

# **8 – Exploration and Informative Planning**

**Dr. Marija Popović**

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# Information Gathering

Agricultural monitoring



Lake monitoring



Tunnel inspection



<https://www.ams-samplers.com/industry/agriculture.html>

<https://news.rpi.edu/content/2018/08/16/jefferson-project-monitoring-harmful-algal-bloom-skaneateles-lake>

<https://informedinfrastructure.com/23964/gannett-fleming-prepares-for-national-tunnel-inspection-deadline-with-12-certified-inspectors>

[https://www.youtube.com/watch?v=v=5p\\_kqkW8jpQ](https://www.youtube.com/watch?v=v=5p_kqkW8jpQ)

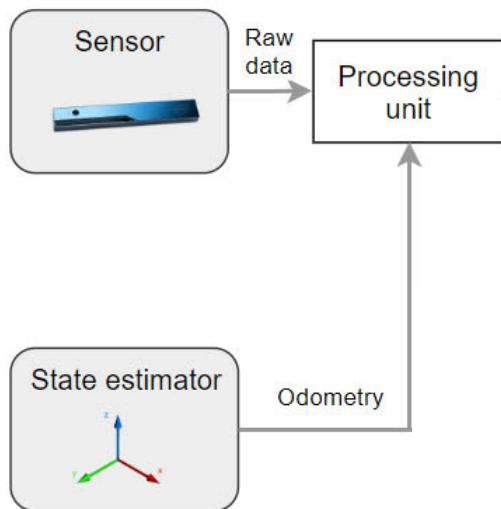
<https://www.facebook.com/srfeinstein/videos/anymal-im-einsatz/1708995659165762/>

# Robotic Information Gathering

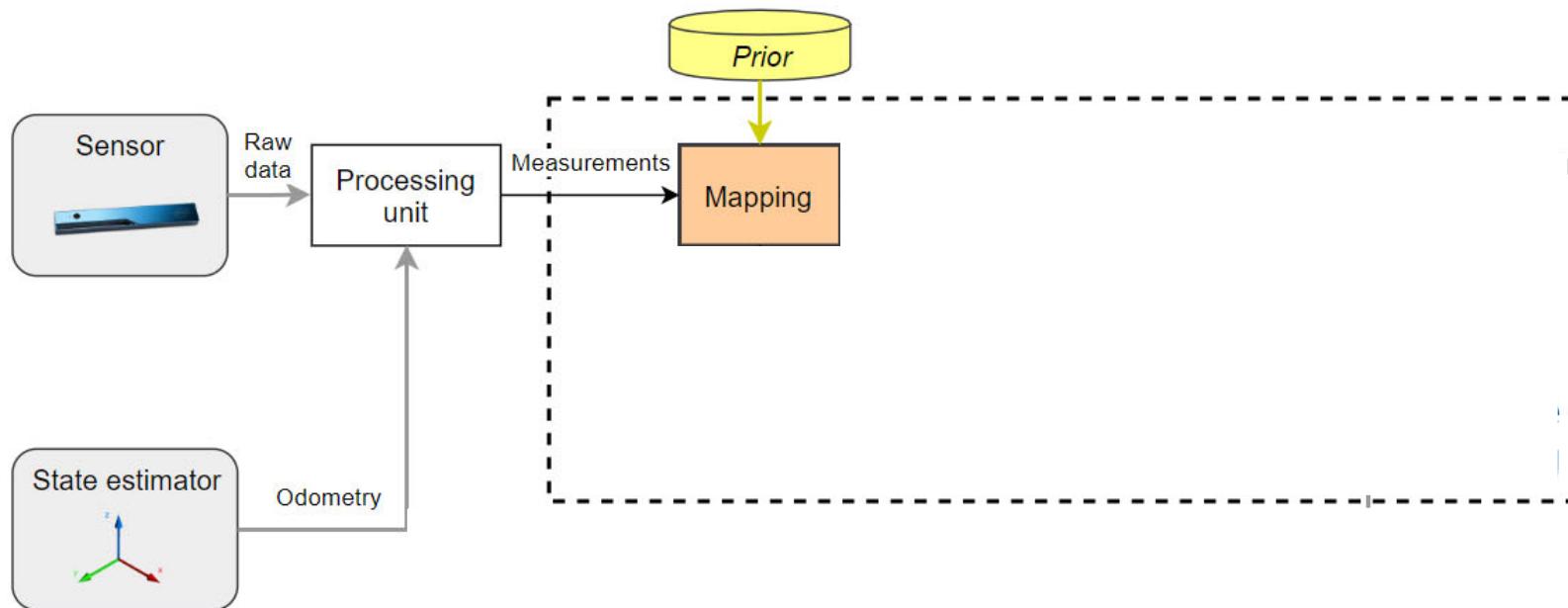
- **Aim:** Collect measurements to efficiently obtain an accurate model of a physical process subject to platform constraints



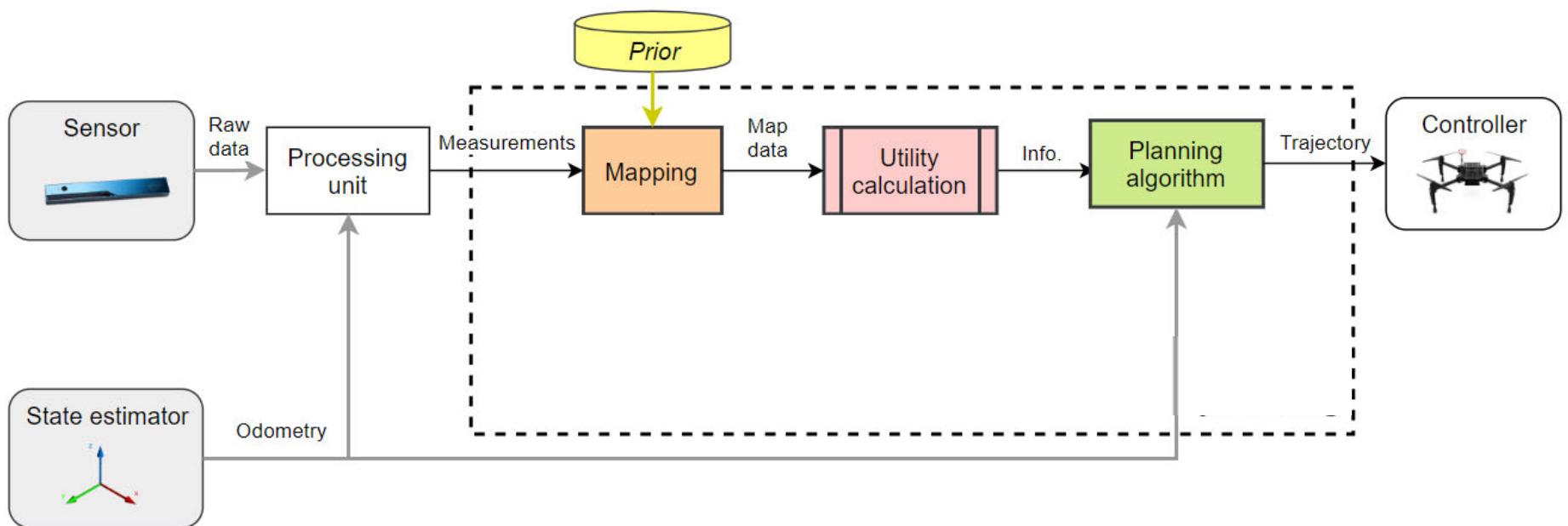
# System Diagram



# System Diagram



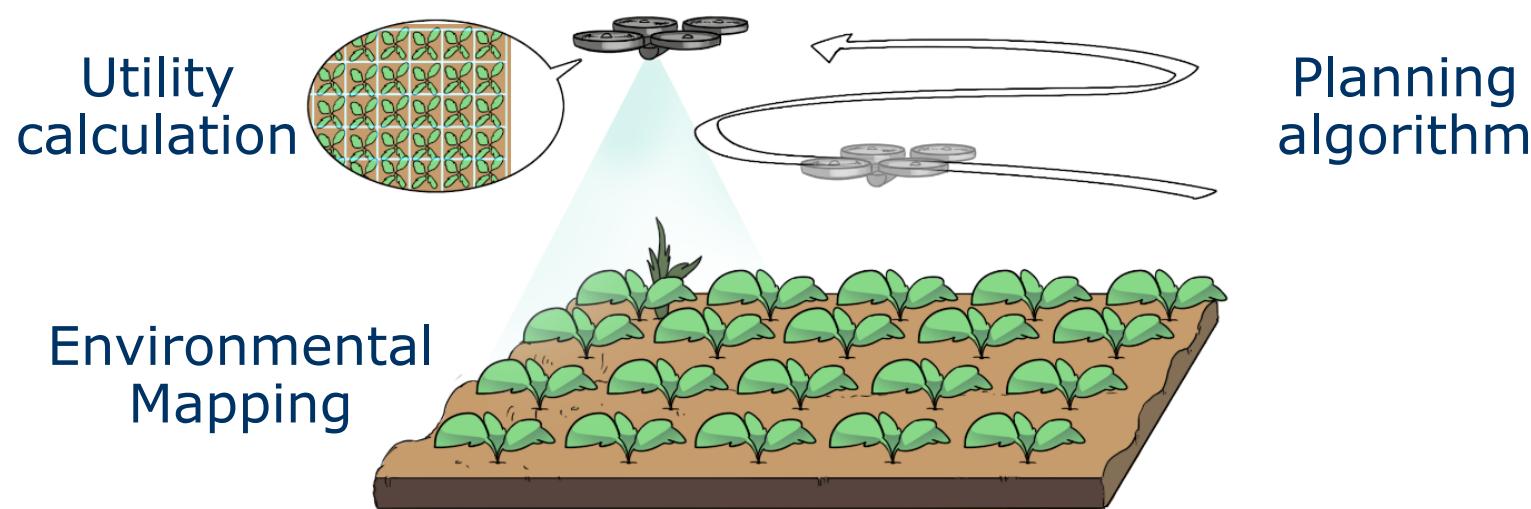
# System Diagram



# Problem Formulation

- **Aim:** Find trajectory (or path)  $\psi^*$  for max. gain in an information measure  $I(\cdot)$  given **cost budget**  $B$  :

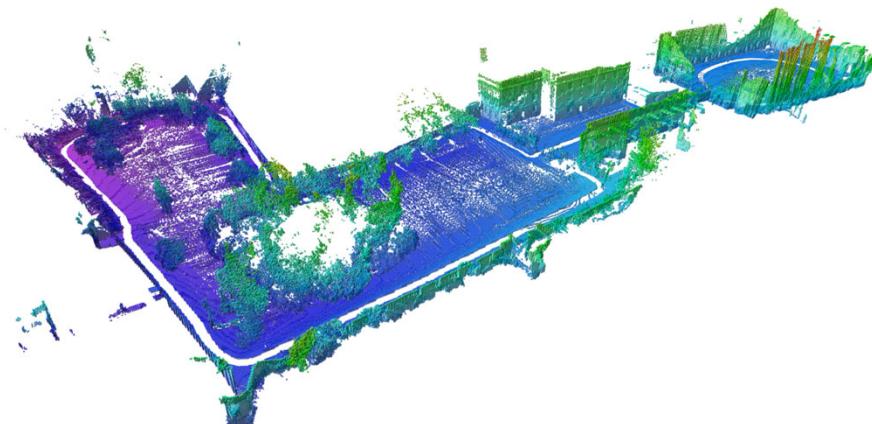
$$\begin{aligned}\psi^* = \operatorname{argmax}_{\psi \in \Psi} I(\text{MEASURE}(\psi)), \\ \text{s.t. } \text{COST}(\psi) \leq B.\end{aligned}$$



