



Building Fuzzy Elevation Maps from a Ground-based 3D Laser Scan for Outdoor Mobile Robots

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OUTLINE

- 1. FUZZY ELEVATION MAPS**
- 2. PERFORMANCE IMPROVEMENTS**
- 3. EXPERIMENTAL RESULTS**
- 4. CONCLUSIONS**



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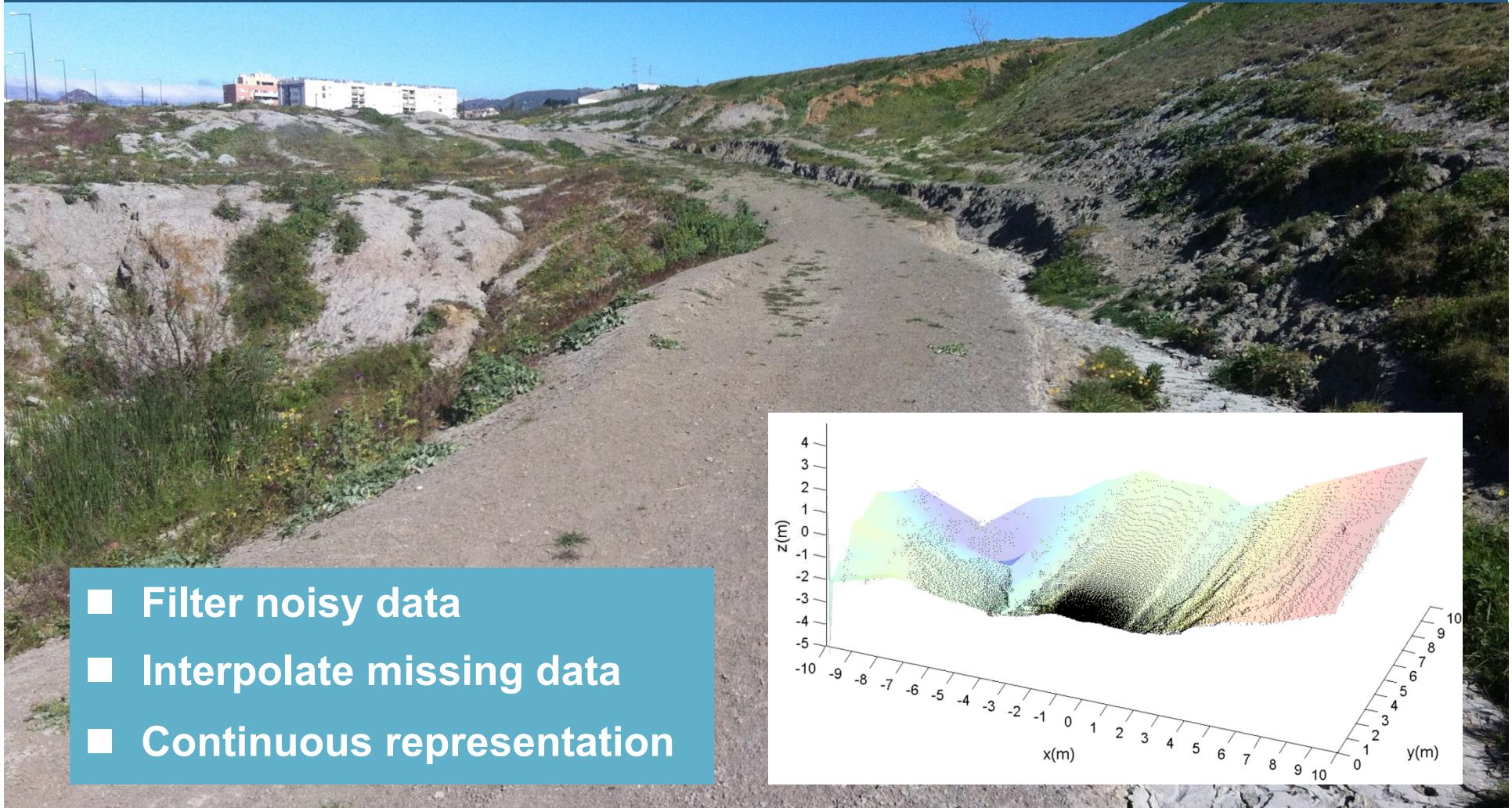
1. FUZZY ELEVATION MAPS

3D terrain modeling from onboard range sensors is crucial for many field robotics applications

- 
- **Natural environments**
 - ▶ *Search & Rescue*
 - **Onboard 3D scanner**
 - ▶ *Huge amount of data*
 - ▶ *Resolution decreases with range*
 - ▶ *Need for compact representation*

