



# **Next Generation Vehicle Positioning in GPS-Degraded Environments for Vehicle Safety and Automation Systems** *Kickoff Meeting with FHWA*

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*Nov 2009*

# GPS-Denied Navigation Low Cost & Small Form Factor High Accuracy 360° Situational Awareness



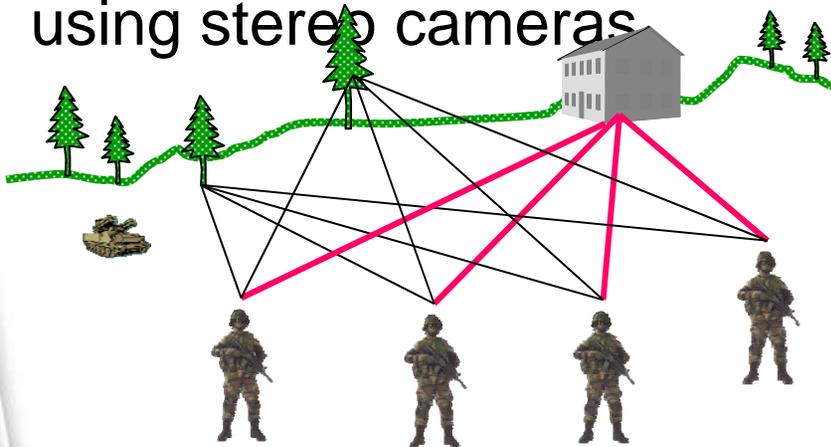
## Core Features:

- Operates Indoors and Outdoors using GPS Denied Navigation.
- Navigation through Complex Environments with 6 Degrees of Freedom Localization (0.1% Drift Rates)
- Highly Accurate following using Visual Landmarks. (5cm Accuracy)
- Automatic Safety-Stop to avoid hitting anyone. Automatic restart when obstacle is out of the way.
- Obstacle avoidance using real-time stereo processing

# Visual Aided Navigation: Warfighter Geo-Location and Gaze Estimation

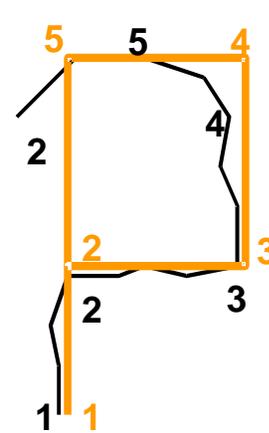
## Relative Pose Estimation:

3D ego-motion (6 DOF pose) estimated in real-time using stereo cameras

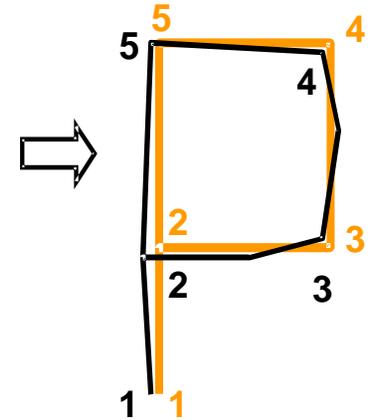


## Absolute Pose Estimation:

- Automatic Detection and Matching of Visual Landmarks
- Landmark database created on the fly
- Opportunistic use of GPS when available

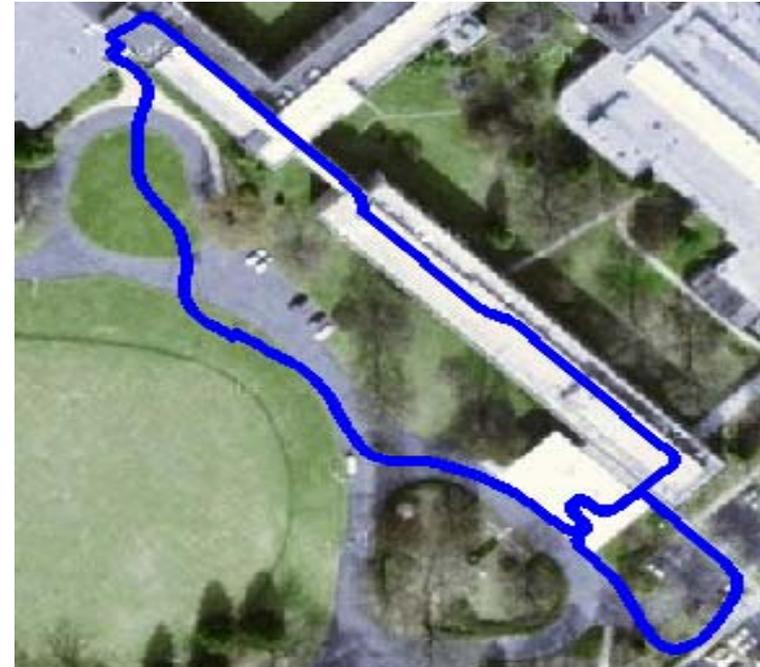


Raw relative Location Estimates



Drift correction in relative position estimates with visual landmark matching

# GPS Challenged 3D Localization and Orientation Estimation (6 DOF)



**Integrated Navigation System  
Performance at 0.1% Drift  
Drift reset by landmark matching**

## • Experiment Scenario

- Outdoor & indoor
- Opening doors, White Walls
- Moving Objects

## Accuracy Results \* GPS at 2 points

Duration: 435s (7.15 minutes)

Distance (3D): **545.51m**

Loop closure accuracy (over start-to-end distance)

