

SLAM

Survey: Simultaneous Localization and Mapping

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Technical Aspects of Multimodal Systems

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Outline

1. Motivation
2. History
3. Basics
4. Implementations
5. Conclusion





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Mobile Robotics

- ▶ (Partly) autonomous Systems
- ▶ Many applications
 - ▶ SAR (Search and Rescue)
 - ▶ Exploration (Aerial, Underwater, Space)
 - ▶ Service
- ▶ Challenges
 - ▶ Mapping
 - ▶ Localization





SLAM

- ▶ Challenge
 - ▶ Map \rightarrow Localization
 - ▶ Localization \rightarrow Map
 - ▶ Chicken-egg problem
- ▶ SLAM brings this together
- ▶ Different approaches
 - ▶ Filtering
 - ▶ Sensors



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History

- ▶ First steps
 - ▶ In mid 80s
 - ▶ Mapping and localization
 - ▶ Limited in computation power
- ▶ Breakthrough
 - ▶ In mid 90s
 - ▶ Convergence of errors
 - ▶ Mapping and localization together
 - ▶ Demonstration on real systems
- ▶ Wide interest in 2000s





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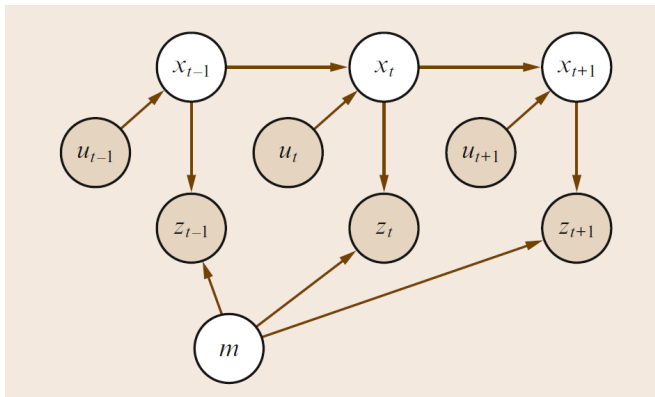


Definition

- ▶ Existing information
 - ▶ robots Controls / odometry
 - ▶ $U_T = \{u_1, u_2, u_3, \dots, u_T\}$
 - ▶ Observations
 - ▶ $Z_T = \{z_1, z_2, z_3, \dots, z_T\}$
- ▶ Needed information
 - ▶ Map (with its features)
 - ▶ m
 - ▶ Path of the robot
 - ▶ $X_T = \{x_0, x_1, x_2, \dots, x_T\}$



Graphical Model



[3]



Probabilistic SLAM

- ▶ World is not perfect!
- ▶ Full SLAM
 - ▶ $p(X_T, m|Z_T, U_T)$
- ▶ Online SLAM
 - ▶ $p(x_t, m|Z_T, U_T)$
- ▶ This has to be estimated
- ▶ Different problems different estimators
- ▶ Choosing one based on the problem

Different Problems

- ▶ **Static vs dynamic**
- ▶ Volumetric vs feature based
- ▶ Topologic vs metric
- ▶ Known vs unknown correspondence
- ▶ Large vs small uncertainty
- ▶ Active vs passive
- ▶ Single- vs multiagent
- ▶ Any time and any space
- ▶ \Rightarrow Lots of different approaches



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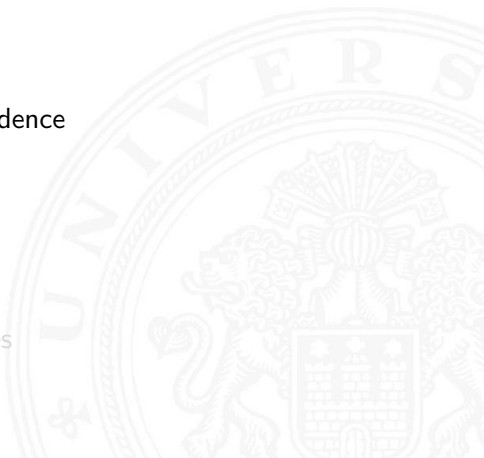
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Sensing

- ▶ Range
 - ▶ Laser Range sensors
 - ▶ Sonar
 - ▶ Tactile
 - ▶ ...
- ▶ Visual
 - ▶ Camera
 - ▶ 3D Camera
- ▶ Other
 - ▶ Wi-fi
 - ▶ Sound
 - ▶ ...



