

# Robust LiDAR-Inertial Localization with Prior Maps in GNSS-Challenged Environments

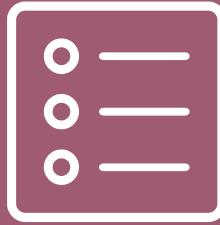
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Master in Intelligent Field Robotics Systems

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# Thesis Presentation Outline

# Motivation

Accurate localization is crucial for autonomous robots to enable reliable path planning, obstacle avoidance, and other repetitive missions.

Typically, positioning relies on:

1

## GNSS-INS Methods

Unreliable in urban/indoor environments.

2

## LIDAR/VISUAL Inertial Odometry

Drifts over time without correction.

3

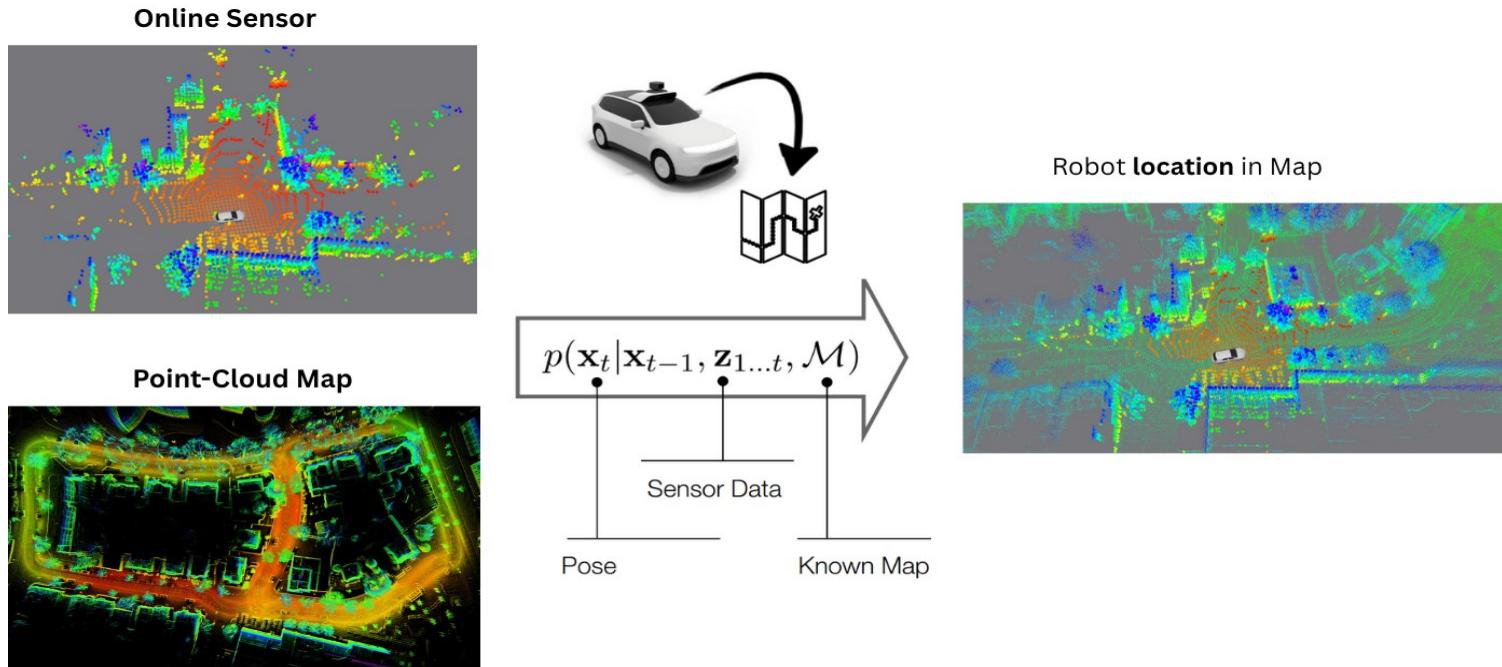
## Real-Time SLAM

Drift if loop closures are infrequent. Which may be sparse, delayed, or absent.



# Map Based Localization

Uses prior maps as a global reference to improve accuracy and stability. The robot's current LiDAR scan is matched against the map to estimate its precise position.



# Challenges

Map-based localization offers a stable and accurate alternative, but it faces several key challenges:

1

## Large Scale High Resolution 3D Map

Failure in scan-to-map matching



2

## Dynamic Objects

Cars , pedestrians decrease the accuracy of registration

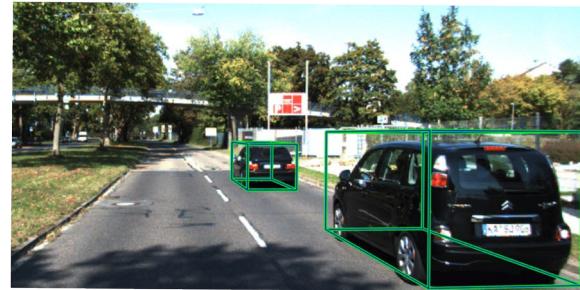
3

## Feature Sparse Environments

localization failure in incomplete , boundary or transition zone of the map

4

## Adverse Environmental Conditions



5

# Research Questions

1. How can LiDAR-Inertial odometry and map observation be **effectively fused** to enhance real-time localization accuracy and robustness? To what extend improve the localization?
2. How can the proposed system maintain **real-time performance** and **scalability** in large-scale settings?
3. Does the method ensure accurate localization in **feature-sparse** and **noisy environments**?

# Objectives



## **Accuracy and Robustness**

Centimeter to Decimeter level accuracy. High available with out large errors .



## **Real-time and Computational efficiency**

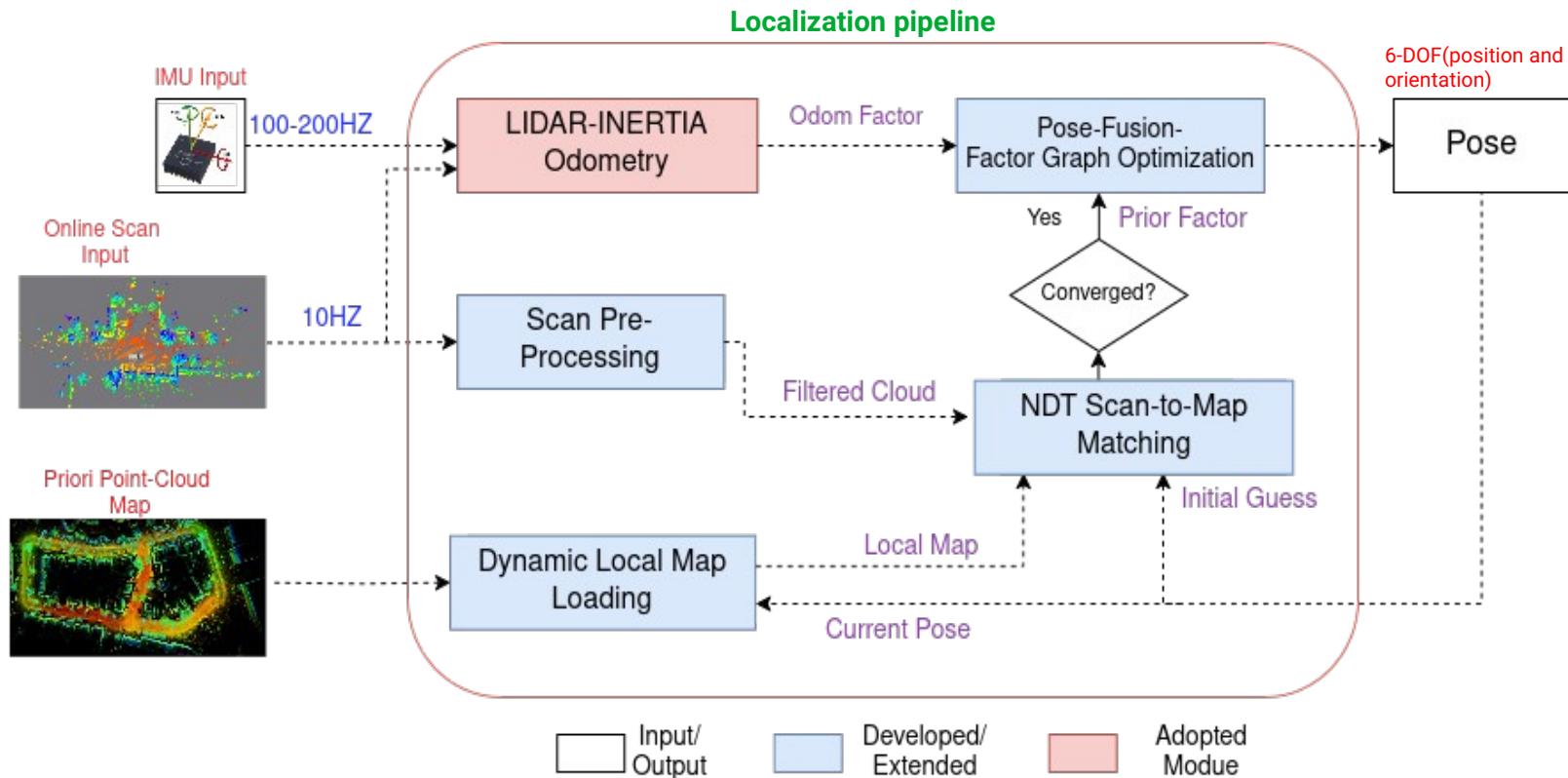
low processing time and minimal computational resources.