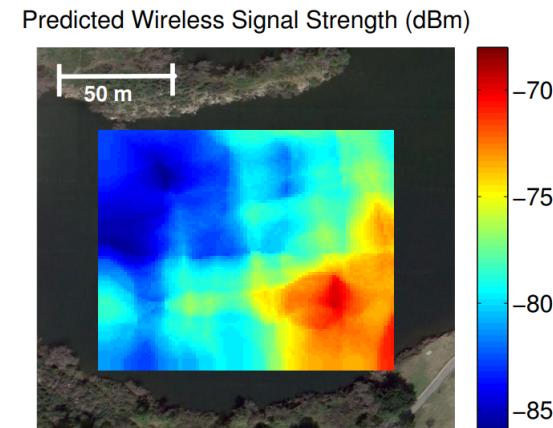
# Challenges: Mapping

- How to represent the environment?
  - Dimensionality
  - Target variable: Continuous or discrete?
  - Probabilistic, multiresolution
  - Computational and memory efficiency

OctoMap



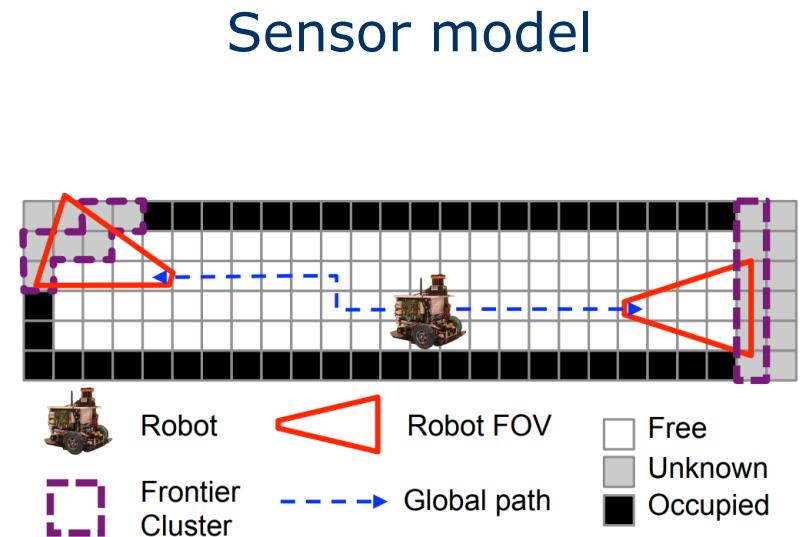
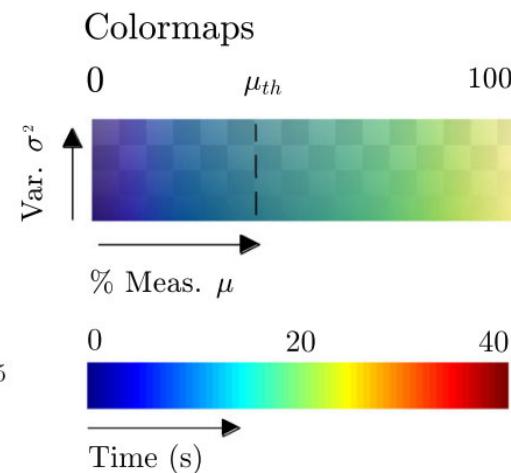
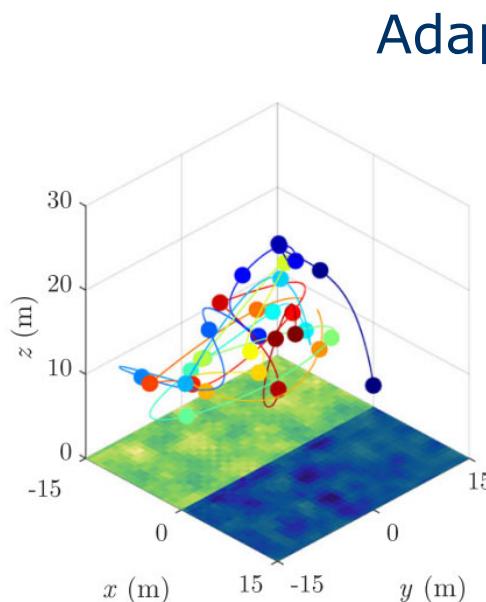
Gaussian Process



Hornung et al. (2013), "OctoMap: An Efficient Probabilistic 3D Mapping Framework Based on Octrees," in: Autonomous Robots.  
Hollinger and Sukhatme (2014), "Sampling-based robotic information gathering algorithms," in: The International Journal of Robotics Research. 33(9): 1271-1287.

# Challenges: Utility Calculation

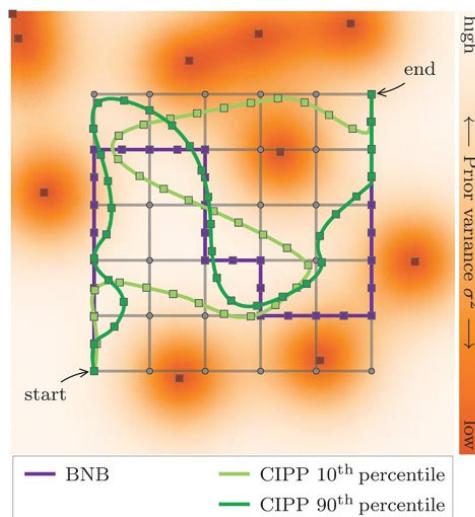
- How to measure “usefulness”?
  - Information-theoretic measure
  - Adaptivity
  - Predictive sensor model



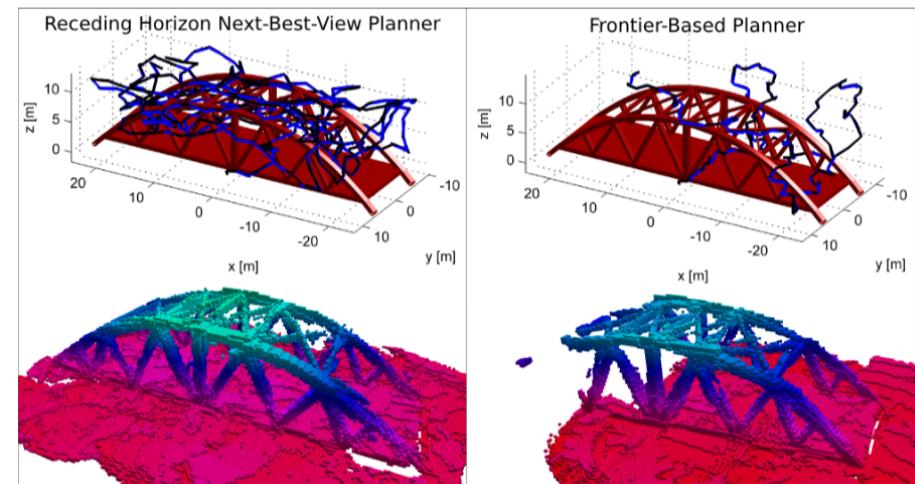
# Challenges: Planning Algorithm

- How to plan informative paths?
  - Discrete vs. continuous
  - Lookahead: myopic vs. non-myopic
  - Online replanning
  - Computational and memory efficiency

Discrete vs. continuous



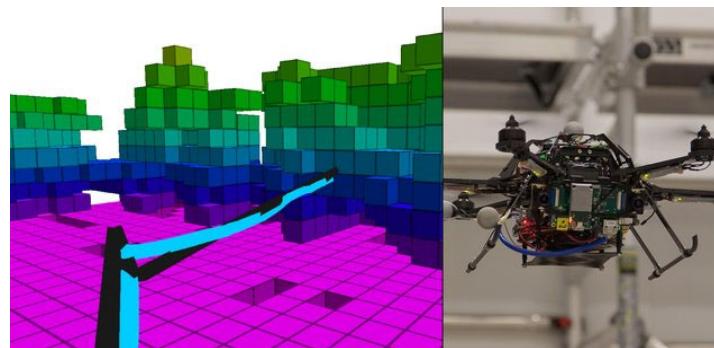
Lookahead, runtime



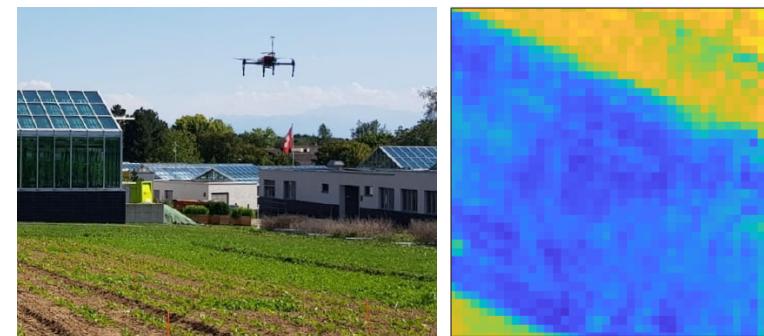
Hitz et al. (2017), "Adaptive continuous-space informative path planning for online environmental monitoring," in: Journal of Field Robotics. 34(8): 1427-1449.  
Bircher et al. (2016), "Receding Horizon "Next-Best-View" Planner for 3D Exploration," in: IEEE ICRA.

# Problem Variations

- **Robotic exploration:** Create a map of an unknown environment as quickly as possible.



- **Data collection planning:** Determine a cost-efficient path to collect measurements using a sensor.



Bircher et al. (2016), "Receding Horizon "Next-Best-View" Planner for 3D Exploration," in: IEEE ICRA.

Popović et al. (2020), "An informative path planning framework for UAV-based terrain monitoring," in: Autonomous Robots. 44: 889-911.

