

## VAN - Homework #1

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Basic probability:

1.

(a)

$$p(x; \mu_x, \Sigma_x) = \frac{1}{\sqrt{|2\pi\Sigma_x|}} \exp\left(\frac{-1}{2} (x - \mu_x)^T \Sigma_x^{-1} (x - \mu_x)\right)$$

(b)

$$\mu_y =$$

$$\mathbf{E}(y) = \mathbf{E}(Ax + b) = A\mathbf{E}(x) + b =$$

$$A\mu_x + b$$

$$\Sigma_y =$$

$$\mathbf{E}((y - \mu_y)(y - \mu_y)^T) = \mathbf{E}((Ax + b - A\mu_x - b)(Ax + b - A\mu_x - b)^T) = \mathbf{E}((A(x - \mu_x))(A(x - \mu_x))^T) =$$

$$\mathbf{E}(A(x - \mu_x)(x - \mu_x)^T A^T) = A\mathbf{E}((x - \mu_x)(x - \mu_x)^T) A^T =$$

$$= A\Sigma_x A^T$$

$$y \sim N(A\mu_x + b, A\Sigma_x A^T)$$

[-4]

its not proving y is gaussian distributed...

2.

(a)

$$\begin{aligned} p(x|z) &= \frac{p(z|x)p(x)}{p(z)} = \eta p(z|x)p(x) = \eta \frac{1}{\sqrt{|2\pi R|}} \exp\left(\frac{-1}{2} \|z - Hx\|_R^2\right) \frac{1}{\sqrt{|2\pi\Sigma_0|}} \exp\left(\frac{-1}{2} \|x - \hat{x}_0\|_{\Sigma_0}^2\right) \\ &= \eta \frac{1}{\sqrt{|2\pi R|}\sqrt{|2\pi\Sigma_0|}} \exp\left(\frac{-1}{2} (\|z - Hx\|_R^2 + \|x - \hat{x}_0\|_{\Sigma_0}^2)\right) \end{aligned}$$

(b)

$$x^* =$$

$$\operatorname{argmax}_x [p(x|z)] = \operatorname{argmin}_x [-\log p(x|z)] = \operatorname{argmin}_x [-\log p(z|x) - \log p(x)] = \operatorname{argmin}_x J(x)$$

Where:

$$J(x) =$$

$$\|x - \hat{x}_0\|_{\Sigma_0}^2 + \|Hx - z\|_R^2 = \left\| \Sigma_0^{-\frac{1}{2}} (x - \hat{x}_0) \right\|^2 + \left\| R^{-\frac{1}{2}} (Hx - z) \right\|^2 =$$

$$\left\| (\Sigma_0^{-\frac{1}{2}} R^{-\frac{1}{2}} H)^T x - (\Sigma_0^{-\frac{1}{2}} \hat{x}_0 R^{-\frac{1}{2}} z)^T \right\|^2$$

$$A = (\Sigma_0^{-\frac{1}{2}} R^{-\frac{1}{2}} H)^T$$

$$B = (\Sigma_0^{-\frac{1}{2}} \hat{x}_0 R^{-\frac{1}{2}} z)^T$$

$$x^* = \underset{x}{\operatorname{argmin}} \|Ax - B\|^2$$

$$Ax^* - B = 0$$

$$x^* = (A^T A)^{-1} A^T B$$

$$p(x|z) = N((A^T A)^{-1} A^T B, (A^T A)^{-1})$$

Wet Part:

1.