## **Scalability**

Working in large scale environment.

# Methodology



System architecture of the proposed map-based localization pipeline

# Scan Pre-Processing

LiDAR scan vary in density across the range of the sensor.

## 1 Crop-Box Filter

Eliminates distant or irrelevant points.

## 2 Outlier Removal

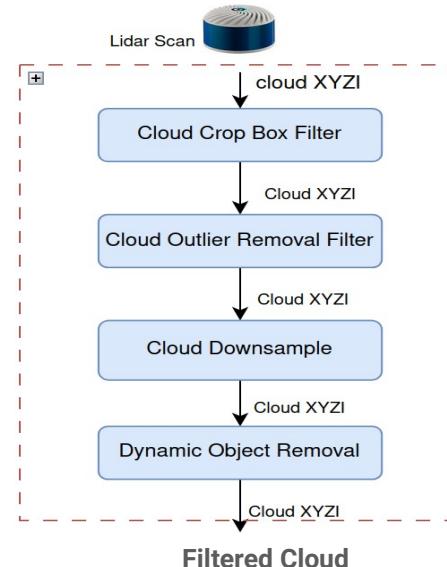
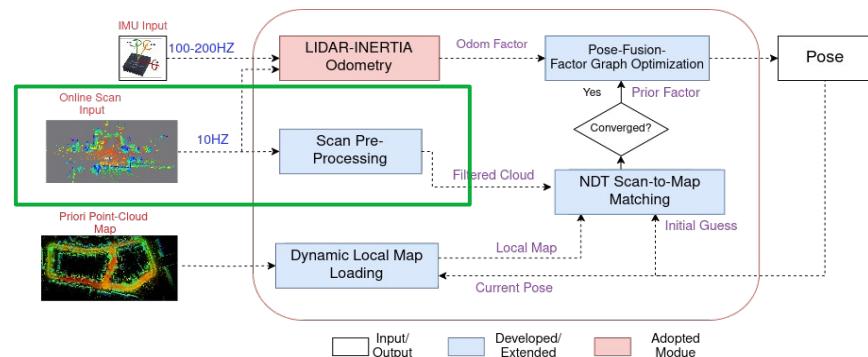
Statistical filter that removes isolated points.

## 3 Down-sample

Reduce data size while preserving geometric structure.

## 4 Dynamic Object Removal

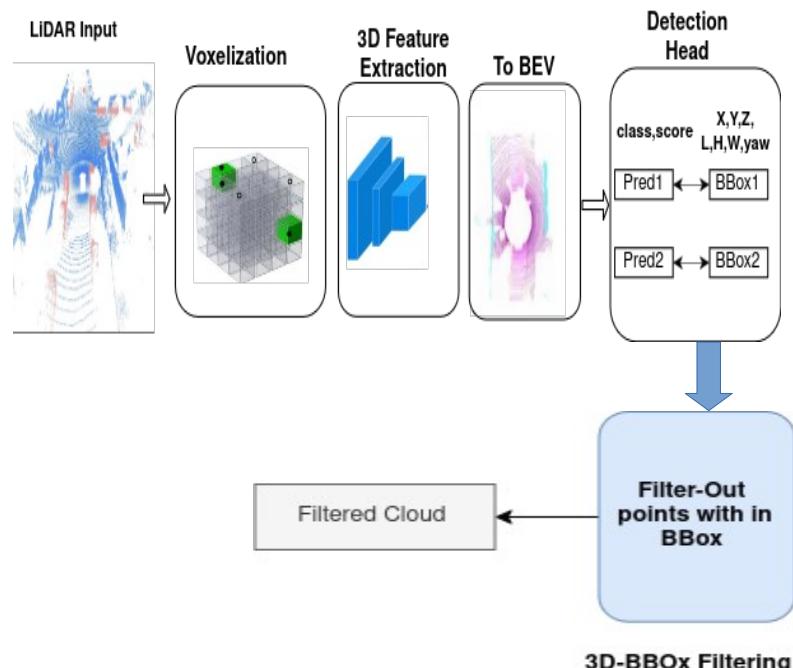
Remove moving objects.



# Dynamic Object Removal

To reduce alignment errors caused by moving objects, we remove dynamic points from LiDAR scans before map matching.

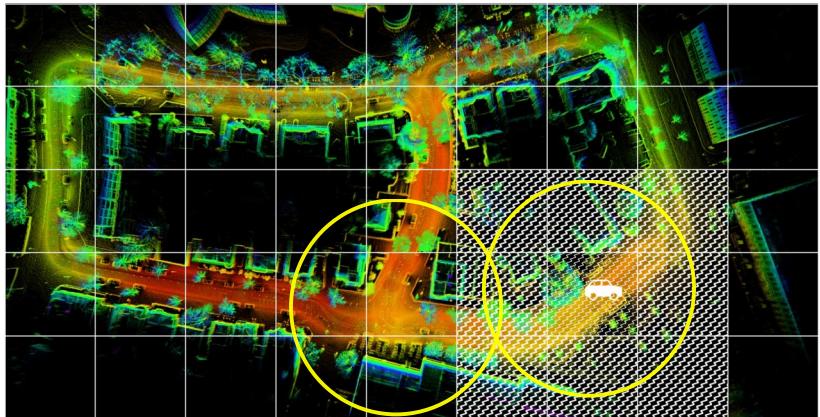
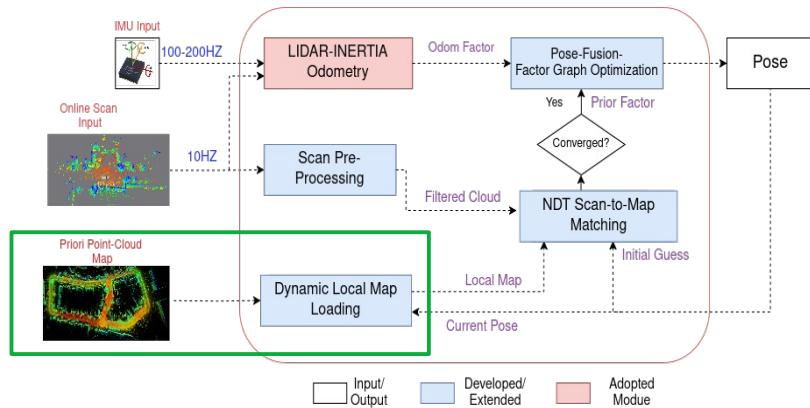
- Deep learning-based 3D object detection based on CenterPoint.
- Detects objects by predicting their center points and 3D bounding boxes.
- Filter to **remove all LiDAR points** inside those bounding boxes.
- Pre-trained model with five object classes: **Car**, **Truck**, **Bus**, **Bicycle**, and **Pedestrian**.



