

Advancing Simultaneous Localization and Mapping (SLAM) for Robots in Unstructured Terrain

Priyanka Das

Meng Electrical Engineering, College of Engineering and Applied Science, University of Cincinnati
Cincinnati, USA
priyanka14das@gmail.com

Abstract:

Simultaneous Localization and Mapping (SLAM) has revolutionized the field of robotics, making robots more effective and useable in unstructured environments. Its focus is to enable a robot to continuously gather important information regarding its position in real-time by reconstructing the map around the robot and finding the robot's location inside that map through sensors, cameras, and laser range finders. This paper discusses SLAM technology and details different techniques to enhance SLAM in unstructured terrain. SLAM operates with the help of various key components essential to its positioning and navigation, including sensors, mapping, and localization. Approaches to enhancing SLAM in unstructured are based on optimizing cameras, known as visual SLAM, while others are techniques in LIDAR sensor choices. Adding an RGB-D camera increases the reliability as monocular and binocular cameras may give incorrect geometrical information. Another technique to advance SLAM is the deep learning method, which involves continuous learning in a robot's environment to increase its accuracy and effectiveness.

Keywords: Navigation, Robots, Sensors, Simultaneous Localization and Mapping (SLAM), Unstructured environments, Unstructured Terrain

INTRODUCTION

Robots have become common across many fields. Their use has even been extended in unstructured environments that require better navigation capability. An intelligent or autonomous robot is designed to plan, organize, and adapt to its working environment with minimal or no human intervention. [1]. Hence, to achieve this level of autonomy, robots require reliable navigation tools that will aid them in determining their position and the state of their environment. Modern robots have adopted Simultaneous Localization and Mapping (SLAM) technology for navigation in unstructured terrains, enabling the robots to perform tasks like rescue, exploration, and search. SLAM is an enhanced algorithm that has high precision and effectiveness in mapping unknown environments for robots. This technology has revolutionized the field of robotics, making robots more effective and useable in unstructured terrains. SLAM aims to improve robot navigation and increase their level of autonomy. Its focus is to enable a robot to continuously gather important information regarding its position in real time by reconstructing the map around the robot and finding the robot's location inside that map. SLAM algorithm is based on mapping the robot's environment through sensors, cameras, and laser range finders. The algorithm also applies localization techniques,

which help estimate the robot's position within the environment. The combination of these algorithms is critical for the development and advancement of the capabilities of autonomous robots in the future. This paper discusses SLAM and details different techniques used to enhance SLAM in unstructured terrain.

KEY COMPONENTS OF SLAM

SLAM has revolutionized robotics, making robots more effective and useable in unstructured environments. This technology embraces the use of integral sensors and algorithms that make the robot more dynamic in its adaptation to its working environment. These features enable the robot to gather important information regarding its position in real-time continuously and can manage to adapt more easily. SLAM operates with the help of various key components essential to its positioning and navigation. These include sensors, mapping, and localization.

1. Sensors

Various types of sensors aid SLAM technology in adapting to different environments. The most common types of sensors used in SLAM are visual and LIDAR sensors. These sensors have different functionalities and applications in SLAM. Visual sensors include monocular cameras, binocular cameras, and RGB-D cameras, which aid in trajectory estimation and mapping. [2]. Monocular cameras are simple cameras that use only one camera for estimation. These cameras are, however, known to have low accuracy rates and mostly give estimates that vary from the actual measurements.

On the other hand, a binocular camera utilizes two monocular cameras, which makes it more accurate and reliable. RGB-D cameras (also called depth cameras) are capable of detecting pixel-wise depth information of the field distance within the environment, which is impossible with ordinary cameras. [3] With the help of this camera, the robot can manage to know the distances within the photos taken and apply the information to its navigation.

LIDAR is a more accurate, faster, and more informative method of obtaining information in an unstructured environment. [4]. Information collected through the LIDAR system possesses a point cloud that accurately measures distances and angles between objects. This system can also detect real-time changes in object locations and angles, making the operation of robots more seamless. With the use of LIDAR and cameras, robots manage to autonomously understand and adapt to their working environments, avoiding obstacles and preventing damage.

2. Mapping

Mapping is the creation of area maps to help understand the environment and its components. Mapping in SLAM is applied to identify object locations and paths within a working environment to help a robot navigate more easily. Robots are equipped with geographical maps of their work environment to help them understand the various environmental features they are working on. The goal of mapping in SLAM is to ensure that the robot can navigate its environment more easily to accomplish tasks while avoiding obstacles within the environment. [5]. Environmental mapping involves mathematical models developed to represent an environment's spatial information. [6]. Robots can be fed various information regarding their environment, including two and three-dimensional information on the size of objects and their distances apart. With this information, robots can better manage to move within the environment.

