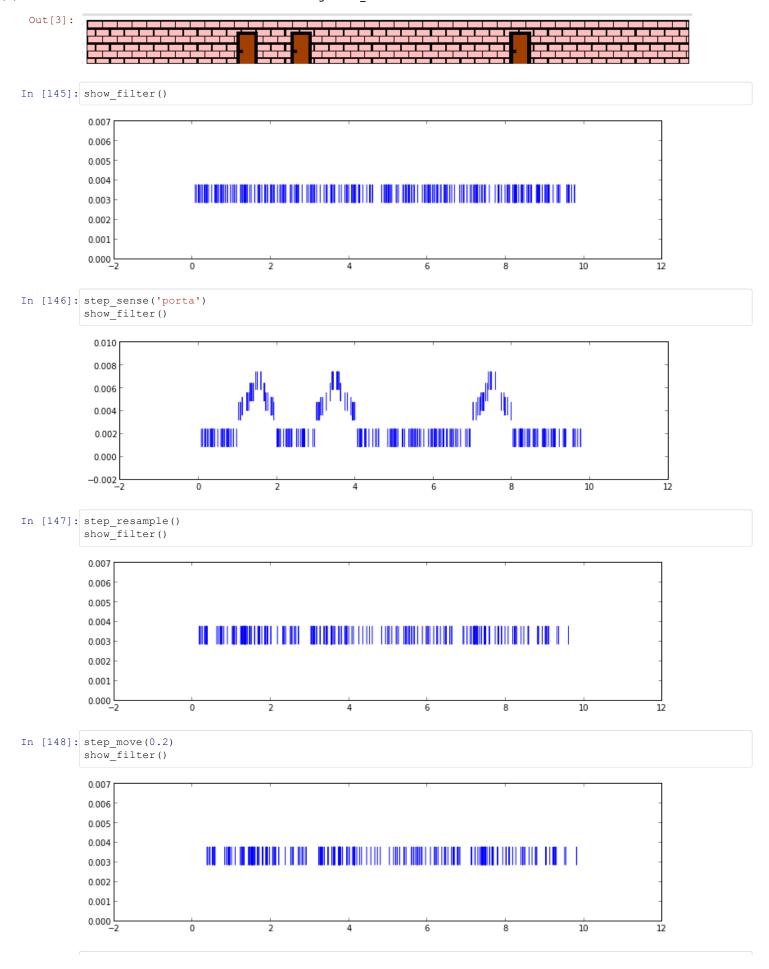
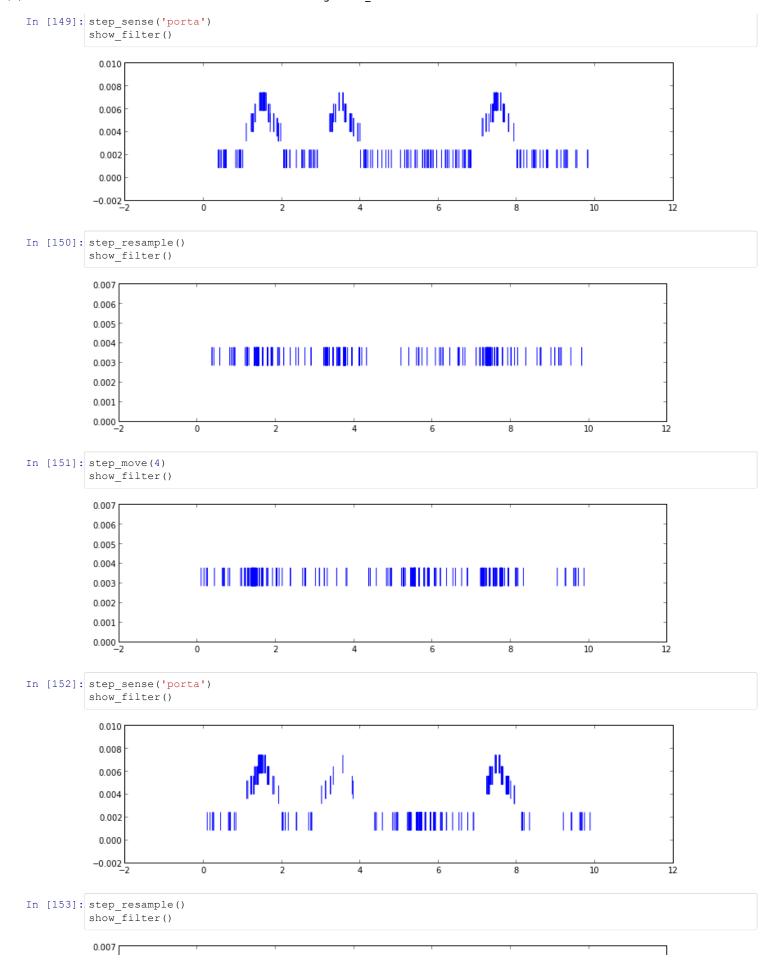
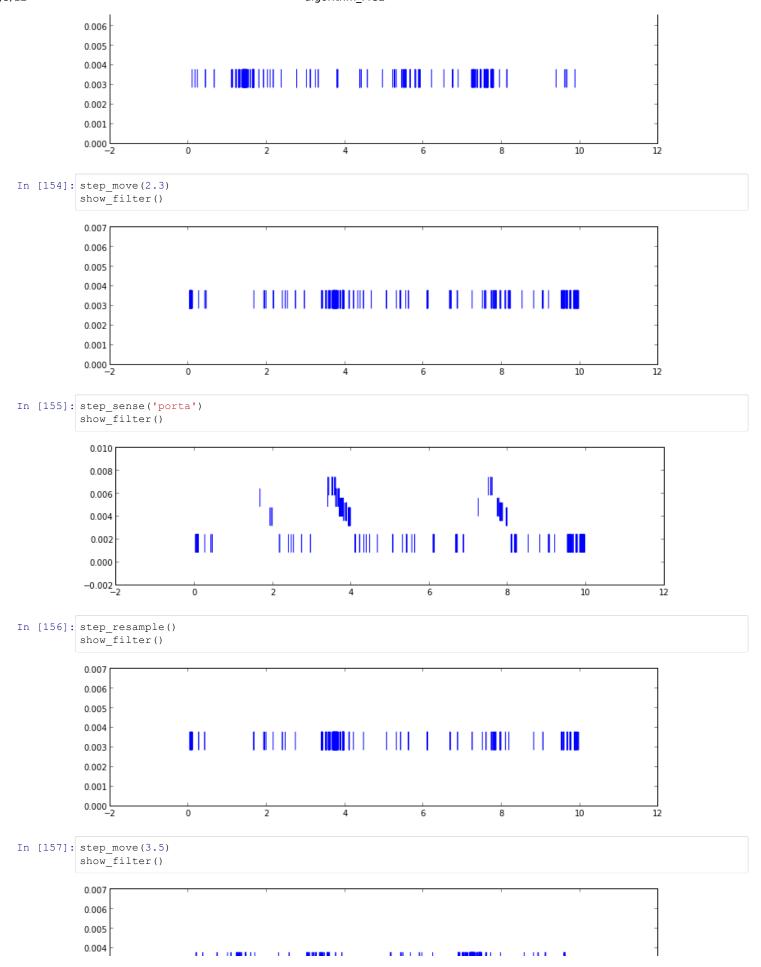
```
In [3]: '''
        Created on Jun 3, 2012
        Localizacao Monte Carlo - Filtro de Particulas
        @author: Rafael Luiz Klaser
        - o metodo monte carlo filter() executa o metodo em um unico passo
        - os metodos passo a passo sao:
                           : gera um deslocamento (positivo ou negativo) : executa uma medicao (ex: viu porta)
            step move()
            step resample() : reposiciona as particulas de acordo com a crenca gerada por sense
        ex execucao:
            step move(2.4)
            step_sense('porta')
            step_resample()
        - o metodo show filter() gera um grafico 'scatter' exibindo a distribuicao
          das particulas em X
              executar show filter() a cada passo para ver as particulas
        import random
        import matplotlib.pyplot as plt
        mundo=['par', 'porta', 'par', 'porta', 'par', 'par', 'par', 'porta', 'par', 'par']
        #Monte Carlo
        random.seed()
        #constantes
        min ambiente = 0.0
        max ambiente = 10.0
        num particulas = 200
        base weight = 1.0/num particulas
        #ruido do deslocamento
        max ruido = 0.17
        min ruido = 0.03
        #particulas
        _Xt=[0]*num_particulas
        Wt=[0]*num particulas
        1.1.1
        Algoritmo MCL
        #- Ut -> Odometria (comando movimento)
        #- Zt -> Sensores (observacao)
        def monte_carlo_filter(Ut, Zt):
            for m in range(num particulas):
                 Xt[m] = sample motion model(Ut, Xt[m])
                 _Wt[m] = measurement_model(Zt, _Xt[m], m)
            _Xt = resample()
            _Wt = [base_weight]*num_particulas
        Execucoes passo-a-passo
        def step sense(Zt):
            for m in range(num particulas):
                 _Wt[m] = measurement_model(Zt, _Xt[m], m)
        def step move(Ut):
            for m in range(num particulas):
                 _Xt[m] = sample_motion_model(Ut, _Xt[m])
```

