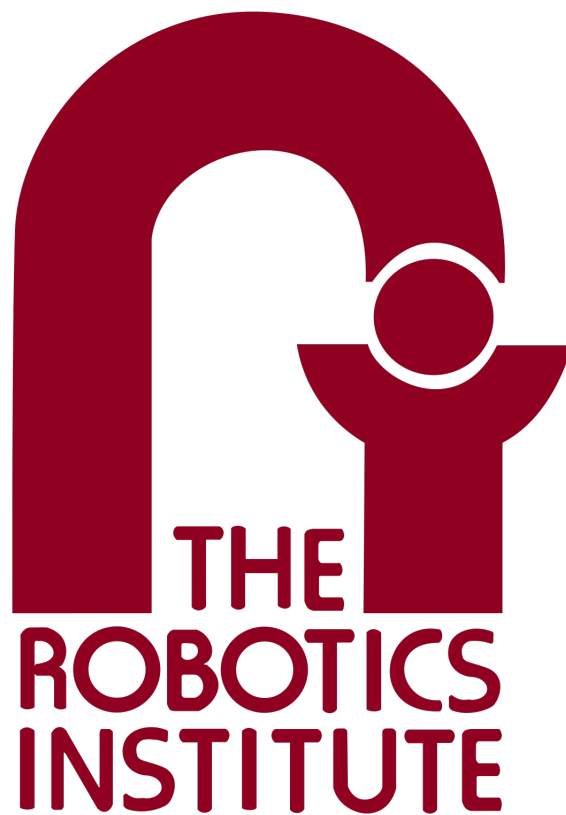


16-833A Robot Localisation and Mapping, Spring 2023  
Homework 3: Linear and Nonlinear SLAM Solvers

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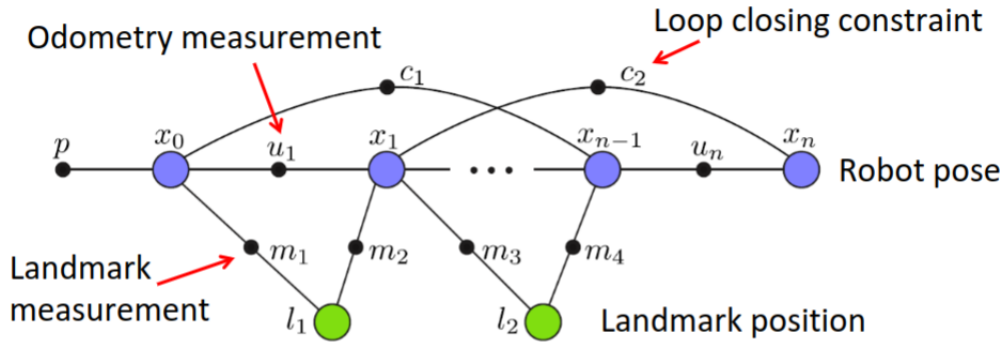
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# Introduction to Linear and Non-Linear SLAM problems

In this assignment, we make use of thinking in terms of a factor graph as explained in (1). A simple factor graph (Fig. 1) is shown below with the following components:

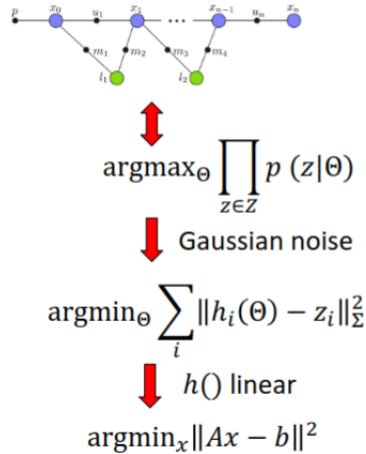
- Factors (edges)
  - Odometry measurements
  - Landmark measurements
- States (nodes)
  - Robot poses
  - Landmark poses



**Figure 1:** Factor Graph Representation

In this assignment, we're already given the data of the all the factors and states present in the factor graph. We will use this data to minimize the predicted values of each measurement (odometry measurements or landmark measurements) between every two connected states on the factor graph.

This minimization will be crafted in a least squares minimization form. The high level procedure to do so is shown below in Fig. 2



**Figure 2:** Arriving at Least Squares

Finally, the factor graph and least-squares equivalence is seen clearly below in Fig. 3

float

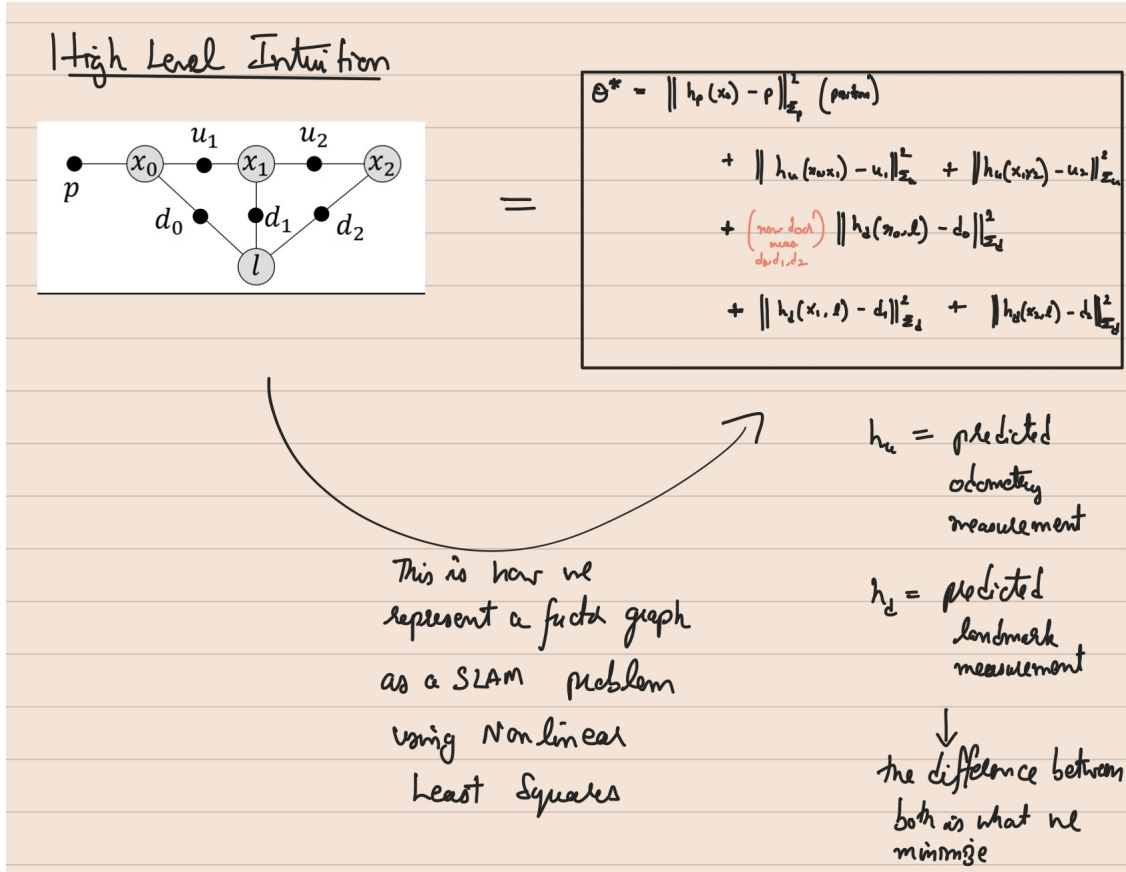


Figure 3: Factor graph to Least squares equivalence

## 1 2D Linear SLAM

### 1.1 Measurement Function

#### Odometry Measurement Function and Jacobian

Given the robot poses  $\mathbf{r}^{t+1} = [r_x^{t+1}, r_y^{t+1}]^\top$  and  $\mathbf{r}^t = [r_x^t, r_y^t]^\top$  at times  $t$  and  $t+1$ , we find the measurement function to be:

$$h_o(\mathbf{r}^t, \mathbf{r}^{t+1}) = \begin{bmatrix} h_{o1} \\ h_{o2} \end{bmatrix} = \begin{bmatrix} r_x^{t+1} - r_x^t \\ r_y^{t+1} - r_y^t \end{bmatrix} \quad (1)$$