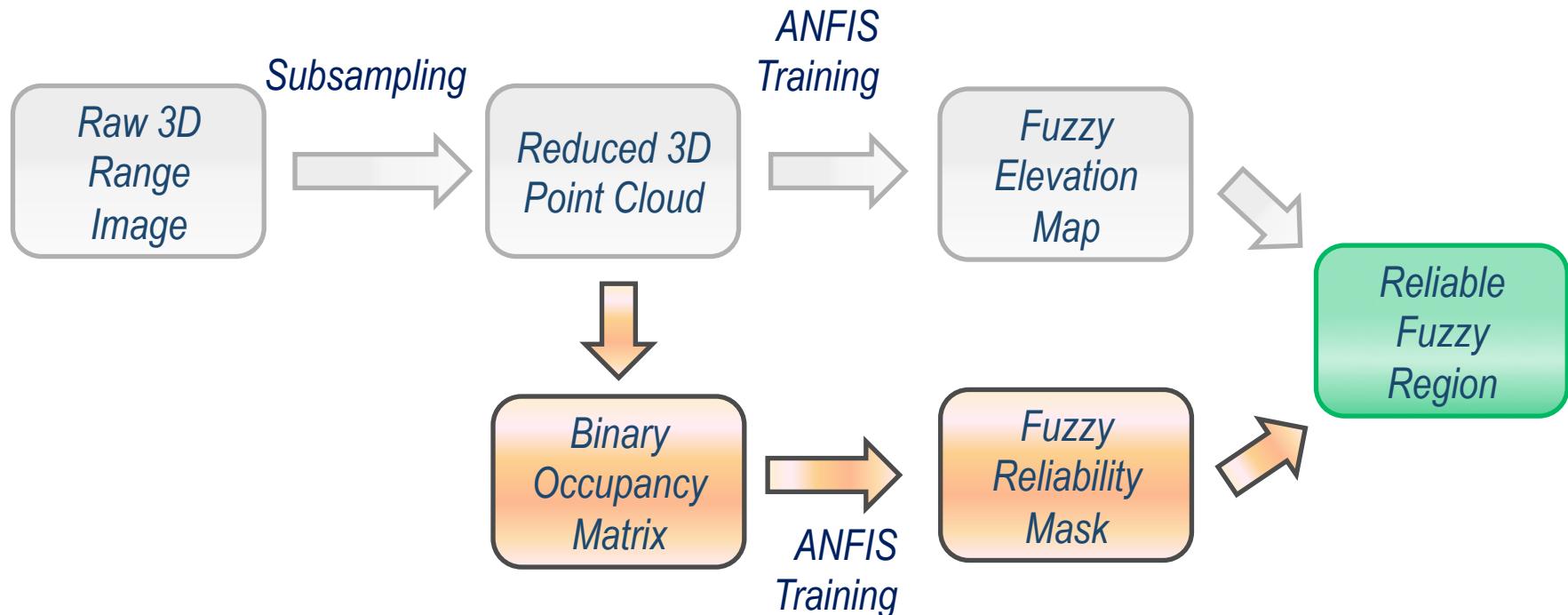


Fuzzy surfaces offer an interesting alternative to tessellated models for terrain elevation



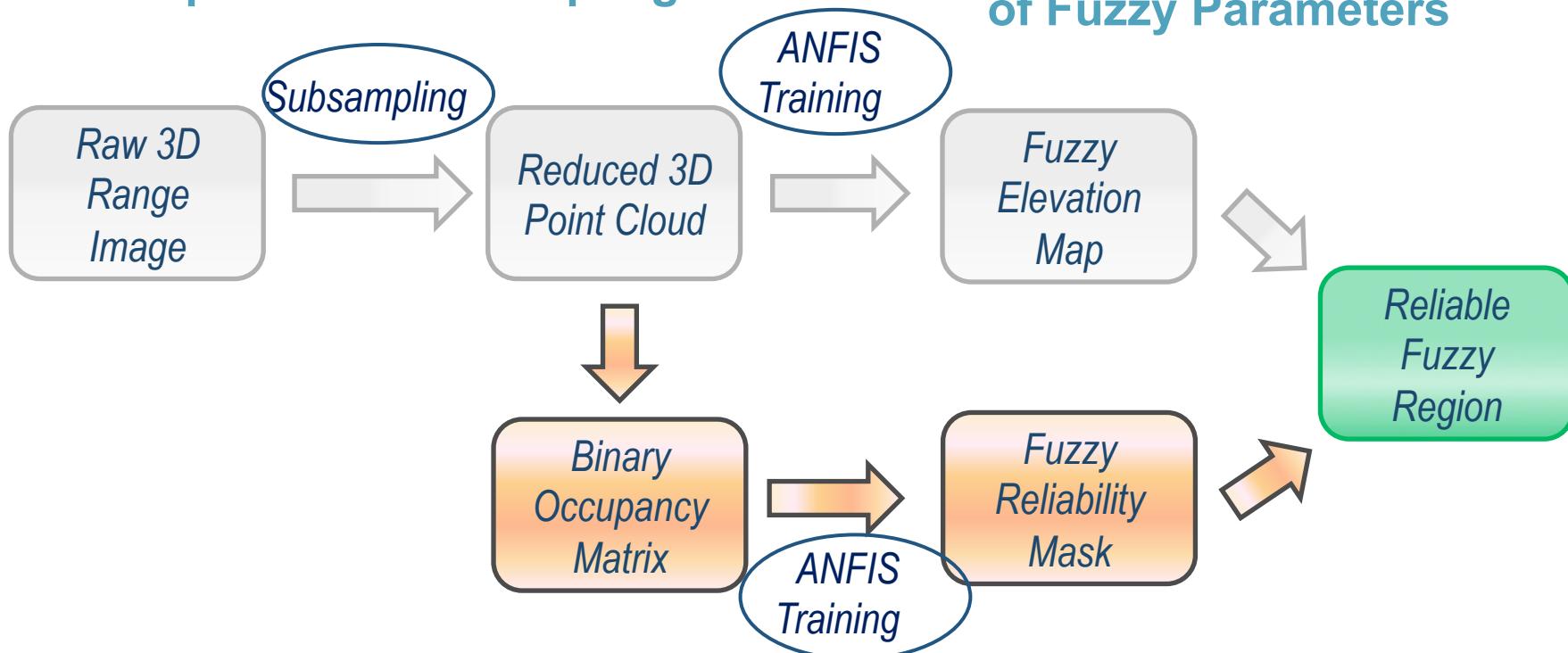
- Filter noisy data
- Interpolate missing data
- Continuous representation