# Problem Variations

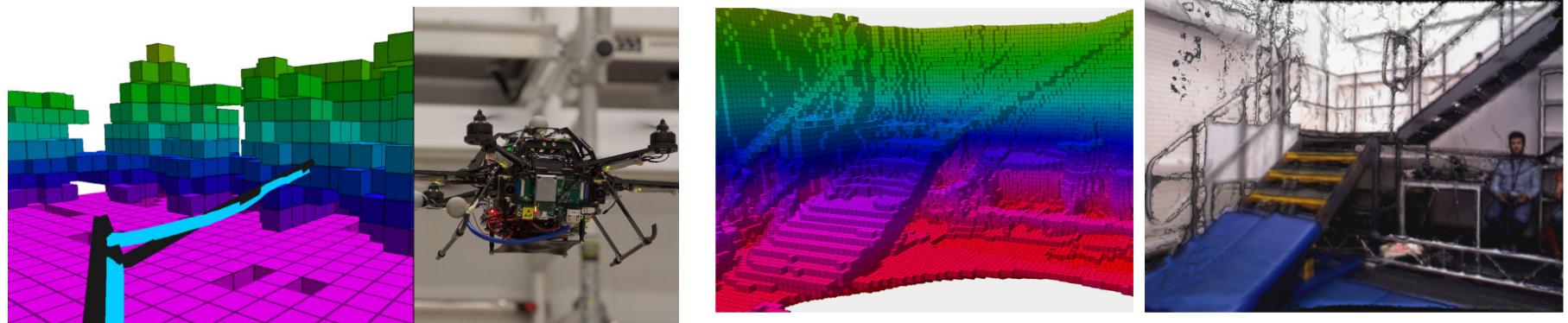
- **Inspection planning:** Determine a cost-efficient path to inspect a known environment.
- **Persistent monitoring:** Take regular measurements in a changing environment.
- **Active Simultaneous Localisation and Mapping (SLAM):** Determine paths to simultaneously build a map and localise within it.

# **Robotic Exploration**

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# Robotic Exploration

- **Aim:** Create a map of a partially or fully unknown environment as quickly as possible
- e.g. industrial inspection, search and rescue, tunnel mapping, etc.



# Problem Setup

- Robot equipped with sensor, e.g. stereo camera, laser scanner
  - Occupancy grid map representation
  - Performance metrics: exploration time, map quality
- 
- Consider bounded 3D space  $V \subset \mathbb{R}^3$
  - Partition  $V$  into  $V_{free} \subset V$  and  $V_{occ} \subset V$  such that  $V_{free} \cup V_{occ} = V \setminus V_{res}$  where  $V_{res}$  is the residual space

# Occupancy Grid Map

- Divide environment into cells
- Each cell is a random binary variable representing occupancy
- Assumptions:
  - Area of a cell is either completely free or occupied
  - Cells are independent of each other
  - State is static
  - Robot pose known
- Probability distribution of the map:

$$p(m) = \prod_i p(m_i)$$

# Occupancy Mapping Algorithm

- Use binary Bayes filter to update map with new measurements
- Log-odds notation:

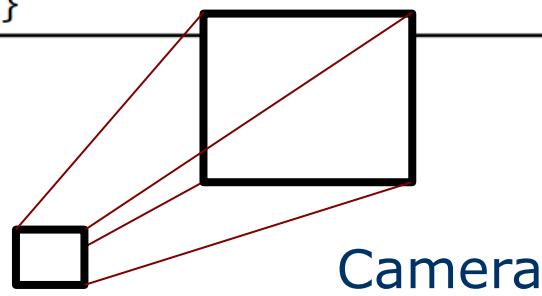
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**Algorithm 1:** OccupancyGridMapping( $\{l_{t-1,i}\}, x_t, z_t$ )

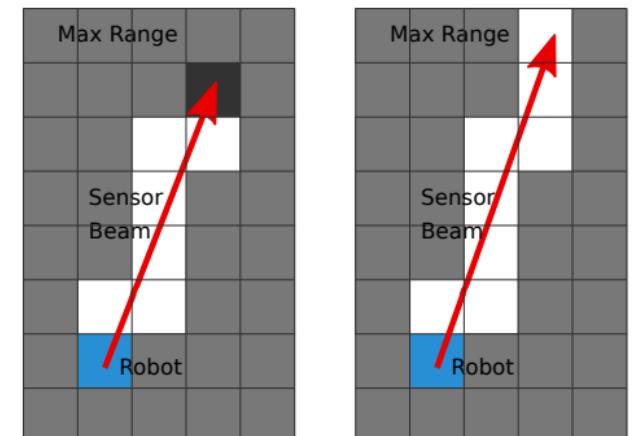
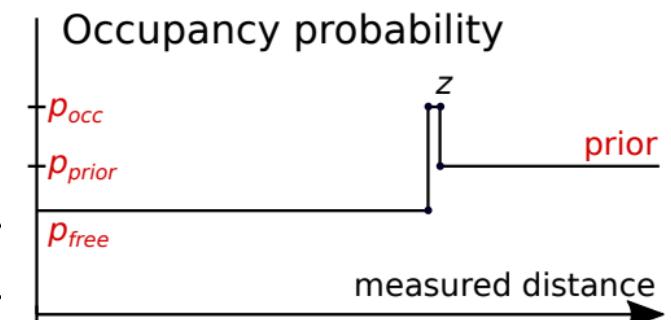
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```
foreach  $m_i$  of the map  $m$  do
    if  $m_i$  in the perceptual field of  $z_t$  then
         $l_{t,i} := l_{t-1,i} - \text{inv\_sensor\_model}(m_i, x_t, z_t) - l_0$ 
    else
         $l_{t,i} := l_{t-1,i}$ 
return  $\{l_{t,i}\}$ 
```

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Camera



Laser scanner

# Occupancy Mapping Algorithm

- Use Binary bayes filter to update map with new measurements
- Log-odds notation:

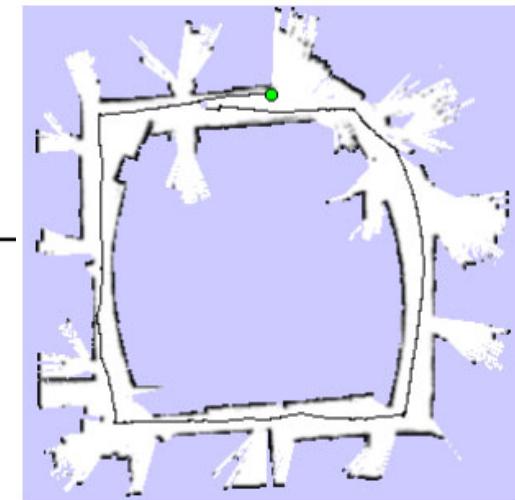
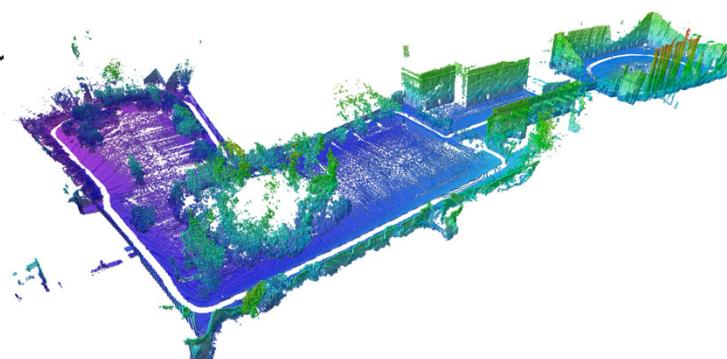
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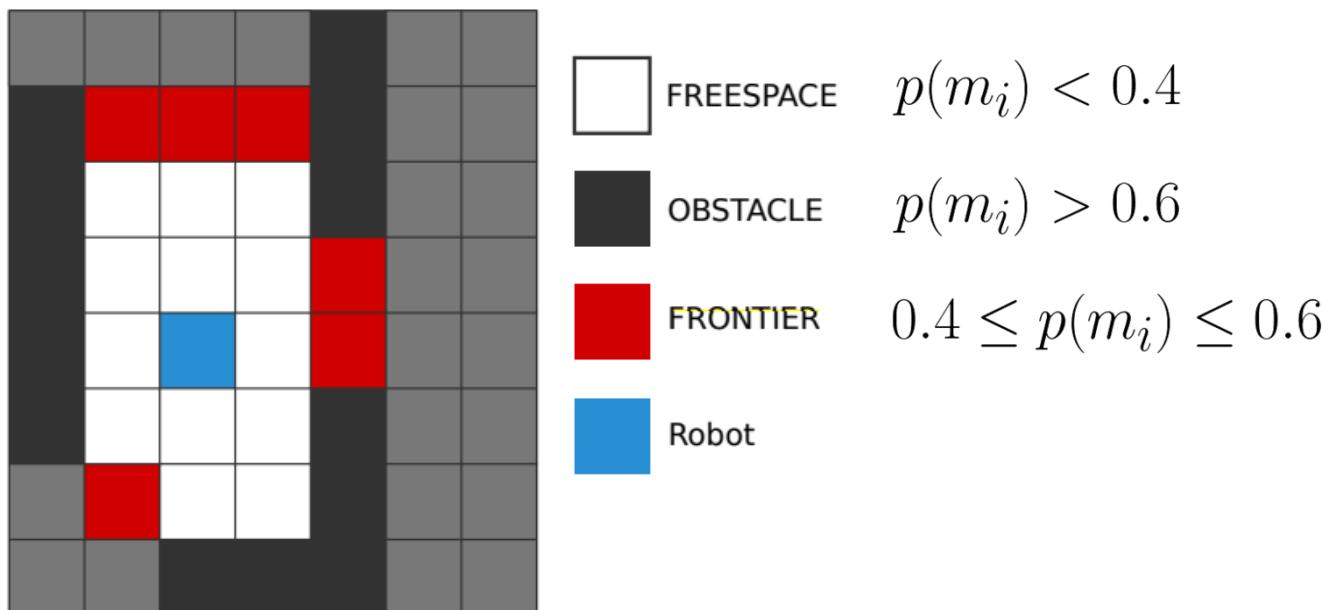
```
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    else
         $l_{t,i} := l_{t-1,i};$ 
return  $\{l_{t,i}\}$ 
```

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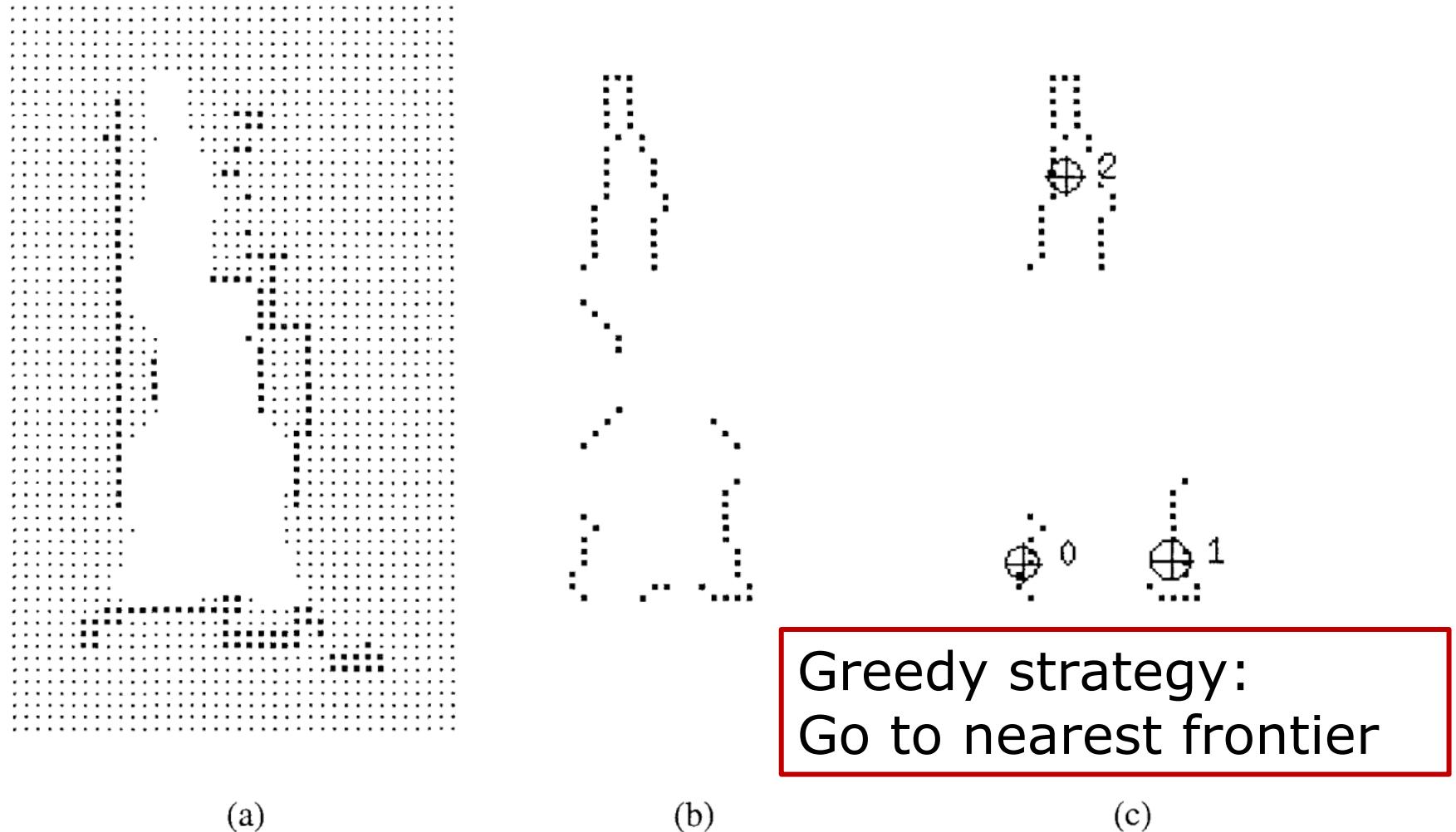


# Frontier-based Exploration

- **Idea:** Move robot towards unknown regions
- **Frontier:** Border between free and unknown space in an environment

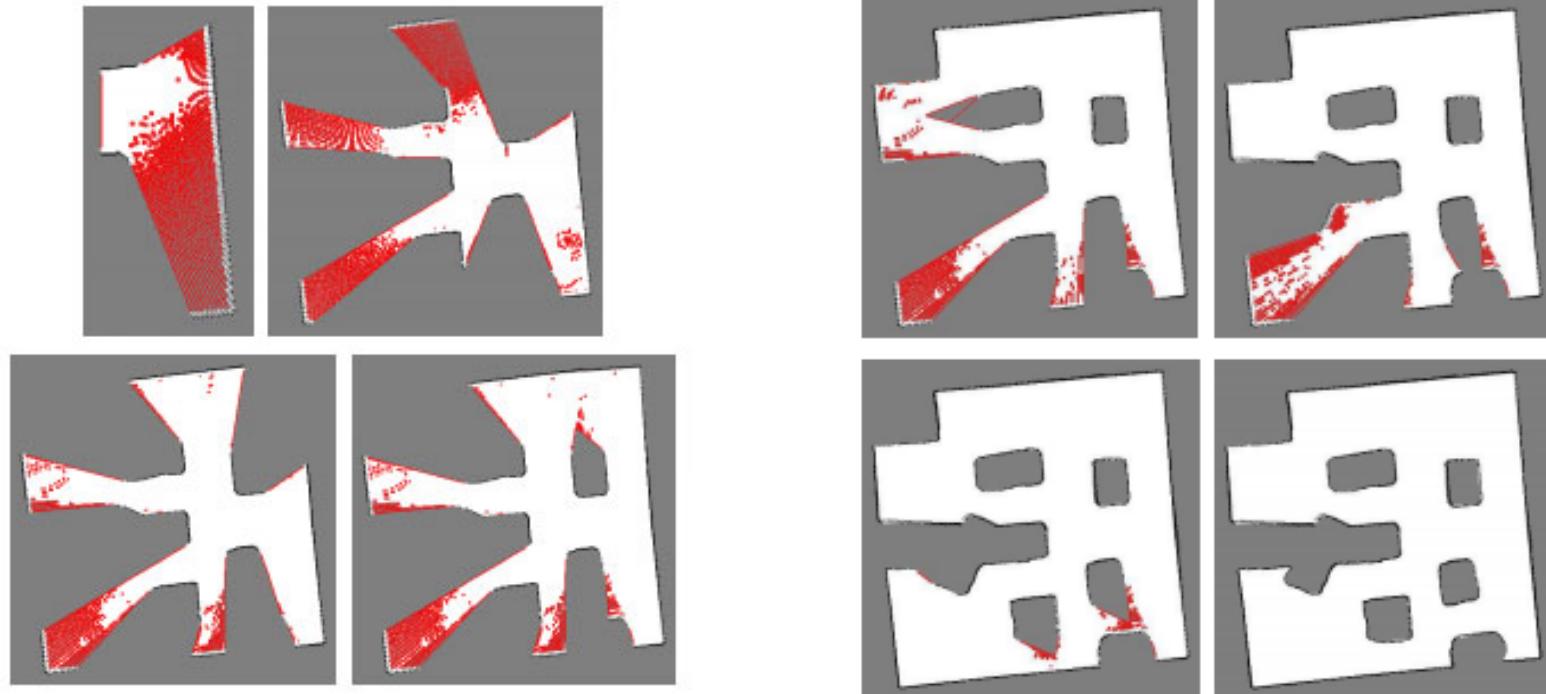


# Frontier-based Exploration



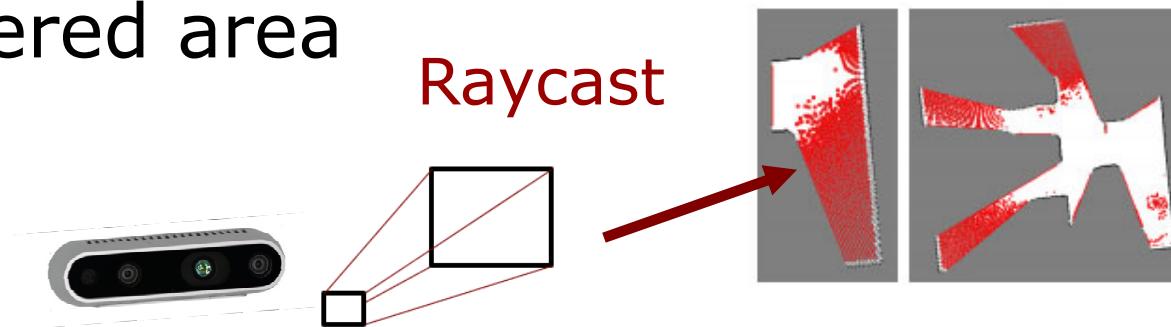
**Figure 1: Frontier detection:** (a) evidence grid, (b) frontier edge segments, (c) frontier regions

# Frontier-based Exploration



# Improving Frontier-based Exploration

- Utility function based on expected covered area



- Utility function based on information theory

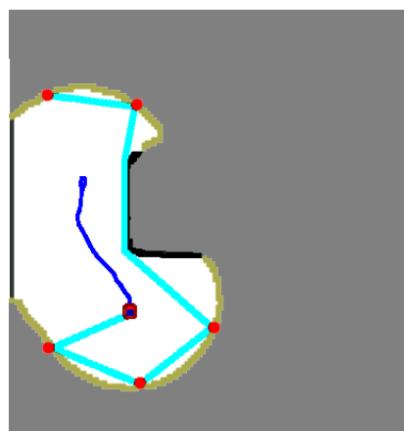
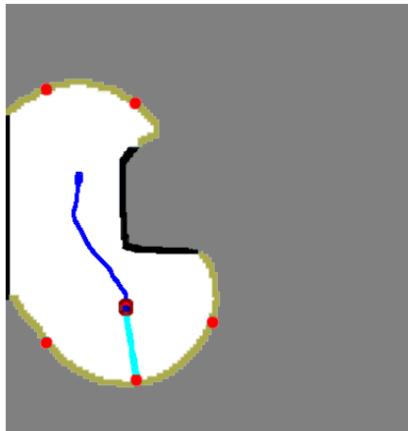
Shannon's entropy

$$H = - \sum_{m_i} p(m_i) \log p(m_i) + (1 - p(m_i)) \log(1 - p(m_i))$$

Utility/info. gain     $I = H^- - H^+$

# Improving Frontier-based Exploration

- Planning algorithm with look-ahead



Travelling Salesman  
Problem (TSP)

