

Robot Mapping

Short Introduction to Particle Filters and Monte Carlo Localization

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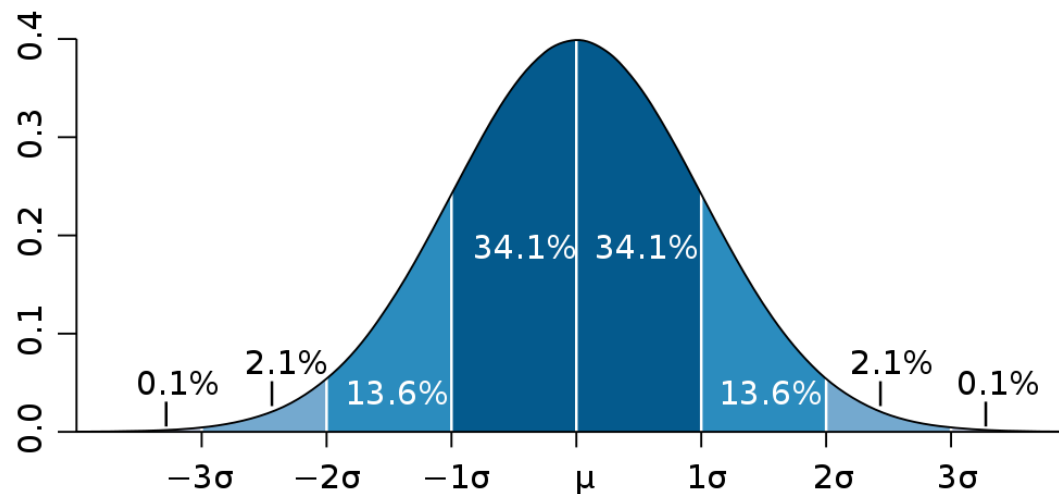


AiS Autonomous
Intelligent
Systems

Gaussian Filters

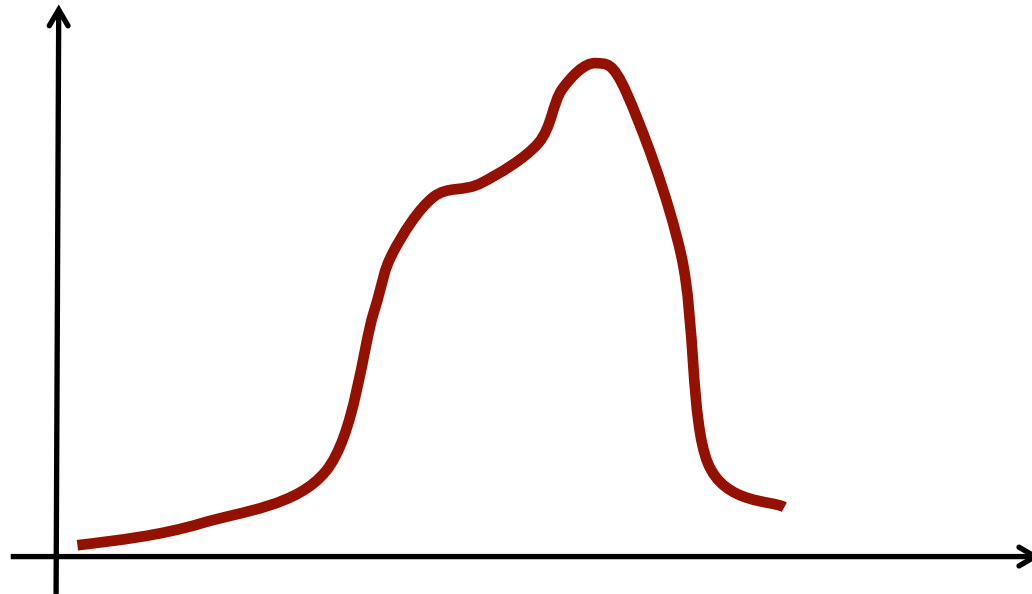
- The Kalman filter and its variants can only model **Gaussian distributions**

$$p(x) = \det(2\pi\Sigma)^{-\frac{1}{2}} \exp\left(-\frac{1}{2}(x - \mu)^T \Sigma^{-1}(x - \mu)\right)$$



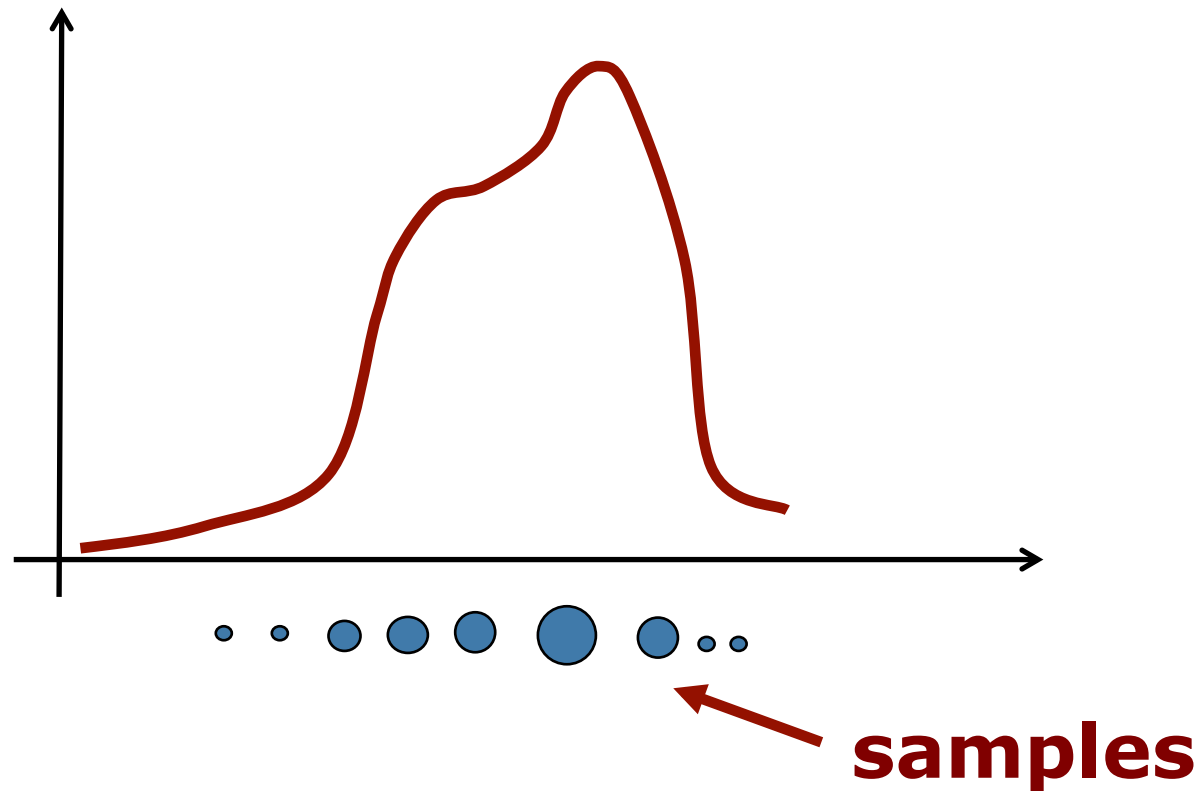
Motivation

- Goal: approach for dealing with **arbitrary distributions**



Key Idea: Samples

- Use **multiple samples** to represent arbitrary distributions



Particle Set

- Set of weighted samples

$$\mathcal{X} = \left\{ \left\langle \underset{\substack{\text{state} \\ \text{hypothesis}}}{x^{[i]}}, w^{[i]} \right\rangle \right\}_{i=1, \dots, N}$$

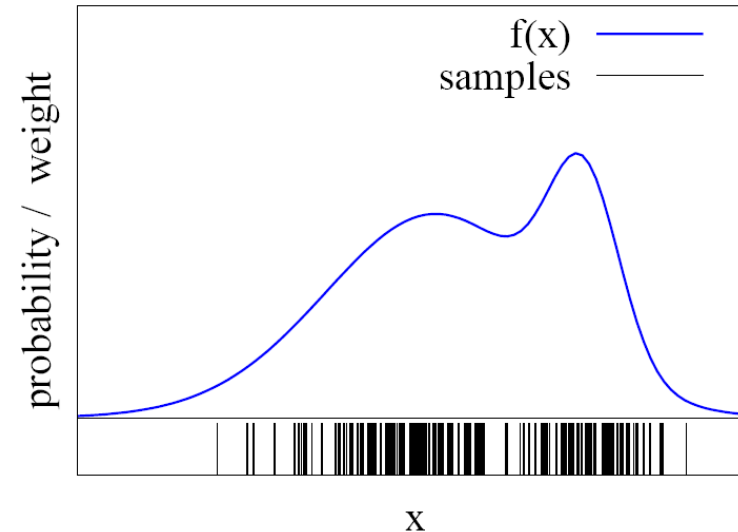
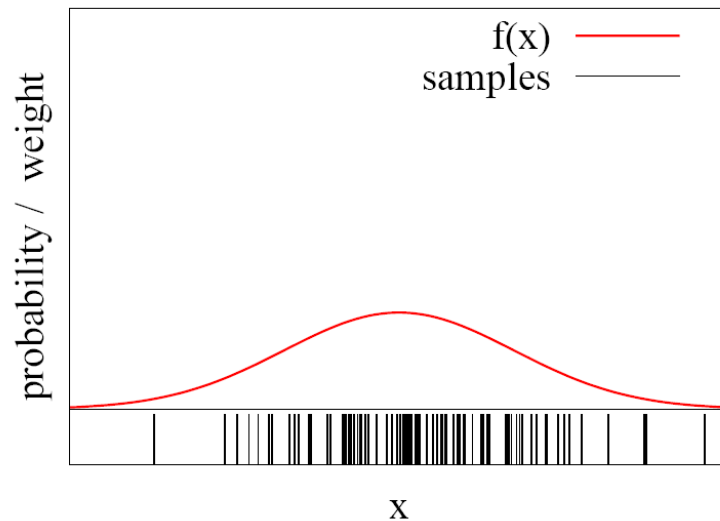
state hypothesis **importance weight**

