

Probabilistic Robotics

Graph SLAM

MSc course Artificial Intelligence 2017

<https://staff.fnwi.uva.nl/a.visser/education/ProbabilisticRobotics/>

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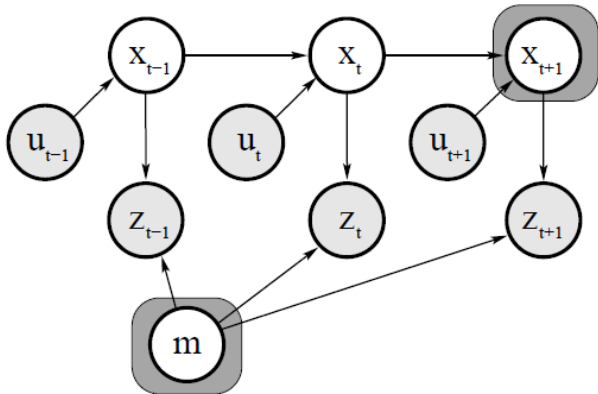
Images courtesy of Sebastian Thrun, Wolfram Burgard, Dieter Fox,
Michael Montemerlo, Dick Hähnel, Pieter Abbeel and others.

Simultaneous Localization and Mapping

A robot acquires a map while localizing itself relative to this map.

Online SLAM problem

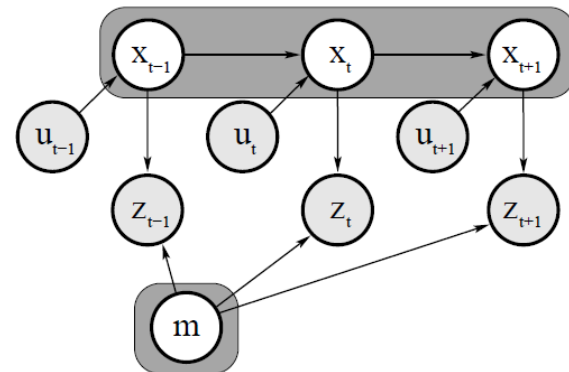
$$p(x_t, m \mid z_{1:t}, u_{1:t})$$



Estimate map m and current position x_t

Full SLAM problem

$$p(x_{1:t}, m \mid z_{1:t}, u_{1:t})$$



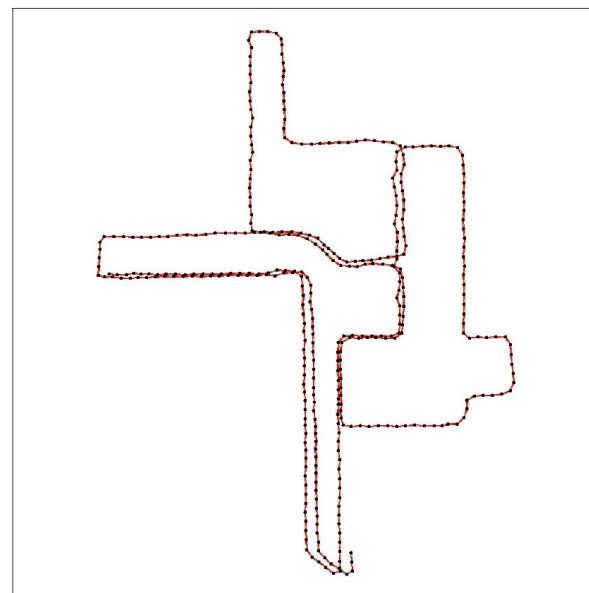
Estimate map m and driven path $x_{1:t}$

Graph SLAM

GraphSLAM extends the state vector y with the path $x_{0:t}$

$$y_{0:t} = \left(x_0 x_1 \cdots x_t m_{1,x} m_{1,y} s_1 \cdots m_{N,x} m_{N,y} s_N \right)^T$$

Example: Groundhog in abandoned mine:
every 5 meters a local map



State estimate

GraphSLAM requires inference to estimate the state

$$\tilde{\mu}_{0:t} = \tilde{\Omega}^{-1} \tilde{\xi}$$

The state is estimated from the *information matrix* Ω and *vector* ξ , the canonical representation of the *covariance* and *mean*.

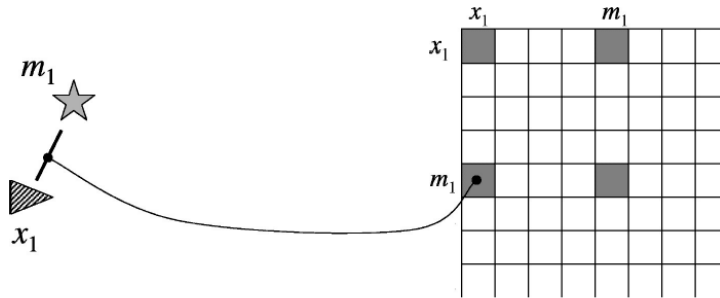
Benefits:

- Uncertainty is easily represented ($\Omega=0$)
- Information can be integrated by addition, without direct inference

The state estimated μ_t requires inversion of the *information matrix* Ω , which is done off-line

Acquisition of the *information matrix*

The observation of a landmark m_1 introduces an constraint:



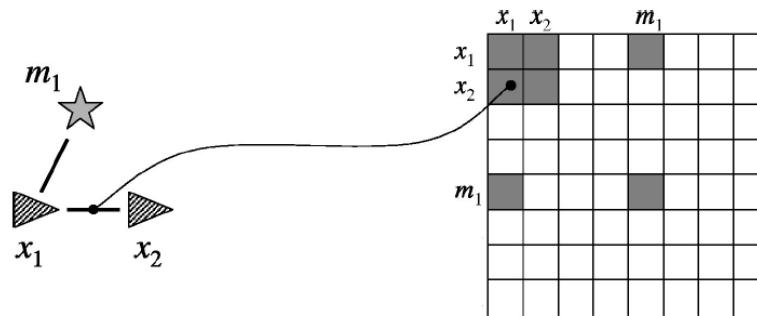
The constraint is of the type:

$$(z_t^i - h(x_t, m_j))^T Q_t^{-1} (z_t^i - h(x_t, m_j))$$

Where $h(x_t, m_j)$ is the measurement model and Q_t the covariance of the measurement noise.

