Homework 5: Car Tracking

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Part I. Implementation (15%) :

Please screenshot your code snippets of Part 1 ~ Part 3, and explain your implementation.

Part 1:

```
53      def observe(self, agentX: int, agentY: int, observedDist: float) -> None:
54          # BEGIN_YOUR_CODE
55          for row in range(self.belief.getNumRows()): # go through all rows
56              for column in range(self.belief.getNumCols()): # go through all columns
57                  x = util.colToX(column) # turn column to x
58                  y = util.rowToY(row) # turn row to y
59                  dist = math.sqrt((x - agentX)*(x - agentX) + (y - agentY)*(y - agentY)) # calculate the dist
60                  pdf = util.pdf(dist,Const.SONAR_STD,observedDist) # calculate PDF
61                  self.belief.grid[row][column] *= pdf # update new prob to belief
62
63          self.belief.normalize() # normalize the belief
64          # END_YOUR_CODE
```

Part 2:

```
86      def elapseTime(self) -> None:
87          if self.skipElapse: ### ONLY FOR THE GRADER TO USE IN Part 1
88              return
89          # BEGIN_YOUR_CODE
90          nxt = util.Belief(self.belief.getNumRows(),self.belief.getNumCols(),0)
91          # create new belief
92          # since we need the current probability to calculate new belief
93          for row1 in range(self.belief.getNumRows()):
94              for column1 in range(self.belief.getNumCols()):
95                  for row2 in range(self.belief.getNumRows()):
96                      for column2 in range(self.belief.getNumCols()):
97                          # go through all grids
98                          # first row, column is your car
99                          # second row, column is the tracking car
100                         if ((row2,column2),(row1,column1)) in self.transProb:
101                             # check if key-val pairs is in self.transProb
102                             # if yes, then calculate the prob, else consider the prob to be 0
103                             transition = self.belief.getProb(row2,column2) # get transition
104                             trans_prob = nxt.getProb(row1,column1) # get the sum up prob
105                             new_prob = transition * self.transProb[((row2,column2),(row1,column1))] # calculate the prob
106                             nxt.setProb(row1,column1,trans_prob + new_prob) # sum up
107         nxt.normalize() # normalize the new belief
108         self.belief = nxt # update the new belief
109         # END_YOUR_CODE
```

Part 3:

observe :

```
208     def observe(self, agentX: int, agentY: int, observedDist: float) -> None:
209         # BEGIN_YOUR_CODE
210         dict = collections.defaultdict(float) # create new dict
211         for index in self.particles: # go through the dict
212             x = util.colToX(index[1]) # change column to x
213             y = util.rowToY(index[0]) # change row to y
214             cal = math.sqrt((x - agentX)*(x - agentX) + (y - agentY)*(y - agentY)) # calculate the dist
215             pdf = util.pdf(cal,Const.SONAR_STD,observedDist) # calculate PDF
216             dict[index] = pdf * self.particles[index] # set the weighted dist
217 
218         particle = collections.defaultdict(int) # create the new particle
219         for i in range(self.NUM_PARTICLES): # resample by the weighted dist
220             index = util.weightedRandomChoice(dict) # random choose by the weighted dist
221             particle[index]+=1 # add one to the random choose
222         self.particles = particle # set self.particles by the new particle
223         # END_YOUR_CODE
```

elapseTime :

```
250     def elapseTime(self) -> None:
251         # BEGIN_YOUR_CODE
252         particles = collections.defaultdict(int) # create the new particle
253         for index in self.particles: # go through all particles
254             for i in range(self.particles[index]):
255                 trans = self.transProbDict[index] # get the trans prob dict
256                 new_tile = util.weightedRandomChoice(trans) # random choose by the trans prob dict
257                 particles[new_tile] += 1 # add one to the random choose
258         self.particles = particles # set self.particles by the new particle
259         # END_YOUR_CODE
```

Part II. Question answering (5%) :

Please describe problems you met and how you solved them.

1. I misunderstood part 2's meaning and used self.belief to store the new belief.
   sol : I read through the instructions above then figure out my mistake
2. For part 3, I forgot to resample, so I got the wrong answer.
   sol : I ask my friends and also make clear what I should do.