- The samples represent the posterior

$$p(x) = \sum_{i=1}^N w^{[i]} \delta_{x^{[i]}}(x)$$

Particles for Approximation

- Particles for function approximation

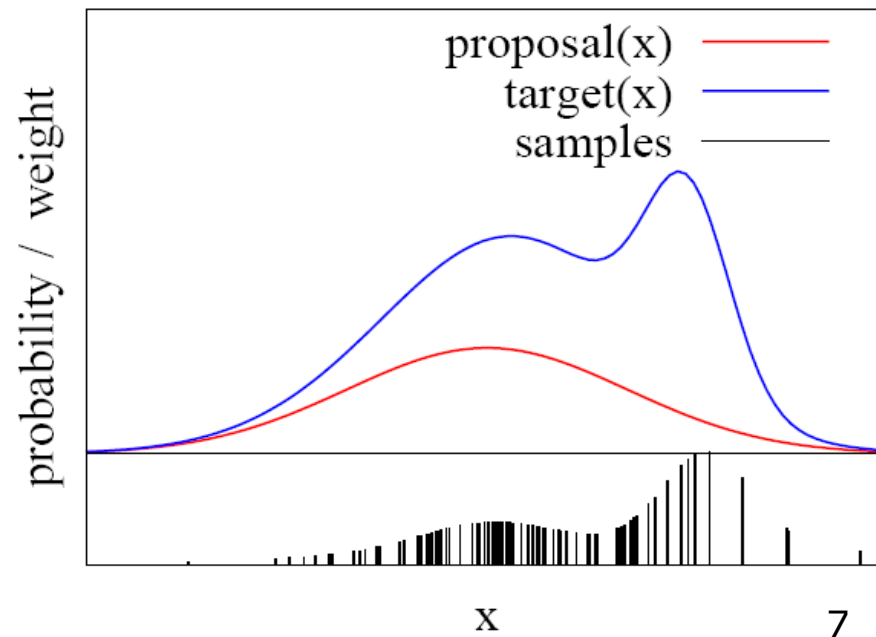


- The more particles fall into an interval, the higher its probability density

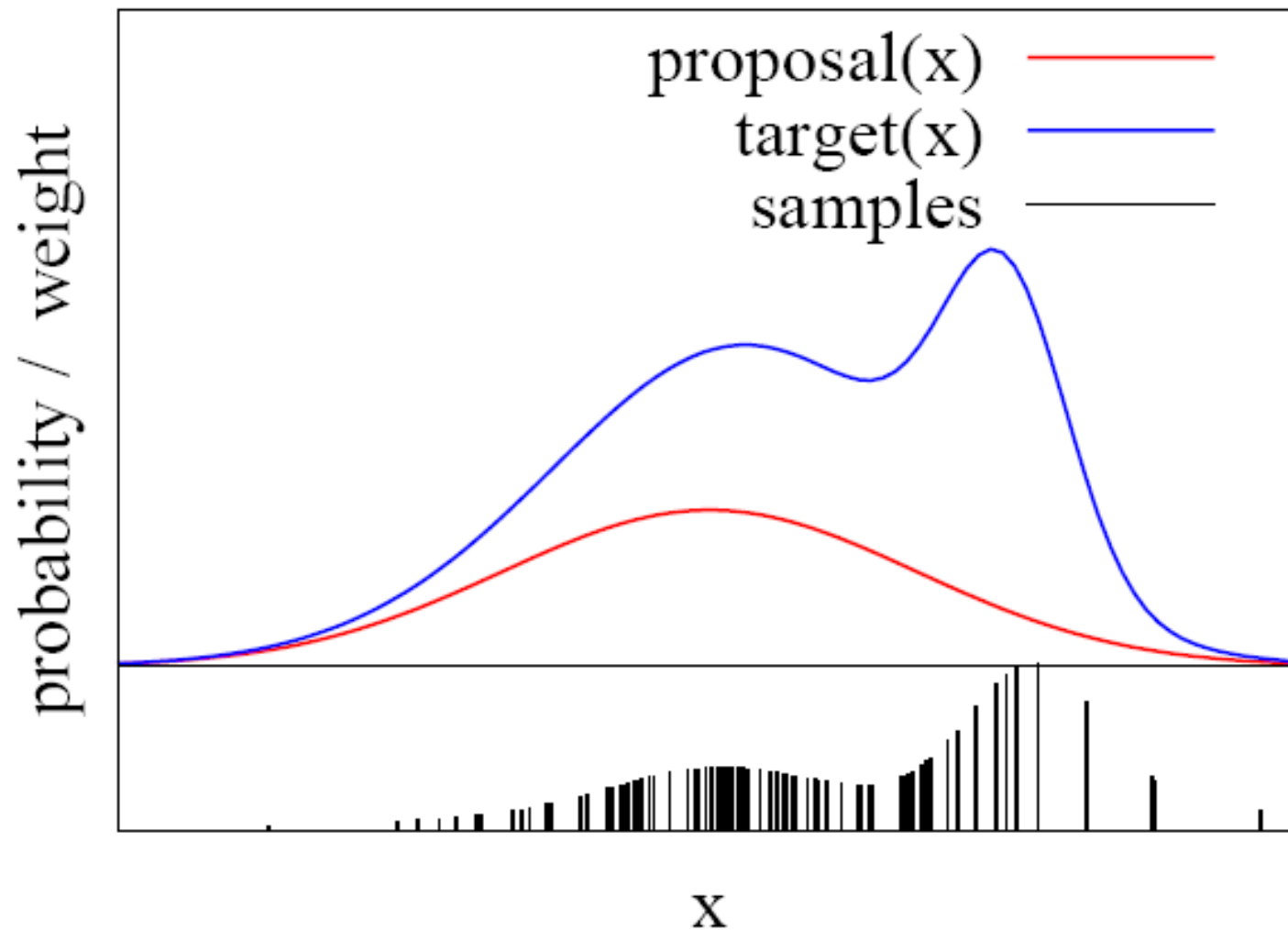
How to obtain such samples?

Importance Sampling Principle

- We can use a different distribution g to generate samples from f
- Account for the “differences between g and f ” using a weight $w = f/g$
- target f
- proposal g
- Pre-condition:
 $f(x) > 0 \rightarrow g(x) > 0$



Importance Sampling Principle



Particle Filter

- Recursive Bayes filter
- Non-parametric approach
- Models the distribution by samples
- Prediction: draw from the proposal
- Correction: weighting by the ratio of target and proposal

**The more samples we use,
the better is the estimate!**

Particle Filter Algorithm

1. Sample the particles using the proposal distribution

$$x_t^{[i]} \sim \pi(x_t \mid \dots)$$

2. Compute the importance weights

$$w_t^{[i]} = \frac{\text{target}(x_t^{[i]})}{\text{proposal}(x_t^{[i]})}$$

3. Resampling: “Replace unlikely samples by more likely ones”

Particle Filter Algorithm

Particle_filter($\mathcal{X}_{t-1}, u_t, z_t$):

- 1: $\bar{\mathcal{X}}_t = \mathcal{X}_t = \emptyset$
- 2: for $m = 1$ to M do
- 3: sample $x_t^{[m]} \sim \pi(x_t)$
- 4: $w_t^{[m]} = \frac{p(x_t^{[m]})}{\pi(x_t^{[m]})}$
- 5: $\bar{\mathcal{X}}_t = \bar{\mathcal{X}}_t + \langle x_t^{[m]}, w_t^{[m]} \rangle$
- 6: endfor
- 7: for $m = 1$ to M do
- 8: draw i with probability $\propto w_t^{[i]}$
- 9: add $x_t^{[i]}$ to \mathcal{X}_t
- 10: endfor
- 11: return \mathcal{X}_t

Monte Carlo Localization

- Each particle is a pose hypothesis
- Proposal is the motion model

$$x_t^{[i]} \sim p(x_t \mid x_{t-1}, u_t)$$

- Correction via the observation model

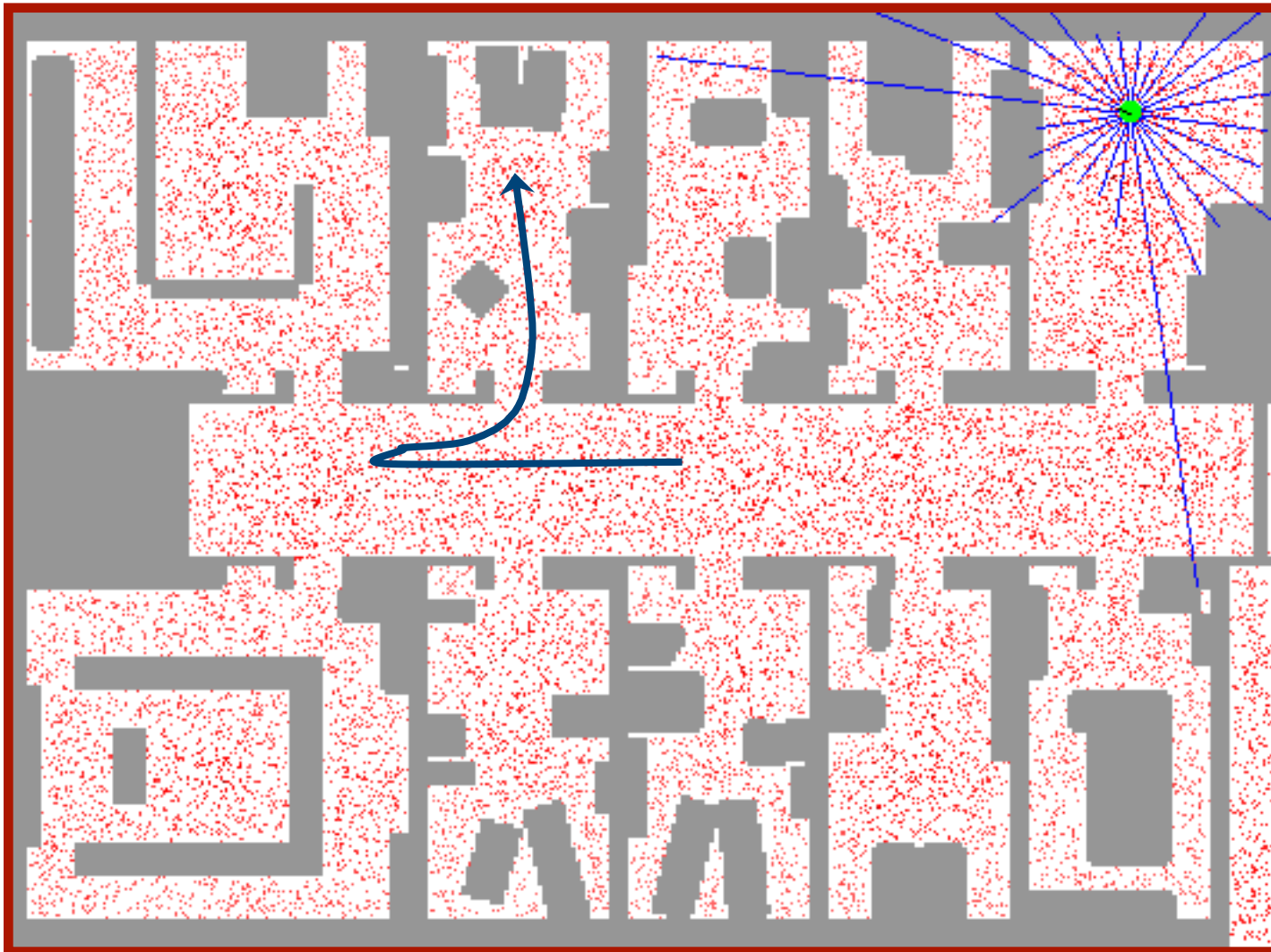
$$w_t^{[i]} = \frac{\text{target}}{\text{proposal}} \propto p(z_t \mid x_t, m)$$

