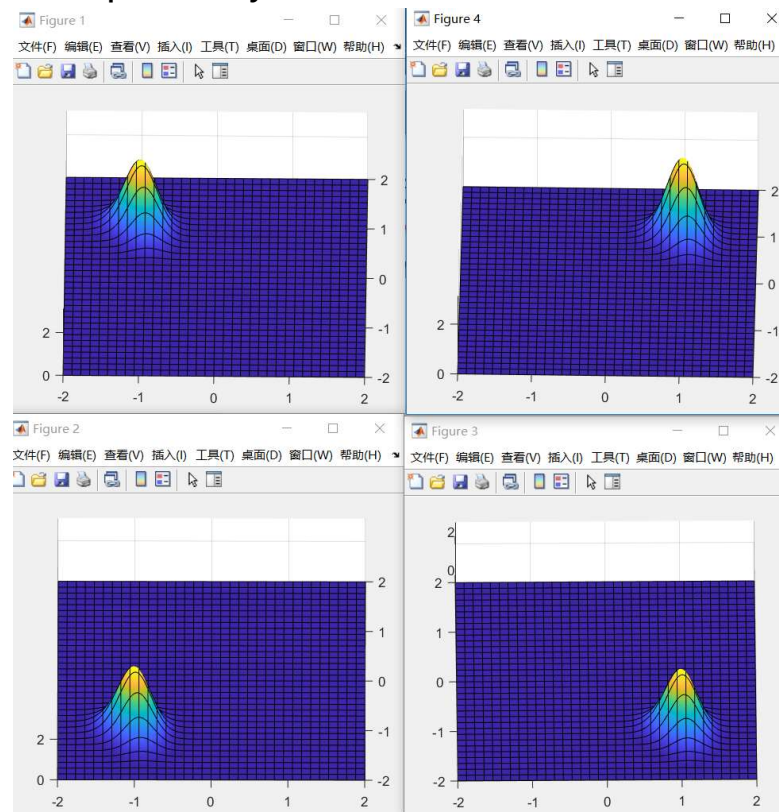


Problem 1

Gauss probability result



explanations

To find a

```
range1=max([abs(r1-r2),  
            abs(r2-r3),  
            abs(r3-r4),  
            abs(r4-r1)]); %c>a+b  
range2=min([abs(r1+r2),  
            abs(r2+r3),  
            abs(r3+r4),  
            abs(r4+r1)]); %c<a+b  
a0=rand() * (range2-range1) + range1;  
a=fsolve(@F, a0);
```

take left lower landmark as example, assume the position of robot is Q

in order to calculate $p(x_0 = x, y_0 = y)$

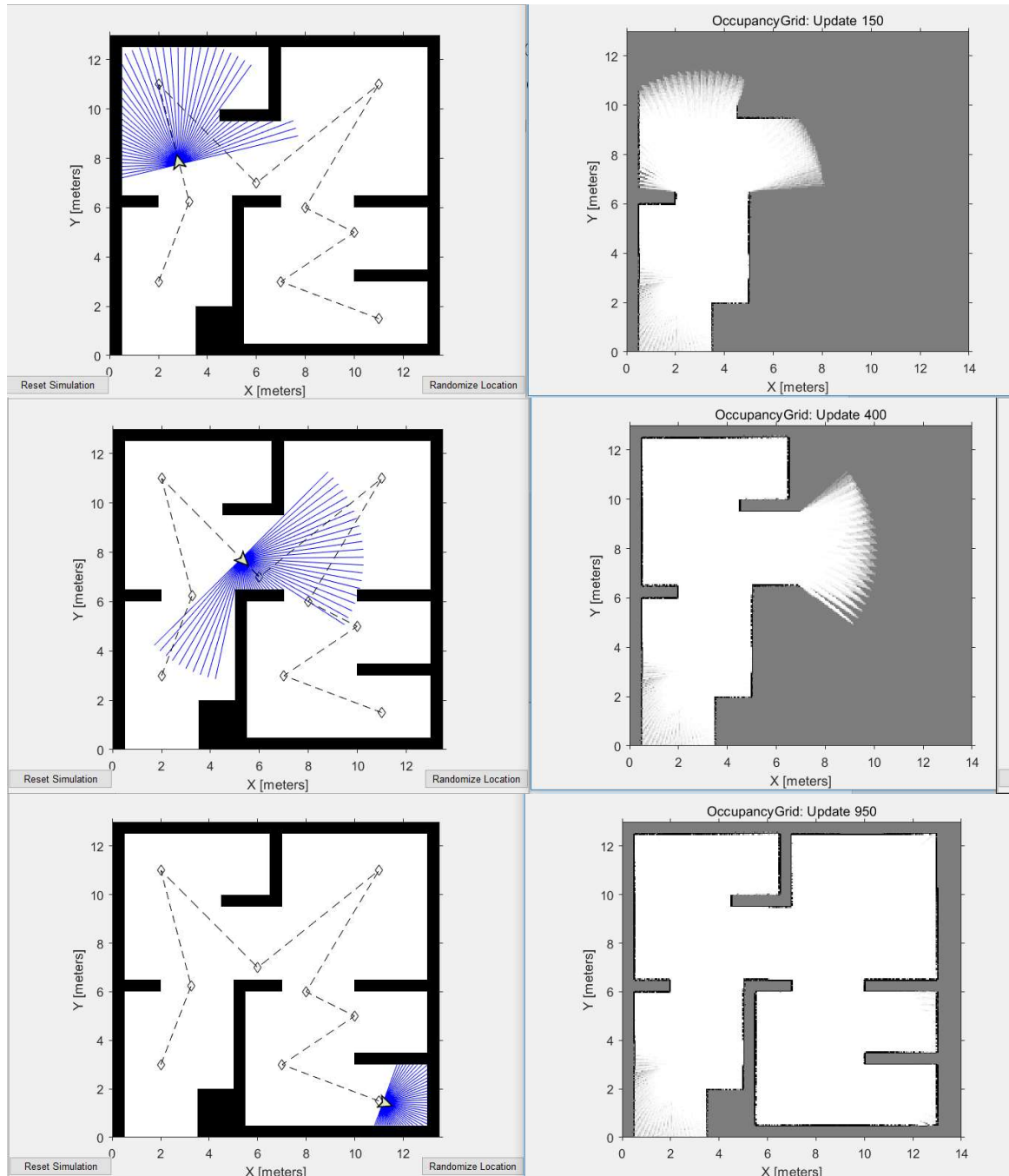
the left upper landmark pose(1) should be $(x, y + a)$

