

Albert-Ludwigs-Universität Freiburg, Institut für Informatik  
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Lecture: Robot Mapping  
Winter term 2014

## Sheet 9

Topic: Least-Squares

Submission deadline: January, 22

Submit to: `robotmappingtutors@informatik.uni-freiburg.de`

### Exercise: Odometry Calibration

Implement an odometry calibration tool based on a least-squares method as presented in the lecture. To support this task, we provide a small *Octave* framework (see course website). The framework contains the following folders:

**data** contains the recorded raw odometry and the motion estimated by a scan-matcher for each time step.

**octave** contains the Octave framework with stubs to complete.

**plots** this folder is used to store images.

The below mentioned tasks should be implemented inside the framework in the directory **octave** by completing the stubs:

- Implement the functions in `ls_calibrate_odometry.m` for constructing and solving the least-squares system.
- Implement the function in `apply_odometry_correction.m` for applying the calibration matrix to a set of odometry measurements.
- Implement the function in `compute_trajectory.m` for chaining up the affine transformation matrices of the relative odometry measurements.

After implementing the missing parts, you can run the framework. To do that, change into the directory **octave** and launch *Octave*. To start the main loop, type `LSCalibrateOdometry`. The script will produce a plot showing the trajectory of the raw odometry measurements, the estimate obtained by scan-matching, and the odometry after applying the calibration. This plot will be saved in the **plots** directory. Figure 1 shows the result that you should obtain.

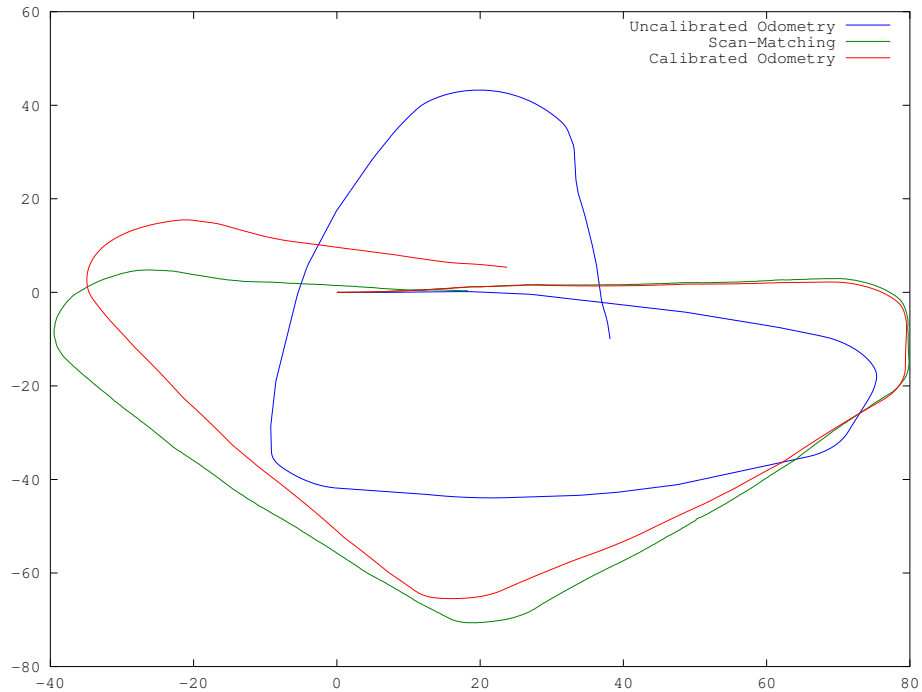


Figure 1: Visualization of the uncalibrated odometry, scan-matching, and the odometry after calibration.

Some implementation tips:

- The functions `v2t` and `t2v` are available within the framework and allow to convert between a vector representing the pose of a robot and its corresponding affine transformation matrix.
- The function `reshape` returns a matrix with specified dimensions whose elements are taken from another matrix. It can, for example, convert a vector into a matrix.
- Many of the functions in *Octave* can handle matrices and compute values along the rows or columns of a matrix. Some useful functions that support this are `sum`, `log`, `sqrt`, `sin`, `cos`, and many others.