

Introduction to Mobile Robotics

Graph-Based SLAM

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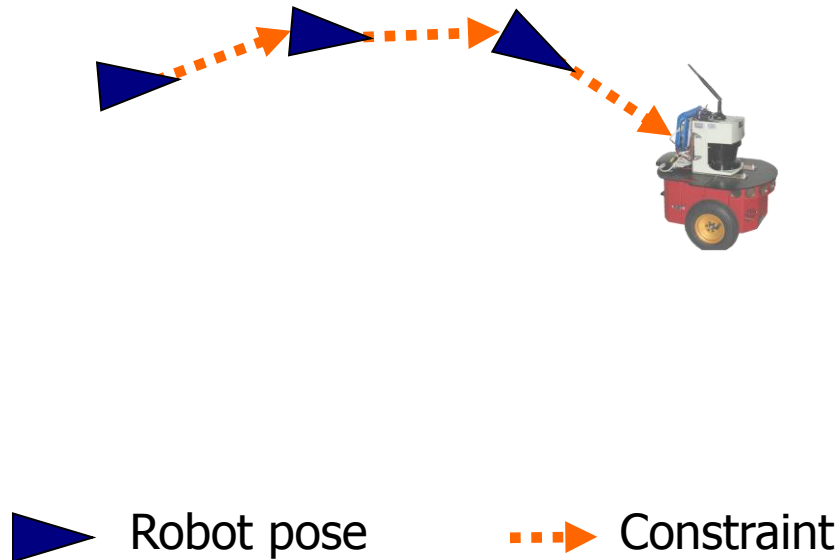
Particle Filter: Campus Map



- **30 particles**
- 250x250m²
- 1.088 miles (odometry)
- 20cm resolution during scan matching
- 30cm resolution in final map

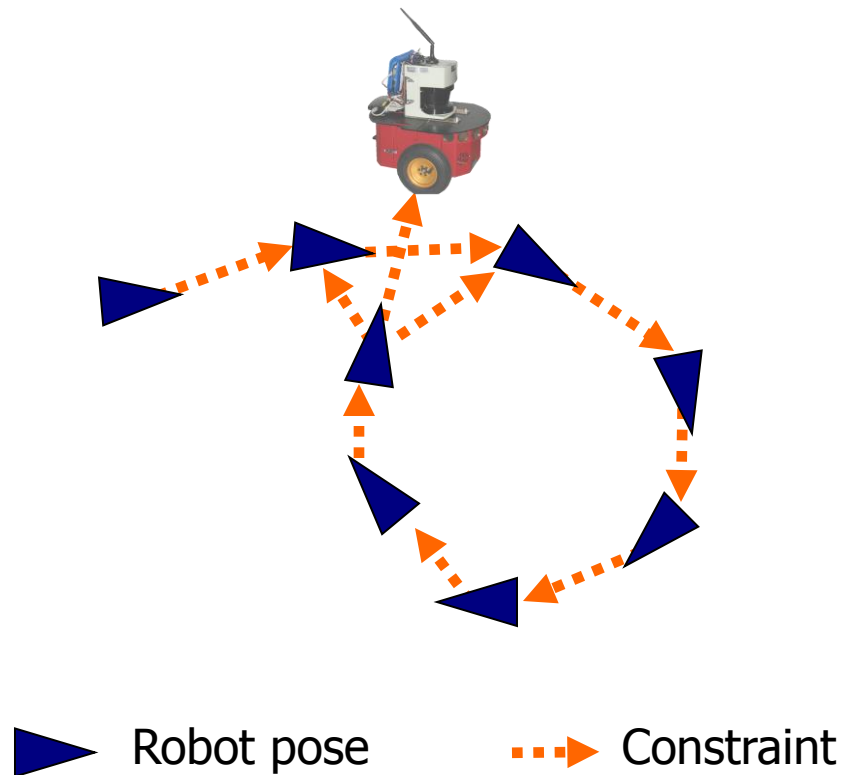
Graph-Based SLAM

- Constraints connect the poses of the robot while it is moving
- Constraints are inherently uncertain



Graph-Based SLAM

- Observing previously seen areas generates constraints between non-successive poses