The Fuzzy Elevation Map method (FEM) can produce a reliable fuzzy elevation region



Proposed contributions aim to improve FEM computational speed and performance

1. Spherical Subsampling



2. Systematic definition of Fuzzy Parameters

■ Performance Analysis

- ▶ Outstanding obstacles

- ▶ Comparison with Q-Slim

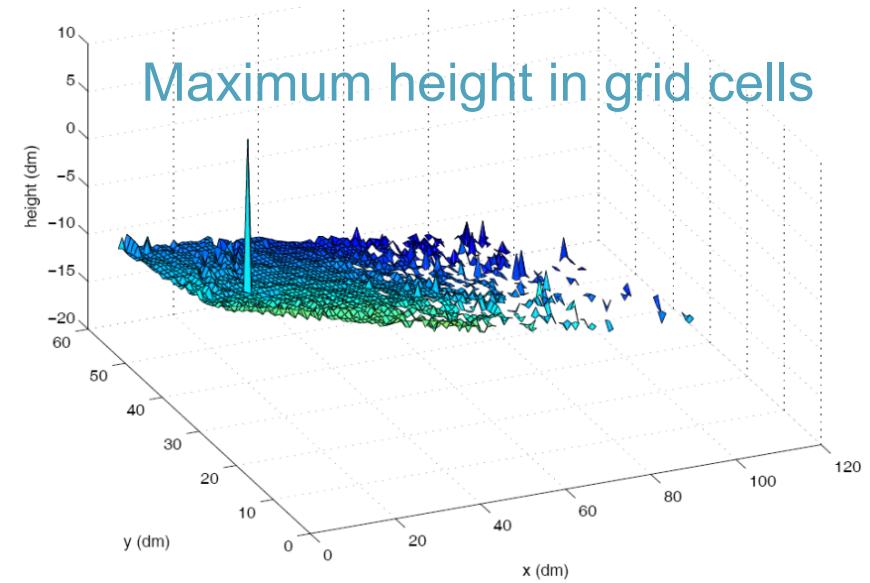
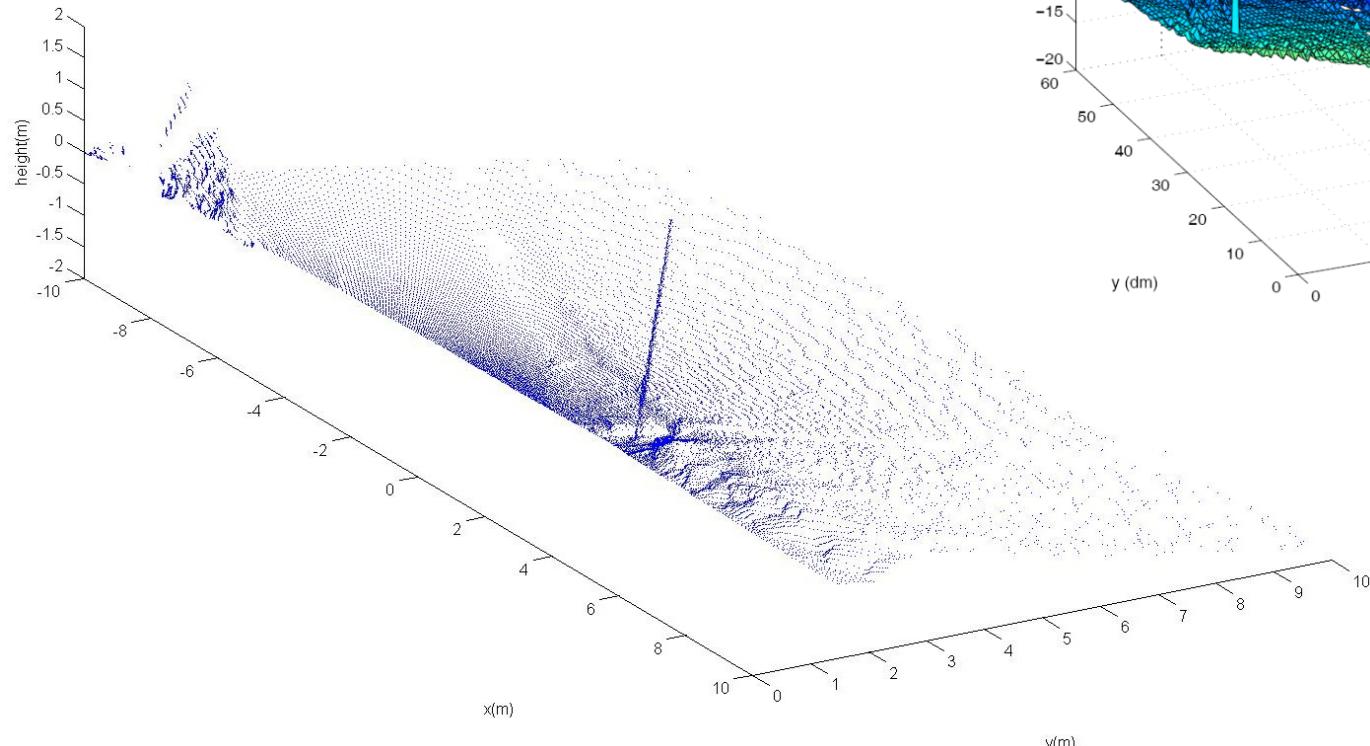