The Jacobian of the above measurement function can be written as:

$$H_o(\mathbf{r}^t, \mathbf{r}^{t+1}) = \begin{bmatrix} \frac{\partial h_{o1}}{\partial r_x^t} & \frac{\partial h_{o1}}{\partial r_y^t} & \frac{\partial h_{o1}}{\partial r_x^{t+1}} & \frac{\partial h_{o1}}{\partial r_y^{t+1}} \\ \frac{\partial h_{o2}}{\partial r_x^t} & \frac{\partial h_{o2}}{\partial r_y^t} & \frac{\partial h_{o2}}{\partial r_x^{t+1}} & \frac{\partial h_{o2}}{\partial r_y^{t+1}} \end{bmatrix} \quad (2)$$

#### Landmark Measurement Function and Jacobian

Given the robot pose  $\mathbf{r}^t = [r_x^t, r_y^t]^\top$  and  $k$ -th landmark  $\mathbf{l}^k = [l_x^k, l_y^k]^\top$  at time  $t$ , we find the measurement function to be:

$$h_l(\mathbf{r}^t, \mathbf{l}^k) = \begin{bmatrix} h_{l1} \\ h_{l2} \end{bmatrix} = \begin{bmatrix} l_x^k - r_x^t \\ l_y^k - r_y^t \end{bmatrix} \quad (3)$$

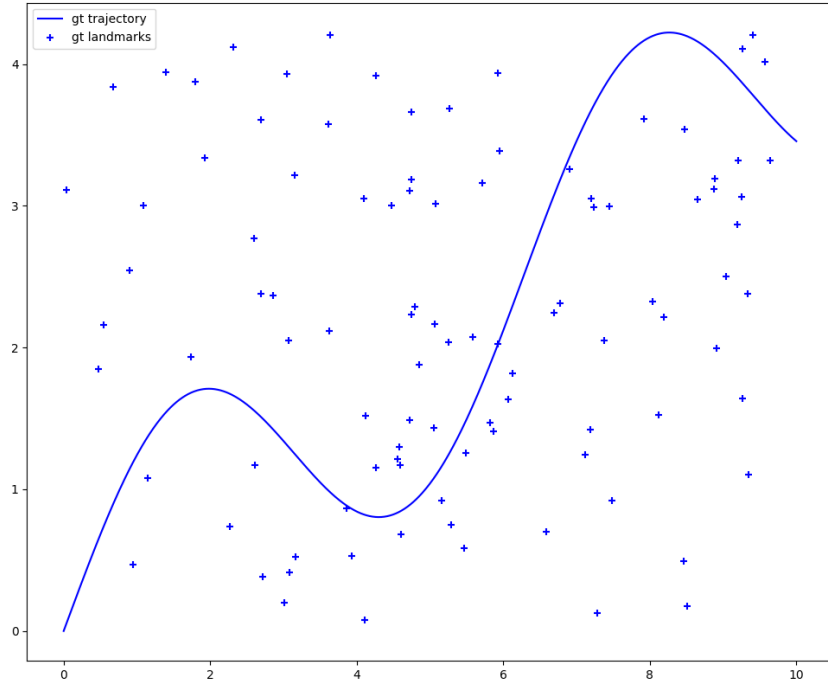
The Jacobian of the above measurement function can be written as:

$$H_l(\mathbf{r}^t, \mathbf{l}^k) = \begin{bmatrix} \frac{\partial h_{o1}}{\partial r_x^t} & \frac{\partial h_{o1}}{\partial r_y^t} & \frac{\partial h_{o1}}{\partial r_x^{t+1}} & \frac{\partial h_{o1}}{\partial r_y^{t+1}} \\ \frac{\partial h_{o2}}{\partial r_x^t} & \frac{\partial h_{o2}}{\partial r_y^t} & \frac{\partial h_{o2}}{\partial r_x^{t+1}} & \frac{\partial h_{o2}}{\partial r_y^{t+1}} \end{bmatrix} \quad (4)$$

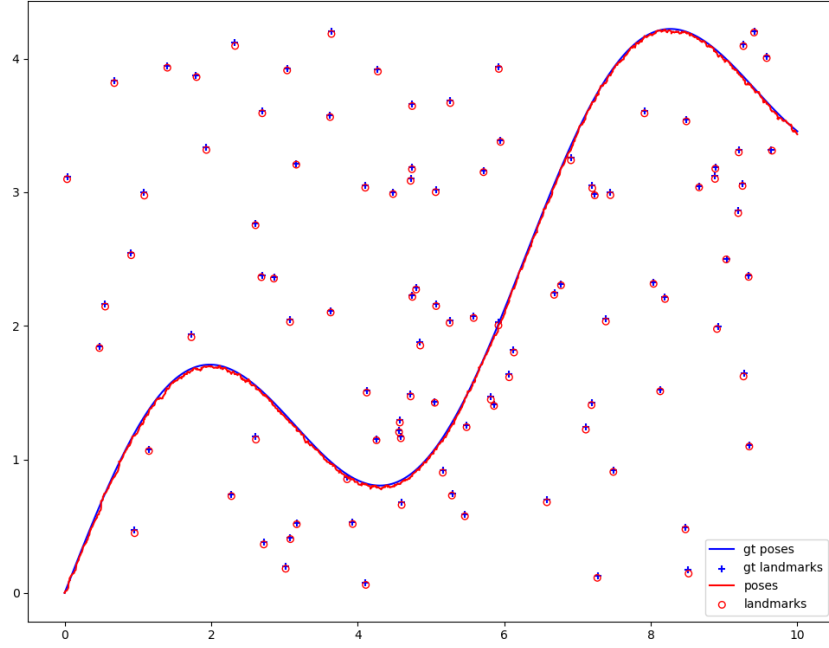
## 1.4 Exploiting Sparsity

### 1.4.4 Visualize Trajectory and Landmarks for 2d\_linear.npz

The default method of solving the equation  $Ax = b$  was done using `scipy.sparse's` `spsolve` method which runs multifrontal LU factorization in the backend. This achieved a runtime of 0.04870s on average. The ground truth and predicted trajectory are shown below in Fig 4 and Fig. 14



