

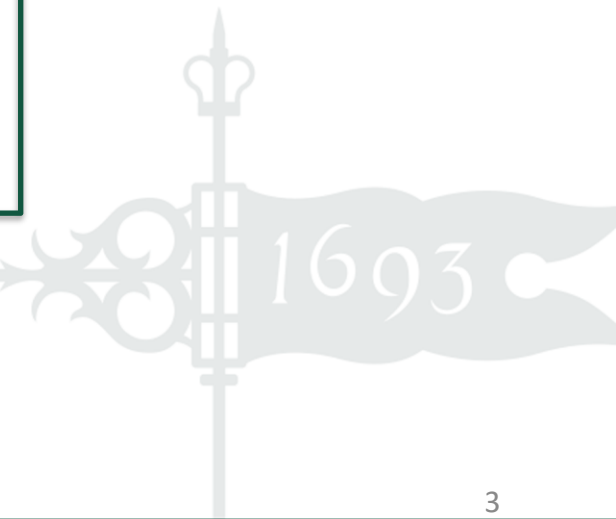
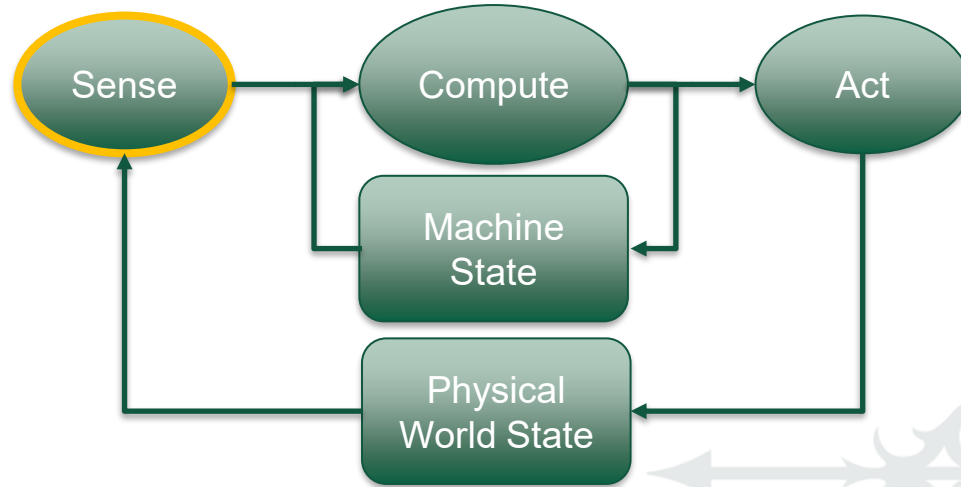
# Sensors and Noise Management

CSCI 420-04 Robotics



WILLIAM & MARY

CHARTERED 1693



# What is a sensor?

- Transduce energy into measurement
- Observe a **physical phenomenon** in **physical units**
  - Are the units aligned?
- Provides a window into the world or robot

# What is i

## • Example: Accelerometer



<https://www.sparkfun.com/sparkfun-triple-axis-accelerometer-breakout-adxl345.html>

### Specifications<sup>1</sup>

T<sub>A</sub> = 25°C, V<sub>S</sub> = 2.5 V, V<sub>DDIO</sub> = 1.8 V, acceleration = 0 g, C<sub>S</sub> = 1 μF tantalum, C<sub>IO</sub> = 0.1 μF, unless otherwise noted.

Table 1. Specifications<sup>1</sup>

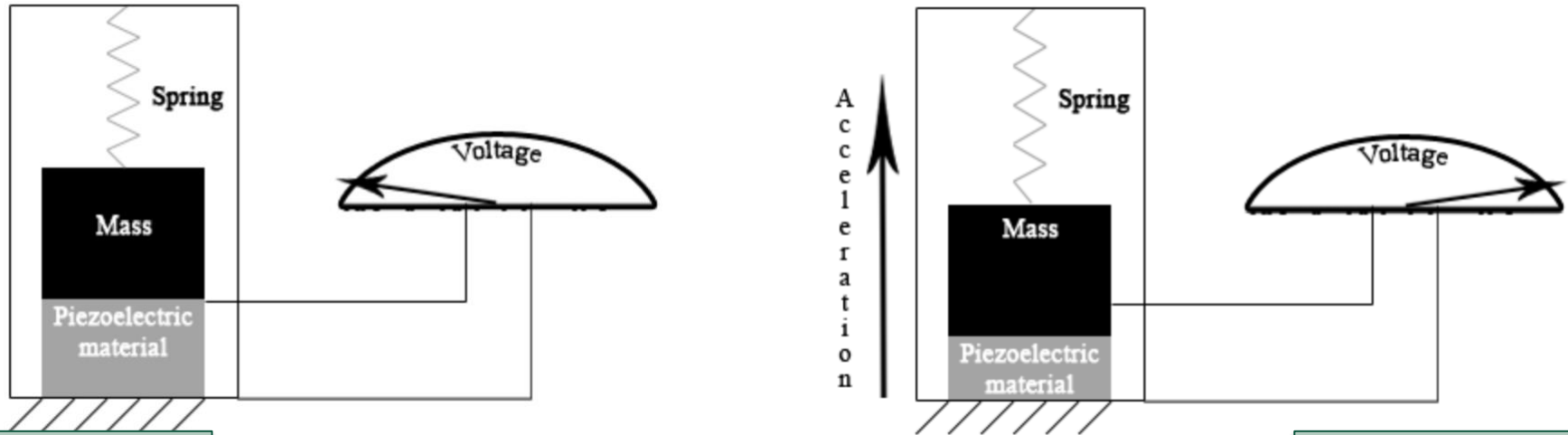
Parameter	Test Conditions	Min	Typ	Max	Unit
<b>SENSOR INPUT</b>					
Measurement Range	User selectable		±2, ±4, ±8, ±16		g
Nonlinearity	Percentage of full scale		±0.5		%
Inter-Axis Alignment Error			±0.1		Degrees
Cross-Axis Sensitivity <sup>2</sup>			±1		%
<b>OUTPUT RESOLUTION</b>					
All g Ranges	Each axis		10		Bits
±2 g Range	10-bit resolution		10		Bits
±4 g Range	Full resolution		11		Bits
±8 g Range	Full resolution		12		Bits
±16 g Range	Full resolution		13		Bits
<b>SENSITIVITY</b>					
Sensitivity at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	Each axis				
Scale Factor at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±2 g, 10-bit or full resolution	232	256	286	LSB/g
Sensitivity at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±2 g, 10-bit or full resolution	3.5	3.9	4.3	mg/LSB
Scale Factor at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±4 g, 10-bit resolution	116	128	143	LSB/g
Sensitivity at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±4 g, 10-bit resolution	7.0	7.8	8.6	mg/LSB
Scale Factor at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±8 g, 10-bit resolution	58	64	71	LSB/g
Sensitivity at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±8 g, 10-bit resolution	14.0	15.6	17.2	mg/LSB
Scale Factor at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±16 g, 10-bit resolution	29	32	36	LSB/g
Sensitivity at X <sub>OUT</sub> , Y <sub>OUT</sub> , Z <sub>OUT</sub>	±16 g, 10-bit resolution	28.1	31.2	34.3	mg/LSB
Sensitivity Change Due to Temperature			±0.01		%/°C
<b>0 g BIAS LEVEL</b>					
0 g Output for X <sub>OUT</sub> , Y <sub>OUT</sub>	Each axis	-150	±40	+150	mg
0 g Output for Z <sub>OUT</sub>		-250	±80	+250	mg
0 g Offset vs. Temperature for x-, y-Axes			±0.8		mg/°C
0 g Offset vs. Temperature for z-Axis			±4.5		mg/°C
<b>NOISE PERFORMANCE</b>					
Noise (x-, y-Axes)	Data rate = 100 Hz for ±2 g, 10-bit or full resolution		<1.0		LSB rms
Noise (z-Axis)	Data rate = 100 Hz for ±2 g, 10-bit or full resolution		<1.5		LSB rms
<b>OUTPUT DATA RATE AND BANDWIDTH</b>					
Measurement Rate <sup>3</sup>	User selectable	6.25		3200	Hz
<b>SELF-TEST<sup>4</sup></b>					
Output Change in x-Axis	Data rate ≥ 100 Hz, 2.0 V ≤ V <sub>S</sub> ≤ 3.6 V	0.20		2.10	g
Output Change in y-Axis		-2.10		-0.20	g
Output Change in z-Axis		0.30		3.40	g
<b>POWER SUPPLY</b>					
Operating Voltage Range (V <sub>S</sub> )		2.0	2.5	3.6	V
Interface Voltage Range (V <sub>DDIO</sub> )	V <sub>S</sub> ≤ 2.5 V	1.7	1.8	V <sub>S</sub>	V
	V <sub>S</sub> ≥ 2.5 V	2.0	2.5	V <sub>S</sub>	V
Supply Current	Data rate > 100 Hz		145		μA
	Data rate < 10 Hz		40		μA
Standby Mode Leakage Current			0.1	2	μA
Turn-On Time <sup>5</sup>	Data rate = 3200 Hz		1.4		ms
<b>TEMPERATURE</b>					
Operating Temperature Range		-40		+85	°C
<b>WEIGHT</b>					
Device Weight			20		mg

# What is in a sensor?

- Example: Accelerometer



<https://www.sparkfun.com/sparkfun-triple-axis-accelerometer-breakout-adxl345.html>



Phenomenon

Acceleration to mechanical stress to electrical potential

Measured

# Sensors in ROS

- Sensor Node Implementations
- Sensor Msgs
  - BatteryState
  - Image
  - LaserScan
  - PointCloud
  - Temperature

## Image

This is a ROS message definition.

