



# Simultaneous Localization and Mapping (SLAM): FastSLAM

## Sensor Fusion

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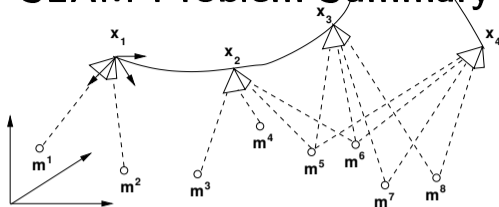
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# SLAM Problem Summary



- *Simultaneous localization and mapping* (SLAM) is the problem of finding one's position,  $x_k$ , in a map,  $\mathbf{m}$ , while the map is built. Both parts must be considered simultaneous.

- Model:

$$z_k = \begin{pmatrix} x_{k+1} \\ \mathbf{m}_{k+1} \end{pmatrix} = \begin{pmatrix} f(x_k, v_k) \\ \mathbf{m}_k \end{pmatrix}, \quad \text{Cov}(v_k) = Q$$

$$y_k^i = h(x_k, \mathbf{m}_k^{c_i}) + e_k^i, \quad \text{Cov}(e_k^i) = R, \quad i = 1, \dots, l_k.$$

- Solve using essentially a marginalized particle filter yields the FastSLAM 1.0/FastSLAM 2.0 algorithm.

# Idea: factorize the posterior as in the MPF

Basic factorization idea:

$$p(x_{1:k}, \mathbf{m} | y_{1:k}) = p(\mathbf{m} | x_{1:k}, y_{1:k}) p(x_{1:k} | y_{1:k}).$$

- The first factor corresponds to a classical mapping problem, and is solved by the (E)KF.
- The second factor is approximated by the PF.
- Leads to a marginalized PF (MPF) where each particle is a pose trajectory with an attached map corresponding to mean and covariance of each landmark, but **no** cross-correlations.

# More General Measurement Model

Assume observation model linear(-ized) in landmark position

$$0 = h^0(y_k^i, x_k) + h^1(y_k^i, x_k) \mathbf{m}_k^{c_k^i} + e_k^i, \quad \text{Cov}(e_k^i) = R_k^i.$$

The special case  $y_k^i = h(x_k, \mathbf{m}_k^{c_k^i}) + e_k^i$  yields

$$h^0(y_k^i, x_k) = h(x_k, \hat{\mathbf{m}}_k^{c_k^i}) - h'_{\mathbf{m}}(x_k, \hat{\mathbf{m}}_k^{c_k^i}) \hat{\mathbf{m}}_k^{c_k^i} - y_k^i$$

$$h^1(y_k^i, x_k) = h'_{\mathbf{m}}(x_k, \hat{\mathbf{m}}_k^{c_k^i}).$$

This formulation covers:

- First order Taylor expansions.
- Bearing and range measurements, where  $h^i(y_k^n, x_k)$  has two rows per landmark in 2D SLAM.
- Bearing-only measurements coming from a camera detection.

# Estimating the Mapping: WLS

Linear estimation theory applies. The WLS estimate:

$$\hat{\mathbf{m}}^j = \left( \underbrace{\sum_{k=1}^N (h^1(y_k^{\tilde{c}_k^j}, x_k))^T (R_k^{\tilde{c}_k^j})^{-1} h^1(y_k^{\tilde{c}_k^j}, x_k)}_{\mathcal{I}_N^j} \right)^{-1} \underbrace{\sum_{k=1}^N (h^1(y_k^{\tilde{c}_k^j}, x_k))^T (R_k^{\tilde{c}_k^j})^{-1} h^0(y_k^{\tilde{c}_k^j}, x_k)}_{v_N^j} = (\mathcal{I}_N^j)^{-1} v_N^j,$$

where  $i = \tilde{c}_k^j$  is the inverse mapping from landmark  $j$  to measurement  $i$ . In this sum, the terms where the map landmark  $j$  does not get an associated observation landmark at time  $k$  are dropped.

Under a Gaussian noise assumption, the posterior distribution is Gaussian

$$(\mathbf{m}^j | y_{1:N}, x_{1:N}) \sim \mathcal{N}((\mathcal{I}_N^j)^{-1} v_N^j, (\mathcal{I}_N^j)^{-1}).$$

# Mapping Solution: information filter

Recursive estimation of the map using information filter form

$$\begin{aligned}v_k^j &= v_{k-1}^j + (h^1(y_k^{\bar{c}_k^j}, x_k))^T R_k^{-1} h^0(y_k^{\bar{c}_k^j}, x_k), \\ \mathcal{I}_k^j &= \mathcal{I}_{k-1}^j + (h^1(y_k^{\bar{c}_k^j}, x_k))^T R_k^{-1} h^1(y_k^{\bar{c}_k^j}, x_k), \\ \hat{m}^j &= (\mathcal{I}_k^j)^{-1} v_k^j.\end{aligned}$$