Algorithm

- ▶ Handling the errors
 - ▶ Location
 - ▶ Landmark sensing
- ▶ Features in m
- ▶ Measurement model
- ▶ Motion model
- ▶ Three main filter types
- ▶ Will be partly presented in IR lecture

Filters

- ▶ Kalman Filter
 - ▶ The original technique in SLAM
 - ▶ Reduction of errors
 - ▶ Mathematical model
- ▶ Particle Filter
 - ▶ Sequential Monte Carlo
 - ▶ Particle for possible locations
- ▶ Graph Based





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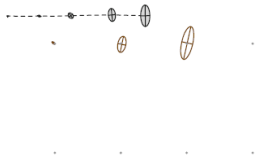
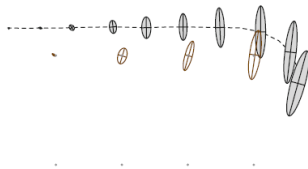
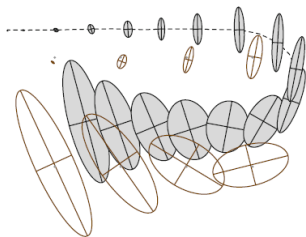
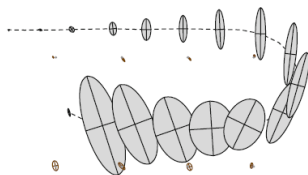




EKF SLAM

- ▶ First variants of SLAM
- ▶ Kalman-filter based
- ▶ Standard kalman filter
- ▶ Provisional landmark list



a)**b)****c)****d)**



FastSLAM

- ▶ Particle Filter
- ▶ Each particle one Position
- ▶ Rao-Blackwellization
- ▶ Independent features
- ▶ No revising of path on the fly
- ▶ Performance
- ▶ Widely used





GraphSLAM

- ▶ Builds graph
 - ▶ Movement
 - ▶ Observations
- ▶ Flexible edges



Which to Use?

- ▶ Depends
- ▶ EKF SLAM
 - ▶ Quadratic with landmarks
 - ▶ Big maps problematic (submaps)
- ▶ GraphSLAM
 - ▶ Elegant solution
 - ▶ Full SLAM / offline
- ▶ FastSLAM
 - ▶ Data association
 - ▶ Efficient





DARPA

- ▶ US military research
- ▶ Self driving cars in desert
- ▶ GPS not precise enough
- ▶ Stanley, winner grand challenge 2005





Project Tango

- ▶ Project by Google
- ▶ Phablet with special hardware
- ▶ Devkit available
- ▶ Targeted to consumer market





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Current & Future Research

- ▶ Popular on conferences
- ▶ Optimization
 - ▶ Computation power
 - ▶ Sensors
 - ▶ Algorithms
- ▶ New environments
 - ▶ Air
 - ▶ Underwater
- ▶ Feature matching
- ▶ Loop closure



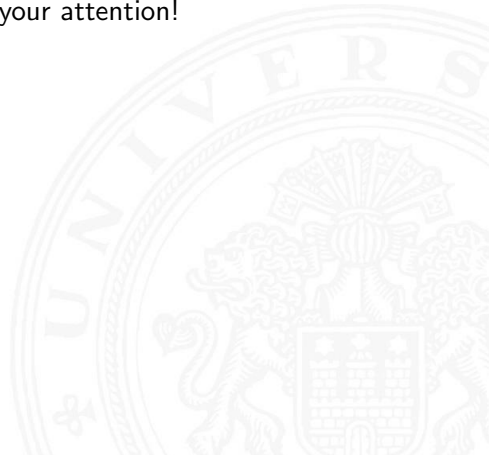


Conclusion

- ▶ First productive systems
- ▶ Need improvement
- ▶ General purpose algorithm difficult
- ▶ Sensor quality important
- ▶ Frameworks & Tools
 - ▶ ROS
 - ▶ OpenSLAM
 - ▶ Mobile Robot Programming Toolkit (MRPT)



Thank you for your attention!

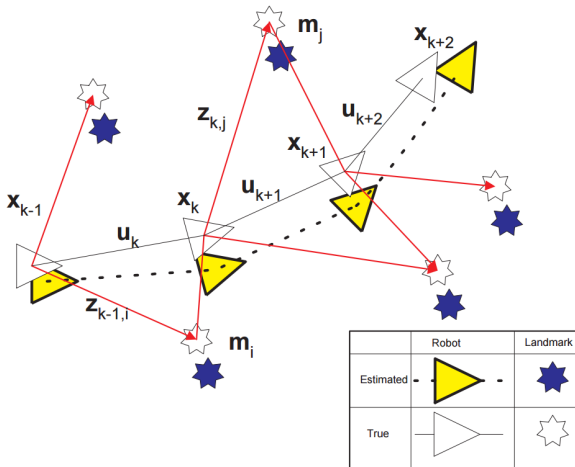




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The SLAM Problem



[2]