Source

```
# This message contains an uncompressed image
# (0, 0) is at top-left corner of image

std_msgs/Header header # Header timestamp should be acquisition time of image
                        # Header frame_id should be optical frame of camera
                        # origin of frame should be optical center of camera
                        # +x should point to the right in the image
                        # +y should point down in the image
                        # +z should point into to plane of the image
                        # If the frame_id here and the frame_id of the CameraInfo
                        # message associated with the image conflict
                        # the behavior is undefined

uint32 height          # image height, that is, number of rows
uint32 width           # image width, that is, number of columns

# The legal values for encoding are in file include/sensor_msgs/image_encodings.hpp
# If you want to standardize a new string format, join
# ros-users@lists.ros.org and send an email proposing a new encoding.

string encoding        # Encoding of pixels -- channel meaning, ordering, size
                        # taken from the list of strings in include/sensor_msgs/image_encodings.hpp

uint8 is_bigendian    # is this data bigendian?
uint32 step           # Full row length in bytes
uint8[] data          # actual matrix data, size is (step * rows)
```

# Types of Sensors

- Inward vs Outward
  - Proprioceptive: measures the system
  - Exteroceptive: measures the world
- Active vs Passive
  - Passive: receives energy from world
  - Active: sends energy into world

# Types of Sensors

- Exteroceptive
  - Passive: Camera, Compass
  - Active: LiDAR, Radar, Ultrasonic
- Proprioceptive:
  - Passive: IMU, Encoder
  - Reference: Global Navigation Satellite System

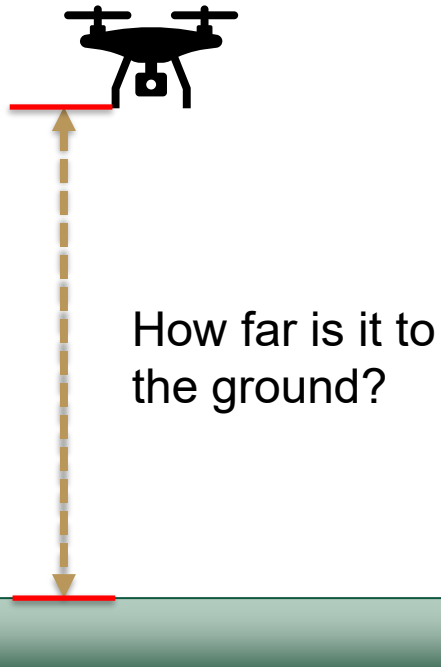


# How does our drone sense?

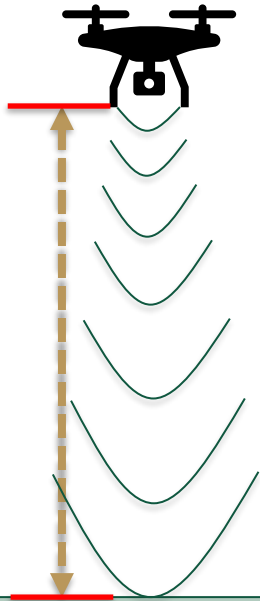
- Altitude
  - Lab 2 uses the pressure sensor
  - What else could we use?
    - GPS
    - Range finder
      - LiDAR
      - Radar
      - Ultrasonic



# How do range finders work?



# How do range finders work?

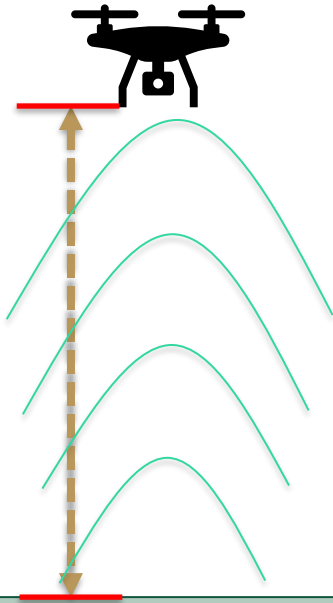


1. Emit pulse



Ground

# How do range finders work?

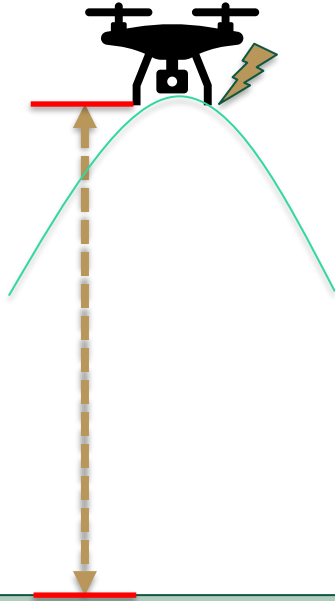


Ground

1. Emit pulse
2. Pulse reflects (echo)



# How do range finders work?

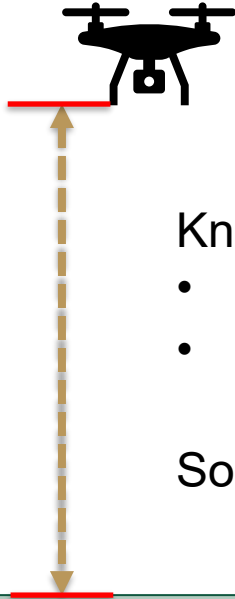


1. Emit pulse
2. Pulse reflects (echo)
3. Pulse received by sensor

What do we measure?

Ground

# How do range finders work?



1. Emit pulse
2. Pulse reflects (echo)
3. Pulse received by sensor

Known:

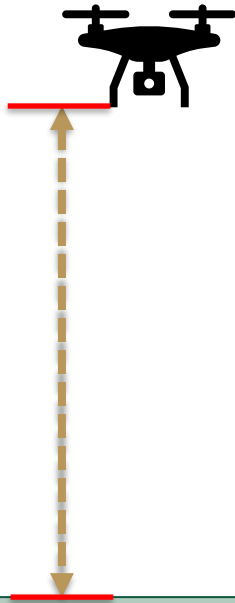
- Time between pulse sent and received  $t_{diff} = t_{start} - t_{end}$
- Velocity of signal ( $v_p$ )

Solve:

$$d_{ground} = \frac{1}{2} d_{travel} = \frac{1}{2} (t_{diff} \cdot v_p)$$

Ground

# How do range finders work?



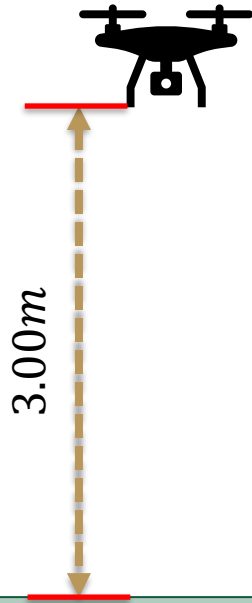
$$\text{Solve: } d_{ground} = \frac{1}{2} d_{travel} = \frac{1}{2} (t_{diff} \cdot v_p)$$

Example: Ultrasonic

- $v_p = 343 \frac{m}{s}$
- $t_{diff} = 17.5ms$
- $d_{ground} = \frac{1}{2} \left( 17.5ms \cdot \frac{343m}{s} \right)$
- $d_{ground} = \frac{1}{2} \left( 17.5ms \cdot \frac{1s}{1000ms} \cdot \frac{343m}{s} \right)$
- $d_{ground} = \frac{1}{2} \left( \frac{17.5ms \cdot 1s \cdot 343m}{1000ms \cdot 1s} \right)$
- $d_{ground} = 3.00m$

Ground

# How do range finders work?



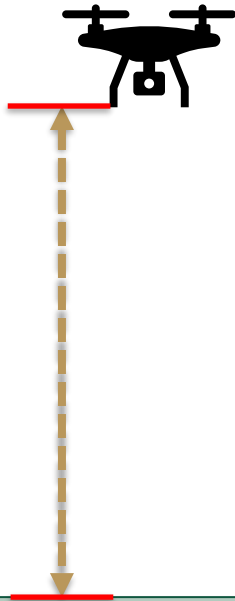
1. Emit pulse
2. Pulse reflects (echo)
3. Pulse received by sensor
4. Signal is **interpreted**



Ground



# How do range finders work?



Solve: 
$$d_{ground} = \frac{1}{2} d_{travel} = \frac{1}{2} (t_{diff} \cdot v_p)$$

