CSE-571 Robotics

SLAM: Simultaneous Localization and Mapping

Many slides courtesy of Ryan Eustice, Cyrill Stachniss, John Leonard

The SLAM Problem

A robot is exploring an unknown, static environment.

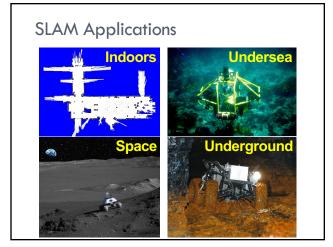
Given:

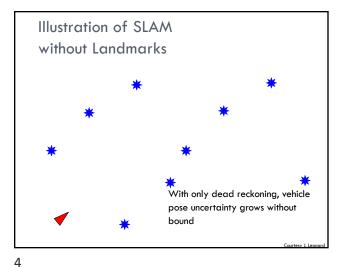
- The robot's controls
- Observations of nearby features

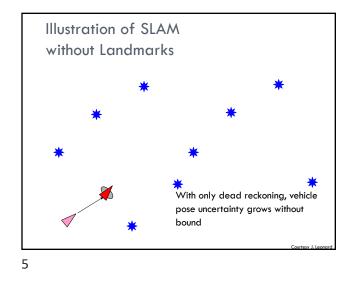
Estimate:

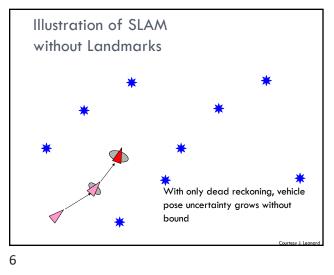
- Map of features
- Path of the robot

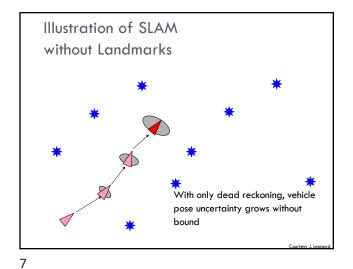
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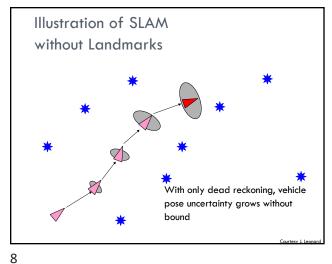


