

# Learning to be Smooth: An End-to-End Differentiable Particle Smoother

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## 1. Introduction

New discriminative learnable particle smoother method: **Mixture Density Particle Smoother**



## 2. Mixture Density Particle Filter (MDPF)

### Step 0: Initialize Particle Set

$$\{x_1^{(1)}, \dots, x_1^{(N)}\} \quad \{w_1^{(1)}, \dots, w_1^{(N)}\}$$

(particles) (weights)

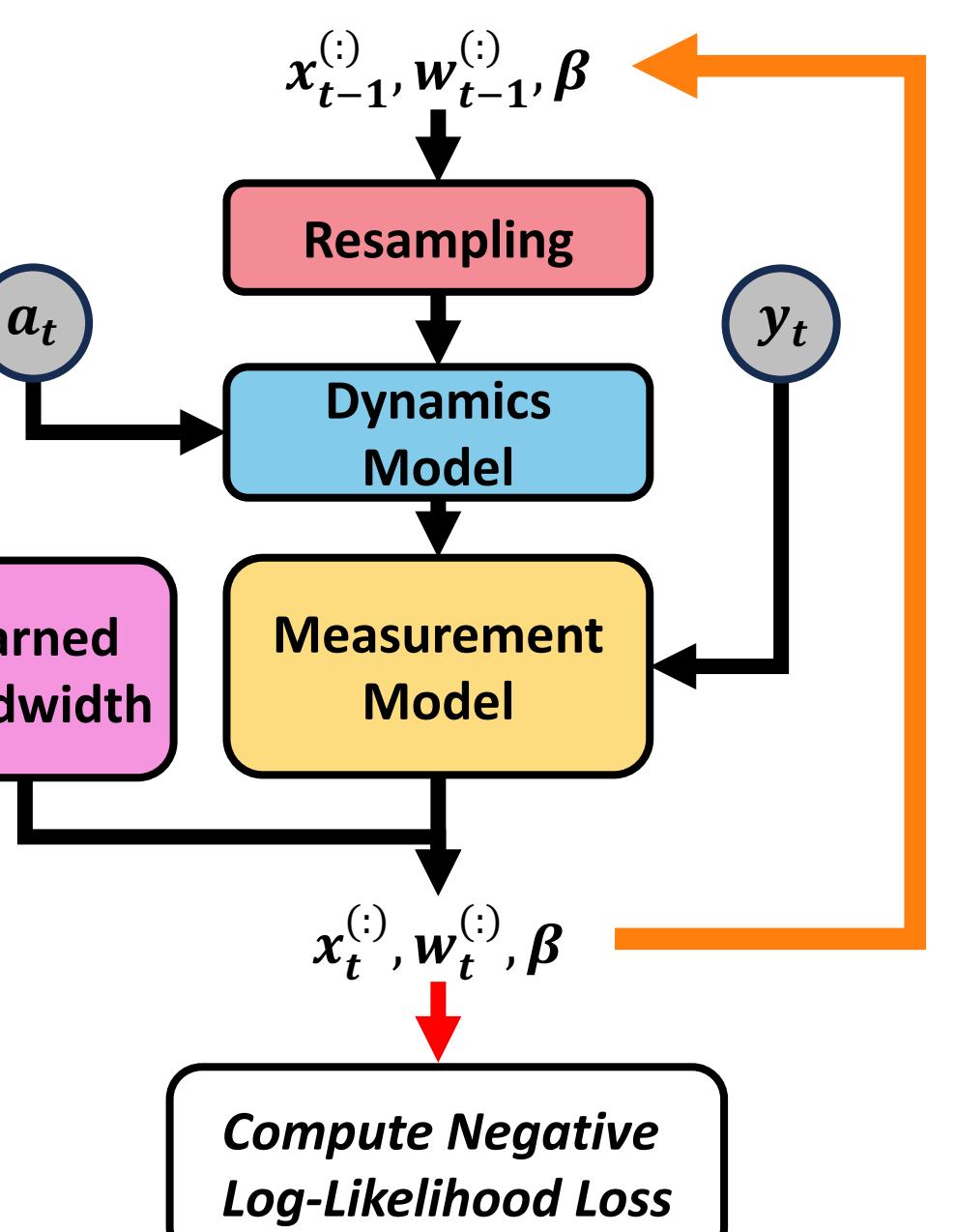
### Step 1: (Differentiable) Particle Resampling