# Pose Solution: particle filter

Given  $x_{1:k}$  and  $y_{1:k}$ ,  $\mathbf{m}$  is obtainable with WLS, then likelihood in the Gaussian case becomes:

$$p(y_k^{\tilde{c}_k^j} | y_{1:k-1}, x_{1:k}) \\ = \mathcal{N}\left(h^0(y_k^{\tilde{c}_k^j}, x_k) + h^1(y_k^{\tilde{c}_k^j}, x_k) \hat{\mathbf{m}}_{k-1}^j, R_k^{\tilde{c}_k^j} + h^1(y_k^{\tilde{c}_k^j}, x_k) (\mathcal{I}_k^j)^{-1} (h^1(y_k^{\tilde{c}_k^j}, x_k))^T\right).$$

This can be used as measurement equation in the **measurement update** in a particle filter.

The proposal distribution in the **time update** can be the SIR or the optimal:

$$\text{FastSLAM 1.0: } x_{k+1}^{(i)} \sim p(x_{k+1} | x_k^{(j)})$$

$$\text{FastSLAM 2.0: } x_{k+1}^{(i)} \sim p(x_{k+1} | x_{1:k}^{(i)}, y_{1:k+1}) \propto p(x_{k+1} | x_k^{(j)}) p(y_{k+1} | x_{k+1})$$

# FastSLAM Algorithm (1/2)

1. Initialize the particles

$$x_1^{(n)} \sim p_0(x),$$

where  $N$  denotes the number of particles.

2. **Data association** that assigns a map landmark  $c_k^i$  to each observed landmark  $i$ . Initialize new map landmarks if necessary.

3. **Pose measurement update**

$$\omega_k^{(n)} \propto \prod_i \mathcal{N}\left(h^0(y_k^i, x_k) + h^1(y_k^i, x_k) \hat{m}_{k-1}^{c_k^i}, R_k^i + h^1(y_k^i, x_k) (\mathcal{I}_k^{c_k^i})^{-1} (h^1(y_k^i, x_k))^T\right).$$

where the product is taken over all observed landmarks  $i$ , and normalize such that  $\sum_n \omega_k^{(n)} = 1$ .

4. **Resample** Draw a new set of particles with replacement based on the particle weights.



# FastSLAM Algorithm (2/2)

## 5. Map measurement update:

$$p(\mathbf{m}^{(n)} | x_{1:k}^{(n)}, y_{1:k}) = \mathcal{N}((\mathcal{I}_k^{(n)})^{-1} v_k^{(n)}, (\mathcal{I}_k^{(n)})^{-1}),$$

$$v_k^j = v_{k-1}^j + (h^1(y_k^{\tilde{c}_k^j}, x_k^{(n)}))^T R_k^{-1} h^0(y_k^{\tilde{c}_k^j}, x_k^{(n)}),$$

$$\mathcal{I}_k^j = \mathcal{I}_{k-1}^j + (h^1(y_k^{\tilde{c}_k^j}, x_k^{(n)}))^T R_k^{-1} h^1(y_k^{\tilde{c}_k^j}, x_k^{(n)}).$$

## 6. Pose time update:

FastSLAM 1.0 (SIR PF)

$$x_{k+1}^{(n)} \sim p(x_{k+1} | x_{1:k}^{(n)}).$$

FastSLAM 2.0 (SIS PF with optimal proposal)

$$x_{k+1}^{(n)} \sim p(x_{k+1} | x_{1:k}^{(n)}, y_{1:k+1})$$

$$\propto p(x_{k+1} | x_{1:k}^{(n)}) p(y_{k+1} | x_{k+1}, x_{1:k}^{(n)}, y_{1:k}).$$

# Properties

FastSLAM is ideal for a ground robot with three states and vision sensors providing thousands of landmarks.

- FastSLAM scales linearly in landmark dimension.
- As the standard PF, FastSLAM scales badly in the state dimension.
- FastSLAM is relatively robust to incorrect associations, since associations are local for each particle and not global as in EKF-SLAM.
- Loop closure can be problematic due to particle depletion.

# FastSLAM Illustration

- Airborne simultaneous localization and mapping (SLAM) using a UAV with camera producing image features.
- Research collaboration with IDA.



[http://youtu.be/hA\\_MZeuo9Y](http://youtu.be/hA_MZeuo9Y)

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# Summary

The simultaneous localization and mapping (SLAM) problem has been solved using a marginalized particle filter:

- FastSLAM 1.0.
- FastSLAM 2.0.

Properties:

- Scales well with the number of landmarks, but poorly with state dimension.
- Landmark not extremely associations critical.
- Loop closure is nontrivial.



Section 11.3