Example: Ultrasonic

- $v_p = 343 \frac{m}{s}$
- $t_{diff} = 17.5ms$
- $d_{ground} = 3.00m$

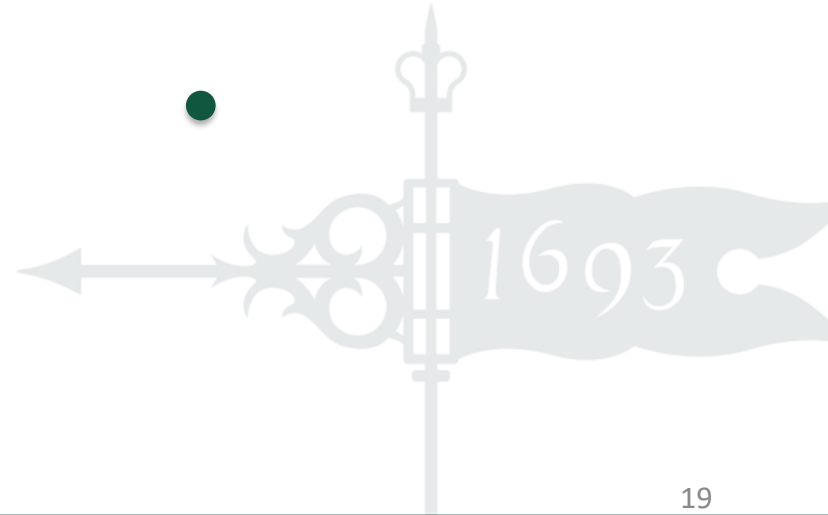
## Leaky Abstractions:

- Speed is  $\frac{343m}{s}$  when:
  - 20°C, dry, sea level
- Ground is flat, level
- Drone is stationary relative to the ground

Ground

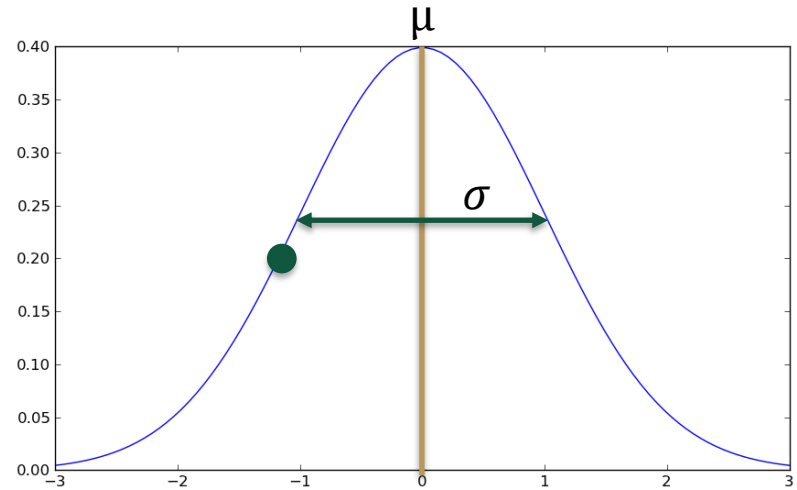
# Sensors can be inaccurate

- Each reading is a single sample



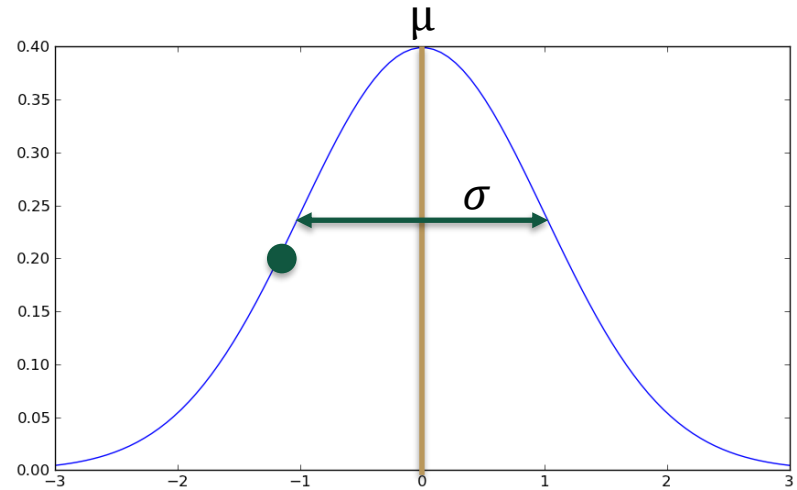
# Sensors can be inaccurate

- Each reading is a single sample
- From a distribution



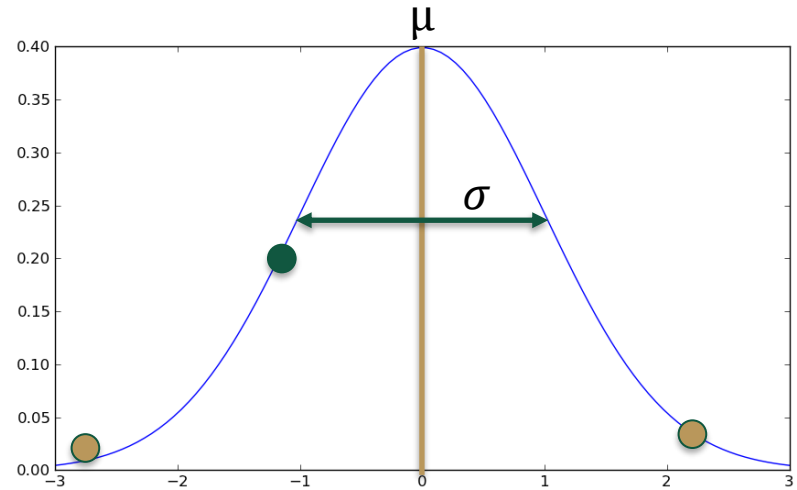
# Sensors can be inaccurate

- Each reading is a single sample
- From a distribution



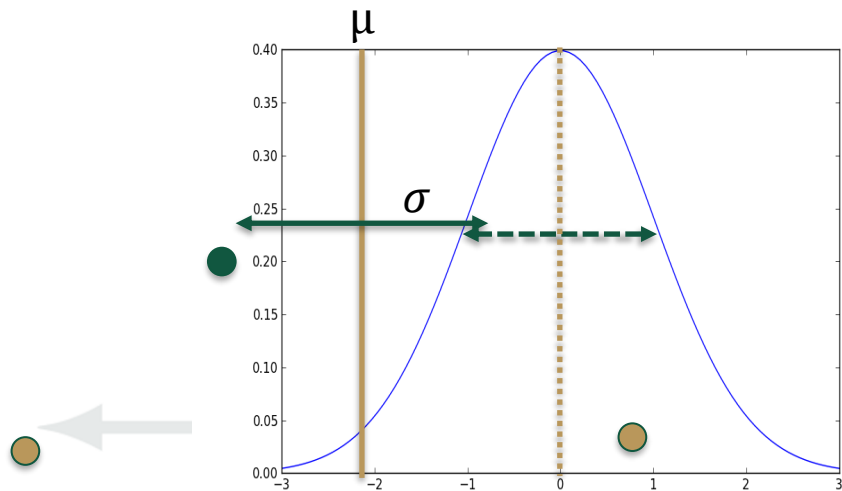
# Sensors can be inaccurate

- Each reading is a single sample
- From a distribution
  - Can have outliers



# Sensors can be inaccurate

- Each reading is a single sample
- From a distribution
  - Can have outliers
  - Can shift



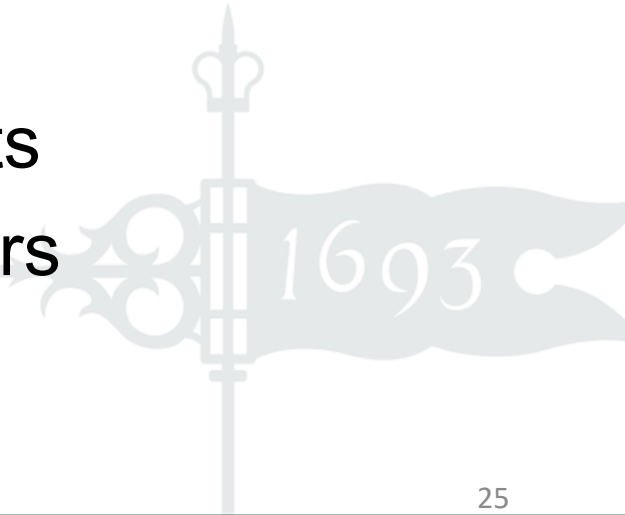
# Managing noise

- Calibration
- Filtering
- Fusion



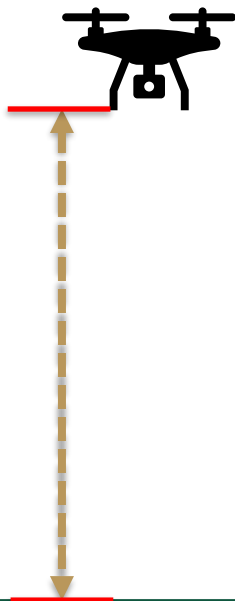
# Calibration

- Shift due to environmental assumption
- Need to adjust **for new context**
- To Calibrate:
  - Conduct new *standardized* tests
  - Recompute constants and errors
  - Redefine model parameters





# How to calibrate?



Solve:  $d_{ground} = \frac{1}{2} d_{travel} = \frac{1}{2} (t_{diff} \cdot v_p)$

Example: Ultrasonic

- $v_p = 343 \frac{m}{s}$
- $t_{diff} = 17.5ms$
- $d_{ground} = 3.00m$

Known:

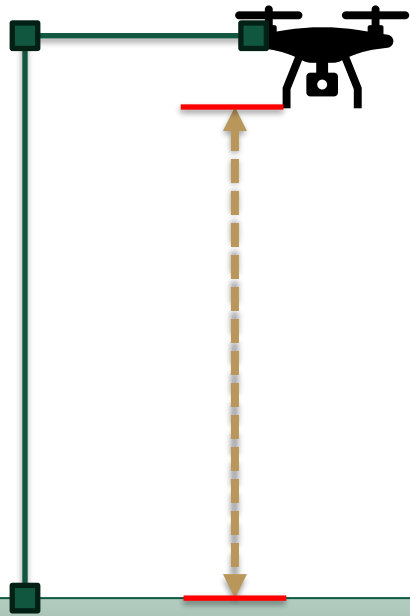
- Time
- Velocity?