Particle Filter for Localization

Particle_filter($\mathcal{X}_{t-1}, u_t, z_t$):

```
1:    $\bar{\mathcal{X}}_t = \mathcal{X}_t = \emptyset$ 
2:   for  $m = 1$  to  $M$  do
3:       sample  $x_t^{[m]} \sim p(x_t \mid u_t, x_{t-1}^{[m]})$ 
4:        $w_t^{[m]} = p(z_t \mid x_t^{[m]})$ 
5:        $\bar{\mathcal{X}}_t = \bar{\mathcal{X}}_t + \langle x_t^{[m]}, w_t^{[m]} \rangle$ 
6:   endfor
7:   for  $m = 1$  to  $M$  do
8:       draw  $i$  with probability  $\propto w_t^{[i]}$ 
9:       add  $x_t^{[i]}$  to  $\mathcal{X}_t$ 
10:  endfor
11:  return  $\mathcal{X}_t$ 
```

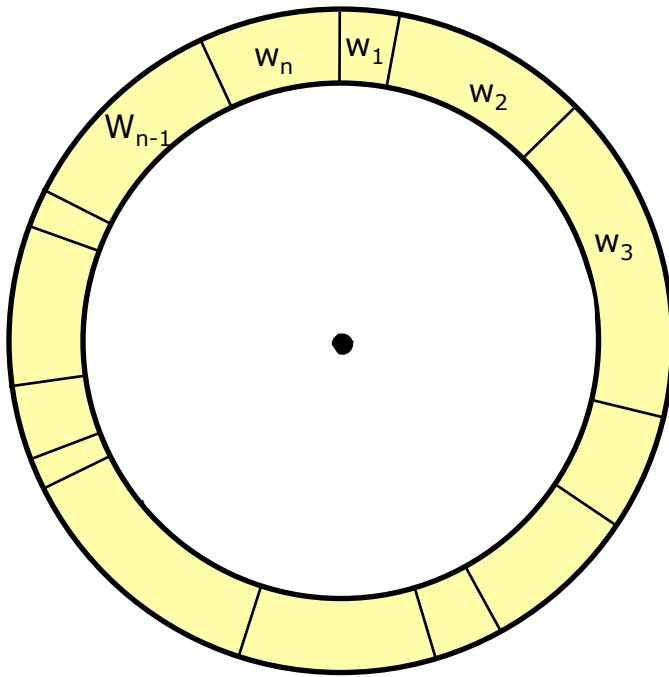
Application: Particle Filter for Localization (Known Map)



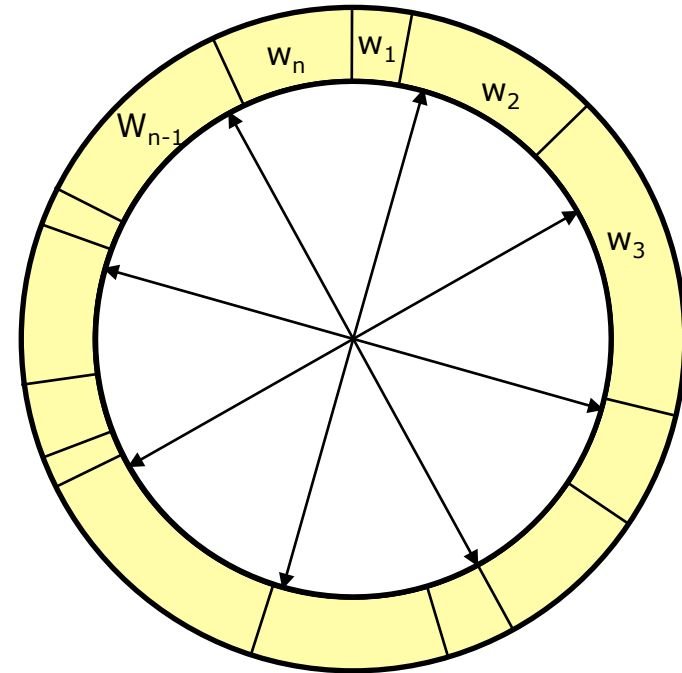
Resampling

- Survival of the fittest: “Replace unlikely samples by more likely ones”
- “Trick” to avoid that many samples cover unlikely states
- Needed as we have a limited number of samples

