

Particle Filter

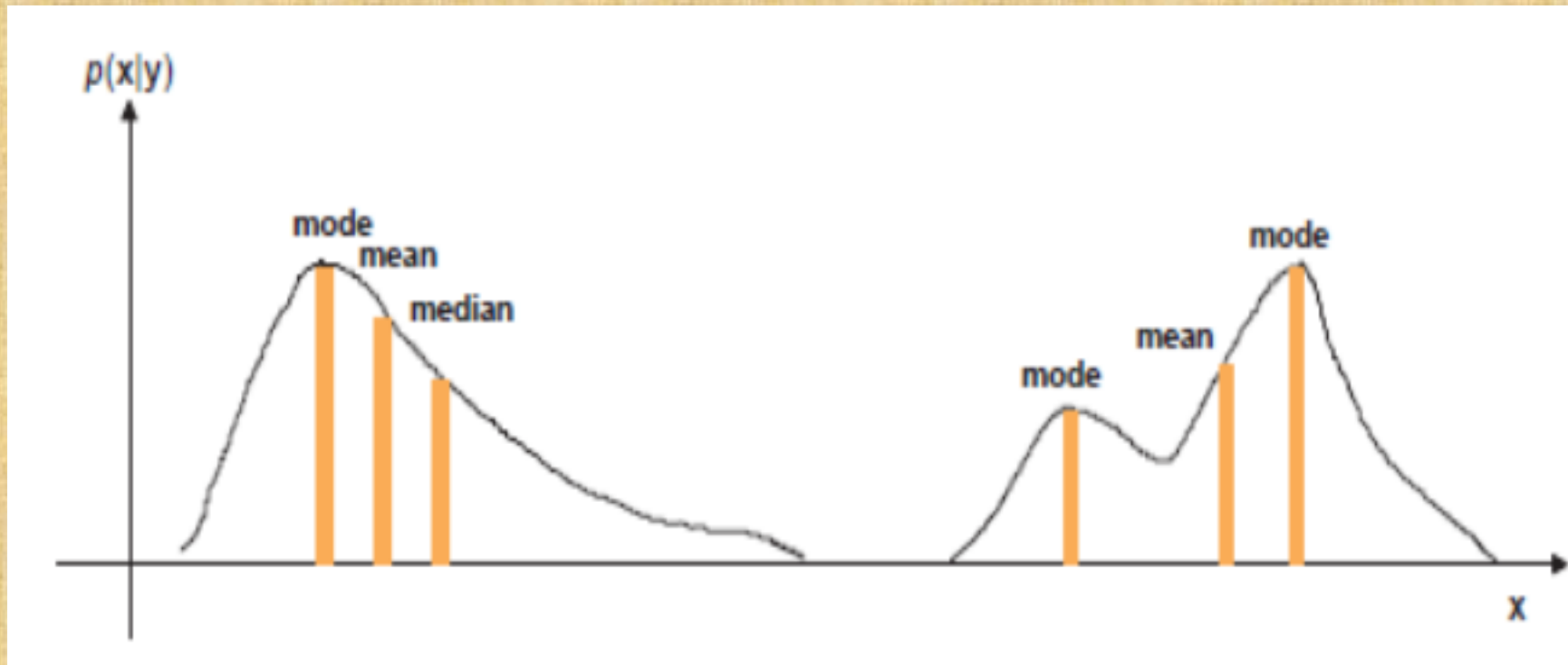
Computer Vision (CS0029)

Why Particle Filter?

- Kalman filter
 - Kalman filter is limited to linear system with Gaussian noise
 - Extended KF and Unscented KF are limited to Gaussian distribution
 - Many practical problem show non linear dynamics and non Gaussian noises
 - We often find multi-model distributions
- Find an approximate solution using a complex model rather than a exact solution using a simplified model

Multi-model distribution

- A Gaussian distribution is unimodal
- For a multimodal distribution, the mode, mean and median do not coincide
- Kalman filter is not suitable for multi-model distribution

