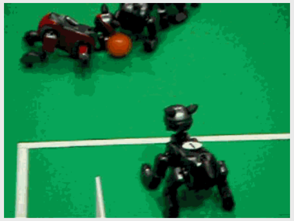
CSE-571
Probabilistic Robotics

Particle filters for tracking

Ball Tracking in RoboCup



- Extremely noisy (nonlinear) motion of observer
- Inaccurate sensing, limited processing power
- Interactions between target and

Goal: Unified framework for modeling the ball and its interactions.

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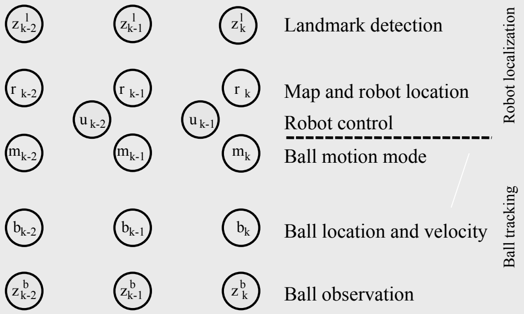
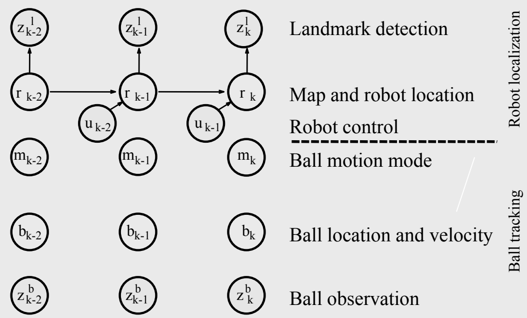
Tracking Techniques

- Kalman Filter
  - Highly efficient, robust (even for nonlinear)
  - Uni-modal, limited handling of nonlinearities
- Particle Filter
  - Less efficient, highly robust
  - Multi-modal, nonlinear, non-Gaussian
- Rao-Blackwellised Particle Filter, MHT
  - Combines PF with KF
  - Multi-modal, highly efficient

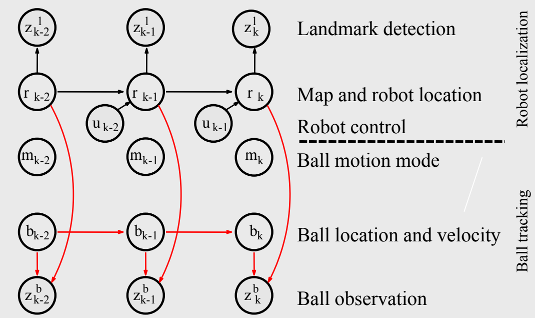
Dynamic Bayes Network for Ball Tracking



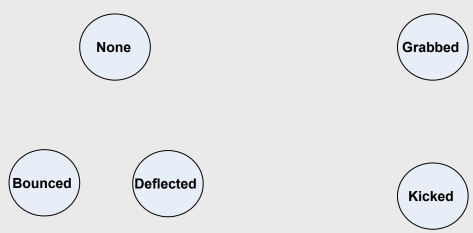
Robot Location



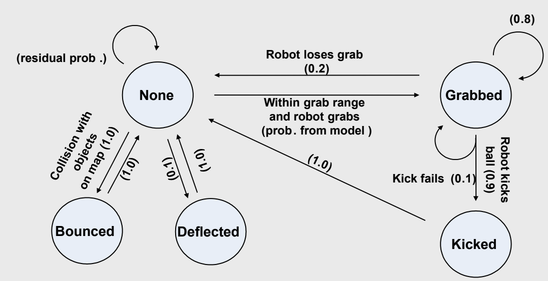
Robot and Ball Location (and velocity)