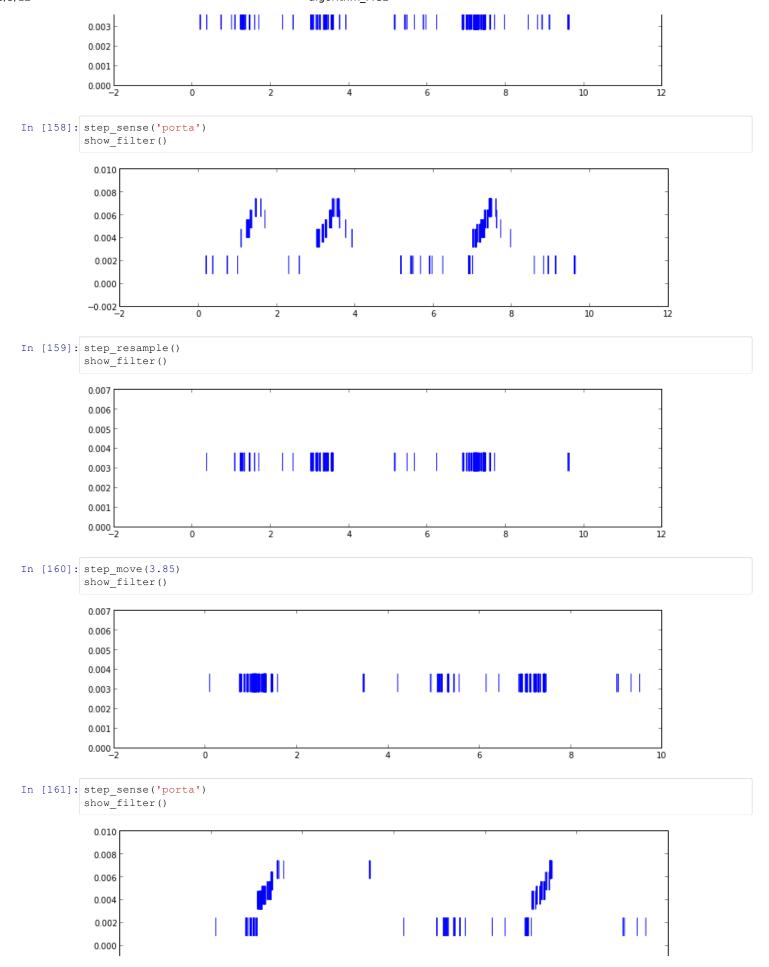
```
def step resample():
   Xt = resample()
    for m in range(num_particulas):
        _Xt[m] = Xt[m]
        Wt[m] = base weight
def new_particle():
    #gera particulas com 2 casas decimais
    return random.randint(min ambiente*100, max ambiente*99) / 100.0
#- distribui as particulas aleatoreamente pelo espaco
#- inicializa distribuicao uniforme
def initialize():
    for i in range(num particulas):
        Xt[i] = new particle()
        _Wt[i] = base weight
def normalize():
    norm=sum(_Wt)
    for j in range(num particulas):
        _{Wt[j]=_{Wt[j]}/norm}
def resample():
    usa os vetores Xt e Wt como sendo a p(z|x) X(barra)t
    #normaliza para fazer o sorteio
    normalize()
    #novas particulas
    Xt=[(0)]*num_particulas
    for m in range(num particulas):
        i = draw with probability()
        Xt[m] = Xt[i]
    return Xt
def exec filter(Ut, Zt):
    monte carlo filter(Ut, Zt)
def show_exec_filter(Ut, Zt):
    exec filter(Ut, Zt)
    show filter()
def show filter():
    plt.figure(figsize=(12,3))
    plt.scatter(_{Xt}, _{Wt}, s=500, marker='|')
    plt.draw()
#- retorna um indice baseado no sorteio dentro da
#distribuicao de probabilidade (roleta)
def draw with probability():
    roleta = random.random()
    total = 0.0
    ndx = 0
    for i in range(num particulas):
        total+= Wt[i]
        if(total>=roleta):
            ndx = i
            break
    return ndx
def noise(value):
    sgn = pow(-1, random.randint(1, 2))
    #gera ruido dentro do intervalo
    n = random.randint(int(min ruido*100), int(max ruido*100)) / 100.0
    value += (value*n/100) * sgn
    return value
```

