

CENG 4480



Embedded System Development & Applications

Lecture 08: Kalman Filter–2

Bei Yu

CSE Department, CUHK

byu@cse.cuhk.edu.hk

(Latest update: October 27, 2021)

Fall 2021

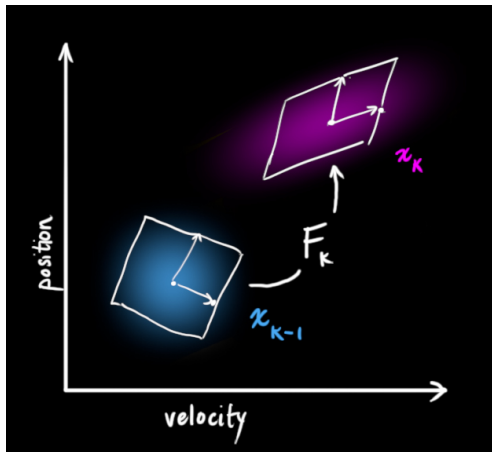
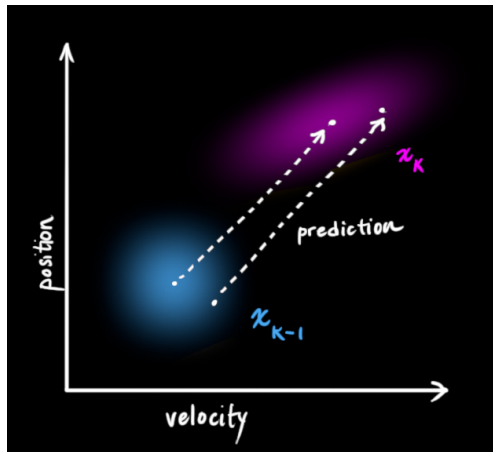


Kalman Filter

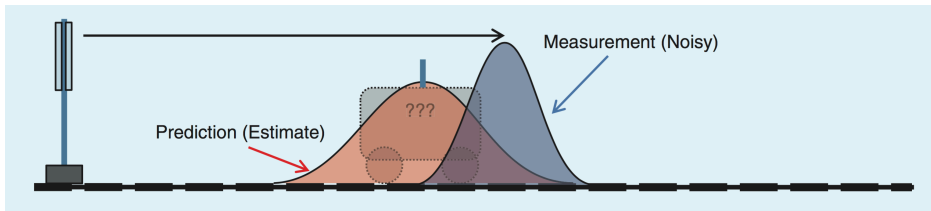
Model with Uncertainty

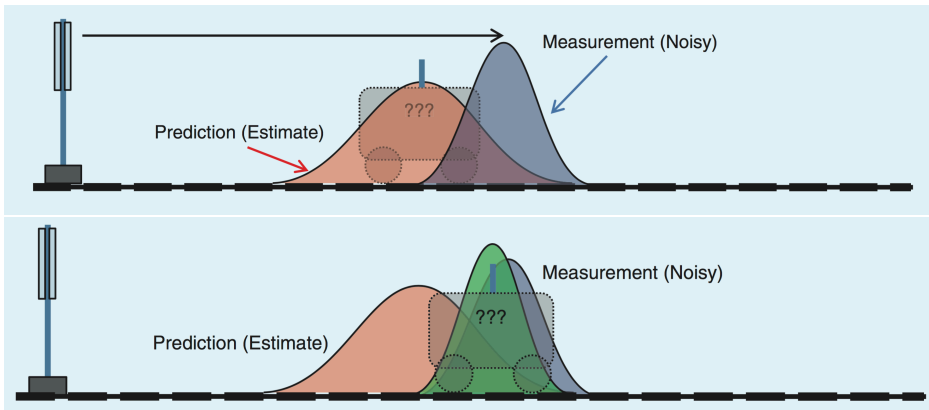


- Model the measurement w. uncertainty (due to noise w_t)
- P_k : covariance matrix of estimation x_t
- On how much we trust our estimated value – the smaller the more we trust



note: here $F_k = A_k$







Exercise

Given two Gaussian functions $y_1(r; \mu_1, \sigma_1)$ and $y_2(r; \mu_2, \sigma_2)$, prove the product of these two Gaussian functions are still Gaussian.

$$y_1(r; \mu_1, \sigma_1) = \frac{1}{\sqrt{2\pi\sigma_1^2}} e^{-\frac{(r-\mu_1)^2}{2\sigma_1^2}}$$

$$y_2(r; \mu_2, \sigma_2) = \frac{1}{\sqrt{2\pi\sigma_2^2}} e^{-\frac{(r-\mu_2)^2}{2\sigma_2^2}}$$