$$m(x|\phi) = \sum_{j=1}^N w_t^{(j)} \cdot K(x; x_t^{(j)}, \beta) \quad \tilde{x}_t^{(i)} \sim m(x|\phi)$$

$$\phi = \{x_t^{(i)}, w_t^{(i)}, \beta\}$$

$$\tilde{w}_t^{(i)} = \frac{m(\tilde{x}_t^{(i)}|\phi_0)}{m(\tilde{x}_t^{(i)}|\phi_0)} \Big|_{\phi_0=\phi} = 1 \quad \nabla_\phi \tilde{w}_t^{(i)} = \frac{\nabla_\phi m(\tilde{x}_t^{(i)}|\phi_0)}{m(\tilde{x}_t^{(i)}|\phi_0)}$$

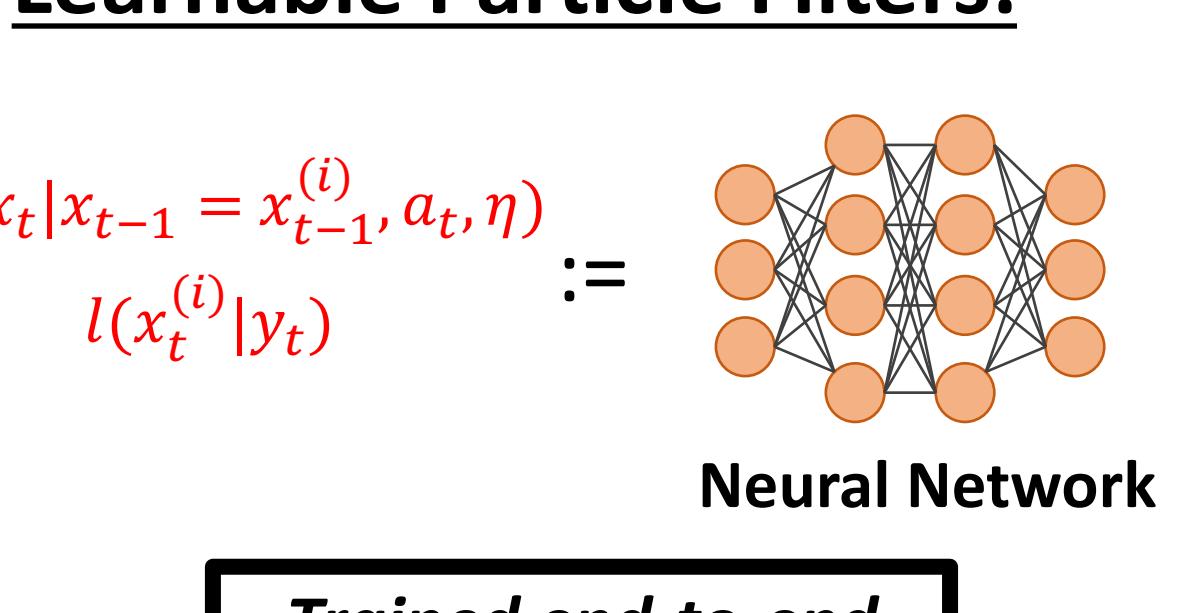
$K(\cdot)$  := Kernel function  $\beta$ := Learned Bandwidth



### Step 2: Particle Proposal (Noisy Dynamics)

$$x_t^{(i)} \sim f(x_t|x_{t-1} = x_{t-1}^{(i)}, a_t, \eta) \quad \eta \sim N(0, I)$$

Learnable Particle Filters:



### Step 3: Measurement Update

$$w_t^{(i)} = p(y_t|x_t^{(i)}) \cdot w_{t-1}^{(i)} \quad w_t^{(i)} = l(x_t^{(i)}|y_t) \cdot w_t^{(i)}$$

(Generative) (Discriminative)

$$\text{Normalize: } \sum_{i=1}^N w_t^{(i)} = 1$$

## 3. Existing Two Filter Smoother

### To compute the smoothed posterior distribution:

$$p(x_t|y_{1:T}) = \frac{p(y_{T+1:T}|x_t) p(x_t|y_{1:T})}{p(y_{T+1:T}|y_{1:T})} \propto p(y_{T+1:T}|x_t) p(x_t|y_{1:T})$$

