# CS-417 INTRODUCTION TO ROBOTICS AND INTELLIGENT SYSTEMS

## Exploration

Ioannis Rekleits

# Three Main Challenges in Robotics

1. Where am I? (Localization)
   - Sense
   - relate sensor readings to a world model
   - compute location relative to model
   - assumes a perfect world model
2. What the world looks like? (Mapping)
   - sense from various positions
   - integrate measurements to produce map
   - assumes perfect knowledge of position

- Together 1 and 2 form the problem of *Simultaneous Localization and Mapping* (SLAM)

3. How do I go from **A** to **B**? (Path Planning)
   - More general: Which action should I pick next?

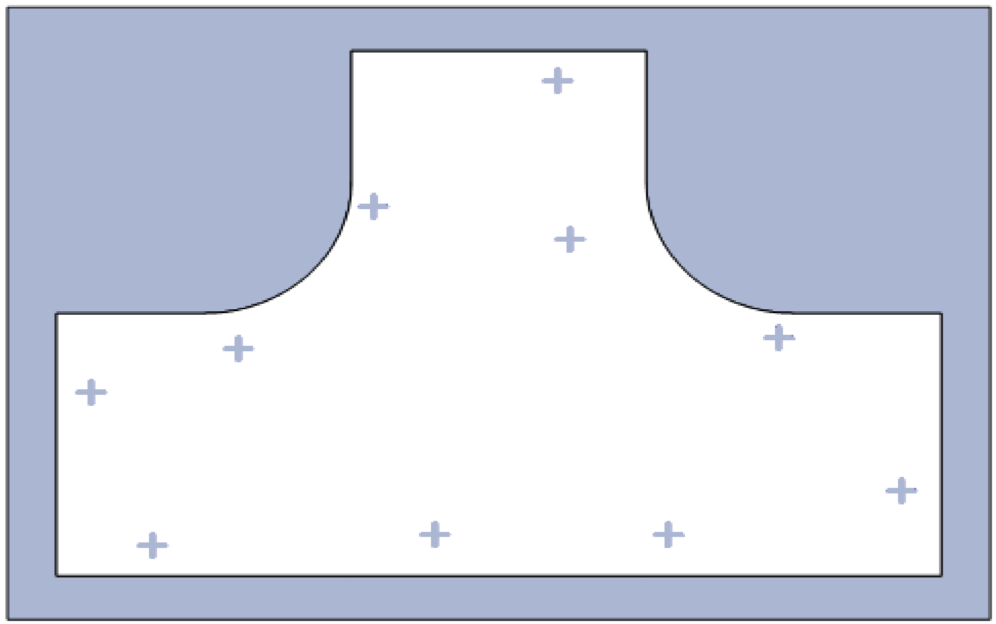
# Mapping

- What the world looks like
- Improve the accuracy of the map
- Ensure that all the important parts of the environment are mapped – Exploration!

# Environment Representation (Map)

- Grid Based Maps
- Feature Based Maps
- Topological Maps
- Hybrid Maps

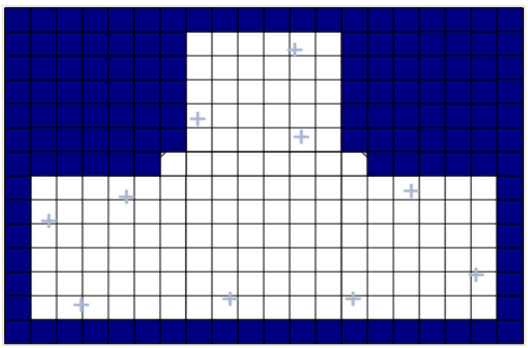
# Consider this Environment:



# Three Basic Map Types

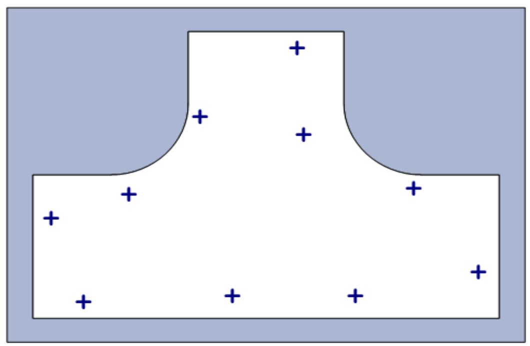
## Grid-Based:

**Collection of discretized obstacle/free-space pixels**



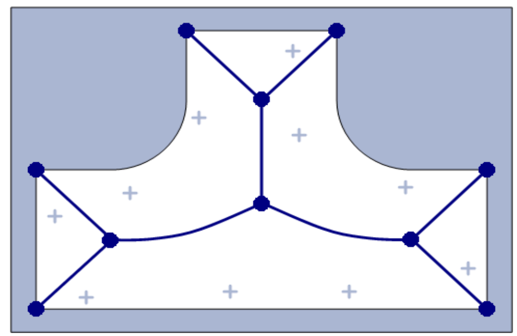
## Feature-Based:

**Collection of landmark locations and correlated uncertainty**

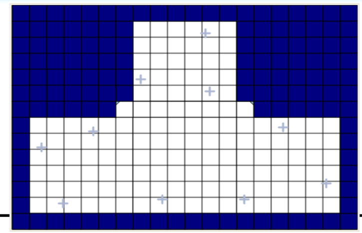


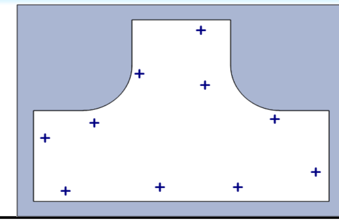
## Topological:

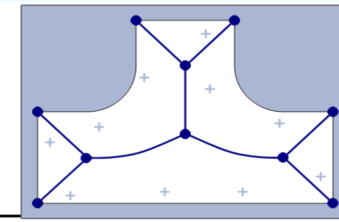
**Collection of nodes and their interconnections**



