

# Bayesian Approaches To Mapping Tutorial SLAM Summer School



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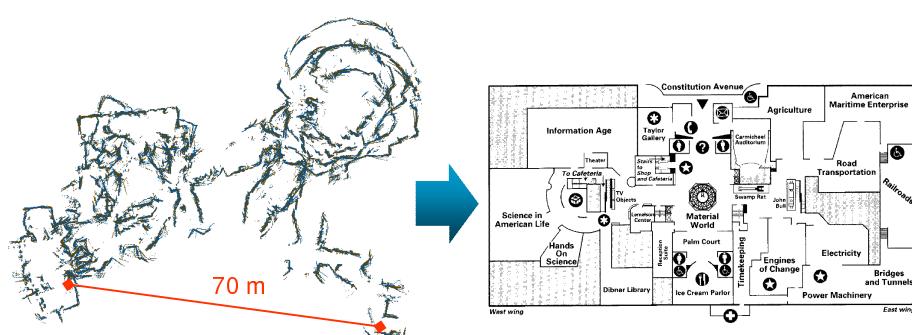
## Vocabulary Quiz

- MCL = Monte Carlo Localization
- SLAM = Simultaneous Localization and Mapping
- EKF = Extended Kalman Filter
- EIF = Extended Information Filter
- ML = Maximum Likelihood
- EM = Expectation Maximization
- BIC = Bayesian Information Criterion
- MCMC = Markov Chain Monte Carlo

# Tutorial Outline: Mapping

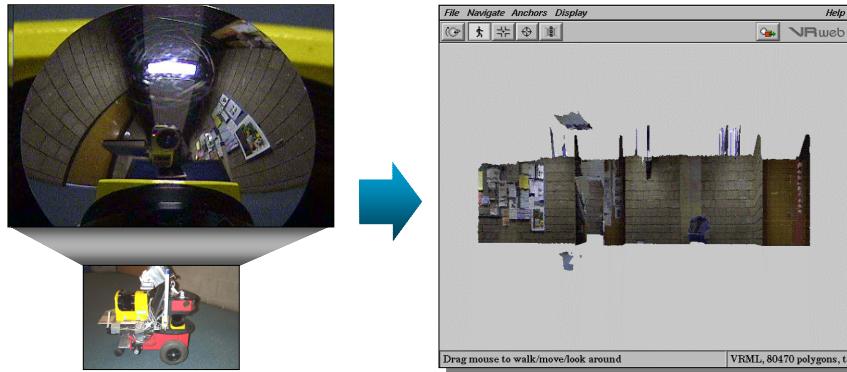
- The Mapping Problem
- Bayesian Solutions
  - Classical Solution: Kalman Filters
  - Efficient Solution: Sparse Information Filters
  - Nonlinear Solution: Particle Filters (FastSLAM)
- Mapping with Known Poses
  - Occupancy Grid Maps
  - Object Maps
- Summary

# Mobile Robot Mapping



# Mobile Robot Mapping

aka Simultaneous Localization and Mapping (SLAM)



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## The Mapping Problem

- High dimensional ( $10^6+$ )
- Unknown number of dimensions
- Data association problems
- Real-time requirements (sometimes)

...just HORRIBLE!

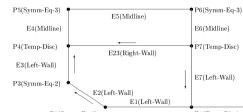
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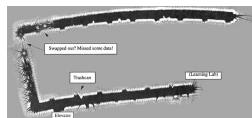
# Mapping in AI / Computer Vision



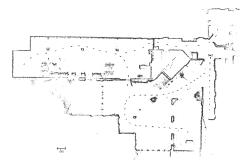
Mataric 1990



Kuipers et al 1991



Elfes/Moravec 1986



Lu/Milios/Gutmann 1997



Konolige et al, 2001



Teller et al, 2000

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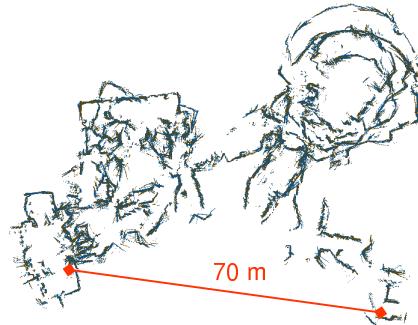
## Tutorial Outline: Mapping

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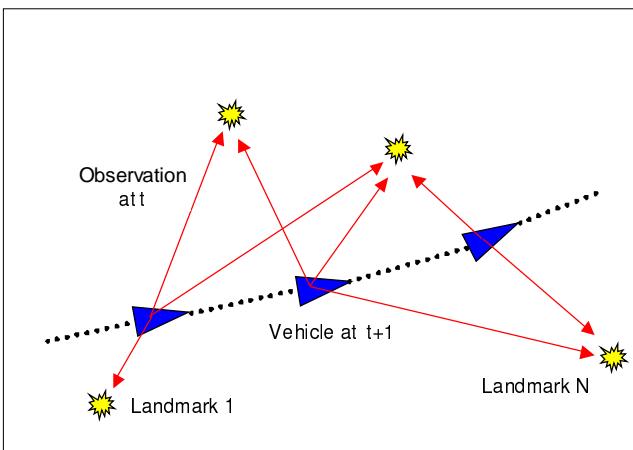
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## Key Insight:



- Mapping is a Chicken-and-egg problem
  - Mapping with unknown locations
  - Localization with unknown map
- Simultaneous Localization and Mapping (SLAM)

## Key Insight: Errors are Correlated



# Probabilistic Mapping

Localization

$$p(x_t | z_{1..t}, u_{1..t}) = \eta p(z_t | x_t) \int p(x_t | u_t, x_{t-1}) p(x_{t-1} | z_{1..t-1}, u_{1..t-1}) dx_{t-1}$$



$$p(m_t, s_t | z_{1..t}, u_{1..t}) = \eta p(z_t | m_t, s_t) \int \int p(m_t, s_t | u_t, m_{t-1}, s_{t-1}) p(m_{t-1}, s_{t-1} | z_{1..t-1}, u_{1..t-1}) dm_{t-1} ds_{t-1}$$



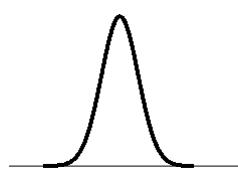
Mapping

$$p(m, s_t | z_{1..t}, u_{1..t}) = \eta p(z_t | m, s_t) \int p(s_t | u_t, s_{t-1}) p(m, s_{t-1} | z_{1..t-1}, u_{1..t-1}) ds_{t-1}$$

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# Kalman Filters



$\mu$

$\Sigma$

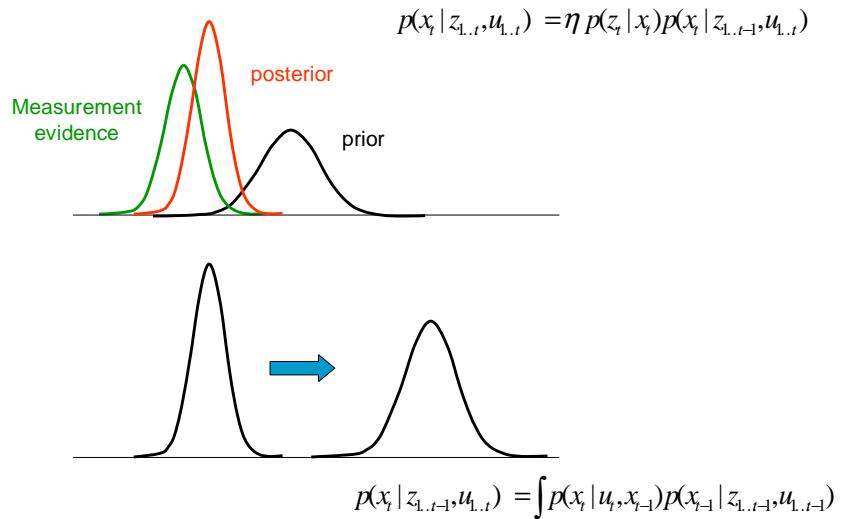
$$p(m, x_t | z_{1..t}, u_{1..t}) = \begin{pmatrix} l_1 \\ l_2 \\ \vdots \\ l_N \\ x \\ y \\ \theta \end{pmatrix}, \begin{pmatrix} \sigma_{l_1}^2 & \sigma_{l_1 l_2} & \cdots & \sigma_{l_1 l_N} & \sigma_{l_1 x} & \sigma_{l_1 y} & \sigma_{l_1 \theta} \\ \sigma_{l_2 l_1} & \sigma_{l_2}^2 & \cdots & \sigma_{l_2 l_N} & \sigma_{l_2 x} & \sigma_{l_2 y} & \sigma_{l_2 \theta} \\ \vdots & \vdots & \ddots & \vdots & \vdots & \vdots & \vdots \\ \sigma_{l_N l_1} & \sigma_{l_N l_2} & \cdots & \sigma_{l_N}^2 & \sigma_{l_N x} & \sigma_{l_N y} & \sigma_{l_N \theta} \\ \sigma_{l_1 x} & \sigma_{l_2 x} & \cdots & \sigma_{l_N x} & \sigma_x^2 & \sigma_{xy} & \sigma_{x\theta} \\ \sigma_{l_1 y} & \sigma_{l_2 y} & \cdots & \sigma_{l_N y} & \sigma_{xy} & \sigma_y^2 & \sigma_{y\theta} \\ \sigma_{l_1 \theta} & \sigma_{l_2 \theta} & \cdots & \sigma_{l_N \theta} & \sigma_{x\theta} & \sigma_{y\theta} & \sigma_\theta^2 \end{pmatrix}$$