# Local Map Loading

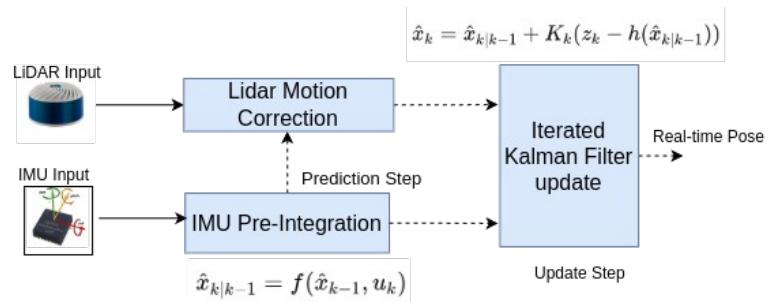
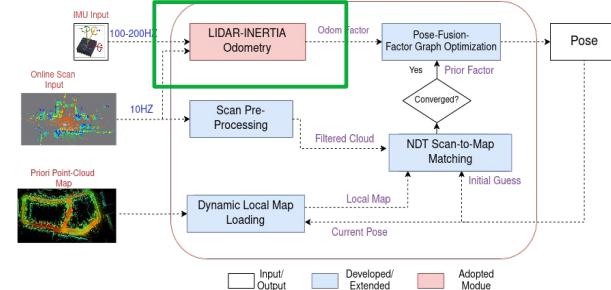
To ensure that scan-to-map matching always operates on the most relevant portion of the prior map.

1. Divide Global Map into grid area
2. Determine The Local sub Map radius
3. Select and Load areas within radius
4. Remove out of range gride



# Local Motion Estimation with LIO

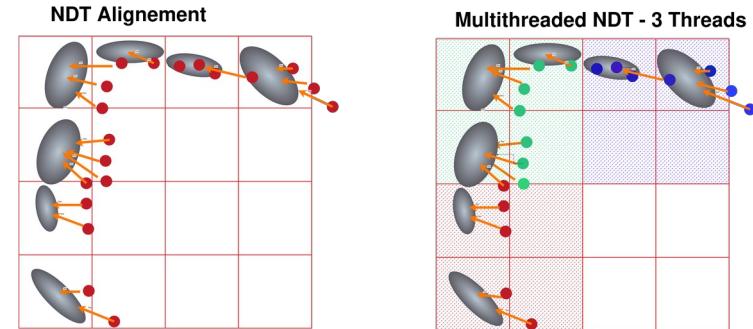
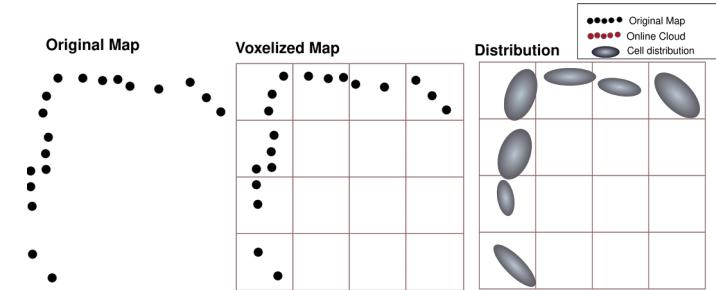
- FAST-LIO2 is used as the local motion estimation module in our system.
- Tightly couples LiDAR and IMU using an iterated Kalman filter.
- The IMU provides high-rate motion prediction, while LiDAR updates correct the drift.
- **High local accuracy , lightweight and computationally efficient** designed for challenging environments.



# Multithreaded NDT Registration

To accelerate scan-to-map matching, we use a multithreaded implementation of the Normal Distributions Transform (NDT)

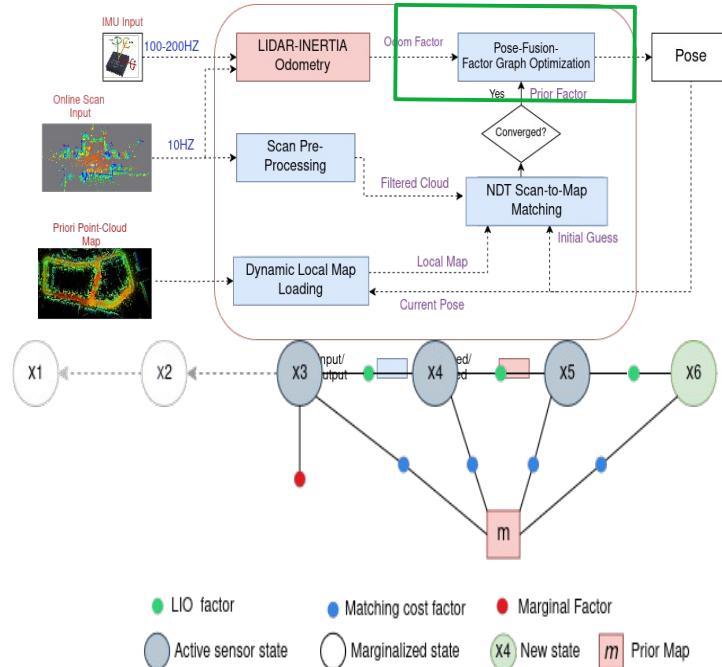
- Incoming scan is aligned by maximizing likelihood of point fit
- Multithreaded NDT distributes the registration workload across multiple CPU cores.
- The input point cloud is split into chunks, each processed independently.
- Once computed, all thread results are merged to produce the final pose estimate.



# Factor Graph Optimization

To combine local odometry with global map corrections, we use a real-time factor graph optimization framework.

- A factor graph models the robot's trajectory as a set of pose variables linked by constraints (factors).
- Odometry poses from FAST-LIO2 are added **relative** motion.
- Scan-to-map corrections from NDT are inserted as **absolute** pose factors.
- To optimize only limited and affected poses Incremental Optimizer with sliding window approach is used.



# Environmental Noise Simulation

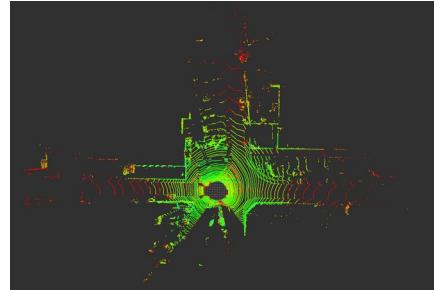
Test localization robustness under foggy conditions using simulated LiDAR degradation.

Introduces three major effects based **visibility-range(V)**, the maximum distance at which an object can be reliably seen under foggy conditions:

## 1 Deletion of Real Points

Far points are randomly removed

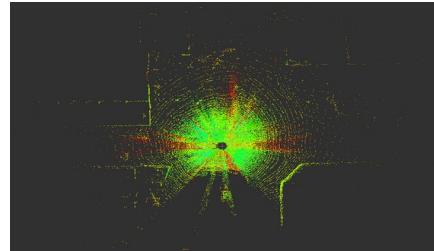
Original Point-Cloud



## 2 Backscatter Modification

Some points shift closer to the sensor

Noisy Point-Cloud



## 3 Intensity Attenuation

Reduce the intensity value of the remaining points

# Experimental Setup

## Dataset Overview

Evaluated on combination of **public benchmark** datasets and **custom recorded** sequence.

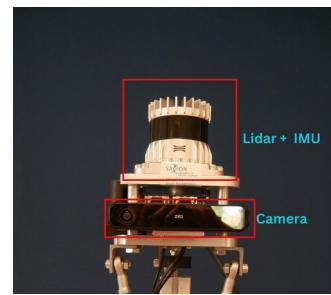
With different :

- Scene Environment
- Sensor Type
- Trajectory Length
- Structural Complexity

Dataset	Environment Description	Trajectory
Saxion-seq1	<b>Outdoor campus</b> area with moderate pedestrian and smooth motion.	~0.9 km/12 min
Saxion-seq2	<b>Outdoor campus</b> area with dynamic objects , sharp turns	~1.2 km/16 min
Saxion-seq3	<b>Long sub-urban</b> path with dynamic objects . apartment blocks	~1.8 km/27 min
Saxion-seq4	<b>Indoor area</b> characterized by long glass-walled corridors and repetitive office	~0.4 km/11 min
KITTI-seq05	<b>Outdoor Residential environment</b> with urban roads, parked vehicles,	~2.2 km/5 min
Mulran-KAiST-03	<b>Outdoor campus</b> area and multiple distinguishable structures.	~6.2 km/14 min

# Hardware Setup

Hunter Mobile Robot



- **Ouster OS1-128 - 128 beams**
- **6-axis IMU**
- **camera for visual reference**

Kitti Benchmark Dataset



Source: KITTI Vision Benchmark Suite

- **Velodyne HDL-64E S2 – 64 beams**
- **6-axis IMU**
- **Camera for visual reference**

# Evaluation Metrics and Methodology

## Absolute Pose Error (APE)

- Measures **Euclidean distance** between estimated and ground-truth poses
- Computes RMSE, mean, median, and standard deviation of APE translational and rotational parts

## Comparisons

- **Component baselines:** Fast-LIO2, Scan-to-map matching
- **External methods:** Other map-based localization algorithms

## Real-Time Performance Metrics

- Per-frame **execution time** (preprocessing, scan matching, optimization)
- **Convergence rate** and **iteration count** of registration

# Experimental Results

Comparison of translational and rotational error statistics with **baseline methods**.

