

For velocity model, it use this algorithm, here $x_{t-1} = (x, y, \theta)^T$, $x_t = (x', y', \theta')^T$, $u_t = (v, \omega)^T$

Algorithm motion_model_velocity(x_t, u_t, x_{t-1}):

$$\begin{aligned}\mu &= \frac{1}{2} \frac{(x - x') \cos \theta + (y - y') \sin \theta}{(y - y') \cos \theta - (x - x') \sin \theta} \\ x^* &= \frac{x + x'}{2} + \mu(y - y') \\ y^* &= \frac{y + y'}{2} + \mu(x' - x) \\ r^* &= \sqrt{(x - x^*)^2 + (y - y^*)^2} \\ \Delta \theta &= \text{atan2}(y' - y^*, x' - x^*) - \text{atan2}(y - y^*, x - x^*) \\ \hat{v} &= \frac{\Delta \theta}{\Delta t} r^* \\ \hat{\omega} &= \frac{\Delta \theta}{\Delta t} \\ \hat{\gamma} &= \frac{\theta' - \theta}{\Delta t} - \hat{\omega} \\ \text{return } &\text{prob}(v - \hat{v}, \alpha_1 v^2 + \alpha_2 \omega^2) \cdot \text{prob}(\omega - \hat{\omega}, \alpha_3 v^2 + \alpha_4 \omega^2) \\ &\cdot \text{prob}(\hat{\gamma}, \alpha_5 v^2 + \alpha_6 \omega^2)\end{aligned}$$

The return value is the value of $p(x_{t+1} | x_t, u_t)$.

Detection probability:

Algorithm landmark_model_known_correspondence(f_t^i, c_t^i, x_t, m):

$$\begin{aligned}j &= c_t^i \\ \hat{r} &= \sqrt{(m_{j,x} - x)^2 + (m_{j,y} - y)^2} \\ \hat{\phi} &= \text{atan2}(m_{j,y} - y, m_{j,x} - x) \\ q &= \text{prob}(r_t^i - \hat{r}, \sigma_r) \cdot \text{prob}(\phi_t^i - \hat{\phi}, \sigma_\phi) \cdot \text{prob}(s_t^i - s_j, \sigma_s) \\ \text{return } &q\end{aligned}$$

generate samples:

Algorithm sample_motion_model_velocity(u_t, x_{t-1}):

$$\begin{aligned}\hat{v} &= v + \text{sample}(\alpha_1 v^2 + \alpha_2 \omega^2) \\ \hat{\omega} &= \omega + \text{sample}(\alpha_3 v^2 + \alpha_4 \omega^2) \\ \hat{\gamma} &= \text{sample}(\alpha_5 v^2 + \alpha_6 \omega^2) \\ x' &= x - \frac{v}{\omega} \sin \theta + \frac{v}{\omega} \sin(\theta + \hat{\omega} \Delta t) \\ y' &= y + \frac{v}{\omega} \cos \theta - \frac{v}{\omega} \cos(\theta + \hat{\omega} \Delta t) \\ \theta' &= \theta + \hat{\omega} \Delta t + \hat{\gamma} \Delta t \\ \text{return } &x_t = (x', y', \theta')^T\end{aligned}$$

For odometry:

Algorithm sample_motion_model_odometry(u_t, x_{t-1}):

