Lecture 12: Filtering & Localization continued

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March 11, 2021

ECE484: Principles of Safe Autonomy

Administrivia

- Note that you can make up missed lectures by watching the videos and meeting with me to discuss the material in OH

Today’s Plan

- What is filtering, mapping, and localization?
  - Probability review!
- Bayes Filters (discrete)
- Kalman Filters (continuous)
- Particle Filters

Bayes Filter Reminder

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

- Prediction

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

- Correction

$$bel(x_t) = \eta p(z_t | x_t) \overline{bel}(x_t)$$

What if we have a good model of our (continuous) system dynamics and we assume a Gaussian model for our uncertainty?

→ Kalman Filters!

What is a Kalman Filter?

Suppose we have a system that is governed by a linear difference equation:

$$\longrightarrow \quad \underline{x_t} = \underline{A_t} x_{t-1} + \underline{B_t} u_t + \boxed{\epsilon_t} \quad -$$

with measurement

$$\underline{z_t} = \underline{C_t} x_t + \boxed{\delta_t} \quad -$$

$$N(\mu, \Sigma)$$

- Tracks the estimated state of the system by the <u>mean</u> and <u>variance</u> of its state variables -- minimum mean-square error estimator
- Computes the ***Kalman gain,*** which is used to weight the impact of new measurements on the system state estimate against the predicted value from the process model
- Note that we no longer have discrete states or measurements!

Linear Gaussian Systems: Dynamics

recall: $\varepsilon_t \sim N(0, Q_t)$

$x_t = \underline{A_t x_{t-1} + B_t u_t} + \varepsilon_t \quad // \quad p(x_t \mid u_t, x_{t-1}) \leftarrow N(A_t x_{t-1} + B_t u_t, Q$

$= N(\underbrace{x_t;}\ \underline{A x_{t-1} + B u_t, Q_t})$

Prediction Step:

$$\overline{bel}(x_t) = \int \overbrace{p(x_t \mid u_t, x_{t-1})}\ \underbrace{bel(x_{t-1})}_{\sim N(x_{t-1};\ \underline{\mu_{t-1}}, \Sigma_{t-1})} dx_{t-1}$$

$\vdots$

$$\overline{bel}(x_t) = \left\{ \begin{array}{l} \bar{\mu}_t = A_t \mu_{t-1} + B_t u_t \\ \bar{\Sigma}_t = A_t \Sigma_{t-1} A_t^T + Q_t \end{array} \right)$$

Linear Gaussian Systems: Observations

recall: $\delta_t \sim N(0, R_t)$

$z_t = \underline{C_t} x_t + \underline{\delta_t}$ // $p(z_t \mid x_t) \leftarrow N(z_t; C_t x_t, R_t)$

Correction Step:

$$bel(x_t) = \eta \, \underbrace{p(z_t \mid x_t)}_{} \, \underbrace{\overline{bel}(x_t)}_{N(x_t; \bar{\mu}_t, \bar{\Sigma}_t)}$$

$\vdots$

Kalman Gain

$$bel(x_t) = \begin{cases} \mu_t = \bar{\mu}_t + \underline{K_t}(\underline{z_t} - \underline{C_t \bar{\mu}_t}) \\ \Sigma_t = (I - \underline{K_t} C_t)\bar{\Sigma}_t \end{cases}$$

where $K_t = \bar{\Sigma}_t C_t^T (\underline{C_t \bar{\Sigma}_t C_t^T + R_t})^{-1}$

Kalman Filter Algorithm

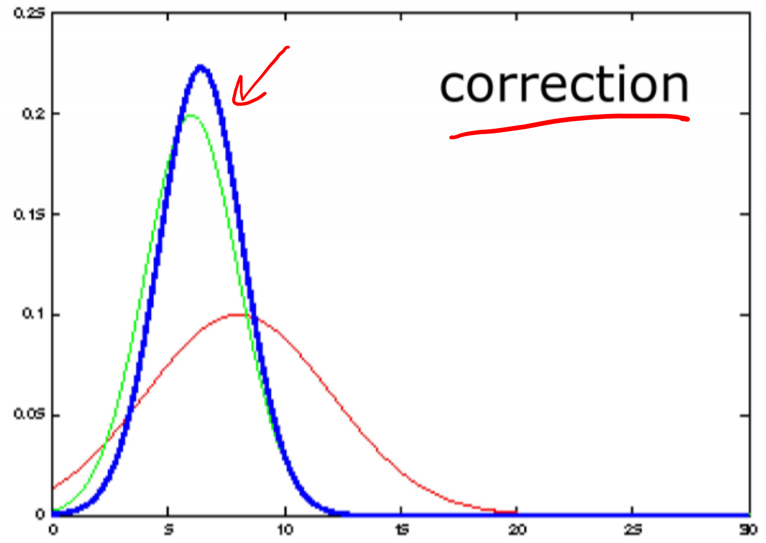
1. Algorithm Kalman_Filter($\mu_{t-1}, \Sigma_{t-1}, u_t, z_t$):
2. Prediction

$$\left.\begin{aligned}&1.\quad \bar{\mu}_t = A_t \mu_{t-1} + B_t u_t \\ &2.\quad \bar{\Sigma}_t = A_t \Sigma_{t-1} A_t^{\top} + Q_t\end{aligned}\right\}$$

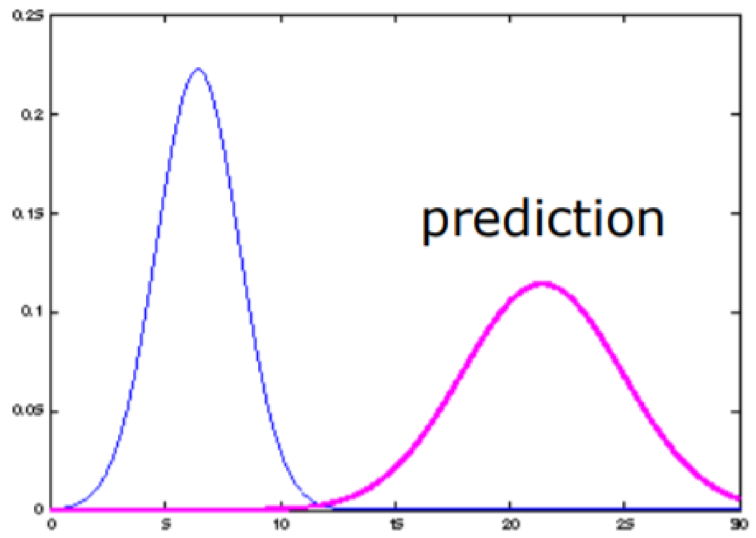
3. Correction:

$$\left.\begin{aligned}&1.\quad K_t = \bar{\Sigma}_t C_t^{\top} (C_t \bar{\Sigma}_t C_t^{\top} + R_t)^{-1} \\ &2.\quad \mu_t = \bar{\mu}_t + K_t (z_t - C_t \bar{\mu}_t) \\ &3.\quad \Sigma_t = (I - K_t C_t) \bar{\Sigma}_t\end{aligned}\right\}$$

4. Return μ_t, Σ_t



Apply control action

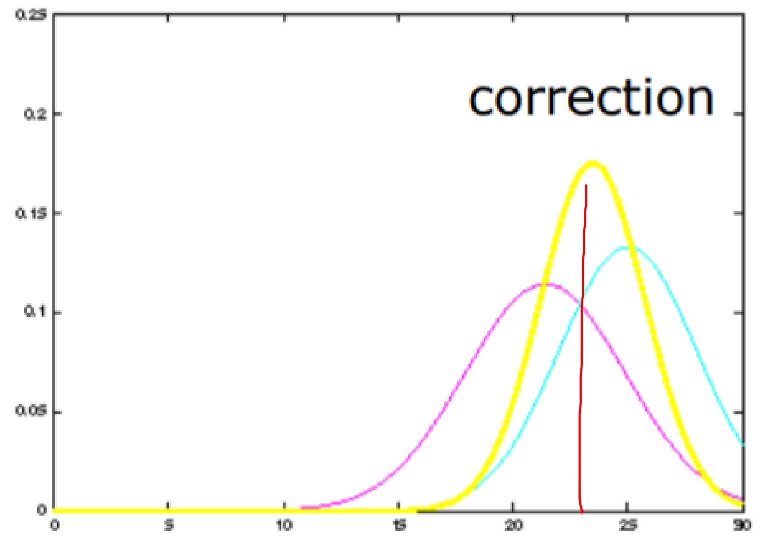


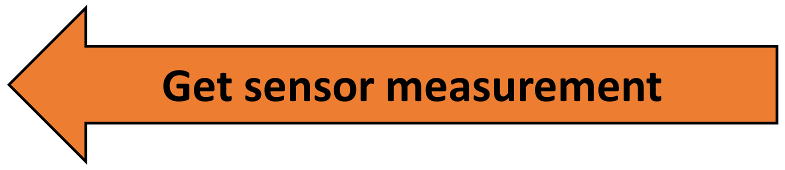
Correction:

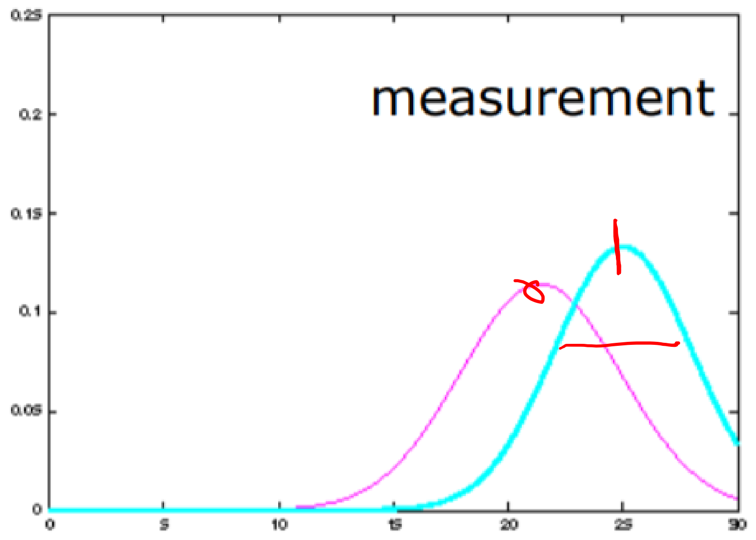
1. $K_t = \bar{\Sigma}_t C_t^\top (C_t \bar{\Sigma}_t C_t^\top + R_t)^{-1}$
2. $\mu_t = \bar{\mu}_t + K_t(z_t - C_t \bar{\mu}_t)$
3. $\Sigma_t = (I - K_t C_t)\bar{\Sigma}_t$

Prediction:

1. $\bar{\mu}_t = A_t \mu_{t-1} + B_t u_t$
2. $\bar{\Sigma}_t = A_t \Sigma_{t-1} A_t^\top + Q_t$