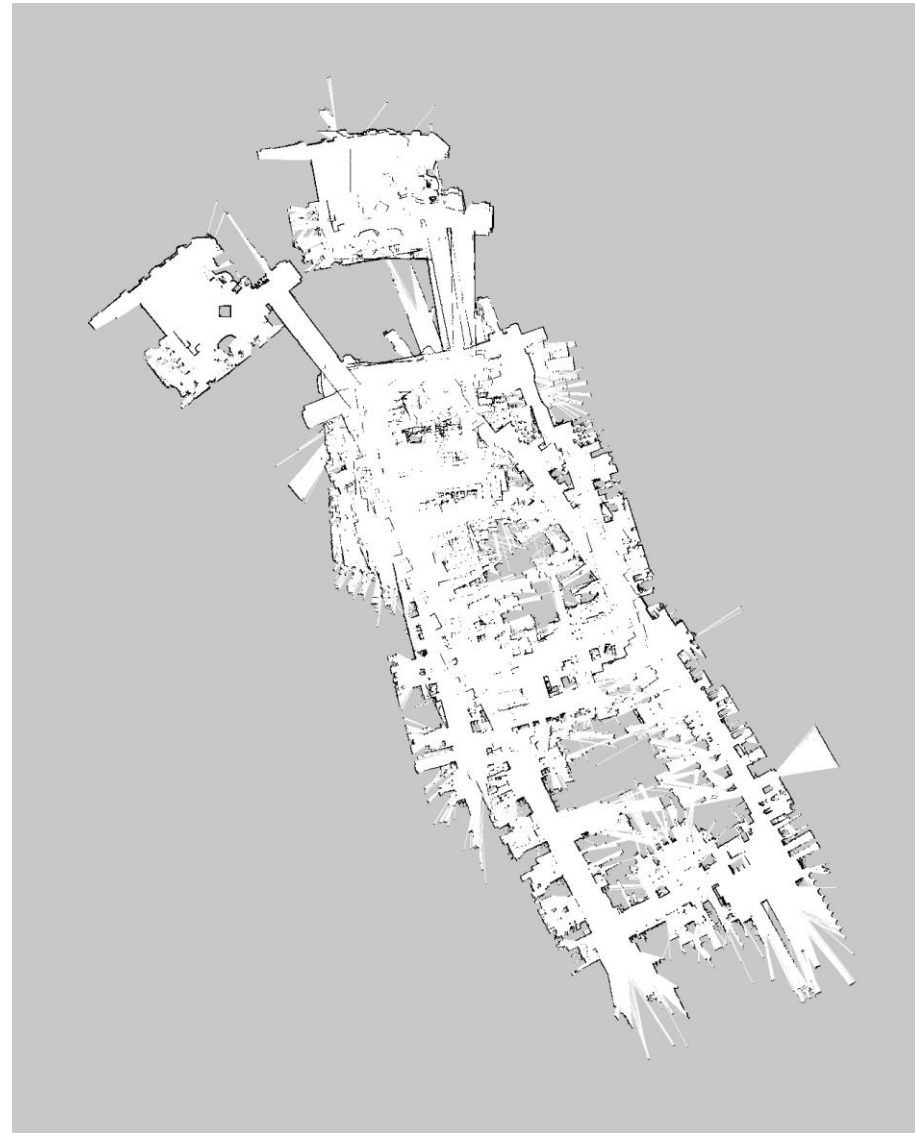


Idea of Graph-Based SLAM

- Use a **graph** to represent the problem
- Every **node** in the graph corresponds to a pose of the robot during mapping
- Every **edge** between two nodes corresponds to a spatial constraint between them
- **Graph-Based SLAM:** Build the graph and find a node configuration that minimize the error introduced by the constraints

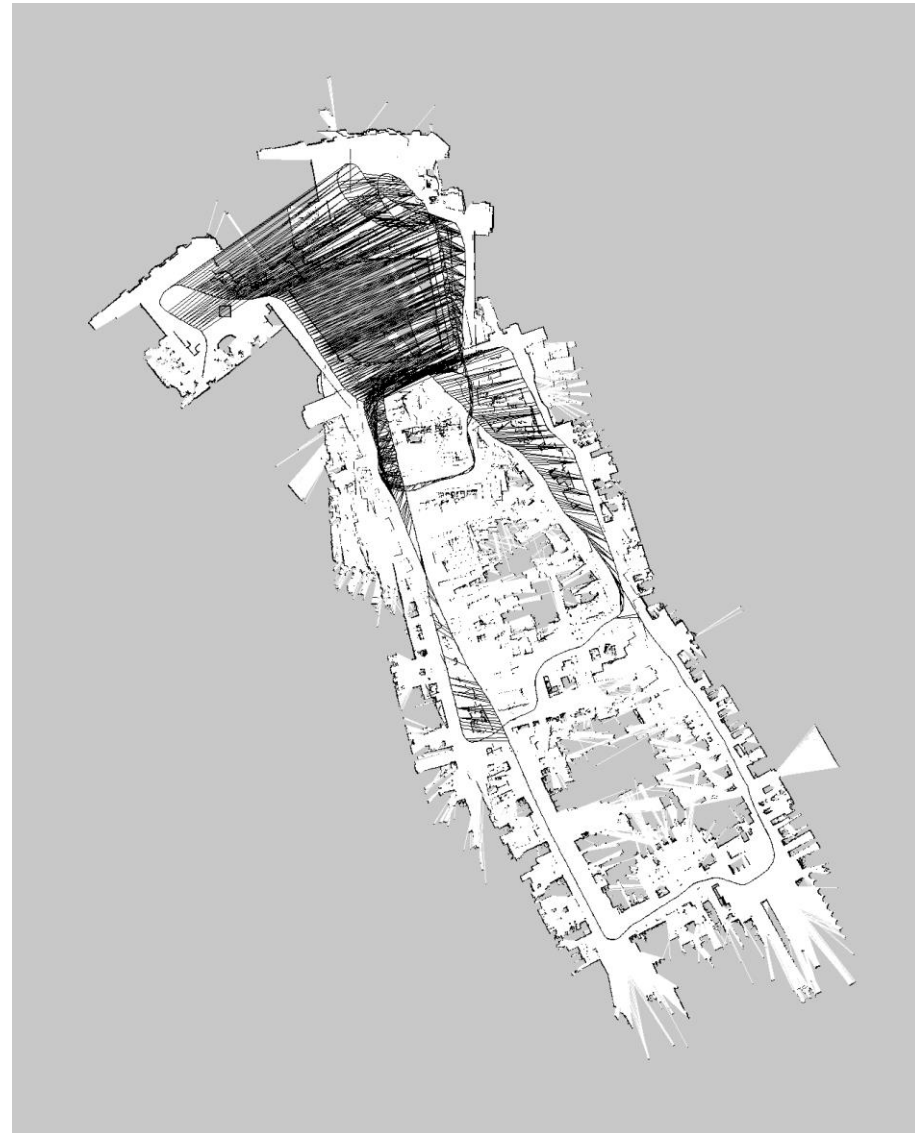
Graph-Based SLAM in a Nutshell

- Every node in the graph corresponds to a robot position and a laser measurement
- An edge between two nodes represents a spatial constraint between the nodes



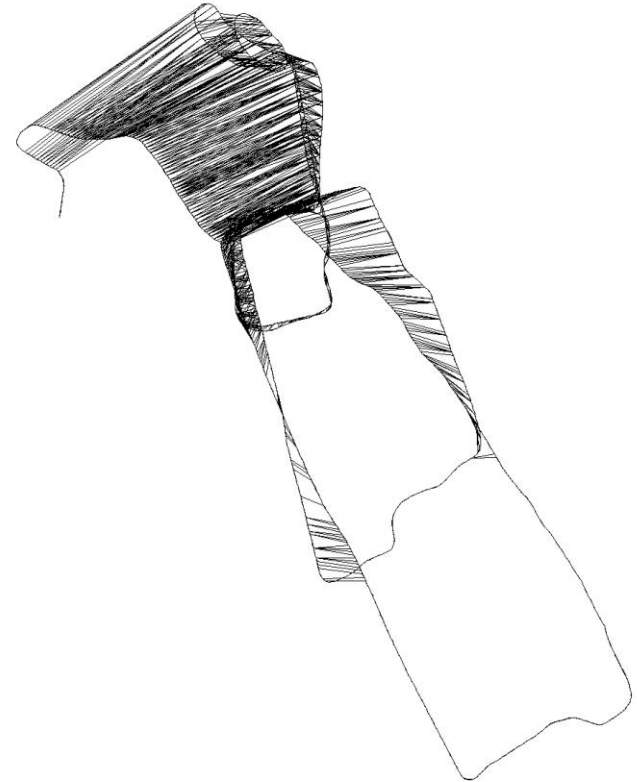
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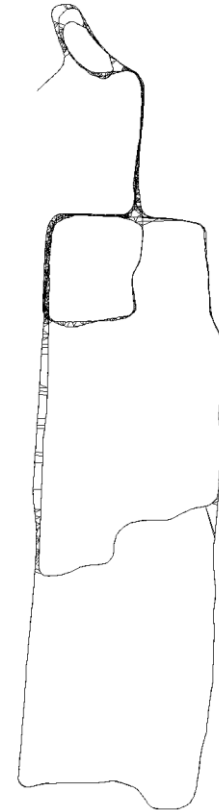
Graph-Based SLAM in a Nutshell