**Figure 4:** Ground truth landmarks and trajectory



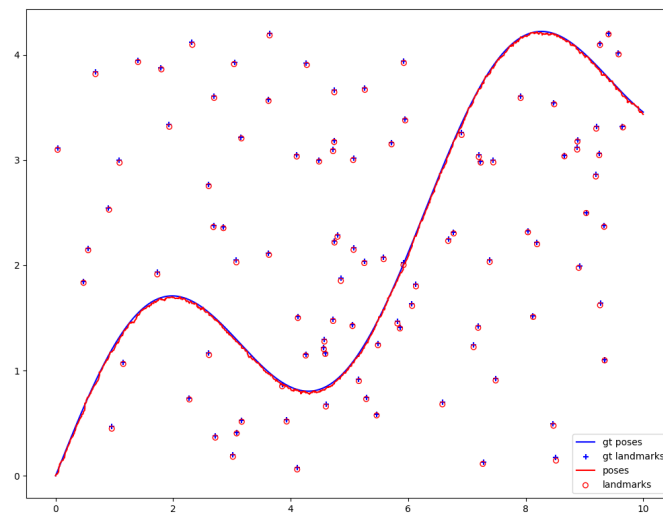
**Figure 5:** Trajectory predicted from measurements after least squares minimization (default method)

Other methods of solving the linear system  $Ax = b$  were also compared using runtime to analyze efficiency:

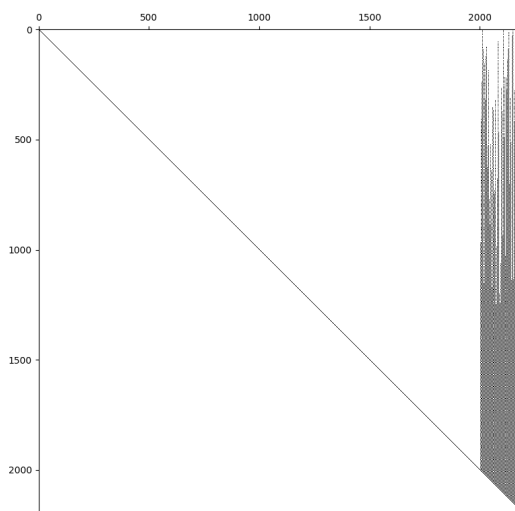
Method	Average (s)	Runtime
default	0.04870	
pinv	1.1802	
lu	0.0260	
lu_colamd	0.1152	
qr	0.3671	
qr_colamd	0.2509	

**Table 1:** Runtime comparison of different methods

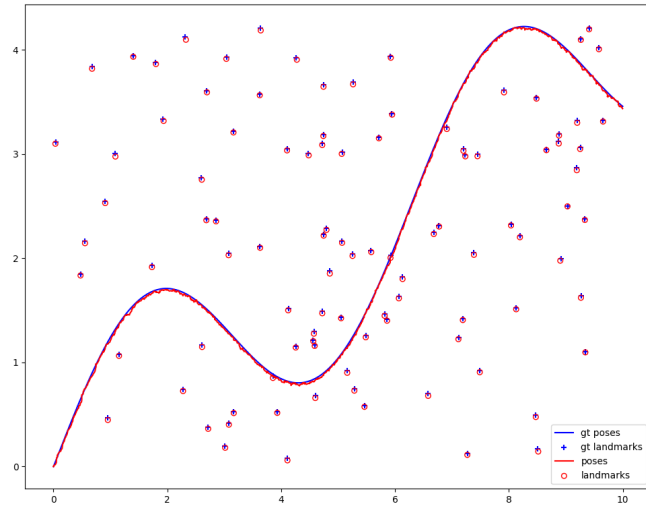
## Visuaulization of different methods for 2d\_linear.npz



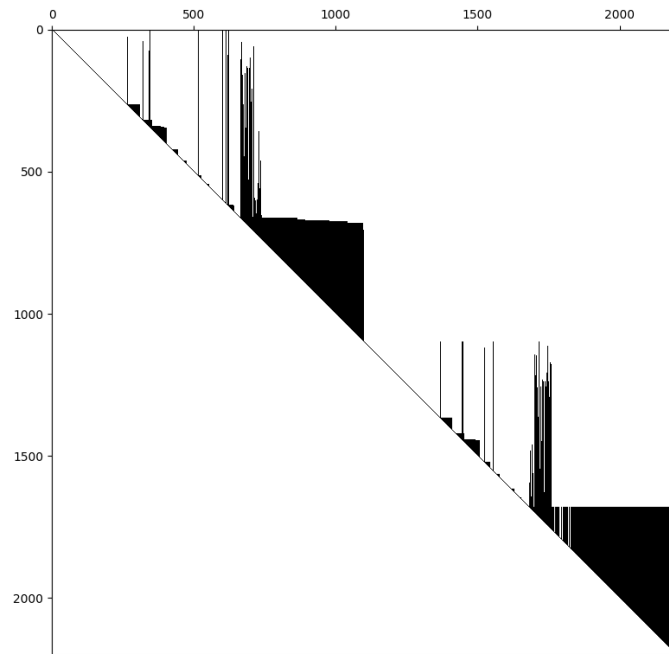
**Figure 6:** Minimization results using pinv method



