

Imm algorithm implementation for tracking

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Introduction

The purpose of this document is the analysis and performance evaluation of an IMM algorithm's implementation in a sensor grid tracking an object. The object can move with two different model, random walk and unicycle, governed by a Markov chain. The goal is evaluate the best trade-off between error on estimated position and real position and number of messages involved in tracking

Background

Tracking a object with a changing dynamic require proper algorithms and filters. Retrieving physical data with observations it's not enough, models achieving the best-fit to our data is needed in order to make a prediction and estimate with reduced uncertainty. Here comes to play a major role the IMM algorithm (Interacting Multiple Models): The data from sensor are combined with different dynamical models through the algorithm...

Sensor in simulation model

The target can move with random movement described by a Markov chain and accordingly two different models of movement. The tracking are performed with grid of sensors. In order to perform a proper simulation the sensor has assumed to have a limited range for the tracking and we cannot retrieve any information if target is out. It also took in consideration the power consumption for a possible physical system: to model a more energy efficient system the sensor can switch to 3 different working condition: On, Off, Idle. To achieve this goal the sensor is working as a state machine as showned in the figure below: Sensors can communicate with the sensors in their neighborhoods and exchange signal named CanSense and CantSense that regulate the transition between different states. Thus implies that not all the sensors receive all the message, but only from their Neighbors. The sensors in On state create a fully connected graph. The nodes composing the graph changes dynamically with iterations according with the movements of target. The numbers of sensors turned on depends on working range choosed and position of target. The mechanism that regulate the transition from sensors state rely on the information exchanged with nearby sensor. Different state can receive and send different messages. A sensor in On state has the moving object in his range and send a CanSense to the nearby and when tracking moving away from the operating range send a CantSense turning itself to Idle. Sensors that receive a CanSense and

are not already On turn in Idle state; during the Idle state sensors check if object appears in range sensors turn to On and send a CanSense, if nothing trigger the range it send to the nearby a CantSense signal. A sensor that is in Idle and during the information exchange receive only CantSense from the nearby turn itself Off and stop to check if something is in range and can be turned again to Idle via a CanSense. This scheme implies that a sensors can never switch to On from Off except for the initialization step. When a sensor have the target in range it does a measure operation each timestep. the sensor works a radar in this model and remembering

$$z(k) = H(k)x(k) + \mathbf{R} \quad (1)$$

where the \mathbf{H} is

$$H = \begin{bmatrix} \text{dopo} & la \\ scr & vo \end{bmatrix} \quad (2)$$

Imm and Linear Consensus

The IMM algorithm is based on the

Model used

Introduction

Random walk and Unicycle model

The target in this simulation can move accordingly to two model: random walk and Unicycle. Each of this model has a Markov chain that regulate how the given input goes in the system. For the random walk we have 5 state: constant velocity, positive or negative acceleration on x direction and positive or negative deceleration on y direction. So the input are \ddot{x} and \ddot{y} . The Markov chain associate is a circulant matrix as showned below

$$\begin{bmatrix} 0.8 & 0.025 & 0.025 & 0.025 & 0.025 \end{bmatrix}$$

The equation regulating the state of the system is as well know

$$\mathbf{X}^+ = \mathbf{A}\mathbf{X}(k) + \mathbf{B}u(k) + \mathbf{G}w(k) \quad (3)$$

The Random walk model has is a linear model. State, state and noise matrix associate to the random walk has showed below:

$$X = \begin{bmatrix} x \\ y \\ \dot{x} \\ \dot{y} \end{bmatrix} A = \begin{bmatrix} 1 & 0 & \delta & 0 \\ 0 & 1 & 0 & \delta \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} G = \begin{bmatrix} \delta^2/2 & 0 \\ 0 & \delta^2/2 \\ \delta & 0 \\ 0 & \delta \end{bmatrix}$$

The **B** input matrix change accordingly with the acceleration input

$$B = \begin{bmatrix} \delta^2/2 & 0 \\ 0 & 0 \\ \delta & 0 \\ 0 & 0 \end{bmatrix} B = \begin{bmatrix} 0 & 0 \\ 0 & \delta^2/2 \\ 0 & 0 \\ 0 & \delta \end{bmatrix}$$

It can be noticed that the **G** matrix of error can be seen as a sum of positive **B** rescaled by a random factor.

The unicycle model has different input and state description. The input are represented by the angular acceleration of the wheel and the steering angle acceleration. possible state are 5: constant angular velocity, acceleration and deceleration of the wheel and positive or negative acceleration of the steering angle. The associate Markov chain for this case is

$$|0.8 \quad 0.025 \quad 0.025 \quad 0.025 \quad 0.025//|$$

Unicycle model instead is a Non-linear model. Thus is necessary to use a linearization in the Kalman filter

implementation The matrix that represent the state of system for this case are

$$X = \begin{bmatrix} x \\ y \\ \dot{x} \\ \dot{y} \end{bmatrix} A = \begin{bmatrix} 1 & 0 & \delta & 0 \\ 0 & 1 & 0 & \delta \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} G = \begin{bmatrix} \delta^2/2 & 0 \\ 0 & \delta^2/2 \\ \delta & 0 \\ 0 & \delta \end{bmatrix}$$

Data's simulation

Result

The performance evaluation of the system are evaluated by computing the RMS of the predicted trajectory with the respect to the actual one choosing different rate of performance the WSL. The final result are listed in the table below

1 step	2 step	3 step	4 step
1	6	87837	787
2	7	78	5415
3	545	778	7507
4	545	18744	7560
5	88	788	6344