Observation Likelihood Forward Filtering

### Introduce auxiliary distribution:

$$\tilde{p}(x_t|y_{T+1:T}) = \frac{p(y_{T+1:T}|x_t)}{y_t} \propto p(y_{T+1:T}|x_t)$$

(Assuming Bounded State Space)

$$p(x_t|y_{1:T}) \propto p(x_t|y_{1:T}) \cdot \tilde{p}(x_t|y_{T+1:T})$$

$$p(x_t|y_{1:T}) = \sum_{i=1}^N w_t^{(i)} \delta(x_t - x_t^{(i)})$$

### Re-write to derive a particle based algorithm:

$$p(x_t|y_{1:T}) \propto \tilde{p}(x_t|y_{T+1:T}) \int p(x_t|x_{t-1}) p(x_{t-1}|y_{1:t-1}) dx_{t-1}$$

$\{x_t^{(1:N)}, \tilde{w}_t^{(1:N)}\}$  := Smoother Particle Set  
 $\{x_t^{(1:N)}, \tilde{w}_t^{(1:N)}\}$  := Forward Filter Particle Set  
 $\{x_t^{(1:N)}, \tilde{w}_t^{(1:N)}\}$  := Backward Filter Particle Set

### Particle based algorithm:

$$\tilde{w}_t^{(j)} \propto \tilde{w}_t^{(j)} \sum_{i=1}^N \tilde{w}_t^{(i)} p(\tilde{x}_t^{(j)}|\tilde{x}_t^{(i)}) \quad \text{with } \tilde{x}_t^{(i)} = \tilde{x}_t^{(i)}$$

Particle Smoothing Algorithm:  
 1. Run backwards in time particle filter  
 2. Re-weight backwards particles using forward filter

## 4. Mixture Density Particle Smoother (MDPS)

### Starting from Two Filter Smoother:

$$p(x_t|y_{1:T}) \propto p(x_t|y_{1:t}) \cdot \tilde{p}(x_t|y_{t+1:T})$$

Forward Filtering Backward Filtering

We can derive:

$$p(x_t|y_{1:T}) \propto l(x_t|y_t) p(x_t|y_{1:t-1}) \cdot \tilde{p}(x_t|y_{t+1:T})$$

Forward Filtering Backward Filtering

Where:

$$p(x_t|y_{1:t-1}) = \sum_{i=1}^N \tilde{w}_t^{(i)} \cdot K(x; \tilde{x}_t^{(i)}, \beta)$$

(Forward Filtering Posterior)

$$p(x_t|y_{t+1:T}) = \sum_{i=1}^N \tilde{w}_t^{(i)} \cdot K(x; \tilde{x}_t^{(i)}, \beta)$$

(Backward Filtering Posterior)

Set smoothed particles:

$$\tilde{x}_t^{(i)} \sim q(x_t) = \frac{1}{2} p(x_t|y_{1:t-1}) + \frac{1}{2} p(x_t|y_{t+1:T}) \quad i = 1, \dots, M$$