## Translation and Rotation Error

Method	Metric	Sequence 2			Sequence 3		
		Max	RMSE	Mean ± Std	Max	RMSE	Mean ± Std
Proposed	APE (m)	0.44	0.11	0.09 ± 0.06	0.82	0.14	0.10 ± 0.09
	Rot. (deg)	4.36	1.05	0.78 ± 0.70	2.02	1.04	0.73 ± 0.74
Map Matching	APE (m)	0.25	0.12	0.10 ± 0.06	0.30	0.13	0.11 ± 0.06
	Rot. (deg)	2.64	1.39	1.20 ± 0.72	3.24	1.65	1.37 ± 0.92
Fast-LIO2	APE (m)	6.99	3.88	3.56 ± 3.88	4.08	2.16	1.47 ± 1.15
	Rot. (deg)	5.49	2.68	2.25 ± 1.46	2.75	1.09	0.96 ± 0.52

- **Fast\_LIO2**: exhibits high drift over time,
- **Map-Matching**: low update frequency and pose jumps
- **Proposed**: both low localization error and high temporal consistency.

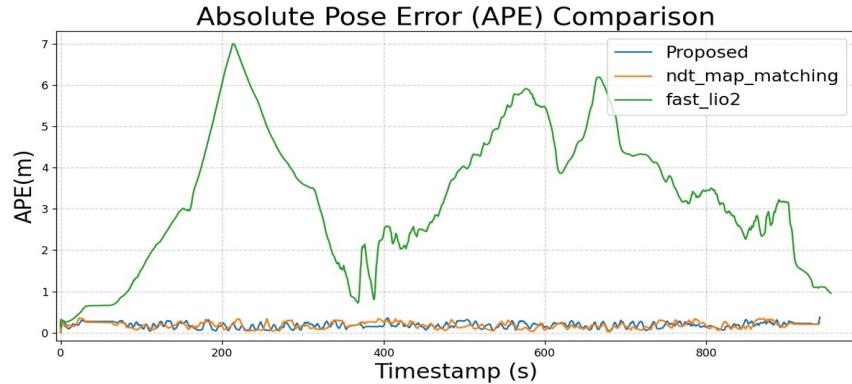


Fig:APE translation - Saxion Sequence 2

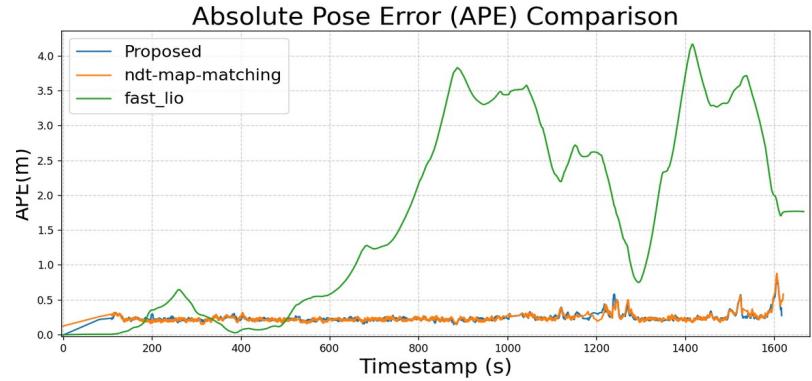
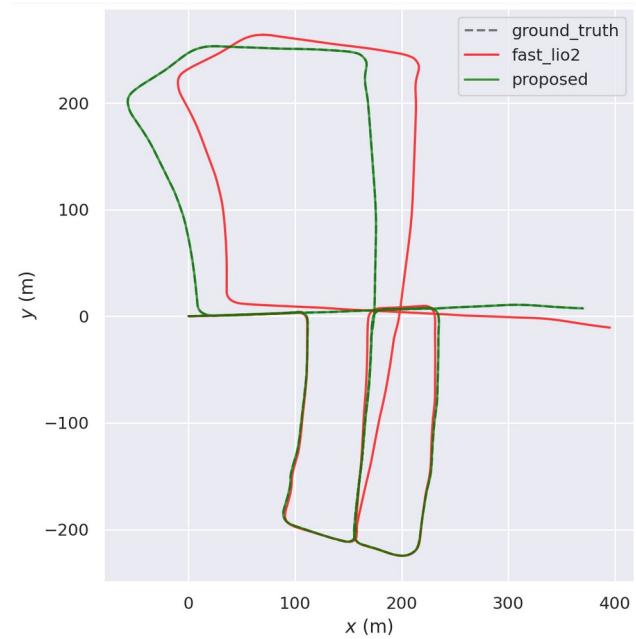
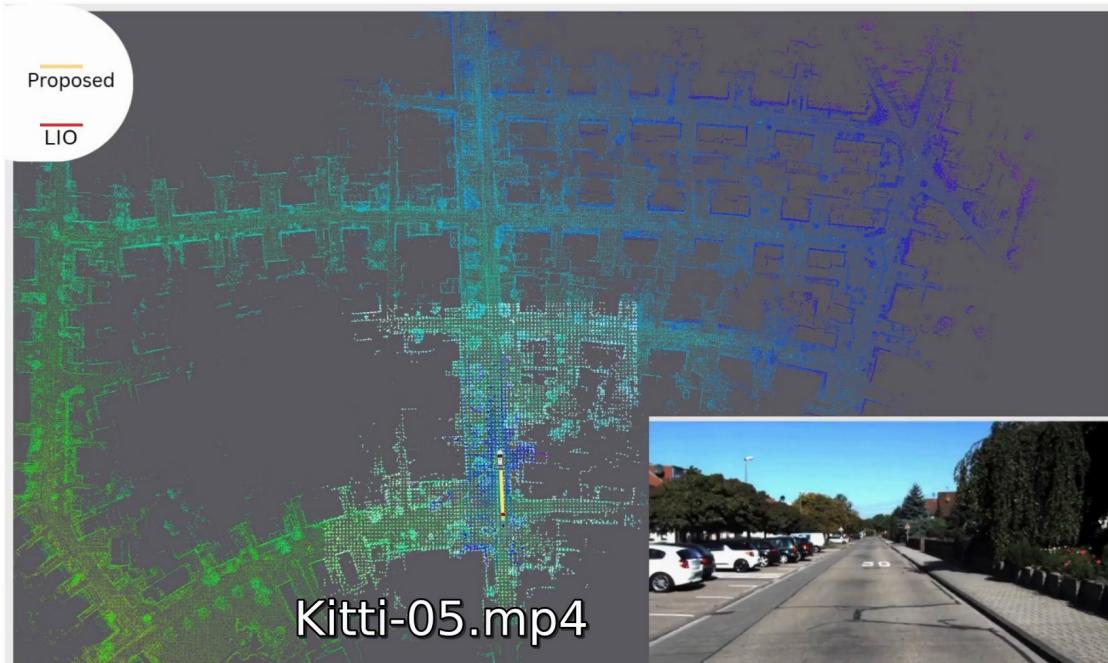


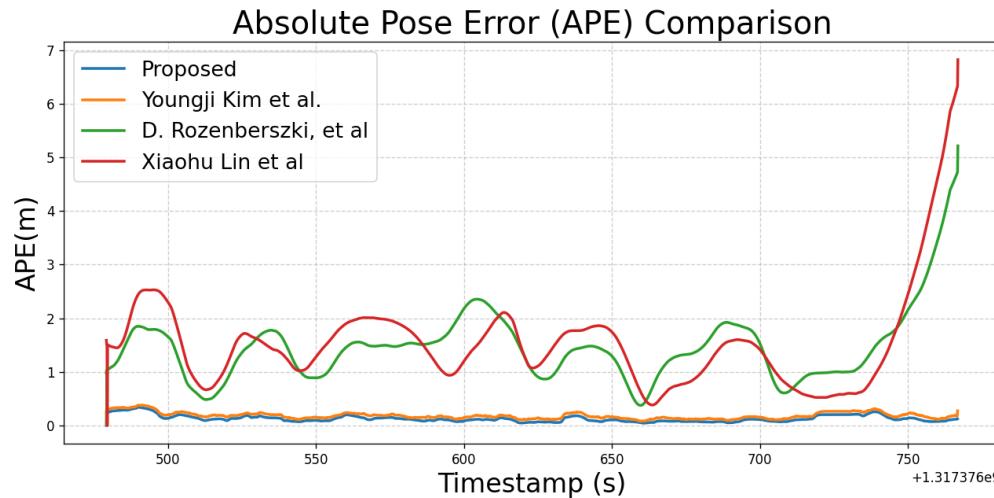
Fig: APE translation- Saxion Sequence 3

# Benchmark Comparison on KITTI Sequence 05

The proposed method maintains **accurate alignment** with the map, while FAST-LIO2 **drifts over time** due to cumulative error.