- Once we have the graph, we determine the most likely map by correcting the nodes



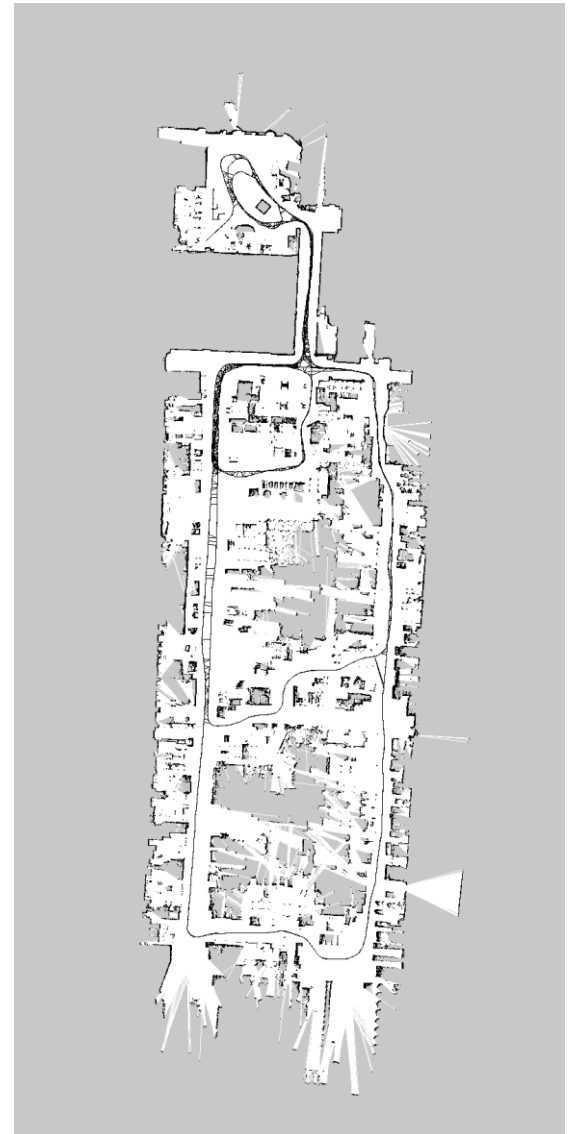
Graph-Based SLAM in a Nutshell

- Once we have the graph, we determine the most likely map by correcting the nodes
... like this



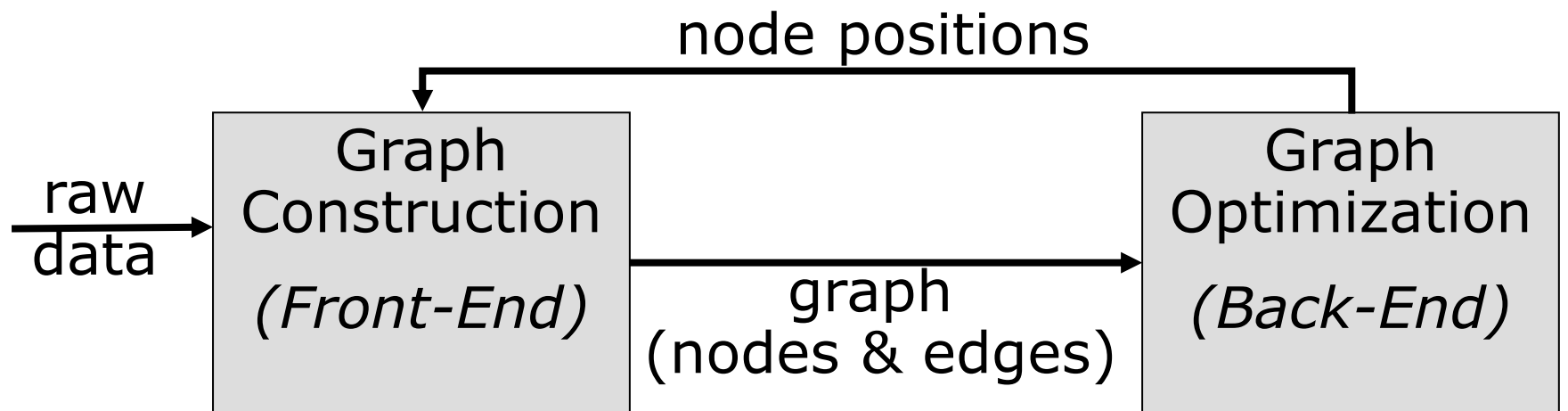
Graph-Based SLAM in a Nutshell

- Once we have the graph, we determine the most likely map by correcting the nodes
 - ... like this
- Then, we can render a map based on the known poses



The Overall SLAM System

- Interplay of front-end and back-end
- A consistent map helps to determine new constraints by reducing the search space
- This lecture focuses only on the optimization



