

# Sensor-based Globally Exponentially Stable Range-Only Simultaneous Localization and Mapping



Pedro Lourenço, Pedro Batista, Paulo Oliveira, and Carlos Silvestre

{plourenco,pbatista,pjcro,cjs}@isr.ist.utl.pt

### **Objective**

## Navigate an AV in a new environment with no a priori info:

- Obtain a detailed three-dimensional map of the environment measuring distances to landmarks
- Maintain an accurate estimate of the location of the vehicle

Design a RO-SLAM filter with global exponentially stable error dynamics

### **Major issues**

### **Nonlinearity**

 SLAM is an inherently nonlinear problem due to the necessity to convert relative measurements into global estimates.

### Partial observability / Landmark initialization

 In the particular range-only formulation, the range measurements are not enough to unambiguously determine a landmark

### Idea

- Sensor-based formulation to eliminate the pose estimate from the filter
- State augmentation to obtain a LTVlike system
- Solve initialization problem by designing a filter with global convergence and stability guarantees

# (1)

### Sensor-based RO-SLAM filter

### **Mission scenario:**

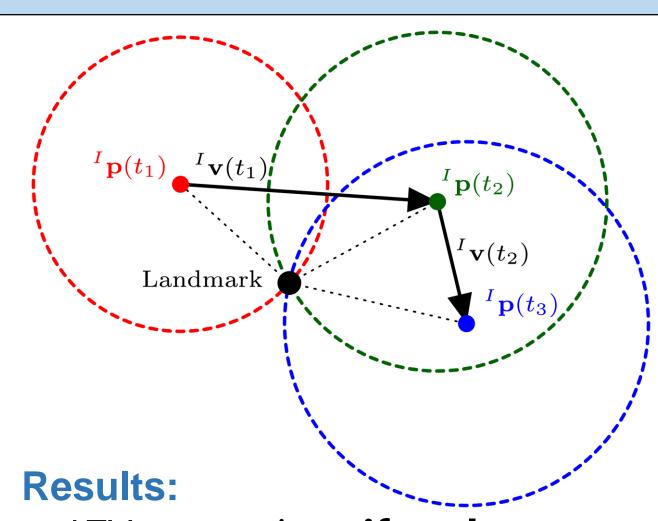
- Acoustic beacons are installed at unknown locations
- The vehicle measures **distances** to beacons
- The linear and angular velocities are available

#### **System design:**

- Sensor-based landmark kinematics
- Range measurement
- Result: system with **nonlinear** output

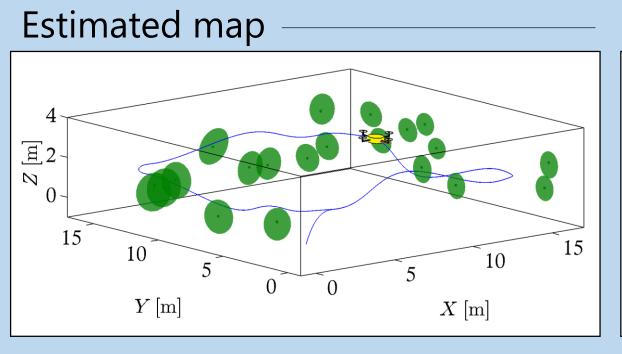
### **IDEA**

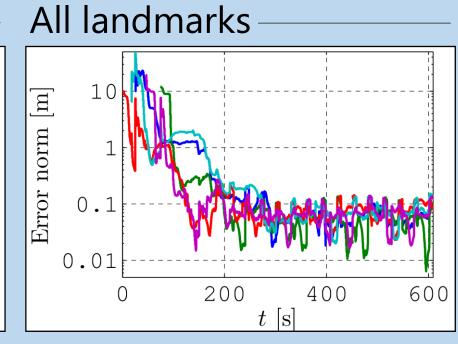
- State augmentation → linear ouput, nonlinear dynamics
- Ranges to visible landmarks and linear velocity are outputs → system dynamics discarding non-visible landmarks is LTV for observability
- Linear theory applies → LTV Kalman filter is designed