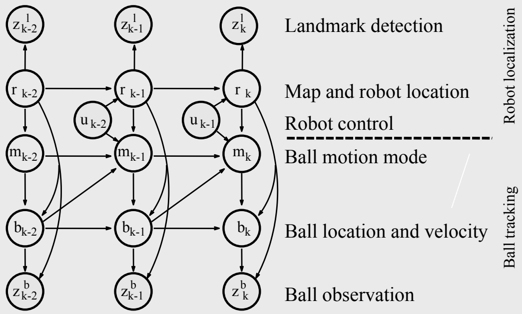
Ball-Environment Interactions



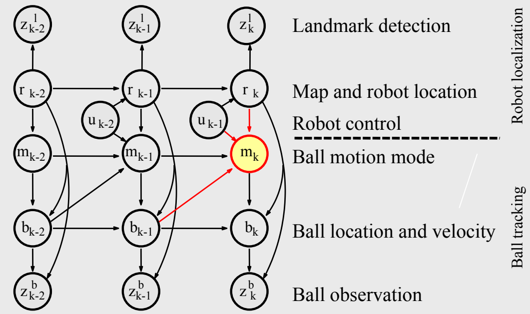
Ball-Environment Interactions



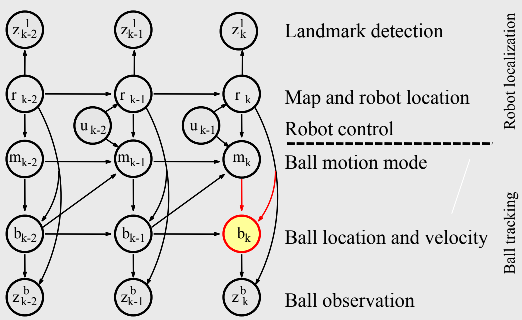
Integrating Discrete Ball Motion Mode



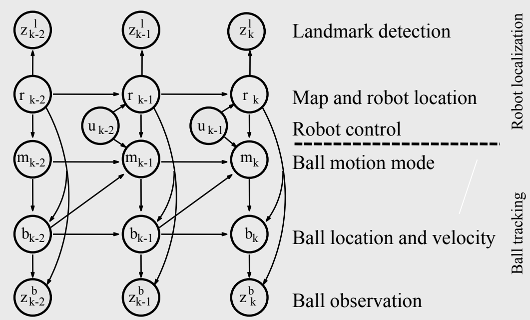
Grab Example (1)



Grab Example (2)

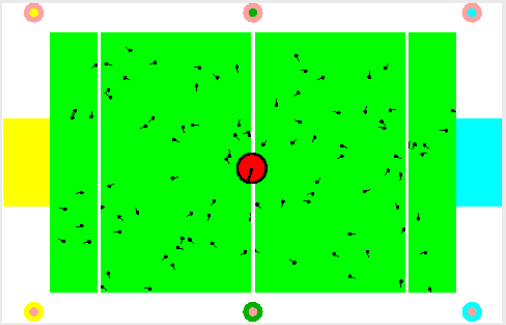


Inference: Posterior Estimation



$$p(b_k, m_k, r_k \mid z^b_{1:k}, z^l_{1:k}, u_{1:k-1})$$

Particle Filter for Robot Localization



Rao-Blackwellised PF for Inference

- Represent posterior by random samples
- Each sample

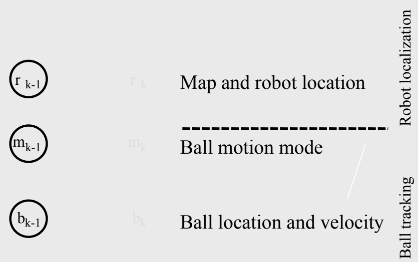
$$s_i = \langle r_i, m_i, b_i \rangle = \langle \langle x, y, \theta \rangle_i, m_i, \langle \mu, \Sigma \rangle_i \rangle$$

contains robot location, ball mode, ball Kalman filter

- Generate individual components of a particle stepwise using the factorization

$$p(b_k, m_{1:k}, r_{1:k} \mid z_{1:k}, u_{1:k-1}) =$$
$$p(b_k \mid m_{1:k}, r_{1:k}, z_{1:k}, u_{1:k-1})\, p(m_{1:k} \mid r_{1:k}, z_{1:k}, u_{1:k-1}) \cdot p(r_{1:k} \mid z_{1:k}, u_{1:k-1})$$