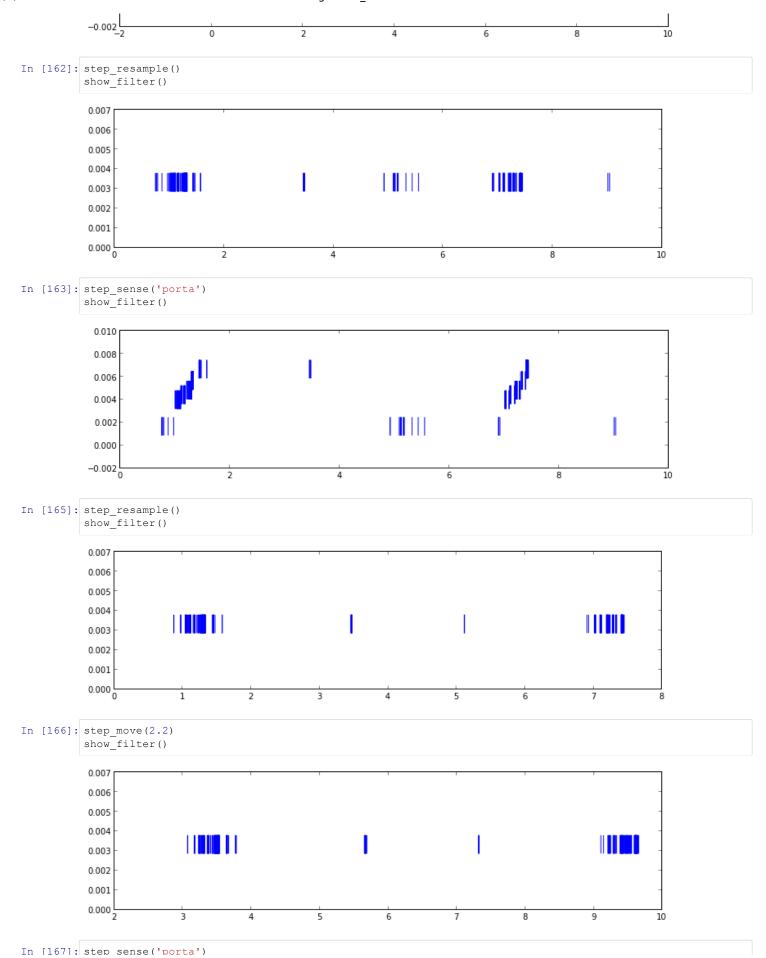
```
#calcula nova posicao dado o comando de deslocamento
def sample motion model(Ut, Xt):
   #atua
   motion_pos = Xt+Ut
   #adiciona ruido
   motion pos=noise(motion pos)
    #valida particula
    #if(motion pos>=max ambiente or motion pos<min ambiente):</pre>
         #saiu do ambiente, gera nova particula aleatoria
         motion pos = new particle()
    #cilcula no ambiente
    if(motion pos>max ambiente):
        motion pos = motion pos - max ambiente
    if(motion pos<min ambiente):</pre>
        motion_pos = motion_pos + max_ambiente
    return motion_pos
#medicao
def measurement model(Zt, Xt, m):
   ndx = int(Xt)
    seen = mundo[ndx]
    norm = Xt-ndx
    hit = 0.5
    if(seen==Zt):
        #TODO: correto seria usar a curva gaussiana
        if(norm>=0 and norm<0.1):</pre>
            hit=1.20
        if(norm>=0.1 and norm<0.2):</pre>
            hit=1.33
        if(norm>=0.2 and norm<0.3):
            hit=1.45
        if(norm>=0.3 and norm<0.4):
            hit=1.70
        if(norm>=0.4 and norm<0.6):
            hit=2.00
        if(norm>=0.6 and norm<0.7):
            hit=1.70
        if (norm \ge 0.7 \text{ and } norm < 0.8):
            hit=1.45
        if(norm>=0.8 and norm<0.9):
            hit=1.33
        if (norm \ge 0.9 \text{ and } norm \le 1):
            hit=1.20
    return base_weight*hit
initialize()
from IPython.core.display import Image
Image("https://dl.dropbox.com/u/62929183/portas-pacman.png")
```

