

OpenStreetSLAM: Global Vehicle Localization using OpenStreetMaps

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European Research Council Established by the European Commission

funded by ERC StG 307432 CV-SUPER

Motivation

Goal: Accurate localization **Applications:**

- Autonomous self-driving cars
- Navigation systems

Currently:

- GPS localization
- ⇒ Not always available (narrow streets)
- ⇒ Not always accurate
- Velodyne to build own maps
- ⇒ Expensive
- \Rightarrow Huge amount of data to be stored

Alternative:

Computer Vision



Image source: google.com



Image source: volvo.com

Related Work

Visual odometry / Visual SLAM

- Monocular e.g. [Nister JFR'06]
 - e.g. [Alcantarilla ICRA'12] Stereo
- ⇒ Accumulated drift makes localization unusable

Extensions

- Bundle adjustment e.g. [Mei IJCV'11]
- Loop closure detection e.g. [Cummins RSS'09]
- ⇒ Restricted vehicle's motion









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Related Work



e.g. [Zamir CVPR'12]

- Geo-tagged image database
- Localization via Image matching
- \Rightarrow Image database expensive to build and maintain





Image source: Zamir, CVPR'12



Contribution



Idea: Use map data (e.g. OpenStreetMaps) to improve localization Requirement: Registration of vehicle's trajectory on the map

Assumption: Visual Odometry is locally stable and robust Prerequisite: Rough initial position (uncertainty: ~1km)

Contributions:

- Automatic global localization on the map
- Local trajectory adjustment according to the map

Advantages:

- No drift accumulation (even when driving without loops)
- Small infrastructure cost

Outline





Visual Odometry (VO)



- Visual odometry pipeline based on [Nister JFR06]
- Any VO pipeline could be used

Outline







Path to Map - Shape Matching

Camera Path



- Car's trajectory: $C = \{c_0, c_1, ..., c_N\}$
- Converted to set of line segments
- Query shape: $Q = \{q_i\}$



- OSM Map elements
 - Nodes n = (lat, lon)
 - Ways $w = \{n_i\}_{i=1,...,k}$
 - Relations r
- Street graph
- Set of line segments
- Template shape: $T = \{t_i\}$



Chamfer Matching

Given:

- Query edge map, $Q = \{q_i\}$
- Template edge map, $T = \{t_i\}$ Find

$$H = (\theta, t_x, t_y), H \in SE(2)$$

which minimizes:

$$d_{CM} = \frac{1}{|W|} \sum_{w_i \in W} \min_{t_j \in T} |w_i - t_j|,$$

where $W = H \cdot Q$





Fast Directional Chamfer Matching

Fast Directional Chamfer Matching (FDCM) [Liu CVPR'10]

Extensions to Chamfer Matching:

- Use line segments, not edge points
- Incorporates edge information
- Reduce cardinality, m lines $\ll n$ edges

Advantages:

- 45x faster
- Robust to outliers

Suitable for our approach:

- OSM given as line segments
- Path easily converted
- Allows use of large OSM maps









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Local path adjustment using MCL UNIVERSITY

Monte Carlo Localization framework

- Initialized from the global localization
- Works in a windowed fashion
- State: $x = (x, y, \theta)$

Motion model:

- Visual OdometryObservation model:
- Shape Matching

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$$w^{[m]} = \lambda e^{-\lambda \cdot d_{CM}^{[m]}}$$

Dataset

Dataset:

- KITTI suite benchmark
- Various urban and suburban sequences
- Accurate ground truth poses



For the experiments we used:

- 11 stereo sequences from KITTI with ground truth poses
- Manually downloaded OSM maps with ~1km radius each
- Visual Odometry (plain) used as baseline

Experimental Evaluation

Global localization:

- Traveled distance, 400m
- Accumulated turning angle, π

Local path adjustment:

- Local window of 250 frames
- 500 particles

Computational time (average):

- 11.5s for map pre-processing (once)
- 15.6s for global localization (once)
- 0.02s for local path adjustment (every frame)



Results - Sequence 00

3.7 km traveled in a suburban area





Localization accuracy





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Results - Sequence 02

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5.1 km traveled in a suburban area









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Results - Sequence 13

Qualitative comparison to the state-of-the art







Conclusion





- OSM maps for global localization and local trajectory adjustment
- Improved localization performance
- Generic, runs on top of any VO component
- Efficient, real-time capable
- No extra infrastructure needed



Thank you!