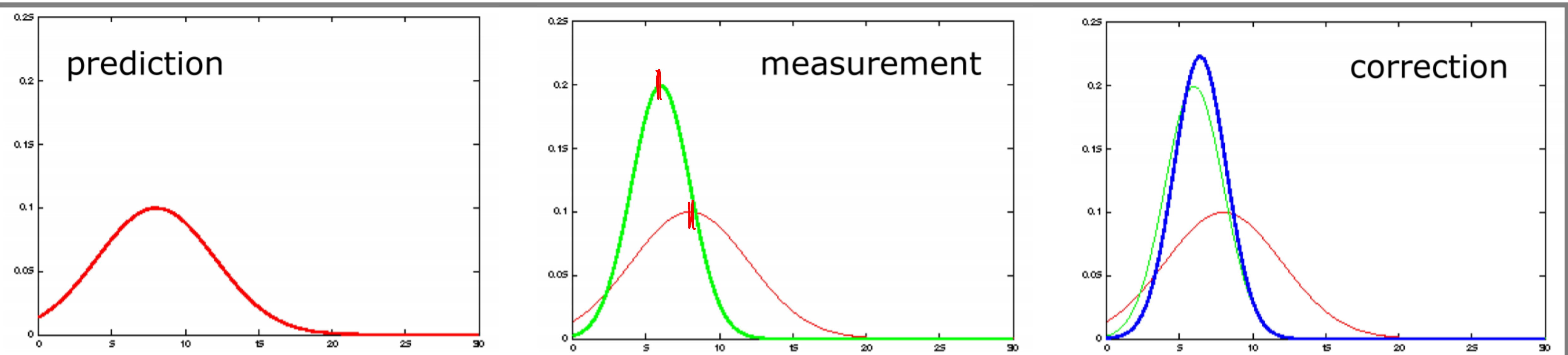




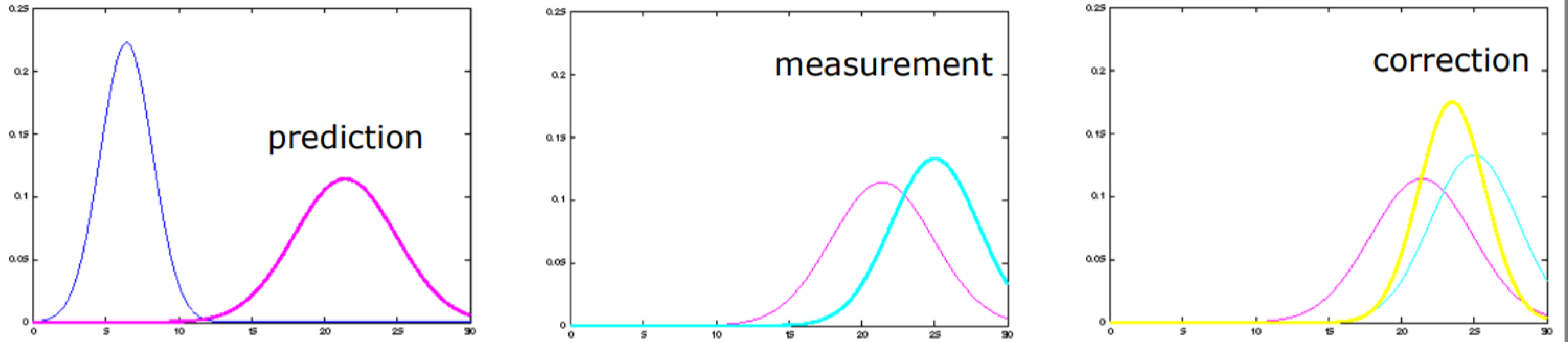


Kalman Filter Example

time = 1



time = 2



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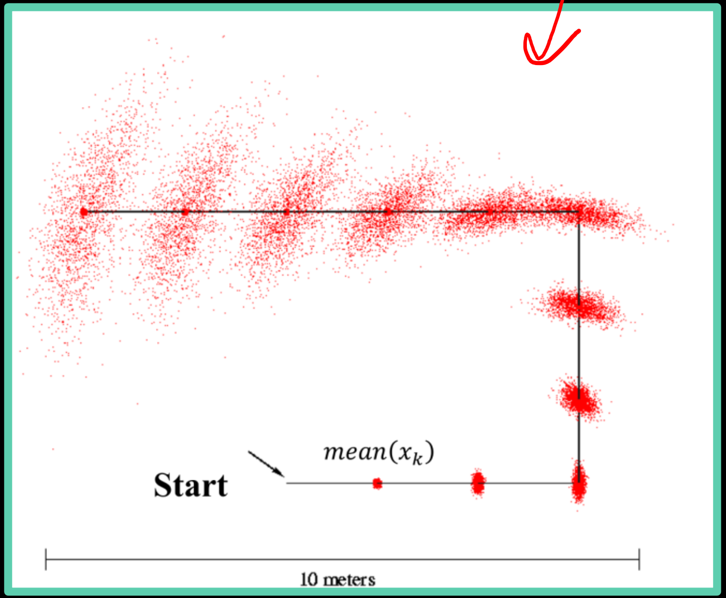
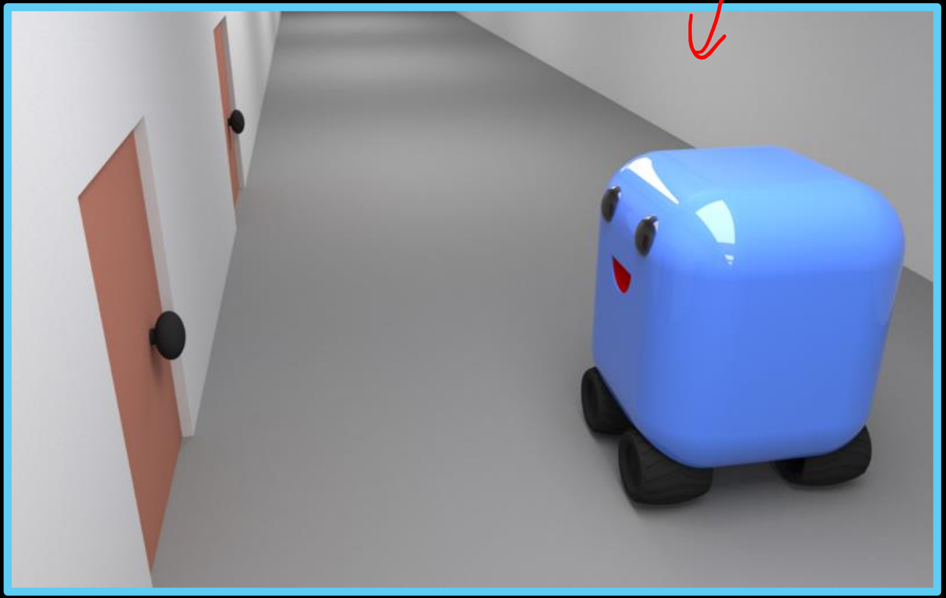
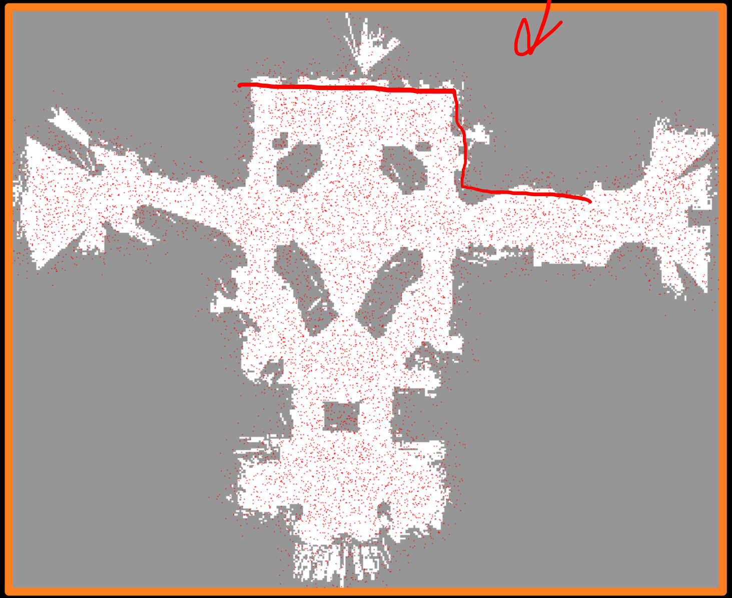
- Particle Filters


Start
$mean(x_k)$
10 meters





Particle Filters

- Particle filters are an implementation of recursive Bayesian filtering, where the posterior is represented by a set of weighted samples
- Instead of a precise probability distribution, represent belief $bel(x_t)$ by a set of particles, where each particle tracks its own state estimate
- Random sampling used in generation of particles
- Particles are periodically re-sampled, with probability weighted by likelihood of last generation of particles
- <u>Nonparametric filter</u> – can approximate complex probability distributions without explicitly computing the closed form solutions

Particle Filtering Algorithm // Monte Carlo Localization

```
$X_t = \underline{x_t^{[1]}, x_t^{[2]}, \ldots x_t^{[M]}}$ particles

Algorithm MCL($X_{t-1}, u_t, z_t$,m):
$\bar{X}_{t-1} = X_t = \emptyset$
for all $m$ in [M] do:
    $\rightarrow$ $x_t^{[m]} = \boldsymbol{sample\_motion\_model}(u_t\ x_{t-1}^{[m]})$
    $\rightarrow$ $w_t^{[m]} = \boldsymbol{measurement\_model}(z_t, x_t^{[m],m})$
    $\rightarrow$ $\bar{X}_t = \bar{X}_t + \langle\, x_t^{[m]}, w_t^{[m]} \rangle$
end for
for all $m$ in [M] do:
    $\rightarrow$ draw $i$ $with\ probability\ \propto w_t^{[i]}$
    add $x_t^{[i]}$ $to$ $X_t$
end for
return $X_t$
```

- motion model guides the motion of particles
- $w_t^{[m]}$ is the importance factor or weight of each particle m, which is a function of the measurement model and belief
- Particles are resampled according to weight
- **Survival of the fittest:** moves/adds particles to part of space with higher probability