Step 1: Prediction

$$\mathbf{x}_t^- = \mathbf{A}_t \mathbf{x}_{t-1} + \mathbf{B}_t \mathbf{u}_t \quad (1)$$

$$\mathbf{P}_t^- = \mathbf{A}_t \mathbf{P}_{t-1} \mathbf{A}_t^\top + \mathbf{Q}_t \quad (2)$$



Step 1: Prediction

$$\mathbf{x}_t^- = \mathbf{A}_t \mathbf{x}_{t-1} + \mathbf{B}_t \mathbf{u}_t \quad (1)$$

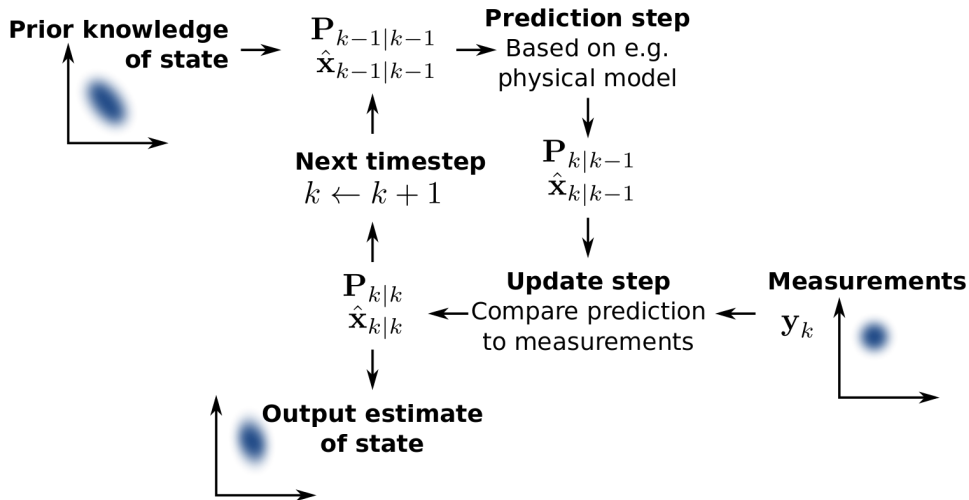
$$\mathbf{P}_t^- = \mathbf{A}_t \mathbf{P}_{t-1} \mathbf{A}_t^\top + \mathbf{Q}_t \quad (2)$$

