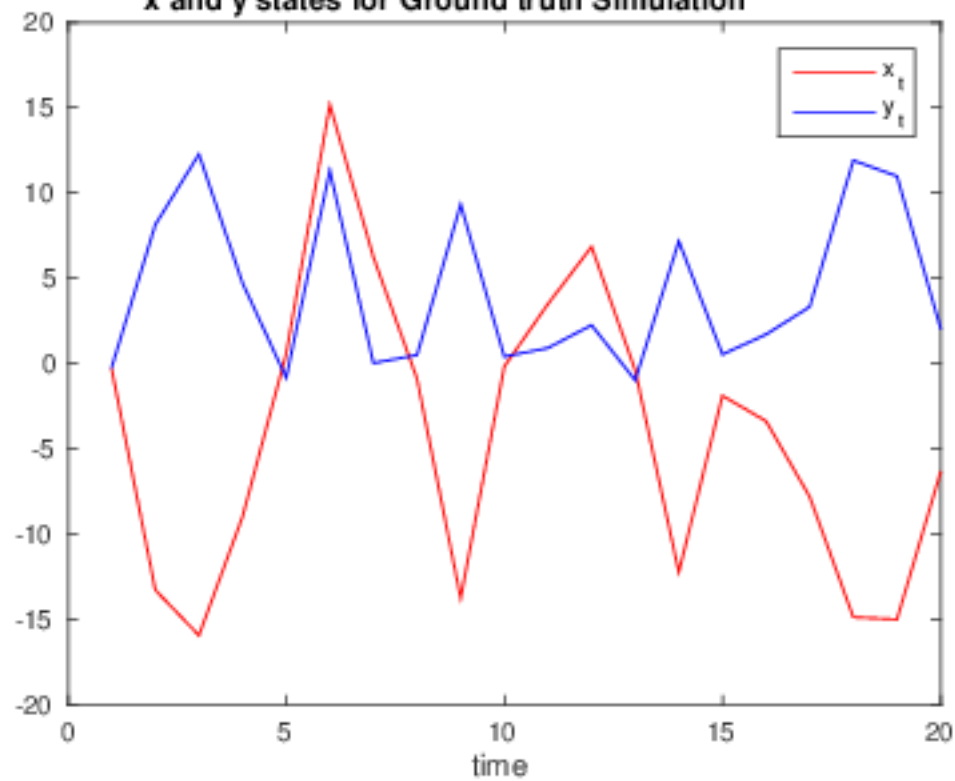
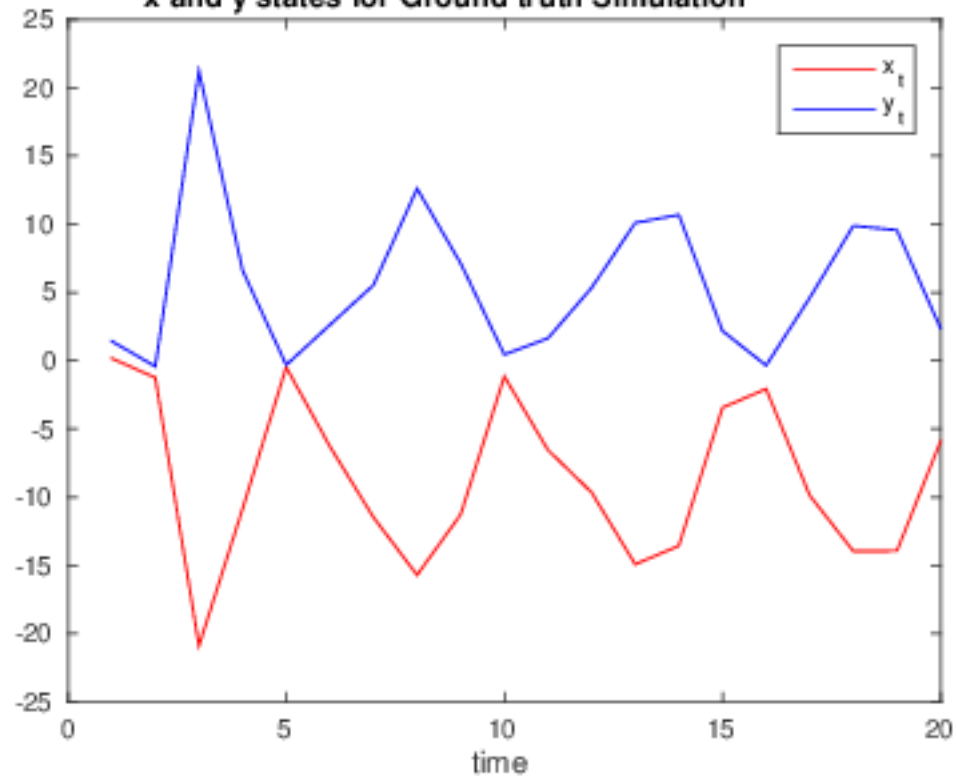


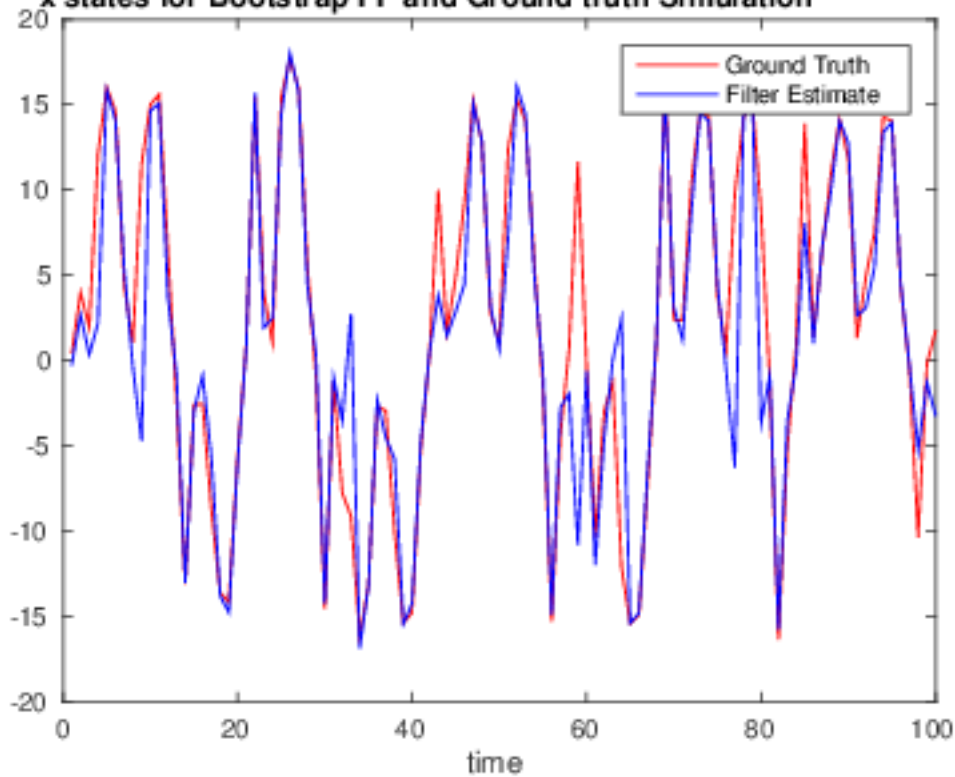
x and y states for Ground truth Simulation



