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A High Speed and Low Complexity Architecture Design Methodology for Square Root Unscented Kalman Filter based SLAM

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PLAN OF THE TALK

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- ❖ **Abstract**
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- ❖ **Contributions of the Paper**
- ❖ **Proposed SRUKF Algorithm for SLAM**
- ❖ **Proposed SRUKF Architecture Design Methodology**
- ❖ **Results And Discussion**
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ABSTRACT

- ❑ Square Root Unscented Kalman Filter (SRUKF) provides a practical solution for highly nonlinear and critical applications such as Simultaneous Localization and Mapping (SLAM).
- ❑ SRUKF improves the stability of the system, enhancing the numerical accuracy for hardware platform.
- ❑ SRUKF is less computationally demanding than Unscented Kalman Filter (UKF).
- ❑ Hardware development process remains a complex task with high resource utilization.
- ❑ Householder CORDIC based low complexity SRUKF architecture for SLAM application is proposed.
- ❑ A hardware-software co-design methodology is proposed and implemented on Zynq-7000 XC7Z020 FPGA.
- ❑ Synthesis results show the architecture saves 91% of DSP cores and is 20% faster than UKF.
- ❑ The proposed SRUKF is highly stable and achieve 78% and 10% greater accuracy than EKF SLAM and UKF SLAM respectively.

***Index Terms*— Square Root Unscented Kalman Filter, Simultaneous Localization and Mapping, Low Complexity Architecture, Householder CORDIC**



INTRODUCTION

- ❑ Kalman Filter and its variants form a class of robust and optimal state estimators.
- ❑ Critical applications of Kalman Filter include - **vehicle guidance, satellite trajectory control and most recently in the field of autonomous navigation.**
- ❑ SLAM enables
 - Estimating the position of an autonomously moving robot
 - Building a map of its environment
 - Both the robot position and the true map of the environment are unknown
- ❑ Extended Kalman Filter (EKF) is a widely used algorithm for developing SLAM.
- ❑ EKF linearizes the nonlinear system that limits its accuracy upto first order.
- ❑ For the highly nonlinear SLAM, **EKF fails to converge.**



LITERATURE REVIEW

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- ❑ Several new variants of Kalman Filter other than EKF proposed in the literature, such as
 - Unscented Kalman Filter (UKF)
 - FastSLAM
- ❑ UKF overcomes linearization by modeling the nonlinear system as a stochastic system.
- ❑ UKF is less computationally intensive compared to EKF - no Jacobians are computed.
- ❑ UKF requires fewer number of deterministic sigma points - useful for computationally intensive SLAM.
- ❑ Critical point of failure in UKF making the system fatally unstable –
 - **Error covariance matrix becomes progressively ill-conditioned**
 - **Error covariance matrix loses its positive semi-definite nature**
- ❑ Square root Unscented Kalman Filter propagates the square root of the error covariance matrix.
- ❑ SRUKF based SLAM is more stable than UKF and also has higher numerical accuracy.
- ❑ **Literature highlights the need for improved architecture design for real-time SLAM implementations.**



MAIN CONTRIBUTIONS

- ❑ **SRUKF based SLAM algorithm is formulated and for the first time its low-complexity architecture design is proposed.**
- ❑ **No hardware architecture design for SRUKF is present till date to the best of the authors' knowledge.**
- ❑ **A high speed and low-complexity Architecture Design Methodology is proposed.**
- ❑ **Low complexity Householder CORDIC based triangularisation and cholesky update/downdate processors are developed.**
- ❑ **A precomputation strategy is proposed to store the square root of the error covariance matrix to reduces the computational complexity.**
- ❑ **Hardware software co-design methodology is proposed for ease of portability.**



BACKGROUND

- ❑ For SLAM, the augmented state vector comprises
 - Robot state - described by its position and orientation
 - Observational position of the landmarks
- ❑ SRUKF SLAM provides a probabilistic approach for representing the motion and observation models.
- ❑ Localization algorithm is initialized by mean and square root of the state covariance matrix.
- ❑ A set of sigma points are transformed through the nonlinear process model.
- ❑ Cross-covariance between the state and observation vector is computed for calculating Kalman Gain.
- ❑ Finally, the updated state and square root of error covariance matrix are computed using Kalman gain.
- ❑ A new landmark is observed and its position is predicted for the next iteration.
- ❑ Updated state and covariance matrix is augmented with mean and square root of error covariance matrix for a new landmark.



