

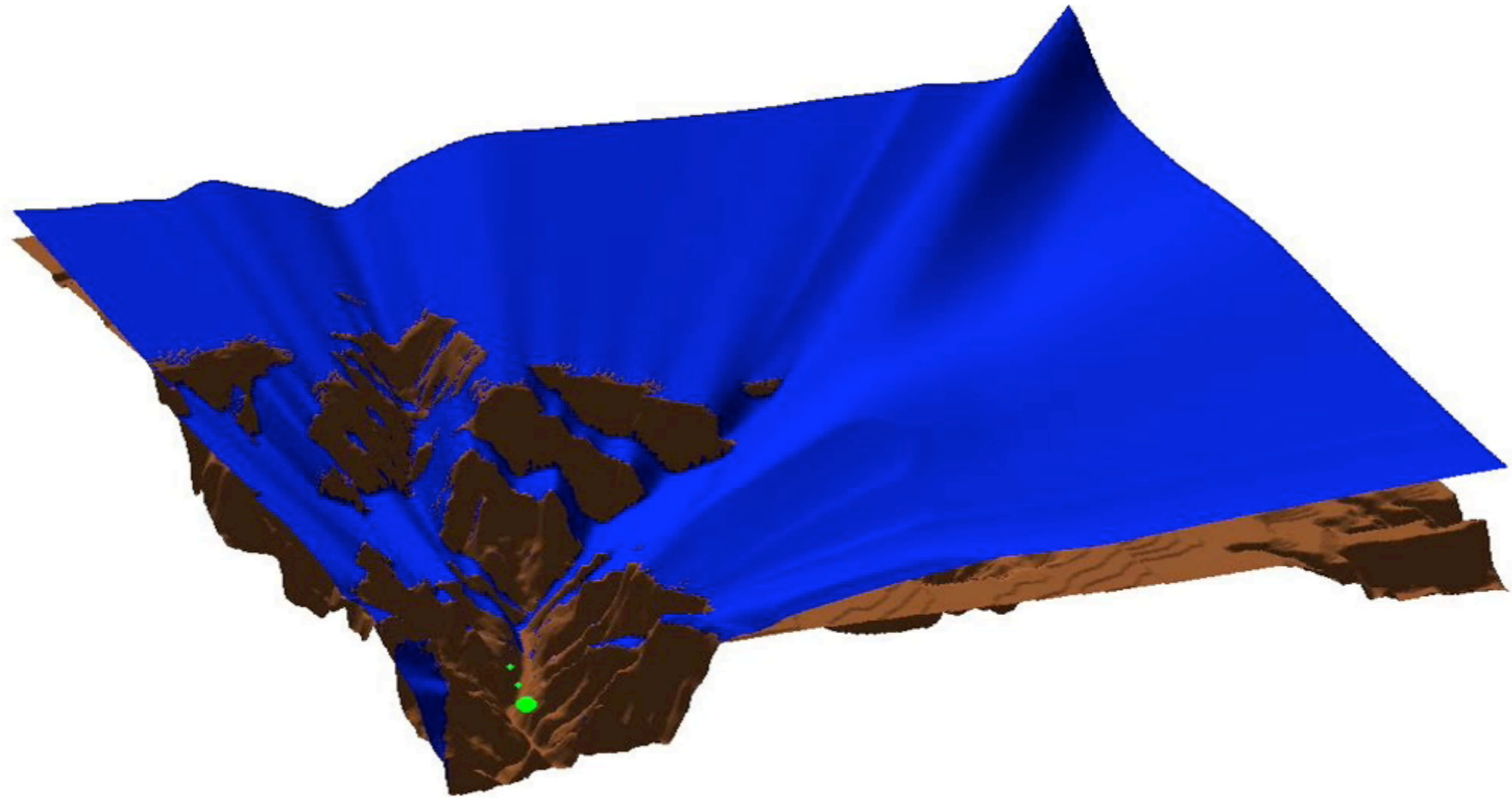
**PATH PLANNING AND SOURCE  
DETECTION  
IN UNKNOWN ENVIRONMENTS**

**RICHARD TSAI  
UNIVERSITY OF TEXAS AT AUSTIN**

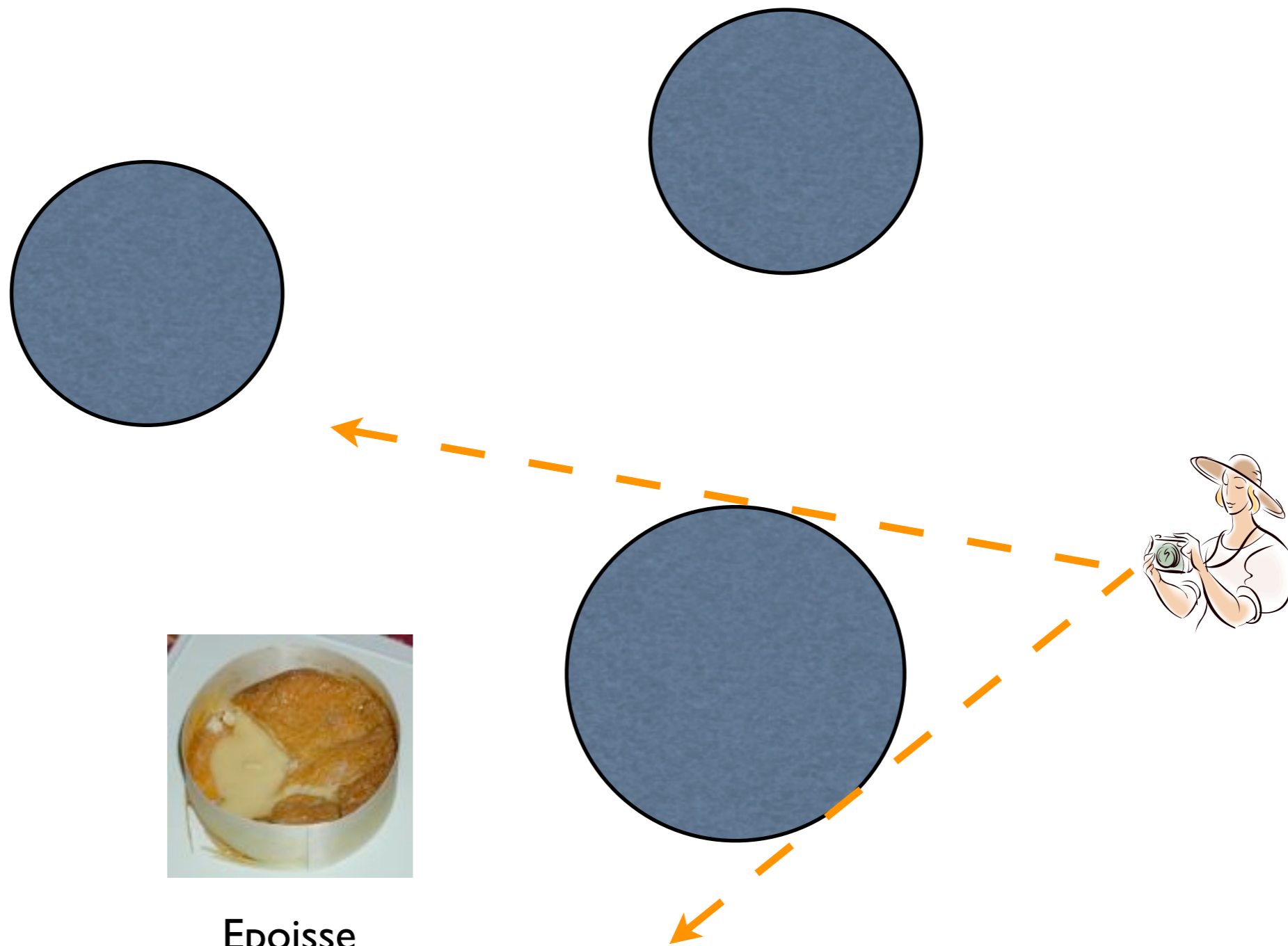
**JOINT WORK WITH MARTIN BURGER, YANA LANDA, AND NICK TANUSHEV**

**RESEARCH SUPPORTED BY NSF, SLOAN FOUNDATION, AND ARO**

# Exploration/surveillance



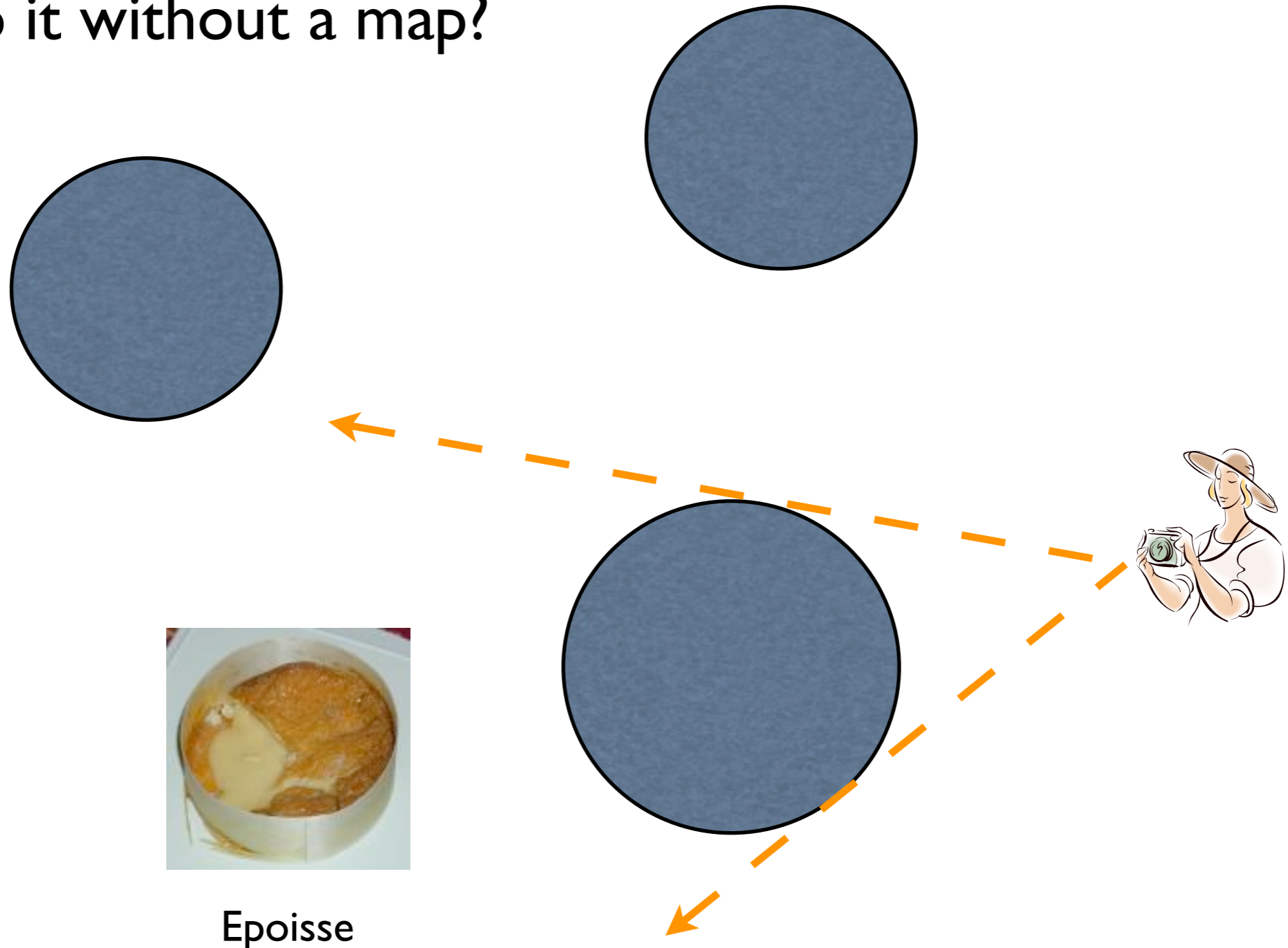
# Shortest path to see a smelly object



Epoisse

# Shortest path to see a smelly object

Do it without a map?



Epoisse

# Major components

- Computing visibility (skipped in this talk)  $\phi(x, O)$ 
  - when a map is available
  - without a map
- Path planning
  - map out and inspect the domain
  - discover and visually inspect the source(s)
  - do it “well” -- optimization, adaptivity

# Defining visibility

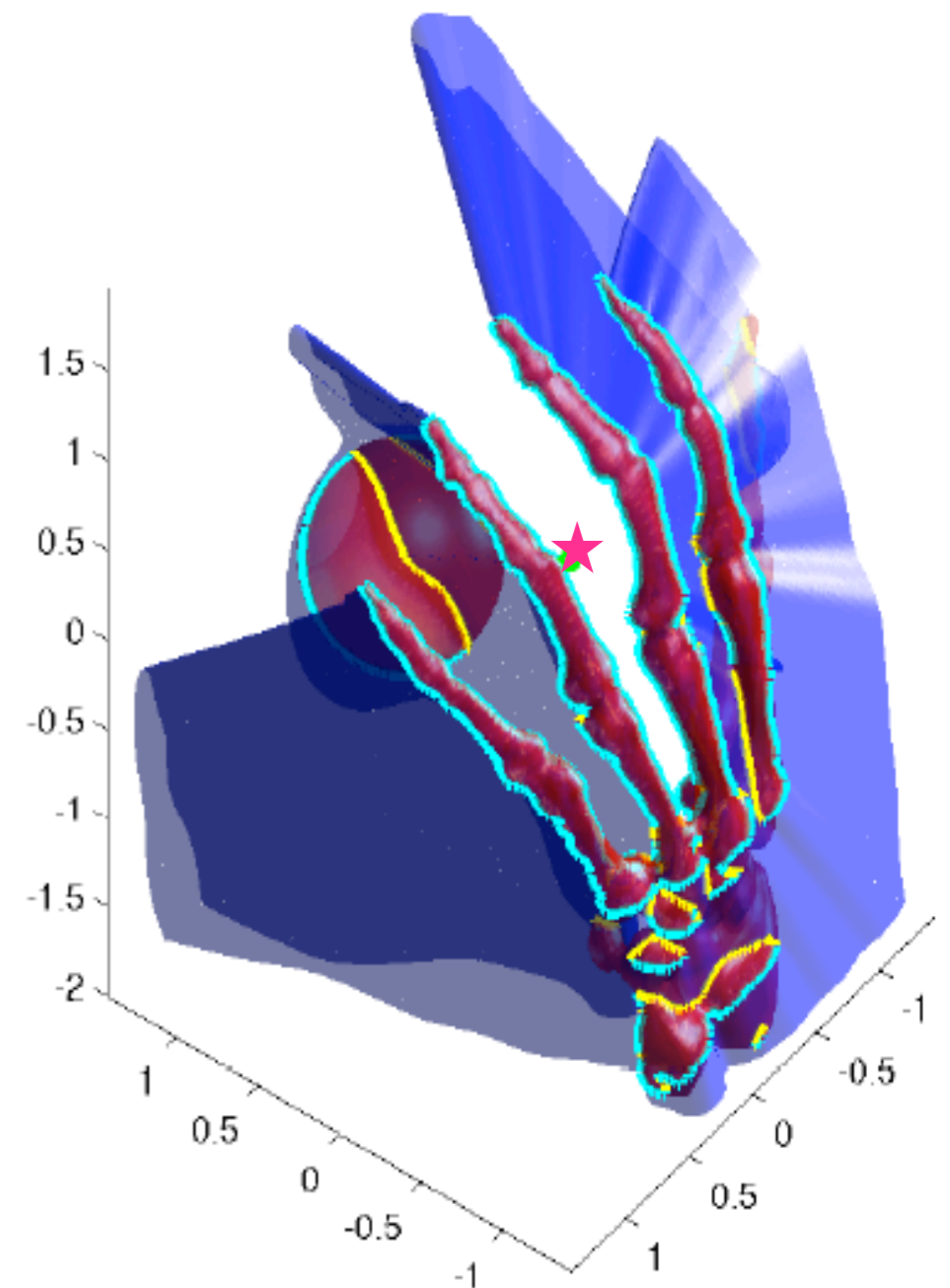
Obstacle:  $\Gamma = \partial\Omega = \partial\{\Psi < 0\}$

Observing location:  $O$

Construct a **continuous** function  $\phi(y, O)$

$\{y : \phi(y, O) < 0\} =$  occlusion from  $O$

$\phi(x, y) = \phi(y, x)$  (reciprocity)

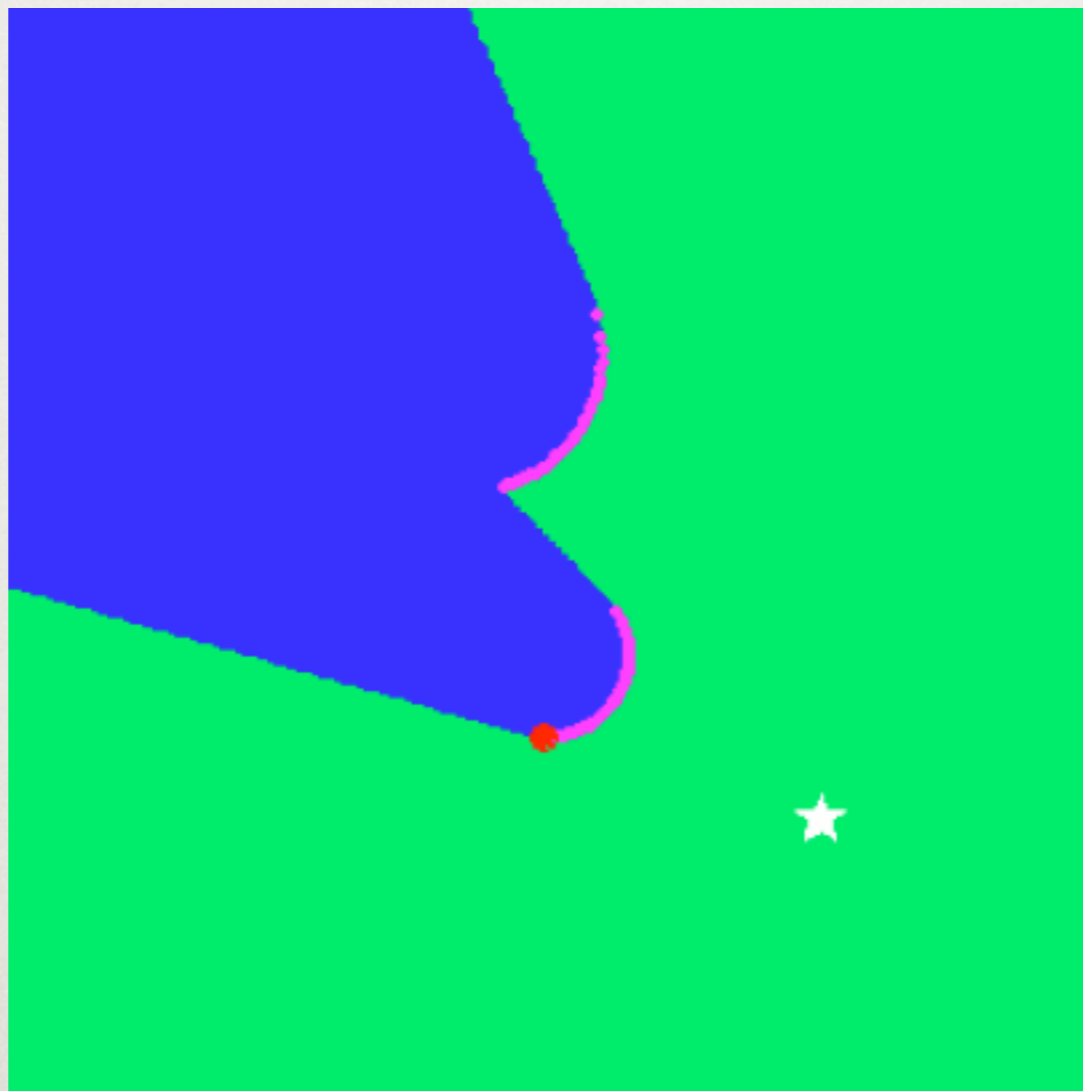


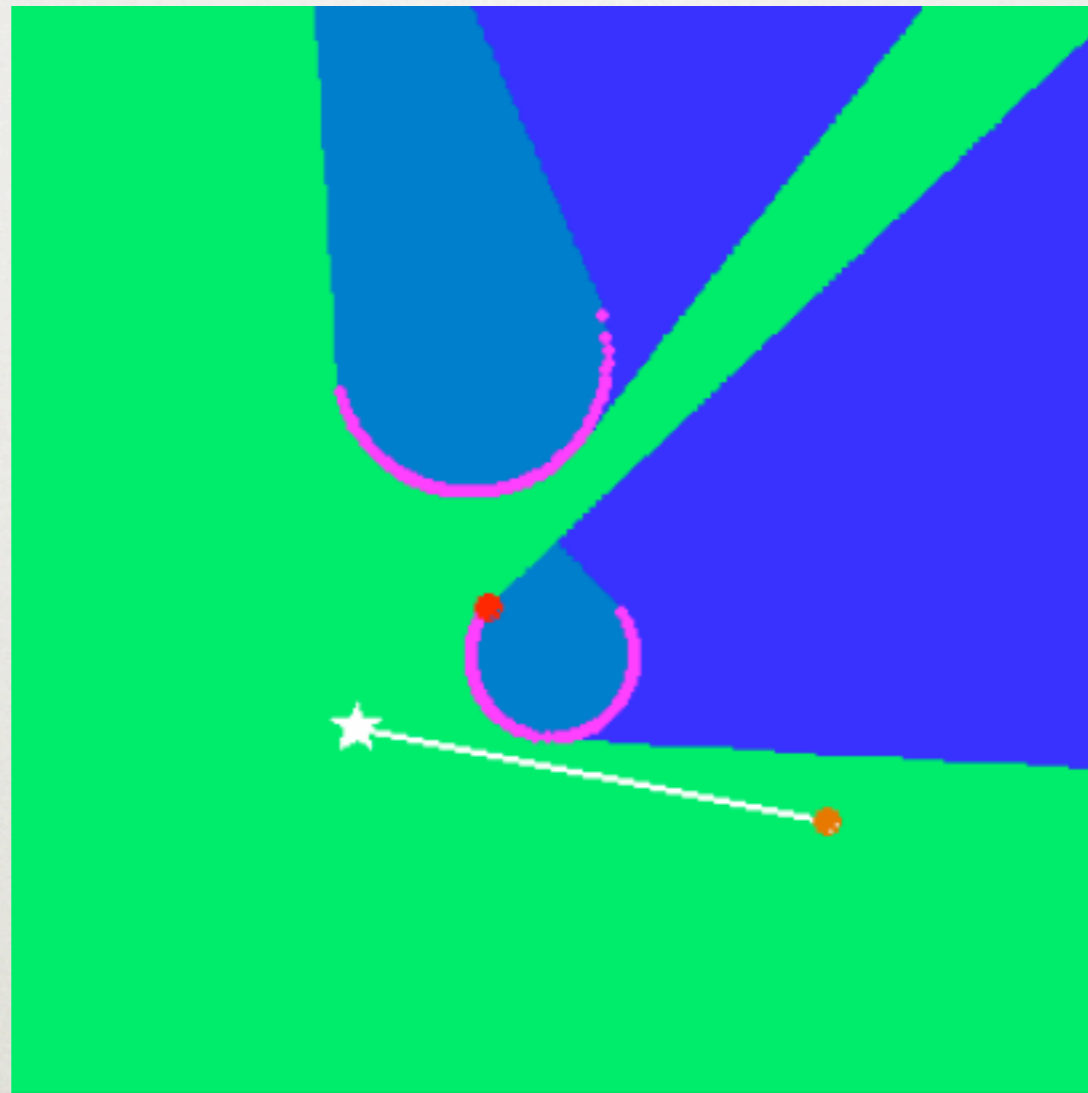
# Related work

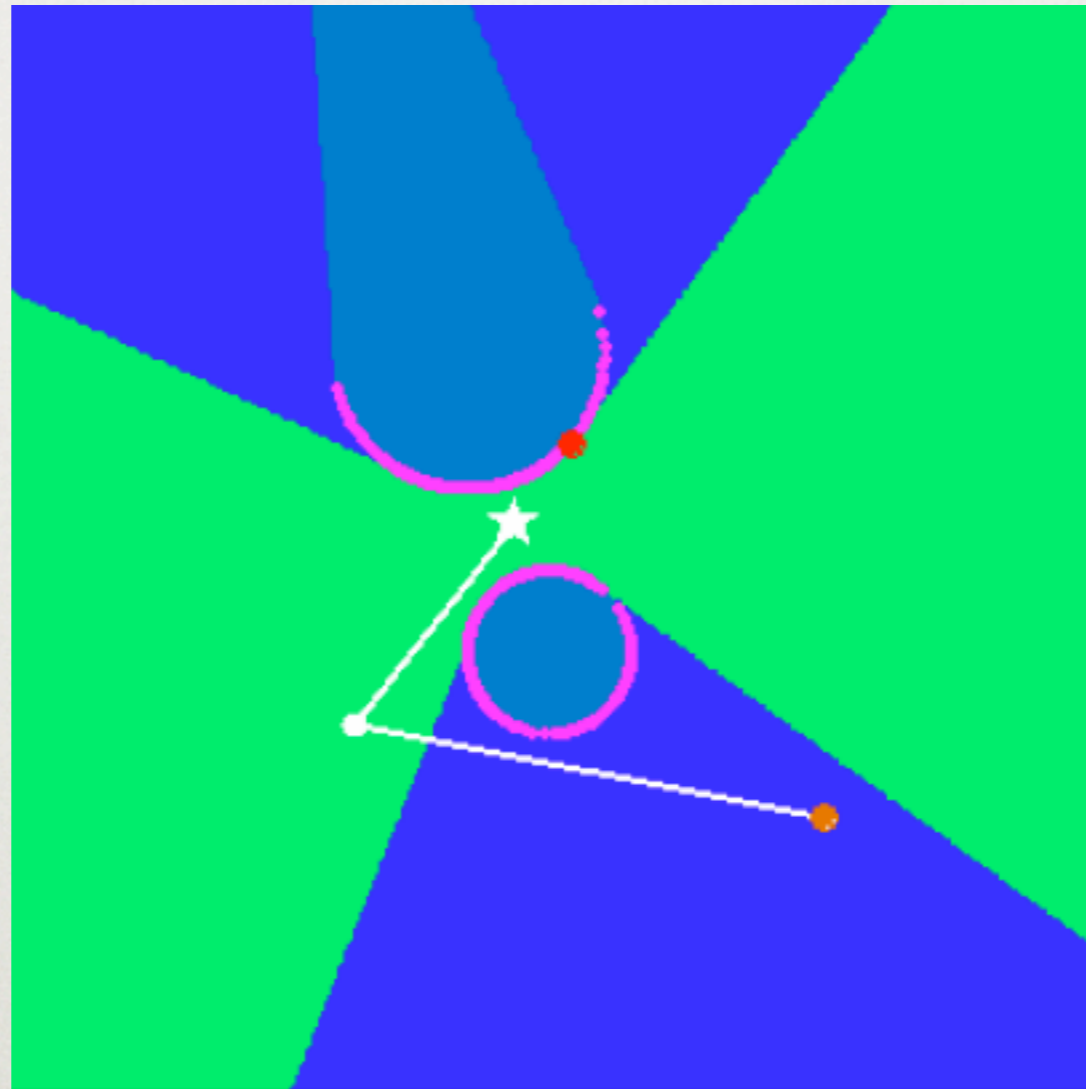
- Computing visibility:
- Algorithms for handling surfaces:
- Geometry: convexity and topology of the illuminated region of a solid surface [Ghomi]
  
- **Path planning:**  
Hamilton-Jacobi, computational geometry, boundary, medial axes approaches. [LaValle][Landa-Tsai]
- **Source detection:**  
**Inverse source problems**  
[Yamamoto][Santosa-Symes][Isakov] and many others

