

# Practical Course WS12/13

## Introduction to Monte Carlo Localization

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# State Estimation

- Estimate the state  $x$  of a system given observations  $z$  and controls  $u$
- **Goal:**

$$p(x \mid z, u)$$

# Bayes Filter

- General framework for state estimation
- Prediction step based on controls
- Correction step based on measurements
- Recursive structure:

$$\begin{aligned} \text{bel}(x_t) &= p(x_t \mid z_{1:t}, u_{1:t}) \\ &= \eta p(z_t \mid x_t) \int_{x_{t-1}} p(x_t \mid x_{t-1}, u_t) \text{bel}(x_{t-1}) dx_{t-1} \end{aligned}$$

# Bayes Filter Derivation

$$\begin{aligned} \text{bel}(x_t) &= p(x_t \mid z_{1:t}, u_{1:t}) \\ &= \eta p(z_t \mid x_t, z_{1:t-1}, u_{1:t}) p(x_t \mid z_{1:t-1}, u_{1:t}) \\ &= \eta p(z_t \mid x_t) p(x_t \mid z_{1:t-1}, u_{1:t}) \\ &= \eta p(z_t \mid x_t) \int_{x_{t-1}} p(x_t \mid x_{t-1}, z_{1:t-1}, u_{1:t}) \\ &\quad p(x_{t-1} \mid z_{1:t-1}, u_{1:t}) dx_{t-1} \\ &= \eta p(z_t \mid x_t) \int_{x_{t-1}} p(x_t \mid x_{t-1}, u_t) p(x_{t-1} \mid z_{1:t-1}, u_{1:t}) dx_{t-1} \\ &= \eta p(z_t \mid x_t) \int_{x_{t-1}} p(x_t \mid x_{t-1}, u_t) p(x_{t-1} \mid z_{1:t-1}, u_{1:t-1}) dx_{t-1} \\ &= \eta p(z_t \mid x_t) \int_{x_{t-1}} p(x_t \mid x_{t-1}, u_t) \text{bel}(x_{t-1}) dx_{t-1} \end{aligned}$$

# Prediction and Correction Step

- Bayes filter is often formulated as a two step process
- **Prediction step**

$$\overline{bel}(x_t) = \int p(x_t | u_t, x_{t-1}) bel(x_{t-1}) dx_{t-1}$$

- **Correction step**

$$bel(x_t) = \eta p(z_t | x_t) \overline{bel}(x_{t-1})$$

# Motion and Observation Model

- Prediction step

$$\overline{bel}(x_t) = \int \underline{p(x_t | u_t, x_{t-1})} bel(x_{t-1}) dx_{t-1}$$

motion model

- Correction step

$$bel(x_t) = \eta \underline{p(z_t | x_t)} \overline{bel}(x_{t-1})$$

sensor or observation model

# Different Realizations

- The Bayes filter is a **framework** for recursive state estimation
- There are **different realizations**
- **Different properties**
  - Linear vs. non-linear models for motion and observation models
  - Gaussian distributions only?
  - Parametric vs. non-parametric filters
  - ...

# Motion Model

$$\overline{bel}(x_t) = \int p(x_t | u_t, x_{t-1}) bel(x_{t-1}) dx_{t-1}$$



# Robot Motion Models

- Robot motion is inherently uncertain
- How can we model this uncertainty?



# Probabilistic Motion Models

- Specifies a posterior probability that action  $u$  carries the robot from  $x$  to  $x'$ .

$$p(x_t \mid u_t, x_{t-1})$$

# Typical Motion Models

- In practice, one often finds two types of motion models:
  - **Odometry-based**
  - **Velocity-based**
- Odometry-based models for systems that are equipped with wheel encoders
- Velocity-based when no wheel encoders are available

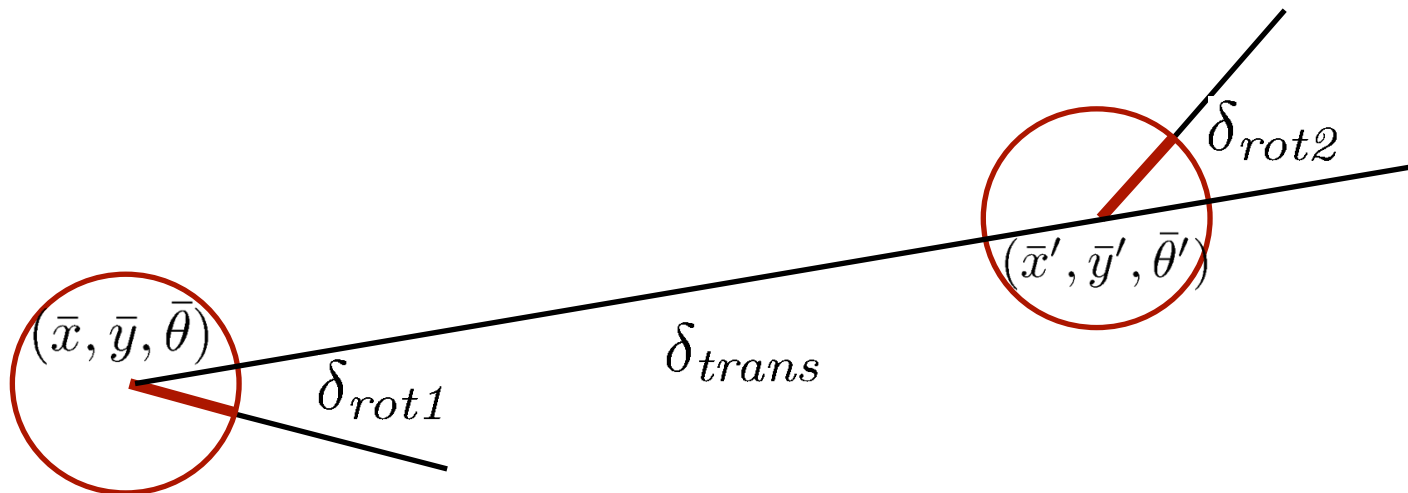
# Odometry Model

- Robot moves from  $(\bar{x}, \bar{y}, \bar{\theta})$  to  $(\bar{x}', \bar{y}', \bar{\theta}')$
- Odometry information  $u = (\delta_{rot1}, \delta_{trans}, \delta_{rot2})$

$$\delta_{trans} = \sqrt{(\bar{x}' - \bar{x})^2 + (\bar{y}' - \bar{y})^2}$$

$$\delta_{rot1} = \text{atan2}(\bar{y}' - \bar{y}, \bar{x}' - \bar{x}) - \bar{\theta}$$

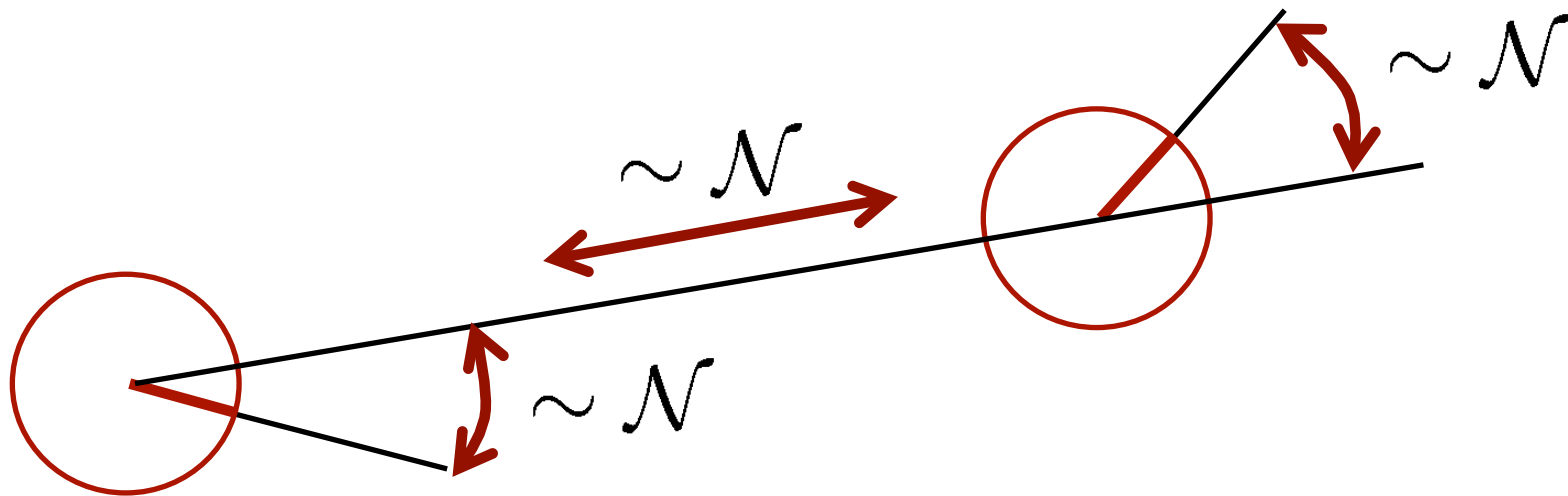
$$\delta_{rot2} = \bar{\theta}' - \bar{\theta} - \delta_{rot1}$$



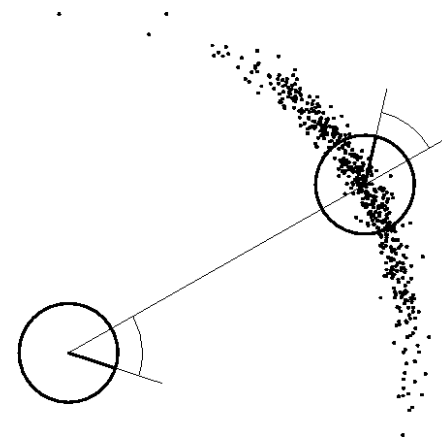
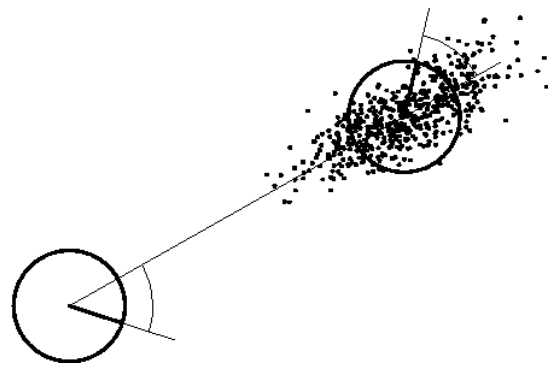
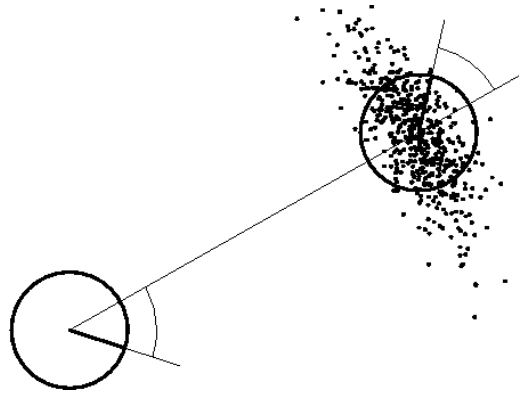
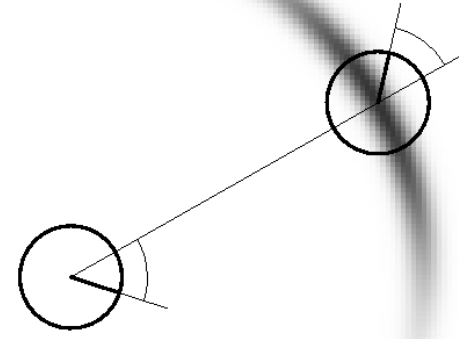
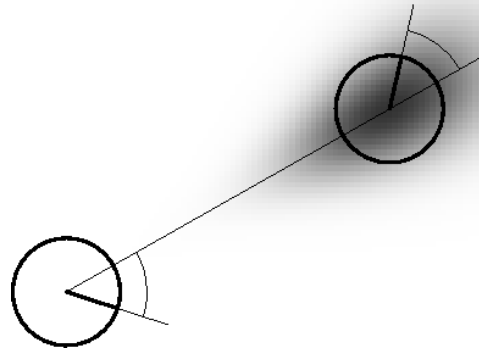
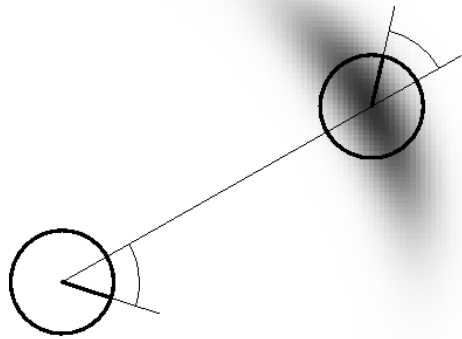
# Probability Distribution

- Noise in odometry  $u = (\delta_{rot1}, \delta_{trans}, \delta_{rot2})$
- Example: Gaussian noise

$$u \sim \mathcal{N}(0, \Sigma)$$



# Examples (Odometry-Based)



# Sensor Model

$$bel(x_t) = \eta p(z_t | x_t) \overline{bel}(x_{t-1})$$

# Model for Laser Scanners

- Scan  $z$  consists of  $K$  measurements.