Particle Filtering Algorithm // Monte Carlo Localization

$X_t = x_t^{[1]}, x_t^{[2]}, \dots x_t^{[M]}$ particles

```
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```
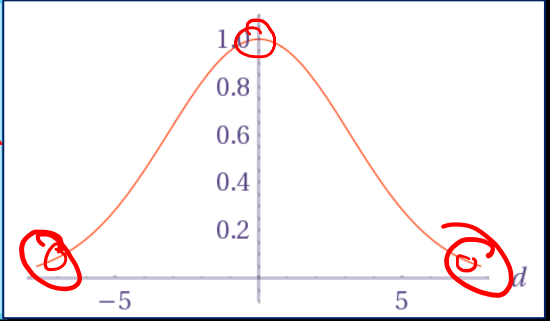

Step 1: Initialize particles uniformly distribute over space and assign initial weight

Step 2: Sample the motion model to propagate particles

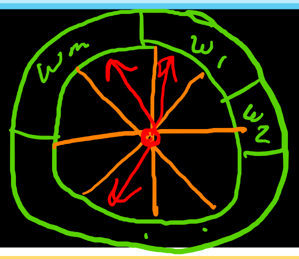
Step 3: Read measurement model and assign (unnormalized) weight: $\|z^{[m]} - z_t\|$

$$\underline{w_t^{[m]} = \exp\left(\frac{-d^2}{2\sigma}\right)}$$

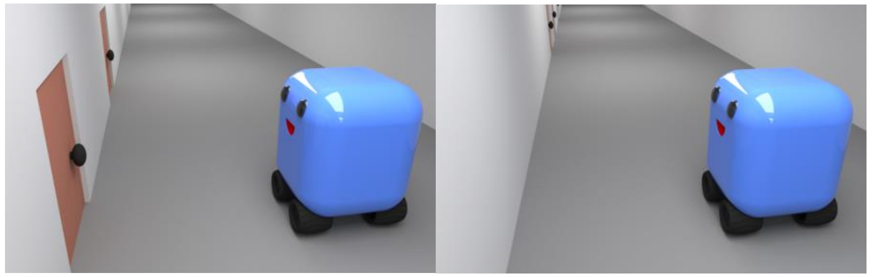


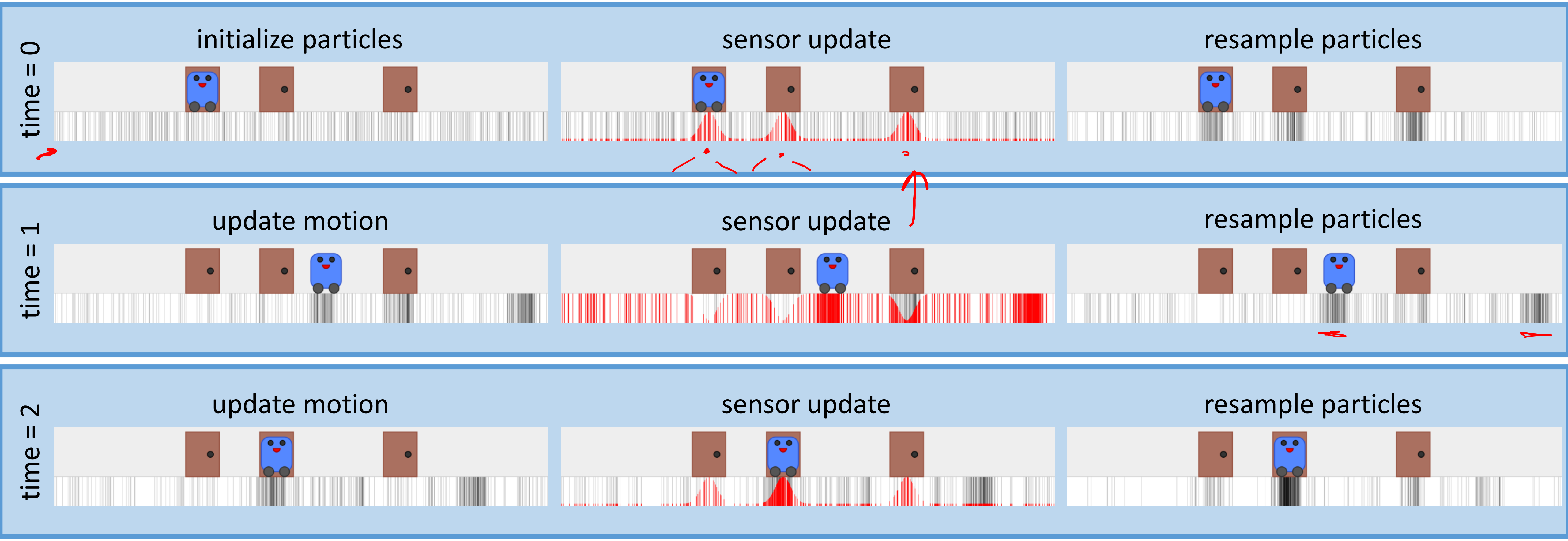
Step 4: Calculate your position update estimate by adding the particle positions scaled by weight
Note that weights must be <u>normalized</u> to sum to 1

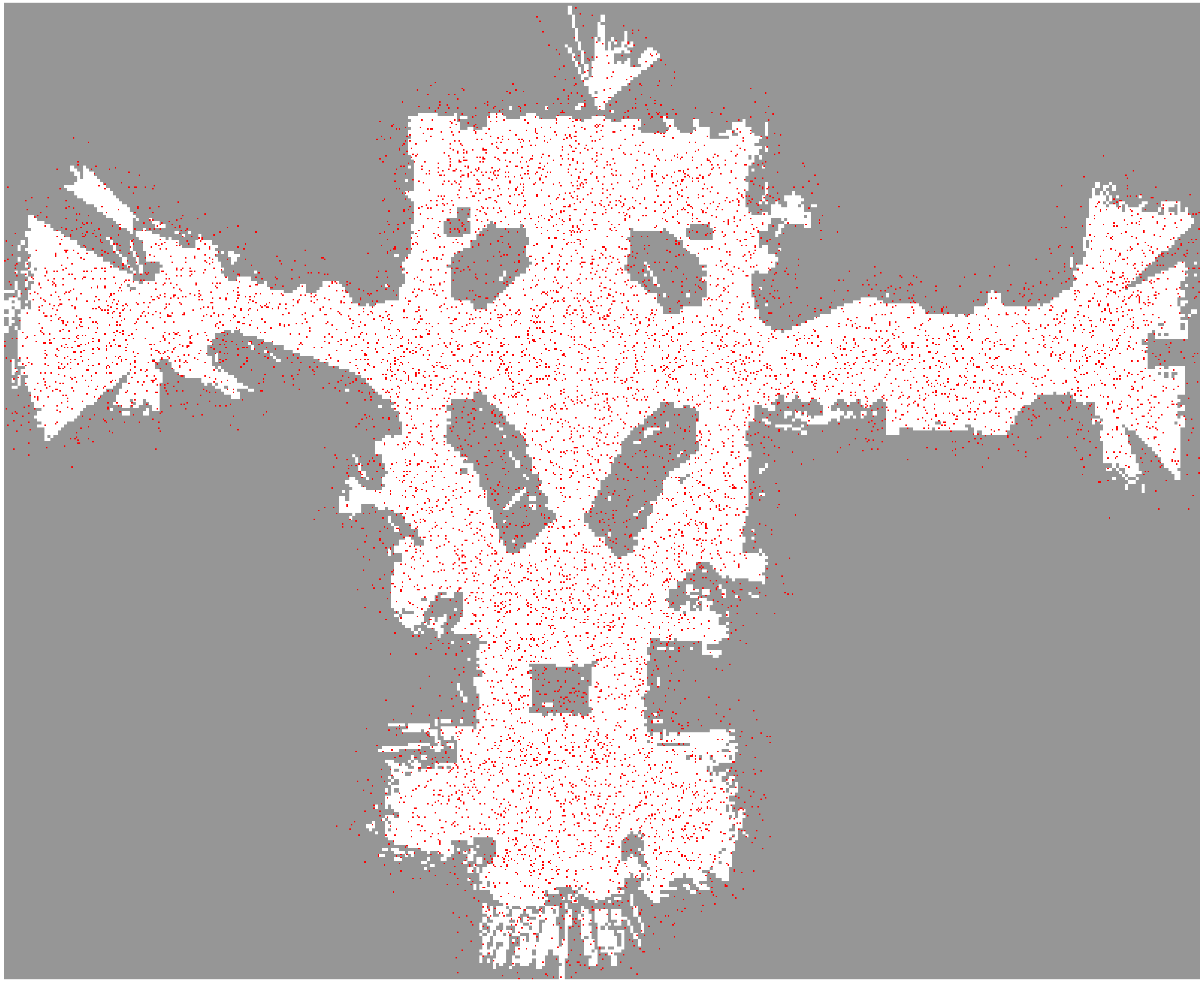
Step 5: Choose which particles to *resample* in the next iteration by replacing less likely particles with more likely ones