$$\begin{aligned}\delta_{\text{rot1}} &= \text{atan2}(\hat{y}' - \hat{y}, \hat{x}' - \hat{x}) - \bar{\theta} \\ \delta_{\text{trans}} &= \sqrt{(\hat{x} - \hat{x}')^2 + (\hat{y} - \hat{y}')^2} \\ \delta_{\text{rot2}} &= \bar{\theta}' - \bar{\theta} - \delta_{\text{rot1}} \\ \hat{\delta}_{\text{rot1}} &= \delta_{\text{rot1}} - \text{sample}(\alpha_1 \delta_{\text{rot1}}^2 + \alpha_2 \delta_{\text{trans}}^2) \\ \hat{\delta}_{\text{trans}} &= \delta_{\text{trans}} - \text{sample}(\alpha_3 \delta_{\text{trans}}^2 + \alpha_4 \delta_{\text{rot1}}^2 + \alpha_4 \delta_{\text{rot2}}^2) \\ \hat{\delta}_{\text{rot2}} &= \delta_{\text{rot2}} - \text{sample}(\alpha_1 \delta_{\text{rot2}}^2 + \alpha_2 \delta_{\text{trans}}^2) \\ x' &= x + \hat{\delta}_{\text{trans}} \cos(\theta + \hat{\delta}_{\text{rot1}}) \\ y' &= y + \hat{\delta}_{\text{trans}} \sin(\theta + \hat{\delta}_{\text{rot1}}) \\ \theta' &= \theta + \hat{\delta}_{\text{rot1}} + \hat{\delta}_{\text{rot2}} \\ \text{return } &x_t = (x', y', \theta')^T\end{aligned}$$

Similarity: Both of them are easy to implement.

Difference: velocity require to calculate the inverse of the physical motion model; Odometry side-steps the need for an inverse model.

Algorithm motion_model_odometry(x_t, u_t, x_{t-1}):

$$\begin{aligned}\delta_{\text{rot1}} &= \text{atan2}(\hat{y}' - \hat{y}, \hat{x}' - \hat{x}) - \bar{\theta} \\ \delta_{\text{trans}} &= \sqrt{(\hat{x} - \hat{x}')^2 + (\hat{y} - \hat{y}')^2} \\ \delta_{\text{rot2}} &= \bar{\theta}' - \bar{\theta} - \delta_{\text{rot1}} \\ \hat{\delta}_{\text{rot1}} &= \text{atan2}(\hat{y}' - y, x' - x) - \theta \\ \hat{\delta}_{\text{trans}} &= \sqrt{(x - x')^2 + (y - y')^2} \\ \hat{\delta}_{\text{rot2}} &= \theta' - \theta - \hat{\delta}_{\text{rot1}} \\ p_1 &= \text{prob}(\delta_{\text{rot1}} - \hat{\delta}_{\text{rot1}}, \alpha_1 \hat{\delta}_{\text{rot1}}^2 + \alpha_2 \hat{\delta}_{\text{trans}}^2) \\ p_2 &= \text{prob}(\delta_{\text{trans}} - \hat{\delta}_{\text{trans}}, \alpha_3 \hat{\delta}_{\text{trans}}^2 + \alpha_4 \hat{\delta}_{\text{rot1}}^2 + \alpha_4 \hat{\delta}_{\text{rot2}}^2) \\ p_3 &= \text{prob}(\delta_{\text{rot2}} - \hat{\delta}_{\text{rot2}}, \alpha_1 \hat{\delta}_{\text{rot2}}^2 + \alpha_2 \hat{\delta}_{\text{trans}}^2)\end{aligned}$$

Here, control $u_t = (x_{t-1}, x_t)^T$, $x_{t-1} = (x, \hat{y}, \bar{\theta})^T$, $u_t = (v, \omega)^T$.

the value of $p(x_{t+1} | x_t, u_t)$ is $p_1 * p_2 * p_3$.

Similarity: for both motion models, we presented two types of implementations, one in which the $p(x_t | u_t, x_{t-1})$ is calculated in closed form, and one that enables us to generate samples from $p(x_t | u_t, x_{t-1})$.

Difference: 1. velocity model add a third noise parameter, expressed as a noisy "final votation".