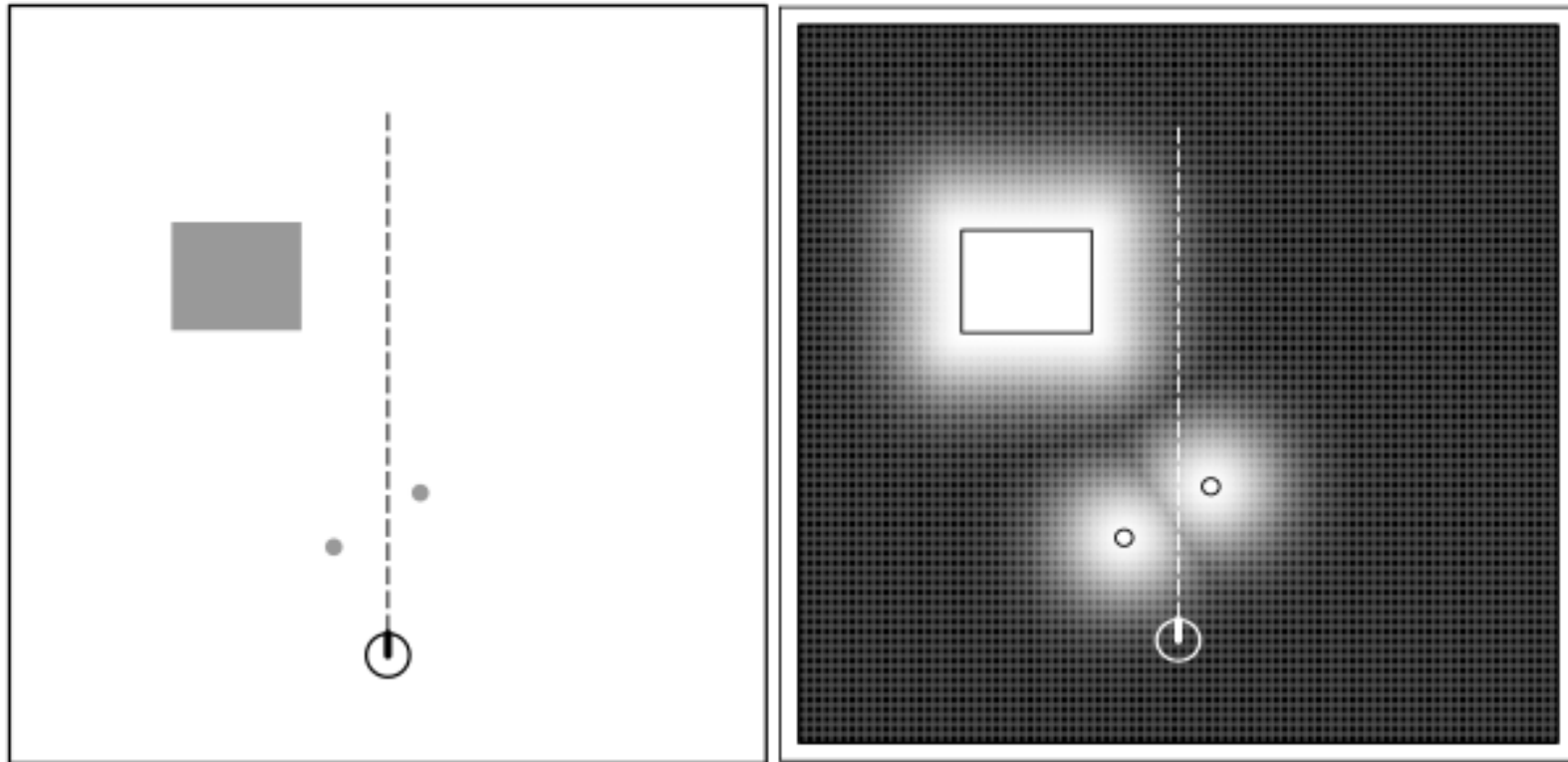
$$z_t = \{z_t^1, \dots, z_t^k\}$$

- Individual measurements are independent given the robot position

$$p(z_t \mid x_t, m) = \prod_{i=1}^k p(z_t^i \mid x_t, m)$$



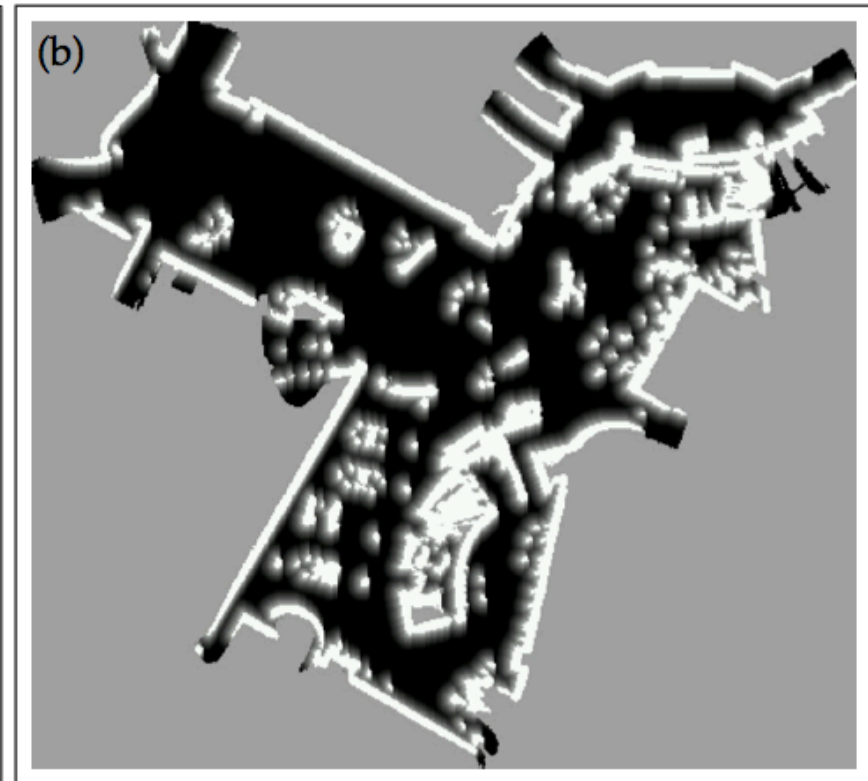
# Beam-Endpoint Model



# Beam-Endpoint Model



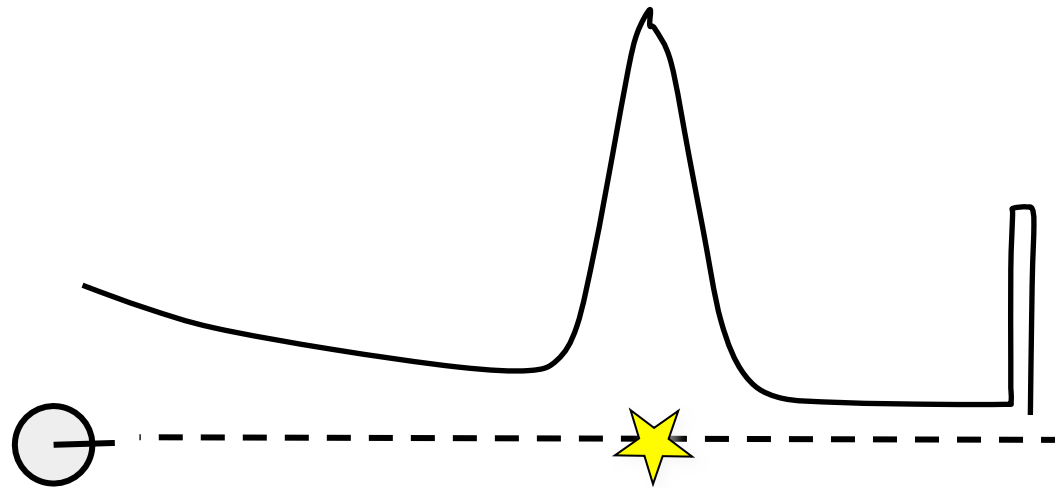
map



likelihood field

# Ray-cast Model

- Ray-cast model considers the first obstacle along the line of sight
- Mixture of four models



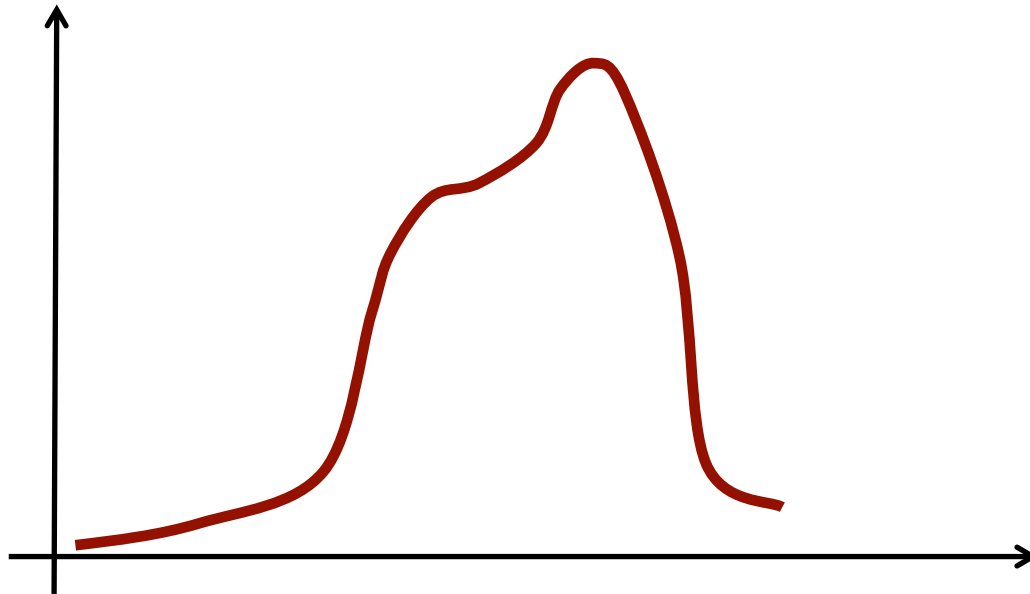
# Particle Filter

$$bel(x_t) = \eta p(z_t | x_t) \int_{x_{t-1}} p(x_t | x_{t-1}, u_t) bel(x_{t-1}) dx_{t-1}$$

- Realization of the Bayes filter
- Non-parametric approach
- Models arbitrary distributions