Acquisition of the *information matrix*

The movement of the robot from x_1 to x_2 also introduces an constraint:



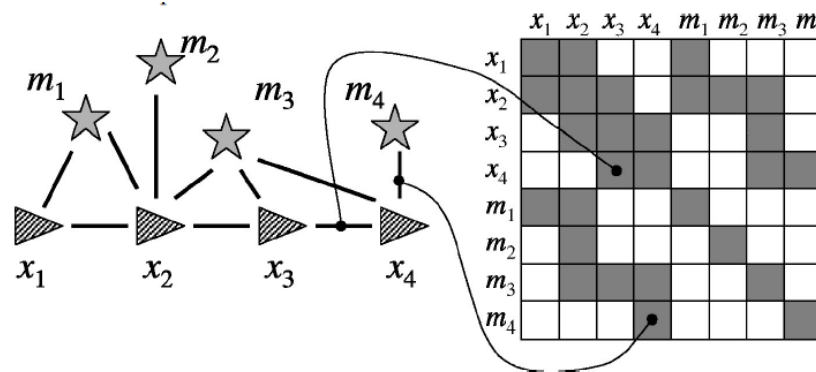
The constraint is of the type:

$$(x_t - g(u_t, x_{t-1}))^T R_t^{-1} (x_t - g(u_t, x_{t-1}))$$

Where $g(u_t, x_{j-1})$ is the motion model and R_t the covariance of the motion noise.

Acquisition of the *information matrix*

After several steps, a dependence graph appears with several constraints:



The resulting *information matrix* is quite sparse.

The sum of all constraints in the graph has the form:

$$\begin{aligned}
 J_{\text{GraphSLAM}} = & x_0^T \Omega_0 x_0 + \sum_t (x_t - g(u_t, x_{t-1}))^T \\
 & R_t^{-1} (x_t - g(u_t, x_{t-1})) \\
 & + \sum_t \sum_i (z_t^i - h(y_t, c_t^i, i))^T \\
 & Q_t^{-1} (z_t^i - h(y_t, c_t^i, i))
 \end{aligned}$$

Simplifying acquisition

- By a Taylor expansion of the motion and measurement model, the equations can be approximated:

$$\Omega \leftarrow \Omega + \begin{pmatrix} 1 \\ -G_t \end{pmatrix} R_t^{-1} (1 - G_t)$$

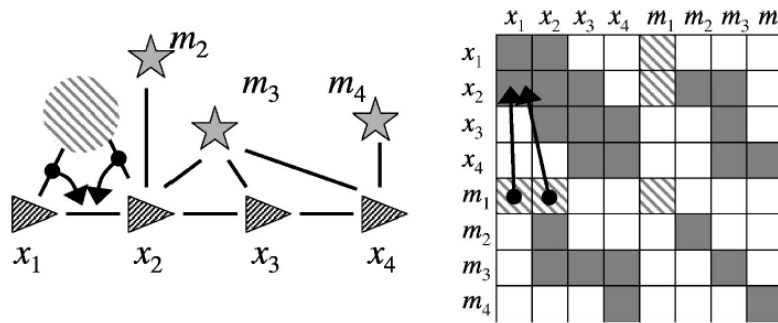
$$\xi \leftarrow \xi + \begin{pmatrix} 1 \\ -G_t \end{pmatrix} R_t^{-1} [g(u_t, \mu_{t-1}) + G_t \mu_{t-1}]$$

$$\Omega \leftarrow \Omega + H_t^{iT} Q_t^{-1} H_t^i$$

$$\xi \leftarrow \xi + H_t^{iT} Q_t^{-1} [z_t^i - h(\mu_t, c_t^i, i) - H_t^i \mu_t]$$

Reducing the dependence graph

Removal of the observation of a landmark m_1 changes the constraint between x_1 to x_2 :



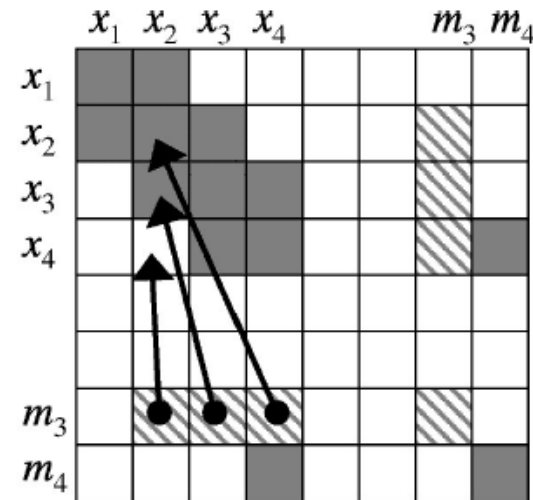
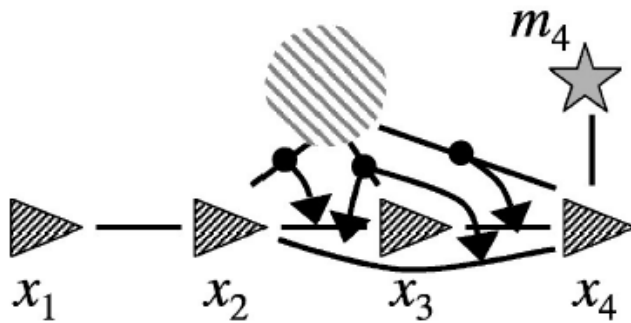
The constraint is changed by the following subtraction:

$$\tilde{\Omega} = \Omega_{x_{0:t}, x_{0:t}} - \sum_j \Omega_{x_{0:t}, j} \Omega_{j, j}^{-1} \sum_j \Omega_{j, x_{0:t}}$$

