Intelligent Robots Practice

Perception with Uncertainty

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Contents

- From object recognition to scene/place recognition
- Probabilistic Primer
- Uncertainties
 - Representation + Propagation
 - Line extraction from a point cloud
 - Split-and-merge
 - Line-Regression
 - RANSAC
 - Hough Transform









- Object Recognition
 - Q: Is this Book present in the Scene?

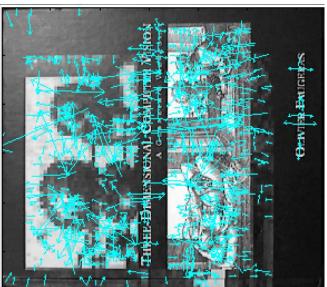






- Object Recognition
 - Q: Is this Book present in the Scene?





Extract keypoints in both images





- Object Recognition
 - Q: Is this Book present in the Scene?



Most of the Book's keypoints are present in the Scene

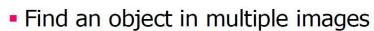


A: The Book is present in the Scene

- Object Recognition
 - Taking this a step further...

Find an object in an image

















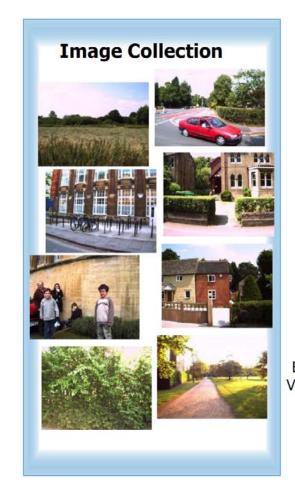


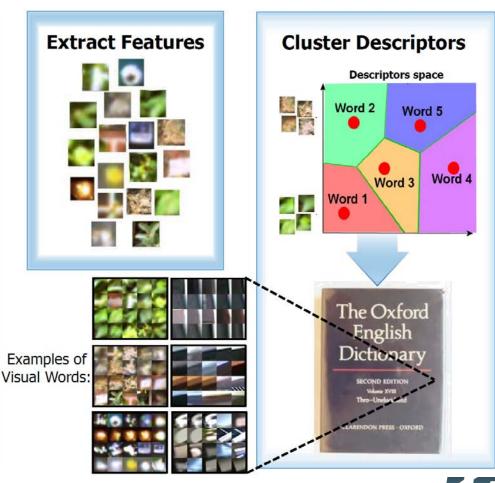
- Bag of Words (BoW)
 - Extension to scene/place recognition
 - Is this image in my database?
 - Robot: Have I been to this place before?
 - → "loop closure" problem, "kidnapped robot" problem
 - Use analogies from text retrieval
 - Visual Words
 - Vocabulary of Visual Words
 - "Bag of Words" (BOW) approach





- Bag of Words (BoW)
 - Building the Visual Vocabulary





Intelligent Robots Lab.

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Probabilistic Primer

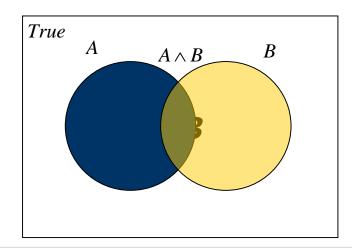




- Axioms of Probability Theory
 - Pr(A) denotes probability that proposition A is true.
 - Axiom1: $0 \le \Pr(A) \le 1$
 - Axiom2: Pr(True) = 1

$$Pr(False) = 0$$

Axiom3:
$$Pr(A \lor B) = Pr(A) + Pr(B) - Pr(A \land B)$$







- Axioms of Probability Theory
 - Using the Axioms

$$Pr(A \lor \neg A) = Pr(A) + Pr(\neg A) - Pr(A \land \neg A)$$

$$Pr(True) = Pr(A) + Pr(\neg A) - Pr(False)$$

$$1 = Pr(A) + Pr(\neg A) - 0$$

$$Pr(\neg A) = 1 - Pr(A)$$





- Conditional probability
 - Conditional probability

$$p(x \mid y) = p(X = x \mid Y = y)$$

- probability of X = x given Y = y
- Joint probability

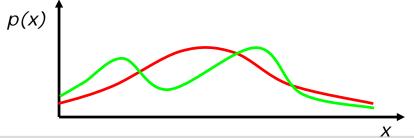
$$p(x, y) = p(X = x \text{ and } Y = y) = p(x \mid y)p(y) = p(y \mid x)p(x)$$





- Discrete Random Variables
 - X denotes a random variable.
 - \blacksquare X can take on a countable number of values in $\{x_1, x_2, ..., x_n\}$
 - $P(X=x_i)$, or $P(x_i)$, is the probability that the random variable X takes on value x_i .
 - \blacksquare P(·) is called probability mass function
 - E.g. $P(Room) = \langle 0.7, 0.2, 0.08, 0.02 \rangle$
- Continuous Random Variables
 - X takes on values in the continuum
 - \blacksquare p(X=x), or p(x), is a probability density function

$$\Pr(x \in (a,b)) = \int_{a}^{b} p(x)dx$$







- Joint and Conditional Probability
 - P(X=x and Y=y) = P(x,y)
 - If X and Y are independent then P(x,y) = P(x) P(y)
 - $P(x \mid y)$ is the probability of x given y $P(x \mid y) = P(x,y) / P(y)$ $P(x,y) = P(x \mid y) P(y)$
 - If X and Y are independent then $P(x \mid y) = P(x)$





