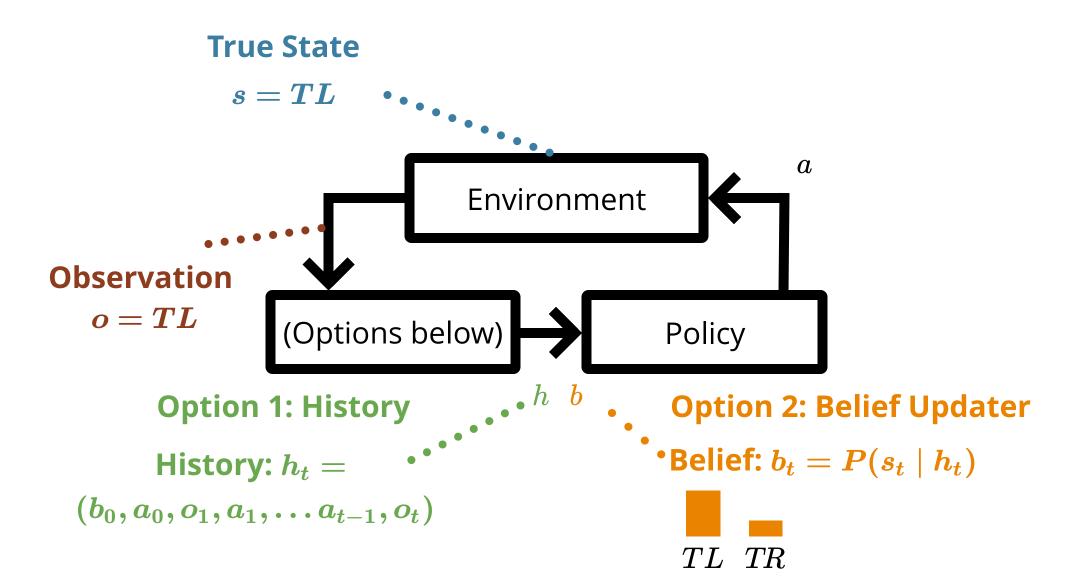
Particle Filters

POMDP Sense-Plan-Act Loop



Review: Bayesian Filter

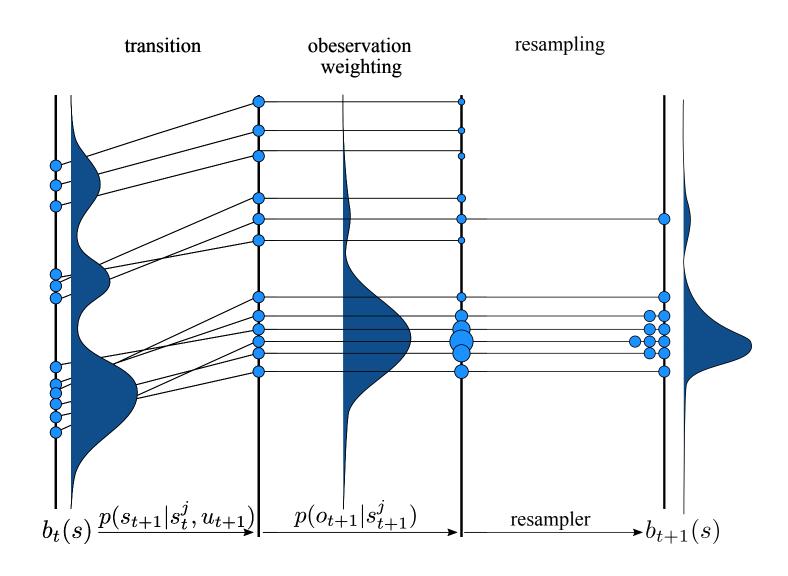
$$b_t(s) = P(s_t = s \mid h_t)$$
 $b' = au(b, a, o)$ $b'(s') \propto Z(o \mid a, s') \sum_s T(s' \mid s, a) \, b(s)$

```
function update(b::Vector{Float64}, ₱, a, o)
    S, T, O = ₱.S, ₱.T, ₱.O
    b' = similar(b)
    for (i', s') in enumerate(S)
        po = O(a, s', o)
        b'[i'] = po * sum(T(s, a, s') * b[i] for (i, s) in enumerate(S))
    end
    if sum(b') ≈ O.O
        fill!(b', 1)
    end
    return normalize!(b', 1)
end
```