[Smith, Self, Cheeseman, 1990]

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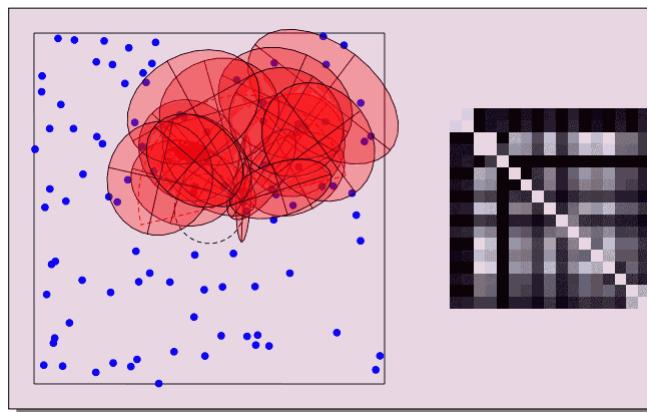
## Kalman Filters



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## Kalman Filter Mapping



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## Kalman Filters

$$p(x_t | z_{1..t}, u_{1..t}) = \eta p(z_t | x_t) \int p(x_t | u_t, x_{t-1}) p(x_{t-1} | z_{1..t-1}, u_{1..t-1}) dx_{t-1}$$

$$\mu_t = A\mu_{t-1} + Bu_t + K(z_t - H(A\mu_{t-1} + Bu_t))$$

$$\Sigma_t = (I - K)(A\Sigma_{t-1}A^T + \Sigma_x)$$

$$K = (A\Sigma_{t-1}A^T + \Sigma_x)H^T(H(A\Sigma_{t-1}A^T + \Sigma_x) + \Sigma_z)^{-1}$$

## Extended Kalman Filters (EKF)

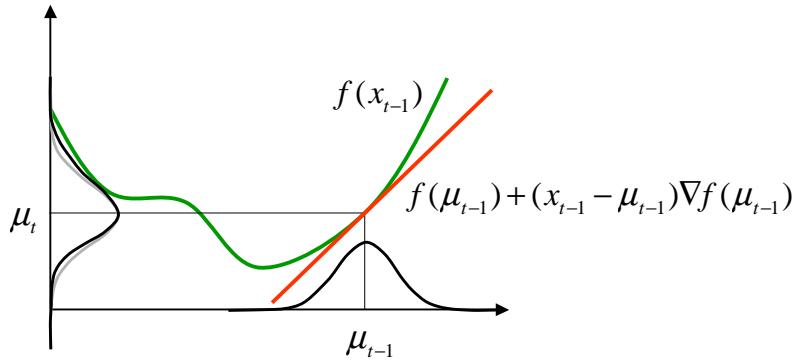
### ■ Assumption:

- All distributions Gaussian, all models linear

$$p(x_t/x_{t-1}, u_t)$$

$$\begin{pmatrix} x_t \\ y_t \\ \theta_t \end{pmatrix} = f \begin{bmatrix} (x_{t-1}) \\ (y_{t-1}) \\ (\theta_{t-1}) \end{bmatrix}, \begin{pmatrix} v_t \\ \omega_t \end{pmatrix}, \begin{pmatrix} \epsilon_t \\ \delta_t \end{pmatrix} = \begin{pmatrix} x_{t-1} + (v_t + \epsilon_t) \Delta t \cos \theta_t \\ y_{t-1} + (v_t + \epsilon_t) \Delta t \sin \theta_t \\ \theta_t + \Delta t(\omega_t + \delta_t) \end{pmatrix}$$

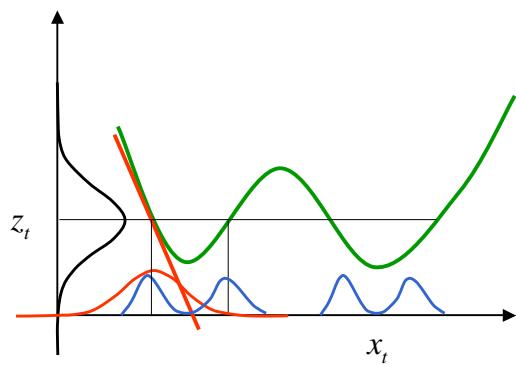
## Linearization via Taylor Expansion



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## The Fallacy of Linearization

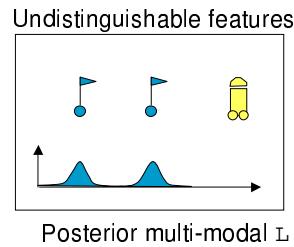
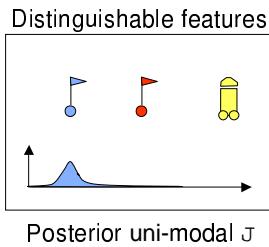


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## The Key Assumption

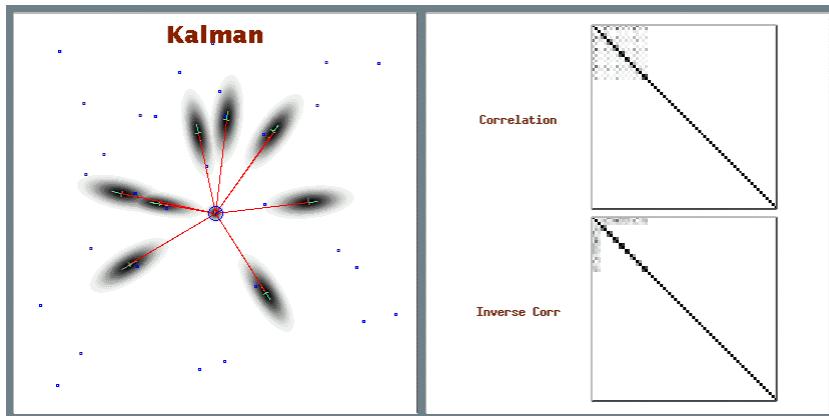
- Inverse sensor model  $p(x_t|o_t, m)$  must be Gaussian.
- Main problem: Data association



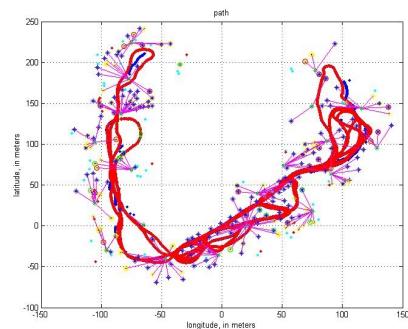
### § In practice:

- Extract small set of highly distinguishable features from sensor data
- Discard all other data
- If ambiguous, take best guess for landmark identity

## Extended Kalman Filters



## Outdoor Mapping



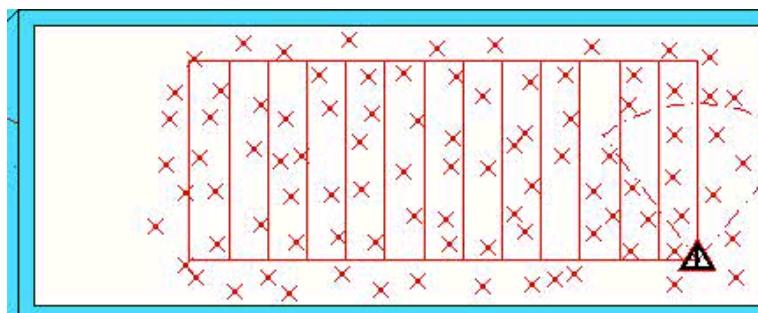
With: Juan Nieto, Jose Guivant, Eduardo Nebot

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## Kalman Filter Mapping

Courtesy of John Leonard, MIT

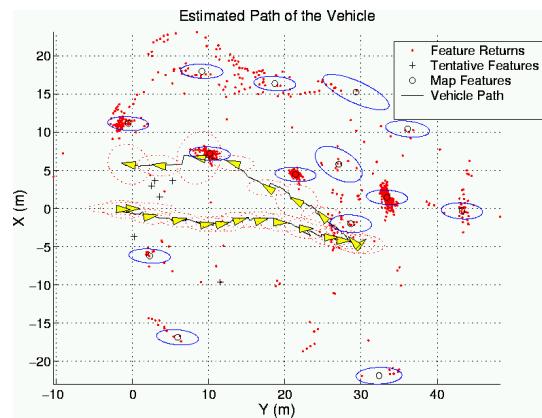
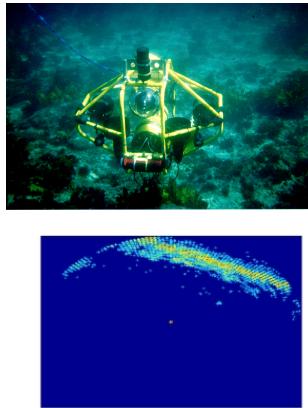