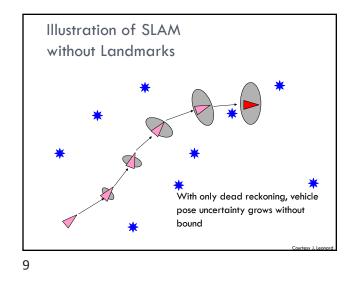


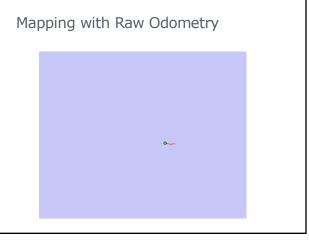


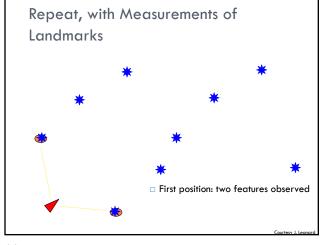


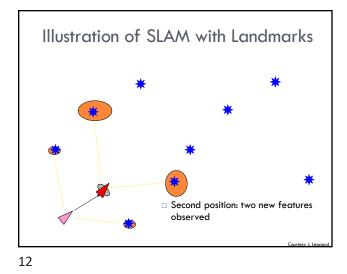


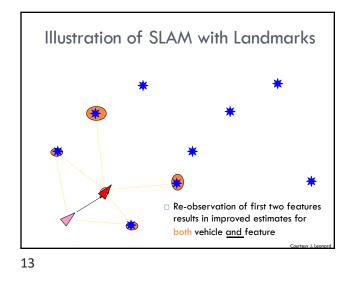


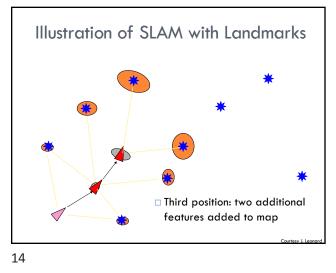


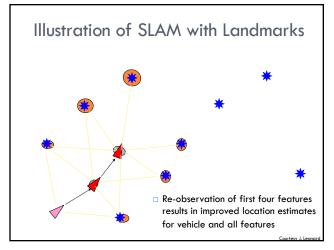


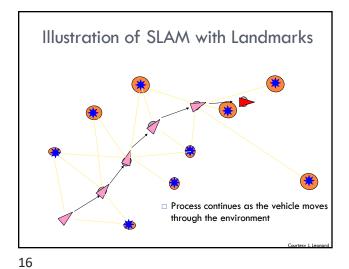


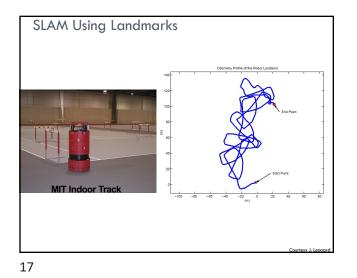


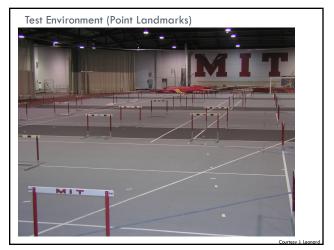




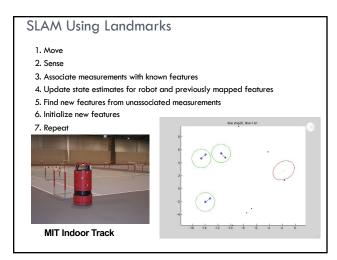


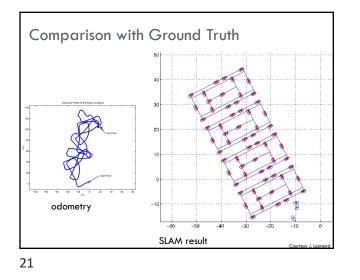










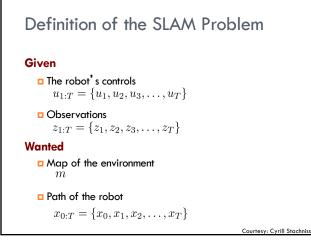


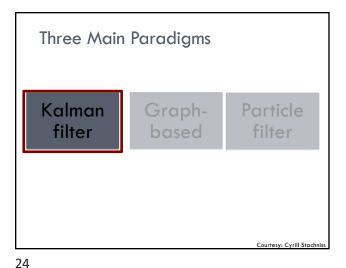
Simultaneous Localization and Mapping (SLAM)

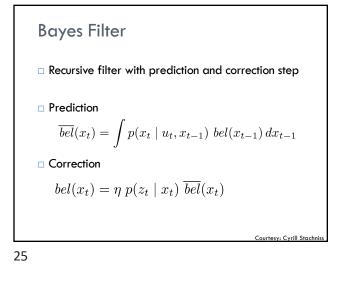
- Building a map and locating the robot in the map at the same time
- Chicken-and-egg problem