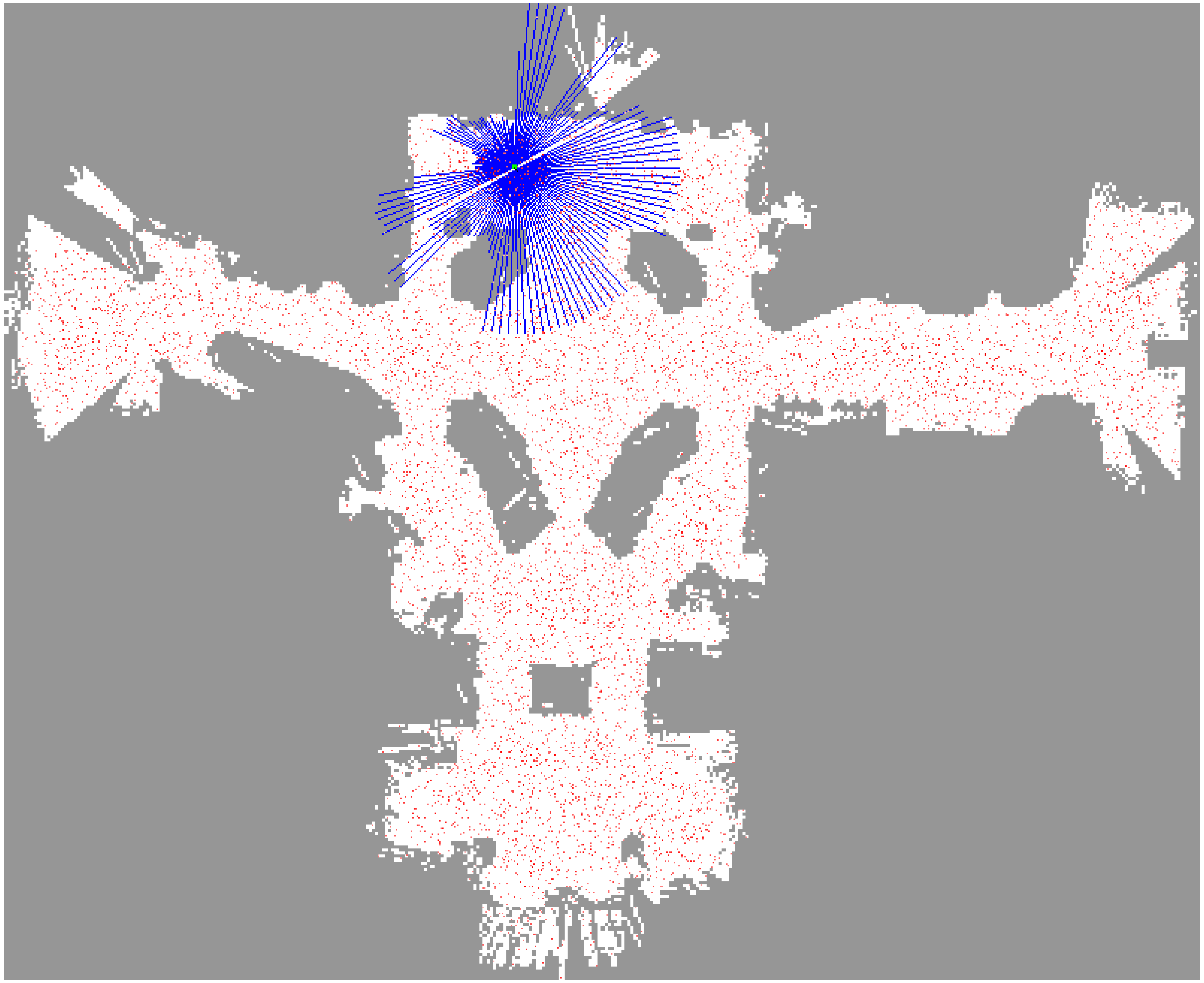


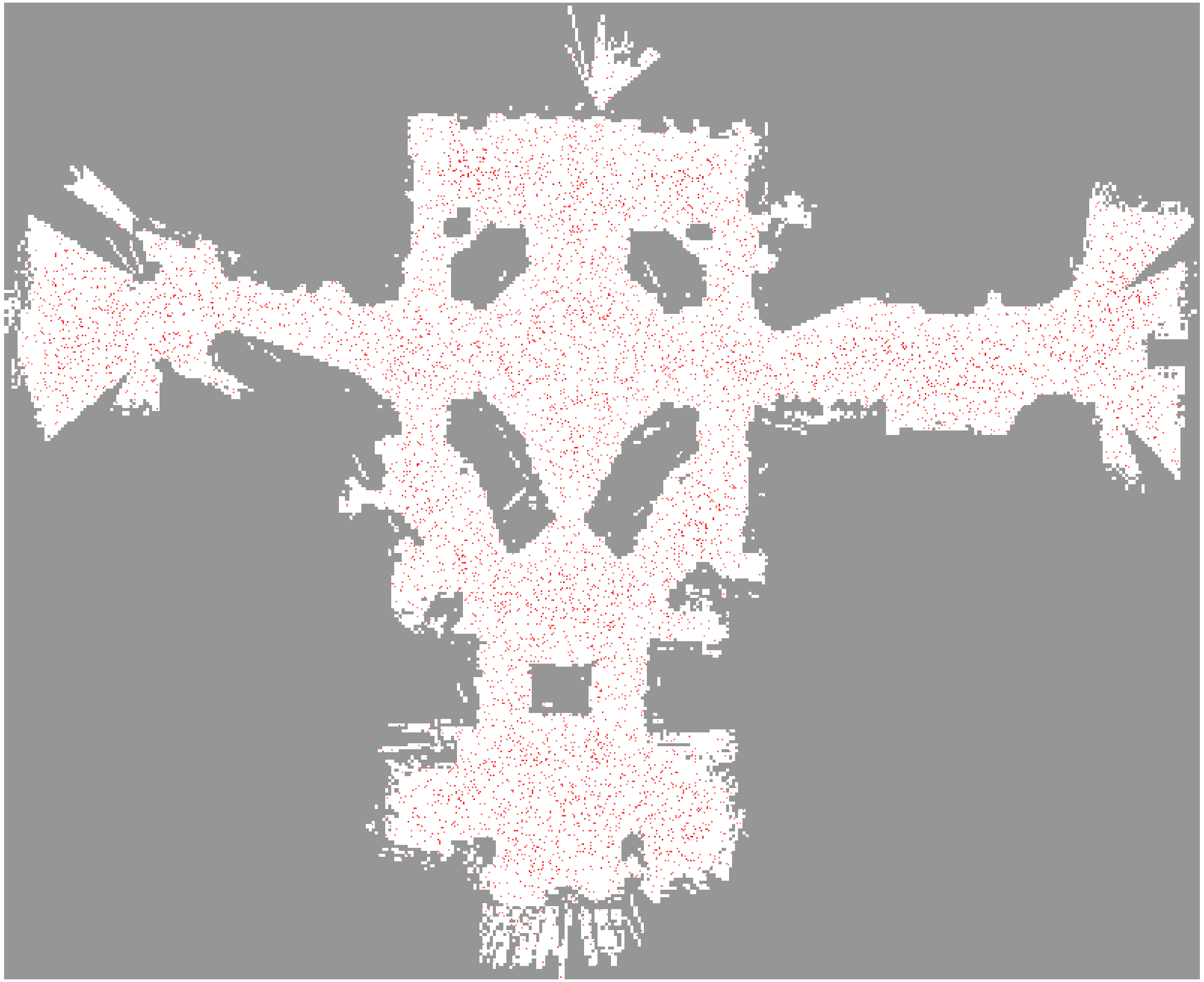
Particle Filter Localization - Illustration

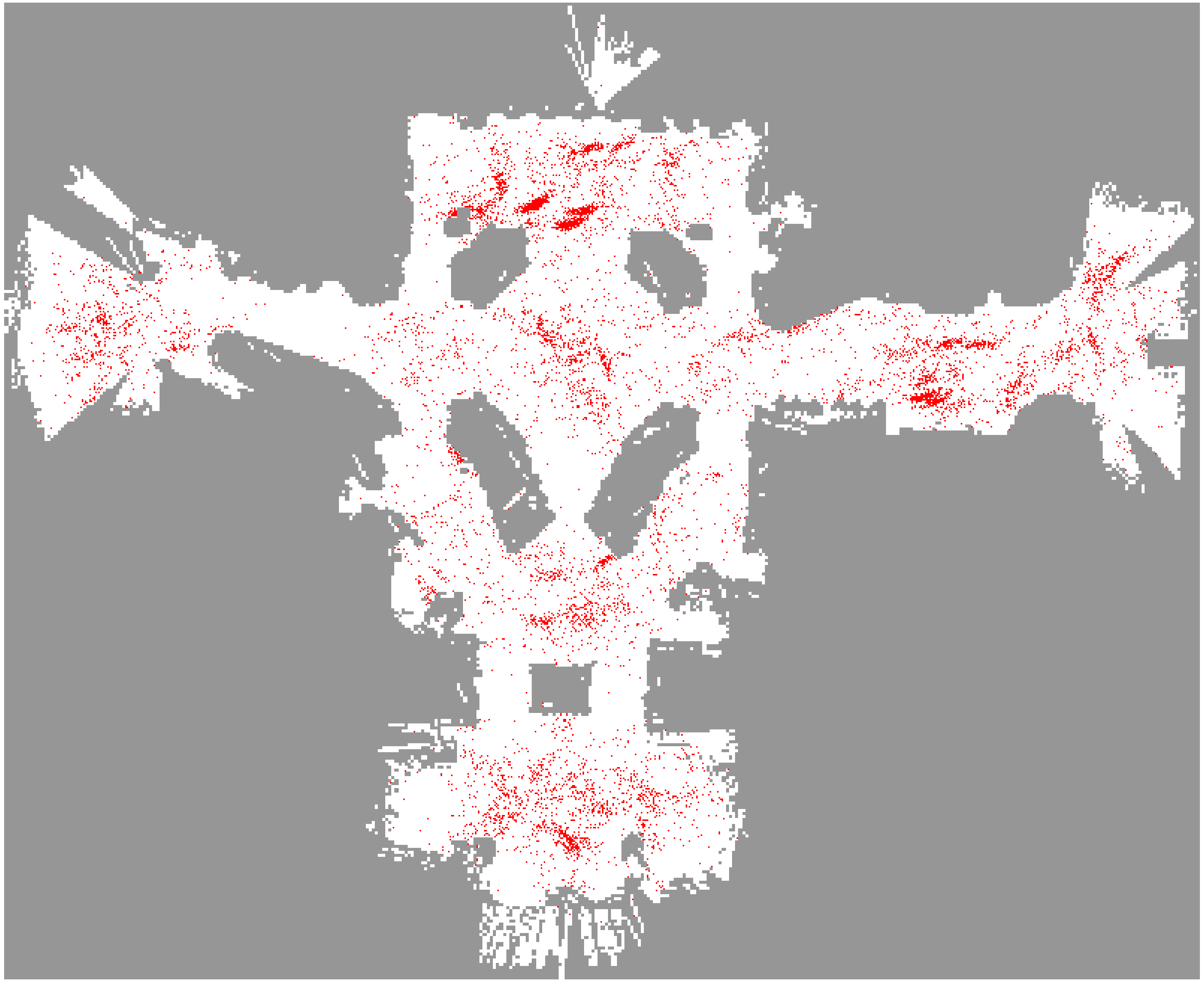


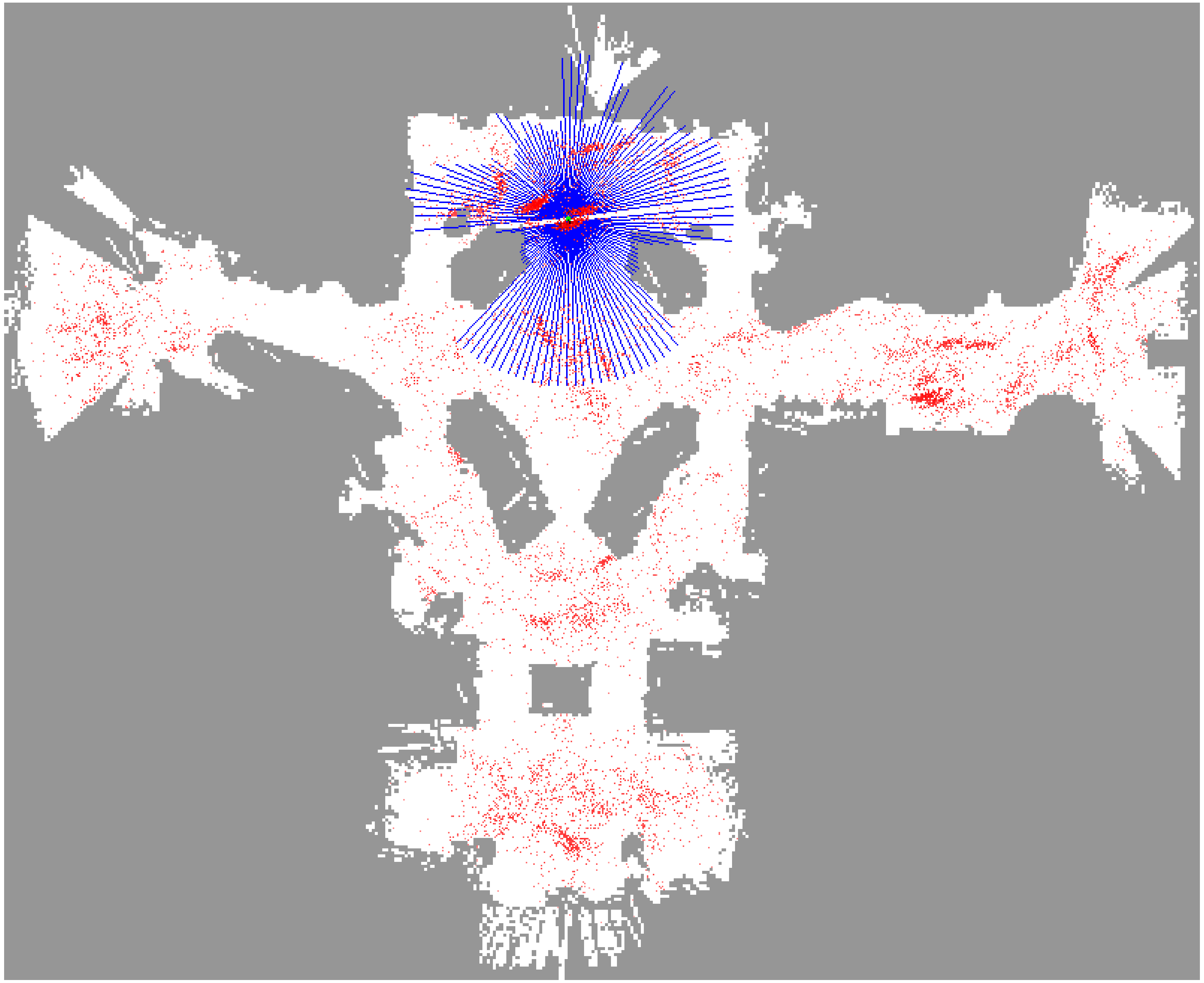


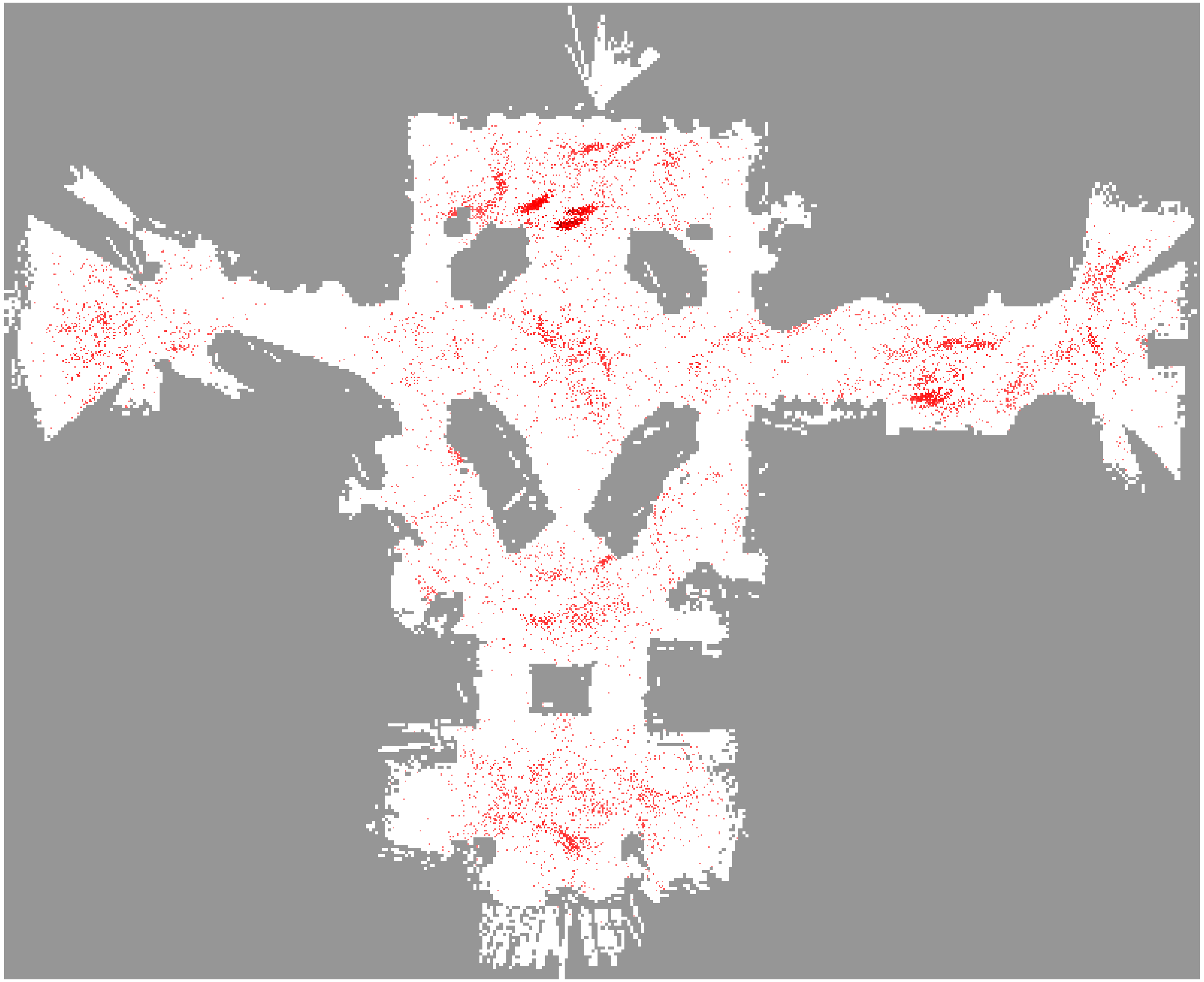


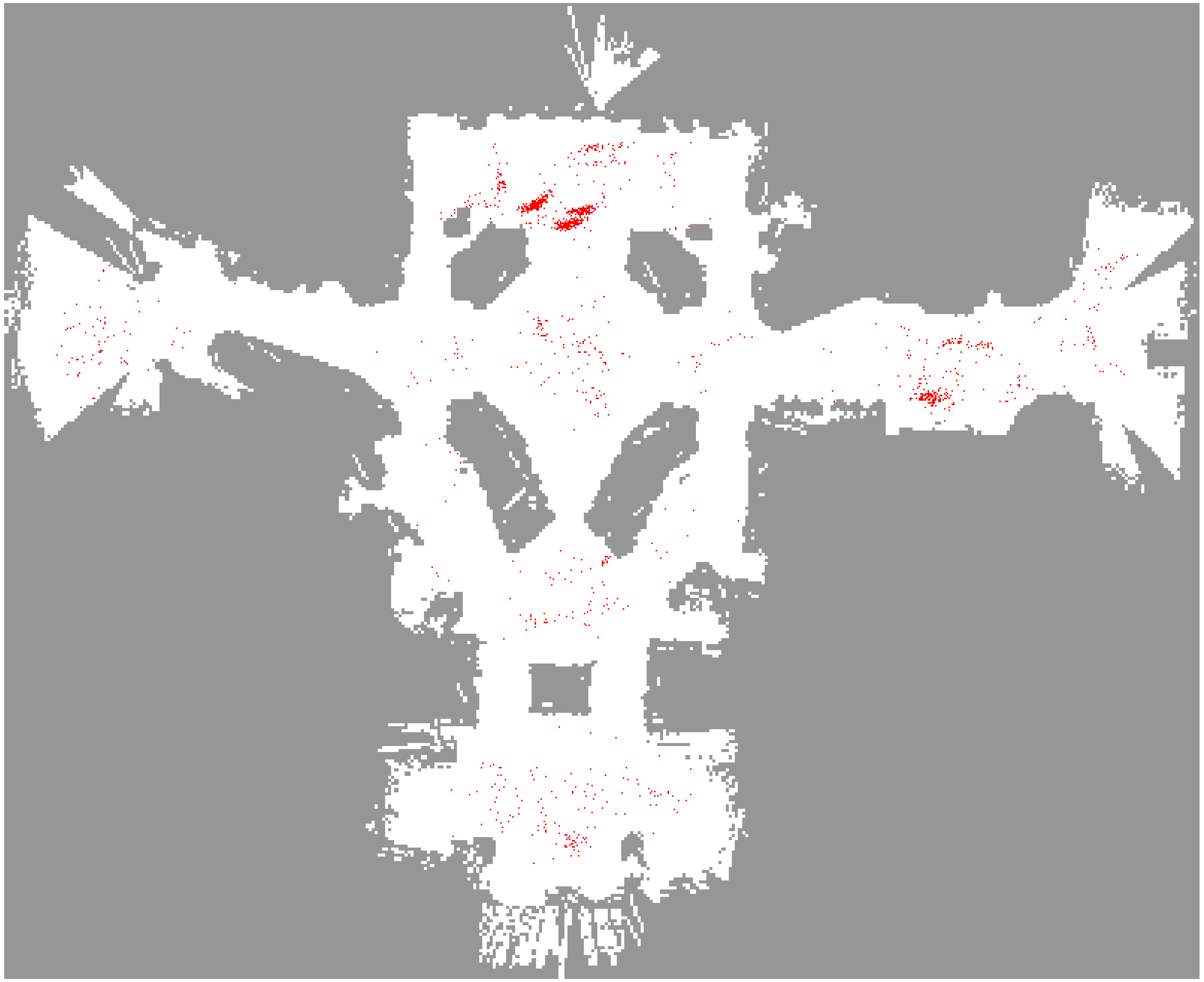


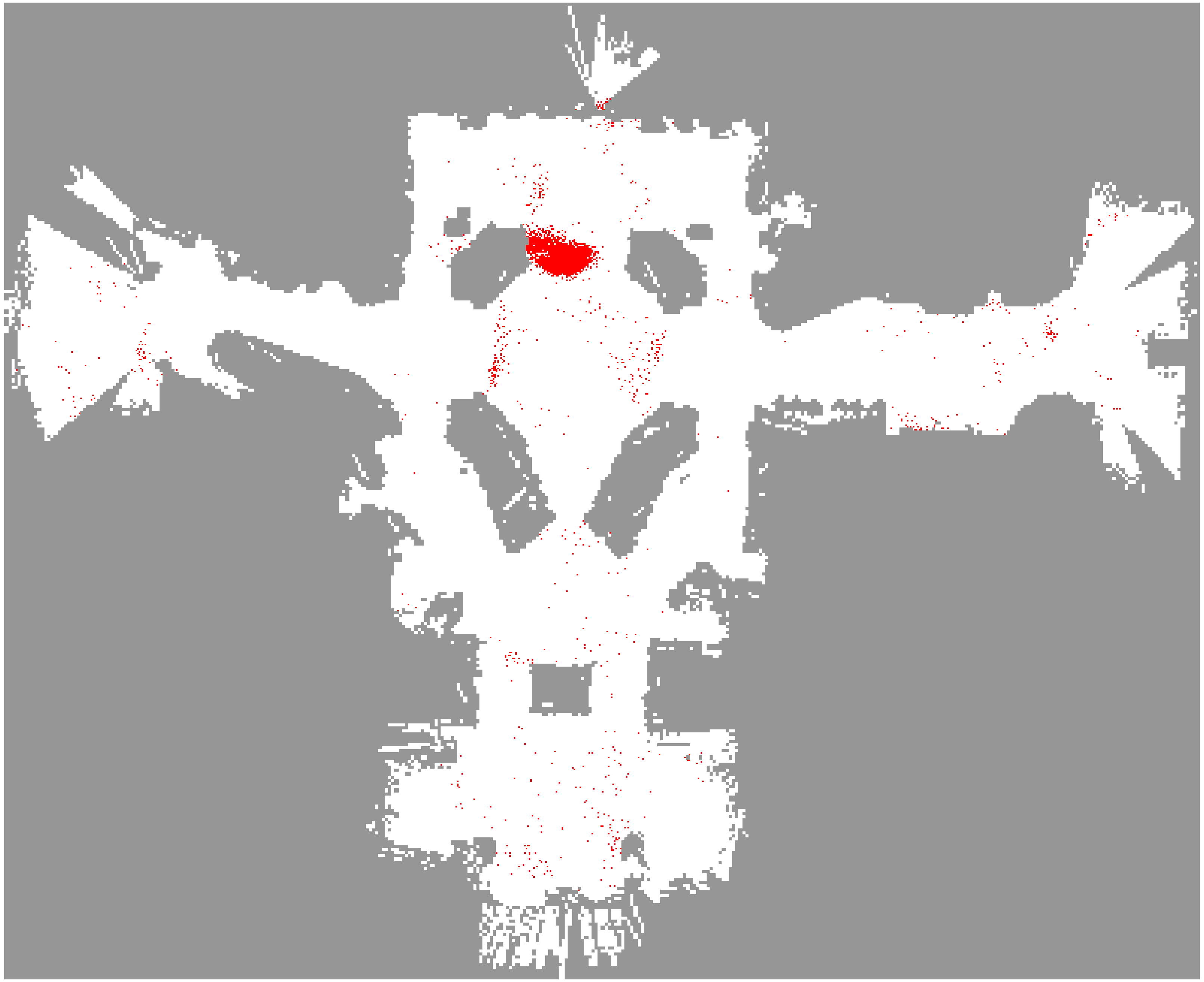


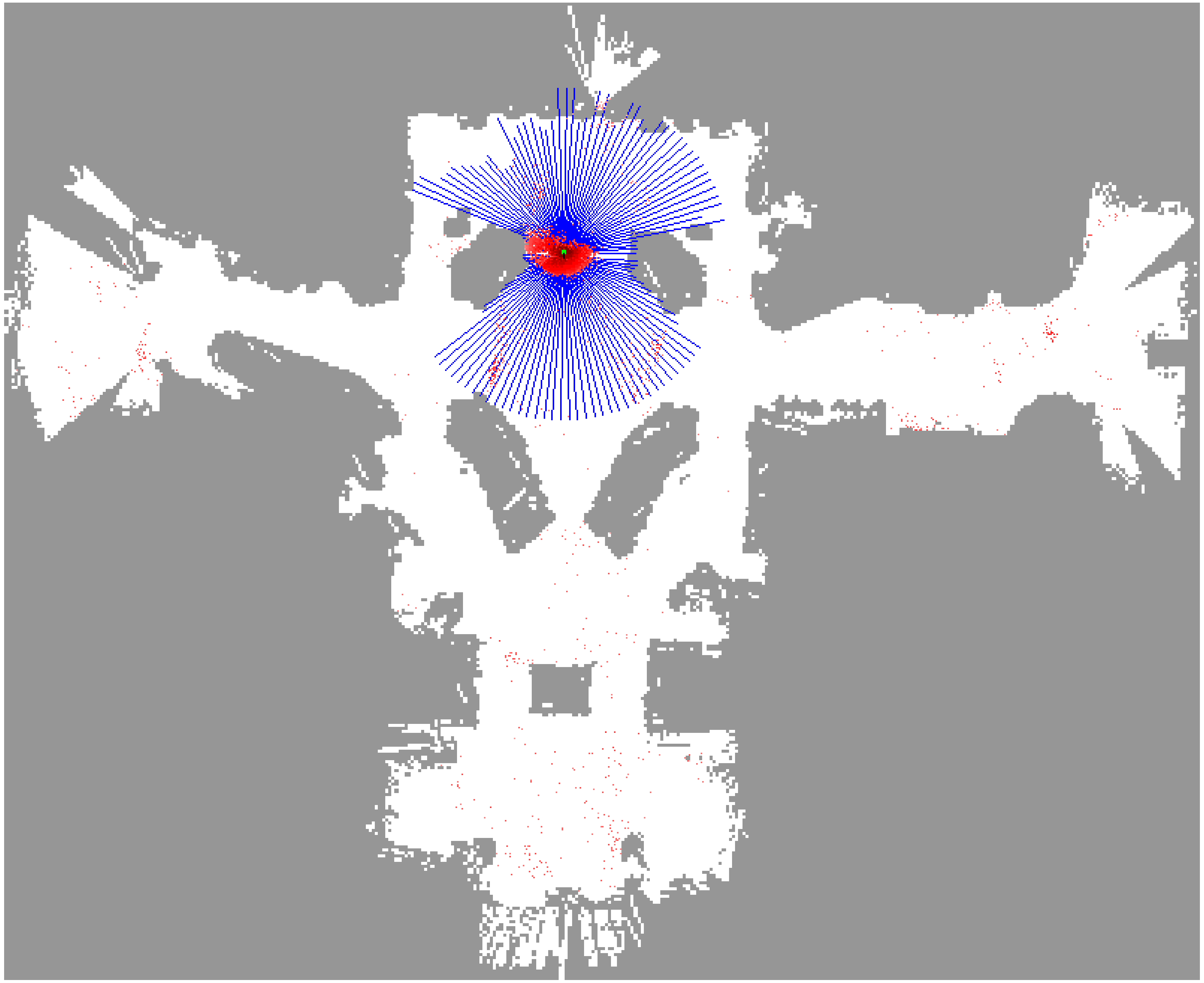


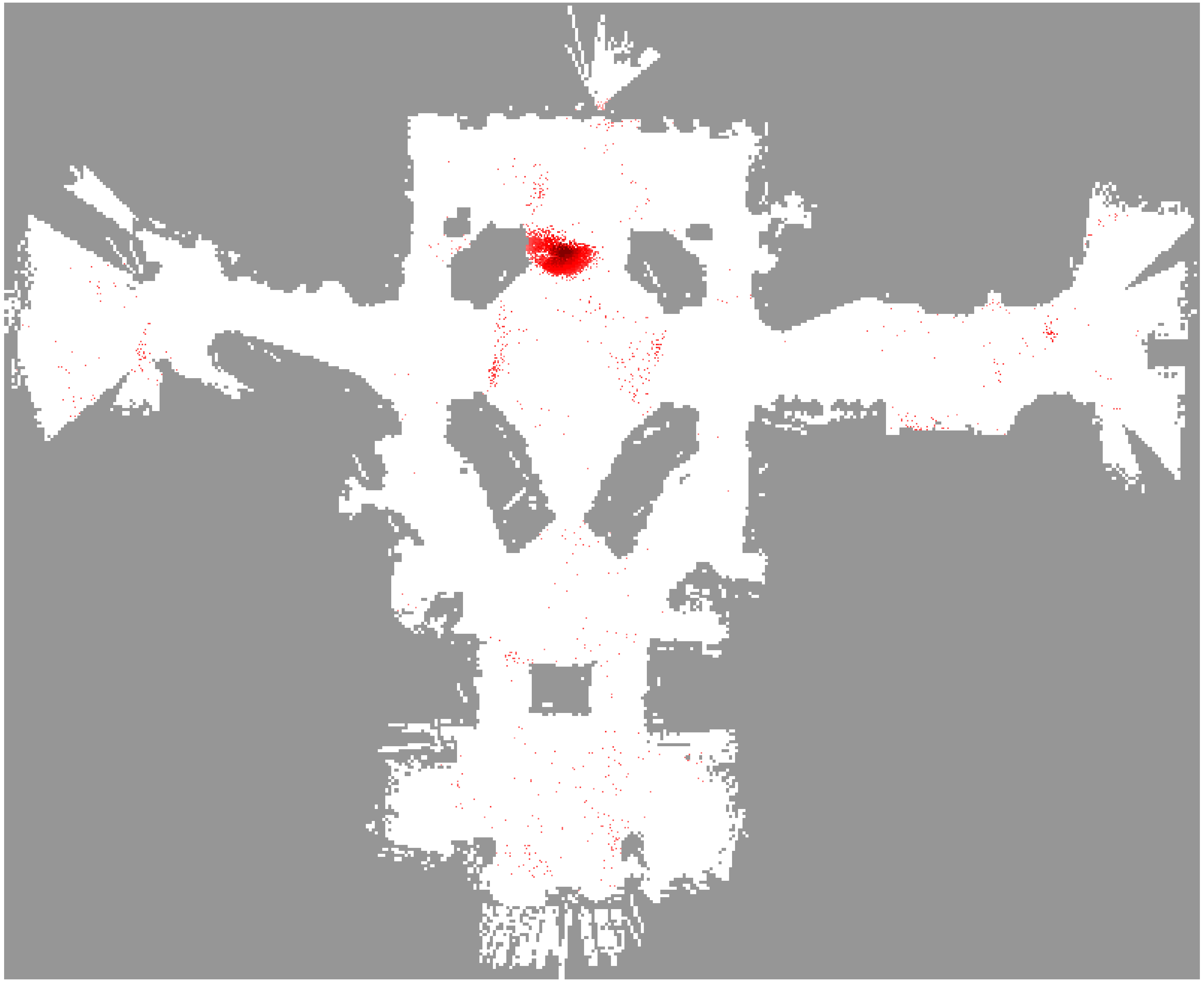


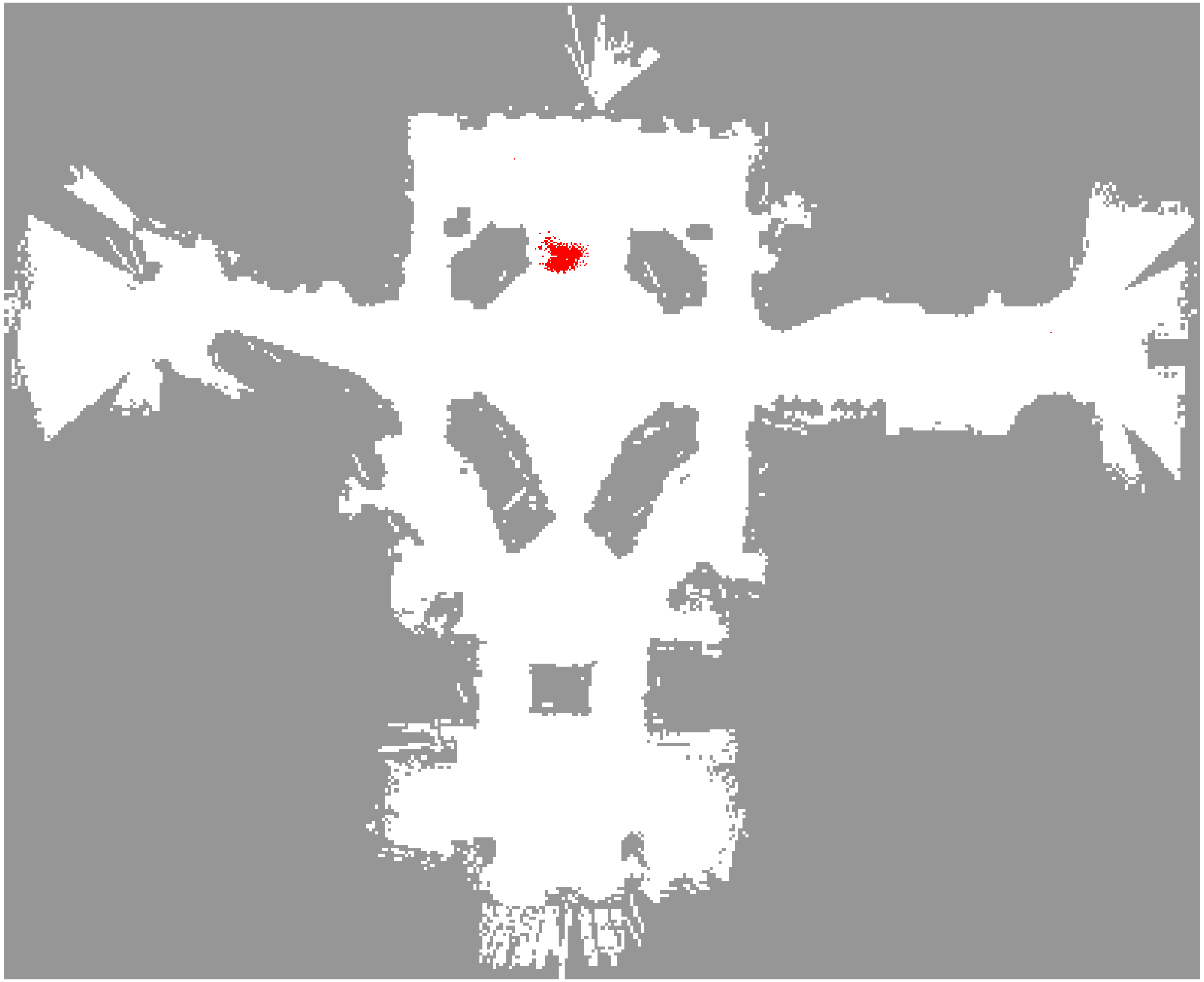


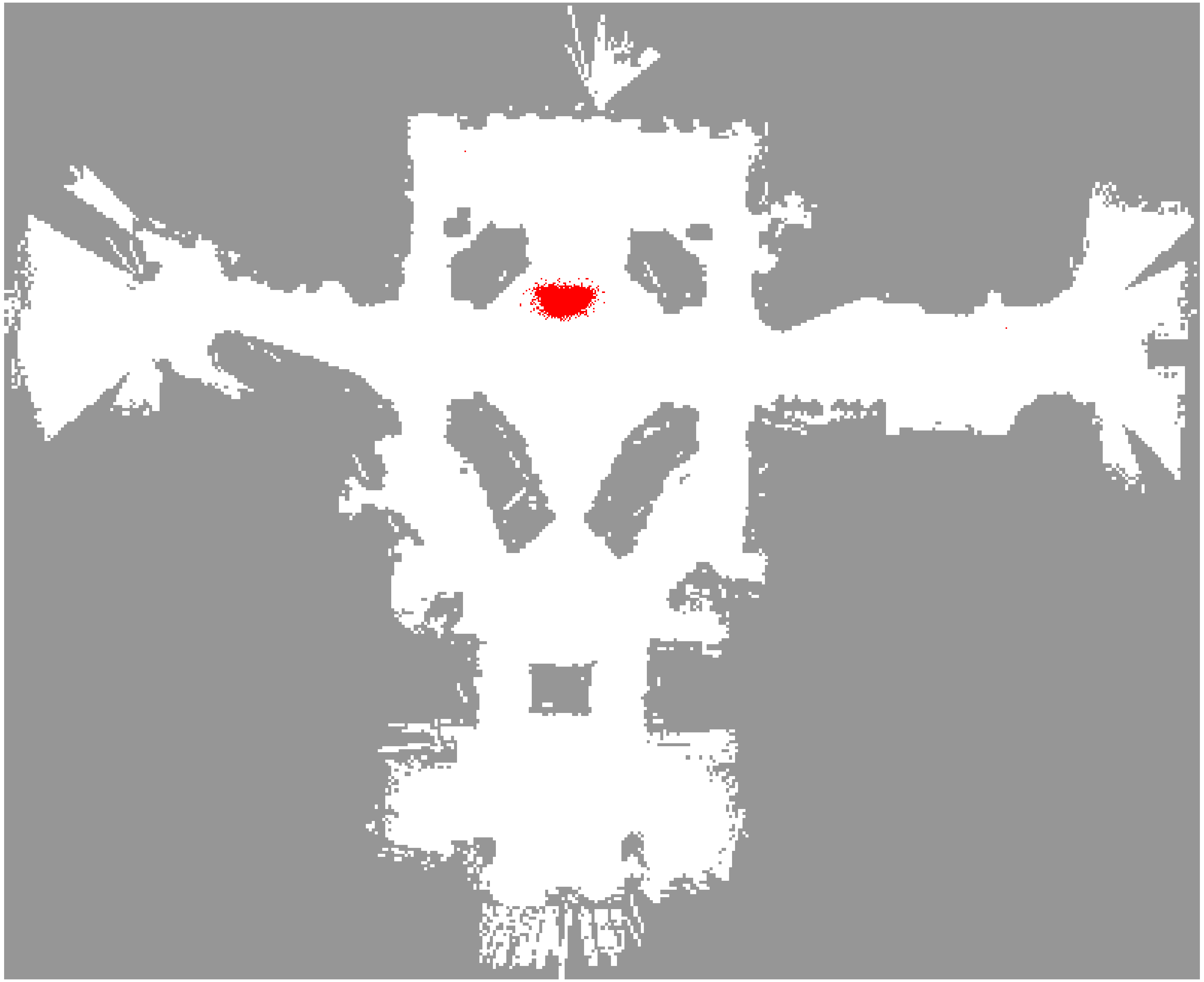


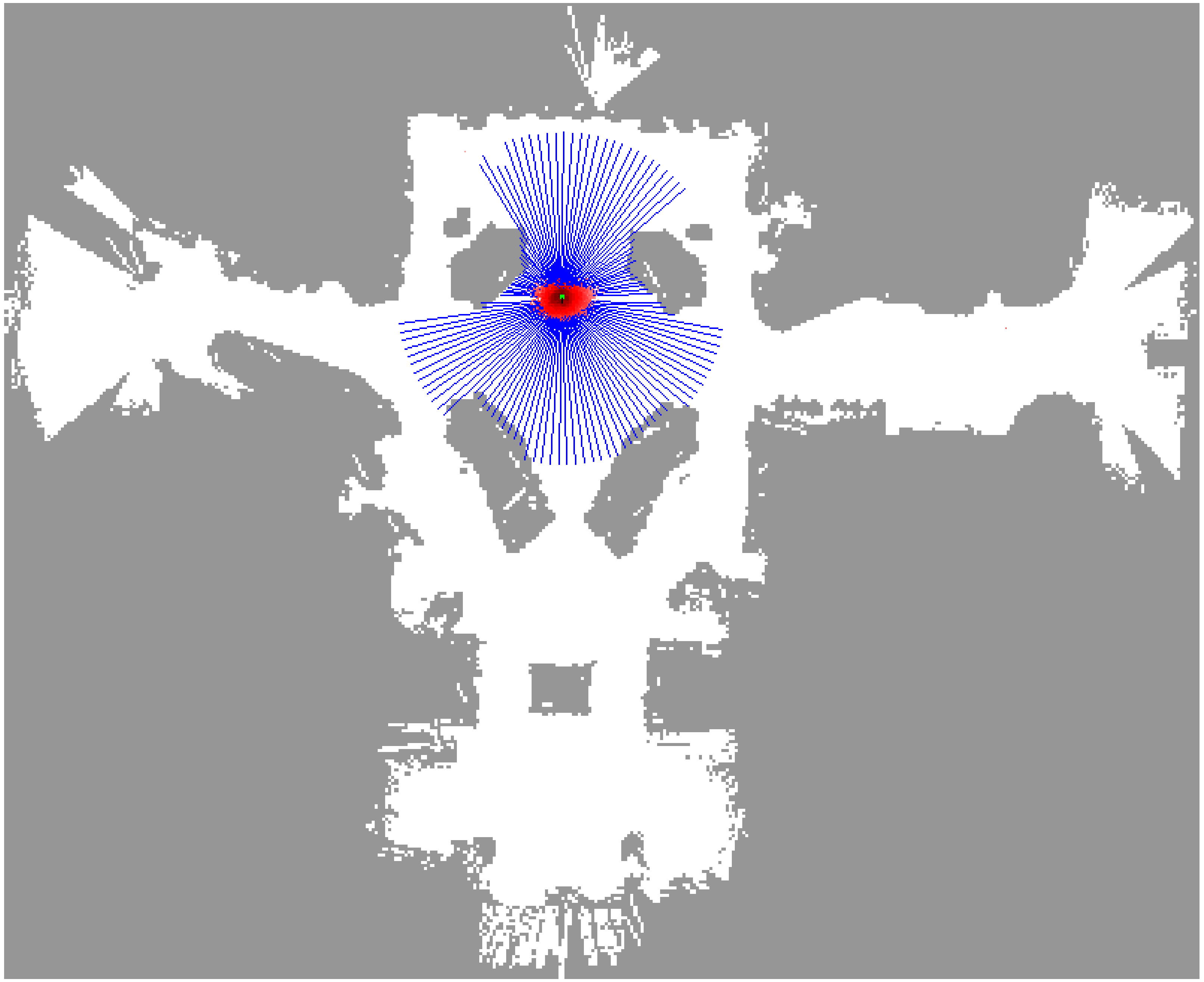


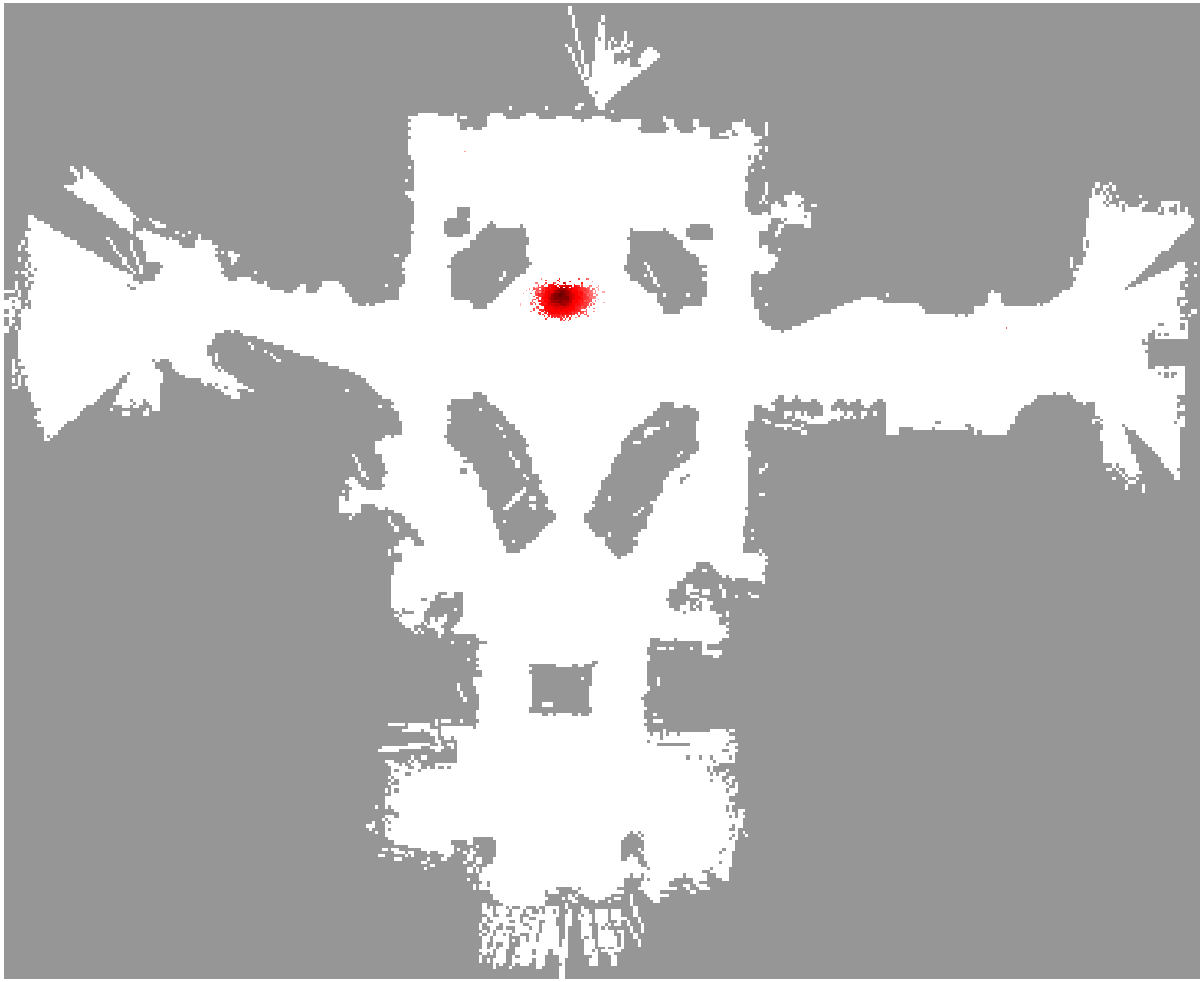


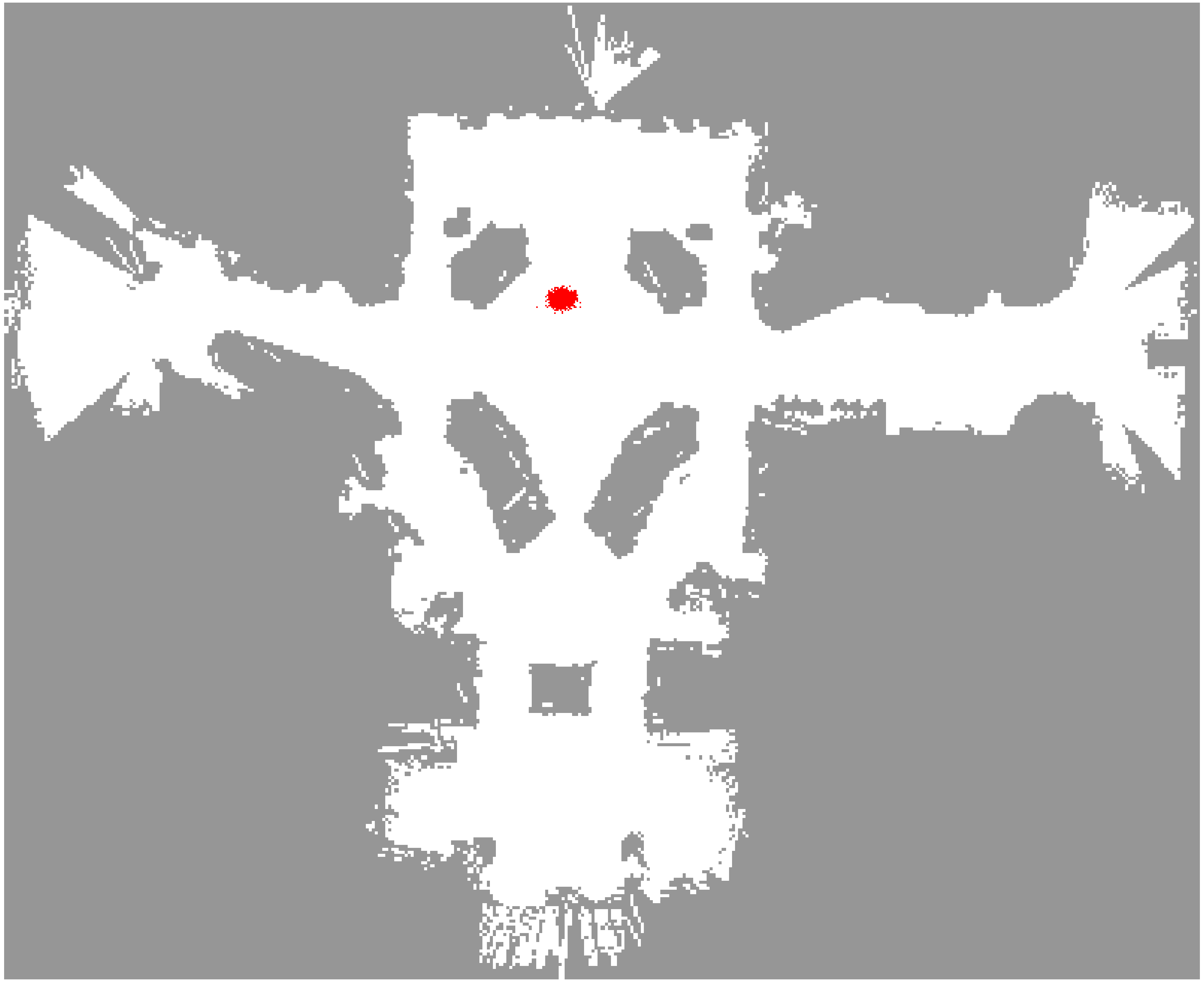


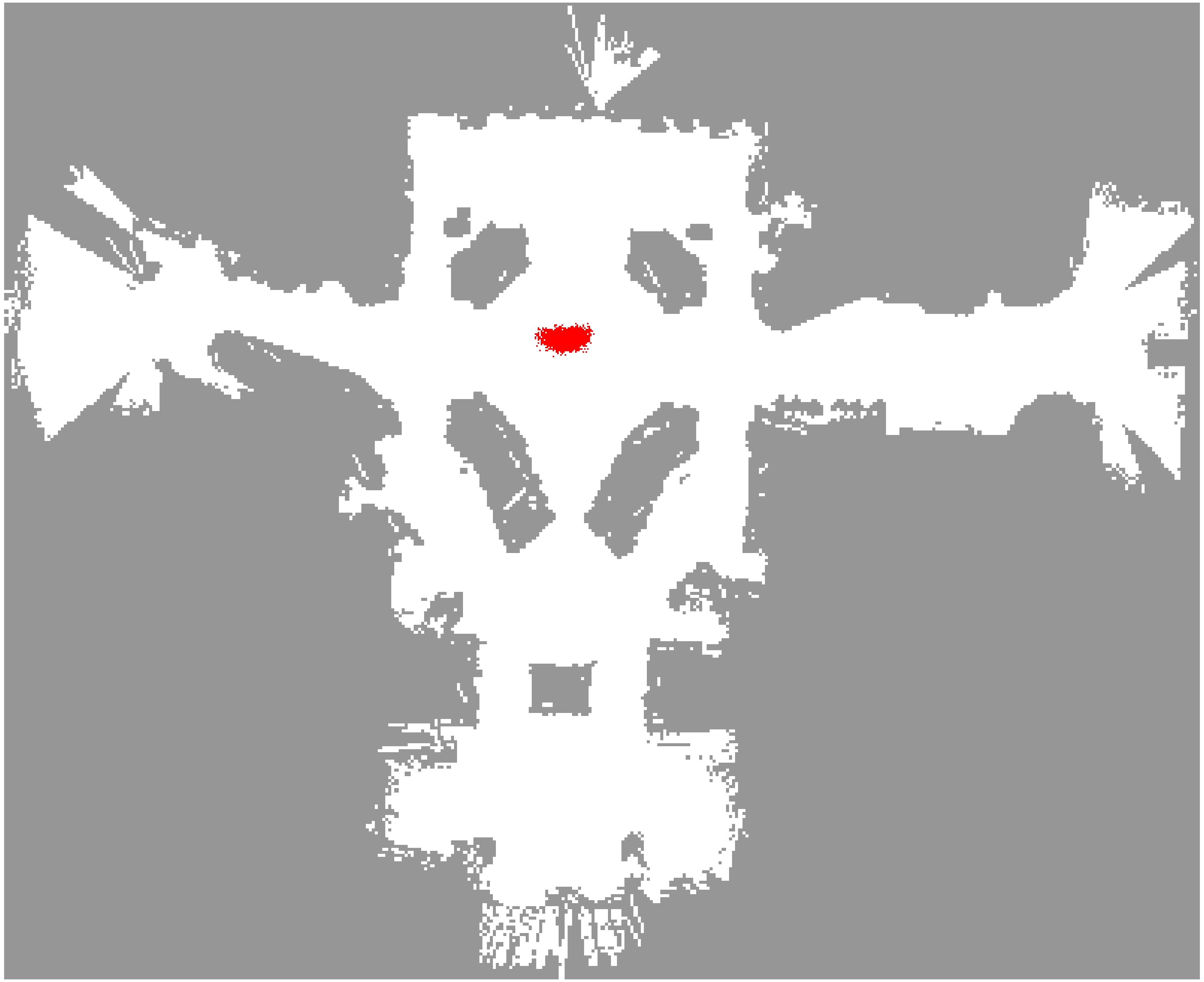


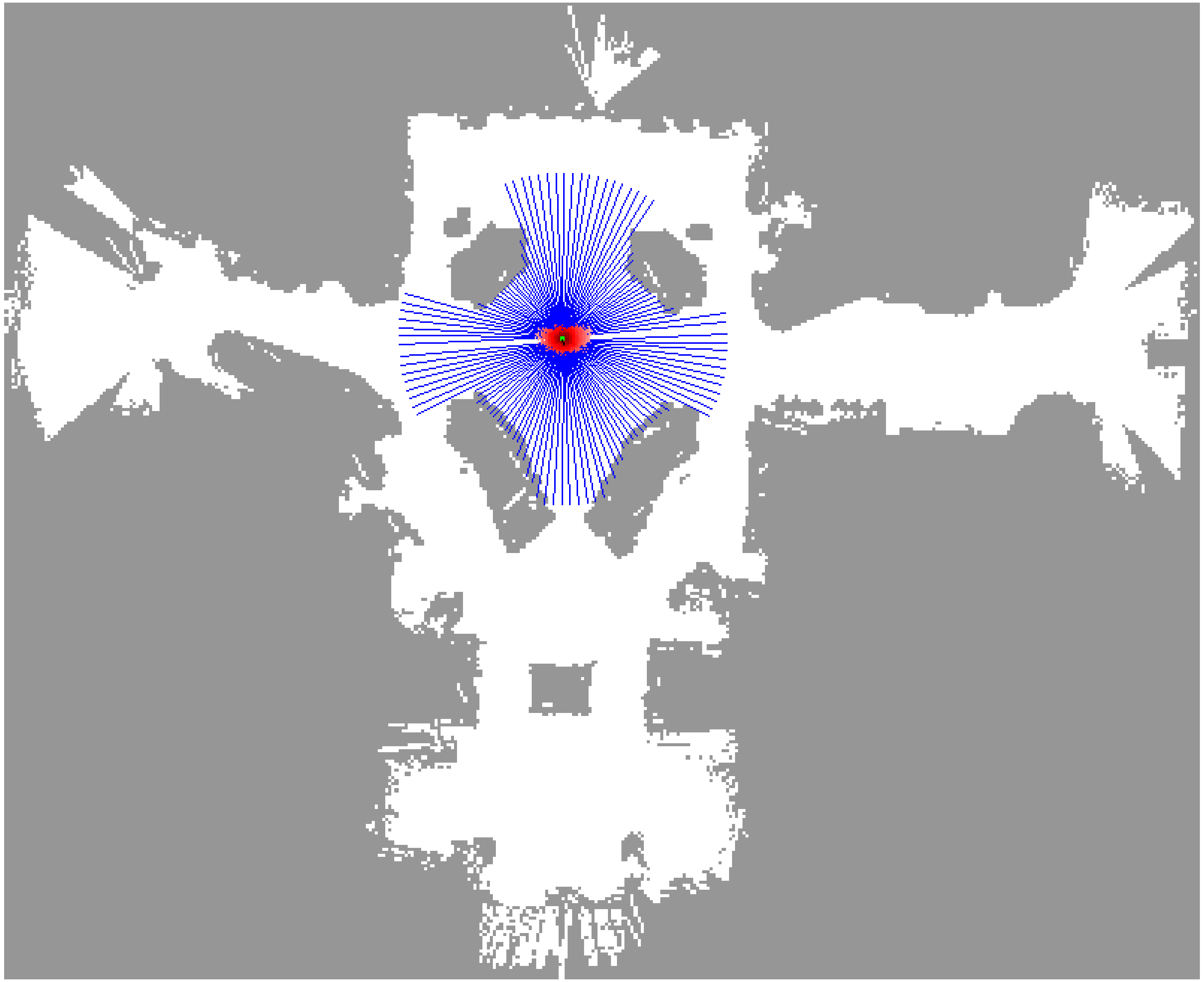


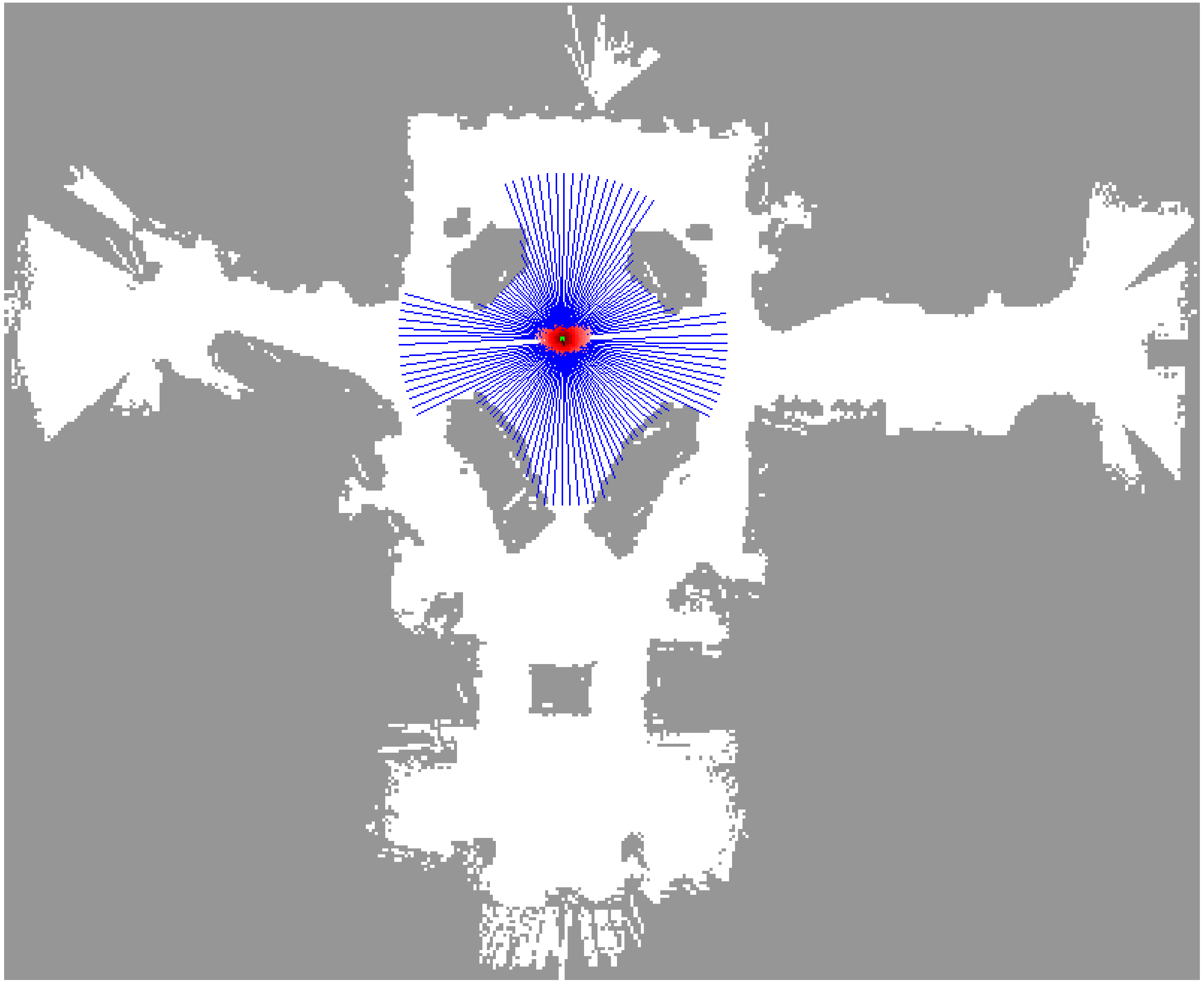




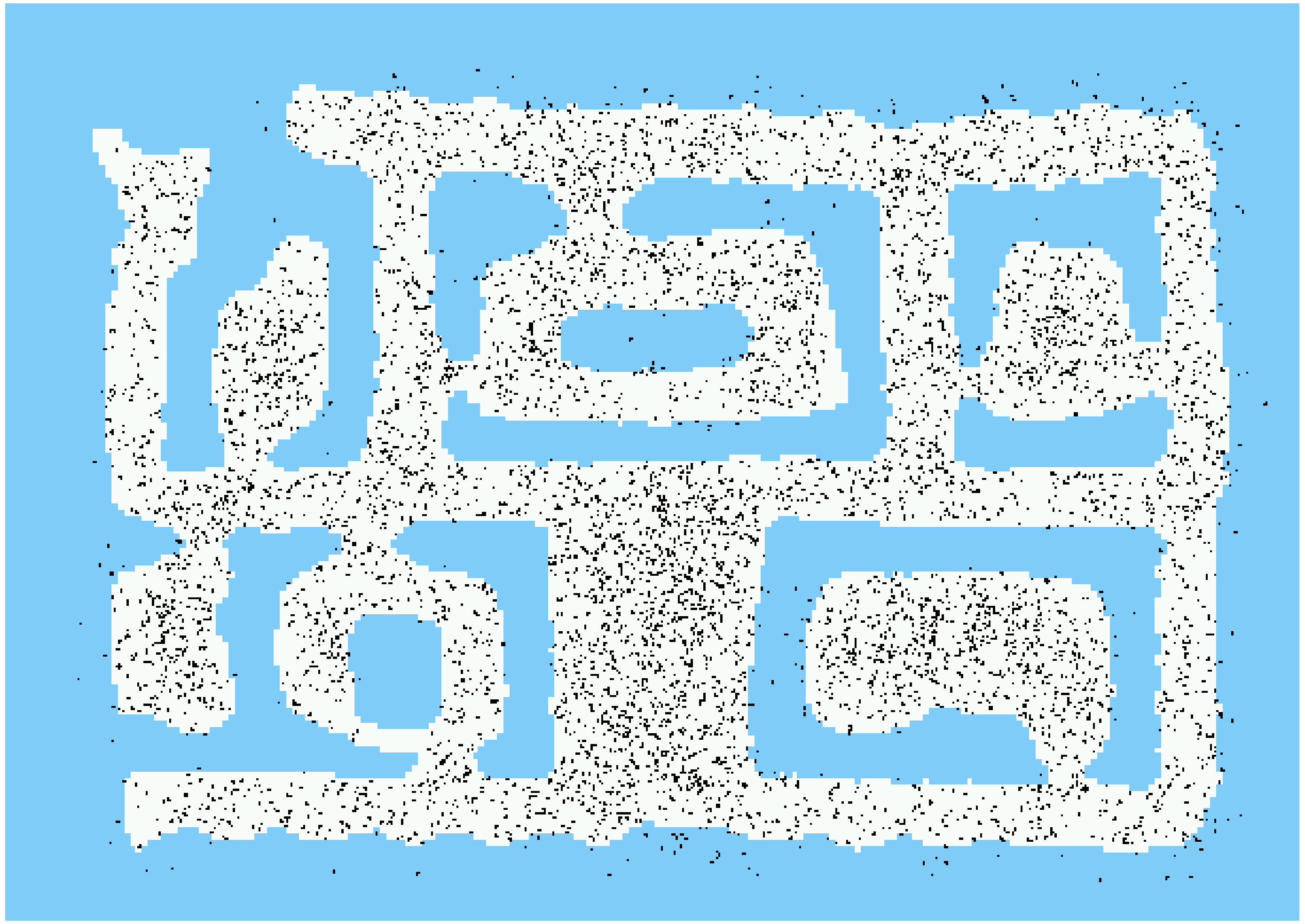




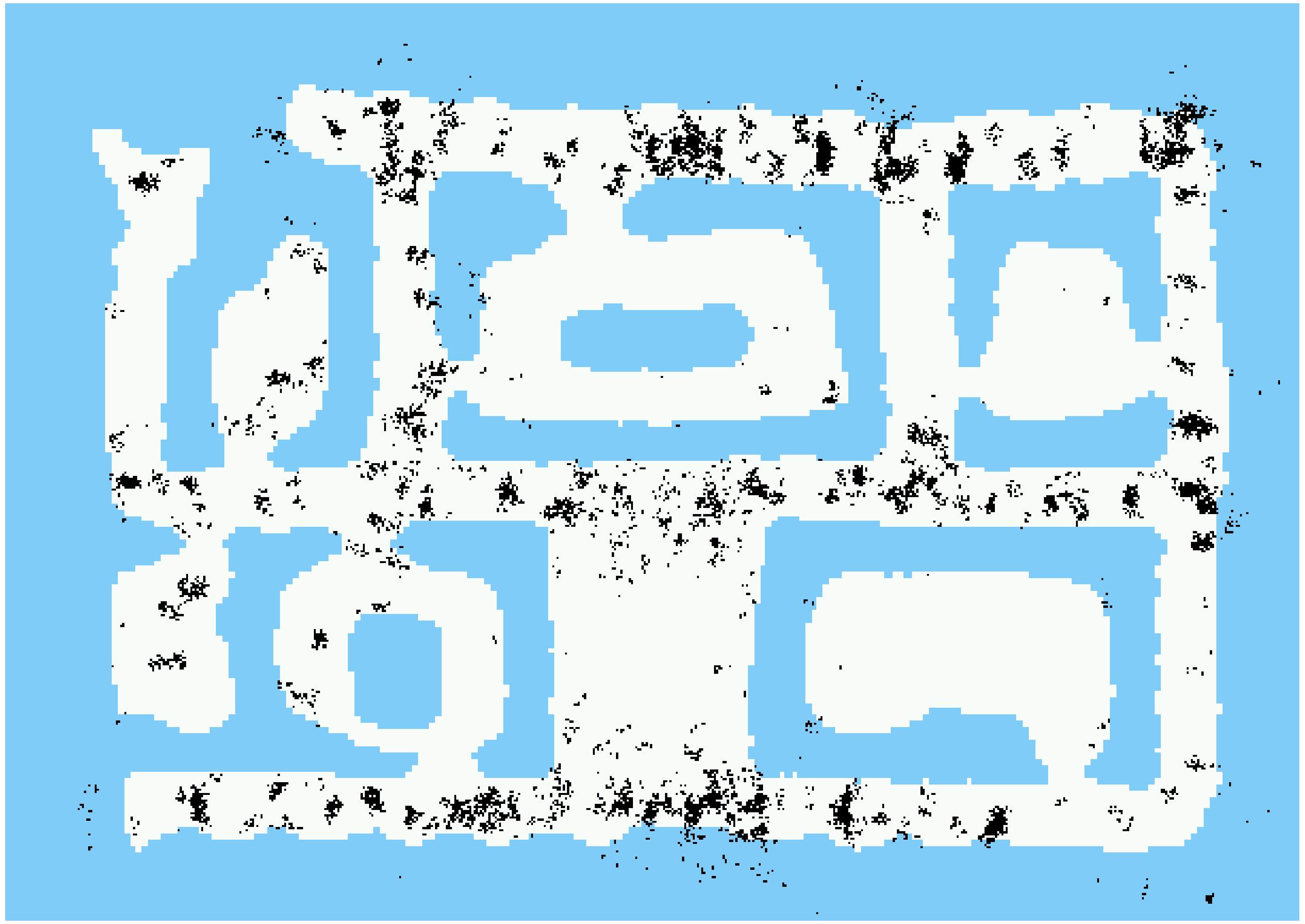




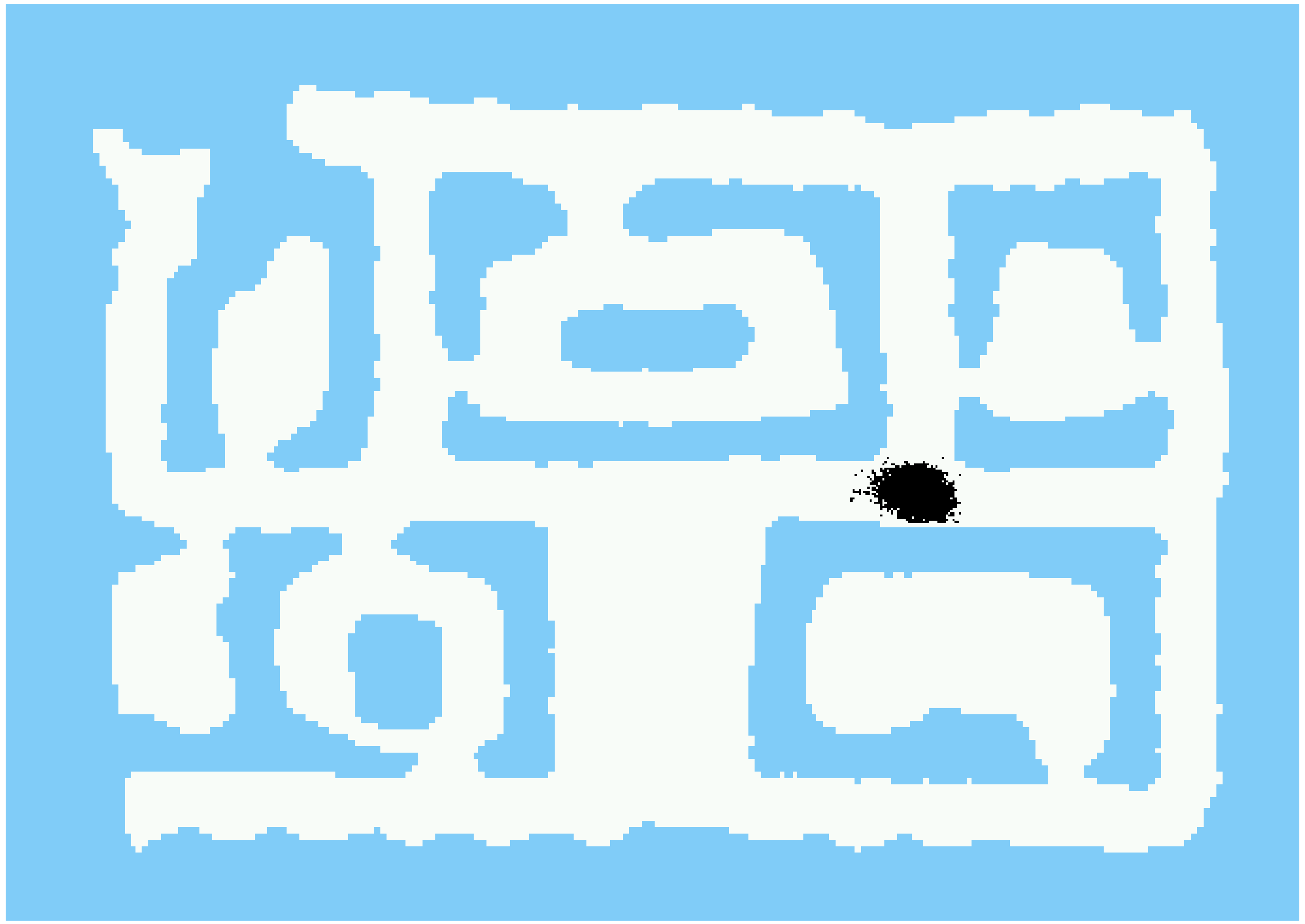
Initial Distribution