**Figure 7:** LU sparse matrix

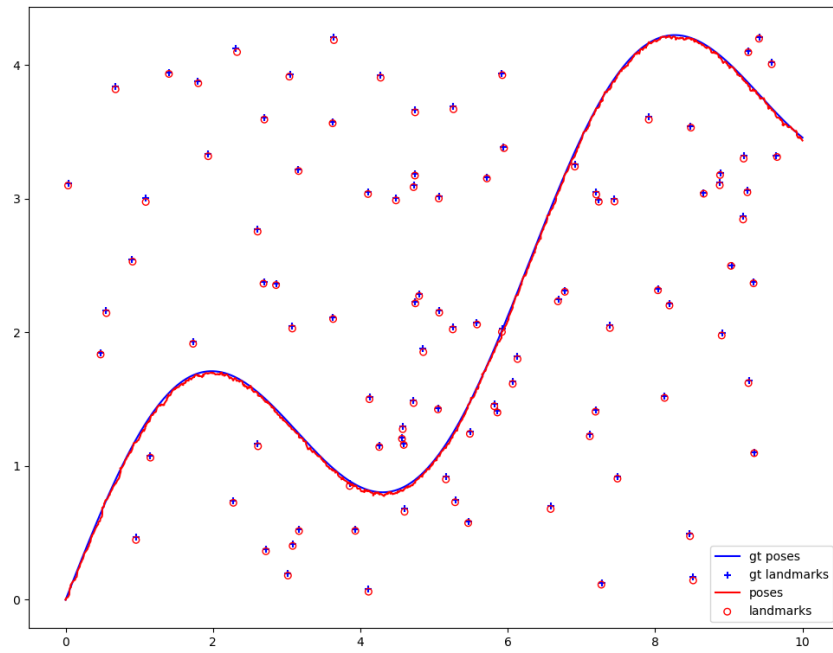


**Figure 8:** Minimization results using LU method

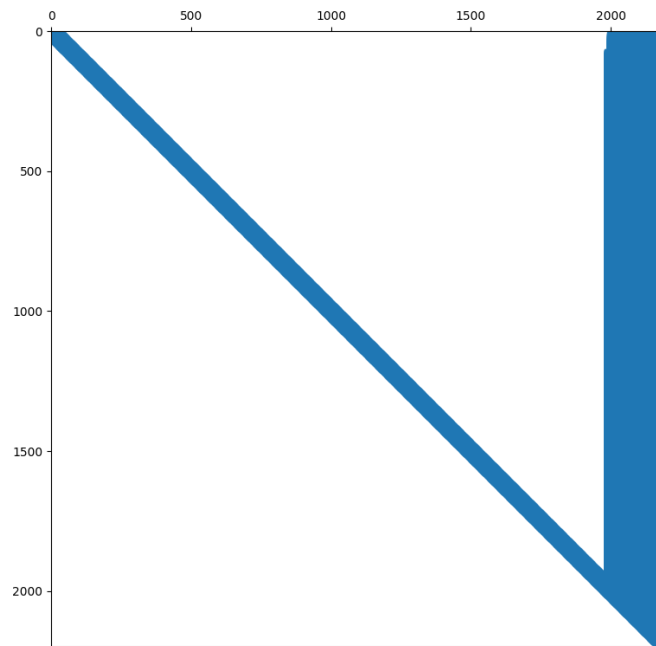


**Figure 9:** LU\_colamd sparse matrix

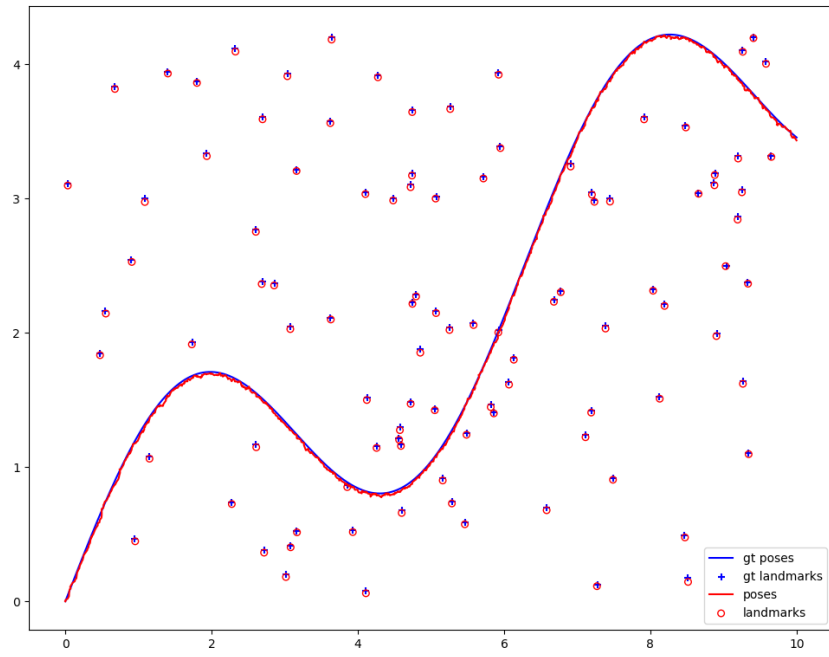




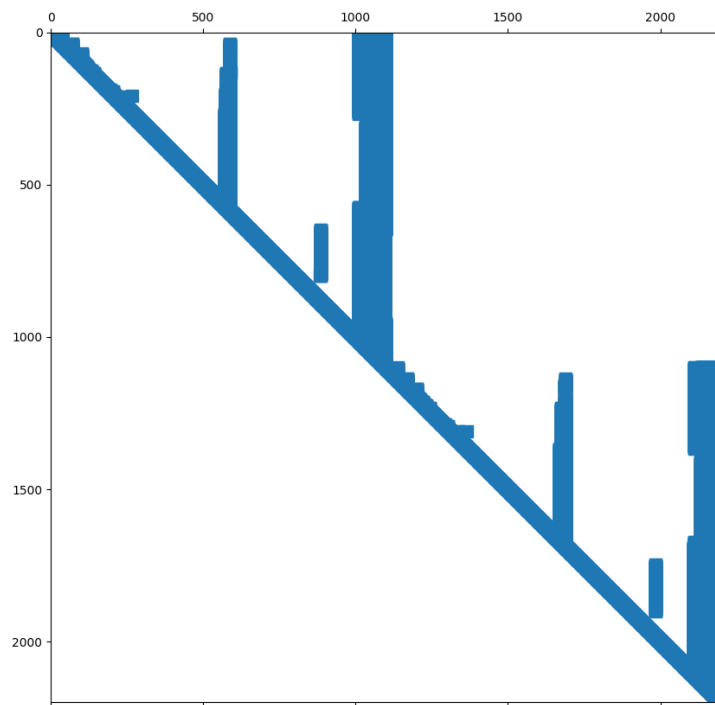
**Figure 10:** Minimization results using LU\_colamd method



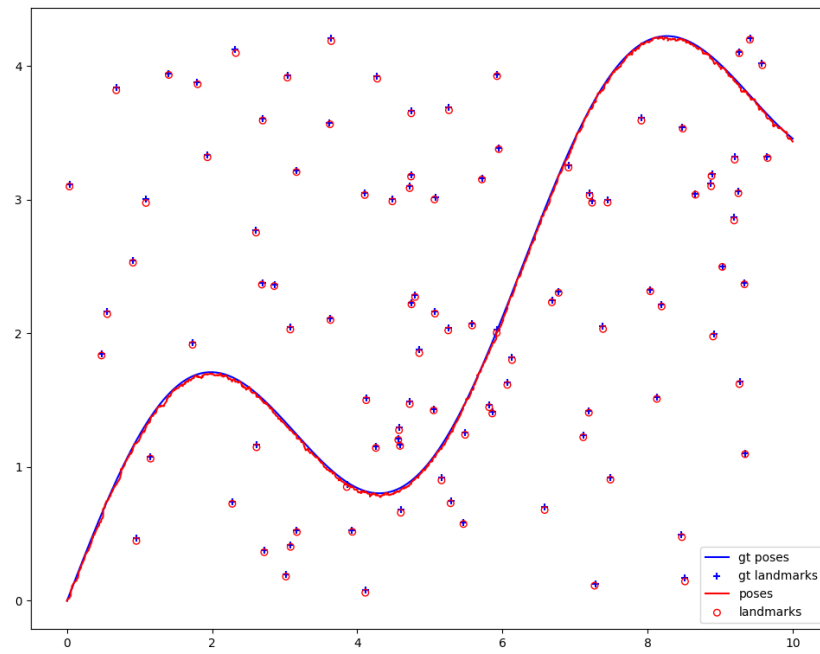
**Figure 11:** QR sparse matrix



**Figure 12:** Minimization results using QR method



**Figure 13:** QR\_colamd sparse matrix



**Figure 14:** Minimization results using QR\_colamd method

## Observations for 2D\_linear.npz

Method	Average Runtime (s)
default	0.04870
pinv	1.1802
lu	0.0260
lu_colamd	0.1152
qr	0.3671
qr_colamd	0.2509

Runtime comparisons (repeated)

Figure 7 shows the LU sparse matrix, while Figure 8 shows the minimization results obtained using the LU method. The same is repeated for LU\_colamd, QR, and QR\_colamd methods. Table 1 also shows the runtime comparison for these methods.