This is a form of *variable elimination algorithm* for matrix inversion

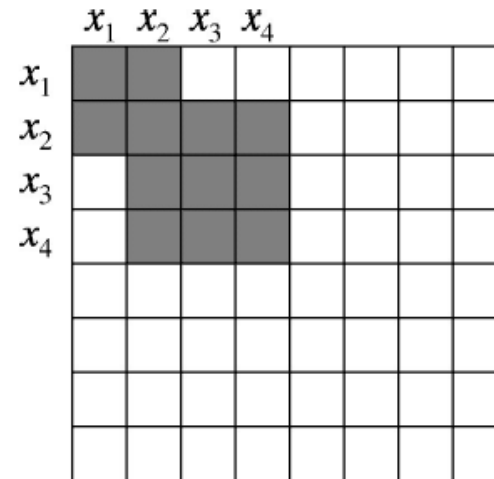
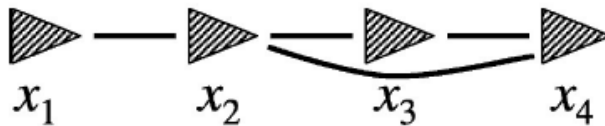
Reducing the dependence graph

Removal of the observation of a landmark m_2 introduces a new constraint between x_2 to x_4 :



Reducing the dependence graph

The final result:



The resulting *information matrix* is much smaller.

This reduction can be done in time linear in size N

Updating the full state estimate from the path

There is now an estimate of the path robot

$$\tilde{\mu}_{0:t} = \tilde{\Omega}_{0:t}^{-1} \tilde{\xi}$$

This requires to solve a system of linear equations,
which is not linear in size t due to cycles (loop closures!).

When found, the map can be recovered. For each landmark m_j :

$$\mu_j = \Omega_{j,j}^{-1} (\xi_j + \Omega_{j,0:t} \tilde{\mu}_{0:t})$$

In addition, an estimate of the covariance $\Sigma_{0:t}$ over the robot path is known (but not over the full state y)

Full Algorithm

The previous steps should be iterated to get a reliable state estimate μ :

```
1:  Algorithm GraphSLAM_known_correspondence( $u_{1:t}, z_{1:t}, c_{1:t}$ ):  
2:       $\mu_{0:t} = \mathbf{GraphSLAM\_initialize}(u_{1:t})$   
3:      repeat  
4:           $\Omega, \xi = \mathbf{GraphSLAM\_linearize}(u_{1:t}, z_{1:t}, c_{1:t}, \mu_{0:t})$   
5:           $\tilde{\Omega}, \tilde{\xi} = \mathbf{GraphSLAM\_reduce}(\Omega, \xi)$   
6:           $\mu, \Sigma_{0:t} = \mathbf{GraphSLAM\_solve}(\tilde{\Omega}, \tilde{\xi}, \Omega, \xi)$   
7:      until convergence  
8:      return  $\mu$ 
```

Full Algorithm

The algorithm can be extended for unknown correspondences:

```
1:   Algorithm GraphSLAM( $u_{1:t}, z_{1:t}$ ):
2:     initialize all  $c_t^i$  with a unique value
3:      $\mu_{0:t} = \mathbf{GraphSLAM\_initialize}(u_{1:t})$ 
4:      $\Omega, \xi = \mathbf{GraphSLAM\_linearize}(u_{1:t}, z_{1:t}, c_{1:t}, \mu_{0:t})$ 
5:      $\tilde{\Omega}, \tilde{\xi} = \mathbf{GraphSLAM\_reduce}(\Omega, \xi)$ 
6:      $\mu, \Sigma_{0:t} = \mathbf{GraphSLAM\_solve}(\tilde{\Omega}, \tilde{\xi}, \Omega, \xi)$ 
7:     repeat
8:       for each pair of non-corresponding features  $m_j, m_k$  do
9:          $\pi_{j=k} = \mathbf{GraphSLAM\_correspondence\_test}$ 
10:             $(\Omega, \xi, \mu, \Sigma_{0:t}, j, k)$ 
11:         if  $\pi_{j=k} > \chi$  then
12:           for all  $c_t^i = k$  set  $c_t^i = j$ 
13:            $\Omega, \xi = \mathbf{GraphSLAM\_linearize}(u_{1:t}, z_{1:t}, c_{1:t}, \mu_{0:t})$ 
14:            $\tilde{\Omega}, \tilde{\xi} = \mathbf{GraphSLAM\_reduce}(\Omega, \xi)$ 
15:            $\mu, \Sigma_{0:t} = \mathbf{GraphSLAM\_solve}(\tilde{\Omega}, \tilde{\xi}, \Omega, \xi)$ 
16:         endif
17:       endfor
18:     until no more pair  $m_j, m_k$  found with  $\pi_{j=k} < \chi$ 
19:     return  $\mu$ 
```

Correspondence test

Based on the probability that m_j corresponds to m_k :

1: **Algorithm GraphSLAM_correspondence_test**($\Omega, \xi, \mu, \Sigma_{0:t}, j, k$):

2:
$$\Omega_{[j,k]} = \Omega_{jk,jk} - \Omega_{jk,\tau(j,k)} \Sigma_{\tau(j,k),\tau(j,k)}^{-1} \Omega_{\tau(j,k),jk}$$

3:
$$\xi_{[j,k]} = \Omega_{[j,k]} \mu_{j,k}$$

4:
$$\Omega_{\Delta j,k} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}^T \Omega_{[j,k]} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

5:
$$\xi_{\Delta j,k} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}^T \xi_{[j,k]}$$

6:
$$\mu_{\Delta j,k} = \Omega_{\Delta j,k}^{-1} \xi_{\Delta j,k}$$

7:
$$\text{return } |2\pi \Omega_{\Delta j,k}^{-1}|^{-\frac{1}{2}} \exp \left\{ -\frac{1}{2} \mu_{\Delta j,k}^T \Omega_{\Delta j,k}^{-1} \mu_{\Delta j,k} \right\}$$

GroundHog in abandoned mine

A robot deployed in a previous flooded coal mine:



Sebastian Thrun *et al.*, Autonomous Exploration and Mapping of Abandoned Mines, IEEE Robotics and Automation Magazine 11(4), 2005.