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# Underwater Mapping

Courtesy of Hugh Durrant-Whyte, Univ of Sydney



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## EKF Solution

### ■ Advantage

- Full Bayesian solution
- Maintains all dependencies

### ■ Disadvantage

- Does not address data association problem
- Linear(ized)
- Slow:  $O(N^2)$



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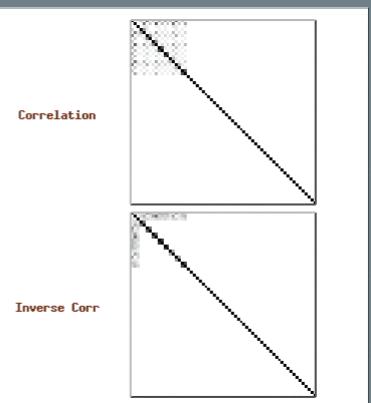
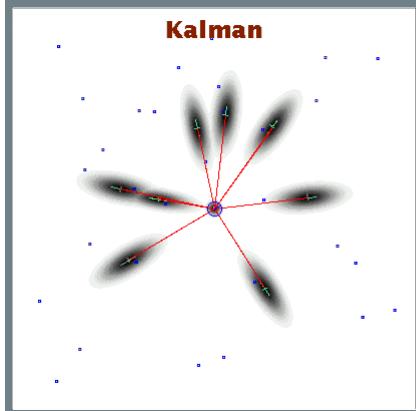
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## Mapping with SEIFs

Sparse Extended Information Filters

$$O(N^2) \rightarrow \sim O(1)$$

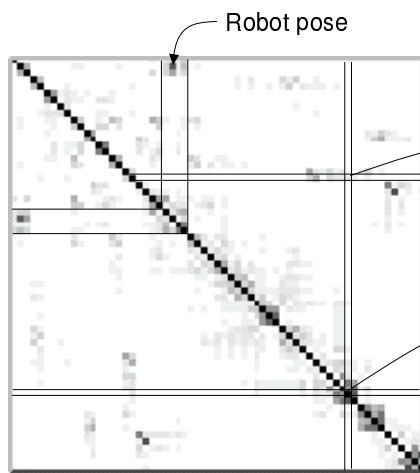
## Extended Kalman Filters



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## Insight #2: Approximate Cond'l Independence



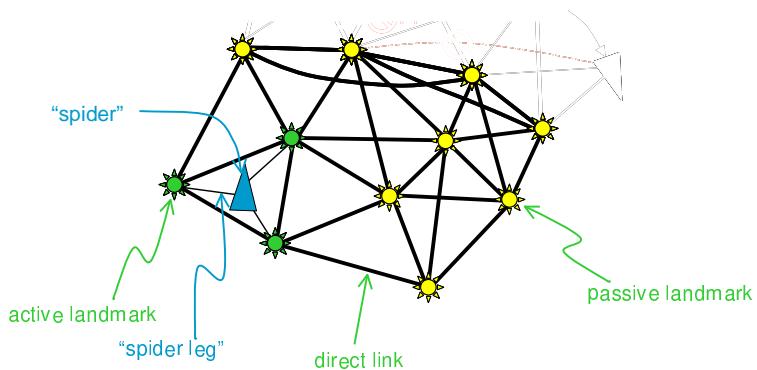
Information matrix  $H=\Sigma^{-1}$  (normalized)

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## SLAM with Sparse Extended Information Filters

The Web of Landmarks



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## Basic Representation

$$\Sigma, \mu \quad \rightarrow \quad \Sigma^{-1}, \mu^T \Sigma^{-1}$$

Extended Kalman filter

Extended Information filter

See also [Newman, Durrant-Whyte, Nettleton, Tardos...]

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# Sparse Extended Information Filters

- Representation: Extended information filter
  - Information matrix  $H = \Sigma^{-1}$
  - Information state  $b = \mu^T H$
- Measurement update
 
$$b = b + (z - z^* + \mu C)^T Z^{-1} C \quad O(1)$$

$$H = H + (C^T Z^{-1} C)$$
- Motion update
 
$$H = H - L \quad O(N^2)$$

$$b = b - bL + (H X_s A u)^T \quad O(1)$$

$$L = X_\mu (B^{-1} + X_s^T H X_s)^{-1} X_\mu^T H$$
- Enforcing Sparseness
 
$$H = H - X_{\mu+\text{active}}^T H X_{\mu+\text{active}} M \quad O(1)$$

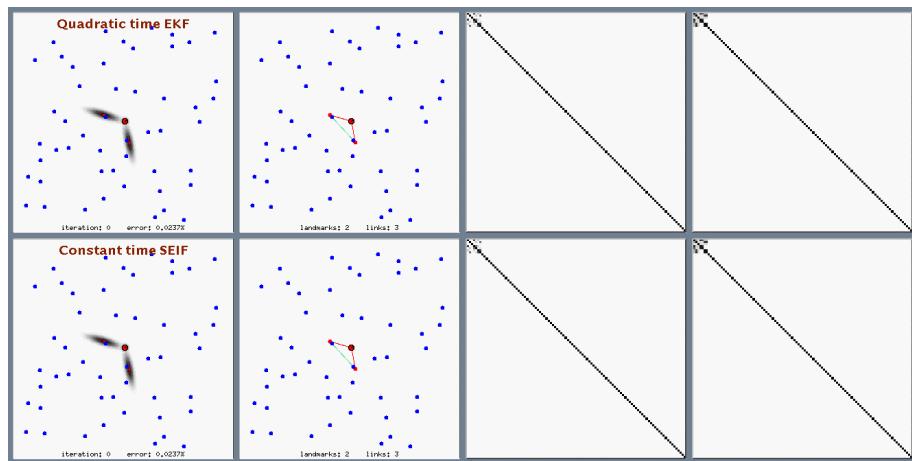
$$b = b - X_{\mu+\text{active}} M$$

$$M = [X_{\mu+\text{active}}^T H X_{\mu+\text{active}}]^{-1} X_s^T + X_{\text{deact}} (X_{\text{deact}}^T H X_{\text{deact}})^{-1} X_{\text{deact}}^T - X_{\text{active}} (X_{\text{active}}^T H X_{\text{active}})^{-1} X_{\text{active}}^T X_{\mu+\text{active}}^T H X_{\mu+\text{active}}$$
- State Recovery (iterative coordinate ascent)
 
$$\mu_i = H_{i,i}^{-1} [\sum_{j \neq i} H_{i,j} \mu_j - b_i^T] \quad O(1)$$

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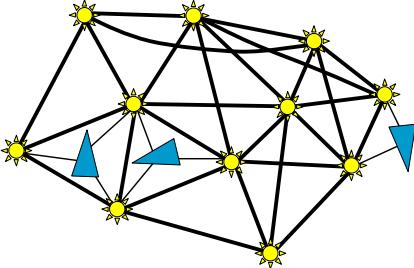
# Sparse Extended Information Filters



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## Implications for Multi-Vehicle SLAM



- Constant message sizes
- Asynchronous

[see a very new paper by Nettleton et al]

## ANSER System University of Sydney

Autonomous Navigation and Sensing Experimental Research.



- 20kg Payload Capacity
- 45min flight duration
- 100 knots cruising speed
- Manual take-off/landing
- Flight Control Computer
- GPS/IMU Filter
- Vision System
- Radar System

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5

## SEIF Solution

- Advantage

- Full Bayesian solution
  - Maintains all dependencies

- Disadvantage

- 
  - Does not address data association problem
  - Linear(ized)
  - ~~Slow:  $O(N^2)$~~

## Tutorial Outline: Mapping

- The Mapping Problem

- Bayesian Solutions

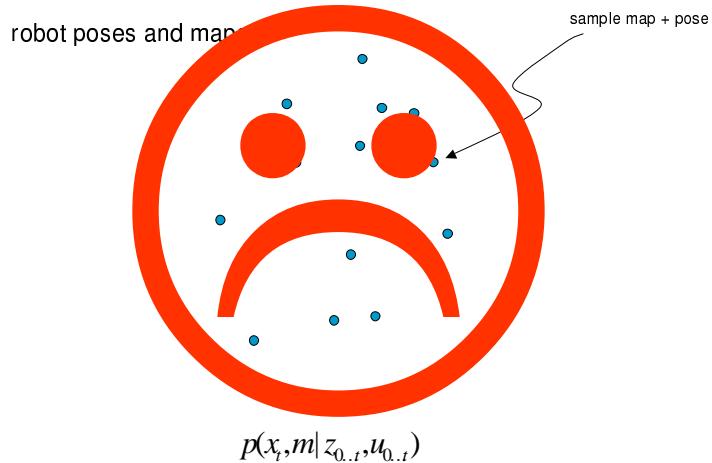
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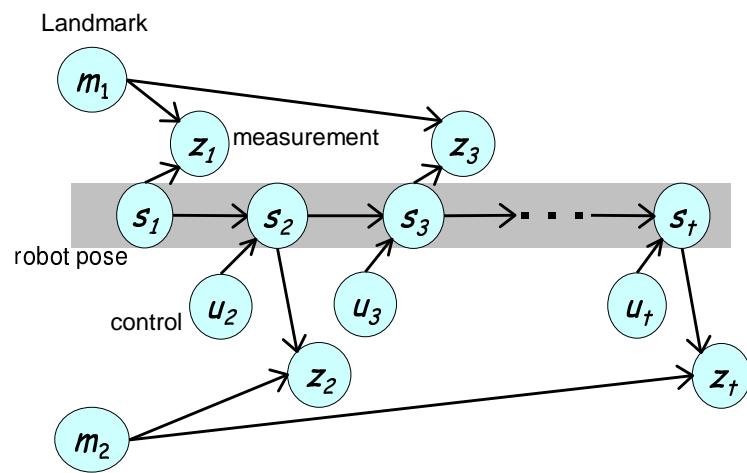
# Can We Map With Particle Filters?