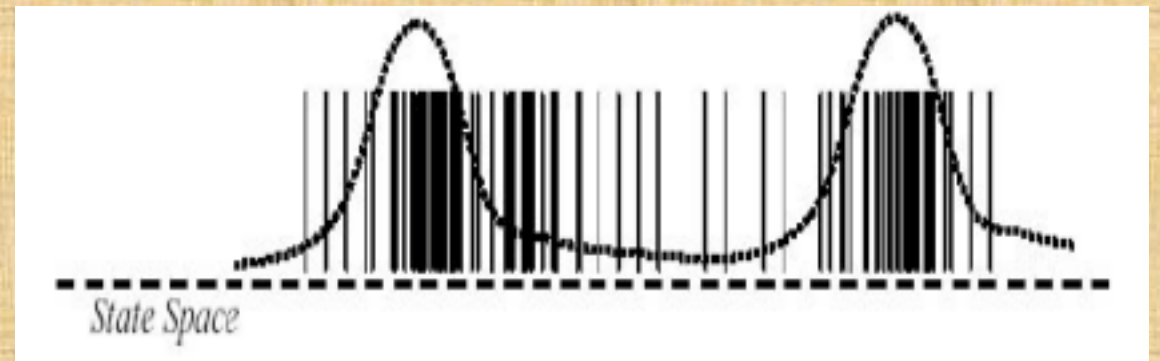


Particle Filter

- Particle filter is often called:
 - Condensation algorithm
 - Sequential Monte Carlo methods
 - Bootstrap filters ...
- Particle filter is based on representing the posterior PDF by a set of randomly chosen weighted samples
- “Randomly chosen” = “Monte carlo”

Basic Principle

- Represent the PDF as a set of weighted samples
- For $N \rightarrow \infty$, PF converges to the true PDF
- For $N \rightarrow \infty$, PF approaches optimal Bayesian estimate
- Region of high density
 - Many particle
 - Large weight particle

