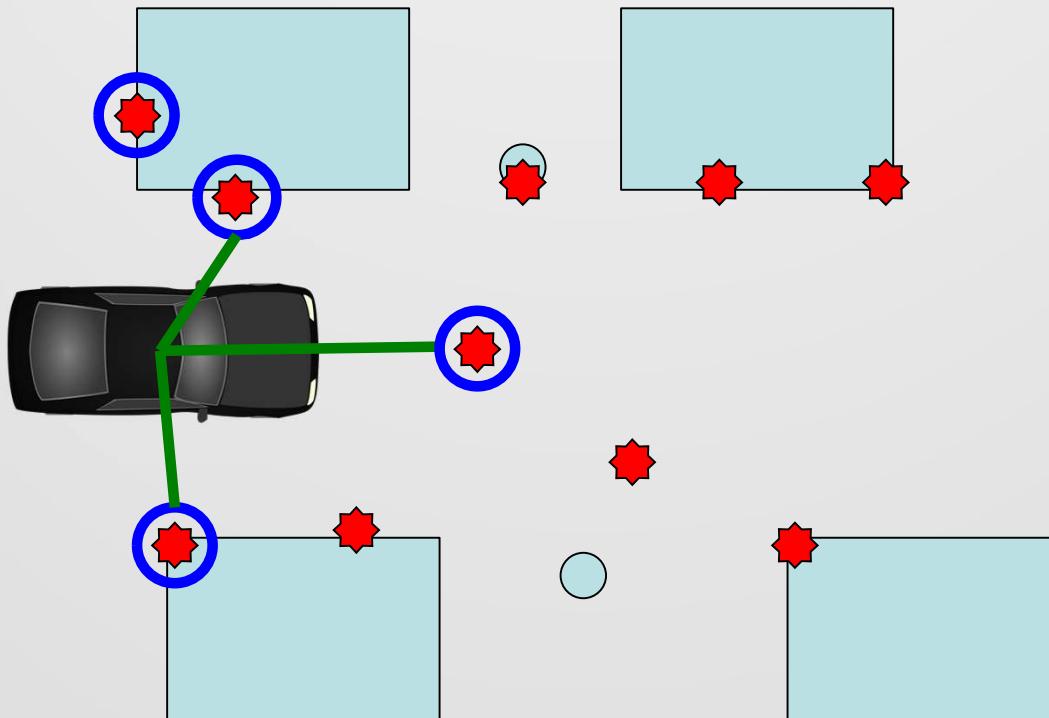
Illustrating Odometry



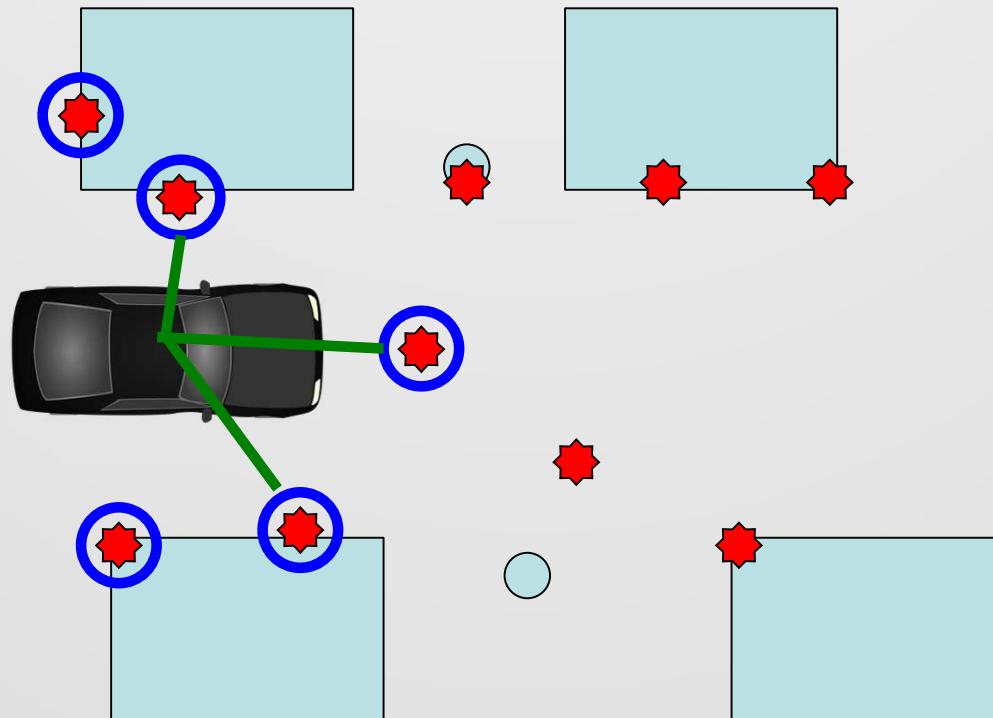
Illustrating Odometry



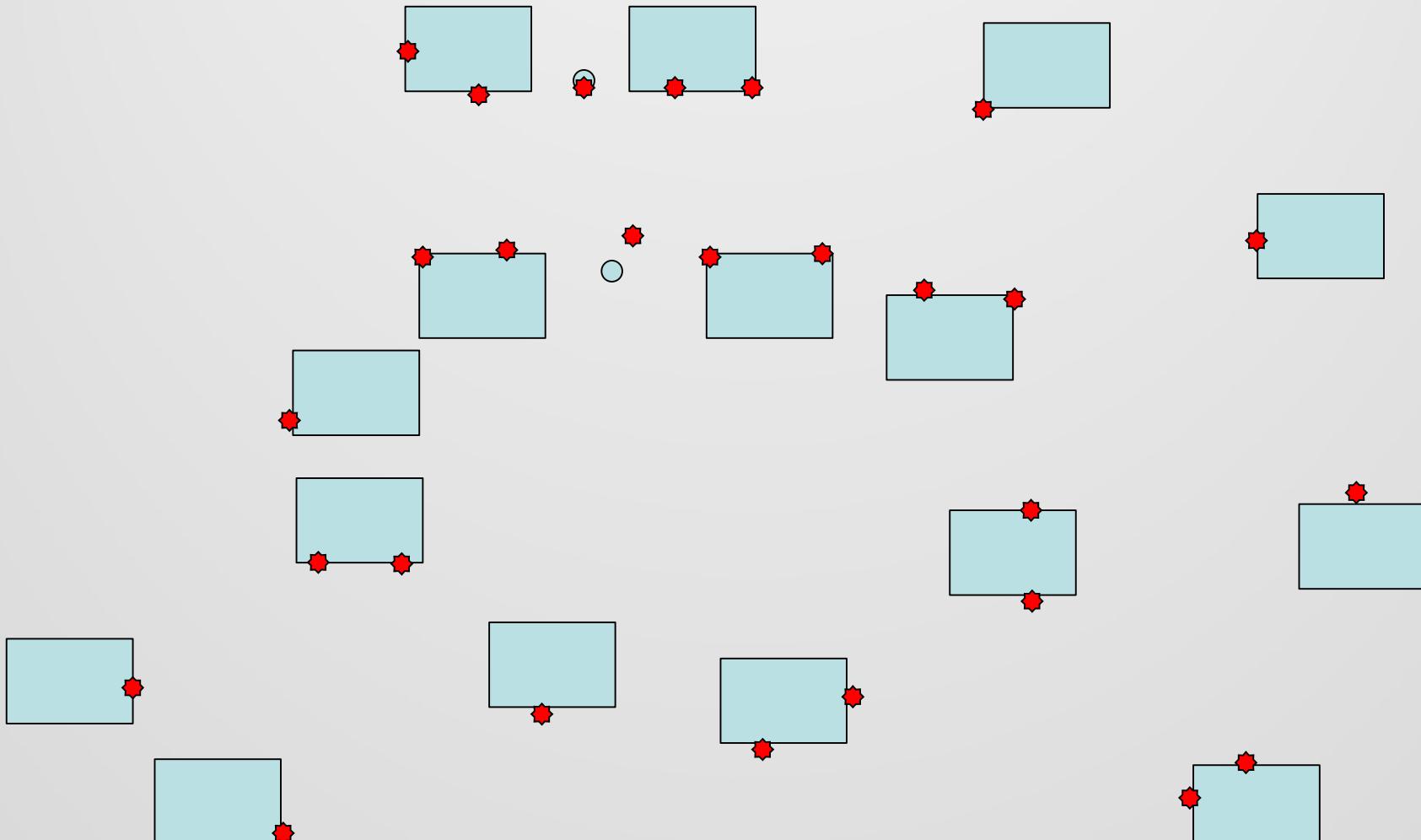
Illustrating Odometry



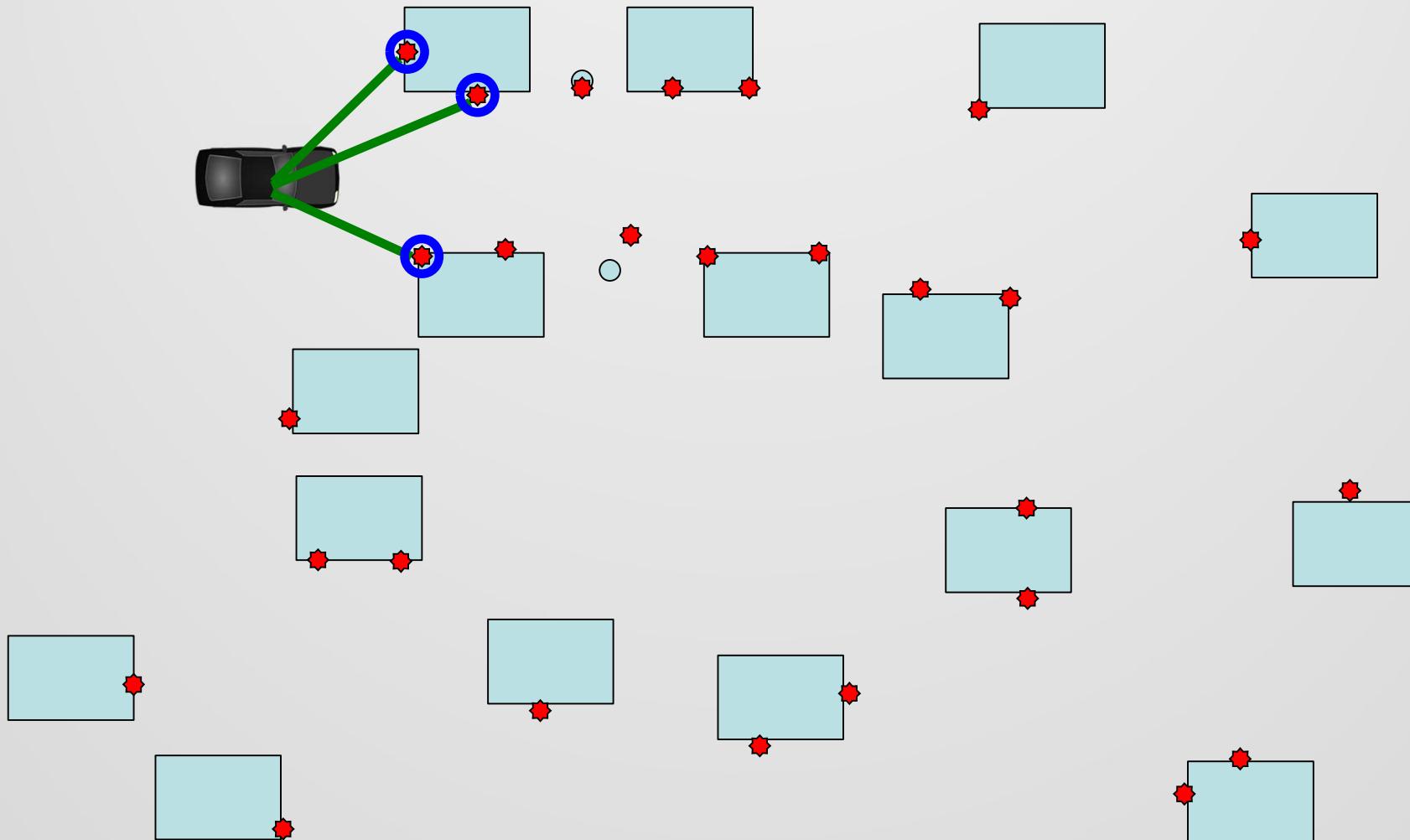
Illustrating Odometry



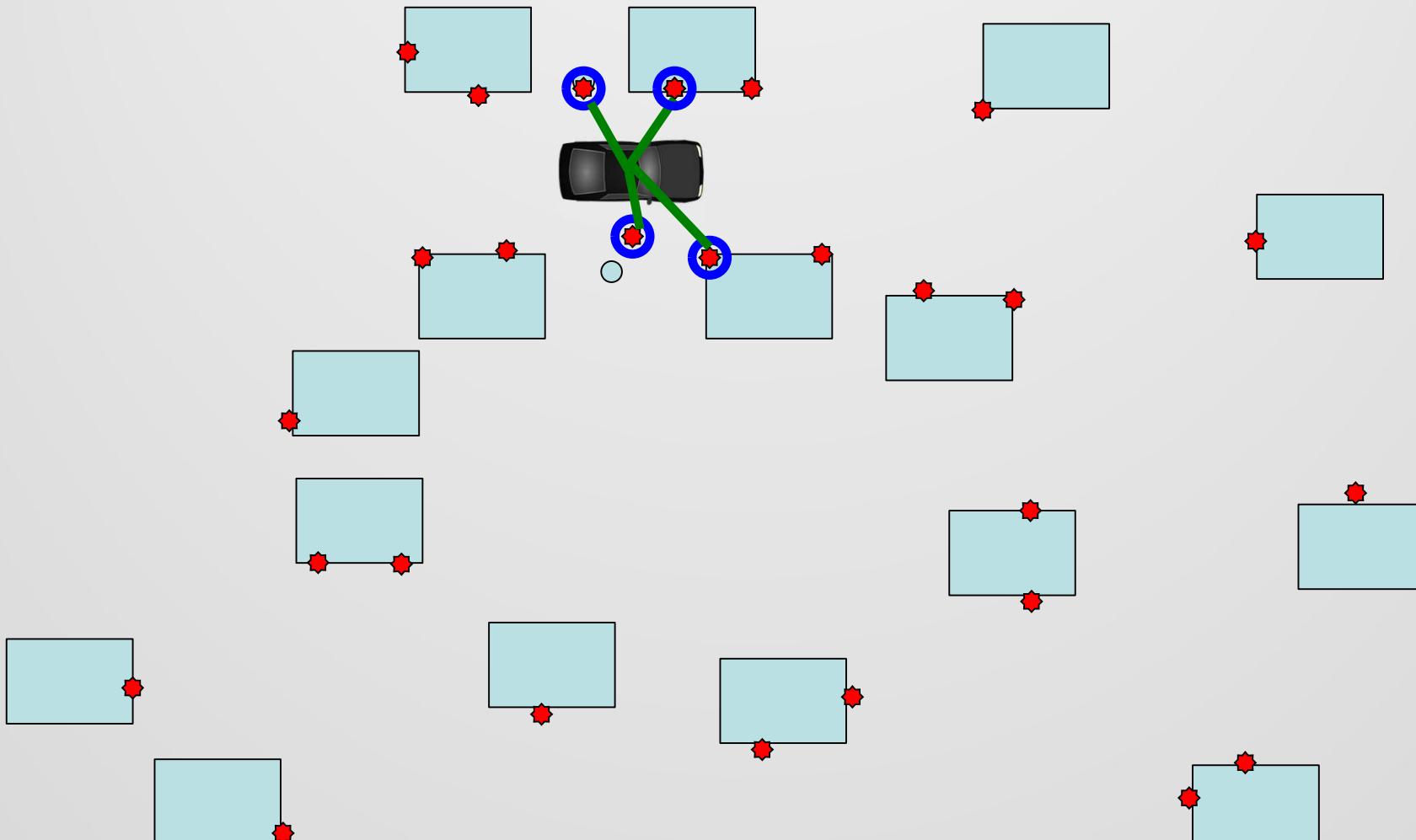