Stereo- Camera+ On-the-Fly-Landmarks: **0.54 m**

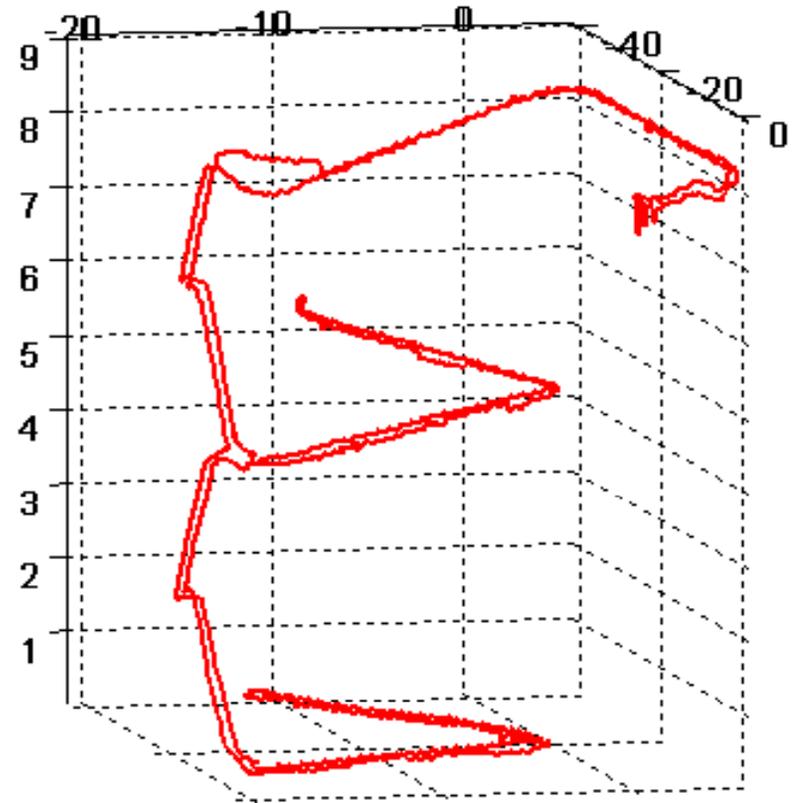


# Performance in Building & Stairs

Building



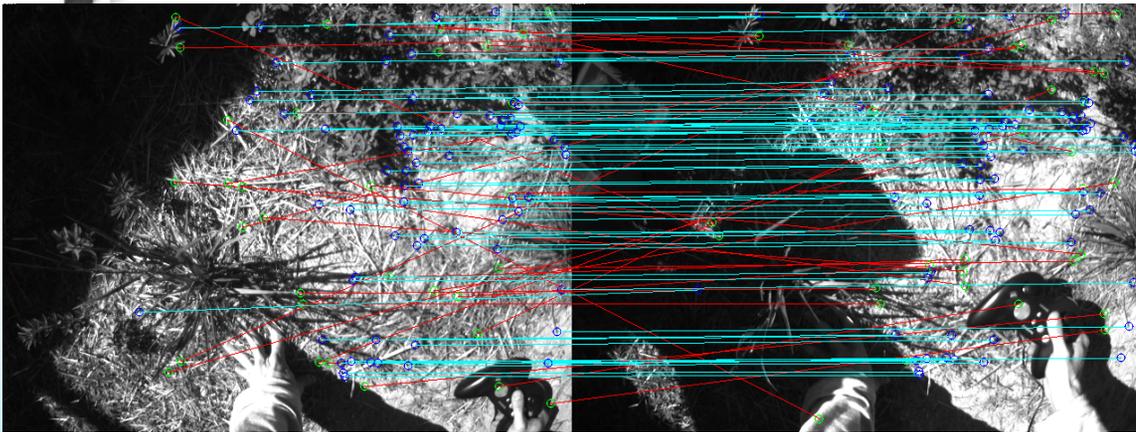
Video



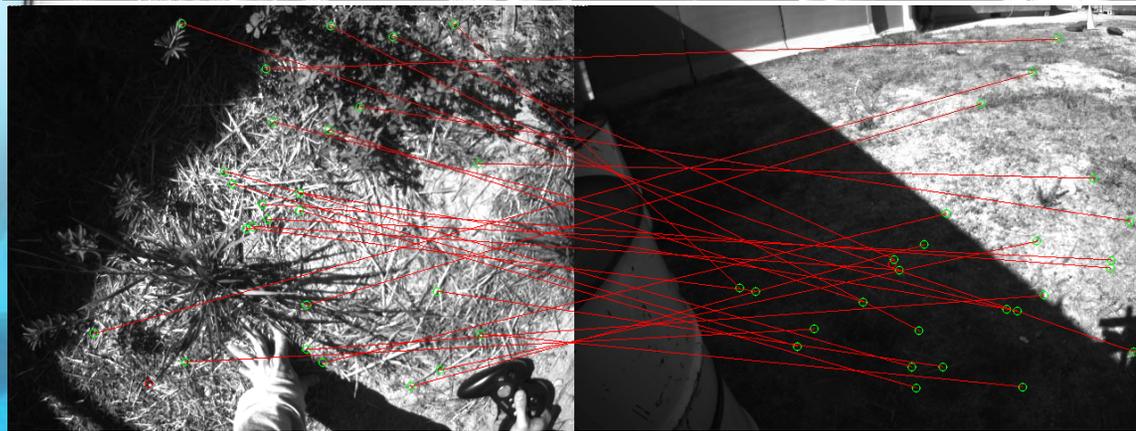
Estimated 3D track of path in building&Stairs

- Experimental results
  - Duration: 404s (6 minutes 44 seconds)
  - Distance (3D): 361.43m
  - Loop closure accuracy (over start-to-end distance)
    - **Multi-Stereo-Camera + on-the-fly Landmarks: 0.48 m**

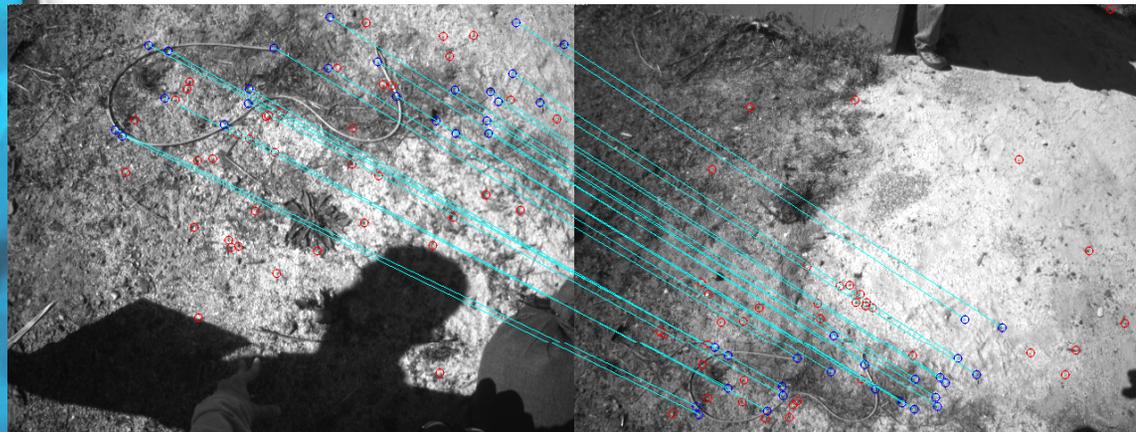
## Landmark Matching Examples



Matching Similar Views



Matching Different Views



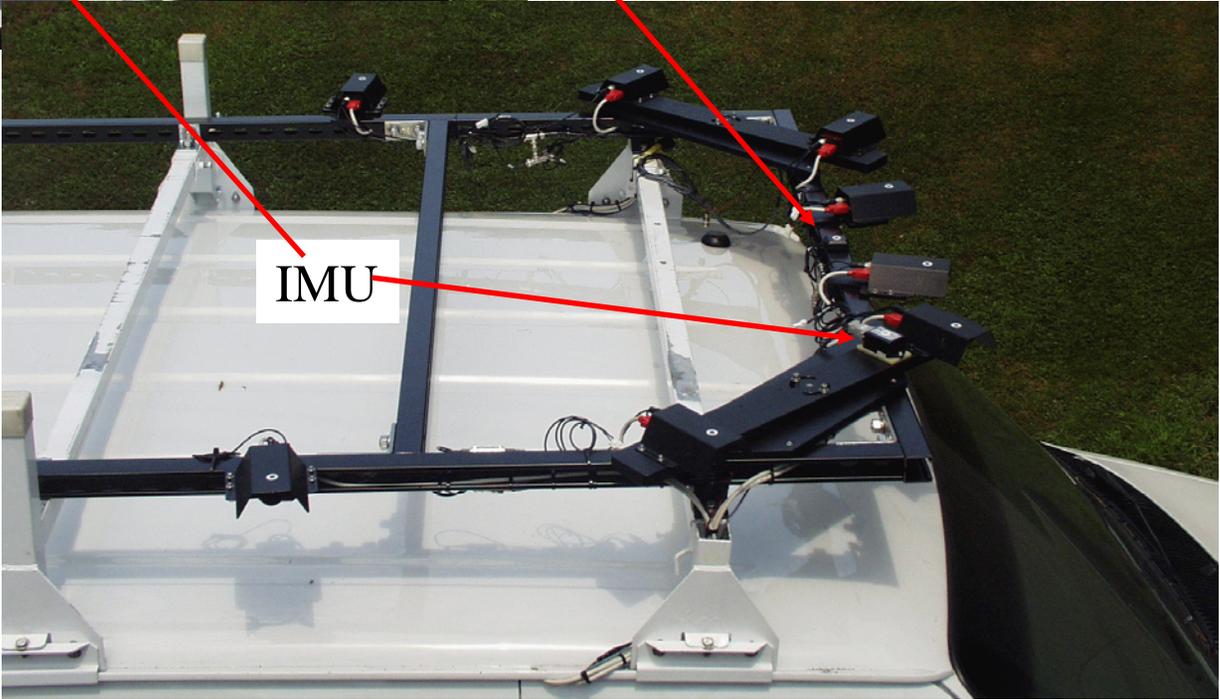
Matching Views with Large Scale and Orientation Change