Proposed SRUKF Algorithm for SLAM

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Algorithm 1 Proposed SRUKF SLAM

1: **SRUKF Initialization**

2: **Mean:** $\hat{x}_0 = E[x_0]$

3: **Error Covariance:** $S_{k,0} = chol\{E[(x_0 - \hat{x}_0)(x_0 - \hat{x}_0)^T]\}$

4: **Localization**

5: **Sigma Point Computation:**

6: $\mathcal{X}_{k-1}^- = [\hat{x}_{k-1} \quad \hat{x}_{k-1} + \eta S_{k-1} \quad \hat{x}_{k-1} - \eta S_{k-1}]$

7: **Time Update:**

8: $\mathcal{X}_{k|k-1}^* = f(\mathcal{X}_{k-1}^-, u_{k-1})$

9: $\hat{x}_k^- = \sum_{i=0}^{2L} W_i^{(m)} \mathcal{X}_{i,k|k-1}^*$

10: $S_k^- = QRD \left\{ \left[\sqrt{W_i^{(c)}} (\mathcal{X}_{1:2L,k|k-1}^* - \hat{x}_k^-) \quad \sqrt{R^n} \right] \right\}$

11: $S_k^- = cholupdate\{S_k^-, (\mathcal{X}_{i_0,k}^* - \hat{x}_k^-), W_0^{(c)}\}$

12: **Measurement Update:**

13: $\mathcal{X}_{k|k-1} = [\hat{x}_k^- \quad \hat{x}_k^- + \eta S_k^- \quad \hat{x}_k^- - \eta S_k^-]$

14: $\mathcal{Y}_{k|k-1} = g(\mathcal{X}_{k|k-1}, u_k)$

15: $\hat{y}_k^- = \sum_{i=0}^{2L} W_i^{(m)} (\mathcal{Y}_{k|k-1})$

16: $S_{\hat{y}_k^-} = QRD \left\{ \left[\sqrt{W_{1:2L}^{(c)}} (\mathcal{Y}_{1:2L,k} - \hat{y}_k^-) \quad \sqrt{R^v} \right] \right\}$

17: $S_{\hat{y}_k^-} = cholupdate\{S_{\hat{y}_k^-}, (\mathcal{Y}_{0,k} - \hat{y}_k^-), W_0^{(c)}\}$

18: **Kalman Gain:**

19: $P_{x_k y_k} = \sum_{i=0}^{2L} W_i^{(c)} [\mathcal{X}_{i,k|k-1} - \hat{x}_k^-] [\mathcal{Y}_{i,k|k-1} - \hat{y}_k^-]^T$

20: $\mathcal{K}_k = (P_{x_k y_k} / S_{\hat{y}_k^-}^T) / S_{\hat{y}_k^-}$

21: **Updated State Error Covariance:**

22: $\hat{x}_k = \hat{x}_k^- + \mathcal{K}_k (y_k - \hat{y}_k^-)$

23: $S_k = S_{\hat{y}_k^-} S_{\hat{y}_k^-}^* - \mathcal{K}_k S_{\hat{y}_k^-} S_{\hat{y}_k^-}^* \mathcal{K}_k^T$

24: **New Landmark Initialization**

25: $\mathcal{Z}_{k|k-1}^* = h(\mathcal{X}_{k|k-1}, L_k)$

26: $\hat{z}_{k,lm} = \sum_{i=0}^{2L} W_i^{(m)} \mathcal{Z}_{i,k|k-1}^*$

27: $S_{k,lm} = QRD \left\{ \left[\sqrt{W_i^{(c)}} (\mathcal{Z}_{1:2L,k|k-1}^* - \hat{z}_{k,lm}) \quad \sqrt{R^l} \right] \right\}$

28: $S_{k,lm} = cholupdate\{S_{k,lm}, (\mathcal{Z}_{0,k}^* - \hat{z}_{k,lm}), W_0^{(c)}\}$



PROPOSED SRUKF ARCHITECTURE DESIGN METHODOLOGY



PROPOSED SRUKF ARCHITECTURE DESIGN METHODOLOGY (1/3)

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- ❑ **Hardware software co-design methodology is proposed for SRUKF SLAM.**
- ❑ **Application specific nonlinear process model and observation models developed and stored in the processor.**
- ❑ **Core computational unit consisting of vector multiplication and accumulation - implemented on FPGA.**
- ❑ **Proposed architecture design methodology enhances the performance in terms of :-**
 - **Reduced hardware complexity**
 - **Efficient power utilization**
 - **High speed computation**



PROPOSED SRUKF ARCHITECTURE DESIGN METHODOLOGY (2/3)

❑ **Sigma point generation using pre-computed weights and Cholesky factorization**

- Square root of covariance matrix for sigma points is required at the initialization step only.
- The square root form is subsequently propagated at each iteration.
- Cholesky factor is pre-computed and passed to the core computation unit.
- Weights associated with mean and covariance matrix are pre-computed.
- **Square root computation has been eliminated from the critical data-path of sigma point computation.**

❑ **Householder CORDIC based Triangularization**

- A high speed Householder CORDIC based triangularization unit is developed.
- Householder CORDIC - combines the simple low complexity of CORDIC with high speed orthogonalization of Householder transformation.
- 4-Dimension QR Decomposition methodology is proposed using doubly pipelined CORDIC.
- The latency of the module is 8 clock cycles after the combined latency of doubly pipelined CORDIC.