## Leaky Abstractions:

- Speed is  $\frac{343m}{s}$  when:
  - 20°C, dry, sea level
- Ground is flat, level
- Drone is stationary relative to the ground

Ground

# How do we find velocity?



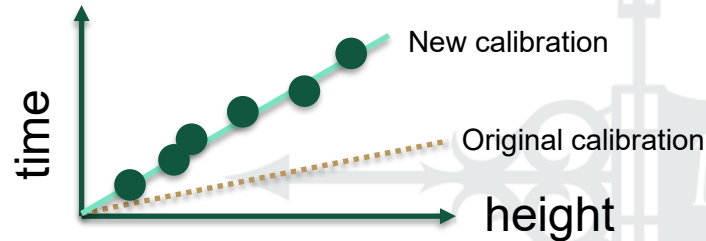
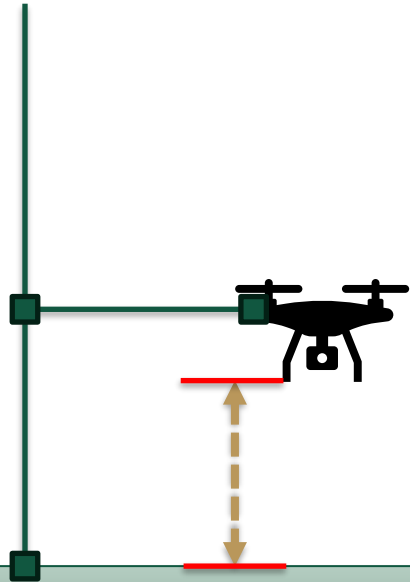
- Conduct new *standardized* tests
  - Mount drone at fixed, known height
  - Measure time to compute velocity



Ground

# How do we find velocity?

- Conduct new *standardized* tests
  - Mount drone at fixed, known height
  - Measure time to compute velocity
  - Repeat for many heights



Ground

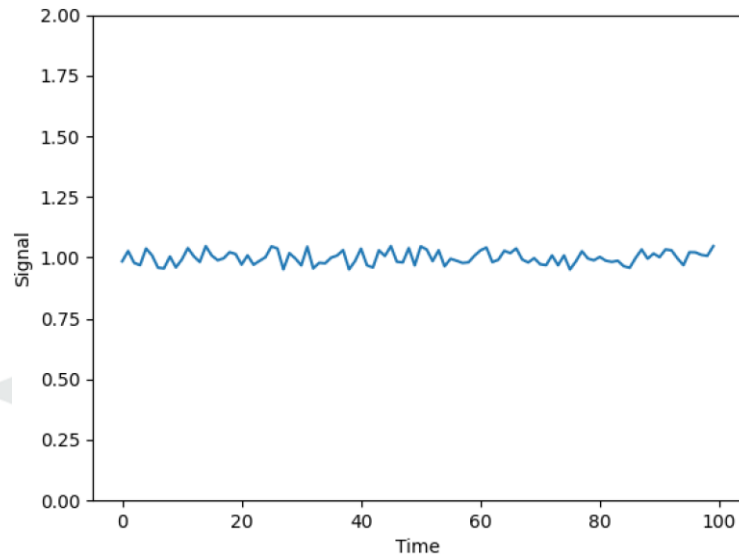
# Recalibrate based on parameters

Altitude Meters (m)	Temperature Celsius (°C)	Speed of Sound m/s
0 (sea level)	21	344
3048 (10k feet)	-4.8	328
6096 (20k feet)	-24.6	316
9144 (30k feet)	-44.4	303

You may be able to look up parameters based on your context!

# Filtering

- Sensors are noisy
  - Physical disturbances
  - Unaccounted for variables



# Filtering

- Signal Processing
  - High Pass
  - Low Pass
  - Band Pass
- Most noise is a different frequency than the signal!

# Low Pass Filter: Smoothing

- Moving Average or Window Filter



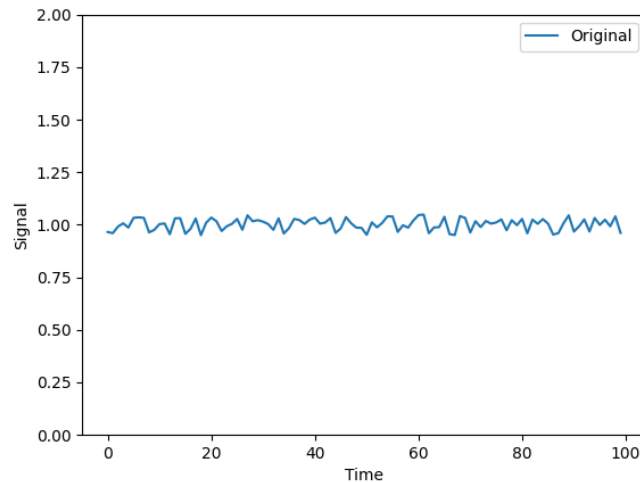
# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$- y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$     1.01    0.99    1.03    1.00    0.98    0.99