**Green Points or Red Lines:** false matches (can be eliminated successfully).  
**Blue:** the final matches that satisfy geometry constraints (good matches).

# Data collection system



GPS antenna



IMU

# Real-Time Google Display

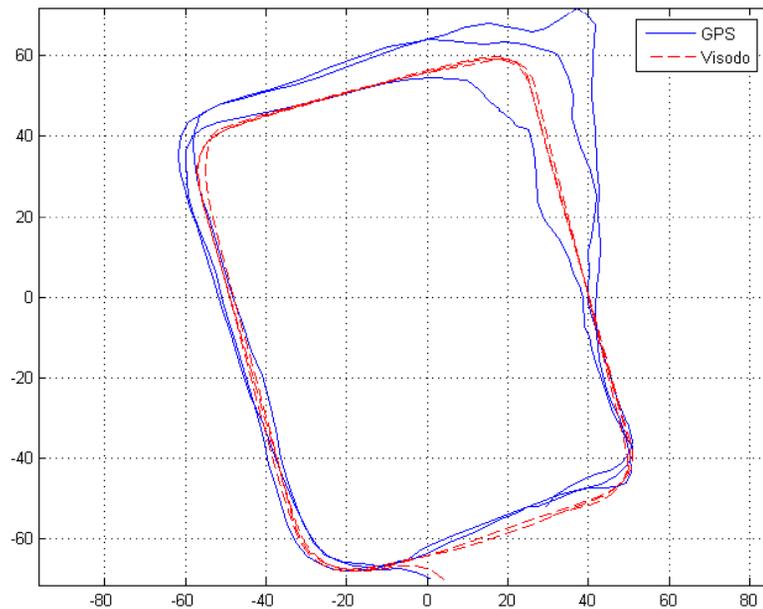


# Visual Odometry

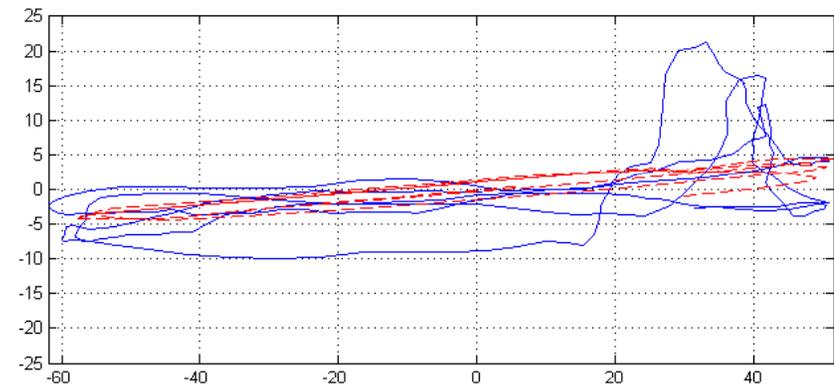
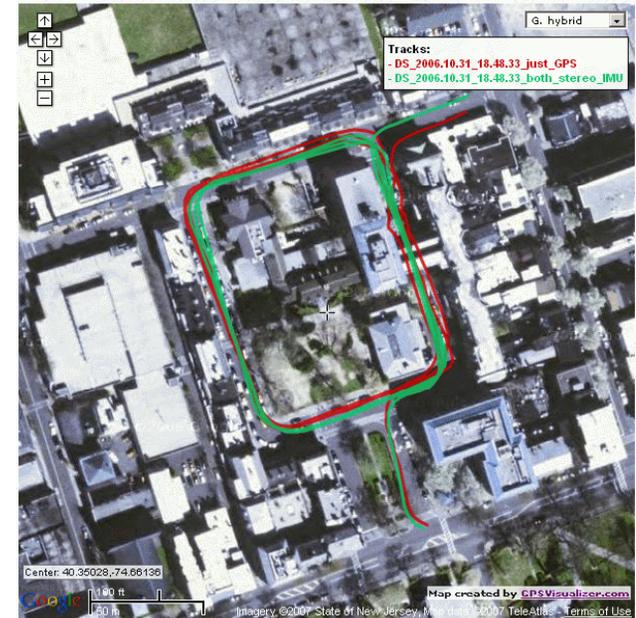
## Palmer Square

Recovered trajectory: GPS (blue),  
Visual Odometry (red).