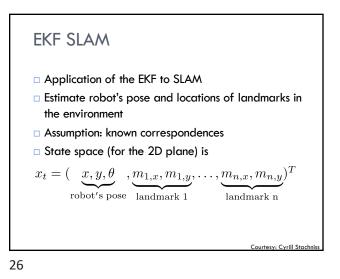


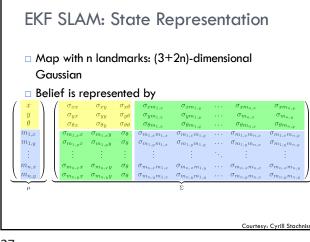
ourtesy: Cyrill St

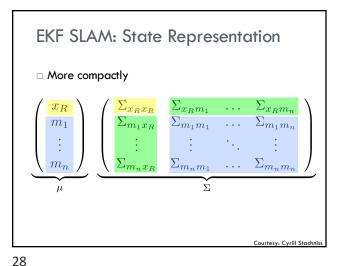




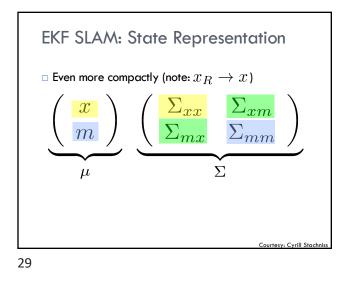








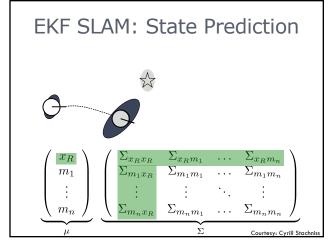
Courtesy: Cyrill St

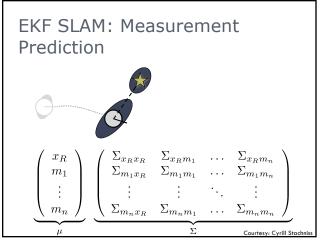


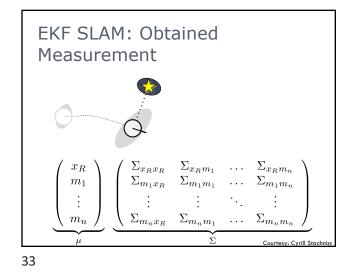
EKF SLAM: Filter Cycle

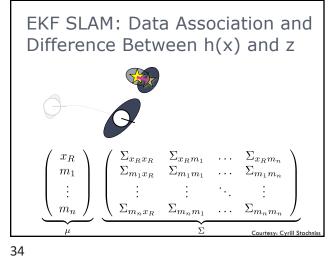
- 1. State prediction
- 2. Measurement prediction
- 3. Measurement
- 4. Data association
- 5. Update

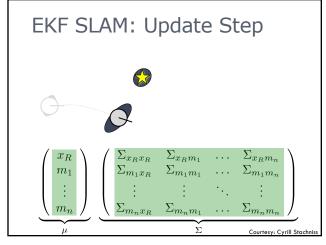
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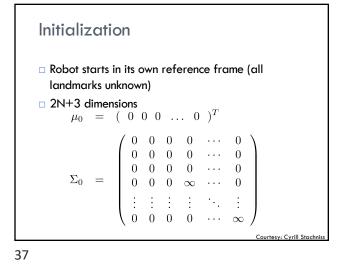


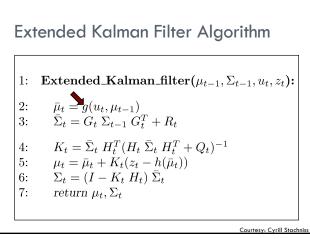
Setup

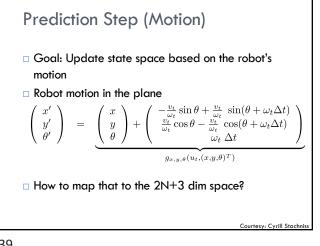
- $\hfill\square$ Robot moves in the 2D plane
- Velocity-based motion model
- Robot observes point landmarks
- Range-bearing sensor
- Known data association
- Known number of landmarks

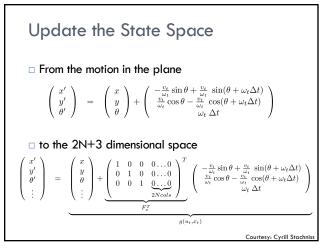
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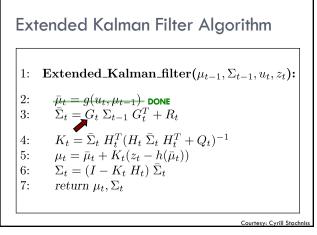
Cyrill St