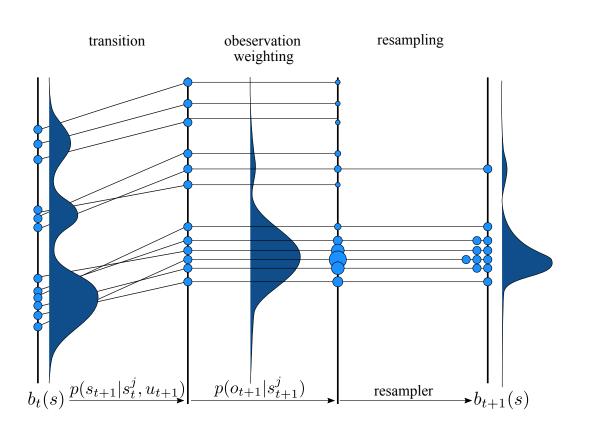
Rejection Particle Filter

```
function update(b::RejectionParticleFilter, P, a, o)
   T, 0 = P.T, P.O
   states = similar(b.states)
   i = 1
   while i \leq length(states)
      s = rand(b.states)
      s' = rand(T(s,a))
      if rand(O(a,s')) == o
          states[i] = s'
          i += 1
      end
   end
   return RejectionParticleFilter(states)
end
```

Weighted Particle Filtering

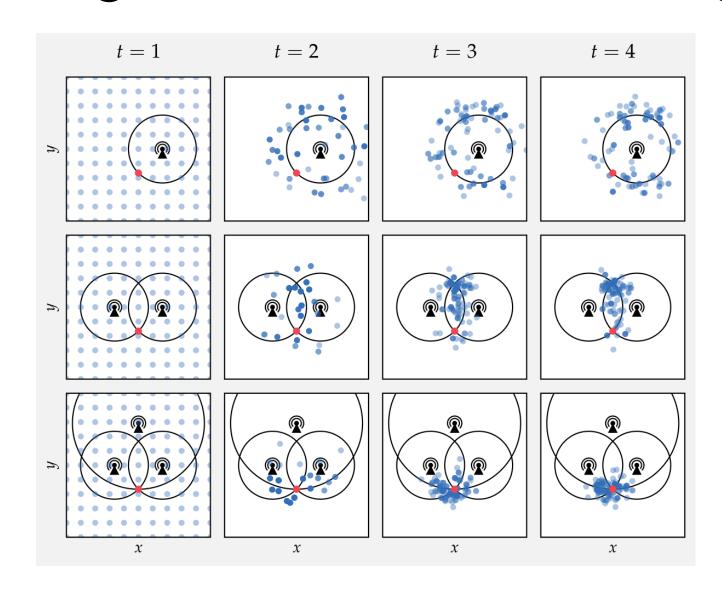


Weighted Particle Filtering

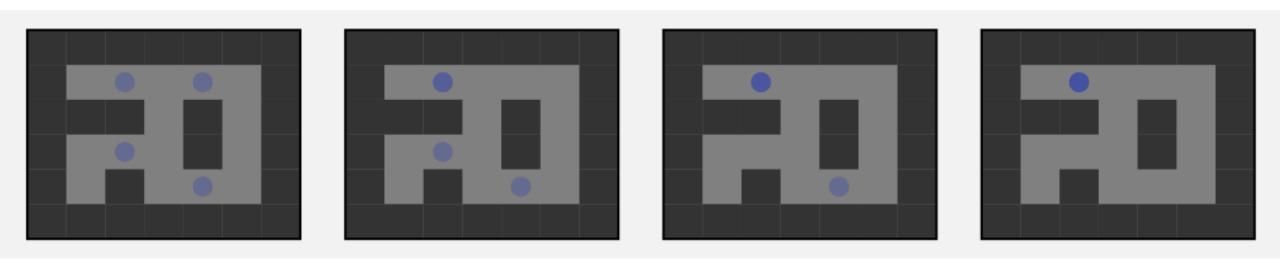


```
function update(b::ParticleFilter, ₱, a, o)
    T, O = ₱.T, ₱.O
    states = [rand(T(s, a)) for s in b.states]
    weights = [O(a, s', o) for s' in states]
    D = SetCategorical(states, weights)
    return ParticleFilter(rand(D, length(states)))
end
```

Weighted Particle Filtering



Particle Depletion



Solution: Domain specific particle injection based on:

- Weights
- Particle Diversity

Important Particle Filter Properties

- When only estimating the reward, the number of particles does **NOT** need to scale exponentially with the dimension (i.e. $n \neq k^d$)
- Implementation should have O(n) complexity.