Principles of Robot Autonomy I

Information extraction





Logistics

- Thank you for bearing with us on section logistics
 - Please email the course staff at <u>aa274a-aut2122-staff@lists.stanford.edu</u> if you need to switch sections
- Final project group signup sheet is out; relevant also to group problems for HW3 and HW4
 - Concurrent SSH access limit per genbu instance has been raised to 2

Mid-Quarter Feedback – Statistics

Thus far, how would you rate this course overall?

Poor		0 %	\checkmark
Fair	1 respondent	4 %	
Good	10 respondents	38 %	
Very Good	6 respondents	23 [%]	
Excellent	2 respondents	8 %	

How would you describe the pace of Principles of Robot Autonomy I so far?

Far too slow.		0 %	\checkmark
Slightly too slow.	3 respondents	12 [%]	
Just right.	8 respondents	31 %	
Slightly too fast.	7 respondents	27 [%]	
Far too fast.	1 respondent	4 %	



Mid-Quarter Feedback – Comments

- "I don't feel like I'm really learning ROS during sections but just following a series of instructions."
 - "The fact that it takes us 2 hours to get two 20 line scripts to communicate is worrying."
 - Action Item: We'll adjust future sections to have more of a big picture component
- "Pacing of lectures is uneven at best, with some parts being covered painfully slowly and others being blitzed over in an attempt to make up time."
 - "The lecture needs pacing. Ed talks quickly in lecture and answers lots of questions, yet we are still falling behind."
 - "The pace has felt rushed due to too many questions being taken by the instructor."
 - "It would be better that if we have a fast pace through out the entire class instead of a slow pace at the beginning and a super fact pace near the end"
 - Action Item: I'll work on this, but I won't stop taking questions.
- "More comments in the starter code, even if it's in a section we don't need to modify! As someone new to python I try to understand how everything fits together"
 - Action Item: We will try to do this; also feel free to ask such clarification questions on EdStem.

Mid-Quarter Feedback – Comments

- "Check the mapping between homework and lecture, sometimes the approach or naming conventions are different. For example on HW1, the inclusion or exclusion of v as a state variable."
 - "It would be better if HW assignments didn't depend on other things like outside packages or code from previous submissions because it introduces a lot of issues dealing with these other things that it distracts from time spent actually solving the problem for the current homework"
 - Action Item: Unfortunately this is life as a roboticist, but we'll try to note/smooth such cases
- "If [Ed] could have virtual office hours that would greatly expand his accessibility, particularly for remote students."
 - Action Item: OH by appointment, but I'll also make a Zoom event for my Thursday OH. Open to doing another virtual hour specifically for remote students.
- Please follow up with us at <u>aa274a-aut2122-staff@lists.stanford.edu</u> if your comment wasn't addressed!

Techniques for information extraction

- Aim
 - Learn how to extract information from sensor measurements
- Readings
 - Siegwart, Nourbakhsh, Scaramuzza. Introduction to Autonomous Mobile Robots. Sections: 4.1.3, 4.6.1 - 4.6.5, 4.7.1 - 4.7.4

The see-think-act cycle



Information extraction

- Next step is to extract *information* from images, such as
 - Geometric primitives (e.g., lines and circles): useful, for example, for robot localization and mapping
 - Object recognition and scene understanding: useful, for example, for localization within a topological map and for high-level reasoning

Geometric feature extraction

- Geometric feature extraction: extract geometric primitives from sensor data (e.g., range data)
- Examples: line, circles, corners, planes, etc.
- We focus on *line extraction* from range data (a quite common task); other geometric feature extraction tasks are conceptually analogous
- The two main problems of line extraction from range data
 - 1. Which points belong to which line? \rightarrow segmentation
 - Given an association of points to a line, how to estimate line parameters?
 → fitting

- Goal: fit a line to a set of sensor measurements
- It is useful to work in polar coordinates:

 $x = \rho \cos \theta, \quad y = \rho \sin \theta$

- Equation of a line in polar coordinates
 - Let $P = (\rho, \theta)$ be an arbitrary point on the line
 - Since *P*, *P*₀, *O* determine a right triangle

$$\rho\cos(\theta-\alpha)=r \quad \text{ or } x\cos\alpha+y\sin\alpha=r$$

• (r, α) are the parameters of the line



• Since there is measurement error, the equation of the line is only *approximately* satisfied

$$\rho_i \cos(\theta_i - \alpha) = r + d_i$$

- Assume *n* ranging measurement points represented in polar coordinates as (ρ_i, θ_i)
- We want to find a line that best "fits" all the measurement points



