Perception, Part 2 Range-Based Feature Extraction

Computer Science 4766/6912

Department of Computer Science Memorial University of Newfoundland

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- Feature Extraction
 - Line Extraction
 - Other Range-Based Features

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- The process of **feature extraction** extracts a feature's description (i.e. its parameters) from the raw sensor data
- Features are very useful for localization and mapping

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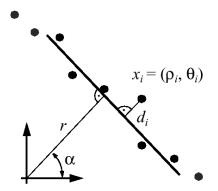
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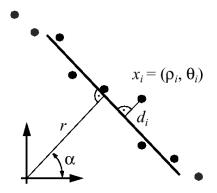
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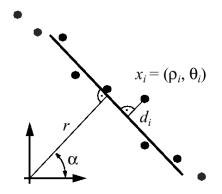
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 - In fact, we apply weighted least squares using the uncertainty of data points to weight their impact on the solution

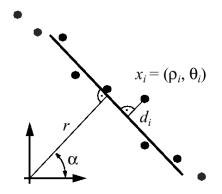




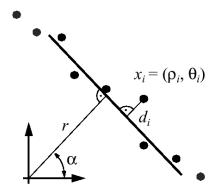
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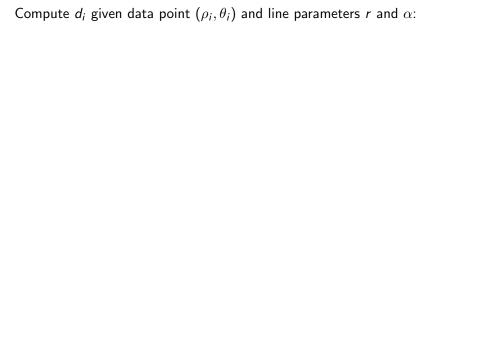


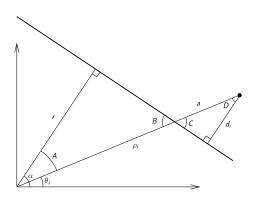
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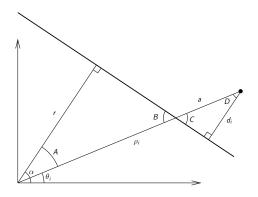


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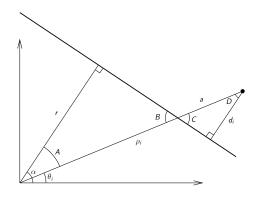
We need to formulate the orthogonal distance d_i from a data point (ρ_i, θ_i) to a line with parameters r and α ...





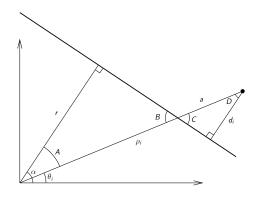


From similar triangles we obtain $a = \frac{\rho_i d_i}{r + d_i}$



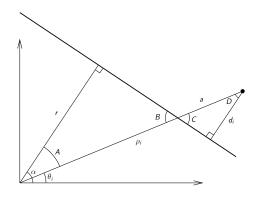
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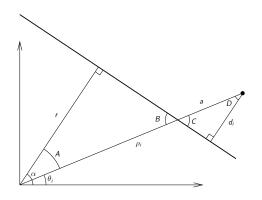
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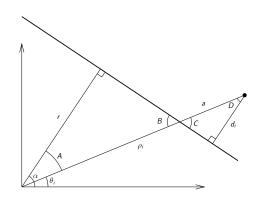
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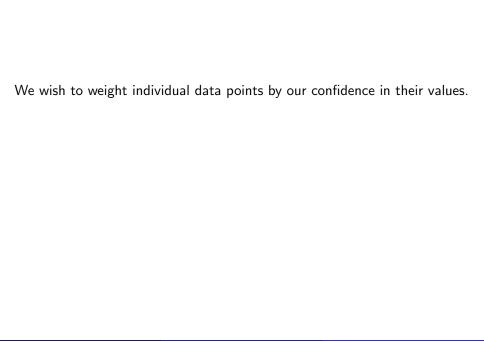
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$$\cos(a-b) = \cos a \cos b + \sin a \sin b$$

$$S = \sum_{i=1}^{n} w_i (\rho_i \cos \theta_i \cos \alpha + \rho_i \sin \theta_i \sin \alpha - r)^2$$

