

# CSE276C - Factor Graph for Mapping and Localization

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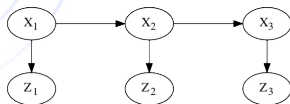
# Background Material

- F. Dellaert, Factor Graphs and GTSAM: A Hands-on Introduction, GT Tech Report, 2012
- M. Kaess & F. Dellaert, Factor graphs for robot perception, Foundations and Trends in Robotics, 2017.
- Optional – C. Stachniss, Graph SLAM in 90 minutes, University of Bonn. 2015.
- <https://github.com/SLAM-Handbook-contributors/slam-handbook-public-release/blob/main/main.pdf> SLAM HandBook (2024)

# Outline

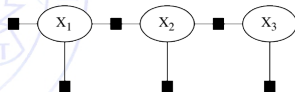
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- 1 Recap - Factor Graphs
  - 2 Modeling motion
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# Factor Graphs



- Simple HMM model for interaction
- Here a 1-order chain

# Factor Graphs



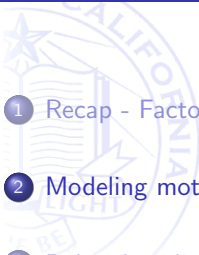
- Conversion to a factor graph
- Nodes are functions and arcs causal links with factors that express conditional probabilities

$$P(X_1, X_2, X_3 | Z_1, Z_2, Z_3) \propto P(X_1)P(X_2|X_1)P(X_3|X_2)L(X_1; z_1)L(X_2; z_2)L(X_3; z_3)$$

$$\text{where } L(X_t; z) \propto P(Z_t = z | X_t)$$

Our objective is maximize  $f(X_1, X_2, X_3) = \prod_i f_i(X_i)$

# Outline

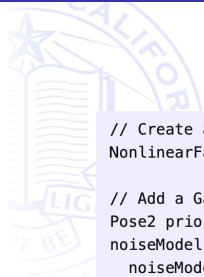
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# Simple motion



- Consider a simple example of a robot moving
- The unary factor  $f_0(x_1)$  is our prior knowledge about initial position
- The binary factors  $f_1(x_1, x_2; o_1)$  and  $f_2(x_2, x_3; o_2)$  connect the graph where  $o_i$  represents odometric measurements

# C++ implementation - Graph Initialization




```
// Create an empty nonlinear factor graph
NonlinearFactorGraph graph;

// Add a Gaussian prior on pose x_1
Pose2 priorMean(0.0, 0.0, 0.0);
noiseModel::Diagonal::shared_ptr priorNoise =
    noiseModel::Diagonal::Sigmas(Vector3(0.3, 0.3, 0.1));
graph.add(PriorFactor<Pose2>(1, priorMean, priorNoise));

// Add two odometry factors
Pose2 odometry(2.0, 0.0, 0.0);
noiseModel::Diagonal::shared_ptr odometryNoise =
    noiseModel::Diagonal::Sigmas(Vector3(0.2, 0.2, 0.1));
graph.add(BetweenFactor<Pose2>(1, 2, odometry, odometryNoise));
graph.add(BetweenFactor<Pose2>(2, 3, odometry, odometryNoise));
```



# C++ implementation - Estimating a solution



```
// create (deliberately inaccurate) initial estimate
Values initial;
initial.insert(1, Pose2(0.5, 0.0, 0.2));
initial.insert(2, Pose2(2.3, 0.1, -0.2));
initial.insert(3, Pose2(4.1, 0.1, 0.1));

// optimize using Levenberg-Marquardt optimization
Values result = LevenbergMarquardtOptimizer(graph, initial).optimize();
```

# C++ implementation - Results

Initial Estimate:

Values with 3 values:

Value 1: (0.5, 0, 0.2)

Value 2: (2.3, 0.1, -0.2)

Value 3: (4.1, 0.1, 0.1)

Final Result:

Values with 3 values:

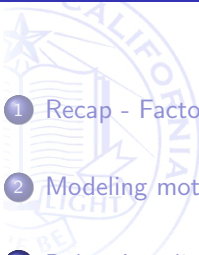
Value 1: (-1.8e-16, 8.7e-18, -9.1e-19)