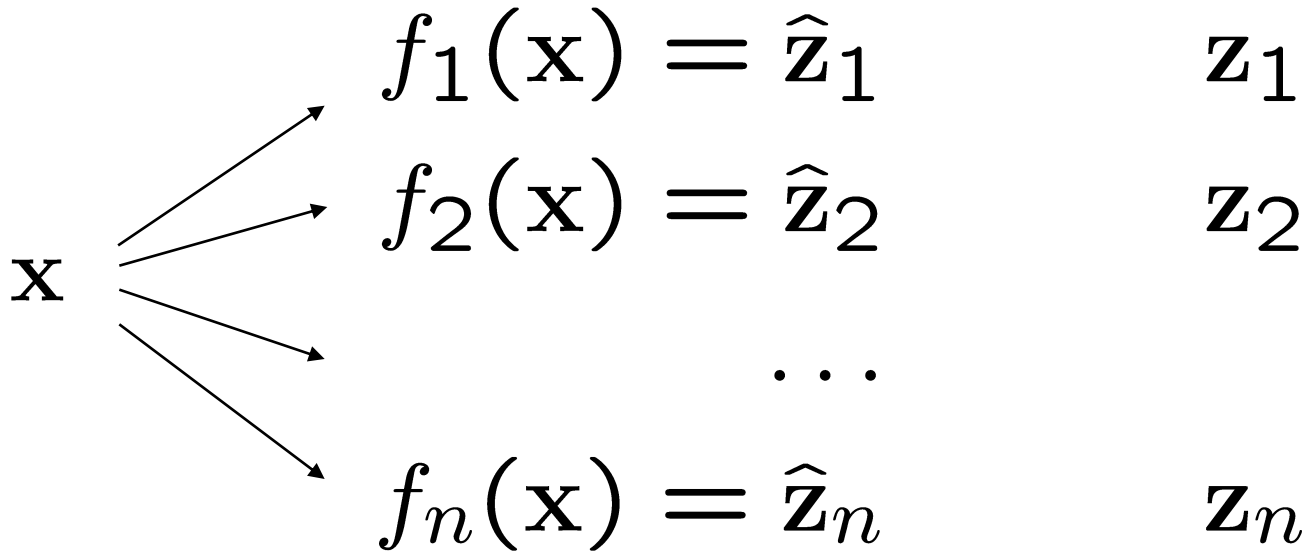
Least Squares in General

- Approach for computing a solution for an **overdetermined system**
- “More equations than unknowns”
- Minimizes the **sum of the squared errors** in the equations
- Standard approach to a large set of problems

Problem

- Given a system described by a set of n observation functions $\{f_i(\mathbf{x})\}_{i=1:n}$
 - Let
 - \mathbf{x} be the state vector
 - \mathbf{z}_i be a measurement of the state \mathbf{x}
 - $\hat{\mathbf{z}}_i = f_i(\mathbf{x})$ be a function which maps \mathbf{x} to a predicted measurement $\hat{\mathbf{z}}_i$
 - Given n noisy measurements $\mathbf{z}_{1:n}$ about the state \mathbf{x}
- ➔ **Goal:** Estimate the state \mathbf{x} which best explains the measurements $\mathbf{z}_{1:n}$

Graphical Explanation



state
(unknown)

predicted
measurements

real
measurements

Error Function

- Error \mathbf{e}_i is typically the **difference** between the **predicted and actual** measurement

$$\mathbf{e}_i(\mathbf{x}) = \mathbf{z}_i - f_i(\mathbf{x})$$

- We assume that the error has **zero mean** and is **normally distributed**
- Gaussian error with information matrix $\mathbf{\Omega}_i$
- The squared error of a measurement depends only on the state and is a scalar

$$e_i(\mathbf{x}) = \mathbf{e}_i(\mathbf{x})^T \mathbf{\Omega}_i \mathbf{e}_i(\mathbf{x})$$

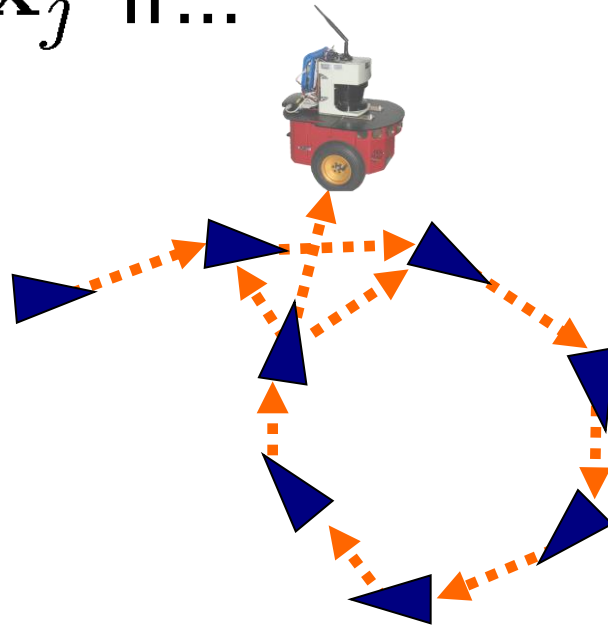
Least Squares for SLAM

- Overdetermined system for estimation the robot's poses given observations
- “More observations than states”
- Minimizes the **sum of the squared errors**

Today: Application to SLAM

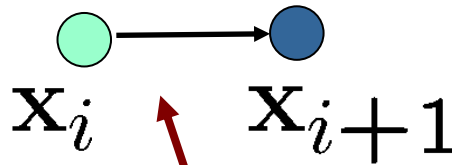
The Graph

- It consists of n nodes $\mathbf{x} = \mathbf{x}_{1:n}$
- Each \mathbf{x}_i is a 2D or 3D transformation (the pose of the robot at time t_i)
- A constraint/edge exists between the nodes \mathbf{x}_i and \mathbf{x}_j if...



Create an Edge If... (1)

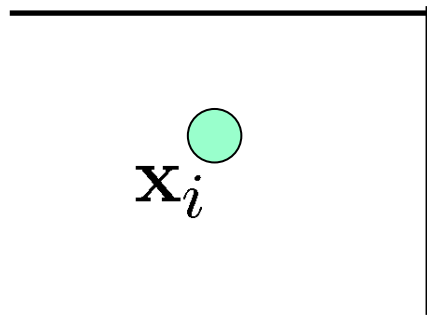
- ...the robot moves from x_i to x_{i+1}
- Edge corresponds to odometry



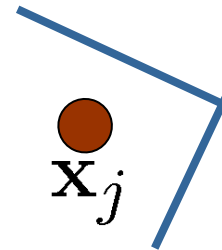
The edge represents the **odometry** measurement

Create an Edge If... (2)

- ...the robot observes the same part of the environment from x_i and from x_j
- Construct a **virtual measurement** about the position of x_j seen from x_i