All dimensions in meters



Top view



Side view

# 3D Moving Target Detection

**Moving objects / Pop-Up targets automatically detected after compensation of the 3D motion of the vehicle.**



# System Accuracy: Robot/Sensor Setup

Prism



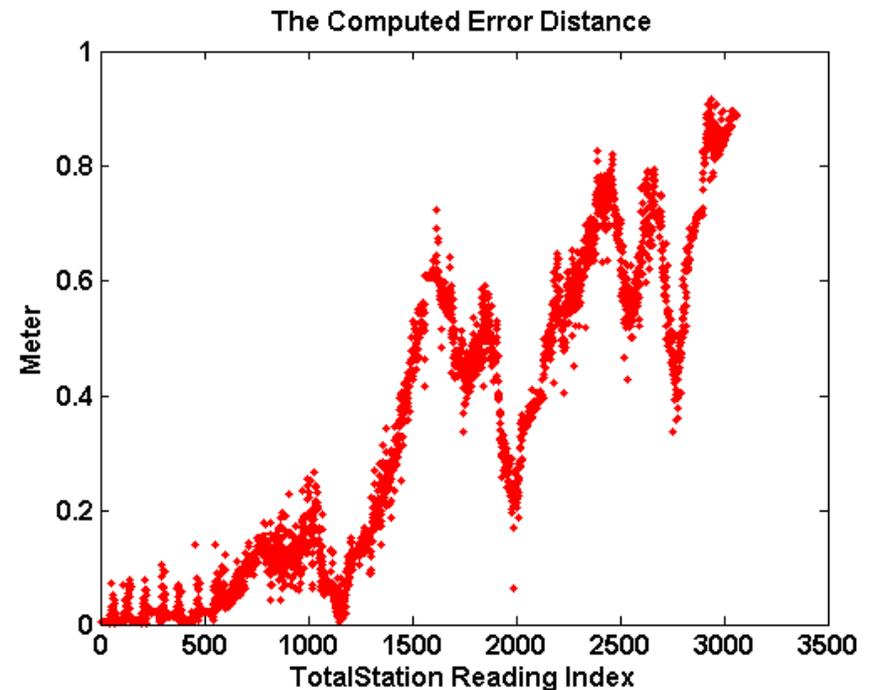
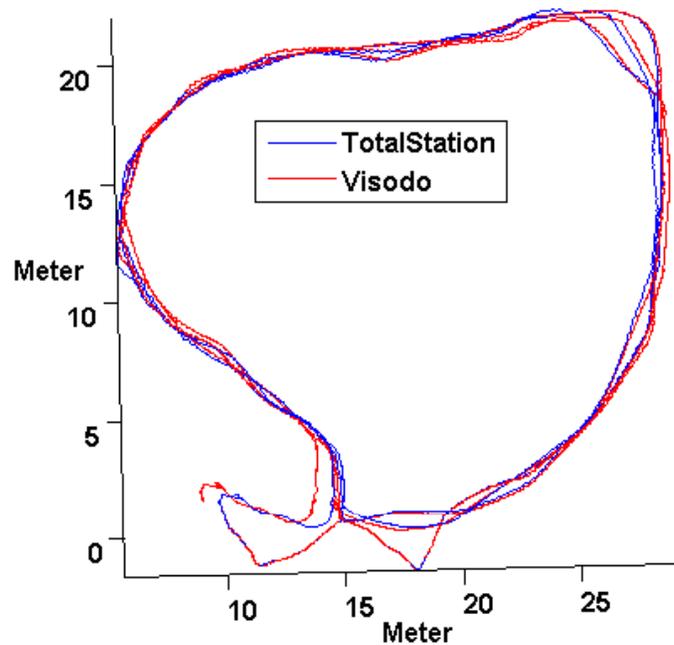
Total-Station



Visual navigation rig



# System Accuracy: Sequence 2 Error for VisOdo only

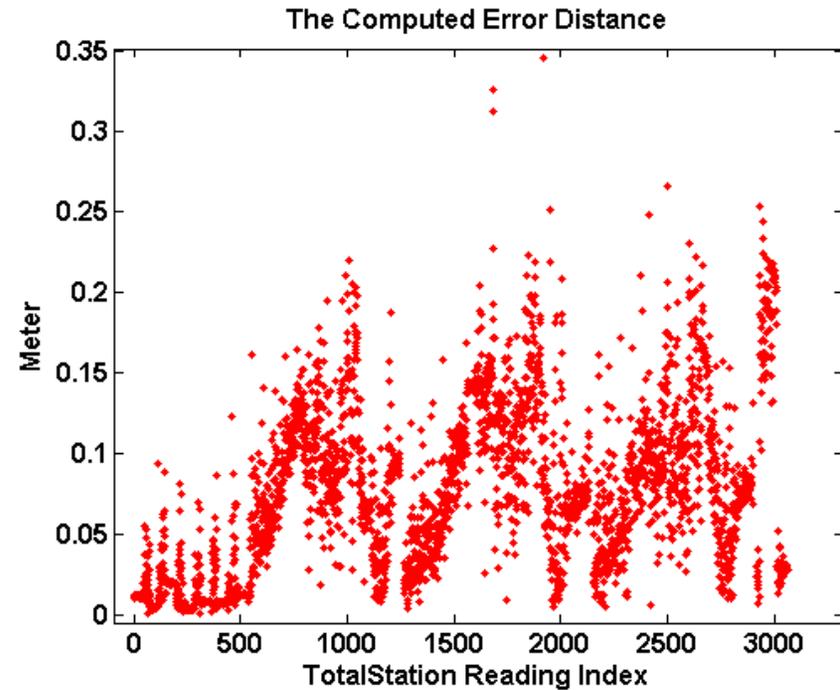
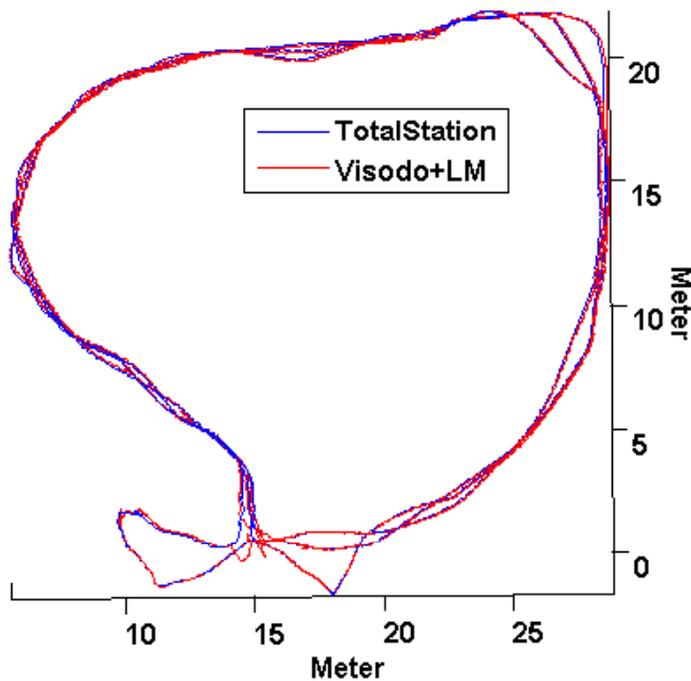


The trajectories after the alignment.

The Computed Errors (meter)

Distance Traveled	Min	Max	Median	Mean
266.62	0.000267	0.91672	0.32611	0.34266

# System Accuracy: Sequence 2 Error for Visodo+LM



The trajectories after the alignment.

**Note:** Visodo+LM refers to visodo with online-built landmark database.

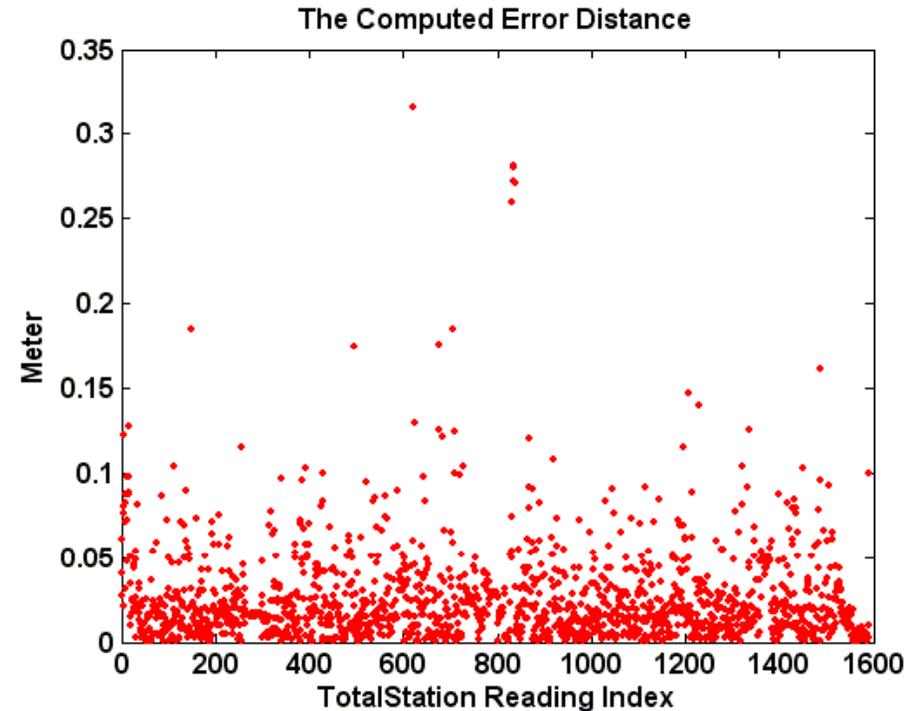
The Computed Errors (meter)