- Consider, first, that all measurements are equally uncertain
- Find line parameters (r, α) that minimize squared error

$$S(r, \alpha) := \sum_{i=1}^{n} d_i^2 = \sum_{i=1}^{n} (\rho_i \cos(\theta_i - \alpha) - r)^2$$

• Unweighted least squares

- Consider, now, the case where each measurement has its own, unique uncertainty
- For example, assume that the variance for each range measurement ρ_i is σ_i
- Associate with each measurement a weight, e.g., $w_i = 1/\sigma_i^2$
- Then, one minimizes

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

• Weighted least squares

Step #2: line fitting solution

- Assume that the *n* ranging measurements are independent
- Solution:

$$\alpha = \frac{1}{2} \operatorname{atan2} \left(\frac{\sum_{i} w_{i} \rho_{i}^{2} \sin 2\theta_{i} - \frac{2}{\sum_{i} w_{i}} \sum_{i} \sum_{j} w_{i} w_{j} \rho_{i} \rho_{j} \cos \theta_{i} \sin \theta_{j}}{\sum_{i} w_{i} \rho_{i}^{2} \cos 2\theta_{i} - \frac{1}{\sum_{i} w_{i}} \sum_{i} \sum_{j} w_{i} w_{j} \rho_{i} \rho_{j} \cos(\theta_{i} + \theta_{j})} \right) + \frac{\pi}{2}$$

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

Step #1: line segmentation

- Several algorithms are available
- We will consider three popular algorithms
 - 1. Split-and-merge
 - 2. RANSAC
 - 3. Hough-Transform

• Most popular line extraction algorithm

```
Data: Set S consisting of all N points, a distance threshold d > 0
Result: L, a list of sets of points each resembling a line
L \leftarrow (S), i \leftarrow 1;
while i \leq len(L) do
    fit a line (r, \alpha) to the set L_i;
    detect the point P \in L_i with the maximum distance D to the line (r, \alpha);
    if D < d then
     i \leftarrow i+1
    else
        split L_i at P into S_1 and S_2;
        L_i \leftarrow S_1; L_{i+1} \leftarrow S_2;
    end
end
```

Merge collinear sets in *L*;

10/21/21

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Split-and-merge: iterative-end-point-fit variant

 Iterative-end-point-fit: split-and-merge where the line is constructed by simply connecting the first and last points (as opposed to least squares fit)



- RANSAC: Random Sample Consensus
- General method to estimate parameters of a model from a set of observed data in the presence of outliers, where outliers should have no influence on the estimates of the values
- Typical applications in robotics: line extraction from 2D range data, plane extraction from 3D point clouds, feature matching for structure from motion, etc.
- RANSAC is *iterative* and *non-deterministic*: the <u>probability</u> of finding a set free of outliers increases as more iterations are used

Data: Set S consisting of all N points **Result:** Set with maximum number of inliers (and corresponding fitting line) while $i \leq k$ do randomly select 2 points from S; fit line l_i through the 2 points; compute distance of all other points to line l_i ; construct *inlier* set, i.e., count number of points with distance to the line less than γ ; store line l_i and associated set of inliers; $i \leftarrow i + 1$

end



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end



RANSAC iterations

- In principle, one would need to check all possible combinations of 2 points in dataset
- If |S| = N, number of combinations is $\frac{N(N-1)}{2} \rightarrow$ too many
- However, if we have a rough estimate of the percentage of inliers, we do not need to check all combinations...