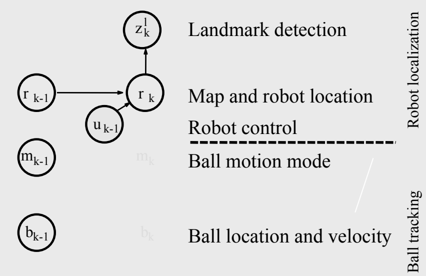
Rao-Blackwellised Particle Filter for Inference



- Draw a sample from the previous sample set:

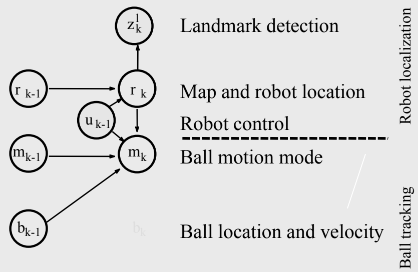
$$\langle r_{k-1}^{(i)}, m_{k-1}^{(i)}, b_{k-1}^{(i)} \rangle$$

Generate Robot Location



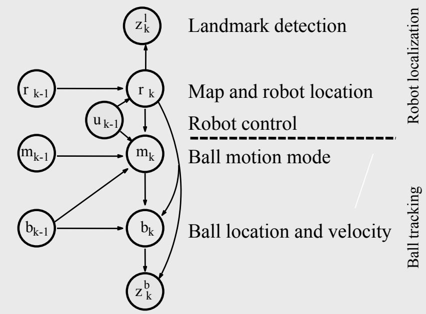
$$r_k^{(i)} \sim p(r_k \mid r_{k-1}^{(i)}, m_{k-1}^{(i)}, b_{k-1}^{(i)}, z_k, u_{k-1}) \Rightarrow \langle r_k^{(i)}, \_, \_ \rangle$$

Generate Ball Motion Model



$$m_k^{(i)} \sim p(m_k \mid r_k^{(i)}, m_{k-1}^{(i)}, b_{k-1}^{(i)}, z_k, u_{k-1}) \Rightarrow \left\langle r_k^{(i)}, m_k^{(i)}, \_ \right\rangle$$

Update Ball Location and Velocity



$$b_k^{(i)} \sim p(b_k \mid r_k^{(i)}, m_k^{(i)}, b_{k-1}^{(i)}, z_k) \Rightarrow \left\langle r_k^{(i)}, m_k^{(i)}, b_k^{(i)} \right\rangle$$

Importance Resampling

- Weight sample by

$$w_k^{(i)} \propto p(z_k^l \mid r_k^{(i)})$$

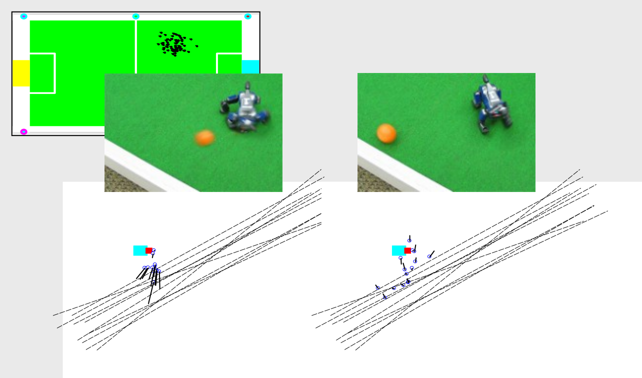
if observation is landmark detection and by

$$w_k^{(i)} \propto p(z_k^b \mid m_k^{(i)}, r_k^{(i)}, b_{k-1}^{(i)})$$
$$= \int p(z_k^b \mid m_k^{(i)}, r_k^{(i)}, b_k^{(i)})\, p(b_k^{(i)} \mid m_k^{(i)}, r_k^{(i)}, b_{k-1}^{(i)})\, \mathrm{d}b_k$$