$y$



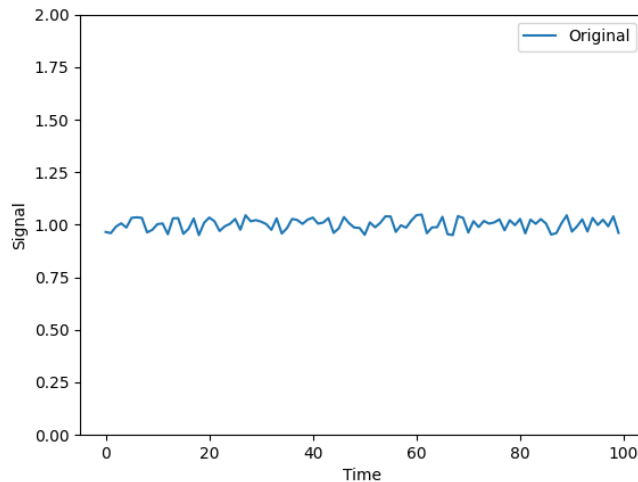


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01					

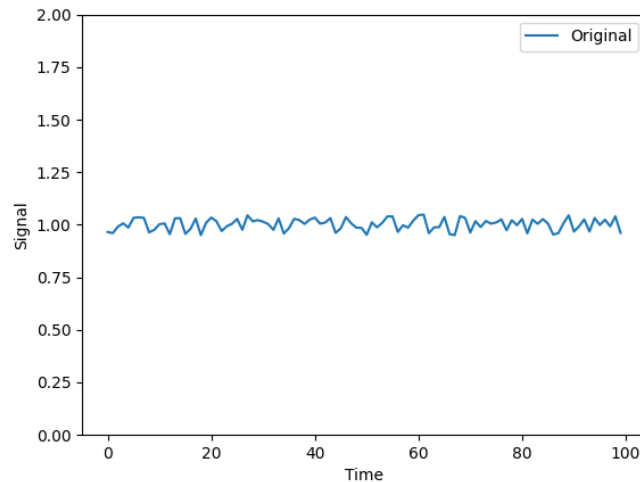


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00				

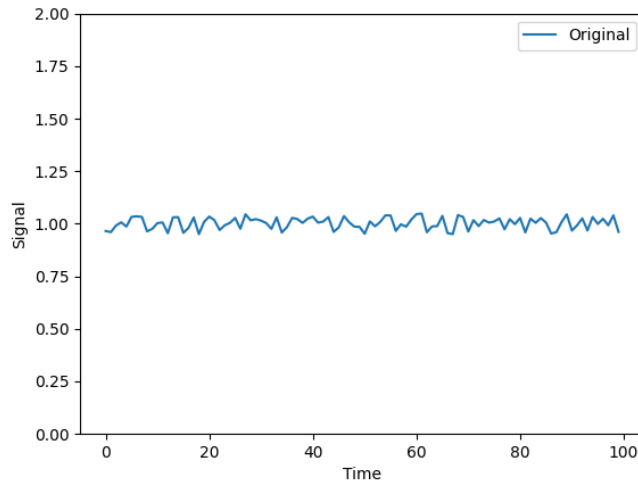


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01			

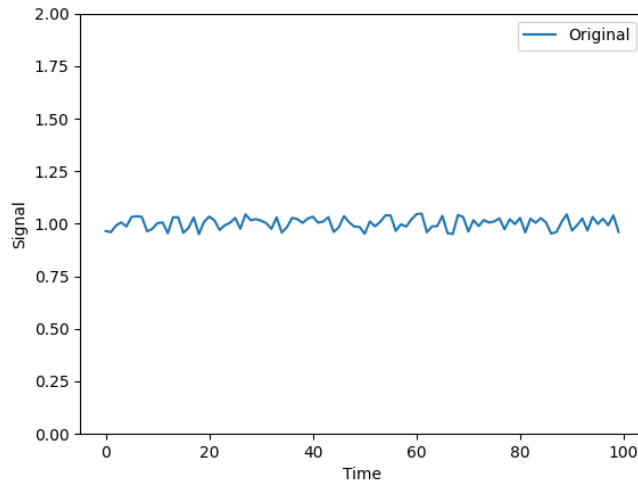


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01			

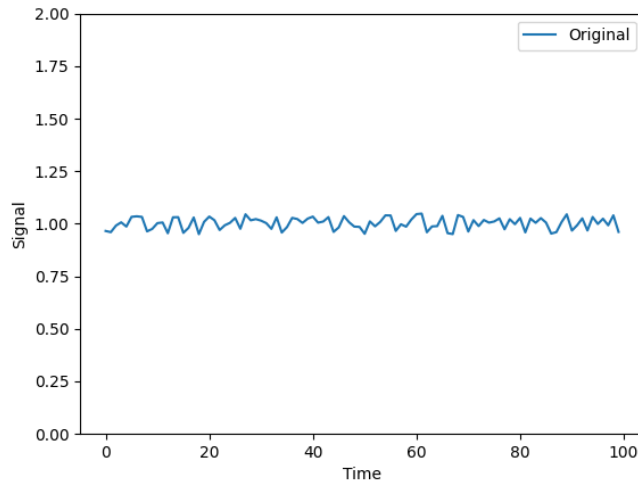


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01	1.01		

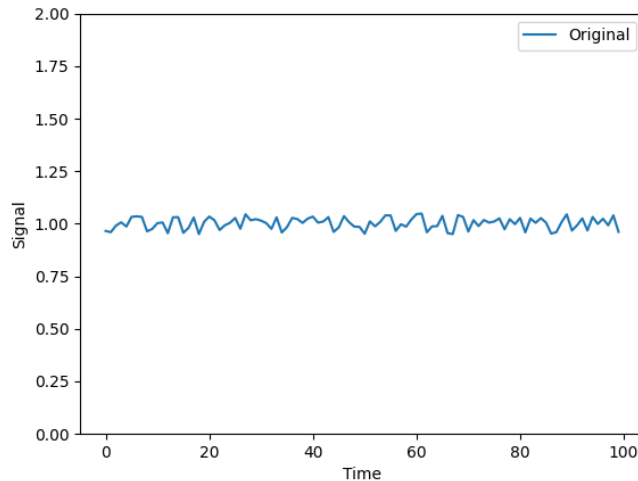


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01	1.01	1.00	

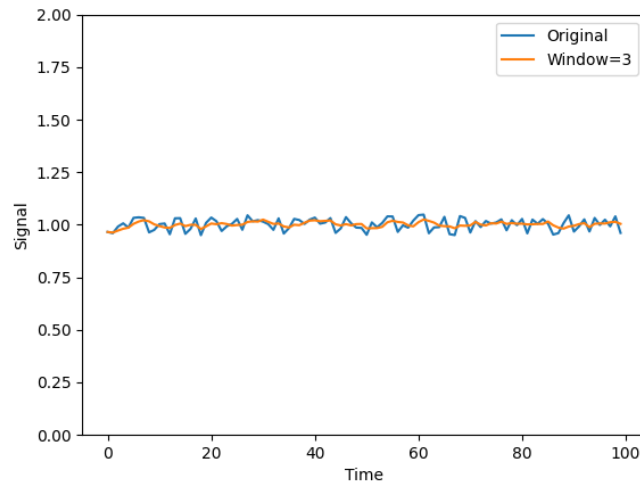


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01	1.01	1.00	0.99

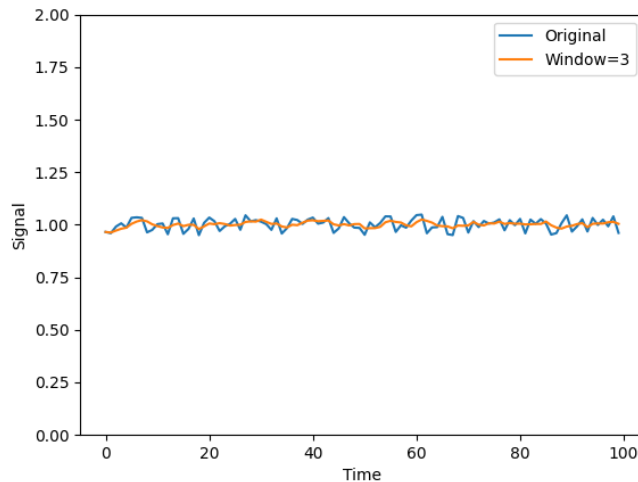


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

$x$	1.01	0.99	1.03	1.00	0.98	0.99
$y$	1.01	1.00	1.01	1.01	1.00	0.99



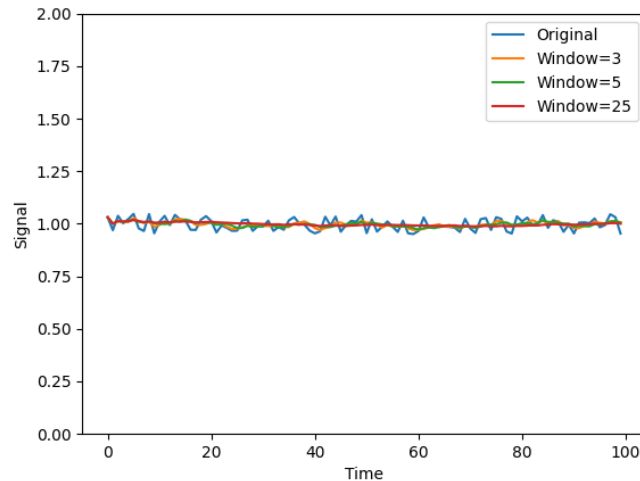


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

- $y_t = \frac{x_t + \dots + x_{t-n}}{n}$

- Larger Window is More Smoothing

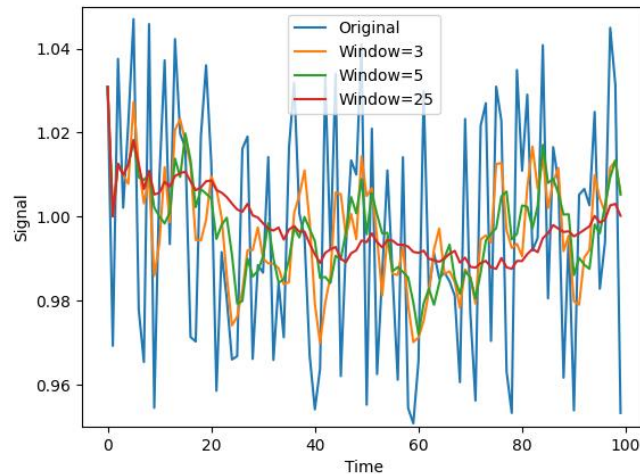


# Low Pass Filter: Smoothing

- Moving Average or Window Filter

- $y_t = \frac{x_t + \dots + x_{t-n}}{n}$

- Larger Window is More Smoothing



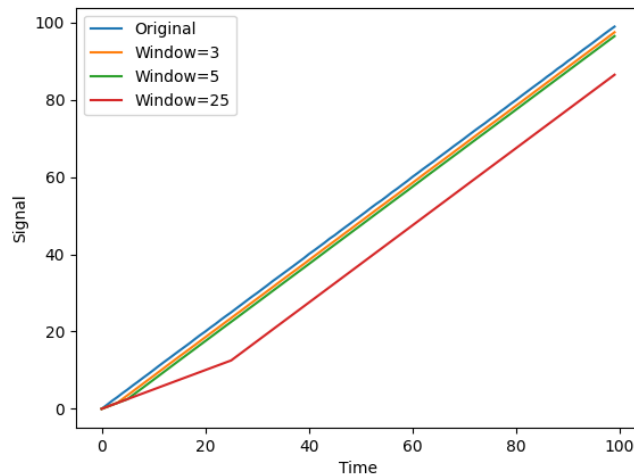
# Low Pass Filter: Smoothing

- Moving Average or Window Filter

- $y_t = \frac{x_t + \dots + x_{t-n}}{n}$

- Larger Window is More Smoothing

- Larger Window is More Lag



# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$- y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

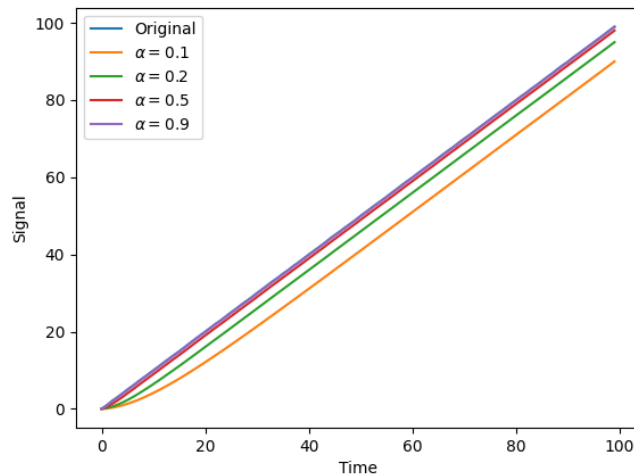
- Generalize by weighting

- Linear

- Exponential decay

- Important to tune!