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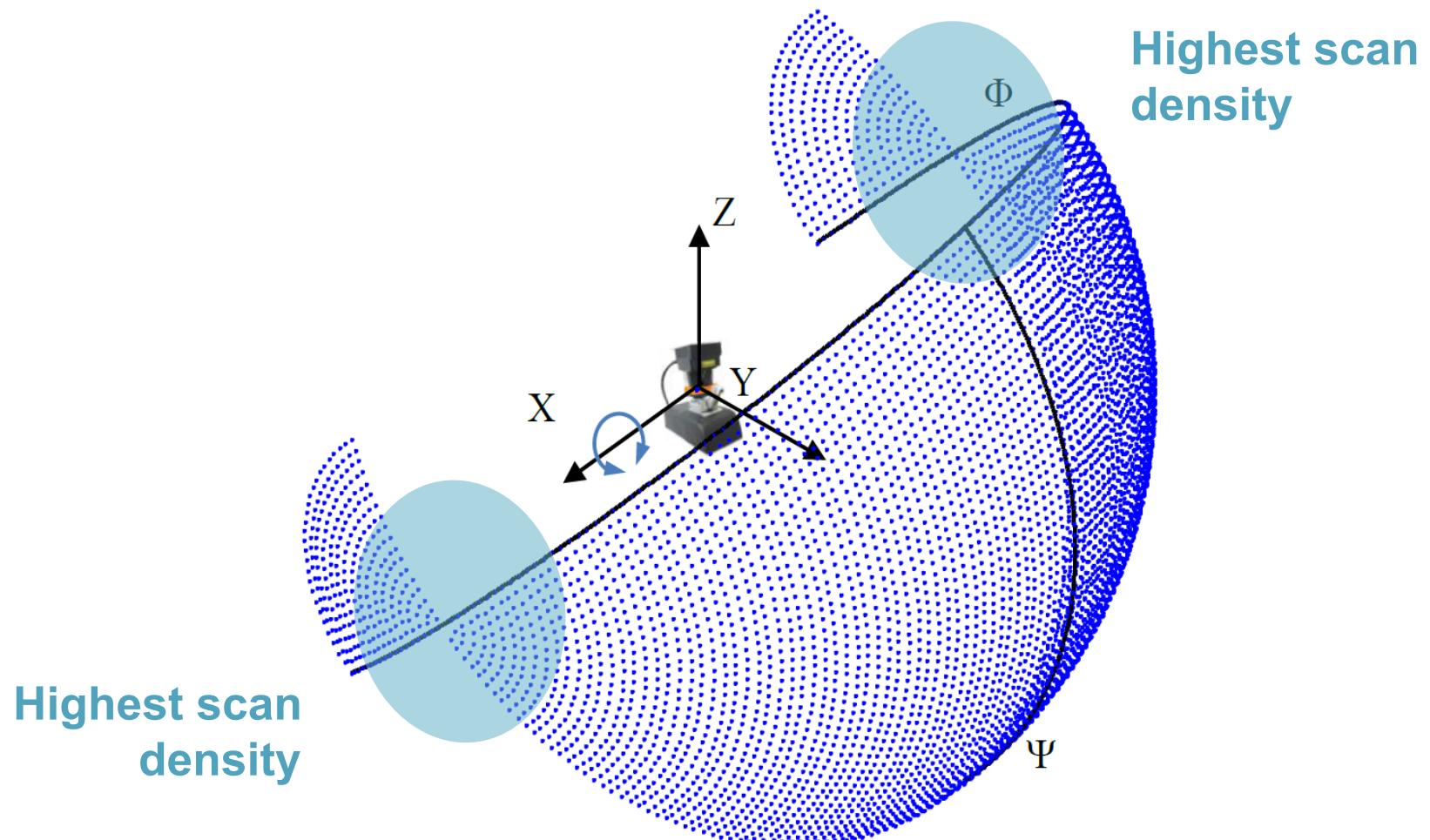
2. PERFORMANCE IMPROVEMENTS

Subsampling can reduce fuzzy identification speed and homogenize data distribution

■ Raw point cloud example:



Spherical subsampling is a fast range-independent method for sensors with a pitching 2D scanner