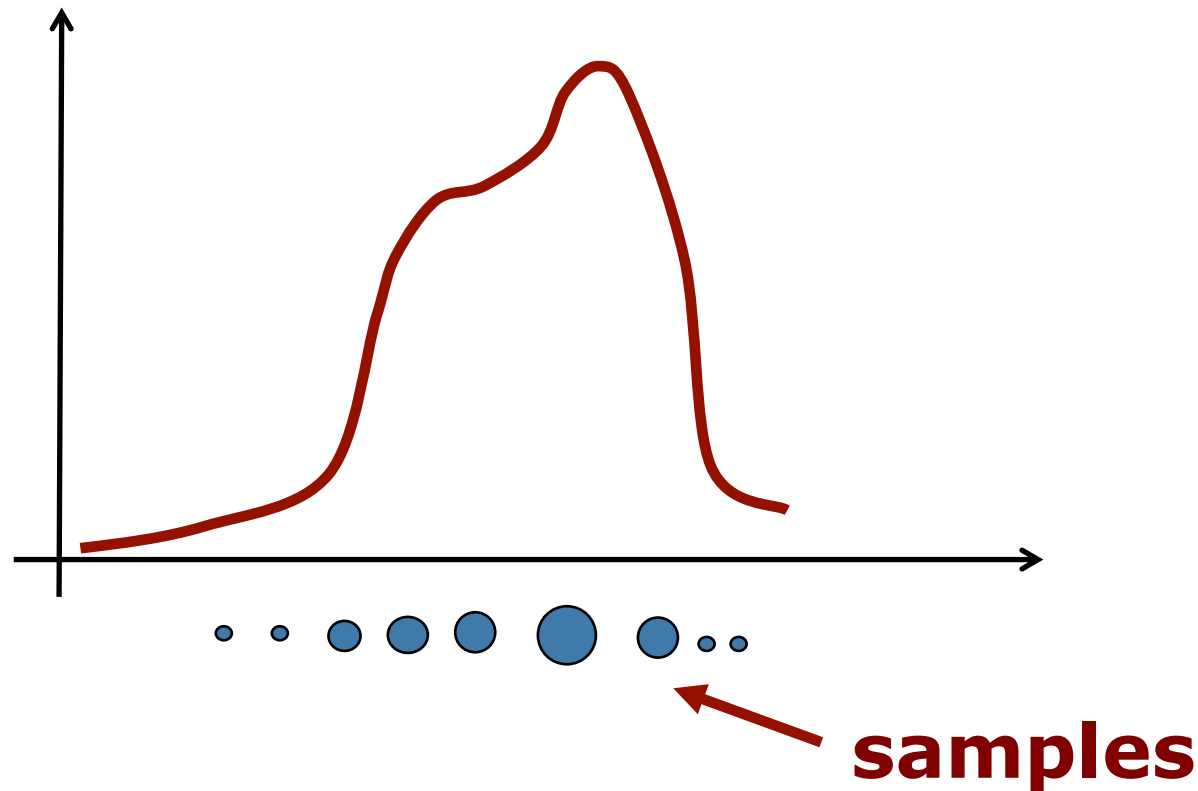
# Motivation

- Goal: approach for dealing with **arbitrary distributions**



# Key Idea: Samples

- Use **multiple samples** to represent arbitrary distributions



# Particle Set

- Set of weighted samples

$$\mathcal{X} = \left\{ \left\langle x^{[i]}, w^{[i]} \right\rangle \right\}_{i=1, \dots, N}$$

**state  
hypothesis**

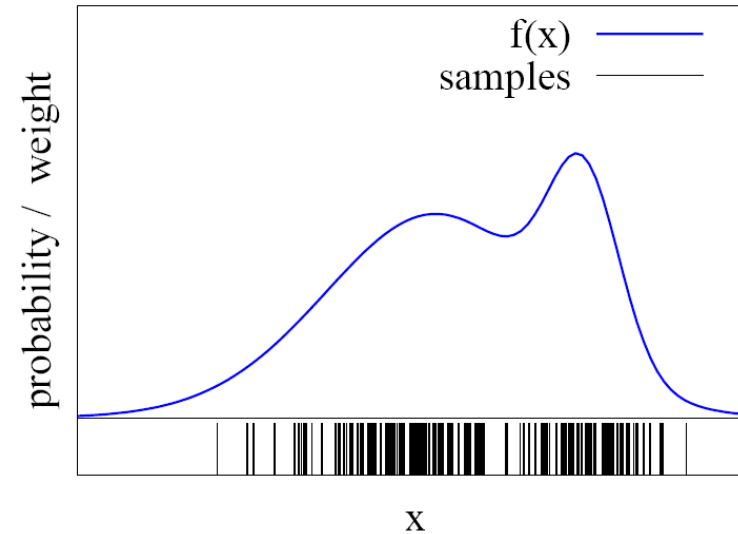
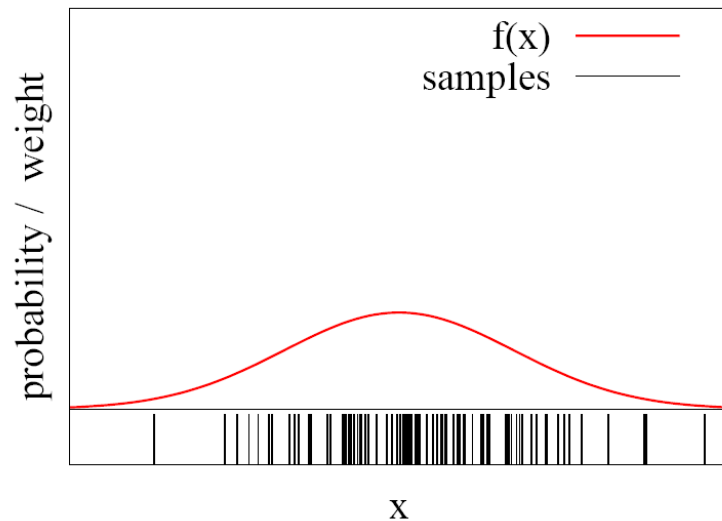
**importance  
weight**

- The samples represent the posterior

$$p(x) = \sum_{i=1}^N w^{[i]} \delta_{x^{[i]}}(x)$$

# Particles for Approximation

- Particles for function approximation



- The more particles fall into an interval, the higher its probability density



# Particle Filter

- Recursive Bayes filter
- Non-parametric approach
- Models the distribution by samples
- Prediction: propagate the samples given the motion model (proposal)
- Correction: weighting by considering the observation

**The more samples we use,  
the better is the estimate!**

# Monte Carlo Localization

- Each particle is a pose hypothesis
- Proposal is the motion model

$$x_t^{[i]} \sim p(x_t \mid x_{t-1}, u_t)$$

- Correction via the observation model

$$w_t^{[i]} \propto p(z_t \mid x_t, m)$$

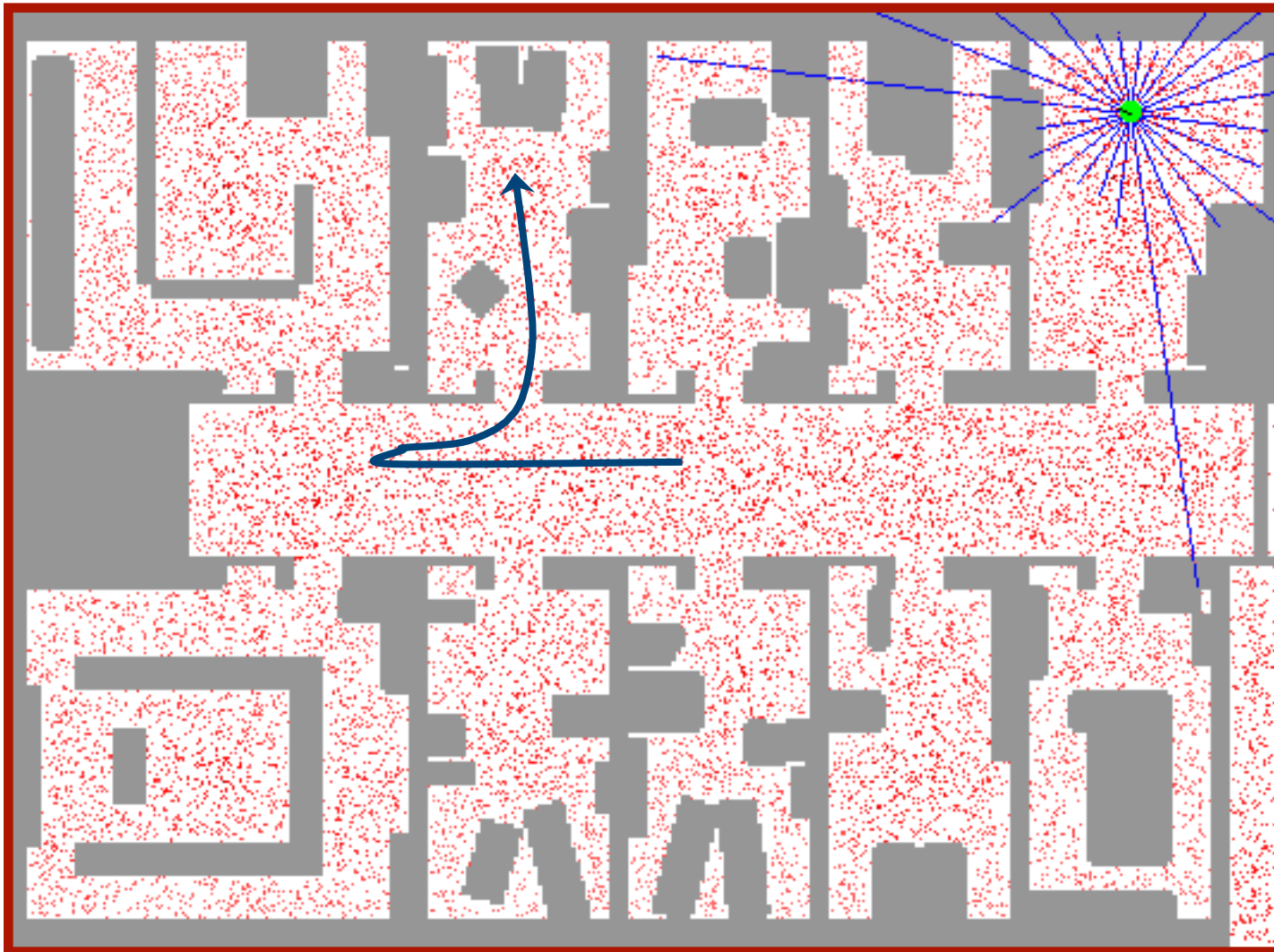
- Resampling: “Replace unlikely samples by more likely ones”

# Particle Filter for Localization

**Particle\_filter**( $\mathcal{X}_{t-1}, u_t, z_t$ ):

```
1:    $\bar{\mathcal{X}}_t = \mathcal{X}_t = \emptyset$ 
2:   for  $m = 1$  to  $M$  do
3:       sample  $x_t^{[m]} \sim p(x_t \mid u_t, x_{t-1}^{[m]})$ 
4:        $w_t^{[m]} = p(z_t \mid x_t^{[m]})$ 
5:        $\bar{\mathcal{X}}_t = \bar{\mathcal{X}}_t + \langle x_t^{[m]}, w_t^{[m]} \rangle$ 
6:   endfor
7:   for  $m = 1$  to  $M$  do
8:       draw  $i$  with probability  $\propto w_t^{[i]}$ 
9:       add  $x_t^{[i]}$  to  $\mathcal{X}_t$ 
10:  endfor
11:  return  $\mathcal{X}_t$ 
```

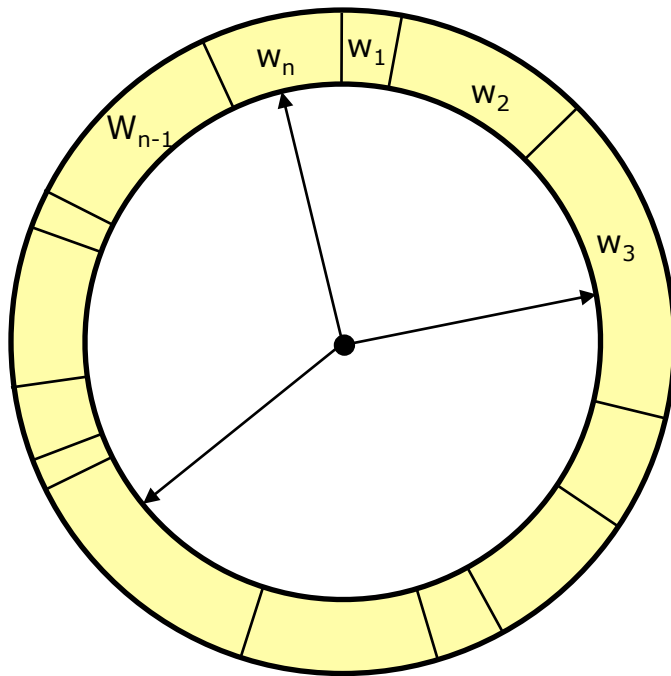
# Application: Particle Filter for Localization (Known Map)