Distance Traveled	Min	Max	Median	Mean
266.62	0.00142	0.34655	0.07399	0.09577

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# System Accuracy: Sequence 2 Landmark Matching Accuracy

- There are landmark matches whenever there are common path segments during traversal.



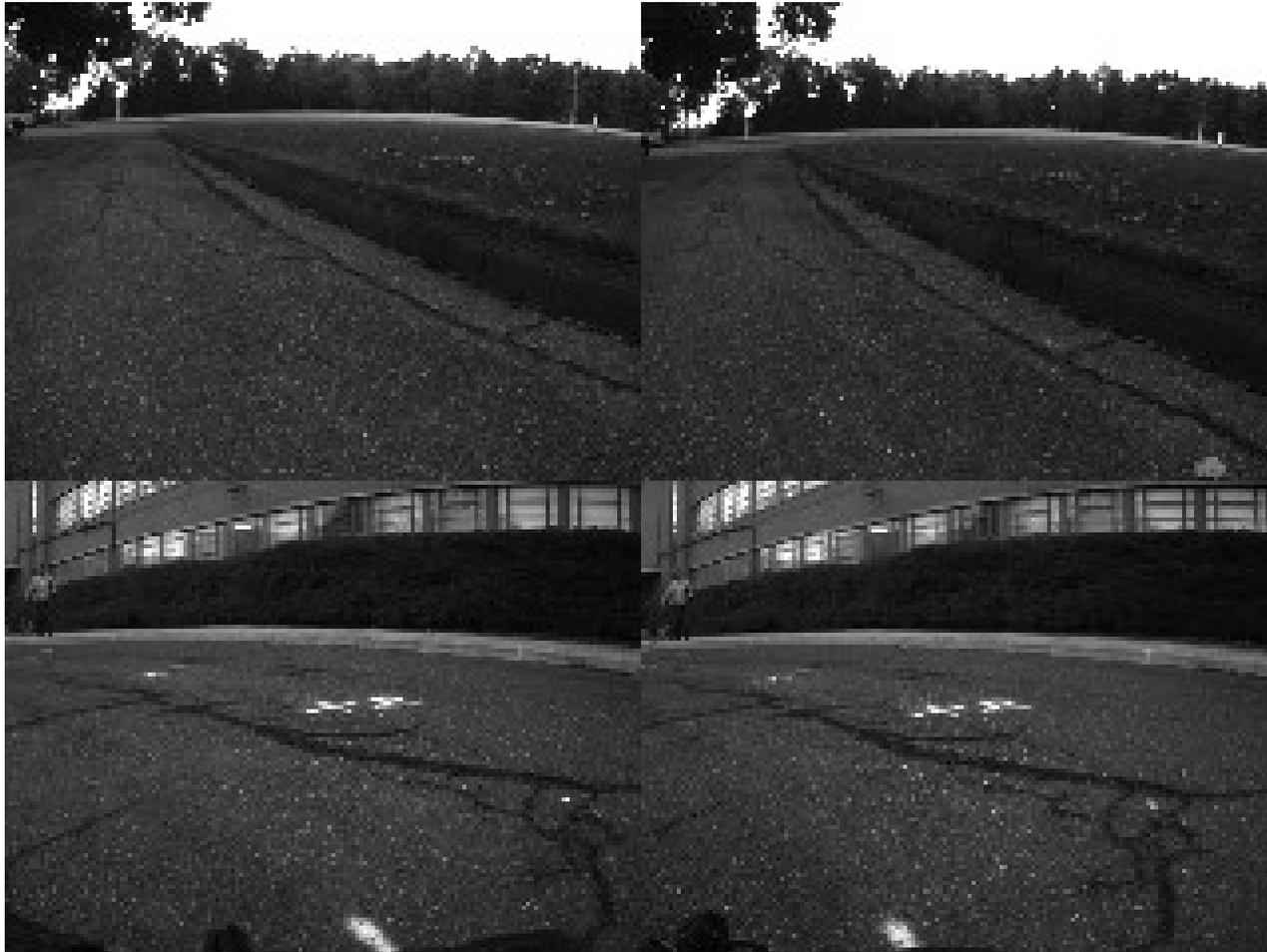
The Computed Errors (meter)

Distance Traveled	Min	Max	Median	Mean
266.62	0.0002	0.3158	0.01716	0.0255

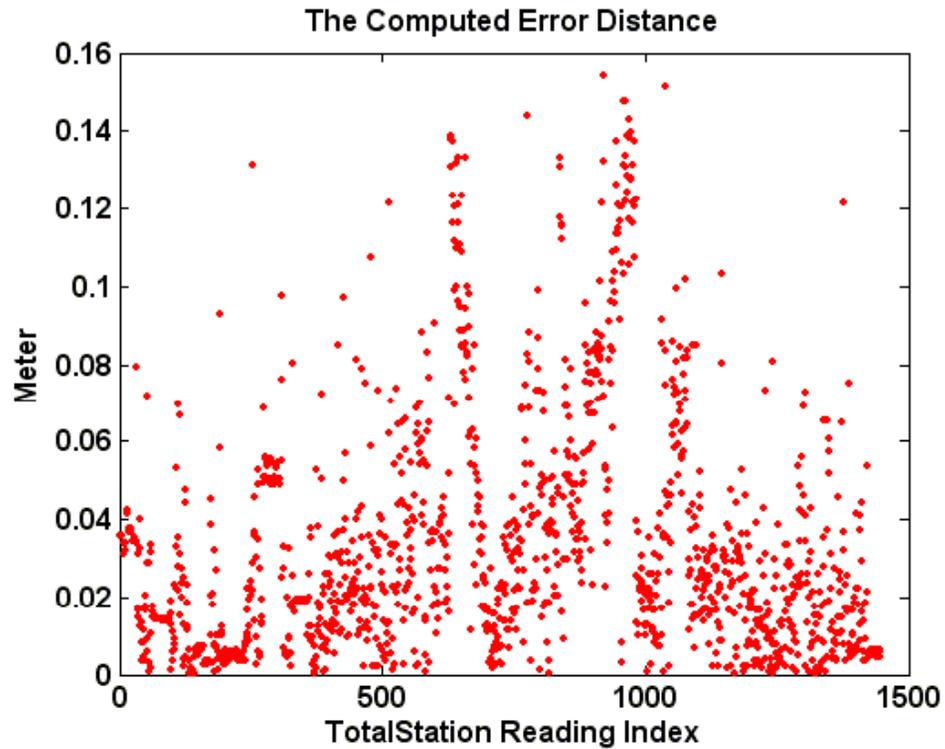
## Lighting Change Evaluation: Reference Sequence Image Sample of Sequence One Dawn: 6:31am