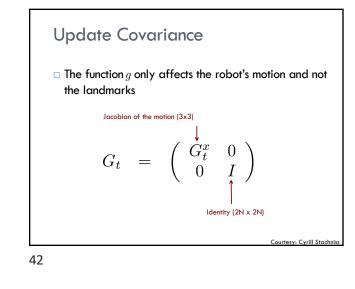


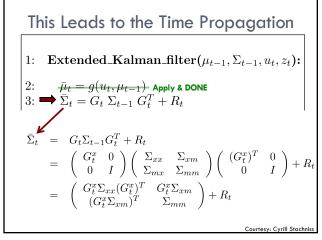


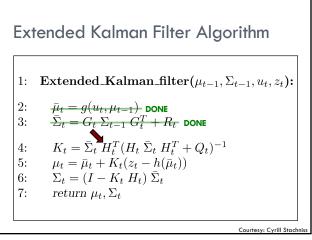










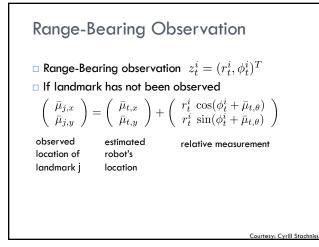




Known data association

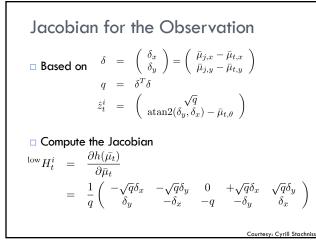
- $\square \ c_t^i = j : \ i\text{-th}$ measurement at time t observes the landmark with index j
- Initialize landmark if unobserved
- Compute the expected observation
- \square Compute the Jacobian of h
- Proceed with computing the Kalman gain

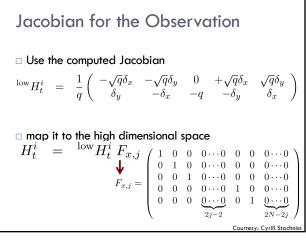
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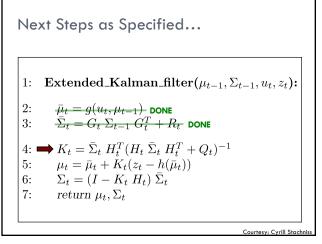
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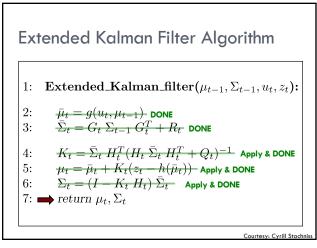
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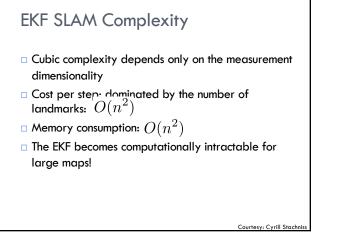


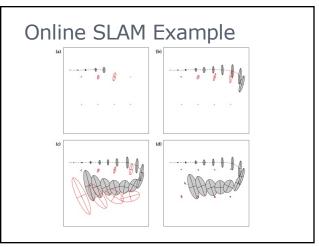
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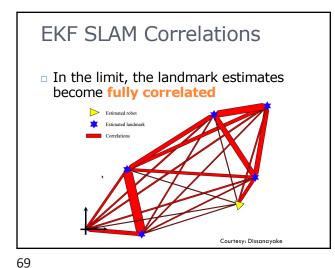