the right lower landmark pose(3) should be $(x + a, y)$

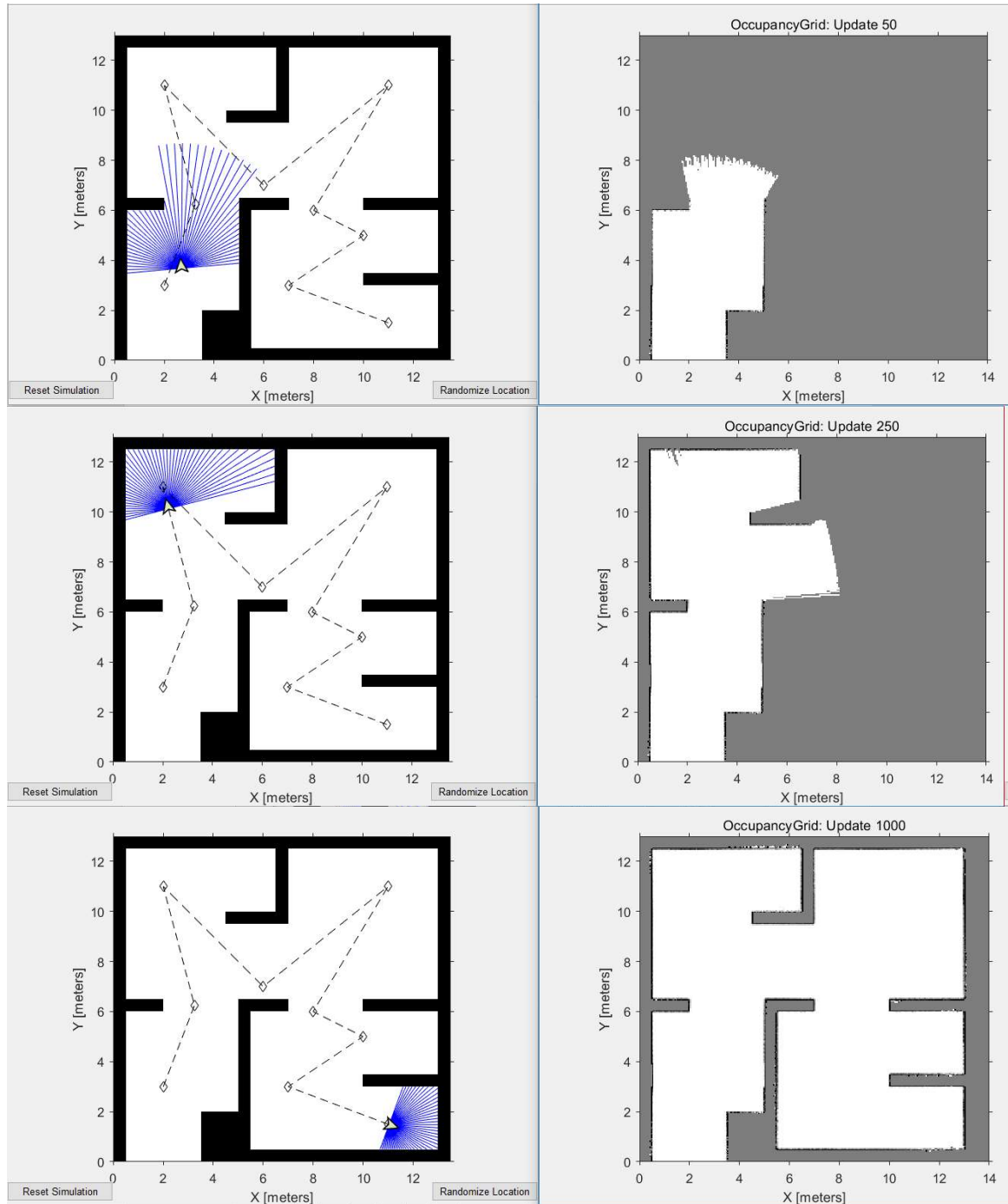
the right upper landmark pose(4) should be $(x + a, y + a)$

$$p(x_0 = x, y_0 = y) = \prod_i G(\text{dist}(\text{pose}(i), Q) - r_i \mid \mu = 0, \sigma = \sigma_i)$$

problem 2



problem 3



Problem 4

For the left lower single landmark, A

$$p(x_0 = x, y_0 = y) = G(\text{dist}_A - r_A \mid \mu = 0, \sigma = \sigma_{A_dist}) \times G(\Delta\theta_A \mid \mu = 0, \sigma = \sigma_{A_theta})$$

where dist_A means distance between landmark A and robot position Q,

$$\Delta\theta = \text{atan2}(y - y_Q, x - x_Q) - \text{atan2}(y_A - y_Q, x_A - x_Q) = \text{atan2}(y - y_Q, x - x_Q) - \theta_2$$

Other landmarks are the same idea

Results is shown as below:

