

# Introduction to Robot Mapping

Robot  $\Rightarrow$  A device, that moves through the environment.

Mapping  $\Rightarrow$  Modeling the environment

## \* Related terms

State Estimation

Localization

Mapping

SLAM

Navigation

Motion planning

(Main Focus of this Course)

{ We know where the sensor is & we just want to estimate Map }

## \* What is SLAM

$\hookrightarrow$  Computing robot poses and the map of the environment at the same time.

# Localization  $\Rightarrow$  Estimating the robot's Location.

# Mapping  $\Rightarrow$  Building the Map

# SLAM  $\Rightarrow$  Building the Map and localizing the robot Simultaneously.

$\Rightarrow$  SLAM is a Chicken-or-egg Problem:

$\hookrightarrow$  Map is needed for localization

$\hookrightarrow$  Pose estimate is needed for mapping.

## Given

① The ground truth

Unit

② Observations

Z: T

## Wanted

① Map of the environment

② Path of the robot

do: T

## Determine

A

$\Rightarrow$  Estimation

$P(x_t)$   
distribution path



### Given

① The robot's Control

$$U_{1:T} = \{U_1, U_2, \dots, U_T\}$$

② Observation

$$Z_{1:T} = \{Z_1, Z_2, \dots, Z_T\}$$

### Wanted

① Map of the environment

$m$

② Path of the robot

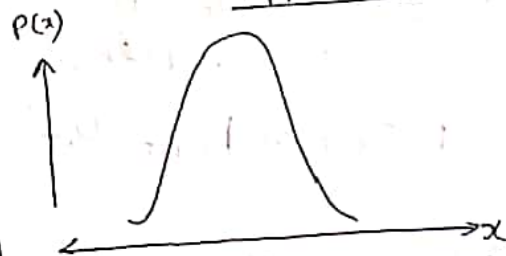
$$x_{0:T} = \{x_0, x_1, \dots, x_T\}$$

### Deterministic Approach



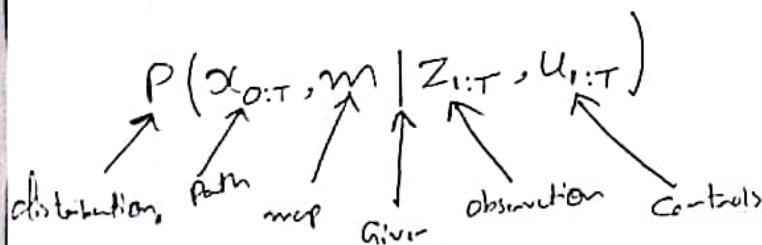
{ Robot is exactly here }

### Probabilistic Approach



{ Robot is somewhere here }

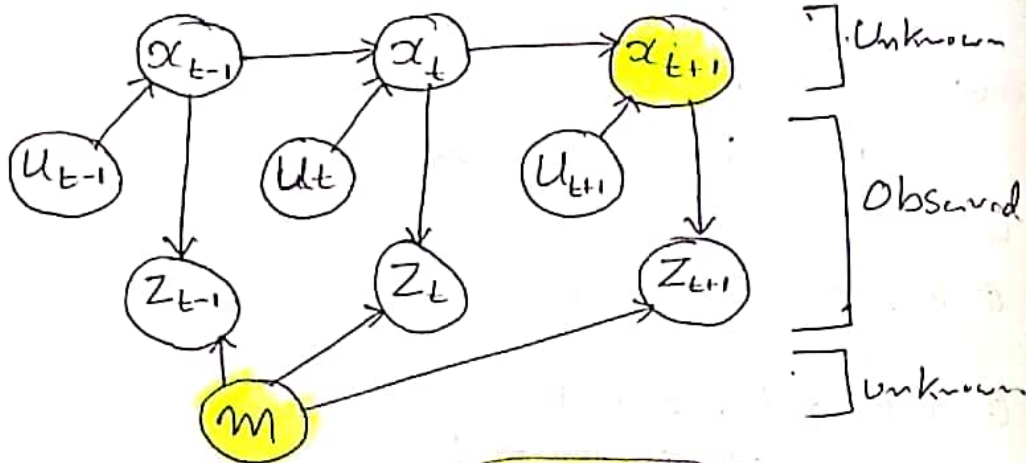
⇒ Estimating the robot's path and the map  
(in Probabilistic World)



- Kalman filter and family
- Particle filter based technique
- Graph based approaches.



## \* Graphical Model



## \* Full SLAM vs Online SLAM

Estimates the entire path:  
 $P(\alpha_{0:T}, m | Z_{1:T}, U_{1:T})$

Seeks to recover only the most recent pose:  
 $P(\alpha_t, m | Z_{1:t}, U_{1:t})$

## \* Online SLAM

⇒ Online SLAM means marginalizing out the previous poses.

$$P(\alpha_t, m | Z_{1:t}, U_{1:t}) = \int \dots \int_{\alpha_0} \dots \int_{\alpha_{t-1}} P(\alpha_{0:t}, m | Z_{1:t}, U_{1:t}) d\alpha_{t-1} \dots d\alpha_0$$

⇒ Integrals are typically solved recursively, one at a time.