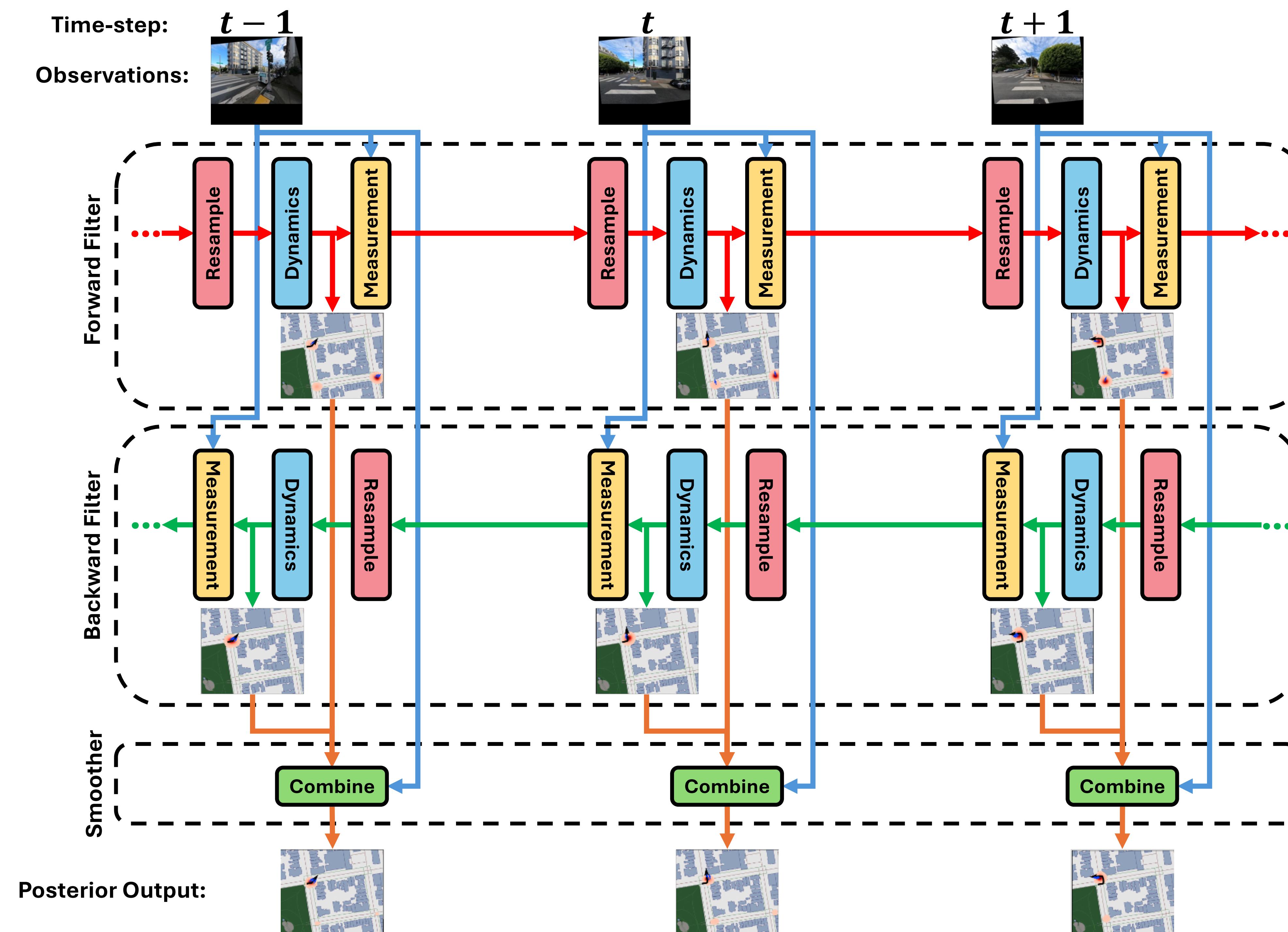
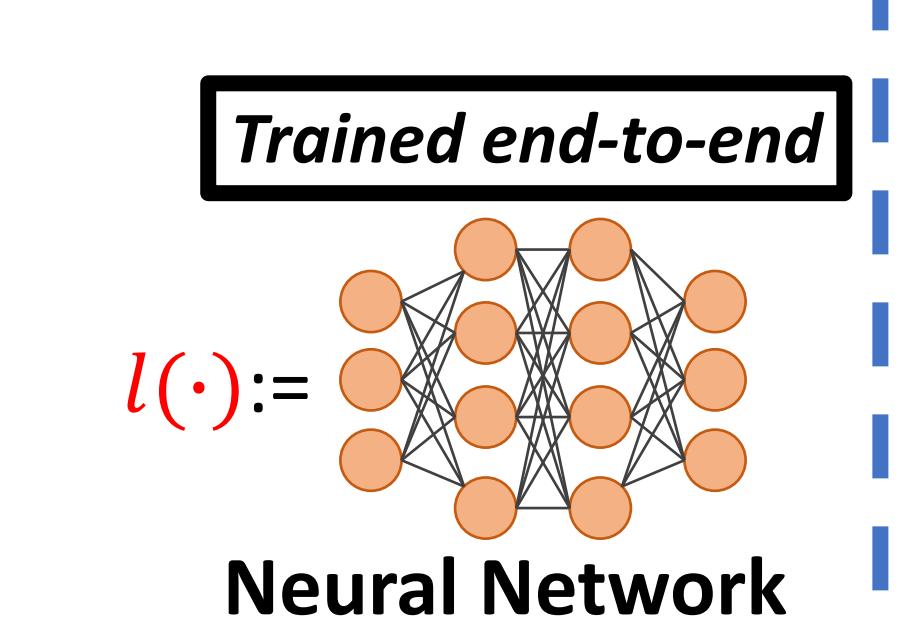
Compute weights:

$$\tilde{w}_t^{(i)} \propto l(\tilde{x}_t^{(i)}|y_t) p(\tilde{x}_t^{(i)}|y_{1:t-1}) \cdot \tilde{p}(\tilde{x}_t^{(i)}|y_{t+1:T})$$

$$\sum_{i=1}^N \tilde{w}_t^{(i)} = 1$$

Parameterize via a Neural Network:

$$\tilde{w}_t^{(i)} \propto l(\tilde{x}_t^{(i)}; y_t, p(\tilde{x}_t^{(i)}|y_{1:t-1}), \tilde{p}(\tilde{x}_t^{(i)}|y_{t+1:T}))$$



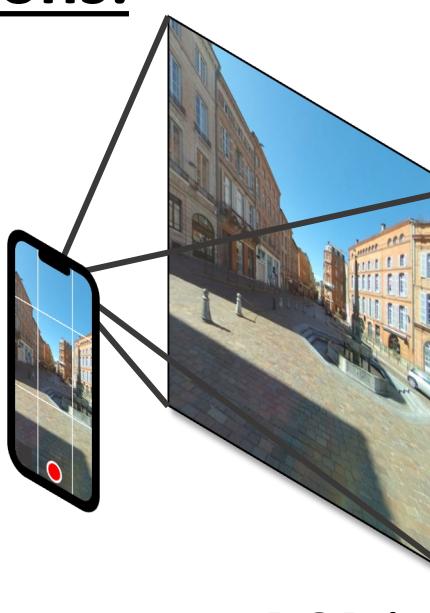
## 5. Results

### City Scale Global Localization Task

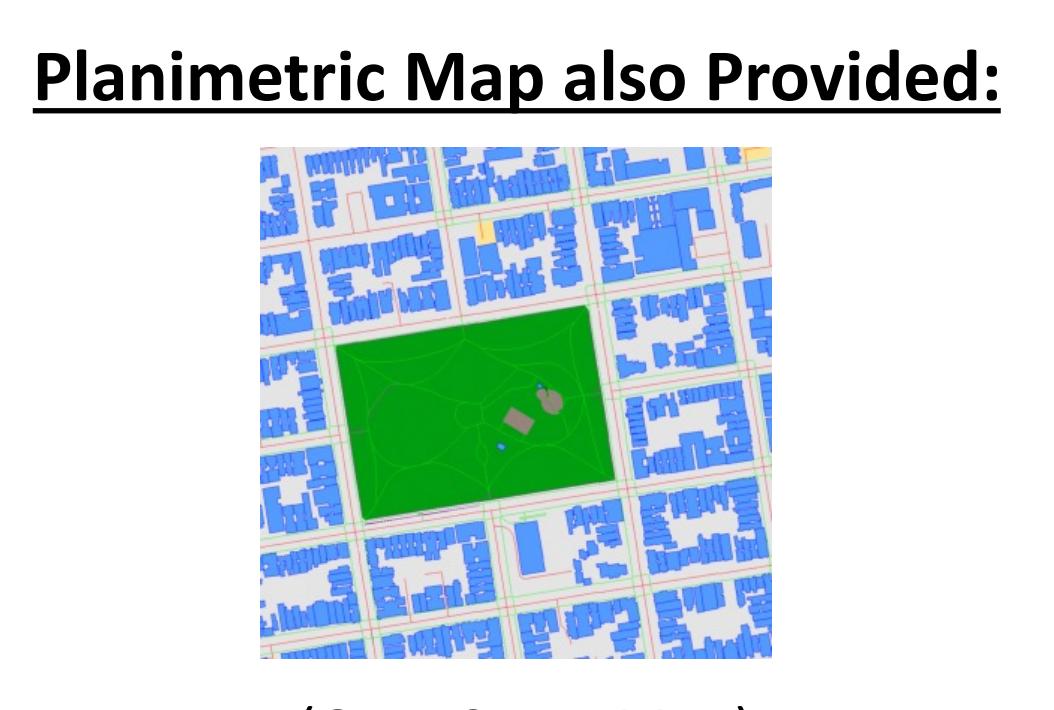
Task: Estimate 3D state (position and heading) of a subject as it moves through a real-world city-scale environment.