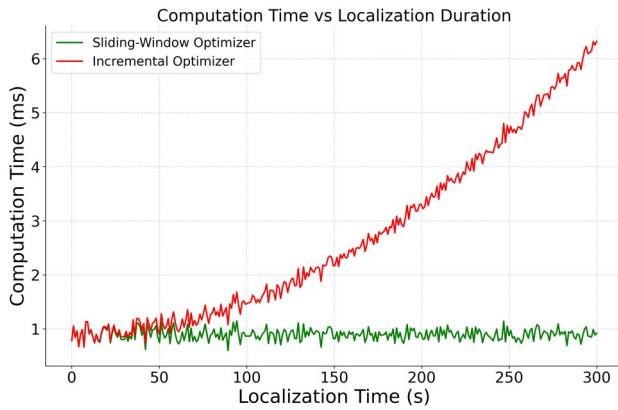
# Benchmark Comparison on KITTI Sequence 05



- Achieves **lowest** translation and rotation error.
- **Outperforming recent map-based localization** techniques in both accuracy and consistency over time.

Method	Translation Error (m)	Rotation Error (°)
Proposed (Ours)	$0.121 \pm 0.077$	$0.30 \pm 0.144$
Youngji Kim et al.	$0.15 \pm 0.14$	$0.34 \pm 0.40$
D. Rozenberszki et al	$\sim 2.5 \pm 2.0$	—
Xiaohu Lin et al.	$3.18 \pm 5.58$	$1.27 \pm 1.97$

# Real-Time Performance



- The use of **multithreaded NDT** with local map based registration reduces computation time without compromising robustness.
- The **sliding-window incremental** optimizer maintains near-constant solve time (~1 ms), while the full incremental solver grows in complexity over time.
- Total latency:** 23 ms (✓ 43 Hz real-time), well below the 100 ms (10 Hz) requirement.

Fig: Computation time trend of sliding-window vs full-batch optimizer.

Map Radius(m)	Method	Mean Time(ms)	Converged(%)	Remarks
100	NDT	90	90	failures
	ICP	>100	90	
	NDT-OMP(8 thread)	15	99	
200	NDT	>100	<50	failures
	ICP	>100	<50	
	NDT-OMP(8 thread)	20	97	
350	NDT	>100	<50	failures
	ICP	>100	<50	
	NDT-OMP(8 thread)	25	90	some failures

Table : Scan-Matching Performance vs. Local Map Radius

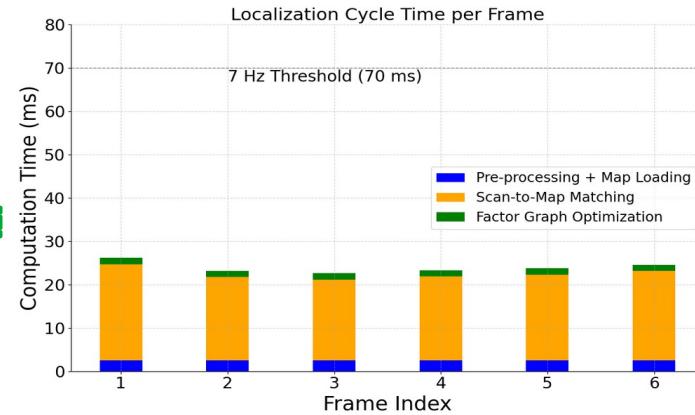


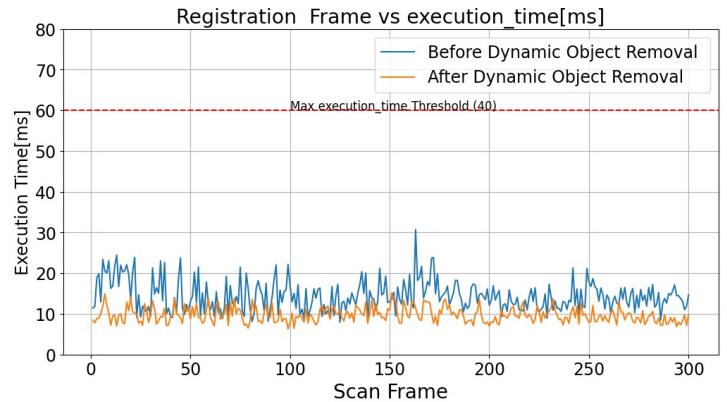
Fig: Computation time breakdown per frame

# Dynamic Object Removal



Metric	Without Removal	With Removal	Improvement
Avg. Registration Iterations	19	12	↓ 7
Avg. Execution Time (ms)	14.41	9.73	↓ 4.68
Registration Failures	7	2	↓ 5

Reduction in average registration iterations, execution time , convergence failure



# Localization In unmapped zone



- NDT-based map matching exhibited two prominent **error spikes** corresponding to the robot's entry into the unmapped region during both passes
- The proposed fusion system achieves **stable** localization by relying on high-frequency local estimates from LIO.

Method	Max APE (m)	Mean APE (m)	RMSE (m)	Std Dev (m)
Proposed Fusion	0.455	0.078	0.095	0.054
NDT Map Matching	1.278	0.131	0.295	0.264
FAST-LIO2	7.59	1.456	2.197	1.645

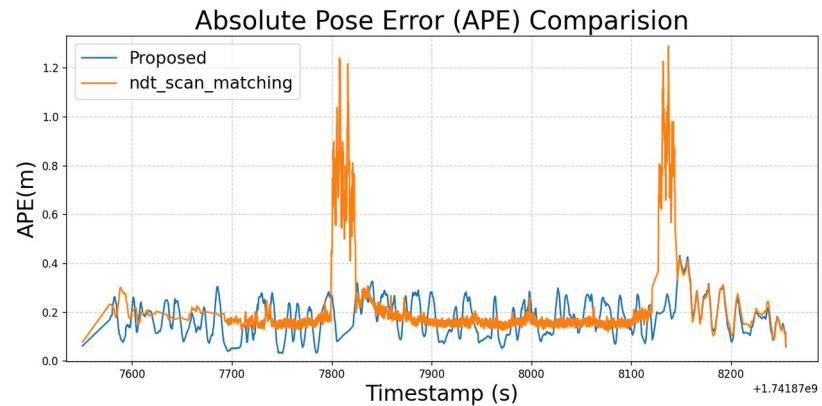
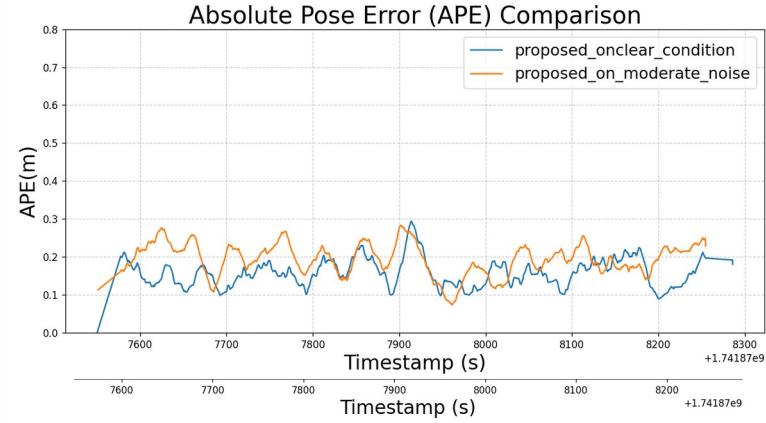
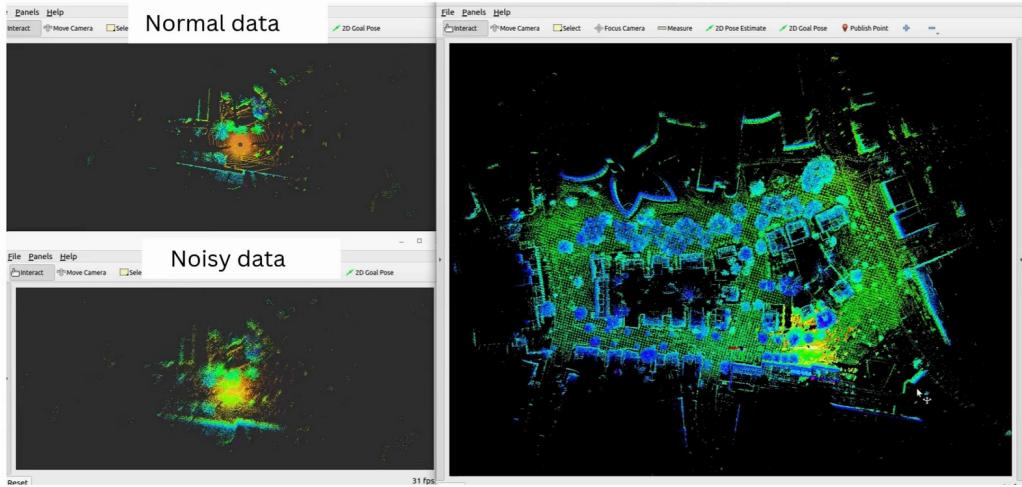