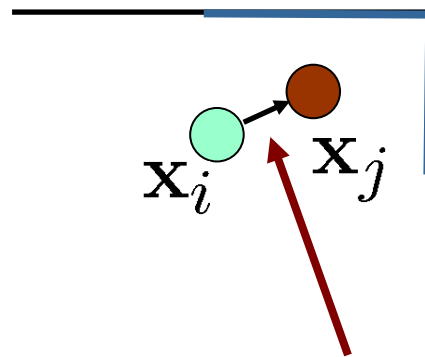
Measurement from x_i



Measurement from x_j

Create an Edge If... (2)

- ...the robot observes the same part of the environment from x_i and from x_j
- Construct a **virtual measurement** about the position of x_j seen from x_i



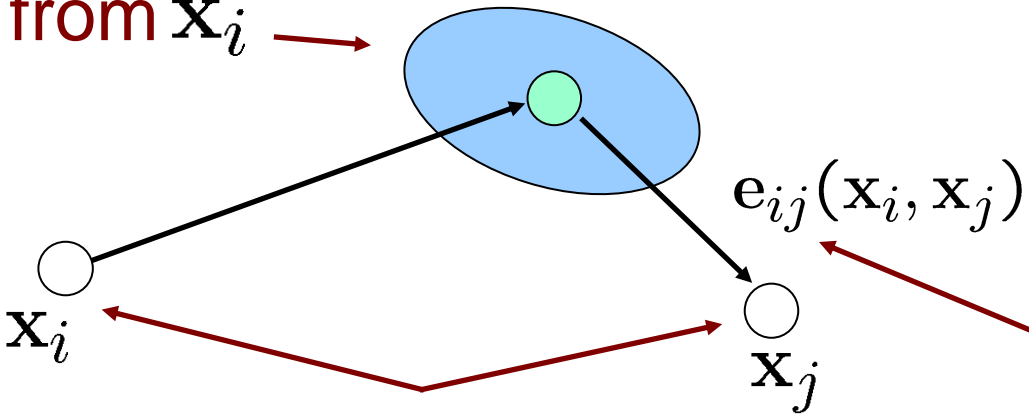
Edge represents the position of x_j seen from x_i based on the **observation**

Pose Graph

observation
of \mathbf{x}_j from \mathbf{x}_i

$$\langle \mathbf{z}_{ij}, \Omega_{ij} \rangle$$

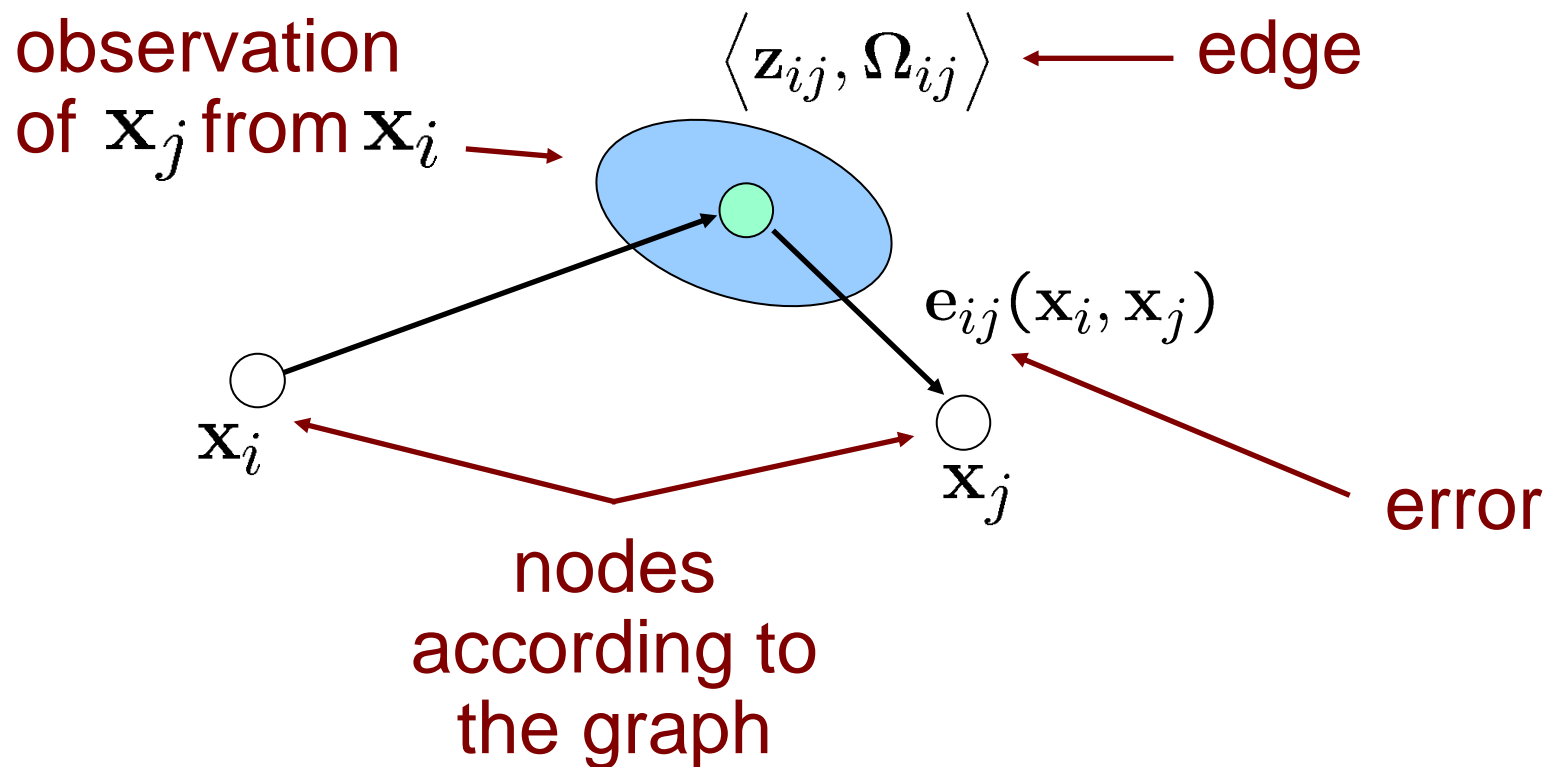
edge



nodes
according to
the graph

error

Pose Graph

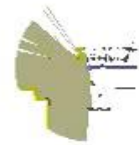
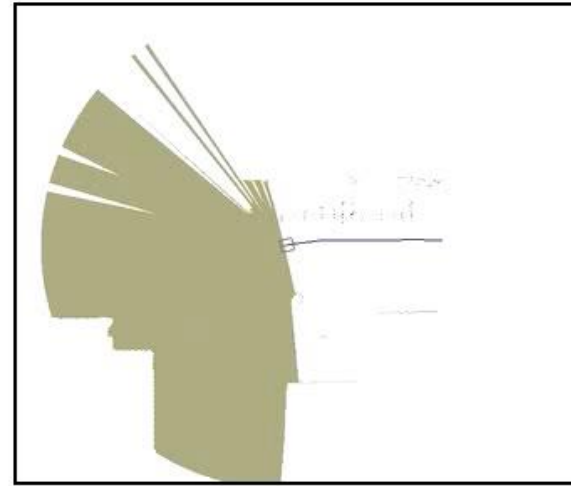