- $\alpha$  closer to 1, less filtering
- $\alpha$  closer to 0, more filtering



$$y_t = (1 - \alpha) \cdot y_{t-1} + \alpha \cdot x_t$$

# Low Pass Filter: Smoothing

- Moving Average or Window Filter

$$- y_t = \frac{x_t + \dots + x_{t-n}}{n}$$

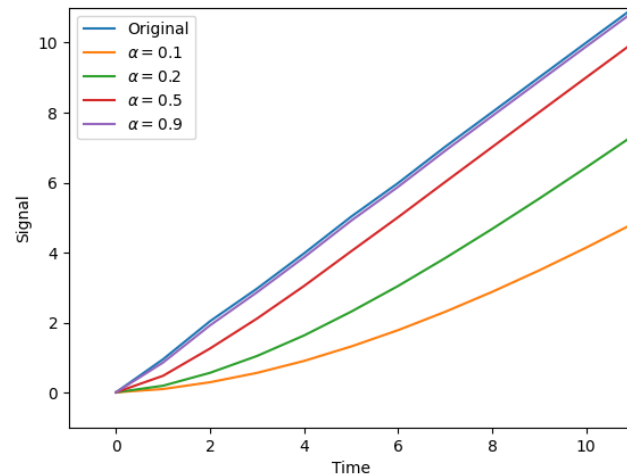
- Generalize by weighting

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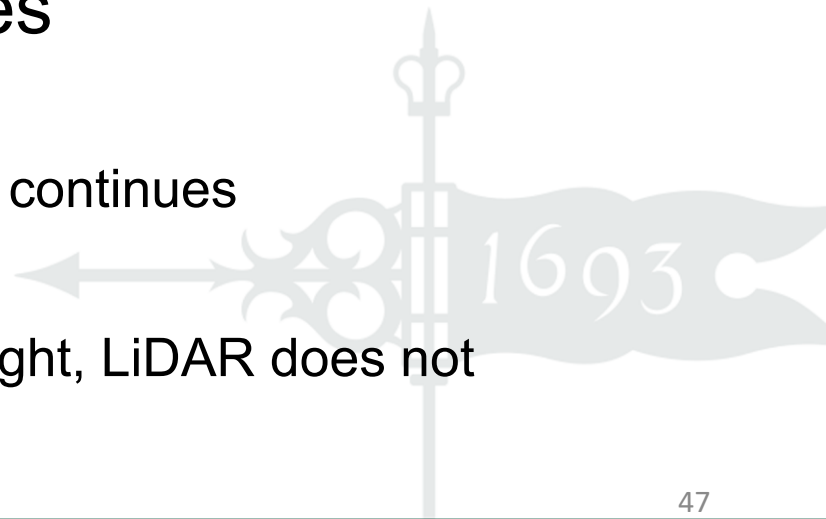
- $\alpha$  closer to 1, less filtering
- $\alpha$  closer to 0, more filtering



$$y_t = (1 - \alpha) \cdot y_{t-1} + \alpha \cdot x_t$$

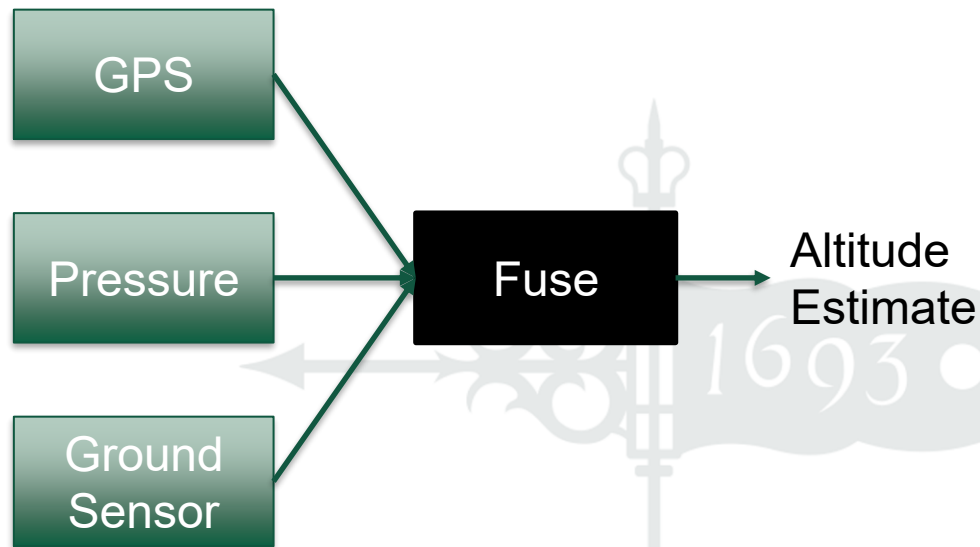
# Sensor Fusion

- Use multiple sources of data:
  - More data means less noise
  - Different operating profiles
    - Redundancy
      - One sensor fails, operation continues
    - Robustness
      - Camera requires ambient light, LiDAR does not



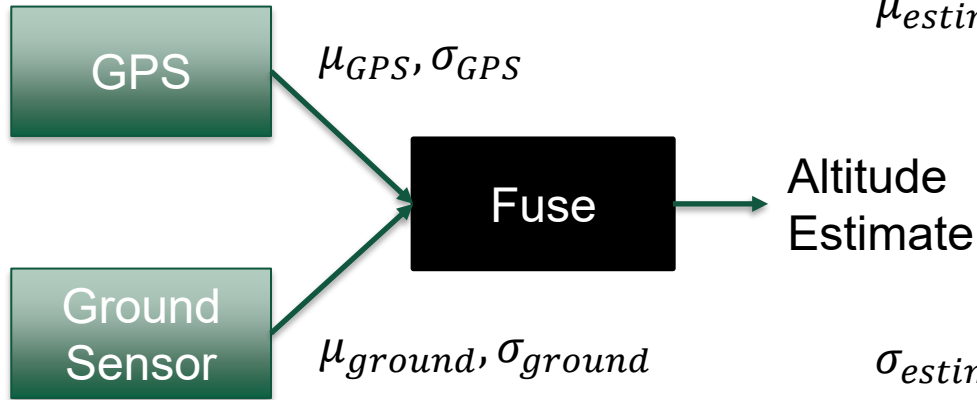
# Sensor Fusion

- How do we fuse?
  - Average
    - Weight by
      - uncertainty
      - reliability
      - conditions
  - Kalman Filter



# Sensor Fusion

- Fusing Like Data: Weight by Uncertainty



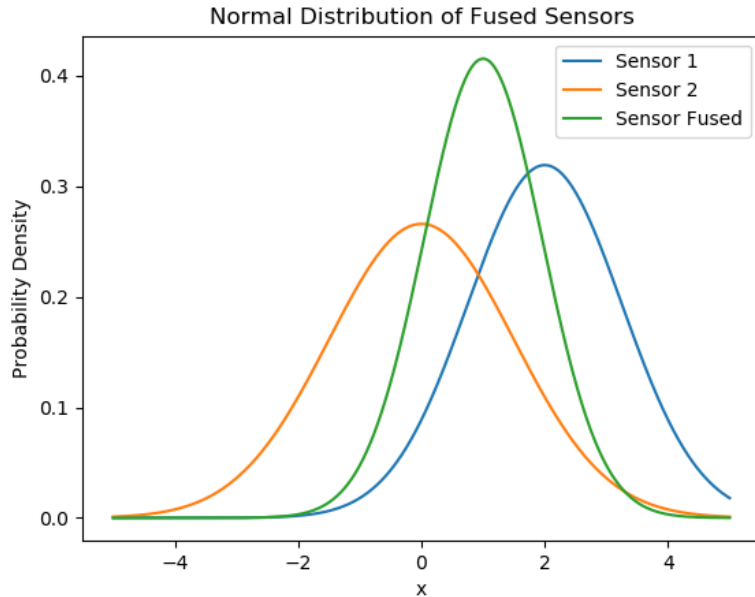
$$\mu_{estimate} = \frac{\sigma_{ground}^2 \mu_{GPS} + \sigma_{GPS}^2 \mu_{ground}}{\sigma_{ground}^2 + \sigma_{GPS}^2}$$

$$\sigma_{estimate} = \sqrt{\frac{1}{\frac{1}{\sigma_{GPS}^2} + \frac{1}{\sigma_{ground}^2}}}$$



