



U6.7 Project: navigate on the estimate

What this lesson is about

Reach a target the robot cannot see, using nothing but the filter you wrote.

- What the program contains
- The structure
- What comes next

Questions

6 marks in all

1. The robot has moved sideways to $x = 30$ cm at $y = 60$ cm, and tag 9 is at $(0, 155)$, straight up the mat from the start. The code treats the tag's range as if it were the y distance. What does it print? [1 mark]

```
import math
x, y = 30.0, 60.0
TAG_Y = 155.0
rng = math.hypot(0 - x, TAG_Y - y)
y_from_fix = TAG_Y - rng
print(round(rng, 1), round(y_from_fix, 1), round(y - y_from_fix, 1))
```

Answer:

99.6 55.4 4.6

The range is $\sqrt{30^2 + 95^2} = 99.6$ cm, so the fix claims $y = 55.4$ and drags the estimate 4.6 cm backwards. Range equals y distance only on the tag's line.

2. How does the lesson suggest avoiding that trap? [1 mark]
- ☐ A Gate the fix to when the estimated x is small, or drive up the tag's line first
 - ☐ B Raise R_{TAG} to a very large value
 - ☐ C Use the tag range as the x coordinate instead
 - ☐ D Take the fix only when the variance is small

Answer: A. The range and the y distance agree only on the tag's line, so either only accept fixes there or plan the route so that is where the fixes happen.

3. After a missed run, a plot shows the estimate tracked the truth closely, yet the robot still missed the target. Where is the fault? [1 mark]
- ☐ A The controller
 - ☐ B The filter
 - ☐ C The tag detector
 - ☐ D The gyro calibration

Answer: A. If the robot knew where it was and still went to the wrong place, steering is at fault. If the estimate had drifted, the filter would be.

4. The controller uses $\text{speed} = \min(13.0, 0.6 * \text{gap})$. What speed, in cm/s, does it ask for when the gap is 10 cm? [1 mark]

Answer: 6. $0.6 \times 10 = 6$, which is below the 13 cm/s cap, so the robot slows proportionally as it closes on the target.

5. The prediction step uses the heading $h + 0.5 * \text{rate} * \text{DT}$ to rotate the flow into the world frame. Why the half step? [1 mark]

- ☐ A It uses the average heading over the tick, since the robot turns during it
- ☐ B It halves the gyro noise
- ☐ C It corrects for gyro bias
- ☐ D It keeps the heading within half a turn

Answer: A. The robot turns by $\text{rate} \times \text{DT}$ during the tick, so the midpoint heading is a better estimate of the direction it actually moved than the start heading.

6. Put the parts of the navigation program in the order the lesson lists them. [1 mark]

Number the lines 1 to 4 to put them in the right order.

- ___ Plot, to tell estimator faults from controller faults
- ___ Calibrate the gyro
- ___ Steer by the estimate through the inverse kinematics
- ___ Run a filter every tick, predicting with flow and correcting from tag 9

Answer:

Calibrate the gyro
Run a filter every tick, predicting with flow and correcting from tag 9
Steer by the estimate through the inverse kinematics
Plot, to tell estimator faults from controller faults

Calibration comes first because the filter depends on it; the controller sits on top of the estimate; the plots let you assign blame.

The task: navigate on the estimate

Reach the green target, which is 105 across and 105 up from the start, using only your own estimate. Print `my x:` and `my y:` at the end, within 12 cm of the truth. `position()` is not allowed anywhere.

```
from bugbot import *
import math
connect()

DT = 0.1
TX, TY = 105.0, 105.0
```

The hint students can ask for: The target's centre is 105 across and 105 up from the start, and nothing about it is visible to the robot. Tag 9 is straight up the mat from the start, and what it gives you is a range, so it only measures y while the robot is on the tag's line. Drive up that line first, take your fixes there, then turn for the target.

A solution

```
from bugbot import *
import math
connect()

DT = 0.1
V_MAX, V_LAT = 20.0, 15.0
TX, TY = 105.0, 105.0
TAG_Y = 155.0
Q, R_TAG = 0.6, 9.0

rates = []
for i in range(40):
    rates.append(imu()[1])
    wait(DT)
bias = sum(rates) / len(rates)

x = y = h = 0.0
p = 4.0
set_cv("apriltag")

def step(n=1):
    global x, y, h, p
    for i in range(n):
        vx, vy = flow()
        rate = imu()[1] - bias
        a = math.radians(h + 0.5 * rate * DT)
        x += (vx * math.cos(a) + vy * math.sin(a)) * DT
        y += (-vx * math.sin(a) + vy * math.cos(a)) * DT
        h += rate * DT
        p += Q
        seen = [t for t in apriltags() if t[0] == 9]
        # the tag's range is only a measurement of y while we are on its line
        if seen and seen[0][3] < 130 and abs(x) < 12:
            k = p / (p + R_TAG)
            y += k * ((TAG_Y - seen[0][3]) - y)
            p = (1 - k) * p
        plot("x", x)
        plot("y", y)
        wait(DT)
```

```

def go_to(tx, ty, ticks=400):
    for tick in range(ticks):
        dx, dy = tx - x, ty - y
        gap = math.hypot(dx, dy)
        if gap < 5:
            break
        speed = min(13.0, 0.6 * gap)
        wx, wy = speed * dx / gap, speed * dy / gap
        a = math.radians(h)
        drive(100 * (wx * math.sin(a) + wy * math.cos(a)) / V_MAX,
              100 * (wx * math.cos(a) - wy * math.sin(a)) / V_LAT, 0)
        step()
    stop()
    step(3)

go_to(0.0, TY)          # up the tag's line first, taking fixes on the way
go_to(TX, TY)           # then across to the target

print("my x:", round(x, 1))
print("my y:", round(y, 1))

```

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