Qualitative Relational Mapping



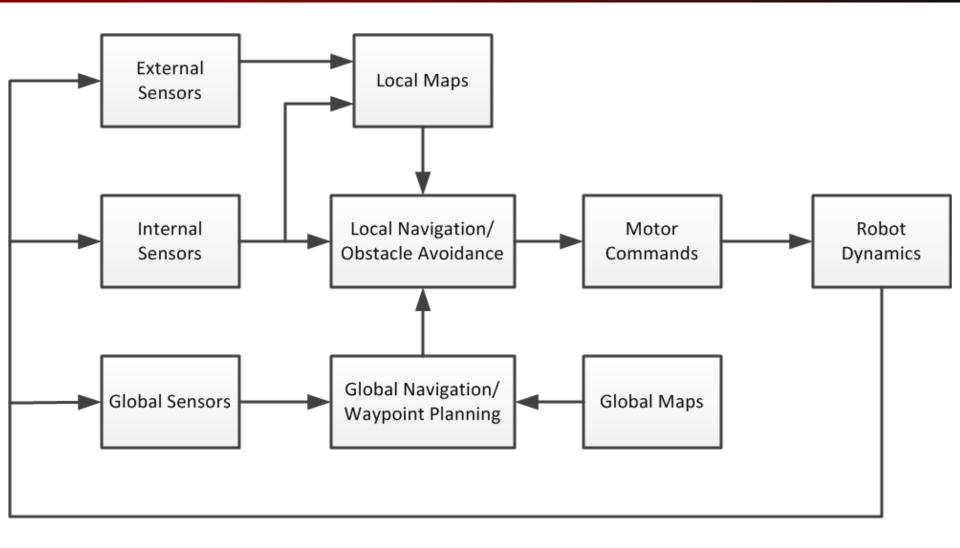
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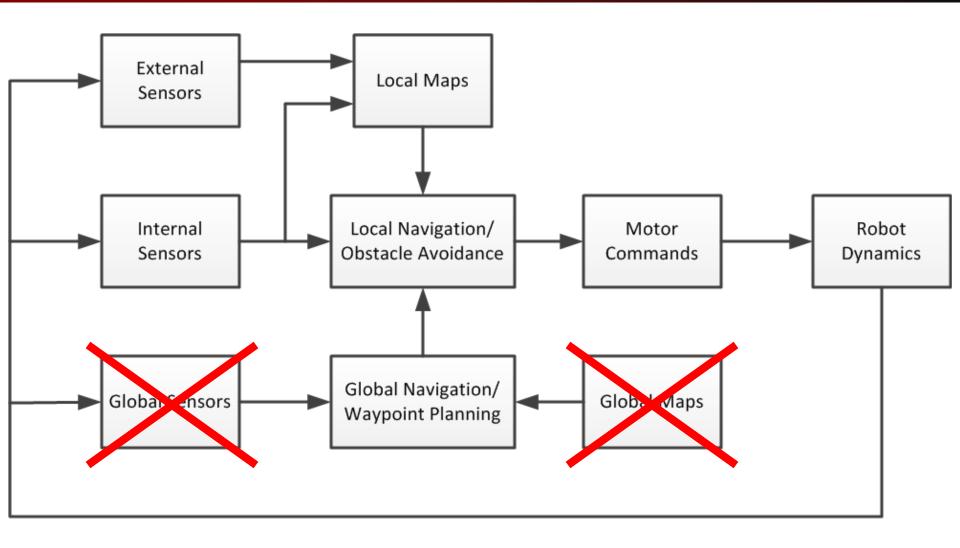
Motivation and Problem Statement

- How can we enable long-term autonomy for a robot operating in an unstructured, large scale space without a known global reference frame?
 - Required for exploration of outer planets and moons as time delay is too long for remote control
 - Complex coordination of multiple vehicles
 - Dynamic environments
 - Vehicle lifetimes may be short
 - Possible terrestrial applications when GNSS is unavailable: underwater, in urban disaster areas, etc
 - Martian exploration acts as a motivating problem as we know the challenges of operating semi-autonomous robots there

