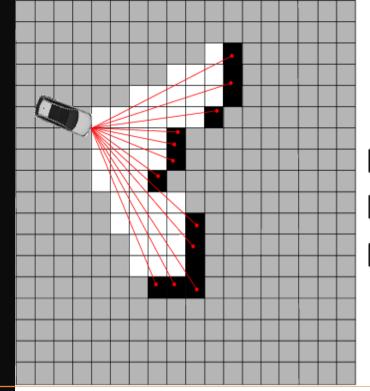
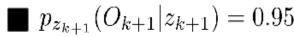
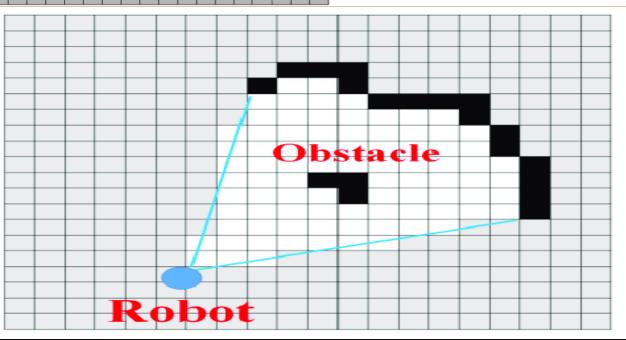


# Occupancy Grid Mapping

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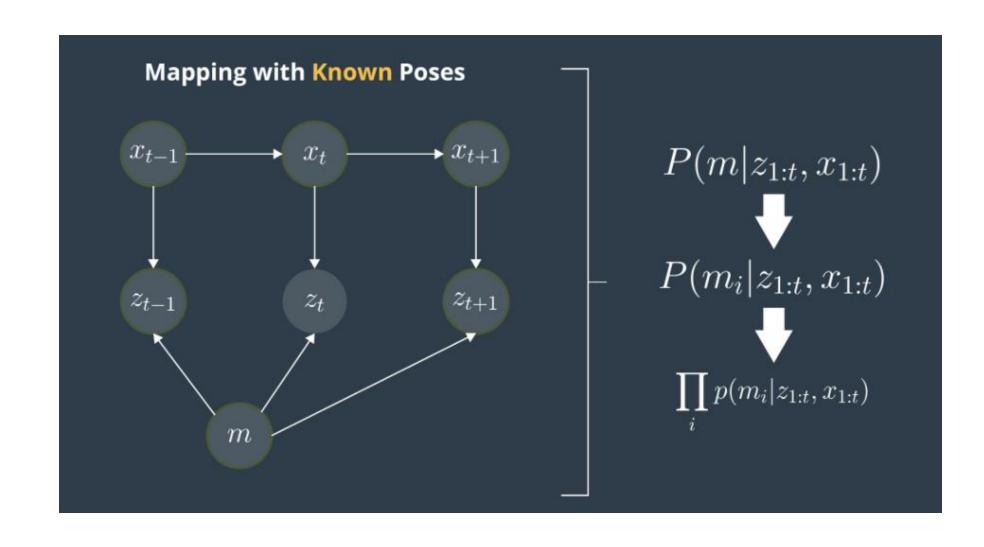
### By the end of this Presentation, you will be able to:

- Know the odds term
- Be able to know how log-odds term affect our mapping algorithm
- Apply Bayesian filter
- Know occupancy grid mapping algorithm
- Know the inverse sensor model

## Occupancy Grid Mapping | Equations

- First Approach: P(m|z1:t,x1:t)
- Second Approach: P(mi|z1:t,x1:t)
- A second or better approach to estimating the posterior map is to decompose this problem into many separate problems. In each of these problems, we will compute the posterior map  $\mathbf{m}_i$  at each instant.
- Third Approach:  $\prod iP(mi|z1:t,x1:t)$
- Now, the third approach is the best approach to computing the posterior map by relating cells and overcoming the huge computational memory, is to estimate the map with the product of marginals or factorization.

