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Kidnapped Vehicle

REVIEW

CODE REVIEW 2

HISTORY

Meets Specifications

Nice work in implementing a 2 dimensional particle filter in C++, and applying it to locate a kidnapped vehicle, the vehicle's state is successfully recovered from uncertain control and measurement environment, given known map data.

If you are interested, here is [survey paper](#) on particle filters written by Sebastian Thrun. Happy learning!

Accuracy

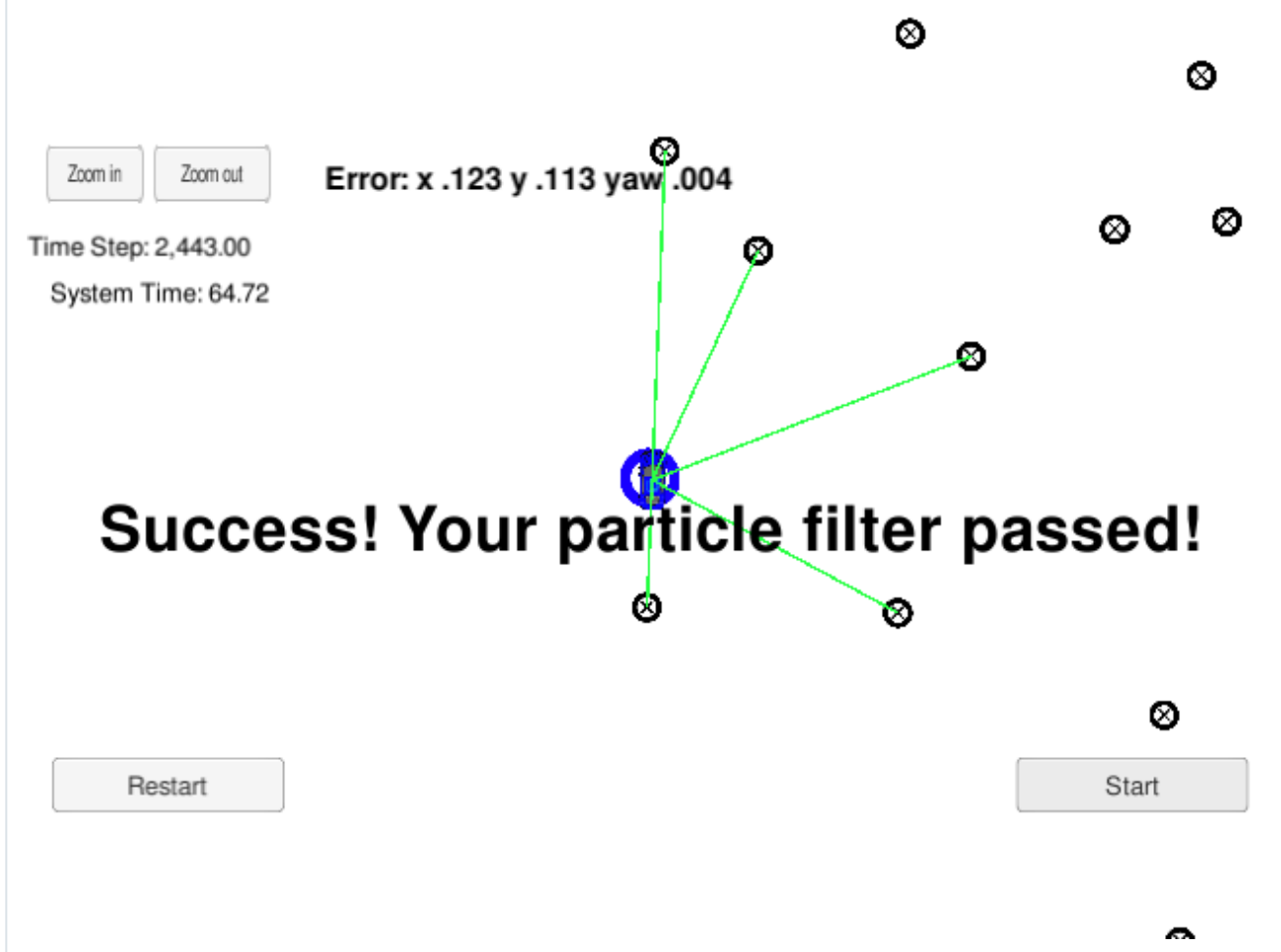
This criteria is checked automatically when you do `./run.sh` in the terminal. If the output says "Success! Your particle filter passed!" then it means you've met this criteria.

After running `./run.sh` in the terminal, the output says "Success! Your particle filter passed!". Well done!

Performance

This criteria is checked automatically when you do `./run.sh` in the terminal. If the output says "Success! Your particle filter passed!" then it means you've met this criteria.

After running `./run.sh` in the terminal, the output says "Success! Your particle filter passed!". Your implementation met performance criteria when running on my laptop.



General

There may be ways to "beat" the automatic grader without actually implementing the full particle filter. You will meet this criteria if the methods you write in `particle_filter.cpp` behave as expected.

Particle filter is properly implemented. Good job!

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