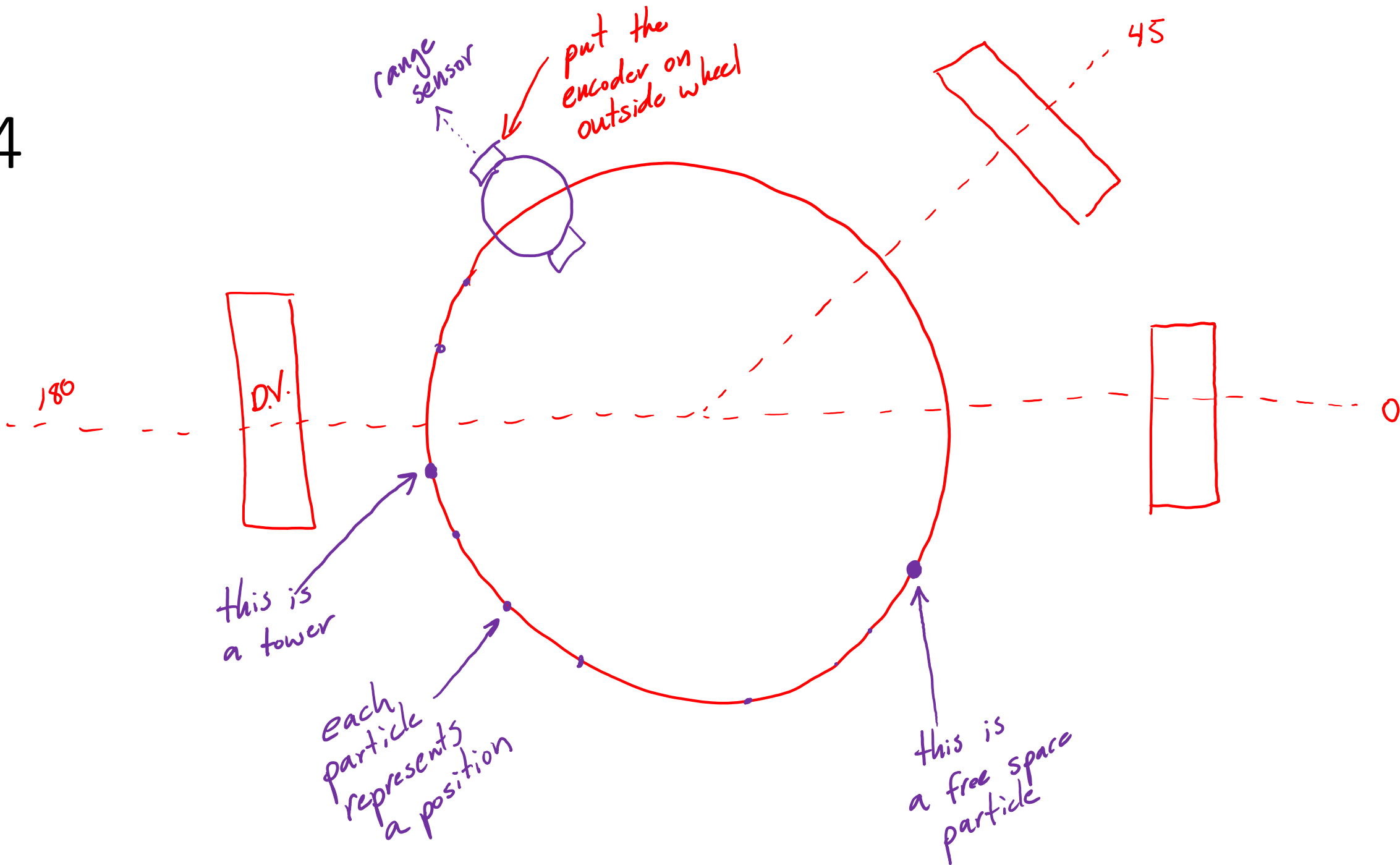


Lab 4



- Midterm Friday (50 min)

- Bring laptop
(Canvas quiz)

