

# Human aware navigation using Bayesian data fusion

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**Abstract**—In this work, we present a novel approach to human aware navigation, by probabilistically modelling the uncertainty in the perception components of a networked social robotic system and using this probabilistic model to dynamically create appropriate cost maps for human aware navigation.

## I. INTRODUCTION

*a) Story:* - Quantify uncertainty in perception. Use this for generating cost maps adaptively. FMM creates plans using this uncertainty model.

*b) Motivation and approach:* - Perception will never be perfect. Unlike other works which choose to ignore this very important aspect of the uncertainty in perception, we propose a model which computes the uncertainty of the location and orientation of multiple people in an environment. We use this model to make informed choices about the cost function for navigation which is then used by a state of the art navigation model using FMM. We dynamically replan based on the perception information available. The key idea is that in cases where the perception is unreliable, we need to make sure that the robot navigates prioritizing safety over social norms.

*c) Note:* Active perception is also important. The robot movement causes uncertainty which can be actively reduced by taking paths which improve the perception information.

## II. BENCHMARK TASK

task

## III. BACKGROUND

background

## IV. LEARNING ALGORITHMS

[1].

$$\bar{X}_n = \frac{(n-1)\bar{X}_{n-1} + X_n}{n} \quad (1)$$

$$\sigma_n^2 = \frac{(n-2)}{(n-1)} \sigma_{n-1}^2 + \frac{(x_n - \bar{x}_{n-1})^2}{n} \quad (2)$$

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TABLE I  
PARAMETERS COMMON TO ALL PSO ALGORITHMS

Parameter	Value
Number of robots $N_{rob}$	4
Population size $N_p$	24
Evaluation span $t_e$	30 s
Personal weight $w_p$	2.0
Neighborhood weight $w_n$	2.0
Neighborhood size $N_n$	3
Dimension $D$	24
Inertia $w$	0.8
$V_{max}$	20

TABLE II  
PARAMETERS FOR *PSO std*, *PSO rep*, AND *PSO pbest*

Parameter	<i>PSO std</i>	<i>PSO rep</i>	<i>PSO pbest</i>
Evaluations of new candidates	1	10	1
Re-evaluations of pbests	0	0	1
Iterations $N_i$	500	50	250

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1: Initialize particle
2: for  $N_i$  iterations do
3:   Evaluate new particle position  $n_0$  times
4:   Share evaluation results in neighborhood
5:   Receive and store evaluation results from neighborhood
6:   remaining budget := iteration budget -  $n_0 \cdot N_p$ 
7:   while remaining budget > 0 do
8:     Allocate  $\Delta$  samples among current positions and
       personal bests in neighborhood using OCBA
9:     Evaluate allocated samples
10:    Recalculate mean and variance for new evaluations
11:    Share evaluation results in neighborhood
12:    Receive and store evaluation results from neighborhood
13:    remaining budget := remaining budget -  $\Delta$ 
14:  end while
15:  Update personal best
16:  Update neighborhood best
17:  Update particle position
18: end for

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Fig. 1. Pseudocode for the *PSO ocbaD* algorithm.

## V. FMM BASED HUMAN AWARE NAVIGATION MODEL

### VI. PROBABILISTIC DATA FUSION MODEL

Multiple sensing sources (over head cameras, onboard kinect and lasers). MCMC based tracking model for integrating multiple sources. Joint state representation which reasons about multiple people in the environment. State of the art models of observation functions which reasons about the uncertainty of the different detectors (overhead camera detectors, kinect skeleton tracker, leg detector) which aids in accurate computation of uncertainty.

### VII. EXPERIMENTS WITH REAL ROBOTS

real

### VIII. CONCLUSION

### IX. ACKNOWLEDGMENT

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### REFERENCES

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