■ Law of Total Probability, Marginals

Discrete case

$$\sum_{x} P(x) = 1$$

$$P(x) = \sum_{v} P(x, y)$$

$$P(x) = \sum_{y} P(x \mid y) P(y)$$

Continuous case

$$\int p(x) \, dx = 1$$

$$p(x) = \int p(x, y) \, dy$$

$$p(x) = \int p(x \mid y) p(y) dy$$





Bayes Formula

$$P(x, y) = P(x | y)P(y) = P(y | x)P(x)$$

$$\Rightarrow$$

$$P(x \mid y) = \frac{P(y \mid x) \ P(x)}{P(y)} = \frac{\text{likelihood} \cdot \text{prior}}{\text{evidence}}$$





- Bayes Formula
 - Normalization

$$P(x|y) = \frac{P(y|x) P(x)}{P(y)} = \eta P(y|x) P(x)$$
$$\eta = P(y)^{-1} = \frac{1}{\sum_{x} P(y|x) P(x)}$$

Algorithm:

$$\forall x : aux_{x|y} = P(y \mid x) P(x)$$

$$\eta = \frac{1}{\sum_{x} \operatorname{aux}_{x|y}}$$

$$\forall x : P(x \mid y) = \eta \text{ aux}_{x \mid y}$$





- Conditioning
 - Law of total probability

$$P(x) = \int P(x, z)dz$$

$$P(x) = \int P(x \mid z)P(z)dz$$

$$P(x \mid y) = \int P(x \mid y, z)P(z \mid y) dz$$

Bayes Rule with Background Knowledge

$$P(x \mid y, z) = \frac{P(y \mid x, z) P(x \mid z)}{P(y \mid z)}$$

Conditional Independence

$$P(x, y|z) = P(x|z)P(y|z)$$







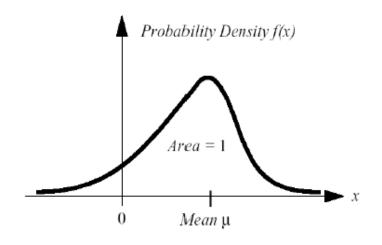


- Uncertainty Representation
 - Sensing in the real world is always uncertain
 - How can uncertainty be represented or quantified?
 - How does uncertainty propagate?
 i.e. given uncertain inputs into a system, what is the uncertainty in the output?
 - What is the merit of all this for mobile robotics?





- Uncertainty Representation
 - Probability Density Function (PDF)
 - Use a Probability Density Function (PDF) to characterize the statistical properties of a variable X



$$\int_{-\infty}^{\infty} f(x) dx = 1$$

• Expected value of variable X:

$$\mu = E[X] = \int_{-\infty}^{\infty} x f(x) dx$$

Variance of variable X

$$\sigma^2 = \int_{-\infty}^{\infty} (x - \mu)^2 f(x) dx$$





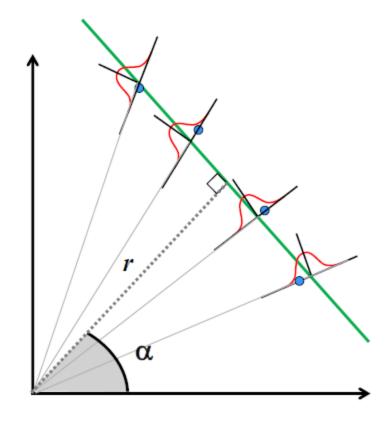
- Uncertainty Representation
 - Probability Density Function (PDF)
 - Gaussian Distribution
 - Most common PDF for characterizing uncertainties: Gaussian

$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)$$





- Uncertainty Propagation
 - The Error Propagation Law
 - Imagine extracting a line based on point measurements with uncertainties.
 - Model parameters in polar coordinates [(r, α) uniquely identifies a line]
 - The question:
 - What is the uncertainty of the extracted line knowing the uncertainties of the measurement points that contribute to it?





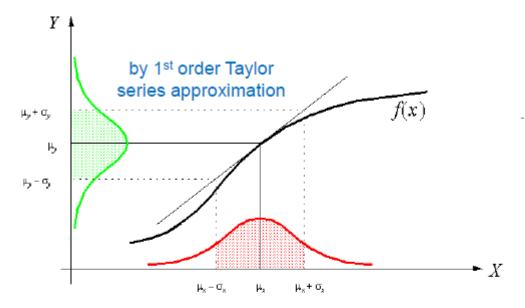


■ Uncertainty Propagation

■ The Error Propagation Law

- 1D case of a nonlinear error propagation problem
- It can be shown that the output covariance matrix C_Y is given by the error propagation law:

$$C_Y = F_X C_X F_X^T$$

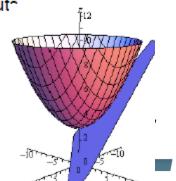


- where
 - C_X: covariance matrix representing the input uncertainties
 - C_Y: covariance matrix representing the propagated uncertainties for the output
 - F_X: is the *Jacobian* matrix defined as:

$$F_X = \begin{bmatrix} \frac{\partial f_1}{\partial X_1} & \cdots & \frac{\partial f_1}{\partial X_n} \\ \vdots & \cdots & \vdots \\ \frac{\partial f_m}{\partial X_1} & \cdots & \frac{\partial f_m}{\partial X_n} \end{bmatrix}$$



Defines the orientation of the tangent line/plane/hyper-plane at a given point



- Uncertainty Propagation
 - The Error Propagation Law
 - Line Extraction: Unweighted Least Sq.
 - Point-Line distance