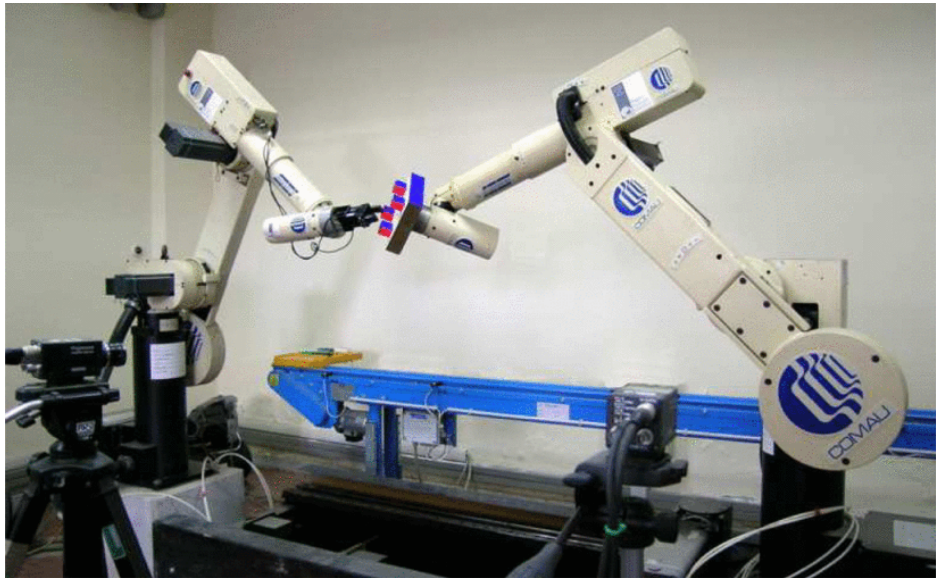
Step 2: Measurement Update

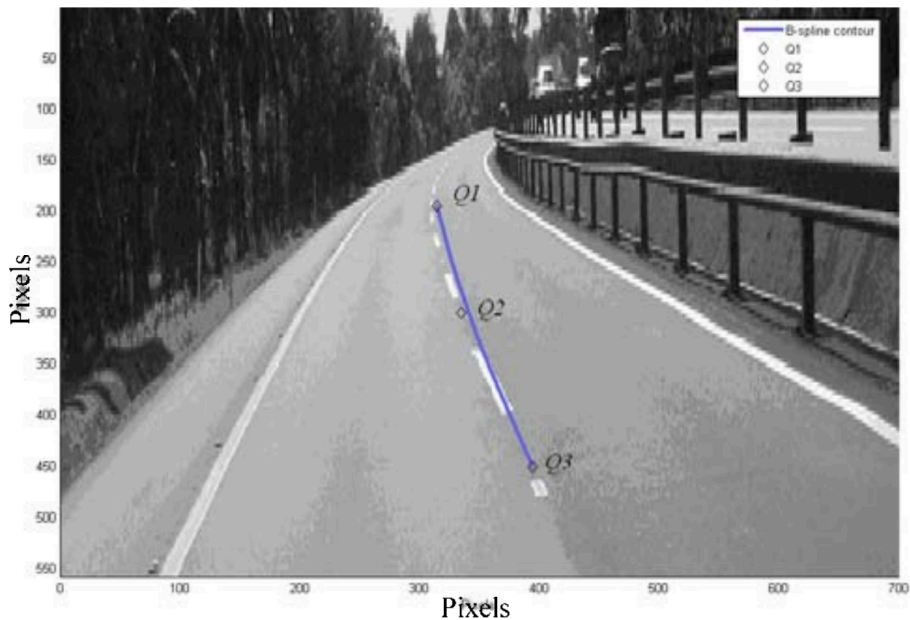
$$\mathbf{x}_t = \mathbf{x}_t^- + \mathbf{K}_t (\mathbf{z}_t - \mathbf{C} \mathbf{x}_t^-) \quad (3)$$

$$\mathbf{P}_t = \mathbf{P}_t^- - \mathbf{K}_t \mathbf{C} \mathbf{P}_t^- \quad (4)$$

$$\mathbf{K}_t = \mathbf{P}_t^- \mathbf{C}^\top (\mathbf{C} \mathbf{P}_t^- \mathbf{C}^\top + \mathbf{R}_t)^{-1} \quad (5)$$

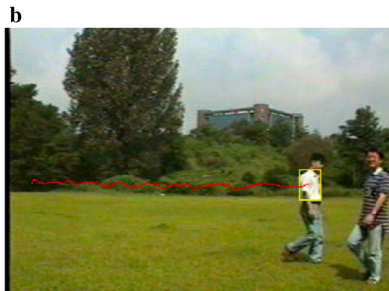








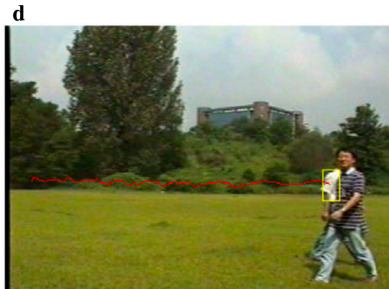
The 50th frame



The 118th frame



The 124th frame



The 127th frame



Software



```
// Kalman filter module
float Q_angle = 0.001;
float Q_gyro = 0.003;
float R_angle = 0.03;

float x_angle = 0;
float x_bias = 0;
float P_00 = 0, P_01 = 0, P_10 = 0, P_11 = 0;
float dt, y, S;
float K_0, K_1;
```

- Q :
- R :
- P :



```
float kalmanCalculate(float newAngle, float newRate, int looptime)
{
    dt = float(looptime)/1000;
    x_angle += dt * (newRate - x_bias);
    P_00    += dt * (P_10 + P_01) + Q_angle * dt;
    P_01    += dt * P_11;
    P_10    += dt * P_11;
    P_11    += Q_gyro * dt;

    y      = newAngle - x_angle;
    S      = P_00 + R_angle;
    K_0    = P_00 / S;
    K_1    = P_10 / S;

    x_angle += K_0 * y;
    x_bias  += K_1 * y;
    P_00 -= K_0 * P_00;
    P_01 -= K_0 * P_01;
    P_10 -= K_1 * P_00;
    P_11 -= K_1 * P_01;

    return x_angle;
}
```