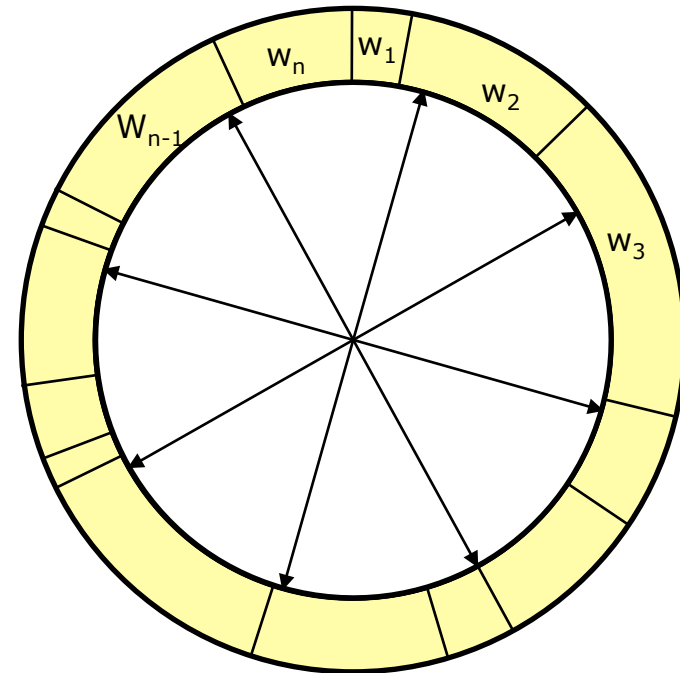
# Resampling

- Survival of the fittest: “Replace unlikely samples by more likely ones”
- “Trick” to avoid that many samples cover unlikely states
- Needed as we have a limited number of samples

# Resampling



- Roulette wheel
- Binary search
- $O(n \log n)$

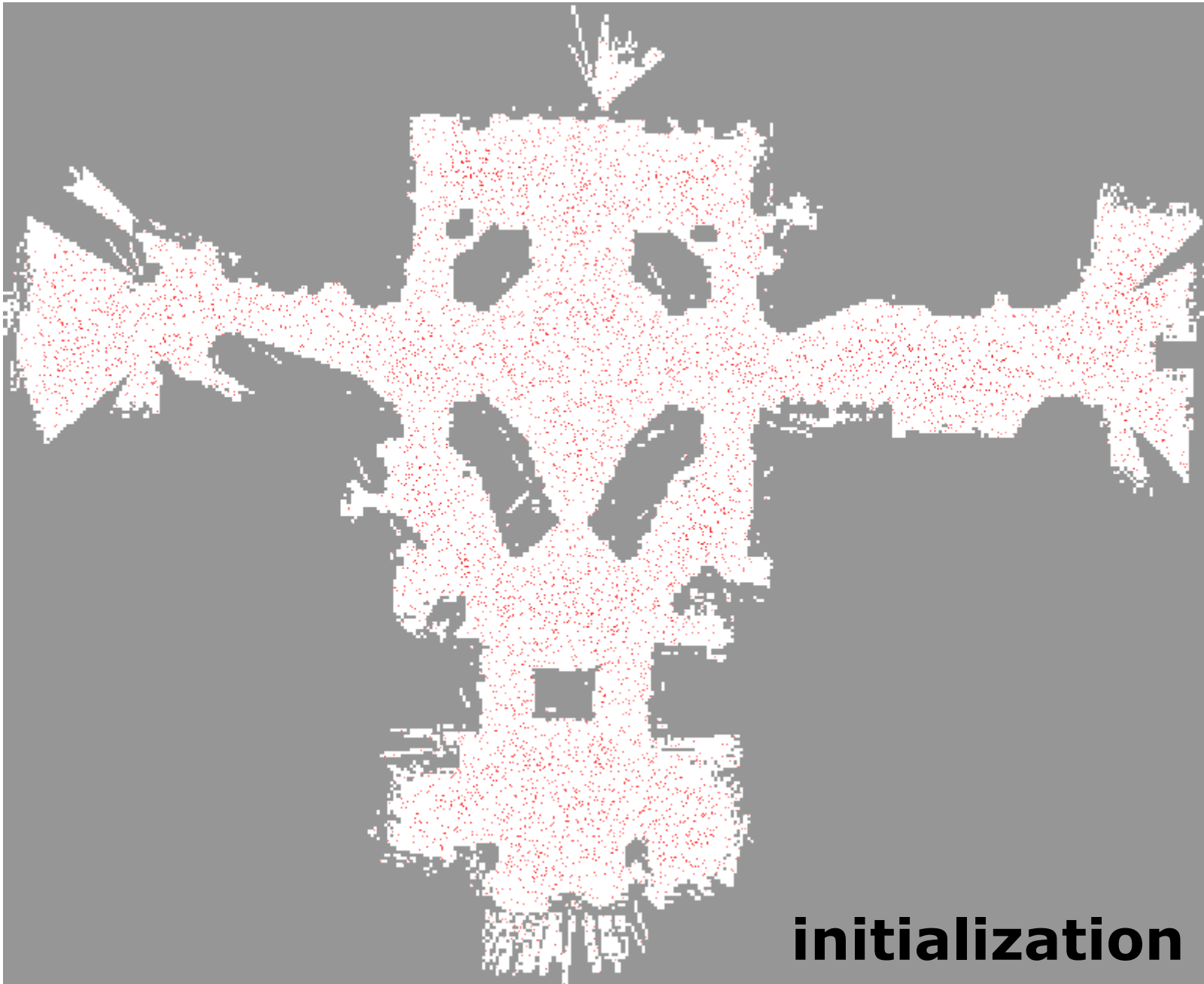


- Stochastic universal sampling
- Low variance
- $O(n)$

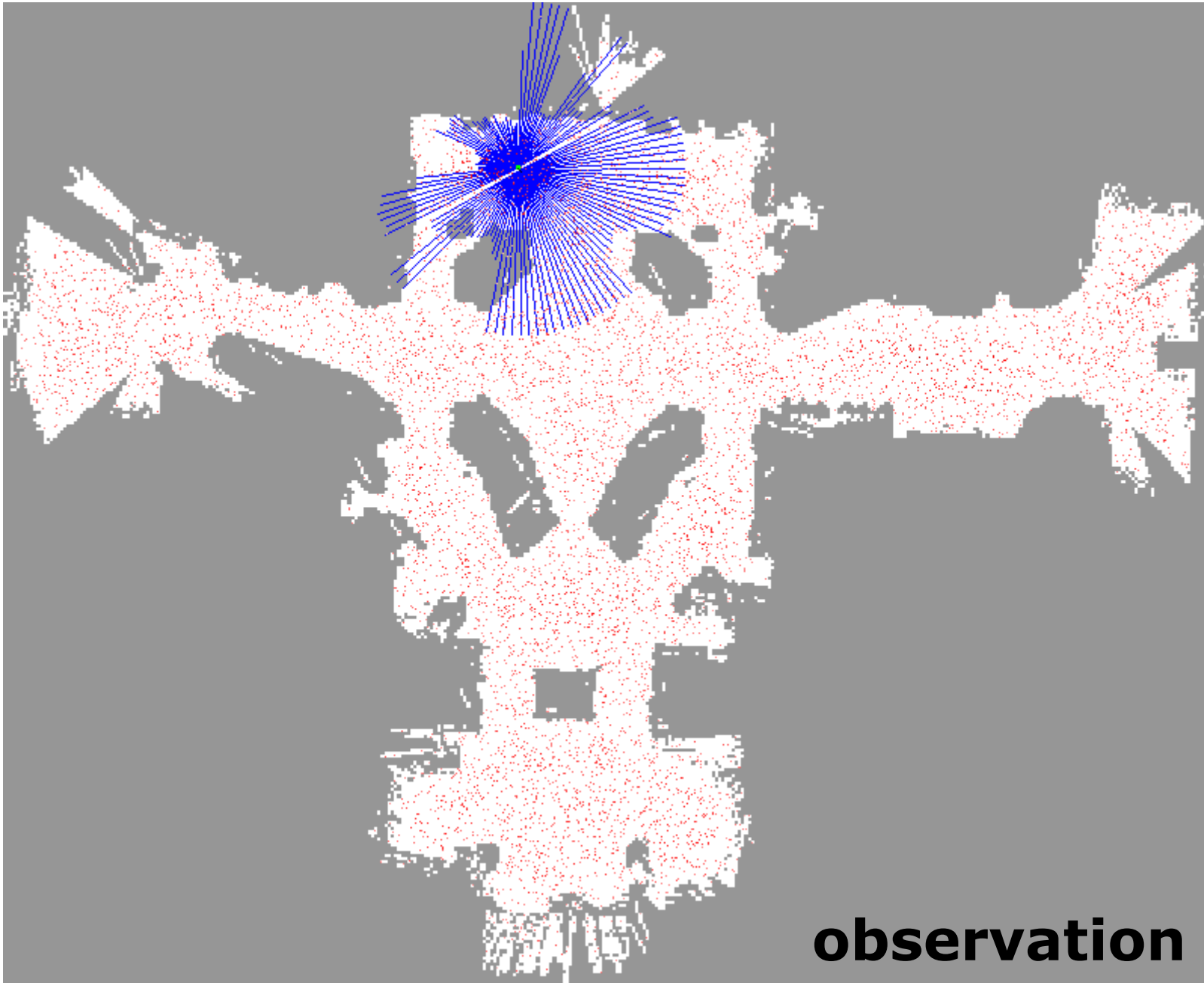
# Low Variance Resampling

**Low\_variance\_resampling( $\mathcal{X}_t, \mathcal{W}_t$ ):**

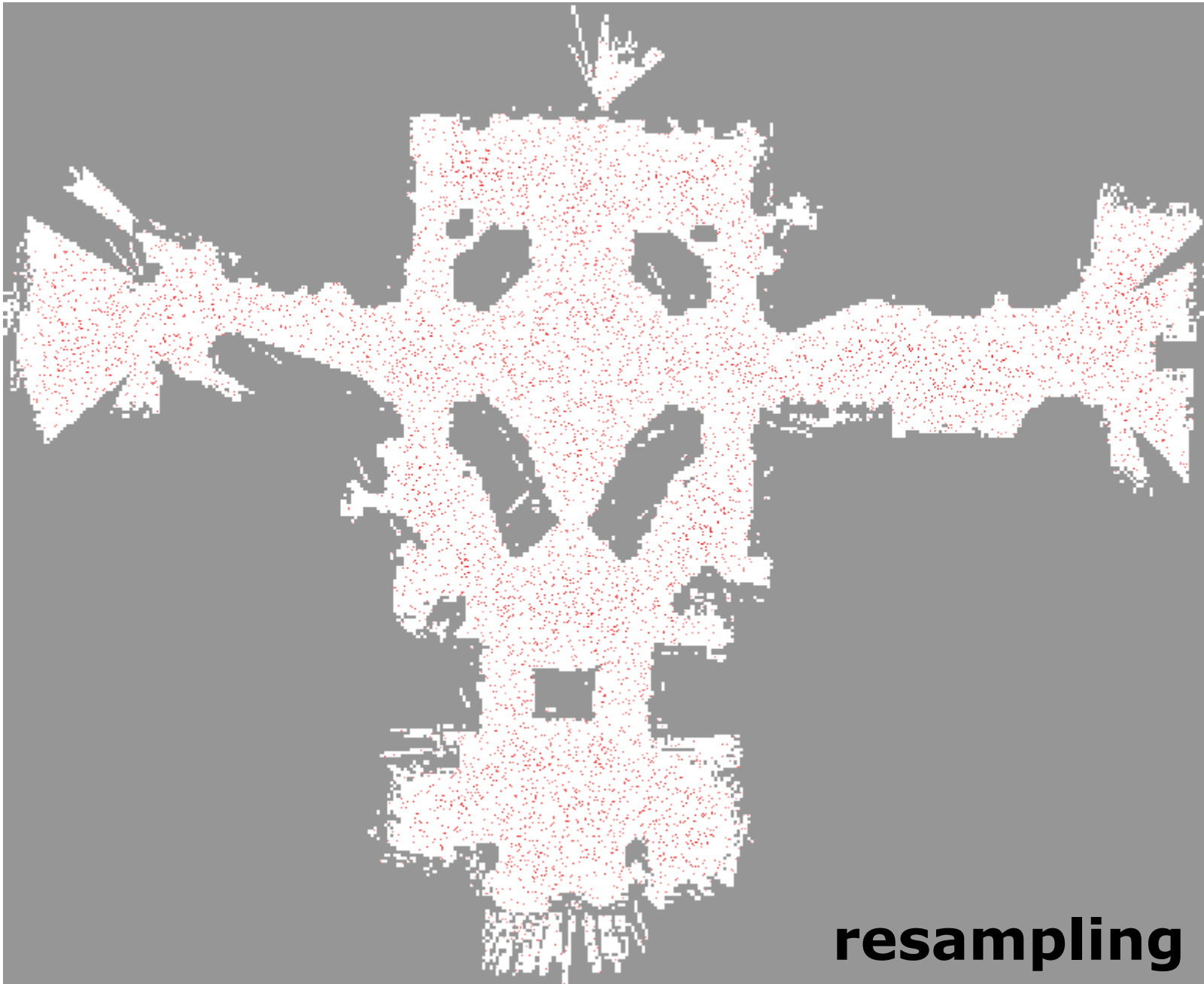
```
1:    $\bar{\mathcal{X}}_t = \emptyset$ 
2:    $r = \text{rand}(0; M^{-1})$ 
3:    $c = w_t^{[1]}$ 
4:    $i = 1$ 
5:   for  $m = 1$  to  $M$  do
6:      $U = r + (m - 1) \cdot M^{-1}$ 
7:     while  $U > c$ 
8:        $i = i + 1$ 
9:        $c = c + w_t^{[i]}$ 
10:    endwhile
11:    add  $x_t^{[i]}$  to  $\bar{\mathcal{X}}_t$ 
12:  endfor
13:  return  $\bar{\mathcal{X}}_t$ 
```