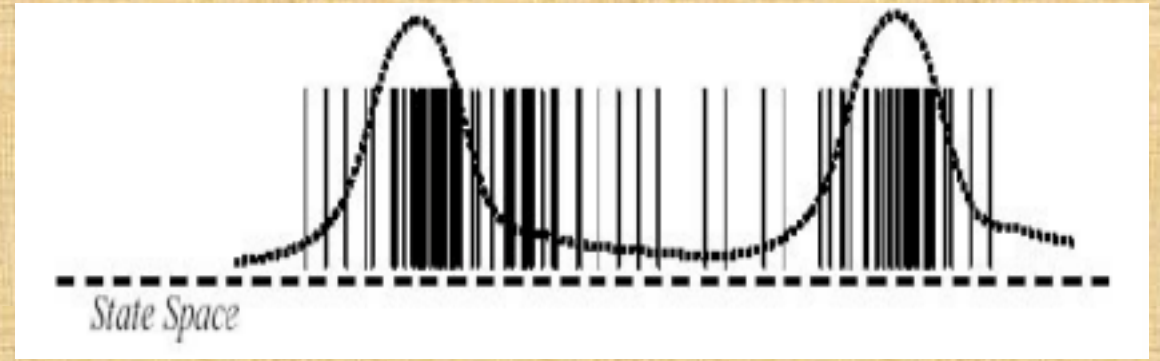


$\{x_{0:k}^i\}$: set of particles

$\{w_k^i\}$: associated weights, normalized to $\sum_i w_k^i = 1$

$$p(x|Z_{1:k}) = \sum_{i=1}^N w_k^i \delta(x_{0:k} - x_{0:k}^i)$$

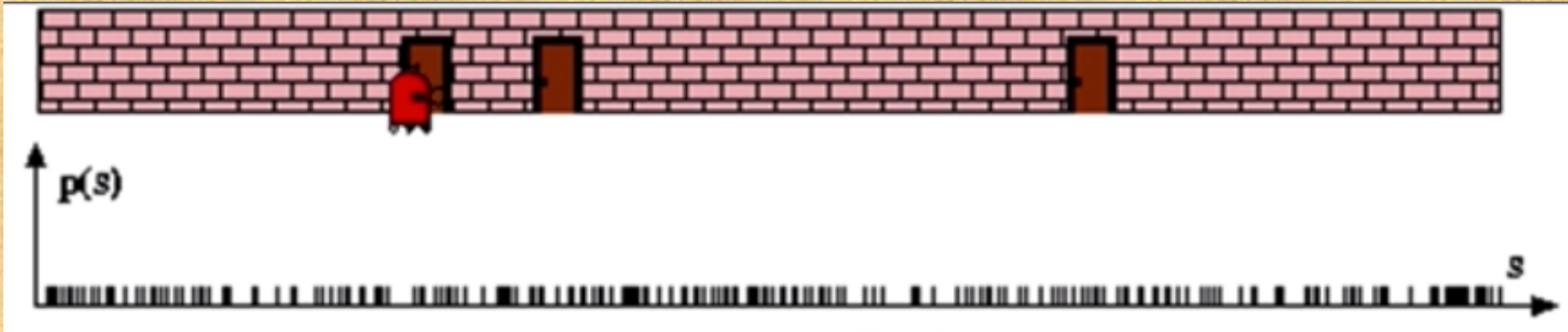
Basic Principle



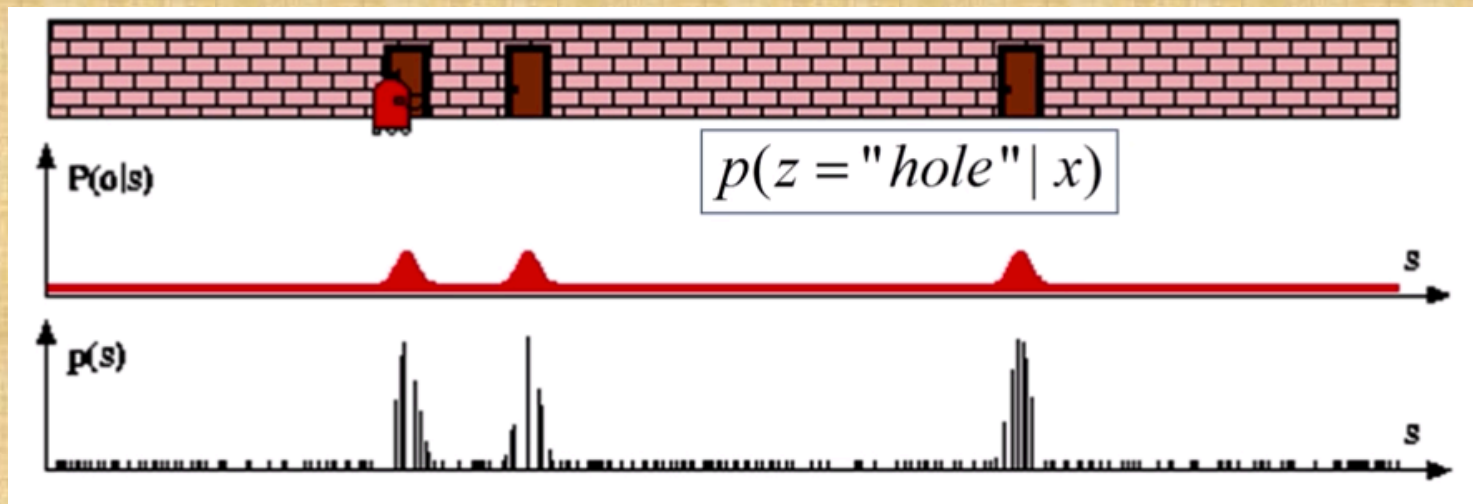
- Density is represented by both where the particles are and their weight
- $p(x = x_0)$ is now probability of drawing an x with value (really close to) x_0