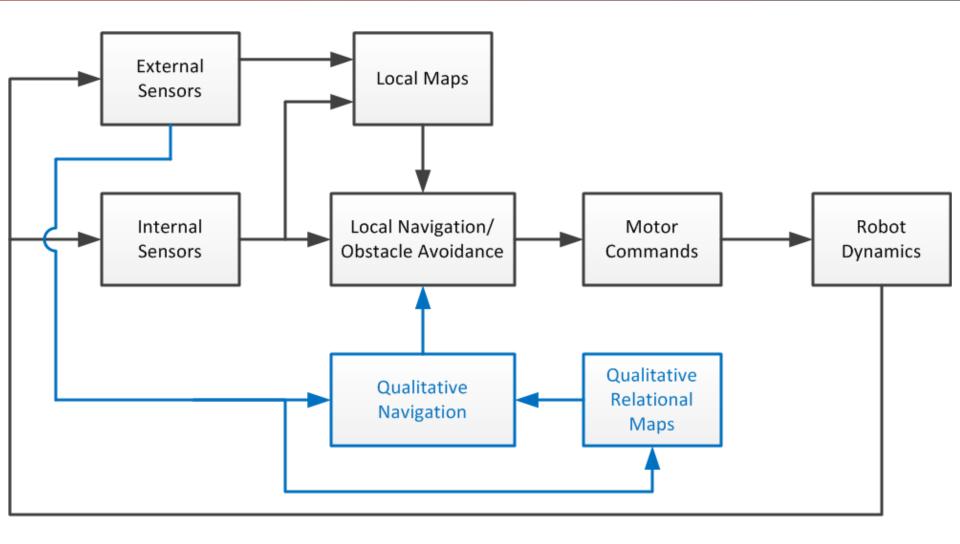
Common Components of Robotic Navigation



Common Components of Robotic Navigation



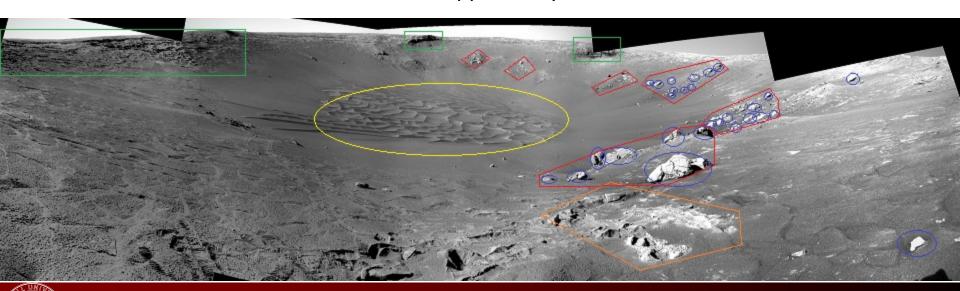
Common Components of Robotic Navigation



Qualitative Relational Mapping

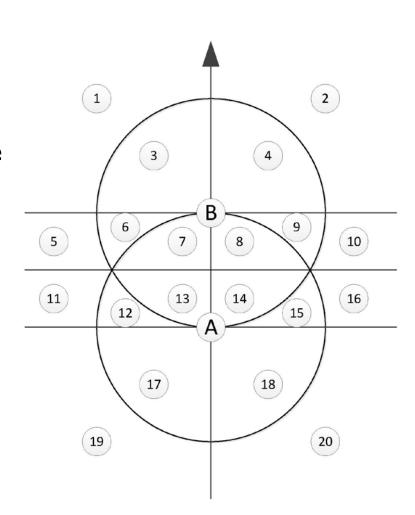
- Extract visually distinctive landmarks from camera images
- Represent landmark locations using discrete qualitative statements
- Maintain relative position and orientation of landmarks rather than global positions

210° Panorama From Opportunity on Sol 270

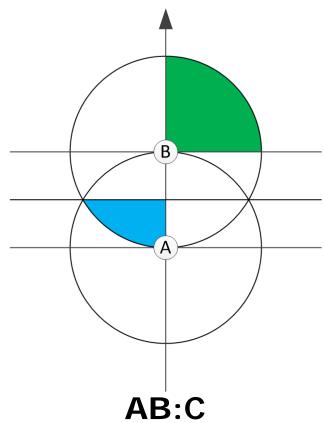


Qualitative States: The Extended Double Cross

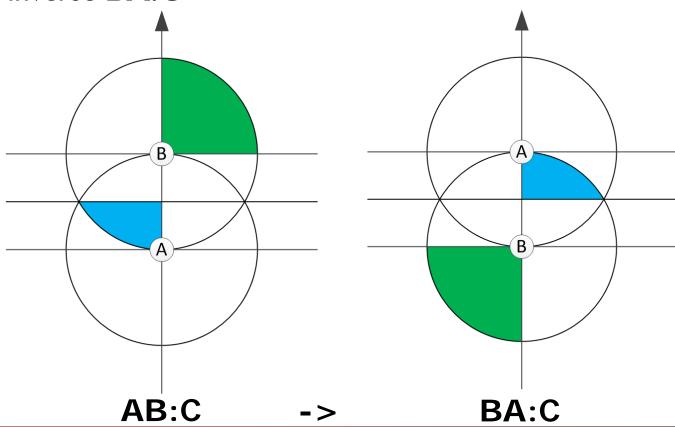
- The position of a landmark can be specified qualitatively in relation to other landmarks.
 - Define the triple AB:C to be the relation of point C with respect to the vector from A to B
 - Split space around AB using qualitative statements
 - Left/Right of AB
 - Front/Back of A
 - Front/Back of B
 - Closer to A/Closer to B
 - Closer/Further to A than |AB|
 - Closer/Further to B than |AB|



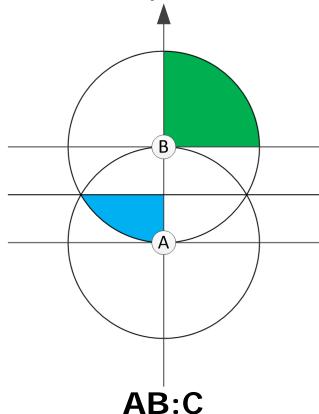
- Given relationship AB:C, we would like to reason about different views of the same landmark triple
 - The inverse BA:C



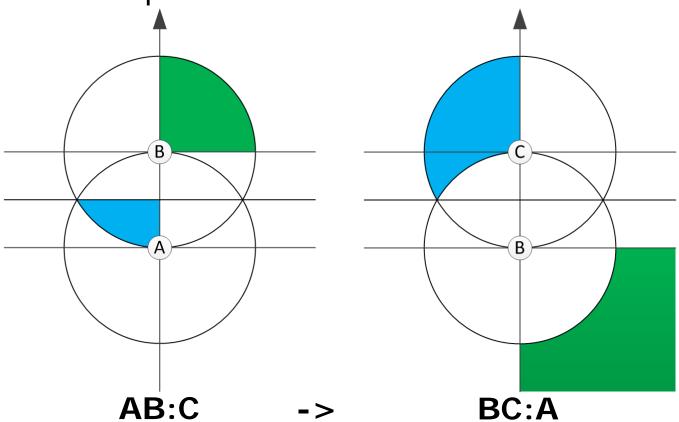
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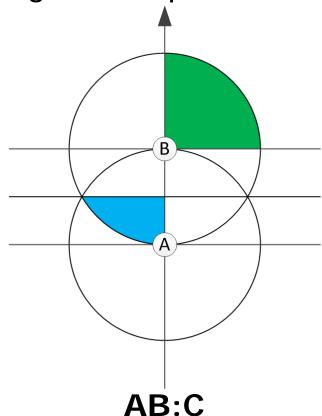
- Given relationship AB:C, we would like to reason about different views of the same landmark triple
 - The left-shifted permutation BC:A