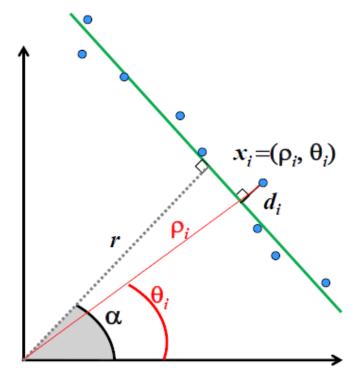
$$\rho_i \cos(\theta_i - \alpha) - r = d_i$$

If each measurement is equally uncertain then sum of sq. errors:

$$S = \sum_{i} d_i^2 = \sum_{i} (\rho_i \cos(\theta_i - \alpha) - r)^2$$

Goal: minimize S when selecting (r, α)
 ⇒ solve the system

$$\frac{\partial S}{\partial \alpha} = 0$$
 $\frac{\partial S}{\partial r} = 0$







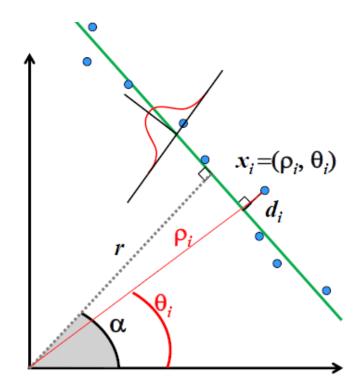
- Uncertainty Propagation
 - The Error Propagation Law
 - Line Extraction: Unweighted Least Sq.
 - Point-Line distance

$$\rho_i \cos(\theta_i - \alpha) - r = d_i$$

 Each sensor measurement, may have its own, unique uncertainty

$$S = \sum w_i d_i^2 = \sum w_i (\rho_i \cos(\theta_i - \alpha) - r)^2$$

$$w_i = 1/\sigma_i^2$$



Weighted Least Squares

$$\frac{\partial S}{\partial \alpha} = 0$$
 $\frac{\partial S}{\partial r} = 0$





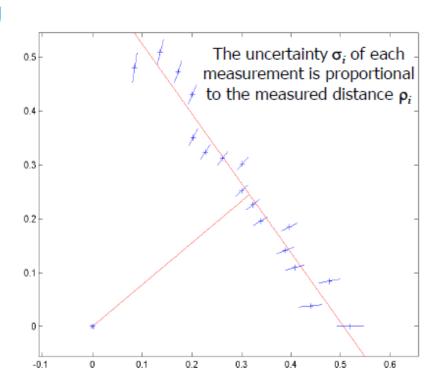
- Uncertainty Propagation
 - The Error Propagation Law
 - Line Extraction Uncertainty
 - Weighted least squares and solving the system:

$$\frac{\partial S}{\partial \alpha} = 0$$
 $\frac{\partial S}{\partial r} = 0$

Gives the line parameters:

$$\alpha = \frac{1}{2} \operatorname{atan} \left(\frac{\sum w_i \rho_i^2 \sin 2\theta_i - \frac{2}{\sum w_i} \sum \sum w_i w_j \rho_i \rho_j \cos \theta_i \sin \theta_j}{\sum w_i \rho_i^2 \cos 2\theta_i - \frac{1}{\sum w_i} \sum \sum w_i w_j \rho_i \rho_j \cos (\theta_i + \theta_j)} \right)$$

$$r = \frac{\sum w_i \rho_i \cos(\theta_i - \alpha)}{\sum w_i}$$





If
$$\begin{cases} \rho_i \sim N(\hat{\rho}_i, \sigma_{\rho_i}^{2}) \\ \theta_i \sim N(\hat{\theta}_i, \sigma_{\rho_i}^{2}) \end{cases}$$

• If $\begin{cases} \rho_i \sim N(\rho_i, \sigma_{\rho_i}) \\ \theta_i \sim N(\hat{\theta}_i, \sigma_{\alpha}^2) \end{cases}$ what is the uncertainty in the line (r, α) ?



- Uncertainty Propagation
 - The Error Propagation Law
 - Error Propagation: Line extraction

Assuming that ρ_i , θ_i are independent

The uncertainty of each measurement
$$x_i = (\rho_i, \theta_i)$$
 is described by the covariance matrix: $C_{x_i} = \begin{bmatrix} \sigma_{\rho_i}^2 & 0 \\ 0 & \sigma_{\theta_i}^2 \end{bmatrix}$

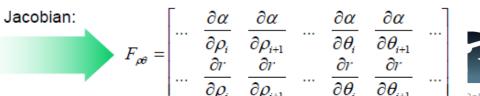
The uncertainty in the line (r, α) is described by the covariance matrix: $C_{\alpha r} = \begin{bmatrix} \sigma_{\alpha}^2 & \sigma_{\alpha r} \\ \sigma_{\alpha \alpha} & \sigma_{\alpha r} \end{bmatrix} = ?$

$$C_{\alpha r} = \begin{bmatrix} \sigma_{\alpha}^{2} & \sigma_{\alpha r} \\ \sigma_{r\alpha} & \sigma_{r}^{2} \end{bmatrix} = ?$$