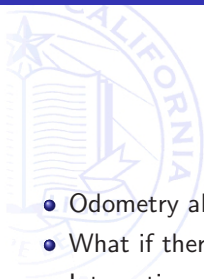
Value 2: (2, 7.4e-18, -2.5e-18)

Value 3: (4, -1.8e-18, -3.1e-18)

- The correct pose(s) are very well recovered

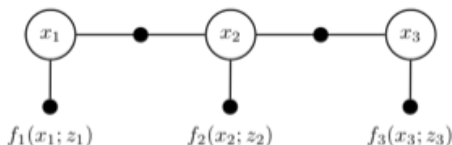
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- Odometry alone is not that interesting
- What if there are measurements of landmarks?
- Integration of measurements and world maps into the estimation process
- Assume we get a set of feature measurements -  $z_i$
- We can model the sensors ( $f_1(x_1; z_1)$ ,  $f_2(x_2; z_2)$ , and  $f_3(x_3; z_3)$ )

# Setting up the network



- We have to create customized factors for the landmark sensing
- We need to generate the Gaussian likelihood

$$L(q; m) = \exp \left\{ -\frac{1}{2} \|h(q) - m\|_{\Sigma}^2 \right\} = f(q)$$

where  $m$  is the measurement and  $h(q)$  is the estimate of the feature ( $q$ ) in the map

# Computing $h(q)$

- The term  $h(q)$  is a projection of the feature  $(q)$  into robot coordinates.
- Assume  $q = (q_x, q_y, q_\theta)^T$
- We can do a “basic calculation”

$$h(q) = \begin{bmatrix} q_{xr} \\ q_{yr} \end{bmatrix} = Hq = \begin{bmatrix} \cos(q_\theta) & -\sin(q_\theta) & 0 \\ \sin(q_\theta) & \cos(q_\theta) & 0 \end{bmatrix} q$$

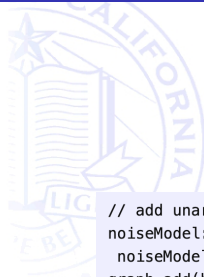
# C++ Implementation of Custom Factors

```
class UnaryFactor: public NoiseModelFactor1<Pose2> {
    double mx_, my_; ///< X and Y measurements

public:
    UnaryFactor(Key j, double x, double y, const SharedNoiseModel& model):
        NoiseModelFactor1<Pose2>(model, j), mx_(x), my_(y) {}

    Vector evaluateError(const Pose2& q,
                        boost::optional<Matrix&> H = boost::none) const
    {
        const Rot2& R = q.rotation();
        if (H) (*H) = (gtsam::Matrix(2, 3) <<
                     R.c(), -R.s(), 0.0,
                     R.s(), R.c(), 0.0).finished();
        return (Vector(2) << q.x() - mx_, q.y() - my_).finished();
    }
};
```

# C++ Implementation - use of custom factors



```
// add unary measurement factors, like GPS, on all three poses
noiseModel::Diagonal::shared_ptr unaryNoise =
    noiseModel::Diagonal::Sigmas(Vector2(0.1, 0.1)); // 10cm std on x,y
graph.add(boost::make_shared<UnaryFactor>(1, 0.0, 0.0, unaryNoise));
graph.add(boost::make_shared<UnaryFactor>(2, 2.0, 0.0, unaryNoise));
graph.add(boost::make_shared<UnaryFactor>(3, 4.0, 0.0, unaryNoise));
```



# Localization Results

Final Result:

Values with 3 values:

Value 1:  $(-1.5\text{e-}14, 1.3\text{e-}15, -1.4\text{e-}16)$

Value 2:  $(2, 3.1\text{e-}16, -8.5\text{e-}17)$

Value 3:  $(4, -6\text{e-}16, -8.2\text{e-}17)$

x1 covariance:

0.0083	4.3e-19	-1.1e-18
4.3e-19	0.0094	-0.0031
-1.1e-18	-0.0031	0.0082

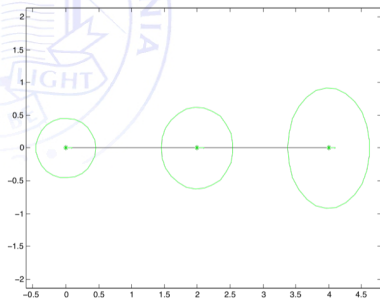
x2 covariance:

0.0071	2.5e-19	-3.4e-19
2.5e-19	0.0078	-0.0011
-3.4e-19	-0.0011	0.0082

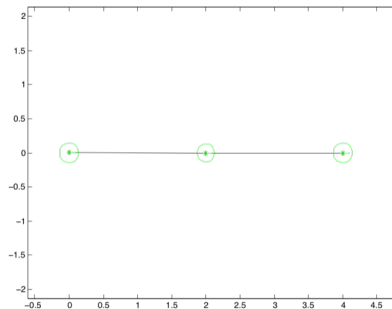
x3 covariance:

0.0083	4.4e-19	1.2e-18
4.4e-19	0.0094	0.0031
1.2e-18	0.0031	0.018

# Visualization of localization impact

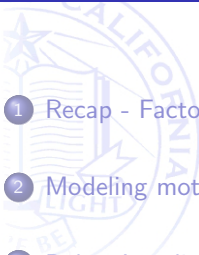


Odometry results



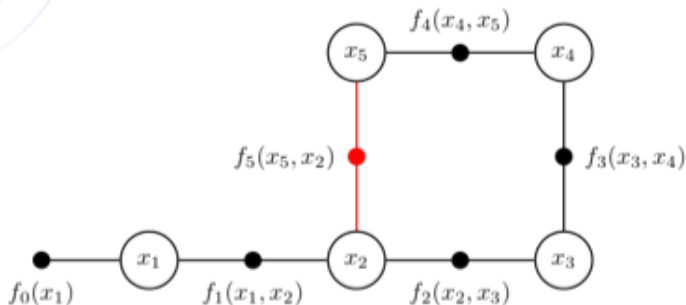
Localization results

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# Pose SLAM

- A simple way to combine multiple movements and measurements
- Well described in the literature (Durrant-Whyte et al. 1996)
- A key feature is loop closing. How to update when you return to a former location?



# Loop closing

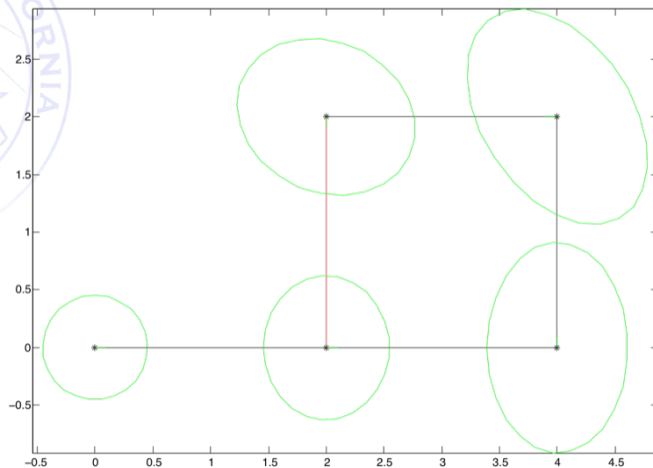
- The estimation process is automatic, once you add the additional link

```
NonlinearFactorGraph graph;
noiseModel::Diagonal::shared_ptr priorNoise =
    noiseModel::Diagonal::Sigmas(Vector3(0.3, 0.3, 0.1));
graph.add(PriorFactor<Pose2>(1, Pose2(0, 0, 0), priorNoise));

// Add odometry factors
noiseModel::Diagonal::shared_ptr model =
    noiseModel::Diagonal::Sigmas(Vector3(0.2, 0.2, 0.1));
graph.add(BetweenFactor<Pose2>(1, 2, Pose2(2, 0, 0), model));
graph.add(BetweenFactor<Pose2>(2, 3, Pose2(2, 0, M_PI_2), model));
graph.add(BetweenFactor<Pose2>(3, 4, Pose2(2, 0, M_PI_2), model));
graph.add(BetweenFactor<Pose2>(4, 5, Pose2(2, 0, M_PI_2), model));

// Add the loop closure constraint
graph.add(BetweenFactor<Pose2>(5, 2, Pose2(2, 0, M_PI_2), model));
```