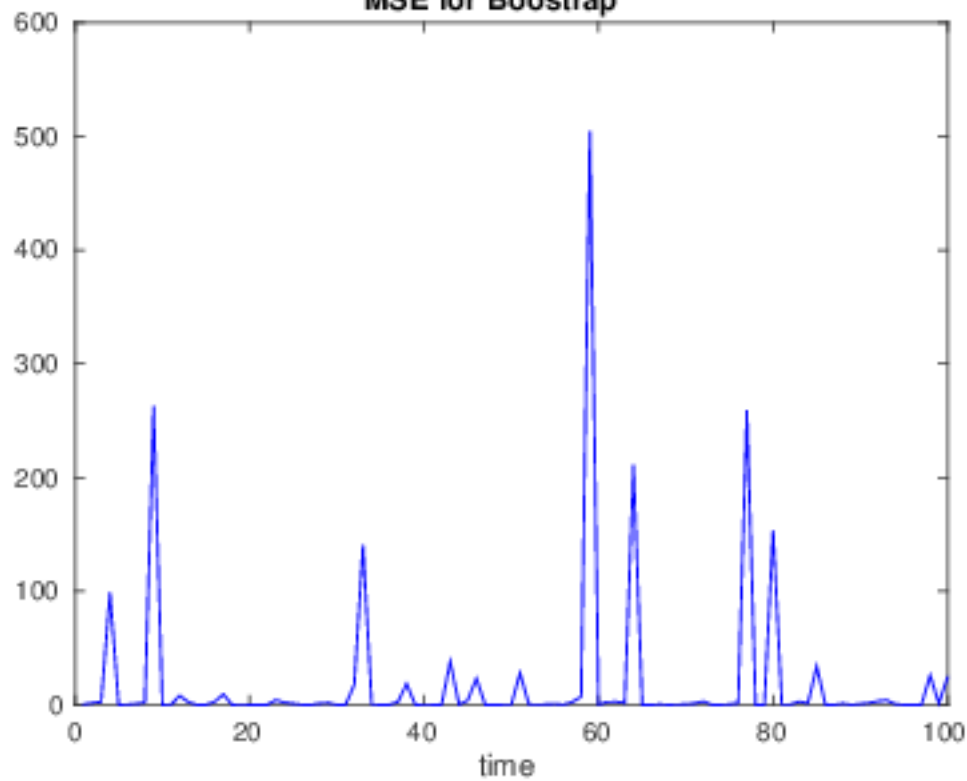
x and y states for Ground truth Simulation



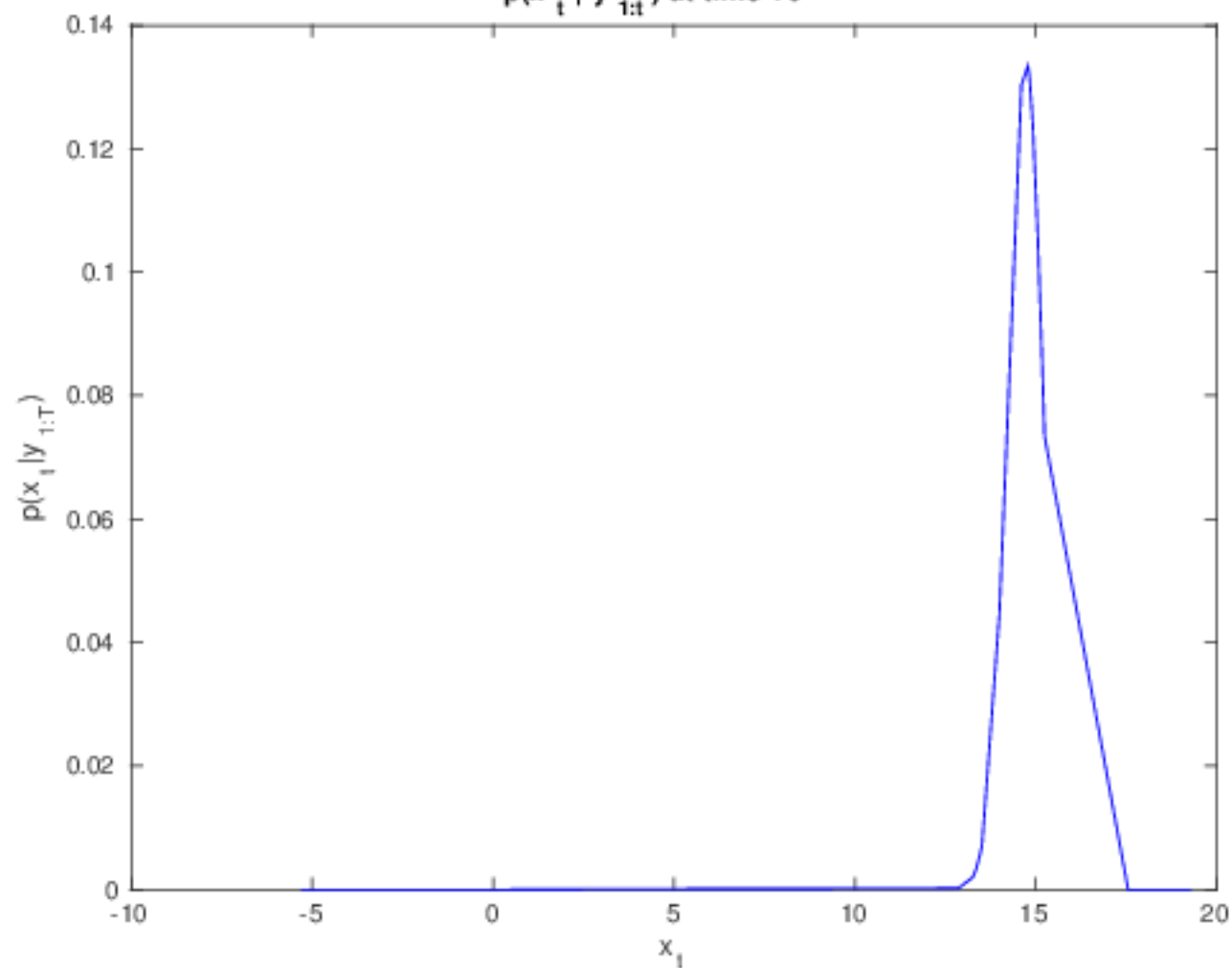
x states for Bootstrap PF and Ground truth Simulation



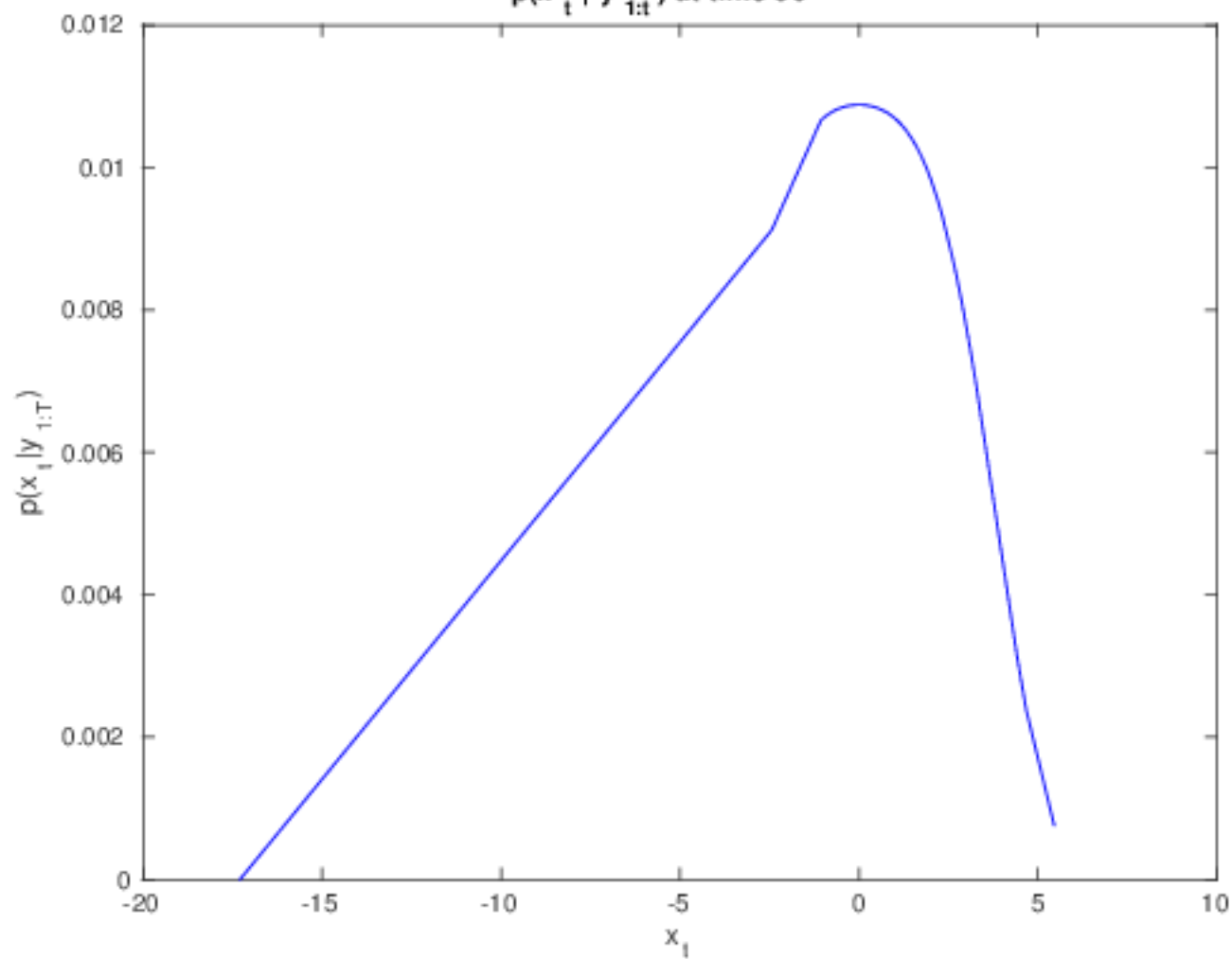
MSE for Bootstrap



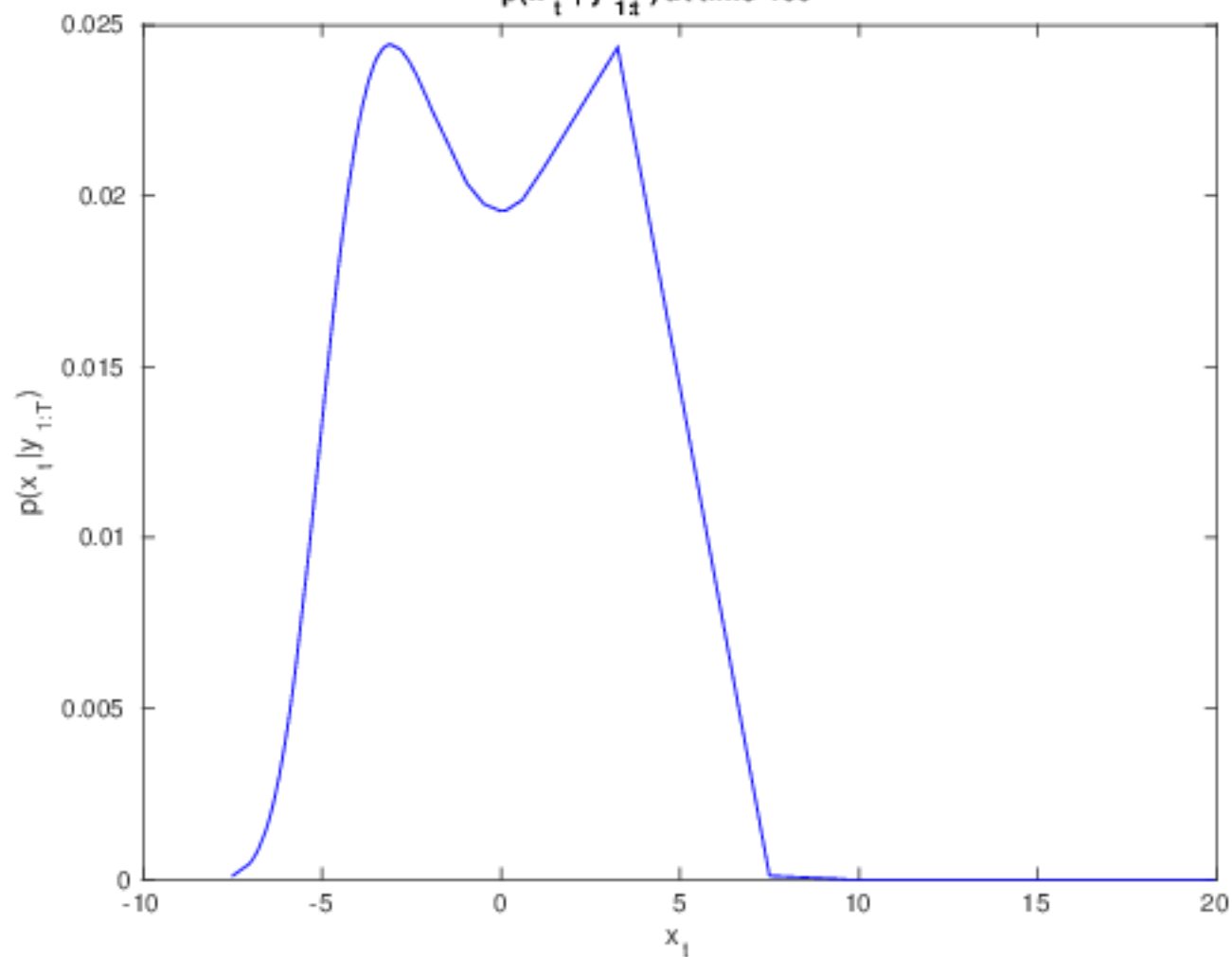
$p(x_t | y_{1:t})$ at time 10



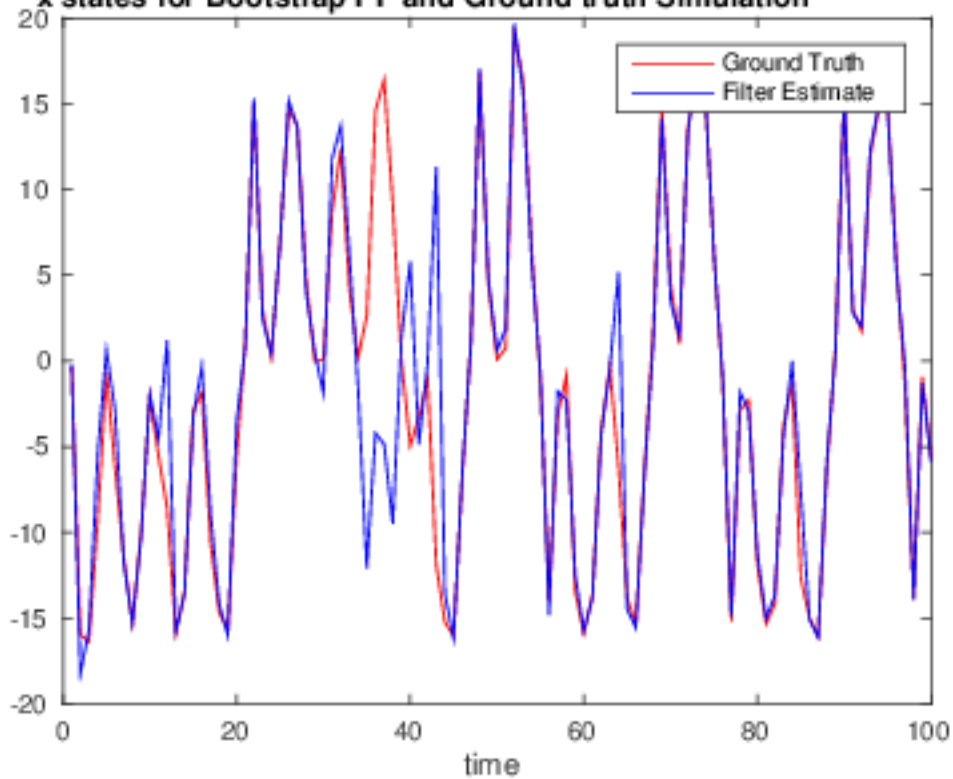