RANSAC iterations: statistical characterization

• Let w be the percentage of inliers in the dataset, i.e.,

$$w = \frac{\text{number of inliers}}{N}$$

- Let p be the desired probability of finding a set of points free of outliers (typically, p=0.99)
- Assumption: 2 points chosen for line estimation are selected independently
 - *P*(both points selected are inliers) = w^2
 - $P(\text{at least one of the selected points is an outlier}) = 1 w^2$
 - $P(\text{RANSAC nevers selects two points that are both inliers}) = (1 w^2)^k$

RANSAC iterations: statistical characterization

• Then minimum number of iterations \overline{k} to find an outlier-free set with probability at least p is:

$$1 - p = (1 - w^2)^{\bar{k}} \Rightarrow \bar{k} = \frac{\log(1 - p)}{\log(1 - w^2)}$$

- Thus if we know w (at least approximately), after \overline{k} iterations RANSAC will find a set free of outliers with probability p
- Note:
 - \overline{k} depends only on w, not on N!
 - More advanced versions of RANSAC estimate *w* adaptively

Hough transform

• Key idea: each point votes for a *set* of plausible line parameters

- A line has two parameters: (*m*, *b*)
- Given a point (x_i, y_i) , the lines that could pass through this point are all (m, b) satisfying

$$y_i = mx_i + b$$
, or $b = -mx_i + y_i$



Hough transform

• A point in image space maps into a line in *Hough space*



Hough transform

• Key fact: all points on a line in image space yield lines in parameter space which intersect at a *common point*, (*m*^{*}, *b*^{*})



Hough transform algorithm

- 1. Initialize an accumulator array H(m, b) to zero
- 2. For each point (x_i, y_i) , increment all cells that satisfy $b = -x_im + y_i$
- 3. Local maxima in array H(m, b) corresponds to lines



Hough transform algorithm: polar coordinate representation

• Equation of a line in polar coordinates

 $x\cos\alpha + y\sin\alpha = r$

• The parameter space transform of a point is a sinusoidal curve



- Avoids infinite slope
- Constant resolution

Hough transform algorithm, revised

Data: Set *S* containing *N* points **Result:** Line fitting the points in *S* Initialize $n_{\alpha} \times n_r$ accumulator *H* with zeros; foreach $(x_i, y_i) \in S$ do | foreach $\alpha \in \{\alpha_1, \dots, \alpha_{n_{\alpha}}\}$ do | compute $r = x_i \cos \alpha + y_i \sin \alpha$; $H[\alpha, r] \leftarrow H[\alpha, r] + 1$; end end

Choose (α^*, r^*) that corresponds to largest count in H; Return line defined by (α^*, r^*)

Hough transform: example







Hough transform: example

• With noise, peaks may be hard to detect



Object recognition

- Object recognition: capability of naming discrete objects in the world
- Why is it hard? Many reasons, including:
 - 1. Real world is made of a jumble of objects, which all occlude one another and appear in different poses
 - 2. There is a lot of variability intrinsic within each class (e.g., dogs)
- In this class, we will look at three methods:
 - 1. Template matching
 - 2. Bag of visual words
 - 3. Neural network methods (treated as a black box, take AA274B for details)

• How can we find Waldo?





• Slide and compare!





Filter F

• In practice, remember correlation:

$$I'(x,y) = F \circ I = \sum_{i=-N}^{N} \sum_{j=-M}^{M} F(i,j)I(x+i,y+j)$$

• One can equivalently write: $I'(x, y) = \mathbf{f}^{\mathrm{T}} \cdot \mathbf{t}_{ij}$ Vector representation of filter neighborhood patch

• To ensure that perfect matching yields one, we consider *normalized* correlation, that is

$$I'(x,y) = \frac{\mathbf{f}^{\mathrm{T}} \cdot \mathbf{t}_{\mathrm{ij}}}{\|\mathbf{f}\| \|\mathbf{t}_{\mathrm{ij}}\|}$$

Result:



Result:



- Problem: what if the object in the image is much larger or much smaller than our template?
- Solution: re-scale the image multiple times, and do correlation on every size!
- This leads to the idea of *image pyramids*



- Naïve solution: keep only some rows and columns
- E.g.: keep every other column to reduce image by 1/2 in width direction



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- Solution: blur the image via Gaussian, *then* subsample
- Intuition: remove high frequency content in the image



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Image pyramids

- A sequence of images created with Gaussian blurring and downsampling is called a Gaussian pyramid
- The other step is to perform up-sampling (nearest neighbor, bilinear, bicubic, etc.

Bags of Visual Words

- Key idea: compute the distribution (histogram) of visual words found in the query image
- Compare this distribution to those found in the training images in order to perform classification



A different paradigm: using CNNs for recognition



Next time

