

Computer Vision Group Prof. Daniel Cremers



Autonomous Navigation for Flying Robots

Lecture 5.3: Reasoning with Bayes Law

Jürgen Sturm Technische Universität München

The State Estimation Problem



We want to estimate the world state $\, {\bf x} \,$ from

- 1. Sensor measurements z and
- 2. Controls (or odometry readings) \mathbf{u}

We need to model the relationship between these random variables, i.e.,

$$p(\mathbf{x} \mid \mathbf{z}) \qquad p(\mathbf{x}' \mid \mathbf{x}, \mathbf{u})$$

Causal vs. Diagnostic Reasoning

- $P(\mathbf{x} \mid \mathbf{z})$ is diagnostic
- $P(\mathbf{z} \mid \mathbf{x})$ is causal
- Diagnosic reasoning is typically what we need
- Often causal knowledge is easier to obtain
- Bayes rule allows us to use causal knowledge in diagnostic reasoning

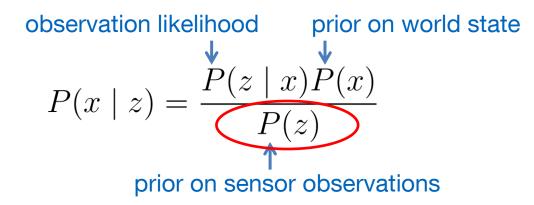
Bayes Rule



Definition of conditional probability

$$P(x, z) = P(x \mid z)P(z) = P(z \mid x)P(x)$$

Bayes rule



Normalization



- Direct computation of $P(\mathbf{z})$ can be difficult
- Idea: Compute improper distribution, normalize afterwards

• Step 1:
$$L(x \mid z) = P(z \mid x)P(x)$$

• Step 2:
$$P(z) = \sum_{x} P(z, x) = \sum_{x} P(z \mid x)P(x) = \sum_{x} L(x \mid z)$$

• Step 3: $P(x \mid z) = L(x \mid z)/P(z)$

Background Knowledge



 Same derivation also works in the presence of background knowledge

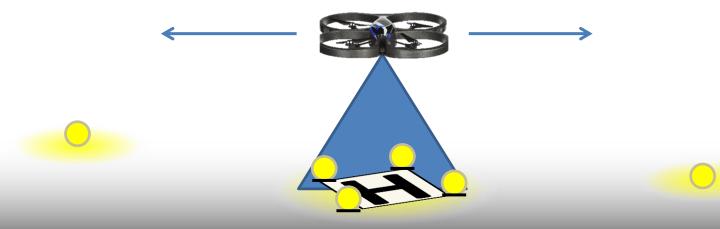
$$P(x, y \mid z) = P(x \mid y, z)P(y \mid z) = P(y \mid x, z)P(x \mid z)$$

Bayes rule with background knowledge

$$P(x \mid y, z) = \frac{P(y \mid x, z)P(x \mid z)}{P(y \mid z)}$$



- Quadrotor seeks the landing zone
- Landing zone is marked with many bright lamps
- Quadrotor has a brightness sensor



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- Binary sensor
- Binary world state
- Sensor model

$$X \in \{\text{home}, \neg\text{home}\}\$$

 $P(Z = \text{bright} \mid X = \text{home}) = 0.6$
 $P(Z = \text{bright} \mid X = \neg\text{home}) = 0.3$

 $Z \subset \{ \text{bright -bright} \}$

- Prior on world state P(X = home) = 0.5
- Assume: Robot observes light, i.e., Z = bright
- What is the probability P(X = home | Z = bright) that the robot is above the landing zone?

• Sensor model P(Z = bright | X = home) = 0.6

 $P(Z = \text{bright} \mid X = \neg \text{home}) = 0.3$

- Prior on world state P(X = home) = 0.5
- Probability after observation (using Bayes) $P(X = home \mid Z = bright)$

 $\frac{P(\text{bright} \mid \text{home})P(\text{home})}{P(\text{bright} \mid \text{home})P(\text{home}) + P(\text{bright} \mid \neg\text{home})P(\neg\text{home})}$ $\frac{0.6 \cdot 0.5}{0.6 \cdot 0.5} = \frac{0.3}{0.67}$

$$0.6 \cdot 0.5 + 0.3 \cdot 0.5$$
 $0.3 + 0.15$

Combining Evidence



- Suppose our robot obtains another observation z₂ (either from the same or a different sensor)
- How can we integrate this new information?
- More generally, how can we estimate $p(x \mid z_1, z_2, ...)$?

Combining Evidence



- Suppose our robot obtains another observation z₂ (either from the same or a different sensor)
- How can we integrate this new information?
- More generally, how can we estimate $p(x \mid z_1, z_2, ...)$?