# Three Basic Map Types



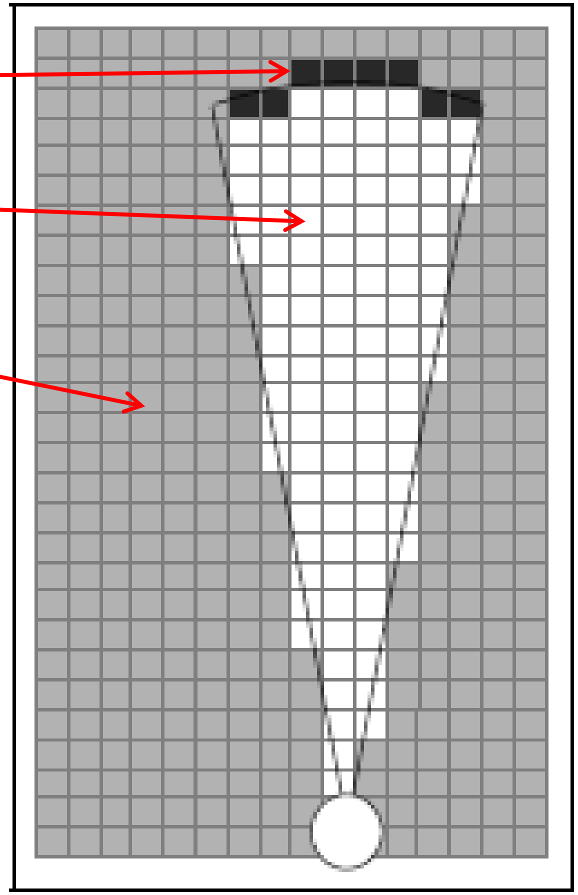




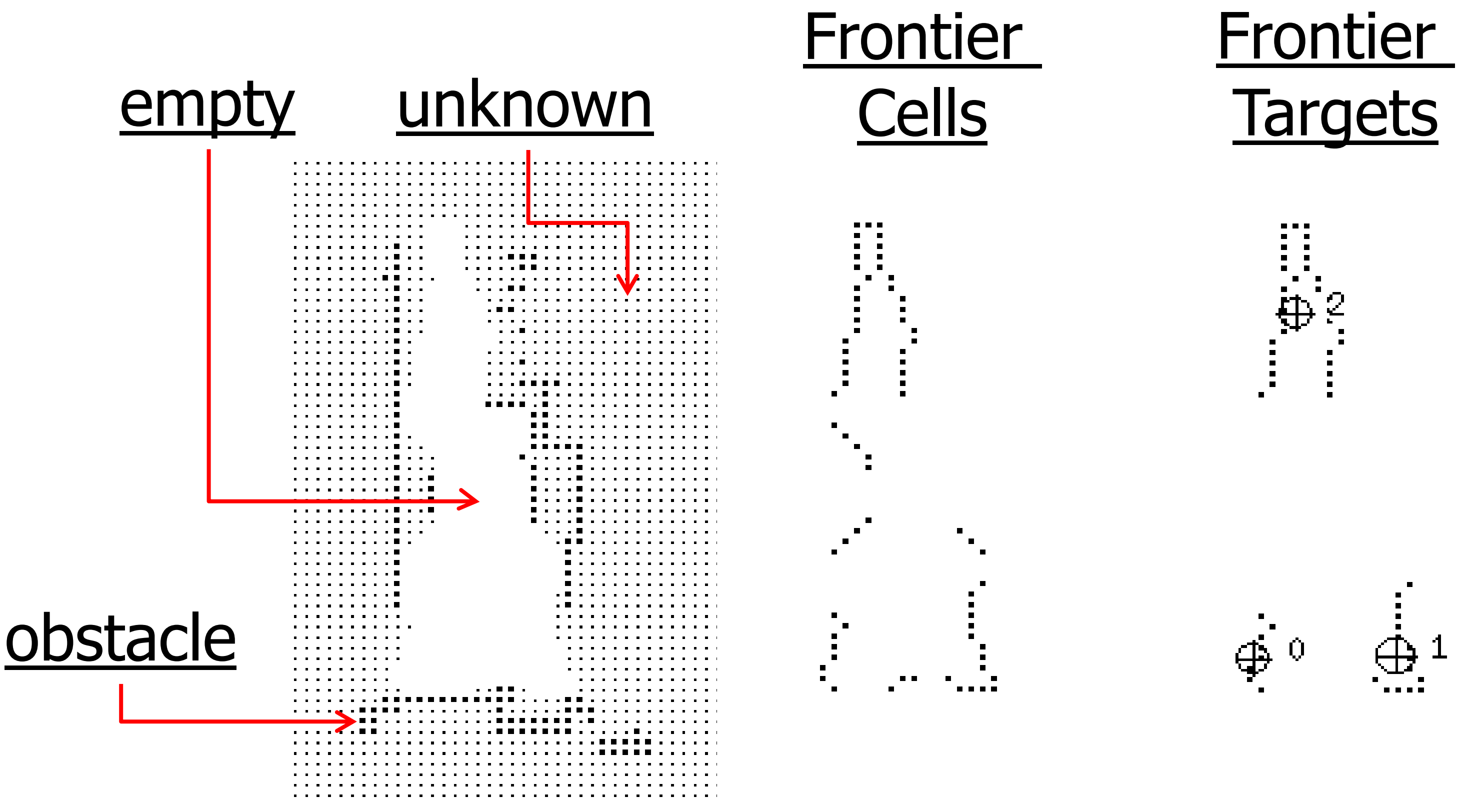
| | Grid-Based | Feature-Based | Topological |
|---|---|---|---|
| Construction | Occupancy grids | Kalman Filter | Navigation control laws |
| Complexity | Grid size and resolution | Landmark covariance ($N^3$) | Minimal complexity |
| Obstacles | Discretized obstacles | Only structured obstacles | GVG defined by the safest path |
| Localization | Discrete localization | Arbitrary localization | Localize to nodes |
| **Exploration** | **Frontier-based exploration** | **No inherent exploration** | **Graph exploration** |

# Grid Based Maps

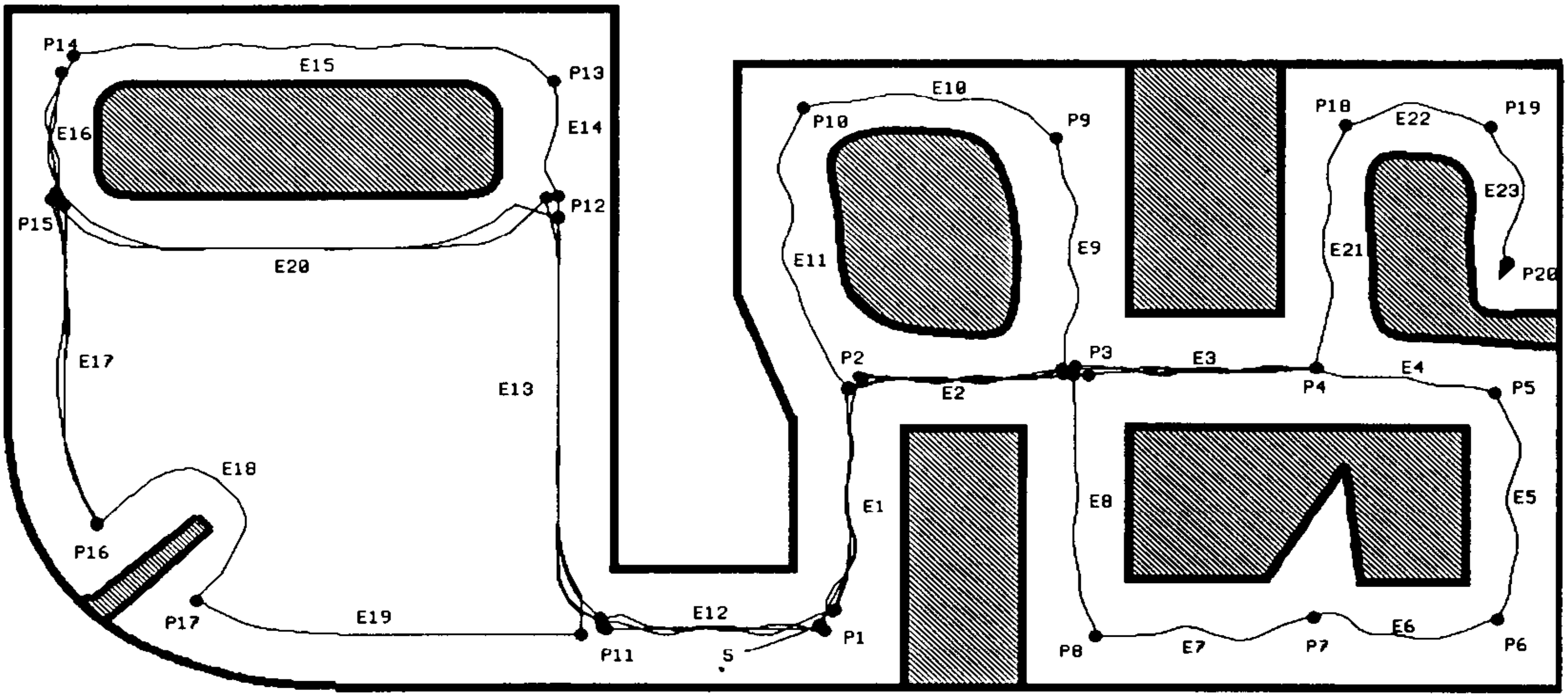
- Occupied cells
- Free cells
- Unknown cells