2. Odometry: the readings are technically not controls, use them just like controls.

Algorithm sample_landmark_model_known_correspondence(f_t^i, c_t^i, m):

$$\begin{aligned}j &= c_t^i \\ \hat{\gamma} &= \text{rand}(0, 2\pi) \\ \hat{r} &= r_t^i + \text{sample}(\sigma_r) \\ \hat{\phi} &= \phi_t^i + \text{sample}(\sigma_\phi) \\ x &= m_{j,x} + \hat{r} \cos \hat{\gamma} \\ y &= m_{j,y} + \hat{r} \sin \hat{\gamma} \\ \theta &= \hat{\gamma} - \pi - \hat{\phi} \\ \text{return } &(x \ y \ \theta)^T\end{aligned}$$

Algorithm beam_range_finder_model(z_t, x_t, m):

$$\begin{aligned}q &= 1 \\ \text{for } k &= 1 \text{ to } K \text{ do} \\ &\text{compute } z_t^{k*} \text{ for the measurement } z_t^k \text{ using ray casting} \\ p &= z_{\text{hit}} \cdot p_{\text{hit}}(z_t^k | x_t, m) + z_{\text{short}} \cdot p_{\text{short}}(z_t^k | x_t, m) \\ &\quad + z_{\text{max}} \cdot p_{\text{max}}(z_t^k | x_t, m) + z_{\text{rand}} \cdot p_{\text{rand}}(z_t^k | x_t, m) \\ q &= q \cdot p \\ \text{return } &q\end{aligned}$$

Scan-based sensors:

Algorithm likelihood_field_range_finder_model(z_t, x_t, m):

$$\begin{aligned}q &= 1 \\ \text{for all } k &\text{ do} \\ \text{if } z_t^k &\neq z_{\text{max}} \\ x_{z_t^k} &= x + x_{k,\text{sens}} \cos \theta - y_{k,\text{sens}} \sin \theta + z_t^k \cos(\theta + \theta_{k,\text{sens}}) \\ y_{z_t^k} &= y + y_{k,\text{sens}} \cos \theta + x_{k,\text{sens}} \sin \theta + z_t^k \sin(\theta + \theta_{k,\text{sens}}) \\ \text{dist} &= \min_{x', y'} \left\{ \sqrt{(x_{z_t^k} - x')^2 + (y_{z_t^k} - y')^2} \mid (x', y') \text{ occupied in } m \right\} \\ q &= q \cdot (z_{\text{hit}} \cdot \text{prob}(\text{dist}, \sigma_{\text{hit}}) + \frac{z_{\text{random}}}{z_{\text{max}}}) \\ \text{return } &q\end{aligned}$$

Beam-based sensors suffers two major drawbacks. (1) lack of smoothness. (2) computational involved. Scan-based sensors overcomes these limitations. It does not compute a conditional probability relative to any meaningful generative model of the physics of sensors.

1. **Algorithm Kalman_filter($\mu_{t-1}, \Sigma_{t-1}, u_t, z_t$):**

$$\begin{aligned}2. \text{ Prediction:} \\ \bar{\mu}_t &= A_t \mu_{t-1} + B_t u_t \\ 3. \text{ } \\ \bar{\Sigma}_t &= A_t \bar{\Sigma}_{t-1} A_t^T + Q_t\end{aligned}$$

$$\begin{aligned}5. \text{ Correction:} \\ 6. \quad K_t &= \bar{\Sigma}_t C_t^T (C_t \bar{\Sigma}_t C_t^T + R_t)^{-1} \\ 7. \quad \mu_t &= \bar{\mu}_t + K_t (z_t - C_t \bar{\mu}_t) \\ 8. \quad \Sigma_t &= (I - K_t C_t) \bar{\Sigma}_t \\ 9. \text{ Return } &\mu_t, \Sigma_t\end{aligned}$$