Bayes formula (with background knowledge) gives us $P(x \mid z_1, \dots, z_n) = \frac{P(z_n \mid x, z_1, \dots, z_{n-1})P(x \mid z_1, \dots, z_{n-1})}{P(z_n \mid z_1, \dots, z_{n-1})}$

Recursive Bayesian Updates



$$P(x \mid z_1, \dots, z_n) = \frac{P(z_n \mid x, z_1, \dots, z_{n-1})P(x \mid z_1, \dots, z_{n-1})}{P(z_n \mid z_1, \dots, z_{n-1})}$$

Markov Assumption:

 z_n is independent of z_1, \ldots, z_{n-1} if we know x

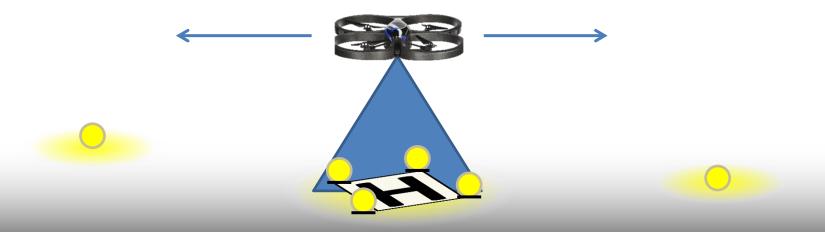
$$\Rightarrow P(x \mid z_1, \dots, z_n) = \frac{P(z_n \mid x)P(x \mid z_1, \dots, z_{n-1})}{P(z_n \mid z_1, \dots, z_{n-1})}$$
$$= \eta P(z_n \mid x)P(x \mid z_1, \dots, z_{n-1})$$
$$= \eta_{1:n} \prod_{i=1,\dots,n} P(z_i \mid x)P(x)$$

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- Quadrotor seeks the landing zone
- Landing zone is marked with many bright lamps and a visual marker



Example: Second Measurement

Sensor model
$$P(Z_2 = \text{marker} \mid X = \text{home}) = 0.8$$

 $P(Z_2 = \text{marker} \mid X = \neg\text{home}) = 0.1$

- Previous estimate $P(X = home | Z_1 = bright) = 0.67$
- Assume robot does not observe marker
- What is the probability of being home?

$$P(X = \text{home} \mid Z_1 = \text{bright}, Z_2 = \neg \text{marker})$$

 $\frac{0.2 \cdot 0.67}{0.2 \cdot 0.67 + 0.9 \cdot 0.33} = 0.31$

 $P(\neg \text{marker} \mid \text{home})P(\text{home} \mid \text{bright})$

 $= \frac{1}{P(\neg \text{marker} \mid \text{home})P(\text{home} \mid \text{bright}) + P(\neg \text{marker} \mid \neg \text{home})P(\neg \text{home} \mid \text{bright})}$

The second observation lowers the probability that the robot is above the landing zone!

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Actions/Controls (Motions)



- World state changes over time because of
 - actions carried out by the robot...
 - actions carried out by other agents...
 - or just time passing by...

...change the world

How can we incorporate actions?

Typical Actions



- Quadrotor accelerates by changing the speed of its motors
- Position also changes when quadrotor does "nothing" (and drifts..)

- Actions are never carried out with absolute certainty
- In contrast to measurements, actions generally increase the uncertainty of the state estimate

Action Models



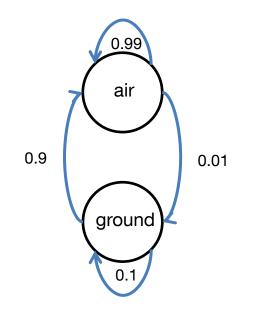
 To incorporate the outcome of an action u into the current state estimate ("belief"), we use the conditional pdf

 $p(x' \mid u, x)$

This term specifies the probability that executing the action u in state x will lead to state x'

Example: Take-Off

- Action: $u \in \{takeoff\}$
- World state: $x \in \{\text{ground}, \text{air}\}$



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Integrating the Outcome of Actions

Discrete case

$$P(x' \mid u) = \sum_{x} P(x' \mid u, x) P(x)$$

Continuous case

$$p(x' \mid u) = \int p(x' \mid u, x) p(x) dx$$

Example: Take-Off



- Prior belief on robot state: P(x = ground) = 1.0 (robot is located on the ground)
- Robot executes "take-off" action
- What is the robot's belief after one time step?

$$P(x' = \text{ground}) = \sum_{x} P(x' = \text{ground} \mid u, x) P(x)$$
$$= P(x' = \text{ground} \mid u, x = \text{ground}) P(x = \text{ground})$$
$$+ P(x' = \text{ground} \mid u, x = \text{air}) P(x = \text{air})$$
$$= 0.1 \cdot 1.0 + 0.01 \cdot 0.0 = 0.1$$

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Lessons Learned



- Bayes rule
- Data fusion of sensor observations
- Data fusion of actions/motion commands

 Next: Bayes filter