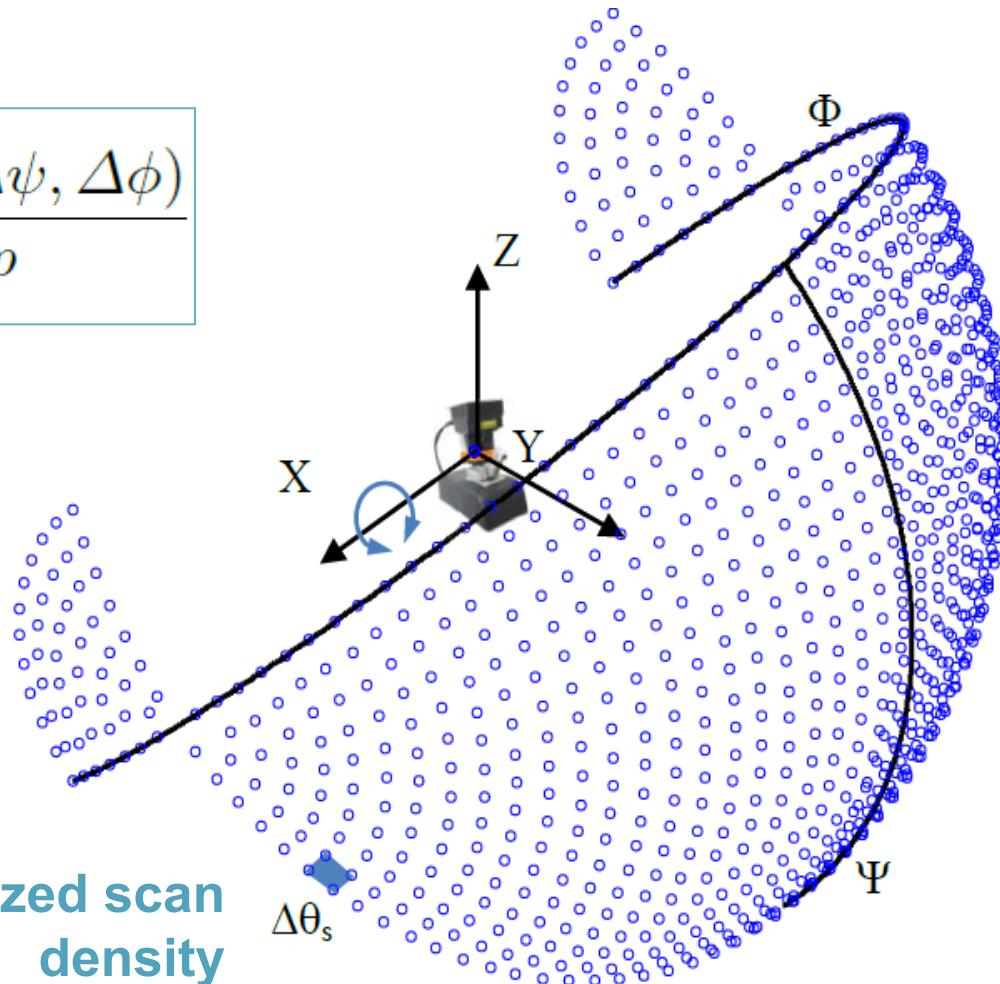


Spherical subsampling is a fast range-independent method for sensors with a rotating 2D scanner

$$\Delta\theta_s = \frac{\max(\Delta\psi, \Delta\phi)}{p}$$

$$0 < p \leq 1$$

Homogenized scan
density



ANFIS Training starts from an uneven Standard Fuzzy Partition and zero-order Sugeno inference

■ Standard Fuzzy Partition (SPF)

$$\sum_{\forall i,j} \omega_{ij}(x, y) = 1$$

► *Firing strength:*

$$\omega_{ij}(x, y) = \mu_{F_i}(x) \mu_{F_j}(y)$$

■ Zero-order Sugeno inference

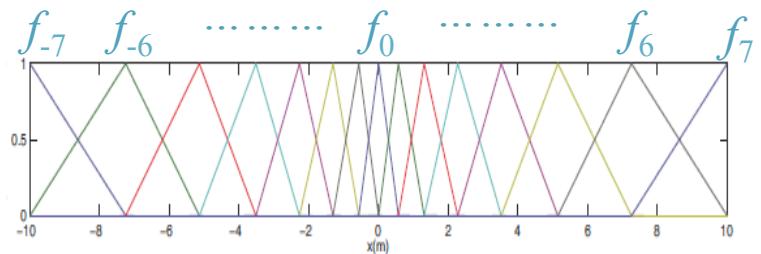
► *Constant consequents:*

$$G_{ij}(x, y) = a_{ij}$$

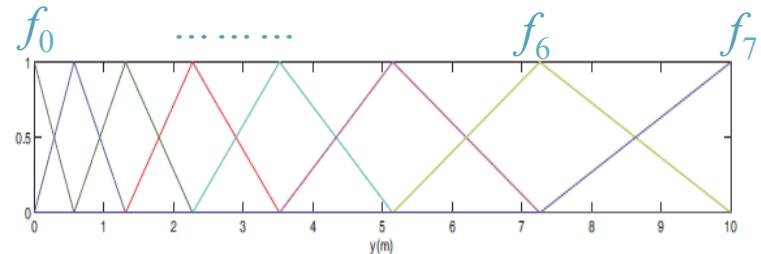
■ Terrain elevation:

$$z = H(x, y) = \sum_{\forall i,j} (\omega_{ij}(x, y) a_{ij})$$

X (sideways) membership functions:



Y (forward) membership functions:



f_i : peak values

$$f_i = \text{sign}(i) \left(\frac{r^{|i|} - 1}{r^k - 1} \right) u_{max}$$



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3. EXPERIMENTAL RESULTS

Experiments have been performed with a pitching Hokuyo sensor designed for mobile robotics