Error Propagation Law

CHL

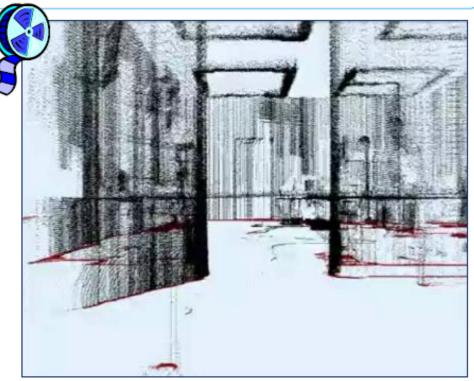
$$C_{\alpha r} = F_{\rho \theta} C_x F_{\rho \theta}^{T}$$







- Line Extraction from a point cloud
 - Extract lines from a point cloud (e.g. range scan)
 - Three main problems:
 - How many lines are there?
 - Segmentation: Which points belong to which line?
 - Line Fitting/Extraction: Given points that belong to a line, how to estimate the line parameters?
 - Algorithms we will see:
 - 1. Split-and-merge
 - Linear regression
 - 3. RANSAC
 - 4. Hough-Transform





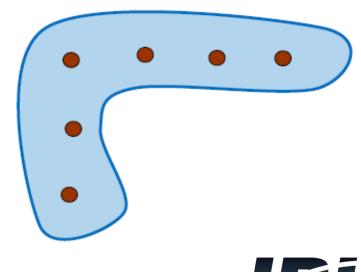
- Line Extraction from a point cloud
 - Algorithm 1: Split-and-Merge (standard)
 - Popular algorithm, originates from Computer Vision.
 - A recursive procedure of fitting and splitting.
 - A slightly different version, called Iterative end-point-fit, simply connects the end points for line fitting.

Initialise set S to contain all points

Split

- Fit a line to points in current set S
- · Find the most distant point to the line
- If distance > threshold ⇒ split set & repeat with left and right point sets

- If two consecutive segments are close/collinear enough, obtain the common line and find the most distant point
- · If distance <= threshold, merge both segments







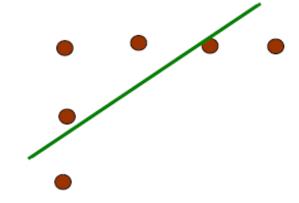
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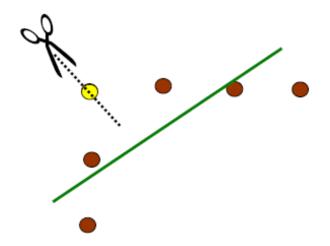
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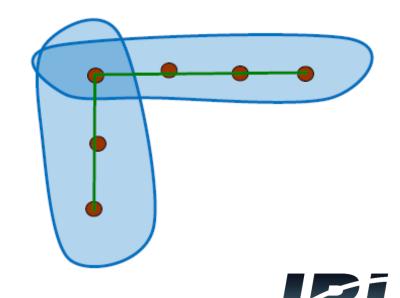
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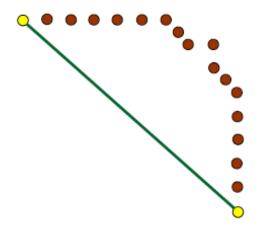
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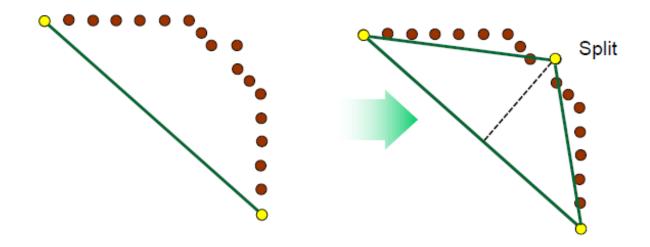


- Line Extraction from a point cloud
 - Algorithm 1: Split-and-Merge (iterative end-point-fit)
 - Iterative end-point-fit: simply connects the end points for line fitting