Fig: ATE Saxion Sequence 1

# Localization Under Fog Degradation with a Recent Map



Translation error (APE) under fog visibility

Fog Level	Visibility $V$ (m)
Mild	100
Moderate	60
Severe	30

Condition	Method	Max	Mean	Min	RMSE	Std Dev
Mild	Proposed	0.3682	0.1238	0.0250	0.1356	0.0583
	NDT Map Matching	0.4089	0.1474	0.0164	0.1585	0.0581
	Fast-LIO2	12.0253	4.2643	0.581	5.7521	3.2145
Moderate	Proposed	0.3792	0.1326	0.0092	0.1452	0.0593
	NDT Map Matching	1.3442	0.1712	0.0193	0.2178	0.1346
	Fast-LIO2	17.7823	6.2.3521	0.0610	12.9345	5.3614

# Result Summary

RMSE below 20 cm

Low standard deviation

Sequence	Mean APE (m)	RMSE (m)	Std. Dev (m)
Saxion Sequence 1	0.052	0.067	0.042
Saxion Sequence 2	0.090	0.107	0.058
Saxion Sequence 3	0.097	0.135	0.094
Saxion Sequence 4	0.04	0.05	0.033
KITTI Sequence 05	0.121	0.143	0.077
MulRan KAIST 03	0.160	0.190	0.100

# Discussion

## Accuracy and Robustness

- Fusion of LIO and map correction reduces drift
- Maintained <0.20 m RMSE across all test sequences

## Real-Time Performance

- Multithreaded NDT and sliding-window optimization enable fast, bounded computation
- Submap loading supports real-time localization at large scale
- Achieves 48 Hz (23 ms/frame) real-time operation

## Environmental Adaptability

- Maintains stable localization in sparse map and transition zones using LIO
- NDT matching remains stable under moderate fog conditions

## Dynamic Object Removal

- Improves scan registration accuracy and speed
- Reduces convergence failures during matching

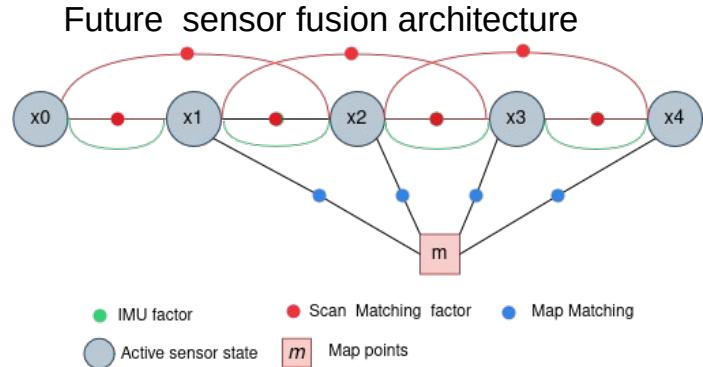
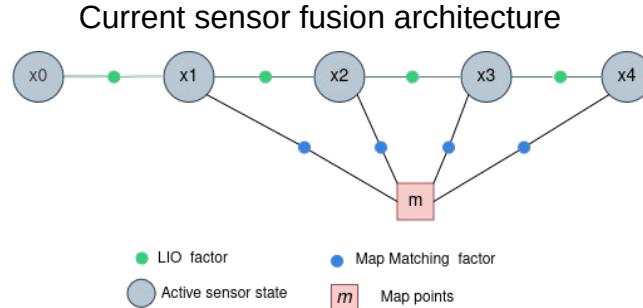
# Limitation and Future Work

## Limitations

- Requires a known or **approximated initial pose**
- No online map adaptation
- Fails under **severe LiDAR degradation**, such as dense fog , and lacks sufficient geometric richness.

## Future Work

- Integrate global localization and recovery
- Adaptive mapping using online map update or hybrid SLAM fusion
- Modify the graph architecture for **modular multi-sensor fusion**



# Conclusion

- Developed a **real-time localization** system for **GNSS-denied** environments by fusing LiDAR-inertial odometry with map-based scan matching.
- Achieved globally consistent and **drift-resilient** localization through **sliding window factor graph optimization** of odometry and NDT constraints.
- Achieved **centimeter-to-decimeter-level** accuracy and real-time performance across benchmark and real-world datasets.
- Addressed real-world conditions like **dynamic agents, sparse features, and noisy environment.**

# References

- 1 Xu, W. et al. "FAST-LIO2: Lightweight LiDAR-Inertial Odometry", IROS 2022
- 2 Rozenberszki, D. et al., LOL: LiDAR-only Odometry and Localization, ICRA 2020
- 3 Kim, Y. et al. "Stereo Camera Localization in 3D LiDAR Maps", IROS 2018
- 4 Lin, X. et al. Autonomous Vehicle Localization with Prior Visual Point Cloud Map Constraints in GNSS-Challenged Environments. Remote Sensing, 2021



**QUESTIONS**

# THANK YOU !

Method	Map Correction	Translation Error (m)	Rotation Error (°)
Proposed (Ours)	✓	$0.121 \pm 0.077$	$0.30 \pm 0.144$
Youngji Kim et al.	✓	$0.15 \pm 0.14$	$0.34 \pm 0.40$
D. Rozenberszki et al	✓	$\sim 2.5 \pm 2.0$	—
Xiaohu Lin et al.	✓	$3.18 \pm 5.58$	$1.27 \pm 1.97$
FAST-LIO2	✗	$9.18 \pm 3.58$	$5.2 \pm 1.7$

# Methodology

You need to show all of the following within your methods:

## Phase 1

- This is a sample text.
- You simply add your own text and description here.
- This text is fully editable.

## Phase 2

- This is a sample text.
- You simply add your own text and description here.
- This text is fully editable.

## Phase 3

- This is a sample text.
- You simply add your own text and description here.
- This text is fully editable.

## Phase 4

- This is a sample text.
- You simply add your own text and description here.
- This text is fully editable.



# Evaluation Metrics and Methodology

# The Problem We Solve

Problem And Who Has It?



## Explore the current situation

Paint a picture in words by including the “presenting problem,” the impact it is having, the consequences of not solving the problem, and the emotions the problem is creating for those involved.



## Explain

Once you have examined and clearly explained the situation, draft a simple problem statement by filling in the blank:  
The problem that we are trying to solve is:  
\_\_\_\_\_. Distill the problem to its simplest form possible.