$p(x_t | y_{1:t})$ at time 50



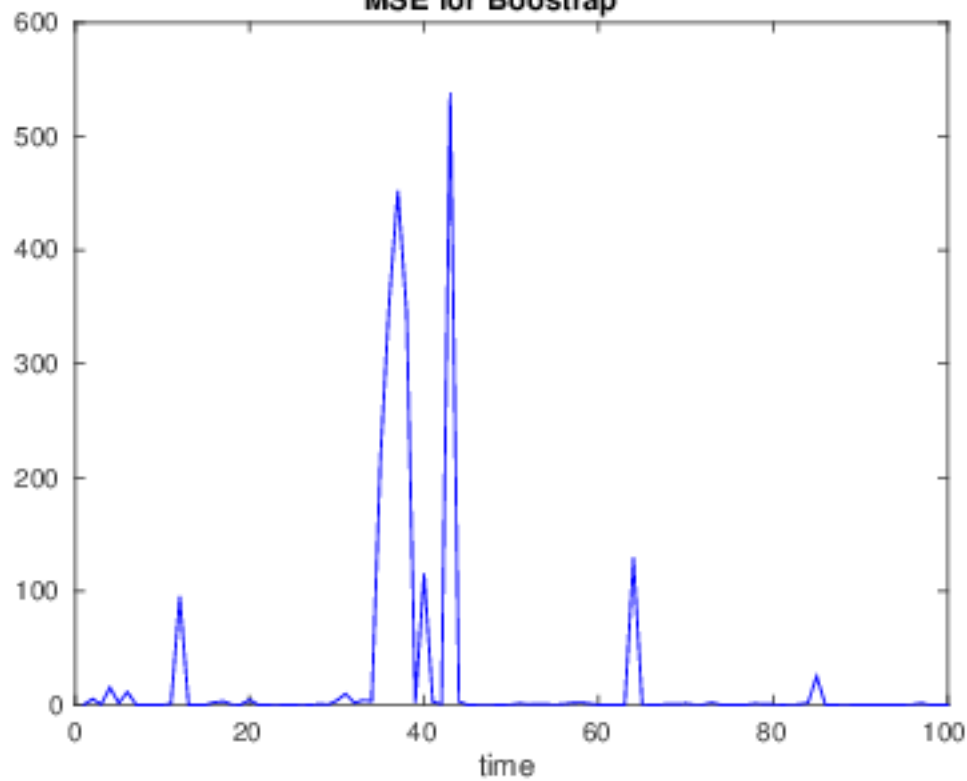
$p(x_t | y_{1:t})$ at time 100



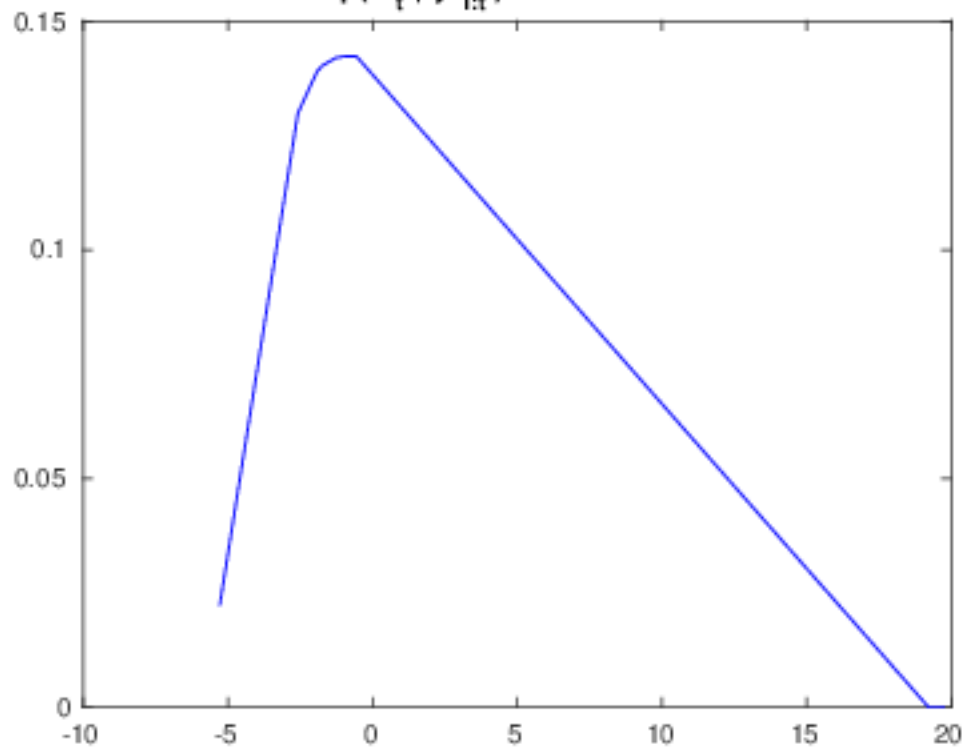
x states for Bootstrap PF and Ground truth Simulation