# Frontier based Exploration (Grid Maps)

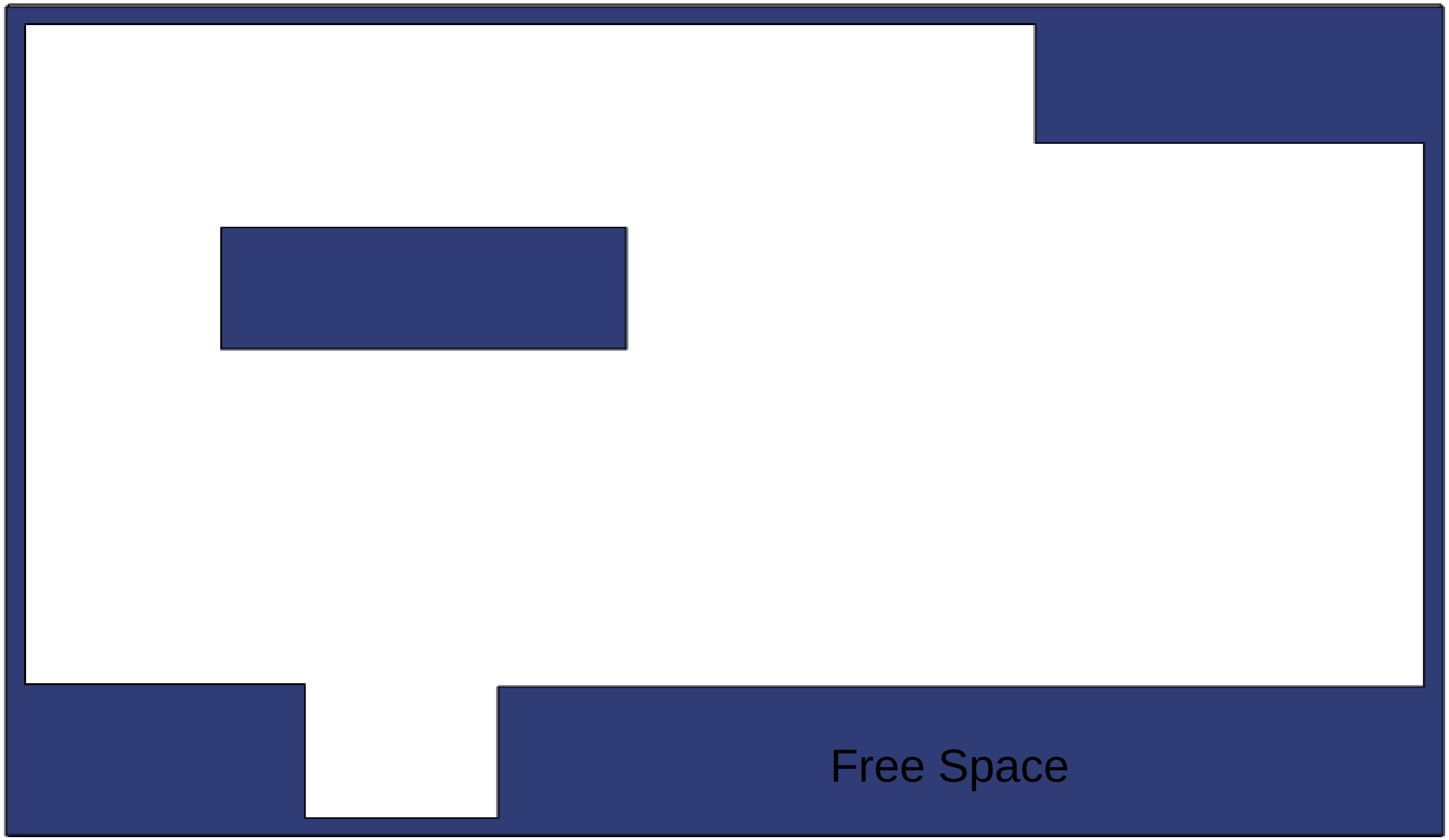


# Topological Representations



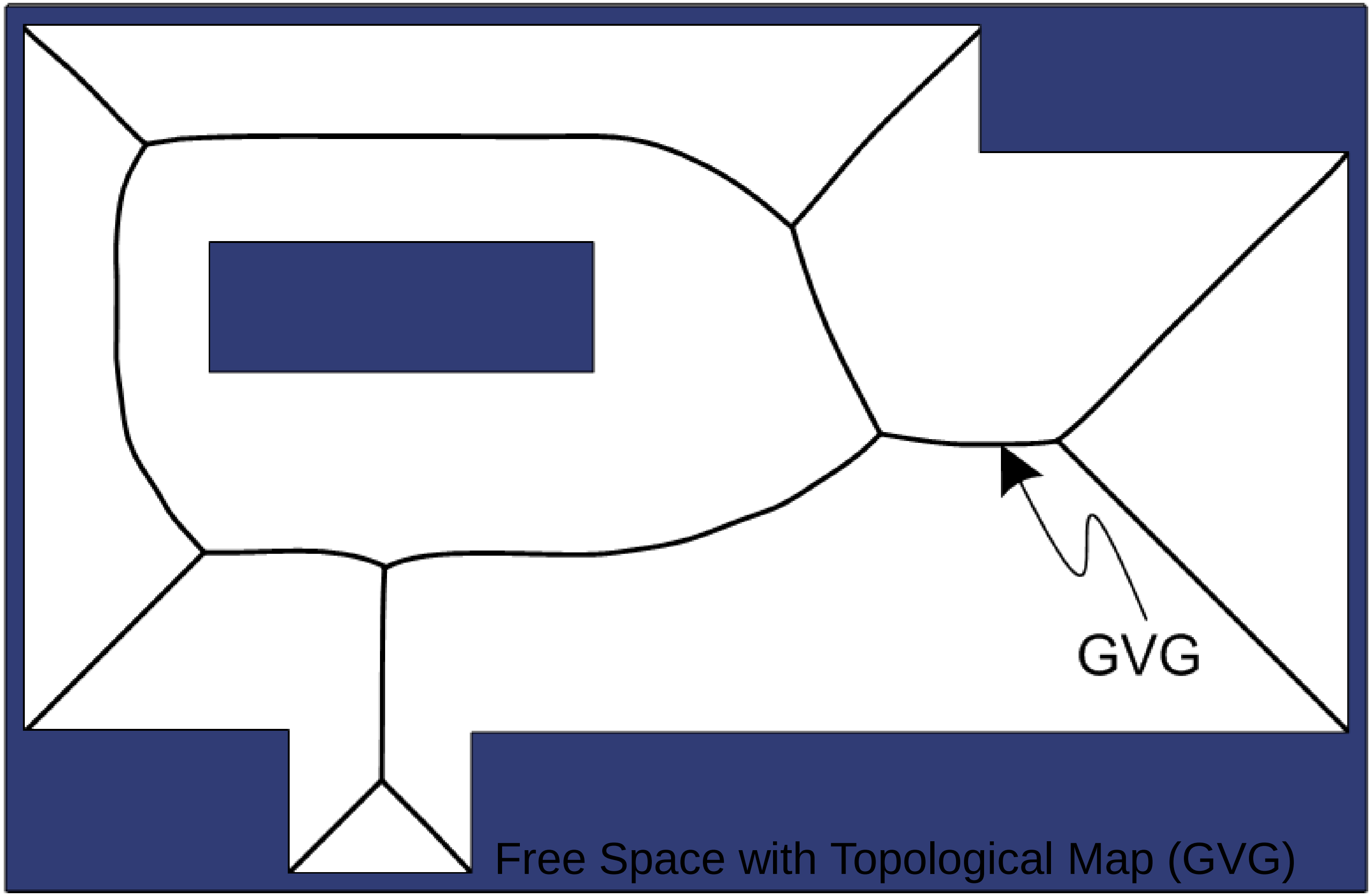

- B. J. Kuipers and Y.-T. Byun. "A robot exploration and mapping strategy based on a semantic hierarchy of spatial representations". In *Journal of Robotics and Autonomous Systems*, 8: 47-63, 1991.

# Generalized Voronoi Graph (GVG)



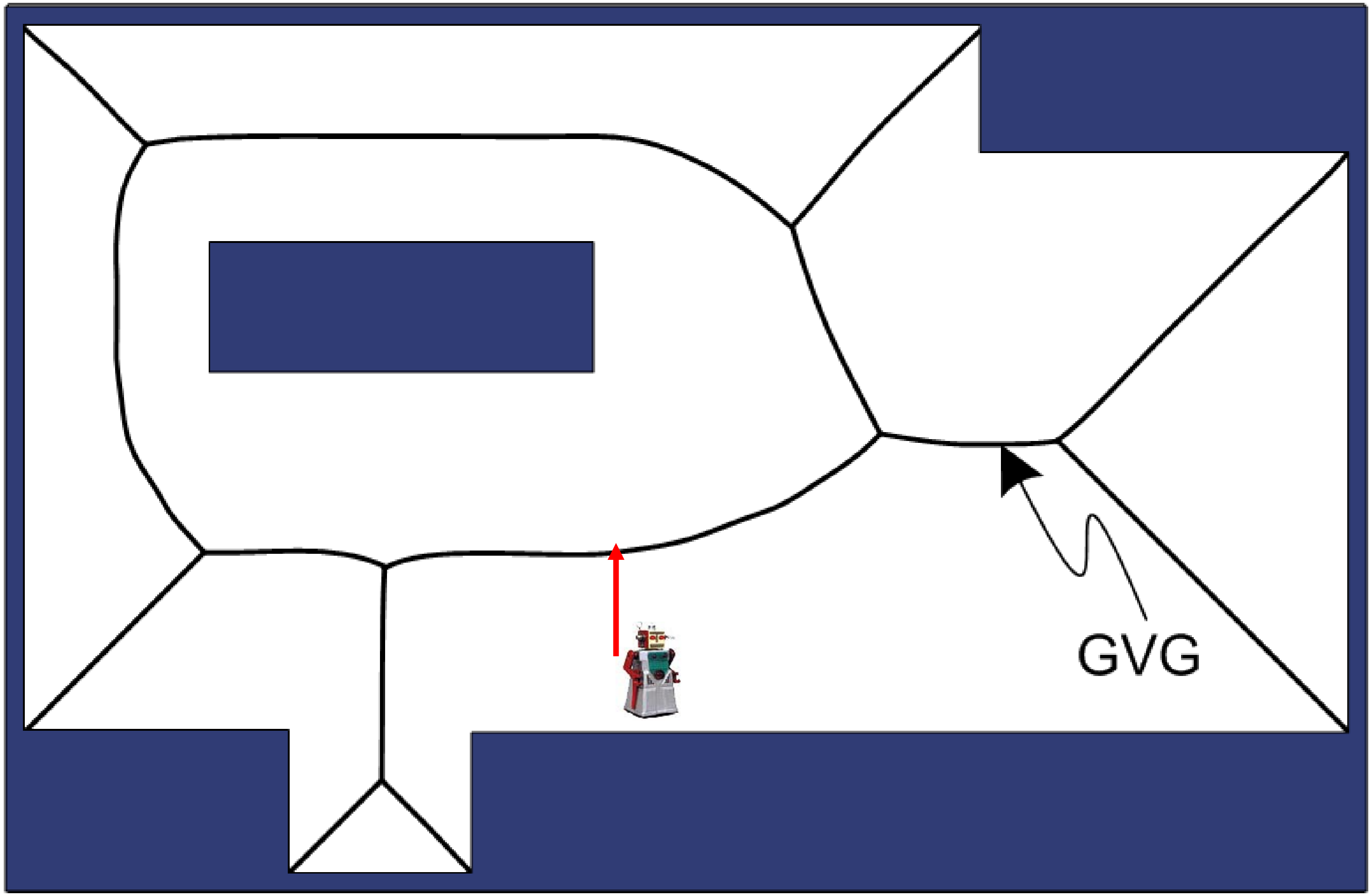

H. Choset, J. Burdick, “Sensor based planning, part ii: Incremental construction of the generalized voronoi graph”. In IEEE Conference on Robotics and Automation, pp. 1643 – 1648, 1995.