# Sensor Fusion

- Fusing Like Data: Weight by Uncertainty



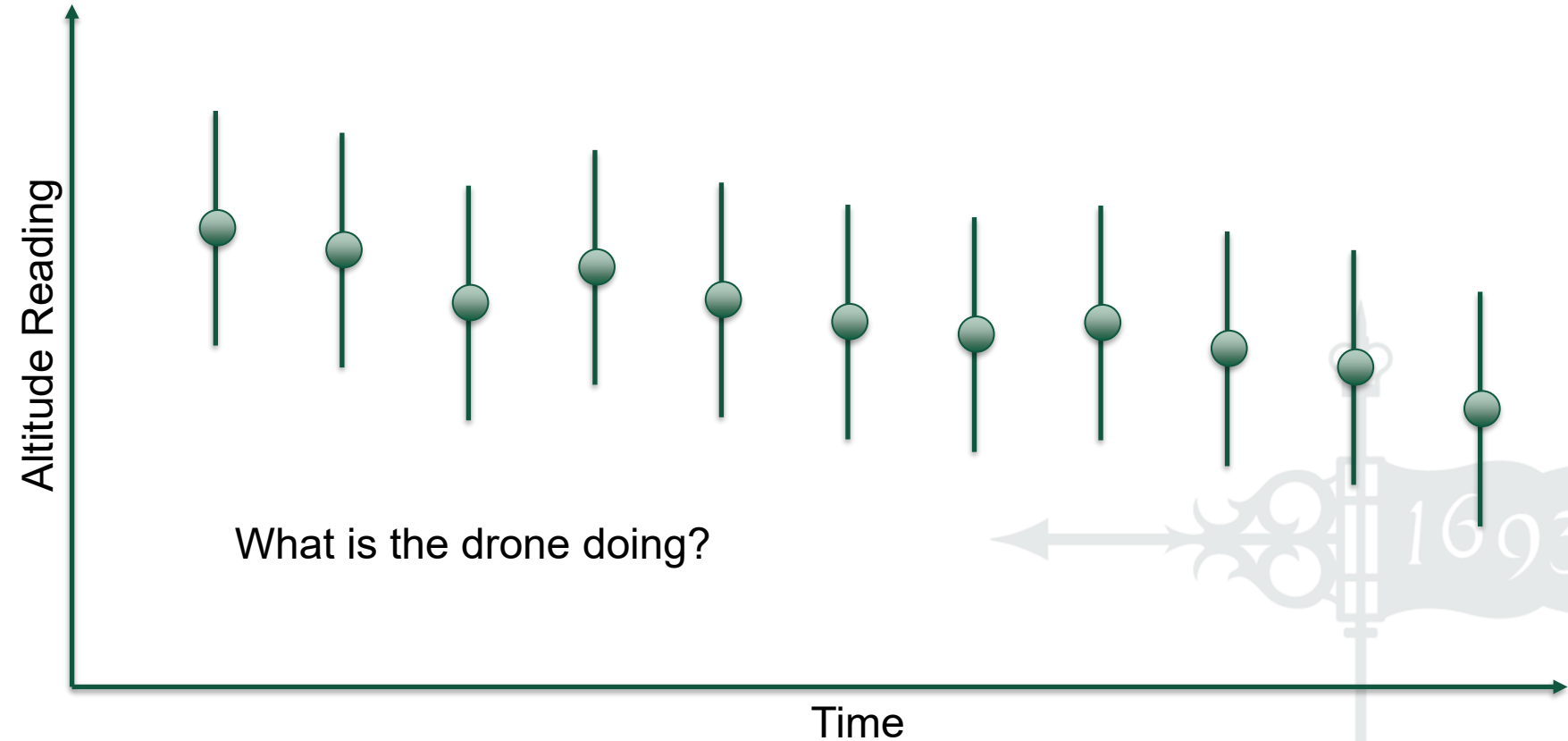
$$\mu_{estimate} = \frac{\sigma_{ground}^2 \mu_{GPS} + \sigma_{GPS}^2 \mu_{ground}}{\sigma_{ground}^2 + \sigma_{GPS}^2}$$

Altitude estimate

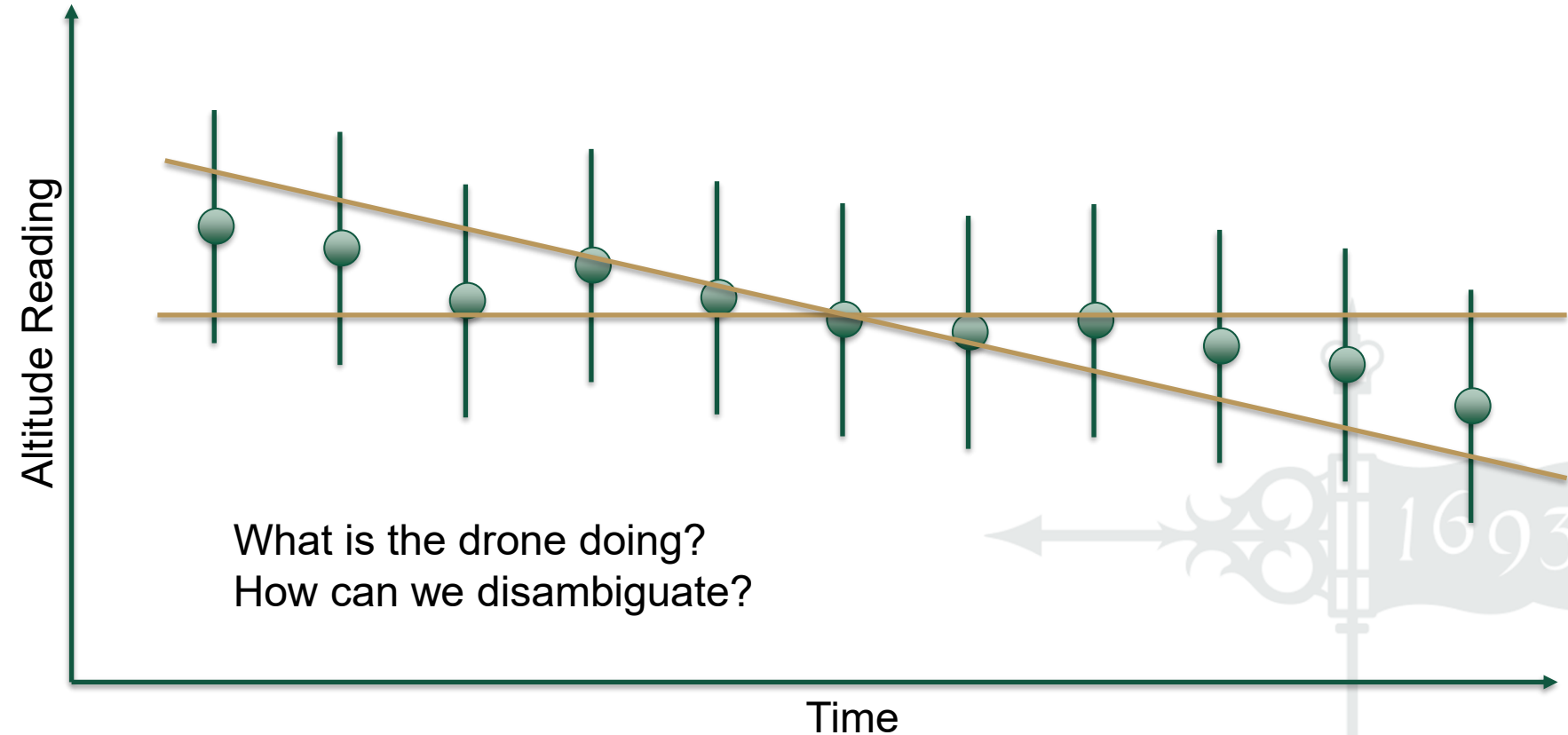
Mean is between estimates  
Uncertainty is lower than either

$$\sigma_{estimate} = \sqrt{\frac{1}{\frac{1}{\sigma_{GPS}^2} + \frac{1}{\sigma_{ground}^2}}}$$