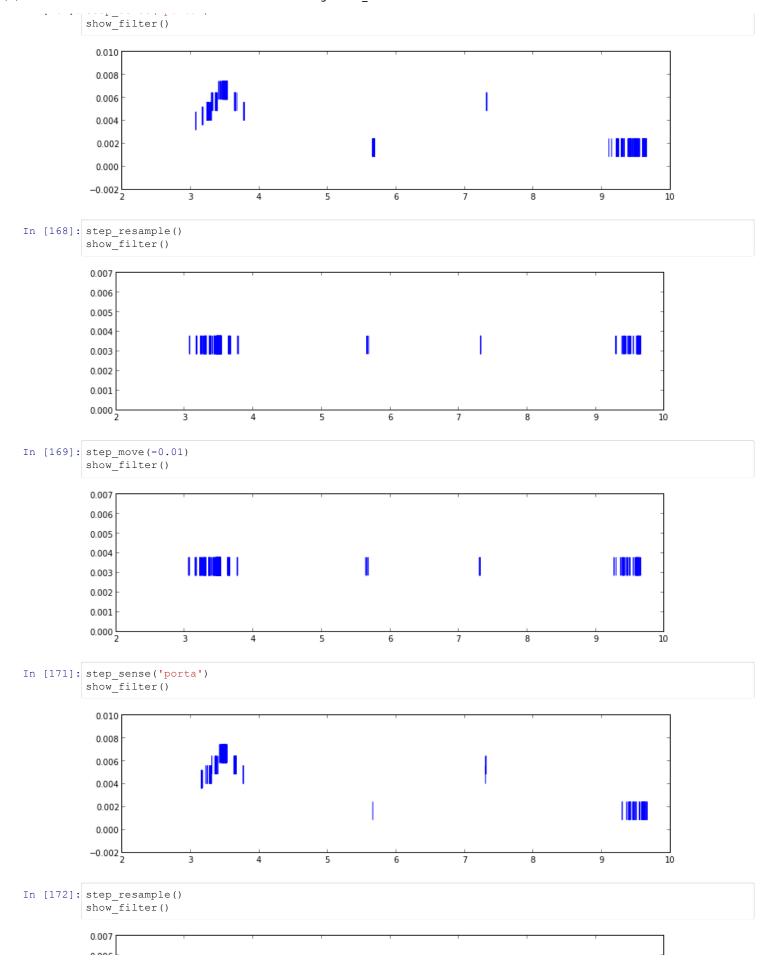


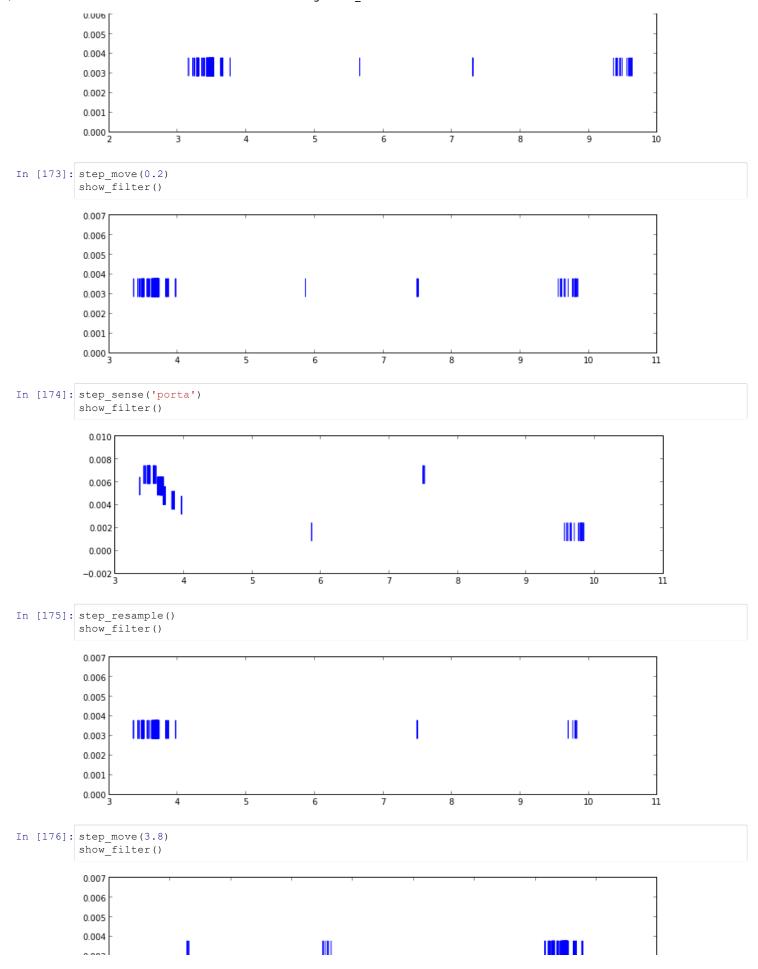


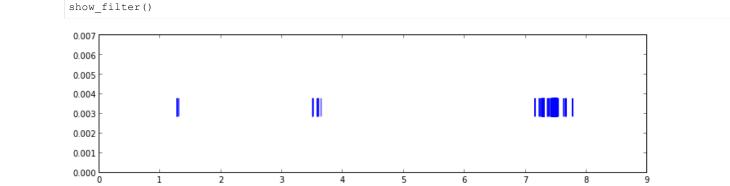


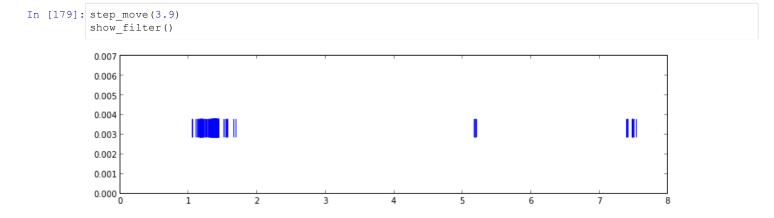