# Generalized Voronoi Graph (GVG)



# Generalized Voronoi Graph (GVG)

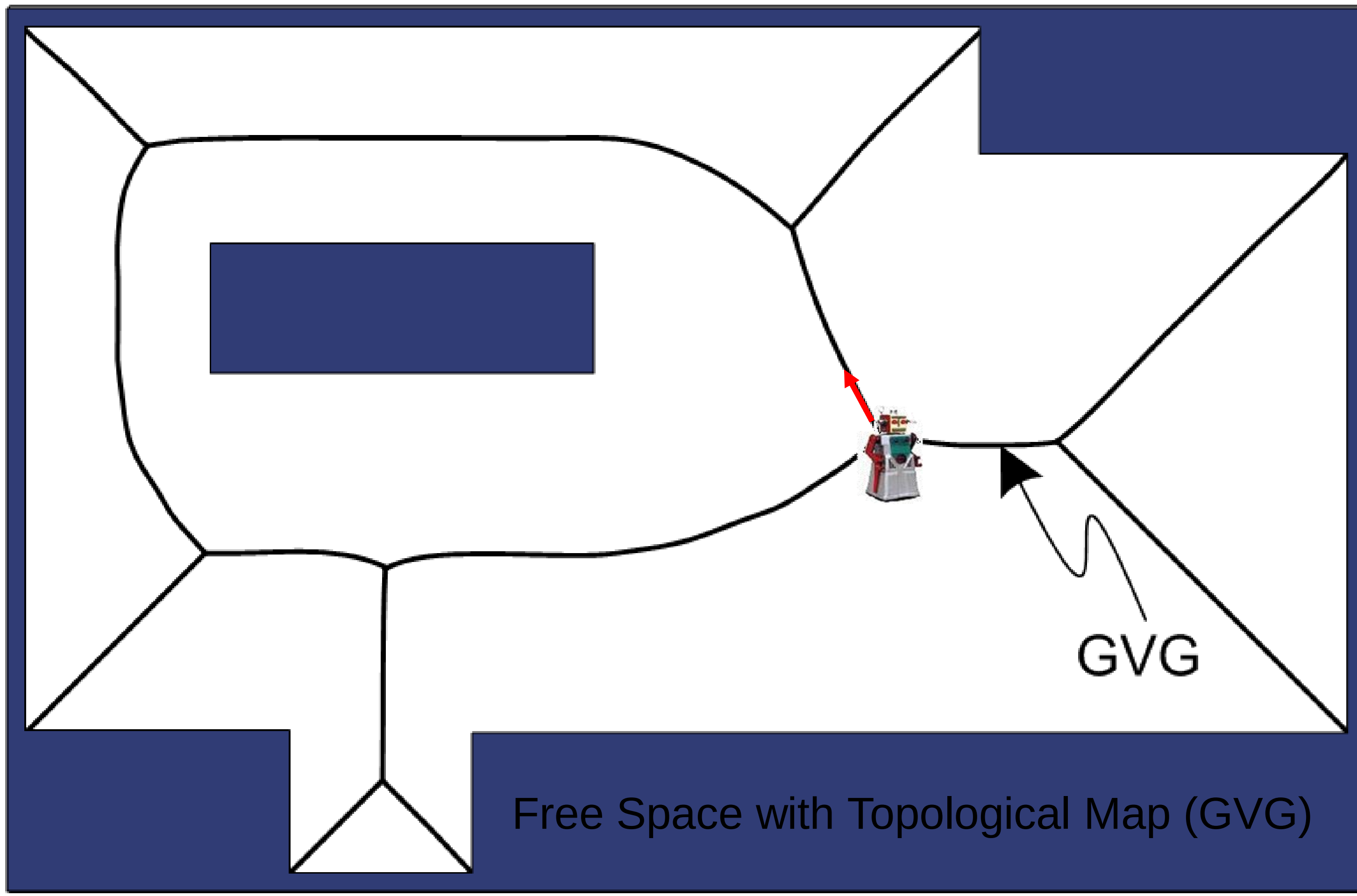
- Access GVG




Free Space with Topological Map (GVG)

# Generalized Voronoi Graph (GVG)

- Access GVG
- Follow Edge
- Home to the MeetPoint
- Select Edge

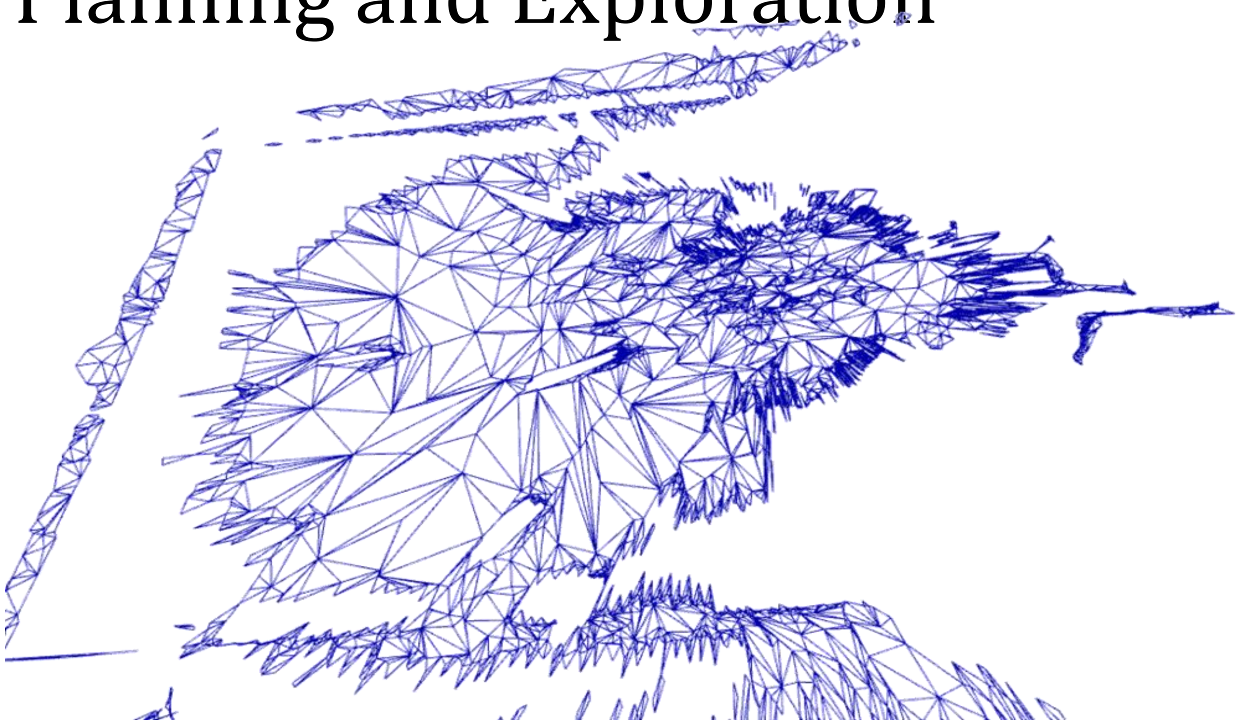


# Exploration via Graph Search

- Exhaustive Depth First Search
- Bread-First Search
- Heuristics

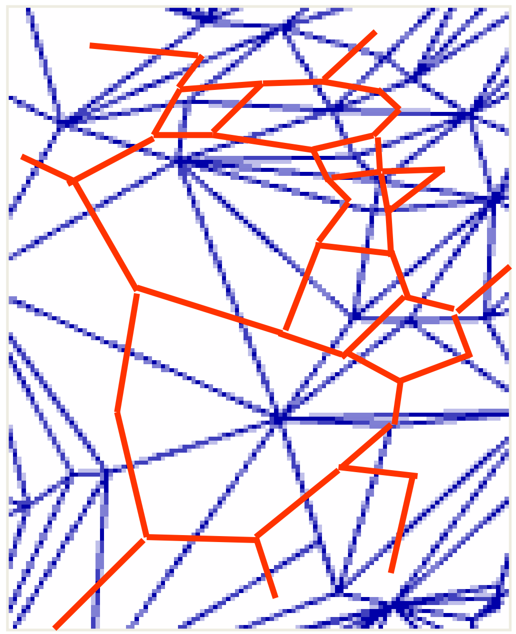
# Irregular Triangular Mesh (ITM)

- Terrain Representation
- Underlying Topological Structure
- Path Planning and Exploration



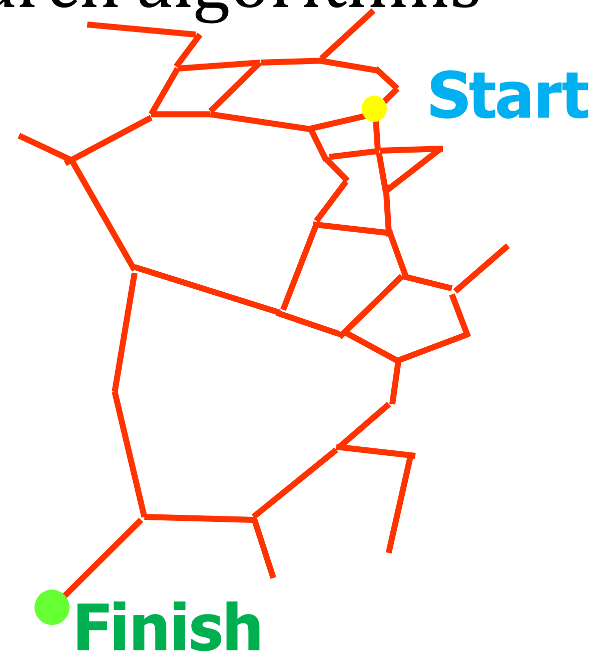
# From 2.5D Representation to Topological