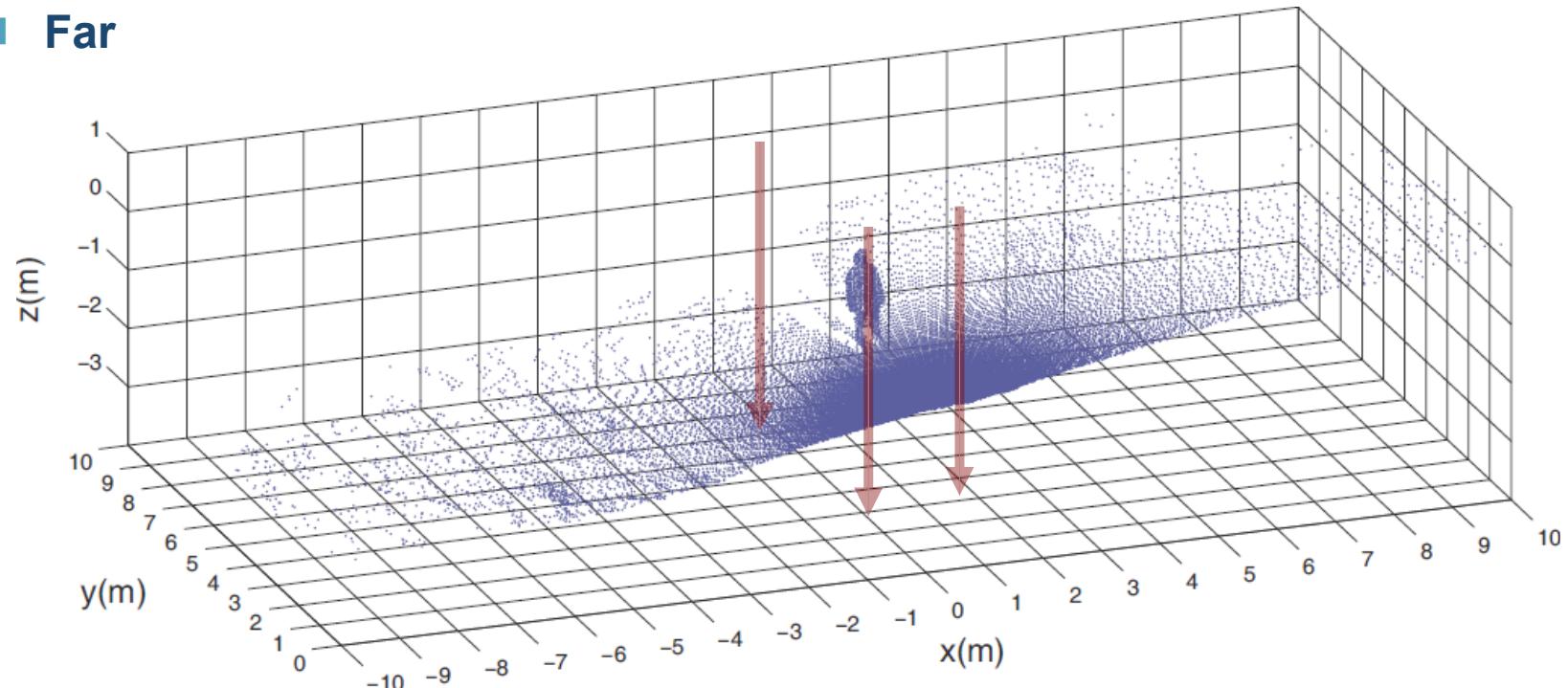


- **UnoLaser 3D Scanner (UTM-30LX):**
 - ▶ *30m range*
 - ▶ *1 m above ground*
 - ▶ $\Delta\psi = 0.278^\circ$
 - ▶ *Scan time: 12.43s*
 - ▶ *Up to 505036 points*



The position of a standing obstacle has been modified in four different scans

- **No obstacle**
- **Close front**
- **Close side**
- **Far**



Fuzzy Performance Evaluation with a QuadCore Intel Core i7 at 2.2 GHz

Obs-tacle	p	Training points of rules	No.	RMSE (m^2)	Time (s)
None	-	186767	$\frac{15 \times 8}{7 \times 4}$	0.0237	1
	-	187600	$\frac{15 \times 8}{7 \times 4}$	0.0413	1
	1	115423	$\frac{15 \times 8}{7 \times 4}$	0.0237	1
	1	115525	$\frac{15 \times 8}{7 \times 4}$	0.0420	1
	0.75	65019	$\frac{15 \times 8}{7 \times 4}$	0.0238	1
	0.75	65122	$\frac{15 \times 8}{7 \times 4}$	0.0421	1
	0.5	28916	$\frac{15 \times 8}{7 \times 4}$	0.0238	22.07
	0.5	28939	$\frac{15 \times 8}{7 \times 4}$	0.0421	9.07
	0.1	1180	$\frac{15 \times 8}{7 \times 4}$	0.2568	11.90
	0.1	1174	$\frac{15 \times 8}{7 \times 4}$	0.0451	5.90
Close -side	-	187600	$\frac{15 \times 8}{7 \times 4}$	0.0951	177.00
	-	189688	$\frac{15 \times 8}{7 \times 4}$	0.1283	115.00
	1	115525	$\frac{15 \times 8}{7 \times 4}$	0.0955	80.87
	1	117941	$\frac{15 \times 8}{7 \times 4}$	0.1295	48.87
	0.75	65122	$\frac{15 \times 8}{7 \times 4}$	0.0955	40.33
	0.75	66465	$\frac{15 \times 8}{7 \times 4}$	0.1295	20.33
	0.5	28939	$\frac{15 \times 8}{7 \times 4}$	0.0956	21.07
	0.5	29554	$\frac{15 \times 8}{7 \times 4}$	0.1295	9.07
	0.1	1174	$\frac{15 \times 8}{7 \times 4}$	0.1580	10.89
	0.1	1206	$\frac{15 \times 8}{7 \times 4}$	0.1305	4.89