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## Mapping: Structured Generative Model



$$p(m, s_{0..t} | z_{0..t}, u_{0..t}) = p(s_{0..t} | z_{0..t}, u_{0..t}) \prod_{n=1}^N p(m_n | s_{0..t}, z_{0..t}, u_{0..t})$$

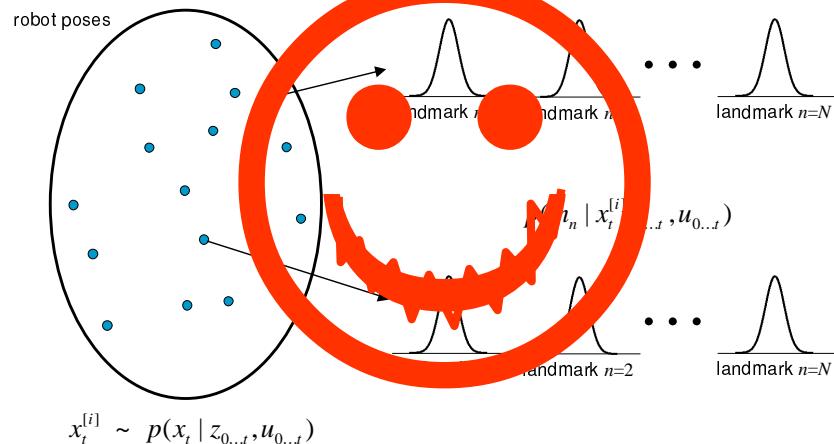
With K. Murphy, B. Wegbreit and D. Koller

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## Rao-Blackwellized Particle Filters

$$p(m, s_{0..t} | z_{0..t}, u_{0..t}) = p(s_{0..t} | z_{0..t}, u_{0..t}) \prod_{n=1}^N p(m_n | s_{0..t}, z_{0..t}, u_{0..t})$$

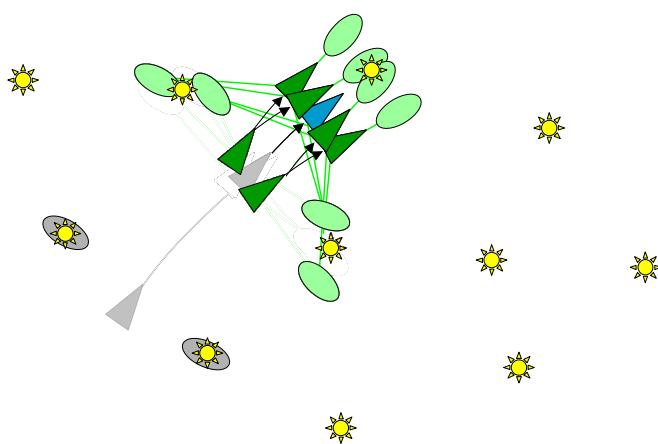


[Murphy 99, Montemerlo 02]

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## The FastSLAM Algorithm



$$p(m, s^t | z^t, u^t) = p(s^t | z^t, u^t) \prod_{n=1}^N p(m_n | s^t, z^t, u^t)$$

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## The FastSLAM Algorithm

- Take i-th sample  $s^{[i],t-1} \in S_{t-1}$  O(1)
- “Guess” next pose  $s_t^{[i]} \sim p(s_t | u_t s_{t-1}^{[i]})$  O(1)
- Update landmark estimates  $\mu_{n,t}^{[i]}, \Sigma_{n,t}^{[i]} \xleftarrow{\text{Kalman}} \mu_{n,t-1}^{[i]}, \Sigma_{n,t-1}^{[i]}$  O(1)
- Calculate Importance Weights  $w_t^{[i]} = \dots$  O(1)
- Resample  $p(s^{[i],t}) \in S_t \propto w_t^{[i]}$   $\Theta(N)$   
 $\Theta(N)$   
 $O(\log N)$

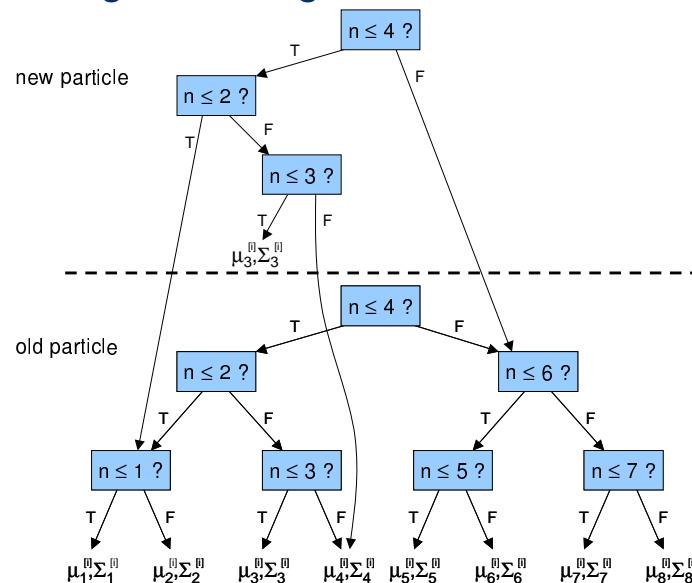
See also [Murphy 99, Andrieu et al 99, Doucet et al 00]

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## Ben Wegbreit’s Log-Trick



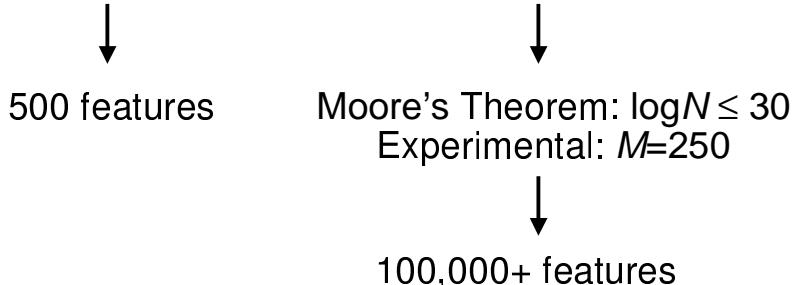
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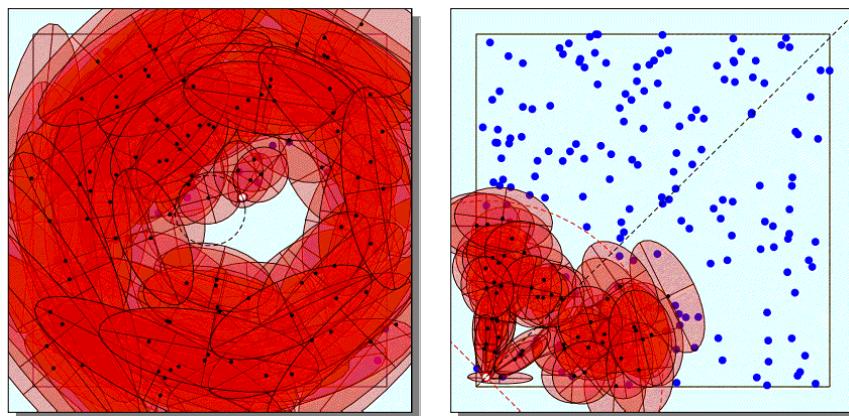
## Advantage of Structured PF Solution

Kalman:  $O(N^2)$  → Rao-B' PFs:  $O(M \log N)$



- + global uncertainty, multimodal
- + non-linear systems
- + sampling over data associations

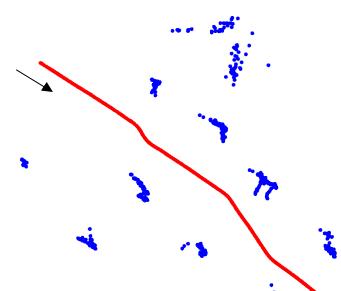
## FastSLAM in Simulation



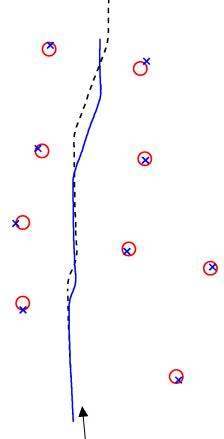
Experiments with up to 100,003 dimensions

## Physical Robot Results

Raw data



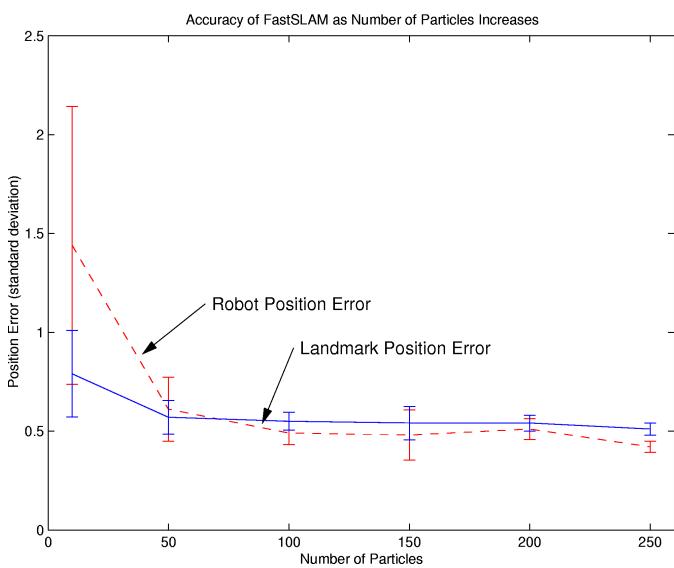
Map and path (error: 8.3 cm)