- Convert ITM into Connected Graph



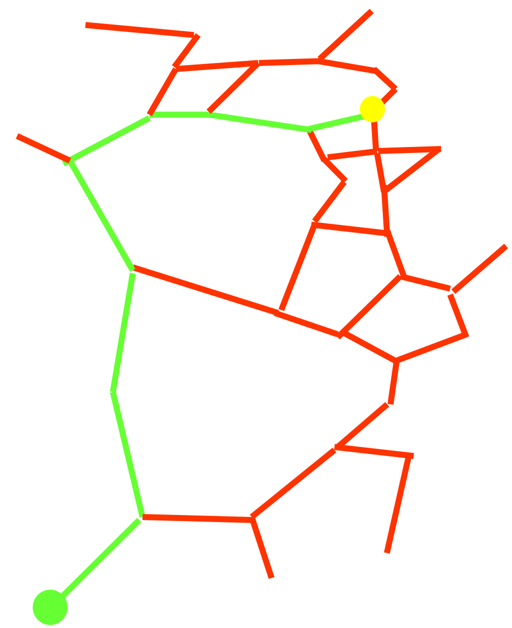
# Planning

- Convert ITM into Connected Graph
- Planning using Graph Search Algorithms:
  - – Dijkstra, A* search algorithms



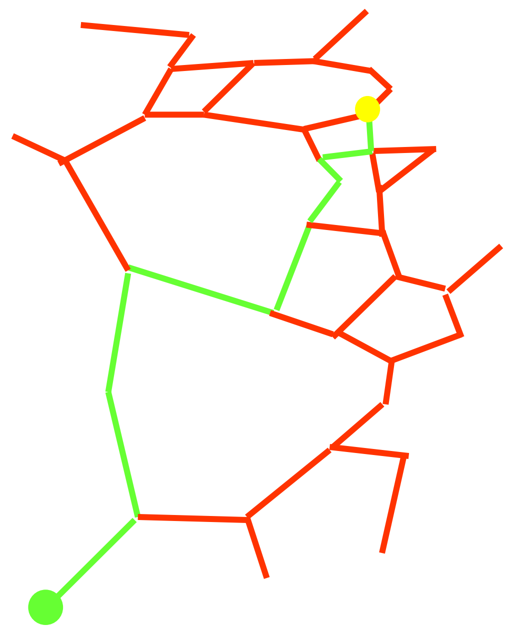
# Planning

- Convert ITM into Connected Graph
- Path Planning using Graph Search Algorithms:
  – Dijkstra, A* search algorithms
- Different Cost Functions $Q$
  – Number of triangles $Q = 1$



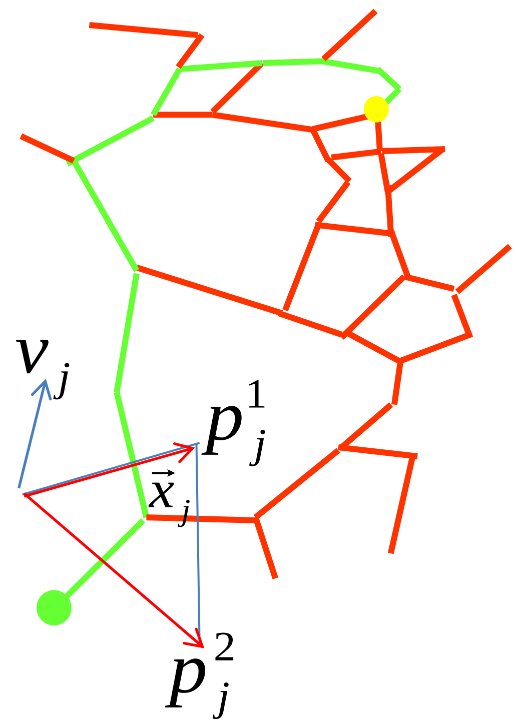
# Planning

- Convert ITM into Connected Graph
- Path Planning using Graph Search Algorithms:
  - Dijkstra, A*
- Different Cost Functions $Q$
  - Number of triangles
  - Euclidian distance $Q = \left\| \vec{x}_i - \vec{x}_j \right\|$



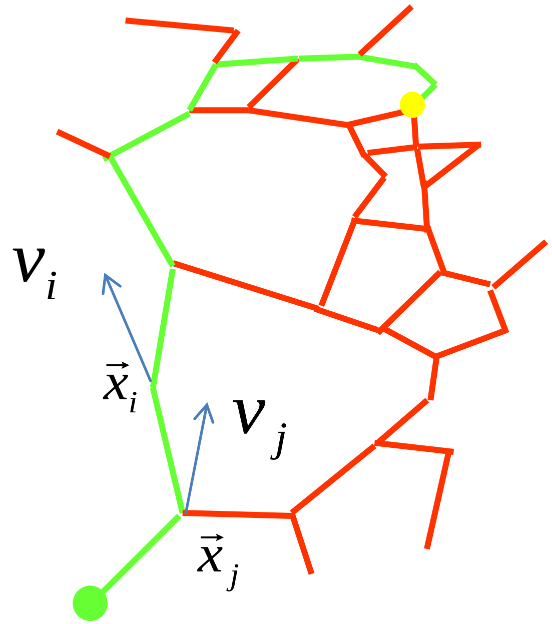
# Planning

- Convert ITM into Connected Graph
- Path Planning using Graph Search Algorithms:
  - Dijkstra, A*
- Different Cost Functions $Q$
  - Number of triangles
  - Euclidian distance
  - Slope of each triangle $v_j = \dfrac{p_j^1 \times p_i^2}{\left\| p_j^1 \right\| \left\| p_j^2 \right\|}$



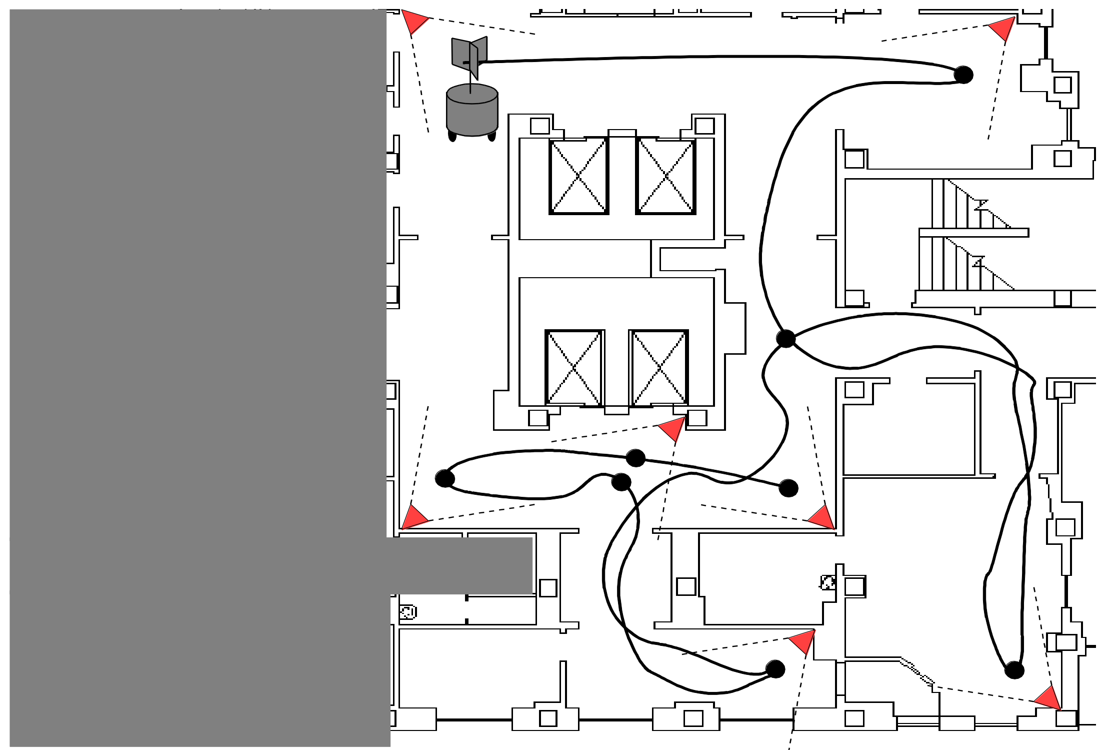
# Planning

- Convert ITM into Connected Graph
- Path Planning using Graph Search Algorithms:
  - Dijkstra, A*
- Different Cost Functions $Q$
  - Number of triangles
  - Euclidian distance
  - Slope of each triangle
  - Cross triangle slope