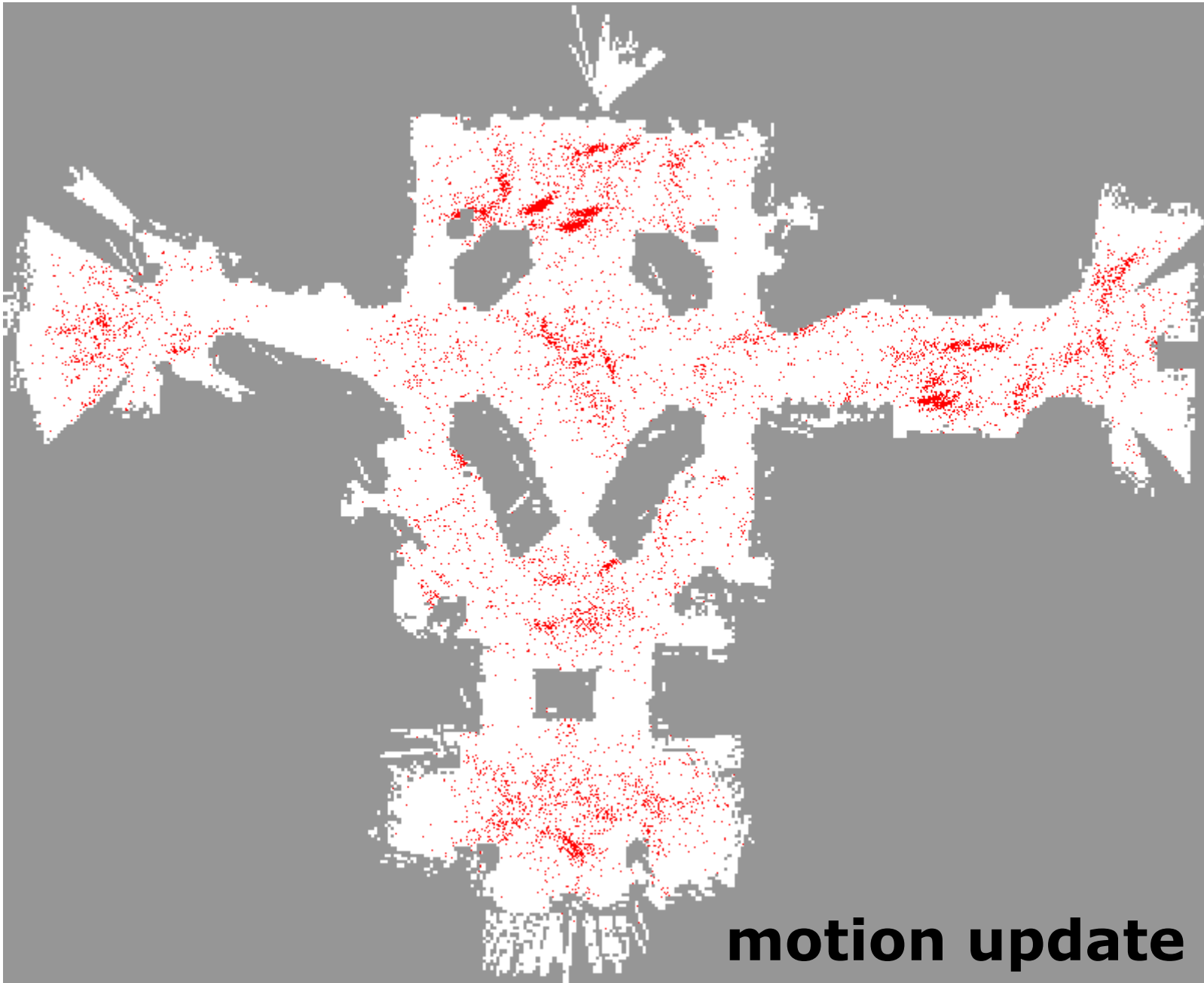


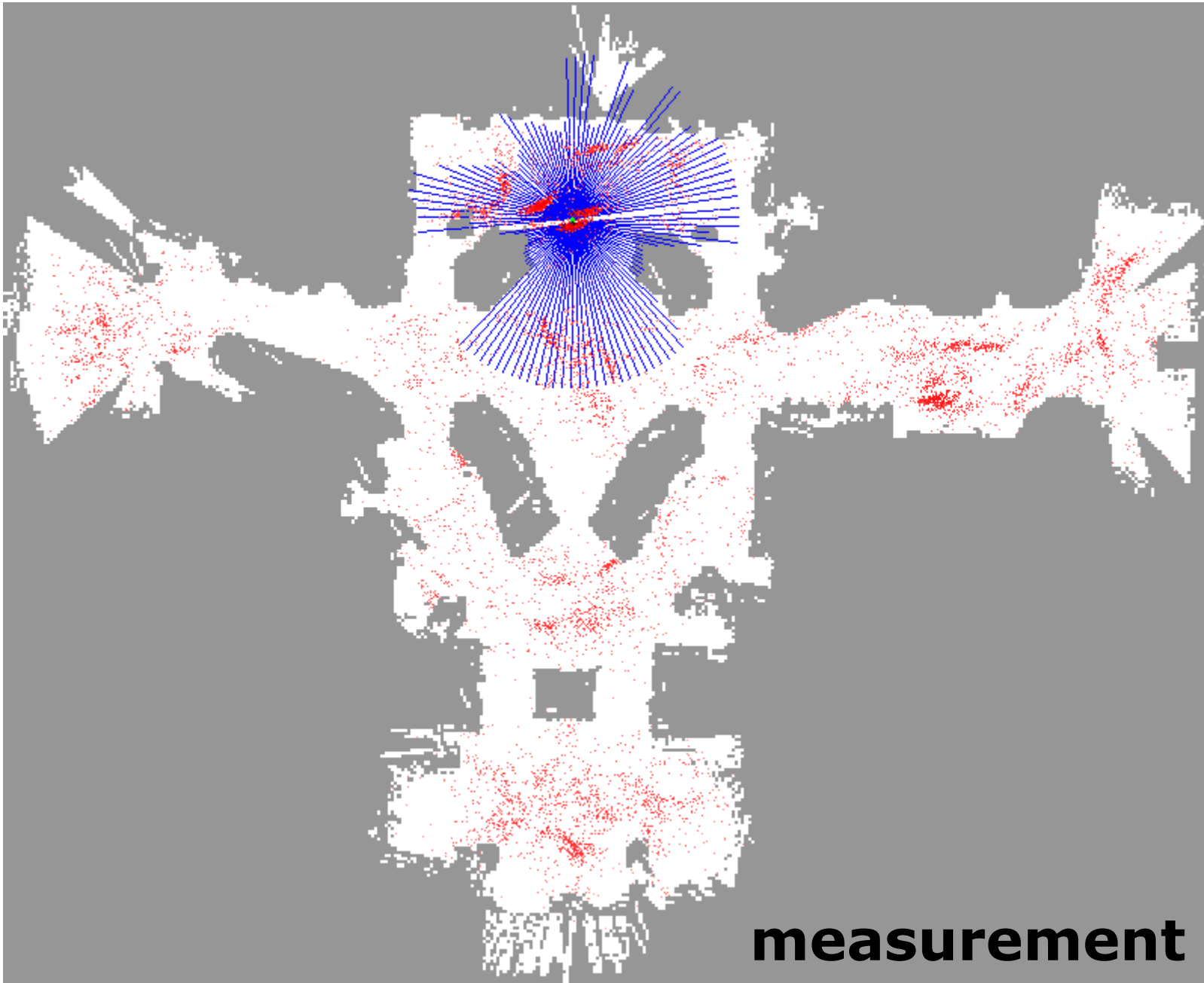




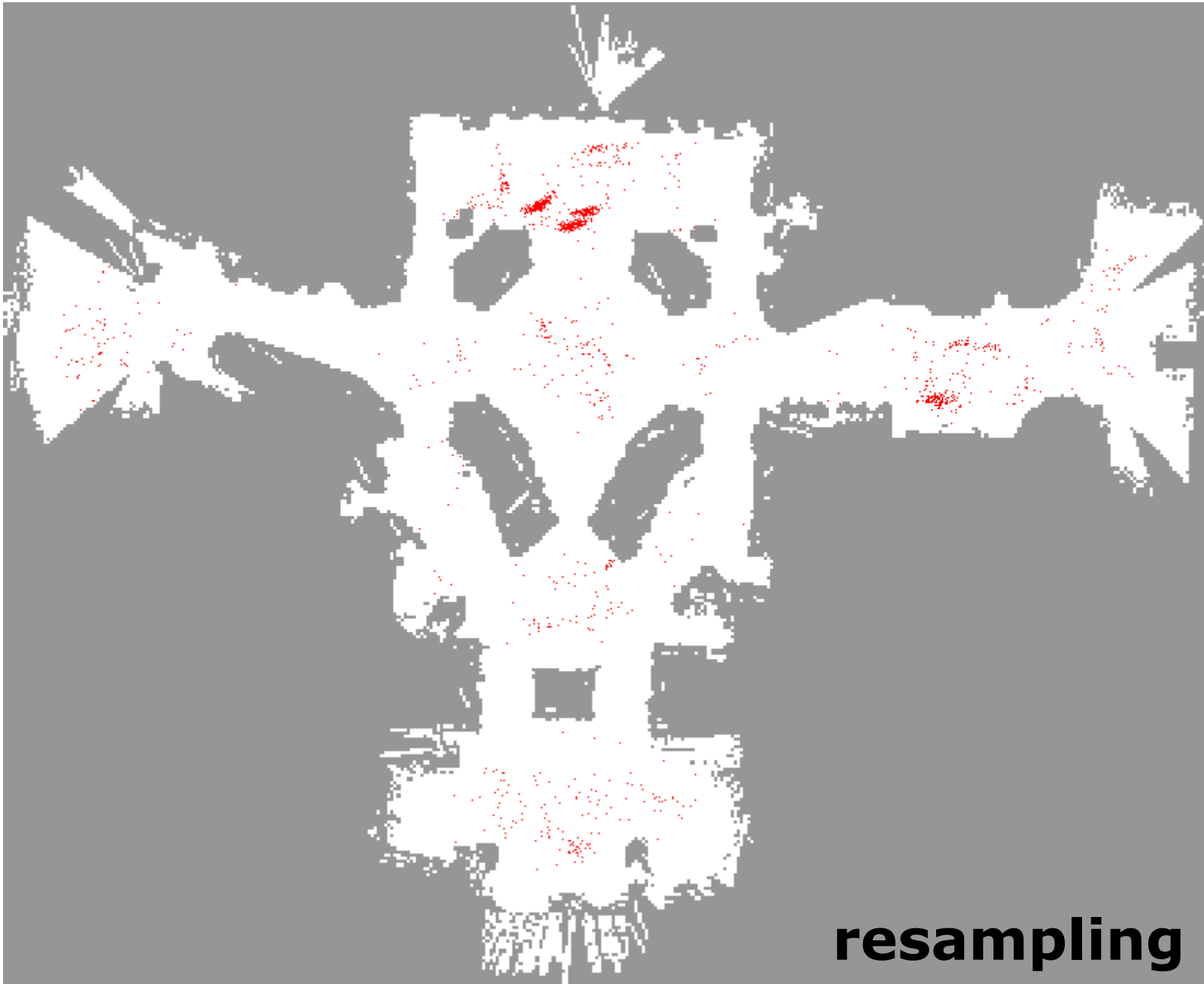
**observation**



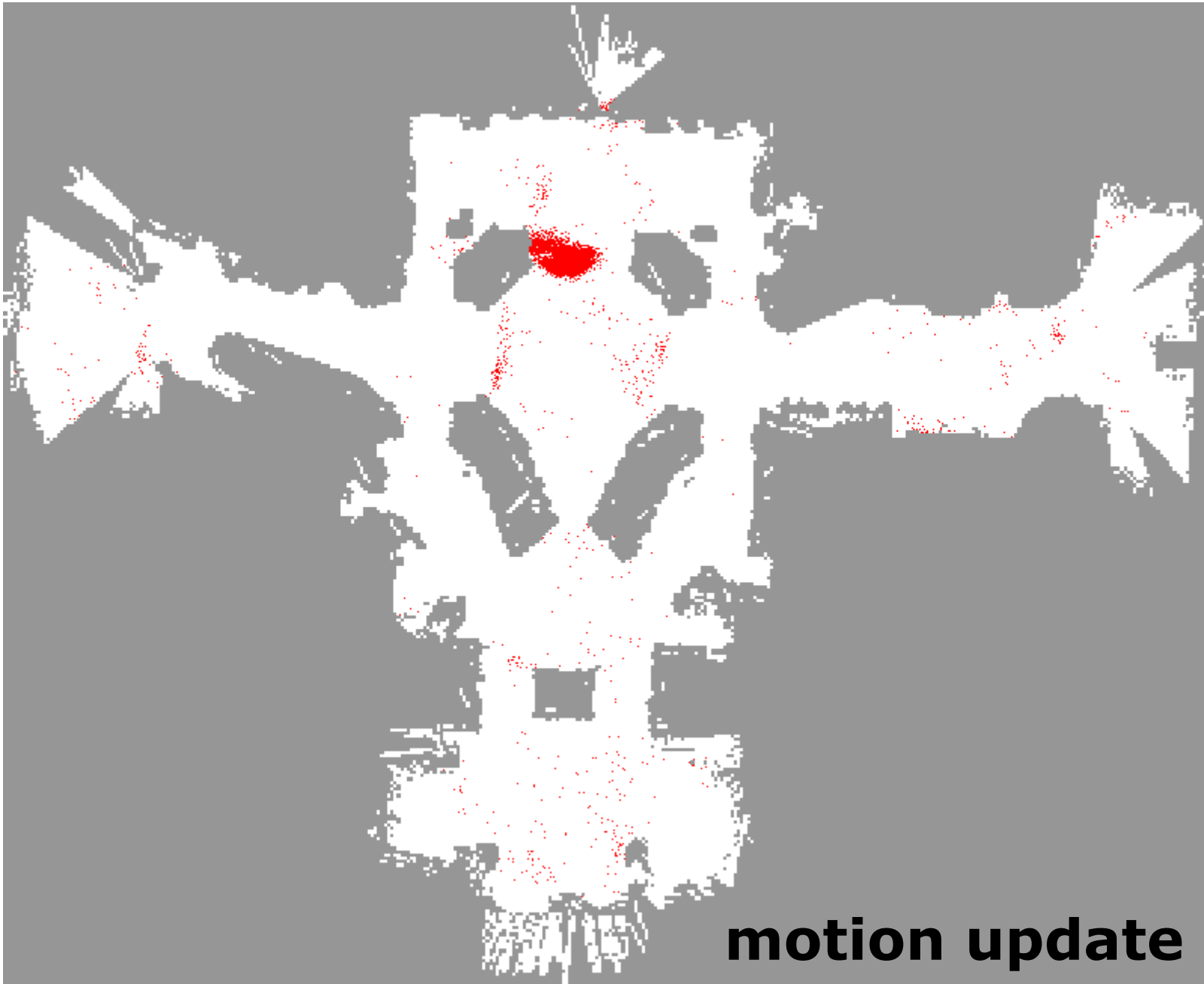


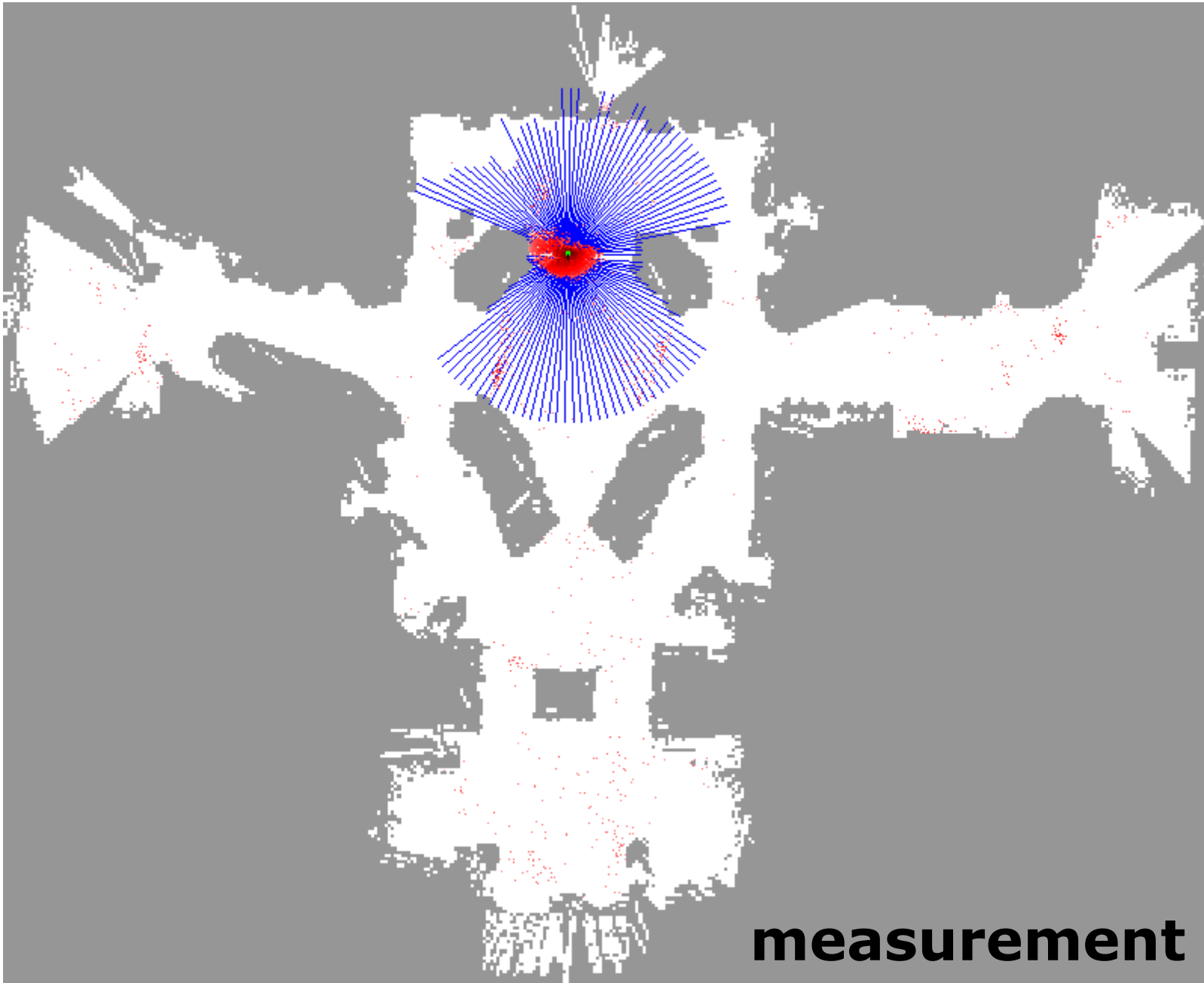






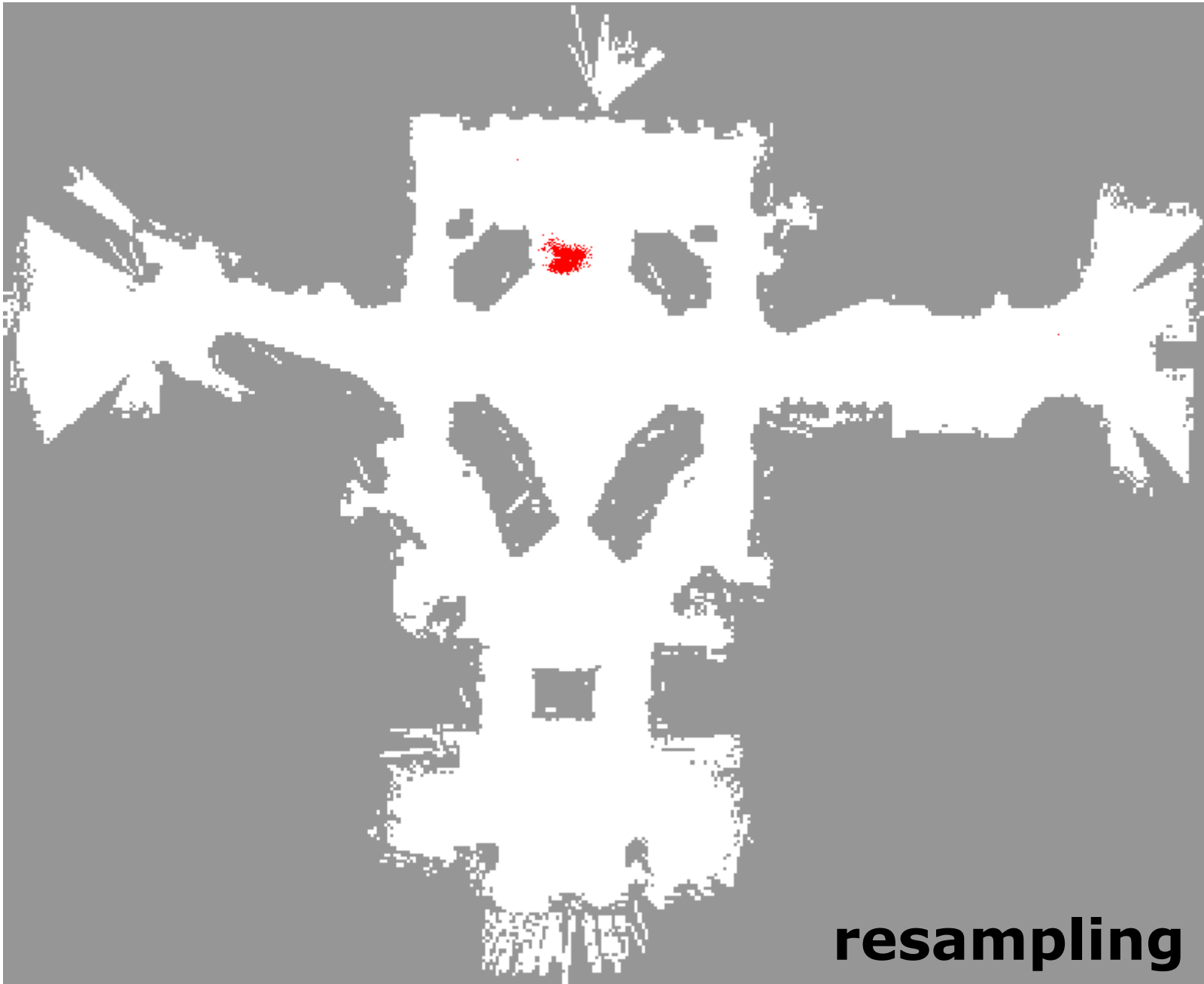
**resampling**



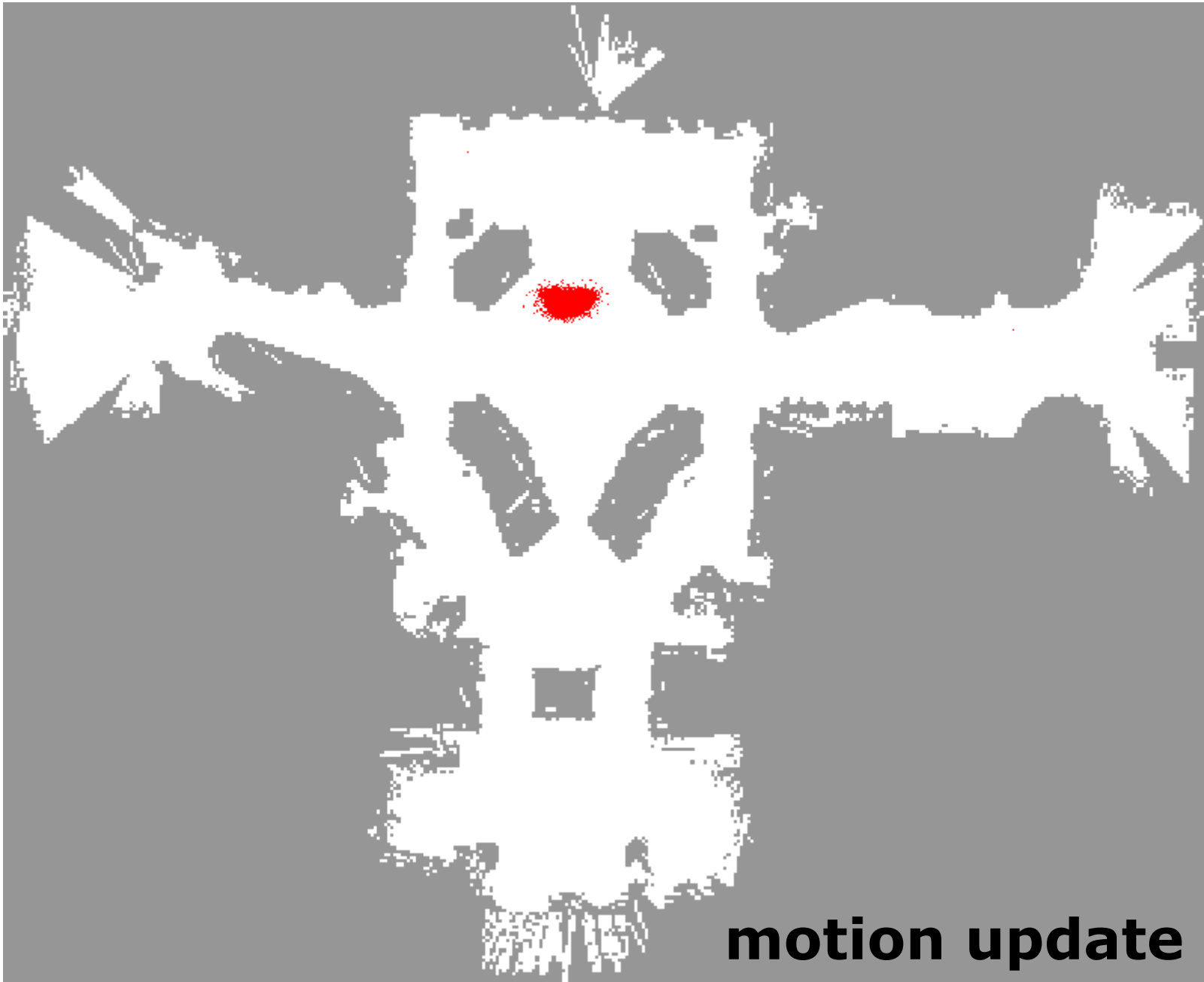


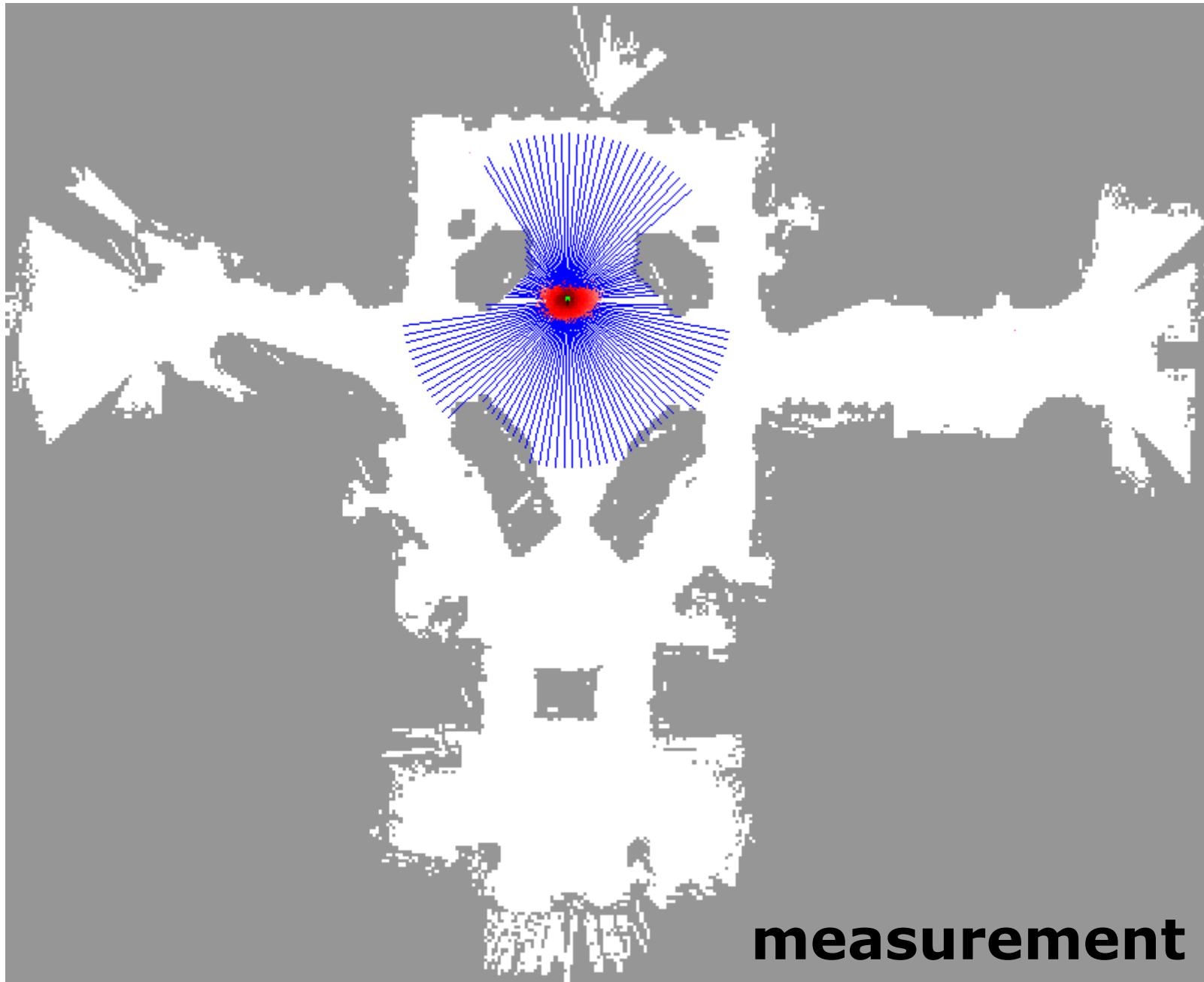