- Utility function accounting for distance/time

Information gain rate

$$\psi^* = \operatorname{argmax}_{\psi \in \Psi} \frac{I(\operatorname{MEASURE}(\psi))}{\operatorname{COST}(\psi)}$$

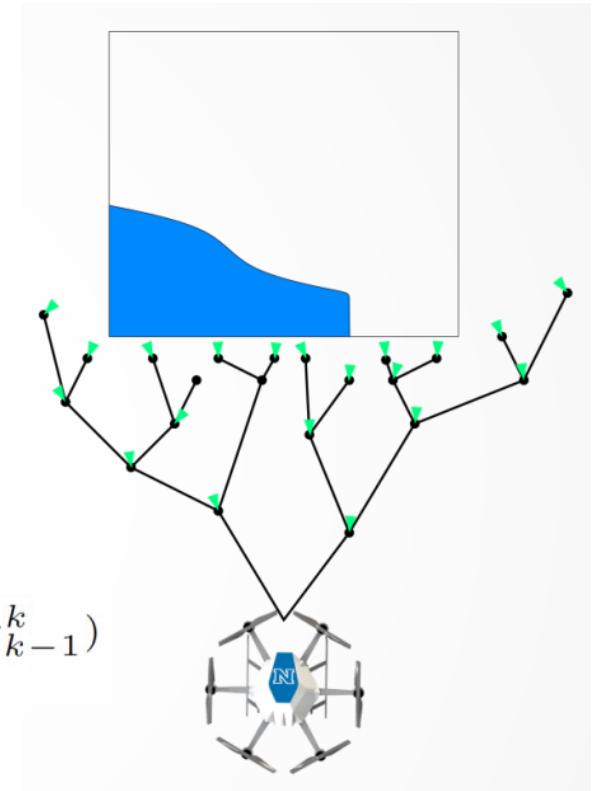
Exponential factor

$$\psi^* = I(\operatorname{MEASURE}(\psi)) e^{\lambda \operatorname{COST}(\psi)}$$

# Sampling-based Exploration

- Tree-based planning for exploration
  - Bircher et al. (2016), “Receding Horizon “Next-Best-View” Planner for 3D Exploration,” in: IEEE ICRA.
- Create random tree in initially unknown environment
- Store utility/information gain at each node:

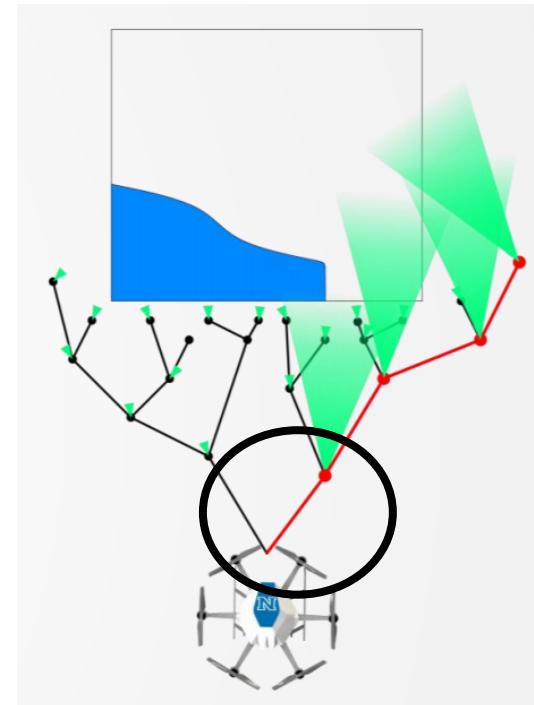
$$\text{Gain}(n_k) = \text{Gain}(n_{k-1}) + \text{Visible}(\mathcal{M}, \xi_k) e^{-\lambda c(\sigma_{k-1}^k)}$$



# Sampling-based Exploration

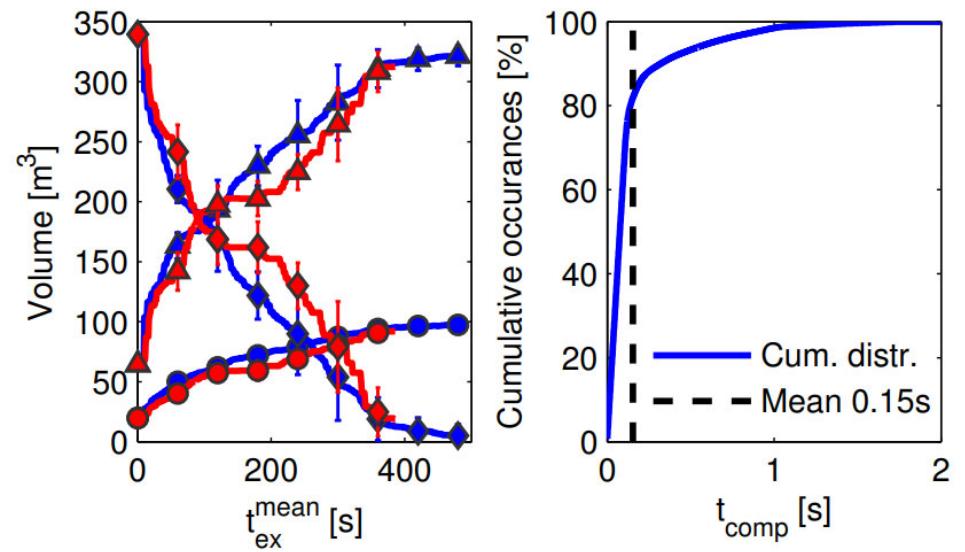
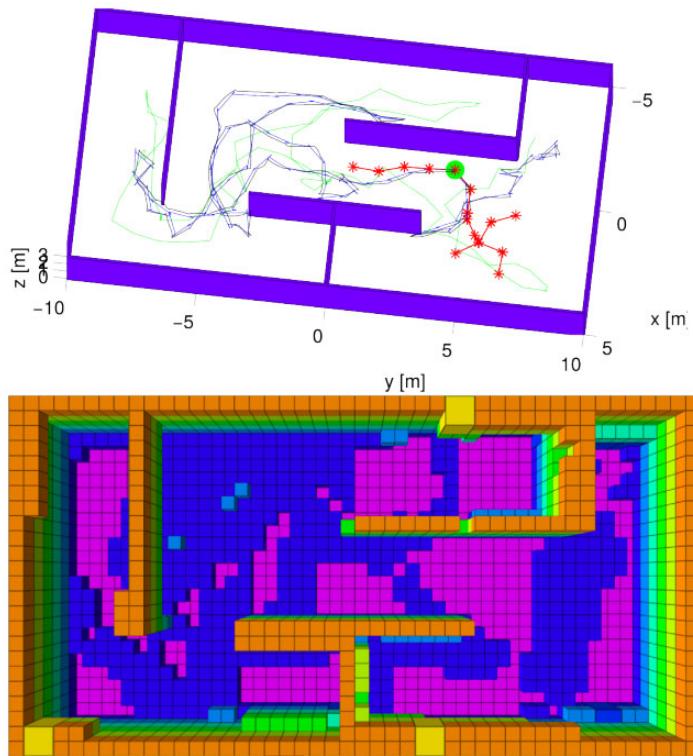
- Tree-based planning for exploration
  - Bircher et al. (2016), “Receding Horizon “Next-Best-View” Planner for 3D Exploration,” in: IEEE ICRA.
- Keep track of node highest information gain
- Receding-horizon: Execute first segment of path toward this node

**ExtractBestPathSegment( $n_{best}$ )**



# Sampling-based Exploration

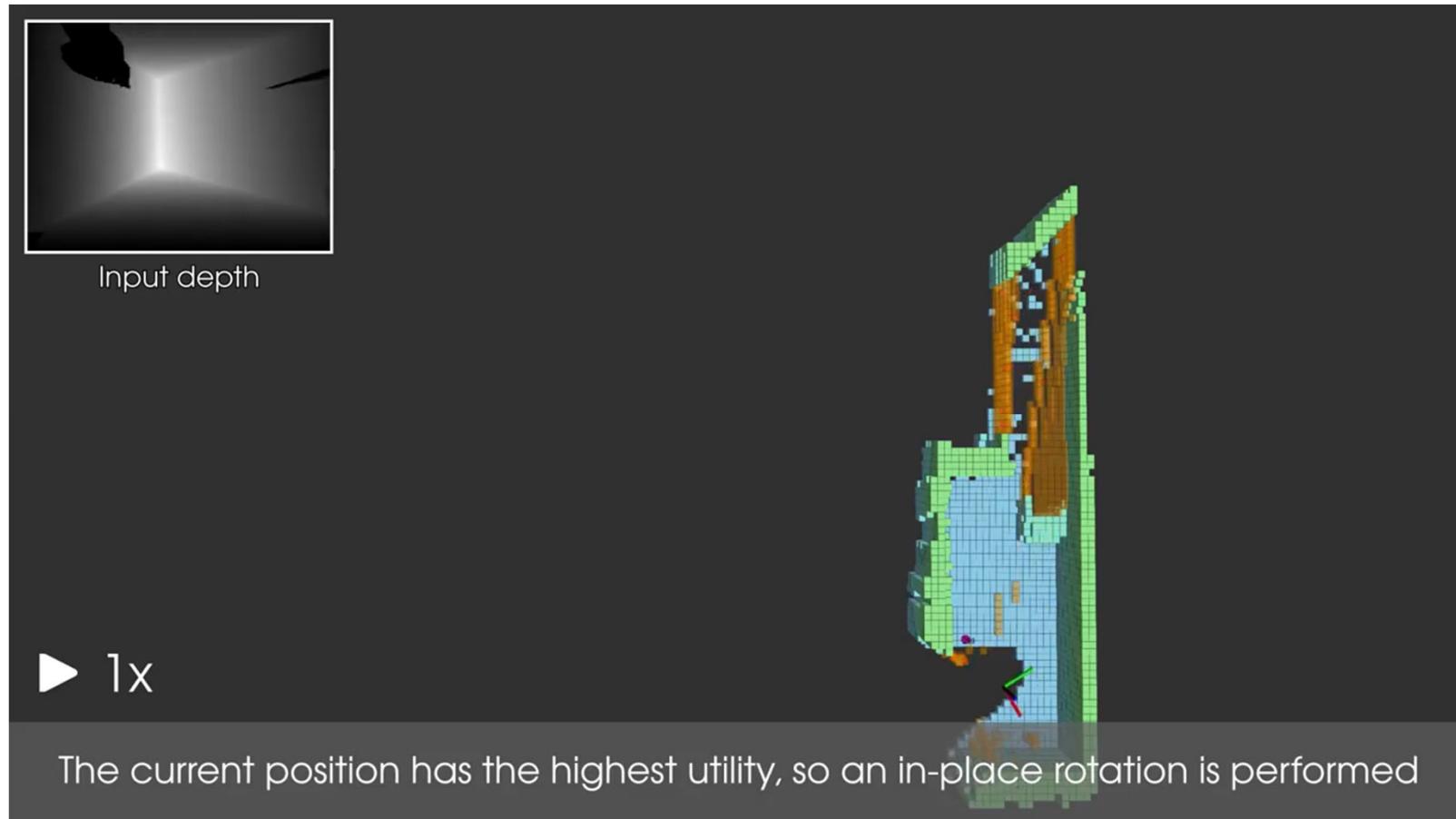
- Tree-based planning for exploration
  - Bircher et al. (2016), “Receding Horizon “Next-Best-View” Planner for 3D Exploration,” in: IEEE ICRA.



occupied  $\circ$ , free  $\triangle$  and unmapped  $\diamond$

# Fast Frontier-based Exploration

- Dai et al. (2020), “Fast Frontier-based Information-driven Autonomous Exploration with an MAV,” in: IEEE ICRA. pp.9570-9576.

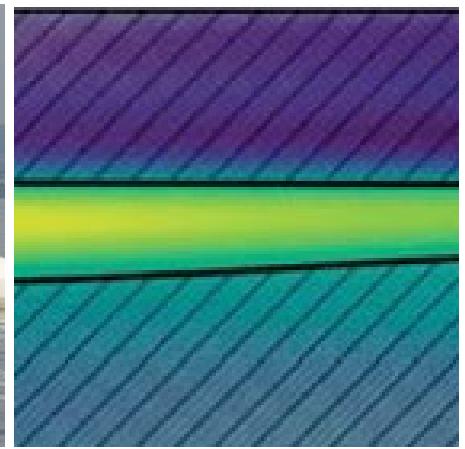
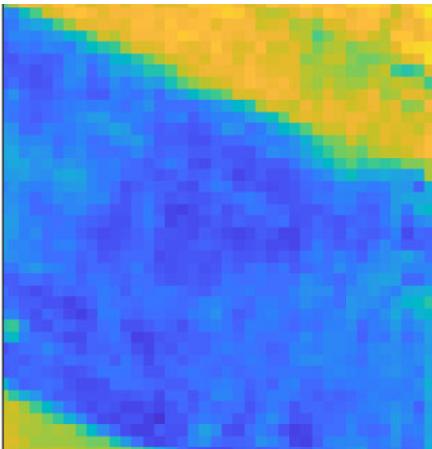


# **Robotic Data Collection**

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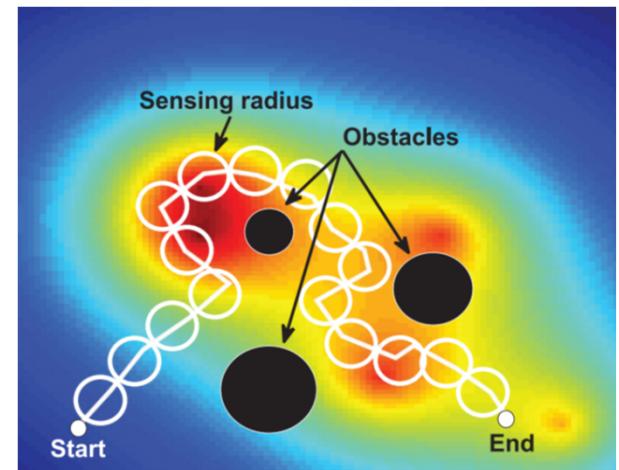