- calculator

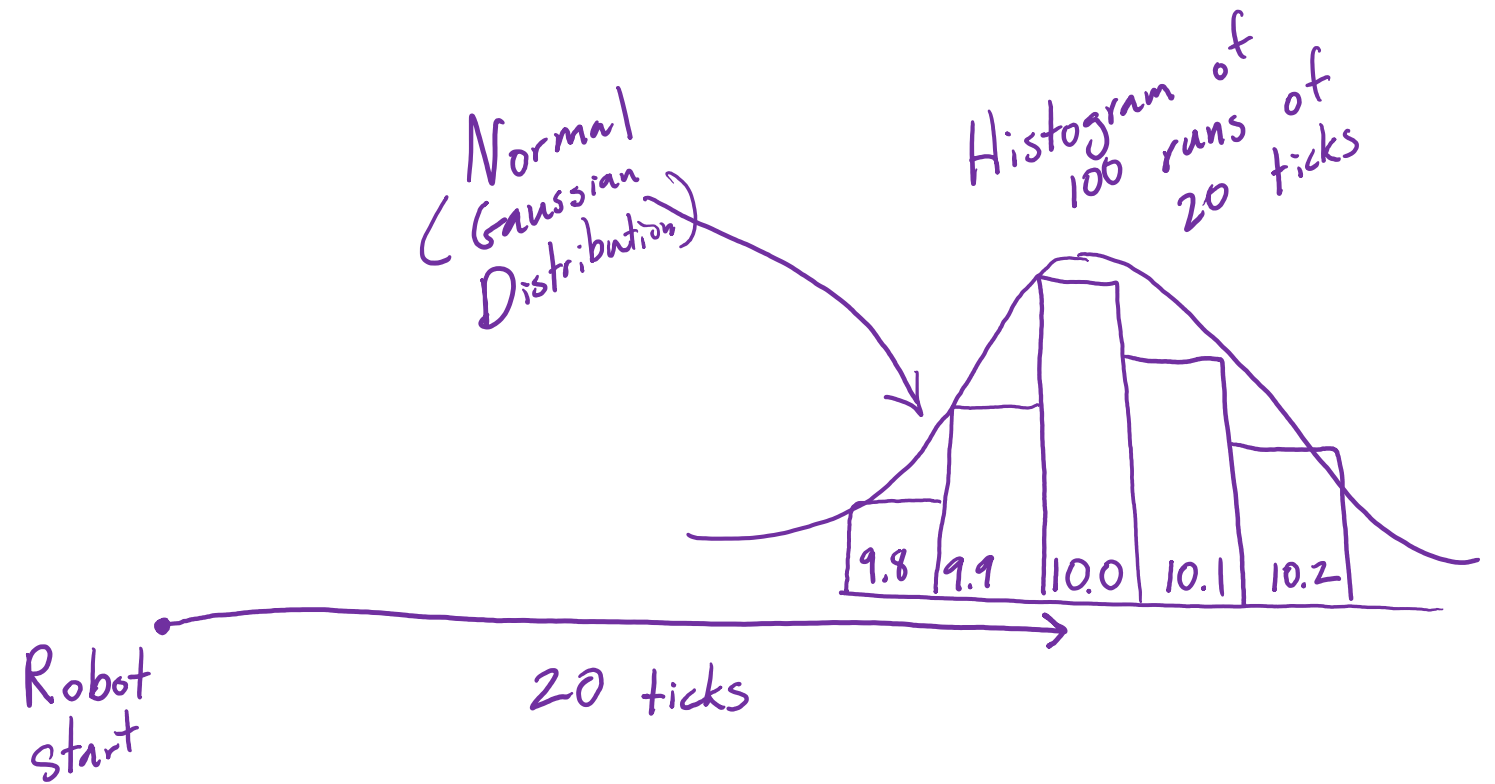
~~Example~~

Noise:

1. sensor noise
2. motion noise

Motion Model

Add encoder to
the wheels

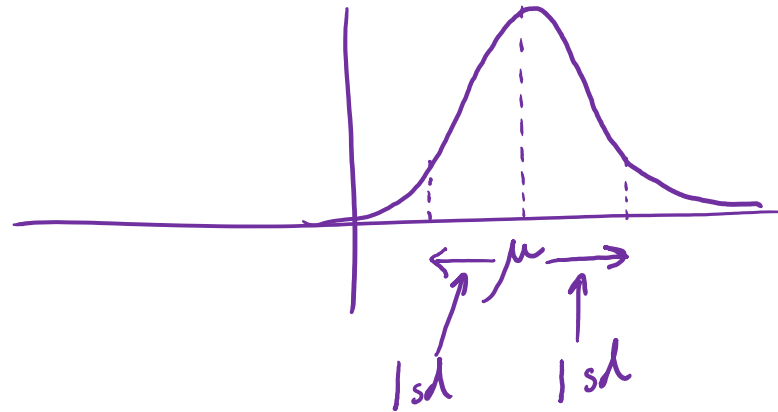


Gaussian Distributions

- Defined by 2 parameters:

μ = mean

σ = standard deviation

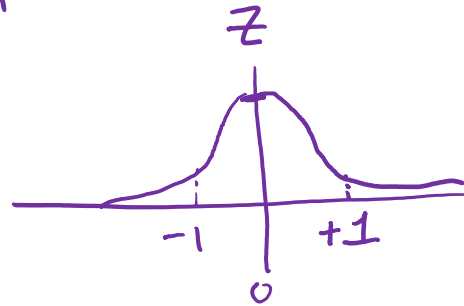


Sampling from a Gaussian Distribution

Box - Muller Transform:

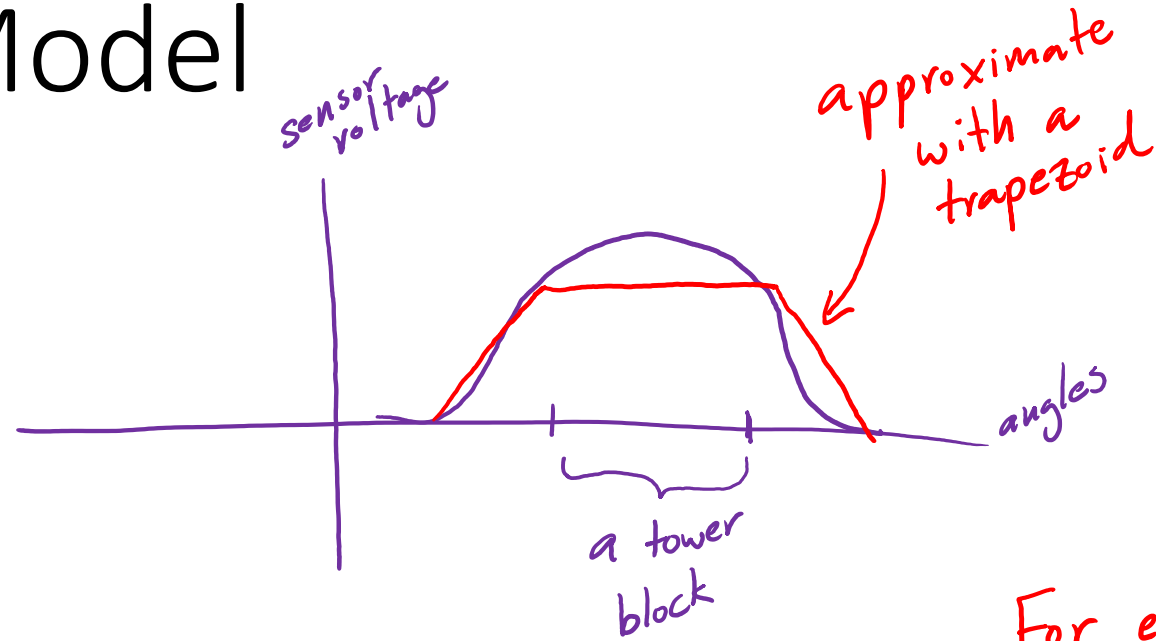
1. generate 2 random numbers between 0 and 1 (call these numbers U_1 and U_2)