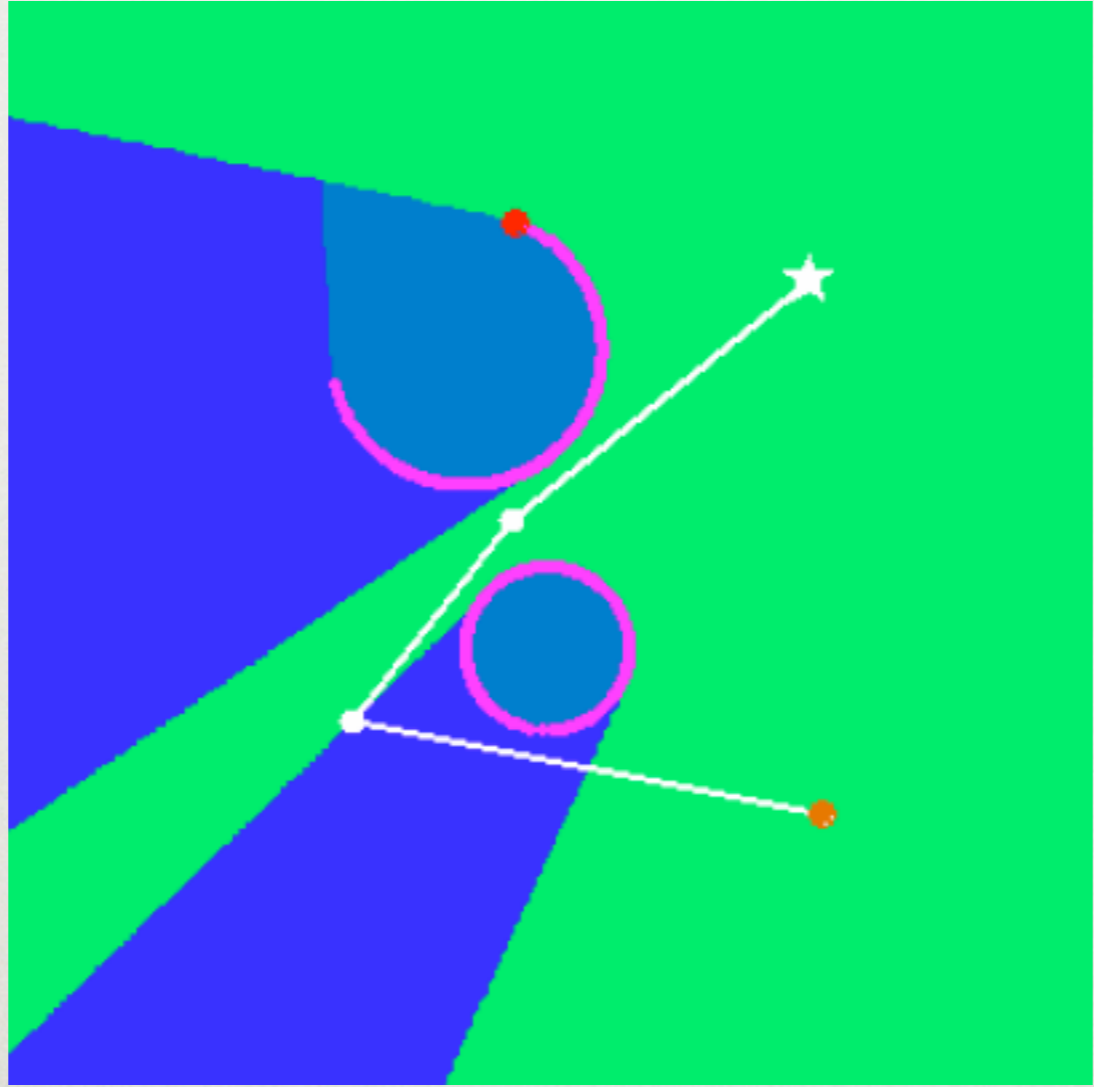


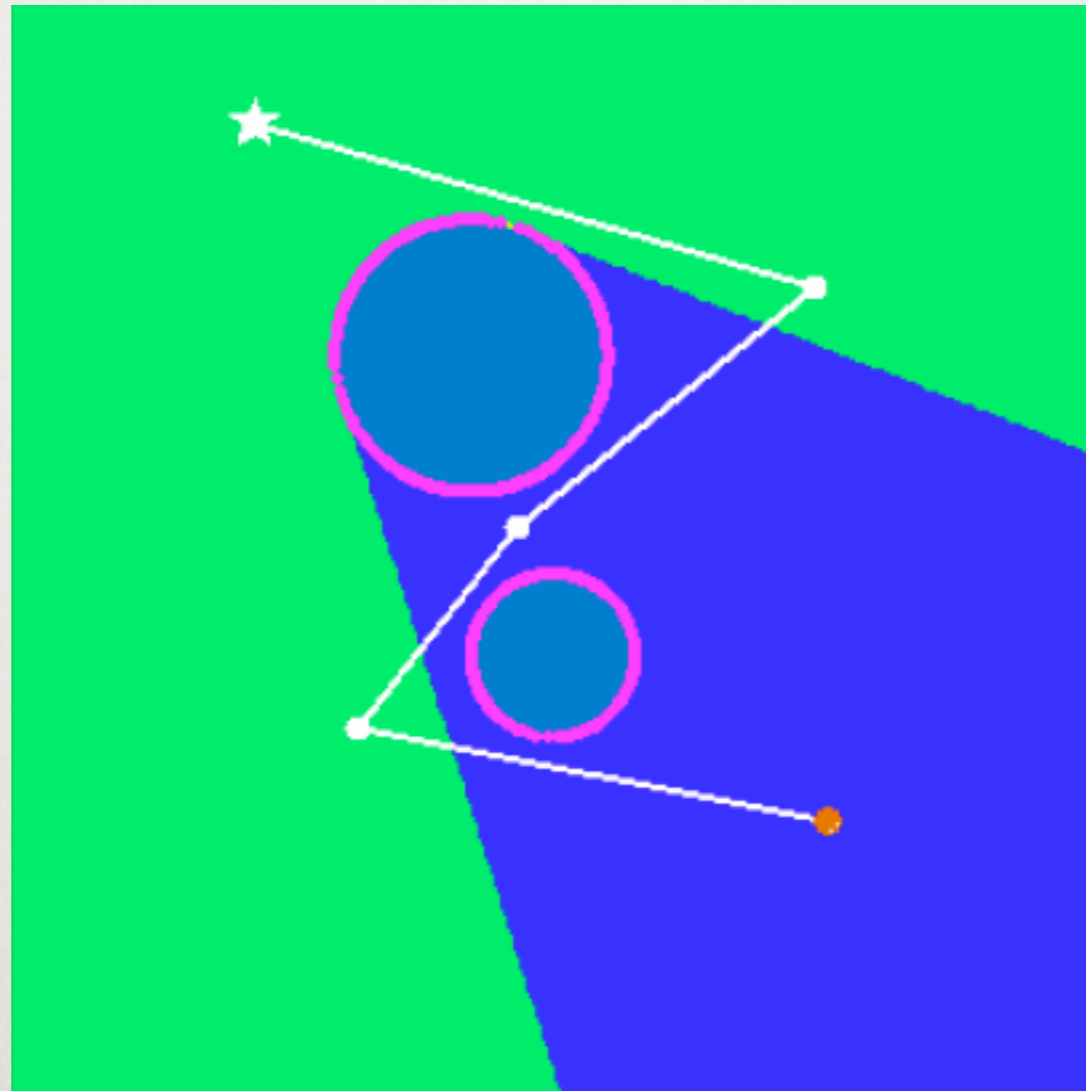




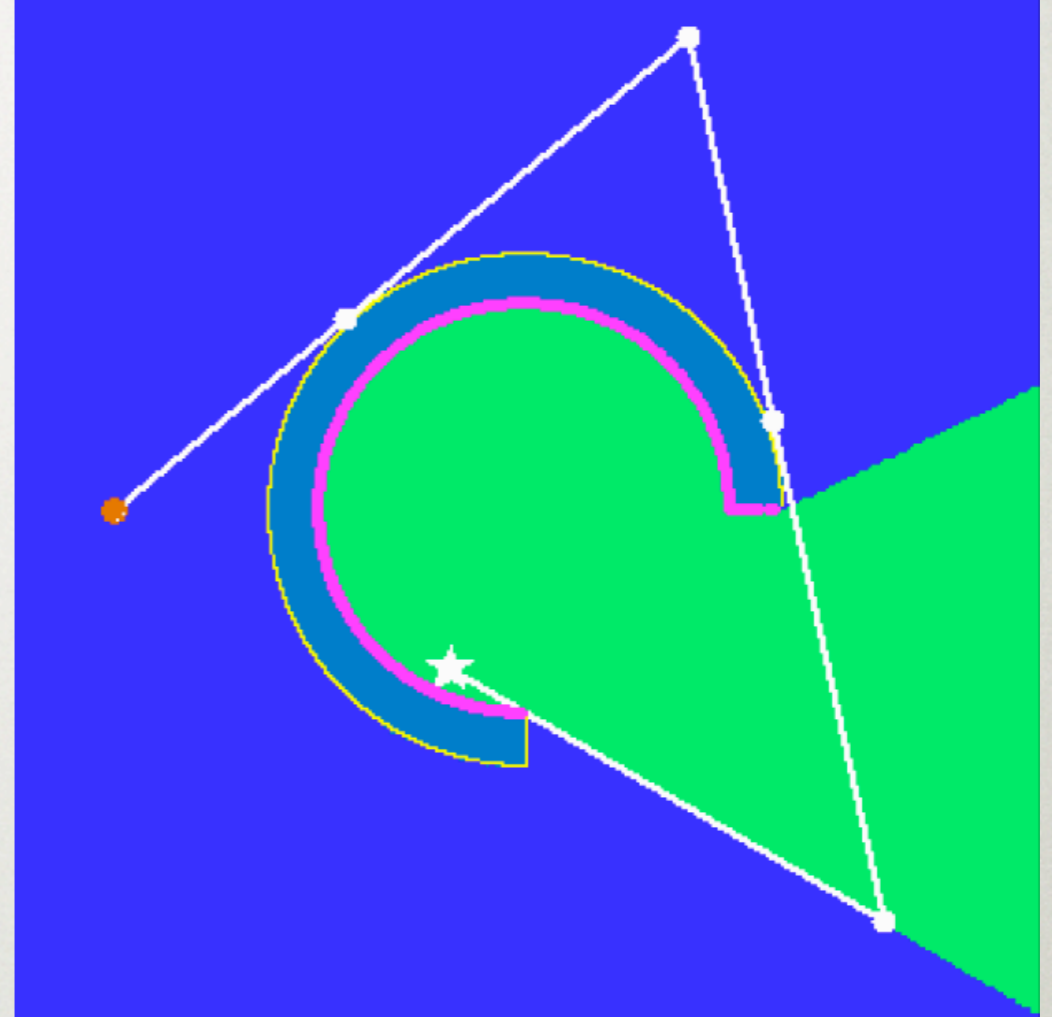
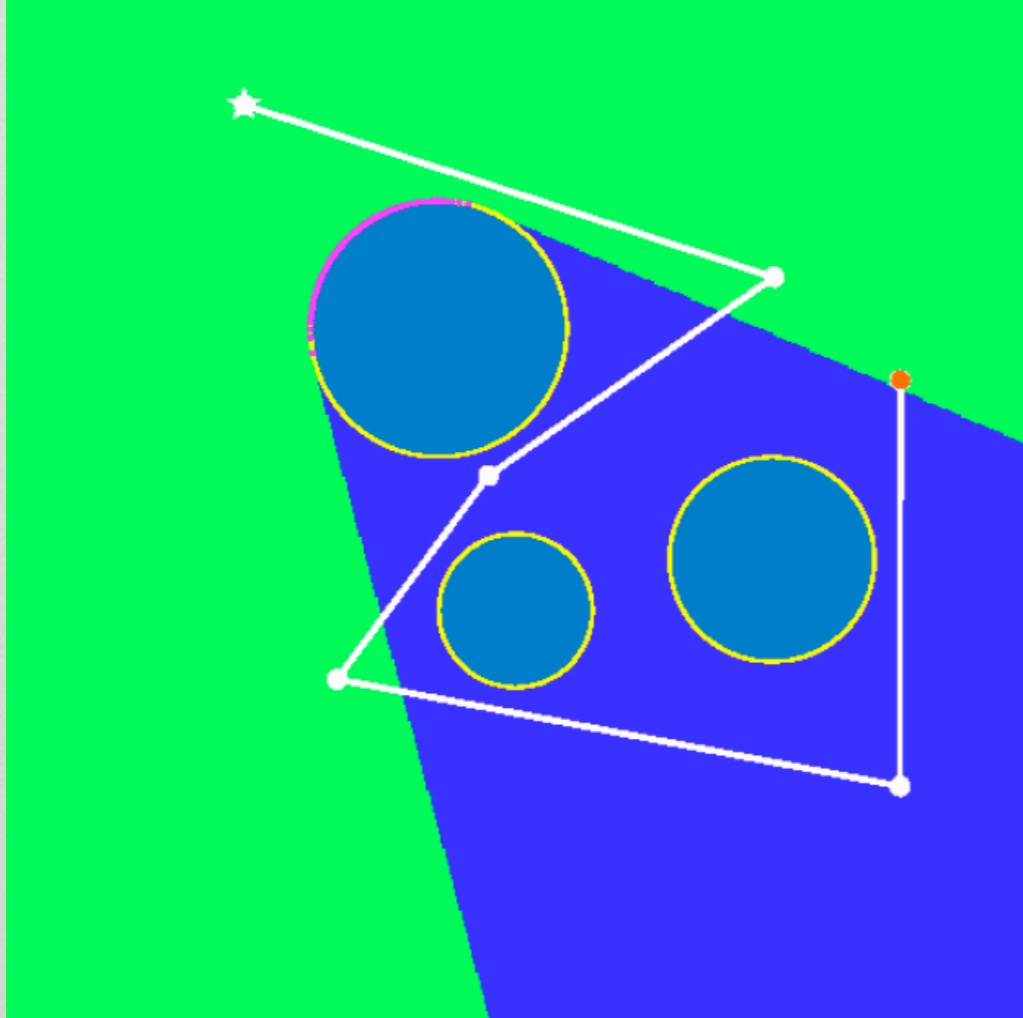


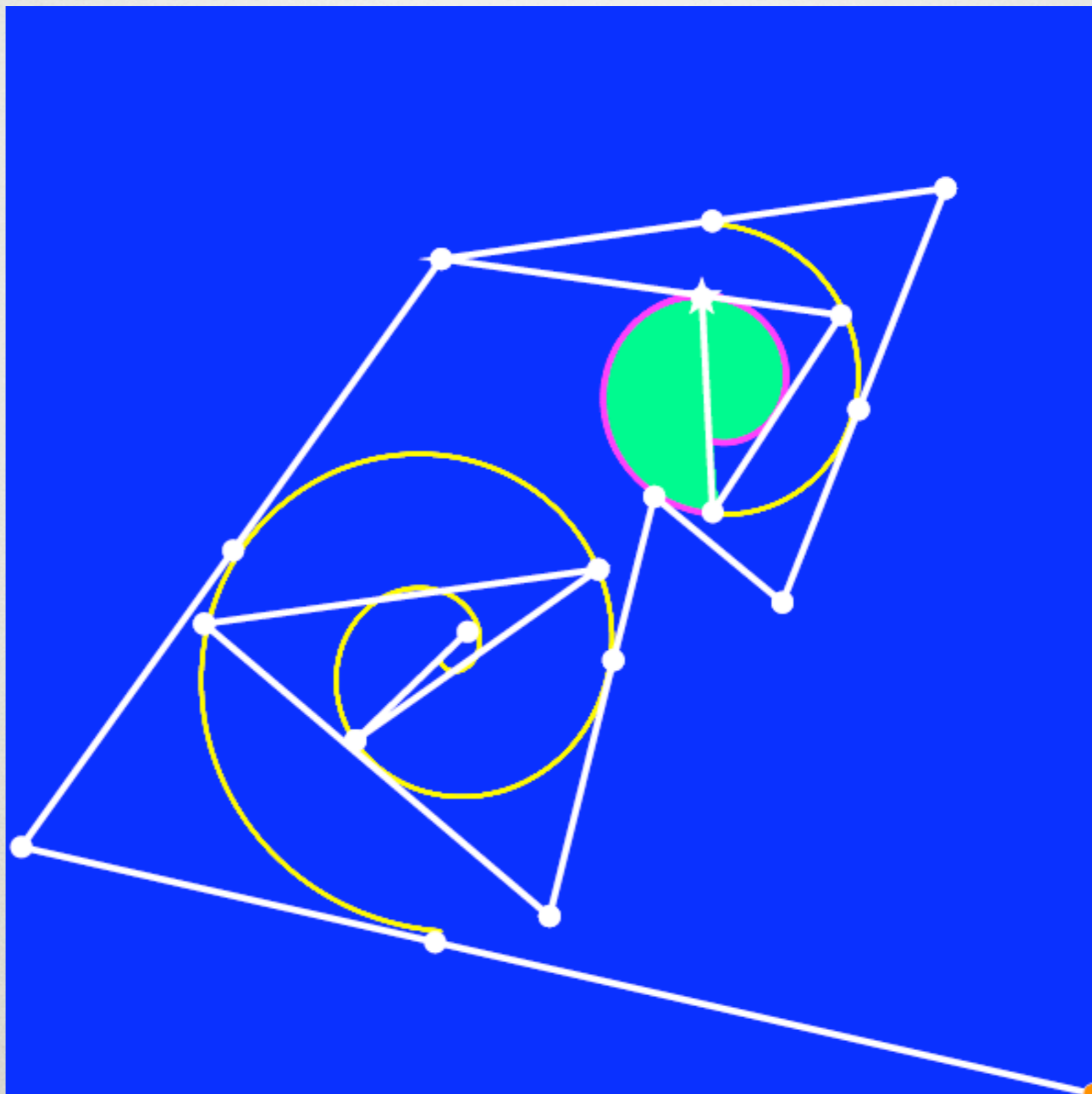




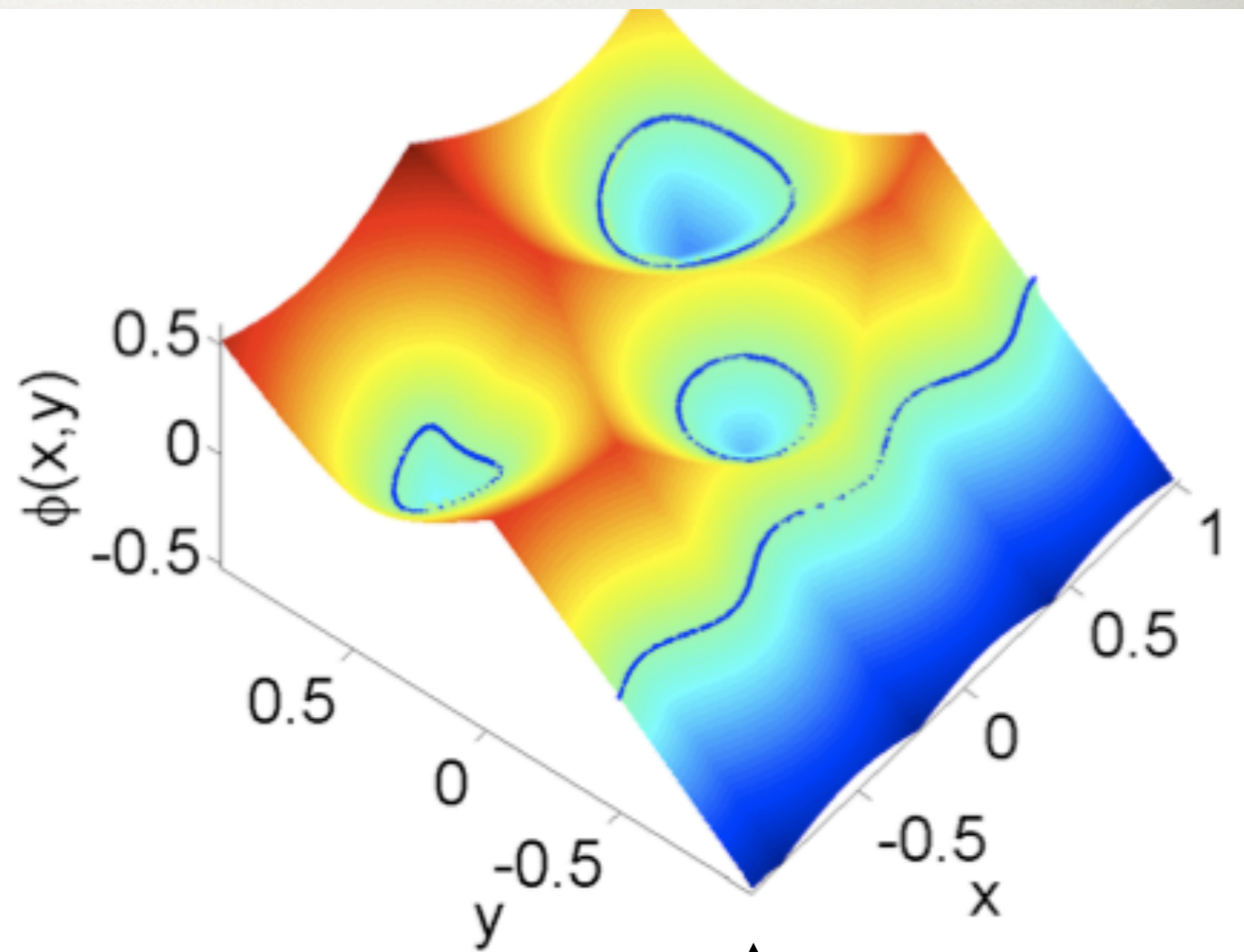
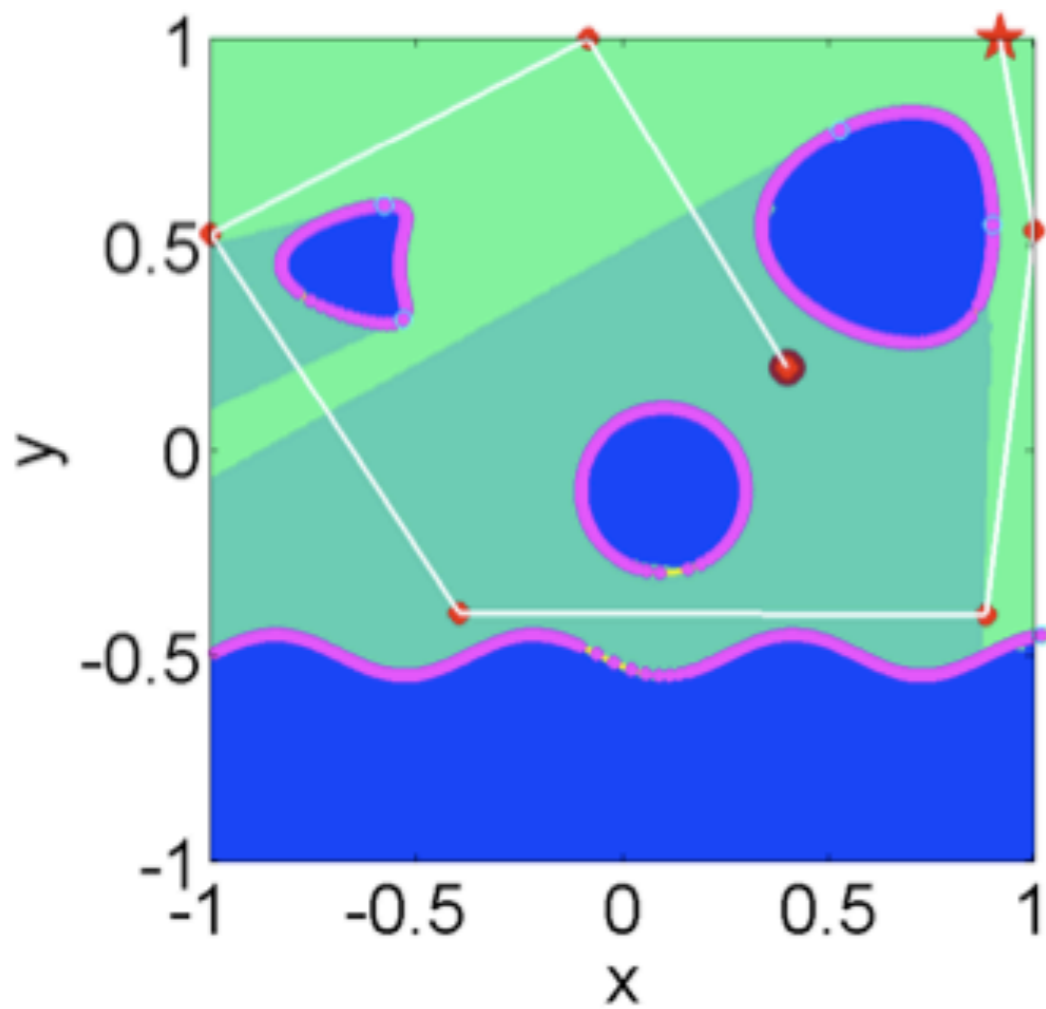


Obstacles reconstructed by an ENO technique.





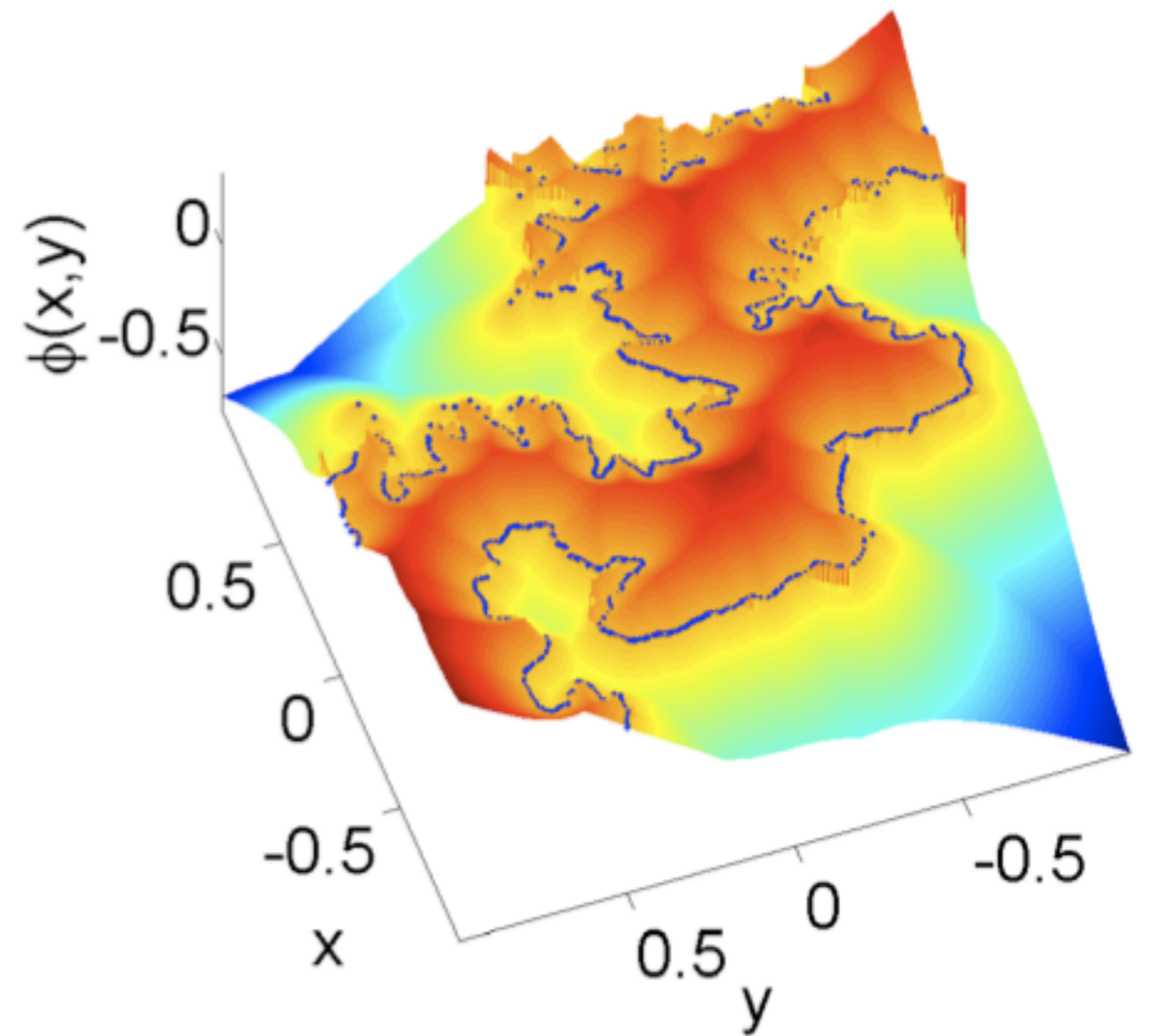
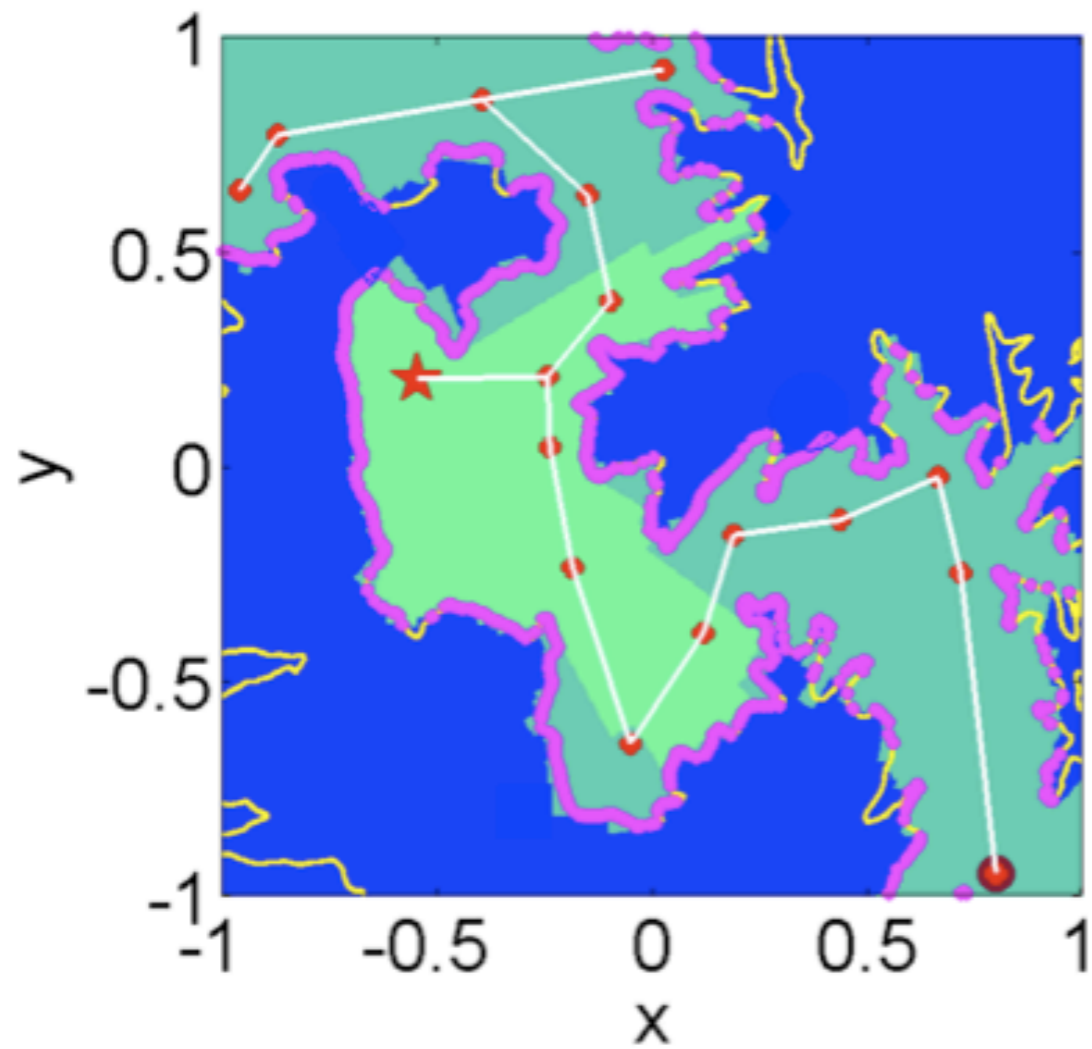
# CREATING A MAP



Level set representation of the environment.