1. **Extended_Kalman_filter($\mu_{t-1}, \Sigma_{t-1}, u_t, z_t$):**

$$\begin{aligned}2. \text{ Prediction:} \\ 3. \quad \bar{\mu}_t &= g(u_t, \mu_{t-1}) \longleftarrow \bar{\mu}_t = A_t \mu_{t-1} + B_t u_t \\ 4. \quad \bar{\Sigma}_t &= G \sum_{i=1}^n G_i^T + Q_t \longleftarrow \bar{\Sigma}_t = A_t \bar{\Sigma}_{t-1} A_t^T + Q_t\end{aligned}$$

$$\begin{aligned}5. \text{ Correction:} \\ 6. \quad K_t &= \bar{\Sigma}_t H_t^T (H_t \bar{\Sigma}_t H_t^T + R_t)^{-1} \longleftarrow K_t = \bar{\Sigma}_t C_t^T (C_t \bar{\Sigma}_t C_t^T + R_t)^{-1} \\ 7. \quad \mu_t &= \bar{\mu}_t + K_t (z_t - h(\bar{\mu}_t)) \longleftarrow \mu_t = \bar{\mu}_t + K_t (z_t - C_t \bar{\mu}_t) \\ 8. \quad \Sigma_t &= (I - K_t H_t) \bar{\Sigma}_t \longleftarrow \Sigma_t = (I - K_t C_t) \bar{\Sigma}_t \\ 9. \text{ Return } &\mu_t, \Sigma_t \quad H_t = \frac{\partial h(\bar{\mu}_t)}{\partial x_t} \quad G_t = \frac{\partial g(u_t, \mu_{t-1})}{\partial x_{t-1}}\end{aligned}$$

Bayes Filter

$$\begin{aligned}\text{Bel}(x_t) &= P(x_t | u_1, z_1, \dots, u_t, z_t) \\ \text{Bayes} &= \eta P(z_t | x_t, u_1, z_1, \dots, u_t) P(x_t | u_1, z_1, \dots, u_t) \\ \text{Markov} &= \eta P(z_t | x_t) P(x_t | u_1, z_1, \dots, u_t) \\ \text{Total prob.} &= \eta P(z_t | x_t) \int P(x_t | u_1, z_1, \dots, u_t, x_{t-1}) \\ &\quad P(x_{t-1} | u_1, z_1, \dots, u_t) dx_{t-1} \\ \text{Markov} &= \eta P(z_t | x_t) \int P(x_t | u_t, x_{t-1}) P(x_{t-1} | u_1, z_1, \dots, u_t) dx_{t-1} \\ \text{Markov} &= \eta P(z_t | x_t) \int P(x_t | u_t, x_{t-1}) P(x_{t-1} | u_1, z_1, \dots, z_{t-1}) dx_{t-1} \\ &= \eta P(z_t | x_t) \int P(x_t | u_t, x_{t-1}) \text{Bel}(x_{t-1}) dx_{t-1}\end{aligned}$$

z = observation
 u = action
 x = state

Resampling Algorithm

1. Algorithm **systematic_resampling**(S, n):

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2.  $S' = \emptyset, c_i = w_i^1$ 
3. For  $i = 2 \dots n$  Generate cdf
4.    $c_i = c_{i-1} + w_i^1$ 
5.  $u_i \sim U[0, n^{-1}]$  Initialize threshold
6. For  $j = 1 \dots n$  Draw samples ...
7.   While ( $u_j > c_i$ ) Skip until next threshold reached
8.      $i = i + 1$ 
9.    $S' = S' \cup \{x_i, n^{-1}\}$  Insert
10.   $u_{j+1} = u_j + n^{-1}$  Increment threshold
11. Return  $S'$ 

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1. Algorithm **particle_filter**(S_{t-1}, u_{t-1}, z_t):

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2.  $S_t = \emptyset, \eta = 0$ 
3. For  $i = 1 \dots n$  Generate new samples
4.   Sample index  $j(i)$  from the discrete distribution given by  $w_{t-1}$ 
5.   Sample  $x_t^i$  from  $p(x_t | x_{t-1}, u_{t-1})$  using  $x_{t-1}^{j(i)}$  and  $u_{t-1}$ 
6.    $w_t^i = p(z_t | x_t^i)$  Compute importance weight
7.    $\eta = \eta + w_t^i$  Update normalization factor
8.    $S_t = S_t \cup \{x_t^i, w_t^i\}$  Insert
9. For  $i = 1 \dots n$ 
10.   $w_t^i = w_t^i / \eta$  Normalize weights