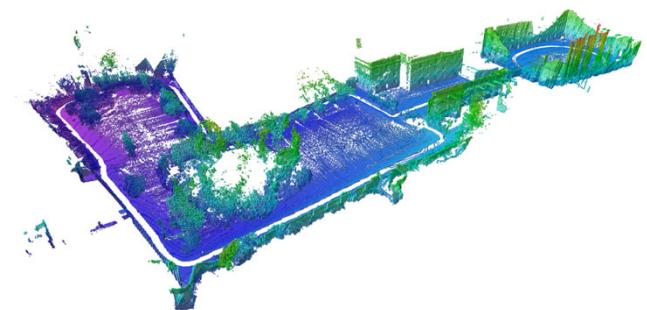
# Robotic Data Collection

- **Aim:** Determine a cost-efficient path to collect measurements using a sensor
- e.g. precision agriculture, lake monitoring, temperature mapping, etc.



# Exploration vs. Environmental Data Collection

- **Exploration:** Plan paths and gather information in the **same** map
- **Environmental data collection:** Plan paths and gather information in **different** maps



# Gaussian Processes (GPs)

- Most environmental phenomena vary smoothly in time and space
- Model using a **GP**: distribution over functions fully captured by mean  $\mu$  and covariance  $P$
- A **kernel** captures correlations in the data
- **GP regression:**

$$\text{Mean} \quad \mu = \mathbb{E}[f_*] = m(\mathbf{X}_*) + K(\mathbf{X}_*, \mathbf{X})[K(\mathbf{X}, \mathbf{X}) + \sigma_n^2 \mathbf{I}_n]^{-1} (\mathbf{y} - m(\mathbf{X}))$$

$$\text{Covariance} \quad P = \mathbb{V}[f_*] = K(\mathbf{X}_*, \mathbf{X}_*) - K(\mathbf{X}_*, \mathbf{X})[K(\mathbf{X}, \mathbf{X}) + \sigma_n^2 \mathbf{I}_n]^{-1} K(\mathbf{X}_*, \mathbf{X})^\top$$

# GP Example

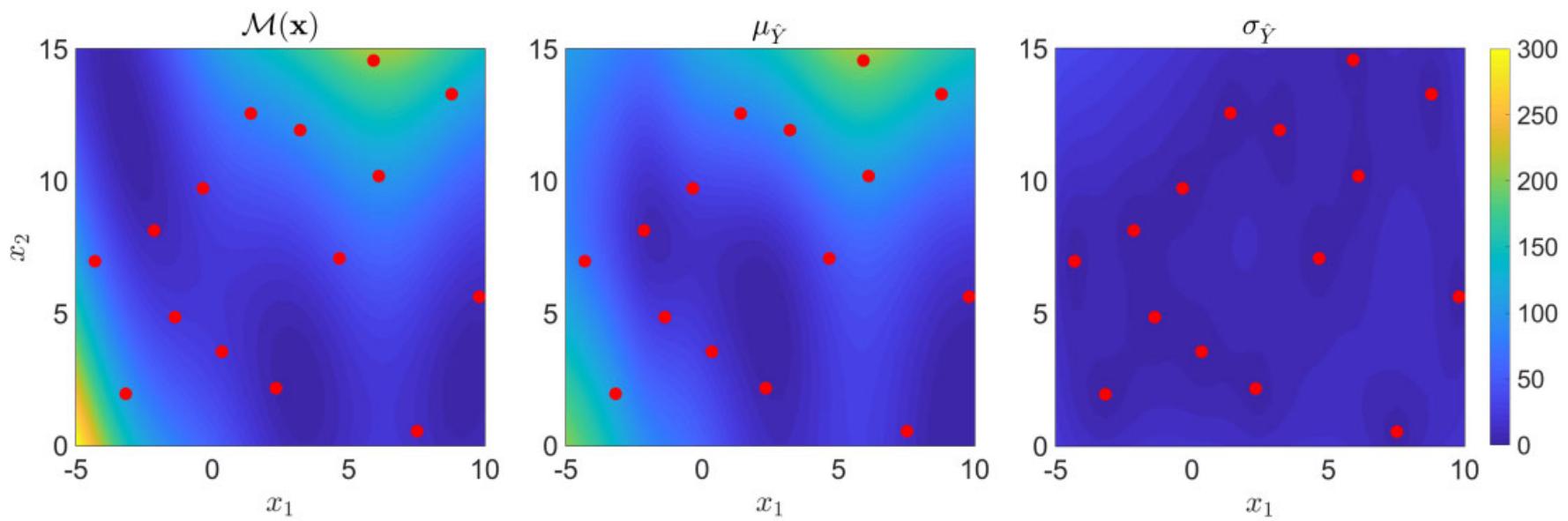


Figure 5: From left to right: the Branin-Hoo function (true model) followed by the mean and standard deviation of the Kriging predictor. The experimental design is illustrated by red dots.

# Information Criteria in GPs

- Derived for the **sensor placement** problem
  - Krause et al. (2008), “Near-Optimal Sensor Placements in Gaussian Processes,” in: Jour. of Machine Learning Research. 9: 235-284.

- Entropy:  
$$H(\mathcal{X}_{\mathcal{V} \setminus \mathcal{A}} \mid \mathcal{X}_{\mathcal{A}}) = - \int p(\mathbf{x}_{\mathcal{V} \setminus \mathcal{A}}, \mathbf{x}_{\mathcal{A}}) \log p(\mathbf{x}_{\mathcal{V} \setminus \mathcal{A}} \mid \mathbf{x}_{\mathcal{A}}) d\mathbf{x}_{\mathcal{V} \setminus \mathcal{A}} d\mathbf{x}_{\mathcal{A}}$$

