PROJECT

# Kidnapped Vehicle

A part of the Self-Driving Car Engineer Program

PROJECT REVIEW | CODE REVIEW 4 | NOTES

## Meets Specifications

SHARE YOUR ACCOMPLISHMENT

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 a survey paper on particle filters written by Sebastian Thrun. Keep up the great work and Happy learning!

### Accuracy

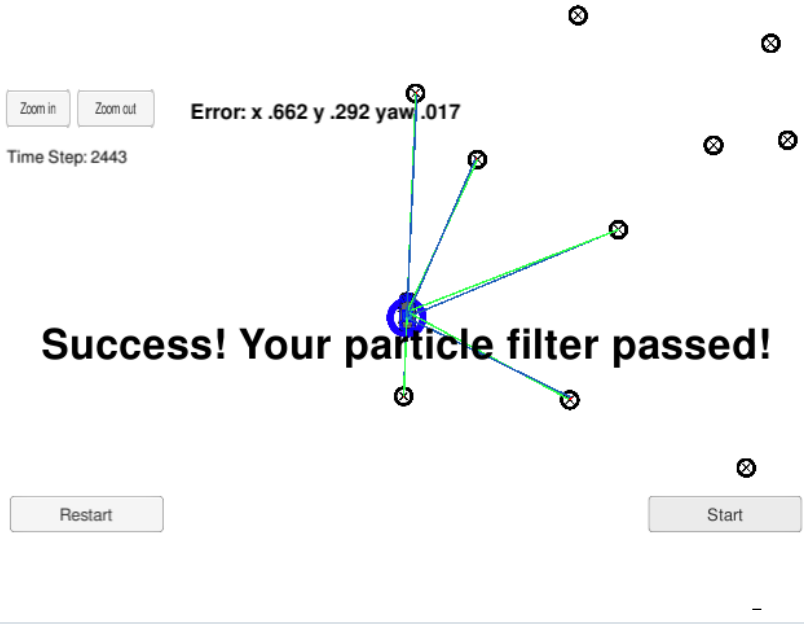
**This criteria is checked automatically when you do ./run.sh in the terminal. If the output says "Success! Your particle filter passed!" then it means you've met this criteria.**

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! |

DOWNLOAD PROJECT

4 CODE REVIEW COMMENTS ›

RETURN TO PATH

Student FAQ