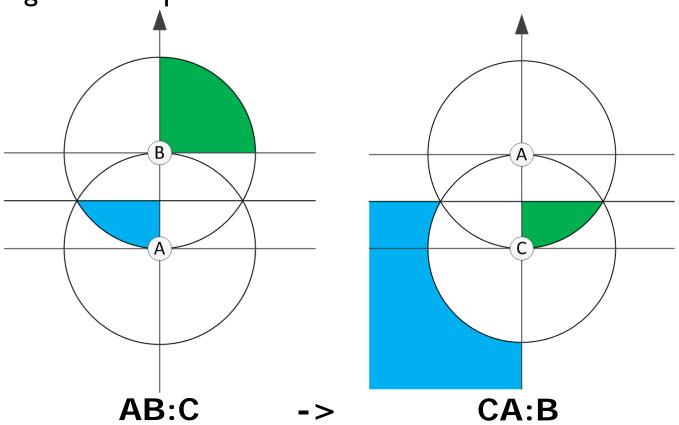
- Given relationship AB:C, we would like to reason about different views of the same landmark triple
 - The left-shifted permutation BC:A



- Given relationship AB:C, we would like to reason about different views of the same landmark triple
 - The right-shifted permutation CA:B

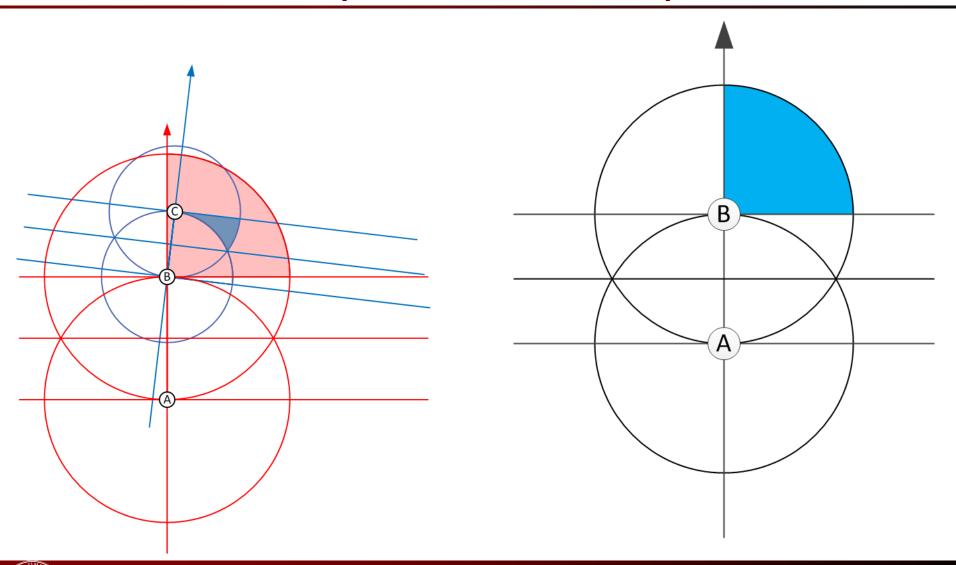


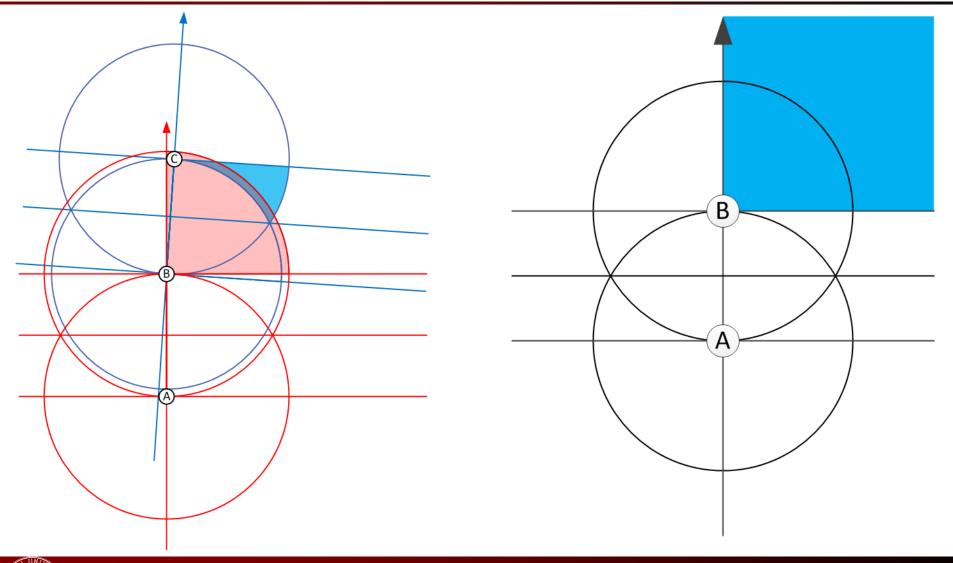
- Given relationship AB:C, we would like to reason about different views of the same landmark triple
 - The right-shifted permutation CA:B