# Exploration Planning Problem

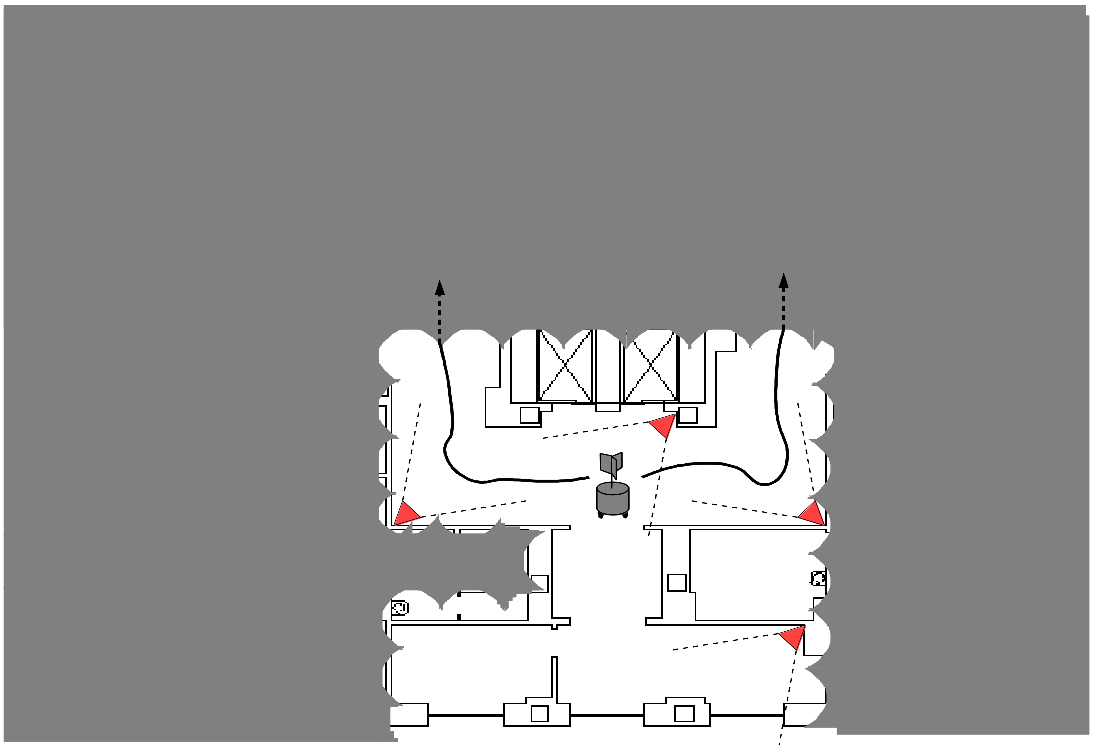
Two fundamental problems for path planning during exploration and mapping:



# Exploration Planning Problem

Two fundamental problems for path planning during exploration and mapping:

- Planning for re-localization
- Planning the exploration of new territory



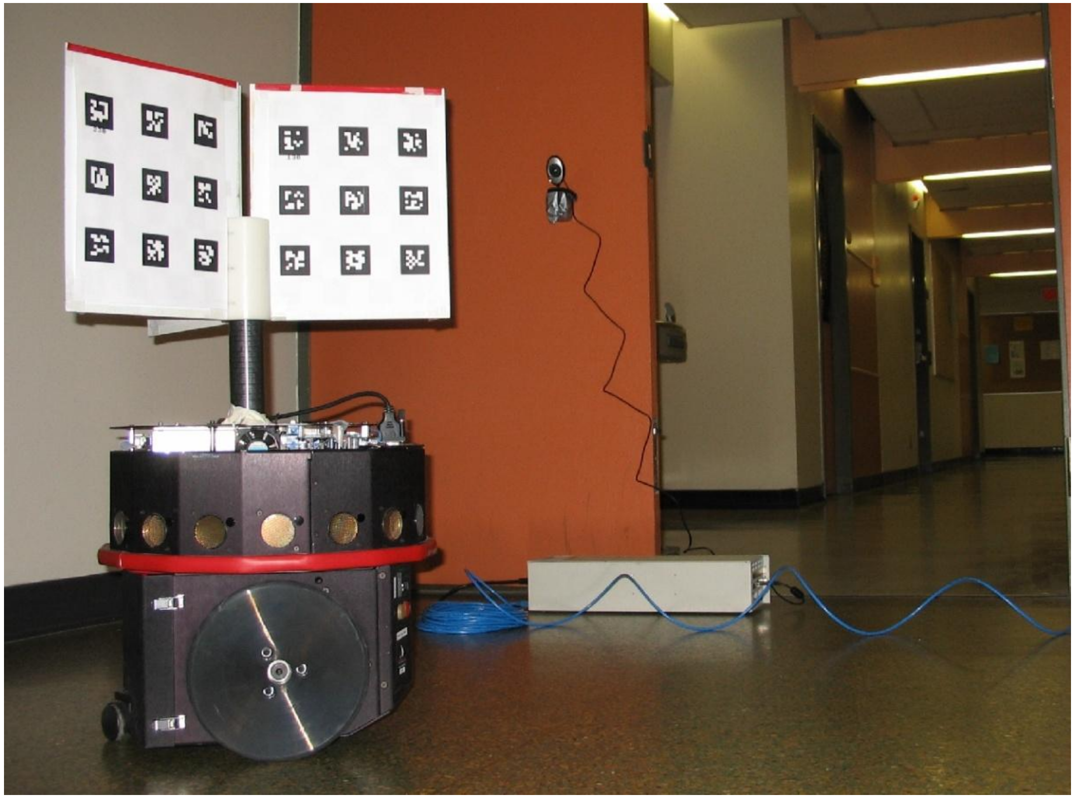
# Previous Localization Planning

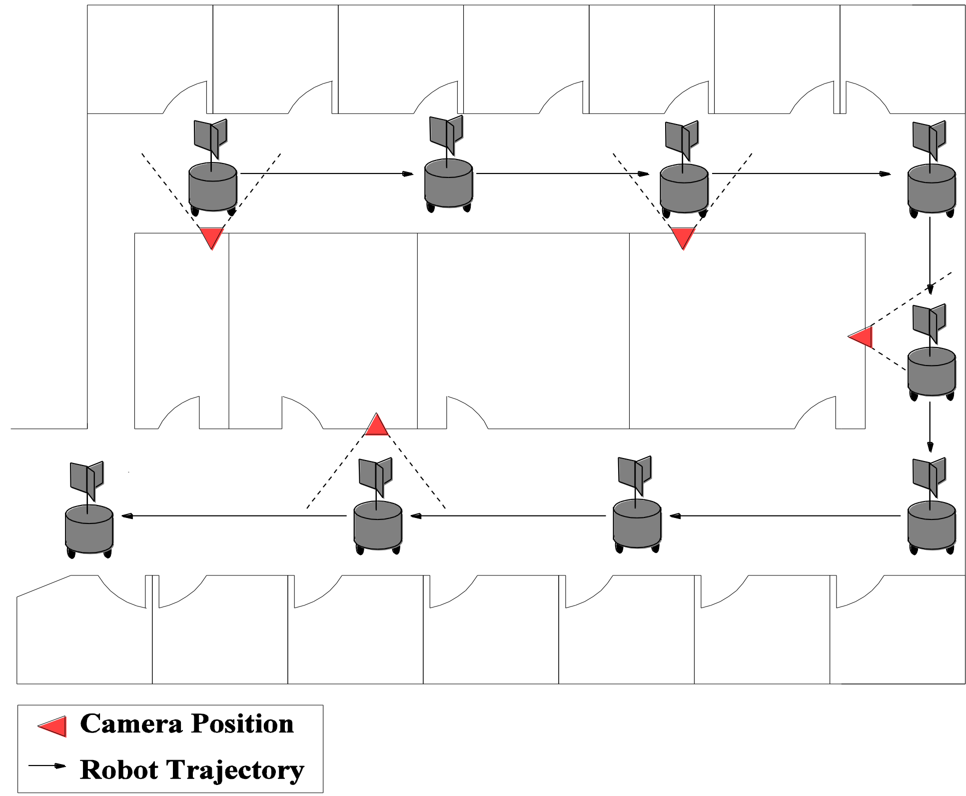
- Reduce measure of map or position entropy
- Variety of graph search planning algorithms
  (breadth first, A*-search, RRT)
- Evaluate paths with simulation, or Cramer-Rao
  bounds for expected uncertainty
- e.g. [Fox et al RAS 1998], [Sim and Roy ICRA 2005], [He et al ICRA 2008], [Censi et al ICRA 2008]

# Previous Exploration Planning

- Includes motion into unexplored regions
- Typically requires prior knowledge of environment properties or rough layout
- Computation of exploration effects is a challenge
- e.g. [Bourque and Dudek IROS 1999], [Bourgault et al IROS 2002], [Kollar and Roy IJRR 2008]

# Exploring a Camera Sensor Network






D. Meger, I. Rekleitis, and G. Dudek. "Heuristic Search Planning to Reduce Exploration Uncertainty", IROS 2008.

# Heuristic Search Planning Method

- Solution to exploration planning for camera sensor networks
  - Composed of two alternated steps: exploration and re-localization
  - Combined distance and uncertainty cost function
  - Heuristic search for good paths