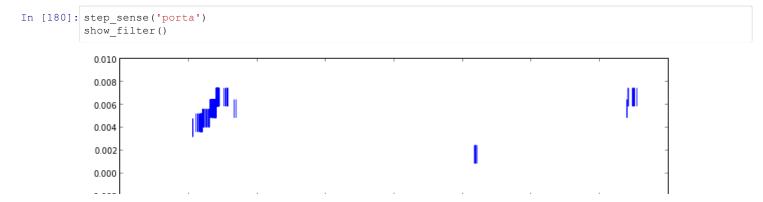


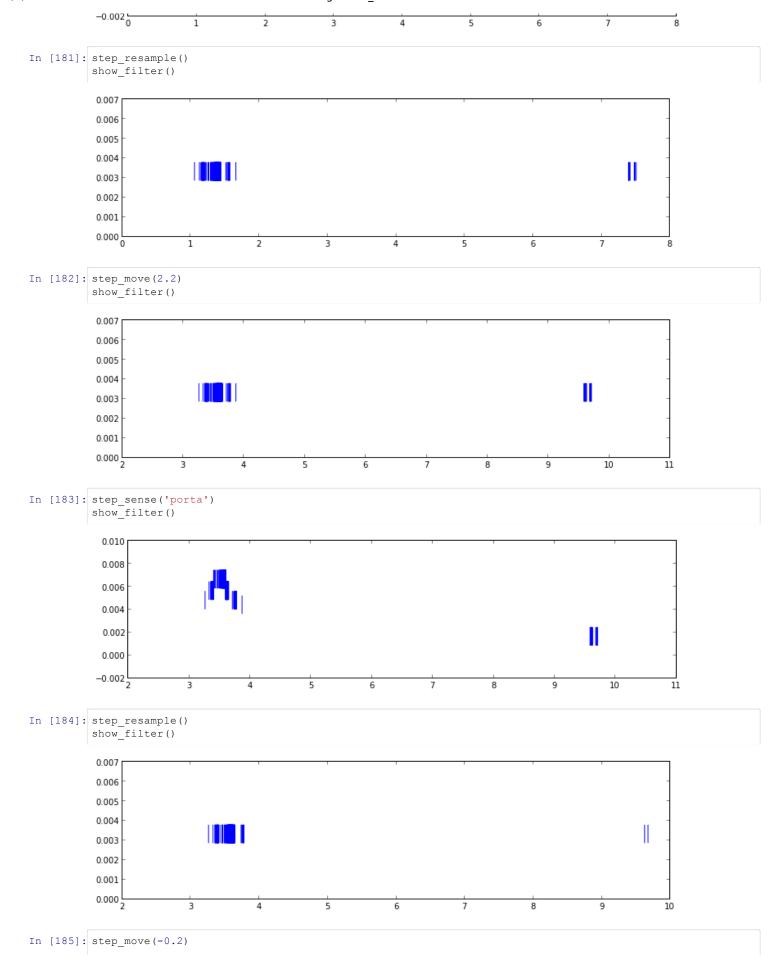


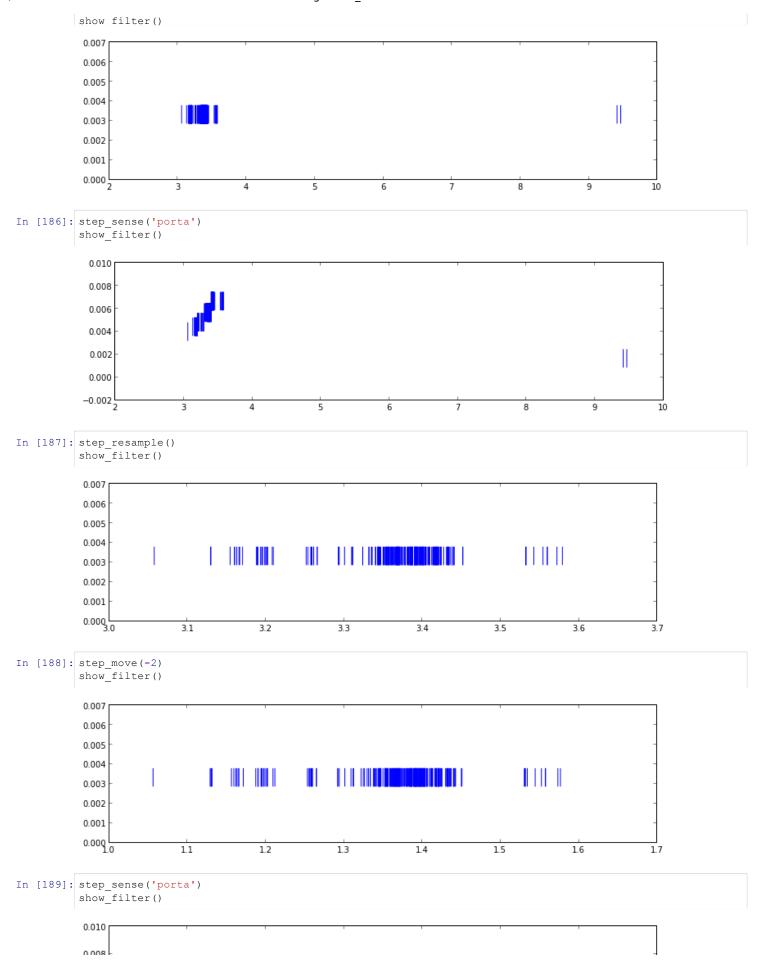




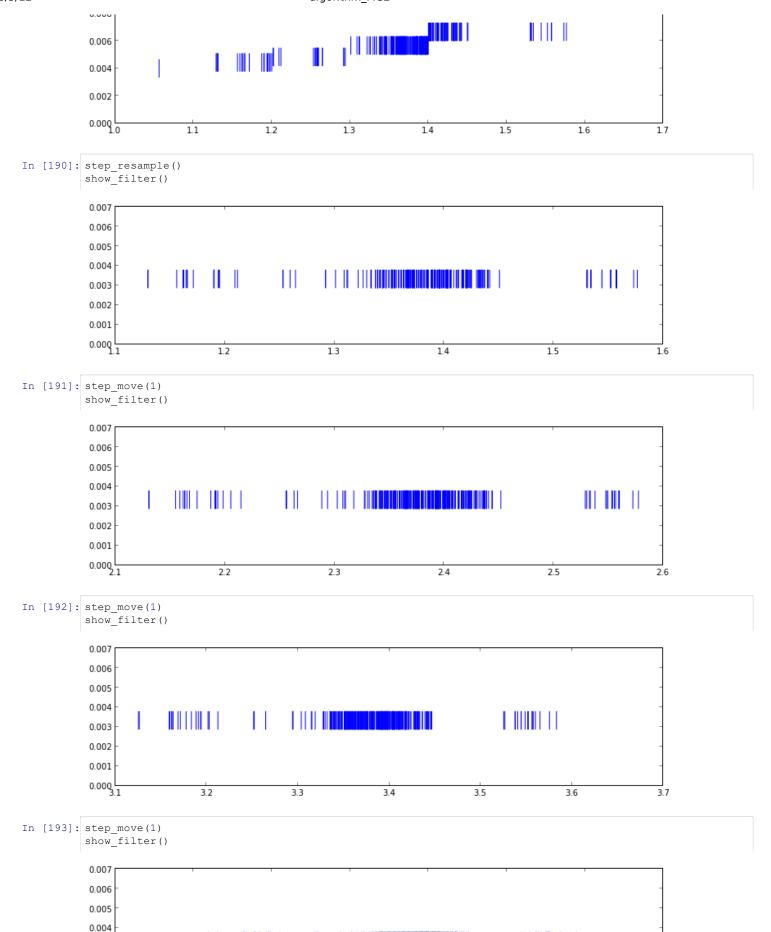


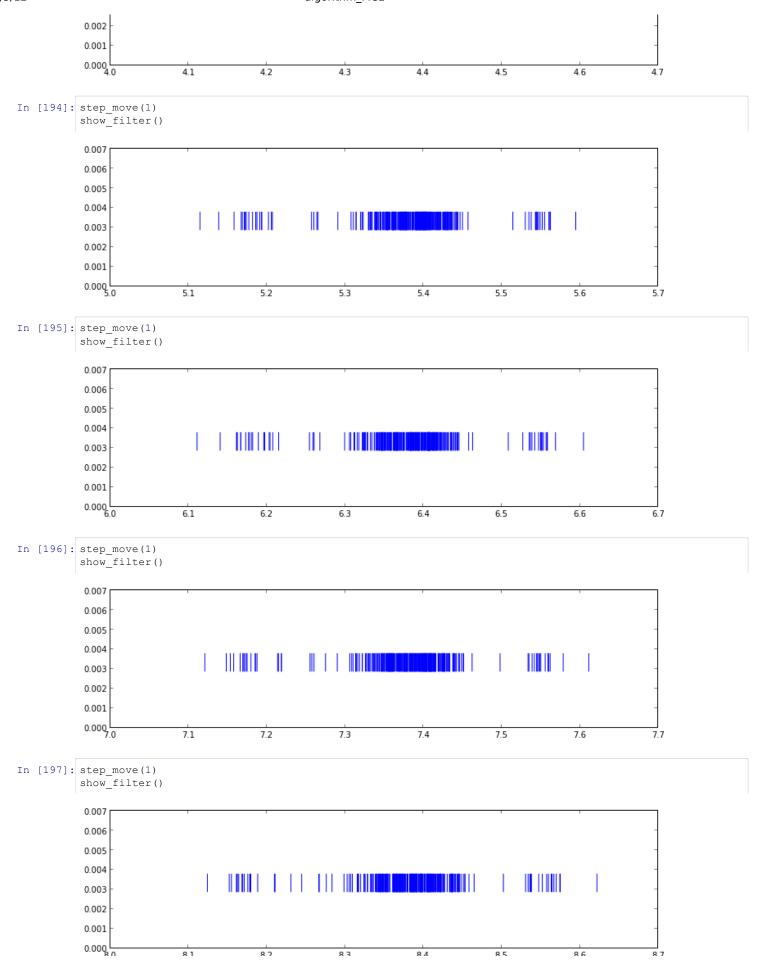