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$$= -2 \sum w_i \rho_i (\cos \theta_i \cos \alpha + \sin \theta_i \sin \alpha) + 2 \sum w_i r$$

$$= -2 \sum w_i \rho_i \cos(\theta_i - \alpha) + 2r \sum w_i$$

$$2r \sum w_i = 2 \sum w_i \rho_i \cos(\theta_i - \alpha)$$

$$r = \frac{\sum w_i \rho_i \cos(\theta_i - \alpha)}{\sum w_i}$$

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$$\alpha = \frac{1}{2} \operatorname{atan2} \left(\frac{\sum w_i \rho_i^2 \sin 2\theta_i - \frac{2}{\sum w_i} \sum \sum w_i w_j \rho_j \rho_j \cos \theta_i \sin \theta_j}{\sum w_i \rho_i^2 \cos 2\theta_i - \frac{1}{\sum w_i} \sum \sum w_i w_j \rho_j \rho_j \cos (\theta_i + \theta_j)} \right) + \frac{\pi}{2}$$

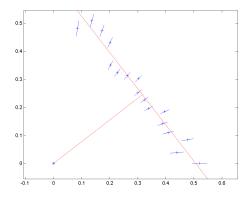
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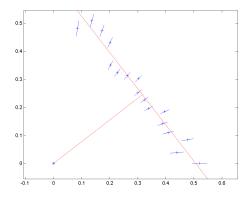
You should use atan2 to return a result in $[-\pi, \pi]$

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 - Merge similar lines together

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We introduce a parameter called minPointsPerLine to prevent fitting lines to small sets of points to reduce the impact of noise. Therefore, the worst fit point should not be one of the first or last minPointsPerLine/2 points of the list.

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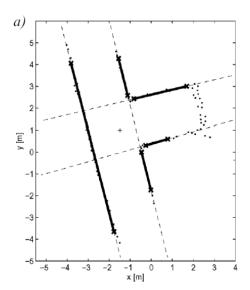
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(The method described above is similar, but slightly simplified from that described in [Nguyen et al., 2005])

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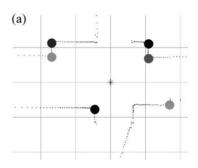
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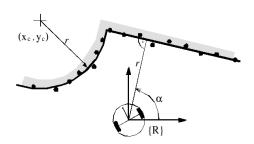
Corners are points of intersection between two lines. We may require that the angle between the lines is large. A corner can be further classified as convex or concave depending upon the orientation of the lines w.r.t. the robot.[Tomatis et al., 2003]

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We can use the same general approach for extracting ${\it circles}$ as we we used for extracting lines

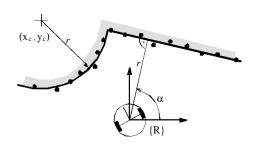
We can use the same general approach for extracting **circles** as we we used for extracting lines



Model for circles:

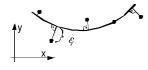
$$(x + x_c)^2 + (y + y_c)^2 - r^2 = 0$$

We can use the same general approach for extracting **circles** as we we used for extracting lines



Model for circles:

$$(x + x_c)^2 + (y + y_c)^2 - r^2 = 0$$



$$(x_i + x_c)^2 + (y_i + y_c)^2 - r^2 = \varepsilon_i$$

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 $\label{thm:bound} \begin{tabular}{ll} Hybrid simultaneous localization and map building: a natural integration of topological and metric. \\ \textit{Robotics and Autonomous Systems}, 44:3-14. \end{tabular}$