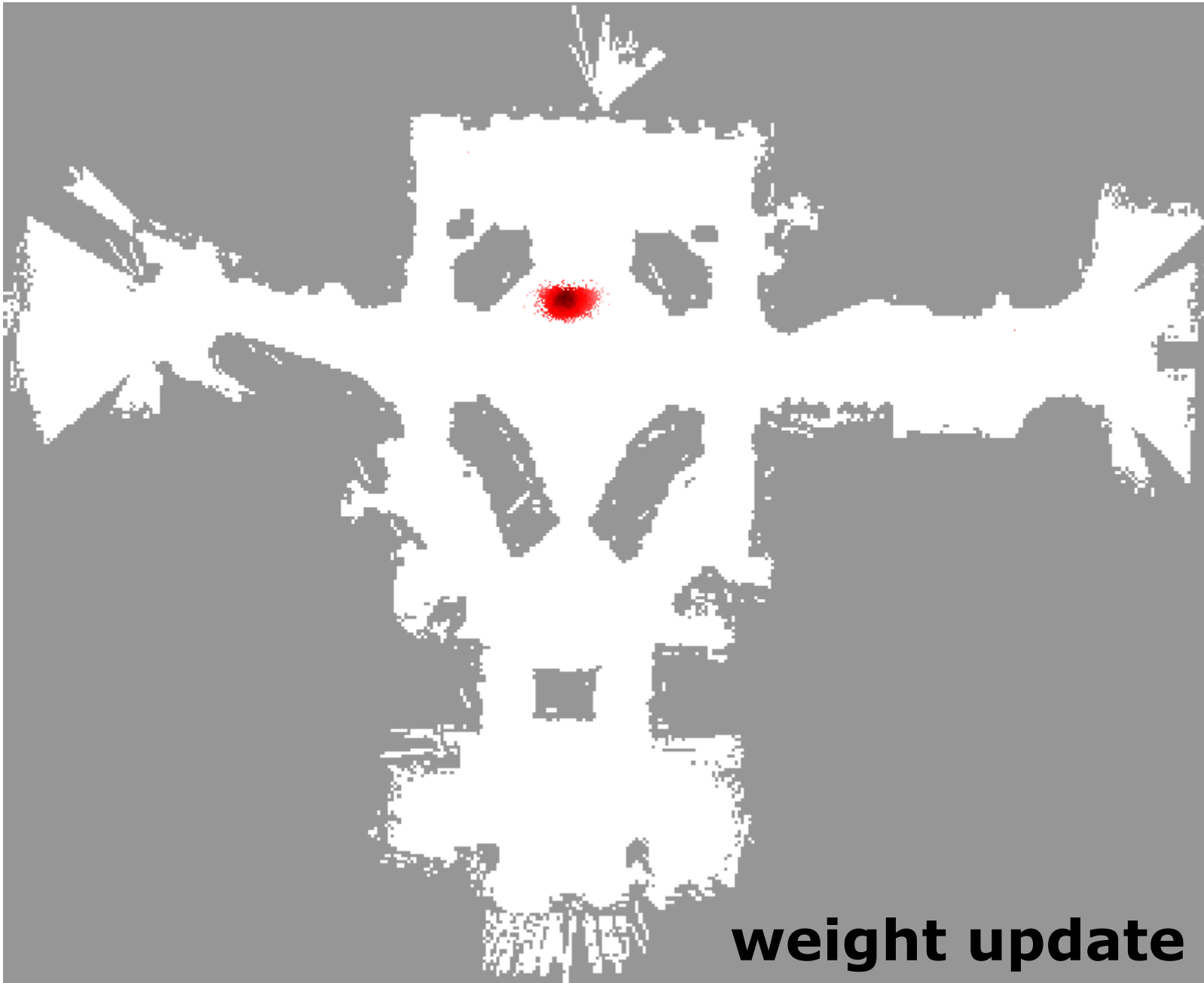




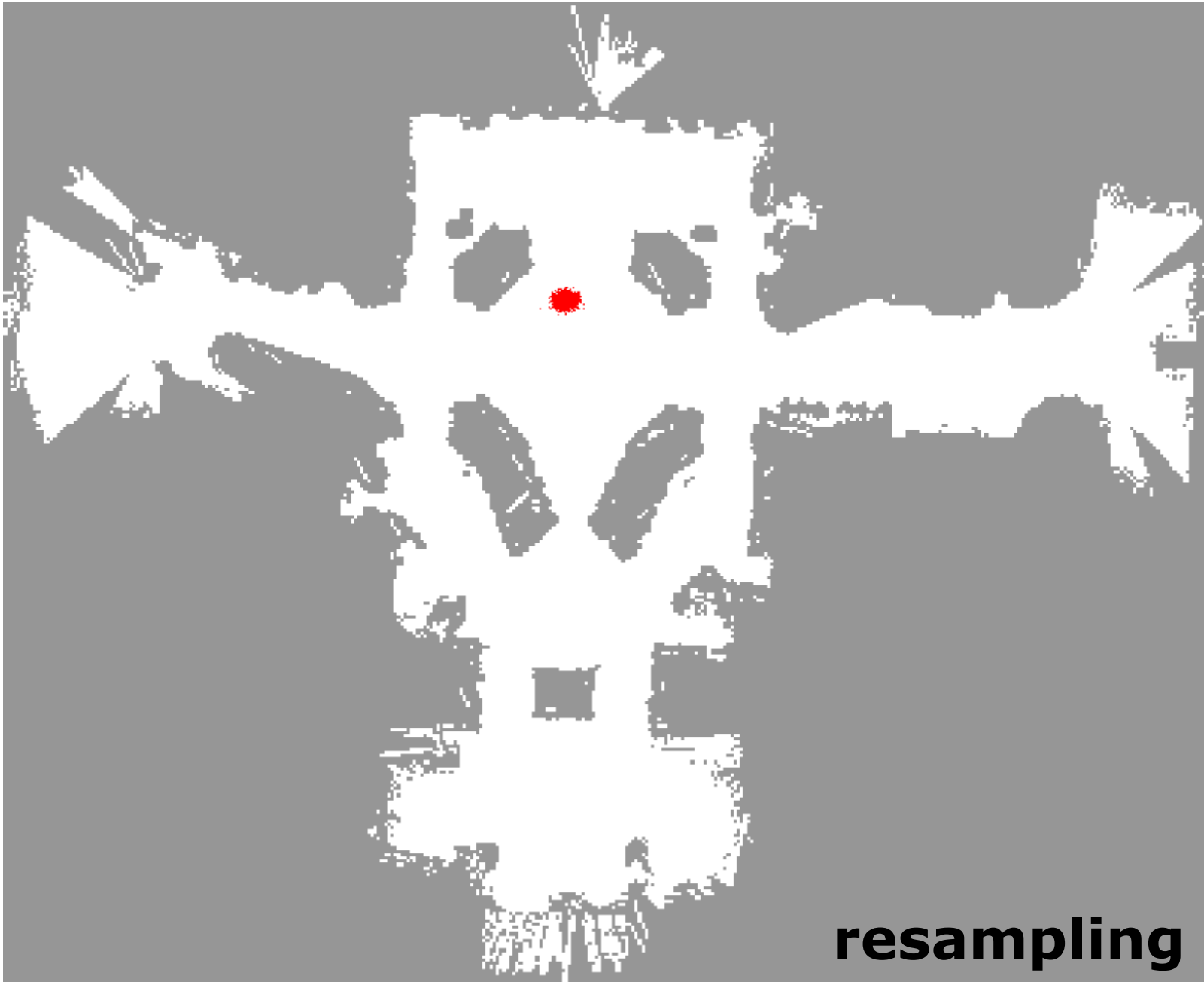
**resampling**

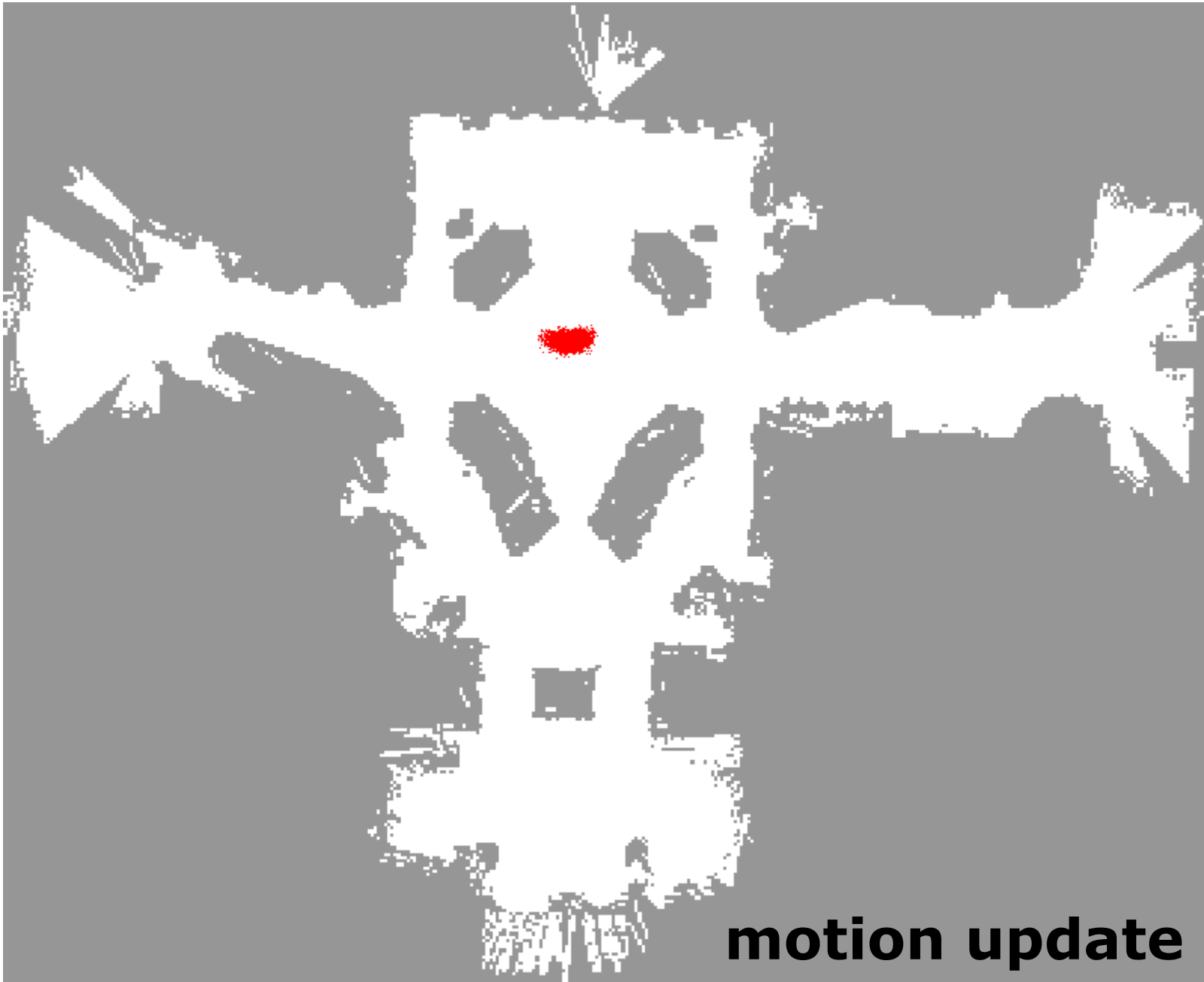


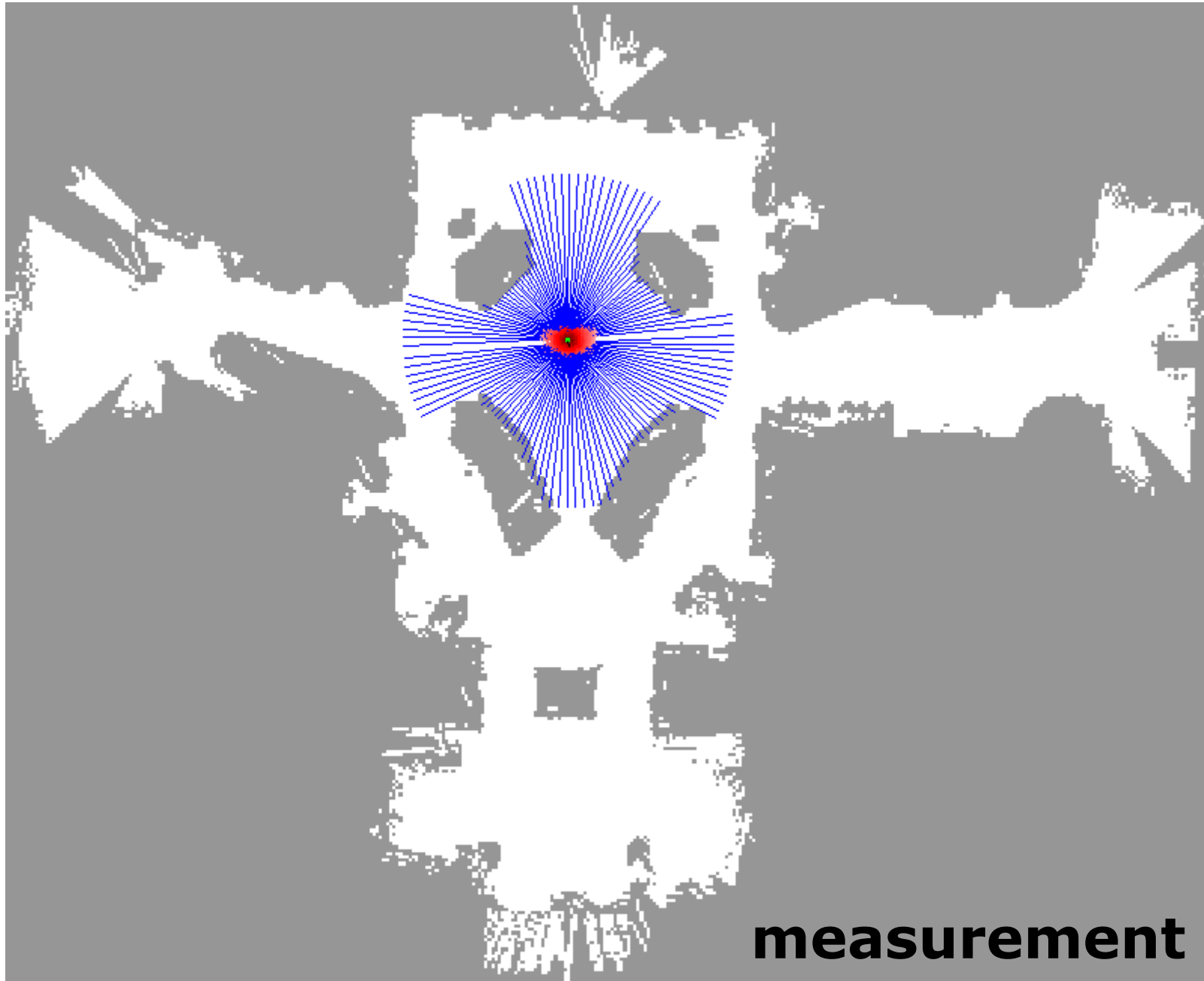




**weight update**









# Summary – Particle Filters

- Particle filters are non-parametric, recursive Bayes filters
- Posterior is represented by a set of weighted samples
- Not limited to Gaussians
- Proposal to draw new samples
- Weight to account for the differences between the proposal and the target
- Work well in low-dimensional spaces

# Summary – PF Localization

- Particles are propagated according to the motion model
- They are weighted according to the likelihood of the observation
- Called: Monte-Carlo localization (MCL)
- MCL is the gold standard for mobile robot localization today

# Literature

## **On Monte Carlo Localization**

- Thrun et al. "Probabilistic Robotics", Chapter 8.3

## **On the particle filter**

- Thrun et al. "Probabilistic Robotics", Chapter 3

## **On motion and observation models**

- Thrun et al. "Probabilistic Robotics", Chapters 5 & 6

# Key Questions

- What does our map look like?
- What kind of sensor do we use?
- How to obtain a sensor model?
- How to describe the motion?