It can be seen that the pinv method takes the longest. This makes sense since the pinv is naive and does not utilize sparsity. For the methods which do make use of sparsity, the LU solver is the fastest with a time complexity of  $\frac{2}{3}n^3$  whereas the QR factorization has a time complexity of  $\frac{4}{3}n^3$ , with  $n = \text{order of matrix}$

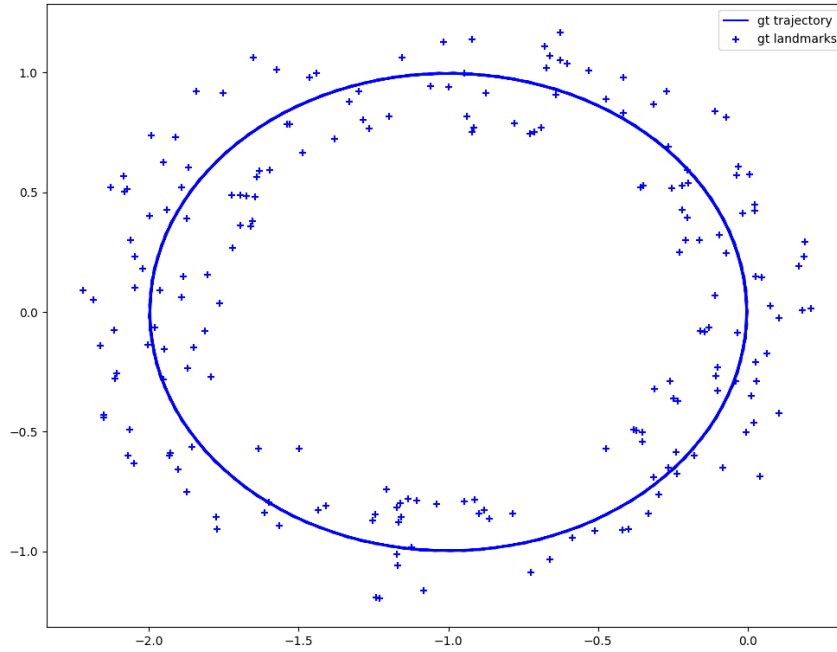
The colamd method rearranges (permutes) the A matrix to avoid accumulation of data in the last few columns of one of the triangular matrices (as seen in Fig. 7 and Fig. 22). This rearrangement as seen in Fig. 9 and Fig. 13 helps in the following manner:

- The algorithm reorders the columns of the matrix so that the non-zero entries are clustered together
- This can reduce the number of fill-in elements created during the factorization process.
- Therefore reordering can significantly reduce the computational and memory requirements of the LU decomposition.

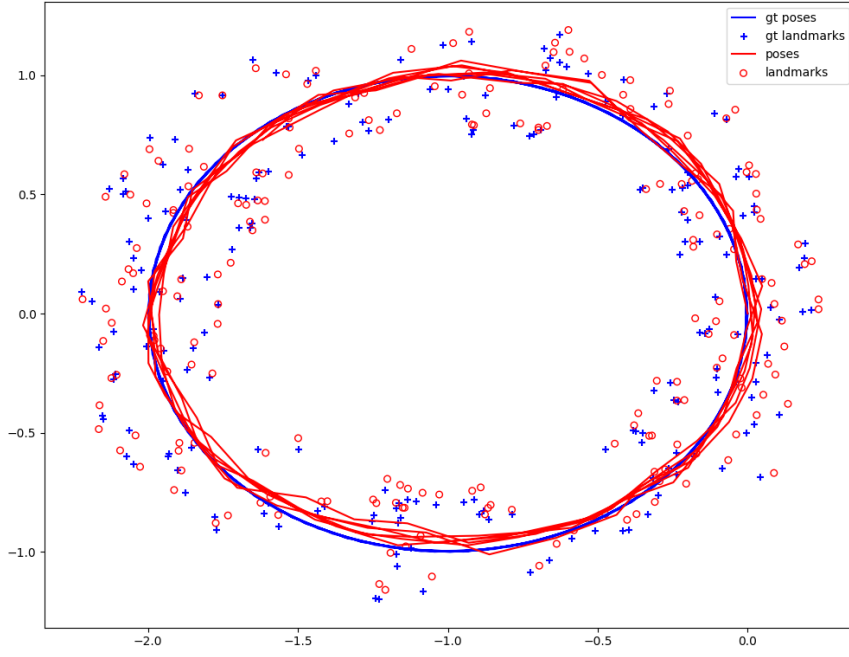
However, this benefit of reordering was observed only in the QR\_colamd method. In the LU\_colamd, reordering took longer and therefore increased the overall time required.

### 1.4.5 Visualize Trajectory and Landmarks for 2d\_non\_linear.npz

The default method of solving the equation  $Ax = b$  was done using `scipy.sparse`'s `spsolve` method. The ground truth and predicted trajectory are shown below in Fig 15 and Fig. 16



**Figure 15:** Ground truth landmarks and trajectory for 2d\_linear\_loop.npz



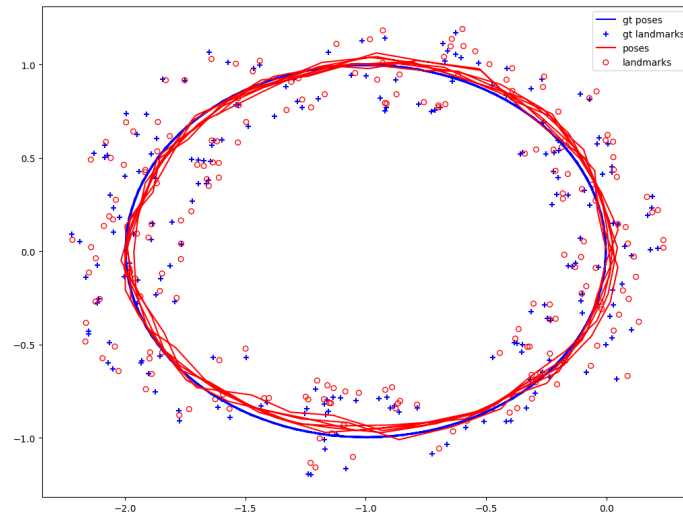
**Figure 16:** Trajectory predicted from measurements after least squares minimization (default method)

Other methods of solving the linear system  $Ax = b$  were also compared using runtime to analyze efficiency:

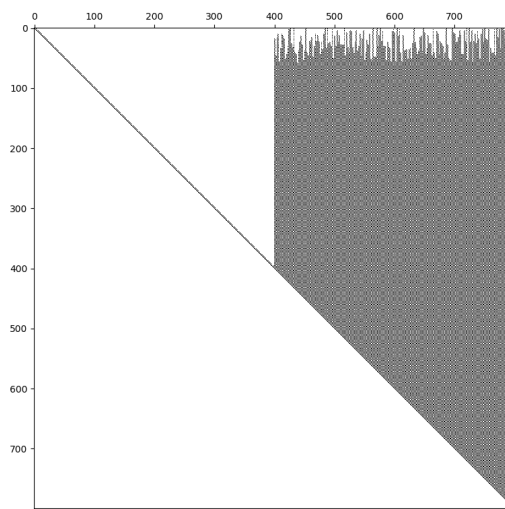
Method	Average Runtime (s)
default	0.0054
pinv	0.1629
lu	0.0295
lu_colamd	0.0087
qr	0.2487
qr_colamd	0.0190

**Table 2:** Runtime comparison of different methods

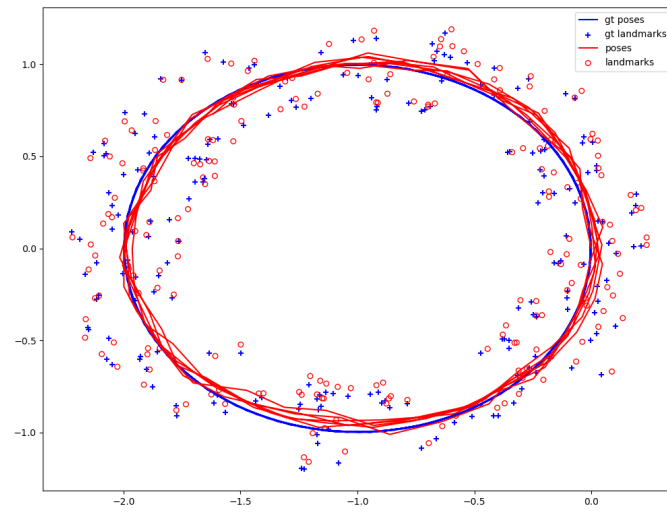
## Visuaulization of different methods for 2d\_linear\_loop.npz