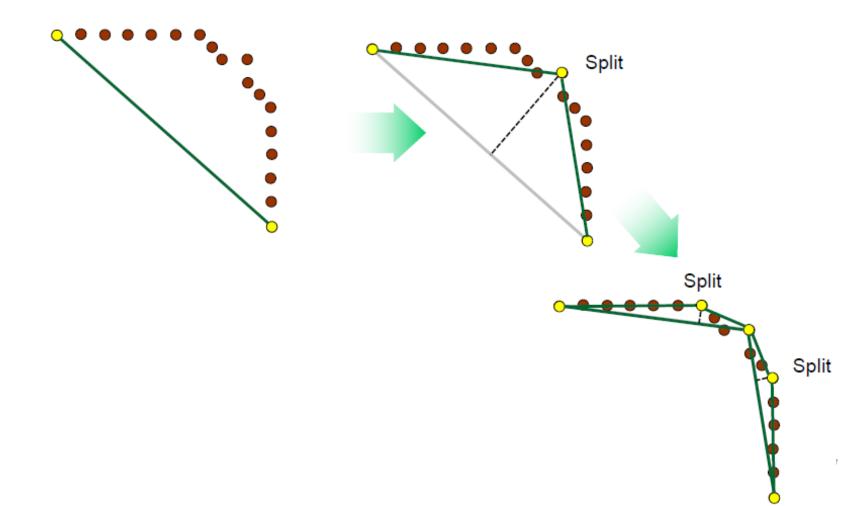


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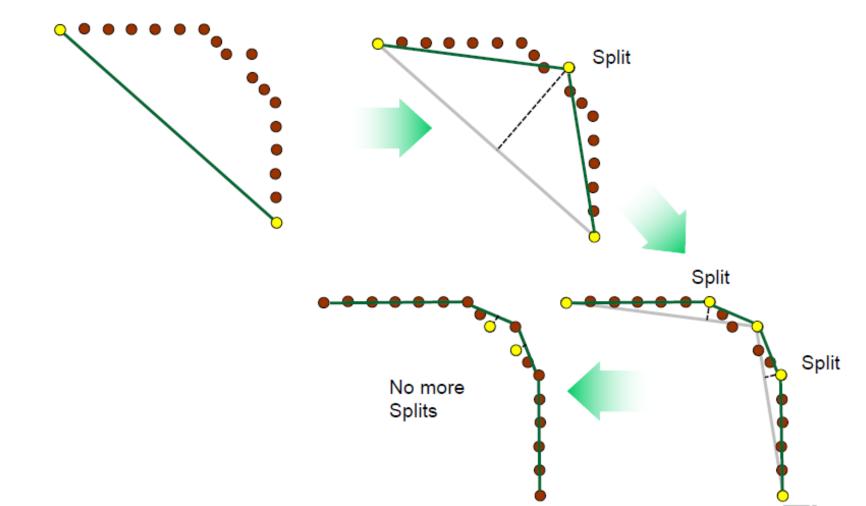


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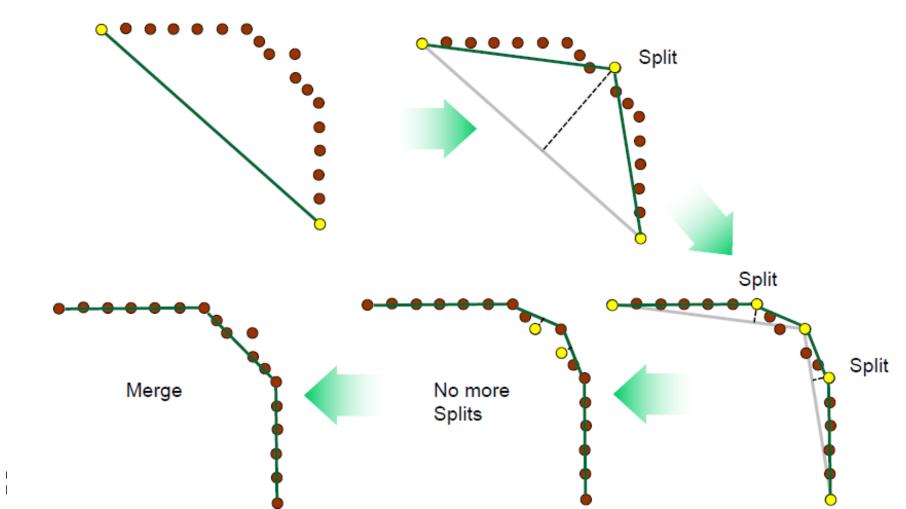


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- Line Extraction from a point cloud
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 - Iterative end-point-fit: simply connects the end points for line fitting



- Line Extraction from a point cloud
 - Algorithm 3: RANSAC
 - RANdom SAmple Consensus(RANSAC)
 - It is a generic and robust fitting algorithm of models in the presence of outliers (i.e. points which do not satisfy a model)
 - Generally applicable algorithm to any problem where the goal is to identity the inliers which satisfy a predefined model
 - Typical application in robotics
 - Line extraction from 2D range data
 - Plane extraction from 3D range data
 - Feature matching, structure from motion, etc
 - RANSAC is an **iterative** method and is **non-deterministic** in that the probability to find a set free of outliers increases as more iterations are used
 - Drawback: a non-deterministic method, different results



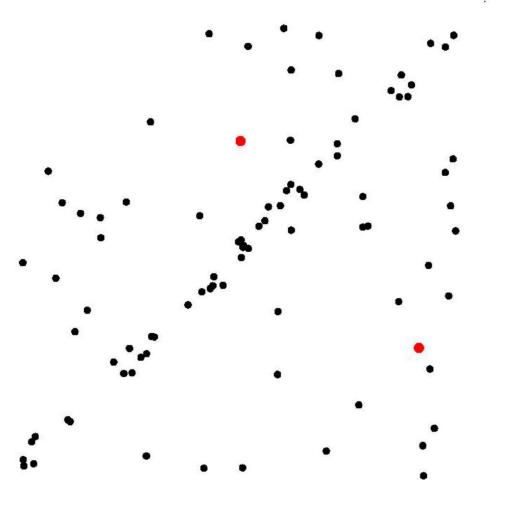


- Line Extraction from a point cloud
 - Algorithm 3: RANSAC





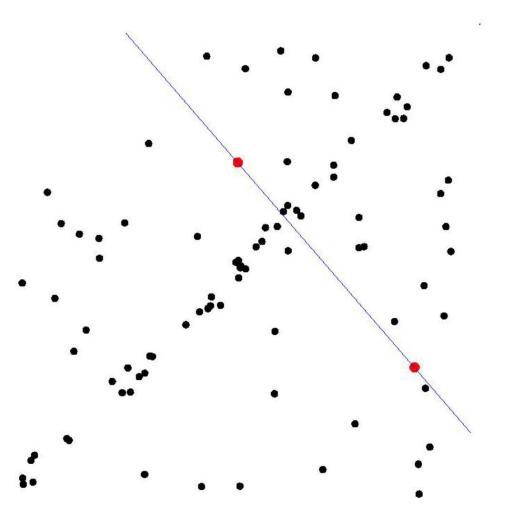
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