# Re-localization Trajectories

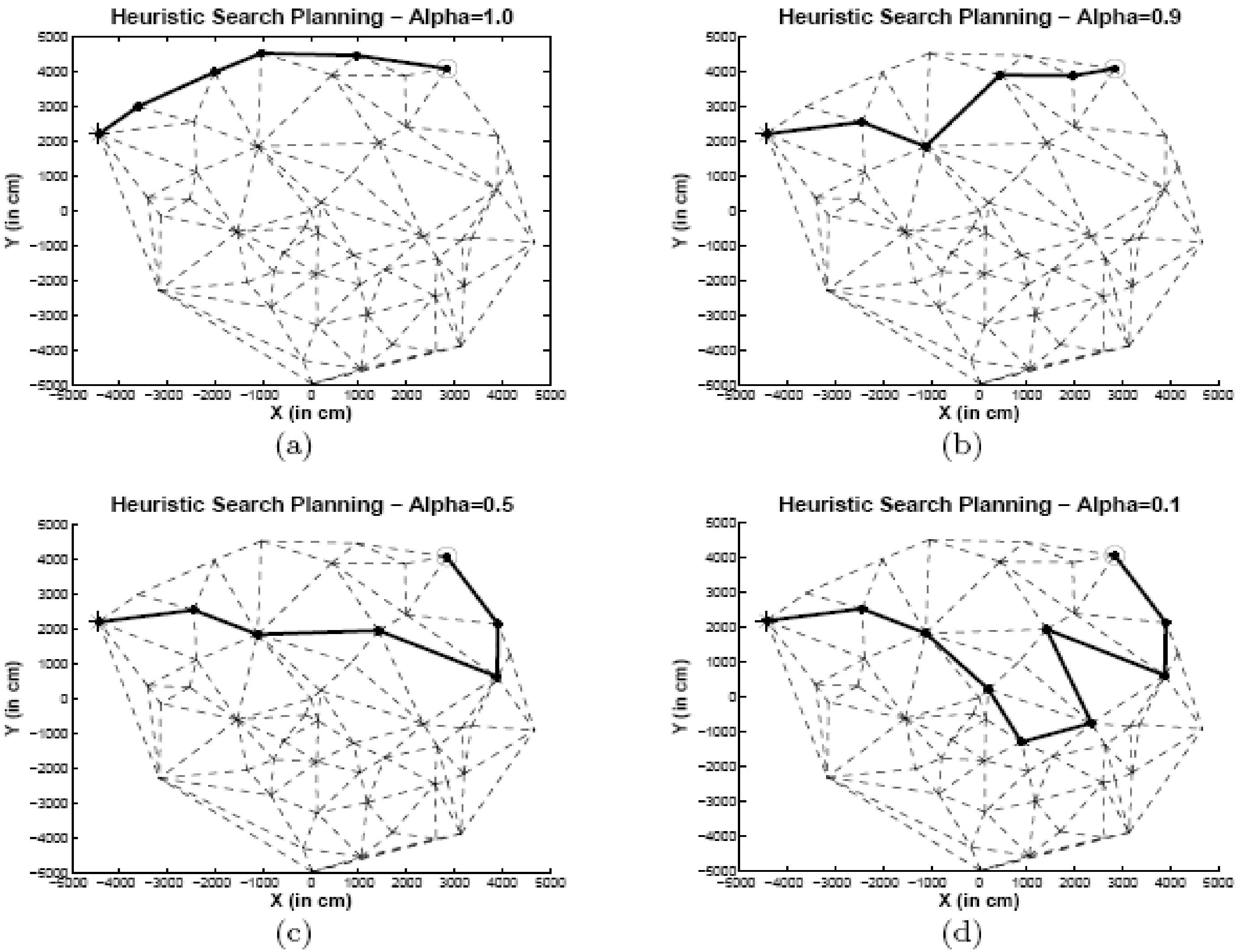
- Find a path p which optimizes a weighted cost function between distance and uncertainty:

$$C(p) = \omega_d \; length(p) + \omega_u \; trace(\Sigma\,(p))$$

$$\omega_d = \frac{\alpha}{maxdist} \quad , \quad \omega_u = \frac{1-\alpha}{maxuncert}$$

- Evaluate possible paths by simulation, approximating measurements with expected values

# Effect of α Parameter for Relocalization



# Heuristic Search

- Graph search to optimize cost function

  $$C(p) = \omega_d length(p) + \omega_u trace(\Sigma(p))$$

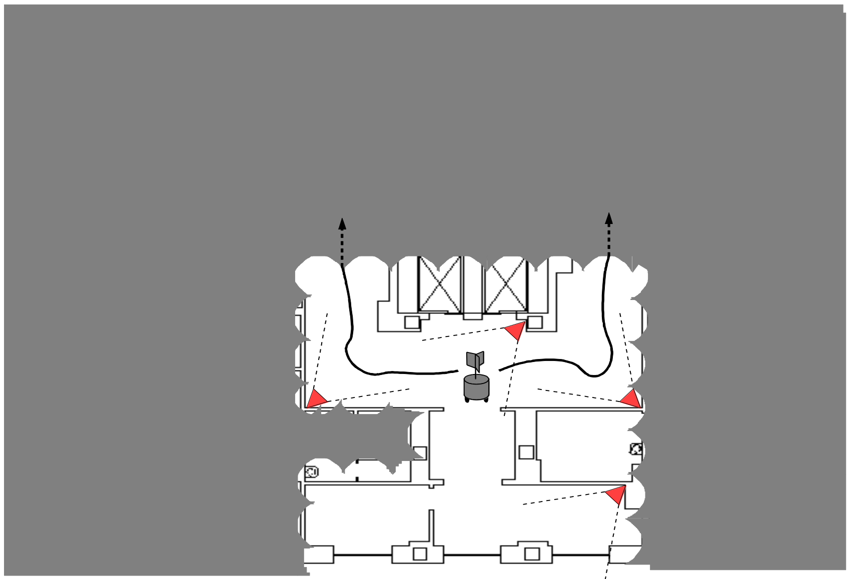
- Heuristic search allows considering only a fraction of the paths, ordered by expected cost
- Distance-based "cost-to-go" heuristic function *h* used to compute estimated cost

$$C(n) = f(n) + h(n)$$

Estimated cost through n — Cost so far — Estimated cost to go

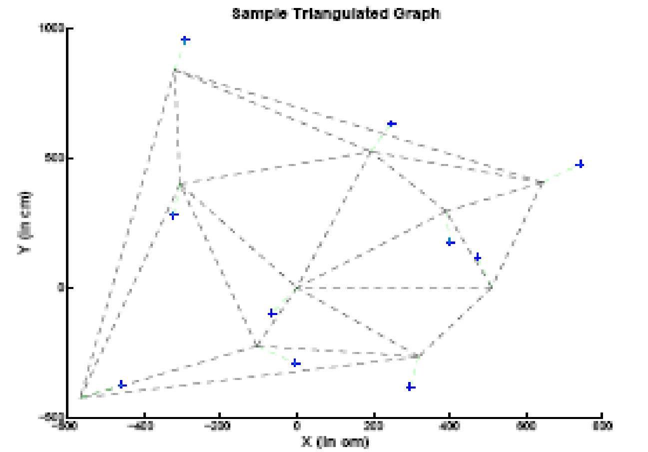
# Planning Exploratory Steps

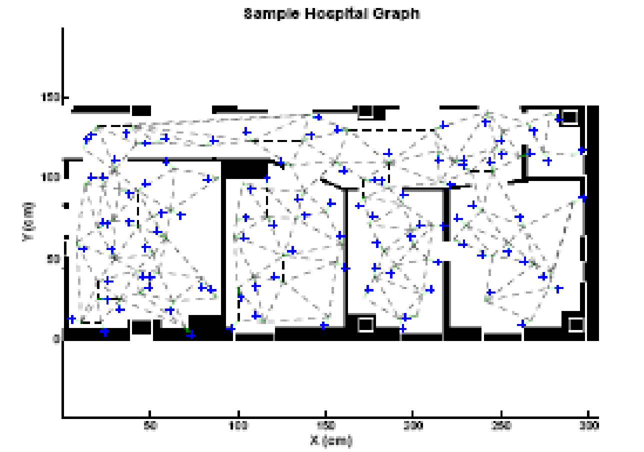
- Choose motion in unexplored space to locate additional camera nodes
- Planner cannot simulate these paths
- Evaluated 2 strategies: 1) nearest camera and 2) a randomly selected camera