Z has a mean of 0 and s.d. of 1



$$Z = \sqrt{-2 \cdot \ln(U_1)} \cdot \cos(2\pi \cdot U_2)$$

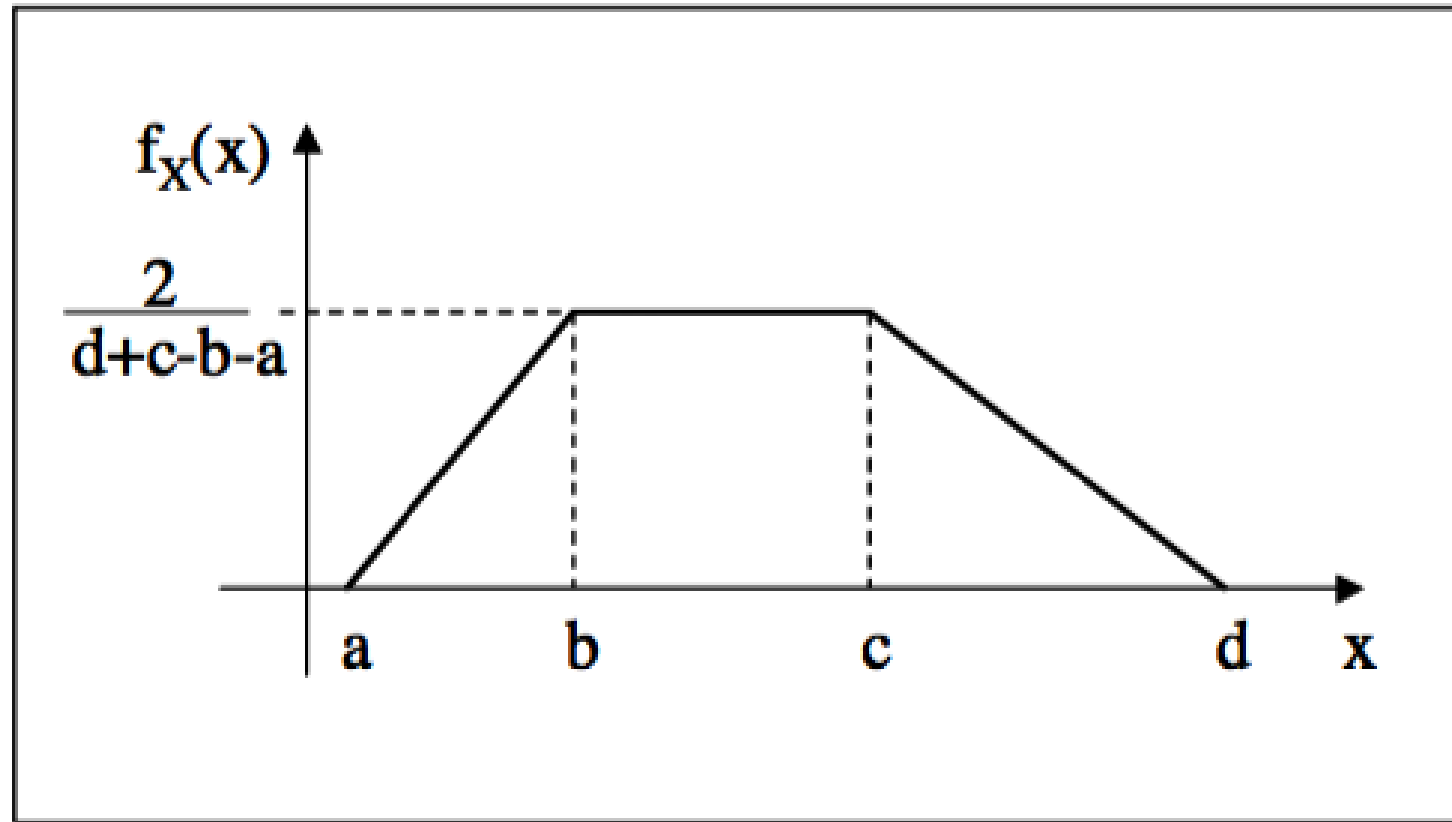
Sensor Model



Note: without taking any sensor reading you know if a particle is near a tower or not