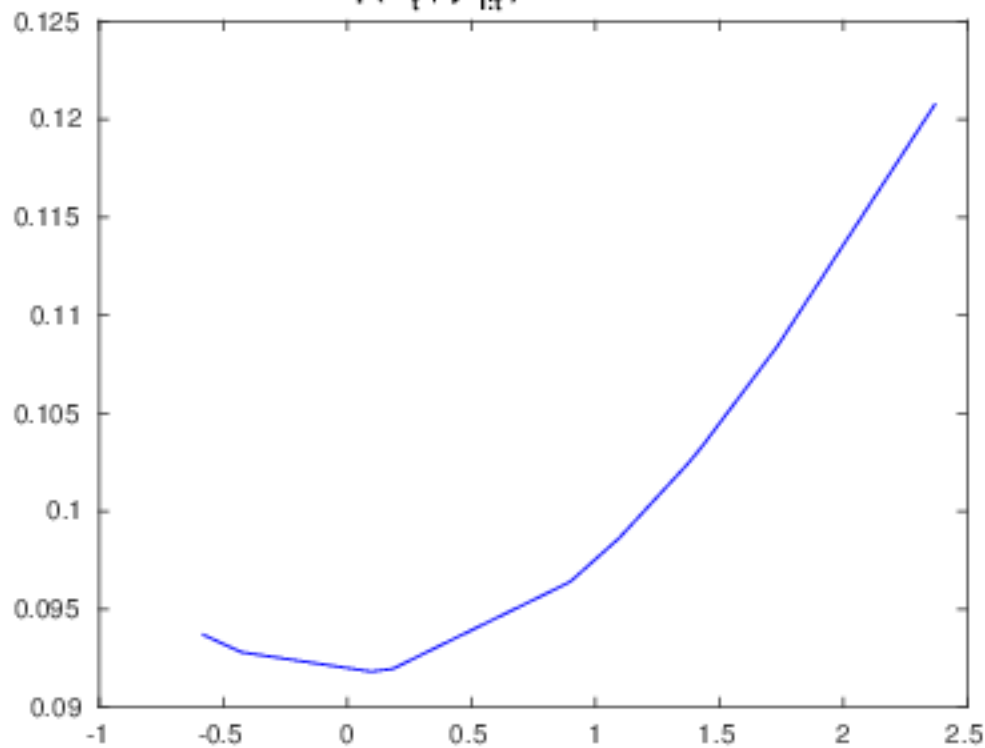
MSE for Bootstrap



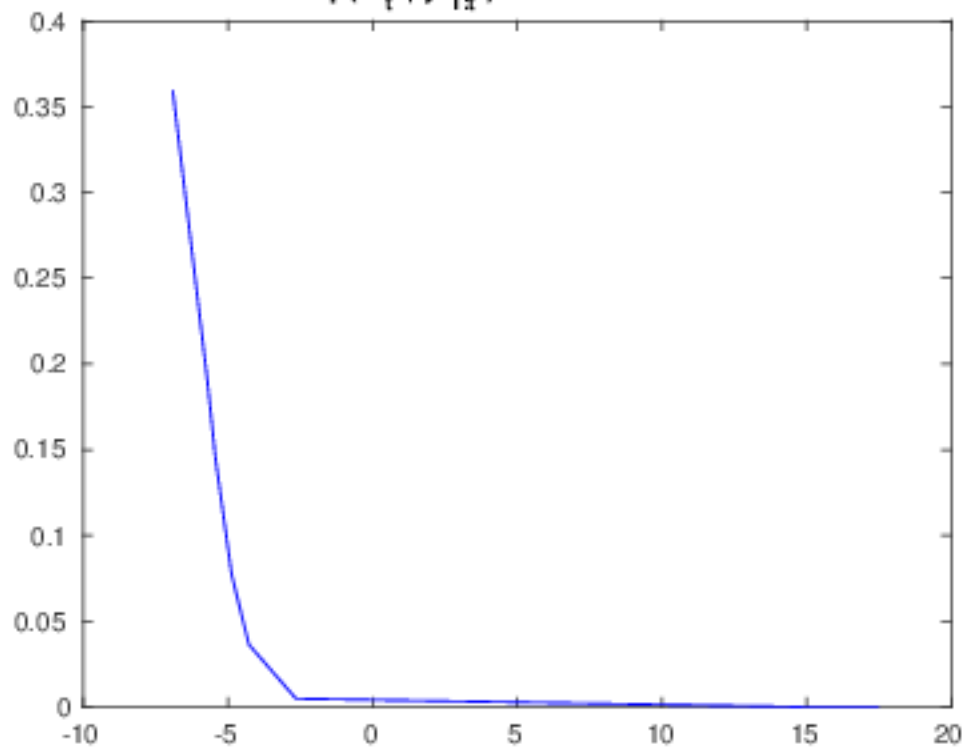
$p(x_t | y_{1:t})$ at time 10



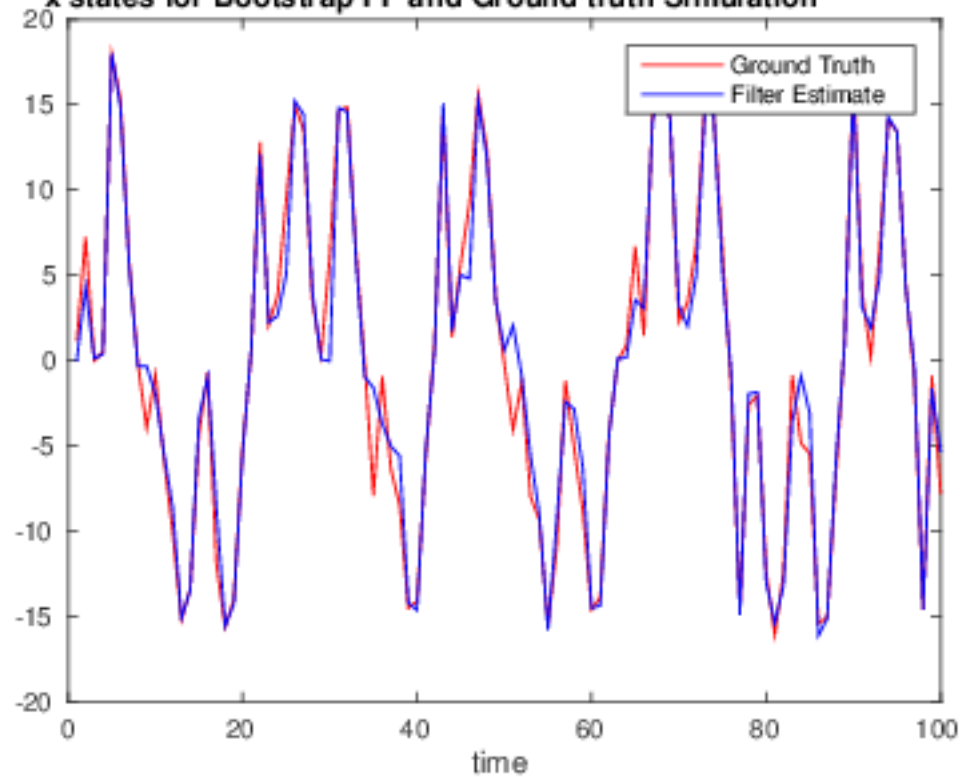
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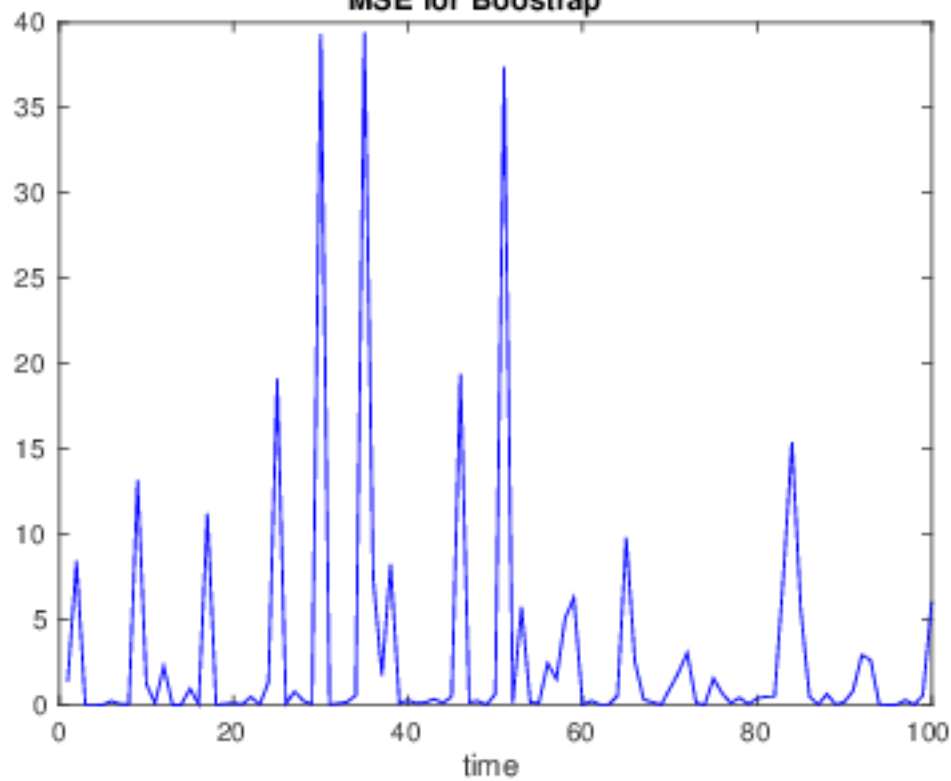
$p(x_t | y_{1:t})$ at time 100



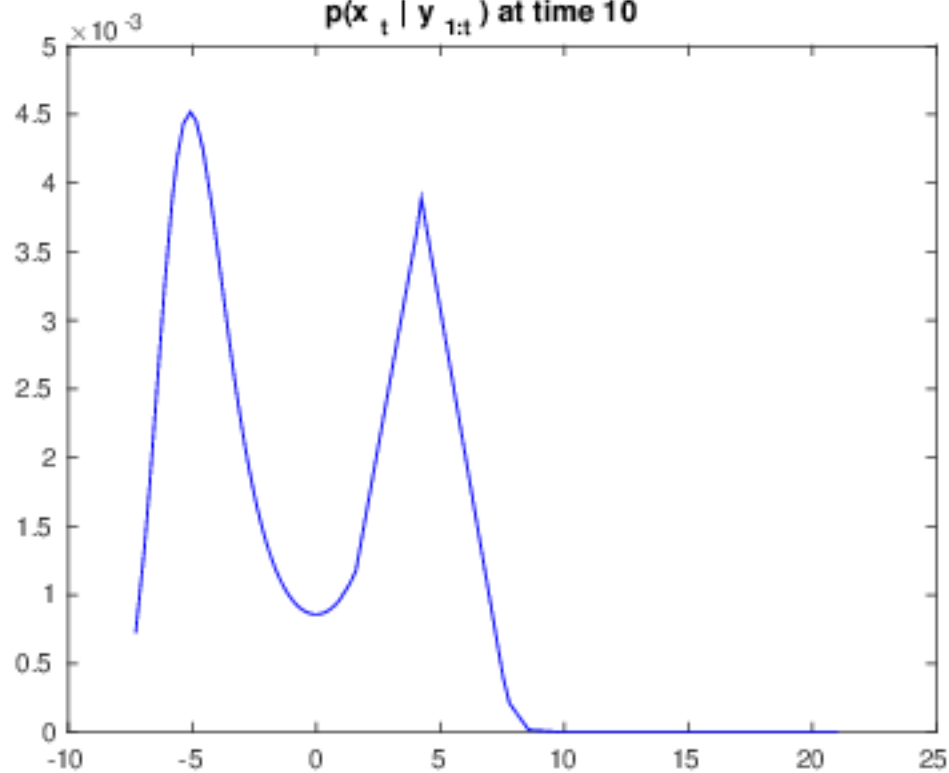
x states for Bootstrap PF and Ground truth Simulation



