



U1.3 Truth and belief

What this lesson is about

position() is the lab's overhead camera. odometry() is what the robot has, and it drifts.

- Watch belief come apart from truth
- Why dead reckoning drifts
- Turning the noise off

Questions

6 marks in all

1. Why is using position() as the input to a controller treated as cheating? [1 mark]

- ☐ A It is the lab's overhead measurement of the robot, which a real robot does not have once it leaves the room
- ☐ B It is less accurate than odometry()
- ☐ C It reports the position in the body frame, not the world frame
- ☐ D It updates too slowly to be used inside a control loop

Answer: A. position() and heading() are the equivalent of motion capture: there to mark your work. The robot itself only carries flow() and imu().

2. A gyro reads 0.4 degrees per second too high. Integrated for 90 seconds, how many degrees of heading error does that bias alone produce? [1 mark]

Answer: 36. Bias adds up linearly: $0.4 \times 90 = 36$ degrees, in the same direction every run.

3. How do the two kinds of sensor error grow when dead reckoning integrates them? [1 mark]

- ☐ A Zero-mean noise grows with the square root of time; bias grows linearly with time
- ☐ B Noise grows linearly with time; bias grows with the square root of time
- ☐ C Both grow linearly with time
- ☐ D Noise averages away completely; only bias grows

Answer: A. Noise is a random walk, so its errors partly cancel and grow as the square root of time. A bias never cancels, so it marches on linearly, and linear soon overtakes square root.

4. Driving a square, the heading error gets a little bigger at every corner. Why does that matter more than a position error of the same size? [1 mark]

- ☐ A A heading error rotates every step taken after it, so a small error at a corner becomes a large position error down the next straight
- ☐ B The gyro bias only acts while the robot is turning
- ☐ C The flow sensor is noisier while turning than while driving straight
- ☐ D odometry() restarts its count at each corner

Answer: A. Heading error is the expensive one in dead reckoning. The gyro bias acts all the time; it is the travel after the corner that turns heading error into distance.

5. Driving the same square with `set_noise(0)`, `odometry()` and `position()` agree exactly, yet the robot still has not come back to where it started. What does that show? [1 mark]

- ☐ A `set_noise()` changes the sensors, not the drive: the drive still curves, and the robot now measures the curve exactly
- ☐ B `set_noise(0)` also turns off the drive's coupling, so the square is perfect
- ☐ C `odometry()` stops working when the noise is off
- ☐ D The gyro bias is still switched on

Answer: A. With perfect sensors, every centimetre of dead reckoning error disappears: the error in the normal run came from the sensors. The drive is still the same imperfect drive, which is why a controller still has work to do.

6. At the end of a run, `odometry()` gives (12.0, 118.5) and `position()` gives (15.0, 114.5). What does this print? [1 mark]

```
import math
ox, oy = 12.0, 118.5
tx, ty = 15.0, 114.5
print("error:", round(math.hypot(ox - tx, oy - ty), 1))
```

Answer:

error: 5.0

The gaps are 3 cm in x and 4 cm in y, and the distance is the square root of $3^2 + 4^2$, which is 5.0 cm.

The task: how far out is it?

Drive at least 120 cm, with at least one turn in it. At the end, print how far `odometry()` is from `position()`, as `error: 4.3`.

```
from bugbot import *
connect()

forward(70, distance=50)
```

The hint students can ask for: Drive at least a metre and a bit, with a turn or two in it. At the end read both `odometry()` and `position()` and work out the distance between the two points.

A solution

```
from bugbot import *
connect()

for leg in range(3):
    forward(70, distance=50)
    turn_right(40, angle=90)
stop()
ox, oy, oh = odometry()
tx, ty = position()
gap = ((ox - tx) ** 2 + (oy - ty) ** 2) ** 0.5
print("odometry", ox, oy, "truth", tx, ty)
print("error:", round(gap, 1))
```

Any program that meets the task's checks is marked correct in the simulator; this is one way, not the only way.