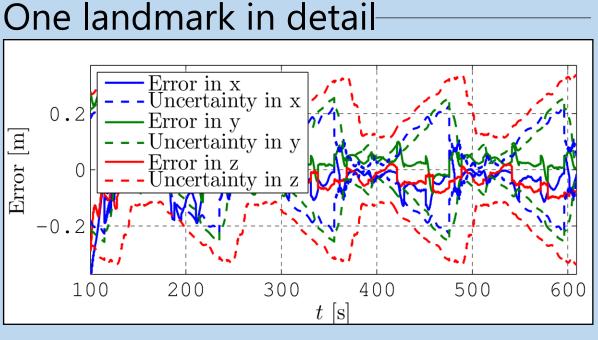


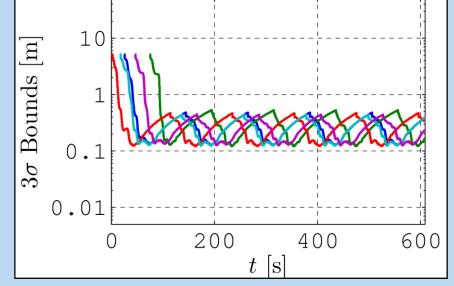
- LTV system is uniformly completely observable
  - The designed Kalman filter has globally exponentially stable (GES) error dynamics

# 2 Simulation results



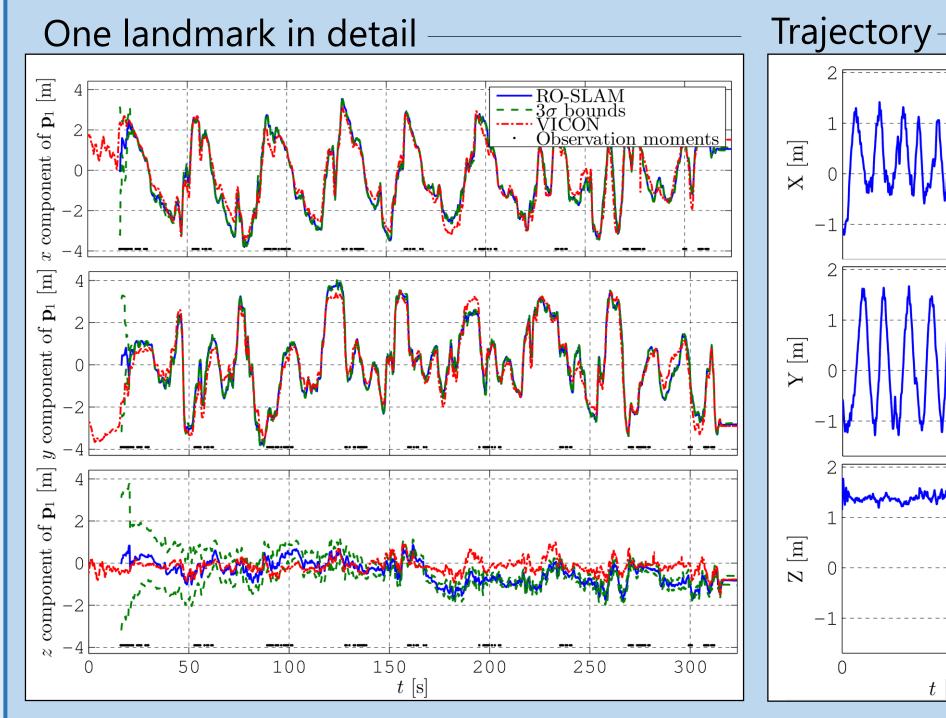






- Results confirm fast convergence of the estimation error for a trajectory sufficiently rich in all directions.
- In contrast with previous approaches to RO-SLAM, landmarks can be introduced in the filter when they are first observed, no triangulation or SoG is needed.

## 3 Experimental results



 Poor trajectory in the vertical direction precludes observability in that direction → slower convergence and higher errors

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Good performance, even with very noisy odometry