

# Homework 5: Car Tracking

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## Part I. Implementation (15%):

### Part 1

```
54 # BEGIN_YOUR_CODE
55 for row in range(self.belief.getNumRows()):
56     for col in range(self.belief.getNumCols()):
57         # Calculate the distance between the tile and my car
58         x= util.colToX(col)
59         y= util.rowToY(row)
60         dis= math.hypot(agentX- x, agentY- y)
61         # p(et|ht)
62         p= util.pdf(dis, Const.SONAR_STD, observedDist)
63         # Update the current posterior probability with following :
64         #  $P(H_t|E_{1:t}) = p(e_t|h_t) * P(H_t|E_{1:t-1})$ 
65         post= p*self.belief.getProb(row, col)
66         self.belief.setProb(row, col, post)
67 # Normalize the posterior probability
68 self.belief.normalize()
69 # END_YOUR_CODE
```

### Part 2

```
94 # BEGIN_YOUR_CODE
95
96 # Create a new belief to make sure we use
97 # the CURRENT self.belief distribution to compute updated beliefs
98 new= util.Belief(self.belief.getNumRows(), self.belief.getNumCols(), 0)
99 # Calaulate the sum of probability
100 for (oldTile, newTile) in self.transProb:
101     #  $P(H_t=h_t|E_{1:t}) * p(h_{t+1}|h_t)$ 
102     old= self.belief.getProb(oldTile[0], oldTile[1])
103     tp= self.transProb[(oldTile, newTile)]
104     post= old* tp
105     new.addProb(newTile[0], newTile[1], post)
106 # Normalize the posterior probability
107 new.normalize()
108 # Update the belief
109 self.belief = new
110
111 # END_YOUR_CODE
```

## Part 3-1

```
211 # BEGIN_YOUR_CODE
212
213 # Reweight the particle distribution with emission probability
214 # associated with the observed distance.
215 for (row, col) in self.particles:
216     x= util.colToX(col)
217     y= util.rowToY(row)
218     dis= math.hypot(agentX-x, agentY-y)
219     p= util.pdf(dis, Const.SONAR_STD, observedDist)
220     post= self.particles[(row, col)]* p
221     self.particles[(row, col)]= post
222
223 # create a new dictionary
224 new= collections.defaultdict(int)
225 # Re-sample the particles from the reweighted distribution
226 for i in range(self.NUM_PARTICLES):
227     particle= util.weightedRandomChoice(self.particles)
228     new[particle]+= 1
229 self.particles= new
230 # END_YOUR_CODE
```

## Part 3-2

```
258 # BEGIN_YOUR_CODE
259 # create a new dictionary
260 new= collections.defaultdict(int)
261 # Update the particles with transition probability in each tile
262 # Get the particle locations at time $t+1$
263 for cur in self.particles:
264     for i in range(self.particles[cur]):
265         # Choose one particle from taht locations
266         particle= util.weightedRandomChoice(self.transProbDict[cur])
267         new[particle]+= 1
268 self.particles= new
269 # END_YOUR_CODE
```

**Part II. Question answering (5%):**

I don't know how to resample in Part 3. After realizing the meaning of resample, I know that I should choose the sample randomly (based on distribution proportional to the weights) and calculate the times it is chosen.