Resampling



- Roulette wheel
- Binary search
- $O(n \log n)$

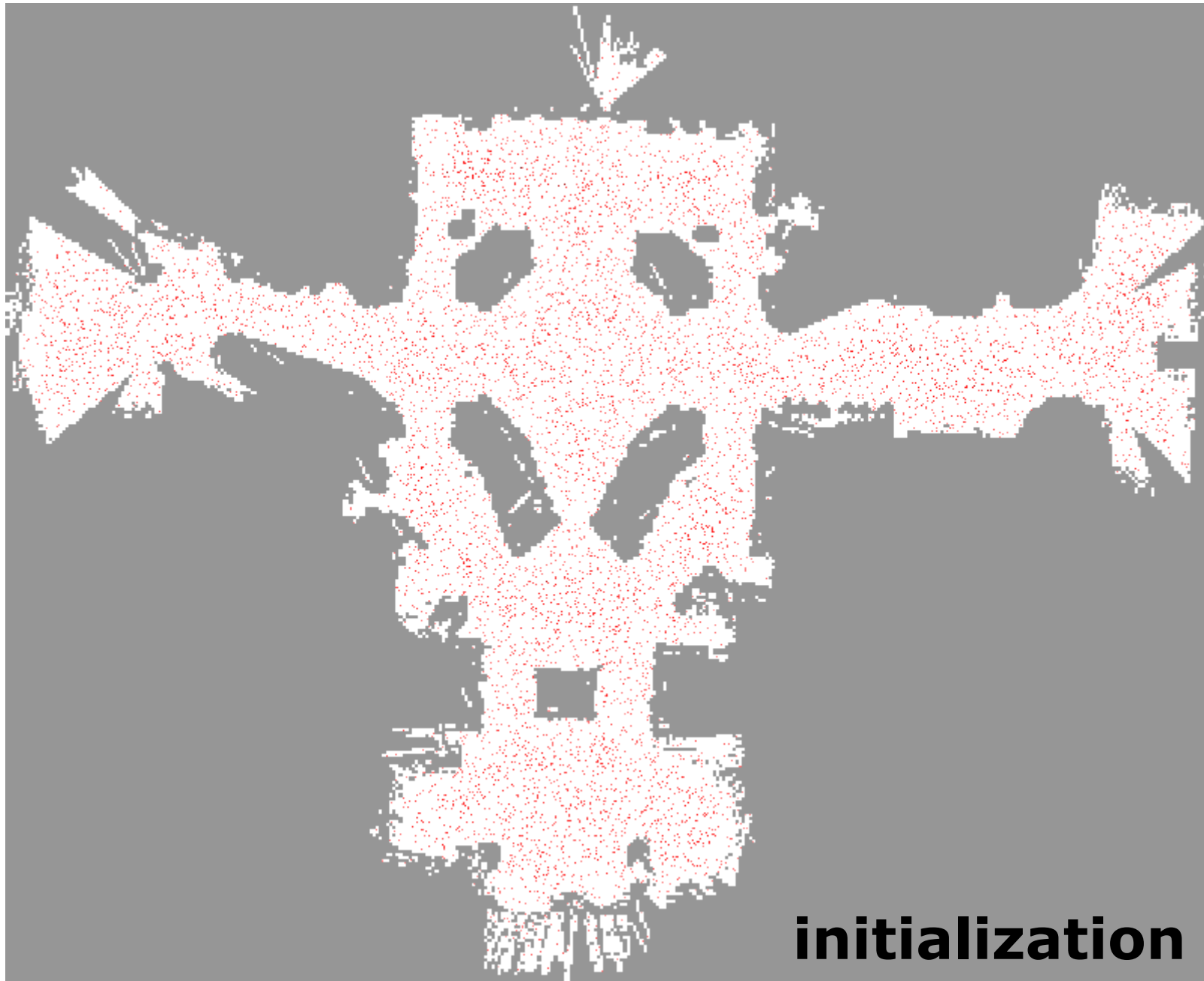


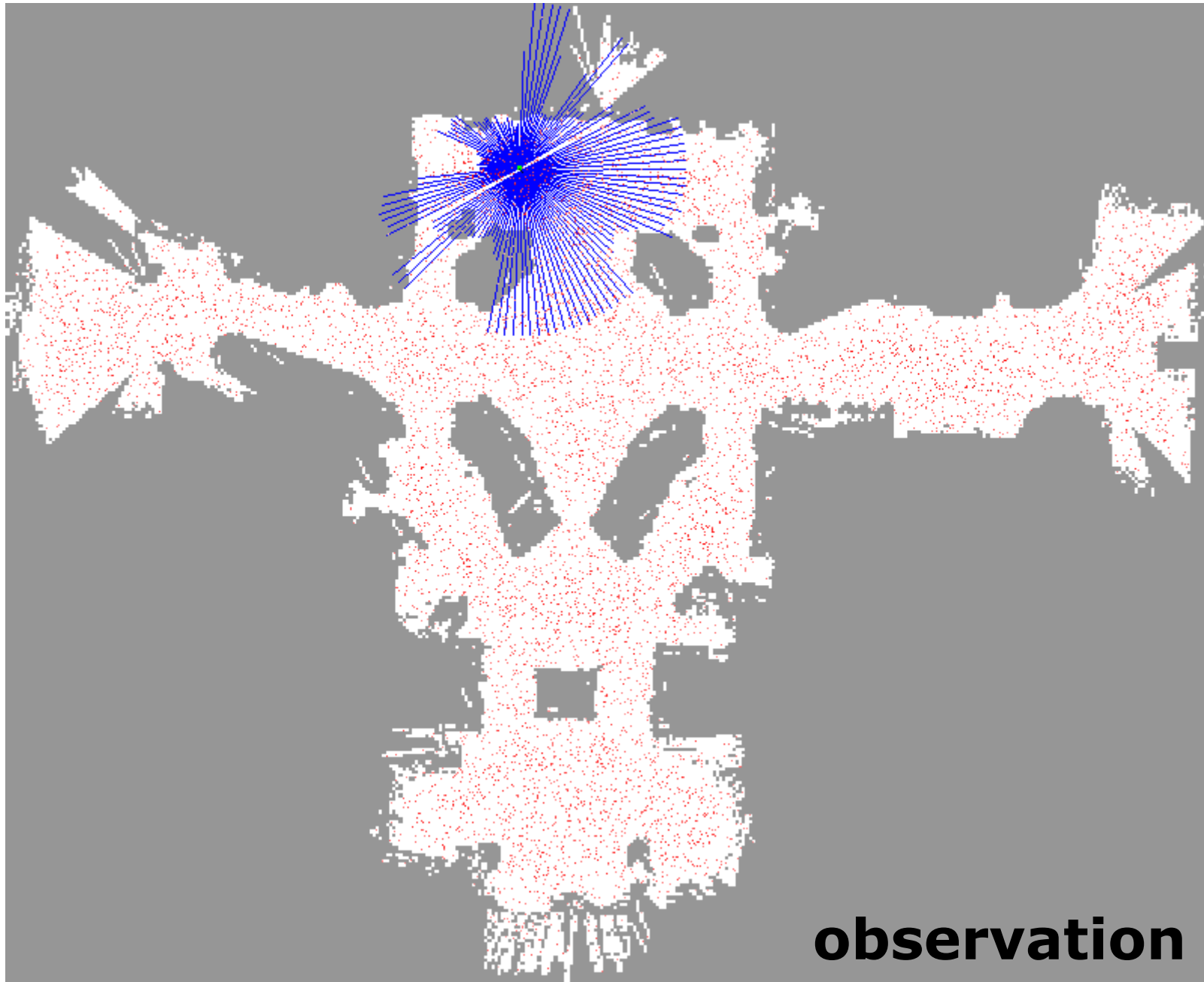
- Stochastic universal sampling
- Low variance
- $O(n)$

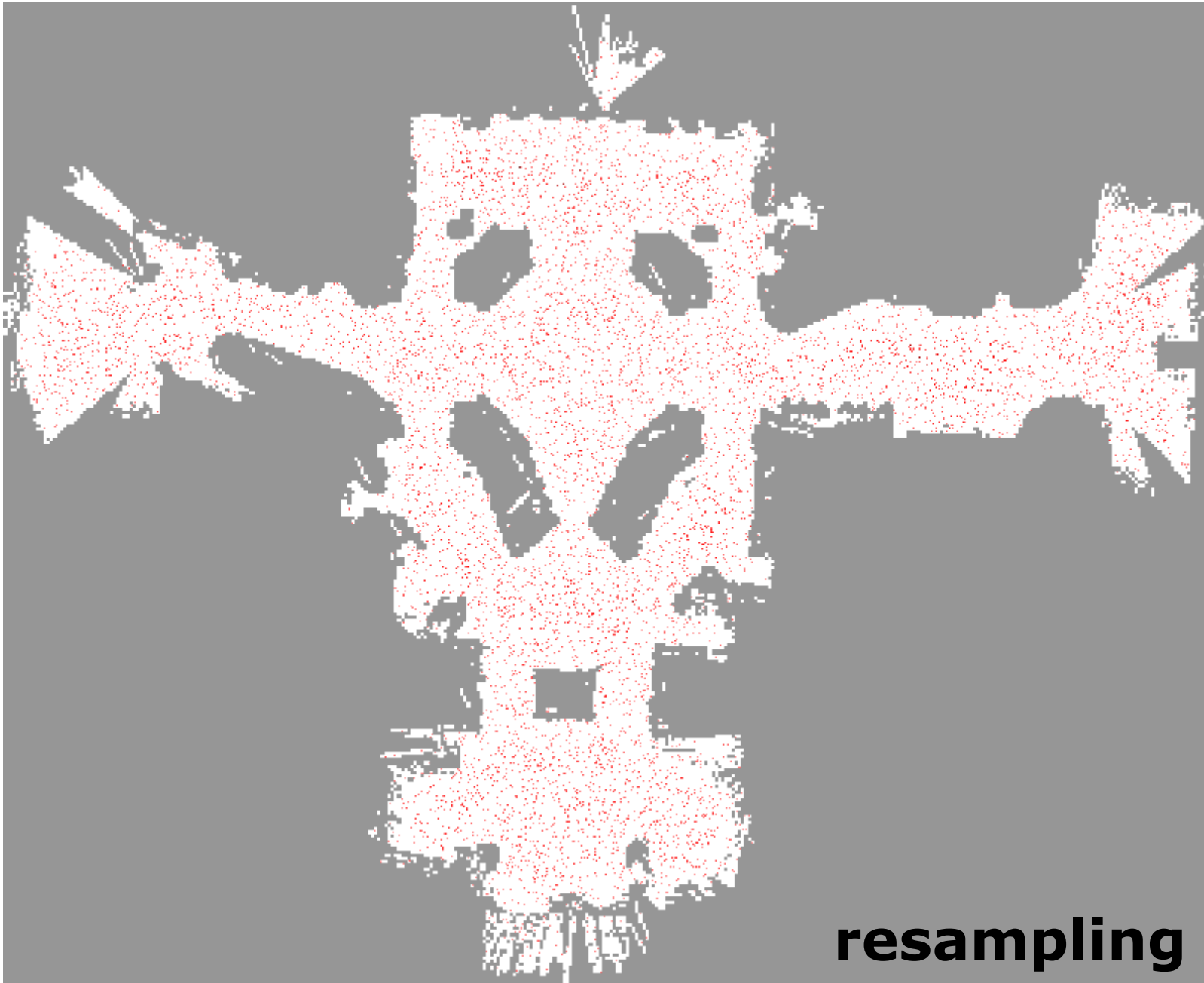
Low Variance Resampling

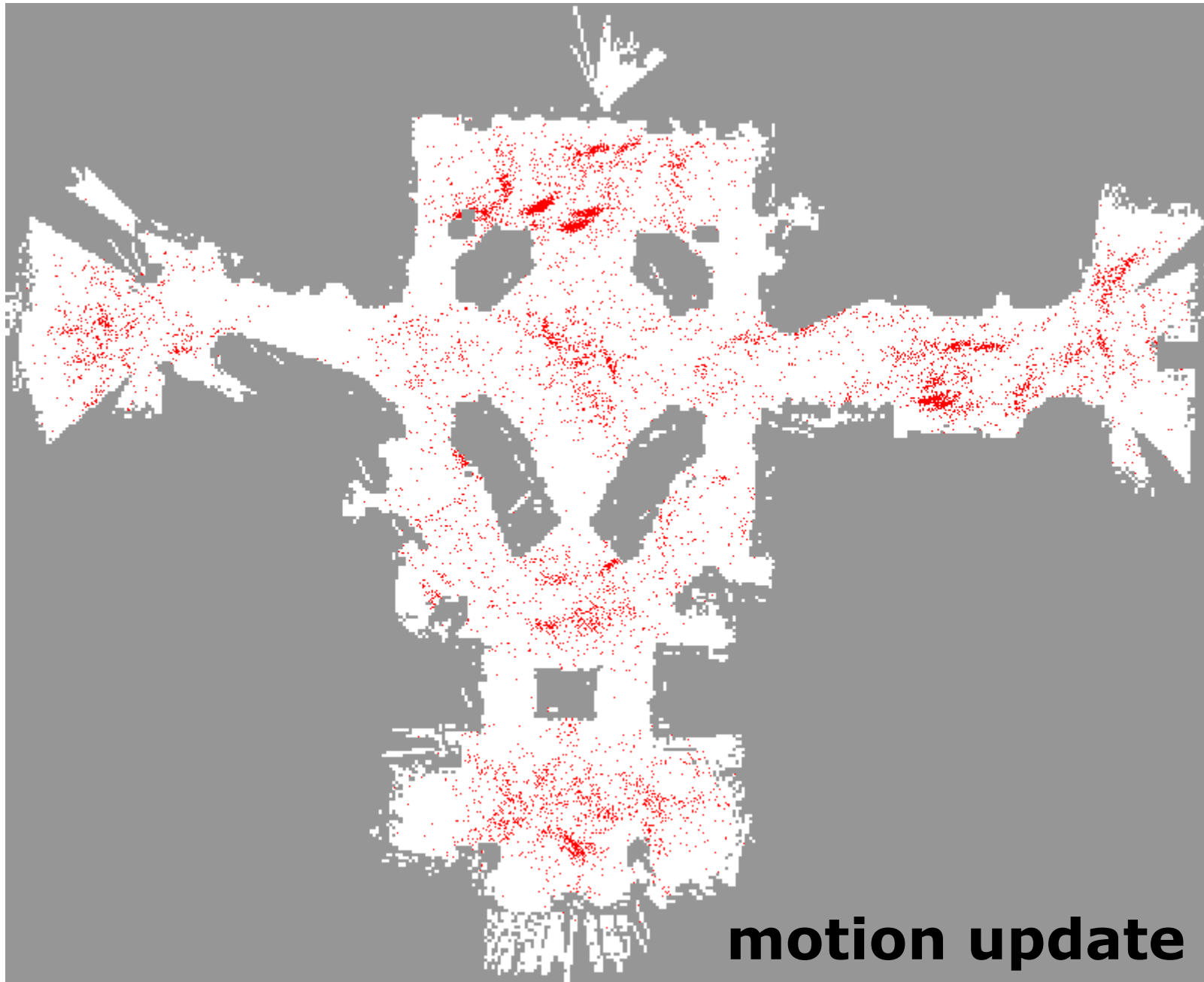
Low_variance_resampling($\mathcal{X}_t, \mathcal{W}_t$):