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1. Algorithm **landmark_detection_model**(z, x, m):

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2.  $z = \langle i, d, \alpha \rangle, x = \langle x, y, \theta \rangle$ 
3.  $\hat{d} = \sqrt{(m_x(i) - x)^2 + (m_y(i) - y)^2}$ 
4.  $\hat{\alpha} = \text{atan2}(m_y(i) - y, m_x(i) - x) - \theta$ 
5.  $p_{\text{det}} = \text{prob}(\hat{d} - d, \varepsilon_d) \cdot \text{prob}(\hat{\alpha} - \alpha, \varepsilon_\alpha)$ 
6. Return  $z_{\text{det}} p_{\text{det}} + z_{\text{fp}} P_{\text{uniform}}(z | x, m)$ 

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Occupancy Update Rule

Recursive rule

$$\frac{p(m_i | z_{1:t}, x_{1:t})}{1 - p(m_i | z_{1:t}, x_{1:t})} = \underbrace{\frac{p(m_i | z_t, x_t)}{1 - p(m_i | z_t, x_t)}}_{\text{uses } z_t} \underbrace{\frac{p(m_i | z_{1:t-1}, x_{1:t-1})}{1 - p(m_i | z_{1:t-1}, x_{1:t-1})}}_{\text{recursive term}} \underbrace{\frac{1 - p(m_i)}{p(m_i)}}_{\text{prior}}$$

The product turns into a sum

$$l(m_i | z_{1:t}, x_{1:t}) = \underbrace{l(m_i | z_t, x_t)}_{\text{inverse sensor model}} + \underbrace{l(m_i | z_{1:t-1}, x_{1:t-1})}_{\text{recursive term}} - \underbrace{l(m_i)}_{\text{prior}}$$

Reflection Map

We assume that all cells m_j are independent:

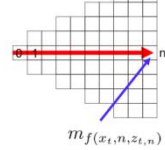
$$m^* = \arg \max_m \left(\sum_{j=1}^J \alpha_j \ln m_j + \beta_j \ln(1 - m_j) \right)$$

If we set $\frac{\partial m}{\partial m_j} = \frac{\alpha_j}{m_j} - \frac{\beta_j}{1 - m_j} = 0$ we obtain $m_j = \frac{\alpha_j}{\alpha_j + \beta_j}$

$$\frac{\partial m}{\partial m_j} = \frac{\alpha_j}{m_j} - \frac{\beta_j}{1 - m_j} = 0 \Rightarrow m_j = \frac{\alpha_j}{\alpha_j + \beta_j}$$

Computing the most likely map amounts to counting how often a cell has reflected a measurement and how often it was intercepted.

- pose at time t : x_t
- beam n of scan t : $z_{t,n}$
- maximum range reading: $\zeta_{t,n} = 1$
- beam reflected by an object: $\zeta_{t,n} = 0$



max range: "first $z_{t,n}-1$ cells covered by the beam must be free"

$$p(z_{t,n} | x_t, m) = \begin{cases} \prod_{k=0}^{z_{t,n}-1} (1 - m_{f(x_t, n, k)}) & \text{if } \zeta_{t,n} = 1 \\ m_{f(x_t, n, z_{t,n})} \prod_{k=0}^{z_{t,n}-1} (1 - m_{f(x_t, n, k)}) & \text{if } \zeta_{t,n} = 0 \end{cases}$$

otherwise: "last cell reflected beam, all others free"