GroundHog in abandoned mine

A robot created a 3D model of the coal mine:

The Carnegie Mellon Robotic Mine Mapping Project

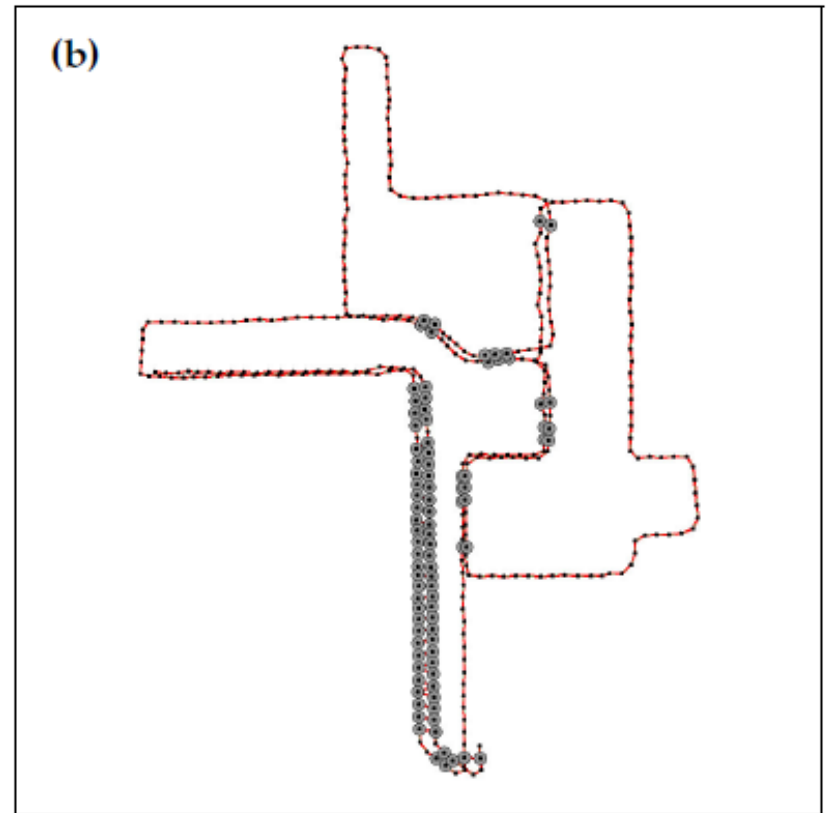
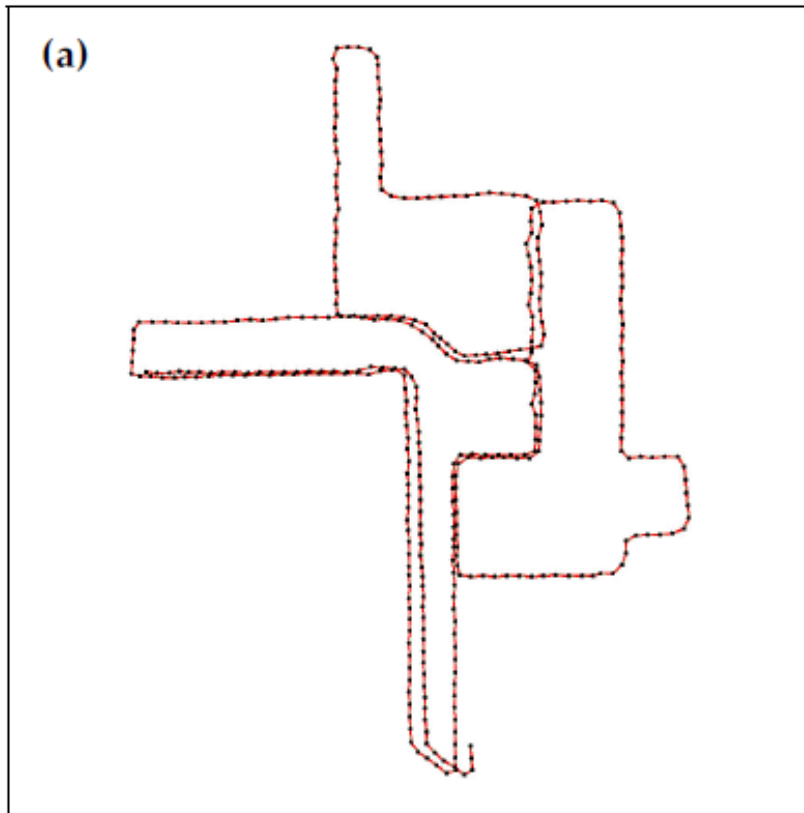
Sebastian Thrun, Michael Montemerlo, Dirk Haehnel,
Rudolph Triebel, Wolfram Burgard, Red Whittaker

sponsored by: DARPA IPTO (MARS)

Sebastian Thrun *et al.*, Autonomous Exploration and Mapping of Abandoned Mines, IEEE Robotics and Automation Magazine 11(4), 2005.