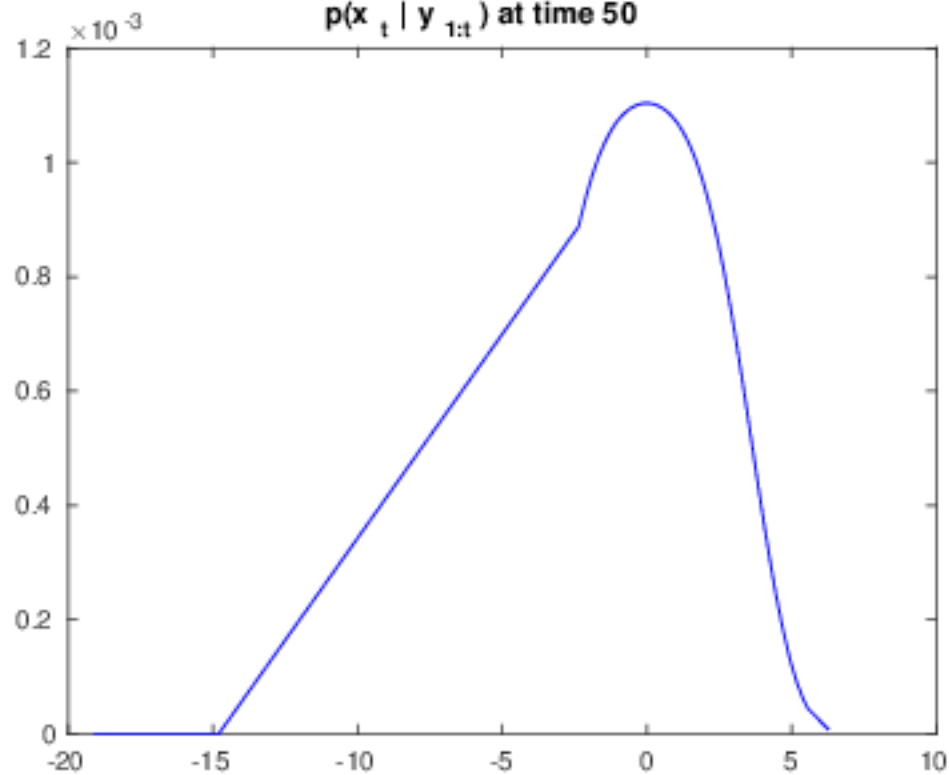
MSE for Bootstrap



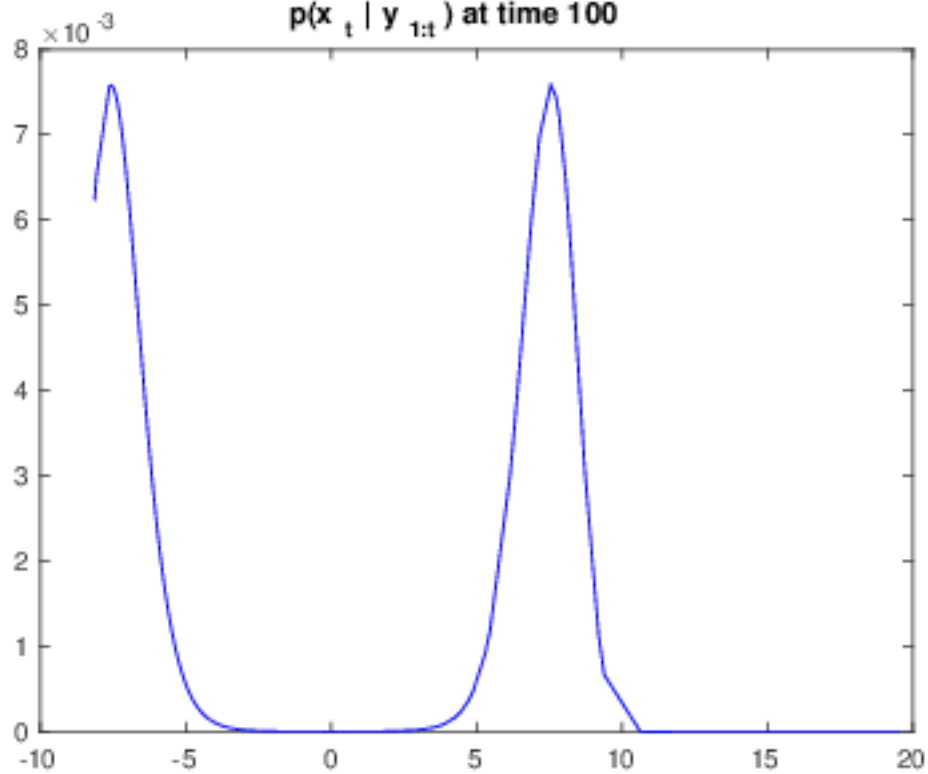
$p(x_t | y_{1:t})$ at time 10



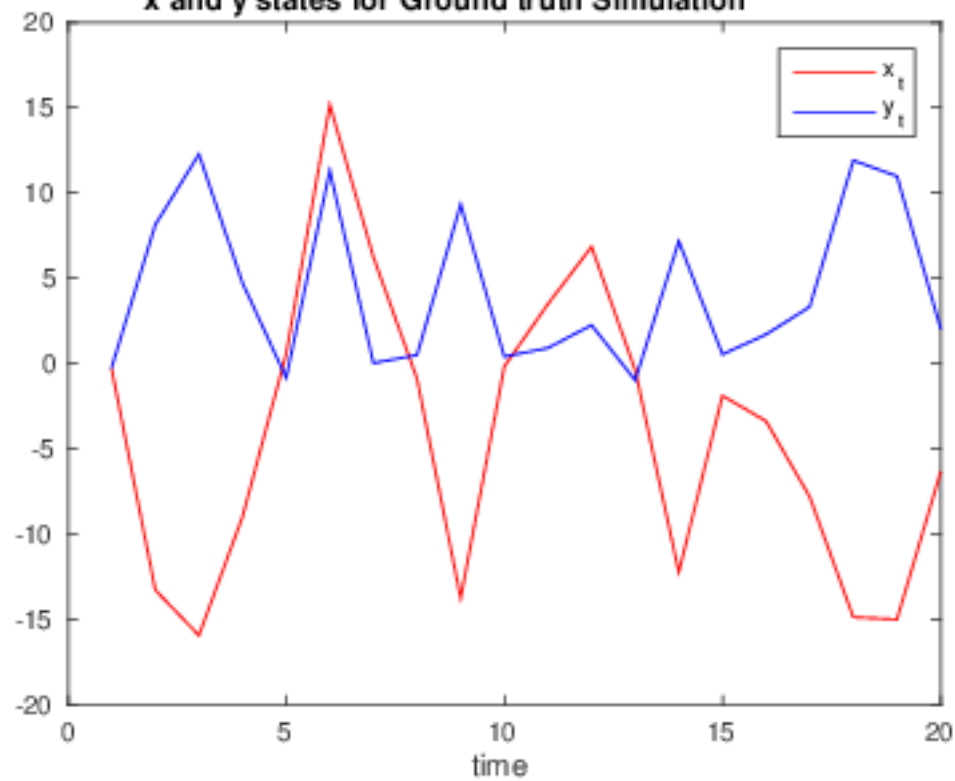
$p(x_t | y_{1:t})$ at time 50



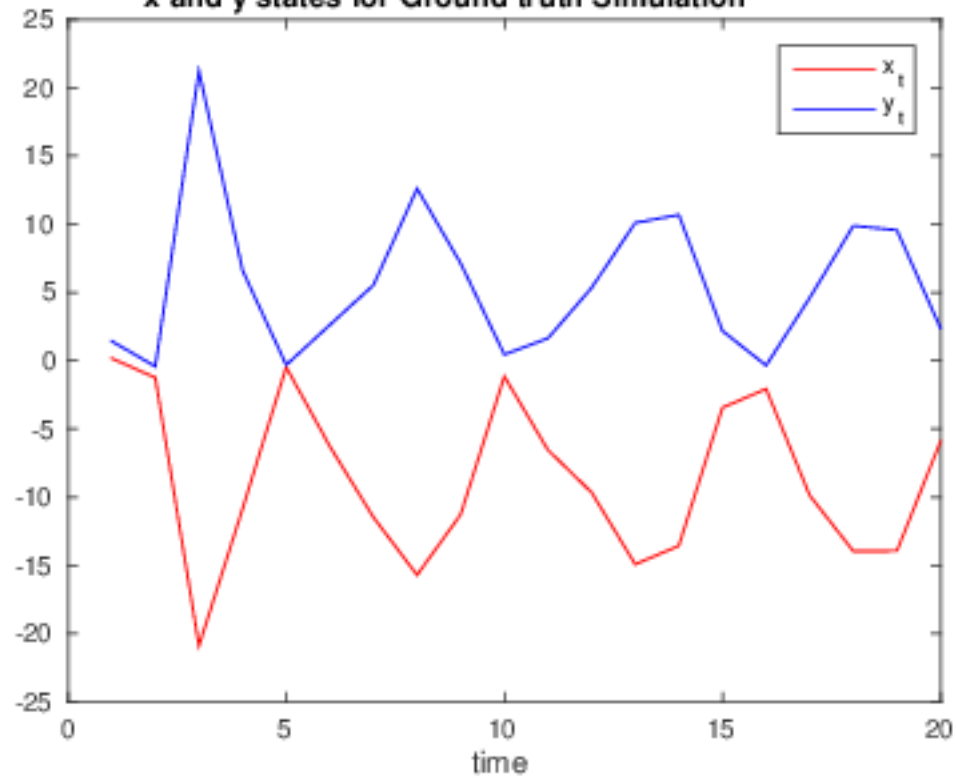
$p(x_t | y_{1:t})$ at time 100