Robot Localization Example

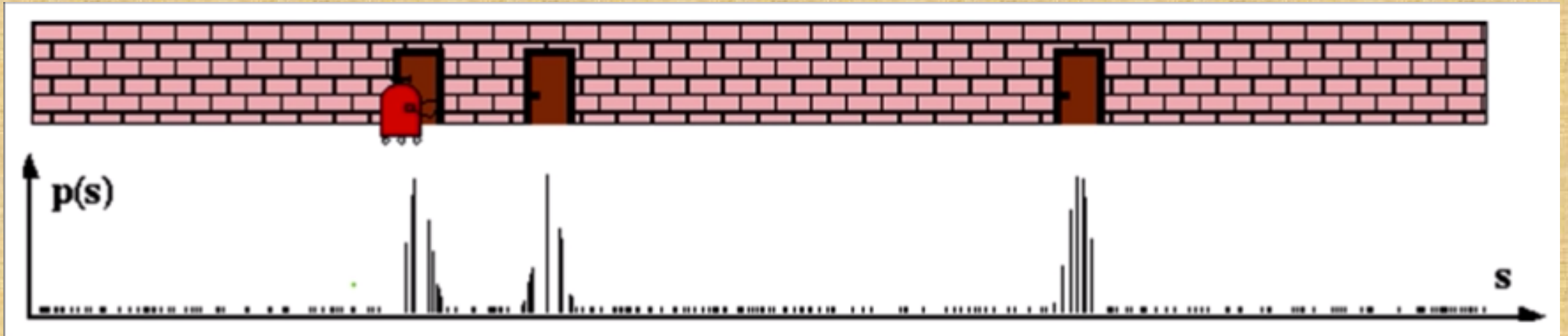
Prior density



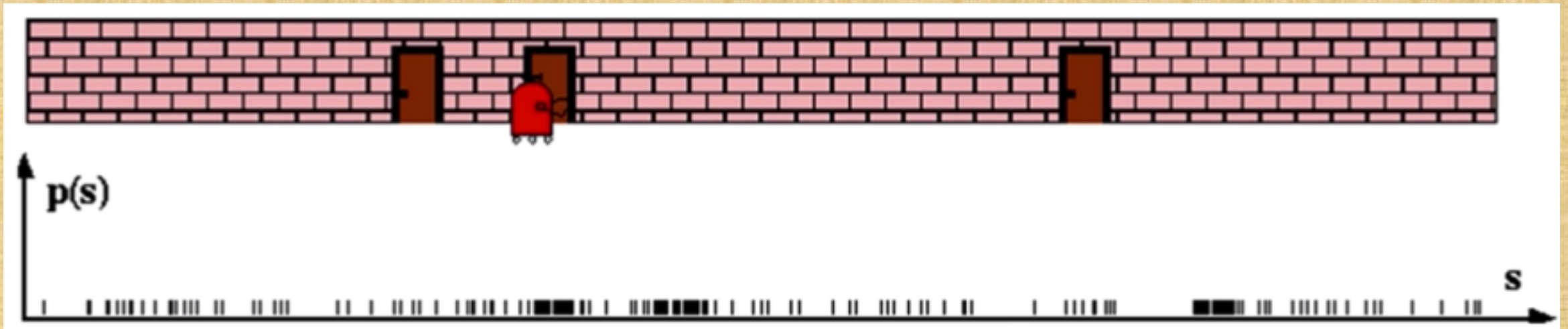
Add sensor information



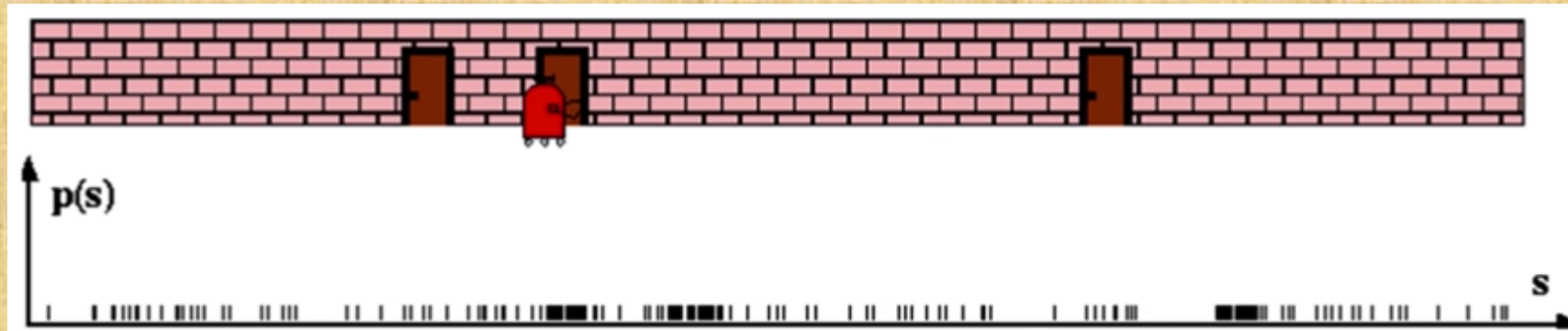
Resample and Move the Robot



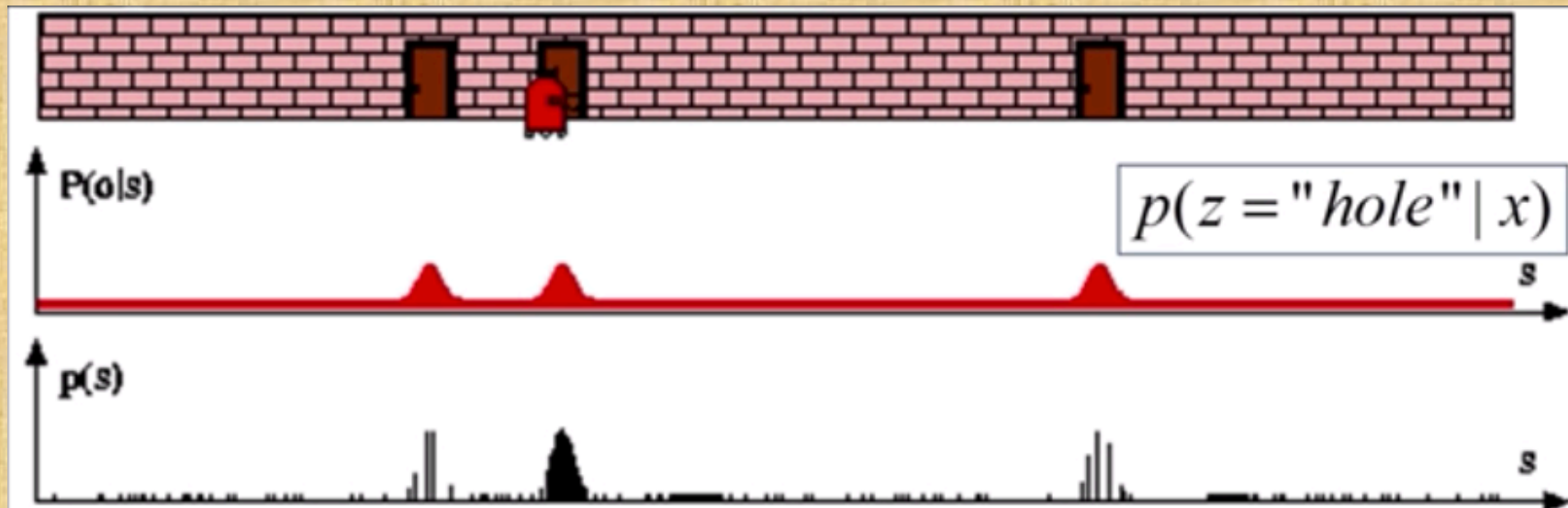
Resample