GroundHog in abandoned mine

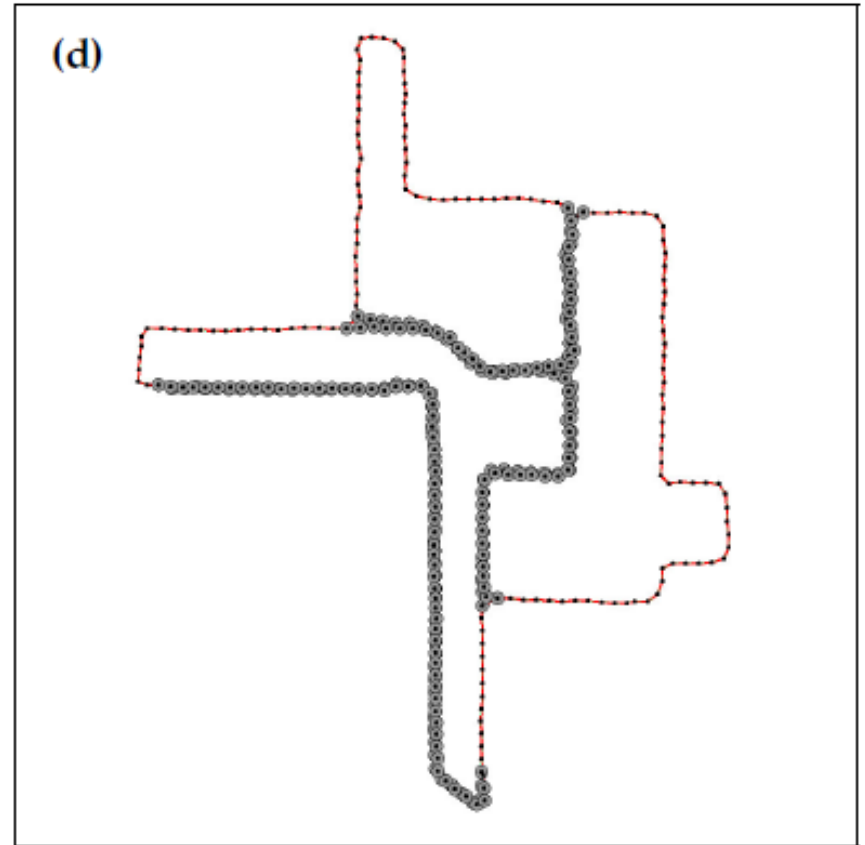
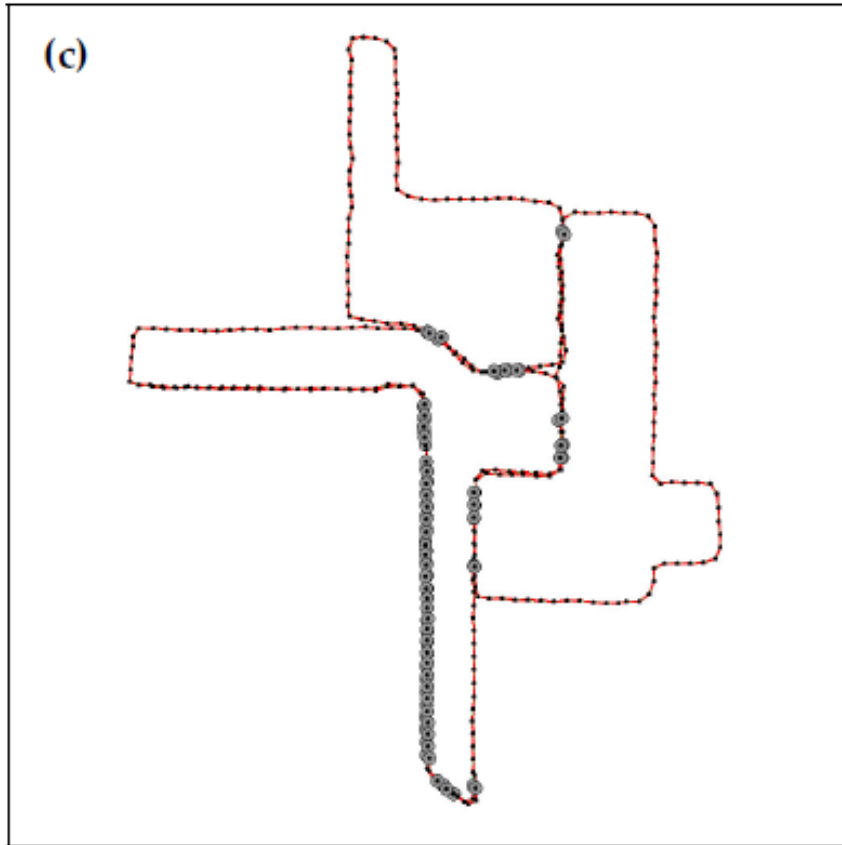
Correspondences are discovered:



Sebastian Thrun *et al.*, Autonomous Exploration and Mapping of Abandoned Mines, IEEE Robotics and Automation Magazine 11(4), 2005.