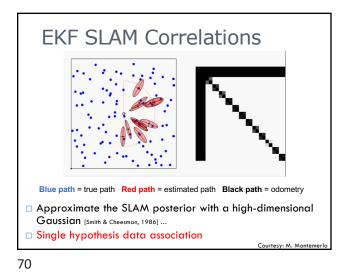


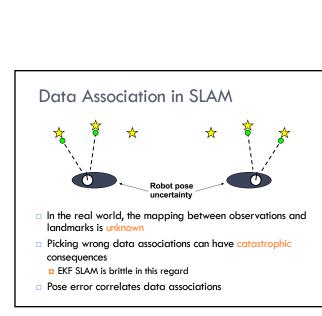


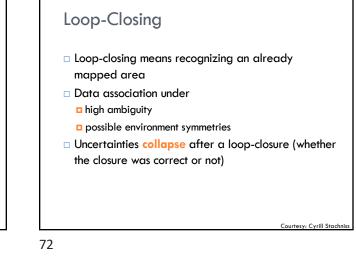


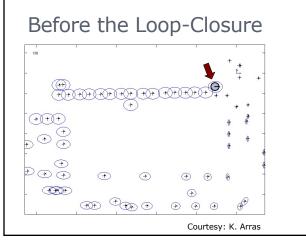


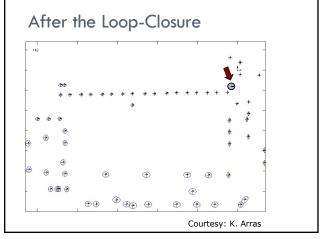






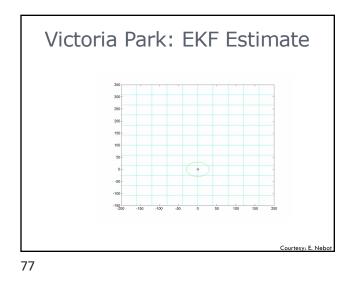


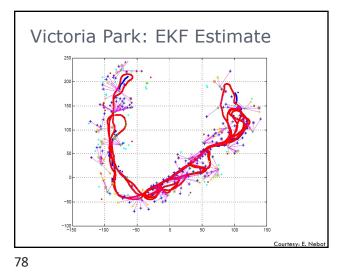




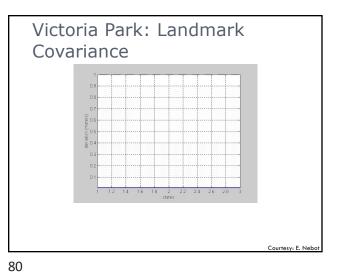


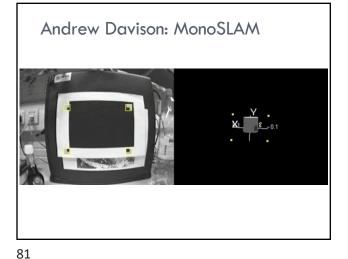


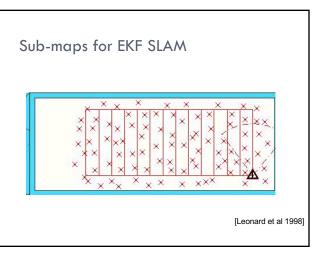












EKF SLAM Summary

- □ Quadratic in the number of landmarks: $O(n^2)$
- □ Convergence results for the linear case.
- □ Can diverge if nonlinearities are large!
- Have been applied successfully in large-scale environments.
- Approximations reduce the computational complexity.

Literature

EKF SLAM

- □ "Probabilistic Robotics", Chapter 10
- Smith, Self, & Cheeseman: "Estimating Uncertain Spatial Relationships in Robotics"
- Dissanayake et al.: "A Solution to the Simultaneous Localization and Map Building (SLAM) Problem"
- Durrant-Whyte & Bailey: "SLAM Part 1" and "SLAM Part 2" tutorials

Courtesy: Cyrill Sta

84

Graph-SLAM

- Full SLAM technique
- Generates probabilistic links
- Computes map only occasionally
- Based on Information Filter form

85

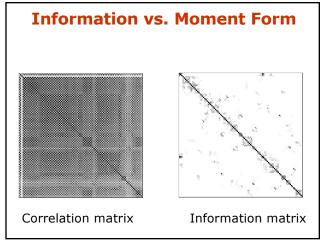
Information Form

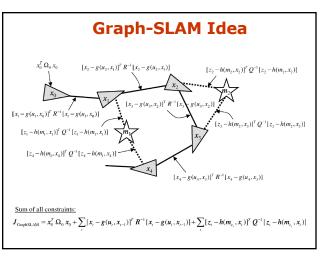
- Represent posterior in canonical form
 - $\Omega = \Sigma^{-1} \qquad \text{Information matrix}$

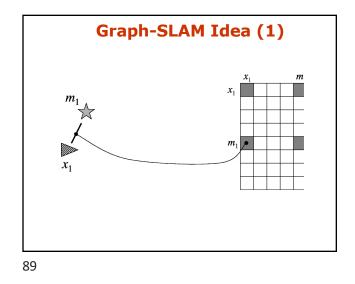
 $\xi = \Sigma^{-1} \mu$ Information vector

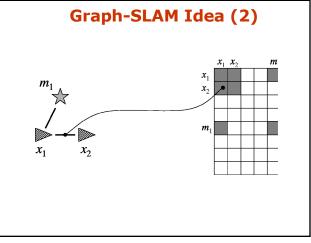
• One-to-one transform between canonical and moment representation $\Sigma = \Omega^{-1}$ $\mu = \Omega^{-1} \xi$