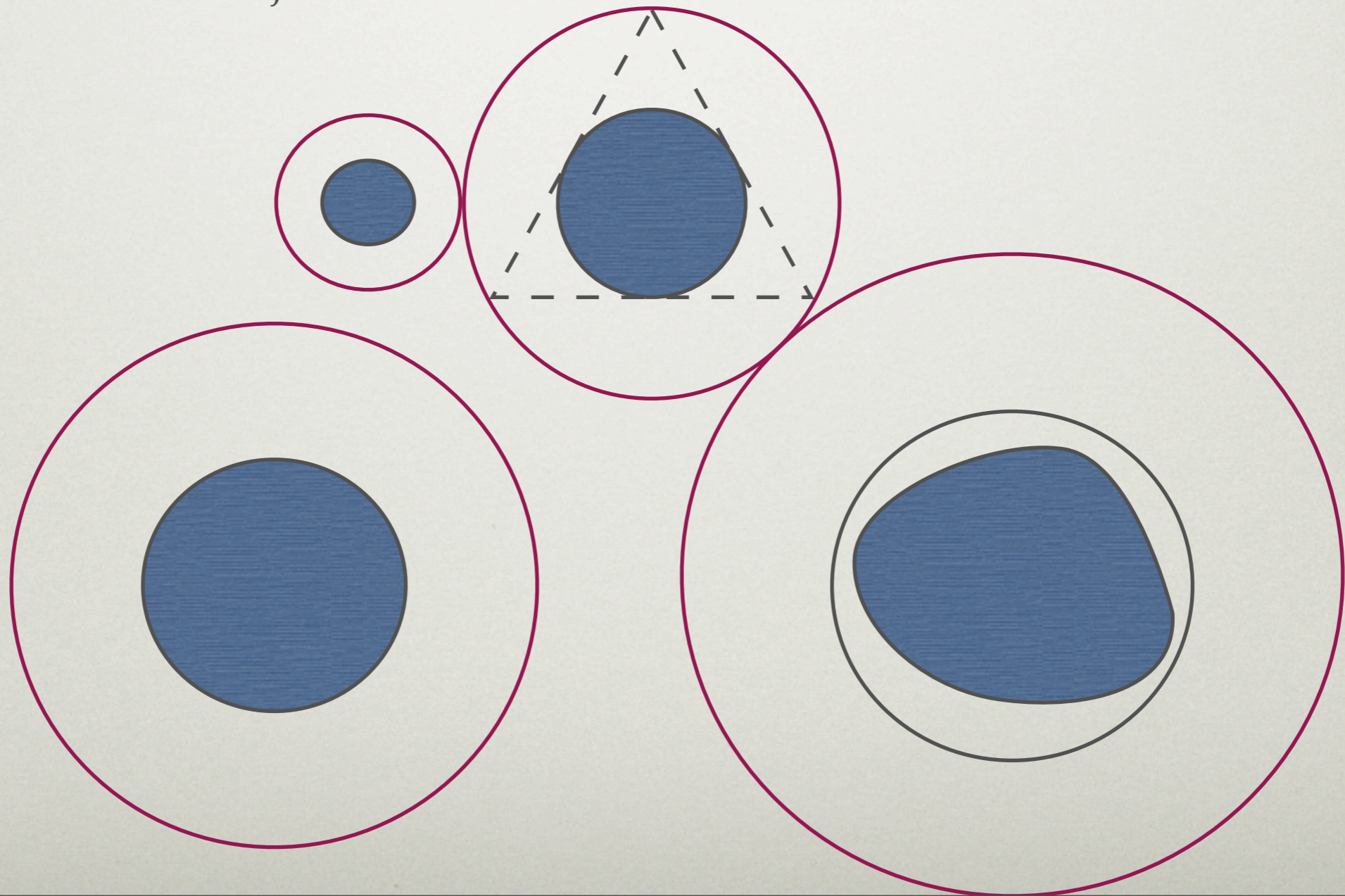
# SIMULATION WITH REAL DATA



# CONVERGENCE THEORY

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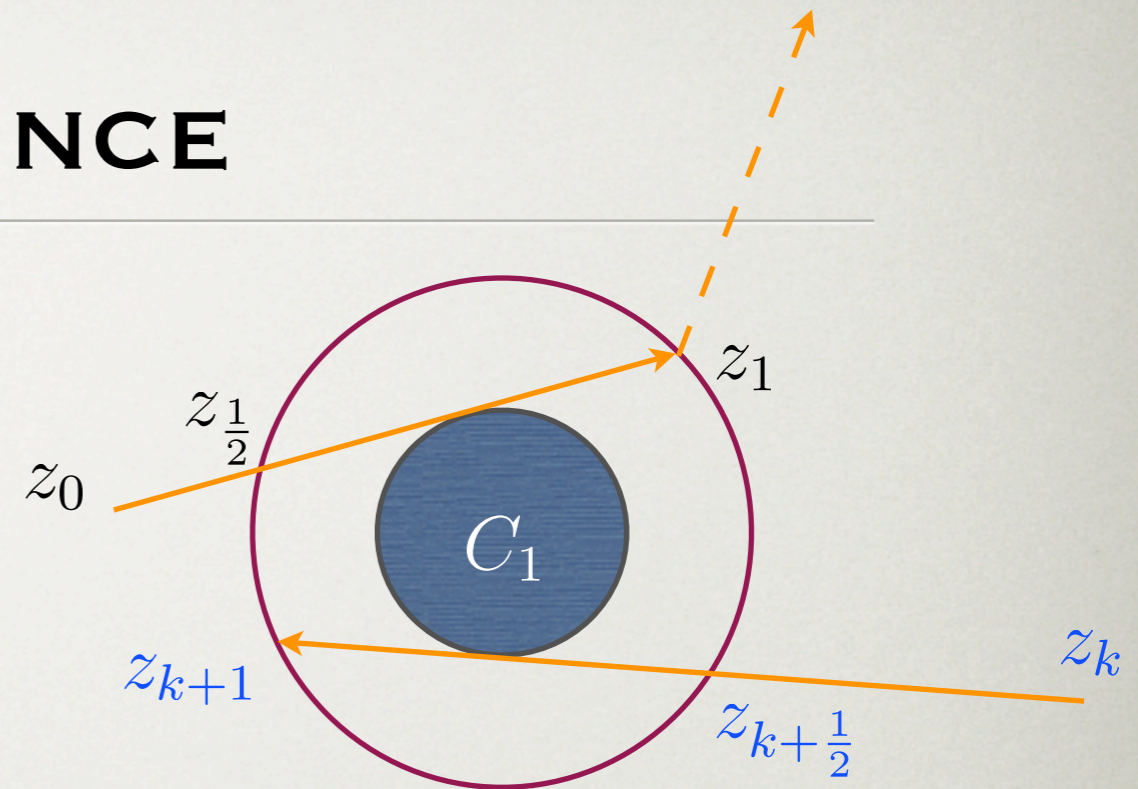
- Single observer
- Convex objects
- Separation: non-overlapping disks, non-overlapping inscribing triangles
- Finite number of objects



# CONVERGENCE

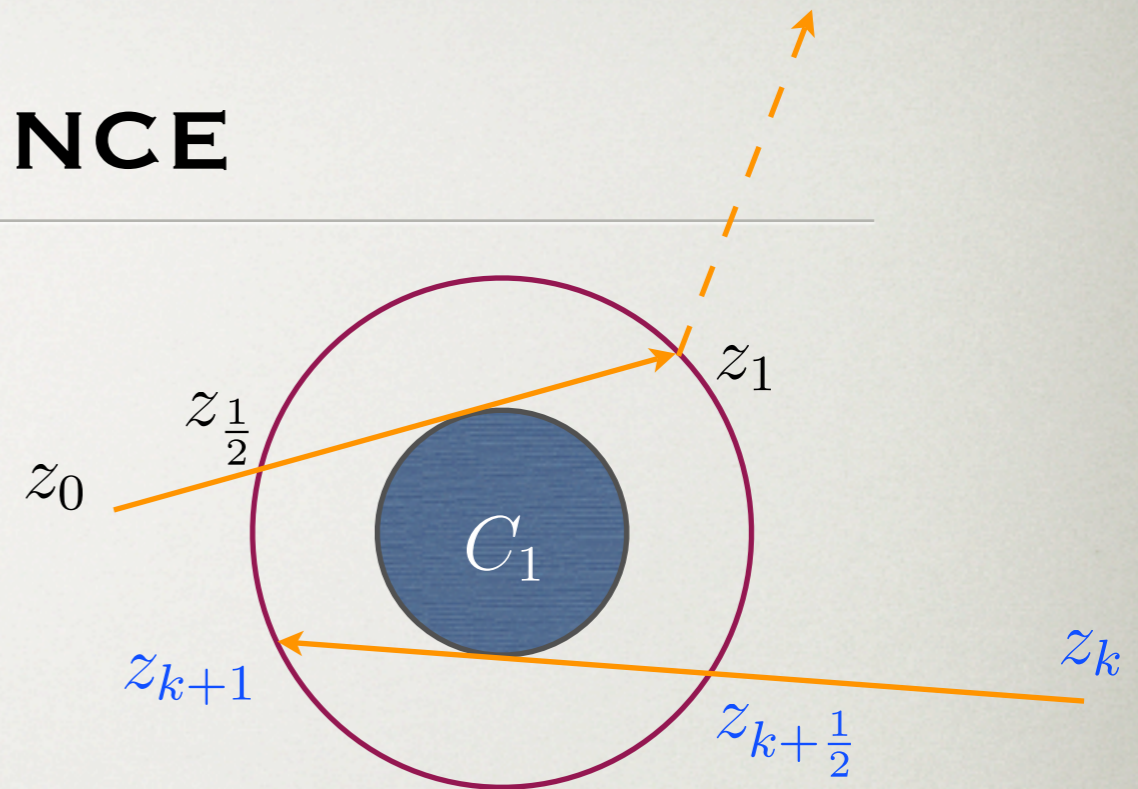
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**Lemma:** If for some  $k > 1$ ,  $z_{k+1} \in C'_1$ ,  
then  $C_1$  is entirely seen from  $\{z_{\frac{1}{2}}, z_1, z_{k+\frac{1}{2}}, z_k\}$

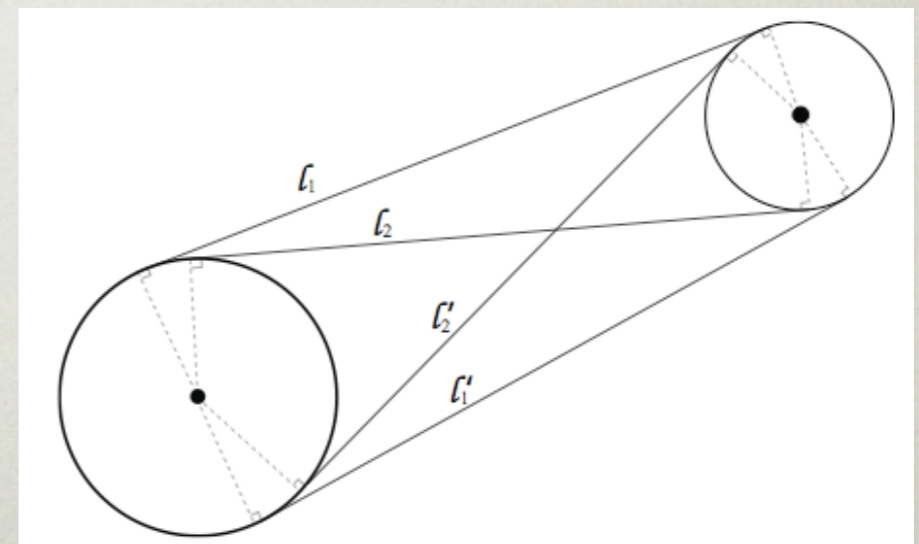


# CONVERGENCE

**Lemma:** If for some  $k > 1$ ,  $z_{k+1} \in C'_1$ ,  
then  $C_1$  is entirely seen from  $\{z_{\frac{1}{2}}, z_1, z_{k+\frac{1}{2}}, z_k\}$



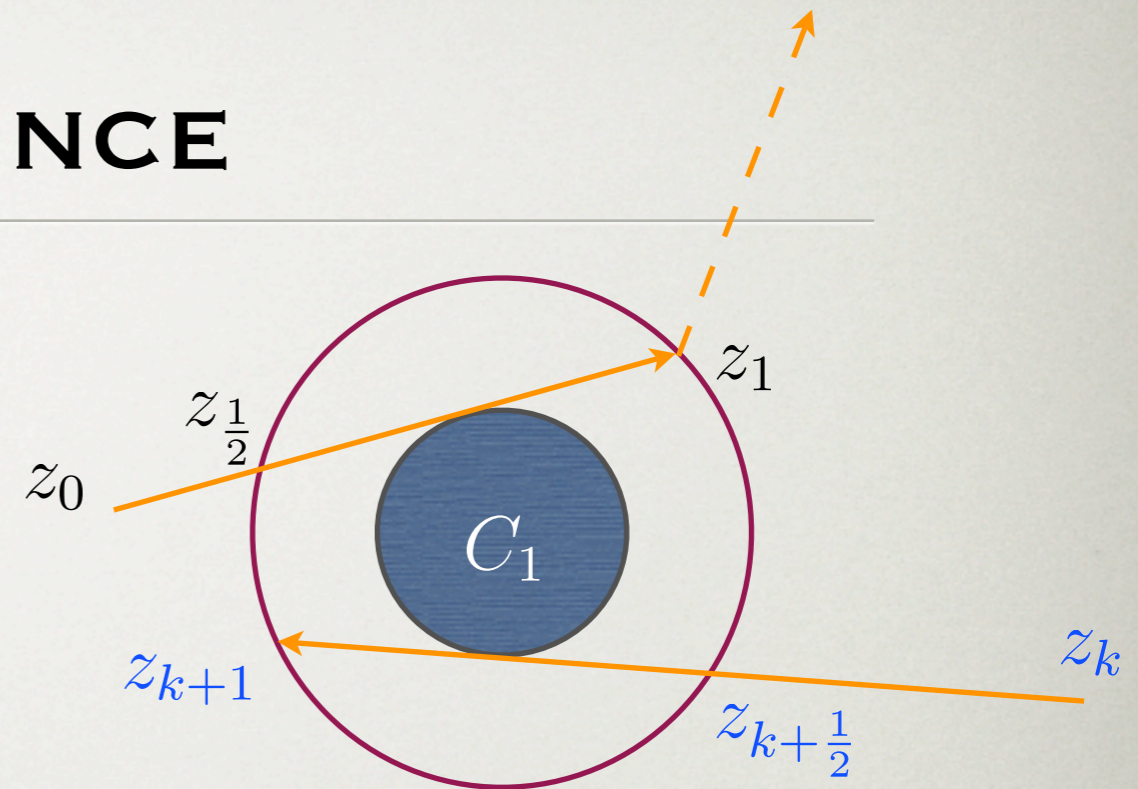
**Lemma:** In the process of exploring  $C_j$ , the observer must detect at least one edge point on every neighbor of  $C_j$ .



# CONVERGENCE

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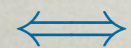
**Lemma:** If for some  $k > 1$ ,  $z_{k+1} \in C'_1$ ,  
then  $C_1$  is entirely seen from  $\{z_{\frac{1}{2}}, z_1, z_{k+\frac{1}{2}}, z_k\}$



**Lemma:** Every disk will have at least one edge point labeled on it before algorithm terminates

**Proposition:**

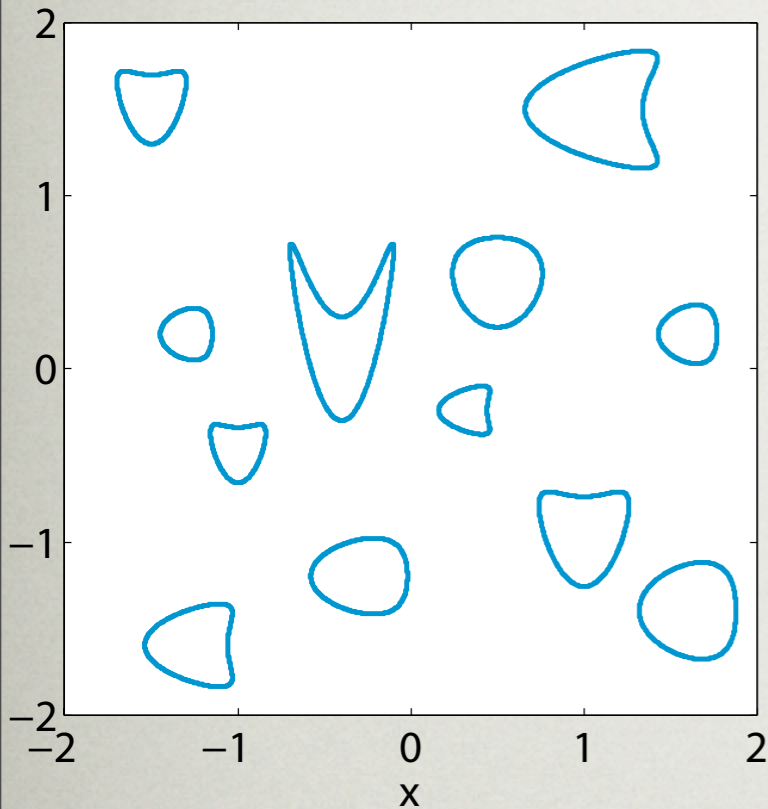
The entire environment  $B_R$  is explored at the termination of the algorithm



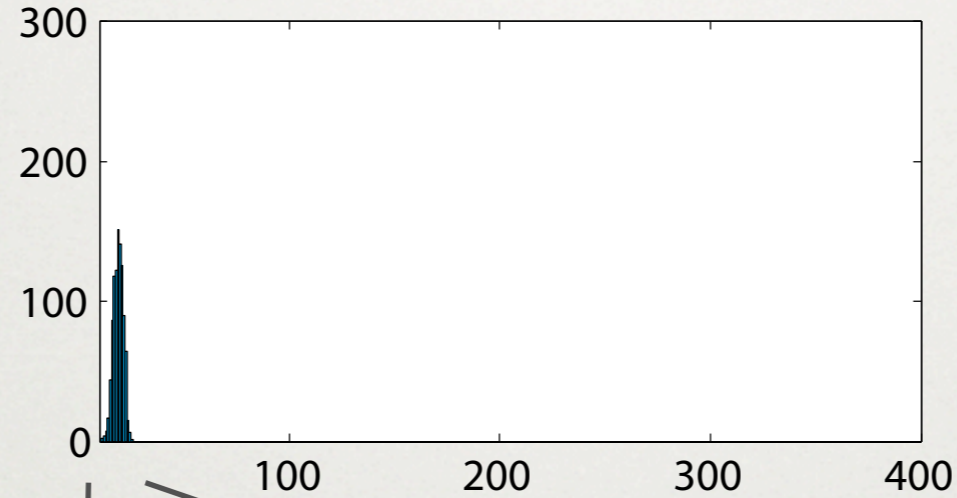
The observer has seen the boundary of every obstacle at the termination.

# SOME STATISTICS

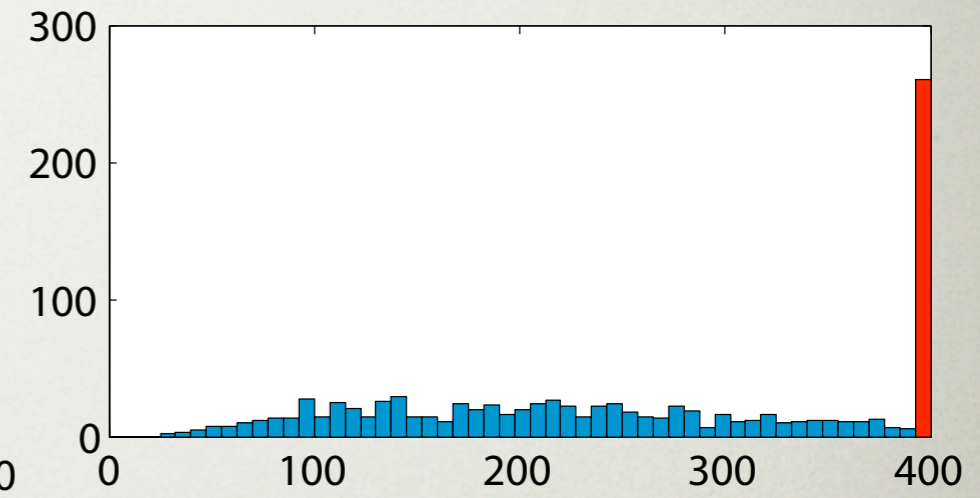
Sample environment



Number of steps histogram:  
approach nearest edge

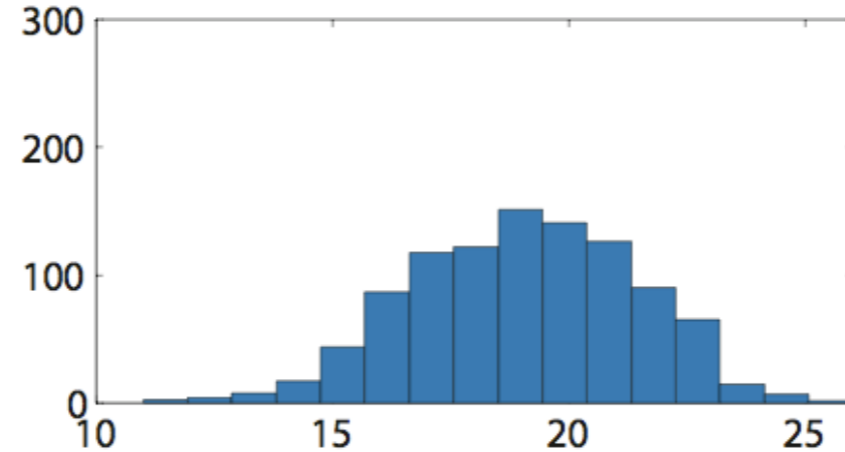


Number of steps histogram:  
random walk

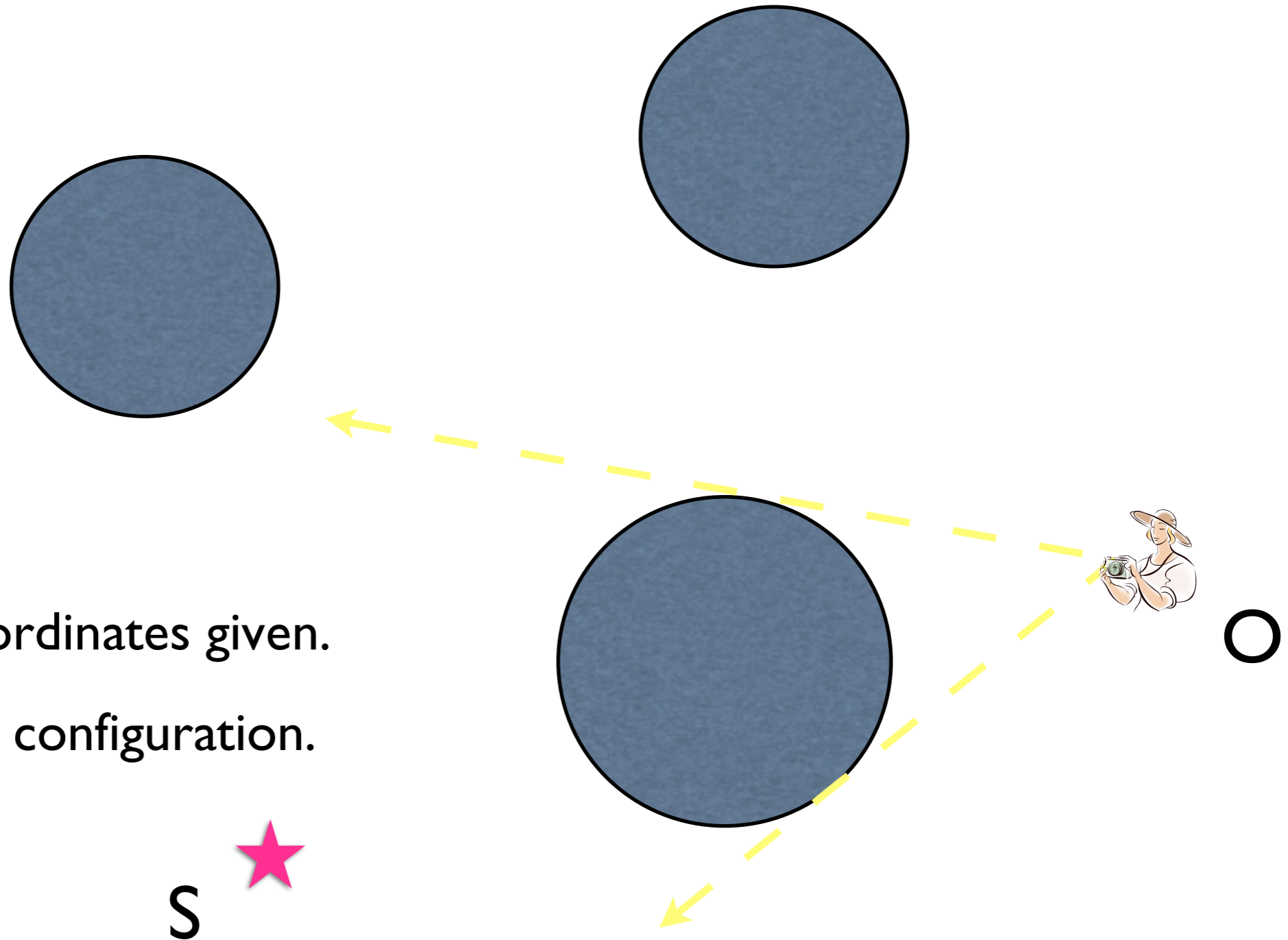


1000 independent runs

Number of steps histogram:  
approach nearest edge



# Shortest path to see an object



Target's GPS coordinates given.

Known obstacle configuration.

# Shortest path to see an object

$u(x, O)$ : visibility from  $O$

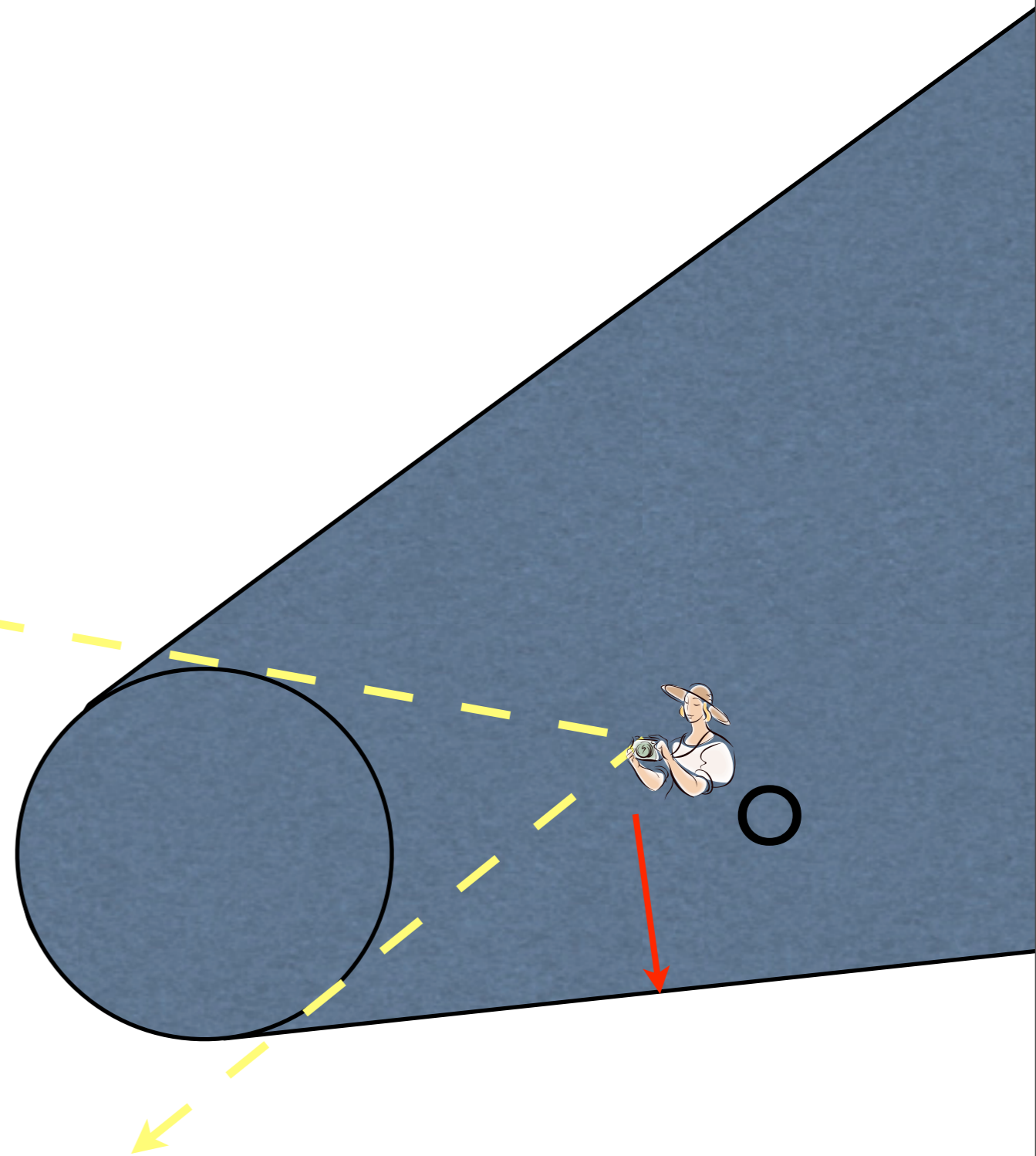
reciprocity:

$$u(x, y) = u(y, x)$$

Compute what  $S$  can see:  $u(x, S)$

Compute a geodesics  
from  $O$  to the shadow boundary of  $S$

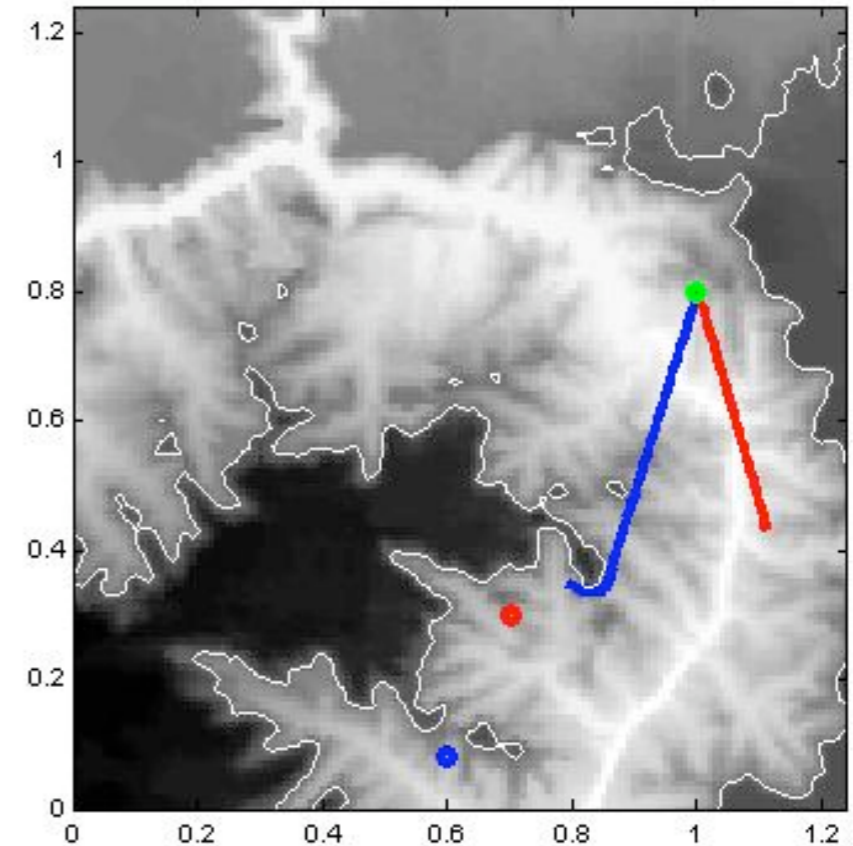
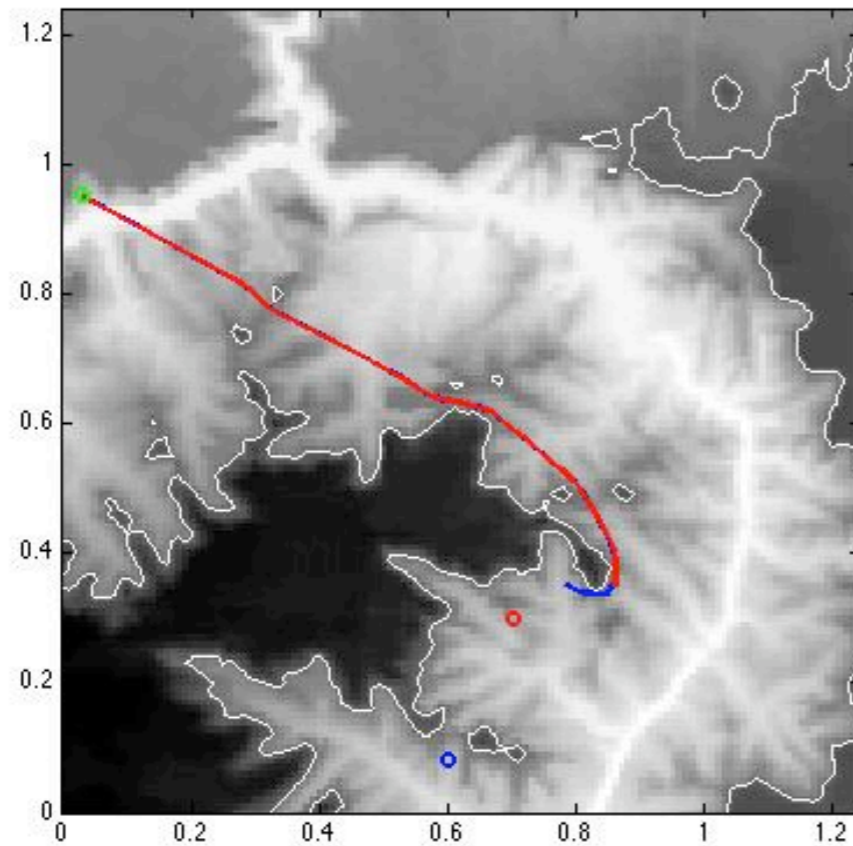
$S$  ★





# Shortest path to see multiple objects

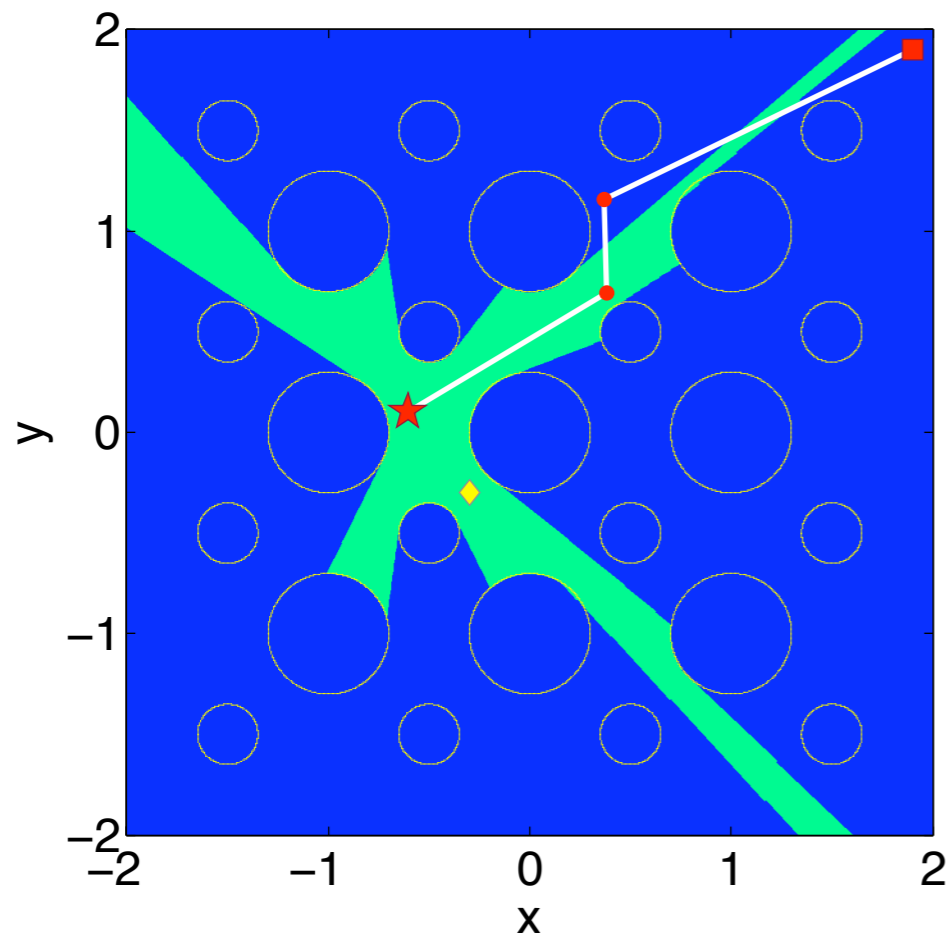
- Extension to multiple observers
- Algorithm determines the existence of solutions.



# Target detection in unknown environments

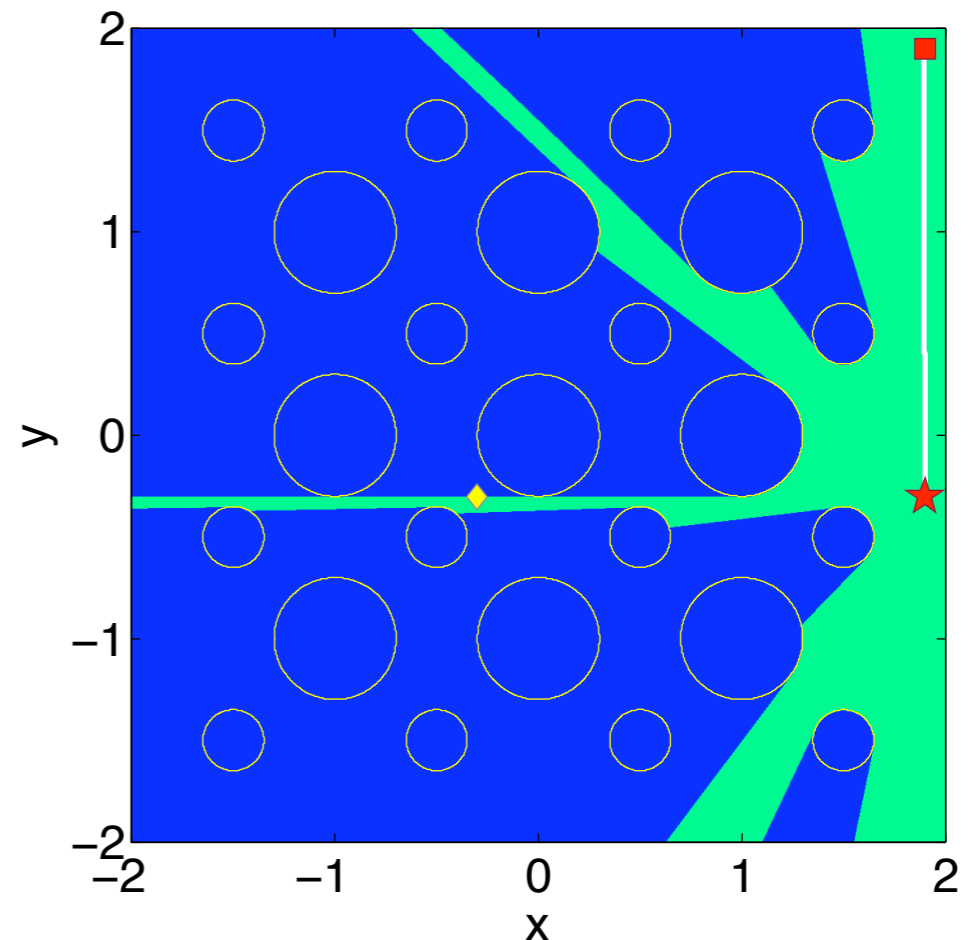
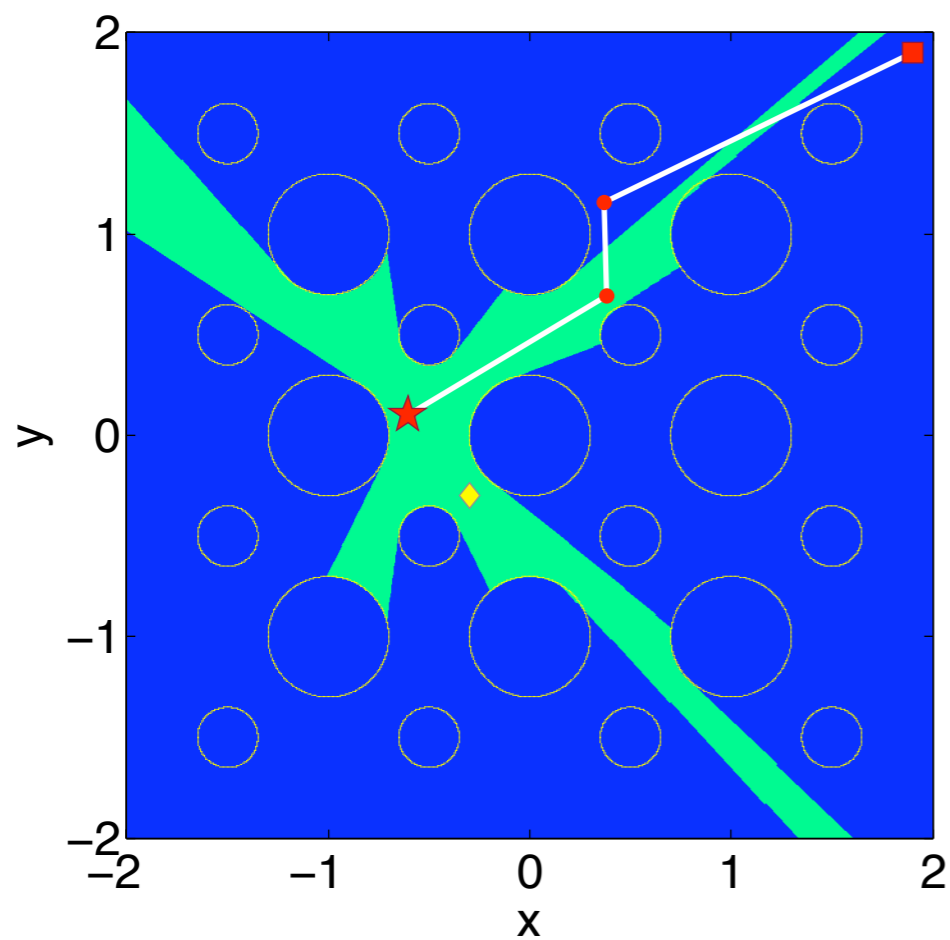
- Obstacles in the domain are unknown
- Given the location of the target:  $S$
- Visibility from observing location available

Move around to see the target ( $S$ ) as soon as possible.

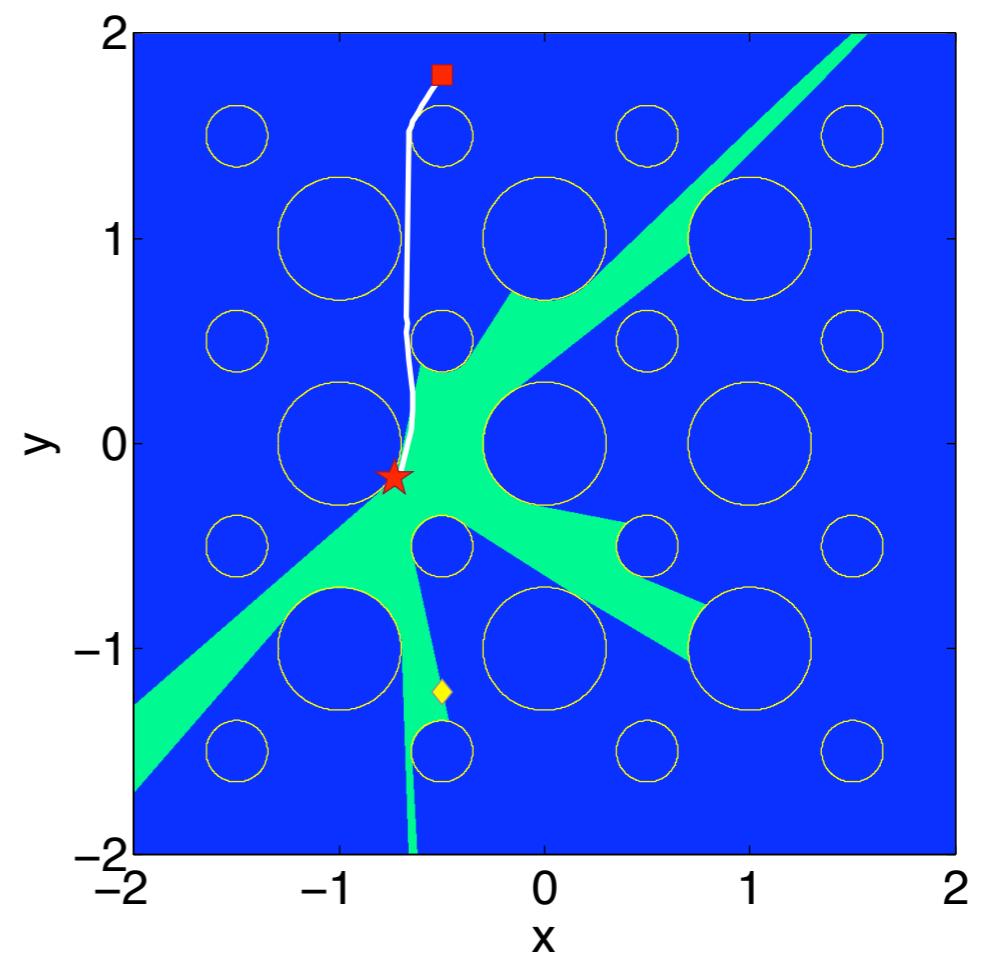
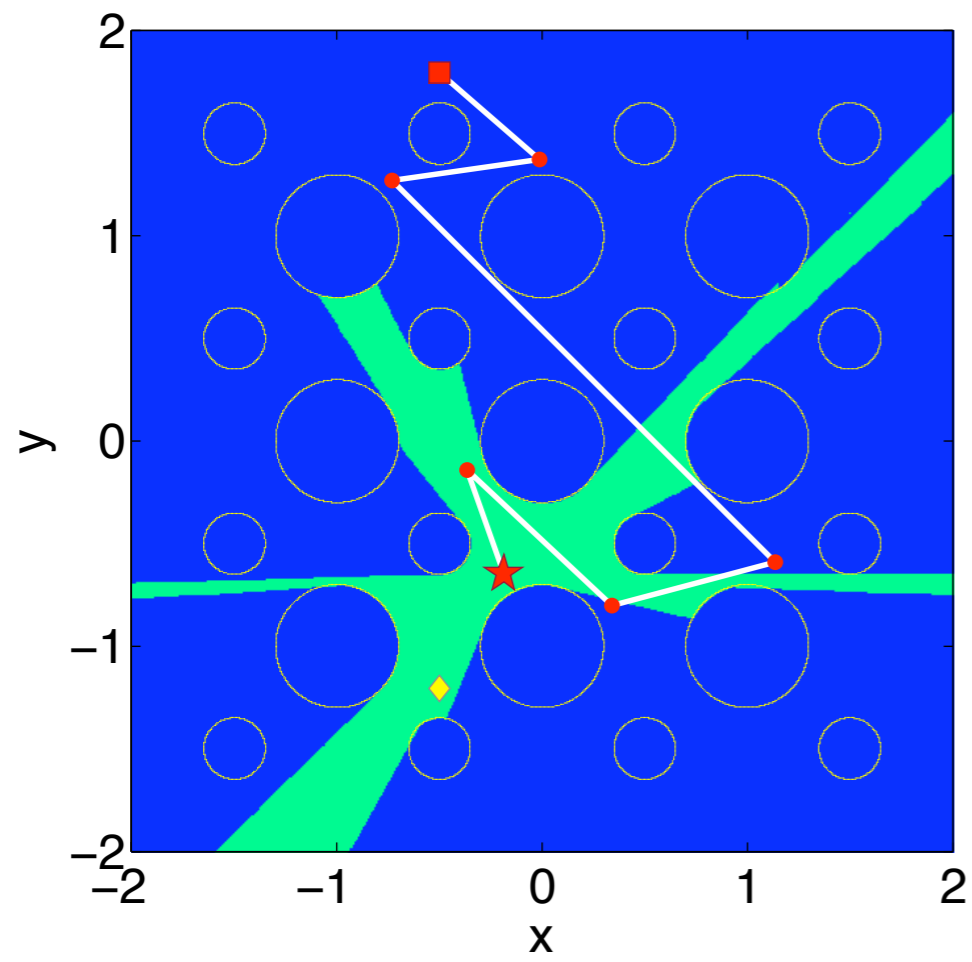


- Obstacles in the domain are unknown
- Given the location of the target:  $S$
- Visibility from observing location available

Move around to see the target ( $S$ ) as soon as possible.



Shortest path if obstacles are given.

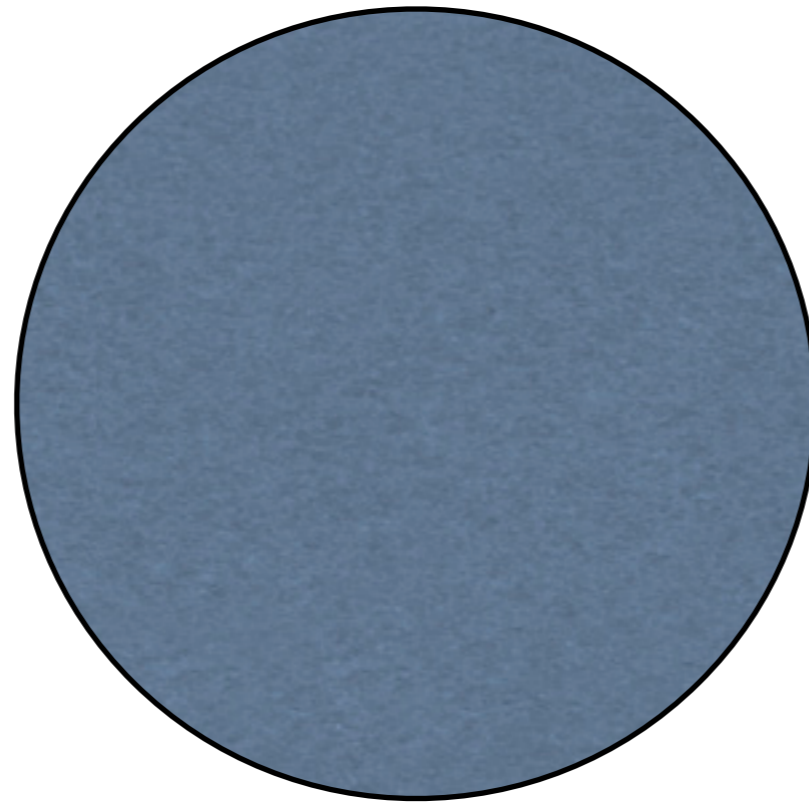


Shortest path when obstacles are known.

# Where is the cheese?



S ?



Info available:

- Obstacles
- visibility  $\phi(\cdot, O)$
- smell:  $u(O, S)$ ,  $\nabla_1 u(O, S)$   
(intensity, gradient)

# Reciprocity

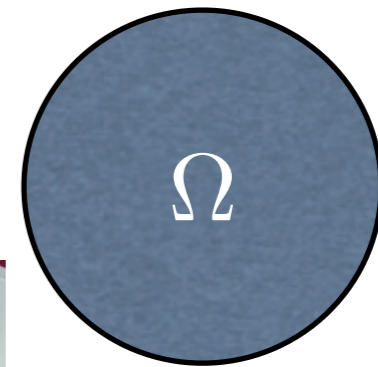
## Self-adjoint problem

$$-\Delta u = \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

(how the cheese smells)



S



O

# Reciprocity

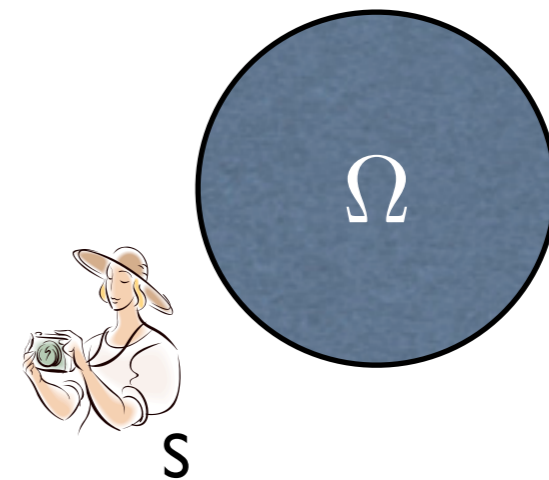
## Self-adjoint problem

$$-\Delta u = \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

(how the cheese smells)

$$-\Delta v = \delta(x - O), \quad v|_{\partial\Omega} \equiv 0$$

(how my cheese smells)



$O$



# Reciprocity

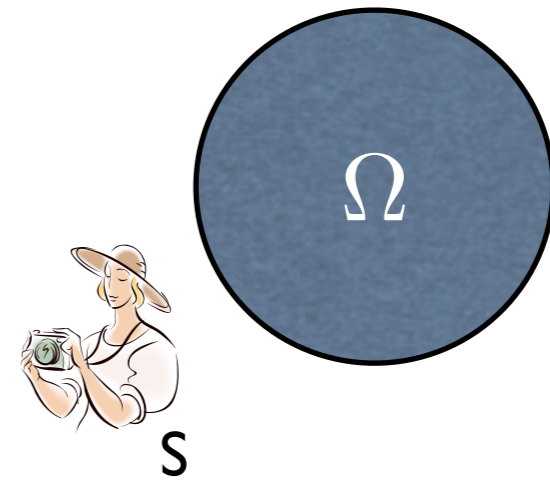
## Self-adjoint problem

$$-\Delta u = \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

(how the cheese smells)

$$-\Delta v = \delta(x - O), \quad v|_{\partial\Omega} \equiv 0$$

(how my cheese smells)



O

$$-\int_{\Omega} \Delta u v \, dx = -\int_{\Omega} u \Delta v \, dx$$

$$v(S) = u(O)$$

$$u(x, y)|_{y=S} = u(x)$$

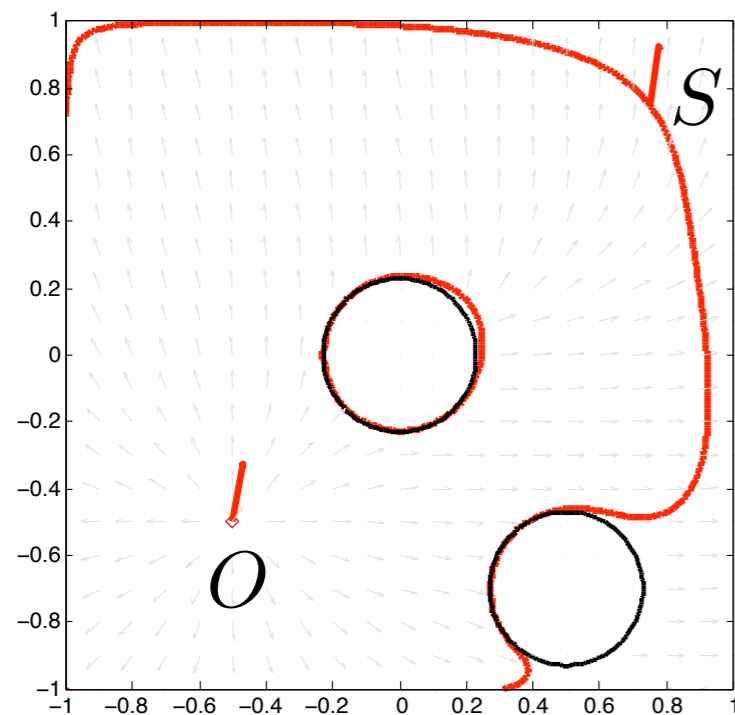
$$u(x, y) = u(y, x)$$

# Search with complete knowledge of obstacles

Determine: source location ( $S$ )

$$-\Delta u = \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

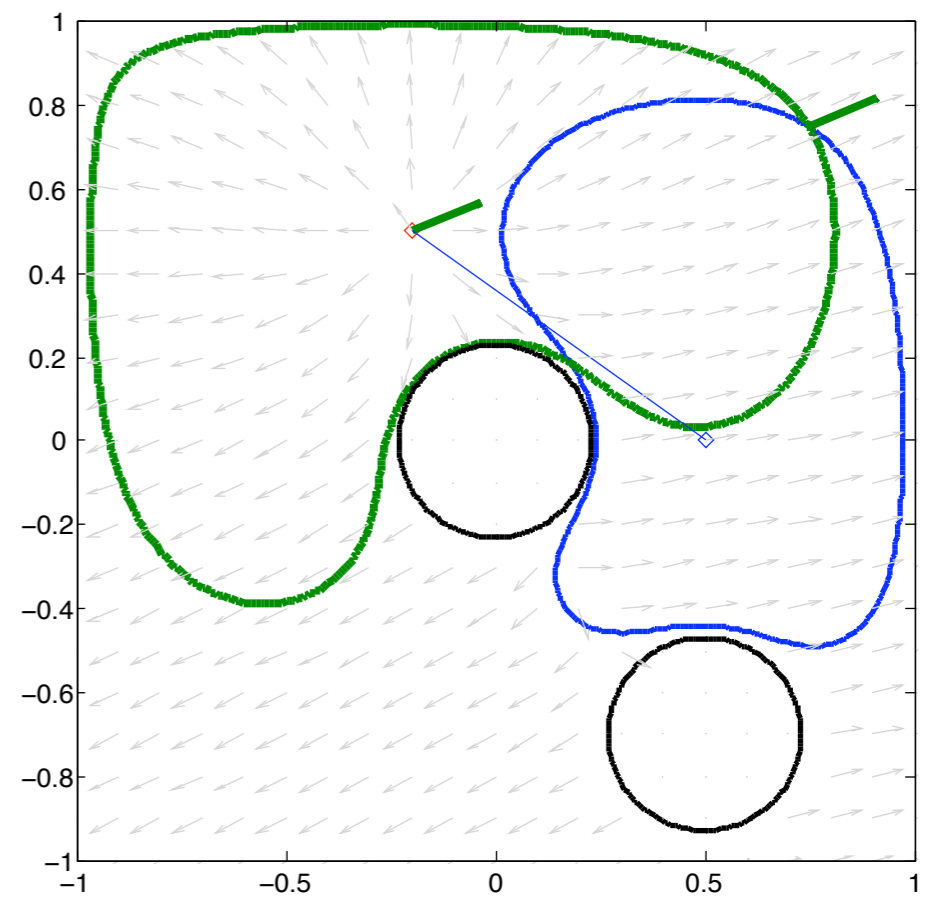
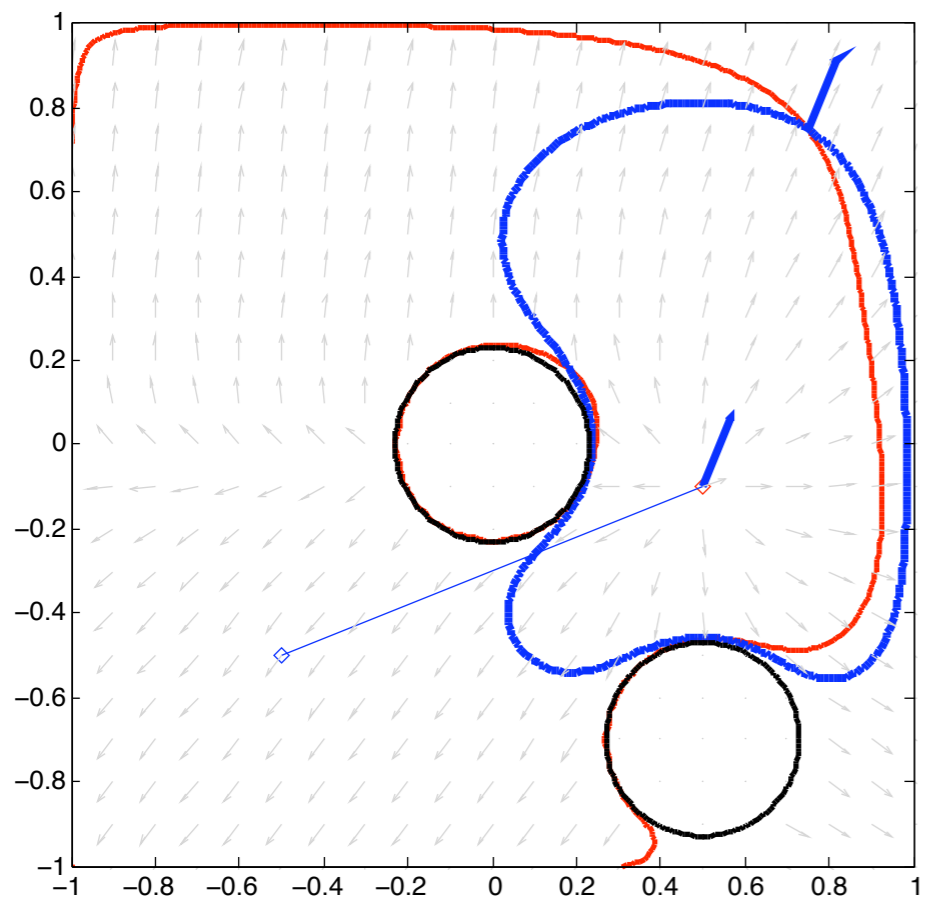
$$-\Delta v = \delta(x - O), \quad v|_{\partial\Omega} \equiv 0$$



$$v(S) = u(O) = I$$

given intensity

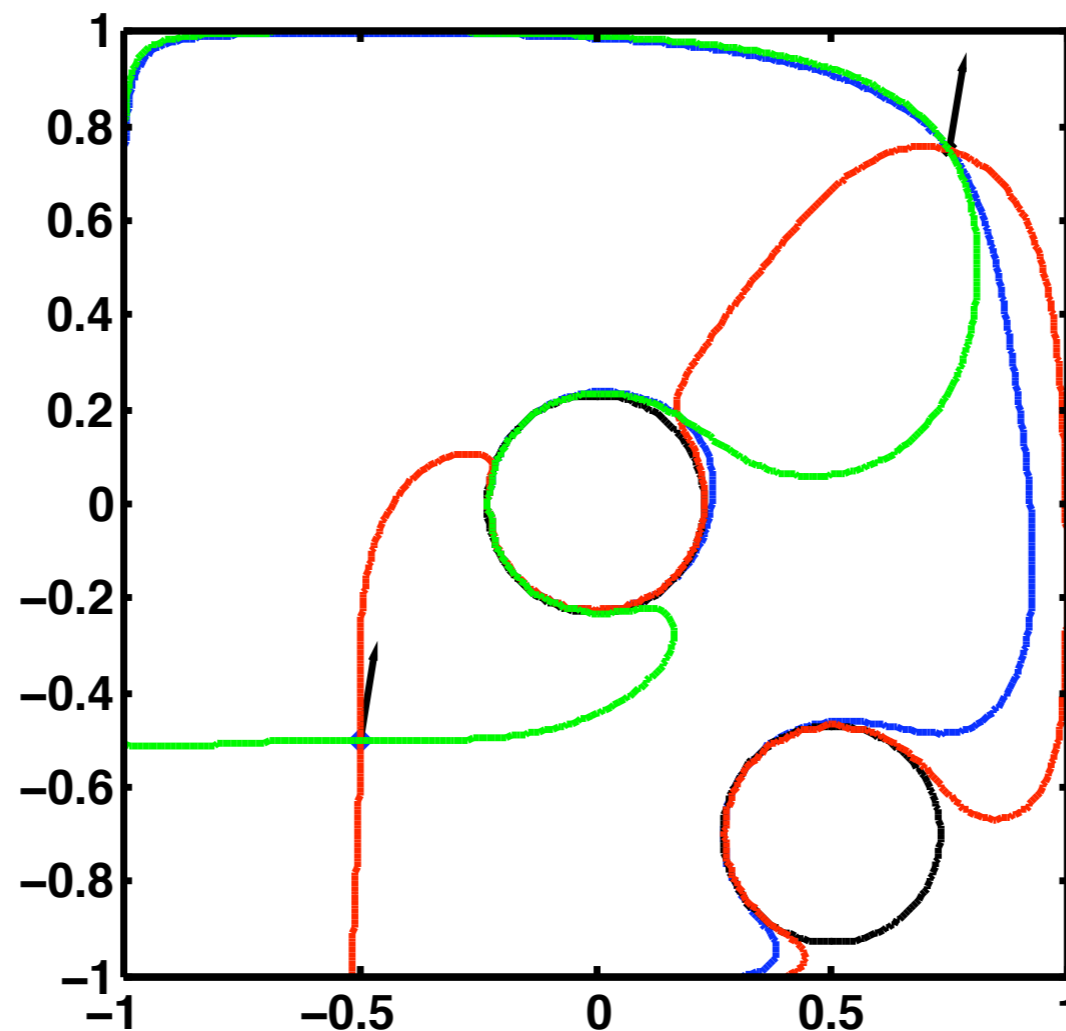
$$\implies S \in \{v = I\}$$



# Derivative information

$$\Delta w^{(j)} = \frac{\partial}{\partial x_j} \delta(x - O), \quad w^{(j)}|_{\partial\Omega} \equiv 0$$

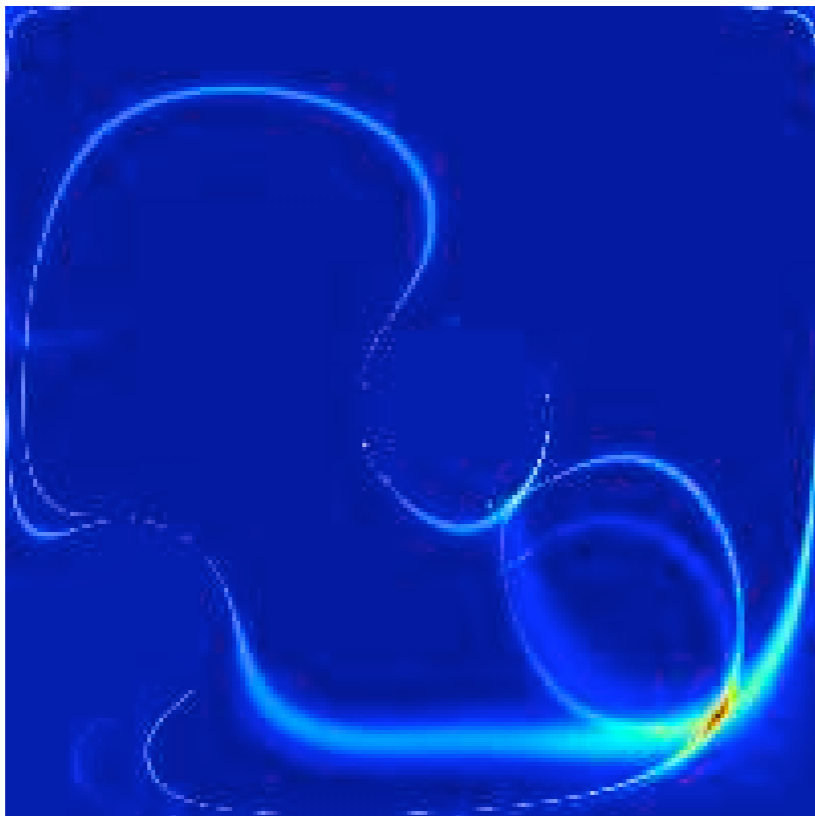
$$\implies w^{(j)}(S) = u_{x_j}(O)$$



# Confidence function

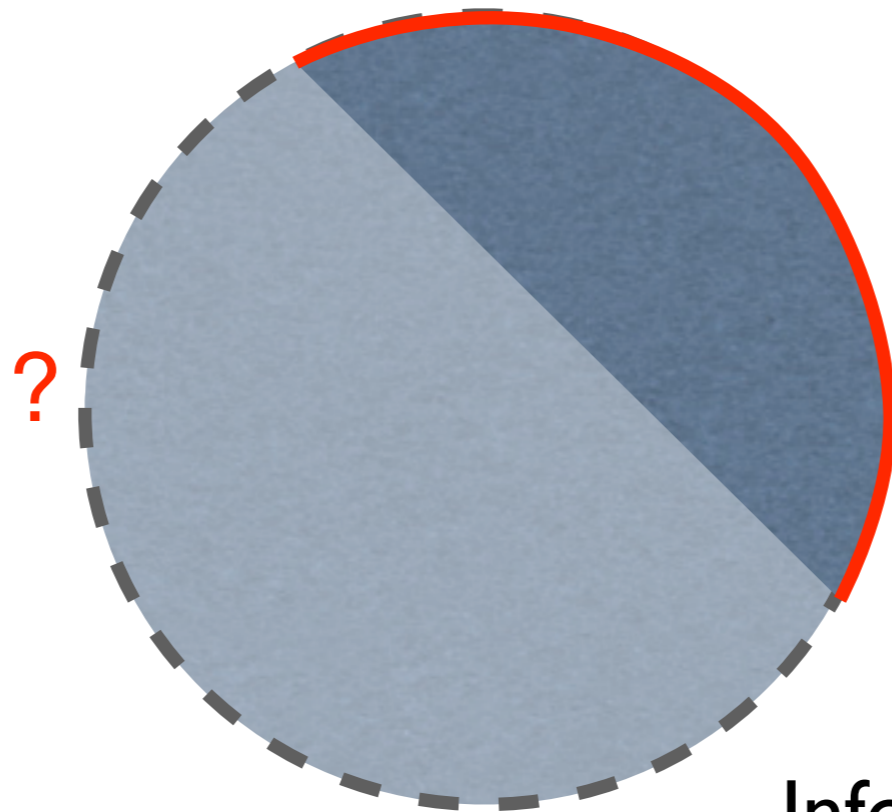
$$u_k := u(O_k), \quad p_k := u_x(O_k), \quad q_k := u_y(O_k)$$

$$h_k(x) := e^{-\alpha(v_k(x)-u_k)^2} + c_0(e^{-\beta(w_k^{(1)}(x)-p_k)^2} + e^{-\beta(w_k^{(2)}(x)-q_k)^2})$$



$$H(x) = \sum h_k(x)$$

# Partial visibility information on obstacles

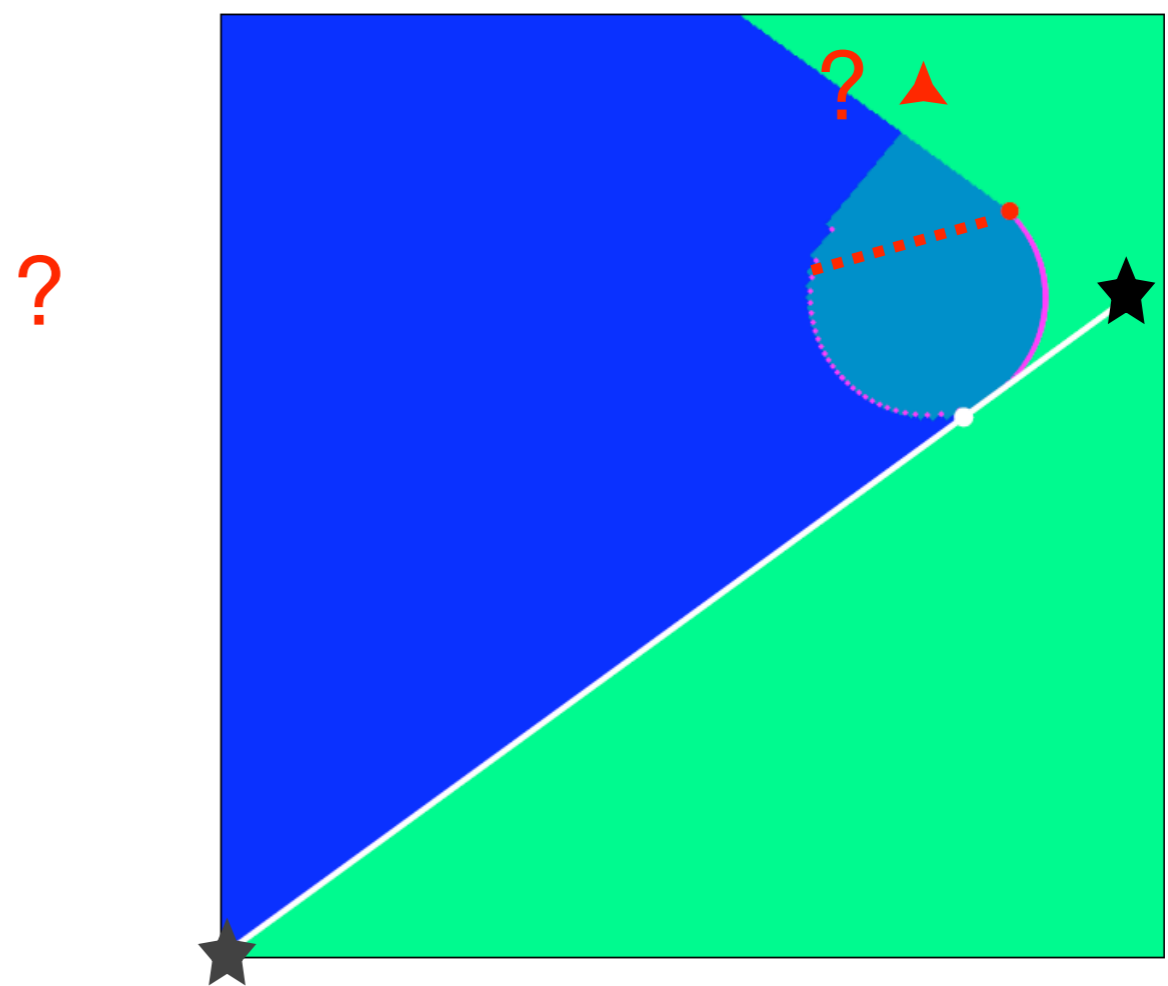
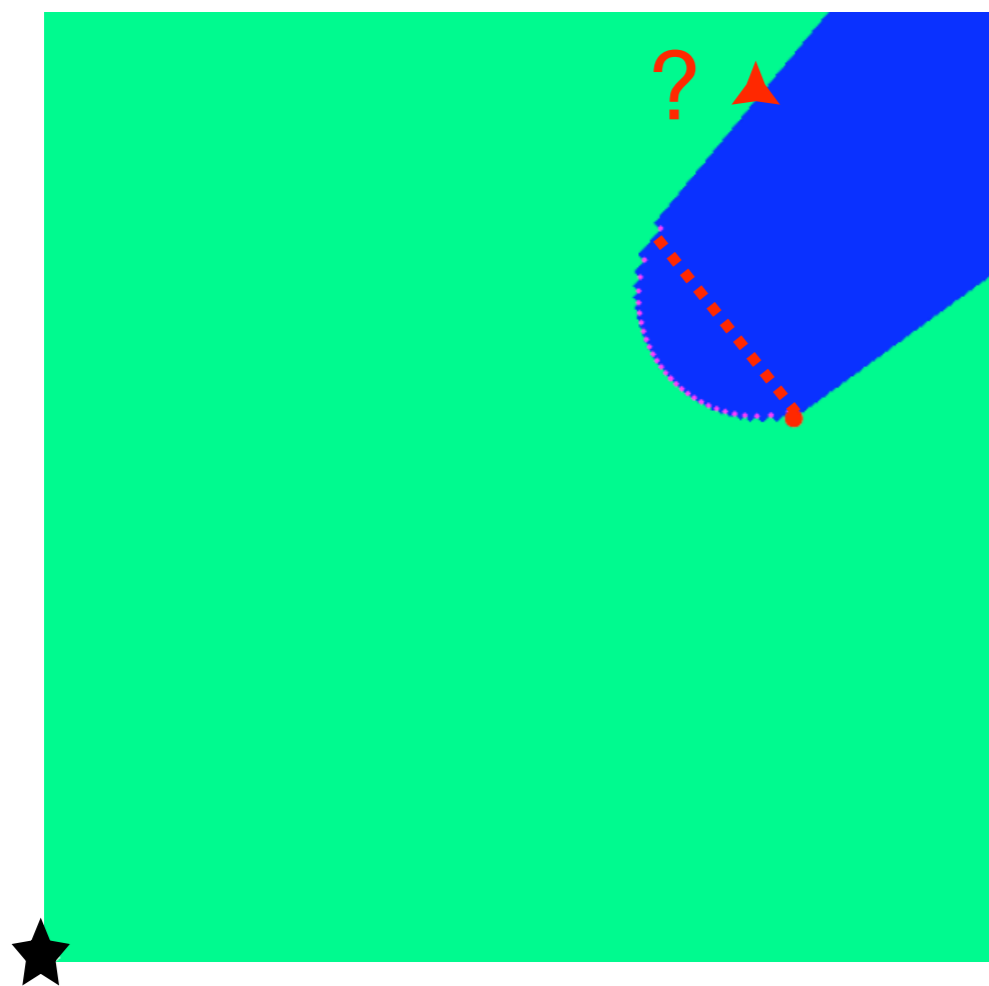


S ?

Info available:

- visibility:  $\phi(\cdot, O)$
- smell:  $u(O, S), \nabla_1 u(O, S)$   
(intensity, gradient)

Adaptively increase the knowledge on the obstacle,  
and source location



# Comparison principle

$$-\Delta v = \delta(x - O) \quad \text{in } \Omega^c, \quad v|_{\Omega} \equiv 0$$

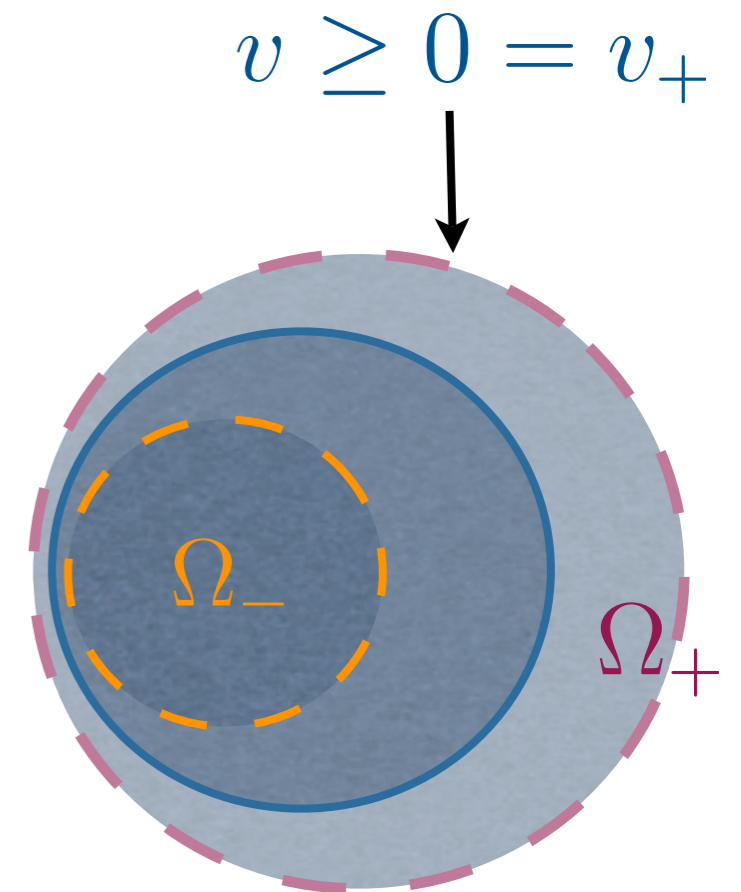
$$-\Delta v_{\pm} = \delta(x - O) \quad \text{in } \Omega_{\pm}^c, \quad \tilde{v}_{\pm}|_{\Omega_{\pm}^c} \equiv 0$$

$$\Omega_- \subset \Omega \subset \Omega_+$$

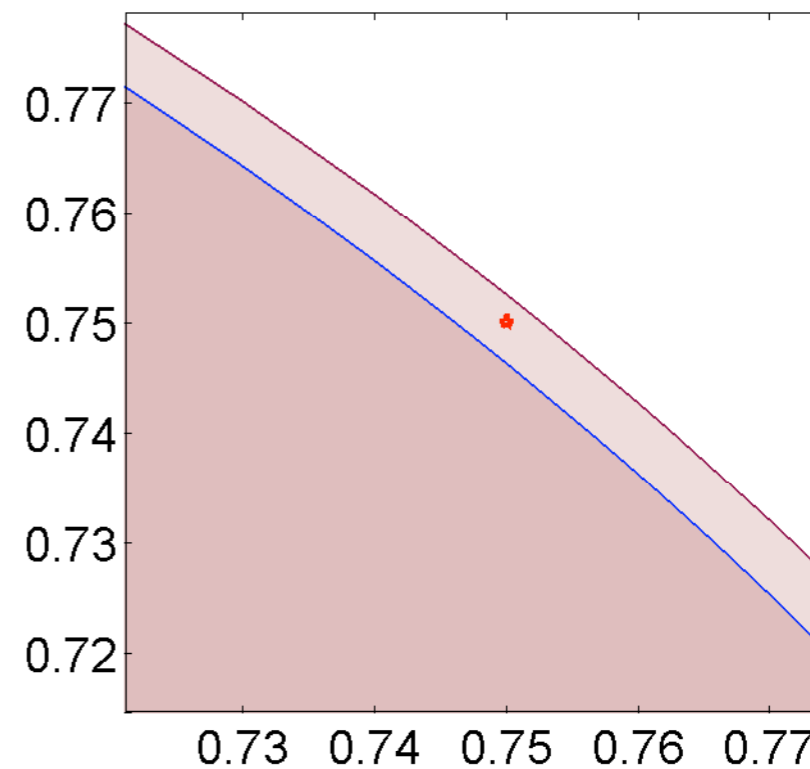
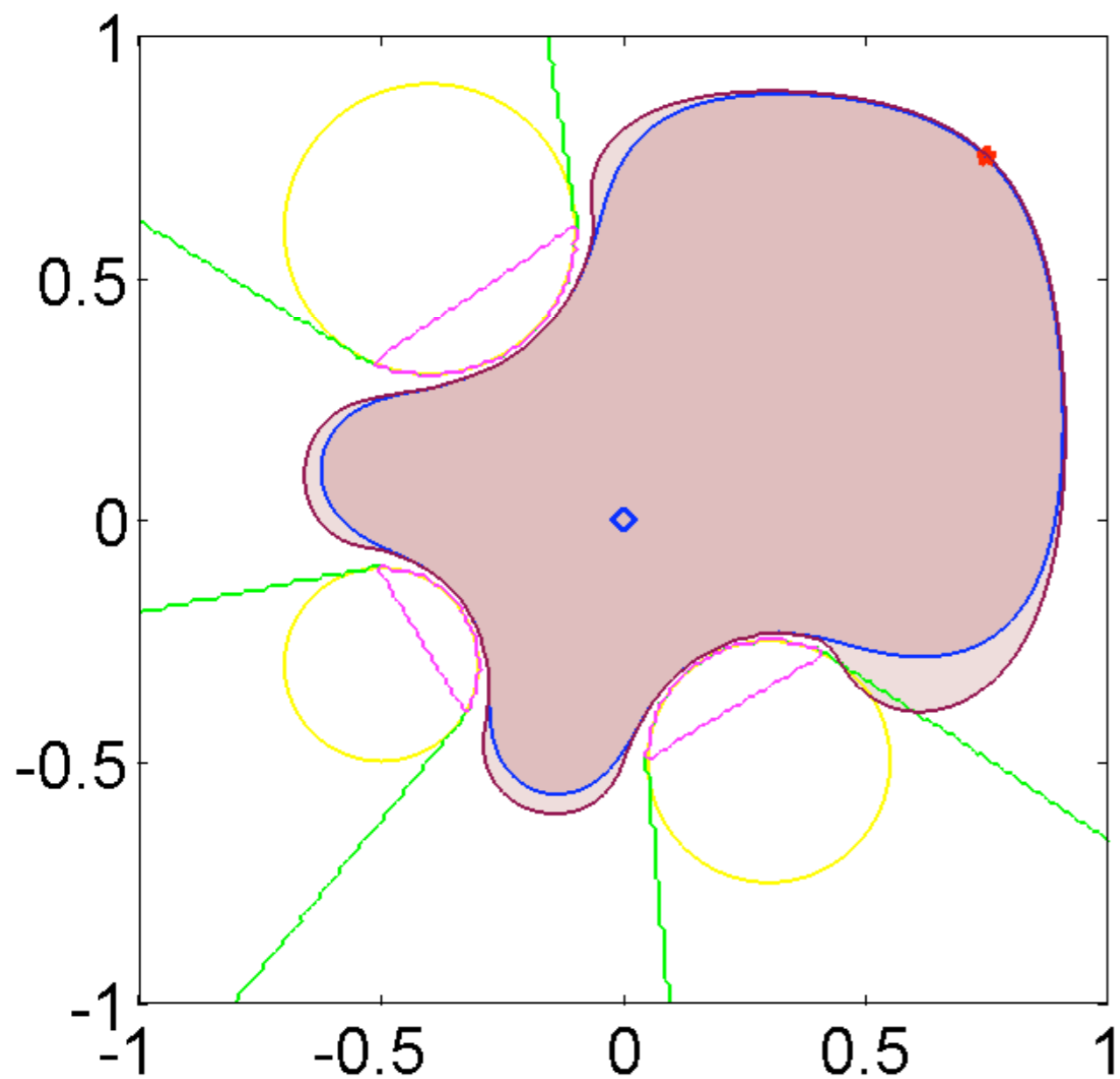
$$\implies v_- \geq v \geq v_+$$

$$I = u(O) = v(S) \leq v_-(S) \\ \geq v_+(S)$$

$$\text{i.e. } S \in \{x : v_-(x) \geq I \geq v_+(x)\}$$



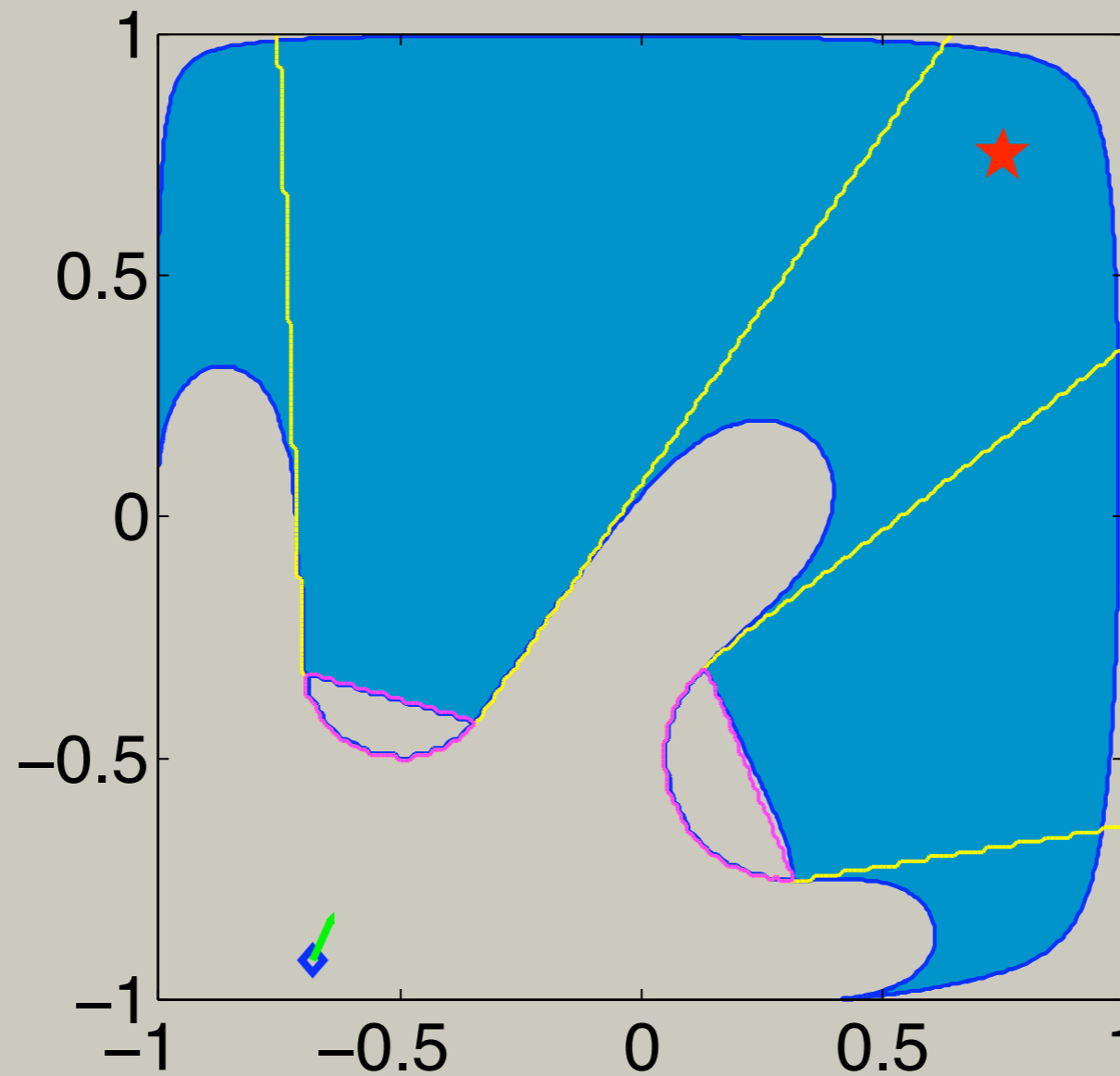


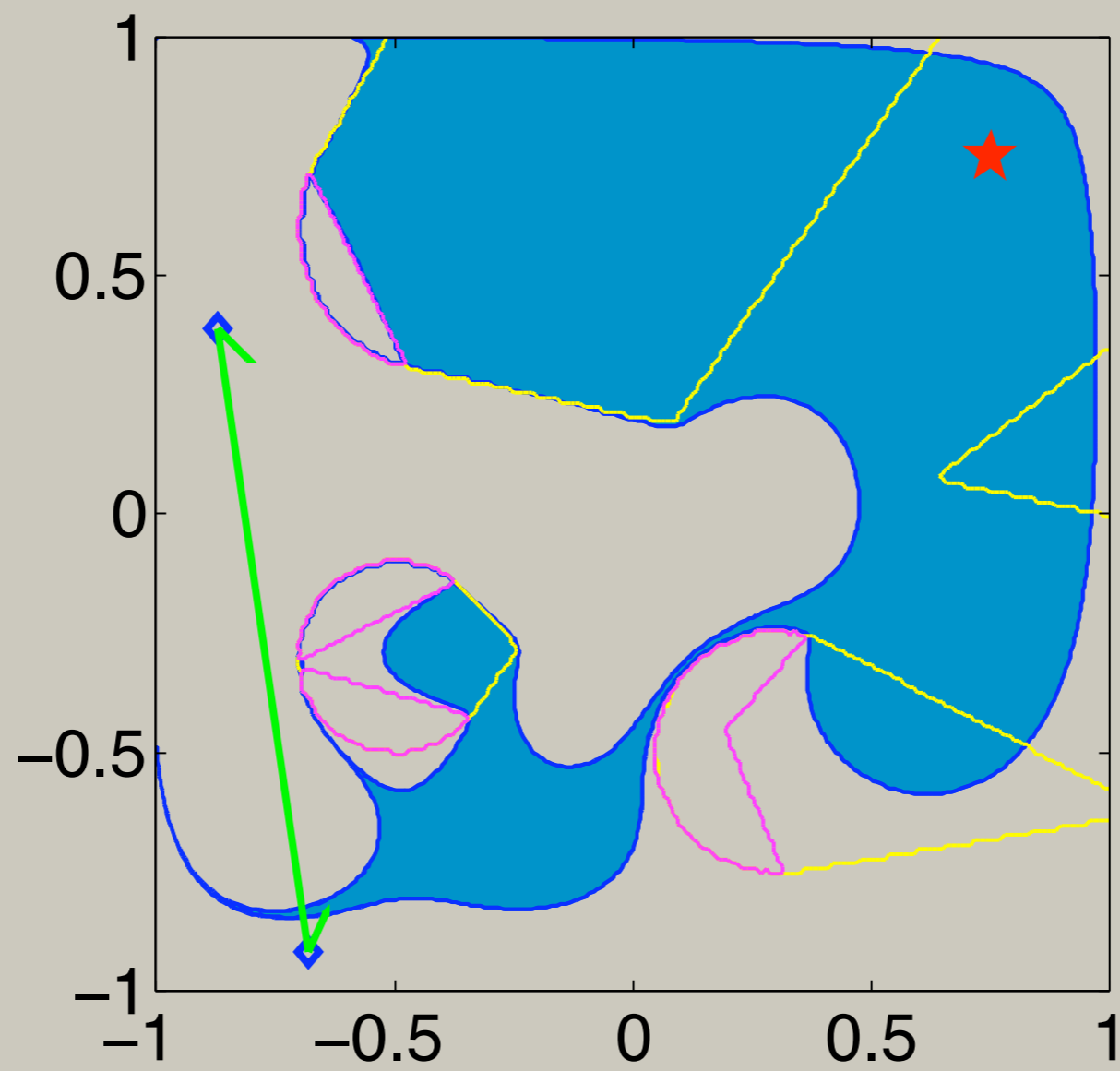


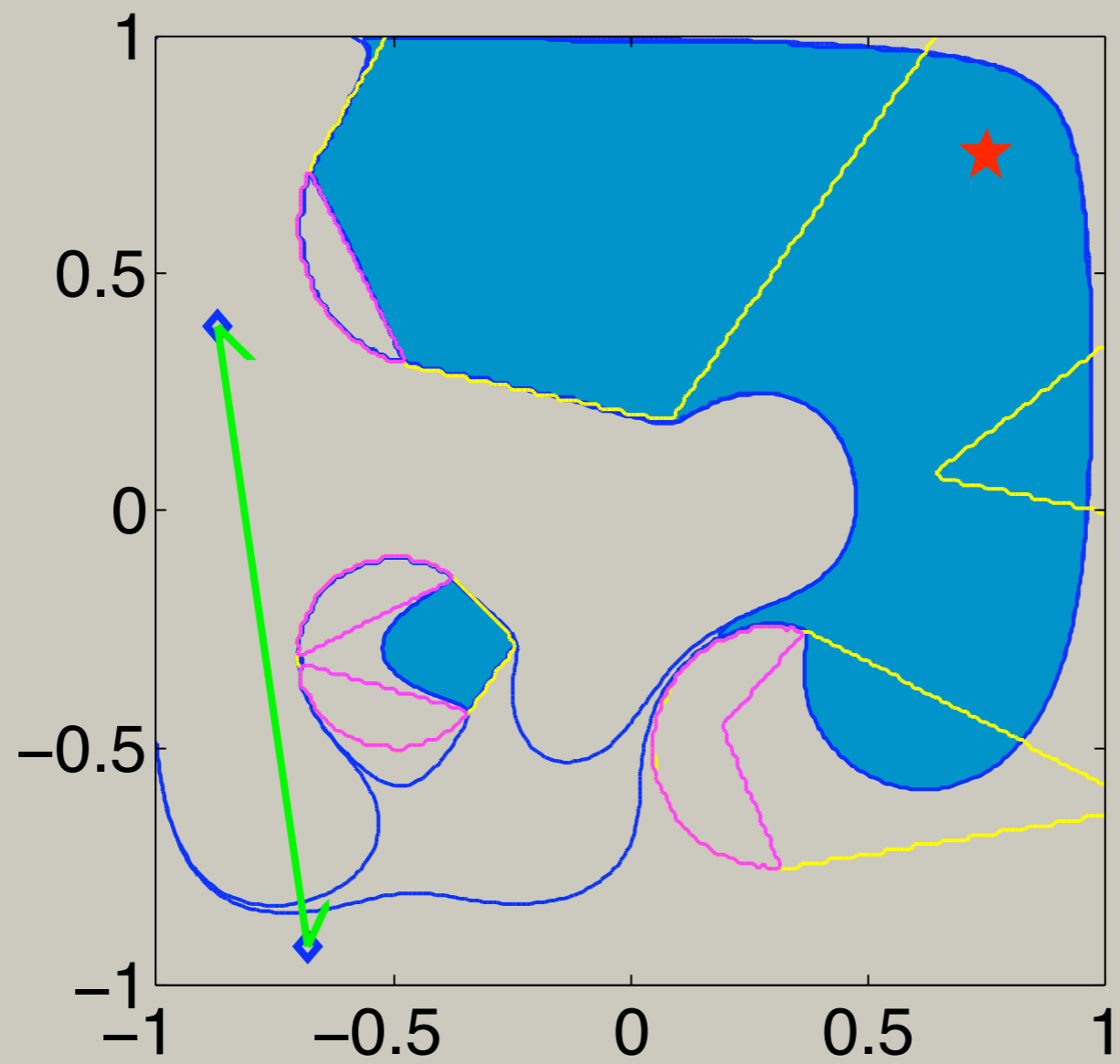
$$S \in \{x : v_-(x) \geq I \geq v_+(x)\}$$

Sandwiching by under and over approx. obstacles  $\Omega_- \subset \Omega \subset \Omega_+$

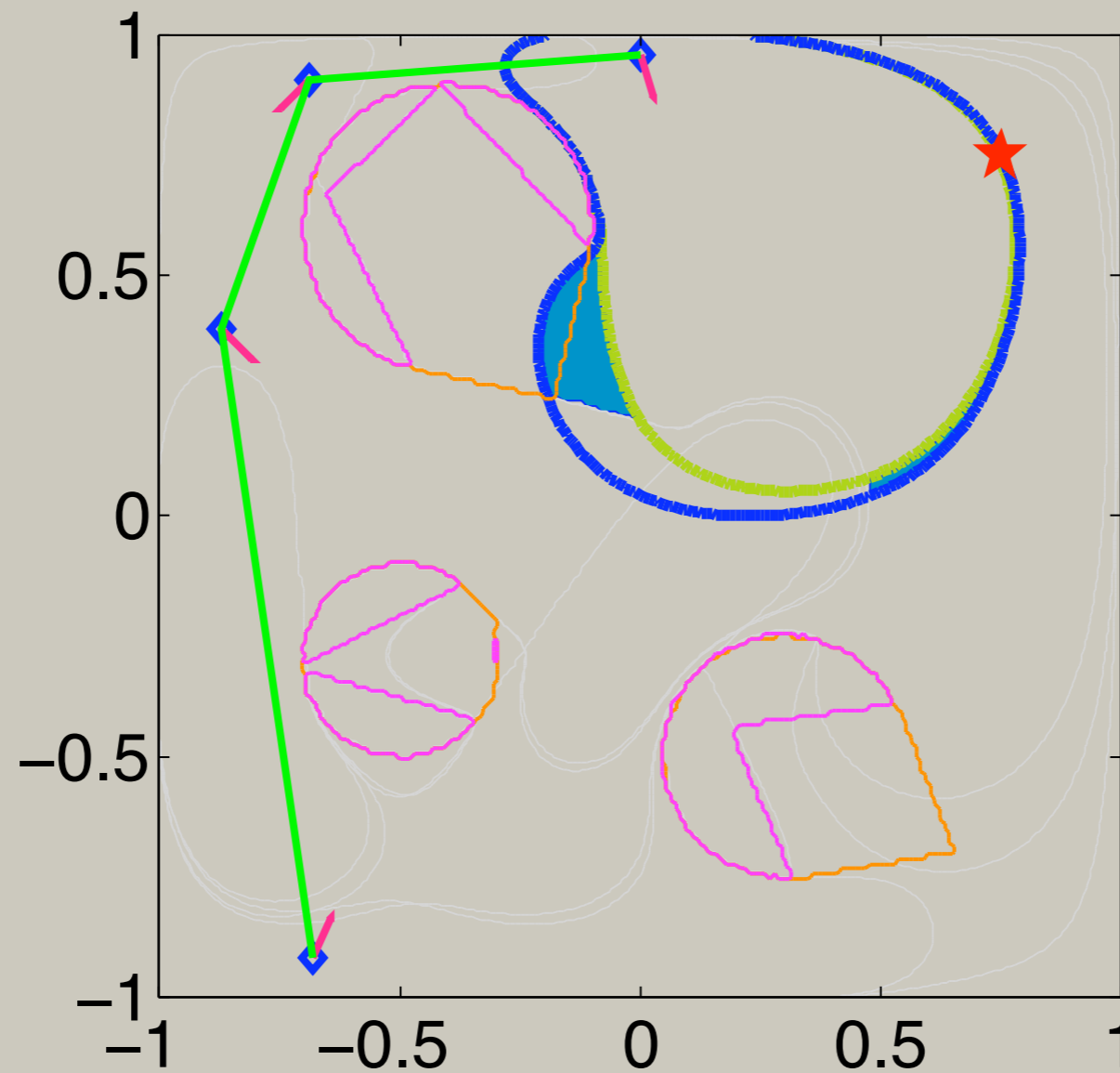
Search with increasing knowledge  
of obstacles from vis. information

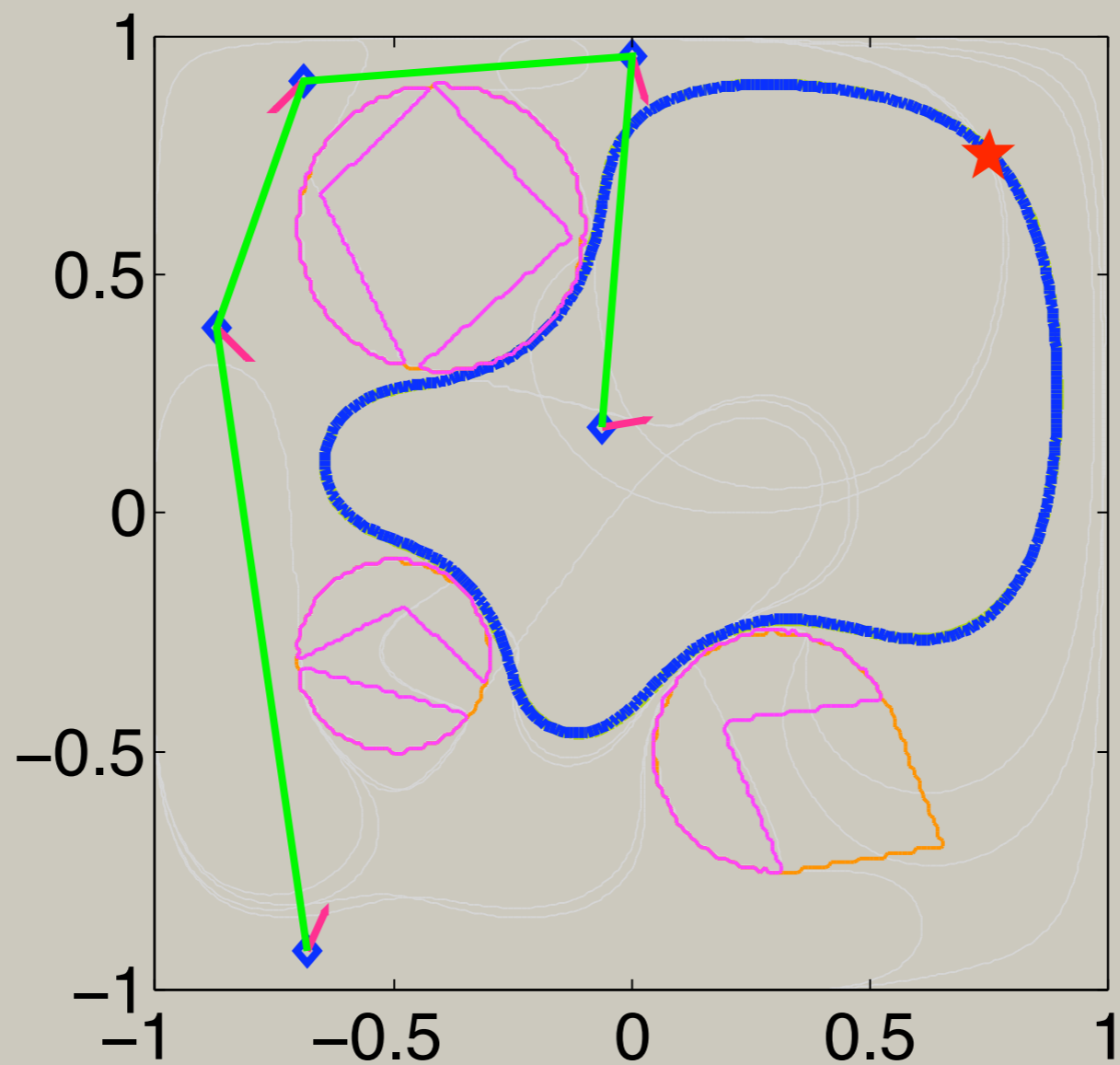




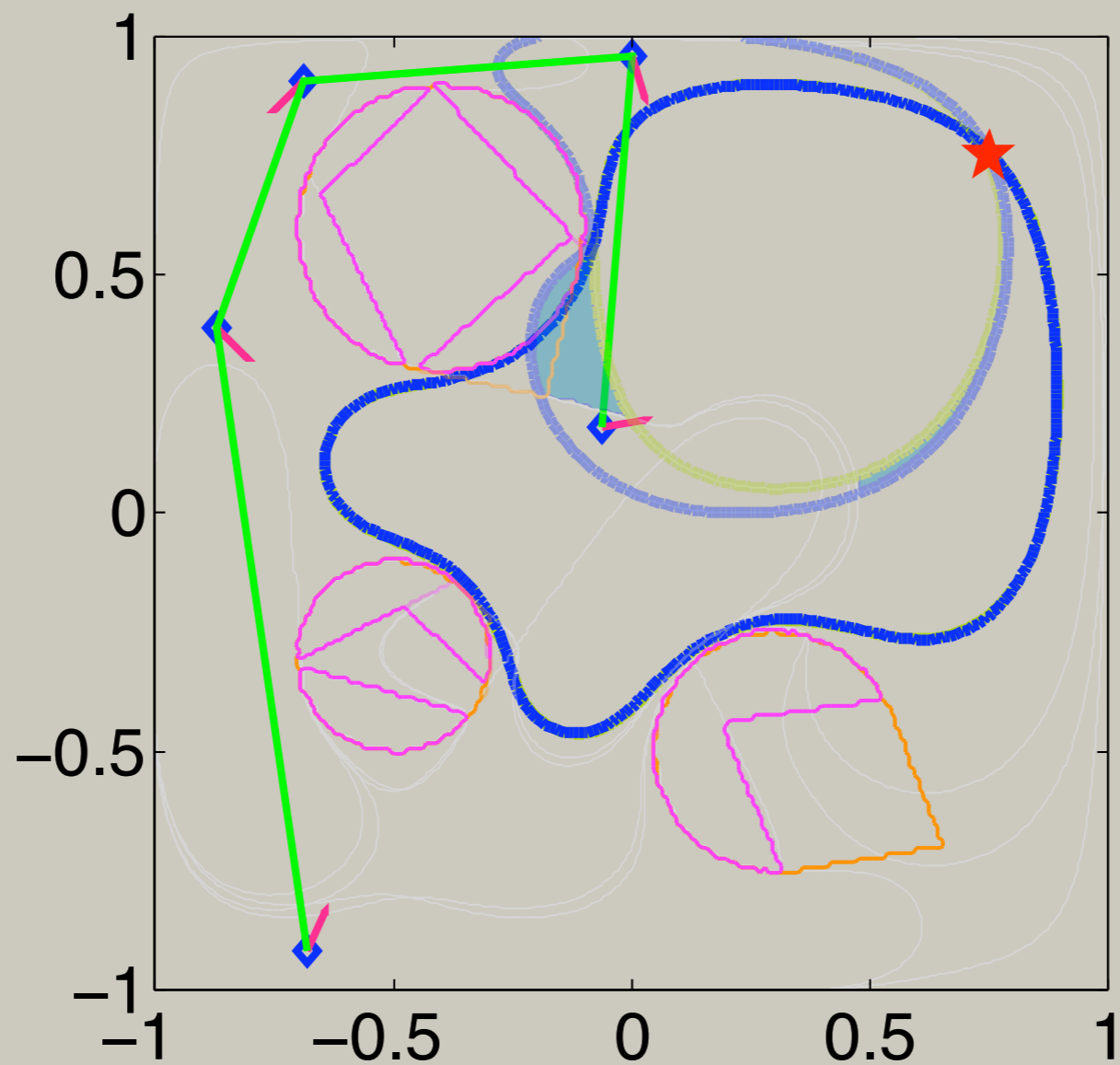


# Search with increasing knowledge of obstacles from vis. information





Search terminates when  
the region of possible source location is visible  
at current vantage location.



Search terminates when  
the region of possible source location is visible  
at current vantage location.

# Single source of unknown strength

Complete knowledge of the obstacle.

$$-\Delta u = \alpha \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

$$-\Delta v_j = \delta(x - O_j), \quad v|_{\partial\Omega} \equiv 0, \quad j = 1, 2$$

$$O_1 \neq O_2$$

$$\begin{array}{l} \alpha v_1(S) = u(O_1) \\ \alpha v_2(S) = u(O_2) \end{array} \quad \Longrightarrow \quad S \in \left\{ x : \frac{v_1(x)}{v_2(x)} = \frac{u(O_1)}{u(O_2)} \right\}$$



# Single source of unknown strength

Partial knowledge of the obstacle.

$$-\Delta u = \alpha \delta(x - S), \quad u|_{\partial\Omega} \equiv 0$$

$$-\Delta v_{\pm} = \delta(x - O) \quad \text{in } \Omega_{\pm}^c, \quad \tilde{v}_{\pm}|_{\Omega_{\pm}^c} \equiv 0$$

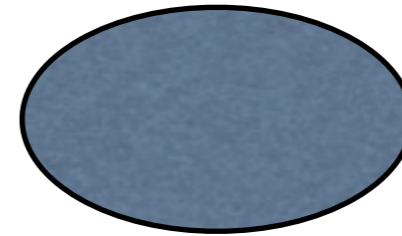
$$\Omega_- \subset \Omega \subset \Omega_+$$

$$\implies v_- \geq v \geq v_+ \geq 0$$

$$\begin{array}{l} \alpha v_-(S) \geq u(O_1) \\ \alpha v_+(S) \leq u(O_2) \end{array} \implies S \in \left\{ x : \frac{v_-(x)}{v_+(x)} \geq \frac{u(O_1)}{u(O_2)} \right\}$$

# Where are the cheeses?

S ?

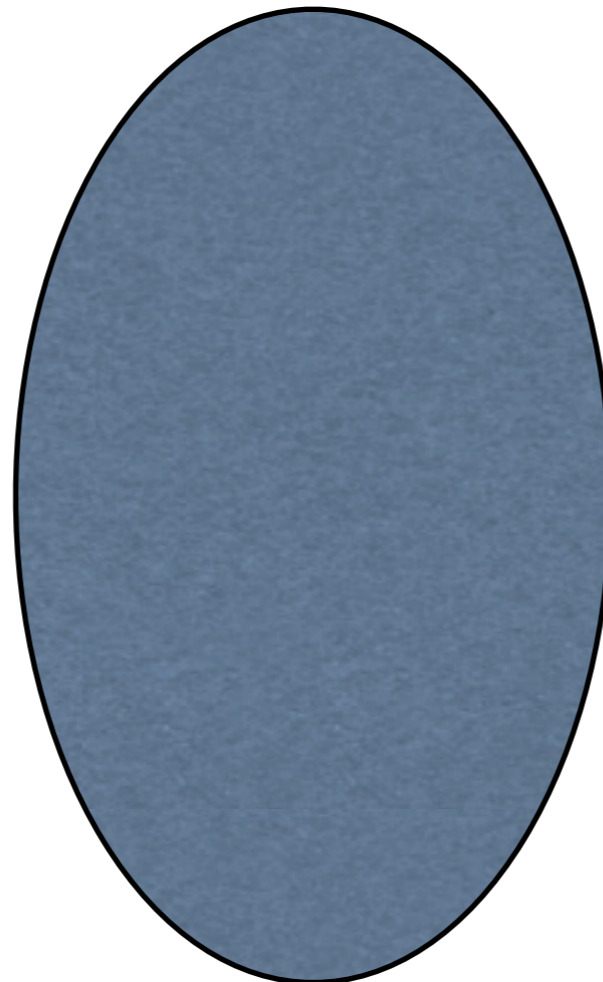


O

$$-\Delta u = \sum \delta(x - S_j), \quad u|_{\partial\Omega} \equiv 0$$



S ?



Info available:

- Obstacles
- visibility  $\phi(\cdot, O)$
- smell:  $u(O, S)$ ,  $\nabla_1 u(O, S)$   
(intensity, gradient)

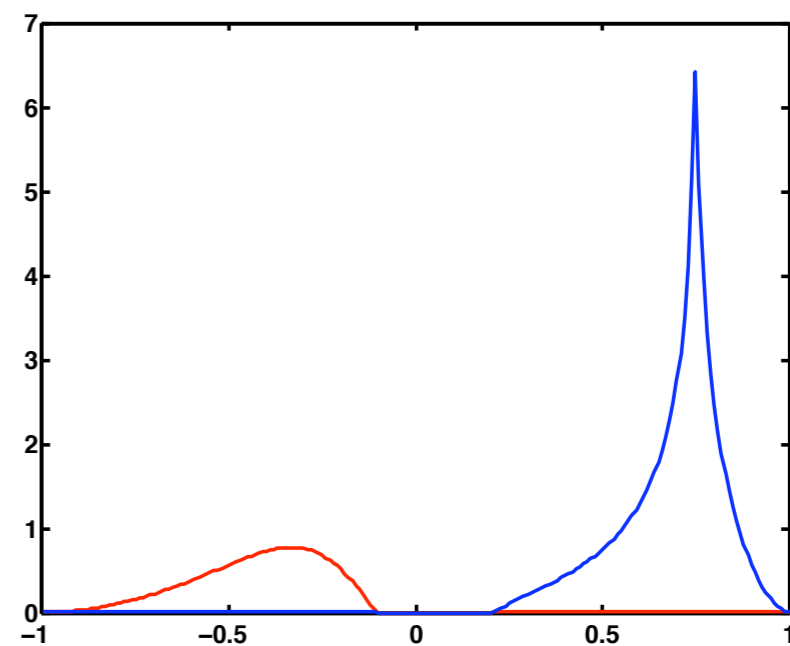
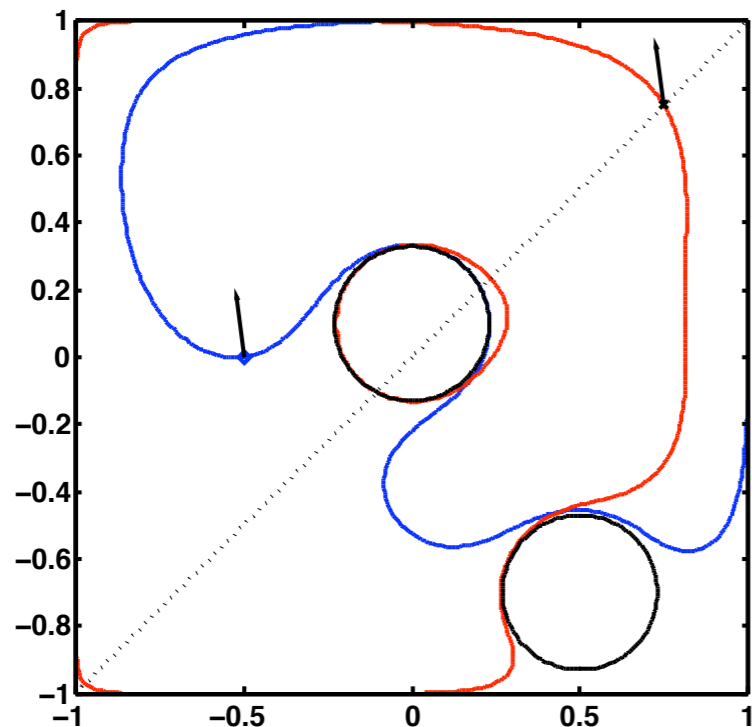
# Multiple sources and their decays

$$-\Delta u_j = \delta(x - S_j), \quad u_j|_{\partial\Omega} \equiv 0$$

$$u = \sum_j u_j$$

$$|O - S_1| \ll |O - S_j|, \quad j \neq 1$$

$$u_1(O) \sim \sum u_j(O)$$



# Multiple sources and their decays

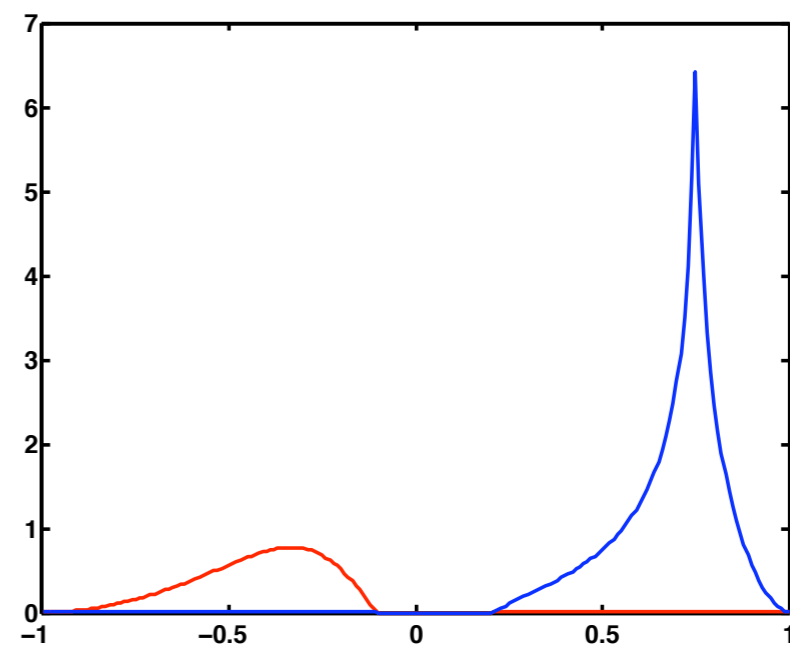
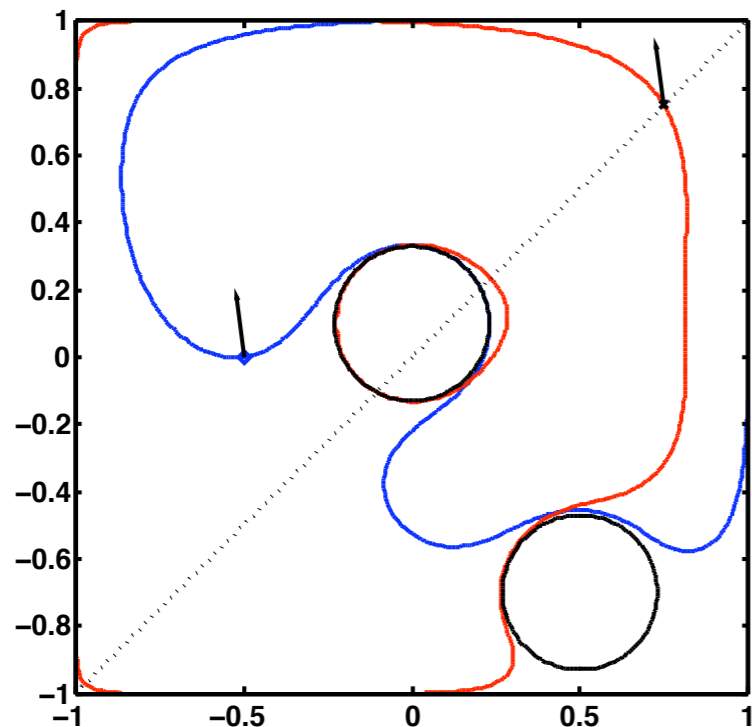
$$-\Delta u_j = \delta(x - S_j), \quad u_j|_{\partial\Omega} \equiv 0$$

$$u = \sum_j u_j$$

$$|O - S_1| \ll |O - S_j|, \quad j \neq 1$$

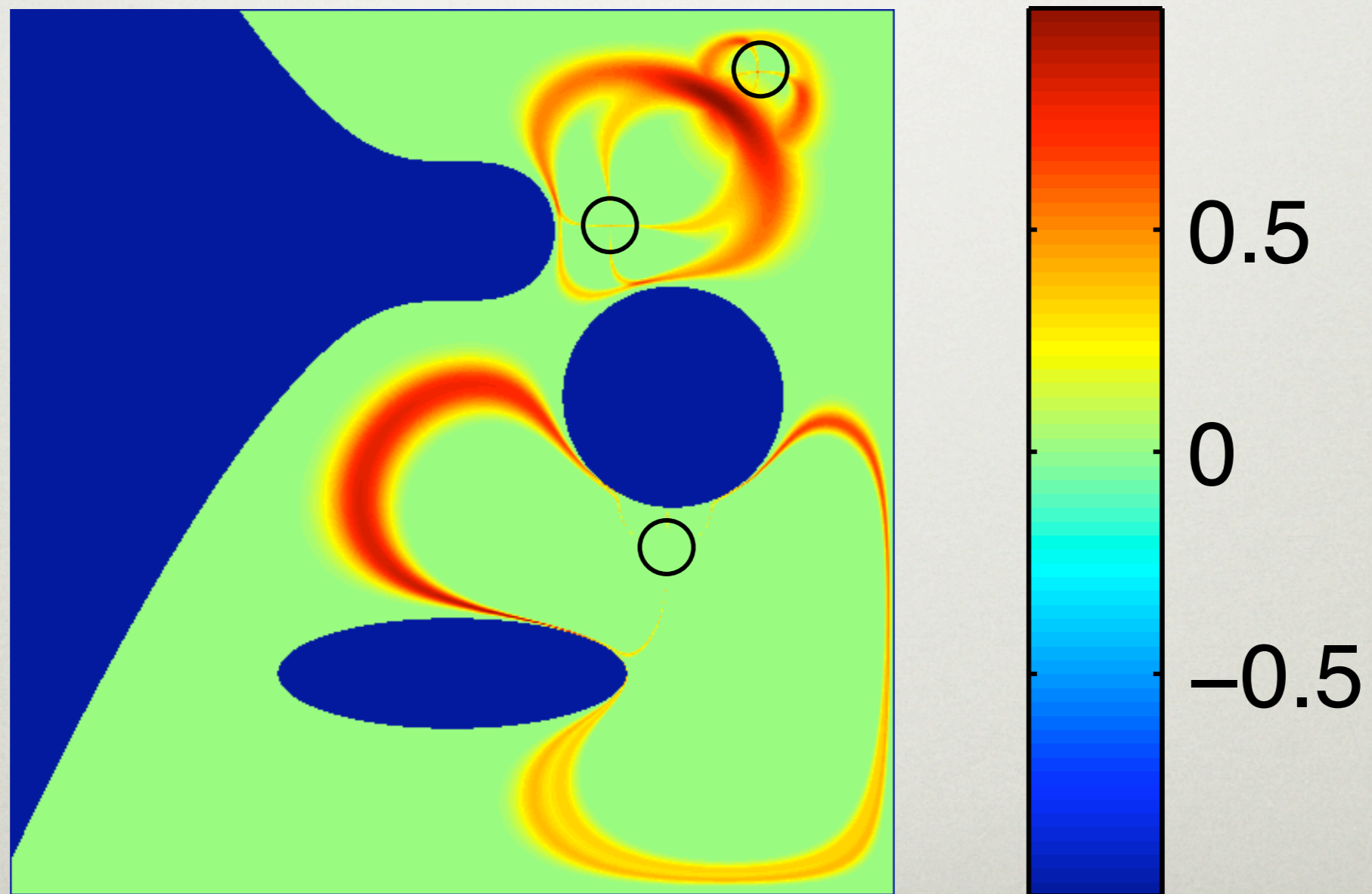
$$u_1(O) \sim \sum u_j(O)$$

Effective source  $\sim$  one of the sources



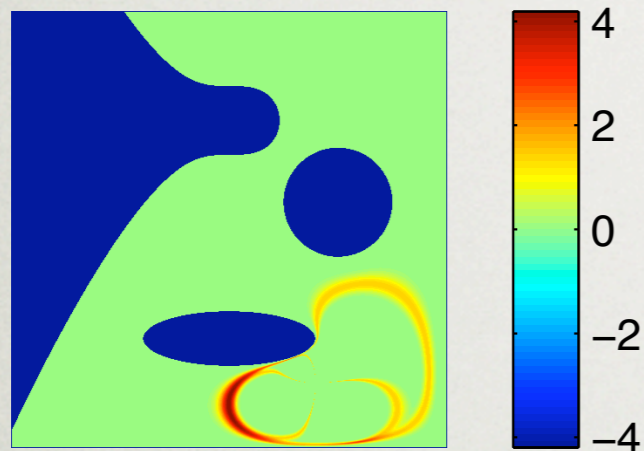
# Inconsistent information from sensors

sum of all  $h$

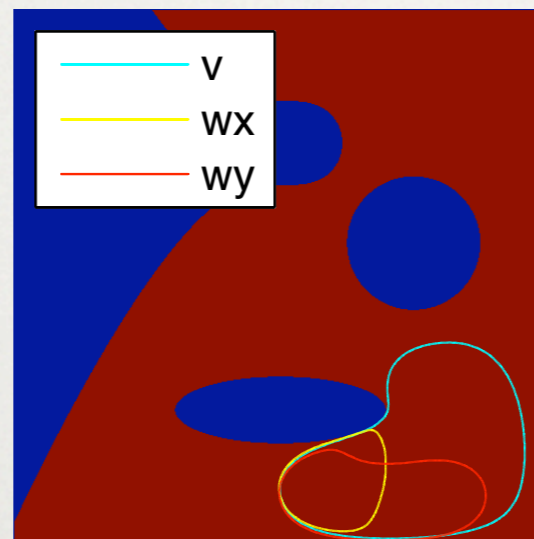


# Consistent information from sensors

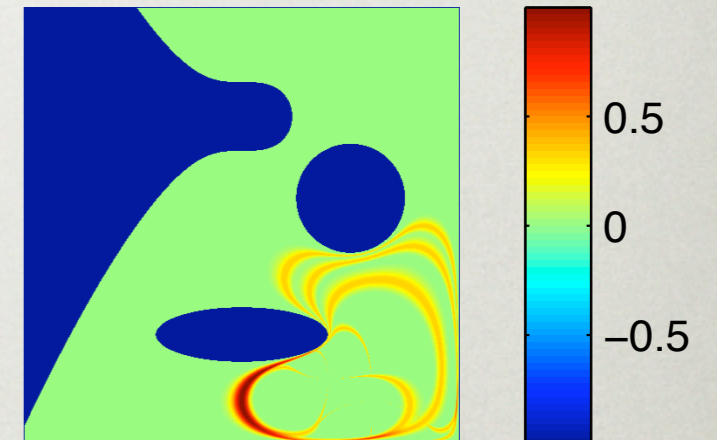
sum of all  $h_V$   $h_{Wx}$   $h_{Wy}$



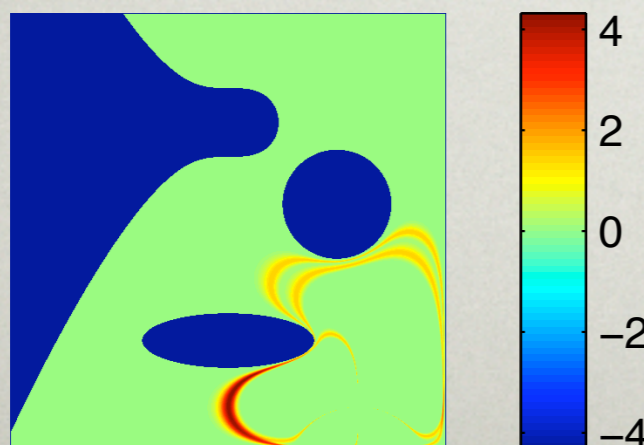
level lines of  $v$   $w_x$   $w_y$



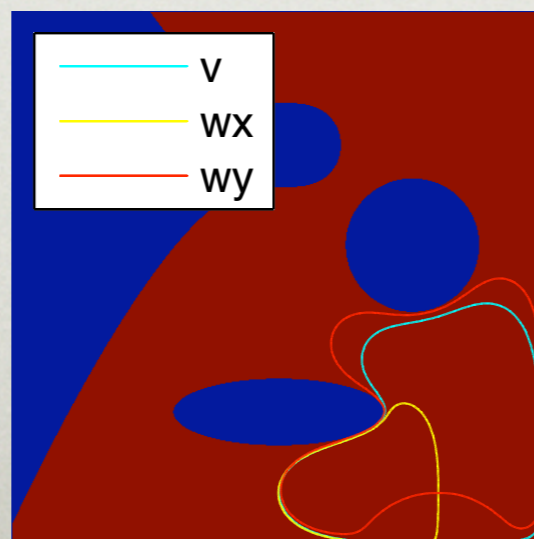
sum of all  $h$



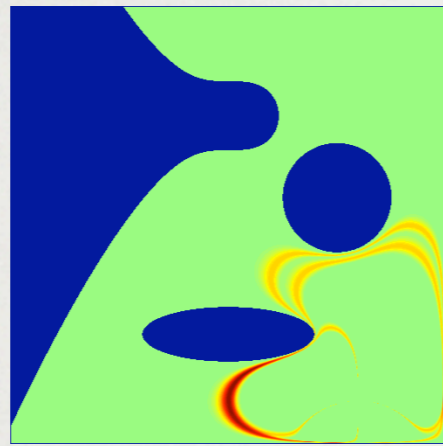
sum of all  $h_V$   $h_{Wx}$   $h_{Wy}$



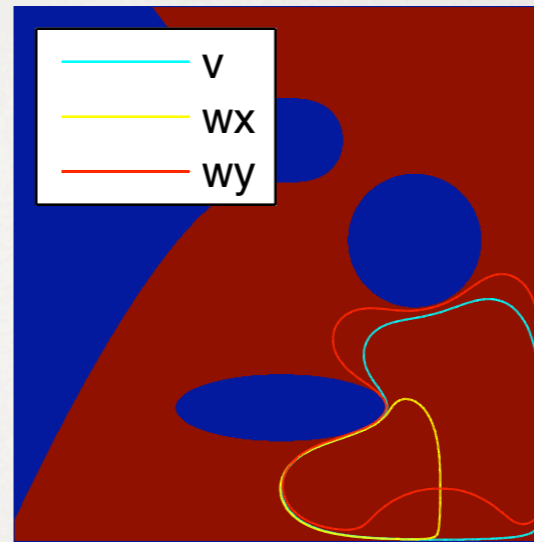
level lines of  $v$   $w_x$   $w_y$



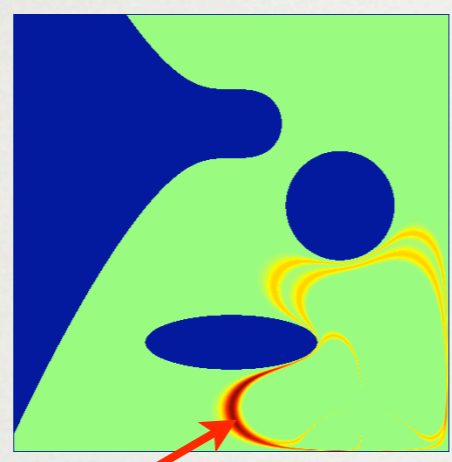
sum of all hV hWx hWy



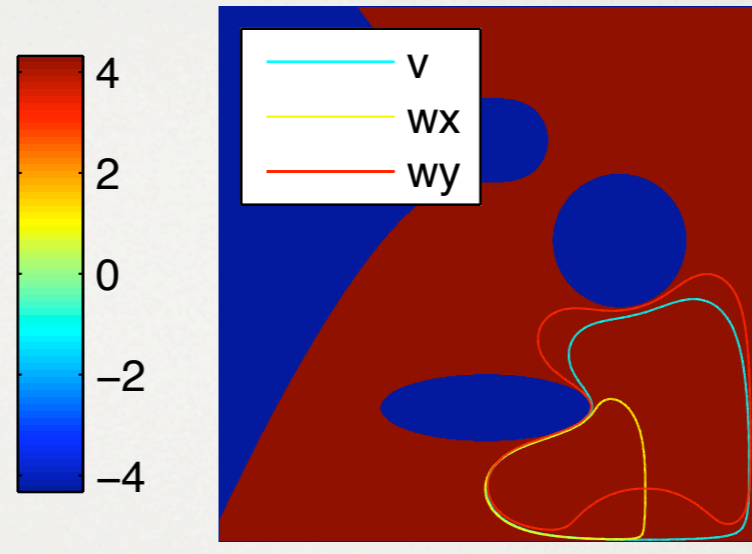
level lines of v wx wy



sum of all hV hWx hWy



level lines of v wx wy

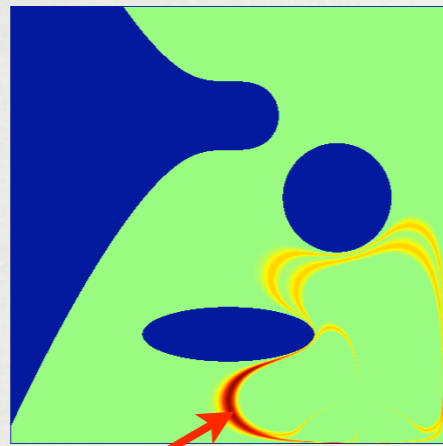


Identified souce:  $\tilde{S}_1$

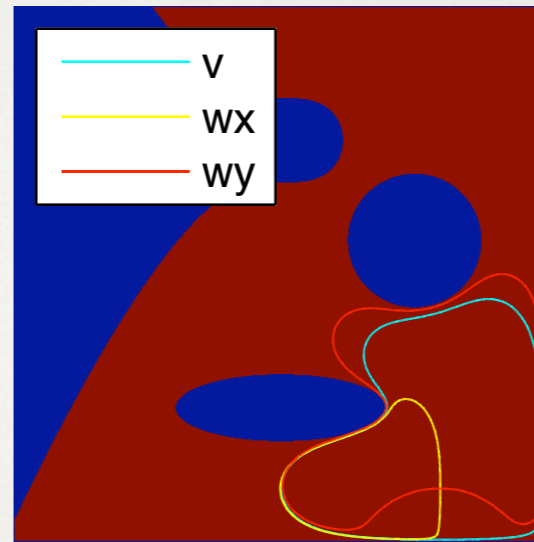
$$-\Delta \tilde{u}_1 = \delta(x - \tilde{S}_1), \quad \tilde{u}_j|_{\partial\Omega} \equiv 0$$



sum of all hV hWx hWy



level lines of v wx wy



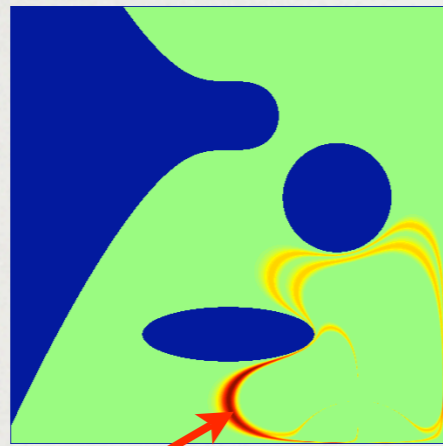
Identified source:  $\tilde{S}_1$

$$-\Delta \tilde{u}_1 = \delta(x - \tilde{S}_1), \quad \tilde{u}_j|_{\partial\Omega} \equiv 0$$

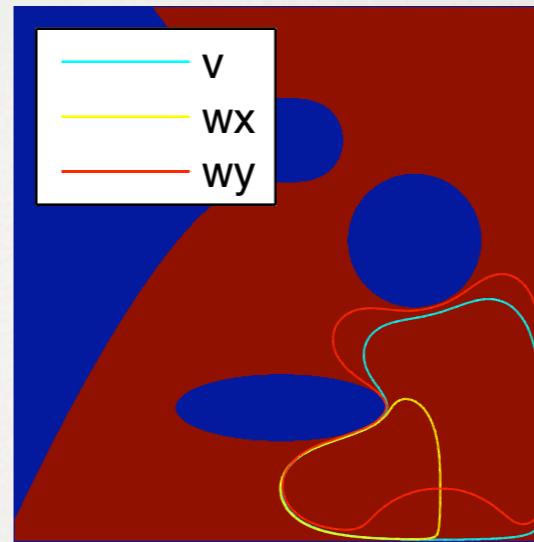
Adjusted "sniffing":  $\tilde{S}_2 \in \{v = I - \tilde{u}_1(O)\}$

$$I = \sum u_k(O)$$

sum of all hV hWx hWy



level lines of v wx wy



Identified source:  $\tilde{S}_1$

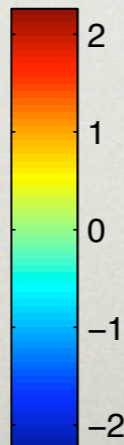
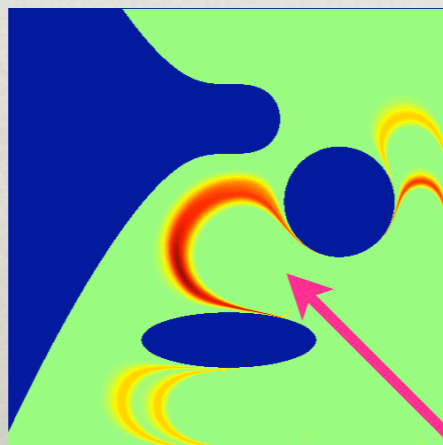
$$-\Delta \tilde{u}_1 = \delta(x - \tilde{S}_1), \quad \tilde{u}_j|_{\partial\Omega} \equiv 0$$

Adjusted "sniffing":  $\tilde{S}_2 \in \{v = I - \tilde{u}_1(O)\}$

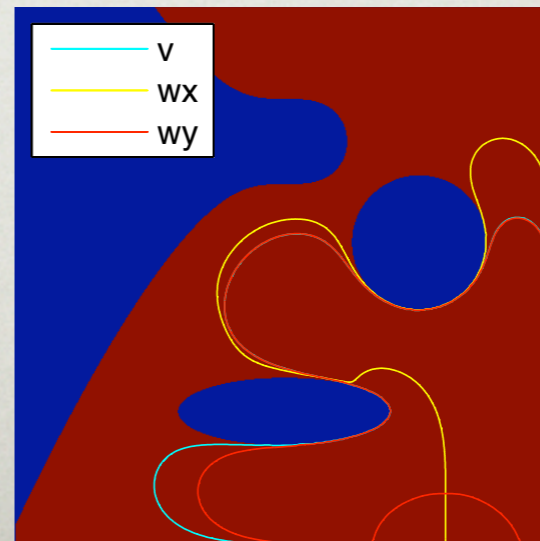
$$I = \sum u_k(O)$$

Hint for new observing location.

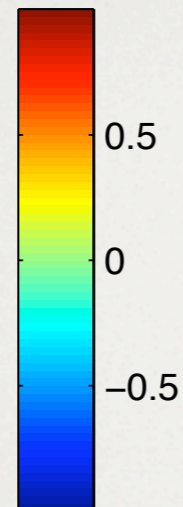
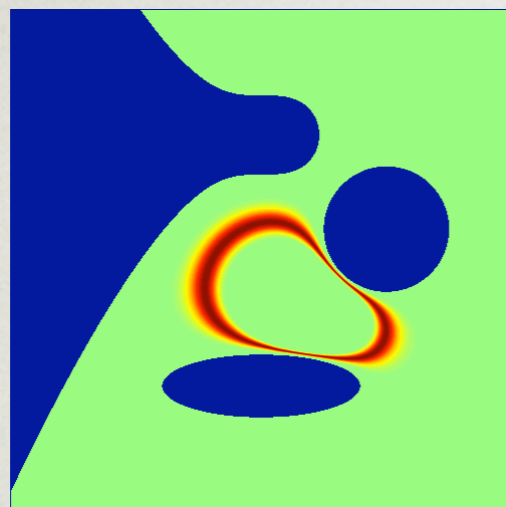
sum of all hV hWx hWy



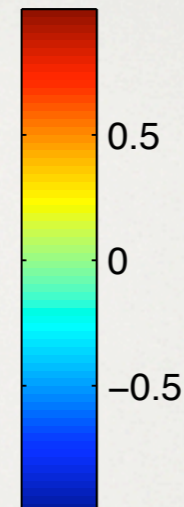
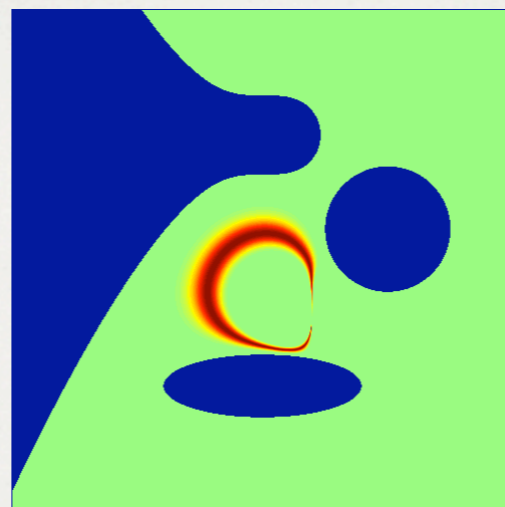
level lines of v wx vy



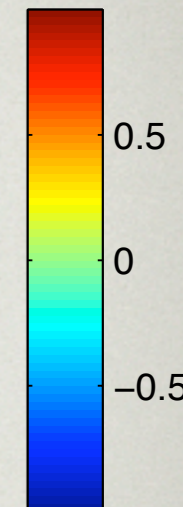
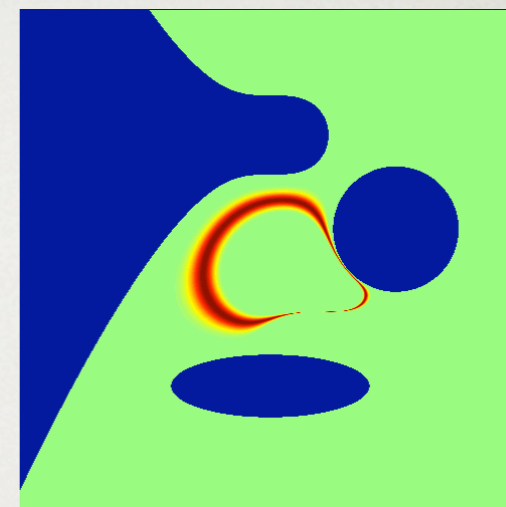
h for v



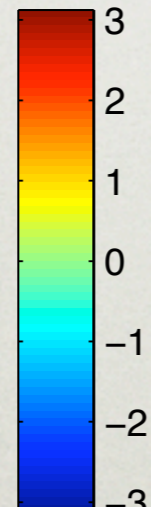
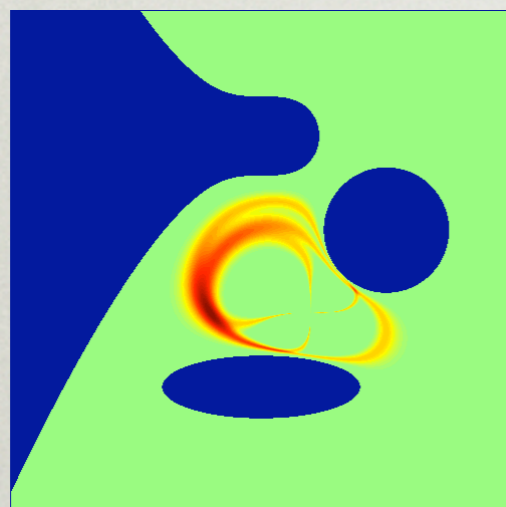
h for wx



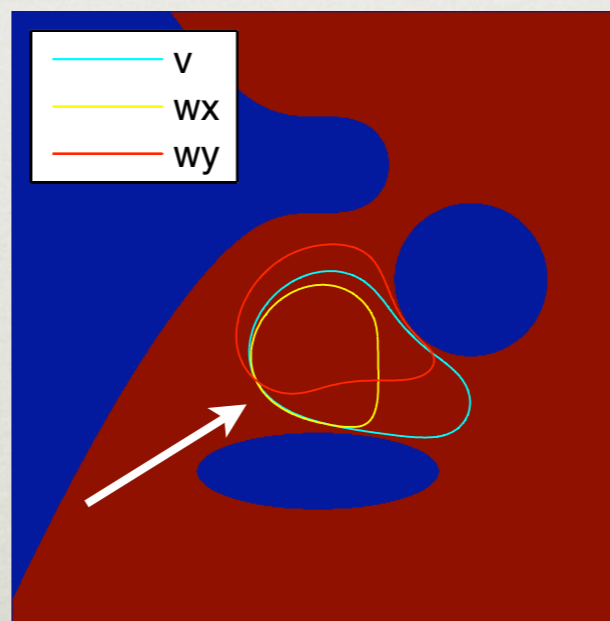
h for wy



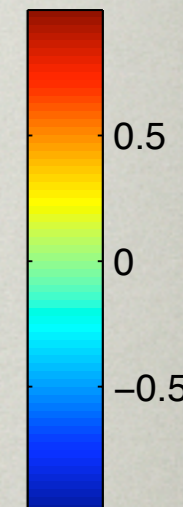
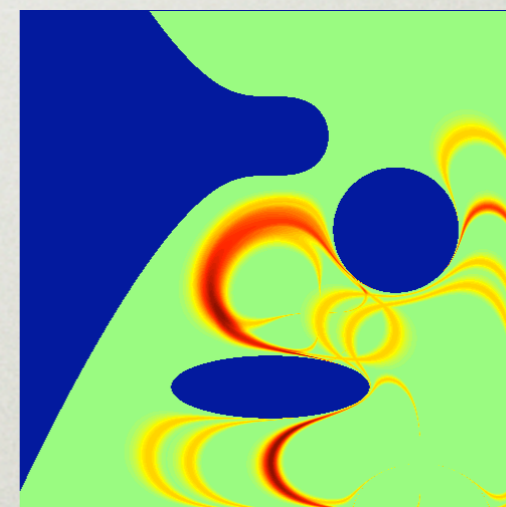
sum of all hV hWx hWy



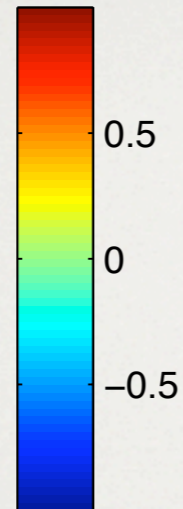
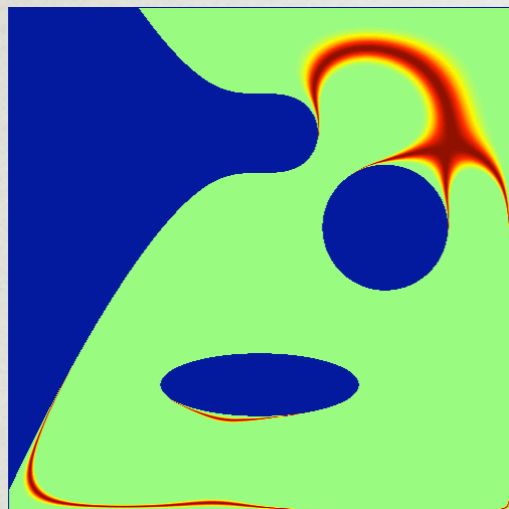
level lines of v wx vy



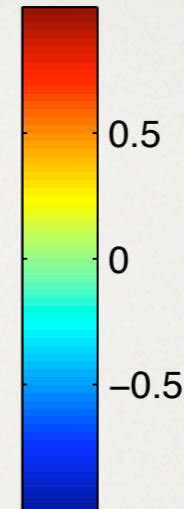
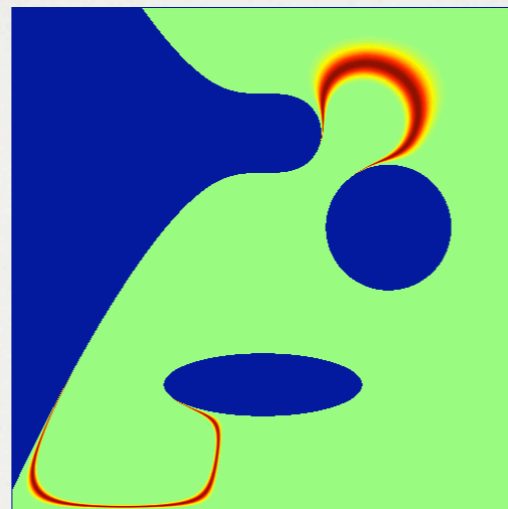
sum of all h



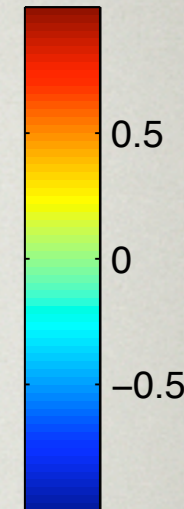
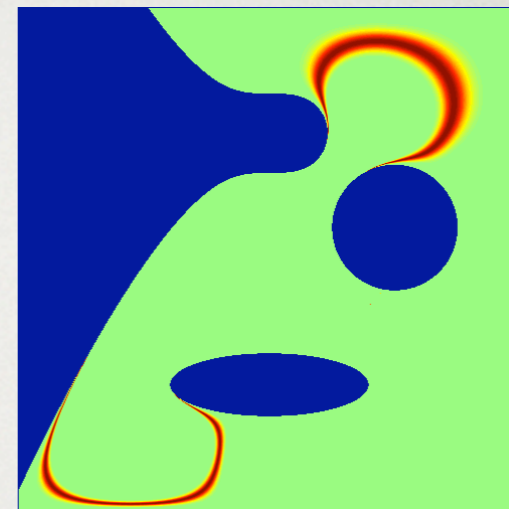
h for v



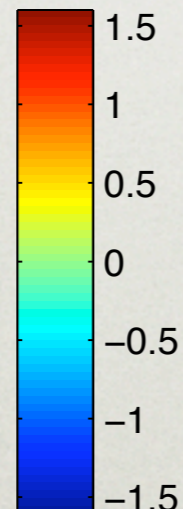
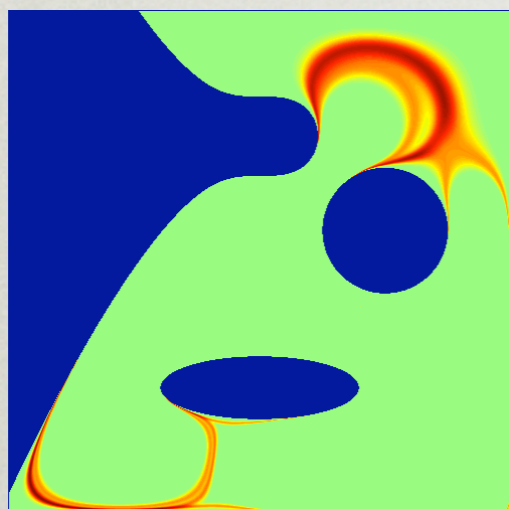
h for wx



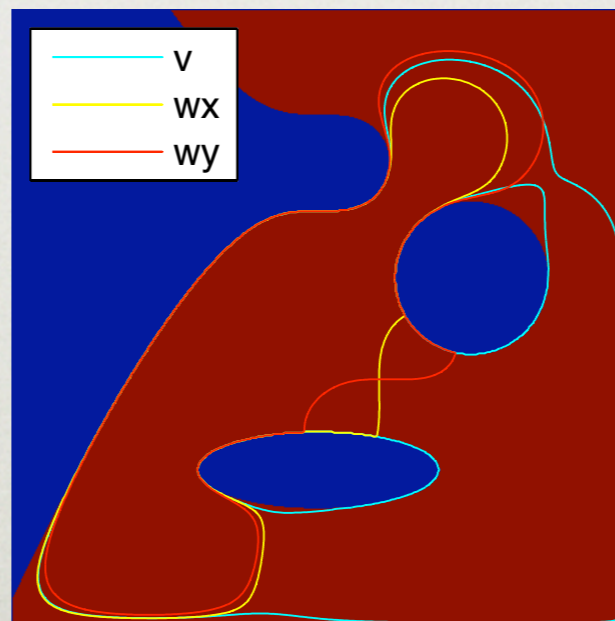
h for wy



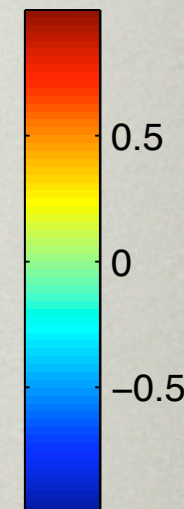
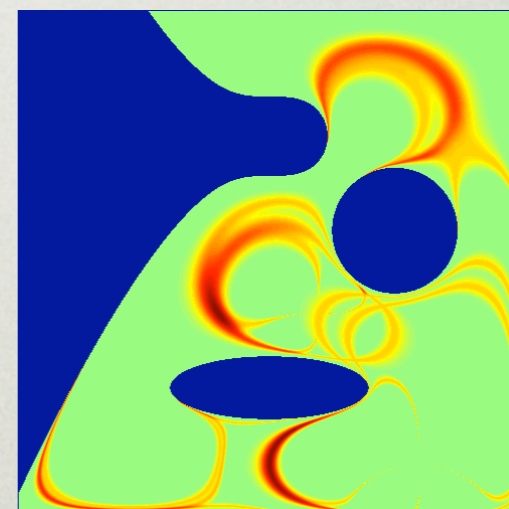
sum of all hV hWx hWy