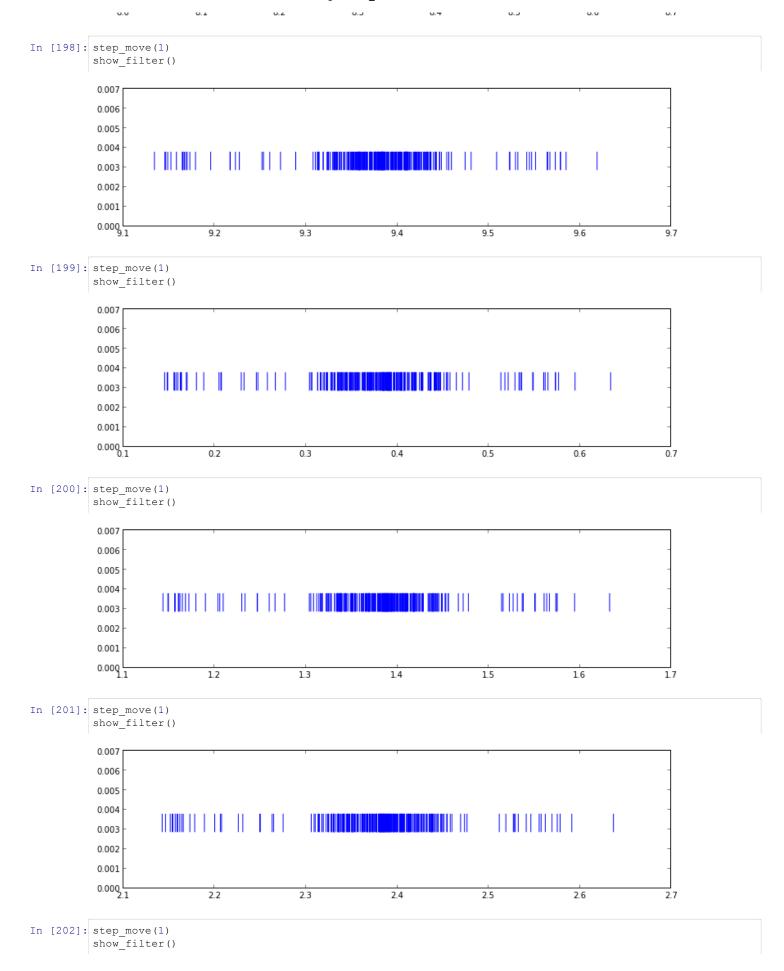


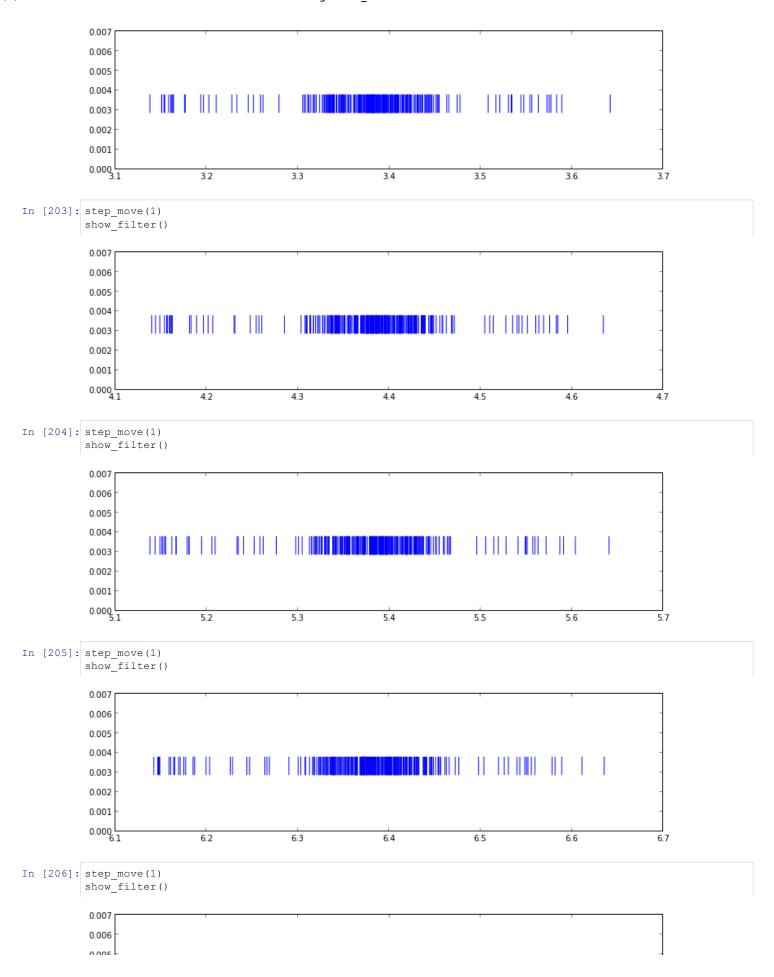
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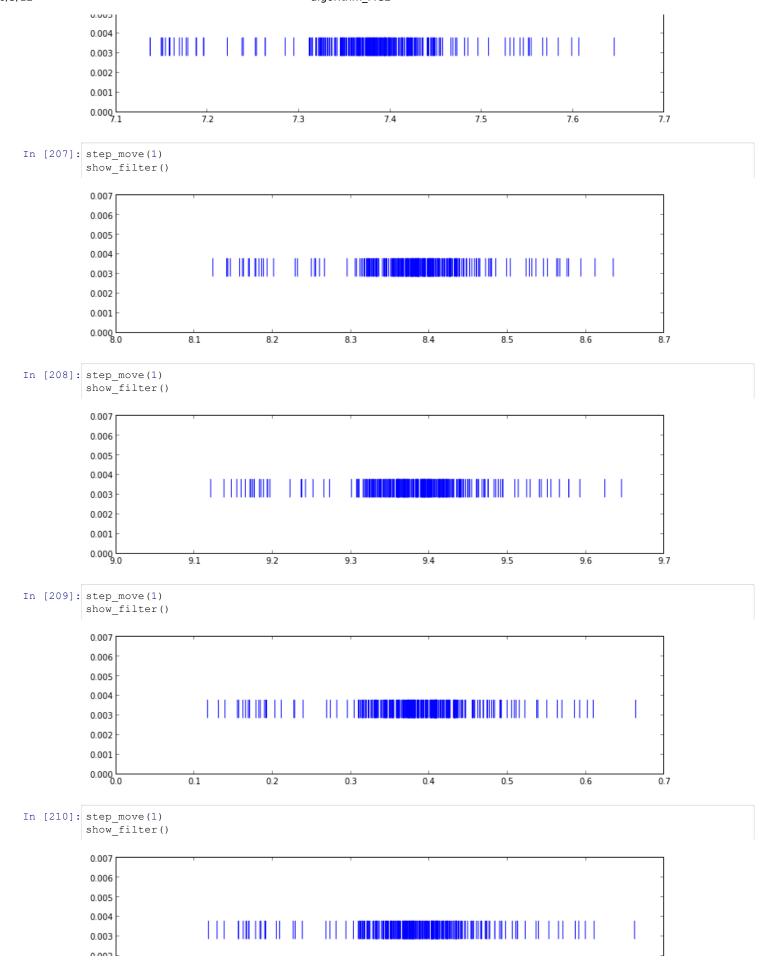