High-Level View of Odometry



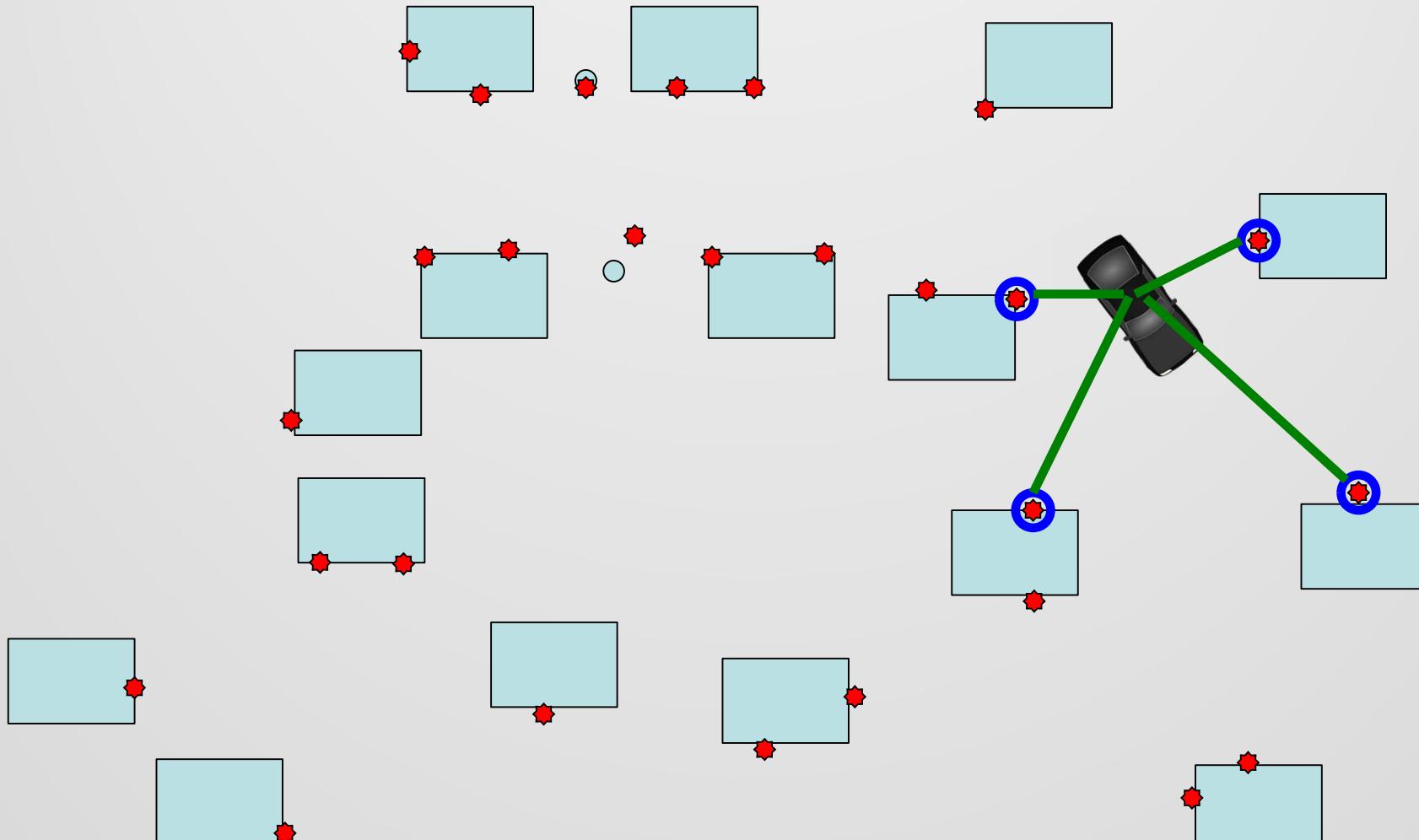
High-Level View of Odometry



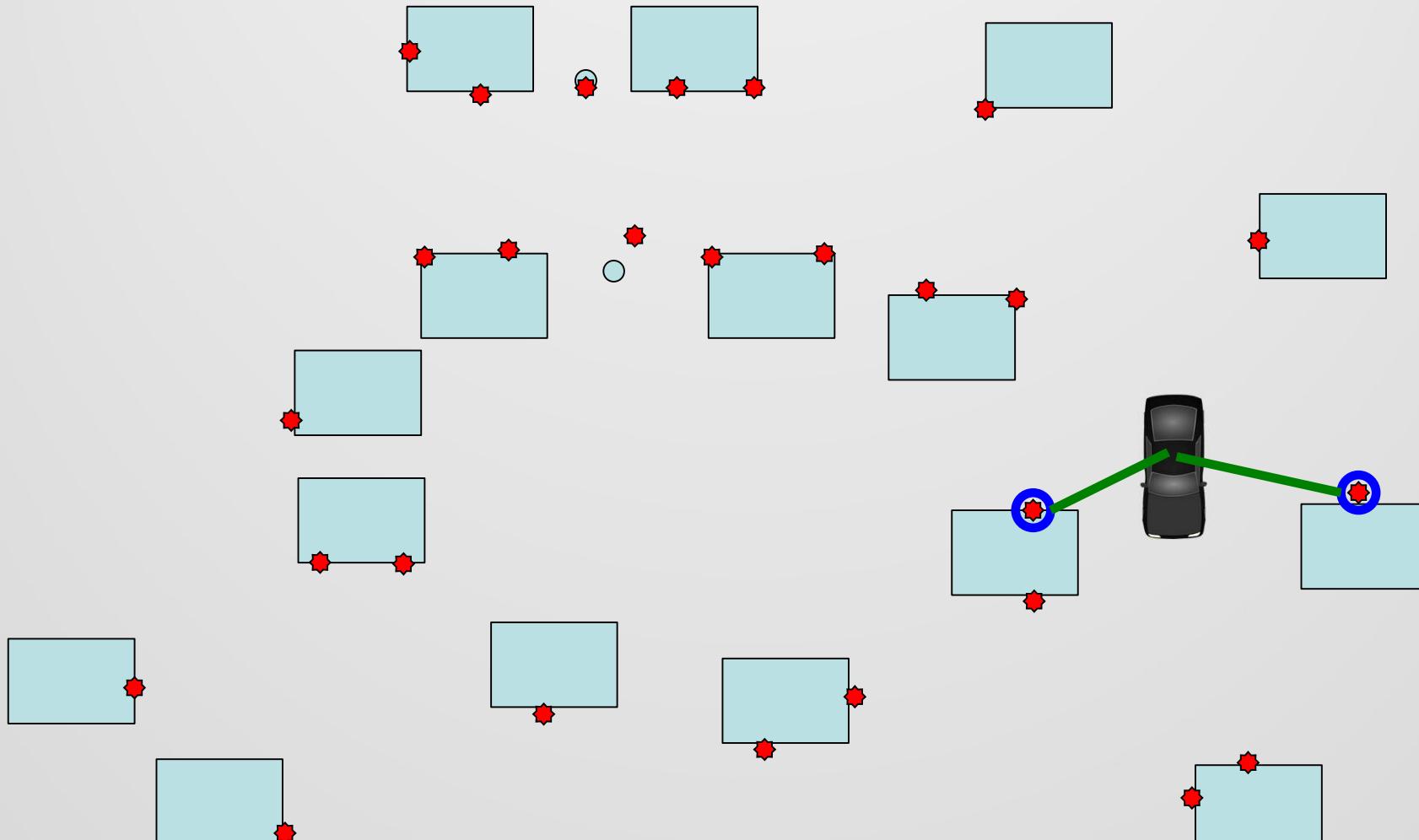
High-Level View of Odometry



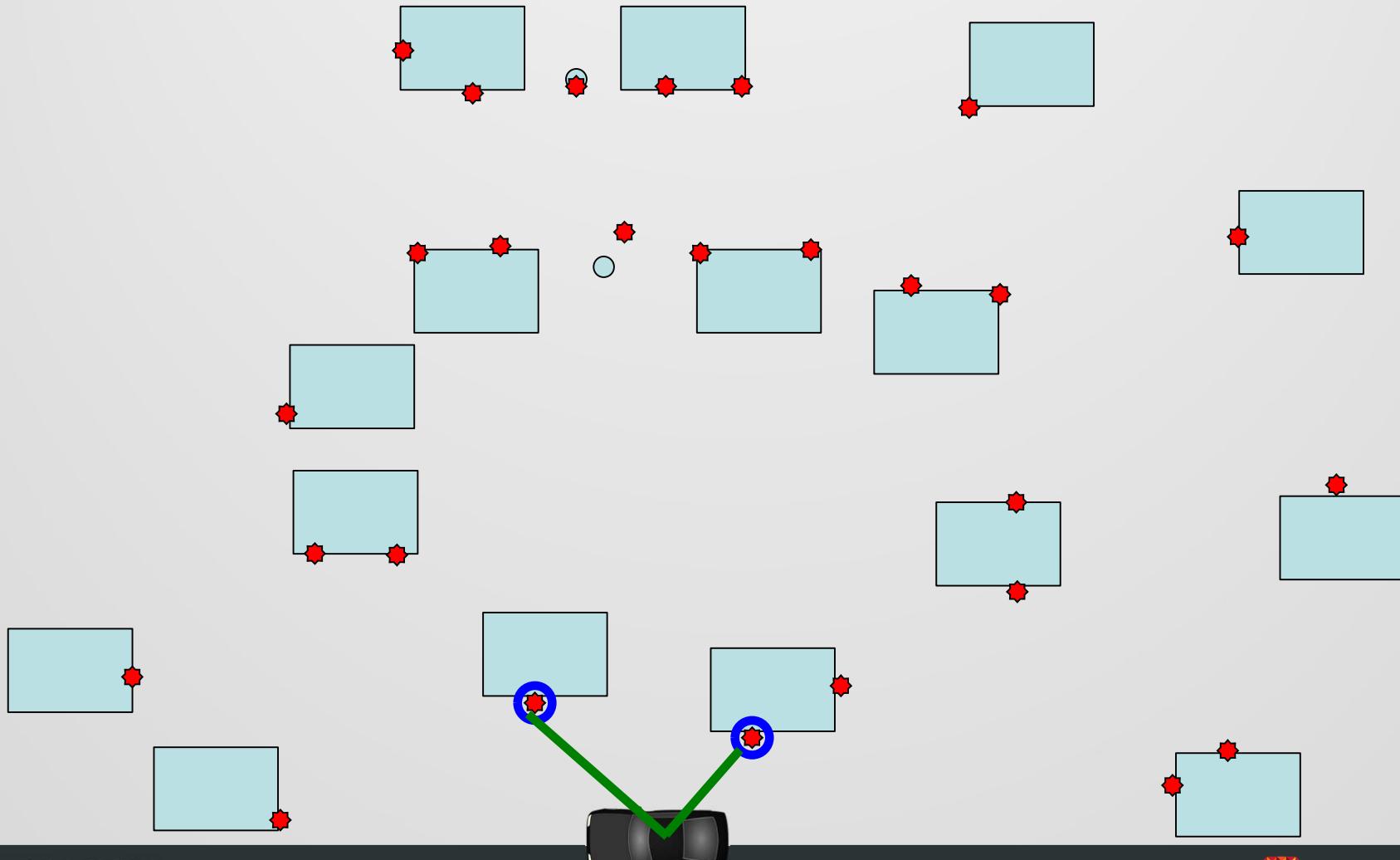
High-Level View of Odometry



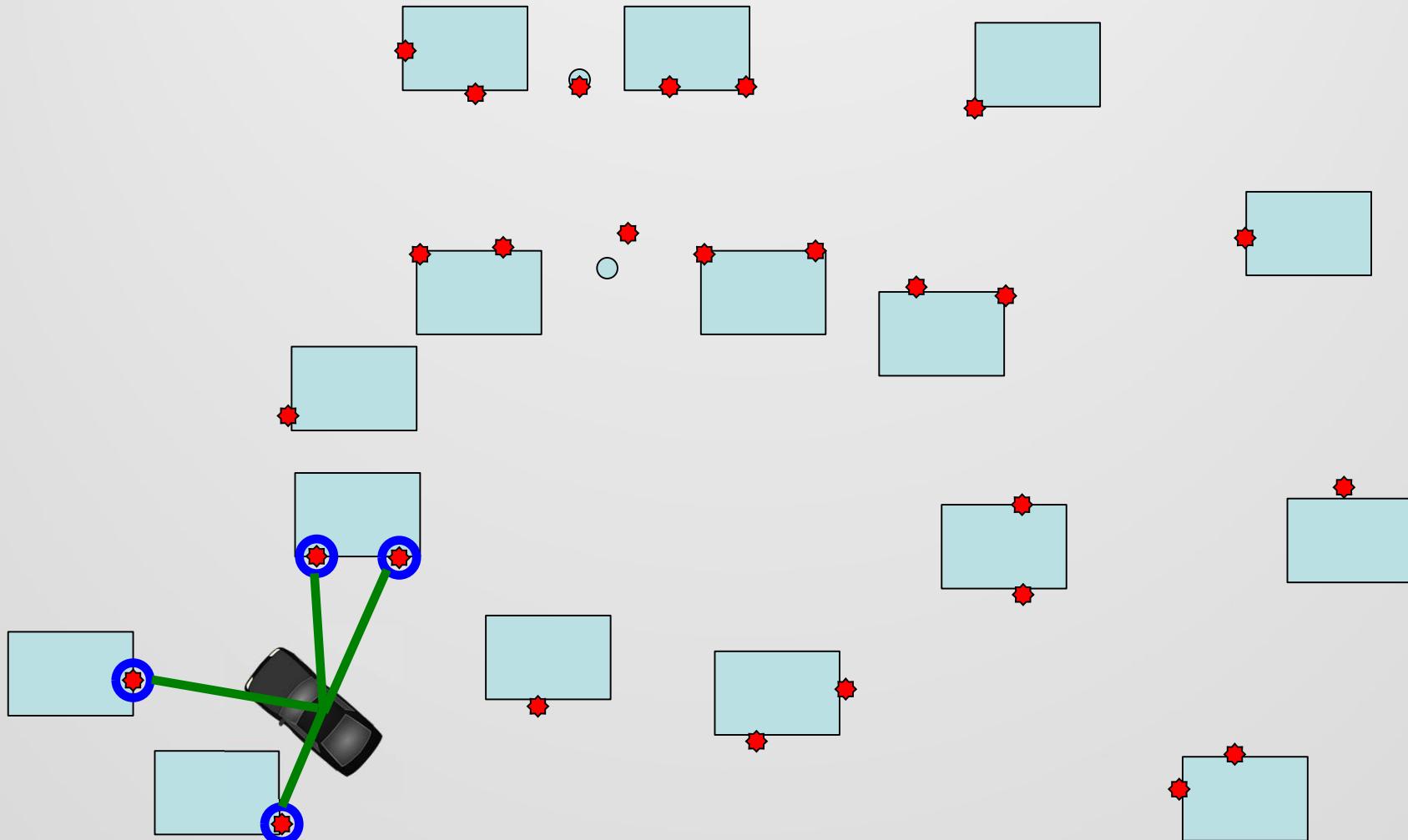