## Lighting Change Evaluation: Image Sample of Sequence Two Dawn: 6:53am



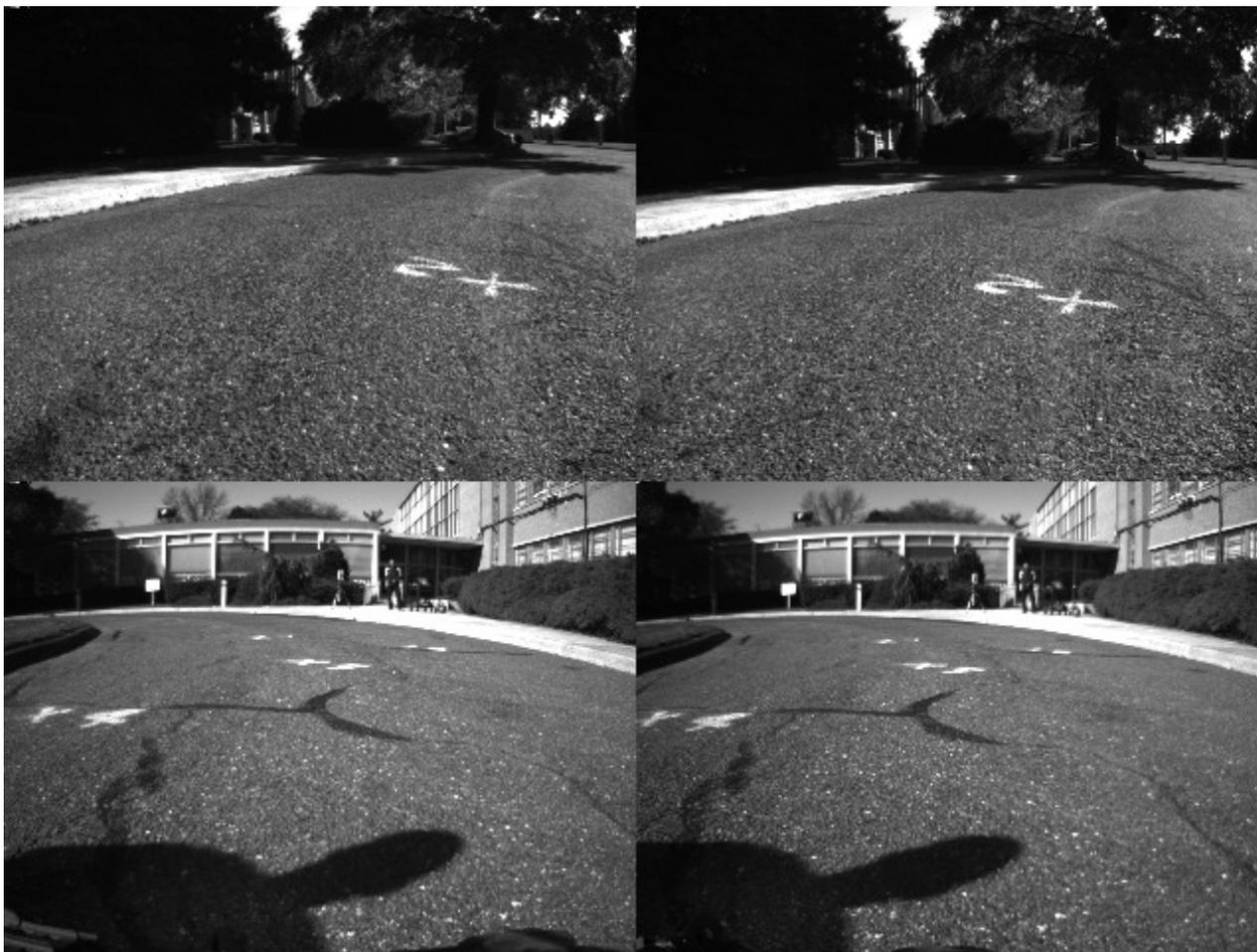
## Lighting Change Evaluation: Sequence 2 Landmark Matching Accuracy



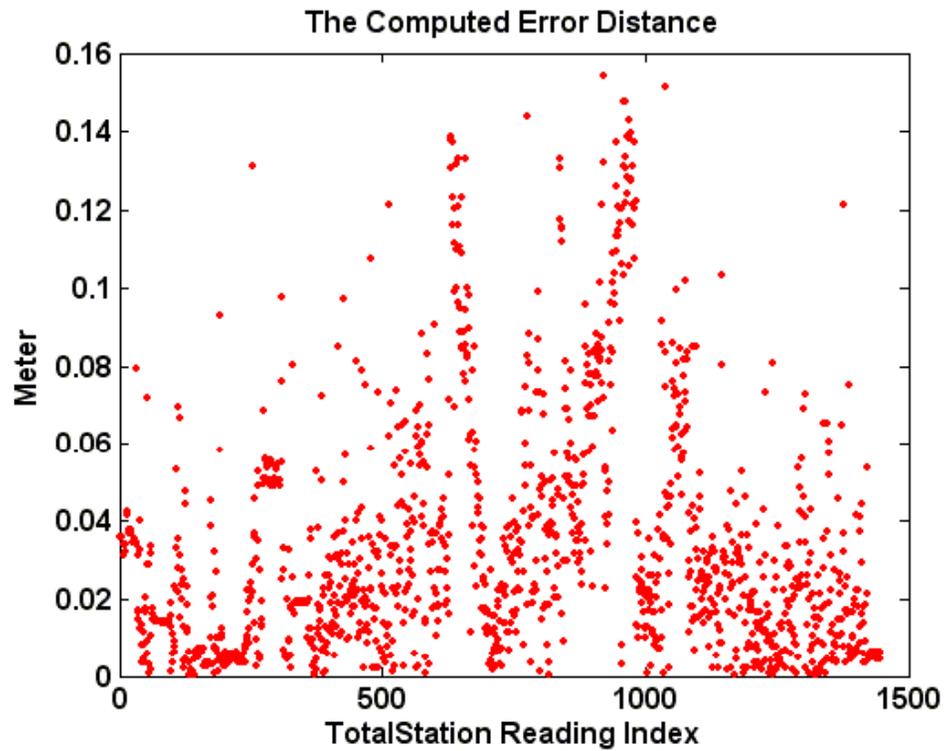
The Computed Errors (meter)