PROPOSED SRUKF ARCHITECTURE DESIGN METHODOLOGY (3/3)

❑ Cholesky Factor Update and Downdate

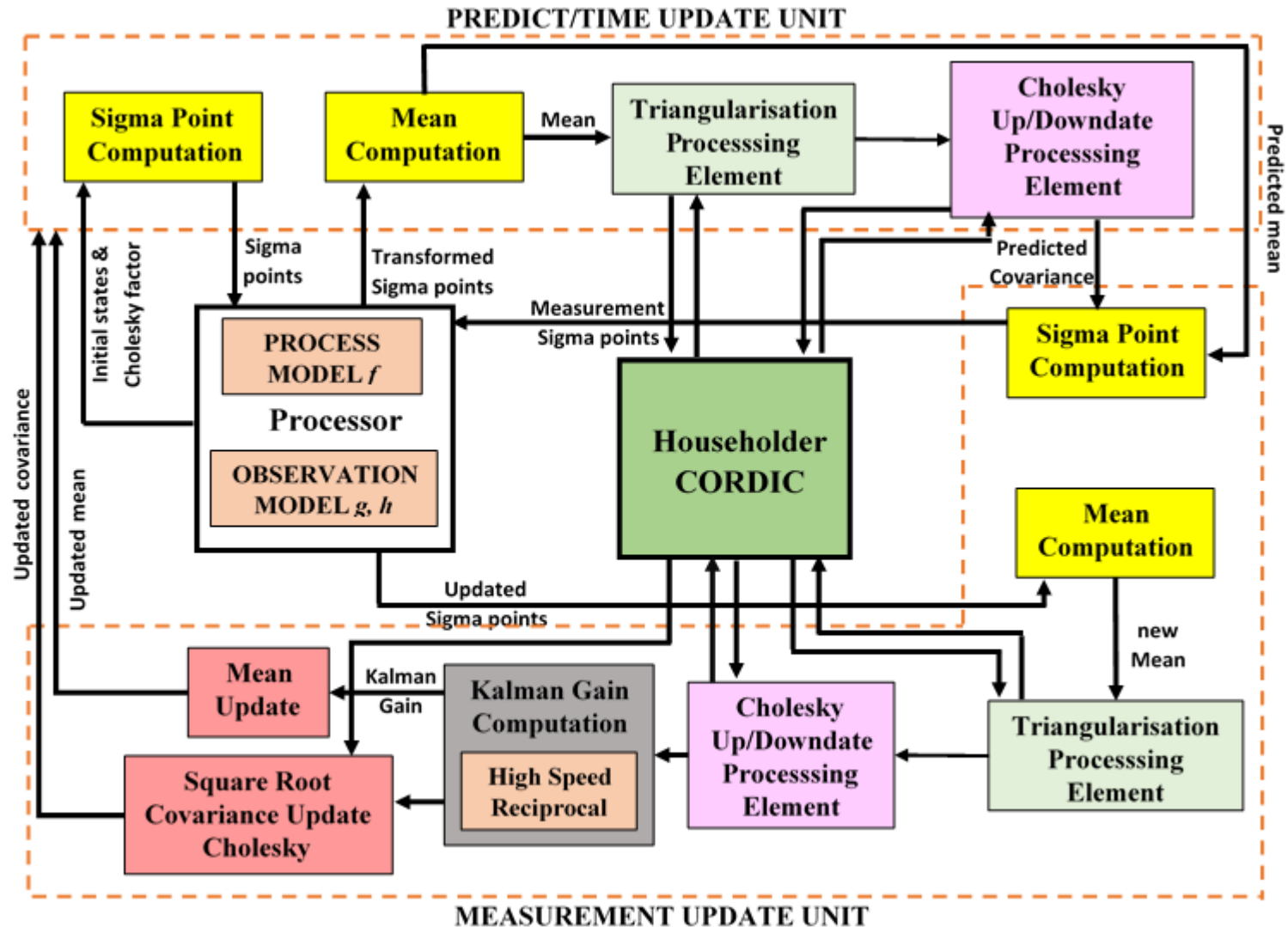
- For every landmark, the cholesky factor update and downdate is performed for three matrices.
- Householder based cholesky update/downdate processor is developed using 4D householder CORDIC.
- Householder CORDIC unit is used in a doubly pipelined manner.
- Householder CORDIC unit has been designed to include separate select lines to implement circular mode for cholesky update and hyperbolic mode for cholesky downdate.

