



U7.5 Resampling

Name _____

Class _____

Date _____

What this lesson is about

Keeping the good guesses without losing the diversity that lets the filter recover.

- Low variance resampling
- Particle deprivation
- Watching it work

Questions

6 marks in all

1. What does this program print?

[1 mark]

```
particles = ["A", "B", "C", "D"]
weights = [0.05, 0.5, 0.3, 0.15]
N = 4
step = 1.0 / N
r = 0.12
c = weights[0]
i = 0
fresh = []
for m in range(N):
    u = r + m * step
    while u > c and i < N - 1:
        i += 1
        c += weights[i]
    fresh.append(particles[i])
print(" ".join(fresh))
```

2. With low variance resampling and $N = 500$, a particle has weight 0.013. How many copies does it get? [1 mark]

- ☐ A 6 or 7
- ☐ B Exactly 7
- ☐ C Any number from 0 to 500, depending on luck
- ☐ D 13

3. After many rounds of resampling without jitter, the filter is confidently and permanently wrong. What has happened? [1 mark]

- ☐ A Particle deprivation: every particle is an exact copy of one ancestor, so nothing is left elsewhere to rescue it
- ☐ B The weights have underflowed to zero and the floor has taken over
- ☐ C The motion noise was too large, so the cloud spread off the mat
- ☐ D The effective sample size has grown above N

4. Which of these defend against particle deprivation?

[1 mark]

Tick every answer that is true.

- ☐ A Add a small amount of jitter to each copy
- ☐ B Resample only when neff falls below $N/2$
- ☐ C Inject a few particles scattered over the whole map each tick
- ☐ D Resample on every tick whatever neff is
- ☐ E Use a smaller sigma in the measurement model

5. Put the steps of low variance resampling in order.

[1 mark]

Number the lines 1 to 5 to put them in the right order.

- ___ Set c to the first weight and i to 0
- ___ For each m , set the pointer $u = r + m * \text{step}$
- ___ Copy `particles[i]`, plus a little jitter, into the new set
- ___ Set $\text{step} = 1/N$ and draw a single number r between 0 and step
- ___ While $u > c$, move i on and add `weights[i]` to c

6. Why is low variance resampling preferred to drawing N independent samples?

[1 mark]

- ☐ A It is less noisy, never gives zero copies to a particle that deserves one, and runs in $O(N)$
- ☐ B It needs no random numbers at all, so it is deterministic
- ☐ C It keeps the old weights, so no information is lost
- ☐ D It guarantees the resampled cloud has no duplicate particles

The task: resample

Weight a scattered cloud against one reading, then resample it. Print `before:` and `after:` , the effective sample size each side, and `spread:` , the standard deviation of the resampled cloud.

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

N, SIGMA = 500, 3.0
particles = [random.uniform(0, 200) for i in range(N)]
```

Plan your program here, then type it in and press Run.



Do it on the robot

www.bugbotlab.com/learn/u7-5-resampling/

The simulator checks it and tells you when it passes. Nothing to install, no account.

Challenges

1. Resample ten times in a row without jitter and print how many distinct values are left.
2. Add jitter and repeat. How many now?
3. Inject 5 percent random particles each round and describe what it costs you when the filter is already right.