High-Level View of Odometry



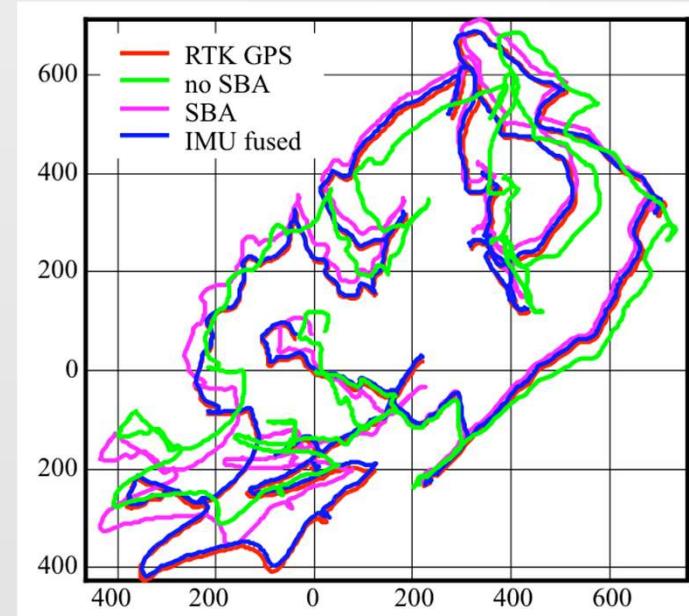
High-Level View of Odometry



High-Level View of Odometry



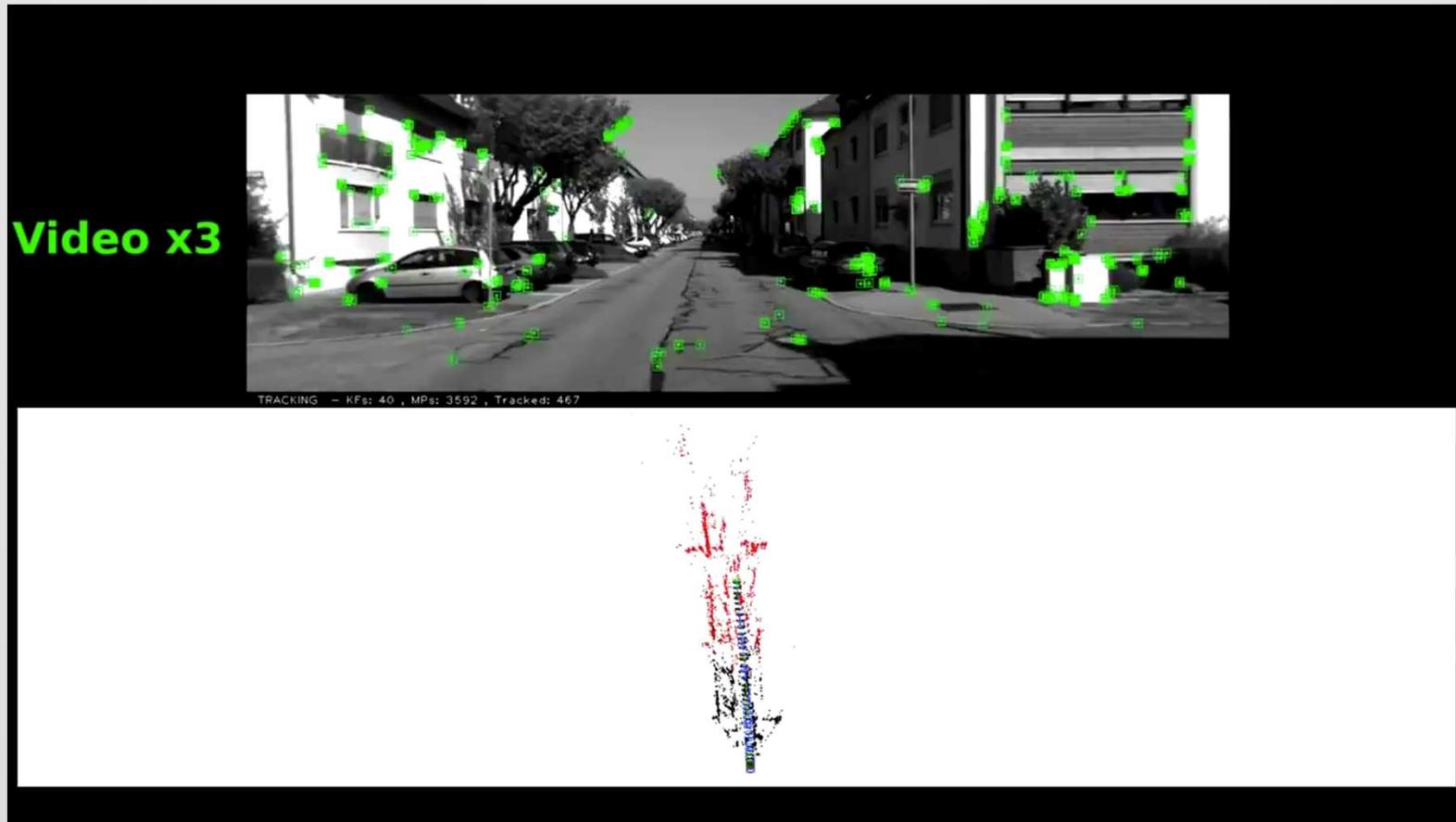
Visual Odometry Can be Highly Effective



[Rough Terrain Visual Odometry](#), M.
Agrawal, K. Konolige, 2007

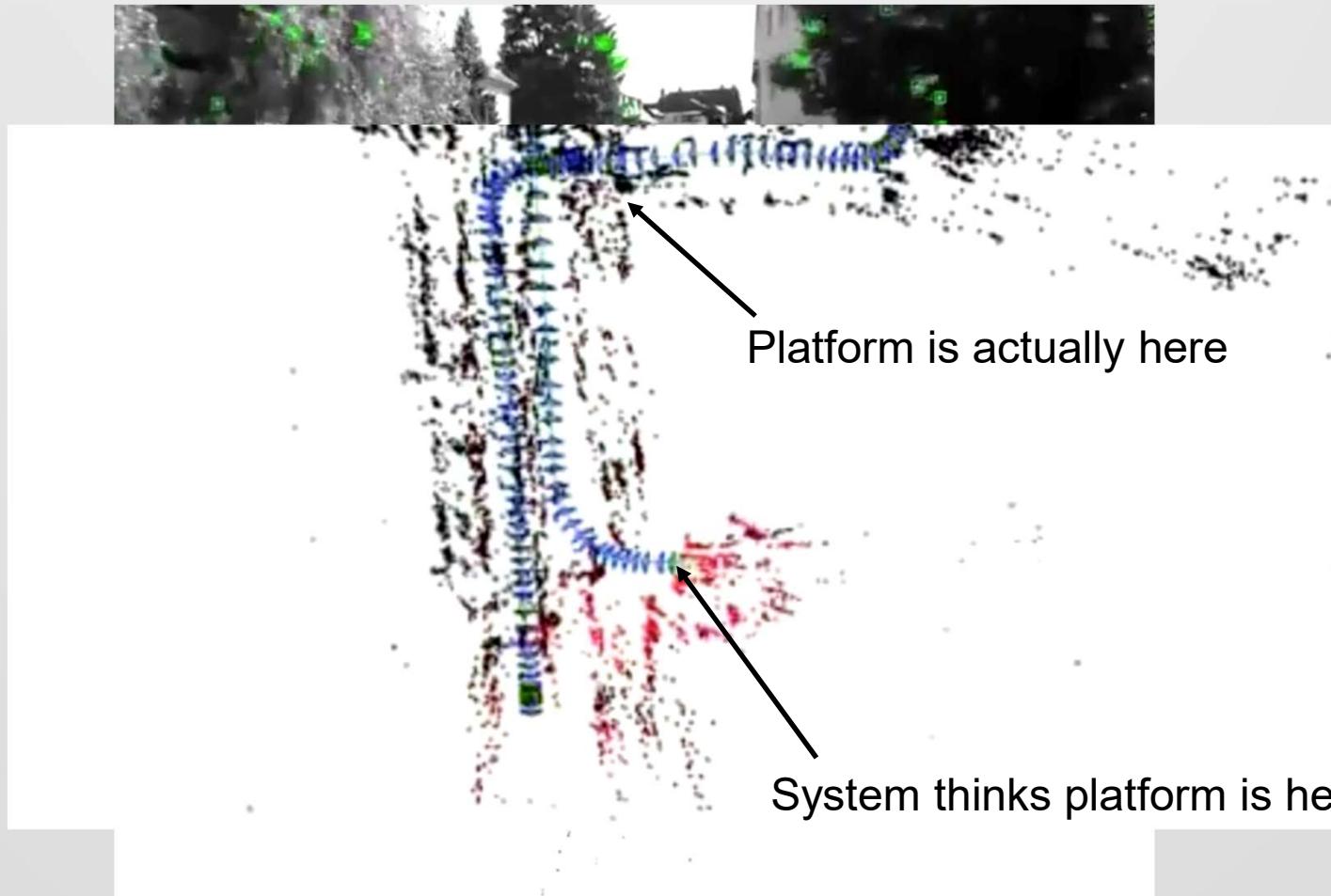