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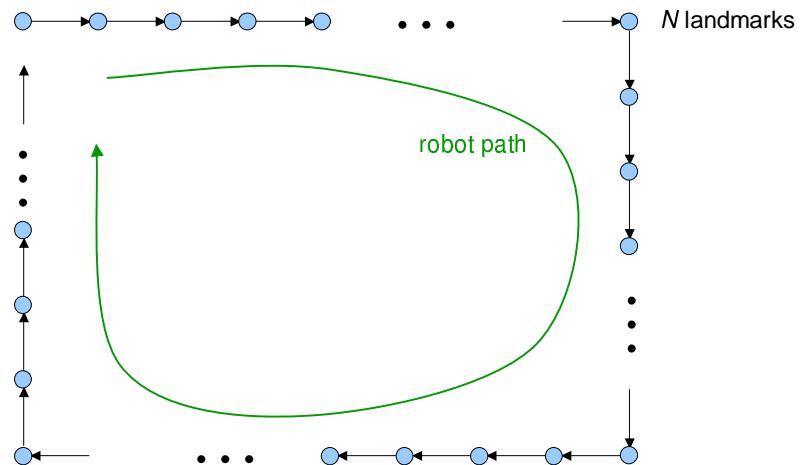
## Varying Number of Particles M



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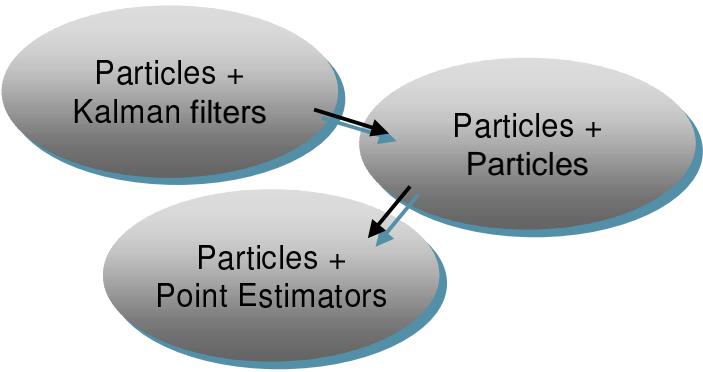
## Worst-Case Environment: How many samples do we need?



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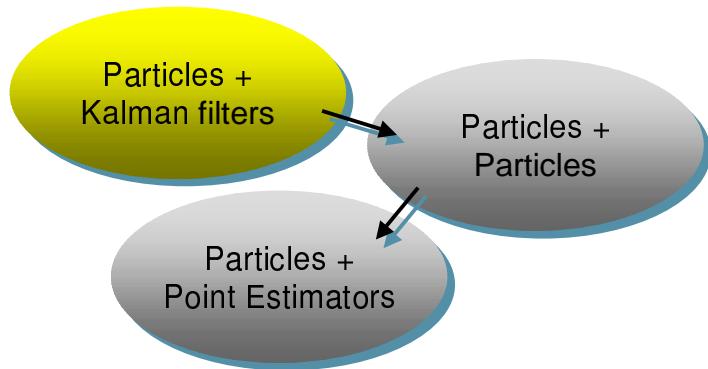
## 3 Examples



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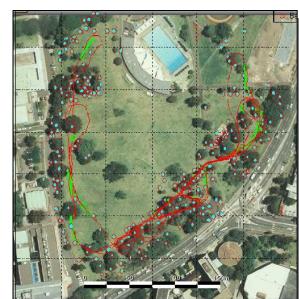
## 3 Examples



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## Outdoor Mapping (no GPS)



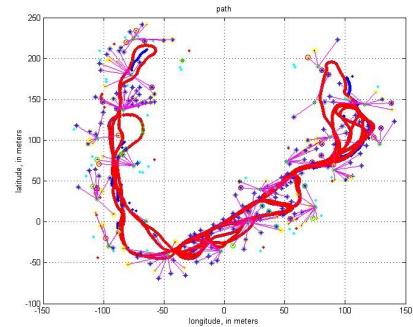
With Juan Nieto, Jose Guivant, Eduardo Nebot, Univ of Sydney

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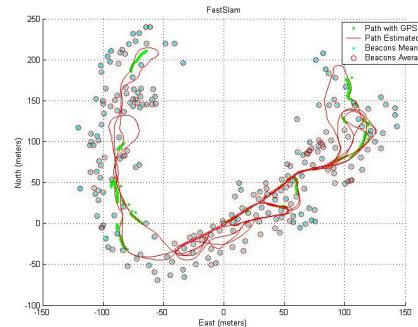
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## EKF vs FastSLAM

EKF



FastSLAM



By: Juan Nieto, Jose Guivant, Eduardo Nebot

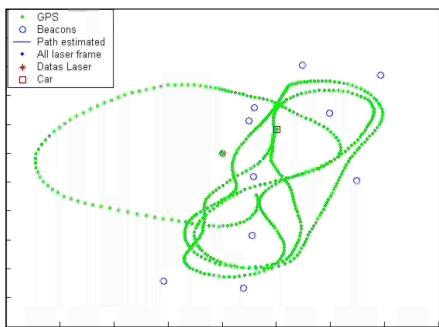
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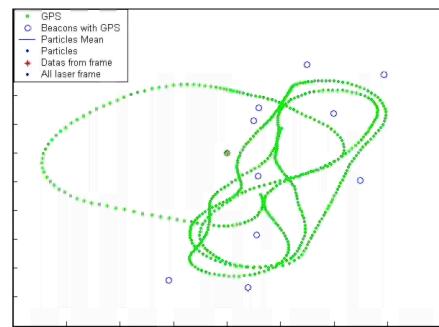
## EKF vs FastSLAM

By: Juan Nieto, Jose Guivant, Eduardo Nebot

EKF



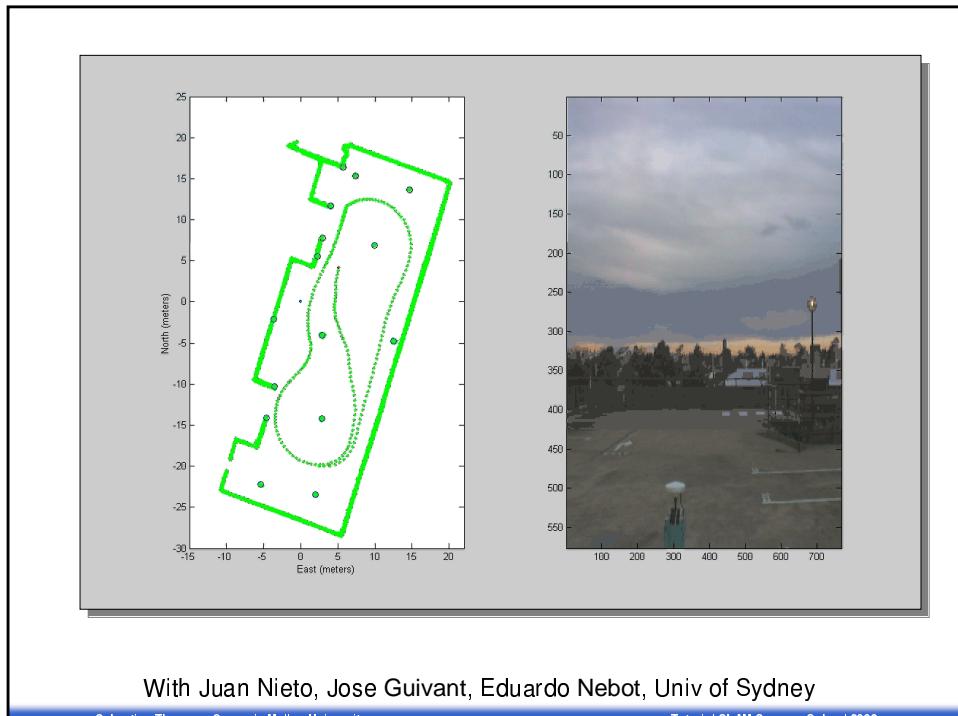
FastSLAM



Assumes known data association

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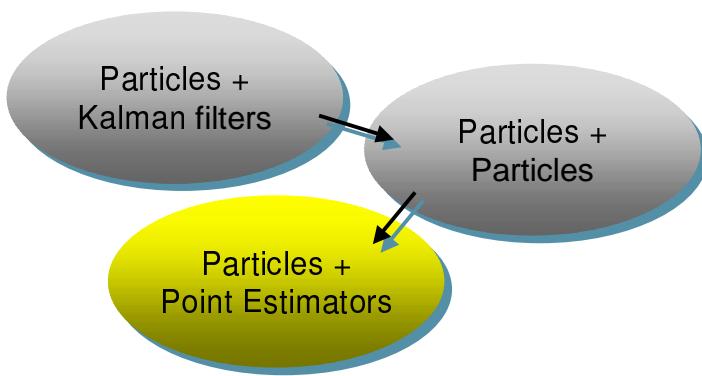