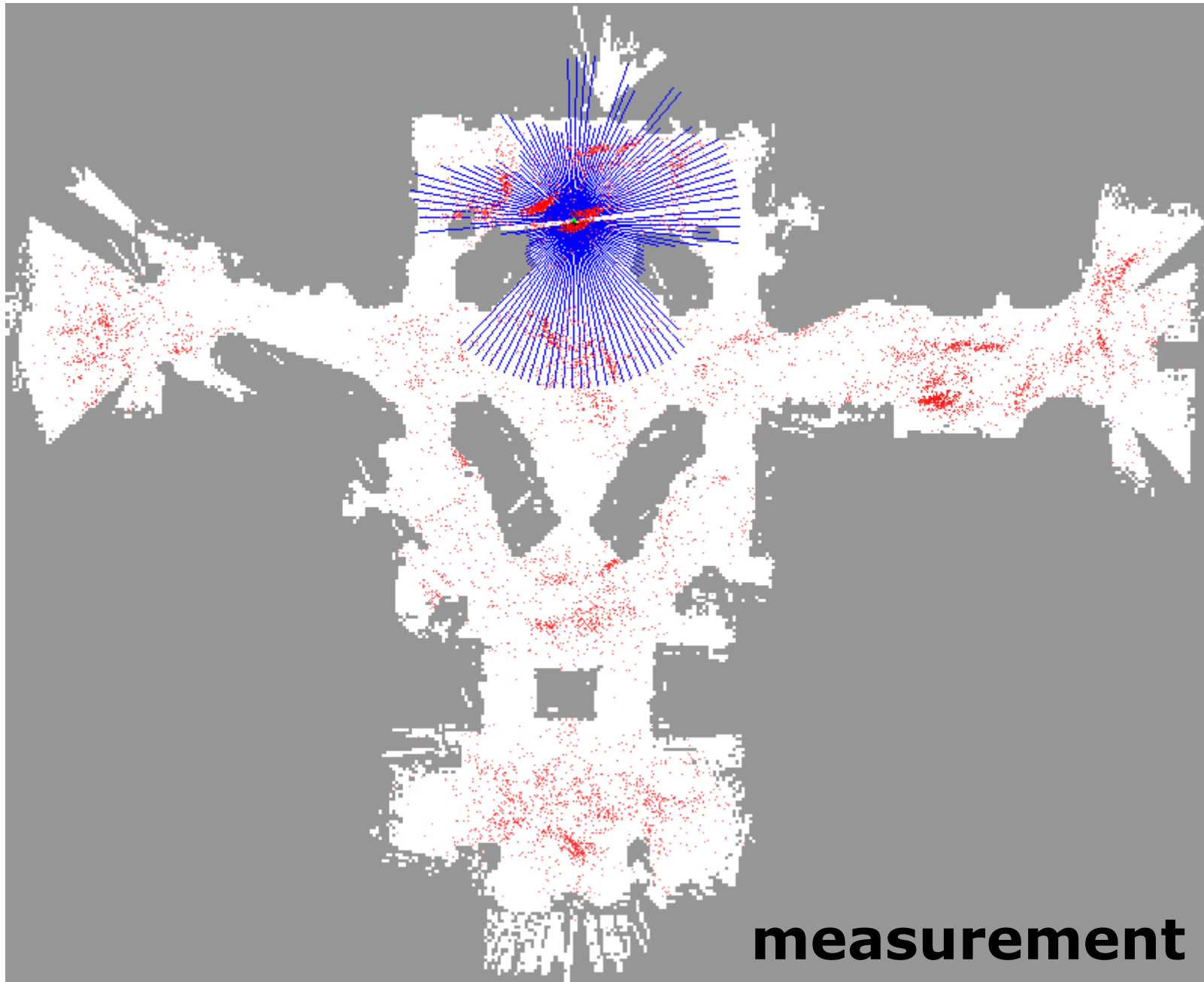
```
1:    $\bar{\mathcal{X}}_t = \emptyset$ 
2:    $r = \text{rand}(0; M^{-1})$ 
3:    $c = w_t^{[1]}$ 
4:    $i = 1$ 
5:   for  $m = 1$  to  $M$  do
6:        $U = r + (m - 1) \cdot M^{-1}$ 
7:       while  $U > c$ 
8:            $i = i + 1$ 
9:            $c = c + w_t^{[i]}$ 
10:      endwhile
11:      add  $x_t^{[i]}$  to  $\bar{\mathcal{X}}_t$ 
12:  endfor
13:  return  $\bar{\mathcal{X}}_t$ 
```



