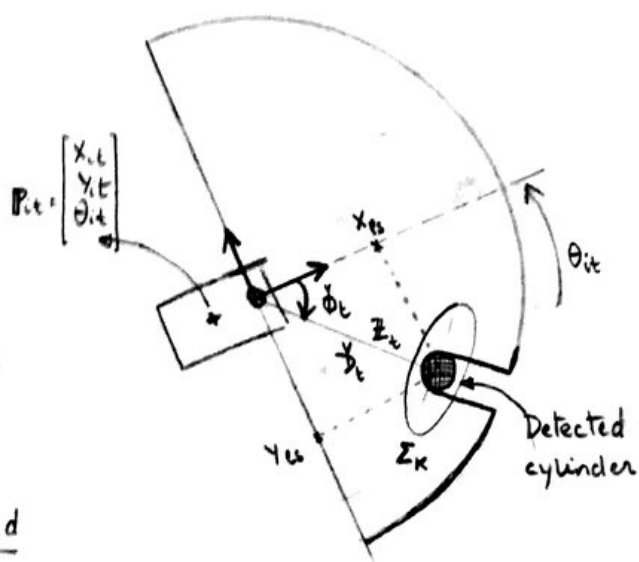


3) Initialize a new landmark

After computing the likelihood for the landmark in the picture the algorithm determines that this landmark is a new landmark and it should be incorporated into the list of landmarks for the particle the algorithm is working with.



$$\underbrace{(x_{sk}, y_{sk})}_{m_k} = \underbrace{h^{-1}(P_t, sd, z_t)}_{\text{With } P_t \text{ and } sd \text{ compute the scanner's pose.}}$$

- With P_t and sd compute the scanner's pose.
- With z_t compute (x_{sk}, y_{sk}) , i.e., the landmark's coordinates in the scanner's reference frame.
- Invoke `legoLogfile.scanner-to-world(scanner.pose, (xsk, ysk))`

$$H_{tk} = \frac{\partial h}{\partial m_k} = \begin{bmatrix} \frac{\partial Q_{tk}}{\partial x_{sk}} & \frac{\partial Q_{tk}}{\partial y_{sk}} \\ \frac{\partial \phi_{tk}}{\partial x_{sk}} & \frac{\partial \phi_{tk}}{\partial y_{sk}} \end{bmatrix}$$

translates the uncertainty in the landmark's position, Σ_k , into an uncertainty in the expected measurement, Q_{tk} .

expected measurement, Q_{tk} .

Now, the situation is different. The robot takes a scan and the algorithm makes an observation in the scan (detects a cylinder), i.e., $z_t = (\frac{\check{D}_t}{\check{\phi}_t})$. The uncertainty in this observation, Q_z , translates into an uncertainty in the landmark's position, Σ_k . (error)

so we need the jacobian of $h_t^{-1}(\cdot)$, i.e., the inverse of $H_{tk} \Rightarrow H_{tk}^{-1}$

$$\Sigma_k = H_{tk}^{-1} \cdot Q_z \cdot (H_{tk}^{-1})^T = \begin{bmatrix} (V_{||} \ V_{\perp}) \cdot \begin{bmatrix} \lambda_{||}^2 & 0 \\ 0 & \lambda_{\perp}^2 \end{bmatrix} \cdot (V_{||} \ V_{\perp})^T \end{bmatrix}$$

$V_{||}$: Eigenvector showing the direction of the axis parallel to the scan ray

V_{\perp} : Eigenvector showing the direction of the axis perpendicular to the scan ray

$\lambda_{||}$: Semilength of the axis parallel to the scan ray.

λ_{\perp} : Semilength of the axis perpendicular to the scan ray.