Distance Traveled	Min	Max	Median	Mean
122.39	0.000009	0.16794	0.02261	0.03092

# Lighting Change Evaluation: Image Sample of Sequence Three Noon:12:37pm



# Lighting Change Evaluation: Landmark Matching Accuracy



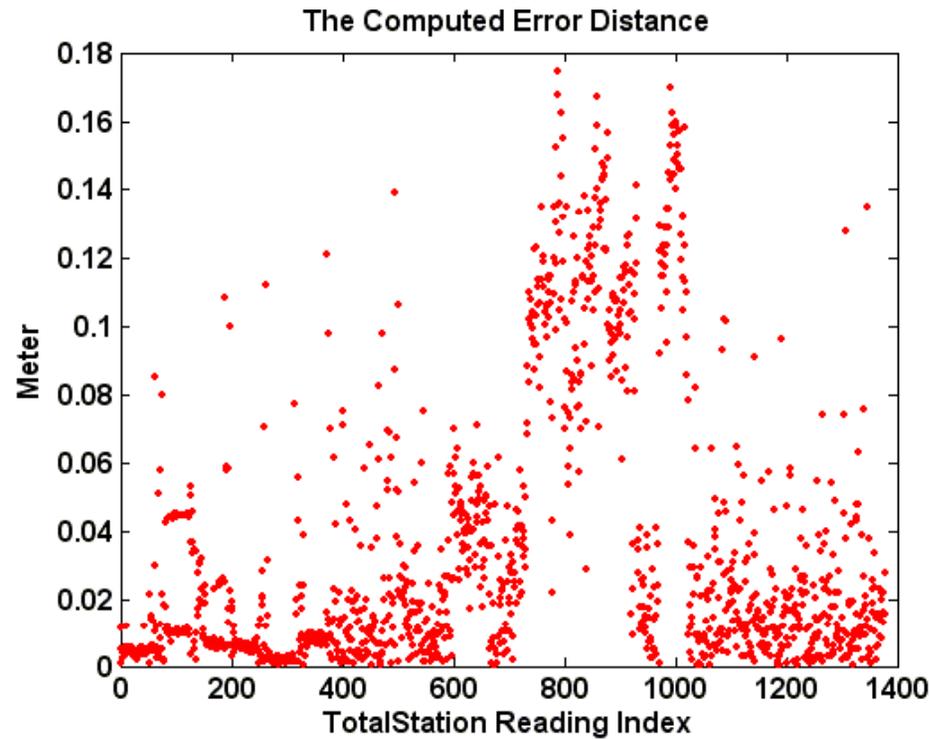
The Computed Errors (meter)

Distance Traveled	Min	Max	Median	Mean
145.57	0.0006771	0.1542	0.0231	0.0333

# Lighting Change Evaluation: Image Sample of Sequence Four Dusk: 4:56pm



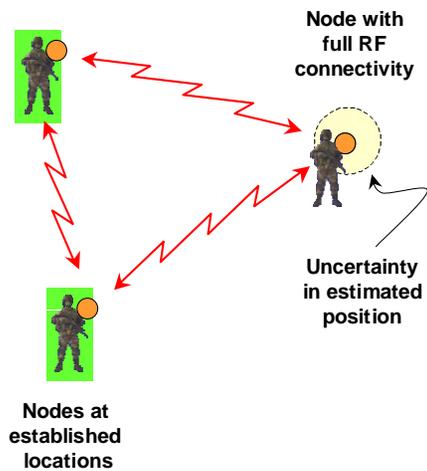
# Lighting Change Evaluation: Landmark Matching Accuracy



The Computed Errors (meter)

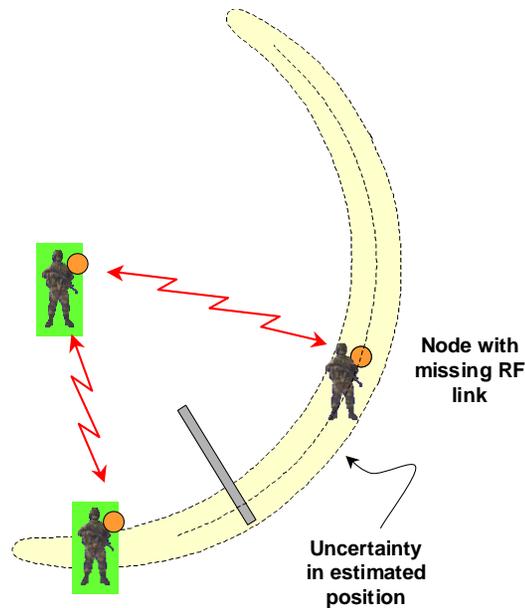
Distance Traveled	Min	Max	Median	Mean
144.73	0.0000523	0.17423	0.01691	0.03588

# Visual Odometry and INS Enables Underconstrained RF Ranging



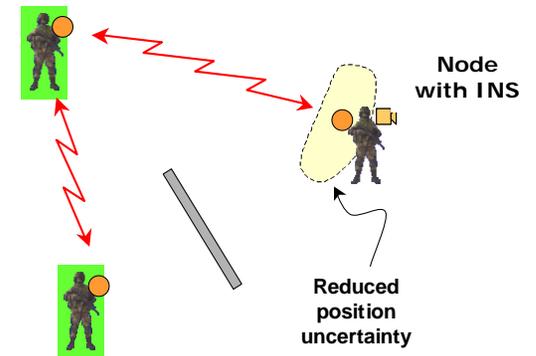
## A) Fully connected RF

Mobile node location is established to high precision



## B) RF with missing link

Position is uncertain along circumference of circle centered on the established link



## C) RF + INS

RF provides constraint in radial direction, INS along the circumference

RF+INS also provides position reference for dynamically located fixed nodes

# The Teamwork Effect

- The “Teamwork Effect” enables platforms operating in groups to achieve significantly better navigation accuracy than when operating individually
- Opportunistic Peer-to-Peer Ranging Constrains INS Drift
  - Range estimate between two platforms serves as a “Wireless Tether” between them and bounds their otherwise independent drifts
  - Using multiple inter-asset range estimates constrain INS drift further
- Teamwork Effect holds as team size varies
  - *Single pair to large groups*

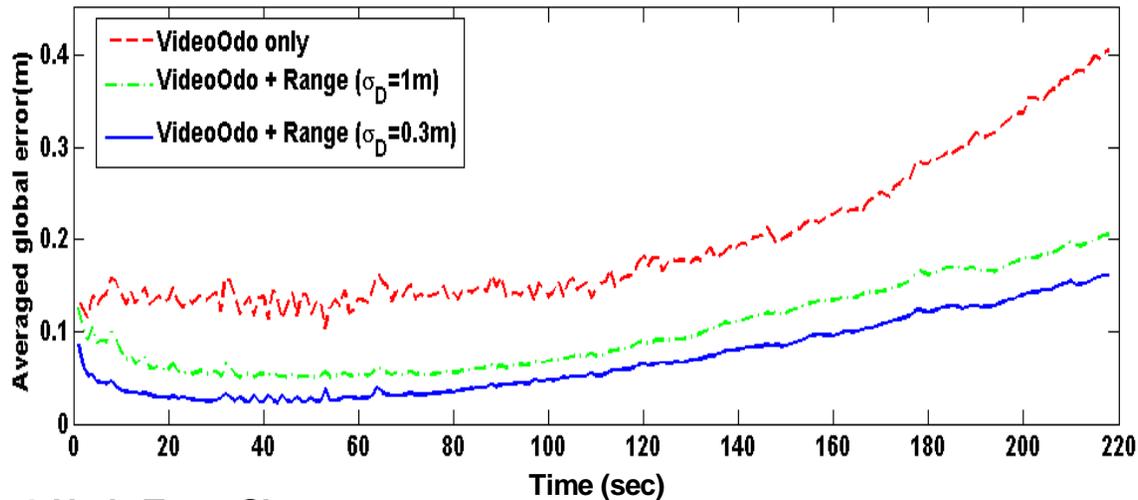
$$\varepsilon(n, s) \propto \varepsilon(1, s) / \sqrt{n}$$