(a)

```
function R = calculateRotationMatrixFromAngles(roll, pitch ,yaw)
```

```
Rx = [1 0 0; 0 cosd(roll) -sind(roll); 0 sind(roll) cosd(roll)];
```

```
Ry = [cosd(pitch) 0 sind(pitch); 0 1 0; -sind(pitch) 0 cosd(pitch)];
```

```
Rz = [cosd(yaw) -sind(yaw) 0; sind(yaw) cosd(yaw) 0; 0 0 1];
```

```
R = Rz * Ry * Rx;
```

```
end
```

(b)

```
calculateRotationMatrixFromAngles(pi / 4, pi / 5, pi / 7)
```

```

[ 0.9999  -0.0077  0.0111
 0.0078   0.9999 -0.0136
-0.0110   0.0137  0.9998 ]    [-5]
                                incorrect
```

(c)

```
function angles = rotationMatrixToAngles(rotationMatrix)
```

```
yaw = atan(rotationMatrix(2,1) / rotationMatrix(1,1));
```

```
pitch = asin(-rotationMatrix(3,1));
```

```
roll = atan(rotationMatrix(3,2) / rotationMatrix(3,3));
```

```
angles = [roll*180/pi pitch*180/pi yaw*180/pi];
```

```
end
```

(d)

```
rotationMatrixToAngles([0.813797681 -0.440969611 0.378522306; 0.46984631 0.882564119
0.0180283112; -0.342020143 0.163175911 0.925416578])
```

[-3]  
incorrect

[ 30 20 10 ]

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2.

function v = rigidTransformation(R, t, vector)

v = ((R \* vector) + t);

incorrect  
[-5]

end

$$l^C = R_G^C l^G + t_{C \rightarrow G}^C = \begin{bmatrix} 0.5363 & -0.8440 & 0 \\ 0.8440 & 0.5363 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 450 \\ 400 \\ 50 \end{bmatrix} + \begin{bmatrix} -451.2459 \\ 257.0322 \\ 400 \end{bmatrix} = \begin{bmatrix} -547.5109 \\ 881.3522 \\ 450 \end{bmatrix}$$


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3.

(a)

$$l^C = R_G^C l^G + t_{C \rightarrow G}^G = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_{l^G} \\ y_{l^G} \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} x_{l^G} \\ y_{l^G} + 1 \end{bmatrix}$$

$$l^C = E_G^C R_G^C l^G + t_{C \rightarrow G}^G + e_{C \rightarrow G}^G = \begin{bmatrix} 0.9998 & -0.0174 \\ 0.0174 & 0.9998 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_{l^G} \\ y_{l^G} \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} + \begin{bmatrix} 0 \\ 0.01 \end{bmatrix} = \begin{bmatrix} 0.9998x_{l^G} - 0.0174y_{l^G} \\ 0.0174x_{l^G} + 0.9998y_{l^G} + 1.01 \end{bmatrix}$$

(b)

$$x1 \oplus x2 = \{R_1 R_2, R_1 t_2 + t_1\}$$

commanded:

$$R = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$t = \begin{bmatrix} 0 \\ 10 \end{bmatrix}$$

actual:

function [R t] = poseComposition(R1, t1, R2, t2)

R = (R1 \* R2);

t = (R1 \* t2 + t1);

end

R = [cosd(1) -sind(1); sind(1) cosd(1)];

t = [0; 1.01];

R1 = R;

t1 = t;

R2 = R;

t2 = t;

for m = 1:9

[R2 t2] = poseComposition(R1, t1, R2, t2);

end

[-10]

where is the comm and actual path drawing?

R2

t2

R2 =

$$\begin{bmatrix} 0.9848 & -0.1736 \\ 0.1736 & 0.9848 \end{bmatrix}$$

t2 =

$$\begin{bmatrix} -0.7914 \\ 10.0562 \end{bmatrix}$$

The Dead Reckoning Error:

Distance:

$$\text{norm}(t2 - [0;10]) = \sqrt{(0 - (-0.7914))^2 + (10 - 10.0562)^2} = \sqrt{0.7914^2 + (-0.0562)^2} \\ = 0.7934 \quad \text{[-3]}$$

Angle: **incorrect**

$$\text{atan2}(R2(2,1), R2(1,1)) = 10.0 \rightarrow \theta = 0.0$$