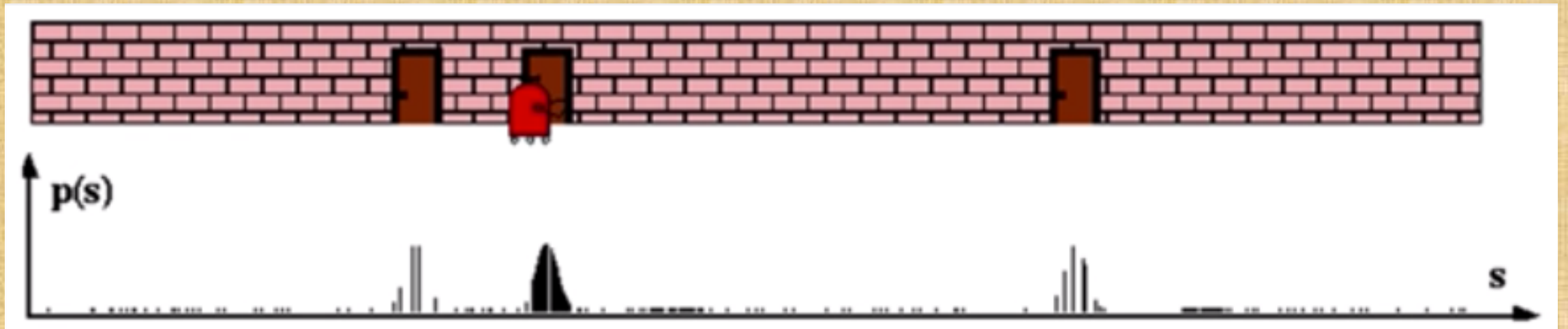
Next Sensor Reading



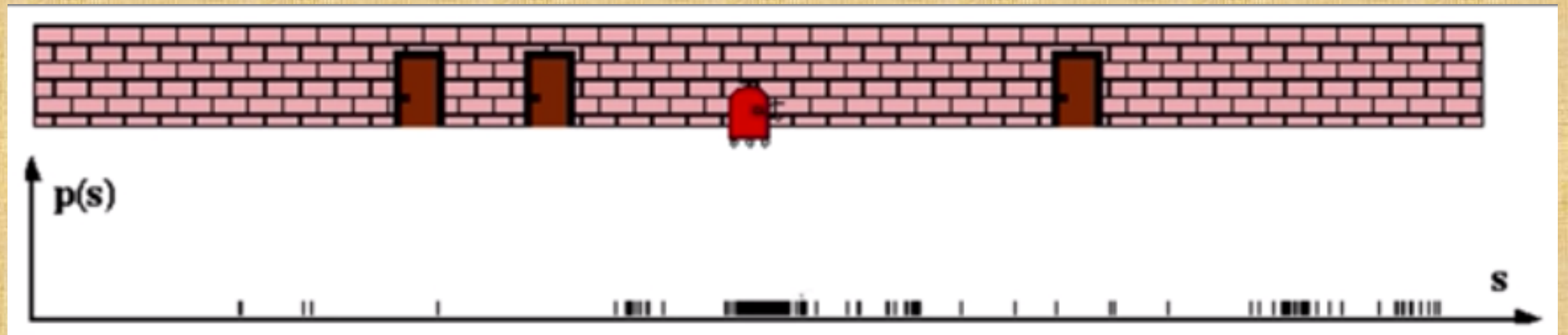
Robot see a hole again



Move Again



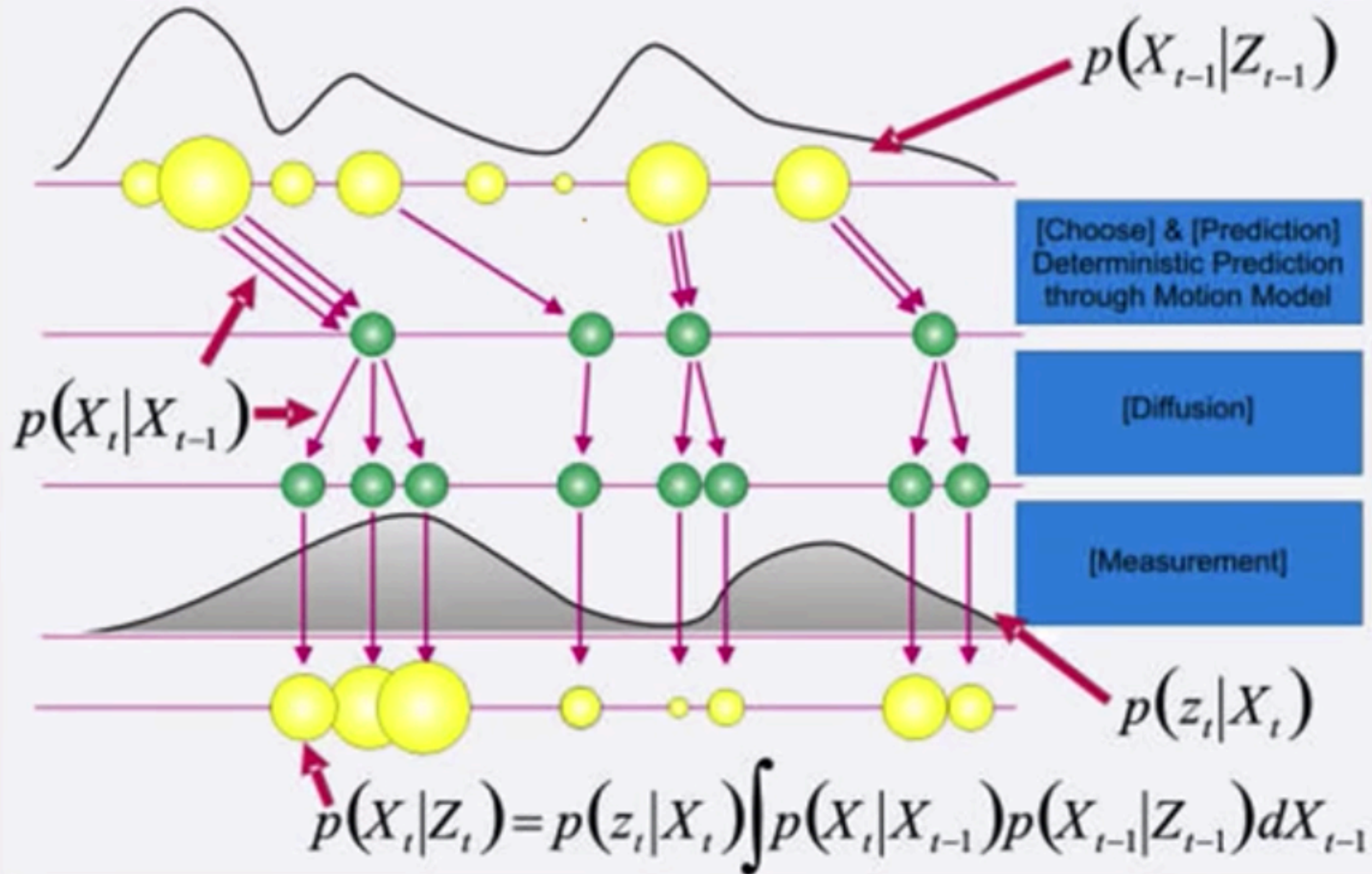
Move and Resample



Algorithm of Particle Filter

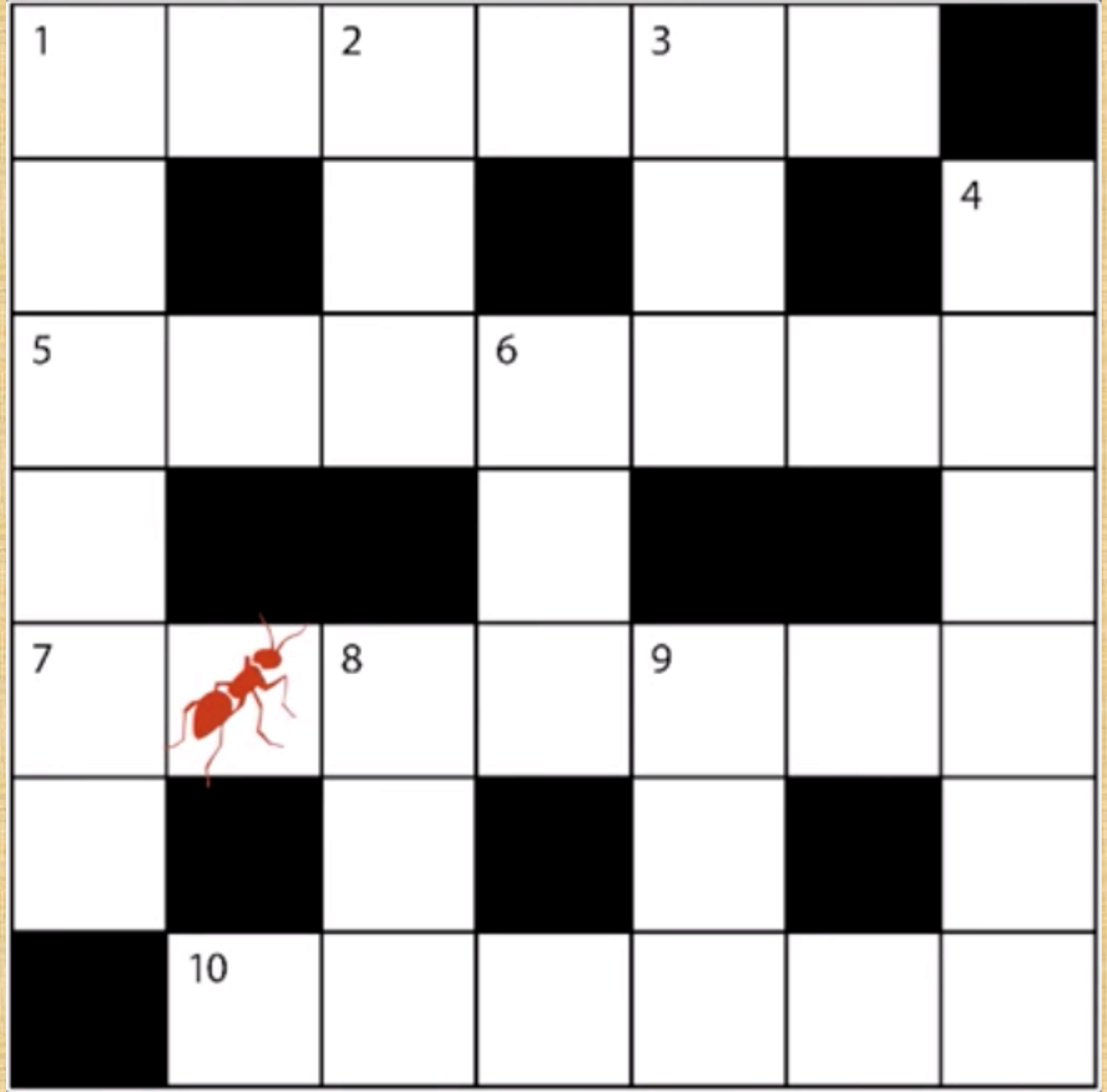
Particles from previous time step: $\{S_{t-1} = \langle x_{t-1}^j, w_{t-1}^j \rangle, u_t, z_t\}$

1. $S_t = \emptyset, \eta = 0$
2. *For* $i = 1 \dots n$ (Resample, generate n new samples)
3. Sample index $j(i)$ from the discrete distribution give by w_{t-1}
4. Sample x_t^i from $p(x_t|x_{t-1}, u_t)$ using $x_{t-1}^{j(i)}$ and u_t Control
5. $w_t^i = p(z_t|x_t^i)$ (Compute importance weight - reweight)
6. $\eta = \eta + w_t^i$ (Update normalization factor)
7. $S_t = S_t \cup \{\langle x_t^i, w_t^i \rangle\}$
8. *For* $i = 1 \dots n$
9. $w_t^i = \frac{w_t^i}{\eta}$. (Normalize weights)