GroundHog in abandoned mine

Correspondences are propagated and dissolved:



Segway RMP at Stanford

Segway exploring outdoors:

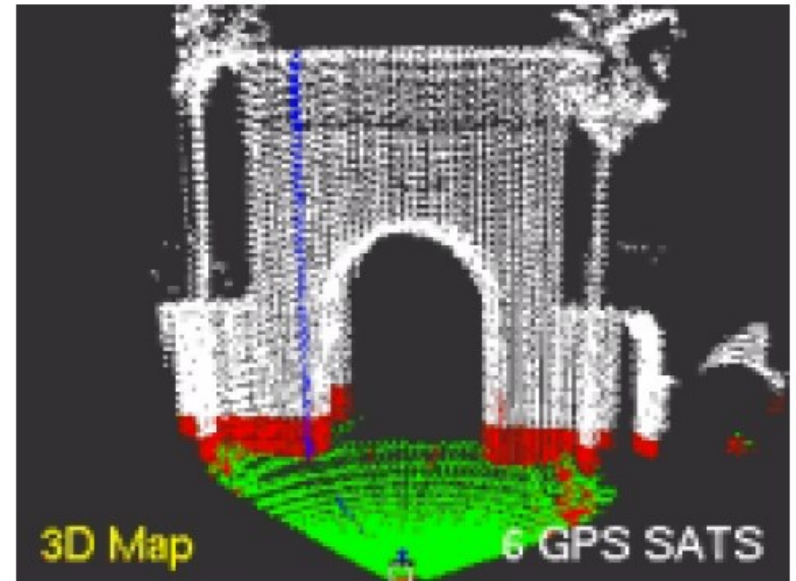
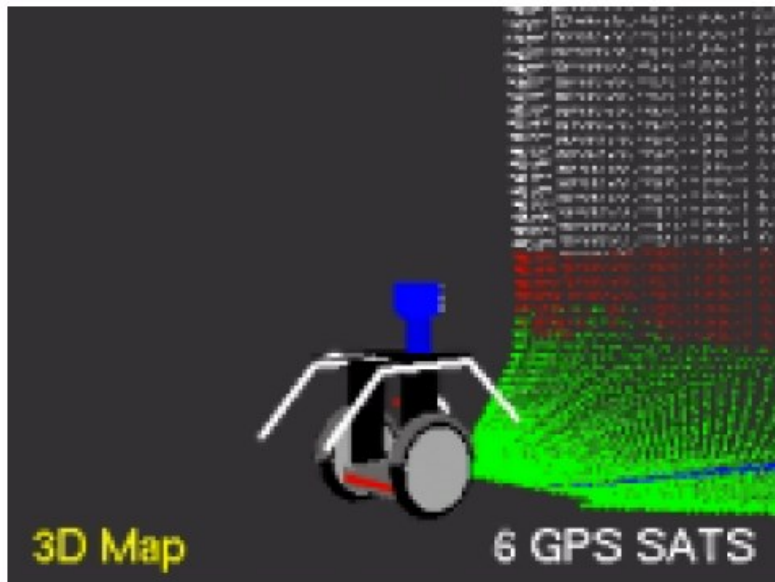


The Stanford
Segbot Project

Sebastian Thrun and Micheal Montemerlo, The Graph SLAM Algorithm with Applications to Large-Scale Mapping of Urban Structures, International Journal on Robotics Research 25(5/6), p. 403-430, 2005

Segway RMP at Stanford

Segway with vertically mounted laserscanner:

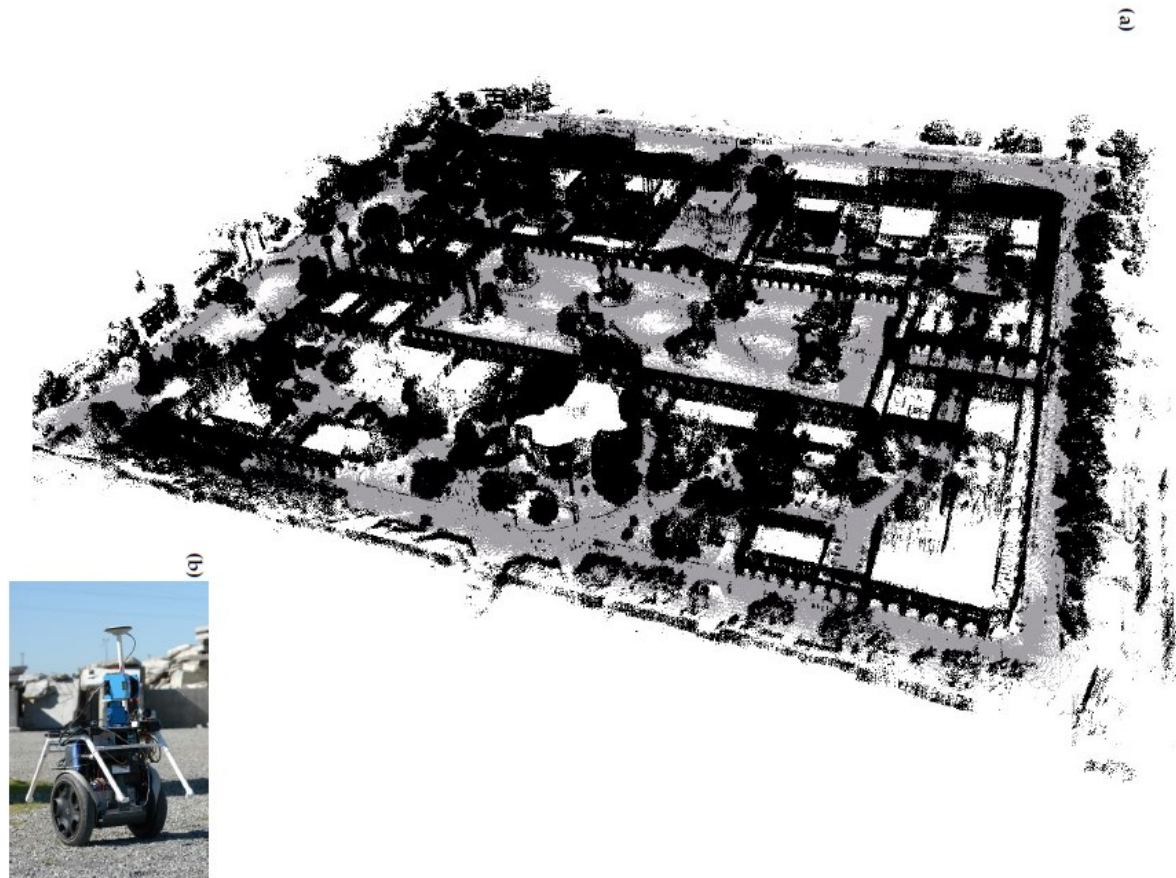


Green is ground, red obstacles, white structures above the robot

Sebastian Thrun and Micheal Montemerlo, The Graph SLAM Algorithm with Applications to Large-Scale Mapping of Urban Structures, International Journal on Robotics Research 25(5/6), p. 403-430, 2005