3. Localization

Localization in SLAM is a crucial component that involves the estimation of the exact position and orientation of a robot within an environment. Accurate localization is required for a robot to map its environment effectively and navigate unstructured terrains. Localization is dependent on the other features

of SLAM, which are sensors and mapping. For a robot to determine its exact location, it relies on information from the various sensors in relation to the available map — this makes localization prone to several challenges, such as inaccuracies and environmental irregularities. Several techniques have been adopted to help with localization in autonomous robots. These include the use of feature-based localization, odometry, loop closure detection, and sensor fusion.

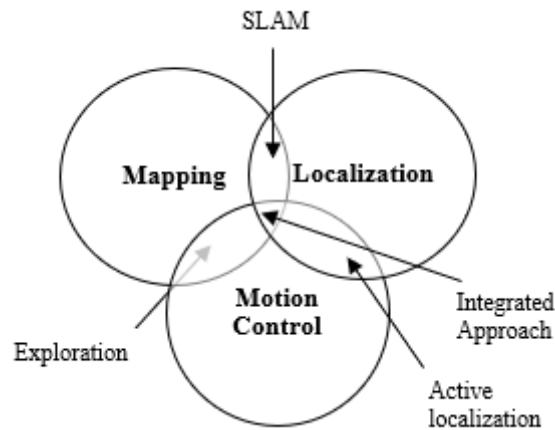


Figure 1. Robotic Simultaneous Localization and Mapping

TECHNIQUES FOR ADVANCING SLAM IN UNSTRUCTURED TERRAINS

Researchers have developed many different algorithms and techniques to improve SLAM accuracy. Some approaches are based on optimizing cameras, known as visual SLAM, while others are techniques in sensor choices. Deep learning methods are also used to advance SLAM.

1. Visual-Inertial SLAM (VI-SLAM)

Over the last decade, research on SLAM improvement has majored in the improvement of computer vision in the field of robotics to help improve the performance and accuracy of autonomous robots. Among the most significant enhancements noted are within visual SLAM techniques, which have been structured to help robots with localization and positioning. However, visual SLAM has faced considerable challenges stemming from the unreliability of cameras in detecting the accurate positioning of robots, making it difficult to operate. For instance, the use of monocular and binocular cameras poses a great challenge in the measurements of depth and sometimes may give incorrect geometrical information. However, these problems are resolved by adding an RGB-D camera, which increases the reliability of visual SLAM. [7]. Similarly, additional integration has been added for more accuracy and reliability by adding inertia sensors to visual SLAM. This technique is adopted due to the limitations faced by single visual techniques.

The technique of integrating visual SLAM with inertial SLAM includes synchronizing visual and LIDAR sensors with additional object and location recognition techniques, such as LVI-fusion and the YOLOV7 object recognition algorithm. LVI-fusion is an advanced algorithm that has the capacity to achieve more accurate positioning for robots than traditional visual SLAM. This improvement also embraces the use of YOLOV7, an object recognition algorithm that has more precision in the identification of obstacles within the environment for better navigation. [8]. The fusion of these advanced inertia sensors with the traditional visual SLAM is bound to improve the autonomy of robots as well as increase their reliability in unstructured environments.

2. Deep Learning-Augmented SLAM

SLAM framework comprises various aspects, including backend optimization, loop detection, front-end tracking, and map reconstruction. [9]. Autonomous robots use these aspects to study their environment and actively interpret real-time changes. These changes are fed through a Visual Odometer (VO). The main function of a VO is to estimate the pose of an agent within the robot’s environment with the help of cameras. [10] [11]. The information measured by the VO is received by the backend optimization to be resolved for the detection of closed loops. Loop detection, on the other hand, helps determine whether the location information has occurred within the history of the robot. [12]. This information triggers the backend optimization, which works on the optimization of the map and improves it, eliminating any cumulative or trajectory errors. This information makes map reconstruction possible, making the robot’s navigation capabilities more dynamic and adaptive rather than rigid. This process is called deep learning augmented SLAM due to its use of continuous learning in a robot’s environment to increase its accuracy and effectiveness within its environment.

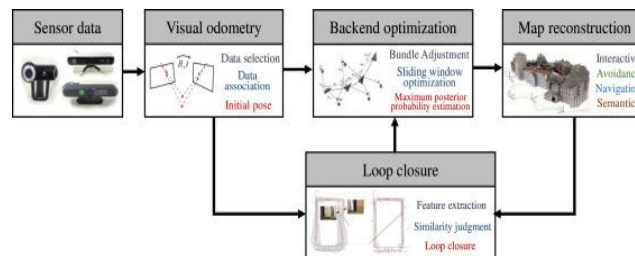


Figure 2. Overview of Deep Learning Visual SLAM

3. Terrain-Aware Multi-Modal SLAM

Autonomy in unstructured environments has become a primary concern due to the use of robots in outside missions. However, some regions may have challenges with the terrain that a robot is expected to work on, which makes it necessary to adapt them to the environment. Due to this, terrain-aware technologies have begun to gain more interest from researchers with the aim of attaining safe and effective terrain traversal in robotics. For instance, the development of legged robots has improved maneuverability in unstructured environments with unforeseen hazards such as sinkage or slippage. [14]. Over the years, the growing demand for terrain-aware SLAM has led to the development of multi-sensor datasets that offer practical operational tools for comparison and validation of terrains.