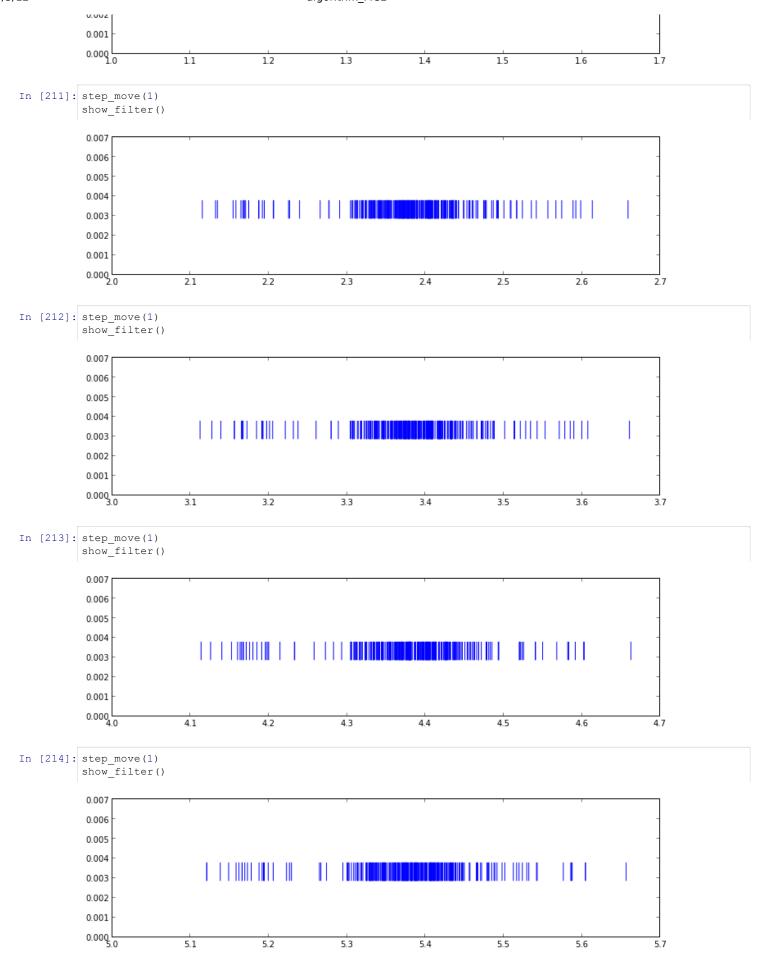


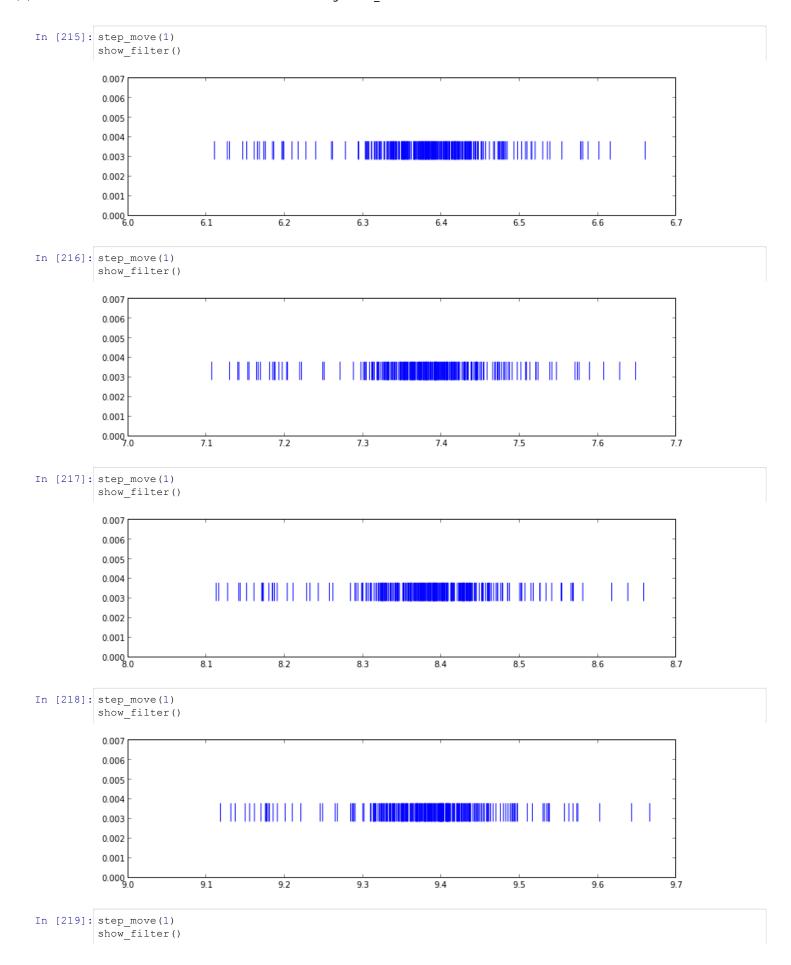
6/5/12 algorithm_MCL

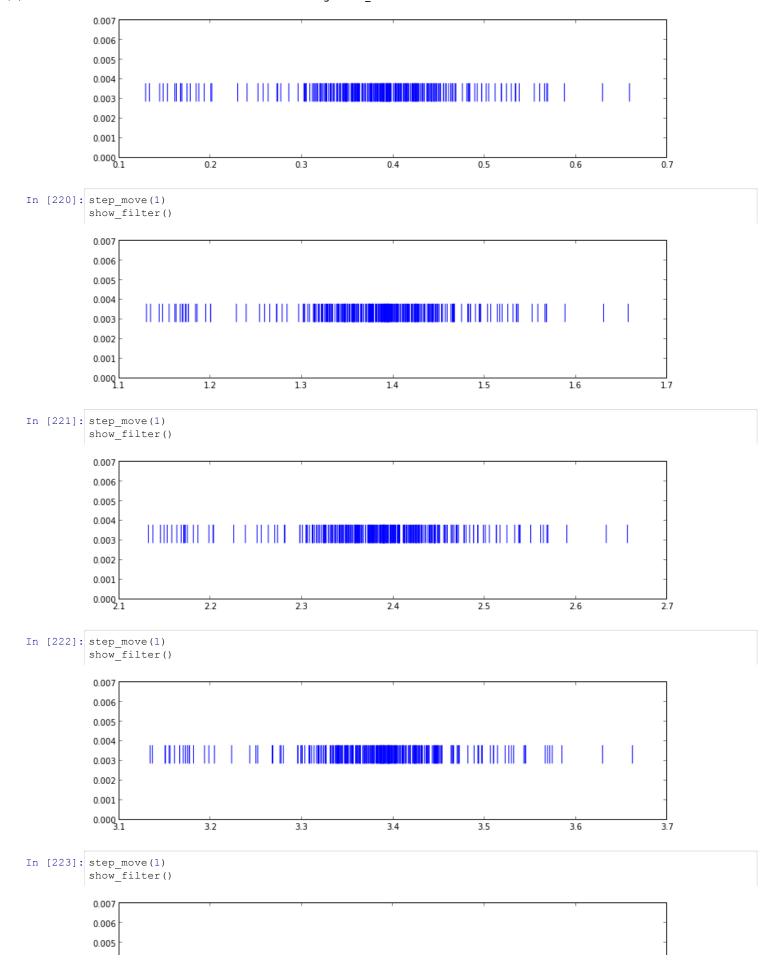


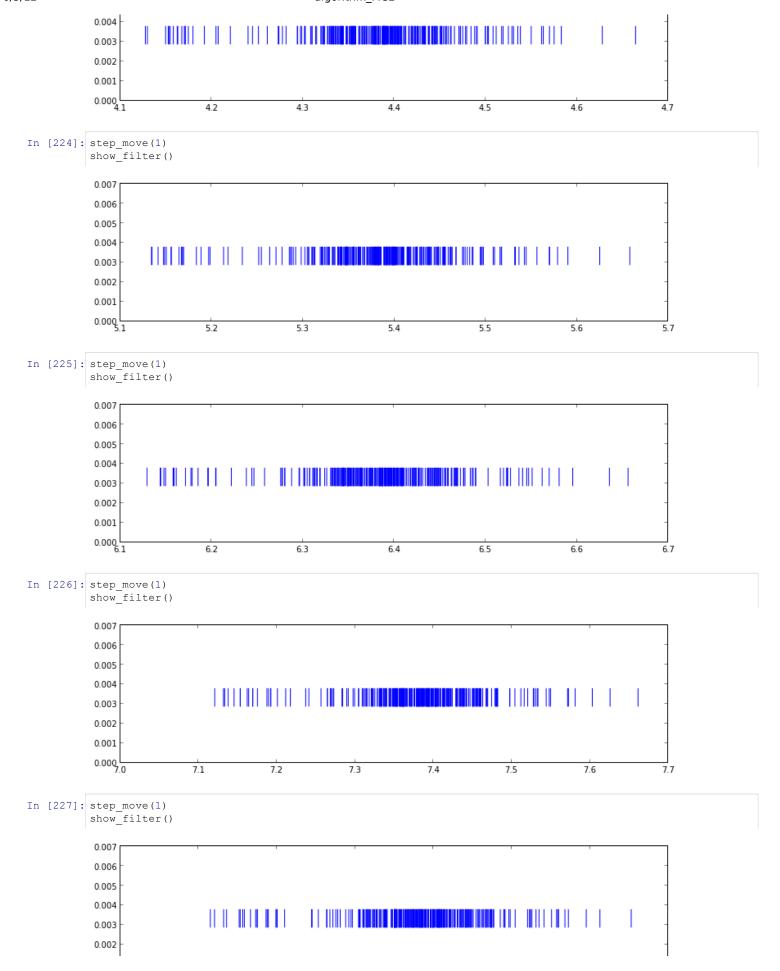