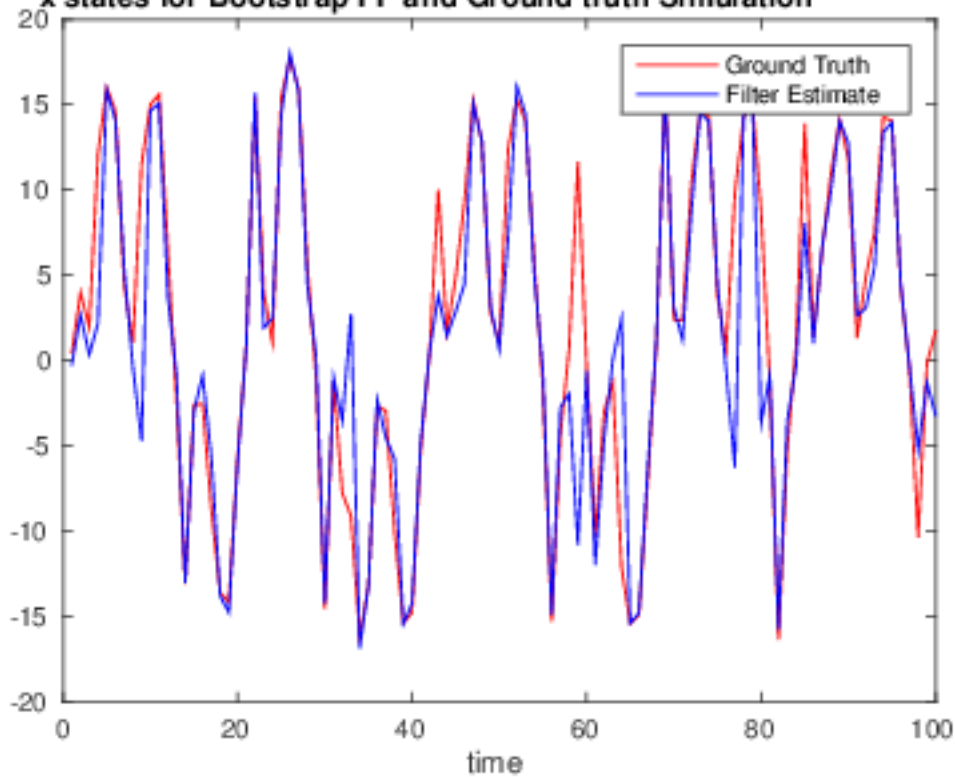
x and y states for Ground truth Simulation



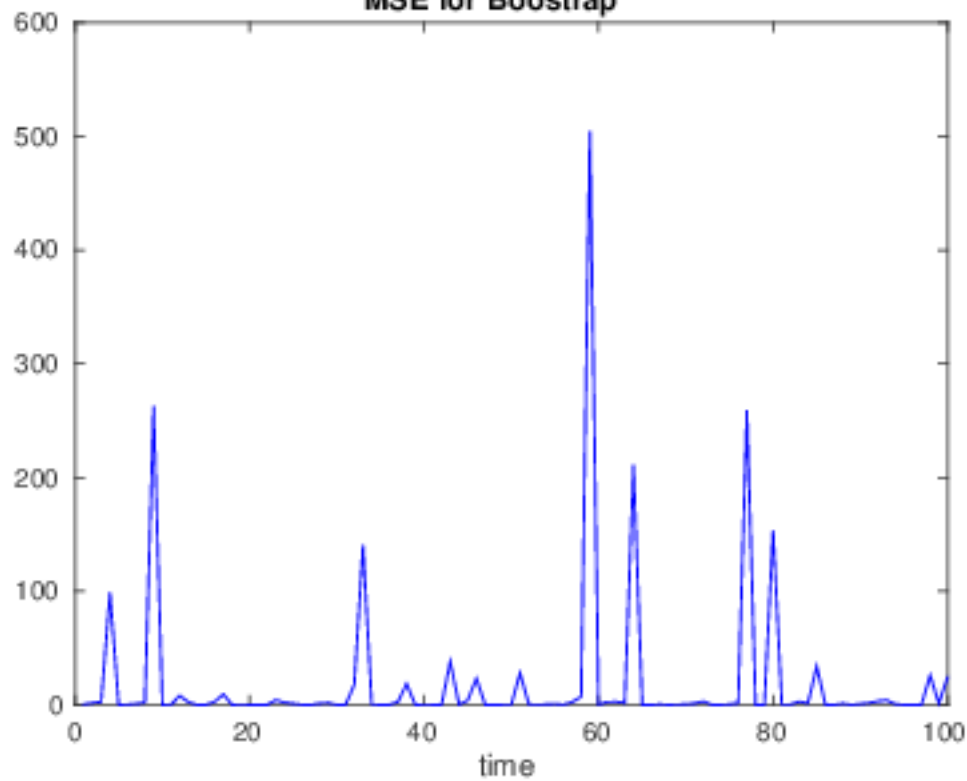
x and y states for Ground truth Simulation



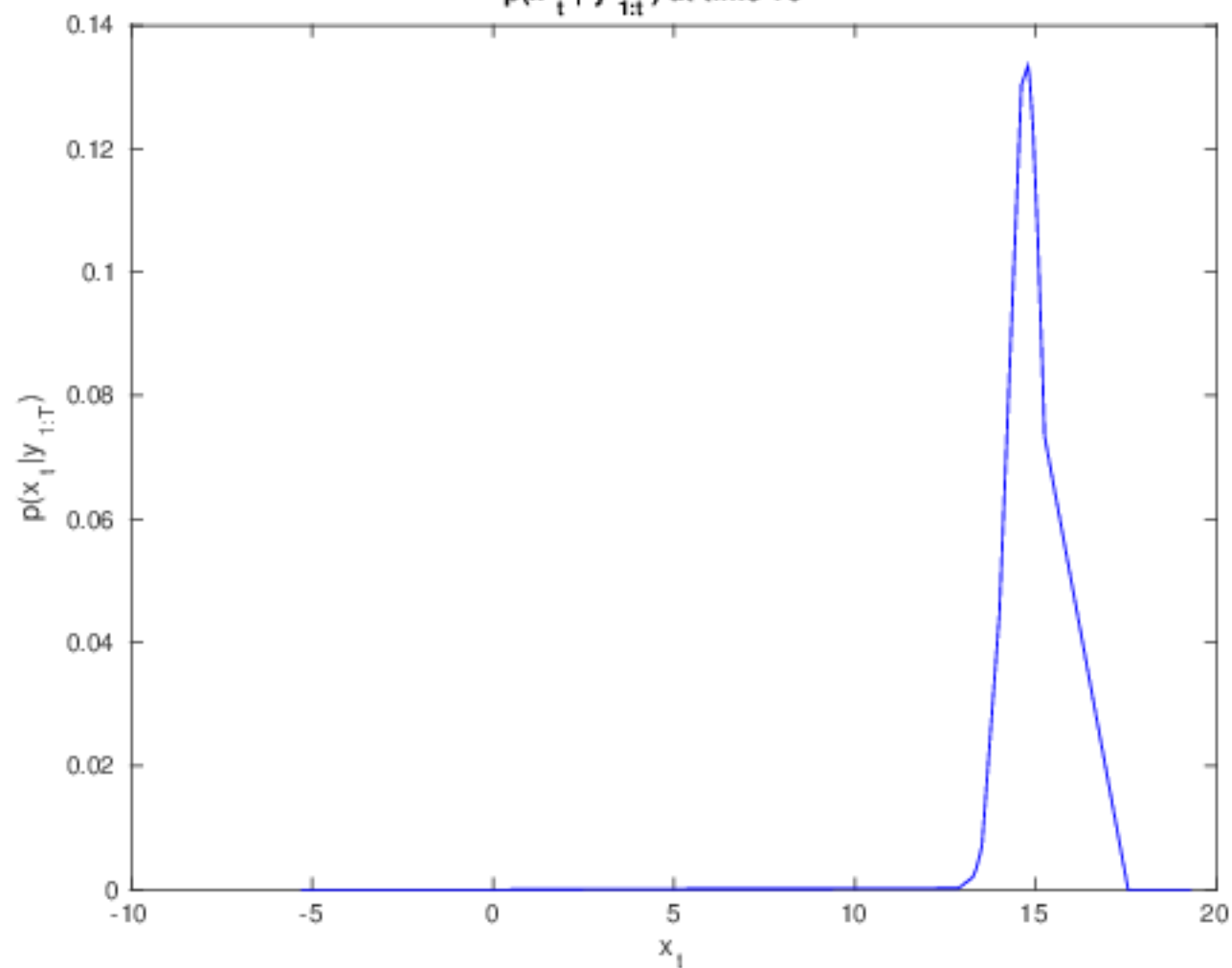
x states for Bootstrap PF and Ground truth Simulation