Goal:
$$\mathbf{x}^* = \operatorname{argmin}_{\mathbf{x}} \sum_{ij} \mathbf{e}_{ij}^T \Omega_{ij} \mathbf{e}_{ij}$$

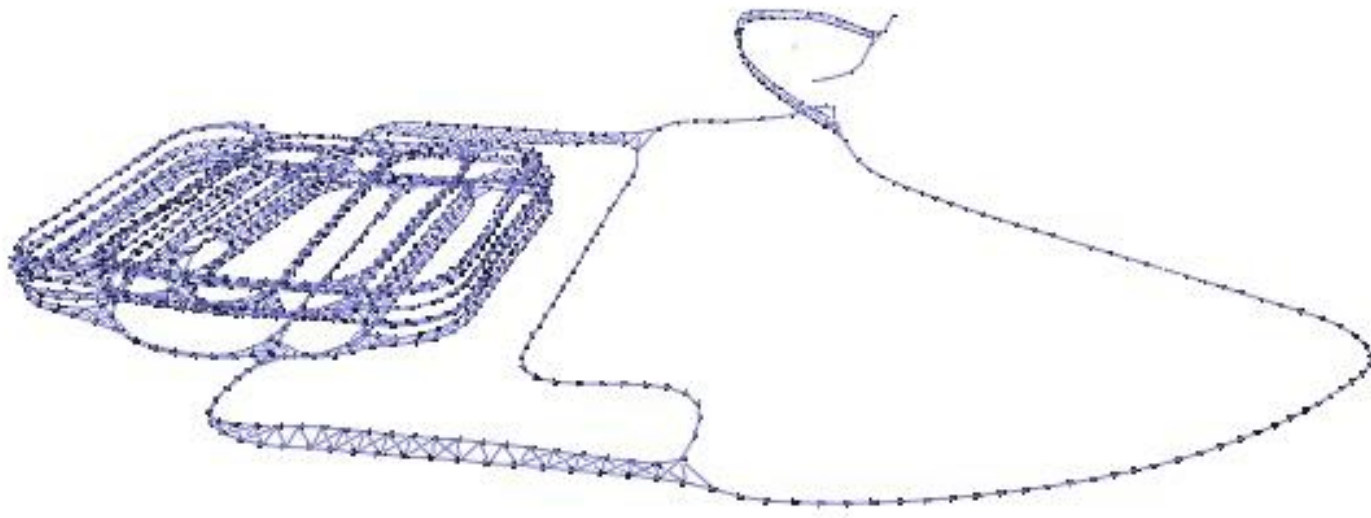
Gauss-Newton: The Overall Error Minimization Procedure

- Define the error function
- Linearize the error function
- Compute its derivative
- Set the derivative to zero
- Solve the linear system
- Iterate this procedure until convergence