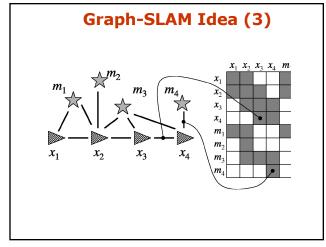
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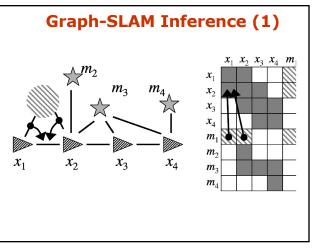


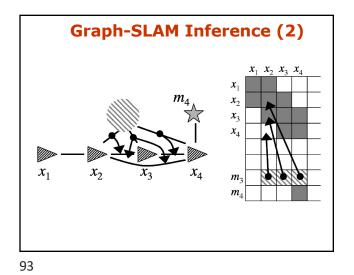


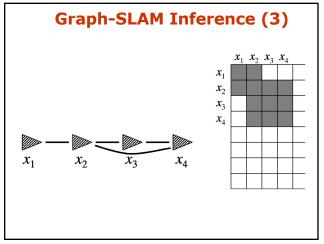


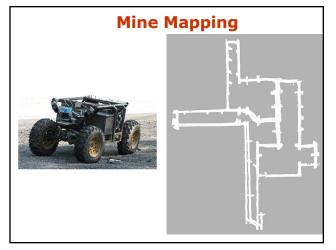


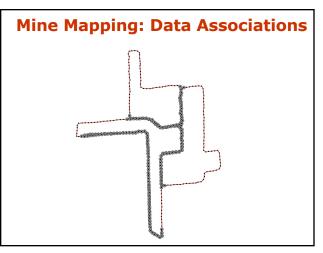








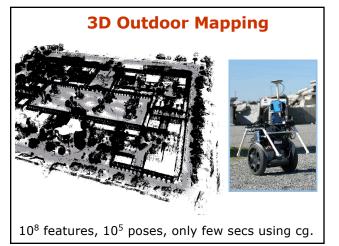


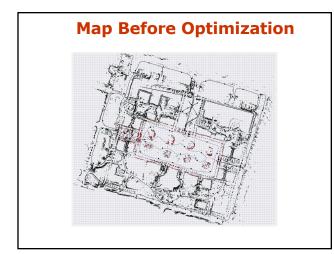


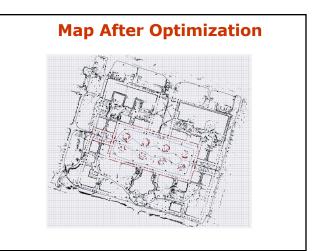




- Information matrix inversion can be avoided if only best map estimate is required
- Minimize constraint function *J*_{GraphSLAM} using standard optimization techniques (gradient descent, Levenberg Marquardt, conjugate gradient)

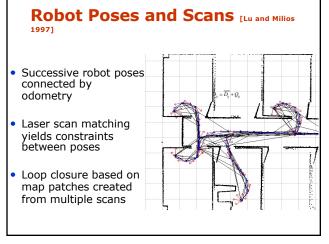




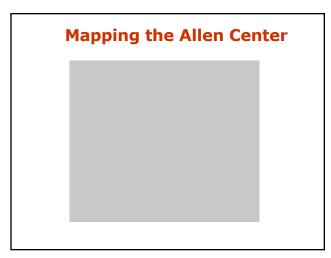


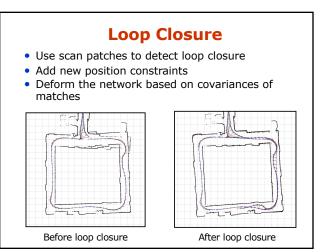
100





101







- Adresses full SLAM problem
- Constructs link graph between poses and poses/landmarks
- Graph is sparse: number of edges linear in number of nodes
- Inference performed by building information matrix and vector (linearized form)
- Map recovered by reduction to robot poses, followed by conversion to moment representation, followed by estimation of landmark positions
- ML estimate by minimization of *J*_{GraphSLAM}
- Data association by iterative greedy search