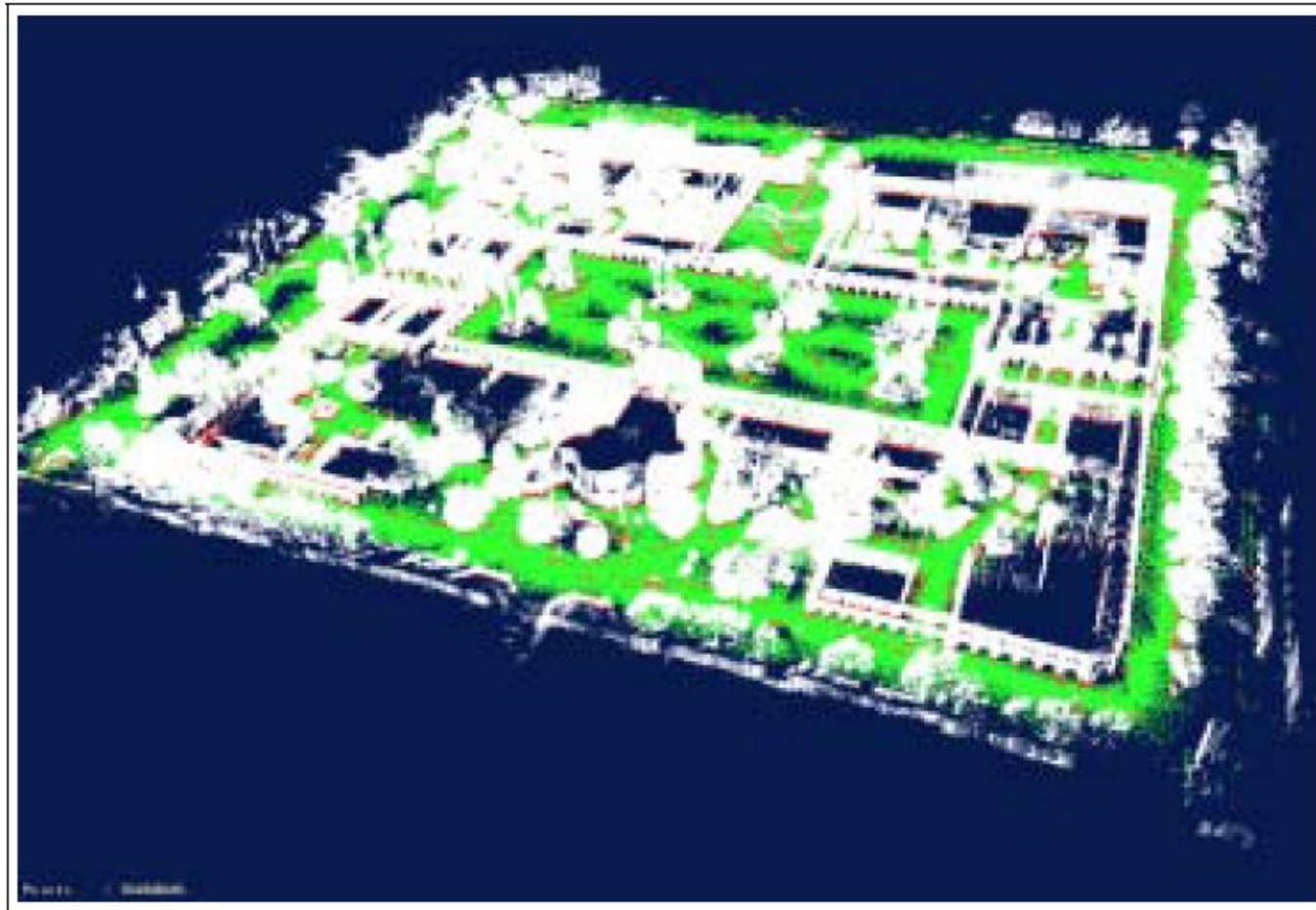
Segway RMP at Stanford

3D map of the Stanford campus:



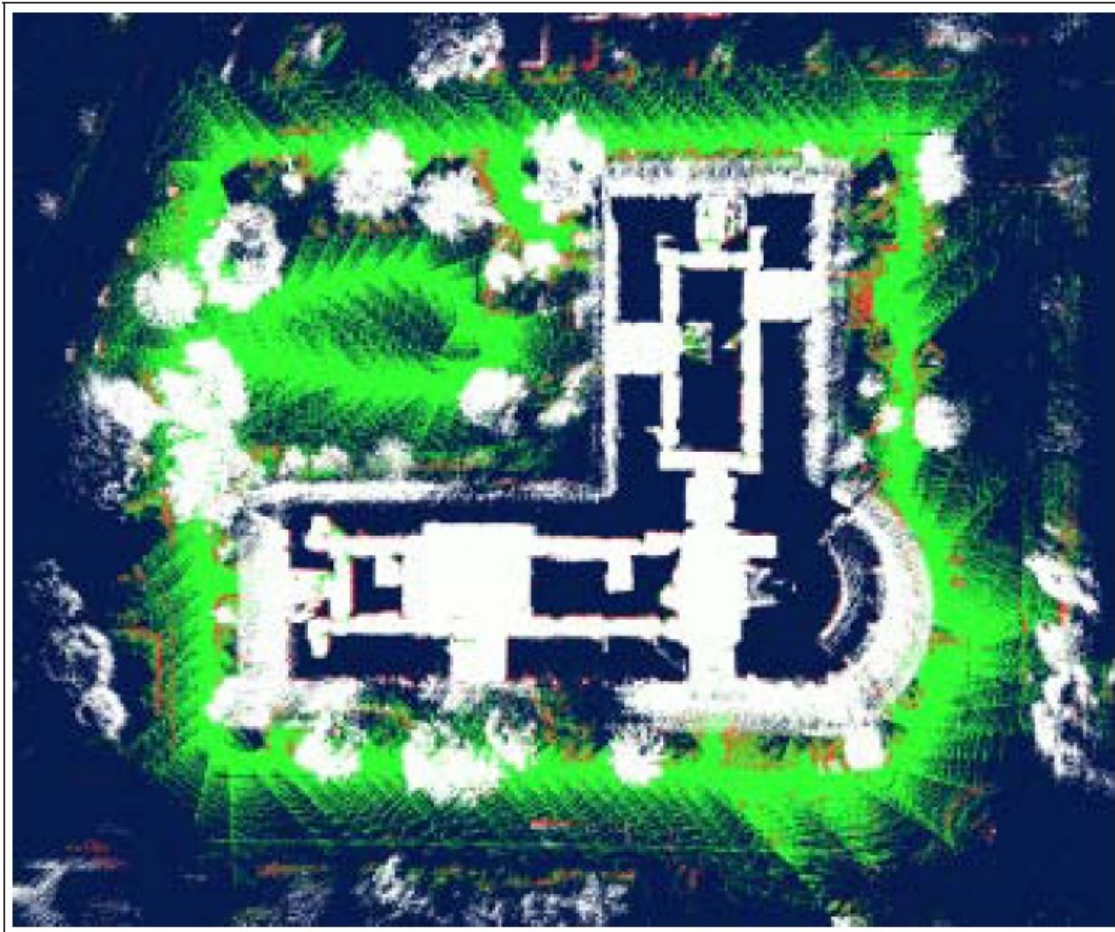
Segway RMP at Stanford

Color coded 3D map of the Stanford campus:



Segway RMP at Stanford

Top view of 3D map of the Stanford campus:



Segway RMP at Stanford

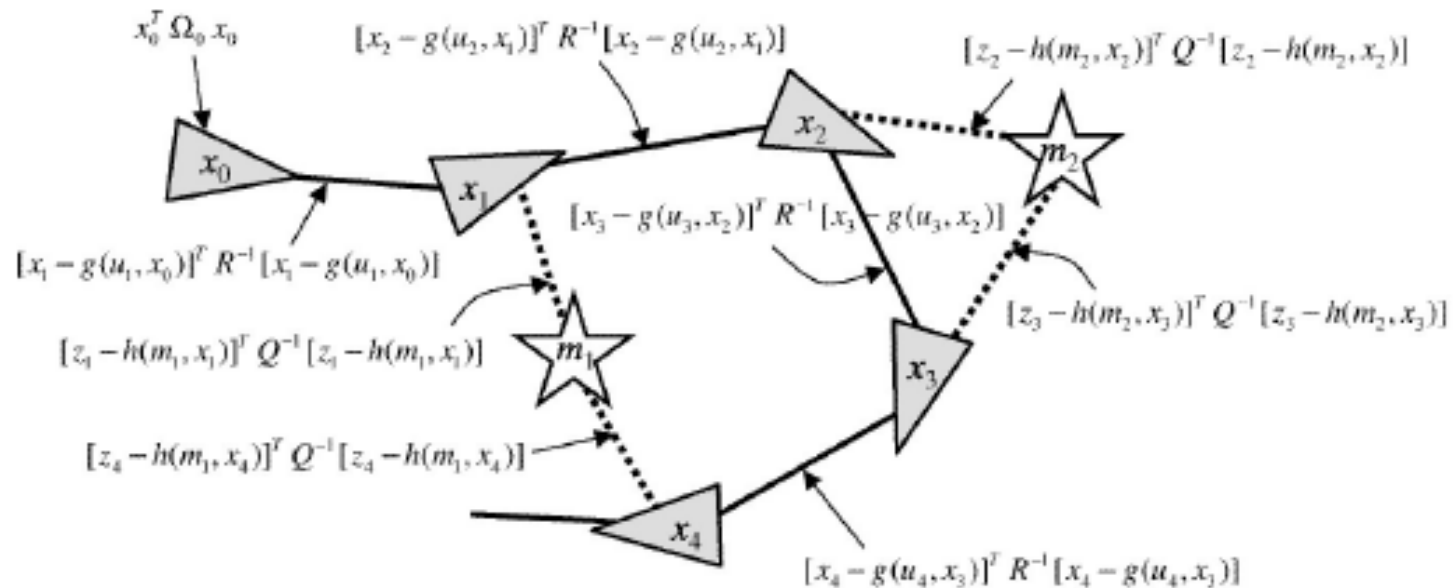
Effect of GPS on indoor mapping:



Resumé

Use a **graph** to represent the problem:

- ❑ **Every node** in the graph **corresponds to a pose or an observation** of the robot during mapping
- ❑ **Every edge** between two nodes **corresponds to the spatial constraints** between them



Conclusion

GraphSLAM:

- ❑ Solves the Full SLAM problem as post-processing step
- ❑ Creates a graph of soft constraints from the data-set
- ❑ By minimizing the sum of all constraints the maximum likelihood estimate of both the map and the robot path is found
- ❑ The algorithm works in iterating three steps: construction, reduction, solving remaining equations

$$p(x_{1:t}, m \mid z_{1:t}, u_{1:t})$$

