State Estimation for Robotics Tim Barbot Chapter 3 June 10, 2018 3.6.1  $x_k = x_{k-1} + v_k + w_k$   $w_k \sim N(0, Q)$   $y_k = x_k + n_k$   $n_k \sim N(0, R)$   $x = \begin{bmatrix} x_0 \\ x_1 \end{bmatrix}$   $x = \begin{bmatrix} x_0 \\$ 

$$H = \begin{bmatrix} A' \\ C \end{bmatrix} = \begin{bmatrix} + & -1 \\ -1 & -1 \end{bmatrix}$$

$$KH$$

add to 3 and we have fank KH = 6 invertible!

and the problem is solvable

3.6.2 
$$H^TW^TH$$
 note  $W^T = I$  as  $Q = R = I$ 
 $= H^TH = \begin{bmatrix} 2 & -1 & 0 & 0 & 0 & 0 \\ -1 & 3 & -1 & 0 & 0 & 0 \\ 0 & -1 & 3 & -1 & 0 & 0 \\ 0 & 0 & -1 & 3 & -1 & 0 \\ 0 & 0 & 0 & -1 & 3 & -1 & 0 \\ 0 & 0 & 0 & 0 & -1 & 2 \end{bmatrix}$ 

Since HH = Lt we can have L=HT, I am note our of there is a better soln

See Chalesty Lecen - next page

Since the new R is still positive def, the same rules for soln uniqueness applies, namely if  $rank(H^T)=K+1$  which was shown in 3.6.2 so this problem has a unique soln.

3.6.4 KF equations
$$\hat{P}_{k} = \hat{P}_{k-1} + Q \quad \text{if} \quad \hat{P}_{k} = \left(1 - \frac{\hat{P}_{k}}{\hat{P}_{k}+R}\right) \hat{P}_{k} = \frac{\hat{P}_{k}}{\hat{P}_{k}+R} \hat{P}_{k} \quad \text{if} \quad \hat{P}_{k} = \hat{P}_{k} + \hat{P}_{k}$$

Using 
$$\bigcirc$$
 and  $\bigcirc$  to express the eq. as only  $\stackrel{?}{R}$  and only  $\stackrel{?}{R}$  sub  $\bigcirc$  in  $\bigcirc$ :  $\stackrel{?}{R}$ 

sub 
$$\emptyset$$
 in  $\Theta$ :  $\hat{P}_{k} = \frac{R}{\hat{p}_{k}^{2} + Q + R} \hat{P}_{k+1} + Q$   
Similarly, as  $k + M$ ,  $\hat{P}_{k} = \hat{P}_{k+1}$  solet us denote  $\hat{P}_{k}$  as  $\hat{P}_{k}$ 

$$\hat{P} = R(\hat{P} + Q + R)^{-1}(\hat{P} + Q)$$

$$\hat{P}^{2} + Q\hat{P} + R\hat{P}^{2} = R\hat{P}^{2} + RQ$$

$$\hat{P}^{2} + Q\hat{P} - RQ = Q$$

Solving for 
$$\hat{p}$$
 and  $\frac{\hat{p}}{\hat{p}}$  gives us
$$\hat{p} = \frac{Q \pm \sqrt{Q^2 + 4QR}}{2} \qquad \hat{p} = \frac{-Q \pm \sqrt{Q^2 + 4QR}}{2}$$

Note that 
$$\hat{P}$$
 and  $\hat{P}$  must be positive def. (positive) which  $\frac{1}{12}$  only be true for 1 of the noots of  $\hat{P}$  and  $\hat{P}$  respectively 
$$\hat{p} = \frac{Q \pm Q \sqrt{1 + \frac{4R}{8}}}{2} = \frac{Q(1 \pm \sqrt{1 + 4R})}{2} \quad \text{Since } Q \text{ and } R \text{ are pos def}$$

$$\hat{p} = \frac{Q(-1 \pm \sqrt{1 + \frac{4R}{8}})}{2} \quad \text{Since } Q \text{ and } R \text{ are pos def},$$

$$\hat{p} = \frac{Q(-1 \pm \sqrt{1 + \frac{4R}{8}})}{2} \quad \text{Since } Q \text{ and } R \text{ are pos def},$$

$$\hat{p} = \frac{Q(-1 \pm \sqrt{1 + \frac{4R}{8}})}{2} \quad \text{is the only positive root}.$$

3.6.6 let 
$$B = \begin{bmatrix} A_1 \\ A_2 \\ A_3 \end{bmatrix}$$
 Show  $B^{\dagger} = \begin{bmatrix} A_1 \\ A_4 \end{bmatrix}$ 

$$BB^{\dagger} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

3.6.7 To solve for 
$$L: O(N(k+1))$$

To solve for  $L^{-1}: O(N(k+1)^2)$ 

To solve for  $L^{-1}: O(N(k+1)^2)$