# Sensor Fusion



# Sensor Fusion



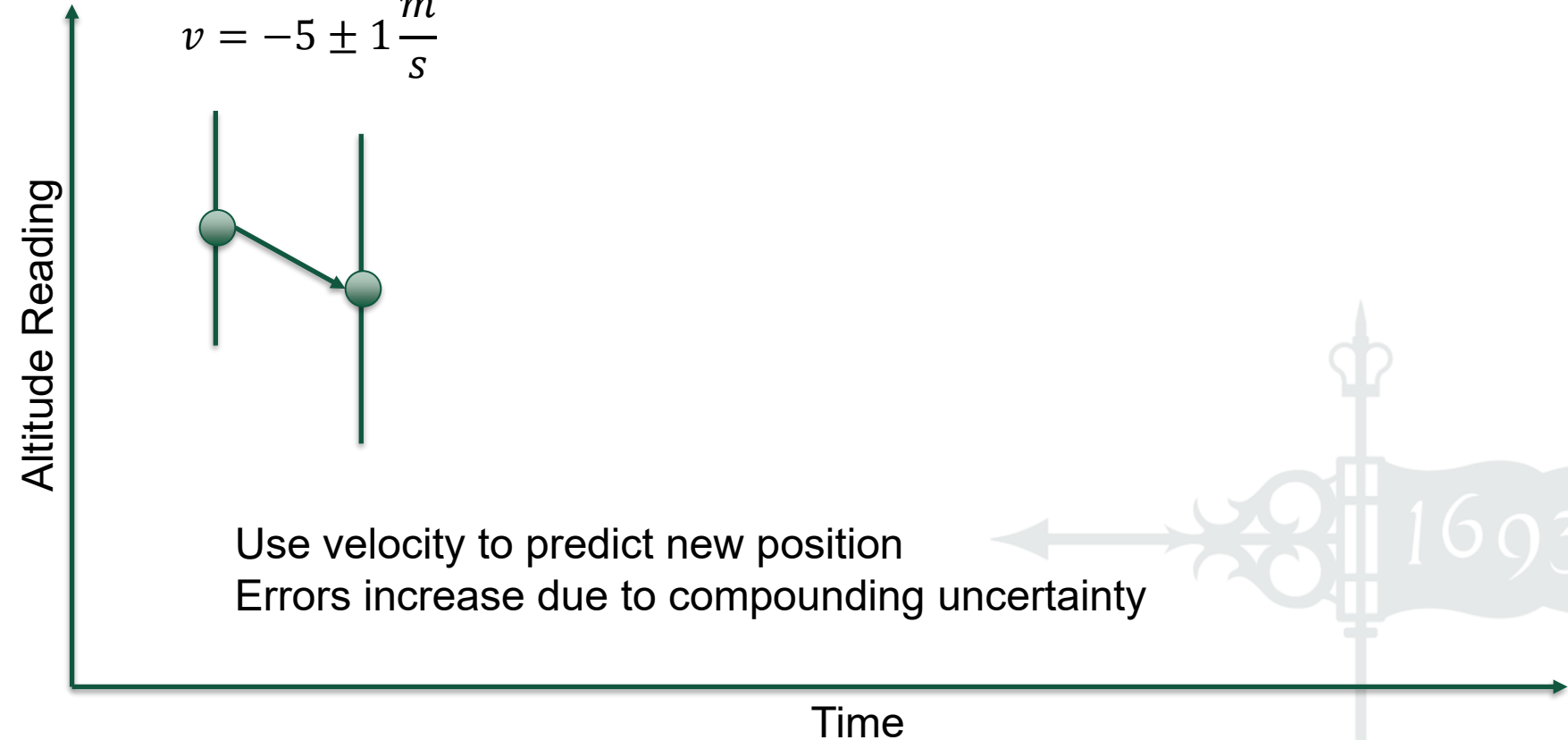
# Sensor Fusion: Kalman

- Fusing disparate data: Kalman Filter
  - Canonical example:
    - Fuse position + velocity to estimate position

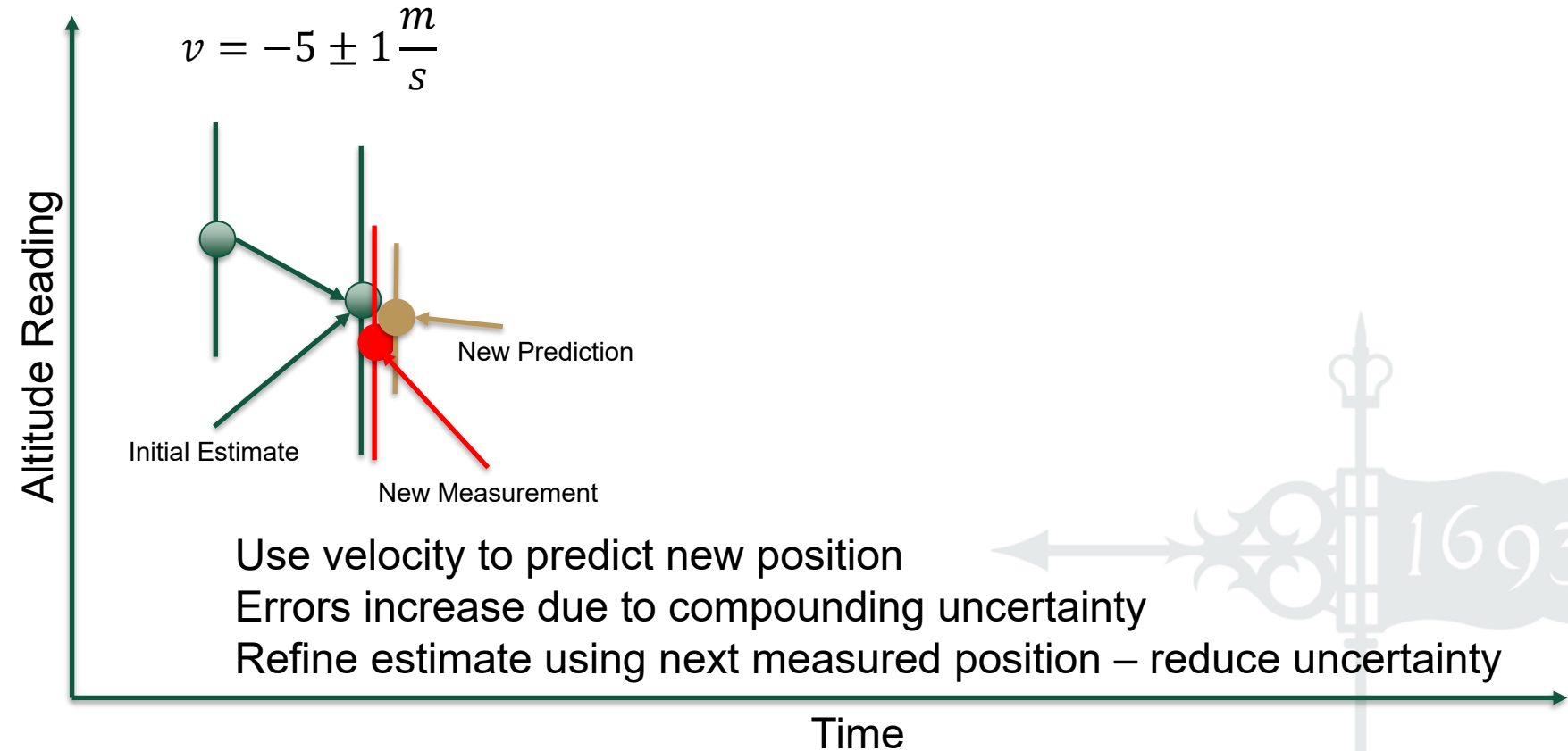


# Sensor Fusion

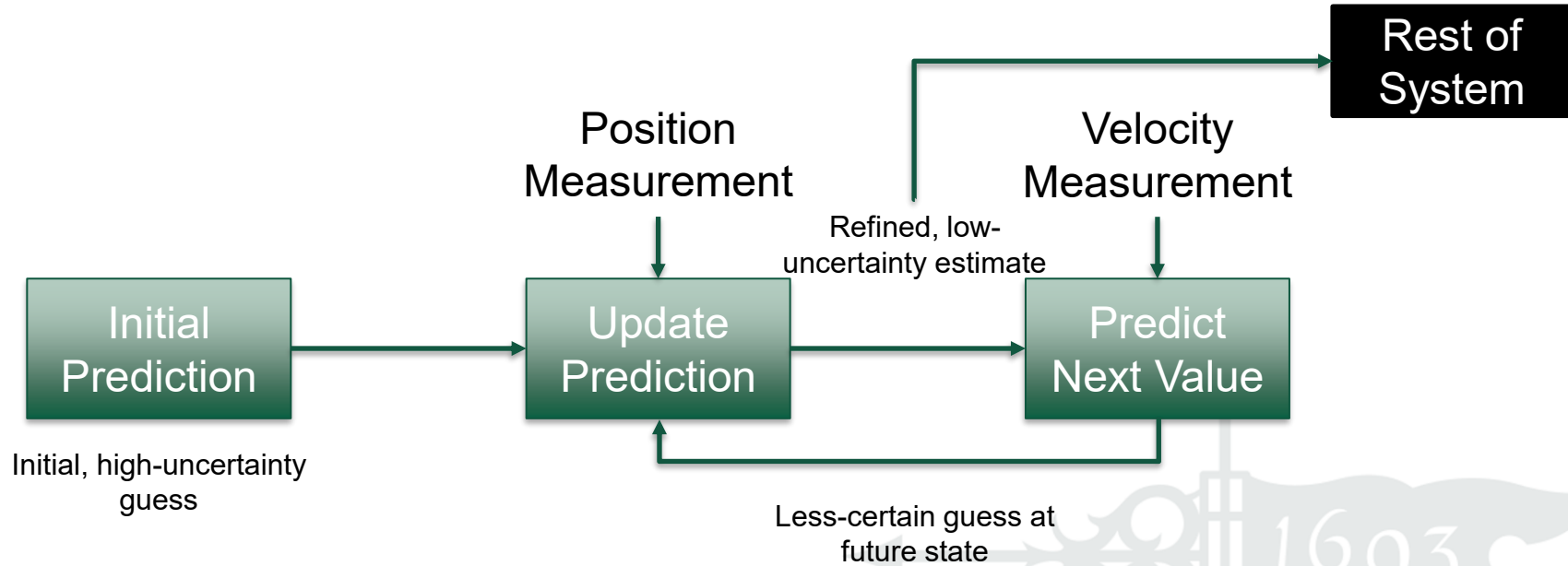
$$v = -5 \pm 1 \frac{m}{s}$$



# Sensor Fusion



# Sensor Fusion: Kalman



You'll develop a version of this in Lab 4  
See lab documents for equations

# Sensors and Noise Handling

- Sensors capture robot and world state
- We often measure something other than what we want to know
- All sensors have noise, imperfections, uncertainty
  - Calibration
  - Filtering
  - Fusion