With Juan Nieto, Jose Guivant, Eduardo Nebot, Univ of Sydney

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## 3 Examples



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## Tracking Moving Features

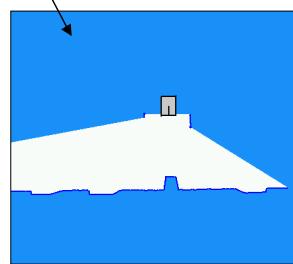
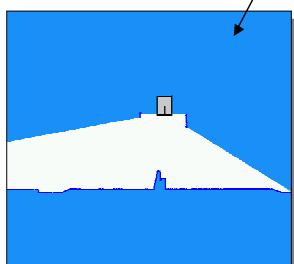
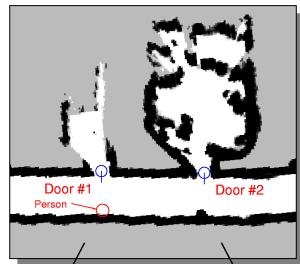


With: Michael Montemerlo

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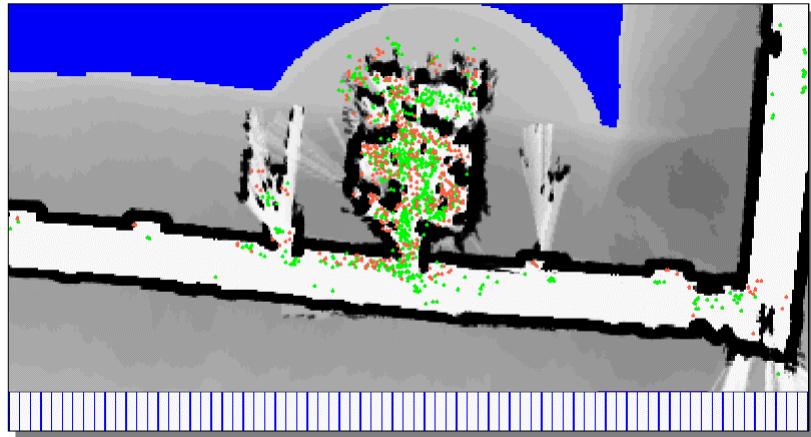
## Tracking Moving Entities Through Map Differencing



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## Map-Based People Tracking

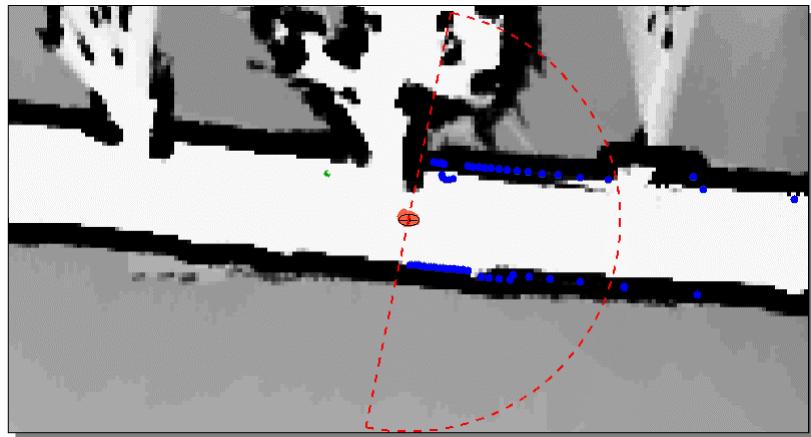


With: Michael Montemerlo

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## Autonomous People Following

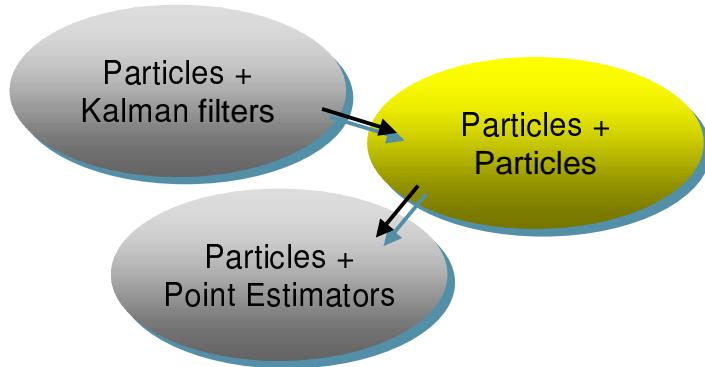


With: Michael Montemerlo

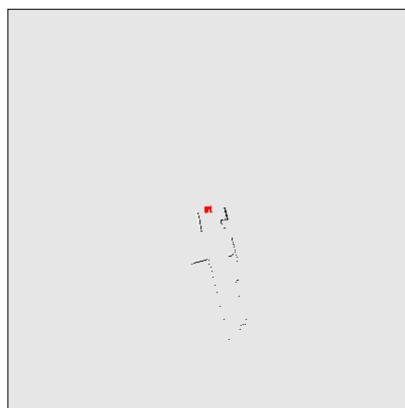
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## 3 Examples

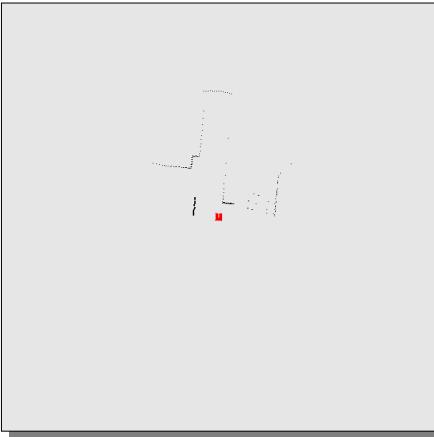


## Indoor Mapping

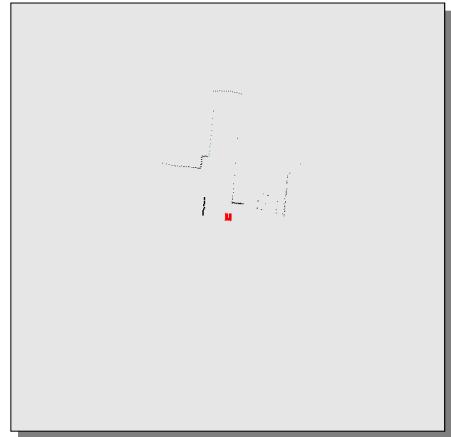


- Map: point estimators (no uncertainty)
- Lazy

## Importance of Probabilistic Component



Non-probabilistic



Probabilistic, with samples

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## Multi-Robot Mapping



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# Multi-Robot Mapping

Multi-Robot Mapping  
and Exploration

Carnegie Mellon  
October 1999

DARPA TMR Texas

DARPA TMR Maryland

With: Reid Simmons and Dieter Fox

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## Courtesy of Kurt Konolige, SRI

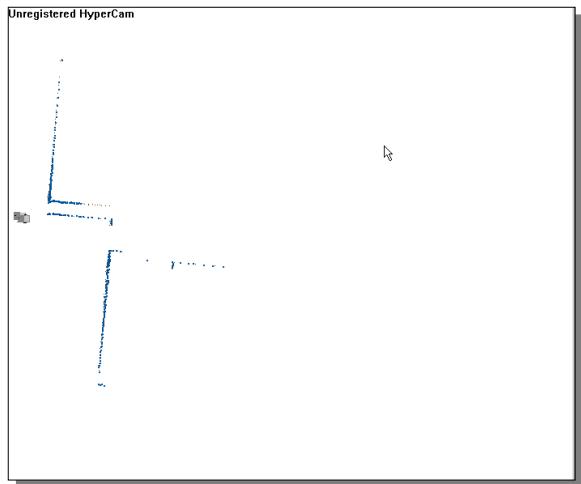


[Gutmann & Konolige, 00]

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Courtesy of Kurt Konolige, SRI



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## FastSLAM

- Advantage
  - Full Bayesian solution
  - Maintains all dependencies
- Disadvantage
  - ~~– Does not address data association problem~~
  - ~~– Linear(ized)~~
  - ~~– Slow:  $O(N^2)$~~

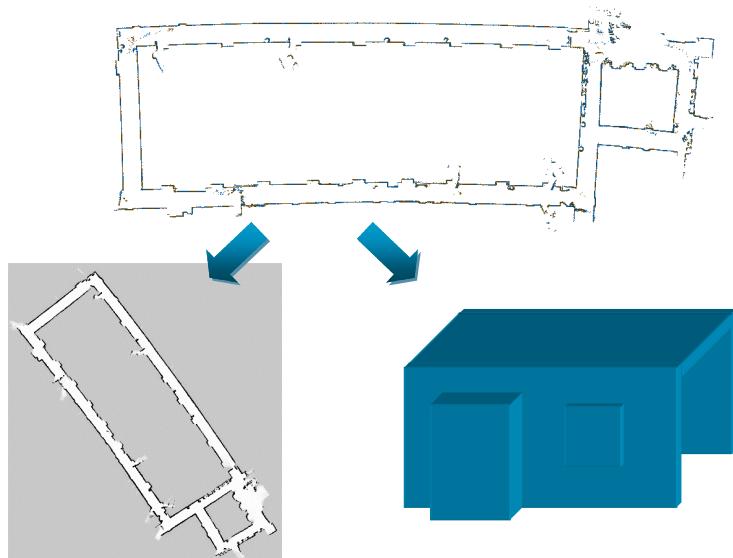
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## Tutorial Outline: Mapping