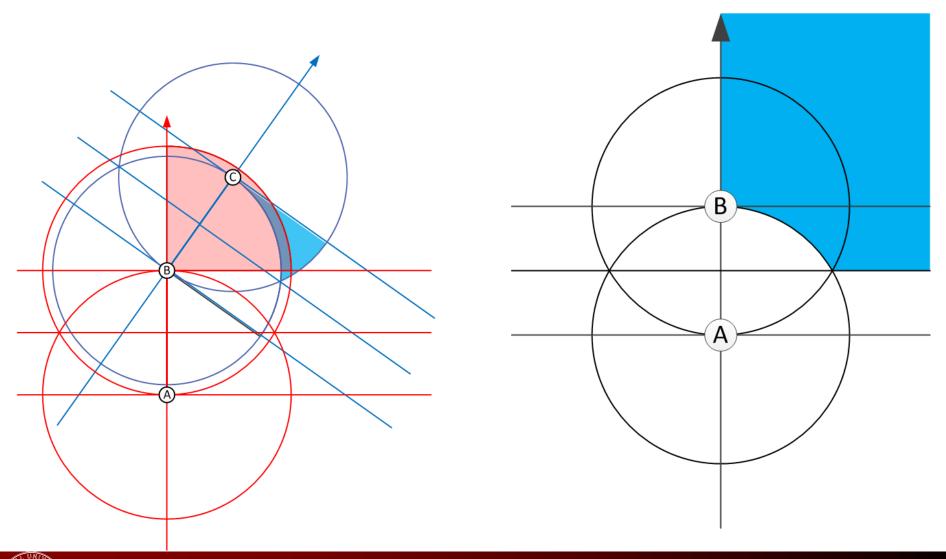


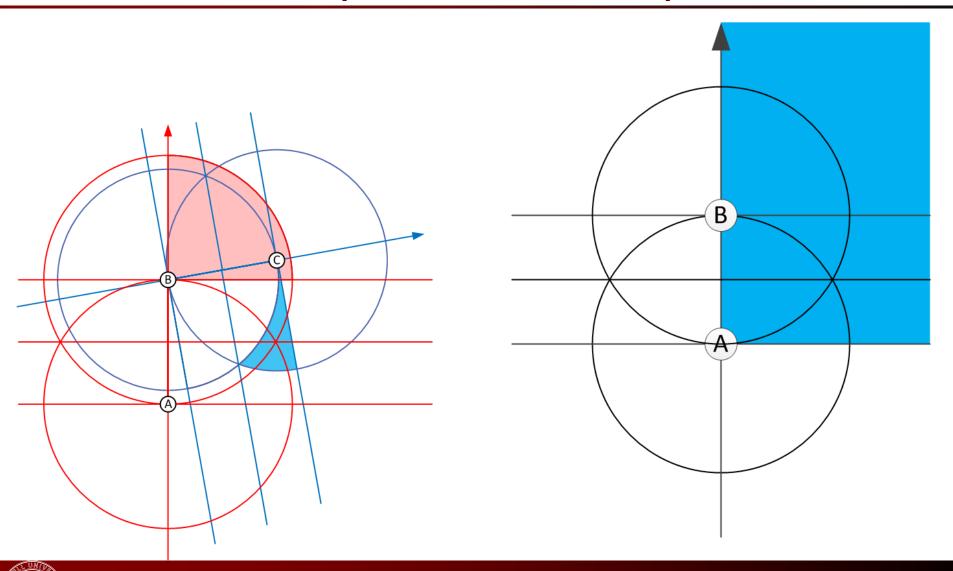
Qualitative Inference via Composition

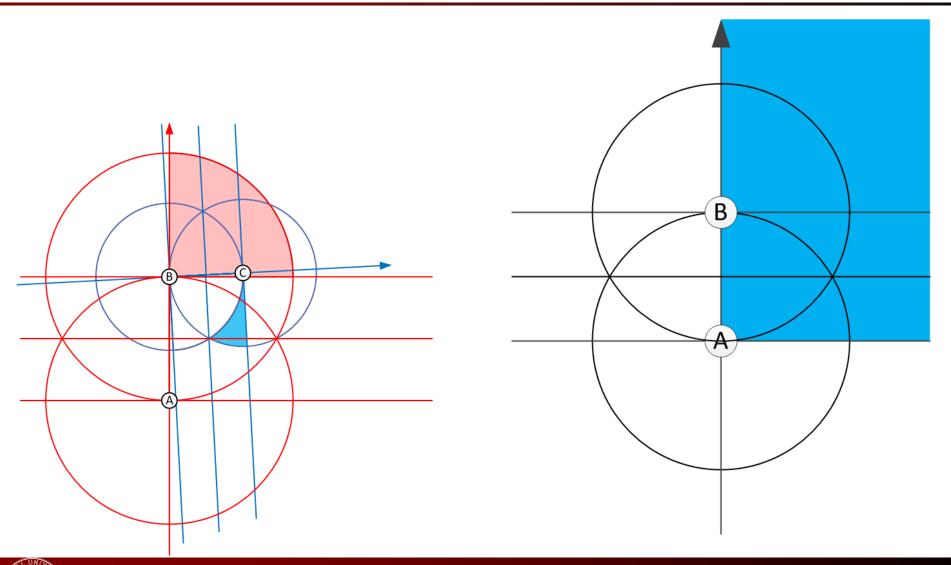
- The Problem: What can we infer about landmark combinations we have not directly observed?
 - Constrain states of landmark triples never jointly observed
 - Update old observations with new constraints
- Solution: The composition operator
 - Given a state for AB:C and BC:D, we can determine a set of potential states for AB:D
 - Build a truth table for every possible combination of states
 - During operation, compositions are just table lookups









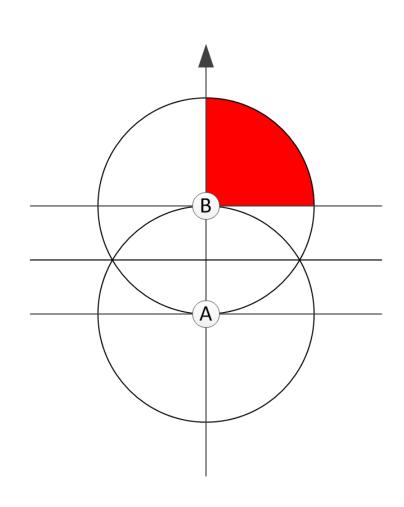


- A=(0,0)
- B=(1,0),
- $C=(\alpha, \beta)$
- D= (γ, δ)
- AB:C=4 is then equivalent to the constraints

$$0 < \alpha$$

$$0 > 1 - \beta$$

$$0 < 2\beta - (\alpha^2 + \beta^2)$$

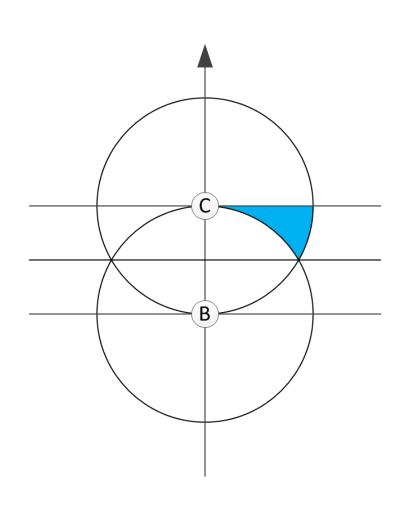


- A=(0,0)
- B=(1,0)
- C=(α , β)
- D= (γ, δ)
- BC:D=9 is then equivalent to the constraints

$$0 < (\alpha^{2} + \beta^{2} + \delta) - (\beta \delta + \alpha \gamma + \beta)$$