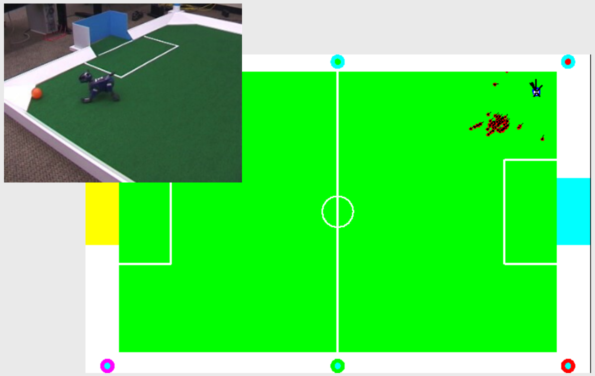
if observation is ball detection.

- Resample

Ball-Environment Interaction

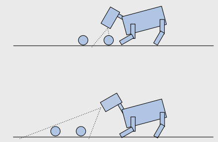


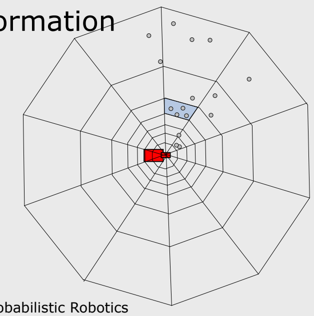
Ball-Environment Interaction



Tracking and Finding the Ball

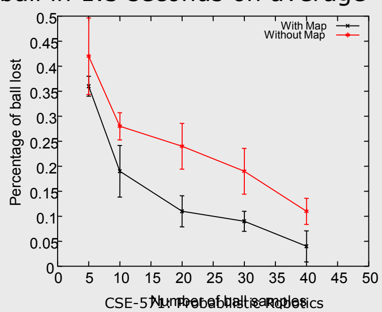
- Cluster ball samples by discretizing pan / tilt angles
- Uses negative information



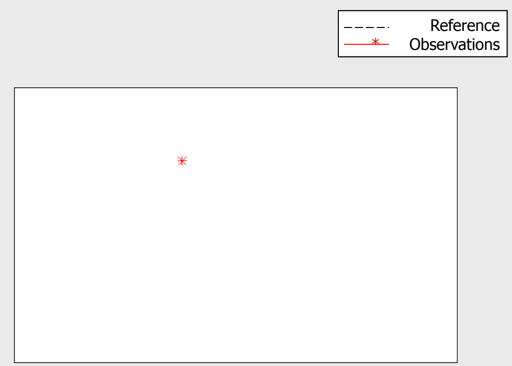


Experiment: Real Robot

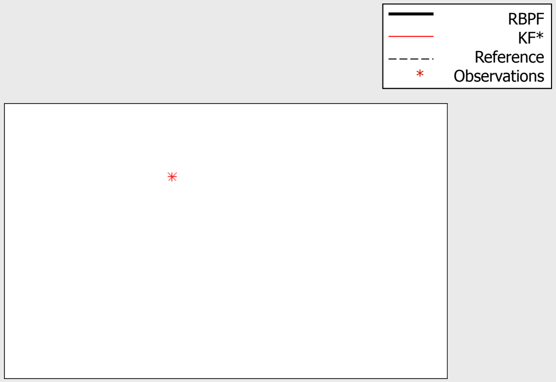
- Robot kicks ball 100 times, tries to find it afterwards
- Finds ball in 1.5 seconds on average