# Estimation result with loop closing



# Multiple languages wrapped for GTSAM

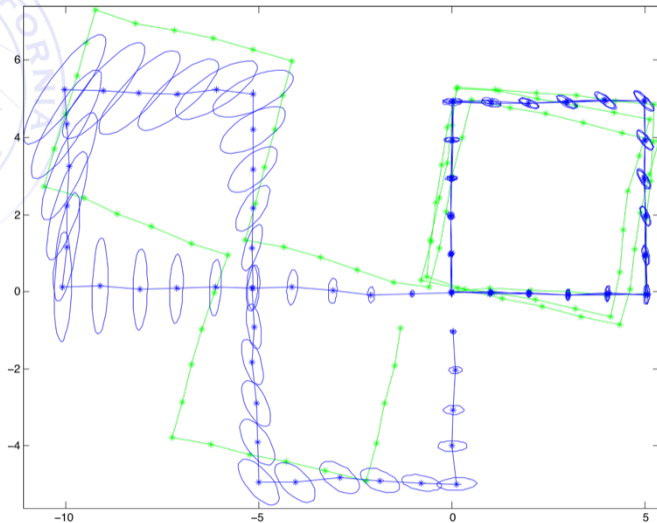
- GTSAM has multiple language bindings such as Python, Matlab, ...
- Small MATLAB example below

```
graph = NonlinearFactorGraph;
priorNoise = noiseModel.Diagonal.Sigmas([0.3; 0.3; 0.1]);
graph.add(PriorFactorPose2(1, Pose2(0, 0, 0), priorNoise));

%% Add odometry factors
model = noiseModel.Diagonal.Sigmas([0.2; 0.2; 0.1]);
graph.add(BetweenFactorPose2(1, 2, Pose2(2, 0, 0), model));
graph.add(BetweenFactorPose2(2, 3, Pose2(2, 0, pi/2), model));
graph.add(BetweenFactorPose2(3, 4, Pose2(2, 0, pi/2), model));
graph.add(BetweenFactorPose2(4, 5, Pose2(2, 0, pi/2), model));

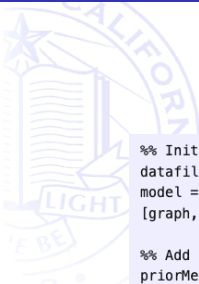
%% Add pose constraint
graph.add(BetweenFactorPose2(5, 2, Pose2(2, 0, pi/2), model));
```

# Small example





# Matlab code for the simple example

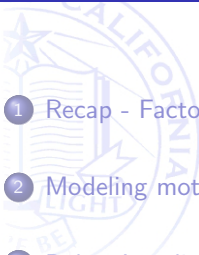


```
%% Initialize graph, initial estimate, and odometry noise
datafile = findExampleDataFile('w100.graph');
model = noiseModel.Diagonal.Sigmas([0.05; 0.05; 5*pi/180]);
[graph,initial] = load2D(datafile, model);

%% Add a Gaussian prior on pose x_0
priorMean = Pose2(0, 0, 0);
priorNoise = noiseModel.Diagonal.Sigmas([0.01; 0.01; 0.01]);
graph.add(PriorFactorPose2(0, priorMean, priorNoise));

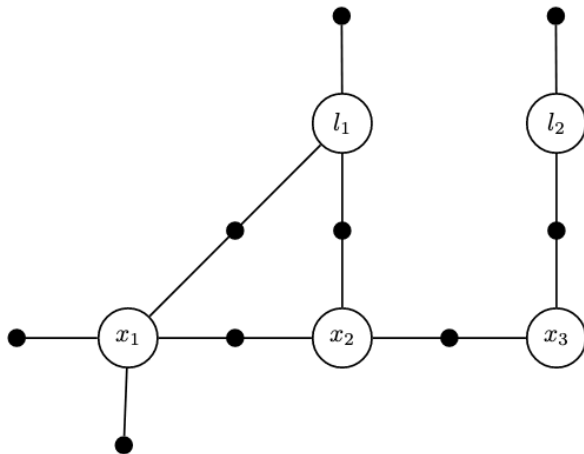
%% Optimize using Levenberg-Marquardt optimization and get marginals
optimizer = LevenbergMarquardtOptimizer(graph, initial);
result = optimizer.optimizeSafely;
marginals = Marginals(graph, result);
```