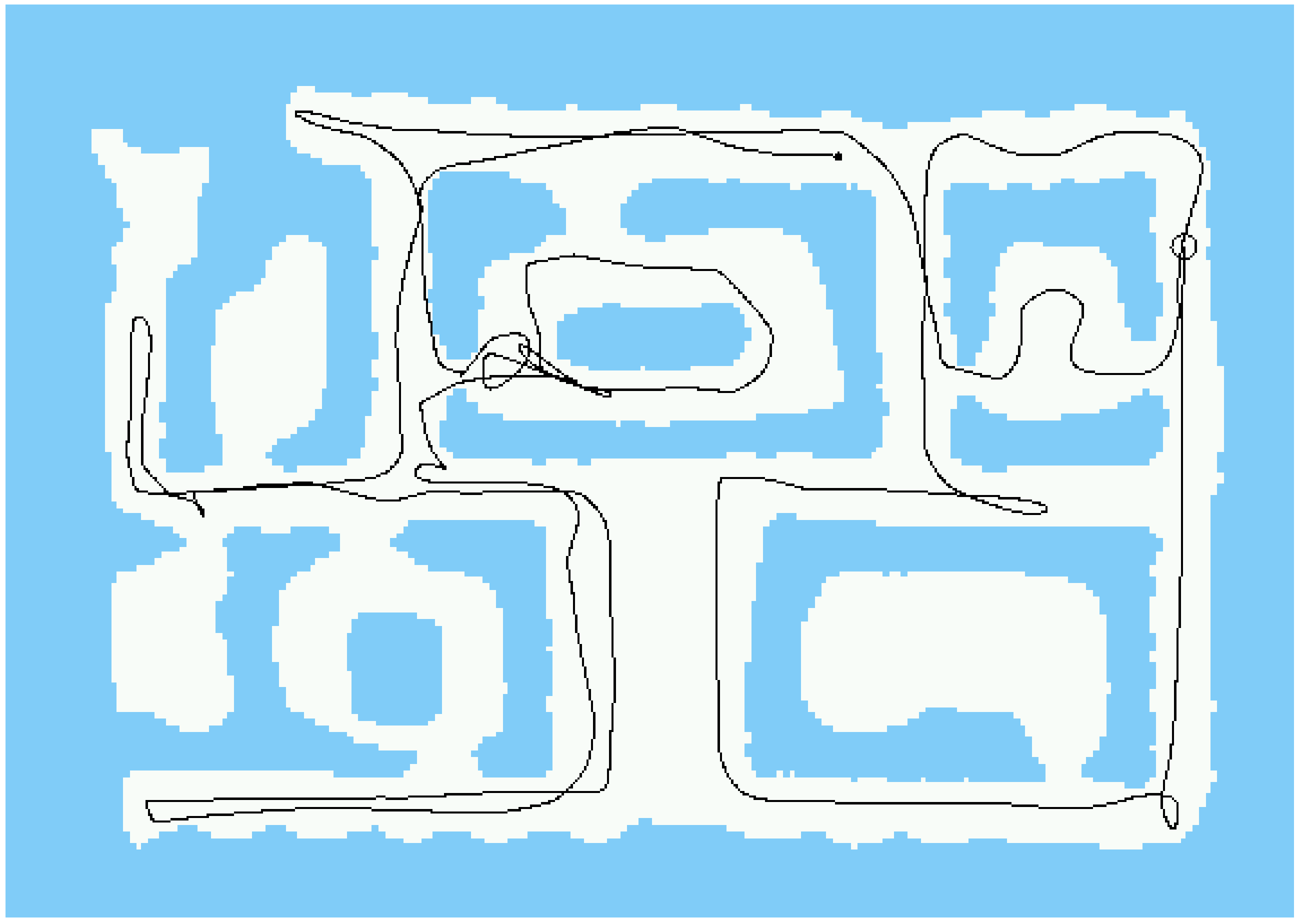
After Incorporating Ten Ultrasound Scans



After Incorporating 65 Ultrasound Scans



Estimated Path



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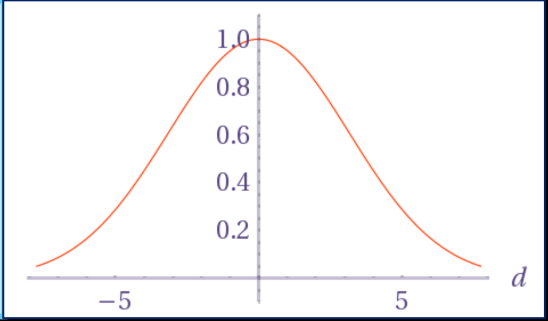


Step 4: Calculate your position update estimate by adding the particle positions scaled by weight
Note that weights must be normalized to sum to 1

Step 5: Choose which particles to *resample* in the next iteration by replacing less likely particles with more likely ones

Summary

- Kalman filters give you the optimal estimate for linear Gaussian systems
  - Although most systems aren't linear ☹, this filter (and extensions) is highly efficient and widely used in practice
  - For a nice 2D example, check out: How a Kalman filter works, in pictures by Tim Babb
- Particle filters are an implementation of recursive Bayesian filtering, where the posterior is represented by a set of weighted samples