- i.e. Position accuracy improves by a factor  $\sqrt{n}$  for an n-node group
- General performance prediction guideline for distributed multimodal fusion

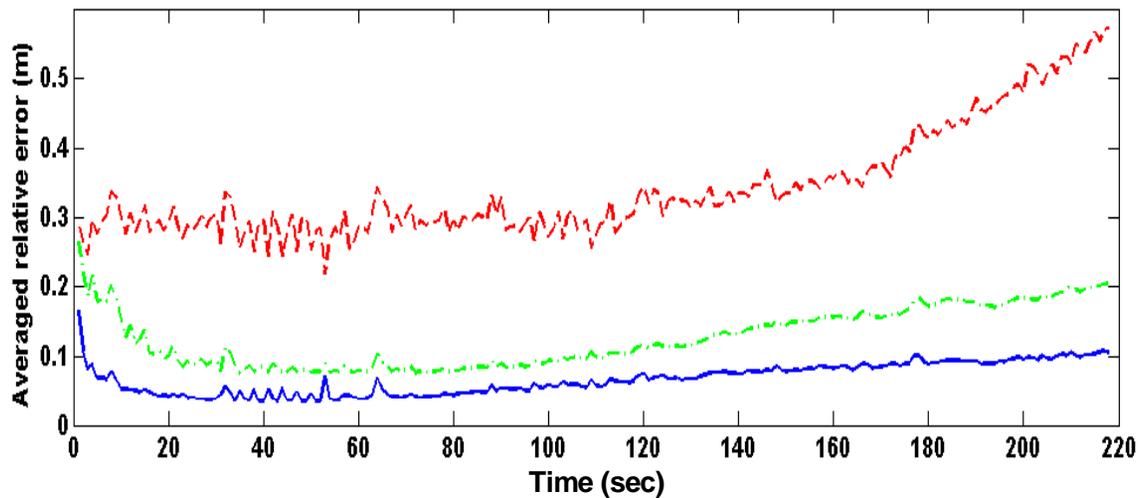


# Simulation with RF-Ranging

## Enhancement of Geolocation Accuracy using Distributed Navigation



8-Node Team Shown

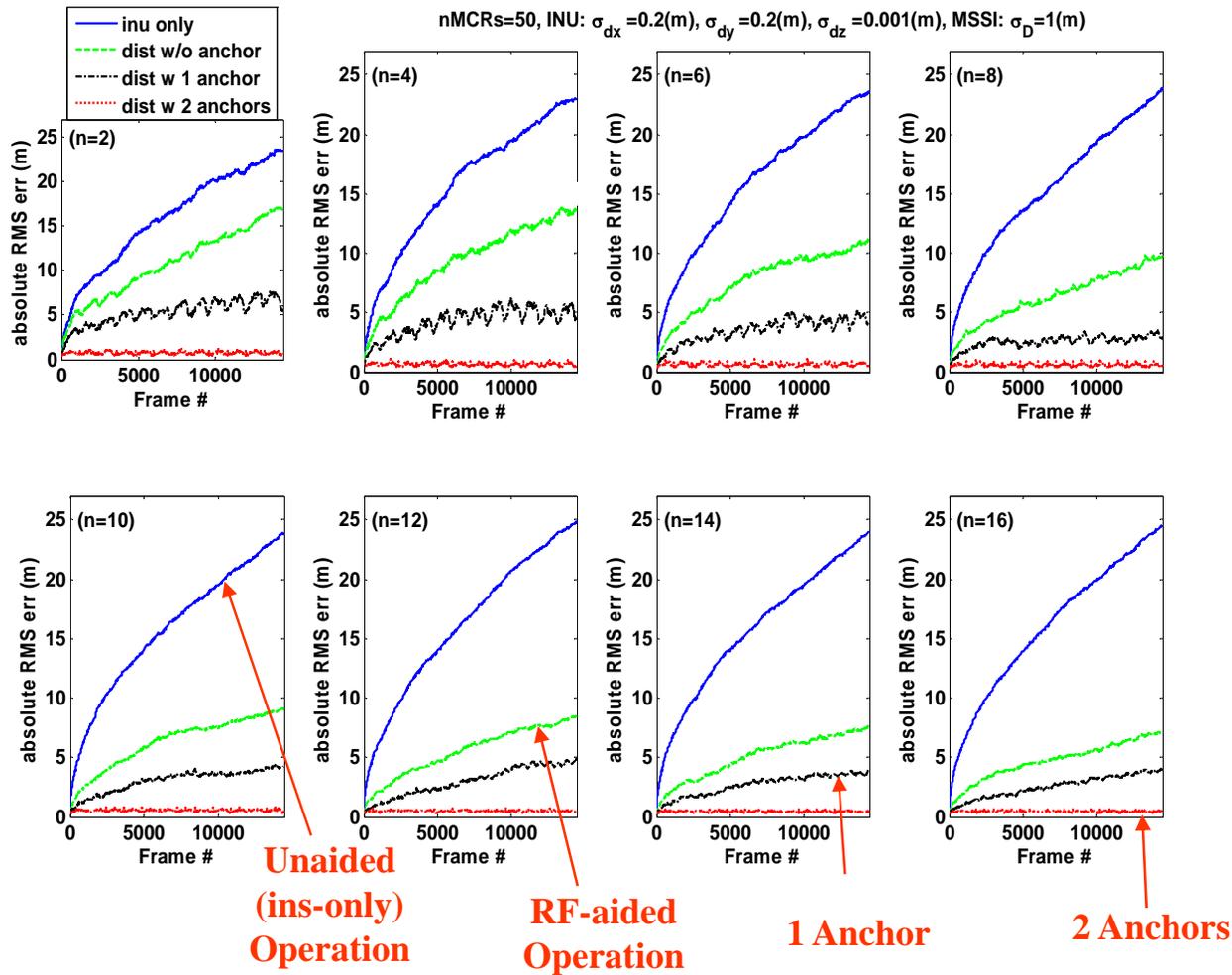


# The Anchor Effect

- **Deployable Anchor Node**
  - Reference beacon deployed at fixed location
  - Zero INS drift error: position estimate (and error) remains constant
  - Anchor point for mobile nodes whose position estimates degrade with time/distance
- **Deployed opportunistically (pre- or during mission) as stationary wireless tethers and communication relay nodes**
  - Self-calibration of deployed nodes based on best location estimate available at the time of deployment
- The use of even a single Deployable Anchor Node can increase system accuracy by a factor of 2 to 3
- The use of two Deployable Anchor Nodes can bound absolute system error to <1m SEP
- Contrast with classical Time Difference of Arrival (multilateration) and Time of Arrival (trilateration) approaches that require at least 4 constraining measurements



# The Anchor Effect: Simulation Validation



Absolute  
Position  
Accuracy  
Shown

- 1 Anchor → 2-3X performance improvement
- 2 Anchors → Constant, low level error 1-2m SEP or less