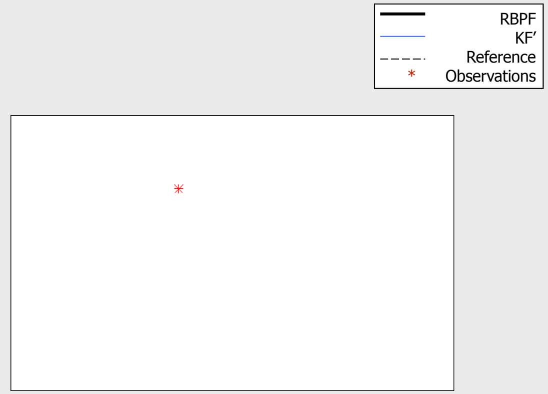
Simulation Runs



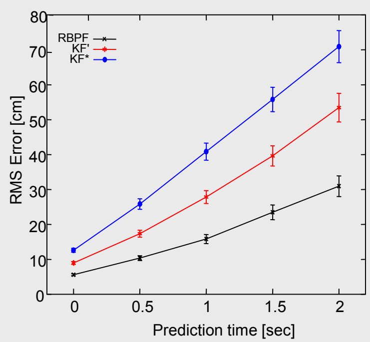
Comparison to KF* (optimized for straight motion)



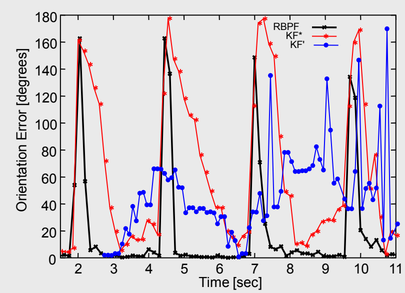
Comparison to KF′ (inflated prediction noise)



Error vs. Prediction Time

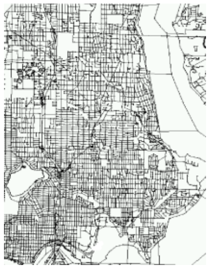


Orientation Errors

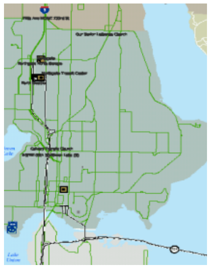


Geographic Information Systems

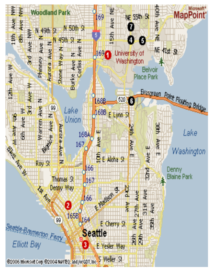
STREET MAP
Source: Tiger / Line data



BUS ROUTES / STOPS
Source: Metro GIS



RESTAURANTS / STORES
Source: MS MapPoint



Task

[Liao-Fox-Kautz: AAAI-04, AIJ-07]

- Given data stream from a wearable GPS unit
  - Infer the user's location and mode of transportation (foot, car, bus, bike, ...)
  - Predict where user will go
  - Detect novel behavior / user errors

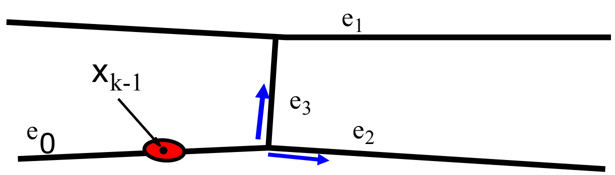
GPS-Tracking Is NOT Trivial

- Dead and semi-dead zones near buildings, trees, *etc*.
- Sparse measurements inside vehicles, especially bus
- Multi-path propagation
- Inaccurate street map
- ...

Graph-based Location Estimation

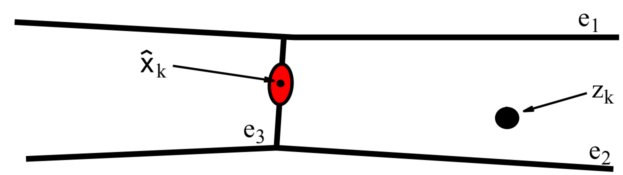
- Map is directed graph
- Location:
  - Edge e
  - Distance d from start of edge
- Prediction:
  - Move along edges according to velocity model
- Correction:
  - Update estimate based on GPS reading