## Mapping



## Mapping

$$Odd: = \frac{(X \ happens)}{(X \ not \ happens)} = \frac{p(X)}{p(X^c)}$$

More convenient when we use "Odd"

$$Odd((m_{x,y}=1) \ given \ z) = \frac{p(m_{x,y}=1|z)}{p(m_{x,y}=0|z)}$$

#### Odd

$$p(m_{x,y} = 1|z) = \frac{p(z|m_{x,y} = 1)p(m_{x,y} = 1)}{p(z)}$$

$$Odd = \frac{p(m_{x,y} = 1|z)}{p(m_{x,y} = 0|z)} = \frac{p(z|m_{x,y} = 1)p(m_{x,y} = 1)/p(z)}{p(m_{x,y} = 0|z)}$$

Odd

$$Odd = \frac{p(m_{x,y} = 1|z)}{p(m_{x,y} = 0|z)} = \frac{p(z|m_{x,y} = 1)p(m_{x,y} = 1)/p(z)}{p(z|m_{x,y} = 0)p(m_{x,y} = 0)/p(z)}$$

$$p(m_{x,y} = 0|z) = \frac{p(z|m_{x,y} = 0)p(m_{x,y} = 0)}{p(z)}$$
(Bayes' Rule)

Take the log!

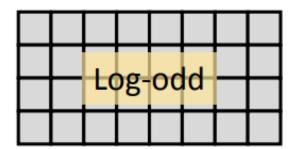
Odd: 
$$\frac{p(m_{x,y} = 1|z)}{p(m_{x,y} = 0|z)} = \frac{p(z|m_{x,y} = 1)p(m_{x,y} = 1)}{p(z|m_{x,y} = 0)p(m_{x,y} = 0)}$$

Log-Odd: 
$$\log \frac{p(m_{x,y} = 1|z)}{p(m_{x,y} = 0|z)} = \log \frac{p(z|m_{x,y} = 1)p(m_{x,y} = 1)}{p(z|m_{x,y} = 0)p(m_{x,y} = 0)}$$
$$= \log \frac{p(z|m_{x,y} = 1)}{p(z|m_{x,y} = 0)} + \log \frac{p(m_{x,y} = 1)}{p(m_{x,y} = 0)}$$

 $\log odd^+ = \log odd \ meas + \log odd^-$ 

Log-odd update

**Posterior Map** 



#### Measurement Model

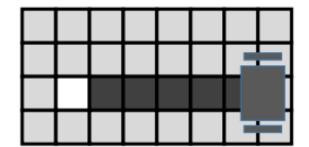
Log-odd-meas

#### **Prior Map**

 $\log odd^+ = \log odd \ meas + \log odd^-$ 

Log-odd update

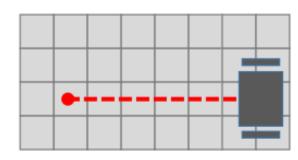
**Posterior Map** 



Measurement Model

Log-odd-meas

#### **Prior Map**



$$\log odd^+ = \log odd \ meas + \log odd^-$$

Measurement model in log-odd form

$$\log \frac{p(z|m_{x,y}=1)}{p(z|m_{x,y}=0)}$$

Two possible measurement:

Case I: cells with z=1 
$$\log odd\_occ := \log \frac{p(z=1|m_{x,y}=1)}{p(z=1|m_{x,y}=0)}$$

$$\log odd\_free := \log \frac{p(z=0|m_{x,y}=0)}{p(z=0|m_{x,y}=1)}$$

(Trivial Case : cells not measured)

Example

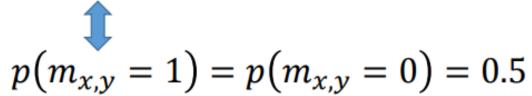
#### Constant Measurement Model

 $\log odd\_occ := 0.9$ 

 $\log odd\_free = 0.7$ 

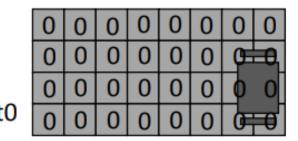
#### <u>Initial Map:</u>

 $\log odd = 0$  for all (x,y)



#### **Update Rule:**

 $\log odd += \log odd\_meas$ 



Example

#### **Constant Measurement Model**

$$\log odd\_occ \approx 0.9$$
  
 $\log odd\_free \approx 0.7$ 

#### <u>Update</u>

Case I : cells with z=1

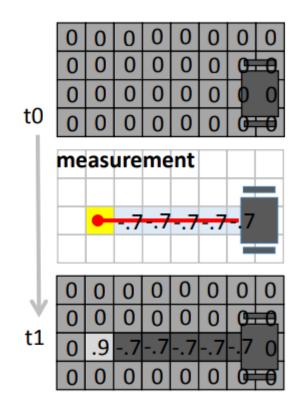
$$\log odd \leftarrow 0 + \log odd\_occ$$