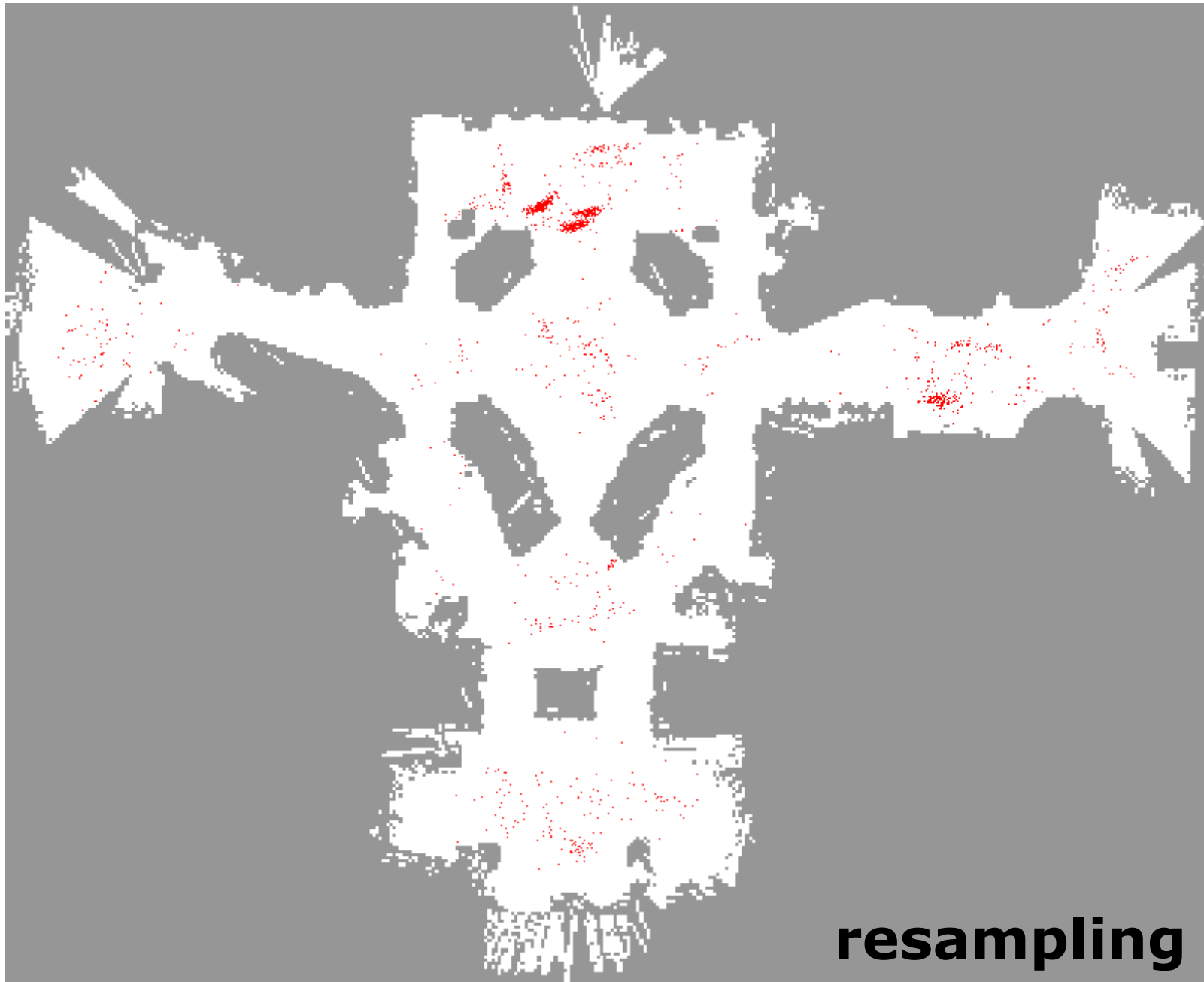


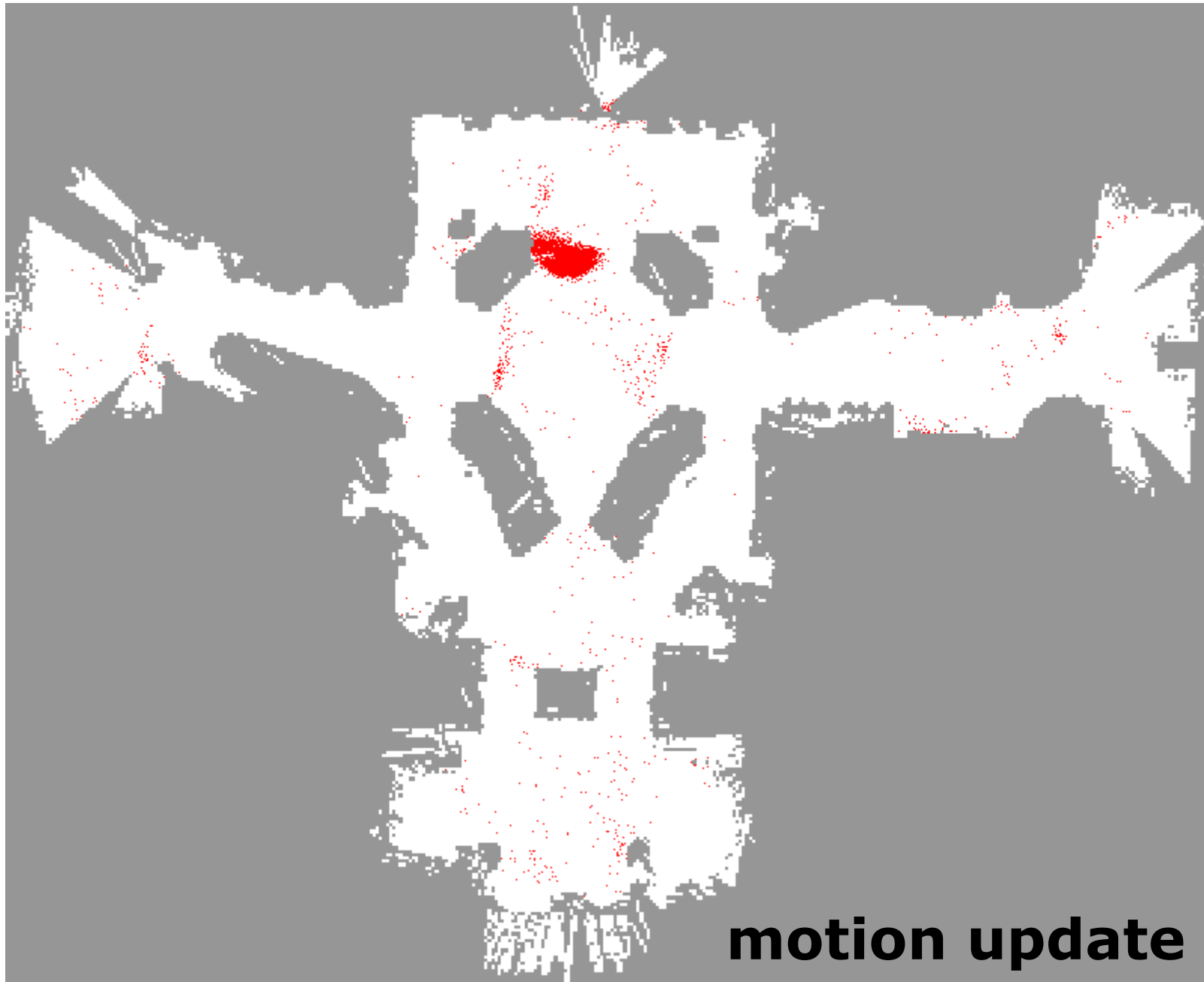


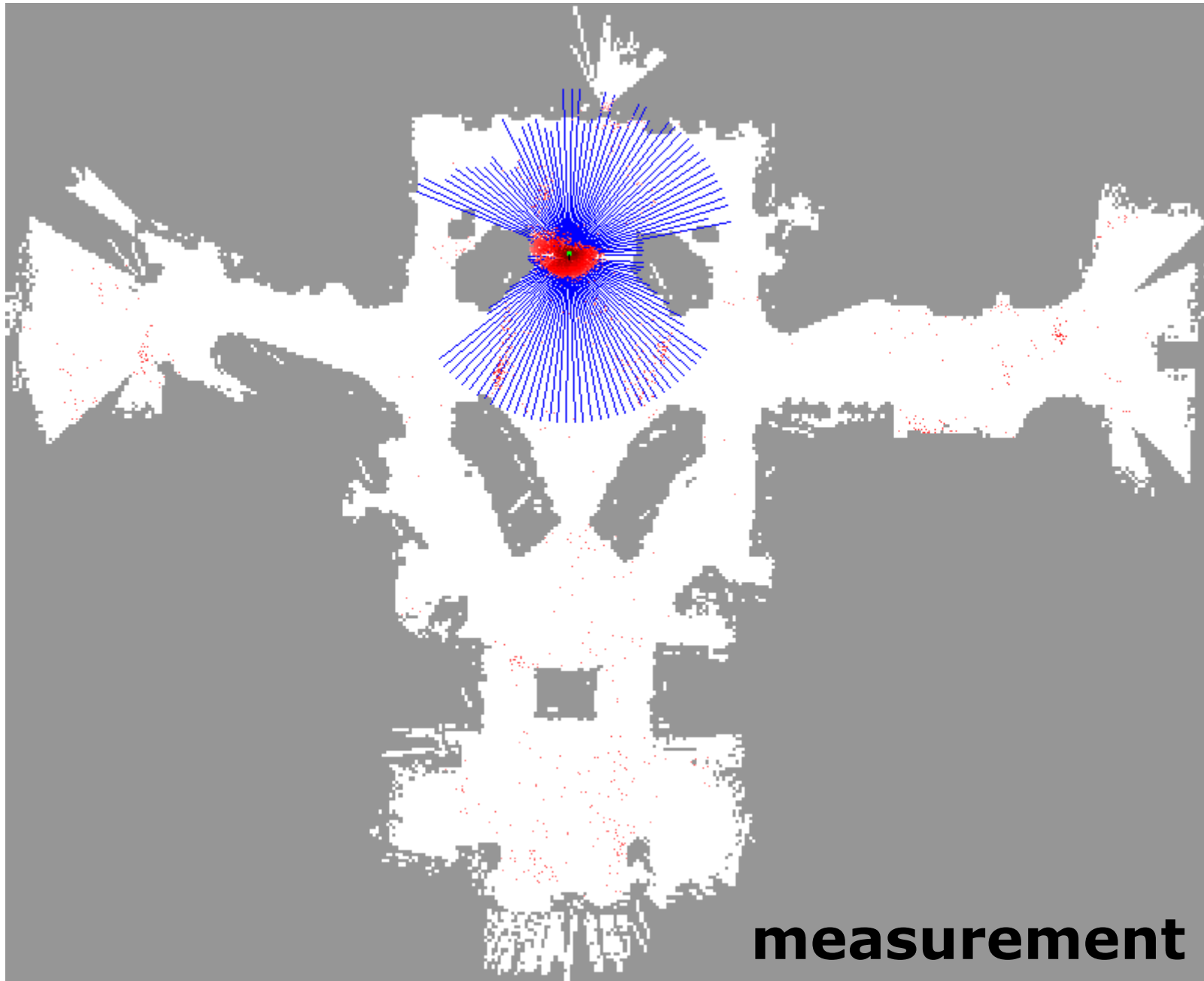




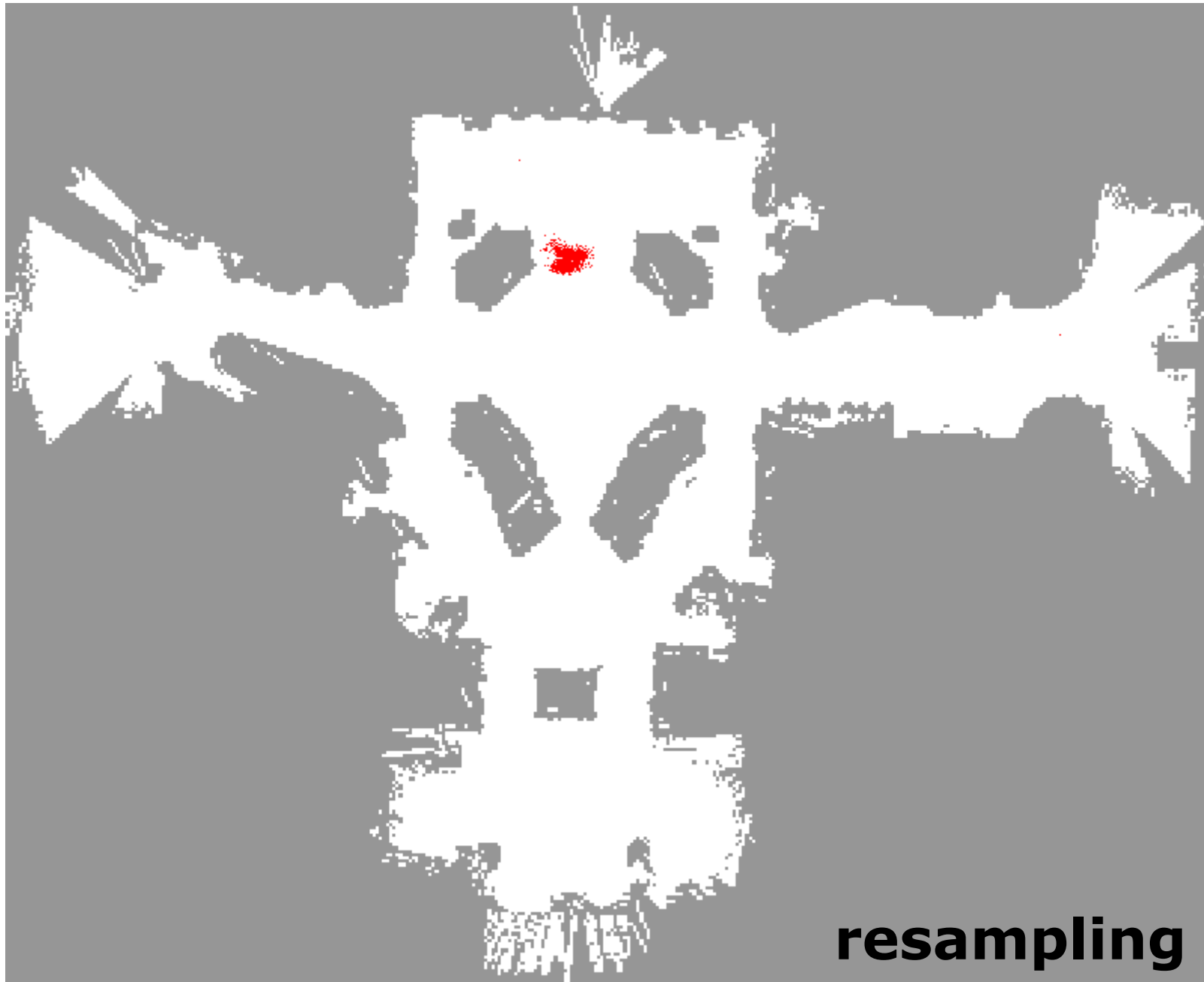


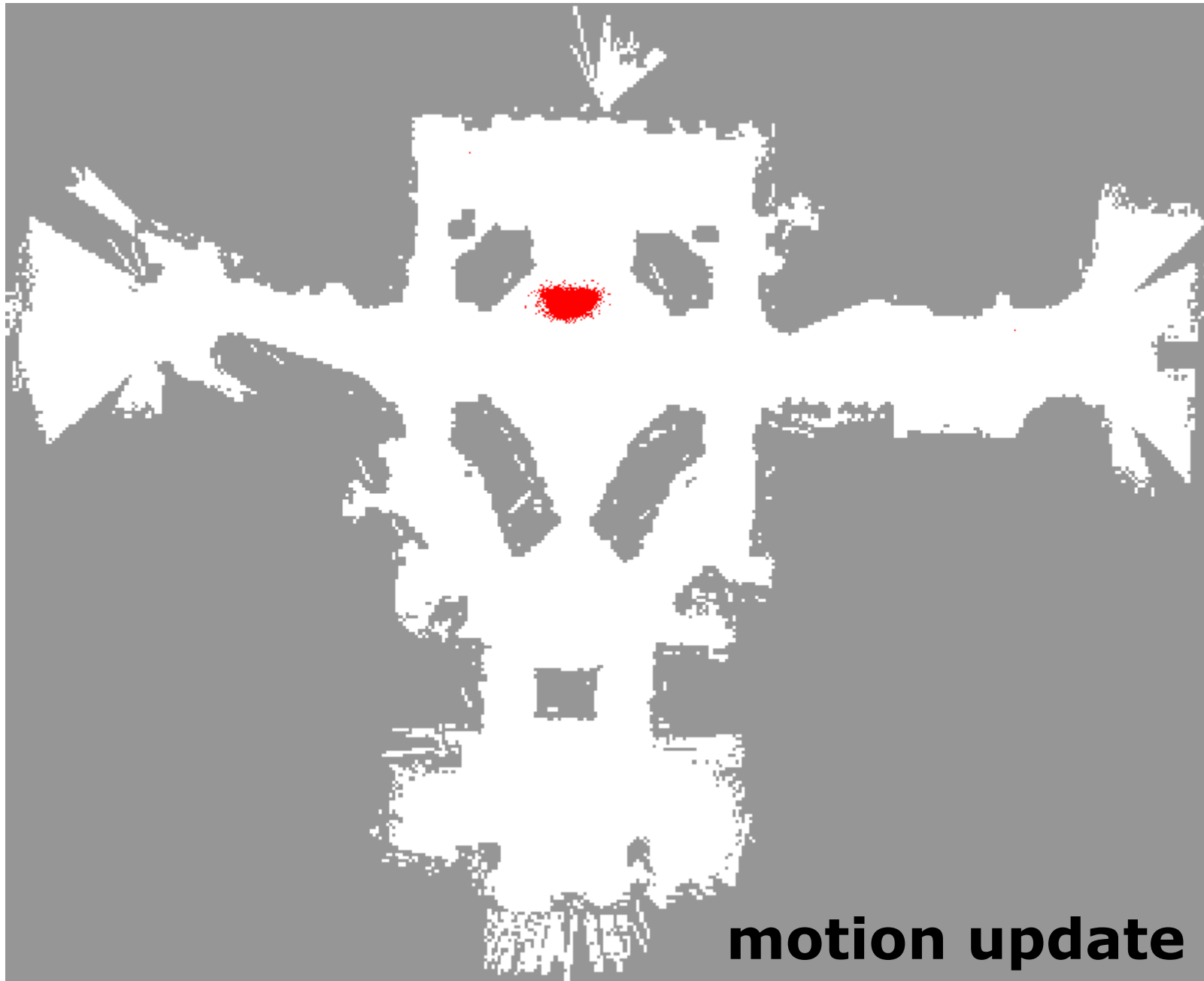


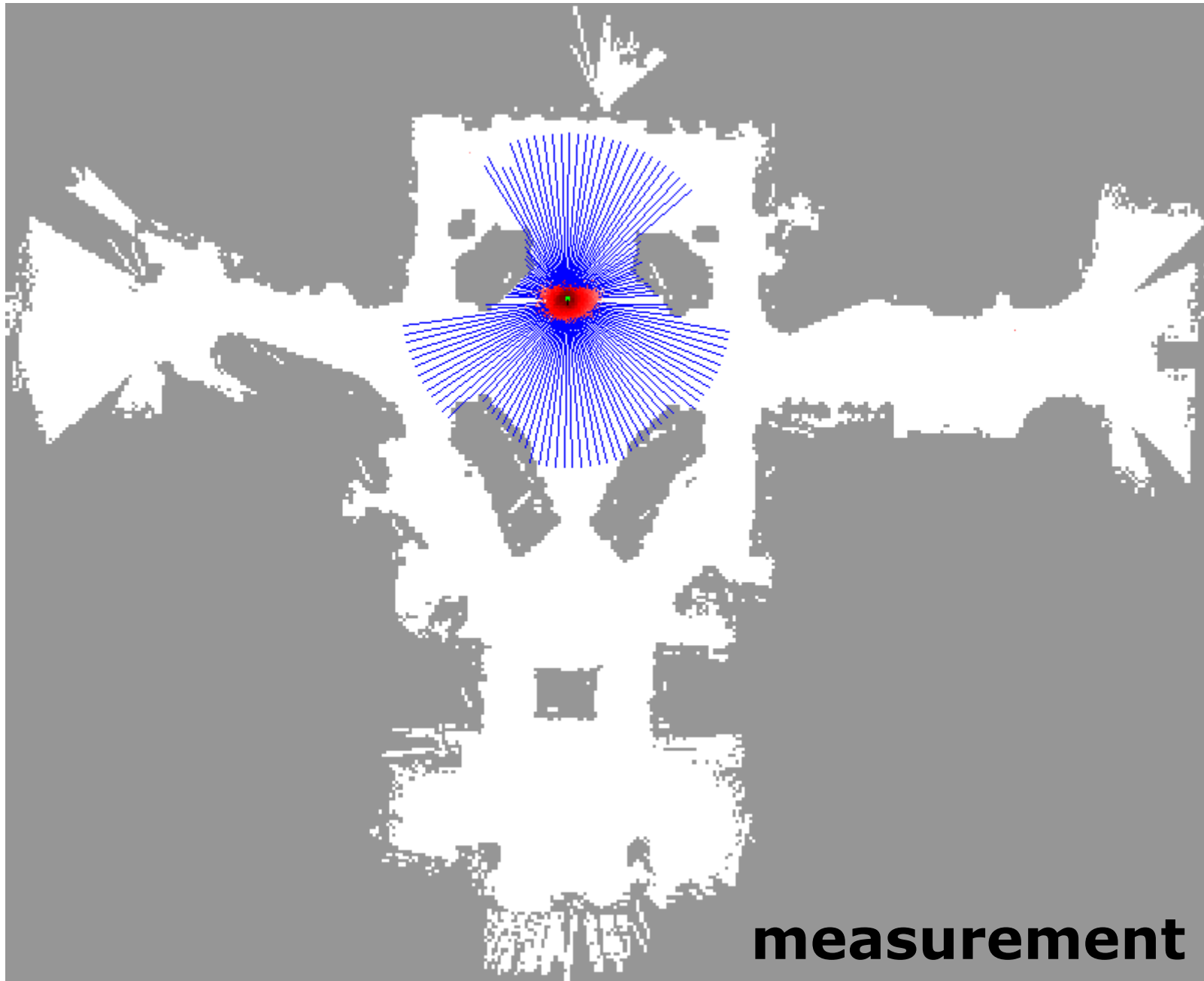


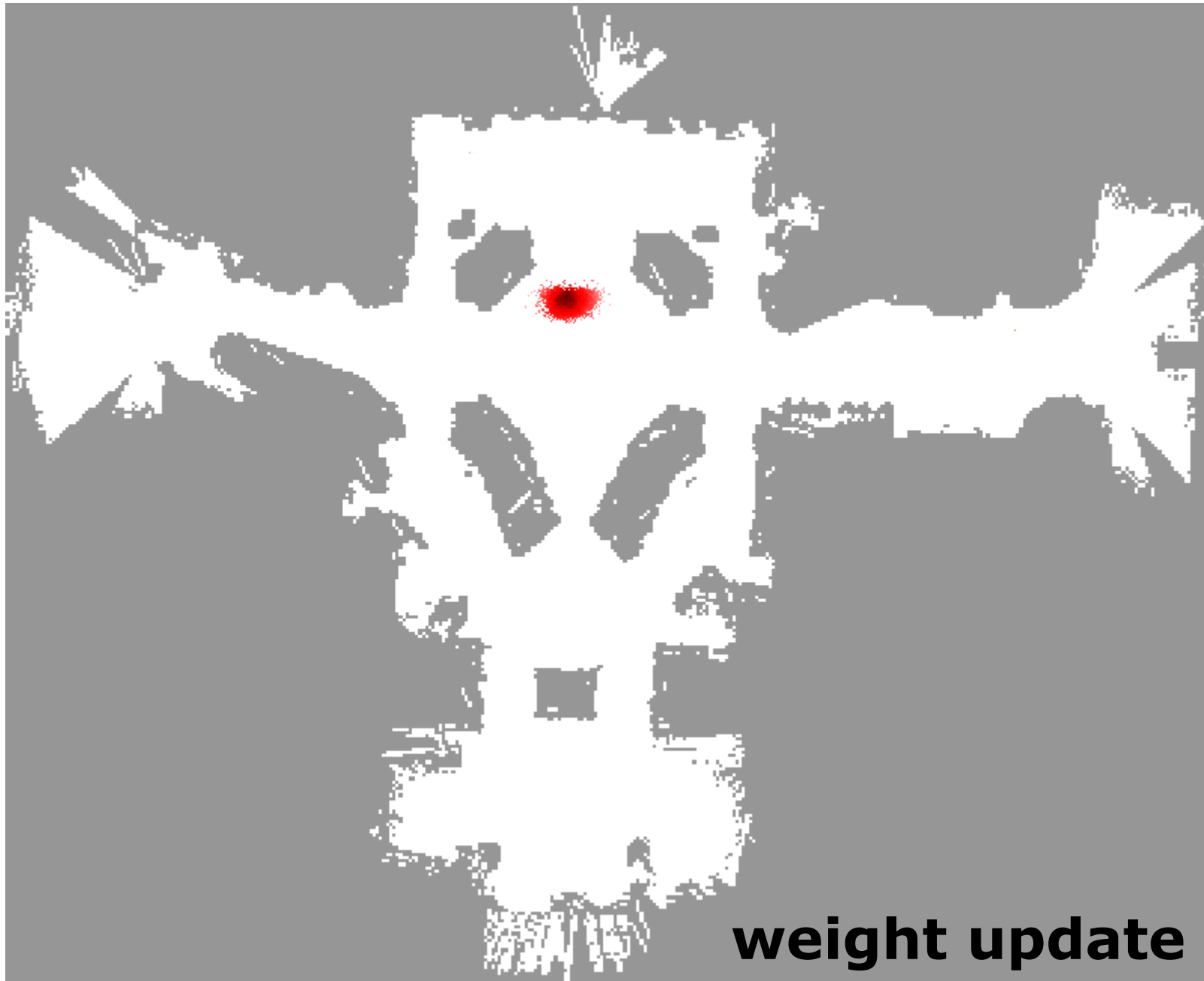


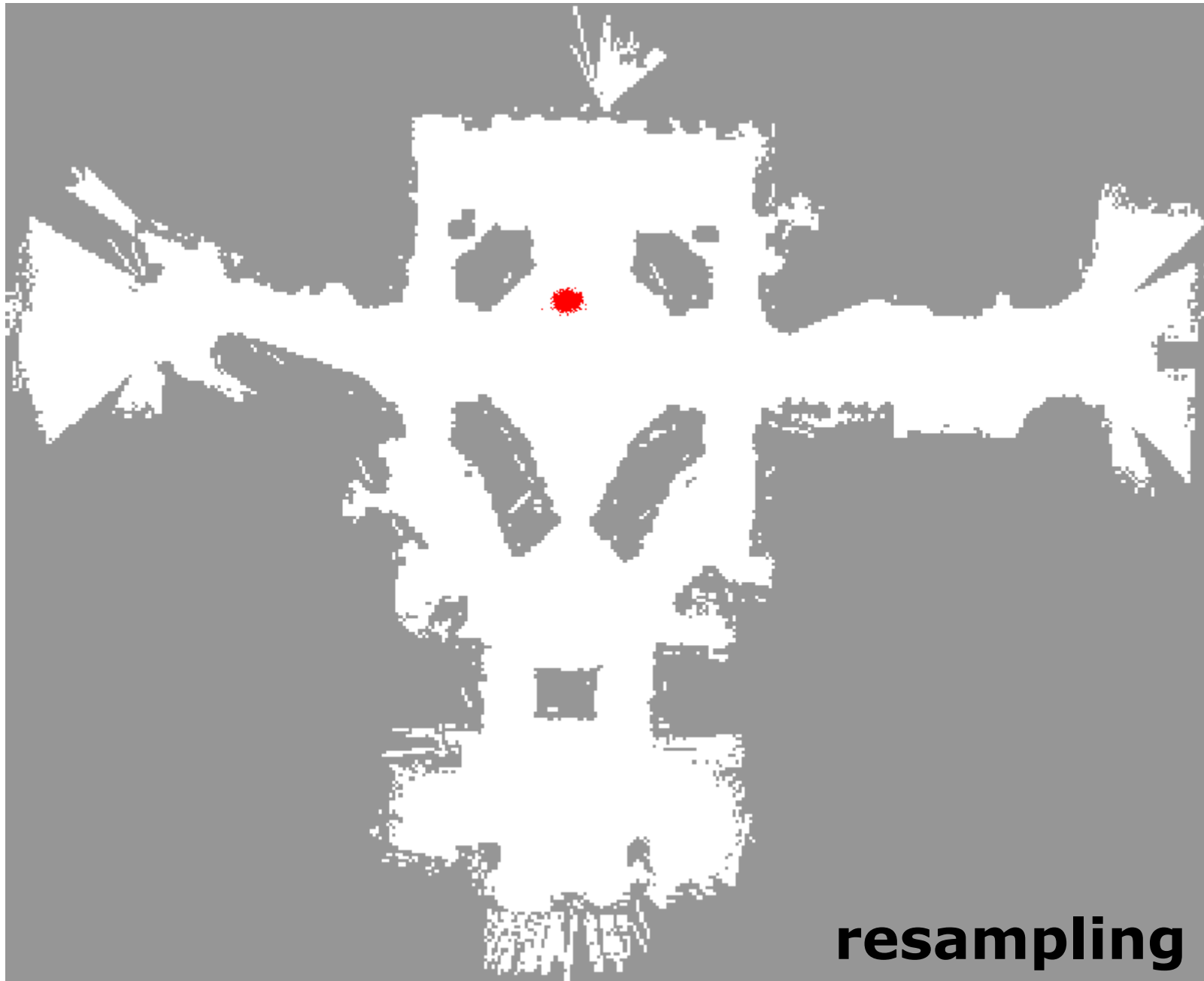