Kalman Filtering on a Graph: Prediction Step



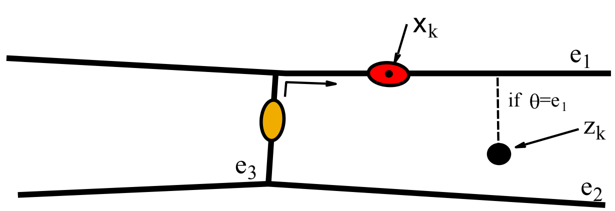
Problem: Predicted location is multi-modal

Kalman Filtering on a Graph: Correction Step



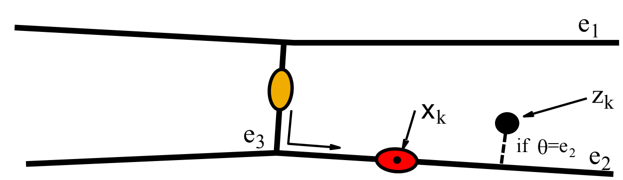
Problem: GPS reading is not on the graph

Kalman Filtering on a Graph: Correction Step



- Probabilistically "snap" GPS reading to the graph
- Perform A* search to compute innovation

Kalman Filtering on a Graph: Correction Step



- Probabilistically "snap" GPS reading to the graph
- Perform A* search to compute innovation

Location Tracking: Inference

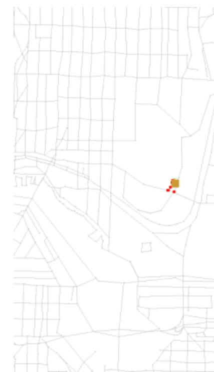
- Rao-Blackwellised particle filter represents posterior by sets of weighted particles:

$$S_k = \{< s^{(i)}, w^{(i)} >, i = 1, \ldots, n\}$$

- Each particle contains Kalman filter for location:

$$s^{(i)} = \left\langle \underbrace{e^{(i)}, v^{(i)}, \theta^{(i)}}_{\text{Edge transitions, velocities, edge associations}}, \underbrace{N^{(i)}(\mu, \sigma^{(i)})}_{\text{Gaussian for position}} \right\rangle$$

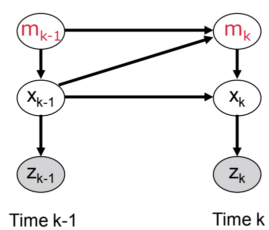
Tracking Example



Infer Mode of Transportation

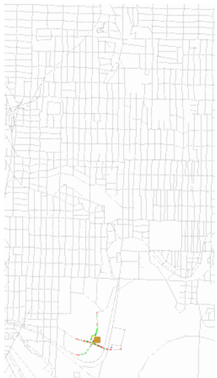
- Encode prior knowledge into the model
  - Modes have different velocity distributions
  - Buses run on bus routes
  - Get on/off the bus near bus stops
  - Switch to car near car location

Dynamic Bayesian Network



Particles: $s^{(i)} = \langle \ldots, v^{(i)}, \theta \ldots (\mu, \sigma) \rangle$

Infer Location and Transportation



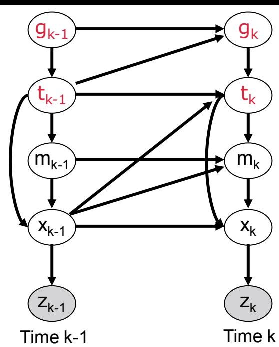
Measurements
Projections

Green Bus mode
Red Car mode
Blue Foot mode

Transportation Routines

- Goal (destination):
  - workplace (home, friends, restaurant, …)
- Trip segments: <start, end, transportation>
  - Home to Bus stop A on Foot
  - Bus stop A to Bus stop B on Bus
  - Bus stop B to workplace on Foot

Hierarchical Model



Goal

Trip segment

Transportation mode

Edge, velocity, position

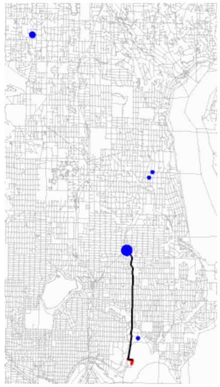
GPS reading

Particles: $s^{(i)} = \langle \ldots, m^{(i)}, e^{(i)}, v^{(i)}, \theta \ldots, \mu, \sigma \rangle$