# Outline

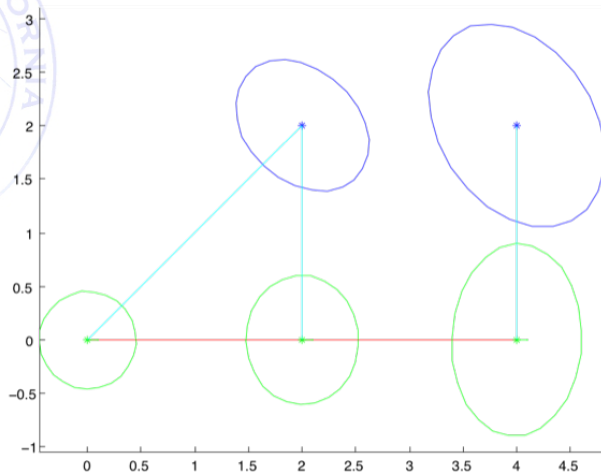
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# Landmark-based SLAM


- In many applications we will have a well defined set of landmarks such as doors, windows, traffic signs, ...
- We can use these landmarks as measurements to estimate the robot pose
- The same landmark may be seen multiple times or just a single time.



# Estimation of the resulting graph



# Corresponding Matlab code



```
% Create graph container and add factors to it
graph = NonlinearFactorGraph;

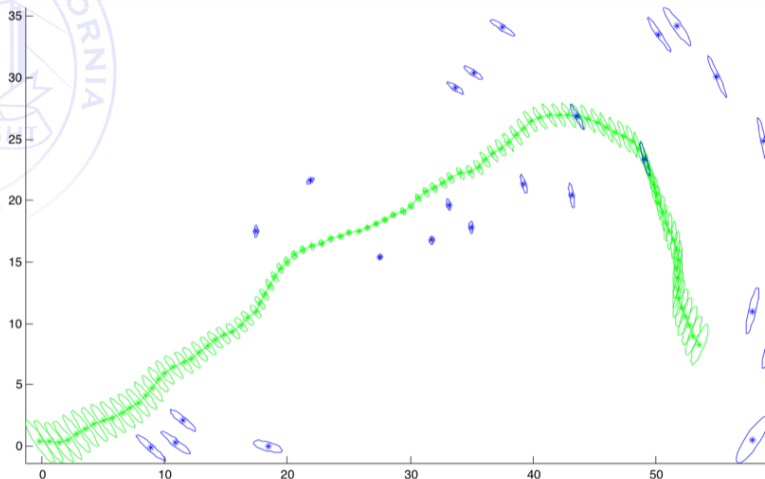
% Create keys for variables
i1 = symbol('x',1); i2 = symbol('x',2); i3 = symbol('x',3);
j1 = symbol('l',1); j2 = symbol('l',2);

% Add prior
priorMean = Pose2(0.0, 0.0, 0.0); % prior at origin
priorNoise = noiseModel.Diagonal.Sigmas([0.3; 0.3; 0.1]);
% add directly to graph
graph.add(PriorFactorPose2(i1, priorMean, priorNoise));

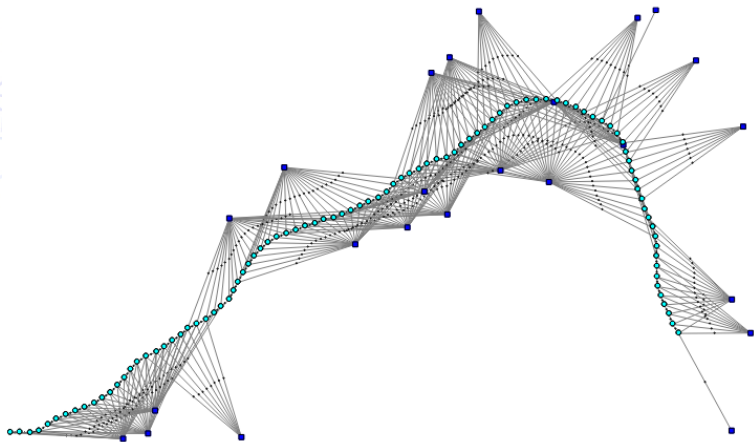
% Add odometry
odometry = Pose2(2.0, 0.0, 0.0);
odometryNoise = noiseModel.Diagonal.Sigmas([0.2; 0.2; 0.1]);
graph.add(BetweenFactorPose2(i1, i2, odometry, odometryNoise));
graph.add(BetweenFactorPose2(i2, i3, odometry, odometryNoise));

% Add bearing/range measurement factors
degrees = pi/180;
brNoise = noiseModel.Diagonal.Sigmas([0.1; 0.2]);
graph.add(BearingRangeFactor2D(i1, j1, Rot2(45*degrees), sqrt(8), brNoise));
graph.add(BearingRangeFactor2D(i2, j1, Rot2(90*degrees), 2, brNoise));
graph.add(BearingRangeFactor2D(i3, j2, Rot2(90*degrees), 2, brNoise));
```