Case II : cells with z=0

$$\log odd \leftarrow 0 - \log odd\_free$$

#### **Update Rule:**

 $\log odd += \log odd\_meas$ 



Example

#### **Constant Measurement Model**

$$\log odd\_occ \coloneqq 0.9$$
$$\log odd\_free \coloneqq 0.7$$

#### **Update**

Case I : cells with z=1

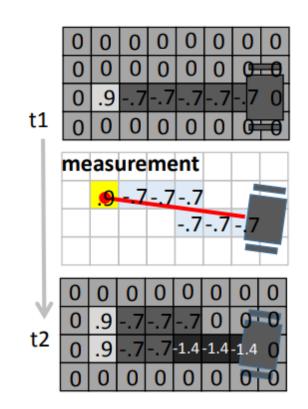
$$\log odd \leftarrow 0 + \log odd\_occ$$

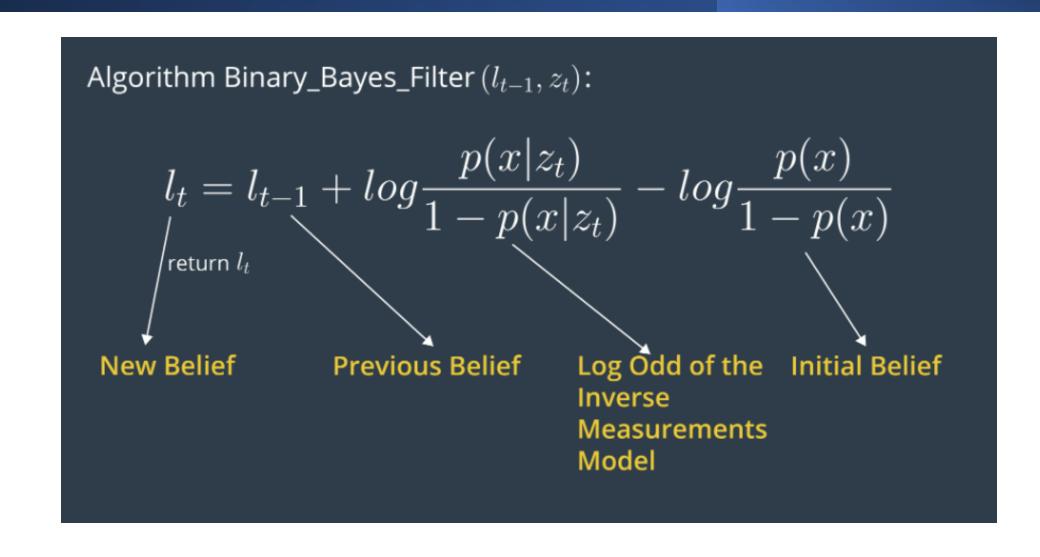
■ Case II : cells with z=0

$$\log odd \leftarrow 0 - \log odd\_free$$

#### **Update Rule:**

 $\log odd += \log odd\_meas$ 





```
Algorithm Occupancy_Grid_Mapping ({I , , , , x , z ,):
        for all cells m, do
               if m<sub>i</sub> in perceptual field of z<sub>t</sub> then
                     l_{t,i} = l_{t-1,i} + Inverse\_Sensor\_Model(m_i, x_t, z_t) - l_0
              else l_{t,i} = l_{t-1,i}
               endif
        endfor
```

```
Algorithm Inverse_Sensor_Model(m_i, x_t, z_t):
     Let x<sub>i</sub>, y<sub>i</sub> be the center of mass of m<sub>i</sub>
     r = \sqrt{(x_i - x)^2 + (y_i - y)^2}
     \Phi = atan2(y_i - y, x_i - x) - \theta
     k = argmin_j |\Phi - \theta_{j,sens}|
     if r > min(z_{max}, z_t^k + \alpha/2) or |\Phi - \theta_{k,sens}| > \beta/2 then
          return l_0
     if z_t^k < z_{max} and |r - z_t^k| < \alpha/2
          return l_{occ}
     if r \leq z_t^k
          return l_{free}
```

#### Review

- Know the effect of log odds notation
- Know the occupancy grid mapping algorithm
- Show how the Bayesian filtering is used in mapping



## By the end of this session you should be able to:

- Know how continuous maps are represented using grid maps
- Probabilities represented for occupied and unoccupied region
- Types of map
- Known position of the robot