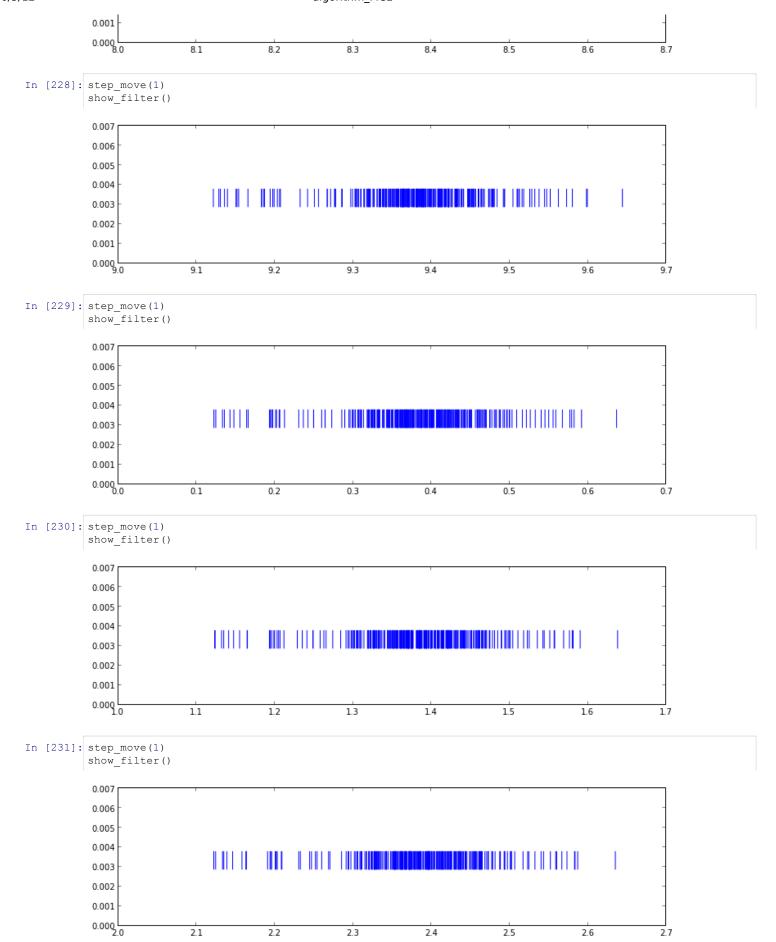


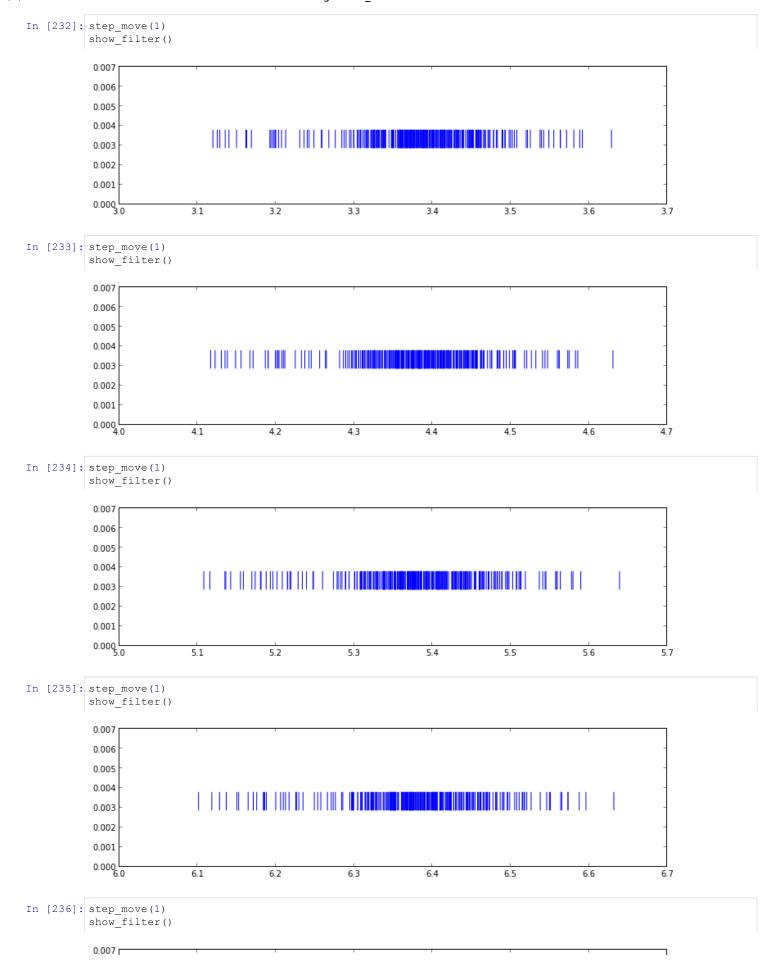


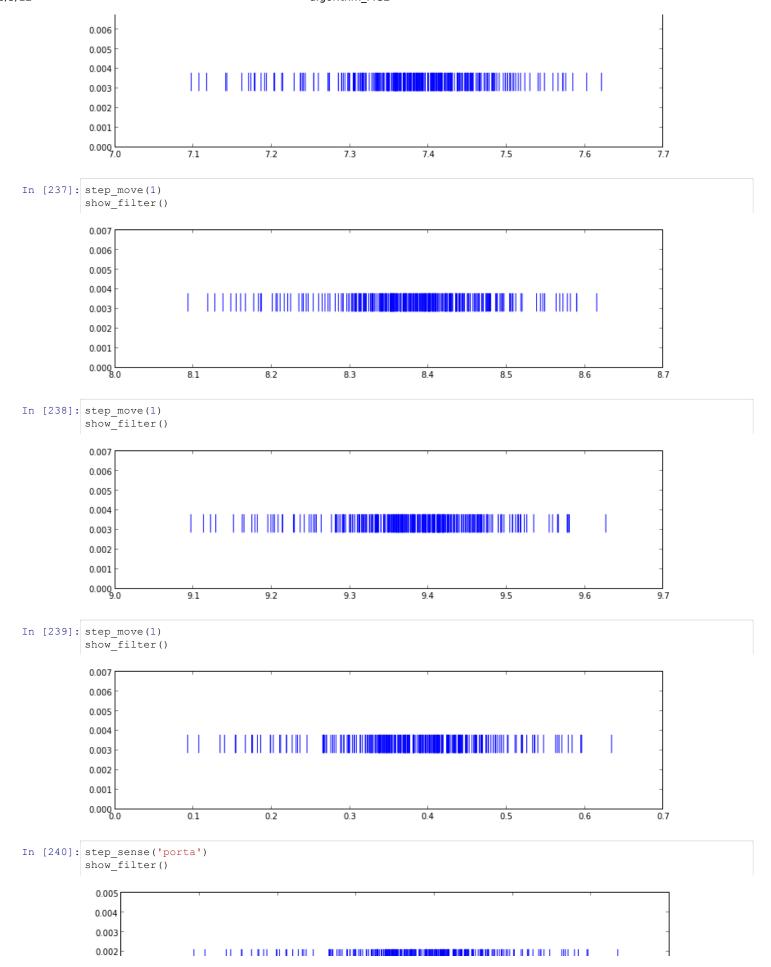


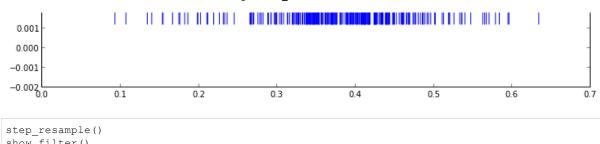


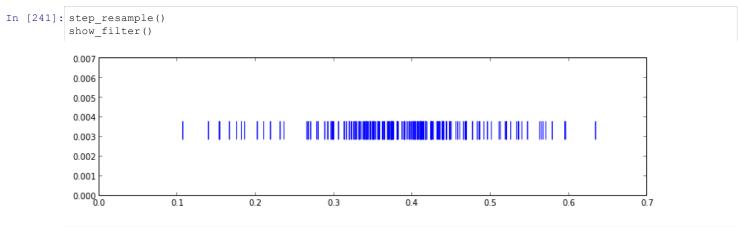












In []: