

Why the sample code initialize the Matrix wrongly (transposed), but still gives correct results?

Junsheng_Fu

May '17

Hello all,

In Lesson 7 (Unscented Kalman Filters) 21. Sigma Point Prediction Assignment 2. For these following codes, I find it is very interesting.

In main.cpp,

```
MatrixXd Xsig_pred = MatrixXd(15, 5); // line 20
```

In ukf.cpp

```
int n_x = 5; // line 24
int n_aug = 7; // line 27
MatrixXd Xsig_pred = MatrixXd(n_x, 2 * n_aug + 1); // line 41
*Xsig_out = Xsig_pred; // line 101:
```

Why is the last assignment valid? Because *Xsig_out and Xsig_pred have different dimensions.

To my surprise, if I change the line 20 of main.cpp as follow initialization, the code give me the same final output.

```
MatrixXd Xsig_pred = MatrixXd(5, 15);
```

✔ Solved by [subodh.malgonde](#) in post #4

[@Junsheng_Fu](#) [@Alex_Cui](#) [@fernandodamasio](#) If you notice in ukf.cpp, a pointer is being passed as a function argument and not a reference: void UKF::GenerateSigmaPoints(MatrixXd* Xsig_out) { other code ... //write result *Xsig_out = Xsig; At the end we just change the contents of...

fernandodamasio

May '17

Hi [@Junsheng_Fu](#),

You have a great eye!!! I can see the issue but I can't see why it's working, I agree with you that there is something wrong... I need to hear more opinions.

Maybe it's a bug in the code but the backend of the Udacity platform is working.

Let's wait for more comments.

Regards,

Alex_Cui

May '17

Hi [@Junsheng_Fu](#),

It seems the dimension definition in the main is wrong. It should be (5, 15). Can you file a bug report on waffle?

subodh.malgonde

May '17

[@Junsheng_Fu](#) [@Alex_Cui](#) [@fernandodamasio](#)

If you notice in ukf.cpp, a pointer is being passed as a function argument and not a reference:

```
void UKF::GenerateSigmaPoints(MatrixXd* Xsig_out) {
    ..... other code ...

    //write result
    *Xsig_out = Xsig;
```

At the end we just change the contents of the memory location where the pointer to Xsig_out points to. I think its due to this that the variable initialization does not matter.

I haven't done C++ for a long time, so not sure if this explanation is correct 😊