Reflection v.s. Occupancy Maps

$$\text{Reflection: } p(m | \rho) = \rho^m (1 - \rho)^{1-m}$$

$$p(N_{\text{hit}}, N_{\text{mis}} | \rho) = \rho^{N_{\text{hit}}} (1 - \rho)^{N_{\text{mis}}} \Rightarrow \rho_{\text{ML}} = \frac{N_{\text{hit}}}{N_{\text{hit}} + N_{\text{mis}}}$$

$$\text{inverse sensor model: } p(o | \alpha, z = 1: \text{hit}) = \alpha^o (1 - \alpha)^{1-o}$$

$$\text{(Occupancy)} \quad p(o | \beta, z = 0: \text{mis}) = \beta^o (1 - \beta)^{1-o}$$

$$\text{Occupancy: } p(o = 1 | \alpha, \beta, N_{\text{hit}}, N_{\text{mis}}) = \alpha^{N_{\text{hit}}} \beta^{N_{\text{mis}}}$$

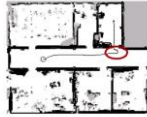
$$p(o = 0 | \alpha, \beta, N_{\text{hit}}, N_{\text{mis}}) = (1 - \alpha)^{N_{\text{hit}}} (1 - \beta)^{N_{\text{mis}}}$$

Occupancy ratio > 1 occupancy grid value will be 1

Dynamic Window Approach

- Reacts quickly.
- Low CPU power requirements.
- Guides a robot on a collision free path.
- Successfully used in a lot of real-world scenarios.
- Resulting trajectories sometimes sub-optimal.
- Local minima might prevent the robot from reaching the goal location.

- Typical problem in a real world situation:



- Robot does not slow down early enough to enter the doorway.

Reachable Velocities

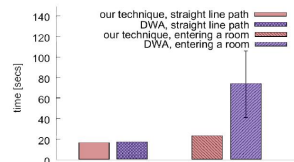
- Speeds are admissible if

$$V_d = \{(v, \omega) \mid v \in [v - a_{\text{trans}} t, v + a_{\text{trans}} t] \wedge \omega \in [\omega - a_{\text{rot}} t, \omega + a_{\text{rot}} t]\}$$

5D planning

- Update (static) grid map based on sensory input.
- Use A* to find a trajectory in the $\langle x, y \rangle$ -space using the updated grid map.
- Determine a restricted 5d-configuration space based on step 2.
- Find a trajectory by planning in the restricted $\langle x, y, \theta, v, \omega \rangle$ -space.

Comparison to the DWA (II)



The presented approach results in significantly faster motion when driving through narrow passages!

Markov Decision Process Setup

Given

States x , Actions u
Transition probabilities $p(x' | u, x)$
Reward function $r(x, u)$

Wanted

Policy $\pi(x)$ that maximizes the future expected reward

A* in Convolved Maps

- The costs are a product of path length and occupancy probability of the cells.
- Cells with higher probability (e.g., caused by convolution) are avoided by the robot.
- Thus, it keeps distance to obstacles.
- This technique is fast and quite reliable.

Typical Assumptions in A*

- A robot is assumed to be localized.
- Often a robot has to compute a path based on an occupancy grid.
- Often the correct motion commands are executed (but no perfect map).

Problems

- What if the robot is slightly delocalized?
- Moving on the shortest path guides often the robot on a trajectory close to obstacles.
- Trajectory aligned to the grid structure.

EKF-SLAM Prediction($\mu_{t-1}, \Sigma_{t-1}, u_t, z_t, c_t, R_t$):