Actions: Noisy odometry

Observations:

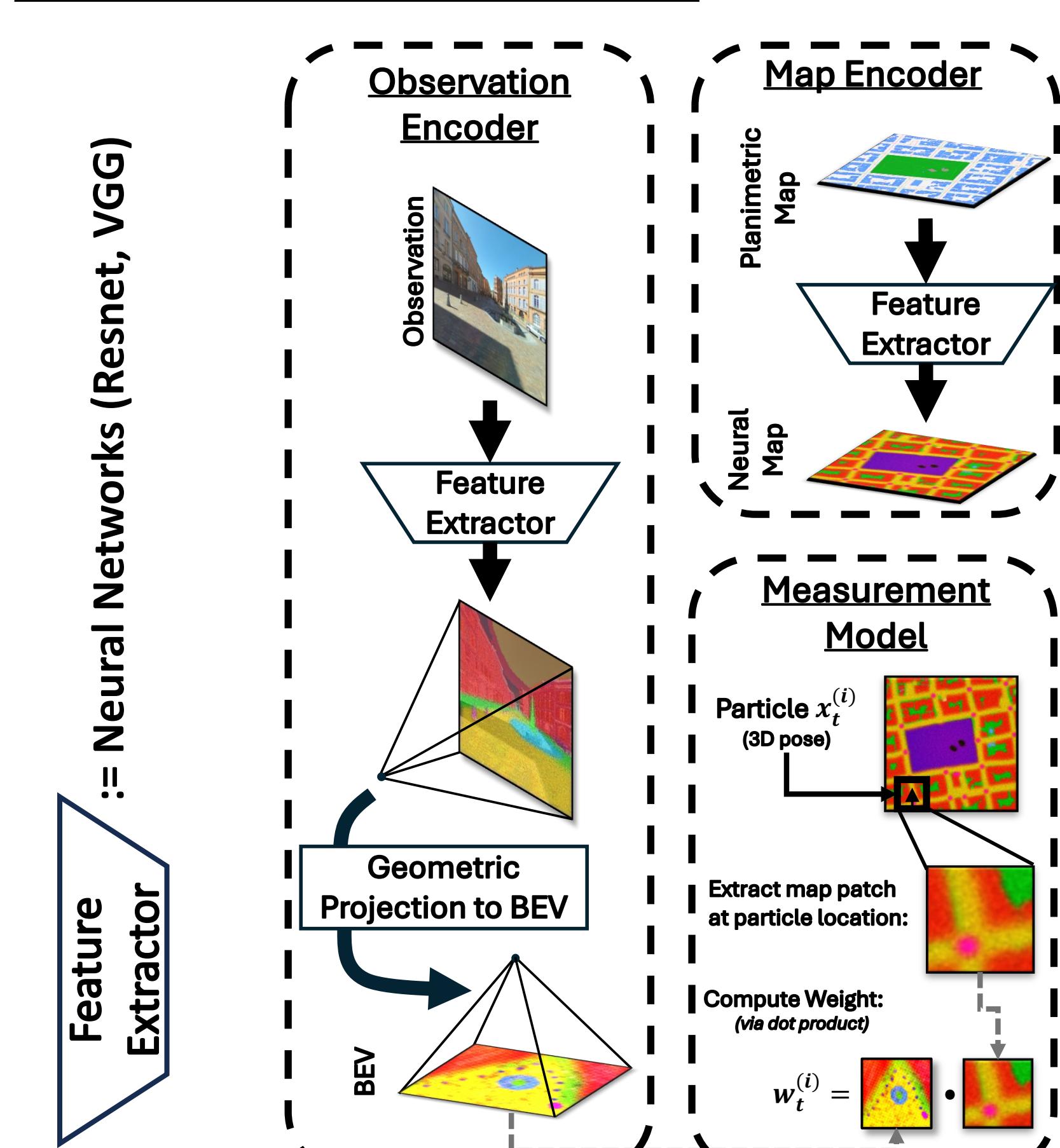


(First person RGB images)



(OpenStreetMap)

Measurement Model Architecture:

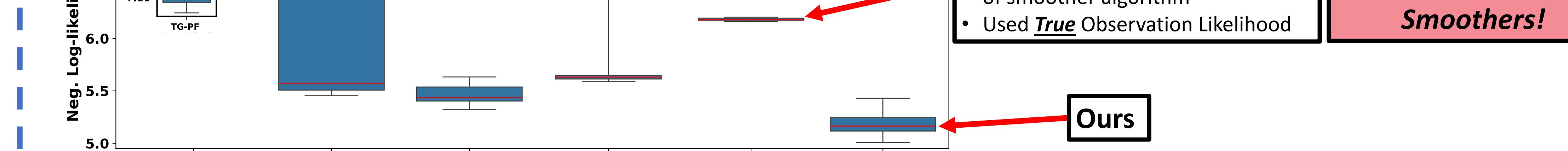


### Bearings Only Tracking Task

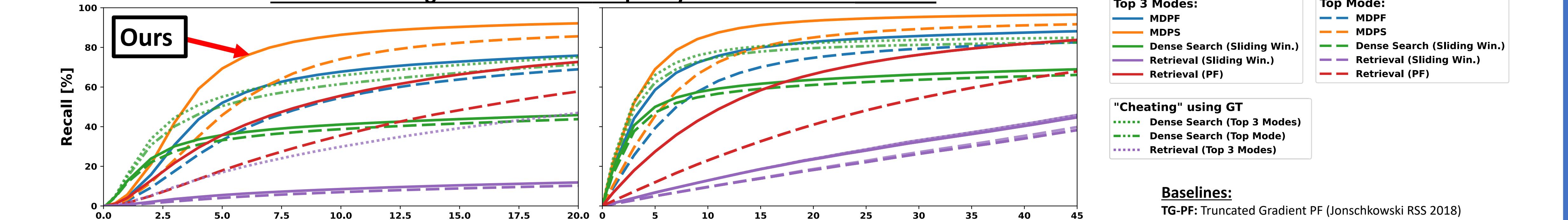
Observations:  $y_t \sim \alpha \cdot \text{Uniform}(-\pi, \pi) + (1-\alpha) \cdot \text{VonMises}(\psi(x_t), \kappa)$   $\psi(x_t)$ := true bearing

Classical Particle Smoother method:  
 • State Dynamics > Learned outside of smoother algorithm  
 • Used **True** Observation Likelihood