For each particle, we need to compute a weight (likelihood):

$p(z | x)$ = probability of getting a sensor reading z given that the robot is at position x



$$U = \frac{2}{d+c-b-a}$$

$$\text{if } b \leq x < c \rightarrow U$$

$$\text{if } a \leq x < b \rightarrow U \cdot \left(\frac{x-a}{b-a} \right)$$

$$\text{if } c \leq x < d \rightarrow U \cdot \left(\frac{d-x}{d-c} \right)$$

Figure 1. Probability Density Function of a Trapezoidal Distribution

these
give
you
a weight

$$p(z \mid \text{free space})$$

$$p(z \mid \text{tower})$$

create
these 2
functions

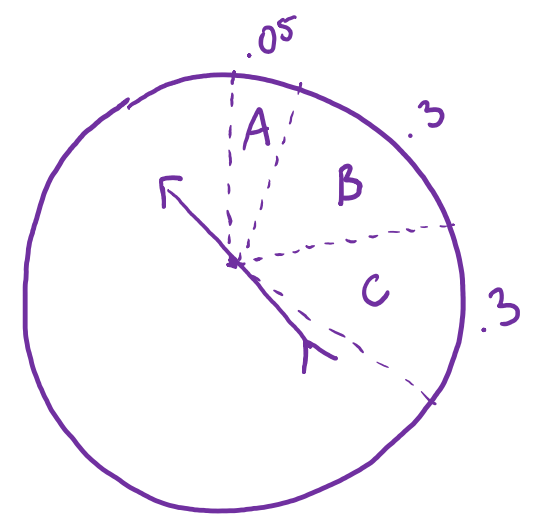
Resampling Particles

	Particle #	Weight
A	1	.05
B	2	.3
C	3	.3
D	4	.05
E	5	.3
F	6	.05
G	7	.3
	⋮	
		<hr/>
		normalize so they sum to 1.0

— Suppose 100 particles

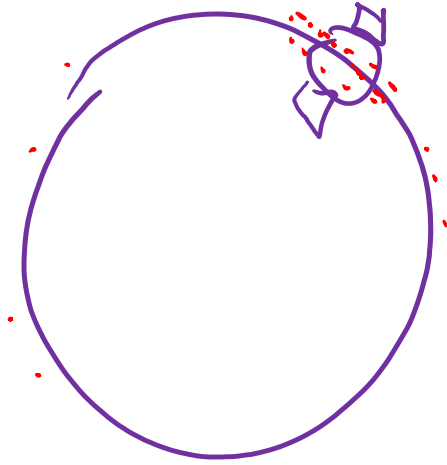
Resample
to get
100
new
particles

B
B
C
C
E
E
E
A



— throw in
5% random
particles

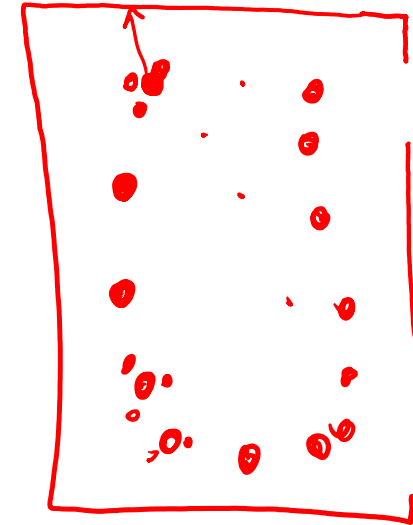
Determining Robot Position



- as your robot drives, compute the standard deviation of the particles
- once the standard deviation is below a threshold, use the mean as the robot location

Monte Carlo Localization

knowing
where
your
robot is



- take 1
sensor
reading

- Generate n particles

- For each particle:

- advance the particle (and add noise)

- categorize the particles as:

- tower
- free space

- compute the weight of each particle

- Resample the particles