		RMS error in XYZ
Little Bit	VO No SBA	97.41 (1.0%)
	VO SBA	45.74 (0.49%)
	VO No SBA + IMU	7.83 (0.08%)
	VO SBA + IMU	4.09 (0.04%)

ORB-SLAM Running as Visual Odometry



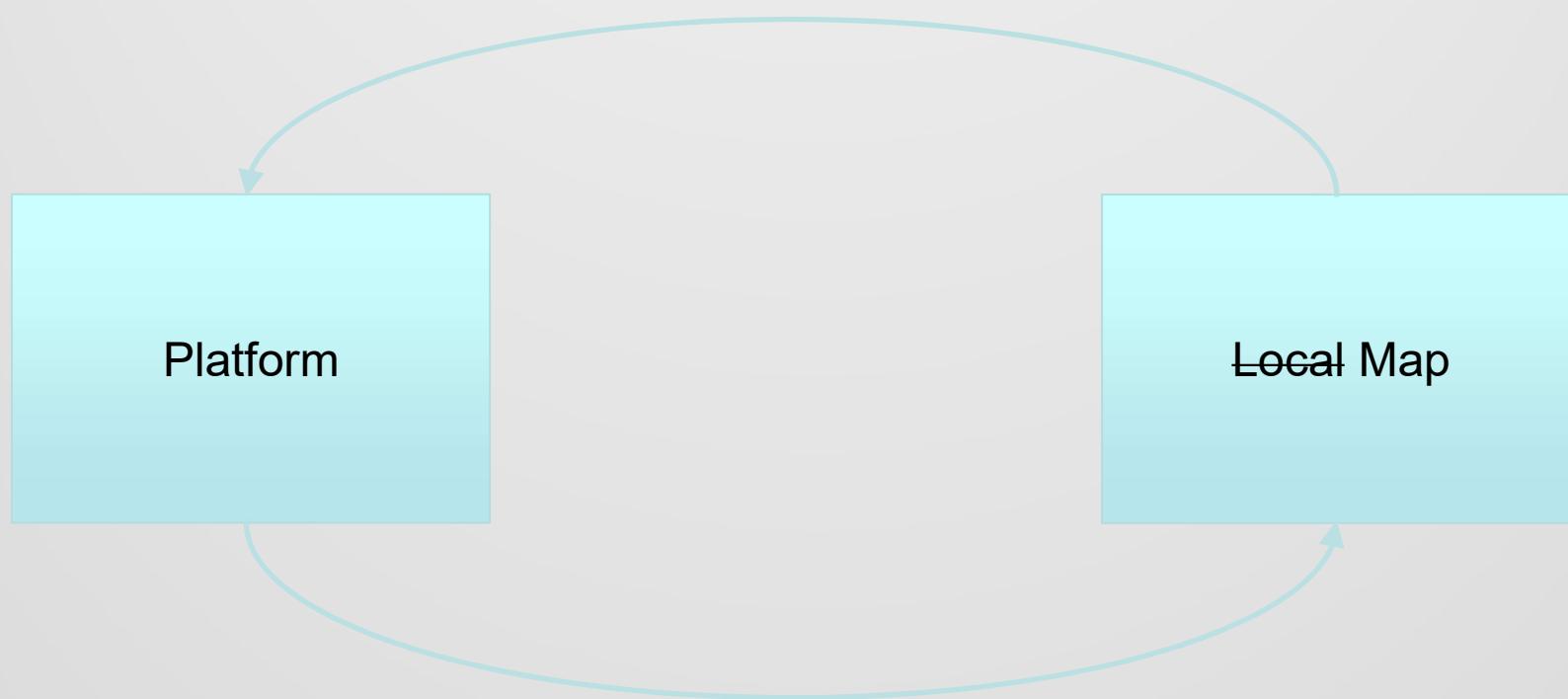
From <https://www.youtube.com/watch?v=8DISRmsO2YQ>
(00:15-00:59.4 seconds)