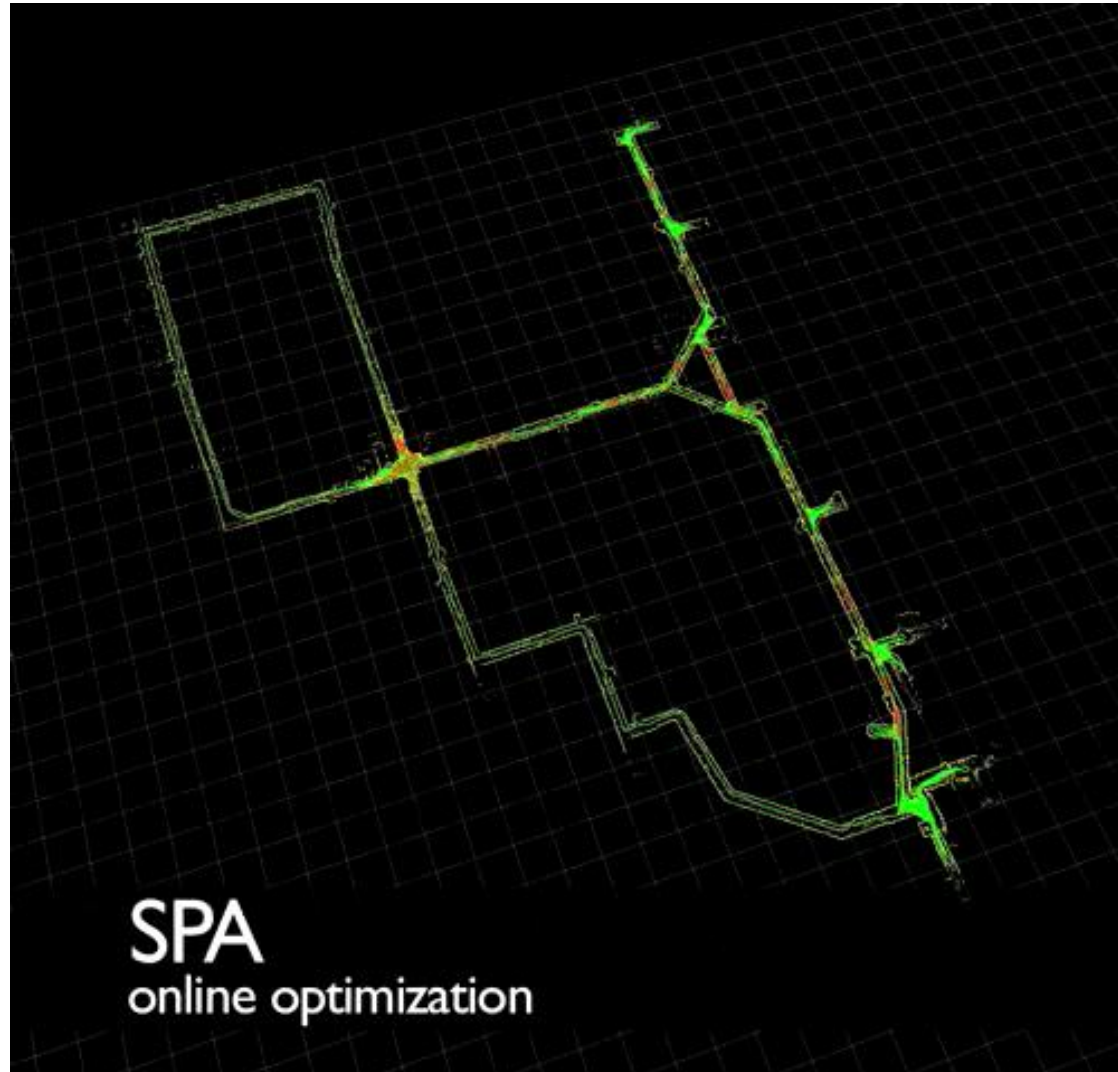
Example: CS Campus Freiburg



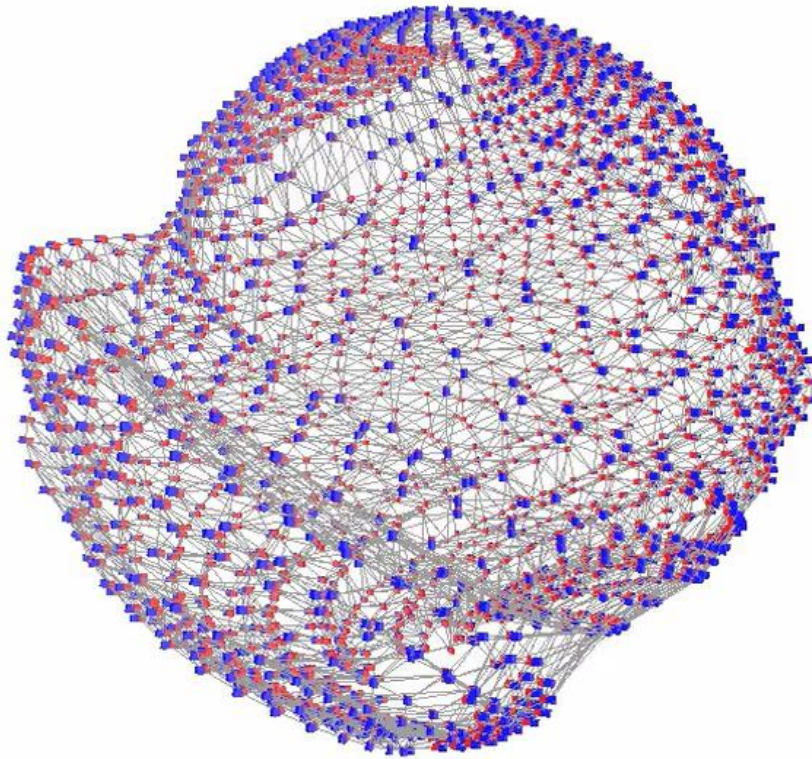
Example: Stanford Garage



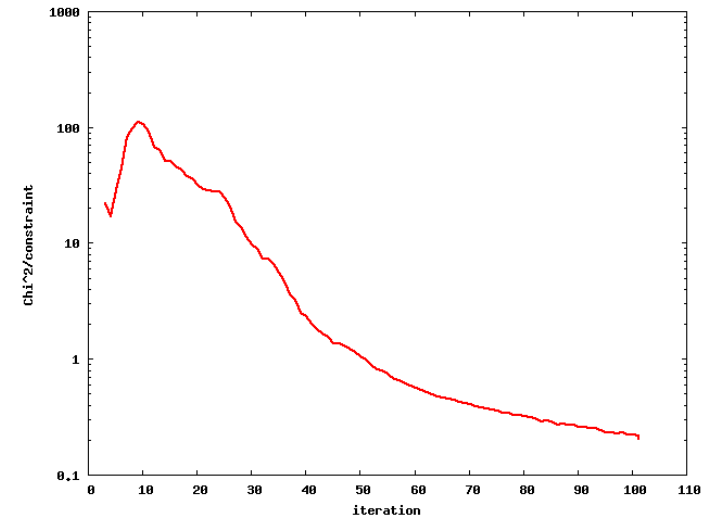
Sparse Pose Adjustment



There are Variants for 3D



- Highly connected graph
- Poor initial guess
- LU & variants fail
- 2200 nodes
- 8600 constraints