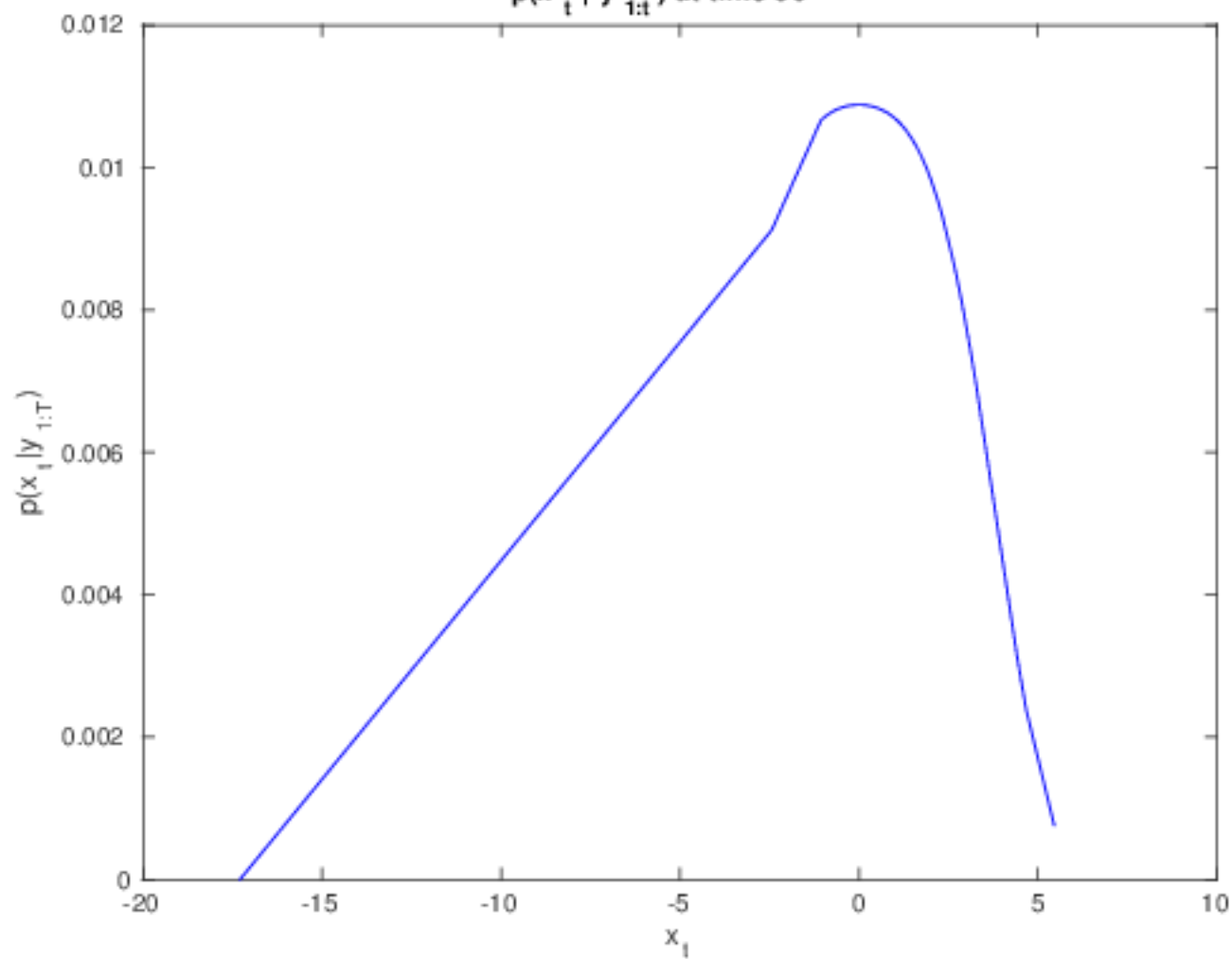
MSE for Bootstrap



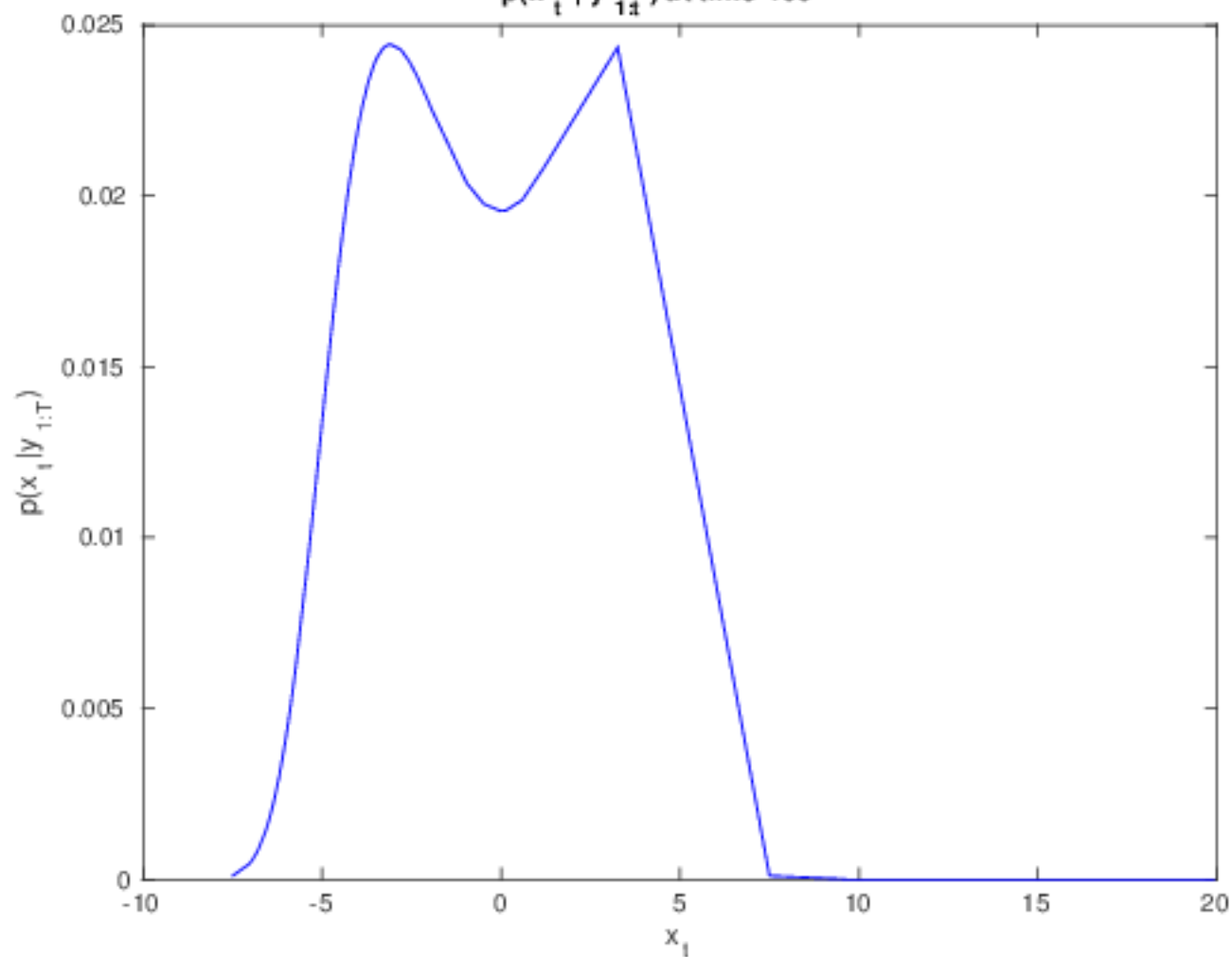
$p(x_t | y_{1:t})$ at time 10



$p(x_t | y_{1:t})$ at time 50



$p(x_t | y_{1:t})$ at time 100



x states for Bootstrap PF and Ground truth Simulation