The Terrain-Aware Multi-Modal SLAM is a promising development that aims to assist the mobility of legged and wheeled robots in granular and deformable scenarios. [15]. The development mainly aims to create a multi-sensor fusion SLAM technique that can detect different terrains and identify various kinematic patterns required to adapt to the terrain. This development, however, is expected to rely on other traditional SLAM techniques and features that help collect visual and inertial signals. For instance, the technique will need to use LIDAR and Visual SLAM to identify objects, as well as the Inertia Measurement Units (IMU), to improve the accuracy of robot localization. The technique is also expected to use the Global Positioning System (GPS) for terrain identification. This integration of different SLAM techniques will help robots create algorithms that can easily adapt to various environments and improve their overall autonomy.

Conclusion

SLAM has proven to be an important and transformative technology for the development of autonomous robots. Its focus is to enable a robot to continuously gather important information regarding its position in real-time by reconstructing the map around the robot and finding the robot's location inside that map through sensors, cameras, and laser range finders. The technology enables systems that are used to run robots to improve their operational capacity and become more equipped to work in challenging environments. The navigation of robots in unstructured terrains is undisputably a critical milestone that will not only increase the accessibility of remote areas but also facilitate more research and technological advancements. Improvements in sensor fusion, deep learning, and other adaptive algorithms have significantly improved the reliability and workability of SLAM, paving the way for expanding the capabilities of autonomous robots.

REFERENCES

1. Durrant-Whyte, Hugh, and Tim Bailey. "Simultaneous localization and mapping: Part I." *IEEE Robotics & Automation Magazine* 13.2 (2006): 99-110. <https://doi.org/10.1109/MRA.2006.1638022>
2. Cadena, César, et al. "Past, present, and future of simultaneous localization and mapping: Toward the robust-perception age." *IEEE Transactions on Robotics* 32.6 (2016): 1309-1332. <https://doi.org/10.1109/TRO.2016.2624754>
3. Engel, Jakob, Thomas Schöps, and Daniel Cremers. "LSD-SLAM: Large-scale direct monocular SLAM." *European Conference on Computer Vision*. Springer, 2014. https://doi.org/10.1007/978-3-319-10605-2_54
4. Endres, Felix, et al. "An evaluation of the RGB-D SLAM system." *2012 IEEE International Conference on Robotics and Automation*. IEEE, 2012. <https://doi.org/10.1109/ICRA.2012.6225199>
5. Klein, Georg, and David Murray. "Parallel tracking and mapping for small AR workspaces." *2007 6th IEEE and ACM International Symposium on Mixed and Augmented Reality*. IEEE, 2007. <https://doi.org/10.1109/ISMAR.2007.4538852>
6. T. J. Chong, X. J. Tang, C. H. Leng, M. Yogeswaran, O. E. Ng, and Y. Z. Chong, "Sensor Technologies and Simultaneous Localization and Mapping (SLAM)," *Procedia Computer Science*, vol. 76, pp. 174–179, 2015, doi: <https://doi.org/10.1016/j.procs.2015.12.336>.
7. Thrun, Sebastian. "Robotic mapping: A survey." *Exploring artificial intelligence in the new millennium* 1.1 (2002): 1-35. https://doi.org/10.1007/978-3-540-45435-8_1
8. Montemerlo, Michael, et al. "FastSLAM: A factored solution to the simultaneous localization and mapping problem." *AAAI/IAAI*. 2002. <https://www.aaai.org/Papers/AAAI/2002/AAAI02-093.pdf>
9. K. Yousif, A. Bab-Hadiashar, and R. Hoseinnezhad, "An Overview to Visual Odometry and Visual SLAM: Applications to Mobile Robotics," *Intelligent Industrial Systems*, vol. 1, no. 4, pp. 289–311, Nov. 2015, doi: <https://doi.org/10.1007/s40903-015-0032-7>.
10. Fox, Dieter, Wolfram Burgard, and Sebastian Thrun. "The dynamic window approach to collision avoidance." *IEEE Robotics & Automation Magazine* 4.1 (1997): 23-33. <https://doi.org/10.1109/100.580977>
11. Olson, Edwin. "Robust and efficient robotic mapping." *PhD Thesis*. Massachusetts Institute of Technology, 2008. <https://dspace.mit.edu/handle/1721.1/57673>
12. Kaess, Michael, et al. "iSAM: Incremental smoothing and mapping." *IEEE Transactions on Robotics* 24.6 (2008): 1365-1378. <https://doi.org/10.1109/TRO.2008.2006704ss>