Drift in ORB-SLAM



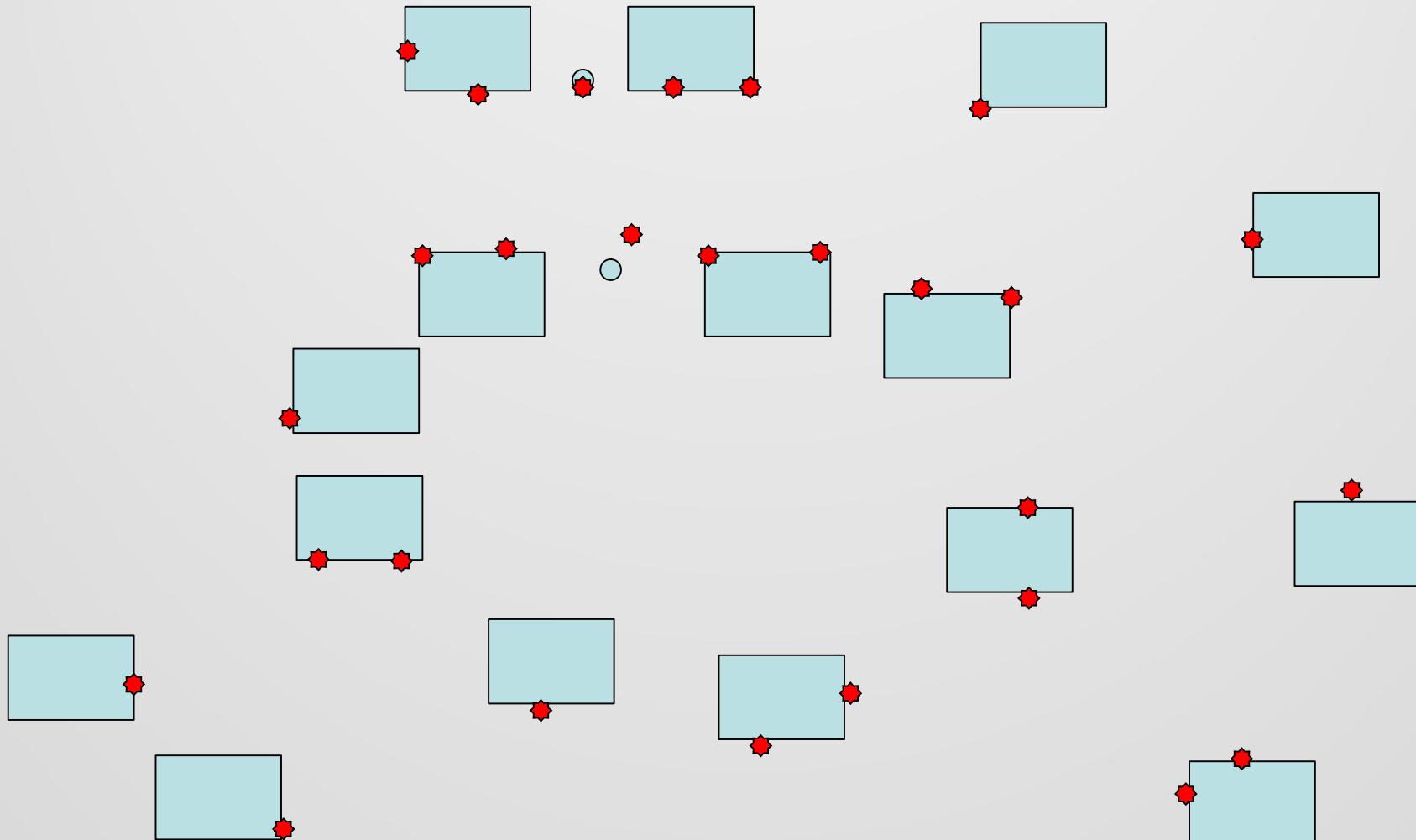
SLAM

The platform uses the local map to localise

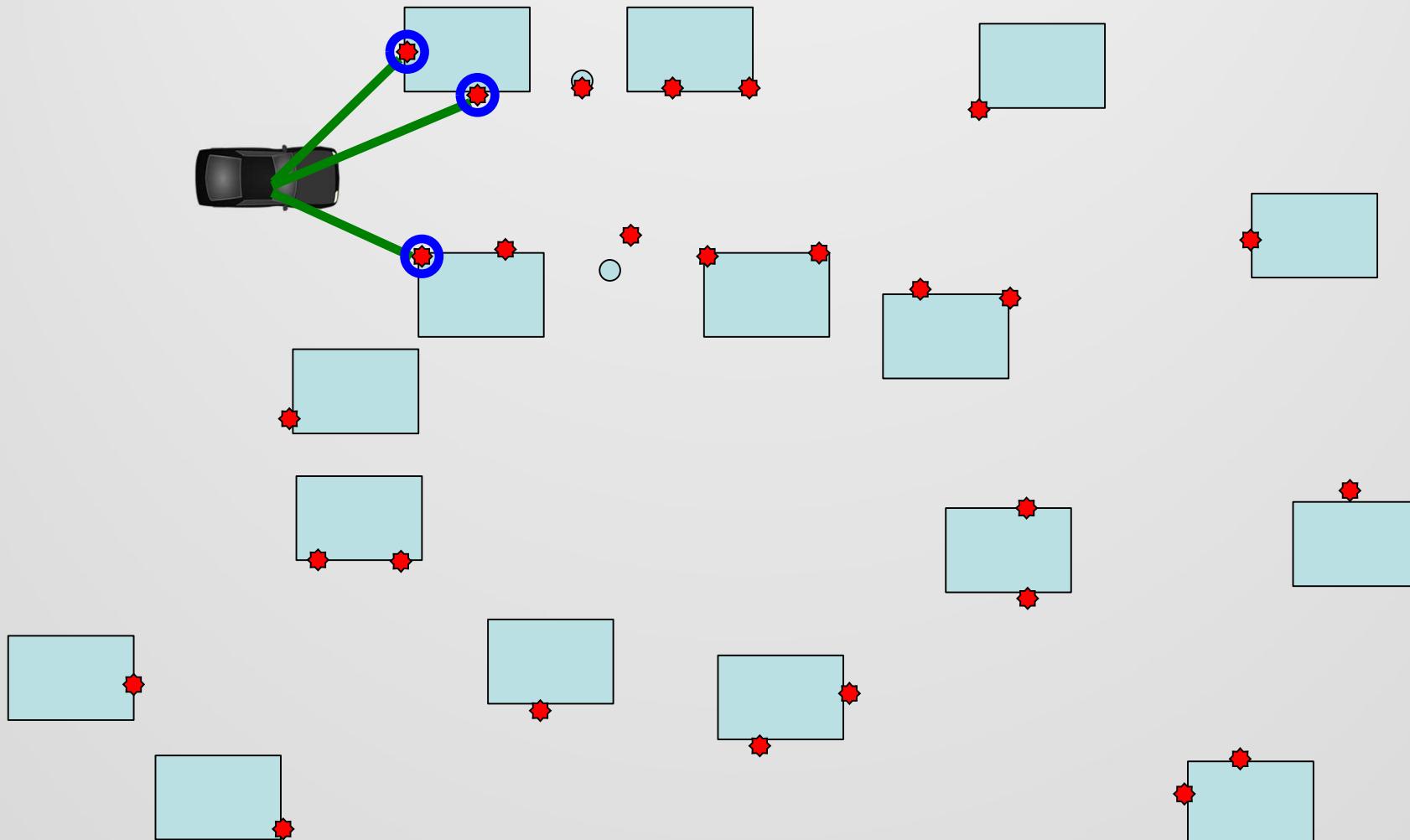


The local map uses the platform to build itself

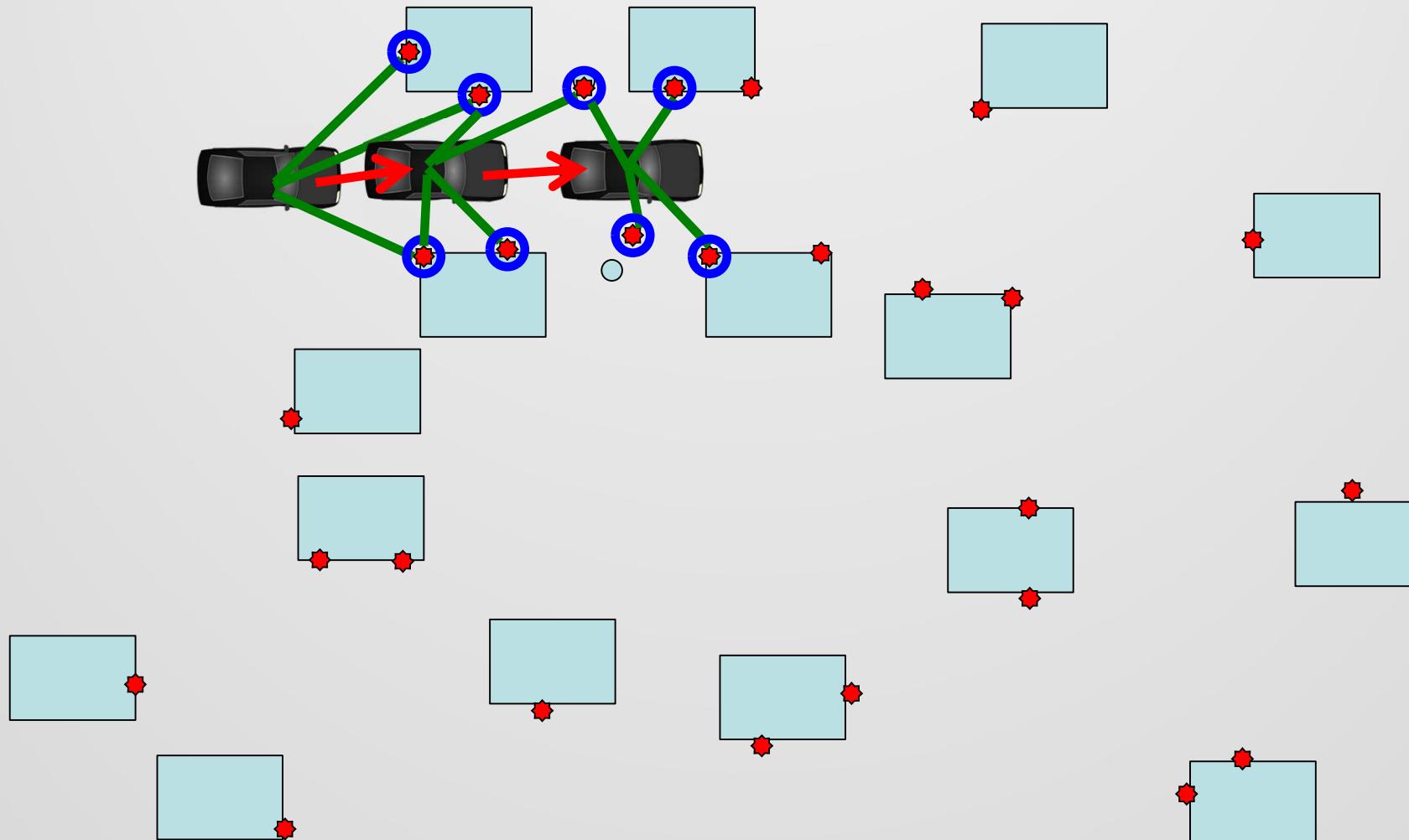
High-Level View of Self-Mapping (SLAM)



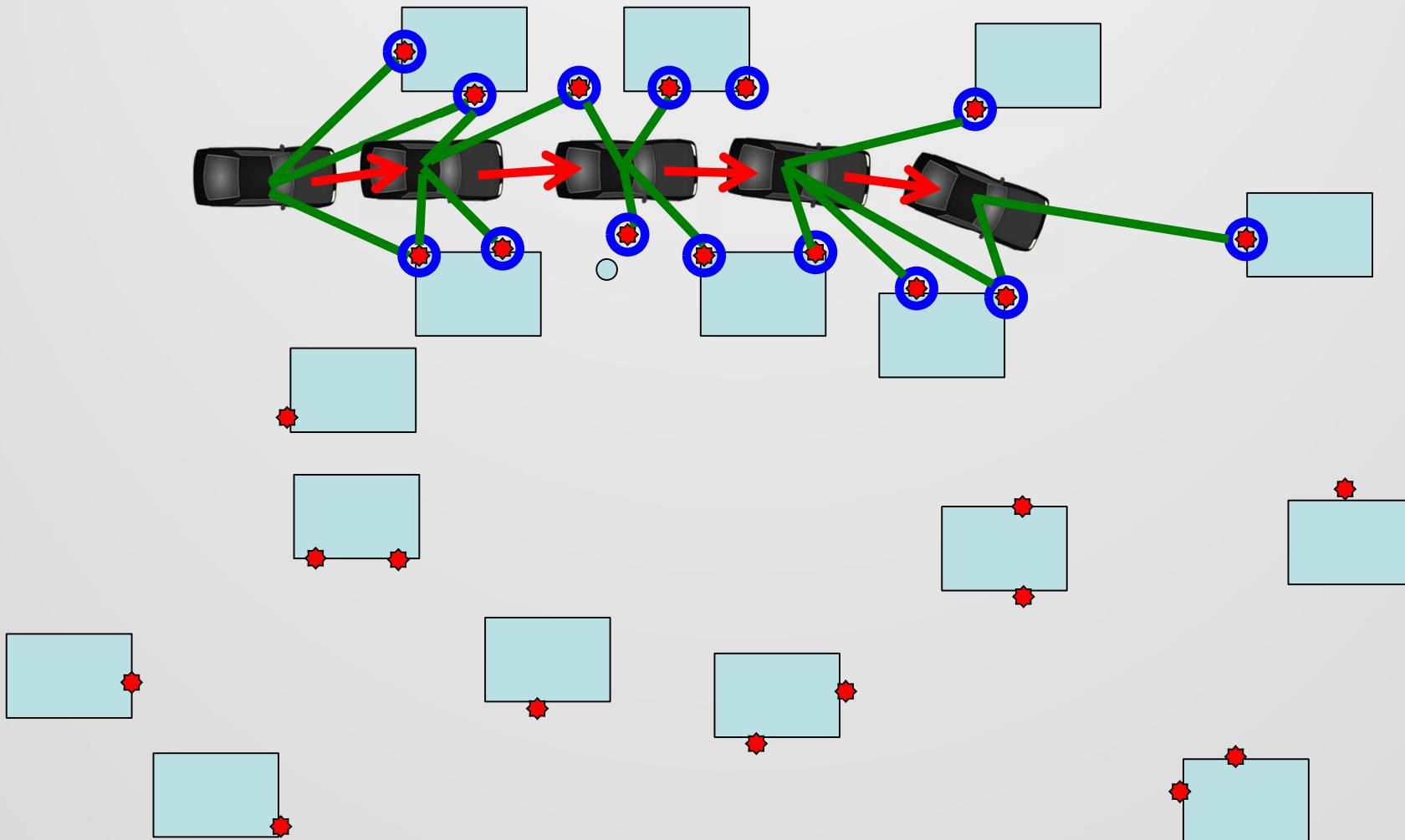
High-Level View of Self-Mapping (SLAM)



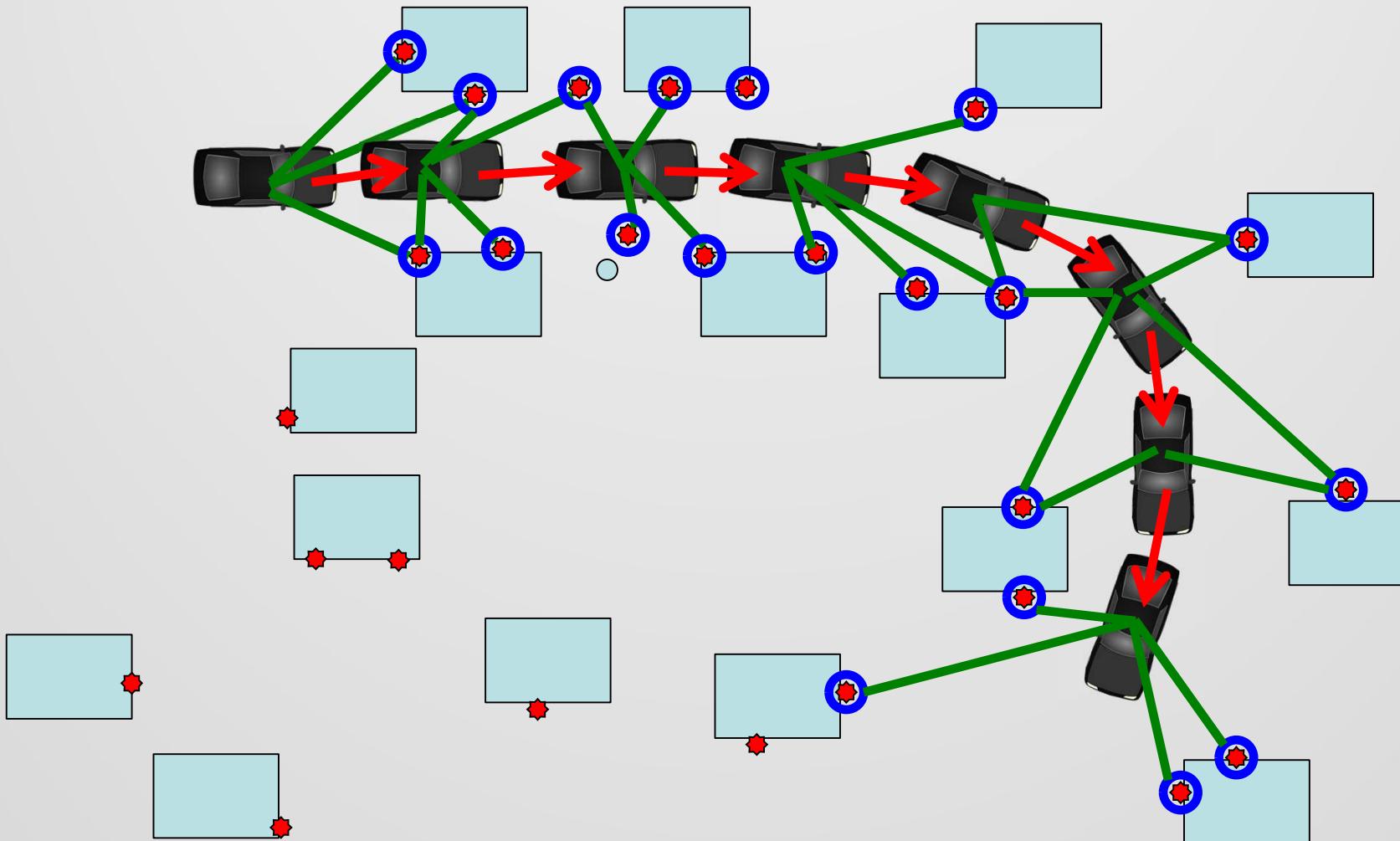
High-Level View of Self-Mapping (SLAM)