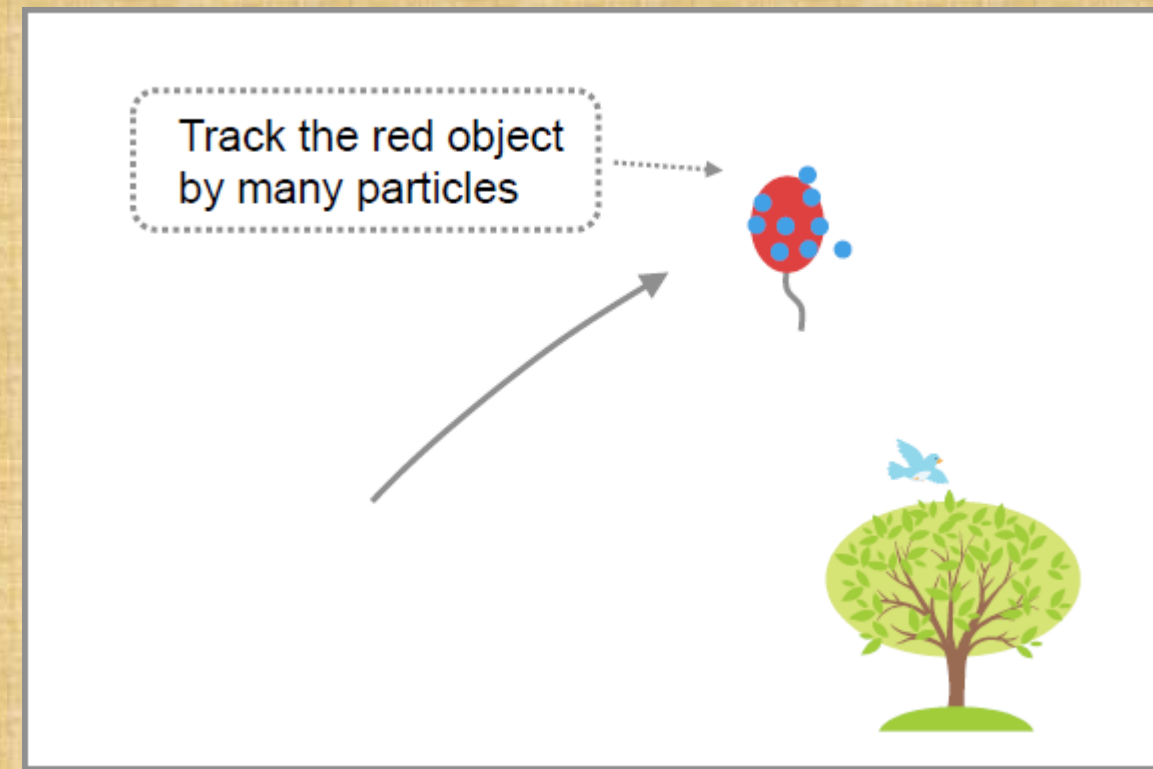
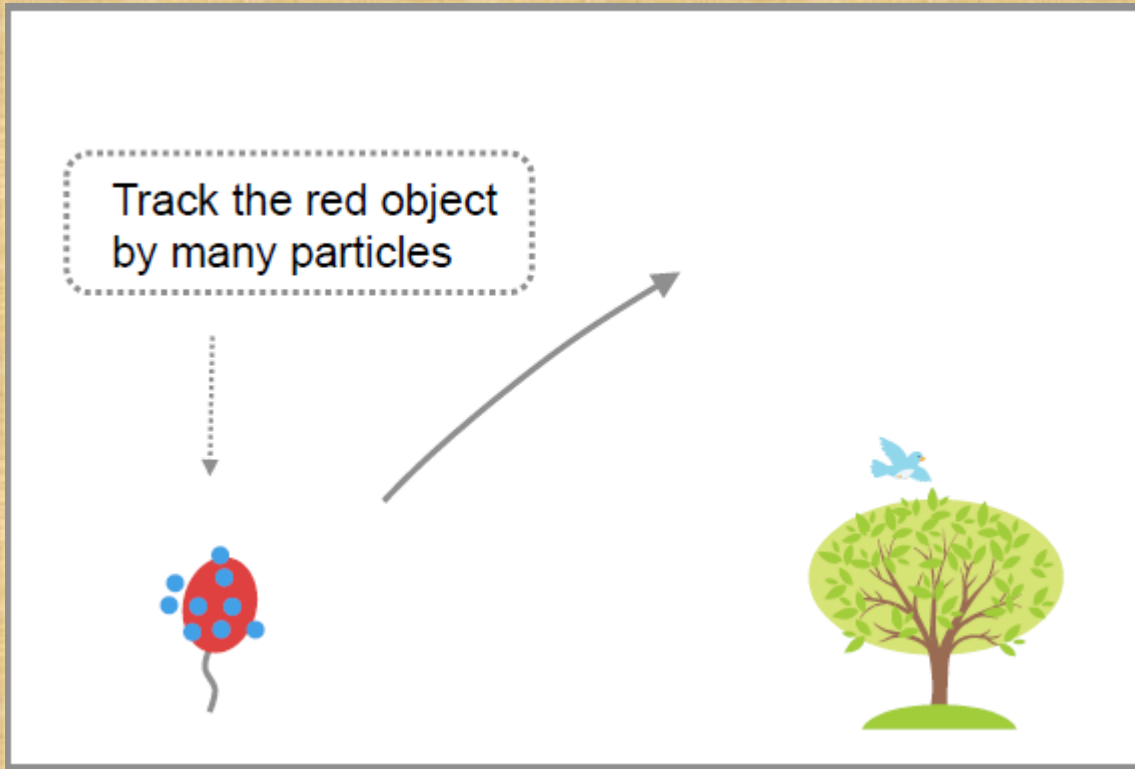
Practice

Time (t)	Observation (z)	Control (u)
0	1	↑
1	0	←
2	1	↑
3	1	↑
4	0	→
5	1	



Simple Example in Image Tracking

- Track the redshirt in a video



Simple Example in Image Tracking

- Track the redshirt in a video
- State Vector?
- Observation: color of pixel which particle exist
 - Likelihood: $P(Z_n | X_n^k) = \frac{1}{\sqrt{2\pi\sigma}} \exp\left(-\frac{d^2}{2\sigma^2}\right)$
 - $d = \sqrt{(r - 255)^2 + g^2 + b^2}$



Summary

- A implementation of Bayes filter
- Use particles (Monte Carlo method) to present a distribution
 - Arbitrary distribution
- Steps
 - Resample by each particles' weight from previous time step
 - Predict particles' locations at time t from t-1 $P(X_t)$
 - Likelihood of measurements from each particles' location $P(Z_t|X_t)$
 - Update the weight of each particle by the likelihood of particle's measurement
 - Normalize particle's weights : $\sum_{i=0}^n w_i = 1$