Select sample of 2 points at random



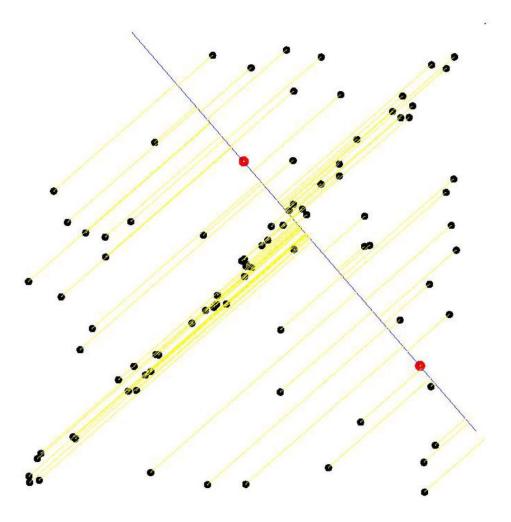
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample



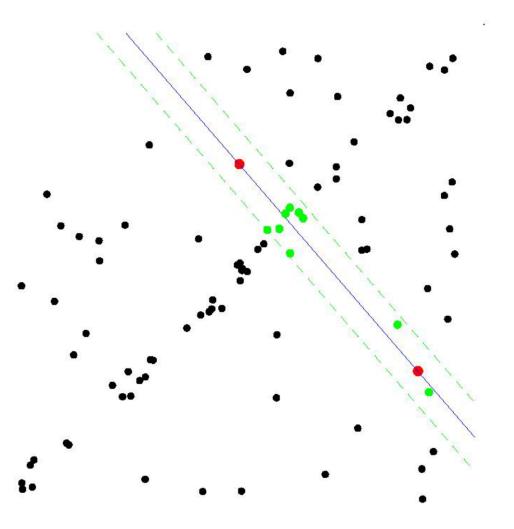
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point



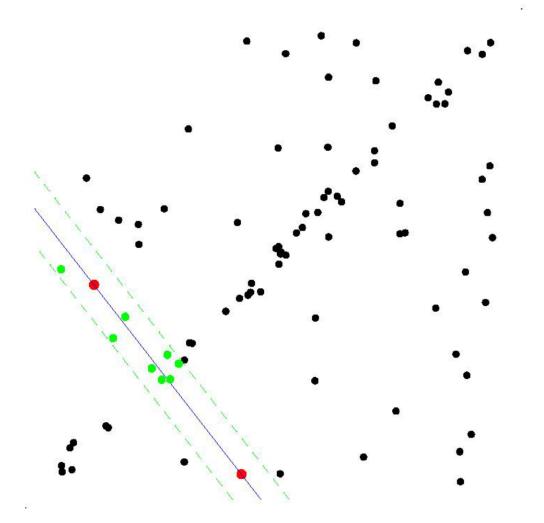
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point
- Select data that support current hypothesis



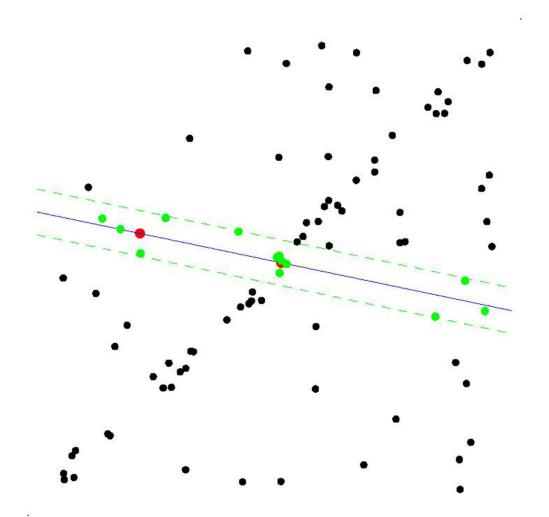
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point
- Select data that support current hypothesis
- Repeat sampling



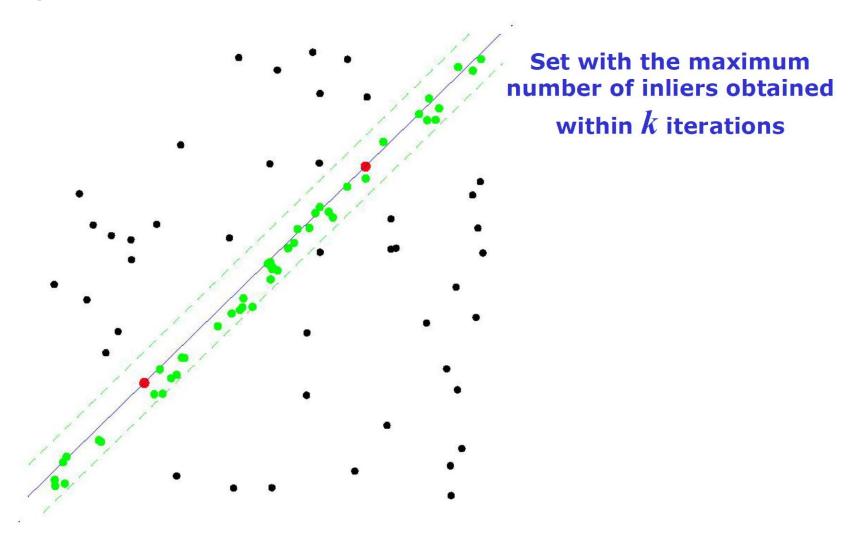
- Line Extraction from a point cloud
 - Algorithm 3: RANSAC