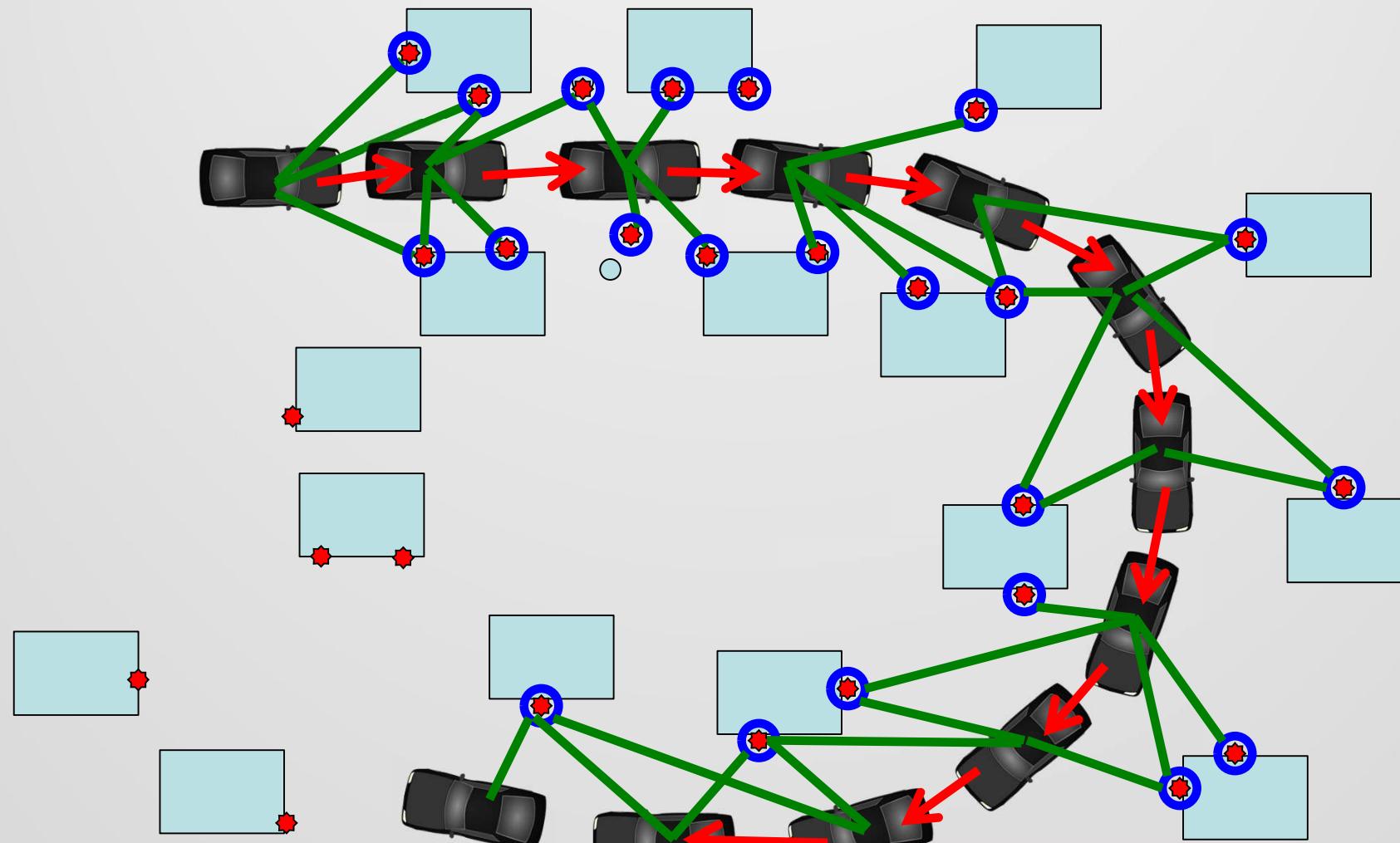
High-Level View of Self-Mapping (SLAM)



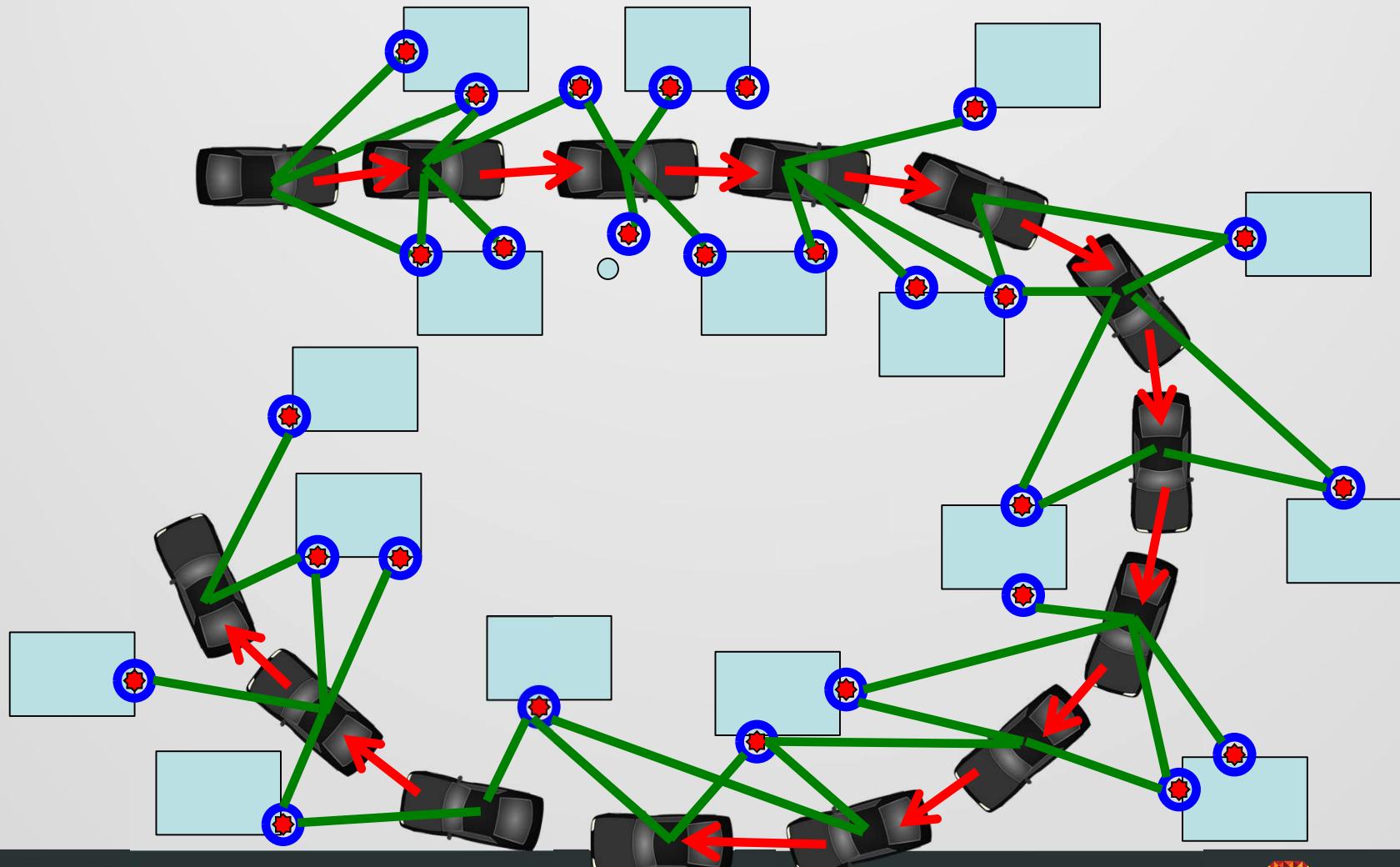
High-Level View of Self-Mapping (SLAM)



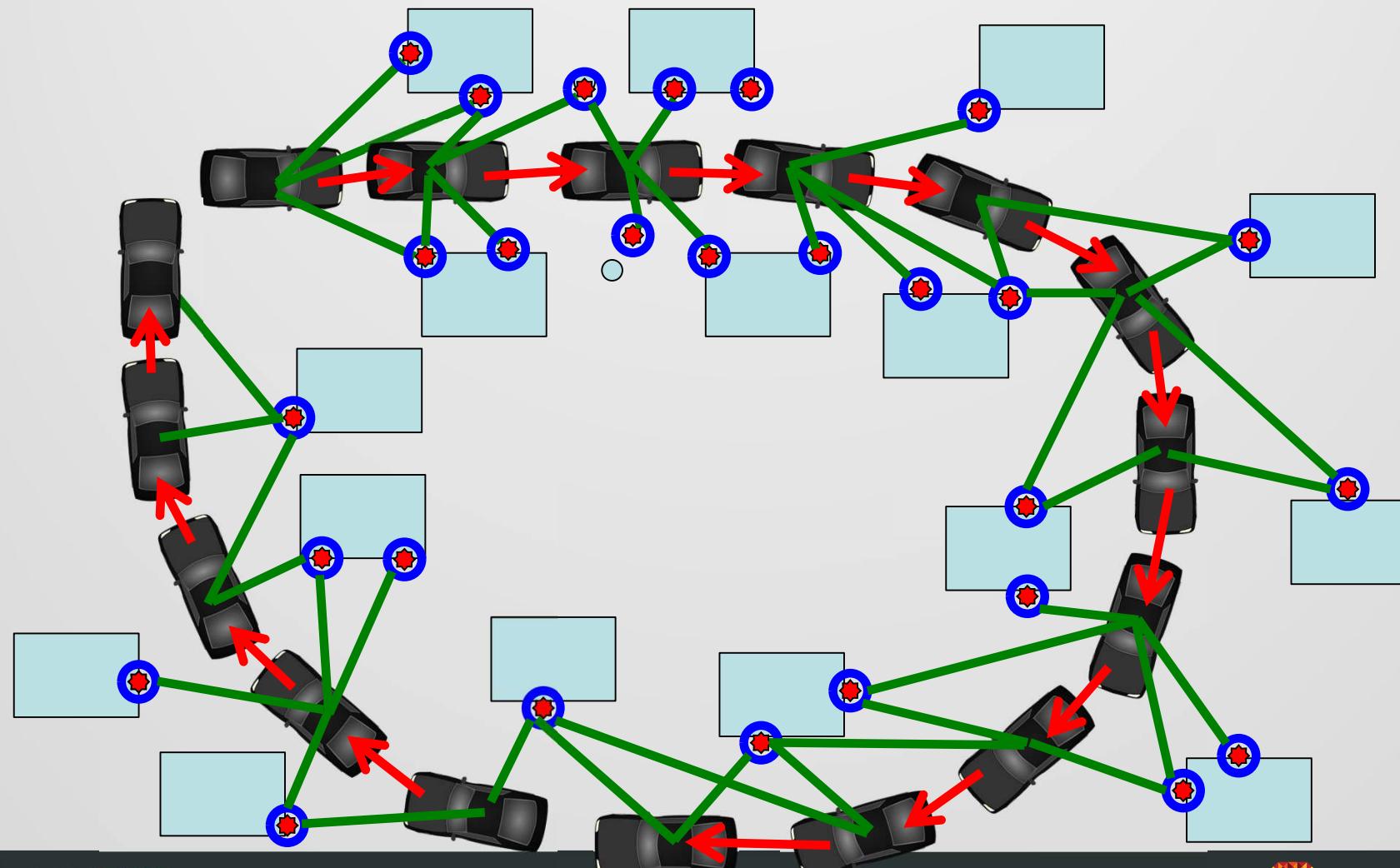
High-Level View of Self-Mapping (SLAM)