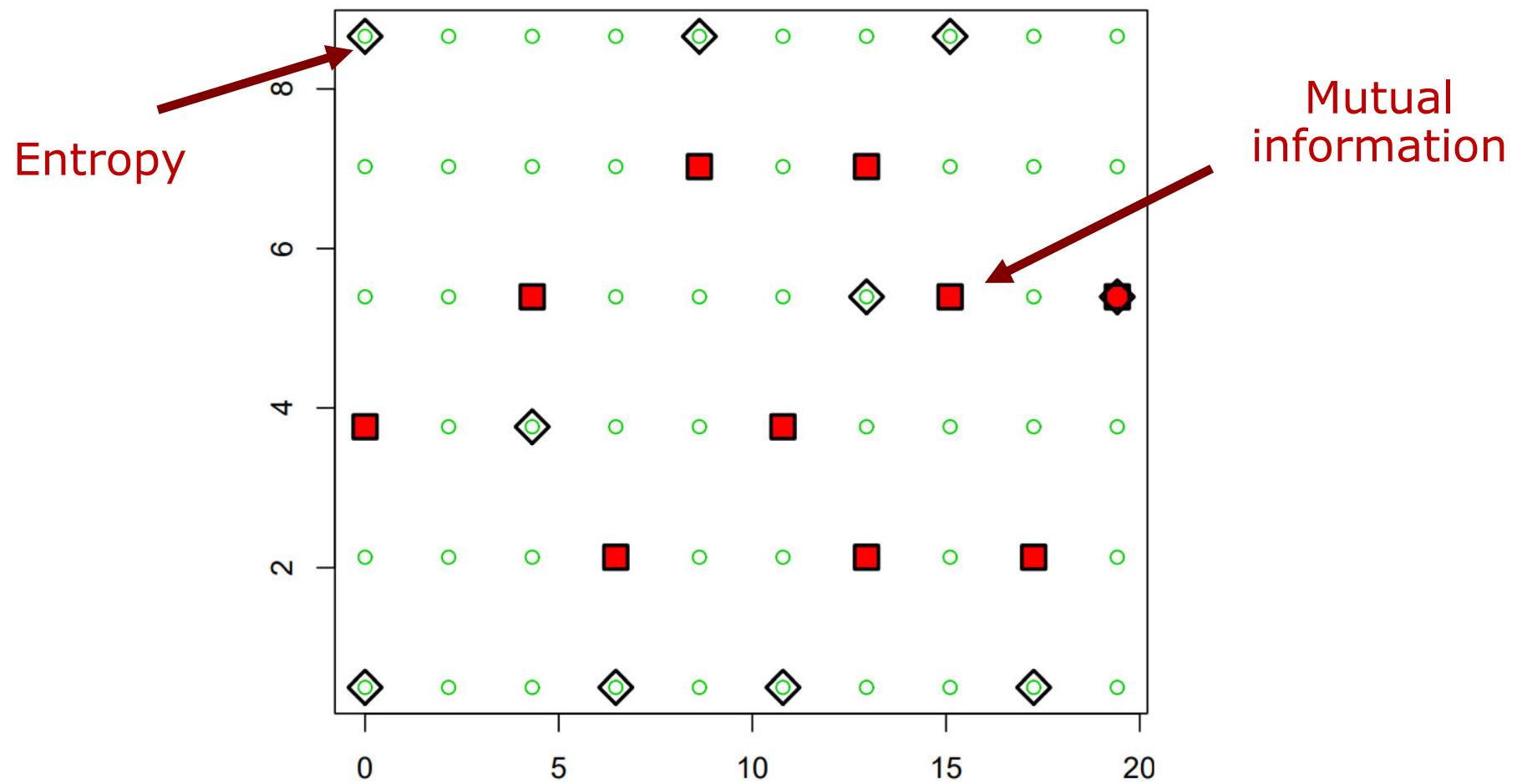
Possible sensor measurements

$$\mathcal{A}^* = \operatorname{argmin}_{\mathcal{A} \subset \mathcal{V}: |\mathcal{A}|=k} H(\mathcal{X}_{\mathcal{V} \setminus \mathcal{A}} \mid \mathcal{X}_{\mathcal{A}})$$

- Mutual information:

$$\mathcal{A}^* = \operatorname{argmax}_{\mathcal{A} \subseteq \mathcal{S}: |\mathcal{A}|=k} H(\mathcal{X}_{\mathcal{V} \setminus \mathcal{A}}) - H(\mathcal{X}_{\mathcal{V} \setminus \mathcal{A}} \mid \mathcal{X}_{\mathcal{A}})$$

# Information Criteria in GPs



# Submodularity

- These objectives are **submodular**: amount of information gathered in the future depends on the prior trajectory

For all  $\mathcal{A}, \mathcal{B} \subseteq \mathcal{V}$ ,

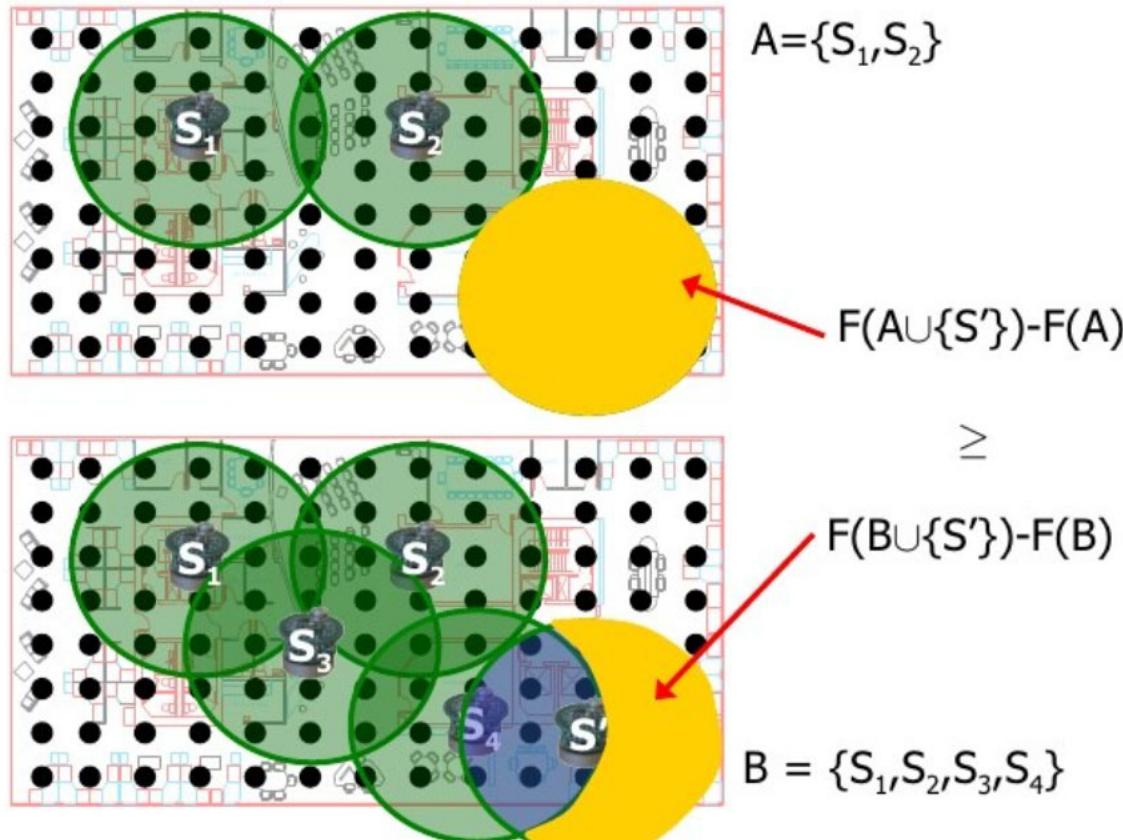
$$F(\mathcal{A}) + f(\mathcal{B}) \geq f(\mathcal{A} \cap \mathcal{B}) + f(\mathcal{A} \cup \mathcal{B})$$

- Diminishing returns formulation:

For  $A \subseteq B, A \notin B$ ,

$$F(\mathcal{A} \cup s) - F(\mathcal{A}) \geq F(\mathcal{B} \cup s) - F(\mathcal{B})$$

# Submodularity

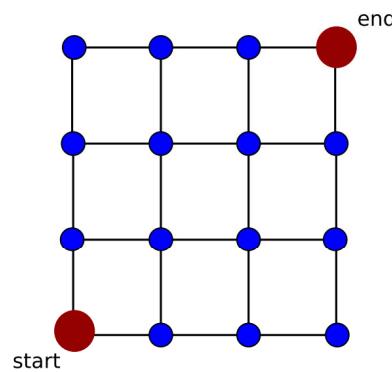


For  $A \subseteq B, A \not\in B$ ,

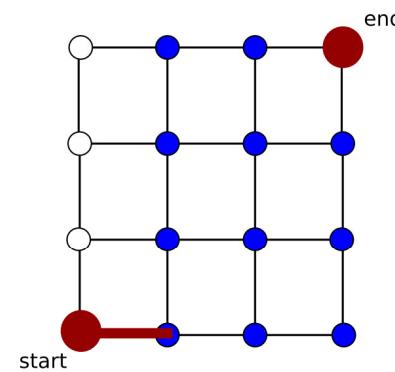
$$F(\mathcal{A} \cup s) - F(\mathcal{A}) \geq F(\mathcal{B} \cup s) - F(\mathcal{B})$$

# Planning Strategies

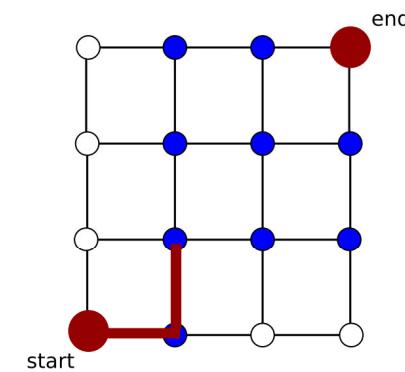
- Recursive greedy
  - “Next-best” sensing location
  - Within  $(1 - 1/e)$  of optimum
- Discrete-space methods
  - Branch and bound



(a) Initialization: start and end specified, planning commences.



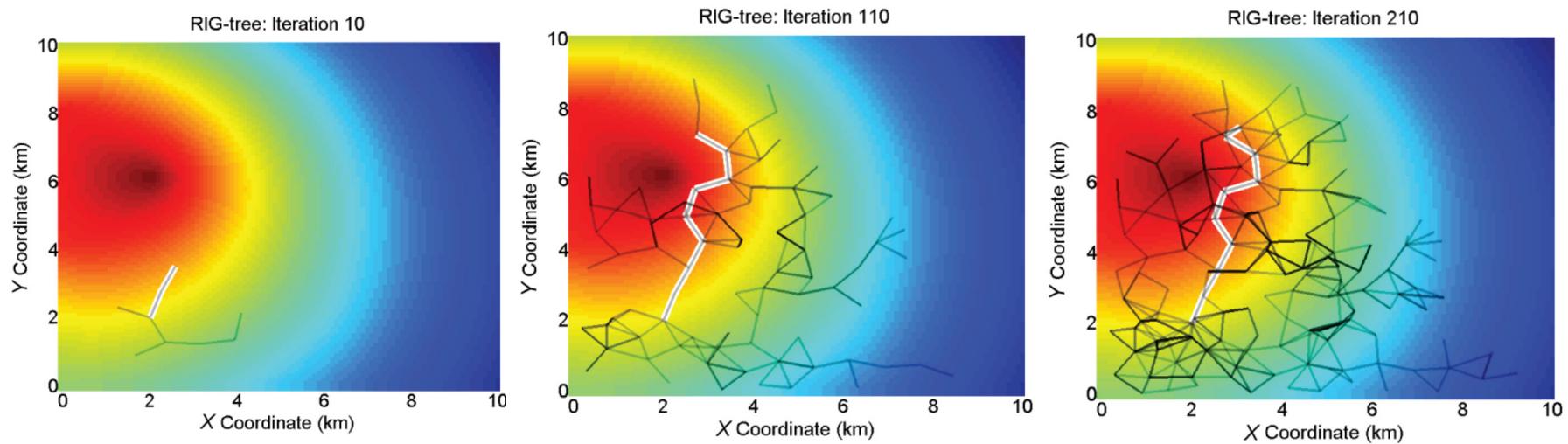
(b) After recursing once.



(c) After recursing twice.

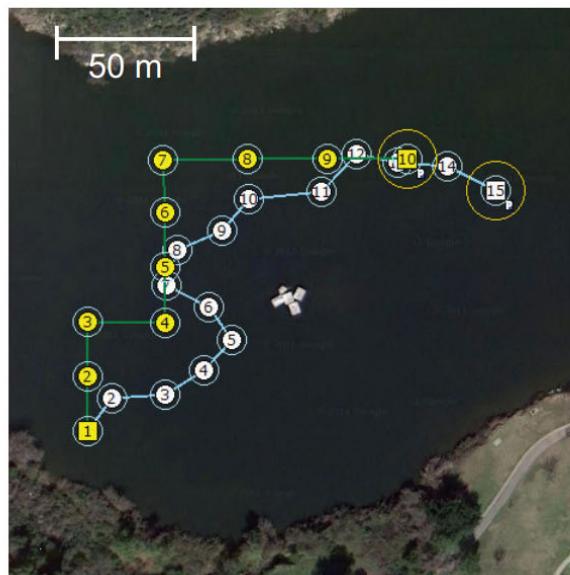
# Planning Strategies

- Continuous-space methods
  - Sampling-based: rapidly-information gathering tree (RIG-tree)

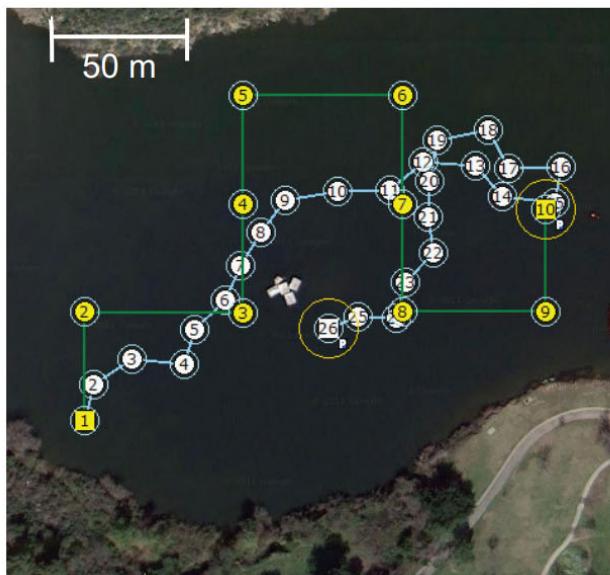