- The Mapping Problem
- Bayesian Solutions
  - Classical Solution: Kalman Filters
  - Efficient Solution: Sparse Information Filters
  - Nonlinear Solution: Particle Filters (FastSLAM)
- **Mapping with Known Poses**
  - Occupancy Grid Maps
  - Object Maps
- Summary

## Mapping With Known Poses



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## Occupancy Grid Maps: Many Binary Bayes filters

$$p(m, s_t | z_{1..t}, u_{1..t}) = \eta p(z_t | m, s_t) \int p(s_t | u_t, s_{t-1}) p(m, s_{t-1} | z_{1..t-1}, u_{1..t-1}) ds_t$$



$$p(m|z_{1..t}, s_{1..t}) = \eta p(z_t | m, s_t) p(m|s_{1..t-1}, z_{1..t-1}) \text{ Poses known}$$



$$p(m_{xy}|z_{1..t}, s_{1..t}) = \eta p(z_t | m_{xy}, s_t) p(m_{xy}|s_{1..t-1}, z_{1..t-1}) \text{ Grid cell independence ???}$$

$$p(m_{xy}|z_{1..t}, s_{1..t}) = \eta p(m_{xy}|z_t, s_t) p(z_t | s_t) p(m_{xy})^{-1} p(m_{xy}|s_{1..t-1}, z_{1..t-1})$$

$$p(\bar{m}_{xy}|z_{1..t}, s_{1..t}) = \eta p(\bar{m}_{xy}|z_t, s_t) p(z_t | s_t) p(\bar{m}_{xy})^{-1} p(\bar{m}_{xy}|s_{1..t-1}, z_{1..t-1})$$

$$\log \frac{p(m_{xy}|z_{1..t}, s_{1..t})}{1-p(m_{xy}|z_{1..t}, s_{1..t})} = \log \frac{p(m_{xy}|z_t, s_t)}{1-p(m_{xy}|z_t, s_t)} + \log \frac{1-p(m_{xy})}{p(m_{xy})} + \log \frac{p(m_{xy}|s_{1..t-1}, z_{1..t-1})}{1-p(m_{xy}|s_{1..t-1}, z_{1..t-1})}$$

$$p(m_{xy}|z_{1..t}, s_{1..t}) = 1 - \left[ 1 + e^{\log \frac{p(m_{xy}|z_{1..t}, s_{1..t})}{1-p(m_{xy}|z_{1..t}, s_{1..t})}} \right]^{-1}$$

[Elfes/Moravec 88]

## Map Generated from Sonar Range Data



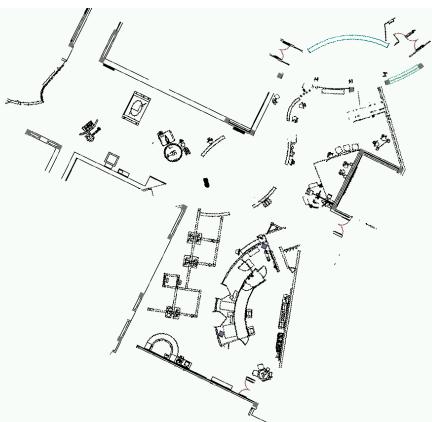
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## Map Generated from Laser Range Data



2D Map, learned



CAD map

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## 3D Occupancy Grid Maps

Courtesy of Hans Moravec



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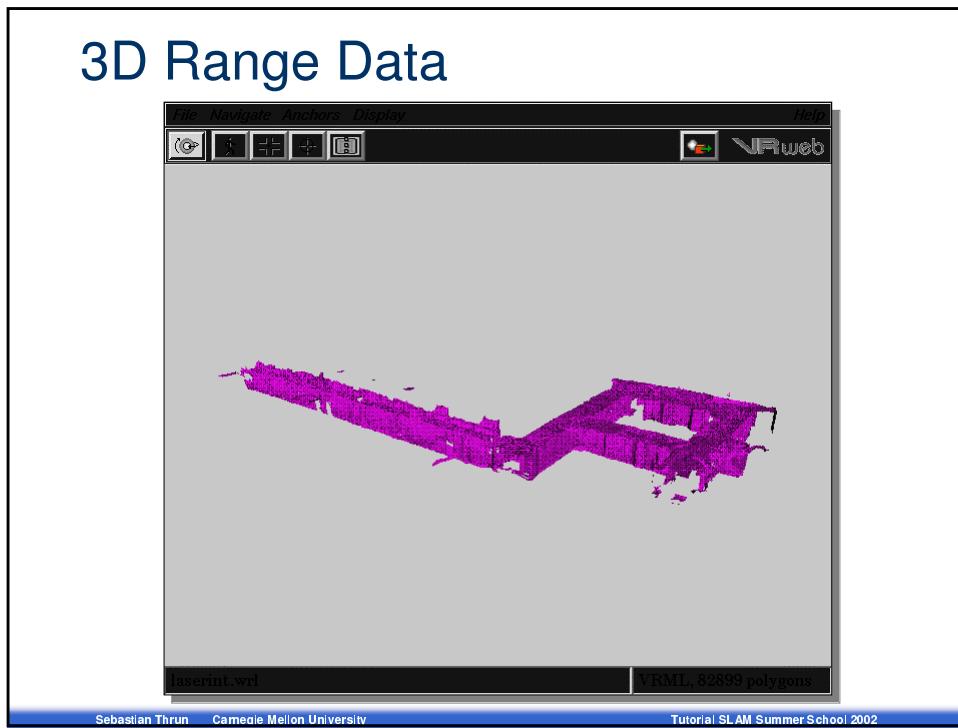
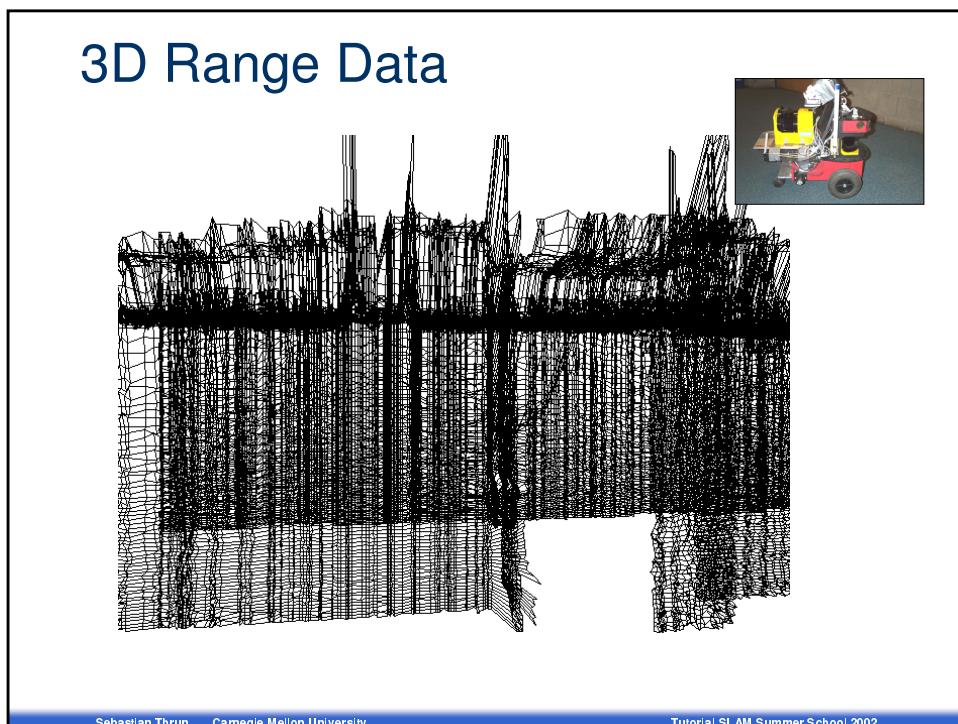
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## Tutorial Outline: Mapping

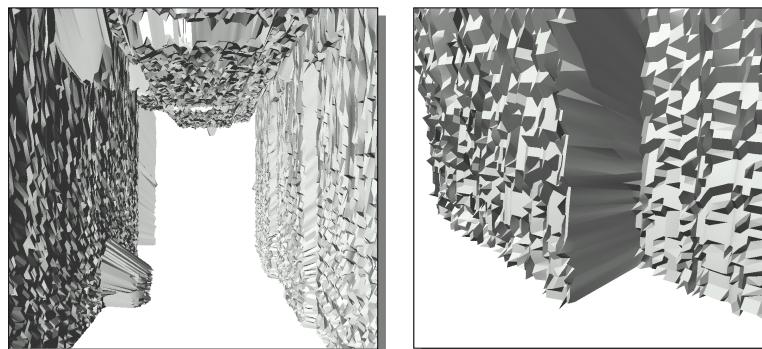
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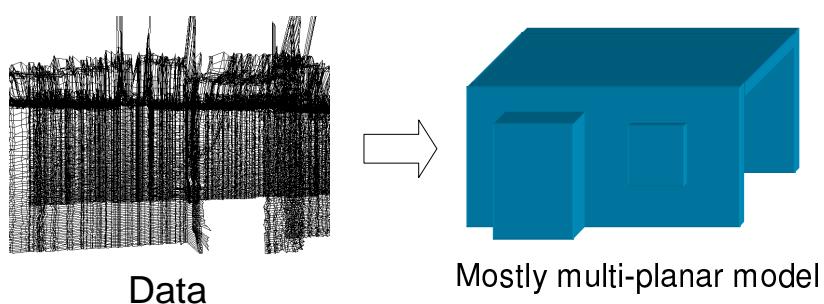
## Fine-Grained Structure: Can we do better?