$$0 > (\alpha^{2} + \beta^{2} + 2\delta) - (\gamma^{2} + \delta^{2} + 2\beta)$$

$$0 < (2\alpha\gamma + 2\beta\delta + 1) - (\gamma^{2} + \delta^{2} + 2\beta)$$

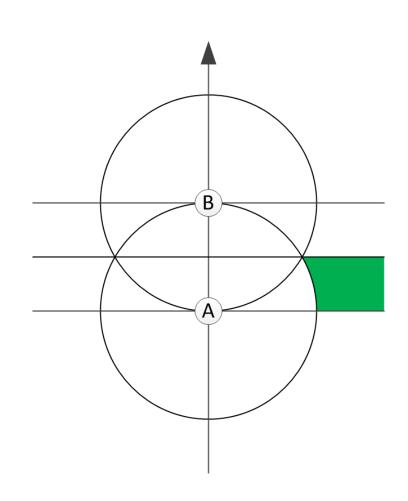


- A=(0,0)
- B=(1,0)
- $C=(\alpha, \beta)$
- D= (γ, δ)
- AB:D=16 is then equivalent to the constraints

$$0 < \delta$$

$$0 < 1 - 2\delta$$

$$0 > 1 - (\gamma^2 + \delta^2)$$



- So the table entry for $\{AB:C=4, BC:D=9, AB:D=16\}$ is true if there is some point $(\alpha, \beta, \gamma, \delta)$ satisfying the system of nonlinear inequalities
- This is equivalent to nonconvex global optimization
- Solve by branch-andbound over a sufficiently large search space

```
0 < \begin{cases} \alpha \\ \beta - 1 \\ \beta - (\alpha^2 + \beta^2) \\ (\alpha^2 + \beta^2 + \delta) - (\beta \delta + \alpha \gamma + \beta) \\ (\gamma^2 + \delta^2 + 2\beta) - (\alpha^2 + \beta^2 + 2\delta) \\ (2\alpha\gamma + 2\beta\delta + 1) - (\gamma^2 + \delta^2 + 2\beta) \\ \delta \\ 1 - 2\delta \\ (\gamma^2 + \delta^2) - 1 \end{cases}
```

Feasibility Search via Branch-and-Bound

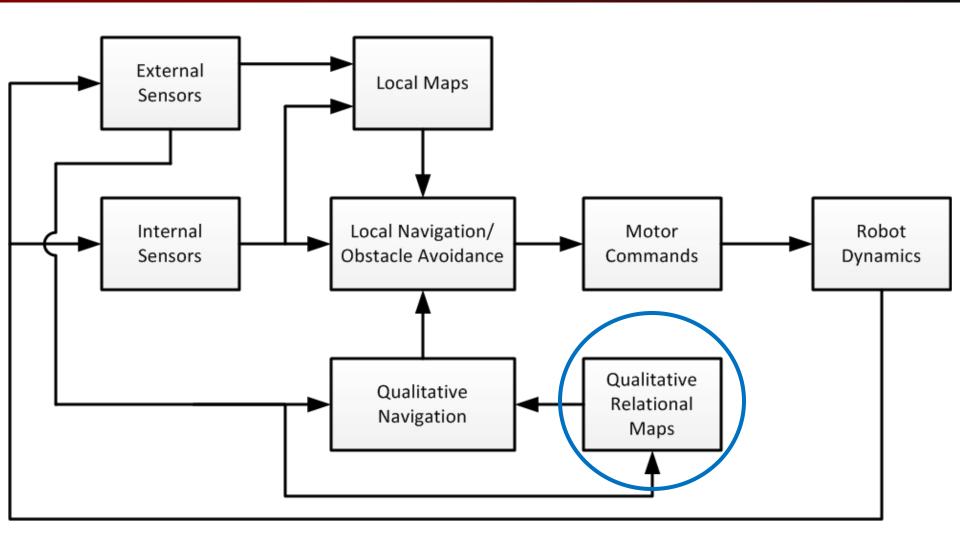
```
1 add rectangle r_0 = [l_b, u_b] to search queue S;
 2 while S \neq 0 do
       pop rectangle r from S;
 3
       if DEPTH(r) > maxDepth then
 4
           return FALSE;
 5
       else
 6
           choose random x^* \in r:
 7
           evaluate constraints q(x)_i = x^T A_i x + c_i^T x + d_i;
 8
           if q(x^*)_j < 0, \forall j \in \{1, M\} then
 9
               return TRUE;
10
           else
11
               for j \leftarrow 1 to M do
12
                find \underline{\mathbf{q}}_i which lowerbounds q(x)_i on r;
13
               if q_j < 0, \forall j \in \{1, M\} then
14
                   split r into r_l and r_u;
15
                   add r_l and r_u to S;
16
               else
17
                   continue;
18
19 return FALSE:
```

EDC Compositions

- 8000 element table too large for handcomputation
- Solve feasibility given $C=(\alpha, \beta), D=(\gamma, \delta)$
- A table element is true iff a feasible solution exists

Expression	Interpretation of Expression < 0
$-\alpha$ $-\beta$ $1 - \beta$ $1 - 2\beta$ $1 - (\alpha^2 + \beta^2)$ $2\beta - (\alpha^2 + \beta^2)$	C is to the right of \overline{AB} C is in front of A wrt \overline{AB} C is in front of B wrt \overline{AB} $ AC > BC $ $ AC > AB $ $ BC > AB $
$(\alpha\delta + \gamma) - (\alpha + \beta\gamma)$ $(\beta + \delta) - (\beta\delta + \alpha\gamma + 1)$ $(\alpha^2 + \beta^2 + \delta) - (\beta\delta + \alpha\gamma + \beta)$ $(\alpha^2 + \beta^2 + 2\delta) - (2\beta\delta + 2\alpha\gamma + 1)$ $(\alpha^2 + \beta^2 + 2\delta) - (\gamma^2 + \delta^2 + 2\beta)$ $(2\alpha\gamma + 2\beta\delta + 1) - (\gamma^2 + \delta^2 + 2\beta)$	D is to the right of \overline{BC} D is in front of B wrt \overline{BC} D is in front of C wrt \overline{BC} $ BD > CD $ $ BD > BC $ $ CD > BC $
$-\gamma$ $-\delta$ $1 - \delta$ $1 - 2\delta$ $1 - (\gamma^2 + \delta^2)$ $2\delta - (\gamma^2 + \delta^2)$	D is to the right of \overline{AB} D is in front of A wrt \overline{AB} D is in front of B wrt \overline{AB} $ AD > BD $ $ AD > AB $ $ BD > AB $