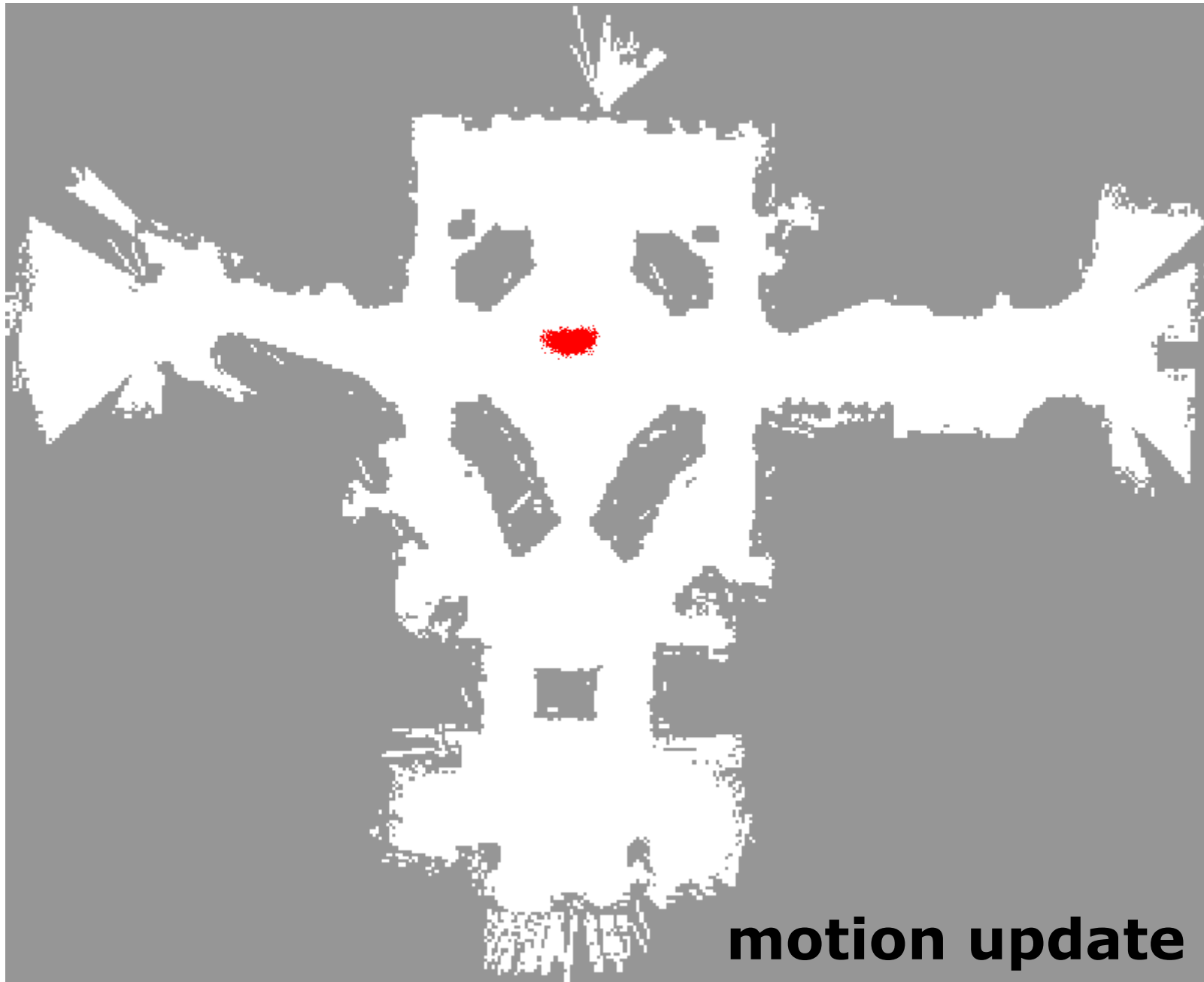


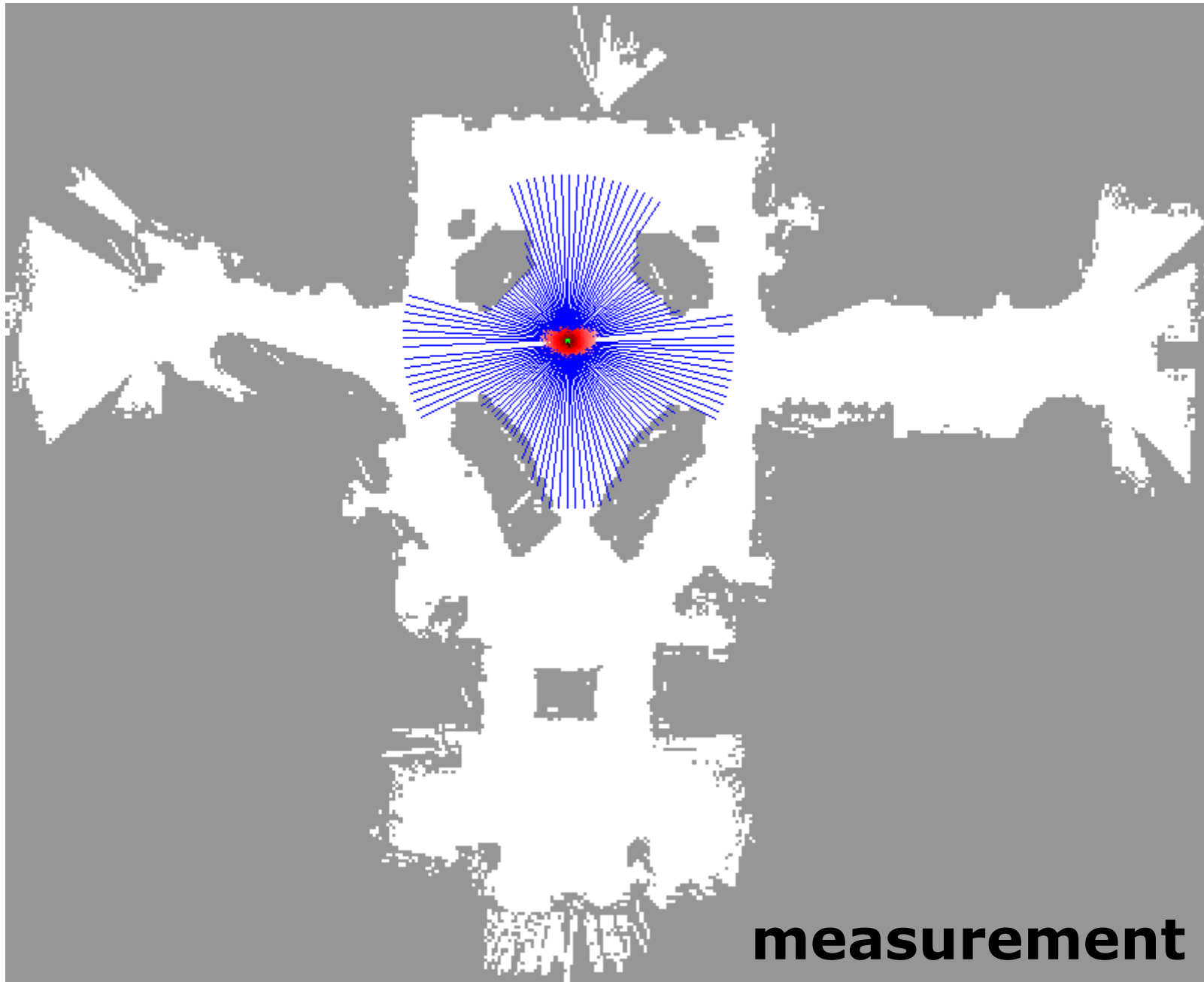












Summary – Particle Filters

- Particle filters are non-parametric, recursive Bayes filters
- Posterior is represented by a set of weighted samples
- Not limited to Gaussians
- Proposal to draw new samples
- Weight to account for the differences between the proposal and the target
- Work well in low-dimensional spaces

Summary – PF Localization

- Particles are propagated according to the motion model
- They are weighted according to the likelihood of the observation
- Called: Monte-Carlo localization (MCL)
- MCL is the gold standard for mobile robot localization today