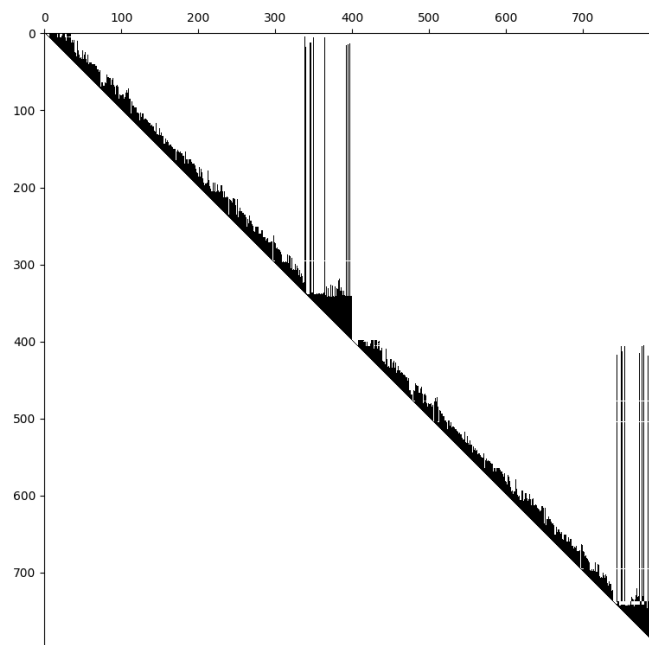
**Figure 17:** Minimization results using the pinv (pseudoinverse) method