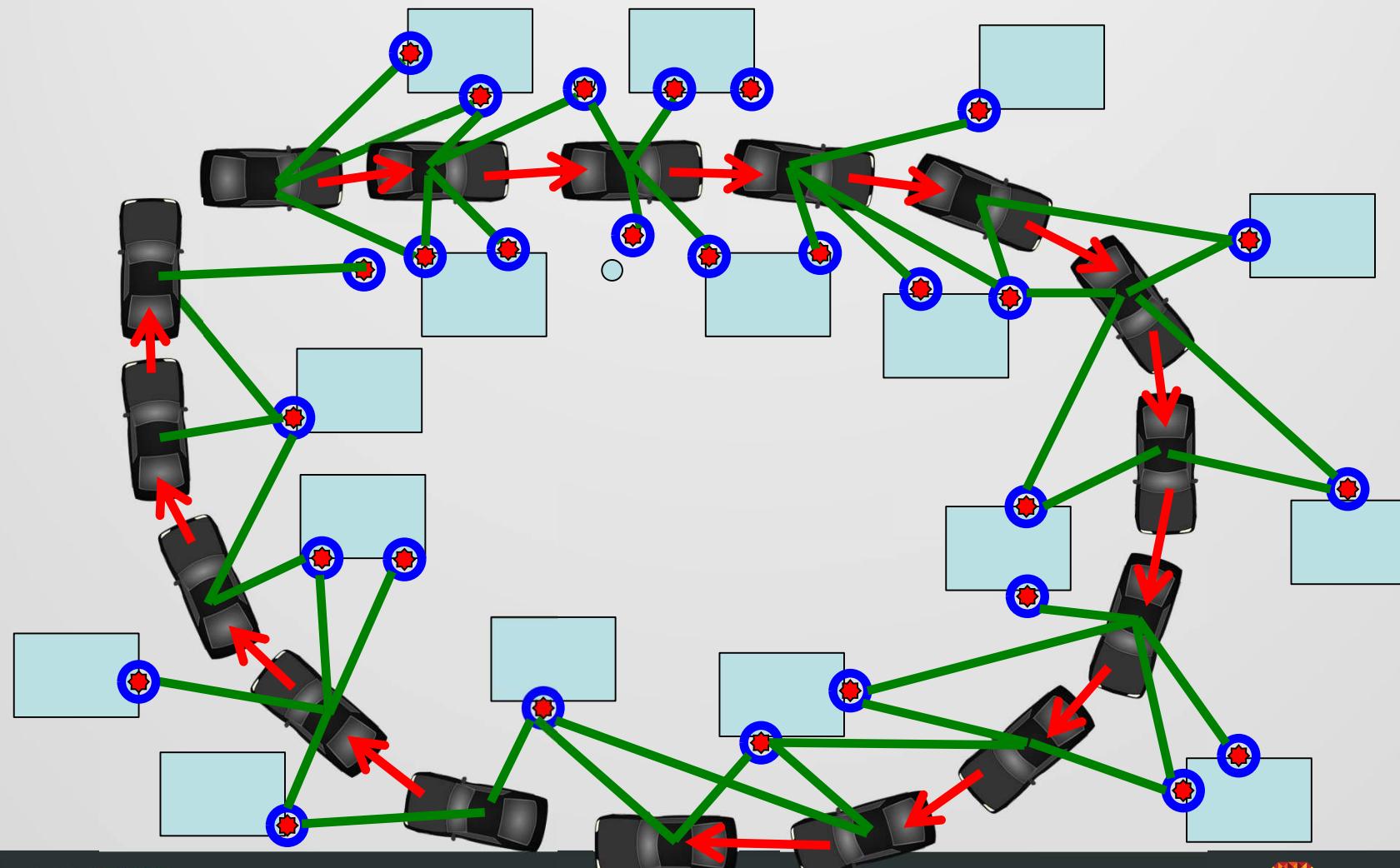
High-Level View of Self-Mapping (SLAM)



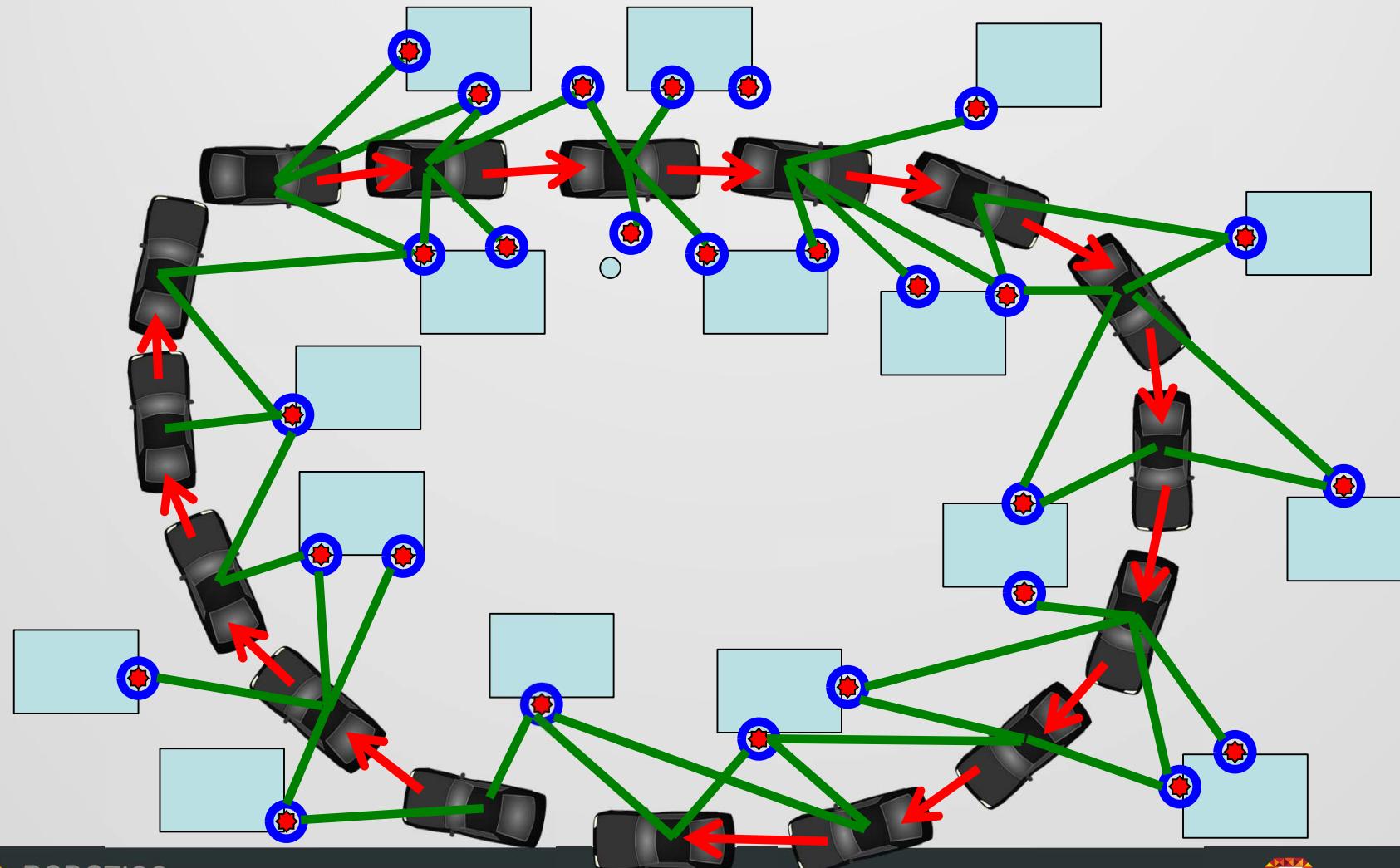
High-Level View of Self-Mapping (SLAM)



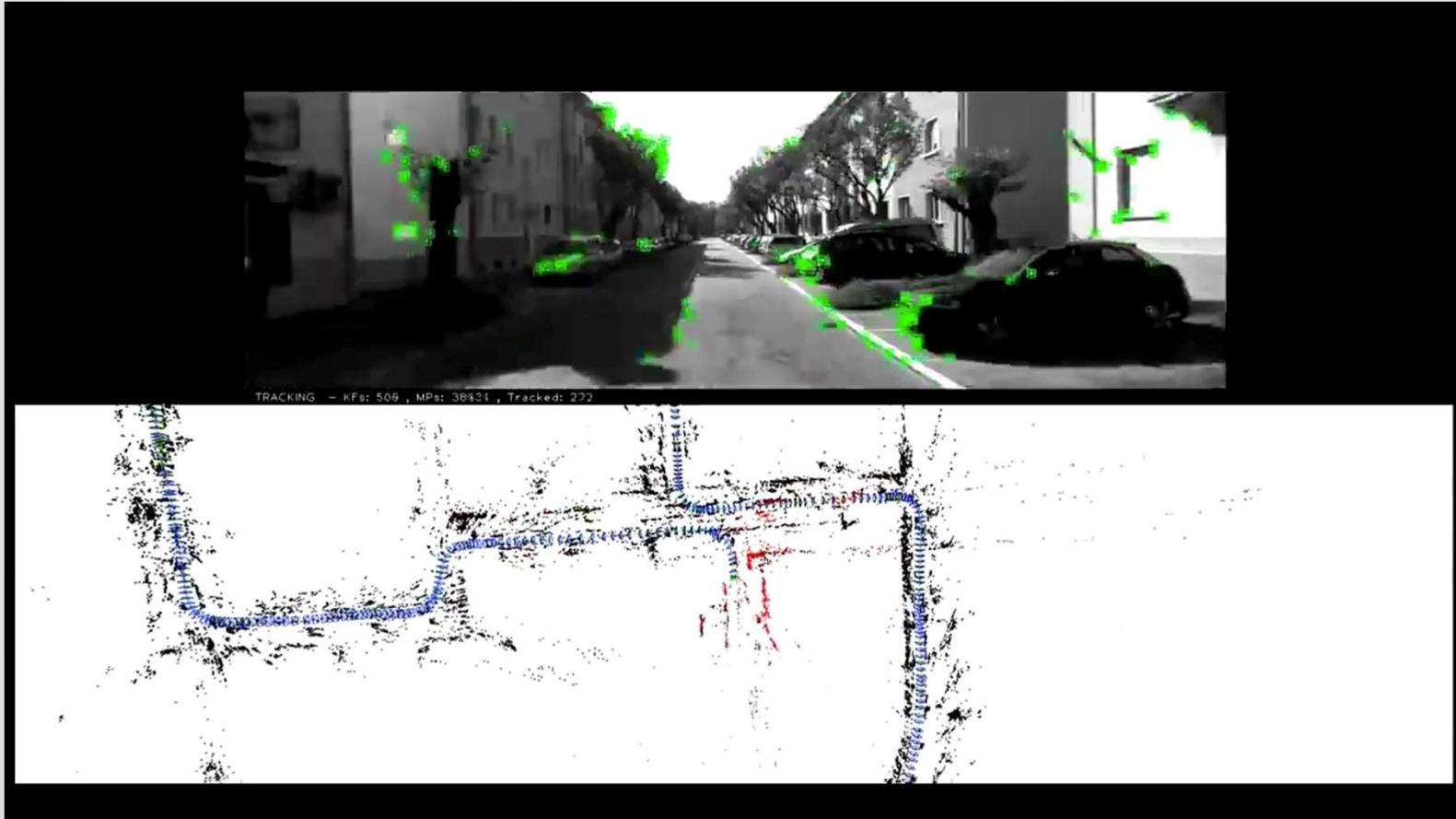
High-Level View of Self-Mapping (SLAM)