❑ Kalman Gain Computation

- SRUKF uses two least squares solutions for Kalman gain computation.
- The error covariance matrix is lower triangular matrix – back substitution is used.
- The back substitution requires a reciprocal as well as multiplication and addition operations.
- High speed reciprocal unit using piece-wise polynomial and binomial expansion is used.



Proposed SRUKF Architecture Design Methodology – Block Diagram





RESULTS AND DISCUSSION



RESULT AND DISCUSSION (1/2)

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- ❑ Proposed SRUKF SLAM algorithm is implemented in MATLAB and compared with EKF SLAM and UKF SLAM.
- ❑ Comparison results show that SRUKF outperforms EKF and UKF SLAM as it remains highly stable during localization.
- ❑ SRUKF estimates new landmarks with greater accuracy as shown by the **Mean Absolute Error**.
 - MAE is the average error for the observed landmarks from true landmark position.
- ❑ SRUKF SLAM demonstrates 78% better accuracy compared to EKF SLAM and comparable accuracy of 10% from UKF SLAM.

TABLE I : MEAN ABSOLUTE ERROR FOR LANDMARK INITIALIZATION

| State Estimator Methodology | Estimator Mean Absolute Error |
|-----------------------------|-------------------------------|
| EKF SLAM | 0.526 |
| UKF SLAM | 0.1275 |
| SRUKF SLAM | 0.1143 |



RESULT AND DISCUSSION (2/2)

- ❖ Proposed architecture design for core computation unit was developed for three landmarks.
- ❖ Design was coded in Verilog and synthesized in Xilinx's Vivado 2018.2.
- ❖ Results show that the proposed methodology reduces hardware resource utilization and saves 91% of power hungry DSP cores.
- ❖ Timing analysis is done with maximum synthesizable frequency of 100 MHz.
- ❖ It demonstrates 20% faster design compared to state-of-the-art design.
- ❖ Overall power consumption reduced by 64% when compared to the state-of-the-art architecture core.

TABLE II: SYNTHESIS RESULTS

| Resources | UKF Core | Proposed SRUKF Core | % Savings |
|-----------|---------------------|---------------------|--------------------|
| LUT | 8307 | 4813 | 42% |
| FF | 6299 | 8215 | -31% (overhead) |
| BRAM | 16 | 12 | 25% |
| DSP48 | 35 | 3 | 91.4% |
| Timing | 246 microseconds | 195 microseconds | 20% |
| Power | 355 mW | 127mW | 64% |