Qualitative Relational Mapping



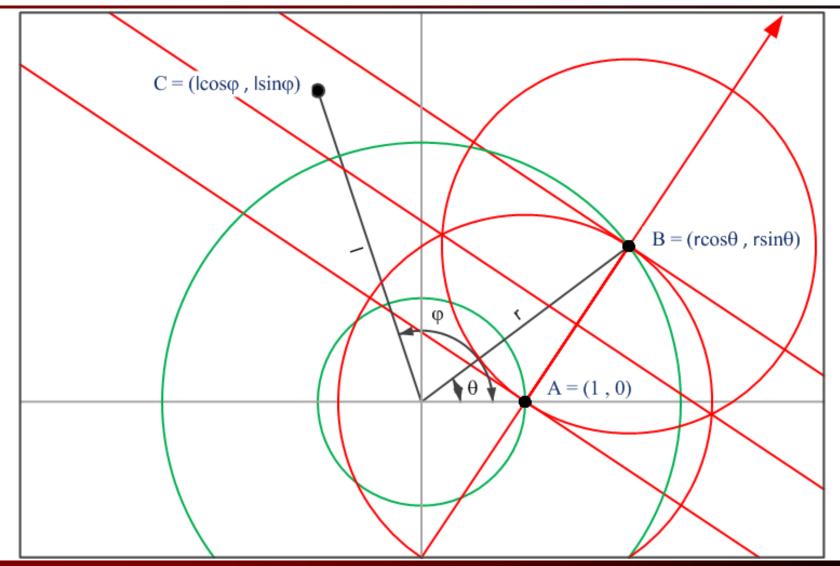
Qualitative Relational Mapping

- Qualitative states represent constraints on landmark relative positioning
 - Graph edges link sets of three landmarks
 - Each edge defines relations AB:C, BC:A, CA:B
 - Every state corresponds to a set of 2 or 3 nonlinear inequalities
- Generate measurements from unknown robot positions that can observe at least 3 landmarks
- Update appropriate graph edge
- Use compositions to generate "new" measurements for the edges of all connected nodes (AB:C ∩ BC:D=AB:D)

Extracting State Estimates from Images

- Assumptions:
 - Landmarks can be uniquely identified
 - Cameras provide exact angles to landmarks
 - Low-level image processing gives an ordering of landmark distances from camera position
- For any three points seen, the angles and range order restrict the possible qualitative states
 - Write qualitative states as sets of nonlinear inequalities
 - Use branch-and-bound algorithm to determine satisfiability of each potential qualitative state
- Edge updates are intersections of sets of qualitative states

EDC Measurements



EDC Measurement Constraints

- Write EDC states as sets of nonlinear inequalities in (r, l) given known angles
- EDC state is consistent with measurement if there is a feasible solution
- Solve feasibility by branch-and-bound

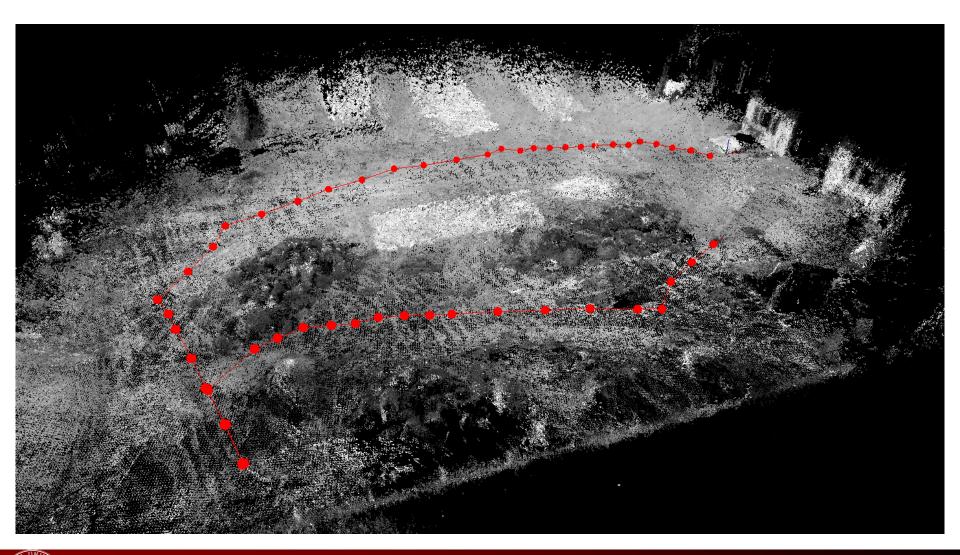
Expression

$(\sin(\phi)\cos(\theta) - \cos(\phi)\sin(\theta))lr - \sin(\phi)l + \sin(\theta)r$
$-(\sin(\phi)\sin(\theta) + \cos(\phi)\cos(\theta))lr + \cos(\phi)l + \cos(\theta)r - 1$
$r^2 - (\sin(\phi)\sin(\theta) + \cos(\phi)\cos(\theta))lr + \cos(\phi)l - \cos(\theta)r$
$r^2 - 2(\sin(\phi)\sin(\theta) + \cos(\phi)\cos(\theta))lr + 2\cos(\phi)l - 1$
$l^2 - r^2 - 2\cos(\phi)l + 2\cos(\theta)r$
$l^{2} - 2(\sin(\phi)\sin(\theta) + \cos(\phi)\cos(\theta))lr + 2\cos(\theta)r - 1$
1-l
1-r
r-l

Interpretation of Expression < 0

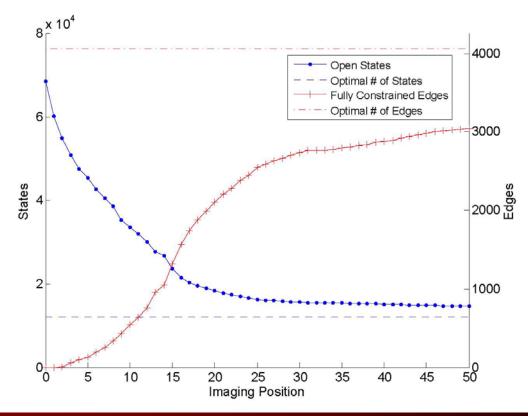
C is to the right of \overline{AB} C is in front of A wrt \overline{AB} C is in front of B wrt \overline{AB} |BC| < |AC| |AC| < |AB| |BC| < |AB|A is closer than C
A is closer than C
B is closer than C