## Ask yourself

Ask yourself. “Why is that a problem?” If the answer is another problem, then congratulate yourself for moving from the “presenting problem” to a deeper problem.

# Research Objectives

## Research Objectives



### Objective #1

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### Objective #2

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### Objective #3

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### Objective #4

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# The Type Of Study

The type of study you have conducted: qualitative, quantitative, or mixed

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# Hypothesis

Provide information regarding how you have analyzed the data that you have collected

01

## Hypothesis#1

This is a sample text. You simply add your own text and description here. This text is fully editable.

02

## Hypothesis#2

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## Hypothesis#3

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## Hypothesis#4

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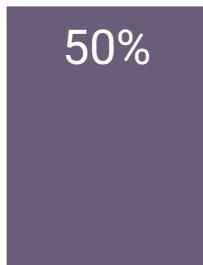


# Define The Group of Study

Details of the population, sampling methods, and other information



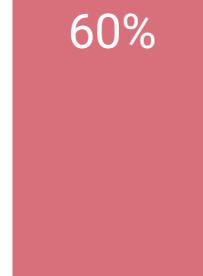
Individuals



Businesses



Families



Students



Other

# Research Process

Provide information regarding how you have analyzed the data that you have collected

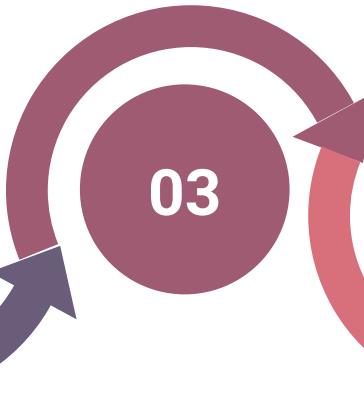
## Step 01

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## Step 03

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## Step 05

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## Step 02

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## Step 04

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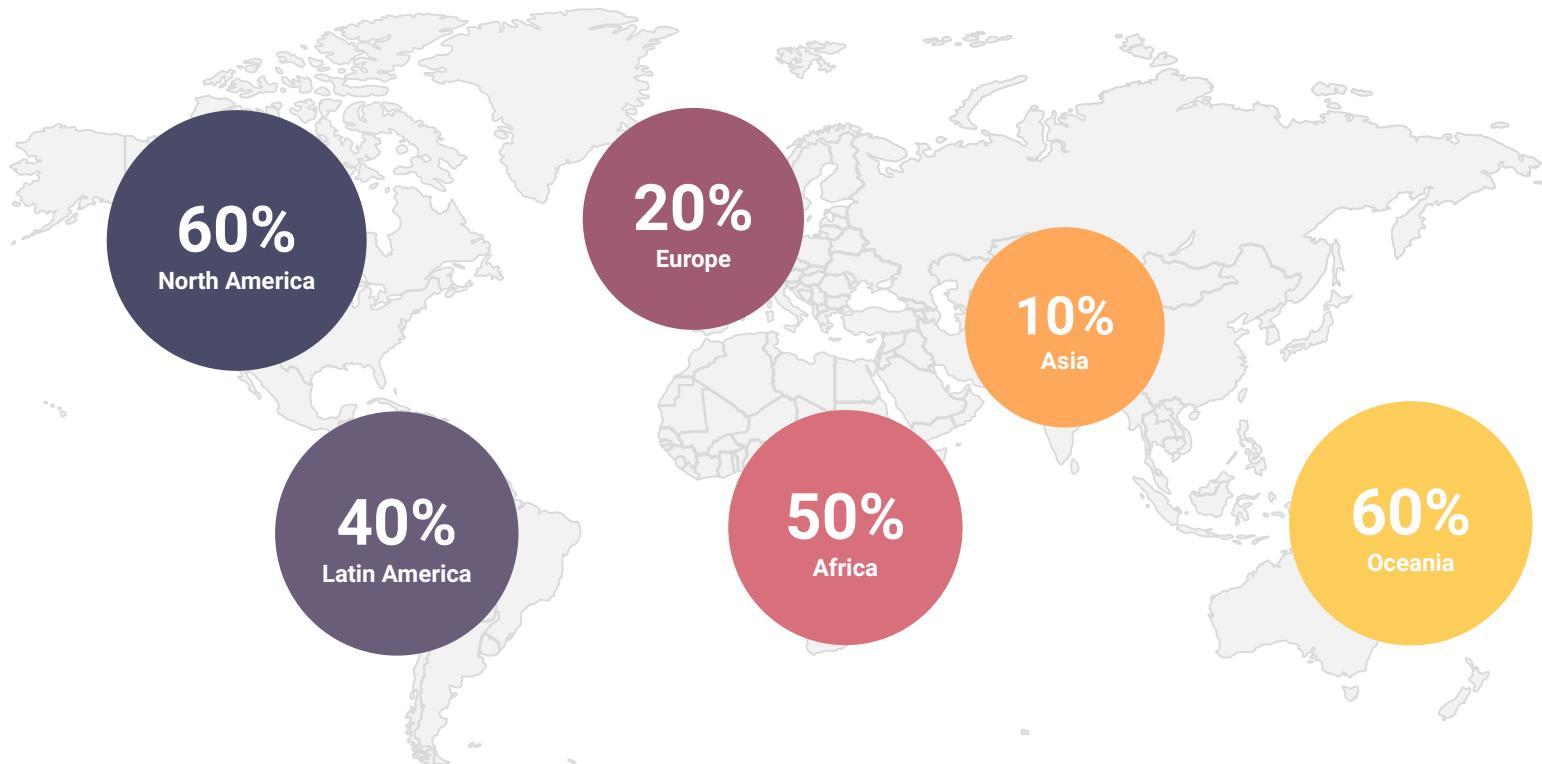
# Statistical Analysis

Provide information regarding how you have analyzed the data that you have collected



# Statistical Analysis

Provide information regarding how you have analyzed the data that you have collected



# Research Results

What you actually found during your research

## 1. Result #1

This slide should provide the reader with a good understanding of what you actually found during your research.

## 2. Result #2

An overall description of the data that you collected during your research.

## 3. Result #3

The results of the analysis that you have done on that data.

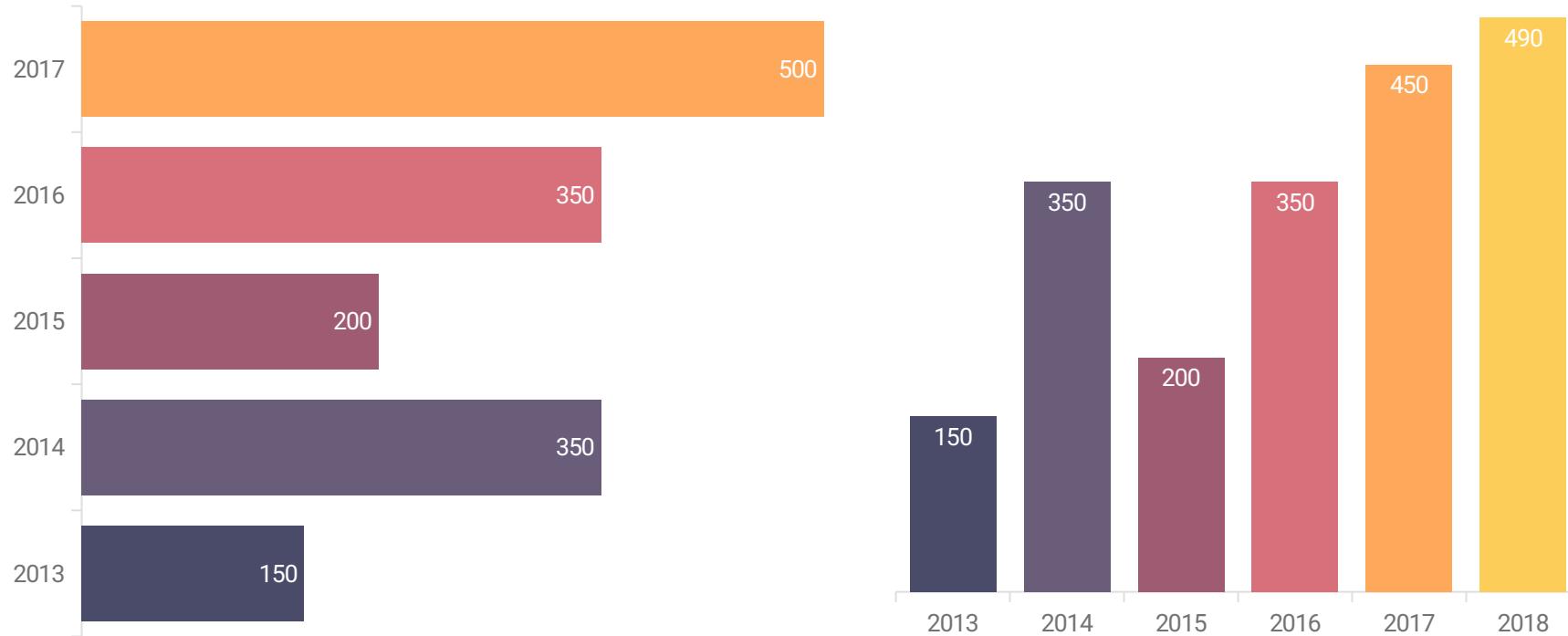
## 4. Result #4

What were the most significant findings from your data.



