Pre-computed Alternative Paths and the Evaluation for Indoor Navigation Based on Elevation Information

Motivation

With plenty of planning strategies though, still there are challenges in auto-navigation in dynamic environment due to the complicated real situations.

Existing traditional searching based algorithms like A* or D* are time consuming for real time path planning, Learning and estimation based methods are not highly reliable and risky in application.

Method

1. Generate a bunch of available path candidates offline in a basic map and stored them to form a path space.



2. Construct the Kalman-filter-based grid map that stores elevation information online, which can be described by Eq.1,

$$h(t) = \begin{cases} z_t, & if z_t > h(t) \land d_M(z_t, h(t)) > c \\ h(t-1), & if z_t < h(t) \land d_M(z_t, h(t)) > c \\ h(t) = \frac{1}{\sigma_{z_t}^2 + \sigma_{h(t-1)}^2} (\sigma_{z_t}^2 h(t-1) + \sigma_{h(t-1)}^2 z_t), else \\ Eq.1 \end{cases}$$

Jiafan Hou, Zhaopei Gong, Peng Yin

with variance shown in Eq.2.

$$\sigma_{h(t)}^{2} = \begin{cases} \sigma_{z_{t}}^{2}, & if z_{t} > h(t) \land d_{M}(z_{t}, h(t)) > c \\ \sigma_{h(t-1)}^{2}, & if z_{t} < h(t) \land d_{M}(z_{t}, h(t)) > c \\ & \frac{1}{\frac{1}{\sigma_{h(t-1)}^{2}} + \frac{1}{\sigma_{z_{t}}^{2}}}, & else \end{cases}$$
Eq.2

3. Evaluate each path according to the constructed grid map according to Eq.1.

$$score = (1 - w_d \cdot \widetilde{\theta}) \cdot (10 - |\frac{\theta_h - 180^\circ}{18}|)^3 - w_h \cdot \sum h_i$$
 Eq.(

where

- \mathcal{W}_d and \mathcal{W}_h are the tuning variables,
- $\theta = |\theta_{desired} \theta_h|$ is the angle difference between the end point of the path and the desired heading direction,
- and $\sum h_i$ is the accumulated height of the grids that the path passes by.

4. Track path to perform auto-navigation by classic PID controller.

$$\begin{bmatrix} \widetilde{\omega} \\ \widetilde{\upsilon} \end{bmatrix} = \begin{bmatrix} K_{p\omega}\delta_{g} + K_{i\omega}\int\delta_{g} + K_{d\omega}\frac{d\delta_{g}}{dt} \\ K_{pv}\delta_{s} + K_{iv}\int\delta_{s} + K_{dv}\frac{d\delta_{s}}{dt} \end{bmatrix} \qquad \text{Eq.} 4$$

Simulation





Fig.3 Environment expressed in raw point cloud. Fig.4 Environment converted into grid map.





Fig.5 Path Evaluation example

Future Work

1. Simulation has been done in ROS base to verify the capability.

2. Experiments are going to be conducted. 3. More semantic layers are going to be added into grid map to perform higher level decision making.

Reference

- [1] González, D., Pérez, J., Milanés, V., & Nashashibi, F. (2015). A review of motion planning techniques for automated vehicles. IEEE Transactions on Intelligent Transportation Systems, 17(4), 1135-1145.
- [2] Ishigami, G., Nagatani, K., & Yoshida, K. (2007, April). Path planning for planetary exploration rovers and its evaluation based on wheel slip dynamics. In Proceedings 2007 IEEE International Conference on Robotics and Automation (pp. 2361-2366). IEEE.
- [3] Zhang, J., Chadha, R. G., Velivela, V., & Singh, S. (2018, October). P-CAP: Precomputed Alternative Paths to Enable Aggressive Aerial Maneuvers in Cluttered Environments. In 2018 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS) (pp. 8456-8463). IEEE.
- [4] J.-S. Lin and W.-E. Ting, "Nonlinear control design of anti-lock braking systems with assistance of active suspension," IET Control Theory Appl., vol. 1, no. 1, pp. 343–348, Jan. 2007.
- [5] T. H. Hsu, J.-F. Liu, P.-N. Yu, W.-S. Lee, and J.-S. Hsu, "Development of an automatic parking system for vehicle," in Proc. IEEE VPPC,2008, pp. 1–6.
- [6] R. OMalley, M. Glavin, and E.Jones, "Vision-based detection and tracking of vehicles to the rear with perspective correction in low-light conditions," IET Intell. Transp. Syst., vol. 5, no. 1, pp. 1–10, Mar. 2011.
- [7] Ess, A., Schindler, K., Leibe, B., & Van Gool, L. (2010). Object detection and tracking for autonomous navigation in dynamic environments. The International Journal of Robotics Research, 29(14), 1707-1725.

