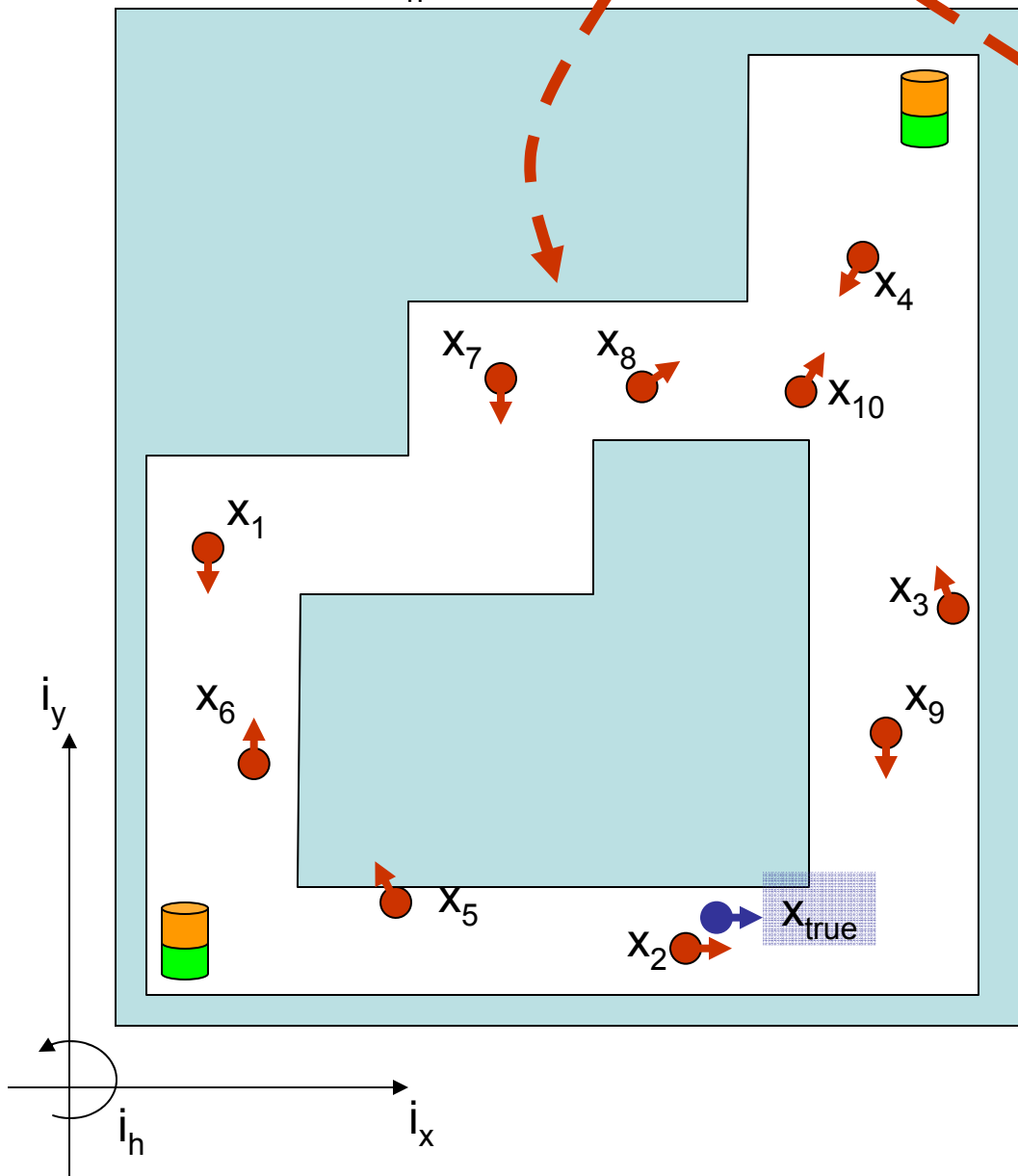
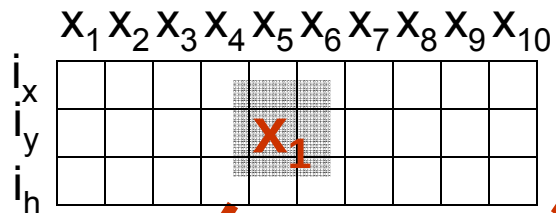
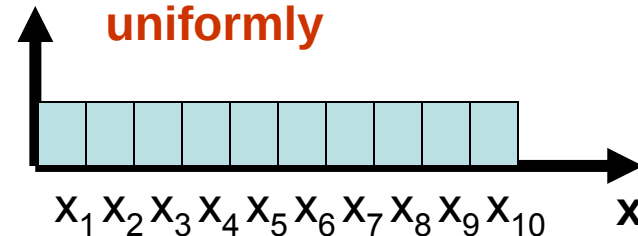


**hypothesize
random
poses**



$P(x_1)$

**weight hypotheses
uniformly**

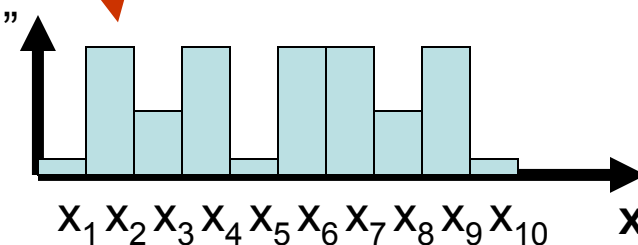


evaluate likelihood

$P(z_1|x_1)$

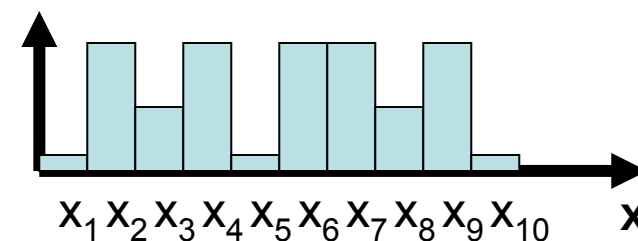
“high”

“low”



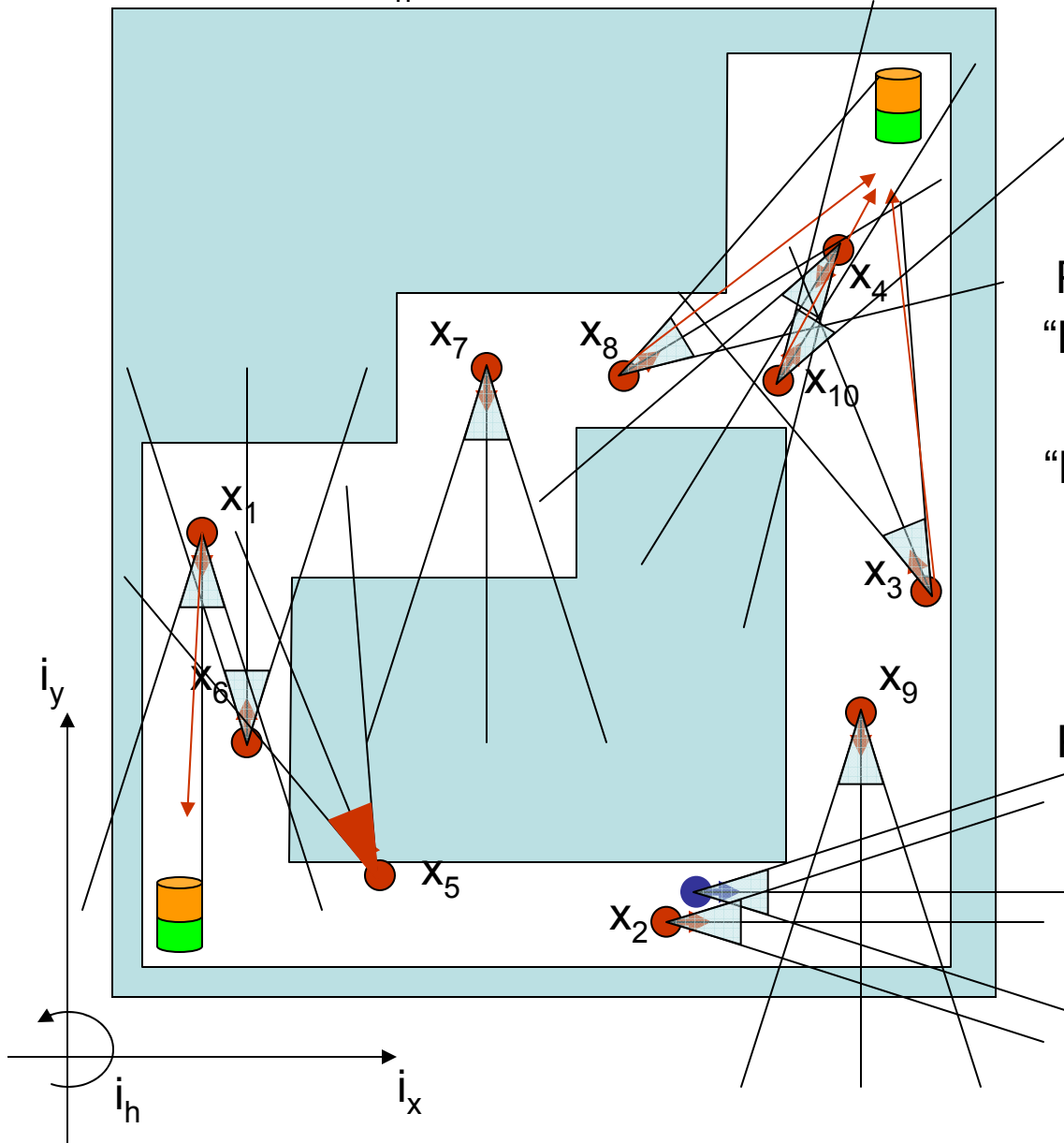
normalize

$$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$$

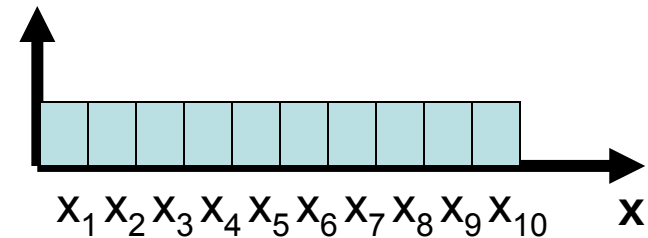


particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



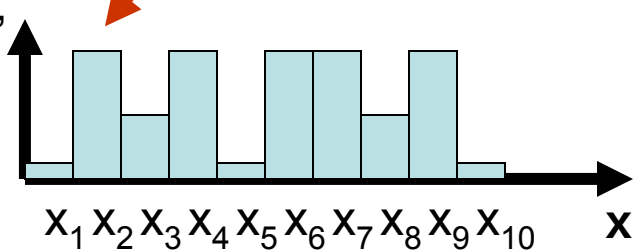
$P(x_1)$



$P(z_1|x_1)$

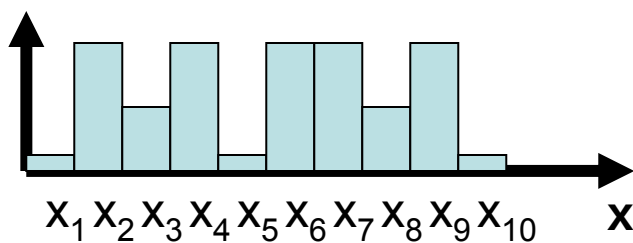
“high”

“low”



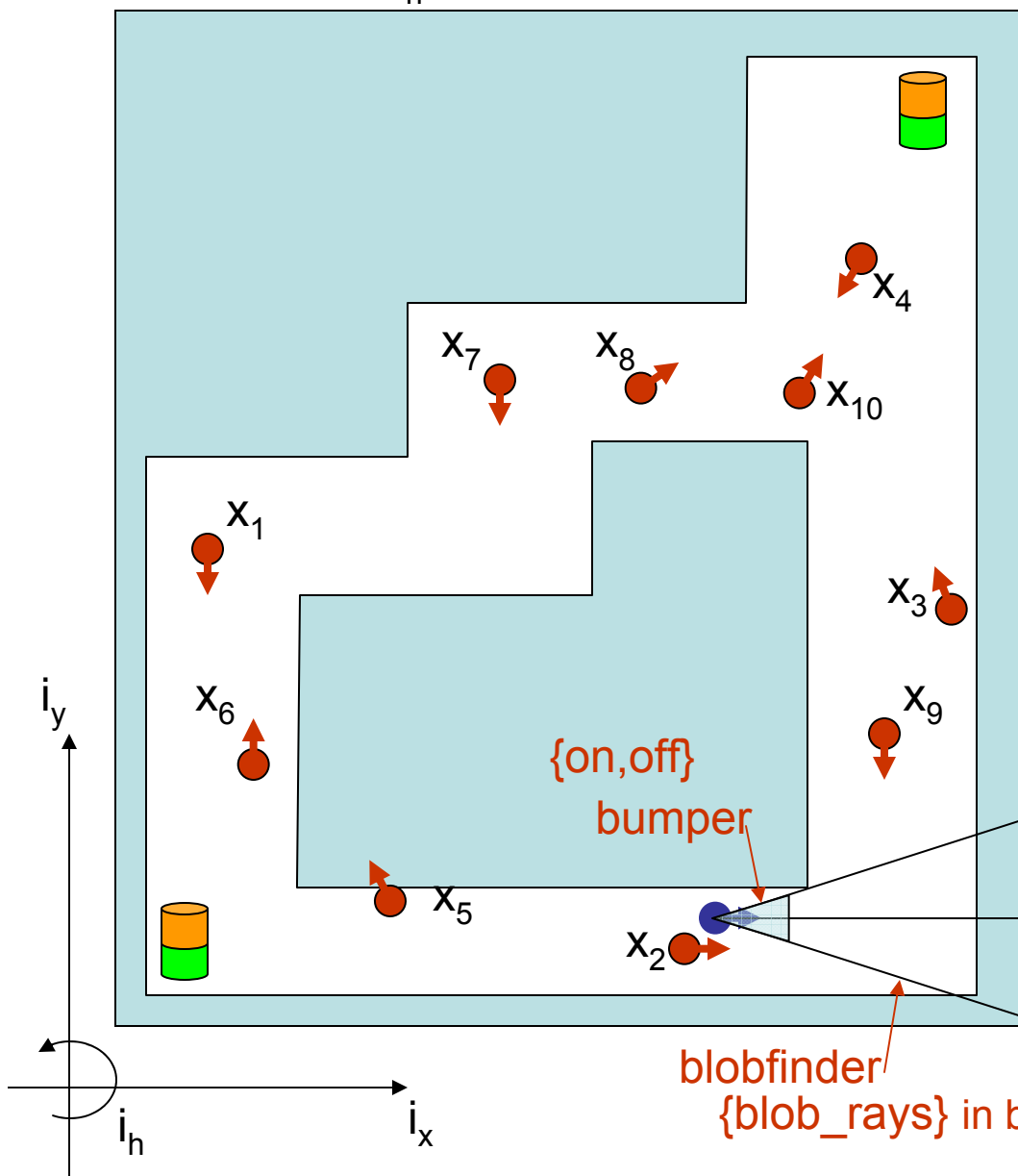
evaluate likelihood

$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$

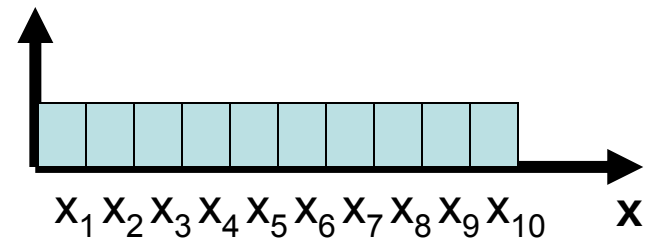


particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



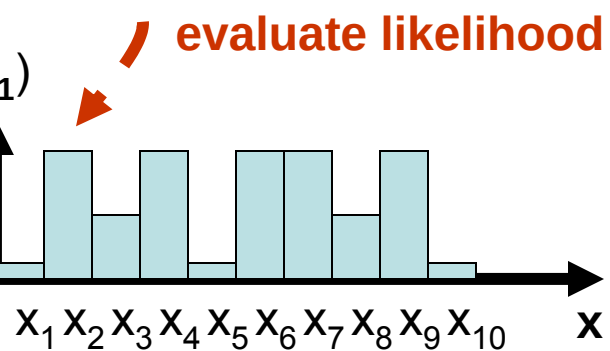
$P(x_1)$



$P(z_1|x_1)$

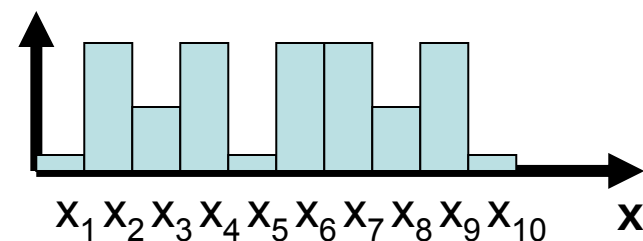
"high"

"low"



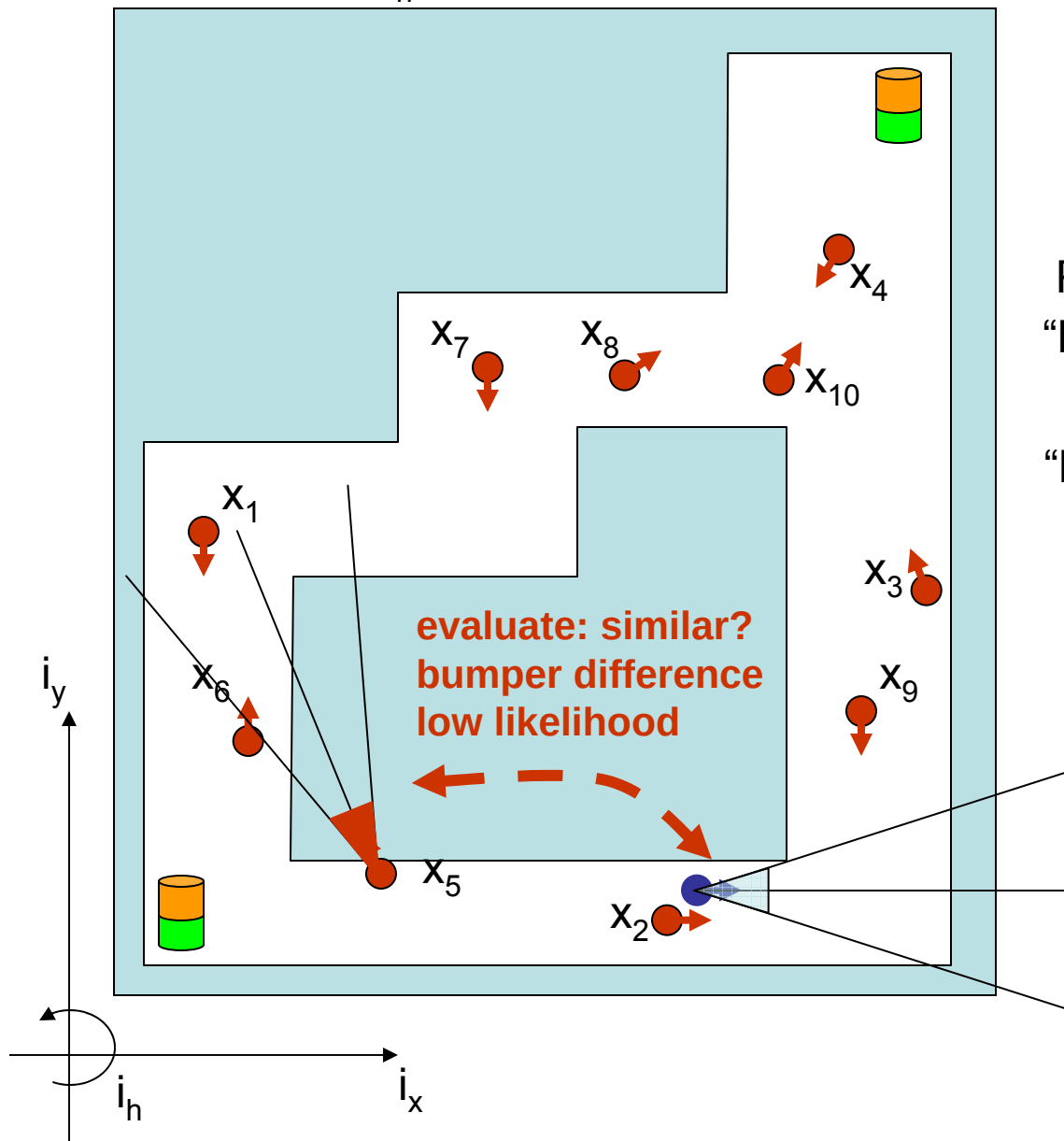
evaluate likelihood

$$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$$

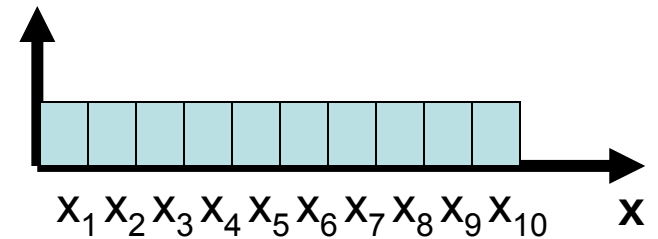


particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



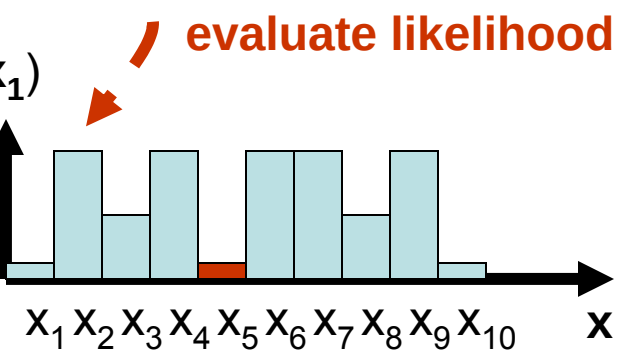
$P(x_1)$



$P(z_1|x_1)$

“high”

“low”

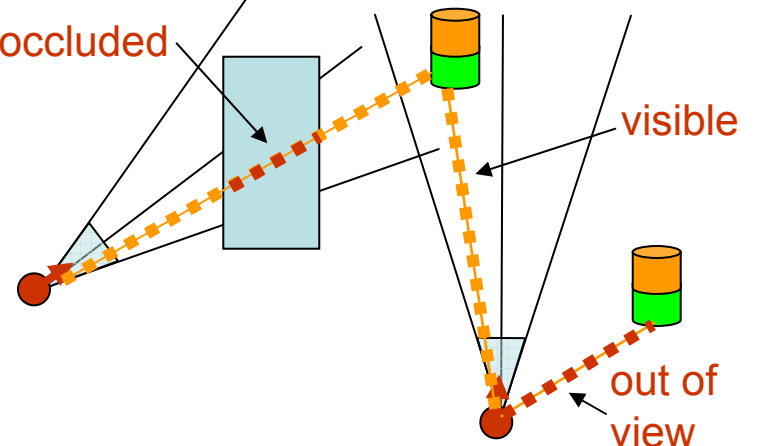


Note: test for fiducial visibility
by raytracing and field of view

occluded

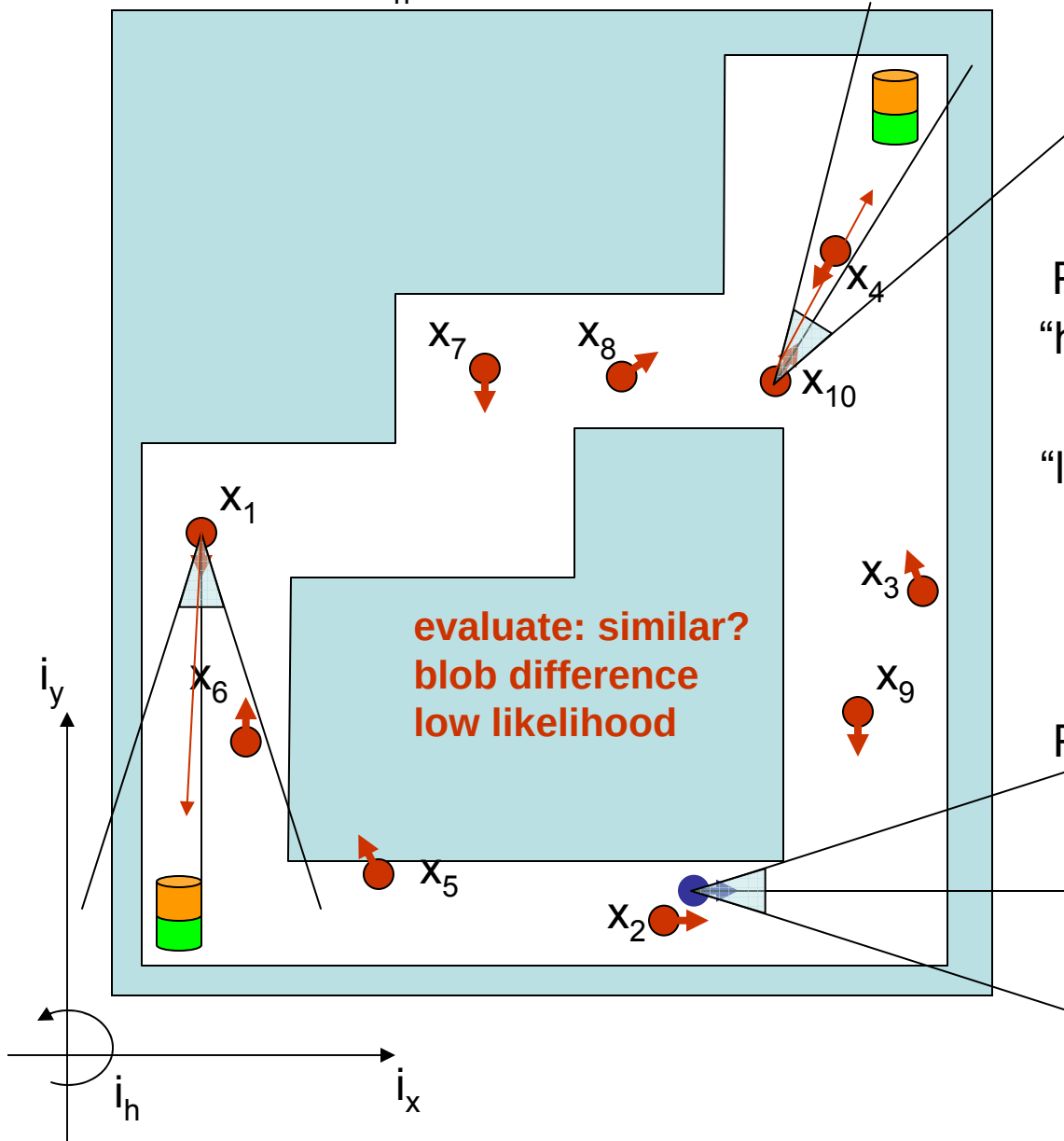
visible

out of view

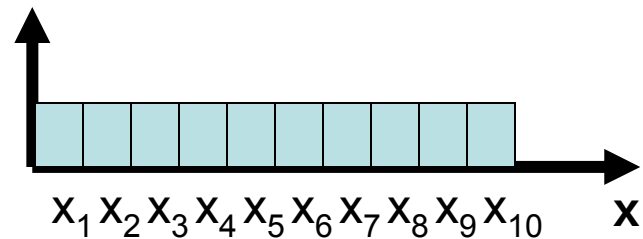


particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



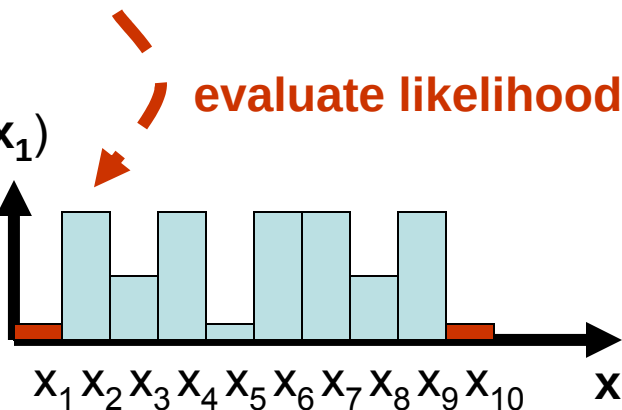
$P(x_1)$



$P(z_1|x_1)$

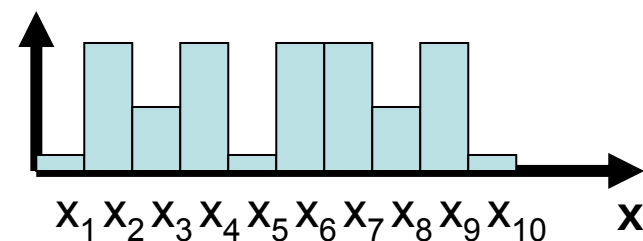
"high"

"low"



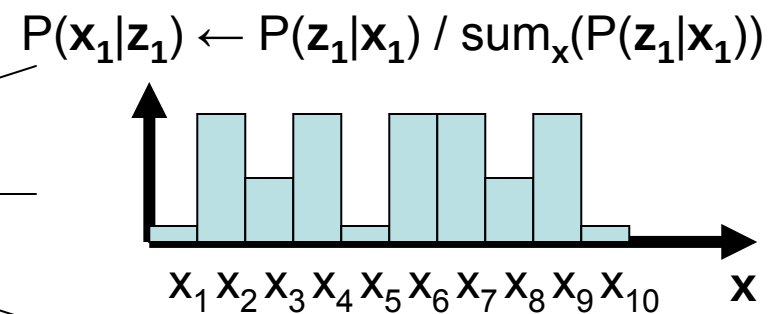
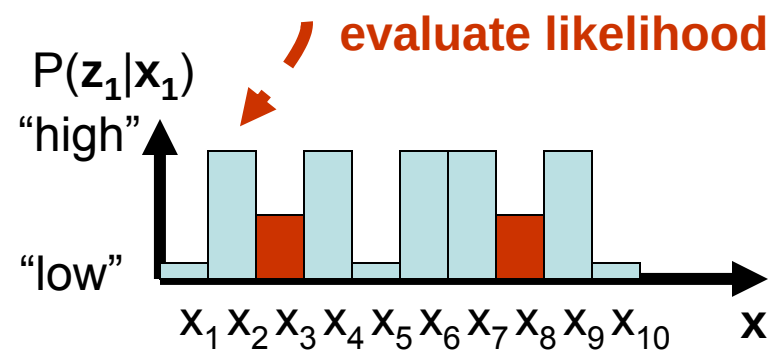
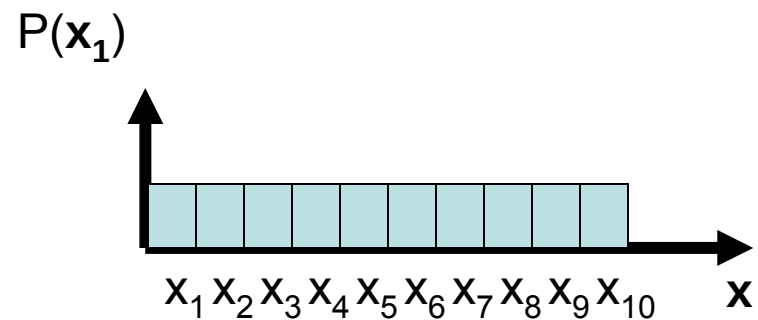
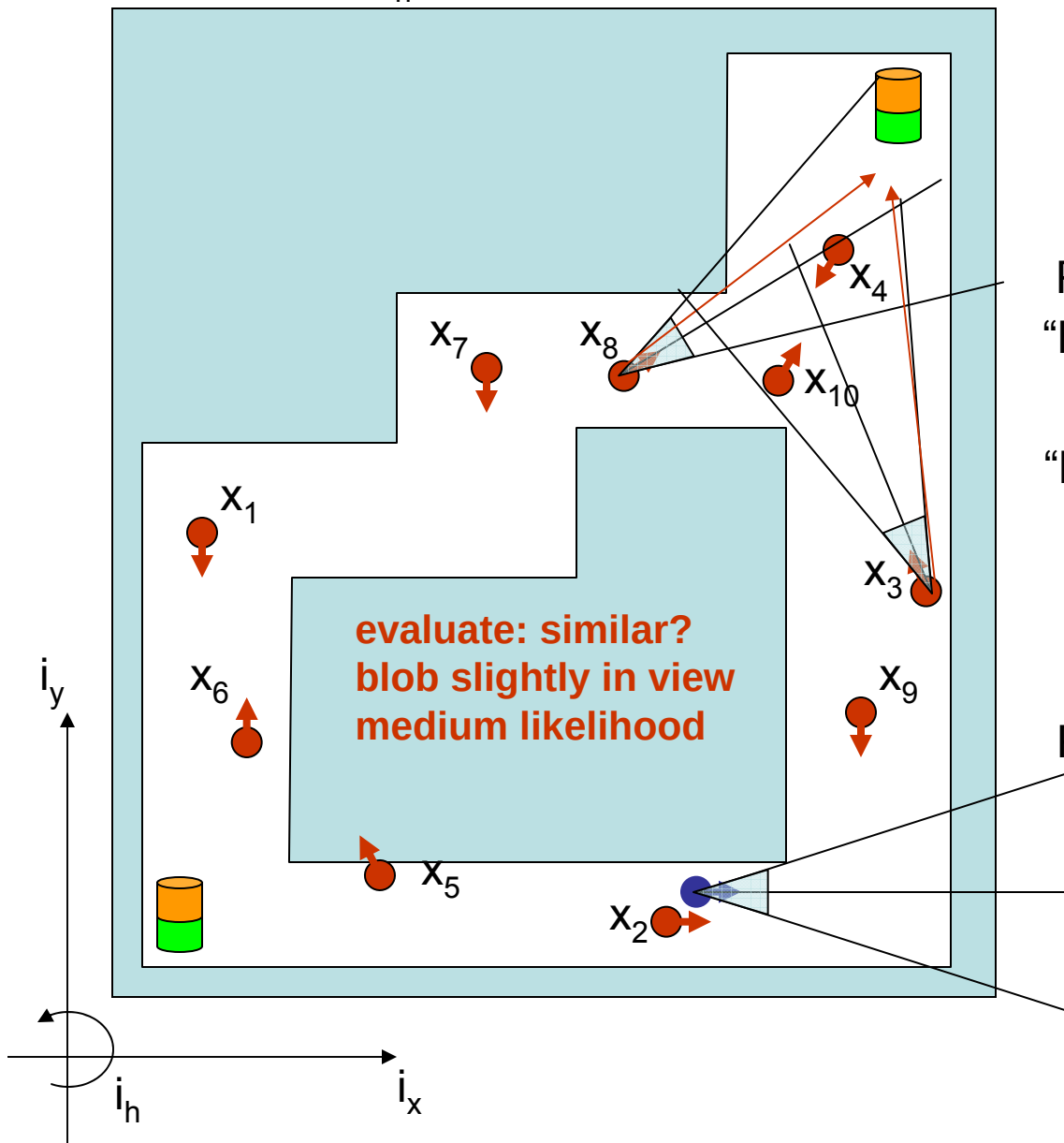
evaluate likelihood

$$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$$



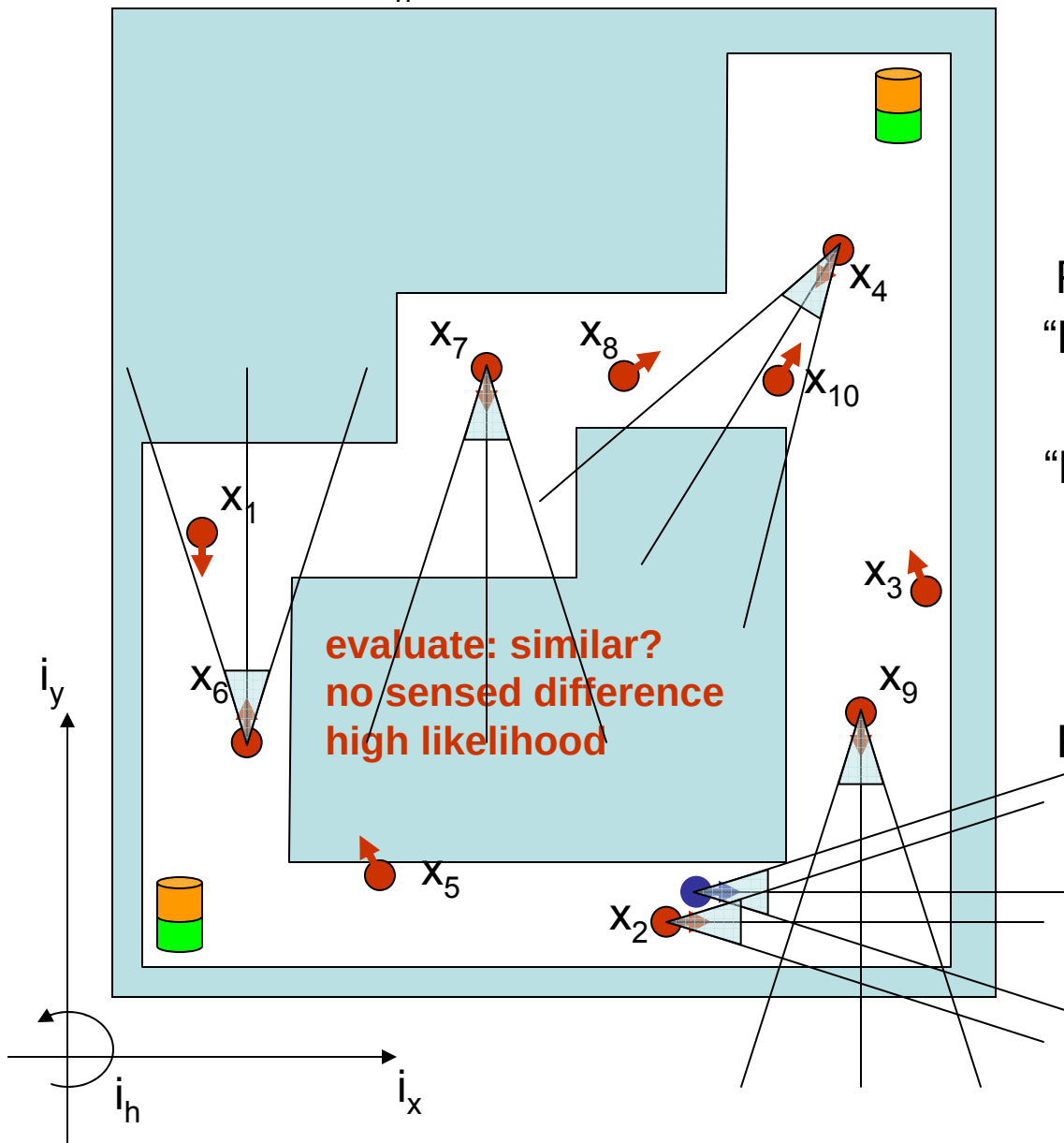
particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										

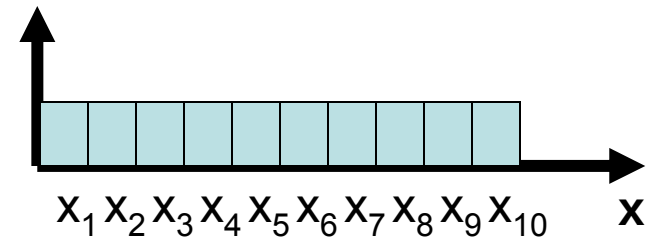


particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



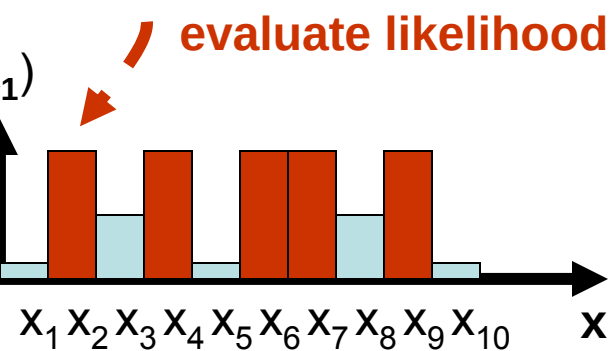
$P(x_1)$



$P(z_1|x_1)$

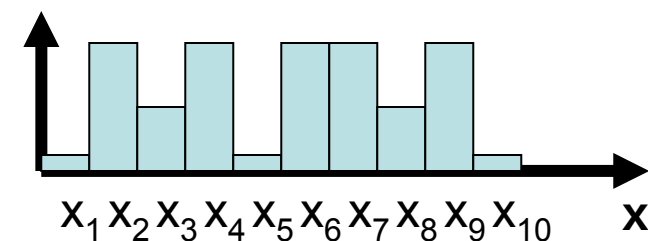
"high"

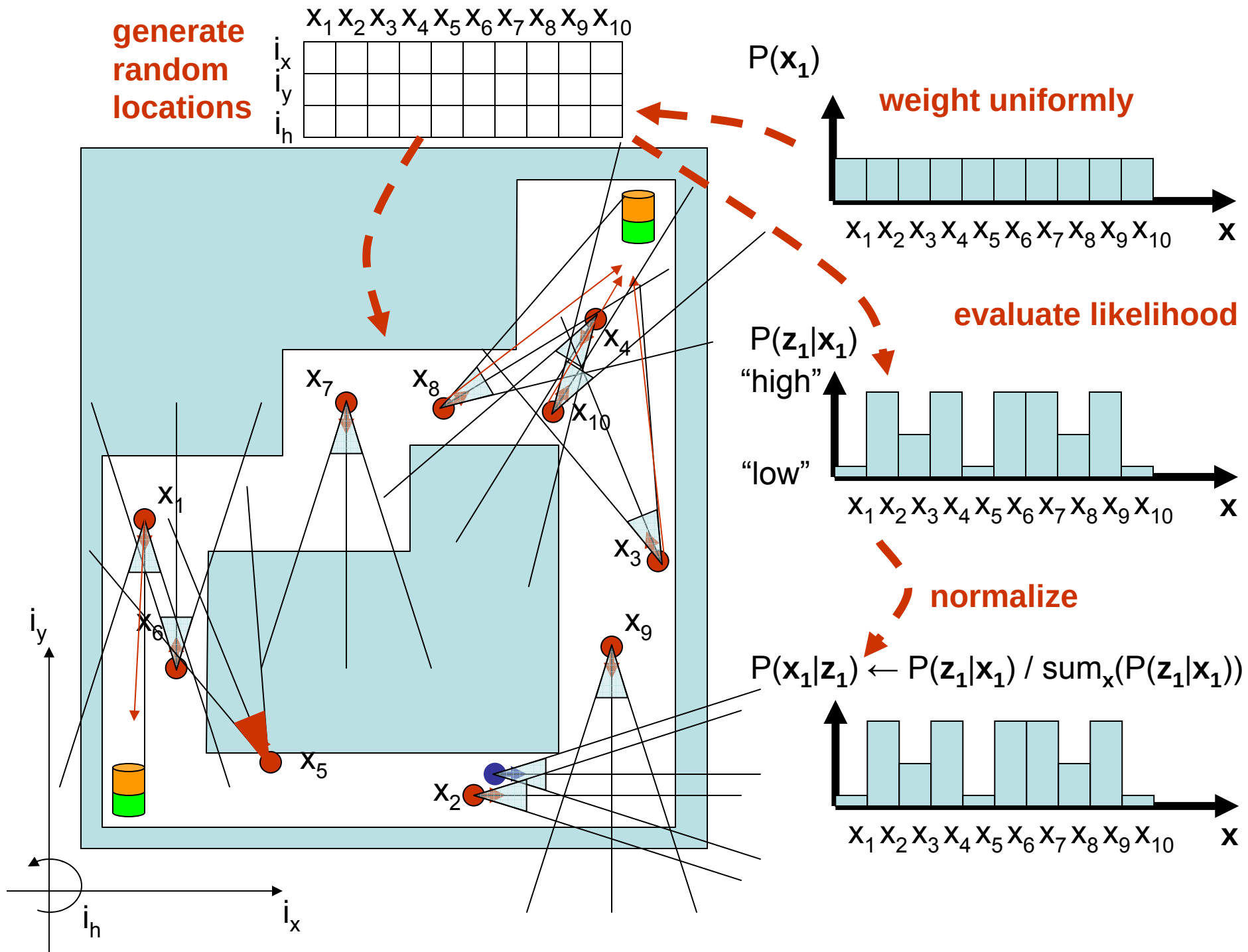
"low"



evaluate likelihood

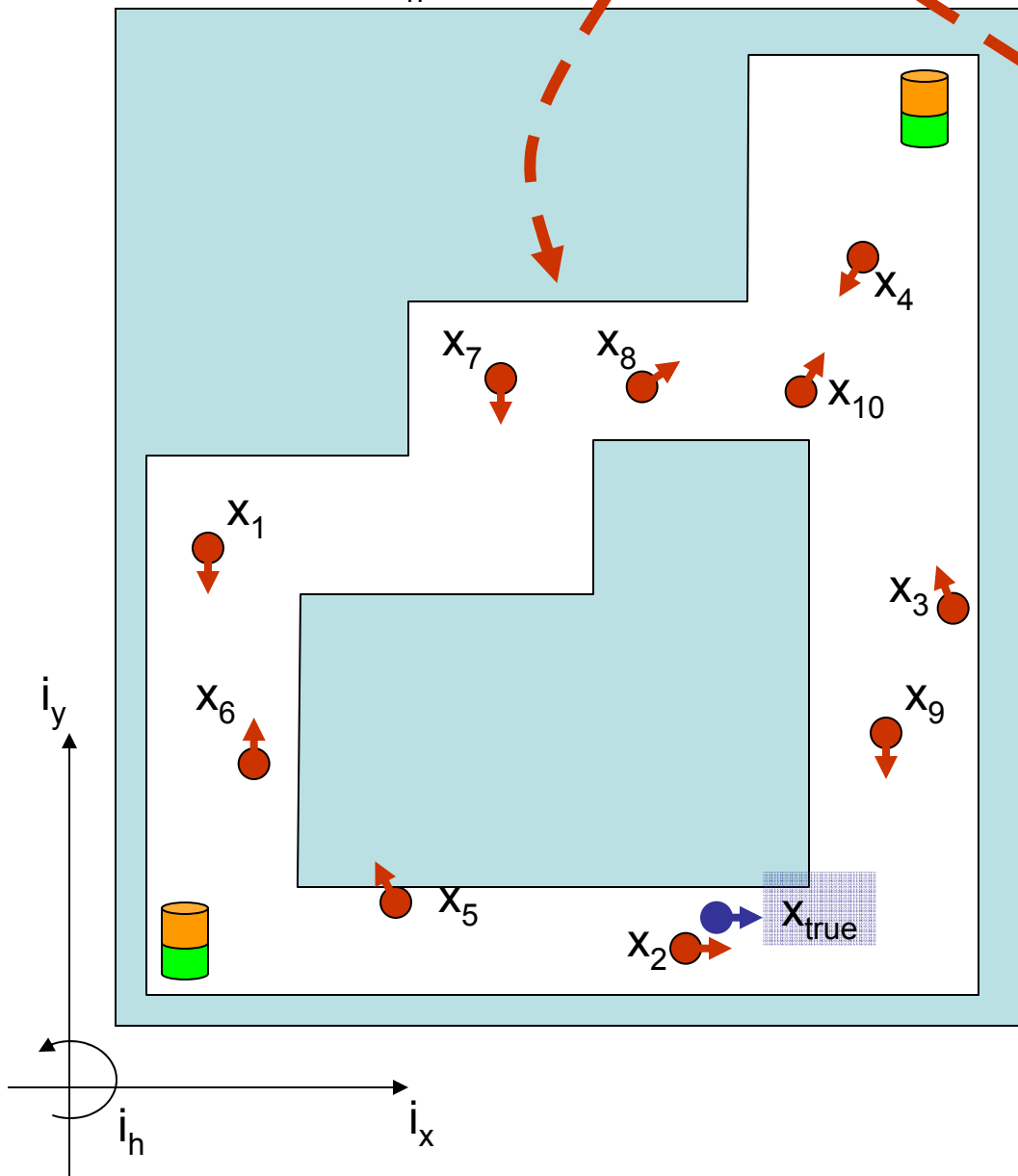
$$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$$





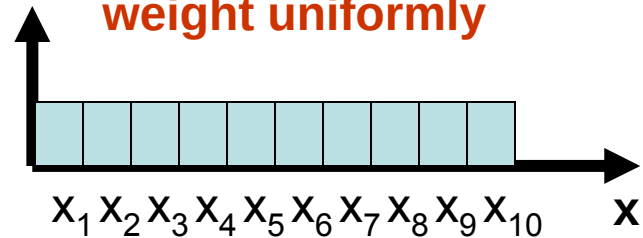
particle hypotheses

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_{10}
i_x										
i_y										
i_h										



$P(x_1)$

weight uniformly

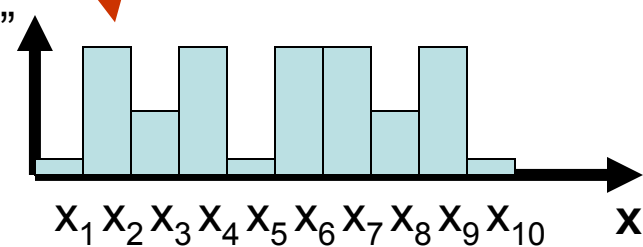


evaluate likelihood

$P(z_1|x_1)$

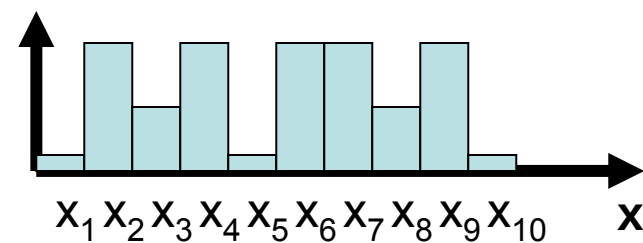
"high"

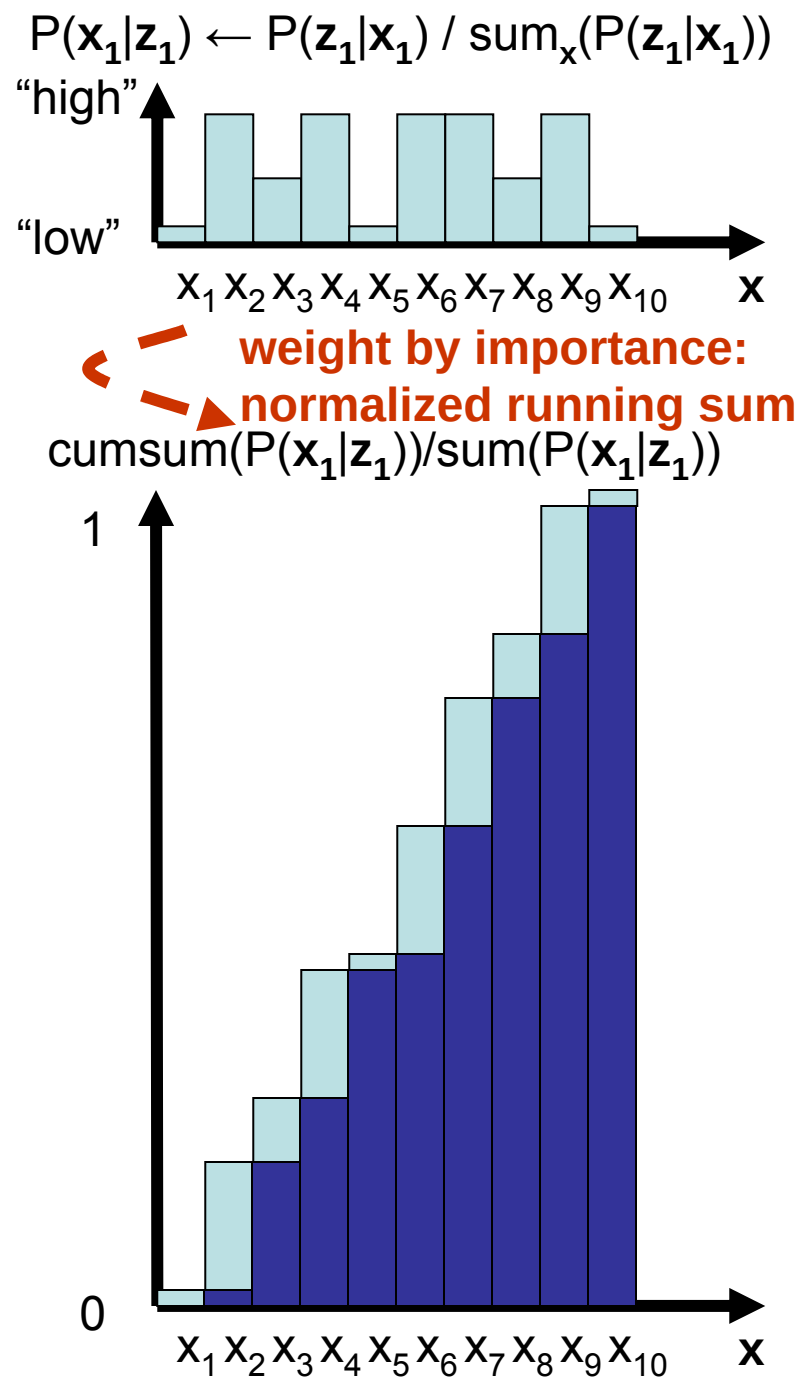
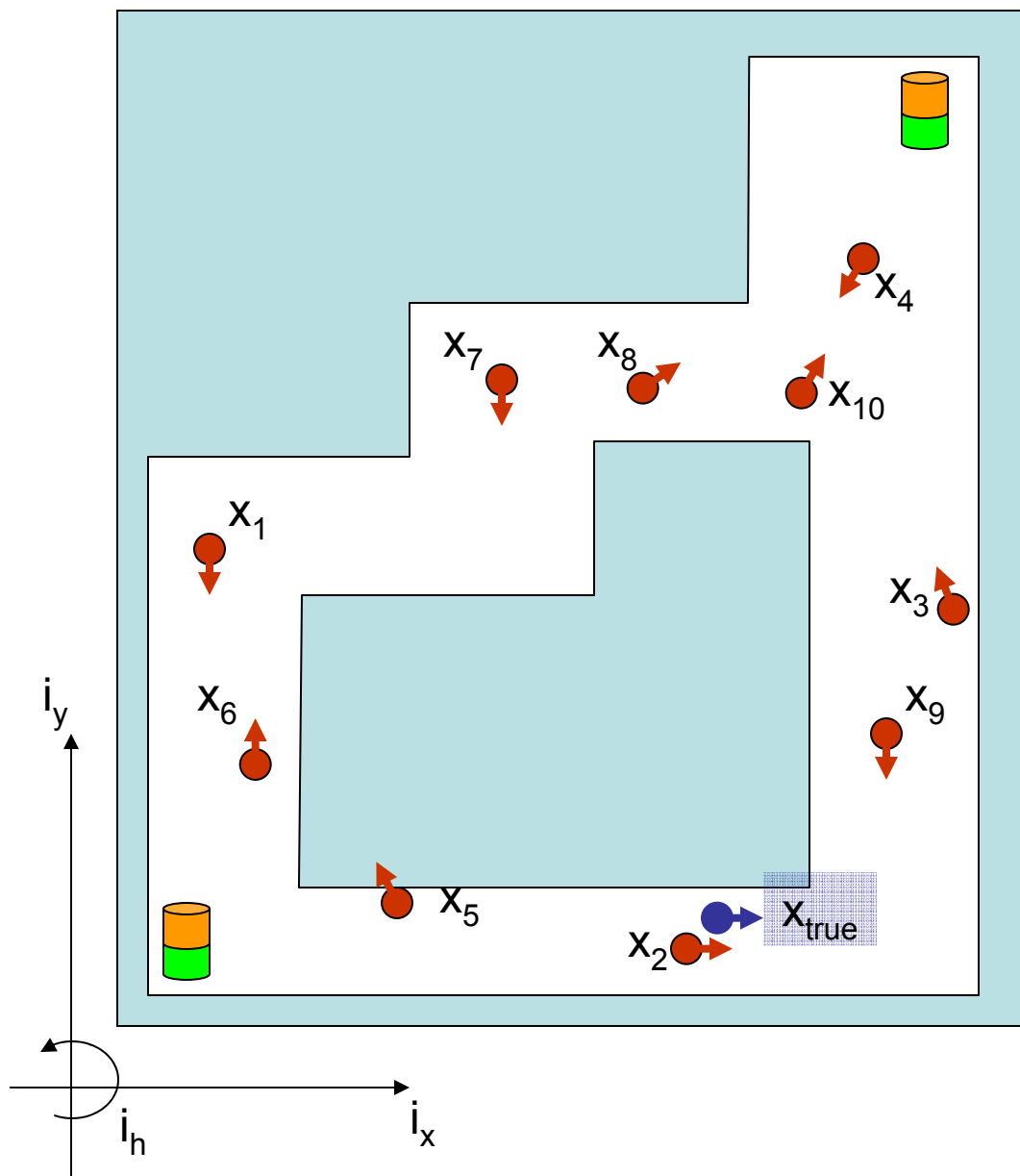
"low"

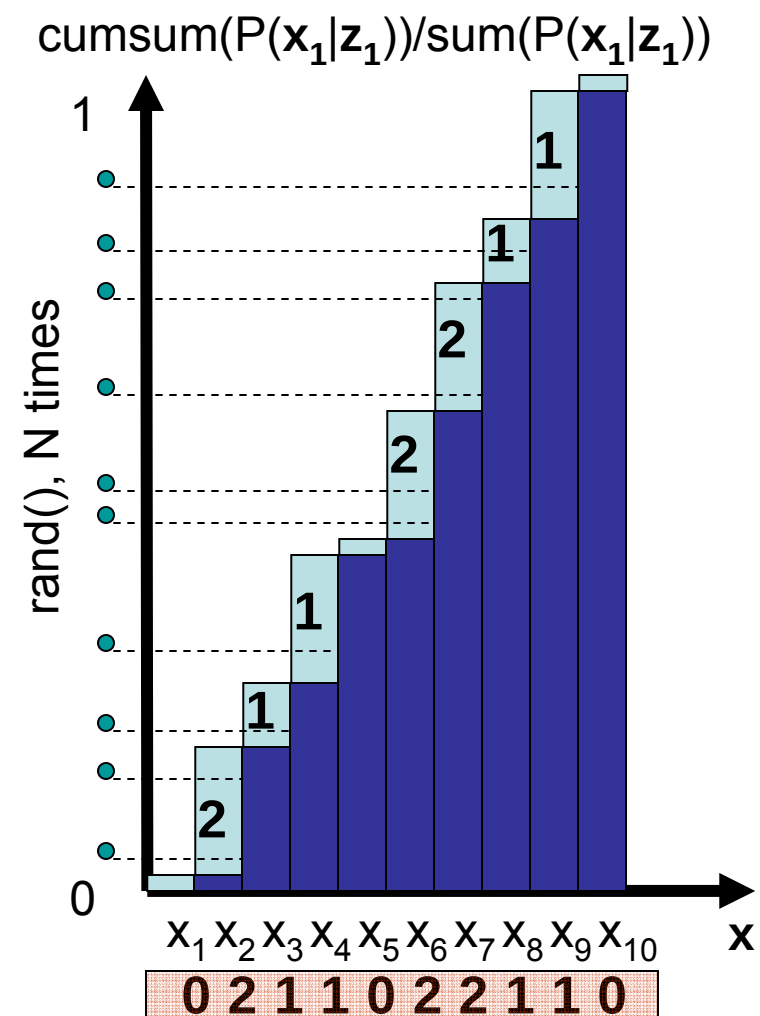
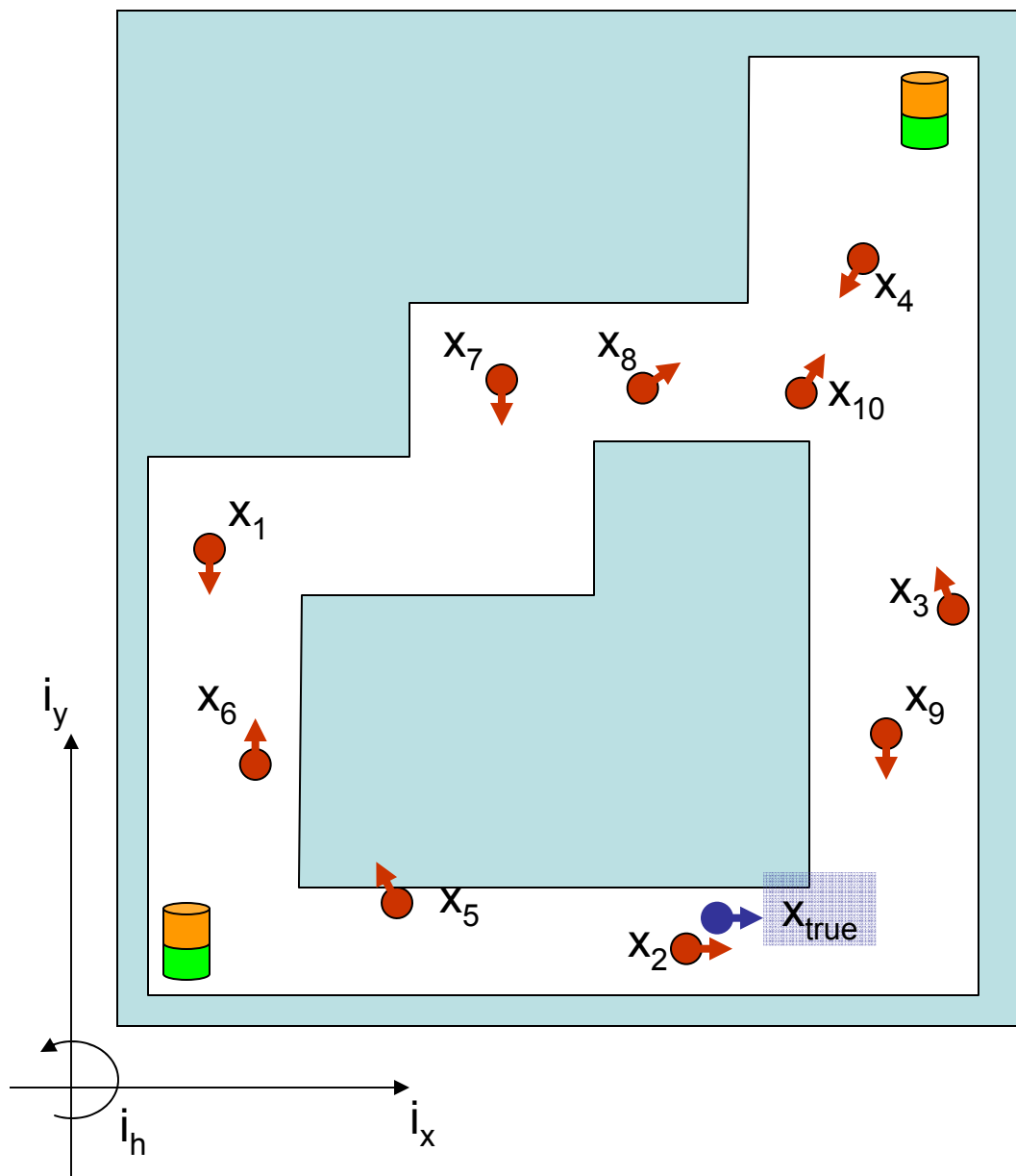


normalize sum

$$P(x_1|z_1) \leftarrow P(z_1|x_1) / \sum_x (P(z_1|x_1))$$

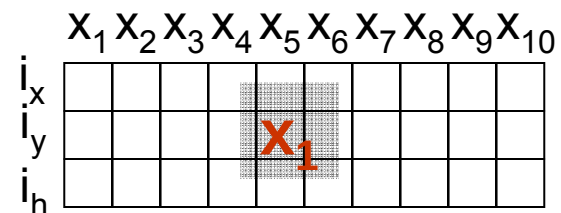
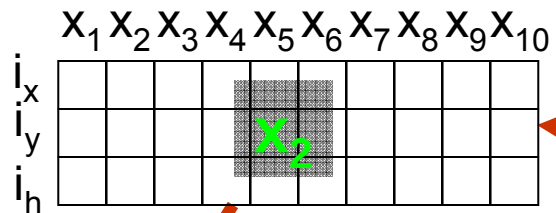






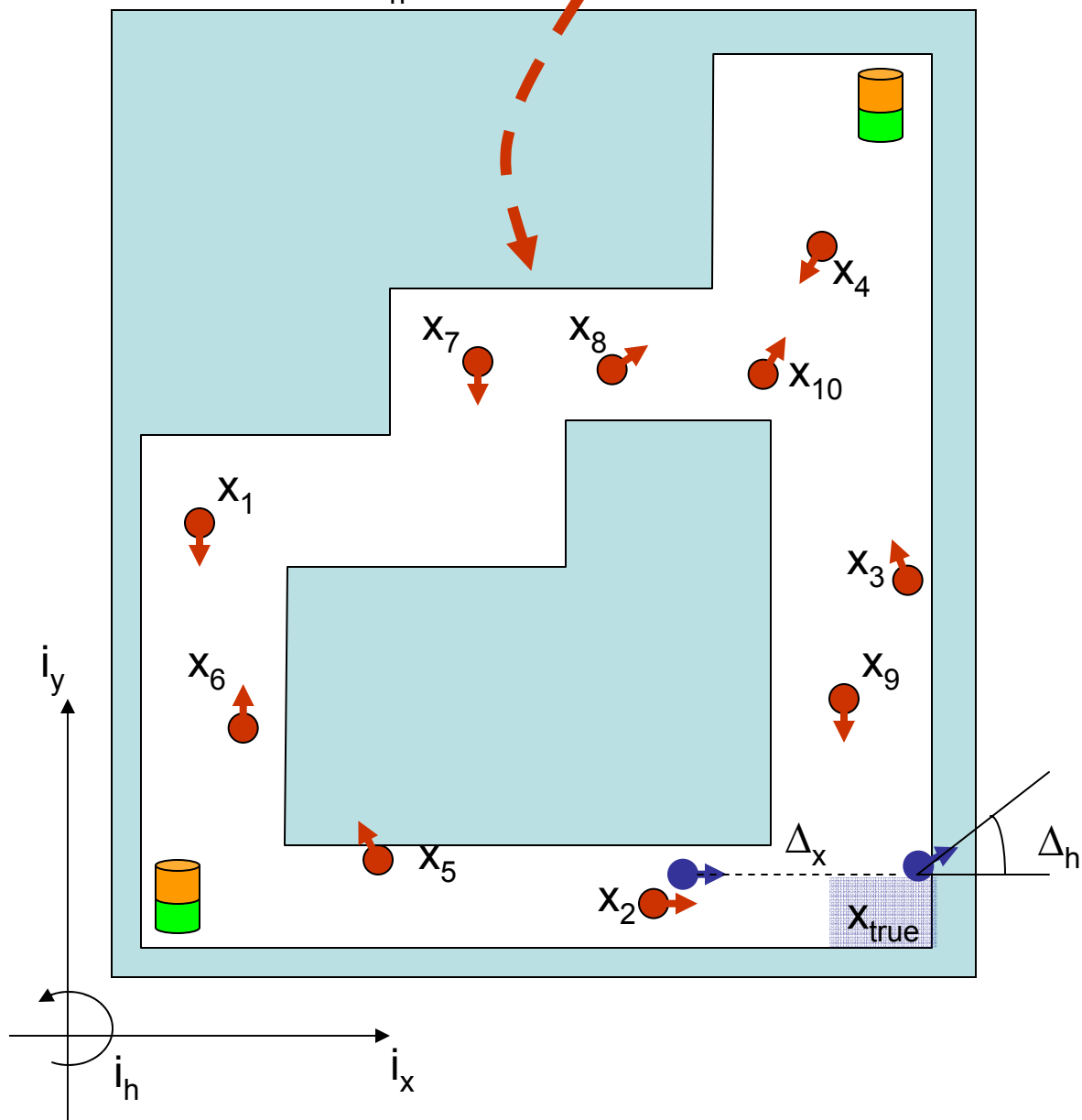
resamples per hypothesis
(i.e., particle importance)

particle hypotheses

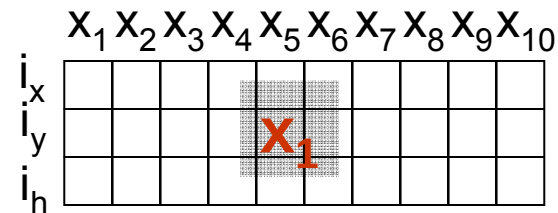
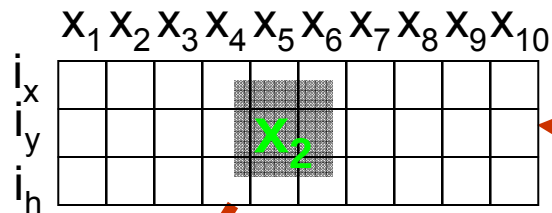


0 2 1 1 0 2 2 1 1 0

add odometry with noise



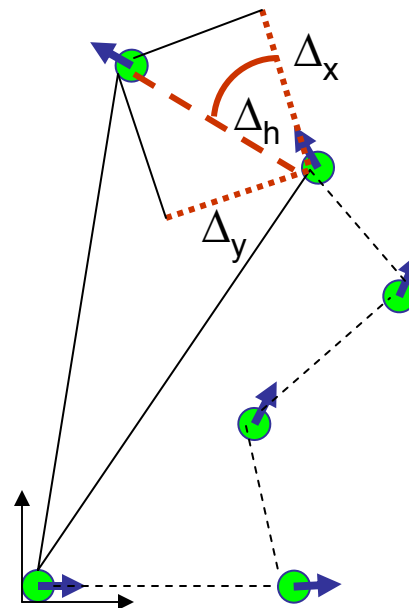
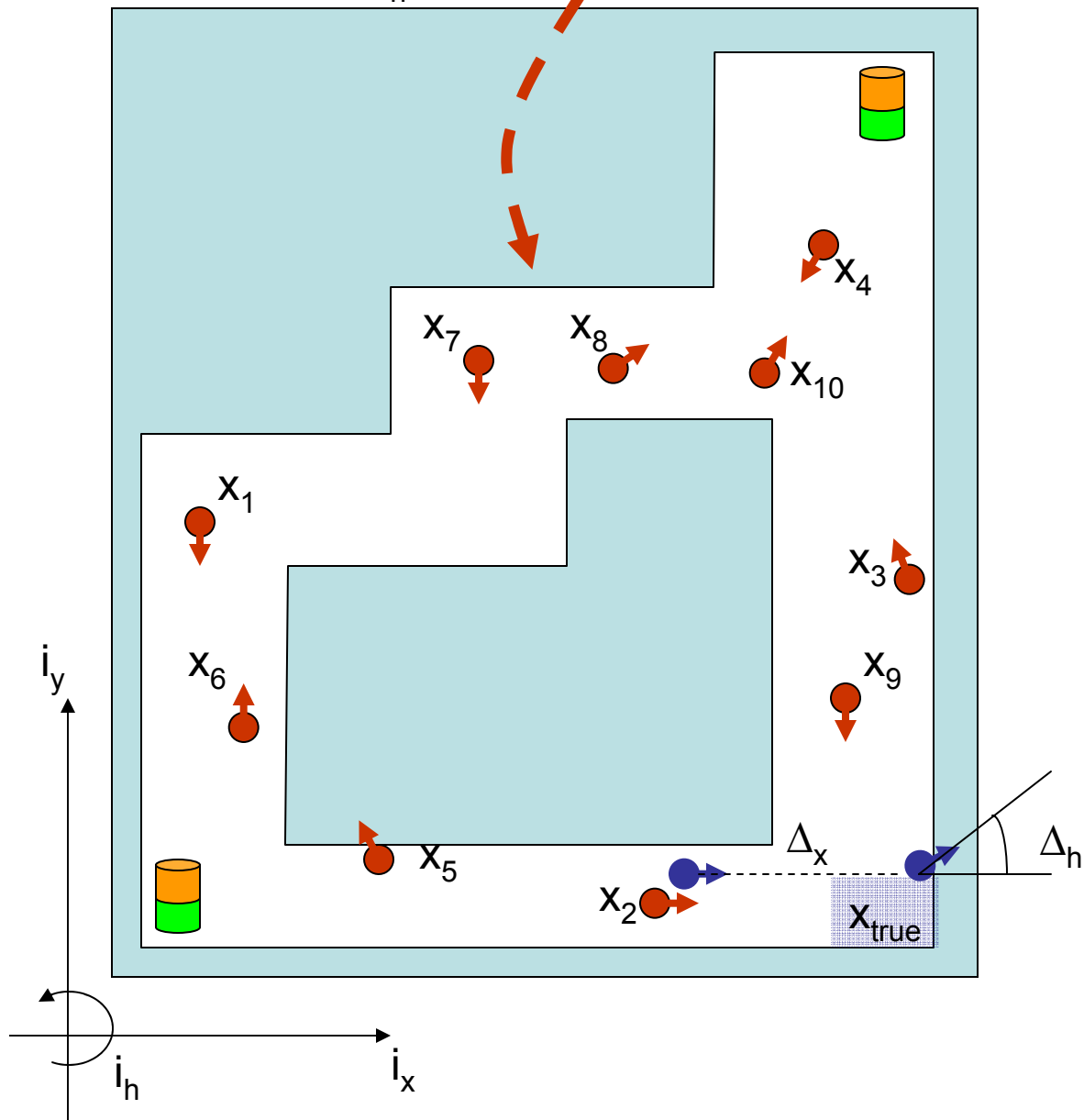
particle hypotheses



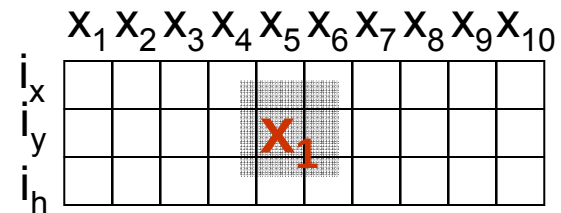
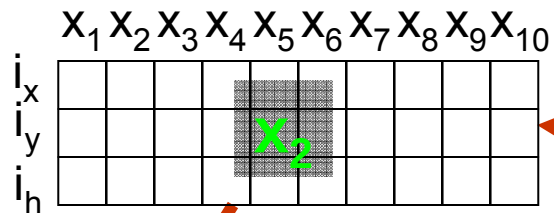
0 2 1 1 0 2 2 1 1 0

add odometry with noise

Note: odometry exists in “initial” coordinates, extract delta in “previous” coordinates

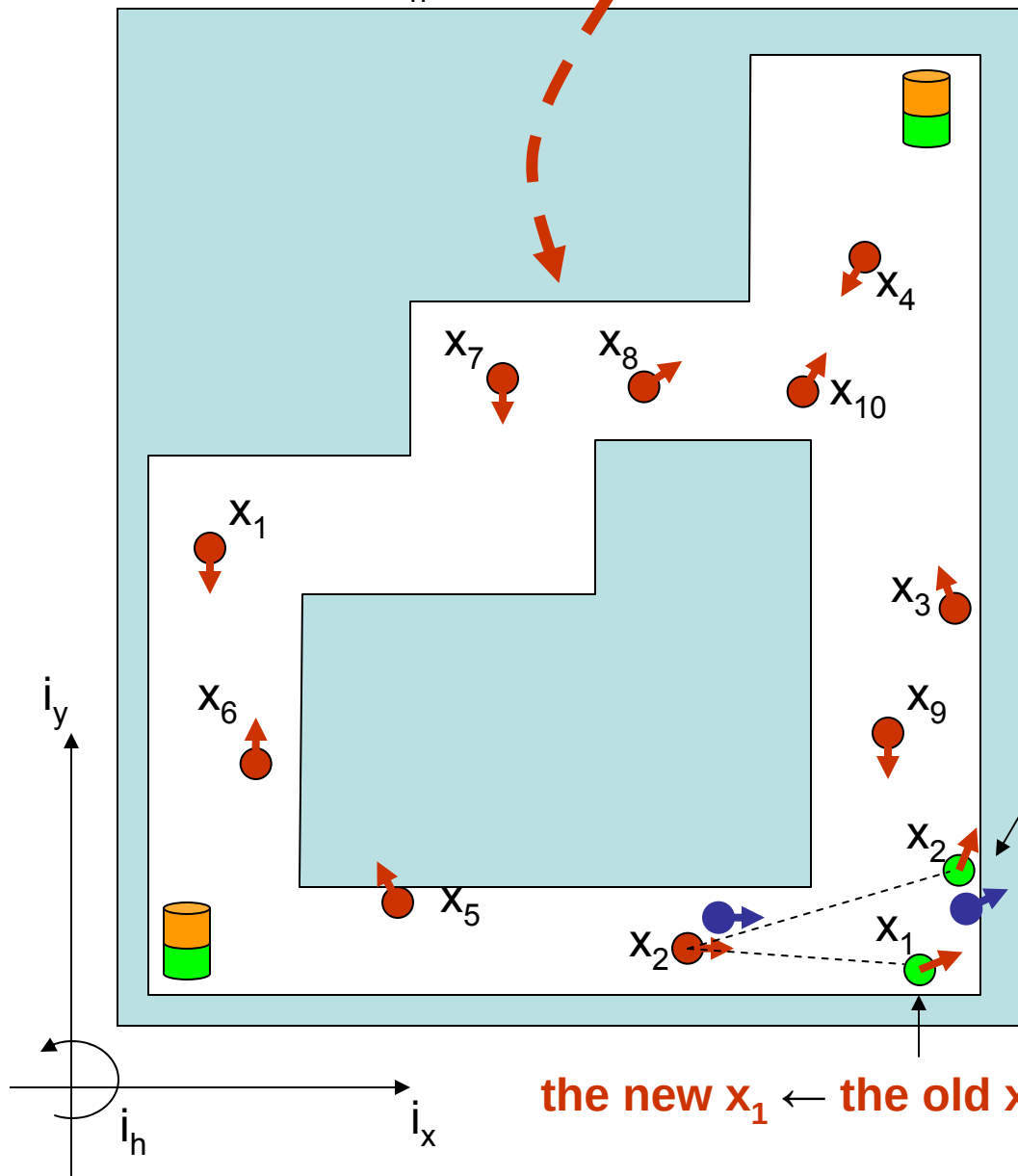


particle hypotheses



0 2 1 1 0 2 2 1 1 0

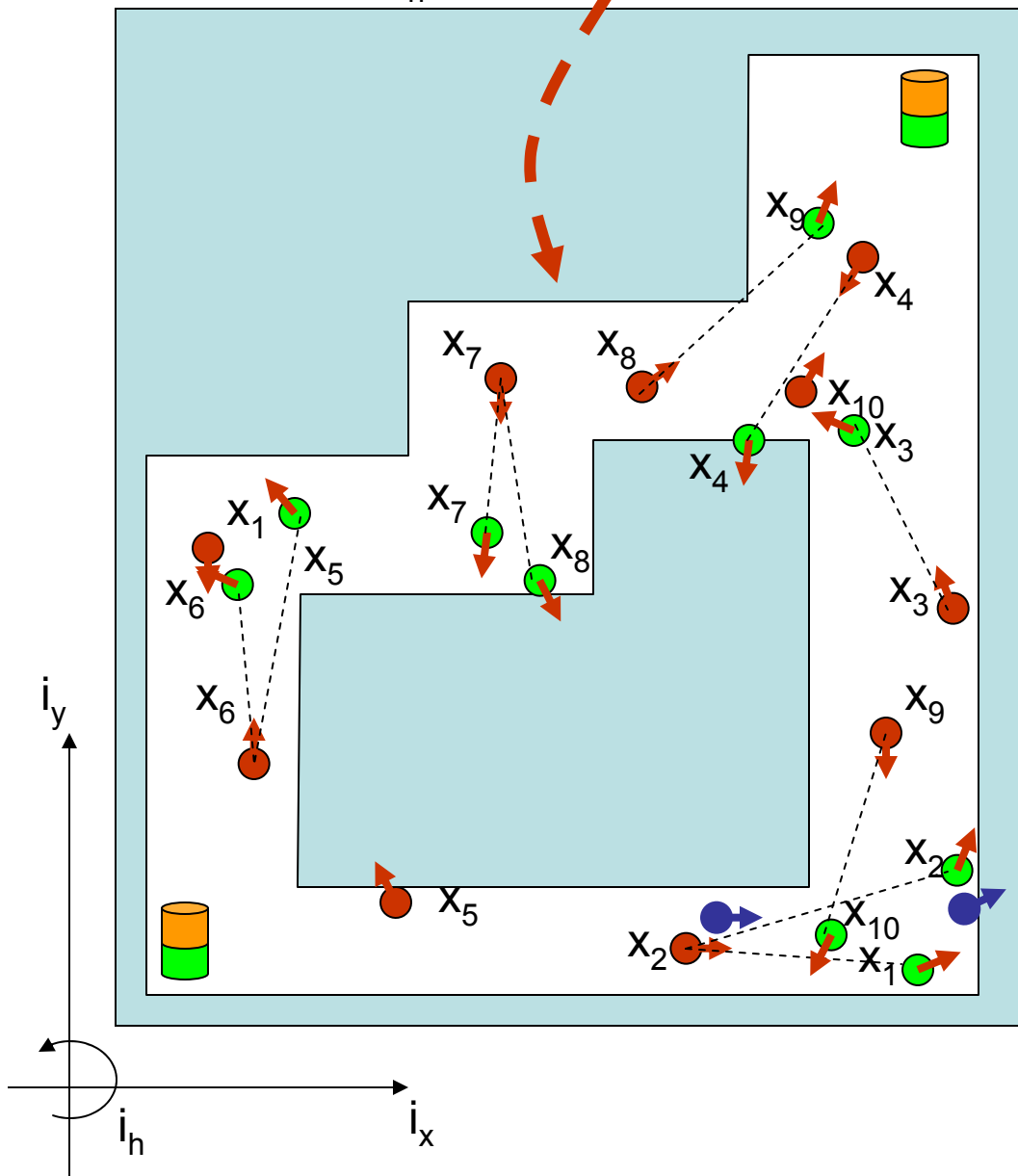
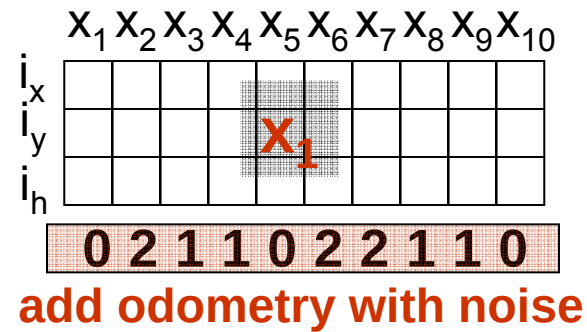
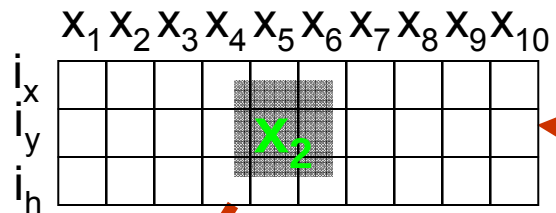
add odometry with noise



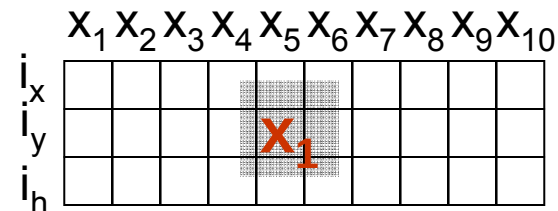
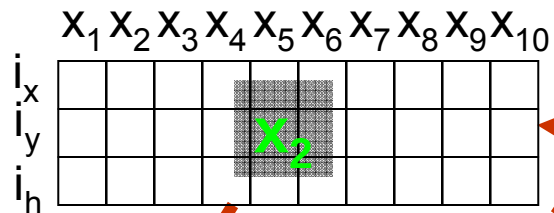
the new $x_2 \leftarrow$ the old $x_2 + (\Delta_x + \text{noise}, \Delta_y + \text{noise}, \Delta_h + \text{noise})$

the new $x_1 \leftarrow$ the old $x_2 + (\Delta_x + \text{noise}, \Delta_y + \text{noise}, \Delta_h + \text{noise})$

particle hypotheses

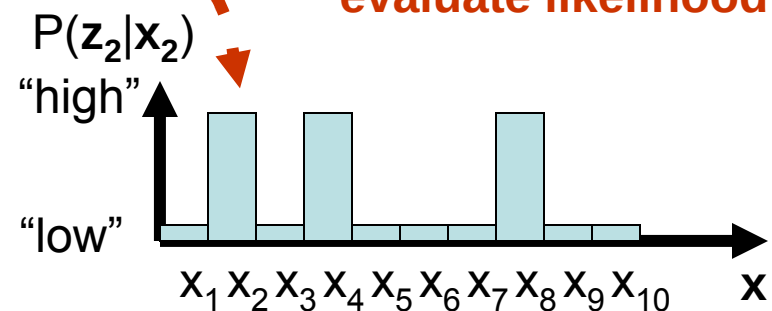


particle hypotheses



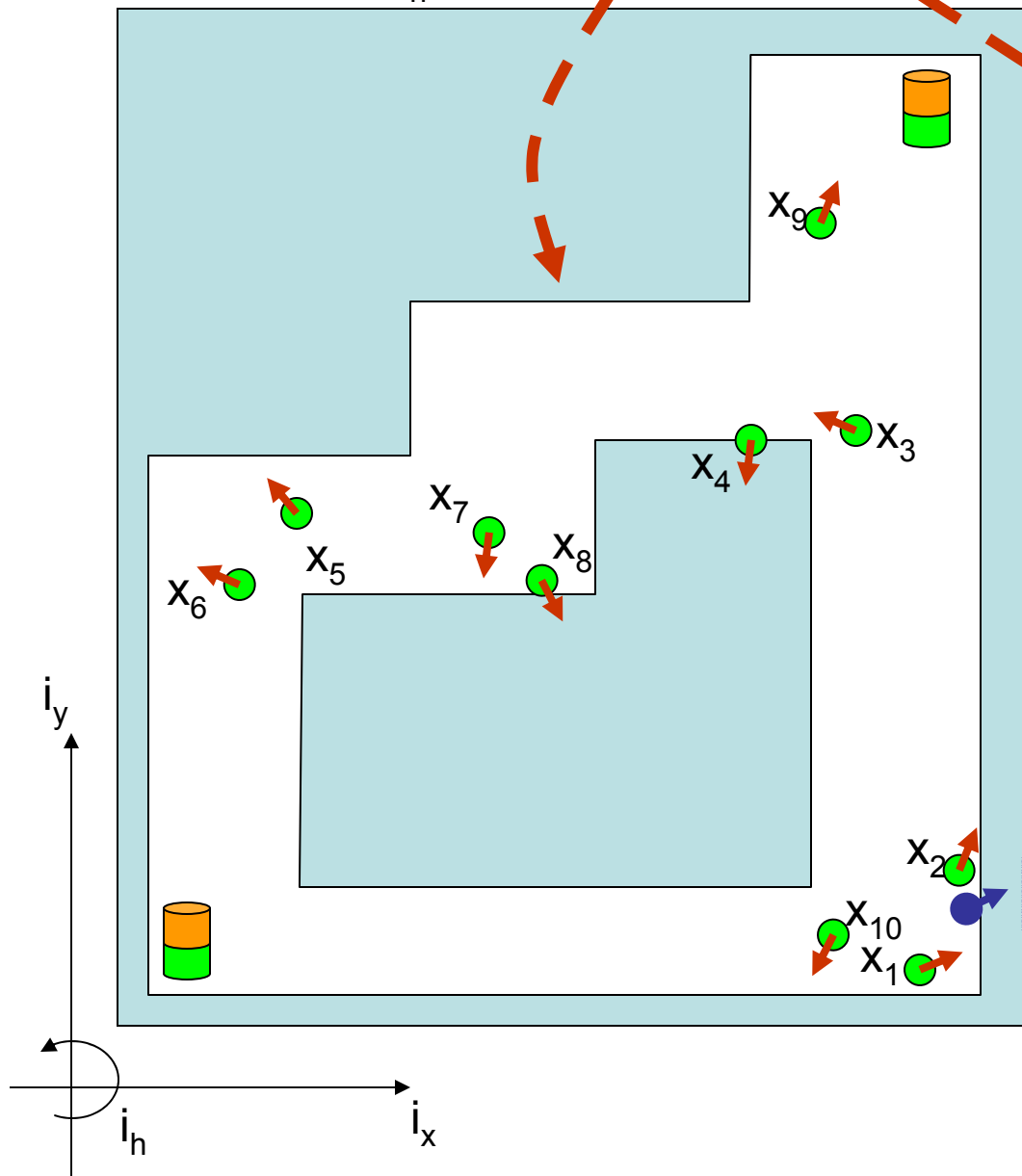
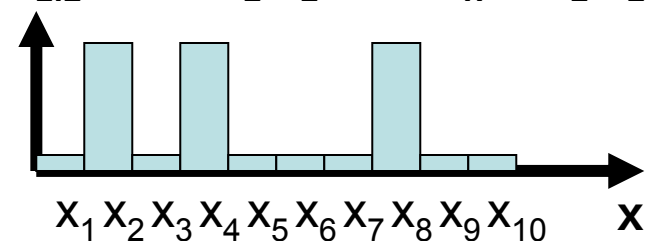
0 2 1 1 0 2 2 1 1 0
add odometry with noise

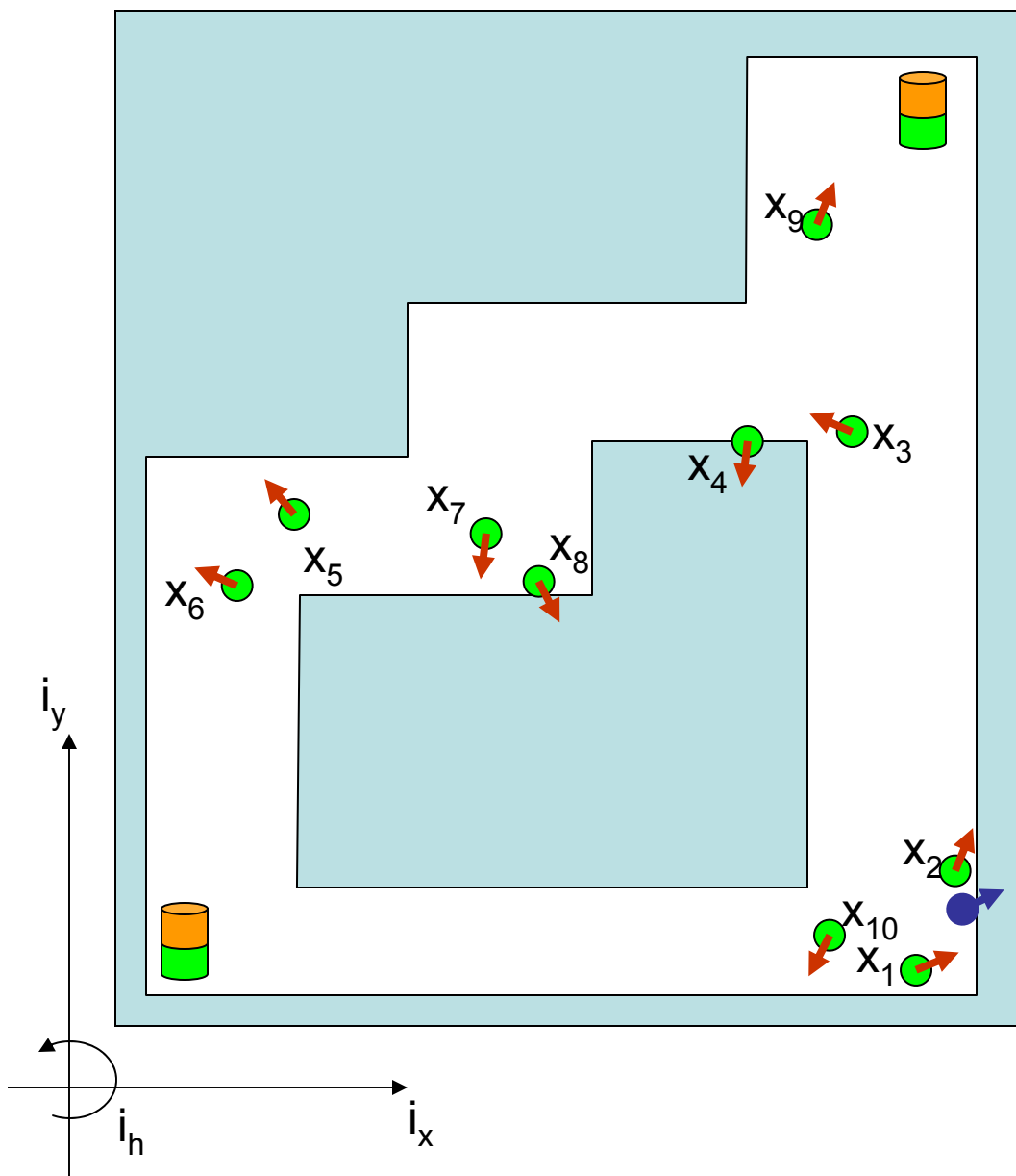
evaluate likelihood



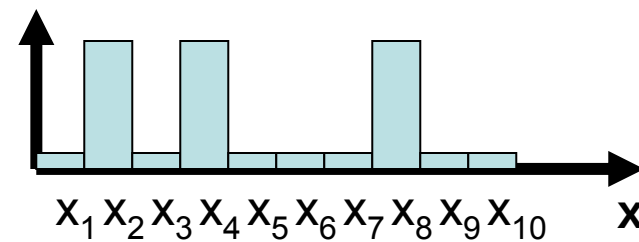
normalize sum

$$P(x_{1:2}|z_{1:2}) \leftarrow P(z_2|x_2) / \sum_x (P(z_2|x_2))$$

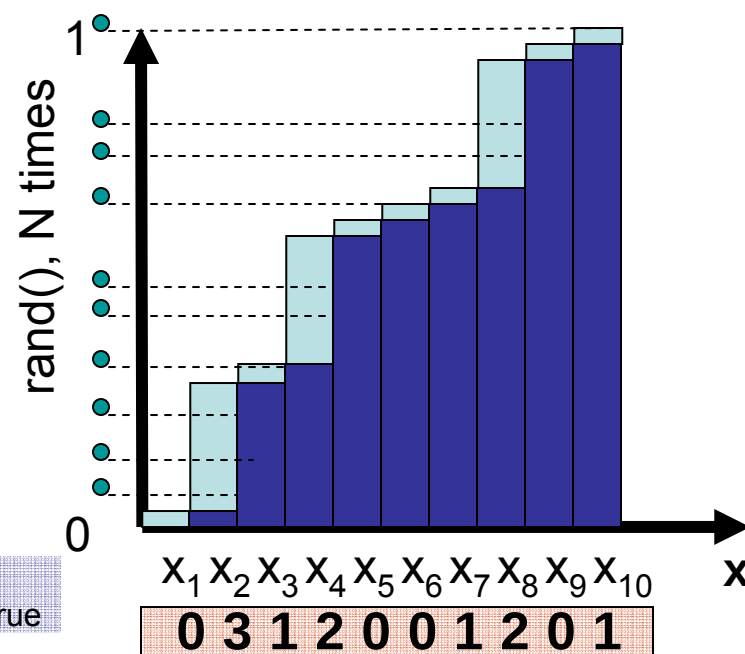




$$P(x_{1:2}|z_{1:2}) \leftarrow P(z_2|x_2) / \sum_x (P(z_2|x_2))$$

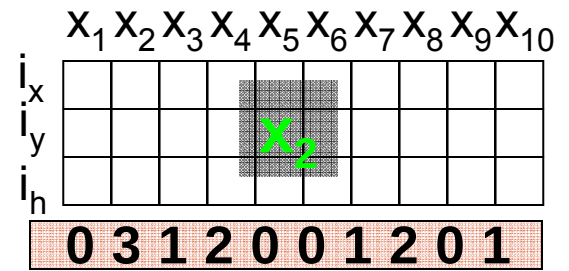
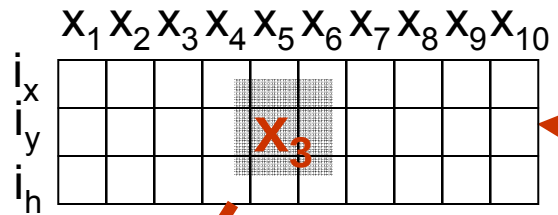


$$\text{cumsum}(P(x_{1:2}|z_{1:2}))/\text{sum}(P(x_{1:2}|z_{1:2}))$$

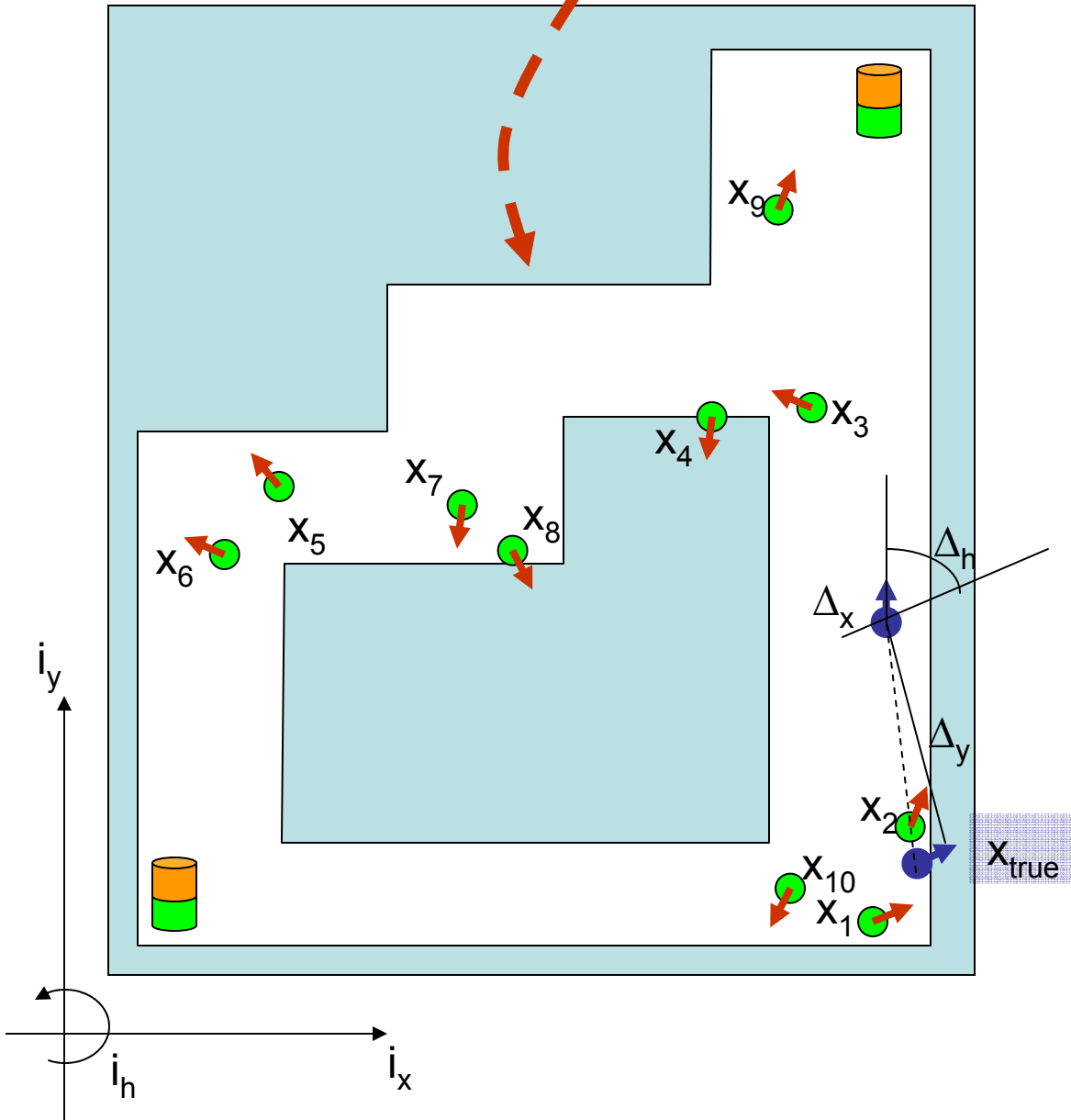


resamples per hypothesis

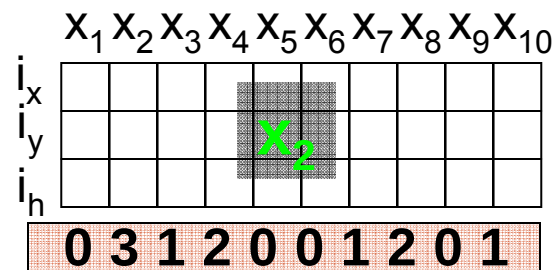
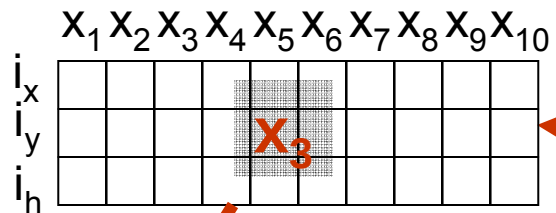
particle hypotheses



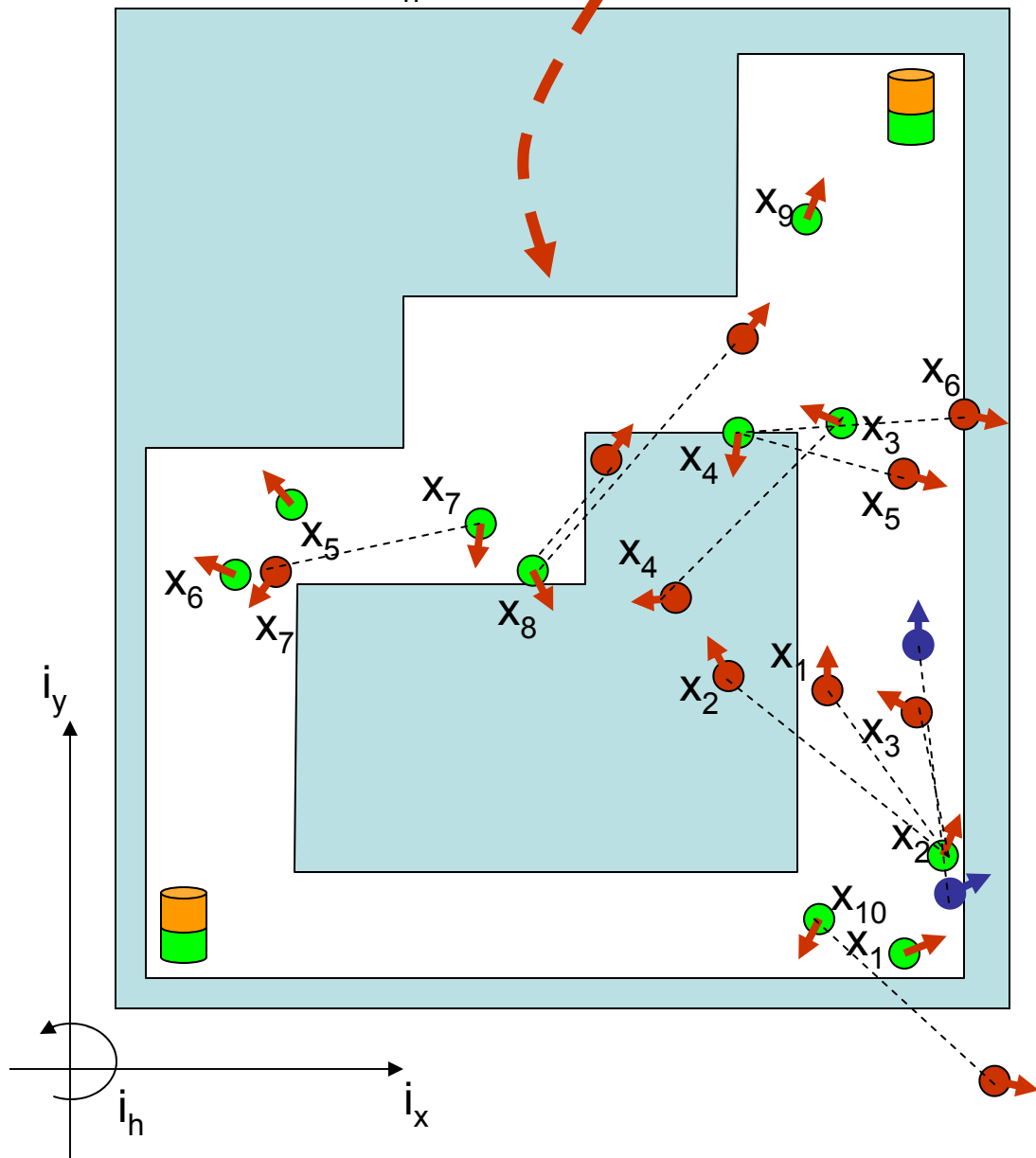
add odometry with noise



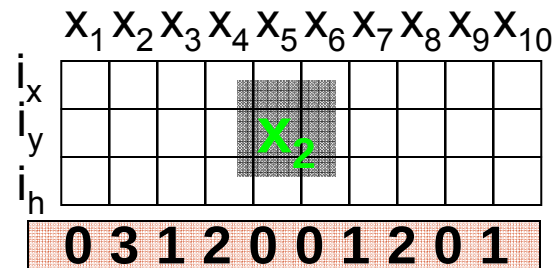
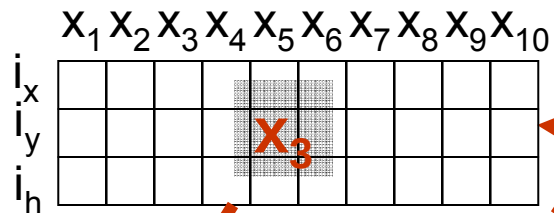
particle hypotheses



add odometry with noise

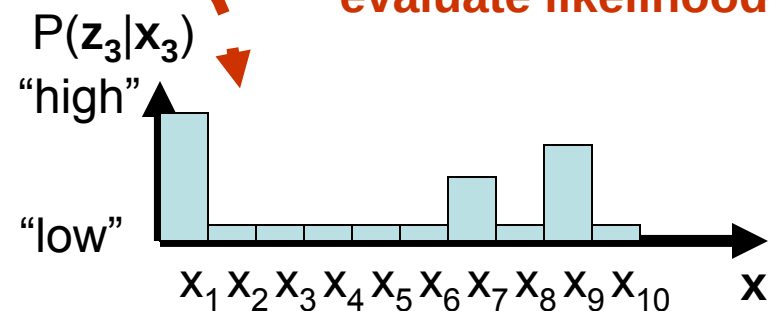


particle hypotheses



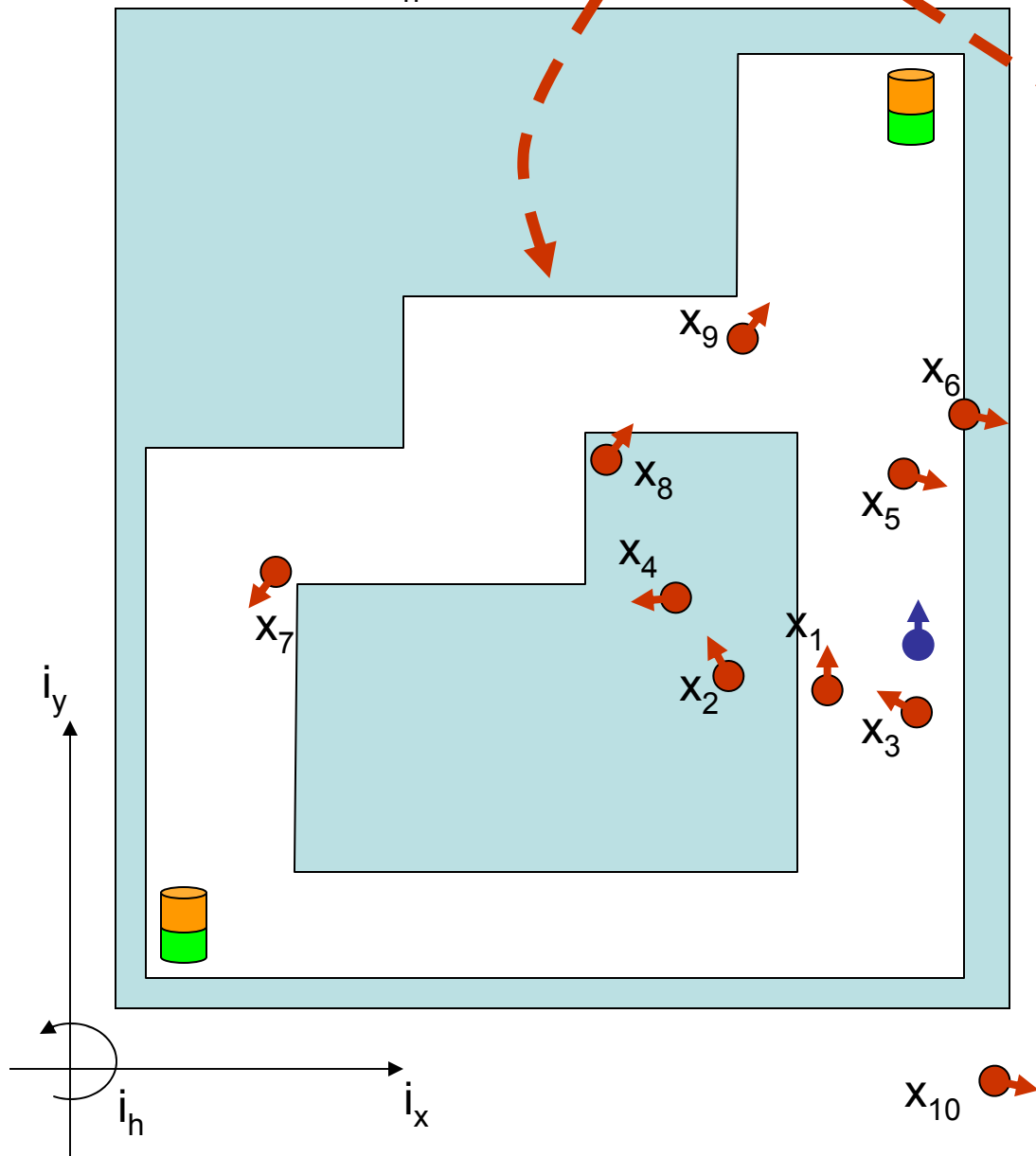
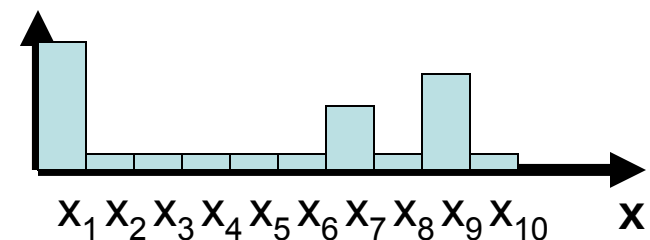
add odometry with noise

evaluate likelihood

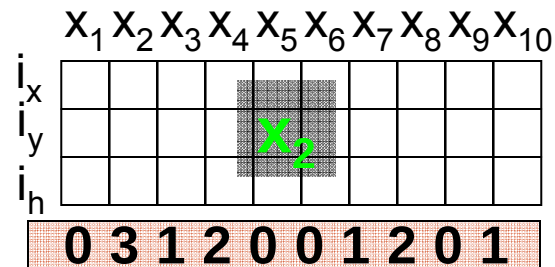
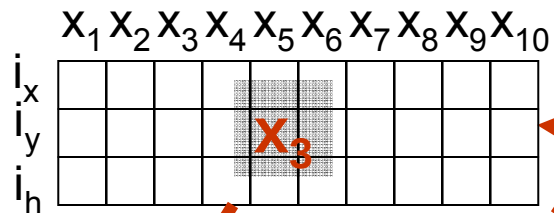


normalize sum

$$P(x_{1:3}|z_{1:3}) \leftarrow P(z_3|x_3) / \sum_x (P(z_3|x_3))$$

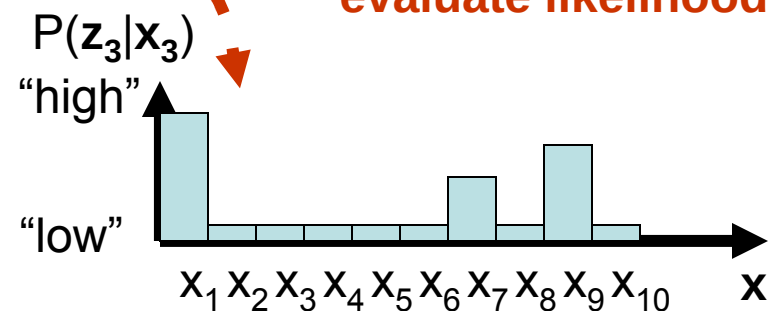


particle hypotheses



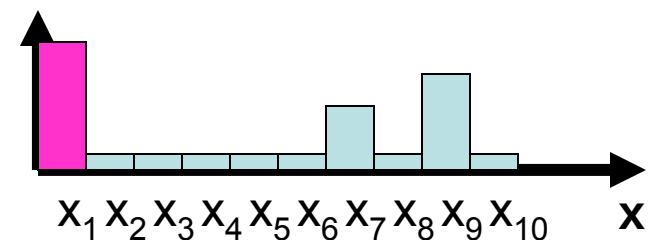
add odometry with noise

evaluate likelihood



normalize sum

$$P(x_{1:3}|z_{1:3}) \leftarrow P(z_3|x_3) / \sum_x (P(z_3|x_3))$$



At any iteration, estimate pose as max, mean, or robust mean