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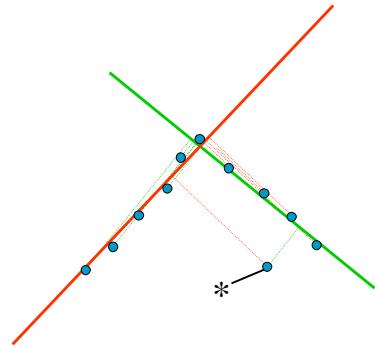
## 3D Planar Surface Mapping



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## Fitting Planar Surfaces (with EM)



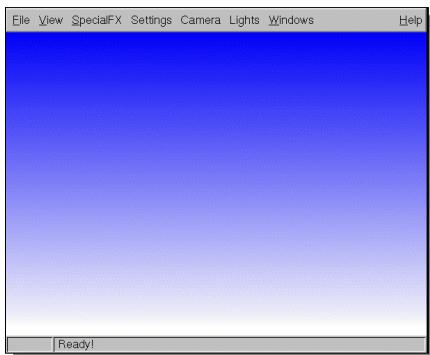
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## Online Mapping with EM



raw data

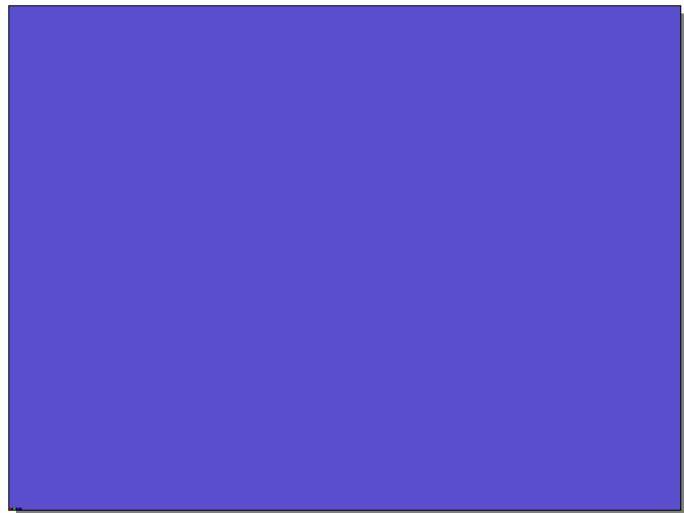


mostly planar map with Online EM

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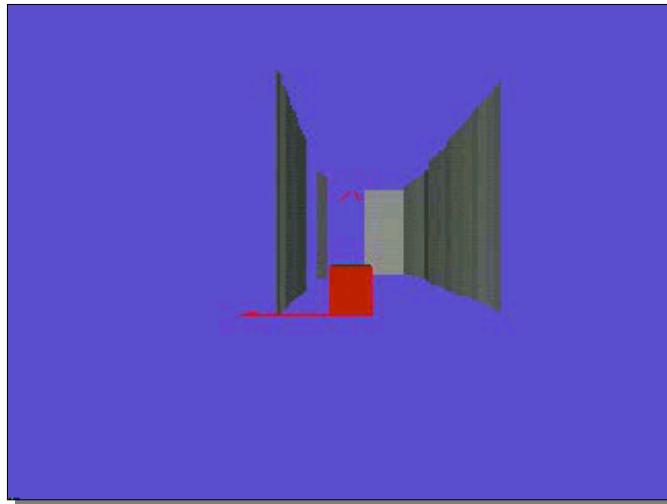
## Online Mapping: Carnegie Mellon Univ. Hall



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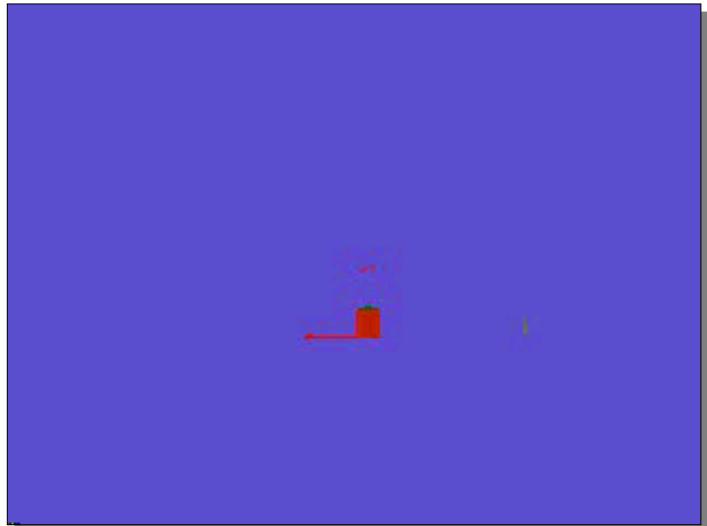
## Online Mapping: Stanford Gates Hall



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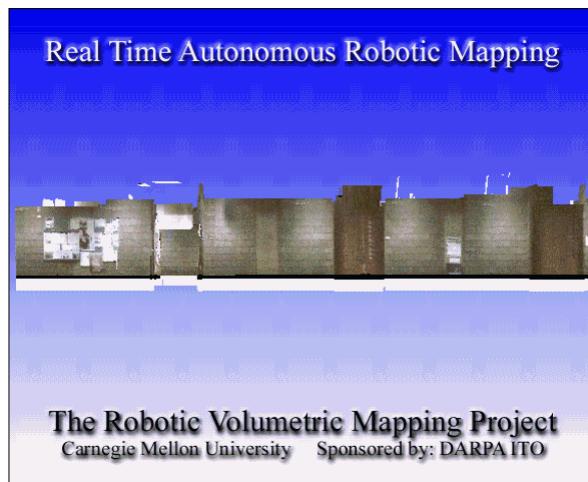
## MARS DARPA PI Meeting (2/02 in LA)



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## Volumetric Maps: Fly-Through



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## Quality of 3D Model



Without EM



With EM

## Quality of 3D Model



Without EM



With EM

# 3D Outdoor Mapping

by Dirk Hähnel, Dirk Schulz and Wolfram Burgard



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by Dirk Hähnel, Dirk Schulz and  
Wolfram Burgard

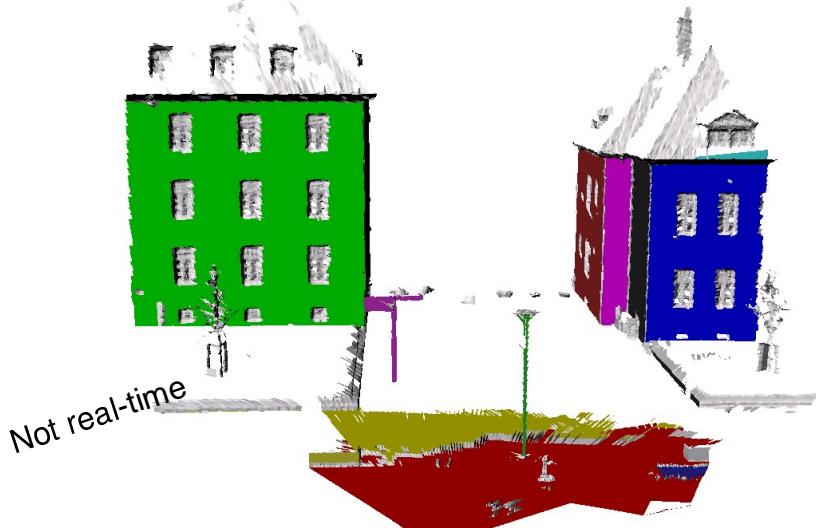


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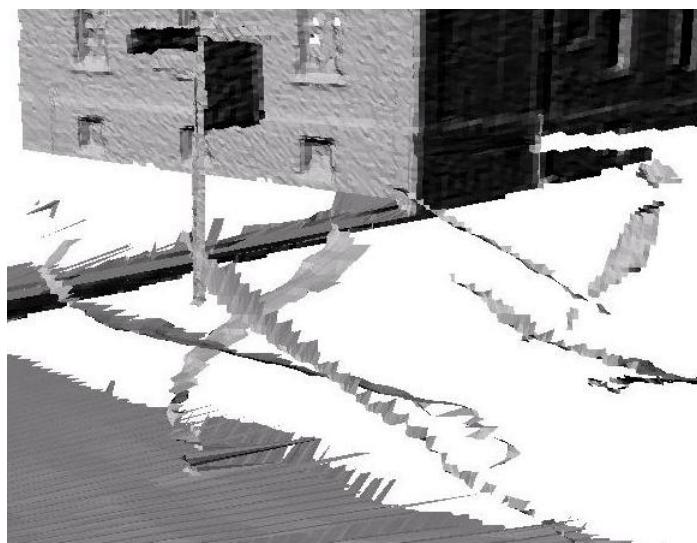


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## Mapping: Lessons Learned

- Concurrent mapping and localization: hard robotics problem
- Best known algorithms are probabilistic
  1. EKF/SLAM: Full posterior estimation, but restrictive assumptions (data association)
  2. SEIF: Same, but constant time, multi-robot
  3. FastSLAM: Full posterior estimation, sampling over data association
- Mapping: Even tricky with known poses
  1. Occupancy grid maps: Factorized posteriors
  2. Advanced techniques: Object identification in 3D