Adjustment is more accurate with no (close) standing obstacles

Far	Close -front				
0.75	0.75	15 × 8	0.0369	41.32	174.00
0.5	0.5	$\frac{15 \times 8}{7 \times 4}$	0.0564	20.32	117.00
0.1	0.1	$\frac{15 \times 8}{7 \times 4}$	0.0370	9.12	80.84
		$\frac{15 \times 8}{7 \times 4}$	0.4484	5.96	47.84
		$\frac{15 \times 8}{7 \times 4}$	0.0642		
		$\frac{15 \times 8}{7 \times 4}$	0.0871		
		$\frac{15 \times 8}{7 \times 4}$	0.1259		
		$\frac{15 \times 8}{7 \times 4}$	0.0879		
		$\frac{15 \times 8}{7 \times 4}$	0.1262		
		$\frac{15 \times 8}{7 \times 4}$	0.0872		
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		$\frac{15 \times 8}{7 \times 4}$	0.1568		
		$\frac{15 \times 8}{7 \times 4}$	0.1495		

Fuzzy Performance Evaluation with a QuadCore Intel Core i7 at 2.2 GHz

Obstacle	p	Training points of rules	No.	RMSE (m^2)	Time (s)	Obstacle	p	Training points of rules	No.	RMSE (m^2)	Time (s)
-		15×8	186767	0.0237	176.00	-		15×8	185673	0.0369	174.00
		7×4						7×4	185673	0.0558	117.00
1		15×8	115423	0.0237	176.00	1		15×8	185673	0.0369	80.84
		7×4						7×4	185673	0.0563	47.84
None	0.75	15×8	65019	0.0237	176.00	None	0.75	15×8	65019	0.0369	41.32
		7×4						7×4	65019	0.0564	20.32
	0.5	15×8	28916	0.0237	176.00		0.5	15×8	28916	0.0370	21.12
		7×4						7×4	28916	0.0564	9.12
	0.1	15×8	1180	0.0237	176.00	0.1		15×8	1168	0.4484	10.96
		7×4						7×4	1168	0.0642	5.96
-		15×8	187600	0.0951	177.00	-		15×8	189688	0.0871	174.00
		7×4						7×4	189688	0.1259	119.00
1		15×8	115525	0.0955	80.8	1		15×8	115525	0.0879	87.65
		7×4						7×4	115525	0.1262	50.65
Close	0.75	15×8	65122	0.0955	40.3	Close	0.75	15×8	65122	0.0872	44.26
		7×4						7×4	65122	0.1262	21.26
-side	0.5	15×8	28939	0.0956	40.3	-side	0.5	15×8	28939	0.0872	23.05
		7×4						7×4	28939	0.1262	10.05
	0.1	15×8	1174	0.1580	10.89	0.1		15×8	1206	0.1568	11.19
		7×4						7×4	1206	0.1495	5.19