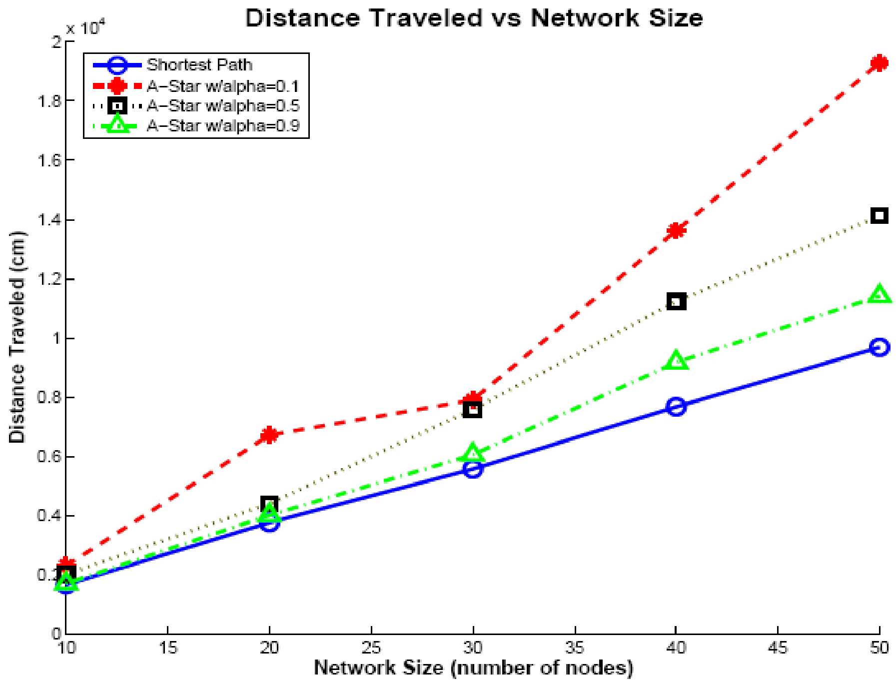
# Simulation Results

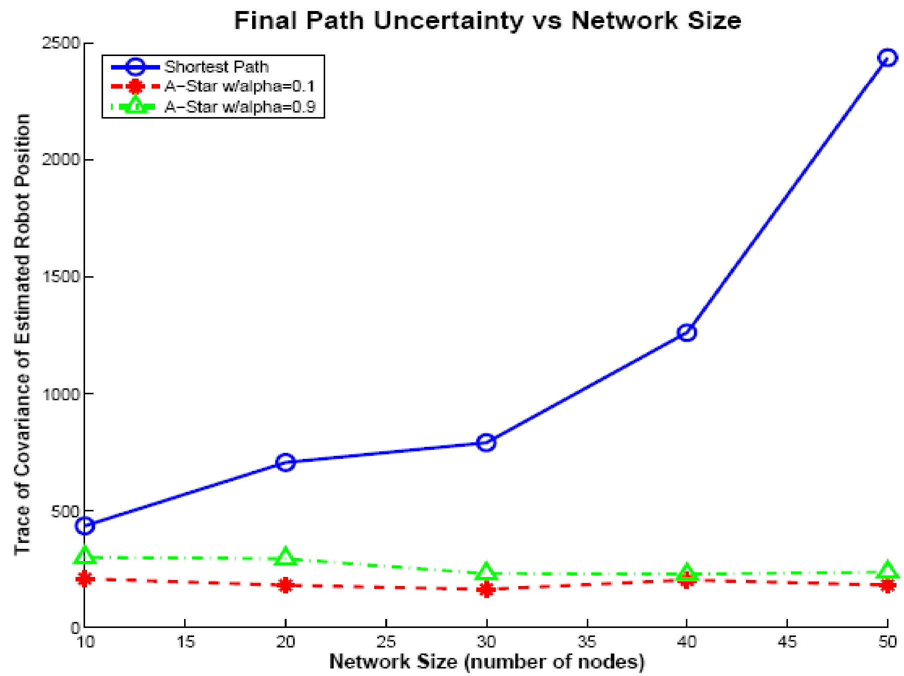
- Compared planners over many trials
- 3 realistic network types (2 shown)
- 3 methods for comparison:
  - Depth-first
  - Return to origin
  - Return to nearest explored



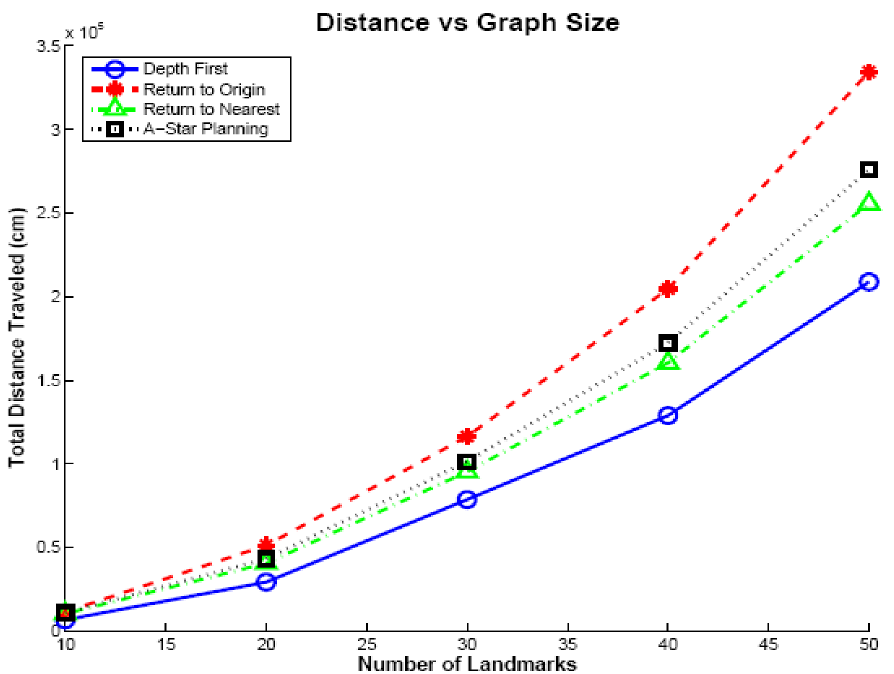



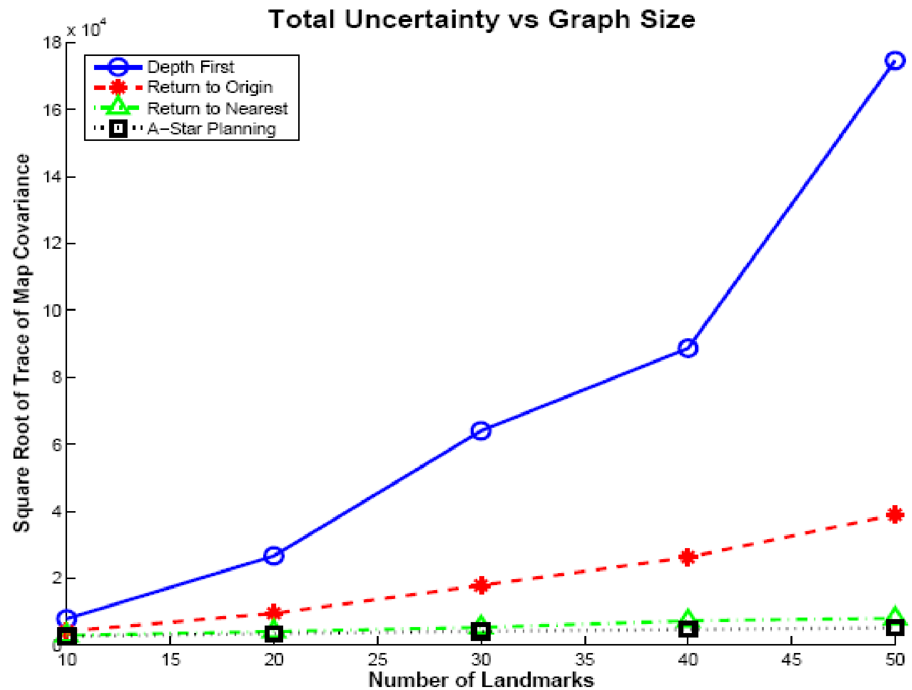
# Simulated Relocalization Results



# Simulated Exploration Results



# Key Points

- Mapping requires exploration
- Exploration strategies depend on the representation
- Topological representations are the most convenient for exploration
- Two objectives:
  - Explore new territory
  - Improve the accuracy by relocalization

# References


- B. J. Kuipers and Y.-T. Byun. "A robot exploration and mapping strategy based on a semantic hierarchy of spatial representations". In *Journal of Robotics and Autonomous Systems*, 8: 47-63, 1991.
- H. Choset, J. Burdick, "Sensor based planning, part ii: Incremental construction of the generalized voronoi graph". In IEEE Conference on Robotics and Automation, pp. 1643 – 1648, 1995.
- B. Yamauchi, "Frontier-based exploration using multiple robots", In Second International Conference on Autonomous Agents, Minneapolis, MN, 1998, pp. 47–53.
- Makarenko, A.A. Williams, S.B. Bourgault, F. Durrant-Whyte, "An experiment in integrated exploration", In IEEE/RSJ International Conference on Inte.lligent Robots and System, vol.1, pp 534-539, 2002.
- Stachniss, C. Hahnel, D. Burgard, W. , "Exploration with active loop-closing for FastSLAM". In IEEE/RSJ International Conference on Intelligent Robots and Systems. vol.2, pp 1505-1510, 2004.
- R. Sim and N. Roy, "Global a-optimal robot exploration in slam". In *International Conference on Robotics and Automation, pp. 661*– 666*, 2005*.
- T. Kollar and N. Roy, "Using reinforcement learning to improve exploration trajectories for error minimization". *In of the IEEE International Conference on Robotics and Automation, 2006.*
- R. Martinez-Cantin, N. de Freitas, A. Doucet, and J. Castellanos, "Active policy learning for robot planning and exploration under Uncertainty". In Robotics: Science and Systems, 2007.
- D. Meger, I. Rekleitis, and G. Dudek. "Heuristic Search Planning to Reduce Exploration Uncertainty". In *IEEE/RSJ International Conference on Intelligent Robots and Systems,* pp 3382-3399, 2008.


- QUESTIONS?