# Planning Strategies

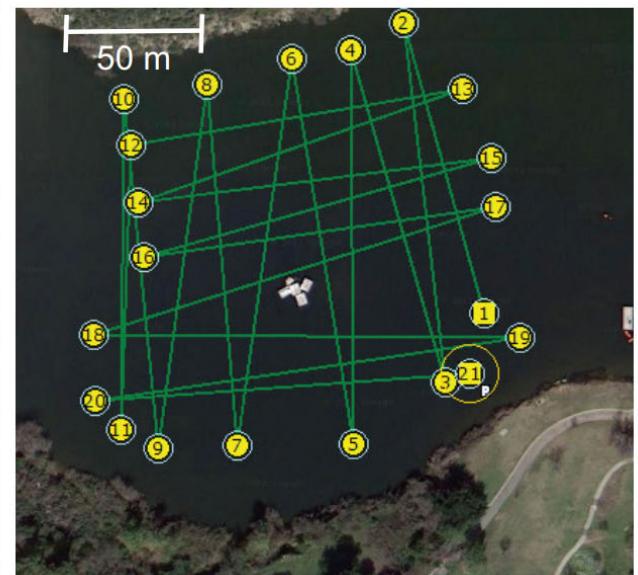
- Continuous-space methods
  - Sampling-based: rapidly-information gathering tree (RIG-tree)



(a) Budget = 200 m



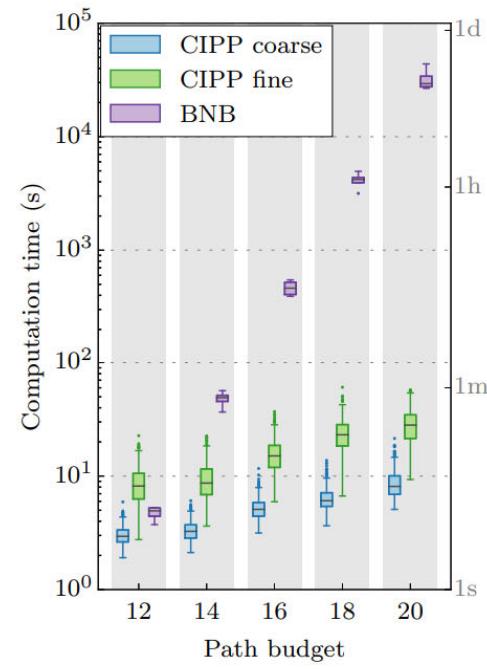
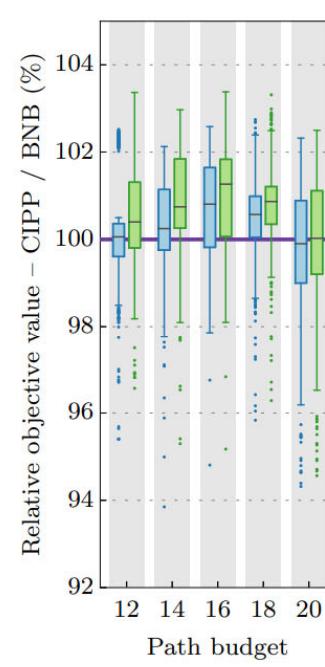
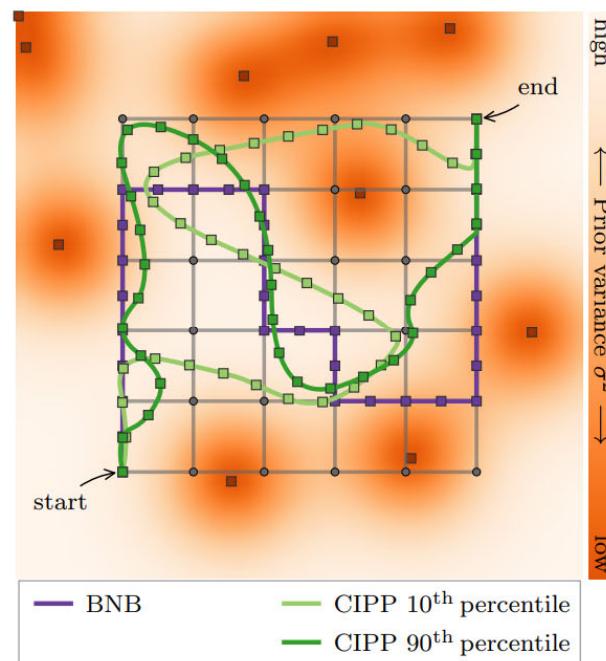
(b) Budget = 400 m



(c) Full survey = 2500 m

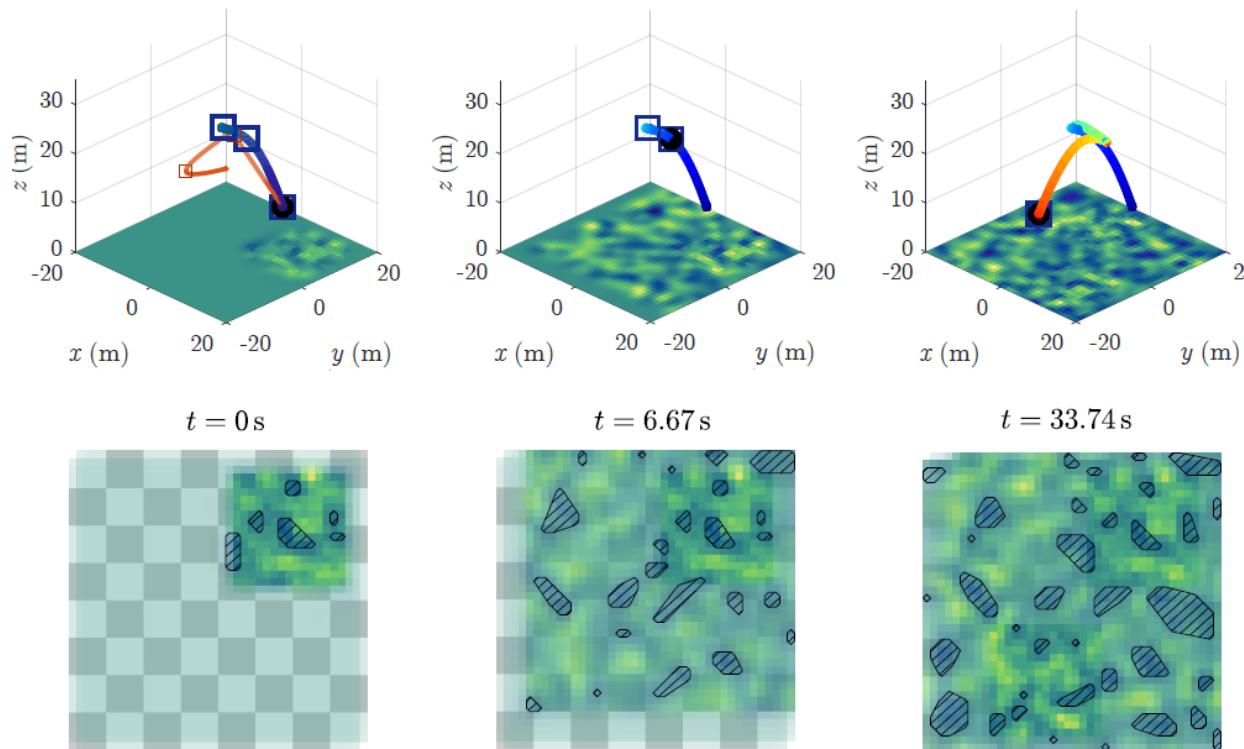
# Planning Strategies

- Continuous-space methods
  - Trajectory optimisation: continuous informative path planning (CIPP) for lake monitoring
  - Evolutionary optimisation technique (CMA-ES)



# Planning Strategies

- Continuous-space methods
  - Trajectory optimisation for agricultural monitoring
  - Evolutionary optimisation technique



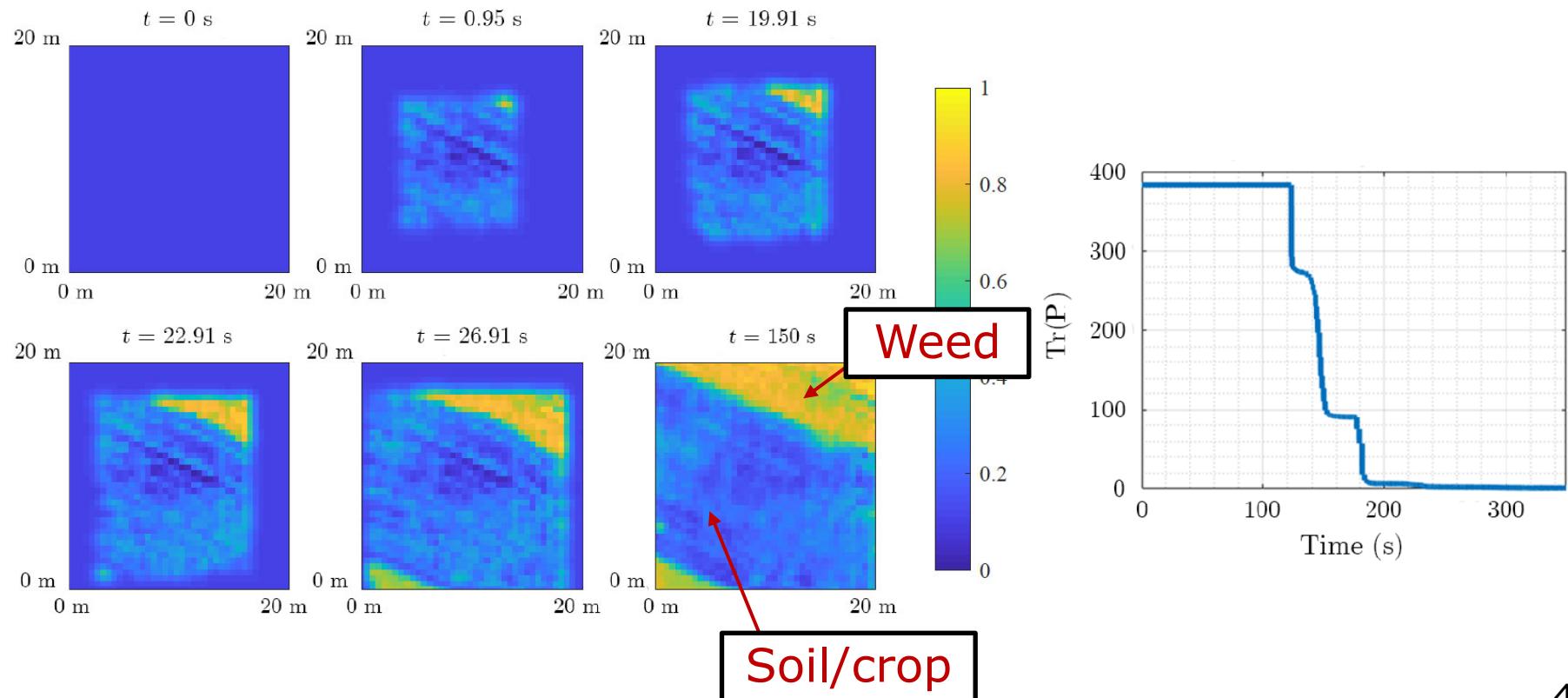
# Planning Strategies

- Continuous-space methods
  - Trajectory optimisation for agricultural monitoring
  - Evolutionary optimisation technique



# Planning Strategies

- Continuous-space methods
  - Trajectory optimisation for agricultural monitoring
  - Evolutionary optimisation technique



# Summary

- Robotic information gathering
  - Motivation
  - Environmental mapping, utility calculation, planning algorithm
- Robotic exploration
  - Frontier-based exploration and improvements
- Robotic data collection
  - Informative planning in Gaussian Processes

# Further Reading

- Bai et al. (2021), “Information-Driven Path Planning,” in: Current Robotics Reports. 2: 177-188.
- Lluvia et al. (2021). “Active Mapping and Robot Exploration: A Survey,” in: Sensors. 21(7): 2445.
- Krause et al. (2008), “Near-Optimal Sensor Placements in Gaussian Processes,” in: Jour. of Machine Learning Research. 9: 235-284.
- [Kernel Cookbook \(toronto.edu\)](#)
- [Microsoft PowerPoint - submodularity-slides.ppt \(ethz.ch\)](#)

**Thank you for your attention**