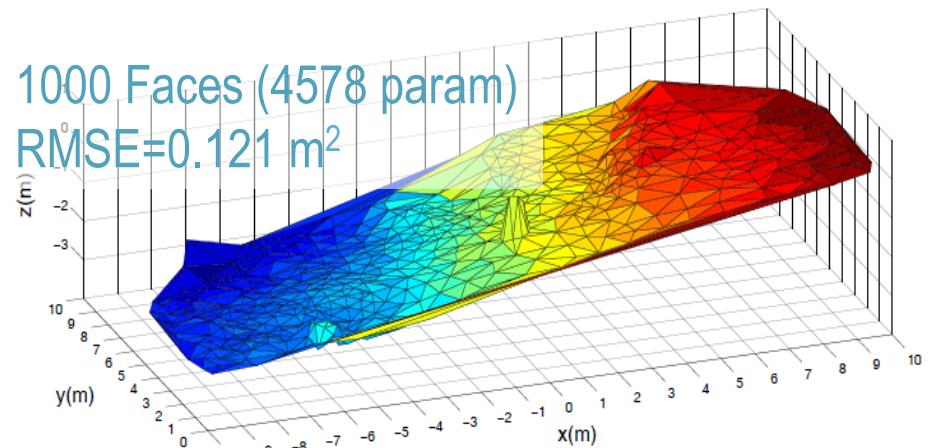
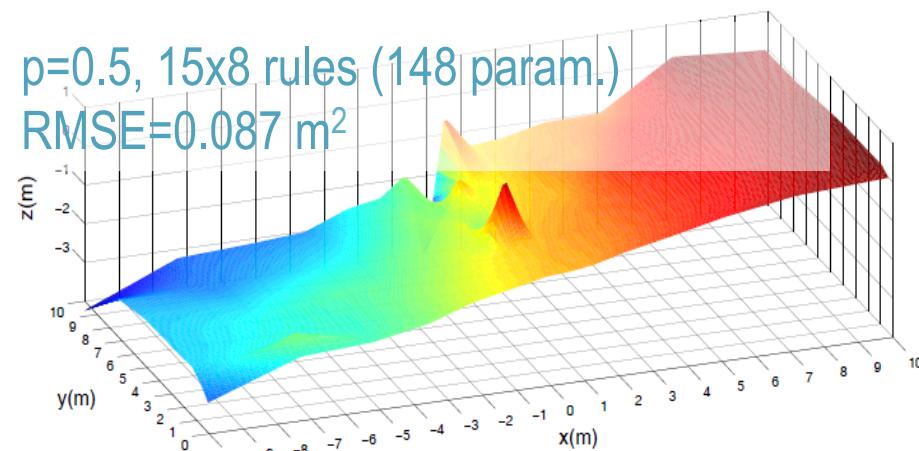
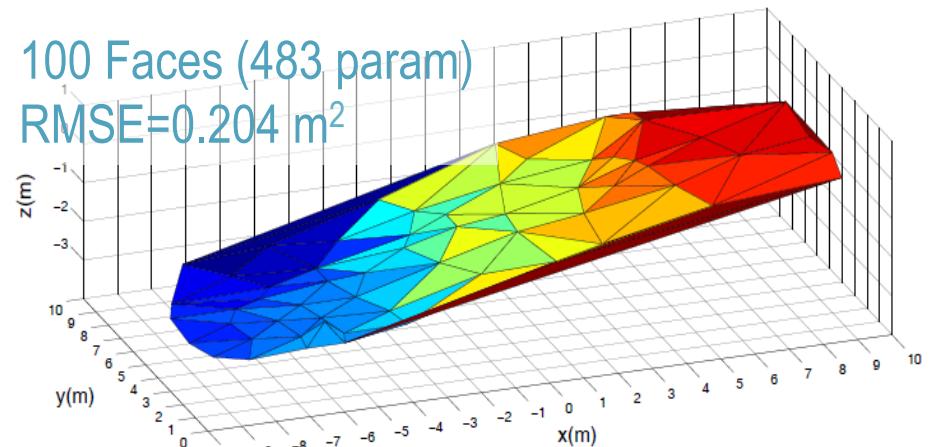
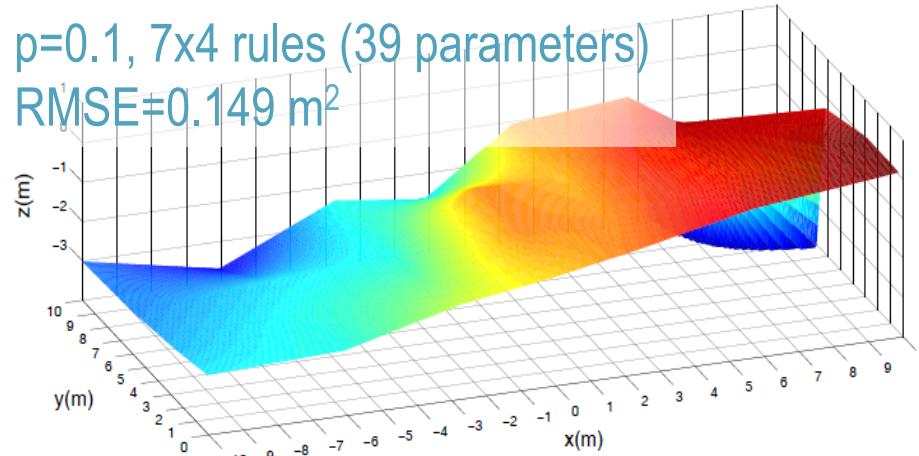
Spherical subsampling significantly reduces computation time without much effect on RMSE

Overadjustment to small data sample

Fuzzy Performance Evaluation with a QuadCore Intel Core i7 at 2.2 GHz

Computation time, model size, and accuracy outscore tessellated QSlim elevation maps, especially with outstanding obstacles

■ Close-front obstacle



Performance is significantly improved with respect to original FEM

Scene	Modeling method	Characteristics	RMSE (m ²)	Time (s)	Number of parameters	
No obstacle	ANFIS	$15 \times 8, p = 0.5$	0.0238	22.07	143	
		$7 \times 4, p = 0.1$	0.0451	5.90	39	
		15×8 ([23])	0.0468	31.01	406	
	QSlim	1000 faces	0.0250	29.17	4590	
		100 faces	0.0357	29.17	483	
	ANFIS	$15 \times 8, p = 0.5$	0.0370	21.12	143	
Far obstacle		$7 \times 4, p = 0.1$	0.0642	5.96	39	
		15×8 [23]	0.0660	31.20	406	
QSlim	1000 faces	0.0383	32.21	4572		
	100 faces	0.0783	32.03	471		
ANFIS	$15 \times 8, p = 0.5$	0.0956	21.07	143		
	Close-side obstacle		$7 \times 4, p = 0.1$	0.1305	4.89	39
			15×8 [23]	0.1256	32.14	406
QSlim	1000 faces	0.1349	29.14	4578		
	100 faces	0.1959	29.14	477		
ANFIS	$15 \times 8, p = 0.5$	0.0872	23.05	143		
	Close-front obstacle		$7 \times 4, p = 0.1$	0.1495	5.19	39
			15×8 [23]	0.1303	33.07	406
QSlim	1000 faces	0.1212	33.18	4569		
	100 faces	0.2038	33.16	477		



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4. CONCLUSIONS

Conclusions

- **Ground based terrain modeling approach**
- **Fuzzy Elevation Maps**
 - ▶ *Compact*
 - ▶ *Continuous*
 - ▶ *Manage noisy and missing data.*
- **Proposed improvements**
 - ▶ *Spherical subsampling for training data selection*
 - ▶ *Uneven membership functions with Standard Fuzzy Partition and Zero-order Sugeno inference*
- **Successful results with respect to original FEM and QSLIM**
- **Future work**
 - ▶ *Global maps*
 - ▶ *Alternatives to ANFIS*