$$\begin{aligned}
 2. \quad F_x &= \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \\
 3. \quad \hat{\mu}_t &= \mu_{t-1} + F_x^T \begin{pmatrix} -\frac{v_t}{\omega_t} \sin \mu_{t-1, \theta} + \frac{v_t}{\omega_t} \sin(\mu_{t-1, \theta} + \omega_t \Delta t) \\ \frac{v_t}{\omega_t} \cos \mu_{t-1, \theta} - \frac{v_t}{\omega_t} \cos(\mu_{t-1, \theta} + \omega_t \Delta t) \\ \omega_t \Delta t \end{pmatrix} \\
 4. \quad G_t &= I + F_x^T \begin{pmatrix} 0 & 0 & -\frac{v_t}{\omega_t} \cos \mu_{t-1, \theta} + \frac{v_t}{\omega_t} \cos(\mu_{t-1, \theta} + \omega_t \Delta t) \\ 0 & 0 & -\frac{v_t}{\omega_t} \sin \mu_{t-1, \theta} + \frac{v_t}{\omega_t} \sin(\mu_{t-1, \theta} + \omega_t \Delta t) \\ 0 & 0 & 0 \end{pmatrix} F_x \\
 5. \quad \hat{\Sigma}_t &= G_t \Sigma_{t-1} G_t^T + \underbrace{F_x^T R_t^x F_x}_{R_t}
 \end{aligned}$$

EKF-SLAM Correction

$$\begin{aligned}
 6. \quad Q_t &= \begin{pmatrix} \sigma_r^2 & 0 \\ 0 & \sigma_\phi^2 \end{pmatrix} \\
 7. \quad &\text{for all observed features } z_t^i = (r_t^i, \phi_t^i)^T \text{ do} \\
 8. \quad & \quad j = c_t^i \\
 9. \quad & \quad \text{if landmark } j \text{ never seen before} \\
 10. \quad & \quad \begin{pmatrix} \hat{\mu}_{j,x} \\ \hat{\mu}_{j,y} \end{pmatrix} = \begin{pmatrix} \hat{\mu}_{t,x} \\ \hat{\mu}_{t,y} \end{pmatrix} + \begin{pmatrix} r_t^i \cos(\phi_t^i + \hat{\mu}_{t,\theta}) \\ r_t^i \sin(\phi_t^i + \hat{\mu}_{t,\theta}) \end{pmatrix} \\
 11. \quad & \quad \text{endif} \\
 12. \quad \delta &= \begin{pmatrix} \delta_x \\ \delta_y \end{pmatrix} = \begin{pmatrix} \hat{\mu}_{j,x} - \hat{\mu}_{t,x} \\ \hat{\mu}_{j,y} - \hat{\mu}_{t,y} \end{pmatrix} \\
 13. \quad q &= \delta^T \delta \\
 14. \quad \hat{z}_t^i &= \begin{pmatrix} \text{atan2}(\delta_y, \delta_x) - \hat{\mu}_{t,\theta} \end{pmatrix}
 \end{aligned}$$

$$\begin{aligned}
 15. \quad F_{x,j} &= \begin{pmatrix} 1 & 0 & 0 & 0 & \dots & 0 & 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & 0 & \dots & 0 & 0 & 0 & \dots & 0 \\ 0 & 0 & 1 & 0 & \dots & 0 & 0 & 0 & \dots & 0 \\ 0 & 0 & 0 & 0 & \dots & 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 0 & 0 & \dots & 0 & 0 & 1 & \dots & 0 \end{pmatrix} \\
 16. \quad H_t^i &= \frac{1}{q} \begin{pmatrix} -\sqrt{q} \delta_x & -\sqrt{q} \delta_y & 0 & +\sqrt{q} \delta_x & \sqrt{q} \delta_y \\ \delta_y & -\delta_x & -q & -\delta_y & +\delta_x \end{pmatrix} F_{x,j} \\
 17. \quad K_t^i &= \hat{\Sigma}_t H_t^{iT} (H_t^i \hat{\Sigma}_t H_t^{iT} + Q_t)^{-1} \\
 18. \quad \hat{\mu}_t &= \hat{\mu}_t + K_t^i (z_t^i - \hat{z}_t^i) \\
 19. \quad \hat{\Sigma}_t &= (I - K_t^i H_t^i) \hat{\Sigma}_t \\
 20. \quad &\text{endfor} \\
 21. \quad \mu_t &= \hat{\mu}_t \\
 22. \quad \Sigma_t &= \hat{\Sigma}_t \\
 23. \quad &\text{return } \mu_t, \Sigma_t
 \end{aligned}$$