Test Case: JPL Mars Yard

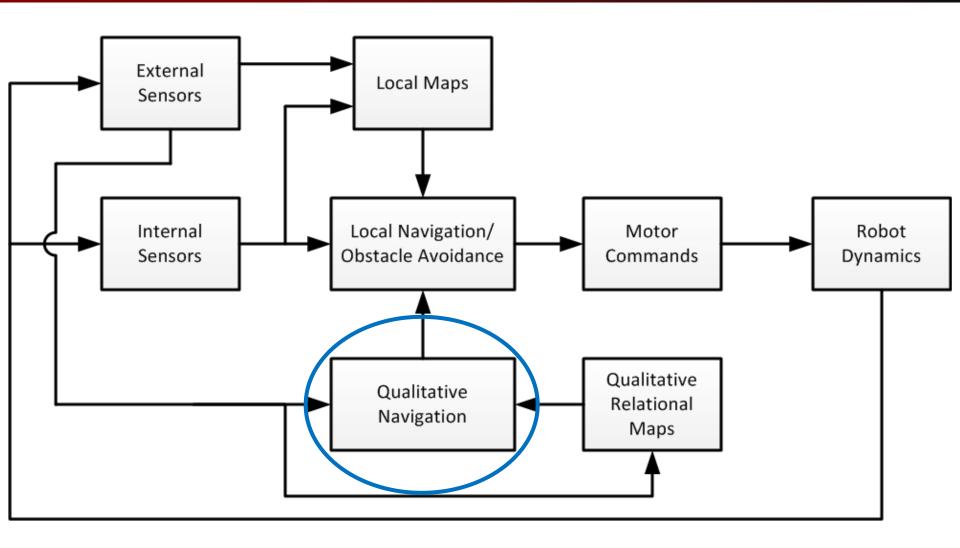


Mars Yard Mapping Results

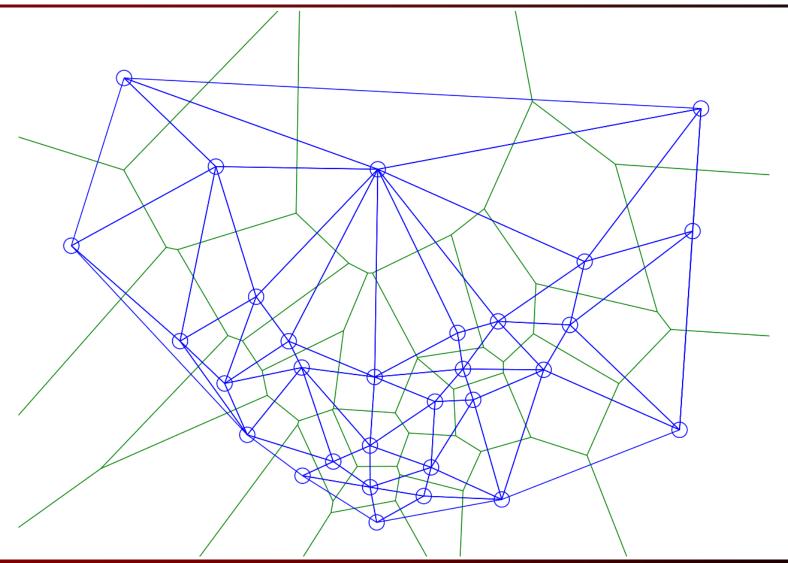
- 30 Landmarks (Tagged Manually)
- 4060 Edges
- Max of 243,600 states before first measurement (Not shown)