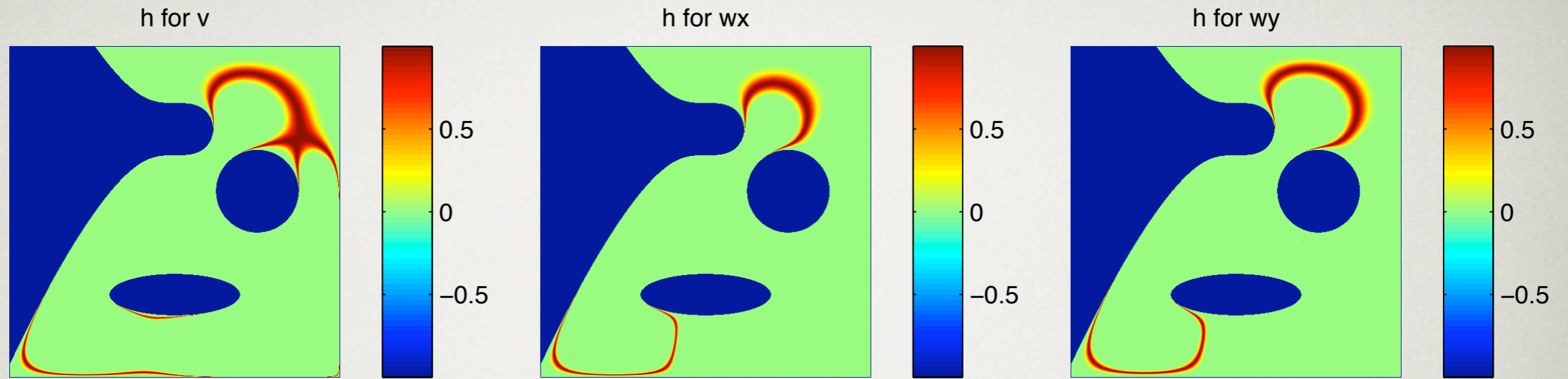


level lines of v wx wy

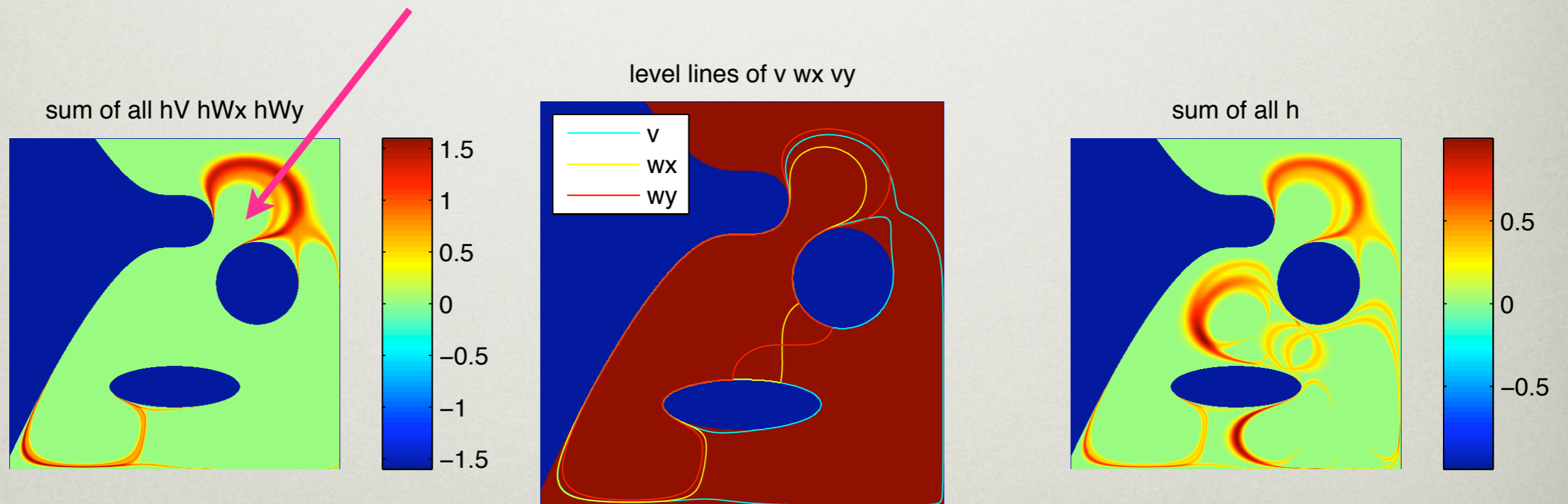


sum of all h

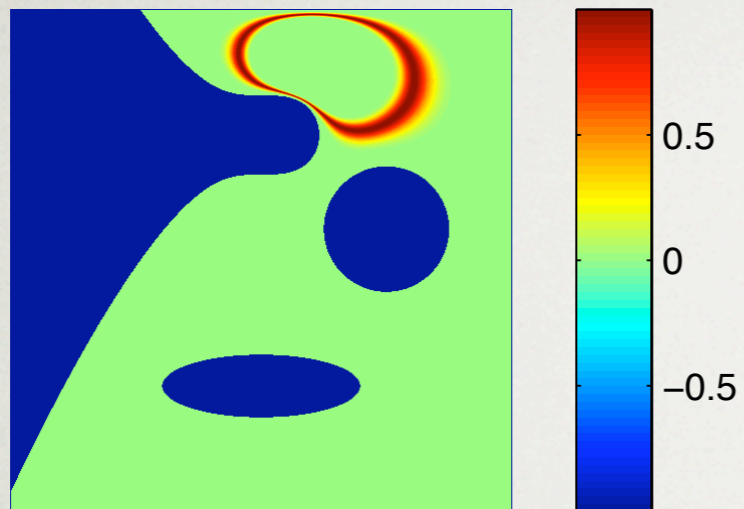




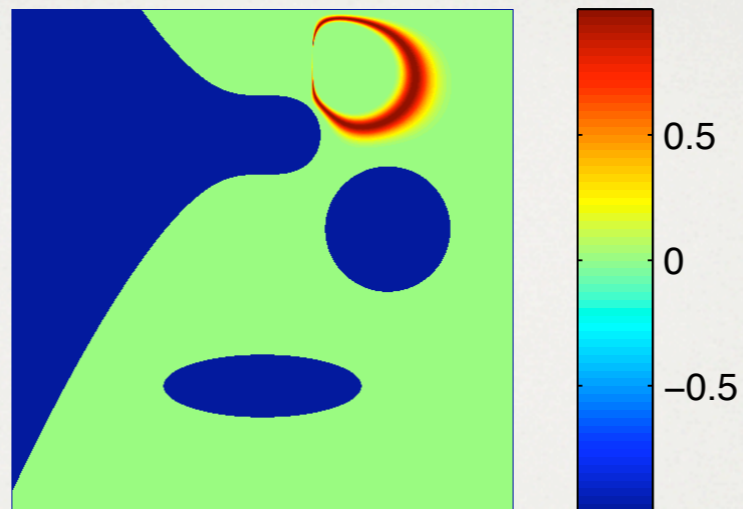
Hint for new observing location.



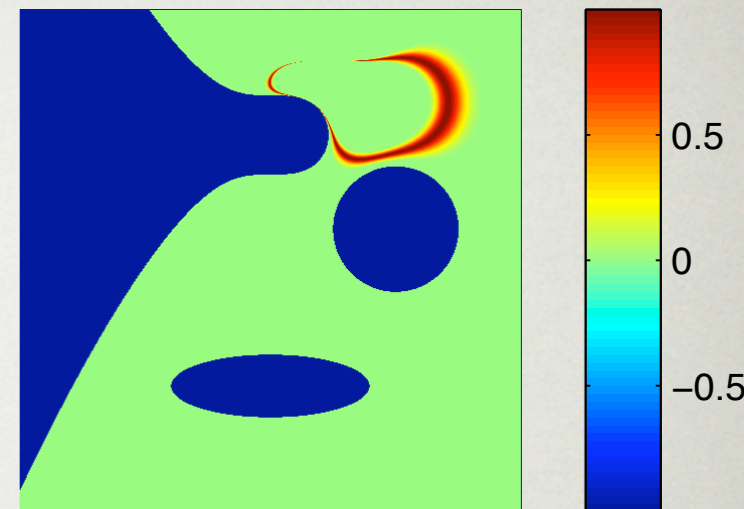
h for v



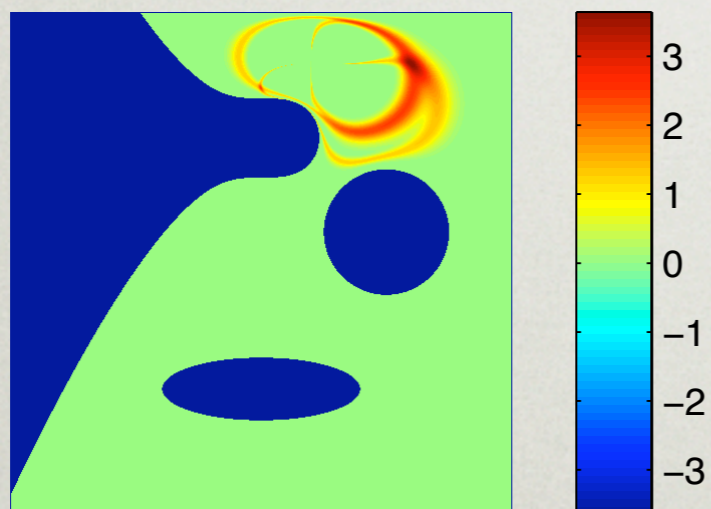
h for wx



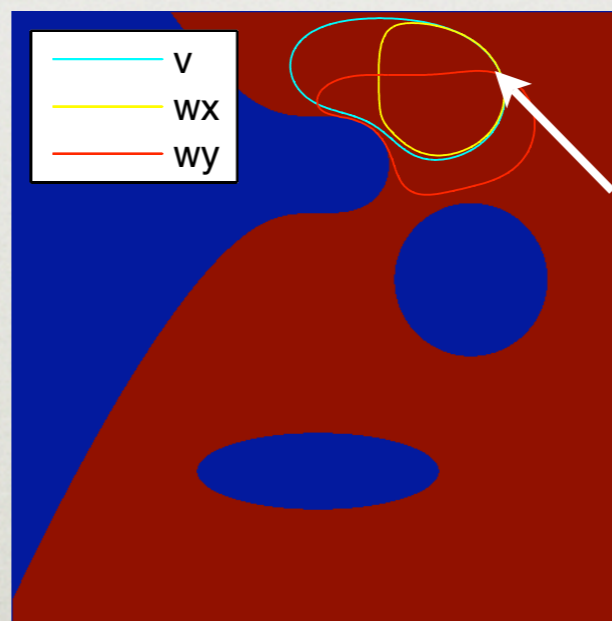
h for wy



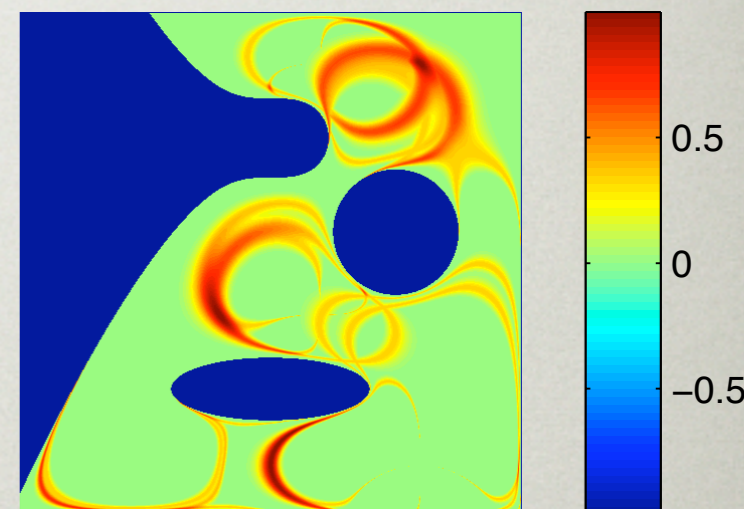
sum of all hV hWx hWy



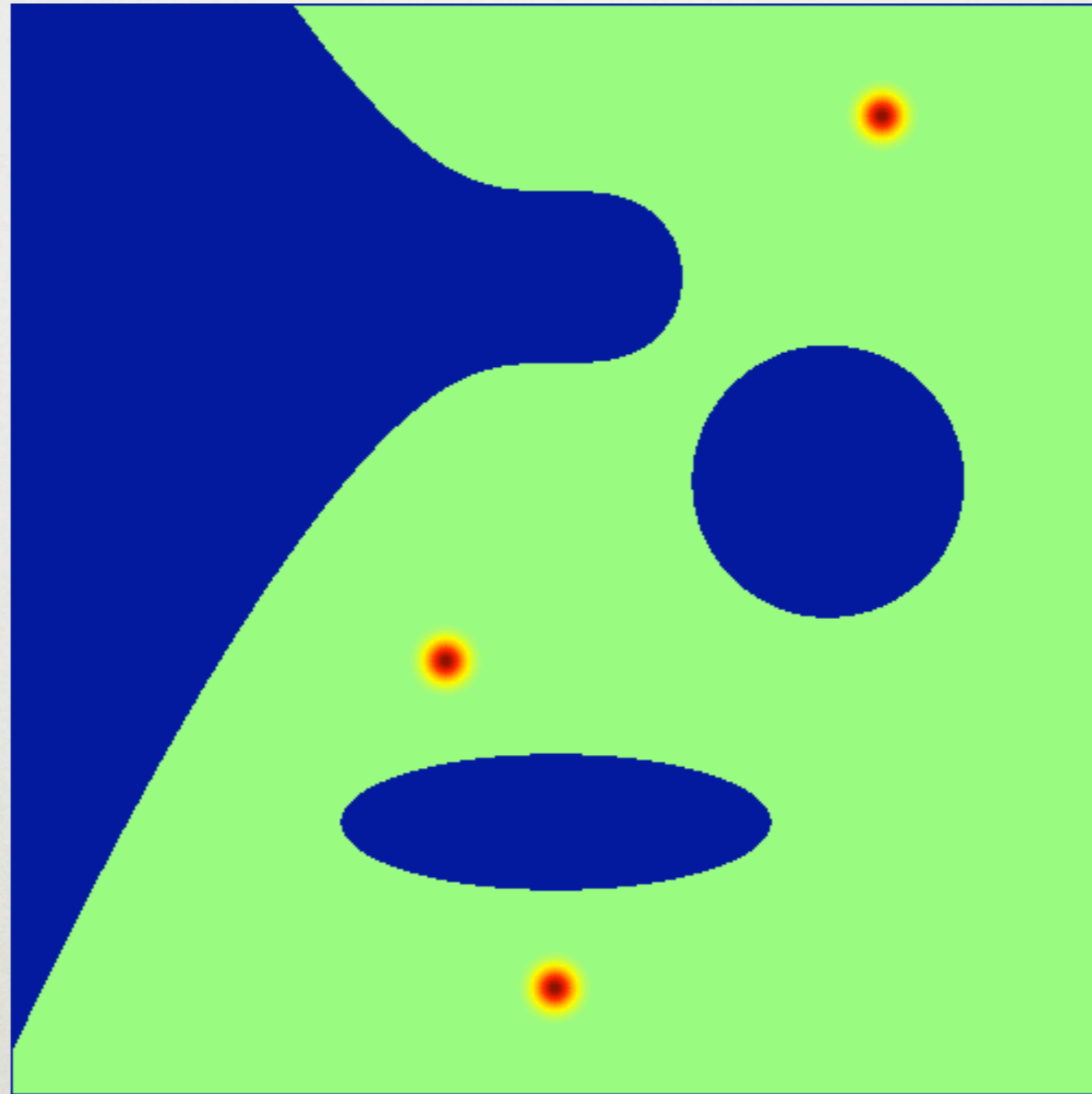
level lines of v wx vy



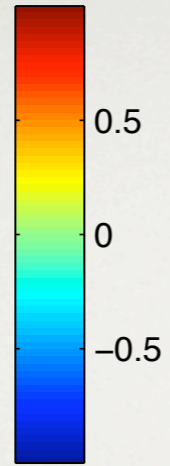
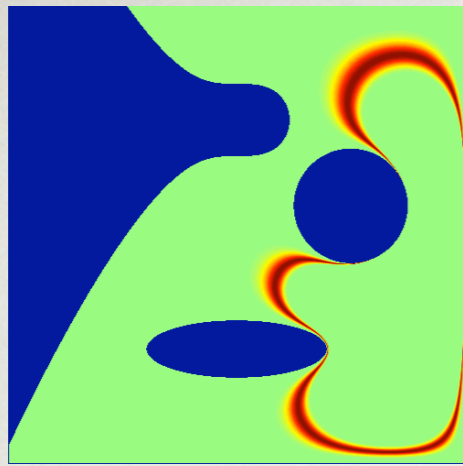
sum of all h



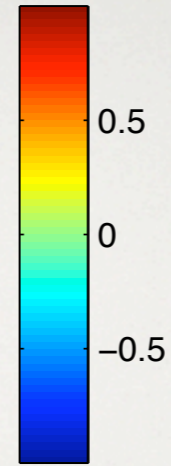
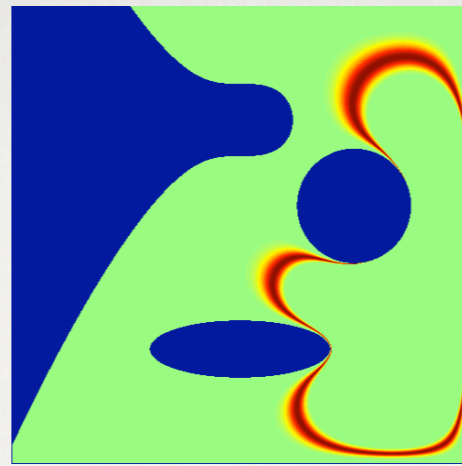
Source function



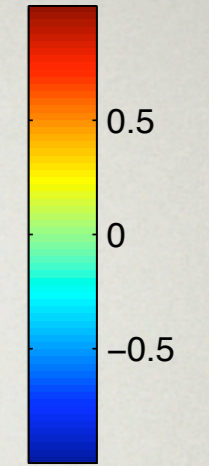
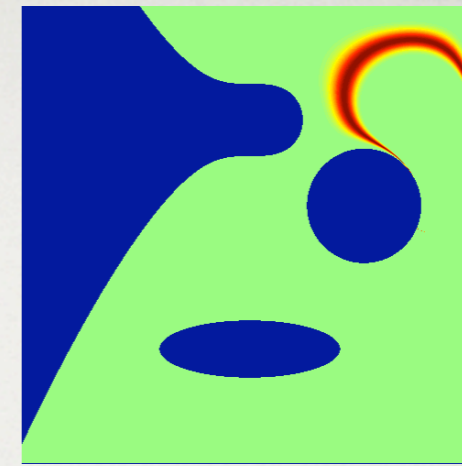
h for v



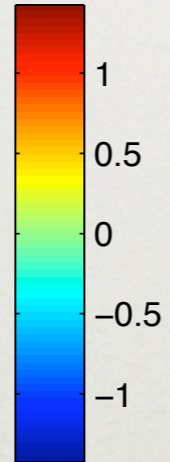
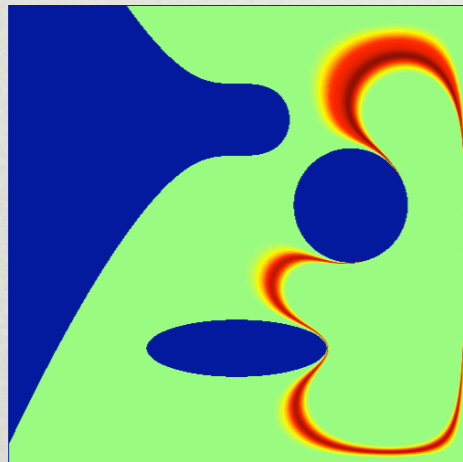
h for wx



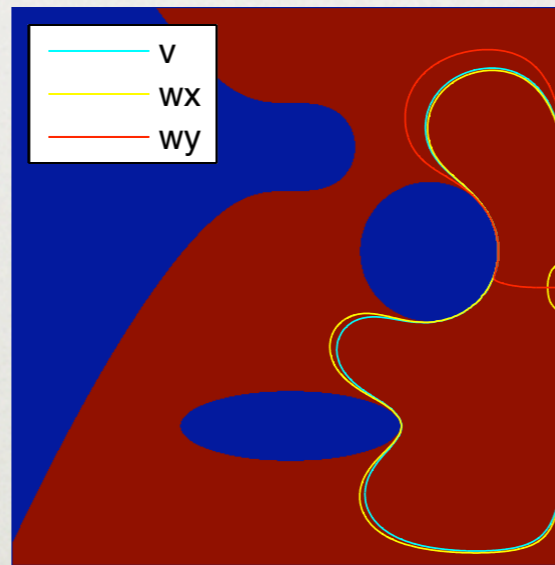
h for wy



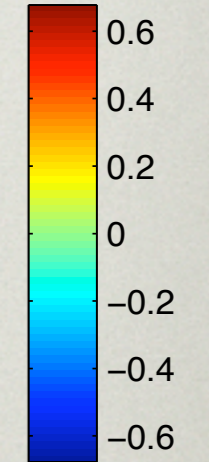
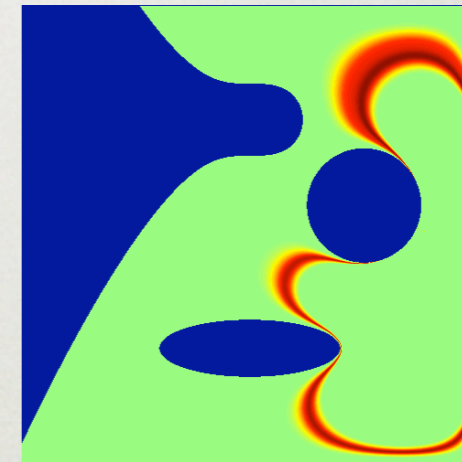
sum of all hV hWx hWy



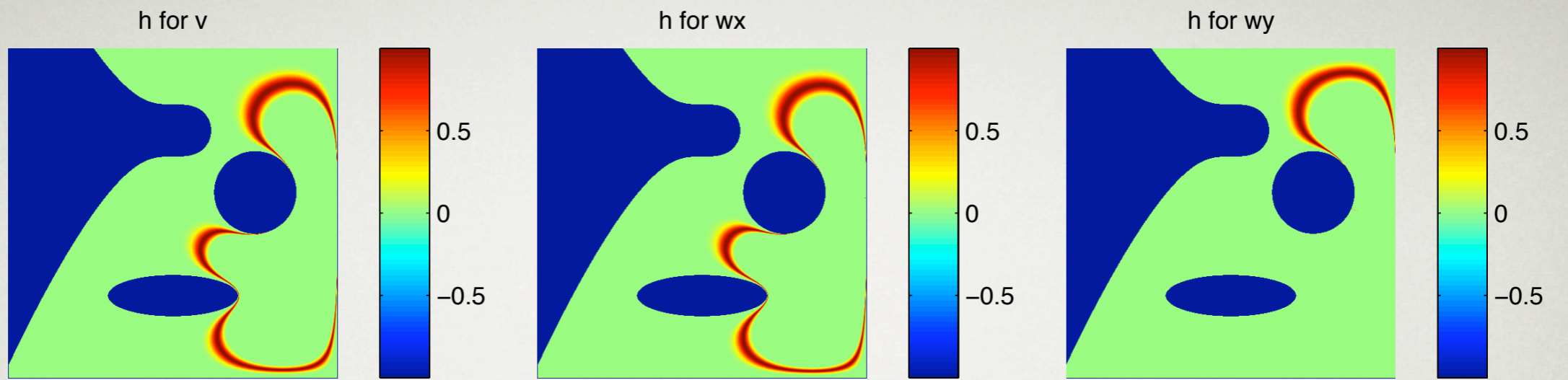
level lines of v wx vy



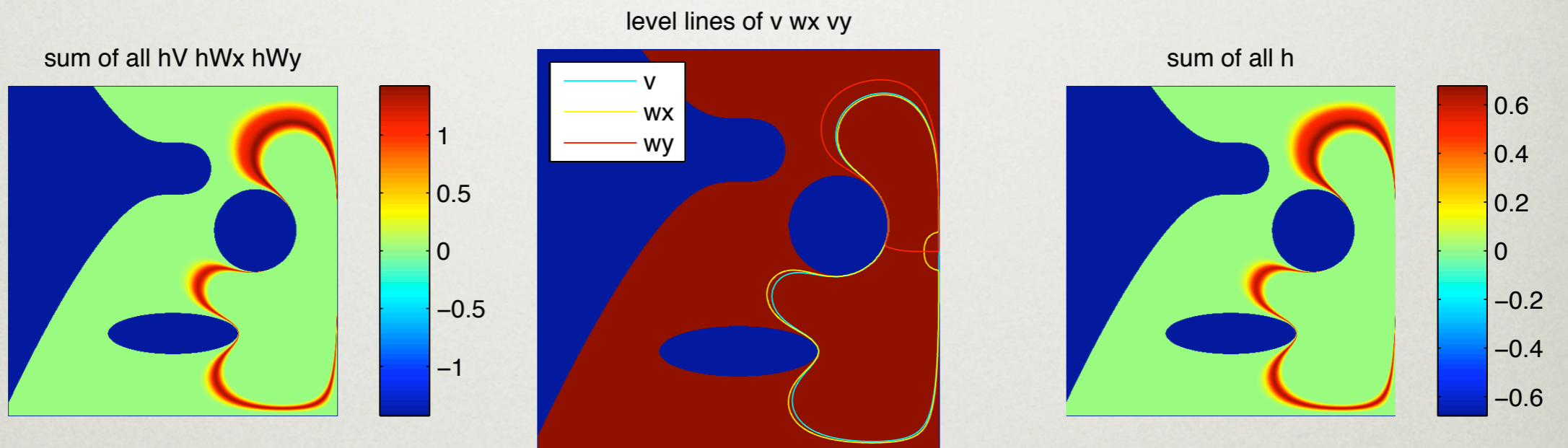
sum of all h

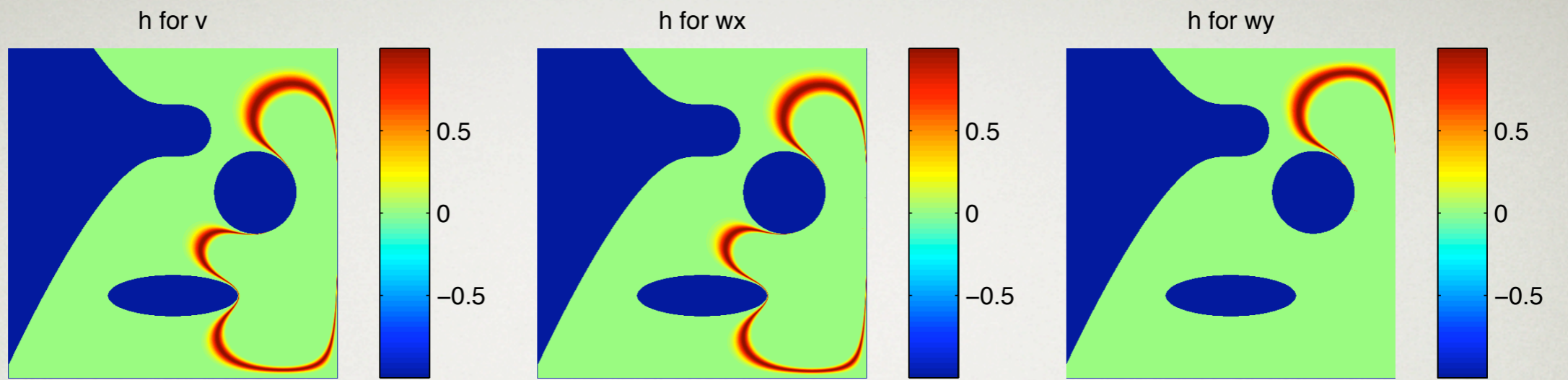




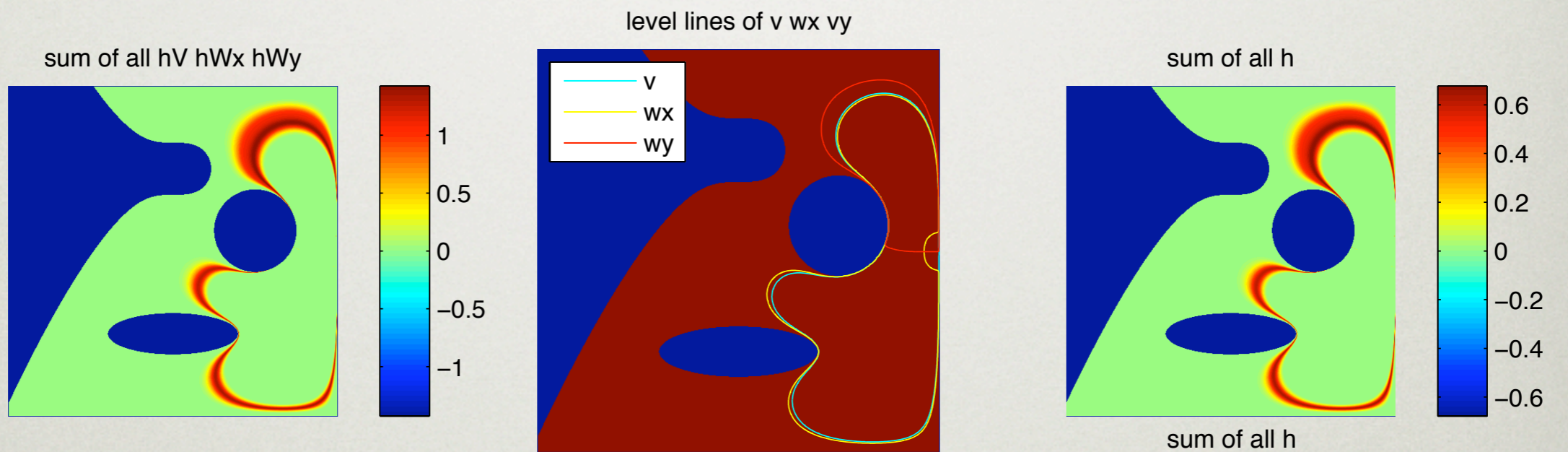


Useless information from three random observing locations.  
 Effective source locations drastically different from the truth.

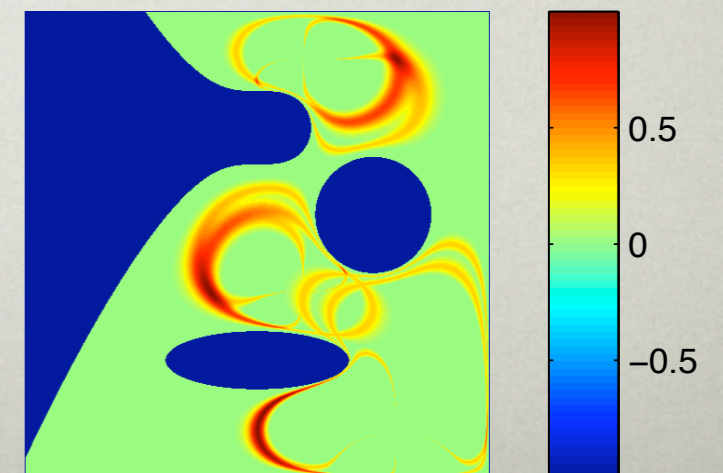




Useless information from three random observing locations.  
 Effective source locations drastically different from the truth.



Result by a "smarter" sampling →



# Discussion

- Algorithm applicable to other linear problems (self-adjoint or not)
- Stability: bounds on the gradients of  $u$
- Path strategy
- Multiple sources of different (unknown) strengths
- Non-standard inverse problems (fewer sensors, freedom in sensor locations, two modalities)