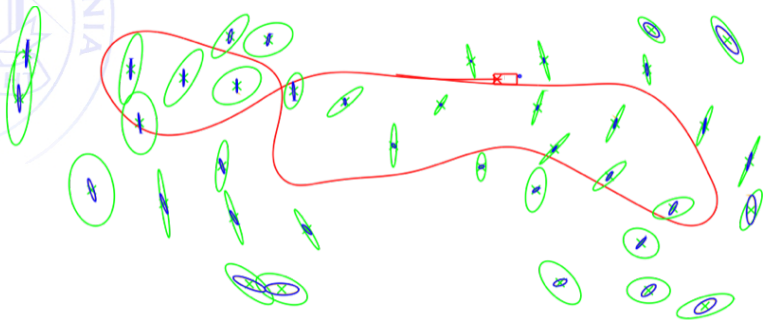
# Bigger example 1



# Bigger example 1 - Factor Graph




## Bigger example 2 - Victoria Park

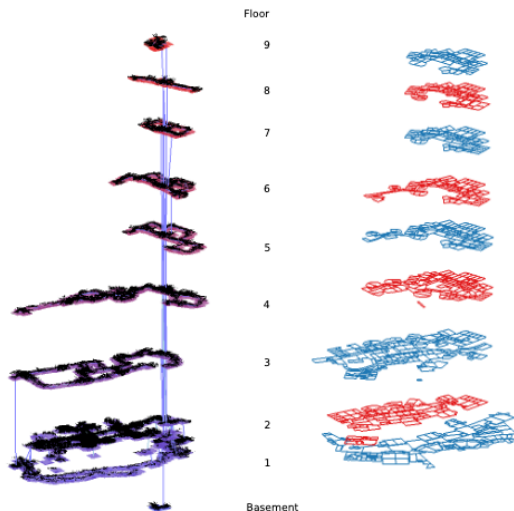




# Computing modes

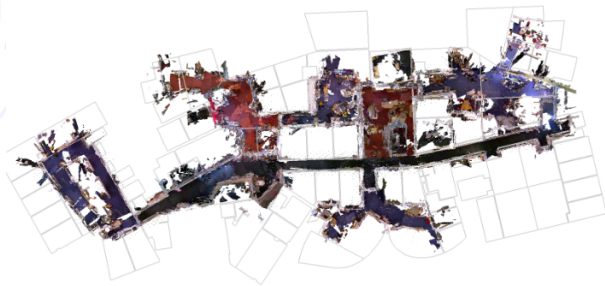
- 
- SAM has multiple computing modes
  - Full scale graph optimization
  - iSAM which is incremental computing in real-time
  - Tactonic SAM which is optimized for use of sub-maps

# Hierarchical Maps of MIT Strata Center



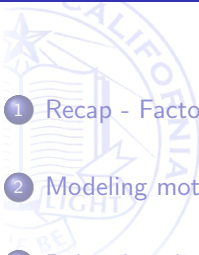
The 10 floors of the MIT Strata Center

# Sample Map of MIT Strata Center

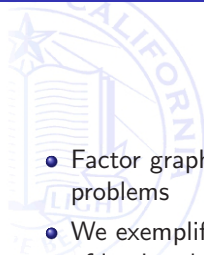


The 2nd floor of the MIT Strata Center

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# Summary

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- Factor graphs are a powerful tool for representing and solving estimation problems
  - We exemplified its use with a set of examples for basic motion to integration of landmarks
  - Today a very widely used tool for many problems in robotics
  - Use by most major companies that do mapping and estimation
  - Also widely used in computer vision for structure from motion challenge
  - FNT paper gives a detailed view of the use-cases and underlying math