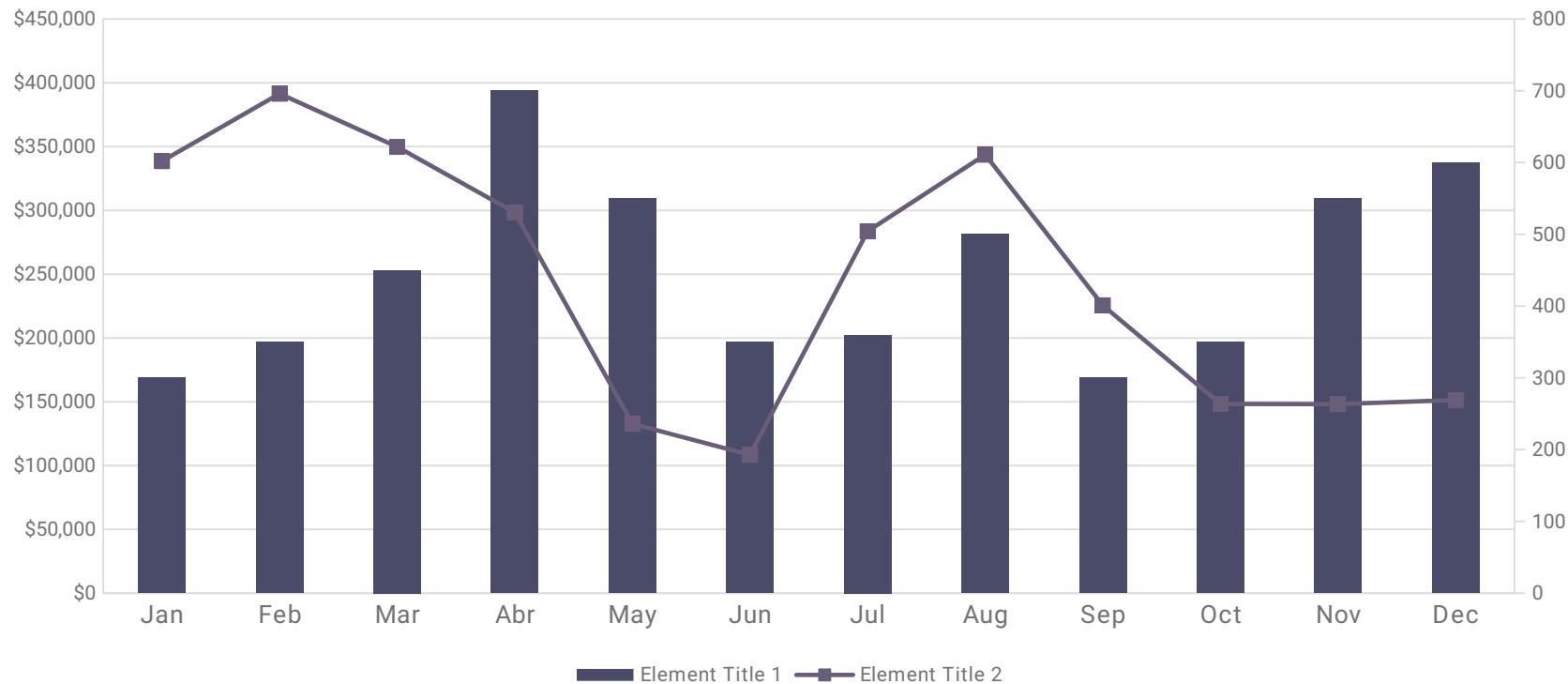
# Research Results

What you actually found during your research



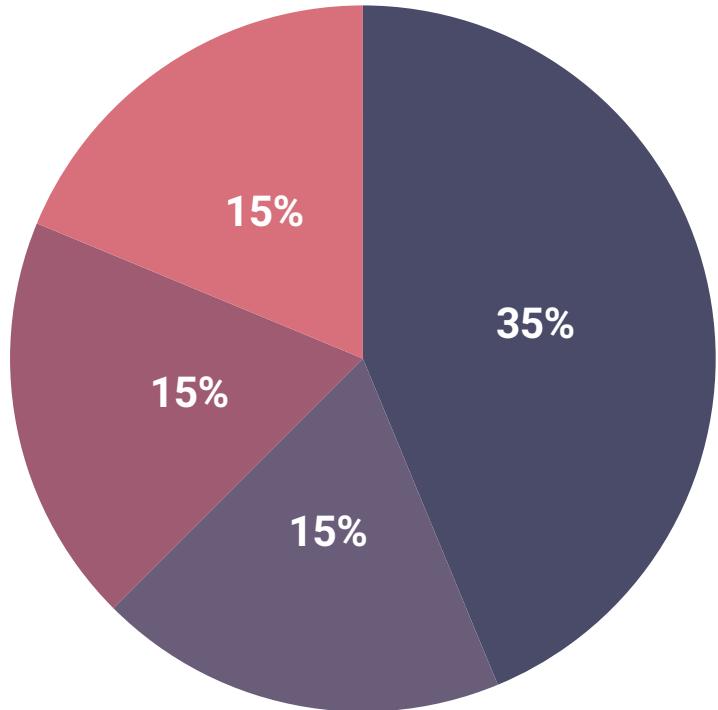
# Research Results

What you actually found during your research



# Research Results

What you actually found during your research



Key Figure Title

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Key Figure Title

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Number Title

# Discussion

Highlight what your results actually mean in relation to your field and the research that you have done

## Discussion Tip #1

This is where you will highlight what your results actually mean in relation to your field and the research that you have done

## Discussion Tip #2

What are the major findings and what do they mean in relation to your research

## Discussion Tip #3

How do those findings relate to what others have found in the past

## Discussion Tip #4

How can you explain any unusual or surprising results





**QUESTIONS**

# Conclusions / Findings

This is where you summarize and tie up all that you have found within your research

**Restate Your  
Research Questions**

**Show How Your Results  
Answer These Questions**

**Show What Contribution  
You Have Made**

**State Any Limitations To  
The Work You Have Done**

**Suggest  
Future Research**

**Make Any  
Recommendations**

# Conclusions / Findings

This is where you summarize and tie up all that you have found within your research



This is where you summarize and tie up all that you have found within  
your research

# Suggestions

Suggest Future Research



## **Suggestion #1**

---

This is a sample text. You simply add your own text and description here.  
This text is fully editable.

## **Suggestion #2**

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This text is fully editable.

## **Suggestion #3**

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This text is fully editable.

# Limitations of Your Study

## Limitations of Your Study

### Assume Known initial pose

This is a sample text. You simply add your own text and description here.

01

### Limitation 2

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02

### Limitations of Your Study

### Limitation 3

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03

04

### Limitation 5

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05

### Limitation 6

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06



# Recommendations

Make Any Recommendations

## Recommendation 1

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## Recommendation 1

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# References

- 1 Xu, W. et al. "FAST-LIO2: Lightweight LiDAR-Inertial Odometry", IROS 2022
- 2 Rozenberszki, D. et al., LOL: LiDAR-only Odometry and Localization, ICRA 2020
- 3 Kim, Y. et al. "Stereo Camera Localization in 3D LiDAR Maps", IROS 2018
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# **THANK YOU !**

## **THE TITLE OF YOUR RESEARCH PAPER / THESIS**

Your Name

University Name

Program Title

Name Of Advisor



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