**Figure 18:** LU sparse matrix

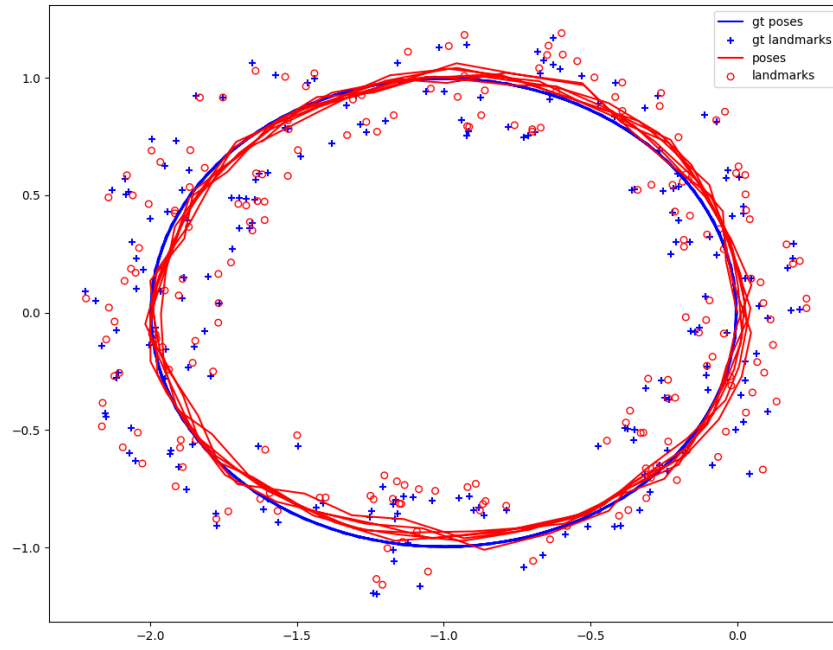


**Figure 19:** Minimization results using LU method

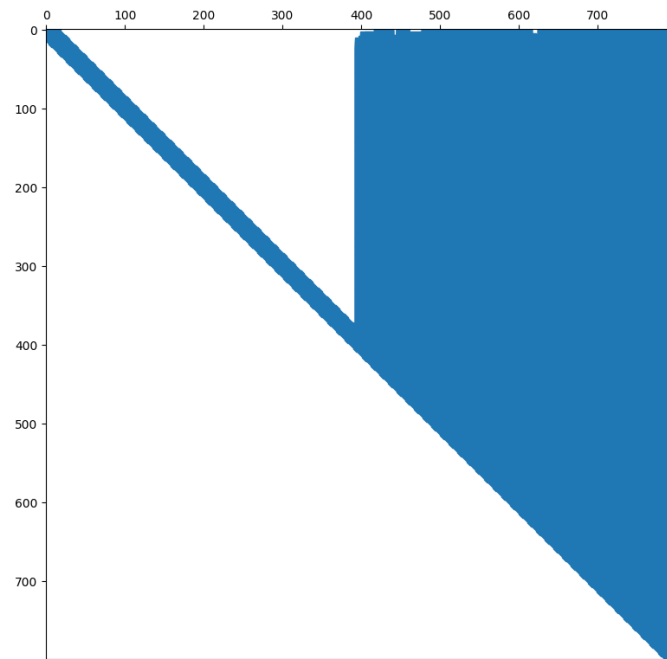


**Figure 20:** LU\_colamd sparse matrix

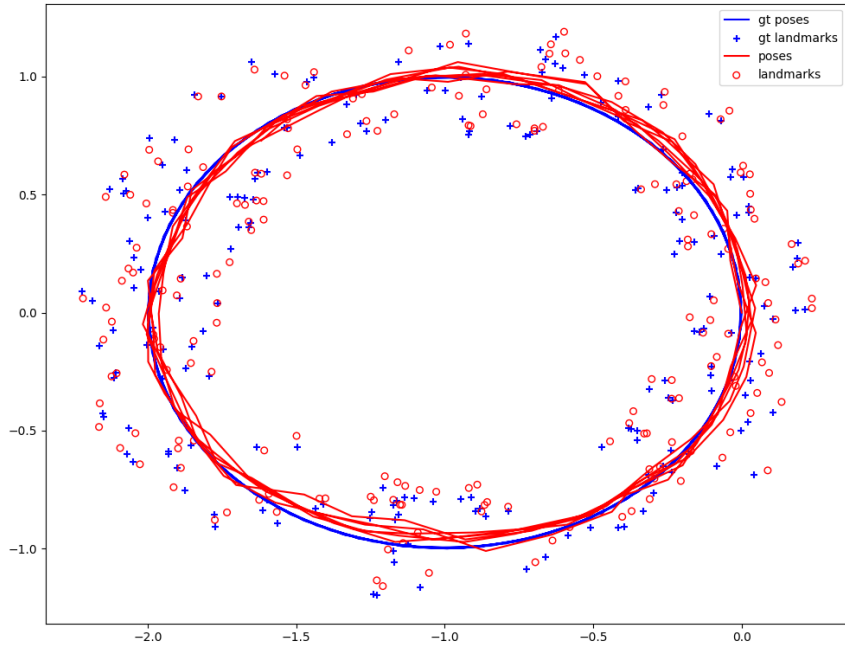




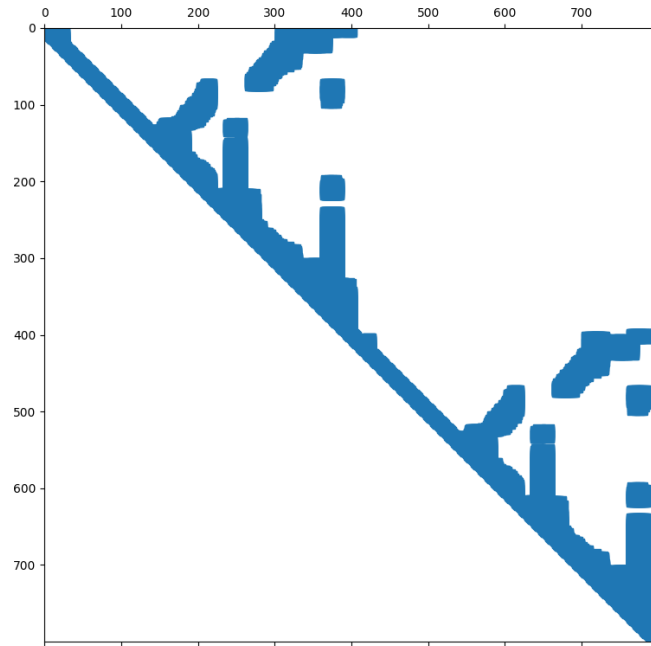
**Figure 21:** Minimization results using LU\_colamd method



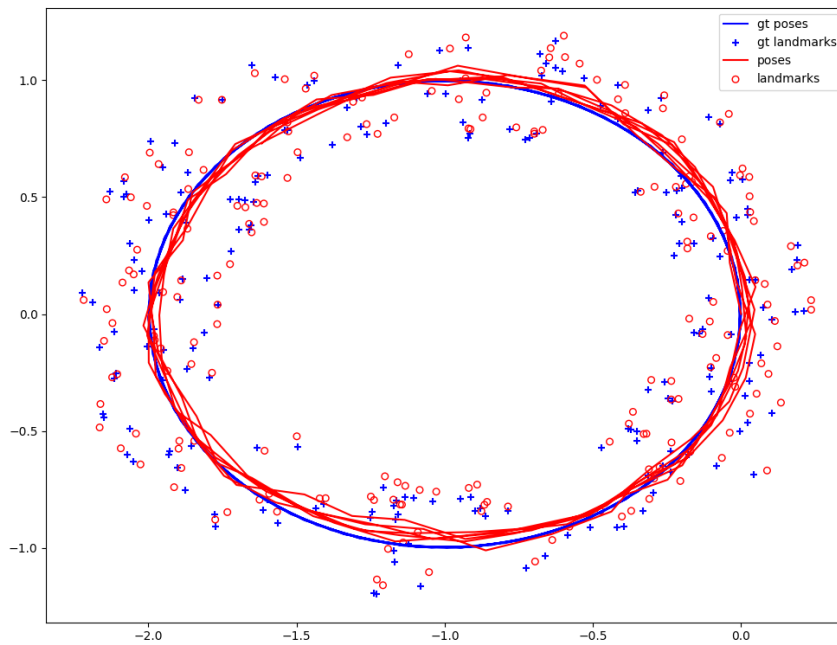
**Figure 22:** QR sparse matrix



**Figure 23:** Minimization results using QR method



**Figure 24:** QR.colamd sparse matrix



**Figure 25:** Minimization results using QR\_colamd method

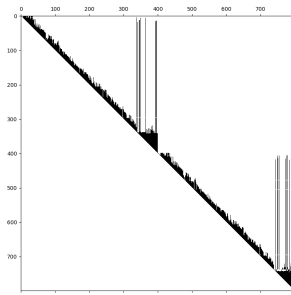
## Observations for 2D\_linear\_loop.npz

2D_linear_loop	Average Runtime (s)	2D_linear	Average Runtime (s)
default	0.0054	default	0.04870
pinv	0.1629	pinv	1.1802
lu	0.0295	lu	0.0260
lu_colamd	0.0087	lu_colamd	0.1152
qr	0.2487	qr	0.3671
qr_colamd	0.0190	qr_colamd	0.2509

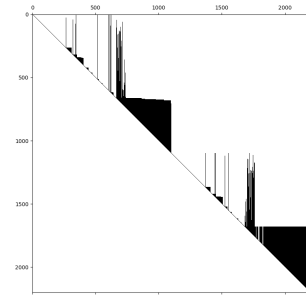
Runtime comparisons (repeated)

Figure 7 shows the LU sparse matrix, while Figure 8 shows the minimization results obtained using the LU method. The same is repeated for pinv, LU\_colamd, QR, and QR\_colamd methods. Table 2 also shows the runtime comparison for these methods.

It can be seen that the QR method takes the longest (even more than pinv). However, the colamd reordering for both QR and LU significantly boosts them and makes it more efficient than pinv. **Therefore, it can be seen for this case where the A matrix is more sparse, the reordering advantage is more significant when solving the decomposition.** Both the 2D\_linear.npz and 2D\_linear\_loop.npz sparse matrices obtained by the LU decomposition are shown below to compare the sparsity.



sparse matrix of 2D\_linear\_loop.npz



sparse matrix of 2D\_linear.npz

**Figure 26:** Sparsity Comparisons

An improvement in runtime is observed when compared with 2d-linear.npz data since there seems to be lesser dense grouping as in the 2d\_linear.npz case.

## 2 2D Nonlinear SLAM

### 2.1 Measurement Function

#### 2.1.1 Odometry and Bearing+Range Estimation Functions

Given the robot poses  $\mathbf{r}^{t+1} = [r_x^{t+1}, r_y^{t+1}]^\top$   $\mathbf{r}^t = [r_x^t, r_y^t]^\top$  at times  $t$  and  $t+1$ , we find the measurement function to be:

$$h_o(\mathbf{r}^t, \mathbf{r}^{t+1}) = \begin{bmatrix} h_{o1} \\ h_{o2} \end{bmatrix} = \begin{bmatrix} r_x^{t+1} - r_x^t \\ r_y^{t+1} - r_y^t \end{bmatrix} \quad (5)$$

The measurement function for landmark estimation is given in terms of bearing and range as:

$$h_l(\mathbf{r}^t, \mathbf{l}^k) = \begin{bmatrix} \text{atan2}(l_y^k - r_y^t, l_x^k - r_x^t) \\ \left( (l_x^k - r_x^t)^2 + (l_y^k - r_y^t)^2 \right)^{\frac{1}{2}} \end{bmatrix} = \begin{bmatrix} \theta \\ d \end{bmatrix} = \begin{bmatrix} h_{l1} \\ h_{l2} \end{bmatrix} \quad (6)$$

#### 2.1.2 Jacobian of Landmark Measurement Function

Given the landmark measurement function above, we can define the jacobian in the following form:

$$H_l = \begin{bmatrix} \frac{\partial h_{l1}}{\partial r_x^t} & \frac{\partial h_{l1}}{\partial r_y^t} & \frac{\partial h_{l1}}{\partial l_x^k} & \frac{\partial h_{l1}}{\partial l_y^k} \\ \frac{\partial h_{l2}}{\partial r_x^t} & \frac{\partial h_{l2}}{\partial r_y^t} & \frac{\partial h_{l2}}{\partial l_x^k} & \frac{\partial h_{l2}}{\partial l_y^k} \end{bmatrix}$$