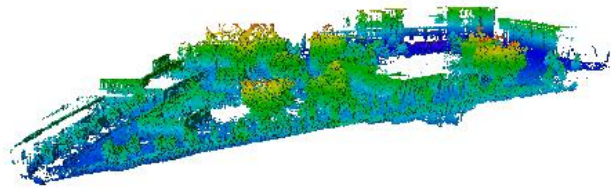


Example: 3D Map

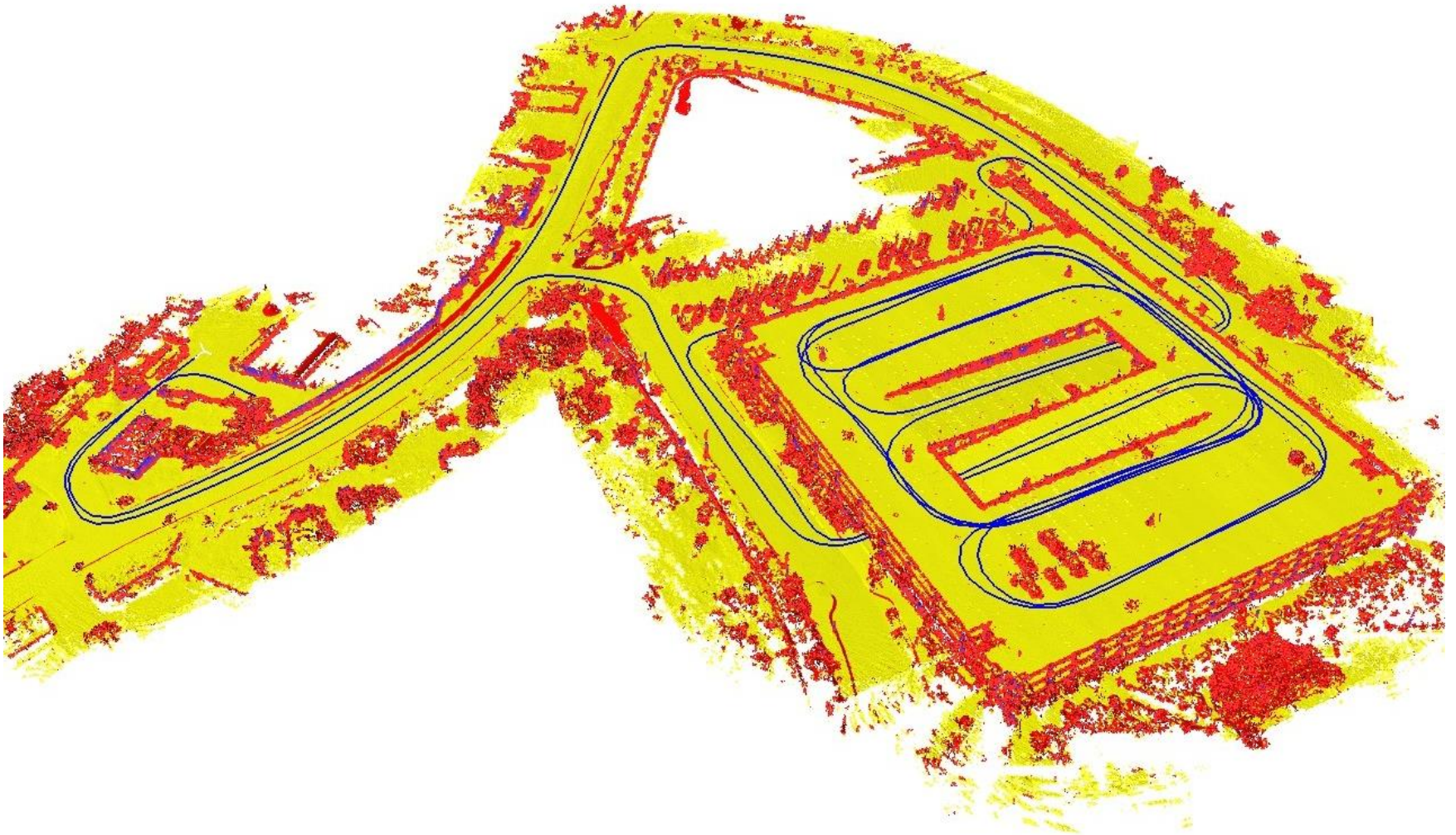
File



Freiburg Campus Octomap



3D Map of the Stanford Parking Garage



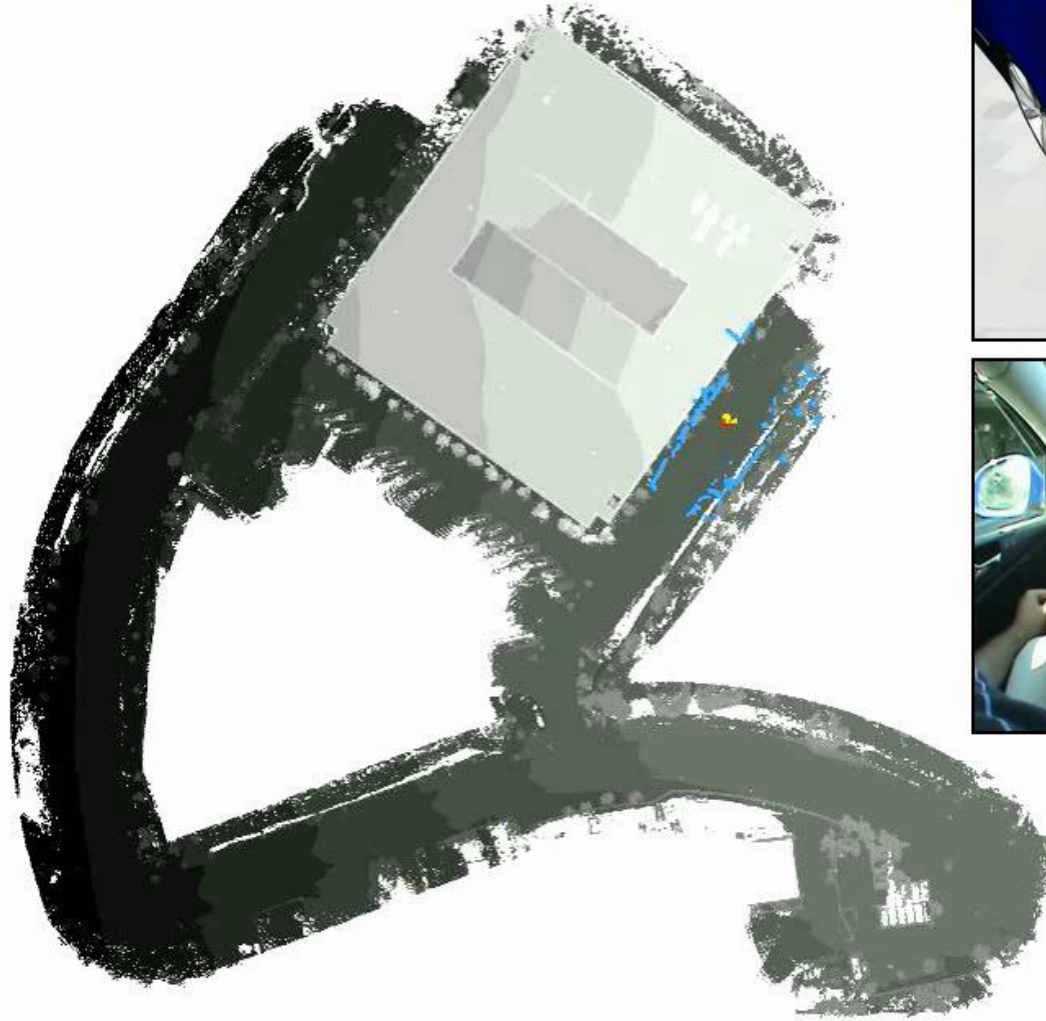
approx. 260MB

Application: Navigation with the Autonomous Car Junior

- Task: reach a parking spot on the upper level of the garage.



Autonomous Parking



Conclusions

- The back-end part of the SLAM problem can be effectively solved with Gauss-Newton error minimization
- error functions computes the mismatch between the state and the observations
- One of the state-of-the-art solutions for computing maps