MATLAB and FPGA results comparison

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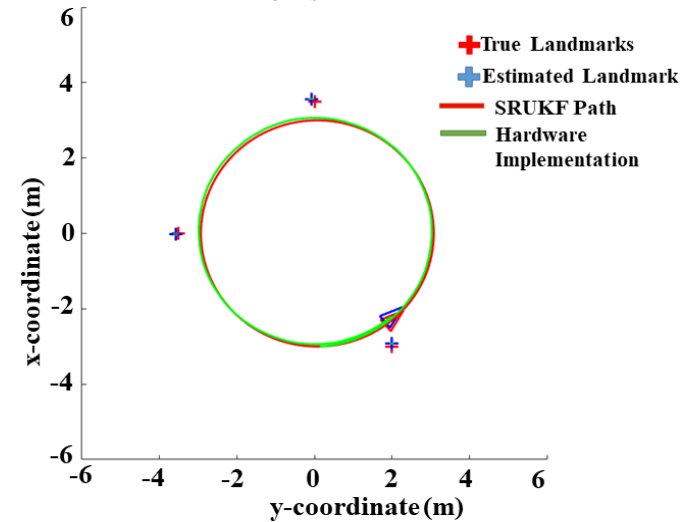
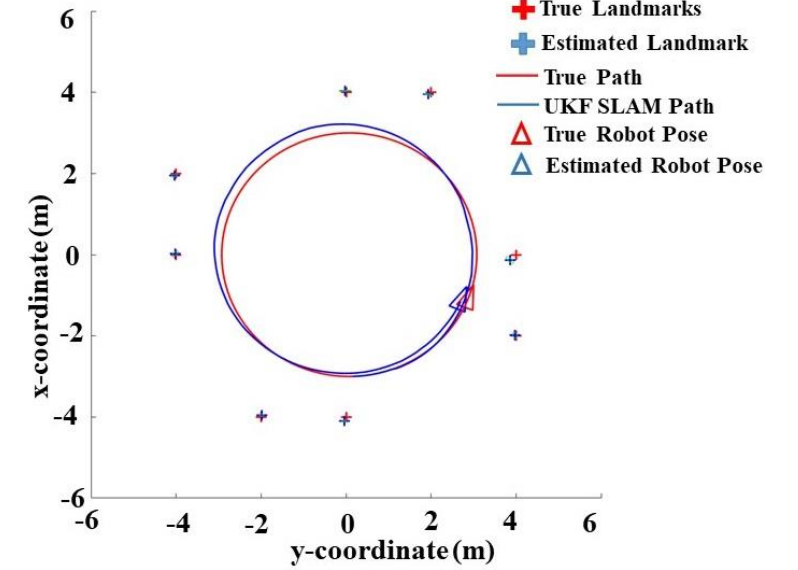
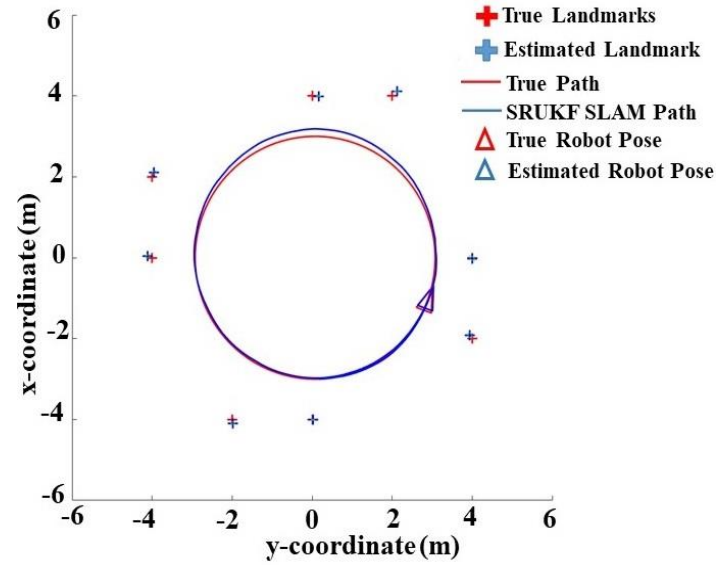
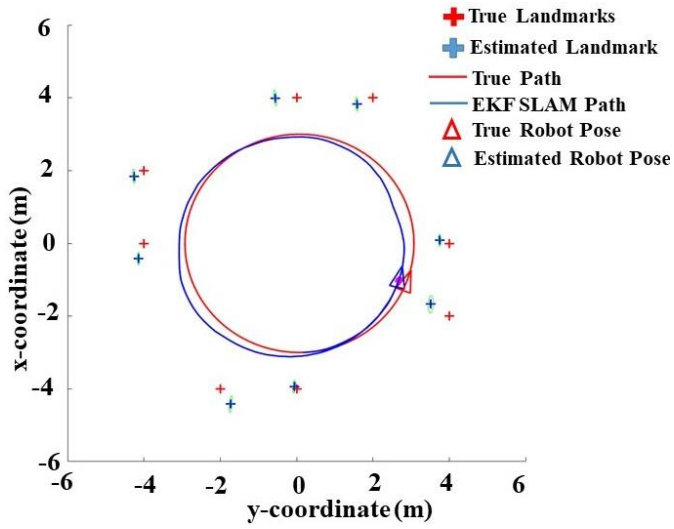


Fig 2: MATLAB Results for Robot path localization and landmark mapping using (a) EKF SLAM (b) UKF SLAM (c) SRUKF SLAM (d)SRUKF SLAM comparison between MATLAB and FPGA implementation



CONCLUSION

- The paper proposes SRUKF SLAM algorithm and its low complexity architecture design methodology using Householder CORDIC.**
- The design is optimized for high speed and power efficient hardware implementation.**
- Proposed methodology has comparable accuracy with UKF SLAM, demonstrates to have 78% higher accuracy compared to EKF SLAM.**
- The speed of execution is improved by 20%, power hungry DSP modules by 91%, total power consumption is reduced 64% compared with the state-of-the-art architecture.**
- Hardware software co-design methodology reduces the developmental time and enhances portability across multiple applications.**



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Thank You!