SLAM and Loop Closing



Loop Closure in ORB-SLAM on KITTI



From <https://www.youtube.com/watch?v=8DISRmsO2YQ>
(00:57.5-00:62.5 seconds)

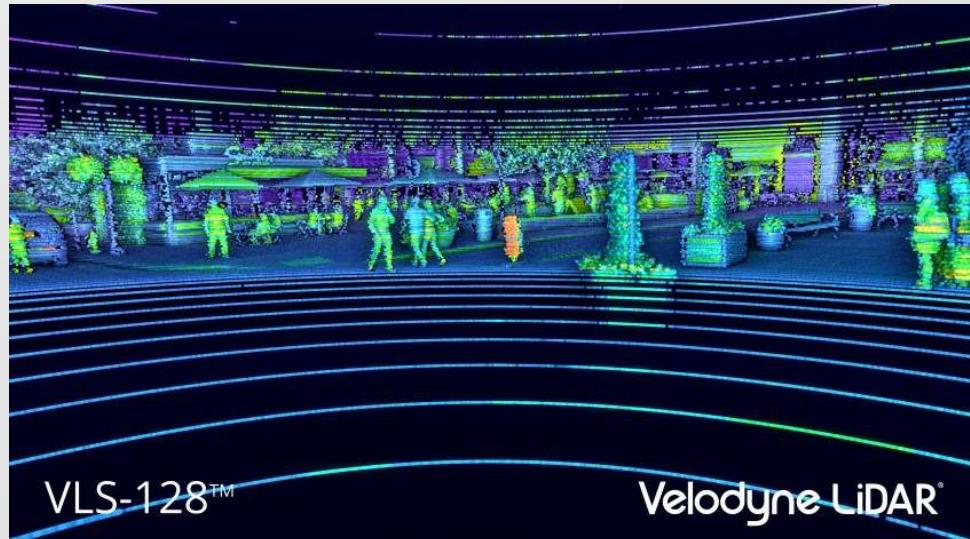
Where Next?

- For the next few weeks we will look at the core underlying algorithms needed to create SLAM
- These are mathematically some of the most challenging problems people have had to face
- Workable solutions now exist, which is changing the face of robotics and mixed reality
- And so we are going to start with

Extra Material

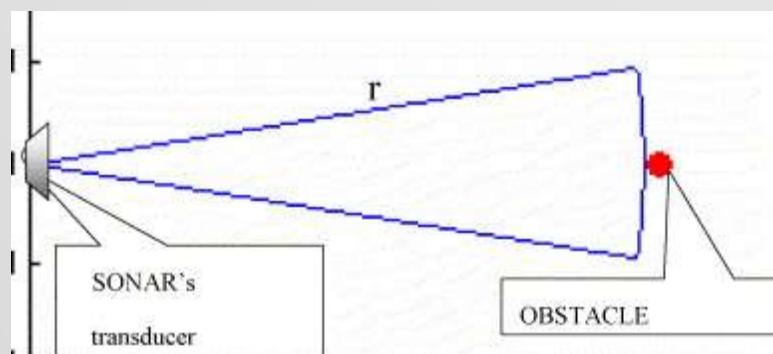
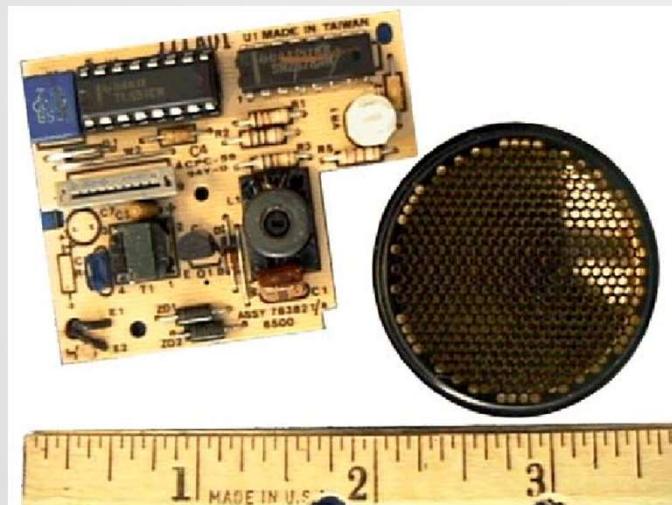
- Other sensing modalities are used with SLAM
- Lidar and sonar outlined below

Velodyne 128



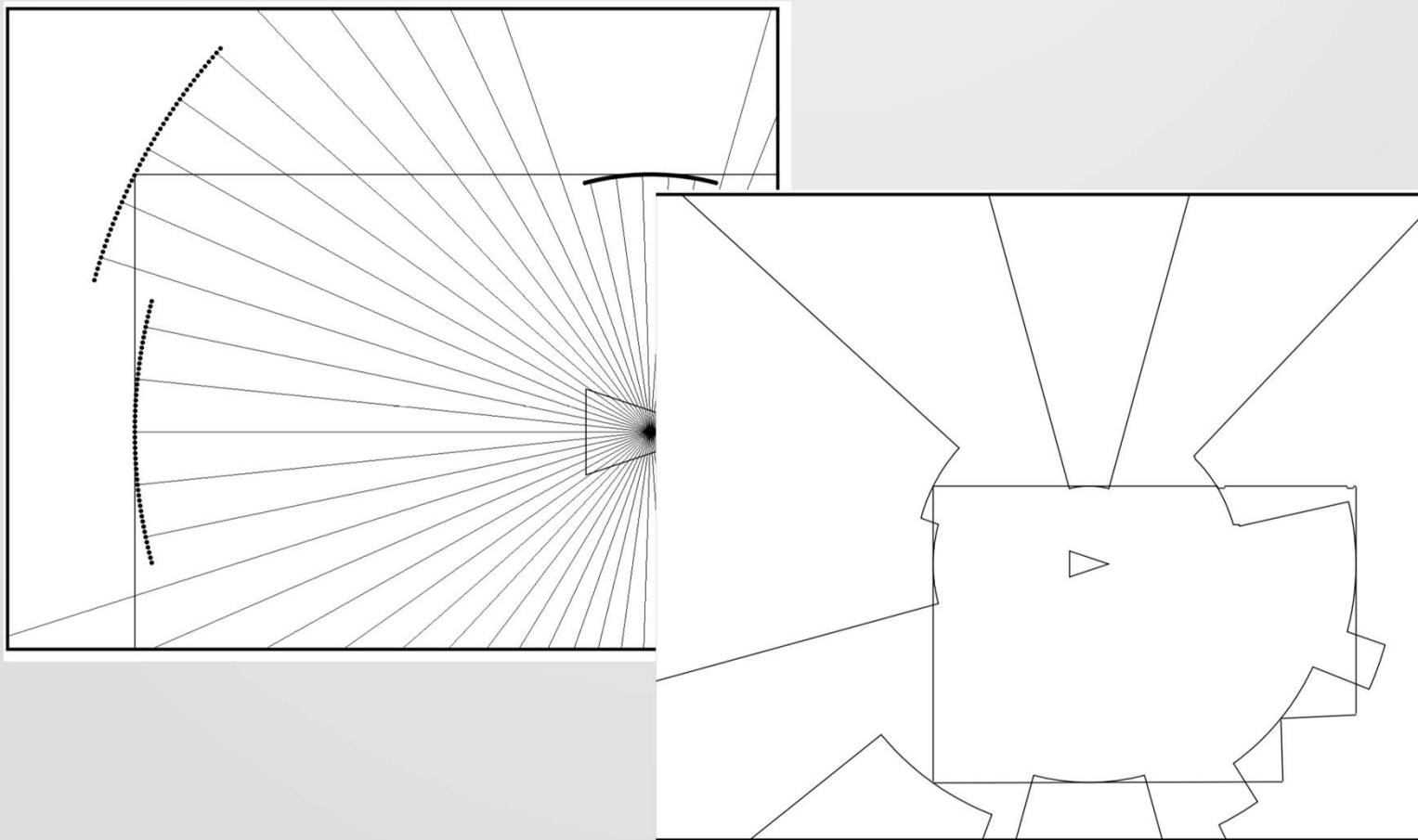
From [Velodyne Lidar Showcases Groundbreaking Technology for Security and Safety Applications at the Unmanned Security Expo](#)

Sonar



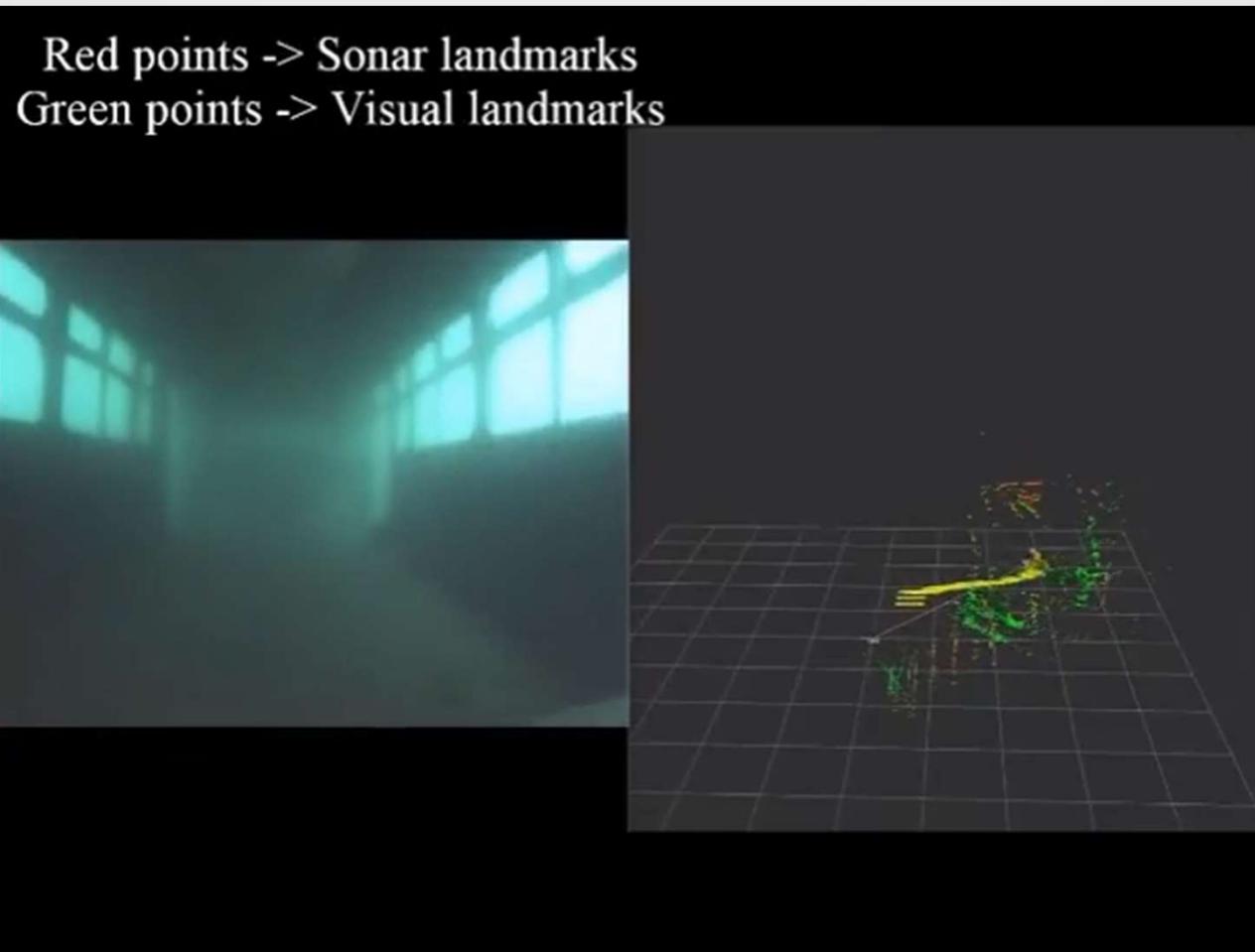
From: [Incorporating Spatial Representations at Multiple Levels of Abstraction in a Replicated Multilayered Architecture for Robot Control](#), [Calibration and interface of a polaroid ultrasonic sensor for mobile robots](#),

Features in Sonar-Based SLAM



From [Directed Sonar Sensing for Mobile Robot Navigation](#)

Visual Inertial SLAM



From [Sonar Visual Inertial SLAM of Underwater Structures](#)