Now, let's define the following terms to make the derivation simpler:

$$\delta_{l_y} = l_y^k - r_y^t$$

$$\delta_{l_x} = l_x^k - r_x^t$$

$$range = \sqrt{(l_x^k - r_x^t)^2 + (l_y^k - r_y^t)^2}$$

Then the jacobian's final form is:

$$H_l = \begin{bmatrix} \frac{\delta_y}{range^2} & -\frac{\delta_x}{range^2} & -\frac{\delta_y}{range^2} & \frac{\delta_x}{range^2} \\ -\frac{\delta_x}{range} & -\frac{\delta_y}{range} & \frac{\delta_x}{range} & \frac{\delta_y}{range} \end{bmatrix} \quad (7)$$

## 2.2 Build Linear System

The Non Linear system is linearized by taking the first order approximation using the Taylor expansion. The measurement function (both odometry and landmark) can be represented as:

$$h(x) = Hx + h_0 \quad (8)$$

The least squares approximation will result in minimizing the predicted measurement (measurement function) and the actual measurement  $z$ .

$$\text{minimize} \|Hx + h_0 - z\|_{\Sigma}^2 \quad (9)$$

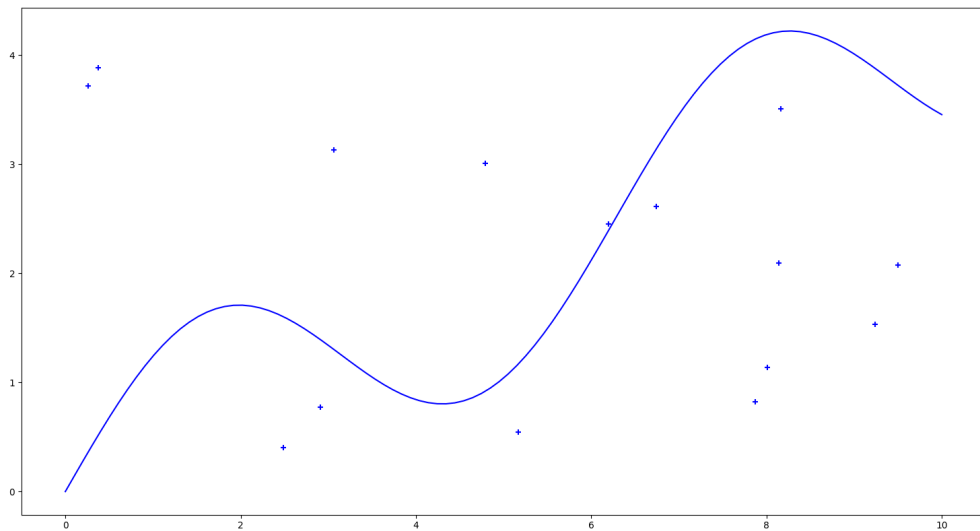
$$\text{minimize} \|Hx - (z - h_0)\|_{\Sigma}^2 \quad (10)$$

The above equation 10 is of the form  $|Ax - b|$ .

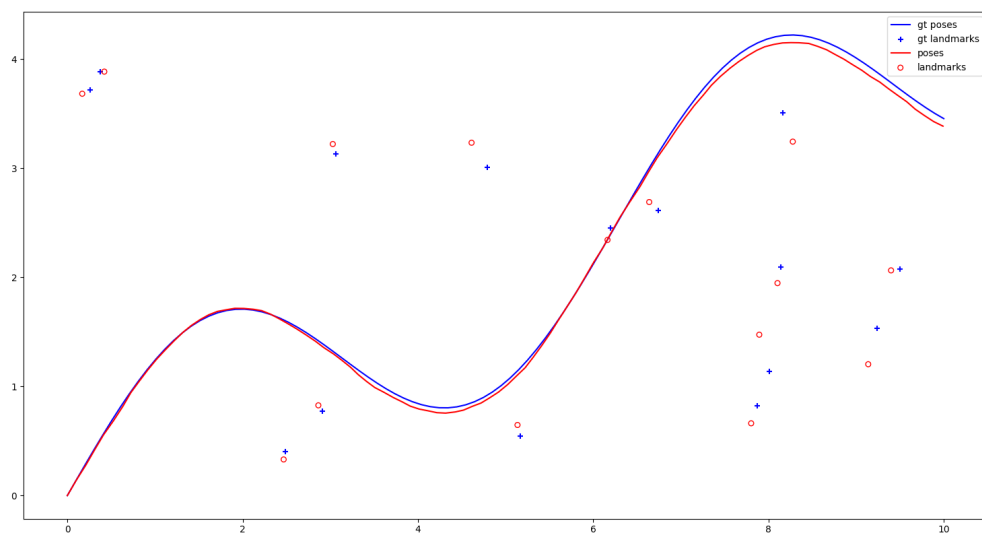
The  $b$  matrix will then be  $z - h_0$  which is equivalent to *(actual measurement - predicted measurement)*

## 2.3 Solver

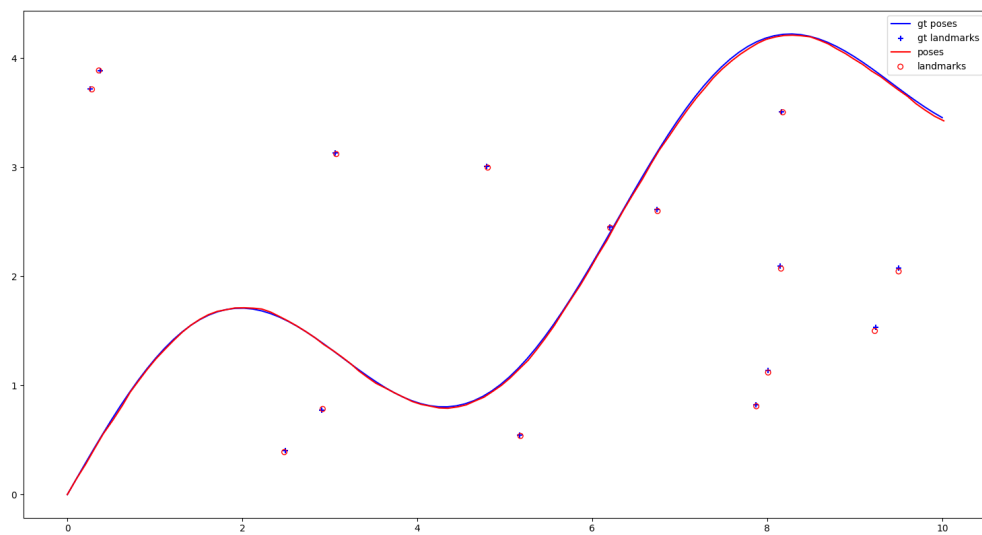
The pinv method was chosen to visualize the trajectory and landmarks before and after optimization. The results are shown below:



**Figure 27:** Ground Truth of Trajectory and Landmarks



**Figure 28:** Predicted landmarks and poses **before** optimization



**Figure 29:** Predicted landmarks and poses **after** optimization

## Notes about Non-linear optimization

The Non Linear optimization process is different in that we have a residual  $h_0$  term which causes the optimizer to solve for the error between *predicted and actual measurement*. In the linear case the optimizer directly solves for  $x$  in the equation  $Ax = b$ .

Additionally, the non-linear method also requires a good initial estimate to start. This is because the optimization is iterative for the non-linear case if the initialization is bad it will take longer or not converge within the required error tolerance.

## References

- [1] Frank Dellaert and Michael Kaess. Factor graphs for robot perception. *Foundations and Trends® in Robotics*, 6(1-2):1–139, 2017.