Qualitative Relational Navigation

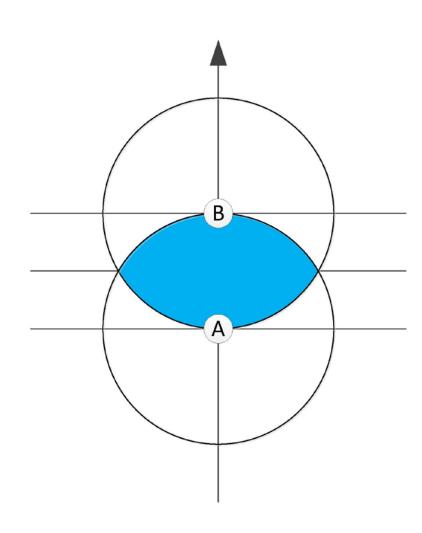


The Voronoi Diagram / Delaunay Graph

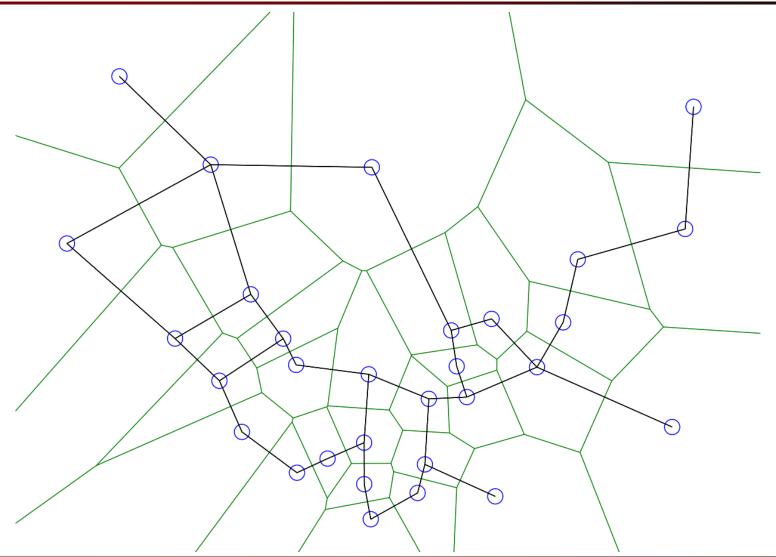


Finding the Relative Neighborhood

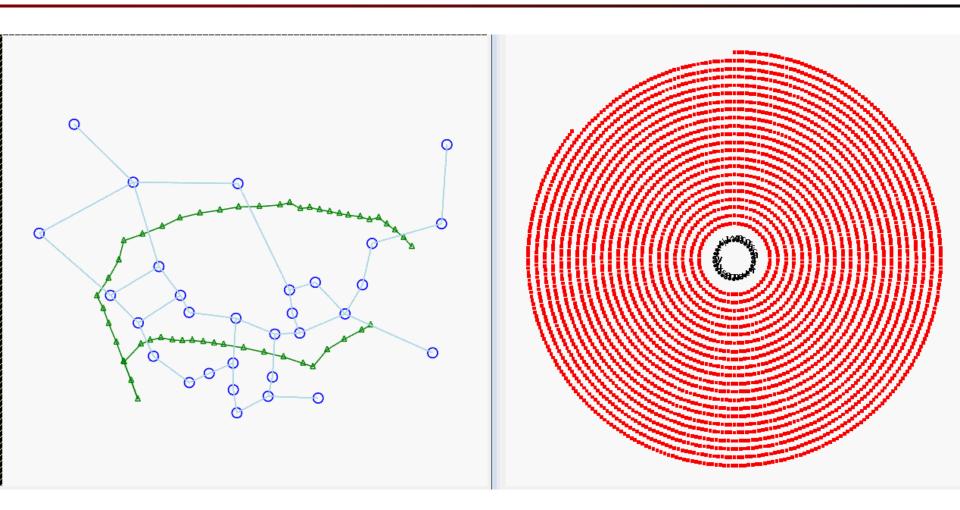
- The EDC graph does not contain enough information to find the Delaunay Triangulation
- But, we can find the Relative Neighborhood Graph (RNG)
 - Connected subgraph of the Delaunay graph
 - Points are linked if no third point lies in the lune of circles of radius
 AB centered at A and B
- We can also find the convex hull
 - Also a subgraph of the Delaunay



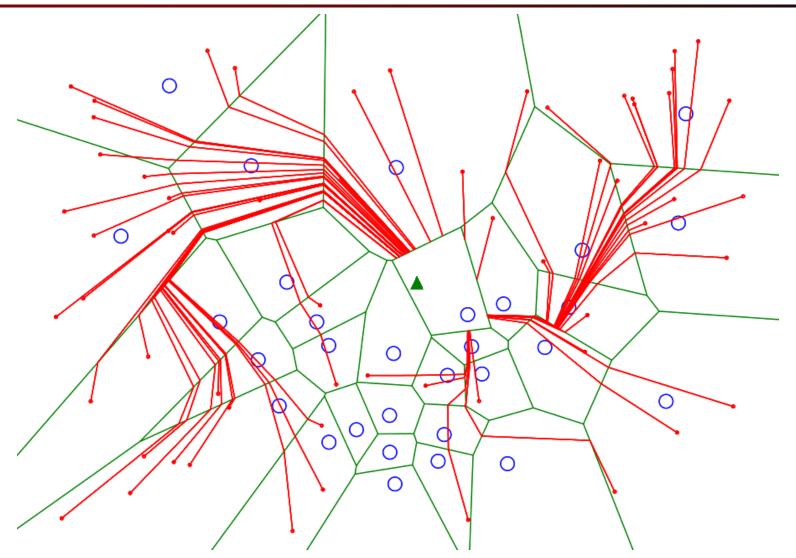
The Relative Neighborhood Graph



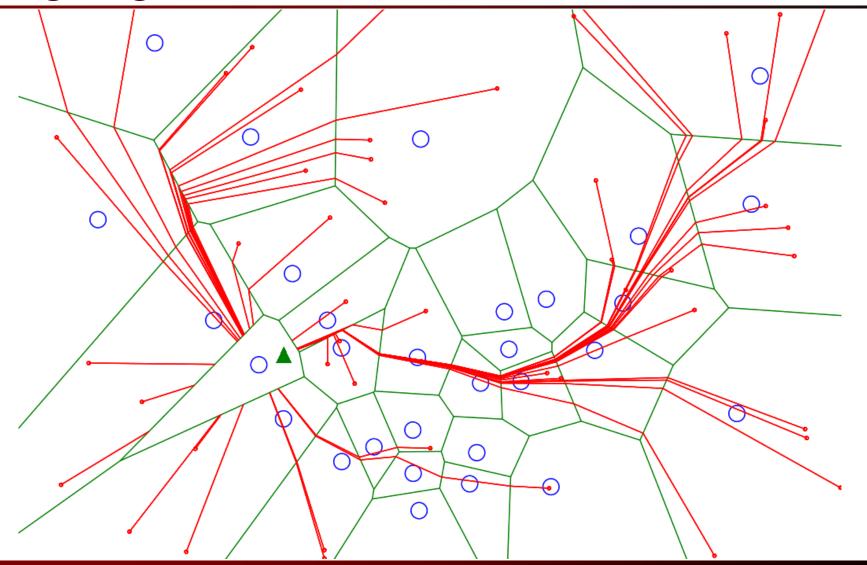
Building a Relational Map



Navigating with the RNG



Navigating with the RNG



Current Limitations and Future Work

- Deductive reasoning leads to map inconsistency after a data-association mistakes
 - Track multi-hypotheses for delayed information fusion
 - Move to a probabilistic framework with discrete distributions
- Graph scales as n³ with the number of landmarks
 - Hierarchical maps: cluster landmarks into local groups
 - Reason over extended meta objects (rock clusters, craters, etc)
- Dependence on observing most landmarks in each image
 - Improve simulation system to handle mixtures of local and distant features
 - Implement automatic rock detection to check visibility of mars yard landmarks
 - Run algorithm on data gathered by MER

Conclusions

- Qualitative Relational Mapping
 - Builds a network of geometrical constraints on possible landmark positions
 - Measurements rely only on knowing angles to landmarks and relative range ordering
 - Mapping requires no information about imaging locations
 - For any set of landmarks there is a guaranteed finite image sequence generating a fully constrained graph
 - Maps can be used for simple long-distance navigation using relative neighborhood graphs

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