

# Autonomous Mobile Robots (AUMR6Y, Fall 2012)

## Examination: Localization, Planning & Navigation

Thursday December December 20th, 13:00-15:00, A1.04

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### Question 1

Solve exercise 5.9.2 from the Autonomous Mobile Robots book<sup>1</sup>.

### Question 2

Assume the following 1-D linear dynamic system, with a simple probabilistic motion model:

$$\hat{x}_t = x_{t-1} + u_t + \epsilon_t \quad (1)$$

and a simple probabilistic measurement model:

$$\hat{z}_t = \hat{x}_t + \delta_t \quad (2)$$

The terms  $\epsilon_t$  and  $\delta_t$  represent respectively the control and measurement error, a random number from a Gaussian distribution  $\mathcal{N}(x; 0, R_t)$  and  $\mathcal{N}(z; 0, Q_t)$ . For the moment you can assume that the variance  $R_t = 0$  and  $Q_t = 1$ , which means that you have perfect control over the dynamic system ( $\epsilon_t$  can be ignored). For all timesteps, the same input is given ( $u_t = 0.5$ ). The initial estimate is represented with a Gaussian distribution  $\mathcal{N}(x; \mu_0, \Sigma_0)$  with  $\mu_0 = 5$  and  $\Sigma_0 = 10$ .

You receive the following measurements ( $z_1 = 0.0, z_2 = 2.1, z_3 = 5.6$ ).

(a) Is in this case the assumption of white noise made? Explain your answer.

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<sup>1</sup>Question 2 originates from the course 'Design and Organization of Autonomous Systems' from the Universiteit van Amsterdam. Question 3 originates from the book 'Principles of Robot Motion - Theory, Algorithms and Implementations'. Question 4 originates from the book 'Artificial Intelligence - A Modern Approach'.

- (b) Use the measurements  $(z_1, z_2, z_3)$  to estimate  $(\mu_1, \mu_2, \mu_3)$ . For this linear system you can use a traditional Kalman Filter, as described in section 5.6.8 of the book. This will be a two step approach, a prediction and an update step. The result of the prediction step will be a Gaussian distribution  $\mathcal{N}(x; \hat{\mu}_0, \hat{\Sigma}_t)$ . In the update step you can shift and narrow this distribution to  $\mathcal{N}(x; \mu_t, \Sigma_t)$  making use of the measurements and the following precalculated Kalman gain  $(K_1 = \frac{10}{11}, K_2 = \frac{10}{21}, K_3 = \frac{10}{31}, K_4 = \frac{10}{41}, K_5 = \frac{10}{51})$ .
- (c) Explain why the Kalman Gain decreases for every time step.
- (d) Lets drop the assumption of perfect control, and reintroduce the control noise  $\epsilon_t$  modelled with a Gaussian distribution  $\mathcal{N}(x; 0, 1)$ . Recalculate  $(K_1, K_2, K_3, K_4, K_5)$  for the given variance  $Q_t = 1$ . Explain the observed pattern in the Kalman Gain  $K_t$ .
- (e) Make a new estimate of  $(\mu_1, \mu_2, \mu_3)$  based on the recalculated Kalman Gain  $K_t$ .

### Question 3

What happens if you apply the particle filter SLAM algorithm to a robot whose sensor is almost perfect? For example, what happens when the robot uses (almost) noise-free range sensors? Hint: For near-perfect sensors, the likelihood-function  $P(z|x)$  will be extremely peaked, i.e., it will be almost zero for all measurements that are slightly off the correct noise-free value. How does the accuracy of the sensor affect the number of particles needed?

### Question 4

Which of the following statements are true and which are false? Explain your answers.

- (a) Depth-first search always expands at least as many nodes as A\* with an admissible heuristic<sup>2</sup>.
- (b) A\* is of no use in robotics because observations, states and movements are continuous.
- (c) Breath-first search is complete<sup>3</sup> even if zero step costs are allowed.
- (d) Assume a rook on a chessboard; the piece can move any number of squares in a straight line, horizontally or vertically, but cannot jump over other pieces. Manhattan distance<sup>4</sup> is an admissible heuristic for moving the rook from square A to square B in the smallest number of moves.

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<sup>2</sup>An **admissible heuristic** is a measure that *never overestimates* the cost to reach a goal.

<sup>3</sup>**Completeness** indicates that the algorithm is *guaranteed* to find a solution when there is one.

<sup>4</sup>**City block** or **Manhattan distance** is the the sum of *horizontal* and *vertical* distances between grid cells