  - The particles are propagated according to the motion model and are then weighted according to the likelihood of the observations
  - In a re-sampling step, new particles are drawn with a probability proportional to the likelihood of the observation.
  - Limitations:
    - Some errors are particularly hard to deal with (e,g., the kidnapped robot problem)
    - The success of your filter is highly reliant on the number of particles → PF can be very memory and compute intensive

Extra Slides

Who was Rudolf Kalman?

Image Credit: Wikipedia

- Kálmán was one of the most influential people on control theory today and is most known for his co-invention of the Kalman filter (or Kalman-Bucy Filter)
- The filtering approach was initially met with vast skepticism, so much so that he was forced to do the first publication of his results in mechanical engineering, rather than in electrical engineering or systems engineering
  - This worked out find as some of the first use cases was with NASA on the Apollo spacecraft
- *Kalman filters are inside every robot, commercial airplanes, uses in seismic data processing, nuclear power plant instrumentation, and demographic models, as well as applications in econometrics*

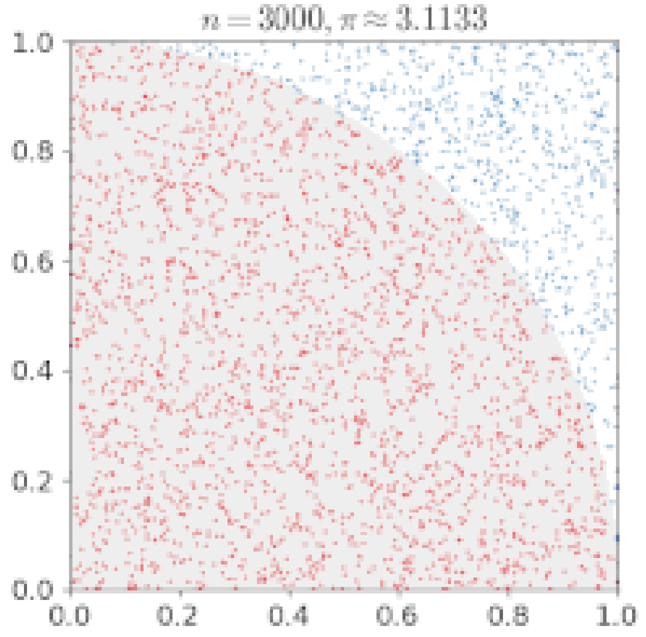
Fun facts about Monte Carlo Methods

… a question which occurred to me in 1946 as I was **convalescing from an illness and playing solitaires. The question was what are the chances that a Canfield solitaire laid out with 52 cards will come out successfully?** After spending a lot of time trying to estimate them by pure combinatorial calculations, I wondered whether a more practical method than "abstract thinking" might not be to **lay it out say one hundred times and simply observe and count the number of successful plays. This was already possible to envisage with the beginning of the new era of fast computers,** and I immediately thought of problems of neutron diffusion and other questions of mathematical physics, and more generally how to change processes described by certain differential equations into an equivalent form interpretable as a succession of random operations. Later [in 1946], I described the idea to John von Neumann, and we began to plan actual calculations. - *Stanislaw Ulam, ~1940s*

Monte Carlo methods vary, but tend to follow this pattern:

1. Define a domain of possible inputs
2. Generate inputs randomly from a probability distribution over the domain
3. Perform a deterministic computation on the inputs
4. Aggregate the results

Monte Carlo methods were central to the **simulations required for the Manhattan Project**, and more recently has been extended to Sequential Monte Carlo in advanced signal processing and Bayesian inference. Also, the extension **MC Tree Search enabled AlphaGo.**


$n = 3000, \pi \approx 3.1133$