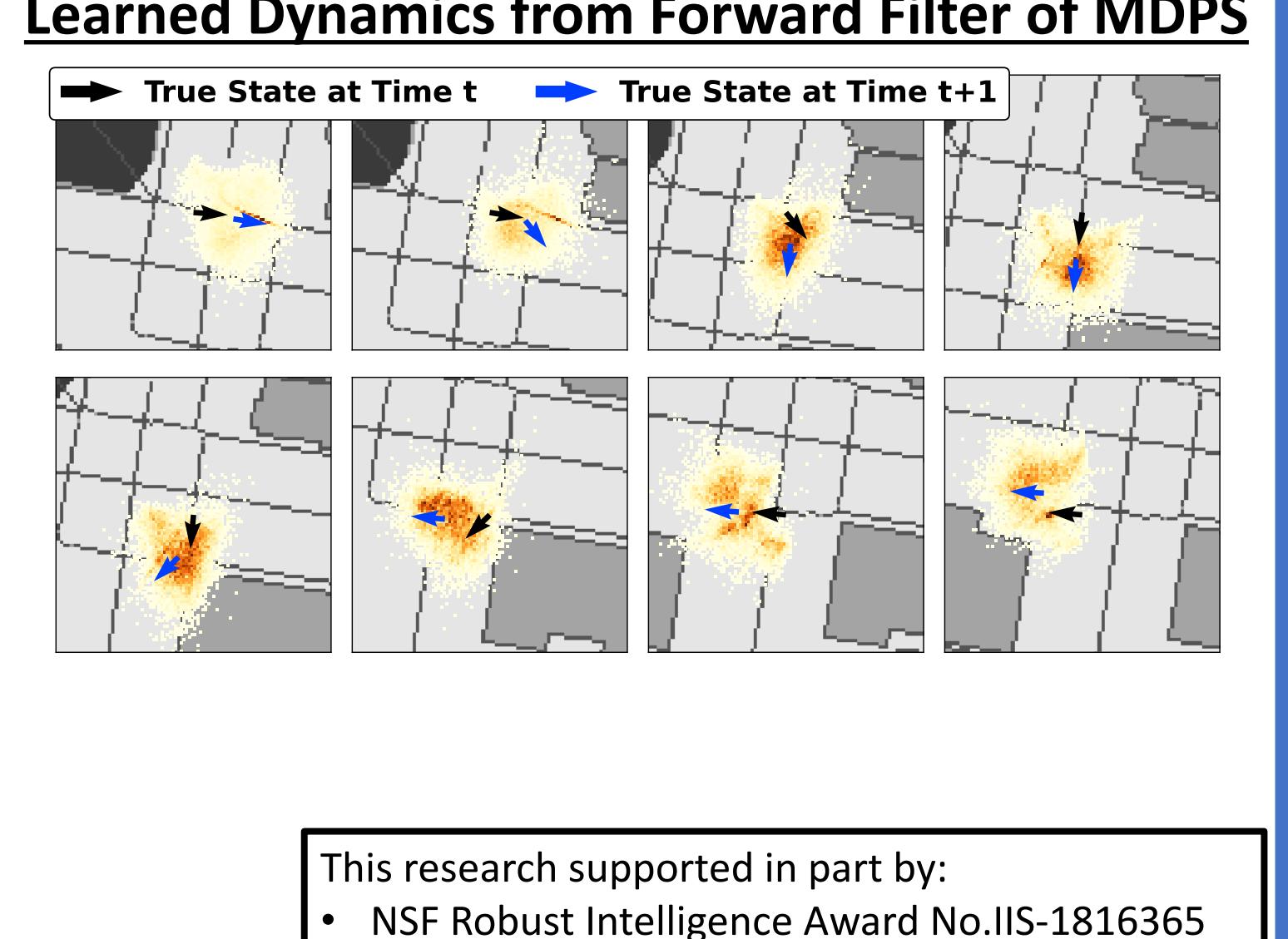
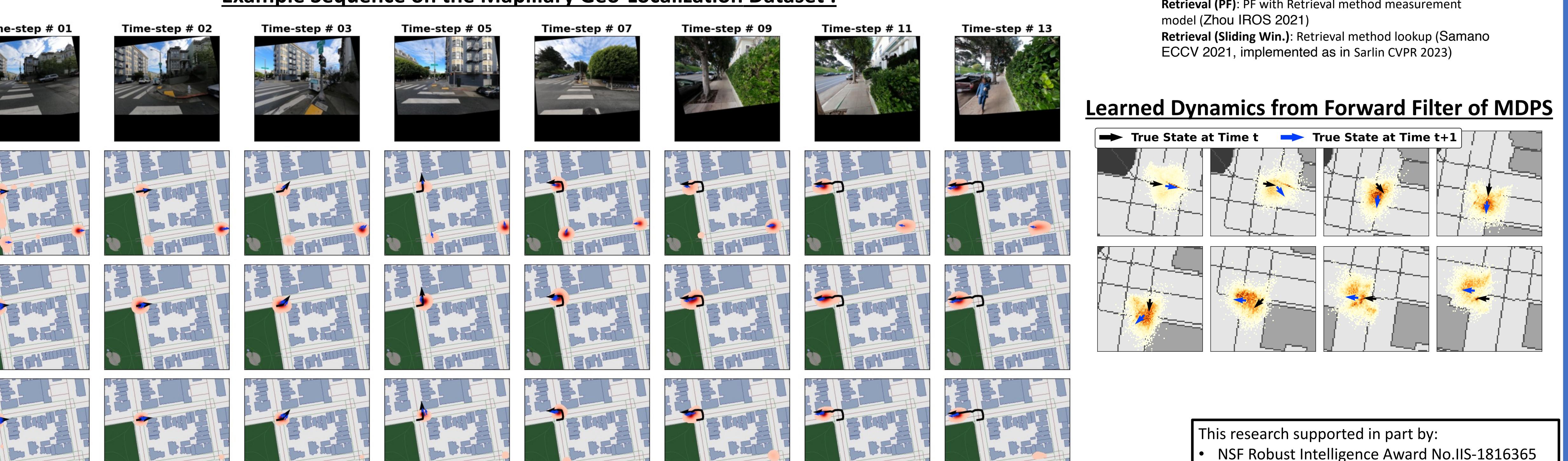
No Existing Differentiable Particle Smoothers!



### Position and Angle Recall on the Mapillary Geo-Localization Dataset



### Example Sequence on the Mapillary Geo-Localization Dataset:



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