- Select sample of 2 points at random
- Calculate model parameters that fit the data in the sample
- Calculate error function for each data point
- Select data that support current hypothesis
- Repeat sampling



- Line Extraction from a point cloud
 - Algorithm 3: RANSAC





- Line Extraction from a point cloud
 - Algorithm 3: RANSAC

Algorithm RANSAC (for line extraction from 2D range data)

- 1. Initial: let A be a set of N points
- 2. repeat
- 3. Randomly select a sample of 2 points from A
- 4. Fit a line through the 2 points
- 5. Compute the distances of all other points to this line
- 6. Construct the inlier set (i.e. count the number of points with distance to the line $\leq d$)
- 7. Store these inliers
- 8. **until** Maximum number of iterations k reached
- 9. The set with the maximum number of inliers is chosen as a solution to the problem



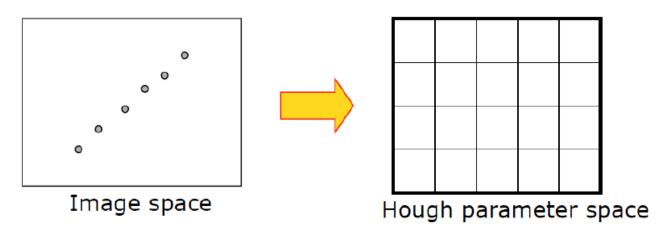


- Line Extraction from a point cloud
 - Algorithm 3: RANSAC
 - How many iterations does RANSAC need?
 - We cannot know in advance if the observed set contains the max. no. inliers
 ⇒ ideally: check all possible combinations of 2 points in a dataset of N points.
 - No. all pairwise combinations: N(N-1)/2
 ⇒ computationally infeasible if N is too large.
 example: laser scan of 360 points ⇒ need to check all 360*359/2= 64,620 possibilities!
 - Do we really need to check all possibilities or can we stop RANSAC after iterations?
 Checking a subset of combinations is enough if we have a rough estimate of the percentage of inliers in our dataset
 - This can be done in a probabilistic way





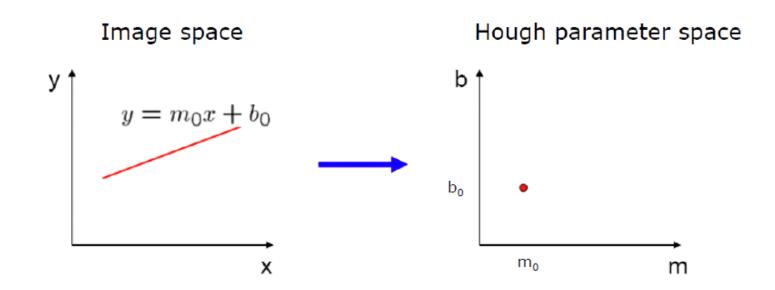
- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Edges vote for plausible line locations
 - Map image space into Hough parameter space
 - Hough space parameterizes coordinate space w.r.t line characteristics
 - In practice, it's a discretized accumulator array
 - Comprising of voting bins







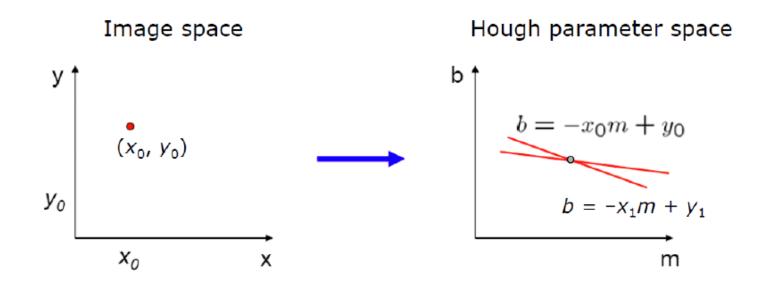
- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - A line in the image corresponds to a point in Hough space







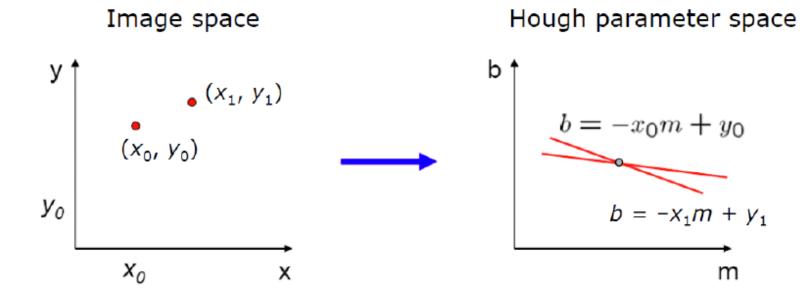
- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - What does a point (x_0, y_0) in the image space map to in the Hough space?







- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Where is the line that contains both (x_0, y_0) and (x_1, y_1) ?
 - It is the intersection of the lines $b = -x_0m + y_0$ and $b = -x_1m + y_1$

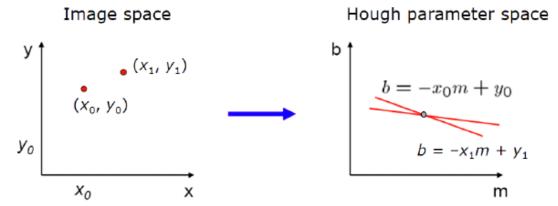




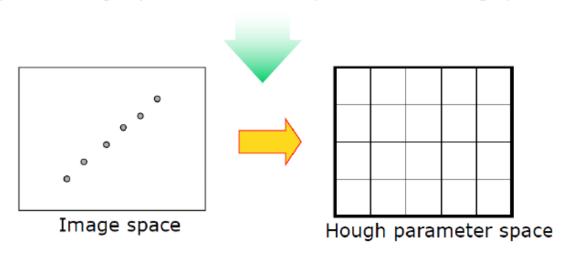
m



- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform



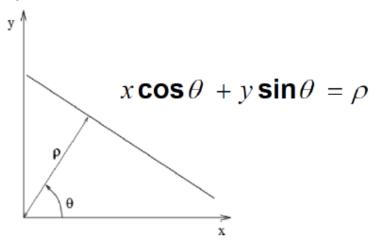
Each point in image space, votes for line-parameters in Hough parameter space







- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Problems with the (m,b) space:
 - Unbounded parameter domain
 - Vertical lines require infinite m
 - Alternative: polar representation



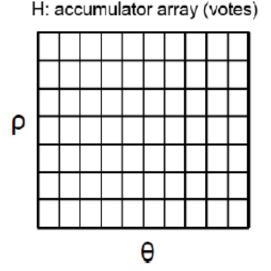
Each point in image space will map to a sinusoid in the (ρ,θ) parameter space





- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Initialize accumulator H to all zeros
 - 2. for each edge point (x,y) in the image
 - for all θ in [0,180]
 - Compute $\rho = x \cos \theta + y \sin \theta$
 - $H(\theta, \rho) = H(\theta, \rho) + 1$
 - end

end

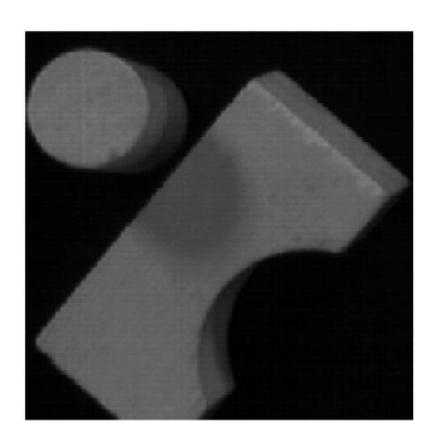


- 3. Find the values of (θ, ρ) where $H(\theta, \rho)$ is a local maximum
- 4. The detected line in the image is given by: $\rho = x \cos \theta + y \sin \theta$



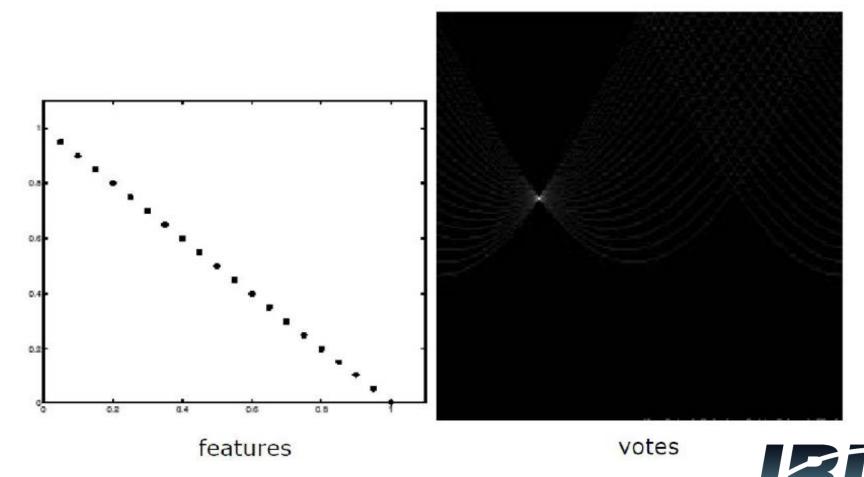


- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform





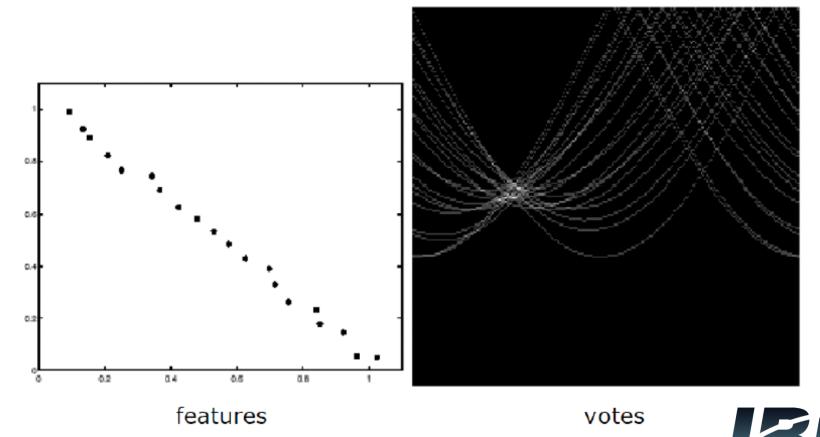
- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform



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- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Effect of noise: peak gets fuzzy and hard to locate



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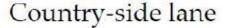
- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Example: Lane detection using HT



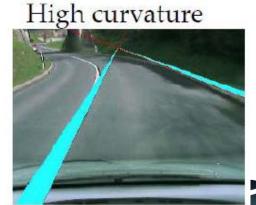
Tunnel exit















- Line Extraction from a point cloud
 - Algorithm 4: Hough-Transform
 - Example: Door detection using HT