Model Learning

- Key to goal / path prediction and error detection
- Customized model for each user
- Unsupervised model learning
  - Learn variable domains (goals, trip segments)
  - Learn transition parameters (goals, trips, edges)
- Training data
  - 30 days GPS readings of one user, logged every second (when outdoors)

Predict Goal and Path

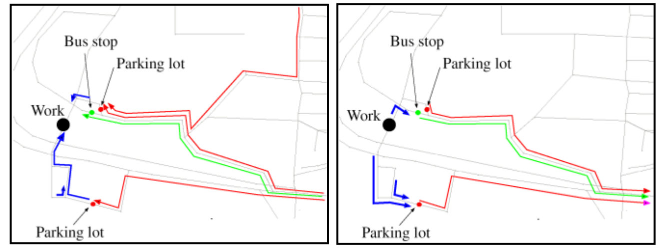


Predicted goal

Predicted path

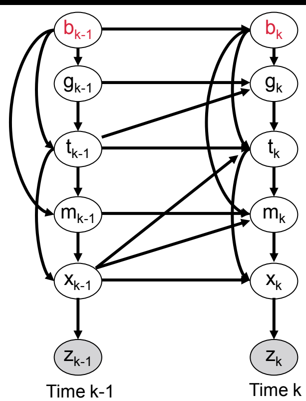
Learned Transition Parameters

GOING TO THE WORKPLACE GOING HOME



High probability transitions: bus car foot

Detect Atypical Behavior and User Errors [Patterson-Liao-etAl: Ubicomp-04]



Behavior mode
normal / unknown / error

Goal

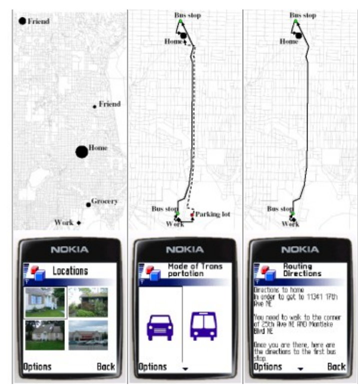
Trip segment

Transportation mode

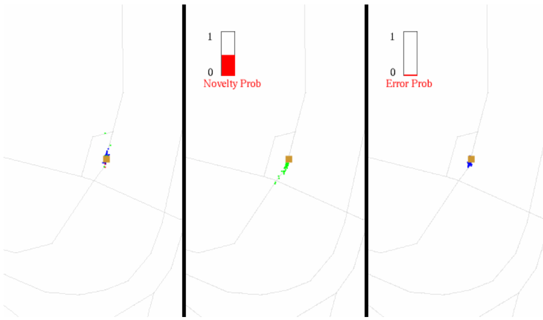
Edge, velocity, position

GPS reading

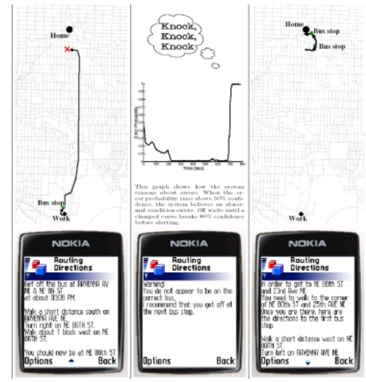
Application: Opportunity Knocks



Detect User Errors



Application: Opportunity Knocks



Discussion

- Particle filters are intuitive and simple
  - Support point-wise thinking (reduced uncertainty)
  - It's an art to make them work
  - Good for test implementation if system behavior is not well known
- Inefficient compared to Kalman filter
- Rao-Blackwellization
  - Only sample discrete / highly non-linear parts of state space
  - Solve remaining part analytically (KF,discrete)