## \* Taxonomy of SLAM

Volumetric SLAM

Topologic map

Known Correspondence

Static Environment

Active SLAM

Robot can move to explore good map

Any-time SLAM

Computational Time

Single SLAM

# \* Taxonomy of the SLAM Problem

Volumetric SLAM

Vs

Feature-based SLAM

Topologic map

Vs

Geometric map

Known Correspondence

Vs

Unknown Correspondence

Static Environment

Vs

Dynamic Environment

Active SLAM

Vs

Passive SLAM

{ Robot Control itself to explore and build good map }

{ Robot just observe the data coming and builds the map }

Any-time SLAM

Vs

Any Space SLAM

{ Computation Time }

{ RAM }

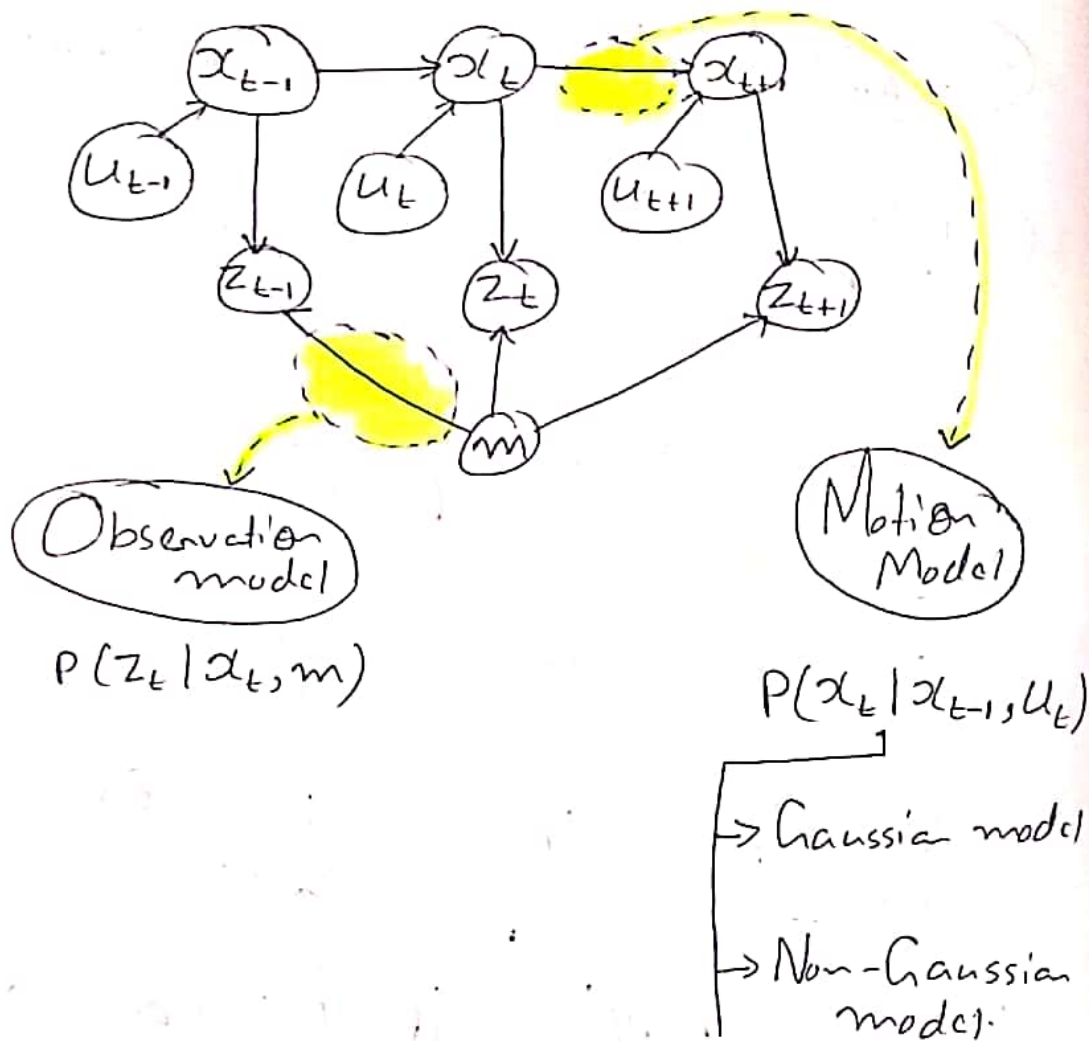
Single-robot SLAM

Vs

Multi-robot SLAM



## \* Motion and Observation model



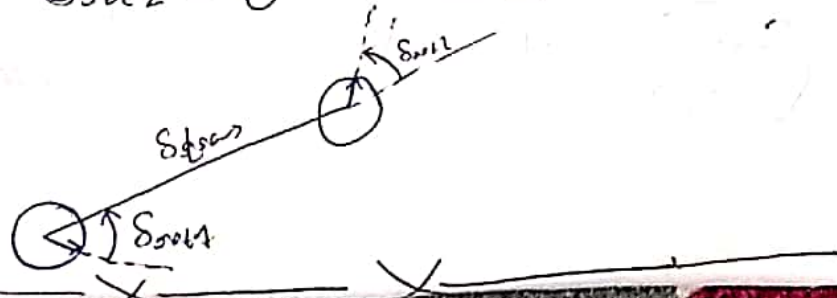
## \* Standard Odometry Model

- Robot moves from  $(\bar{x}, \bar{y}, \bar{\theta})$  to  $(\bar{x}', \bar{y}', \bar{\theta}')$
- Odometry information  $u = (\delta_{rot1}, \delta_{trans}, \delta_{rot2})$

$$\delta_{trans} = \sqrt{(\bar{x}' - \bar{x})^2 + (\bar{y}' - \bar{y})^2}$$

$$\delta_{rot1} = \text{atan2}(\bar{y}' - \bar{y}, \bar{x}' - \bar{x}) - \bar{\theta}$$

$$\delta_{rot2} = \bar{\theta}' - \bar{\theta} - \delta_{rot1}$$



⇒ H.C are a geometry

→ Points a coord

→ A Sim

## \* Definition

The steps homogen object

## \* Form

Hom

$$X = \begin{bmatrix} u \\ v \\ w \end{bmatrix}$$

## \* Infinit

⇒ It is a distant

⇒ Simil